

Summary

Problem: Bootstrapping can be used to estimate uncertainty of Principal Component Analysis (PCA) due to sampling variability, but the procedure is computationally demanding for high dimensional (HD) data.

Solution: Speed improvements come from the fact that all bootstrap principal components (PCs) lie within the same, low-dimensional (LD) subspace.

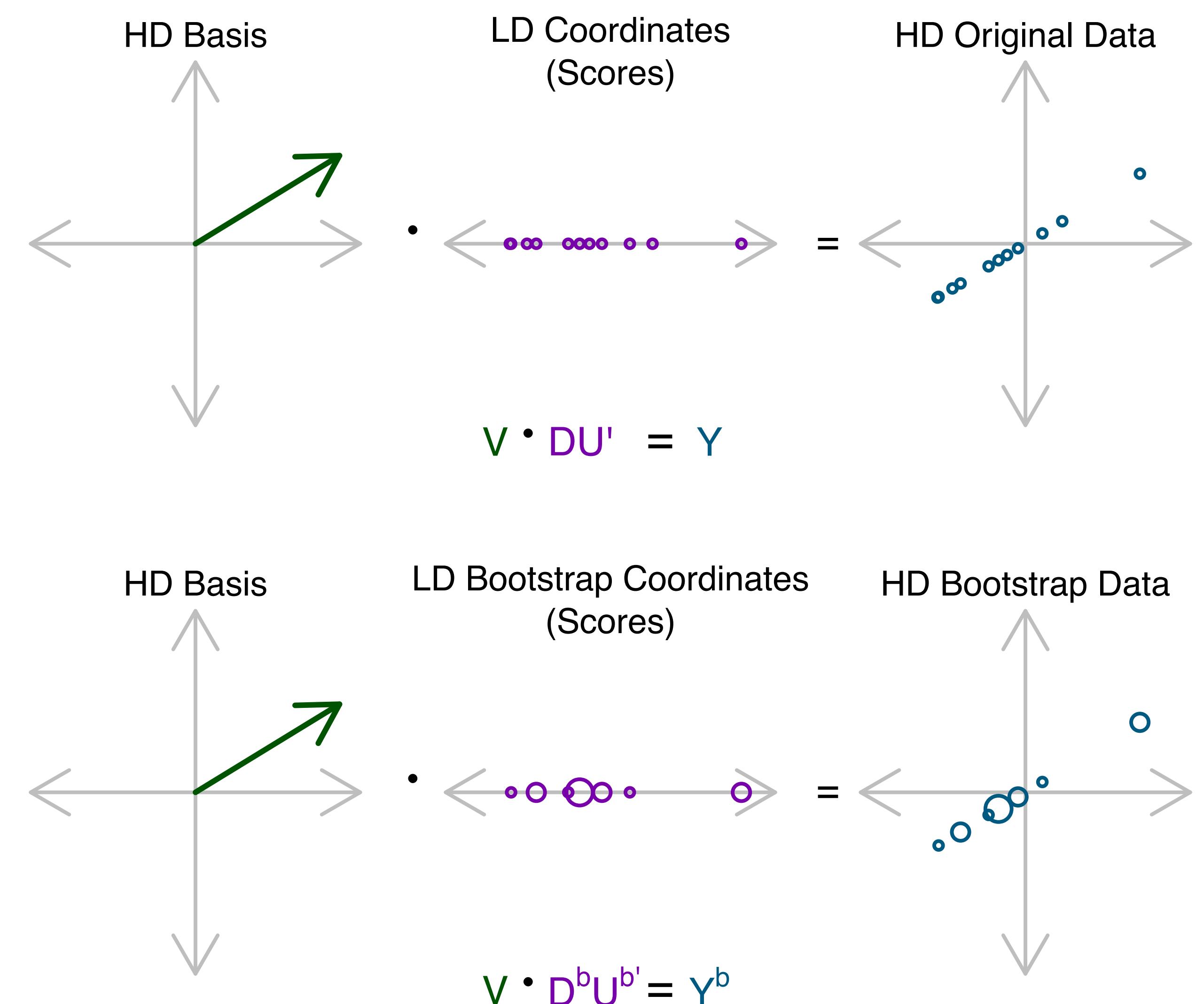
Results: We calculate the 3 leading PCs of a brain MRI dataset (≈ 3 million voxels, 352 subjects), in 1000 bootstrap samples.

Computation time was reduced from 4 days to 120 minutes, using a standard laptop.

Intuition

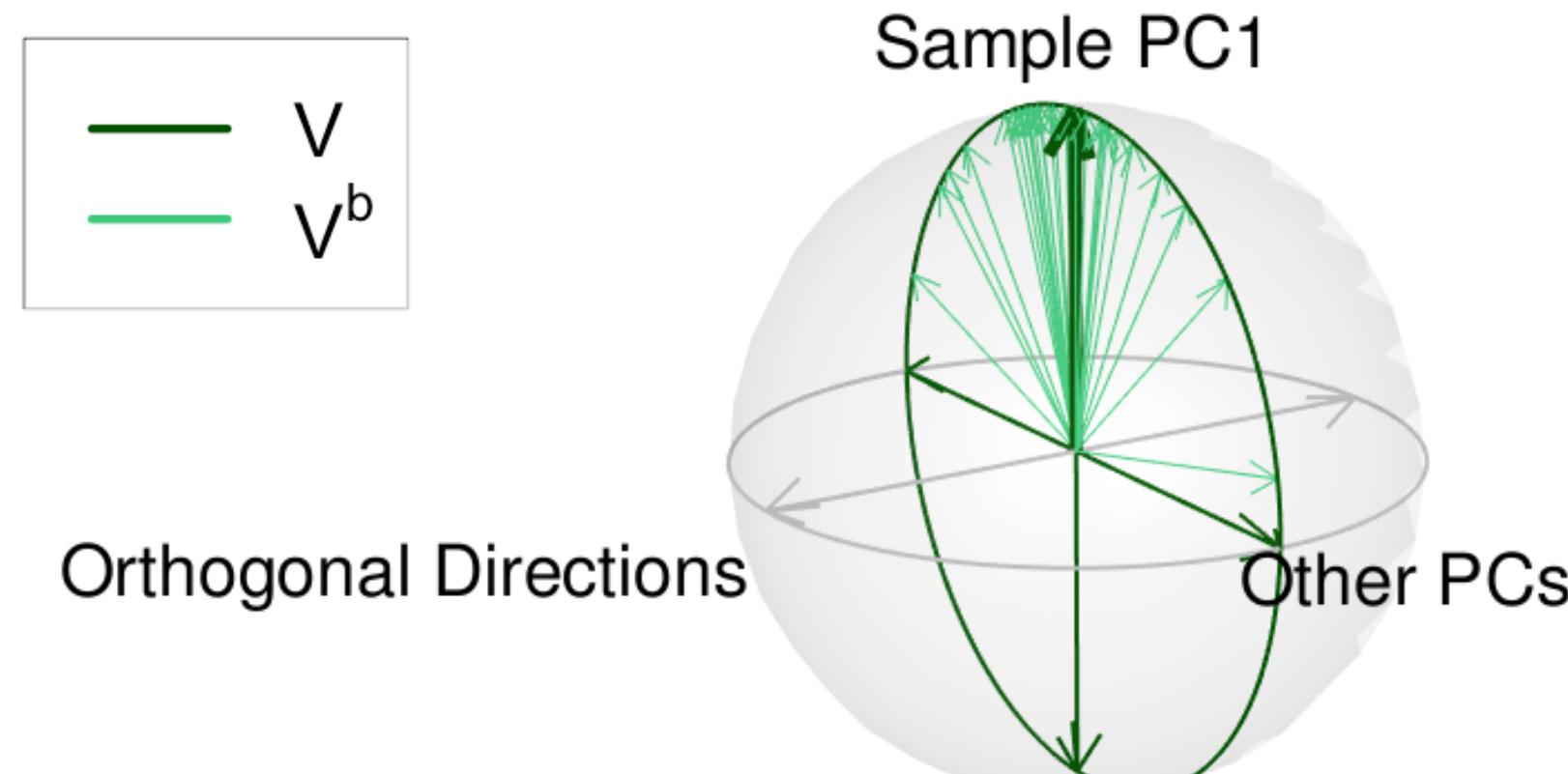
Basic Notation

- n = number of subjects
- p = number of measurements per subject ($p \gg n$)
- $Y = a$ (p by n) centered data matrix
- $VDU' = svd(Y)$
- $b=1,2,\dots,B$ is the bootstrap index



The n -dimensional span of V (or Y) contains:

- All sample points
- All bootstrap sample points
- All bootstrap PCs



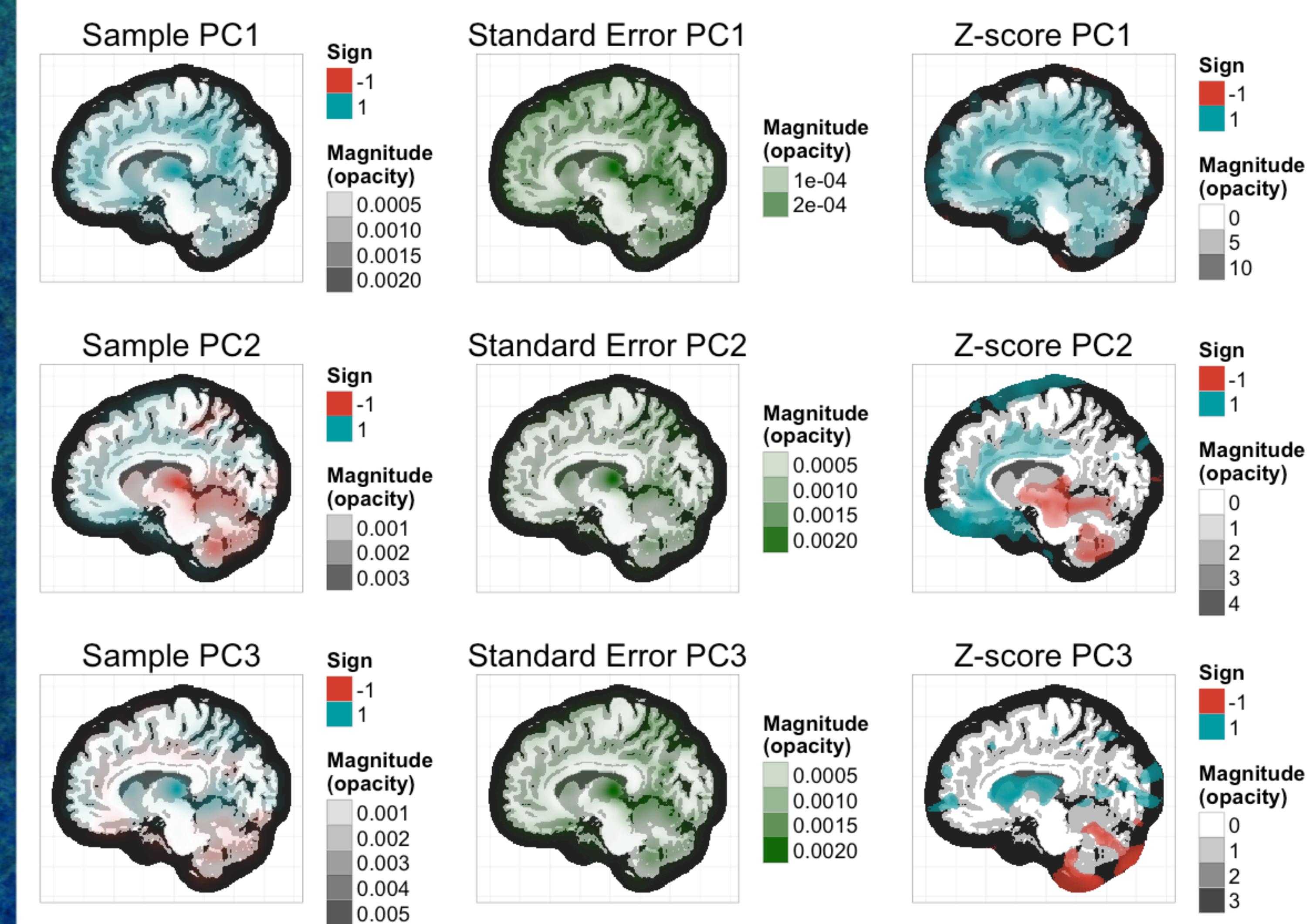
Fast, Exact Bootstrap Principal Component Analysis for $p > 1$ million

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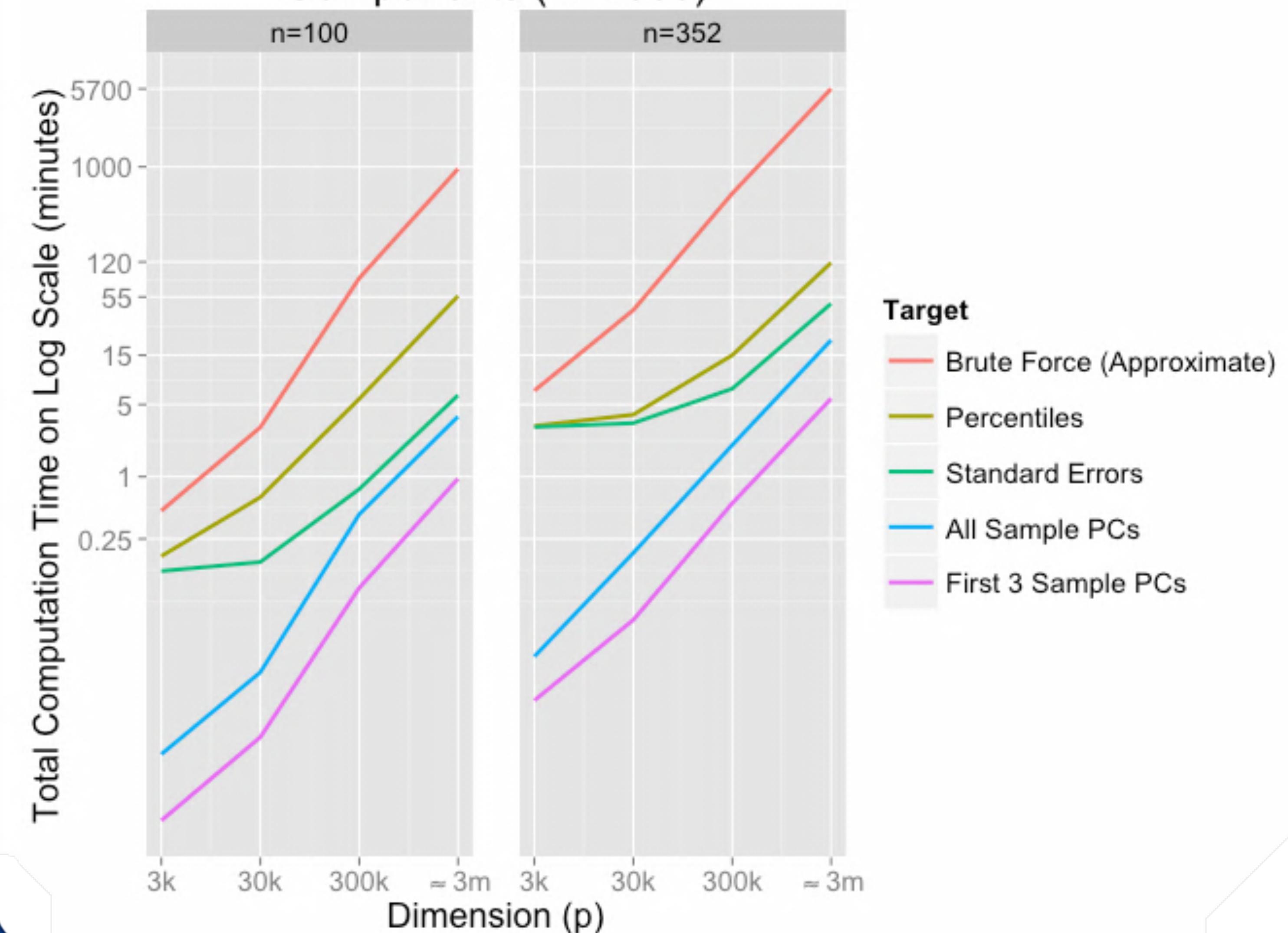
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Results & Computation Times

- Dataset of Voxel Based Morphometry images (RAVENS)
- $p=2,979,666$; $n=352$



Log Scale Computation Times for 3 Principal Components ($B=1000$)



References & Acknowledgements

See paper for details on:

- Adjusting for axis reflections of bootstrap PCs
- Constructing confidence regions
- Block matrix algebra for $p > 10,000$
- Adjusting for when the svd does not converge
- Electroencephalogram data example
- Simulations

arXiv: <http://arxiv.org/abs/1405.0922>

bootSVD package: <https://github.com/aaronjfisher/bootSVD>

ggBrain package: <https://github.com/aaronjfisher/ggBrain>

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Poster design inspired by Michael Barton & Alyssa Frazee
Texture from texturecrate (deep-lagoon-grunge)