## Collaborative Filtering

- Use preferences of a group of people to make recommendations to other people.
- Build system for finding people who shore tastes and for making automatic recommendations based on things that other people like.
  - E.g. Amazon
  - Low tech way to get recommendations.

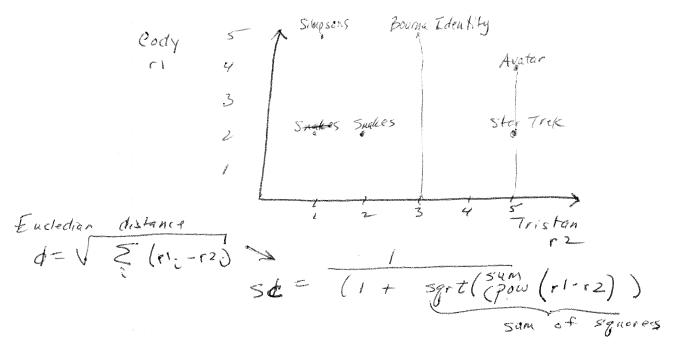
    ask your Friends!
  - But some friends have belter taste than others i.e., their taste is more "similar" to yours

Collaborative Filtering Algorithms
- Search a large group of people & find
a smaller set with tastes similar to yours.
- Looks at other thing they like &
makes recommendations.

Note: "Using Collaborative filtering to weave an information tapestry," David Goldberg 1992, Xerox PARC "Coined term Step1 - Collect Preferences, 10) Normalize ratings Step 2 - Find Similar Ucers

2a) Euclidean distance score.

- Take items that two users have ranked in common and uses them as an axis in a chart (called a "preterence" space.).



Pearson Correlation Score - Measures how well two sets of data fit on a straight line. - Normalizes grading curve consistently rales movies Pearson lower

# Sum all preferences
$$Shim = \sum_{i} (x_{i})$$

$$Shim = \sum_{i} x_{2}$$

H Sum of squares  
Sum of squares  
Sum sq = 
$$pow ( \xi x_i, z_i )$$
  
Sum z sq =  $pow ( \xi x_2i, z_1 z_1 )$ 

# Sum of products

p Sum = 2 7:1 \* xiz

$$=\frac{2}{8}\left(\frac{1}{2}x^{2}\right)-\left(\frac{2}{2}x^{2}\right)\left(\frac{2}{2}x^{2}\right)\left(\frac{2}{2}x^{2}\right)\left(\frac{2}{2}x^{2}\right)\left(\frac{2}{2}x^{2}\right)\left(\frac{2}{2}x^{2}\right)$$



Rauking other users (wrt yourself)
- Use similarity coefficient
and rank order other users.

## Recommending Items

- 1.) numerator
  - sum each potential recommendation rating from a particular user & that user's similarity to you
- 2) denominator
   normalize by sum of all similarities.
  - (Sum (r.rating\_norm \* 5.50))
    sum (s.sc)