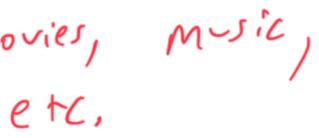
Day 19: Recommender Systems and Dimensionality Reduction

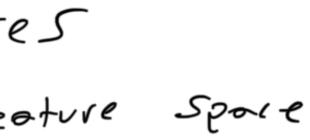
Kecommender Systems thing5 Gool: recommend A products, movies, Music, websites, etc. 2 basic types. (1) Content - based collaborative filtering Content - Based Systems



• Recommend based on explicit Sector
• Users and items Share the same see

$$Example$$
 (unsupervised)
Movies:
(";tems") 2 1 0 1 0
2 0 1 1 0
3 1 2 2 1
Users a A 2 0 1 0
B 0 1 1 0

Dot product between a user and a movie gives similarity.









Sim(movie 1, user A) = [.] + 0.0 + [.] + 0.0 = 2Sim(movie 1, user B) = [.] + 0.1 + [.] + 0.0 = 2

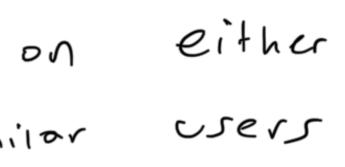
Example (Supervised)

Movies: some as above

Users: A 0_{1A} 0_{2A} 0_{3A} 0_{4A} B 0_{1B} 0_{2B} 0_{3B} 0_{4B}

Troin a model to either: predict the user's rating (regression)
predict whether user will like movie (closs...)





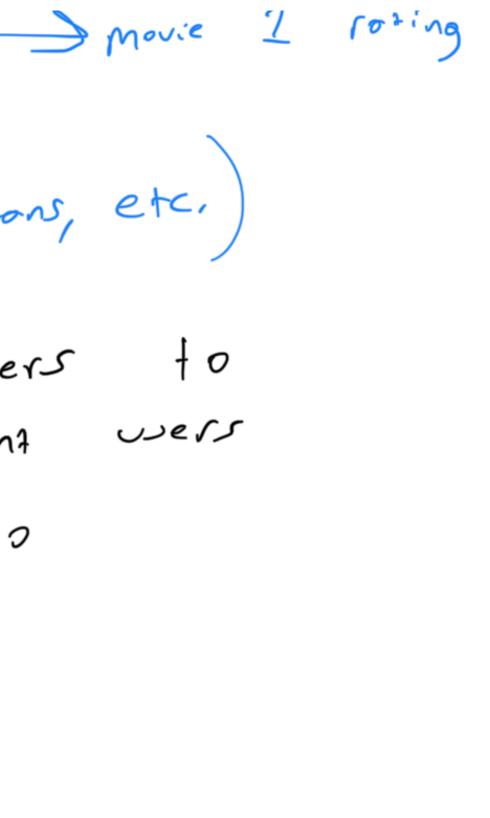
patterns

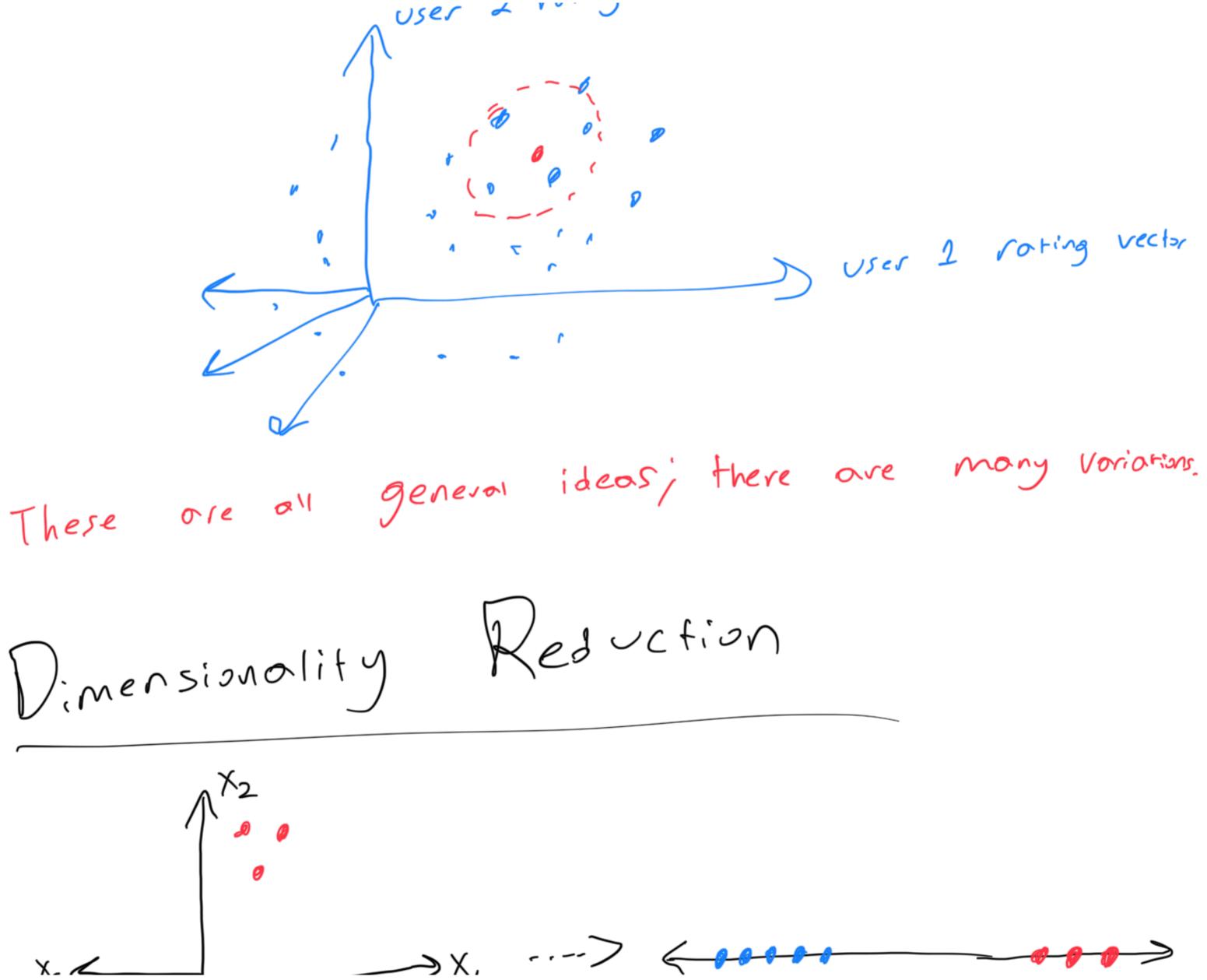


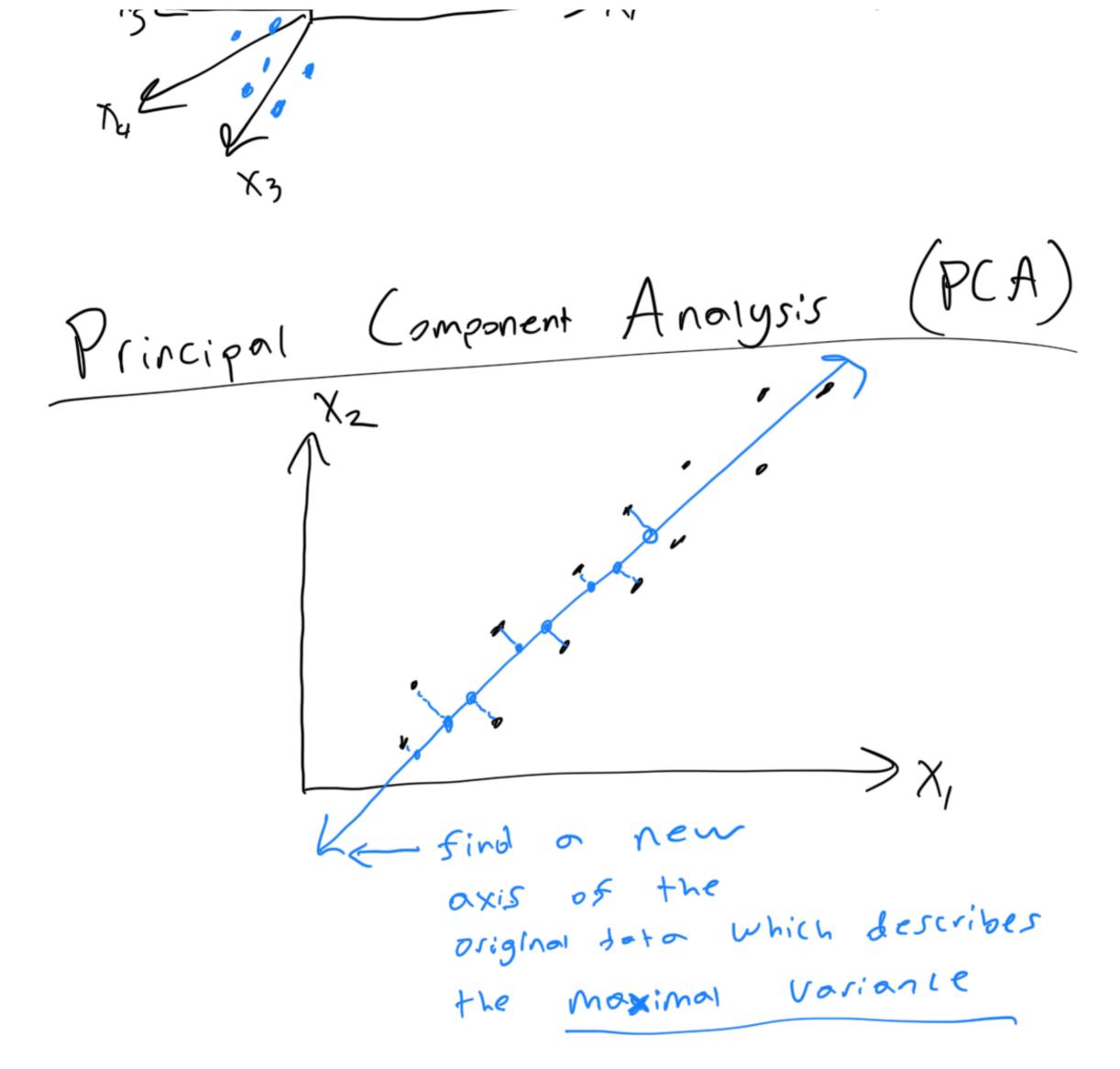
(use KNN, K-means, etc.)

2) use rorings of similar users 10 Colculate roting for current users 3) Suggest items according to highest predicted ratings

Item - Item rusers who like X asso like Y the user Find items similar to an item aircody bought based only on the rotings for that item a ration vector

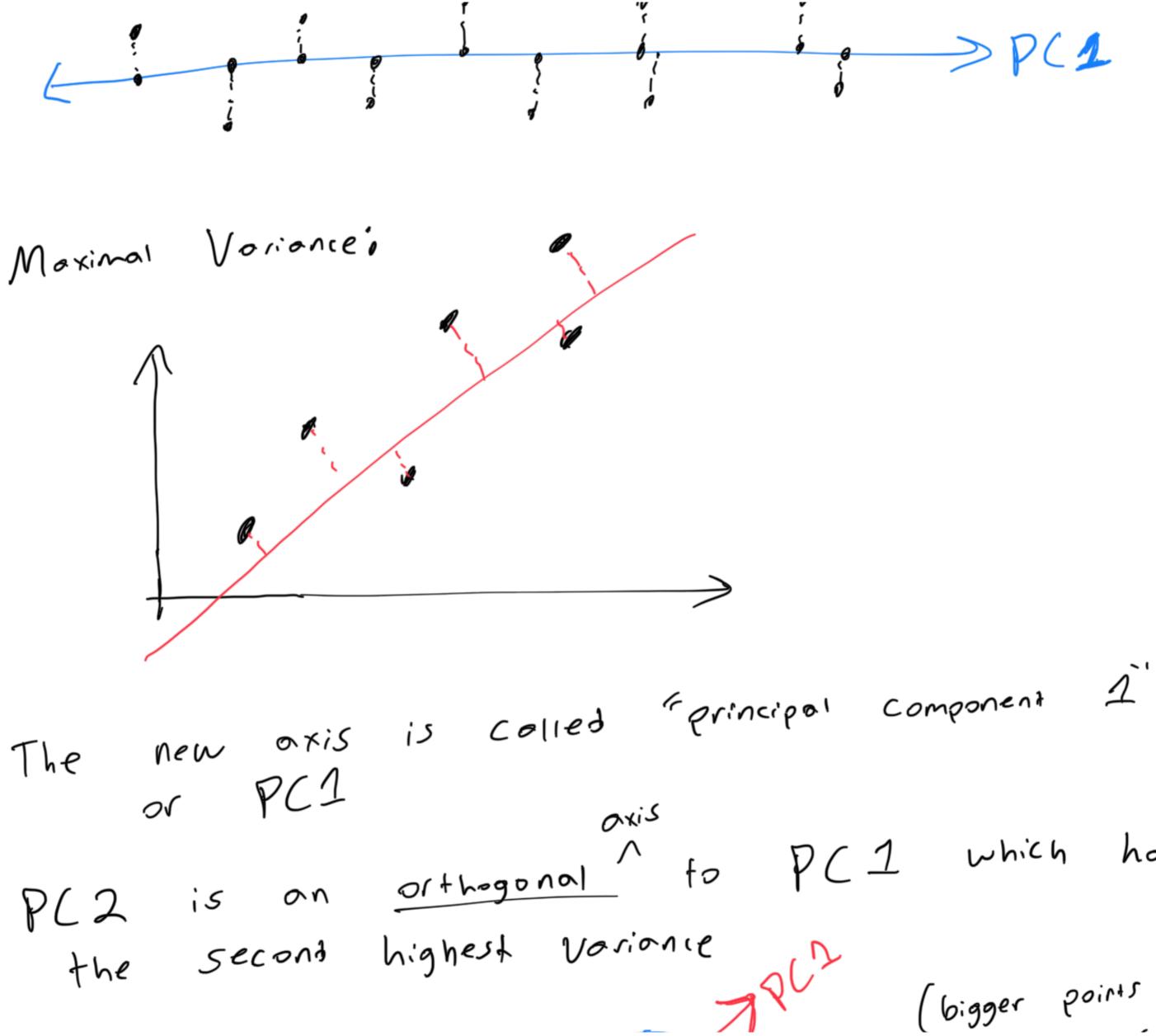




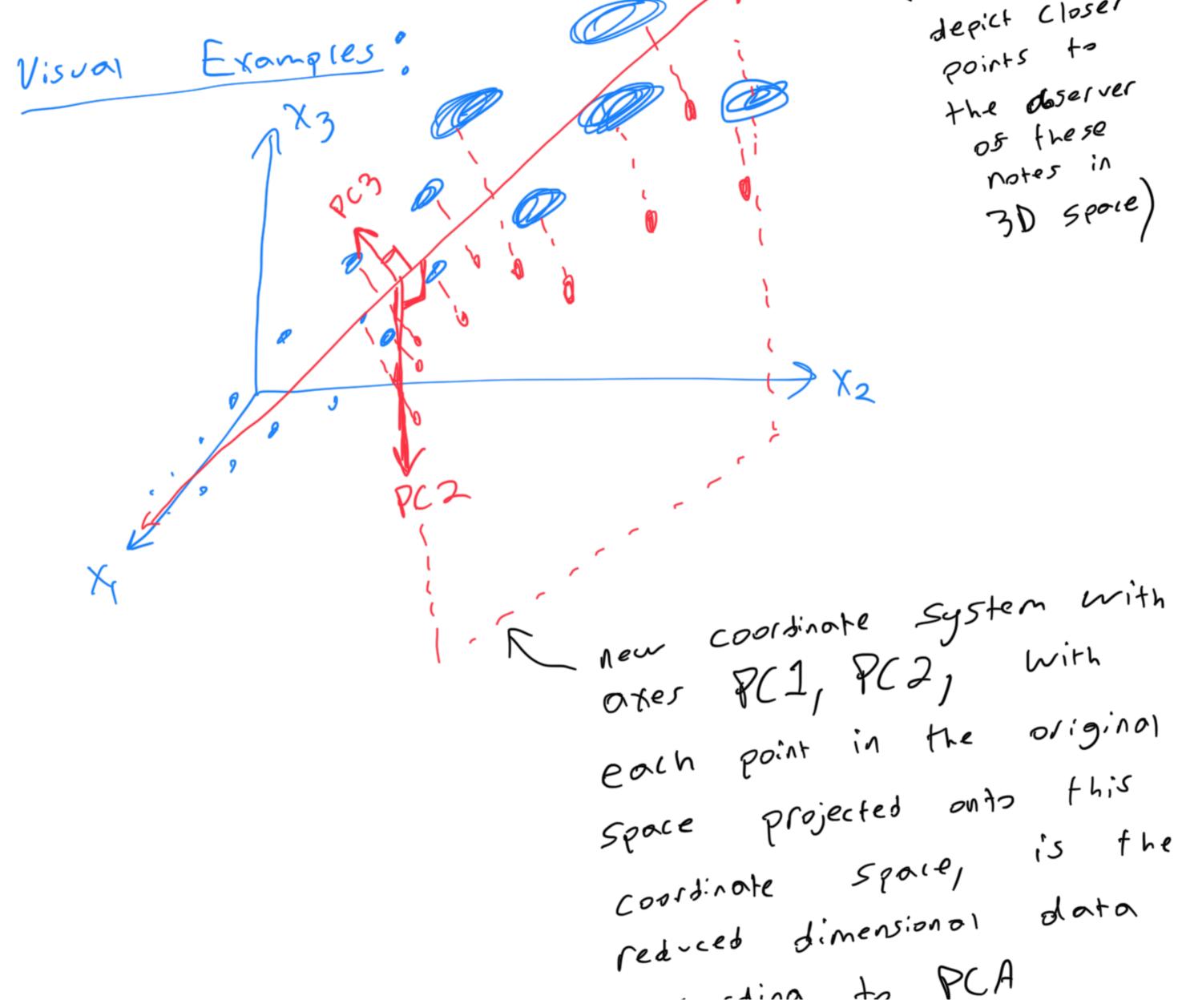


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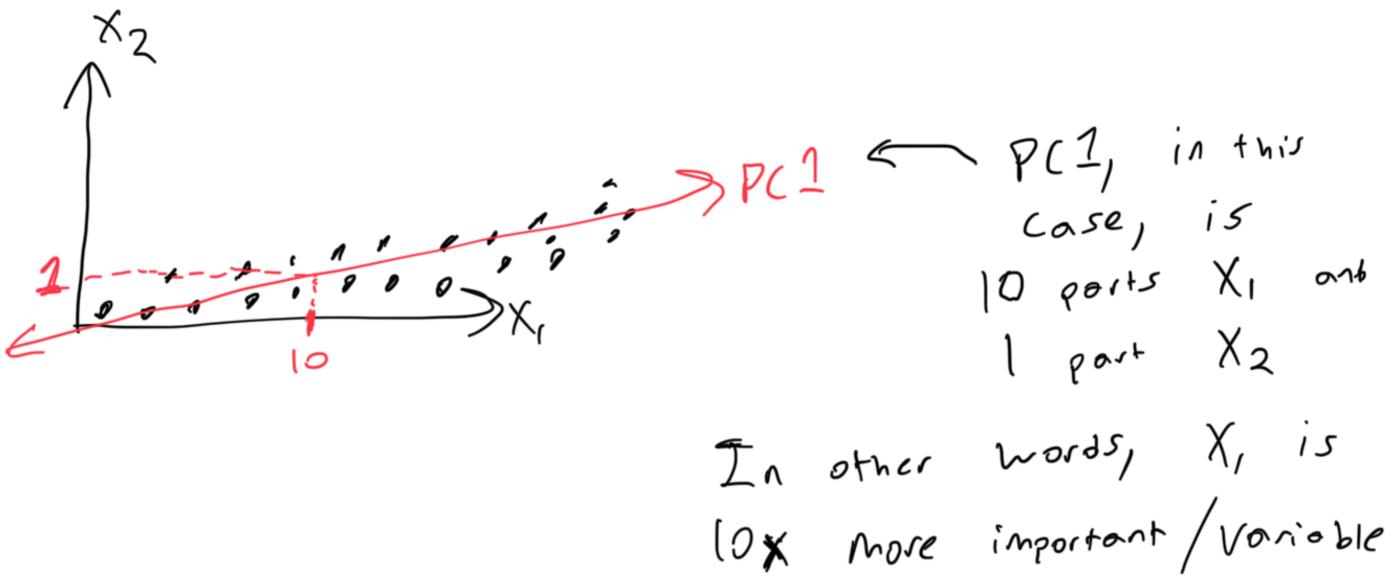
n n



has



depict closer



than X2

Mow to calculate PCS to more each data) standardize Unit - 1055: Scoture Old Value Man Marve Λ Ι

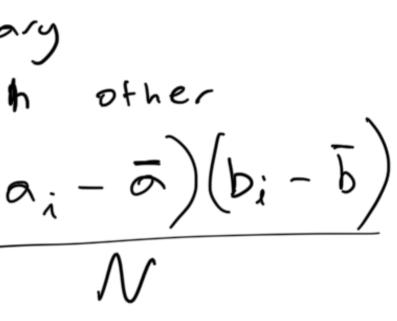


Mean Voire of that Seature

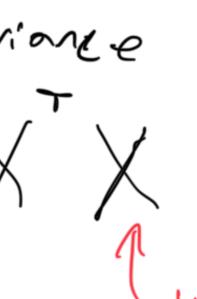
Covariance matrix
Sol 3 Features =
$$\begin{bmatrix} Cov(a,a) & Cov(a,b) \\ Cov(b,a) & Cov(b,b) \\ Cov(b,a) & Cov(b,b) \\ Cov(c,a) & Cov(c,b) \end{bmatrix}$$

you can carcolate covariance Note; (is boto set is stondardized)

- # data points



b) Cov(o, c)b) Cov(b, c)b) Cov(c, c)



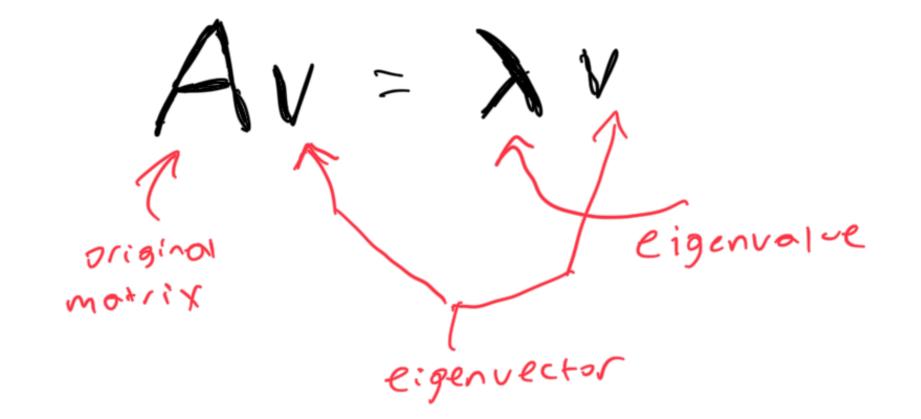
Scot 1 Seat 2 Why? $\chi = \frac{3}{2} \begin{bmatrix} a & b \\ -3p & 2 \end{bmatrix} \begin{bmatrix} a & b$ $\chi^{\intercal}\chi$

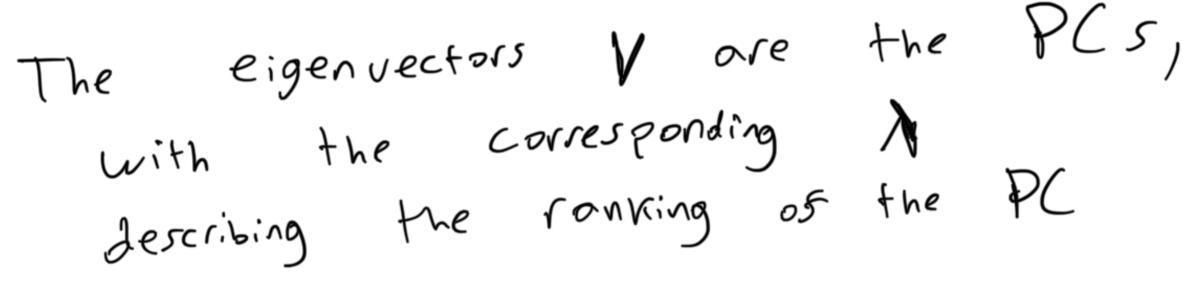
 $= \left[\begin{array}{c} 0 \cdot 0 + (\cdot (+ e \cdot e = cou(\text{feat } 1, \text{feat } 1) \\ = cou(\text{feat } 1, \text{feat } 2) \end{array} \right]^{0} \right]^{0}$

the eigenvalues/eigenvectors Calculate matrix Covariance 05 fhe

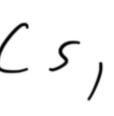








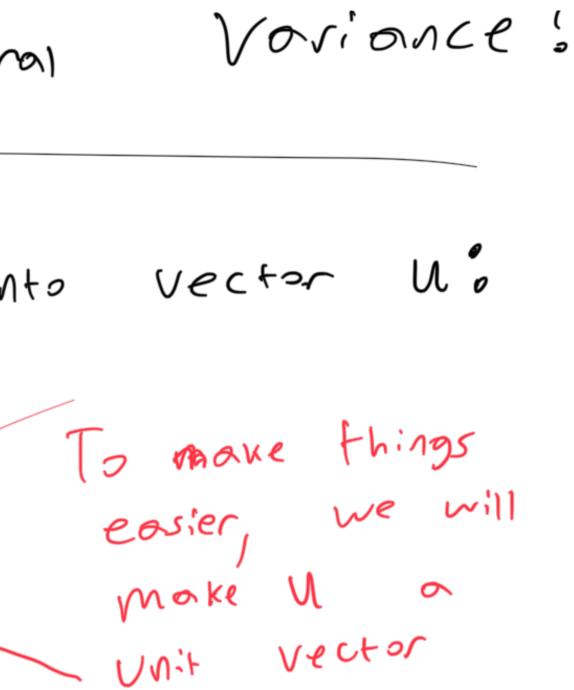
Why does calculating the eiger values / Vectors Of the t he matrix give Cov





05 Morximal direction o point X; onto vector U. Projecting UX; Hatt

Mean of projections. υX Variance of projections, -->2 Λ



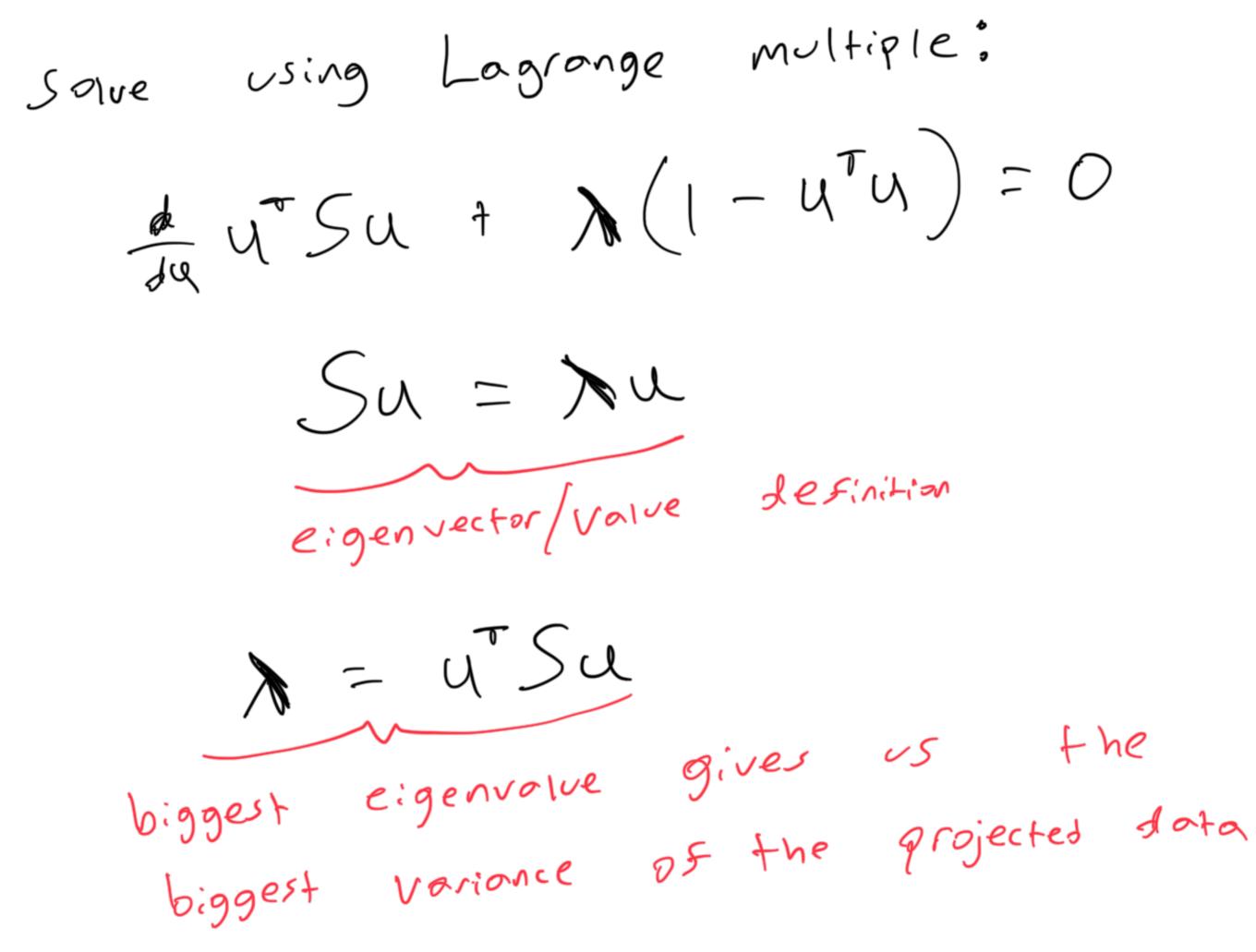
 $\frac{1}{n} \sum_{i=1}^{n} \left(u^{T} X_{i} - u^{T} X \right) = o \circ o$ $= \frac{1}{n} \sum_{i=1}^{n} u^{T} \left(\chi_{i} - \overline{\chi} \right) \left(\chi_{i} - \overline{\chi} \right) \mathcal{U}$ $= u \left[-\frac{1}{n} \sum_{i=1}^{n} (X_i - \overline{X}) (X_i - \overline{X}) \right] U$ covariance matrix = 5 = UT S U & covariance matrix Variance of the projection So; Solve max utsu maximize the



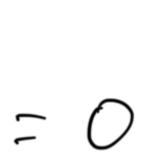


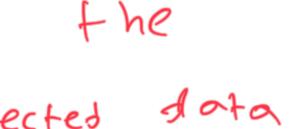


Vosiance of the projections









How to project dota UXX A A original data PC How many PLS to use? λ_{λ} explained Variance os a PC $\geq \lambda_{j}$



Scree Plot: $\mathcal{T}^{g^{\cdot}l}$ "∕∙ explained Voriance 5%, 71. 3. 4'î 2:10 [λà ¥ of Ŷ 3 2

