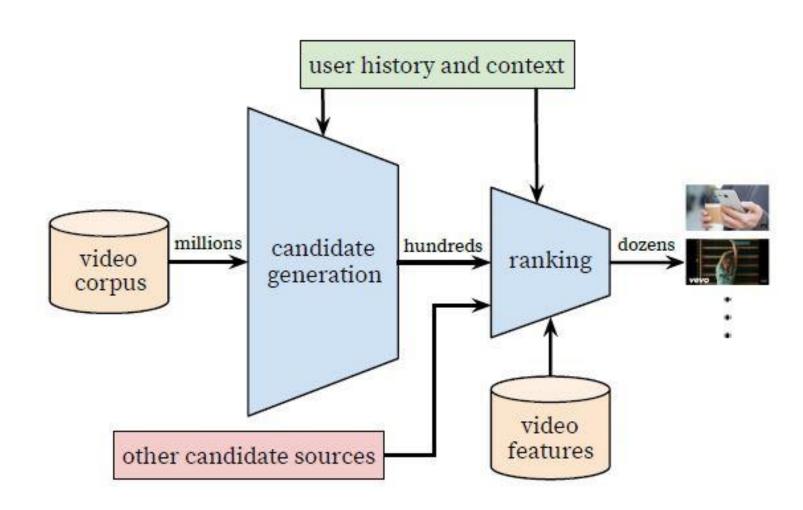
# Deep Neural Networks for Youtube Recommendations

## Summary

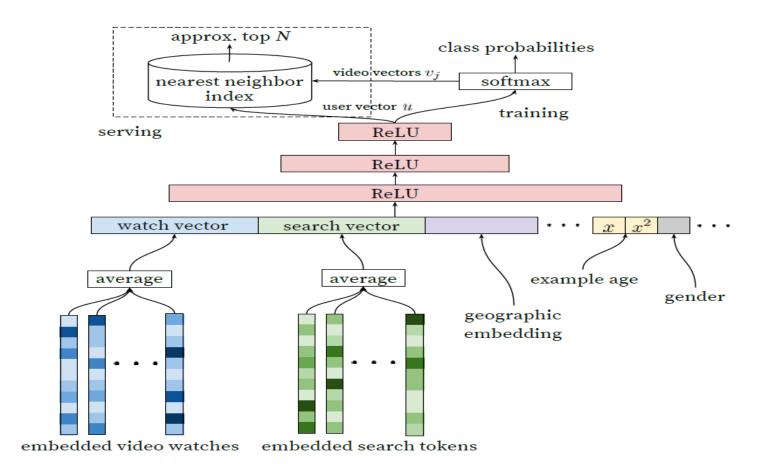
Fully connected layer

• Using various features...

### Overview



• 1m videos -> hundreds



Output : user vector(256 dim)

 Classify with softmax with negative sampling sampling by importance

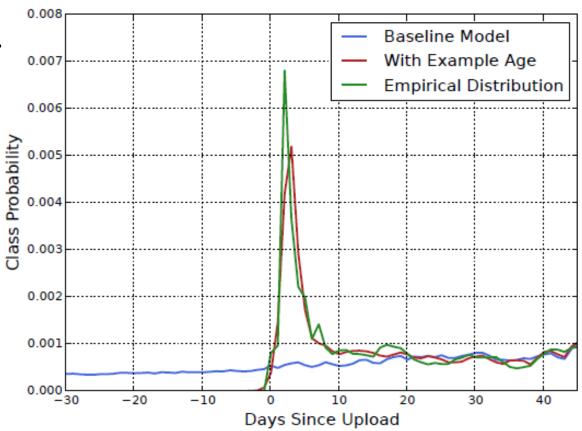
• Training : cross entropy

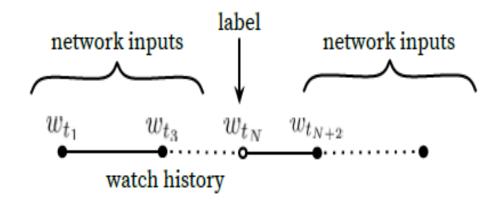
Generate a fixed number of training examples.

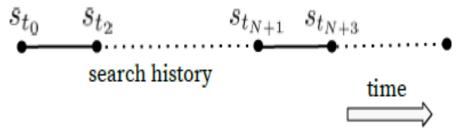
- Watch history
   Fixed vocabulary -> embedding vectors
   Average sequence of watched videos.
- Search history tokenize query into unigrams and bigrams and embed, average
- More embedding : region, device...
- Categorical features : gender
- Continuous features[0, 1] : age

Users prefer fresh content...
But, bias towards the past

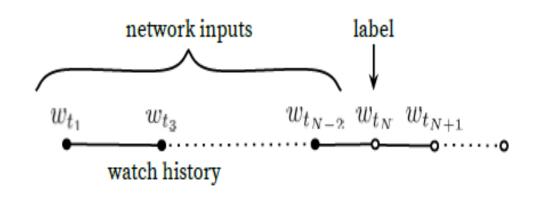
Feed the age of training example

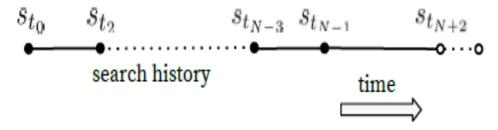






(a) Predicting held-out watch

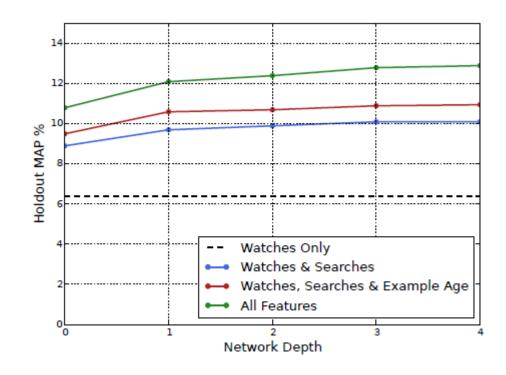




(b) Predicting future watch

- Depth 0: A linear layer simply transforms the concatenation layer to match the softmax dimension of 256
- Depth 1: 256 ReLU
- Depth 2: 512 ReLU  $\rightarrow$  256 ReLU
- Depth 3: 1024 ReLU  $\rightarrow$  512 ReLU  $\rightarrow$  256 ReLU
- Depth 4: 2048 ReLU  $\rightarrow$  1024 ReLU  $\rightarrow$  512 ReLU  $\rightarrow$  256 ReLU

MAP: Mean Average Precision



• Average Precision : Recall을 늘려가며 Precision의 Average를 구한다.

• Mean Average Precision : 모든 추천 결과에 대한 AP들의 평균

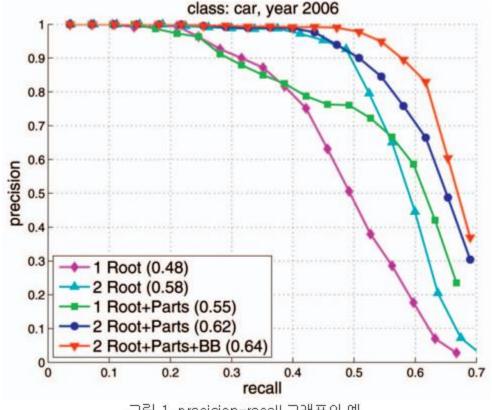
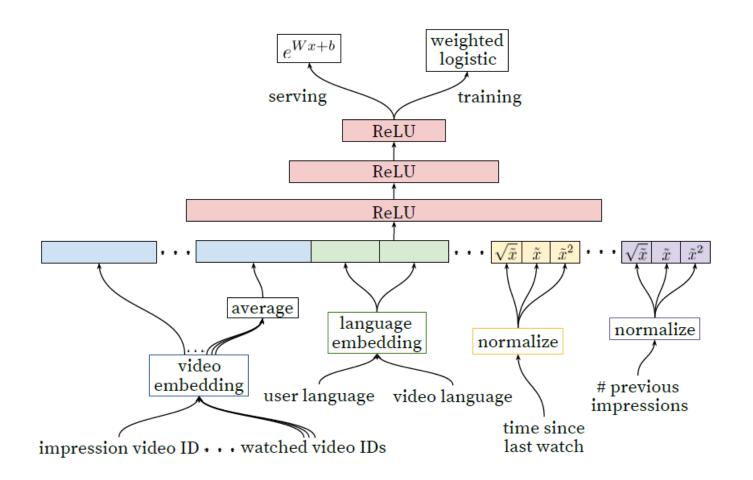


그림 1. precision-recall 그래프의 예

## Ranking



직접 사용된 input들 Impression video : 노출된 동영상 중요한 동영상... 바로 전에 본 동영상 추천 결과로 나왔지만 보지 않은 동영상 등등...

루트, 제곱 등의 사용 이유: 무슨 값을 넣어야 좋을 지 모르겠 으니 신경망이 알아서 좋은 걸 쓰 겠지.

+ 신경망이 값을 필요한 형태로 변환 하지 않도록 전처리

## Ranking

• 예측값 : expected watch time e^(Wx+b : output)

• Training with weighted logistic regression under cross-entropy.

## Ranking

If negative impression > positive impression,

watch time of positive impression-> mispredicted watch time

 Mispredicted watch time / Total watch time

Hidden layers	weighted,
	per-user loss
None	41.6%
256 ReLU	36.9%
512 ReLU	36.7%
1024  ReLU	35.8%
$512 \text{ ReLU} \rightarrow 256 \text{ ReLU}$	35.2%
$1024 \text{ ReLU} \rightarrow 512 \text{ ReLU}$	34.7%
$1024~{\rm ReLU} \rightarrow 512~{\rm ReLU} \rightarrow 256~{\rm ReLU}$	34.6%

#### Conclusion

• Matrix factorization보다 좋은 성능을 보였다.

• 과학이 아니라 예술에 가깝다... 파라미터 설계, feature 선택

• 영상의 나이가 중요하다.

• 시청 시간을 예측하는 것이 클릭률을 예측하는 것보다 좋았다.

• Thank you.