

# Principal component analysis

Note Title

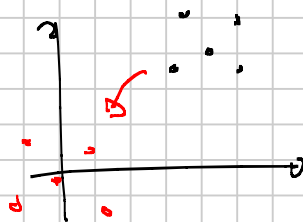
2024-10-25

$$x_1, x_2, \dots, x_n \in \mathbb{R}^m$$

$$A = \begin{bmatrix} | & | & | & \dots & | \\ x_1 & x_2 & x_3 & \dots & x_n \\ | & | & | & \dots & | \end{bmatrix} \in \mathbb{R}^{m \times n}$$

$$\mu = \frac{1}{n} (x_1 + x_2 + \dots + x_n)$$

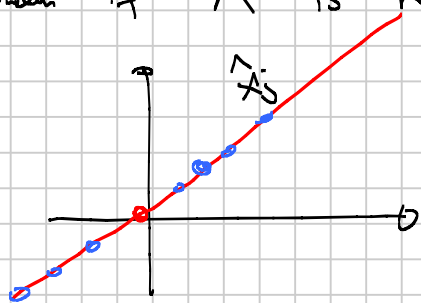
"De-meaned data"  $\hat{x}_j = x_j - \mu \quad j=1, 2, \dots, n$



$$\hat{A} = \begin{bmatrix} | & | & | & \dots & | \\ \hat{x}_1 & \hat{x}_2 & \hat{x}_3 & \dots & \hat{x}_n \\ | & | & | & \dots & | \end{bmatrix} = USV^T$$

(In some sources:  $U \left( \frac{1}{n-1} SS^T \right) U^T$  is an eigendecomposition of  $\frac{1}{n-1} \hat{A} \hat{A}^T$  "covariance matrix", less accurate).

What does it mean if  $\hat{A}$  is rank-1?

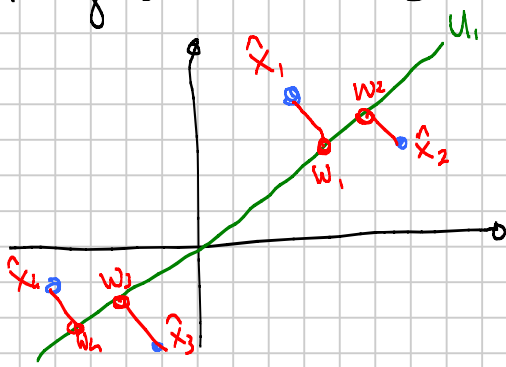


All  $\hat{x}_j$  multiple of the same vector  $\Rightarrow$  all data points  $\hat{x}_j$  are clipped on one line through the origin

(Similarly, rank  $k \Leftrightarrow$  data  $\hat{x}_j$  all on a  $k$ -dimensional hyperplane).

So, in general, I can approximate  $\hat{A}$  with  $X_1 = U_1 \sigma_1 V_1^T$

and that gives me the best rank-1 approximation of the  $\hat{x}_j$



$U_1$  gives minimum

$$\sum \| \hat{x}_j - w_j \|^2$$

Dimensionality reduction: if data have large dimension  $m$ ,  
I can construct the "most informative" plot on  $k$  dimensions  
by SVD:  $\min \sum \|x_j - w_j\|^2$ .

(1D)  $w_j = U_1 \alpha_j \quad \alpha_j = U_1^T x_j \quad [\alpha_1, \alpha_2, \dots, \alpha_n] = U_1^T \hat{A}$   
(coordinates or scores)

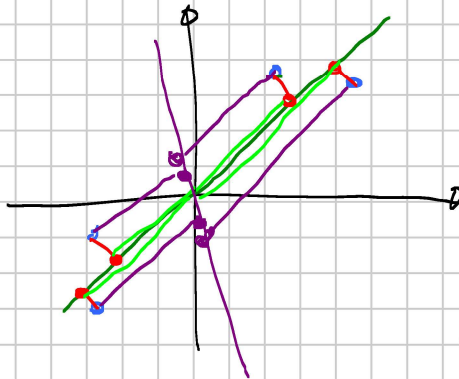
(2D)  $w_j = U_1 \alpha_j + U_2 \beta_j \quad [\alpha_1, \dots, \alpha_n] = U_1^T \hat{A}$   
 $[\beta_1, \dots, \beta_n] = U_2^T \hat{A}$

Statistical property:

Among all plots that are obtained by projecting the  $x_j$   
on a line (plane, hyperplane of fixed dimension),  $w_j$  is the  
one that has maximum variance

$$\sum W_j W_j^T$$

(or, without de-meaning,  $\sum (w - \mu)(w - \mu)^T$ )



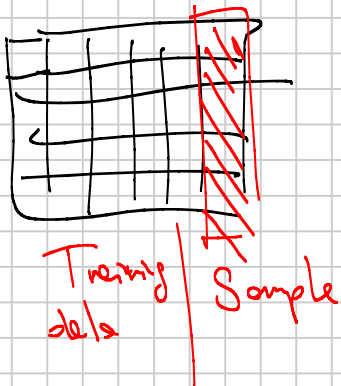
the variance of the red points  
(projections on the optimal line)  
is larger than the variance of  
the projection on any other line  
(e.g. purple points)

$$\hat{A} = \begin{matrix} 165 \\ \times \\ 77 \end{matrix} = \begin{matrix} \boxed{U} \\ \text{too big!} \end{matrix} \begin{matrix} \boxed{S} \\ \text{VT} \end{matrix} = \begin{matrix} \boxed{U_1} \\ \text{fits in memory!} \end{matrix} \begin{matrix} \boxed{S_1} \\ \text{VT} \end{matrix}$$

$$x_1 = \mu + u_1 \alpha + u_2 \beta + \dots + u_n s$$

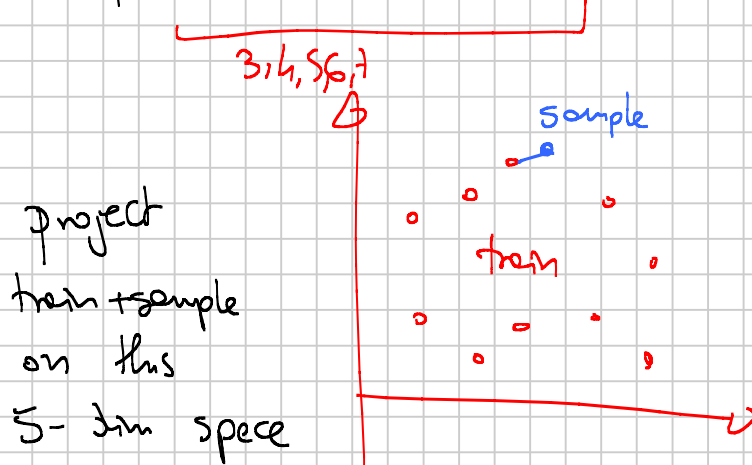
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Image recognition example



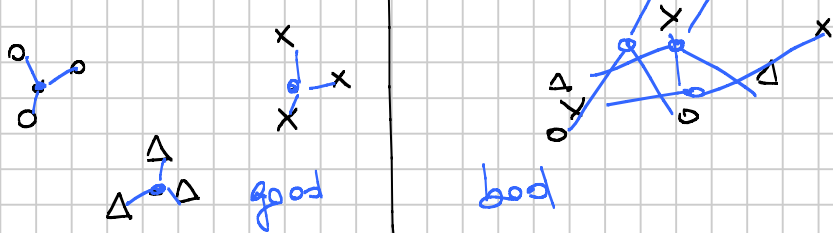
Each face can be represented as

$$x_j = \mu + u_1 \alpha + u_2 \beta + u_3 \gamma + \dots + u_n s$$

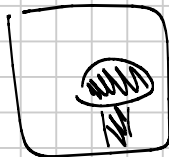
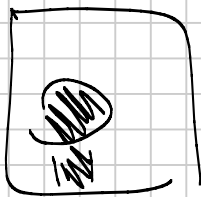


$$\text{distances} = \left[ \| \text{scores}(:,1) - \text{sample scores} \|^2, \dots, \| \text{scores}(:,n) - \text{sample scores} \|^2 \right]$$

Lots of limitations!



• based only on Frobenius distance between images



very far apart, cannot tell they are the same individual



are very close, cannot tell expressions apart

• lies to flatten out information to 2 dimensions, possibly losing info from other axes.

• the SVD cannot be generalized easily / meaningfully to more than 2 dimensions

Even computing the rank of a 3-dim tensor is NP-Hard!

• Cannot add constraints! E.g. nonnegativity: one could want to require components that are positive instead of orthogonal



$$\min_{\substack{r \times k \times k \\ X \text{ positive}}} \|\hat{A} - X\|$$

Or change norms:

$$\min \|A - X\|_{\infty}$$

All these five optimization problems that are much harder to solve.