CS 422

Data Mining

HOMEWORK ASSIGNMENT 4

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1 Textbook Questions

1.1 Question 9.2.1

We are given:

$$A = [3.06, 500\alpha, 6\beta]$$

 $B = [2.68, 320\alpha, 4\beta]$
 $C = [2.92, 640\alpha, 6\beta]$

The cosine distance between two vectors is:

$$Cosine(XY) = \frac{X \cdot Y}{|X| \cdot |Y|} \tag{1}$$

0.696874047 (a) Plugging in the values we get:

$$Coisne(AB) = \frac{(3.06)(2.68) + (500)(320\alpha^2) + (6)(4\beta^2)}{\sqrt{(3.06)^2 + (500\alpha)^2 + (6\beta)^2} \cdot \sqrt{(2.68)^2 + (320\alpha)^2 + (4\beta)^2}}$$

$$= \frac{(8.2008) + (1.6 \cdot 10^5\alpha^2) + (24\beta^2)}{\sqrt{2.56 \cdot 10^{10}\alpha^4 + 7.68 \cdot 10^6\alpha^2\beta^2 + 2.75 \cdot 10^6\alpha^2 + 576\beta^4 + 408.384\beta^2 + 67.2531}}$$

$$Coisne(AC) = \frac{(3.06)(2.92) + (500)(640\alpha^2) + (6)(6\beta^2)}{\sqrt{(3.06)^2 + (500\alpha)^2 + (6\beta)^2} \cdot \sqrt{(2.92)^2 + (640\alpha)^2 + (6\beta)^2}}$$

$$= \frac{(8.9352) + (32 \cdot 10^4\alpha^2) + (26\beta^2)}{\sqrt{1.024 \cdot 10^{11}\alpha^4 + 2.375 \cdot 10^6\alpha^2\beta^2 + 5.96 \cdot 10^6\alpha^2 + 1296\beta^4 + 644.04\beta^2 + 79.8378}}$$

$$Coisne(BC) = \frac{(2.68)(2.92) + (320)(640\alpha^2) + (6)(6\beta^2)}{\sqrt{(2.68)^2 + (320\alpha)^2 + (4\beta)^2} \cdot \sqrt{(2.92)^2 + (640\alpha)^2 + (6\beta)^2}}$$

$$= \frac{(7.8256) + (204800\alpha^2) + (24\beta^2)}{\sqrt{4.19 \cdot 10^{10}\alpha^4 + 9.4 \cdot 10^6\alpha^2\beta^2 + 3.81 \cdot 10^6\alpha^2 + 504\beta^4 + 377.936\beta^2 + 61.24}}$$

(b)
$$\alpha = \beta = 1$$

$$Coisne(AB) = \frac{(3.06)(2.68) + (500)(320) + (6)(4)}{\sqrt{(3.06)^2 + (500)^2 + (6)^2} \cdot \sqrt{(2.68)^2 + (320)^2 + (4)^2}}$$

$$= \frac{(8.2008) + (1.6 \cdot 10^5) + (24)}{\sqrt{2.56 \cdot 10^{10} + 7.68 \cdot 10^6 + 2.75 \cdot 10^6 + 576 + 408.384 + 67.2531}}$$

$$= 0.999 = 2.6^{\circ}$$

$$Coisne(AC) = \frac{(3.06)(2.92) + (500)(640) + (6)(6)}{\sqrt{(3.06)^2 + (500)^2 + (6)^2} \cdot \sqrt{(2.92)^2 + (640)^2 + (6)^2}}$$

$$= \frac{(8.9352) + (32 \cdot 10^4) + (26)}{\sqrt{1.024 \cdot 10^{11} + 2.375 \cdot 10^6 + 5.96 \cdot 10^6 + 1296 + 644.04 + 79.8378}}$$

$$= 0.999 = 2.6^{\circ}$$

$$Coisne(BC) = \frac{(2.68)(2.92) + (320)(640) + (6)(6)}{\sqrt{(2.68)^2 + (320)^2 + (4)^2} \cdot \sqrt{(2.92)^2 + (640)^2 + (6)^2}}$$

$$=\frac{(7.8256)+(204800)+(24)}{\sqrt{4.19\cdot 10^{10}+9.4\cdot 10^{6}+3.81\cdot 10^{6}+504+377.936+61.24}}$$

= 0.99 = 8.1°

(c)
$$\alpha = 0.01 \ \beta = 0.5$$

$$Coisne(AB) = \frac{(8.2008) + (16) + (6)}{\sqrt{256 + 192 + 275 + 36 + 102.87 + 67.2531}}$$

$$= 0.9881 = 3.5^{\circ}$$

$$Coisne(AC) = \frac{(8.9352) + (32) + (9)}{\sqrt{1024 + 59.29 + 596 + 81 + 161.01 + 79.8378}}$$

$$= 0.9915 = 7.5^{\circ}$$

$$Coisne(BC) = \frac{(7.8256) + (20.48) + (6)}{\sqrt{4194.304 + 235.52 + 381 + 31.5 + 94.484 + 61.244}}$$

$$= 0.9691 = 14.3^{\circ}$$

(d) Assuming constant of proportionality k_1 and k_2 :

$$\alpha \propto \frac{1}{\frac{500 + 640 + 320}{3}} = \frac{3}{1460} \cdot k_1 \tag{2}$$

$$\beta \propto \frac{1}{\frac{6+4+6}{3}} = \frac{3}{16} \cdot k_2 \tag{3}$$

For ease of calculations let us assume k_1 and k_2 as 1. Therefore, the vectors are:

$$A = [3.06 , 1.027 , 1.125]$$

$$B = [2.68 , 0.657 , 0.75]$$

$$C = [2.92 , 1.315 , 1.125]$$

The Cosines between the vectors are:

$$Cosine(A, B) = 0.9914 = 7.5^{\circ}$$

 $Cosine(A, C) = 0.9957 = 5.3^{\circ}$
 $Cosine(B, C) = 0.9793 = 11.7^{\circ}$

$$\alpha = \frac{3}{1460}$$
$$\beta = \frac{3}{16}$$

1.2 Question 9.2.3

(a) The average rating is $\frac{4+2+5}{3} = \frac{11}{3} = 3.67$.

Normalized ratings for A,B,C are:

$$A = 4 - 3.67 = 0.33$$

 $B = 2 - 3.67 = -1.67$
 $C = 5 - 3.67 = 1.33$

(b) Creating User Profiles based on ratings:

$$Processor\ Speed = (3.06)(0.33) + (2.68)(-1.67) + (2.92)(1.33) = 0.4467$$

$$Disk\ Size = (500)(0.33) + (320)(-1.67) + (640)(1.33) = 486.667$$

$$Memory\ Size = (6)(0.33) + (4)(-1.67) + (6)(1.33) = 3.33$$

1.3 Question 9.3.1

The Jaccard Distance and Cosine Distance are:

$$J = \frac{f_{11}}{f_{10} + f_{01} + f_{11}} \tag{4}$$

$$J = \frac{f_{11}}{f_{10} + f_{01} + f_{11}}$$

$$C(XY) = 1 - \frac{X \cdot Y}{|X| \cdot |Y|}$$

$$(5)$$

(6)

(a) Treating Utility Matrix as boolean we get:

$$A = [11011011]$$

$$B = [011111110]$$

$$C = [10110111]$$

$$J(AB) = \frac{4}{8} = 0.5$$

$$J(BC) = \frac{3}{8} = 0.5$$

$$J(AC) = \frac{4}{8} = 0.5$$

(b)

$$C(AB) = 1 - \frac{4}{6} = 1 - 0.67 = 0.33$$

$$C(BC) = 1 - \frac{4}{6} = 1 - 0.67 = 0.33$$

$$C(AC) = 1 - \frac{4}{6} = 1 - 0.67 = 0.33$$

(c) The Vectors are:

$$A = [11010010]$$

$$B = [01110000]$$

$$C = [00010111]$$

$$J(AB) = \frac{2}{5} = 0.4$$
$$J(BC) = \frac{1}{6} = 0.167$$
$$J(AC) = \frac{2}{6} = 0.33$$

(d)

$$C(AB) = 1 - \frac{2}{\sqrt{4} \cdot \sqrt{3}} = 1 - 0.577 = 0.423$$

$$C(BC) = 1 - \frac{1}{\sqrt{3} \cdot \sqrt{4}} = 1 - 0.288 = 0.712$$

$$C(AC) = 1 - \frac{2}{\sqrt{4} \cdot \sqrt{4}} = 1 - 0.5 = 0.5$$

(e) Average ratings are:

$$A = \frac{4+5+5+1+3+2}{6} = \frac{10}{3}$$

$$B = \frac{3+4+3+1+2+1}{6} = \frac{7}{3}$$

$$C = \frac{2+1+3+4+5+3}{6} = \frac{17}{6}$$

The new vectors are:

$$A = [1.33, 1.67, 0, 1.67, -2.33, 0, -0.33, -1.33]$$

$$B = [0, 0.67, 1.67, 0.67, -1.33, -0.33, -1.33, 0]$$

$$C = [-0.833, 0, -1.83, 1.67, 0, 1.167, 2.167, 1.167]$$

(f) Using the above vectors to calculate the Cosine Distance:

$$C(AB) = 0.4428$$

$$C(BC) = 1.509$$

$$C(AC) = 1.04$$

1.4 Question 9.4.1

We are given:

$$U = \begin{bmatrix} 1 & 1 \\ 1 & 1 \\ 1 & 1 \\ 1 & 1 \\ 1 & 1 \end{bmatrix}$$

$$V = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix}$$

(a) Optimize with u_{32}

$$U = \begin{bmatrix} 1 & 1 \\ 1 & 1 \\ 1 & x \\ 1 & 1 \\ 1 & 1 \end{bmatrix}$$

The UV Matrix is:

Sum of Squares =
$$(2-1-x)^2 + (3-1-x)^2 + (1-1-x)^2 + (4-1-x)^2 = (1-x)^2 + (2-x)^2 + (-x)^2 + (3-x)^2$$

To Minimize we; find $\frac{\partial f(x)}{\partial x} = 0$
= $-2(1-x+2-x+x+3-x) = 0$
= $x = 1.5$

Therefore U is:

$$\begin{bmatrix} 1 & 1 \\ 1 & 1 \\ 1 & 1.5 \\ 1 & 1 \\ 1 & 1 \end{bmatrix}$$

UV is:

(b) Optimize with v_{41} .

$$V = \begin{bmatrix} 1 & 1 & 1 & x & 1 \\ 1 & 1 & 1 & x & 1 \end{bmatrix}$$

The UV Matrix is:

$$\begin{bmatrix} 2 & 2 & 2 & 1+x & 2 \\ 2 & 2 & 2 & 1+x & 2 \\ 2 & 2 & 2 & 1+x & 2 \\ 2 & 2 & 2 & 1+x & 2 \\ 2 & 2 & 2 & 1+x & 2 \end{bmatrix}$$

Sum of Squares =
$$(4-1-x)^2 + (4-1-x)^2 + (1-1-x)^2 + (3-1-x)^2 + (4-1-x)^2$$

= $3 \cdot (3-x)^2 + (-x)^2 + (2-x)^2$
To Minimize we; find $\frac{\partial f(x)}{\partial x} = 0$
= $-6(3-x) + 2x - 2(2-x) = 0$
= $x = 2.2$

Therefore V is:

$$\begin{bmatrix} 1 & 1 & 1 & 2.2 & 1 \\ 1 & 1 & 1 & 2.2 & 1 \end{bmatrix}$$

The UV Matrix is:

$$\begin{bmatrix} 2 & 2 & 2 & 3.2 & 2 \\ 2 & 2 & 2 & 3.2 & 2 \\ 2 & 2 & 2 & 3.2 & 2 \\ 2 & 2 & 2 & 3.2 & 2 \\ 2 & 2 & 2 & 3.2 & 2 \end{bmatrix}$$