Movie Analysis: Predictions and Recommendations Project Proposal

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1 INTRODUCTION AND MOTIVATION

With the abundance of data collection, data mining methods and machine learning have been handy to make predictions and recommendations, which filter out useful information relevant for users and various stakeholders. Recommendation system is a type of content filtering system, which suggests items related to search items and history of the items. Recommendation system sorts out relevant information, in the presence of overwhelming data these days. Similarly, prediction methods help to make forecasts based on historical data.

Both prediction and recommendation methods have applications in many industries like e-commerce, entertainment and banking. Digital platforms like Netflix, Prime Video, Spotify, online advertisements, shopping or job recommendation sites follow recommendation systems to make suggestions. This recommendation system could be useful for viewers to understand the choices being offered by different companies. On the other hand, recommendation methods are significant to companies to promote carefully catered products to its customers based on their previous usage and preferences. Prediction methods are appropriate and effective for any financial companies, health companies and entertainment businesses to forecast earnings or sales or number of customers. In addition, prediction method could be instrumental to identify factors or attributes needed to be modified to achieve certain goals or to support various business decision-making activities.

Our group wants to understand the underlying mechanisms of these recommendation and prediction methods. As our group loves movies and there is vast dataset on movies, we will perform data analysis on a movie dataset from Grouplens. Movie industry is a significant contributor of the global economy. This data analysis will be pertinent to make predictions on quantities like movie ratings and revenues. We will shed light on whether factors like genre, actors, ratings, date of movie release, and budget affect revenue and movie ratings. Predictions of revenues and movie ratings could be instrumental for companies, producers and investors to understand the viewers' movie choices and to choose actors or genres or release dates for successful movies. On the other hand, as our group does not have much prior experience on recommendation systems, this project will be an opportunity to learn about recommendation algorithms and understand the strategies employed by digital platforms.

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2 LITERATURE REVIEW

There have been many prior works done on both recommendation systems and prediction methods. Recommendation systems were first introduced in the 1990s. The concept of **Collaborative Filtering** was introduced in 1992 which was experimentally applied to personal emails and information filtering [3]. Personal recommendations are present everywhere, leading to growing interest in exploration of different recommendation systems and their effectiveness.

In [1], the authors have realised the bias and unfairness in existing recommendation systems, They focused on their paper to find the anomaly's origin. And this is achieved by **Soft Matrix Factorization (SoftMF)** on MovieLens dataset, which tries to balance the predictions of different types of users to reduce the present inequality.

In [4], the authors review various recommendation systems like **collaborative filtering, content-based filtering, context-based filtering** and **hybrid filtering**. The authors also present various machine learning algorithms like K-Means Clustering and Principal Component Analysis and measure the model accuracy.

In [6], the authors use the collaborative filtering with three different user similarity measures: **Cosine similarity, Correlation based similiarity** and **Euclidian similarity** to predict ratings of various movies.

In [9], the authors introduce the novel **k-clique** method on social networks to improve the efficiency of collaborative filtering.

In [8], the authors have discussed various existing methods of recommendations system in current practice. The paper discusses on improving the recommendation system's performance and agility through collaborative filtering method. To achieve this, **K-means, Content-Based recommendation** and **SVD** methods were deployed. They calculated mean and cross validation metrics to evaluate and show that their approach indeed results in increased performance.

There have been ample number of studies done on prediction methods too. In [7], the authors conduct performance of seven different machine learning methods to predict profit value of movies and conclude that **Multilayer Perceptron Neural Network** gives the best output.

In [5], the authors propose the **Support Vector Method (SVM)**-based machine learning method to use economic factors to predict movie box-revenues of China and the US. They also compare the

SVM method with random forest based and neural network based machine learning method.

The paper [2], tries to find whether multi-model or single-model prediction system yields better results. This is tackled because the revenue prediction on box office have always shown conflicting results as different data is used. The main sources are either movie reviews or metadata. This experiment proves that using metadata alone, we can predict the box office revenue. This is done utilizing **EM(Expectation Maximization)** algorithm.

Hence, both recommendation methods and prediction methods are widely used to analyse the movie datasets and many other applications. Recently many works on comparison of different methods with various modifications are being explored to deal with issues like size and sparsity of datasets, and efficiency of different algorithms.

3 PROPOSED STUDY

For our study, we will use two different datasets. First one is the small MovieLens dataset with 100000 ratings and 3600 tag applications applied to 9000 movies by 600 users between 1996 and 2018, available on https://grouplens.org/datasets/movielens/. Second we will use *The Movie Dataset* available on https://www.kaggle.com/datasets/rounakbanik/the-movies-dataset.

With the MovieLens dataset, we will first preprocess the dataset to remove any redundancies, identify missing attributes, and maintain consistency. We will then perform statistical analysis to find any correlations or associations between variables like tags, ratings and timestamps. We will play with visualizations to present results like ratings distribution by genre, tags or correlation between release dates and ratings. This dataset will also be useful to see the movie trend throughout these years. We will then use item-based collaborative filtering with k nearest neighbors algorithm with cosine similarity metric (*cosine similarity between A and B is given by* $S(A, B) := \cos\theta = \frac{\mathbf{AB}}{\|A\|\|B\|}$) to develop a recommendation system.

We realize that collaborative algorithm does not account for users' preferences. To address this issue, we will use the content filtering to develop a recommendation system according to users preferences.

The MovieLens dataset does not contain information about many features like budget, release dates and more, which are crucial for the prediction method. For this reason, we will use *The Movie Dataset* from *Kaggle* to predict movie revenue and ratings. As this dataset is extensive and includes many features, we may reduce the dimension by using a subset of attributes. Similar to the previous dataset, it will be interesting to perform statistical analysis to see any correlations between attributes like ratings and opening weekend grosses, or analyse movie ratings based on gender or language or budgets or genre. We think that we will be able to get some nice visualizations to represent key statistical properties of this dataset. We will then develop a multi-variable regression model to predict ratings and revenues.

We will implement a movie recommendation system using Item-Based Collaborative Filtering with K-Nearest Neighbors (KNN). In simple terms, it starts by structuring movie and user rating data into a matrix. To ensure reliable recommendations, it filters out movies with fewer than 15 user ratings and users who have rated fewer than 50 movies. Then, it calculates how similar movies are in terms of user preferences using the cosine similarity metric. When a user provides a movie name, the code finds the most similar movies and recommends the top 15 based on their similarity to the input movie. This system offers personalized movie recommendations, helping users discover new films that align with their tastes, all while providing insights into the data distribution and filtering criteria.

4 EVALUATION

We will train our models on a subset of datasets and evaluate them on the remaining dataset.

As recommended by the TA, to evaluate the recommendation system, we will compare the results from our recommendation systems with the output from simple methods like popularity based recommendation system. For the popularity based-recommendation system, we will use the weighted rating measure (as presented in https://medium.com/the-owl/recommender-systems-f62ad843f70c) to find the most popular movies. We will compare these recommendations with the ones suggested by the content based filtering recommendation system and collaboration based filtering algorithm. We will use the following metrics to evaluate our model

(1) Precision and Recall Method:
To calculate both precision and recall measures, we first get the count of True Positives (TP), False Positives (FP), True Negatives (TN) and False Negatives (FN) for our recommendations. Then we calculate Precision to find the proportion of correct positive identification:

$$\text{Precision} = \frac{TP}{TP + FP}.$$

We calculate Recall to find the proportion of actual positives that were correctly identified.

$$\text{Recall} = \frac{TP}{TP + FN}.$$

Given the big data size, this method should work well for the recommendation methods.

(2) Normalized Discounted Cumulative Gain (NDCG):
NDCG helps to evaluate the quality and the relevance of the top listed products. Its principle is that the more relevant items should be recommended on top. To calculate the NDCG, we will calculate a gain which will be 1 if the recommendation is relevent and 0 otherwise. These gains are used to calculate the Discounted Cumulative Gain (DCG), which is a sum of Gains discounted by the order they are recommended.

$$\text{DCG} = \sum_{i=1}^{n} \frac{\text{Gains}}{\log_2(i+1)}.$$

Dividing Gains by $\log_2(i+1)$, we discount the weight given to latter recommendations. Then we calculate the Ideal Discounted Cumulative Gain (IDCG), which is DCG with gains in an ideal order. For example, if we have three relevant recommendations, those will be top three recommendations.

Then we find the NCDG by

$$\text{NDCG} = \frac{DCG}{IDCG}.$$

(3) Mean Average Precision (MAP):
To calculate MAP, we first calculate the average precision for each user and average them out by the users. If N recommendations are asked for a user and m recommendations are relevant, the average precision is given by

$$\text{AP} = \frac{1}{m}\sum_{i=1}^{N} \text{P}(i)\text{I}(i),$$

where I(i) indicates whether ith recommendation is relevant and $P(i)$ is the precision at ith item. Then we calculate the MAP:

$$\text{MAP} = \frac{1}{U}\sum_{i=1}^{U} \text{AP}_i,$$

where U is the total number of users.

To evaluate the prediction methods, we will compare the results from the multivariable regression with the simpler regression model with fewer variables, although we have not decided on which variables to use for the simple regression. We consider two different methods for evaluation:

(1) Root Mean Squared Error (RMSE): Let y_i be the actual rating or revenue and $\hat{y_i}$ be the predicted rating or revenue. We use the formula

$$\text{RMSE} = \sqrt{\frac{\sum_{i=1}^{n}(y_i - \hat{y_i})}{n}},$$

where n is the total number of predictions. This method will ensure to assign different weights to outliers and non-outliers predictions. The decreasing value of RMSE implies improving performance of our model. Nevertheless, these values are not intuitive on its own. So, we will also calculate the R^2 statistic.

(2) R^2 statistic:
This measures the goodness of fit of our model. Let y_i be the actual rating or revenue, $\hat{y_i}$ be the predicted rating or revenue and $\hat{y}$ be the average of the predicted values. We use the formula

$$R^2 = 1 - \frac{\sum_{i=1}^{n}(\hat{y_i} - y_i)^2}{\sum_{i=1}^{n}(\hat{y} - y_i)^2},$$

where n is the total number of predictions. Higher value of R^2 implies good fit for our data. Although we were suggested to use MAP and NDCG metrics for the regression model too, we think that these metrics will be more relevant to the recommendation systems than regression model.

5 MILESTONES

Here are the milestones we are aiming to achieve:

(1) October 10 - Understanding and preprocessing the data.
(2) October 24 - Perform statistical analysis of both datasets and evaluate if our proposed methods are suitable. Create visualizations to present statistical properties.
(3) October 31 - Project Progress Report/ Discuss with Ravi.
(4) November 16 - Develop and implement the recommendation model and regression model.
(5) November 28 - Evaluation of the methods implemented.
(6) December 7 - Paper write up and presentation completed.

6 PROGRESS

We are currently progressing as planned, successfully achieving the milestones we initially outlined. Our dataset was sourced from Kaggle and consists of two CSV files: "movies" and "ratings." The "movies.csv" file encompasses attributes such as "movieId," "title," and "genre," while the "ratings.csv" file contains "userId," "movieId," "rating," and "timestamp" attributes. We conducted a thorough examination of the dataset to identify and handle any outliers or null values, effectively cleaning the data during the preprocessing phase.

Our analysis initially focused on the "ratings" file, where we generated a heatmap to gain insights into the interrelationships among its features.Creating a heatmap for the "movies" file was deemed unnecessary because the attributes in that file are unlikely to reveal significant insights through a correlation matrix.

As an integral part of our statistical analysis, we undertook a comprehensive exploration of our dataset, which allowed us to glean valuable insights. To gain a deeper understanding of the data distribution and patterns, we meticulously curated a suite of visual, graphical representations. One of the fundamental aspects of our study revolved around the determination of the average ratings for each genre by each user, thereby shedding light on the preferences and tendencies of our dataset's users. This would then lead our model to give the appropriate and relevant recommendations.

In parallel, we deduced the lowest and highest rated movies, offering insights into the extremities of the rating spectrum within our dataset. Also, studying how the ratings were spread out, helped us understand how often different rating values were used. This was visually seen through a wordCloud.

We also delved into the popularity of various genres, exploring how the user community engaged with and embraced different thematic categories. We additionally explored to see the highest rated genre on an annual basis, to capture the temporal changes in user preferences.

Further we checked the relationship between the average rating assigned to a movie and the quantity of ratings it received from individual users. This shed light on whether the popularity of a movie, as evidenced by a higher volume of ratings, actually corresponded to an elevated average rating or not.

7 CHALLENGES

The first challenge pertained to data quality during the preprocessing phase, particularly in the "ratings.csv" file. In this file, some ratings were missing, indicated as "NaN." This implied that certain users had not provided ratings for specific movies, potentially causing conflicts in our modeling efforts. To address this issue, we opted to replace these "NaN" values with zeros, implicitly signifying that the user had not yet rated the movie in question. This approach helped maintain data integrity and consistency in subsequent analyses.

Another significant challenge stemmed from the scalability of our dataset. "movies.csv" contained 9,742 rows, while "ratings.csv"

comprised 100,836 rows. In preparation for collaborative filtering, data indexing was deemed necessary to enhance data retrieval speed. Additionally, data pruning, a common practice to remove redundant or unnecessary columns, was usually performed. However, due to the dataset's streamlined nature, containing only essential features, we made the strategic decision to forego the data pruning step. This choice contributed to the efficiency of our modeling process while preserving crucial data elements.

A prominent challenge inherent to recommendation systems, including collaborative filtering, is the issue of sparsity. This arises from the substantial imbalance between the actual number of ratings provided and the vast number of potential user-movie pairs within the dataset. To mitigate the impact of sparsity, we adopted a hybrid model approach, integrating user history and preferences into our recommendations. By doing so, we were able to provide users with movie suggestions based on their viewing habits and past interactions, thereby enhancing the quality and relevance of our recommendations. Furthermore, to address sparsity, we modified the collaborative filtering model to yield top-N recommendations, offering users a selection of potentially appealing movies instead of a single random choice. This adaptive strategy accounted for the sparse nature of the dataset and increased the likelihood of providing valuable recommendations to users.

8 INCORPORATED CHANGES

In addition to the earlier mentioned evaluation metrics, we will be adding MAP(Mean Average Precision) and NDCG(Normalized Discounted Cumulative Gain) metrics to better evaluate our model. These metrics are particularly chosen because they showcase a fine-grained analysis of our recommendation system's quality, taking into account: ranking of the items and user's preferences.

Next, more than the collaborative filtering, we will be developing a hybrid model mixing collaborative filtering and content-based filtering to provide recommendations tailored for a particular user based on his past binge. This expansion of our project will factor in the varied nature of user preferences in terms of genre and will deliver more personalised recommendations.

Importantly, these additions to our project will not impede us in any way to complete our project according to our earlier decided milestones. These developments to our project will contribute to a more thorough analysis of our recommendation system.

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