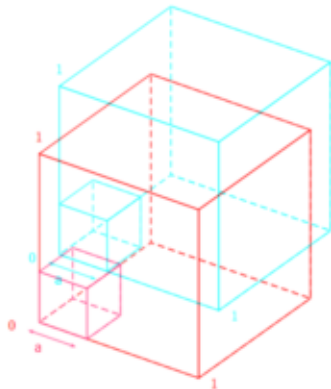


# Introduction to Machine Learning

## Curse of Dimensionality

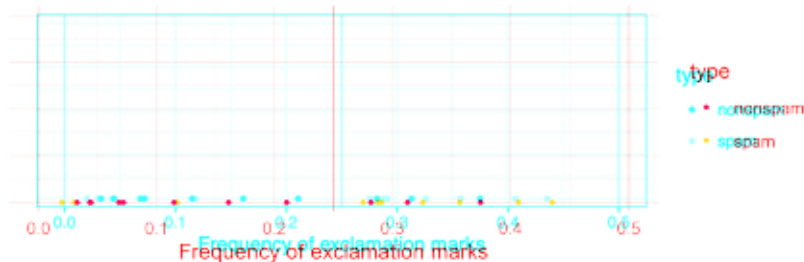
## Curse of Dimensionality



### Learning goals

- Understand that our intuition about geometry fails in high-dimensional spaces
- Understand the effects of the curse of dimensionality
- Understand the effects of the curse of dimensionality

## CURSE OF DIMENSIONALITY: EXAMPLE / 2

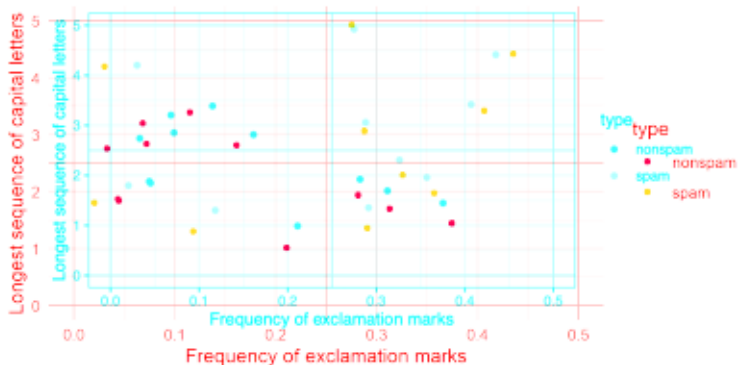


Based on the frequency of exclamation marks, we train a very simple classifier (a decision stump with split point  $x \equiv 0.25$ ):

- We divide the input space into 2 equally sized regions:
- In the second region  $[0.25; 0.5]$ , 7 out of 10 are spam.
- Given that at least 0.25% of all letters are exclamation marks, an email is spam with a probability of  $\frac{7}{10} \equiv 0.7$ .

## CURSE OF DIMENSIONALITY: EXAMPLE / 3

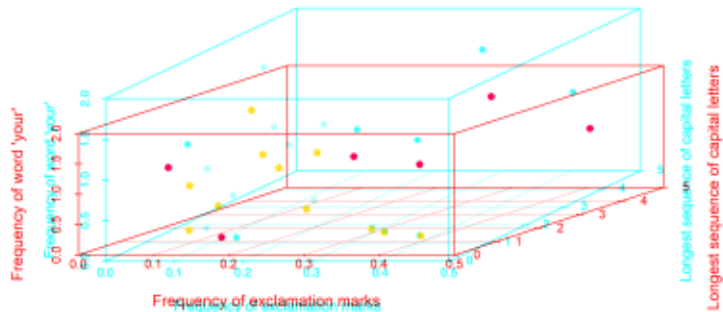
Let us feed more information into our classifier. We include a feature that contains the length of the longest sequence of capital letters.



- In the 1D case we had 20 observations across 2 regions.
- In the 1D case we had 20 observations across 2 regions.
- The same number is now spread across 4 regions.
- The same number is now spread across 4 regions.

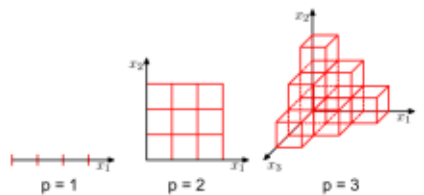
## CURSE OF DIMENSIONALITY: EXAMPLE / 4

Let us further increase the dimensionality to 3 by using the frequency of the word "your" in an email.



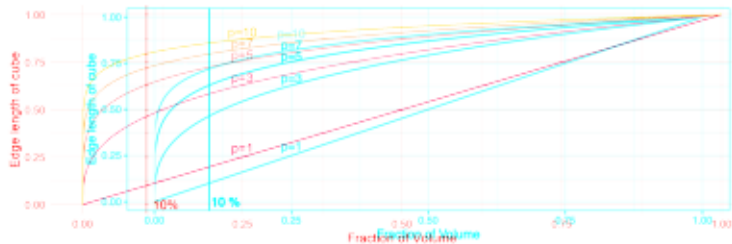
## CURSE OF DIMENSIONALITY: EXAMPLE / 5

- When adding a third dimension, the same number of observations is spread across 8 regions.
- In 4 dimensions the data points are spread across 16 cells, in 5 dimensions across 32 cells and so on ...
- As dimensionality increases, the data become **sparse**; some of the cells become empty.
- There might be too few data in each of the blocks to understand the distribution of the data and to model it.



Bishop, Pattern Recognition and Machine Learning, 2006

# THE HIGH-DIMENSIONAL CUBE / 2

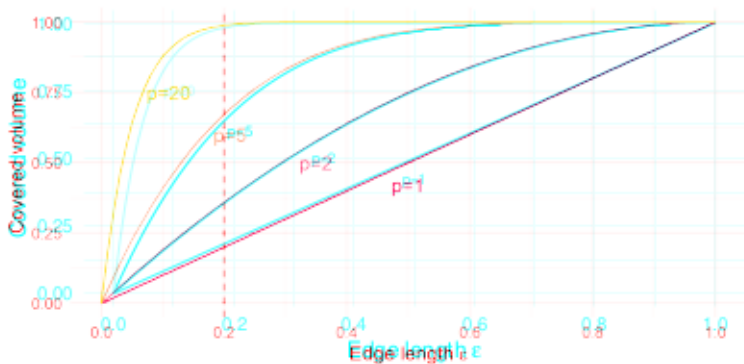


$$a^p = \frac{1}{10} \Leftrightarrow a = \frac{1}{\sqrt[p]{10}}$$

- So: covering 10% of total volume in a cell requires cells with almost 50% of the entire range in 3 dimensions, 80% in 10 dimensions.

## THE HIGH-DIMENSIONAL SPHERE / 2

Consider a 20-dimensional sphere. Nearly all of the volume lies in its outer shell of thickness 0.2:

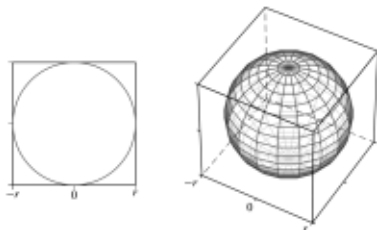


# HYPHERSPHERE WITHIN HYPERCUBE

Consider a  $p$ -dimensional hypersphere of radius  $r$  and volume  $S_p(r)$  inscribed in a  $p$ -dimensional hypercube with sides of length  $2r$  and volume  $C_p(r)$ . Then it holds that

$$\lim_{p \rightarrow \infty} \frac{S_p(r)}{C_p(r)} = \lim_{p \rightarrow \infty} \frac{\left(\frac{\pi^{\frac{p}{2}}}{\Gamma(\frac{p}{2}+1)}\right) r^p}{(2r)^p} = \lim_{p \rightarrow \infty} \frac{\pi^{\frac{p}{2}}}{2^p \Gamma(\frac{p}{2}+1)} = 0,$$

ie., as the dimensionality increases, most of the volume of the hypercube can be found in its corners.

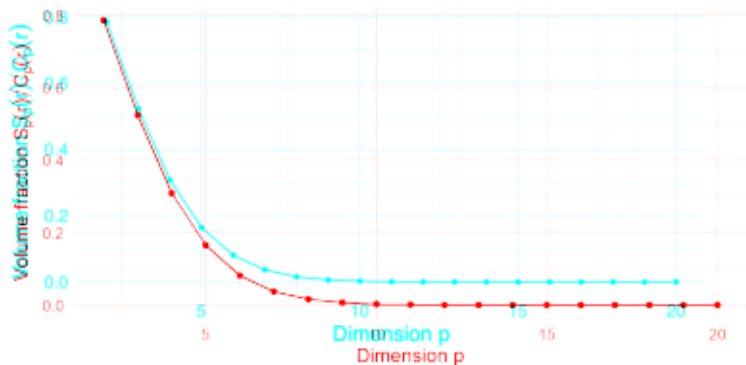


Mohammed J. Zaki, Wagner Meira, Jr., Data Mining and Analysis: Fundamental Concepts and Algorithms, 2014



## HYPHERSPHERE WITHIN HYPERCUBE / 2

Consider a 10-dimensional sphere inscribed in a 10-dimensional cube.  
Nearly all of the volume lies in the corners of the cube:



Note: For  $r > 0$ , the volume fraction  $\frac{S_p(r)^p}{C_p(r)}$  is independent of  $r$ .  
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# GAUSSIANS IN HIGH DIMENSIONS

A further manifestation of the **curse of dimensionality** appears if we consider a standard Gaussian  $N_p(\mathbf{0}, I_p)$  in  $p$  dimensions.

- After transforming from Cartesian to polar coordinates and integrating out the directional variables, we obtain an expression for the density  $p(r)$  as a function of the radius  $r$  (i.e., the point's distance from the origin), s.t.

$$p(r) = \frac{S_p r^{p-1} \exp\left(-\frac{r^2}{2\sigma^2}\right)}{(2\pi\sigma^2)^{p/2}}$$

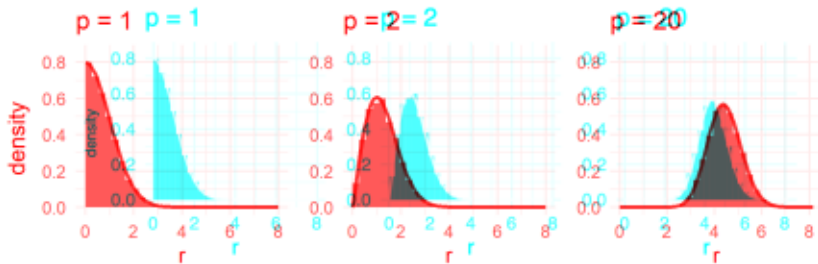
where  $S_p$  is the surface area of the  $p$ -dimensional unit hypersphere.

- Thus  $p(r)\delta r$  is the approximate probability mass inside a thin shell of thickness  $\delta r$  located at radius  $r$ .



## GAUSSIANS IN HIGH DIMENSIONS / 2

- To verify this functional relationship empirically, we draw  $10^4$  points from the  $p$ -dimensional standard normal distribution and plot  $p(r)$  over the histogram of the points' distances to the origin:



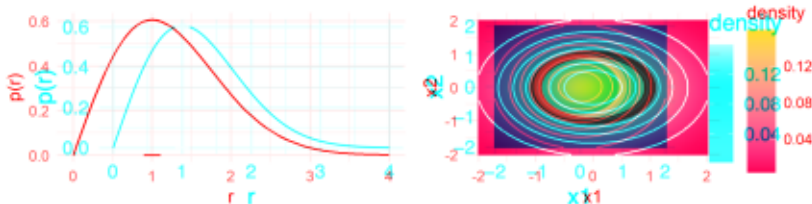
- We can see that for large  $p$  the probability mass of the Gaussian is concentrated in a fairly thin "shell" rather far away from the origin. This may seem counterintuitive, but:

## GAUSSIANS IN HIGH DIMENSIONS / 3

- For the probability mass of a hyperspherical shell it follows that

$$\int_{r-\frac{\delta r}{2}}^{r+\frac{\delta r}{2}} p(\vec{r}) d\vec{r} = \int_{r-\frac{\delta r}{2} \leq \|\mathbf{x}\|_2 \leq r+\frac{\delta r}{2}} f_p(\vec{\mathbf{x}}) d\vec{\mathbf{x}},$$

where  $f_p(\mathbf{x})$  is the density of the  $p$ -dimensional standard normal distribution and  $p(r)$  the associated radial density.



Example: 2D normal distribution

- While  $f_p$  becomes smaller with increasing  $r$ , the region of the integral -the hyperspherical shell- becomes bigger.

## INTERMEDIATE REMARKS

However, we can find effective techniques applicable to high-dimensional spaces if we exploit these properties of real data:

- Often the data is restricted to a manifold of a lower dimension. (Or at least the directions in the feature space over which significant changes in the target variables occur may be confined.)
- At least locally small changes in the input variables usually will result in small changes in the target variables.

