



# Recommender system meets causality learning

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#### Outline

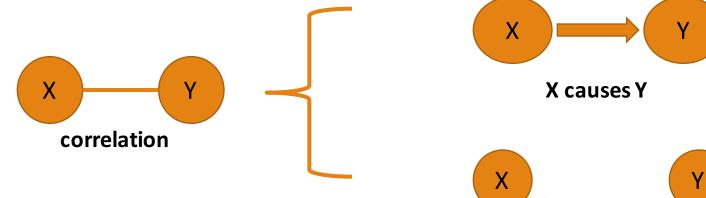
- 1. Research Interests
- 2. Four Recent Works
- 3. Other Experiences
- 4. Current Works

#### Research Interests

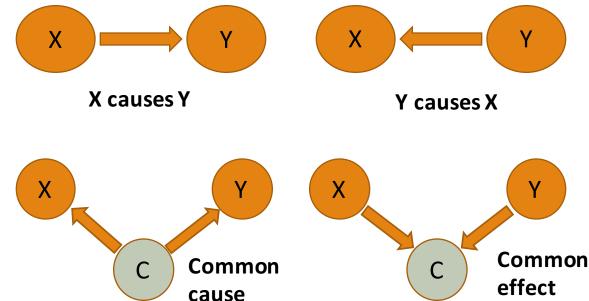
- Recommender systems
  - Widely applied in real applications to predict user behaviors.
  - A hot research area but many issues need further explored.
- Causal inference (causality learning)
  - Explore causation rather than correlation between variables.
  - An emerging and promising research direction in machine learning.

#### A Brief Intro to Causal Inference

- > correlation == causation.
  - Four types of relations that correlation can not tell.



Predicting P(Y|X) with correlation has drawback!



#### A Brief Intro to Causal Inference

- > Characteristics:
  - prefer P(X,Y) than p(Y|X) because X may be domain specific, changing, or suffering from selection bias.
  - care more about the design of metrics.
- Barriers between theory to practice in big data.
  - Causal Markov assumption & causal faithfulness assumption -- too strong.
  - conditional independence -- computational Inefficiency.

### Causal Thinking in Recommendations

- Some points are ignored by traditional RecSys:
  - 1. heterogeneous users.
  - 2. asymmetric relations among products.
  - 3. causal process of user behavior.
  - 4. what are the true effects of recommender systems?

### Causal Thinking in Recommendations

Pros of Recommendations + Causal inference

- more reasonable and explainable.
- provide unbiased predictions.
- human prior knowledge can be incorporated.

### My Four Recent Works

- My research methodology.
  - Explore the common potential issues behind the "main trends."
  - Combine causal knowledge into recommender systems to make them more reasonable and explainable.
  - Prefer extensible techniques & models.

#### Background

- Utilizing auxiliary information (text, pictures, social relations) to build Recsys becomes a trend.
- However, most previous works ignore that the quality of data is uneven (e.g., ratings & reviews).

#### Intuition

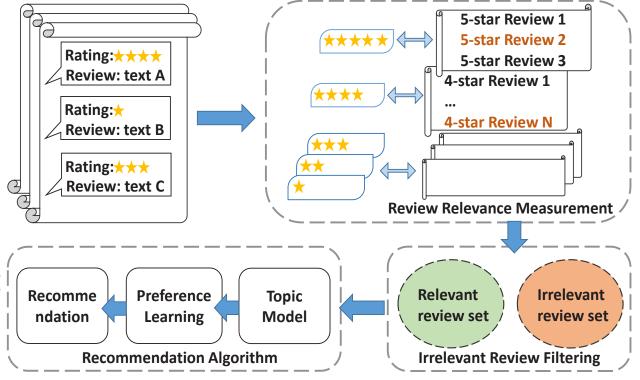
- Consistency: reviews of a product with same ratings will share some similarities on semantic meaning and word usage.
- Classify reviews in an unsupervised way.

#### > IRF-Rec model:

We combine the ideas of text classification and latent factor model for recommendation.

Main procedures:

- a) Review relevance measurement
- b) Irrelevant review filtering
- c) Recommendation algorithm



#### a). Review relevance measurement

- Implemented via a combination of two Fisher Kernels: one for topic-level similarity and one for word-level similarity.
- Pros: can process variable length reviews.

#### b). Irrelevant review filtering

- One-class SVM with aforementioned Fisher Kernel.
- Pros: can filter different types of irrelevant reviews.

#### c). Recommendation algorithm

- Two strategies to utilize irrelevant reviews:
  - 1) utilize the reviews and ratings with a lower weight;
  - 2) abandon them.
- Reviews are learned for user and item features via topic modeling.
- Ratings are utilized as follows (the weight c):

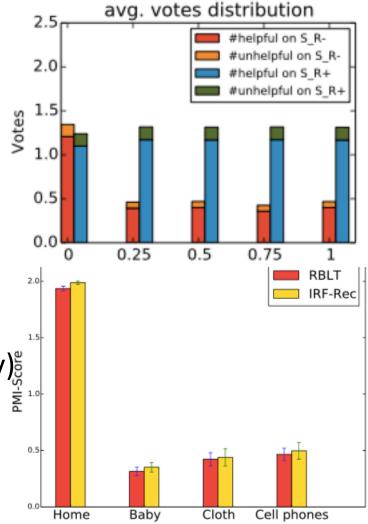
$$min_{b^*,p^*,q^*} \sum_{(u,i)\in R^+} (r_{u,i} - \hat{r}_{u,i})^2 + \sum_{(u,i)\in R^-} c(r_{u,i} - \hat{r}_{u,i})^2 + \Omega.$$

$$\Omega = \lambda_1(b_u^2 + b_i^2) + \lambda_2(\|q_u\|^2 + \|p_i\|^2).$$

#### IRF-Rec effectiveness (tested on 4 Amazon datasets).

- Classification performance:
- Helpful votes. relevant: irrelevant reviews = 3.26:1
- Topic coherence. PMI-score improvement: + 5.4%
- Recommendation performance:
- Recall@10 IRF-Rec vs best baseline +14.03%.
- Recall@50 IRF-Rec vs best baseline +7.02%.

(Note that the best baseline assumes data is of equal quality)



- > Conclusions.
  - data quality prioritizes data quantity in some sense.
  - unsupervised method
- > Possible extensions.
  - consistency among multi aspects of user generated content (pic, tag, link ...).

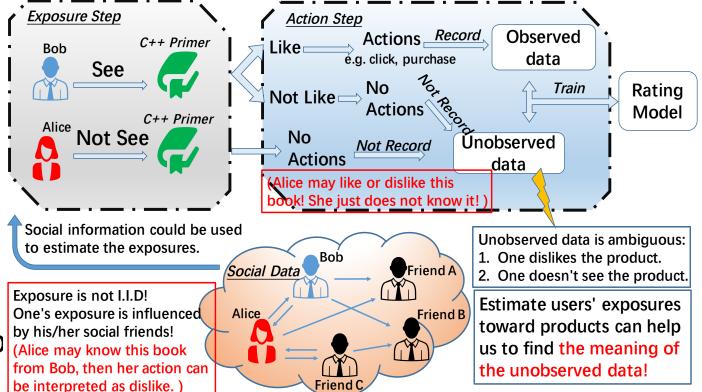
#### Background

- Previous social recommendations assume "similar preferences among social friends."
- The assumption is too strong in reality.

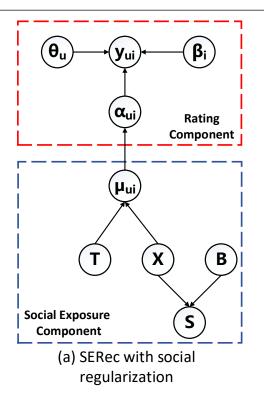
#### > Intuition

- We get information through friends.
- They influence our exposures towards products.

- ➤ A causal procedure for Rec
  - User have to first seen the products. (Exposure step)
  - Then they have a chance to take action on the products. (Action step)
- Usage of social information
  - utilize it in exposure step (Alice may know this book from Bob, then her action composition of the interpreted as dislike.)



- SERec Model
  - two components: 1) modeling social exposure 2) predict ratings.
  - two implementations of social exposure:
    - 1) social regularization and
    - 2) *social boosting*.
  - modular and scalable.



(b) SERec with social boosting

Rating

Component

 $\Phi(S)$ 

 $(\boldsymbol{\theta}_{i})$ 

Social Exposure Component

#### • Rating Component: the log joint probability of exposures $\alpha_{ui}$ and click $y_{ui}$ for user u and item i is:

 Social Regularization: set the X as a shared variable.

$$\mathcal{L}_{sr} = \sum_{ui} (X_u^T T_i + \gamma_i - \mu_{ui})^2 + \lambda_{sr} \sum_{uk} (X_u^T B_k - S_{uk})^2 + \lambda_x ||X_u||^2 + \lambda_t ||T_i||^2 + \lambda_b ||B_k||^2 + \lambda_\gamma ||\gamma_i||^2,$$

 $log p(\alpha_{ui}, y_{ui} | \mu_{ui}, \theta_u, \beta_i, \lambda_y^{-1})$   $= Bernoulli(\alpha_{ui} | \mu_{ui}) + \alpha_{ui} log \mathcal{N}(y_{ui} | \theta_u^T \beta_i, \lambda_y^{-1})$   $+ (1 - \alpha_{ui}) log \coprod [y_{ui} = 0]$ 

• **Social Boosting**: a consumer's knowledge of products is boosted by his/her friends.

$$\mu_{ui} = e_{ui} + \Phi(S),$$

$$\Phi(S) = \sum_{f \in Friends(u)} s \cdot \mu_{fi},$$

where  $e_{ui}$  is the inner exposure;  $\Phi(S)$  is the social exposure.

#### ➤ Model Performance

- significant improvements (tested on four public datasets).
- SERec vs best baseline: Recall@10 <u>+28.60%</u>, NDCG@100 <u>+24.36%</u>
- SERec vs traditional social recsys: Recall@10  $\pm 111.42\%$ , NDCG@100  $\pm 102.37\%$

Effectiveness of models								
Dataset	Metrics	baseMF	RSTE	TrustMF	WMF	ExpoMF	$SERec_{regular}$	$SERec_{boost}$
	recall@10	0.0004	0.0045	0.0731	0.1206	0.1483	0.2117	0.2159
Lastfm	recall@50	0.0013	0.0199	0.1898	0.3081	0.3357	0.3990	0.4381
	MAP@100	0.0001	0.0018	0.0208	0.0406	0.0366	0.0501	0.0527
	NDCG@100	0.0008	0.0131	0.1261	0.2385	0.2200	0.2937	0.3102

#### > Conclusions

- Online social friends probably share information in exposures rather than preferences.
- SERec is modular and scalable.
- User exposure modeling is a promising approach to the selection bias. (i.e., the missing problem.)

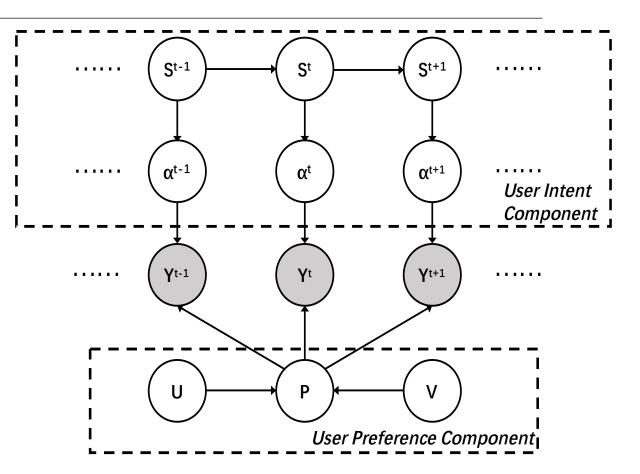
- Background
  - The data in Recsys is missing not at random (MNAR).
  - The missing data is a mix of negative and unknown feedback.
  - Current missingness mechanisms are static.
- > Intuition
  - Data is missing dynamically.
  - The asymmetric relations among products can be utilized.

#### An intuitive example:

- The relation between phone and phone accessories is asymmetric.
- A high chance of purchase indicates a low missingness probability



- > H4MF framework
  - model dynamic missingness via latent variables "user intent" (S)
  - HMM + MF



#### > Further constraints on items

- Currently all missingness variables share the symmetric Beta priors
- Inner constraint and outer constraint
- Goal:

$$a_{\text{new}}^d \leftarrow a_{\text{ini}}^d + \sigma_j^d \lambda_{\text{Inner}} + \omega_j^d \lambda_{\text{Outer}}, \ b_{\text{new}}^d \leftarrow b_{\text{ini}}^d + \lambda_{\text{Inner}} + \lambda_{\text{Outer}}, d \in \{1, ..., D\}$$

$$\omega_j^d = \frac{\text{\#records of item } j \text{ under user intent } d}{\text{\#total records of item } j}$$

$$\sigma_j^d = \frac{\text{\#records of item } j \text{ under user intent } d}{\text{\#total records under user intent } d}$$

#### Parameter Inference

- EM-MAP
- Gibbs sampling for {S}
- M-step: gradient descent

#### **Experimental Result**

• H4MF<sub>c</sub> vs best baseline:

HR@10 +16.74%,

NDCG@10 +19.33%

Effectiveness of models							
Dataset	Metrics	PMF	FPMC	WMF	ExpoMF	H4MF	$H4MF_c$
	HR@10	0.0031	0.0021	0.1251	0.1230	0.1317	0.1569
MovieLens-100K	HR@50	0.0296	0.0212	0.3968	0.3478	0.3990	0.4347
	NDCG@10	0.0011	0.0007	0.0501	0.0616	0.0583	0.0779
	NDCG@50	0.0066	0.0046	0.1203	0.1101	0.1205	0.1367

- > Interpretations of user intents
  - Currently all missingness variables share the symmetric Beta priors

User Ir	ntent 1	User Intent 2		
Movie Name	Genres	Movie Name	Genres	
Pulp Fiction	Crime, Drama	1. Little City	Comedy, Romance	
2. Fargo	Crime, Drama, Thriller	2. The Whole Wide World	Drama	
<ol><li>Star Wars</li></ol>	Action, Adventure, Sci-Fi, War	3. Maya Lin: A Strong Clear Vision	Documentary	
4. The Full Monty	Comedy	4. Savage Nights	Drama	
<ol><li>Contact</li></ol>	Drama, Sci-Fi	<ol><li>Beat the Devil</li></ol>	Comedy, Drama	
<ol><li>The English Patient</li></ol>	Drama, Romance, War	6. Ill Gotten Gains	Drama	
<ol><li>Four Weddings and a Funeral</li></ol>	Comedy, Romance	7. Withnail and I	Comedy	
8. The Fugitive	Action, Thriller	8. The Inkwell	Comedy, Drama	
<ol><li>The Princess Bride</li></ol>	Action, Adventure, Romance	<ol><li>Fast, Cheap &amp; Out of Control</li></ol>	Documentary	
<ol><li>Raiders of the Lost Ark</li></ol>	Action, Adventure	10. Carrington	Drama, Romance	

Table 3: Top 10 recommendations for one user on Movielens-100K under two user intents.

#### > Conclusions

- H4MF framework is interpretable.
- reveal more understandings of user behaviors.
- user exposure modeling is a promising method to selection bias.

#### Background

- Current recommendation ensembles train a global model.
- User heterogeneity is ignored, which may lead to user skewed problem.
- Personalized ensemble is costly.

#### > Intuition

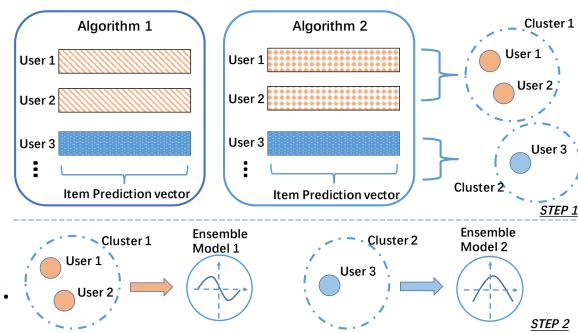
- learning ensemble for one user can be seen as a task.
- Clustered Multi-task learning.

- User skewed prediction problem.
  - The model with the best average predictive accuracy will leave meaningful subsets of users/items modeled significantly worse than other subsets.
  - An experimental trial on MovieLens-100.

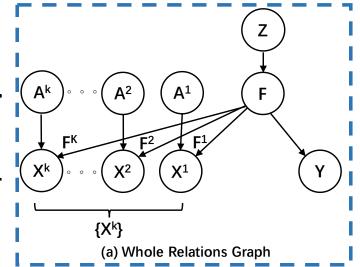
Traditional evaluation	MSE (All users)
KNN	0.9310
MF	0.8806

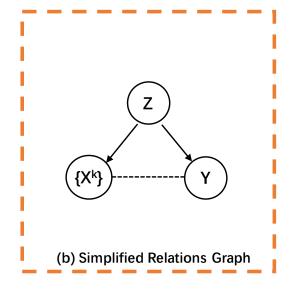
MSE (user level)	KNN wins MF (46.8% users)	MF wins KNN (53.2% users)
KNN	0.7157 ± 0.3187	1.1791 ± 0.5190
MF	1.1992 ± 0.5431	0.6705 ± 0.2729

- Basic assumption
  - User heterogeneity is ignored, which may lead to Simpson's paradox.
  - Personalized ensemble is costly.
- Intuition
  - learning ensemble for one user can be seen as a task.
  - Clustered Multi-task learning.



- > UREC Model.
  - user hidden types Z, user features F, rec- algorithms A, and user-item rating matrix Y.
  - For heterogeneous users,
     P(Y|X<sup>K</sup>,z) may be different for different z.
  - Procedures: 1) divide users in groups. 2) learn ensemble strategies in groups.





- One implentation.
  - clustering: K-means with a customized distance func:

Let 
$$\mathbf{m^k_i}$$
 be the perforn  $d_{Final}(i,q) = \frac{\sum_{k=1}^K \frac{m_i^k + m_q^k}{2} d_{iq}^k}{\sum_{k=1}^K \frac{m_i^k + m_q^k}{2}}.$  on user  $\mathbf{i}$ .

users within each group share similar parameters

$$L(W) = \sum_{i=1}^{N} l(w_i^T X_{i*}^K, Y_{i*}) + \Omega(W),$$
  

$$\Omega(W) = \alpha \sum_{z=1}^{Z} \sum_{v \in \mathbb{I}_z} ||w_v - \bar{w}_z||^2 + \beta \sum_{z=1}^{Z} ||\bar{w}_z||^2,$$

- > An approximation implementation. (handle new users)
  - Relax the regularization component with spectral functions of matrices and transforms to a convex problem.

$$\Omega(W, F) = \alpha(\text{Tr}(W^T W) - \text{Tr}(F^T W^T W F)) - \beta \text{Tr}(W^T W),$$

$$\Omega_{appr}(W, M) = \alpha \eta (1 + \eta) \text{Tr}(W(\eta I + M)^{-1} W^T),$$

optimize parameters with alternating optimization algorithm.

- Experimental results.
  - UREC vs Stacking<sub>one</sub>: MAE -1.56%, RMSE -1.86%
  - UREC vs SVD++: MAE -6.26%, RMSE -6.10%

Effectiveness of models								
Dataset	Metrics	KNN	LFM	SVD++	Stacking <sub>one</sub>	Stacking <sub>user</sub>	$UREC_{appr}$	UREC
MovieLens-100K	MAE	0.7594	0.7329	0.7272	0.7274	0.7340	0.7257	0.7228
	RMSE	0.9649	0.9289	0.9212	0.9214	0.9322	0.9226	0.9190
MovieLens-1M	MAE	0.7325	0.6869	0.7006	0.6038	0.6027	0.5975	0.5837
WIOVIELEIIS- IIVI	RMSE	0.9221	0.8735	0.8854	0.7779	0.7706	0.7657	0.7514
Epinions	MAE	0.8570	0.8399	0.8219	0.8124	0.8157	0.8116	0.8064
	RMSE	1.1466	1.1192	1.0832	1.0723	1.0705	1.0677	1.0514

- A real-life example of Simpson's paradox with kidney stone treatments.
- Current recommendation ensembles train a global model.
  - User heterogeneity is ignored, which may lead to Simpson's paradox.
  - Personalized ensemble is costly.
- user skewed prediction
  - learning ensemble for one user can be seen as a task.
  - Clustered Multi-task learning.

	Treatment A	Treatment B
Small stones	Group 1 93% (81/87)	<i>Group 2</i> 87% (234/270)
Large stones	Group 3 73% (192/263)	Group 4 69% (55/80)
Both	78% (273/350)	83% (289/350)

- > Conclusions.
  - UREC vs Stacking<sub>one</sub>: MAE -1.56%, RMSE -1.86%
  - UREC vs SVD++: MAE -6.26%, RMSE -6.10%

#### Possible extensions/insights to industry:

factorize user behavior into user preference + user intent.

A/B testing, more reasonable metrics

### Gains beyond Papers

- > Efficiency.
  - Code choice: Python -> Cython -> C++ (openmp)
  - speed 30X faster
  - optimization algorithm sgd, compressed
- Learning from other domains.
  - Explore the common potential issues behind the "main trends".

### Other Experiences

- Project.
  - Explore the common potential issues behind the "main trends".
  - Combine causal knowledge into recommender a.
- Data mining competitions.
  - Explore the common potential issues behind the "main trends".

#### **Current Works**

- > New metrics.
  - Explore the common potential issues behind the "main trends".
- > Find asymmetric relations among products.
  - Explore the common potential issues behind the "main trends"
- Reinforcement learning + personalized ranking
  - Explore the common potential issues behind the "main trends".

#### Thanks for Listening

Questions?

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