

## Week 12 :- Dimension Reduction (11-1 - 11-4)

### Learning Objectives :

- Advantages
- Steps of PCA
- Expand to K-PCA

### Objective of dim red<sup>n</sup> :

For  $x \in \mathbb{R}^D$  find mapping  $f: x \rightarrow y \in \mathbb{R}^d$   
Such that  $d \ll D$  [Eg: 5 & 100 etc]

We also want to ensure  $\exists f^{-1}$  such that  
we can almost reconstruct  $x$  given  $y$ .

### Advantages:

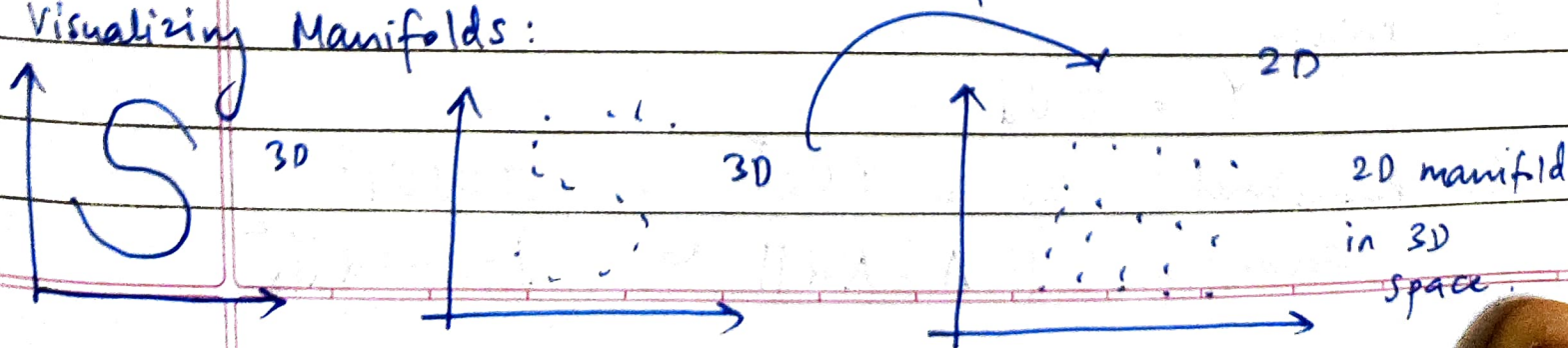
- Less redundancy, easier classification
- Smaller storage, faster search
- Unravel meaningful latent variables

Example : Face images (100x100 for eg)

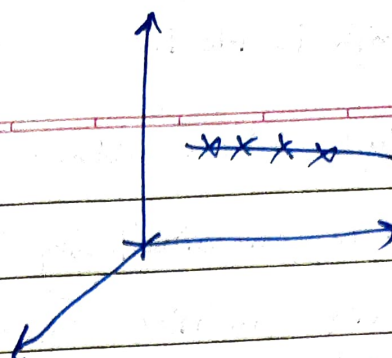
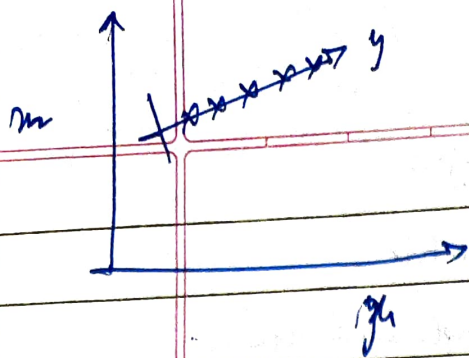
Differences  $\Rightarrow$  Eye dimension, dist b/w eyes, size of nose etc.

These variables  $\ll$  Pixels of face

### Visualizing Manifolds:



## Inherent linear dim of data



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3D but on one line

or 2D (in plane)

They may not lie EXACTLY on the underlying hyperplane (Some deviations  $\Rightarrow$  Reconstruction Error)

## (11-2) Principal Component Analysis:

Obj:

- To select top  $d < D$  orthogonal directions that explain max. variance in data

Outline:

- Mean-center the data

loop

- Find direction of maximum variance (orthogonal to all previous dir)

$\Rightarrow$  Until desired % variance obtained

## Algorithm:

1. Mean centering

$$z_i = x_i - \bar{x}$$

$C = \text{PSD}$

2. Covariance

$$C = Z^T Z / N$$

Eigen non neg

3. Eigen decomp

$$C^{d \times d} = U \Lambda U^T$$

$$\lambda_i u_j = C u_j \text{ (eig)}$$

4. Select

$$C_d = U_d \Lambda_d U_d^T = U_d \Lambda_d U_d^T \quad d < D$$

5. Project

$$Y = Z U_d$$

6. Reconstruct  $Z_d = Y U_d^T = Z U_d U_d^T$

$$\text{Error} = \| \Lambda - \Lambda_d \| \propto \| Z - Z_d \|_2^2$$



Example: Eigen Faces (for face images)

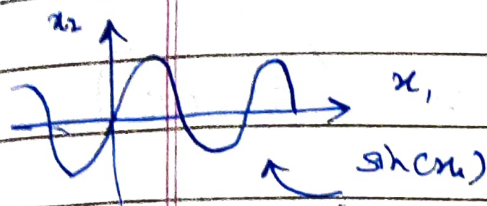
7 PC of face images (7 only)

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(11-3)

Dimension Reduction - Kernel PCA:

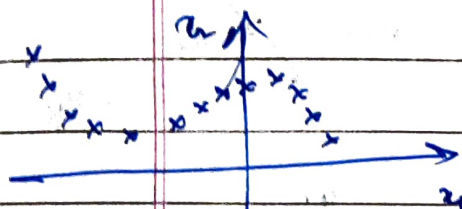
Sometimes data may lie on a non-linear manifold



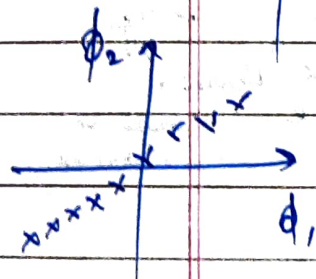
Data may lie on nonlinear manifolds and cannot use linear PCA to make it linear reduce the dimension well in this case

⇒ We need non linear techniques for dimension red<sup>n</sup>.

Kernel PCA introduces non linearity by mapping data to feature space



$$x_i^T x_j \quad \phi(x_i)^T \phi(x_j) \quad K(x_i, x_j)$$



✓ Infinite dimensions over, but linear in one direction. ⇒ Dimension reduction possible

★ Avoids calculating features directly by using kernel trick

$$C_{ii} = \lambda_i u_i; \quad C = Z^T Z / N$$

We replace  $Z^T Z$  with

$$\sum_n \phi(z_n) \phi(z_n)^T \cdot u_i = N \lambda_i u_i$$

$$u_i = \sum_n a_{in} \phi(z_n) \quad K_{ij} = \phi(z_i)^T \phi(z_j)$$

$$\sum_n K_{in} \sum_m a_{im} K_{nm} = N \lambda_i \sum_n a_{in} K_{nn}$$

$$\Leftrightarrow K^2 a_i = \lambda_i N K a_i \Rightarrow \boxed{K a_i = \lambda_i N a_i}$$

Essentially, we find Eigen Decomposition of the Kernel Matrix & the Eigenvectors are  $\{\vec{a}_i\}$

then the decomposition is in  $N \times N$  space.

Conditions:

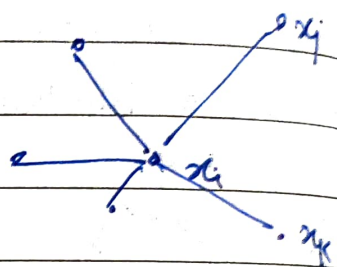
$\Phi$  transformed vectors need to be mean centred.

(11-4) Stochastic Neighbor Embedding :- (t-SNE)

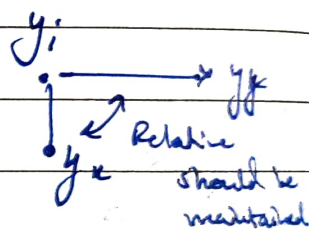
$$p_{j|i} = \text{softmax} \left( -\|x_i - x_j\|^2 / 2\sigma_i^2 \right)$$

$$q_{j|i} = \text{softmax} \left( -\|y_i - y_j\|^2 \right)$$

$$\frac{e^{-(1 + \|y_i - y_j\|)}}{\sum_k (\dots)}$$



$P$  and  $Q$  are  $N \times N$  matrices  
(Stochastic as sum of rows = 1)



KL divergence reduces :

$$\sum_i \sum_j p_{j|i} \log \left( \frac{p_{j|i}}{q_{j|i}} \right) \leftarrow \text{Pick } y \text{ such that minimized}$$

For locally linear embedding methods, we want points to be dense because we want to connect them using edges and form a graph of the vertices & edges.

The graph gives unrolling directions.

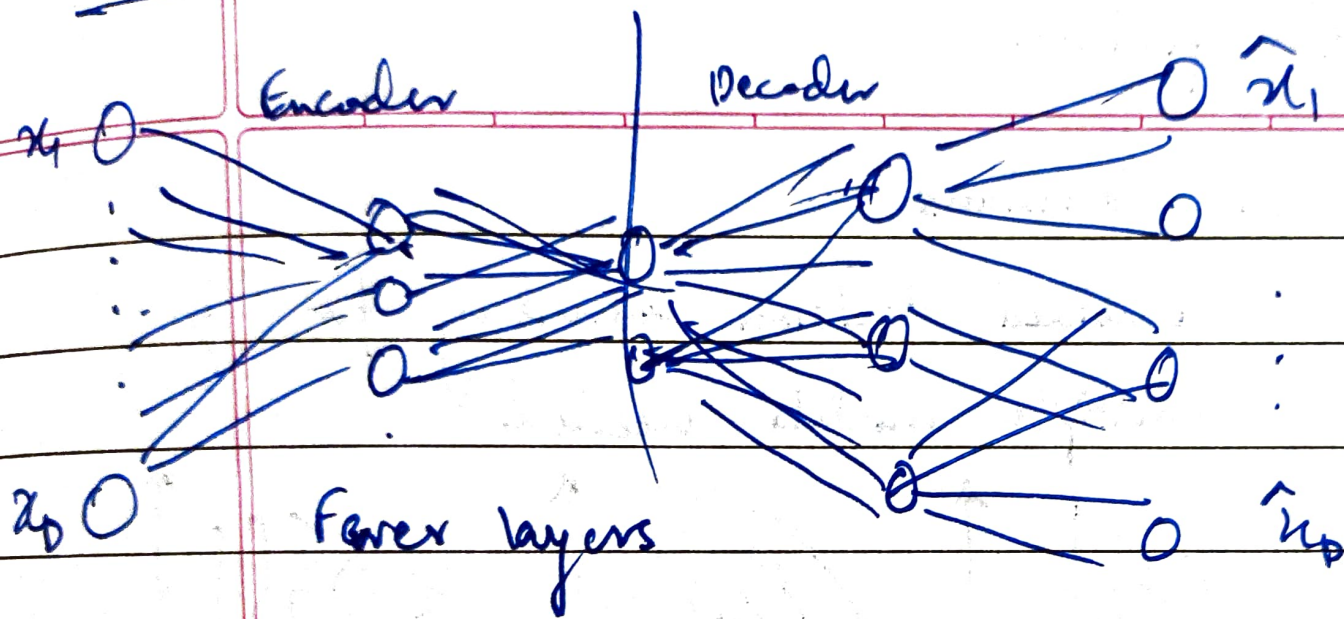
In t-SNE we look at all point-v-point relation.

- Computationally expensive
- Hyperparameter tuning needed.



# Auto-Encoders bottlenecks for dim red:

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We wish to reduce error between  $\hat{x}$  and  $x$   
Once trained, we get encoder and without lossy MSE  
 $\Rightarrow$  Since activation fn of neurons are non linear,  
we introduce non linearity as well.