



Cocktails CBR Recommender system

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Status category ▾

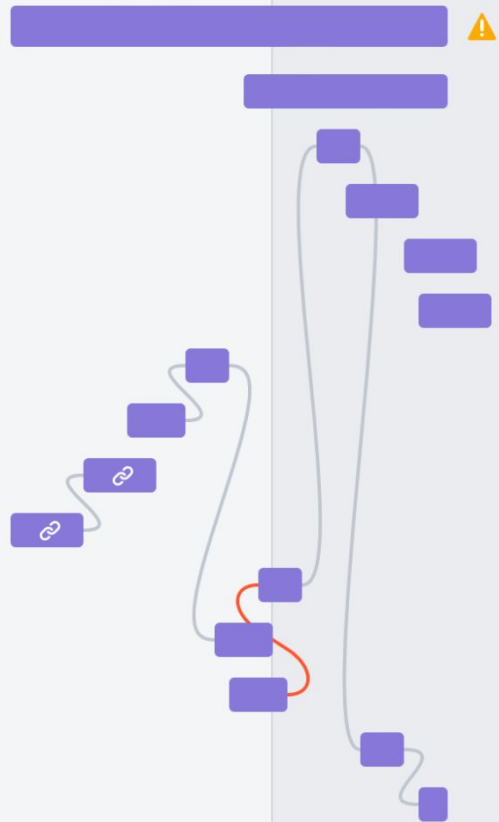
Epic

▼ ⚡ SP-3 Implement the CBR system

- ✓ SP-32 Create UI DONE SR
- ✓ SP-24 [EVAL] DONE ES
- ✓ SP-36 Testing if the evaluation is working well DONE ES
- ✓ SP-37 Modify the learning class with the conditional of the user's sc... DONE ES
- ✓ SP-42 Add elements to cocktails DONE SR
- ✓ SP-9 Create case library DONE SR
- ✓ SP-8 Choose case library structure DONE SR
- ✓ SP-12 Choose case structure / prepare data DONE SR
- ✓ SP-35 Choose dataset and tell the teacher DONE
- ✓ SP-23 [ADAPT] DONE YZ
- ✓ SP-22 [RETRIEVE] Search the case library DONE GR
- ✓ SP-20 [RETRIEVE] Implement similarity measure DONE GR
- ✓ SP-25 [LEARN] Evaluate if the case is worth learning DONE ES
- ✓ SP-26 [LEARN] Add case to the case library DONE ES

MAY

JUN



473 unique cocktails with each ingredient labeled and measure defined.

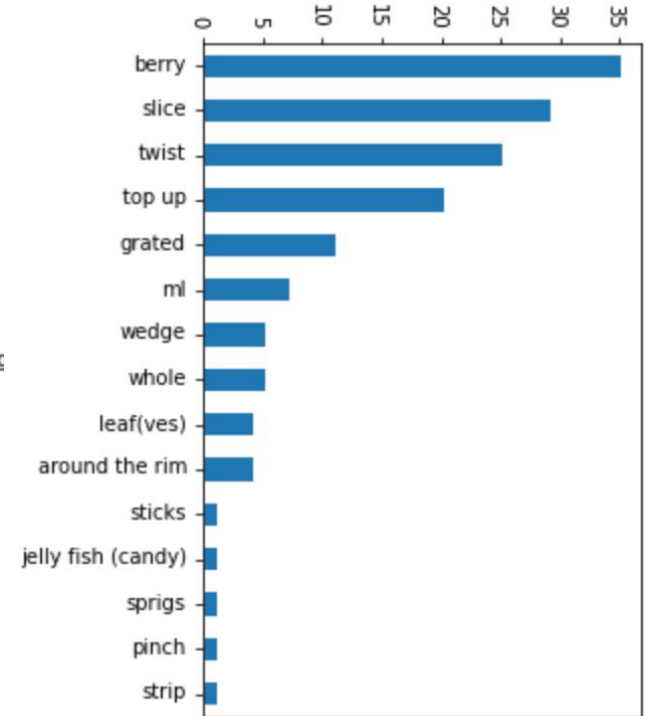
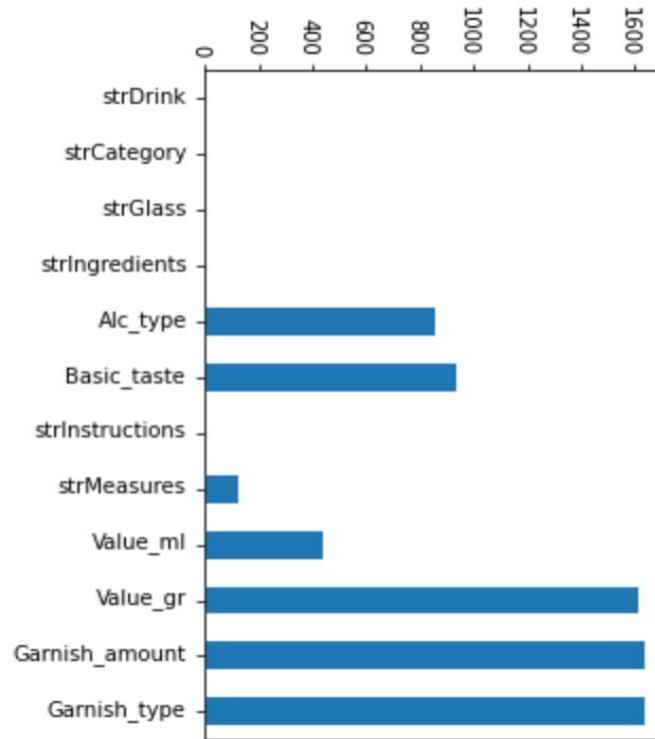
Attributes

No

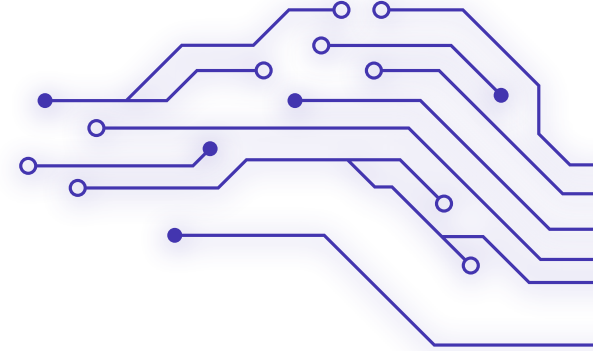
Attributes	No
Ingredients	303
Categories	9
Alcohol Type	25
Basic Taste	9
Glass Type	35
Garnish type	15



Data domain



Requirements Analysis



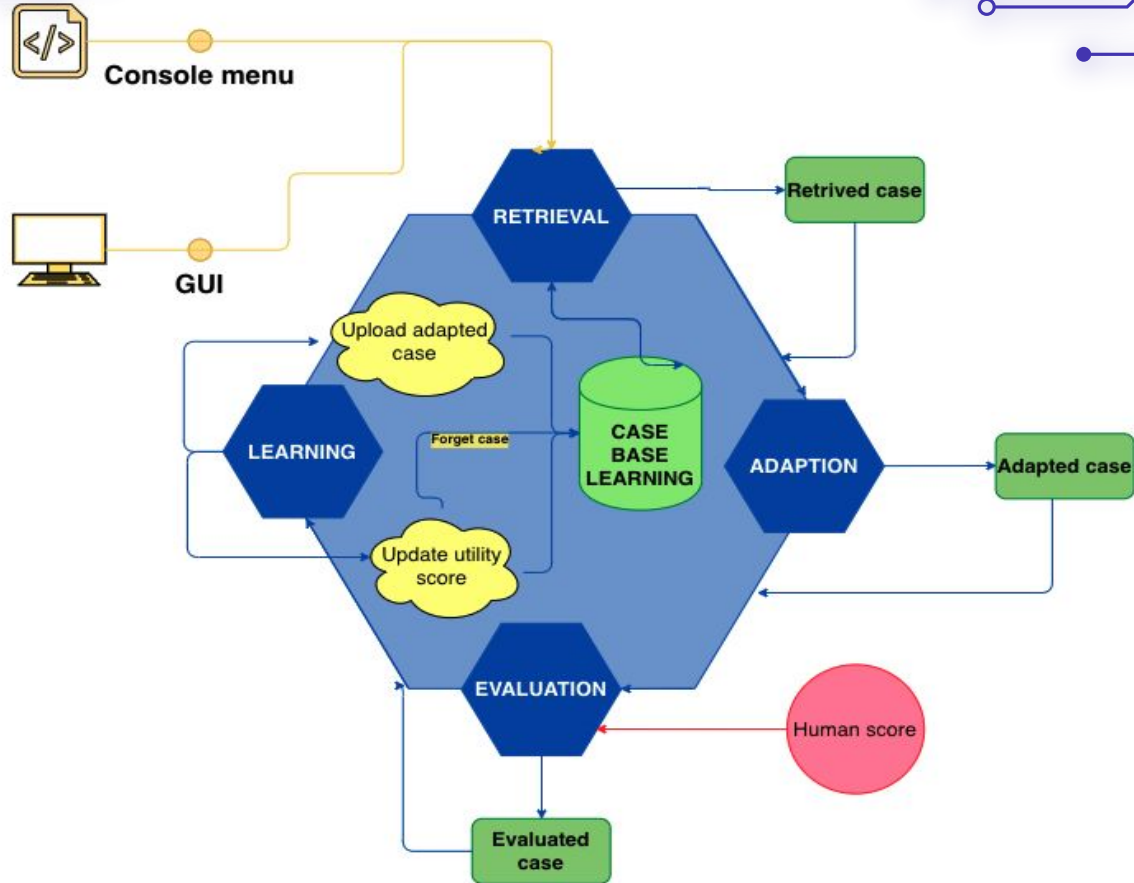
User requirements

- Select drink type.
- Select glass type.
- Include alcohol type.
- Include basic taste.
- Include ingredients.
- Exclude ingredients.
- Evaluate recipe.

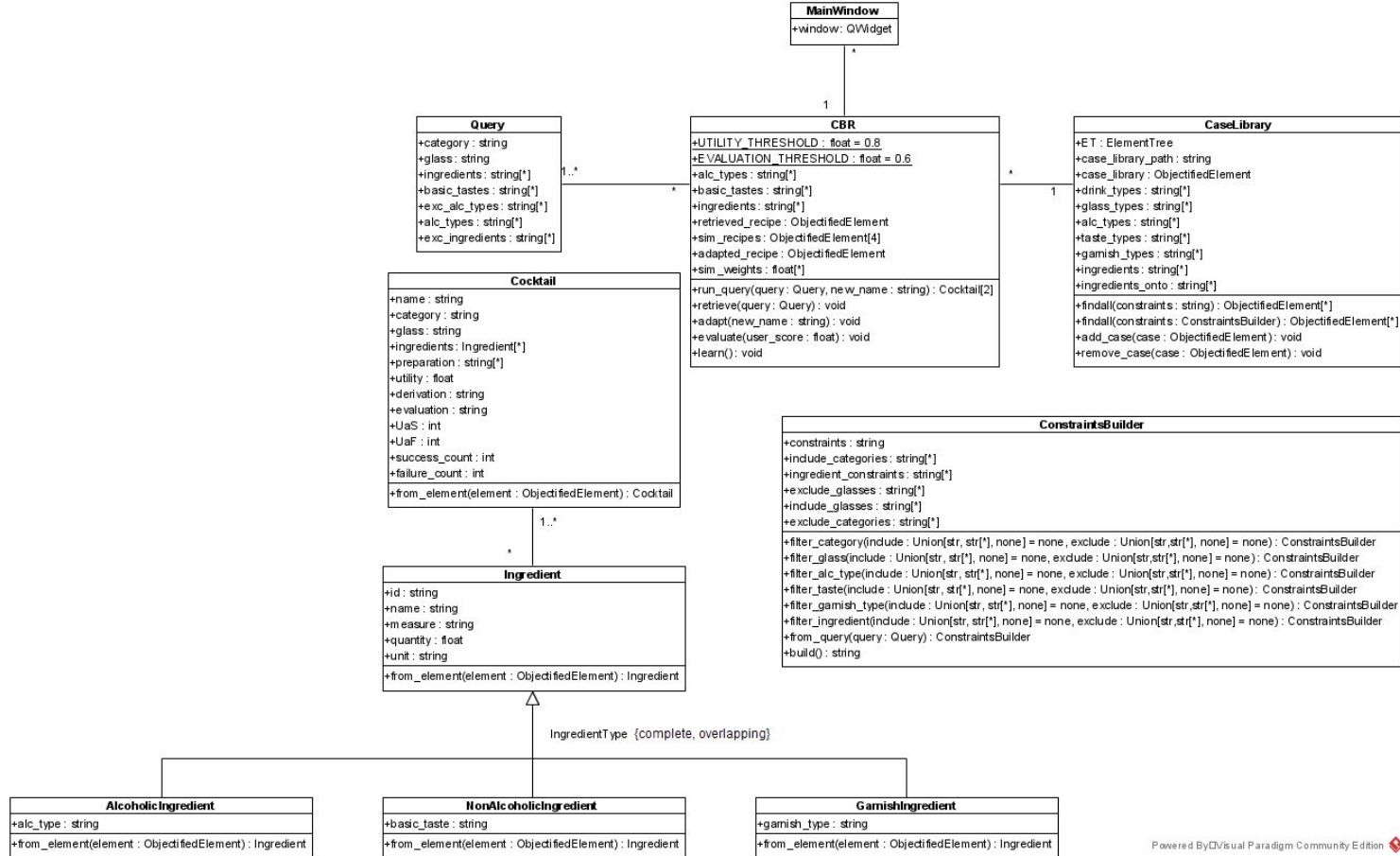
Technical requirements

- Time to process query < 3 seconds.
- Size of the case library < 1 GB.
- Number of queries before failure > 10.
- User friendly.

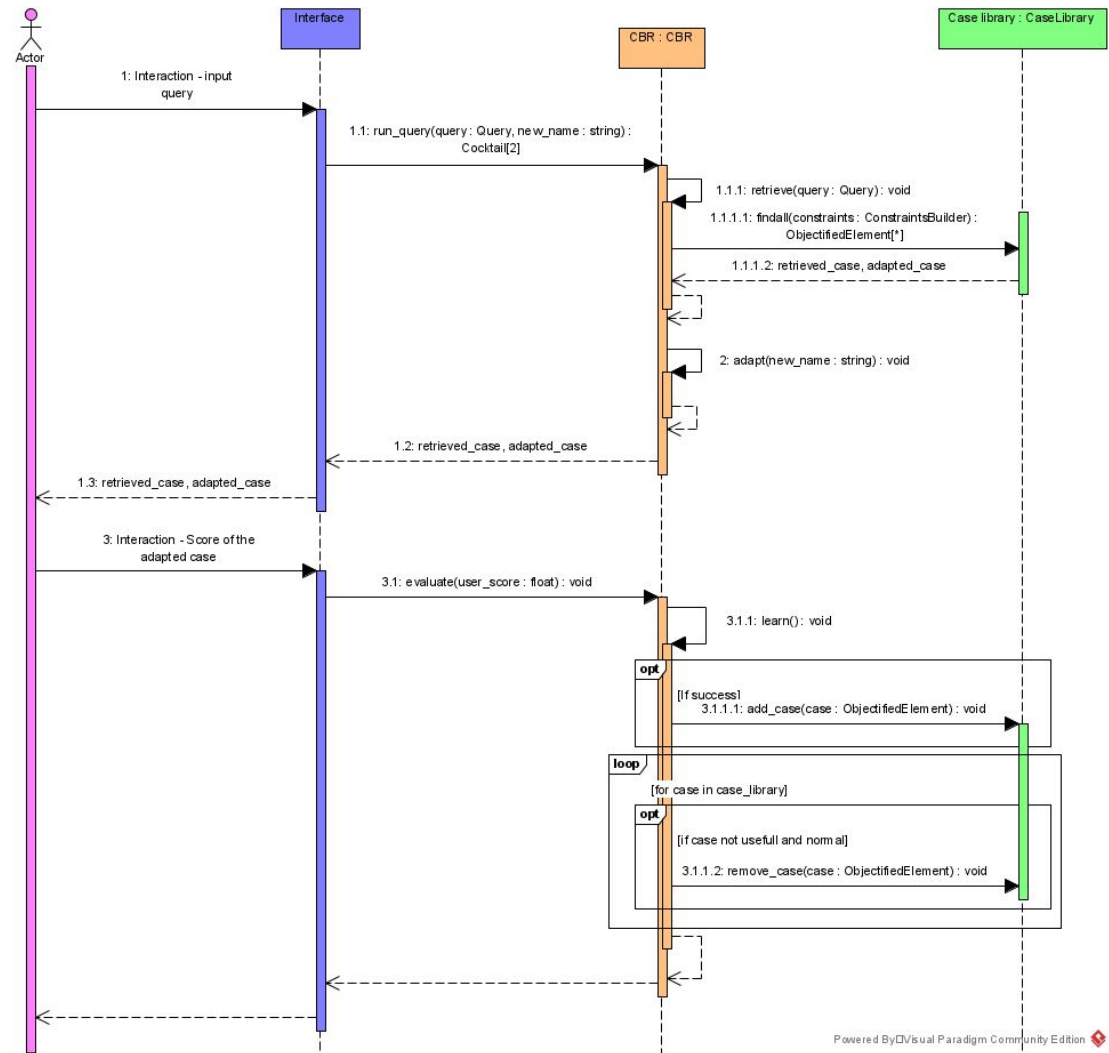
CBR Schema



System components



Interaction sequence

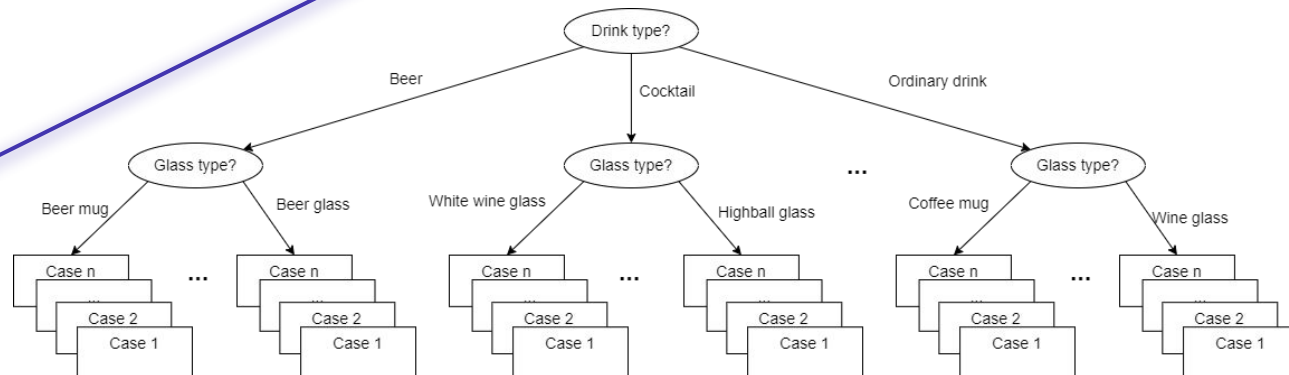


Case representation and Library structure

Case representation

```
<cocktail>
<name>Snake Bite (UK)</name>
<category>beer</category>
<glass>pint glass</glass>
<ingredients>
  <ingredient id="ingr0" alc_type="beer" basic_taste="" measure="1/2 pint" quantity="236.5" unit="ml" garnish_type="">lager</ingredient>
  <ingredient id="ingr1" alc_type="wine" basic_taste="" measure="1/2 pint dry" quantity="60.0" unit="ml" garnish_type="">red wine</ingredient>
</ingredients>
<preparation>
  <step>pour ingredients into a pint glass</step>
  <step>drink</step>
  <step>fall over</step>
</preparation>
<utility>1.0</utility>
<derivation>original</derivation>
<evaluation>success</evaluation>
<UaS>0</UaS>
<UaF>0</UaF>
<success_count>0</success_count>
<failure_count>0</failure_count>
</cocktail>
```

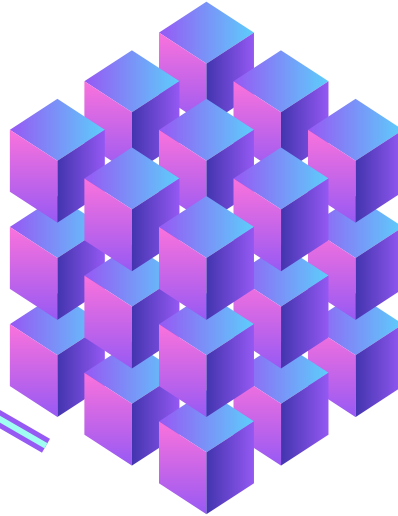
Library structure



CBR System: Retrieval

Searching

- Pre-select the cases that **match with the constraints** given by the user in the new case.
- The constraints: **preferences** and **exclusions** that the user enters in the GUI or in the CL
- We will have **at least 5 cases retrieved** from the case library

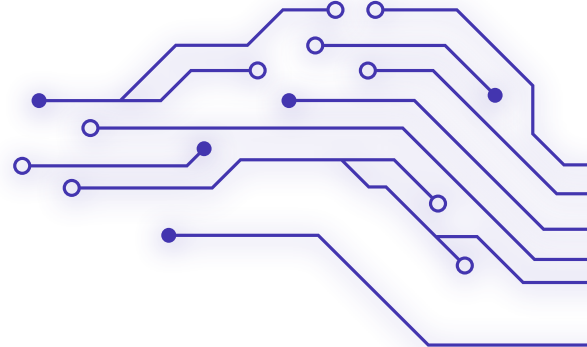


Selecting

- Select the **most relevant case among the subset retrieved** in the previous step.
- To calculate the similarity we will **define weights** $w_k \in [0, 1]$.

(+) Constraints included: 1, 0.85 y 0.5
(-) Constraints excluded: -1 y -0.5

CBR System: Adaptation



Main methods applied on the adapted recipe:

`delete_ingredient:`

1. Remove it from the ingredient list.
2. Remove it from the steps:
 - If there is more than one ingredient in the step → placeholder [IGNORE].
 - If it is the only ingredient in the step, delete the step.

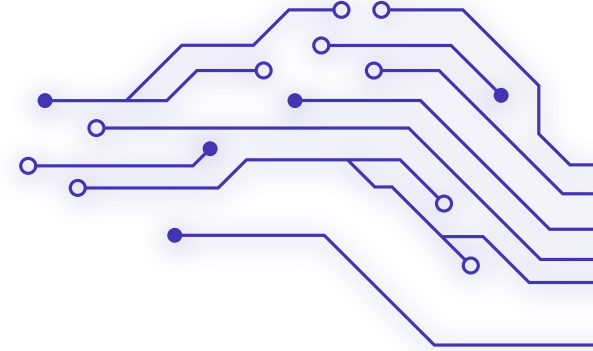
`replace_ingredient:`

1. Replace text of one ingredient by the text of another.

`include_ingredient:`

1. Add it to the ingredients list with `measure = M` and `id = ingrN`.
2. Insert step in the second position:
 - If `M` → “add `ingrN`”.
 - Otherwise, “add `ingrN` to taste”.

CBR System: Adaptation



Input: query of the user, adapted recipe, similar recipes.

1. Exclude ingredients:
 - If it is not an alcohol → find ingredient with the same `basic_taste` and call `replace_ingredient` (if failure → call `delete_ingredient`).
 - If it is an alcohol → call `delete_ingredient`.
2. Include ingredients:
 - Search for the measure and call `include_ingredient`.
3. Adapt alcohol types and basic tastes:
 - Search for an ingredient with the `basic_taste` or `alc_type` desired and call `include_ingredient`.

Evaluation - Learning - Forgetting

Evaluation

- Getting feedback from the real world
- Questioning to a human expert (oracle)

Learning from experience

Learning from success

- Storing a new successful case
- Update the utility measure of all retrieved cases

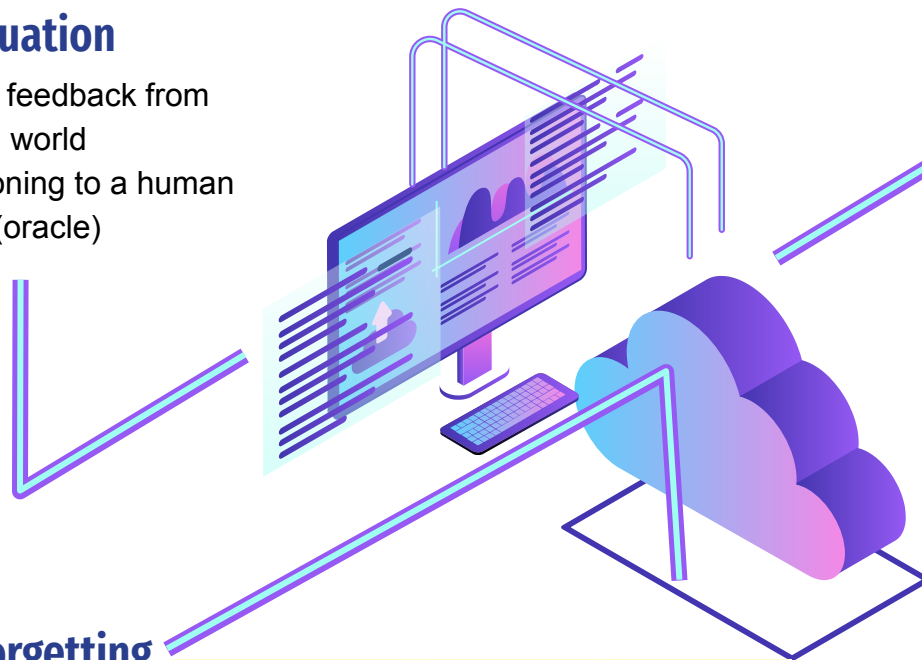
Learning from failure

- Storing a new failed case
- Update the utility measure of all retrieved cases

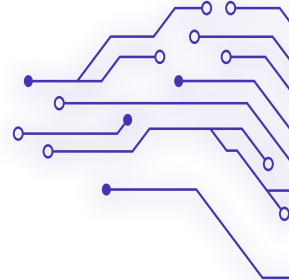
Forgetting

- Utility measure for forgetting
- Normalized utility

$$UM(C) = \frac{\frac{\#UaS}{\#S} - \frac{\#UaF}{\#F}}{2} + 1$$



Evaluation and Results: Manual



Cocktail Creator

— □ ×

About

New cocktail name:

Type of drink: Type of glass:

Has alcohol:

Has taste:

Ingredient:

gin

sweet liqueur

cherries

strawberries

soda water

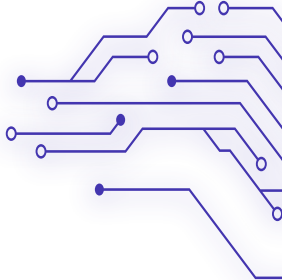
Retrieved case:

My recipe 1
Type of drink: cocktail
Glass: cocktail glass
Ingredients:
 1/8 shot of grenadine, 1 3/4 shot of gin, 1/4 shot of lemon juice, 1 shot of grand marnier
 some cherries, fill to top with of soda water, 1 part of galliano
Preparation:
 0. pour all ingredients into a cocktail shaker, mix and serve over ice into a chilled glass
 1. add 1 part of galliano
 2. add fill to top with of soda water
 3. add some cherries to taste

Adapted case:

Type of drink: cocktail
Glass: cocktail glass
Ingredients:
 1/8 shot of grenadine, 1 3/4 shot of gin, 1/4 shot of lemon juice, 1 shot of grand marnier
 some cherries, fill to top with of soda water, 1 part of galliano, some strawberries
Preparation:
 0. pour all ingredients into a cocktail shaker, mix and serve over ice into a chilled glass
 1. add some strawberries to taste
 2. add 1 part of galliano
 3. add fill to top with of soda water
 4. add some cherries to taste

Evaluation and Results: Manual



Cocktail Creator

About

New cocktail name:

Type of drink:

Type of glass:

Has alcohol:

Add

Has taste:

Add

Ingredient:

Include

Exclude

gin

sweet liqueur

Has:

cherries

strawberries

soda water

Not has:

lemon juice

grand marnier

Run

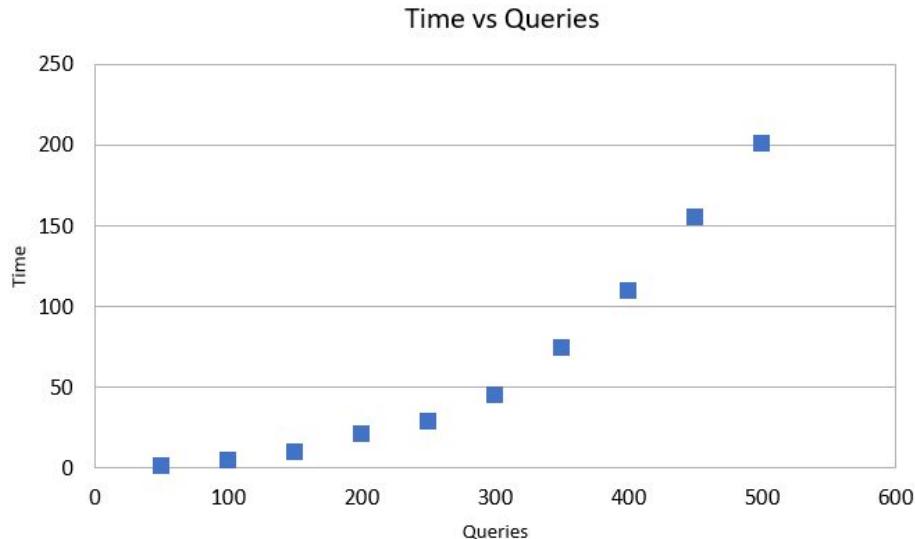
Retrieved case:

Addington
Type of drink: cocktail
Glass: cocktail glass
Ingredients:
1 shot of dry vermouth, top up with of soda water, 2 shots of sweet vermouth
Preparation:
0. mix both the 1 shot of dry vermouth's in a shaker and strain into a cold glass
1. top up with a squirt of top up with of soda water

Adapted case:

My recipe 2
Type of drink: cocktail
Glass: cocktail glass
Ingredients:
1 shot of dry vermouth, top up with of soda water, 2 shots of sweet vermouth, some cherries
some strawberries, 1 3/4 shot of gin, 1 part of galliano
Preparation:
0. mix both the 1 shot of dry vermouth's in a shaker and strain into a cold glass
1. add 1 part of galliano
2. add 1 3/4 shot of gin
3. add some strawberries to taste
4. add some cherries to taste

Evaluation and Results: Automatic



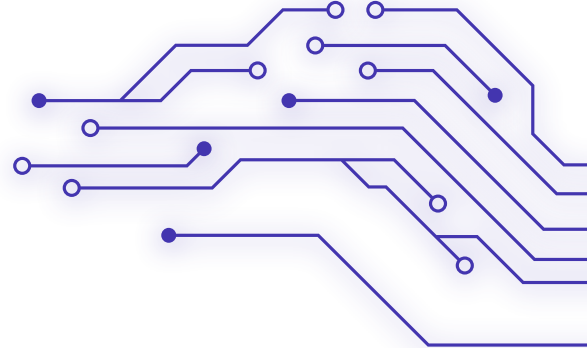
(*)11 samples - average

- test.py script was developed to perform the necessary tests.
- Generates a number of queries randomly.
- Save: the retrieved case, the adapted recipe generated, the total number of queries and processing time.

→ 500 queries → 200 sec / 0.4 sec (system should respond less than 3 sec)

→ Case library 522 kB → executing the tests 3.22 MB

Conclusions and future work



- We have implemented a CBR system able to generate cocktail recipes based on user preferences.
- The generated recipes satisfy the user constraints.
- The system complies with the requirements specified.
- Although we have achieved our goal, the solution could be further improved:
 - Apply NLP techniques to better clean the source dataset.
 - Explore other methods to learn and forget.
 - Introduce a measure on how well the user constraints are being met.