Normalization and Weight Absorption Function

Improving the Workflow

The absolute scaling of factors in a decomposition is arbitrary, but inconsistent scaling of the factors can make the decompositions harder to interpret.

We implemented a function that normalizes the factors (w.r.t. any ℓ_p norm) by absorbing the scalings into the weight vector.

$$\mathcal{M} = \sum_{i=1}^{r} \lambda[i] \cdot U_1[:,i] \circ U_2[:,i] \circ \cdots \circ U_n[:,i]$$

example using the Euclidean norm:

$$\lambda = [1.0, 2.0] \qquad U[1] = \begin{bmatrix} 1 & 1 \\ 1 & 1 \\ 1 & 1 \end{bmatrix} \quad U[2] = \begin{bmatrix} 1 & 2 \\ 1 & 2 \\ 1 & 2 \\ 1 & 2 \end{bmatrix} \quad U[3] = \begin{bmatrix} 1 & 1 \\ 1 & 1 \\ 1 & 1 \\ 1 & 1 \end{bmatrix}$$

 $\lambda[i]$ absorbs the norms of the i-th column vectors

$$\lambda = [7.74597, 30.9839] \quad U[1] = \begin{bmatrix} \frac{1}{\sqrt{3}} & \frac{1}{\sqrt{3}} \\ \frac{1}{\sqrt{3}} & \frac{1}{\sqrt{3}} \\ \frac{1}{\sqrt{3}} & \frac{1}{\sqrt{3}} \end{bmatrix} \quad U[2] = \begin{bmatrix} .5 & .5 \\ .5 & .5 \\ .5 & .5 \\ .5 & .5 \end{bmatrix} \quad U[3] = \begin{bmatrix} \frac{1}{\sqrt{5}} & \frac{1}{\sqrt{5}} \\ \frac{1}{\sqrt{5}} & \frac{1}{\sqrt{5}} \\ \frac{1}{\sqrt{5}} & \frac{1}{\sqrt{5}} \\ \frac{1}{\sqrt{5}} & \frac{1}{\sqrt{5}} \\ \frac{1}{\sqrt{5}} & \frac{1}{\sqrt{5}} \end{bmatrix}$$

1 using LinearAlgebra,GCPDecompositions, TensorCore

The Function

cpd_normalize (generic function with 2 methods)

```
1 function cpd_normalize(M::CPD, p::Real = 2)
       weights = M.\lambda[:]
3
4
       for matrix in 1:ndims(M)
            scaling = [norm(M.U[matrix][:, col], p) for col in 1:ncomponents(M)]
 5
6
           weights .*= scaling
           M.U[matrix] .= M.U[matrix] ./ scaling'
9
10
       end
11
12
       M.\lambda[:] = weights
13
       return M
14
15 end
```

Usage and Examples

#1 - L1 norm (Manhattan Geometry)

this norm purely adds up all values in the column and uses the sum as the normalization factor

```
[1.0]
1 χ.λ
```

```
1: 3×1 Matrix{Float64}:
        1.0
        1.0
        1.0
   2: 4×1 Matrix{Float64}:
        1.0
        1.0
        1.0
        1.0
   3: 5×1 Matrix{Float64}:
        1.0
        1.0
        1.0
        1.0
        1.0
1 X.U[:]
1 cpd_normalize(X,1);
[60.0]
1 X.\lambda
   1: 3×1 Matrix{Float64}:
        0.333333
        0.333333
        0.333333
   2: 4×1 Matrix{Float64}:
        0.25
        0.25
        0.25
        0.25
   3: 5×1 Matrix{Float64}:
        0.2
        0.2
        0.2
        0.2
        0.2
1 X.U[:]
```

Divided the first matrix by 3, second by 4, and third by 5.

#2 - L2 norm (Euclidean)

the default norm (sum the squares of each element and take the square root)

```
Y = 3 \times 4 \times 5 CPD{Float64, 3, Vector{Float64}, Matrix{Float64}} with 2 components
    λ weights:
    2-element Vector{Float64}: ...
    U[1] factor matrix:
    3×2 Matrix{Float64}: ...
    U[2] factor matrix:
    4×2 Matrix{Float64}: ...
   U[3] factor matrix:
    5×2 Matrix{Float64}: ...
 1 Y = CPD([1.0,2.0], (ones(3,2), ones(4,2), ones(5,2)))
 [1.0, 2.0]
 1 Υ.λ
     1: 3×2 Matrix{Float64}:
         1.0 1.0
         1.0 1.0
         1.0 1.0
    2: 4×2 Matrix{Float64}:
         1.0 1.0
         1.0 1.0
         1.0 1.0
         1.0 1.0
    3: 5×2 Matrix{Float64}:
         1.0 1.0
         1.0 1.0
         1.0 1.0
         1.0 1.0
         1.0 1.0
 1 Y.U[:]
3×4×5 CPD{Float64, 3, Vector{Float64}, Matrix{Float64}} with 2 components
λ weights:
2-element Vector{Float64}: ...
U[1] factor matrix:
3×2 Matrix{Float64}: ...
U[2] factor matrix:
4×2 Matrix{Float64}: ...
U[3] factor matrix:
5×2 Matrix{Float64}: ...
 1 cpd_normalize(Y) # Does not need specification, function defaults to L2
 [7.74597, 15.4919]
 1 \underline{Y}.\lambda # lambda weight absorption
```

```
1: 3×2 Matrix{Float64}:
         0.57735 0.57735
         0.57735 0.57735
         0.57735 0.57735
    2: 4×2 Matrix{Float64}:
         0.5 0.5
         0.5 0.5
         0.5 0.5
         0.5 0.5
     3: 5×2 Matrix{Float64}:
         0.447214 0.447214
         0.447214 0.447214
         0.447214
                   0.447214
         0.447214 0.447214
         0.447214 0.447214
 1 Y.U[:]
1.0
 1 norm(Y.U[2][:,2])
#3 - Inf norm
this norm takes the biggest value in that column and uses it as the normalization factor
z = 3 \times 3 \times 3 CPD{Float64, 3, Vector{Float64}, Matrix{Float64}} with 3 components
   λ weights:
   3-element Vector{Float64}: ...
   U[1] factor matrix:
   3×3 Matrix{Float64}: ...
   U[2] factor matrix:
```

```
λ weights:
3-element Vector{Float64}: ...
U[1] factor matrix:
3×3 Matrix{Float64}: ...
U[2] factor matrix:
3×3 Matrix{Float64}: ...
U[3] factor matrix:
3×3 Matrix{Float64}: ...

1 Z = CPD([1.0,1.0,2.0],(float([6 4 2;
2 12 8 4;
3 18 12 6]),float([1 2 3;
4 12 8 3;
5 18 12 3]),float([1 1 1;
6 1 1 1;
7 1 1 1])))
```

```
[1.0, 1.0, 2.0]
1 Z.\lambda
```

```
1: 3×3 Matrix{Float64}:
        6.0
              4.0 2.0
       12.0
              8.0 4.0
       18.0 12.0 6.0
   2: 3×3 Matrix{Float64}:
        1.0
              2.0 3.0
             8.0 3.0
       12.0
       18.0 12.0 3.0
   3: 3x3 Matrix{Float64}:
       1.0 1.0 1.0
       1.0 1.0 1.0
       1.0 1.0 1.0
1 Z.U[:]
1 cpd_normalize(Z,Inf);
[324.0, 144.0, 36.0]
1 Z.λ
   1: 3×3 Matrix{Float64}:
       0.333333 0.333333 0.333333
       0.666667 0.666667 0.666667
       1.0
                 1.0
                           1.0
   2: 3×3 Matrix{Float64}:
       0.0555556 0.166667
                           1.0
       0.666667
                  0.666667
                           1.0
       1.0
                            1.0
                  1.0
   3: 3×3 Matrix{Float64}:
       1.0 1.0 1.0
       1.0 1.0 1.0
       1.0 1.0 1.0
1 Z.U[:]
```

Functionality

This normalization process provides the user with greater analytical power by offering broader applicability, scale consistency, and numerical stability when dealing with multitudes of data.