t-SNE

t-distributed Stochastic Neighbor Embedding

t-distributed Stochastic Neighbor Embedding

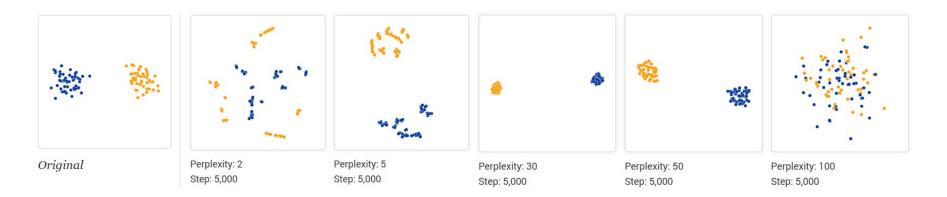
Primary purpose is for visualizing high parameter data It is a form of non-linear dimensionality reduction

Pro: Retains both global and local data structure

Con: Computationally expensive

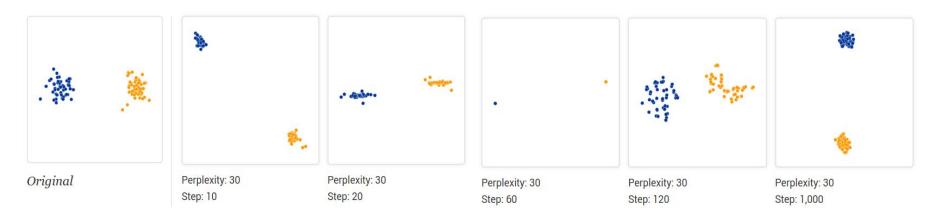
Con: Data point crowding in 2 dimensional space, sometimes may require clustering algorithm to see fine-grained boundaries between populations

Perplexity



t-SNE has a perplexity variable which is how much you vary the attention between global and local aspects of your data

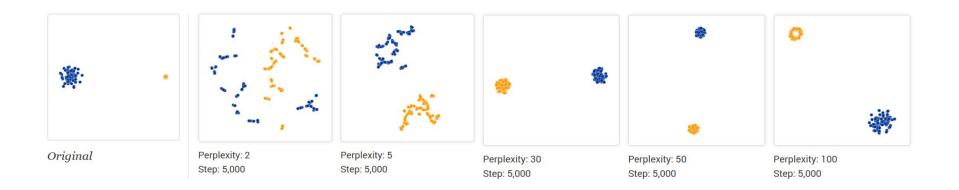
Training



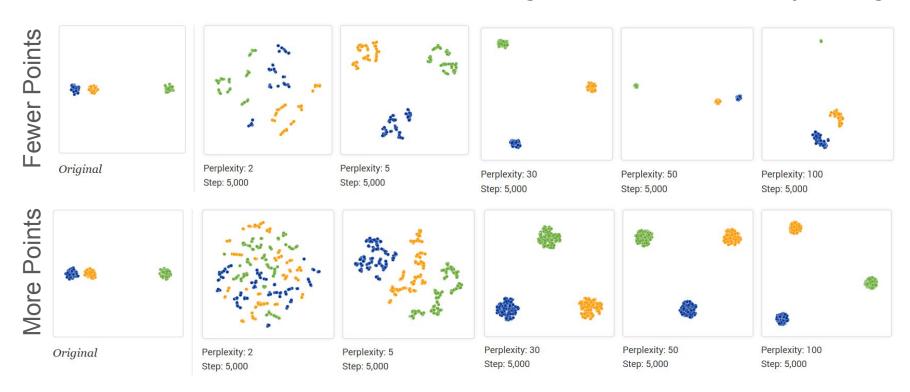
t-SNE has an epsilon which is described by a learning rate, or how much it learns from each iteration

You can also stop it before it becomes stable

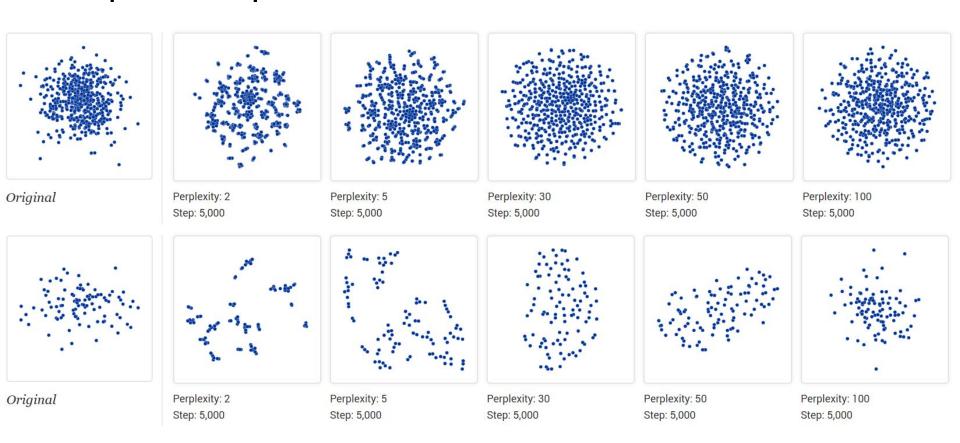
Cluster sizes mean nothing.



Distances between clusters might not mean anything



Shapes and patterns can be seen in noise:



Multi-dimensional data



Original



Perplexity: 2 Step: 5,000



Perplexity: 5 Step: 5,000



Perplexity: 30 Step: 5,000



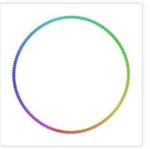
Perplexity: 50 Step: 5,000



Perplexity: 100 Step: 5,000



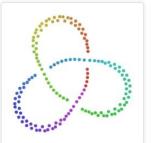
Original



Perplexity: 2 Step: 5,000



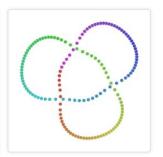
Perplexity: 5 Step: 5,000



Perplexity: 30 Step: 5,000



Perplexity: 50 Step: 5,000



Perplexity: 100 Step: 5,000

Word2Vec Visualization

