Introduction to Content-Based Recommenders

Basic Idea: Stable Preferences (measured by content attributes)

- Let's consider some examples:
 - News I prefer stories on technology, University of Minnesota, Minnesota Vikings, restaurant reviews
 - Clothing I prefer cotton, blue, low-priced, casual
 - Movies I prefer Tom Hanks, Sandra Bullock, Woody Allen, Comedy
 - Hotels I prefer 24-hour front desk, room service, internet, pool

The key ideas

- Model items according to relevant attributes
- Model or reveal user preferences by attribute
- Voila! A Recommender

Learning Objectives (I)

After completing this module, you should be able to:

- To understand the range and value of content-based approaches to recommendation
 - Pure information filtering systems
 - Case-based reasoning systems
 - Knowledge-based navigation systems
- Identify situations in which content-based filtering does or does not work well
- Build vector models representing user preferences and item expression in terms of keywords, tags, or other attributes

Learning Objectives (II)

After completing this module, you should be able to:

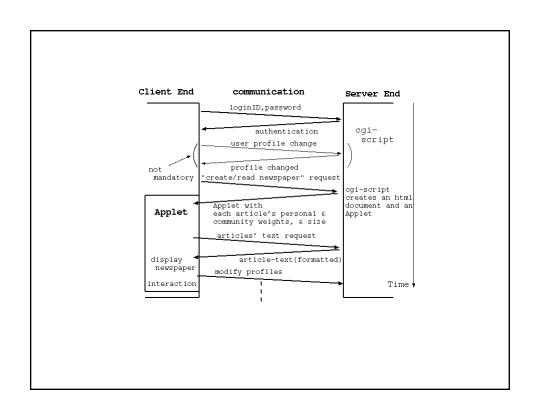
- Compute recommendations and predictions using TF-IDF and cosine similarity algorithms
- Understand, explain, and apply data normalization in content-based filtering
- Understand and be able to explain the TF-IDF algorithm, and in particular the potential problem that the IDF weighting component is intended to fix
- Complete a programming project using the LensKit toolkit -- specifically the implementation and customization of tag-based content-based recommendation (Honors Track)

Content-Based Filtering

- Key concept: building a vector of attribute or keyword preferences
- Example: Krakatoa Chronicle
 http://www.w3.org/Conferences/WWW4/Papers/93

 Kamba, Bharat, and Albers (WWW '95)





Wide range of Possibilities

- User could build own profile (awkward)
 - But allowing user to edit a profile can be valuable
- Infer profile from user actions
 - Read, Buy, Click
- Infer profile from explicit user ratings
 - How to map from item preference to attribute preference
- We merge actions/explicit into infer from ratings (explicit and implicit)

How to build preferences?

- Let's start with the idea of a set of "keywords" that users may like, dislike, or not have an opinion on
- We could simply count the number of times the user chooses (or fails to choose) items with each keyword
- Or we can get more sophisticated (and we will!)

How to use preferences

- Given a vector of keyword preferences
 - Do we just add up likes and dislikes?
 - Can we figure out which keywords are more and less relevant?
- Forward reference: TFIDF

Assignments and Assessment

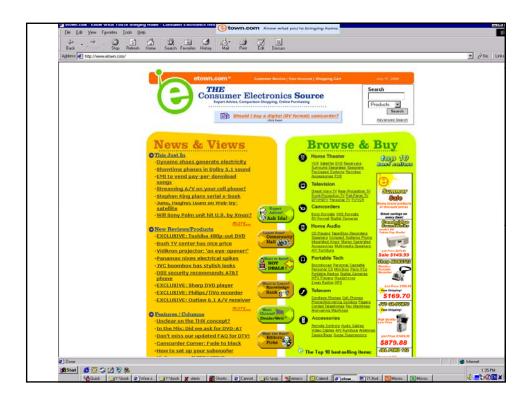
- Our assignments will be based on this model
 - Spreadsheet exercises: building a profile and using it to predict a few cases
 - Programming exercise: building a content-based recommender
- Plus we'll have a module quiz to test comprehension
- But first, a few other approaches ...

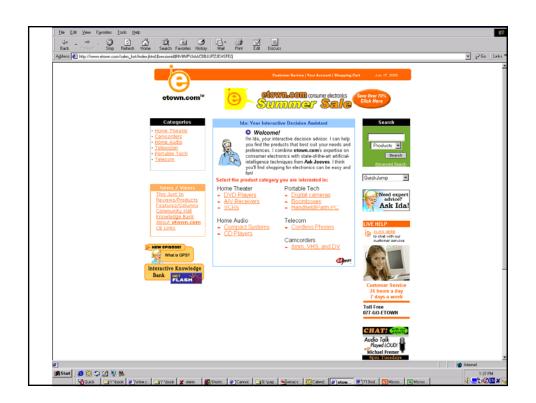
Case-Based Recommendation

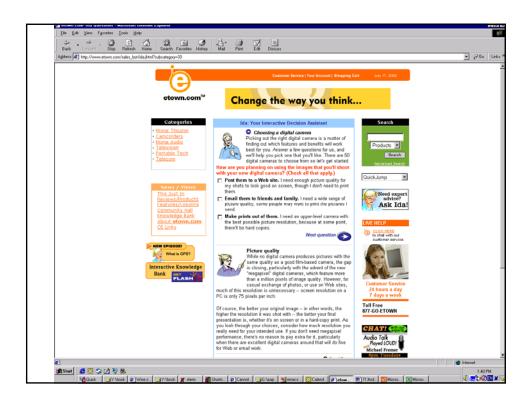
- The concept:
- Structure a database of cases around a set of relevant attributes (e.g., camera price, zoom, pixels)
- Query based on an example or attribute query, and retrieve relevant cases
- Open issue: Many ways to structure interaction

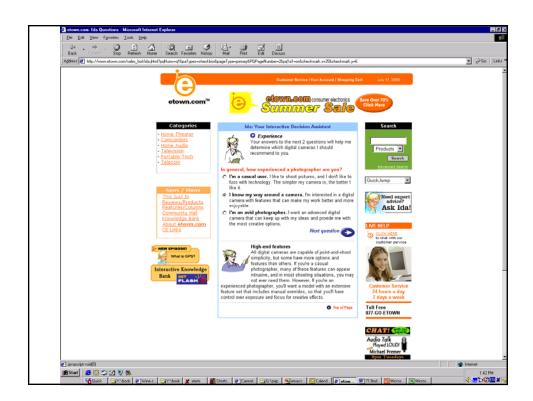
etown's Ask Ida

- No longer exists (old screenshots)
- Uses an interview process to elicit preferences over attributes
- Uses preferences to recommend products
- Uses recommendation as a point to elicit further preferences
- Note: not intended as permanent preferences
 just transactional







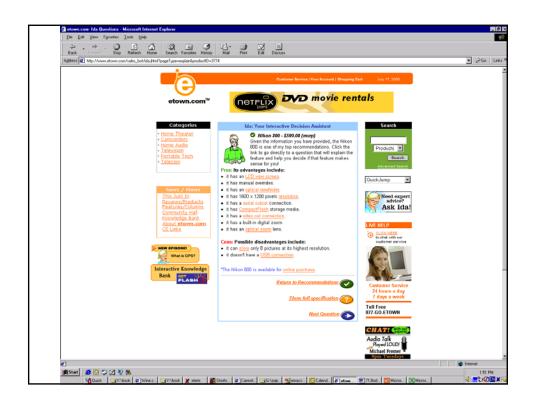


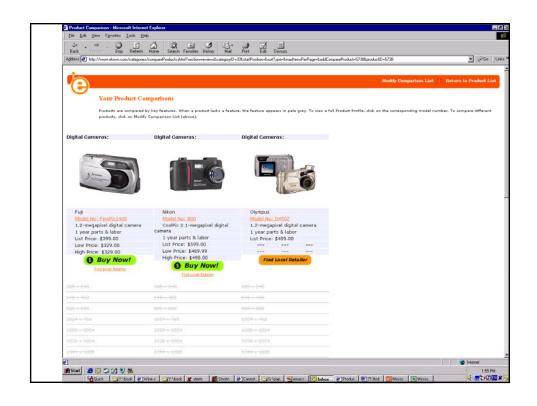


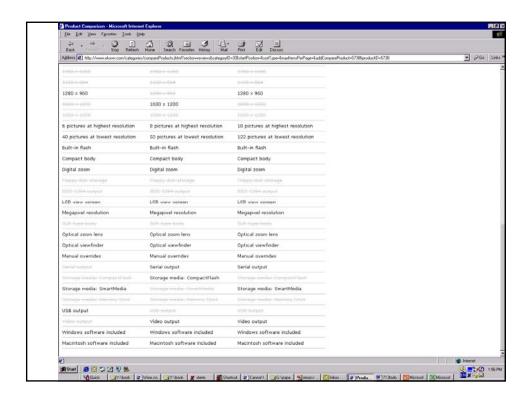












Knowledge-Based Recommender

- Case-Based Example with Navigation Interface
- FindMe Systems (e.g., Entrée)





More Generally

- Case-Based Approaches (Knowledge, Database, etc.) are often most helpful for ephemerally-personalized experiences
 - Shopping suggest similar relevant items
 - Compare with collaborative suggest items that are copurchased or co-browsed
 - Content suggest similar stories
- Case-Based recommendations are often easier to explain to the user

Challenges and Drawbacks

- Content-Based Techniques in general ...
 - Depend on well-structured attributes that align with preferences (consider paintings)
 - Depend on having a reasonable distribution of attributes across items (and vice versa)
 - Unlikely to find surprising connections (e.g., chili peppers or lemon with chocolate)
 - Harder to find complements than substitutes

Some take-away lessons

- Many ways to recommend based on content (product attributes)
 - Long-term: build profile of content preferences
 - Shorter-term: build database of cases; navigate
- Content-based techniques work without a large set of users (but need item data)
- Good at finding substitutes; good at helping navigate for a purchase; good explainability

Moving Forward

- Lectures
 - Details of TFIDF and Content-Based Filtering
 - Extensions
 - Interviews with experts on case-based, knowledge-based
 - Evolution from content-based to vector-space approaches
 - Programming CBF in LensKit (Honors Track)

Introduction to Content-Based Recommenders