

From lasso to collaborative filtering and recommender systems

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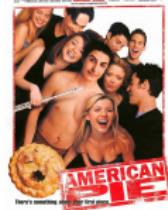
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MSc Data Science

Collaborative filtering: basics

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Collaborative filtering



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Collaborative filtering

Problem: We partly observe a user-product matrix $\mathbf{X} \in \mathbb{R}^{m \times n}$. Specifically, we only know the value of x_{ij} (e.g. the score of the movie) for a set of indices Ω .

We assume that there exist an (unknown) matrix $\mathbf{Z} \in \mathbb{R}^{m \times n}$, which is the "true user-product matrix", that we want to recover given our observations. We therefore have

$$\forall (i, j) \in \Omega, x_{ij} = z_{ij},$$

or more realistically

$$\forall (i, j) \in \Omega, x_{ij} \approx z_{ij}.$$

Exercise: How could we model $x_{ij} \approx z_{ij}$?

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Exercise: How could we model $x_{ij} \approx z_{ij}$? For example, we could say that $(x_{ij} - z_{ij})^2$ is minimised. A probabilistic approach would be

$$\forall (i, j) \in \Omega, x_{ij} = z_{ij} + \varepsilon_{ij}, \text{ with } \varepsilon_{ij} \sim \mathcal{N}(0, \sigma).$$

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This is clearly an ill-posed problem!(for now)

To be able to solve it, we need to assume that \mathbf{Z} has some sort of simple structure. We need a notion of "simple structure" for matrices. Any idea?

Collaborative filtering

To be able to solve it, we **need to assume that Z has some sort of simple structure**. We need a notion of "simple structure" for matrices.

A first simple notion of simplicity is **a constant matrix**: all entries are identical. In a collaborative filtering context, it means all users have the exact same taste, and all products are equivalent... **This is clearly overly simple!**

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The notion of **rank of a matrix** generalises these simple heuristics!

What is the rank of a matrix?

The **rank** is a measure of **complexity** for matrices. A matrix $\mathbf{Z} \in \mathbb{R}^{n \times n}$ has rank $r \in \{1, \dots, n\}$ if there exists two matrices $\mathbf{U} \in \mathbb{R}^{n \times r}$ and $\mathbf{V} \in \mathbb{R}^{r \times n}$ such that

$$\mathbf{Z} = \mathbf{U}\mathbf{V}^T.$$

Intuitively, it means that we can describe the matrix with only $2nr$ coefficients, rather than n^2 . So when r is small there is a huge gain...

An equivalent definition is that **the rank of \mathbf{Z} is the number of nonzero eigenvalues of $\mathbf{Z}^T\mathbf{Z}$.**

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- A matrix \mathbf{Z} of rank 1 can be written $\mathbf{Z} = \mathbf{u}\mathbf{v}^T$. This gives

$$\mathbf{Z} = \mathbf{u}(v_1, \dots, v_n) = (v_1\mathbf{u}, \dots, v_n\mathbf{u}),$$

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which means that **the columns of \mathbf{Z} are proportional**. Similarly, we can write

$$\mathbf{Z} = (u_1, \dots, u_n)^T \mathbf{v} = (u_1\mathbf{v}, \dots, u_n\mathbf{v})^T,$$

which means that **the rows of \mathbf{Z} are proportional**.

$$\text{rank}(\mathbf{I}_n)=n$$

Collaborative filtering with low-rank matrices

A way to have a well posed problem: add the assumption that the "true matrix" should have low-rank k ! This makes sense because it means that there are just a few factors of variation. In particular, we recover the naive solutions of the previous slides.

$$\hat{\mathbf{Z}} \in \operatorname{argmin}_{\mathbf{Z} \in \mathbb{R}^{m \times n}} \sum_{(i,j) \in \Omega} (z_{ij} - x_{ij})^2 + \lambda \operatorname{rank}(\mathbf{Z}).$$

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is unfortunately a super hard combinatorial problem to solve, because the rank is the number of non-zero singular values of \mathbf{Z} .

Exercise: Can we replace this number of nonzeros by something smooth and convex?

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is unfortunately a super hard combinatorial problem to solve, because the rank is the **number of non-zero singular values of Z** .

Exercise: Can we replace this number of nonzeros by something smooth and convex?

Yes! The ℓ_1 norm of the singular values, it's called the **nuclear norm**:

$$\|Z\|_* = \sum_{i=1}^{\min(n,m)} \lambda(Z)_i.$$

Like for the lasso, we replaced a **number of nonzero elements by a ℓ_1 norm**.

Collaborative filtering with the nuclear norm

The new problem is then:

$$\hat{\mathbf{Z}} \in \operatorname{argmin}_{\mathbf{Z} \in \mathbb{R}^{m \times n}} \sum_{(i,j) \in \Omega} (z_{ij} - x_{ij})^2 + \lambda \|\mathbf{Z}\|_*$$

It's convex and **very fast algorithms** exist!

We will use one called **softimpute** (Hastie, Mazumder, Lee, & Zadeh, JMLR 2015) in today's lab.