



Implemented Methods

Rating Prediction

- averages: global, user, item
- linear baseline method by Koren and Bell
- k-Nearest Neighbor (kNN):
 - based on user or item similarities
 - using collaborative or attribute (content) data
 - different similarity measures
- (Biased) matrix factorization

Item Prediction

- Random
- Most Popular Item
- Singular Value Decomposition (SVD)
- k-Nearest Neighbor (kNN):
 - based on user or item similarities
 - using collaborative or attribute (content) data
- Weighted Regularized Matrix Factorization (WR-MF)
- Matrix Factorization Optimized for Bayesian Personalized Ranking (BPR-MF)



Download

Get the code here:

<http://gitorious.org/mymedialite>

Contact

We would like to get feedback (suggestions, bug reports, etc.) about MyMediaLite. To contact us, send an e-mail to

mymedialite@ismll.de

Acknowledgements

MyMediaLite was developed by Zeno Gantner, Steffen Rendle, and Christoph Freudenthaler at University of Hildesheim.



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MyMediaLite – Recommender System Algorithm Library



Machine Learning Lab

Pre-release at ACM RecSys in Barcelona

MyMediaLite is a lightweight, multi-purpose library of recommender system algorithms. It addresses the two most common scenarios in collaborative filtering: rating prediction (e.g. on a scale of 1 to 5 stars) and item prediction from implicit feedback (e.g. from clicks or purchase actions).

<http://gitorious.org/mymedialite>



Recommendation Tasks Addressed

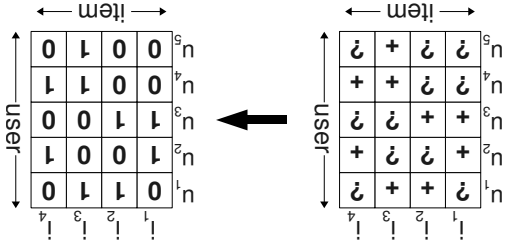
Rating Prediction

Popularized by systems like MovieLens, Netflix, or Jester, this is the most-discussed collaborative filtering task in the recommender systems literature. Given a set of ratings, e.g. on a scale from 1 to 5, the goal is predict unknown ratings.

		Alice	Ben	Christine
		5		4
The Usual Suspects	3	4		3
American Beauty		??		1
The Godfather		2		
Road Trip				

Item Recommendation from Implicit Feedback

Getting ratings from users requires explicit actions from their side. Much more data is available in the form of implicit feedback, e.g. whether a user has viewed or purchased a product in an online shop. Very often this information is positive-only, i.e. we know users like the products they buy, but we cannot easily assume that they do not like everything they have not (yet) bought.



Target Groups

Researchers

- Don't waste your time implementing methods if you actually want to study other aspects of recommender systems!
- Use the engines as baseline methods in benchmarks.
- Use MyMediaLite's infrastructure as an easy starting point to implement your own methods.

Developers

- Add recommender system technologies to your software.

Students

- See how typical recommender system methods are implemented.
- Use MyMediaLite as a basis for your school projects.



MyMediaLite's Features

- Dozens of different recommender engines (see list on this flyer),
- methods can use collaborative and attribute/content data,
- support for on-line updates to most models,
- evaluation routines for rating and item prediction; quality measures MAE, RMSE, AUC, prec@N, NDCG
- command line tools that read a simple text-based input format.
- Written in C#, for the .NET platform; runs on every architecture where Mono works: Linux, Windows, Mac OS X
- Free/Open Source software, distributed under the terms of the GNU General Public License (GPL)