

# Matrix Decomposition and Latent Semantic Indexing (LSI)

Introduction to Information Retrieval  
Informatics 141 / CS 121  
Donald J. Patterson



# Efficient Cosine Ranking

- Find the  $k$  docs in the corpus “nearest” to the query
- the  $k$  largest query-doc cosines

COSINESCORE( $q$ )

```
1  INITIALIZE( $Scores[d \in D]$ )
2  INITIALIZE( $Magnitude[d \in D]$ )
3  for each term( $t \in q$ )
4      do  $p \leftarrow$  FETCHPOSTINGSLIST( $t$ )
5           $df_t \leftarrow$  GETCORPUSWIDESTATS( $p$ )
6           $\alpha_{t,q} \leftarrow$  WEIGHTINQUERY( $t, q, df_t$ )
7          for each  $\{d, tf_{t,d}\} \in p$ 
8              do  $Scores[d] += \alpha_{t,q} \cdot$  WEIGHTINDOCUMENT( $t, q, df_t$ )
9  for  $d \in Scores$ 
10     do NORMALIZE( $Scores[d], Magnitude[d]$ )
11  return top  $K \in Scores$ 
```



## Outline

- Introduction
- Linear Algebra Refresher



Late

Star



## Star Cluster NGC 290 - ESA & NASA

- A picture of the sky is two dimensional
- The stars are not in two dimensions
- When we take a photo of stars we are **projecting** them into 2-D
  - projecting can be defined mathematically
- When we see two stars that are close..
  - They may not be close in space
- When we see two stars that are far..
  - They may not far in space



## Star Cluster NGC 290 - ESA & NASA

- When we see two stars that are close in a photo
  - They really **are** close for some applications
  - For example pointing a big telescope at them
  - Large shared telescopes order their views according to how “close” they are.



## Overhead projector example



## Overhead projector example

- Depending on where we put the light (and the wall) we can make things in three dimensions appear close or far away in two dimensions.
- Even though the “real” position of the 3-d objects never moved.



## Mathematically speaking

- This is taking a 3-D point and **projecting** it into 2-D

$$\begin{array}{ccc} (x, y, z) & \longrightarrow & (x, y) \\ (10, 10, 10) & & (10, 10) \\ \left[ \begin{array}{c} 10 \\ 10 \\ 10 \end{array} \right] & & \left[ \begin{array}{c} 10 \\ 10 \end{array} \right] \end{array}$$

- The arrow in this picture acts like the overhead projector



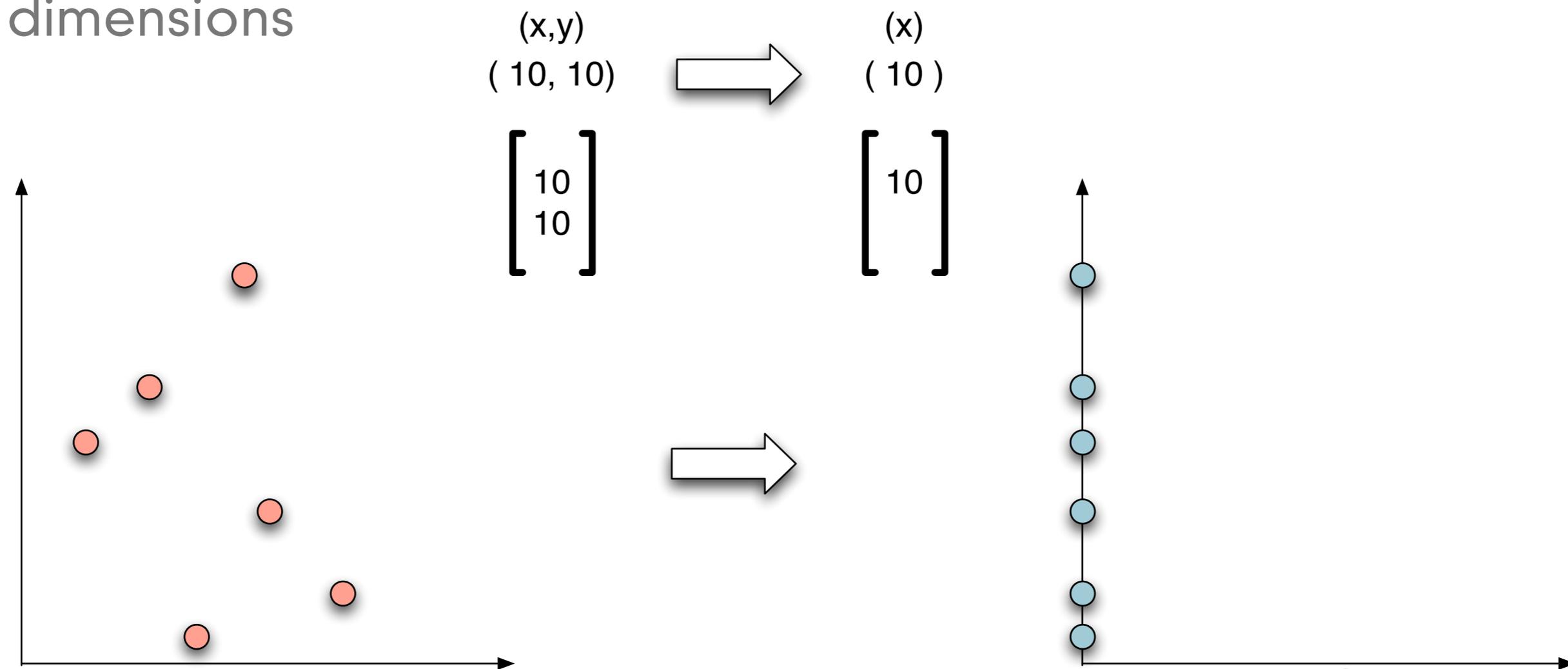
## Mathematically speaking

- We can project from any number of dimensions into any other number of dimensions.
- **Increasing** dimensions adds redundant information
  - But sometimes useful
  - Support Vector Machines (kernel methods) do this effectively
- Latent Semantic Indexing always **reduces** the number of dimensions



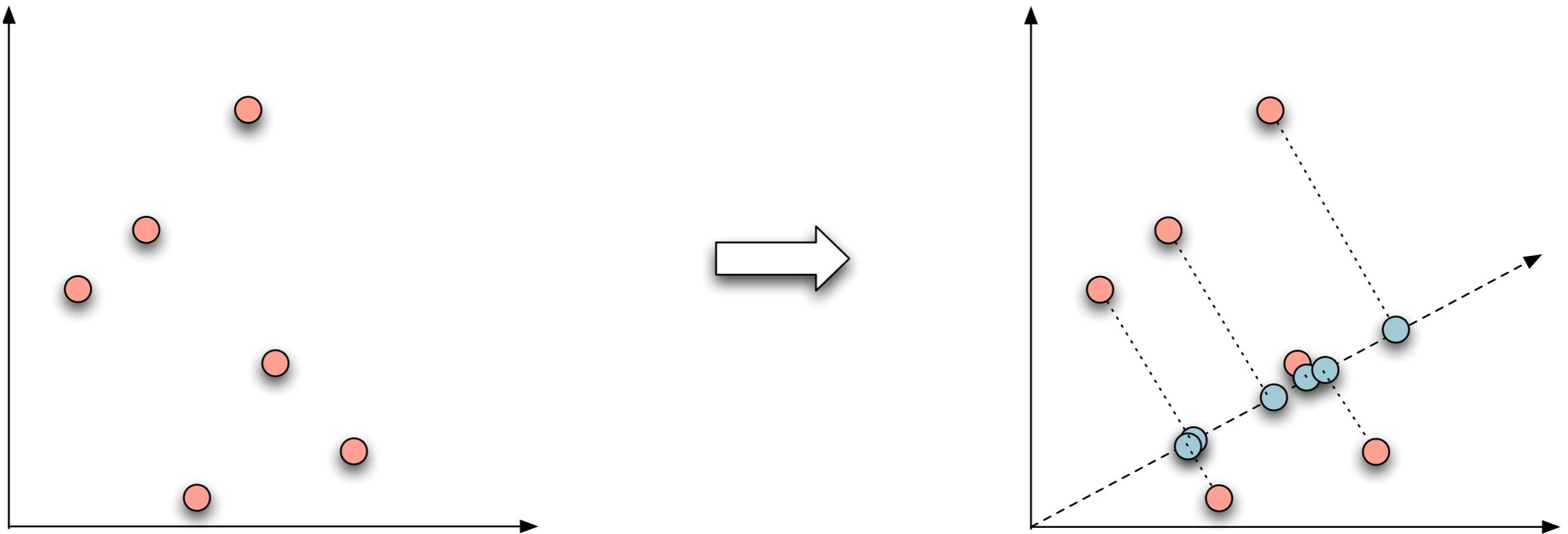
## Mathematically speaking

- Latent Semantic Indexing always **reduces** the number of dimensions



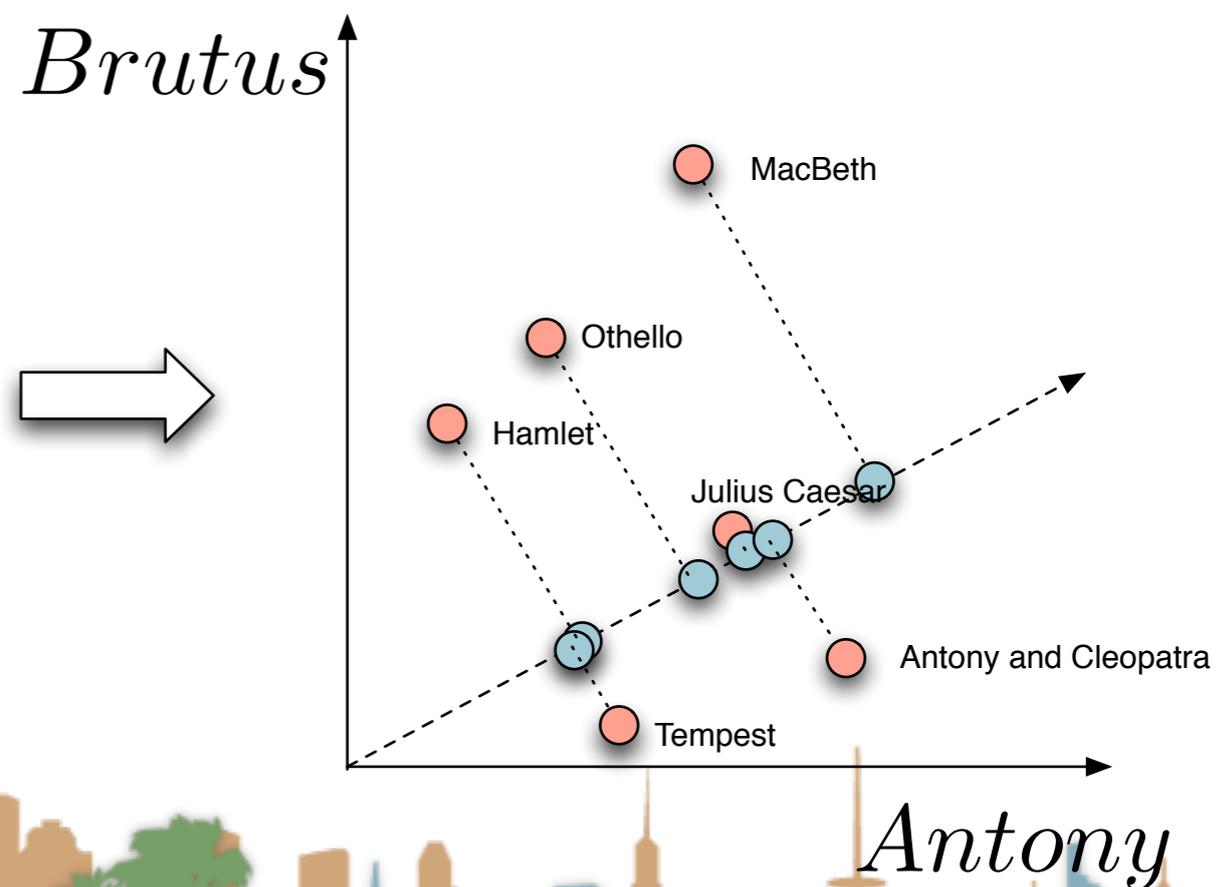
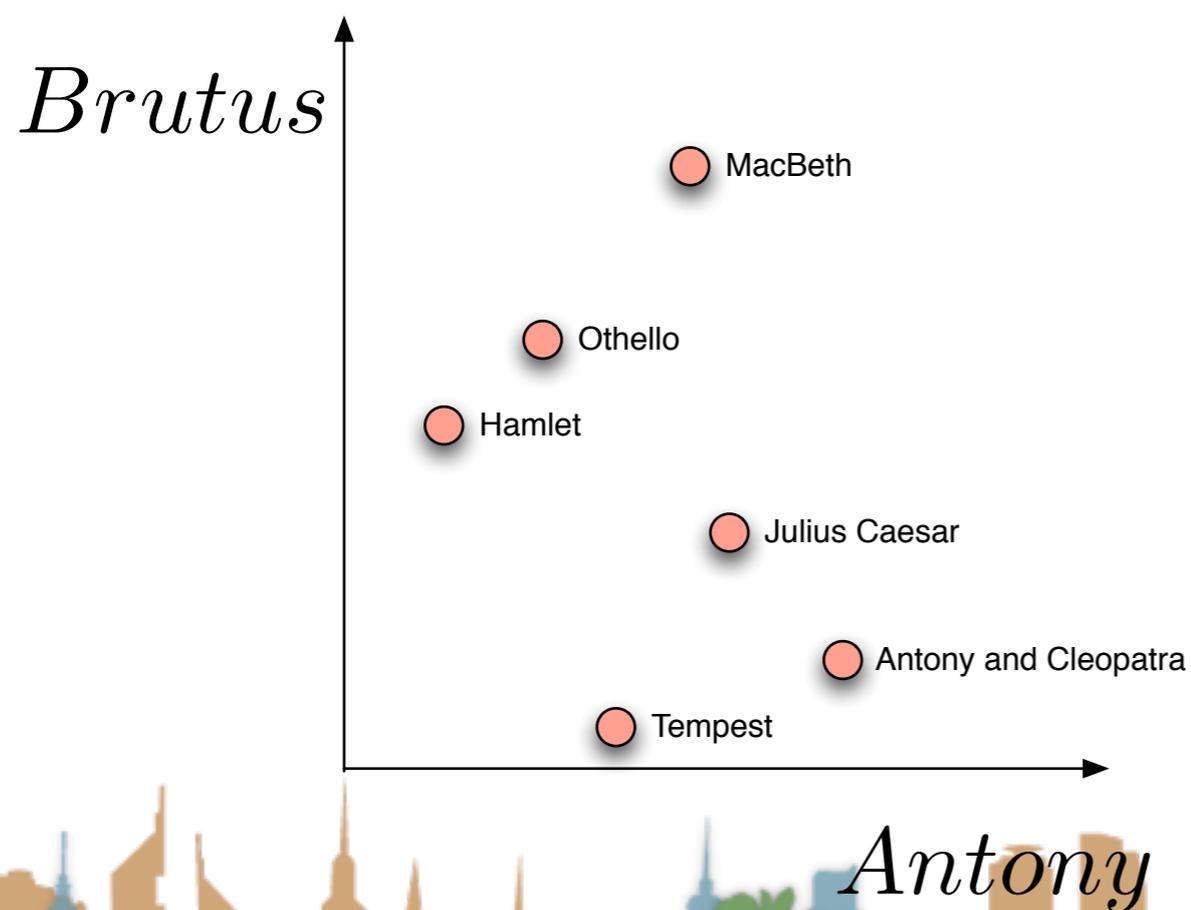
## Mathematically speaking

- Latent Semantic Indexing can project on an arbitrary axis, not just a principal axis



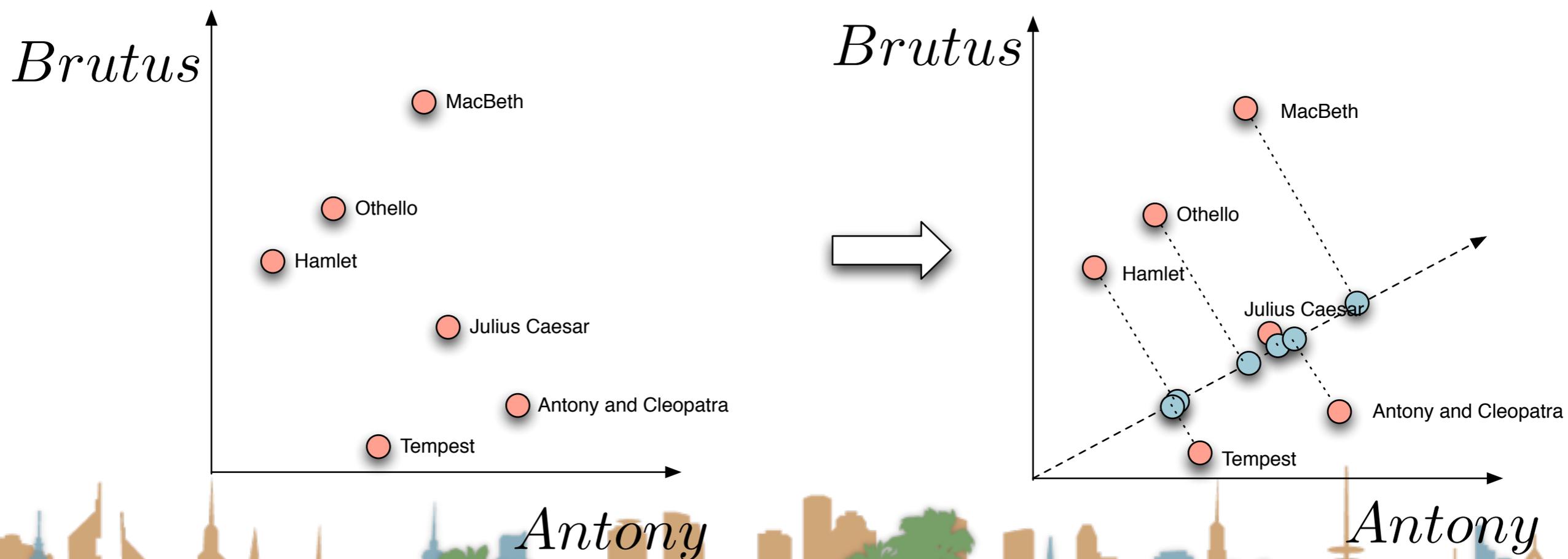
## Mathematically speaking

- Our documents were just points in an N-dimensional term space
- We can project them also



## Mathematically speaking

- Latent Semantic Indexing makes the claim that these new axes represent **semantics** - deeper meaning than just a term



### Mathematically speaking

- A term vector that is projected on new vectors may uncover deeper meanings
- For example
  - Transforming the 3 axes of a term matrix from “ball” “bat” and “cave” to
    - An axis that merges “ball” and “bat”
    - An axis that merges “bat” and “cave”
  - Should be able to separate differences in meaning of the term “bat”
  - Bonus: less dimensions is faster



## Linear Algebra Refresher

- Let  $C$  be an  $M$  by  $N$  matrix with real-valued entries
  - for example our term document matrix
- A matrix with the same number of rows and columns is called a **square matrix**
- An  $M$  by  $M$  matrix with elements only on the diagonal is called a **diagonal matrix**
- The **identity matrix** is a diagonal matrix with ones on the main diagonal

$$M=3 \quad N=5 \quad C = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ 0 & 2 & 3 & 2 & 1 \\ 1 & 0 & 0 & 1 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 0 & 2 & 3 \\ 1 & 1 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 5 & 0 & 0 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 5 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 7 & 0 \\ 0 & 0 & 0 & 0 & 0 & 2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$



## Matrix Decomposition

- Singular Value Decomposition

- Splits a matrix into three matrices

- Such that

- If

- then

- and

- and

- also Sigma is almost a diagonal matrix

$$U \quad \Sigma \quad V^T$$

$$C = U \Sigma V^T$$

$$C \text{ is } (M \text{ by } N)$$

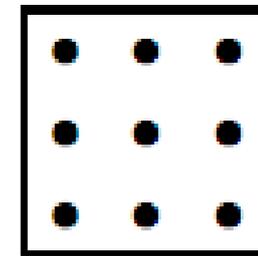
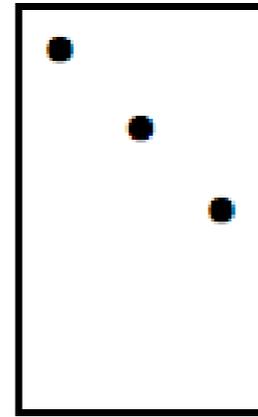
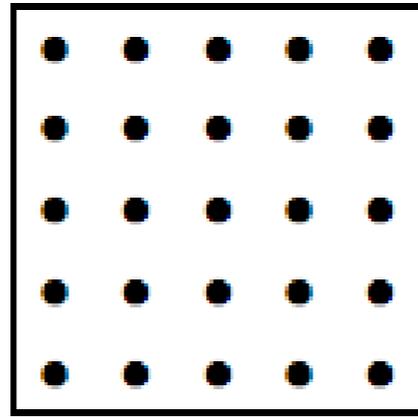
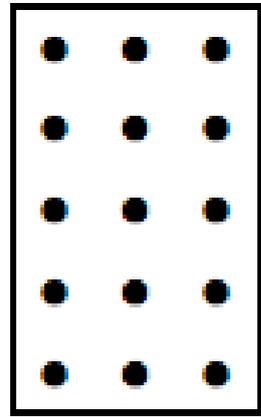
$$U \text{ is } (M \text{ by } M)$$

$$\Sigma \text{ is } (M \text{ by } N)$$

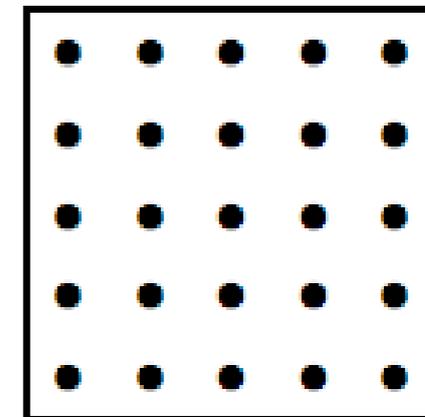
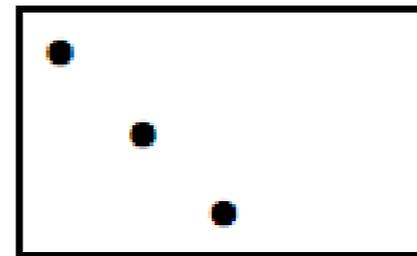
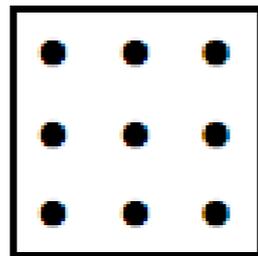
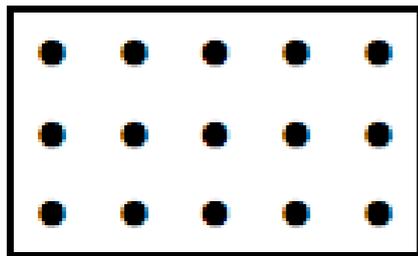
$$V^T \text{ is } (N \text{ by } N)$$



## Matrix Decomposition



$$C = U \Sigma V^T$$



## Matrix Decomposition

- Singular Value Decomposition
  - Is a technique that splits a matrix into three components with these properties.
  - They also have some other properties which are relevant to latent semantic indexing

