# Program to Principle: Neural Review mining for recommendation

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## Agenda

- 1. Introduction/topic models cold start/explainability (10 min.s) (Chelliah)
- 2. Basic neural methods for recommendation (20 min.s) (Chelliah)
- 3. Attention review ranking/aspect-based recommendation (20 min.s) (Sudeshna)
- 4. Programs attention (20 min.s) (Vishal)
- 4. Generative approaches review/tips (25 min.s) (Sudeshna)
- 5. Programs generation (25 min.s) (Vishal)





#### NARRE: Neural Attentional Rating Regression with Review-level Explanations

- To predict a rating given a user and an item, as well as to select both useful and representative reviews.
- Useful reviews are obtained through a attention mechanism and provide explanations for users to make better and faster decisions.
- NARRE learns the usefulness of each review.

報意意識 An Awesome Moviet

By Jokerz Wild on October 9, 2017

Format Amazon Video Vertied Purchase

Hove Iron Man!

おかかから Comic book characters... making millions of horrible movies these days.

By TylerVogt3329 on November 14, 2008

Format: DVD

You people these days consider this a good movie? Haha. Who in their right mind believes that a rich playboy can save the world from evil? For good and REAL action check out WWE, ECW, or TNA. For good classic Wrestling, check out WCW and WWF.

食食食品 Good solid film By M-M on July 30, 2013 Forrest Amazon Video Vertied Purchase

It turned out to be entertaining and at the end I enjoyed the film. Good special effects, nice story line for "actions" and "comics". The protagonist (Tony Stark) looks natural: arrogant, brash, but at the same time clever, intelligent and ethic. The villain is a little bit overreacting, and annoying, as most of antagonists: ) Overall that's a good movie.

Chen C, Zhang M, Liu Y, Ma S. Neural Attentional Rating Regression with Review-level Explanations, WWW 2018.



#### **TextCNN**

 CNN text Processor: inputs a sequence of words and outputs a n-dimensional vector representation for the input.

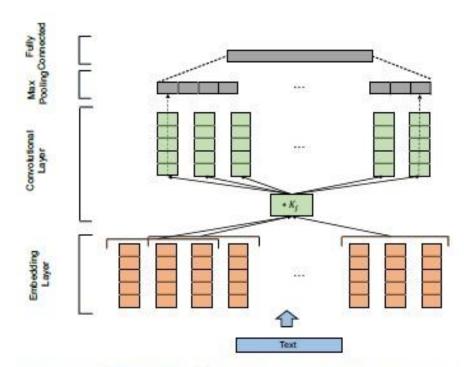


Figure 2: The CNN Text Processor architecture.



#### **NARRE**

- Utilize the attention mechanism to assign weights to reviews when modeling users and items.
- Two parallel neural networks for user modeling and item modeling.
- A prediction layer to let the hidden latent factors of user and item interact.
- The training data consists of users, items, and text reviews.
- Test stage: only users and items are available.

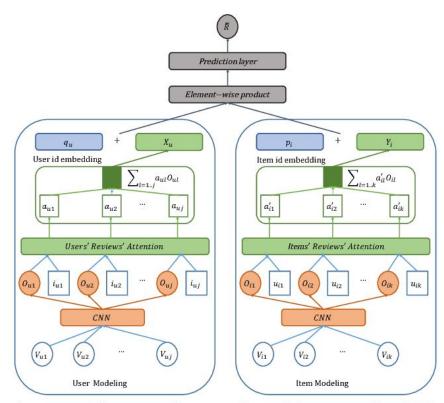
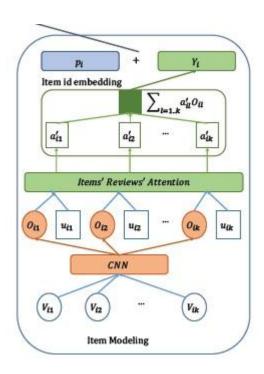


Figure 3: The neural network architecture of NARRE.



### Item Modelling

- CNN Text Processor is applied to process the textual reviews of item i.
- Each review of i is transformed into a matrix of word vectors, (Vi1, Vi2,...Vik).
- These matrices are sent to the convolutional layer and the feature vectors of them can be obtained from the output as (Oi1, Oi2, ...Oi j).
- Attention mechanism is used to learn the weight of each review.

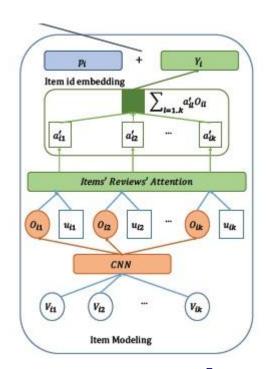






## **Attention-based Review Pooling**

- Select reviews that are representative to item i's features
- Aggregate the representation of informative reviews to characterize item i.
- A two-layer network is applied to compute the attention score  $a_{il}$ .
- The input contains the feature vector of the lth review of item  $i(O_{il})$  and the user who wrote it
- (ID embedding,  $u_{il}$ ) models the quality of users, helps identify users who always write less-useful reviews.





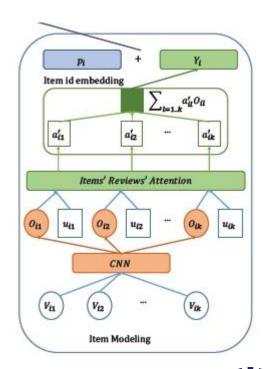


## **Attention-based Review Pooling**

The attention network:

$$a^*_{il} = h^T relu(W_O O_{il} + W_u u_{il} + b_1) + b_2$$

- Normalize:  $a_{il} = \frac{\exp(a^*_{il})}{\sum_{i=0}^k \exp(a^*_{il})}$
- the feature vector of item i:  $O_i = \sum_{l=1...k} a_{il} O_{il}$
- The output of the attention-based pooling layer is a k1 dimensional vector
- A fully connected layer computes the final representation of item i:  $Y_i = W_0 O_i + b_0$







## NAPRE: Prediction Layer

- NAPRE extends user preferences and item features in LFM model to two components: one based on ratings while the other based on reviews.
- A neural form LFM used for predicting ratings.
- the latent factors of user and item are mapped to a shared hidden space.
- The interaction between u and i is modelled as:

$$h_0 = (q_u + X_u) \odot (p_i + Y_i)$$



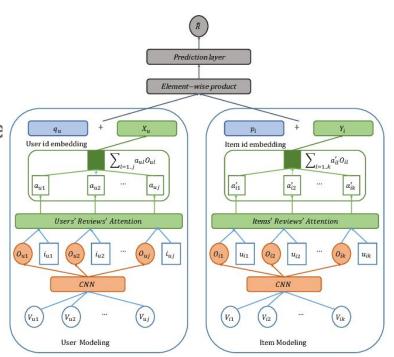


Figure 3: The neural network architecture of NARRE.



#### **NAPRE: Prediction Layer**

The interaction between u and i is modelled as:

$$h_0 = (q_u + X_u) \odot (p_i + Y_i)$$

- $q_u$  and  $p_i$  are user preferences and item features based on ratings from LFM
- $X_u$  and  $Y_i$  are user preferences and item features obtained from the above method
- O denotes the element-wise product of vectors.
- The output is a n-d vector, passed to prediction layer:

$$\hat{R}_{u,i} = w_1^T h_0 + b_u + b_i + \mu$$

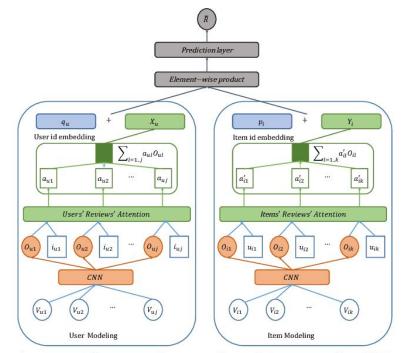


Figure 3: The neural network architecture of NARRE.





#### Usefulness of reviews

Table 4: Examples of the high-weight and low-weight reviews selected by our model ( $a_{ij}$  means attention weight).

Item 1	a $(a_{ij}=0.1932)$	These brushes are great quality for children's art work. They seem to last well and the bristles stay in place very well even with tough use.
3	$b (a_{ij}=0.0161)$	I bought it for my daughter as a gift.
Item 2	a (a <sub>ij</sub> =0.2143)	From beginning to end this book is a joy to read. Full of mystery, mayhem, and a bit of magic for good measure. Perfect flow with excellent writing and editing.
	b $(a_{ij}=0.0319)$	I like reading in my spare time, and I think this book is very suitable for me.

Table 5: Usefulness evaluation on Amazon datasets (taking rated usefulness of reviews as ground truth). \*\*: p<0.01 in statistical significance test, compared to the best baseline.

	Toys_and_Games				Kindle_Store				Movies_and_TV			
	Latest	Random	Length	NARRE	Latest	Random	Length	NARRE	Latest	Random	Length	NARRE
Precision@1	0.1487	0.3255	0.2476	0.3860**	0.2447	0.4574	0.4041	0.5235**	0.3040	0.4908	0.3903	0.6576**
Recall@1	0.0362	0.0952	0.0771	0.1398**	0.0400	0.0992	0.0852	0.1131**	0.0436	0.0976	0.0677	0.1445**
Precision@10	0.1550	0.2000	0.2316	0.2697**	0.2228	0.2707	0.2933	0.3530**	0.2325	0.2925	0.3369	0.3459**
Recall@10	0.4367	0.5763	0.6763	0.8601**	0.4510	0.5551	0.6168	0.8317**	0.3716	0.4673	0.5403	0.7674**





### A<sup>3</sup>NCF: An Adaptive Aspect Attention Model for Rating Prediction

- Aspect aware recommendation
- For a user and an item Predict rating, as well as capture varying aspect attention user pays to item
- Topic model to extract user preference and item characteristics from review texts
- User preference and item characteristics used to guide latent user and item factors
- Attention network to capture user attention on each aspect of the targeted item

Cheng, Zhiyong, et al. A^3NCF: An Adaptive Aspect Attention Model for Rating Prediction IJCAI 2018.





## A<sup>3</sup>NCF

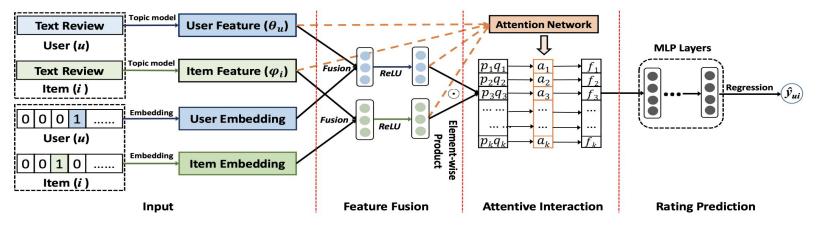


Figure 1: The structure of our A<sup>3</sup>NCF model.

- Rating only reflects overall user satisfaction, but not the rationale
- Earlier techniques (MF,FM) can not achieve explainable fine-grained modeling
- Review contains rich information about user preference and item characteristics

- Topic model to extract user preference and item characteristics from reviews
- Aspect aware representation learning of users and items via Neural Network
- Adaptive aspect attention modelling via dedicated attention network





## A<sup>3</sup>NCF: Attention Network

The attention network:

$$\alpha_{u,i} = v^t ReLU(W_a[\theta_u; \varphi_i; p_u; q_i] + b_a)$$

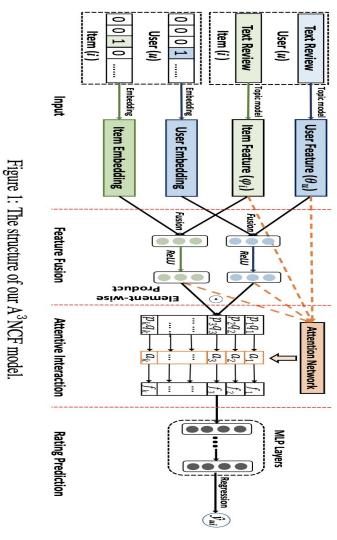
- Normalize:  $a_{u,i,k} = \frac{\exp(lpha_{u,i,k})}{\sum_{j=1}^K \exp(lpha_{u,i,j})}$
- Attentive output representation:

$$F = a_{u,i} \odot (p_u \odot q_i)$$

MLP:

$$z_{L} = \sigma_{L}(W_{L}(\sigma_{L-1}(W_{L-1}..\sigma_{1}(W_{1}F + b_{1})) + b_{L-1}) + b_{L})$$

• Predictions:  $\hat{r}_{u,i} = Wz_L + b$ 





## A<sup>3</sup>NCF: Advantages of Aspects aware & Attention

Dataset	BMF	RMR	HFT	RBLT	TransNet	A <sup>3</sup> NCF
Baby	1.176	1.152	1.117	1.119	1.098	1.082*
Grocery	1.126	1.063	1.009	1.011	0.993	0.985
H & K	1.108	1.092	1.082	1.086	1.074	1.051*
Garden	1.099	1.074	1.037	1.034	1.040	1.021*
Sports	1.087	1.011	0.972	0.963	0.983	0.940*
Yelp2017	1.284	1.263	1.185	1.204	1.183	1.152*

Table 2: Comparisons of adopted methods in terms of RMSE with K=25. The best performance is highlighted with bold face. The symbol \* denotes a significance with p-value < 0.05 over the second best model based on a two-tailed paired t-test. "H & K" denotes "Home & Kitchen".

- A<sup>3</sup>NCF outperforms state of the art methods: RBLT, TransNet
- Vanilla NCF is worst.
- Using user preference and item characteristics from Review text boost the results sharply (ACNF).
- Attention over user preferences and item characteristics outperforms ACNF.
- Improvements are more with the increase of # of latent factors.

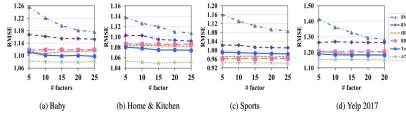


Figure 3: Performance of all competitors w.r.t. the number of latent factors on four relatively larger datasets.

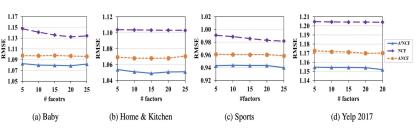
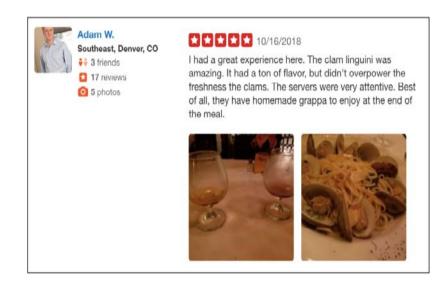


Figure 4: Performance of variants w.r.t. the number of latent factors on four larger datasets.

#### MRG: Multimodal Review Generation for Recommender System

- To predict a rating given a user and an item, as well as to generate review text
- Sensitize review generation to sentiment features based on a user and and item
- Improve the generation with review photos
- Useful reviews generation by using fusion gate as soft attention to weigh the sentiment and visual features



Truong QT, Lauw H. Multimodal Review Generation for Recommender System WWW 2019.







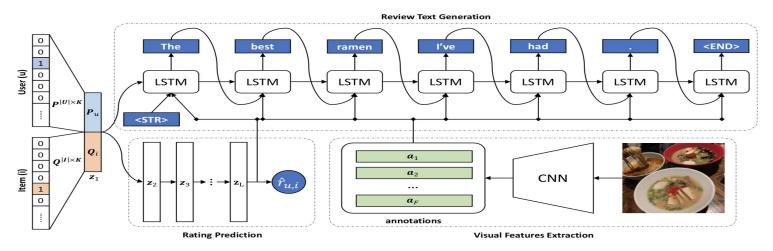


Figure 2: Overall Architecture of Multimodal Review Generation (MRG) model

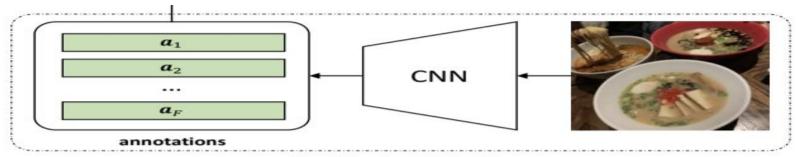
- Rating Prediction using latent factor of user and item.
- Visual Feature Extraction using pretrained CNN
- Fusing visual features and latent factors using attention mechanism.

- Review Generation using fusion of visual and latent features.
- Training data consists of users, items and review photos.





#### **MRG**: Visual Features



**Visual Features Extraction** 

- Get annotations from pretrained CNN.
- Each annotation  $a_j$  represents small region of image and contribute unequally.
- Apply soft attention to weight on more relevant annotations.
- Thus, for each time step t, get context vector  $v_t$ .

$$\mathbf{e}_{tj} = \phi(\mathbf{W}_{ea}\mathbf{a}_j + \mathbf{W}_{eh}\mathbf{h}_{t-1} + b_e) \tag{17}$$

$$\alpha_{tj} = \frac{\exp(\mathbf{W}_{\alpha} \mathbf{e}_{tj})}{\sum_{k=1}^{F} \exp(\mathbf{W}_{\alpha} \mathbf{e}_{tk})}$$
(18)

$$\mathbf{v}_t = \sum_{j=1}^F \alpha_{tj} \mathbf{a}_j \tag{19}$$





#### Fusion Gate as Soft Attention b/w Sentiment & Visual features

 To predict a rating given a user and an item, as well as to generate review text:

$$\gamma_t = \sigma(W_{\gamma y} E y_{t-1} + W_{\gamma h} h_{t-1} + b_{\gamma})$$
  
$$s_t = \gamma_t z_L + (1 - \gamma_t) v_t$$

•  $z_L$  and  $v_t$  are the sentiment and visual features.

$$x_t = \begin{pmatrix} Ey_{t-1} \\ s_t \end{pmatrix}$$

•  $x_t$  is the input to LSTM at time step t.

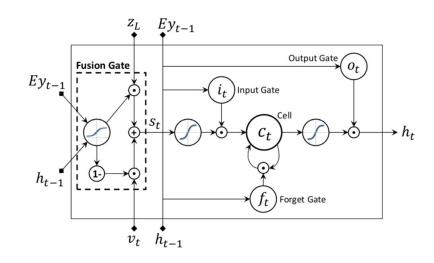


Figure 3: LSTM Cell with Fusion Gate





#### MRG: Advantages of Multimodal

#### Table 6: Ablation analysis: rating prediction performance (lower is better)

(The results are statistically significant with p < 0.01 based on the paired sample t-test)

	Dataset		Chicago	)	Lo	s Angel	es	N	New Yor	k	Sa	n Franci	sco
	User + Item	~	~	~	~	~	~	~	~	<b>/</b>	~	~	~
	Text		<b>/</b>	<b>/</b>		<b>/</b>	<b>/</b>		~	~		~	<b>~</b>
	Photo			<b>/</b>			<b>/</b>			<b>/</b>			<b>/</b>
	Training 80%	0.751	0.741	0.729	0.749	0.713	0.710	0.695	0.677	0.673	0.685	0.667	0.664
MAE	Training 60%	0.779	0.751	0.734	0.766	0.719	0.716	0.717	0.693	0.683	0.703	0.678	0.671
M	Training 40%	0.832	0.788	0.767	0.801	0.732	0.727	0.754	0.704	0.696	0.743	0.686	0.678
	Training 20%	0.920	0.817	0.791	0.881	0.746	0.738	0.820	0.740	0.721	0.811	0.728	0.708
	Training 80%	1.006	0.952	0.942	0.985	0.936	0.934	0.912	0.881	0.875	0.889	0.857	0.853
SE	Training 60%	1.032	0.961	0.945	1.004	0.943	0.938	0.937	0.900	0.887	0.941	0.872	0.864
RMSE	Training 40%	1.083	1.010	0.975	1.043	0.957	0.950	0.981	0.910	0.900	0.989	0.879	0.874
	Training 20%	1.165	1.039	1.003	1.126	0.988	0.968	1.082	0.953	0.926	1.058	0.932	0.905

- User + Item is worst.
- Review text generation boost the results sharply.
- Adding visual features improves the scores, as it provides alignment between words and sentiment features.
- Improvements are more clearer when data is sparse.



Photo	Rating	Review
Ty	4.1	the steak was cooked perfectly .
	4.0	order the medium rare my favorite and you will have yourself a big , fat , and juicy steak to shove between your big smile .
	4.1	the beef was cooked perfectly .
	4.0	i'll recommend the thai steak and noodle salad to you.
	Photo	4.1

(a) Case Study #1: A user (Ronald "Exotic food consumer" L.) reviews ar item (Hillstone) with different images.

	Photo	Rating	Review
uZe" Z.	1	4.5	the clam chowder was good .
Ellen "FuZe"		5.0	best clam chowder i 've ever had .
ıg Y.	40	3.4	the clam chowder was a bit too salty .
Young		3.0	the boston clam chowder was pretty salty and i 've had lots of clam chowder before .

(b) Case Study #2: An item (Tadich Grill) is reviewed by two users with different sentiments.

	Photo	Rating	Review
Philz Coffee	alto Co	4.6	i 've had a few times for the best breakfast sandwich .
Philz		4.0	the avocado toast was surprisingly good.
9	Sin	4.2	i was n't sure to try the pizza .
Alk		3.0	i think i might want to try their other pizzas which might be better tasting than their funghi.

(c) Case Study #3: A user (Rodney "Hungry Trikker" H.) reviews two different items.

Figure 6: Multimodal review generation. The first line next to each photo (bold) is generated rating & text, and the second line is the ground truth. Photos are best seen in color.

