

Mar. 18, 2025
FDIG2025



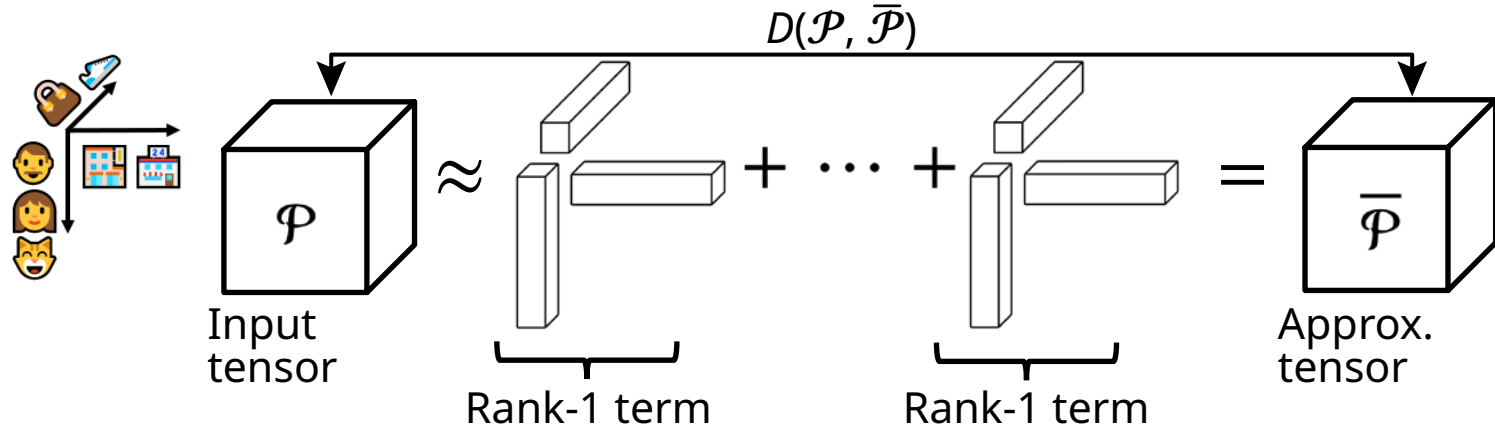
Inter-University Research Institute Corporation /
Research Organization of Information and Systems
National Institute of Informatics

A Unified Information Geometric Perspective on Machine Learning in Structured Spaces

Mahito Sugiyama (NII) <https://mahito.nii.ac.jp/>

Nonnegative Tensor Decomposition

- **Low-rank decomposition** is commonly used in analysis of multi-dimensional arrays such as matrices and tensors
 - Approximate them by a linear combination of bases
 - Tune the number of bases (called **rank**) as a hyper-parameter



Many-Body Approximation for Tensors

One-body approximation

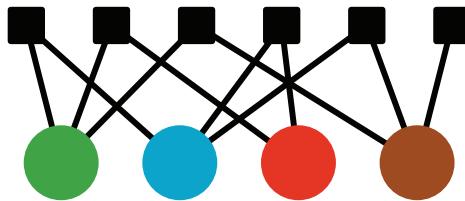
$$P_{ijkl} = p_i^{(1)} p_j^{(2)} p_k^{(3)} p_l^{(4)}$$



= Rank-1 approximation
(mean-field approximation)

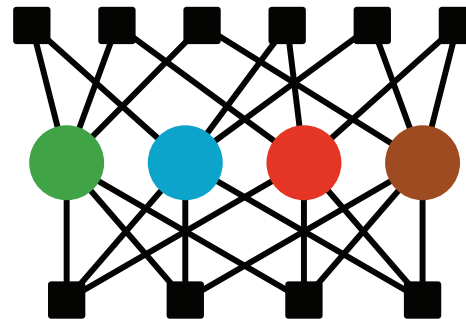
Two-body approximation

$$P_{ijkl} = \chi_{ij}^{(12)} \chi_{ik}^{(13)} \dots \chi_{kl}^{(34)}$$



Three-body approximation

$$P_{ijkl} = \chi_{ijk}^{(123)} \chi_{ijl}^{(124)} \chi_{ikl}^{(134)} \chi_{jkl}^{(234)}$$

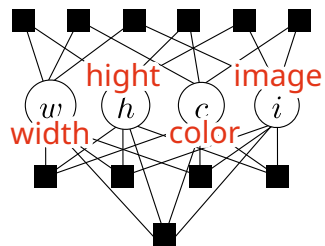


→ Larger capability

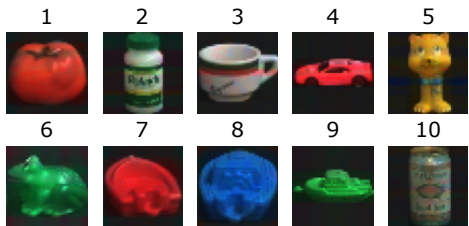
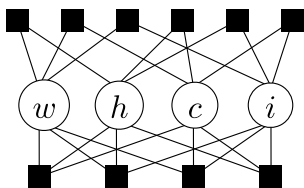
Ghalamkari, Sugiyama, & Kawahara, **Many-body Approximation for Non-negative Tensors**, NeurIPS2023 [Code (Julia)] [Code (Python)]

Application to Images

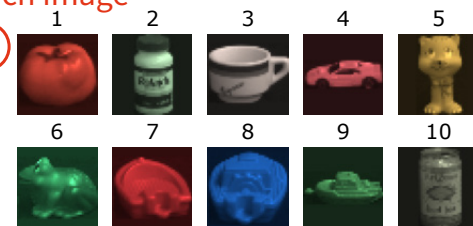
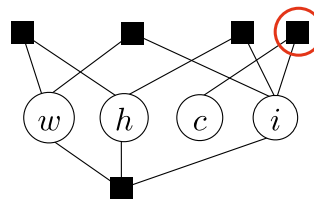
a. Up to four-body



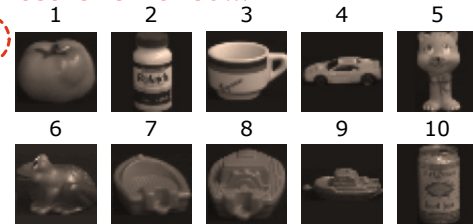
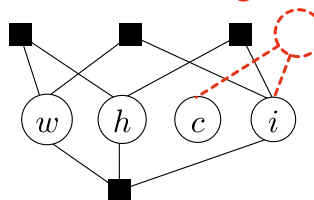
b. Up to three-body



c. Color changes for each image



d. When the interaction between colors and image indices is removed...



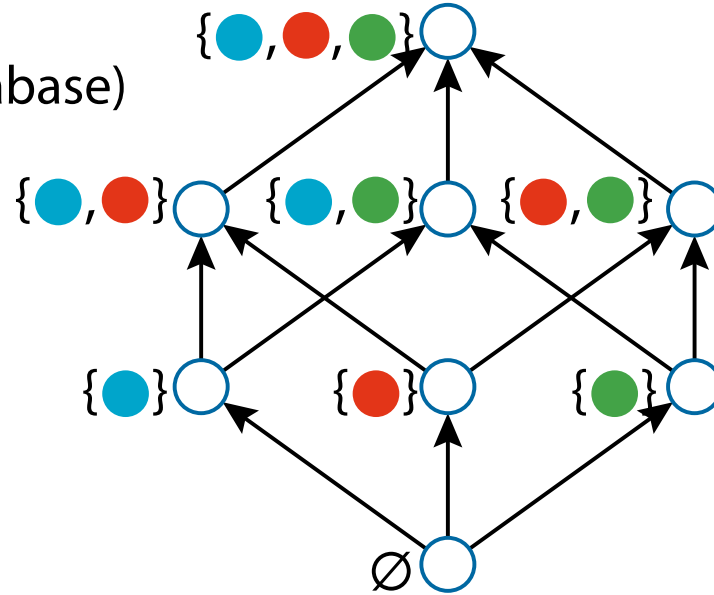
Properties and Related Work

- Optimization is always **convex**
- Generalization of Boltzmann machines
- Linear algebraic operations can be achieved by identifying a sample space with a tensor
 - Fast balancing [Sugiyama et al. ICML2017]
 - Legendre decomposition [Sugiyama et al. NeurIPS2018]
 - Fast and stable tensor low-rank approximation [Ghalamkari & Sugiyama, NeurIPS2021, Info.Geo. (2023)]
- An application to **quantum chemistry calculations** [Hagai et al. Digital Discovery (2023)]

Itemset Mining

Binary vectors
(Transaction database)

	●	●	●
ID 1:	1	1	0
ID 2:	1	1	1
ID 3:	1	1	0
ID 4:	1	1	1
ID 5:	1	1	0
ID 6:	1	0	1
ID 7:	1	0	1
ID 8:	1	1	1
ID 9:	1	0	0
ID 10:	0	1	0

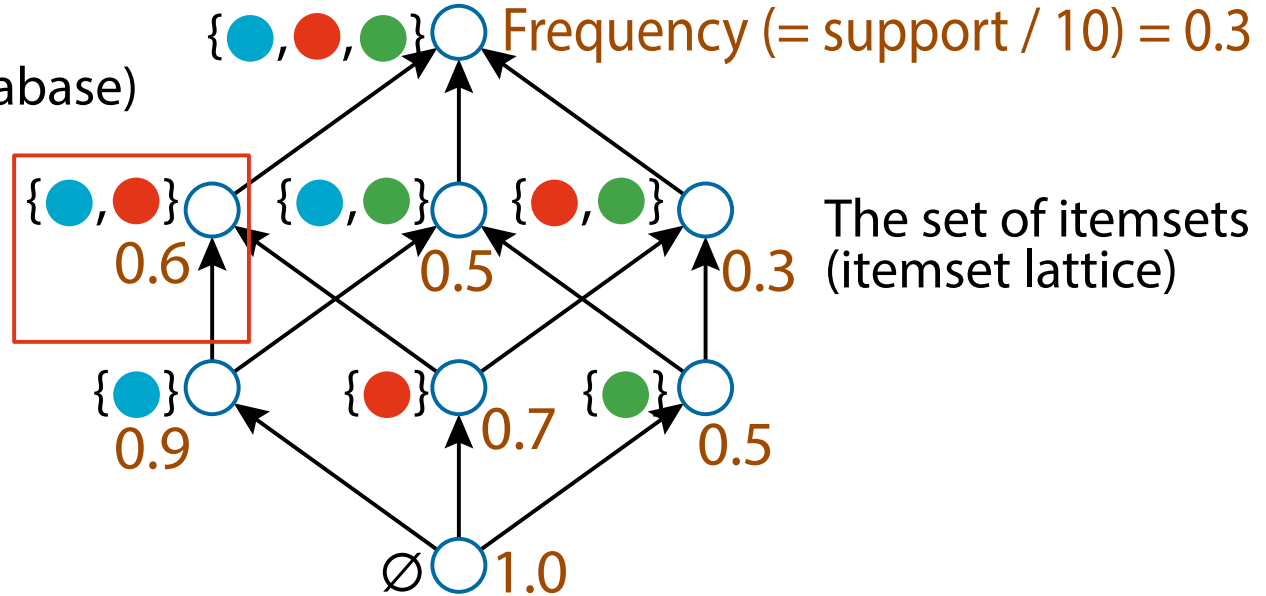


The set of itemsets
(itemset lattice)

Frequency as Importance Measure

Binary vectors
(Transaction database)

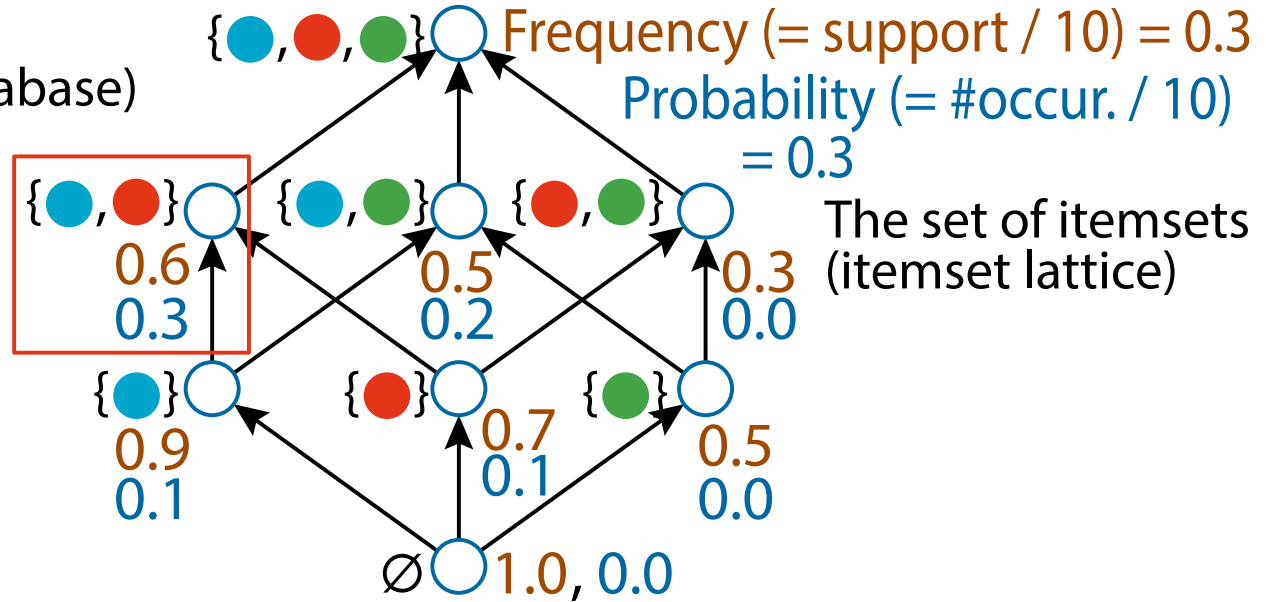
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ID 8:	1	1	1
ID 9:	1	0	0
ID 10:	0	1	0



Probability Distribution on Itemset Lattice

Binary vectors
(Transaction database)

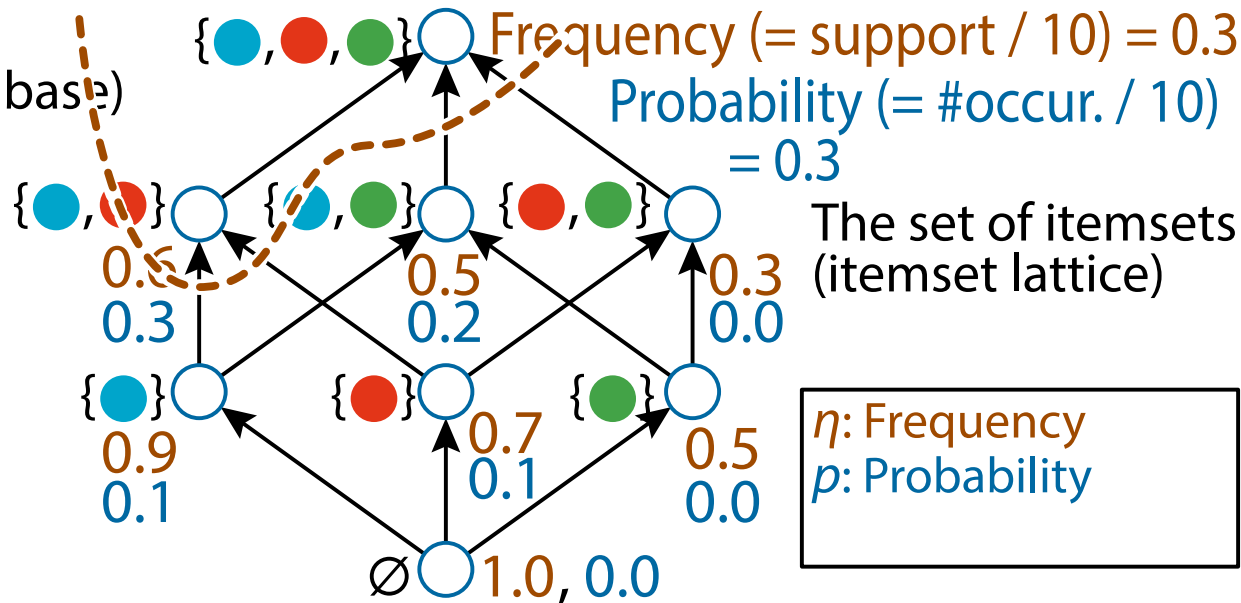
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Itemset Mining

Binary vectors
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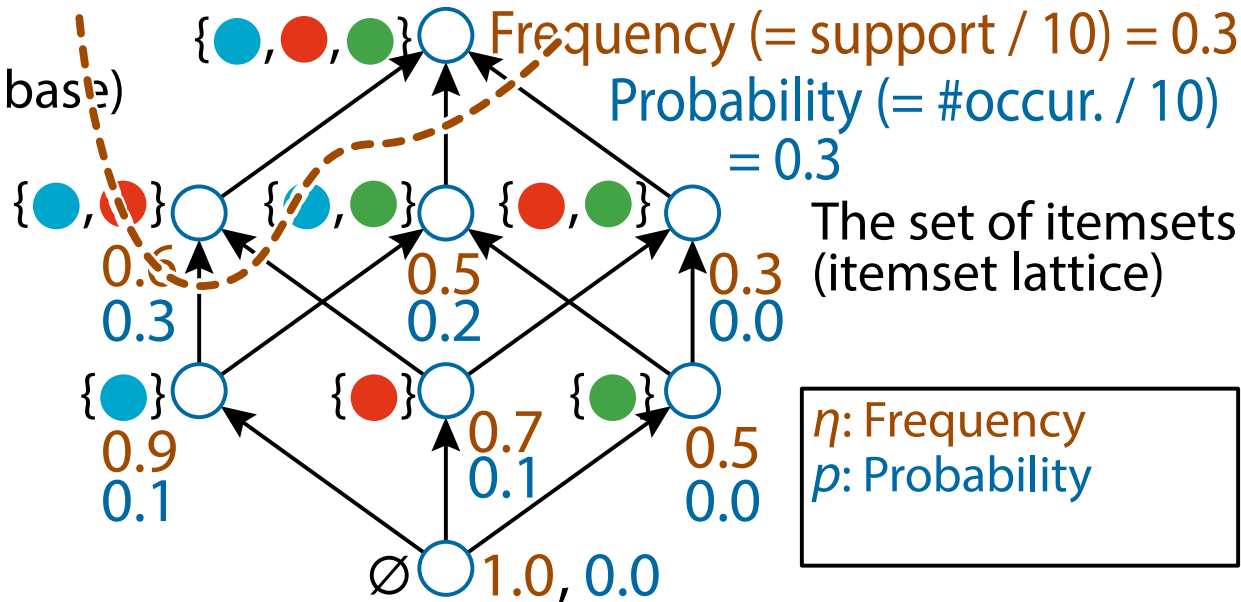


$$\eta(\{\text{blue}, \text{red}\}) = p(\{\text{blue}, \text{red}\}) + p(\{\text{blue}, \text{red}, \text{green}\})$$

Itemset Mining → Upward Analysis

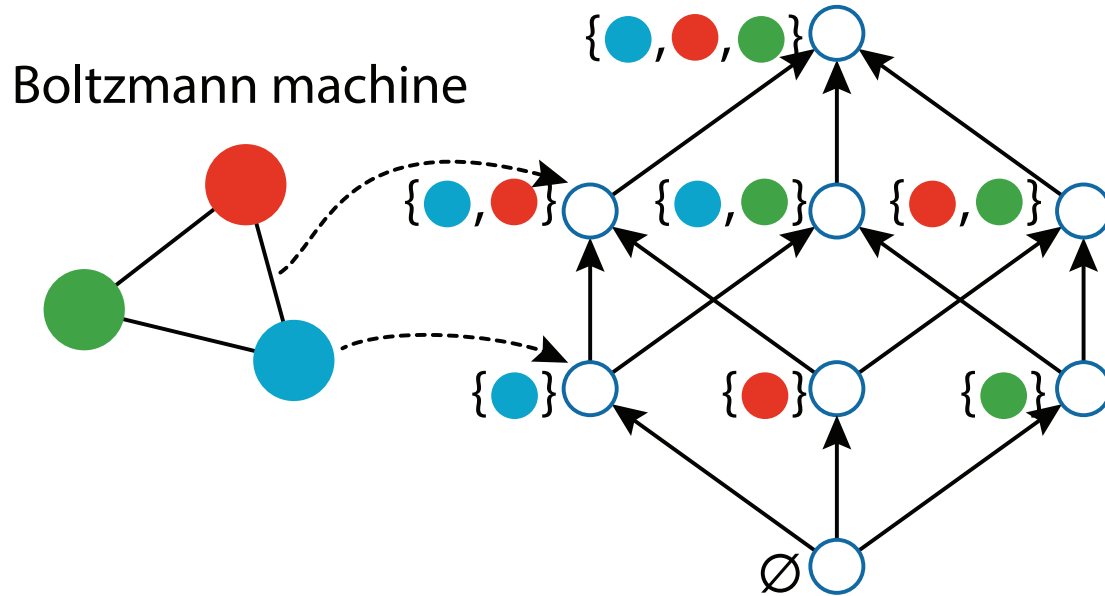
Binary vectors
(Transaction database)

	●	●	●
ID 1:	1	1	0
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ID 7:	1	0	1
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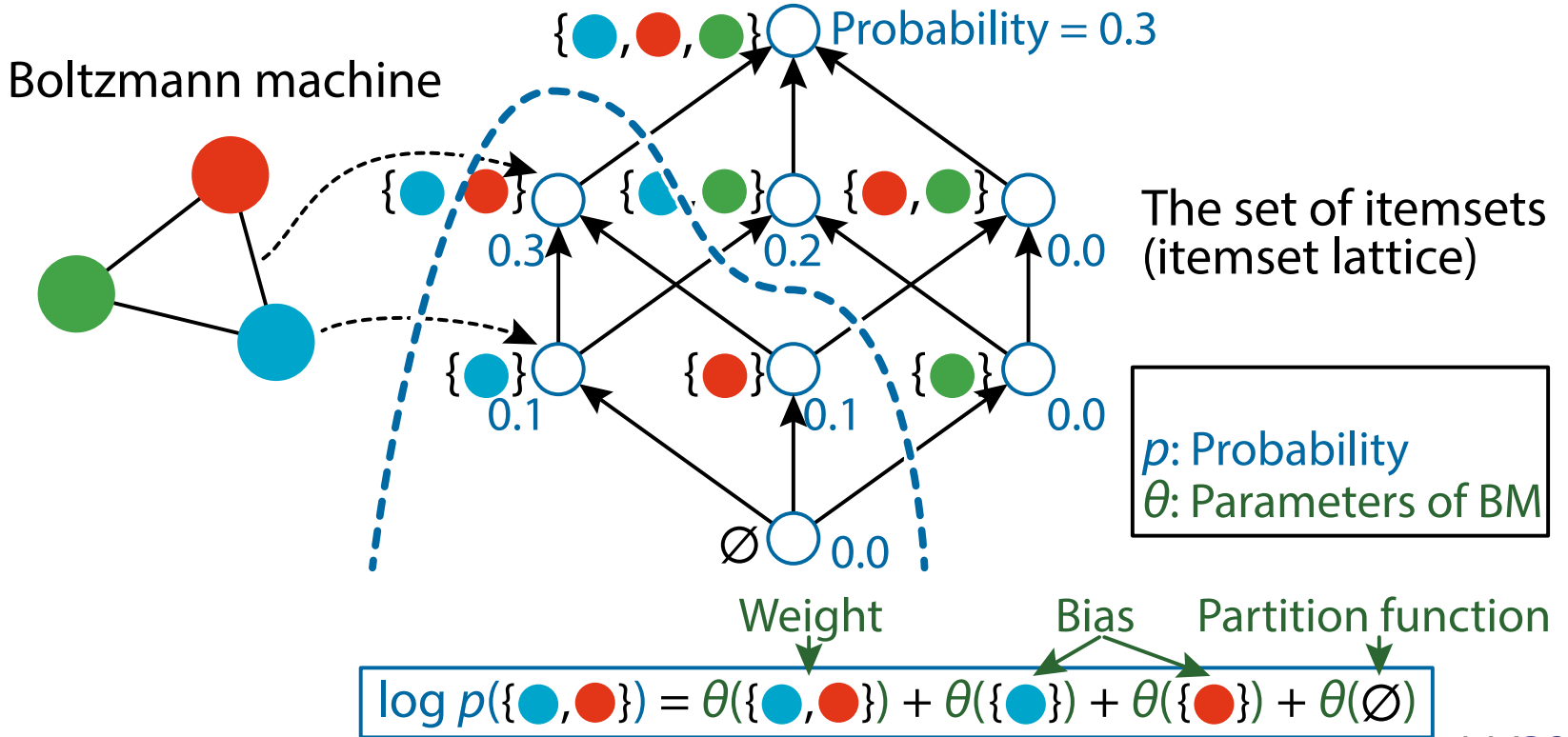
$$\eta(\{\text{blue}, \text{red}\}) = p(\{\text{blue}, \text{red}\}) + p(\{\text{blue}, \text{red}, \text{green}\})$$

Boltzmann Machines

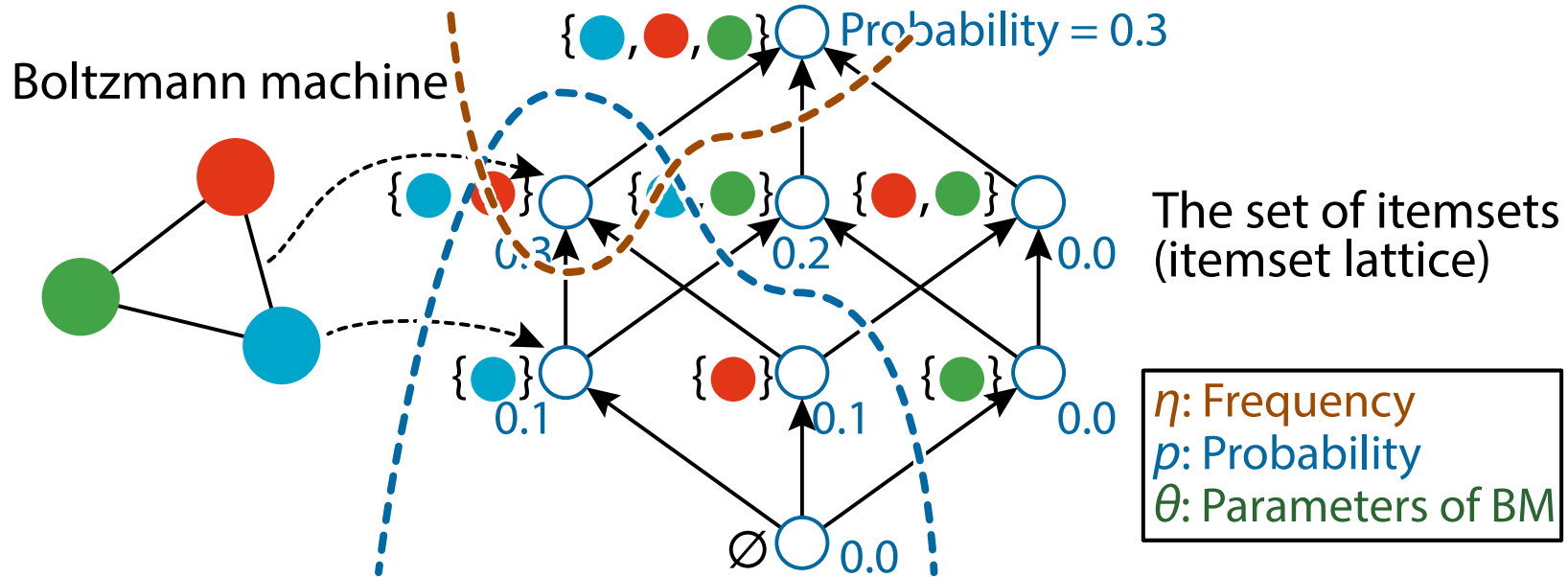


The set of itemsets
(itemset lattice)

Boltzmann Machines → Downward Analysis



Itemset Mining & Boltzmann Machines

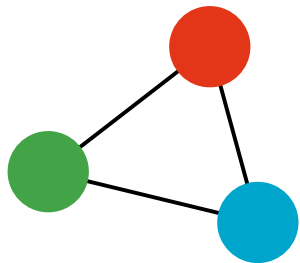


$$\eta(\{\bullet, \bullet\}) = p(\{\bullet, \bullet\}) + p(\{\bullet, \bullet, \bullet\})$$

$$\log p(\{\bullet, \bullet\}) = \theta(\{\bullet, \bullet\}) + \theta(\{\bullet\}) + \theta(\{\bullet\}) + \theta(\emptyset)$$

Information Geometric Understanding

Boltzmann machine



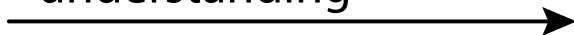
↑ Representation by graphical model

Gibbs distribution:

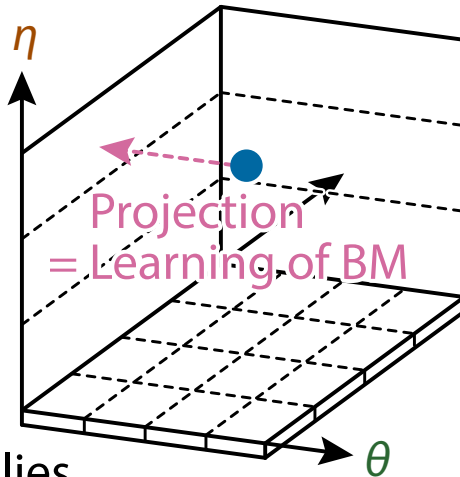
$$\log p(\mathbf{x}) = \theta_1 x_1 + \theta_2 x_2 + \theta_3 x_3 + \theta_{12} x_1 x_2 + \theta_{13} x_1 x_3 + \theta_{23} x_2 x_3 + \psi$$

for each $\mathbf{x} = (x_1, x_2, x_3) \in \{0, 1\}^3$

Information geometric understanding

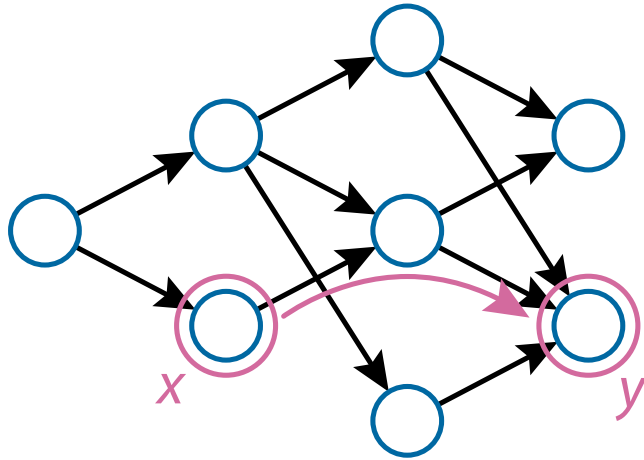


Statistical manifold
(each point is a distribution)



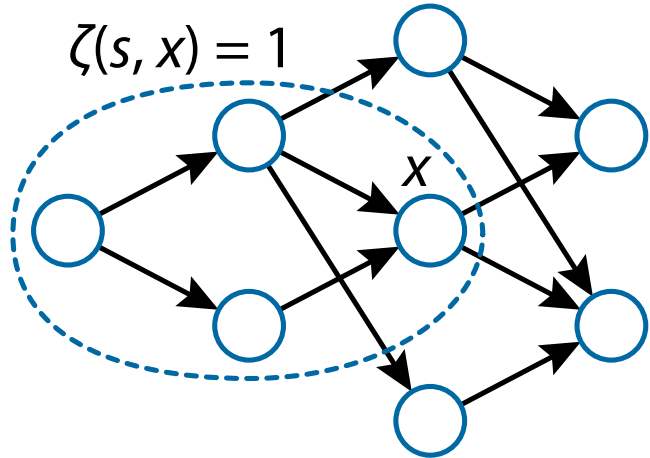
(θ, η) coordinate system for exponential families

Partially Ordered Set



- Partially ordered set (**poset**) (S, \leq)
 - (i) $x \leq x$ (reflexivity)
 - (ii) $x \leq y, y \leq x \Rightarrow x = y$ (antisymmetry)
 - (iii) $x \leq y, y \leq z \Rightarrow x \leq z$ (transitivity)
 - We assume that S is finite and $\perp \in S$
- Equivalent to a DAG
 - Each $x \in S$ is a node
 - $x \leq y \iff y$ is reachable from x
- Itemset lattice is a poset, where " \leq " is " \subseteq "

Zeta and Möbius Functions



- Zeta function $\zeta : S \times S \rightarrow \{0, 1\}$

$$\zeta(s, x) = \begin{cases} 1 & \text{if } s \leq x, \\ 0 & \text{otherwise.} \end{cases}$$

- (integral)

- Möbius function $\mu = \zeta^{-1}$

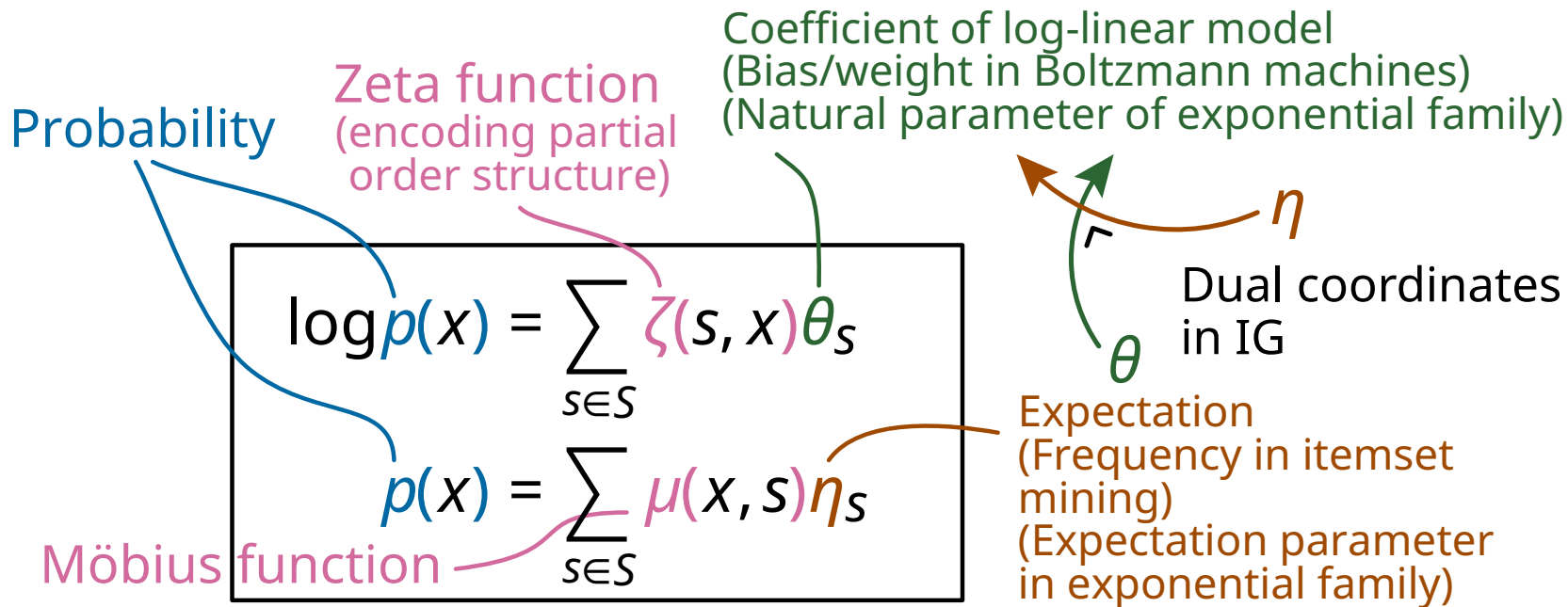
- $\zeta\mu = \delta$, where

- $\delta_{xy} = 1$ if $x = y$ and $\delta_{xy} = 0$ otherwise

- (differential)

- Incidence algebra is induced

The Log-Linear Model on Posets



Mixed Coordinate System

- Many problems are formulated as **coordinate mixing**

$$\begin{aligned} P &= (\theta_1, \theta_2, \dots, \theta_{i-1}, \theta_i, \theta_{i+1}, \dots, \theta_n) \\ Q &= (\eta_1, \eta_2, \dots, \eta_{i-1}, \theta_i, \theta_{i+1}, \dots, \theta_n) \\ R &= (\eta_1, \eta_2, \dots, \eta_{i-1}, \eta_i, \eta_{i+1}, \dots, \eta_n) \end{aligned}$$

} e-projection
(MLE)
} m-projection

Pythagorean theorem: (Q is always unique)

$$\text{KL}(P, R) = \text{KL}(P, Q) + \text{KL}(Q, R)$$

Mixed Coordinate System (Example)

- Many problems are formulated as **coordinate mixing**

$$P = (0 , 0 , \dots, 0 , 0 , 0 , \dots, 0) \rightarrow \text{Uniform dist.}$$

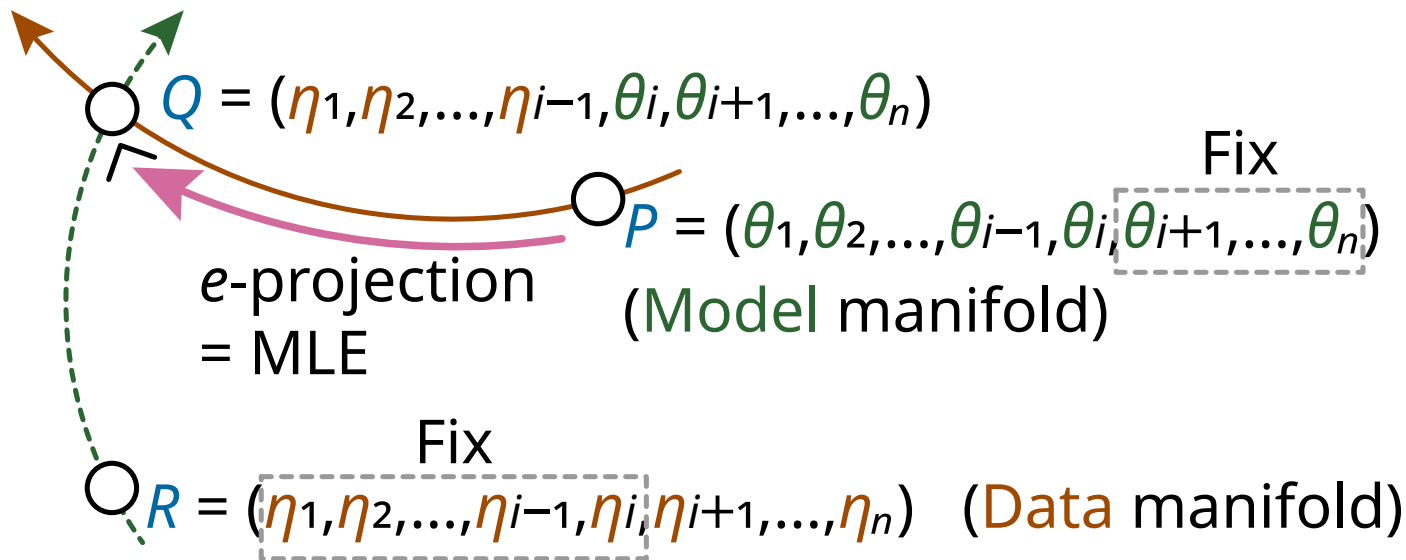
$$Q = (\hat{\eta}_1, \hat{\eta}_2, \dots, \hat{\eta}_{i-1}, 0, 0 , \dots, 0)$$

$$R = (\hat{\eta}_1, \hat{\eta}_2, \dots, \hat{\eta}_{i-1}, \hat{\eta}_i, \hat{\eta}_{i+1}, \dots, \hat{\eta}_n) \rightarrow \text{Empirical dist.}$$

Pythagorean theorem: $(Q \text{ is always unique})$

$$KL(P, R) = KL(P, Q) + KL(Q, R)$$

Two Submanifolds

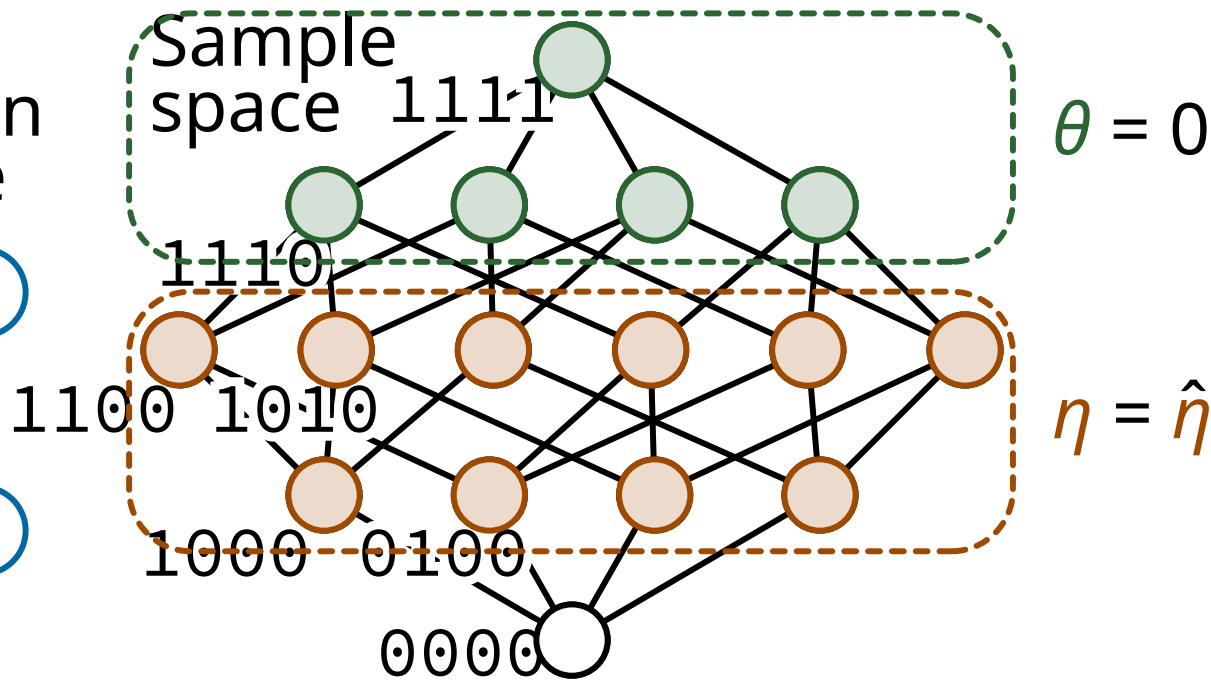
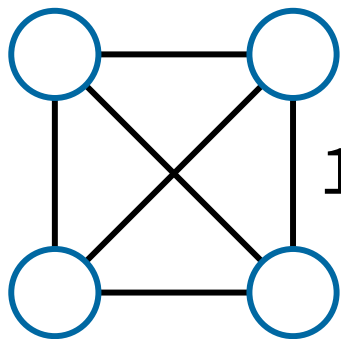


$$\theta_{\text{next}} \leftarrow \theta - \varepsilon(\eta - \hat{\eta}_{\text{target}}) \text{ or}$$

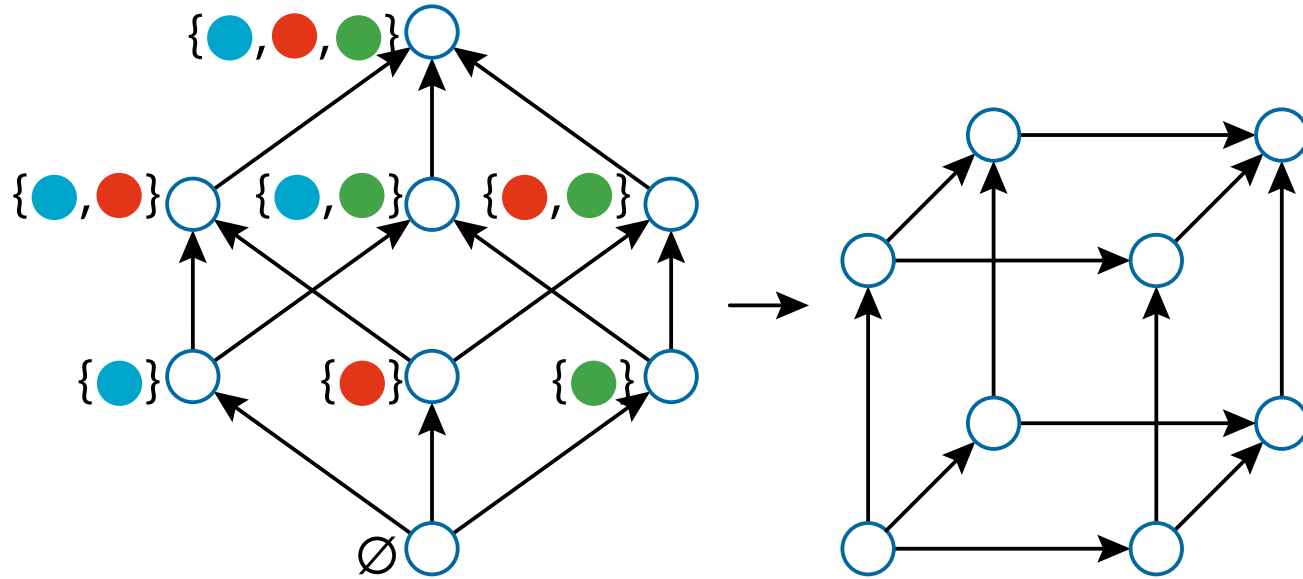
$$\theta_{\text{next}} \leftarrow \theta - G^{-1}(\eta - \hat{\eta}_{\text{target}}) \text{ (natural grad., } G: \text{FIM)}$$

Boltzmann Machine Training

Boltzmann machine

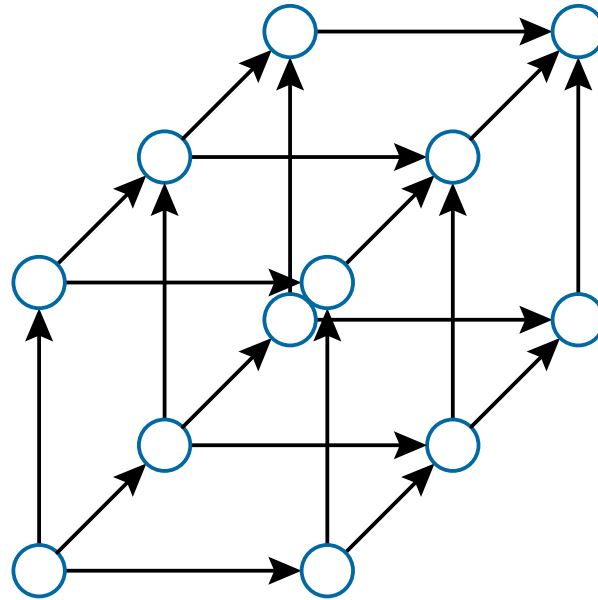


From Itemset Lattices to Tensors

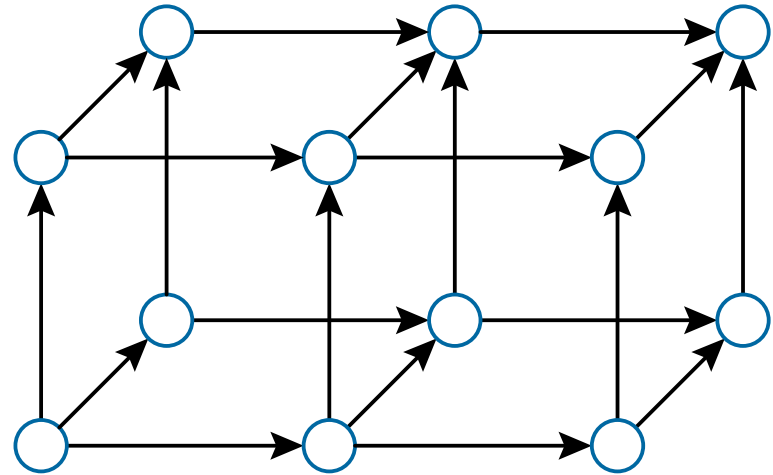


The number of features = The number of modes

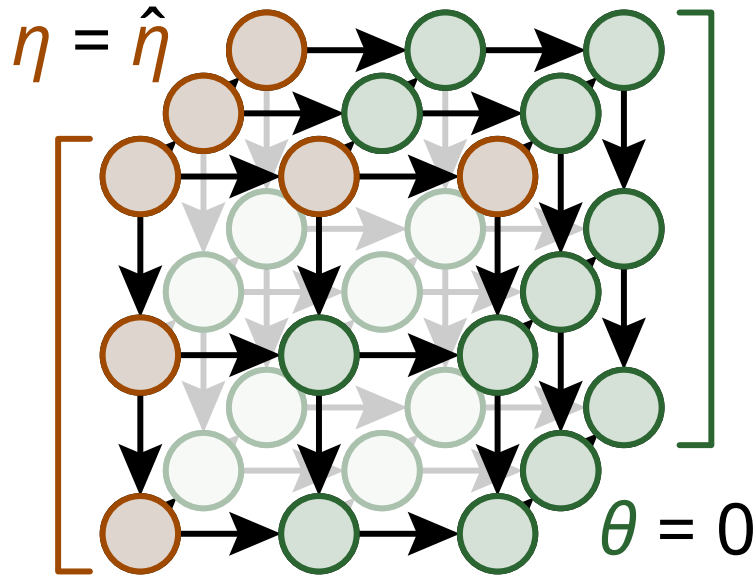
Any Tensor Can Be Treated



Any Tensor Can Be Treated



Rank-1 (or One-Body) Approximation



Set all θ to be 0 except for corners
 \Rightarrow • Rank-1 best approximation
• Mean-field approximation

A closed form solution is available
(gradient method is not needed)

Apply rank-1 approximation
to sub-tensors
 \Rightarrow Any low-rank approximation is
achieved without a gradient method

Formulation of Many-body Approximation

- We **explicitly** model associations between features/modes (no latent variables, hence **convex**)

$$\begin{aligned}
 \mathcal{P}_{ijkl} &= \exp \left[\sum_{i'=1}^i \sum_{j'=1}^j \sum_{k'=1}^k \sum_{l'=1}^l \theta_{i'j'k'l'} \right] \\
 &= \exp \left[H_0 + H_i^{(1)} + \dots + H_l^{(4)} + H_{ij}^{(12)} + \dots + H_{kl}^{(34)} + H_{ijk}^{(123)} + \dots + H_{jkl}^{(234)} + H_{ijkl}^{(1234)} \right]
 \end{aligned}$$

$$\sum_{l'=2}^l \theta_{111l'}$$

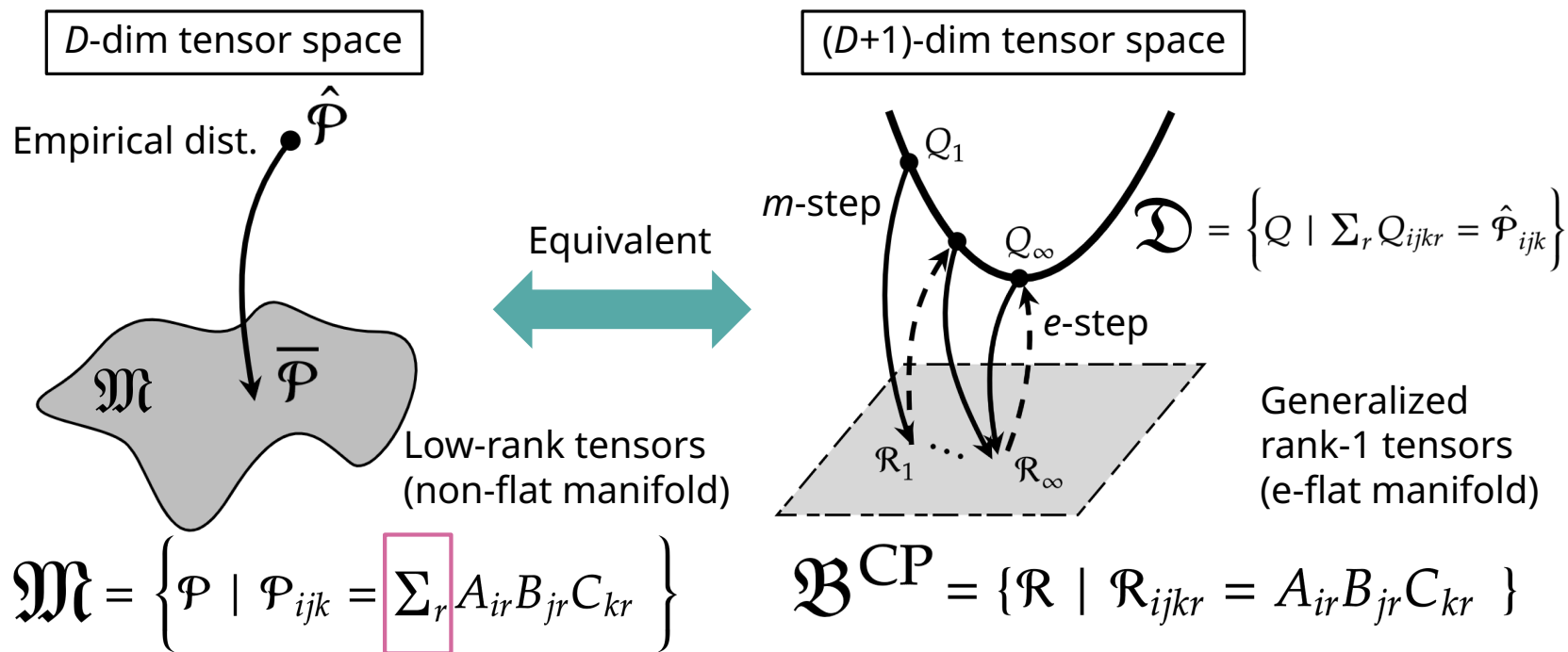
$(k) \text{---} \blacksquare \text{---} (l) \equiv H^{(34)}$

$(k) \text{---} \blacksquare \text{---} (l) \equiv H^{(234)}$
 $\quad \quad \quad |$
 $\quad \quad \quad (j)$

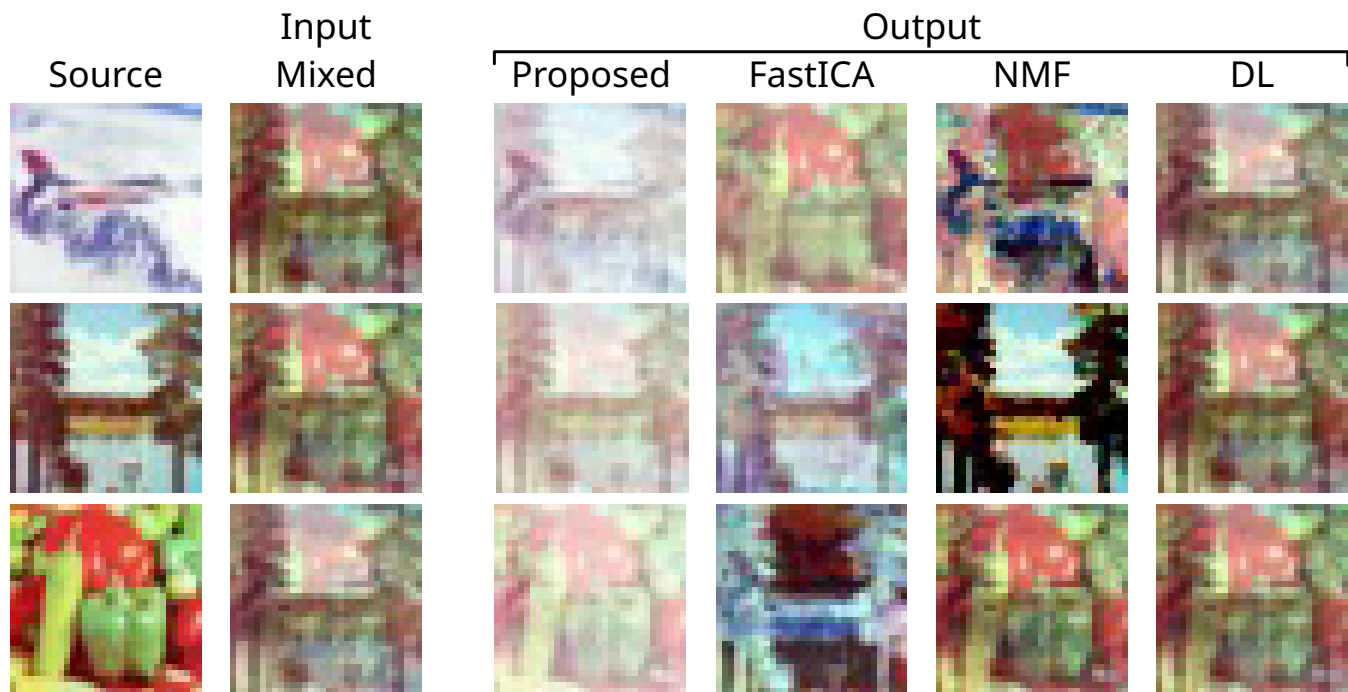
- This belongs to the **energy-based model**, or the **exponential family**

“Addition” with Latent Variables

[Ghalamkari et al. AAI2025WS]

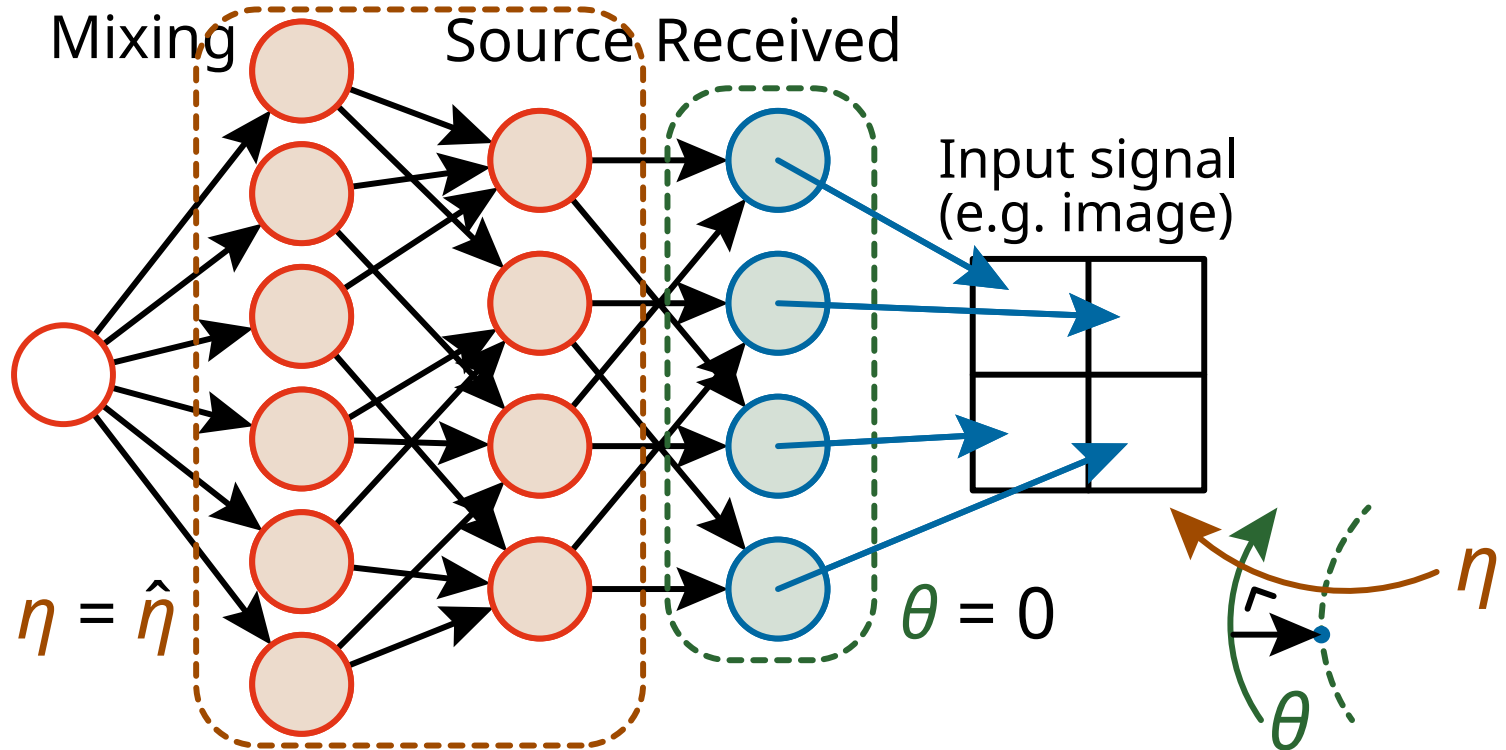


Blind Source Separation [Luo et al. UAI2021]

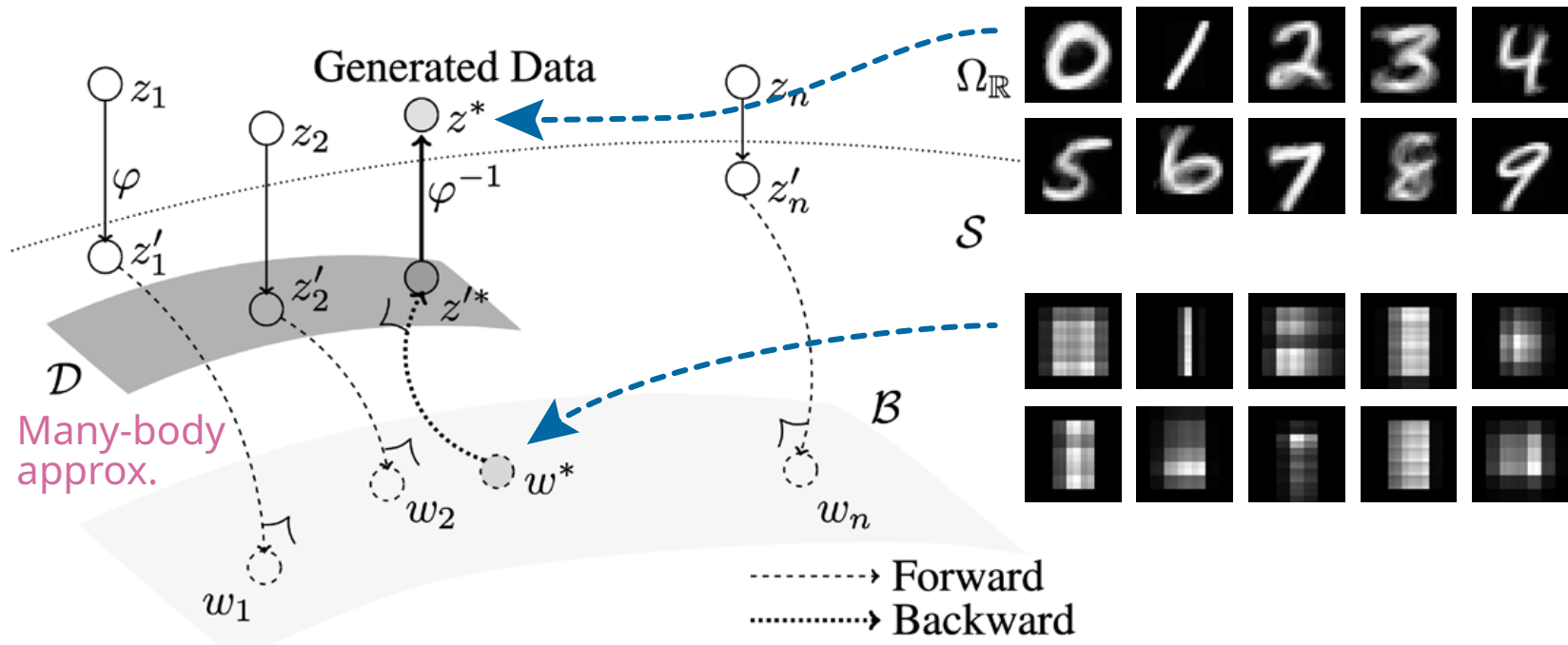


RMSE: **0.252±0.000** 0.260±0.111 0.362±0.030 0.612±0.000

Mixed Coordinates for BBS

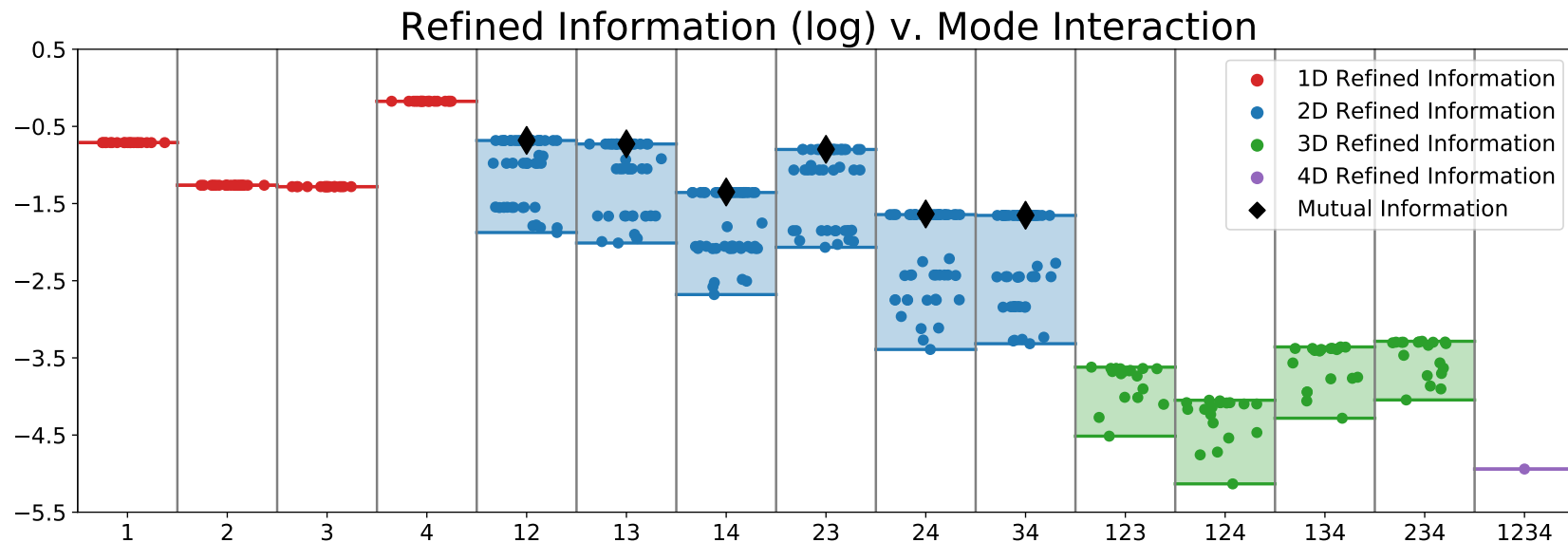


Data Argumentation [Hu & Sugiyama, arXiv:2410.00718]



Refined Information [Enouen&Sugiyama,arXiv:2410.11964]

- Refined information of mode (feature) interactions for tabular data



$$RI_{J \rightarrow j}(p) = KL(p; p_j) - KL(p; p_J)$$

Summary

- Probabilistic modeling with discrete structure
 - The **log-linear model** on **posets**
 - Fundamental concept from various fields: **incidence algebra** from order theory, **frequency** in pattern mining, **parameters** in Boltzmann machines, (θ, η) coordinates in information geometry, ...
- In tensor decomposition, we can treat each feature explicitly
 - e.g. decompose (A, B, C) into the product of (A, B) , (B, C) , and (C, A)
 - This has not been achieved by (low) rank-based approaches
 - Some relationship to tensor-and-circuits?
 - AAI2025 WS: <https://april-tools.github.io/colorai/>
- **Slide:** <https://mahito.nii.ac.jp/pdf/FDIG2025.pdf>