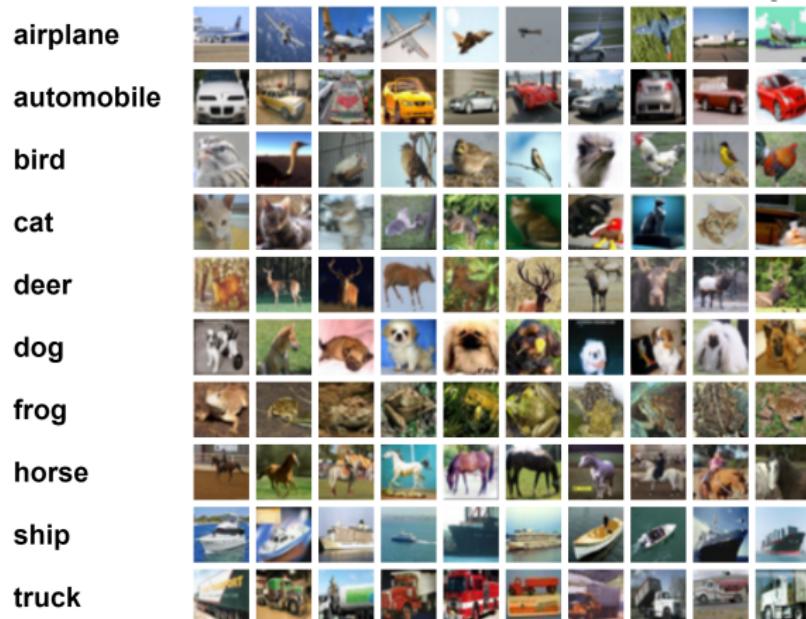


# Introduction

Geometry of Data

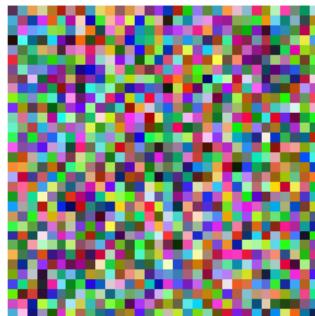
August 22, 2023

# CIFAR-10

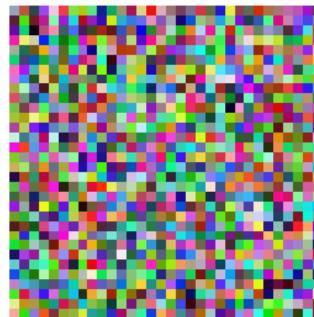
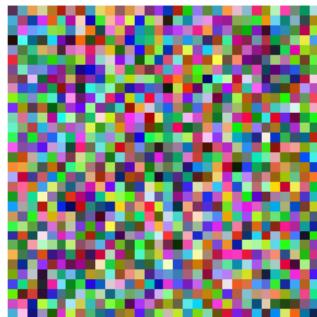


$32 \times 32 \times 3 = 3,072$  dimensions  
10 classes

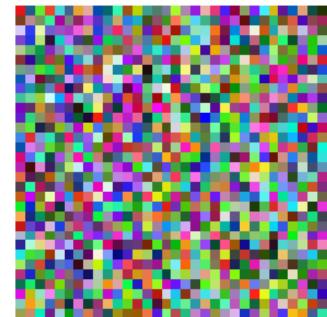
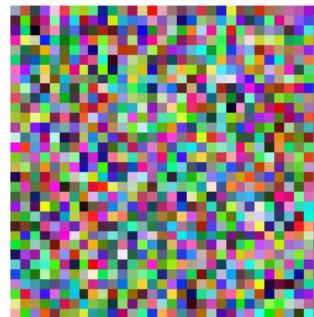
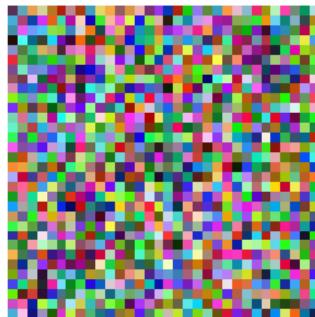
# Uniform Random Images



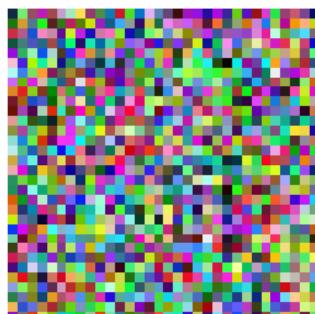
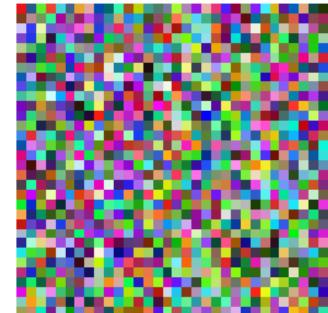
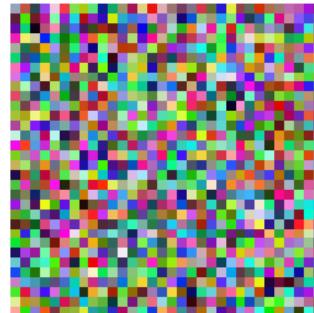
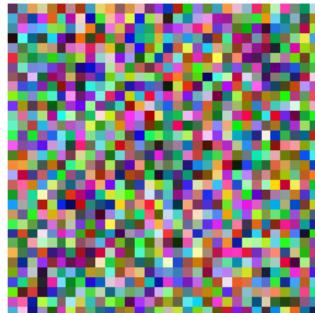
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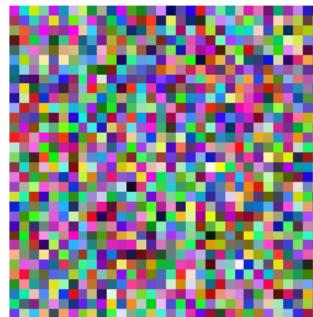
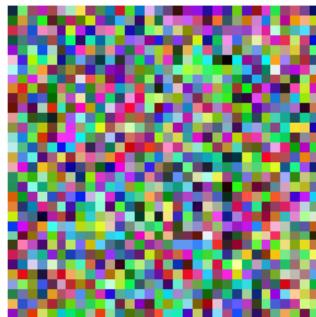
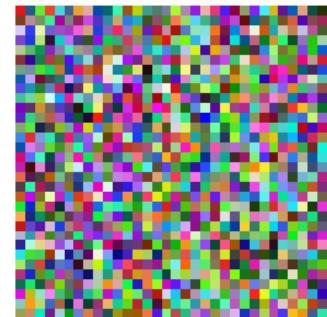
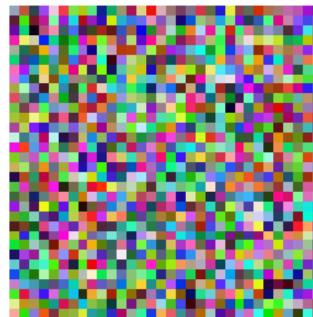
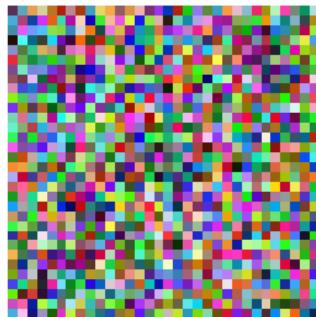
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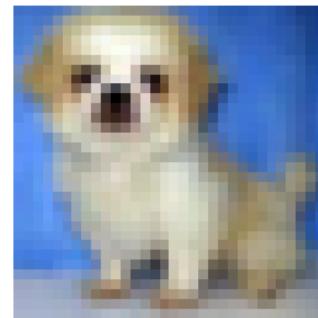
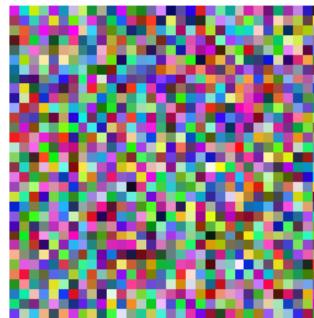
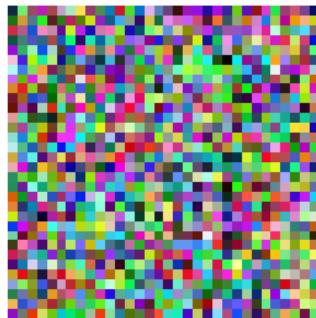
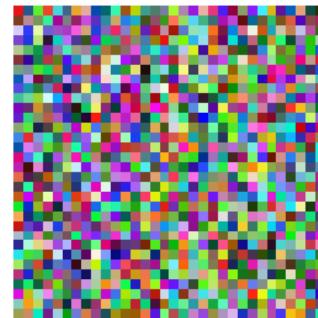
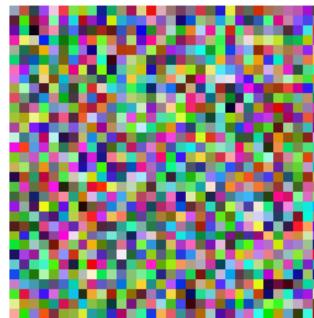
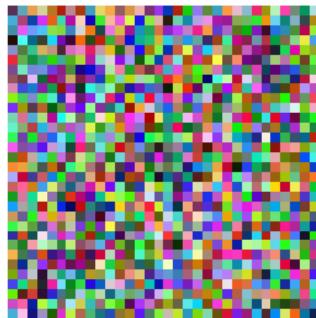
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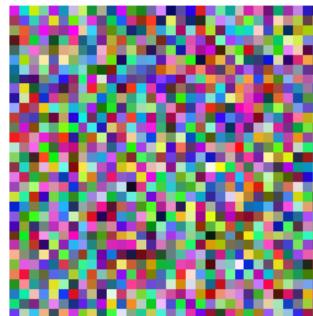
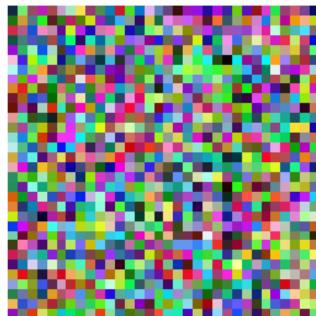
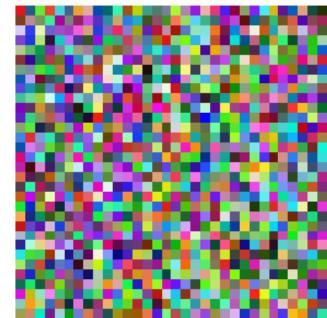
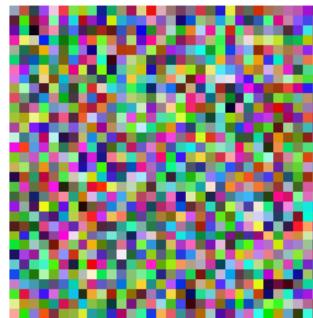
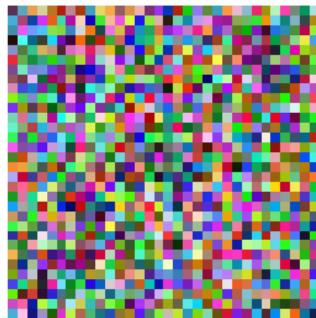
# Uniform Random Images



# Uniform Random Images



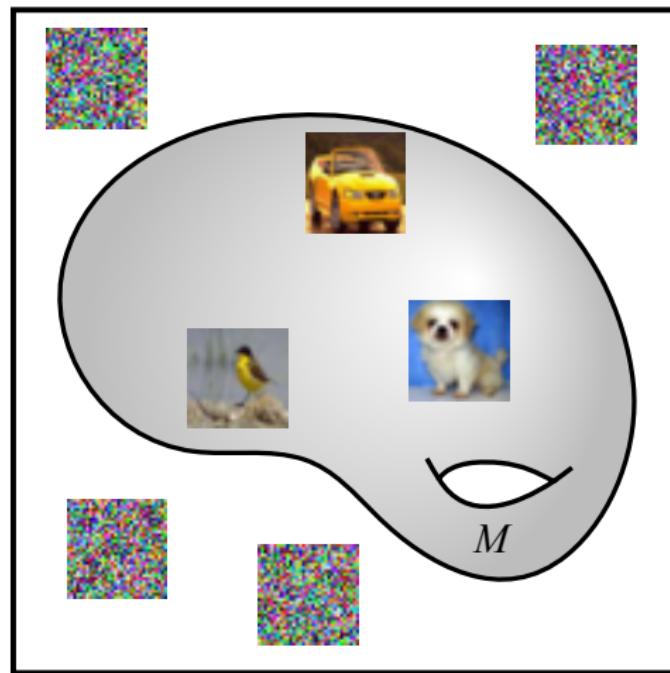
# Uniform Random Images



just kidding!

# Manifold Hypothesis

Real data lie near lower-dimensional manifolds



# Manifold Learning

# Manifold Learning

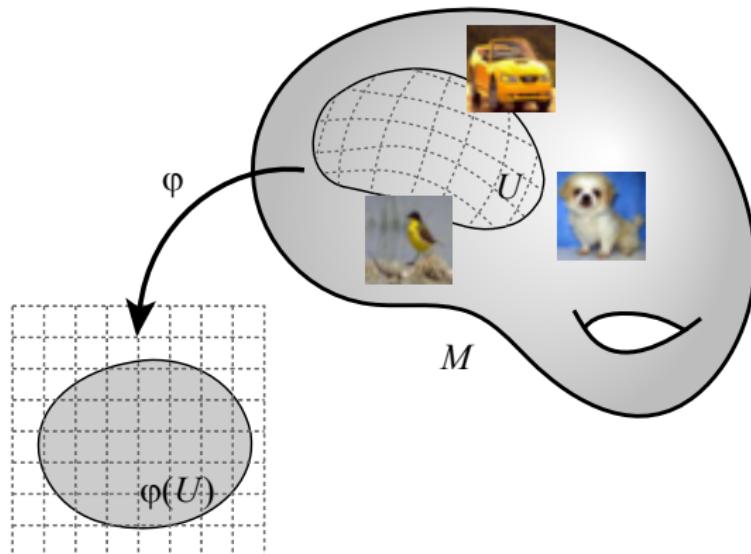
- ▶ Learn a model/representation for the data manifold

# Manifold Learning

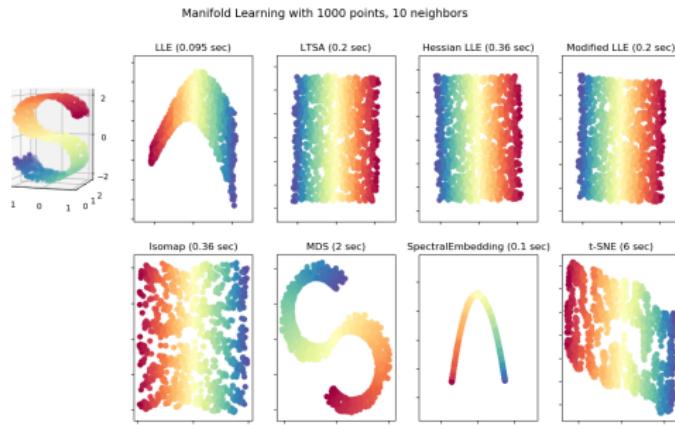
- ▶ Learn a model/representation for the data manifold
- ▶ Often involves finding a flat coordinate chart

# Manifold Learning

- ▶ Learn a model/representation for the data manifold
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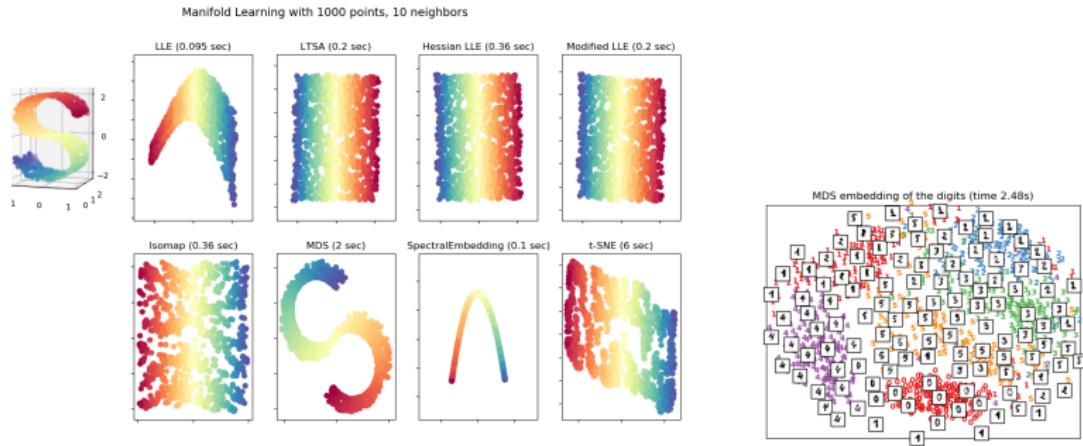


# Manifold Learning



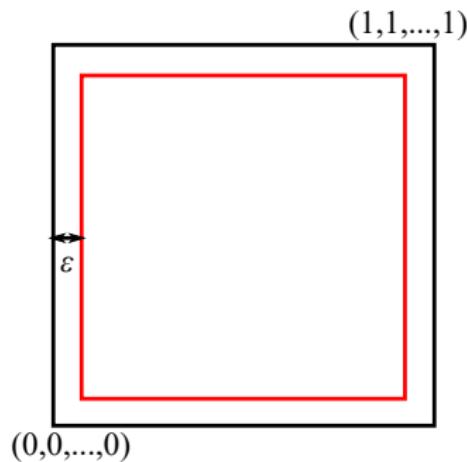
From [scikit-learn.org](http://scikit-learn.org)

# Manifold Learning



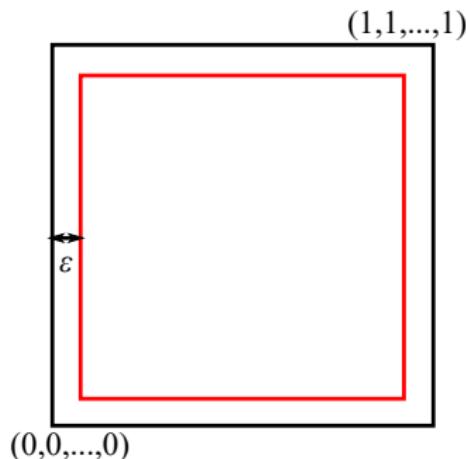
From [scikit-learn.org](http://scikit-learn.org)

# Volumes in High Dimensions



What is the volume of the unit  $d$ -cube shrunk by some small amount in each dimension?

# Volumes in High Dimensions

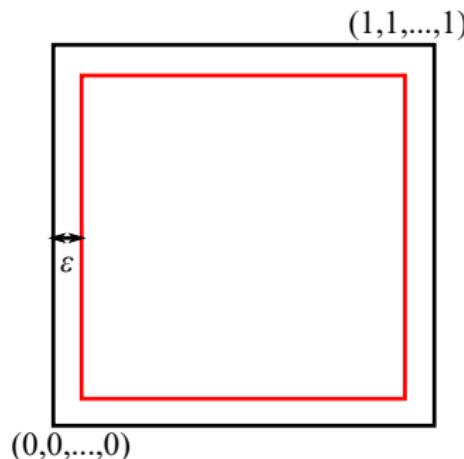


What is the volume of the unit  $d$ -cube shrunk by some small amount in each dimension?

$$V = (1 - 2\epsilon)^d$$

Approaches 0 as  $d \rightarrow \infty$

# Volumes in High Dimensions



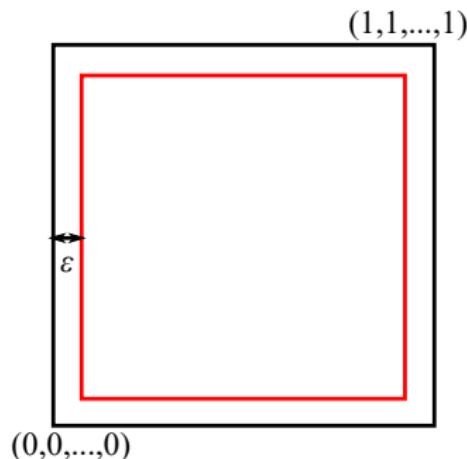
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**Example:**  $256 \times 256 \times 3$  images,  $\epsilon = \frac{1}{256}$

$$V \approx 2.0 \times 10^{-670}$$

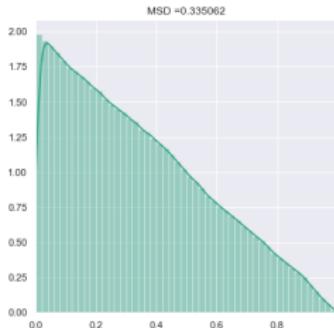
# Distances in High Dimensions

Sample two points uniformly from the unit  $d$ -cube:  
 $X, Y \sim \text{Unif}([0, 1]^d)$

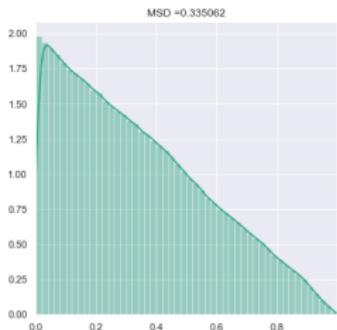
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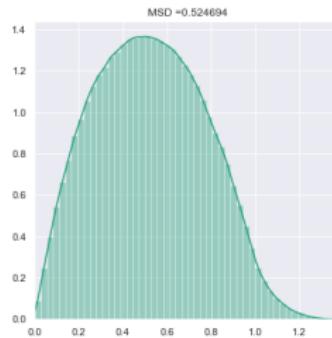
What is the distribution of the distance between them?  
 $D = \|X - Y\|$



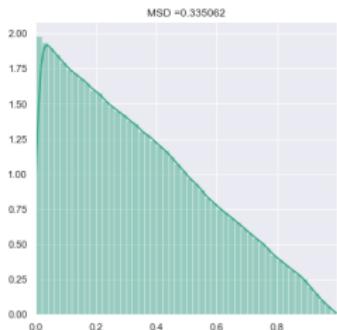
$$d = 1$$



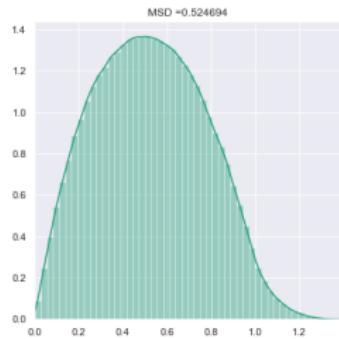
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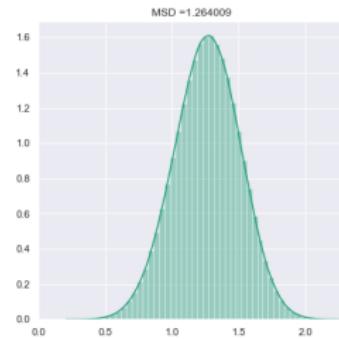
$$d = 2$$



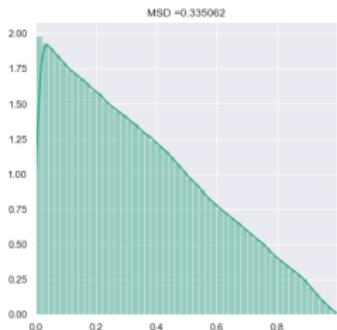
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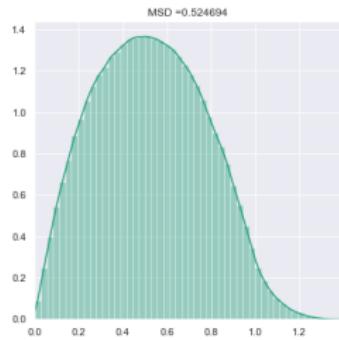
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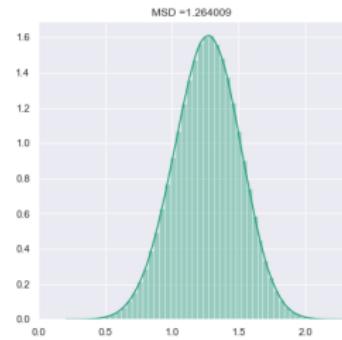
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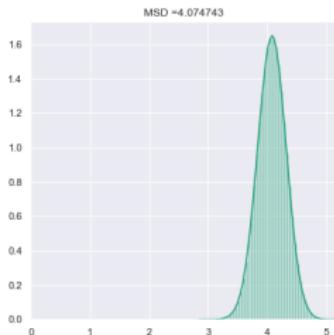
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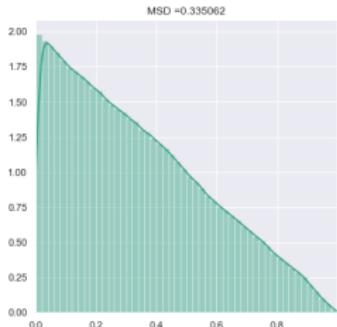
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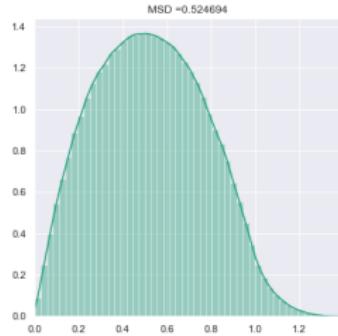
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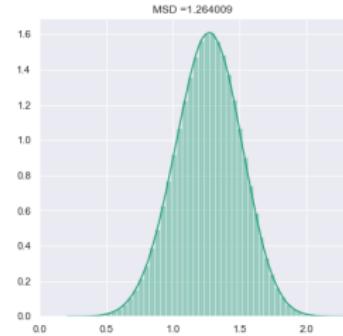
$d = 100$



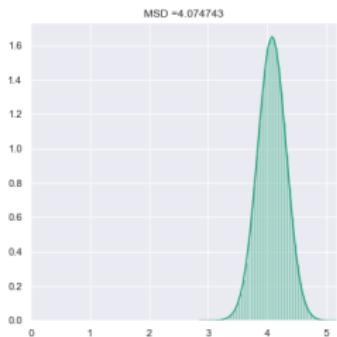
$d = 1$



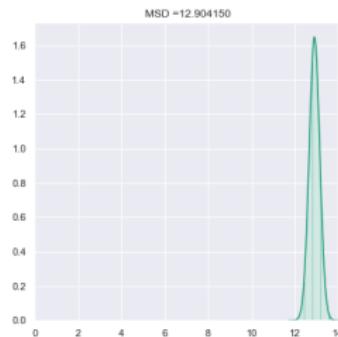
$d = 2$



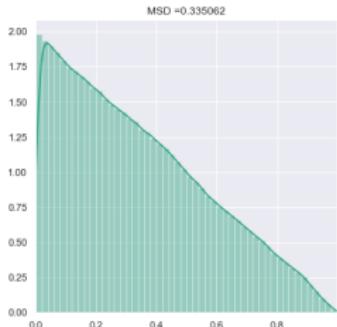
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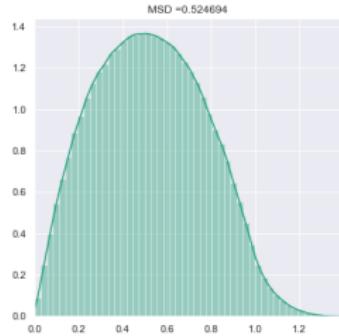
$d = 100$



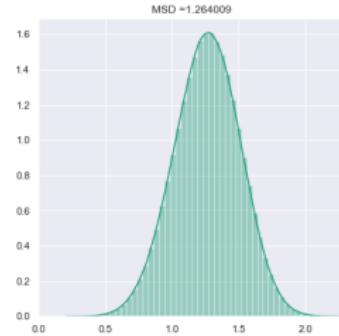
$d = 1,000$



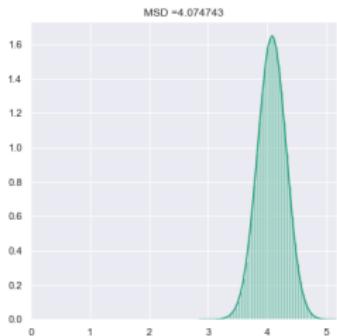
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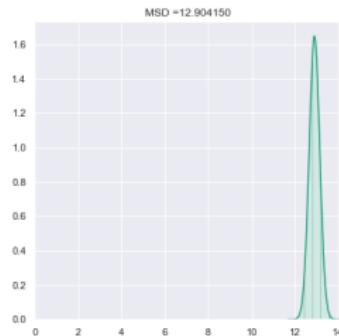
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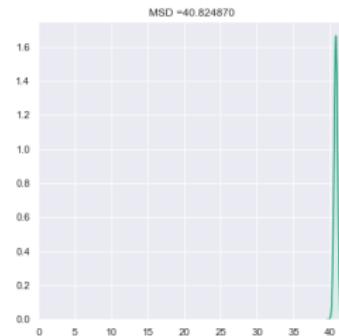
$d = 10$



$d = 100$

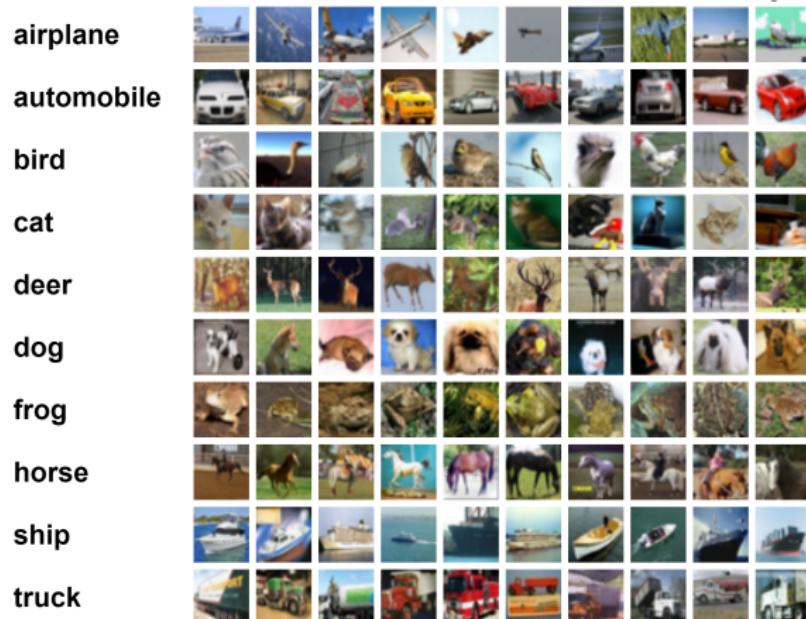


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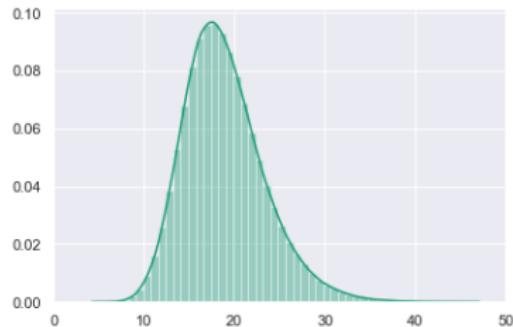
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# CIFAR-10

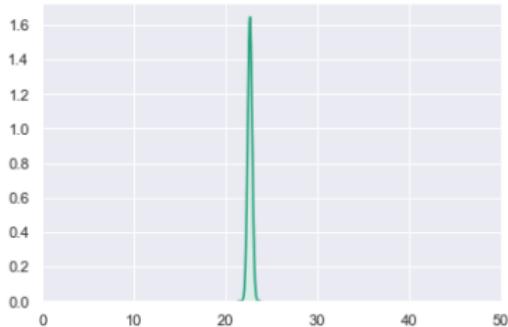


$32 \times 32 \times 3 = 3,072$  dimensions  
10 classes

# Distances in Real Data



CIFAR-10



$\text{Unif}([0, 1]^{3072})$

# Manifold-valued Data

- ▶ Manifold already known, not learned

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- ▶ Manifold already known, not learned
- ▶ Manifold arises from natural non-linear constraints on data
- ▶ Linear data analyses (in fact, vector space operations) violate these constraints

# Directional Data

Data living on a circle ( $S^1$ ) or sphere ( $S^2$ ), etc.

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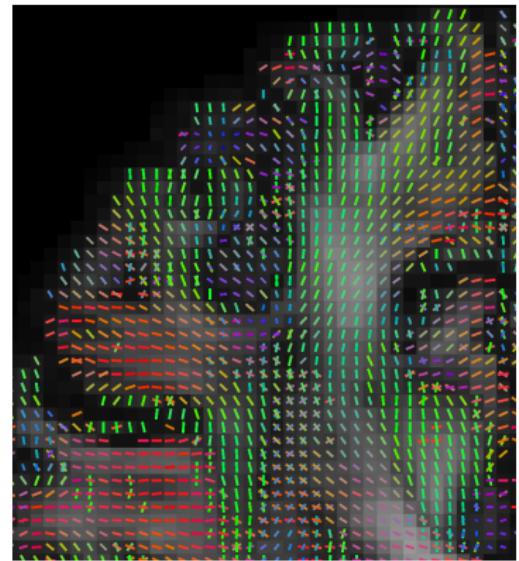
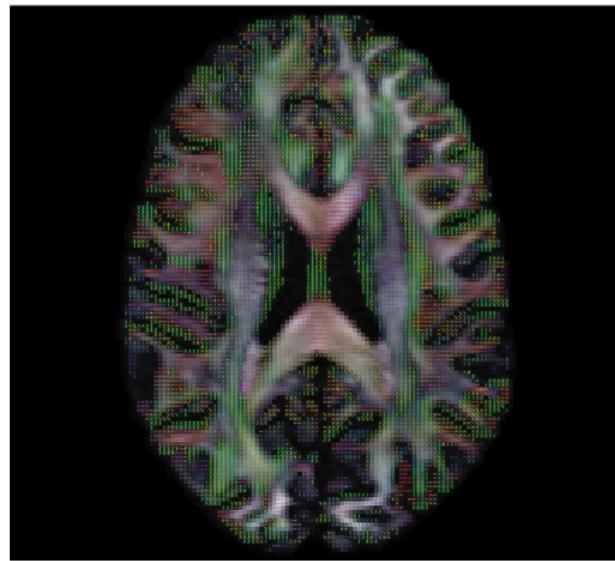
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- ▶ Motion capture: orientation of joints

# Directional Data

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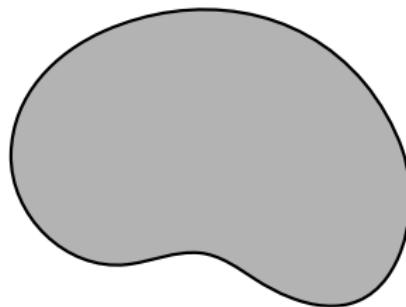
- ▶ Orientation of molecules in protein structure
- ▶ Direction of robot or autonomous vehicle
- ▶ Position on the earth
- ▶ Motion capture: orientation of joints
- ▶ Time (time of day, day of the year, etc.)

# Directional Data: Diffusion MRI



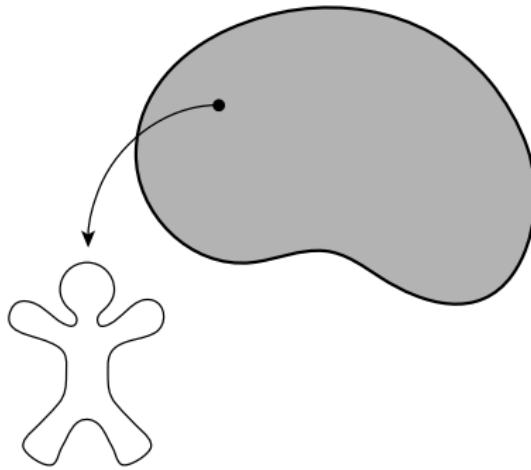
Voxel features are directions of axons in brain

# Shape Manifolds



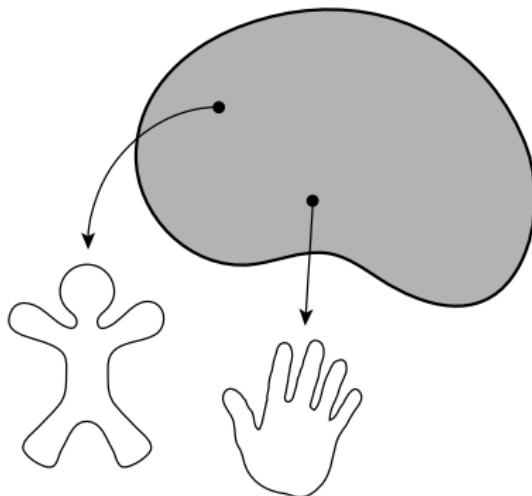
A shape is a point in a high-dimensional, nonlinear manifold, called a **shape space**.

# Shape Manifolds



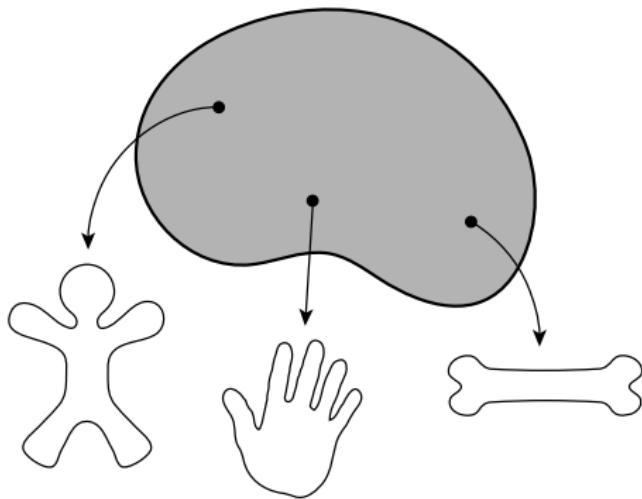
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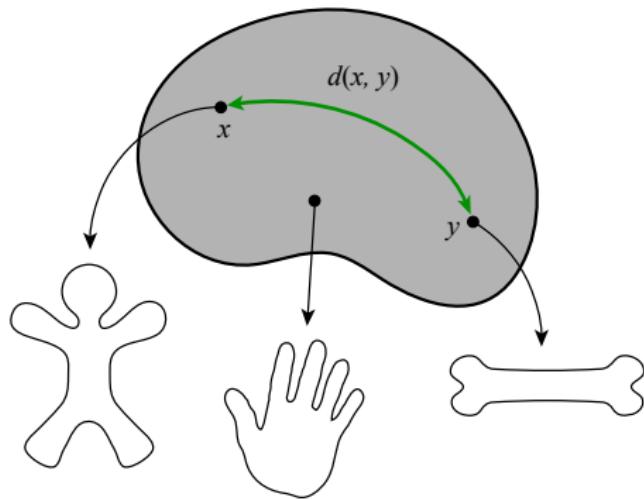
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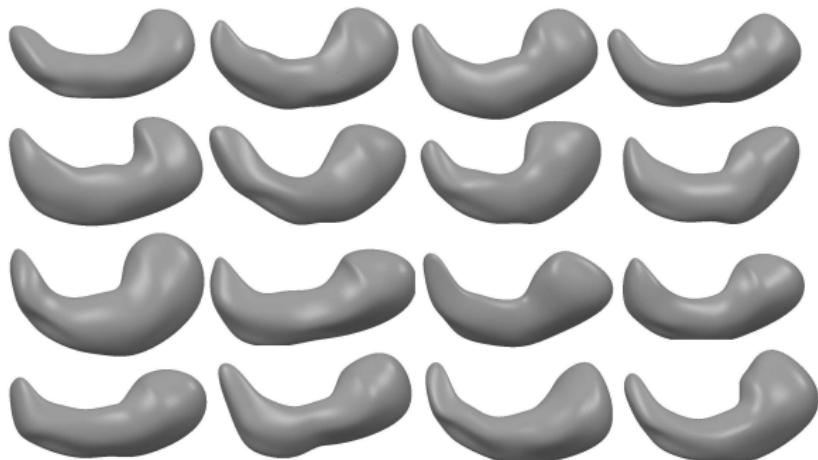
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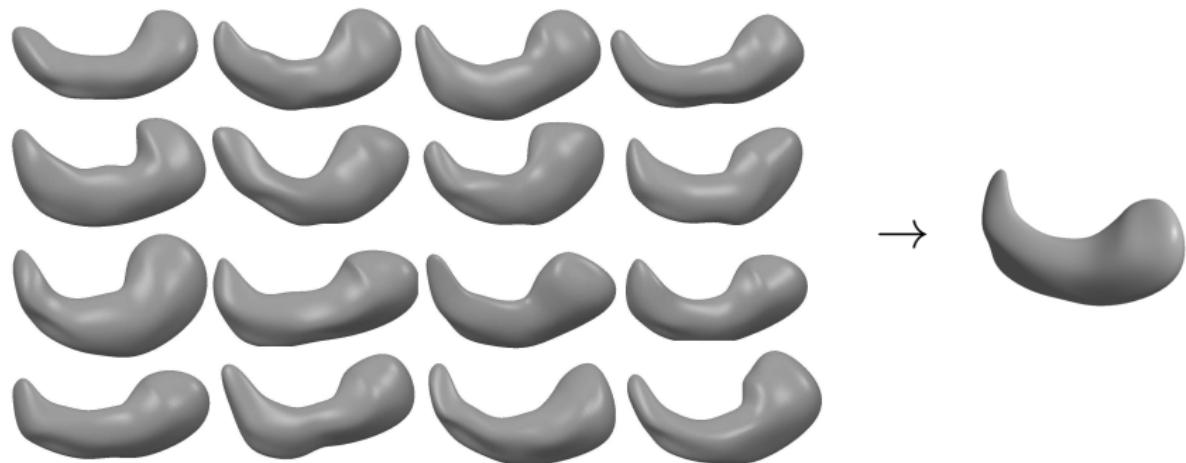


A metric space structure provides a comparison between two shapes.

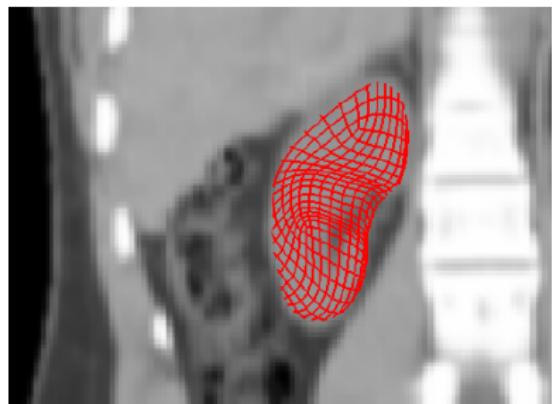
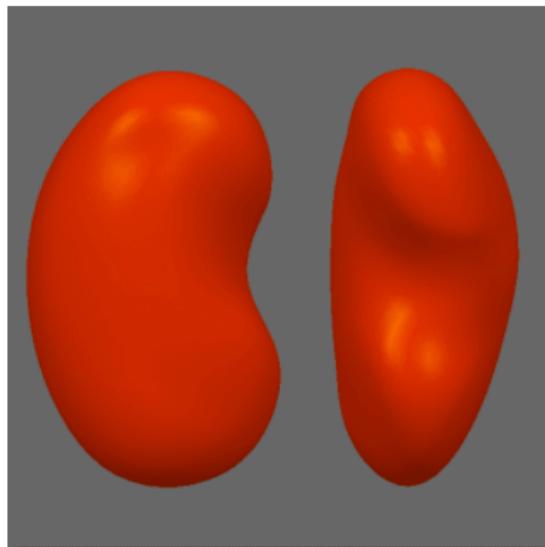
# Shape Statistics: Averages



# Shape Statistics: Averages



# Shape Statistics: Variability



Shape priors in segmentation

# Shape Application: Bird Identification

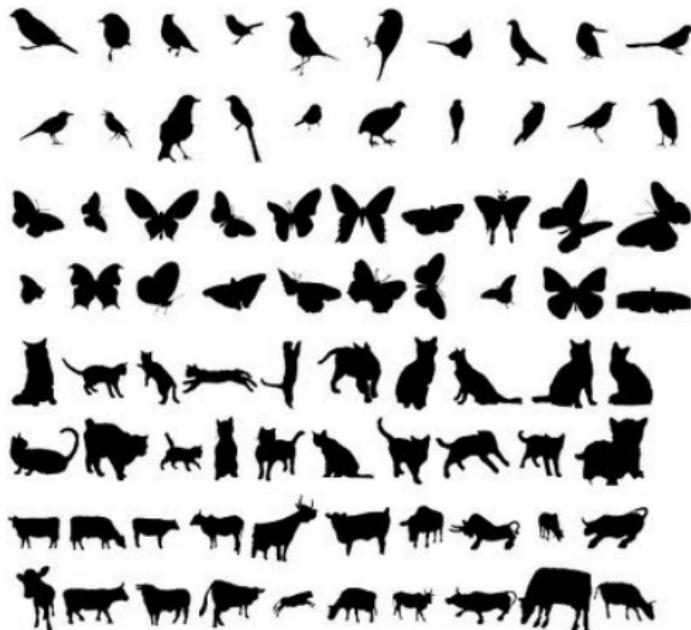
American Crow



Common Raven



# Shape Statistics: Classification



<http://sites.google.com/site/xiangbai/animaldataset>

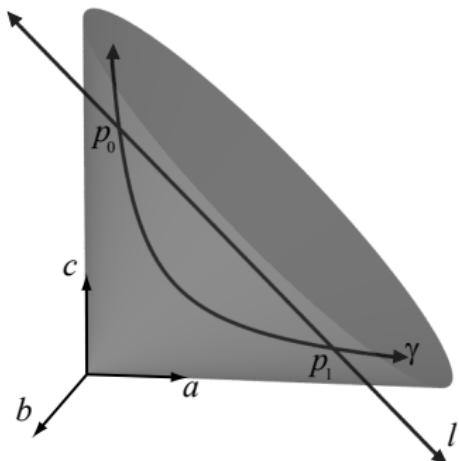
# Information Geometry

Parameters of a probability model live on manifolds

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Parameters of a probability model live on manifolds

Example: covariance matrix of a 2D Gaussian distribution:



$\Sigma \in \text{PD}(2)$  is of the form

$$\Sigma = \begin{pmatrix} a & b \\ b & c \end{pmatrix},$$

$$ac - b^2 > 0, \quad a > 0.$$

(positive-definite constraint)