

→ Recommendation Systems:-

Nearest - Neighbor:-

1) Consider the table given below, which shows the rating given by 4 users for 3 different movies.

users	Movie	Rating
U1	M1	2
U1	M3	3
U2	M1	5
U2	M2	3
U3	M1	3
U3	M2	3
U3	M3	1
U4	M2	2
U4	M3	2

Predict the rating for the movies by users who haven't watched it yet. Recommend to watch them keeping threshold rating as 2.5.

A)

STEP-1 :- Create a pivot table (or matrix) showing the ratings of each user.

<u>Movie</u> <u>users</u>	M1	M2	M3
U1	2	?	3
U2	5	3	?
U3	3	3	1
U4	?	2	2

STEP-2:- Compute item similarities

i) Compute item similarity between M_1 & M_2
(rated by U_2 & U_3) can be given by

$$V_1 = 5U_2 + 3U_3$$

$$V_2 = 3U_2 + 3U_3$$

Cosine similarity between V_1 & V_2

$$\cos(V_1, V_2) = \frac{5 \times 3 + 3 \times 3}{\sqrt{(5^2 + 3^2)(3^2 + 3^2)}}$$

$$= 0.9701$$

ii) Compute item similarity between M_2 & M_3
(rated by U_3 & U_4) can be given as

$$V_1 = 3U_3 + 2U_4$$

$$V_2 = 1U_3 + 2U_4$$

Cosine similarity between V_1 & V_2

$$\cos(V_1, V_2) = \frac{(3 \times 1) + (2 \times 2)}{\sqrt{(3^2 + 2^2)(1^2 + 2^2)}}$$

$$= 0.8682$$

iii) Compute item similarity between M_1 & M_3
(rated by U_1 , U_3) can be given as

$$V_1 = 2U_1 + 3U_3$$

$$V_2 = 3U_1 + 1U_3$$

$$\cos(V_1, V_2) = \frac{(2 \times 3) + (3 \times 1)}{\sqrt{(2^2 + 3^2)(3^2 + 1^2)}}$$

$$= 0.7894$$

STEP-3:- Predict the rating of Each user who haven't watched the movie yet

$$U_1 \rightarrow M_2 \Rightarrow \text{Rating} = \frac{(2 \times 0.9701) + (3 \times 0.8682)}{0.9701 + 0.8682}$$

$$= 2.4723$$

$$U_2 \rightarrow M_3 \Rightarrow \text{Rating} = \frac{(5 \times 0.7894) + (3 \times 0.8682)}{0.7894 + 0.8682}$$

$$= 3.9525$$

$$U_4 \rightarrow M_1 \Rightarrow \text{Rating} = \frac{(2 \times 0.9701) + (2 \times 0.7894)}{0.9701 + 0.7894}$$

$$= 2.0$$

STEP-4:- Recommendations

- Keeping threshold on 2.5, We can recommend User-2 to watch Movie M_3 .
- But, We may not recommend User-1 to watch movie M_2 and User-4 to watch Movie-1.

→ Formulas For Association Rules:-

$$1) \text{support}(\{x\} \rightarrow \{y\}) = \frac{\text{Transactions containing both } x \text{ \& } y}{\text{Total number of Transactions}}$$

$$2) \text{Confidence}(\{x\} \rightarrow \{y\}) = \frac{\text{Transactions containing both } x \text{ \& } y}{\text{Transactions containing } x}$$

$$3) \text{LIFT}(\{x\} \rightarrow \{y\}) = \frac{\text{Confidence}(\{x\} \rightarrow \{y\})}{\text{support}(\{y\})}$$

→ Association Rules:-

- 1) Consider the transaction given in the table.
Keeping $\text{min-sup} = 0.6$ and $\text{min-conf} = 0.8$, find the association rules.

Transactions	Itemlist
T_1	$\{F, A, D, B\}$
T_2	$\{D, A, C, E, B\}$
T_3	$\{C, A, B, E\}$
T_4	$\{B, A, D\}$

- A) STEP-1:- Create 1-itemset and compute the supports

Itemset	supCount	Support	
A	4	$4/4 = 1$	✓
B	4	$4/4 = 1$	✓
C	2	$2/4 = 0.5$	x
D	3	$3/4 = 0.75$	✓
E	2	$2/4 = 0.5$	x
F	1	$1/4 = 0.25$	x

As only the item A, B & D satisfy the min-sup requirement, we use only these items for computation of 2-items.

STEP-2 :- 2-itemsets generation:-

Itemset	Support	
AB	$4/4 = 1$	✓
AD	$3/4 = 0.75$	✓
BD	$3/4 = 0.75$	✓

min-sup > 0.6

As all the three 2-itemsets supports the min-sup rule, we use all items A, B & D

STEP-3 :- 3-itemsets generation

Itemset	Support	
{A, B, D}	$3/4 = 0.75$	✓

The itemset to be considered is {A, B, D}

STEP-4 :- Create the rules & check their confidence

Possible Subsets	Rules	Confidence	
{A}	{A} → {D, B}	$3/4 = 0.75$	min-conf > 0.8
{B}	{B} → {A, D}	$3/4 = 0.75$	
{D}	{D} → {A, B}	$3/3 = 1$	✓
{A, B}	{A, B} → {D}	$3/4 = 0.75$	
{A, D}	{A, D} → {B}	$3/3 = 1$	✓
{B, D}	{B, D} → {A}	$3/3 = 1$	✓

The Association Rules Satisfy min-conf are highlighted.

STEP-5:- Lift [one can check whether these rules are really making sense using lift values]

$$i) \text{LIFT}(D \rightarrow A, B) = \frac{\text{conf}(D \rightarrow A, B)}{\text{sup}(A, B)} = \frac{1}{1} = 1$$

$$ii) \text{LIFT}(A, D \rightarrow B) = \frac{\text{conf}(A, D \rightarrow B)}{\text{sup}(B)} = \frac{1}{1} = 1$$

$$iii) \text{LIFT}(B, D \rightarrow A) = \frac{\text{conf}(B, D \rightarrow A)}{\text{sup}(A)} = \frac{1}{1} = 1$$