Principal Component Analysis (PCA)

• Pattern recognition in high-dimensional spaces

- Problems arise when performing recognition in a high-dimensional space (e.g., curse of dimensionality).

- Significant improvements can be achieved by first mapping the data into a *lower-dimensionality* space.

$$x = \begin{bmatrix} a_1 \\ a_2 \\ \dots \\ a_N \end{bmatrix} - -> reduce \ dimensionality - -> y = \begin{bmatrix} b_1 \\ b_2 \\ \dots \\ b_K \end{bmatrix} \ (K << N)$$

- The goal of PCA is to reduce the dimensionality of the data while retaining as much as possible of the variation present in the original dataset.

• Dimensionality reduction

- PCA allows us to compute a linear transformation that maps data from a high dimensional space to a lower dimensional space.

$$b_{1} = t_{11}a_{1} + t_{12}a_{2} + \dots + t_{1n}a_{N}$$

$$b_{2} = t_{21}a_{1} + t_{22}a_{2} + \dots + t_{2n}a_{N}$$
...
$$b_{K} = t_{K1}a_{1} + t_{K2}a_{2} + \dots + t_{KN}a_{N}$$
or $y = Tx$ where $T = \begin{bmatrix} t_{11} & t_{12} & \dots & t_{1N} \\ t_{21} & t_{22} & \dots & t_{2N} \\ \dots & \dots & \dots & \dots \\ t_{K1} & t_{K2} & \dots & t_{KN} \end{bmatrix}$

• Lower dimensionality basis

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- Approximate the vectors by finding a basis in an appropriate lower dimensional space.

(1) Higher-dimensional space representation:

$$x = a_1 v_1 + a_2 v_2 + \dots + a_N v_N$$

 $v_1, v_2, ..., v_N$ is a basis of the N-dimensional space

(2) Lower-dimensional space representation:

$$\hat{x} = b_1 u_1 + b_2 u_2 + \dots + b_K u_K$$

 $u_1, u_2, ..., u_K$ is a basis of the *K*-dimensional space

- *Note:* if both bases have the same size (N = K), then $x = \hat{x}$)

Example

$$v_{1} = \begin{bmatrix} 1\\0\\0 \end{bmatrix}, v_{2} = \begin{bmatrix} 0\\1\\0 \end{bmatrix}, v_{3} = \begin{bmatrix} 0\\0\\1 \end{bmatrix} \text{ (standard basis)}$$
$$x_{v} = \begin{bmatrix} 3\\3\\3 \end{bmatrix} = 3v_{1} + 3v_{2} + 3v_{3}$$
$$u_{1} = \begin{bmatrix} 1\\0\\0 \end{bmatrix}, u_{2} = \begin{bmatrix} 1\\1\\0 \end{bmatrix}, u_{3} = \begin{bmatrix} 1\\1\\1 \end{bmatrix} \text{ (some other basis)}$$
$$x_{u} = \begin{bmatrix} 3\\3\\3 \end{bmatrix} = 0u_{1} + 0u_{2} + 3u_{3}$$
$$\text{thus, } x_{v} = x_{u}$$

Information loss

- Dimensionality Reduction implies Information Loss !!

- Preserve as much information as possible, that is,

minimize $||x - \hat{x}||$ (error)

• How to determine the best lower dimensional space?

The best low-dimensional space can be determined by the "best" eigenvectors of the covariance matrix of x (i.e., the eigenvectors corresponding to the "largest" eigenvalues -- also called "principal components").

Methodology

- Suppose $x_1, x_2, ..., x_M$ are $N \ge 1$ vectors

$$\underline{\text{Step 1:}} \ \bar{x} = \frac{1}{M} \sum_{i=1}^{M} x_i$$

<u>Step 2</u>: subtract the mean: $\Phi_i = x_i - \bar{x}$

<u>Step 3:</u> form the matrix $A = [\Phi_1 \ \Phi_2 \ \cdots \ \Phi_M]$ (*NxM* matrix), then compute:

$$C = \frac{1}{M} \sum_{n=1}^{M} \Phi_n \Phi_n^T = A A^T$$

(sample **covariance** matrix, $N \times N$, characterizes the *scatter* of the data)

<u>Step 4:</u> compute the eigenvalues of $C: \lambda_1 > \lambda_2 > \cdots > \lambda_N$

<u>Step 5:</u> compute the eigenvectors of $C: u_1, u_2, \ldots, u_N$

- Since *C* is symmetric, u_1, u_2, \ldots, u_N form a basis, (i.e., any vector *x* or actually $(x - \bar{x})$, can be written as a linear combination of the eigenvectors):

$$x - \bar{x} = b_1 u_1 + b_2 u_2 + \dots + b_N u_N = \sum_{i=1}^N b_i u_i$$

$$\hat{x} - \bar{x} = \sum_{i=1}^{K} b_i u_i$$
 where $K \ll N$

- The representation of $\hat{x} - \bar{x}$ into the basis $u_1, u_2, ..., u_K$ is thus

$$\begin{bmatrix} b_1 \\ b_2 \\ \dots \\ b_K \end{bmatrix}$$

• Linear tranformation implied by PCA

- The linear transformation $R^N \rightarrow R^K$ that performs the dimensionality reduction is:

$$\begin{bmatrix} b_1 \\ b_2 \\ \cdots \\ b_K \end{bmatrix} = \begin{bmatrix} u_1^T \\ u_2^T \\ \cdots \\ u_K^T \end{bmatrix} (x - \bar{x}) = U^T (x - \bar{x})$$

• An example

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(see Castleman's appendix, pp. 648-649)

Geometrical interpretation

- PCA projects the data along the directions where the data varies the most.

- These directions are determined by the eigenvectors of the covariance matrix corresponding to the largest eigenvalues.

- The magnitude of the eigenvalues corresponds to the variance of the data along the eigenvector directions.



• Properties and assumptions of PCA

- The new variables (i.e., b_i 's) are uncorrelated.

the covariance of
$$b_i$$
's is: $U^T C U = \begin{bmatrix} \lambda_1 & 0 & 0 \\ 0 & \lambda_2 & 0 \\ \vdots & \vdots & \vdots \\ \ddots & \ddots & \vdots \\ \vdots & \ddots & \vdots \\ 0 & 0 & \lambda_K \end{bmatrix}$

- The covariance matrix represents only second order statistics among the vector values.

- Since the new variables are linear combinations of the original variables, it is usally difficult to interpret their meaning.

• How to choose the principal components?

- To choose *K*, use the following criterion:

$$\frac{\sum_{i=1}^{K} \lambda_{i}}{\sum_{i=1}^{N} \lambda_{i}} > Threshold \quad (e.g., 0.9 \text{ or } 0.95)$$

• What is the error due to dimensionality reduction?

- We saw above that an original vector x can be reconstructed using its the principla components:

$$\hat{x} - \bar{x} = \sum_{i=1}^{K} b_i u_i \text{ or } \hat{x} = \sum_{i=1}^{K} b_i u_i + \bar{x}$$

- It can be shown that the low-dimensional basis based on principal components minimizes the reconstruction error:

$$e = ||x - \hat{x}||$$

- It can be shown that the error is equal to:

$$e = 1/2 \sum_{i=K+1}^{N} \lambda_i$$

• Standardization

- The principal components are dependent on the *units* used to measure the original variables as well as on the *range* of values they assume.

- We should always standardize the data prior to using PCA.

- A common standardization method is to transform all the data to have zero mean and unit standard deviation:

$$\frac{x_i - \mu}{\sigma}$$
 (μ and σ are the mean and standard deviation of x_i 's)

• PCA and classification

- PCA is **not** always an optimal dimensionality-reduction procedure for classification purposes:



• Other problems

- How to handle occlusions?
- How to handle different views of a 3D object?