Data Mining HW 3

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Question 1

##

```
a)
X = matrix(c(1,3,5,0,1, 2,4,4,2,3, 3,5,3,4,5), nrow=5)
x_{tran_x} = t(X) %*% X
x_x_{tran} = X %*% t(X)
x_tran_x
##
       [,1] [,2] [,3]
              37
                   38
## [1,]
         36
## [2,]
         37
              49
                   61
## [3,]
         38
              61
                   84
x_x_{tran}
       [,1] [,2] [,3] [,4] [,5]
## [1,]
              26
                   22
         14
                        16
                             22
## [2,]
         26
              50
                   46
                        28
                             40
## [3,]
         22
                   50
                        20
                             32
              46
## [4,]
        16
              28
                  20
                        20
                             26
## [5,]
        22
                   32
                             35
              40
                        26
 b)
ei_x_tran_x = eigen(x_tran_x)
ei_x_x_tran = eigen(x_x_tran)
ei_x_tran_x
## $values
## [1] 1.535670e+02 1.543300e+01 1.421085e-14
##
## $vectors
##
              [,1]
                        [,2]
                                   [,3]
## [2,] -0.5634593  0.1258846 -0.8164966
## [3,] -0.7176358 -0.5642094 0.4082483
ei_x_x_tran
## $values
## [1] 1.535670e+02 1.543300e+01 1.998401e-14 2.848207e-15 -4.440892e-16
```

```
## $vectors
##
            [,1]
                     [,2]
                              [,3]
                                        [,4]
                                                  [,5]
## [2,] -0.5705086 -0.0332003 0.7978581 -0.17481584 -0.07924371
## [3,] -0.5207430 -0.7358566 -0.4209721 -0.04034212 -0.09217818
c)
A = ei_x_tran_x$vectors%*%diag(ei_x_tran_x$values)%*% t(ei_x_tran_x$vectors)
      [,1] [,2] [,3]
## [1,]
        36
            37
## [2,]
        37
            49
                61
## [3,]
        38
            61
                84
The output is the same as 2a.
 d)
svd_x = svd(X)
#Compare to b
svd_x$v
           [,1]
                    [,2]
## [1,] -0.4092828 -0.8159785 -0.4082483
## [2,] -0.5634593 -0.1258846 0.8164966
## [3,] -0.7176358  0.5642094 -0.4082483
ei_x_tran_x$vectors
           [,1]
                    [,2]
                              [,3]
## [1,] -0.4092828  0.8159785  0.4082483
## [2,] -0.5634593   0.1258846 -0.8164966
## [3,] -0.7176358 -0.5642094 0.4082483
svd_x$u
           [,1]
                     [,2]
## [1,] -0.2976957 0.1590639 0.90607622
## [2,] -0.5705086 -0.0332003 0.03827317
## [3,] -0.5207430 -0.7358566 -0.13315536
## [4,] -0.3225785 0.5103921 -0.18363343
## [5,] -0.4589849  0.4142600 -0.35511895
ei_x_x_tran$vectors
```

```
[,2]
                                 [,3]
             [,1]
                                           [, 4]
## [2,] -0.5705086 -0.0332003 0.7978581 -0.17481584 -0.07924371
## [3,] -0.5207430 -0.7358566 -0.4209721 -0.04034212 -0.09217818
## [5,] -0.4589849  0.4142600 -0.2887141 -0.21515796  0.69862203
(svd_x$d)^2
## [1] 1.53567e+02 1.54330e+01 3.28692e-31
(ei_x_tran_x$values)
## [1] 1.535670e+02 1.543300e+01 1.421085e-14
ei_x_x_tran$values
## [1] 1.535670e+02 1.543300e+01 1.998401e-14 2.848207e-15 -4.440892e-16
We can see that V gives the eigenvectors of X'X and that the first two columns of U correspond to the first
two eigenvectors of XX' since the rank of X is 2.
 e)
ULV = svd_x$u %*% diag(svd_x$d) %*% t(svd_x$v)
ULV
##
              [,1] [,2] [,3]
## [1,] 1.00000e+00
                          3
## [2,] 3.00000e+00
## [3,] 5.00000e+00
                          3
## [4,] 4.870696e-16
                     2
                          4
## [5,] 1.000000e+00
Х
       [,1] [,2] [,3]
##
## [1,]
         1
              2
## [2,]
         3
                   5
## [3,]
         5
                   3
              2
## [4,]
         0
                   4
## [5,]
  f)
#set the third value to 0 since X has rank 2
svd_x_n = svd_x d[1:2]
#set the smallest eigenvalue to 0 to do the 1-d projection
svd_x_oned = svd_x$d
```

```
svd_x_oned[2:3] = 0
svd_u_one = svd_x$u
svd_u_one[,2:3] = 0
svd_v_one = svd_x$v
svd_v_one[,2:3] = 0
xhat = svd_u_one %*% diag(svd_x_oned) %*% t(svd_v_one)
xhat
```

```
## [,1] [,2] [,3]

## [1,] 1.509889 2.078663 2.647437

## [2,] 2.893574 3.983581 5.073588

## [3,] 2.641167 3.636093 4.631018

## [4,] 1.636093 2.252407 2.868722

## [5,] 2.327935 3.204866 4.081797
```

xhat is very close to x, so the 1D estimate is a good approximation.

g)

```
ssxhat = sum(xhat^2)
ssxhat
```

```
## [1] 153.567
```

```
svd_x$d[1]^2
```

```
## [1] 153.567
```

The Frobenius norm, or one dimensional variance, of xhat is the same as the square of the first singular value.

h)

```
SSE = sum((X-xhat)^2)
SSE
```

```
## [1] 15.433
```

```
svd_x$d[2] ^ 2
```

```
## [1] 15.433
```

It is equal to the square of the k+1 singular values, where k is the number of the top k singular value we chose to compute the Xhat approximation.

i)

```
energy = svd_x_oned^2/(sum(svd_x$d^2))
energy
## [1] 0.9086805 0.0000000 0.0000000
Question 2
library(data.table)
## Warning: package 'data.table' was built under R version 3.3.2
#setwd("/Users/ethen/Desktop/northwestern/winter/MSIA 421 Data Mining/hw3")
theater <- fread('theater.csv')</pre>
theater \leftarrow theater[ , -c(3, 5, 7, 10), with = FALSE ]
# the theater subset data will be used in question e
theater_subset <- theater[ , .(dinner, play) ]</pre>
theater[ , c('dinner', 'play', 'age', 'educ', 'income', 'cnty') := NULL ]
  a)
alpha_theater1 <- psych::alpha(theater, check.keys = TRUE)</pre>
alpha_theater1
##
## Reliability analysis
## Call: psych::alpha(x = theater, check.keys = TRUE)
##
    raw_alpha std.alpha G6(smc) average_r S/N
##
                                                   ase mean sd
##
         0.93
                   0.94
                           0.94
                                     0.59 15 0.0019 5.2 1.2
##
                          95% confidence boundaries
  lower alpha upper
## 0.93 0.93 0.94
## Reliability if an item is dropped:
##
                     raw_alpha std.alpha G6(smc) average_r S/N alpha se
## stimulate
                          0.92
                                    0.93
                                            0.93
                                                       0.58 12
                                                                  0.0022
## dislike-
                          0.94
                                    0.94
                                             0.94
                                                       0.64 16
                                                                  0.0017
                          0.92
## fun
                                    0.92
                                            0.92
                                                       0.57 12
                                                                  0.0023
## irritate-
                          0.93
                                    0.93
                                            0.93
                                                       0.59 13
                                                                  0.0021
                          0.92
                                    0.93
                                            0.93
                                                       0.58 12
                                                                  0.0022
## bad-
## timewellspent
                          0.93
                                    0.93
                                            0.93
                                                       0.59 13
                                                                  0.0021
                          0.92
                                    0.92
                                            0.93
                                                       0.58 12
                                                                  0.0022
## exciting
## noteduc-
                          0.94
                                    0.94
                                            0.94
                                                       0.64 16
                                                                  0.0018
## comfortable
                          0.92
                                    0.93
                                                       0.58 12
                                            0.93
                                                                  0.0022
                          0.93
                                    0.93
                                            0.93
                                                       0.59 13
                                                                  0.0021
## cannotappreciate-
##
```

Item statistics

```
##
                        n raw.r std.r r.cor r.drop mean
                     2692 0.86
                                0.86 0.85
                                              0.82 5.3 1.7
## stimulate
## dislike-
                           0.61
                                 0.60
                     2692
                                       0.53
                                              0.51
                                                   4.8 1.7
## fun
                     2692
                           0.88
                                 0.88
                                       0.89
                                              0.85
                                                   5.3 1.6
## irritate-
                     2692
                           0.81
                                 0.82
                                       0.79
                                              0.76
                                                    5.2 1.5
## bad-
                     2692
                           0.86
                                 0.86
                                       0.85
                                              0.82 5.5 1.4
## timewellspent
                     2692
                           0.81
                                 0.80
                                       0.78
                                              0.75
                                                    5.1 1.6
## exciting
                     2692
                           0.87
                                 0.87
                                       0.86
                                              0.83 5.2 1.6
## noteduc-
                     2692
                           0.59
                                 0.60
                                       0.52
                                              0.50
                                                    4.9 1.5
## comfortable
                     2692
                           0.85
                                 0.85
                                       0.84
                                              0.81
                                                    5.2 1.5
## cannotappreciate- 2692
                           0.83
                                 0.83
                                      0.81
                                              0.78 5.6 1.5
##
## Non missing response frequency for each item
##
                            2
                                 3
                                      4
                                           5
                    0.05 0.03 0.03 0.18 0.16 0.26 0.28
## stimulate
                                                          0
## dislike
                    0.19 0.22 0.12 0.28 0.07 0.06 0.05
                                                          0
## fun
                    0.04 0.03 0.04 0.18 0.16 0.27 0.28
                                                          0
## irritate
                    0.23 0.27 0.16 0.24 0.04 0.03 0.03
                                                          0
## bad
                    0.30 0.27 0.15 0.23 0.02 0.02 0.02
                                                          0
## timewellspent
                    0.03 0.04 0.06 0.26 0.12 0.23 0.25
                                                          0
## exciting
                    0.04 0.03 0.04 0.23 0.18 0.25 0.24
                                                          0
## noteduc
                    0.20 0.21 0.14 0.32 0.06 0.04 0.03
                    0.03 0.03 0.04 0.26 0.16 0.26 0.23
## comfortable
                                                          0
## cannotappreciate 0.37 0.26 0.12 0.17 0.03 0.03 0.03
```

b)

```
pca1 <- prcomp(theater)
pca1$sdev</pre>
```

```
## [1] 3.9578487 1.4705079 1.3525016 1.0562171 0.9577743 0.8441564 0.8021089
## [8] 0.7436424 0.6966951 0.6110656
```

4 eigenvalues are greater than 1.

pca1\$rotation

```
PC1
                                 PC2
                                           PC3
                                                       PC4
## stimulate
                 -0.3646057 0.20482521 -0.13904938 0.018162565
## dislike
                  0.2497032 0.75293543 0.56798229 -0.195442289
## fun
                 -0.3605609 0.20875905 -0.14267364 0.009324962
## irritate
                  0.3031613 0.14282089 -0.07515483 0.445852971
## bad
                  0.3078863 0.05446465 -0.08228713
                                               0.343278421
                 -0.3340471 0.24366524 -0.06300969
## timewellspent
                                               0.484920839
## exciting
                 -0.3462710 0.24216527 -0.01878609 0.140614172
## noteduc
                  0.2200925 0.40442360 -0.76210805 -0.400695571
## comfortable
                 -0.3250952 0.17503867 -0.02451621 0.101350222
## cannotappreciate 0.3199804 0.10943753 -0.19888022 0.467986279
##
                        PC5
                                   PC6
                                              PC7
                                                         PC8
## stimulate
                 -0.55031045 0.177204727 0.31438183 -0.375692958
## dislike
                  ## fun
```

```
## irritate
                 -0.39398420 -0.654104546 -0.02670264 0.168709029
## bad
                 ## timewellspent 0.62190950 -0.157937601 0.39902480 -0.119786773
               -0.09647051 -0.056899099 -0.22080368 0.534136067
## exciting
## noteduc
                  0.17719861 -0.109979551 -0.01177851 0.002472106
## comfortable 0.10728004 -0.006041583 -0.81234758 -0.266588965
## cannotappreciate -0.01278609  0.692303527 -0.05306349  0.301845196
##
                         PC9
                                    PC10
## stimulate
                 -0.12512459 0.4642889873
## dislike
                 -0.03303846 -0.0166694267
## fun
                 -0.02249555 -0.8228482968
## irritate
                 -0.26647682 0.0005698514
## bad
                  0.60339177 -0.1685185328
## timewellspent
                 -0.06795065 0.0043204783
## exciting
                  0.61957559 0.2661833089
## noteduc
                  0.02249027 0.0498972820
## comfortable
                 -0.33064285 0.0308739699
## cannotappreciate -0.22211035 0.0660648551
```

noteduc, dislike have smaller first loading vectors when it comes to magnitude.

c)

```
# after removing noteduc and dislike,
# the drop of reliability remains the same for
# every single variable that we dropped
theater[ , c('dislike', 'noteduc') := NULL ]
alpha_theater2 <- psych::alpha(theater, check.keys = TRUE)</pre>
```

Warning in psych::alpha(theater, check.keys = TRUE): Some items were negatively correlated with tota ## This is indicated by a negative sign for the variable name.

alpha_theater2

```
##
## Reliability analysis
## Call: psych::alpha(x = theater, check.keys = TRUE)
##
##
    raw_alpha std.alpha G6(smc) average_r S/N
                                                 ase mean sd
##
        0.95
                  0.95
                          0.95
                                    0.69 18 0.0015 5.3 1.3
##
  lower alpha upper
                         95% confidence boundaries
##
## 0.94 0.95 0.95
##
##
   Reliability if an item is dropped:
##
                    raw_alpha std.alpha G6(smc) average_r S/N alpha se
## stimulate
                         0.94
                                   0.94
                                           0.94
                                                     0.69 16
                                                                0.0018
                         0.94
                                   0.94
                                                     0.68 15
## fun
                                           0.93
                                                                0.0019
## irritate-
                         0.94
                                   0.94
                                           0.94
                                                     0.71 17
                                                                0.0016
## bad-
                         0.94
                                   0.94
                                           0.94
                                                     0.69 16
                                                                0.0017
## timewellspent
                         0.94
                                   0.94
                                           0.94
                                                     0.71 17
                                                                0.0017
                         0.94
                                   0.94
                                           0.94
                                                     0.68 15
## exciting
                                                               0.0018
```

```
0.94
## comfortable
                          0.94
                                   0.94
                                                     0.69 16
                                                                 0.0018
                         0.94
                                   0.94
                                            0.94
                                                     0.71 17
                                                                 0.0017
## cannotappreciate-
##
##
  Item statistics
                       n raw.r std.r r.cor r.drop mean sd
## stimulate
                     2692 0.88 0.87 0.86
                                              0.83 5.3 1.7
                     2692 0.91 0.90 0.90
                                              0.87 5.3 1.6
## fun
## irritate-
                     2692 0.81 0.81 0.77
                                              0.75 5.2 1.5
## bad-
                     2692 0.86
                                0.86 0.84
                                              0.81 5.5 1.4
## timewellspent
                     2692 0.83
                                0.82 0.79
                                              0.77 5.1 1.6
## exciting
                     2692
                          0.89
                                0.89 0.87
                                              0.85 5.2 1.6
                     2692
                                              0.82 5.2 1.5
## comfortable
                          0.87
                                0.87 0.84
## cannotappreciate- 2692 0.82 0.82 0.79
                                              0.77 5.6 1.5
## Non missing response frequency for each item
                            2
                                3
                                     4
                                           5
                       1
                    0.05 0.03 0.03 0.18 0.16 0.26 0.28
## stimulate
## fun
                    0.04 0.03 0.04 0.18 0.16 0.27 0.28
                   0.23 0.27 0.16 0.24 0.04 0.03 0.03
## irritate
                                                          0
## bad
                   0.30 0.27 0.15 0.23 0.02 0.02 0.02
                                                          0
## timewellspent
                   0.03 0.04 0.06 0.26 0.12 0.23 0.25
                                                          0
## exciting
                   0.04 0.03 0.04 0.23 0.18 0.25 0.24
## comfortable
                    0.03 0.03 0.04 0.26 0.16 0.26 0.23
                                                          0
## cannotappreciate 0.37 0.26 0.12 0.17 0.03 0.03 0.03
# and the explained ratio of the first loading vector is larger
pca2 <- prcomp(theater)</pre>
summary(pca1)
## Importance of components:
                                     PC2
                                            PC3
                                                    PC4
                                                            PC5
                                                                    PC6
##
                            PC1
                          3.9578 1.47051 1.3525 1.05622 0.95777 0.84416
## Standard deviation
## Proportion of Variance 0.6405 0.08842 0.0748 0.04561 0.03751 0.02914
## Cumulative Proportion 0.6405 0.72891 0.8037 0.84932 0.88683 0.91597
##
                              PC7
                                     PC8
                                              PC9
                                                     PC10
## Standard deviation
                         0.80211 0.74364 0.69670 0.61107
## Proportion of Variance 0.02631 0.02261 0.01985 0.01527
## Cumulative Proportion 0.94227 0.96489 0.98473 1.00000
summary(pca2)
## Importance of components:
                                    PC2
                                             PC3
                                                     PC4
                                                             PC5
                            PC1
## Standard deviation
                          3.7609 1.16042 0.96781 0.85433 0.80384 0.74448
## Proportion of Variance 0.7358 0.07005 0.04873 0.03797 0.03362 0.02883
## Cumulative Proportion 0.7358 0.80589 0.85462 0.89259 0.92621 0.95504
                              PC7
                                     PC8
## Standard deviation
                          0.69818 0.6138
## Proportion of Variance 0.02536 0.0196
## Cumulative Proportion 0.98040 1.0000
```

d)

```
# reverse code the reversed coded columns
reverse_col <- c('irritate', 'bad', 'cannotappreciate')</pre>
max_score <- 7
theater[ , (reverse_col) := lapply(.SD, function(col) {
    (\max_{score} + 1) - col
}), .SDcols = reverse_col ]
# compute attitude variable
theater_subset[ , attitude := rowSums(theater) / ncol(theater) ]
theater_subset
##
         dinner play attitude
##
      1:
              2
                   4
                        6.625
##
      2:
              0
                   0
                        5.125
##
      3:
              2
                   0
                        5.875
      4:
              2
                   0
                        5.750
##
              2
##
      5:
                   0
                        6.875
##
## 2688:
              0
                   0
                        4.750
## 2689:
              0
                   0
                        6.500
## 2690:
              0
                   0
                        4.000
## 2691:
              0
                        5.625
                   1
## 2692:
                        6.875
  e)
# there are NA values in theater subset, we tried dropping the
# NA values and setting the NA values to O and obtained similar result
theater_subset1 <- theater_subset[ complete.cases(theater_subset), ]</pre>
theater_subset1[ , new_feature := log(dinner + play + 1) ]
theater_subset[ is.na(dinner), dinner := 0 ]
theater_subset[ is.na(play), play := 0 ]
theater_subset[ , new_feature := log(dinner + play + 1) ]
with( theater_subset1, cor(new_feature, attitude, method = 'pearson') )
## [1] 0.2729852
with( theater_subset, cor(new_feature, attitude, method = 'pearson') )
## [1] 0.274381
  f)
```

The sum of dinner and play is not within the normal range of 1 to 7, by taking the log, we transform it to a narrower and more comparable range.

Question 3

```
music <- read.csv("music.csv")</pre>
retain_cols <- c('V28', 'V29', 'V30', 'V31', 'V32', 'V33',
                 'V34', 'V43', 'V46', 'V47', 'V50', 'V52')
music <- music[, retain_cols]</pre>
  a)
alpha_music <- psych::alpha(music)</pre>
alpha_music
##
## Reliability analysis
## Call: psych::alpha(x = music)
##
##
     raw_alpha std.alpha G6(smc) average_r S/N
                                                  ase mean sd
##
        0.94
                   0.94
                           0.94
                                     0.58 16 0.0024 2.8 1
##
                         95% confidence boundaries
   lower alpha upper
## 0.94 0.94 0.95
##
   Reliability if an item is dropped:
##
      raw_alpha std.alpha G6(smc) average_r S/N alpha se
## V28
            0.94
                     0.94
                              0.94
                                        0.57 14
                                                   0.0027
## V29
           0.94
                     0.94
                              0.94
                                        0.57
                                             15
                                                   0.0026
## V30
           0.94
                     0.94
                              0.94
                                        0.57
                                              15
                                                   0.0026
## V31
           0.94
                     0.94
                                                   0.0024
                              0.94
                                        0.60
                                              16
## V32
           0.93
                     0.93
                              0.94
                                        0.56
                                              14
                                                   0.0027
## V33
           0.94
                     0.94
                              0.94
                                        0.57
                                              15
                                                   0.0026
## V34
           0.94
                     0.94
                              0.94
                                        0.58 15
                                                   0.0026
## V43
           0.94
                     0.94
                              0.94
                                        0.57 15
                                                   0.0026
## V46
           0.94
                     0.94
                              0.94
                                        0.57
                                              15
                                                   0.0026
## V47
           0.94
                    0.94
                              0.94
                                        0.58 15
                                                   0.0025
## V50
           0.94
                     0.94
                              0.94
                                        0.58 15
                                                   0.0025
## V52
           0.94
                     0.94
                              0.94
                                        0.58 15
                                                   0.0026
##
##
   Item statistics
##
         n raw.r std.r r.cor r.drop mean sd
## V28 1278  0.84  0.84  0.83
                                0.80 3.1 1.3
## V29 1278 0.81 0.81 0.80
                                0.77 3.0 1.2
## V30 1278 0.80 0.80 0.78
                                0.75 2.8 1.3
## V31 1278 0.64 0.65 0.60
                                0.58 3.0 1.2
## V32 1278 0.85 0.85
                        0.84
                                0.82 2.7 1.3
## V33 1278 0.80 0.79 0.77
                                0.75 2.4 1.3
## V34 1278 0.78 0.77 0.75
                                0.73 2.4 1.4
## V43 1278 0.80 0.80 0.78
                                0.75 2.3 1.3
## V46 1278 0.81 0.80 0.79
                                0.76 2.5 1.4
## V47 1278 0.74 0.74 0.71
                                0.68 3.2 1.3
## V50 1278 0.75 0.75 0.72
                                0.70 2.9 1.3
```

0.74 3.0 1.2

V52 1278 0.78 0.79 0.76

```
##
## Non missing response frequency for each item
               1
                    2
                         3
                              4
## V28 0.02 0.12 0.12 0.33 0.27 0.13
## V29 0.02 0.13 0.13 0.39 0.22 0.11
                                        0
## V30 0.03 0.19 0.17 0.28 0.22 0.11
## V31 0.02 0.11 0.15 0.35 0.27 0.10
## V32 0.02 0.20 0.19 0.30 0.19 0.09
## V33 0.03 0.29 0.21 0.25 0.14 0.08
## V34 0.03 0.33 0.18 0.19 0.18 0.09
## V43 0.03 0.33 0.23 0.23 0.11 0.06
## V46 0.02 0.30 0.18 0.26 0.14 0.10
                                        0
## V47 0.02 0.13 0.10 0.27 0.30 0.18
                                        0
## V50 0.02 0.15 0.14 0.34 0.25 0.10
                                        0
## V52 0.02 0.12 0.14 0.41 0.21 0.10
                                        0
 b)
```

```
pca <- prcomp(music)
pca$sdev</pre>
```

```
## [1] 3.5079660 1.1715773 1.0560283 0.9252190 0.8715732 0.8055641 0.7721219
## [8] 0.7408483 0.7128224 0.6874437 0.6526254 0.5724456
```

3 eigenvalues are greater than 1.

c)

A person's similarity of taste in music with friends or a person's willingless to share his/her personal taste in music.