

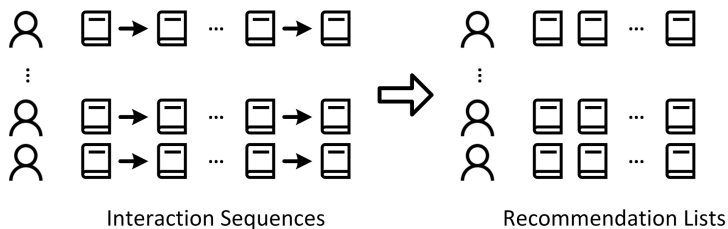
Translation-based Recommendation

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Reference: Translation-based Recommendation (RecSys 2017)
by Ruining He, Wang-Cheng Kang and Julian McAuley

Problem Definition



Next-Item Recommendation

- Input: (u, \mathcal{S}_u) , i.e., a sequence of items for each user u .
- Goal: Rank the un-interacted items in $\mathcal{I} \setminus \mathcal{S}_u$ and use the top- k items with the highest preference values to construct a recommendation list for each user u .

Notations (1/2)

Table: Some notations and explanations.

n	number of users
m	number of items
$\mathcal{U}, \mathcal{U} = n$	the whole set of users
$\mathcal{I}, \mathcal{I} = m$	the whole set of items
$u \in \{1, 2, \dots, n\}$	user ID
$j \in \{1, 2, \dots, m\}$	item ID
$\mathcal{S}_u = \{i_u^1, i_u^2, \dots, i_u^{ \mathcal{S}_u }\}$	a sequence of items
i_u^t	the t th item in \mathcal{S}_u
$\mathcal{P} = \{(u, i_u^t), i_u^t \in \mathcal{S}_u, u \in \mathcal{U}\}$	the whole set of observed (u, i_u^t) pairs

Notations (2/2)

Table: Some notations and explanations (cont.).

$V_{i_u} \in \mathbb{R}^{1 \times d}$	the embedding vector of item i_u^t
$\mathbf{t} \in \mathbb{R}^{1 \times d}$	the global translation vector
$U_u \in \mathbb{R}^{1 \times d}$	the translation vector of user u
$b_i \in \mathbb{R}$	the bias of item i
Θ	the set of model parameters
$d(\mathbf{x}, \mathbf{y})$	distance between $\mathbf{x} \in \mathbb{R}^{1 \times d}$ and $\mathbf{y} \in \mathbb{R}^{1 \times d}$
$\ \mathbf{x}\ = \sqrt{\mathbf{x}^T \mathbf{x}}$	L_2 norm (i.e., length of \mathbf{x})
γ	learning rate
$\beta_b, \alpha_v, \alpha_u, \alpha_t$	the regularization parameter
T	iteration number in the algorithm

Assumption

If a user u transitions from item i_u^t to item i_u^{t+1} , we **assume**,

$$V_{i_u^t} + U_u + \mathbf{t} \approx V_{i_u^{t+1}}, \quad (1)$$

which means that $V_{i_u^{t+1}}$ is **a nearest neighbor** of $V_{i_u^t} + U_u + \mathbf{t}$ according to some distance metric $d(\mathbf{x}, \mathbf{y})$, e.g., L_1 or L_2 distance.

Note that we use the L_2 distance for ease of gradient calculation, i.e., $d(\mathbf{x}, \mathbf{y}) = \|\mathbf{x} - \mathbf{y}\|$, and $\frac{\partial d(\mathbf{x}, \mathbf{y})}{\partial \mathbf{x}} = \|\mathbf{x} - \mathbf{y}\|^{-1}(\mathbf{x} - \mathbf{y})$.

Prediction Rule (1/2)

In the training phase, the **probability** that a user u transitions from item i_u^t to its next item i_u^{t+1} ,

$$\hat{p}_{u, i_u^t, i_u^{t+1}} = b_{i_u^{t+1}} - d(V_{i_u^t.} + U_{u.} + \mathbf{t}, V_{i_u^{t+1}.}) \quad (2)$$

where $V_{i_u^t.}$ and $V_{i_u^{t+1}.}$ are in a unit ball, i.e., $\|V_{i_u^t.}\| \leq 1$ and $\|V_{i_u^{t+1}.}\| \leq 1$, and $d(V_{i_u^t.} + U_{u.} + \mathbf{t}, V_{i_u^{t+1}.}) = \|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.}\|$.

Prediction Rule (2/2)

In the training phase, the **probability** that a user u transitions from item i_u^t to an item $j \in \mathcal{I} \setminus \mathcal{S}_u$,

$$\hat{p}_{u, i_u^t, j} = b_j - d(V_{i_u^t} + U_u + \mathbf{t}, V_j). \quad (3)$$

In the test phase, for an item $j \in \mathcal{I} \setminus \mathcal{S}_u$, we have the **probability**,

$$\hat{p}_{u, i_u^{|\mathcal{S}_u|}, j} = b_j - d(V_{i_u^{|\mathcal{S}_u|}} + U_u + \mathbf{t}, V_j), \quad (4)$$

which can be rewritten in a slightly different form (see the page on “Nearest Neighbor Search”).

Objective Function

For a tuple $(u, i_u^t, i_u^{t+1}, j), j \in \mathcal{I} \setminus \mathcal{S}_u$, we have the following **tentative objective function** to be maximized,

$$\ln \sigma(\hat{p}_{u, i_u^t, i_u^{t+1}} - \hat{p}_{u, i_u^t, j}) - \mathcal{R}(\Theta), \quad (5)$$

where

$\mathcal{R}(\Theta) = \frac{\beta_b}{2} b_i^2 + \frac{\alpha_v}{2} \|V_{i_u^t}\|^2 + \frac{\alpha_v}{2} \|V_{i_u^{t+1}}\|^2 + \frac{\alpha_v}{2} \|V_j\|^2 + \frac{\alpha_u}{2} \|U_{u\cdot}\|^2 + \frac{\alpha_t}{2} \|\mathbf{t}\|^2$
 is a regularization term used to avoid overfitting.

Gradients (1/2)

For a tuple $(u, i_u^t, i_u^{t+1}, j), j \in \mathcal{I} \setminus \mathcal{S}_u$, we have the **gradient** of each parameter w.r.t. the tentative objective function,

$$\nabla b_{i_u^{t+1}} = \sigma(-e_{u, i_u^t, i_u^{t+1}, j}) - \beta_b b_{i_u^{t+1}}, \quad (6)$$

$$\nabla b_j = -\sigma(-e_{u, i_u^t, i_u^{t+1}, j}) - \beta_b b_j, \quad (7)$$

$$\begin{aligned} \nabla V_{i_u^t} = & \sigma(-e_{u, i_u^t, i_u^{t+1}, j}) [\|V_{i_u^t} + U_u + \mathbf{t} - V_{i_u^{t+1}}\|^{-1} (V_{i_u^t} + U_u + \mathbf{t} - V_{i_u^{t+1}}) \\ & - \|V_{i_u^t} + U_u + \mathbf{t} - V_j\|^{-1} (V_{i_u^t} + U_u + \mathbf{t} - V_j)] - \alpha_v V_{i_u^t}, \end{aligned} \quad (8)$$

Gradients (2/2)

$$\begin{aligned}\nabla V_{i_u^{t+1}.} &= \sigma(-\mathbf{e}_{u, i_u^t, i_u^{t+1}.j}) \|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.}\|^{-1} \\ &\quad (V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.})(-1) - \alpha_v V_{i_u^{t+1}.},\end{aligned}\quad (9)$$

$$\begin{aligned}\nabla V_{j.} &= \sigma(-\mathbf{e}_{u, i_u^t, i_u^{t+1}.j})(-1) \|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{j.}\|^{-1} \\ &\quad (V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{j.})(-1) - \alpha_v V_{j.},\end{aligned}\quad (10)$$

$$\begin{aligned}\nabla U_{u.} &= \sigma(-\mathbf{e}_{u, i_u^t, i_u^{t+1}.j}) [\|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.}\|^{-1} (V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.}) \\ &\quad - \|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{j.}\|^{-1} (V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{j.})] - \alpha_u U_{u.},\end{aligned}\quad (11)$$

$$\begin{aligned}\nabla \mathbf{t} &= \sigma(-\mathbf{e}_{u, i_u^t, i_u^{t+1}.j}) [\|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.}\|^{-1} (V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{i_u^{t+1}.}) \\ &\quad - \|V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{j.}\|^{-1} (V_{i_u^t.} + U_{u.} + \mathbf{t} - V_{j.})] - \alpha_t \mathbf{t},\end{aligned}\quad (12)$$

where $\mathbf{e}_{i_u^{t+1}.j} = \hat{p}_{u, i_u^t, i_u^{t+1}.} - \hat{p}_{u, i_u^t, j.}$

Update Rule

We have the **update rule** in the stochastic gradient ascent algorithm for each parameter $\theta \in \Theta$,

$$\theta = \theta + \gamma \nabla \theta, \quad (13)$$

where $\gamma > 0$ is the learning rate.

Initialization and Normalization

- Initialization.** $V_{i_u^t}$ and \mathbf{t} are randomly initialized to be unit vectors, i.e., $\|V_{i_u^t}\|^2 = 1$ and $\|\mathbf{t}\|^2 = 1$, and b_i and U_u are initialized as $b_i = 0$ and $U_u = \mathbf{0}$.
- Normalization.** $V_{i_u^t}$, $V_{i_u^{t+1}}$ and V_j are **re-normalized** to be vectors in a unit ball via $x = \frac{x}{\max(1, \|x\|)}$ in the learning algorithm.

Algorithm

Algorithm 1 The algorithm of TransRec.

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1: Initialize the model parameters  $\Theta$ 
2: for  $iter = 1, \dots, T$  do
3:   for  $iter2 = 1, \dots, |\mathcal{P}|$  do
4:     Randomly pick up a pair  $(u, i_u^t) \in \mathcal{P} \setminus \{i_u^{|\mathcal{S}_u|}\}$ 
5:     Take the item  $i_u^{t+1}$ 
6:     Randomly pick up an item  $j \in \mathcal{I} \setminus \mathcal{S}_u$ 
7:     Calculate the gradients via Eqs.(6-12)
8:     Update the model parameters via Eq.(13)
9:     Re-normalize  $V_{i_u^t}$ ,  $V_{i_u^{t+1}}$  and  $V_j$ .
10:   end for
11: end for

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Nearest Neighbor Search

In the test phase (i.e., recommendation)

- 1 We replace b_j with $b'_j = b_j - \max_{k \in \mathcal{I}} b_k$ for $j \in \mathcal{I} \setminus \mathcal{S}_u$.
Note that shifting the bias terms does not change the ranking of the items.
- 2 For $j \in \mathcal{I} \setminus \mathcal{S}_u$, we absorb b'_j into V_j . and have
 - $V'_{j.} = [V_{j.}, \sqrt{-b'_j}] \in \mathbb{R}^{1 \times (d+1)}$ for \mathcal{L}_2 distance
 - $V'_{j.} = [V_{j.}, b'_j] \in \mathbb{R}^{1 \times (d+1)}$ for \mathcal{L}_1 distance
- 3 Finally, we use $[V_{i_u | \mathcal{S}_u |.} + U_{u.} + \mathbf{t}, 0] \in \mathbb{R}^{1 \times (d+1)}$ to retrieve some nearest neighbor $V'_{j.}, j \in \mathcal{I} \setminus \mathcal{S}_u$ for recommendation.

Dataset

We adopt the commonly used dataset in the experiments, i.e., **MovieLens 100K**. We treat **all the observed behaviors** as positive feedback and preprocess the dataset as follows.

- We remove the records of the users who rate fewer than five times.
- We remove the records of the items that are rated fewer than five times.
- We sort all the records according to the timestamps and split each user's sequence into three parts, i.e., the item(s) at the last step for **test**, the item(s) at the penultimate step for **validation**, and the remaining items for **training**.

Baseline

- Bayesian personalized ranking (**BPR**) [Rendle et al., 2009]
- Factorizing personalized Markov chains (**FPMC**) [Rendle et al., 2010]

Parameter Configurations

- We fix the number of dimensions $d = 20$, the learning rate $\gamma = 0.01$, and adopt stochastic gradient descent (SGD) or stochastic gradient ascent (SGA) algorithm to train the factorization-based methods.
- We choose the tradeoff parameter of the regularization terms $\beta_b = \alpha_v = \alpha_u = \alpha_t$ from $\{0.1, 0.01, 0.001\}$ and the iteration number T from $\{100, 500, 1000\}$ via the NDCG@20 performance on the validation data.
- We use the same sampling strategy, i.e., randomly selecting one negative sample each time, for fair comparison.
- For each validation data, we select the optimal parameters according to the averaged performance of NDCG@20 of three runs. With the optimal parameter values, the final results on the test data are also the averaged values of three runs.

Evaluation Metrics

- Precision@20
- Recall@20
- NDCG@20

Results

Method	Pre@20	Rec@20	NDCG@20
BPR	0.0282 ± 0.0004	0.1974 ± 0.0049	0.1032 ± 0.0012
FPMC	0.0273 ± 0.0003	0.2292 ± 0.0071	0.1147 ± 0.0020
TransRec	0.0288 ± 0.0003	0.2258 ± 0.0012	0.1142 ± 0.0017

Conclusion

- The sequence modeling approach in TransRec is effective and have almost equal performance with FPMC.



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