

ACM RecSys Challenge

Lightweight Model for Session-Based Recommender Systems with Seasonality Information in the Fashion Domain



Boston Team Party



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Introduction

Problem formulation and Dataset description



Data Preparation

Data exploration, splitting, pre-processing, and feature engineering



Our Solution

Proposed solution and results

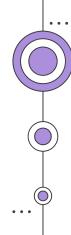


Conclusions

Takeaways and possible improvements

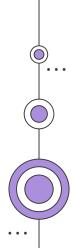
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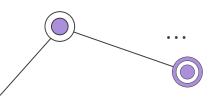




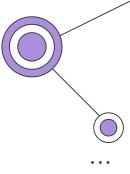
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Problem formulation and Dataset description





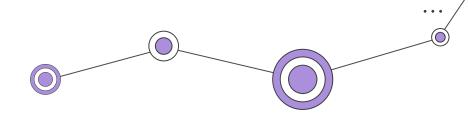
Problem Formulation

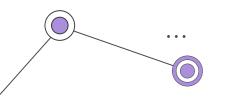






- Top-100 recommendation
- Each recommendation list must contain the purchased item from a subset of possible candidates
- Evaluation metric: MRR

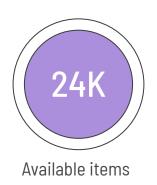




Dataset Description



Online retail sessions that resulted in at least a purchase



Available Data



Sessions

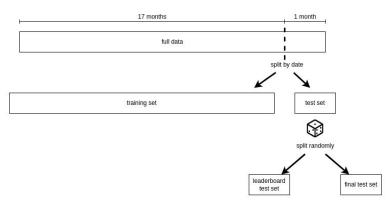


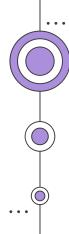
Purchases



Item features

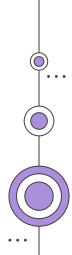
Training - Test Split

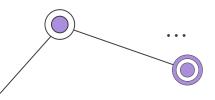




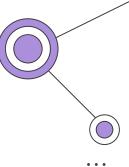
Data Preparation

Data exploration, splitting, pre-processing, and feature engineering





Data Exploration



01

Anomaly Detection

No anomaly detected in the dataset

02

Feature Analysis

Only **0.02**% of the items have no interaction at all in the training dataset

03

Session Analysis

- Average duration of a session (viewed items): around 5, with min of 1 and max of 100
- "Cold" sessions: around 1.38%
 in the test month

04

Seasonalities

- Majority of purchases made in the evening
- Months with more purchases:
 November 2020 and May 2021

Data Splitting and Pre-processing

Split

Split	Date Interval	Num. of Sessions
Training	01/01/2020 - 31/04/2021	918382
Validation	01/05/2021 - 31/05/2021	81618
Leaderboard	01/06/2021 - 30/06/2021	50000
Final Test	01/06/2021 - 30/06/2021	50000

Interaction Weighting

Views-purchases distinction

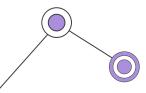
Views are weighted with a value $\alpha \in (0, 1)$.

Cyclic decay

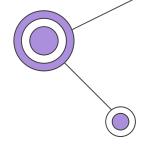
Give bigger weight to interactions that are in a period of the year closer to a reference timestamp

Exponential decay

Reduce weight of the interactions as the distance of these increments with respect to a reference timestamp



Feature Engineering - Item Features





Multi-Label Encoding

904 tuples (category, value)

Feature Engineering - Booster Features



Item Features Embeddings

Using a Variational Autoencoder with a latent space of size 32 with MLE vector as input



Embeddings Aggregation

Aggregating through a sum the embeddings of the items belonging to the same session



RecVae Embeddings

Sessions as input, output of the encoder used as the additional representation of the sessions



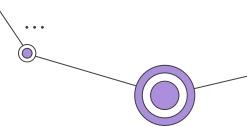
Recommenders Scores

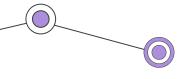
Provided by our basic models

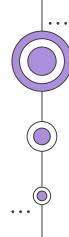


Seasonal Tendencies

Tendency of an item to be purchased or viewed in a specific season or subset of seasons or to be all-seasonal

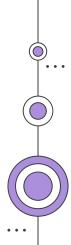


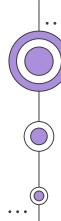




Our Solution

Proposed solution and results





Candidate Selection

01

Baseline Models

Top Popular

K-Nearest Neighbors:

- ItemKNN CF CBF
- UserKNN CF

Graph Based:

RP3Beta

EaseR

02

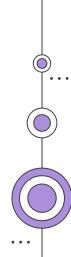
Deep Learning Models

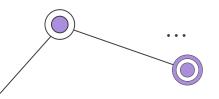
Autoencoders:

- RecVAE
- MultVAE

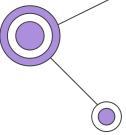
Recurrent Neural Networks:

GRU4Rec





Ranking



Training Candidate Production:

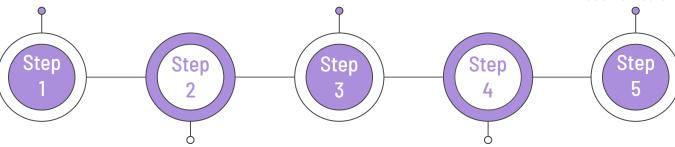
discarding duplicate recommendations but keeping all scores on separate columns

GBDT model Training:

on candidates augmented with booster features

GBDT model Prediction & Re-ranking:

on candidates augmented with booster features



Candidate Cleanup & Ground truth Insertion:

keep only sessions where the purchased item was produced

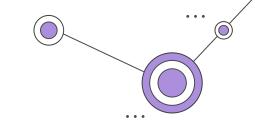
Test Candidate Production:

basic models trained on training and validation set



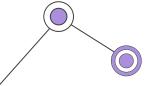


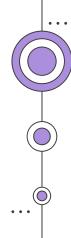




Model	MRR Validation	View-Purchase Weight	Uses Cycling Decay	Exponential Decay Weight
GRU4Rec	0.17953	Ŀ	-	-
RP3Beta	0.15768	0.2	No	-
EaseR	0.15518	0.5	Yes	182
UserKNN CF	0.14962	0.2	Yes	182
ItemKNN CF+CBF	0.14886	0.5	Yes	182
RecVAE	0.14748	0.5	Yes	182
MultVAE	0.13004	0.5	No	365

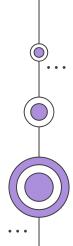
Model	3-Fold CV MAP (Validation)	MRR (Public Leaderboard)
LightGBM	0.49115	0.18800
XGBoost	0.46390	0.18347

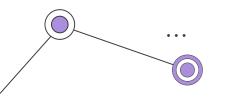




Conclusions

Takeaways and possible improvements

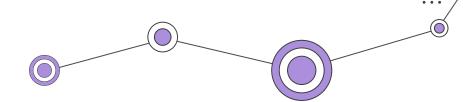




Takeaways



- For this challenge: not insert the true label (purchase) in the booster training dataset
- Recurrent models exploit the concept of sequence
- Interaction weighting exploits the temporal information of the sessions (explicit URM)





Possible Improvements



Use multiple instances of the same models with different objectives for candidate generation

BERT4Rec

BERT4Rec could be tuned and used as another candidate selector

Segmentation

Using different models to recommend sessions depending on their length





Thanks!

Do you have any questions?

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Code available at https://tinyurl.com/4h52ean6



