



Personalized Recommendation of Social Software Items Based on Social Relations

Ido Guy, Naama Zwerdling, David Carmel,
Inbal Ronen, Erel Uziel, Sivan Yogev,
Shila Ofek-Koifman

Present by

Feng Xie

March 13, 2012



Ido Guy



- Manager, Social Technologies group, IBM Haifa Research Lab, Israel
- Co-author of over 30 conference and journal Papers on DM, HCI, IR, RS
- Research work mostly on social media, especially on social network mining and analysis and social recommender systems.
- Organizing and program committees of leading conferences including CHI, WWW and CIKM.
- Currently, Workshop co-chair for CHI 2012, Industry co-chair for UMAP 2012, and program co-chair for RecSys 2012
- http://domino.research.ibm.com/comm/research_people.nsf/pages/ido.index.html

RecSys 2012



For Conference

- Deadline for abstracts (mandatory for long/short papers): April 2, 2012, 11.59 pm (PST)
- Paper submission deadline: April 9, 2012, 11.59 pm (PST)
- Paper acceptance notifications: June 1, 2012
- Camera-ready version: June 22, 2012

Content

- Background & Introduction
- Social Network-based Recommendation
 - Familiarity vs. Similarity vs. Overall
 - Explanation vs. Non-explanation
- Experiments Evaluation & Analysis
- Conclusions & Future Work

Background & Introduction

- Social Software
 - **Social Software** encompasses a range of software systems that allow users to **interact** and **share** data
- Example
 - Blog Systems
 - Wikis
 - Social Bookmarking
 - Social Network Sites

Why Personalized Recommendation?

- More and more social software sites keep popping up
 - Harder for sites to attract users
 - Harder for users to select which sites to keep track with
 - Information overload
- Personalized Recommendation
 - Adapt the content based on the individual user's characteristics
 - Present the most attractive and relevant items to the user

Typical Method of PR

- Content-based
 - Similar items to user
 - Lose diversity
- Collaborative Filtering
 - Similar users share mutual interests
 - With diversity

Social Network-based Recommendation

- Collaborative Filtering
- Assumptions
 - Seek advice from friends-familiarity
 - Similar users share same activity-similarity

Lotus Connections

- Enterprise Social Software Application Suite
- Contains 7 social software applications and a homepage (v2.5)
- We focus on bookmarks, blogs, wikis, files, and communities
- Bookmarks (Dogear)—900K bookmarks, 2M tags, 21K users
- Blogs—130K blog entries, 350K tags, 17K users
- Wikis—3K wikis, 10K tags, 5K editors
- Files—15K publicly shared files, 24K tags, 8K users
- Communities—6K communities, 19.5 tags, 174K members

SONAR

- Social network aggregator across the enterprise
- Harvests and weights relationships from different public sources
 - Familiarity: org chart, 2 SNSs, people tagging, membership in a project wiki, co-authorship of paper and patents
 - Similarity: co-usage of tags, co-bookmarking of web pages, co-commenting
 - Overall: aggregating all relationship types

Relationship Score

- Familiarity
 - 0 stands for no relationship, 1 stands for the strongest relationship. Average per relationship
- Similarity
 - Jaccard's index
 - Dividing the number of items in the intersection by the number of items in the union set.
- Overall
 - Average above two scores

Item Recommendation Algorithm

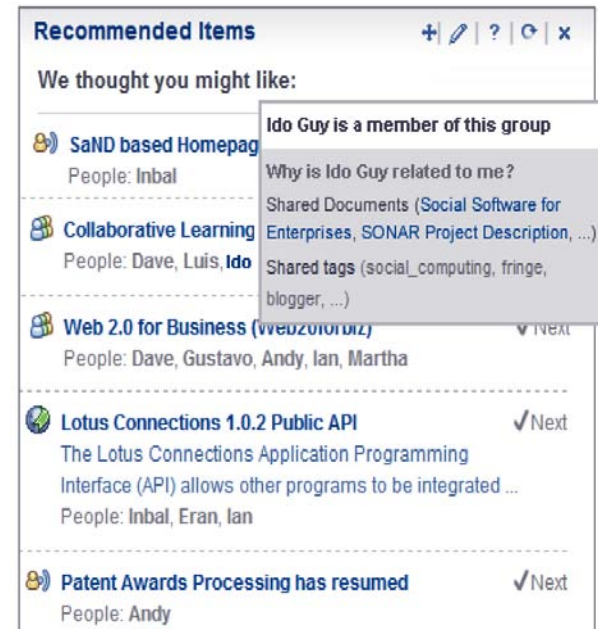
- Retrieve **top 30 related people** (either familiarity, similarity, or overall)
- Retrieve **related items** to these people based on a unified index – authorship (0.6), membership (0.4), commenting (0.3), tagging (0.3)

$$RS(u,i) = e^{-\alpha t(i)} \cdot \sum_{v \in N^T(u)} S^T[u,v] \sum_{r \in R(v,i)} W(r)$$

- Ultimately, recommender score will increase due to:
 - **More people and/or tags** within the user's profile are related to the item
 - Stronger relationships of these **people and/or tags to the user**
 - Stronger relationships of these **people and/or tags to the item**
 - **Freshness** of the item (update/creation date)

Item Recommendation Widget

- Deployed on **Lotus Connections Homepage**
 - Suggests 5 **mixed items** – bookmarked web pages, blogs, or communities (icon represents the type)
 - Title is a link to the original document
 - Short description (optional)
 - User can remove and get the next item
-
- **Explanations:**
 - **Names of related persons** (the implicit recommenders for this item)
 - When hovering over a name – see the relationship of this **person to the user and to the item**




Main Research Questions

- Familiarity vs. Similarity (vs. Overall)
- The value of Explanations
- Bookmarks vs. Blogs vs. Communities

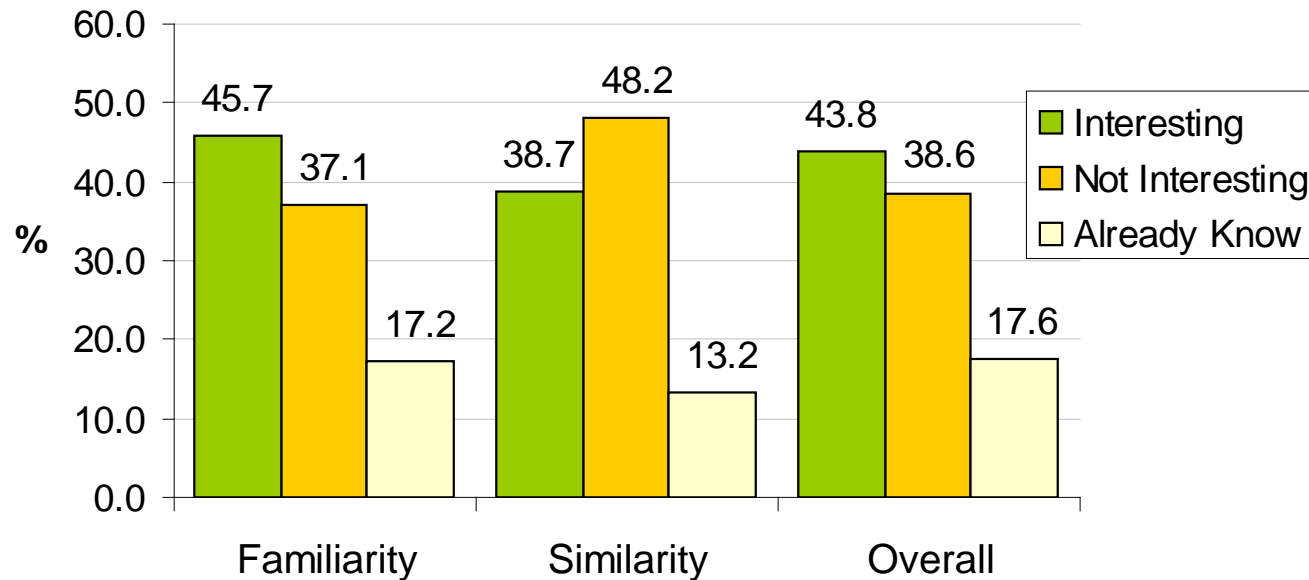
Main Evaluation-User Survey

- **User Survey** sent to 757 LC users who have rich networks
 - **290** responded (28 countries across all IBM divisions)
- Two phases – each suggesting six items to rate

 SaND API - UAM <i>The following describes the SaND REST API.</i> http://activity.almaden.ibm.com/wiki/index.php/SaND_API Related People: Inbal Ronen, Sivan Yogev	<input type="radio"/> ★ Interesting <input type="radio"/> ● Not Interesting <input type="radio"/> ☆ I already know this Comment (Optional): <input type="text"/>
--	--

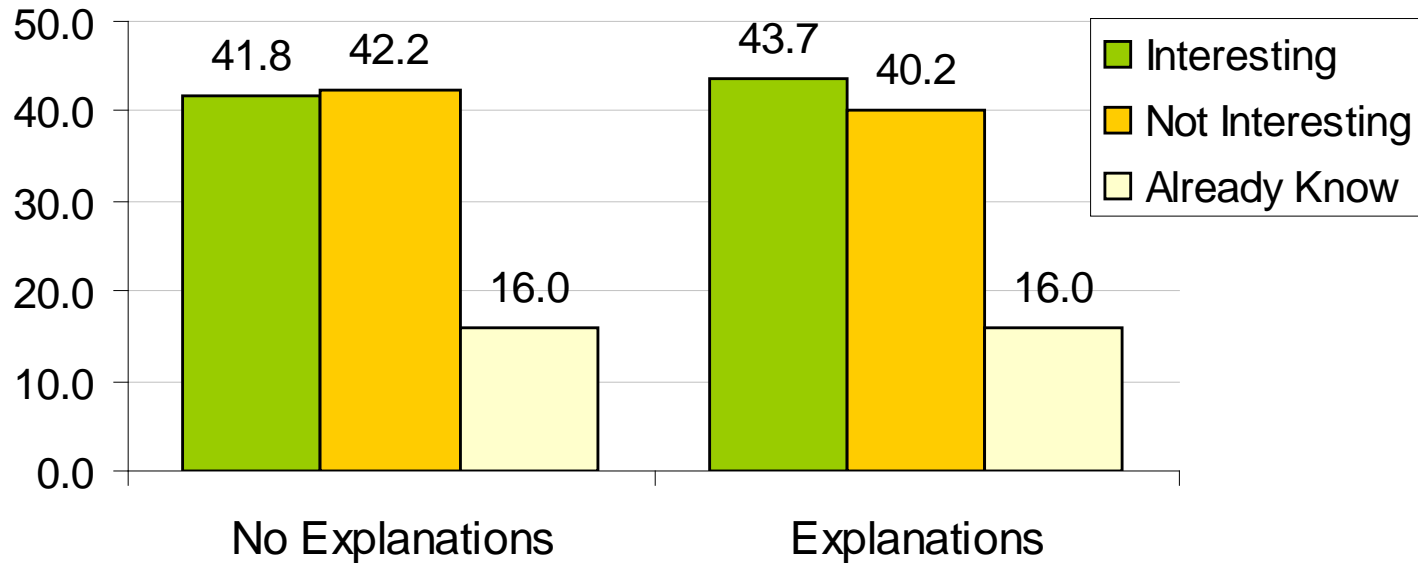
- 2 of each item type (randomly ordered)
 - One phase without explanations, the other with
 - Not explicitly told whether to click an item to evaluate it
- Three groups – familiarity, similarity, overall

Familiarity vs. Similarity



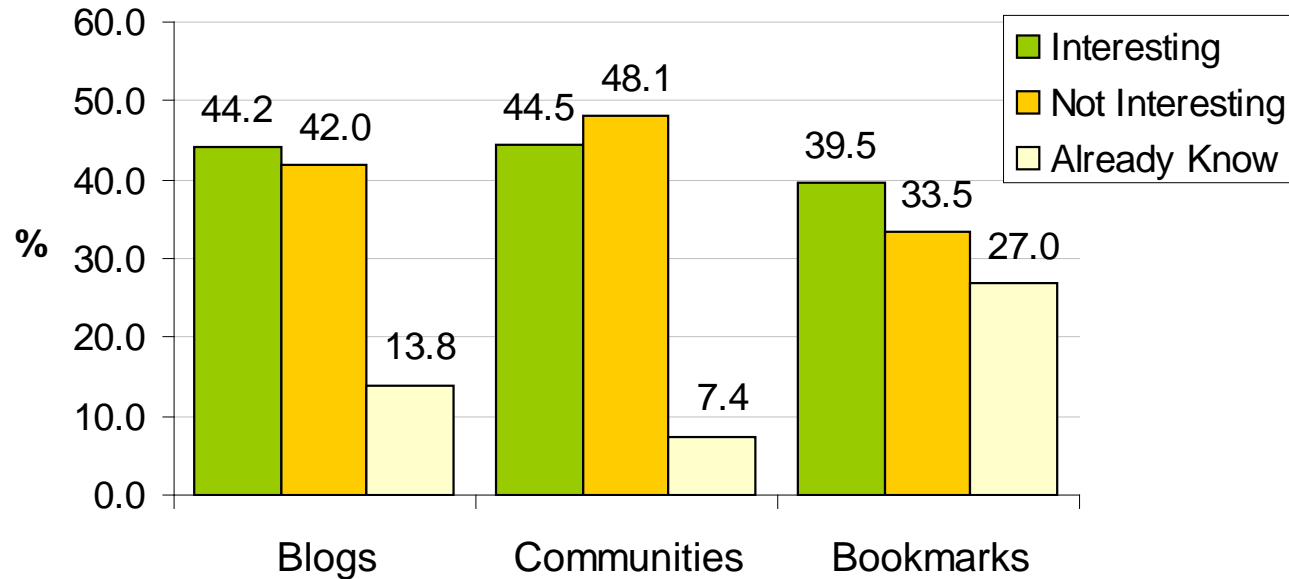
- Familiarity results are significantly higher than similarity
- Familiarity results are slightly higher than overall

Explanations



- Items with explanations are rated higher than items w/o explanations
- Differences are not significant, but consistent over the three groups
- *“The explanations let me understand the reason for an item showing up even if I did not find it interesting”*

Item Type Comparison



- Bookmarks have the highest interest ratio
- Communities have the highest absolute interest percentage
- “Already Know” difference is most notable – bookmarks are more expected, while communities are more surprising

Conclusions

- Both **familiarity** and **similarity** relationships can produce interesting recommendations, however **familiarity** is more effective
- There is no “whole greater than the sum of its part” effect -**overall** network does not improve over familiarity
- **Explanations** have **instant effect** in increasing interest rate in recommendations
- Bookmarks, blogs, and communities all yield interesting recommendations
 - **Bookmarks** are most effective yet expected, **communities** are more surprising

Future Work

- Combining social networks with **content-based filtering**
- Feedback mechanism
 - Both at the item level and at the explanation (person) level
- Experiment outside the enterprise
 - Friends rather than colleagues
- Examine benefit of using more complex algorithms over aggregated data

Any Questions?

Thanks