CS 5683: Algorithms & Methods for Big Data Analytics

Dimensionality Reduction
Singular Value Decomposition

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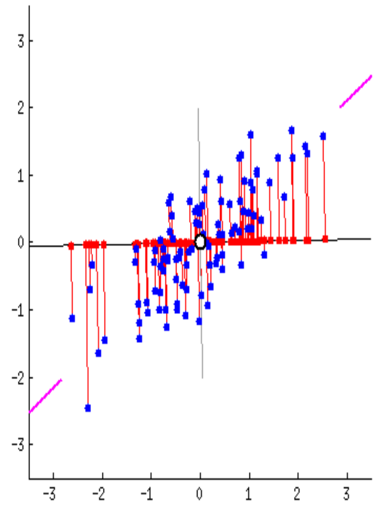
Topics Overview

High. Dim. Data	Text Data	Graph Data	Others
Data Features	Clustering	PageRank	Data Streams Mining
Dimensionality Reduction	Non-linear Dim. Reduction	ML for Graphs	Intro. to Apache Spark
Application Rec. Systems	*Application* IR	Community Detection	

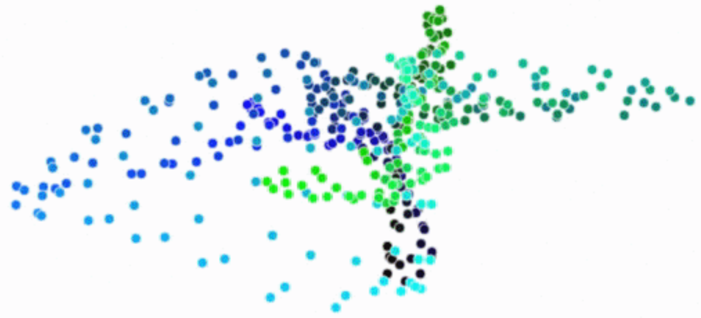
Dimensionality Reduction So Far… (1)

- **Principal Component Analysis (PCA)**
- Eigen Decomposition problem
  - Standardize the input data matrix
  - Extract Correlation or Covariance matrix
  - Extract Eigen values and Eigen vectors
  - Projection with top ‘k’ Eigen vectors
  - De-standardize and Reconstruction
  - Manually optimize with Reconstruction loss
- Linear problem



Dimensionality Reduction So Far… (2)

- **T-distributed Stochastic Neighbor Embedding (tSNE)**
- Non-linear method for visualization
- 2 types of input data projections
  - Projection-1 (P): with N dims. and Gaussian
  - Projection-2 (Q): with n dims. and t-distribution
  - Optimize Q to be as close as P with KL Divergence
  - Optimization with Gradient Descent
- Extremely slow algorithm
- No reconstruction



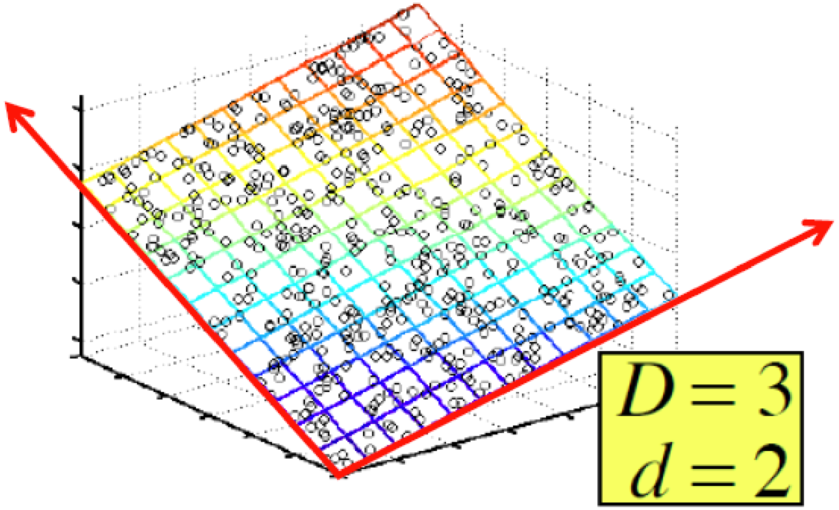
Rank of a Matrix

- **Q:** What is **rank** of a matrix **A**?
- **A:** Number of **linearly independent** rows of **A**
- **For example:**
  - Matrix **A** = $\begin{bmatrix} 1 & 2 & 1 \\ -2 & -3 & 1 \\ 3 & 5 & 0 \end{bmatrix}$ has rank **r=2**
    - **Why?** The last two rows are linearly independent and the first row is addition of last two rows. So, the rank is 2

Rank is Dimensionality

- **Cloud of points 3D space:**
  - Think of point positions as a matrix:

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



- **We can rewrite coordinates more efficiently!**
  - Old basis vectors: [1 0 0] [0 1 0] [0 0 1]
  - **New basis vectors: [-2 -3 1] [3 5 0]**
  - Then **A** has new coordinates: [1 1]. **B**: [1 0], **C**: [0 1]
    - **Notice: We reduced the number of coordinates!**

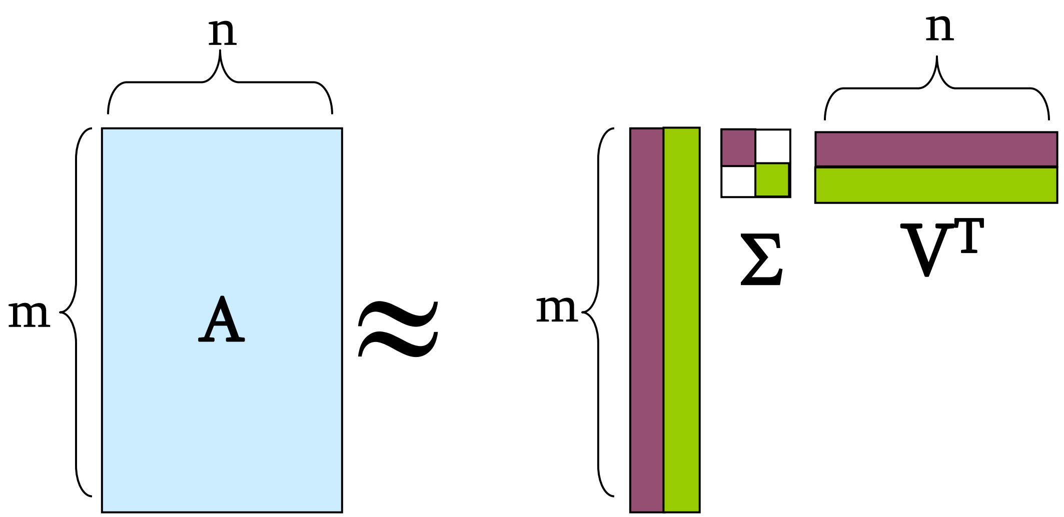
Singular Value Decomposition

$$\mathbf{A}_{[m \times n]} = \mathbf{U}_{[m \times r]} \, \Sigma_{[r \times r]} \, (\mathbf{V}_{[n \times r]})^T$$

- **A**: **Input data matrix**
  - *m* x *n* matrix (e.g., *m* documents, *n* terms)
- **U**: **Left singular vectors**
  - *m* x *r* matrix (*m* documents, *r* concepts)
- Σ: **Singular values**
  - *r* x *r* diagonal matrix (strength of each ‘concept’)
    (*r* : rank of the matrix **A**)
- **V**: **Right singular vectors**
  - *n* x *r* matrix (*n* terms, *r* concepts)

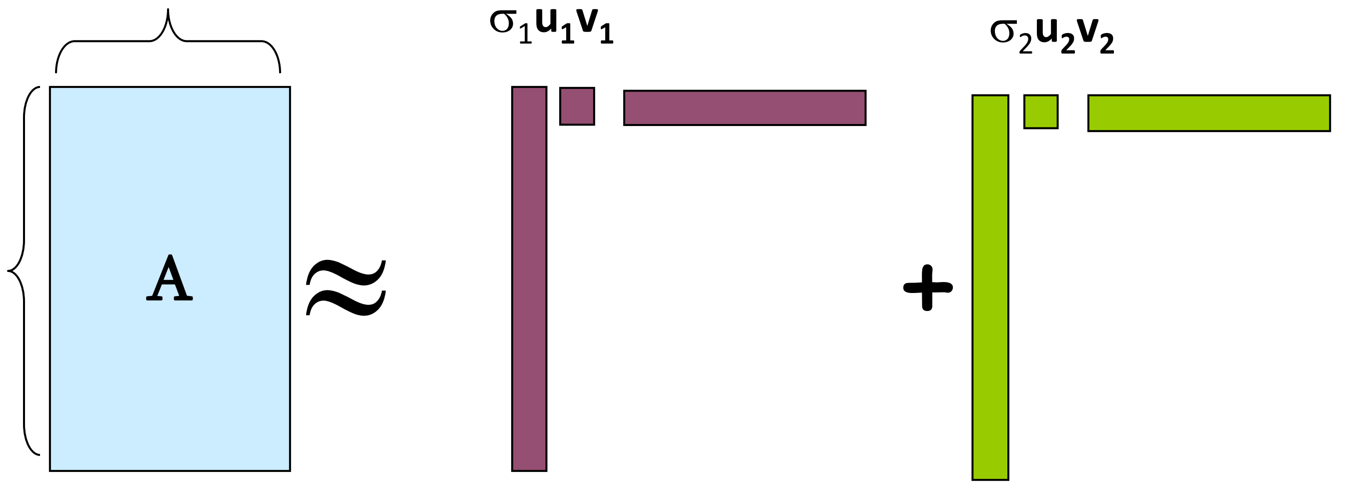
SVD

$$\mathbf{A} \approx \mathbf{U}\mathbf{\Sigma}\mathbf{V}^T = \sum_i \sigma_i \mathbf{u}_i \circ \mathbf{v}_i$$



SVD

$$\mathbf{A} \approx \mathbf{U}\boldsymbol{\Sigma}\mathbf{V}^T = \sum_i \sigma_i \mathbf{u}_i \circ \mathbf{v}_i$$



σ_i … scalar
u_i … vector
v_i … vector

SVD - Properties

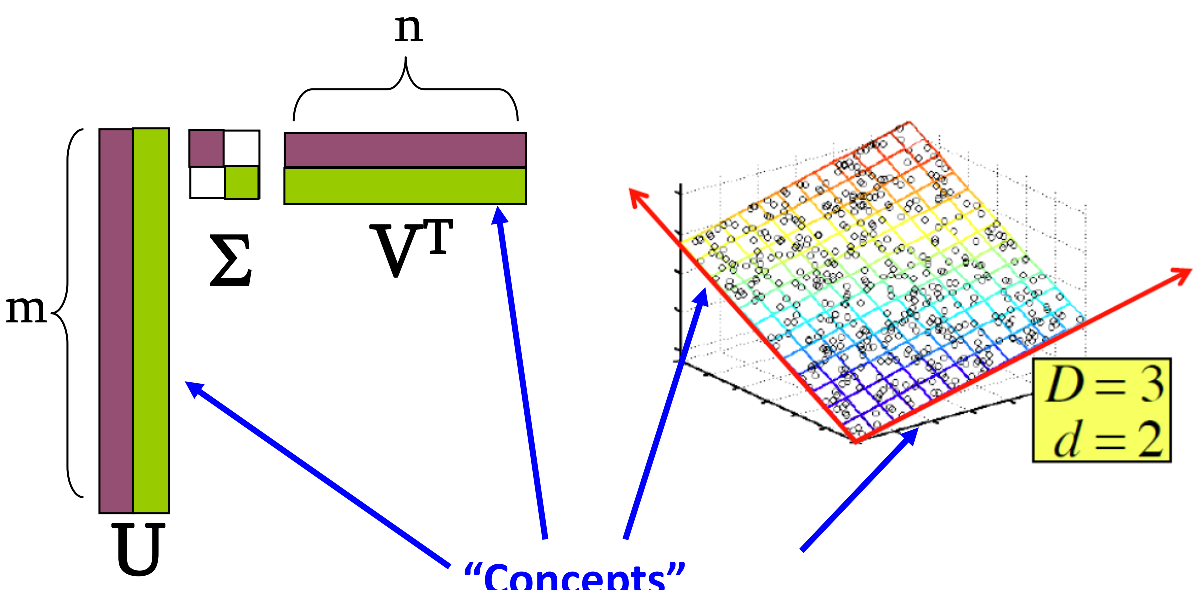
It is **always** possible to decompose a real matrix $\boldsymbol{A}$ into $\boldsymbol{A} = \boldsymbol{U}\,\Sigma\,\boldsymbol{V}^{T}$, where

- $\boldsymbol{U}, \Sigma, \boldsymbol{V}$: unique
- $\boldsymbol{U}, \boldsymbol{V}$: column orthonormal
  - $\boldsymbol{U}^T \boldsymbol{U} = \boldsymbol{I}$; $\boldsymbol{V}^T \boldsymbol{V} = \boldsymbol{I}$ ($\boldsymbol{I}$: identity matrix)
  - (Columns are orthogonal unit vectors)
- Σ: diagonal
  - Entries (**singular values**) are positive, and sorted in decreasing order ($\boldsymbol{\sigma_1} \geq \boldsymbol{\sigma_2} \geq \ldots \geq \boldsymbol{0}$)

SVD – Example: Users-to-Movies

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

$$
\begin{array}{c c}
 & \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\
\begin{array}{c} \text{SciFi} \\ \\ \\ \\ \text{Romance} \\ \\ \end{array} & \begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 3 & 3 & 3 & 0 & 0 \\ 4 & 4 & 4 & 0 & 0 \\ 5 & 5 & 5 & 0 & 0 \\ 0 & 2 & 0 & 4 & 4 \\ 0 & 0 & 0 & 5 & 5 \\ 0 & 1 & 0 & 2 & 2 \end{bmatrix}
\end{array}
=
$$



"Concepts"
AKA Latent dimensions
AKA Latent factors

SVD – Example: Users-to-Movies

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

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

SVD – Example: Users-to-Movies

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

***U* is "user-to-concept" matrix**

$$
\begin{array}{cc}
 & \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\
\begin{array}{c} \uparrow \\ \text{SciFi} \\ \downarrow \\ \uparrow \\ \text{Romnce} \\ \downarrow \end{array} &
\begin{bmatrix}
\mathbf{1} & \mathbf{1} & \mathbf{1} & 0 & 0 \\
\mathbf{3} & \mathbf{3} & \mathbf{3} & 0 & 0 \\
\mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\
\mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\
0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\
0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\
0 & \mathbf{1} & 0 & \mathbf{2} & \mathbf{2}
\end{bmatrix}
\end{array}
=
\begin{array}{c}
\begin{array}{ccc} \text{SciFi-concept} & \text{Romance-concept} & \end{array} \\
\begin{bmatrix}
\mathbf{0.13} & 0.02 & -0.01 \\
\mathbf{0.41} & 0.07 & -0.03 \\
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\end{bmatrix}
\times
\begin{bmatrix}
\mathbf{0.56} & \mathbf{0.59} & \mathbf{0.56} & 0.09 & 0.09 \\
0.12 & -0.02 & 0.12 & \mathbf{-0.69} & \mathbf{-0.69} \\
0.40 & \mathbf{-0.80} & 0.40 & 0.09 & 0.09
\end{bmatrix}
$$

SVD – Example: Users-to-Movies

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

SciFi-concept

"strength" of the SciFi-concept

$$
\begin{array}{c c}
 & \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\
\begin{array}{c} \\ \text{SciFi} \\ \\ \\ \\ \text{Romnce} \\ \\ \end{array} &
\left[\begin{array}{ccccc}
\mathbf{1} & \mathbf{1} & \mathbf{1} & 0 & 0 \\
\mathbf{3} & \mathbf{3} & \mathbf{3} & 0 & 0 \\
\mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\
\mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\
0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\
0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\
0 & \mathbf{1} & 0 & \mathbf{2} & \mathbf{2}
\end{array}\right]
\end{array}
=
\left[\begin{array}{ccc}
\mathbf{0.13} & 0.02 & -0.01 \\
\mathbf{0.41} & 0.07 & -0.03 \\
\mathbf{0.55} & 0.09 & -0.04 \\
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0.07 & \mathbf{-0.29} & \mathbf{0.32}
\end{array}\right]
\times
\left[\begin{array}{ccc}
\mathbf{12.4} & 0 & 0 \\
0 & \mathbf{9.5} & 0 \\
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\end{array}\right]
\times
\left[\begin{array}{ccccc}
\mathbf{0.56} & \mathbf{0.59} & \mathbf{0.56} & 0.09 & 0.09 \\
0.12 & -0.02 & 0.12 & \mathbf{-0.69} & \mathbf{-0.69} \\
0.40 & \mathbf{-0.80} & 0.40 & 0.09 & 0.09
\end{array}\right]
$$

SVD – Example: Users-to-Movies

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

***V* is "movie-to-concept" similarity matrix**

SciFi-concept

$$
\begin{array}{cc}
 & \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\
\begin{array}{c} \\ \text{SciFi} \\ \\ \\ \\ \text{Romnce} \\ \\ \end{array} &
\begin{bmatrix}
\mathbf{1} & \mathbf{1} & \mathbf{1} & 0 & 0 \\
\mathbf{3} & \mathbf{3} & \mathbf{3} & 0 & 0 \\
\mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\
\mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\
0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\
0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\
0 & \mathbf{1} & 0 & \mathbf{2} & \mathbf{2}
\end{bmatrix}
\end{array}
=
\begin{bmatrix}
\mathbf{0.13} & 0.02 & -0.01 \\
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\mathbf{0.68} & 0.11 & -0.05 \\
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\times
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\end{bmatrix}
\times
\begin{bmatrix}
\mathbf{0.56} & \mathbf{0.59} & \mathbf{0.56} & 0.09 & 0.09 \\
0.12 & -0.02 & 0.12 & \mathbf{-0.69} & \mathbf{-0.69} \\
0.40 & \mathbf{-0.80} & 0.40 & 0.09 & 0.09
\end{bmatrix}
$$

SciFi-concept

SVD – Interpretation #1

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

- ***U***: user-to-concept similarity matrix

- ***V***: movie-to-concept similarity matrix

- Σ: its diagonal elements: ‘strength’ of each concept

Solving SVD

$$\boldsymbol{M = U\Sigma V^T}$$

$$M^T = \left(U\Sigma V^T\right)^T = \left(V^T\right)^T \Sigma^T U^T = V\Sigma^T U^T$$

Transposing a diagonal matrix Σ will not have any effect ➔ $\mathrm{M}^{\mathrm{T}} = V\Sigma\, U^T$

$$\mathrm{M}^{\mathrm{T}} M = V\Sigma\, U^T U\Sigma\, V^T = \boldsymbol{V\Sigma^2 V^T}$$

(since U is column orthonormal!)

$$\mathrm{M}^{\mathrm{T}} MV = V\Sigma^2 V^T V = V\Sigma^2$$

(looks very similar to Mx = λx!)

Thus, **V** is an eigen vector of the correlation matrix $\boldsymbol{M^T M}$

Similarly, **U** is an eigen vector of the correlation matrix $\boldsymbol{MM^T}$

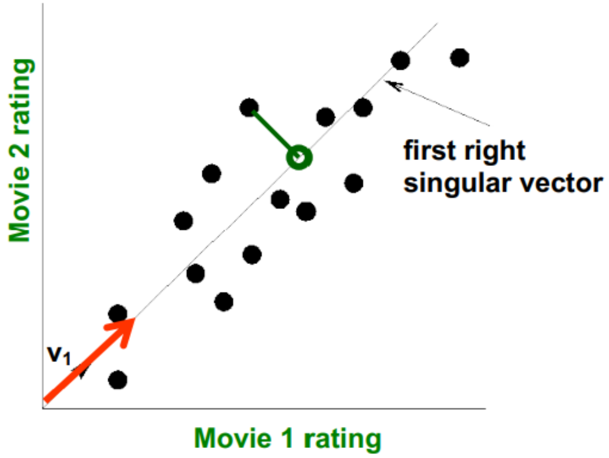
Σ^2 are eigen values ➔ $\boldsymbol{\Sigma^2(MM^T) = \Sigma^2(M^T M)}$

SVD – Dimensionality Reduction

- **Goal:** **Minimize the sum of reconstruction errors:**

$$\sum_{i=1}^{N}\sum_{j=1}^{D}\left\|x_{ij}-z_{ij}\right\|^{2}$$

  - where $\boldsymbol{x_{ij}}$ are the "old" and $\boldsymbol{z_{ij}}$ are the "new" coordinates



- **SVD gives 'best' axis to project on:**
  - '**best**' = minimizing the reconstruction errors

- **In other words, minimum reconstruction error**

SVD – Dimensionality Reduction

- **$A = U \Sigma V^T$ - example:**
  - **V**: "movie-to-concept" matrix
  - **U**: "user-to-concept" matrix

variance ('spread') on the v_1 axis

$$
\begin{bmatrix}
1 & 1 & 1 & 0 & 0 \\
3 & 3 & 3 & 0 & 0 \\
4 & 4 & 4 & 0 & 0 \\
5 & 5 & 5 & 0 & 0 \\
0 & 2 & 0 & 4 & 4 \\
0 & 0 & 0 & 5 & 5 \\
0 & 1 & 0 & 2 & 2
\end{bmatrix}
=
\begin{bmatrix}
\mathbf{0.13} & 0.02 & -0.01 \\
\mathbf{0.41} & 0.07 & -0.03 \\
\mathbf{0.55} & 0.09 & -0.04 \\
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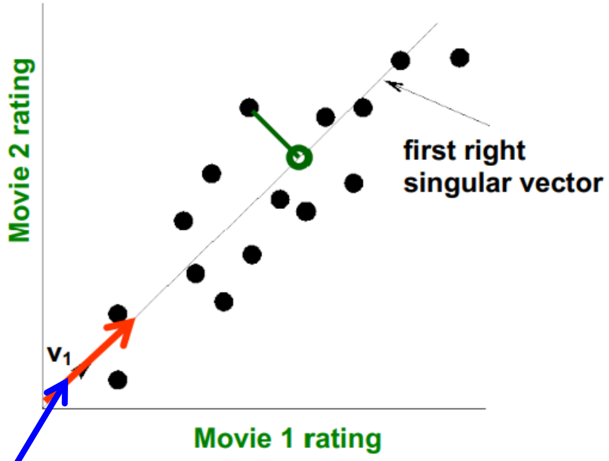
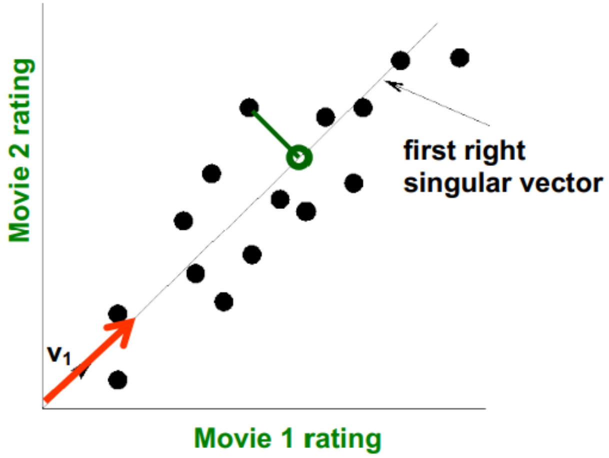
0.07 & \mathbf{-0.29} & \mathbf{0.32}
\end{bmatrix}
\times
\begin{bmatrix}
\mathbf{12.4} & 0 & 0 \\
0 & \mathbf{9.5} & 0 \\
0 & 0 & \mathbf{1.3}
\end{bmatrix}
\times
\begin{bmatrix}
\boxed{\mathbf{0.56} \quad \mathbf{0.59} \quad \mathbf{0.56} \quad 0.09 \quad 0.09} \\
0.12 \quad -0.02 \quad 0.12 \quad \mathbf{-0.69} \quad \mathbf{-0.69} \\
0.40 \quad \mathbf{-0.80} \quad 0.40 \quad 0.09 \quad 0.09
\end{bmatrix}
$$



SVD – Dimensionality Reduction

- **$A = U \Sigma V^T$ - example:**
  - **$U \Sigma$:** Gives the coordinates of the points in the projection axis



$$\begin{bmatrix} \mathbf{1} & \mathbf{1} & \mathbf{1} & 0 & 0 \\ \mathbf{3} & \mathbf{3} & \mathbf{3} & 0 & 0 \\ \mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\ \mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\ 0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\ 0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\ 0 & \mathbf{1} & 0 & \mathbf{2} & \mathbf{2} \end{bmatrix}$$

Projection of users on the "Sci-Fi" axis $(U \Sigma)^T$:

$$\begin{bmatrix} \boxed{\begin{matrix} 1.61 \\ 5.08 \\ 6.82 \\ 8.43 \\ 1.86 \\ 0.86 \\ 0.86 \end{matrix}} & \begin{matrix} 0.19 \\ 0.66 \\ 0.85 \\ 1.04 \\ -5.60 \\ -6.93 \\ -2.75 \end{matrix} & \begin{matrix} -0.01 \\ -0.03 \\ -0.05 \\ -0.06 \\ 0.84 \\ -0.87 \\ 0.41 \end{matrix} \end{bmatrix}$$

SVD – Dimensionality Reduction

- **More details**
  - **Q:** How exactly is dim. Reduction done?
  - A: Set smaller singular values to zero

$$
\begin{bmatrix}
\mathbf{1} & \mathbf{1} & \mathbf{1} & 0 & 0 \\
\mathbf{3} & \mathbf{3} & \mathbf{3} & 0 & 0 \\
\mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\
\mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\
0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\
0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\
0 & \mathbf{1} & 0 & \mathbf{2} & \mathbf{2}
\end{bmatrix}
=
\begin{bmatrix}
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\mathbf{0.41} & 0.07 & -0.03 \\
\mathbf{0.55} & 0.09 & -0.04 \\
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0.07 & \mathbf{-0.29} & \mathbf{0.32}
\end{bmatrix}
\times
\begin{bmatrix}
\mathbf{12.4} & 0 & 0 \\
0 & \mathbf{9.5} & 0 \\
0 & 0 & \cancel{\mathbf{1.3}}
\end{bmatrix}
\times
\begin{bmatrix}
\mathbf{0.56} & \mathbf{0.59} & \mathbf{0.56} & 0.09 & 0.09 \\
0.12 & -0.02 & 0.12 & \mathbf{-0.69} & \mathbf{-0.69} \\
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\end{bmatrix}
$$

SVD – Dimensionality Reduction

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$$
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\mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\
\mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\
0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\
0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\
0 & \mathbf{1} & 0 & \mathbf{2} & \mathbf{2}
\end{bmatrix}
\approx
\begin{bmatrix}
\mathbf{0.13} & 0.02 & \cancel{-0.01} \\
\mathbf{0.41} & 0.07 & \cancel{-0.03} \\
\mathbf{0.55} & 0.09 & \cancel{-0.04} \\
\mathbf{0.68} & 0.11 & \cancel{-0.05} \\
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\begin{bmatrix}
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\mathbf{0.56} & \mathbf{0.59} & \mathbf{0.56} & 0.09 & 0.09 \\
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SVD – Dimensionality Reduction

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

SVD – Dimensionality Reduction

- **More details**
  - **Q:** How exactly is dim. Reduction done?
  - A: Set smaller singular values to zero

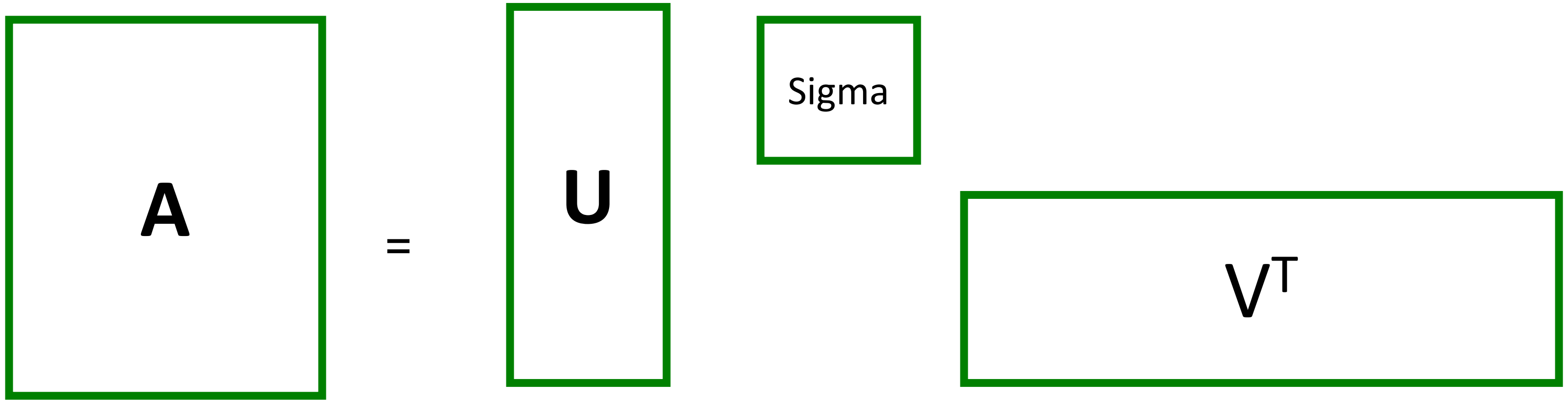
$$
A \begin{bmatrix} \mathbf{1} & \mathbf{1} & \mathbf{1} & 0 & 0 \\ \mathbf{3} & \mathbf{3} & \mathbf{3} & 0 & 0 \\ \mathbf{4} & \mathbf{4} & \mathbf{4} & 0 & 0 \\ \mathbf{5} & \mathbf{5} & \mathbf{5} & 0 & 0 \\ 0 & \mathbf{2} & 0 & \mathbf{4} & \mathbf{4} \\ 0 & 0 & 0 & \mathbf{5} & \mathbf{5} \\ 0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

Frobenius norm:

$\|M\|_F = \sqrt{\Sigma_{ij} M_{ij}^2}$

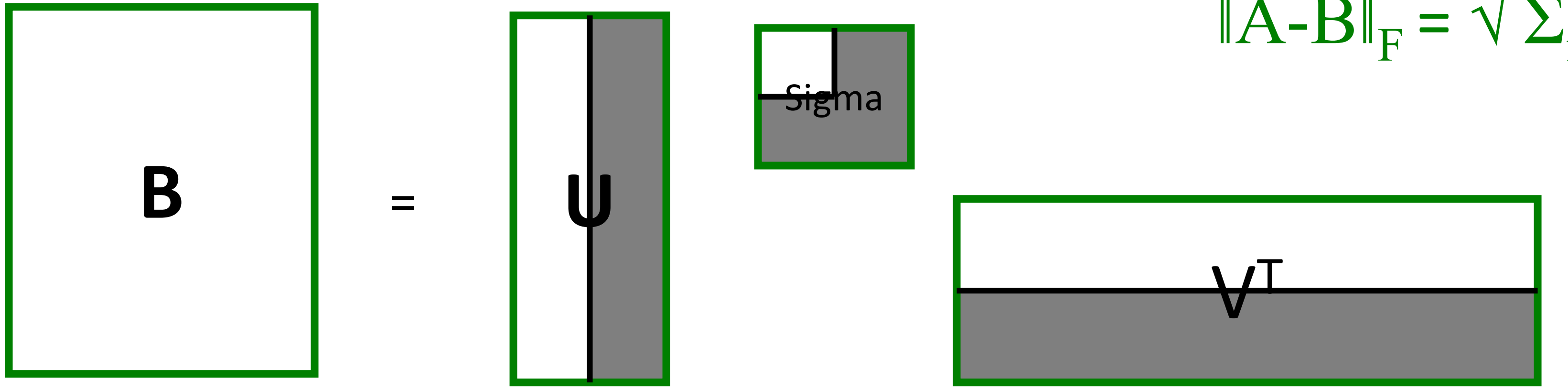
$\|A-B\|_F = \sqrt{\Sigma_{ij} (A_{ij}-B_{ij})^2}$
is “small”

SVD – Dimensionality Reduction



B is best approximation of A

$$\|A-B\|_F = \sqrt{\Sigma_{ij} (A_{ij}-B_{ij})^2}$$



SVD – Dimensionality Reduction

Q: How many σs to keep?

A: Rule-of-a thumb:

keep 80-90% of 'concepts' $\left(\frac{\sum_{i=1}^{k} \sigma_i^2}{\sum_{i=1}^{r} \sigma_i^2} = 0.8\right)$

SVD – Dimensionality Reduction

- **To compute SVD:**
  - **$O(nm^2)$** or **$O(n^2m)$** (whichever is less)
- **But:**
  - Less work, if we just want singular values
  - or if we want first *k* singular vectors
  - or if the matrix is sparse

- **Implemented in** linear algebra packages like
  - LINPACK, Matlab, SPlus, Mathematica ...

SVD Case Study – How to Query?

- **Q: Find users that like ‘Matrix’**
- **A: Map query into a ‘concept space’ – how?**

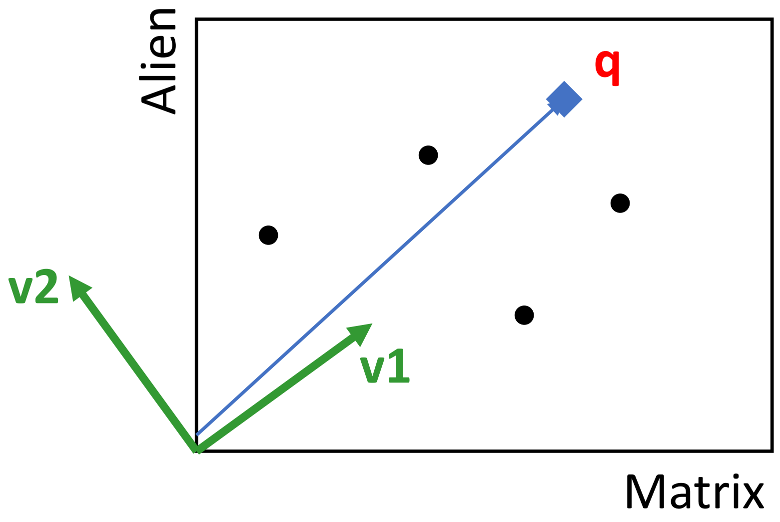
$$
\begin{array}{c c}
 & \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\
\begin{array}{c} \\ \text{SciFi} \\ \\ \\ \\ \text{Romance} \\ \\ \end{array} & \left[\begin{array}{ccccc}
1 & 1 & 1 & 0 & 0 \\
3 & 3 & 3 & 0 & 0 \\
4 & 4 &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

SVD Case Study – How to Query?

- **Q: Find users that like 'Matrix'**
- **A: Map query into a 'concept space' – how?**

$$\mathbf{q} = \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \\ \hline 5 & 0 & 0 & 0 & 0 \end{array}$$

Project into concept space:
Inner product with each 'concept' vector $\mathbf{v}_i$

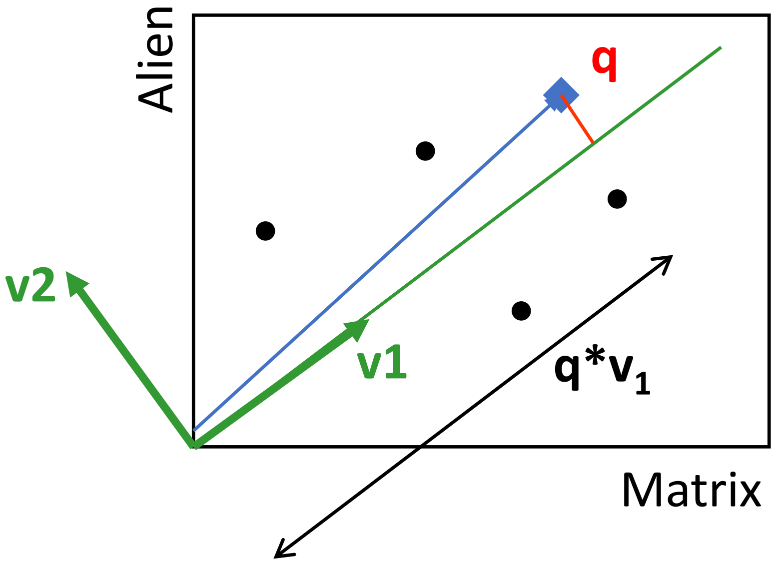


SVD Case Study – How to Query?

- **Q: Find users that like ‘Matrix’**
- **A: Map query into a ‘concept space’ – how?**

$$\mathbf{q} = \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \\ \end{array}$$
$$\mathbf{q} = \begin{bmatrix} 5 & 0 & 0 & 0 & 0 \end{bmatrix}$$

Project into concept space:
Inner product with each ‘concept’ vector $\mathbf{v}_i$



SVD Case Study – How to Query?

- **The query is now mapped to a new compact space**
- **$q_{concept} = q.V$**

$$q = \begin{array}{c} \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\ \begin{bmatrix} 5 & 0 & 0 & 0 & 0 \end{bmatrix} \end{array} \times \begin{bmatrix} 0.56 & 0.12 \\ 0.59 & -0.02 \\ 0.56 & 0.12 \\ 0.09 & -0.69 \\ 0.09 & -0.69 \end{bmatrix} = \begin{array}{cc} \text{SciFi-concept} & \\ \multicolumn{2}{c}{\begin{bmatrix} 2.8 & 0.6 \end{bmatrix}} \end{array}$$

movie-to-concept similarities (V)

SVD Case Study – How to Query?

- **How would the user *d* that rated ('Alien','Serenity') be handled?**
- $\mathbf{d_{concept} = d.V}$

$$
\mathbf{d} = \begin{array}{c} \begin{array}{ccccc} \text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie} \end{array} \\ \begin{bmatrix} 0 & 4 & 5 & 0 & 0 \end{bmatrix} \end{array} \mathbf{x} \begin{bmatrix} 0.56 & 0.12 \\ 0.59 & -0.02 \\ 0.56 & 0.12 \\ 0.09 & -0.69 \\ 0.09 & -0.69 \end{bmatrix} \mathbf{=} \begin{array}{c} \text{SciFi-concept} \\ \begin{bmatrix} 5.2 & 0.4 \end{bmatrix} \end{array}
$$

movie-to-concept similarities (V)

SVD Case Study – How to Query?

- **Observation:** User ***d*** that rated (‘*Alien*’, ‘*Serenity*’) will be **similar** to user **q** that rated (‘*Matrix*’), although ***d*** and **q** have **zero ratings in common**!

$$\begin{array}{rcccc}
 & \begin{array}{ccccc}\text{Matrix} & \text{Alien} & \text{Serenity} & \text{Casablanca} & \text{Amelie}\end{array} & & \begin{array}{cc}\text{SciFi-concept} & \\ \downarrow & \end{array} \\
\mathbf{d} = & \begin{bmatrix}0 & 4 & 5 & 0 & 0\end{bmatrix} & \dashrightarrow & \begin{bmatrix}5.2 & 0.4\end{bmatrix} \\
\mathbf{q} = & \begin{bmatrix}5 & 0 & 0 & 0 & 0\end{bmatrix} & \dashrightarrow & \begin{bmatrix}2.8 & 0.6\end{bmatrix}
\end{array}$$

Zero ratings in common

Similarity $\neq 0$

SVD Drawbacks

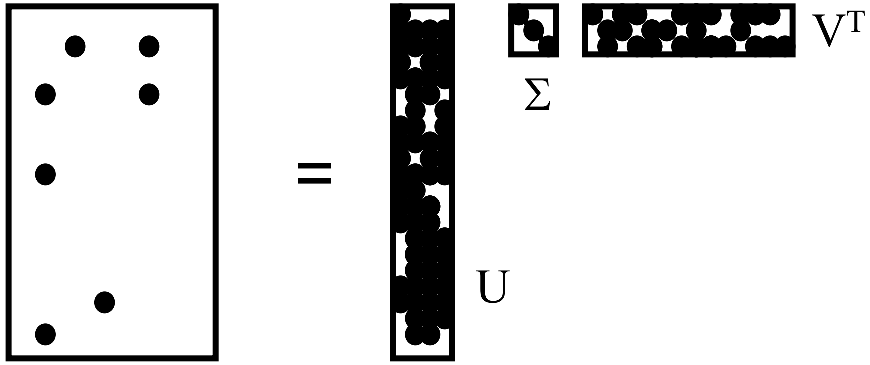
+ Optimal low-rank approximation in terms of Frobenius norm

− Interpretability problem:

- A singular vector specifies a linear combination of all input columns or rows

− Lack of sparsity:

- Singular vectors are **dense!**



SciFi-concept

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**

Questions???

Acknowledgements

Most of this lecture slides are obtained from the Mining Massive Datasets course: http://www.mmds.org/