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### Low-rank matrix completion: optimization on manifolds at work

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# Recommender systems tell you which items you might like based on a huge database of ratings

#### We record ratings of movies by the customers

One row per movie, one column per customer



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Most ratings are unknown. Our job is to complete X.

$$X = \begin{pmatrix} 1 & ? & 2 & ? & ? & 5 & ? & ? & ? & 5 & ? & ? & 2 & ? \\ 2 & ? & 2 & ? & ? & 4 & ? & ? & ? & 3 & 4 & ? & 5 & ? & ? & ? \\ 1 & ? & 5 & 2 & ? & 4 & ? & 4 & ? & ? & ? & 2 & ? & ? & ? \\ ? & 1 & ? & 3 & ? & ? & ? & 3 & ? & ? & 3 & ? & 2 & ? & 5 & 5 \\ 4 & 4 & ? & ? & ? & 5 & ? & ? & 1 & ? & ? & 1 & ? & 4 \end{pmatrix}$$

# We could exploit similarities between customers to complete the matrix

In a global, automated, scalable way?

#### We assume that X has low-rank rHence, that ratings are inner products in a small space $\mathbb{R}^r$

Rationale: only a few factors influence our preferences

# We map movies and customers to this r-D space without any human intervention



Toward a reasonable formulation

The optimal choice UW is an *m*-by-*n* matrix of rank *r* in best agreement with the  $|\Omega|$  known entries of *X* 



#### This is reasonable, but

$$\min_{U \in \mathbb{R}^{m \times r}, W \in \mathbb{R}^{r \times n}} \sum_{(i, j) \in \Omega} \left( (U \times V) \right)$$

$$\sum_{(i,j)\in\Omega} \left( (UW)_{ij} - X_{ij} \right)^2$$

#### This objective is invariant under invertible transformations.

#### This is reasonable, but

$$\min_{U \in \mathbb{R}^{m \times r}, W \in \mathbb{R}^{r \times n}} \sum_{(i,j) \in \Omega} \left( (UW)_{ij} - X_{ij} \right)^2$$

#### This objective is invariant under invertible transformations.

The pair (U, W) is equivalent to  $(UM, M^{-1}W)$ , for any *r*-by-*r* invertible matrix M.

### We would like to get rid of the invariance. Why?

• The search space  $\mathbb{R}^{m \times r} \times \mathbb{R}^{r \times n}$  is bigger than it ought to be;

- Convergence theorems often assume isolated critical points;
- And it may prevent superlinear convergence rates altogether.

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• The search space  $\mathbb{R}^{m \times r} \times \mathbb{R}^{r \times n}$  is bigger than it ought to be;

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And it may prevent superlinear convergence rates altogether.

Also, 'cause we can.

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#### W is the solution of a simple least squares problem.

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Step 2: identify the right space for the objective function

$$f(U) = \min_{W \in \mathbb{R}^{r \times n}} \sum_{(i,j) \in \Omega} \left( (UW)_{ij} - X_{ij} \right)^2$$

For all invertible  $M \in \mathbb{R}^{r \times r}$ , f(U) = f(UM).

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For all invertible  $M \in \mathbb{R}^{r \times r}$ , f(U) = f(UM).

Hence, f is well defined over the set of equivalence classes [U]:

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The set of equivalence classes is the Grassmann manifold Gr(m, r)

 $[U] = \{UM: M \in \mathbb{R}^{r \times r} \text{ is invertible}\}.$  They have the same column space.

• Gr(m,r) is the set of *r*-dimensional subspaces of  $\mathbb{R}^m$ ;

It has a well studied smooth manifold structure.

How do you minimize  $f([\boldsymbol{U}])$  over the Grassmann manifold?











#### We use a Riemannian trust-region method: GenRTR

Absil et al. (2007) generalized trust-region methods to manifolds.

GenRTR is numerically efficient and comes with proofs.

A few numerical tests

### We compare seven algorithms

RTRMC is our method, with Hessian (2<sup>nd</sup> order) and without Hessian (1<sup>st</sup> order);

OptSpace by Keshavan and Oh;

Balanced Factorization by Meyer and Sepulchre;

SVT by Candès and Becker;

ADMiRA by Lee and Bresler;

LMaFit by Wen, Yin and Zhang.

#### LMaFit is a serious contestant.

 $m = n = 10\,000, r = 10, \text{ knowledge} = 1\%$ 



#### Our method is fastest on rectangular matrices. $m = 1\,000, n = 30\,000, r = 5$ , knowledge = 2.6%



Final thoughts

Many practical optimization problems live on a manifold.

Efficient tools are readily available to exploit their geometry.

These tools are backed up by a solid theory.

Given enough information, we consistently recover X. Noiseless,  $m = n = 1\,000$ , r = 5





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#### Computation time is proportional to $\ddagger$ known entries. Noiseless, $m = n = 1\,000$ , r = 5



# Computation time scales reasonably with the rank. Noiseless, $m = n = 1\,000$ , knowledge = 25%



In the presence of noise, we are close to optimal. Noisy, m = n = 500, r = 4

