

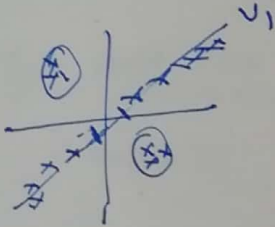
T-SNE (t-distb stochastic Neighborhood Embedding)

15.1 What is t-SNE

- state of the art / best dim-reduced → visualization.
- PCA basic; old
- multidimensional scaling, Sammon mapping, Graph based technique
- T-SNE ÷ 2008 → 11 years old technique.

d-dim $\xrightarrow{\text{t-SNE}}$ (2d)

→ fundamental diff b/w t-SNE & PCA

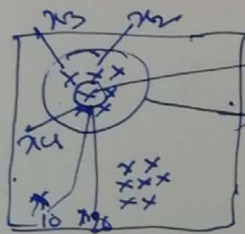


PCA: Try to preserve global shape/structure of data
doesn't care about local structure

T-SNE ÷ Preserve local structure

15.2 neighborhood of a point, Embedding

d-dim:
(high)



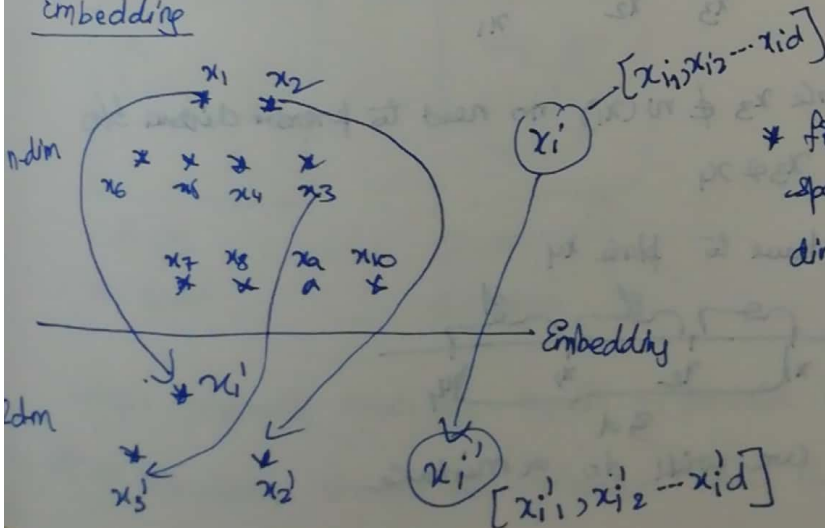
neighborhood
of this point are
points are close to it

$N(x_i) = \{x_j, \text{such that } x_i \& x_j \text{ are geometrically close}\}$

$$\|x_i - x_j\|^2 = \text{dist}^2$$

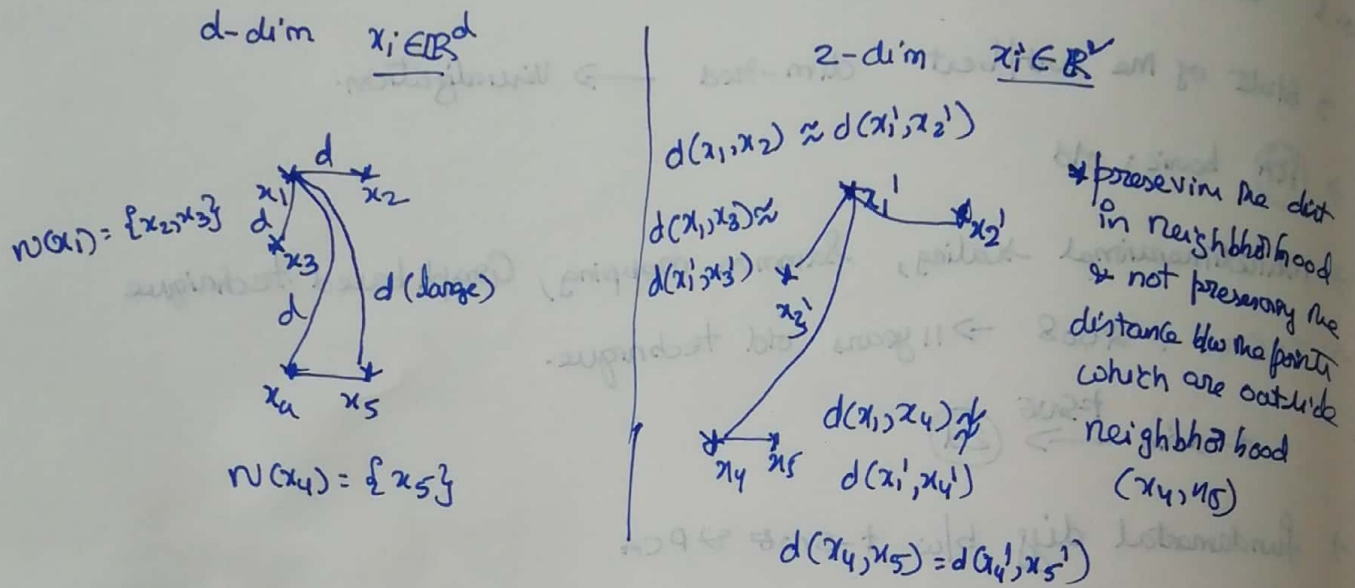
$N(x_i) = \{x_2, x_3, x_4\}$; does not contain x_{10} & x_{20} .

Embedding



* for Every point in high dimensional space finding a point in low dimensional space is called Embedding

15.3 Geometric intuition of t-SNE



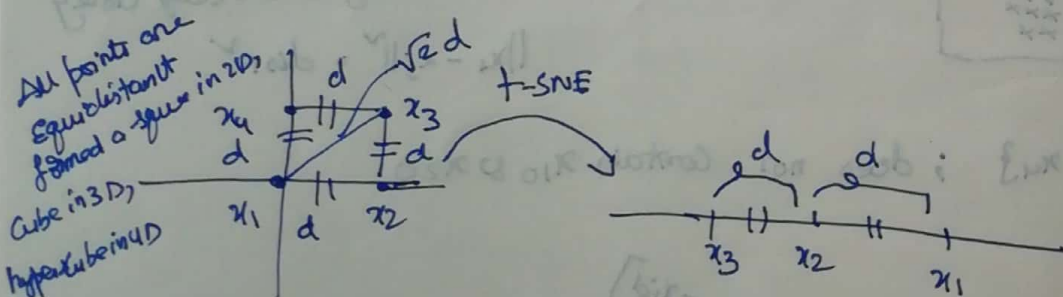
→ neighborhood preserving Embedding

mathematical formulation

→ fairly advanced (2008)

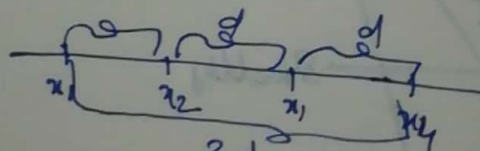
15.4 Crowding Problem

t-SNE: Tries to preserve dist in a N



* Since $x_3 \notin N(x_1)$ no need to preserve distance b/w $x_3 \& x_4$

* we have to place x_4



* we even we have placed x_4 we will do a mistake

+ Sometimes; It is impossible to preserve dist in all the neighbourhoods (N)

This is called Crowding problem.

15.5 How to apply t-SNE and interpret its output

<https://distill.pub/2016/misread-tsne/>

d -dim \longrightarrow d' -dim

$$d = d' = 2$$

\rightarrow T-SNE is an iterative algorithm. and reach a point where clusters are no-more moving

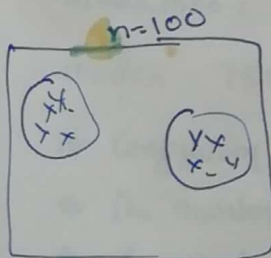
Two most imp parameters

- 1) Perplexity 2) step-size (# of iterations) as high the better.

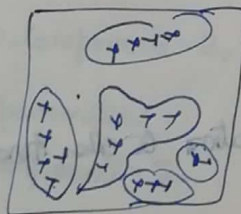


of neighbours distance that we are going to preserve.

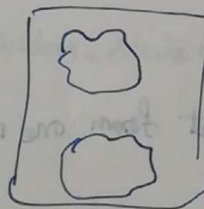
If my perplexity 2, 5, 30, 50, 100



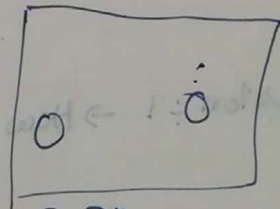
Original



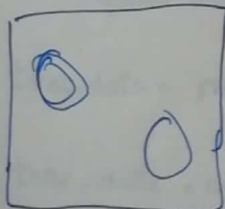
Perplexity=2
Steps = 5000



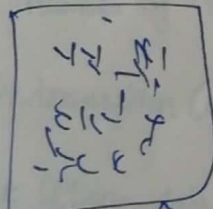
$P=5$
 $S=5000$



$P=30$
 $S=5000$



$P=50$
 $S=5000$



$P=100$
 $S=5000$

When perplexity matches the # of points This is a mess

of iterations should be increased until the shape is stabilized

t-SNE

→ Stochastic
↑
Probability

* Run t-SNE on the same dataset with same parameter we will be a slightly different results

Deterministic algo ÷ same results for any run

Stochastic algo + ^{slightly} different result Every time

* Expands dense clusters
* Shrinks sparse clusters } Drawbacks

Steps

- ① Run step iteration till shapes stabilize.
- ② Perplexity $2 \leq P \leq n$
- ③ re-run t-sne multiple times

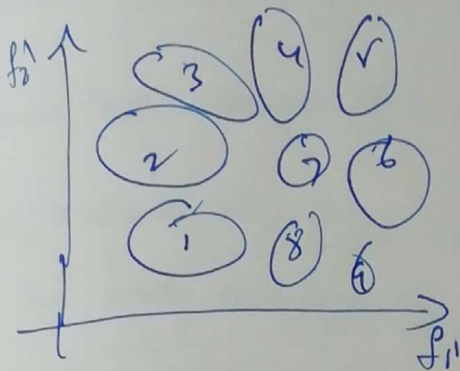
* Epsilon ÷ 1 → How fast from one iteration to other iteration.

15.6 t-SNE on MNIST

colah.github.io/posts/2014-10-Visualizing

Visualizing-MNIST/

784 dim \rightarrow 2 dim



* Cannot interpret cluster sizes (8) inter cluster distances

15.7 Code Example of t-SNE

t-SNE using Scikit Learn

```
from sklearn.manifold import TSNE
```

Picking the top 1000 points as TSNE takes a lot of time for 15K points

```
data_1000 = standardized_data[0:1000,:]
```

```
labels_1000 = labels[0:1000]
```

```
model = TSNE(n_components=2, random_state=0)
```

Configuring the parameters

The number of components = 2

default perplexity = 30

default learning rate = 200

default maximum number of iterations for the optimization = 1000

```
tsne_data = model.fit_transform(data_1000)
```

```
tsne_data = np.vstack((tsne_data.T, labels_1000)).T
```

```
tsne_df = pd.DataFrame(data=tsne_data, columns=('Dim1', 'Dim2', 'label'))
```

plotting the result of tsne

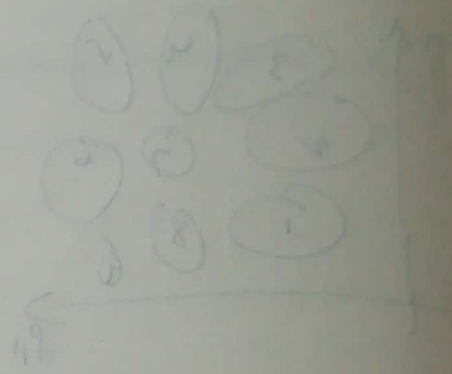
```
sn.FacetGrid(tsne_df, hue='label', size=6).map(plt.scatter, 'Dim1', 'Dim2')
```

```
plt.show()
```


Tsuy

$n\text{-Components} = 2$, $\text{complexity} = 50$, $\text{random-state} = 0$

TSUYA no 2000



Cost function of t-size

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