

Welcome back...

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## Metric spaces.

A metric space  $X$ ,  $d(i,j)$  where  $d(i,j) \leq d(i,k) + d(k,j)$ ,  
 $d(i,j) = d(j,i)$ , and  $d(i,j) \geq 0$ .

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- (B)  $X$  from  $R^d$  and  $d(\cdot, \cdot)$  is squared Euclidean distance.
- (C)  $X$ - vertices in graph,  $d(i, j)$  is shortest path distances in graph.
- (D)  $X$  is a set of vectors and  $d(u, v)$  is  $u \cdot v$ .

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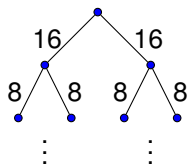
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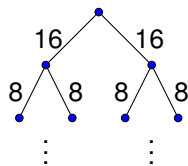
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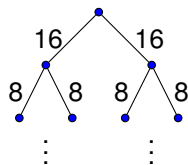
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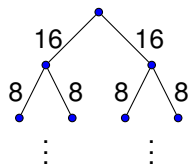
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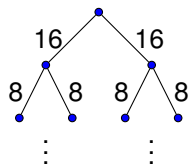
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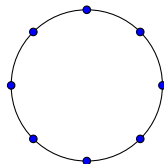
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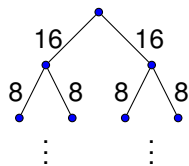
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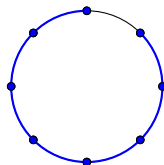
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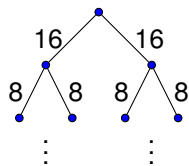
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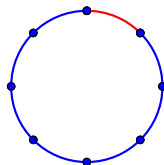
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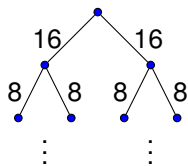
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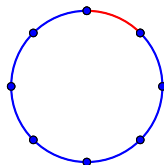
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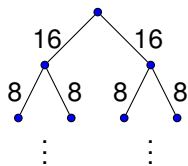
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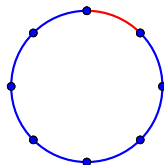
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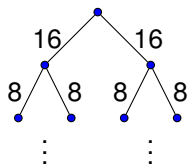
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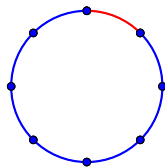
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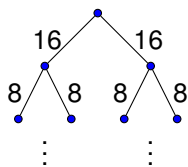
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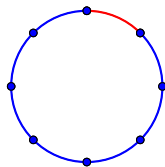
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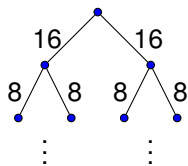
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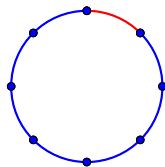
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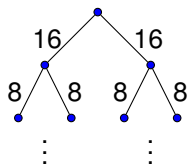
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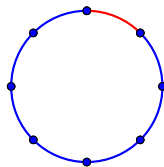
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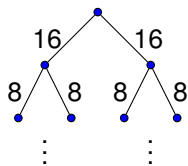
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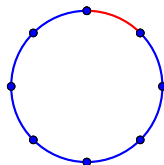
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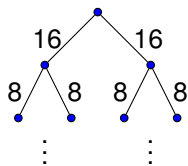
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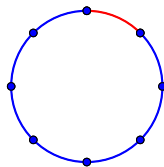
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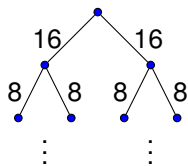
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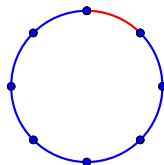
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# Probabilistic Tree embedding.

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Map  $X$  into tree.

- (i) No distance shrinks (dominating).
- (ii) Every distance stretches  $\leq \alpha$  in expectation.

Today: the tree will be Hierarchically well-separated (HST).

Elements of  $X$  are leaves of tree.

Later: **use** spanning tree for graphical metrics.

### The Idea:

HST  $\equiv$  recursive decomposition of metric space.

Decompose space by diameter  $\approx \Delta$  balls.

Recurse on each ball for  $\Delta/2$ .

Use randomness in

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The expected stretch of any pair is  $O(\log n)$ .

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→  $O(\log n)$  approximation.

And Now For Something...

Completely Different.

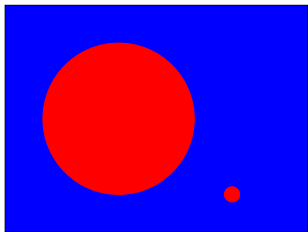


## Example Problem: clustering.

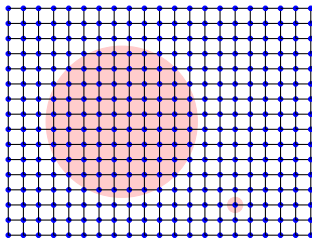
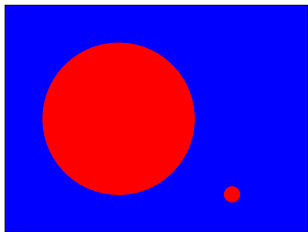
- ▶ Points: documents, dna, preferences.
- ▶ Graphs: applications to VLSI, parallel processing, image segmentation.

Image example.

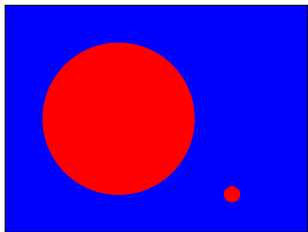
# Image Segmentation



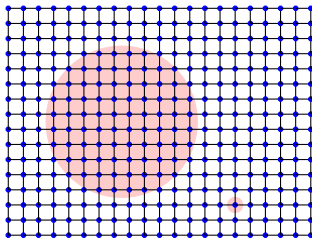
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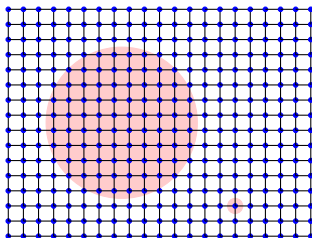
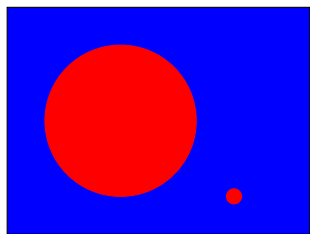
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Which region?



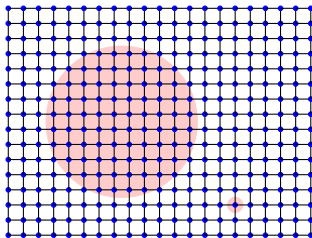
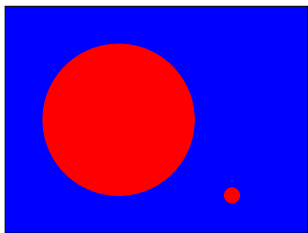
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Which region? Normalized Cut: Find  $S$ , which minimizes

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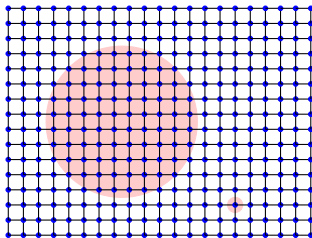
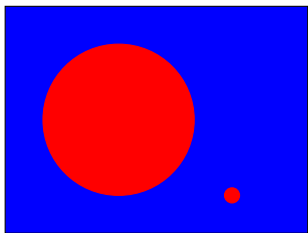
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Either is generally useful!



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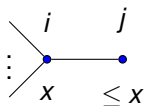
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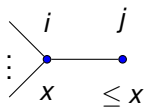
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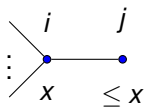
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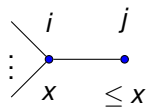
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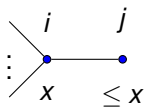
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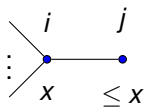
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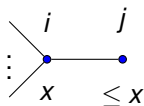
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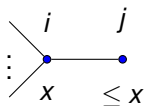
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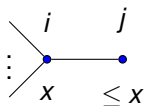
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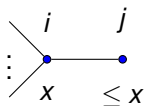
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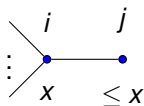
$\rightarrow v_i = (M\mathbf{1})_i = \frac{1}{d} \sum_{e \in (i,j)} 1 = 1$ .

**Claim:** For a connected graph  $\lambda_2 < 1$ .

**Proof:** Second Eigenvector:  $v \perp \mathbf{1}$ . Max value  $x$ .

Connected  $\rightarrow$  path from  $x$  valued node to lower value.

$\rightarrow \exists e = (i, j), v_i = x, x_j < x$ .



$$(Mv)_i \leq \frac{1}{d}(x + x \cdots + v_j) < x.$$

Therefore  $\lambda_2 < 1$ . □

**Claim:** Connected if  $\lambda_2 < 1$ .

**Proof:** Assign  $+1$  to vertices in one component,  $-\delta$  to rest.

$x_i = (Mx_i) \implies$  eigenvector with  $\lambda = 1$ .

Choose  $\delta$  to make  $\sum_i x_i = 0$ , i.e.,  $x \perp \mathbf{1}$ . □

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Find balanced cut from vector that achieves Rayleigh quotient?

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Different side endpoints:  $-|S|(|V| - |S|)$

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Small cut  $\rightarrow$  small eigenvalue gap.

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See you ...

Thursday.