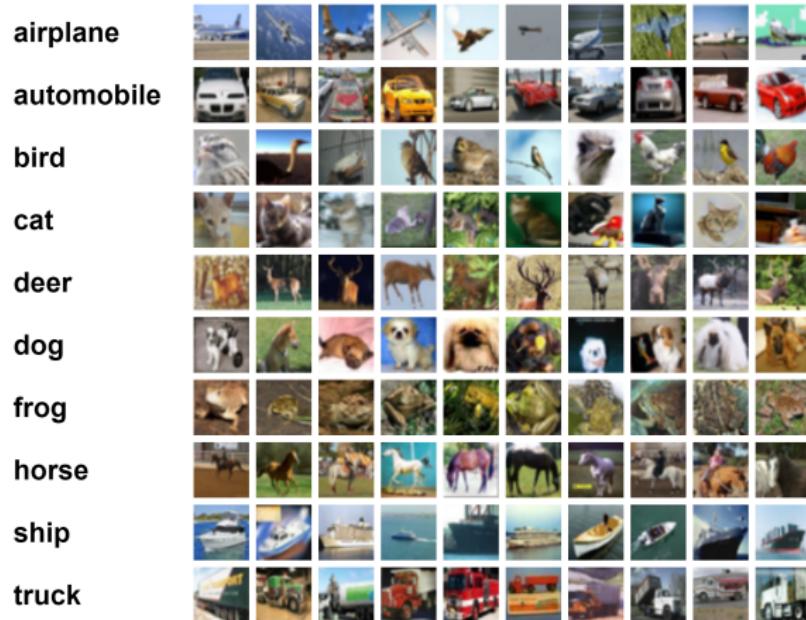


Introduction

Geometry of Data

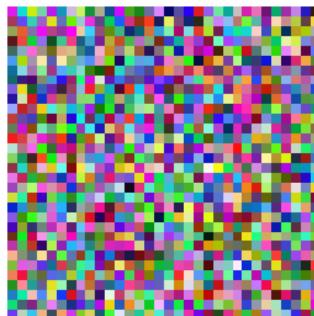
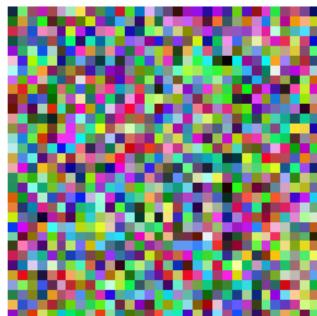
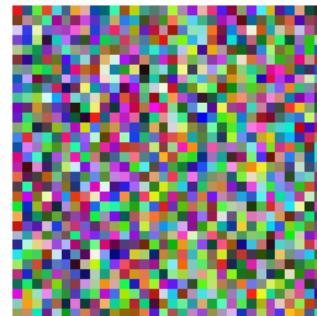
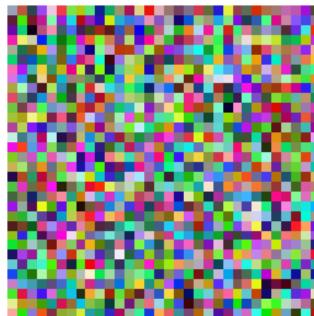
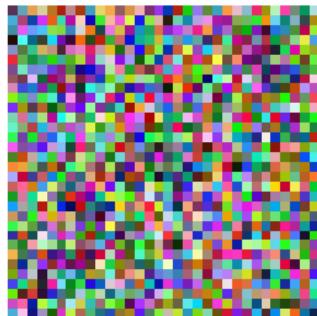
August 27, 2019

CIFAR-10



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

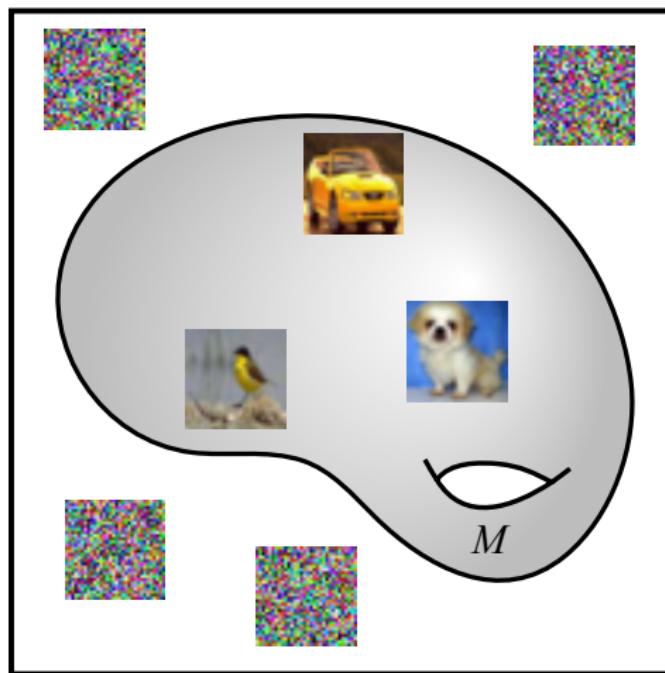
Uniform Random Images



just kidding!

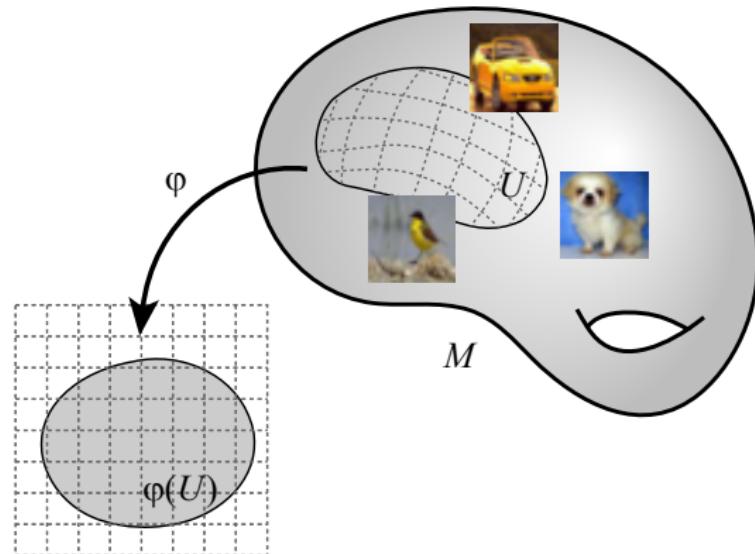
Manifold Hypothesis

Real data lie near lower-dimensional manifolds

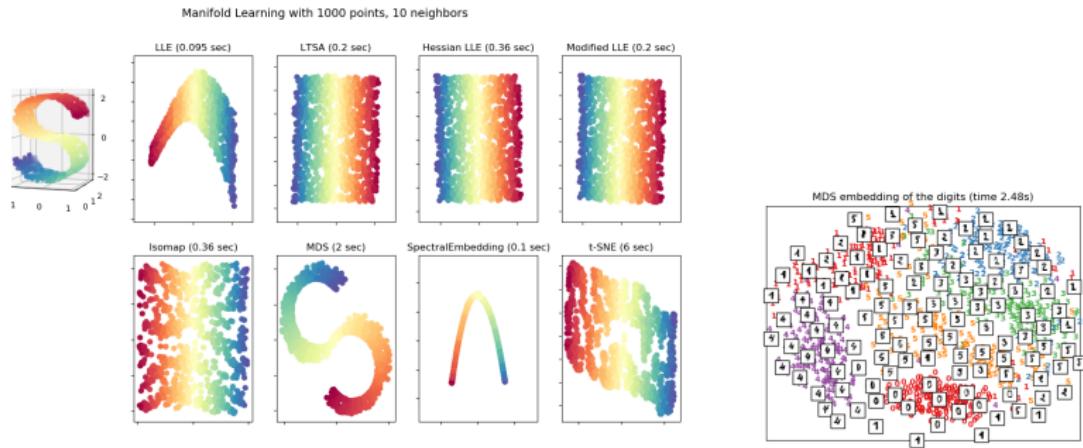


Manifold Learning

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

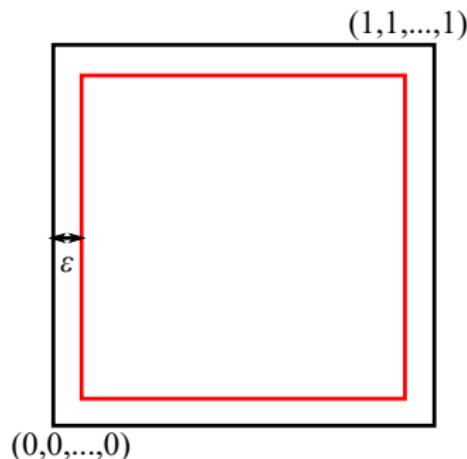


Manifold Learning



From scikit-learn.org

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 $d \rightarrow \infty$

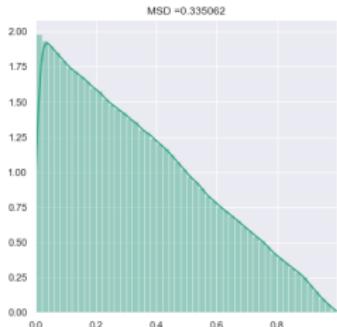
Example: $256 \times 256 \times 3$ images, $\epsilon = \frac{1}{256}$

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

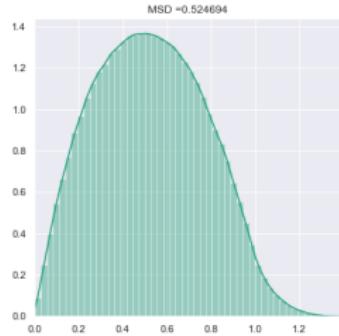
Distances in High Dimensions

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

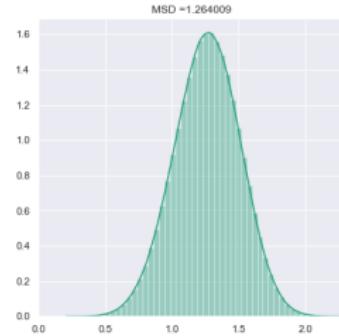
What is the distribution of the distance between them?
 $D = \|X - Y\|$



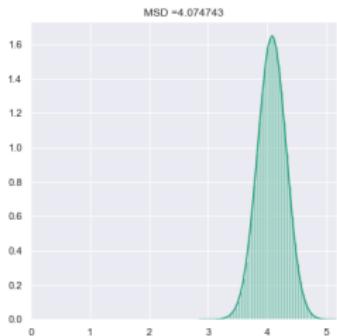
$d = 1$



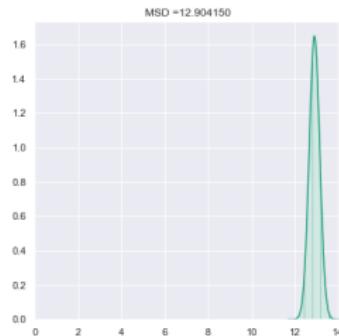
$d = 2$



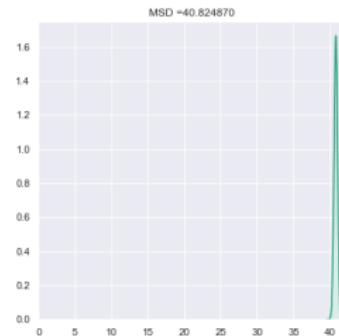
$d = 10$



$d = 100$

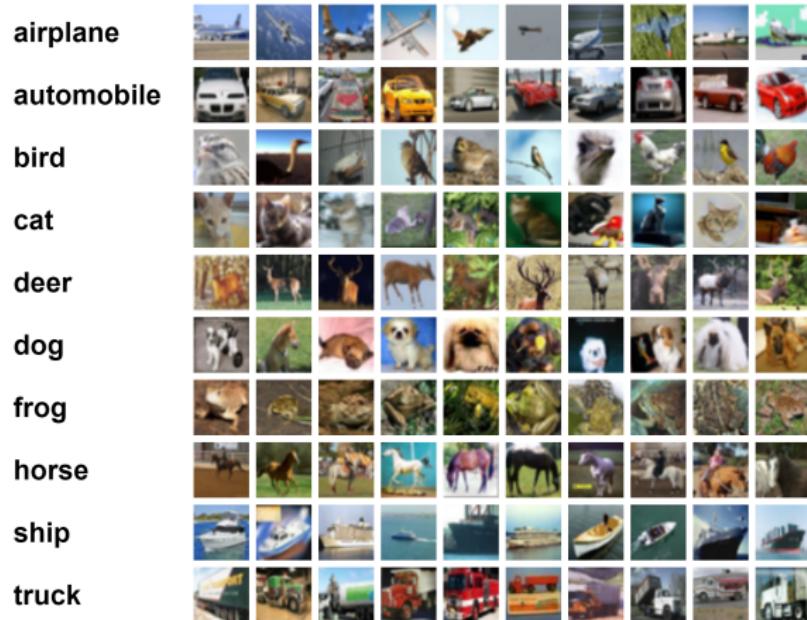


$d = 1,000$



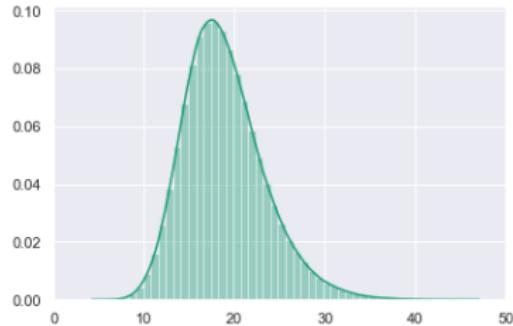
$d = 10,000$

CIFAR-10

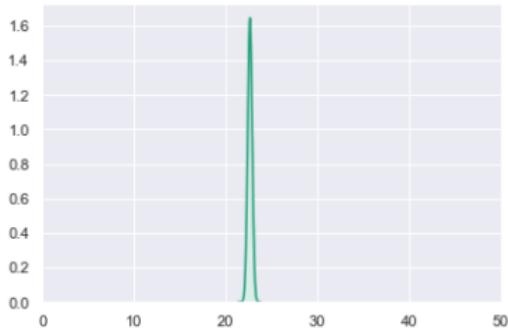


$32 \times 32 \times 3 = 3,072$ dimensions
10 classes

Distances in Real Data



CIFAR-10



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

Manifold-valued Data

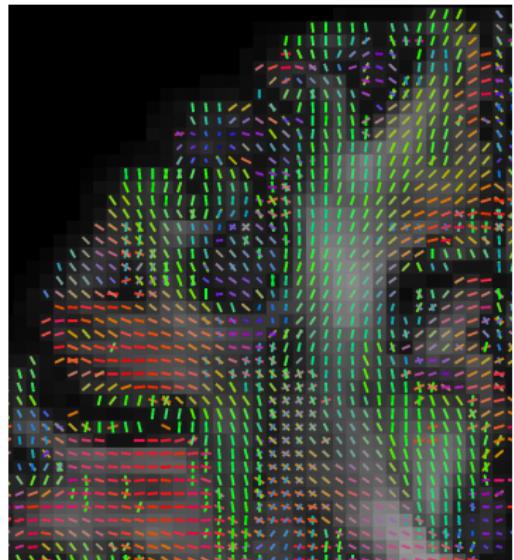
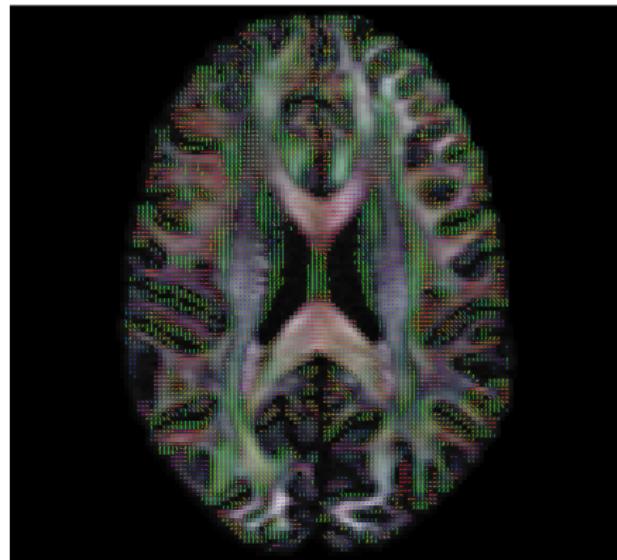
- ▶ Manifold already known, not learned
- ▶ Manifold arises from natural non-linear constraints on data
- ▶ Linear data analyses (in fact, vector space operations) violate these constraints

Directional Data

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

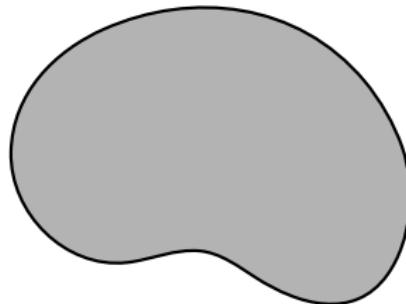
- ▶ Orientation of molecules in protein structure
- ▶ Direction of robot or autonomous vehicle
- ▶ Position on the earth
- ▶ Motion capture: orientation of joints
- ▶ Time (time of day, day of the year, etc.)

Directional Data: Diffusion MRI



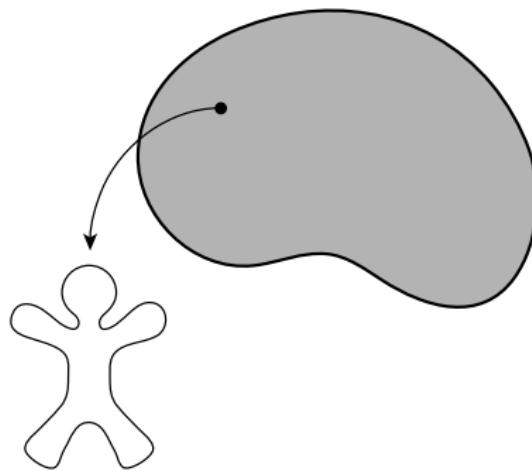
Voxel features are directions of axons in brain

Shape Manifolds



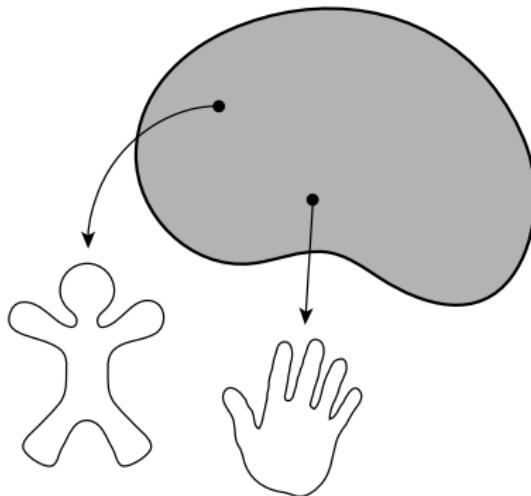
A shape is a point in a high-dimensional, nonlinear manifold, called a **shape space**.

Shape Manifolds



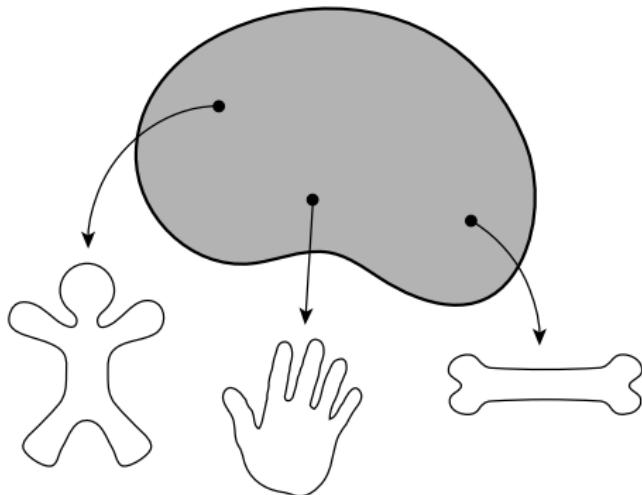
A shape is a point in a high-dimensional, nonlinear manifold, called a **shape space**.

Shape Manifolds



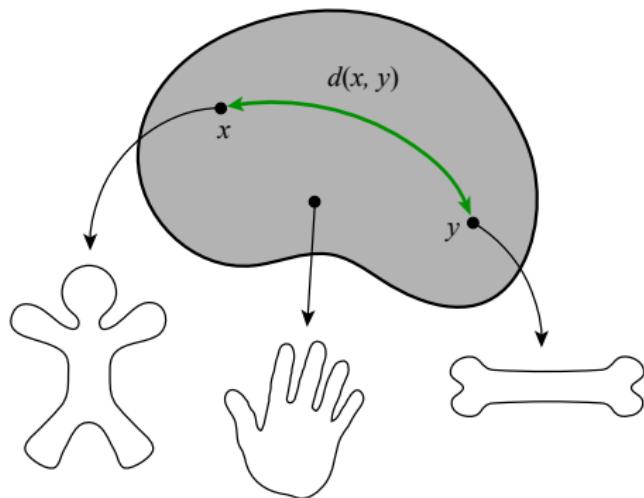
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Shape Manifolds



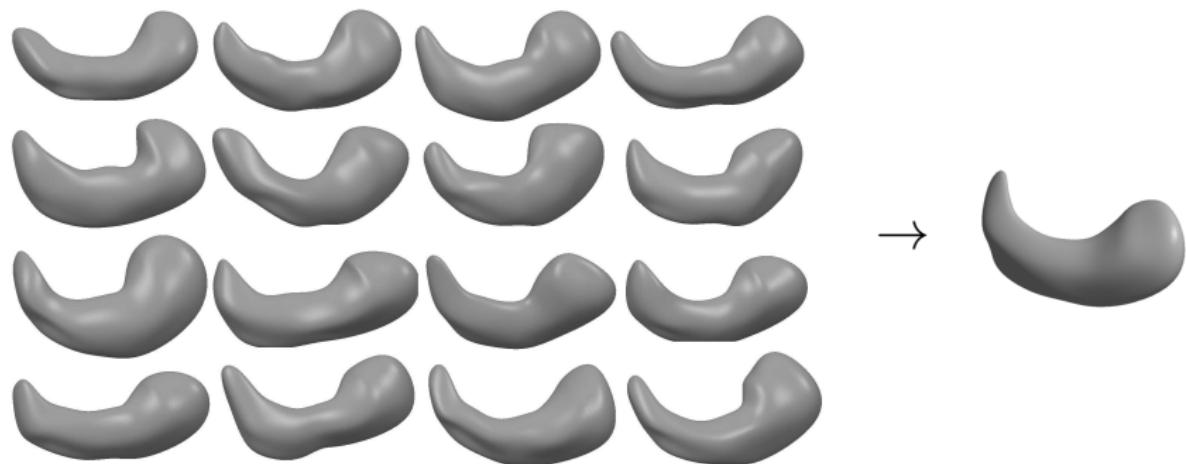
A shape is a point in a high-dimensional, nonlinear manifold, called a **shape space**.

Shape Manifolds

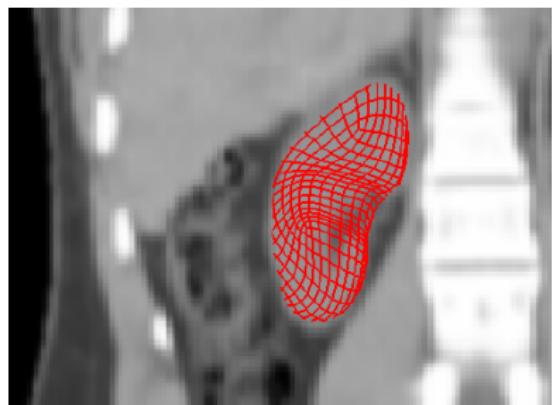
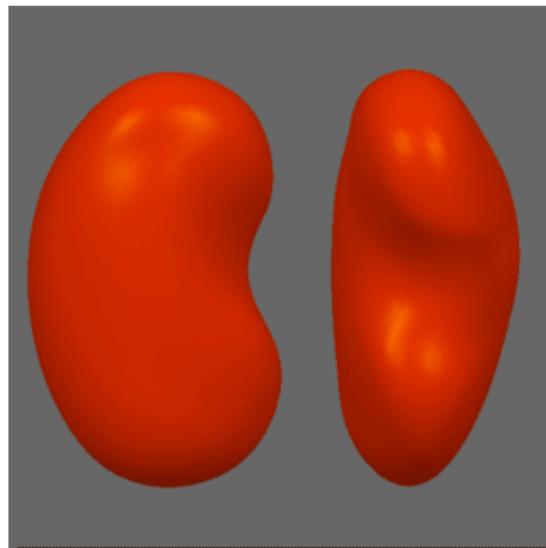


A metric space structure provides a comparison between two shapes.

Shape Statistics: Averages



Shape Statistics: Variability



Shape priors in segmentation

Shape Application: Bird Identification

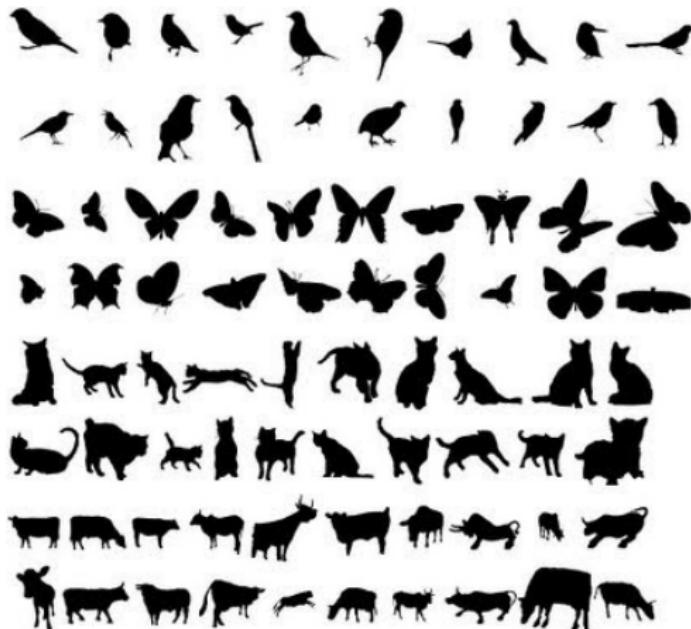
American Crow



Common Raven



Shape Statistics: Classification

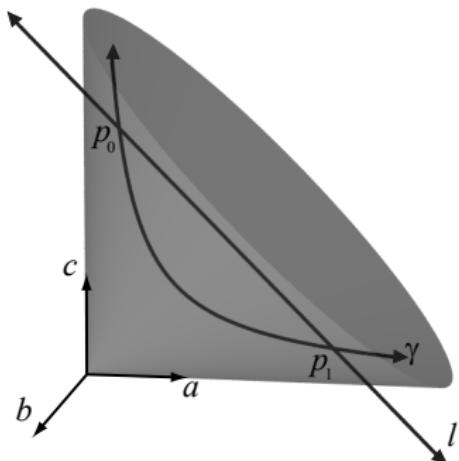


<http://sites.google.com/site/xiangbai/animaldataset>

Information Geometry

Parameters of a probability model live on manifolds

Example: covariance matrix of a 2D Gaussian distribution:



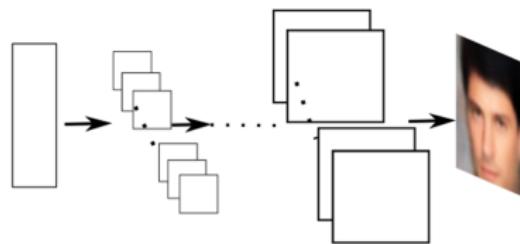
$\Sigma \in \text{PD}(2)$ is of the form

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

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

(positive-definite constraint)

Manifold Geometry of Deep Learning



$$Z \subset \mathbb{R}^d \xrightarrow{g} X \subset \mathbb{R}^D$$

white noise image

