

# DSC 140B

## Representation Learning

Lecture 13 | Part 1

**Embedding Similarities**

# Similar Netflix Users

- ▶ Suppose you are a data scientist at Netflix
- ▶ You're given an  $n \times n$  **similarity matrix**  $W$  of users
  - ▶ entry  $(i, j)$  tells you how *similar* user  $i$  and user  $j$  are
  - ▶ 1 means “very similar”, 0 means “not at all”
- ▶ Goal: visualize to find patterns

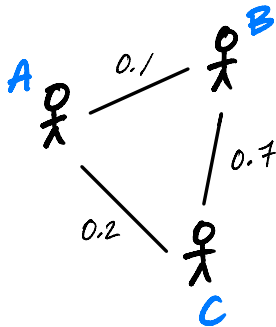
# Idea

- ▶ We like scatter plots. Can we make one?
- ▶ Users are **not** vectors / points!
- ▶ They are nodes in a **similarity graph**

# Similarity Graphs

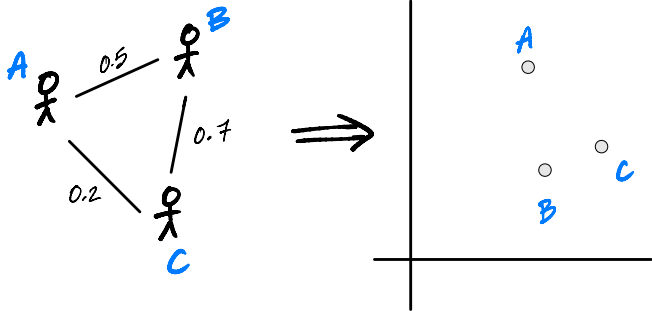
- Similarity matrices can be thought of as weighted graphs, and vice versa.

$$\begin{matrix} & \begin{matrix} A & B & C \end{matrix} \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{pmatrix} 1 & 0.1 & 0.2 \\ 0.1 & 1 & 0.7 \\ 0.2 & 0.7 & 1 \end{pmatrix} \end{matrix}$$



# Goal

- ▶ **Embed** nodes of a similarity graph as points.
- ▶ Similar nodes should map to nearby points.



# Today

- ▶ We will design a graph embedding approach:
  - ▶ **Spectral embeddings** via **Laplacian eigenmaps**

## More Formally

- ▶ **Given:**
  - ▶ A **similarity graph** with  $n$  nodes
  - ▶ a number of dimensions,  $k$
- ▶ **Compute:** an **embedding** of the  $n$  points into  $\mathbb{R}^k$  so that similar objects are placed nearby

# To Start

- ▶ **Given:**
  - ▶ A **similarity graph** with  $n$  nodes
- ▶ **Compute:** an **embedding** of the  $n$  points into  $\mathbb{R}^1$  so that similar objects are placed nearby



# Vectors as Embeddings into $\mathbb{R}^1$

- ▶ Suppose we have  $n$  nodes (objects) to embed
- ▶ Assume they are numbered  $1, 2, \dots, n$
- ▶ Let  $f_1, f_2, \dots, f_n \in \mathbb{R}$  be the embeddings
- ▶ We can pack them all into a vector:  $\vec{f}$ .
- ▶ Goal: find a good set of embeddings,  $\vec{f}$ .

# Example

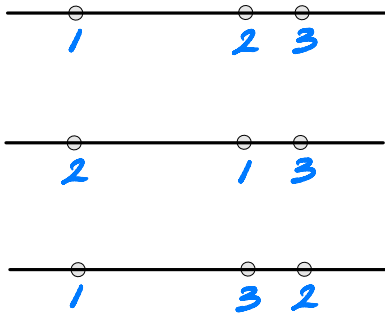
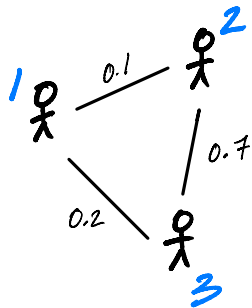
$$\vec{f} = (1, 3, 2, -4)^T$$

# An Optimization Problem

- ▶ We'll turn it into an optimization problem:
- ▶ **Step 1:** Design a cost function quantifying how good a particular embedding  $\vec{f}$  is
- ▶ **Step 2:** Minimize the cost

# Example

- Which is the best embedding?



# Cost Function for Embeddings

- ▶ Idea: cost is low if similar points are close
- ▶ Here is one approach:

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2$$

- ▶ where  $w_{ij}$  is the weight between  $i$  and  $j$ .

# Interpreting the Cost

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2$$

- ▶ If  $w_{ij} \approx 0$ , that pair can be placed very far apart without increasing cost
- ▶ If  $w_{ij} \approx 1$ , the pair should be placed close together in order to have small cost.

## Exercise

Do you see a problem with the cost function?

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2$$

Hint: what embedding  $\vec{f}$  minimizes it?

# Problem

- ▶ The cost is **always** minimized by taking  $\vec{f} = 0$ .
- ▶ This is a “**trivial**” solution. Not useful.
- ▶ **Fix:** require  $\|\vec{f}\| = 1$ 
  - ▶ Really, any number would work. 1 is convenient.



## Exercise

Do you see **another** problem with the cost function, even if we require  $\vec{f}$  to be a unit vector?

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2$$

Hint: what other choice of  $\vec{f}$  will **always** make this zero?

# Problem

- ▶ The cost is **always** minimized by taking  $\vec{f} = \frac{1}{\sqrt{n}}(1, 1, \dots, 1)^T$ .
- ▶ This is a “trivial” solution. Again, not useful.
- ▶ **Fix:** require  $\vec{f}$  to be orthogonal to  $(1, 1, \dots, 1)^T$ .
  - ▶ Written:  $\vec{f} \perp (1, 1, \dots, 1)^T$
  - ▶ Ensures that solution is not close to trivial solution
  - ▶ Might seem strange, but it will work!

# The New Optimization Problem

- ▶ **Given:** an  $n \times n$  similarity matrix  $W$
- ▶ **Compute:** embedding vector  $\vec{f}$  minimizing

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2$$

subject to  $\|\vec{f}\| = 1$  and  $\vec{f} \perp (1, 1, \dots, 1)^T$

# How?

- ▶ This looks difficult.
- ▶ Let's write it in matrix form.
- ▶ We'll see that it is actually (hopefully) familiar.

# *DSC 140B*

## *Representation Learning*

Lecture 13 | Part 2

### **The Graph Laplacian**

# The Problem

- **Compute:** embedding vector  $\vec{f}$  minimizing

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2$$

subject to  $\|\vec{f}\| = 1$  and  $\vec{f} \perp (1, 1, \dots, 1)^T$

- Now: write the cost function as a matrix expression.

# The Degree Matrix

- ▶ Recall: in an unweighted graph, the degree of node  $i$  equals number of neighbors.
- ▶ Equivalently (where  $A$  is the adjacency matrix):

$$\text{degree}(i) = \sum_{j=1}^n A_{ij}$$

- ▶ Since  $A_{ij} = 1$  only if  $j$  is a neighbor of  $i$

# The Degree Matrix

- ▶ In a weighted graph, define **degree** of node  $i$  similarly:

$$\text{degree}(i) = \sum_{j=1}^n w_{ij}$$

- ▶ That is, it is the total weight of all neighbors.



# The Degree Matrix

- ▶ The **degree matrix**  $D$  of a weighted graph is the diagonal matrix where entry  $(i, i)$  is given by:

$$\begin{aligned}d_{ii} &= \text{degree}(i) \\ &= \sum_{j=1}^n w_{ij}\end{aligned}$$

# The Graph Laplacian

- ▶ Define  $L = D - W$ 
  - ▶  $D$  is the degree matrix
  - ▶  $W$  is the similarity matrix (weighted adjacency)
- ▶  $L$  is called the **Graph Laplacian** matrix.
- ▶ It is a very useful object

## Very Important Fact

► Claim:

$$\text{Cost}(\vec{f}) = \sum_{i=1}^n \sum_{j=1}^n w_{ij} (f_i - f_j)^2 = \frac{1}{2} \vec{f}^T L \vec{f}$$

► Proof: expand both sides

# Proof