

Recommendation Systems - 2

[ML-2]

→ Lift gives bi-dir recon.

Revisiting Some Ideas

- item - item sim
 - user - user sim
 - ratings
 - collaborative
 - extended discussion
 - ↳ likes matrix, shared matrix, etc..
- } - history features?

Content Based Rec Sys

→ item - item Sim

→ user - user Sim

Represent entity as a vector
and run a distance based similarity
sort.

$$\text{item}_1 = [0, 1, 0, 0, 1.51, -1.25]$$

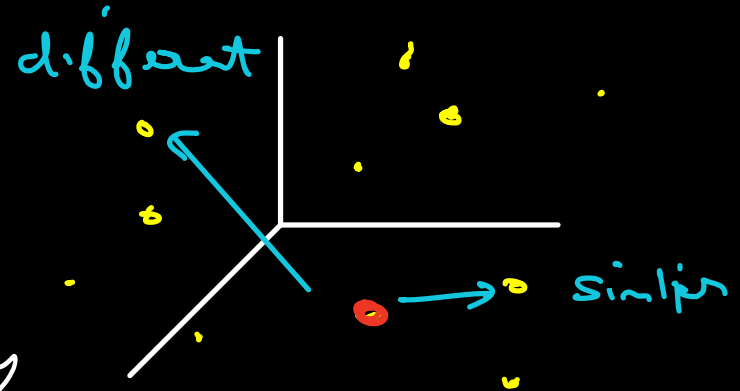
$$\text{item}_2 = [1, 0, 1, 0, 1.32, -1.25]$$

$$\hookrightarrow \text{sim}(1,2) \propto \frac{1}{\text{dist}(1,2)}$$

↑
scaled

→ Rec items similar to
ones you liked

→ Rec items liked by
users similar to you.



[extended]

Q: How do you accommodate user
history into this model?

→ Take avg vector of all historical
items

→ weight of vector $\propto \frac{1}{\text{time since user liked that item}}$
[forget slowly]

eg: days ago	1	15	30
user-1 item-id	A	B	C
rating	5	5	4



$$\text{redon} \sim \vec{A}(s) \cdot 1 + \vec{B}(s) \left(\frac{1}{1s} \right)$$

$$+ \vec{C}(4) \frac{1}{30}$$

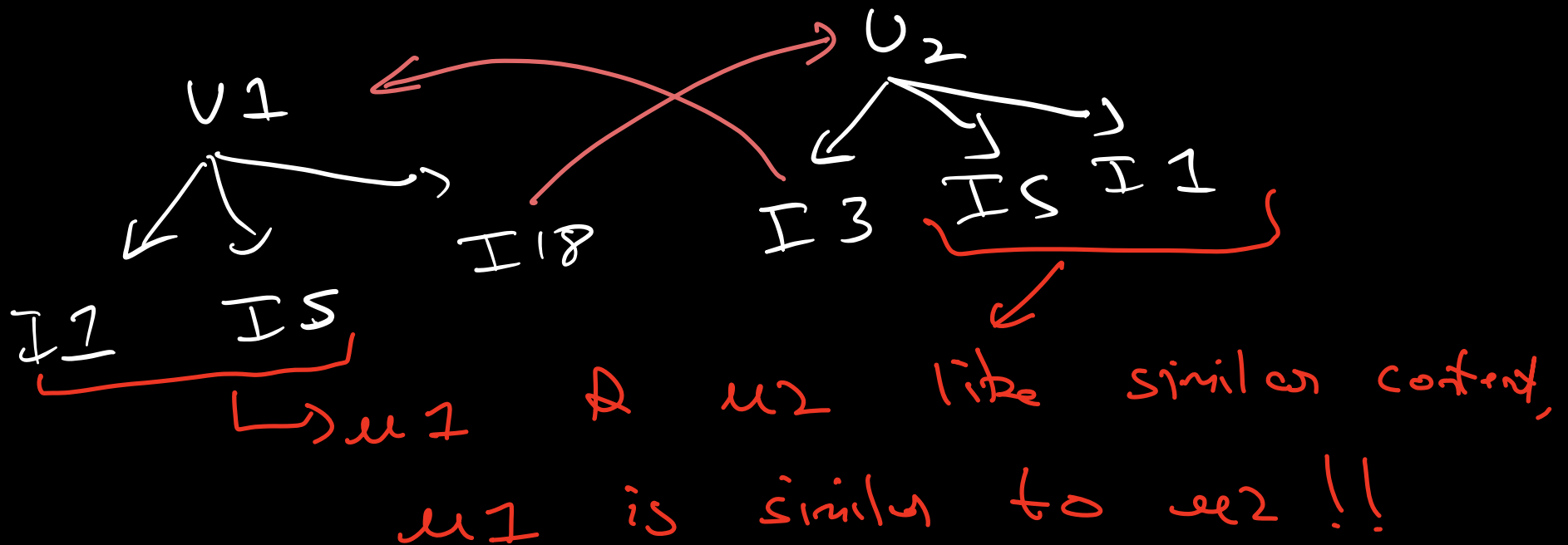
forget -slow $\rightarrow 1/\log(\text{days})$

\hookrightarrow simple exp smoothing

Q: What if user / item features are not available or useful?

↳ Collaborative Filtering

[Cross recommend]



Rec $I_3 \rightarrow U_1$
 $I_5 \rightarrow U_2$

But, doing this for M of users
and thousands of items can be very
difficult

↓ Representation !!

Q: How do you represent a user
using only their watch history?

	I_1	I_2	I_3	\dots	I_n	
user-1	0	0	4.5	0	2	0, 0, ...
	↓		↓		↓	
	did		like		does	
	not		this		not	
	watch				like	
	this				this	
	movie					

$u_1 \quad u_2 \quad u_3 \quad u_4 \quad \dots \quad u_n$
 item_3 : $[4.5, 0, 0, 0, 0, 5, 0, \dots]$
 ↓ ↓
 u_1 has u_3
 given 4.5 has not
 to me watched

Q: If there are 100 users, and 10 items

→ Length of I_1 ? → 100

→ Length of u_1 ? → 10

matrix →

	I_1	I_2	...	I_n
u_1
u_2		4.5		
\vdots				1
u_n	5			..

$n \times m$

↓
Can you guess the sparsity for Netflix?

↳ 5M users

→ 100k items

$$5 \times 10^6 \times 100 \times 10^3$$

$$= 5 \times 10^{11} \text{ cells !!}$$

on avg each user has seen
— items? → 1000?

$$\frac{5 \times 10^6 \times 1000}{5 \times 10^{11}} = \frac{0.01}{\downarrow}$$

99% empty !!

To make recommendⁿ I need to
estimate ratings for the q.q.r. empty
space!

Matrix Factorisatⁿ

factor of a number:

$$12 = 3 \times 4$$

$$36 = 6 \times 6, \quad 9 \times 4, \quad 12 \times 3$$

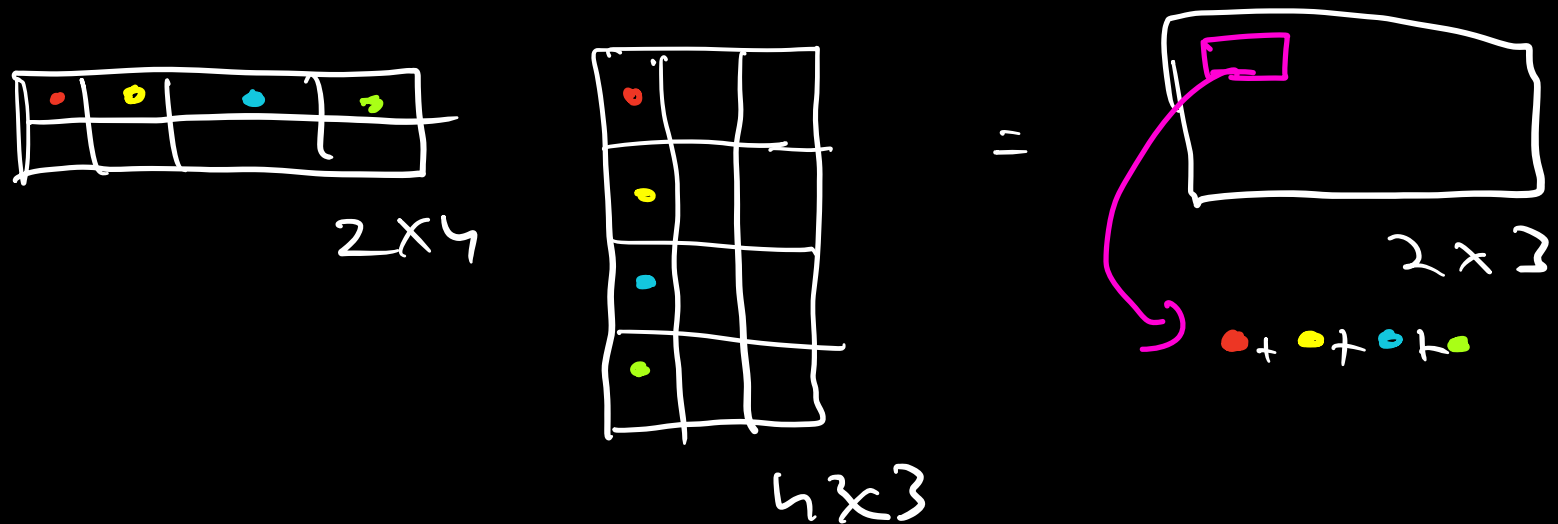
↓

break down large num into
product of 2 small numbers.

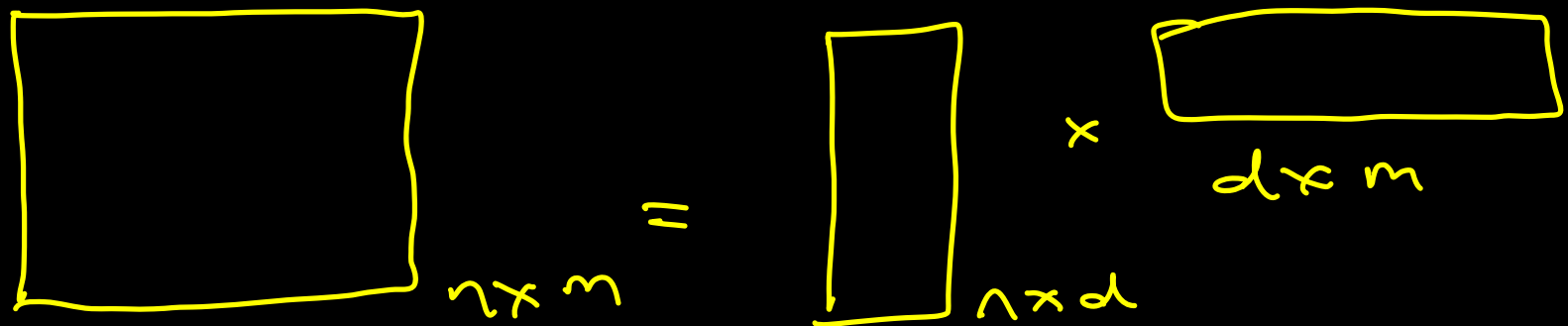
7.

Basics of matrix mult.

$$A_{2 \times 4} \times B_{4 \times 3} = C_{2 \times 3}$$



\therefore



$$R_{ij} = \vec{U}_i \cdot \vec{I}_j$$

Q: How can I learn user and Item condensed embeddings?

$$\min_{U, I} \sum_i \sum_{j: R_{ij} \neq 0} (R_{ij} - u_i \cdot I_j)^2$$

↙
Gradient
Descent

↓
sum of squared
error !!

Q: What value of d ?

$$n \times m = n \times d \times d \times m$$

Hyperparameter

High $d \rightarrow$ less compression

Low $d \rightarrow$ more compression

\hookrightarrow loss of information