#### Large-Scale Matrix Factorization

Rainer Gemulla

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#### Outline

Matrix Factorization

Stochastic Gradient Descent

Distributed SGD with MapReduce

Experiments

Summary

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Experiments

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- Problem
  - Set of users
  - Set of items (movies, books, jokes, products, stories, ...)
  - ▶ Feedback (ratings, purchase, click-through, tags, ...)

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Example

$$\begin{array}{c} \text{Avatar} \quad \text{The Matrix} \quad Up\\ \text{Alice} \\ \text{Bob} \\ \text{Charlie} \begin{pmatrix} 4 & 2\\ 3 & 2 & \\ 5 & 3 \end{pmatrix} \end{array}$$

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Alice	( ?	4	2 \
Bob	3	2	?
Charlie	5	?	3 /

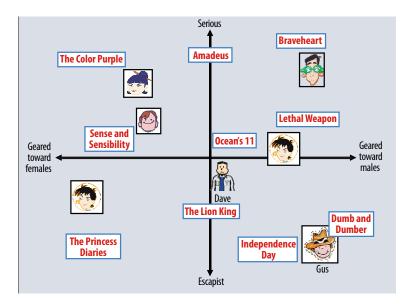
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 Netflix competition: 500k users, 20k movies, 100M movie ratings, 3M question marks

## Semantic Factors (Koren et al., 2009)



• Discover latent factors (r = 1)

	Avatar	The Matrix	Up
Alice		4	2
Bob	3	2	
Charlie	5		3

• Discover latent factors (r = 1)

	Avatar (2.24)	<b>The Matrix</b> (1.92)	<b>Up</b> (1.18)
<b>Alice</b> (1.98)		4	2
<b>Bob</b> (1.21)	3	2	
<b>Charlie</b> ( <i>2.30</i> )	5		3

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<b>Bob</b> (1.21)	<b>3</b> (2.7)	<b>2</b> (2.3)	
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$$\min_{\mathbf{W},\mathbf{H}}\sum_{(i,j)\in Z}(\mathbf{V}_{ij}-[\mathbf{W}\mathbf{H}]_{ij})^2$$

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$$\min_{\mathbf{W},\mathbf{H},\mathbf{u},\mathbf{m}}\sum_{(i,j)\in Z} (\mathbf{V}_{ij} - \boldsymbol{\mu} - \mathbf{u}_i - \mathbf{m}_j - [\mathbf{W}\mathbf{H}]_{ij})^2$$



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Minimum loss

$$\min_{\mathbf{W},\mathbf{H},\mathbf{u},\mathbf{m}} \sum_{(i,j,t)\in Z_t} (\mathbf{V}_{ij} - \mu - \mathbf{u}_i(t) - \mathbf{m}_j(t) - [\mathbf{W}(t)\mathbf{H}]_{ij})^2$$
$$+ \lambda \left( \|\mathbf{W}(t)\| + \|\mathbf{H}\| + \|\mathbf{u}(t)\| + \|\mathbf{m}(t)\| \right)$$

Bias, regularization, time

#### Another Matrix

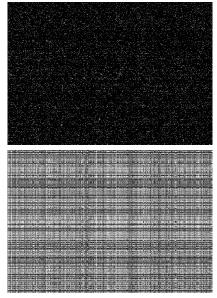


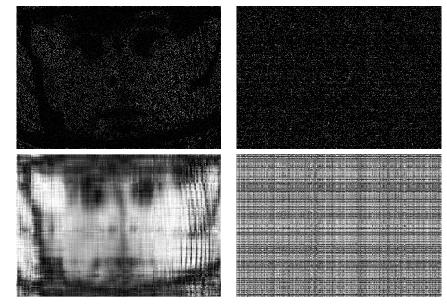




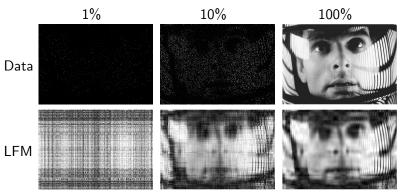




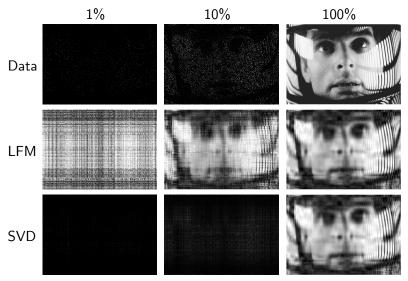




### Latent Factor Models (unregularized)

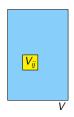


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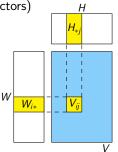


- A general machine learning problem
  - ▶ Recommender systems, text indexing, face recognition, ....

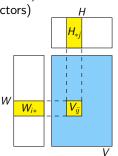
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- Training data
  - V:  $m \times n$  input matrix (e.g., rating matrix)
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  - **H**: column factors (e.g.,  $r \times n$  latent movie factors)

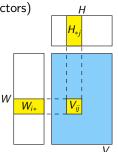


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- Model
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  - Includes prediction error, regularization, auxiliary information, ...
  - Constraints (e.g., non-negativity)



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- Find best model

$$\underset{\mathbf{W},\mathbf{H}}{\operatorname{argmin}} \sum_{(i,j)\in Z} L_{ij}(\mathbf{W}_{i*},\mathbf{H}_{*j})$$



## Successful Applications

- Movie recommendation (Netflix)
  - ► >20M users, >20k movies, 4B ratings (projected)
  - 60GB data, 15GB model (projected)
  - Collaborative filtering
- Website recommendation (Microsoft, WWW10)
  - ▶ 51M users, 15M URLs, 1.2B clicks
  - ▶ 17.8GB data, 161GB metadata, 49GB model
  - Gaussian non-negative matrix factorization
- News personalization (Google, WWW07)
  - Millions of users, millions of stories, ? clicks
  - Probabilistic latent semantic indexing

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#### How to handle such massive scale?

- Big data
- Large models
- Expensive, iterative computations

#### Outline

Matrix Factorization

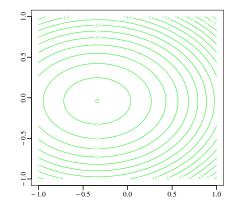
#### Stochastic Gradient Descent

#### Distributed SGD with MapReduce

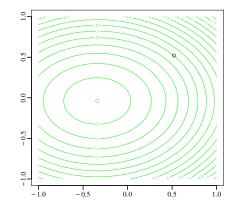
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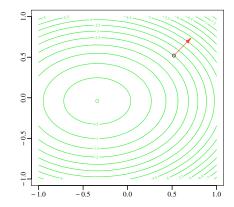
• Find minimum  $\theta^*$  of function *L* 



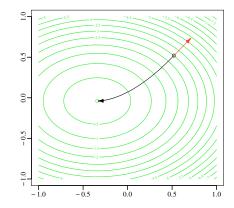
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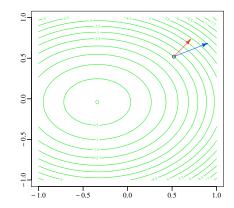
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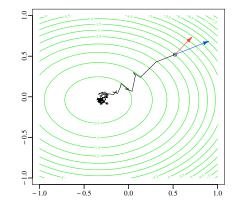


- Find minimum  $\theta^*$  of function L
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- Approximate gradient  $\hat{L}'(\theta_0)$



# Stochastic Gradient Descent

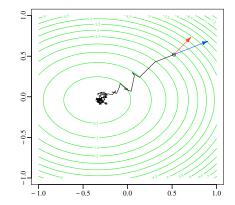
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- Jump "approximately" downhill



# Stochastic Gradient Descent

- Find minimum  $\theta^*$  of function L
- Pick a starting point  $\theta_0$
- Approximate gradient  $\hat{L}'(\theta_0)$
- Jump "approximately" downhill
- Stochastic difference equation

 $\theta_{n+1} = \theta_n - \epsilon_n \hat{L}'(\theta_n)$ 

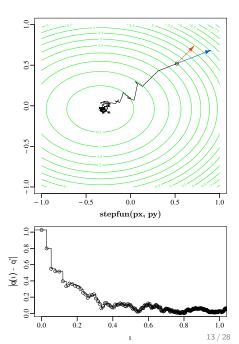


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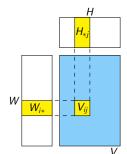
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 Under certain conditions, asymptotically approximates (continuous) gradient descent



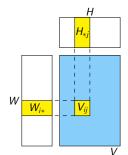
• Set 
$$\theta = (\mathbf{W}, \mathbf{H})$$
 and use

$$L(\theta) = \sum_{(i,j)\in Z} L_{ij}(\mathbf{W}_{i*}, \mathbf{H}_{*j})$$



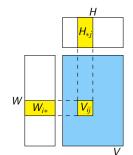
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$$L(\theta) = \sum_{(i,j)\in Z} L_{ij}(\mathbf{W}_{i*}, \mathbf{H}_{*j})$$
$$L'(\theta) = \sum_{(i,j)\in Z} L'_{ij}(\mathbf{W}_{i*}, \mathbf{H}_{*j})$$



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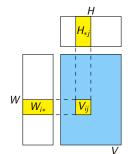
$$\begin{split} L(\theta) &= \sum_{(i,j)\in Z} L_{ij}(\mathbf{W}_{i*},\mathbf{H}_{*j}) \\ L'(\theta) &= \sum_{(i,j)\in Z} L'_{ij}(\mathbf{W}_{i*},\mathbf{H}_{*j}) \\ \hat{L'}(\theta,z) &= NL'_{i_zj_z}(\mathbf{W}_{i_z*},\mathbf{H}_{*j_z}), \end{split}$$



where N = |Z|

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SGD epoch

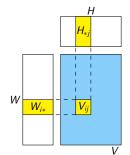
- 1. Pick a random entry  $z \in Z$
- 2. Compute approximate gradient  $\hat{L}'(\theta, z)$
- 3. Update parameters

$$\theta_{n+1} = \theta_n - \epsilon_n \hat{L}'(\theta_n, z)$$

4. Repeat N times

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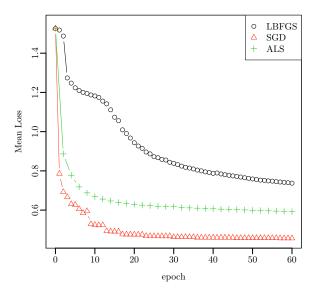
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Random data access patterns.

#### Stochastic Gradient Descent on Netflix Data



### Outline

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Stochastic Gradient Descent

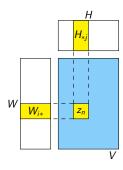
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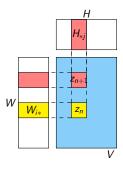
$$\theta_{n+1} = \theta_n - \epsilon_n \hat{L}'(\theta_n)$$

- An SGD step on example  $z \in Z \dots$ 
  - 1. Reads  $W_{i_z*}$  and  $H_{*j_z}$
  - 2. Performs gradient computation  $L'_{ii}(W_{i_z*}, H_{*j_z})$
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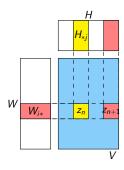
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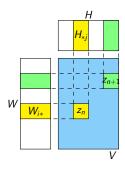
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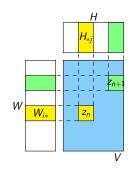
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SGD steps depend on each other

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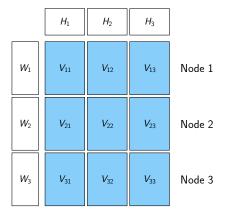


Synchronization provides an efficient sharedmemory parallel SGD algorithm.

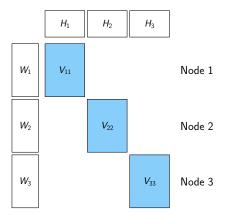
Block and distribute the input matrix V

	<i>H</i> <sub>1</sub>	H <sub>2</sub>	H <sub>3</sub>	
<i>W</i> <sub>1</sub>	<i>V</i> <sub>11</sub>	V <sub>12</sub>	V <sub>13</sub>	Node 1
<i>W</i> <sub>2</sub>	<i>V</i> <sub>21</sub>	V <sub>22</sub>	V <sub>23</sub>	Node 2
<i>W</i> <sub>3</sub>	<i>V</i> <sub>31</sub>	V <sub>32</sub>	V <sub>33</sub>	Node 3

- Block and distribute the input matrix V
- High-level approach (Map only)
  - 1. Pick a "diagonal"
  - 2. Run SGD on the diagonal (in parallel)
  - 3. Merge the results
  - 4. Move on to next "diagonal"
  - ▶ Steps 1–3 form a *cycle*



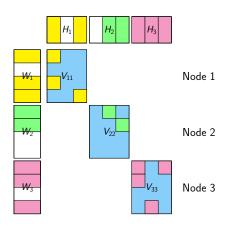
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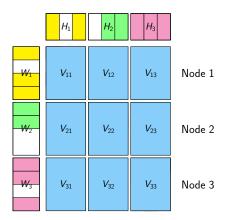
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Simulate sequential SGD

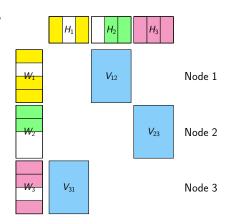
- Interchangeable blocks
- Throw dice of how many iterations per block
- Throw dice of which step sizes per block



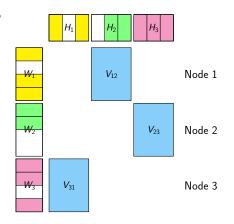
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  - ▶ Steps 1–3 form a *cycle*
- Step 2: Simulate sequential SGD
  - Interchangeable blocks
  - Throw dice of how many iterations per block
  - Throw dice of which step sizes per block

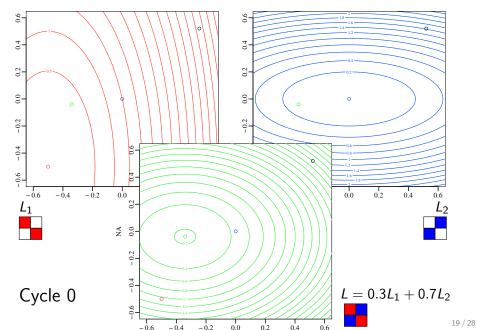


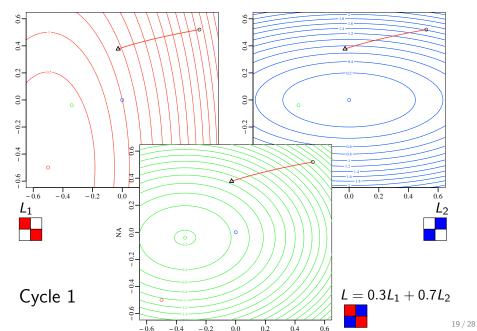
- Block and distribute the input matrix V
- High-level approach (Map only)
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  - 2. Run SGD on the diagonal (in parallel)
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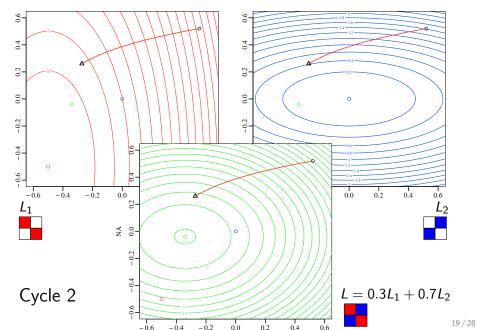


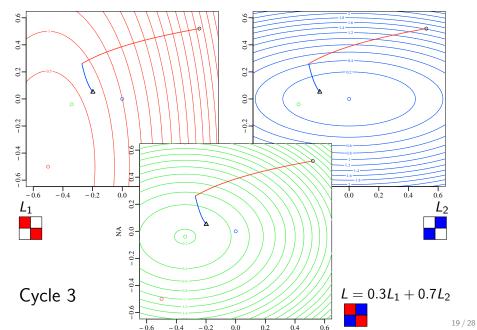
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- Provably correct

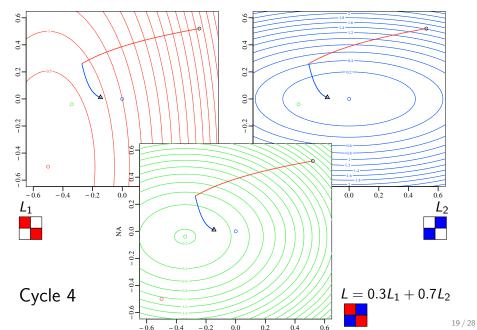


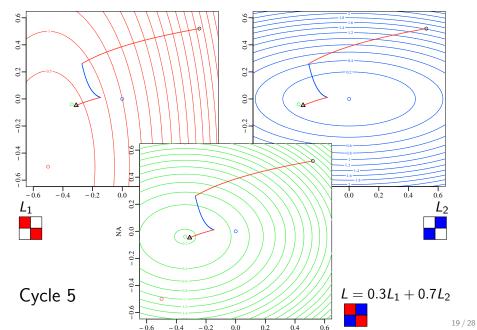


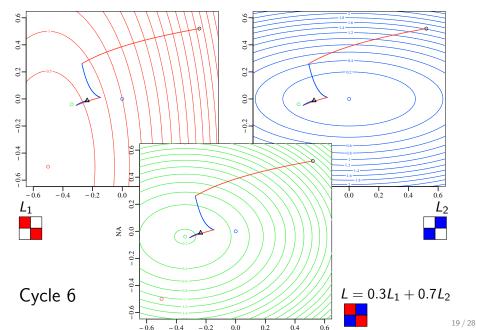


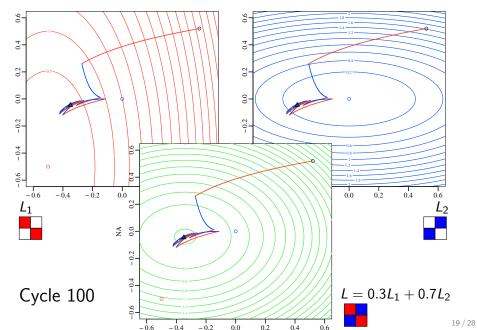


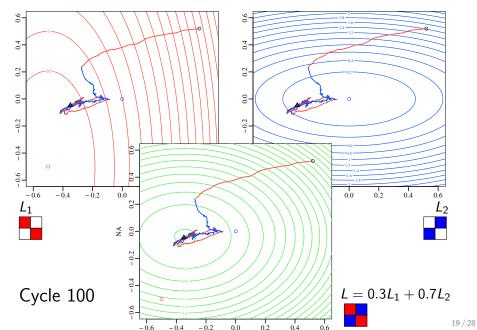


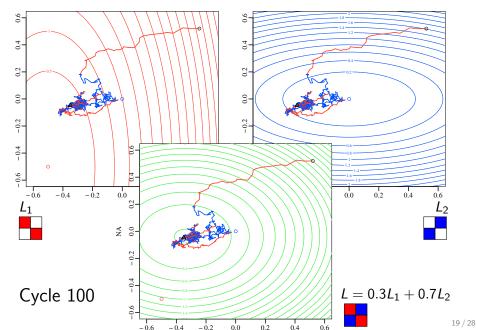












Can we do better in an MPI environment (i.e., shared nothing)?

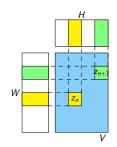
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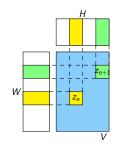
Prefetch data/parameters for next SGD step(s)



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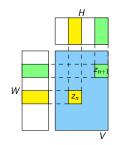
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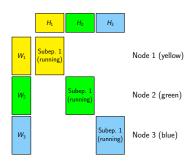
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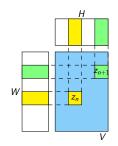
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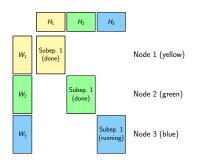




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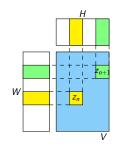
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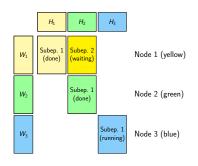




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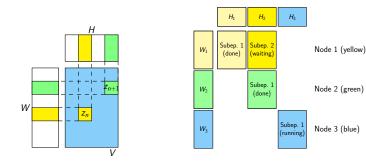
- Prefetch data/parameters for next SGD step(s)
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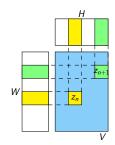
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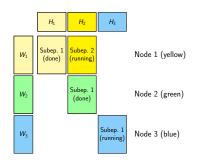
- Prefetch data/parameters for next SGD step(s)
- Exploit multi-core
- Directly communicate parameters between nodes



Can we do better in an MPI environment (i.e., shared nothing)?

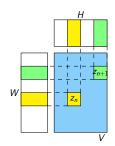
- Prefetch data/parameters for next SGD step(s)
- Exploit multi-core
- Directly communicate parameters between nodes
- Overlay subepochs

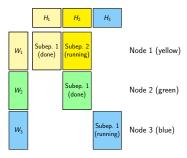




Can we do better in an MPI environment (i.e., shared nothing)?

- Prefetch data/parameters for next SGD step(s)
- Exploit multi-core
- Directly communicate parameters between nodes
- Overlay subepochs
- Overlay computation and communication





#### Outline

Matrix Factorization

Stochastic Gradient Descent

Distributed SGD with MapReduce

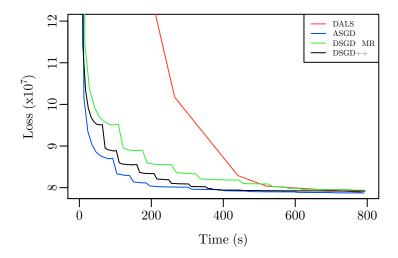
Experiments

Summary

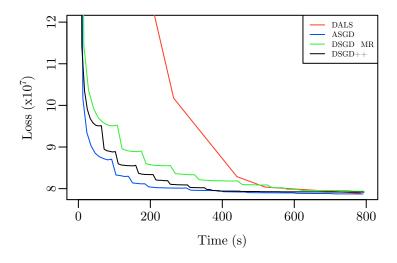
# Setup

- Small blade cluster
  - 16 compute nodes
  - Intel Xeon E5530, 8 cores, 2.4GHz
  - 48GB memory
- ► All algorithms implemented in C++ and MPI
  - Alternating least squares (ALS)
  - Stochastic gradient descent (SGD)
  - Parallel ALS (PALS)
  - Parallel SGD (PSGD)
  - Distributed ALS (DALS)
  - Asynchronous SGD (ASGD)
  - Distributed SGD (DSGD-MR)
  - Distributed SGD++ (DSGD++)
- Datasets
  - Netflix (480k × 18k, 99M entries)
  - KDD (1M × 625k, 253M entries)
  - Synthetic (varying size, 1B–10B entries)

Example: Netflix data, 4x8 (relatively small, few items)

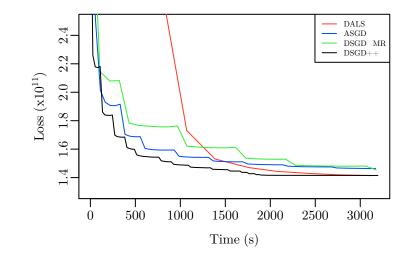


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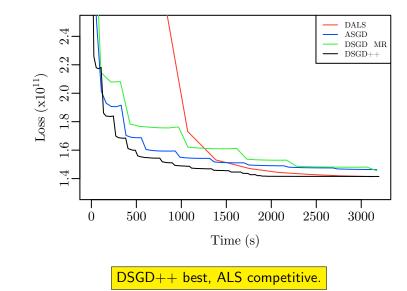


MapReduce algorithms slow; ASGD best, DSGD++ close.

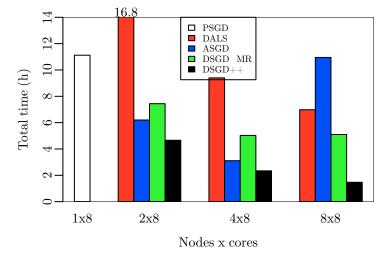
Example: KDD data, 4x8 (moderatly large, many items)



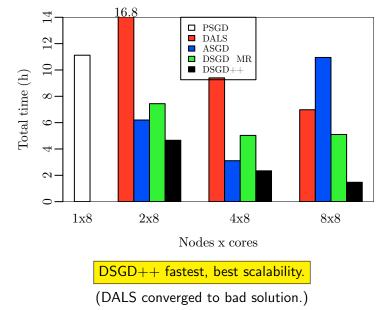
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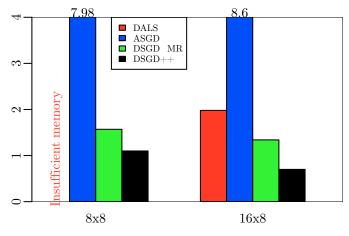
Strong scalability: Large syn. data ( $10M \times 1M$ , 1B entries)



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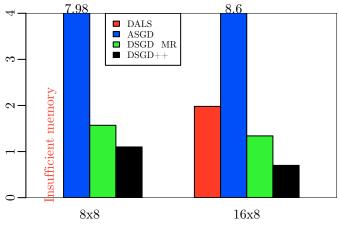


Strong scalability: Huge syn. data ( $10M \times 1M$ , 10B)



Nodes  $\mathbf{x}$  cores

Strong scalability: Huge syn. data ( $10M \times 1M$ , 10B)



Nodes x cores

DSGD++ faster on 4 nodes than any other technique on 8 nodes.

(ASGD converged to bad solution.)

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- Matrix factorization
  - Currently best single approach for collaborative filtering
  - Widely applicable via customized loss functions
  - ► Large instances (millions × millions, billions of entries)
- Distributed Stochastic Gradient Descent
  - Simple and versatile
  - Fully distributed data/model
  - Fully distributed processing
  - Fast, good scalability
- DSGD++ variant for shared-nothing (and shared-memory) environments

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# Thank you!