

# LATENT DIMENSIONS

AP

# **DIMENSIONALITY REDUCTION**

## Problem 8: Data reduction

### Instance:

- a collection (dataset)  $\mathbf{D}$  of datapoints from  $\mathbf{X}$ , e.g.,  $\mathbb{R}^m$
- [a distinct independent variable  $x_i$ ]

**Solution:** a projection of  $\mathbf{D}$  onto  $\mathbb{R}^n, n < m$

**Measure:** error in the estimation of  $x_i$

Example: genre identification in consumer behaviour analysis

# EXAMPLE

Olivetti faces are 64x64 binary matrices.

Through SVD we discovered that most singular values are in fact 0 or very small

by considering only the top 20 or so singular values we can obtain a very similar image with less data:

- $A$  contains  $64 \times 64 = 4096$  values
- $U \Sigma V^T$  contains  $20 \times 20 + 20 + 20 \times 20 = 820$  values (5:1 compression ratio)

# WHY REDUCE DIMENSIONS?

- easier to store, quicker to process
- interpretation and visualisation
- remove redundant or noisy features
- escape the curse of dimensionality and go back to intuitive distance features
- discover hidden correlations/topics

# WHEN REDUCE DIMENSIONS?

When any of the goals becomes important

Empirically: when we believe that data essentially represents the mixing of a smaller set of *feature* which are the real *axes* of the data.

There really are only two *features*: sci-fi and romance

	Matrix	Alien	Star Wars	Casablanca	Titanic
Joe	1	1	1	0	0
Jim	3	3	3	0	0
John	4	4	4	0	0
Jack	5	5	5	0	0
Jill	0	0	0	4	4
Jenny	0	0	0	5	5
Jane	0	0	0	2	2

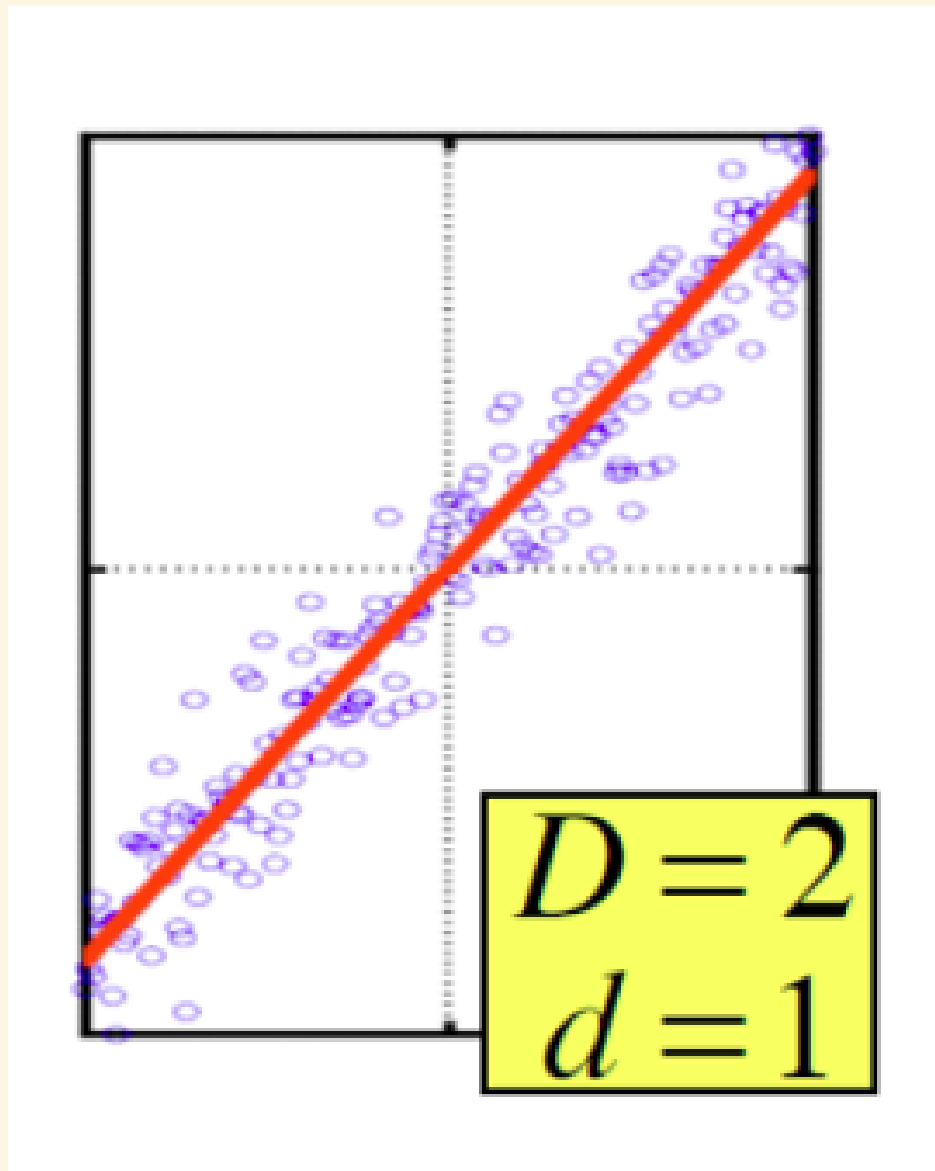
Figure 11.6: Ratings of movies by users

# HOW TO REDUCE DIMENSIONS?

High-level view:

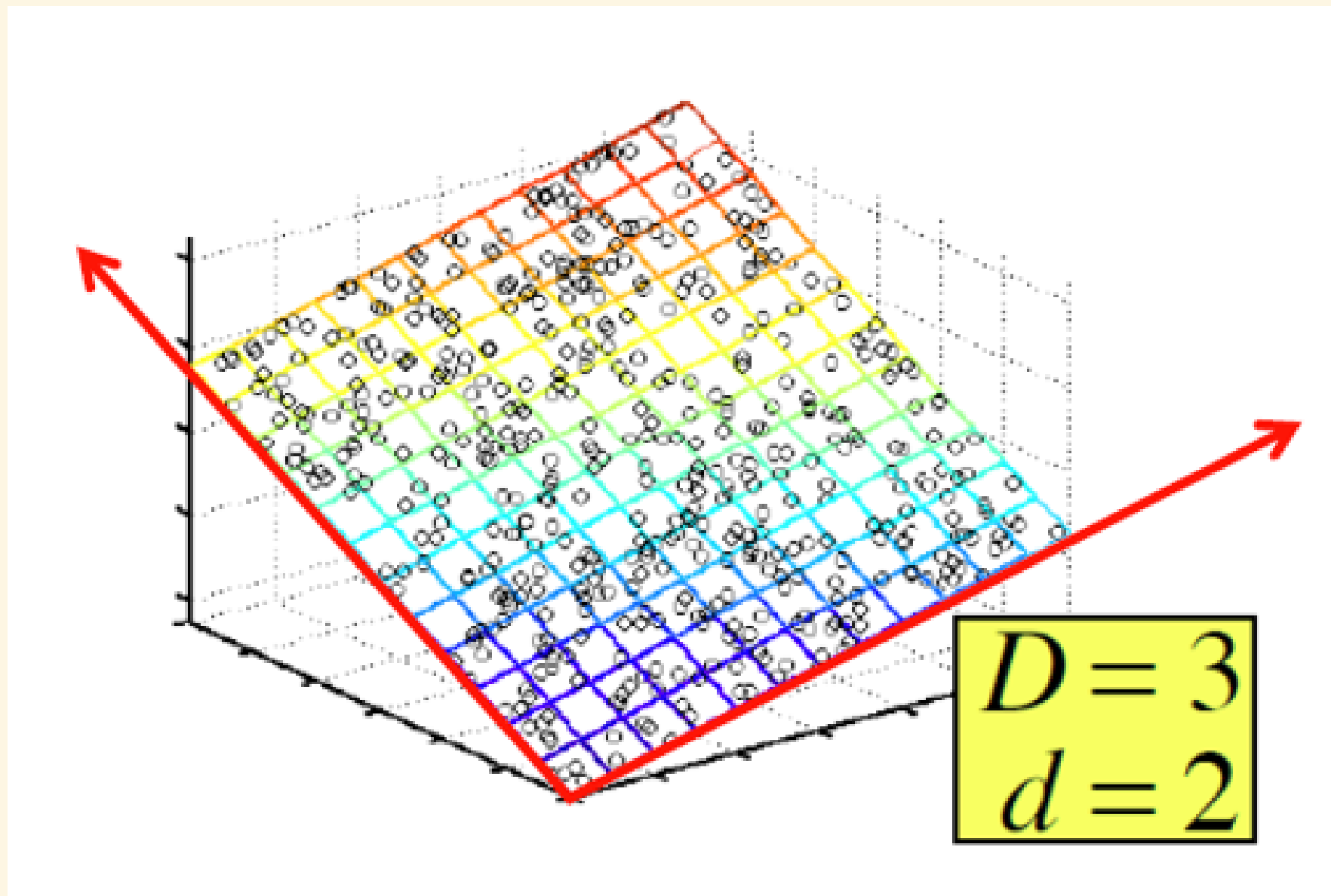
- data lies on or near a low-dimensional space:
- axes of that space are effective representations of data

EXAMPLES:  $D \longrightarrow d$





The data axes (in red) are almost never the original measurement axes



# BANKGROUND: MATRIX RANK

Rank is an important feature/descriptor of a data matrix

Rank is the maximum number of columns (or rows) that are linearly independent.

Such independent cols/rows are *candidates for the new, reduced reference system* (the red axes)

Rectangular matrices with SVD:  $r \leq \min\{n, m\}$

We can map data points to a completely-new, dataset-dependent representation!

The dataset-dependent representation will be compact

Let's create a new, abstract *feature space*

# EXAMPLE

Handmade dimensionality reduction, from the MMDS textbook

$$A_{3 \times 3} = \begin{pmatrix} 1 & 2 & 1 \\ -2 & -3 & 1 \\ 3 & 5 & 0 \end{pmatrix}$$

$r = 2$  as the third row can be expressed as the first minus the second:

$$\begin{array}{rrrr} 1 & 2 & 1 & - \\ -2 & -3 & 1 & = \\ \hline 3 & 5 & 0 & \end{array}$$

We create a new 2-d space where the axes are the first two rows:

$$[1, 0, 0], [0, 1, 0], [0, 0, 1] \longrightarrow [1, 2, 1], [-2, -3, 1]$$

The new rows are  $[1, 0]$   $[0, 1]$  and  $[1, 1]$

$$A'_{3 \times 2} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 1 & -1 \end{pmatrix}$$

The new points work as selectors of the new axes: it's easy to go back from this space to the original, no loss of information/precision

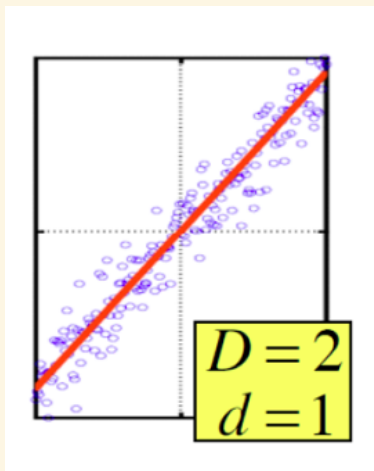
# DIMENSIONALITY REDUCTION

In real dataset mapping to a lower-dimensional space may introduce errors in the  $2 \rightarrow 1$  example below, instead of points we just take the measure (distance from the origin) of their projection on the red axis

The red axis is chosen as to minimise the error introduced by the  $2 \rightarrow 1$  *projection*.

Data mining studies how to find such axes, called concepts

They capture some alignment which is inherent to the data.



# SVD

# DECOMPOSITION

$$A_{(m \times n)} = U_{(m \times m)} D_{(m \times n)} V_{(n \times n)}^T$$

- U is a orthogonal m. of *left-singular* (col.) vectors
- D is a diagonal matrix of *singular values*
- V is a orthogonal m. of *right-singular* (col.) vectors

Suppose only  $r$  ( $r < \min\{m, n\}$ ) singular values are non-zero

We can rewrite the decomposition as follows:

$$A_{(m \times n)} \approx U_{(m \times r)} D_{(r \times r)} V_{(r \times n)}^T$$

Suppose  $r = 2$ , visualise

$$A_{(m \times n)} \approx U_{(m \times 2)} D_{(2 \times 2)} V_{(2 \times n)}^T$$



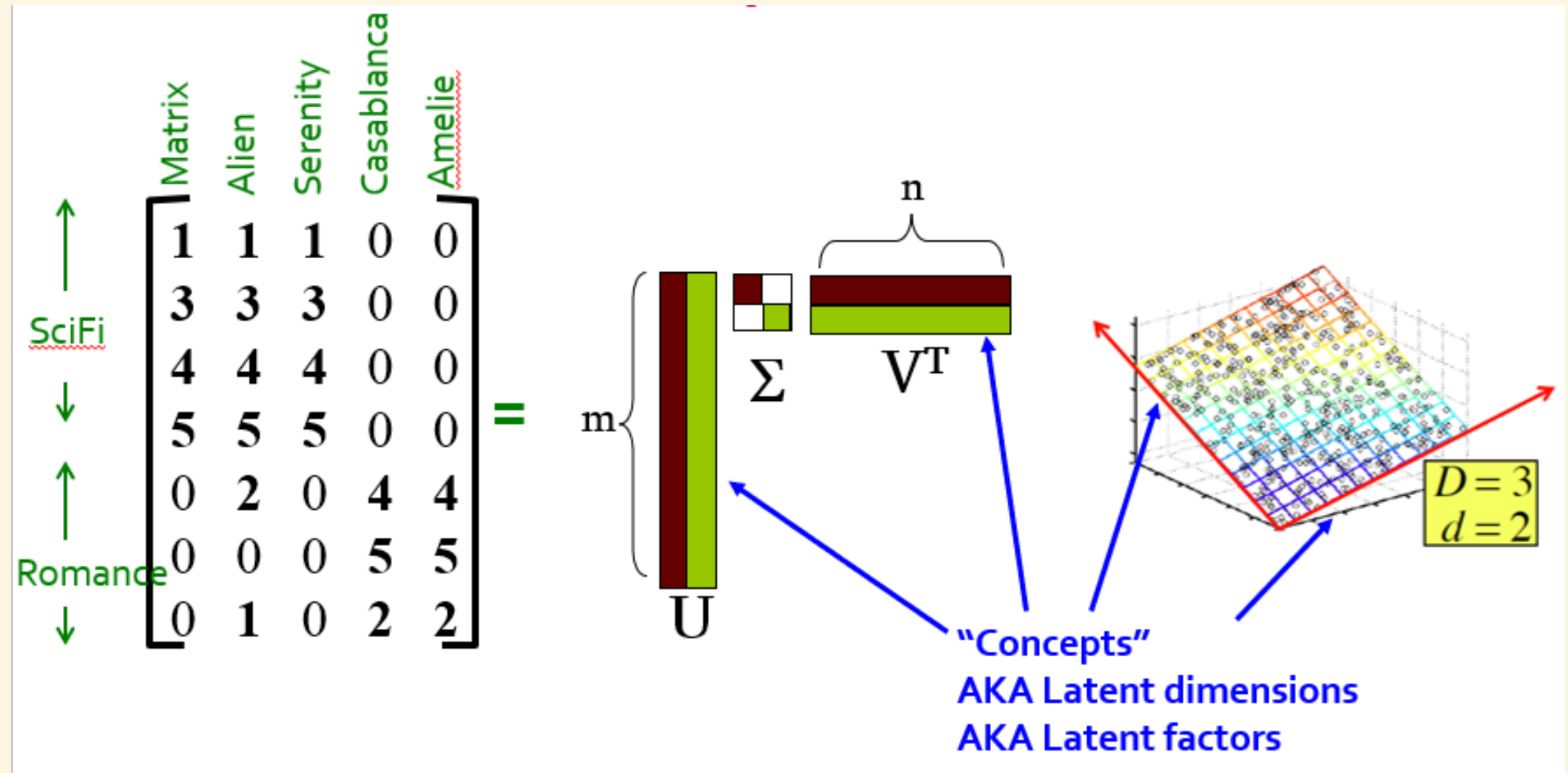
$$A_{(m \times n)} \approx \sum_i \sigma_i U_i \circ V_i^T$$

where  $U_i$  is the i-th column of  $U$  and  $\circ$  is matrix multiplication

Now  $A$  is represented as the sum of independent *factors* that were not explicit in the original data

# EXAMPLE: USERS TO FILMS BECOMES USERS TO CONCEPTS TO FILMS

(slightly different data)



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

# CONCEPTS

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

$U$  is a user-to-concept similarity matrix

The diagram illustrates the calculation of a user-to-concept similarity matrix  $U$ . It shows a matrix of user ratings for Sci-Fi and Romance movies, which is multiplied by a matrix of concept weights for Sci-Fi and Romance, resulting in a matrix of concept scores.

**User Ratings Matrix (Sci-Fi vs Romance):**

	Matrix	Alien	Serenity	Casablan	Amelie
Sci-Fi	1	1	1	0	0
	3	3	3	0	0
	4	4	4	0	0
	5	5	5	0	0
Romance	0	2	0	4	4
	0	0	0	5	5
	0	1	0	2	2

**Concept Weights Matrix (Sci-Fi vs Romance):**

	SciFi-concept	Romance-concept
Sci-Fi	0.13	0.02
	0.41	0.07
	0.55	0.09
	0.68	0.11
Romance	0.15	-0.59
	0.07	-0.73
	0.07	-0.29

**Concept Scores Matrix:**

	SciFi-concept	Romance-concept
Sci-Fi	12.4	0
	0	9.5
	0	0
	0	1.3

The final result is a matrix of concept scores:

	SciFi-concept	Romance-concept
Sci-Fi	0.56	0.59
	0.12	-0.02
	0.40	-0.80
	0.56	0.40
	0.09	0.09
	-0.69	-0.69
	0.09	0.09

$\sigma$ s reveal the strength of each concept

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

$V^T$  is a concept-to-film similarity matrix

Diagram illustrating the calculation of a film's Sci-Fi concept score using matrix multiplication.

**Sci-Fi concept vector:**

$$\begin{bmatrix} 0.13 & 0.02 & -0.01 \\ 0.41 & 0.07 & -0.03 \\ 0.55 & 0.09 & -0.04 \\ 0.68 & 0.11 & -0.05 \end{bmatrix}$$

**Concept-to-film similarity matrix:**

$$\begin{bmatrix} 12.4 & 0 & 0 \\ 0 & 9.5 & 0 \\ 0 & 0 & 1.3 \end{bmatrix}$$

**Film-to-concept matrix (partial):**

$$\begin{bmatrix} 0.56 & 0.59 & 0.56 & 0.09 & 0.09 \\ 0.12 & -0.02 & 0.12 & -0.69 & -0.69 \\ 0.40 & -0.80 & 0.40 & 0.09 & 0.09 \end{bmatrix}$$

The calculation is shown as:

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

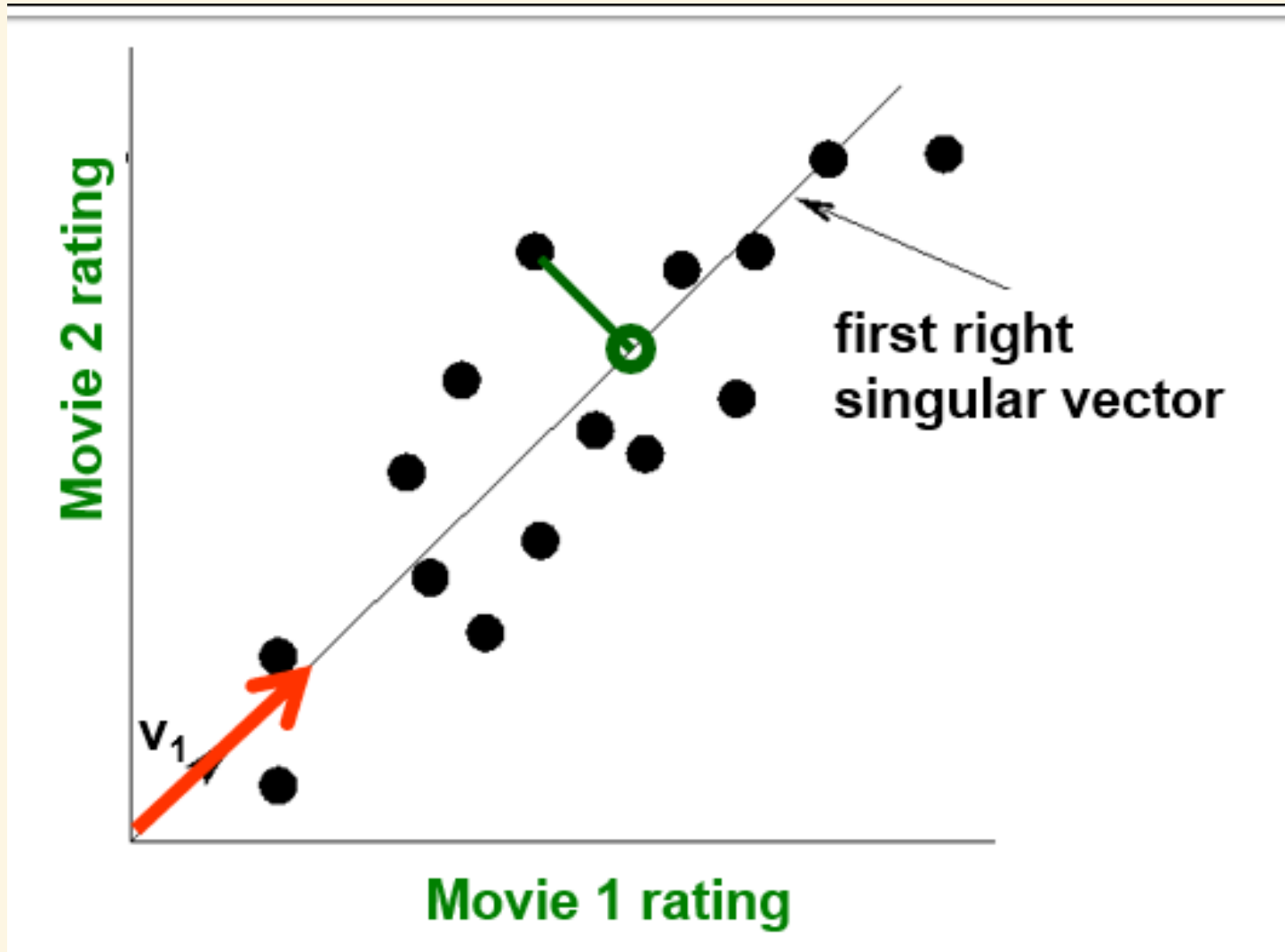
The result of the multiplication is the first row of the film-to-concept matrix, with the value **0.56** highlighted as the Sci-Fi concept score for the film.

# SVD INTERPRETATION -1



# FROM SVD BACK TO GEOMETRY

The *singular vectors* that make up  $V$  (and  $U$ ) are the new axes for projection



The *singular vectors* that make up  $V$  (and  $U$ ) are the new axes for projection  
They will minimise the *reconstruction error* ( $z$  is the value obtained by the reduced SVD)

$$\epsilon = \sum_{i=1}^m \sum_{j=1}^n \|a_{ij} - z_{ij}\|$$

# SVD INTERPRETATION -2

# STEP-BY-STEP

Again, we use the singular vectors as the new axes

