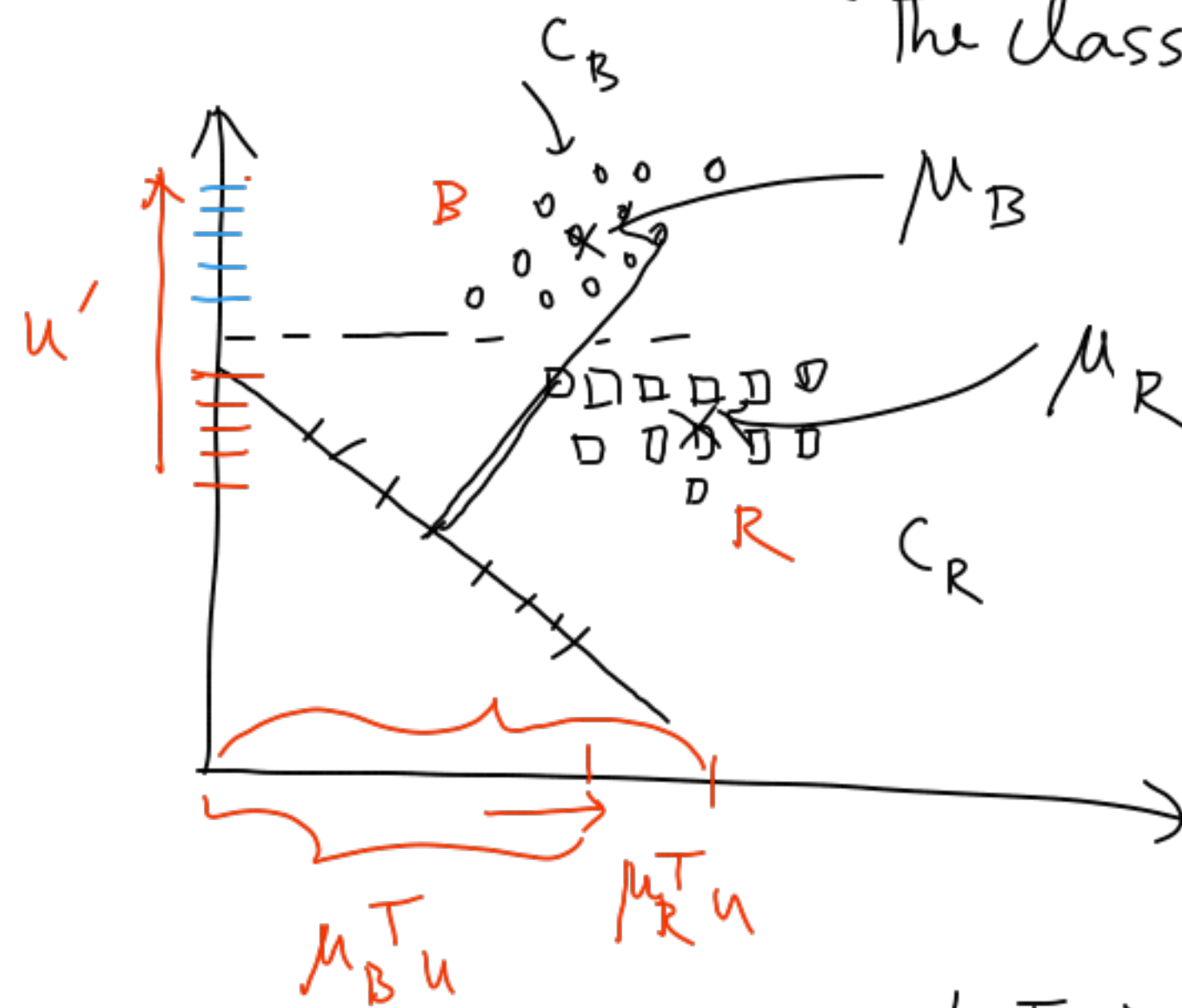


Lec 18: Dimensionality Reduction

Unsupervised: PCA \rightarrow maximize the variance of the projected (does not use the class information)

Supervised:

- Objective:
- ① The means of the two classes are well separated.
 - \rightarrow ② The data in the same class are NOT well separated.



$$J(u) = |\mu_B^T u - \mu_R^T u|$$

Linear Discriminant Analysis

$$\begin{aligned} &= \frac{1}{n} \sum_i ((u^T x_i) u - (u^T \bar{x}) u)^2 \\ &= u^T S u \end{aligned}$$

LDA: the variance within a class is called "scatter".

$$x \in \mathbb{R}^d$$

LDA: 2-class

$$S_i = \frac{1}{|C_i|} \sum_{x \in C_i} (x - \mu_i)(x - \mu_i)^T$$

Covariance matrix of class C_i

C_i : the data points belonging to class i

Variance of the projected data points of C_i on u

$$u^T S_i u$$

$$S_w = S_1 + S_2$$

Sum of the variances within-class = $u^T S_1 u + u^T S_2 u$
 $= u^T S_w u$

Variance between the means of two classes

$$\begin{aligned} (u^T \mu_1 - u^T \mu_2)^2 &= u^T (\mu_1 - \mu_2)(\mu_1 - \mu_2)^T u \\ &= u^T S_B u \end{aligned}$$

↑
between class covariance

LDA optimization problem:

$$J(u) = \frac{u^T S_B u}{u^T S_w u} \quad \leftarrow \text{this is scale invariant}$$

$$\begin{aligned} \max J(u) &\Rightarrow \max u^T S_B u \\ &\text{s.t. } u^T S_w u = 1 \end{aligned}$$

$$\begin{aligned} \mathcal{L}(\lambda, u) &= -u^T S_B u + \lambda (u^T S_w u - 1) \\ &\quad (S_w \text{ is invertible}) \end{aligned}$$

$$\frac{\partial \mathcal{L}}{\partial u} = 0$$

$$\Rightarrow -2 S_B u + 2 \lambda S_W u = 0$$

$$\Rightarrow \underbrace{S_W^{-1} S_B}_{\text{matrix}} u = \lambda u = S_B u = \lambda S_W u$$

we should project the data points on a direction which is an eigenvector corresponding to the maximum eigenvalue

$$\boxed{\begin{array}{l} \max u^T (\lambda S_W u) = \lambda \\ \text{s.t. } u^T S_W u = 1 \end{array}}$$

$$S_W^{-1} S_B = V \Sigma V^T$$

$\Rightarrow v_1$ is the direction to project

LDA: $c > 2$ classes

$$S_W = S_1 + S_2 + S_3 + \dots + S_c$$

$$S_B = \sum_{i=1}^c n_i (\mu_i - \mu) (\mu_i - \mu)^T$$

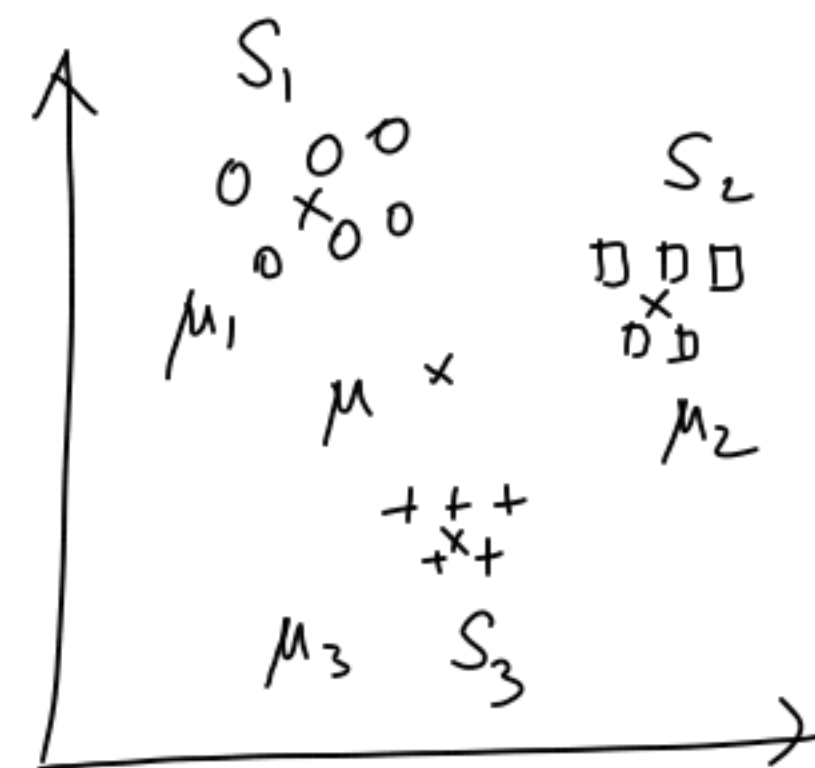
$|c_i| = \text{number of data points in class } i$

$$\mu = \frac{1}{n} \sum_{i=1}^c n_i \mu_i$$

$$J(u) = \frac{u^T S_B u}{u^T S_W u}$$

$k \geq c$

Optimal solution \Rightarrow $S_W^{-1} S_B u = \lambda u$



LDA Algorithm ($c > 2$)

1. Compute the means of each class μ_i
2. Calculate S_W and S_B
3. Find ^{eigenvectors corr to} top k non-zero eigenvalues of $\frac{S_W^{-1} S_B}{k \leq c-1}$
 $u_1 \dots u_k$
 create $U = [u_1 \dots u_k]$
4. project x to $U^T x$.

$$S_B = \begin{bmatrix} \sqrt{n_1} (\mu_1 - \mu) & \sqrt{n_2} (\mu_2 - \mu) & \dots & \sqrt{n_c} (\mu_c - \mu) \\ \vdots & \vdots & \vdots & \vdots \\ -\sqrt{n_1} (\mu_1 - \mu)^T & \dots & \dots & -\sqrt{n_c} (\mu_c - \mu)^T \end{bmatrix}$$

$c \ll d$ $d \times c$ $\text{rank}(A) \leq c-1$
 $= A A^T$
 $\text{rank}(A B) = \min(\text{rank}(A), \text{rank}(B))$

$\sum \gamma_i x_i = 0$
 \uparrow
 if γ_i 's are w/ all zeros x_i 's are linearly dependent

$\sqrt{n_1} \cdot \sqrt{n_1} (\mu_1 - \mu) + \dots + \sqrt{n_c} \cdot \sqrt{n_c} (\mu_c - \mu) = 0$
 $\Rightarrow S_B$ is a low rank matrix
 \Rightarrow we can find at most $(c-1)$ discriminatory directions.

Artificial Intelligence

	Human side	Rational side ^{reason}
Thinking	NLP, Vision, automated reasoning ... ML	Logician's approach (complete information) can't handle uncertainties
Acting	Cognitive science - brain's functions	Agent based approach - single agent - multiple agent

Ref: Russell & Norvig

What is Rationality?

Making decisions with reason.

depends on:

- ① performance measure
- ② agent's prior knowledge about the environment and other agents
- ③ actions available to the agent
- ④ history (past states/actions)

Rationality

- o ML \rightarrow loss function (minimize)
- o Robotics \rightarrow Reinforcement learning
 \rightarrow reward function
- o Multi-agent systems \rightarrow ≥ 2 agent
 \rightarrow utility functions

Two player game:

A
-50 50

B
1 3

C
-10 20

- You choose one of the bins
- Opponent chooses a number from that bin
- Your pm/utility is the number picked

Opponent is adversarial \rightarrow B
random $(\frac{1}{2}, \frac{1}{2}) \rightarrow$ C

Game Tree

