

Machine Learning for Data Science (CS4786)

Lecture 10

t-SNE and Spectral Embedding

STOCHASTIC NEIGHBORHOOD EMBEDDING

- Use a probabilistic notion of which points are neighbors.

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Probability that points s and t are connected $P_{s,t} = P_{t,s} = \frac{p_{t \rightarrow s} + p_{s \rightarrow t}}{2n}$

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i.e. minimize:

$$\text{KL}(P \parallel Q) = \sum_{s,t} P_{s,t} \log \left(\frac{P_{s,t}}{Q_{s,t}} \right) = \sum_{s,t} P_{s,t} \log (P_{s,t}) - \sum_{s,t} P_{s,t} \log (Q_{s,t})$$

CHOICE FOR Q

- Just like we defined P , we can define Q for a given $\mathbf{y}_1, \dots, \mathbf{y}_n$ by

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 - For d dimensional gaussians, most points are found at distance \sqrt{d} from mean!
 - If we use gaussians in both high and low dimensional space, all the points are squished in to a small space
 - Too many points crowd the center!

Demo

METHOD II: T-SNE

- Instead for Q we use, student t distribution which is heavy tailed:

$$q_{t \rightarrow s} = \frac{(1 + \|\mathbf{y}_s - \mathbf{y}_t\|^2)^{-1}}{\sum_{u \neq t} (1 + \|\mathbf{y}_u - \mathbf{y}_t\|^2)^{-1}}$$

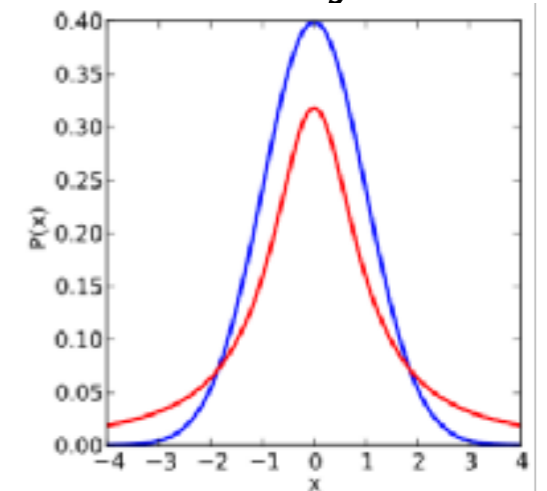
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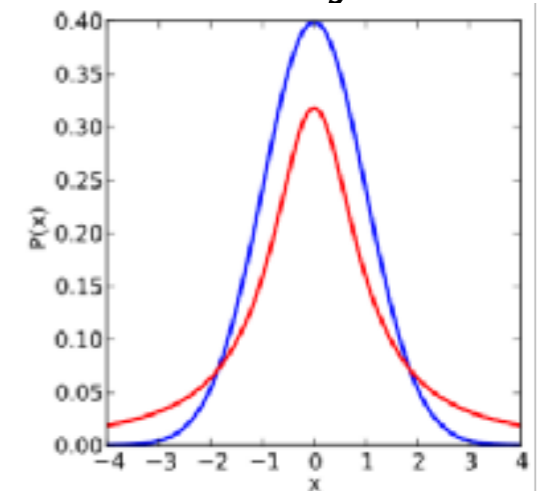


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- It can be verified that

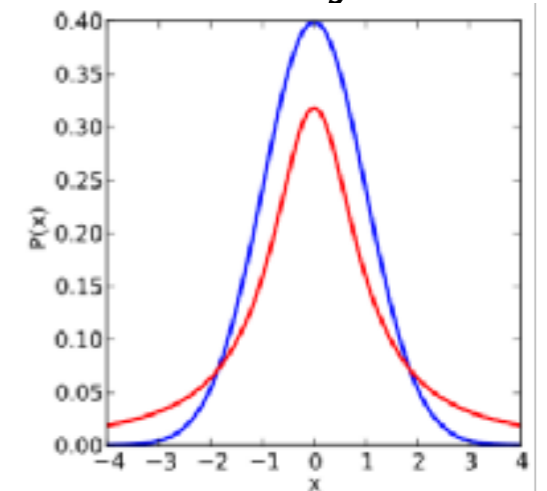
$$\nabla_{\mathbf{y}_t} \text{KL}(P \| Q) = 4 \sum_{s=1}^n (P_{s,t} - Q_{s,t}) (\mathbf{y}_t - \mathbf{y}_s) (1 + \|\mathbf{y}_s - \mathbf{y}_t\|^2)^{-1}$$

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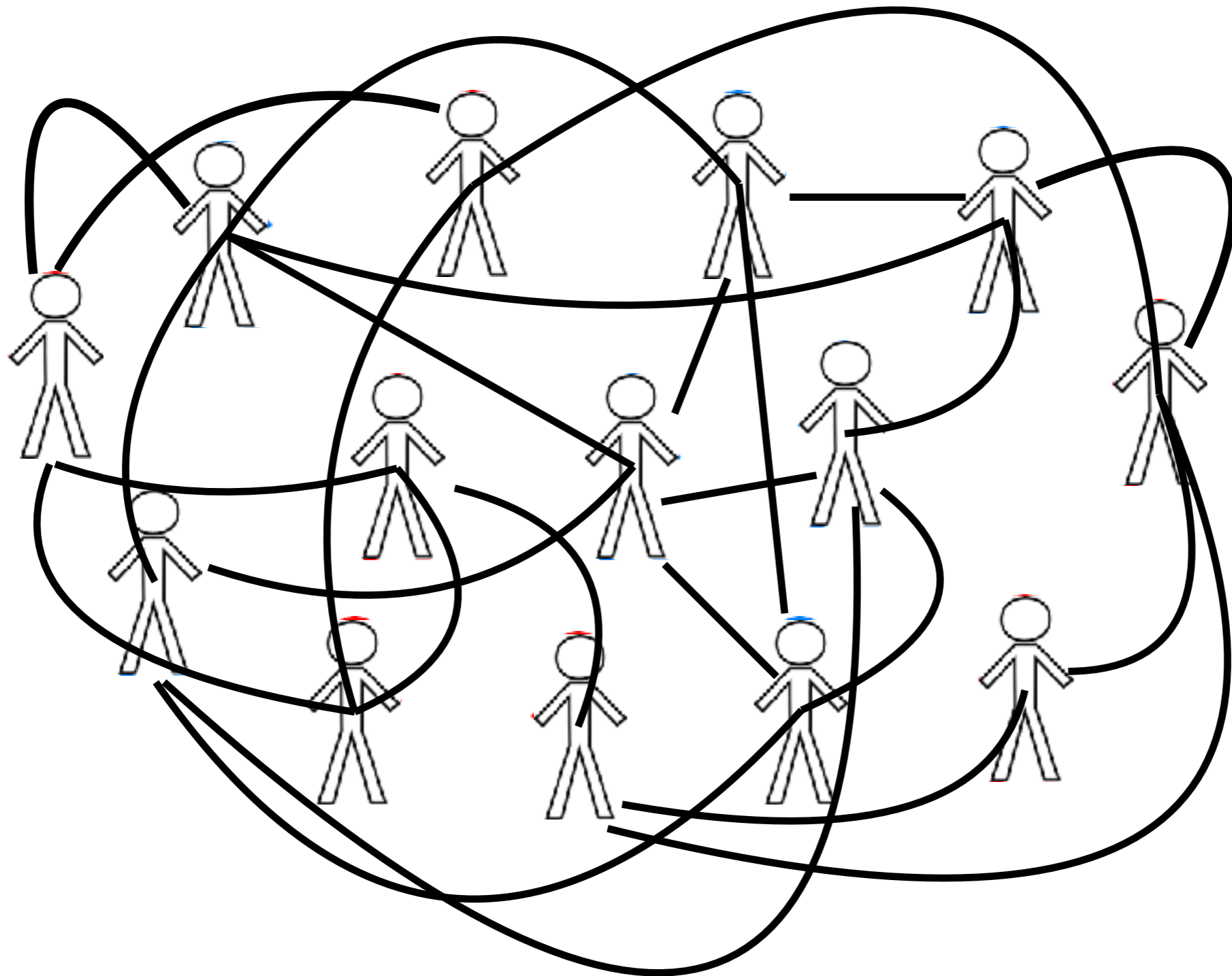
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- Algorithm: Find $\mathbf{y}_1, \dots, \mathbf{y}_n$ by performing gradient descent

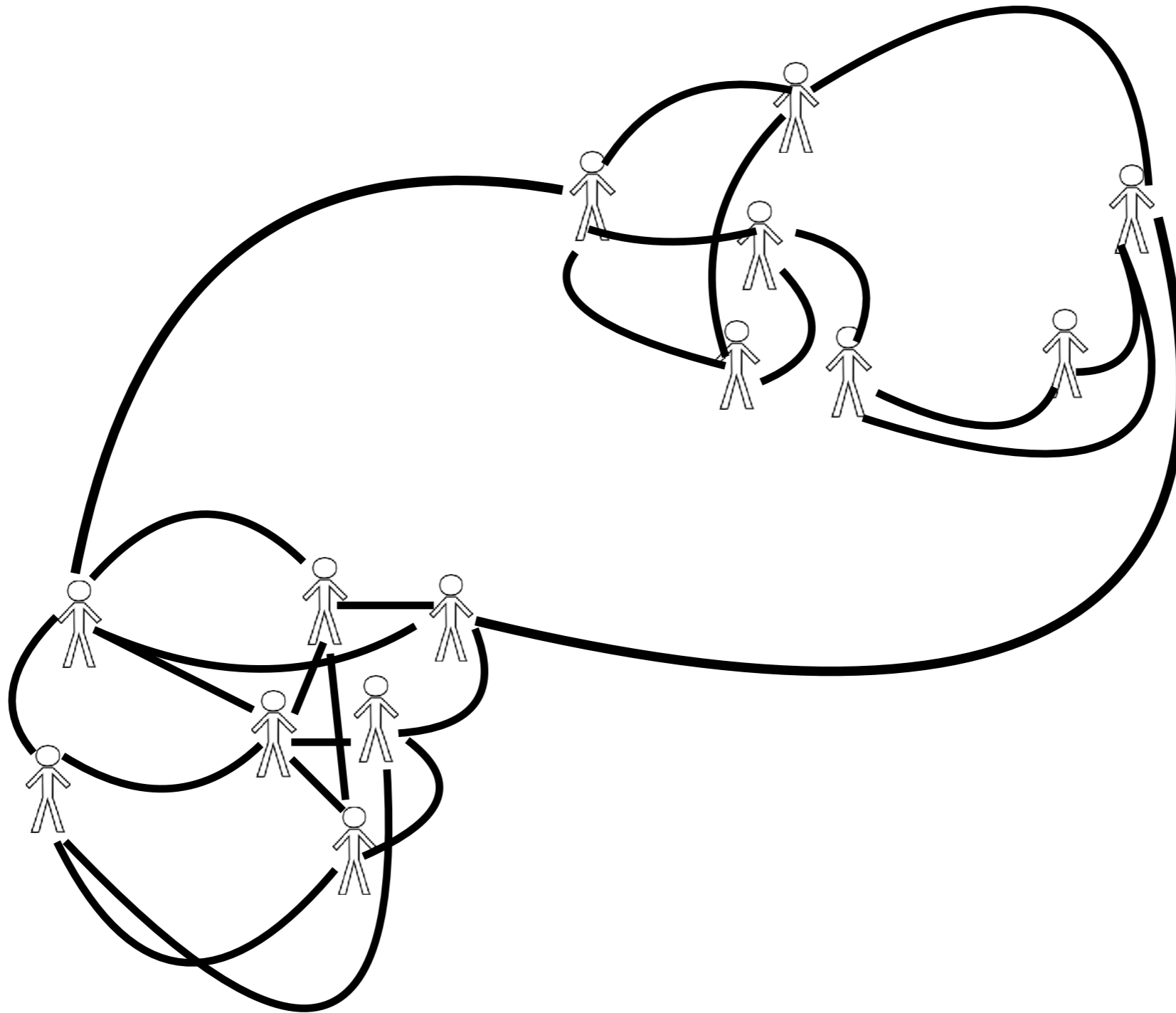
Demo

MOTIVATING EXAMPLE



**What can you say from this
network?**

MOTIVATING EXAMPLE



How about now?

MOTIVATING EXAMPLE



Cornell



Yale

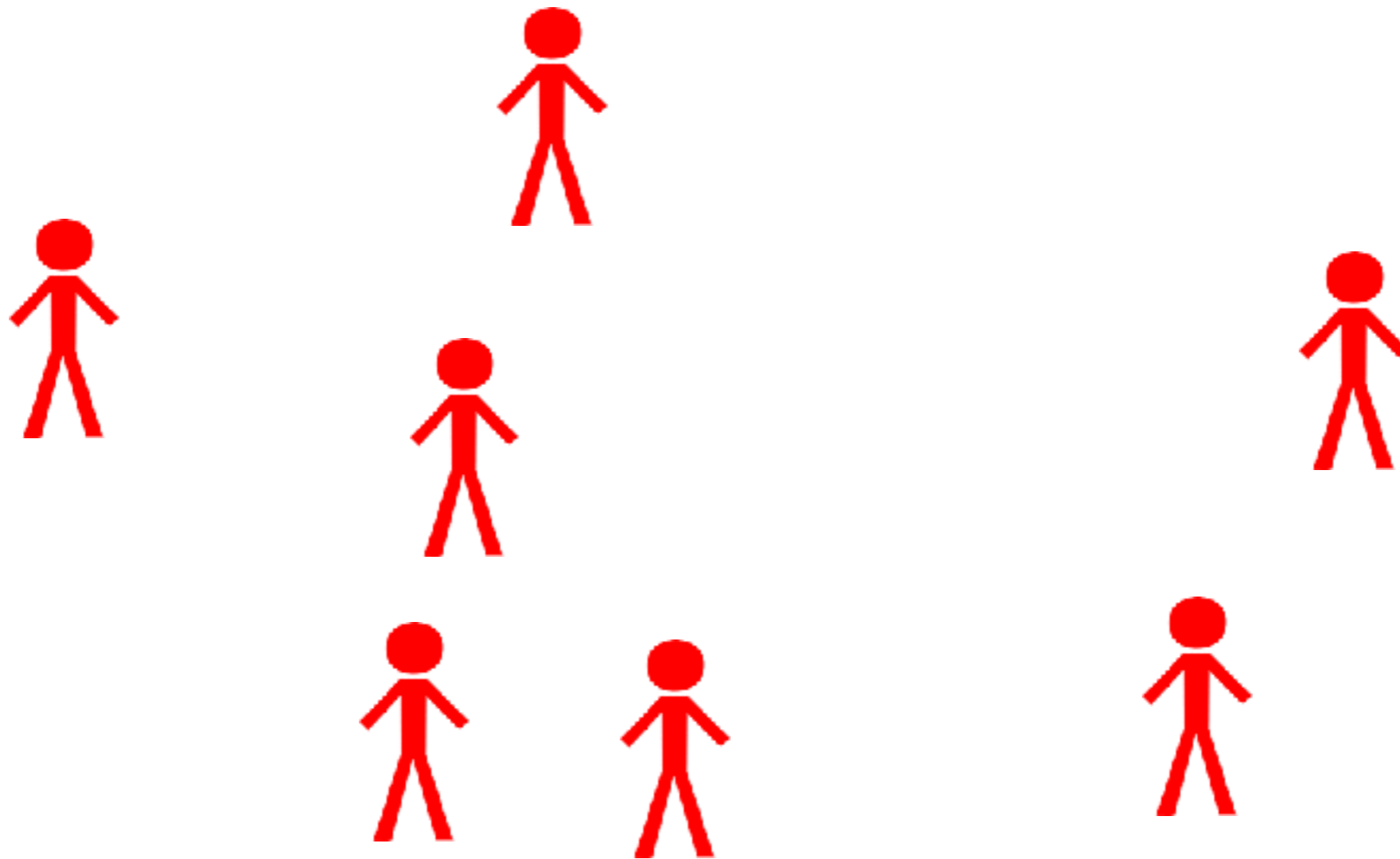
MOTIVATING EXAMPLE



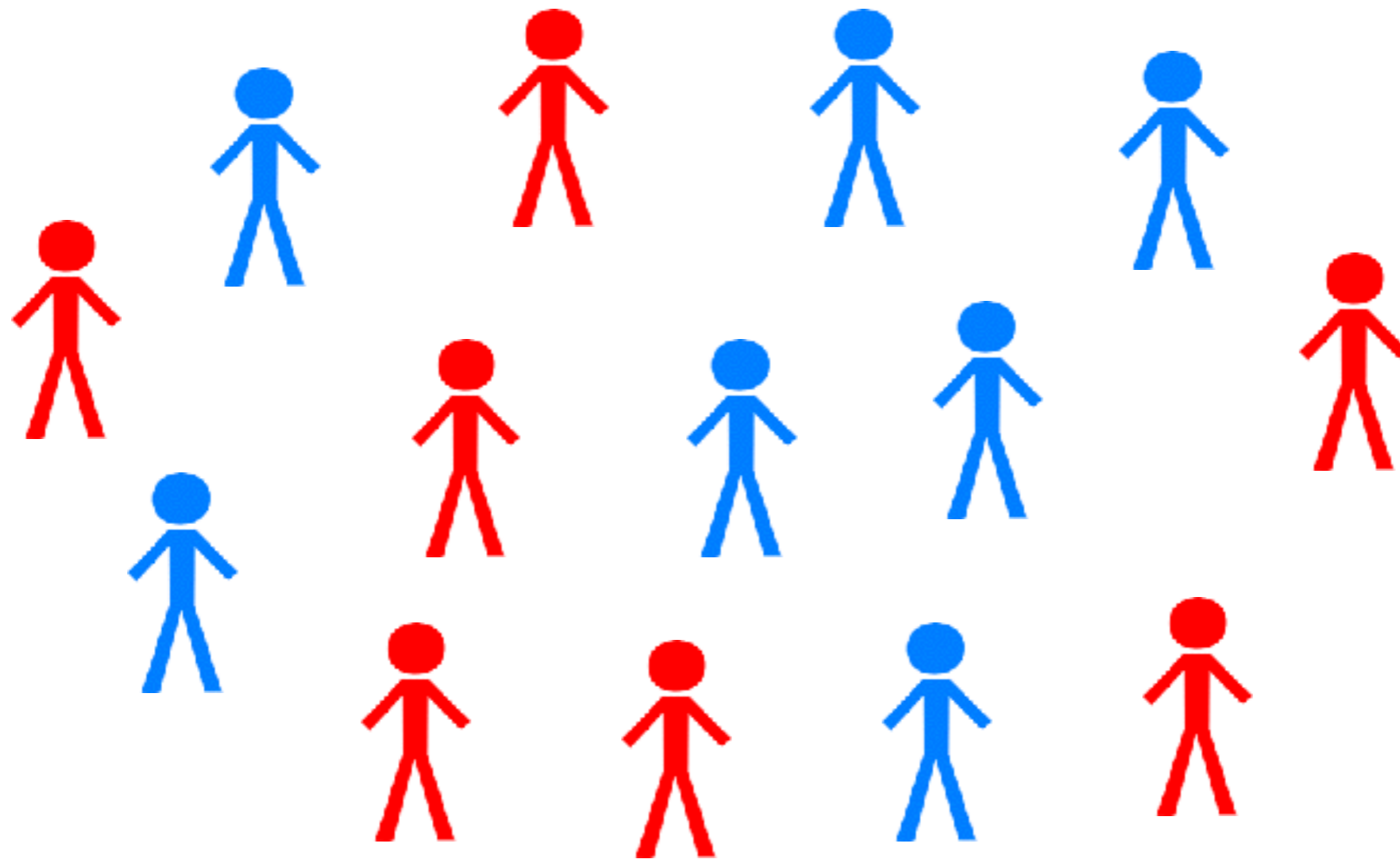
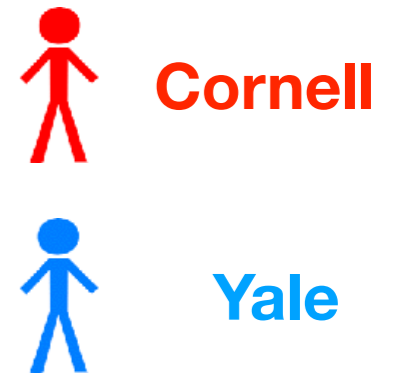
Cornell



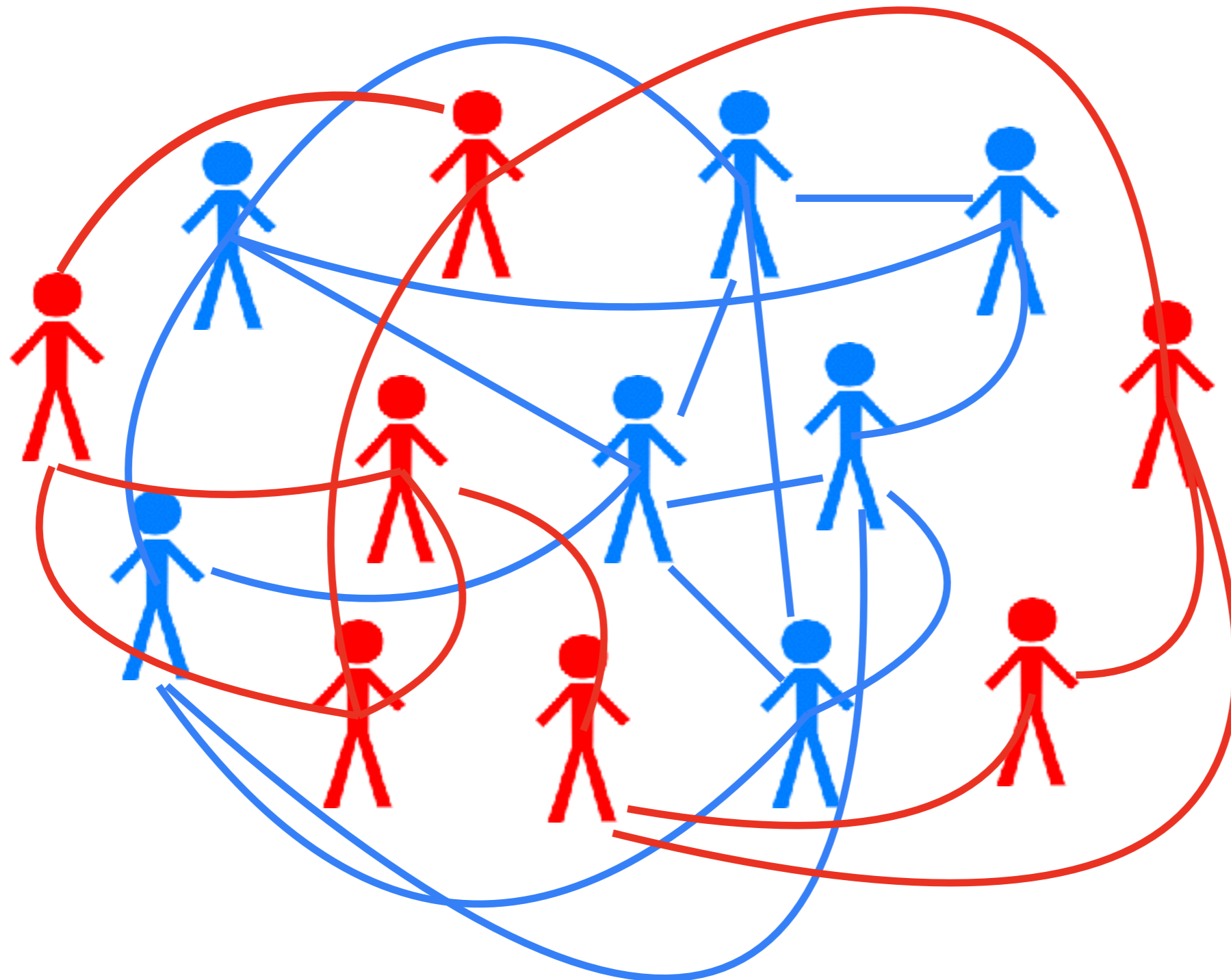
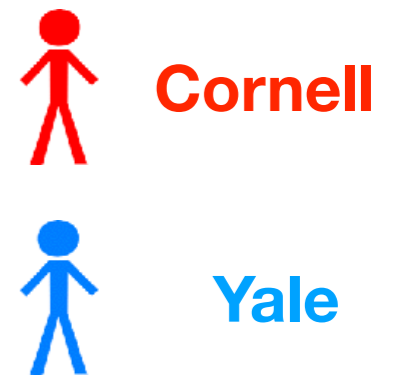
Yale



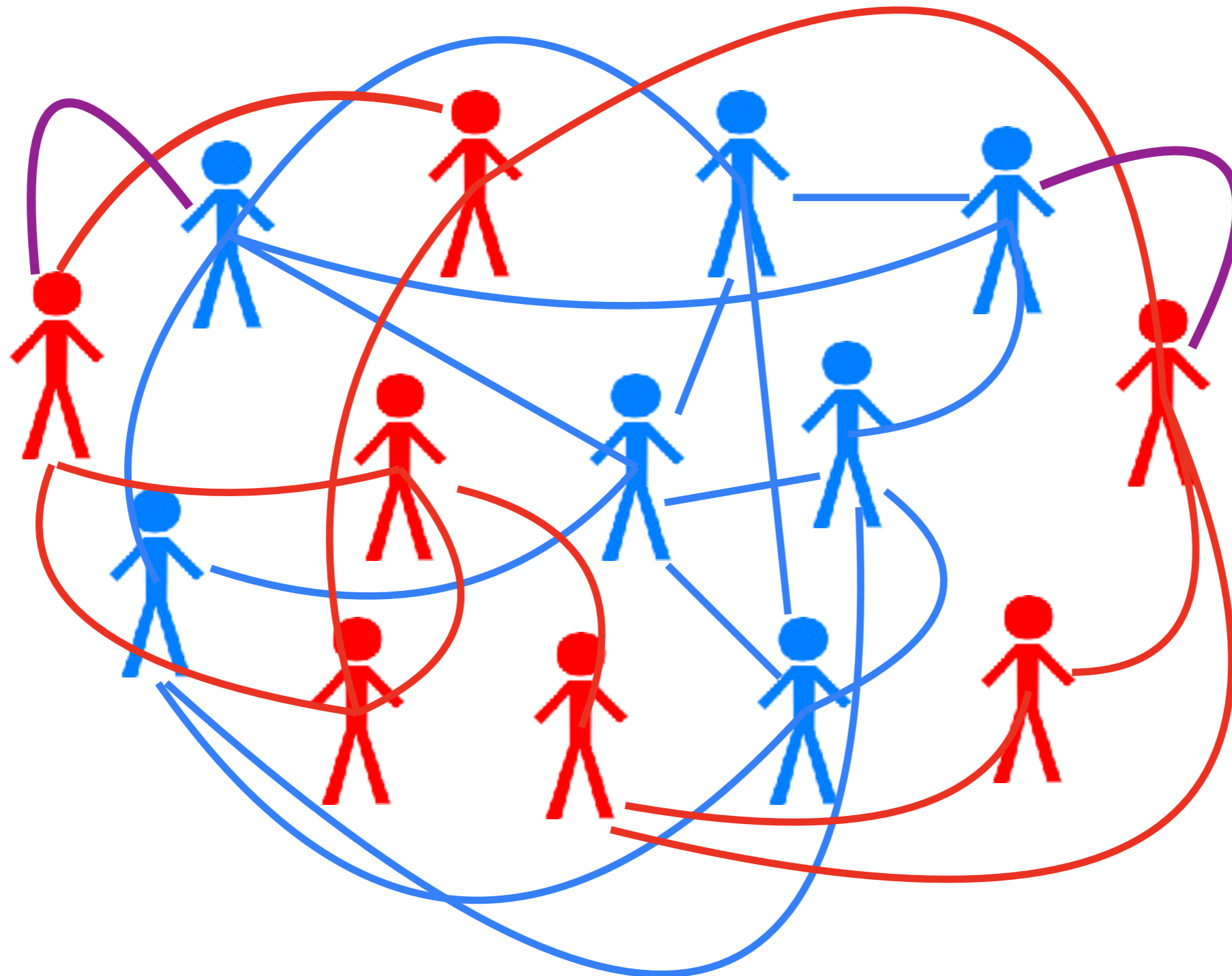
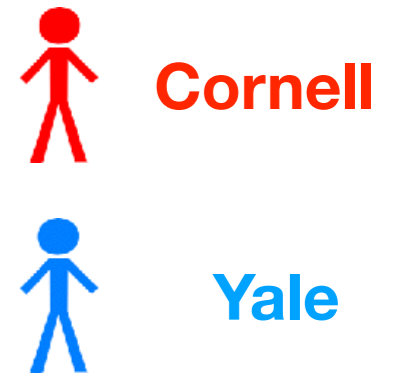
MOTIVATING EXAMPLE



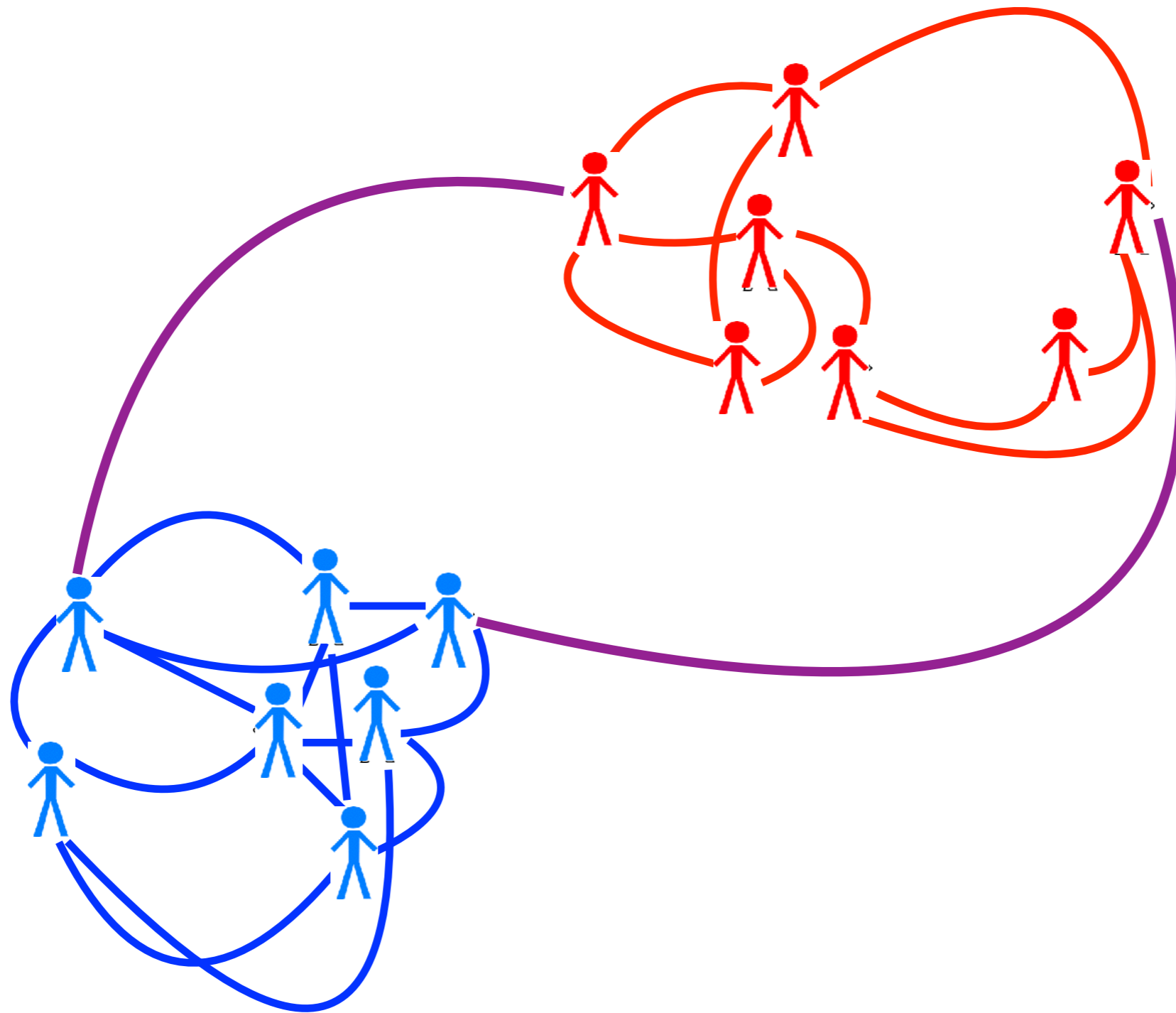
MOTIVATING EXAMPLE



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GRAPH EMBEDDING

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- GOAL: Place vertices (users) of the graph in appropriate locations (in a K dimensional space)

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- Distances between vertices (users) should be representative of some desired properties of the graph
 - Eg. Cornell folks are together, all Yale folks are together

KEY PRINCIPLE

How do we do this?

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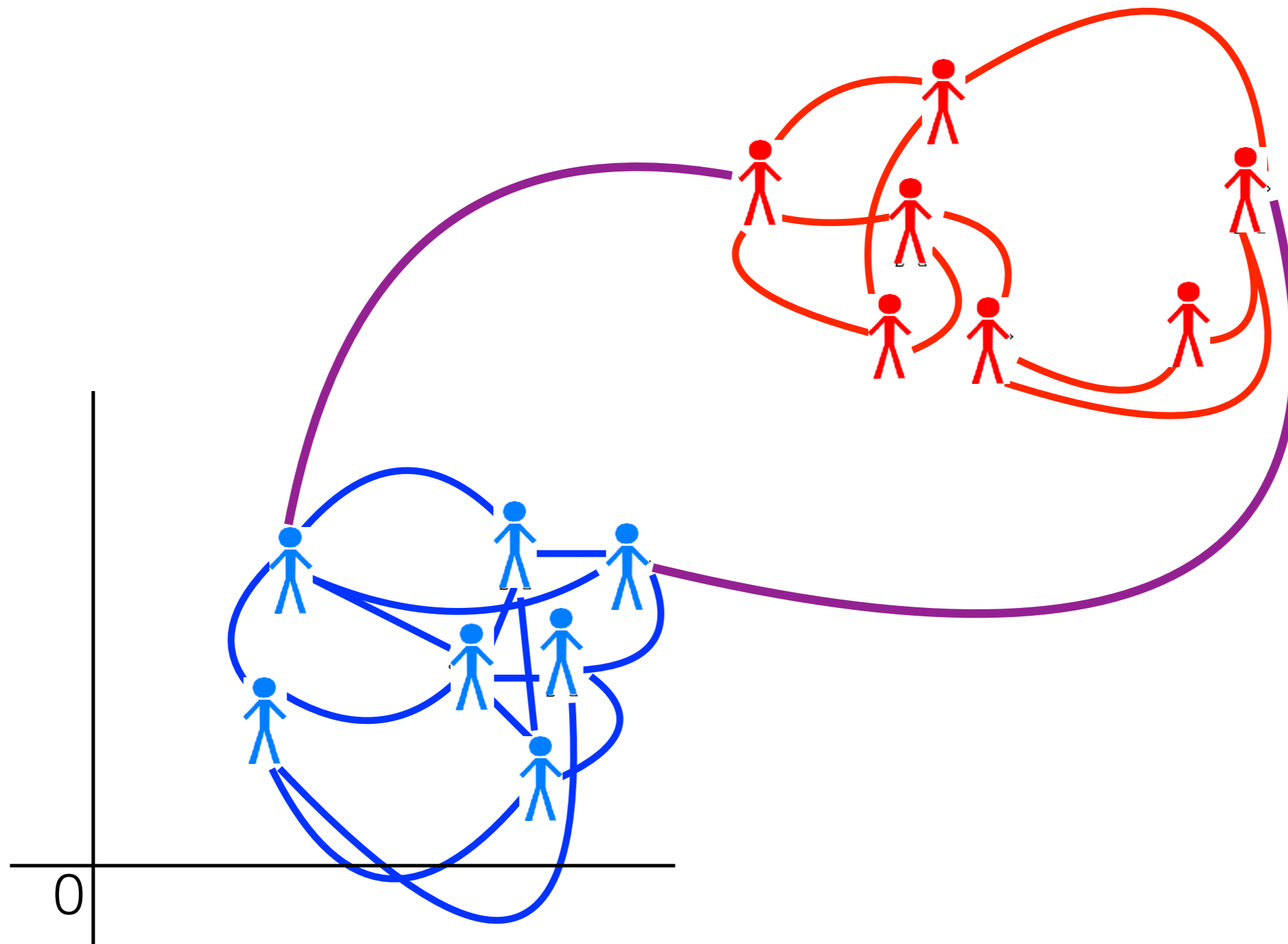
- If I gave you a proposed location how would you evaluate it for instance?
- What are the desirable properties?

THOUGHT EXPERIMENT

- For each user i we specify embedding (location) y_i
- How do we find good locations y_1, \dots, y_n ?
- What are good properties?

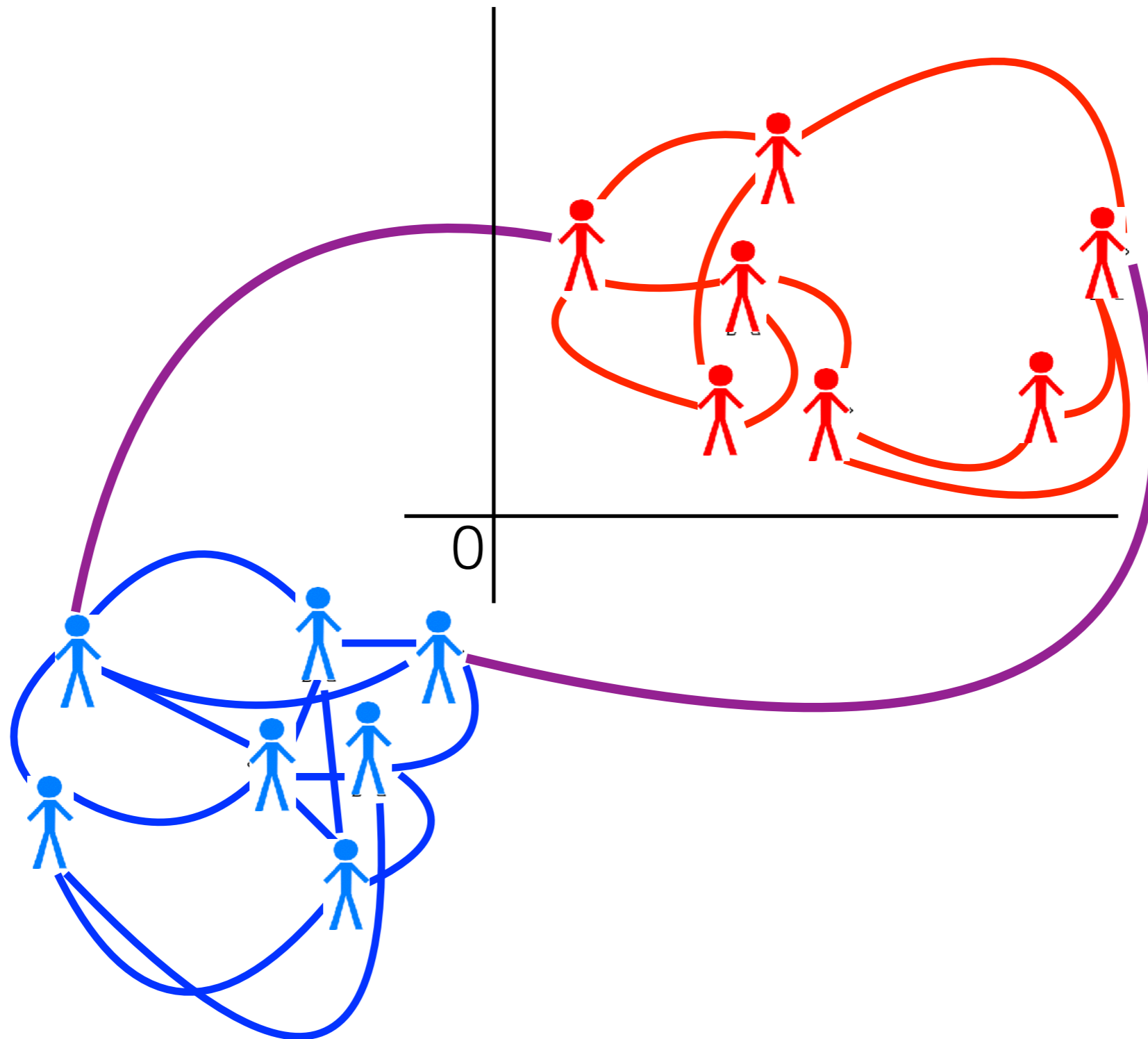
MOTIVATING EXAMPLE

Centering locations



MOTIVATING EXAMPLE

Centering locations



KEY PRINCIPLE

- **Points are centered at 0**

KEY PRINCIPLE

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Make total distance between friends small:

$$\text{Obj}(y_1, \dots, y_n) = \sum_{(i,j) \in E} \text{dist}^2(y_i, y_j)$$

KEY PRINCIPLE

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- **Keep your Friends close**
(sum of distances between linked nodes should be small)

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Make $\text{Var}(y_1, \dots, y_n)$ large.

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SPECTRAL EMBEDDING

- Lets start with one dimensional projection
- Single number y_i for each node i
- Lets review the three desired properties

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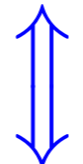
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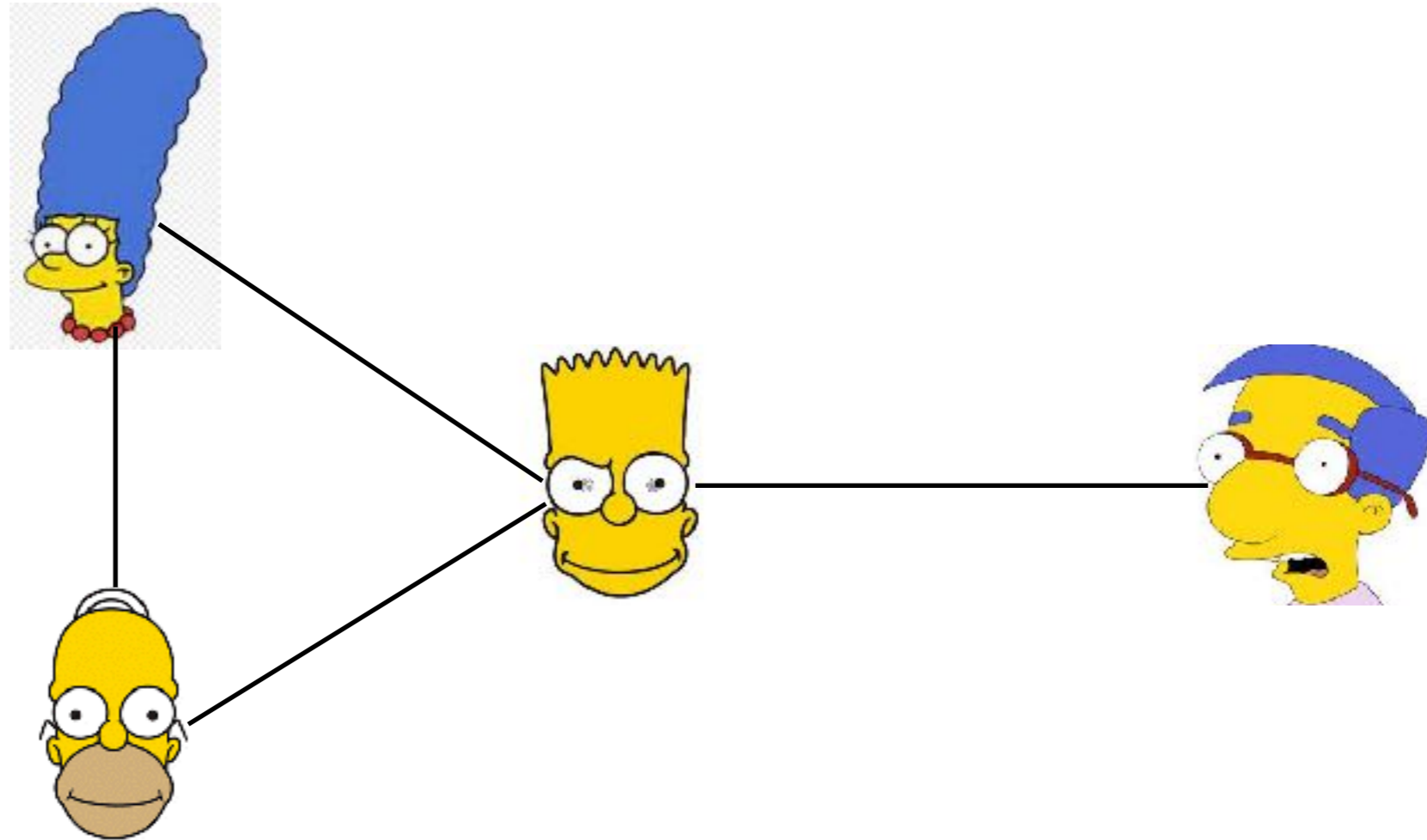
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$$y^\top \mathbf{1} = 0$$

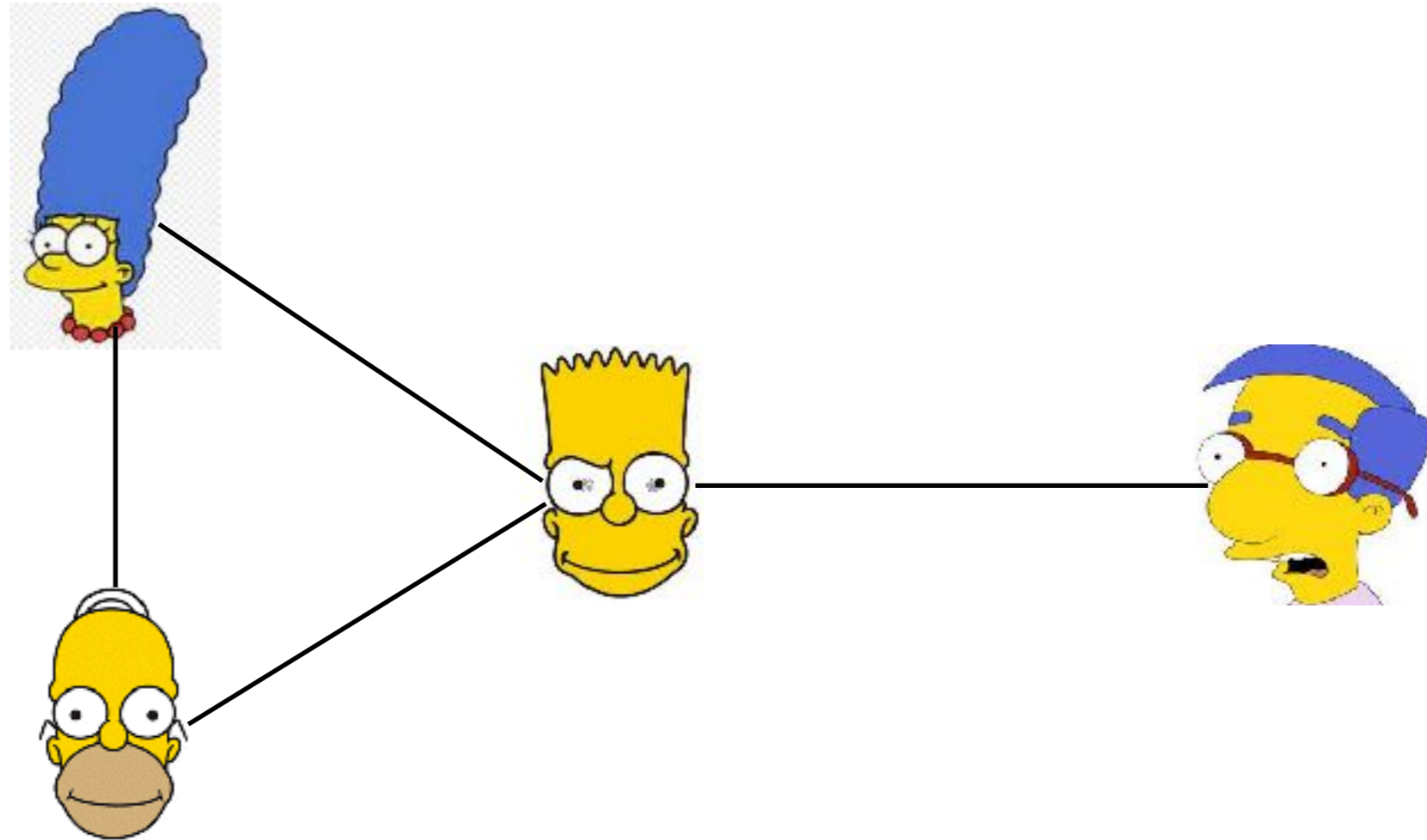
KEY PRINCIPLE

- Points are centered at 0 $y^T \mathbf{1} = 0$
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REPRESENTING THE GRAPH



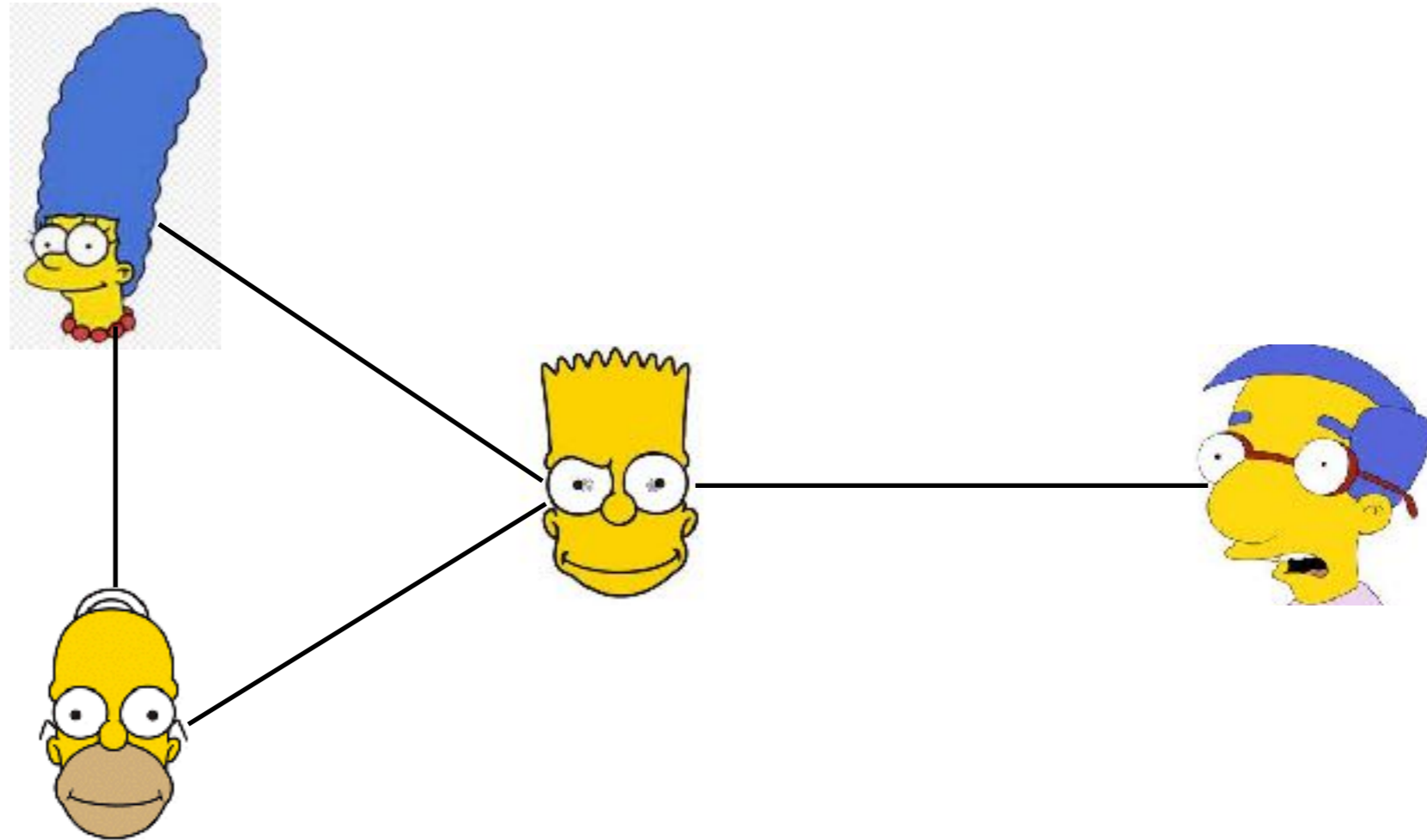
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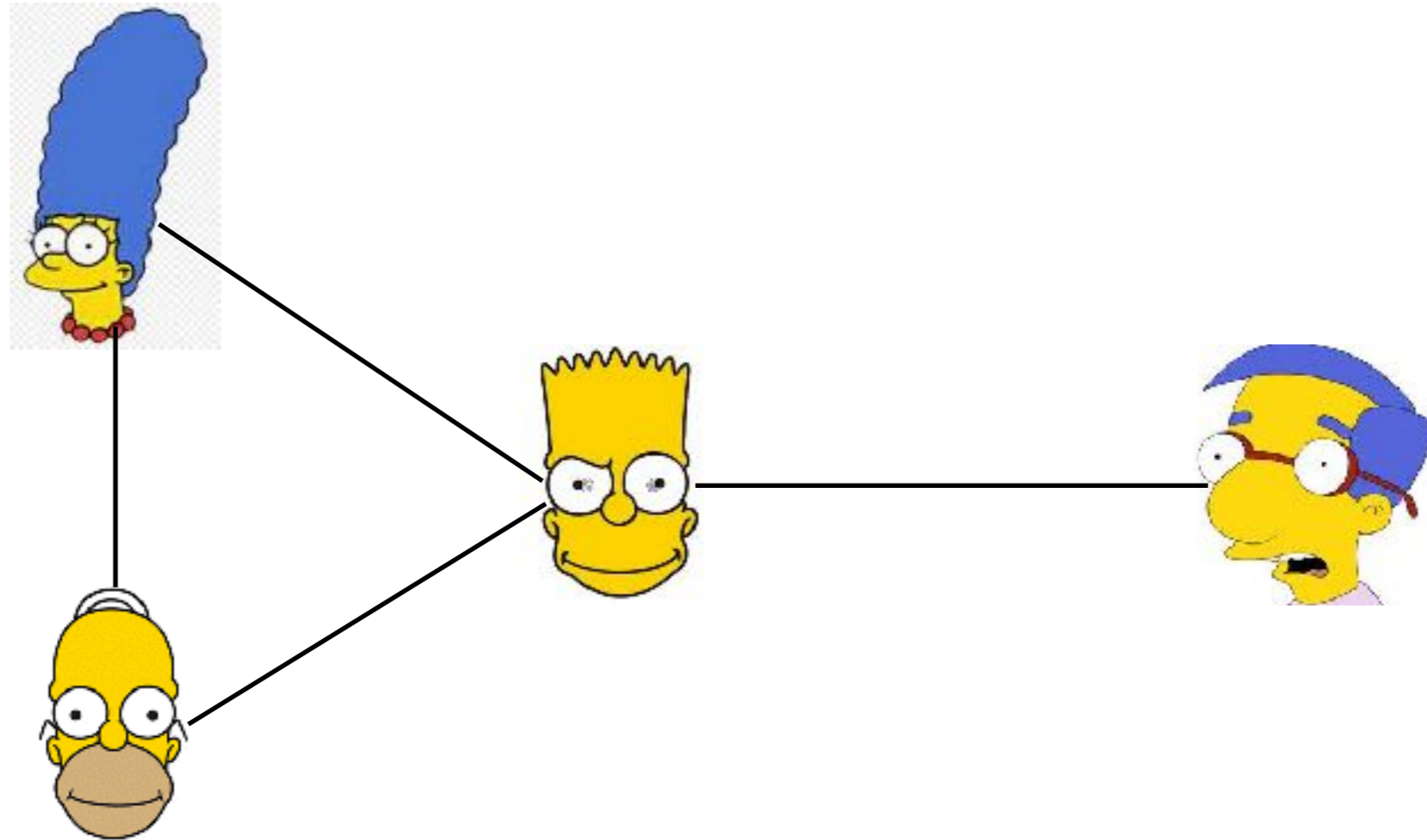
A =

				
	0	1	1	0
	1	0	1	0
	1	1	0	1
	0	0	1	0









REPRESENTING THE GRAPH



REPRESENTING THE GRAPH



D =

				
	2	0	0	0
	0	2	0	0
	0	0	3	0
	0	0	0	1

WHY THE LAPLACIAN?

$$\text{Obj}(y_1, \dots, y_n) = \sum_{(i,j) \in \text{Friends}} (y_i - y_j)^2$$

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THE LAPLACIAN MATRIX

$$L = D - A$$









The diagram illustrates the formula for the Laplacian matrix L . On the left is a blue square containing the letter L . This is followed by an equals sign. To the right of the equals sign is a light gray square containing the letter D , which is crossed out by a thick black diagonal line from the top-left to the bottom-right. This is followed by a minus sign. On the far right is another blue square containing the letter A .

THE LAPLACIAN MATRIX

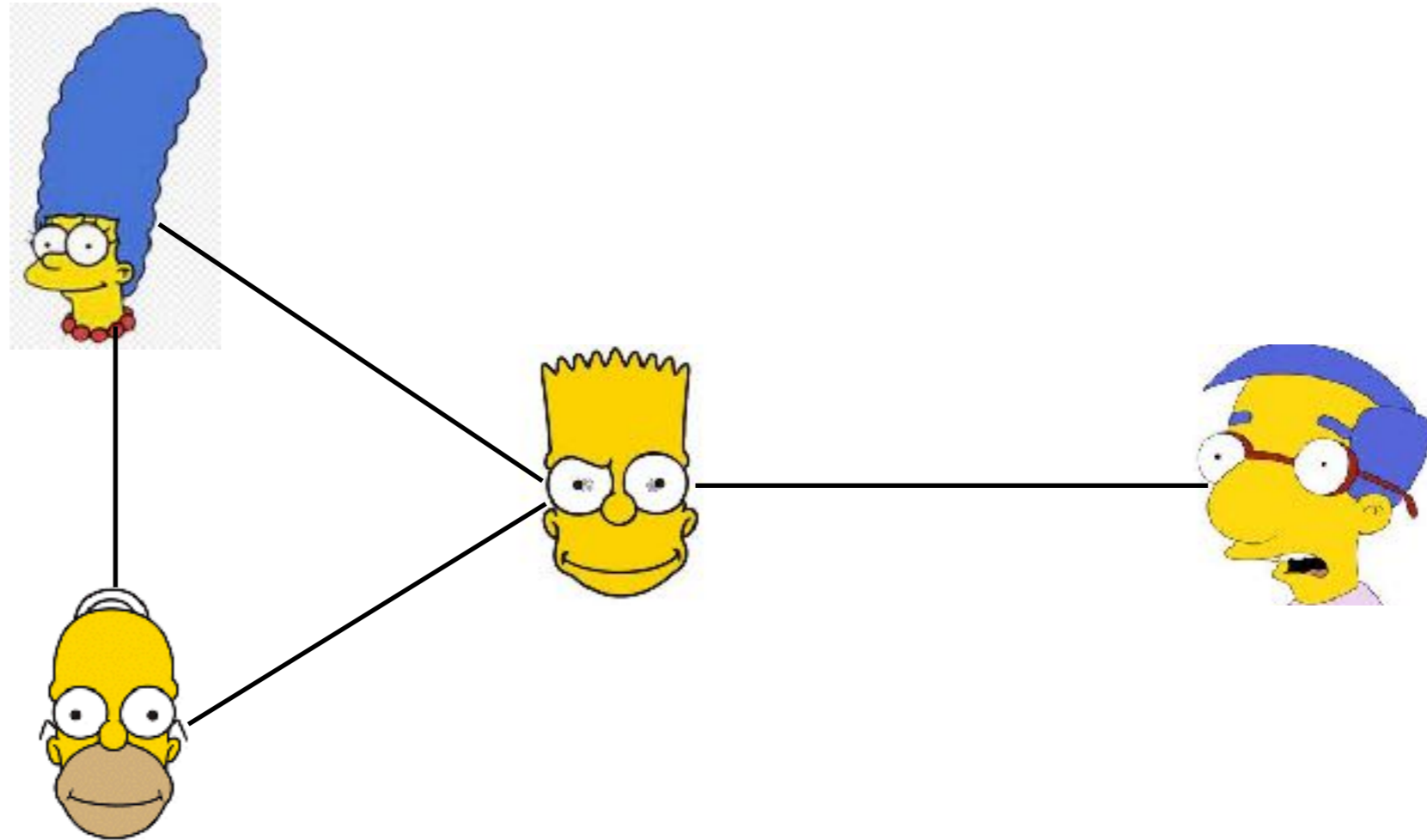
$$L = D - A$$

				
	2	0	0	0
	0	2	0	0
	0	0	3	0
	0	0	0	1

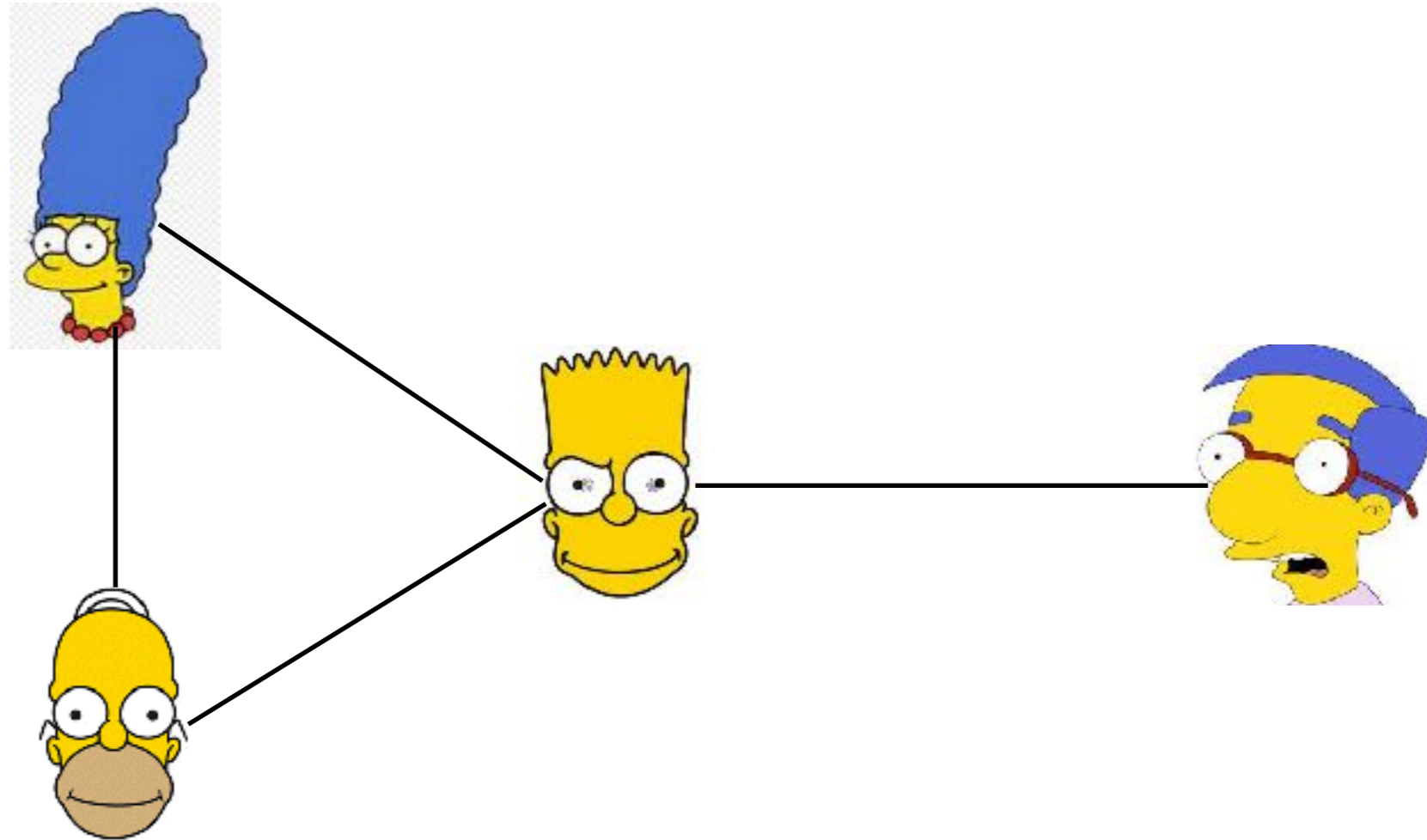
—

				
	0	1	1	0
	1	0	1	0
	1	1	0	1
	0	0	1	0









REPRESENTING THE GRAPH



REPRESENTING THE GRAPH



L =

				
	2	-1	-1	0
	-1	2	-1	0
	-1	-1	3	-1
	0	0	-1	1

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- Points are centered at 0 $y^T \mathbf{1} = 0$
- **Keep your Friends close**
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KEY PRINCIPLE

- Points are centered at 0 $y^\top \mathbf{1} = 0$
- **Keep your Friends close** minimize $y^\top Ly$
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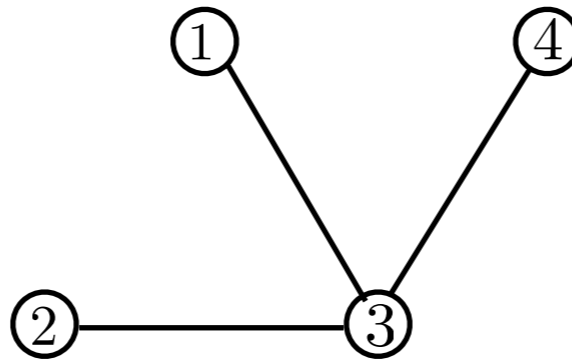
$$\text{Minimize } y^\top Ly \quad \text{s.t. } \|y\|_2^2 = 1 \quad y \perp \mathbf{1}$$

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EXAMPLES



- Fact: For a connected graph, exactly one, the smallest of eigenvalues is 0 , corresponding eigenvector is $(1, 1, \dots, 1)^\top / \sqrt{n}$

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$y =$ Second smallest eigenvector of L

SPECTRAL EMBEDDING

- For $K > 1$ dimensional embedding

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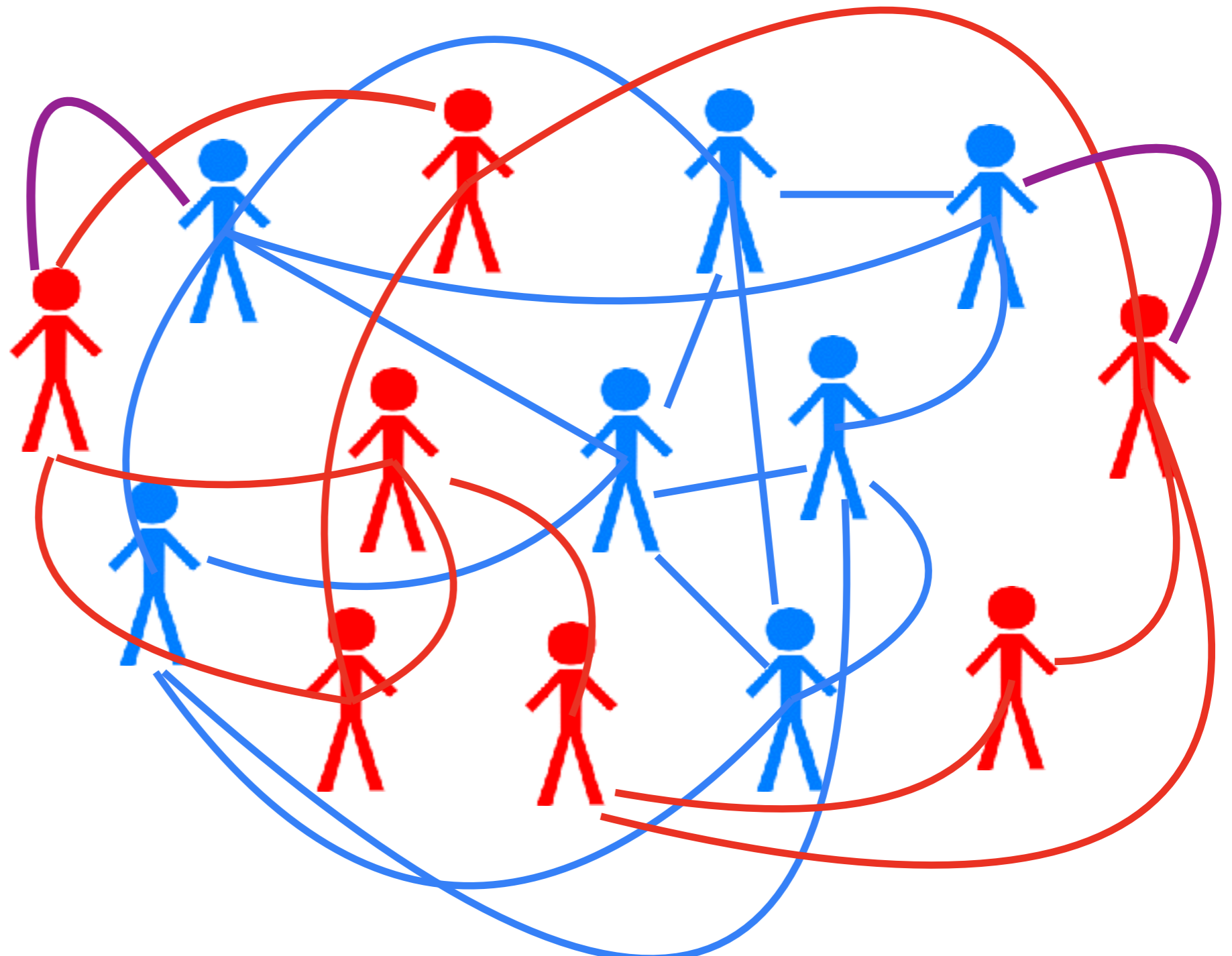
SPECTRAL EMBEDDING

- For $K > 1$ dimensional embedding
- First dimension is the second smallest eigenvector
- Second dimension is the third smallest eigenvector and so on ...
- (Unnormalized) Spectral clustering: compute $2 : K + 1$ smallest eigen vectors
- Set Y_i to be the i 'th row

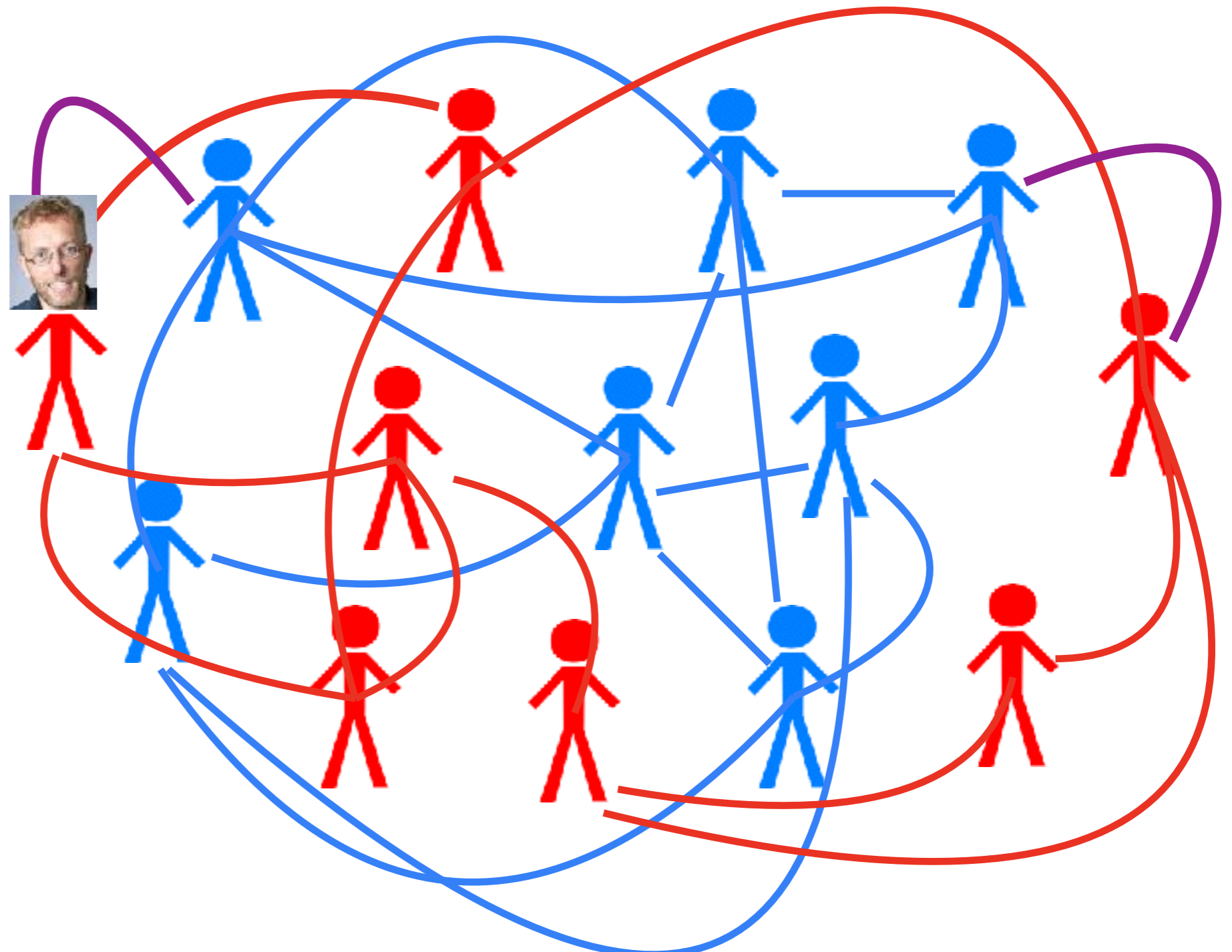
SPECTRAL CLUSTERING ALGORITHM (UNNORMALIZED)

- 1 Given matrix A calculate diagonal matrix D s.t. $D_{i,i} = \sum_{j=1}^n A_{i,j}$
- 2 Calculate the Laplacian matrix $L = D - A$
- 3 Find eigen vectors $\mathbf{v}_1, \dots, \mathbf{v}_n$ of L (ascending order of eigenvalues)
- 4 Pick the K eigenvectors with smallest eigenvalues to get $\mathbf{y}_1, \dots, \mathbf{y}_n \in \mathbb{R}^K$
- 5 Use K-means clustering algorithm on $\mathbf{y}_1, \dots, \mathbf{y}_n$

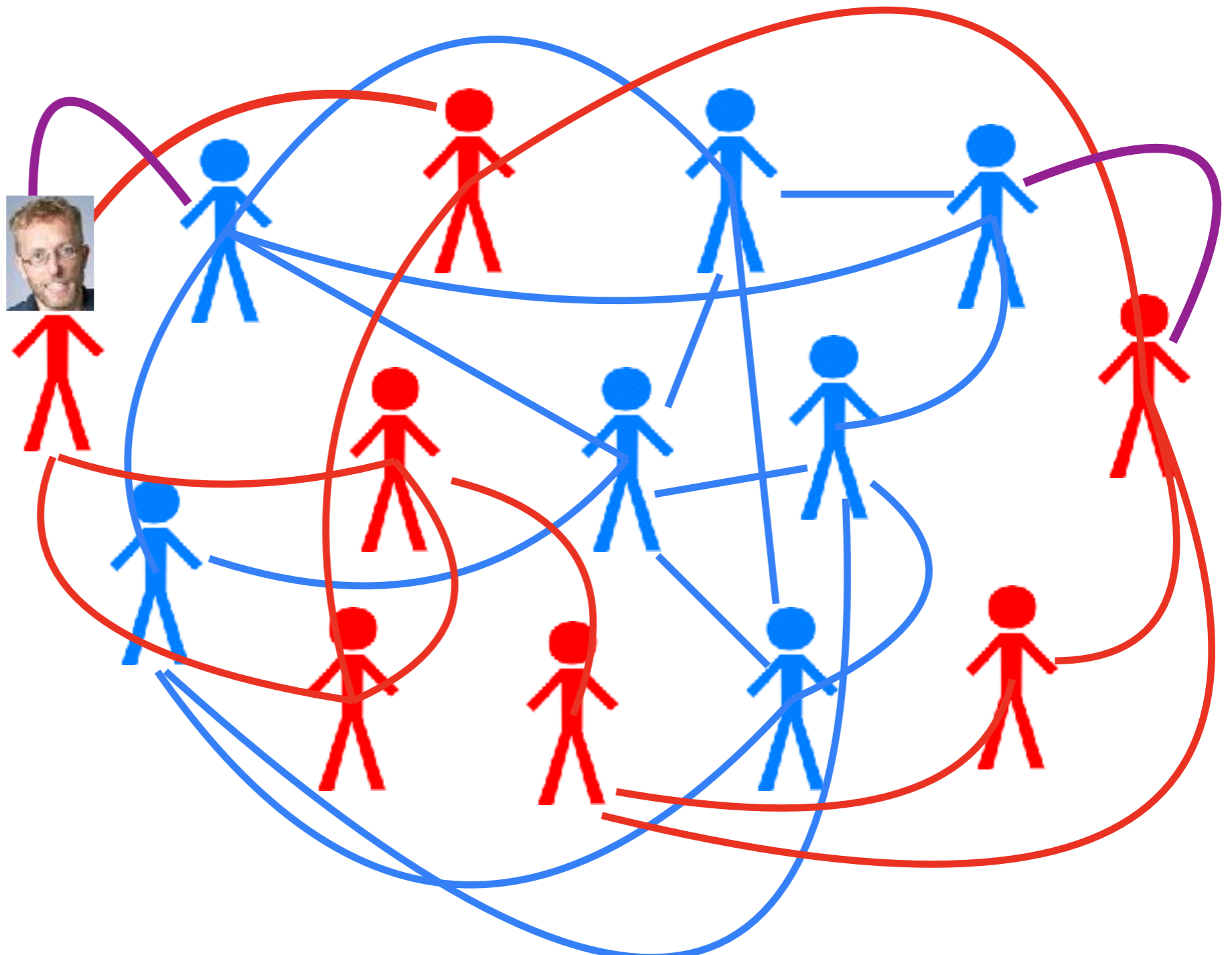
TROUBLE MAKERS



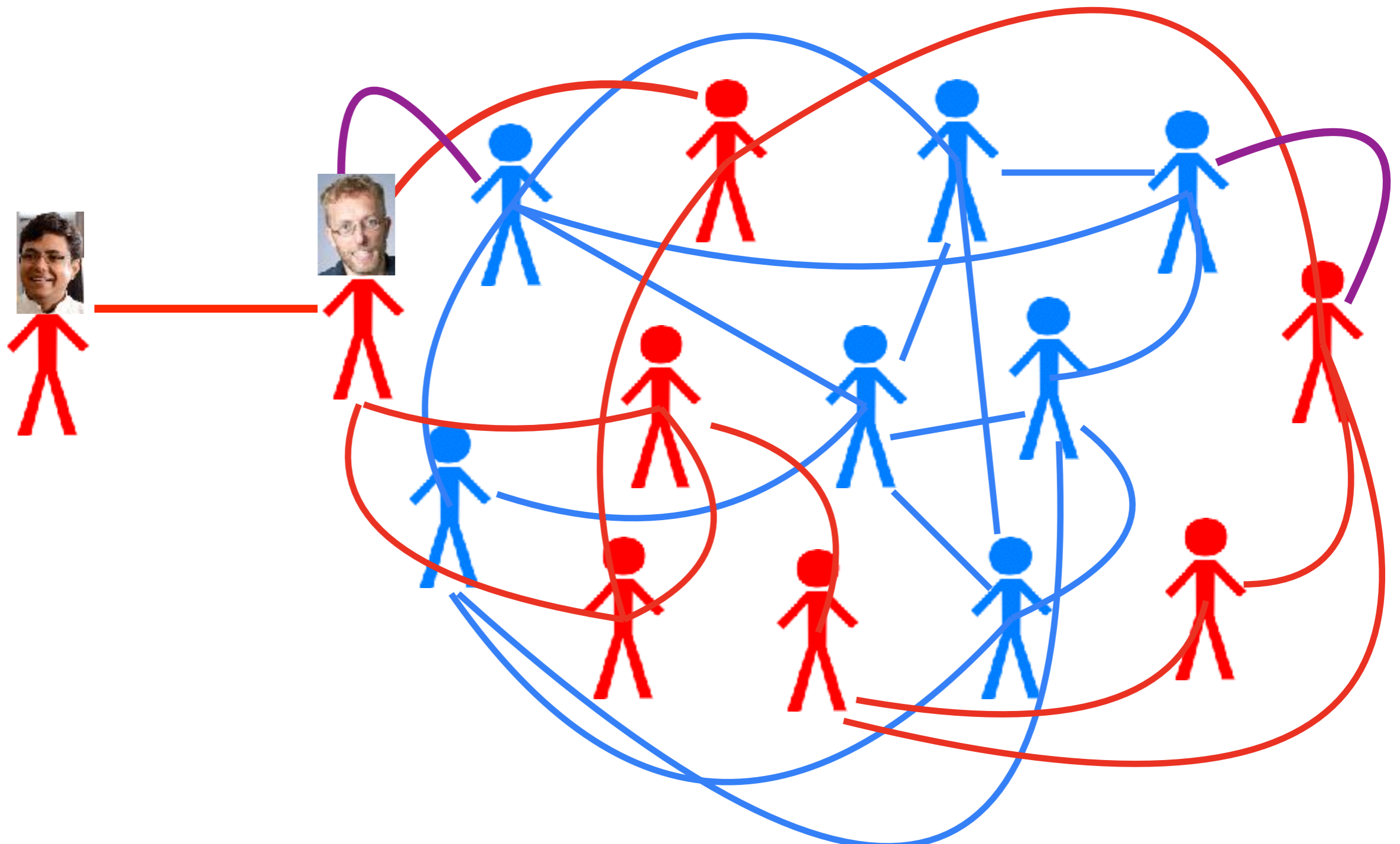
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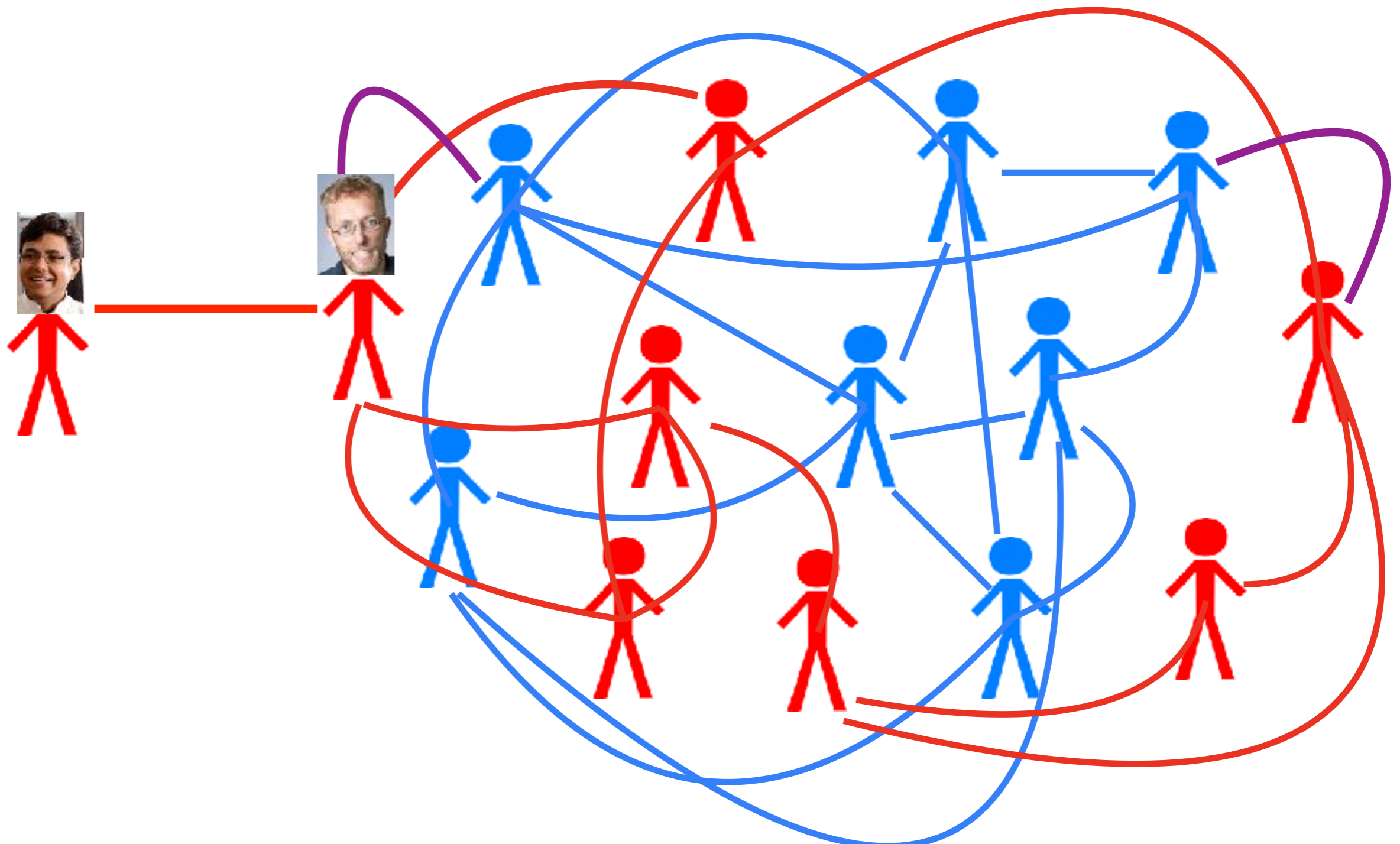
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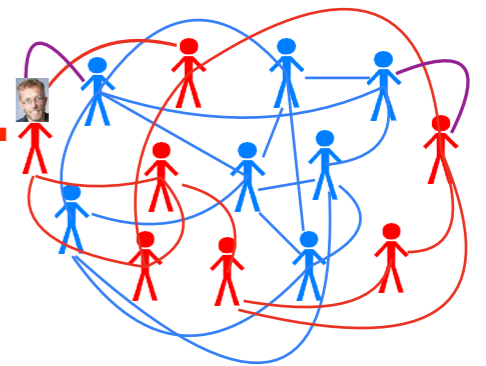
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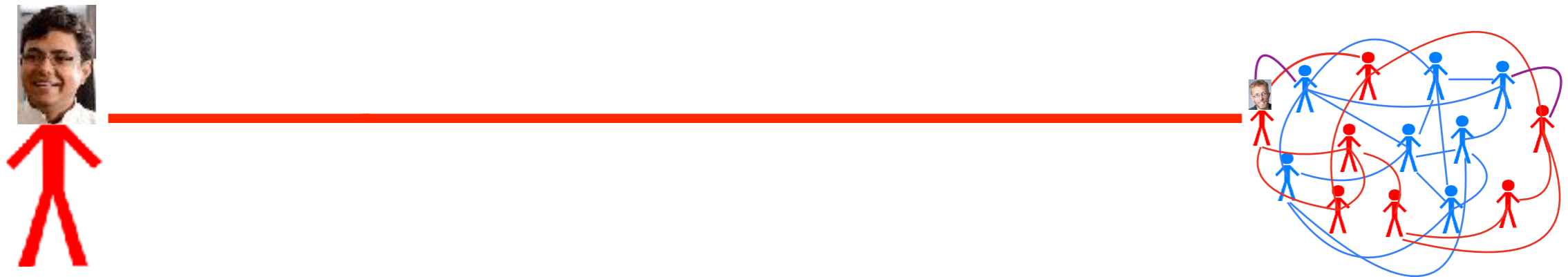
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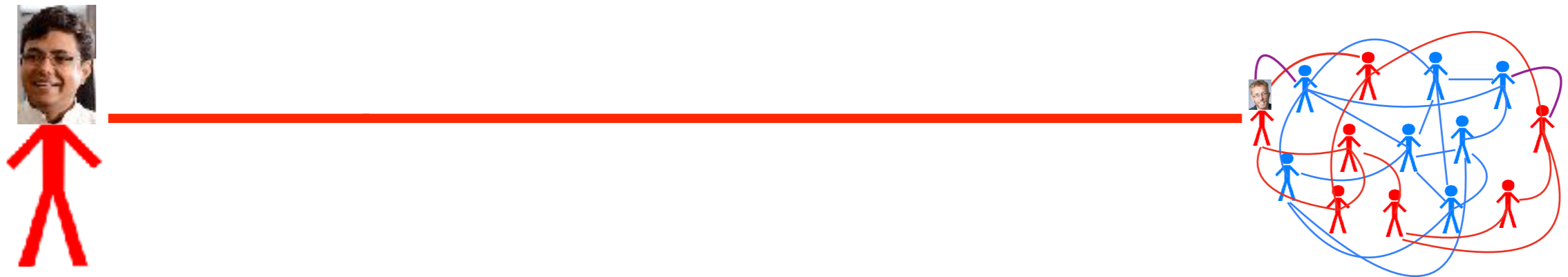


TROUBLE MAKERS



- Variance is high

TROUBLE MAKERS



- Variance is high
- Almost all connected nodes have same (small value)

Demo

NORMALIZED SPECTRAL EMBEDDING

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 - Higher degree nodes are more important!
 - Lets try distribution given by $p_i \propto D_{\{i,i\}}$