Computational Intelligence Laboratory

Lecture 4

Non-Negative Matrix Factorization

Thomas Hofmann

ETH Zurich - cil.inf.ethz.ch

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Section 1

Motivation

Introduction: Topic Models

- Challenge
 - given: corpus of text documents (e.g. web pages)
 - goal: find low-dimensional document representation in semantic space of topics or concepts
 - also known as topic models
- Approach
 - predictive model (log-likelihood):
 - probabilistic Latent Semantic Analysis (pLSA)
 - Latent Dirichlet Allocation (LDA)
 - = Bayesian version of pLSA
 - related to non-negative matrix decomposition



Motivation: Topic Models

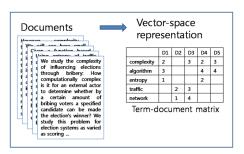
- Semantic similarities between documents
 - beyond word overlap
- ► Address vocabulary mismatch problem in Web search
 - people use different names/words to express the same thing
 - problem of high recall information retrieval
- Discovery of domain-specific topics (unsupervised learning)
 - e.g. for interactive browsing or for category identification
- Multi-modal representations
 - ▶ map documents, images, videos, etc. to same representation

Document Representation: Vocabulary

- Vocabulary
 - ▶ all "meaningful" words (=terms) in a language
 - extracted from corpus documents via tokenization
- ► Term filtering
 - exclude stop words ("the", "is", "at", "which", etc.).
 - exclude infrequent words, misspellings, tokenizer errors, etc.
- Term normalization
 - stemming (optionally): reduce word to stem/lemma
 - example: "argue", "argued", "argues", "arguing", and "argus" reduce to the stem "arg"
- ▶ Vocabulary size: M (large! say \sim 1-10 million)

Document Representation: Bag-of-Words

- ► Bag-of-word Representation
 - ignore order of words in sentences/document
 - reduce data to co-occurrence counts
 - see previous lecture: word context = entire document
 - ightharpoonup document = M-dimensional vector of counts, very sparse!



Document Representation: Example

Vocabulary

1: grumpy, 2: drink, 3: wizard, 4: teacher, 5: make, 6: toxic, 7: evil, 8: queen, 9: beer, 10: brew+

Grumpy wizards make toxic brew for the evil Queen

$$\Rightarrow \mathbf{x}_1 = [1, 0, 1, 0, 1, 1, 1, 1, 0, 1]^{\top}$$

The brewer brews beer in the brewery

$$\Rightarrow \mathbf{x}_2 = [0, 0, 0, 0, 0, 0, 0, 0, 1, 3]^{\top}$$

The teacher drinks toxic beer

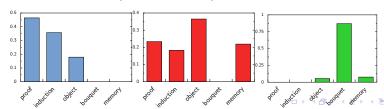
$$\Rightarrow$$
 $\mathbf{x}_3 = [0, 1, 0, 1, 0, 1, 0, 0, 1, 0]^{\top}$

Section 2

Probabilistic LSA

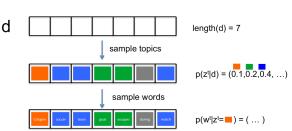
Probabilistic LSA: Topic Model

- ► Topic parameters = word distribution
- ► Document = mixture of topics
 - ▶ ≠ probabilistic assignment
 - example: document on soccer world cup 2022 in Dubai
 - soccer vocabulary
 (e.g. "teams", "play", "soccer", "match")
 - political vocabulary (e.g. "labor", "corruption", "president")
 - ▶ mixing weights ≠ uncertainty about correct topic
- ▶ Goal: Discover topics in an unsupervised fashion.



Probabilistic LSA: Two-Stage Sampling

- Two-stage sampling:
 - ▶ (1) sample topic for each token
 - ▶ (2) sample token, given sampled topic
- Model parameters
 - each document = specific mix of topics (colors): p(z|d)
 - each topic (color) = specific distribution of words: p(w|z)





Probabilistic LSA: Mathematical Formulation

► Context model:

occurrence of word \boldsymbol{w} in context/document \boldsymbol{d}

$$p(w|d) = \sum_{z=1}^{k} p(w|z)p(z|d)$$

- ▶ identify topics with integers $z \in \{1, ..., k\}$ (k: pre-specified)
- relative to a fixed "slot" (i.e. fixed position in document)
- ▶ homogeneous: same distribution for every "slot"
- Conditional independence assumption (*)

$$p(w|d) = \sum_{z} p(w,z|d) = \sum_{z} p(w|d,z)p(z|d) \stackrel{*}{=} \sum_{z} p(w|z)p(z|d)$$

▶ topics represent regularities common to the entire collection

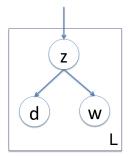
Probabilistic LSA: Graphical Model

Alternatively: symmetric parameterization

$$p(w,d) = \sum_{z} p(z)p(w|z)p(d|z)$$

▶ sample +1 increments for matrix elements

- plate notation
- ightharpoonup L = total counts



Probabilistic LSA: Log-Likelihood

- Summarize data into co-occurrence counts $\mathbf{X} = x_{ij}$ (# occurrences of w_j in document d_i)
- ▶ Alternatively: multiset \mathcal{X} over index pairs (i, j)
- ► Log-likelihood

$$\ell(\mathbf{U}, \mathbf{V}) = \sum_{i,j} x_{ij} \log p(w_j|d_i) = \sum_{(i,j)\in\mathcal{X}} \log \sum_{z=1}^K \underbrace{p(w_j|z)}_{=:v_{zj}} \underbrace{p(z|d_i)}_{=:u_{zi}}$$

- two types of parameters:
- $u_{zi} \geq 0$ such that $\sum_{z} u_{zi} = 1$ ($\forall i$)
- $v_{zj} \ge 0$ such that $\sum_{j} v_{zj} = 1 \ (\forall z)$

Expectation Maximization for pLSA

- Similar recipe as for mixture models
- lacktriangle Introduce variational parameters q_{zij} , apply Jensen's inequality

$$\log \sum_{z=1}^{K} q_{zij} \frac{u_{zi}v_{zj}}{q_{zij}} \ge \sum_{z=1}^{K} q_{zij} \left[\log u_{zi} + \log v_{zj} - \log q_{zij} \right]$$

► Solve for optimal q (Expectation Step)

$$q_{zij} = \frac{u_{zi}v_{zj}}{\sum_{k=1}^{K} u_{ki}v_{kj}} = \frac{p(w_j|z)p(z|d_i)}{\sum_{k=1}^{K} p(w_j|k)p(k|d_i)}$$

ightharpoonup posterior of latent topic variable associated with an occurrence (d_i, w_j) .

Expectation Maximization for pLSA (cont'd)

Solve for optimal parameters (Maximization Step)

$$u_{zi} = \frac{\sum_{j} x_{ij} q_{zij}}{\sum_{j} x_{ij}}, \qquad v_{zj} = \frac{\sum_{i} x_{ij} q_{zij}}{\sum_{i,l} x_{il} q_{zil}},$$

- numerator: simple weighted counts
- denominator: ensure proper normalization
- ► EM for MLE in pLSA ;-)
 - guaranteed convergence (cf. mixture models)
 - not guaranteed to find global optimum

Topics Discovered by pLSA

"segment 1"	"segment 2"	"matrix 1"	"matrix 2"	"line 1"	"line 2"	"power 1"	"power 2"
imag	speaker	robust	manufactur	constraint	alpha	POWER	load
SEGMENT	speech	MATRIX	cell	LINE	redshift	spectrum	memori
texture	recogni	eigenvalu	part	match	LINE	omega	vlsi
color	signal	uncertainti	MATRIX	locat	galaxi	mpc	POWER
tissue	train	plane	cellular	imag	quasar	hsup	systolic
brain	hmm	linear	famili	geometr	absorp	larg	input
slice	source	condition	design	impos	high	redshift	complex
cluster	speakerind.	perturb	machinepart	segment	ssup	galaxi	arrai
mri	SEGMENT	root	format	fundament	densiti	standard	present
volume	sound	suffici	group	recogn	veloc	model	implement

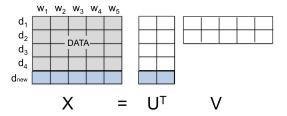
Table: Eight selected topics from a 128 topic decomposition. The displayed word stems are the 10 most probable words in the class-conditional distribution $p(\mathsf{word}|\mathsf{topic})$, from top to bottom in descending order.

Section 3

Latent Dirichlet Allocation

Generative Document Model

- Probabilistic LSA: both dimensions of matrix are fixed
- ▶ Generative document model: how to sample new document?
- Co-occurrence matrix: how to sample additional row of X?



- ▶ Need to be able to sample topic weights $\mathbf{u}_i = (u_{1i}, \dots, u_{Ki})^{\top}$ for a new document
- ► Combine with existing V to predict new data row

Latent Dirichlet Allocation (LDA)

 \mathbf{u}_i is a probability vector, "simplest" (conjugate) distribution = **Dirichlet distribution**

$$p(\mathbf{u}_i|\alpha) \propto \prod_{z=1}^K u_{zi}^{\alpha_k - 1}$$

- ightharpoonup given α parameters (K dim.), can generate topic weights
- but, we can do more ...
- ▶ Bayesian view: treat U as nuisance parameters
 - ▶ U needs to be averaged out
 - ▶ V are real parameters, U can be re-constructed, if needed
 - advantages in terms of model averaging

Latent Dirichlet Allocation: Bayesian View

- ▶ LDA model (fixed document length $l = \sum_j x_j$)
 - ightharpoonup multinomial observation model (x = word count vector)

$$p(\mathbf{x}|\mathbf{V},\mathbf{u}) = \frac{l!}{\prod_j x_j!} \prod_j \pi_j^{x_j}, \quad \pi_j := \sum_z v_{zj} u_z$$

Bayesian averaging over u

$$p(\mathbf{x}|\mathbf{V}, \alpha) = \int p(\mathbf{x}|\mathbf{V}, \mathbf{u}) p(\mathbf{u}|\alpha) d\mathbf{u}$$

- Generative model
 - ▶ for each d_i : sample $\mathbf{u}_i \sim \mathsf{Dirichlet}(\alpha) \Longrightarrow \mathsf{integrate}$ out
 - for each word slots w^t , $1 \le t \le l_i \Longrightarrow iid. = product$
 - ightharpoonup sample topic $z^t \sim \mathsf{Multi}(\mathbf{u}_i) \Longrightarrow \mathsf{latent}$, sum out
 - then sample $w^t \sim \mathsf{Multi}(\mathbf{v}_{z^t}) \Longrightarrow \mathsf{observable}$

Latent Dirichlet Allocation: Algorithms

- ► Learning algorithms
 - variational expectation maximization
 - Markov Chain Monte Carlo (MCMC): collapsed Gibbs sampling
 - distributed, large-scale implementations (100Ms of documents)
 - ▶ (beyond the scope of this lecture...)

Latent Dirichlet Allocation: Examples

Example from Blei. 2012

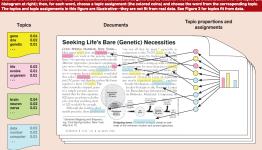
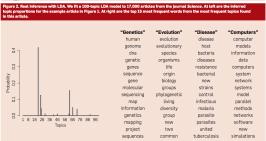


Figure 1. The intuitions behind latent Dirichlet allocation. We assume that some number of "topics," which are distributions over words, exist for the whole collection (far left). Each document is assumed to be generated as follows. First choose a distribution over the topics (th



Section 4

Non-Negative Matrix Factorization

Non-Negative Matrix Factorization

- ▶ Count matrix $\mathbf{X} \in \mathbb{Z}_{>0}^{N \times M}$
- ► Non-negative matrix factorization (NMF) of X:

$$\mathbf{X} \approx \mathbf{U}^{\top} \mathbf{V}, \quad x_{ij} = \sum_{z} u_{zi} v_{zj} = \langle \mathbf{u}_i, \mathbf{v}_j \rangle$$

- constraints on matrix factors U and V
 - non-negativity as all parameters are probabilities
 - ▶ normalization U, V are L_1 column-normalized
- approximation quality measured via log-likelihood
- ▶ dimension reduction: $N \cdot M \gg (N+M)K N M$

NMF for Quadratic Cost Function

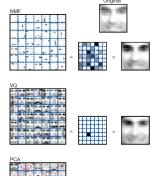
- ▶ pLSA: just one instance of a non-negative matrix factorization
- ► Variation: non-negative data **X** with quadratic cost function = non-negative matrix completion

$$\begin{split} \min_{\mathbf{U}, \mathbf{V}} \quad J(\mathbf{U}, \mathbf{V}) &= \frac{1}{2} \| \mathbf{X} - \mathbf{U}^{\top} \mathbf{V} \|_F^2. \\ \text{s.t.} \quad u_{zi}, v_{zj} &\geq 0 \quad (\forall i, j, z) \quad \text{(non-negativity)} \end{split}$$

- Similar as pLSA, but ...
 - different sampling model: Gaussian vs. multinomial
 - different objective: quadratic instead of KL divergence
 - different constraints (not normalized)

Part-Based Representation of Faces

- NMF is useful when modelling non-negative data (e.g. images = non-negative intensities)
- ▶ vs. vector quantization, *K*-means: combination of multiple basis images

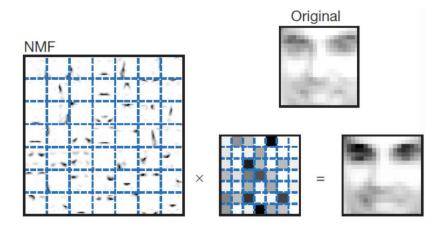






D.D. Lee & H. S. Seung, Learning the parts of objects by non-negative matrix factorization, Nature, 40, 1999.

Part-Based Representation of Faces (zoom-in)



NMF Algorithm: Quadratic Costs

- ► Alternating least squares
 - \blacktriangleright objective is convex in U given V and vice versa, but not jointly in (U,V)
 - ightharpoonup \Rightarrow alternate optimization of U and V, keeping the other fixed
 - normal equations: look at single column of V at a time

$$\begin{aligned} \left(\mathbf{x}_j - \mathbf{U}^\top \mathbf{v}_j\right)^2 &= \|\mathbf{x}_j\|^2 - 2\mathbf{x}_j^\top \mathbf{U}^\top \mathbf{v}_j + \mathbf{v}_j^\top \mathbf{U} \mathbf{U}^\top \mathbf{v}_j \\ \text{optimality condition:} \quad \nabla_{\mathbf{v}_j}(\dots) &= 0 \iff \left(\mathbf{U} \mathbf{U}^\top\right) \mathbf{v}_j = \mathbf{U} \mathbf{x}_j \end{aligned}$$

NMF Algorithm: Quadratic Costs

- ► Alternating least squares
 - normal equations in matrix notation

$$\left(\mathbf{U}\mathbf{U}^{\top}\right)\mathbf{V} = \mathbf{U}\mathbf{X}, \quad \text{and} \quad \left(\mathbf{V}\mathbf{V}^{\top}\right)\mathbf{U} = \mathbf{V}\mathbf{X}^{\top}$$

ightharpoonup can be numerically solved in many ways, e.g. with QR-decomposition or via gradient descent methods

NMF Algorithm: Quadratic Cost (cont'd)

- ► Projected ALS
 - ▶ need to project in between alternations non-negativity!
 - simply project elementwise by

$$u_{zi} = \max\{0, u_{zi}\}, \quad v_{zj} = \max\{0, v_{zj}\}$$

▶ for a more detailed discussion of algorithms for NMF see:

Berry, M.W., Browne, M., Langville, A.N., Pauca, V.P. and Plemmons, R.J.: Algorithms and applications for approximate nonnegative matrix factorization. Computational Statistics & Data Analysis, 52(1), pp.155-173.

pLSA & NMF: Discussion

- Matrix factorization obeying non-negativity and (optionally, pLSA) normalization constraints
- ▶ Different cost functions: multinomial likelihood, quadratic loss
- Iterative optimization (EM algorithm, projected ALS)
- Interpretability of factors: topics, parts, etc.
- ▶ Wide range of applications