

# QUADRATIC PROGRAMMING SOLVER FOR NON-NEGATIVE MATRIX FACTORIZATION WITH SPARK

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# ROADMAP

- Some overview on Matrix Factorization
- QP formulation of Non-negative Matrix Factorization (NMF)
- Algorithms to solve quadratic programming problems

# ROADMAP

- Some overview on Matrix Factorization
- QP formulation of Non-negative Matrix Factorization (NMF)
- Algorithms to solve quadratic programming problems
  
- Some QP Applications (on MovieLens data)
  - unconstrained
  - linear constrained
- Results & Discussions

# MATRIX FACTORIZATION

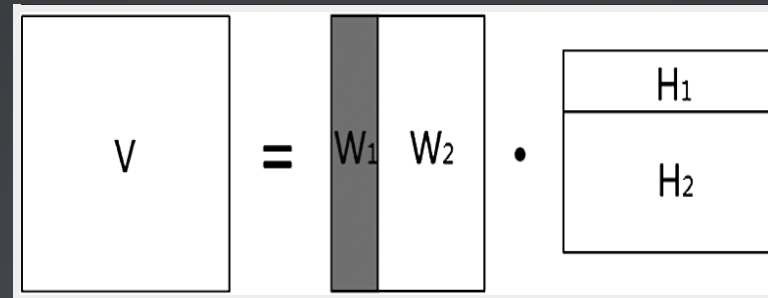
What is it- To decompose observed data (R rating matrix):

- User factors matrix ( $H$ )
- Movie factor matrix ( $W$ )

Solve for  $W$  &  $H$

$$D(R|W, H) = \frac{1}{2} \|R - WH\|_F^2 + \alpha_{l1_w} \|W\| + \alpha_{l2_w} \|W\|_F^2 + \lambda_{l1_h} \|H\| + \lambda_{l2_h} \|H\|_F^2$$

# REGULARIZED ALTERNATING LEAST SQUARE (RALS)



The diagram illustrates the matrix equation  $V = W_1 W_2 H$ . On the left is a square matrix labeled  $V$ . This is followed by an equals sign. To the right of the equals sign is a vertical gray bar labeled  $W_1$ , followed by a white rectangular block labeled  $W_2$ . To the right of  $W_2$  is a dot, followed by a rectangular block labeled  $H$ . The  $H$  block is divided into two horizontal sections, with the top section labeled  $H_1$  and the bottom section labeled  $H_2$ .

Fixed-point RALS Algorithm: Equating gradient to zero, obtain iterative update scheme of  $W, H$

- estimate  $H$ , given  $W$  (inner loop: tolerance based solutions are provided)
- enforce positivity (NMF)
- REPEAT until convergence (outer loop: factor matrices are updated until convergence)

Current effort aims to introduce flexibility to impose additional constraints (e.g. bounds on variables, sparsity, etc.)

# NMF - ESSENTIALLY CLUSTERING

$$D(R|W, H) = \frac{1}{2} \sum_{i=1}^n \|r_i - Wh_i\|_2^2$$

Solve  $n$  independent problems:

- $\min_{h_i \geq 0} \frac{1}{2} \|r_i - Wh_i\|_2^2$
- Aggregated solutions:  $H = [h_1, h_2, h_3, \dots, h_n]$

Our contribution: given  $W$ , we compute cluster possibilities ( $H$ ) using a QP solver in Spark Mlib. (Note: This is inner loop)

# QP TO ADMM/SOCP

- ADMM : solves by decomposing a hard problem into simpler yet efficiently solvable sub-problems and let them achieve consensus.

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- ADMM : solves by decomposing a hard problem into simpler yet efficiently solvable sub-problems and let them achieve consensus.
- ECOS: solves a specific class of problems that can be formulated as a second-order cone program (SOCP) using primal-dual interior-point method.



## QP TO ADMM/SOCP

- Use: Our preliminary investigation shows that ADMM solves certain class of problems (e.g. bounds,  $l_1$  minimization) much faster than ECOS while the later proves effective in handling relatively complicated constraints (e.g. equality constraints).

# QP: ADMM FORMULATION

Objective

$$f(h) : 0.5 \|r - Wh\|_2^2 \Rightarrow 0.5 h^T (WW^T)h - (r^T W)h$$

Constraints  $g(z) : z \geq 0$

ADMM formulation  $f(h) + g(z)$

$$\text{s.t } h = z$$

ADMM Steps

- $h^{k+1} = \operatorname{argmin}_h f(h + 0.5 \times \rho \|h - z^k + u^k\|_2^2)$
- $z^{k+1} = h^{k+1} + u^k \text{ s.t } z^{k+1} \in g(z)$
- $u^{k+1} = u^k + h_{k+1} - z_{k+1}$

# QP: ADMM IMPLEMENTATION(I)

```
class DirectQpSolver(nGram: Int,  
  lb: Option[DoubleMatrix] = None, ub: Option[DoubleMatrix] = None,  
  Aeq: Option[DoubleMatrix] = None,  
  alpha: Double = 0.0, rho: Double = 0.0,  
  addEqualityToGram: Boolean = false) = {  
  
  def solve(H: DoubleMatrix, q: DoubleMatrix,  
    beq: Option[DoubleMatrix] = None): DoubleMatrix = {  
    wsH = H + rho*I  
    solve(q, beq)  
  }  
  
  def solve(q: DoubleMatrix, beq: Option[DoubleMatrix]): DoubleMatrix = {  
    //Dense cholesky factorization  
    val R = Decompose.cholesky(wsH)  
    ADMM(R)  
  }  
}
```

# QP : ADMM IMPLEMENTATION(II)

```
def ADMM(R: DoubleMatrix): DoubleMatrix = {  
  rho = 1.0  
  alpha = 1.0  
  while (k ≤ MAX_ITERS) {  
    scale = rho*(z - u) - q  
    // x = R \ (R' \ scale)  
    solveTriangular(R, scale)  
    //z-update with relaxation  
    zold = (1-alpha)*z  
    x_hat = alpha*x + zold  
    z = xHat + u  
  
    Proximal(z)  
    if(converged(x, z, u)) return x  
    k = k + 1  
  }  
}
```

# QP: SOCP FORMULATION

Objective transformation minimize  $t$

$$\text{s.t } 0.5h^T(WW^T)h - (r^T W)h \leq t$$

Constraints  $h \geq 0$

$$A_{eq} \times h = B_{eq}$$

$$A \times h \leq B$$

Quadratic constraint transformation

$$\begin{vmatrix} Q_{chol}h \\ c \end{vmatrix} \leq d$$

# QP: SOCP IMPLEMENTATION

```
class QpSolver(nGram: Int, nLinear: Int = 0, diagonal: Boolean = false,
  Equalities: Option[CSCMatrix[Double]] = None,
  Inequalities: Option[CSCMatrix[Double]] = None,
  lbFlag: Boolean = false, ubFlag: Boolean = false) = {

  NativeECOS.loadLibraryAndCheckErrors()

  def solve(H: DoubleMatrix, f: Array[Double]): (Int, Array[Double]) = {
    updateHessian(H)
    updateLinearObjective(f)
    val status = NativeECOS.solveSocp(c, G, h, Aeq, beq, linear, cones, x)
    (status, x.slice(0, n))
  }
}
```

# USE CASE: POSITIVITY

Application: Image feature extraction / energy spectrum where negative coefficients or factors are counter intuitive

*A test to compute Negative Coefficients ( $< -1e-4$ ) & RMSE*

	OCTAVE	ALS	ECOS	ADMM
<b>Negative Coefficients:</b>	0	2	0	1
<b>RMSE:</b>	N.A.	2.3e-2	3e-4	2.7e-4

# USE CASE: POSITIVITY

```
//Spark Driver
val lb = DoubleMatrix.zeros(rank, 1)
val ub = DoubleMatrix.zeros(rank, 1).addi(1.0)
val directQpSolver = new DirectQpSolver(rank, Some(lb), Some(ub)).setProximal

val factors = Array.range(0, numUsers).map { index =>
  // Compute the full XtX matrix from the lower-triangular part we got above
  fillFullMatrix(userXtX(index), fullXtX)
  val H = fullXtX.add(YtY.get.value)
  val f = userXy(index).mul(-1)
  val directQpResult = directQpSolver.solve(H, f)
  directQpResult
}
```



# USE CASE: POSITIVITY

```
//DirectQpSolver Projection Operator
def projectBox(z: Array[Double], l: Array[Double], u: Array[Double]) {
  for(i <- 0 until z.length) z.update(i, max(l(i), min(x(i), u(i))))
}
```

# USE CASE: SPARSITY

Application: signal recovery problems in which the original signal is known to have a sparse representation

*A test to compute Sparse Coefficients ( $> -1e-4$ ) & RMSE*

	OCTAVE	ALS	ECOS	ADMM
<b>Sparse Coefficients:</b>	16	20	18	18
<b>RMSE:</b>	N.A.	9e-2	2e-2	2e-2

# USE CASE: SPARSITY

```
//Spark Driver
val directQpSolverL1 = new DirectQpSolver(rank).setProximal(ProximalL1)
directQpSolverL1.setLambda(lambdaL1)

val factors = Array.range(0, numUsers).map { index =>
  // Compute the full XtX matrix from the lower-triangular part we got above
  fillFullMatrix(userXtX(index), fullXtX)
  val H = fullXtX.add(YtY.get.value)
  val f = userXy(index).mul(-1)
  val directQpL1Result = directQpSolverL1.solve(H, f)
  directQpL1Result
}
```

# USE CASE: SPARSITY

```
//DirectQpSolver Proximal Operator
def proximalL1(z: Array[Double], scale: Double) {
  for(i <- 0 until z.length)
    z.update(i, max(0, z(i) - scale) - max(0, -z(i) - scale))
}
```

# USE CASE: EQUALITY WITH BOUND

Application: Support Vector Machines based models with sparse weight representation or portfolio optimization

*A test to compute Sum, Sparse Coefficients ( $< -1e-4$ ) & RMSE*

	OCTAVE	ALS	ECOS	ADMM
Sum of Coefficients:	1	-	0.99	1
Sparse Coefficients:	4	-	4	4
RMSE:	N.A.	1.1	2e-4	5.5e-5

# USE CASE: EQUALITY WITH BOUNDS

```
//Equality constraint  $x_1 + x_2 + \dots + x_r = 1$   
//Bound constraint is  $0 \leq x \leq 1$   
val equalityBuilder = new CSCMatrix.Builder[Double](1, rank)  
for (i <- until rank) equalityBuilder.add(0, i, 1)  
val qpSolverEquality =  
    new QpSolver(rank, 0, false,  
        Some(equalityBuilder.result), None, true, true)  
qpSolverEquality.updateUb(Array.fill[Double](rank)(1.0))  
qpSolverEquality.updateEquality(Array[Double](1.0))
```

# USE CASE: EQUALITY WITH BOUNDS

```
val factors = Array.range(0, numUsers).map { index =>
  fillFullMatrix(userXtX(index), fullXtX)
  val H = fullXtX.add(YtY.get.value)
  val f = userXy(index).mul(-1)
  val qpEqualityResult = qpSolverEquality.solve(H, f)
  qpEqualityResult
}
```

# RUNTIME EXPERIMENTS

Dataset: Movielens 1M ratings from 6040 users on 3706 movies

Example run

```
MASTER=local[1] run-example mllib.MovieLensALS --rank 25 --numIterations 1 --kryo --qpProblem 1 ratings.dat
```

Algorithms variants

Quadratic Minimization(QP), with Positivity(QpPos), bounds(QpBounds), Sparsity(QpL1), Equality and Bounds(QpEquality)

*1 ALS iteration userUpdate + movieUpdate*

	<b>LS</b>	<b>ECOS</b>	<b>ADMM</b>
<b>Qp</b>	30+57	3826+6943	99+143
<b>QpPos</b>	98+320	6288+11975	265 + 2135
<b>QpBounds</b>	39+55	6709+11951	1556+1329
<b>QpL1</b>	54+80	32171+58766	352+1593
<b>QpEquality</b>	63+133	5231+7912	14681+65893



# FUTURE WORK

- Release QpSolver-Spark after rigorous testing
- Runtime optimizations for QpSolver-Spark integration
- Matrix Factorization using Gram Matrix broadcast
- Release ECOS based LP and SOCP solvers based on community feedback
- BFGS/CG based IterativeQpSolver for large ranks with application to Kernel-SVMs
- QpSolver-Spark applications to Verizon datasets

# QUESTIONS

# JOIN US AND MAKE MACHINES SMARTER

## References

- ECOS by Domahidi et al. <https://github.com/ifa-ethz/ecos>
- ADMM by Boyd et al.  
<http://web.stanford.edu/~boyd/papers/admm/>
- Proximal Algorithms by Neal Parikh and Professor Boyd