Motivation & Intuition behind Matrix Factorisation



Challenges for Neighbourhood Based Methods

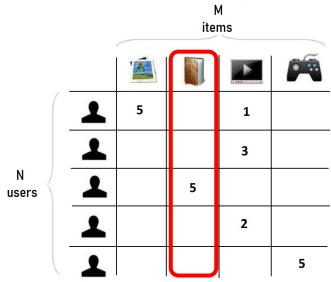
- Synonymy: In real life, different product names can refer to similar objects
 - Similarity based recommender system can't find this hidden association and might treat these objects differently
- Example:





Challenges for Neighbourhood Based Methods

 Sparsity: Due to lack of pair of users and items with common ratings, often neighbourhood based methods fail to recommend any item or make predictions





Matrix Factorization

- Objective is to represent user preferences as a combination of
 - User's interest in an item attribute (e.g. movie genre) and
 - Extent to which the given item is relevant to that attribute
- So using the rating matrix, we want to first calculate the strength of user interest for each user for let's say a genre
 - Let's say User Alice is interested in Sci-fi movies
 - Now For a movie 'Interstellar' We would find out 'how sci-fi is this movie'
 - Finally predict rating for interstellar given by Alice based on these 2 values
 - But how do we achieve this mathematically?



Rating Prediction using Matrix Factorization and SVD



Matrix Factorization

SVD is the factorization of a matrix M into 3 constituent matrices

$$M = U \times \Sigma \times V^T$$

where U and V are called *left* and *right singular vectors* and the values of the diagonal of Σ are called the *singular values*

- We can approximate the full matrix by observing only the most important features – those with the largest singular values
- This can be done by decomposing rating matrix into a user and item matrix using a dimensionality reduction technique



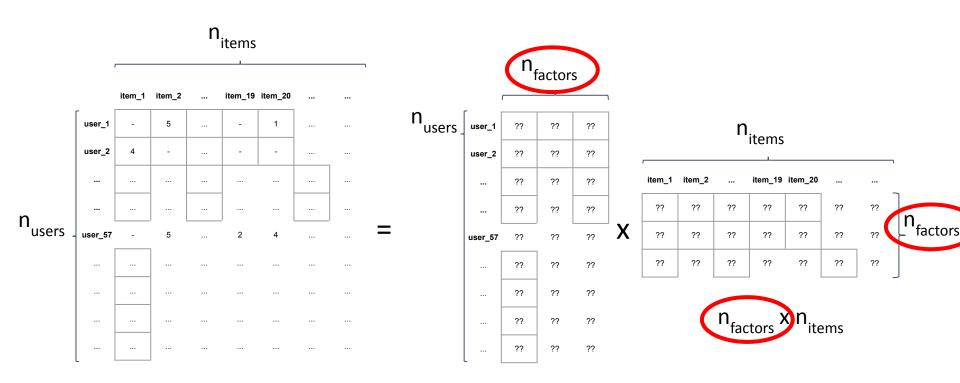
Singular Value Decomposition

$$R = P\Sigma Q^T$$

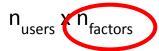
- R is m x n ratings matrix
- P is m x k user-feature affinity matrix
- Q is n x k item-feature relevance matrix
- Σ is $k \times k$ diagonal feature weight matrix
- SVD defines a shared vector space for item and users (feature space)



Matrix Factorization



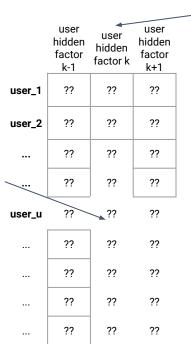
 $n_{users} \times n_{item}$



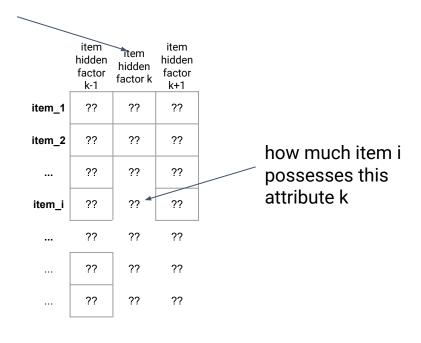


Interpretation of the User and Item matrices

how much user u is susceptible to this attribute k / how much it is important to them.



attribute k an item can possess and a user can be susceptible to



User

Item



Example for SVD-based recommendation

• SVD: $M_k = U_k \times \Sigma_k \times V_k^T$

				CHAMINATOR	Of Hard	TAITS
U,	Dim1	Dim2	V_{ν}^{-1}			
Alice	0.47	-0.30	Dim1	-0.44	-0.57	(
Bob	-0.44	0.23	Dim2	2 0.58	-0.66	(
Mary	0.70	-0.06				
Sue	0.31	0.93				

• Prediction: $\hat{r}_{ui} = \overline{r}_u + U_k(Alice) \times \Sigma_k \times V_k^T(EPL)$

0.38

Dim1

5.63

0.57

-0.36

Dim2

$$= 3 + 0.84 = 3.84$$

What does SVD Achieve?

SVD captures hidden relationships between users and items

Solving Problem of Synonymy & Sparsity

• SVD provides lower dimension representation of the original user-item space

Solving Problem of Scalability



2006 "Funk-SVD" and the Netflix prize

- Netflix announced a million dollar prize
 - Goal:
 - Beat their own "Cinematch" system by 10 percent
 - Measured in terms of the Root Mean Squared Error
 - o Effect:
 - Stimulated lots of research
- Idea of SVD and matrix factorization picked up again
 - S. Funk (pen name)
 - Use fast gradient descent optimization procedure
 - http://sifter.org/~simon/journal/20061211.html



Algorithm Structure

- Initialize values to train (item/user feature vectors) to arbitrary starting point
 - Must be non-zero
 - Usually must be random
- Try to predict each rating in the dataset
- Use error and update rule to update values for next rating/sample
- Iterate until convergence
 - Stops moving
 - Iterated enough times



Get Rid of Sigma

Decomposition:

$$R = P\Sigma Q^T$$
$$R = PQ^T$$

Scoring Rule after dropping Sigma

$$s(i;u) = \hat{r}_{ui} = \sum_{f} p_{uf} q_{if}$$



Deriving FunkSVD

• Recall our prediction equation

$$s(i;u) = \hat{r}_{ui} = \sum_{f} p_{uf} q_{if}$$

We compute Error

$$e_{ui} = r_{ui} - \hat{r}_{ui}$$
$$= r_{ui} - \sum_{f} p_{uf} q_{if}$$

• We then compute the derivatives $\frac{d}{dp_{uf}}e_{ui}^2$ and $\frac{d}{dq_{if}}e_{ui}^2$

$$\theta = \langle P, Q \rangle$$
 $\theta_n = \theta_{n-1} + \Delta g(\theta_{n-1})$



Deriving FunkSVD

· Calculating derivative for puf and gif

$$\frac{d}{dp_{uf}}e_{ui}^2 = 2e_{ui}\frac{d}{dp_{uf}}e_{ui}$$

$$= 2e_{ui}\frac{d}{dp_{uf}}(r_{ui} - \sum_{f}p_{uf}q_{if})$$

$$= -2e_{ui}q_{if}$$

$$p'_{uf} = p_{uf} - \lambda(-2e_{ui}q_{if})$$

$$q'_{if} = q_{if} - \lambda(-2e_{ui}p_{uf})$$

Final Equations (add regularization to discourage large values)

$$p_{uf} = p_{uf} + \lambda (e_{ui}q_{if} - \gamma p_{uf})$$

$$q_{if} = q_{if} + \lambda (e_{ui}p_{uf} - \gamma q_{if})$$



Summary

- Matrix factorization
 - Generate low-rank approximation of matrix
 - Detection of latent factors
 - Projecting items and users in the same n-dimensional space
- Prediction quality can increase as a consequence of...
 - Small & faster model
 - filtering out some "noise" in the data and
 - detecting nontrivial correlations in the data
- Depends on the right choice of the amount of data reduction
 - number of singular values in the SVD approach
 - Parameters can be determined and fine-tuned only based on experiments



Collaborative Filtering Issues

- Pros:
 - Well-understood,
 - Works well in some domains
 - No knowledge engineering required
- Cons:
 - Requires user community,
 - Sparsity problems
- What is the best CF method?
 - In which situation?
 - O Which domain?
- Other Methods
 - Probabilistic Methods
 - Association Rule Mining

