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Trading Recommendations System for Non-fungible Tokens

A dissertation by

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ACRONYMS

- DL Deep learning.
- ML Machine Learning.
- NFT Non-fungible Token.
- NLP Natural Language Processing.

CHAPTER 1: INTRODUCTION

CHAPTER 2: LITERATURE REVIEW

CHAPTER 3: METHODOLOGIES

CHAPTER 4: SOFTWARE REQUIREMENTS SPECIFICATION

4.1 Chapter Overview

This chapter focuses on identifying possible stakeholders of the project by taking a look at all possible points of interaction with the system with the use of a rich picture diagram, gathering their perceptions to analyse and come up with possible expected use cases, functional and non-functional requirements of the prototype.

4.2 Rich Picture

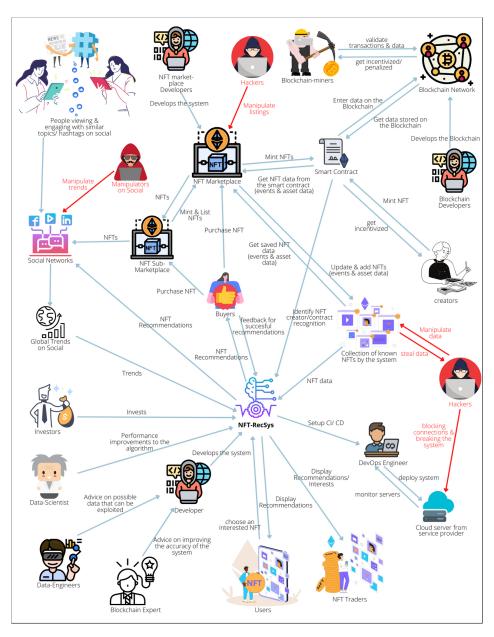


Figure 4.1: Rich Picture Diagram (self-composed)

The above Rich Picture diagram shows a helicopter view of how related parties in the rest of the world interacts with the system. It is used to understand the possible interactions that are expected to happen when the system is functional.

4.3 Stakeholder Analysis

The Stakeholder Onion Model illustrates recognized stakeholders who are associated with the system, along with an explanation of each stakeholder's involvement in the system, in Stakeholder Viewpoints.

4.3.1 Stakeholder Onion Model

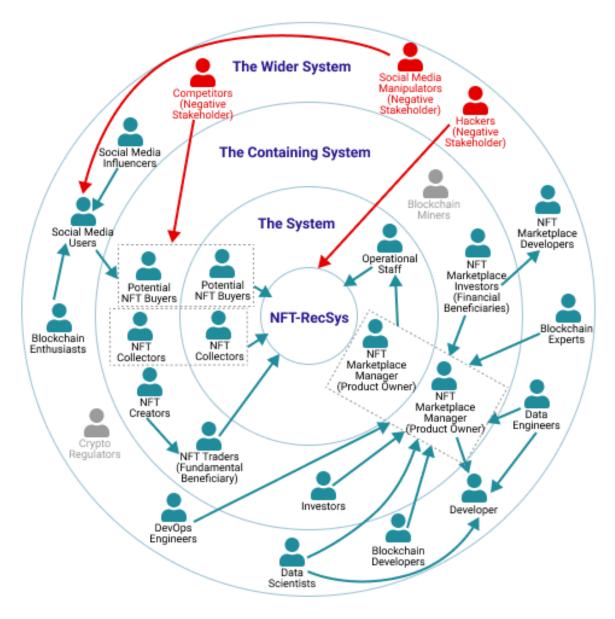


Figure 4.2: Stakeholder Onion Model (self-composed)

4.3.2 Stakeholder Viewpoints

Table 4.1: Roles and benefits of identified stakeholders

Stakeholder	Role	Benefits/ Role Description
Developer	Financial Beneficiary	Develops the system
Investors		Makes a profit out of the investments
		put into marketing, deployments and
		development of the system
NFT Marketplace De-	Operational - Mainte-	Integrates the system into NFT Mar-
velopers	nance	ketplaces.
Blockchain Experts		Provides expert advice & insights into
	Expert, Quality Regulator	domain knowledge, to improve the
		system's performance.
Data Scientists		Provides performance improvements
		for the performance of the Data sci-
		enc models/ algorithms used.
Data Engineers		Provides advice on possible data that
		can be exploited, to make the best pos-
		sible recommendations.
NFT Creators	Financial Beneficiary	Gets a better opportunity to get their
		creations in the eye of potential buyers.
		Makes a profit by selling creations to
		people who are interested in the cre-
		ations.
NFT Traders	Eundamental Danaficiany	It becomes easier for traders to sell
	Fundamental Beneficiary	NFTs as well as explore more NFTs to
		purchase. It also allows them to ex-
		plore NFTs that may be worth owning
		for a future trade.
NFT Collectors, Poten-		It becomes more convenient for these
tial NFT Buyers		parties to explore NFTs that they're
		interested in.

NFT Marketplace Man-	System Owner, Opera-	Makes sure that the system is up &
ager	tional - Administration	running, while managing the opera-
		tional staff.
Operational Staff	Operational - Support	Makes sure that the system is up &
		running, while attending to users' re-
		quests & issues.
DevOps Engineers	Product Deployment &	Deploys the system to the cloud and
	Maintenance	make sure that it's up & serving users,
		without throttling.
Social Media Influ-	Operational - Secondary	Influences users on social media and
encers		drives trends.
Social Media Users	Operational - Secondary	Get influenced to search for items of
	& Fundamental Benefi-	interest and possibly turn into poten-
	ciary	tial NFT buyers.
Hackers		May manipulate listings in NFT mar-
	Negative Stakeholder	ket places.
Competitors		May build competing products that
		outperform/ undercut pricing.
Social Media Manipu-		May manipulate users on social media
lators		& drive trends that a majority of users
		aren't interested in.
Blockchain Enthusiasts	Operational	Helps drive awareness and keep the
		public up to date with the latest re-
		leases & feature updates.
Blockchain Miners	Operational - Secondary	Helps keep Blockchains up & running
		by validating the data on the network.
Crypto Regulators	Quality Regulator	May have an impact as a regulator, if
		the system is used by mainstream net-
		works.

4.4 Requirement Elicitation Methodologies

In order to gather requirements for the development of the research project, there were multiple requirement elicitation methodologies that were followed. literature review, interviews, survey & prototyping were the methodologies chosen for this purpose. The reasons to choosing the specified requirement elicitation methodologies have been discussed below.

Table 4.2: Requirement Elicitation Methodologies

Method 1: Literature Review

At the inception of the project, the author has done a thorough literature review to identify research gaps that are open in the desired field of study and a chosen domain of interest. In order to understand research gaps available in technologies that can be applied, existing systems were studied together with relatable technologies that are possible to be applied to the existing systems that were mentioned in literature.

Method 2: Interviews

Interviews were conducted as a means of gathering expert-insights into domain-specific requirements and also to identify the best possible way to solve the problem at hand while contributing to the body of knowledge through research. Due to the domain being new and the required technical knowledge being specific, interviews were identified to be the best-possible source of knowledge to gather requirements that align with the research gap. This method also allowed to get qualitative feedback on the proposed system making it possible to identify any drawbacks/ challengers that may have to be addressed while prototyping.

Method 3: Survey

As a means of conducting a survey, questionnaire was used as a tool to gather requirements and insights from potential users of the proposed system. This form of survey will aid the author in comprehending people's cognitive processes and the expectations they have for the prototype. It will also allow the author to clarify if the proposed solution would be helpful to intended users.

Method 4: Prototyping

Since the project was chosen to follow the *Agile* Software Development Life-cycle, prototyping would allow the author to recursively try out various alternative implementations to identify any areas of improvement while testing and evaluating the prototype.

4.5 Analysis of Data & Presentation of the Outcome through Elicitation Methodologies

The analysis of data gathered through the chosen means of requirement elicitation have been presented below.

4.5.1 Literature Review

Table 4.3: Findings through Literature Review

Findings

In completion of the review of literature, it was identified that a Recommendations System for Non-fungible Token (NFT)s would benefit the majority of users to make purchase decisions as well as allow them to explore relevant items, that would in return benefit the market places, creators & traders who are selling them as Recommendations Systems have proven to improve sales of e-commerce sites in the past.

When exploring technologies that can be applied to achieve the required outcome, it was understood that the use of Deep learning hasn't been able to improve the output of recommendations compared to other fields of applications, in most cases. It was identified that implementing a custom hybrid ensembled model with the integration of social media trends has not been explored in literature. But, the use of data from similar users' timelines has been mentioned as possible future work. Neverthless, it was also identified that pricing of NFTs & contract data have not been considered for any previous implementations either. The only study related to recommending NFTs only recommends NFT collections that a user may be interested in, but not actual NFTs themselves.

4.5.2 Interviews

In order to get opinions of technical as well as domain expertise, interviews were conducted with experts from the respective fields. Experts & researchers in Machine Learning (ML), Recommendation Systems and Blockchain were chosen to be interviewed in order to establish project requirements. 3 Blockchain experts, 1 NFT Creator, 1 Senior Data Engineer, 2 PhD students in ML and a Data science engineer were interviewed. The outcome of interviews were processed to a **thematic analysis** based on the following themes.

Table 4.4: Thematic analysis of interview findings

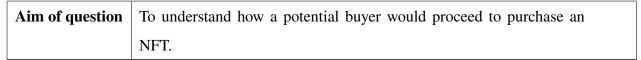
Theme	Analysis
Collection & pre-	As this is expected to be a Data science project, the main concern
processing of available	that all participants had was the availability of data. Clustering
data.	of available data was suggested to identify possible patterns by
	ML experts, while Blockchain experts suggested the use of pub-
	licly available data on the Blockchain such as details from Smart-
	Contracts to be used to improve the quality of recommendations.
Applicable Recommen-	The opinion of majority of the interviewees was that this project
dation Techniques	would benefit more by the use of rule-based algorithmic recom-
	mendation models instead of Deep learning (DL) models due to
	the constraint of . According to technical experts, having a special-
	ized recommendation model built using algorithms is very highly
	accepted in industrial applications. They seem to perform better
	in most new domains according to PhD researches. Even some of
	the biggest e-commerce organizations in the world seem to bene-
	fit a lot by custom-built recommendations algorithms tailored to
	specified use-cases according to research & development experts
	in Recommendation Systems.
Integration of Opinion	Domain experts thought that integrating trends and other social
Mining into Recom-	opinion will add value to the recommendations. They were also
mendation Systems	interested in identifying a possibility of checking for the sentiment
	represented by the opinions as well. When considering social
	sentiment, Tweets/ opinions of well-known influencers may play
	a bigger effect into the value of curtain NFTs.
Research gap & scope	The technological experts thought that the method that the author
	proposed was very innovative and that according to their knowl-
	edge, they haven't seen a similar integration to the suggested ar-
	chitecture in previous applications.

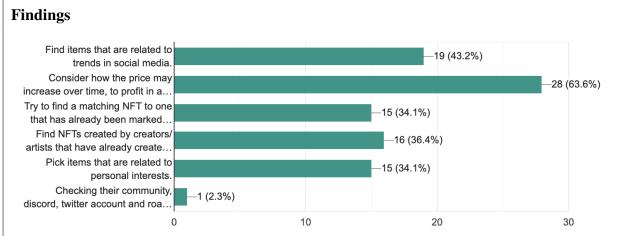
Creating the bias for	While some of the interviewees suggested the use of a fixed
a Hybrid Recommenda-	weighted bias, others suggested a variable bias. The method appli-
tions Model	cable for variable bias or the best-possible fixed bias can be tested
	via continuous prototyping & evaluation. The use of user-input
	was also suggested to identify a possible expected bias.
Prototype features &	The Data science experts were very interested in seeing a Recom-
suggestions	mendations System built purely using custom algorithms with the
	help of vectorization functions that many ML libraries support.
	The use of transfer learning or pre-trained models were suggested
	for Natural Language Processing (NLP) parts of the implementa-
	tion.
Understanding a	The value proposition was identified to be created by an external
buyer's decision mak-	entity based on contract & token Ids stored on the blockchain. Due
ing for automation	to the difference in real world trust and blockchain trust, this may
	have to be inferred from the available data such as past contract
	data and social sentiment from trends.
The necessity of NFT-	As the first research study related to a Recommendations System
RecSys & contributions	for NFTs, the interviewees thought that the contribution to the
	domain will be of great value and also, since the hybrid archi-
	tecture of the proposed system is novel, the contribution to the
	technological domain would help the advancement of the qual-
	ity of recommendations in future implementations. It was also
	understood that it's difficult to find specific NFTs based on tags/
	characteristics. Furthermore, it was revealed that Sri Lanka does
	not have Machine Intelligence/ Data science driven Recommen-
	dation Systems in all local e-commerce stores.

4.5.3 Survey

Table 4.5: Analysis of replies to questionnaire

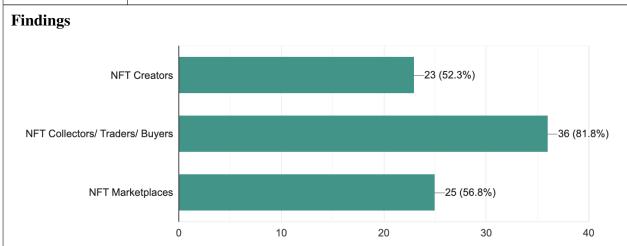
Question	How will you decide which NFT to purchase?
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A majority of the participants thought that considering the price increase over time would be the primary factor of consideration when purchasing an NFT, while the second most impact to be considered was trends in social media. Finding NFTs that have been created by creators/ artists who have created valuable NFTs in the past, an NFT that is similar to what is already highly valuable and picking items related to personal interests saw similar weightings when making purchase decisions.

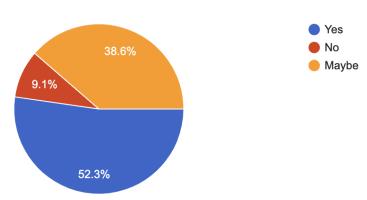
Question	Who do you think will be benefited from using this system?
Aim of question	To identify the beneficiaries of the proposed system.



While more than 50% of participants aggreed that the proposed system would benefit the suggested beneficiaries, 81.8% thought that NFT collectors/ traders/ buyers would benefit. Since, they are the ultimate target users, it's satisfying to see such positive responses.

Question Do you think that this system would benefit people who have r		
	expertise in Blockchain/ NFTs as well as people who have a decent	
	amount of expertise in Blockchain/ NFTs?	
Aim of question	To identify how valuable the system would be to people of all levels of	
	expertise in Blockchain/ NFTs	

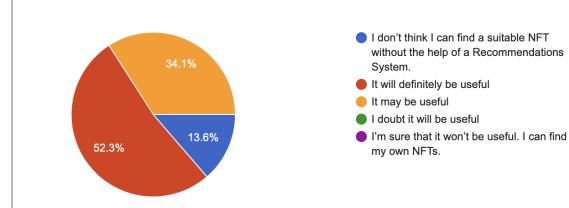
Findings



With he majority of responses saying that people of all levels of expertise in Blockchain/ NFTs would benefit from the system depicts that the proposed system would be beneficial for above-average users as well.

Question	How much do you think that a Recommendations System would	
	benefit you, if you ever plan on purchasing an NFT?	
Aim of question	To identify if the respondents think that the system would benefit them.	

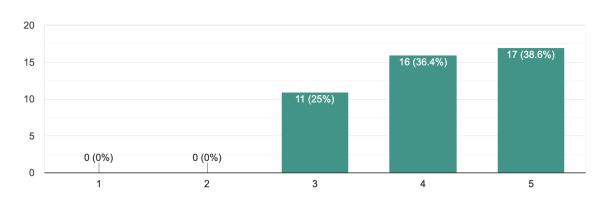
Findings



52.3% of users thought that a Recommendations System would definitely be useful to them if they plan on purchasing an NFT, while 34.1% thought that it may be useful. Meanwhile, 13.6% of users thought that they don't think that they could find a suitable NFT without the help of a Recommendations System. 100% of the results were aligned towards seeing a possible benefit of the proposed system.

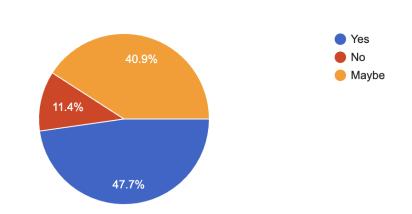
Question	How much would you expect a Recommendations System that considers social media trends to be beneficial for businesses to integrate into their online platforms?
Aim of question	To identify the importance of the technological contribution in the
	project

Findings



The results from this question suggests that the technological contribution that has been highlighted in this project, which addresses an advancement of development of Recommendation Systems is expected to be extremely beneficial for business applications.

Question	Do you think that a user would benefit more if one platform pro-	
	vides recommendations that differ from another platform with the	
	same dataset?	
Aim of question	question To identify if the proposed Recommendations System will benefit from	
	implementing a Reinforcement Learning technique or a variable bias	
	to adapt and suite different platforms.	
Findings		



A majority of participants thought that having varied recommendations in different platforms, using the same recommendations algorithm. This leads to the requirement of implementing a variable bias towards the factors considered for recommendations or implementing a reinforcement learning technique, for the model to adjust based on user-inputs. Having a pre-configurable bias will also allow to achieve this, but the results from recommendations may not be optimum.

Question	What functionalities would you like to have in a Trading Recom-			
	mendations System for Non-fungible Tokens?			
Aim of question To identify the non-function requirements of the system, that would				
	make the system as user-friendly as possible			

Findings

Most responses form the participants revolved around considering price-predictions when making recommendations. There were also suggestions to integrate trending crypto news to the system. Suggesting potential NFTs that suit a person's personal interests were also suggested to be integrated.

4.5.4 Prototyping

Table 4.6: Findings through Prototyping

Findin	ıgs		

4.6 Summary of Findings

Table 4.7: Summary of Findings

Id	Finding				
	1 manig	Lite: Revi	Inter	Survey	Prot
		Literature Review	Interviews	ey	Prototyping
			S		ng
1	The proposed system would benefit experienced & inexperienced	✓	✓	✓	
	users searching for NFTs as well as NFT creators, traders & market				
	places				
2	The limits of Recommendation Systems can be pushed without the	✓	✓		
	use of Deep learning, by the application of various hybrid ensemble				
	models				
3	The integration of social media trends would be beneficial to im-	✓	✓	✓	✓
	prove recommendations produced by a Recommendations System				
4	The identified research gap would contribute to both the	✓	✓	✓	
	Blockchain-NFT domain as well as the advancement of Recom-				
	mendations Systems & ML				
5	Building custom use-case specific algorithms for the Recommen-		✓		
	dations System is prefered over the use of pre-built models from a				
	business application perspective				
6	Having a method of price-prediction & using the prediction data to		✓	✓	
	make decisions on recommendations would benefit users				
7	Using data-clustering techniques to identify contract-recognition		✓		
	& data tags are expected by advanced-users				
8	Personalized recommendations could be achieved by the use of in-	✓	✓		
	formation extracted from the Blockchain with related to a user's				
	public key. Past purchases of NFTs made by users can be consid-				
	ered.				
9	It would be good to have a user-interface that allows the user to		✓		
	choose the bias/ his primary concerns when expecting a recom-				
	mendation, to provide the perfect recommendation for each user.				
9	Having a adaptable, variable Recommendations Model that allows		√	✓	
	different platforms to have varied recommendations is preferred.				

10	Having a sufficient set of well-cleaned & pre-processed data would	✓	✓	✓
	be vital for the performance of the system			
11	Opinions of well-known influencers could have a bigger impact on		✓	
	the decision-making process of a majority of users.			

- 4.7 Context Diagram
- 4.8 Use Case Diagram
- **4.9** Use Case Descriptions
- 4.10 Requirements
- 4.10.1 Functional Requirements
- **4.10.2** Non-functional Requirements
- 4.11 Chapter Summary

In this chapter, a Rich Picture Diagram was drawn to illustrate how the system connects with the society to understand the stakeholders of the system. Saunder's Onion model was used to represent the stakeholders with the flow of influence of each stakeholder. Requirement gathering techniques were utilized to gather all the required data and opinions of possible stakeholders of the system. Lastly, the system's use cases, functional, and non-functional requirements were specified based on the insights derived from the requirement elicitation techniques.

APPENDIX A - CONCEPT GRAPH

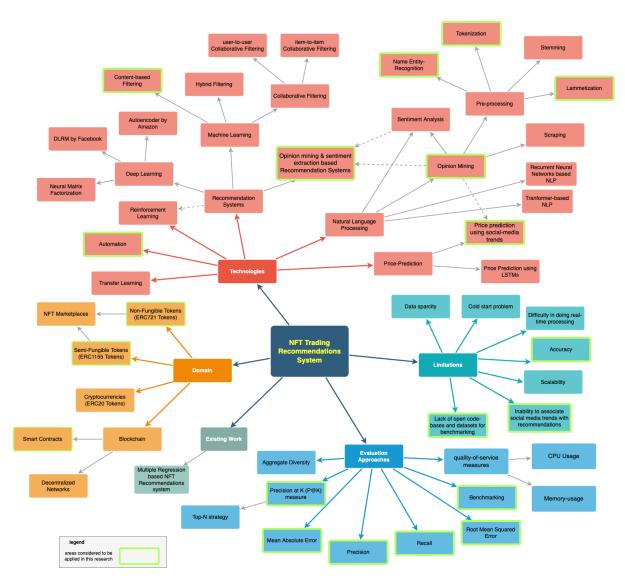


Figure 3: Concept Map (self-composed)