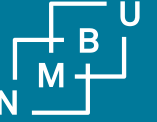


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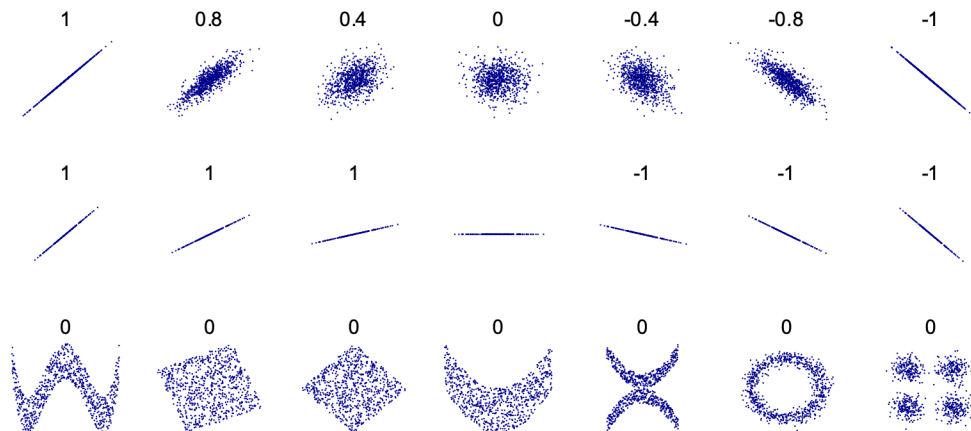


Partial and multiblock matrix correlations

Kristian Hovde Liland

Correlation

- What is it?
 - Broadly: Any dependence or association between two variables
 - Typically: Degree of linear relation between two random variables



$$r(a\mathbf{X}_1, \mathbf{X}_2) = r(\mathbf{X}_1, b\mathbf{X}_2) = r(\mathbf{X}_1, \mathbf{X}_2)$$

$$r(\mathbf{X}_1, \mathbf{X}_2) = r(\mathbf{X}_2, \mathbf{X}_1)$$

$$r(\mathbf{X}_1, \mathbf{X}_2) = 1 \text{ if } \mathbf{X}_1 = b\mathbf{X}_2$$

$$r(\mathbf{X}_1, \mathbf{X}_2) = 0 \text{ iff } \mathbf{X}_1^t \mathbf{W} \mathbf{X}_2 = 0$$

Matrix correlation

- Generalisation of correlation to pairs of matrices
- Even more
 - possible definitions,
 - aspects to emphasise,
 - restrictions to apply
- Simplest variation?: Inner product correlation

A1	A2	B1	B2
0.4	1.2	0.5	1.5
0.3	2.1	0.2	1.9
0.6	2.9	0.5	2.3
0.4	2.5	0.3	1.3

$$R_{in}(\mathbf{X}_1, \mathbf{X}_2) = tr(\mathbf{X}_1^t \mathbf{X}_2) / \sqrt{tr(\mathbf{X}_1^t \mathbf{X}_1) tr(\mathbf{X}_2^t \mathbf{X}_2)}$$

Matrix correlation – some history

- 1965 – Rozeboom's squared vector correlation
- 1974 – Coxhead's coefficient
- 1974 – Yannai's Generalised Coefficient of Determination (GCD)
- 1976 – **RV**
- 1978 – Procrustes Similarity Index (PSI)
- 1984 – Ramsay's r_1 , r_2 , r_3 , r_4
- 2009 – **RV2**
- 2011 – RV_{adjusted} (Maye)
- 2015 – RV_{adjusted} (Ghaziri)
- 2018 – **Similarity of Matrices Index (SMI)**

All these measures are included in the R package *MatrixCorrelation*, maintained by K.H. Liland.

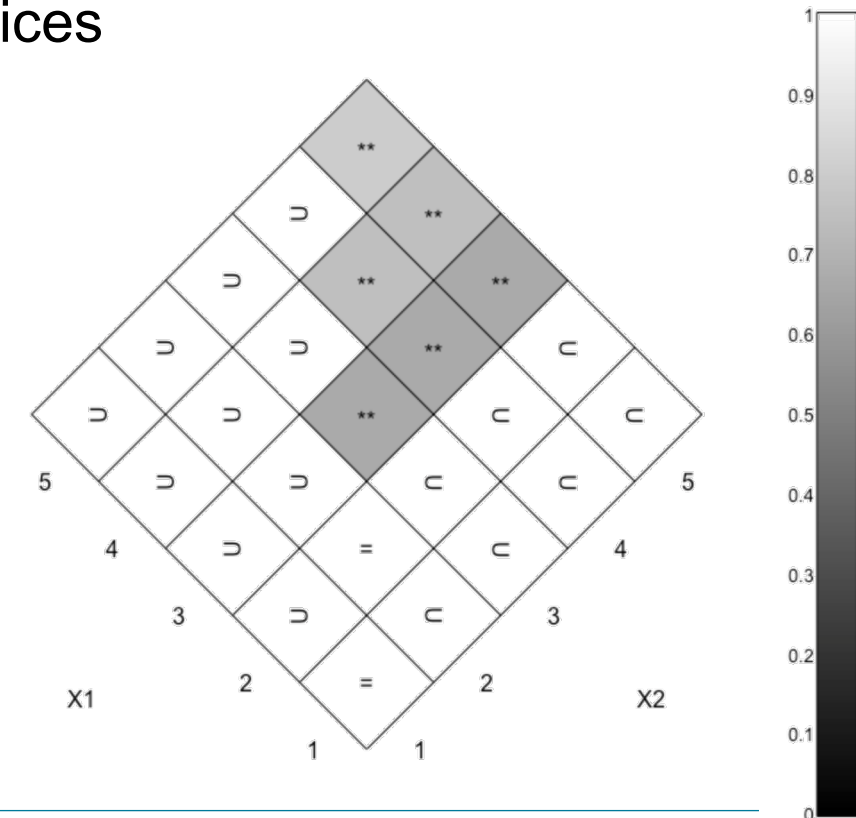
Several are described in the Multiblock Data Fusion book by Smilde et al.

Similarity of matrices indexes – SMI

- Similarity between unscaled subspaces
- Compute left singular vectors (**T**, **U**) for two centred matrices
- Explained variance of smallest subspace when predicted from largest

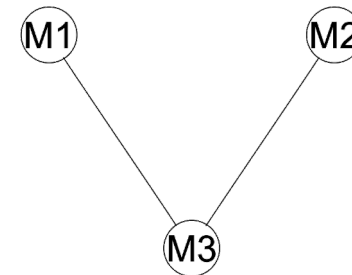
$$SMI_{OP}(\mathbf{T}, \mathbf{U}) = \max\left(\frac{\|\mathbf{B}_T\|_F^2}{p}, \frac{\|\mathbf{B}_U\|_F^2}{q}\right) = \frac{\|\mathbf{T}^t \mathbf{U}\|_F^2}{r}$$

- Close relation to GCD, restricted number of comp.
- Can restrict regression to Procrustes rotations



Partial correlation

- Correlation between two random variables conditioned on a third variable
 $\text{corr}(\mathbf{a}, \mathbf{b} \mid \mathbf{c})$
- Can be calculated as correlation between residuals from regressions
 $\mathbf{a} \sim \mathbf{c} \Rightarrow \mathbf{a}^\perp$ and $\mathbf{b} \sim \mathbf{c} \Rightarrow \mathbf{b}^\perp$
 $\text{corr}(\mathbf{a}^\perp, \mathbf{b}^\perp)$
- Useful on its own and in estimating connections between variables in a network



Partial matrix correlation

- RV, RV2*, GCD and SMI[♠] can all be formulated as correlations between vectorised configuration matrices:

$$RV = \frac{tr(\mathbf{S}_1 \mathbf{S}_2)}{\sqrt{tr(\mathbf{S}_1)tr(\mathbf{S}_2)}} \\ = cor(vec(\mathbf{S}_1), vec(\mathbf{S}_2))$$

$$RV2 = \frac{tr(\tilde{\mathbf{S}}_1 \tilde{\mathbf{S}}_2)}{\sqrt{tr(\tilde{\mathbf{S}}_1)tr(\tilde{\mathbf{S}}_2)}} \\ \approx cor(vec(\tilde{\mathbf{S}}_1), vec(\tilde{\mathbf{S}}_2))$$

$$SMI = cor(vec(\mathbf{C}_1), vec(\mathbf{C}_2)) / \min(p, q) \cdot \sqrt{p \cdot q}$$

- ... which give simple translations to partial correlation

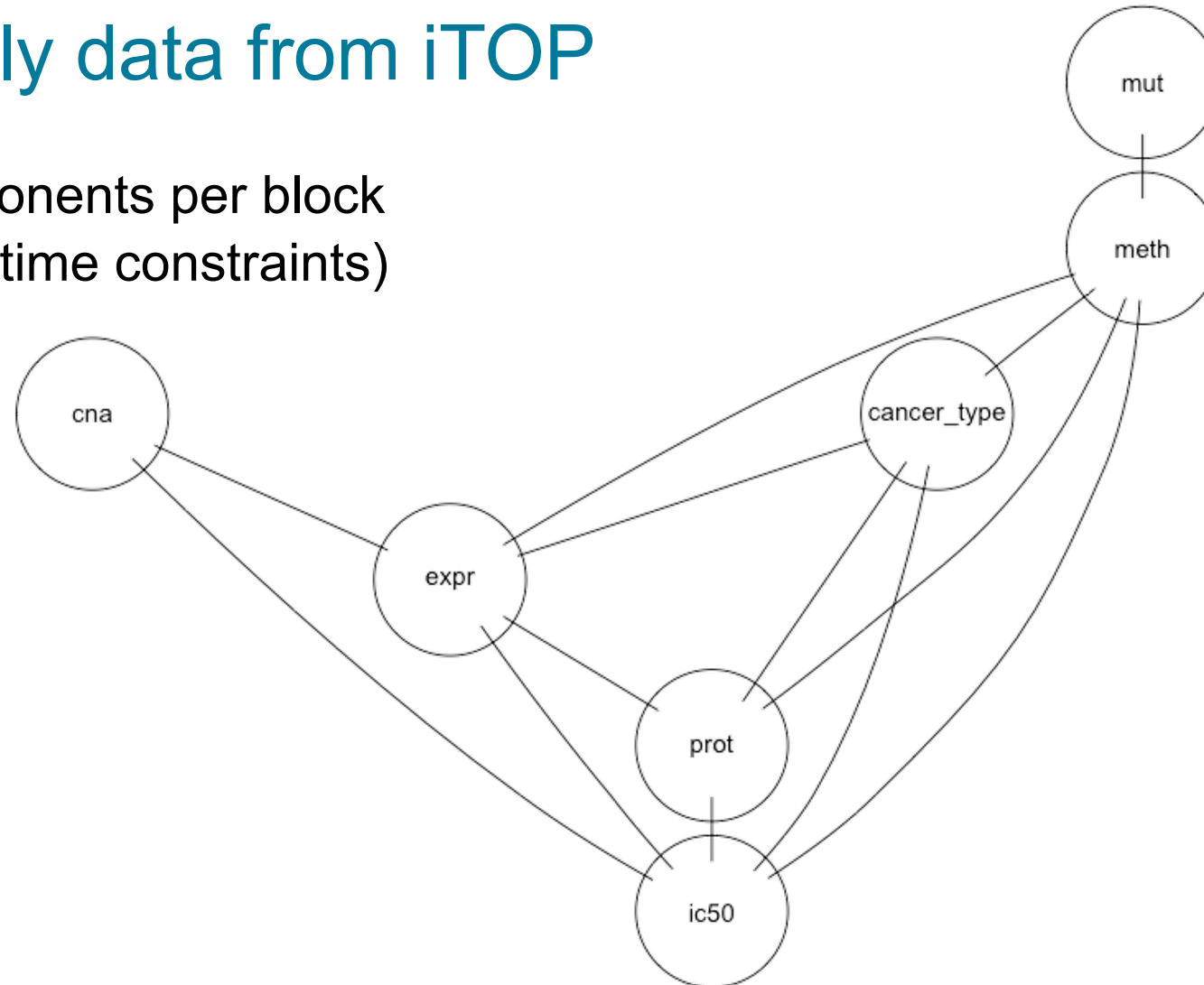
$$pRV = cor(vec(\mathbf{S}_1), vec(\mathbf{S}_2) | vec(\mathbf{S}_3))$$

$$pRV2 = cor(vec(\tilde{\mathbf{S}}_1), vec(\tilde{\mathbf{S}}_2) | vec(\tilde{\mathbf{S}}_3))$$

$$pSMI = cor(vec(\mathbf{C}_1), vec(\mathbf{C}_2) | vec(\mathbf{C}_3))$$

Approximately data from iTOP

- SMI with 5 components per block
(cheating due to time constraints)



Multiblock matrix correlation

- Basic idea:
 - Reuse configuration matrix formulations
 - Exchange correlation with Generalised Correlation Analysis (GCA)

$$mRV = GCA(vec(\mathbf{S}_1), vec(\mathbf{S}_2), vec(\mathbf{S}_3), \dots)$$

$$mRV2 \approx GCA(vec(\tilde{\mathbf{S}}_1), vec(\tilde{\mathbf{S}}_2), vec(\tilde{\mathbf{S}}_3), \dots)$$

$$mSMI = GCA(vec(\mathbf{C}_1), vec(\mathbf{C}_2), vec(\mathbf{C}_3), \dots)$$

Statistical test for common component

- Permutation test:
 - H_0 : blocks originate from same source
- P-value for common components in PCA-GCA

Dimensionality of single blocks

```

5  """ Projection with rank reduction
6  def Proj(X, rrank='none', prop=0.95):
7      """Projection matrix
8
9      Compute  $X \text{ inv}(X'X) X'$  with support for singular  $X$  solved
10     by Moore–Penrose pseudo inverse of  $(X'X)$  or PCA of  $X$  using
11     components up to a chosen cumulative explained variance.
12
13     Parameters
14     -----
15     X : numpy array
16         Data to create projection matrix from.
17     rrank : str
18         Type of rank reduction. Either 'none' (default), 'pinv' for
19         Moore–Penrose pseudo-inverse or 'PCA' (see next argument).
20     prop : float
21         Proportion of explained variance in PCA rank reduction
22         (see previous argument).
23     """
24     if rrank == 'none':
25         return X @ npl.inv(X.T @ X) @ X.T
26     elif rrank == 'pinv':
27         return X @ npl.pinv(X.T @ X) @ X.T
28     elif rrank == 'PCA':
29         X = X - np.mean(X, axis=0) # Centre
30         U,D,_ = npl.svd(X, full_matrices=False) # PCA (by SVD)
31         expl = np.cumsum(D**2/np.sum(D**2)) # Explained variance
32         comp = np.where(np.array(expl) >= prop)[0][0] # First comp > prop
33         return U[:, :comp] @ U[:, :comp].T
34

```

Wines – A -> E

Single path

Direct and indirect effects between two blocks

```
1 tab, effs, orth_inds = pe.path_effects(blocks, paths, 'A', 'E', rrank='PCA', continue_from_prediction=True)
2 tab
✓ 0.1s
```

	effect	explained variance
0	direct: A -> E	1.532492
1	indirect: A -> B -> C -> D -> E	0.000000
2	indirect: A -> B -> C -> E	0.000000
3	indirect: A -> B -> D -> E	0.000000
4	indirect: A -> B -> E	0.000000
5	indirect: A -> C -> D -> E	1.339977
6	indirect: A -> C -> E	0.140002
7	indirect: A -> D -> E	0.046028
8	sum of effects	3.058498
9	uncorrected total: A -> E	49.894067

Wines – all paths ending at E

All effects

All direct and indirect effects ending at the specified block.

```
1 tab = pe.all_effects(blocks, paths, 'E', rrank='PCA', continue_from_prediction=True)
2 tab
```

	effect	explained variance
0	direct: A -> E	1.532492
1	indirect: A -> B -> C -> D -> E	0.000000
2	indirect: A -> B -> C -> E	0.000000
3	indirect: A -> B -> D -> E	0.000000
4	indirect: A -> B -> E	0.000000
5	indirect: A -> C -> D -> E	1.339977
6	indirect: A -> C -> E	0.140002
7	indirect: A -> D -> E	0.046028
8	direct: B -> E	0.566825
9	indirect: B -> C -> D -> E	0.000000
10	indirect: B -> C -> E	0.000000
11	indirect: B -> D -> E	0.000000
12	direct: C -> E	6.132573
13	indirect: C -> D -> E	3.620878
14	direct: D -> E	7.952575
15	sum of effects	21.331349

Mobile – A -> E and C -> E

Single path

Direct and indirect effects between two blocks

```
1 tab, effs, orth_inds = pe.path_effects(blocks, paths, 'A', 'E')
2 tab
✓ 0.9s
```

	effect	explained variance
0	direct: A -> E	1.866591
1	indirect: A -> B -> C -> D -> E	0.000000
2	indirect: A -> B -> C -> E	0.000000
3	indirect: A -> B -> D -> E	0.000000
4	indirect: A -> B -> E	0.192438
5	sum of effects	2.059028
6	uncorrected total: A -> E	34.382584

Single path

Direct and indirect effects between two blocks

```
1 tab, effs, orth_inds = pe.path_effects(blocks, paths, 'C', 'E')
2 tab
✓ 0.8s
```

	effect	explained variance
0	direct: C -> E	9.833953
1	indirect: C -> D -> E	1.913509
2	sum of effects	11.747462
3	uncorrected total: C -> E	46.564378

Mobile – all paths ending at E

All effects

All direct and indirect effects ending at the specified block.

```
1 tab = pe.all_effects(blocks, paths, 'E', rrank='PCA', continue_from_prediction=True)
2 tab
✓ 0.3s
```

	effect	explained variance
0	direct: A -> E	1.866591
1	indirect: A -> B -> C -> D -> E	0.000000
2	indirect: A -> B -> C -> E	0.000000
3	indirect: A -> B -> D -> E	0.000000
4	indirect: A -> B -> E	0.192438
5	direct: B -> E	0.767219
6	indirect: B -> C -> D -> E	0.000000
7	indirect: B -> C -> E	0.000000
8	indirect: B -> D -> E	0.000000
9	direct: C -> E	9.833953
10	indirect: C -> D -> E	1.913509
11	direct: D -> E	1.853860
12	sum of effects	16.427570

Simulation

Orthogonal info in middle block

[A] -> [Ba Bc] -> [C], i.e., local effect from A to Ba, but neither direct or indirect effect from A to C

```

1  # Random data
2  X = np.random.normal(0,1,[10,5])
3
4  # PCA
5  X = X - np.mean(X, axis=0)
6  u,s,v = npl.svd(X,False)
7
8  # Orthogonal block variables relating to A and C
9  Ba = u[:, :-1:2]
10 Bc = u[:, 1::2]
11 Bs = np.hstack([Ba, Bc])
12
13 # Create A and C as linear combinations of orthogonal block variables plus a little noise
14 As = Ba @ np.array([[1,2],[2.3,-1.6]]) + np.random.normal(0,0.001,[10,2]) # A made from Ba
15 Cs = Bc @ np.array([[1.4,3],[-1.1,1.3]]) + np.random.normal(0,0.001,[10,2]) # C made from Bc
16
17 # Blocks and paths
18 blocks_sim = {'A': As, 'B': Bs, 'C': Cs}
19 paths_sim = np.array([[0,1],[0,2],[1,2]])

```

Single path

Direct and indirect paths from A to C

```
1 # A->B and Bhat->C
2 tab, effs, orth_inds = pe.path_effects(blocks_sim, paths_sim, 'A', 'C', rrank='none', prop=0.99, continue_from_prediction=True)
3 print(tab)
4 print(effs)
```

✓ 0.8s

	effect	explained variance
0	direct: A -> C	0.000050
1	indirect: A -> B -> C	0.000031
2	sum of effects	0.000080
3	uncorrected total: A -> C	0.000052

[[4.97051740668818e-05], [49.999909693296914, 6.138974705392872e-05], [8.039999215478956e-05], [5.1991218477012093e-05]]

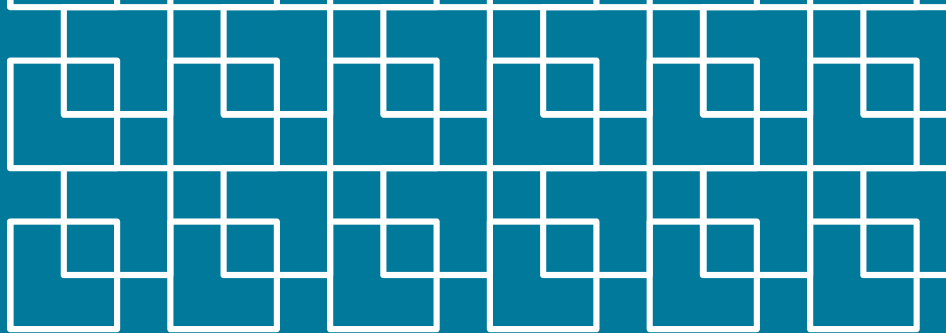

```
1 # A->B and B->C
2 tab, effs, orth_inds = pe.path_effects(blocks_sim, paths_sim, 'A', 'C', rrank='none', prop=0.99, continue_from_prediction=False)
3 print(tab)
4 print(effs)
```

✓ 0.2s

	effect	explained variance
0	direct: A -> C	0.000050
1	indirect: A -> B -> C	49.999864
2	sum of effects	49.999914
3	uncorrected total: A -> C	0.000052

[[4.97051740668818e-05], [49.999909693296914, 99.99990934548399], [49.99991407129484], [5.1991218477012093e-05]]

A decorative graphic consisting of a repeating geometric pattern of white squares on a blue background. The pattern is composed of a grid of squares, with some squares containing smaller white squares inside them, creating a complex, interlocking visual effect.



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