

# CS-4053 Recommender System

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## Lecture 7: Matrix Factorization

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# Flow of this lecture

- ☐ Features
- ☐ Factorizing interaction matrix
- ☐ Storage
- ☐ Optimization
- ☐ Predictions

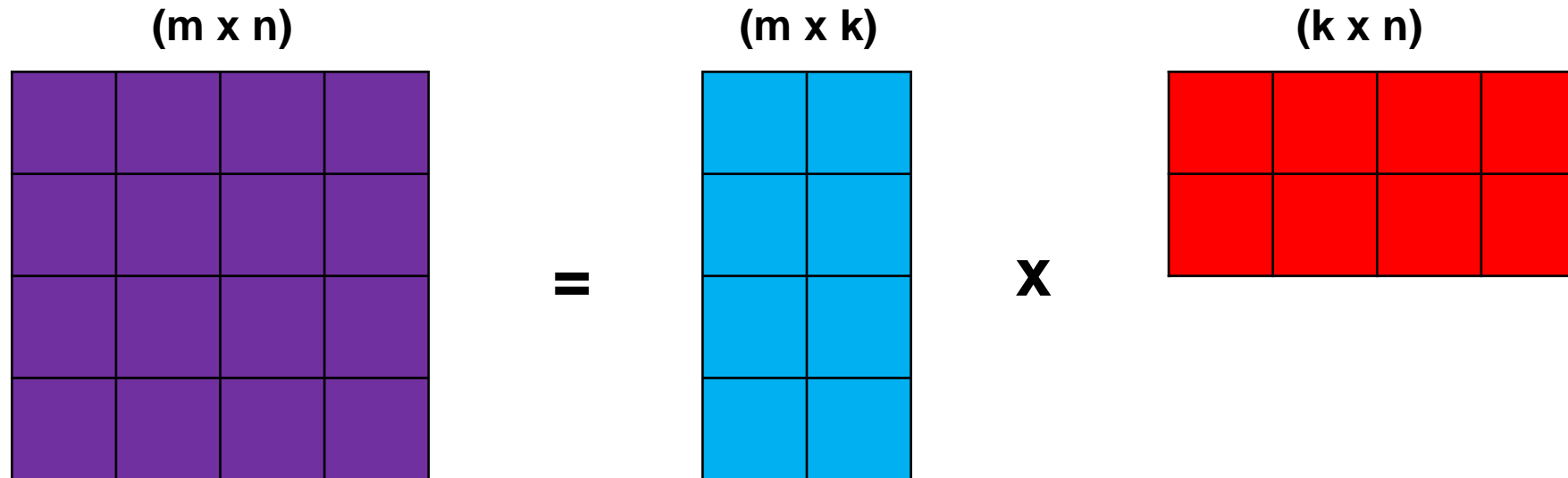
# Factorization

- ❑ **Factorization** is a mathematical technique that allows a term to be decomposed into a product of two or more smaller terms

$$16 = 8 \times 2$$

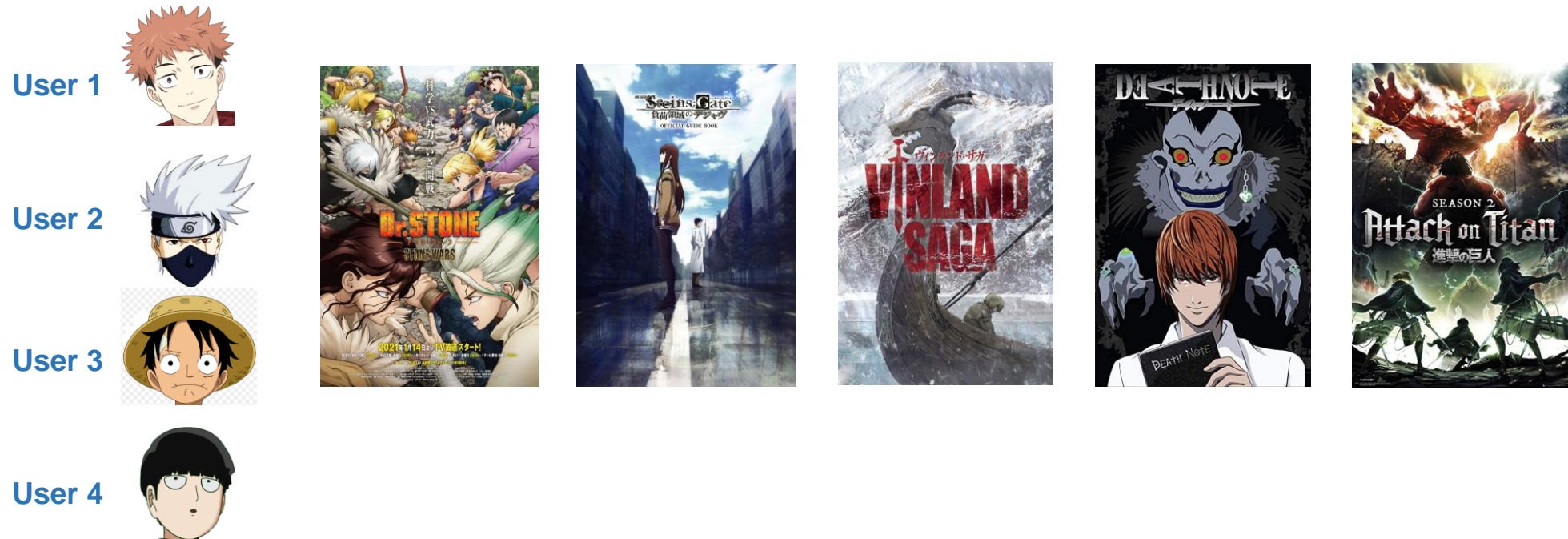
# Matrix Factorization

- ❑ **Matrix Factorization** is a technique in which user-item interaction matrix is decomposed into a product of two or three matrices












# Matrix Factorization

- We have a set of users and their interaction matrix for anime



# Matrix Factorization

						
		I1	I2	I3	I4	I5
User 1		2	1	4	1	2
User 2		1	4	1	2	2
User 3		3	5	5	3	4
User 4		2	3	?	2	3

# Matrix Factorization

□ Let us consider some anime, their features, and **User 1**



Action	Sci-fi
1	0



Action	Sci-fi
2	1




Action	Sci-fi
1	4



Action	Sci-fi
4	1

# Matrix Factorization

□ Let us consider some anime, their features, and **User 1**

User 1 

Action	Sci-fi
1	0

$$1 \times 2 + 0 \times 1 = 2$$

(User 1's rating for I1)



Action	Sci-fi
2	1



Action	Sci-fi
1	4




Action	Sci-fi
4	1



# Matrix Factorization

□ Let us try this with **User 2**

User 2



Action	Sci-fi
0	1

$$0 \times 2 + 1 \times 1 = 1$$

(User 2's rating for I1)



Action	Sci-fi
2	1







Action	Sci-fi
1	4



Action	Sci-fi
4	1

# Matrix Factorization



	F1	F2
User 1 	1	0
User 2 	0	1
User 3 	1	1
User 4 	1	0.5

(m x k)

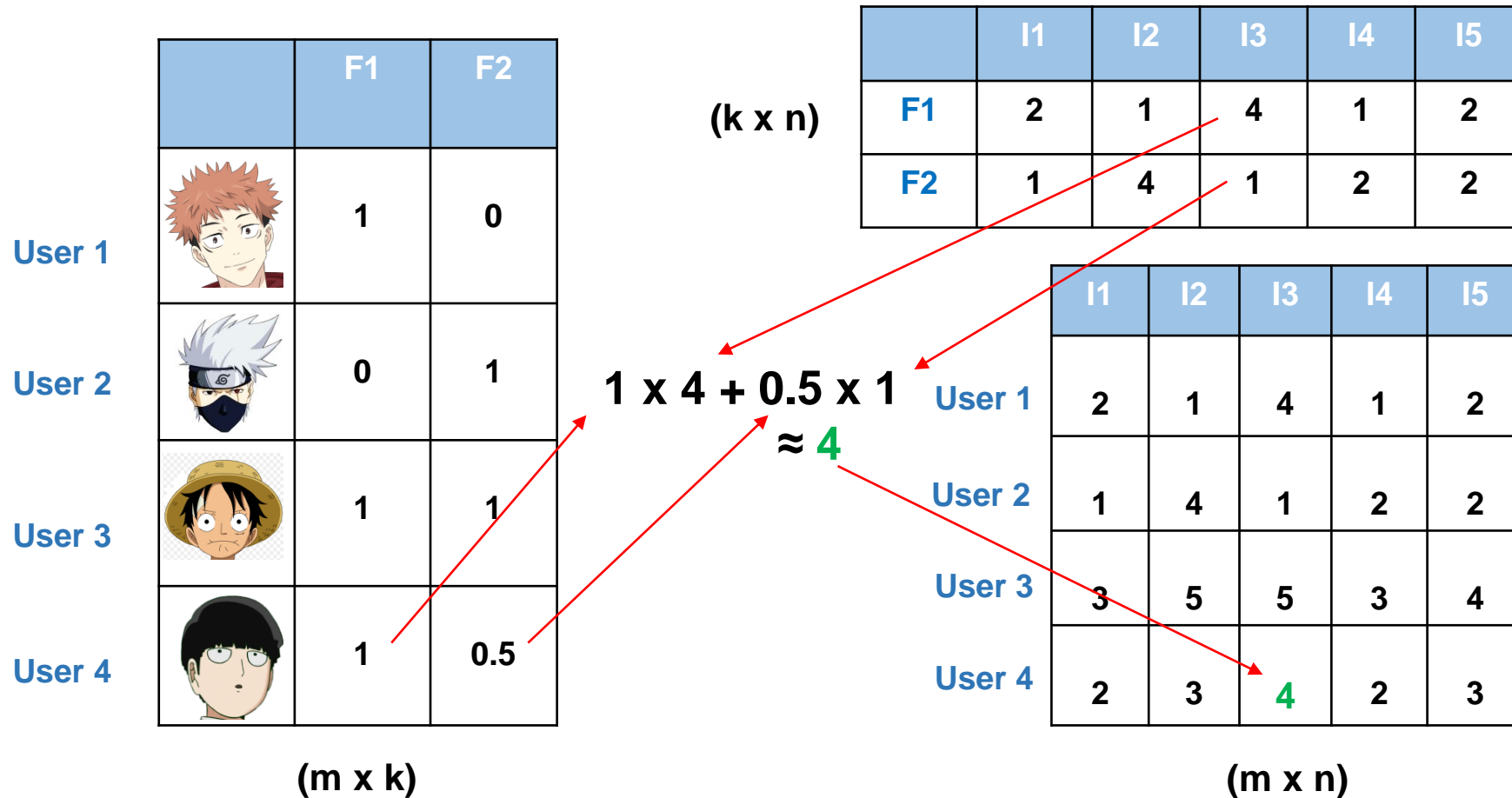
(k x n)

	I1	I2	I3	I4	I5
F1	2	1	4	1	2
F2	1	4	1	2	2

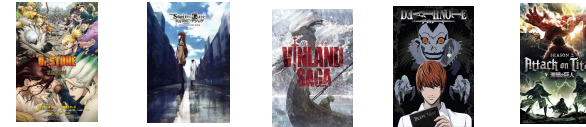
	I1	I2	I3	I4	I5
User 1	2	1	4	1	2
User 2	1	4	1	2	2
User 3	3	5	5	3	4
User 4	2	3	?	2	3





(m x n)

# Matrix Factorization: Prediction



# Matrix Factorization: Finding Factors

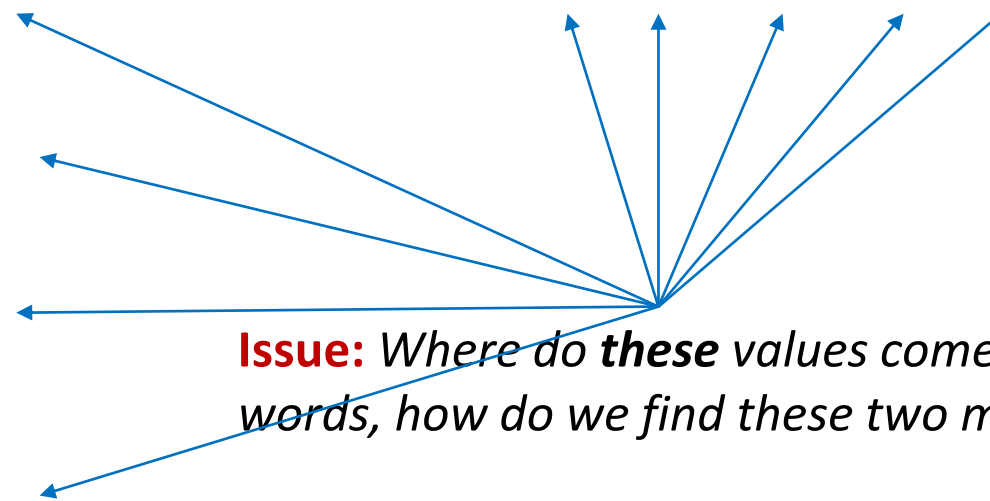


	F1	F2
User 1 	1	0
User 2 	0	1
User 3 	1	1
User 4 	1	0.5

(m x k)

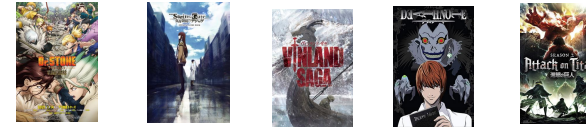
(k x n)





	I1	I2	I3	I4	I5
F1	2	1	4	1	2
F2	1	4	1	2	2



**Issue:** Where do **these** values come from? In other words, how do we find these two matrices (factors)?

# Matrix Factorization: Finding Factors

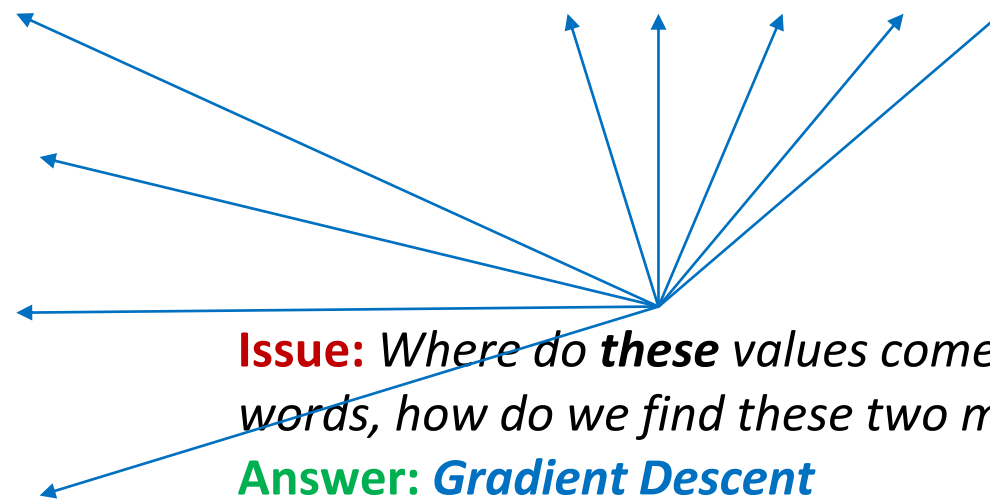


	F1	F2
User 1 	1	0
User 2 	0	1
User 3 	1	1
User 4 	1	0.5

(m x k)

(k x n)

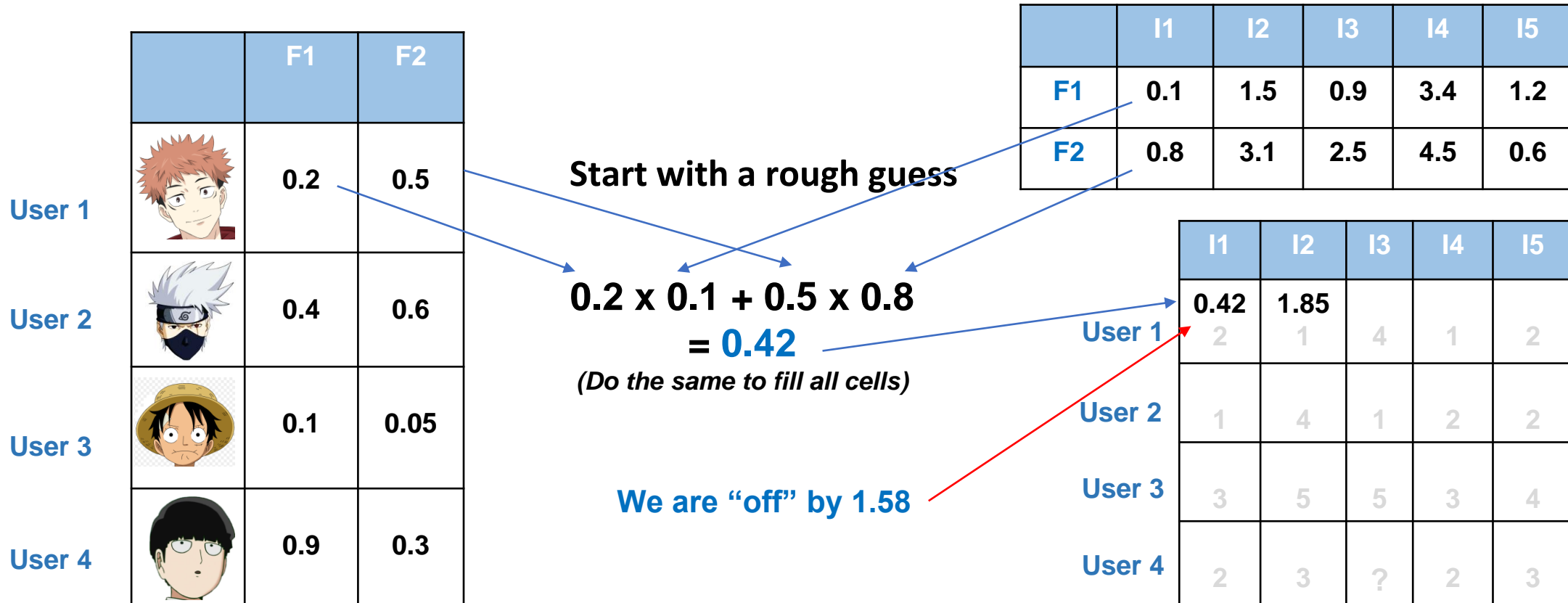
	I1	I2	I3	I4	I5
F1	2	1	4	1	2
F2	1	4	1	2	2



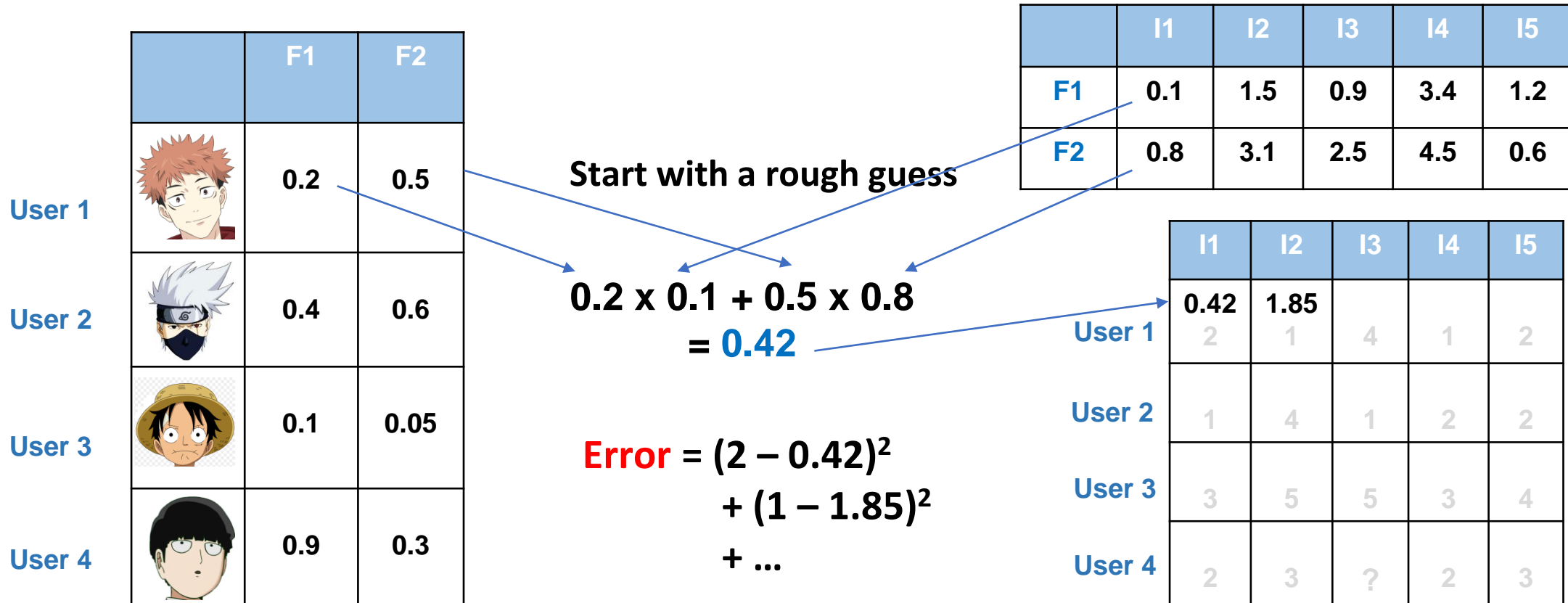
**Issue:** Where do *these* values come from? In other words, how do we find these two matrices (factors)?

**Answer:** Gradient Descent

# Matrix Factorization: Gradient Descent







# Matrix Factorization: Gradient Descent



# Matrix Factorization: Gradient Descent



	F1	F2
User 1 	0.14	0.45
User 2 	0.32	0.5
User 3 	0.43	0.07
User 4 	0.8	0.3

Let's try this again with different values

$$0.14 \times 0.2 + 0.45 \times 1.1 = 0.52$$

*Keep repeating until error can be minimized*





	I1	I2	I3	I4	I5
F1	0.2	1.7	0.8	3.7	1.9
F2	1.1	3.3	3.2	4.0	0.5

	I1	I2	I3	I4	I5
User 1 0.52 2	1.72 1		4	1	2
User 2 1	4	1	2	2	
User 3 3	5	5	3	4	
User 4 2	3	?	2	3	



# Matrix Factorization: Finding Factors



	F1	F2
User 1 	1	0
User 2 	0	1
User 3 	1	1
User 4 	1	0.5

(m x k)

(k x n)

	I1	I2	I3	I4	I5
F1	2	1	4	1	2
F2	1	4	1	2	2

To find these values we can also use:

- **Genetic Algorithm**
- **Linear Programming**
- **PSO**  
*any other optimization technique*

# Matrix Factorization: Pros and Cons

## Pros

- It can take much less storage e.g. a **2000x1000** interaction matrix can be stored as two matrices of **2000x100** and **100x1000** dimensions  
Storage taken by 2000x1000 matrix = **2M**  
Storage taken by separate matrices = **200k + 100k i.e., 300k**
- Predictions can be calculated quickly and easily

## Cons

- The cost of optimization during training is non-deterministic