

# Recommender Systems: Algorithms, Applications, and Evaluation\*

\* Slides partly based on Jure Leskovec, Anand Raghuraman, and Jeff Ullman

# Recommendation Systems: Example

- Amazon recommendation engine

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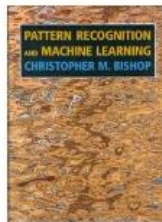
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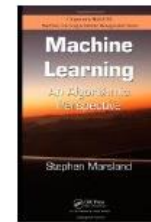
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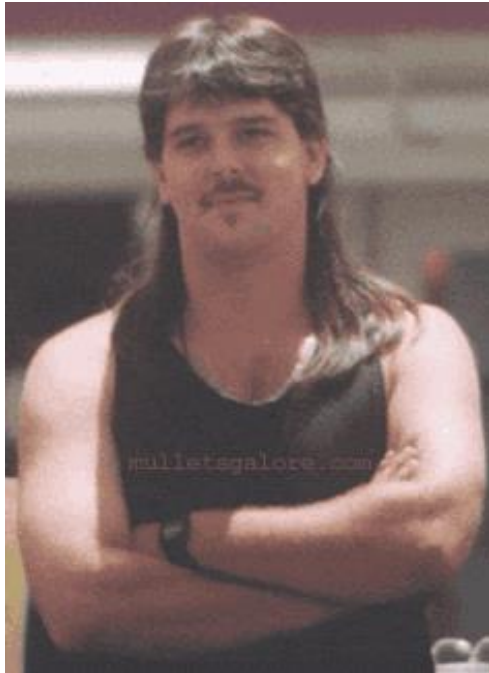
# Recommendation Systems: Example

- LinkedIn recommendation engine

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# Recommendation Systems: Example



- **Customer X**

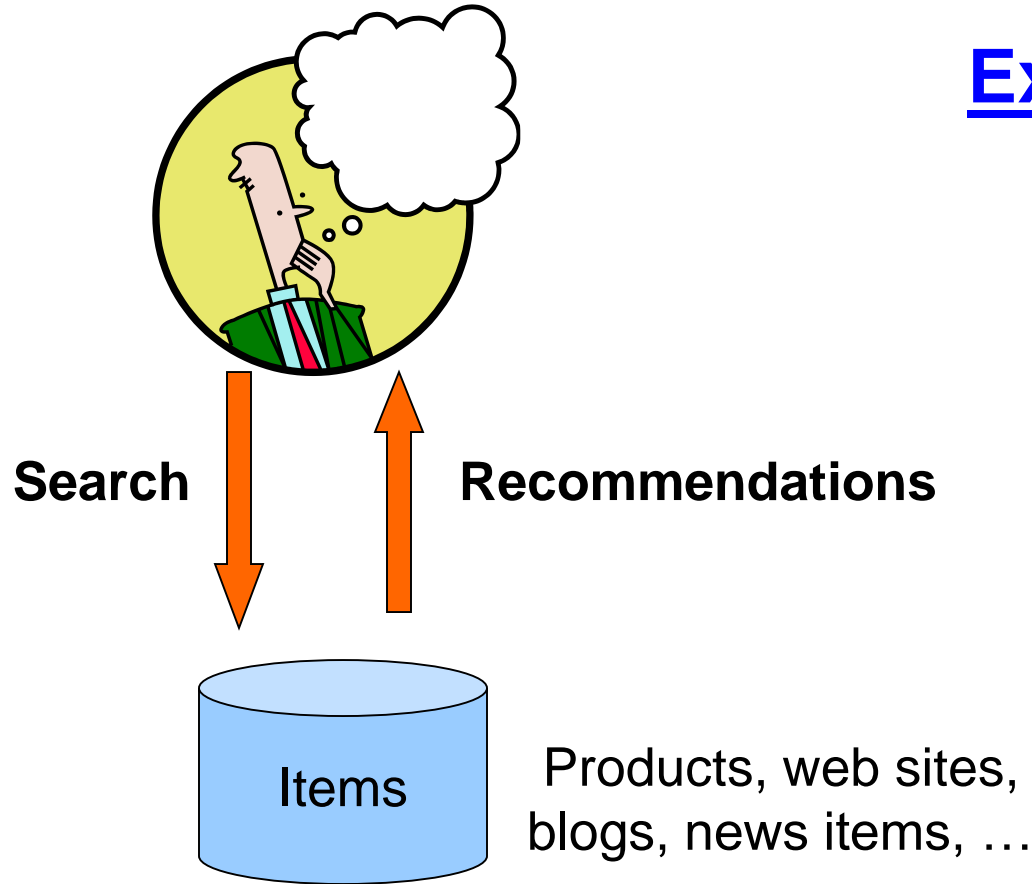
- ▲ Buys Metallica CD
- ▲ Buys Megadeth CD



- **Customer Y**

- ▲ Does search on Metallica
- ▲ Recommender system suggests Megadeth from data collected about customer X

# Recommendation Systems: Overview



## Examples:

amazon.com.



StumbleUpon



del.icio.us



movielens

helping you find the *right* movies

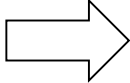
last.fm™  
the social music revolution

Google™  
News

You Tube

XBOX  
LIVE

# Types of Recommendations

- **Editorial and hand curated**
  - ▲ List of favorites
  - ▲ Lists of “essential” items
- **Simple aggregates**
  - ▲ Top 10, Most Popular, Recent Uploads
- **Tailored to individual users**  **Our Focus!**
  - ▲ Amazon, Netflix, ...

# Formal Model

- $X$  = set of **Customers**
- $S$  = set of **Items**
- **Utility function**  $u: X \times S \rightarrow R$ 
  - ▲  $R$  = set of ratings
  - ▲  $R$  is a totally ordered set
  - ▲ e.g., **0-5** stars, real number in **[0,1]**

# Utility Matrix: Example

	Avatar	LOTR	Matrix	Pirates
Alice	1		0.2	
Bob		0.5		0.3
Carol	0.2		1	
David				0.4



# Recommendations: Key Challenges

- **Gathering “known” ratings for matrix**
  - ▲ How to collect the data in the utility matrix?
- **Extrapolate unknown ratings from the known ones**
  - ▲ Mainly interested in “high” unknown ratings (we are not interested in knowing what you don’t like)
- **Evaluating prediction methods**
  - ▲ How to measure success/performance of recommendation methods

# Recommendations: Key Challenge #1

- **Gathering “known” ratings for matrix**

- ▲ How to collect the data in the utility matrix?

- **Explicit**

- ▲ Ask people to rate items

- ▲ Doesn't work well in practice – people can't be bothered

- **Implicit**

- ▲ Learn ratings from user actions (e.g., purchase implies high rating)

## Recommendations: Key Challenge #2

- **Extrapolate unknown ratings from the known ones**
  - ▲ Mainly interested in “high” unknown ratings
- **Key problem: Utility matrix  $U$  is sparse**
  - ▲ Most people have not rated most items
- **Cold start**
  - ▲ New items have no ratings
  - ▲ New users have no history

# Recommendation Algorithms

- **Three main approaches for recommendations**
  - ▲ Content-based Filtering
  - ▲ Collaborative Filtering
  - ▲ Latent Factor Models

# Recommendation Algorithms

- **Three main approaches for recommendations**
  - ▲ **Content-based Filtering**
  - ▲ Collaborative Filtering
  - ▲ Latent Factor Models

# Content based Recommendations: Overview

- **Key Idea:** Recommend items to customer  $x$  similar to previous items rated highly by  $x$

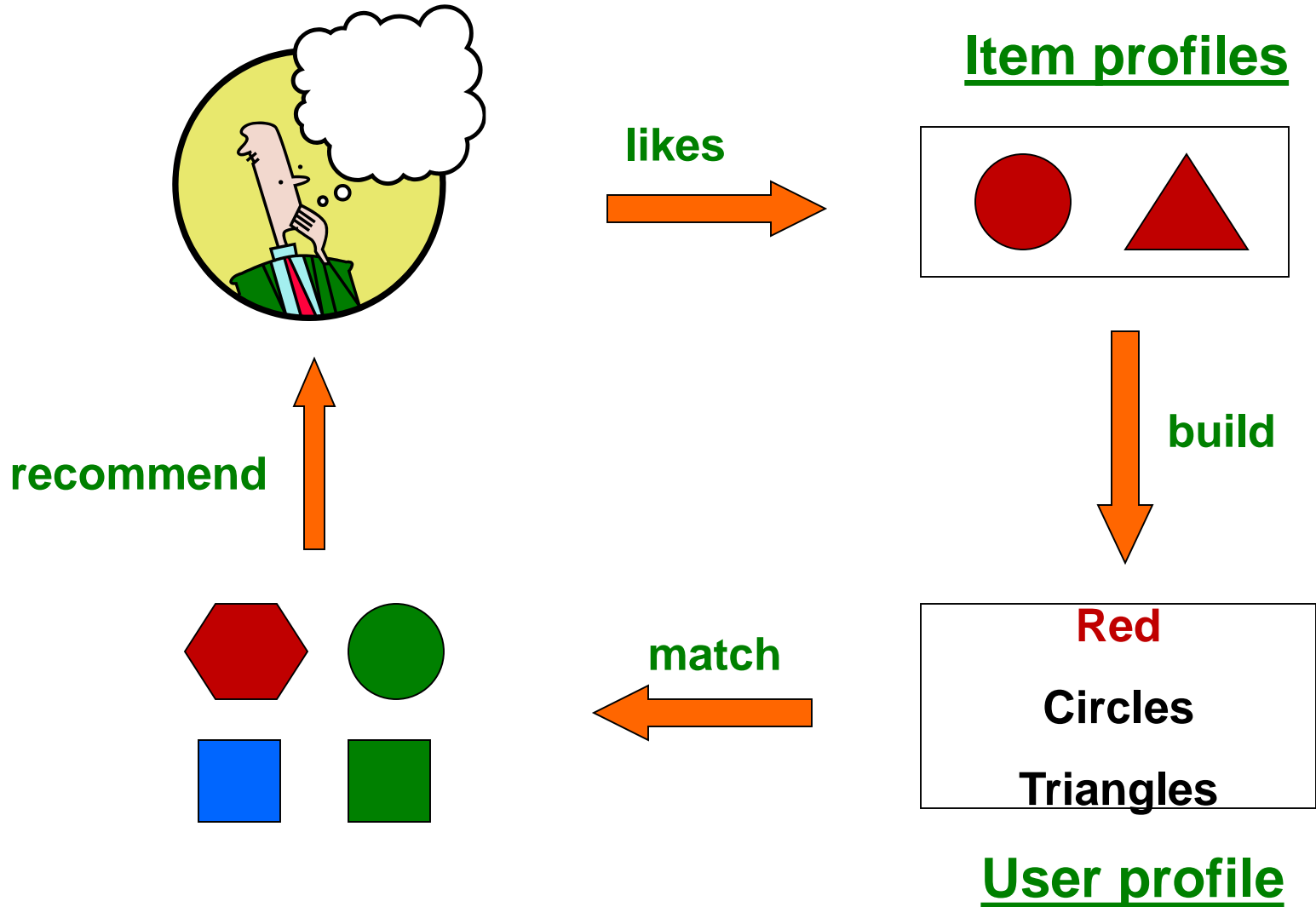
- **Movie recommendations**

- ▶ Recommend movies with same actor(s), director, genre, ...

- **Websites, blogs, news**

- ▶ Recommend other sites with “similar” content

# Plan of Action



# Item Profiles

- For each item, create an **item profile**
- **Profile is a set (vector) of features**
  - ▲ **Movies:** author, title, actor, director,...
  - ▲ **Text:** Set of “important” words in document
- **How to pick important features?**
  - ▲ Usual heuristic from text mining is **TF-IDF**  
(Term frequency \* Inverse Doc Frequency)



## Aside: TF-IDF

$f_{ij}$  = frequency of term (feature)  $i$  in doc (item)  $j$

$$TF_{ij} = \frac{f_{ij}}{\max_k f_{kj}}$$

**Note:** we normalize TF to discount for “longer” documents

$n_i$  = number of docs that mention term  $i$   
 $N$  = total number of docs

$$IDF_i = \log \frac{N}{n_i}$$

**TF-IDF score:**  $w_{ij} = TF_{ij} \times IDF_i$

**Doc profile** = set of words with highest **TF-IDF** scores, together with their scores

# User Profiles and Prediction

- **User profile possibilities:**
  - ▶ Weighted average of rated item profiles
  - ▶ **Variation:** weight by difference from average rating for item
  - ▶ ...
- **Prediction heuristic:**
  - ▶ Given user profile  $x$  and item profile  $i$ , estimate
$$u(x, i) = \cos(x, i) = \frac{x \cdot i}{||x|| \cdot ||i||}$$

# Content based Recommendations: Pros

- **No need for data on other users**
  - ▲ No cold-start or sparsity problems
- **Able to recommend to users with unique tastes**
- **Able to recommend new & unpopular items**
  - ▲ No first-rater problem
- **Able to provide explanations**
  - ▲ Can provide explanations of recommended items by listing content-features that caused an item to be recommended

# Content based Recommendations: Cons

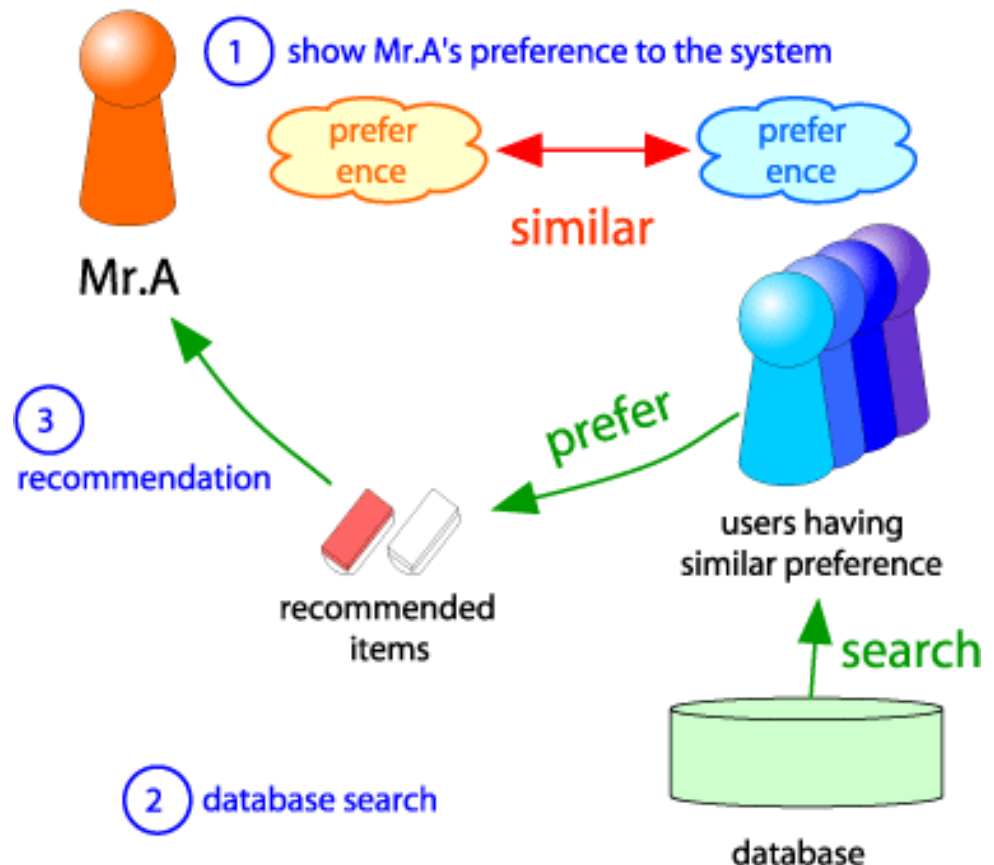
- **Finding the appropriate features is hard**
  - ▲ E.g., images, movies, music (deep learning for automatically extract features)
- **Recommendations for new users**
  - ▲ How to build a user profile?
- **Overspecialization**
  - ▲ Never recommends items outside user's content profile
  - ▲ People might have multiple interests
  - ▲ Unable to exploit quality judgments of other users

# Recommendation Algorithms

- **Three main approaches for recommendations**
  - ▲ Content-based Filtering
  - ▲ Collaborative Filtering
  - ▲ Latent Factor Models

# Collaborative Filtering: Overview

- **Key Idea:** Harnessing quality judgments of other users
- Consider user  $x$
- Find set  $N$  of other users whose ratings are “similar” to  $x$ ’s ratings
- Estimate  $x$ ’s ratings based on ratings of users in  $N$



# Finding “Similar” Users

$$r_x = [*, \_, \_, *, ***]$$

$$r_y = [*, \_, **, **, \_]$$

- Let  $r_x$  be the vector of user  $x$ 's ratings
- **Jaccard similarity measure**
  - ▲ **Problem:** Ignores the value of the rating
- **Cosine similarity measure**
  - ▲  $\text{sim}(x, y) = \cos(r_x, r_y) = \frac{r_x \cdot r_y}{||r_x|| \cdot ||r_y||}$
  - ▲ **Problem:** Treats missing ratings as “negative”
- **Pearson correlation coefficient**
  - ▲  $S_{xy}$  = items rated by both users  $x$  and  $y$

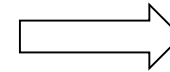
# Finding “Similar” Users

- Let  $r_x$  be the vector of user  $x$ 's ratings

$$r_x = [*, \_, \_, *, ***]$$

$$r_y = [*, \_, **, **, \_]$$

- Jaccard similarity measure**



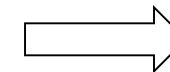
*$r_x, r_y$  as sets:*

$$r_x = \{1, 4, 5\}$$

$$r_y = \{1, 3, 4\}$$

- ▲ **Problem:** Ignores the value of the rating

- Cosine similarity measure**



*$r_x, r_y$  as points:*

$$r_x = \{1, 0, 0, 1, 3\}$$

$$r_y = \{1, 0, 2, 2, 0\}$$

- ▲  $\text{sim}(x, y) = \cos(r_x, r_y) = \frac{r_x \cdot r_y}{||r_x|| \cdot ||r_y||}$

- ▲ **Problem:** Treats missing ratings as “negative”



# Finding ``Similar'' Users

- Let  $\mathbf{r}_x$  be the vector of user  $x$ 's ratings

$$\mathbf{r}_x = [*, \_, \_, *, ***]$$

$$\mathbf{r}_y = [*, \_, **, **, \_]$$

- Pearson correlation coefficient**

▲  $S_{xy}$  = items rated by both users  $x$  and  $y$

$$\text{sim}(x, y) = \frac{\sum_{s \in S_{xy}} (r_{xs} - \bar{r}_x)(r_{ys} - \bar{r}_y)}{\sqrt{\sum_{s \in S_{xy}} (r_{xs} - \bar{r}_x)^2} \sqrt{\sum_{s \in S_{xy}} (r_{ys} - \bar{r}_y)^2}}$$

$\mathbf{r}_x, \mathbf{r}_y \dots$  avg.  
rating of  $x, y$

# Similarity Metric: Examples

	HP1	HP2	HP3	TW	SW1	SW2	SW3
A	4			5	1		
B	5	5	4				
C				2	4	5	
D		3					3

- Intuitively we want:  $\text{sim}(A, B) > \text{sim}(A, C)$

- Jaccard similarity:**  $1/5 < 2/4$

- Cosine similarity:**  $0.386 > 0.322$

▲ Considers missing ratings as “negative”

▲ **Solution:** subtract the (row) mean

$$\text{sim}(A, B) > \text{sim}(A, C)$$

$$0.092 > -0.559$$

	HP1	HP2	HP3	TW	SW1	SW2	SW3
A	$2/3$			$5/3$	$-7/3$		
B	$1/3$	$1/3$	$-2/3$				
C				$-5/3$	$1/3$	$4/3$	
D		0					0

# From Similarity Measure to Predictions: User-User Collaborative Filtering

- Let  $r_x$  be the vector of user  $x$ 's ratings
- Let  $N$  be the set of  $k$  users most similar to  $x$  who have rated item  $i$
- **Prediction for item  $i$  of user  $x$ :**

$$\blacktriangle r_{xi} = \frac{1}{k} \sum_{y \in N} r_{yi}$$

$$\blacktriangle r_{xi} = \frac{\sum_{y \in N} s_{xy} \cdot r_{yi}}{\sum_{y \in N} s_{xy}}$$

• Other options?

# Item-Item Collaborative Filtering

- For item  $i$ , find other similar items
- Estimate rating for item  $i$  based on ratings for similar items
- Can use same similarity metrics and prediction functions as in user-user model

$$r_{xi} = \frac{\sum_{j \in N(i;x)} s_{ij} \cdot r_{xj}}{\sum_{j \in N(i;x)} s_{ij}}$$

$s_{ij}$ ... similarity of items  $i$  and  $j$

$r_{xj}$ ...rating of user  $u$  on item  $j$

$N(i;x)$ ... set of items rated by  $x$  similar to  $i$

# Item-Item Collaborative Filtering ( $|N|=2$ )

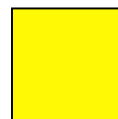
users

movies

	1	2	3	4	5	6	7	8	9	10	11	12
1	1		3			5			5		4	
2			5	4			4			2	1	3
3	2	4		1	2		3		4	3	5	
4		2	4		5			4			2	
5			4	3	4	2					2	5
6	1		3		3			2			4	



- unknown rating



- rating between 1 to 5

# Item-Item Collaborative Filtering ( $|N|=2$ )

		users											
		1	2	3	4	5	6	7	8	9	10	11	12
movies	1	1		3		?	5			5		4	
	2			5	4			4			2	1	3
	3	2	4		1	2		3		4	3	5	
	4		2	4		5			4			2	
	5			4	3	4	2					2	5
	6	1		3		3			2			4	



- estimate rating of movie **1** by user **5**

# Item-Item Collaborative Filtering ( $|N|=2$ )

users

movies

	1	2	3	4	5	6	7	8	9	10	11	12	Sim(1,m)
1	1		3		?	5			5		4		1.00
2			5	4			4			2	1	3	-0.18
3	2	4		1	2		3		4	3	5		<u>0.41</u>
4		2	4		5			4			2		-0.10
5			4	3	4	2					2	5	-0.31
6	1		3		3			2			4		<u>0.59</u>

## Neighbor selection:

Identify movies similar to movie **1**, rated by user **5**

Here we use Pearson correlation as similarity:

1) Subtract mean rating  $m_i$  from each movie  $i$

$$m_1 = (1+3+5+5+4)/5 = 3.6$$

row 1: [-2.6, 0, -0.6, 0, 0, 1.4, 0, 0, 1.4, 0, 0.4, 0]

2) Compute cosine similarities between rows

# Item-Item Collaborative Filtering ( $|N|=2$ )

users

movies

	1	2	3	4	5	6	7	8	9	10	11	12	Sim(1,m)
1	1		3		?	5			5		4		1.00
2			5	4			4			2	1	3	-0.18
<u>3</u>	2	4		1	2		3		4	3	5		<u>0.41</u>
4		2	4		5			4			2		-0.10
5			4	3	4	2					2	5	-0.31
<u>6</u>	1		3		3			2			4		<u>0.59</u>

## Neighbor selection:

Identify movies similar to movie **1**, rated by user **5**



# Item-Item Collaborative Filtering ( $|N|=2$ )

users

movies

	1	2	3	4	5	6	7	8	9	10	11	12	Sim(1,m)
1	1		3		?	5			5		4		1.00
2			5	4			4			2	1	3	-0.18
<u>3</u>	2	4		1	2		3		4	3	5		<u>0.41</u>
4		2	4		5			4			2		-0.10
5			4	3	4	2					2	5	-0.31
<u>6</u>	1		3		3			2			4		<u>0.59</u>

Compute similarity weights:

$$s_{1,3}=0.41, s_{1,6}=0.59$$

# Item-Item Collaborative Filtering (|N|=2)

users

movies

	1	2	3	4	5	6	7	8	9	10	11	12	Sim(1,m)
1	1		3		2.6	5			5		4		1.00
2			5	4			4			2	1	3	-0.18
<u>3</u>	2	4		1	2		3		4	3	5		<u>0.41</u>
4		2	4		5			4			2		-0.10
5			4	3	4	2					2	5	-0.31
<u>6</u>	1		3		3			2			4		<u>0.59</u>

Predict by taking weighted average:

$$r_{15} = (0.41 \cdot 2 + 0.59 \cdot 3) / (0.41 + 0.59) = 2.6$$

$$r_{ix} = \frac{\sum_{j \in N(i;x)} s_{ij} \cdot r_{jx}}{\sum s_{ij}}$$

# Collaborative Filtering: Common Practice

- Define **similarity**  $s_{ij}$  of items  $i$  and  $j$
- Select  $k$  nearest neighbors  $N(i; x)$ 
  - ▲ Items most similar to  $i$ , that were rated by  $x$
- Estimate rating  $r_{xi}$  as the weighted average:

$$r_{xi} = b_{xi} + \frac{\sum_{j \in N(i; x)} s_{ij} \cdot (r_{xj} - b_{xj})}{\sum_{j \in N(i; x)} s_{ij}}$$

baseline estimate for  $r_{xi}$

$$b_{xi} = \mu + b_x + b_i$$

$\mu$  = overall mean movie rating

$b_x$  = rating deviation of user  $x$

= (avg. rating of user  $x$ ) -  $\mu$

$b_i$  = rating deviation of movie  $i$

# Item-Item vs. User-User

	Avatar	LOTR	Matrix	Pirates
Alice	1		0.8	
Bob		0.5		0.3
Carol	0.9		1	0.8
David			1	0.4

- In practice, it has been observed that item-item often works better than user-user
- **Why?** Items are simpler, users have multiple tastes 36

# Collaborative Filtering: Pros/Cons

- **Works for any kind of item (+)**
  - ▲ No feature selection needed
- **Cold Start (-)**
  - ▲ Need enough users in the system to find a match
- **Sparsity (-)**
  - ▲ The user/ratings matrix is sparse
  - ▲ Hard to find users that have rated the same items

# Collaborative Filtering: Pros/Cons

- **First rater (-)**

- ▶ Cannot recommend an item that has not been previously rated
- ▶ New items, Esoteric items

- **Popularity bias (-)**

- ▶ Cannot recommend items to someone with unique taste
- ▶ Tends to recommend popular items

# Hybrid Methods

- Implement two or more different recommenders and combine predictions
  - ▲ Perhaps using a linear model
- Add content-based methods to collaborative filtering
  - ▲ Item profiles for new item problem
  - ▲ Demographics to deal with new user problem

# Recommendations: Key Challenges

- **Gathering “known” ratings for matrix**
  - ▲ How to collect the data in the utility matrix?
- **Extrapolate unknown ratings from the known ones**
  - ▲ Mainly interested in “high” unknown ratings (we are not interested in knowing what you don’t like)
- **Evaluating prediction methods**
  - ▲ How to measure success/performance of recommendation methods



# Evaluation

**movies**

**users**

1	3	4			
	3	5			5
		4	5		5
		3			
		3			
2			2		2
				5	
	2	1			1
	3			3	
1					

# Evaluation

**movies**

**users**

1	3	4			
	3	5			5
		4	5		5
		3			
		3			
2			?		?
				?	
	2	1			?
	3			?	
1					

Test Data Set

# Evaluating Predictions

- Compare predictions with known ratings

- **Root-mean-square error (RMSE)**

▲  $\sqrt{\sum_{xi} (r_{xi} - r_{xi}^*)^2}$  where  $r_{xi}$  is predicted,  $r_{xi}^*$  is the true rating of  $x$  on  $i$

- **Precision at top 10**

▲ % of those in top 10

- **Rank Correlation**

▲ Spearman's *correlation* between system's and user's complete rankings

# Evaluating Predictions: 0/1 Approach

- **Coverage:**
  - ▲ Number of items/users for which system can make predictions
- **Precision:**
  - ▲ Accuracy of predictions
- **Receiver operating characteristic (ROC)**
  - ▲ Tradeoff curve between false positives and false negatives

# Potential Issues with Error Measures

- Narrow focus on accuracy sometimes misses the point
  - ▲ Prediction Diversity
  - ▲ Prediction Context
  - ▲ Order of predictions
- In practice, we care only to predict high ratings
  - ▲ RMSE might penalize a method that does well for high ratings and badly for others