

▼ Complete Movie Recommendation System with NLP, ML, and RL

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# @title Complete Movie Recommendation System with NLP, ML, and RL
import pandas as pd
import numpy as np
from sklearn.feature_extraction.text import TfidfVectorizer
from sklearn.metrics.pairwise import cosine_similarity
import re
import nltk
from nltk.corpus import stopwords
from nltk.stem import WordNetLemmatizer
import random
import ipywidgets as widgets
from IPython.display import display, clear_output
import torch
import torch.nn as nn
import torch.optim as optim
from collections import deque
import gym
from gym import spaces

# Download NLTK resources
nltk.download('stopwords')
nltk.download('wordnet')
# The 'punkt' resource is needed for tokenization, and 'punkt_tab' is a dependency.
# We'll ensure both are downloaded explicitly before use.
# nltk.download('punkt') # Already covered by punkt_tab download
# nltk.download('punkt_tab') # Download the missing resource - doing this before preprocess

# =====
# 1. Dataset Preparation
# =====
def create_movie_dataset(size=100):
    """Create synthetic movie dataset with rich features"""
    genres = ['Action', 'Adventure', 'Comedy', 'Drama', 'Sci-Fi',
              'Thriller', 'Romance', 'Horror', 'Fantasy', 'Mystery']
    themes = ['space', 'love', 'revenge', 'friendship', 'war',
              'family', 'technology', 'crime', 'superhero', 'history']
    descriptors = ['epic', 'emotional', 'dark', 'funny', 'suspenseful',
                  'heartwarming', 'mind-bending', 'gritty', 'inspirational']

    plot_options = [
        'the protagonist must save the world',
        'an unlikely hero emerges',
        'secrets from the past are revealed',
        'relationships are tested'
    ]

    movies = []
    for i in range(1, size+1):
        movie_genres = random.sample(genres, random.randint(1, 3))
        theme = random.choice(themes)
        desc = random.choice(descriptors)

        title = f"{desc.capitalize()} {theme.capitalize()}"
        if random.random() > 0.7:
            title = f"The {title}"

        plot = f"A {desc} story about {theme} where {random.choice(plot_options)}"

        movies.append({
            'movie_id': i,
            'title': title,
            'genre': ', '.join(movie_genres),
            'plot': plot,
            'year': random.randint(1990, 2023),
            'rating': round(random.uniform(3.0, 5.0), 1),
            'popularity': random.randint(1, 100)
        })
    return pd.DataFrame(movies)

movies_df = create_movie_dataset(150)
print("Dataset created with 150 movies")

# =====
# 2. NLP Processing
# =====
lemmatizer = WordNetLemmatizer(
stop_words = set(stopwords.words('english'))

def nrenprocess text(text):
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◆ What can I help you build?



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"""Clean and preprocess text using NLP techniques"""
# Convert to lowercase
text = text.lower()
# Remove special characters
text = re.sub(r'^a-zA-Z0-9\s', '', text)
# Download punkt_tab resource just before tokenizing
try:
    nltk.data.find('tokenizers/punkt_tab')
except LookupError:
    nltk.download('punkt_tab')
# Tokenize
words = nltk.word_tokenize(text)
# Remove stopwords and lemmatize
words = [lemmatizer.lemmatize(word) for word in words if word not in stop_words]
return ' '.join(words)

# Combine text features and preprocess
movies_df['processed_text'] = (movies_df['plot'] + ' ' +
                              movies_df['genre'] + ' ' +
                              movies_df['title'])
movies_df['processed_text'] = movies_df['processed_text'].apply(preprocess_text)

# TF-IDF Vectorization (NLP feature extraction)
tfidf = TfidfVectorizer(max_features=2000)
tfidf_matrix = tfidf.fit_transform(movies_df['processed_text'])
content_sim = cosine_similarity(tfidf_matrix)

print("NLP processing completed!")
print(f"TF-IDF matrix shape: {tfidf_matrix.shape}")

# =====
# 3. Reinforcement Learning
# =====
class MovieRecEnv(gym.Env):
    def __init__(self, df, similarity_matrix):
        super(MovieRecEnv, self).__init__()
        self.df = df
        self.sim_matrix = similarity_matrix
        self.current_movie = None
        self.recommended = []
        self.feedback = []

        # Action space: 0=content-based, 1=genre-based, 2=popularity-based
        self.action_space = spaces.Discrete(3)

        # Observation space (TF-IDF vector)
        self.observation_space = spaces.Box(low=0, high=1,
                                             shape=(tfidf_matrix.shape[1],),
                                             dtype=np.float32)

    def reset(self):
        self.current_movie = self.df.sample(1).iloc[0]
        self.recommended = []
        self.feedback = []
        return self._get_obs()

    def _get_obs(self):
        idx = self.df[self.df['movie_id'] == self.current_movie['movie_id']].index[0]
        return self.sim_matrix[idx]

    def step(self, action):
        # Get recommendations based on action
        if action == 0: # Content-based
            idx = self.df[self.df['movie_id'] == self.current_movie['movie_id']].index[0]
            sim_scores = list(enumerate(self.sim_matrix[idx]))
            sim_scores = sorted(sim_scores, key=lambda x: x[1], reverse=True)
            movie_indices = [i[0] for i in sim_scores[1:6]] # Top 5 similar
            self.recommended = self.df.iloc[movie_indices]
        elif action == 1: # Genre-based
            genre = self.current_movie['genre'].split(' ')[0]
            genre_movies = self.df[self.df['genre'].str.contains(genre)]
            self.recommended = genre_movies.sample(min(5, len(genre_movies)))
        else: # Popularity-based
            self.recommended = self.df.sort_values('popularity', ascending=False).head(5)

        # Simulate user feedback (higher rating = more likely positive)
        self.feedback = [1 if random.random() < 0.3 + (m['rating']-3)*0.15 else 0
                         for _, m in self.recommended.iterrows()]

        # Calculate reward
        reward = sum(self.feedback)

""" ===== """

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# move to new movie
self.current_movie = self.df.sample(1).iloc[0]

return self._get_obs(), reward, False, {}

env = MovieRecEnv(movies_df, content_sim)
print("RL environment created!")

# Deep Q-Network
class DQN(nn.Module):
    def __init__(self, input_size, output_size):
        super(DQN, self).__init__()
        self.fc1 = nn.Linear(input_size, 128)
        self.fc2 = nn.Linear(128, 64)
        self.fc3 = nn.Linear(64, output_size)

    def forward(self, x):
        x = torch.relu(self.fc1(x))
        x = torch.relu(self.fc2(x))
        return self.fc3(x)

class DQNAgent:
    def __init__(self, state_size, action_size):
        self.state_size = state_size
        self.action_size = action_size
        self.memory = deque(maxlen=2000)
        self.gamma = 0.95
        self.epsilon = 1.0
        self.epsilon_min = 0.01
        self.epsilon_decay = 0.995
        self.model = DQN(state_size, action_size)
        self.optimizer = optim.Adam(self.model.parameters(), lr=0.001)
        self.criterion = nn.MSELoss()

    def remember(self, state, action, reward, next_state):
        self.memory.append((state, action, reward, next_state))

    def act(self, state):
        if random.random() <= self.epsilon:
            return random.randrange(self.action_size)
        state = torch.FloatTensor(state)
        act_values = self.model(state)
        return torch.argmax(act_values).item()

    def replay(self, batch_size):
        if len(self.memory) < batch_size:
            return
        minibatch = random.sample(self.memory, batch_size)
        for state, action, reward, next_state in minibatch:
            state = torch.FloatTensor(state)
            next_state = torch.FloatTensor(next_state)
            target = reward + self.gamma * torch.max(self.model(next_state))
            current = self.model(state)[action]
            loss = self.criterion(current, target.detach())
            self.optimizer.zero_grad()
            loss.backward()
            self.optimizer.step()
        if self.epsilon > self.epsilon_min:
            self.epsilon *= self.epsilon_decay

# Initialize RL agent
state_size = tfidf_matrix.shape[1]
action_size = 3
agent = DQNAgent(state_size, action_size)

# =====
# 4. Chatbot Interface
# =====
def get_recommendations(movie_title, method='content'):
    """Get recommendations based on specified method"""
    try:
        if movie_title not in movies_df['title'].values:
            return None

        if method == 'content':
            idx = movies_df[movies_df['title'] == movie_title].index[0]
            sim_scores = list(enumerate(content_sim[idx]))
            sim_scores = sorted(sim_scores, key=lambda x: x[1], reverse=True)
            movie_indices = [i[0] for i in sim_scores[1:6]] # Top 5 similar
            return movies_df.iloc[movie_indices]
        elif method == 'genre':
            movie_genre = movies_df[movies_df['title'] == movie_title]['genre'].values[0].split(', ')[0]
            genre_movies = movies_df[movies_df['genre'].str.contains(movie_genre)]

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        return genre_movies[genre_movies['title'] != movie_title].sample(min(5, len(genre_movies)))
    else: # popularity
        return movies_df[movies_df['title'] != movie_title].sort_values('popularity', ascending=False).head(5)
except:
    return None

# Create widgets
output = widgets.Output()
input_box = widgets.Text(
    placeholder='Type "Recommend movies like [title]"',
    description='You:',
    layout=widgets.Layout(width='80%')
)
send_button = widgets.Button(
    description="Send",
    layout=widgets.Layout(width='20%')
)

def on_click(b):
    with output:
        user_input = input_box.value
        input_box.value = ''

        if not user_input.strip():
            return

        if user_input.lower() in ['quit', 'exit']:
            print("Chatbot: Goodbye! Happy watching! 🍿")
            return

        # Process recommendation request
        if any(w in user_input.lower() for w in ['recommend', 'suggest', 'like']):
            # Find mentioned movie
            movie_title = None
            for title in movies_df['title']:
                if title.lower() in user_input.lower():
                    movie_title = title
                    break

            if movie_title:
                # Let RL agent choose method
                movie_idx = movies_df[movies_df['title'] == movie_title].index[0]
                state = content_sim[movie_idx]
                method_idx = agent.act(state)
                methods = ['content', 'genre', 'popularity']
                method = methods[method_idx]

                print(f"\nChatbot: Finding movies similar to '{movie_title}'...")
                recs = get_recommendations(movie_title, method)

                if recs is not None and not recs.empty:
                    print(f"\nRecommended Movies ( {method}-based):")
                    for _, row in recs.iterrows():
                        print(f" - {row['title']} ( {row['year']} ) | {row['genre']} | ★{row['rating']}")

                    # Simulate feedback and train RL agent
                    feedback = [1 if r > 4.0 else 0 for r in recs['rating'].values]
                    reward = sum(feedback)
                    next_state = content_sim[recs.index[0]]
                    agent.remember(state, method_idx, reward, next_state)
                    agent.replay(32)
                else:
                    print("\nSorry, I couldn't find recommendations for that movie.")
            else:
                print("\nPlease mention a movie from our database. Try:")
                print(" - 'Recommend movies like The Dark Knight'")
                print("\nSome movies you could try:")
                for title in movies_df['title'].sample(5):
                    print(f" - {title}")

        elif 'list movies' in user_input.lower():
            print("\nSome movies in our database:")
            for _, row in movies_df.sample(10).iterrows():
                print(f" - {row['title']} ( {row['year']} )")

        elif any(w in user_input.lower() for w in ['hello', 'hi', 'hey']):
            print("\nHi! I'm a smart movie recommendation chatbot.")
            print("I use AI to suggest movies you'll love!")
            print("Try: 'Recommend movies like Inception'")

        else:
            print("\nI can recommend movies based on what you like. Try:")
            print(" - 'Recommend movies like The Matrix'")

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        print(" - 'List movies'")

send_button.on_click(on_click)

# Handle Enter key
def handle_enter(sender):
    on_click(sender)

input_box.on_submit(handle_enter)

# Display the chatbot
display(widgets.VBox([
    widgets.HTML("<h2>AI Movie Recommendation Chatbot</h2>"),
    widgets.HTML("<p>I use NLP, Machine Learning, and Reinforcement Learning!</p>"),
    output,
    widgets.HBox([input_box, send_button])
]))

print("\nChatbot ready! Try asking:")
print(" - 'Recommend movies like Epic Space'")
print(" - 'List movies'")
print(" - 'Exit' to quit")

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[🔗] [nltk_data] Downloading package stopwords to /root/nltk_data...
[nltk_data] Unzipping corpora/stopwords.zip.
[nltk_data] Downloading package wordnet to /root/nltk_data...
[nltk_data] Downloading package punkt_tab to /root/nltk_data...
[nltk_data] Unzipping tokenizers/punkt_tab.zip.
Dataset created with 150 movies
NLP processing completed!
TF-IDF matrix shape: (150, 42)
RL environment created!
/usr/local/lib/python3.11/dist-packages/ipywidgets/widgets/widget_string.py:107: DeprecationWarning: on_submit is deprecated. Instead, use on_submit_event.
warnings.warn("on_submit is deprecated. Instead, set the .continuous_update attribute to False and observe the value changing with on_submit_event.")

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AI Movie Recommendation Chatbot

I use NLP, Machine Learning, and Reinforcement Learning!

Please mention a movie from our database. Try:

- 'Recommend movies like The Dark Knight'

Some movies you could try:

- Inspirational Love
- Mind-bending Friendship
- Epic Superhero
- Epic Space
- The Inspirational Family

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/usr/local/lib/python3.11/dist-packages/ipywidgets/widgets/widget_output.py:111: DeprecationWarning: Kernel._parent_header is deprecated in ipykernel 6. Use .get_parent()
if ip and hasattr(ip, 'kernel') and hasattr(ip.kernel, '_parent_header'):

```

You:

Send

Chatbot ready! Try asking:

- 'Recommend movies like Epic Space'
- 'List movies'
- 'Exit' to quit