

**COS 324: Introduction to Machine Learning**  
**Proofs for Principal Component Analysis (PCA)**

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1. PROOF FOR BEST PROJECTION

**Goal:** Given a centered dataset  $\{\vec{v}_i \in \mathbb{R}^d\}_{i=1}^N$  (i.e. mean of dataset is  $\vec{0}$ ), an orthonormal basis of  $k$  vectors  $\mathcal{U} = \{\vec{u}_j \in \mathbb{R}^d\}_{j=1}^k$ , and a new datapoint  $\vec{v} \in \mathbb{R}^d$ , find its best low-rank approximation (i.e. best projection)  $\hat{\vec{v}} \in \text{span}(\mathcal{U})$  that minimizes its reconstruction error:

$$\min \|\vec{v} - \hat{\vec{v}}\|_2^2 \quad (1)$$

where

$$\hat{\vec{v}} = \alpha_1 \vec{u}_1 + \alpha_2 \vec{u}_2 + \dots + \alpha_k \vec{u}_k = \sum_{j=1}^k \alpha_j \vec{u}_j, \text{ using } \hat{\vec{v}} \in \text{span}(\mathcal{U}) \quad (2)$$

This amounts to finding the best solution for the  $\alpha_i$  terms.

**Claim:** The best projection  $\hat{\vec{v}}$  for  $\vec{v}$  that minimizes the above reconstruction error is defined as follows:

$$\hat{\vec{v}} = \sum_{j=1}^k (\vec{v} \cdot \vec{u}_j) \vec{u}_j, \text{ where } \alpha_j = \vec{v} \cdot \vec{u}_j \quad (3)$$

**Approach:** We'll prove this by computing the partial derivatives of the reconstruction loss with respect to (w.r.t.)  $\alpha_i$ , setting it to 0, and solving for  $\alpha_i$  (Problem 7.1.3 in course notes).

**1.1. Re-write reconstruction error.** We'll first re-write the reconstruction error  $L$  for datapoint  $\vec{v}$ :

$$L = \|\vec{v} - \hat{\vec{v}}\|_2^2 \quad (4)$$

$$= \|\vec{v} - \sum_{j=1}^k \alpha_j \vec{u}_j\|_2^2, \text{ using eq. (2)} \quad (5)$$

$$= (\vec{v} - \sum_{j=1}^k \alpha_j \vec{u}_j) \cdot (\vec{v} - \sum_{j=1}^k \alpha_j \vec{u}_j), \text{ using } \|\vec{v}\|_2^2 = \vec{v} \cdot \vec{v} \quad (6)$$

$$= \vec{v} \cdot \vec{v} - 2\vec{v} \cdot \left(\sum_{j=1}^k \alpha_j \vec{u}_j\right) + \sum_{i=1}^k \sum_{j=1}^k \alpha_i \alpha_j (\vec{u}_i \cdot \vec{u}_j) \quad (7)$$

$$= \|\vec{v}\|_2^2 - 2\vec{v} \cdot \left(\sum_{j=1}^k \alpha_j \vec{u}_j\right) + \sum_{j=1}^k \alpha_j^2 (\vec{u}_j \cdot \vec{u}_j), \text{ using } \vec{u}_i \cdot \vec{u}_j = 0 \text{ if } i \neq j \text{ (orthonormal prop.)} \quad (8)$$

$$= \|\vec{v}\|_2^2 - 2\vec{v} \cdot \left(\sum_{j=1}^k \alpha_j \vec{u}_j\right) + \sum_{j=1}^k \alpha_j^2, \text{ using } \vec{u}_j \cdot \vec{u}_j = 1 \text{ (orthonormal property)} \quad (9)$$

1.2. **Set partial derivative to 0 and solve.** Now, let's compute the partial derivative  $\frac{\partial L}{\partial \alpha_i}$ , set it to 0, and solve for  $\alpha_i$ :

$$\frac{\partial L}{\partial \alpha_i} = \frac{\partial}{\partial \alpha_i} \left( \|\vec{v}\|_2^2 - 2\vec{v} \cdot \left( \sum_{j=1}^k \alpha_j \vec{u}_j \right) + \sum_{j=1}^k \alpha_j^2 \right) \quad (10)$$

$$= -2\vec{v} \cdot \vec{u}_i + 2\alpha_i = 0 \quad (11)$$

$$\rightarrow \alpha_i = \vec{v} \cdot \vec{u}_i \quad (12)$$

Finally, plugging  $\alpha_i = \vec{v} \cdot \vec{u}_i$  (eq. (12)) back into  $\hat{\vec{v}}$ :

$$\hat{\vec{v}} = \sum_{j=1}^k \alpha_j \vec{u}_j = \sum_{j=1}^k (\vec{v} \cdot \vec{u}_j) \vec{u}_j \quad (13)$$

This is what we wanted to prove.

## 2. PROOF FOR BEST ORTHONORMAL BASIS

**Goal:** Given a centered dataset  $\{\vec{v}_i \in \mathbb{R}^d\}_{i=1}^N$  (i.e. mean of dataset is  $\vec{0}$ ), find an orthonormal basis  $\{\vec{u}_j \in \mathbb{R}^d\}_{j=1}^k$  that minimizes the following reconstruction error:

$$\min \frac{1}{N} \sum_{i=1}^N \|\vec{v}_i - \hat{\vec{v}}_i\|_2^2 \quad (14)$$

**Claim:** The best orthonormal basis  $\{\vec{u}_j \in \mathbb{R}^d\}_{j=1}^k$  that minimizes the above reconstruction error is the  $k$  eigenvectors with the largest eigenvalues of the following symmetric matrix  $\mathbf{M} \in \mathbb{R}^{N \times N}$ :

$$\mathbf{M} = \frac{1}{N} \mathbf{A} \mathbf{A}^T \quad (15)$$

where  $\mathbf{A} \in \mathbb{R}^{d \times N}$  and contains  $\vec{v}_i$  as its column vectors, and  $\mathbf{A}^T \in \mathbb{R}^{N \times d}$  and contains  $\vec{v}_i^T$  as its row vectors:

$$\mathbf{A} = \begin{bmatrix} | & | & \vdots & | \\ \vec{v}_1 & \vec{v}_2 & \vdots & \vec{v}_N \\ | & | & \vdots & | \end{bmatrix}, \mathbf{A}^T = \begin{bmatrix} - & \vec{v}_1^T & - \\ - & \vec{v}_2^T & - \\ - & \dots & - \\ - & \vec{v}_N^T & - \end{bmatrix} \quad (16)$$

2.1. **Re-write average reconstruction error objective.** Suppose we have an orthonormal basis  $\{\vec{u}_j \in \mathbb{R}^d\}_{j=1}^d$ .

Then, we can write our datapoints  $\vec{v}_i$  in terms of the basis:

$$\vec{v}_i = \alpha_1 \vec{u}_1 + \alpha_2 \vec{u}_2 + \dots + \alpha_d \vec{u}_d = \sum_{j=1}^d \alpha_j \vec{u}_j \quad (17)$$

Now, let's use only the first  $k$  orthonormal vectors  $\vec{\mathbf{u}}_1, \vec{\mathbf{u}}_2, \dots, \vec{\mathbf{u}}_k$  to approximate a datapoint  $\vec{\mathbf{v}}_i$ :

$$\vec{\mathbf{v}}_i \approx \widehat{\vec{\mathbf{v}}}_i = \alpha_1 \vec{\mathbf{u}}_1 + \alpha_2 \vec{\mathbf{u}}_2 + \dots + \alpha_k \vec{\mathbf{u}}_k = \sum_{j=1}^k \alpha_j \vec{\mathbf{u}}_j \quad (18)$$

Now, we'll show that the average reconstruction error objective can be re-written as follows:

$$L = \frac{1}{N} \sum_{i=1}^N \|\vec{\mathbf{v}}_i - \widehat{\vec{\mathbf{v}}}_i\|_2^2 = \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T \mathbf{M} \vec{\mathbf{u}}_j \quad (19)$$

First, we'll focus on re-writing the squared Euclidean distance term (omitting  $i$  for now). Plugging in eq. (17) and eq. (18) for  $\vec{\mathbf{v}}$  and  $\widehat{\vec{\mathbf{v}}}$ :

$$\|\vec{\mathbf{v}} - \widehat{\vec{\mathbf{v}}}\|_2^2 = \|\alpha_{k+1} \vec{\mathbf{u}}_{k+1} + \dots + \alpha_d \vec{\mathbf{u}}_d\|_2^2 = \left\| \sum_{j=k+1}^d \alpha_j \vec{\mathbf{u}}_j \right\|_2^2 \quad (20)$$

$$= \left( \sum_{j=k+1}^d \alpha_j \vec{\mathbf{u}}_j \right)^T \left( \sum_{j=k+1}^d \alpha_j \vec{\mathbf{u}}_j \right), \text{ using } \|\vec{\mathbf{v}}\|_2^2 = \vec{\mathbf{v}}^T \vec{\mathbf{v}} \quad (21)$$

$$= \left( \sum_{j=k+1}^d \alpha_j \vec{\mathbf{u}}_j^T \right) \left( \sum_{j=k+1}^d \alpha_j \vec{\mathbf{u}}_j \right) = \sum_{i=k+1}^d \sum_{j=k+1}^d \alpha_i \alpha_j \vec{\mathbf{u}}_i^T \vec{\mathbf{u}}_j \quad (22)$$

$$= \sum_{j=k+1}^d \alpha_j^2 \vec{\mathbf{u}}_j^T \vec{\mathbf{u}}_j, \text{ using } \vec{\mathbf{u}}_i^T \vec{\mathbf{u}}_j = 0 \text{ if } i \neq j \text{ (orthonormal property)} \quad (23)$$

$$= \sum_{j=k+1}^d \alpha_j^2, \text{ using } \vec{\mathbf{u}}_i^T \vec{\mathbf{u}}_j = 1 \text{ if } i = j \text{ (orthonormal property)} \quad (24)$$

$$= \sum_{j=k+1}^d (\vec{\mathbf{v}} \cdot \vec{\mathbf{u}}_j)^2, \text{ using } \alpha_j = \vec{\mathbf{v}} \cdot \vec{\mathbf{u}}_j \text{ (best projection)} \quad (25)$$

$$= \sum_{j=k+1}^d (\vec{\mathbf{u}}_j^T \vec{\mathbf{v}})(\vec{\mathbf{v}}^T \vec{\mathbf{u}}_j), \text{ using } \vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = \vec{\mathbf{u}}^T \vec{\mathbf{v}} = \vec{\mathbf{v}}^T \vec{\mathbf{u}} = \vec{\mathbf{v}} \cdot \vec{\mathbf{u}} \quad (26)$$

Now, plugging eq. (26) back into our objective function (and adding  $i$  back in), we get the following:

$$L = \frac{1}{N} \sum_{i=1}^N \|\vec{\mathbf{v}}_i - \widehat{\vec{\mathbf{v}}}_i\|_2^2 = \frac{1}{N} \sum_{i=1}^N \sum_{j=k+1}^d (\vec{\mathbf{u}}_j^T \vec{\mathbf{v}}_i)(\vec{\mathbf{v}}_i^T \vec{\mathbf{u}}_j) \quad (27)$$

$$= \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T \left( \frac{1}{N} \sum_{i=1}^N \vec{\mathbf{v}}_i \vec{\mathbf{v}}_i^T \right) \vec{\mathbf{u}}_j \quad (28)$$

$$= \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T \left( \frac{1}{N} \mathbf{A} \mathbf{A}^T \right) \vec{\mathbf{u}}_j, \text{ using matrix multiplication definition} \quad (29)$$

$$= \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T \mathbf{M} \vec{\mathbf{u}}_j, \text{ using } \mathbf{M} = \frac{1}{N} \mathbf{A} \mathbf{A}^T \quad (30)$$

Thus, we've shown eq. (19), namely that our objective  $L$  can be re-written as eq. (30).

**2.2. Solve constrained optimization problem.** Recall our goal: find  $k$  orthonormal vectors  $\{\vec{\mathbf{u}}_j \in \mathbb{R}^d\}_{j=1}^k$  that minimizes our objective  $L$ . We can write this explicitly as a constrained optimization problem ( $\forall$  = “for all”):

$$\min \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T \mathbf{M} \vec{\mathbf{u}}_j \text{ subject to (s.t.) } \vec{\mathbf{u}}_j^T \vec{\mathbf{u}}_j = 1, \forall j \text{ (unit vector)} \quad (31)$$

Using Lagrange multipliers (see section 3), we can solve this constrained optimization problem by solving the following Lagrange function  $\mathcal{L}$ :

$$\mathcal{L} = \sum_{j=k+1}^d (\vec{\mathbf{u}}_j^T \mathbf{M} \vec{\mathbf{u}}_j + \lambda_j (1 - \vec{\mathbf{u}}_j^T \vec{\mathbf{u}}_j)) \quad (32)$$

To solve this, we set the partial derivatives  $\frac{\partial \mathcal{L}}{\partial \lambda_i} = 0$ ,  $\frac{\partial \mathcal{L}}{\partial \vec{\mathbf{u}}_i} = \vec{\mathbf{0}}$  and solving for the variables.

$$\frac{\partial \mathcal{L}}{\partial \lambda_i} = 1 - \vec{\mathbf{u}}_i^T \vec{\mathbf{u}}_i = 0 \quad (33)$$

$$\rightarrow \vec{\mathbf{u}}_i^T \vec{\mathbf{u}}_i = 1 \quad (34)$$

$$\frac{\partial \mathcal{L}}{\partial \vec{\mathbf{u}}_i} = \vec{\mathbf{u}}_i (\mathbf{M} + \mathbf{M}^T) - \lambda_i \vec{\mathbf{u}}_i^T (\mathbf{I} + \mathbf{I}^T), \text{ using } \frac{\partial \vec{\mathbf{x}}^T \mathbf{B} \vec{\mathbf{x}}}{\partial \vec{\mathbf{x}}} = \vec{\mathbf{x}}^T (\mathbf{B} + \mathbf{B}^T) \text{ (MML 5.107)} \quad (35)$$

$$= 2\vec{\mathbf{u}}_i^T \mathbf{M} - 2\lambda_i \vec{\mathbf{u}}_i^T \mathbf{I}, \text{ using symmetry: } \mathbf{M} = \mathbf{M}^T, \mathbf{I} = \mathbf{I}^T \quad (36)$$

$$= 2\vec{\mathbf{u}}_i^T \mathbf{M} - 2\lambda_i \vec{\mathbf{u}}_i^T, \text{ using } \mathbf{B} \mathbf{I} = \mathbf{B} \text{ (MML 2.20)} \quad (37)$$

Now, by setting  $\frac{\partial \mathcal{L}}{\partial \vec{\mathbf{u}}_i} = 0$ , we get the following:

$$2\vec{\mathbf{u}}_i^T \mathbf{M} = 2\lambda_i \vec{\mathbf{u}}_i^T \quad (38)$$

$$\vec{\mathbf{u}}_i^T \mathbf{M} = \lambda_i \vec{\mathbf{u}}_i^T \quad (39)$$

$$(\vec{\mathbf{u}}_i^T \mathbf{M})^T = (\lambda_i \vec{\mathbf{u}}_i^T)^T, \text{ taking the transpose on both sides} \quad (40)$$

$$\mathbf{M}^T \vec{\mathbf{u}}_i = \lambda_i \vec{\mathbf{u}}_i, \text{ using } (\mathbf{B}^T)^T = \mathbf{B}, (\mathbf{B} \mathbf{C})^T = \mathbf{C}^T \mathbf{B}^T \text{ (MML 2.29, 2.31)} \quad (41)$$

$$\mathbf{M} \vec{\mathbf{u}}_i = \lambda_i \vec{\mathbf{u}}_i, \text{ using symmetry: } \mathbf{M} = \mathbf{M}^T \quad (42)$$

From eq. (42), we get that the solution to  $\mathcal{L}$  are the eigenvectors  $\vec{\mathbf{u}}_i$  of  $\mathbf{M}$  with eigenvalues  $\lambda_i$ . Because  $\mathbf{M}$  is symmetric, its eigenvectors form an orthonormal basis, thereby satisfying eq. (34), and its eigenvalues are real-valued numbers, i.e.  $\lambda_i \in \mathbb{R}$ . Because  $\mathbf{M}$  is positive semidefinite (MML Theorem 4.14), its eigenvalues are positive, i.e.  $\lambda_i > 0$  (MML pg. 106).

Now, plugging eq. (42) back into our objective eq. (30), we get the following:

$$L = \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T \mathbf{M} \vec{\mathbf{u}}_j = \sum_{j=k+1}^d \vec{\mathbf{u}}_j^T (\lambda_j \vec{\mathbf{u}}_j) \quad (43)$$

$$= \sum_{j=k+1}^d \lambda_j (\vec{\mathbf{u}}_j^T \vec{\mathbf{u}}_j) = \sum_{j=k+1}^d \lambda_j, \text{ using } \vec{\mathbf{u}}_j^T \vec{\mathbf{u}}_j = 1 \text{ (orthonormal property)} \quad (44)$$

Then, to minimize  $L$ , we need  $\vec{\mathbf{u}}_{k+1}, \dots, \vec{\mathbf{u}}_d$  to be the  $(d-k)$  eigenvectors of  $\mathbf{M}$  with the smallest eigenvalues  $\lambda_j$ 's. Recall our original goal, which was to find the  $k$  orthonormal vectors  $\{\vec{\mathbf{u}}_j\}_{j=1}^k$  that minimizes  $L$ . This set of vectors then must be the  $k$  eigenvectors of  $\mathbf{M}$  with the largest eigenvalues  $\lambda_j$ 's.

From eq. (44), the average reconstruction error  $L$  is the sum of the  $(d-k)$  smallest eigenvalues of  $\mathbf{M}$ . Then, when choosing  $k$ , we can use the eigenvalues sorted by magnitude to decide how much error we're willing to allow in order for a small choice of  $k$ .

### 3. CONSTRAINED OPTIMIZATION

So far, we've primarily focused on unconstrained optimization problems of the following form:

$$\min_{\vec{\mathbf{x}}} f(\vec{\mathbf{x}}) \text{ or } \max_{\vec{\mathbf{x}}} f(\vec{\mathbf{x}}) \quad (45)$$

A constrained optimization adds on several constraints or equations  $e_1, e_2, \dots$  that need to be satisfied:

$$\min_{\vec{\mathbf{x}}} f(\vec{\mathbf{x}}) \text{ subject to (s.t.) } e_1, e_2, \dots \quad (46)$$

For instance, here's a constrained problem with one constraint:

$$\min_{\vec{\mathbf{x}}} f(\vec{\mathbf{x}}) \text{ s.t. } g(\vec{\mathbf{x}}) = 0 \quad (47)$$

One way to solve constrained problems like the above is to use its analogous Lagrange function  $\mathcal{L}$ :

$$\mathcal{L}(\vec{\mathbf{x}}, \lambda) = f(\vec{\mathbf{x}}) + \lambda g(\vec{\mathbf{x}}) \quad (48)$$

It turns out the solution to the original constrained problem (eq. (47)) is a saddle point of  $\mathcal{L}$  (eq. (48)).

A saddle point for a function occurs where all partial derivatives for that function equal 0. For instance, for  $\mathcal{L}$ , a saddle point occurs where

$$\frac{\partial \mathcal{L}}{\partial \vec{\mathbf{x}}} = \vec{\mathbf{0}} \text{ and } \frac{\partial \mathcal{L}}{\partial \lambda} = 0 \quad (49)$$

Consider a constrained problem with multiple constraints:

$$\min_{\vec{\mathbf{x}}} f(\vec{\mathbf{x}}) \text{ s.t. } g_j(\vec{\mathbf{x}}) = 0 \text{ for } j = 1, \dots, M \quad (50)$$

Then, its analogous Lagrange function is given as follows:

$$\mathcal{L}(\vec{\mathbf{x}}, \lambda) = f(\vec{\mathbf{x}}) + \sum_{j=1}^M \lambda_j g_j(\vec{\mathbf{x}}) \quad (51)$$

and a saddle point occurs when

$$\frac{\partial \mathcal{L}}{\partial \vec{\mathbf{x}}} = \vec{\mathbf{0}} \text{ and } \frac{\partial \mathcal{L}}{\partial \lambda_j} = 0 \text{ for all } j \quad (52)$$

To find a saddle point of  $\mathcal{L}$  (and a solution to the original constrained optimization problem), compute the partial derivatives of  $\mathcal{L}$ , set them to 0, and solve for the variables.