

Recommender Systems

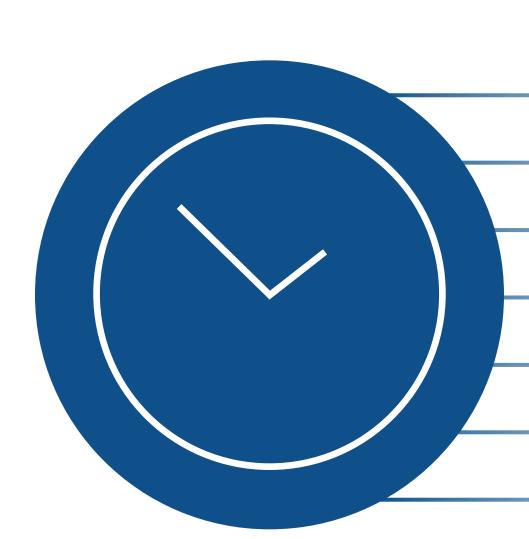
Introduction

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information overload

Every minute of the day



Instagram users share 65k photos

Facebook users share 240k photos

Twitter users post 575k tweets

Netflix users stream 452k hours

YouTube users stream 694k hours

TikTok users watch 167M videos

Amazon customers spend \$283k

Information overload



Global online content consumption is soaring in 2020, a new study of 10,000+ people in five countries says. The previous normal was just over 3h [...] Average daily time spent consuming content is now ~7h, which includes phone, TV, and other forms of digital media.

Koetsier, Forbes 2020

The paradox of choice

Which digital camera should I buy? Which **destination** is the best for my holiday? Which **investment** will support my children? Which movie should I watch with my friends? Which **book** should I buy for my next vacation? Which **college degree** is best for my future?



Search vs. recommendation



Search is what you do when you're looking for something. Discovery is when something wonderful that you didn't know existed, or didn't know how to ask for, finds you.

O'Brien, Fortune 2006



The Netflix case



We think that the combined effect of personalization and recommendations save us more than \$1B per year.

Gomes-Uribe & Hunt, TMIS 2015

Value for producers: revenue

Netflix: 66% of movies watched

Google News: 38% of news clicked

Amazon: 35% of products sold

The long tail

Concentration

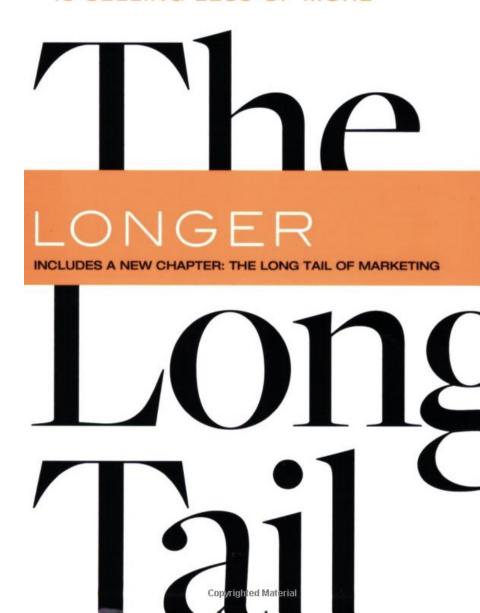
Selling a lot of a few items

Dissipation

Selling less of lots of items

CHRIS ANDERSON

WHY THE FUTURE OF BUSINESS IS SELLING LESS OF MORE



The long tail

Drake

Ed Sheeran

Queen

Your professors' band

Value for consumers: personalization

Recommendations tailored to individual needs





The Amazon case



If we have 4.5 million customers, we shouldn't have one store, we should have 4.5 million stores.

Jeff Bezos, Washington Post 1998

How did we get here?

Ancient days

Systems exploration

Rapid commercialization

Research explosion

Back to reality

Ancient days

Manual recommendations

- Public knowledge: "certain snakes are venomous"
- Word of mouth: "the new restaurant has good price"
- Friends' advice: "the new Marvel series is great"
- Expert critics: "merlots pair well with steak"

Systems exploration

Xerox PARC's Tapestry [Goldberg et al., CACM 1992]

Introduced the idea of collaborative filtering

UMN's GroupLens [Resnick et al., CSCW 1994]

Automated collaborative filtering for news

Systems exploration

MIT's Ringo [Shardanand and Maes, CHI 1995]

Automated collaborative filtering for music

BellCore's MovieRecommender [Hill et al., CHI 1995]

Automated collaborative filtering for movies

Rapid commercialization

Scale and value became key challenges

- New algorithms to reduce computation time
 - e.g., item-based correlations, dimensionality reduction
- New evaluation approaches to better model users
 - e.g., ranking-based evaluation, online evaluation

Research explosion

Multidisciplinary fields

- Artificial intelligence
- Information retrieval
- Data mining
- Security and privacy
- Business and marketing

Research explosion

Further fueled by the Netflix Prize (2006)

- Baseline (Cinematch) RMSE = 0.9525
- USD 1M prize for 10% improvement
- 51K contestants, 41K teams, 186 countries
- 44K submissions by 5K teams
- Grand prize winner RMSE = 0.8567 (2009)





Home

Rules

Leaderboard

Update

Leaderboard

Showing Test Score. Click here to show quiz score

Ran	k	Team Name	Best Test Score	½ Improvement	Best Submit Time
Grand Prize - RMSE = 0.8567 - Winning Team: BellKor's Pragmatic Chaos					
1	1	BellKor's Pragmatic Chaos	0.8567	10.06	2009-07-26 18:18:28
2	-	The Ensemble	0.8567	10.06	2009-07-26 18:38:22
3	-	Grand Prize Team	0.8582	9.90	2009-07-10 21:24:40
4	-	Opera Solutions and Vandelay United	0.8588	9.84	2009-07-10 01:12:31
5	1	Vandelay Industries!	0.8591	9.81	2009-07-10 00:32:20
6	-	<u>PragmaticTheory</u>	0.8594	9.77	2009-06-24 12:06:56
7	1	BellKor in BigChaos	0.8601	9.70	2009-05-13 08:14:09

Back to reality



[...] **improved predictions** of just how much a user would dislike a set of bad movies **did not help** the user or Netflix

 Konstan, Recommender Systems: An Introduction (2011) HOME RECSYS 2020

PAST CONFERENCES

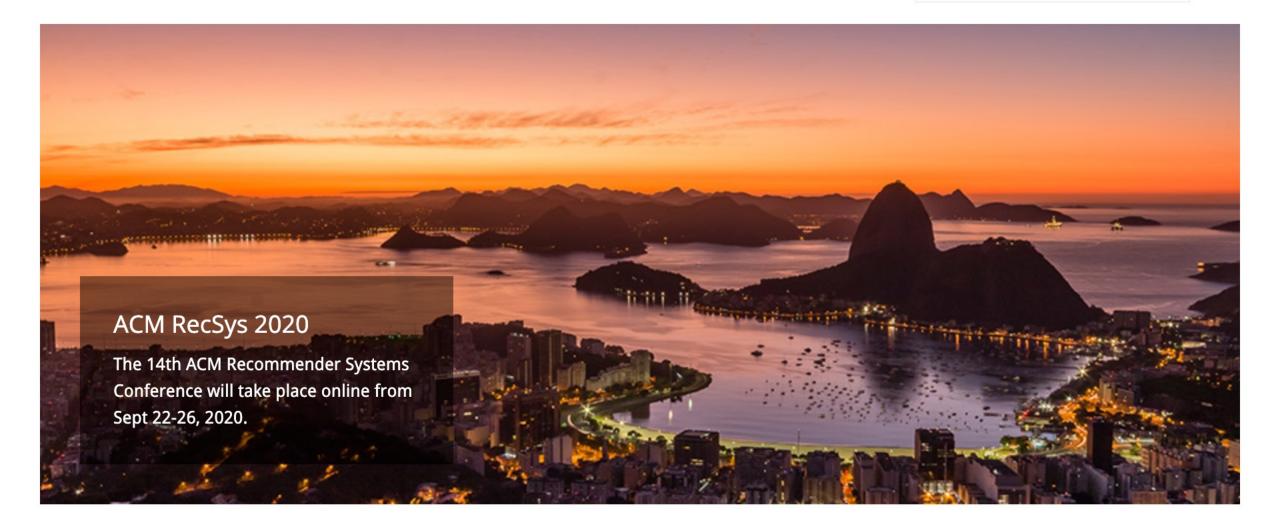
HONORS

BLOG

CONTACT

search...





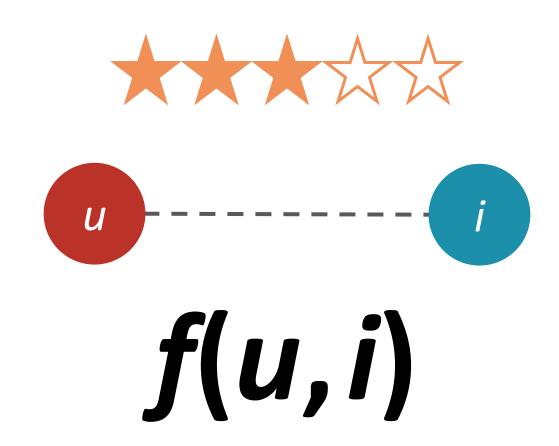
Recommender systems



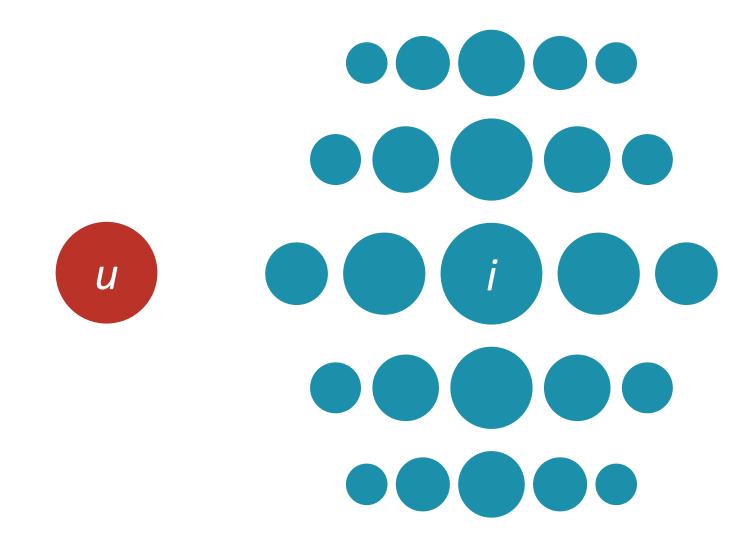
Recommender systems are software applications that aim to support users in their decision-making while interacting with large information spaces. They recommend items of interest to **users** based on **preferences** they have expressed, either explicitly or implicitly.

ACM RecSys

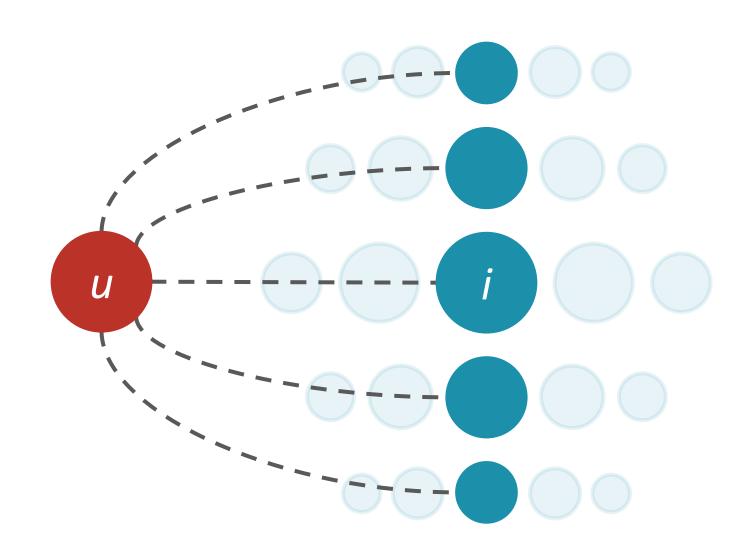
The recommendation problem



The recommendation problem

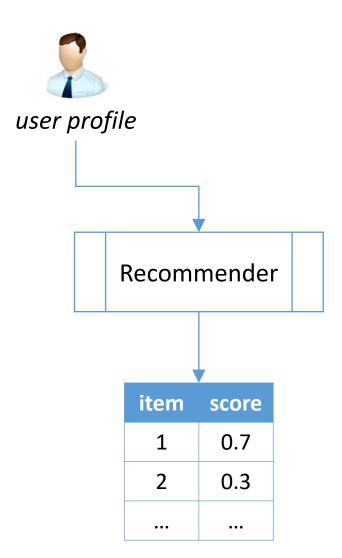


The recommendation problem

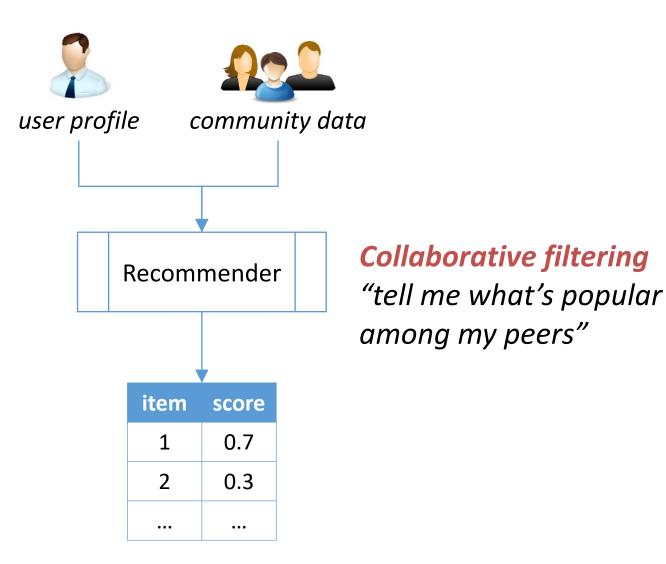


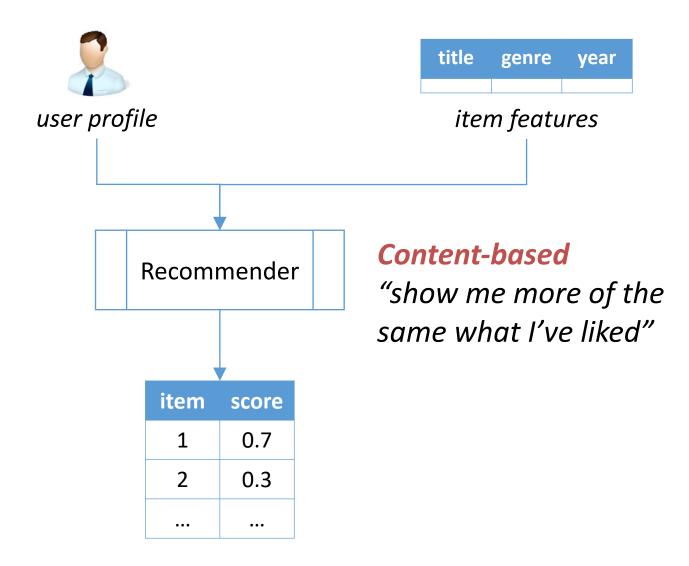
What to recommend?

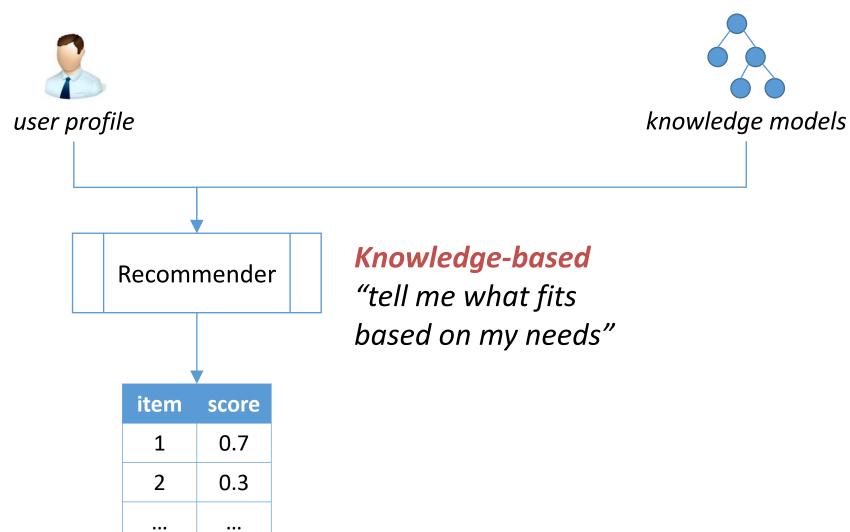
news≥

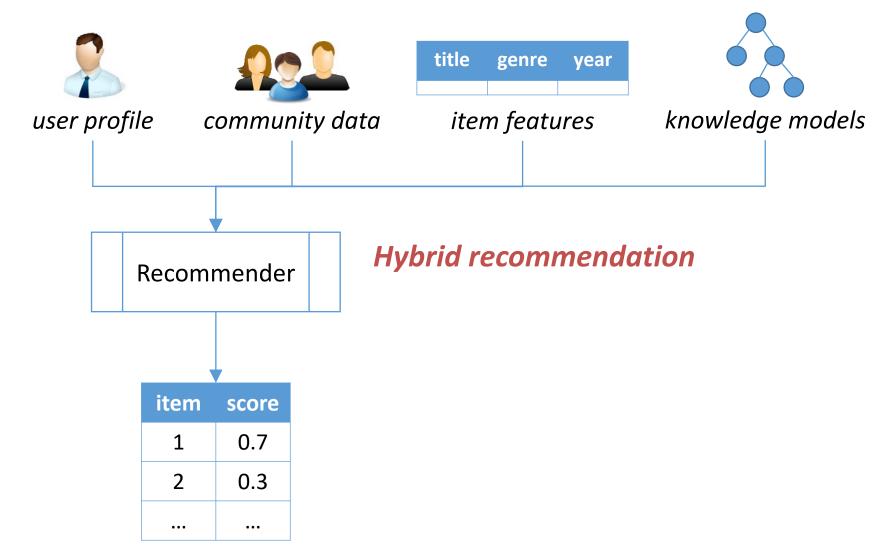


Personalized recommendation









Course scope

Focus on algorithms

- Collaborative
- Content-based
- Knowledge-based
- Hybrid

Course scope

Focus on evaluation

Methodology and metrics

A taste of advanced topics

- Diversity and novelty
- Context-awareness
- Machine-learned models

Out-of-scope

We have dedicated courses for:

- Information retrieval
- Machine learning
- Data mining

Course goals

At the end, you should be able to:

- Identify potential application domains
- Implement basic recommender systems
- Critique a design to identify potential strengths and weaknesses and to compare alternatives

Textbooks

Recommender Systems: An Introduction

Jannach, Zanker, Felfernig, Friedrich (2011)

Recommender Systems: The Textbook

Aggarwal (2016)

Recommender Systems Handbook (3rd edition)

Ricci, Rokach, Shapira (2022)

Other relevant material

General background

- Algorithms and data structures
- Basic statistics
- Basic linear algebra

Advanced readings

Google Scholar is your friend

Course grading (tentative)

Assignments: 10

Paper seminars: 10

Research challenges: 40

Exams: 40

Course attendance



O que é necessário para ser aprovado em uma dada atividade acadêmica curricular?

É necessário obter nota final igual ou superior a 60, em uma escala de 0 a 100, bem como a indicação de assiduidade, a qual deve ser igual ou superior a 75% (art. 12 das NGG).

Pre-course survey

Fill in a short survey describing your past experience and expectations related to the course

https://forms.gle/7mcatGc5LtAFM2ta7

