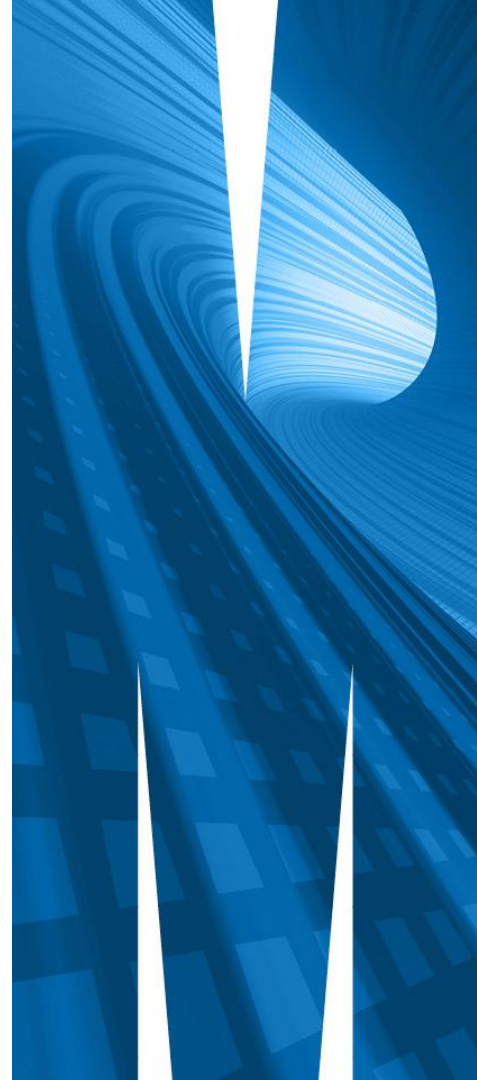


Week 8

FIT5202 Big Data Processing

Collaborative Filtering using ALS

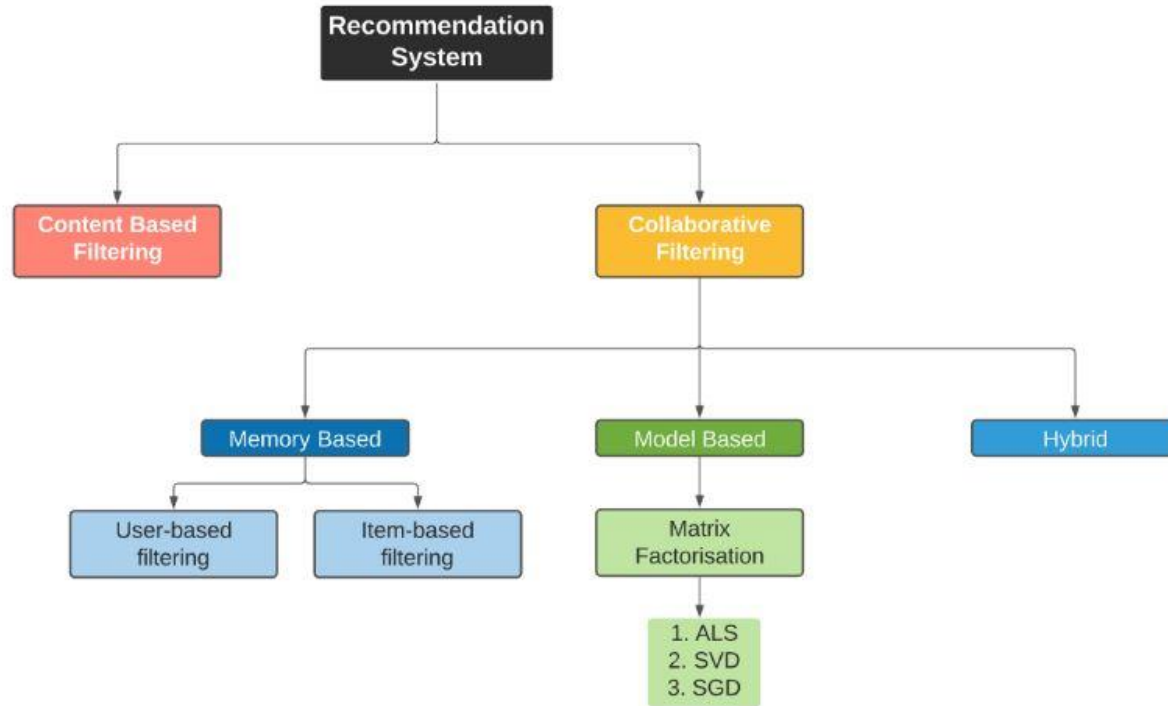


Week 8 Agenda

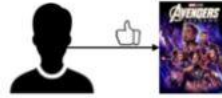
- Week 7 Review
 - K-means clustering
 - Model Selection
 - Model Persistence
- Collaborative Filtering
- Use case : Music Recommendation

SETU FEEDBACK

Recommender Approaches



Recommend a movie to this user



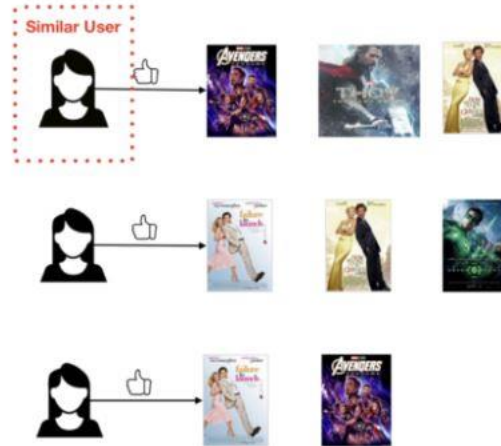
Find similar
users

Find similar
movies

Recommend movies watched by similar user using

Recommend movies similar to Avengers using

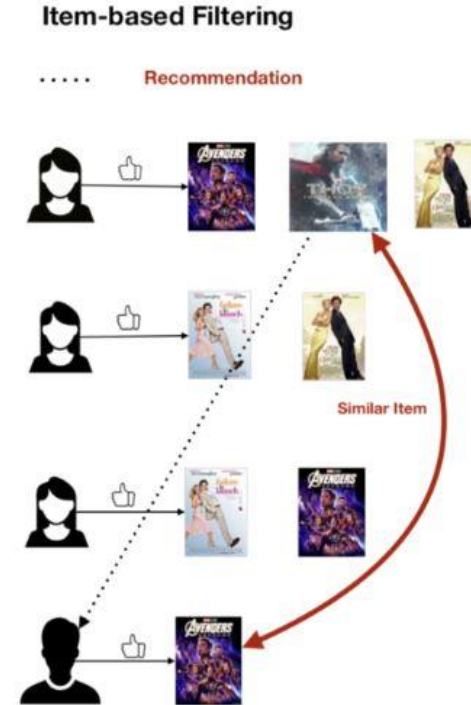
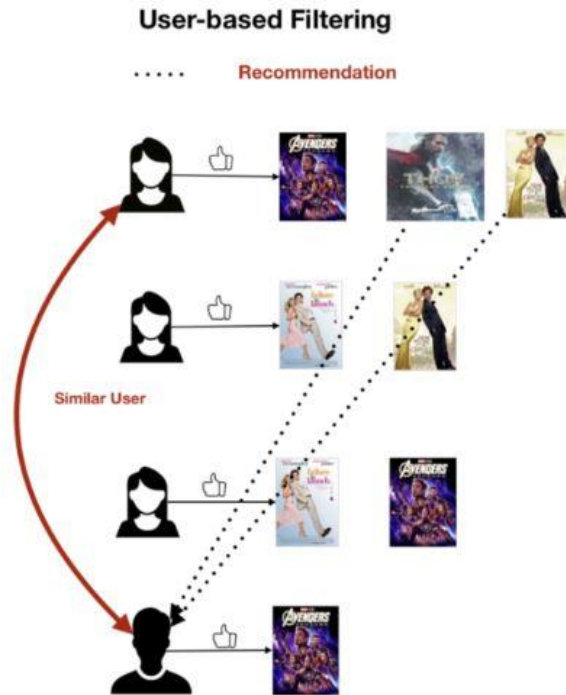
Collaborative Filtering



Content Based Filtering



Memory-Based Approach



Implicit vs Explicit Feedback

- **Explicit :**
 - when we have **some sort of Rating** (i.e. **users provide items' rating explicitly**)
- **Implicit :**
 - data is gathered from user behaviour, e.g. how many times a song is played or a movie is watched.
 - **Advantage :** more data
 - **Disadvantage :** Noisy data, negative preferences are not known

Matrix Factorization

	item 1	item 2	item 3	...	item n
user 1					
user 2					
user 3					
user 4					
user 5					
user 6					
user 7					
user 8					
...					
user n					

R

\approx

	feature 1	feature 2
user 1		
user 2		
user 3		
user 4		
user 5		
user 6		
user 7		
user 8		
...		
user n		











U

\times

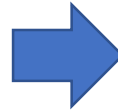
	item 1	item 2	item 3	...	item n
feature 1					
feature 2					

V

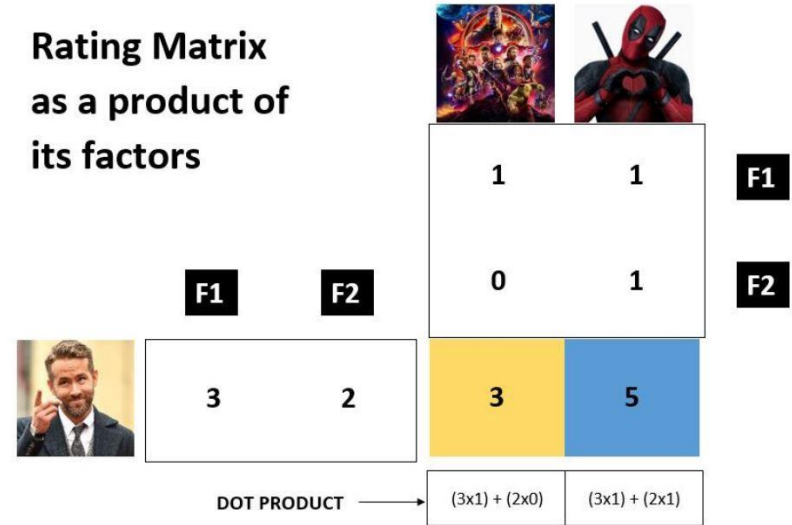
Matrix Factorization – with **Explicit** Rating

					
	3	5	4	4	2
	5	3	4	3	1
	3	2	5	3	1
	5	3	2	3	1
	4	5	4	4	3

Rating Matrix



Rating Matrix
as a product of
its factors



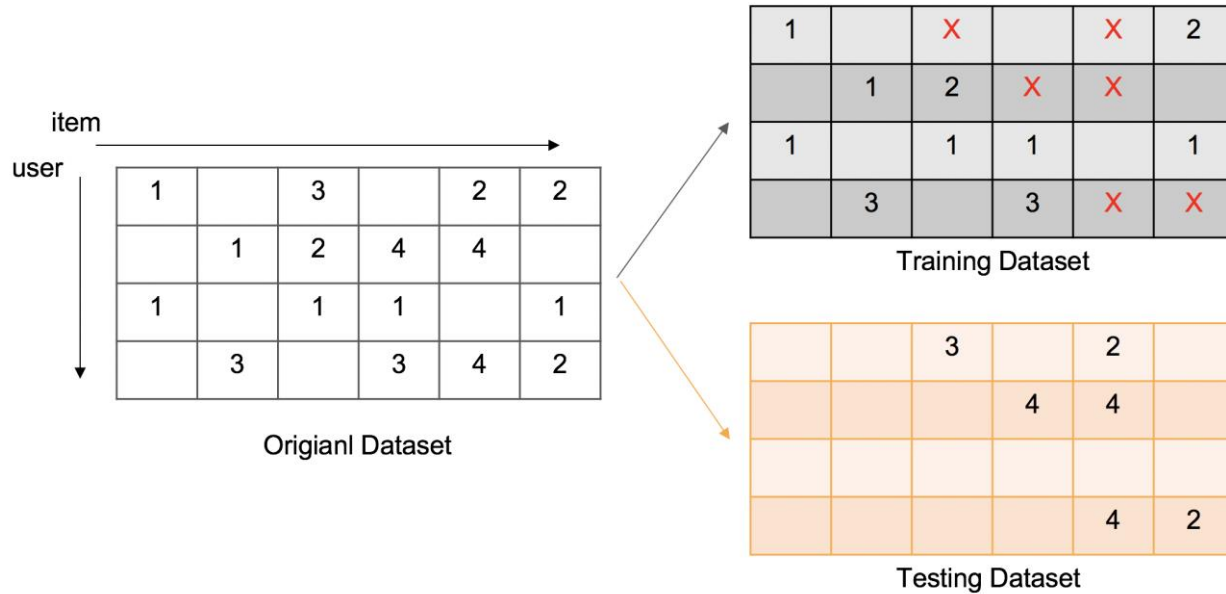
Matrix Factorization – with **Implicit** Feedback



Alternating Least Square (ALS) – **Implicit** Rating

- **Confidence:** $c_{ui} = 1 + \alpha r_{ui}$
 - Quantify confidence of how much user u **likes** the item i of the user from the implicit rating data r
- **Alpha α**
 - The rate (linear scaling) of confidence increases
- **Optimizing alternately to find U, V**
 - Randomly initialize U and V
 - Iterating the following steps:
 - Fixing U \rightarrow Optimizing V
 - Fixing V \rightarrow Optimizing U

Train/Test Split



Evaluation metrics

For explicit feedback

$$RMSE = \sqrt{\frac{\sum_{i=1}^N (Predicted_i - Actual_i)^2}{N}}$$

RMSE may not be appropriate for measuring prediction for implicit feedback

user_id	artist_id	playcount	prediction
1001440	463	2	-0.6025843
1046559	463	782	0.6918464
1059765	463	793	-0.045939725
1024631	833	5	0.8736501
2010008	833	185	1.0421734
1029563	833	3	0.38790843
2010008	2366	4	0.16086206
2023686	3175	1	0.19943924
2102019	1004021	28	0.043972284
1059765	1007972	21	0.46731347
1024631	1012617	1	0.03206493
1024631	1014191	3	0.38790256
2023686	1014191	3	0.16714399
2023686	1014690	2	0.24097718
1017610	1019303	68	0.42512476
1024631	1028228	1	0.1952564
1059637	1048726	1	0.0038849264
2069889	1048726	2	-0.032158498
1072684	1076507	2	0.97082245
2023686	1084951	1	-0.027778534

only showing top 20 rows

For implicit feedback

ROEM (Rank Ordering Error Metric)

$$\overline{rank} = \frac{\sum_{u,i} r_{ui}^t rank_{ui}}{\sum_{u,i} r_{ui}^t} \quad (8)$$

Lower values of \overline{rank} are more desirable, as they indicate ranking actually watched shows closer to the top of the recommendation lists. Notice that for random predictions, the expected value of $rank_{ui}$ is 50% (placing i in the middle of the sorted list). Thus, $rank \geq 50\%$ indicates an algorithm no better than random.

user_id	artist_id	playcount	prediction	percent_rank
1059637	1233770	613	6.226111	0.0
2020513	754	993	4.6966453	2.032520325203252E-4
1072684	1330	54	4.677941	4.065040650406504E-4
1059334	228	12	4.4809046	6.097560975609756E-4
1059637	1000130	19129	3.7980416	8.130081300813008E-4
2069889	1000263	177	3.6094182	0.0010162601626016261
1070641	1004294	2	3.5892177	0.0012195121951219512
1007308	393	12	3.5190763	0.0014227642276422765
2023686	1285410	3	3.4317646	0.0016260162601626016
1047812	718	10	3.3937335	0.001829268292682927
1031009	4163	17	3.271598	0.0020325203252032522
1055449	407	39	3.1267304	0.0022357723577235773
1055449	1194	119	3.109819	0.0024390243902439024
2023686	2884	1	3.0556219	0.0026422764227642275
1058890	1233770	38	3.0266361	0.002845528455284553
2023686	1270	26	3.0264745	0.003048780487804878
2005710	1001412	1575	2.981335	0.0032520325203252032
2062243	1000323	241	2.9571671	0.0034552845528455283
1059637	1000926	1	2.9293735	0.003658536585365854
2023686	1002262	39	2.9215589	0.003861788617886179

only showing top 20 rows

From paper 'Collaborative Filtering for Implicit Feedback Datasets'

Cold-Start Problem

- ❑ Cold-start: New users will have no to little information about them to be compared with other users.
- ❑ Cold starts occur when we attempt to **predict a rating for users and/or items in the test dataset that were not present during training the model**

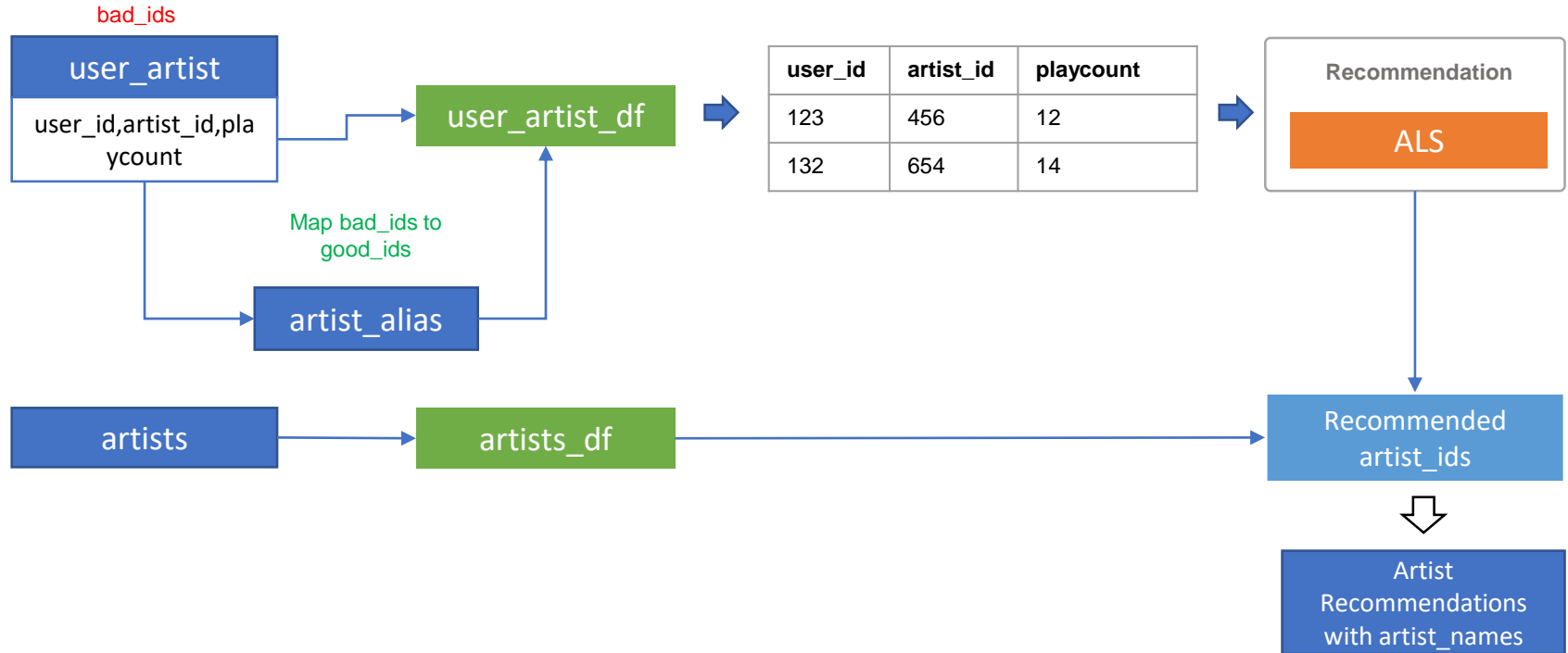
Two strategies for handling this problem:

"NaN" - return an empty variable.

- **Spark assigns NaN predictions** during ALSModel.transform when a user and/or item factor is not present in the model.
- In development however, this result prevents us from calculating a performance metric to evaluate the system.

"drop" - this option simply **removes the row/column from the predictions that contain NaN values**. Our result will therefore only contain valid numbers that can be used for evaluation.

Use Case : Music Recommendation



Thank You!

See you next week.