# Partially Optimal Cubic Subspace Clustering

Research Project Machine Learning

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Introduction

2 Partial Optimality for Cubic Clique Partition Problem

3 Cubic Subspace Instance Construction

Experiments and Evaluation

Conclusion

Finite sample set S, cost function  $c: \binom{S}{3} \to \mathbb{R}$ . Instance of the **Cubic Clique Partition Problem**:

$$\min_{\mathbf{y}: \; \binom{S}{2} \to \{0,1\}} \sum_{abc \in \binom{S}{3}} c_{abc} \, \mathbf{y}_{ab} \, \mathbf{y}_{bc} \, \mathbf{y}_{ac}$$

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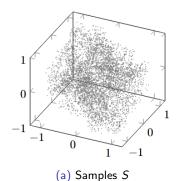
subject to  $y_{ab} + y_{bc} - 1 \le y_{ac}$  for all distinct  $a, b, c \in S$ .

Find a **partially optimal solution**, i.e. fix some labels  $y_{ab}$  for distinct  $a, b \in S$ 

$$\begin{cases} \mathbf{y}_{ab} = 1 & \text{join } a, b \\ \mathbf{y}_{ab} = 0 & \text{cut } a, b \\ \mathbf{y}_{ab} = ? & \text{unknown} \end{cases}$$

in such way that there still exists an optimal solution.

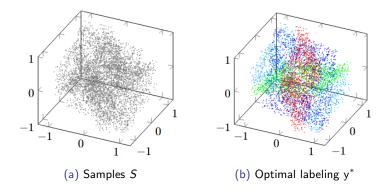
**Subspace Instances** of the Cubic Clique Partition Problem Samples S: points  $S \subset \mathbb{R}^3$ 



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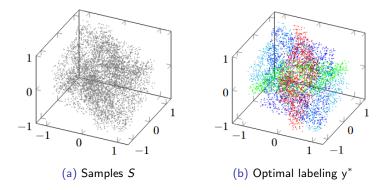


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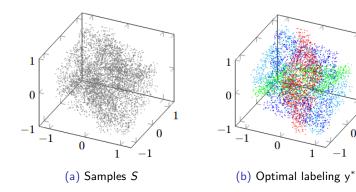
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Cost function c? (no concrete plane information given)



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TODO: 1 + 2 (citation at the end!)

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   → point generation, appropriate cost function c
   (high accuracy, significant noise tolerance)

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- ② Construct subspace instances of increasing difficulty → point generation, appropriate cost function c (high accuracy, significant noise tolerance)
- Apply algorithm to the subspace instances, assess partial optimality, accuracy and computation time
  - $\rightarrow$  experiments and evaluation (prove the quality of c)

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Input: labeling y without fixed labels
while condition applied do
apply subproblem-CUT-condition exhaustively
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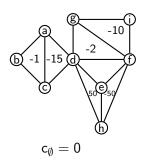
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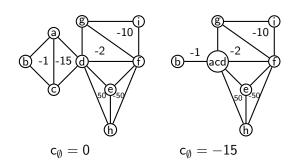
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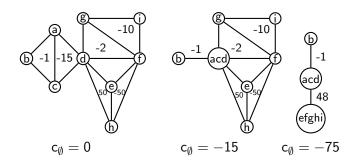
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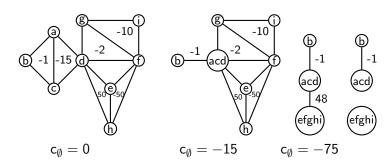
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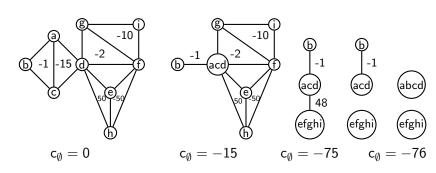
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#### Other JOIN-conditions

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**Triple-JOIN:** join samples i, j, k if the condition holds (similar to Pair-JOIN-1) ( $\approx$  i-jk min-cut)

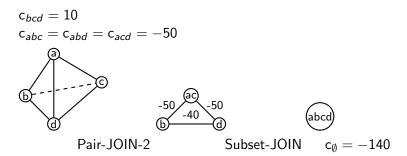
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 $c_{abc} = c_{abd} = c_{acd} = -50$ 

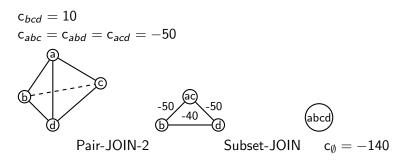


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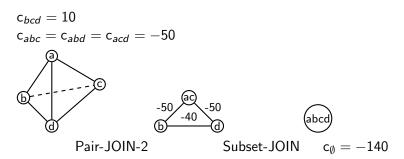
B

Pair-JOIN-2



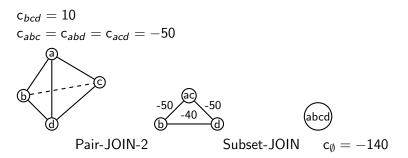


**Pair-CUT:** cut samples i,j if the direct joing penalty  $\geq$  the sum of rewards for joining some subset R with  $i \in R$  and  $\overline{R}$  with  $j \in \overline{R}$  ( $\approx$  i-j min-cut)



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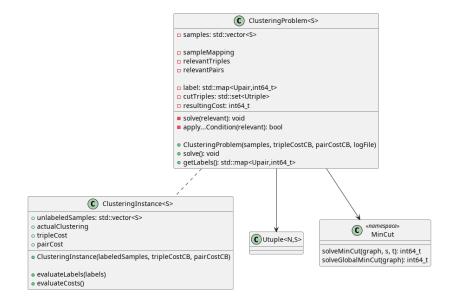


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Samples in the pyramid with  $c_{bcd}=100$  are unjoinable! Triple-CUT is applied to the triple bcd

### Program Structure



Introduction

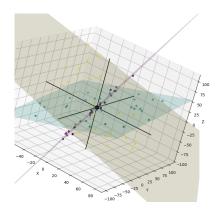
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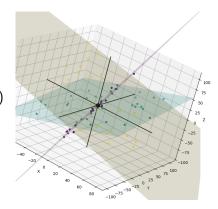
#### **Plane Generation:**

• generate 3 planes as distinct normal vectors  $\vec{n}_1, \vec{n}_2, \vec{n}_3$  (normalized)



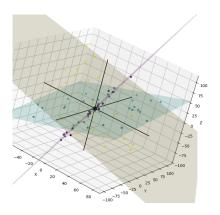
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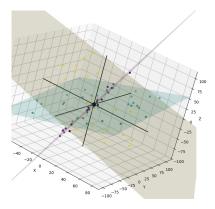
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**Point Generation** on the plane  $(\vec{n}, \vec{r_1}, \vec{r_2})$ , parameters  $(D, \sigma)$ :

- random variables  $k_1, k_2 \in [-D, D]$  (uniform distribution)
- random variable  $k_n$  (normal distribution based on  $\sigma$ )
- generate point  $p = k_1 \vec{r_1} + k_2 \vec{r_2} + k_n \vec{n}$

### Cost Function

# Triangle $abc \in \binom{S}{3}$

- **1** Smallest side  $s < D/2 \rightarrow c_{abc} = 0$
- 2 Largest angle  $\alpha > 150^{\circ} \rightarrow c_{abc} = 0$
- **③** ha, hb, hc: distances to the best fitting plane  $ha + hb + hc > 3\sigma + 10^{-6}$   $→ c<sub>abc</sub> = \frac{(ha+hb+hc)-(3\sigma+10^{-6})}{3D}$
- ho: distance from the origin to the triangle plane ho  $> \frac{10\sigma}{\#points} + 10^{-6} \rightarrow c_{abc} = 0$
- of for all points p: hp: distance to the best fitting plane choose p if  $hp < \sigma + 10^{-6}$  and  $|\vec{p}| > 0.3D$  hp': distance to the best fitting plane of all chosen points  $\delta_p = \frac{hp' (\sigma + 10^{-6})}{D}$ ,  $SAME = \{p \colon \delta_p < 0\}$ ,  $rew = \sum_{p \in SAME} \delta_p$ ,  $|SAME| \le 3 \to c_{abc} = 0$  else  $\to c_{abc} = 2^{|SAME| 4} rew$

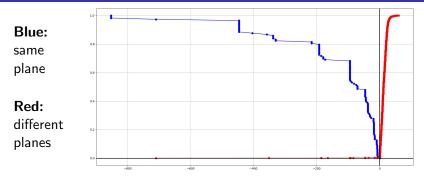
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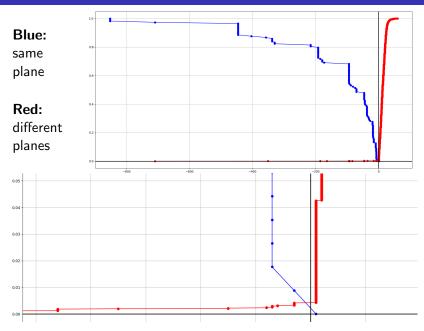
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# Cost Function Evaluation (3x15 points, $\sigma = 1$ )



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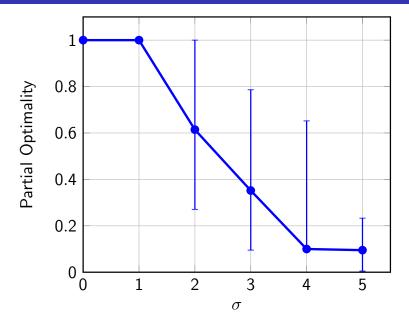
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- Apply the algorithm to the random cubic subspace instances with D=100 and fixed  $\sigma=0,1,2,3,4,5$ :
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  - 3x10 points (solve 15 instances)
  - 3x15 points (solve 7 instances)
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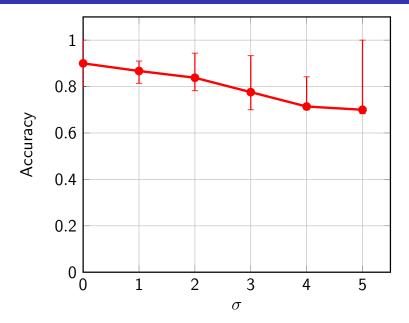
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  - partial optimality (%)
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- Capture
  - 1.quartile (Q1)
  - median (Q2)
  - 3.quartile(Q3)
  - the worst computation time

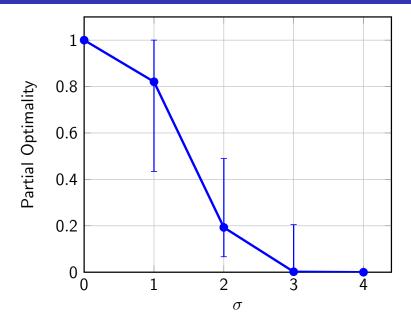
# Partial Optimality (3x7 points)



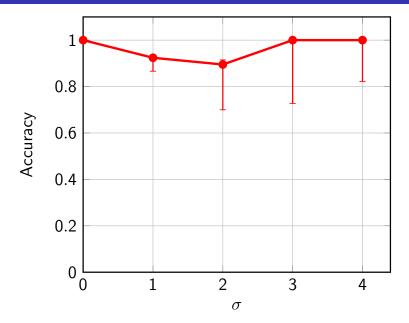
# Accuracy (3x7 points)



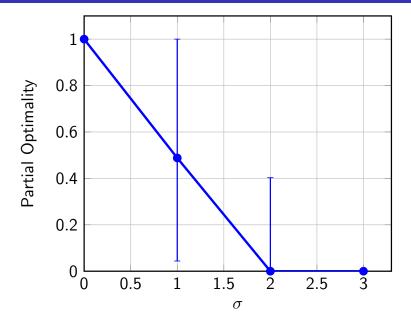
# Partial Optimality (3x10 points)



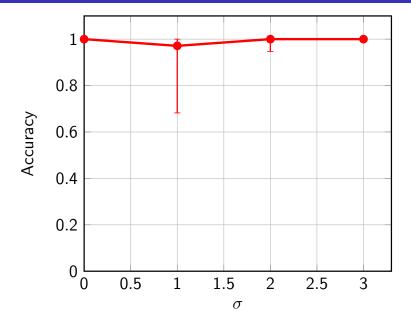
# Accuracy (3x10 points)



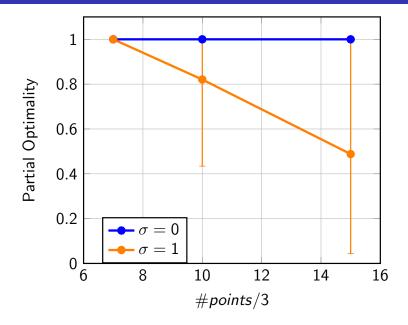
# Partial Optimality (3x15 points)



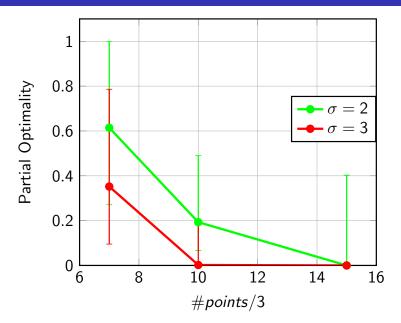
# Accuracy (3x15 points)



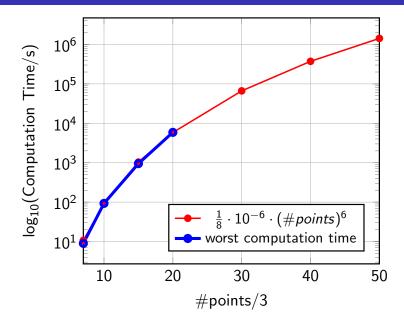
# Partial Optimality



# Partial Optimality



# Computation Time (worst case)



Introduction

2 Partial Optimality for Cubic Clique Partition Problem

3 Cubic Subspace Instance Construction

4 Experiments and Evaluation

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  - arbitrary sample type
  - sparse cost representation
  - pair labeling and triple cuts
  - reasonable adjustments of the partial optimality conditions
  - self-explaining logs

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  - high accuracy
  - significant noise tolerance
  - $O(k \cdot n^6)$  for n = #points and a small k

### Conclusion

- Implementation of the partial optimality algorithm:
  - arbitrary sample type
  - sparse cost representation
  - pair labeling and triple cuts
  - reasonable adjustments of the partial optimality conditions
  - self-explaining logs
- Subspace instance generation using linear algebra methods, geometric cost function c:
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  - $O(k \cdot n^6)$  for n = #points and a small k

#### Future Work:

- optimize and parallelize the algorithm
- overcome the partial optimality loss for c
- determine better parameters for c
- update c with advanced criteria

### References

### My program, scripts and presentation:

https://github.com/Vovsanka/ResearchProjectML

TODO: citation