CS-4053 Recommender System

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Lecture 2: Collaborative Filtering

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Terminologies

- List of *m* users and a list of *n* items
- Each user has a list of items with associated opinion (rating). This opinion can be:
 - **Explicit** e.g. a 3-star rating for an app on Google Play Store
 - ☐ Implicit e.g. purchasing (or not) purchasing a certain product
- An Active User for whom the CF prediction task is performed
- A Metric for measuring similarity between users
- A Method for selecting subset consisting of closest neighbors

Collaborative Filtering (CF)

- Basic idea
 - Use "similarities" to recommend items to the active user
- Background
 - (Used to be) The most prominent approach for recommendations
 - well-understood, various algorithms and variations exist
 - applicable in various domains (movies, e-commerce, songs, ...)
- □ Approach
 - ☐ User-based CF: Find users most similar to me and recommend to me what they liked
 - ☐ Item-based CF: Recommend to me an item that is similar to the ones I frequently like

Collaborative Filtering (CF)

☐ Input

☐ A matrix of user-item ratings



□ Output

A (numerical) prediction indicating to what degree the active user will like or dislike an

item

☐ A list of top-N recommended items

User-based Collaborative Filtering: Basic Steps

- \Box Given an active user X and an item i not yet seen by X:
 - Find a set of users (peers/"nearest neighbors") who liked the same items as X in the past and who have rated item i
 - \square Use, e.g. the average of their ratings to predict if X will like item i
 - Do this for all items X has not seen and recommend the best-rated
- \Box The idea is to find k users who are the nearest neighbors
- ☐ Also known as user-based nearest neighbor collaborative filtering

Consider the following matrix of users and their ratings for items (**User 1** is the **active user** in this example)

	Item 1	Item 2	Item 3	ltem 4	Item 5
User 1	5	3	4	4	?
User 2	3	1	2	3	3
User 3	4	3	4	3	5
User 4	3	3	1	5	4
User 5	1	5	5	2	1

Consider the following matrix of users and their ratings for items (**User 1** is the **active user** in this example)

	Item 1	Item 2	Item 3	ltem 4	Item 5
User 1	5	3	4	4	?
User 2	3	1	2	3	3
User 3	4	3	4	3	5
User 4	3	3	1	5	4
User 5	1	5	5	2	1

Predict the rating of User 1 for Item 5 (assuming other users provided explicit ratings for items)

☐ Some issues:

- How do we measure similarity?
- How many neighbors should we consider?
- How do we generate a prediction from the neighbors' ratings?

	Item 1	Item 2	Item 3	Item 4	Item 5
User 1	5	3	4	4	?
User 2	3	1	2	3	3
User 3	4	3	4	3	5
User 4	3	3	1	5	4
User 5	1	5	5	2	1

Measuring User Similarity

- When we compute similarity, we are going to calculate it as a measure of "anti-distance"
- Generally speaking, similarity is the inverse of distance:

Similarity = 1 - Distance

☐ Some similarity measures:

- Euclidean
- Jaccard
- Cosine
- Adjusted cosine
- Raw cosine
- Pearson correlation

Measuring User Similarity

- When we compute similarity, we are going to calculate it as a measure of "anti-distance"
- ☐ Some similarity measures:
 - **Euclidean distance** (the simplest one)

Example:

Consider two vectors v1 = (3, 10) and v2 = (7, 13)

The Euclidean or straight-line distance between them is given by:

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

$$d = \sqrt{(7 - 3)^2 + (13 - 10)^2} = 5$$

Measuring User Similarity: Example

Find Euclidean distance between User 1 and all other users

	Item 1	Item 2	Item 3	ltem 4	Item 5
User 1	5	3	4	4	?
User 2	3	1	2	3	3
User 3	4	3	4	3	5
User 4	3	3	1	5	4
User 5	1	5	5	2	1

Measuring User Similarity: Example

- Find Euclidean distance between User 1 and all other users
- ☐ We find *k* nearest neighbors of User 1

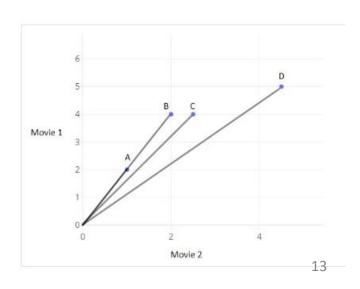
	Item 1	Item 2	Item 3	Item 4	Item 5	Euclidean Distance with User 1	Similarity with User 1
User 1	5	3	4	4	?	0	1
User 2	3	1	2	3	3	≈ 3.60	-2.6
User 3	4	3	4	3	5	≈ 1.41	-0.41
User 4	3	3	1	5	4	≈ 3.74	-2.74
User 5	1	5	5	2	1	≈ 5	-4

For k = 2, the nearest neighbors of User 1 are User 2 and User 3

Measuring User Similarity

- At times, Euclidean or Manhattan distance cannot correctly detect patterns between our data points
- Cosine distance (or similarity) is another measure that can be used

$$CosineSim = Cos(\theta)$$



Measuring User Similarity

☐ To measure Cosine similarity between users A and B:

$$\text{similarity} = \cos(\theta) = \frac{\mathbf{A} \cdot \mathbf{B}}{\|\mathbf{A}\| \|\mathbf{B}\|} = \frac{\sum_{i=1}^{n} A_i B_i}{\sqrt{\sum_{i=1}^{n} A_i^2} \sqrt{\sum_{i=1}^{n} B_i^2}},$$

Measuring User Similarity: Example

- ☐ Find Cosine similarity between User 1 and all other users
- ☐ We then find *k* nearest neighbors of User 1 the same way we did for Euclidean distance (similarity)

	Item 1	Item 2	Item 3	Item 4	Item 5	Cosine Distance with User 1	Similarity with User 1
User 1	5	3	4	4	?	0	1
User 2	3	1	2	3	3		
User 3	4	3	4	3	5		
User 4	3	3	1	5	4		
User 5	1	5	5	2	1		

Measuring User Similarity: Example

☐ The Cosine similarity between User 1 and User 2 can be calculated as:

Cosine(U1, U2) =
$$\frac{(5*3+3*1+4*2+4*3)}{\sqrt{5^2+3^2+4^2+4^2} \cdot \sqrt{3^2+1^2+2^2+3^2}} = 0.97$$

	Item 1	Item 2	Item 3	Item 4	Item 5	Cosine Similarity with User 1
User 1	5	3	4	4	?	1
User 2	3	1	2	3	3	≈ 0.97
User 3	4	3	4	3	5	
User 4	3	3	1	5	4	
User 5	1	5	5	2	1	

Measuring User Similarity

- We can also measure similarity between users with **Pearson Correlation**Coefficient (r)
- ☐ It measures both magnitude and orientation between data points
- \Box The strength and relationship is given by a number between -1 and 1
 - -1 means strong negative correlation
 - 0 means no correlation
 - 1 means strong positive correlation

Measuring User Similarity

 \Box To measure Pearson Correlation Coefficient (r) between x and y:

$$r = rac{\sum \left(x_i - ar{x}
ight)\left(y_i - ar{y}
ight)}{\sqrt{\sum \left(x_i - ar{x}
ight)^2 \sum \left(y_i - ar{y}
ight)^2}}$$

Measuring User Similarity: Example

The Pearson Correlation between User 1 and User 2 is calculated as:

$$r(U1, U2) = \frac{(5-4)*(3-2.4)+(3-4)*(1-2.4)+(4-4)*(2-2.4)+(4-4)*(3-2.4)}{\sqrt{1^2+(-1)^2+0^2+0^2} \cdot \sqrt{0.6^2+(-1.4)^2+(-0.4)^2+0.6^2}} = 0.85$$

	Item 1	Item 2	Item 3	Item 4	Item 5	Mean	Pearson Correlation Similarity with User 1
User 1	5	3	4	4	?	4	1
User 2	3	1	2	3	3	2.4	≈ 0.85
User 3	4	3	4	3	5	3.8	
User 4	3	3	1	5	4	3.2	
User 5	1	5	5	2	1	2.8	

Measuring User Similarity: Example

☐ In a similar way, we find Pearson Correlation similarity between User 1 and all other users

 \Box For k = 2, the nearest neighbors of User 1 are User 2 and User 4

	Item 1	Item 2	Item 3	Item 4	Item 5	Mean	Pearson Correlation Similarity with User 1
User 1	5	3	4	4	?	4	1
User 2	3	1	2	3	3	2.4	≈ 0.85
User 3	4	3	4	3	5	3.8	≈ 0
User 4	3	3	1	5	4	3.2	≈ 0.70
User 5	1	5	5	2	1	2.8	≈ -0.76

Now what?

- Now that we have found the users most similar to the active users we can use them to predict our rating for active user
- There can be various prediction functions *e.g.*

$$R_U = (\sum_{u=1}^n R_u)/n$$

☐ The final predicted rating of Item 5 for User 1 is given by:

$$R_{15} = \frac{(3*0.85)+(4*0.70)}{|0.85|+|0.70|} = 3.45$$

$$R_{15} \approx 3$$

Based on Pearson Correlation Coefficient and k = 2 nearest neighbors, the predicted rating of User 1 is $3.45 \approx 3$

	Item 1	Item 2	Item 3	Item 4	Item 5	Mean	Pearson Correlation Similarity with User 1
User 1	5	3	4	4	3	4	1
User 2	3	1	2	3	3	2.4	≈ 0.85
User 3	4	3	4	3	5	3.8	≈ 0
User 4	3	3	1	5	4	3.2	≈ 0.70
User 5	1	5	5	2	1	2.8	≈ -0.76

Pearson Correlation Coefficient: Issues

- Underlying assumption is that users dislike what they rated below average
- This is not true in practice (we rate only what we liked or highly disliked)
- The correlation flattens in case of uniformly distributed ratings

Deviation from average rating on shared items

$$sim(a,b) = \frac{\sum_{p \in P} (r_{a,p} - \bar{r}_a)(r_{b,p} - \bar{r}_b)}{\sqrt{\sum_{p \in P} (r_{a,p} - \bar{r}_a)^2} \sqrt{\sum_{p \in P} (r_{b,p} - \bar{r}_b)^2} + \varepsilon}$$

- Does the prediction function used in the previous example always provides correct relative ordering of the predicted ratings?
 - Maybe not
- ☐ We need a prediction function that is *mean-centered*
- Let's understand the issue using another example

User-based CF: Another Example

- The given table contains user-user similarity computation for 5 users and 6 items
- Let us consider User 3 as active user for whom we have to predict ratings for unseen Item 1 and Item 6 and recommend the top-rated item from these two

User-based CF: Example

☐ The given table contains *user-user* similarity computation for 5 users and 6 items

	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6	Mean	Pearson Correlation Similarity with User 3
User 1	7	6	7	4	5	4	5.5	0.894
User 2	6	7	?	4	3	4	4.8	0.939
User 3	?	3	3	1	1	?	2	1
User 4	1	2	2	3	3	4	2.5	-1
User 5	1	?	1	2	3	3	2	-0.817

The final predicted ratings of Item 1 for Item 6 for User 3 is given by:

$$R_{31} = \frac{(7*0.894) + (6*0.939)}{|0.894| + |0.939|} \approx 6.49$$

$$R_{36} = \frac{(4*0.894) + (4*0.939)}{|0.894| + |0.939|} = 4$$

☐ The final predicted ratings of Item 1 for Item 6 for User 3 is given by:

$$R_{31} \approx 6.49$$
 (we can round off R_{31} to 6)
 $R_{36} = 4$

- We will recommend Item 1 to the User 3
- Also observe that based on these ratings, we can conclude that User 3 like Item 1 and Item 6 more than they like any other item
 - Is that assumption really correct?

☐ The final predicted ratings of Item 1 for Item 6 for User 3 is given by:

$$R_{31} \approx 6.49$$
 (we can round off R_{31} to 6)
 $R_{36} = 4$

- ☐ We will recommend Item 1 to the User 3
- Also observe that based on these ratings, we can conclude that User 3 like Item 1 and Item 6 more than they like any other item
 - This appears to be an incorrect assumption based on the correlation

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$$R_{31} \approx 6.49$$
 (we can round off R_{31} to 6)
 $R_{36} = 4$

- We will recommend Item 1 to the User 3
- Also observe that based on these ratings, we can conclude that User 3 like Item 1 and Item 6 more than they like any other item
 - This appears to be an incorrect assumption based on the correlation
 - **Solution**: Using a mean-centered prediction function to remove bias

Let's use a different prediction function that is **mean-centered** in order to remove bias:

$$R_{U} = \overline{r_{a}} + \frac{\sum_{b \in N} sim(a, b) * (r_{b,p} - \overline{r_{b}})}{\sum_{b \in N} sim(a, b)}$$

☐ The final predicted ratings of Item 1 for Item 6 for User 3 using mean-centered prediction function are:

$$R_{31} = 2 + \frac{(1.5*0.894) + (1.2+0.939)}{|0.894| + |0.939|} \approx 3.35$$

$$R_{36} = 2 + \frac{(-1.5*0.894) + (-0.8*0.939)}{|0.894| + |0.939|} \approx 0.86$$

☐ The final predicted ratings of Item 1 for Item 6 for User 3 using mean-centered prediction function are:

 $R_{31} \approx 3.35$ (we can round off R_{31} to 3)

 $R_{36} \approx 0.86$ (we can round off R_{36} to 1)

□ Observation

- Item 3 still appears to be the most liked item by User 3
- But Item 6 is now clearly the least liked item by User 3

Item-based Collaborative Filtering

- Basic idea is the same as user-based neighborhood based prediction *except* that we use the similarity between items (and not users) to predict the rating
- Item-based Collaborative Filtering is relatively more stable

Item-based Collaborative Filtering

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- Item-based Collaborative Filtering is relatively more stable

"Things don't change as much as people do."

— Made-up quote

For User 3, we need to predict ratings for Item 1 and Item 6

	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6	Mean
User 1	7	6	7	4	5	4	5.5
User 2	6	7	?	4	3	4	4.8
User 3	?	3	3	1	1	?	2
User 4	1	2	2	3	3	4	2.5
User 5	1	?	1	2	3	3	2

- Although we can use any similarity measures discussed previously but we are going to use Adjusted Cosine similarity for this example
 - It is Cosine similarity that is mean-adjusted

$$sim(\vec{a}, \vec{b}) = \frac{\sum_{u \in U} (r_{u,a} - \overline{r_u}) (r_{u,b} - \overline{r_u})}{\sqrt{\sum_{u \in U} (r_{u,a} - \overline{r_u})^2} \sqrt{\sum_{u \in U} (r_{u,b} - \overline{r_u})^2}}$$

☐ For User 3, we need to predict ratings for Item 1 and Item 6:

Adj Cosine(I1, I3) =
$$\frac{(1.5*1.5) + (-1.5*-0.5) + (-1*-1)}{\sqrt{1.5^2 + (-1.5)^2 + (-1)^2} \cdot \sqrt{1.5^2 + (-0.5)^2 + (-1)^2}} = 0.912$$

	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6
User 1	1.5	0.5	1.5	-1.5	0.5	-1.5
User 2	1.2	2.2	?	-0.8	-1.8	-0.8
User 3	?	1	1	-1	-1	?
User 4	-1.5	-0.5	-0.5	0.5	0.5	1.5
User 5	-1	?	-1	0	1	1

☐ For User 3, we need to predict ratings for Item 1 and Item 6:

Adj Cosine(I1, I3) =
$$\frac{(1.5*1.5) + (-1.5*-0.5) + (-1*-1)}{\sqrt{1.5^2 + (-1.5)^2 + (-1)^2} \cdot \sqrt{1.5^2 + (-0.5)^2 + (-1)^2}} = 0.912$$

	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6
User 1	1.5	0.5	1.5	-1.5	0.5	-1.5
User 2	1.2	2.2	?	-0.8	-1.8	-0.8
User 3	?	1	1	-1	-1	?
User 4	-1.5	-0.5	-0.5	0.5	0.5	1.5
User 5	-1	?	-1	0	1	1

 \square In the same manner, calculate similarity of I_1 with all other items

Item-based Collaborative Filtering: Prediction

☐ The final predicted ratings of Item 1 for User 3 is given by:

$$\mathbf{R_{31}} = \frac{(3*0.735) + (3*0.912)}{|0.735| + |0.912|} = \mathbf{3}$$

Item-based Collaborative Filtering: Exercise

- Task 1: What will be the predicted rating for Item 6 of User 3?
- **Task 2:** Predict all the missing ratings and find the top (unseen) item that can be recommended to each user

Collaborative Filtering vs Classification

- **☐** Collaborative Filtering vs Classification
 - Unlike classification, there is no distinction between dependent and independent variables in collaborative filtering
- ☐ Collaborative Filtering is similar to missing value analysis but with a much larger matrix

Improving CF: Significance Weighting

- □ The reliability of any similarity function sim(u, v) between two users u and v is often affected by the number of common ratings between u and v i.e. $(I_u \cap I_v)$
- When the two users have only a small number of ratings in common, the similarity function sim(u, v) should include a discount factor to de-emphasize the importance of that particular user pair
- ☐ This method is referred to as Significance Weighting
- \Box The discount factor kicks in when the number of common ratings between the two users is less than a particular threshold β

Improving CF: Significance Weighting

☐ The discount similarity **DiscountSim(u, v)** is given by:

DiscountSim
$$(u, v) = Sim(u, v) \cdot \frac{min\{(I_u \cap Iv), \beta\}}{\beta}$$

where $I_u \cap I_v$ is the number of common ratings between users u and v, Sim(u,v) is the original similarity score (using any measure) and β is our threshold value

User-based CF: Pros and Cons

Pros

- Provides more diverse recommendations
- Is a better choice if no. of users is much smaller than no. of items (which is common in practice)

Cons

- It is generally not stable as user preferences change rather quickly
- Cannot provide in-depth analysis on individual user

Item-based CF: Pros and Cons

Pros

- Provides more accurate recommendations in general
- Is a better choice unless the no. of items are much larger than the no. of users
- Is more stable
- Can provide better in-depth analysis on individual users

Cons

- Is prone to shilling attacks
 - A malicious user running campaign to degrade some particular item on purpose
- Provides much less diversity than user-based collaborative filtering

Serendipity

■ Expand the user's taste into neighboring areas

Basic Idea: At times, it's good to recommend something different to the user









Cold Start

☐ Using collaborative filtering without any initial data is very difficult <u>Basic Idea</u>: Ratings are not available for a newly launched website/store

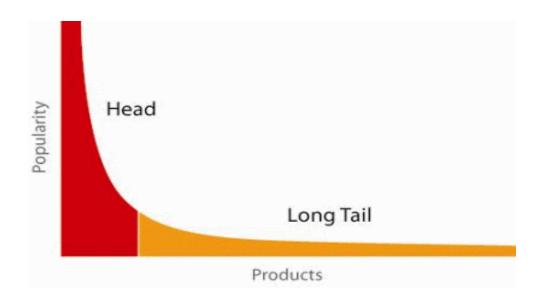


Long Tail

☐ In practice, very few (relatively) popular items would be the ones rated by the users

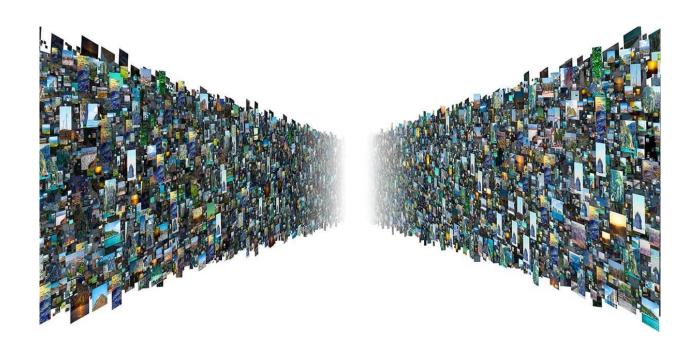
<u>Basic Idea</u>: A large number of items will be unrated hence cannot be recommended easily

<u>Sparsity</u>: Long Tail can often lead to sparsity i.e. not having enough data to make prediction



□ Scaling

Collaborative filtering requires a lot of computational operations
 <u>Basic Idea</u>: For Amazon, the number of items and users can be in millions
 <u>Possible Solution</u>: Use offline training i.e. don't throw away pre-computed similarities



Memory-based vs Model-based

- □ Recommender Systems can either be Memory-based or Model-based
- Memory-based systems use entire data every time a rating is to be predicted
 - User-based Collaborative Filtering
- Model-based systems use the data once to create a model and can make a new prediction without using the entire data again
 - Item-based Collaborative Filtering
 - Content-based Recommender System