10-301/601: Introduction to Machine Learning Lecture 18: Dimensionality Reduction

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7/10/23

Front Matter

- Announcements
  - PA4 released 6/15, due 7/13 at 11:59 PM
  - Quiz 6: Deep Learning & Learning Theory on 7/11 (tomorrow!)
- Recommended Readings
  - Murphy, Chapters 12.2.1 - 12.2.3
  - Daumé III, Chapter 15: Unsupervised Learning

Learning Paradigms

- Supervised learning - $\mathcal{D} = \left\{\left(\boldsymbol{x}^{(n)}, y^{(n)}\right)\right\}_{n=1}^{N}$
  - Regression - $y^{(n)} \in \mathbb{R}$
  - Classification - $y^{(n)} \in \{1, \ldots, C\}$
- Unsupervised learning - $\mathcal{D} = \left\{\boldsymbol{x}^{(n)}\right\}_{n=1}^{N}$
  - Clustering
  - Dimensionality reduction

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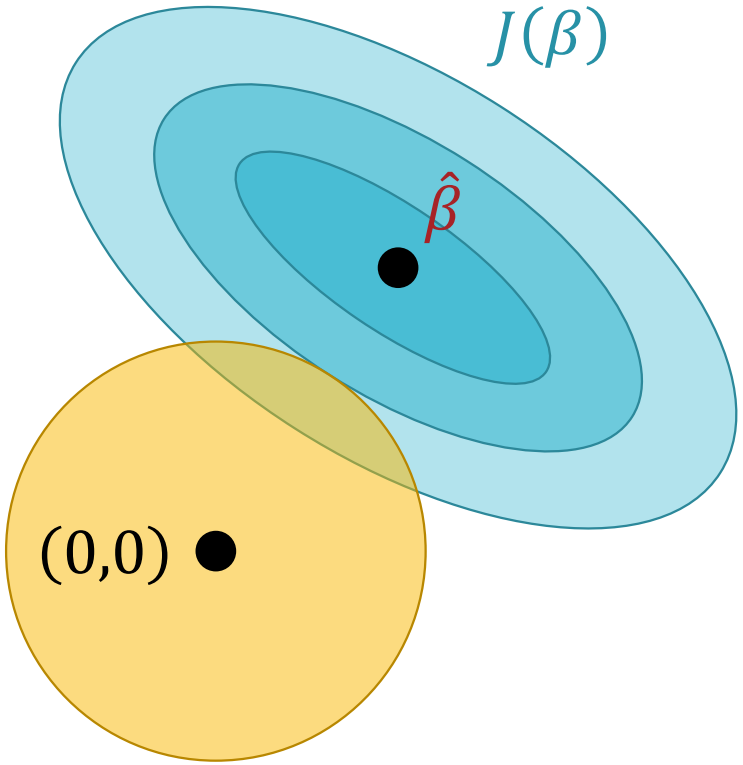
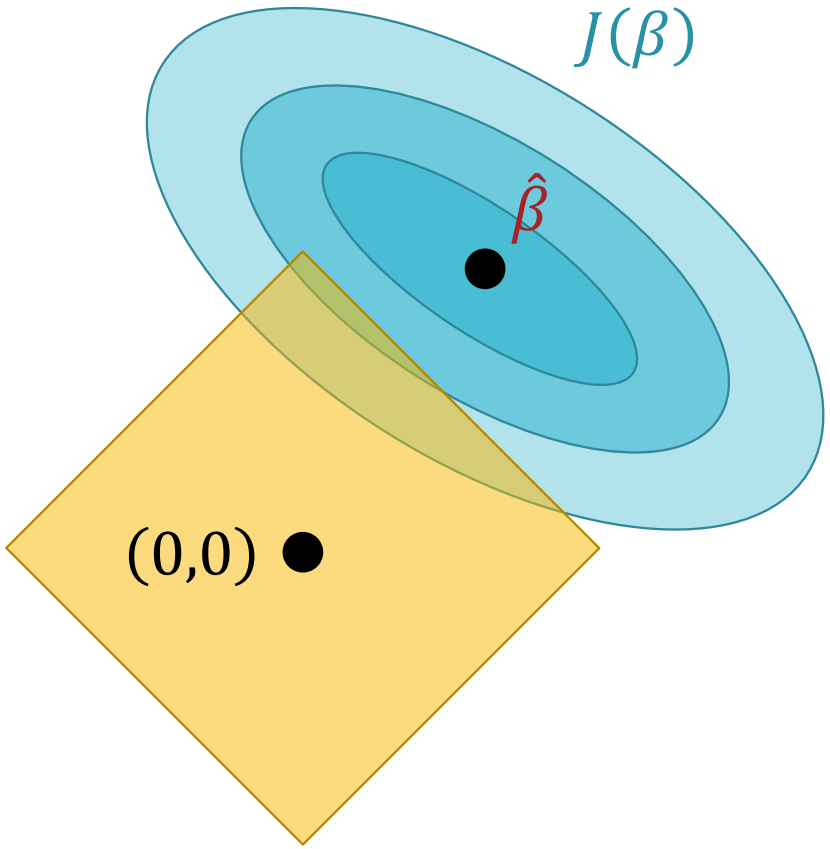
  - **Dimensionality reduction**

Dimensionality Reduction

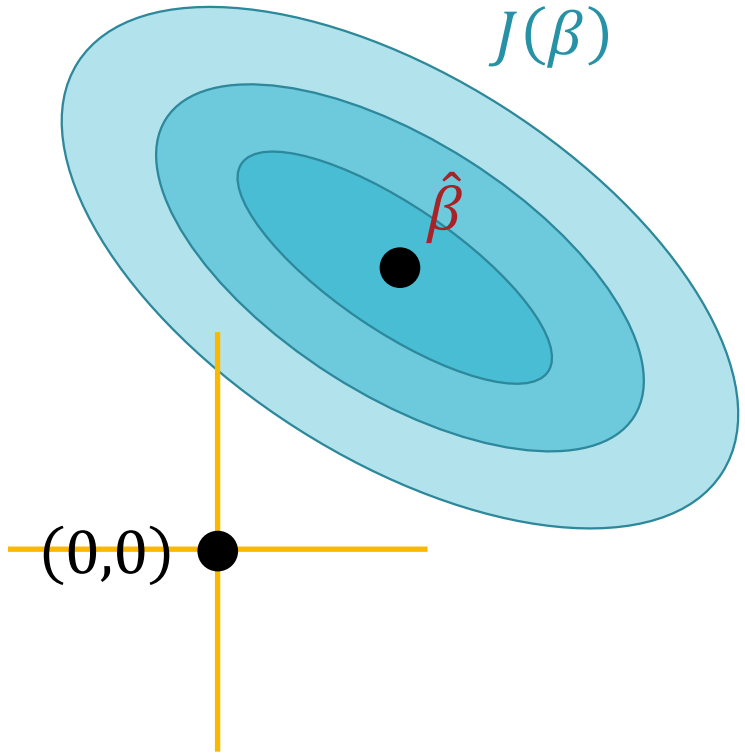
- Goal: given some unlabeled data set, learn a latent (typically lower-dimensional) representation
- Use cases:
  - Reducing computational cost (runtime, storage, etc…)
  - Improving generalization
  - Visualizing data
- Applications:
  - High-resolution images/videos
  - Text data
  - Financial or transaction data



Ridge or $L2$

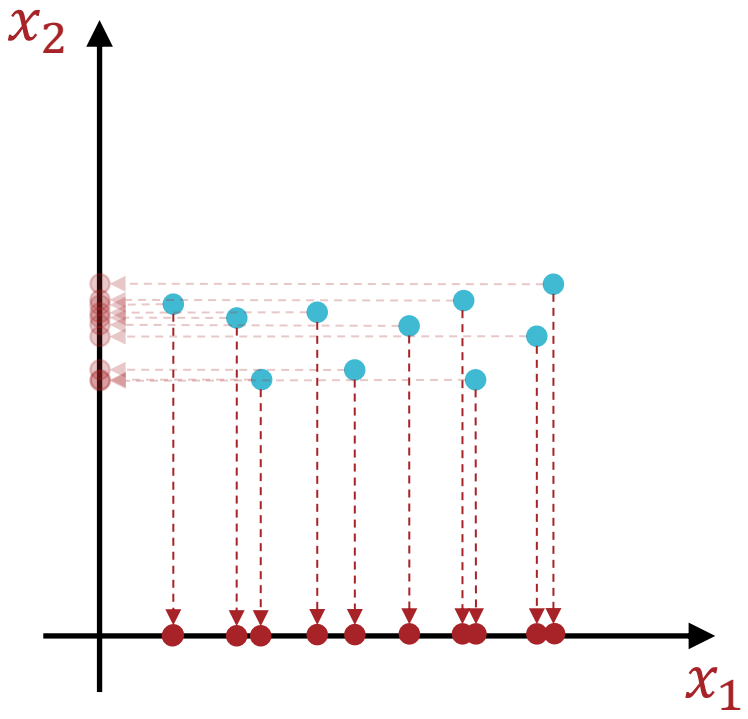


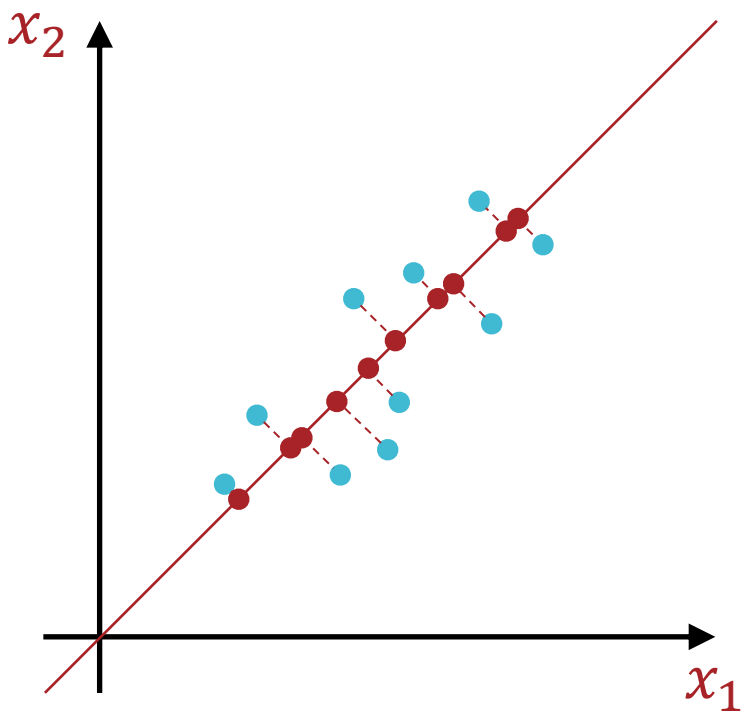
Lasso or $L1$



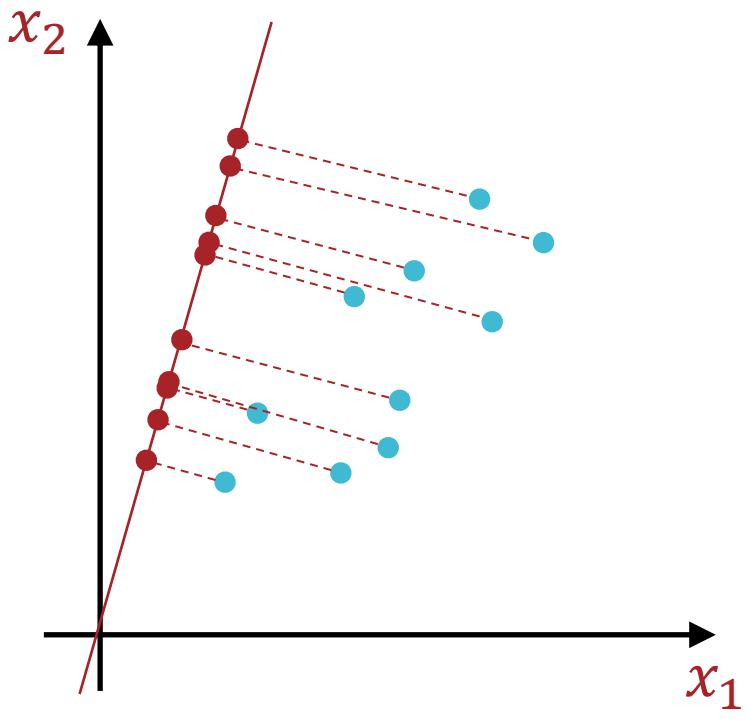
$L0$

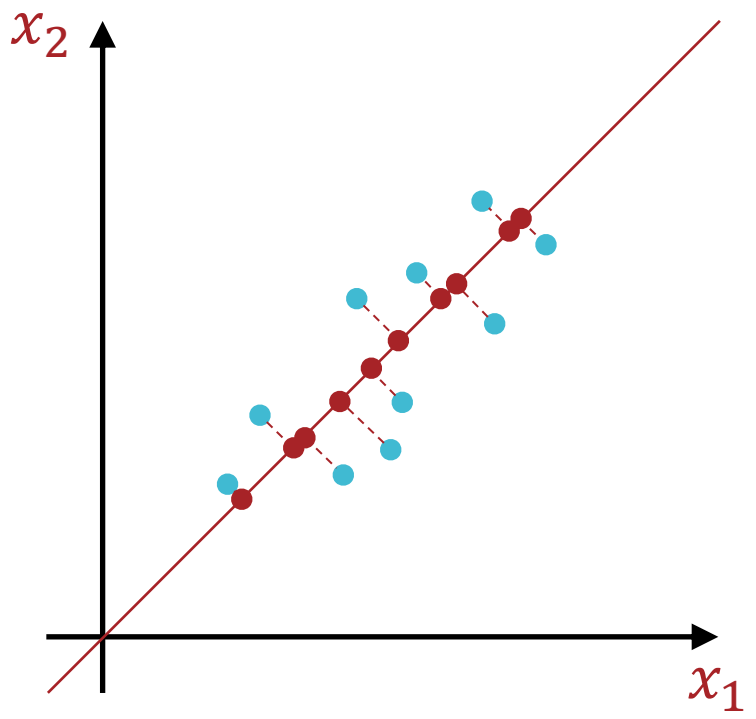
Recall: $L1$ (or $L0$) Regularization



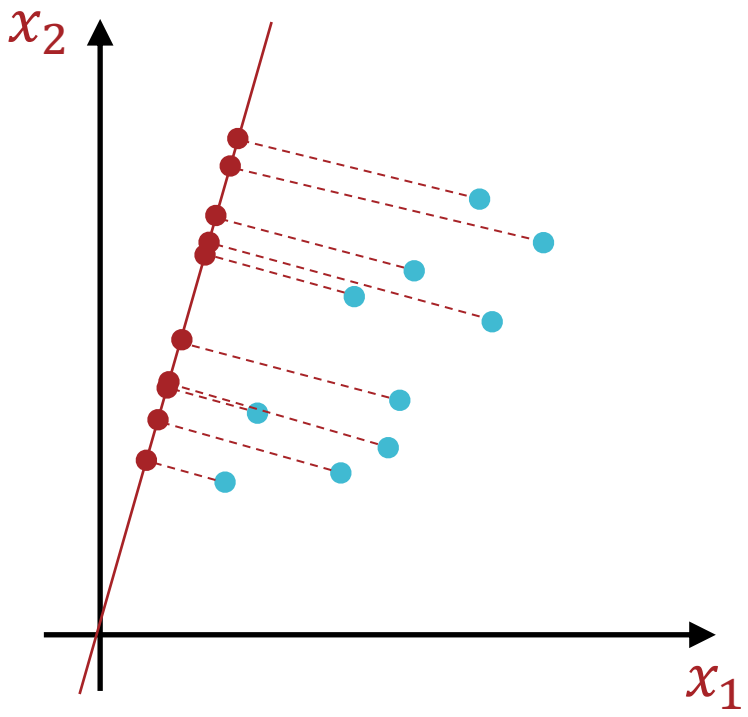


Feature Elimination

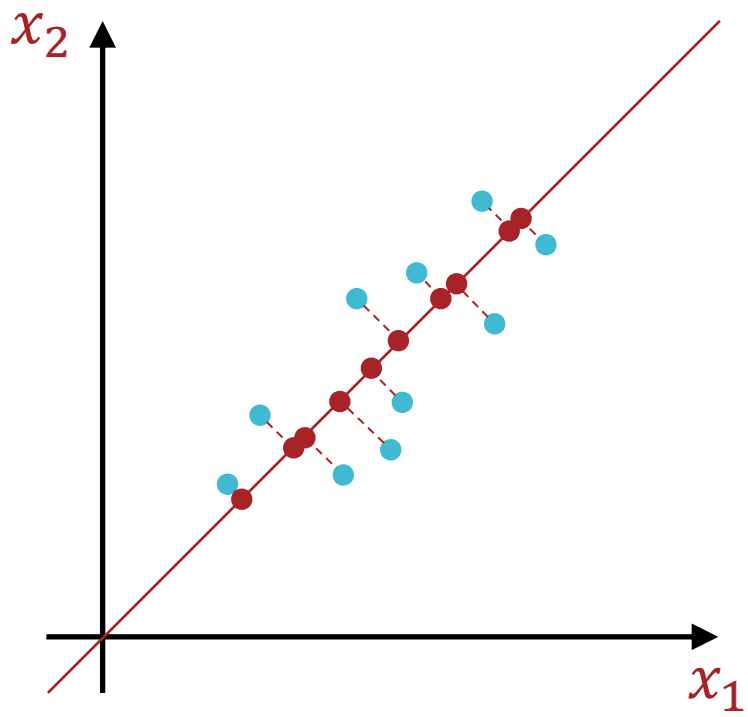




Feature Reduction



Option A



Option B

Which projection do you prefer?

Which projection do you prefer?

Option A

Option B

Centering the Data

- To be consistent, we will constrain principal components to be *orthogonal unit vectors* that begin at the origin
- Preprocess data to be centered around the origin:

1. $\boldsymbol{\mu} = \frac{1}{N}\sum_{n=1}^{N} \boldsymbol{x}^{(n)}$
2. $\tilde{\boldsymbol{x}}^{(n)} = \boldsymbol{x}^{(n)} - \boldsymbol{\mu}\ \forall\ n$
3. $X = \begin{bmatrix} \tilde{\boldsymbol{x}}^{(1)^T} \\ \tilde{\boldsymbol{x}}^{(2)^T} \\ \vdots \\ \tilde{\boldsymbol{x}}^{(N)^T} \end{bmatrix}$

Reconstruction Error

- The projection of $\tilde{\boldsymbol{x}}^{(n)}$ onto a vector $\boldsymbol{v}$ is

$$\boldsymbol{z}^{(n)} = \left(\frac{\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}}{\|\boldsymbol{v}\|_2} \right) \frac{\boldsymbol{v}}{\|\boldsymbol{v}\|_2}$$

Length of projection

Direction of projection

Reconstruction Error

- The projection of $\tilde{\boldsymbol{x}}^{(n)}$ onto a unit vector $\boldsymbol{v}$ is

$$\boldsymbol{z}^{(n)} = \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v}$$

$$\hat{\boldsymbol{v}} = \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmin}} \sum_{n=1}^{N} \left\| \tilde{\boldsymbol{x}}^{(n)} - \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v} \right\|_2^2$$

$$\left\| \tilde{\boldsymbol{x}}^{(n)} - \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v} \right\|_2^2$$

$$= \tilde{\boldsymbol{x}}^{(n)^T} \tilde{\boldsymbol{x}}^{(n)} - 2\left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)} + \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v}^T \boldsymbol{v}$$

$$= \tilde{\boldsymbol{x}}^{(n)^T} \tilde{\boldsymbol{x}}^{(n)} - \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}$$

$$= \left\| \tilde{\boldsymbol{x}}^{(n)} \right\|_2^2 - \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)^2$$

Minimizing the Reconstruction Error

⇕

Maximizing the Variance

$$\hat{\boldsymbol{v}} = \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmin}} \sum_{n=1}^{N} \left\| \tilde{\boldsymbol{x}}^{(n)} - \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)\boldsymbol{v} \right\|_2^2$$

$$= \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmin}} \sum_{n=1}^{N} \left\| \tilde{\boldsymbol{x}}^{(n)} \right\|_2^2 - \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)^2$$

$$= \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmax}} \sum_{n=1}^{N} \left(\boldsymbol{v}^T \tilde{\boldsymbol{x}}^{(n)}\right)^2$$

← Variance of projections ($\tilde{\boldsymbol{x}}^{(n)}$ are centered)

$$= \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmax}} \boldsymbol{v}^T \left(\sum_{n=1}^{N} \tilde{\boldsymbol{x}}^{(n)} \tilde{\boldsymbol{x}}^{(n)^T} \right) \boldsymbol{v}$$

$$= \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmax}} \boldsymbol{v}^T (X^T X) \boldsymbol{v}$$

Maximizing the Variance

$$\hat{\boldsymbol{v}} = \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmax}} \boldsymbol{v}^T (X^T X)\boldsymbol{v}$$

$$\begin{aligned}\mathcal{L}(\boldsymbol{v}, \lambda) &= \boldsymbol{v}^T (X^T X)\boldsymbol{v} - \lambda(\|\boldsymbol{v}\|_2^2 - 1) \\ &= \boldsymbol{v}^T (X^T X)\boldsymbol{v} - \lambda(\boldsymbol{v}^T \boldsymbol{v} - 1)\end{aligned}$$

$$\frac{\partial \mathcal{L}}{\partial \boldsymbol{v}} = (X^T X)\boldsymbol{v} - \lambda \boldsymbol{v}$$

$$\rightarrow (X^T X)\hat{\boldsymbol{v}} - \lambda \hat{\boldsymbol{v}} = 0 \rightarrow (X^T X)\hat{\boldsymbol{v}} = \lambda \hat{\boldsymbol{v}}$$

- $\hat{\boldsymbol{v}}$ is an eigenvector of $X^T X$ and λ is the corresponding eigenvalue! But which one?

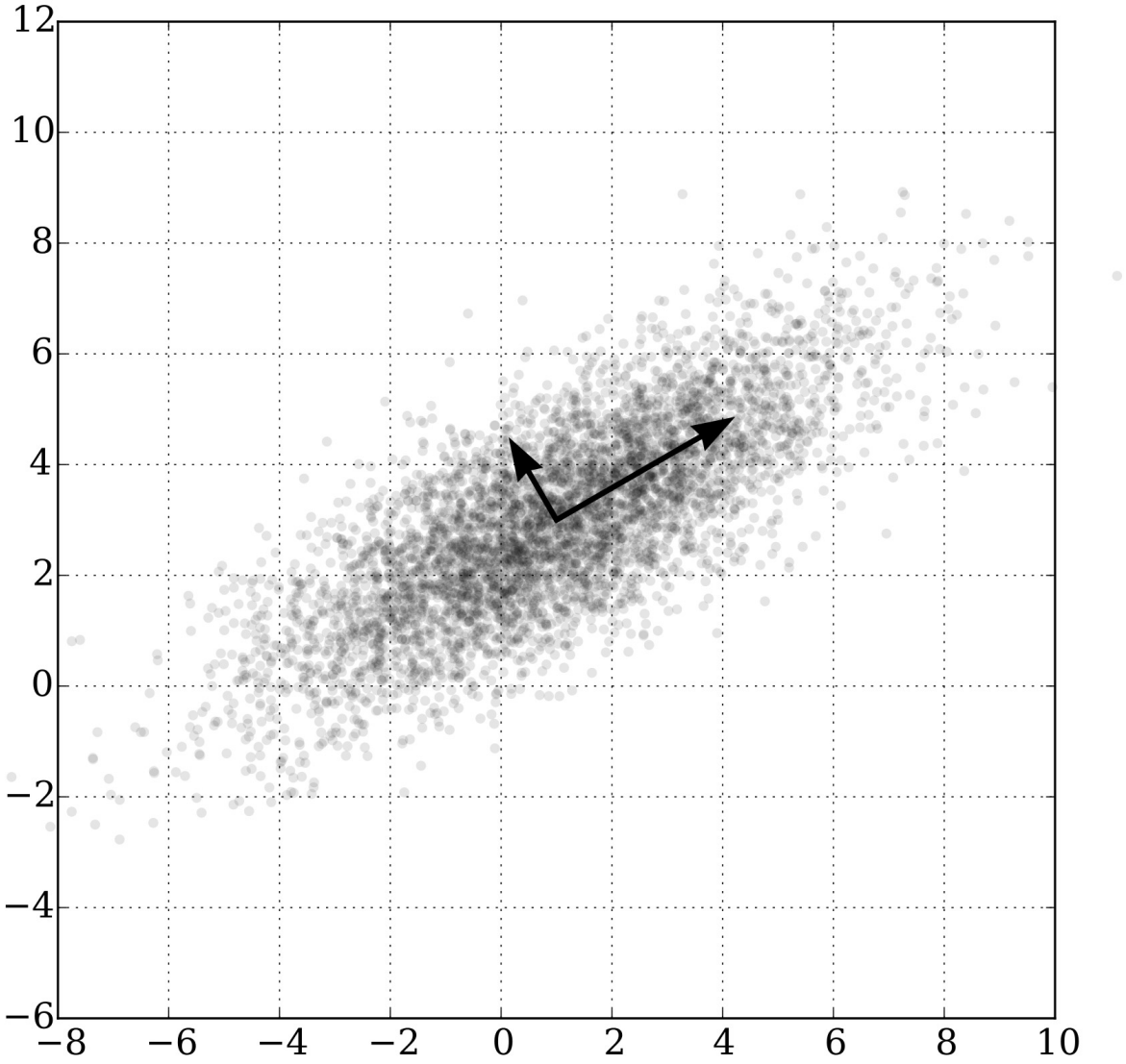
Maximizing the Variance

$$\hat{\boldsymbol{v}} = \underset{\boldsymbol{v}:\|\boldsymbol{v}\|_2^2=1}{\operatorname{argmax}} \boldsymbol{v}^T (X^T X)\boldsymbol{v}$$

$$(X^T X)\hat{\boldsymbol{v}} = \lambda\hat{\boldsymbol{v}} \rightarrow \hat{\boldsymbol{v}}^T (X^T X)\hat{\boldsymbol{v}} = \lambda\hat{\boldsymbol{v}}^T\hat{\boldsymbol{v}} = \lambda$$

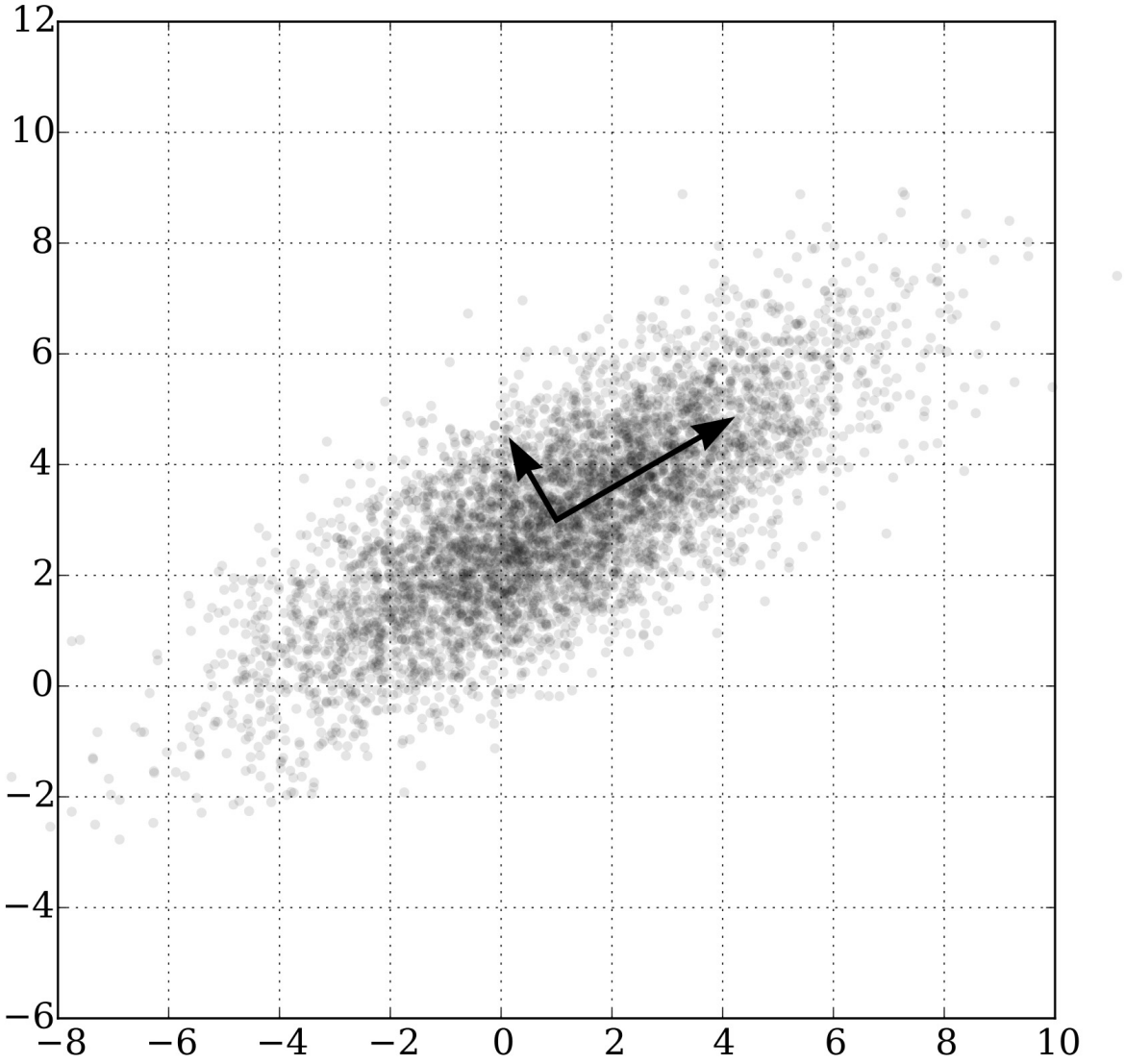
- The first principal component is the eigenvector $\hat{\boldsymbol{v}}_1$ that corresponds to the largest eigenvalue λ_1
- The second principal component is the eigenvector $\hat{\boldsymbol{v}}_2$ that corresponds to the second largest eigenvalue λ_1
  - $\hat{\boldsymbol{v}}_1$ and $\hat{\boldsymbol{v}}_2$ are orthogonal
- Etc …
- λ_i is a measure of how much variance falls along $\hat{\boldsymbol{v}}_i$

Principal Components: Example



Source: https://en.wikipedia.org/wiki/Principal_component_analysis#/media/File:GaussianScatterPCA.svg

How can we efficiently find principal components (eigenvectors)?



Source: https://en.wikipedia.org/wiki/Principal_component_analysis#/media/File:GaussianScatterPCA.svg

Singular Value Decomposition (SVD) for PCA

- Every real-valued matrix $X \in \mathbb{R}^{N \times D}$ can be expressed as

$$X = USV^T$$

where:

1. $U \in \mathbb{R}^{N \times N}$ - columns of U are eigenvectors of XX^T
2. $V \in \mathbb{R}^{D \times D}$ - columns of V are eigenvectors of $X^T X$
3. $S \in \mathbb{R}^{N \times D}$ - diagonal matrix whose entries are the eigenvalues of $X \rightarrow$ squared entries are the eigenvalues of XX^T and $X^T X$

PCA Algorithm

- Input: $\mathcal{D} = \left\{\left(\boldsymbol{x}^{(n)}\right)\right\}_{n=1}^{N}, \rho$

1. Center the data
2. Use SVD to compute the eigenvalues and eigenvectors of $X^T X$
3. Collect the top ρ eigenvectors (corresponding to the ρ largest eigenvalues), $V_\rho \in \mathbb{R}^{D \times \rho}$
4. Project the data into the space defined by V_ρ, $Z = XV_\rho$

- Output: Z, the transformed (potentially lower-dimensional) data

How many PCs should we use?

- Input: $\mathcal{D} = \left\{\left(\boldsymbol{x}^{(n)}\right)\right\}_{n=1}^{N}, \rho$

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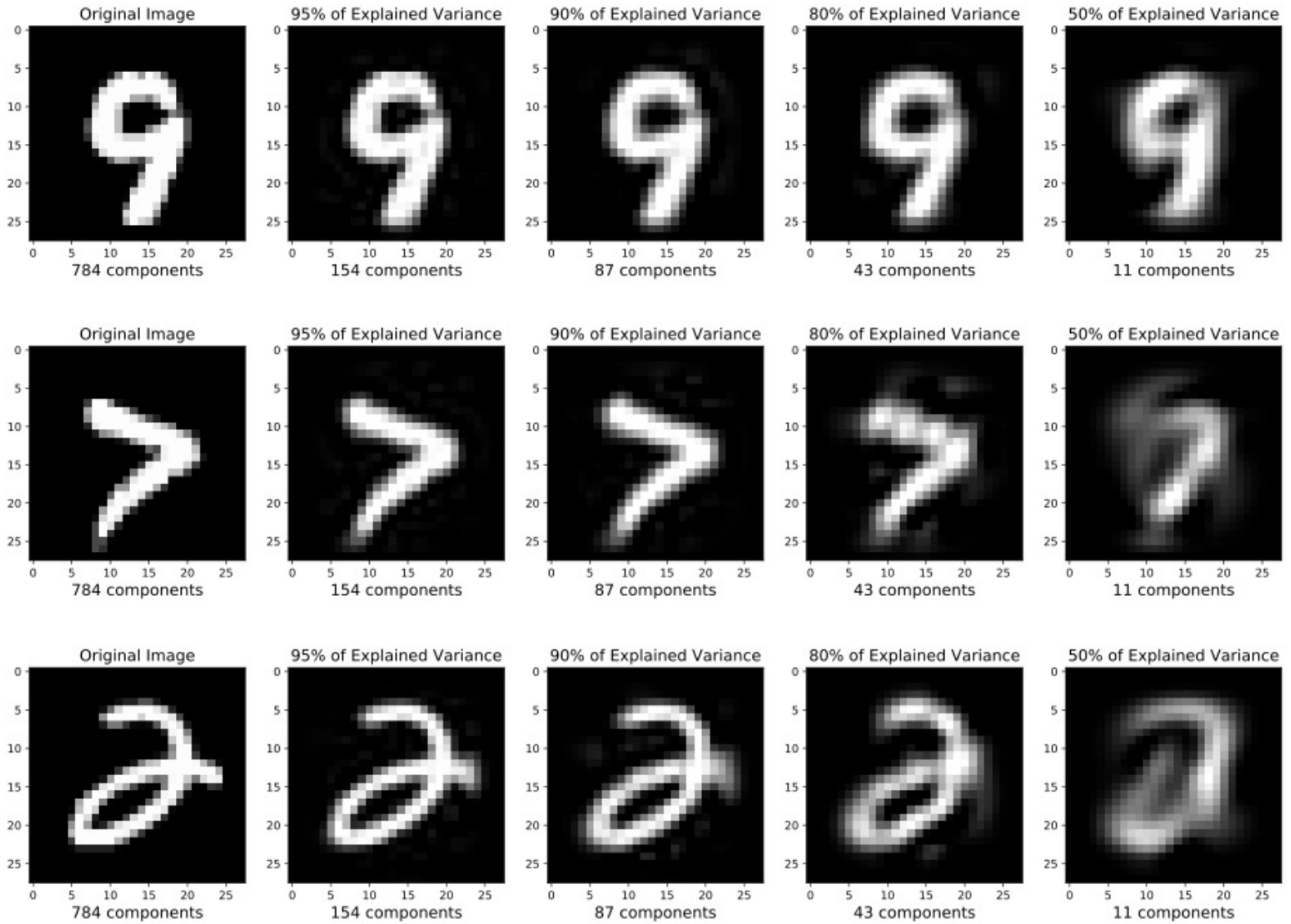
Choosing the number of PCs

- Define a percentage of explained variance for the i^{th} PC:

$$\lambda_i \Big/ \sum \lambda_j$$

- Select all PCs above some threshold of explained variance, e.g., 5%
- Keep selecting PCs until the total explained variance exceeds some threshold, e.g., 90%
- Evaluate on some downstream metric

PCA Example: MNIST Digits



Figures courtesy of Matt Gormley

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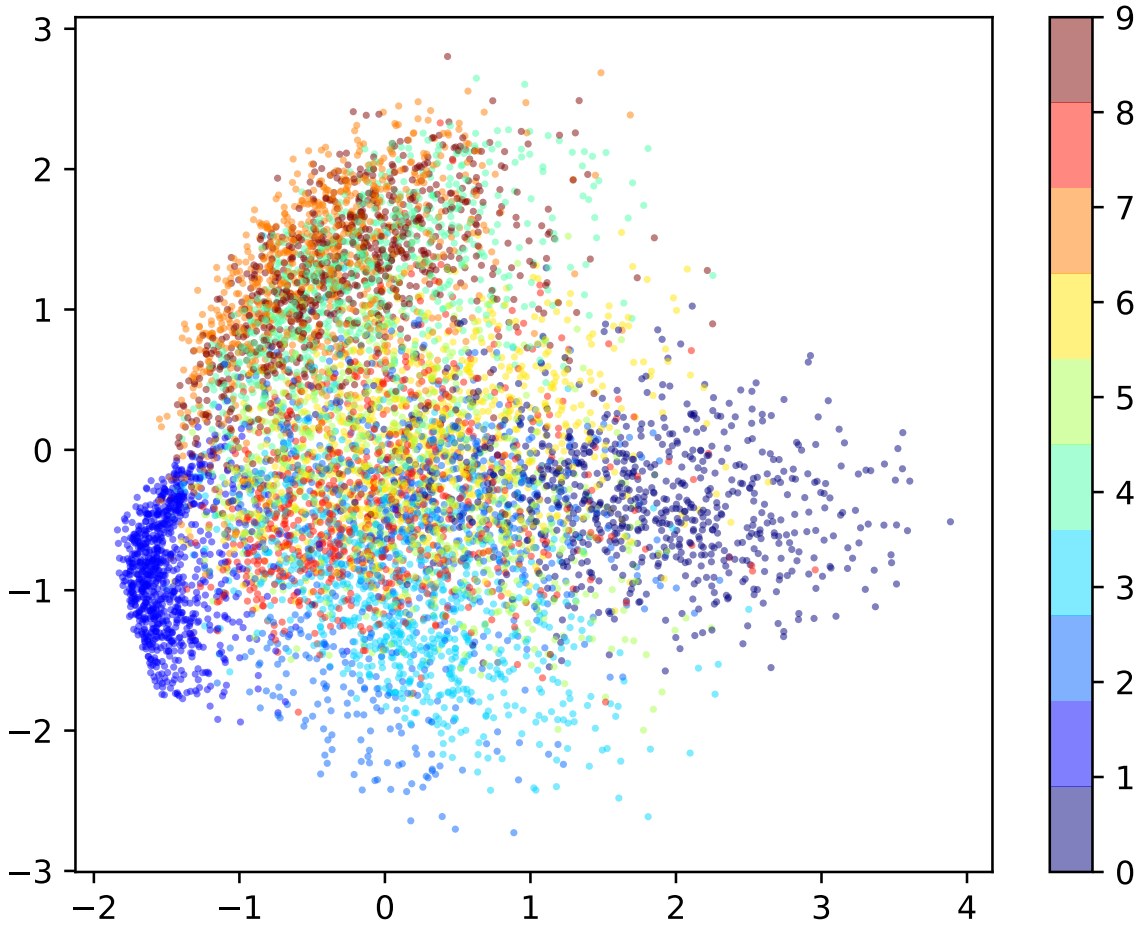

Figure courtesy of Matt Gormley

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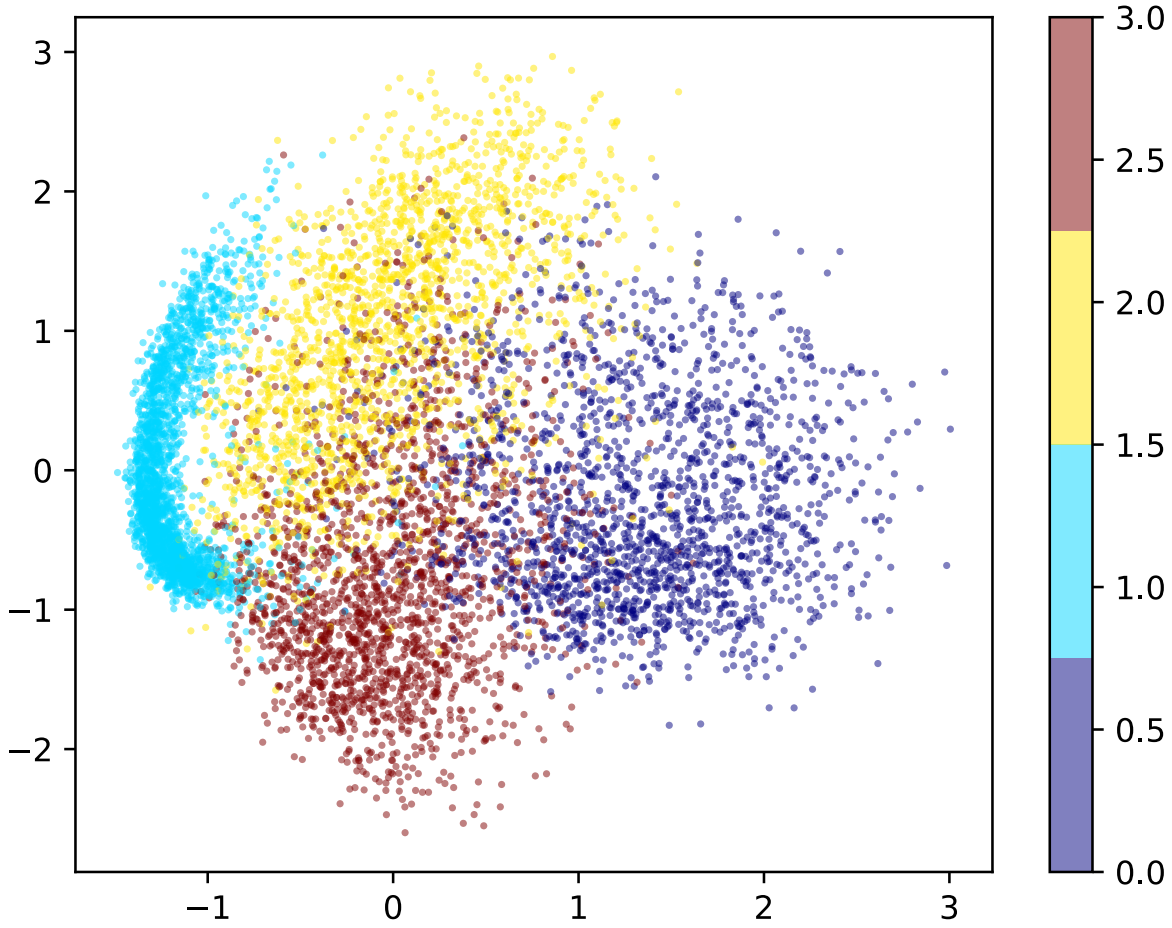
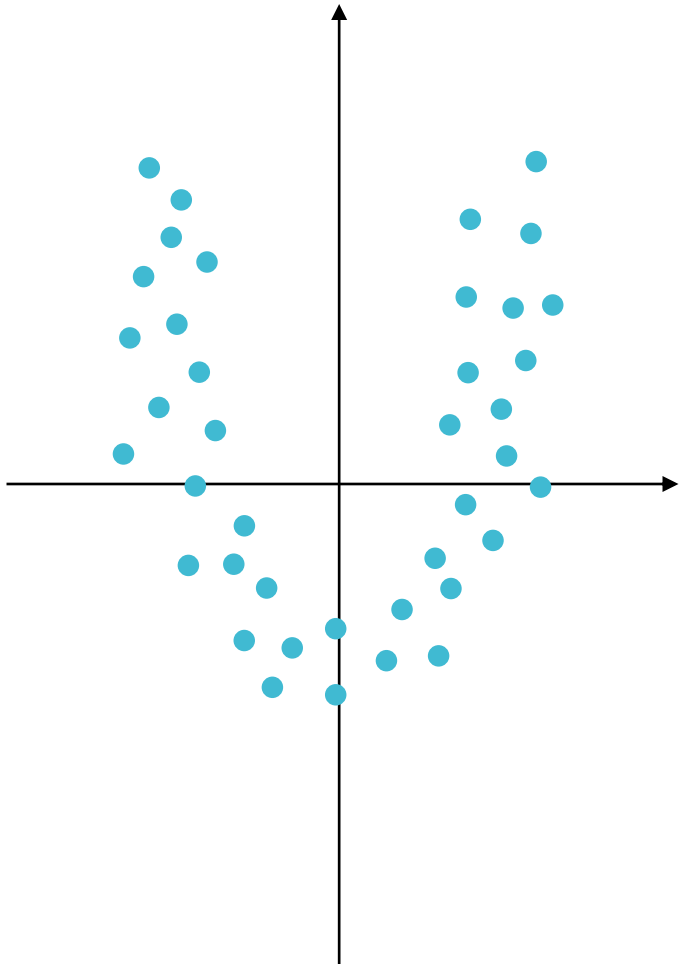


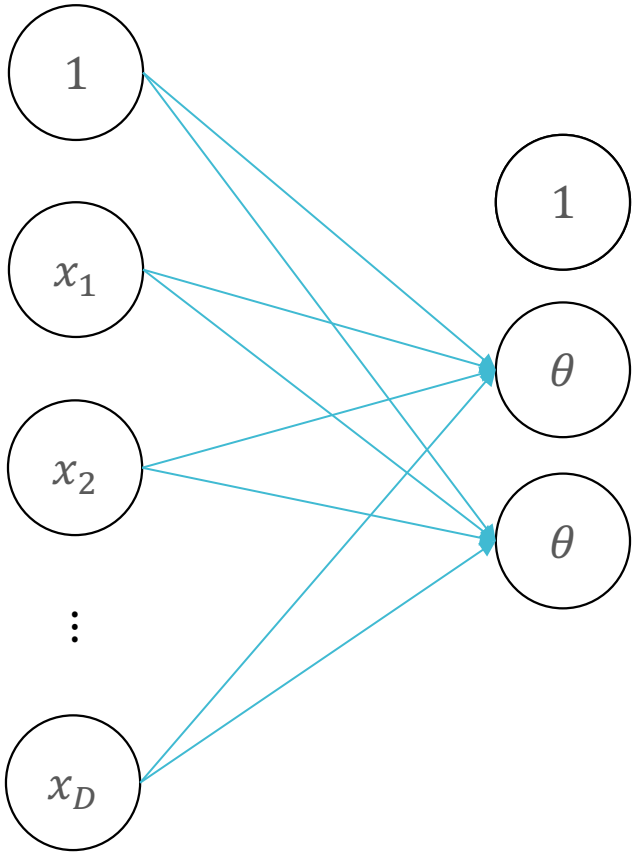
Figure courtesy of Matt Gormley

Shortcomings of PCA



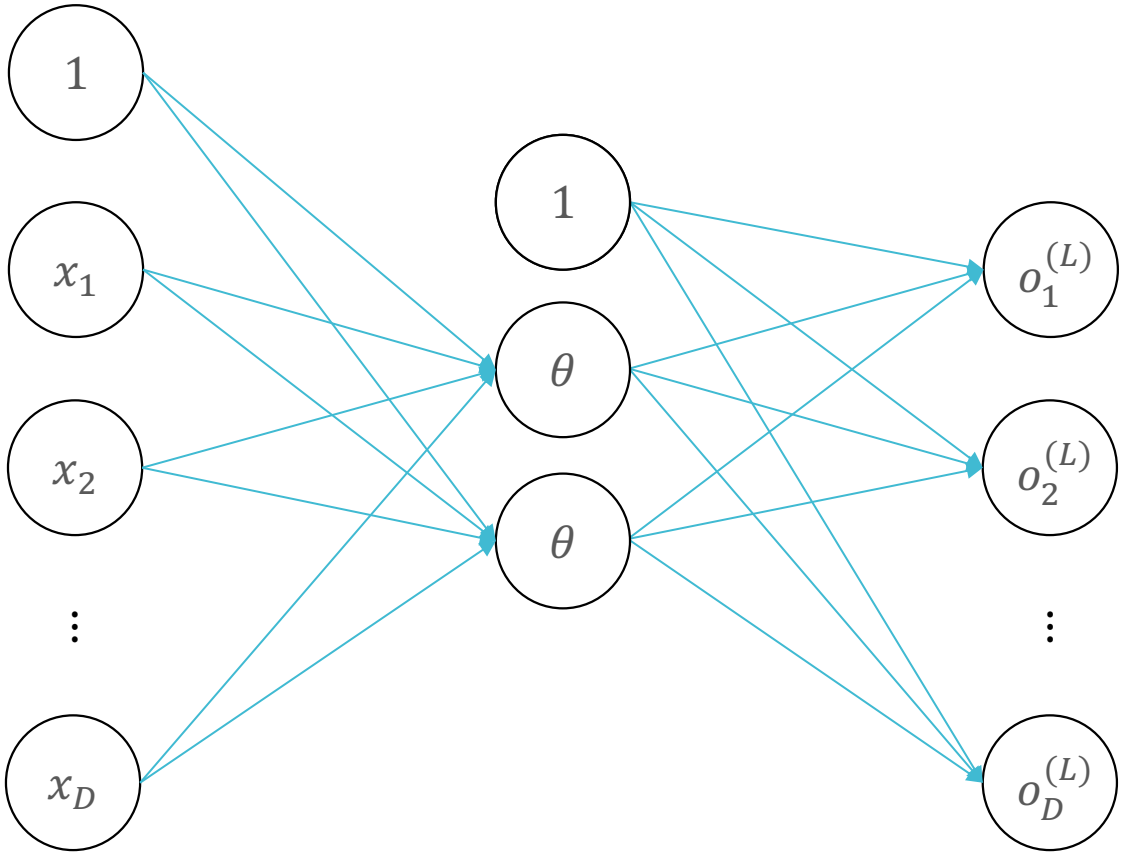
- Principal components are orthogonal (unit) vectors
- Principal components can be expressed as linear combinations of the data

Autoencoders



Insight: neural networks implicitly learn low-dimensional representations of inputs in hidden layers

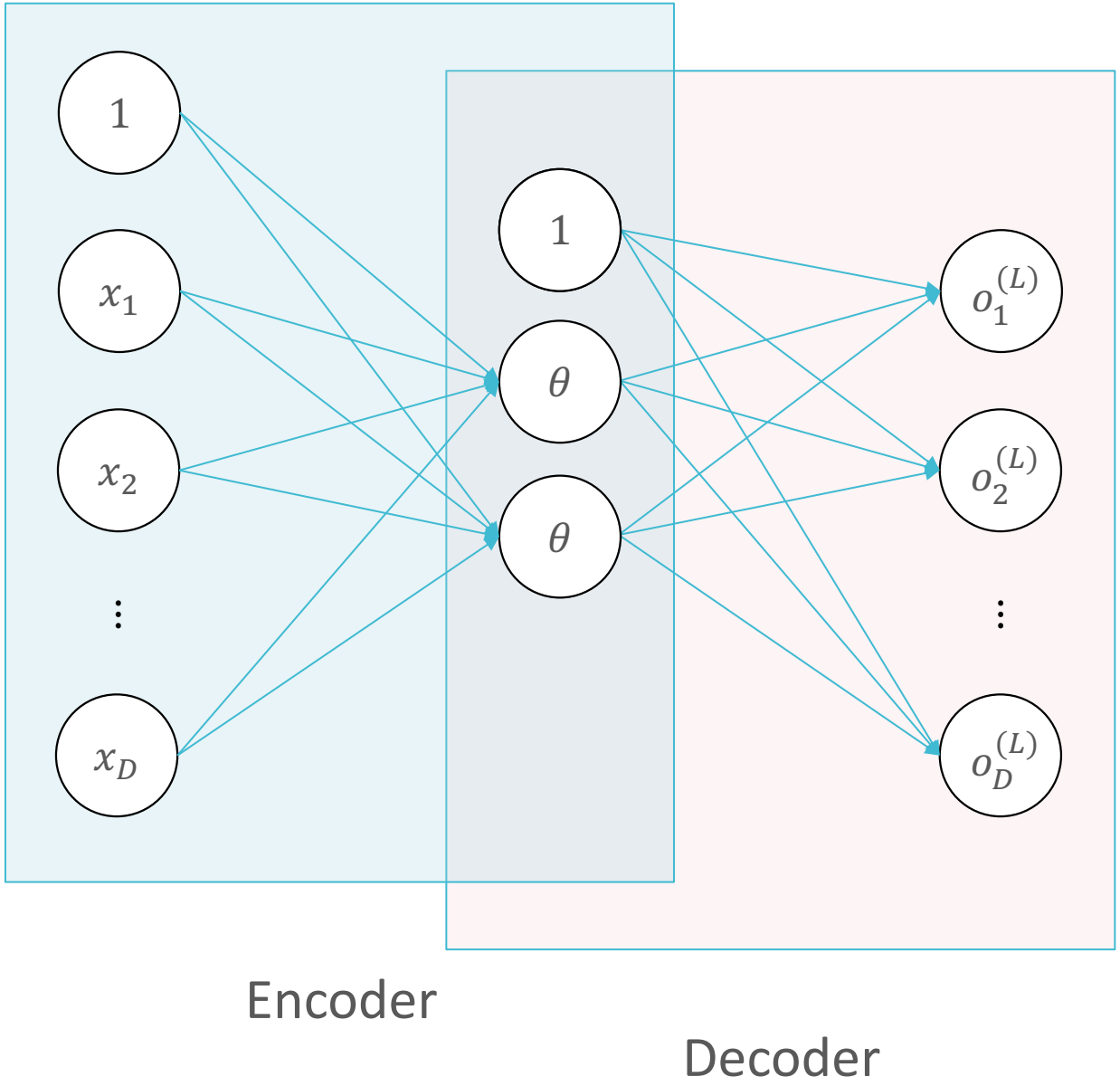
Autoencoders



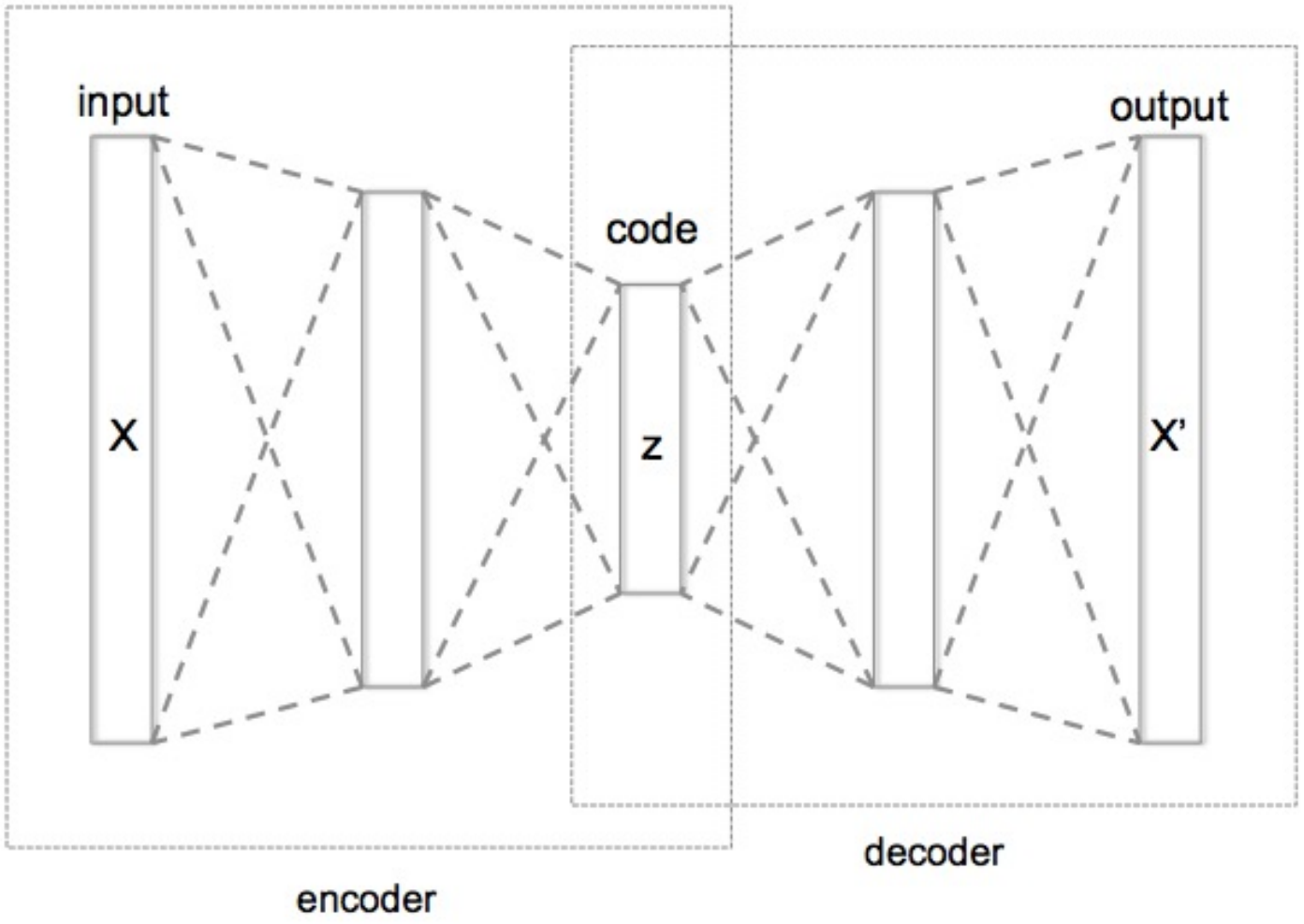
- Learn the weights by minimizing the reconstruction loss:

$$e(\boldsymbol{x}) = \left\| \boldsymbol{x} - \boldsymbol{o}^{(L)} \right\|_2^2$$

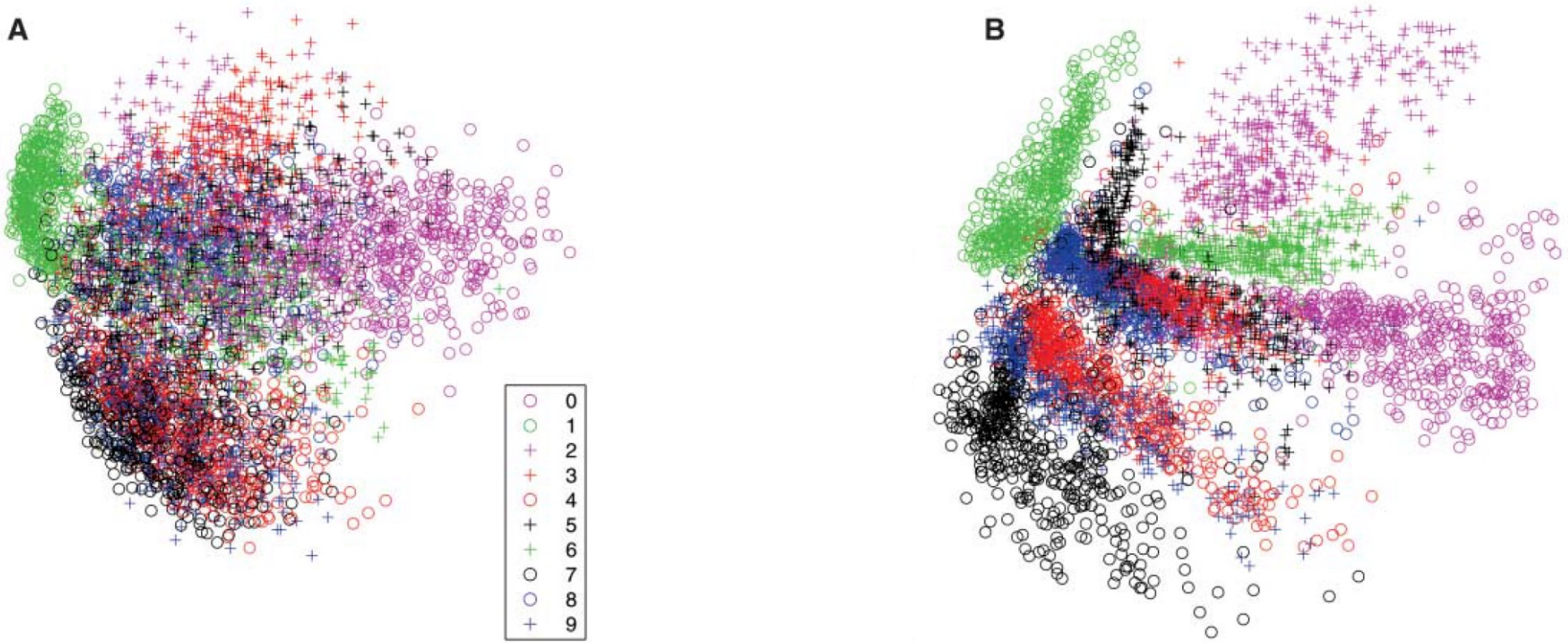
Autoencoders



Deep Autoencoders



Source: https://en.wikipedia.org/wiki/Autoencoder#/media/File:Autoencoder_structure.png



PCA (A) vs. Autoencoders (B) (Hinton and Salakhutdinov, 2006)

Source: https://www.science.org/doi/10.1126/science.1127647

Key Takeaways

- PCA finds an orthonormal basis where the first principal component maximizes the variance $\Leftrightarrow$ minimizes the reconstruction error
- Autoencoders use neural networks to automatically learn a latent representation that minimizes the reconstruction error