

Multi-purpose Library of Recommender System Algorithms for the Item Prediction Task

Presentation of my Bachelor Thesis

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July 1, 2013

Contents

Item Prediction Task and Implicit Feedback

Recsyslab

Recommendation Algorithms

Evaluation

Contents

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Recsyslab

Recommendation Algorithms

Evaluation

Implicit Feedback

	Anna	Berta	Claudia	Dagmar
The Shawshank Redemption	1		1	
The Godfather		1	1	
The Godfather: Part II		1		1
Pulp Fiction	1	1		1
The Good, the Bad and the Ugly	1		1	

Item Prediction Task

	Anna	Berta	Claudia	Dagmar
The Shawshank Redemption	1		1	?
The Godfather		1	1	?
The Godfather: Part II		1		1
Pulp Fiction	1	1		1
The Good, the Bad and the Ugly	1		1	?

Notation

	Anna	Berta	Claudia	Dagmar
The Shawshank Redemption	1		1	
The Godfather		1	1	
The Godfather: Part II		1		1
Pulp Fiction	1	1		1
The Good, the Bad and the Ugly	1		1	

Items

Users

Interactions

Basket of u

Contents

Item Prediction Task and Implicit Feedback

Recsyslab

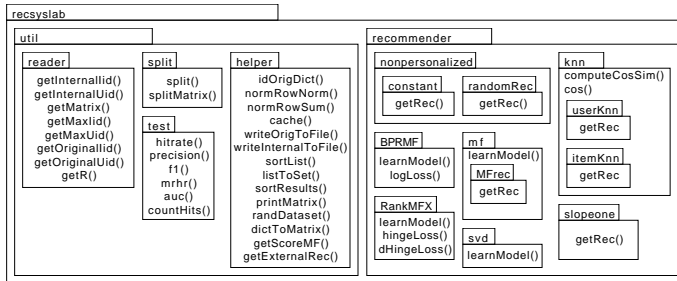
Recommendation Algorithms

Evaluation

Motivation for recsyslab

- ▶ Python for easy readable source code
- ▶ simple usage
- ▶ for education
- ▶ for research
- ▶ open source license: GPLv3

General Structure



Get recsyslab

`github.com/Foolius/recsyslab`

`github.com/Foolius/recsyslab/archive/master.zip`

```
$ git clone  
  https://github.com/Foolius/recsyslab.git
```

Contents

Item Prediction Task and Implicit Feedback

Recsyslab

Recommendation Algorithms

Evaluation

k-Nearest-Neighbor [2]

1. Compute similarity of each item, item pair
2. For each item, save the k items with the highest similarity (= neighbors)
3. Compute the union of the neighbors of the basket of u
4. For each item in this set compute the sum of similarities to the basket of u
5. Sort by this score and return the first N items

$$\text{sim}(i, j) = \cos(\vec{i}, \vec{j}) = \frac{\vec{i} \cdot \vec{j}}{\|\vec{i}\|_2 \|\vec{j}\|_2} \quad (1)$$

k-Nearest-Neighbor [2]

	Anna	Berta	Claudia	Dagmar
The Shawshank Redemption	1	0	1	0
The Godfather	0	1	1	0
The Godfather: Part II	0	1	0	1
Pulp Fiction	1	1	0	1
The Good, the Bad and the Ugly	1	0	1	0

$$\text{sim}(i, j) = \cos(\vec{i}, \vec{j}) = \frac{\vec{i} \cdot \vec{j}}{\|\vec{i}\|_2 \|\vec{j}\|_2} = \frac{0}{2} = 0$$

k-Nearest-Neighbor [2]

	Anna	Berta	Claudia	Dagmar
The Shawshank Redemption	1	0	1	0
The Godfather	0	1	1	0
The Godfather: Part II	0	1	0	1
Pulp Fiction	1	1	0	1
The Good, the Bad and the Ugly	1	0	1	0

$$\text{sim}(i, j) = \cos(\vec{i}, \vec{j}) = \frac{\vec{i} \cdot \vec{j}}{\|\vec{i}\|_2 \|\vec{j}\|_2} = \frac{2}{\sqrt{2}\sqrt{3}}$$

Matrix Factorization [1]

	Anna	Berta	Claudia	Dagmar
The Shawshank Redemption	1	0	1	0
The Godfather	0	1	1	0
The Godfather: Part II	0	1	0	1
Pulp Fiction	1	1	0	1
The Good, the Bad and the Ugly	1	0	1	0

Find W and H so: $\hat{M} = W H^T$.

$$\text{Score}(u, i) = W_u I_i^T. \quad (2)$$

Matrix Factorization, Training

```
U = randomly chosen user
I = randomly chosen item U interacted with
J = randomly chosen item U did not interact with

X=H[i] - H[j]
wx = dot product of W[u] and X
dloss = (derivative of the
         loss function of wx and 1) *
         learningRate

W[u] += dloss * (H[i] - H[j]) #These three lines
H[i] += dloss * W[u]          #have to be
H[j] += dloss * -W[u]         #executed at once
```



```
u = random.choice(R.keys())

userItems = [x[0] for x in R[u]]
## the positive example
i = userItems[np.random.random_integers(0, len(
    userItems) - 1)]
## the negative example
j = np.random.random_integers(0, m_items)
## if j is also relevant for u we continue
## we need to see a negative example to contrast
the positive one
while j in userItems:
    j = np.random.random_integers(0, m_items)

X = H[i] - H[j]
wx = np.dot(W[u], X)
dloss = dlossF(wx, y)
%
```

Contents

Item Prediction Task and Implicit Feedback

Recsyslab

Recommendation Algorithms

Evaluation

Leave-one-out Protocol

1. Randomly choose one interaction per user and hide them
2. Train the recommender system with the remaining interactions
3. Get recommendations for every user
4. Compute the chosen evaluation metric with the hidden items and the recommendations

Hitrate/Recall@N [2, 5]

$$\text{Recall@N} = \frac{\sum_{u \in U} |H_u \cap \text{topN}_u|}{|H|} \quad (3)$$

H hidden interactions

H_u the hidden interaction of u

U set of users

topN_u N recommendations for u

Precision [5]

$$\text{Precision} = \frac{\sum_{u \in U} |H_u \cap \text{top}N_u|}{N \times |U|} \quad (4)$$

H hidden interactions

H_u the hidden interaction of u

U set of users

$\text{top}N_u$ N recommendations for u

F1 [5]

$$F1 = \frac{2 \times \text{Recall@N} \times \text{Precision}}{\text{Recall@N} + \text{Precision}}. \quad (5)$$

H hidden interactions

H_u the hidden interaction of u

U set of users

$topN_u$ N recommendations for u

Mean Reciprocal Hitrate [3]

$$\text{MRHR} = \frac{1}{|U|} \sum_{u \in U} \frac{1}{\text{pos}(\text{topN}_u, H_u)}, \quad (6)$$

H hidden interactions

H_u the hidden interaction of u

U set of users

topN_u N recommendations for u

$\text{pos}(\text{topN}_u, H_u)$ position of the hidden item in the list of recommendations

Area under the ROC (AUC) [4]

$$\text{AUC} = \frac{1}{|U|} \sum_{u \in U} \frac{1}{|E(u)|} \sum_{(i,j) \in E(u)} \delta(x_{ui} > x_{uj}), \quad (7)$$

$$\delta(x) = \begin{cases} 1, & \text{if } x \text{ is true,} \\ 0, & \text{otherwise.} \end{cases} \quad (8)$$

$$E(u) = \{(i, j) | (u, i) \in H \wedge (u, j) \notin (H \cup T)\}. \quad (9)$$

H hidden interactions

H_u the hidden interaction of u

U set of users

x_{ui} predicted score of the interaction between u and i



Matrix factorization, June 2013.



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