Overview

- asssuming items x and y are similar
 - similarity score needs to be above threshhold
- if A liked x also recommend y ldea:
 - Users continue to like items they have liked in the past.
 - > How similar is a new item to items the user has liked in the past?
 - ➤ TODO: compute pairwise similarities between the unknown item and all other items

User4 1 5 5 2 1

- ... recommend new item if it is sufficiently similar
 - ➤ TODO: compute prediction for active user's rating (as measure of relevance)
 - Used to decide on whether item is recommended or not, in ranking recommender results, or for some other reaction
- interests might change over time

Similarity Score

- cosine similarity of item vectors
 - does not account for different user rating tendencies
 - * some easily 10/10, some 8/10 at max
- · cosine similarity of centered item vectors
 - normalize user ratings by each user's average rating value

a,b: items

 $r_{u,p}$: rating of user $u \in U$ for item p

 \bar{r}_u : average rating of user u across P

U : set of users who have rated all items

P : set of items rated by all users

$$sim(a,b) = \frac{\sum_{u \in U} (r_{u,a} - \bar{r}_u) (r_{u,b} - \bar{r}_u)}{\sqrt{\sum_{u \in U} (r_{u,a} - \bar{r}_u)^2} \sqrt{\sum_{u \in U} (r_{u,b} - \bar{r}_u)^2}}$$

Sometimes called adjusted cosine similarity

Prediction

Common prediction function for item-based collaborative filtering:

$$pred(u,p) = \frac{\sum_{i \in N} sim(i,p) * r_{u,i}}{\sum_{i \in N} sim(i,p)}$$

Idea:

- Set of most similar items (neighbours) N
- Combine ratings of user u
- ... weighted with the similarity of *i* to the unkown item *p*

Extra question: Why are here the non-normalized $r_{u,i}$ taken? Answer: Because here we sum over all items, but just one user; and therefore don't need to normalize for this user's bias.

- fine tuning via
 - more similarity if users agree on controversial items
 - * controversial if high variance in ratings
 - * more weight of those items
 - more weight to ratings of similar users