

## PCA and Non-linear dimensionality reduction

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## Problem 1

### *Maximum-variance and Minimum-error approaches to PCA*

You have gone through the K-L and PCA algorithms in the class, but don't be confused by the names of this algorithm: Principal component analysis(PCA) is also known as K-L transform, they are completely the same thing.

PCA can be defined as the orthogonal projection of the data onto a lower dimensional linear space, known as the principal subspace, such that *the variance of the projected data is maximized*; It can also be defined as the linear projection that *minimizes the average projection cost*, defined as the mean squared distance between the data points and their projections. We'll consider both approaches in this problem.

Suppose we have a data set of observations  $\{\mathbf{x}_n\}$ , where  $n = 1, \dots, N$ ,  $\mathbf{x}_n \in \mathcal{R}^D$ . Our goal is to project the data onto a space having dimensionality  $M < D$ .

### Maximum-variance approach

1.1 To begin with, let's consider the projection onto a one-dimensional space( $M = 1$ ). Define the direction of this space using a D-dimensional vector  $\mathbf{u}_1$ . Prove that the variance of the projected data is given by the following expression:  $\mathbf{u}_1^T S \mathbf{u}_1$ , where  $S$  is called the data covariance matrix.

1.2 We now maximize the projected variance  $\mathbf{u}_1^T S \mathbf{u}_1$  with respect to  $\mathbf{u}_1$ . Clearly, this has to be a constrained maximization to prevent  $\|\mathbf{u}_1\| \rightarrow \infty$ , the appropriate constraint comes from the normalization condition  $\mathbf{u}_1^T \mathbf{u}_1 = 1$ . We can introduce a Lagrange multiplier denoted as  $\lambda_1$  and solve this maximization problem. Show the details of solving  $\mathbf{u}_1$  and the maximum variance.

1.3 For cases  $M \geq 2$ , we use proof by induction to show the same principle. Suppose the result above holds for some general value of  $M$ , show that it consequently holds for dimensionality  $M + 1$ .

*Hint: To do this, remember that we've already selected the  $M$  eigen-vectors corresponding to the  $M$  largest eigen-values of the data covariance matrix  $S$ . We're now trying to maximize the variance on direction  $\mathbf{u}_{M+1}$ . The maximization should be done subject to the constraints that  $\mathbf{u}_{M+1}$  be orthogonal to the existing vectors  $\mathbf{u}_1, \dots, \mathbf{u}_M$ , and also that it be normalized to unit length.*

### Minimum-error approach

Suppose we have a *complete orthonormal set* of  $D$ -dimensional basis vector  $\{\mathbf{u}_i\}$  where  $i = 1, \dots, D$  that satisfy:

$$\mathbf{u}_i^T \mathbf{u}_j = \delta_{ij} \quad (1)$$

Since this basis is *complete*, each data point can be presented as follows:

$$\mathbf{x}_n = \sum_{i=1}^D (\mathbf{x}_n^T \mathbf{u}_i) \mathbf{u}_i \quad (2)$$

Our goal is to approximate this data point using a restricted number  $M < D$  of variables corresponding to a projection onto a lower-dimensional subspace. Let's make use of the following expression:

$$\tilde{\mathbf{x}}_n = \sum_{i=1}^M z_{ni} \mathbf{u}_i + \sum_{i=M+1}^D b_i \mathbf{u}_i \quad (3)$$

Where the  $\{z_{ni}\}$  depends on the particular data point, whereas the  $\{b_i\}$  are constants same for all data points.

Just as the subtitle, we shall minimize the squared distance between the original data point  $\mathbf{x}_n$  and its approximation  $\tilde{\mathbf{x}}_n$ :

$$J = \frac{1}{N} \sum_{n=1}^N \|\mathbf{x}_n - \tilde{\mathbf{x}}_n\|_2^2 \quad (4)$$

1.4 Prove that the optimal  $\{z_{ni}\}$  complies with:

$$z_{ni} = \mathbf{x}_n^T \mathbf{u}_i \quad (5)$$

And the optimal  $\{b_i\}$  complies with:

$$b_i = \bar{\mathbf{x}}^T \mathbf{u}_i \quad (6)$$

Where  $\bar{\mathbf{x}} = (1/N) \sum_{n=1}^N \mathbf{x}_n$ .

## Problem 2

考虑一个三层  $d$ - $k$ - $d$  ( $k < d$ ) 神经元实现的一个线性神经网络（无激活函数）。证明当训练自联想模式时（标签即为输入），得到的就是 PCA。

## Problem 3

*ISOMAP, LLE* 对流形的降维

考虑如下的问题并实现 ISOMAP, LLE 等降维方法：

3.1 在三维空间中产生 “N” 形状的流形，使用 ISOMAP 方法降维并作图，给出数据的三维分布图和最佳参数下的降维效果图。

3.2 在三维空间中产生 “3” 形状的流形，使用 LLE 方法降维并作图，给出数据的三维分布图和最佳参数下的降维效果图。

注意：数据在产生过程中可不必严格保证形状，大致符合要求即可。不用在数据的产生上花费过多时间。