Aleksander Molak

What should I buy next?

How to leverage word embeddings to build an efficient recommender system.



Overview

Recommender systems



- Intro
- Embeddings refresher
- Recommendations with embeddings
- How to tune your embeddings?

About me



https://alxndr.io

Aleksander Molak

https://www.linkedin.com/in/aleksandermolak/

- Innovation Lead & Researcher at Lingaro
- NLP, probabilistic modeling, causal inference
- Author of #SundayAiPapers
- Complex systems, psychology, neuroscience
- Traveling with my wife, running, vegan food, languages



What is **efficient**?



What is **efficient**?

Relatively easy to develop



What is **efficient**?

- Relatively easy to develop
- Relatively easy to maintain



What is **efficient**?

- Relatively easy to develop
- Relatively easy to maintain
- Fast inference time



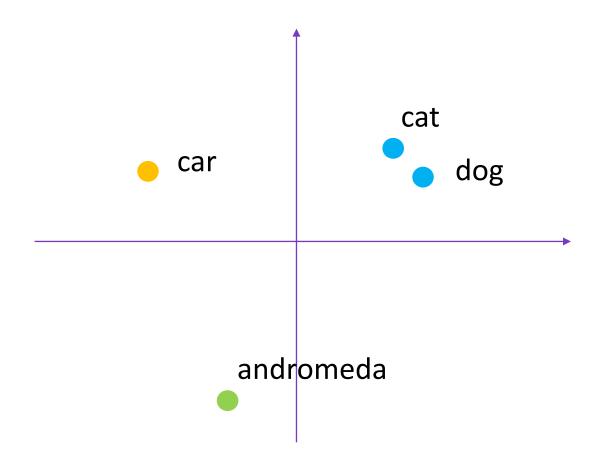
An **embedding** is a relatively low-dimensional space into which you can translate high-dimensional vectors.



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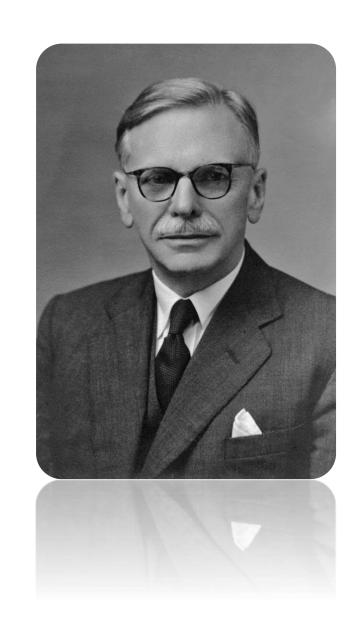
REPRESENTATION





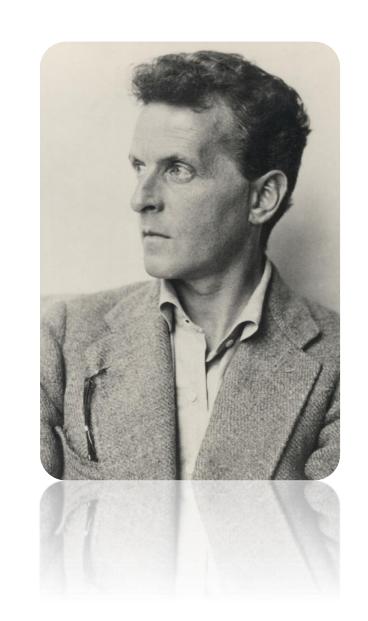
You shall know a word by the company it keeps.

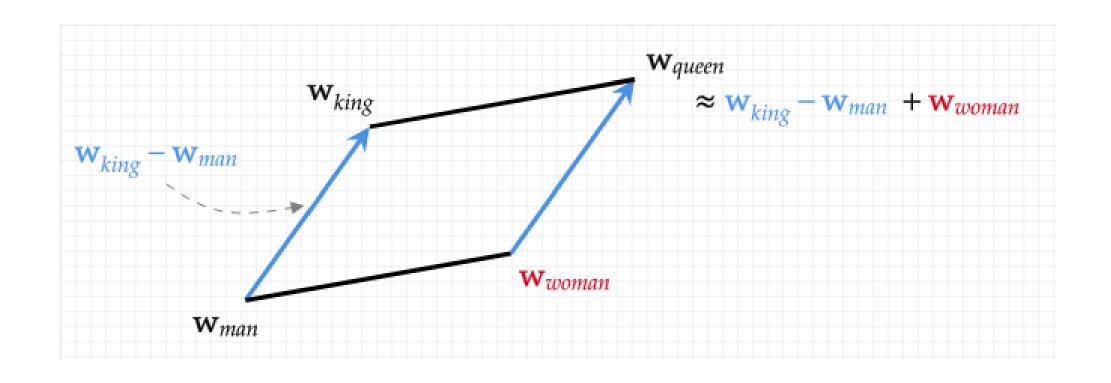
John Rupert Firth



For a large class of cases – though not for all – in which we employ the word "meaning" it can be defined thus: the meaning of a word is its use in the language.

Ludwig Wittgenstein







• If we can run **semantic arithmetic** on word embeddings, why not to try the same thing for **products**?

• **How** to do it?

Model inter-product relations

Model inter-product relations

Model meta-relations

Model inter-product relations

Model meta-relations

Encode morphological information



Model meta-relations

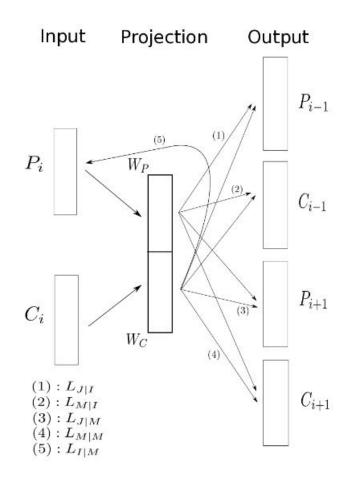


Figure 2: Meta-Prod2Vec Neural Net Architecture.



Model meta-relations

Meta-Prod2Vec - Product Embeddings Using Side-Information for Recommendation

Flavian Vasile Criteo Paris f.vasile@criteo.com Elena Smirnova Criteo Paris e.smirnova@criteo.com Alexis Conneau *
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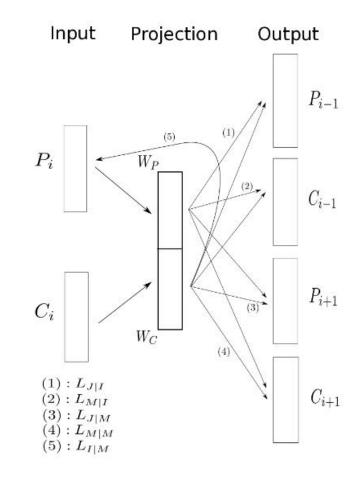


Figure 2: Meta-Prod2Vec Neural Net Architecture.



Encode morphological information



Encode morphological information



Library for efficient text classification and representation learning

GET STARTED

DOWNLOAD MODELS



Implementation



```
from gensim.models import Word2Vec
from gensim.models import KeyedVectors
```



```
# Train the model
model = Word2Vec(train_data, **model_params, callbacks=callbacks)
```



Hyperparameters

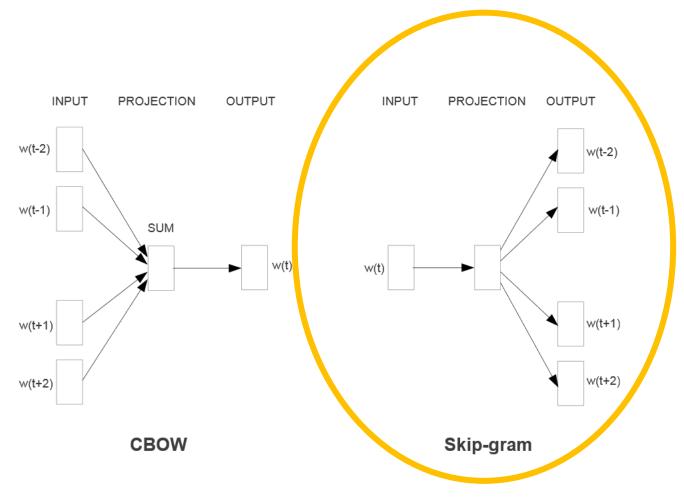


Figure 1: New model architectures. The CBOW architecture predicts the current word based on the context, and the Skip-gram predicts surrounding words given the current word.



Sub-sampling

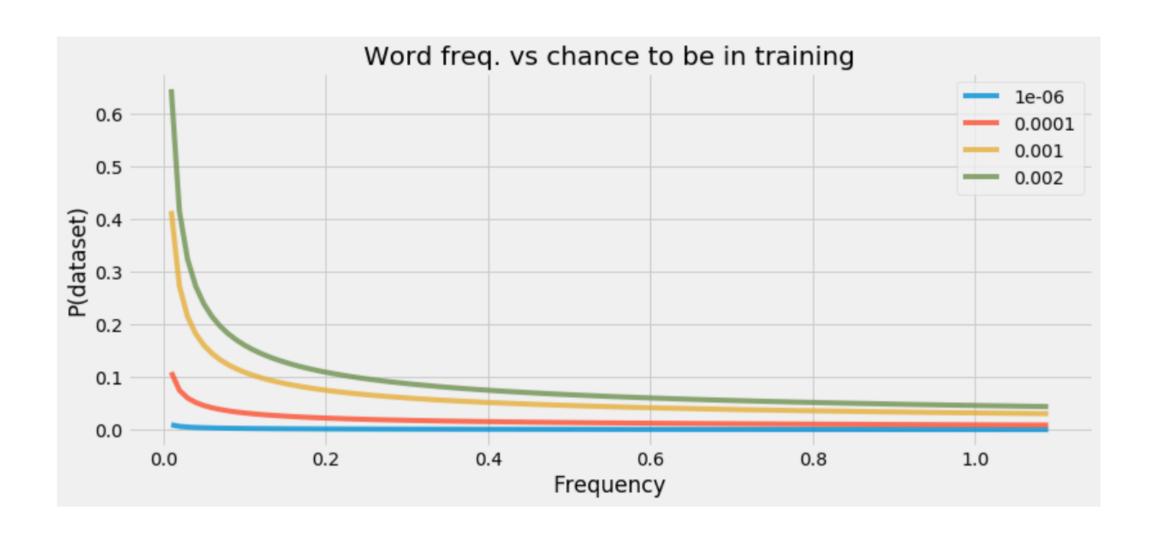
Sub-sampling reduces probability of using the most frequent (or the least frequent) words in the training.

Note that the formula comes from Google implementation of W2V and it's slightly different from the one in he paper.

$$P(w_j) = (\sqrt{\frac{z(w_j)}{k}} + 1) \frac{k}{z(w_j)}$$

** Default value for k = .001





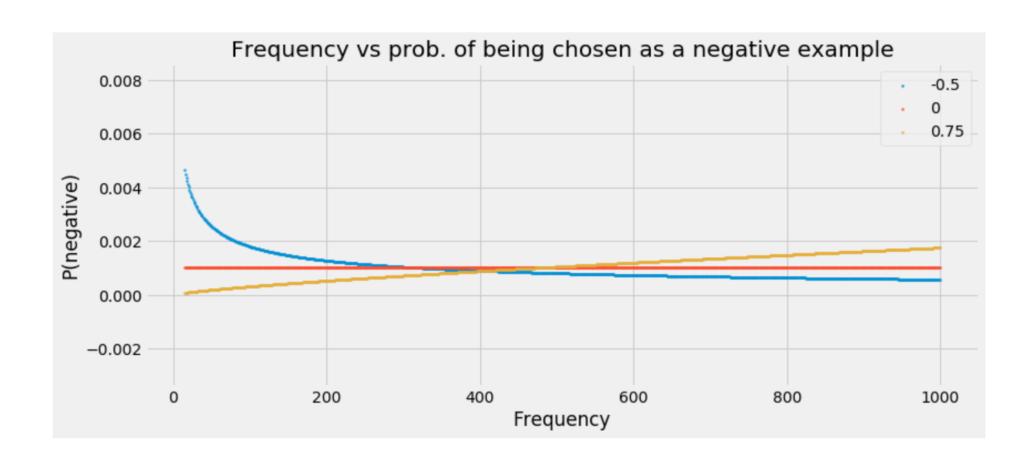


Negative sampling

Instead of all negative examples (all words not present in the context), we will just update weights for a couple of randomly selected words.

$$P(w_i) = \frac{f(w_i)^k}{\sum_{j=0}^{N} (f(w_j)^k)}$$







Word2vec applied to Recommendation: Hyperparameters Matter

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```
# Initialize callbacks
callbacks = [EpochLogger()]
# Set model params
EMB DIM = 300
N CORES = 4
WINDOW = 9 # For traditional w2v you might want to try the 90th percentile of len(rows)
N EPOCHS = 200
NEG EXP = -.5
MIN COUNT = 5
SAMPLE = 0
model params = dict(size = EMB DIM,
                    sq = 1,
                    negative = 5,
                    iter = N EPOCHS,
                    ns exponent = NEG EXP,
                    sample = SAMPLE,
                    workers = N CORES,
                    window = WINDOW,
                    min count = MIN COUNT)
```

```
# Train the model
model = Word2Vec(train_data, **model_params, callbacks=callbacks)
```



Search



• Large dataset? HNSW! Hierarchical navigable small worlds



Large dataset? HNSW! Hierarchical navigable small worlds

Multi-entity-type scenarios? Space partitioning!



Insights



• Shuffling either helps or is neutral



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- Skip-gram (usually) performs better than CBOW



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- Skip-gram (usually) performs better than CBOW
- Euclidean distance outperforms angular distance in some scenarios



- Shuffling either helps or is neutral
- Skip-gram (usually) performs better than CBOW
- Euclidean distance outperforms angular distance in some scenarios
- Space partitioning might be useful for multi-entity-type scenarios

Pros and cons





- Easy to maintain
- Can model complex interactions
- Supports continuous training
- (Relatively) fast to train
- Ultra fast retrieval (e.g. with HNSW*)
- Can be easily served in a serverless fashion (depending on the no. of tokens)





- Not suitable for cold-start scenarios
- Might be noisy (depending on the dataset and training regime)

Thank you!

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