

Chapter 7

Conclusion

The three pillars of the thesis are the theoretical results described in Chapter 4, the polygonal line algorithm proposed in Chapter 5, and the experimental results with the principal graph algorithm presented in Chapter 6. Below we summarize our main results in these three areas, and briefly discuss some of the possible areas of future research.

Theory

We proposed a new definition of principal curves with a length constraint. Based on the new definition, we proved the following two results.

- **Existence of principal curves.** Principal curves in the new sense exist for all distributions with finite second moments.
- **Consistency and rate of convergence.** For distributions concentrated on a bounded and closed convex set, an estimator of the principal curve can be constructed based on a data set of n i.i.d. sample points such that the expected loss of the estimator converges to the loss of the principal curve at a rate of $n^{-1/3}$.

Two interesting open problems are the following.

- **Concrete principal curves.** It would be of both theoretical and practical interest if concrete examples of principal curves of basic multivariate densities could be found.
- **A more practical constraint.** It would be convenient to replace the length constraint with a practically more suitable restriction, such as a limit on the maximum curvature of the curve, that is more closely related to the curvature penalty applied in the practical algorithm.

Algorithm

Our main result here is a practical algorithm to estimate principal curves based on data. Experimental results on simulated data demonstrate that the polygonal line algorithm compares favorably to previous methods both in terms of performance and computational complexity.

A possible area of further research is to extend the polygonal line algorithm to find multi-dimensional manifolds. There are two fundamentally different approaches to extend principal curves to principal surfaces or to arbitrary-dimensional principal manifolds. In the first approach, the theoretical model and the algorithm are either extended to include smooth non-parametric surfaces [Has84, HS89], or they can be used, without modification, to find arbitrary-dimensional principal manifolds [SMS98, SWS98]. The second approach follows the strategy of an iterative PCA algorithm which finds the i th largest principal component by finding the first principal component in the linear subspace orthogonal to the first $i - 1$ principal components. In the second approach, therefore, the one-dimensional principal curve routine is called iteratively so that in i th iteration, we compute the principal curve of the data set obtained by subtracting from the data points their projections to the principal curve computed in the $(i - 1)$ th iteration [De198, CG98b, DM95].

Theoretically, it is not impossible to use the first approach, i.e., to extend the polygonal line algorithm to find arbitrary-dimensional piecewise linear manifolds. Technically, however, it is not clear at this point how this extension could be done. The second approach, on the other hand, seems feasible to be implemented with the polygonal line algorithm. The exact design of the algorithm is subject of future research.

Applications

We proposed an extended version of the polygonal line algorithm to find principal graphs of data sets obtained from binary templates of black-and-white images. Test results indicate that the principal graph algorithm can be used to find a smooth medial axis of a wide variety of character templates, and to represent hand-written text efficiently.

Here, the main objective of future research is to improve the computational complexity of the method. At this point the “general purpose” polygonal line algorithm is used as the “main engine” for the principal graph algorithm. We expect that by incorporating the special features of the highly structured data obtained from binary templates into the algorithm, the efficiency of the algorithm can be increased substantially.

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