

손바닥ML

With Scikit-Learn & Tensorflow



Part I. The Fundamentals of ML Ch.8 Dimensionality Reduction

Vector Spaces

체 K에 대한 **벡터 공간** $(V, +, \cdot)$ 은 K에 대한 가군이다. 즉, 다음과 같은 튜플이다.

- ullet V는 집합이다. 이 집합의 원소를 **벡터**라고 한다.
- $+: V \times V \rightarrow V$ 는 함수이다. 이 연산을 **벡터 덧셈**이라고 한다.
- $\cdot: K \times V \rightarrow V$ 는 함수이다. 이 연산을 **스칼라 곱셈**이라고 한다.
- 이 데이터는 다음과 같은 공리들을 만족시켜야 한다.
 - (V,+)는 아벨 군을 이룬다. 즉, 다음 성질들이 성립한다.
 - ullet (벡터 덧셈의 결합 법칙) 임의의 $u,v,w\in V$ 에 대하여, (u+v)+w=u+(v+w)
 - ullet (벡터 덧셈의 교환 법칙) 임의의 $u,v\in V$ 에 대하여, u+v=v+u
 - (벡터 덧셈의 항등원) 임의의 $u \in V$ 에 대하여 u + 0 = u인 원소 $0 \in V$ 가 존재한다.
 - ullet (역원의 존재) 임의의 $u\in V$ 에 대하여, -u+u=0인 원소 $-u\in V$ 가 존재한다.
 - $(V,+,\cdot)$ 는 K의 가군을 이룬다. 즉, 다음 성질들이 성립한다.
 - ullet 임의의 $a,b\in K$ 및 $v\in V$ 에 대하여, $a\cdot (b\cdot v)=(ab)\cdot v$
 - 임의의 $v \in V$ 에 대하여, $1 \cdot v = v$. 여기서 $1 \in K$ 는 K의 곱셈 항등원이다.
 - ullet (분배 법칙) 임의의 $a,b\in K$ 및 $u,v\in V$ 에 대하여, $(a+b)\cdot(u+v)=a\cdot u+b\cdot u+a\cdot v+b\cdot v$

Vector Spaces

- A *basis* B of a vector space V over a field F is a linearly independent subset of V that spans V.
- In more detail, suppose that $B = \{v_1, \dots, v_n\}$ is a finite subset of a vector space V over a field F (such as the real or complex numbers R or C). Then B is a basis if it satisfies the following conditions:
- the linear independence property, for all $a_1, \cdots, a_n \in F$, if $a_1v_1 + \cdots + a_nv_n = 0$, then necessarily $a_1 = \cdots = a_n = 0$; and
- the spanning property, for every (vector) $x \in V$ it is possible to choose $a_1, \dots, a_n \in F$ such that $x = a_1v_1 + \dots + a_nv_n$.
- The dimension of a vector space V is the number of elements of a basis B of V.



The Curse of Dimensionality

• 반지름이 10n 차원 구에서 중심을 기준으로 0.5만큼 떨어져 있는 면적(or 부피)와 안쪽의 비율은 차원이 커지면 커질수록 boundary 근처에 대부분이 존재함.

•
$$n=2:\pi-\frac{1^2}{2}\pi=\frac{3}{4}\pi$$

•
$$n = 2 : \pi - \frac{1^2}{2}\pi = \frac{3}{4}\pi$$

• $n = 10 : \pi - \frac{1^{10}}{2}\pi = \frac{1023}{1024}\pi$



: 대다수의 점이 중심으로 부터 멀리 떨어져있다.

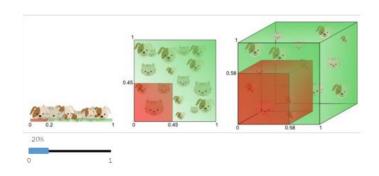
 대부분 ML의 cost function 이 Euclidean distance 를 이용해서 정의되므로 차원이 높아지면서 이와 같은 현상이 생기는건 좋지 않다!

http://norman3.github.io/prml/docs/chapter01/4.html

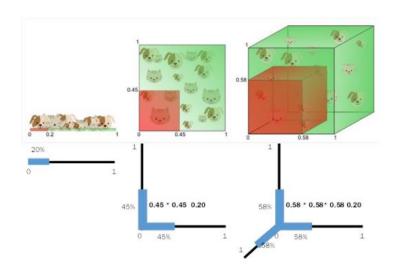


The Curse of Dimensionality

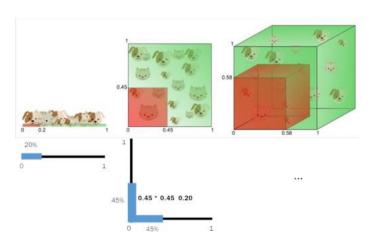
1차원에서 20%의공간을채우기위해서는, 변수 1개당 20%의데이터만있으면된다.



3차원에서 20%의공간을채우기위해서는, 변수 1개당 58%의데이터가필요하다.

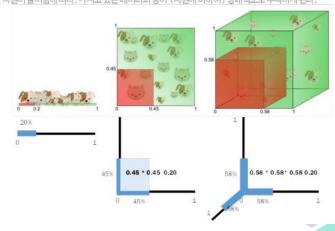


2차원에서 20%의 공간을 채우기 위해서는, 변수 1개당 45%의 데이터 가필요하다.



따라서 차원이 늘어날 수록, 같은 바율 (%) 의공간을 채우기 위해, 변수 1개당 필요한데이터의 양이 급격히 증가한다.

그러므로, 차원이 늘어남에 따라. 가지고 있는데이터의 양이 (차원에 비하여) 상대적으로 부족하게 된다.





Main approaches for dimensionality reduction

Projection

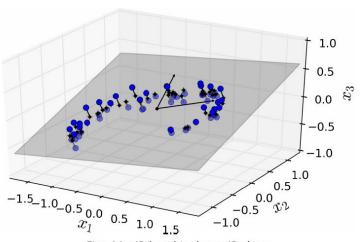


Figure 8-2. A 3D dataset lying close to a 2D subspace

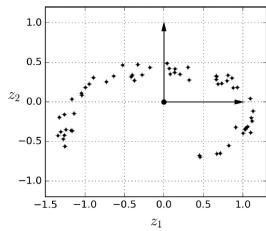


Figure 8-3. The new 2D dataset after projection



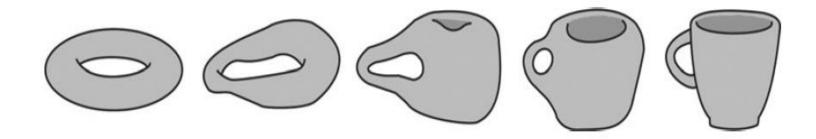
Dimension reducing methods

- ☐ Two approaches to reducing from dim D to dim L
- Feature selection
 - Choose L < D important features, and throw away remaining features.
 - e.g. using correlation
- Feature extraction
 - Represent all features in the original data $\overrightarrow{x_i} \in \mathbb{R}^D$ with vector $\overrightarrow{z_i} \in \mathbb{R}^L$ where L < D



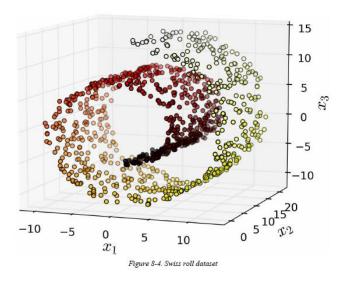
Manifold Learning

A **topological space** X is called locally Euclidean if there is a non-negative integer n such that every point in X has a neighborhood which is homeomorphic to the Euclidean space \mathbb{R}^n . A **topological manifold** is a locally Euclidean Hausdorff space.





Manifold Learning



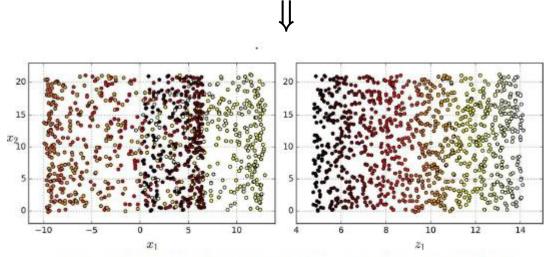


Figure 8-5. Squashing by projecting onto a plane (left) versus unrolling the Swiss roll (right)



a rectangular matrix A can be broken into product of 3 matrices - an orthogonal matrix U, a diagonal matrix S, and the transpose of an orthogonal matrix V

$$A_{mn} = U_{mm} S_{mn} V_{nn}^T$$

- 단, *U^TU* = *I*, *V ^TV* = *I*,
- U 행렬의 column들은 orthonormal eigenvectors of AA^T,
- V 행렬의 column들은 orthonormal eigenvectors of ATA,

http://www.openwith.net/wp-content/uploads/2016/10/SVDoverview.pdf



Suppose M is a m × n matrix whose entries come from the field K, which is either the field of real numbers or the field of complex numbers. Then there exists a factorization, called a *singular value decomposition* of M, of the form

$$M = U \sum V^*$$

where

- U is an m × m unitary matrix over K (if $k = \mathbb{R}$, unitary matrices are orthogonal matrices),
- Σ is a diagonal m \times n matrix with non-negative real numbers on the diagonal,
- V is an n × n unitary matrix over K, and
- V^* is the conjugate transpose of V.



$$A = U \qquad \Sigma \qquad V^T$$

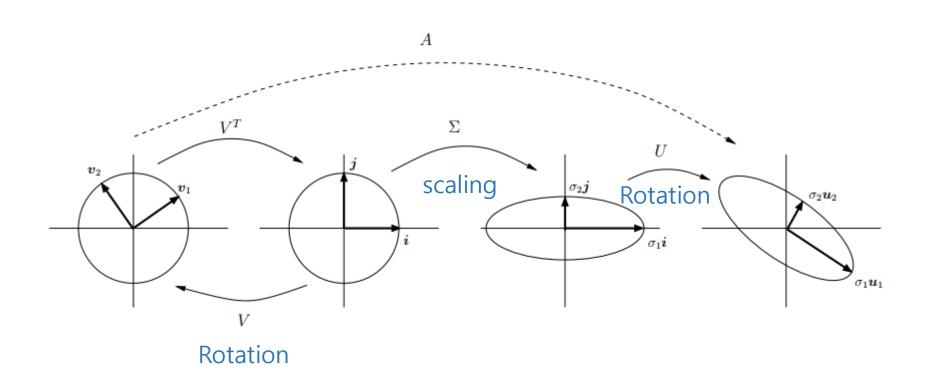
$$m \times n \qquad m \times m \qquad m \times n \qquad n \times n \qquad (1)$$

$$= \left(\begin{array}{c|c} u_1 & u_r & u_{r+1} & u_m \\ \hline & & & \\ \hline &$$

There are several facts about SVD:

- (a) $rank(A) = rank(\Sigma) = r$.
- (b) The column space of A is spanned by the first r columns of U.
- (c) The null space of A is spanned by the last n-r columns of V.
- (d) The row space of A is spanned by the first r columns of V.
- (e) The null space of A^T is spanned by the last m-r columns of U.







Computing PCA

Method 1: eigendecomposition

U are eigenvectors of covariance matrix $C = \frac{1}{n} \mathbf{X} \mathbf{X}^{\top}$ Computing C already takes $O(nd^2)$ time (very expensive)

Method 2: singular value decomposition (SVD)

Find $\mathbf{X} = \mathbf{U}_{d \times d} \Sigma_{d \times n} \mathbf{V}_{n \times n}^{\top}$ where $\mathbf{U}^{\top} \mathbf{U} = I_{d \times d}$, $\mathbf{V}^{\top} \mathbf{V} = I_{n \times n}$, Σ is diagonal Computing top k singular vectors takes only O(ndk)

Relationship between eigendecomposition and SVD:

Left singular vectors are principal components $(C = \mathbf{U}\Sigma^2\mathbf{U}^\top)$



Principal Components Analysis

Main idea

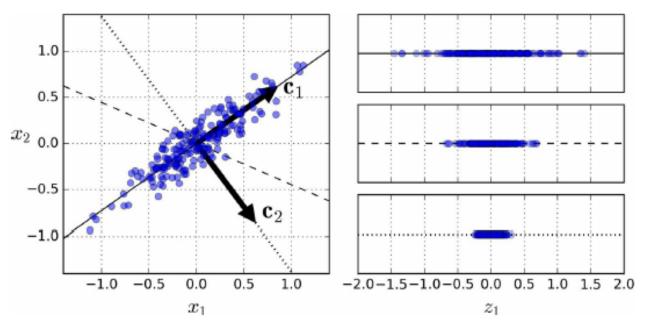


Figure 8-7. Selecting the subspace onto which to project

결론 : 차원을 줄일 때 가장 잘 흐트러뜨리는 방향으로 줄여보자! 즉, 분산이 가장 크게끔 회전(?)시킨 후 나머지 축을 제거하자.



Covariance matrix

• 확률변수 *X*, Y에 대해서 공분산(*covariance*)은 아래와 같이 정의된다

$$cov(X,Y) = E[(X - E[X]) \cdot (Y - E[Y])]$$

= $E[XY] - E[X]E[Y] - E[X]E[Y] + E[X]E[Y]$
= $E[XY] - E[X]E[Y]$

• The *covariance matrix* of $X = \{X_1, \dots, X_n\}$ is

$$\begin{pmatrix} \operatorname{var}(x_1) & \operatorname{cov}(x_1, x_2) & \cdots & \operatorname{cov}(x_1, x_n) \\ \operatorname{cov}(x_2, x_1) & \operatorname{var}(x_2) & \cdots & \operatorname{cov}(x_2, x_n) \\ \vdots & \vdots & \cdots & \vdots \\ \operatorname{cov}(x_n, x_1) & \operatorname{cov}(x_n, x_2) & \cdots & \operatorname{var}(x_n) \end{pmatrix}$$



Covariance matrix

- Some properties of covariance matrix
 - Symmetric
 - Positive semi definite
- A matrix M is called **positive semi definite** if $x^T M x \ge 0$ for all $x \in \mathbb{R}^n$.
- In statistics, the covariance matrix of a multivariate probability distribution is always positive semi-definite; and it is positive definite unless one variable is an exact linear function of the others. Conversely, every positive semi-definite matrix is the covariance matrix of some multivariate distribution.



• 우리의 D차원의 data가 N개 있고, L개의 feature 로 축소시키려고 한다. 이 때, L 차원으로 축소한 데이터와 원래의 데이터의 차이를 최소화 하는것이 우리의 목표이므로 L차원으로 축소한 데이터를 다시 D차원으로 복귀시켜주는 행렬 W를 이용하여 reconstruction error를 우리의 cost function으로 둘 수 있다.

$$J(W,Z) = \sum_{i=1}^{N} \left| |\overrightarrow{x_i} - W\overrightarrow{z_i}| \right|^2 = \left| |X - WZ^T| \right|_F^2$$

With low-dimensional encoding $Z \in \mathbb{R}^{N \times L}$ with rows $\overrightarrow{z_i} \in \mathbb{R}^L$ and orthonormal matrix $W \in \mathbb{R}^{D \times L}$.

• The optimal solution is $\widehat{W_L} = V_L(L)$ eigenvectors with largest eigenvalues of $\widehat{\Sigma} = \frac{1}{N} \sum_{i=1}^{N} \overrightarrow{x_i} \overrightarrow{x_i}^T$, and $\widehat{z_i} = \widehat{W}^T \overrightarrow{x_i}$. 즉, X의 covariance matrix의 eigenvalue를 구해서 높은 순서대로 L개를 뽑아서 그 eigenvalue의 eigenvector들을 column vector로 만든 행렬이 V_L 이다. 주의할 점은 X의 평균을 0벡터 $(0,\cdots,0)$ 으로 만들어야한다.



Minimize reconstruction error!

$$J(w_1, z_1) = \sum_{i} ||x_i - z_{i1}w_1||^2$$

$$= \sum_{i} (x_i^T x_i - 2z_{i1}w_1^T x_i + z_{i1}^2 w_1^T w_1)$$

$$= \sum_{i} (x_i^T x_i - 2z_{i1}w_1^T x_i + z_{i1}^2)$$

• 최소값을 가지면 미분해서 0 이 되어야 하므로

$$\frac{\partial J(w_1,z_1)}{\partial z_{i1}} = 0 \implies \mathbf{z_{i1}} = \mathbf{w_1^T} \mathbf{x_i} \quad (A)$$

이 식을 위에 대입하면

$$J(w_1, z_1) = \sum_{i} (x_i^T x_i - 2z_{i1}^2 + z_{i1}^2)$$

= constant $-\sum_{i} z_{i1}^2$

• Since $E[z_{i1}] = E[w_1^T x_1] = w_1^T E[x_i] = 0$ (∵PCA를 하기 위해 평균을 0 벡터로 맞추고 시작하였음), we have

$$Var[z_{i1}] = E[z_{i1}^2] - E[z_{i1}]^2 = \frac{1}{N} \sum_i z_{i1}^2$$
. (B)

Thus we have

$$J(w_1, z_1) = constant - N \cdot Var[z_{i1}].$$

즉, Minimize reconstruction error = maximize variance



- Using $z_{i1} = w_1^T x_1$ and $\widehat{\Sigma} = \frac{1}{N} x_i x_i^T$, we have $\frac{1}{N} \sum_i z_{i1}^2 = \frac{1}{N} \sum_i w_1^T x_i x_i^T w_1 = w_1^T \widehat{\Sigma} w_1$ (C) where $\widehat{\Sigma} = \frac{1}{N} x_i x_i^T$ is the sample covariance matrix of X. (원래 sample covariance matrix 는 $\widehat{\Sigma} = \frac{1}{N} (x_i \bar{x})(x_i \bar{x})^T$ 인데 우리는 PCA의 전처리로 $\bar{x} = 0$ 으로 만들기 때문에 위 식을 얻는다)
 - SVM에서 처럼 Lagrange dual function을 사용해 보면, 우리는 함수 $\tilde{J}(w_1)=w_1^T\widehat{\sum}w_1+\lambda_1(w_1^Tw_1-1)$ 를 maximize 하면 된다.
 - 최대값을 가지면 미분해서 0이 되어야 하므로 $\frac{\partial \tilde{J}(w_1)}{\partial w_1} = 2\widehat{\sum} w_1 2\lambda_1 w_1 = 0 \Rightarrow \widehat{\sum} w_1 = \lambda_1 w_1.$

즉, λ_1 은 sample covariance matrix $\widehat{\Sigma}$ 의 eigenvector이고, w_1 은 λ_1 의 eigenvector 이다.



- Using the equation $\widehat{\Sigma}w_1=\lambda_1w_1$, we have $w_1^T\widehat{\Sigma}w_1=w_1^T\lambda_1w_1=\lambda_1=\mathrm{Var}[\mathbf{z_{i1}}]$ by (B) and (C).
- 정리해보면 minimize reconstruction error
 - = maximize variance
 - = choose maximum eigenvalues



Choosing the number of dimensions

Reconstruction error with L dimensios

$$E(D,L) = \frac{1}{N} \sum_{i} \left| \left| x_i - W z_i \right| \right|^2$$

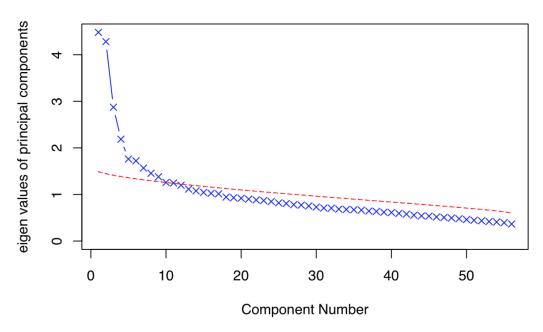
• Theorem. $E(D, L) = \sum_{k=L+1}^{D} \lambda_k$ $||x_i - w_1 z_1 - \cdots - w_D z_D||^2$ $= (x_i - z_1 w_1 - \dots - z_D w_D)^T (x_i - z_1 w_1 - \dots - z_D w_D)$ $= (x_i^T - w_1^T z_1^T - \dots - w_D^T z_D^T)(x_i - z_1 w_1 - \dots - z_D w_D)$ $= (x_i^T x_i - x_i^T z_1 w_1 - \dots - x_i^T z_D w_D)$ $+(-w_1^T z_1^T x_i + w_1^T z_1^T w_1 z_1 + \cdots + w_1^T z_1^T z_D w_D)$ $+(-w_{D}^{T}z_{D}^{T}x_{i}+w_{D}^{T}z_{D}^{T}w_{1}z_{1}+\cdots+w_{D}^{T}z_{D}^{T}w_{D}z_{D})$ $= x_i^T x_i - z_1^T z_1 - \dots - z_D^T z_D \ (\because z_i = W x_i)$ $+(-z_1^Tz_1+0+\cdots+0)$

$$+\cdots \\ +(-z_D^T z_D + 0 + \cdots + 0)$$



- 차원을 정하는 방법 $\lambda_1 + \dots + \lambda_D \ge 0.8(or \ 0.9)$ 이 되는 최소의 D 를 찾자!
 - Scree plot

scree plot with parallel analysis





Dual problem

Constrained optimization :

$$\min_{x} f(x) \text{ s.t. } g(x) \le 0, h(x) = 0.$$

Lagrange method:

Lagrange prime function :
$$L(x, \alpha, \beta) = f(x) + \alpha g(x) + \beta h(x)$$

Lagrange multiplier : $\alpha \geq 0$, β

Lagrange dual function:

$$d(\alpha,\beta) = \inf_{x \in X} L(x,\alpha,\beta) = \min_{x \in X} L(x,\alpha,\beta).$$

Then we have

$$\max_{\alpha \ge 0, \beta} L(x, \alpha, \beta) = \begin{cases} f(x) : if \ x \text{ is feasible} \\ \infty : o.w. \end{cases}$$

우리의 optimization problem

$$\min_{w,b} ||w||$$
 such that $(w \cdot x_i + b)y_i \ge 1$, $\forall i$

을 대입해보면 아래와 같다.

Kernel PCA

Fig. 1 demonstrates the basic idea behind nonlinear kernel PCA. Consider a random field $\mathbf{y} = (y_1, y_2)^T \in \mathbb{R}^2$. If \mathbf{y} is non-Gaussian, y_1 and y_2 can be nonlinearly related to each other in \mathbb{R}^2 . In this case, linear PCA or K–L expansion attempt to fit

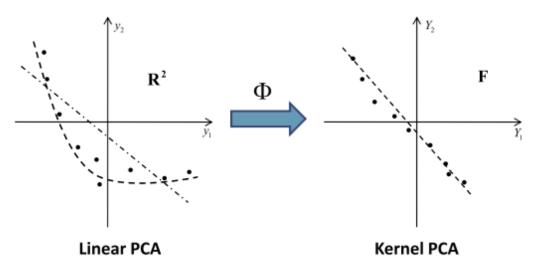


Fig. 1. Basic idea of KPCA. Left: in this non-Gaussian case, the linear PCA is not able to capture the nonlinear relationship among the realizations in the original space. Right: after the nonlinear mapping Φ , the realizations becomes linearly related in the feature space F. Linear PCA or K–L expansion can now be performed in F.

Other Methods

- Locally linear embedding(LLE)
- Multidimensional scaling(MDS)
- Isomap
- t-Distributed Stochastic neighbor embedding
- Linear discriminant analysis(LDA)