RECOMMENDER SYSTEMS

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What does a recommender system looks like?



IL NE CHERCHE PAS DE TRAVAIL, IL RECRUTE SON BOSS SUR CHOOSEYOURBOSS



Train

★★★☆

AllMusic Recommends These Albums For You

Based on the albums you've rated on AllMusic, we think you should give these a spin. Improve your recommendations by rating the albums below, or other albums on the site.



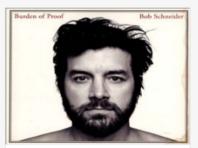








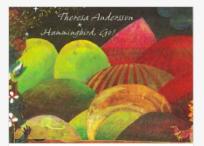


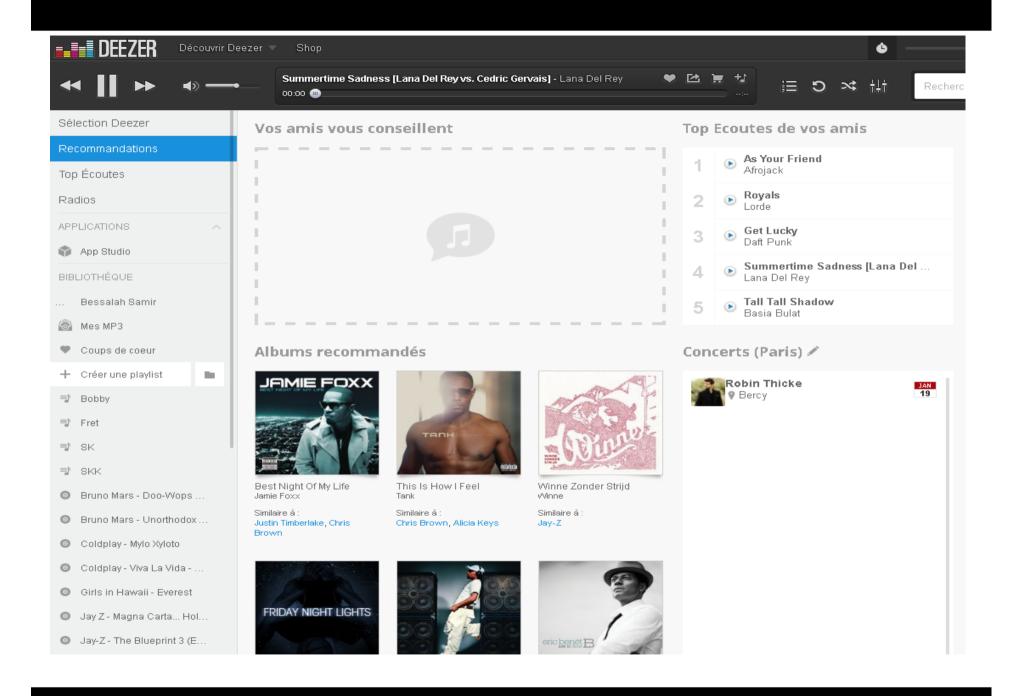




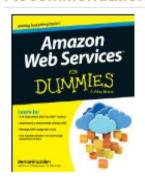








Recommendations for You in Kindle Store



Amazon Web Services For Dummies

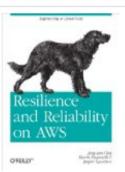
> Bernard Golden

Kindle Edition

********* (14)

\$23.33

Why recommended?



Resilience and Reliability on AWS

Jurg van Vliet, Flavia Paganelli, ...

Kindle Edition

木木木☆ (14)

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Why recommended?



Cloud Architecture Patterns: Using...

> Bill Wilder

Kindle Edition

****** (7)

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Why recommended?



Cloud Computing for Programmers

> Daniele Casal

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****** (13)

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Why recommended?



Big Data and Hadoop

WAGmob

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Why recommended?

> See more recommendations

Frequently Bought Together







Price for all three: \$228.28



Show availability and shipping details

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- The Elements of Statistical Learning: Data Mining, Inference, and Prediction, Second Edition (Springer ... by Trevor Hastie Hardcover \$75.55
- Machine Learning: A Probabilistic Perspective (Adaptive Computation and Machine Learning series) by Kevin P. Murphy Hardcover \$81.00

Customers Who Bought This Item Also Bought





Machine Learning: A Probabilistic ...

> Kevin P. Murphy

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Pattern Classification (Pt.1)

> Richard O. Duda

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Bayesian Reasoning and Machine Learning

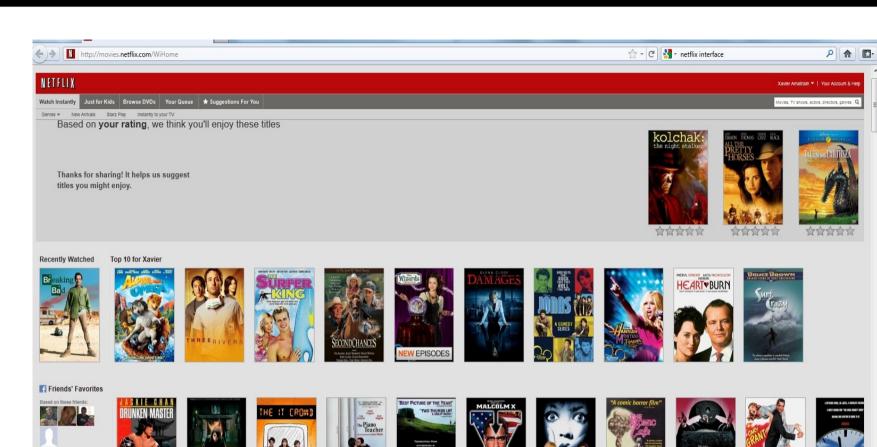
> David Barber

******(8)

Hardcover

\$59.44

Pa



W ...

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AMADEUS

Why a recommender system?

- Help choose among huge choiceof data
- Reduce cognitive load on users
- Drive business revenue
 - -Netflix: 2/3 of the movies watched are recommended
 - -Amazon: 35% sales generated via recommendations
 - -Google News: 38% more clicks (CTR) via recommender

BUT HOW IS IT DIFFERENT FROM SEARCH?

Search Engine vs Recommender System

"The Web is leaving the era of **search** and entering one of **discovery**. What's the difference?

Search is what you do when you're looking for something.

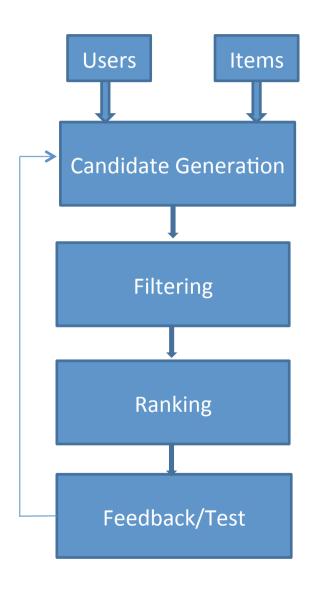
Discovery is when something wonderful that you didn't know existed, or didn't know how to ask for, finds you."

CNN Money, "The race to create a 'smart' Google" 2007

http://money.cnn.com/magazines/fortune/fortune archive/2006/11/27/8394347

How does it work?

High level view of a Rec. Sys



Identify items of interest to the user

Find already seen elements, near duplicates, clean ...

Order Recommendations, temporal, diversity, pesonalisation, infer business logic

Tracking, CTR, purchase, A/B Test, online Test, Explore/Exploit

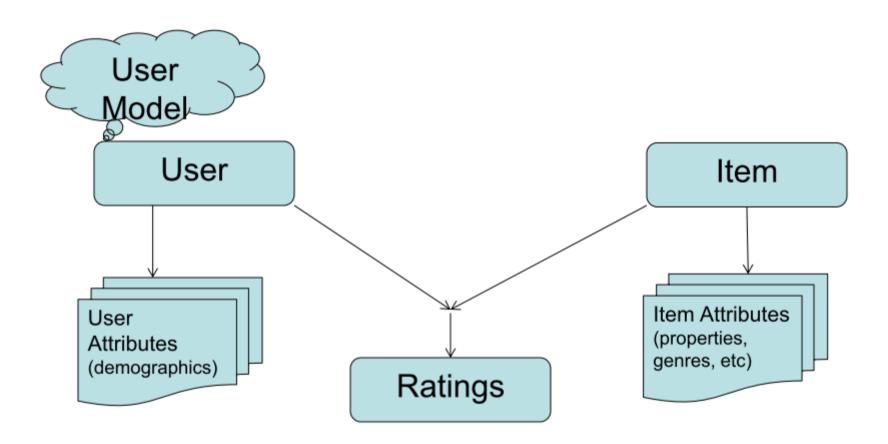
Approaches

- Non Personalized Recommendations
- Content Based Recommendations
- Neigborhood methods, beter kow as
 Collaborative Filtering. (We'll focus on this)

Hybrid approaches

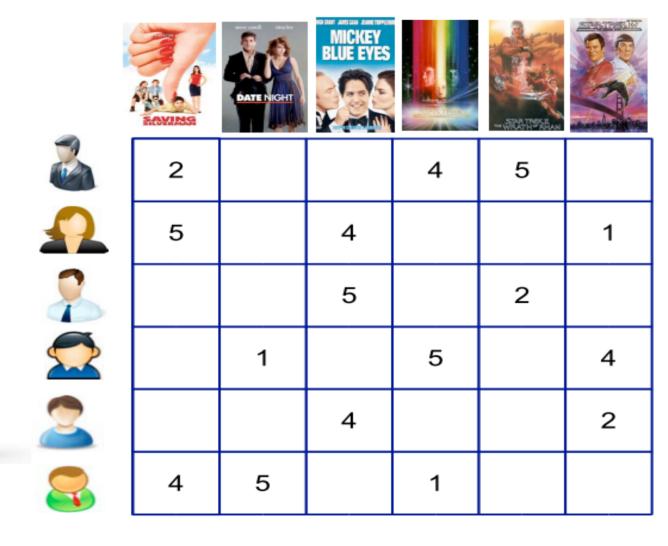
Collaborative Filtering 101

CONTEXT



- CF algorithms, infer recommendations from historical *user-item* interactions, by assuming that « Similar users tend to like similar items ».
- Two appoaches:
 - Memory based CF
 - * User based CF
 - * Item based CF
 - Model based CF (Latent factors models)
 - * Dimensionality Reduction(SVD o PCA)
 - * Matrix Factorization

User based CF example





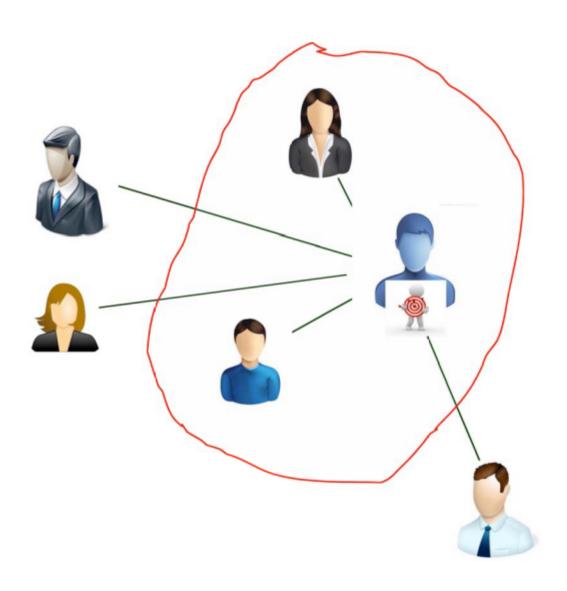


1. Identify items rated by the target user



1. Identify items rated by the target user

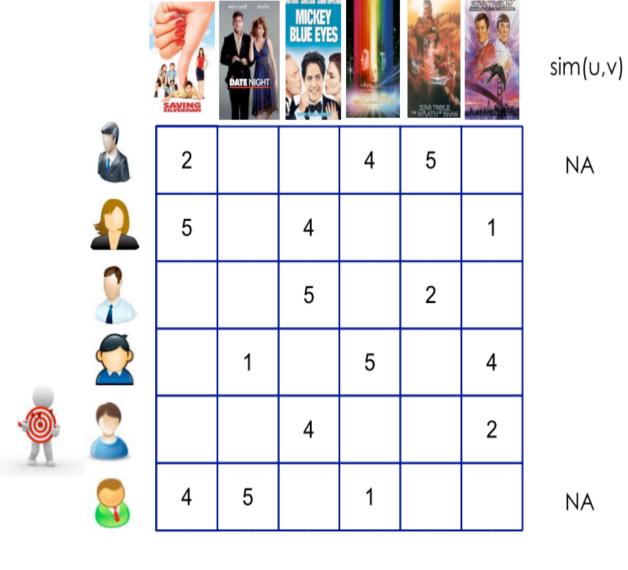
2. Find other users who rated the same items



1. Identify items rated by the target user

2. Find other users who rated the same items

3. Select the top K most similar neighbors



1. Identify items rated by the target user

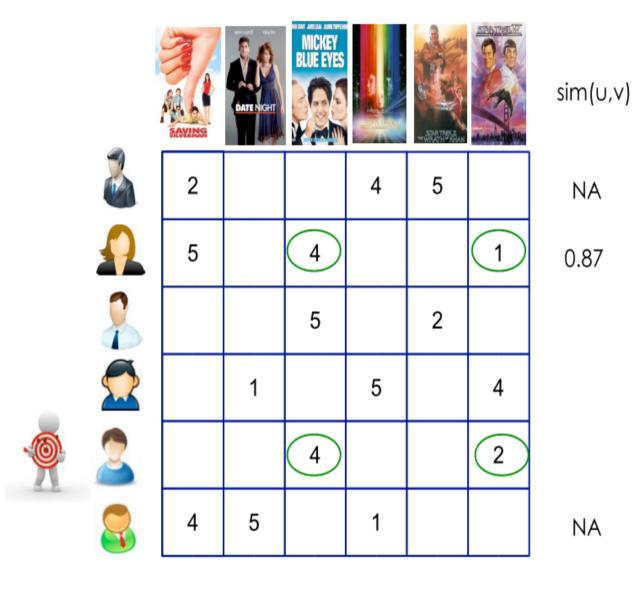
2. Find other users who rated the same items

3. Select the top K most similar neighbors

> Compute <u>Similarities</u>

NA

NA



1. Identify items rated by the target user

2. Find other users who rated the same items

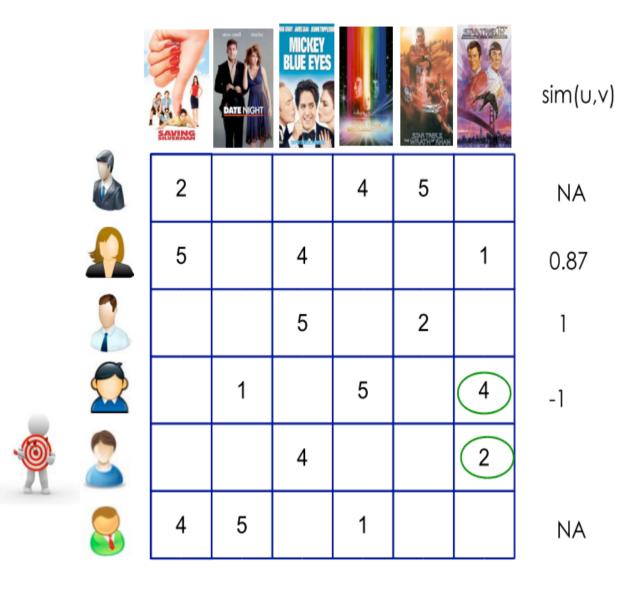
3. Select the top K most similar neighbors

Compute Similarities between neighbors

NA

NA

0.87



1. Identify items rated by the target user

2. Find other users who rated the same items

3. Select the top K most similar neighbors

Compute Similarities between neighbors

NA

-1

NA

0.87

	PANIVAR	DATE NIGHT	MICKEY BLUE EYES	9 3		
	2			4	5	
₽ .	5		4			1
			5		2	
		1		5		4
2	3.51*	3.81*	4	2.42*	2.48*	2
	4	5		1		

- 1. Identify items rated by the target user
- 2. Find other users who rated the same items

sim(u,v)

NA

0.87

-1

NA

- 3. Select the top K most similar neighbors
- 4. Predict Rating of the target user based on unrated items

Target user u, ratings matrix Y

 $y_{v,i} \rightarrow rating by user v for item i$

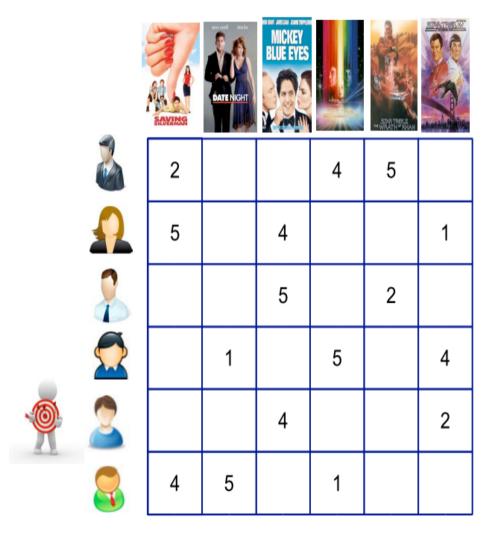
Similarity Pearson r correlation sim(u,v) between users u & v

$$sim(u,v) = \frac{\sum_{i \in I_{uv}} (y_{u,i} - \hat{y}_u)(y_{v,i} - \hat{y}_v)}{\sqrt{\sum_{i \in I_{uv}} (y_{u,i} - \hat{y}_u)^2 \sum_{i \in I_{uv}} (y_{v,i} - \hat{y}_v)^2}}$$

Predicted rating $y^*(u,i)$

$$y^*(u,i) = \hat{y}_u + \frac{\sum_{j \in I_{y_{*j} \neq 0}} sim(v_j, u)(y_{v_j, i} - \hat{y}_{v_j})}{\sum_{j \in I_{y_{*j} \neq 0}} |sim(v_j, u)|}$$

Item based CF example



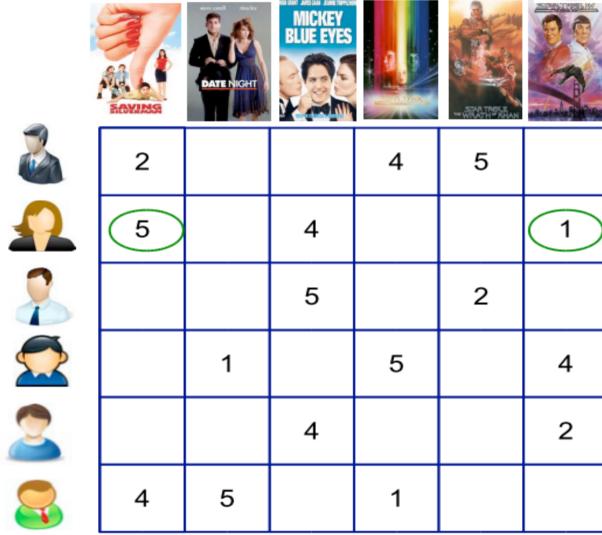
Goal: Predict users rating for an item based on their ratings for other items

- Identify the set of users who rated the target item
- 2. Find neighboring items
- 3. Compute similarities
- Select top K similar items (Rank)
- 5. Predict rating for the target

Detect Neighbors







sim(i,j)

-1



























SILVERMAN	San San		CALL DAY	- WILLIAM	AND DESCRIPTION
2			4	5	
5		4			1
		5		2	
	1		5		4
		4			2

sim(i,j)

_ ^

-

5



SAVINS	DATE NIGHT	MICKEY BLUE EYES	2000 11400	- WITCH THE W	90
2			4	5	
5		4			1
		5		2	
	1		5		4
		4			2
4	5		1		

sim(i,j)

-1

- 1

0.86



	SOVIMS	CATE NIGHT	MICKEY BLUE EYES	Sont Trees		
	2			4	5	
	5		4			1
3			5		2	
		1		5		4
2			4			2
	4	5		1		

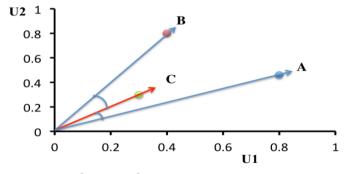
sim(i,j) -1 -1 0.86 1

	SAVIMS	DATE NIGHT	MICKEY BLUE EYES	A STATE OF THE STA		
	2			4	5	2.94*
1	5		4			1
3			5		2	2.48*
		1		5		4
2			4			2
	4	5		1		1.12*
Դ(i,j)	-1	-1	0.86	1	NA	

sim(i,j) -1

Similarities Computations

- Pearson Similarity: Doesn'take into account user ratings bias
- Cosine Similarity: Item are represented vector ove user space. Similarity is the cosine of angle betwee two vectors: -1<=Sim(i,j) <=1



Other similarities measures : Jaccard index,
 Magnitude aware measure ...

Ranking

- Balance between popularity and predicted ranking.
- Predicted ranking: « Learning to Rank »
- Use a ranking function

$$f_{rank}(u,v) = w_1 p(v) + w_2 r(u,v) + b$$



Popularity

Challenges

- Data sparsity: Users rarely clicks, rate or buy
- Cold Start Poblem
- Harry Potter problem : correlations can be odious
- Long tail recommendations: lesser known items

Model based recommenders

- Learn models from latent factors (underlying poperties of data) rather from heuristics
- Try to identify inter-relationships between between variables
- Clustering
- Dimensionality reduction (SVD)
- Matrix Factorization

Dimensionality Reduction

- Generalize movies into latent semantics characteristics :
- Reduces dimensions and improve scalability
- Reduce Data sparsity and improves prediction accuracy
 - e.g User who likes « Star Trek» also likes « Star Gate » ...

Latent factor : Sci-fi, novel based ...

Singular Value Decomposition

Single value decomposition takes a (m x n) matrix and produces three matrices:

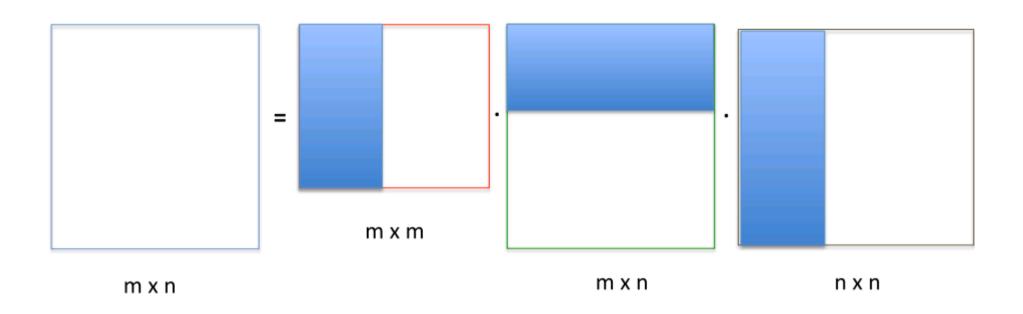
S: a (m x n) diagonal matrix with non-negative numbers

U: a (m x m) matrix

V: a (n x n) matrix

$$M = U \cdot S \cdot V^T$$

Matrix Decomposition

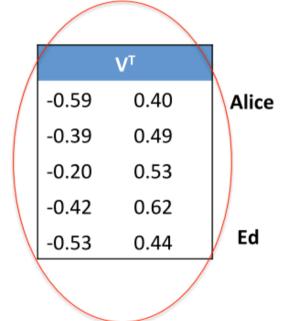


Apply SVD – example contd.

- SVD collapses the matrix to a smaller matrix retaining important features
- Pick k dimensions and chop off the matrixes

		U	
/	-0.59	0.37)
	-0.17	0.13	
	-0.36	0.016	
	-0.31	0.51	
\setminus	-0.5	-0.03	
	-0.47	-0.75	

S			
12.65	0		
0	5.77		



We have reduced our dataset to a 2-dimensional space!

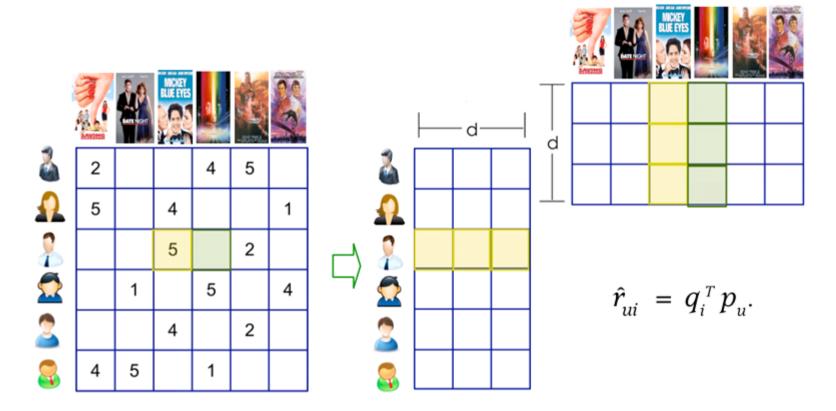
Finding Recommendations

- A user X comes in with some ratings in the original feature space : [0, 0, 2, 0, 4, 1]
- Map it to k-dimensional vector

$$B = B^T \cdot U \cdot S^{-1}$$

- $X \rightarrow [-0.25, -0.15]$
- Note this is similar to the problem we solved earlier using cosine similarity

Matrix Factorization



For a given user u, p measure the extent of interest the user has in items that are high on the corresponding factors. R captures the interaction user-item .

Mahout Recommenders

- Two types of recommenders:
 - Single Machine Recommenders:

Based on the Taste Framework , focus mostly on neighborhood methods :

Recommender encapsulates algorithms, and **DataModel** handle interaction with data.

E.g: SVDPlusPlusFactorizer, ALSWRFactorizer, ...

Parallel Recommenders: RowSimilarityJob,
 ItemSimilarityJob, RecommenderJob, strongly tied to hadoop

Exemple:

Run it

- User Id: 1001
 Recommende Item Id 9010. Strength of the preference: 8.699270
 Recommende Item Id 9012. Strength of the preference: 8.659677
 Recommende Item Id 9011. Strength of the preference: 8.377571
 Recommende Item Id 9004. Strength of the preference: 1.000000
 User Id: 1002
 Recommende Item Id 9012. Strength of the preference: 8.721395
 Recommende Item Id 9010. Strength of the preference: 8.523443
 Recommende Item Id 9011. Strength of the preference: 8.211071
 User Id: 1003
 Recommende Item Id 9012. Strength of the preference: 8.692321
 Recommende Item Id 9010. Strength of the preference: 8.613442
 Recommende Item Id 9011. Strength of the preference: 8.613442
 Recommende Item Id 9011. Strength of the preference: 8.303847
 User Id: 1004
- User Id: 1005
- No recommendations for this user.
- User Id: 1006
- No recommendations for this user.

No recommendations for this user.

On Hadoop

```
hadoop - jar mahout-core-0.8-job.jar
org.apache.mahout.cf.taste.hadoop.cf.item.RecommenderJob
-- booleanData
-- similarityClassname SIMILARITY_LOGLIKELIHOOD
-- output output
-- input input/data.dat
```

Evaluate a Recommender

- How to know if a recommender is good?
 - -Compare implementations, play with similarity measures
 - Test your recommenders : A/B Testing, Multi Armed Bandits
- Business metrics
 - Does your recommender leads to increase value (CTR, sales, ..)
- Leave one out
 - Remove one preferences, rebuild the model, see if recommended
 - Cross validation, ...
- Precision / Recall
 - Precision: Ratio of recommended items that are relevant
 - Recall: Ratio of relevant items actually recommended

Diversity / Serendipity

- Increase Diversity / Novelty
 - As items comes in remove the ones too similar to prior recommendation
 - Play with ranking to randomize Top K
- Increase Serendipity
 - Downgrade too popular items ...