

Q 1) (PCA) $f(z, w) = \frac{1}{2} \sum_{i=1}^n \sum_{j=1}^d (w_i^T z_j - \pi_{ij})^2$
 (Robust PCA)

$$f(z, w) = \sum_{i=1}^n \sum_{j=1}^d |w_i^T z_j - \pi_{ij}|$$

Use the approximation to use gradient descent for robust PCA

$$\forall n: |n| \approx \sqrt{n^2 + \epsilon} \quad (\text{smooth})$$

$$\text{if } \pi_{ij} = w_i^T z_j - \pi_{ij}$$

$$\Rightarrow f(z, w) = \sum_{i=1}^n \sum_{j=1}^d \sqrt{\pi_{ij}^2 + \epsilon}$$

Need to modify PCA Obj w , PCA Obj z to output the correct function value & gradient for gradient

$$\frac{\partial f}{\partial z_i} = \sum_{i=1}^n \sum_{j=1}^d \left[\frac{\partial [\sqrt{\pi_{ij}^2 + \epsilon}]}{\partial (z_i)} \right]$$

$$= \sum_{j=1}^d \left(\frac{\partial \sqrt{\pi_{ij}^2 + \epsilon}}{\partial (\pi_{ij})} \right) \cdot \left(\frac{\partial (\pi_{ij})}{\partial z_i} \right) \quad [\text{Chain Rule}]$$

Same thing wrt w_j

[$f(z, w)$ is symmetric in w, z]

Same as PCA
 → implemented in the current code in PCA gradient

02) Use geodesic distance instead of L_2 distance

$\forall i, j$: compute $D(i, j) = \|u_i - u_j\|_2$
[same as before]

② Construct a graph s.t $A \rightarrow$ adjacency matrix
 \rightarrow Edge from $i \rightarrow j$ if j is a k -nearest neighbour of i
wrt the distance in D

③ \rightarrow Need a distance metric G for Dijkstra code

$\forall i, j$: compute the shortest distance d_{ij} from $i \rightarrow j$ on the graph.

d_{ij} Input to Dijkstra code \rightarrow matrix G .

$G_{ij} = \infty$ if i is not connected to j

else $G_{ij} = d_{ij}$

④ use distance d_{ij} [output from Dijkstra] instead of D_{ij} in the MDS code.

Subtleties

$\rightarrow G$ needs to be symmetric (graph needs to be undirected)

\rightarrow Don't include the point i in its nearest neighbours $\Rightarrow D(i, i) = \infty$

Q2.2 if graph is disconnected, there might be (i, j) s.t $d_{ij} = \infty$ ^{in this case} just $d_{ij} \rightarrow$ maximum finite distance across (i, j)