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L14 -- Random Projection
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Two techniques:
  - random projections to subspace (data independent)
  - basis selection
P in R^d and |P| = n
goal: mu : P \rightarrow R^k (k << d)
 s.t. max_{p,q in P}
(1-eps) ||p-q|| <= ||mu(p) - mu(q)|| <= (1+eps) ||p-q||
Idea: randomly project the data to a subspace.
How to get a random vector?
                                ???
  1. compute random Gaussian variable x_i in R^d
  2. normalize to u_i = x_i/||x_i||
Then \sim mu(y_i) = \langle p, u_i \rangle
Lets focus on simpler problem for now:
for one p in P (s.t. ||p|| = 1)
  (1-eps/2) ||p||^2 <= ||mu(p)||^2 <= (1+eps/2)||p||^2
  sqrt{(1-eps/2)} > (1-eps) and sqrt{(1+eps/2)} < (1-eps)
   pretend just eps/2 = eps \dots
  ||p||^2 = sum_{i=1}^d ||p_i||^2
  But, it has the same problem as homework.
  E[||_mu(p)||_2] == ???
                      ||p||^2/d <--- too small</pre>
  let mu(p) = \sim mu(p) * d
    now E[||mu(p)||^2] = ||p||^2
Worst case ||mu(p)||^2 - ||p||^2 <= (d-1) ||p||^2 = Delta_i
                                      Var[||mu(p)||^2] = 1
 Can use Chernoff Bound
   - expected value = 0
   - bounded variance [or bounded worst case]
Choose k random directions \{u_1, u_2, \ldots, u_k\} < -- basis
  mu(p)_i = \langle p, u_i \rangle * sqrt\{d/k\}
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mu(p) in R^k
 ||mu(p)||^2 = sum_{i=1}^k ||mu(p)_i||^2
 E[||mu(p)||^2 - ||p||^2] = 0
 E[||mu(p)_i||^2 - ||p||^2/k] = 0
 Var[||mu(p)||^2] <= ||p||
 Var[||mu(p)_i||^2] = ||p||/k
 Var_i = Var[||mu_i(p)||^2/||p||^2] = 1/k
\Pr[| ||mu(p)||^2 - ||p||^2 | > eps ||p||^2] =
Pr[| ||mu(p)||^2/||p||^2 - 1 | > eps] <</pre>
      2 \exp(- eps^2 / 4 sum_{i=1}^k Var_i^2) =
      2 exp(- eps^2 / 4 k (1/k^2) )
      < delta'
   k eps^2 /4 = ln(2/delta')
   k = (4/eps^2) ln(2/delta'))
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OK, so with k = c/eps^2 \log(1/delta'), one norm is preserved.
now think of each ||p - q|| for p,q in P a norm that needs preserving
   with ||mu(p) - mu(q)|| = ||mu(p-q)||
   since mu is linear, then mu(p) - mu(q) = mu(p-q)
   {n choose 2} < n^2 such norms
   set delta' = delta/n^2
then chance that each norm has error is at most delta/n^2
  then chance any has norm error is sum_{i=1}^n^2 delta/n^2 = delta
    <<<<< Union Bound >>>>>>
So k = c/eps^2 \log(n^2/delta)
     = 0((1/eps^2) log (n/delta))
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Problems:
 - not as good as SVD (optimal in some sense)
 - does not preserve dimension-structure
 - ignores data distribution
Advantages:
 + very easy to implement
 + ignores data distribution (oblivious)
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+ can be implemented very fast (only need random \{-1,0,+1\} matrix)
 + if sparse -> no longer sparse (strangely, this prevents from being faster)
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Column sampling
 - returns set or t = (1/eps^2) k \log k dimensions that is close to best k
from SVD.
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simple
  compute w(j) = ||p_j||^2 of each column.
  Select column proportional to w(j)
      assume that columns picked are j on J and |J| = t
  set mu(p)_i = p_j * 1/w(j) * (d/t)
  \rightarrow mu(P) = Q_t
P = U S V^{T} = [U_k U_k^{\#}] [S_k 0; 0 S_k^{\#}] [V_k ; V_k^{\#}]
           = U_k S_k V_k^T + U_k^\# S_k^\# (V_k^\#)^T
P_k = U_k S_k V_k^T
  -> gives weak approximation, but very easy.
  -> can do both rows and columns to get both subspace and "coreset"
  ||P - mu(P)||_2^2 = sum_{p in P} ||p - mu(p)||_2^2
  ||P - mu_k(P)||_2^2 = sum_{p in P} ||p - mu_k(p)||_2^2
   where mu_k is the best linear rank-k projection (from SVD)
  IIP - Q_tII_2^2 <= IIP - P_kII_2^2 + eps IIPII_F^2</pre>
and
  IIP - Q_tII_F^2 <= IIP - P_kII_F^2 + eps IIPII_F^2</pre>
  Frobenious norm: ||P||_F^2 = sum_{i=1}^n ||p_i||_2^2
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Better result:
  1. Construct V_k^T <--- subspace of the best rank-k approximation
                            defines mu_k( )
  2. Let w'(j) = ||(V_k^T)_j||^2 = sum_{p in P} (<mu_k(p), x_i>)^2
     Select t = (1/eps^2) k \log k columns: J
  3.
      mu'(p)_i = p_j * 1/w'(j) * (d/t)
     mu'(P) = Q'_t
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