

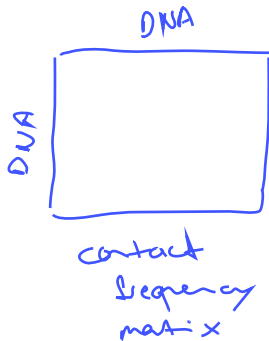
# MITx: Statistics, Computation & Applications

Genomics and High-Dimensional Data Module  
Lecture 1: Visualization of Hig-Dimensional Data

$$x^{(1)}, \dots, x^{(n)} \in \mathbb{R}^p \longrightarrow y^{(1)}, \dots, y^{(n)} \in \mathbb{R}^q$$

$n \approx 100'000 \quad p \approx 20'600 \quad q = 2, 3$

$\Sigma$ : covariance matrix



Distance matrix  $X_{n \times n}$   
 $D \in \mathbb{R}$

$$y^{(1)}, \dots, y^{(n)} \in \mathbb{R}^3$$

$$\text{minimize}_{y^{(i)} \in \mathbb{R}^3} \sum_{i,j} \left( D_{ij}^2 - \|y^{(i)} - y^{(j)}\|_1^2 \right)^2$$

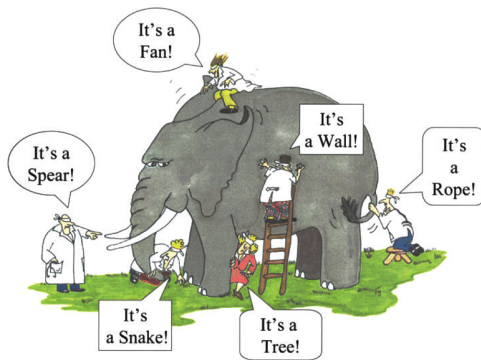
MDS



ESNE

# 3 different approaches

- **Principle component analysis:** projection that spreads data as much as possible
- **Multidimensional scaling:** projection that retains original distances as much as possible
- **Stochastic neighbor embedding:** non-linear embedding that tries to keep close-by points close

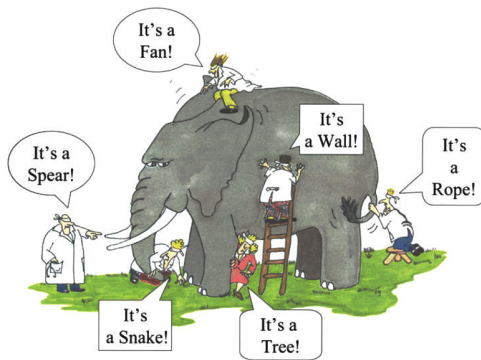


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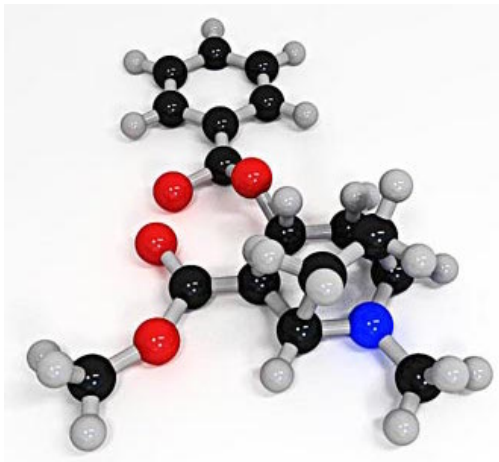
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- **Principle component analysis:** projection that spreads data as much as possible
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# Principle Component Analysis

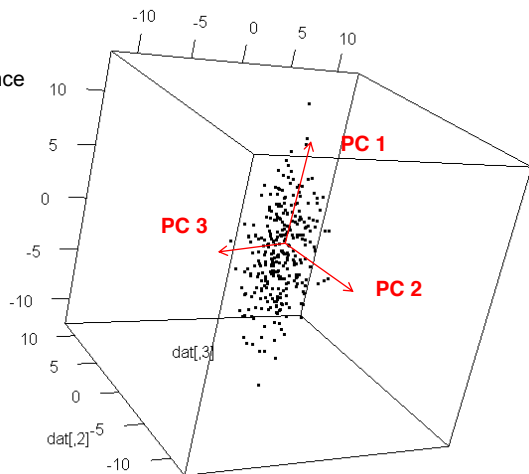
- **Goal:** Dimension reduction to a few dimensions
- **Intuition:** Find low-dimensional projection with largest spread



# Definition 1: Maximize projection variance

Start with centered data  $X \in \mathbb{R}^{n \times p}$

- PC 1 is direction of largest variance
- PC 2 is
  - perpendicular to PC 1
  - again largest variance
- PC 3 is
  - perpendicular to PC 1, PC 2
  - again largest variance
- etc.





## Definition 2: Minimize projection residuals

- PC 1: Straight line with smallest orthogonal distance to all points
- PC 1 & PC 2: Plane with smallest orthogonal distance to all points
- etc.

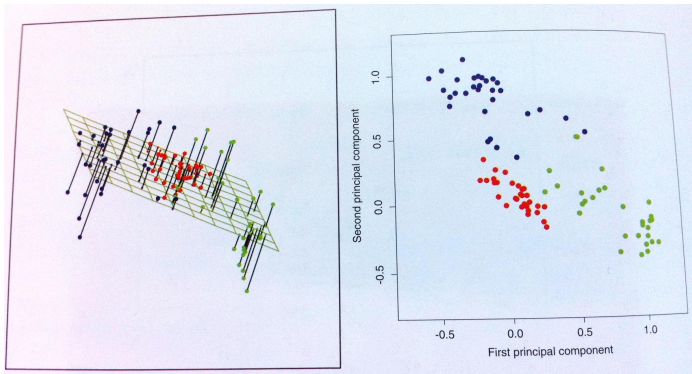


Figure from *Elements of Statistical Learning* by Hastie and Tibshirani

## Definition 3: Spectral decomposition

- Covariance matrix (or correlation matrix)  $R = \frac{1}{n}X^T X$  is symmetric and positive semidefinite

$$\bar{X}^T R \bar{X} = 1$$


- Spectral Decomposition Theorem:** Every real symmetric matrix  $R$  can be decomposed as

$$R = V \Lambda V^T,$$

where  $\Lambda$  is diagonal and  $V$  is orthogonal

$$V = \begin{bmatrix} v_{n1} & \dots & v_{n1} \\ \vdots & & \vdots \\ v_{n1} & \dots & v_{n1} \end{bmatrix}$$
$$\Lambda = \begin{bmatrix} \lambda_1 & & 0 \\ & \ddots & \\ 0 & & \lambda_p \end{bmatrix}$$

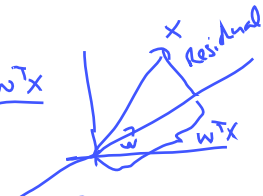
- Columns of  $V$  (= eigenvectors of  $R$ ) are the PCs
- Diagonal entries of  $\Lambda$  (= eigenvalues of  $R$ ) are variances along PCs

$w$ : unit vector

length of projection of  $x$  onto  $w$ :  $w^T x$

residuals (squared):

$$\begin{aligned}\|x - (w^T x)w\|_2^2 &= \|x\|_2^2 - 2(w^T x)^2 + (w^T x)^2 \underbrace{w^T w}_{=1} \\ &= \|x\|_2^2 - (w^T x)^2\end{aligned}$$



minimize  $w \in \mathbb{R}^p, \|w\|=1$   $\left( \underbrace{\sum_{i=1}^n \|x_i\|^2 - (w^T x_i)^2}_{\text{const}} \right)$

minimize residuals

$\Leftrightarrow$  maximize  $w \in \mathbb{R}^p, \|w\|=1$   $\sum_{i=1}^n (w^T x_i)^2$

maximize Variance

$(\Rightarrow)$  maximize  $w \in \mathbb{R}^p, \|w\|=1$   $w^T \left( \frac{1}{n} \sum_{i=1}^n x_i x_i^T \right) w$

$\text{Cov}(X)$

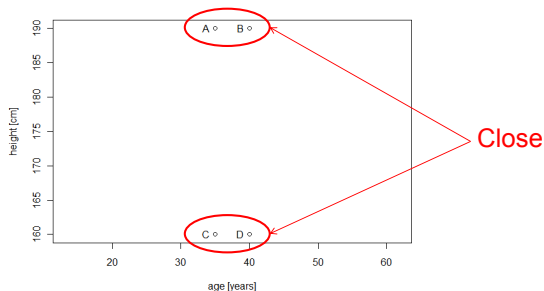
$\rightarrow$  eigenvector corresponding to largest eigenvalue



# Covariance versus correlation - to scale or not to scale

- Using covariance will find the variable with largest spread as 1. PC
- Use correlation, if different units are compared

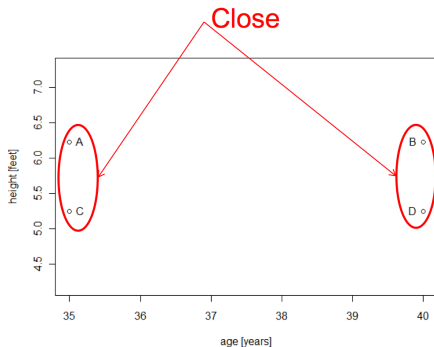
Person	Age (years)	Height (cm)
A	35	190
B	40	190
C	35	160
D	40	160



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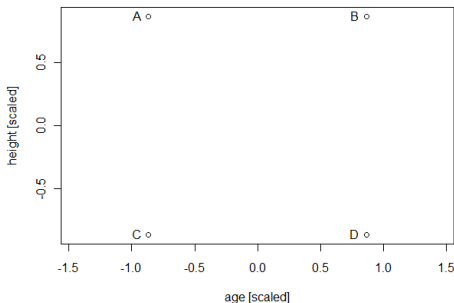
Person	Age (years)	Height (feet)
A	35	6.232
B	40	6.232
C	35	5.248
D	40	5.248



# Covariance versus correlation - to scale or not to scale

- Using covariance will find the variable with largest spread as 1. PC
- Use correlation, if different units are compared

Person	Age (years)	Height (feet)
A	-0.87	0.87
B	0.87	0.87
C	-0.87	-0.87
D	0.87	-0.87

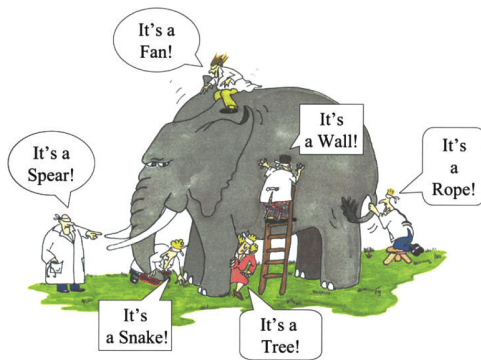


$$\sum_{i=1}^p \lambda_i = \text{trace} = p$$

Keep PCs with  $\lambda_i \geq 1$ .

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# Distance and dissimilarity

- $D \in \mathbb{R}^{n \times n}$  is a **distance matrix** if

$$D_{ii} = 0, \quad D_{ij} \geq 0, \quad D_{ij} = D_{ji}, \quad D_{ij} \leq D_{ik} + D_{jk} \quad \text{for all } i, j, k$$

- **Ex:** Euclidean distance, Manhattan distance, maximum distance, ...

- $D \in \mathbb{R}^{n \times n}$  is a **dissimilarity matrix** if

$$D_{ii} = 0, \quad D_{ij} \geq 0, \quad D_{ij} = D_{ji} \quad \text{for all } i, j, k$$

- More flexible than distances, works e.g. for rankings

# Multidimensional scaling (MDS)

Given a matrix  $D \in \mathbb{R}^{n \times n}$ , determine points  $y_1, \dots, y_n \in \mathbb{R}^q$  such that:

- **Classical MDS:** minimize  $\sum_{i=1}^n \sum_{j=1}^n (D_{ij} - \|y_i - y_j\|_2)^2$

assuming  $D$  is a Euclidean distance matrix

$q = 2 \text{ or } 3$

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assuming  $D$  is a distance matrix and  $w_{ij}$  are non-negative weights
  - solved iteratively using stress majorization
- **Non-metric MDS:** minimize  $\sum_{i=1}^n \sum_{j=1}^n (\theta(D_{ij}) - \|y_i - y_j\|_2)^2$   
assuming  $D$  is a dissimilarity matrix
  - also optimize over increasing function  $\theta$
  - finds low-dimensional embedding that respects ranking of dissimilarities
  - solved numerically (isotonic regression); very time-consuming

# Classical MDS

- First convert a distance matrix  $D$ , with  $D_{ij} = \|x_i - x_j\|_2$  into a positive semidefinite matrix  $XX^T$ , namely

$$XX^T = -\frac{1}{2}\left(I - \frac{1}{n}ee^t\right)D^2\left(I - \frac{1}{n}ee^t\right), \quad \text{where } e \text{ is vector of ones}$$

- Note:**  $(XX^T)_{ij} = -\frac{1}{2}(D_{ij}^2 - D_{i\cdot}^2 - D_{\cdot j}^2 + D_{\cdot\cdot}^2)$  (doubly centered matrix)

$$X = \begin{bmatrix} - & x_1 & - \\ & \vdots & \\ - & x_n & - \end{bmatrix} \in \mathbb{R}^{n \times p}$$

$$Y = \begin{bmatrix} - & y_1 & - \\ & \vdots & \\ - & y_n & - \end{bmatrix} \in \mathbb{R}^q$$

$$\begin{aligned} D_{ij}^2 &= \|x_i\|^2 + \|x_j\|^2 - 2x_i^T x_j \\ &= (XX^T)_{ii} + (XX^T)_{jj} - 2(XX^T)_{ij} \end{aligned}$$

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$$\min_Y \text{trace}(XX^T - YY^T)^2$$

*rh p matrix*  
*rh q matrix*  
*q < p*

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- Best rank  $q$  approximation of  $XX^T$  is given by choosing  $q$  largest eigenvalues and corresponding eigenvectors, i.e.  $YY^T = V_1\Lambda_1V_1^T$ , or equivalently,  $Y = V_1\Lambda_1^{1/2}$

$$V_\Lambda = \begin{bmatrix} v_1 & \dots & v_q \end{bmatrix} \quad \Lambda_\Lambda = \begin{bmatrix} \lambda_1 & & 0 \\ & \ddots & \\ 0 & & \lambda_q \end{bmatrix}$$



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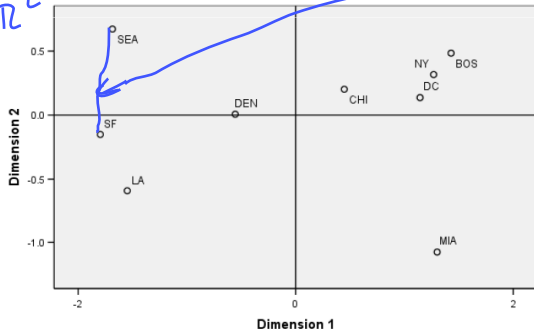
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- Classical MDS is PCA on  $B = XX^T$ ; classical PCA operates on  $X^T X$

# MDS example: Distances between US cities

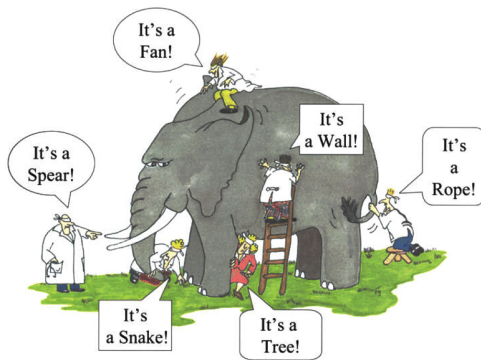
	BOS	CHI	DC	DEN	LA	MIA	NY	SEA	SF
BOS	0	963	429	1,949	2,979	1,504	206	2,976	3,095
CHI	963	0	671	996	2,054	1,329	802	2,013	2,142
DC	429	671	0	1,616	2,631	1,075	233	2,684	2,799
DEN	1,949	996	1,616	0	1,059	2,037	1,771	1,307	1,235
LA	2,979	2,054	2,631	1,059	0	2,687	2,786	1,131	379
MIA	1,504	1,329	1,075	2,037	2,687	0	1,308	3,273	3,053
NY	206	802	233	1,771	2,786	1,308	0	2,815	2,934
SEA	2,976	2,013	2,684	1,307	1,131	3,273	2,815	0	808
SF	3,095	2,142	2,799	1,235	379	3,053	2,934	808	0

$n=9, q=2$   
 $y_1, \dots, y_9 \in \mathbb{R}^2$



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# Stochastic neighbor embedding (SNE)

- probabilistic approach to place objects from high-dimensional space into low-dimensional space so as to preserve the identity of neighbors
- center a Gaussian on each object in high-dimensional space
- find embedding so that resulting high-dimensional distribution is approximated well by resulting low-dimensional distribution



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- determine low-dimensional distribution by minimizing **Kullback-Leibler divergence**

$$KL(p \parallel q) := \sum_i p_i \log\left(\frac{p_i}{q_i}\right)$$

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- determine low-dimensional distribution by minimizing **Kullback-Leibler divergence**
- allows ambiguous objects like “bank”, to be close to “river” and “finance” without forcing all outdoor concepts to be located close to corporate concepts



# (Symmetric) SNE

- given dissimilarity matrix  $D$ , for each object  $i$  compute probability of picking  $j$  as neighbor:

$$p_{ij} = \frac{\exp(-D_{ij}^2)}{\sum_{k \neq \ell} \exp(-D_{k\ell}^2)}$$

- in low-dimensional space, for each point  $y_i$  compute probability of picking  $y_j$  as neighbor:

$$q_{ij} = \frac{\exp(-\|y_i - y_j\|_2^2)}{\sum_{k \neq \ell} \exp(-\|y_k - y_\ell\|_2^2)}$$

- Minimize the KL-divergence

$$\text{KL}(P||Q) = \sum_{i \neq j} p_{ij} \log \frac{p_{ij}}{q_{ij}}$$

$D_{ij}$  small  $\Rightarrow p_{ij}$  large, if  $q_{ij}$  small  $\Rightarrow$  KL-div large  
 $D_{ij}$  large  $\Rightarrow p_{ij}$  small, if  $q_{ij}$  large  $\Rightarrow$  negative KL-div

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- Minimize the KL-divergence

$$\text{KL}(P||Q) = \sum_{i \neq j} p_{ij} \log \frac{p_{ij}}{q_{ij}}$$

- by modeling  $p_{ij}$  by  $q_{ij} = p_{ij} + x$  you gain less than you lose by choosing  $q_{ij} = p_{ij} - x$
- keeps nearby objects nearby and separated objects relatively far



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- problem with many embedding methods: points often get crowded in the middle
- t-SNE reduces this by using  $t$ -distribution with 1 degree of freedom for  $y$ 's:

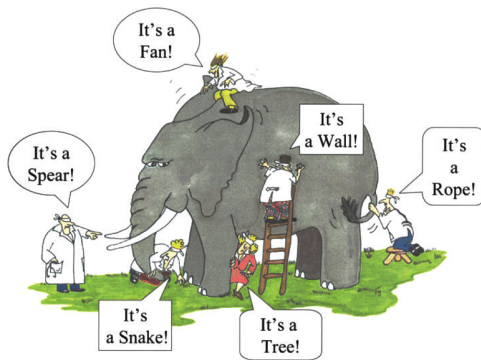
$$q_{ij} = \frac{(1 + \|y_i - y_j\|_2^2)^{-1}}{\sum_{k \neq \ell} (1 + \|y_i - y_j\|_2^2)^{-1}}$$



- reduces crowding: moderate distance in high-dim. space can be faithfully modeled by much larger distance in low-dim. space

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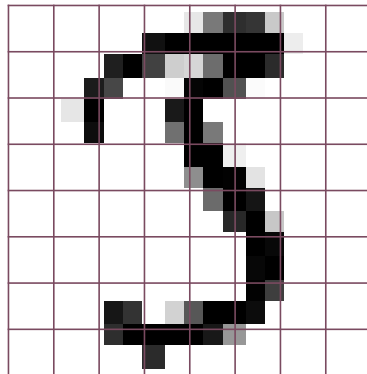


# Example: Digit recognition

- $\sim 1800$  hand-written digits (i.e.,  $n \approx 180$  for each class label)
- each (centered) digit was put in a  $8 \times 8$ -grid (i.e.,  $d = 64$ )
- measure grey value in each part of the grid, i.e. 64 grey values

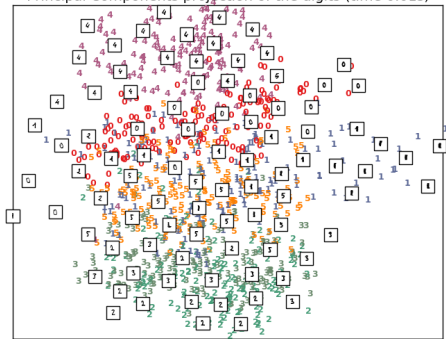
A selection from the 64-dimensional digits dataset

0	1	2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5
5	5	0	4	1	3	5	1	0	0	2	2	2	0	1	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3
4	4	1	5	0	5	2	2	0	0	1	3	2	1	4	3	1	3	1	4	4	4	4	4	4	4	4	4	4	4
3	1	4	0	5	3	1	5	4	4	2	2	2	5	5	4	4	0	0	1	1	1	1	1	1	1	1	1	1	1
2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5	0	5	5	5	5	5	5	5	5	5	5	5	5	5
0	4	1	3	5	1	0	0	2	2	1	0	1	2	3	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4
1	5	0	5	2	2	0	0	1	3	2	1	3	1	3	1	4	3	1	4	4	4	4	4	4	4	4	4	4	4
0	5	7	4	5	4	4	1	2	2	5	5	4	4	0	0	1	2	3	4	4	4	4	4	4	4	4	4	4	4
5	0	1	2	3	4	5	0	1	2	3	4	5	0	5	5	5	5	0	4	1	1	1	1	1	1	1	1	1	1
3	5	1	0	0	2	2	2	0	4	2	3	3	3	3	3	4	4	1	5	0	0	0	0	0	0	0	0	0	0
5	2	2	0	0	1	3	2	1	4	3	1	3	1	4	3	1	4	0	5	0	0	0	0	0	0	0	0	0	0
3	1	5	4	4	2	2	2	5	5	4	4	0	3	0	1	2	3	4	5	0	0	0	0	0	0	0	0	0	0
0	1	2	3	4	5	0	1	2	3	4	5	0	5	5	5	5	0	4	1	3	3	3	3	3	3	3	3	3	3
5	1	0	0	1	2	2	0	1	2	3	3	3	3	3	4	4	1	5	0	5	0	0	0	0	0	0	0	0	0
1	2	2	0	0	1	3	2	1	4	3	1	3	1	4	3	1	4	0	5	3	3	3	3	3	3	3	3	3	3
1	5	4	4	2	2	2	5	5	4	4	0	0	1	2	3	4	5	0	1	1	1	1	1	1	1	1	1	1	1
2	3	4	5	0	1	2	3	4	5	0	5	5	5	5	0	4	1	3	5	1	1	1	1	1	1	1	1	1	1
0	0	1	2	2	0	1	2	3	3	3	3	4	4	4	5	0	5	2	2	2	2	2	2	2	2	2	2	2	2
0	0	1	3	2	1	4	3	1	3	1	3	1	4	3	1	4	0	5	3	1	1	1	1	1	1	1	1	1	1
4	4	2	2	1	5	5	4	4	0	0	1	2	3	4	5	0	1	2	3	3	3	3	3	3	3	3	3	3	3



# Example: Digit recognition

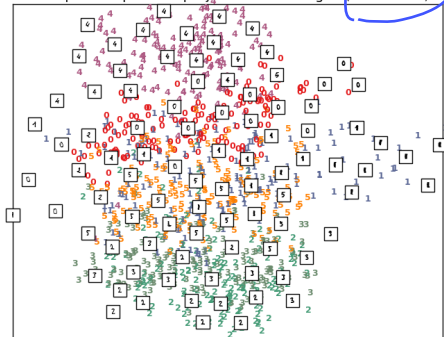
Principal Components projection of the digits (time 0.01s)



# Example: Digit recognition

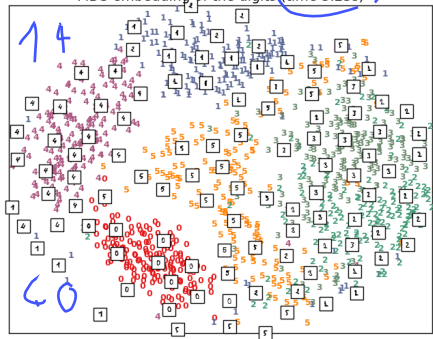
$64 \times 64$

Principal Components projection of the digits (time 0.01s)



$(C.180) \times (L.180)$

MDS embedding of the digits (time 3.23s)

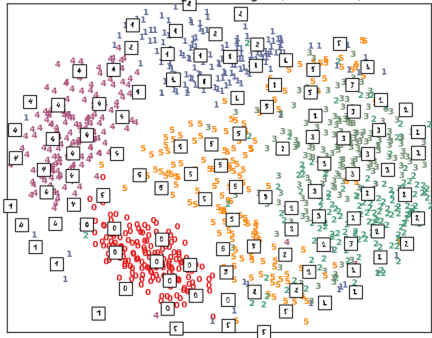


For code and figures see

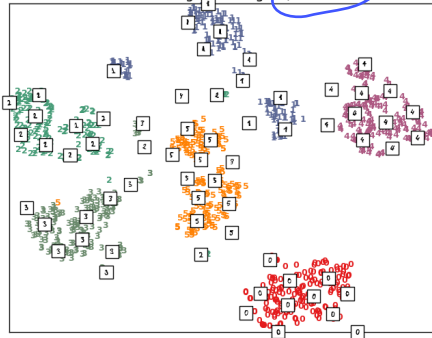
[http://scikit-learn.org/stable/auto\\_examples/manifoldplot\\_lle\\_digits.html](http://scikit-learn.org/stable/auto_examples/manifoldplot_lle_digits.html)

# Example: Digit recognition

MDS embedding of the digits (time 3.23s)



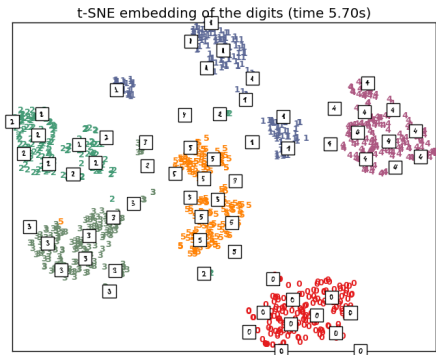
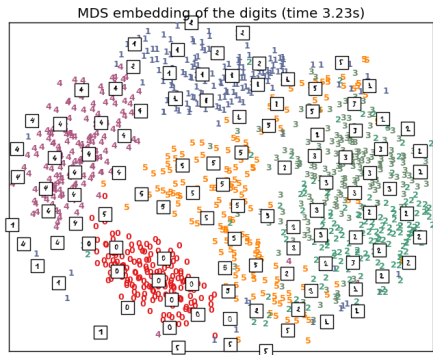
t-SNE embedding of the digits (time 5.70s)



$$\begin{aligned}
 &X^{(1)}, \dots, X^{(n)} \in \mathbb{R}^p \\
 &C^{(1)}, \dots, C^{(n)} \in \mathcal{C} \leftarrow \text{class labels} \\
 &X \in \mathbb{R}^p \xrightarrow{f} C \in \mathcal{C}
 \end{aligned}$$



# Example: Digit recognition



- tSNE seems to find meaningful clusters
- But: This is the result of a non-convex optimization problem, which depends immensely on the starting configuration
- Axes of tSNE have NO meaning

- For PCA and MDS:
  - B. Everitt & T. Hothorn. *An Introduction to Applied Multivariate Analysis with R*. Springer, 2011.
  - T. Hastie, R. Tibshirani & J. Friedman. *The Elements of Statistical Learning: Data Mining, Inference, and Prediction*. Springer, 2009.
- For tSNE:
  - L. van der Maaten & G. E. Hinton. *Visualizing Data using t-SNE*. JMLR, 2008.
  - G. E. Hinton & S. T. Roweis. *Stochastic Neighbor Embedding*. NIPS, 2002.