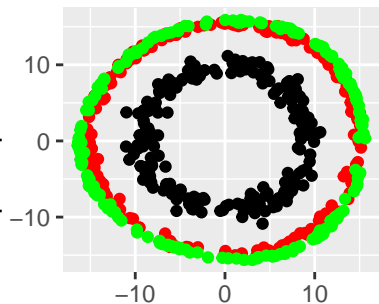


Figure 5: Kernel PCA using a Gaussian kernel for different sigmas

Second principal coordinate

sigma = 0.1

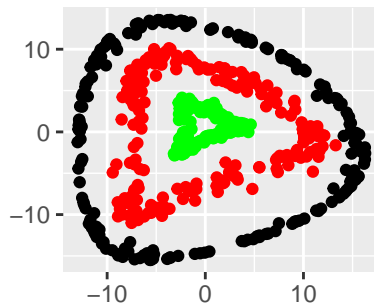


First principal coordinate

circles

- inner
- middle
- outer

sigma = 1

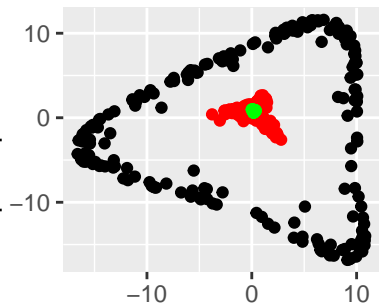


circles

- inner
- middle
- outer

Second principal coordinate

sigma = 3

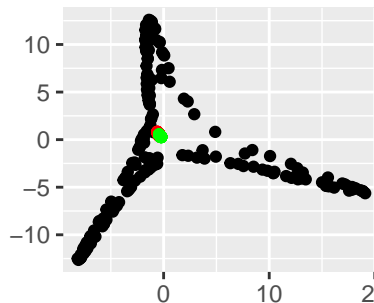


First principal coordinate

circles

- inner
- middle
- outer

sigma = 10



circles

- inner
- middle
- outer