

DATA MINING

DIMENSIONALITY REDUCTION

SVD – PCA

Model-based recommendation systems

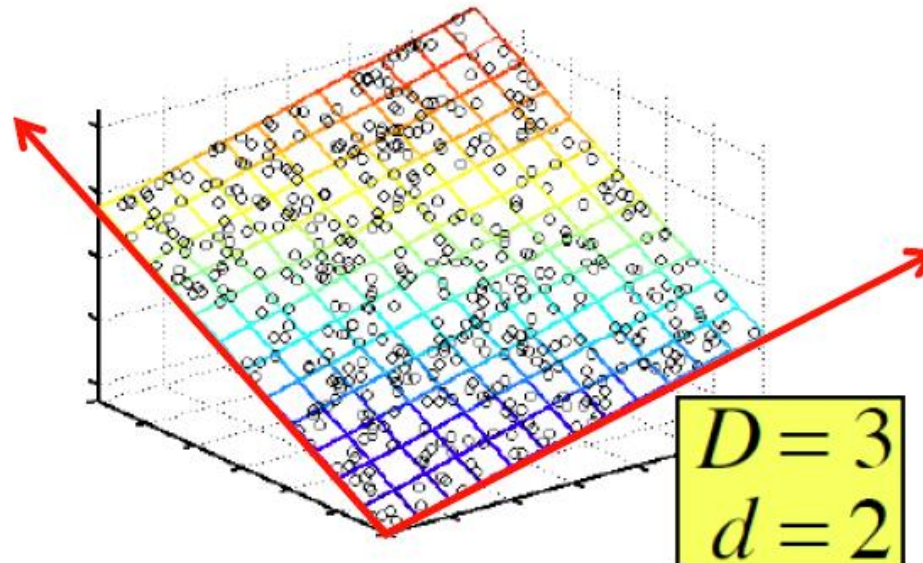
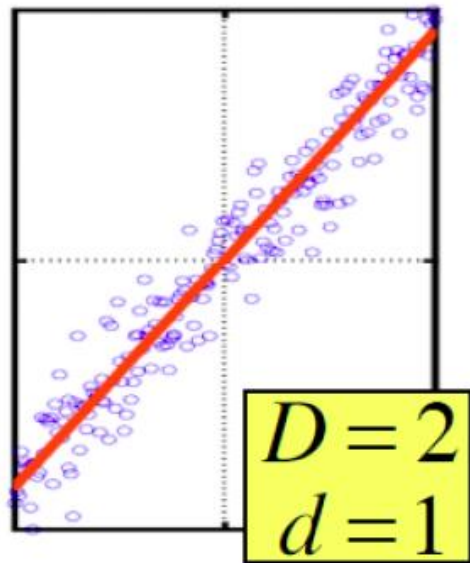
(Thanks to Jure Leskovec, Evimaria Terzi)

The curse of dimensionality

- Real data usually have **thousands**, or **millions** of dimensions
 - E.g., web documents, where the dimensionality is the vocabulary of words
 - Facebook graph, where the dimensionality is the number of users
- Huge number of dimensions causes problems
 - Data becomes very **sparse**, some algorithms become meaningless (e.g., density-based clustering)
 - The **complexity** of several algorithms depends on the dimensionality, and they become infeasible (e.g., nearest neighbor search).

Dimensionality Reduction

- Usually, the data can be described with fewer dimensions, without losing much of the information in the data.
 - The data **reside** in a space of lower dimensionality



Example

TID	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10
1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
2	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1

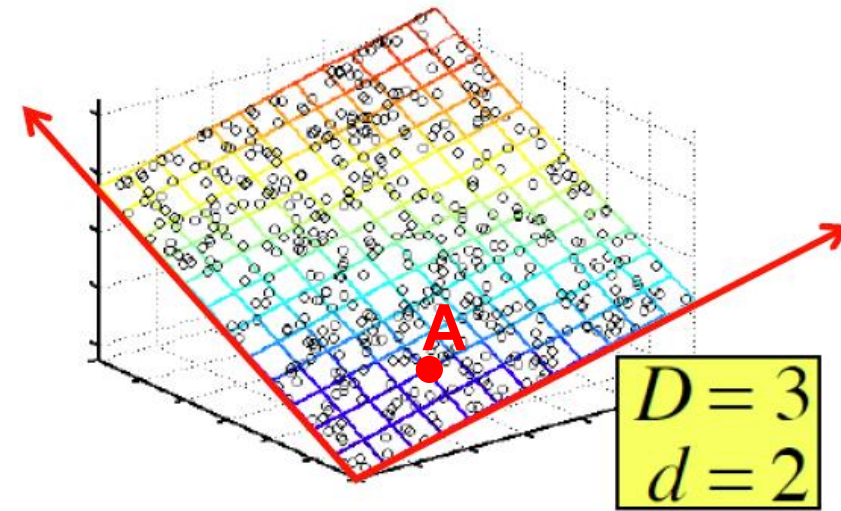
- In this data matrix the dimension is essentially 3
 - There are three types of products and three types of users

Example

- **Cloud of points 3D space:**

- Think of point positions as a matrix:

1 row per point:
$$\begin{bmatrix} 1 & 2 & 1 \\ -2 & -3 & 1 \\ 3 & 5 & 0 \end{bmatrix} \begin{matrix} \mathbf{A} \\ \mathbf{B} \\ \mathbf{C} \end{matrix}$$



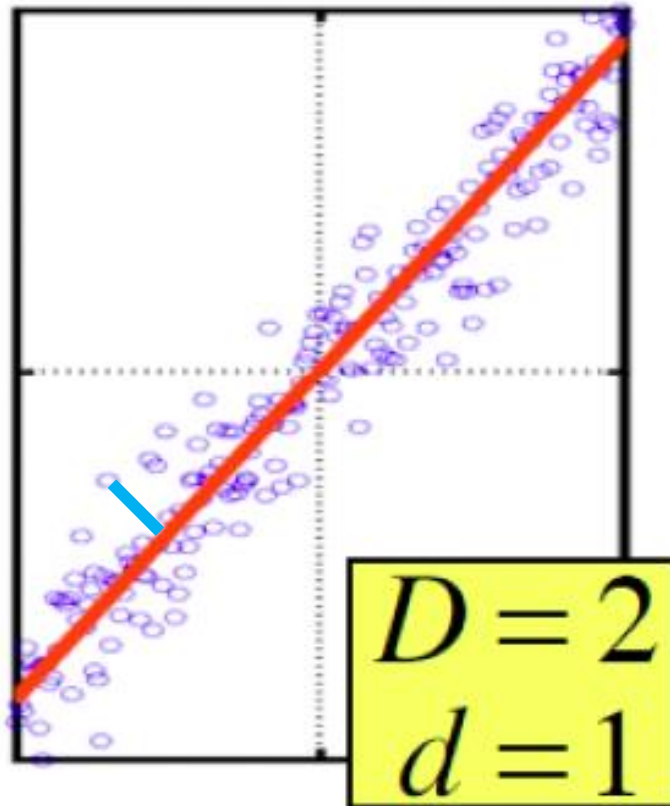
- **We can rewrite coordinates more efficiently!**

- Old basis vectors: $[1 \ 0 \ 0]$ $[0 \ 1 \ 0]$ $[0 \ 0 \ 1]$
- **New basis vectors: $[1 \ 2 \ 1]$ $[-2 \ -3 \ 1]$**
- Then **A** has new coordinates: $[1 \ 0]$. **B**: $[0 \ 1]$, **C**: $[1 \ -1]$
 - **Notice: We reduced the number of coordinates!**

Dimensionality Reduction

- Find the “**true dimension**” of the data
 - In reality, things are never as clear and simple as in this example, but we can still reduce the dimension.
- Essentially, we assume that some of the data is **useful signal**, and some data is **noise**, and that we can approximate the useful part with a lower dimensionality space.
 - Dimensionality reduction does not just reduce the amount of data, it often brings out the **useful** part of the data

Dimensionality Reduction



Rather than representing every point with 2 coordinates we represent each point with 1 coordinate (corresponding to the position of the point on the red **line**).

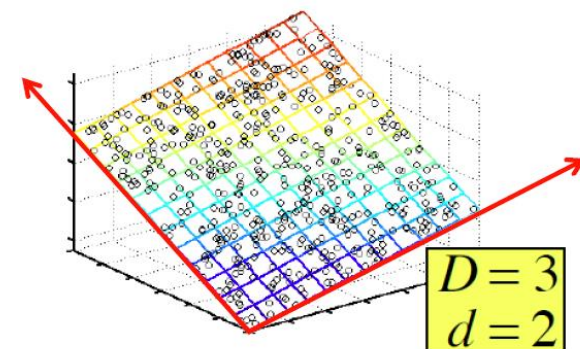
By doing this we incur a bit of **error** as the points do not exactly lie on the line

We assume that the **line** has the **useful** information, while the **errors** are **noise**

- **Goal of dimensionality reduction is to discover the axis of data!**

Why Reduce Dimensions?

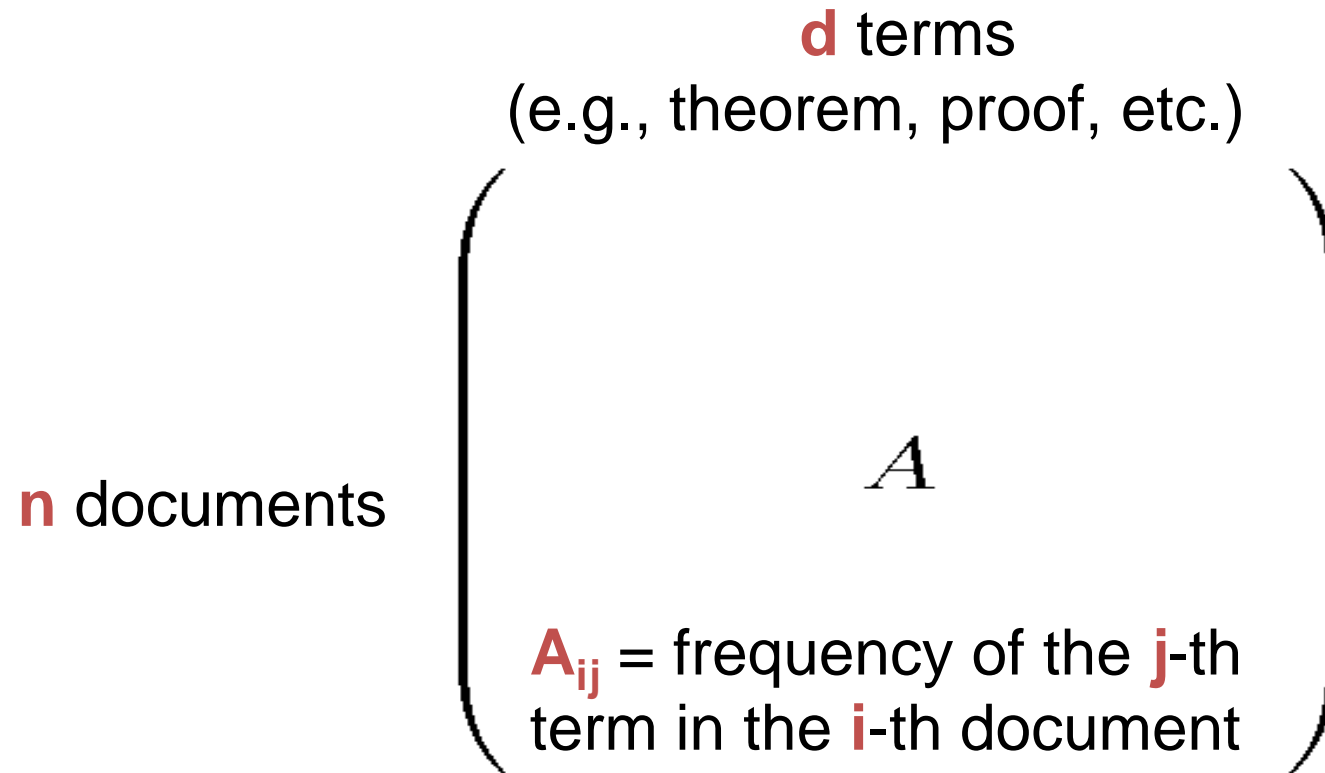
- **Discover hidden correlations/topics**
 - E.g., in documents, words that occur commonly together
- **Remove redundant and noisy features**
 - E.g., in documents, not all words are useful
- **Interpretation and visualization**
- **Easier storage and processing of the data**



Data in the form of a matrix

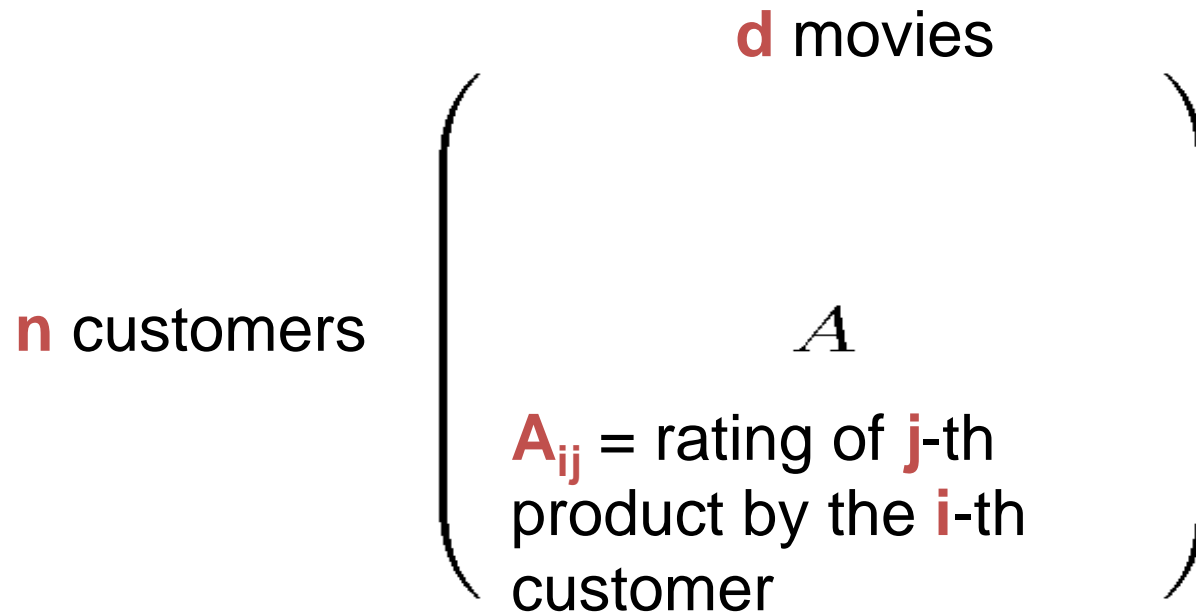
- We are given n objects and d attributes describing the objects. Each object has d numeric values describing it.
- We will represent the data as a $n \times d$ real matrix A .
 - We can now use tools from **linear algebra** to process the data matrix
- Our goal is to produce a new $n \times k$ matrix B such that
 - It preserves as much of the **information** in the original matrix A as possible
 - It reveals something about the structure of the data in A

Example: Document matrices



Find subsets of terms that bring documents together

Example: Recommendation systems

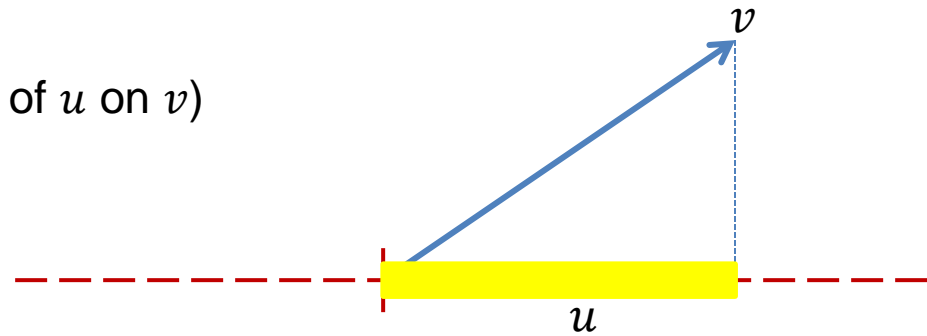


Find subsets of movies that capture the behavior of the customers

Linear algebra

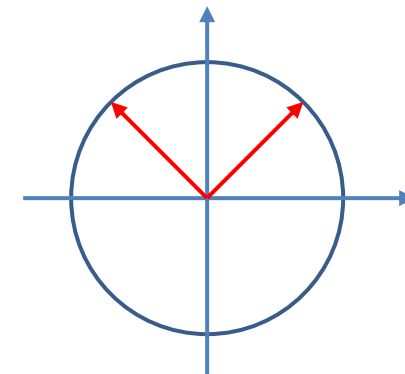
- We assume that vectors are **column vectors**.
- We use v^T for the **transpose** of vector v (**row vector**)
- **Dot product**: $u^T v$ ($1 \times n, n \times 1 \rightarrow 1 \times 1$)
 - The dot product is the **projection** of vector v on u (and of u on v)

$$[1, 2, 3] \begin{bmatrix} 4 \\ 1 \\ 2 \end{bmatrix} = 12$$



- $u^T v = \|v\| \|u\| \cos(u, v)$
 - If $\|u\| = 1$ (**unit vector**) then $u^T v$ is the **projection length** of v on u
 - If $\|u\| = \|v\| = 1$ then $u^T v$ is the **cosine similarity** of v and u

- $[-1, 2, 3] \begin{bmatrix} 4 \\ -1 \\ 2 \end{bmatrix} = 0$: **orthogonal** vectors
 - **Orthonormal** vectors: two **unit** vectors that are **orthogonal**



Matrices

- An $n \times m$ matrix A is a collection of n row vectors and m column vectors

$$A = \begin{bmatrix} | & | & | \\ a_1 & a_2 & a_3 \\ | & | & | \end{bmatrix} \quad A = \begin{bmatrix} - & \alpha_1^T & - \\ - & \alpha_2^T & - \\ - & \alpha_3^T & - \end{bmatrix}$$

- Matrix-vector multiplication

- **Right multiplication** Au :

- projection of u onto the **row vectors** of A ,
- projection of row vectors of A onto u .

$$Au = \begin{bmatrix} - & \alpha_1^T & - \\ - & \alpha_2^T & - \\ - & \alpha_3^T & - \end{bmatrix} \begin{bmatrix} | \\ u \\ | \end{bmatrix} = \begin{bmatrix} - & \alpha_1^T u & - \\ - & \alpha_2^T u & - \\ - & \alpha_3^T u & - \end{bmatrix}$$

- **Left-multiplication** $u^T A$:

- projection of u onto the **column vectors** of A ,
- projection of column vectors of A onto u

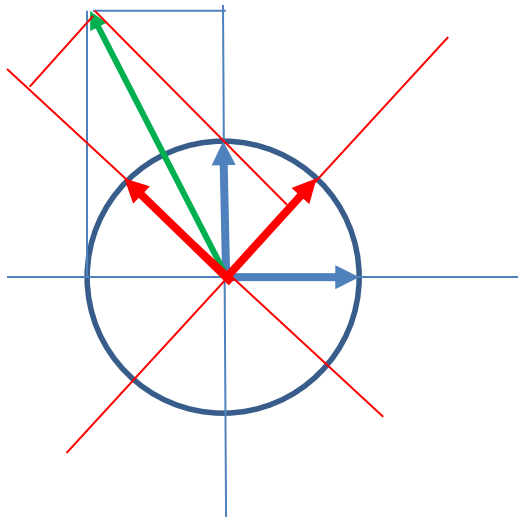
$$u^T A = \begin{bmatrix} - & u^T & - \end{bmatrix} \begin{bmatrix} | & | & | \\ a_1 & a_2 & a_3 \\ | & | & | \end{bmatrix} = [u^T a_1, u^T a_2, u^T a_3]$$

- Example:

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

Change of basis

- By default, a **vector** is expressed in the **axis-aligned basis**.
 - For example, for vector $[-1, 2]$ we have:
 - $\begin{bmatrix} -1 \\ 2 \end{bmatrix} = -1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + 2 \begin{bmatrix} 0 \\ 1 \end{bmatrix}$
- With a projection we can change the **basis** over which the vector is expressed.



$$\begin{bmatrix} \frac{\sqrt{2}}{2} & \frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} & \frac{\sqrt{2}}{2} \end{bmatrix} \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} \frac{3\sqrt{2}}{2} \\ \frac{\sqrt{2}}{2} \end{bmatrix}$$

The **rows** of the matrix are the new basis vectors

Row and Column space

- **Row space** of A: The set of vectors that can be written as a linear combination of the **rows** of A
 - All vectors of the form $v = u^T A$
 - the coordinates of u are the coefficients of the linear combination

$$\begin{array}{c}
 [u_1 \dots u_i \dots u_n] \\
 \left[\begin{array}{cccc}
 a_{11} & \dots & a_{1i} & \dots & a_{1m} \\
 a_{21} & \dots & a_{2i} & \dots & a_{2m} \\
 \vdots & & \vdots & & \vdots \\
 a_{n1} & \dots & a_{ni} & \dots & a_{nm}
 \end{array} \right]
 \end{array}
 =
 \begin{array}{c}
 \left[\begin{array}{ccc}
 u_1 a_{11} & u_1 a_{1i} & u_1 a_{1m} \\
 u_2 a_{21} & u_2 a_{2i} & u_2 a_{2m} \\
 \vdots & \vdots & \vdots \\
 u_n a_{n1} & u_n a_{ni} & u_n a_{nm}
 \end{array} \right]
 \end{array}
 =
 \begin{array}{c}
 u_1 a_1^T \\
 + \\
 u_2 a_2^T \\
 + \\
 \vdots \\
 + \\
 u_n a_n^T
 \end{array}$$

- **Column space** of A: The set of vectors that can be written as a linear combination of the **columns** of A
 - All vectors of the form $v = Au$.
 - the coordinates of u are the coefficients of the linear combination

Rank

- **Rank** of A : the number of **linearly independent** row (or column) vectors
 - These vectors define a **basis** for the row (or column) space of A
 - All vectors in the row (column) space are linear combinations of the basis vectors

Example

- Matrix $A = \begin{bmatrix} 1 & 2 & 1 \\ -2 & -3 & 1 \\ 3 & 5 & 0 \end{bmatrix}$ has rank $r = 2$

- **Why?** The first two rows are linearly independent, so the rank is at least 2, but all three rows are linearly dependent (the first is equal to the sum of the second and third) so the rank must be less than 3.

Rank-1 matrices

- In a rank-1 matrix, all columns (or rows) are multiples of the same column (or row) vector

$$A = \begin{bmatrix} 1 & 2 & -1 \\ 2 & 4 & -2 \\ 3 & 6 & -3 \end{bmatrix}$$

- All **rows** are multiples of $r^T = [1, 2, -1]$

- All **columns** are multiples of $c = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$

Rank-1 matrices

- A rank-1 matrix is the result of the **outer product** of two vectors
- **Outer product:** uv^T ($n \times 1, 1 \times m \rightarrow n \times m$)

$$\bullet uv^T = \begin{bmatrix} u_1 \\ \vdots \\ u_i \\ \vdots \\ u_n \end{bmatrix} [v_1 \ \dots \ v_j \ \dots \ v_m] = \begin{bmatrix} u_1 v_1 & \dots & u_1 v_j & \dots & u_1 v_m \\ \vdots & & \vdots & & \vdots \\ u_i v_1 & \dots & u_i v_j & \dots & u_i v_m \\ \vdots & & \vdots & & \vdots \\ u_n v_1 & \dots & u_n v_j & \dots & u_n v_m \end{bmatrix}$$

- The resulting $n \times m$ matrix has **rank 1**: all rows (or columns) are **linearly dependent**
- $A = cr^T$

$$A = \begin{bmatrix} 1 & 2 & -1 \\ 2 & 4 & -2 \\ 3 & 6 & -3 \end{bmatrix}, c = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, r^T = [1, 2, -1]$$

Eigenvectors

- **(Right) Eigenvector** of matrix A : a vector v such that $Av = \lambda v$
 - λ : **eigenvalue** of eigenvector v
- A **symmetric** matrix A of rank r , has r **orthonormal** eigenvectors u_1, u_2, \dots, u_r with eigenvalues $\lambda_1, \lambda_2, \dots, \lambda_r$.
- Eigenvectors define an **orthonormal basis** for the **column and row spaces** of A
- We can write:

$$A = U\Lambda U^T$$
$$A = \lambda_1 u_1 u_1^T + \lambda_2 u_2 u_2^T + \dots + \lambda_r u_r u_r^T$$

$$U = \begin{bmatrix} | & | & \dots & | \\ u_1 & u_2 & & u_r \\ | & | & & | \end{bmatrix}$$
$$\Lambda = \begin{bmatrix} \lambda_1 & & & 0 \\ & \lambda_2 & & \\ & & \ddots & \\ 0 & & & \lambda_r \end{bmatrix}$$

- Any vector Ax (resp. $x^T A$) can be written as a linear combination of the vectors u_1, u_2, \dots, u_r (resp. $u_1^T, u_2^T, \dots, u_r^T$)

SINGULAR VALUE DECOMPOSITION (SVD)

Singular Value Decomposition (SVD)

$$A = U \Sigma V^T = [u_1, u_2, \dots, u_r] \begin{bmatrix} \sigma_1 & & & 0 \\ & \sigma_2 & & \\ & & \ddots & \\ 0 & & & \sigma_r \end{bmatrix} \begin{bmatrix} v_1^T \\ v_2^T \\ \vdots \\ v_r^T \end{bmatrix}$$

$[n \times m] = [n \times r] [r \times r] [r \times m]$
 r : rank of matrix A

- $\sigma_1, \geq \sigma_2 \geq \dots \geq \sigma_r$: **singular values** of matrix A
- u_1, u_2, \dots, u_r : **left singular vectors** of A
- v_1, v_2, \dots, v_r : **right singular vectors** of A

SVD can be computed for **any matrix**
(not necessarily symmetric or square)

$$A = \sigma_1 u_1 v_1^T + \sigma_2 u_2 v_2^T + \dots + \sigma_r u_r v_r^T$$

Singular Value Decomposition

- The left singular vectors U are an orthonormal basis for the column space of A .
- The right singular vectors V are an orthonormal basis for the row space of A .
- If A has rank r , then A can be written as the sum of r rank-1 matrices
- There are r “linear components/trends” (axes) in A .
 - Linear component: vector v along which the row vectors of A tend to be aligned
 - Strength of the i -th linear trend: $\|Av_i\| = |\sigma_i|$

- Property of SVD:

$$v_1 = \arg \max_{v: \|v\|=1} \|Av\|$$

Symmetric matrices

- Special case: A is **symmetric** positive definite matrix

$$A = \lambda_1 u_1 u_1^T + \lambda_2 u_2 u_2^T + \cdots + \lambda_r u_r u_r^T$$

- $\lambda_1 \geq \lambda_2 \geq \cdots \geq \lambda_r \geq 0$: **Eigenvalues** of A are also the singular values
- u_1, u_2, \dots, u_r : **Eigenvectors** of A are also the left and right singular vectors

Singular Values and Eigenvalues

- Singular Value Decomposition

$$A = U\Sigma V^T$$

- The **left singular vectors** of A are also the eigenvectors of the (symmetric) matrix AA^T

$$AA^T = U\Sigma^2 U^T$$

- The **right singular vectors** of A are also the eigenvectors of the (symmetric) matrix $A^T A$

$$A^T A = V\Sigma^2 V^T$$

- The **singular values** of matrix A are also the square roots of eigenvalues of AA^T and $A^T A$

$$\lambda_i(A^T A) = \lambda_i(AA^T) = \sigma_i^2$$

SVD properties

- Singular Value Decomposition has three useful properties that we will study now:
 - It provides the important (**principal**) directions (dimensions) in the data – **Principal Component Analysis**
 - It provides the best **low rank approximation** for our matrix
 - It minimizes the reconstruction error (squared distance between real data points and their estimates)

PRINCIPAL COMPONENT ANALYSIS (PCA)

Principal Component Analysis

- Goal: reduce the dimensionality while preserving the “information in the data”.
- In the new space we want to:
 - Maximize the amount of information
 - Minimize redundancy – remove the redundant dimensions
 - Minimize the noise in the data.

Variability

- Information in the data: **variability** in the data
 - We measure variability using the **covariance matrix**.
 - Sample variance for variable X:

$$\sigma_X^2 = \frac{1}{N} \sum_i (x_i - \mu_X)(x_i - \mu_X) = \frac{1}{N} (x - \mu_X)^T (x - \mu_X)$$

- Sample covariance of variables X and Y

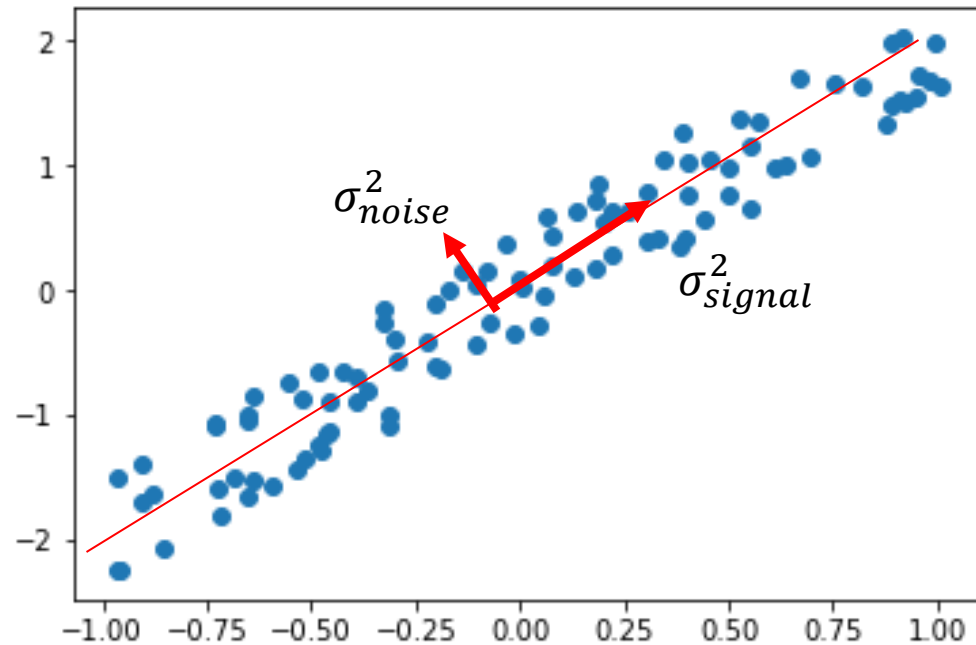
$$\sigma_{XY}^2 = \frac{1}{N} \sum_i (x_i - \mu_X)(y_i - \mu_Y) = \frac{1}{N} (x - \mu_X)^T (y - \mu_Y)$$

- **High variance** σ_X^2 means **high information** in dimension (attribute) X
 - We want to maximize the **signal-to-noise ratio** $\frac{\sigma_{signal}^2}{\sigma_{noise}^2}$
- **High co-variance** σ_{XY}^2 means high correlation between attributes X,Y, and thus **high redundancy**.
 - Ideally, we want $\sigma_{XY}^2 = 0$ for all pairs X,Y

Example

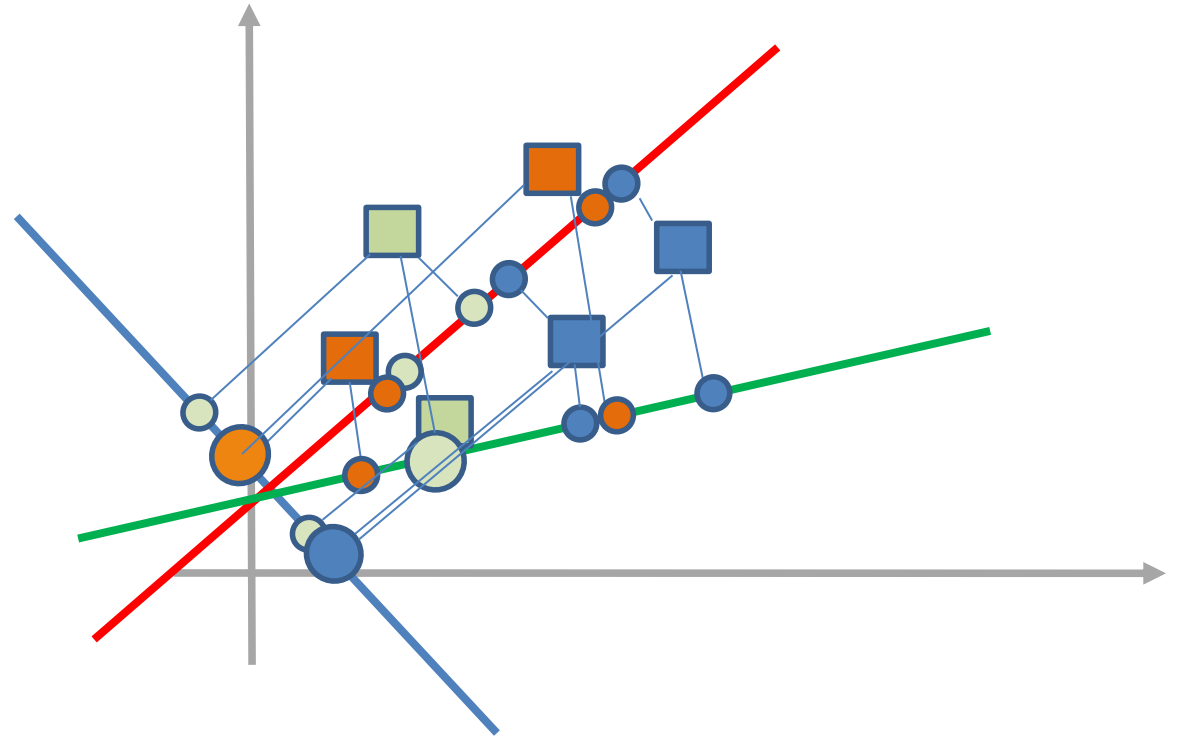
- In the data below the data are essentially one-dimensional, but what is the axis we should use?
 - The direction in which the variance is **maximized**.

The variance along the direction **orthogonal** to the main direction is small and captures the noise in the data



Example

- Which direction is best to project?



- Note that in the case of blue and green directions we have points that are far falling on each other.
- The red maximizes the variance, which gives more information

Covariance matrix

- We are given the data matrix A , with n rows and m columns, where the rows correspond to data samples over a set of features defined by the columns.
- Remove the **mean** of each **column** from the column vectors to get the **centered** matrix \bar{A}
- The matrix $C = \bar{A}^T \bar{A}$ is proportional to the **covariance matrix** of the **column** vectors of \bar{A} .
- We want to change the basis of the data so that the matrix becomes **diagonal**
 - All the values are in the diagonal and the off-diagonal entries are zero
 - Covariances now become zero, so there is no redundancy

PCA: Principal Component Analysis

- We will project the **rows** of matrix \bar{A} onto a **new** set of **attributes** (dimensions) such that:
 - Each attribute captures **the most remaining variance** in the data, while orthogonal to the existing attributes
 - The first attribute should capture the most variance in the data
 - The attributes have **zero covariance** to each other (they are **orthogonal**)
- For matrix A , the variance of the rows of A when projected to vector v is proportional to $\sigma^2 = \|\bar{A}v\|^2$
 - The **first right singular vector** of \bar{A} maximizes σ^2 !

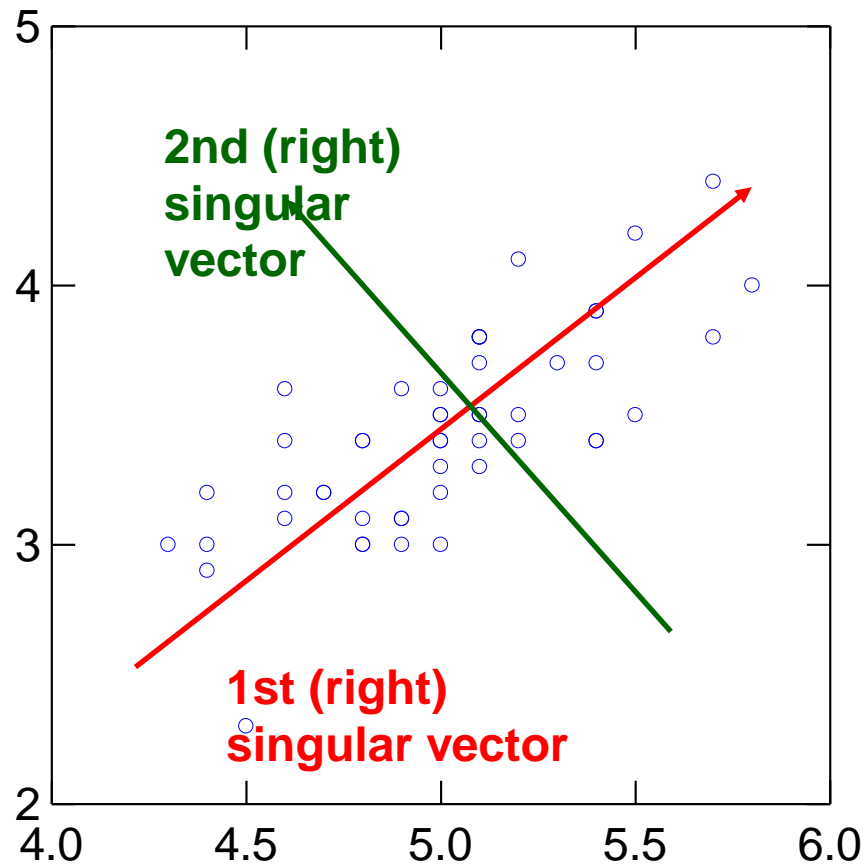
PCA and SVD

- PCA is a special case of SVD on the **centered matrix**.
- After projecting the centered matrix \bar{A} to the singular vectors in V we have that the covariance matrix of the new dataset $\bar{A}V$ is:

$$(\bar{A}V)^T (\bar{A}V) = \Sigma$$

- We have achieved to make the matrix diagonal!
- **Dimensionality reduction**: Don't keep all the singular vectors in V just the k first ones.

PCA



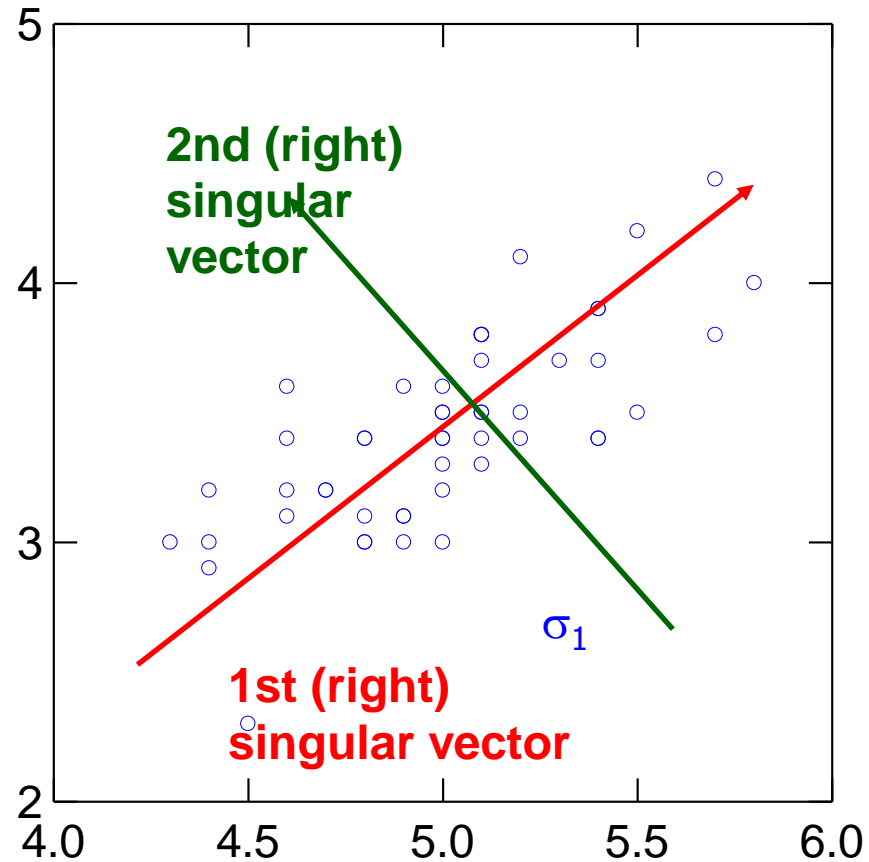
Input: 2-d dimensional points

Output:

1st (right) singular vector:
direction of maximal variance,

2nd (right) singular vector:
direction of maximal variance,
after removing the projection of
the data along the first singular
vector.

Singular values



σ_1 : measures data variance along the first singular vector.

σ_2 : measures how much of the data variance is explained by the second singular vector.

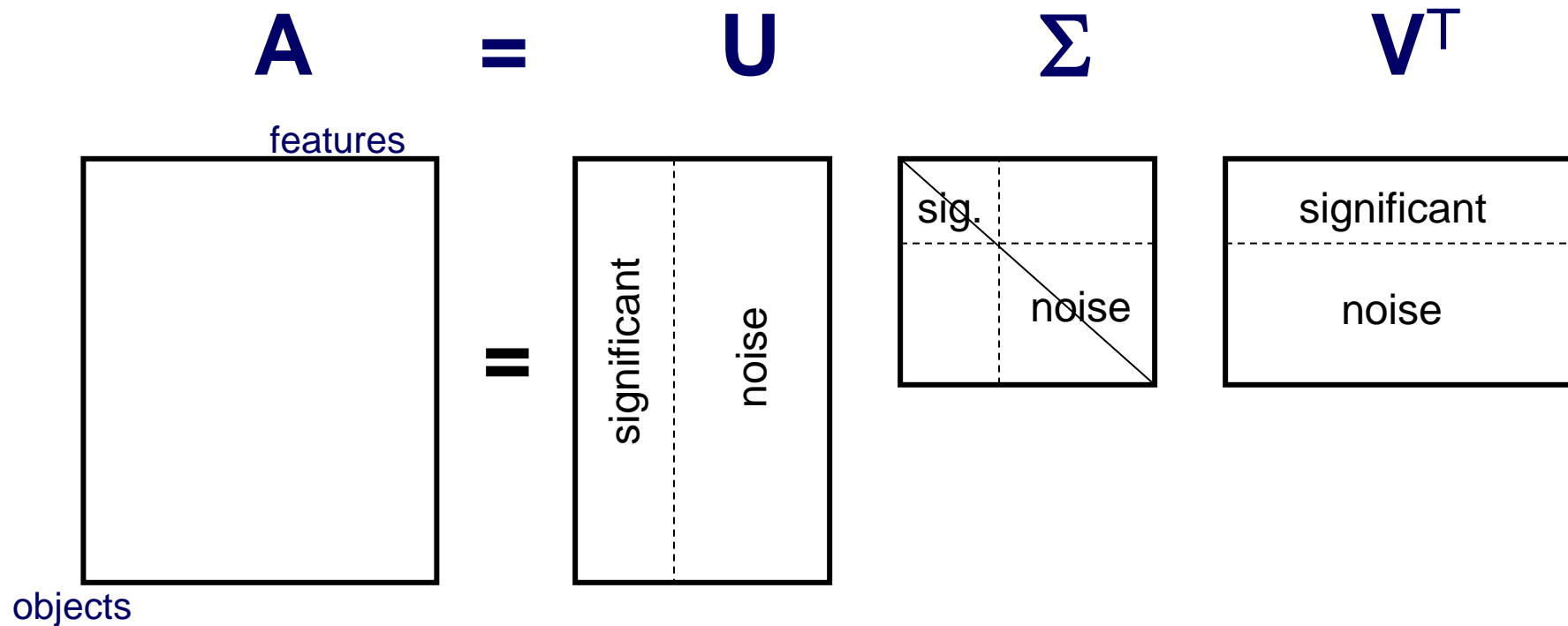
Singular values tell us something about the variance

- The variance in the direction of the k -th principal component is given by the corresponding singular value σ_k^2
- Singular values can be used to estimate how many components to keep
- **Rule of thumb:** keep enough to explain **85%** of the variation:

$$\frac{\sum_{j=1}^k \sigma_j^2}{\sum_{j=1}^n \sigma_j^2} \approx 0.85$$

LOW-RANK APPROXIMATION

SVD and Rank-**k** approximations



We keep the k most important singular vectors

The matrix $U_k \Sigma_k V_k^T$ is a **rank- k approximation** of A

The idea is that this is the part that has the useful information and noise is removed

This is also the **best** rank- k approximation (closest to the original A)

Rank-**k** approximations (A_k)

$$\begin{pmatrix} A_k \\ n \times d \end{pmatrix} = \begin{pmatrix} U_k \\ n \times k \end{pmatrix} \cdot \begin{pmatrix} \Sigma_k \\ k \times k \end{pmatrix} \cdot \begin{pmatrix} V_k^T \\ k \times d \end{pmatrix}$$

U_k : orthogonal matrix containing the top **k** left singular vectors of **A**.

V_k : orthogonal matrix containing the top **k** right singular vectors of **A**.

Σ_k : diagonal matrix containing the top **k** singular values of **A**

A_k is a rank-k approximation of **A**

A_k is the **best** approximation of **A**

SVD as an optimization

- The **rank-k approximation** matrix A_k produced by the top-k singular vectors of A **minimizes** the **Frobenious norm** of the difference with the matrix A

$$A_k = \arg \min_{B: \text{rank}(B)=k} \|A - B\|_F^2$$

$$\|A - B\|_F^2 = \sum_{i,j} (A_{ij} - B_{ij})^2$$

Explanation: The (i, j) cell in A_k is close on average with the (i, j) cell of A

What does this mean?

- We can **project** the row (and column) vectors of the matrix A into a **k -dimensional space** and preserve most of the information
- (**Ideally**) The A_k approximation of matrix A , contains all the **useful information**, and what is discarded is noise
- (**Ideally**) The k dimensions reveal **latent features/aspects/topics** of the term (document) space.

LATENT FACTOR MODELS AND RECOMMENDATION SYSTEMS

Latent factor model

- Rows (columns) are linear combinations of k latent factors
 - E.g., in our extreme document example there are two factors
- Some noise is added to this rank- k matrix resulting in higher rank
- SVD retrieves the latent factors (hopefully).

An (extreme) example

- User-Movie matrix
 - Blue and Red rows (columns) are **linearly dependent**

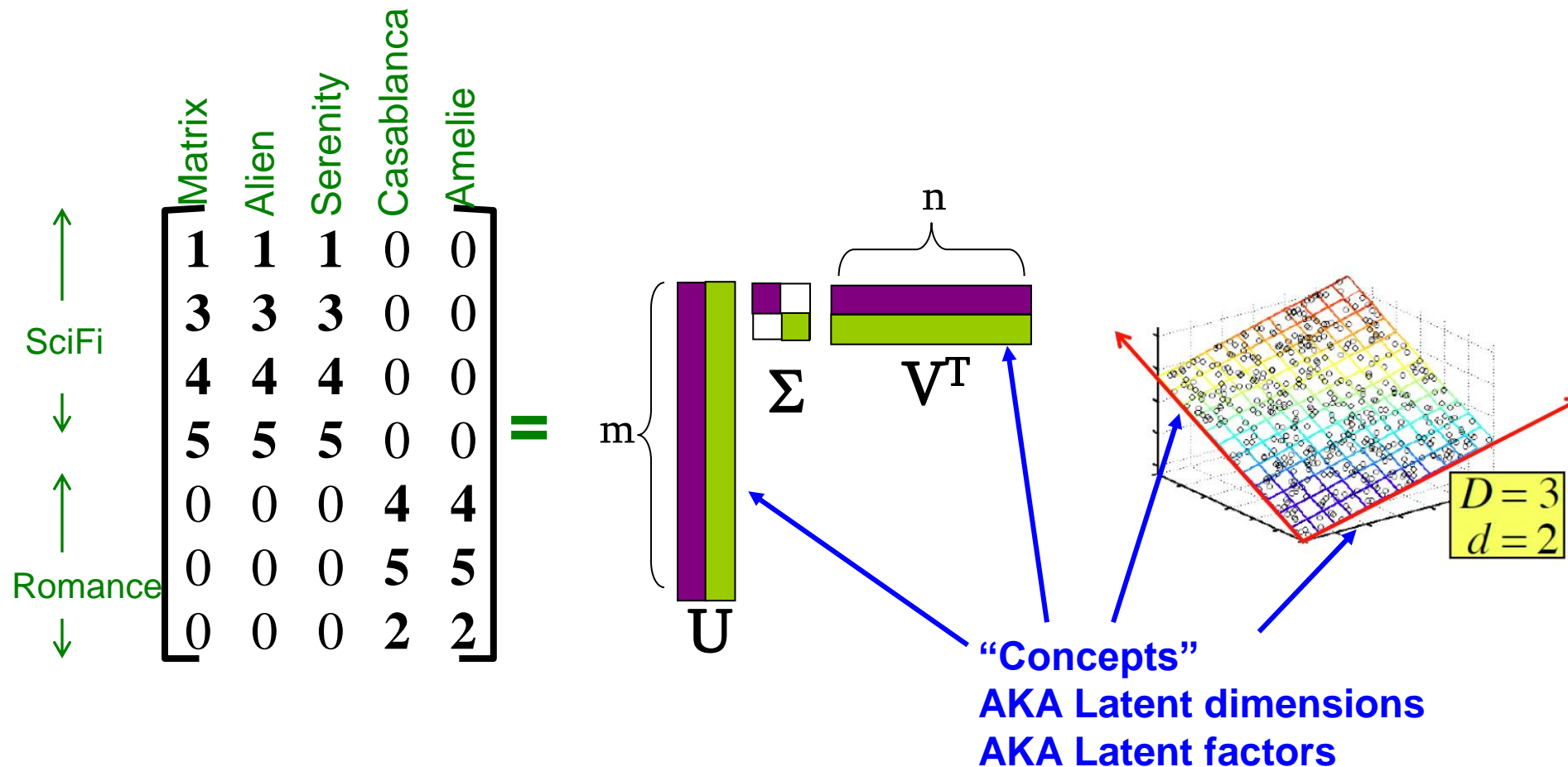
$$A = \begin{array}{|c|c|} \hline \text{Blue} & \text{White} \\ \hline \text{White} & \text{Red} \\ \hline \end{array}$$

- There are two **prototype** users (vectors of movies): blue and red
 - To describe the data is enough to describe the two **prototypes**, and the **projection weights** for each row
- **A** is a **rank-2** matrix

$$A = [w_1, w_2] \begin{bmatrix} d_1^T \\ d_2^T \end{bmatrix}$$

SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



SVD – Example: Users-to-Movies

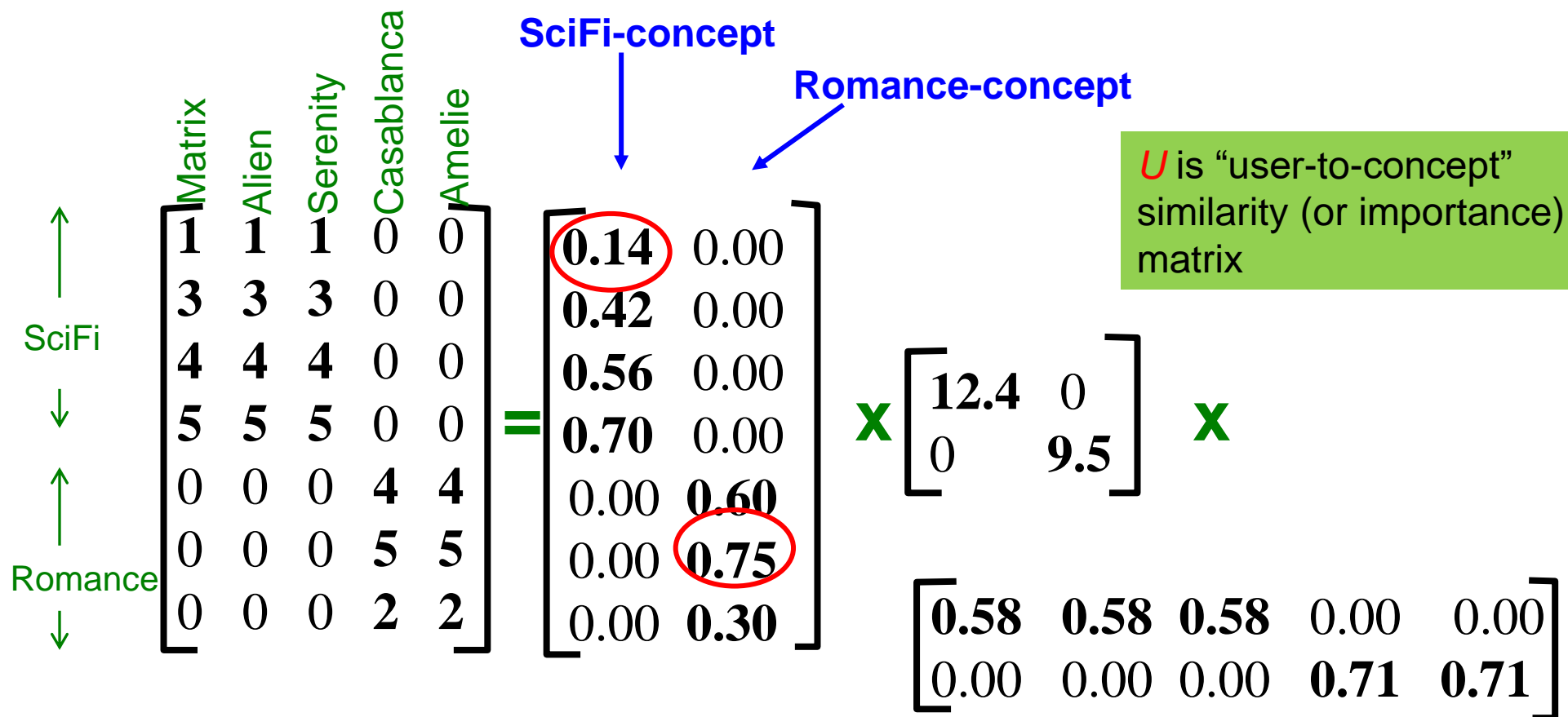
- A = U Σ V^T - example: Users to Movies**

$$\begin{matrix}
 \uparrow \\
 \text{SciFi} \\
 \downarrow \\
 \uparrow \\
 \text{Romance} \\
 \downarrow
 \end{matrix}
 \begin{bmatrix}
 \mathbf{1} & \mathbf{1} & \mathbf{1} & \mathbf{0} & \mathbf{0} \\
 \mathbf{3} & \mathbf{3} & \mathbf{3} & \mathbf{0} & \mathbf{0} \\
 \mathbf{4} & \mathbf{4} & \mathbf{4} & \mathbf{0} & \mathbf{0} \\
 \mathbf{5} & \mathbf{5} & \mathbf{5} & \mathbf{0} & \mathbf{0} \\
 \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{4} & \mathbf{4} \\
 \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{5} & \mathbf{5} \\
 \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{2} & \mathbf{2}
 \end{bmatrix}
 =
 \begin{bmatrix}
 \mathbf{0.14} & \mathbf{0.00} \\
 \mathbf{0.42} & \mathbf{0.00} \\
 \mathbf{0.56} & \mathbf{0.00} \\
 \mathbf{0.70} & \mathbf{0.00} \\
 \mathbf{0.00} & \mathbf{0.60} \\
 \mathbf{0.00} & \mathbf{0.30}
 \end{bmatrix}
 \times
 \begin{bmatrix}
 \mathbf{12.4} & \mathbf{0} \\
 \mathbf{0} & \mathbf{9.5}
 \end{bmatrix}
 \times
 \begin{bmatrix}
 \mathbf{0.58} & \mathbf{0.58} & \mathbf{0.58} & \mathbf{0.00} & \mathbf{0.00} \\
 \mathbf{0.00} & \mathbf{0.00} & \mathbf{0.00} & \mathbf{0.71} & \mathbf{0.71}
 \end{bmatrix}$$

SciFi-concept Romance-concept

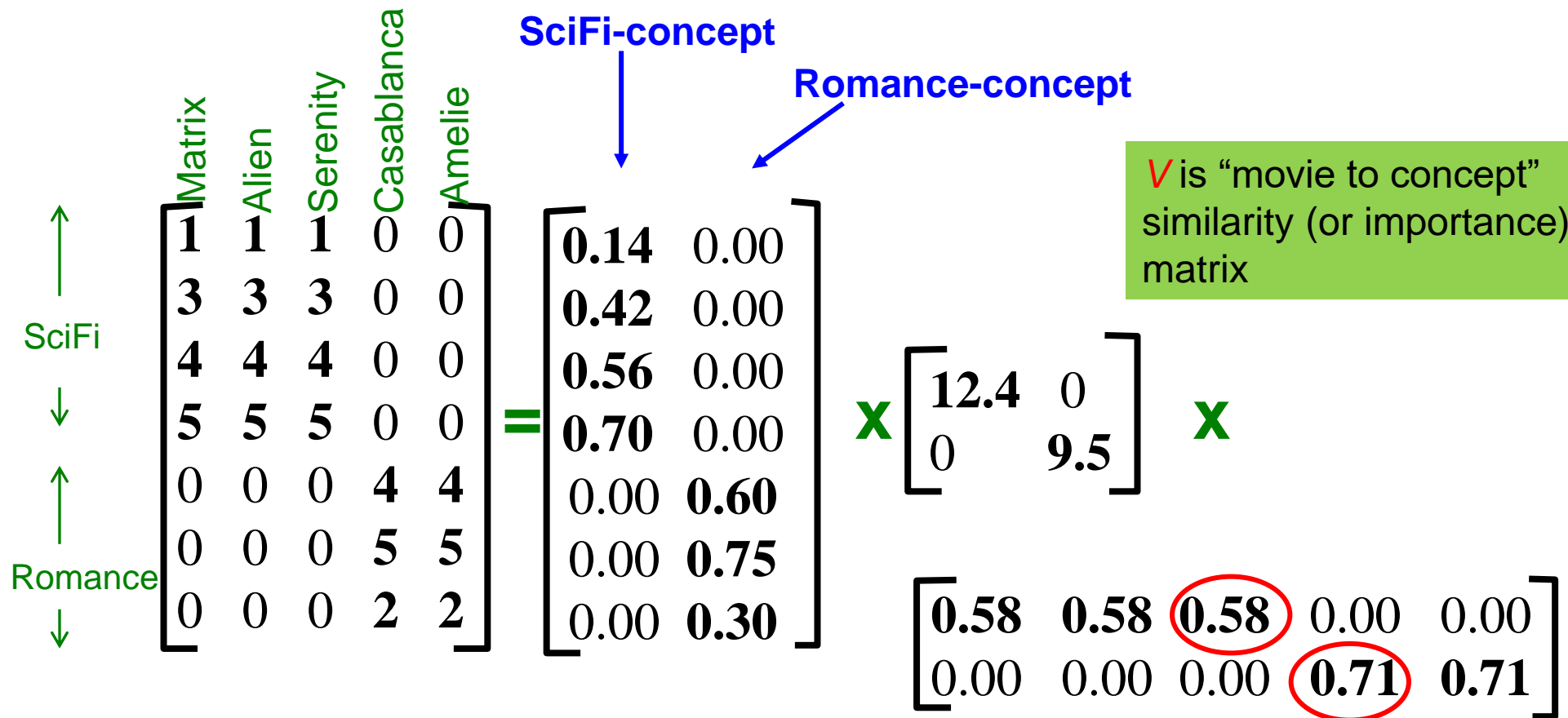
SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



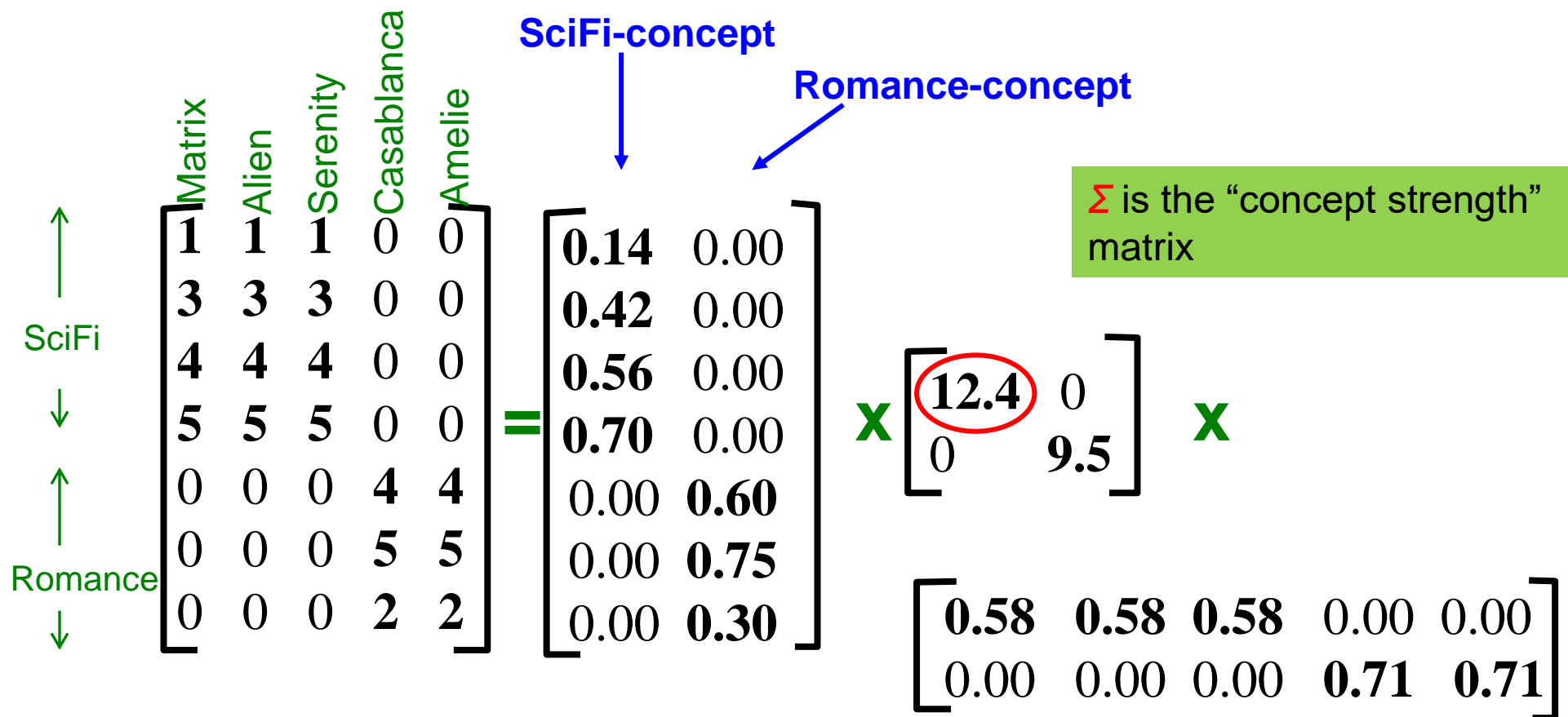
SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



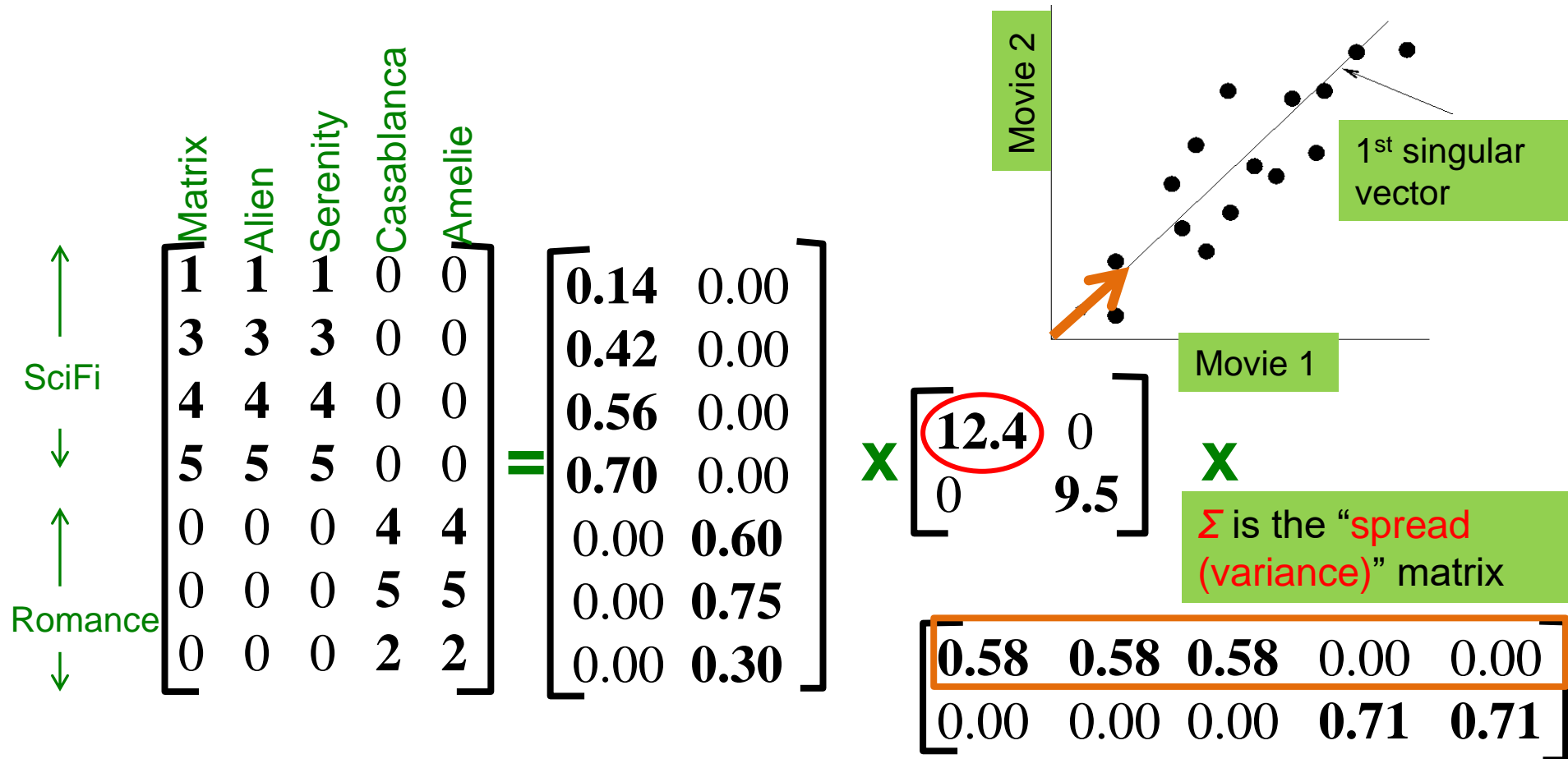
SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



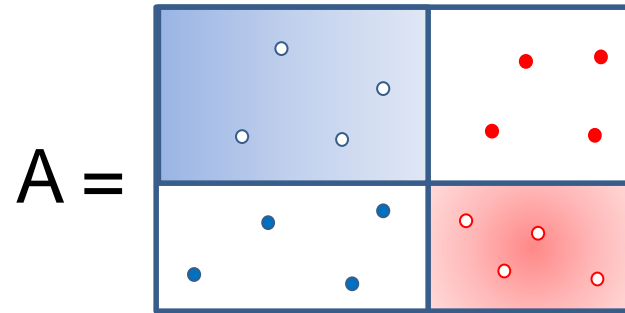
SVD – Example: Users-to-Movies

- The axes on which we project the users (rows) are defined by the movies-to-concepts matrix V
- Similarly for movies the axes are defined by matrix U

$$\begin{array}{c}
 \uparrow \\
 \text{SciFi} \\
 \downarrow \\
 \uparrow \\
 \text{Romance} \\
 \downarrow
 \end{array}
 \begin{array}{c}
 \text{Matrix} \\
 \text{Alien} \\
 \text{Serenity} \\
 \text{Casablanca} \\
 \text{Amelie}
 \end{array}
 \begin{bmatrix}
 1 & 1 & 1 & 0 & 0 \\
 3 & 3 & 3 & 0 & 0 \\
 4 & 4 & 4 & 0 & 0 \\
 5 & 5 & 5 & 0 & 0 \\
 0 & 0 & 0 & 4 & 4 \\
 0 & 0 & 0 & 5 & 5 \\
 0 & 0 & 0 & 2 & 2
 \end{bmatrix}
 \times
 \begin{bmatrix}
 0.58 & 0.00 \\
 0.58 & 0.00 \\
 0.58 & 0.00 \\
 0.00 & 0.71 \\
 0.00 & 0.71
 \end{bmatrix}
 =
 \begin{bmatrix}
 0.14 & 0.00 \\
 0.42 & 0.00 \\
 0.56 & 0.00 \\
 0.70 & 0.00 \\
 0.00 & 0.60 \\
 0.00 & 0.75 \\
 0.00 & 0.30
 \end{bmatrix}
 \times
 \begin{bmatrix}
 12.4 & 0 \\
 0 & 9.5
 \end{bmatrix}$$

An (more realistic) example

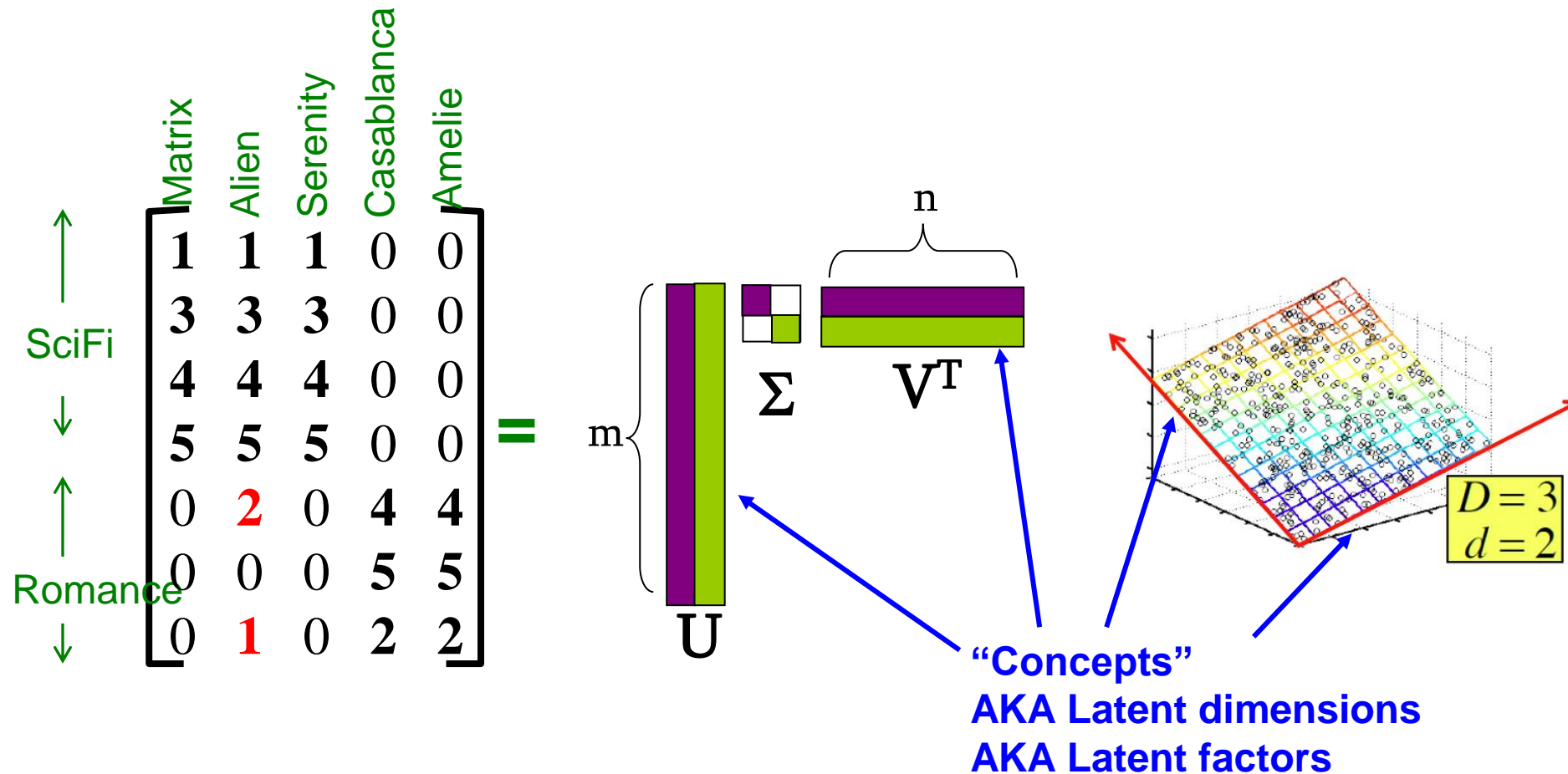
- User-Movie matrix



- There are two prototypes of users and movies, but they are **noisy**
 - Missing ratings
 - Ratings “out of character”
- This is the usual case for real data (lots of missing entries)

SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



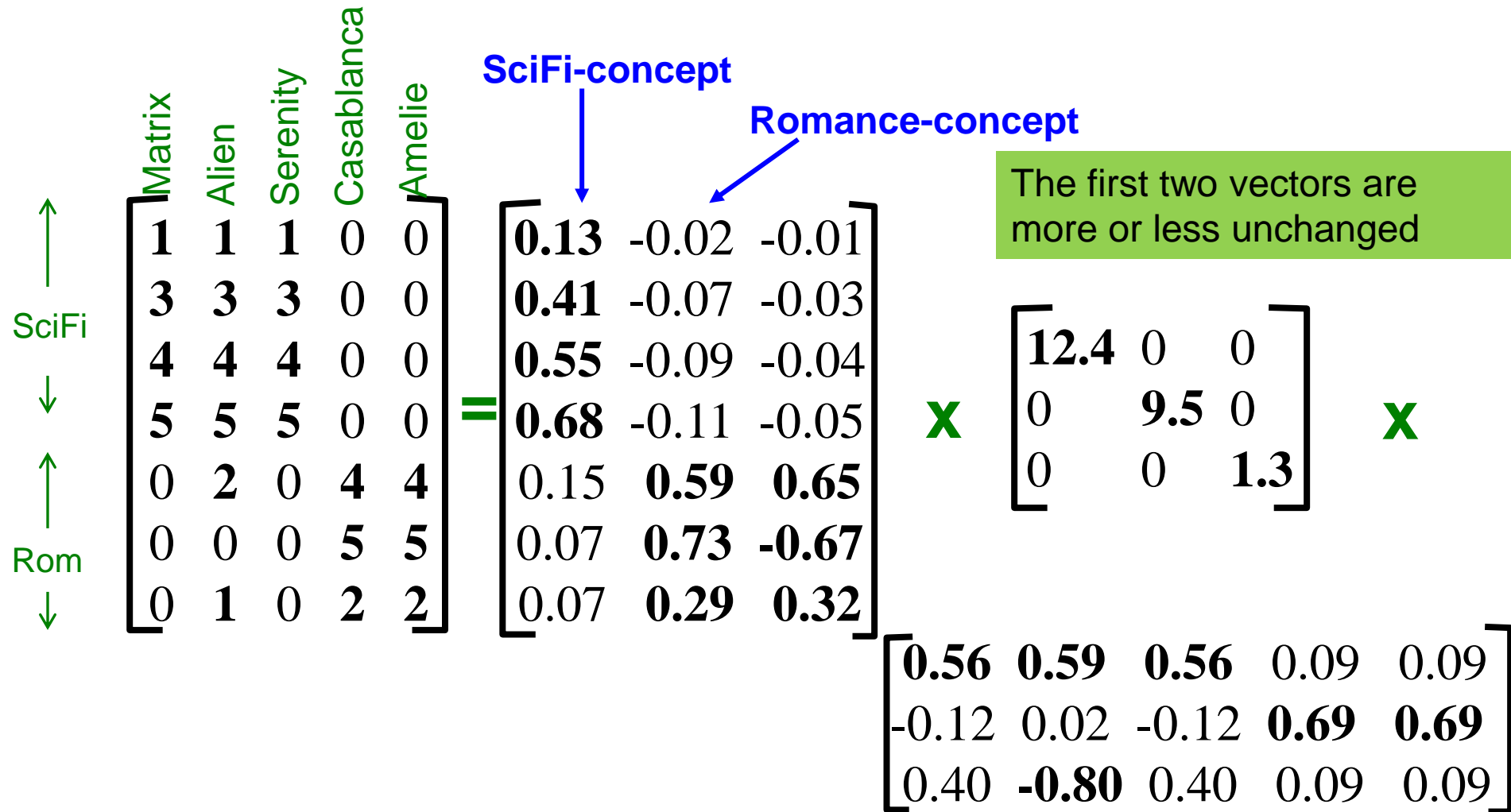
SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies

$$\begin{array}{c}
 \uparrow \\
 \text{SciFi} \\
 \downarrow \\
 \uparrow \\
 \text{Romance} \\
 \downarrow
 \end{array}
 \begin{bmatrix}
 \mathbf{1} & \mathbf{1} & \mathbf{1} & \mathbf{0} & \mathbf{0} \\
 \mathbf{3} & \mathbf{3} & \mathbf{3} & \mathbf{0} & \mathbf{0} \\
 \mathbf{4} & \mathbf{4} & \mathbf{4} & \mathbf{0} & \mathbf{0} \\
 \mathbf{5} & \mathbf{5} & \mathbf{5} & \mathbf{0} & \mathbf{0} \\
 \mathbf{0} & \mathbf{2} & \mathbf{0} & \mathbf{4} & \mathbf{4} \\
 \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{5} & \mathbf{5} \\
 \mathbf{0} & \mathbf{1} & \mathbf{0} & \mathbf{2} & \mathbf{2}
 \end{bmatrix}
 \begin{array}{c}
 \text{Matrix} \\
 \text{Alien} \\
 \text{Serenity} \\
 \text{Casablanca} \\
 \text{Amelie}
 \end{array}
 =
 \begin{bmatrix}
 \mathbf{0.13} & -\mathbf{0.02} & -\mathbf{0.01} \\
 \mathbf{0.41} & -\mathbf{0.07} & -\mathbf{0.03} \\
 \mathbf{0.55} & -\mathbf{0.09} & -\mathbf{0.04} \\
 \mathbf{0.68} & -\mathbf{0.11} & -\mathbf{0.05} \\
 \mathbf{0.15} & \mathbf{0.59} & \mathbf{0.65} \\
 \mathbf{0.07} & \mathbf{0.73} & -\mathbf{0.67} \\
 \mathbf{0.07} & \mathbf{0.29} & \mathbf{0.32}
 \end{bmatrix}
 \times
 \begin{bmatrix}
 \mathbf{12.4} & \mathbf{0} & \mathbf{0} \\
 \mathbf{0} & \mathbf{9.5} & \mathbf{0} \\
 \mathbf{0} & \mathbf{0} & \mathbf{1.3}
 \end{bmatrix}
 \times
 \begin{bmatrix}
 \mathbf{0.56} & \mathbf{0.59} & \mathbf{0.56} & \mathbf{0.09} & \mathbf{0.09} \\
 -\mathbf{0.12} & \mathbf{0.02} & -\mathbf{0.12} & \mathbf{0.69} & \mathbf{0.69} \\
 \mathbf{0.40} & -\mathbf{0.80} & \mathbf{0.40} & \mathbf{0.09} & \mathbf{0.09}
 \end{bmatrix}$$

SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies



SVD – Example: Users-to-Movies

- $A = U \Sigma V^T$ - example: Users to Movies

<div style="display: flex; flex-direction: column; align-items: center; gap: 10px;"> <div style="display: flex; align-items: center; gap: 5px;"> ↑ SciFi </div> <div style="display: flex; align-items: center; gap: 5px;"> ↓ Rom </div> </div>	<table border="1" style="border-collapse: collapse; text-align: center; width: 150px;"> <tr><td style="padding: 5px;">1</td><td style="padding: 5px;">1</td><td style="padding: 5px;">1</td><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td></tr> <tr><td style="padding: 5px;">3</td><td style="padding: 5px;">3</td><td style="padding: 5px;">3</td><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td></tr> <tr><td style="padding: 5px;">4</td><td style="padding: 5px;">4</td><td style="padding: 5px;">4</td><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td></tr> <tr><td style="padding: 5px;">5</td><td style="padding: 5px;">5</td><td style="padding: 5px;">5</td><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td></tr> <tr><td style="padding: 5px;">0</td><td style="padding: 5px;">2</td><td style="padding: 5px;">0</td><td style="padding: 5px;">4</td><td style="padding: 5px;">4</td></tr> <tr><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td><td style="padding: 5px;">5</td><td style="padding: 5px;">5</td></tr> <tr><td style="padding: 5px;">0</td><td style="padding: 5px;">1</td><td style="padding: 5px;">0</td><td style="padding: 5px;">2</td><td style="padding: 5px;">2</td></tr> </table>	1	1	1	0	0	3	3	3	0	0	4	4	4	0	0	5	5	5	0	0	0	2	0	4	4	0	0	0	5	5	0	1	0	2	2	$=$ <table border="1" style="border-collapse: collapse; text-align: center; width: 150px;"> <tr><td style="padding: 5px;">0.13</td><td style="padding: 5px;">-0.02</td><td style="padding: 5px;">-0.01</td></tr> <tr><td style="padding: 5px;">0.41</td><td style="padding: 5px;">-0.07</td><td style="padding: 5px;">-0.03</td></tr> <tr><td style="padding: 5px;">0.55</td><td style="padding: 5px;">-0.09</td><td style="padding: 5px;">-0.04</td></tr> <tr><td style="padding: 5px;">0.68</td><td style="padding: 5px;">-0.11</td><td style="padding: 5px;">-0.05</td></tr> <tr><td style="padding: 5px;">0.15</td><td style="padding: 5px;">0.59</td><td style="padding: 5px;">0.65</td></tr> <tr><td style="padding: 5px;">0.07</td><td style="padding: 5px;">0.73</td><td style="padding: 5px;">-0.67</td></tr> <tr><td style="padding: 5px;">0.07</td><td style="padding: 5px;">0.29</td><td style="padding: 5px;">0.32</td></tr> </table>	0.13	-0.02	-0.01	0.41	-0.07	-0.03	0.55	-0.09	-0.04	0.68	-0.11	-0.05	0.15	0.59	0.65	0.07	0.73	-0.67	0.07	0.29	0.32	\times <table border="1" style="border-collapse: collapse; text-align: center; width: 100px;"> <tr><td style="padding: 5px;">12.4</td><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td></tr> <tr><td style="padding: 5px;">0</td><td style="padding: 5px;">9.5</td><td style="padding: 5px;">0</td></tr> <tr><td style="padding: 5px;">0</td><td style="padding: 5px;">0</td><td style="padding: 5px; border: 2px solid red;">1.3</td></tr> </table> \times	12.4	0	0	0	9.5	0	0	0	1.3	<table border="1" style="border-collapse: collapse; text-align: center; width: 200px;"> <tr><td style="padding: 5px;">0.56</td><td style="padding: 5px;">0.59</td><td style="padding: 5px;">0.56</td><td style="padding: 5px;">0.09</td><td style="padding: 5px;">0.09</td></tr> <tr><td style="padding: 5px;">-0.12</td><td style="padding: 5px;">0.02</td><td style="padding: 5px;">-0.12</td><td style="padding: 5px;">0.69</td><td style="padding: 5px;">0.69</td></tr> <tr><td style="padding: 5px;">0.40</td><td style="padding: 5px;">-0.80</td><td style="padding: 5px;">0.40</td><td style="padding: 5px;">0.09</td><td style="padding: 5px;">0.09</td></tr> </table>	0.56	0.59	0.56	0.09	0.09	-0.12	0.02	-0.12	0.69	0.69	0.40	-0.80	0.40	0.09	0.09
1	1	1	0	0																																																																																
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-0.12	0.02	-0.12	0.69	0.69																																																																																
0.40	-0.80	0.40	0.09	0.09																																																																																

The third vector has a very low singular value

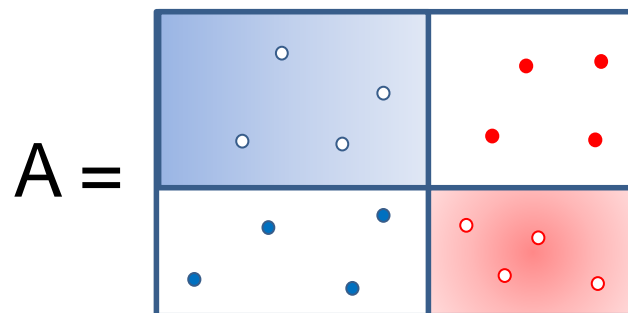
SVD - Interpretation

‘**movies**’, ‘**users**’ and ‘**concepts**’:

- U : user-to-concept similarity matrix
- V : movie-to-concept similarity matrix
- Σ : its diagonal elements:
 ‘**strength**’ of each concept

Rank-k approximation

- In this User-Movie matrix



- We have more than two singular vectors, but the **strongest** ones are still about the two types.
 - The third models the **noise** in the data
- By keeping the two **strongest singular vectors** we obtain most of the information in the data.
 - This is the **rank-2 approximation** of the matrix A

Example

More details

- **Q:** How exactly is dim. reduction done?
- **A:** Compute **SVD**

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 3 & 3 & 3 & 0 & 0 \\ 4 & 4 & 4 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} = \begin{bmatrix} 0.13 & -0.02 & -0.01 \\ 0.41 & -0.07 & -0.03 \\ 0.55 & -0.09 & -0.04 \\ 0.68 & -0.11 & -0.05 \\ 0.15 & 0.59 & 0.65 \\ 0.07 & 0.73 & -0.67 \\ 0.07 & 0.29 & 0.32 \end{bmatrix} \times \begin{bmatrix} 12.4 & 0 & 0 \\ 0 & 9.5 & 0 \\ 0 & 0 & 1.3 \end{bmatrix} \times \begin{bmatrix} 0.56 & 0.59 & 0.56 & 0.09 & 0.09 \\ -0.12 & 0.02 & -0.12 & 0.69 & 0.69 \\ 0.40 & -0.80 & 0.40 & 0.09 & 0.09 \end{bmatrix}$$

Example

More details

- **Q:** How exactly is dim. reduction done?
- **A:** Set smallest singular values to zero

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 3 & 3 & 3 & 0 & 0 \\ 4 & 4 & 4 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} \approx \begin{bmatrix} 0.13 & -0.02 & -0.01 \\ 0.41 & -0.07 & -0.03 \\ 0.55 & -0.09 & -0.04 \\ 0.68 & -0.11 & -0.05 \\ 0.15 & 0.59 & 0.65 \\ 0.07 & 0.73 & -0.67 \\ 0.07 & 0.29 & 0.32 \end{bmatrix} \times \begin{bmatrix} 12.4 & 0 & 0 \\ 0 & 9.5 & 0 \\ 0 & 0 & 1.3 \end{bmatrix} \times \begin{bmatrix} 0.56 & 0.59 & 0.56 & 0.09 & 0.09 \\ -0.12 & 0.02 & -0.12 & 0.69 & 0.69 \\ 0.40 & -0.80 & 0.40 & 0.09 & 0.09 \end{bmatrix}$$

Example

More details

- **Q:** How exactly is dim. reduction done?
- **A:** Set smallest singular values to zero

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 3 & 3 & 3 & 0 & 0 \\ 4 & 4 & 4 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} \approx \begin{bmatrix} 0.13 & -0.02 & -0.01 \\ 0.41 & -0.07 & -0.03 \\ 0.55 & -0.09 & -0.04 \\ 0.68 & -0.11 & -0.05 \\ 0.15 & 0.59 & 0.65 \\ 0.07 & 0.73 & -0.67 \\ 0.07 & 0.29 & 0.32 \end{bmatrix} \times \begin{bmatrix} 12.4 & 0 & 0 \\ 0 & 9.5 & 0 \\ 0 & 0 & 1.3 \end{bmatrix} \times \begin{bmatrix} 0.56 & 0.59 & 0.56 & 0.09 & 0.09 \\ -0.12 & 0.02 & -0.12 & 0.69 & 0.69 \\ 0.40 & -0.80 & 0.40 & 0.09 & 0.09 \end{bmatrix}$$

(Note: In the original image, the third column of the second matrix and the third row of the third matrix are crossed out with red lines, indicating they are the smallest singular values being set to zero.)

Example

More details

- **Q:** How exactly is dim. reduction done?
- **A:** Keep the new representation of the users-movies

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 3 & 3 & 3 & 0 & 0 \\ 4 & 4 & 4 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} \approx \begin{bmatrix} 0.13 & -0.02 \\ 0.41 & -0.07 \\ 0.55 & -0.09 \\ 0.68 & -0.11 \\ 0.15 & 0.59 \\ 0.07 & 0.73 \\ 0.07 & 0.29 \end{bmatrix} \times \begin{bmatrix} 12.4 & 0 \\ 0 & 9.5 \end{bmatrix} \times \begin{bmatrix} 0.56 & 0.59 & 0.56 & 0.09 & 0.09 \\ -0.12 & 0.02 & -0.12 & 0.69 & 0.69 \end{bmatrix}$$

Example

More details

- **Q:** How exactly is dim. reduction done?
- **A:** Compute new matrix that approximates the original (w/o noise)

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 3 & 3 & 3 & 0 & 0 \\ 4 & 4 & 4 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} \approx \begin{bmatrix} 0.92 & 0.95 & 0.92 & 0.01 & 0.01 \\ 2.91 & 3.01 & 2.91 & -0.01 & -0.01 \\ 3.90 & 4.04 & 3.90 & 0.01 & 0.01 \\ 4.82 & 5.00 & 4.82 & 0.03 & 0.03 \\ 0.70 & 0.53 & 0.70 & 4.11 & 4.11 \\ -0.69 & 1.34 & -0.69 & 4.78 & 4.78 \\ 0.32 & 0.23 & 0.32 & 2.01 & 2.01 \end{bmatrix}$$

Frobenius norm:
 $\|M\|_F = \sqrt{\sum_{ij} M_{ij}^2}$

$\|A-B\|_F = \sqrt{\sum_{ij} (A_{ij}-B_{ij})^2}$
 is "small"

SVD for matrix reconstruction

- We will now see how we can use the fact that SVD gives the best rank- k approximation for a data matrix A .
- The idea is that we assume that the “true” matrix is rank- k , and rank is increased due to noise
- We use SVD to find the best rank- k approximation for A , and thus the best approximation of the “true” matrix

Model-based Recommendation Systems

- Data: An $n \times m$ matrix D of users rating movies
 - Sparse and often noisy
- **Assumption**: There are k basic **user profiles**, and each user is a **linear combination** of these profiles
 - E.g., action, comedy, drama, romance
- **Implication**: There exists a matrix M with the **true preferences** of all the users for all movies that is a rank- k matrix
- The matrix D that we observe is a **noisy**, and **incomplete** version of the matrix M
- Given matrix D we want to construct a matrix \tilde{D} that is as close as possible to the “true” matrix M
- **Model-based** collaborative filtering

Model-based Recommendation Systems

- Use as \tilde{D} the rank- k approximation matrix D_k of matrix D .
- The matrix D_k is a full matrix. Use the entries of D_k to predict unseen ratings
- **Algorithm:**
 - Compute the rank- k approximation D_k of matrix D
 - For a user u and movie m , predict the value $D_k[m, u]$.
- We know that matrix D_k is the rank- k matrix that is closest to the observed data D
- Under some assumptions for the missing and noisy entries, it can also be shown that it is the closest matrix to the ideal matrix M

Example

Missing ratings and noise

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 0 & 3 & 3 & 0 & 0 \\ 4 & 4 & 0 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} = \begin{bmatrix} 0.14 & -0.06 & -0.04 \\ 0.30 & -0.11 & -0.61 \\ 0.43 & -0.16 & 0.76 \\ 0.74 & -0.31 & -0.18 \\ 0.15 & 0.53 & 0.02 \\ 0.07 & 0.70 & -0.03 \\ 0.07 & 0.27 & 0.01 \end{bmatrix} \times \begin{bmatrix} 12.4 & 0 & 0 \\ 0 & 9.5 & 0 \\ 0 & 0 & 1.3 \end{bmatrix} \times \begin{bmatrix} 0.51 & 0.66 & 0.44 & 0.23 & 0.23 \\ -0.24 & -0.13 & -0.21 & 0.66 & 0.66 \\ 0.59 & 0.08 & -0.80 & 0.01 & 0.01 \end{bmatrix}$$

Example

Missing ratings and noise

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 0 & 3 & 3 & 0 & 0 \\ 4 & 4 & 0 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix} = \begin{bmatrix} 0.14 & -0.06 & -0.04 \\ 0.30 & -0.11 & -0.61 \\ 0.43 & -0.16 & 0.76 \\ 0.74 & -0.31 & -0.18 \\ 0.15 & 0.53 & 0.02 \\ 0.07 & 0.70 & -0.03 \\ 0.07 & 0.27 & 0.01 \end{bmatrix} \times \begin{bmatrix} 12.4 & 0 & 0 \\ 0 & 9.5 & 0 \\ 0 & 0 & 1.3 \end{bmatrix} \times \begin{bmatrix} 0.51 & 0.66 & 0.44 & 0.23 & 0.23 \\ -0.24 & -0.13 & -0.21 & 0.66 & 0.66 \\ 0.59 & 0.08 & -0.80 & 0.01 & 0.01 \end{bmatrix}$$

The image shows a matrix multiplication sequence. The first matrix is a 7x5 matrix of ratings, with some cells highlighted in blue (0, 3, 3, 0, 0), red (2, 0, 4, 4), and black. The second matrix is a 7x3 matrix of weights, with some cells crossed out in red (0.04, -0.61, 0.76, -0.18, 0.01). The third matrix is a 3x3 matrix of weights, with the bottom-right cell (1.3) crossed out in red. The fourth matrix is a 7x5 matrix of weights, with the bottom two rows crossed out in red. Green 'x' symbols indicate the multiplication steps.

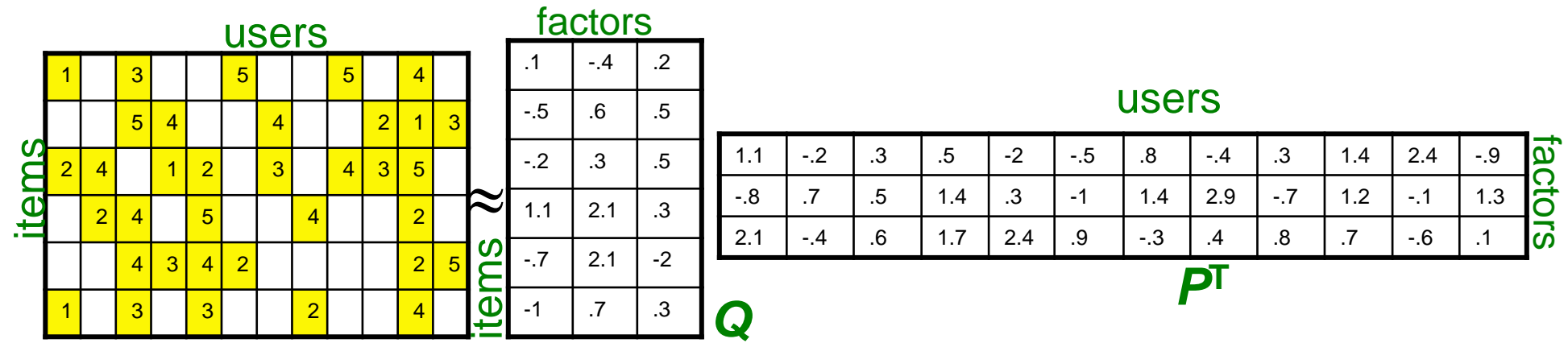
Example

- Reconstruction of missing ratings

$$\begin{bmatrix} 0.96 & 1.14 & 0.82 & -0.01 & -0.01 \\ 1.94 & 2.32 & 1.66 & 0.07 & 0.07 \\ 2.77 & 3.32 & 2.37 & 0.08 & 0.08 \\ 4.84 & 5.74 & 4.14 & -0.08 & 0.08 \\ 0.40 & 1.42 & 0.33 & 4.06 & 4.06 \\ -0.42 & 0.63 & -0.38 & 4.92 & 4.92 \\ 0.20 & 0.71 & 0.16 & 2.03 & 2.03 \end{bmatrix}$$

- This is the rank-2 approximation of the input matrix

Latent Factor Models



- **SVD also considers entries that are missing!**
- **Use specialized methods to find P , Q**

- $$\min_{P,Q} \sum_{(i,x) \in R} (r_{xi} - q_i^T \cdot p_x)^2$$

$$\hat{r}_{xi} = q_i^T \cdot p_x$$

- **Note:**

- We don't require cols of P , Q to be orthogonal/unit length
- P , Q map users/movies to a latent space

Latent factors

- We can define latent factor models that apply the same idea in different ways
 - Probabilistic/Generative models.
- These models are also described as Matrix Factorization techniques
- The latent factor methods work well in practice, and they are employed by most sophisticated recommendation systems
- Today there is also a lot of deep learning involved

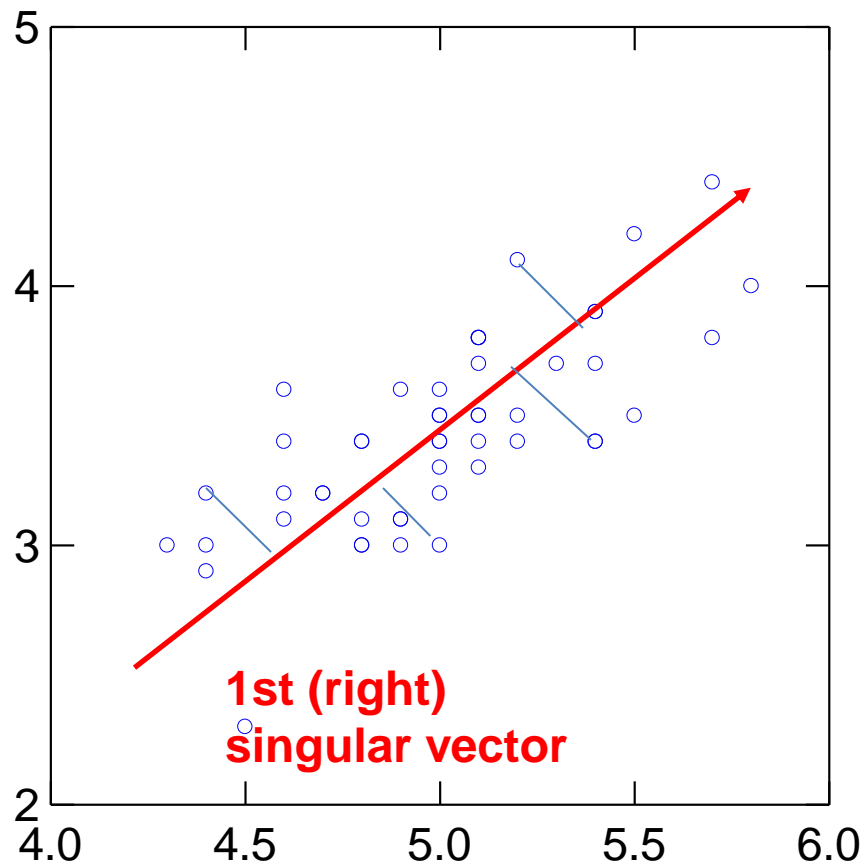
Another Application

- **Latent Semantic Indexing (LSI)**:
 - Apply PCA on the **document-term** matrix, and index the k-dimensional vectors
 - When a query comes, **project** it onto the k-dimensional space and compute **cosine similarity** in this space
 - Principal components capture main **topics**, and enrich the document representation

OTHER PROPERTIES OF SVD

Another property of PCA/SVD

- The chosen vectors are such that minimize the **sum of square differences** between the data vectors and the low-dimensional projections



SVD is “the Rolls-Royce and the Swiss Army Knife of Numerical Linear Algebra.”*

*Dianne O’Leary, MMDS ’06

Other dimensionality reduction techniques

- **Multidimensional Scaling**
 - You are given pairwise distances between objects
 - Find a low-dimensional representation of the objects (2D for visualization) such that you approximate the distances as well as possible
- **(Deep) Neural Network Embeddings:**
 - Use a very simplistic, high-dimensional representation of the data (e.g., one-hot encoding)
 - Consider a prediction problem (e.g., predict the context words) and pass the data through a multi-layer neural network.
 - Use the input of the last layer as the representation

Computation of eigenvectors

- Consider a symmetric square matrix M
- Power-method:
 - Start with the vector v of all 1's
 - Compute $v = Mv$
 - Normalize by the length of v
 - Repeat until the vector does not change
- This will give us the first eigenvector.
- The first eigenvalue is $\lambda = v^T Mv$
- For the second one, compute the first eigenvector of the matrix $M^* = M - \lambda vv^T$

Computing singular vectors

- Compute the eigenvectors and eigenvalues of the matrices MM^T and $M^T M$