

INTRODUCTION, NOTATION, AND OVERVIEW

-APPLIED MULTIVARIATE ANALYSIS-

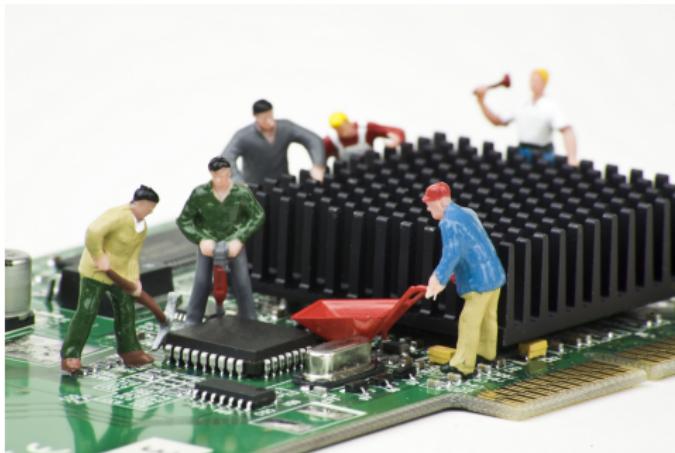
Lecturer: Darren Homrighausen, PhD

CLASS OVERVIEW

Over the next semester we will cover (my opinion of) Applied Multivariate analysis.

This can be described by the more modern titles

- DATA MINING
- STATISTICAL LEARNING
- DATA ANALYTICS



CLASS OVERVIEW

Practically speaking, this means:

- Finding relationships between a group of **explanatory** and **response** variables that provides good predictive performance
- Reducing the **size** of the group of variables for scientific, statistical, or computational purposes

and, perhaps most importantly..

- ▶ Knowing the techniques, how they work, when they apply, and how to implement them

NECESSARY BACKGROUND: NOTATION

- We will write **vectors** as

$$x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

We write this as $x \in \mathbb{R}^n$, which is “x is a member of ar-en.”

- We commonly will need to “turn” the vector, which we write as

$$x^\top = [x_1 \ x_2 \ \dots \ x_n]$$

Here, the superscript “T” takes a vector and flips it on its side.

NECESSARY BACKGROUND: NOTATION

If we have two vectors, we will double subscript them

Suppose $x_1, x_2 \in \mathbb{R}^n$, then

$$x_1 = \begin{bmatrix} x_{11} \\ x_{12} \\ \vdots \\ x_{1n} \end{bmatrix} \quad \text{and} \quad x_2 = \begin{bmatrix} x_{21} \\ x_{22} \\ \vdots \\ x_{2n} \end{bmatrix}$$

NECESSARY BACKGROUND: NOTATION

Often, we will combine many vectors into a **matrix**

$$\mathbb{X} = \begin{bmatrix} x_1 & x_2 & \cdots & x_p \end{bmatrix} = \begin{bmatrix} X_1^\top \\ X_2^\top \\ \vdots \\ X_n^\top \end{bmatrix}$$

As much as possible

- **Lower case** Roman letters will be columns
- **Upper case** Roman letters will be rows

NECESSARY BACKGROUND: ADDITION AND MULTIPLICATION

We will need to extend the ideas of addition and multiplication of numbers to higher dimensional objects (vectors and matrices)

- Suppose $x_1, x_2 \in \mathbb{R}^q$. Then we write “ x_1 times x_2 ” as

$$x_1 \cdot x_2 = \sum_{j=1}^q x_{1j} x_{2j} = x_1^\top x_2$$

NECESSARY BACKGROUND: ADDITION AND MULTIPLICATION

- Also, for matrices $\mathbb{A} \in \mathbb{R}^{n \times p}$, $\mathbb{B} \in \mathbb{R}^{p \times r}$,

$$\begin{aligned}\mathbb{A} \cdot \mathbb{B} &= \begin{bmatrix} \mathbb{A}_{11} & \mathbb{A}_{12} & \dots & \mathbb{A}_{1p} \\ \mathbb{A}_{21} & \mathbb{A}_{22} & \dots & \mathbb{A}_{2p} \\ \vdots & & & \\ \mathbb{A}_{n1} & \mathbb{A}_{n2} & \dots & \mathbb{A}_{np} \end{bmatrix} \cdot \begin{bmatrix} \mathbb{B}_{11} & \mathbb{B}_{12} & \dots & \mathbb{B}_{1r} \\ \mathbb{B}_{21} & \mathbb{B}_{22} & \dots & \mathbb{B}_{2r} \\ \vdots & & & \\ \mathbb{B}_{p1} & \mathbb{B}_{n2} & \dots & \mathbb{B}_{pr} \end{bmatrix} \\ &= \begin{bmatrix} \mathbb{A}_1^\top \mathbb{b}_1 & \mathbb{A}_1^\top \mathbb{b}_2 & \dots & \mathbb{A}_1^\top \mathbb{b}_r \\ \mathbb{A}_2^\top \mathbb{b}_1 & \mathbb{A}_2^\top \mathbb{b}_2 & \dots & \mathbb{A}_2^\top \mathbb{b}_r \\ \vdots & & & \\ \mathbb{A}_n^\top \mathbb{b}_1 & \mathbb{A}_n^\top \mathbb{b}_2 & \dots & \mathbb{A}_n^\top \mathbb{b}_r \end{bmatrix} \in \mathbb{R}^{n \times r}\end{aligned}$$

(Often, we will omit the \cdot for matrix multiplication)

NECESSARY BACKGROUND: LENGTHS

We will need to measure the **size** of both vectors and matrices.

The most common is the one we use every day **Euclidean distance**
(Think: the Pythagorean theorem)

$$\|x\|_2 = \sqrt{\sum_{k=1}^p x_k^2}$$

We call this a **norm** and refer to this as the “ell two norm”

Additionally, we will need the **Manhattan distance**

$$\|x\|_1 = \sum_{k=1}^p |x_k|$$

We call this the “ell one norm”

NECESSARY BACKGROUND: LENGTHS

For matrices, we will just define something very related to 'length' (but it doesn't technically qualify)

Many times, we are interested in the size of the diagonal of a matrix

This is known as the **trace** and is defined to be

$$\text{trace}(\mathbb{X}) = \sum_{j=1}^p \mathbb{X}_{jj}$$

That is, the trace is the sum of the diagonal entries.

Singular Value Decomposition (SVD)

NECESSARY BACKGROUND: SVD

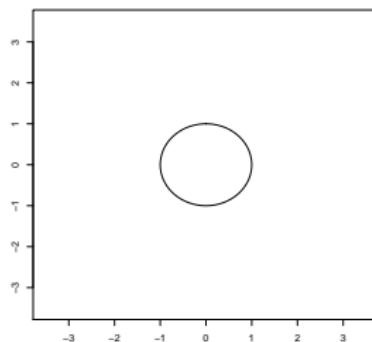
It turns out we can think of matrix multiplication in terms of circles and ellipses

(The plural is technically ellipsoids, but this term seems to freak people out)

Take a matrix \mathbb{X} and let's look at the set of vectors

$$B = \{\beta : \|\beta\|_2 \leq 1\}$$

This is a circle!

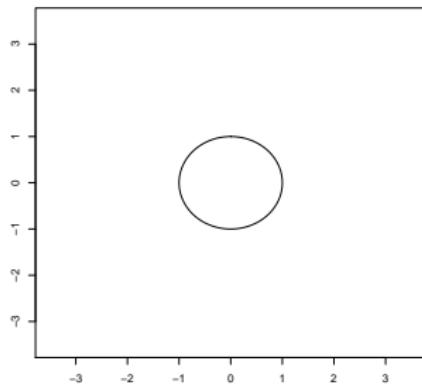


NECESSARY BACKGROUND: SVD

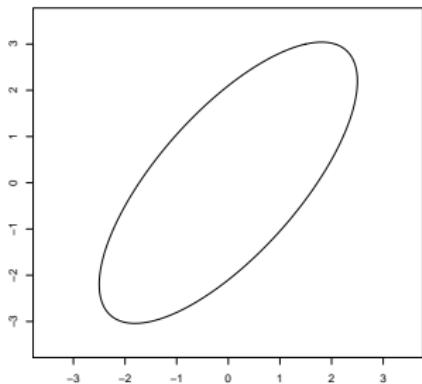
What happens when we multiply vectors in this circle by \mathbb{X} ?

Let

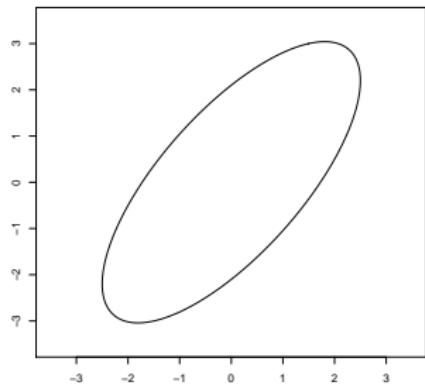
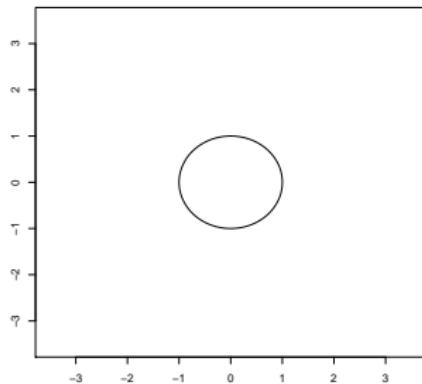
$$\mathbb{X} = \begin{bmatrix} 2.0 & 0.5 \\ 1.5 & 3.0 \end{bmatrix} \text{ and } \mathbb{X}\beta = \begin{bmatrix} 2\beta_1 + 0.5\beta_2 \\ 1.5\beta_1 + 3\beta_2 \end{bmatrix}$$



\mathbb{X}



NECESSARY BACKGROUND: SVD

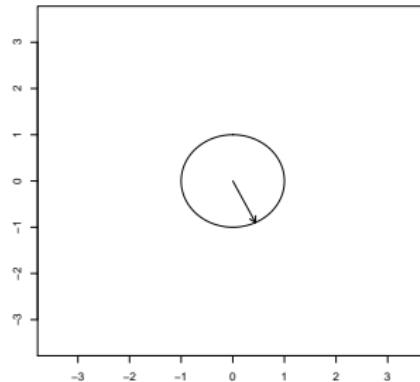
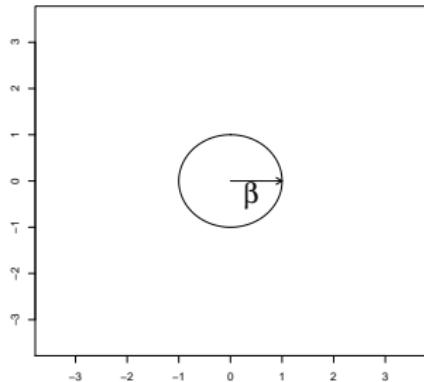


What happened?

1. The coordinate axis gets **rotated**
2. The new axis gets **elongated** (making an **ellipse**)
3. This ellipse gets **rotated**

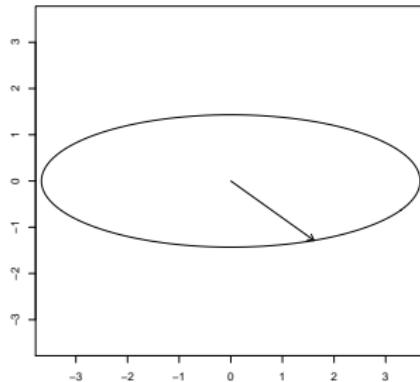
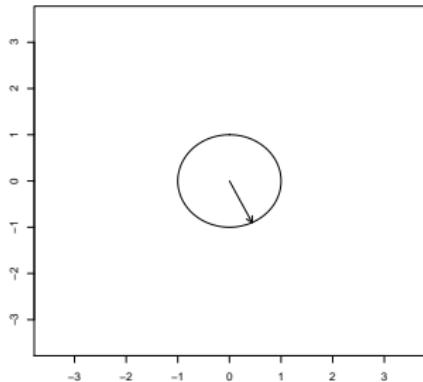
Let's break this down into parts...

NECESSARY BACKGROUND: SVD



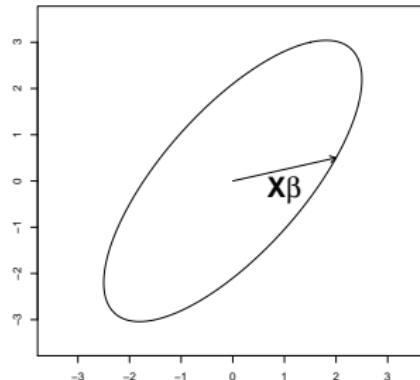
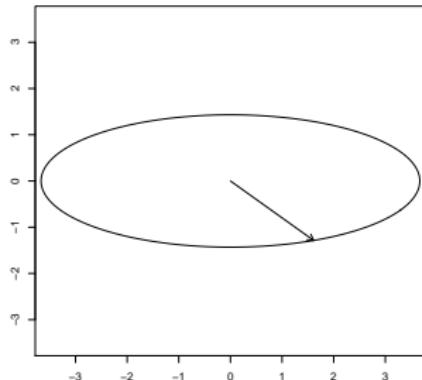
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NECESSARY BACKGROUND: SVD



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NECESSARY BACKGROUND: SVD



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NECESSARY BACKGROUND: ROTATION

Rotations: These can be thought of as just **reparameterizing** the coordinate axis. This means that they don't change the geometry.

As the original axis was **orthogonal** (that is; perpendicular), the new axis must be as well.

NECESSARY BACKGROUND: ROTATION

Let $\mathbf{v}_1, \mathbf{v}_2$ be two **normalized, orthogonal** vectors. This means that:

$$\mathbf{v}_1^\top \mathbf{v}_2 = 0 \quad \text{and} \quad \mathbf{v}_1^\top \mathbf{v}_1 = \mathbf{v}_2^\top \mathbf{v}_2 = 1$$

In matrix notation, if we create V as a matrix with normalized, orthogonal vectors as columns, then:

$$V^\top V = \begin{bmatrix} 1 & 0 & 0 & \dots & 0 \\ 0 & 1 & 0 & \dots & 0 \\ \vdots & & & & \\ 0 & 0 & 0 & \dots & 1 \end{bmatrix} = I$$

Here, I is the **identity matrix**.

NECESSARY BACKGROUND: ELONGATION

Elongation: These can be thought of as **stretching** vectors along the current coordinate axis. This means that they **do** change the geometry by distorting distances.

Elongations are the result of multiplication by a **diagonal** matrix (note: we just saw a very special case of such a matrix: the identity matrix I)

All diagonal matrices have the form:

$$D \begin{bmatrix} d_1 & 0 & 0 & \dots & 0 \\ 0 & d_2 & 0 & \dots & 0 \\ & & \vdots & & \\ 0 & 0 & 0 & \dots & d_p \end{bmatrix}$$

NECESSARY BACKGROUND: SVD

Using this intuition, for any matrix \mathbb{X} it is possible to write its **SVD**:

$$\mathbb{X} = UDV^\top$$

where

- U and V are orthogonal (think: **rotations**)
- D is diagonal (think: **elongation**)
- The diagonal elements of D are ordered as

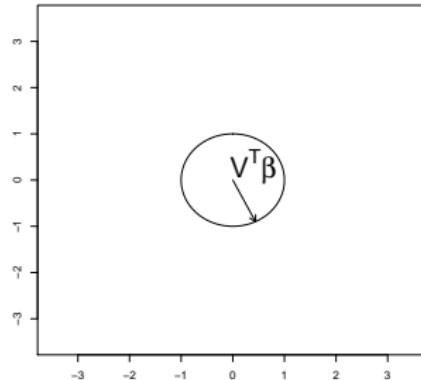
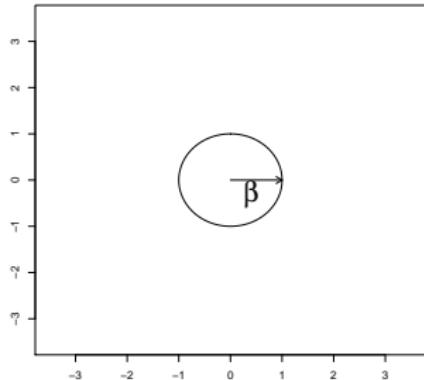
$$d_1 \geq d_2 \geq \dots \geq d_p \geq 0$$

Many properties of matrices can be ‘read off’ from the SVD.

Rank: The rank of a matrix answers the question: how many dimensions does the ellipse live in? In other words, it is the number of columns of the matrix \mathbb{X} , not counting the columns that are ‘redundant’

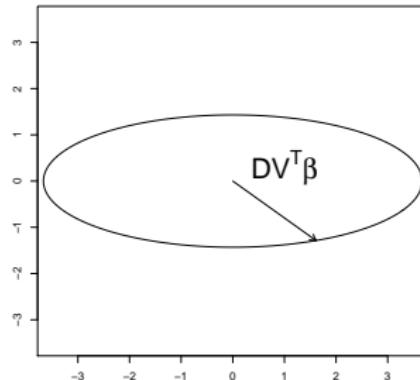
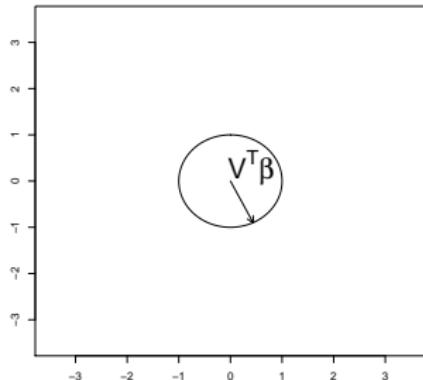
It turns out the rank is exactly the quantity q such that $d_q > 0$ and $d_{q+1} = 0$

NECESSARY BACKGROUND: SVD



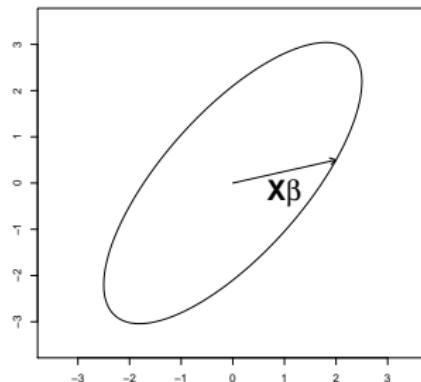
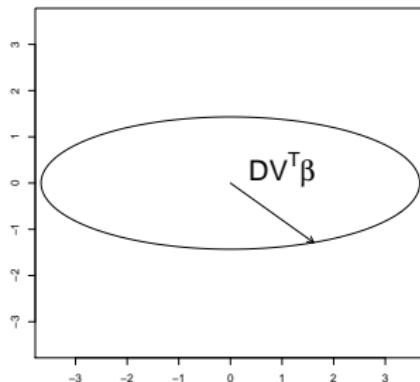
1. The coordinate axis gets **rotated** (Multiplication by V^\top)

NECESSARY BACKGROUND: SVD



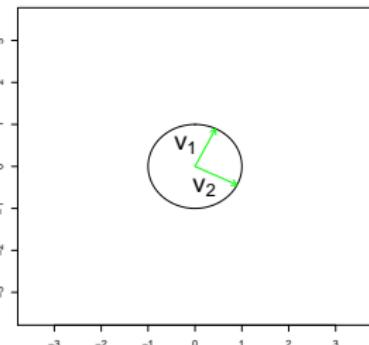
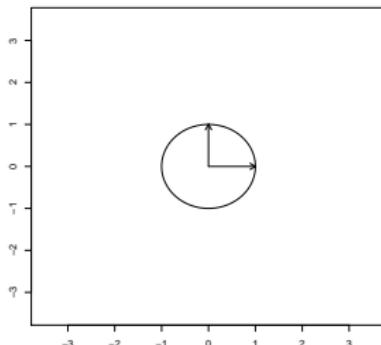
1. The coordinate axis gets **rotated** (Multiplication by V^\top)
1. The new axis gets **elongated** (Multiplication by D)

NECESSARY BACKGROUND: SVD



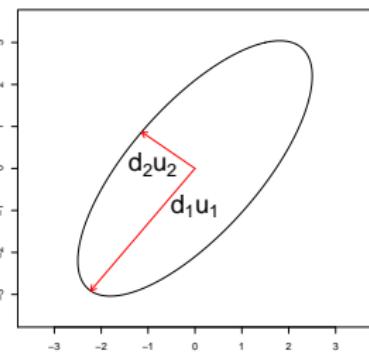
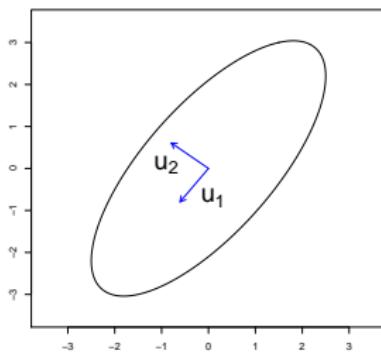
1. The coordinate axis gets **rotated** (Multiplication by V^\top)
1. The new axis gets **elongated** (Multiplication by D)
2. This ellipse gets **rotated** (Multiplication by U)

NECESSARY BACKGROUND: SVD [ONE LAST TIME]



Summary:

Of all the possible axes of the original circle, the one given by v_1, v_2 has the unique property:



$$\mathbb{X}v_j = d_j u_j$$

for all j .

Lastly:

$$\mathbb{X} = \sum_j d_j u_j v_j^\top$$

Probability

NECESSARY BACKGROUND: PROBABILITY

For this class, we really don't need to know too much probability.

Again, I would be satisfied with you accepting that certain manipulations are reasonable, rather than 'understanding' everything.

That being said, let's take it away...

WHAT'S A RANDOM VARIABLE?

Let X be a random variable. That is, X ...

- Has a probability density function p_X such that the probability (denote this by \mathbb{P}) that X takes on a set of values A is given by¹

$$\mathbb{P}(A) = \int_A p_X(x) dx$$

- And p_X has certain properties such as $p_X \geq 0$ and $\int p_X = 1$.

¹Anyone who has studied probability would have serious problems with this statement. If this is you, don't quibble; we're trying to avoid unnecessary complications.

WHAT ARE THE PROPERTIES OF A RANDOM VARIABLE?

In this class, we really only care about X 's

- mean (alternatively known as its expectation)
(This is all about finding its center)
- and variance.
(This is all about finding its spread)

WHAT'S EXPECTATION?

Imagine taking a metal rod of a certain mass.

However, its mass isn't necessarily even along its length.

Attempt to balance the rod on your finger. The balancing point is the **center of mass** of the rod.



FIGURE: A family calculates expectations

WHAT'S EXPECTATION?

Crucial connection: If we think about the density of the random variable determining where the rod's mass is **distributed**, then the “center of mass” is the **expectation**.

$$\mathbb{E}[X] = \int x p_X(x) dx$$

WHAT'S VARIANCE?

For variance, I'll just give you the definition

$$\mathbb{V}[X] = \mathbb{E}[(X - \mathbb{E}[X])^2]$$

In words:

"variance is the average squared deviation from the average"

Note: $\mathbb{V}[X] = \mathbb{E}[X^2] - \mathbb{E}[X]^2$

CAN YOU TAKE ME HIGHER?

Implicitly, we were assuming that $X \in \mathbb{R}$.

What happens if $X \in \mathbb{R}^p$?

The expectation is going to look the same, but be a vector

$$\mathbb{E}[X] \in \mathbb{R}^p$$

For variance, we need to use some matrix notation:

$$\mathbb{V}[X] = \mathbb{E}[(X - \mathbb{E}[X])(X - \mathbb{E}[X])^\top] \in \mathbb{R}^{p \times p}$$

If you write this out, you'll see that this a matrix with

- The variances of the components on the diagonal
- The covariances of any two components in the off-diagonal entries.

COMBINE MATRICES AND PROBABILITY

We will commonly combine matrix multiplication with probability statements

Suppose that $Y \in \mathbb{R}^n$ is a random variable such that $\mathbb{E}[Y] = \mu$ and $\mathbb{V}[Y] = \Sigma$.

What is the distribution of $\mathbb{X}Y$?

It turns out expectation is **linear** and hence we can rearrange ‘ \mathbb{E} ’ and ‘ \mathbb{X} ’

$$\mathbb{E}[\mathbb{X}Y] = \mathbb{X}\mathbb{E}[Y] = \mathbb{X}\mu$$

Variance is little more complicated, but not much

$$\mathbb{V}[\mathbb{X}Y] = \mathbb{X}\mathbb{V}[Y]\mathbb{X}^\top = \mathbb{X}\Sigma\mathbb{X}^\top \quad (\text{check this!})$$

I thought this was a statistics class...