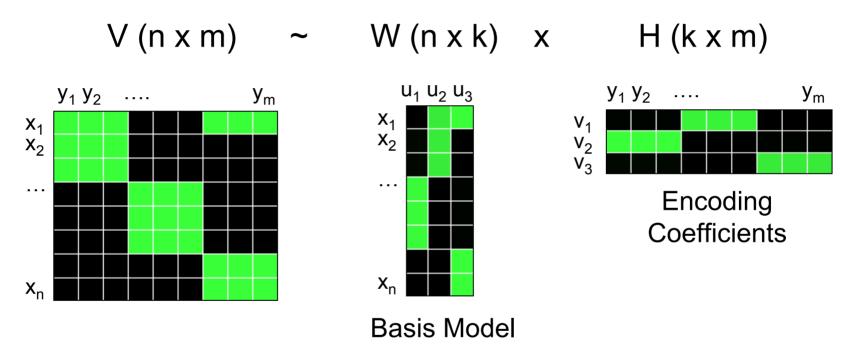
NMF Decomposition



V, W and H > 0 k < n,m

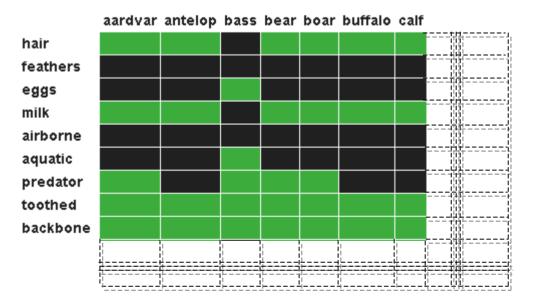
NMF Example: Database of Animals

101 Animals = aardvark, antelope, bear, boar, buffalo, calf, cavy, cheetah, deer, dolphin, elephant, fruitbat, giraffe, girl, goat, gorilla, hamster, hare, leopard, lion, lynx, mink, mole, mongoose, opossum, oryx, platypus, polecat, pony, porpoise, puma, pussycat, raccoon, reindeer, seal, sealion, squirrel, vampire, vole, wallaby,wolf, chicken, crow, dove, duck, flamingo, gull, hawk, kiwi, lark, ostrich, parakeet, penguin, pheasant, rhea, skimmer, skua, sparrow, swan, vulture, wren, pitviper, seasnake, slowworm, tortoise, tuatara, bass, carp, catfish, chub, dogfish, haddock, herring, pike, piranha, seahorse, sole, stingray, tuna, frog, frog, newt, toad, flea, gnat, honeybee, housefly, ladybird, moth, termite, wasp, clam, crab, crayfish, lobster, octopus, scorpion, seawasp, slug, starfish, worm

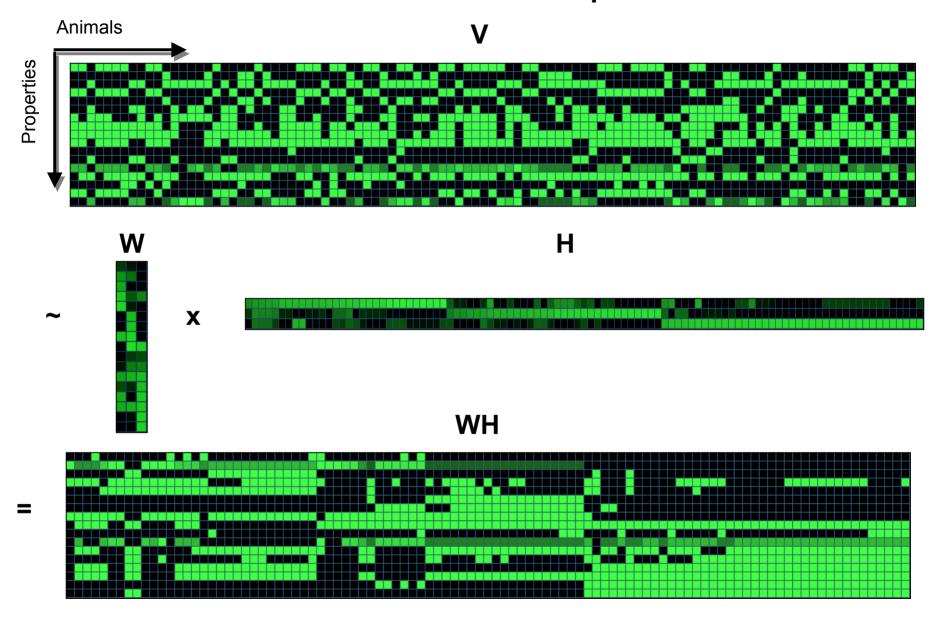
17 animal properties

- HairBackbone
- FeathersBreathes
- EggsVenomous
- MilkFins
- AirborneLegs
- AquaticTail
- Predator
 Domestic
- Toothed Catsize
 - Type

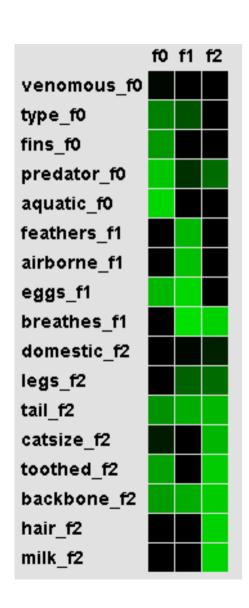
Input Matrix



NMF Animals Example



W Matrix - Discovered Animal Groups



The 17 characteristics are represented in 3 factors. For Example:

Factor 0: abstracts and discovers the notion of **fish-like** as it is made mainly of *fins, predator* aquatic, eggs, tail, toothed and backbone.

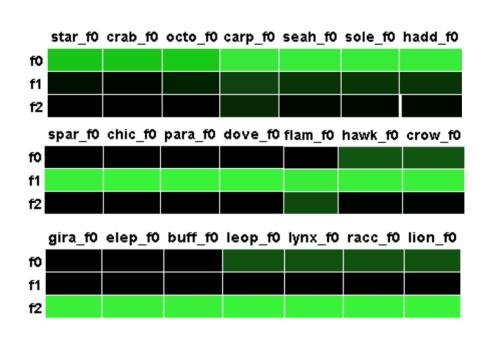
Factor 1: abstracts and discovers the notion of a **bird-like** as it is made mainly of *feathers*, *airborne*, *eggs*, *breathes*, *tail* and *backbone*.

Factor 2: abstracts and discovers the notion of a **mammal-like** as it is made mainly of *legs*, *tail*, *backbone*, *breathes*, *milk*, *hair* and *toothed*.

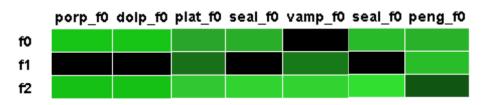
Notice for example how *tail*, *backbone* and *breathes* are common properties of bird-like and mammal-like and eggs, tails and backbone are common between fish-like and bird-like.

H Matrix - Examples of Animal Decomposition





"Composite" Animals



Projecting the Animals in NMF "MDS" Space

