

SoRec: Social Recommendation Using Probabilistic Matrix Factorization

Recommender Systems with Social Regularization

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01 Introduction

■ Recommender System

- Nowadays, many recommender systems are based on Collaborative Filtering, which predicts interests of a user based on similar users or items

■ Inherent weaknesses of collaborative filtering

- (1) Due to sparsity of the user-item rating matrix, memory-based collaborative filtering method fail to find similar users
- (2) Almost all of collaborative filtering methods cannot handle users who have never rated any items
- (3) In reality, people are influenced by friends and companies

01 Introduction

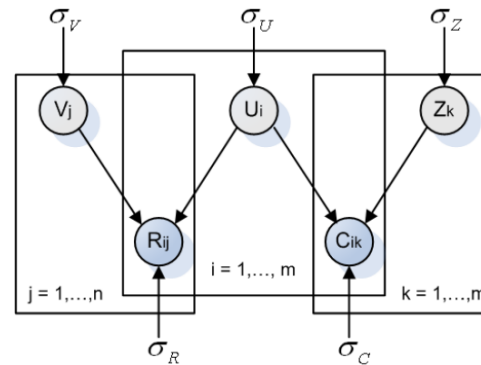
■ Importance of social interaction

- Traditional recommender systems assume that users are i.i.d. (independent and identically distributed), so it ignores the social interactions between users
- One paper showed that people prefer friend's recommendation than model's
- Another paper which researched on social network found out people who chat with each other are more likely to share interests

01 Introduction

■ Social Recommendation

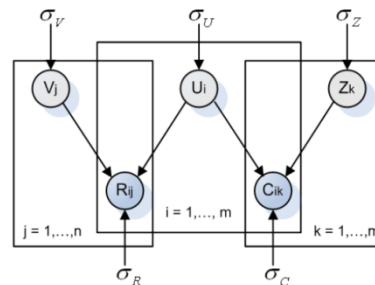
- Proposed a new method that fuse a user's social network graph with user-item matrix which is called "Social Recommendation"
- The paper connect two different data by sharing user latent feature space



01 Introduction

■ Contribution

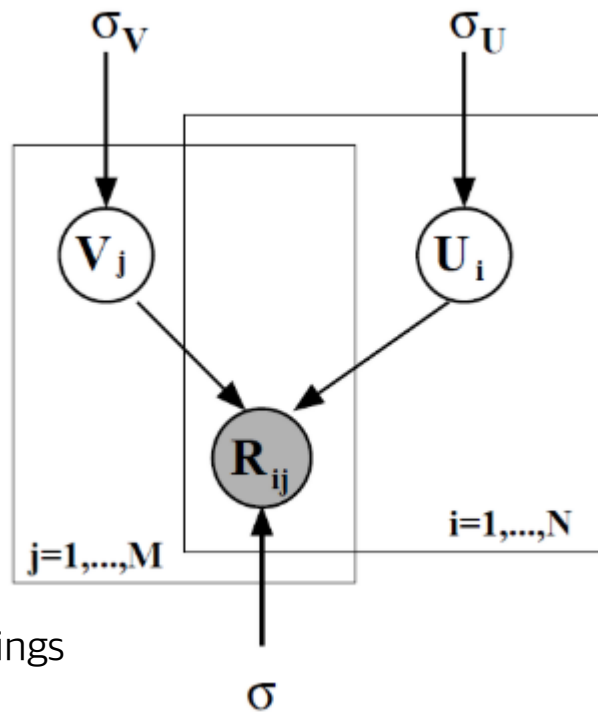
- (1) Proposed a successful extended method of PMF using social network information
- (2) Shows good performance on users that have few or no ratings
- (3) Scales linearly with the number of observations and can be applied to large datasets



02 Related Work

■ PMF

- Popular method for matrix factorization
- Models the user-item matrix as a product of two lower-rank user and movie matrices
- The latent factors and observed ratings are modeled as Gaussian random variables to estimate the uncertainty in the latent factors and ratings



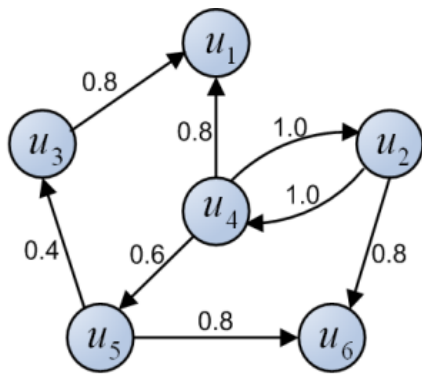
02 Related Work

- Trust-aware collaborative filtering method
 - Takes into account the trust between users when making recommendations
 - Bedi et al. proposed *Trust based recommender system for semantic web*
 - However, this method is memory-based model which uses similarity function, not latent factor
 - Our model uses probabilistic factor analysis and can deal with missing value

03 Social Recommendation Framework

■ Problem Definition - Toy Example

- (a) Social network graph: User 1~6 and 8 edges
- (b) User-Item Matrix: matrix used in matrix factorization (MF)



(a) Social Network Graph

	i_1	i_2	i_3	i_4	i_5	i_6	i_7	i_8
u_1	5	2		3		4		
u_2	4	3			5			
u_3	4		2				2	4
u_4								
u_5	5	1	2		4	3		
u_6	4	3		2	4		3	5

(b) User-Item Matrix

$$U = \begin{bmatrix} 1.55 & 1.22 & 0.37 & 0.81 & 0.62 & -0.01 \\ 0.36 & 0.91 & 1.21 & 0.39 & 1.10 & 0.25 \\ 0.59 & 0.20 & 0.14 & 0.83 & 0.27 & 1.51 \\ 0.39 & 1.33 & -0.43 & 0.70 & -0.90 & 0.68 \\ 1.05 & 0.11 & 0.17 & 1.18 & 1.81 & 0.40 \end{bmatrix},$$
$$V = \begin{bmatrix} 1.00 & -0.05 & -0.24 & 0.26 & 1.28 & 0.54 & -0.31 & 0.52 \\ 0.19 & -0.86 & -0.72 & 0.05 & 0.68 & 0.02 & -0.61 & 0.70 \\ 0.49 & 0.09 & -0.05 & -0.62 & 0.12 & 0.08 & 0.02 & 1.60 \\ -0.40 & 0.70 & 0.27 & -0.27 & 0.99 & 0.44 & 0.39 & 0.74 \\ 1.49 & -1.00 & 0.06 & 0.05 & 0.23 & 0.01 & -0.36 & 0.80 \end{bmatrix},$$

(c) 5 dimensions latent feature space

03 Social Recommendation Framework

■ Social Recommendation

- m users, n movies, l -dimension
- U : shared user latent feature space ($l * m$)
- V : item latent feature space ($l * n$)
- Z : factor matrix in the social matrix graph ($l * m$)
- R : target rating(preference) matrix
- C : social network matrix

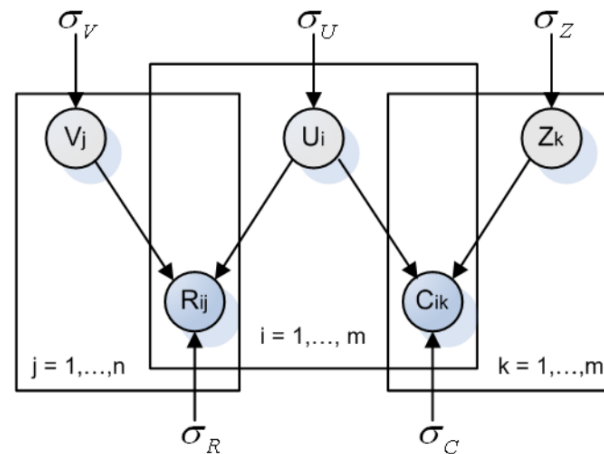


Figure 2: Graphical Model for Social Recommendation

03 Social Recommendation Framework

■ Social Network Matrix Factorization

- Bayes' rule for parameter estimation:

$$\underbrace{P(\theta | D)}_{\text{posterior}} = \frac{P(D | \theta) P(\theta)}{P(D)} \propto \underbrace{P(\theta)}_{\text{prior}} \underbrace{P(D | \theta)}_{\text{likelihood}}$$

- **posterior distribution** : our belief about how likely each value of parameter Θ is given D
- **prior distribution** : initial belief about how likely each value of parameter Θ might be
- **likelihood** : how likely each observation D is for a fixed parameter Θ

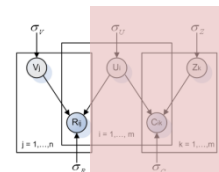


Figure 2: Graphical Model for Social Recommendation

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- For our model, U and Z will be parameters, C and σ is given dataset

$$\begin{aligned} & p(U, Z | C, \sigma_C^2, \sigma_U^2, \sigma_Z^2) \\ & \propto p(C | U, Z, \sigma_C^2) p(U | \sigma_U^2) p(Z | \sigma_Z^2) \end{aligned}$$

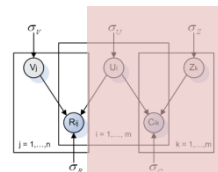


Figure 2: Graphical Model for Social Recommendation

03 Social Recommendation Framework

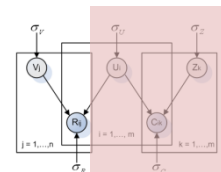


Figure 2: Graphical Model for Social Recommendation

■ Social Network Matrix Factorization

- The conditional distribution over the observed social network relationships as:

$$p(C|U, Z, \sigma_C^2) = \prod_{i=1}^m \prod_{k=1}^m \mathcal{N} \left[\left(c_{ik} | g(U_i^T Z_k), \sigma_C^2 \right) \right]^{I_{ik}^C}, \quad (1)$$

c_{ik} how much a user i trusts or knows user k in a social network

$\mathcal{N}(x|\mu, \sigma^2)$ probability density function of the Gaussian distribution with mean μ and variance σ^2

I_{ik}^C indicator function that is equal to 1 if user i trusts user k , otherwise 0

$g(x) = 1/(1 + \exp(-x))$ logistic function that make $U_i^T Z_k$ within the range $[0,1]$

03 Social Recommendation Framework

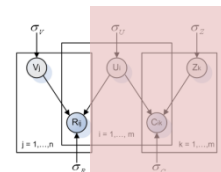


Figure 2: Graphical Model for Social Recommendation

■ Social Network Matrix Factorization

- We also place zero-mean spherical Gaussian priors on user and factor feature vectors:

$$p(U|\sigma_U^2) = \prod_{i=1}^m \mathcal{N}(U_i|0, \sigma_U^2 \mathbf{I}), \quad p(Z|\sigma_Z^2) = \prod_{k=1}^n \mathcal{N}(Z_k|0, \sigma_Z^2 \mathbf{I}). \quad (2)$$

$\mathcal{N}(x|\mu, \sigma^2)$ probability density function of the Gaussian distribution with mean μ and variance σ^2

03 Social Recommendation Framework

- **Social Network Matrix Factorization**

- Hence, through a simple Bayesian inference, we have:

$$\begin{aligned}
p(U, Z|C, \sigma_C^2, \sigma_U^2, \sigma_Z^2) \\
&\propto p(C|U, Z, \sigma_C^2)p(U|\sigma_U^2)p(Z|\sigma_Z^2) \\
&= \prod_{i=1}^m \prod_{k=1}^m \mathcal{N} \left[\left(c_{ik} | g(U_i^T Z_k), \sigma_C^2 \right) \right]^{I_{ik}^C} \\
&\times \prod_{i=1}^m \mathcal{N}(U_i | 0, \sigma_U^2 \mathbf{I}) \times \prod_{k=1}^m \mathcal{N}(Z_k | 0, \sigma_Z^2 \mathbf{I}). \quad (3)
\end{aligned}$$

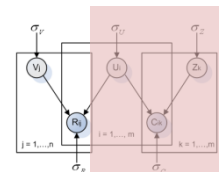


Figure 2: Graphical Model for Social Recommendation

03 Social Recommendation Framework

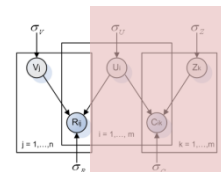


Figure 2: Graphical Model for Social Recommendation

■ Social Network Matrix Factorization

- We employ term c_{ik}^* which incorporates local authority and local hub value
- c_{ik} value decreases if user i trust lots of users
- c_{ik} value increases if user k is trusted by lots of users

$$p(C|U, Z, \sigma_C^2) = \prod_{i=1}^m \prod_{j=1}^n \mathcal{N} \left[\left(c_{ik}^* | g(U_i^T Z_k), \sigma_C^2 \right) \right]^{I_{ik}^C},$$

$$c_{ik}^* = \sqrt{\frac{d^-(v_k)}{d^+(v_i) + d^-(v_k)}} \times c_{ik}, \quad (4)$$

$d^+(v_i)$ represents the outdegree of node v_i , while $d^-(v_k)$ indicates the indegree of node v_k

03 Social Recommendation Framework

■ User-Item Matrix Factorization

- For our model, U and V will be parameters, R and σ is given dataset

$$p(U, V | R, \sigma_R^2, \sigma_U^2, \sigma_V^2) \\ \propto p(R | U, V, \sigma_R^2) p(U | \sigma_U^2) p(Z | \sigma_V^2)$$

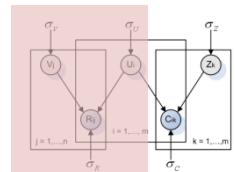


Figure 2: Graphical Model for Social Recommendation

03 Social Recommendation Framework

■ User-Item Matrix Factorization

- Define the conditional distribution over the observed ratings as:

$$p(R|U, V, \sigma_R^2) = \prod_{i=1}^m \prod_{j=1}^n \mathcal{N} \left[\left(r_{ij} | g(U_i^T V_j), \sigma_R^2 \right) \right]^{I_{ij}^R}, \quad (5)$$

r_{ij} rating of user i for movie j

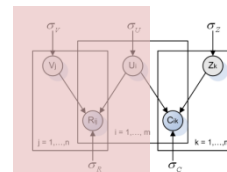


Figure 2: Graphical Model for Social Recommendation

03 Social Recommendation Framework

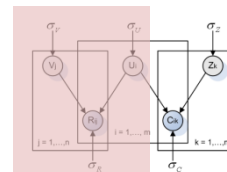


Figure 2: Graphical Model for Social Recommendation

■ User-Item Matrix Factorization

- We also place zero-mean spherical Gaussian priors on user and movie feature vectors:

$$p(U|\sigma_U^2) = \prod_{i=1}^m \mathcal{N}(U_i|0, \sigma_U^2 \mathbf{I}), \quad p(V|\sigma_V^2) = \prod_{j=1}^n \mathcal{N}(V_j|0, \sigma_V^2 \mathbf{I}). \quad (6)$$

03 Social Recommendation Framework

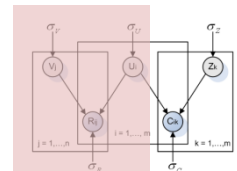


Figure 2: Graphical Model for Social Recommendation

■ User-Item Matrix Factorization

- Hence, similar to Social Network MF, through a simple Bayesian inference, we have:

$$\begin{aligned} p(U, V | R, \sigma_R^2, \sigma_U^2, \sigma_V^2) &\propto p(R | U, V, \sigma_R^2) p(U | \sigma_U^2) p(Z | \sigma_V^2) \\ &= \prod_{i=1}^m \prod_{j=1}^n \mathcal{N} \left[\left(r_{ij} | g(U_i^T V_j), \sigma_R^2 \right) \right]^{I_{ij}^R} \\ &\times \prod_{i=1}^m \mathcal{N}(U_i | 0, \sigma_U^2 \mathbf{I}) \times \prod_{j=1}^n \mathcal{N}(V_j | 0, \sigma_V^2 \mathbf{I}). \end{aligned} \quad (7)$$

03 Social Recommendation Framework

■ Matrix Factorization for Social Recommendation

- However, calculating is difficult because of the \exp function in the Gaussians
- The log of the posterior distribution for social recommendation:

$$\mathcal{N}(X|\mu, \sigma^2) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{(X - \mu)^2}{2\sigma^2}\right)$$

$$\begin{aligned} \ln p(U, V, Z|C, R, \sigma_C^2, \sigma_R^2, \sigma_U^2, \sigma_V^2, \sigma_Z^2) = & \\ & -\frac{1}{2\sigma_R^2} \sum_{i=1}^m \sum_{j=1}^n I_{ij}^R (r_{ij} - g(U_i^T V_j))^2 \\ & -\frac{1}{2\sigma_C^2} \sum_{i=1}^m \sum_{k=1}^m I_{ik}^C (c_{ik}^* - g(U_i^T Z_k))^2 \\ & -\frac{1}{2\sigma_U^2} \sum_{i=1}^m U_i^T U_i - \frac{1}{2\sigma_V^2} \sum_{j=1}^n V_j^T V_j - \frac{1}{2\sigma_Z^2} \sum_{k=1}^m Z_k^T Z_k \\ & -\frac{1}{2} \left(\left(\sum_{i=1}^m \sum_{j=1}^n I_{ij}^R \right) \ln \sigma_R^2 + \left(\sum_{i=1}^m \sum_{k=1}^m I_{ik}^C \right) \ln \sigma_C^2 \right) \\ & -\frac{1}{2} (m \ln \sigma_U^2 + n \ln \sigma_V^2 + m \ln \sigma_Z^2) + \mathcal{C}, \end{aligned} \quad (8)$$

03 Social Recommendation Framework

■ Matrix Factorization for Social Recommendation

- Maximizing this log-posterior over hyper parameters kept fixed is equivalent to minimizing the following objective functions:

$$\begin{aligned}\mathcal{L}(R, C, U, V, Z) = & \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij}^R (r_{ij} - g(U_i^T V_j))^2 + \frac{\lambda_C}{2} \sum_{i=1}^m \sum_{k=1}^m I_{ik}^C (c_{ik}^* - g(U_i^T Z_k))^2 \\ & + \frac{\lambda_U}{2} \|U\|_F^2 + \frac{\lambda_V}{2} \|V\|_F^2 + \frac{\lambda_Z}{2} \|Z\|_F^2,\end{aligned}\tag{9}$$

where $\lambda_C = \sigma_R^2 / \sigma_C^2$, $\lambda_U = \sigma_R^2 / \sigma_U^2$, $\lambda_V = \sigma_R^2 / \sigma_V^2$, $\lambda_Z = \sigma_R^2 / \sigma_Z^2$

03 Social Recommendation Framework

■ Matrix Factorization for Social Recommendation

- Gradient descent in U_i , V_j and Z_k
- For experiment, we set $\lambda_U = \lambda_V = \lambda_Z$.

$$\begin{aligned}\frac{\partial \mathcal{L}}{\partial U_i} &= \sum_{j=1}^n I_{ij}^R g'(U_i^T V_j) (g(U_i^T V_j) - r_{ij}) V_j \\ &\quad + \lambda_C \sum_{k=1}^m I_{ik}^C g'(U_i^T Z_k) (g(U_i^T Z_k) - c_{ik}^*) Z_k + \lambda_U U_i, \\ \frac{\partial \mathcal{L}}{\partial V_j} &= \sum_{i=1}^n I_{ij}^R g'(U_i^T V_j) (g(U_i^T V_j) - r_{ij}) U_i + \lambda_V V_j, \\ \frac{\partial \mathcal{L}}{\partial Z_k} &= \lambda_C \sum_{i=1}^n I_{ik}^C g'(U_i^T Z_k) (g(U_i^T Z_k) - c_{ik}^*) U_i + \lambda_Z Z_k, (10)\end{aligned}$$

03 Social Recommendation Framework

■ Complexity Analysis

- ρ (rho) means number of nonzero entries in matrices
- For $\frac{\partial \mathcal{L}}{\partial U}$, the complexity is $O(\rho_R l + \rho_C l)$
- For $\frac{\partial \mathcal{L}}{\partial V}$, the complexity is $O(\rho_R l)$
- For $\frac{\partial \mathcal{L}}{\partial Z}$, the complexity is $O(\rho_C l)$
- For the computational complexity of evaluating the objective function is $O(\rho_R l + \rho_C l)$
- In general, the complexity of the method is linear with the observations

04 Experimental Analysis

■ Description of Epinions Dataset

- Knowledge sharing and review site that was established in 1999
- 40,163 users who rated 139,529 items with total 664,824 ratings
- 18,826 users, which is almost half of the population, submitted less than 5 reviews
- In Epinions, the user can trust or block users
- The total number of issued trust statements is 487,183

04 Experimental Analysis

- Metrics

- Mean Absolute Error

$$MAE = \frac{\sum_{i,j} |r_{i,j} - \hat{r}_{i,j}|}{N}$$

04 Experimental Analysis

■ Comparison

- The parameter settings of our approach are $\lambda_C = 10, \lambda_U = \lambda_V = \lambda_Z = 0.001$

Table 2: MAE comparison with other approaches (A smaller MAE value means a better performance)

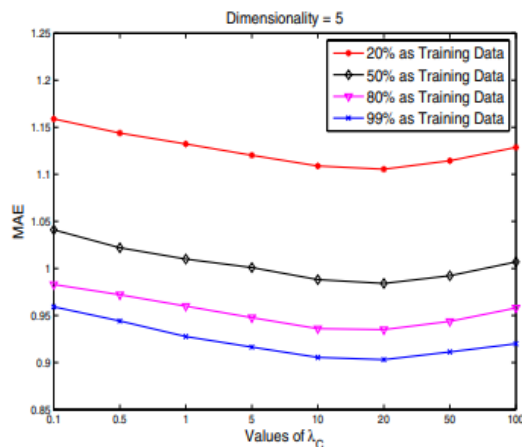
Training Data	Dimensionality = 5				Dimensionality = 10			
	MMMF	PMF	CPMF	SoRec	MMMF	PMF	CPMF	SoRec
99%	1.0008	0.9971	0.9842	0.9018	0.9916	0.9885	0.9746	0.8932
80%	1.0371	1.0277	0.9998	0.9321	1.0275	1.0182	0.9923	0.9240
50%	1.1147	1.0972	1.0747	0.9838	1.1012	1.0857	1.0632	0.9751
20%	1.2532	1.2397	1.1981	1.1069	1.2413	1.2276	1.1864	1.0944

04 Experimental Analysis

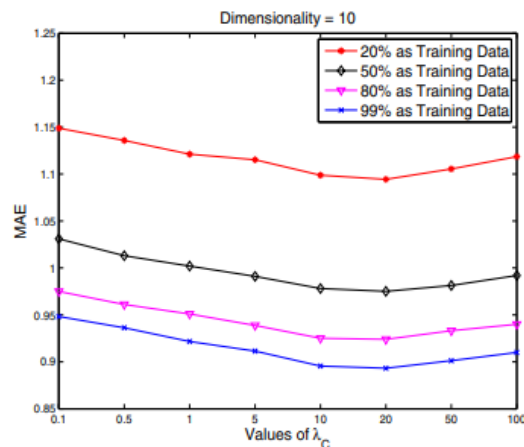
■ Impact of Parameter λ_C

- The method achieves the best performance when $\lambda_C \in [10, 20]$

$$\begin{aligned} \mathcal{L}(R, C, U, V, Z) = & \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij}^R (r_{ij} - g(U_i^T V_j))^2 + \frac{\lambda_C}{2} \sum_{i=1}^m \sum_{k=1}^m I_{ik}^C (c_{ik}^* - g(U_i^T Z_k))^2 \\ & + \frac{\lambda_U}{2} \|U\|_F^2 + \frac{\lambda_V}{2} \|V\|_F^2 + \frac{\lambda_Z}{2} \|Z\|_F^2, \end{aligned} \quad (9)$$



(a) Dimensionality=5



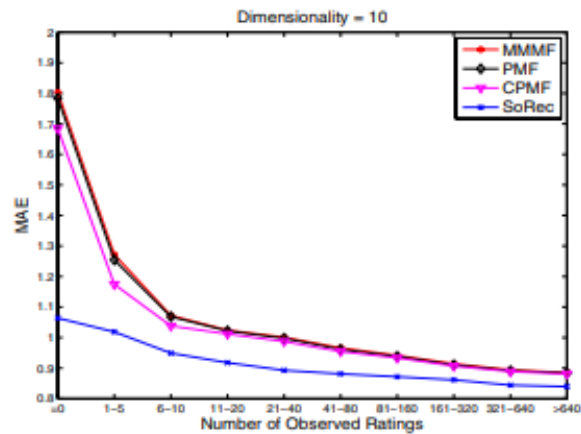
(b) Dimensionality=10

Figure 4: Impact of Parameter λ_C

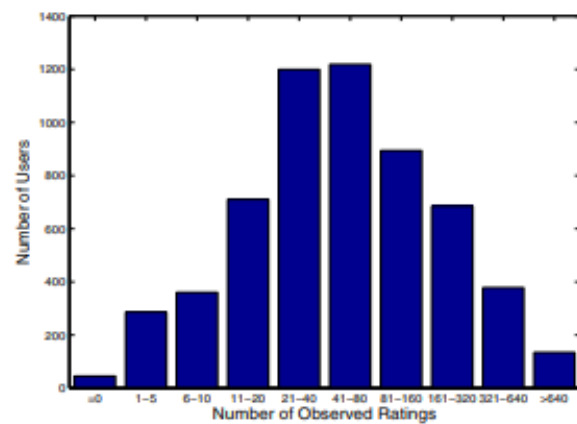
04 Experimental Analysis

■ Performance of Different Users

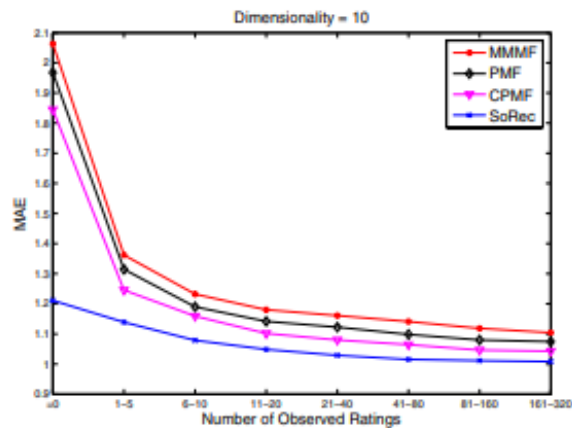
- Group all the users with 10 classes by their number of ratings
- 10 classes: “= 0”, “1 – 5”, “6 – 10”, “11 – 20”, “21 – 40”, “41 – 80”, “81 – 160”, “160 – 320”, “320 – 640”, and “> 640”



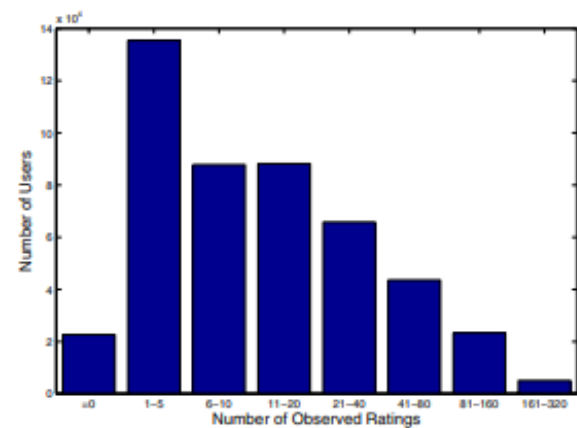
(a) Performance Comparison on Different User Rating Scales (99% as Training Data)



(b) Distribution of Testing Data (99% as Training Data)



(g) Performance Comparison on Different User Rating Scales (20% as Training Data)



(h) Distribution of Testing Data (20% as Training Data)

04 Experimental Analysis

■ Efficiency Analysis

- On a normal PC with Intel Pentium D CPU, 1 Giga bytes memory
- When using 20% data as training data -> less than 5 minutes to train
- When using 99% data as training data -> less than 20 minutes to train
- The computational complexity is linear with the number of data

05 Social Regularization

- Problem Definition

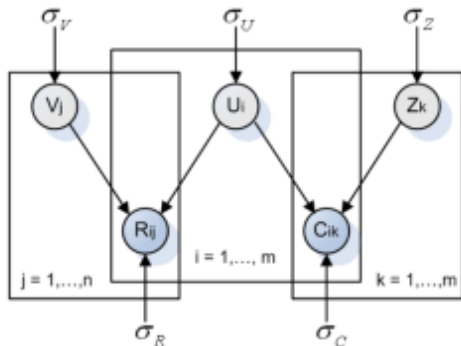


Figure 2: Graphical Model for Social Recommendation

SoReg

$$\begin{aligned} \min_{U,V} \mathcal{L}_2(R, U, V) &= \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij} (R_{ij} - U_i^T V_j)^2 \\ &+ \frac{\beta}{2} \sum_{i=1}^m \sum_{f \in \mathcal{F}^+(i)} \text{Sim}(i, f) \|U_i - U_f\|_F^2 \\ &+ \lambda_1 \|U\|_F^2 + \lambda_2 \|V\|_F^2. \end{aligned} \quad (11)$$

05 Social Regularization

■ Problem Definition

- Original Matrix Factorization lost function:

$$\min_{U,V} \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij} (R_{ij} - U_i^T V_j)^2 + \frac{\lambda_1}{2} \|U\|_F^2 + \frac{\lambda_2}{2} \|V\|_F^2, \quad (4)$$

- Adding social regularization term instead of making new latent factor:

$$\begin{aligned} \min_{U,V} \mathcal{L}_1(R, U, V) &= \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij} (R_{ij} - U_i^T V_j)^2 \\ &+ \frac{\alpha}{2} \sum_{i=1}^m \|U_i - \frac{1}{|\mathcal{F}^+(i)|} \sum_{f \in \mathcal{F}^+(i)} U_f\|_F^2 \\ &+ \frac{\lambda_1}{2} \|U\|_F^2 + \frac{\lambda_2}{2} \|V\|_F^2, \end{aligned} \quad (5)$$

Model 1: Average-based Regularization

$$\begin{aligned} \min_{U,V} \mathcal{L}_2(R, U, V) &= \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij} (R_{ij} - U_i^T V_j)^2 \\ &+ \frac{\beta}{2} \sum_{i=1}^m \sum_{f \in \mathcal{F}^+(i)} \text{Sim}(i, f) \|U_i - U_f\|_F^2 \\ &+ \lambda_1 \|U\|_F^2 + \lambda_2 \|V\|_F^2. \end{aligned} \quad (11)$$

Model 2: Individual-based Regularization

05 Social Regularization

■ Model 1: Average-based Regularization

- Suggested from intuition that people is likely to have the average tastes of friends, a new social regularization term:

$$\frac{\alpha}{2} \sum_{i=1}^m \left\| U_i - \frac{1}{|\mathcal{F}^+(i)|} \sum_{f \in \mathcal{F}^+(i)} U_f \right\|_F^2 \quad (6)$$

$\mathcal{F}^+(i)$ user i's friend list

$\frac{1}{|\mathcal{F}^+(i)|} \sum_{f \in \mathcal{F}^+(i)} U_f$ average taste of all the friends in friend list

05 Social Regularization

■ Model 1: Average-based Regularization

- However, some friends may have totally different interest
- A more realistic model should treat friends differently based on how similar they are:

$$\frac{\alpha}{2} \sum_{i=1}^m \left\| U_i - \frac{\sum_{f \in \mathcal{F}^+(i)} \text{Sim}(i, f) \times U_f}{\sum_{f \in \mathcal{F}^+(i)} \text{Sim}(i, f)} \right\|_F^2, \quad (7)$$

$\text{Sim}(i, f)$ the similarity function, bigger the similar

05 Social Regularization

- **Model 2: Individual-based Regularization**

- Model 2 tackle each friend individually:

$$\frac{\beta}{2} \sum_{i=1}^m \sum_{f \in \mathcal{F}^+(i)} \text{Sim}(i, f) \|U_i - U_f\|_F^2, \quad (10)$$

$\mathcal{F}^+(i)$ user i 's friend list

$\text{Sim}(i, f)$ the similarity function, bigger the similar

05 Social Regularization

■ Similarity Function

- Vector Space Similarity (VSS):

$$Sim(i, f) = \frac{\sum_{j \in I(i) \cap I(f)} R_{ij} \cdot R_{fj}}{\sqrt{\sum_{j \in I(i) \cap I(f)} R_{ij}^2} \cdot \sqrt{\sum_{j \in I(i) \cap I(f)} R_{fj}^2}}, \quad (13)$$

$j \in I(i) \cap I(f)$ item j from subset of items which user i and f both rated

R_{ij} rating user i gave item j

05 Social Regularization

■ Similarity Function

- Pearson Correlation Coefficient (PCC):

$$Sim(i, f) = \frac{\sum_{j \in I(i) \cap I(f)} (R_{ij} - \bar{R}_i) \cdot (R_{fj} - \bar{R}_f)}{\sqrt{\sum_{j \in I(i) \cap I(f)} (R_{ij} - \bar{R}_i)^2} \cdot \sqrt{\sum_{j \in I(i) \cap I(f)} (R_{fj} - \bar{R}_f)^2}} \quad (14)$$

$j \in I(i) \cap I(f)$ item j from subset of items which user i and f both rated

\bar{R}_i the average rate of user i

06 Experimental Analysis of SoReg

■ Comparisons

- SR2 with PCC similarity function showed best result

Table 5: Performance Comparisons (Dimensionality = 10)

Dataset	Training	Metrics	UserMean	ItemMean	NMF	PMF	RSTE	SR1 _{vss}	SR1 _{pcc}	SR2 _{vss}	SR2 _{pcc}
Douban	80%	MAE	0.6809	0.6288	0.5732	0.5693	0.5643	0.5579	0.5576	0.5548	0.5543
		Improve	18.59%	11.85%	3.30%	2.63%	1.77%				
		RMSE	0.8480	0.7898	0.7225	0.7200	0.7144	0.7026	0.7022	0.6992	0.6988
		Improve	17.59%	11.52%	3.28%	2.94%	2.18%				
	60%	MAE	0.6823	0.6300	0.5768	0.5737	0.5698	0.5627	0.5623	0.5597	0.5593
		Improve	18.02%	11.22%	3.03%	2.51%	1.84%				
		RMSE	0.8505	0.7926	0.7351	0.7290	0.7207	0.7081	0.7078	0.7046	0.7042
		Improve	17.20%	11.15%	4.20%	3.40%	2.29%				
	40%	MAE	0.6854	0.6317	0.5899	0.5868	0.5767	0.5706	0.5702	0.5690	0.5685
		Improve	17.06%	10.00%	3.63%	3.12%	1.42%				
		RMSE	0.8567	0.7971	0.7482	0.7411	0.7295	0.7172	0.7169	0.7129	0.7125
		Improve	16.83%	10.61%	4.77%	3.86%	2.33%				
Epinions	90%	MAE	0.9134	0.9768	0.8712	0.8651	0.8367	0.8290	0.8287	0.8258	0.8256
		Improve	9.61%	15.48%	5.23%	4.57%	1.33%				
		RMSE	1.1688	1.2375	1.1621	1.1544	1.1094	1.0792	1.0790	1.0744	1.0739
		Improve	8.12%	13.22%	7.59%	6.97%	3.20%				
	80%	MAE	0.9285	0.9913	0.8951	0.8886	0.8537	0.8493	0.8491	0.8447	0.8443
		Improve	9.07%	14.83%	5.68%	4.99%	1.10%				
		RMSE	1.1817	1.2584	1.1832	1.1760	1.1256	1.1016	1.1013	1.0958	1.0954
		Improve	7.30%	12.95%	7.42%	6.85%	2.68%				

06 Experimental Analysis of SoReg

■ Impact of Similarity Functions

- Setting similarities to all the same value or random were worse than using functions

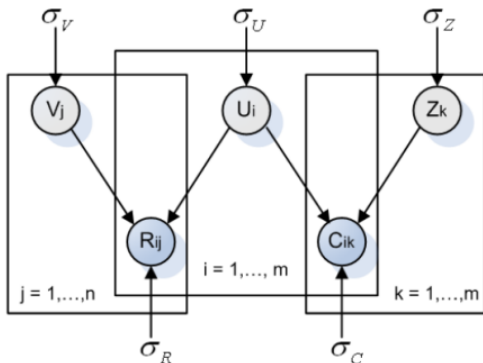
Table 6: Similarity Analysis (Dimensionality = 10)

Dataset	Training	Metrics	SR2 Sim=1	SR2 Sim=Ran	SR2 _{vss}	SR2 _{pcc}
Douban	80%	MAE	0.5579	0.5592	0.5548	0.5543
		RMSE	0.7034	0.7047	0.6992	0.6988
	60%	MAE	0.5631	0.5643	0.5597	0.5593
		RMSE	0.7083	0.7098	0.7046	0.7042
	40%	MAE	0.5724	0.5737	0.5690	0.5685
		RMSE	0.7195	0.7209	0.7129	0.7125
Epinions	90%	MAE	0.8324	0.8345	0.8258	0.8256
		RMSE	1.0794	1.0809	1.0744	1.0739
	80%	MAE	0.8511	0.8530	0.8447	0.8443
		RMSE	1.1002	1.1018	1.0958	1.0954

07 Conclusion and Future Work

■ Conclusion

- SoRec incorporated social network graph into latent factor using PMF
- SoReg introduced a new regularization social term



$$\begin{aligned} \min_{U,V} \mathcal{L}_2(R, U, V) &= \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij} (R_{ij} - U_i^T V_j)^2 \\ &+ \frac{\beta}{2} \sum_{i=1}^m \sum_{f \in \mathcal{F}^+(i)} \text{Sim}(i, f) \|U_i - U_f\|_F^2 \\ &+ \lambda_1 \|U\|_F^2 + \lambda_2 \|V\|_F^2. \end{aligned} \quad (11)$$

Model 2: Individual-based Regularization

07 Conclusion and Future Work

■ Future Work

- (1) In SoRec, model did not use block relationship in Epinions, but future work may consider this kind of relationship
- (2) SoReg used traditional similarity functions like PCC and VSS but future work may develop a new method to compute similarity
- (3) Papers are considering user similarity but not as much to item similarity

08 Implementation

```
model = SoRec(n_users, n_items, social_user)
```

- SoRec init

```
class SoRec(torch.nn.Module):
    def __init__(self, n_users, n_items, social_user, n_factors=10, lr=0.01,
                 lambda_C=10, lambda_UVZ=0.001, sparse=False, device=torch.device("cuda")):
        super(SoRec, self).__init__()

        self.n_users = n_users
        self.n_items = n_items
        self.social_user = social_user
        self.n_factors = n_factors
        self.lr = lr
        self.lambda_C = lambda_C
        self.lambda_UVZ = lambda_UVZ
        self.alpha = 0.1
        self.sparse = sparse
        self.device = device

        self.user_embeddings = nn.Embedding(self.n_users, self.n_factors, sparse=self.sparse)
        self.item_embeddings = nn.Embedding(self.n_items, self.n_factors, sparse=self.sparse)
        self.social_embeddings = nn.Embedding(self.n_users, self.n_factors, sparse=self.sparse)

        nn.init.normal_(self.user_embeddings.weight, std=0.01)
        nn.init.normal_(self.item_embeddings.weight, std=0.01)
        nn.init.normal_(self.social_embeddings.weight, std=0.01)
        self = self.to(self.device)
        self.loss_list = []
```

08 Implementation

■ Loss Function first part

- preds : dot product of U and V
- val : rij
- loss : MSE loss

$$\begin{aligned}\mathcal{L}(R, C, U, V, Z) = & \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij}^R (r_{ij} - g(U_i^T V_j))^2 + \frac{\lambda_C}{2} \sum_{i=1}^m \sum_{k=1}^m I_{ik}^C (c_{ik}^* - g(U_i^T Z_k))^2 \\ & + \frac{\lambda_U}{2} \|U\|_F^2 + \frac{\lambda_V}{2} \|V\|_F^2 + \frac{\lambda_Z}{2} \|Z\|_F^2,\end{aligned}\quad (9)$$

```
# user - item matrix prediction
users_batch = users_batch.long()
items_batch = items_batch.long()
val = val.float().to(device)
preds = model.forward(users_batch, items_batch)
loss = nn.MSELoss(reduction='sum')(preds, val)
```

08 Implementation

$$\mathcal{L}(R, C, U, V, Z) =$$

$$\frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij}^R (r_{ij} - g(U_i^T V_j))^2 + \frac{\lambda_C}{2} \sum_{i=1}^m \sum_{k=1}^m I_{ik}^C (c_{ik}^* - g(U_i^T Z_k))^2 + \frac{\lambda_U}{2} \|U\|_F^2 + \frac{\lambda_V}{2} \|V\|_F^2 + \frac{\lambda_Z}{2} \|Z\|_F^2, \quad (9)$$

Loss Function second part

- social_preds : dot product of U and Z
- social_val : cij
- loss : lambda_C * MSE loss

```
# user - user2 social network
sim_user = []
social_val = []
users_batch_2 = []

for current_user in (users_batch):
    if len(put_user1_set[int(current_user)]) > 0:
        sim_user += random.sample(put_user1_set[int(current_user)], 1)
        d_minus = len(put_user2_set[sim_user[-1]])
        d_plus = len(put_user1_set[int(current_user)])
        new_val = math.sqrt(d_minus / (d_plus + d_minus + 0.0))
        social_val.append(new_val)
        users_batch_2.append(current_user)
```

$$p(C|U, Z, \sigma_C^2) = \prod_{i=1}^m \prod_{j=1}^n \mathcal{N} \left[\left(c_{ik}^* | g(U_i^T Z_k), \sigma_C^2 \right) \right]^{I_{ik}^C}$$

$$c_{ik}^* = \sqrt{\frac{d^-(v_k)}{d^+(v_i) + d^-(v_k)}} \times c_{ik},$$

```
sim_user = torch.tensor(sim_user).long().to(device)
users_batch_2 = torch.tensor(users_batch_2).long().to(device)
social_val = torch.tensor(social_val).float().to(device)
social_preds = model.social_forward(users_batch_2, sim_user)
loss += self.lambda_C * nn.MSELoss(reduction='sum')(social_preds, social_val)
```

08 Implementation

■ Loss Function third part

- lambda_UVZ : default 0.001
- get Frobenius Norm (L2 norm)
of every latent factor U, V, Z

$$\mathcal{L}(R, C, U, V, Z) = \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij}^R (r_{ij} - g(U_i^T V_j))^2 + \frac{\lambda_C}{2} \sum_{i=1}^m \sum_{k=1}^m I_{ik}^C (c_{ik}^* - g(U_i^T Z_k))^2 + \frac{\lambda_U}{2} \|U\|_F^2 + \frac{\lambda_V}{2} \|V\|_F^2 + \frac{\lambda_Z}{2} \|Z\|_F^2, \quad (9)$$

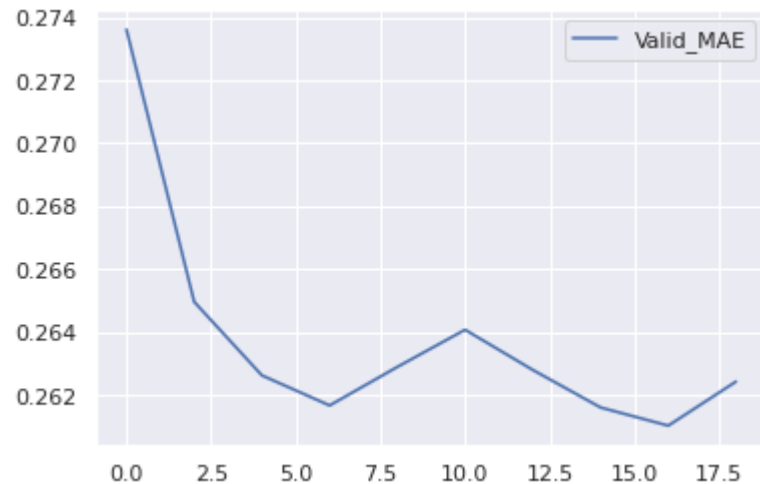
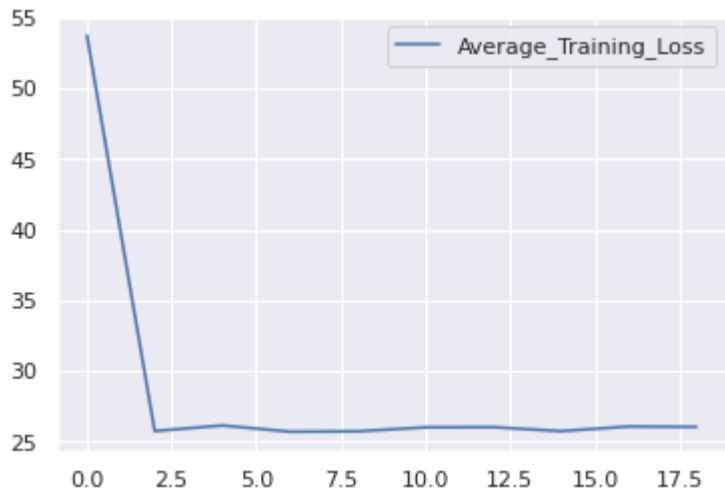
```
self.lambda_UVZ = 0.001, self.lambda_C=10, self.lambda_UVZ=0.001,
```

```
# Lastly, every weight norm
loss += self.lambda_UVZ * (self.item_embeddings.weight.norm() +
                           self.user_embeddings.weight.norm() +
                           self.social_embeddings.weight.norm())
```

```
torch.norm(input, p='fro',
```

08 Implementation

- SoRec Train loss and MAE



Thank You