

Matrix recovery from coarse observations

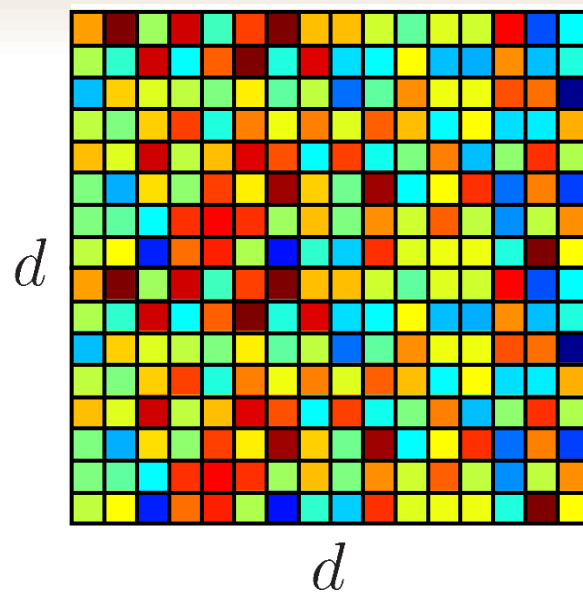
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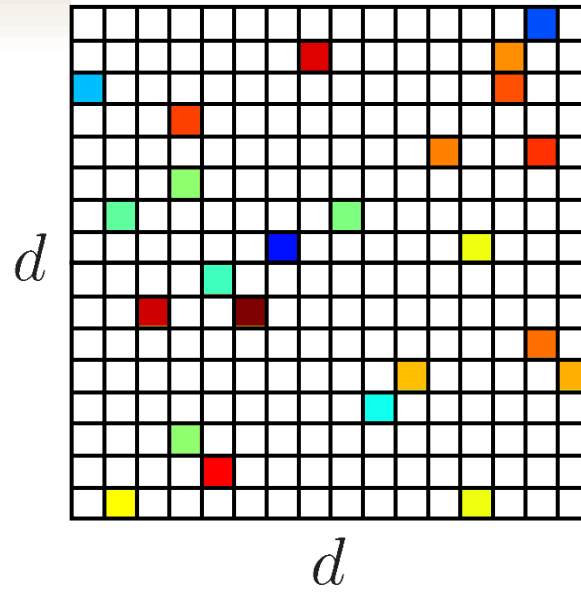
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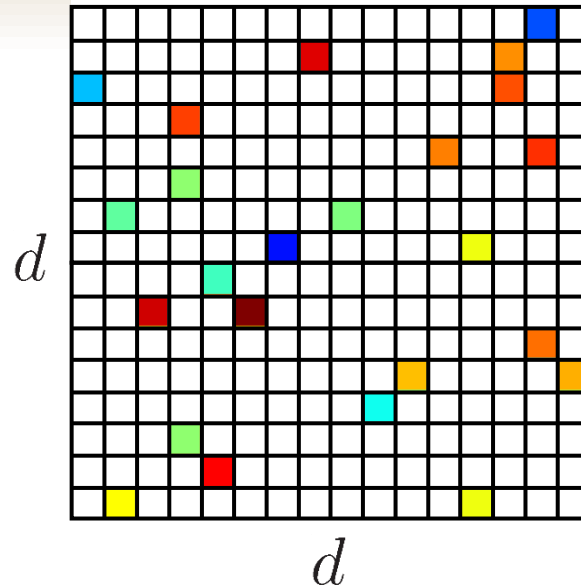
Matrix completion



Matrix completion

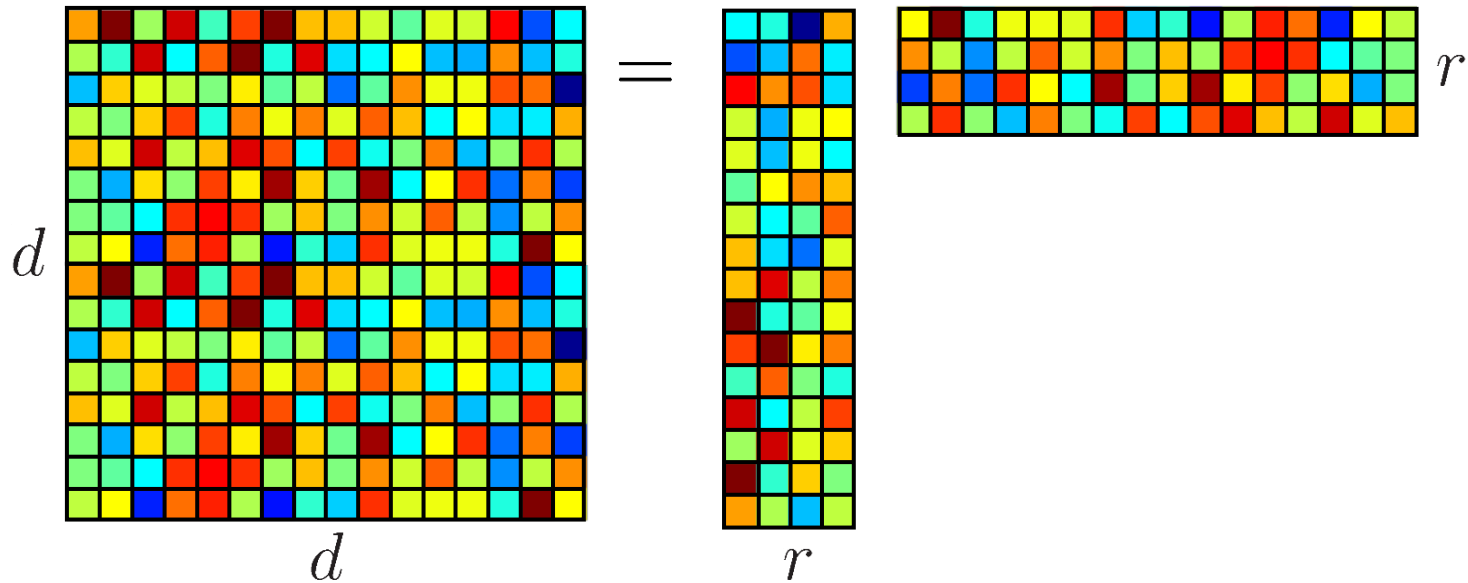


Matrix completion



- When is it possible to recover the original matrix?
- How can we do this efficiently?
- How many samples will we need?

Low-rank matrices



Singular value decomposition:

$$M = U\Sigma V^*$$



$\approx dr \ll d^2$
degrees of freedom

Applications

- Recommendation systems
- Recovery of incomplete survey data
- Analysis of voting data
- Analysis of student response data
- Localization/multidimensional scaling
- Blind deconvolution
- Phase recovery
- Quantum state tomography
- ...

Low-rank matrix recovery

Given:

- a $d \times d$ matrix M of rank r
- samples of M on the set $\Omega : Y = M_{\Omega}$

How can we recover M ?

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Can we replace this with something computationally feasible?

Nuclear norm minimization

Convex relaxation!

Replace $\text{rank}(X)$ with $\|X\|_* = \sum_{j=1}^d \sigma_j$

$$\widehat{M} = \arg \inf_{X: X_{\Omega} = Y} \|X\|_*$$

If $|\Omega| = O(rd \log d)$, under certain natural assumptions, this procedure can recover M exactly!

[Candès, Recht, Tao, Plan, Gross, Keshavan, Montenari, Oh, ...]

Matrix completion in practice

- Noise

$$Y = (M + Z)_\Omega$$

- ***Quantization***

- Netflix: Ratings are integers between 1 and 5
- Survey responses: True/False, Yes/No, Agree/Disagree
- Voting data: Yea/Nay
- Quantum state tomography: Binary outcomes

Matrix completion in practice

- Noise

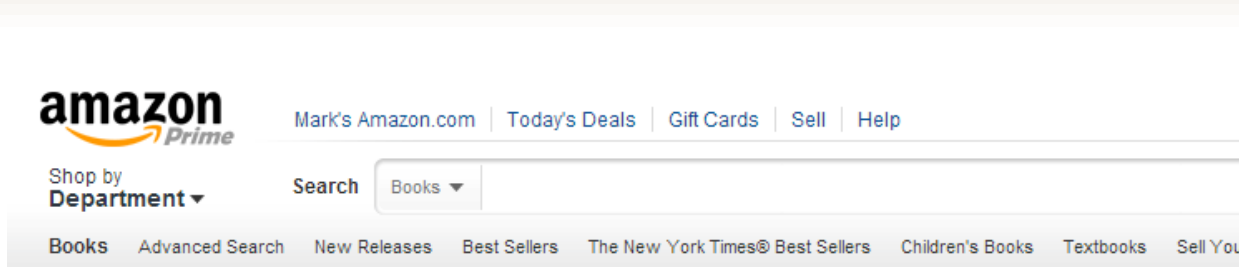
$$Y = (M + Z)_\Omega$$

- ***Quantization***

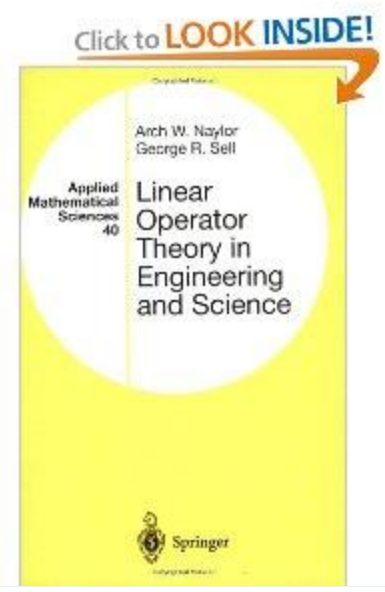
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Extreme quantization *destroys low-rank structure*

What's the Problem?



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This review is from: **Linear Operator Theory in Engineering and Science (Applied Mathematical Sciences) (Paperback)**

I'm doing a PhD in econometrics and I need to apply operator theories in constructing a linear or nonlinear operator to help explain individual economic behaviour. This book contains numerous useful ideas and applications with exercises thoroughly designed; one of the questions in the exercise gave me an idea of creating a matrix for describing a nonlinear operator. That question asks for a matrix that describes a second order differential operator and that gave me an idea that Taylor series approximation can be used to linearise a nonlinear operator and hence a nonlinear operator may also be described by a matrix.

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1-bit matrix completion

Extreme case

$$Y = \text{sign}(M_{\Omega})$$

Claim: Recovering M from Y is impossible!

1-bit matrix completion

Extreme case

$$Y = \text{sign}(M_{\Omega})$$

Claim: Recovering M from Y is impossible!

$$M = \begin{bmatrix} \lambda & \lambda & \lambda & \lambda \\ \lambda & \lambda & \lambda & \lambda \\ \lambda & \lambda & \lambda & \lambda \\ \lambda & \lambda & \lambda & \lambda \end{bmatrix}$$

No matter how many samples we obtain, all we can learn is whether $\lambda > 0$ or $\lambda < 0$

Is there any hope?

If we consider a noisy version of the problem, recovery becomes feasible!

$$Y = \text{sign}(M_{\Omega} + Z_{\Omega})$$

$$M+Z = \begin{bmatrix} \lambda + Z_{1,1} & \lambda + Z_{1,2} & \lambda + Z_{1,3} & \lambda + Z_{1,4} \\ \lambda + Z_{2,1} & \lambda + Z_{2,2} & \lambda + Z_{2,3} & \lambda + Z_{2,4} \\ \lambda + Z_{3,1} & \lambda + Z_{3,2} & \lambda + Z_{3,3} & \lambda + Z_{3,4} \\ \lambda + Z_{4,1} & \lambda + Z_{4,2} & \lambda + Z_{4,3} & \lambda + Z_{4,4} \end{bmatrix}$$

Fraction of positive/negative observations tells us something about λ

Observation model

For $(i, j) \in \Omega$ we observe

$$Y_{i,j} = \begin{cases} +1 & \text{with probability } f(M_{i,j}) \\ -1 & \text{with probability } 1 - f(M_{i,j}) \end{cases}$$

If f behaves like a CDF, then this is equivalent to

$$Y_{i,j} = \text{sign}(M_{i,j} + Z_{i,j})$$

where $Z_{i,j}$ is drawn according to a suitable distribution

We will assume that Ω is drawn uniformly at random

Examples

- Logistic regression / Logistic noise

$$f(x) = \frac{e^x}{1 + e^x}$$

$$Z_{i,j} \sim \text{logistic distribution}$$

- Probit regression / Gaussian noise

$$f(x) = \Phi(x/\sigma)$$

$$Z_{i,j} \sim \mathcal{N}(0, \sigma^2)$$

Maximum likelihood estimation

Log-likelihood function:

$$F(X) = \sum_{(i,j) \in \Omega_+} \log(f(X_{i,j})) + \sum_{(i,j) \in \Omega_-} \log(1-f(X_{i,j}))$$

$$\widehat{M} = \arg \max_X F(X)$$

$$\text{s.t. } \frac{1}{d\alpha} \|X\|_* \leq \sqrt{r}$$
$$\|X\|_\infty \leq \alpha$$

Recovery guarantee

Theorem (Upper bound achieved by convex ML estimator)

Assume that $\frac{1}{d\alpha} \|M\|_* \leq \sqrt{r}$ and $\|M\|_\infty \leq \alpha$. If Ω is chosen at random with $\mathbb{E}|\Omega| = m > d \log d$, then with high probability

$$\frac{1}{d^2} \|\widehat{M} - M\|_F^2 \leq C\alpha L_\alpha \beta_\alpha \sqrt{\frac{rd}{m}}$$

where

$$L_\alpha := \sup_{|x| \leq \alpha} \frac{|f'(x)|}{f(x)(1-f(x))}$$

$$\beta_\alpha := \sup_{|x| \leq \alpha} \frac{f(x)(1-f(x))}{(f'(x))^2}$$

Probit model

$$L_\alpha \approx \frac{\frac{\alpha}{\sigma} + 1}{\sigma} \quad \beta_\alpha \approx \sigma^2 e^{\alpha^2/2\sigma^2}$$

Theorem (Upper bound achieved by convex ML estimator)

$$\frac{1}{d^2} \|\widehat{M} - M\|_F^2 \leq C \left(\frac{\alpha}{\sigma} + 1 \right) e^{\alpha^2/2\sigma^2} \sigma \alpha \sqrt{\frac{rd}{m}}$$

For any fixed α , optimal bound is achieved by $\sigma \approx 1.3\alpha$, in which case the bound reduces to

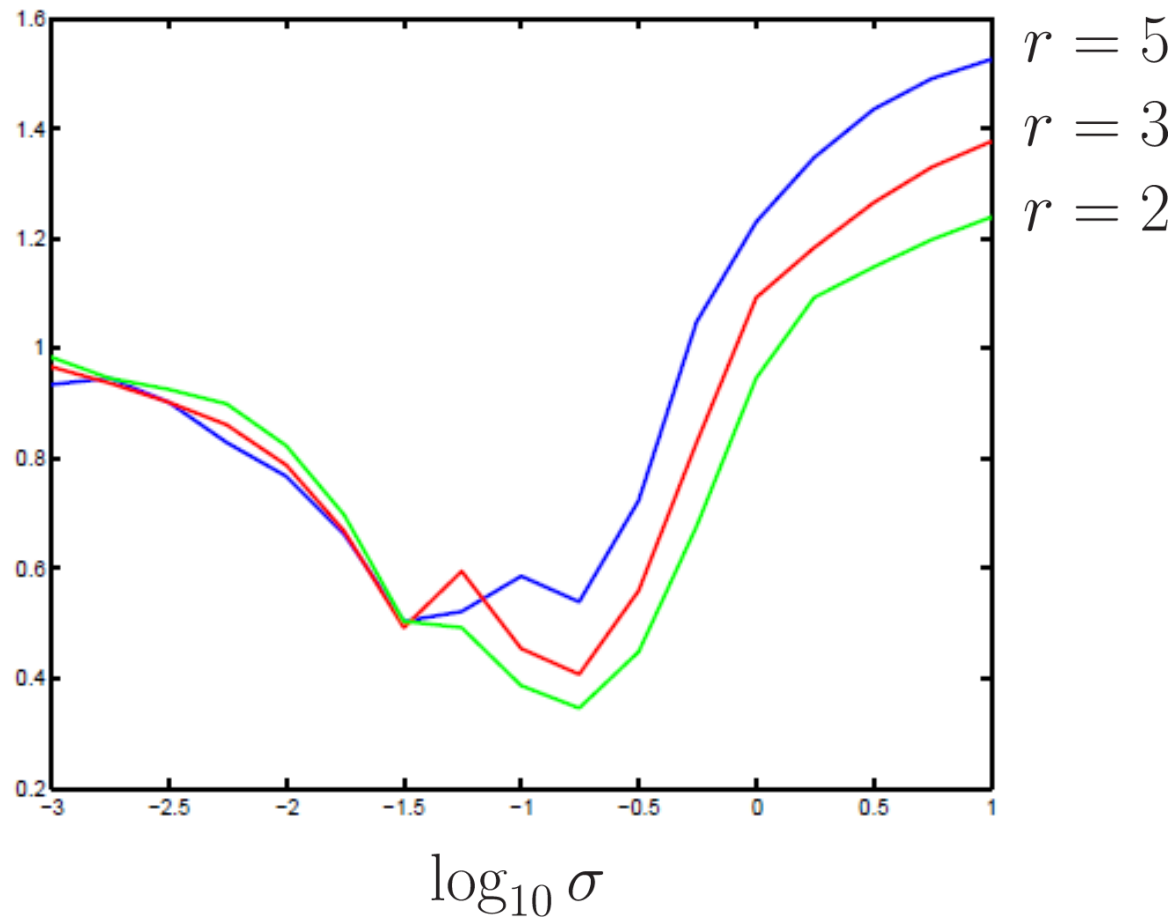
$$\frac{1}{d^2} \|\widehat{M} - M\|_F^2 \leq 3.1C\alpha^2 \sqrt{\frac{rd}{m}}$$

For this noise level, there are lower bounds that match ***even in the absence of quantization***

Synthetic simulations

$d = 500$ $m = 0.15d^2$

$$\frac{\|\widehat{M} - M\|_F}{\|M\|_F}$$



MovieLens data set

- 100,000 movie ratings on a scale from 1 to 5
- Convert to binary outcomes by comparing each rating to the average rating in the data set
- Evaluate by checking if we predict the correct sign
- Training on 95,000 ratings and testing on remainder
 - “standard” matrix completion: 60% accuracy

1: 64% 2: 56% 3: 44% 4: 65% 5: 74%

- 1-bit matrix completion: 73% accuracy

1: 79% 2: 73% 3: 58% 4: 75% 5: 89%

Conclusions

- 1-bit matrix completion is hard!
 - What did you really expect?
 - Sometimes 1-bit is all we can get...
 - We have algorithms that are near optimal
- Open questions
 - Faster rates of convergence for the exactly low-rank case?
 - Simpler/better/faster/stronger algorithms?
 - More general observation models?

Thank You!