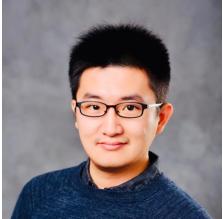


# Trustworthy Recommender Systems: Foundations and Frontiers



Wenqi Fan<sup>1</sup>, Xiangyu Zhao<sup>2</sup>, Lin Wang<sup>1</sup>, Xiao Chen<sup>1</sup>, Jingtong Gao<sup>2</sup>, Qidong Liu<sup>2</sup>, Shijie Wang<sup>1</sup>



<sup>1</sup>The Hong Kong Polytechnic University, <sup>2</sup>City University of Hong Kong



Website (Slides): <https://advanced-recommender-systems.github.io/trustworthy-rec/>

Survey: A Comprehensive Survey on Trustworthy Recommender Systems, arXiv:2209.10117, 2022.

# Recommender Systems

## Age of Information Explosion



**Items** can be: Products, Friends, News, Movies, Videos, etc.

# Recommender Systems

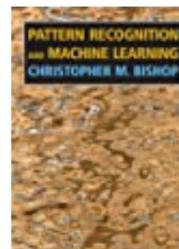
**Recommendation has been widely applied in online services:**

- E-commerce, Content Sharing, Social Networking ...

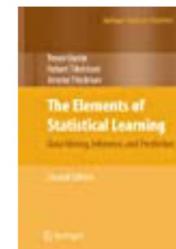


## Product Recommendation

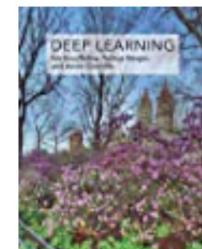
Frequently bought together



+



+



Total price: \$208.9

Add all three to Cart

Add all three to List

A

B

C

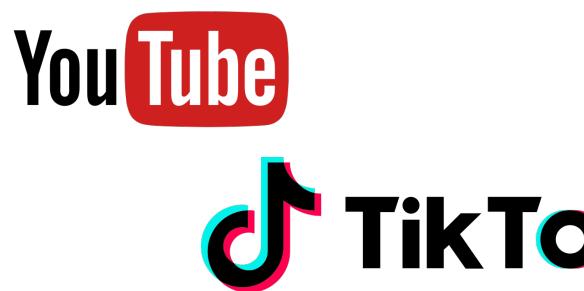


Amazon's recommendation algorithm drives  
**35%** of its sales [from McKinsey, 2012]

# Recommender Systems

**Recommendation has been widely applied in online services:**

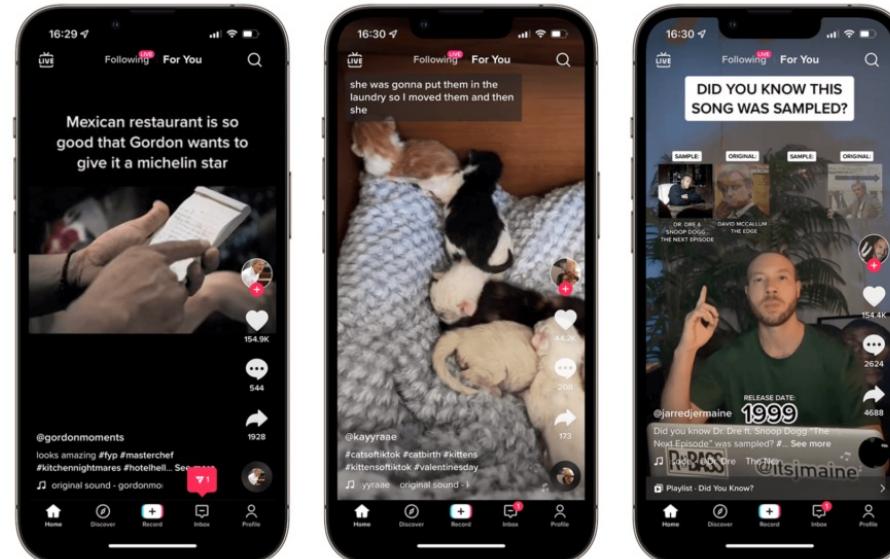
- E-commerce, **Content Sharing**, Social Networking ...



**News/Video/Image Recommendation**

TikTok's recommendation algorithm  
**Top 10 Global Breakthrough  
 Technologies in 2021**

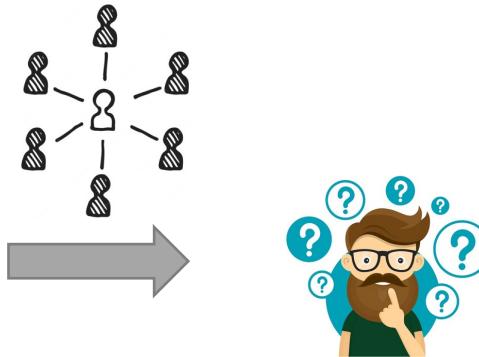
**MIT  
 Technology  
 Review**



# Recommender Systems

**Recommendation has been widely applied in online services:**

- E-commerce, Content Sharing, **Social Networking** ...



## Social Recommendations



## Subscriptions (訂閱號信息)

**Read by 9 friends**



## Top Stories (看一看) Wow (朋友在看)



# Recommender System is Everywhere



Business



Healthcare



Entertainment



Education

# The Good and The Bad

**The Good**



**The Bad**



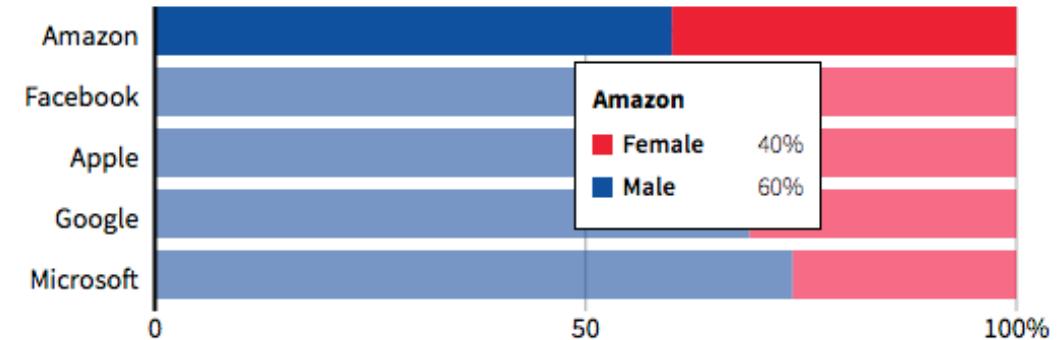
# Discrimination & Fairness Issue



Job recommendation  
(Lambrecht et al., 2019)

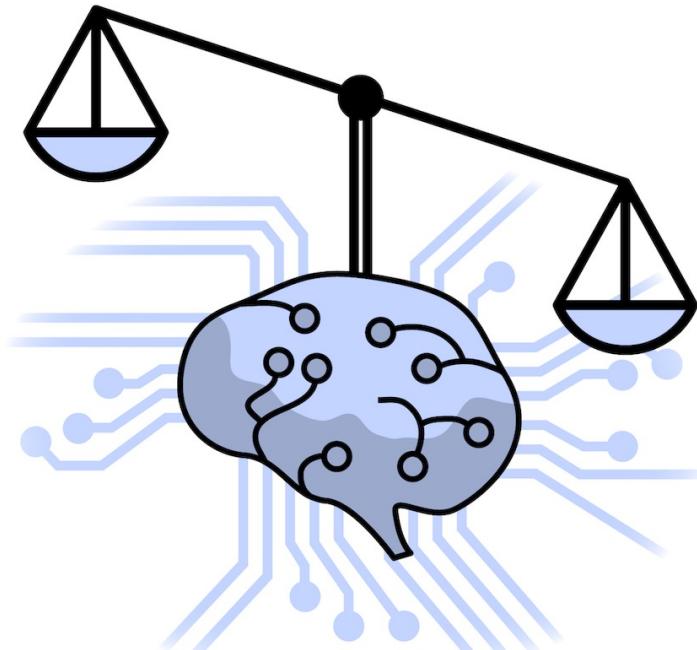
GLOBAL HEADCOUNT

■ Male ■ Female

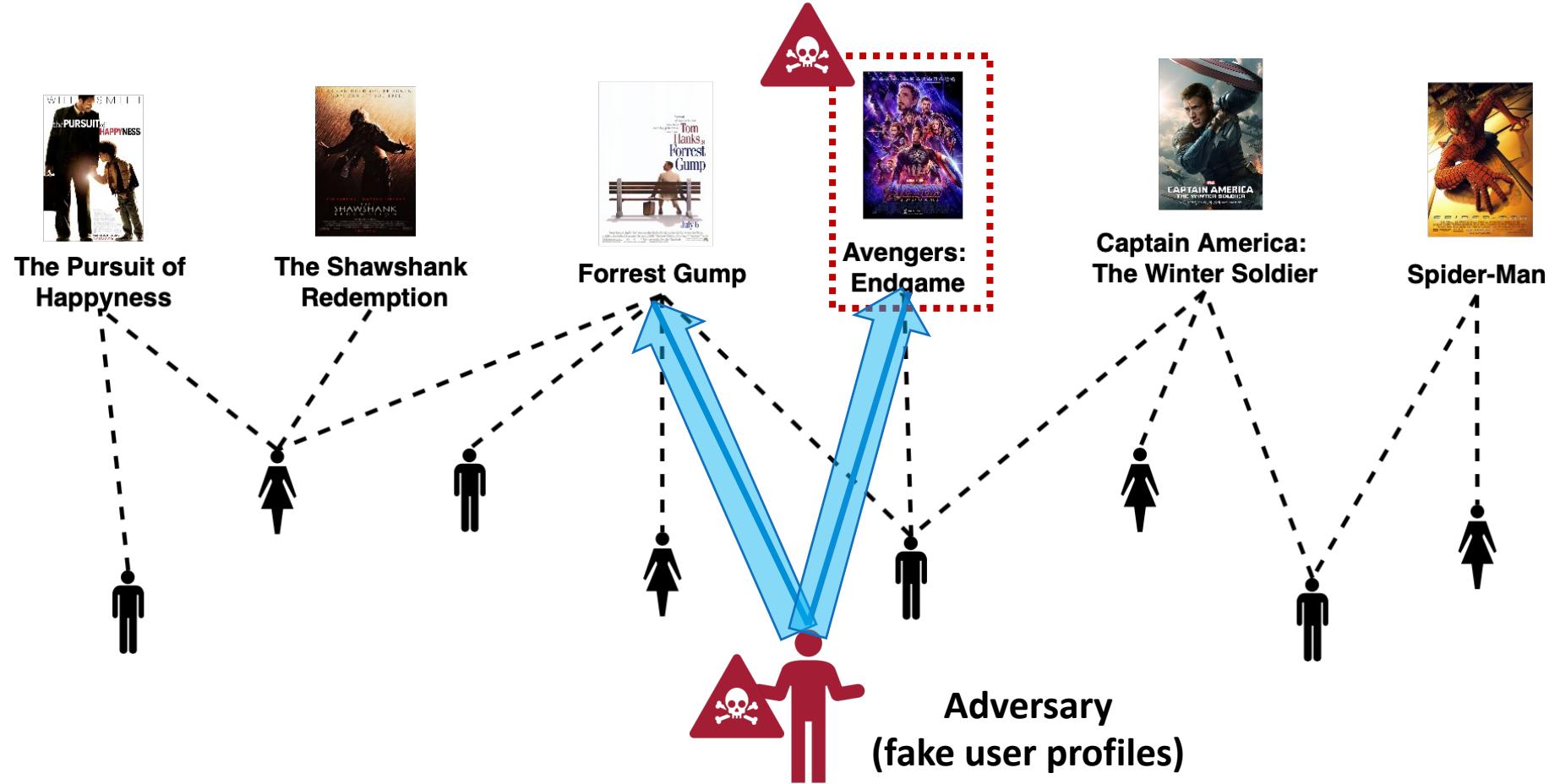


# Non-discrimination & Fairness

- A recommender system should avoid discriminatory behaviors in human-machine interaction.
- A recommender system should ensure fairness in decision-making.



# Safety & Robustness Issue



# Attacks can happen in Recommender Systems



Business | Market Data | New Economy | New Tech Economy |

Companies | Entrepreneurship | Technology of Business |

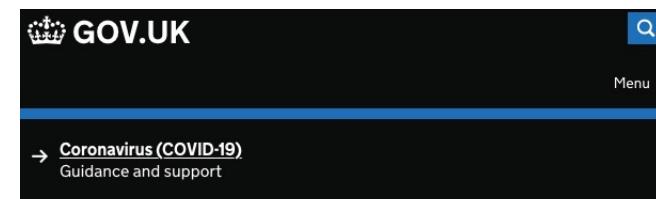
Business of Sport | Global Education | Economy | Global Car Industry

## Amazon 'flooded by fake five-star reviews' - Which? report

© 16 April 2019



GETTY IMAGES



→ **Coronavirus (COVID-19)**  
Guidance and support

Home > Competition

Press release

### Facebook and eBay pledge to combat trading in fake reviews

Following action from the CMA, Facebook and eBay have committed to combatting the trade of fake and misleading reviews on their sites.

From:

[Competition and Markets Authority](#)

Published

8 January 2020



**"More than three-quarters of people are influenced by reviews when they shop online."**



**Understand system's vulnerability and how attacks can be performed**



**Defend against potential adversarial attacks**

"The Impact of Fake Reviews on Online Visibility: A Vulnerability Assessment of the Hotel Industry", Information Systems Research, 2016

<https://www.bbc.com/news/business-47941181>

<https://www.gov.uk/government/news/facebook-and-ebay-pledge-to-combat-trading-in-fake-reviews>

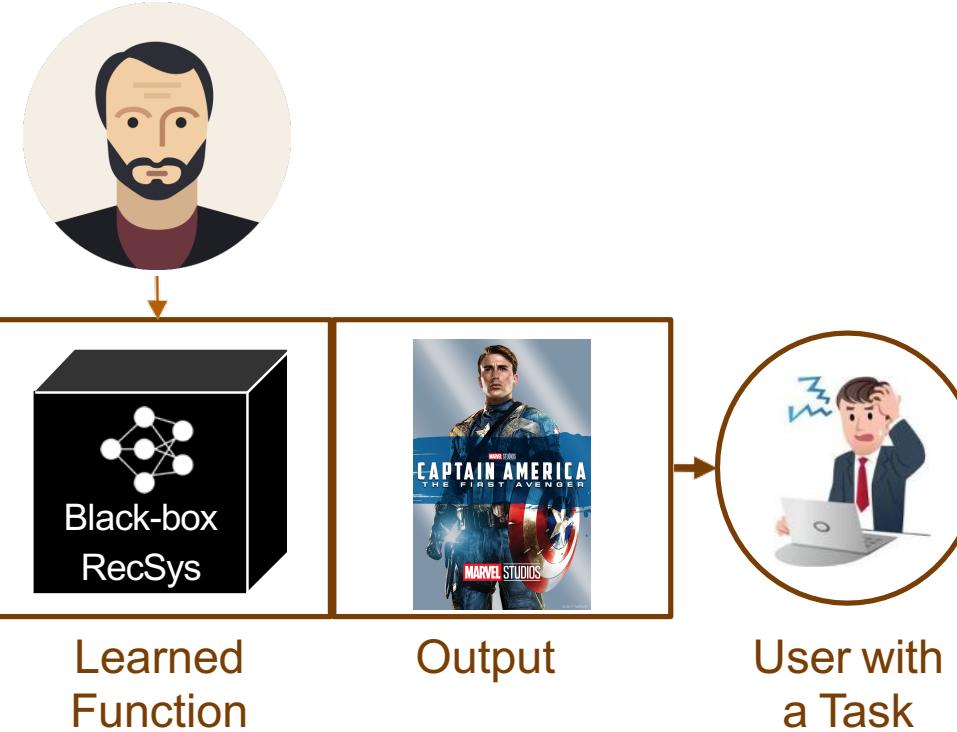
# Black-box Issue

How recommender systems work?

Today

					...	
	5	4	?	?	?	?
	?	?	5	...	?	?
:				...		
	5	?	$\hat{r}_{ij}$	...	5	1
	?	?	?	...	2	5

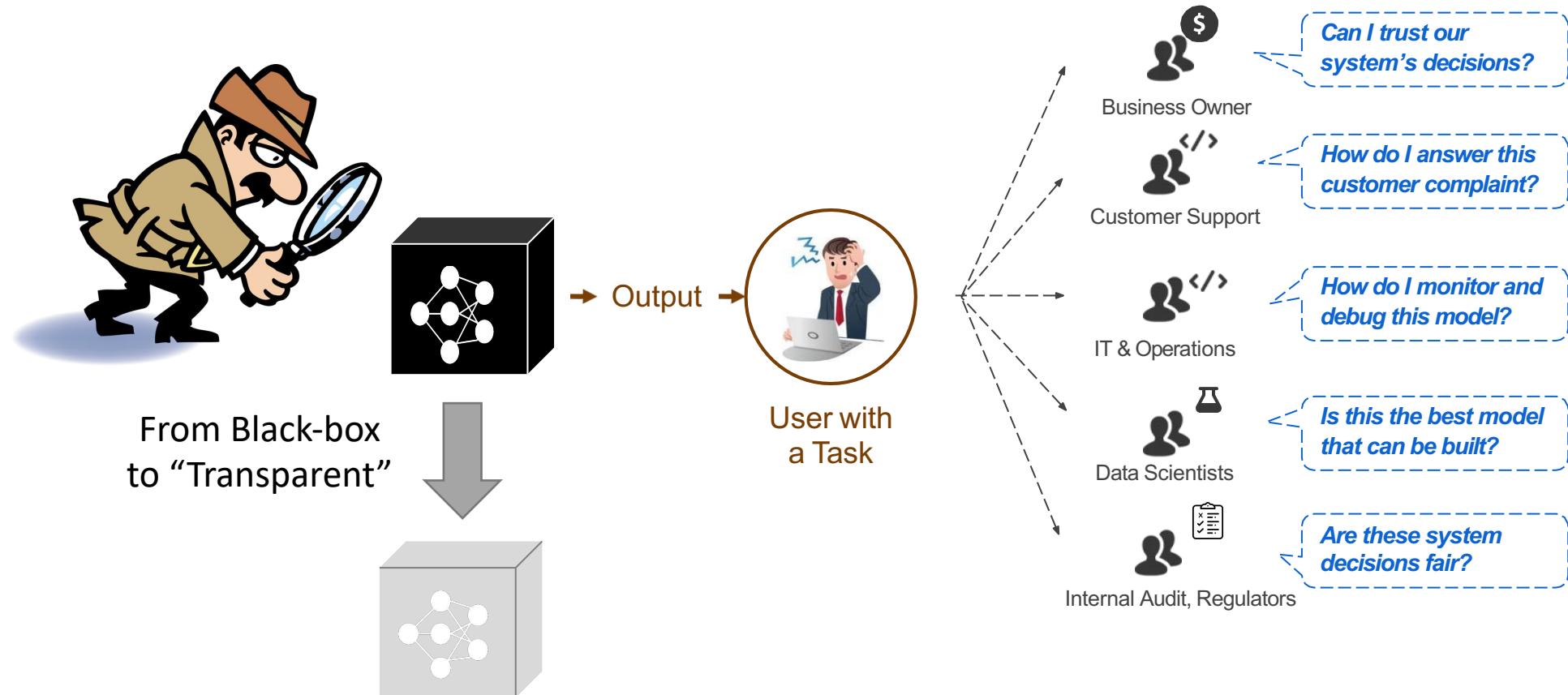
Training Data



- Why did you do that?
- Why not something else?
- When do you succeed?
- When do you fail?
- When can I trust you?
- How do I correct an error?

# Explainability

Black-box system creates confusion and doubt



The Need for Explainable Recommendation

# Privacy Issue



- ❑ The success of recommender systems heavily relies on data that might contain private and sensitive information.
  
- ❑ Can we still take the advantages of data while effectively protecting the privacy?

# Environmental Issue

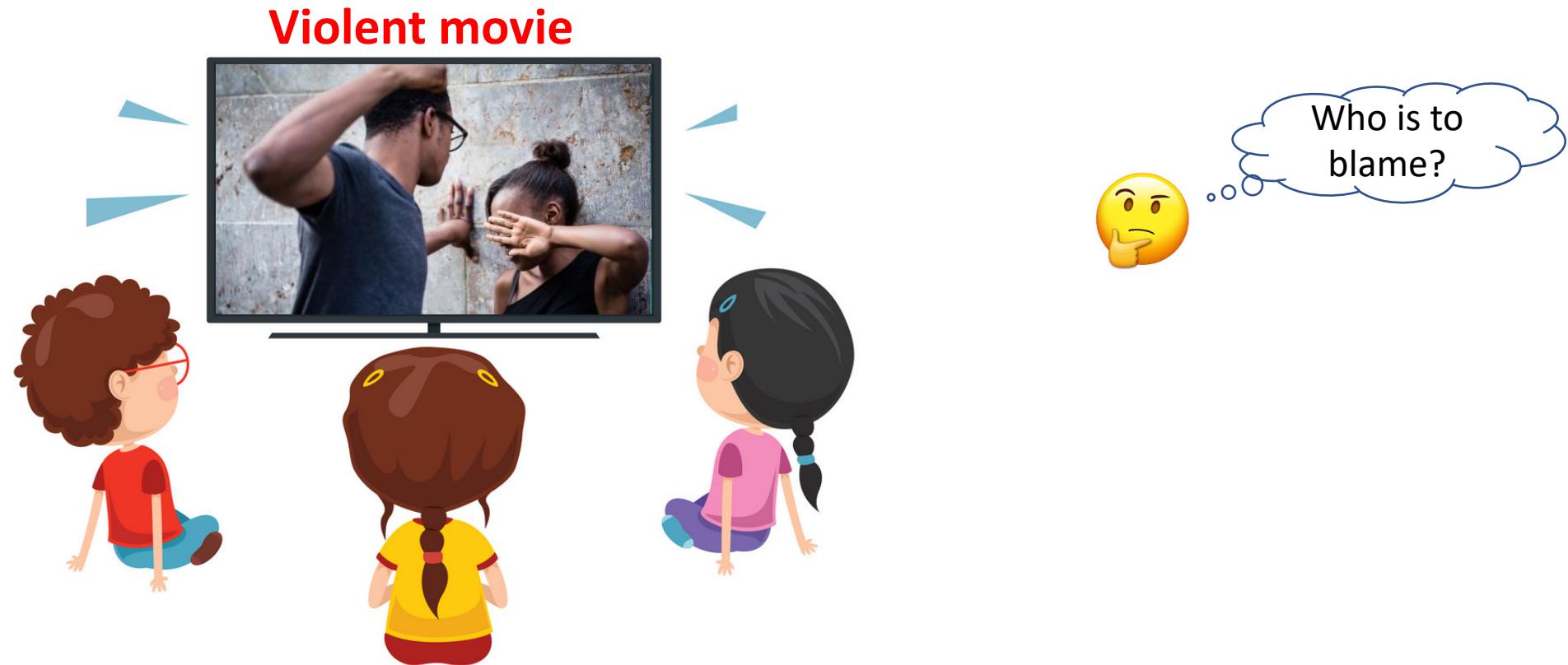


## GPU Power Consumption Comparison

Dataset	XDL	DLRM	FAE
Criteo Kaggle	61.83W	58.91W	55.81W
Alibaba	56.39W	60.21W	56.62W
Criteo Terabyte	59.71W	62.47W	57.03W
Avazu	60.2W	58.03W	56.4W

Estimated carbon emissions from training common recommendation models

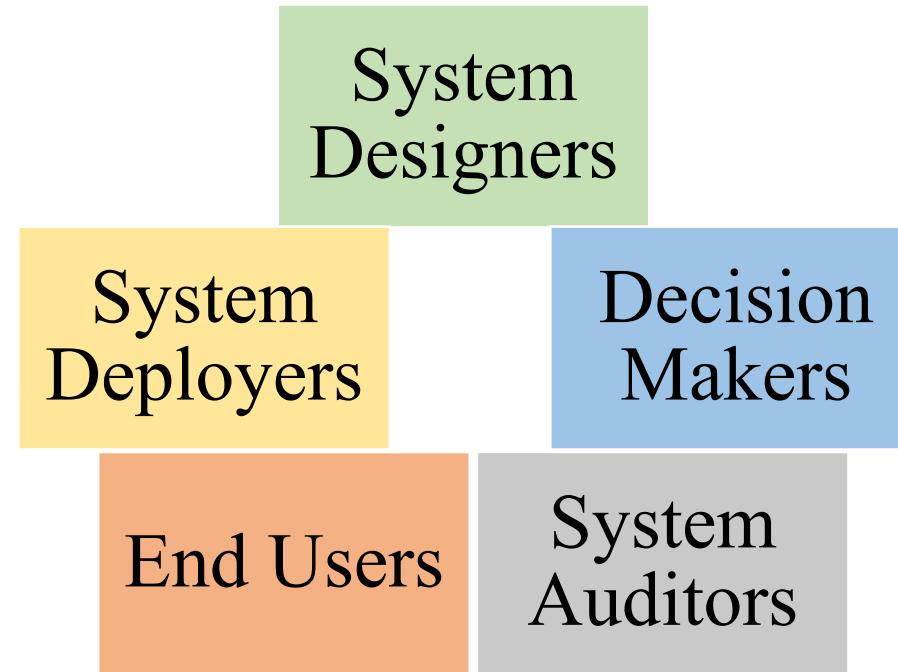
# Auditability & Accountability



A clear responsibility distribution, which focuses on who should take the responsibility for what impact of recommender systems.

# Auditability & Accountability

- Five roles in Recommender Systems



It is necessary to determine the roles and the corresponding responsibility of different parties in the function of a recommender system.

# Interactions Among Different Dimensions



Privacy

Safety  
& Robustness

Explainability

Non-discrimination  
& FairnessEnvironmental  
Well-beingAccountability  
& Auditability

How do these **SIX** dimensions influence each other?

There exist both **accordance** and the **conflicts** among the six dimensions.

# Trustworthy Recommender Systems



# A Survey on The Computational Perspective

## A Comprehensive Survey on Trustworthy Recommender Systems

WENQI FAN, The Hong Kong Polytechnic University, Hong Kong

XIANGYU ZHAO\*, City University of Hong Kong, Hong Kong

XIAO CHEN, The Hong Kong Polytechnic University, Hong Kong

JINGRAN SU, The Hong Kong Polytechnic University, Hong Kong

JINGTONG GAO, City University of Hong Kong, Hong Kong

LIN WANG, The Hong Kong Polytechnic University, Hong Kong

QIDONG LIU, City University of Hong Kong, Hong Kong

YIQI WANG, Michigan State University, USA

HAN XU, Michigan State University, USA

LEI CHEN, The Hong Kong University of Science and Technology, Hong Kong

QING LI, The Hong Kong Polytechnic University, Hong Kong

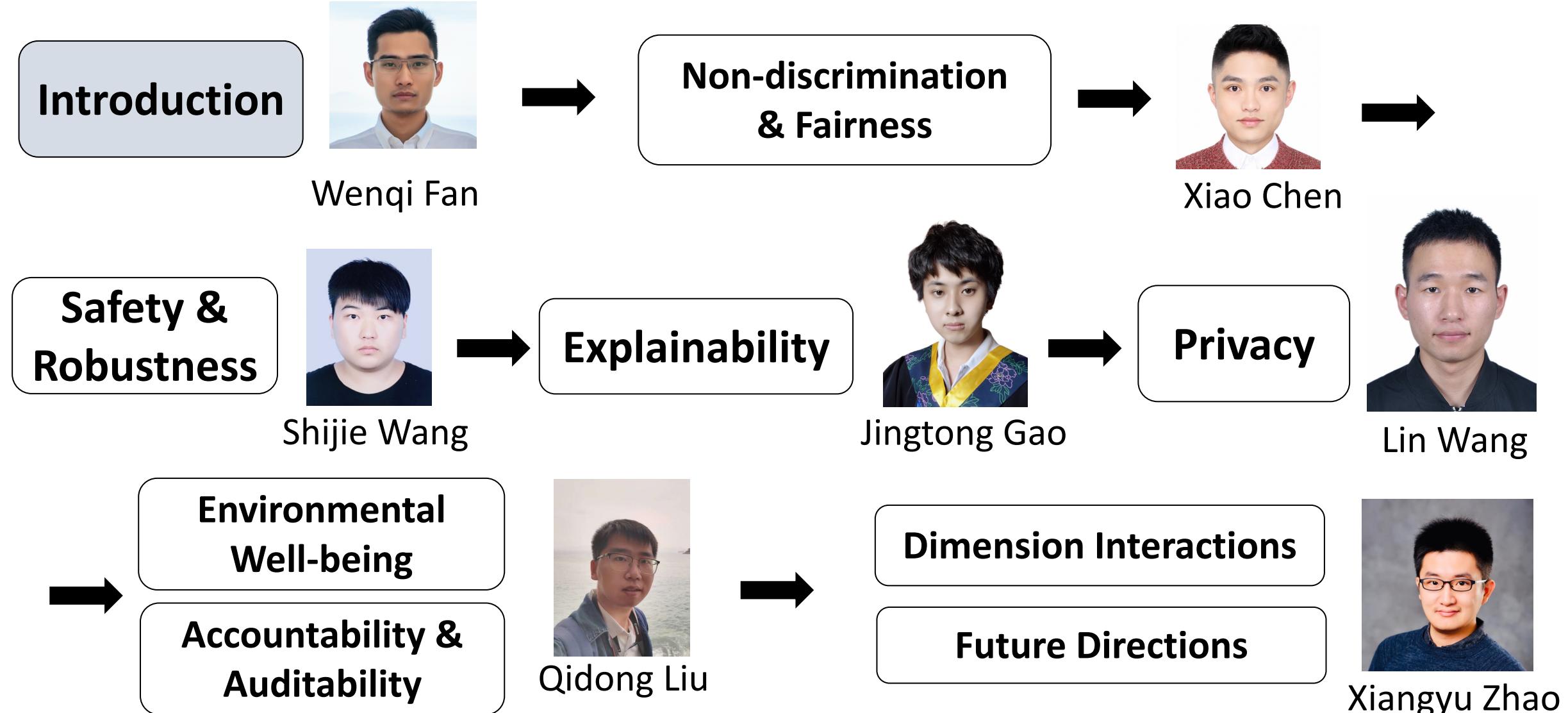
<https://arxiv.org/abs/2209.10117>



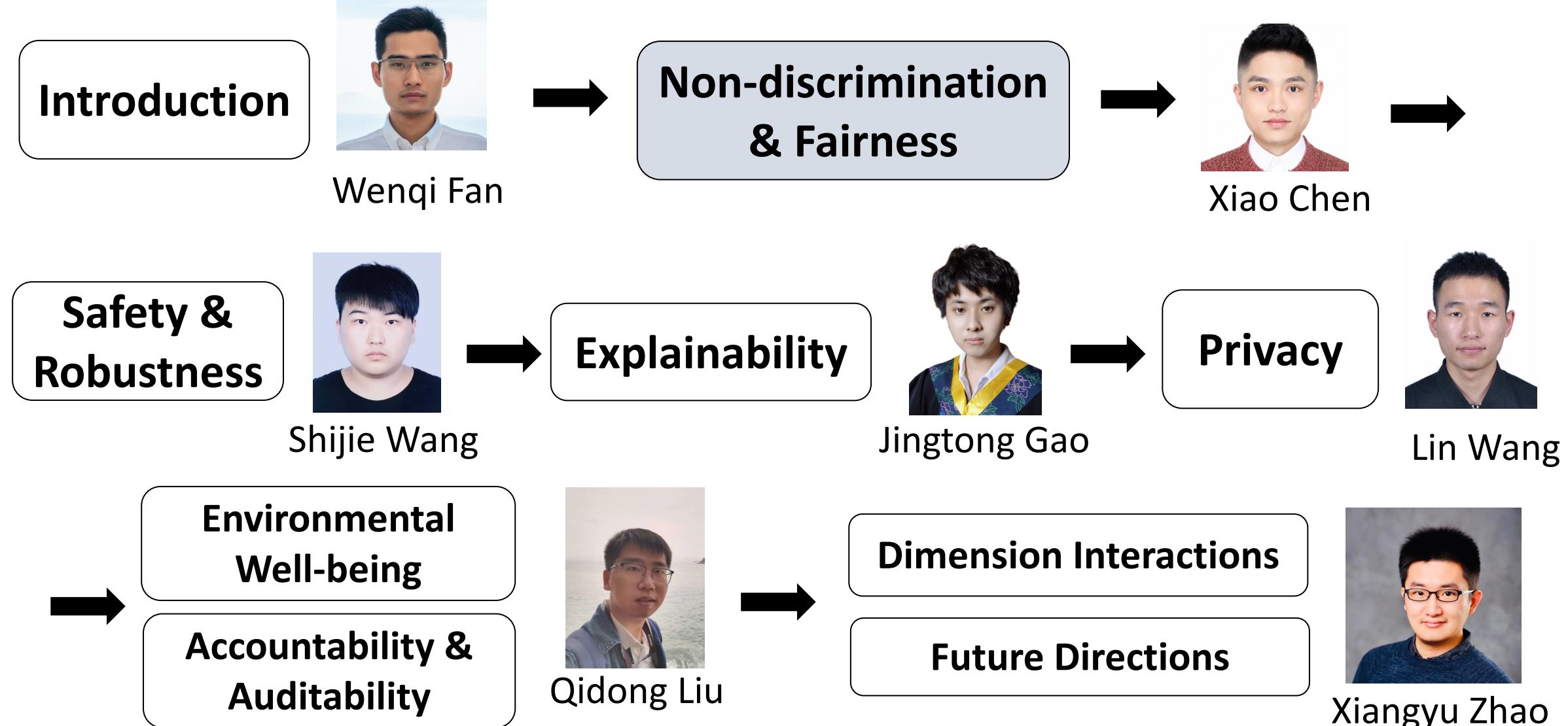
IJCAI'2023  
Tutorial  
Website (Slides)



# Trustworthy Recommender Systems



# Trustworthy Recommender Systems



# Contents



**CONCEPTS AND  
TAXONOMY**



METHODOLOGY



APPLICATIONS



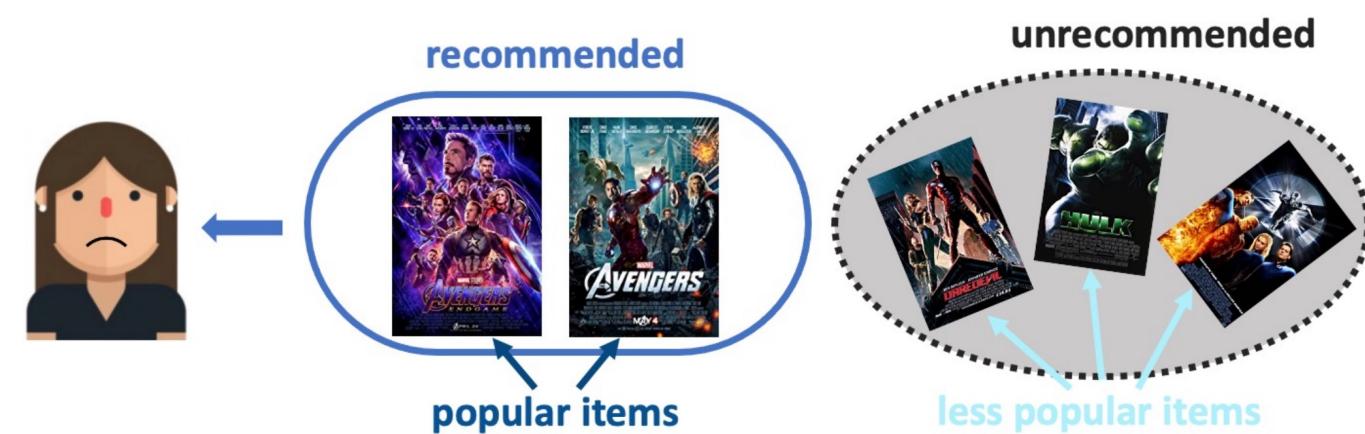
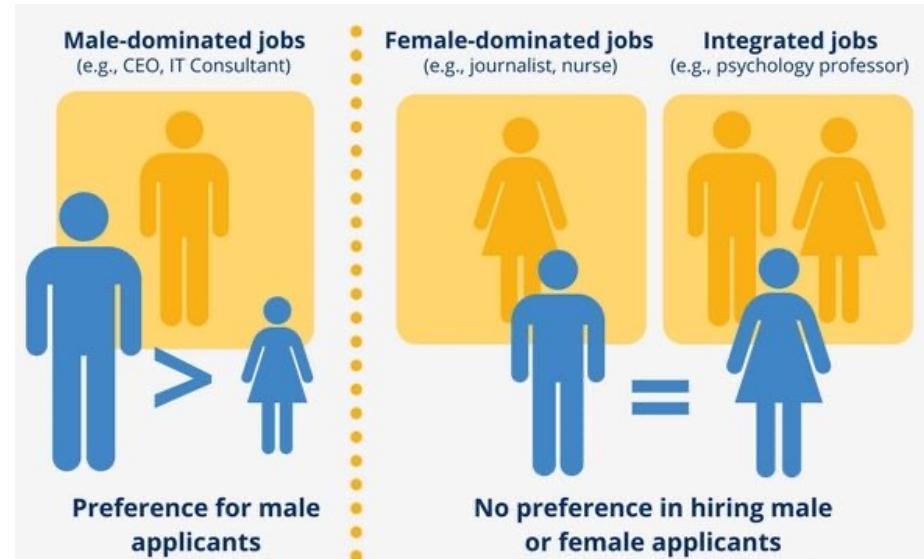
SURVEYS AND  
TOOLS



FUTURE  
DIRECTIONS

# Potential discrimination and bias in RecSys

- Recommender Systems make unfair decisions for specific user/item groups



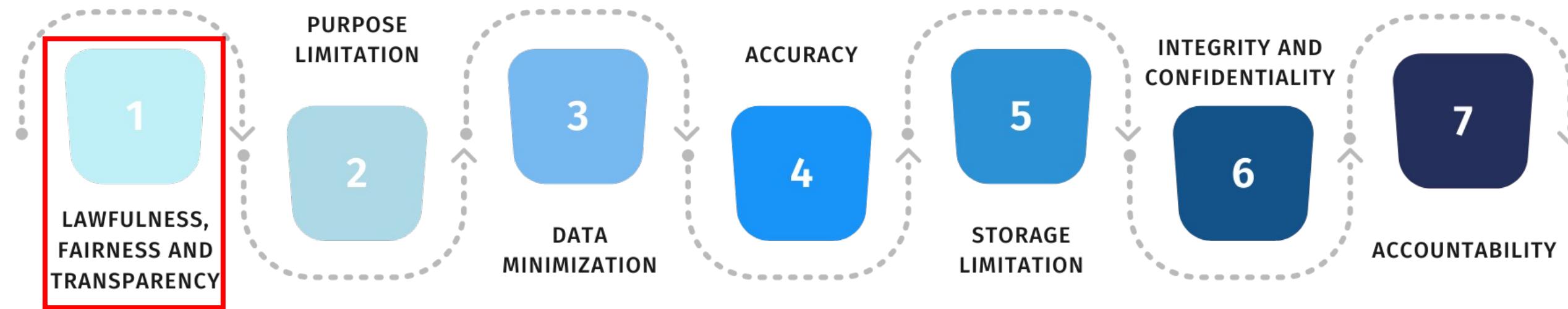
## Gender Discriminatory Bias [1]

[1] Lambrecht, et al. "Algorithmic bias? An empirical study of apparent gender-based discrimination in the display of STEM career ads." 2019.  
[2] Abdollahpouri, et al. "Popularity bias in ranking and recommendation." 2019.

## Popularity Bias [2]

# Why Need Fairness in RecSys: From the Ethics Perspective

- 7 principles of EU GDPR regulation



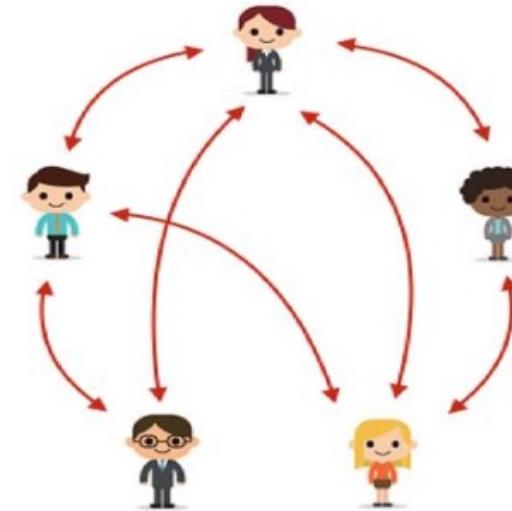
Fairness often couples with other responsible AI perspectives (e.g., explainability).

# Why Need Fairness in RecSys: From the Utility Perspective

- Fair exposure opportunity guarantees the sustainable development of the RecSys platform



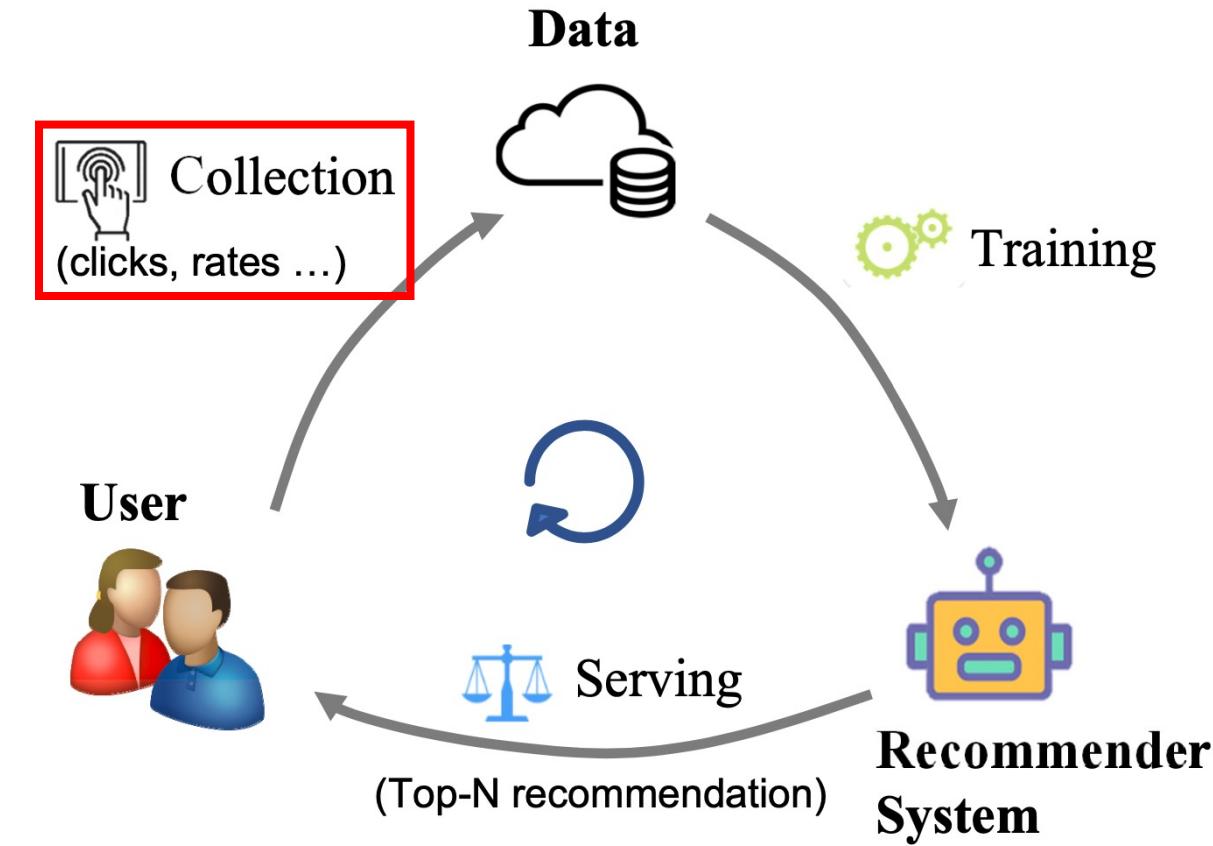
Big retailers vs. Small retailers  
in the e-commerce system



Star accounts vs. Grassroot accounts  
in the social recommendation system

# Sources of Bias

- **Data bias**
  - **Selection Bias:**  
selecting rating behavior of users
  - **Exposure Bias:**  
unobserved interactions may not fully represent the disliked items of users
  - **Conformity Bias:**  
users behave similarly to other group members
  - **Position Bias:**  
the higher positions on a recommendation list tends to receive more interaction

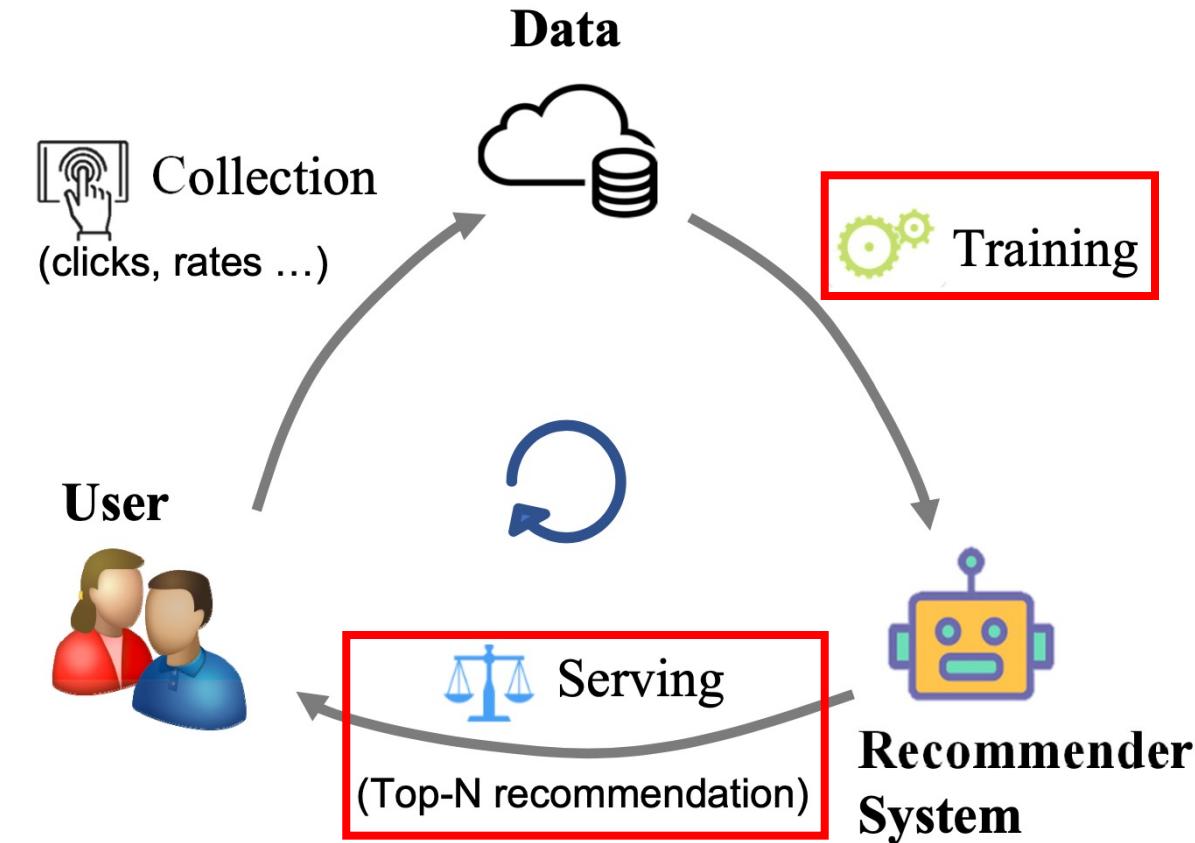


# Sources of Bias

- Data bias
  - Selection Bias
  - Exposure Bias
  - Conformity Bias
  - Position Bias
- Model and result bias

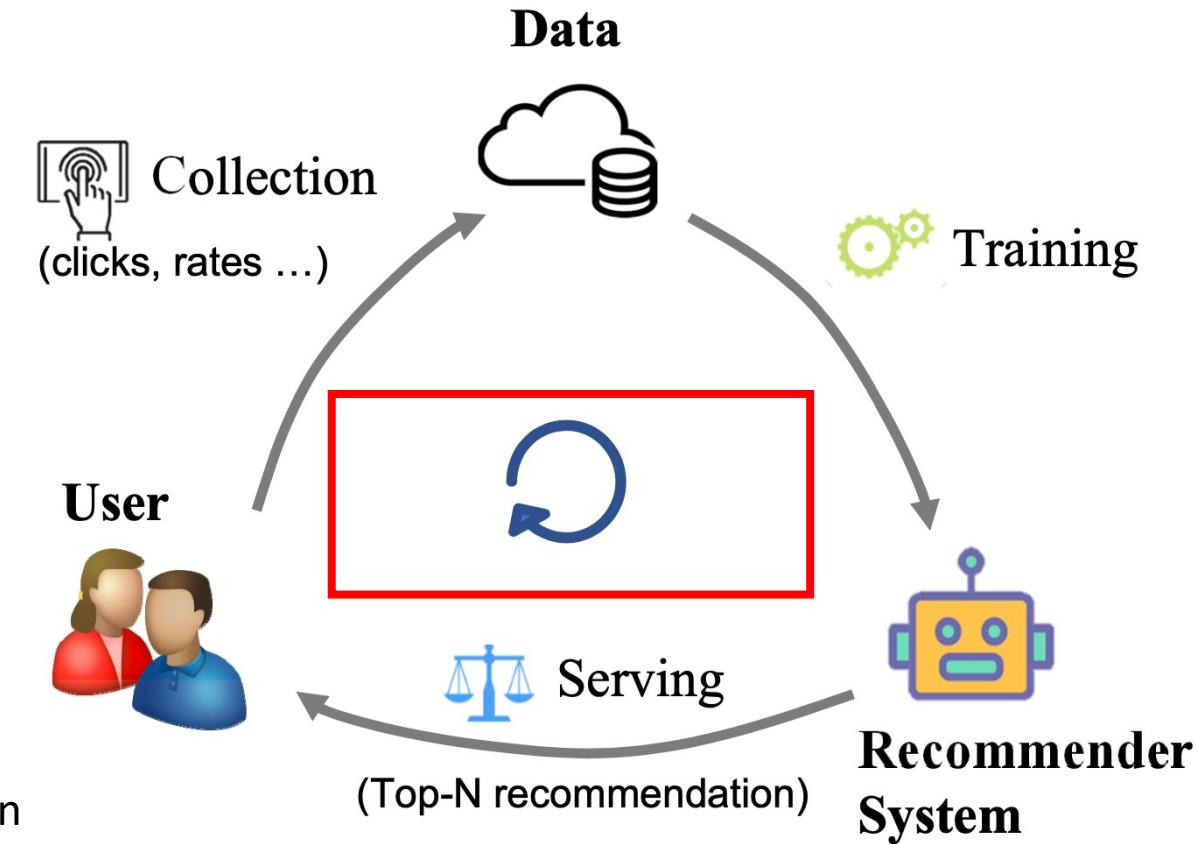
## • Popularity Bias:

popular items are over-recommended compared to what their popularity warrant



# Sources of Bias

- Data bias
  - Selection Bias
  - Exposure Bias
  - Conformity Bias
  - Position Bias
- Model and result bias
  - Popularity Bias
- Feedback loop bias
  - Reinforced RS Feedback Loop Bias:  
Unfair recommendations would influence users' behaviors in the online serving process  
Biased user behavior data enlarges model discrimination



# Fairness Definition

- **Procedural Fairness:** procedural justice in decision-making processes
- **Outcome Fairness:** fair outcome performance

User Fairness vs. Item Fairness

Group Fairness vs. Individual Fairness

Causal Fairness vs. Associative Fairness

Static Fairness vs. Dynamic Fairness

# Fairness Evaluation Metrics

- **Absolute Difference (AD):** group-wise utility difference

$$AD = |u(G_0) - u(G_1)|$$

- **Variance:** performance dispersion at the group/individual-level

$$\text{Variance} = \frac{1}{|\mathcal{V}|^2} \sum_{v_i \neq v_j} (u(v_i) - u(v_j))^2$$

- **Min-Max Difference:** the difference between the maximum and the minimum score

value of all allocated utilities

- **Entropy**
- **KL-Divergence ...**

# Contents



CONCEPTS AND  
TAXONOMY



## METHODOLOGY



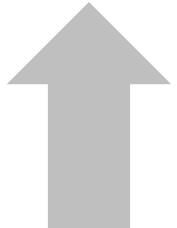
APPLICATIONS



SURVEYS AND  
TOOLS



FUTURE  
DIRECTIONS



# Method category

## Pre-processing

Transform the data to remove the data bias before training

## In-processing

Modify the learning algorithms to remove discrimination during the model training process

## Post-processing

Perform post-processing by evaluating a holdout set that was not involved during model training

# Pre-processing methods

- **Resampling**

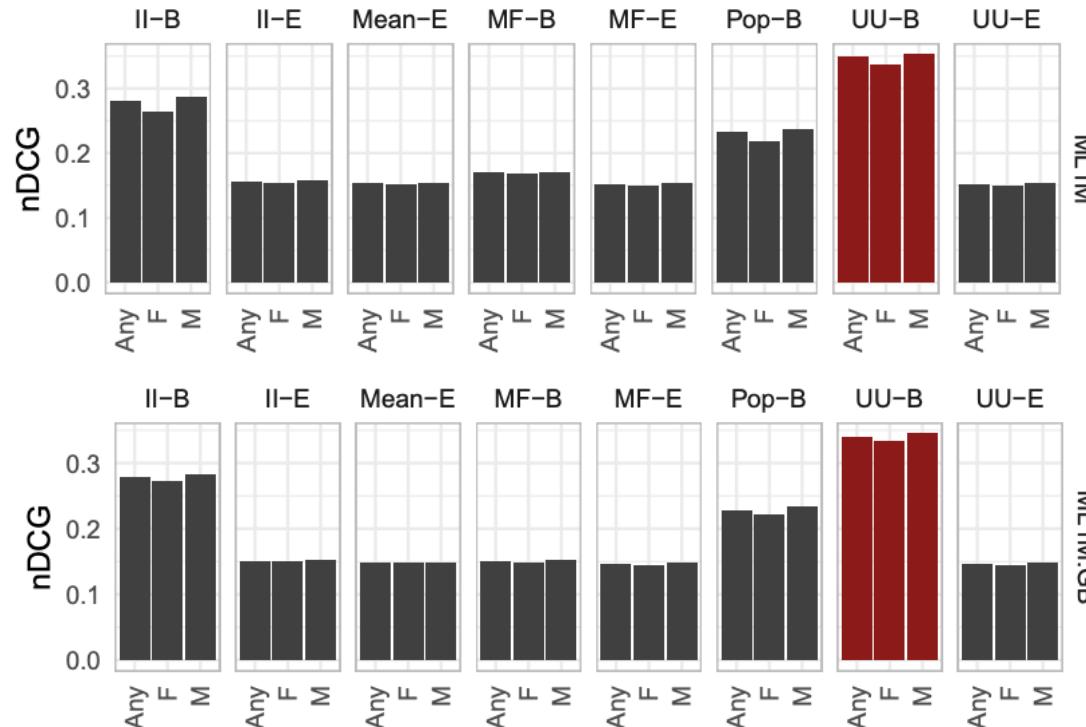
Rebalance the dataset distribution w.r.t the sensitive attribute

- **Data Augmentation**

Generating additional data for promoting the fairness of recommender systems

# Pre-processing method (Resampling)

**Idea:** Different demographic groups obtain different utilities due to imbalanced data distribution. Balance the ratio of various user groups via a re-sampling strategy.

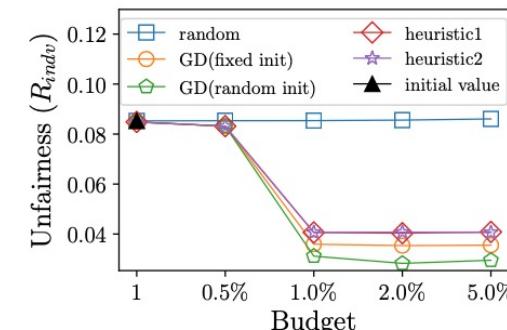
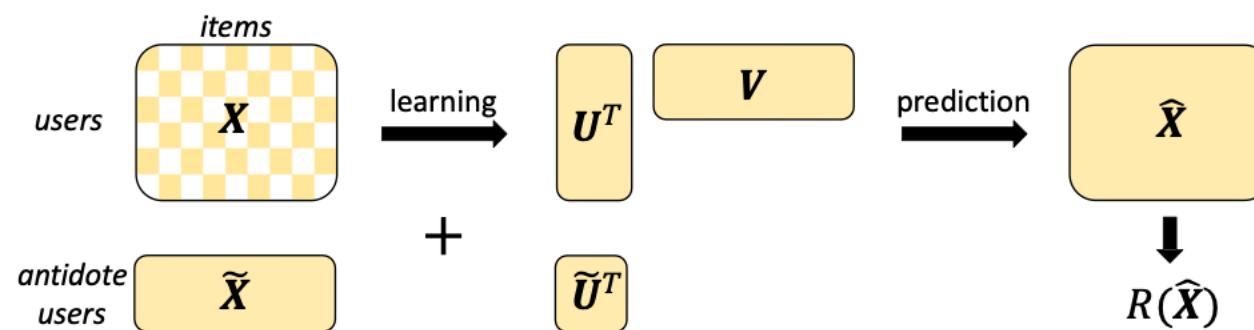


statistically-significant differences  
between gender groups

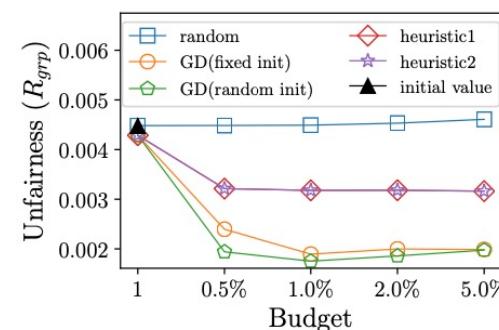
results on gender-balanced dataset

# Pre-processing method (Adding Antidote Data)

**Idea:** Improving the social desirability of recommender system outputs by adding more “antidote” data to the input.



(a) Individual fairness



(b) Group fairness

**Matrix Factorization:** 
$$\arg \min_{\mathbf{U}, \mathbf{V}} ||P_\Omega(\mathbf{X} - \mathbf{U}^\top \mathbf{V})||_F^2 + \lambda(||\mathbf{U}||_F^2 + ||\mathbf{V}||_F^2)$$

**Objectives:** 
$$\arg \min_{\tilde{\mathbf{X}} \in \mathbb{M}} R(\hat{\mathbf{X}}(\Theta(\mathbf{X}; \tilde{\mathbf{X}})))$$

↓ fairness objective      ↓ antidote data

# Summary of Pre-processing methods



Flexibility, decoupled with the recommender systems



Performance gains might be degraded by the following steps

# In-processing method

- Regularization and constrained optimization
- Adversary Learning
- Causal graph
- Reinforcement Learning
- Others

# In-processing method (Regularization)

**Idea:** propose four new metrics that address different forms of unfairness. These metrics can be optimized by adding fairness terms to the learning objective [1].

$$U_{abs} = \frac{1}{n} \sum_{i=1}^n \left| |E_{adv}[y]_i - E_{adv}[r]_i| - |E_{\neg adv}[y]_i - E_{\neg adv}[r]_i| \right|,$$

$$\min_{\mathbf{P}, \mathbf{Q}, \mathbf{u}, \mathbf{v}} J(\mathbf{P}, \mathbf{Q}, \mathbf{u}, \mathbf{v}) + U.$$

**Idea:** a novel pairwise regularizer for pairwise ranking fairness [2].

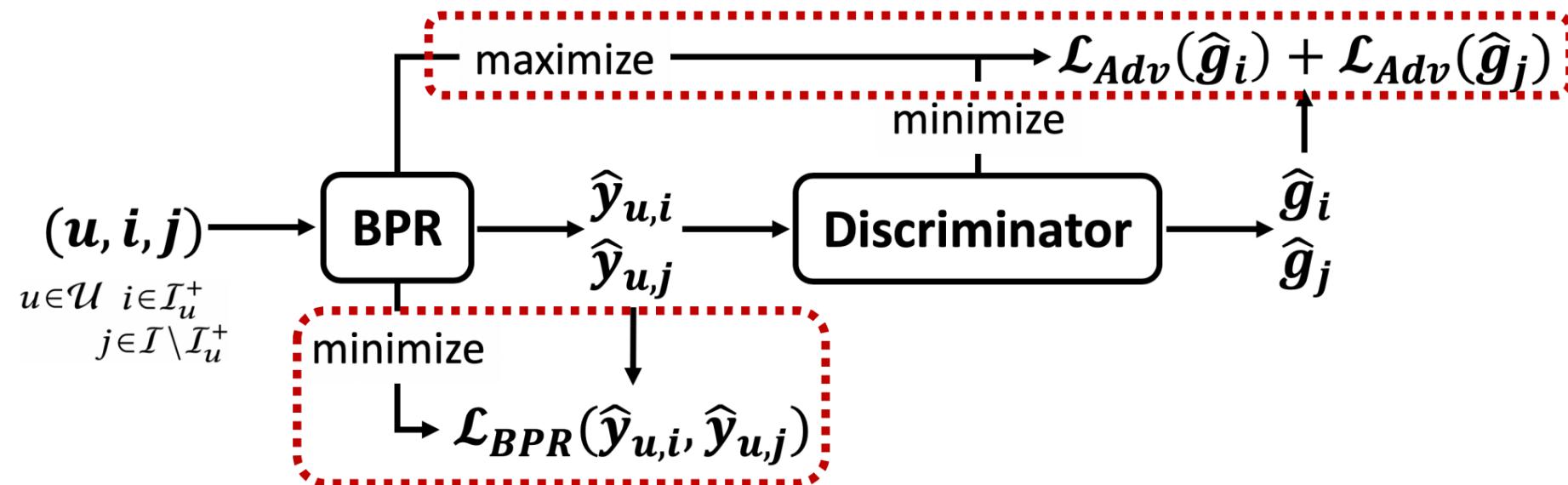
$$\min_{\theta} \left( \sum_{(\mathbf{q}, j, y, z) \in \mathcal{D}} \mathcal{L}_{rec} (f_{\theta} (\mathbf{q}, \mathbf{v}_j), (y, z)) \right) + |\text{Corr}_{\mathcal{P}} (A, B)|,$$

[1] Beyond Parity: Fairness Objectives for Collaborative Filtering. NeurIPS17

[2] Fairness in recommendation ranking through pairwise comparisons. KDD19

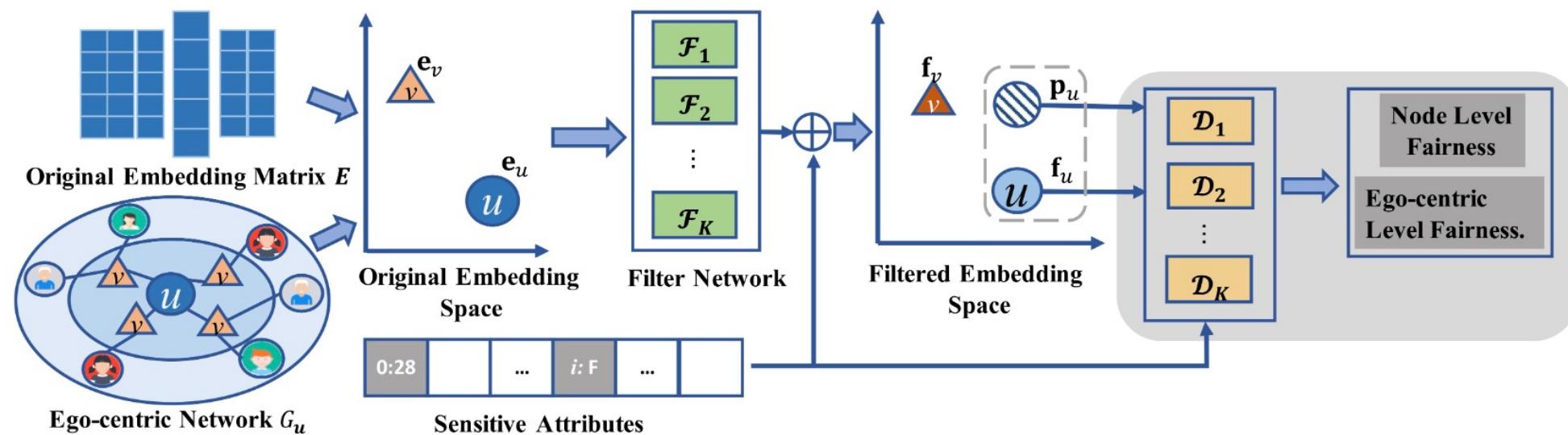
# In-processing method (Adversary Learning)

Idea: normalize the score distribution for each user to align predicted score with ranking position.  
decouple the predicted score with the group attribute.



# In-processing method (Adversary Learning)

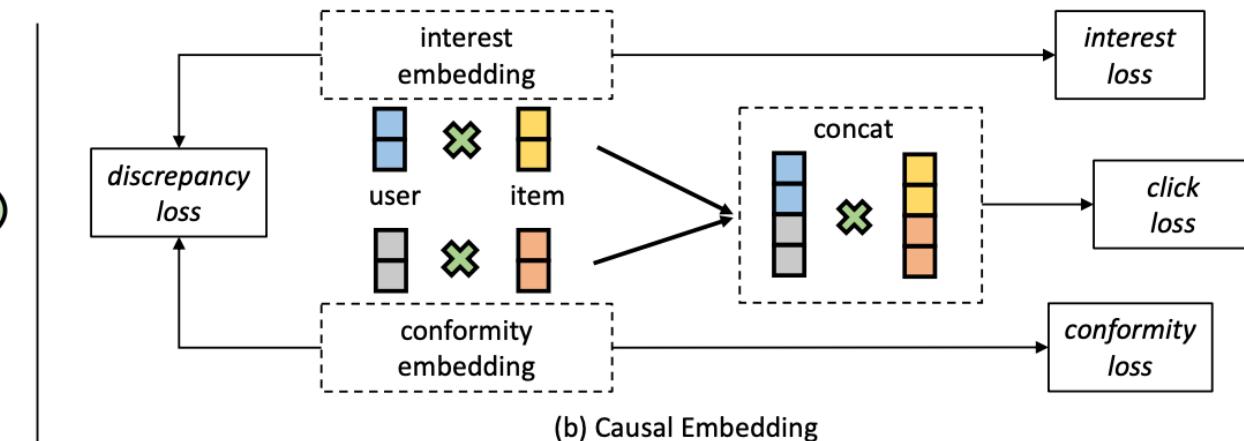
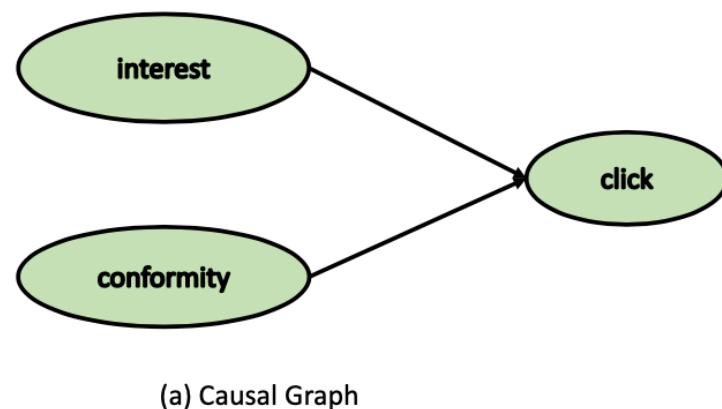
**Idea:** propose a graph-based perspective for fairness-aware representation learning of any recommendation models. Adversarial learning of a user-centric graph.



# In-processing method (Causal Graph)

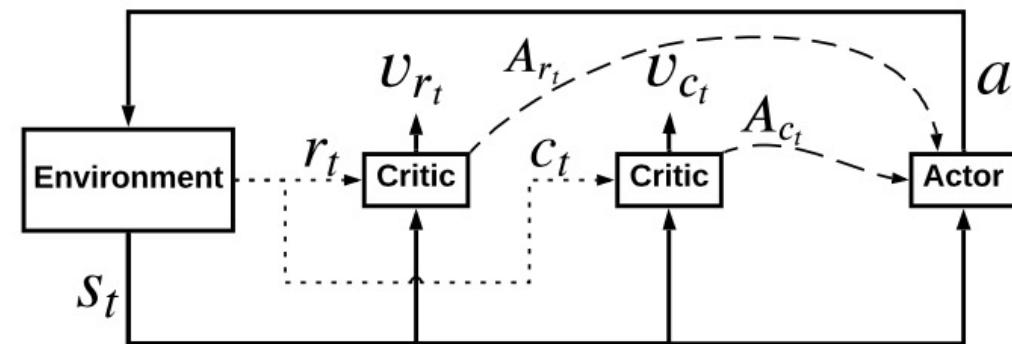
**Idea:** Disentangling Interest and Conformity with Causal Embedding (DICE).

Separate embeddings are adopted to capture the two causes, and are trained with cause-specific data.



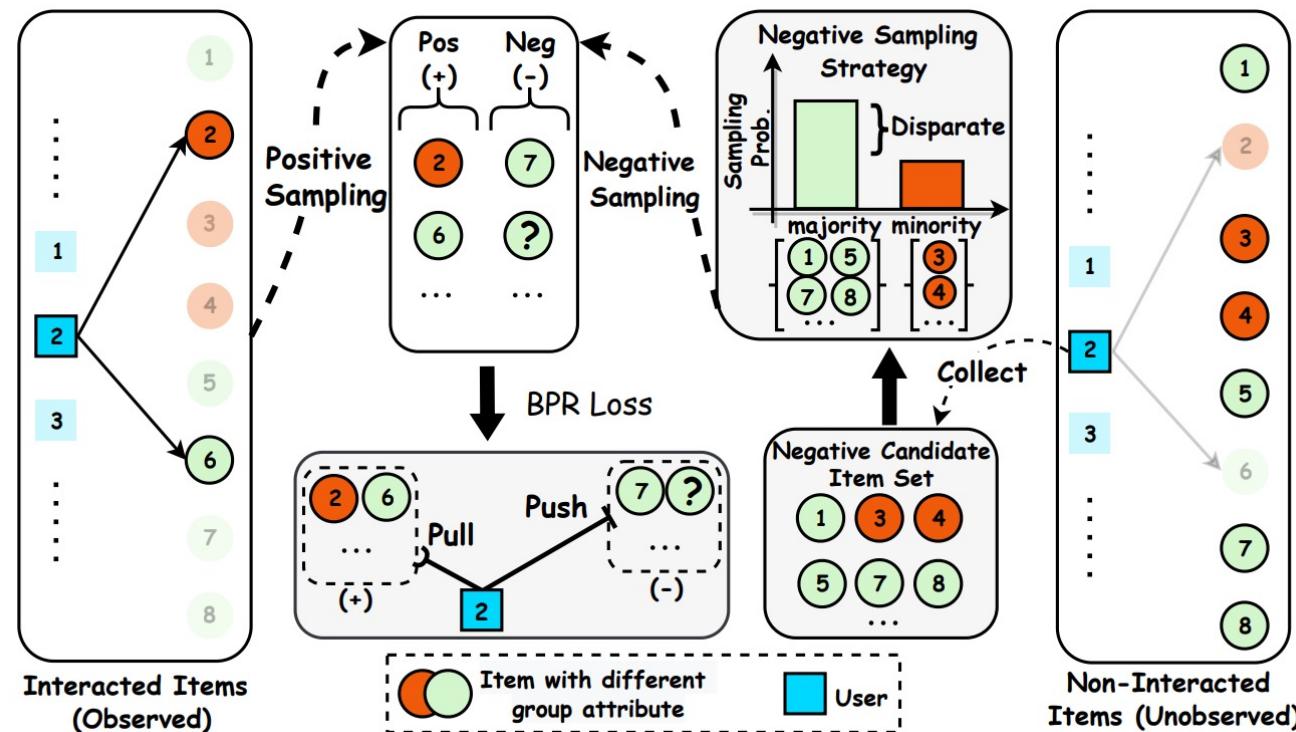
# In-processing method (Reinforcement Learning)

**Idea:** propose a fairness-constrained reinforcement learning algorithm, which models the recommendation problem as a Constrained Markov Decision Process (CMDP). Dynamically adjust the recommendation policy for the fairness requirement.



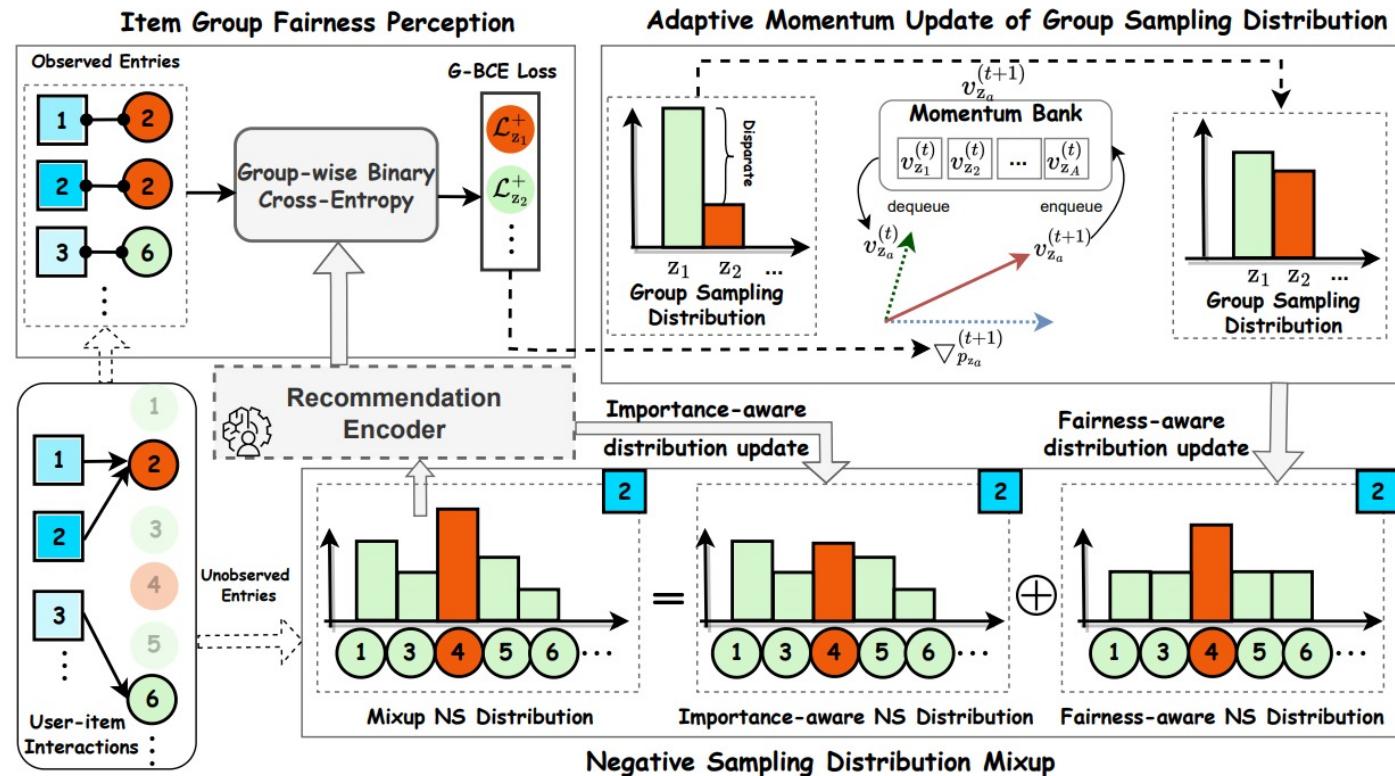
# In-processing method (Negative Sampling)

- Observation:** the majority item group obtains low (biased) prediction scores via the BPR loss (group-wise performance disparity)



# In-processing method (Negative Sampling)

- Idea: adjust the negative sampling distribution (group-wise) adaptively in the training process for meeting the item group fairness objective



# In-processing method (Negative Sampling)

- Bi-level Optimization of FairNeg

The optimization of the group-wise negative sampling distribution is nested within the recommendation model parameters optimization

$$\mathbf{p}^* = \arg \min_{\mathbf{p}} \mathcal{L}_{\text{Recall-Disp}}(\Theta_{\mathbf{p}}) := \sum_{z_a \in Z} \left| \mathcal{L}_{z_a}^+ - \frac{1}{|A|} \sum_{z \in Z} \mathcal{L}_z^+ \right|,$$

$$\Theta_{\mathbf{p}}^* = \arg \min_{\Theta} \mathcal{L}_{\text{utility}}(\Theta, \mathbf{p}) := - \sum_{u \in \mathcal{U}} \sum_{i \in \mathcal{V}_u^+, j \in \mathcal{V}_u^-} \mathcal{L}_{\text{BPR}}(u, i, j; \Theta, \mathbf{p}),$$

- Updating Group Sampling Distribution

- (1) Group-wise gradient calculation

$$\nabla_{p_{za}}^{(t)} := \mathcal{L}_{za}^{+(t)} - \frac{1}{|A|} \sum_{z \in Z} \mathcal{L}_z^{+(t)},$$

- (2) Adaptive momentum update

$$v_{za}^{(t+1)} = \gamma v_{za}^{(t)} + \alpha \cdot \nabla_{p_{za}}^{(t+1)},$$

$$p_{za}^{(t+1)} = p_{za}^{(t)} - v_{za}^{(t+1)},$$

# Summary of In-processing methods



Substantial fairness improvements



Fairness and utility trade-off

Resource-intensive

# Post-processing method

- Slot-wise reranking
- Global-wise reranking
- User-wise reranking

# Slot-wise Re-ranking

**Idea:** propose a personalized re-ranking algorithm to achieve a fair microlending RS.

A combination of personalization score and a fairness term.

$$\max_{v \in R(u)} \underbrace{(1 - \lambda)P(v | u)}_{\text{personalization}} + \lambda \underbrace{\sum_c P(\mathcal{V}_c) \mathbb{1}_{\{v \in \mathcal{V}_c\}} \prod_{i \in S(u)} \mathbb{1}_{\{i \notin \mathcal{V}_c\}}}_{\text{fairness}},$$

# User-wise Re-ranking

**Idea:** formulate fairness constraints on rankings in terms of exposure allocation.  
 Find rankings that maximize the utility for the user while provably satisfying a specific notion of fairness.

$$\mathbf{P} = \operatorname{argmax}_{\mathbf{P}} \mathbf{u}^T \mathbf{P} \mathbf{v} \quad (\text{expected utility})$$

$$\text{s.t. } \mathbf{1}^T \mathbf{P} = \mathbf{1}^T \quad (\text{sum of probabilities for each position})$$

$$\mathbf{P} \mathbf{1} = \mathbf{1} \quad (\text{sum of probabilities for each document})$$

$$0 \leq \mathbf{P}_{i,j} \leq 1 \quad (\text{valid probability})$$

$$\mathbf{P} \text{ is fair} \quad (\text{fairness constraints})$$

$$\operatorname{Exposure}(G_0 | \mathbf{P}) = \operatorname{Exposure}(G_1 | \mathbf{P}) \quad (4)$$

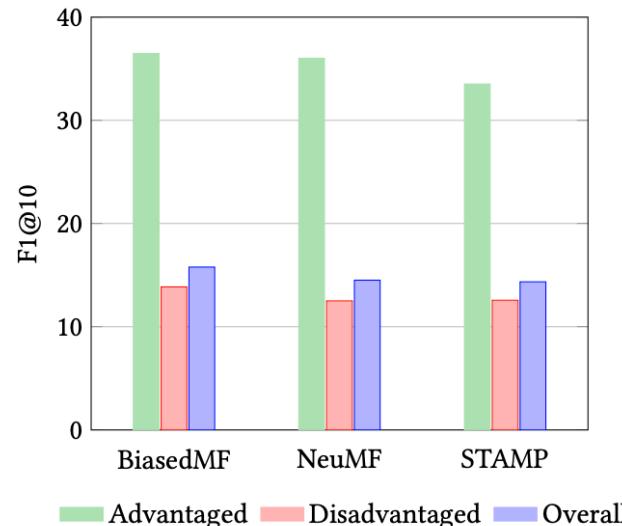
$$\Leftrightarrow \frac{1}{|G_0|} \sum_{d_i \in G_0} \sum_{j=1}^N \mathbf{P}_{i,j} \mathbf{v}_j = \frac{1}{|G_1|} \sum_{d_i \in G_1} \sum_{j=1}^N \mathbf{P}_{i,j} \mathbf{v}_j \quad (5)$$

$$\Leftrightarrow \sum_{d_i \in \mathcal{D}} \sum_{j=1}^N \left( \frac{\mathbb{1}_{d_i \in G_0}}{|G_0|} - \frac{\mathbb{1}_{d_i \in G_1}}{|G_1|} \right) \mathbf{P}_{i,j} \mathbf{v}_j = 0 \quad (6)$$

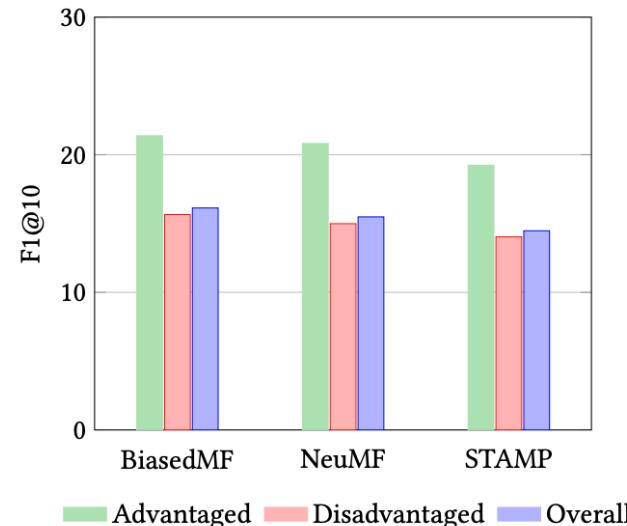
$$\Leftrightarrow \mathbf{f}^T P \mathbf{v} = 0 \quad (\text{with } \mathbf{f}_i = \frac{\mathbb{1}_{d_i \in G_0}}{|G_0|} - \frac{\mathbb{1}_{d_i \in G_1}}{|G_1|})$$

# Global-wise Re-ranking

**Idea:** a re-ranking approach to mitigate this unfairness problem by adding constraints over evaluation metrics.



**(a) Original**



**(b) Fair Method**

$$\begin{aligned}
 & \max_{\mathbf{W}_{ij}} \quad \sum_{i=1}^n \sum_{j=1}^N \mathbf{W}_{ij} S_{i,j} \\
 \text{s.t.} \quad & \text{UGF}(Z_1, Z_2, \mathbf{W}) < \varepsilon \\
 & \sum_{j=1}^N \mathbf{W}_{ij} = K, \mathbf{W}_{ij} \in \{0, 1\}
 \end{aligned}$$

# Summary of Post-processing methods



Can be applied to any recommendation systems



Constrained to unfair recommendation model outputs

# • Summary of existing methods

Taxonomy	Method type	Related research
Pre-processing	Data Re-sampling	[95]
	Adding Antidote Data	[289]
In-processing	Regularization & Constrained Optimization	[26, 351, 393, 409, 461]
	Adversarial Learning	[33, 207, 215, 221, 285, 379, 380]
	Reinforcement Learning	[120, 122, 244]
	Causal Graph	[121, 162, 387, 452]
	Others	[31, 110, 167, 224]
Post-processing	Slot-wise Re-ranking	[124, 185, 189, 243, 262, 300, 305] [306, 323, 328, 405, 419]
	User-wise Re-ranking	[28, 253, 304, 318]
	Global-wise Re-ranking	[87, 114, 219, 250, 279, 335, 384, 462]

# Contents



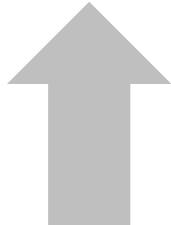
CONCEPTS AND  
TAXONOMY



METHODOLOGY



**APPLICATIONS**



SURVEYS AND  
TOOLS



FUTURE  
DIRECTIONS

# Applications

- **Ecommerce (Amazon, Etsy)**
- **Social Media (Twitter, LinkedIn)**
- **Content Streaming (Spotify, Youtube)**
- **Ride-hailing (Uber, Lyft)**



# Contents



CONCEPTS AND  
TAXONOMY



METHODOLOGY



APPLICATIONS



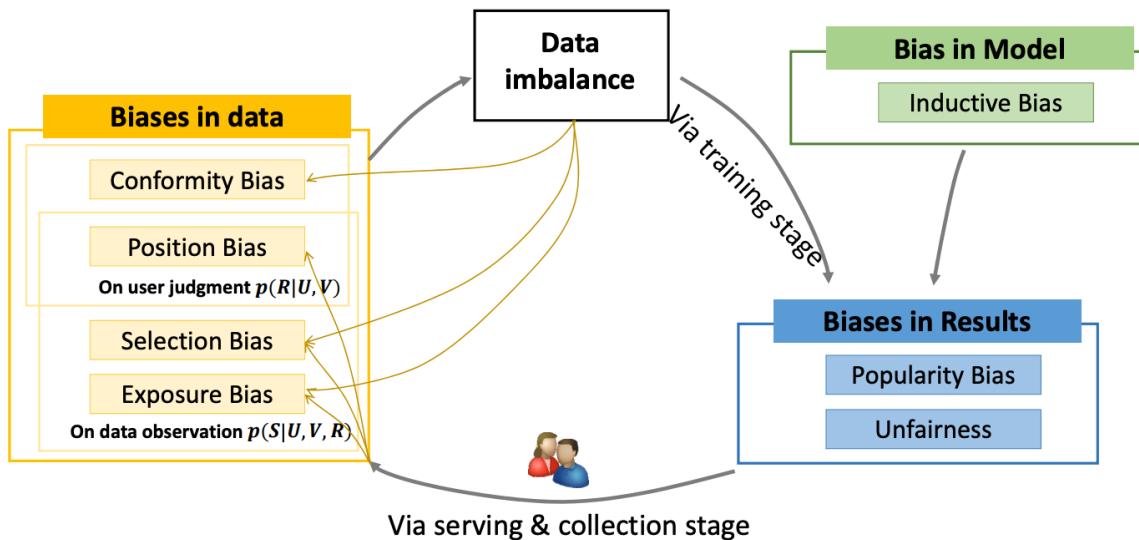
**SURVEYS AND  
TOOLS**



FUTURE  
DIRECTIONS

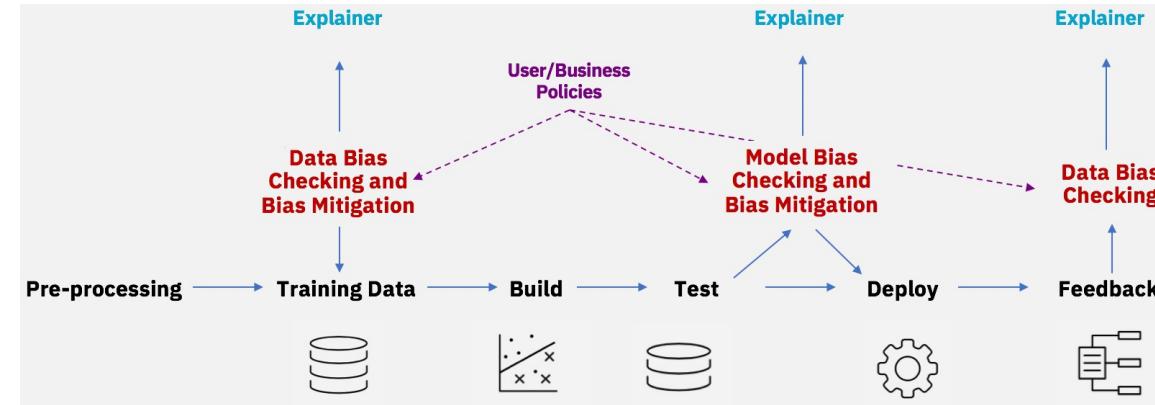
# Surveys

- TOIS 23' Bias and Debias in Recommender System: A Survey and Future Directions
- TOIS 23 ' Fairness in Recommendation: Foundations, Methods and Applications
- Arxiv 22' A Comprehensive Survey on Trustworthy Recommender Systems

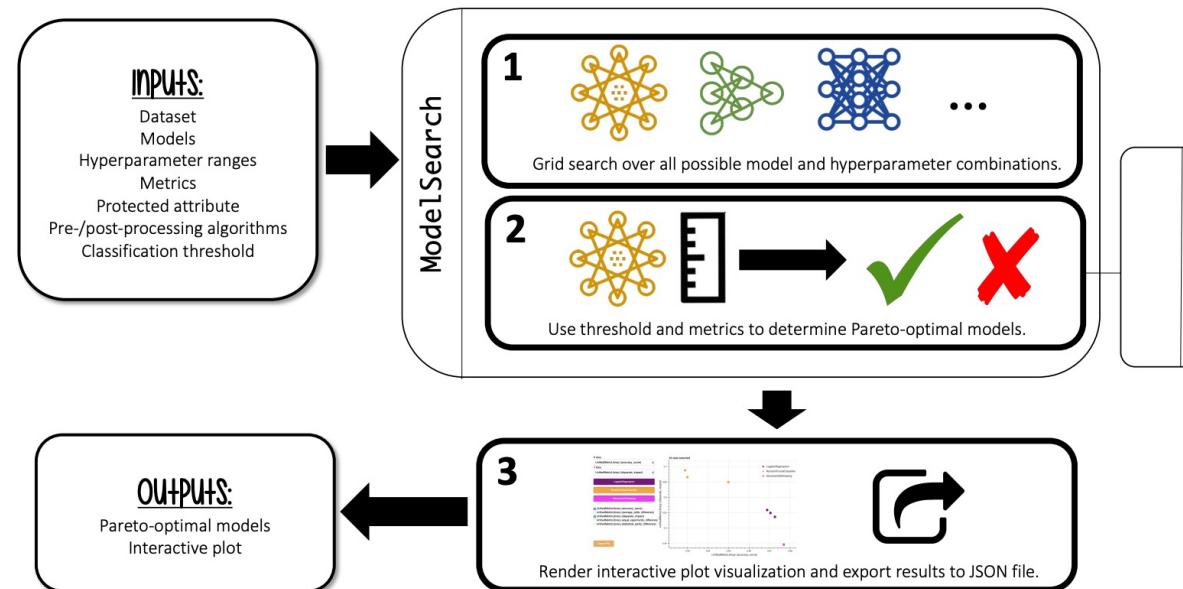


# Tools

- IBM Fairness 360



- Fairkit-learn



# Contents



CONCEPTS AND  
TAXONOMY



METHODOLOGY



APPLICATIONS



SURVEYS AND  
TOOLS



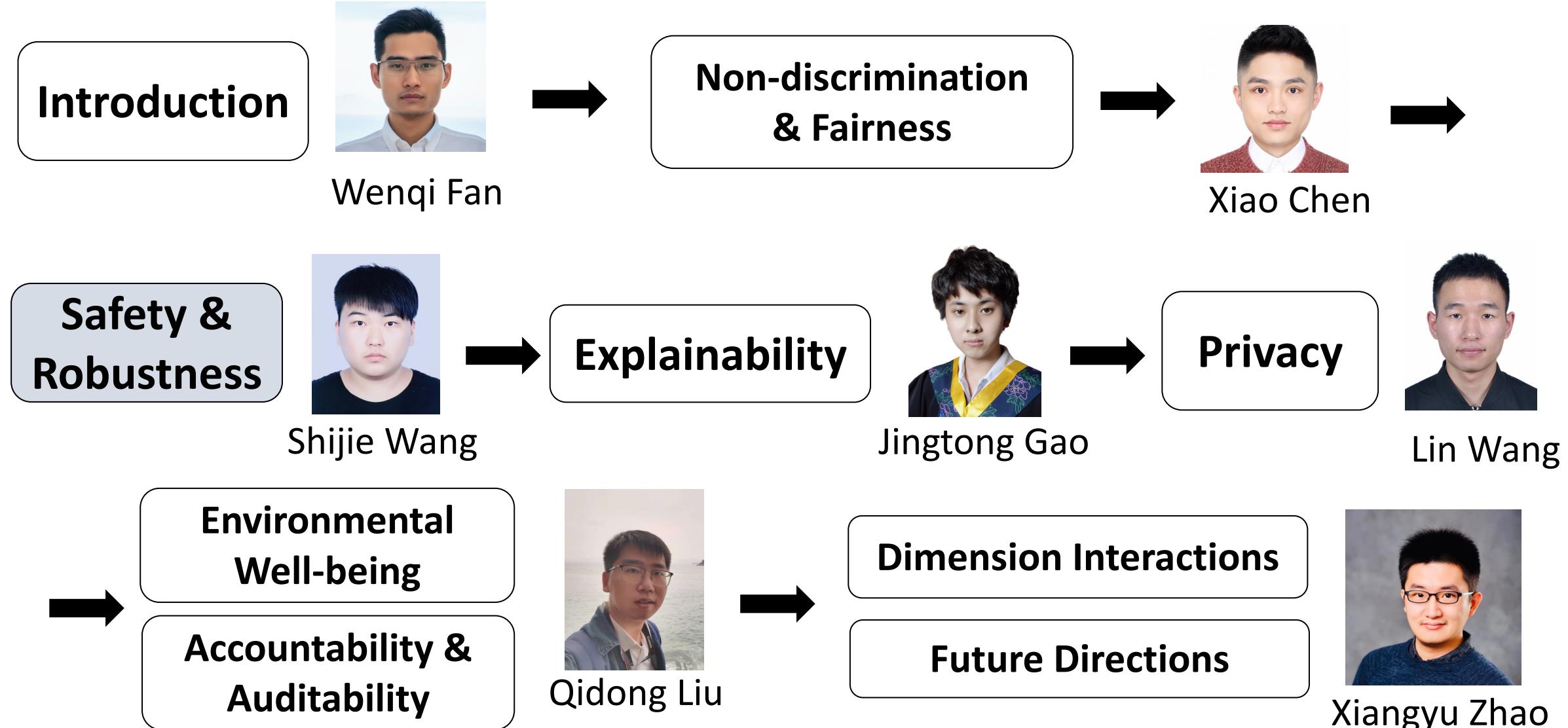
**FUTURE  
DIRECTIONS**



# Future Directions

- **Consensus on Fairness Definition**
- **Fairness-Utility tradeoff**
- **Fairness-aware algorithm design**
- **Better evaluation metrics**

# Trustworthy Recommender Systems



# Real World Attacks in Recommender Systems

DIGITAL LIVING | JULY 26, 2022

## Amazon's War on Fake Reviews

By Matt Stieb, *Intelligencer* staff writer



Photo-Illustration: *Intelligencer*; Photos: Getty Images/Amazon

BUSINESS

## How merchants use Facebook to flood Amazon with fake reviews

By Elizabeth Dwoskin and Craig Timberg  
April 23, 2018 at 1:26 p.m. EDT



An Amazon distribution center in Madrid, shown in November. (Emilio Naranjo/EPA-EFE/Shutterstock)

# Safety and Robustness

“A decision aid, no matter how sophisticated or ‘intelligent’ it may be, may be rejected by a decision maker who does not trust it, and so its potential benefits to system performance will be lost.”

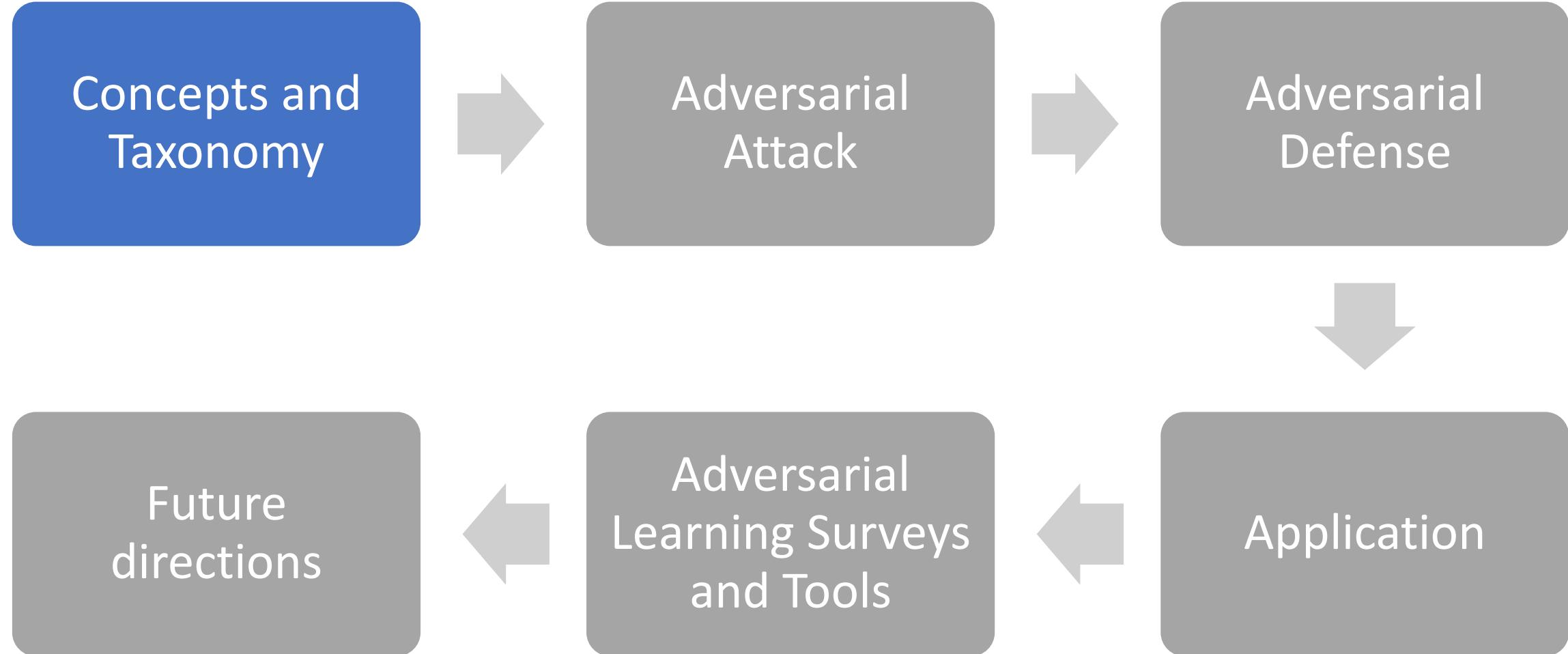
—Bonnie M. Muir, psychologist at University of Toronto

# Safety and Robustness

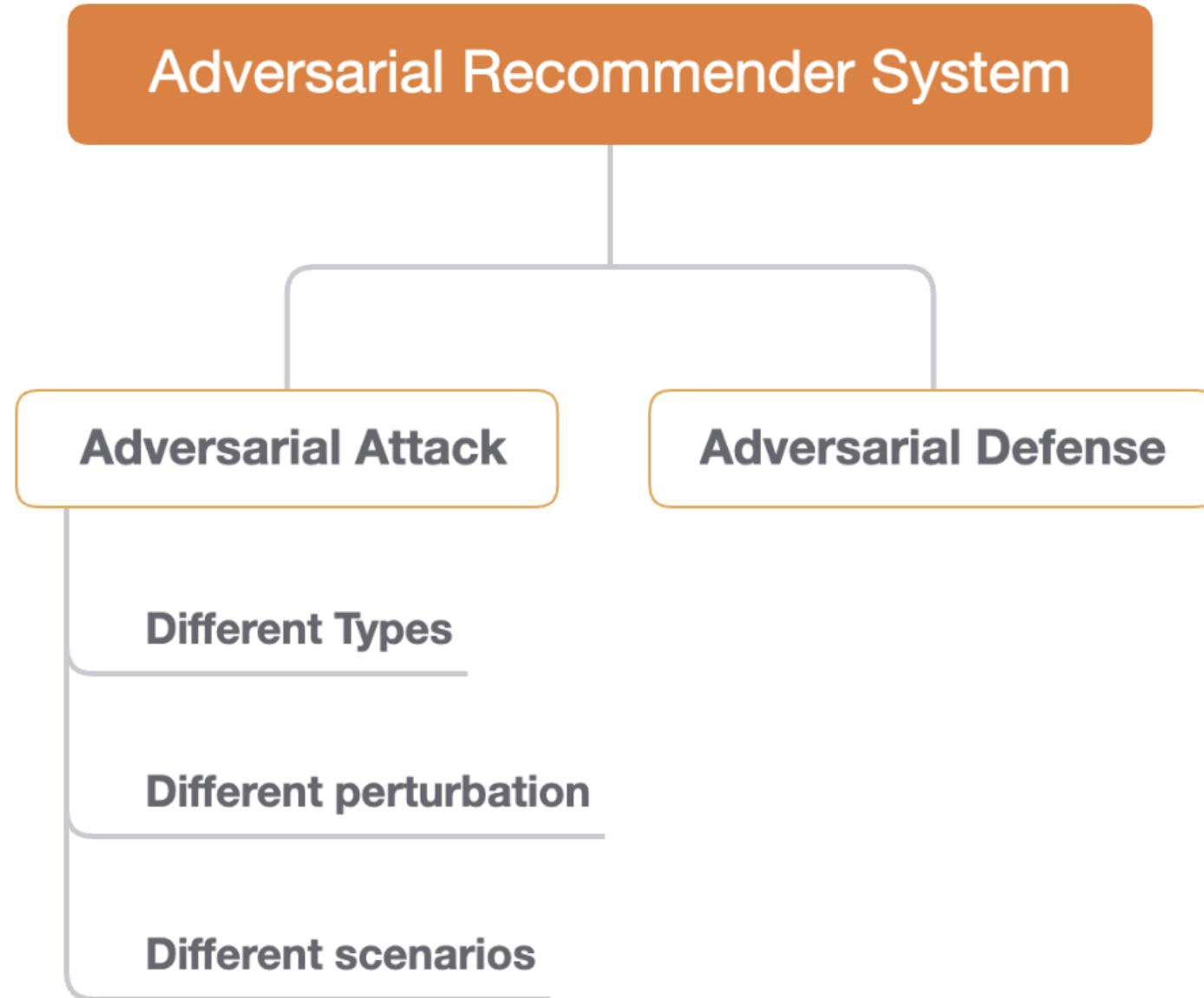
By examining Adversarial Robustness,  
we expect the recommender system to:

- Be reliable, secure and stable

# Outline



# Taxonomy

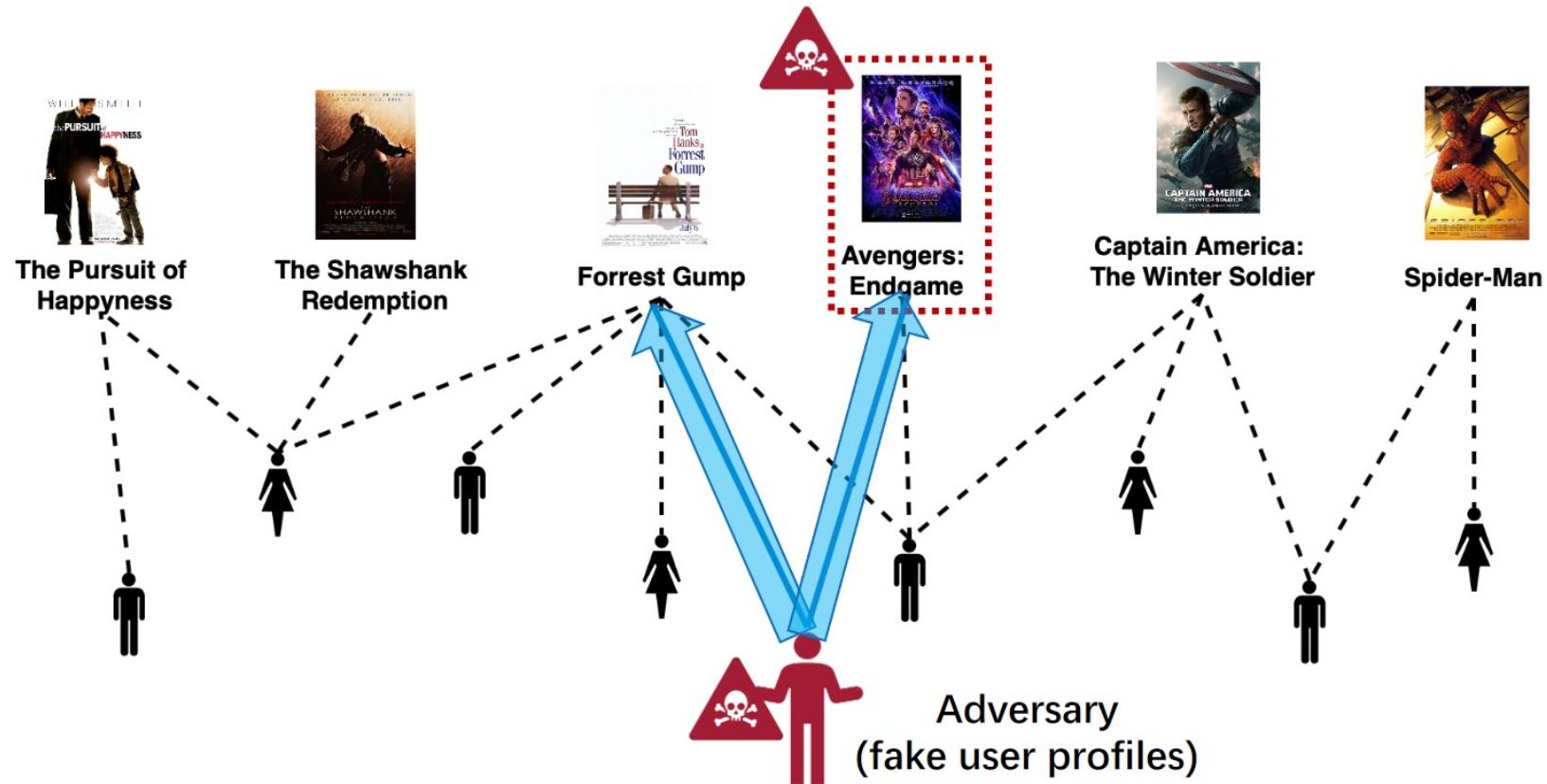


# Adversarial Attack

- Poisoning Attacks vs. Evasion Attacks
  - They happen in **training phase**/ happen in **test/inference phase**
- White-box attacks vs. Grey-box attacks vs. Black-box attacks
  - They have **all knowledge** of the recommender system / have **partial knowledge**/ have **no knowledge** or limit knowledge
- Targeted Attacks vs. Untargeted Attacks
  - They aim to **promote/demote** a set of **target items**/ aim to **degrade** a recommendation system's **overall performance**

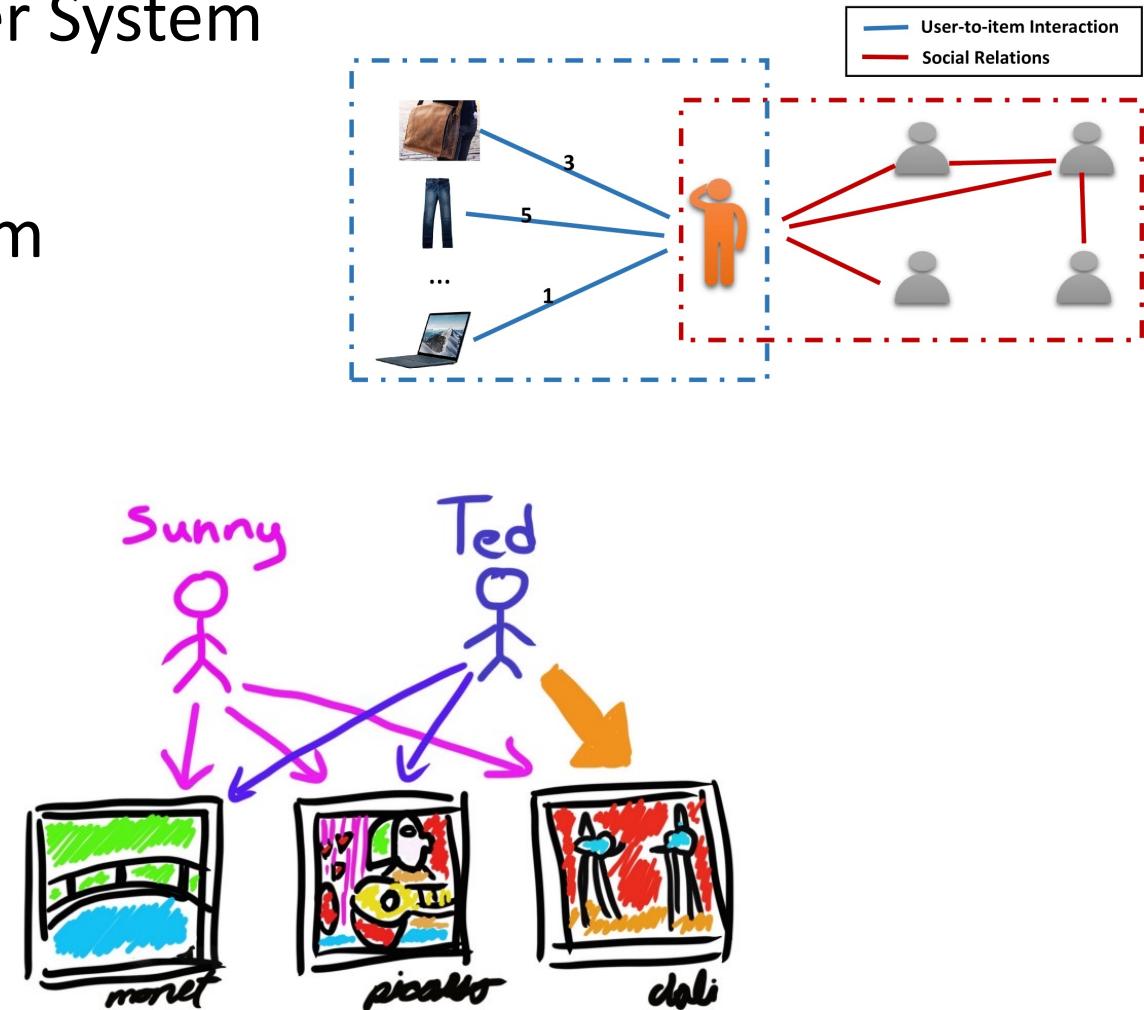
# Adversarial in Different Perturbation

- Adding fake user profiles into user-item interactions, modifying user attributes information, adding social relations, etc



# Adversarial in Different Scenarios

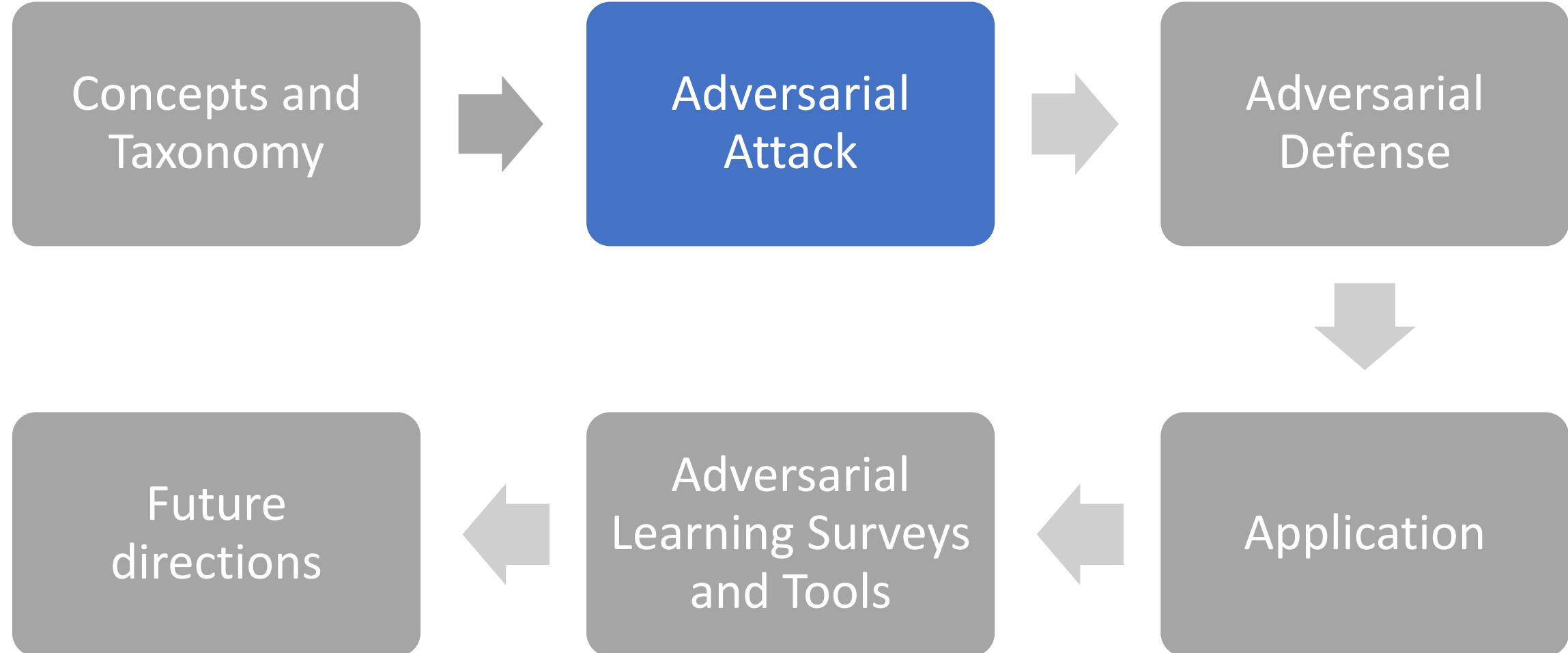
- Collaborative Filtering Recommender System
- Social Recommender System
- Content-based Recommender System
- ...



# Adversarial Defenses

- Perturbations Detection vs. Adversarial Training
  - It is to **identify perturbations** data and remove them/ **enhances the robustness** of recommender systems

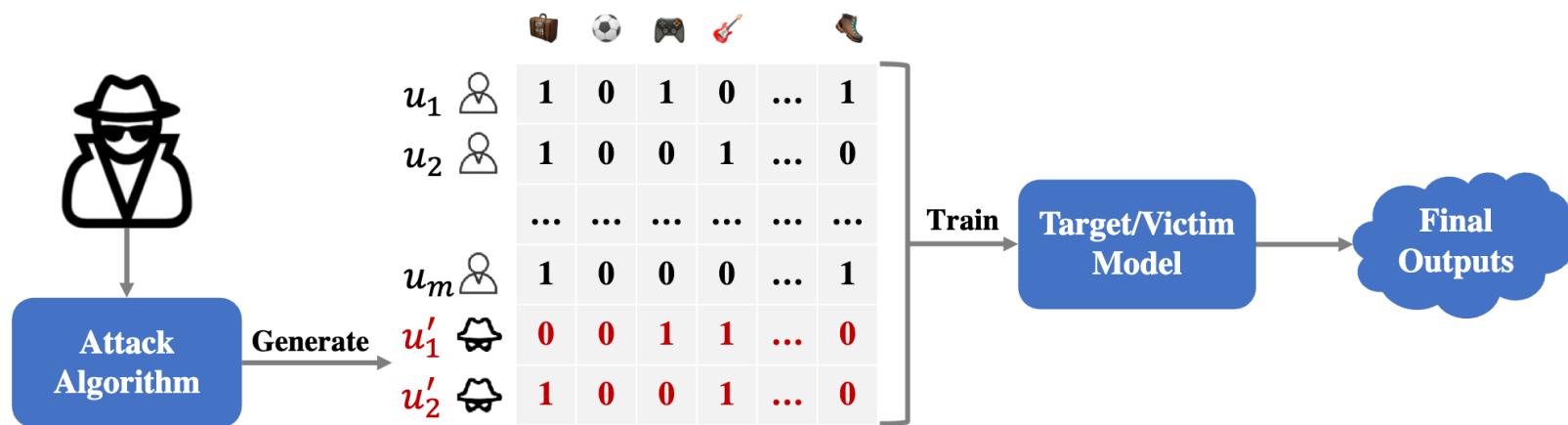
# Outline



# Adversarial Attack for Recommender System

- A Unified Formulation of Poisoning Attack

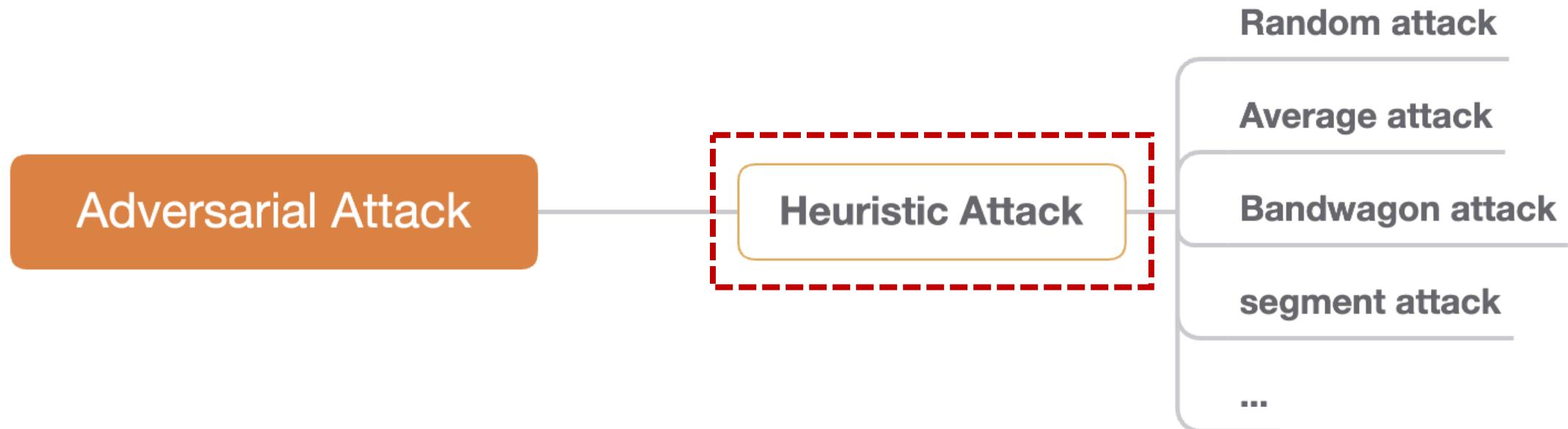
$$\min_{\widehat{U}} \mathcal{L}_{adv}(\theta^*), \quad \text{s.t.} \quad \theta^* = \arg \min_{\theta} (\mathcal{L}_{rec}(R, O_{\theta}) + \mathcal{L}_{rec}(\widehat{R}, O_{\theta}))$$



# Heuristic Attack

- Heuristic Attack Method
  - It assigns high scores to target items
  - Give a low score to random others
  - It interacts with some popular items
  - Include random attack, average attack, bandwagon attack, and segment attack
  - ...

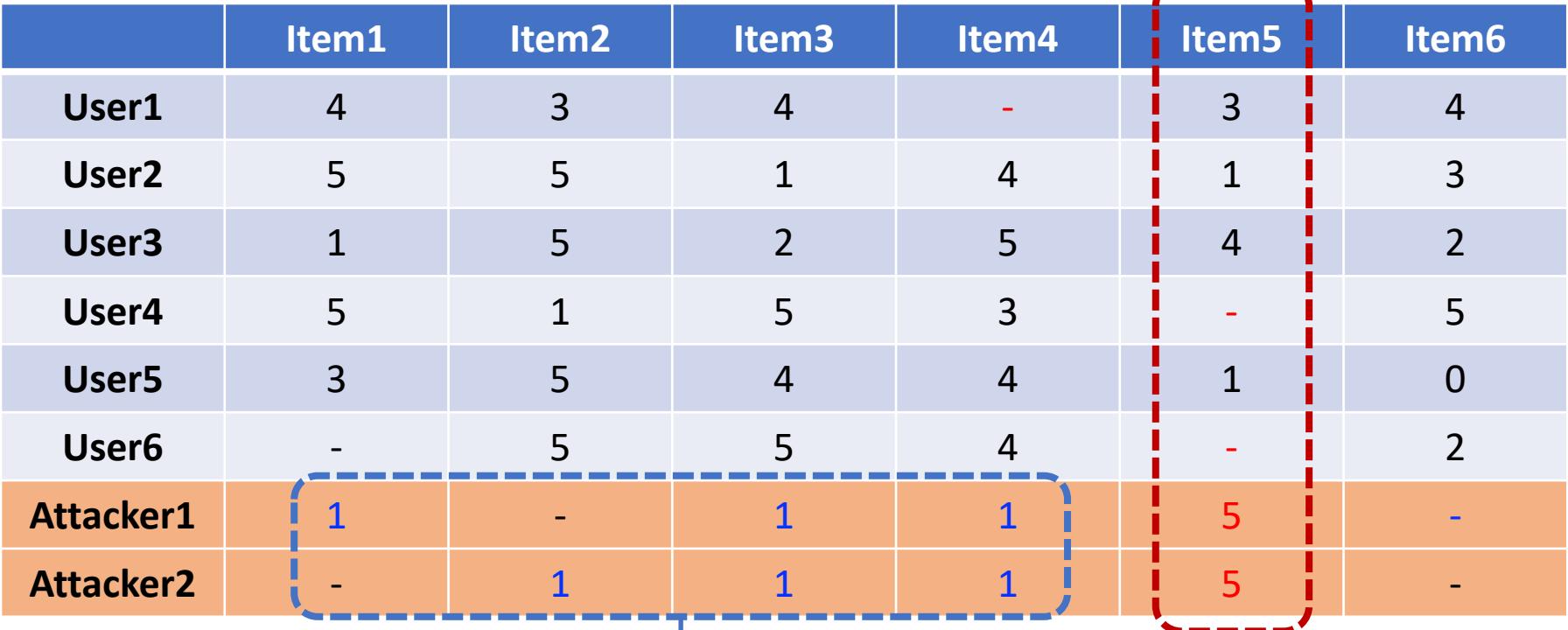
# Heuristic Attack



# Heuristic Attack

- Random Attack
  - Attacker's Goal: promote certain items availability of being recommended

high scores to target item



	Item1	Item2	Item3	Item4	Item5	Item6
User1	4	3	4	-	3	4
User2	5	5	1	4	1	3
User3	1	5	2	5	4	2
User4	5	1	5	3	-	5
User5	3	5	4	4	1	0
User6	-	5	5	4	-	2
Attacker1	1	-	1	1	5	-
Attacker2	-	1	1	1	5	-

low score to random others

# Heuristic Attack

- Average Attack

	Item1	Item2	Item3	Item4	Item5	Item6
User1	4	3	4	-	3	4
User2	5	5	1	4	1	3
User3	1	5	2	5	4	2
User4	5	1	5	3	-	5
User5	3	5	4	4	1	0
User6	-	5	5	4	-	2
Attacker1	3	4	3	4	5	-
Attacker2	3	4	3	4	5	-

high scores to target item

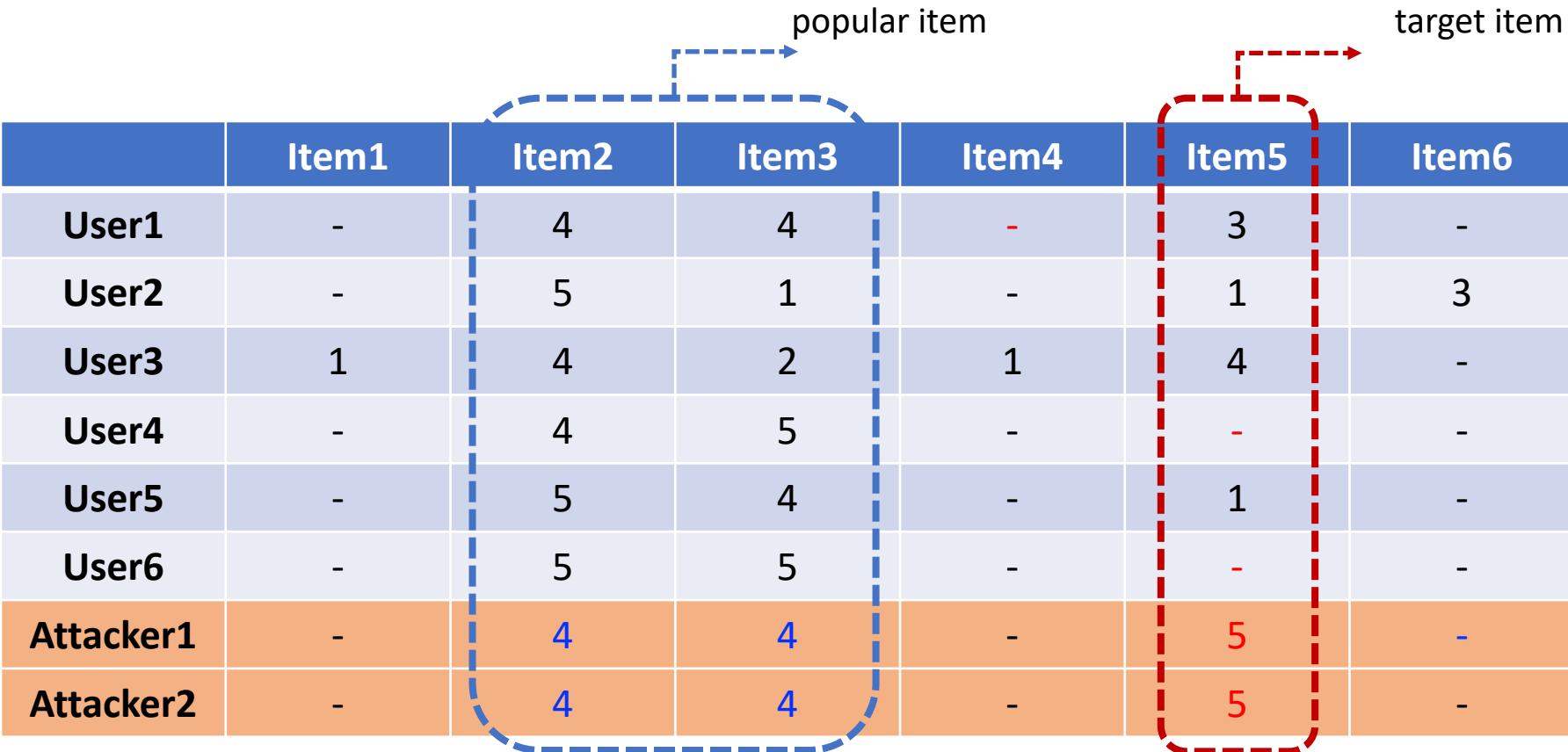
average score to random others

# Heuristic Attack

- Bandwagon attack

popular item      target item

	Item1	Item2	Item3	Item4	Item5	Item6
User1	-	4	4	-	3	-
User2	-	5	1	-	1	3
User3	1	4	2	1	4	-
User4	-	4	5	-	-	-
User5	-	5	4	-	1	-
User6	-	5	5	-	-	-
Attacker1	-	4	4	-	5	-
Attacker2	-	4	4	-	5	-



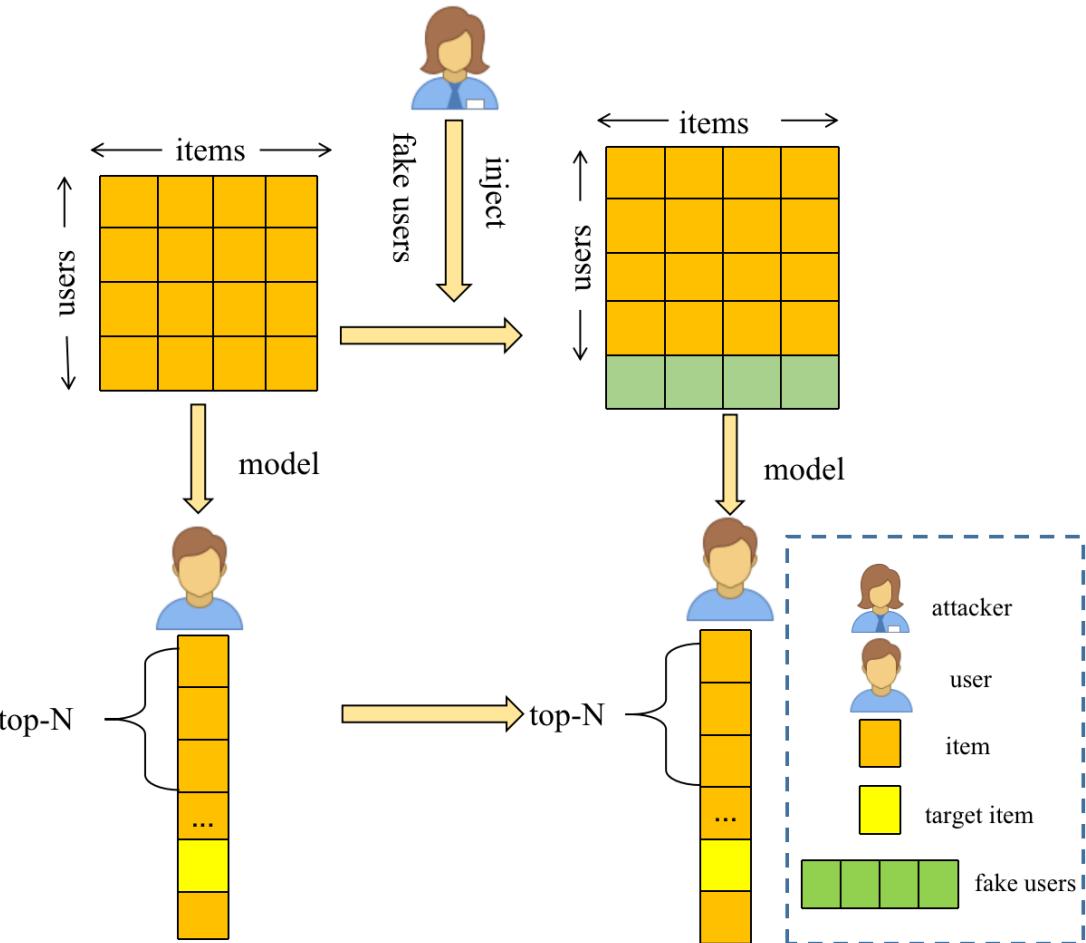
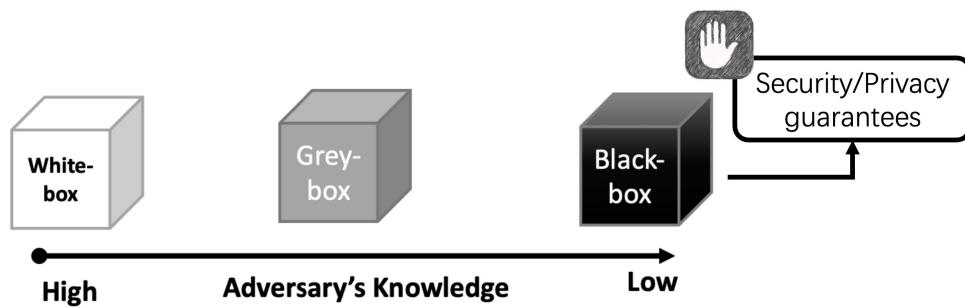
# Heuristic Attack

- Segment attack

	Item1	Item2	Item3	Item4	Item5	Item6
User1	4	3	4	-	3	4
User2	5	5	1	4	1	3
User3	1	5	2	5	4	2
User4	5	1	5	3	-	5
User5	3	5	4	4	1	0
User6	-	5	5	4	-	2
Attacker1	1	4	4	1	5	-
Attacker2	-	4	4	1	5	-

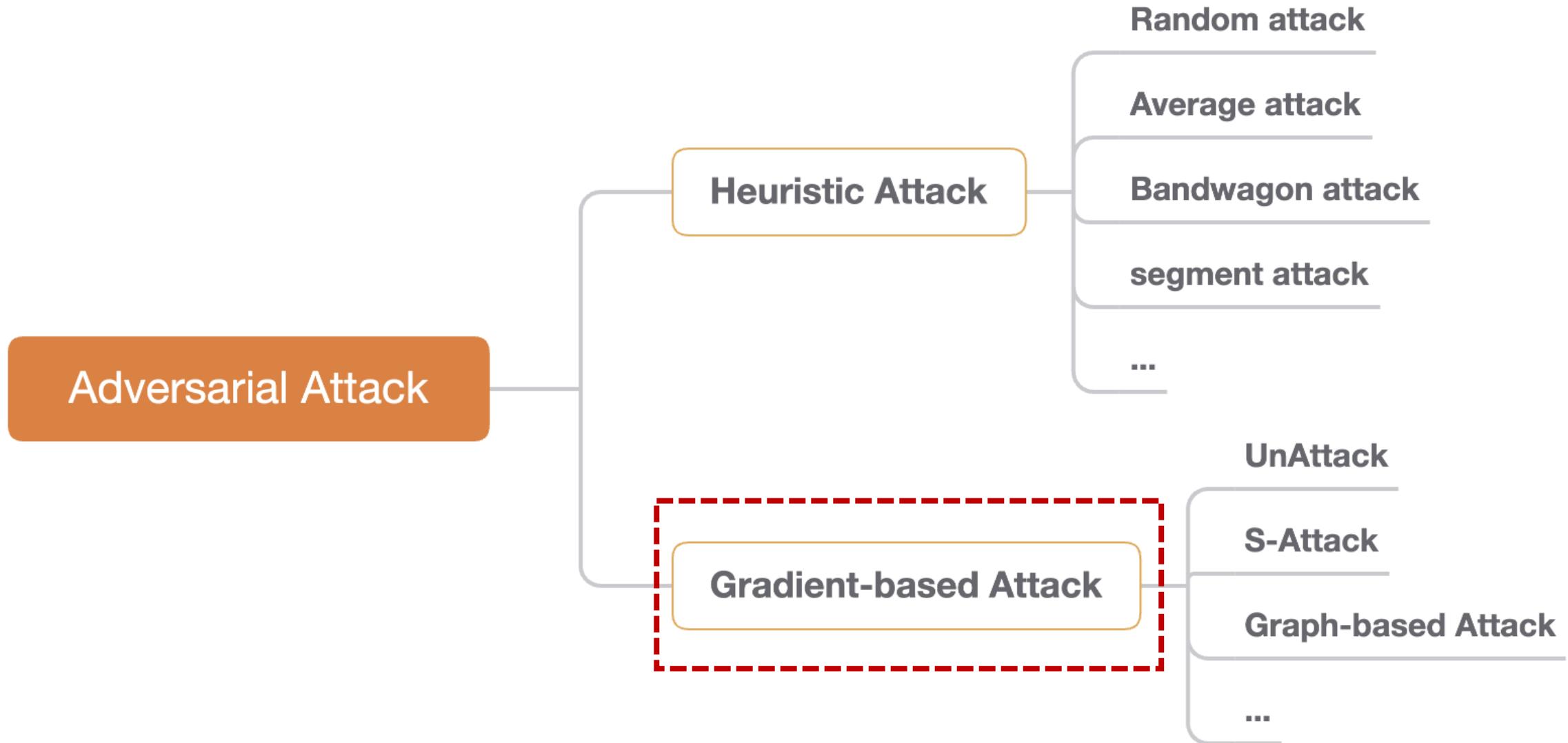
# Gradient-based Attack

- Gradient-based Methods
  - White-Box Attack: Optimization



$$\min_{\widehat{U}} \mathcal{L}_{adv}(\theta^*), \quad \text{s.t.} \quad \theta^* = \arg \min_{\theta} (\mathcal{L}_{rec}(R, O_{\theta}) + \mathcal{L}_{rec}(\widehat{R}, O_{\theta}))$$

# Gradient-based Attack



# UNAttack

- UNAttack

- Optimize the ratings of fake users one by one rather than for all m fake users at the same time
- Borrow the strategy from the ranking problem to construct pairwise loss function

$$\begin{aligned}
 loss_1 &= \sum_{v \in S(u, K)} \sigma(s_{uv} - s_{uf}) \\
 loss_2 &= \sum_{i \in L_u} \sigma(p_{ui} - p_{ut}) \\
 loss_u &= (1 - \lambda)loss_1 + \lambda loss_2 \\
 loss &= \sum_{u \in U_t^-} loss_u
 \end{aligned}$$

$p_{ui} = \sum_{v \in S(u, K) \cap U_i^+} s_{uv} X_{vi}$   
*Minimize*( $F(X_f) = loss$ )  
*s.t.*  $|X_f| \leq z$ ,  
 $X_{fi} \in \{0, 1, \dots, r_{max}\}$

Make the fake user be in the top-K nearest neighbours of user,  
which can be expressed as  $s_{uf} > s_{uv}$ .

# UNAttack

- UNAttack
  - Choosing the optimal filler-items for fake users

$$X_f^{(t)} = \text{Project}(X_f^{(t-1)} - \eta \frac{\partial F(X_f)}{\partial X_f})$$

where  $\text{Project}(x)$  is the project function that cuts each  $X_{fi}$  into the range  $[0, 1, \dots r_{max}]$ .

$$\frac{\partial F(X_f)}{\partial X_f} = \sum_{u \in U_t^-} (1 - \lambda) \frac{\partial \text{loss}_1}{\partial X_f} + \lambda \frac{\partial \text{loss}_2}{\partial X_f}$$

Gradient

$$\frac{\partial (\text{loss}_1)}{\partial X_f} = \sum_{v \in S(u, k)} \frac{\partial \sigma(Q)}{\partial Q} \left( \frac{\partial s_{uv}}{\partial X_f} - \frac{\partial s_{uf}}{\partial X_f} \right)$$

$$\frac{\partial (\text{loss}_2)}{\partial X_f} = \sum_{i \in L_u} \sum_{v \in W} \frac{\partial \sigma(P)}{\partial P} \left( \frac{\partial s_{uv} X_{vi}}{\partial X_f} - \frac{\partial s_{uf} X_{ft}}{\partial X_f} \right)$$

similarity

$$\frac{\partial s_{uf}}{\partial X_f} = \frac{X_u}{\|X_u\| \|X_f\|} - \frac{X_u X_f}{\|X_u\| \|X_f\|} \frac{X_f}{\|X_f\|^2}$$

# UNAttack

- UNAttack

---

**Algorithm 1.** UNAttack
 

---

**Input:** Matrix  $R_{m \times n}$

**Parameter:**  $\lambda, K, N, z, j$

**Output:**  $j$  fake users

- 1: **for** each fake user  $f$  **do**
- 2:     Solve the problem in Equation 6 with current rating matrix  $R$  to get  $X_f$
- 3:     Let  $X_{ft} = r_{\max}$
- 4:     Select  $z$  items with highest value in  $X_{fi}$  as filler items.
- 5:     For each filler-items  $j$ ,  $X_{fj} \sim \mathcal{N}(\mu_j, \sigma_j^2)$
- 6:      $R_{m \times n} = R_{m \times n} \cup X_f$
- 7: **end for**

Give the target items the maximum ratings.

Inspired by the ranking problem, all items will be ranked according to  $X_{fi}$ , and top- $z$  items with the highest values will be chosen as the filler-items.

The rating score assigned to each filler-item is drawn from a normal distribution of the normal users' rating data of this item.

# S-Attack

- Attack matrix factorization based recommender systems
  - Attacker's Goal: promote certain items availability of being recommended
  - Attacker's knowledge: fully (partial) observable dataset
  - Challenge:
    - User ratings are discrete
    - Excessive number of users

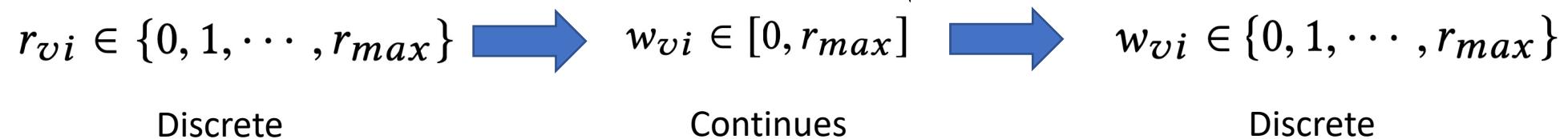
$$\arg \min_{\mathbf{X}, \mathbf{Y}} \sum_{(u, i) \in \mathcal{E}} (r_{ui} - \mathbf{x}_u^\top \mathbf{y}_i)^2 + \lambda \left( \sum_u \|\mathbf{x}_u\|_2^2 + \sum_i \|\mathbf{y}_i\|_2^2 \right)$$

$$\begin{aligned} & \max h(t) \\ \text{s.t. } & |\Omega_v| \leq n+1, & \forall v \in \mathcal{M}, \\ & r_{vi} \in \{0, 1, \dots, r_{max}\}, & \forall v \in \mathcal{M}, \forall i \in \Omega_v. \end{aligned}$$

# S-Attack

- Step 1: Optimize one by one
- Step 2: Relax the discrete ratings to continuous

$$\mathbf{w}_v = [w_{vi}, i \in \Omega_v]^\top$$



# S-Attack

- Step 3: Approximating the Hit Ratio
- Step 4: Determining the Set of Influential Users

$$\min_{\mathbf{w}_v} \mathcal{L}_{\mathcal{U}}(\mathbf{w}_v) = \sum_{u \in \mathcal{U}} \sum_{i \in \Gamma_u} g(\hat{r}_{ui} - \hat{r}_{ut}) + \eta \|\mathbf{w}_v\|_1$$

s.t.  $w_{vi} \in [0, r_{max}]$ ,  Top-k list

Influential Users

$$\min_{\mathbf{w}_v} \mathcal{L}_{\mathcal{S}}(\mathbf{w}_v) = \sum_{u \in \mathcal{S}} \sum_{i \in \Gamma_u} g(\hat{r}_{ui} - \hat{r}_{ut}) + \eta \|\mathbf{w}_v\|_1$$

s.t.  $w_{vi} \in [0, r_{max}]$ .

# Graph-Based Attack

- Attack graph-based recommender systems
  - Attack using random walk algorithm

Random walk:

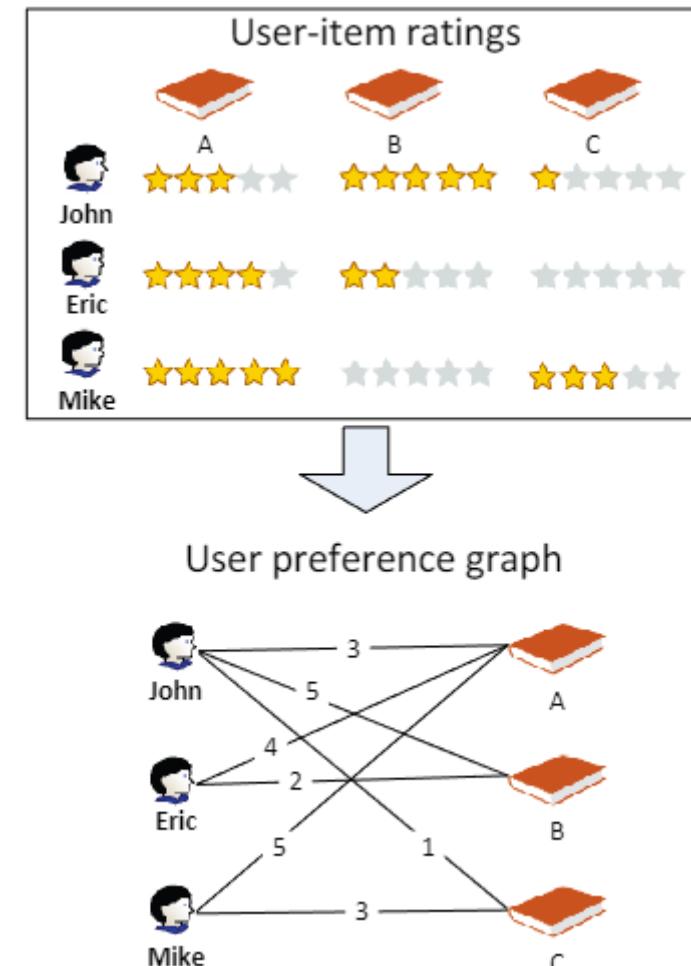
$$p_u = (1 - \alpha) \cdot Q \cdot p_u + \alpha \cdot e_u$$

$$Q_{xy} = \begin{cases} \frac{r_{xy}}{\sum_{z \in \Gamma_x} r_{xz}} & \text{if } (x, y) \in E \\ 0 & \text{otherwise} \end{cases}$$

Loss function:

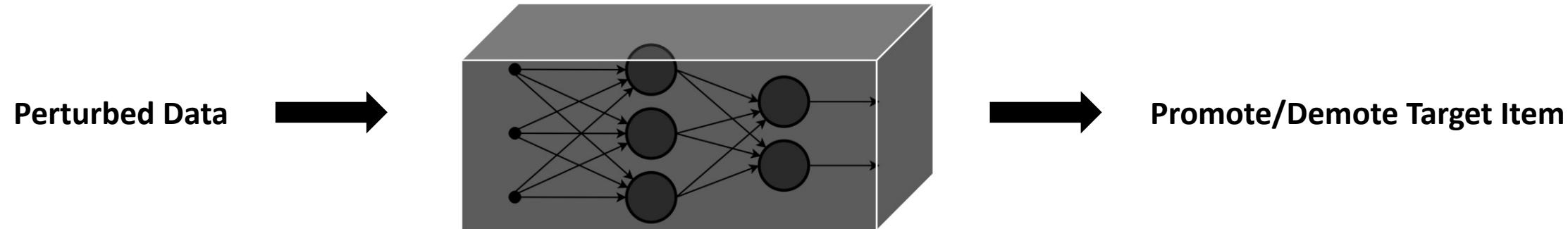
$$l_u = \sum_{i \in L_u} g(p_{ui} - p_{ut})$$

$$g(x) = \frac{1}{1 + \exp(-x/b)}$$



# Black-Box Attack

- Black-Box Attack



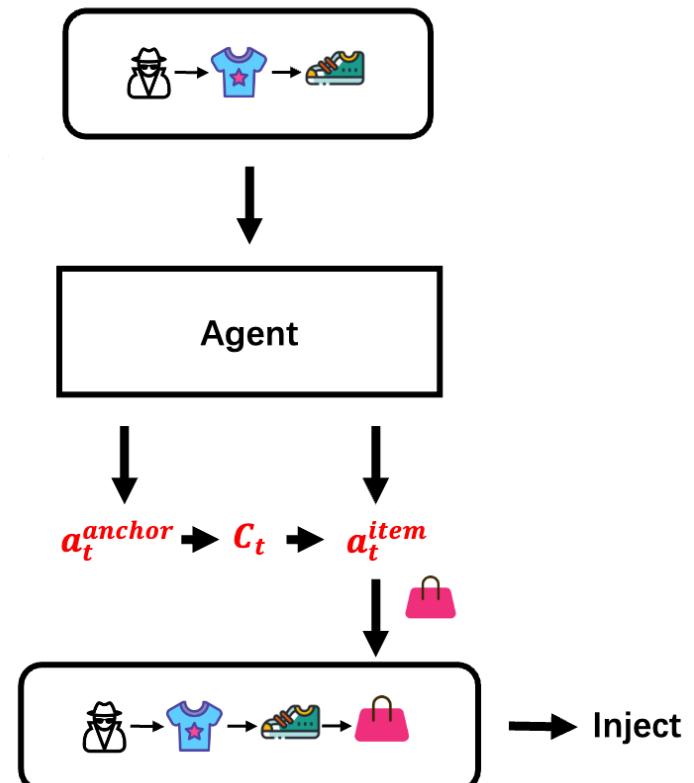
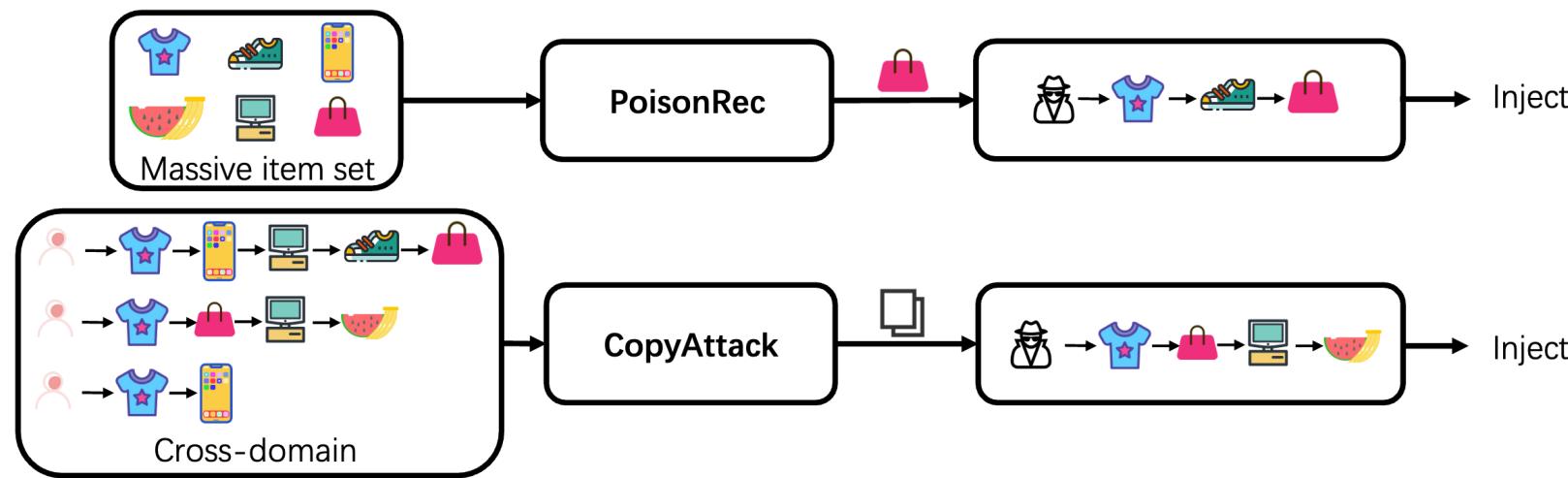
# Reinforcement Learning-based Attack

- Challenges in existing attacking methods:
  - Model structure, parameters and training data are unknown
  - Unable to get user-item interactions
  - Black-box setting
    - Reinforcement Learning (RL) -- Query Feedback (Reward)

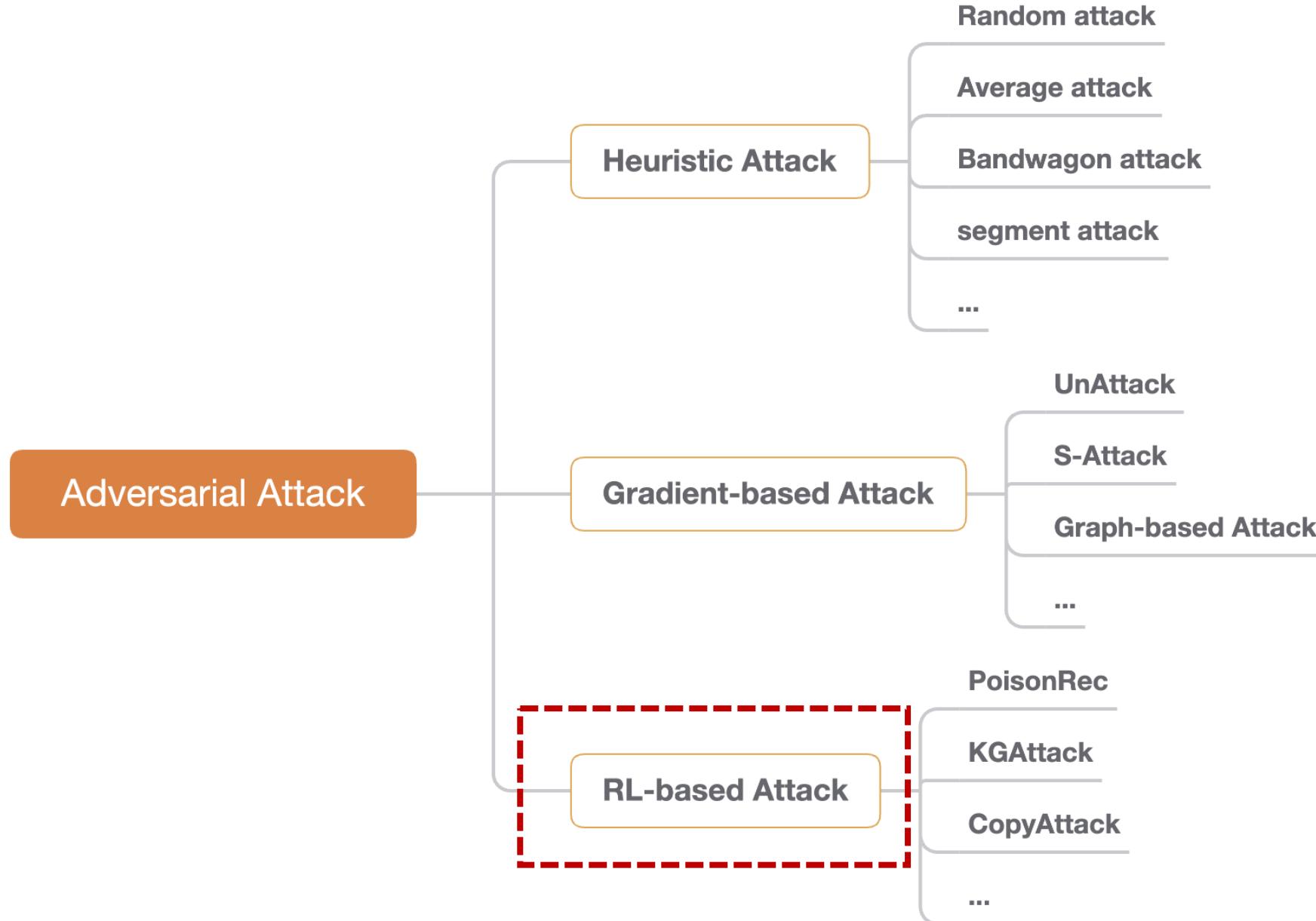
# Reinforcement Learning-based Attack

- Reinforcement Learning-based Methods

- PoisonRec
- KGAttack
- CopyAttack

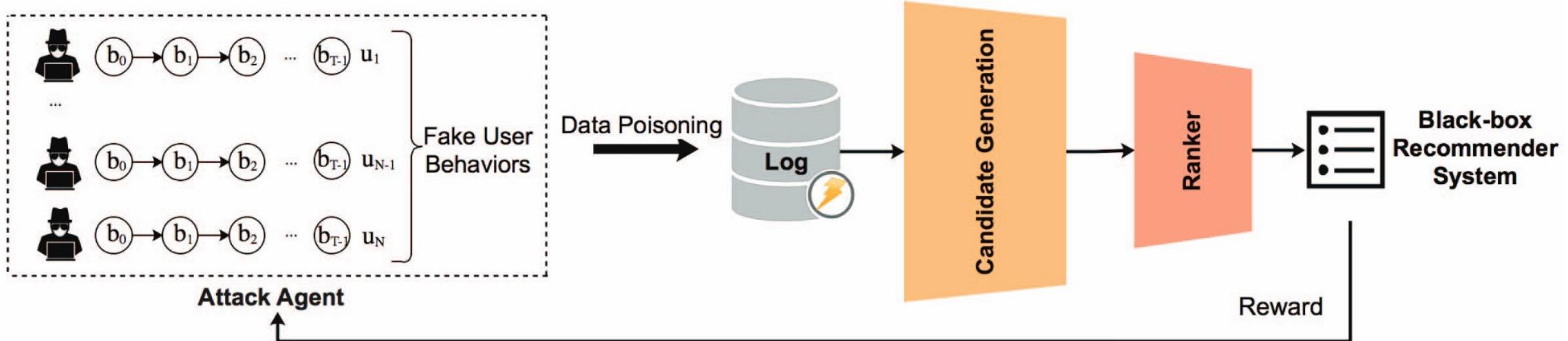


# Reinforcement Learning-based Attack



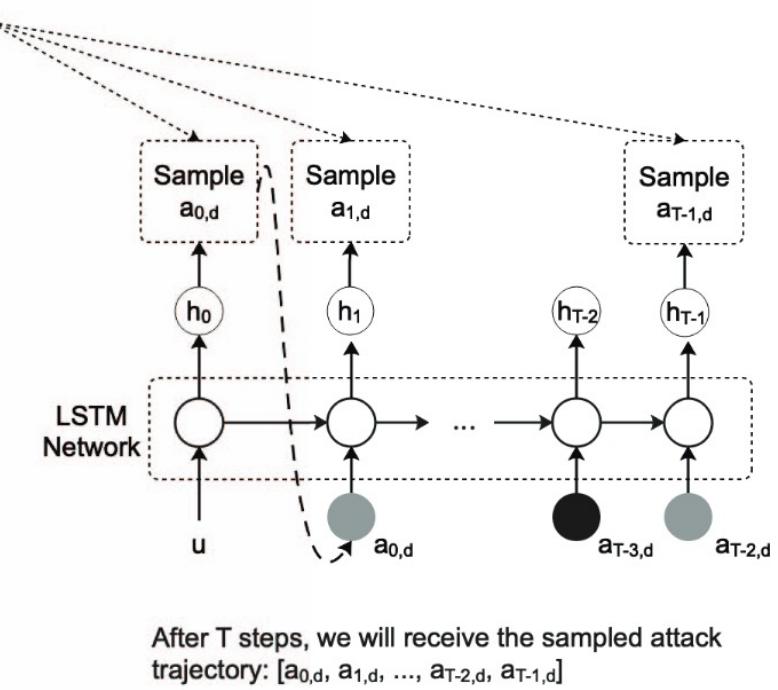
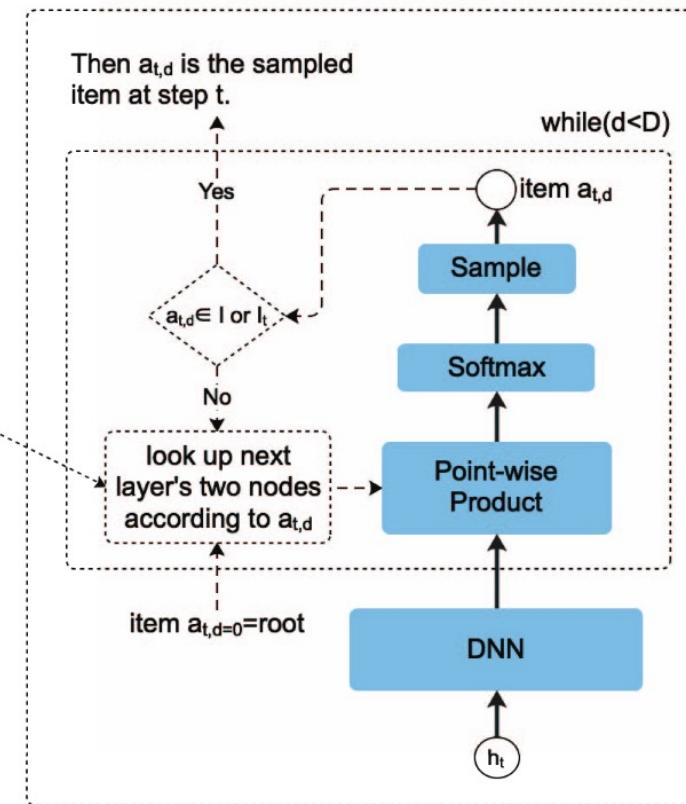
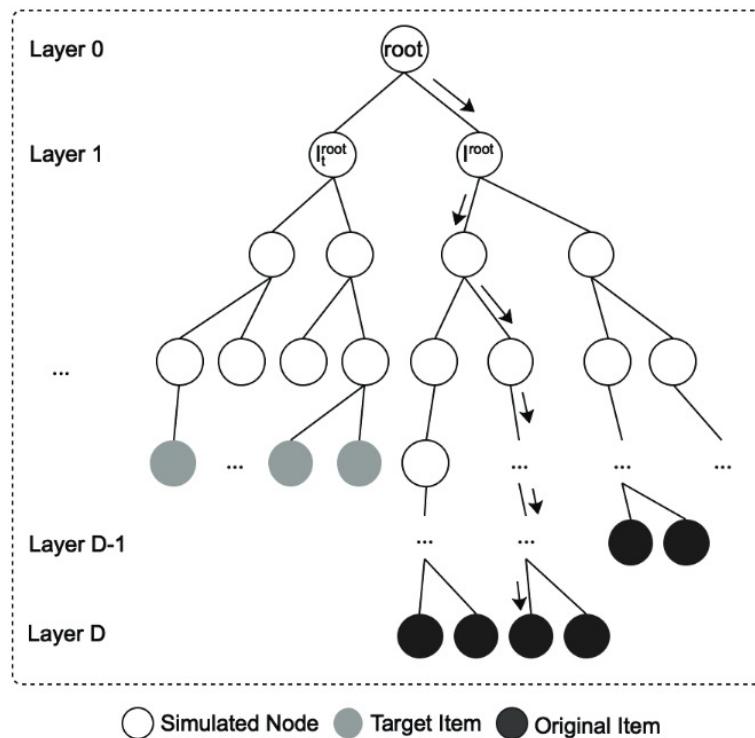
# PoisonRec

- Target:  $RecNum = \sum_u |L_u \cap I_t|$
- DNN + PPO



# PoisonRec

- Introduce (Biased Complete Binary Tree) BCBT to reduce action space



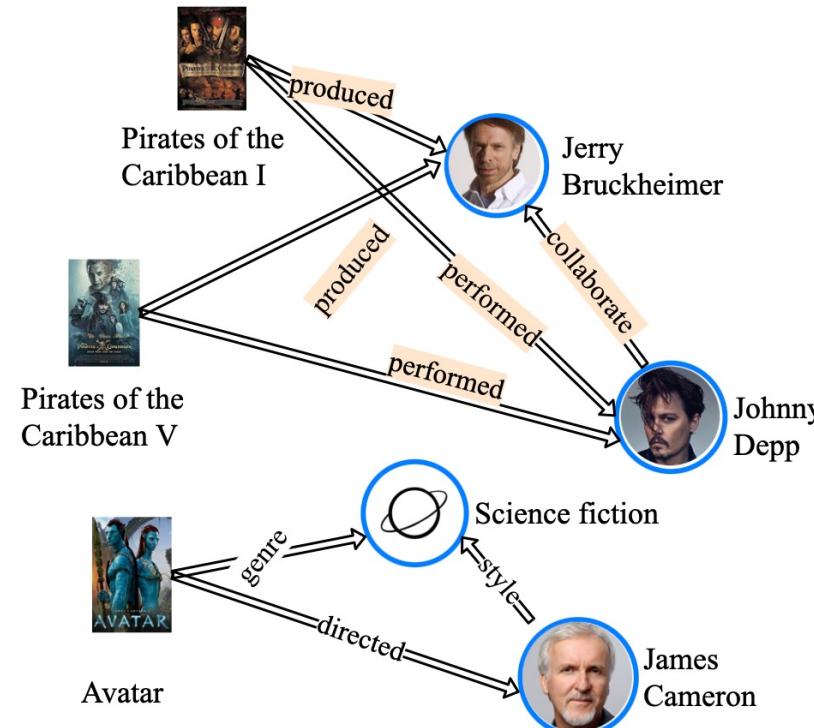
(a) The biased complete binary tree, BCBT

(b) The sampling process on BCBT

(c) The sampling process for a complete attack trajectory.

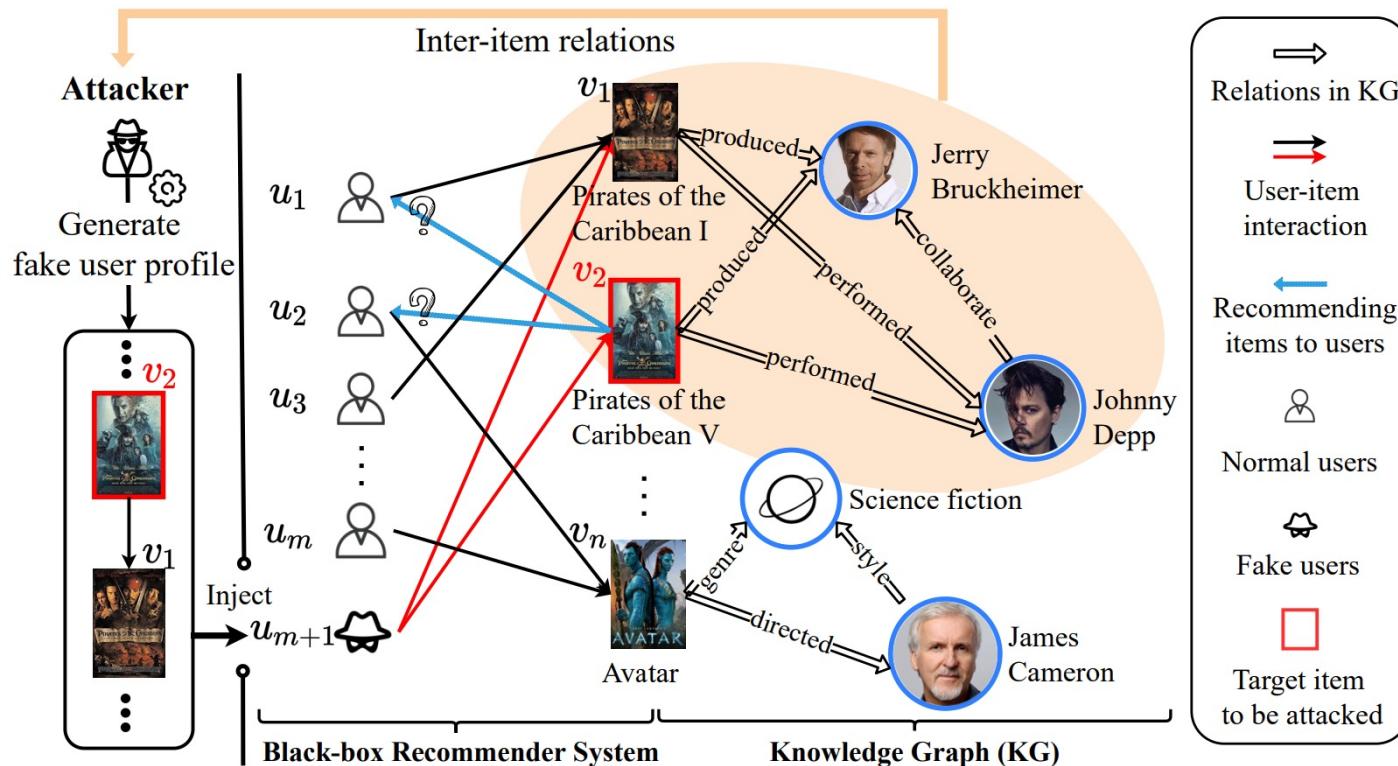
# KGAttack

- Side-information: Knowledge Graph (KG)
  - Rich auxiliary knowledge: relations among items and real-world entities
  - The underlying relationships between **Target items** and other items



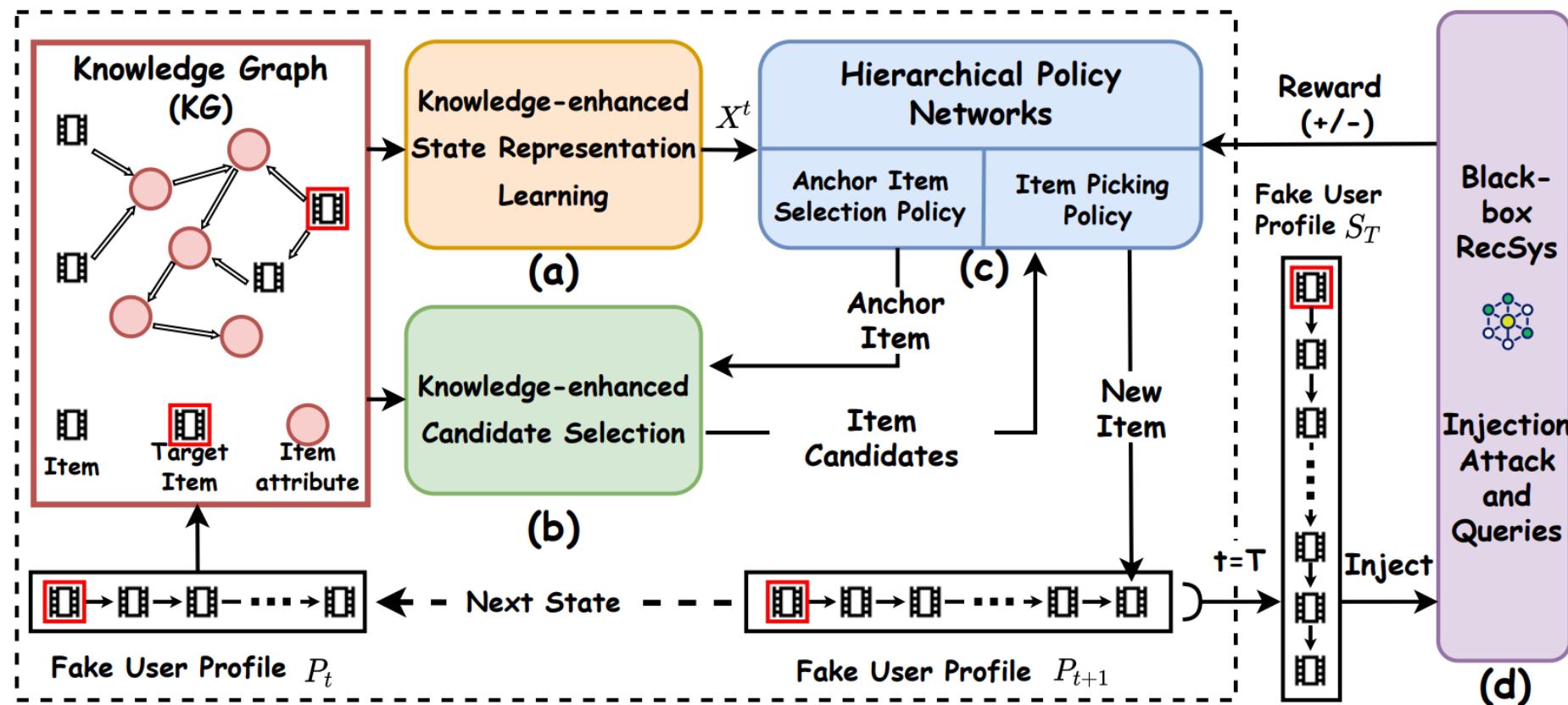
# KGAttack

- Employs the KG to enhance the generation of fake user profiles from the massive item sets



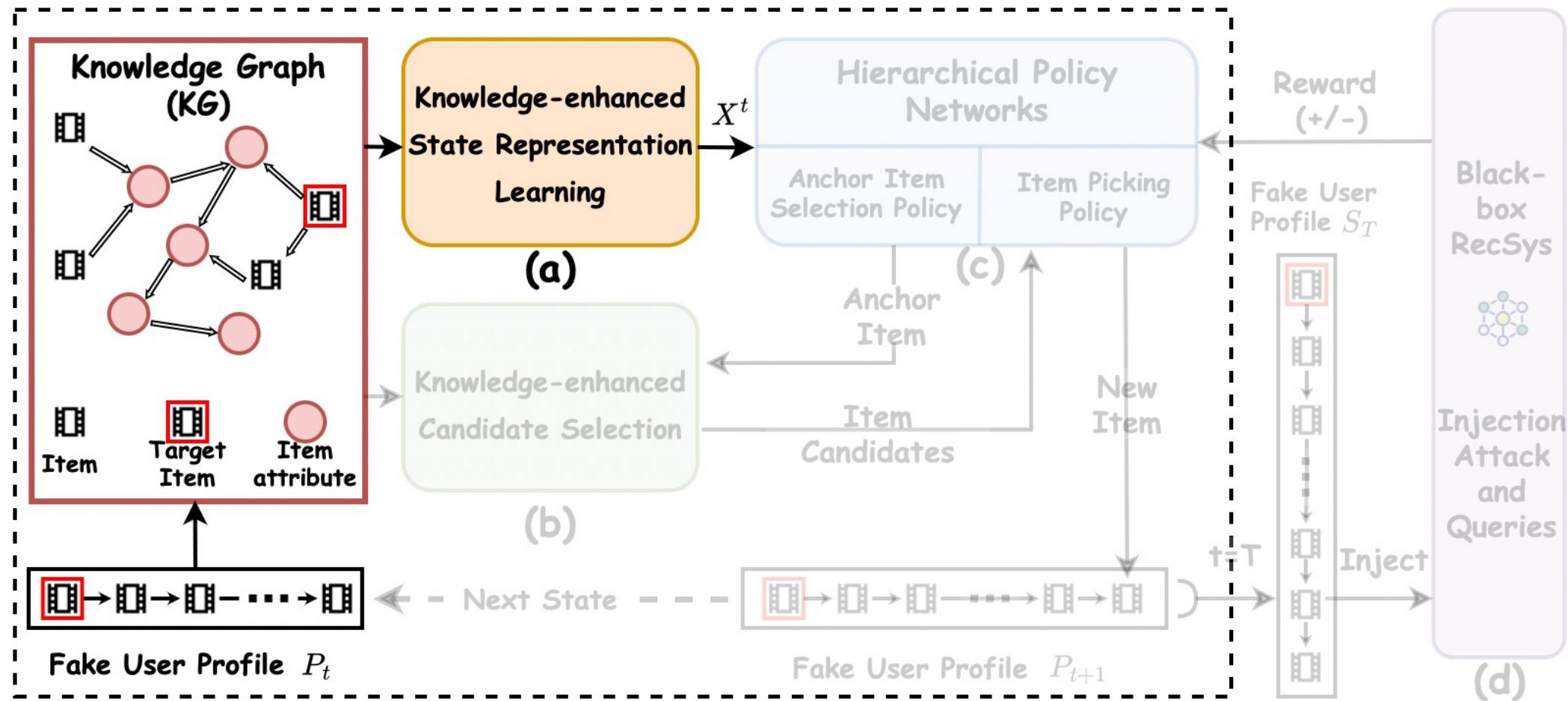
# KGAttack

- Using KG to enhance the representation of state
- RL agent, generate user profiles



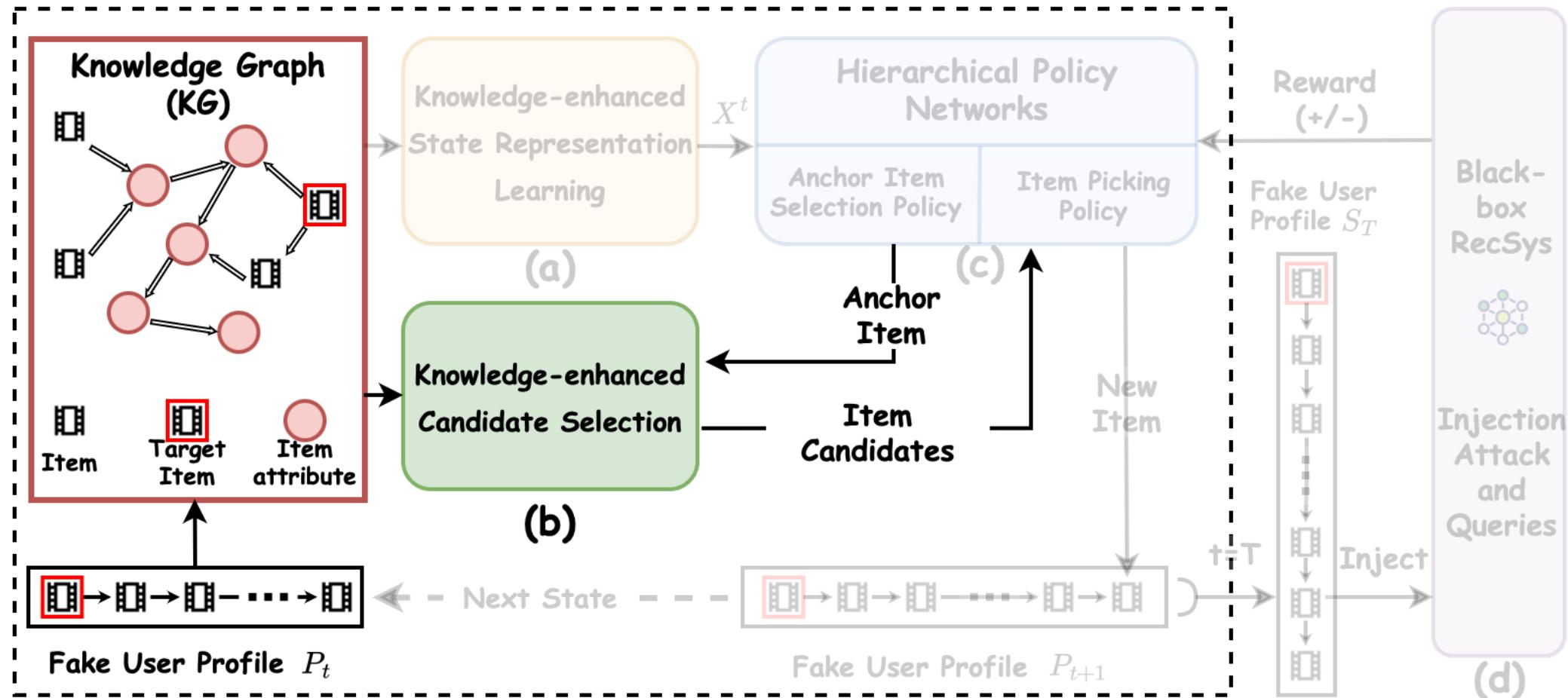
# KGAttack

- (a): Using KG to enhance the representation of state



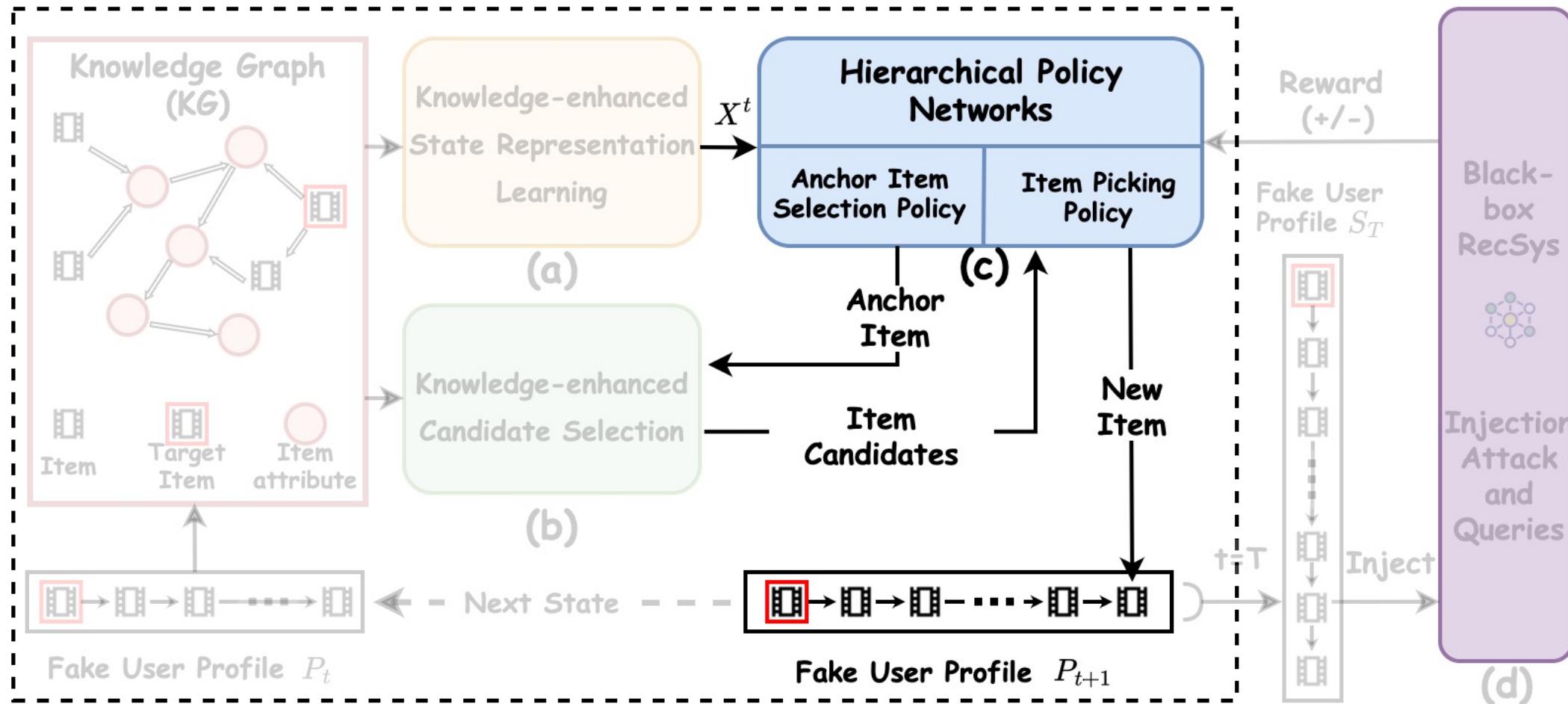
# KGAttack

- (b): Using KG to localize relevant item candidates



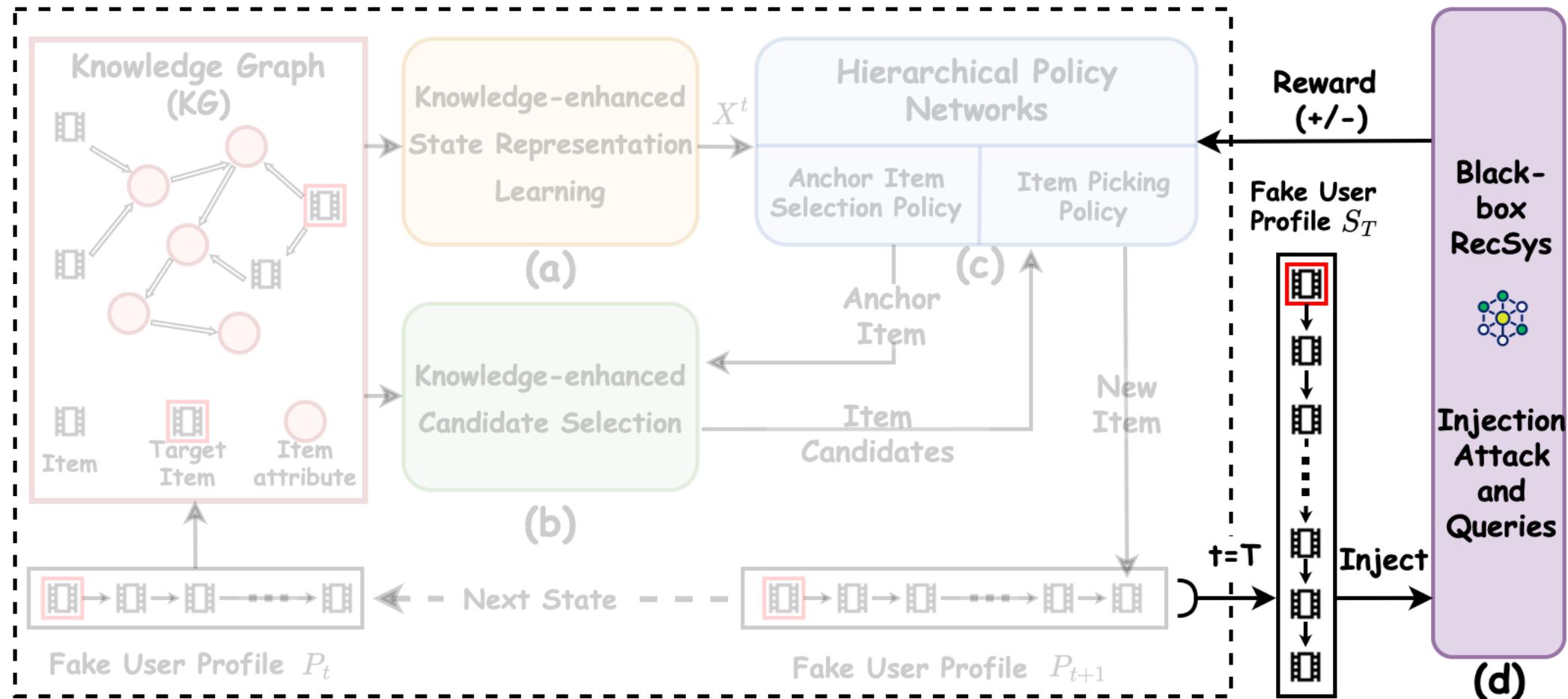
# KGAttack

- (c): Using KG to localize relevant item candidates



# KGAttack

- (d): Injection attacks and query

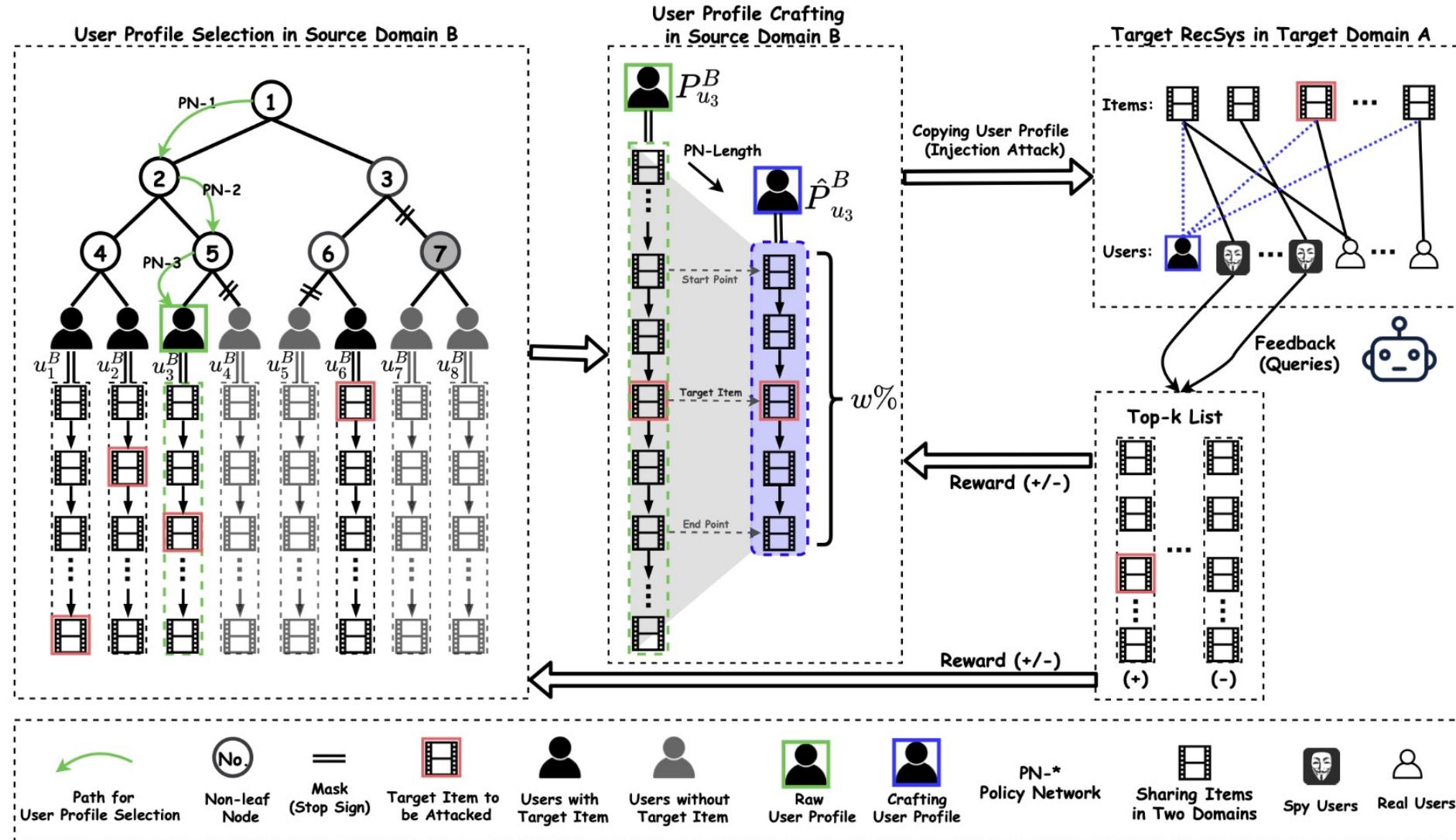


# CopyAttack

- Cross-domain Information
  - Share a lot of items
  - Users from these platforms with similar functionalities also share similar behavior patterns/preferences



# CopyAttack



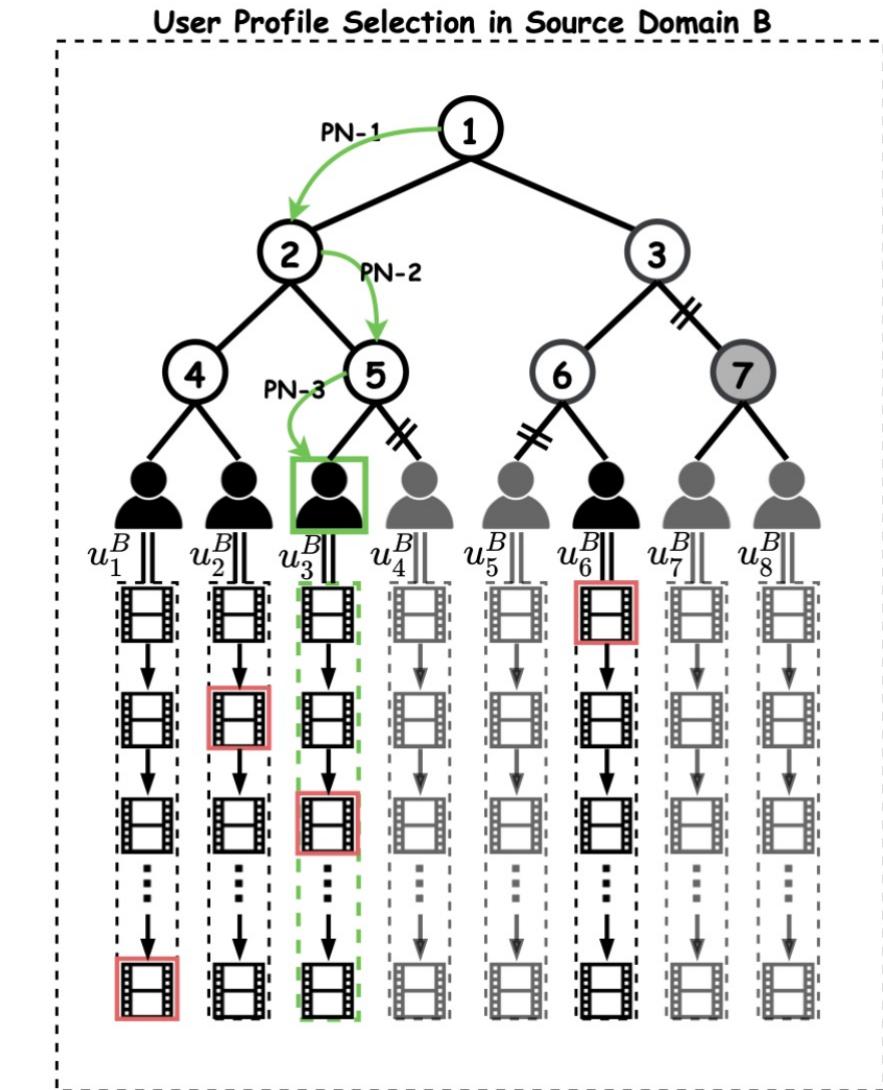
# CopyAttack

- User Profile Selection
  - Construct hierarchical clustering tree
  - **Masking Mechanism** - specific target items
  - Hierarchical-structure Policy Gradient

$$a_t^u = \{a_{[t,1]}^u, a_{[t,2]}^u, \dots, a_{[t,d]}^u\}$$

$$\begin{aligned} p^u(a_t^u | s_t^u) &= \prod_d^d p_d^u(a_{[t,d]}^u | \cdot, s_t^u) \\ &= p_d^u(a_{[t,d]}^u | s_t^u) \cdot p_{d-1}^u(a_{[t,d-1]}^u | s_t^u) \cdots p_1^u(a_{[t,1]}^u | s_t^u) \\ \mathbf{x}_{v_*} &= RNN(\mathcal{U}_t^{B \rightarrow A}) \\ p_i^u(\cdot | s_t^u) &= \text{softmax}\left(MLP([\mathbf{q}_{v_*}^B \oplus \mathbf{x}_{v_*}] | \theta_i^u)\right) \end{aligned}$$

Time Complexity:  $\mathcal{O}(|\mathcal{U}^B|) \rightarrow \mathcal{O}(d \times |\mathcal{U}^B|^{1/d})$



# CopyAttack

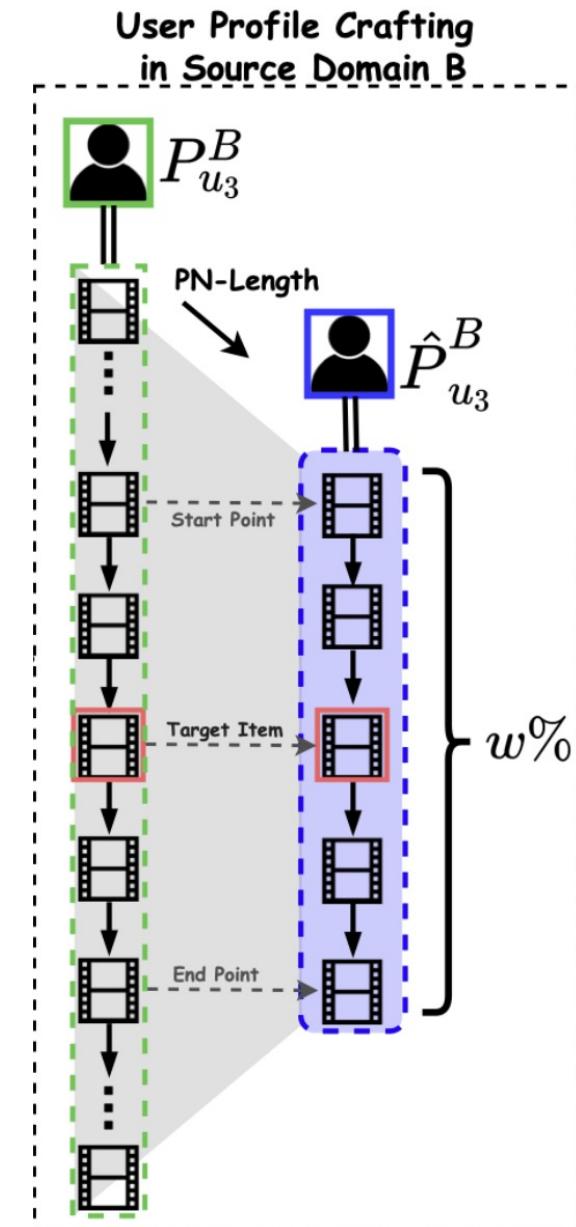
- User Profile Crafting
  - Clipping operation to craft the raw user profiles

$$W = \{10\%, 20\%, 30\%, 40\%, 50\%, 60\%, 70\%, 80\%, 90\%, 100\%\}$$

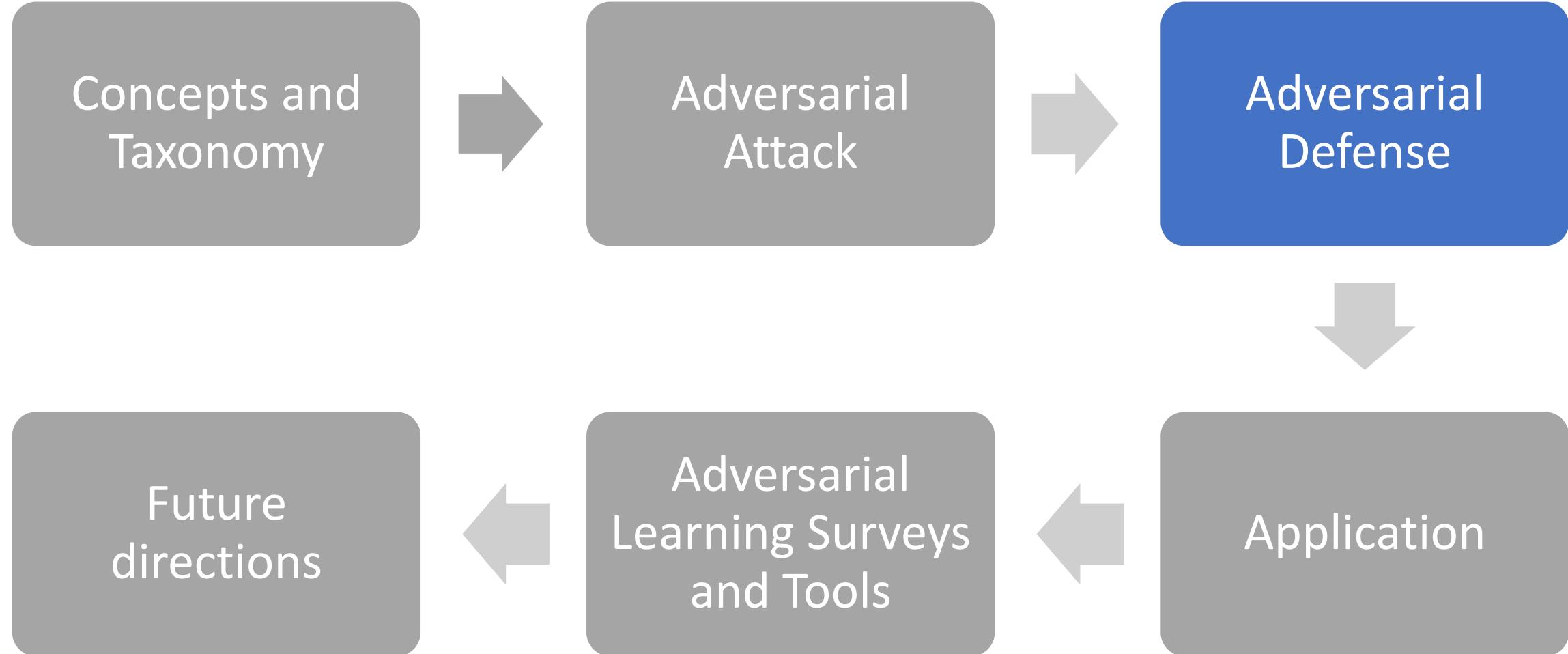
- Sequential patterns (forward/backward)

Example:

$$\begin{aligned} P_{u_i}^B &= \{v_1 \rightarrow v_2 \rightarrow v_3 \rightarrow v_4 \rightarrow v_{5*} \rightarrow v_6 \rightarrow v_7 \rightarrow v_8 \rightarrow v_9 \rightarrow v_{10}\} \\ &\quad w = 50\% \\ \hat{P}_{u_i}^B &= \{v_3 \rightarrow v_4 \rightarrow v_{5*} \rightarrow v_6 \rightarrow v_7\} \\ p^l(\cdot | s_t^l) &= \text{softmax}\left(MLP\left([\mathbf{p}_i^B \oplus \mathbf{q}_{v_*}^B] | \theta^l\right)\right) \end{aligned}$$



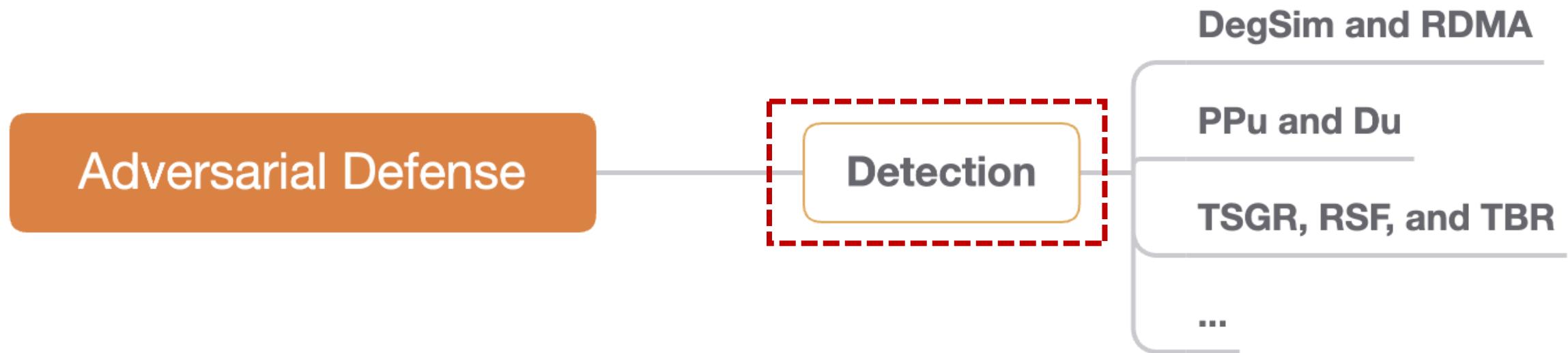
# Outline



# Detection

- Exceptions and outliers in the recommendation system
  - Discrepancies between user's ratings and item's average ratings
  - Spectrum-based features of series rate values of each user
  - Cluster instances
  - User behaviors
  - The process of learning users and items representations
  - The distribution of normal users' behaviors over a partial dataset
  - ...

# Detection



# Detection

- Detection of shilling attacks in online recommender systems
- Detecting Process:
  - Extract the supposed characteristics, DegSim and RDMA

Degree of similarity with Top Neighbors:

$$\text{Degsim}_u = \frac{\sum_{v=1}^k W_{u,v}}{k}$$

Rating Deviation from Mean Agreement:

$$RDMA_j = \frac{\sum_{i=0}^{N_j} \frac{|r_{i,j} - Avg_i|}{NR_i}}{N_j}$$

# Detection

- Detection of shilling attacks via selecting patterns analysis

- Detecting Process:

- Extract the supposed characteristics, popularity profile and popularity distribution

A set of item popularity values of rated items:

$$PP_u = (d_{u,1}, d_{u,2}, \dots, d_{u,N_u})$$

Popularity distribution:

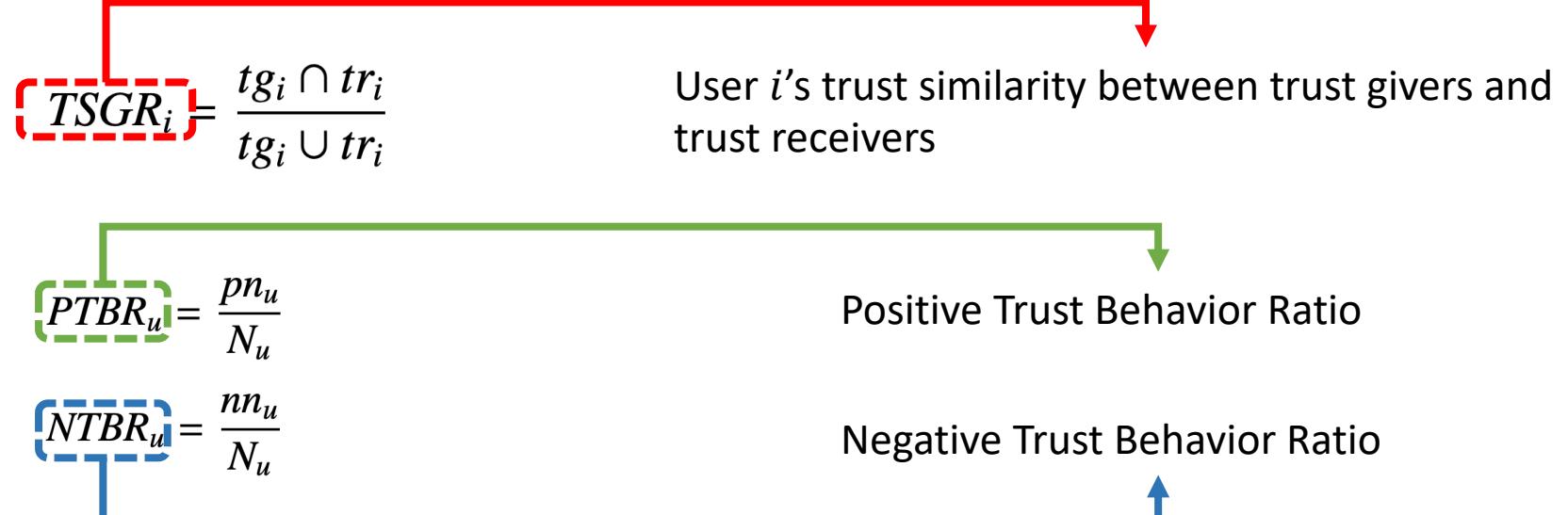
$$D_u = (p_{u,1}, p_{u,2}, \dots, p_{u,d_{\max}})$$

# Detection

- Detection of trust shilling attacks in recommender systems

- Detecting Process:

- Extract the supposed characteristics, TSGR, RSF, and TBR



The diagram illustrates the detection process flow. It starts with the formula for User  $i$ 's trust similarity between trust givers and trust receivers,  $TSGR_i = \frac{tg_i \cap tr_i}{tg_i \cup tr_i}$ , enclosed in a red dashed box. A red bracket above the formula points to its definition. Below it, the Positive Trust Behavior Ratio,  $PTBR_u = \frac{pn_u}{N_u}$ , is shown in a green dashed box, with a green bracket above it pointing to its definition. At the bottom, the Negative Trust Behavior Ratio,  $NTBR_u = \frac{nn_u}{N_u}$ , is shown in a blue dashed box, with a blue bracket above it pointing to its definition. Arrows indicate the flow from  $TSGR_i$  down to  $PTBR_u$ , and from  $PTBR_u$  up to  $NTBR_u$ .

$$TSGR_i = \frac{tg_i \cap tr_i}{tg_i \cup tr_i}$$

User  $i$ 's trust similarity between trust givers and trust receivers

$$PTBR_u = \frac{pn_u}{N_u}$$

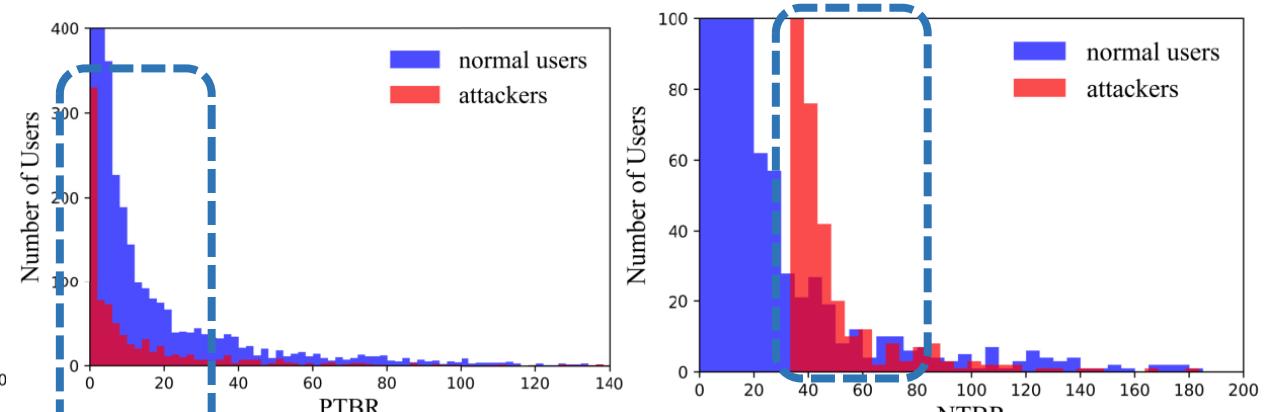
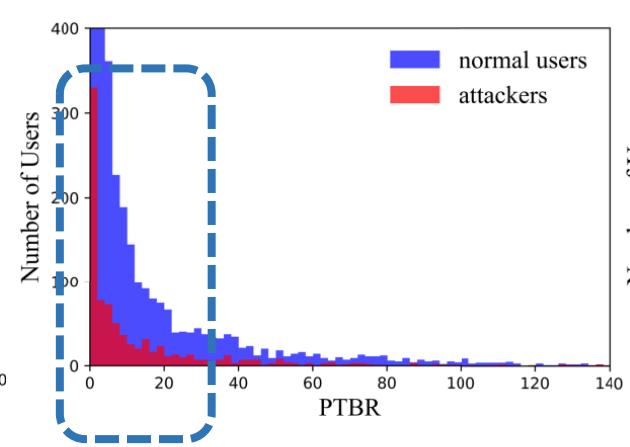
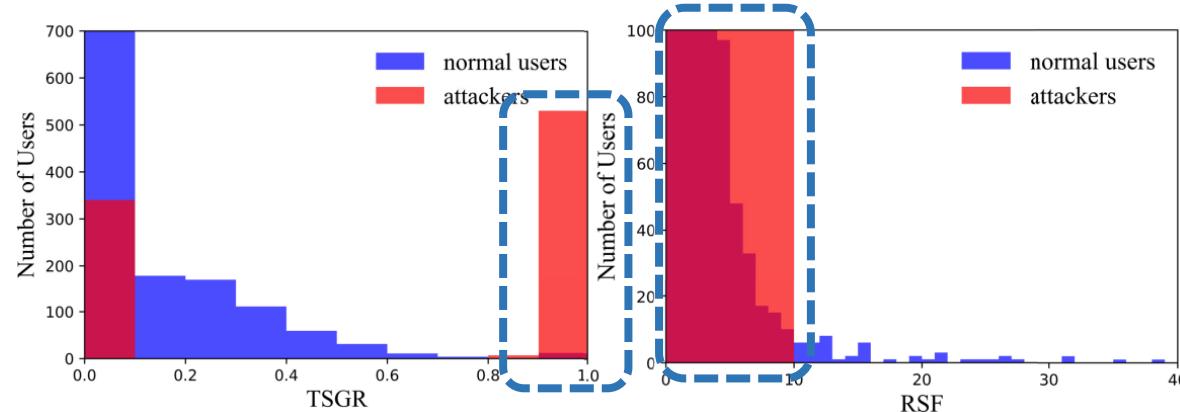
Positive Trust Behavior Ratio

$$NTBR_u = \frac{nn_u}{N_u}$$

Negative Trust Behavior Ratio

# Detection

- Normal vs. attackers distributions for each feature:

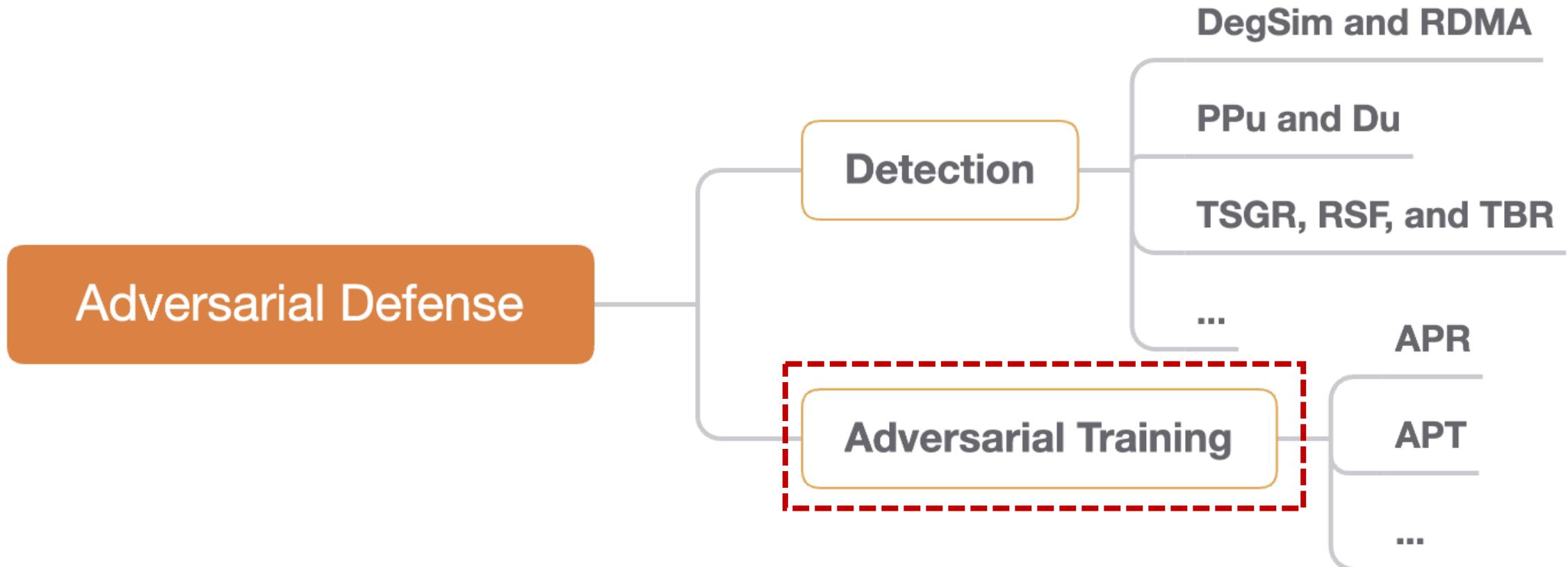


# Adversarial Training

- Adversarial training contains two alternating processes:
  - Generating perturbations that can confuse a recommendation model
  - Training the recommendation model along with generated perturbations

$$\min_{\theta} \max_{\eta} \mathcal{L}(\mathcal{X} + \eta, \theta)$$

# Adversarial Training



# Adversarial Training

- Adversarial Personalized Ranking (APR)

Optimization objectives against noise:

$$\Delta_{adv} = \arg \max_{\Delta, \|\Delta\| \leq \epsilon} L_{BPR}(\mathcal{D} | \hat{\Theta} + \Delta)$$

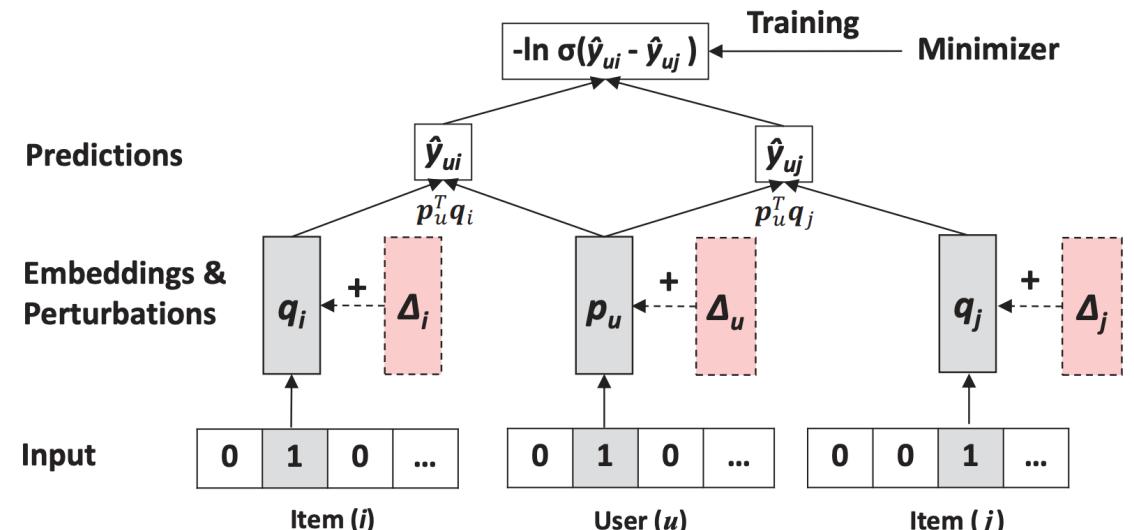
Adversarial Personalized Ranking (APR):

$$L_{APR}(\mathcal{D} | \Theta) = L_{BPR}(\mathcal{D} | \Theta) + \lambda L_{BPR}(\mathcal{D} | \Theta + \Delta_{adv})$$

$$\text{where } \Delta_{adv} = \arg \max_{\Delta, \|\Delta\| \leq \epsilon} L_{BPR}(\mathcal{D} | \hat{\Theta} + \Delta)$$

The training process of APR:

$$\Theta^*, \Delta^* = \arg \min_{\Theta} \max_{\Delta, \|\Delta\| \leq \epsilon} L_{BPR}(\mathcal{D} | \Theta) + \lambda L_{BPR}(\mathcal{D} | \Theta + \Delta)$$



# Adversarial Training

- Adversarial poisoning training (APT)

$$\min_{\theta_R} \min_{\substack{\mathcal{D}^*, |\mathcal{D}^*|=n^*}} \mathcal{L}(\mathcal{D} \cup \mathcal{D}^*, \theta_R)$$

$\mathcal{D}^* = \{r_1^*, \dots, r_{n^*}^*\}$  is a set of  $n^*$  fake users dedicated to minimizing the empirical risk.

---

**Algorithm 1:** Adversarial Poisoning Training
 

---

**Input:** The epochs of training  $T$ , pre-training  $T_{pre}$ , and poisoning interval  $T_{inter}$ .

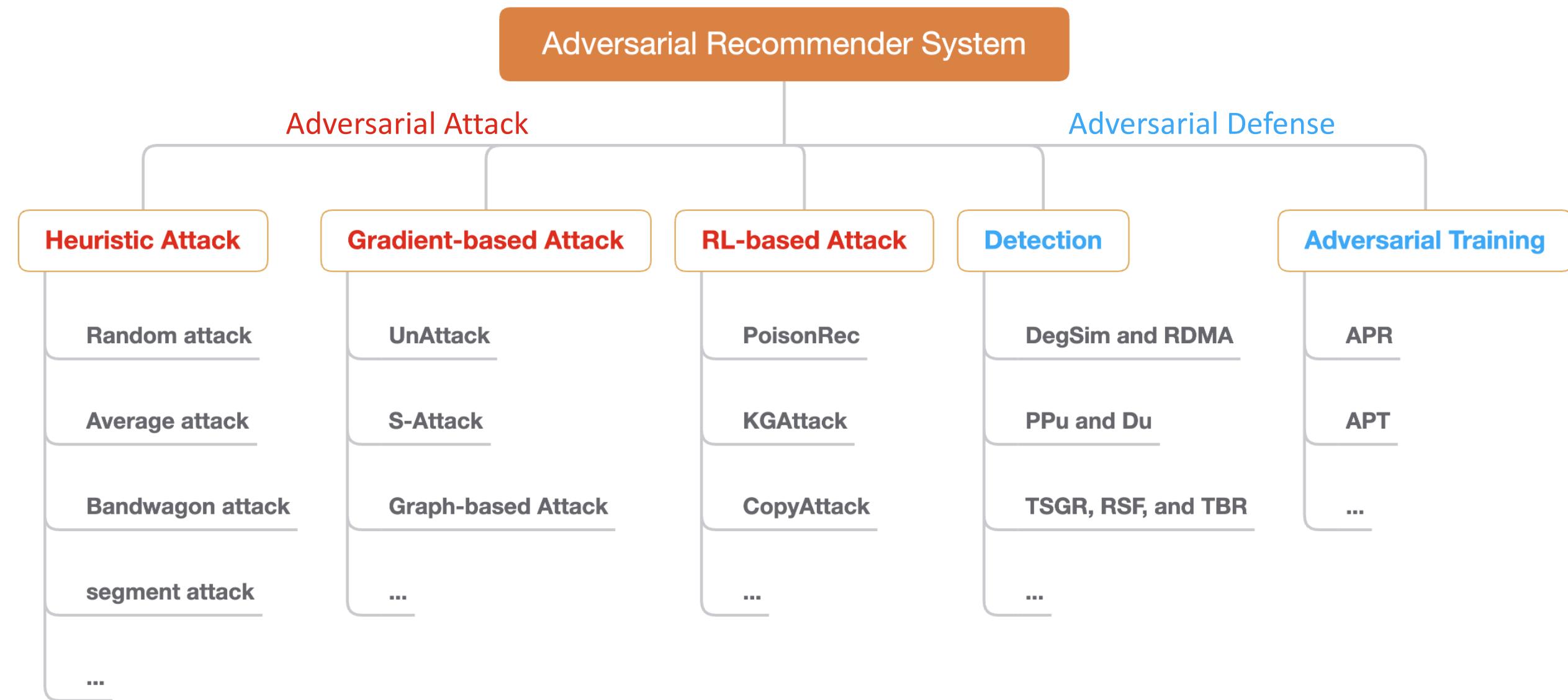
```

1 Randomly initialize the user set  $\mathcal{D}^*$  defined in Definition 3.1. ①
2   for  $T_{pre}$  epochs do
3     | Do standard training on the dataset  $\mathcal{D}$ ; ②
4   end
5    $\mathcal{D}' = \mathcal{D}$ ;
6   for  $T - T_{pre}$  epochs do
7     | for per  $T_{inter}$  epochs do
8       |   Calculate the influence vector  $I$  according to Eq. 5; ③
9       |   for each ERM user in  $\mathcal{D}^*$  do
10      |     | Select  $m^*$  items in  $\Phi$  with probability
11        |        $\frac{\exp(-tI_i)}{\sum_{j \in \Phi} \exp(-tI_j)}$  and rate the selected items with
12        |       normal distribution  $(\mu_i + r^+, \sigma_i)$  at random; ④
13     |   end
14   |    $\mathcal{D}' = \mathcal{D} \cup \mathcal{D}^*$ ;
15   end
16   Do standard training on the dataset  $\mathcal{D}'$ ;
17 end

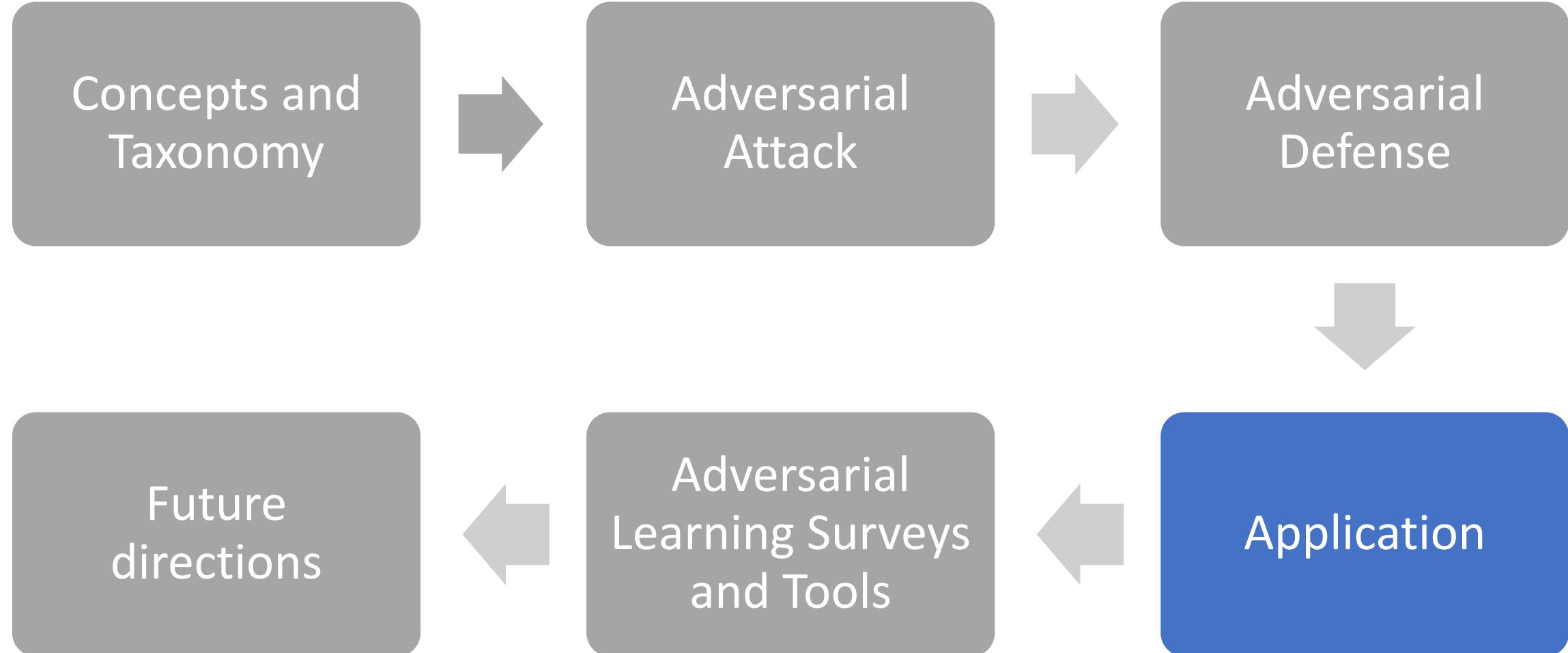
```

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# Summary



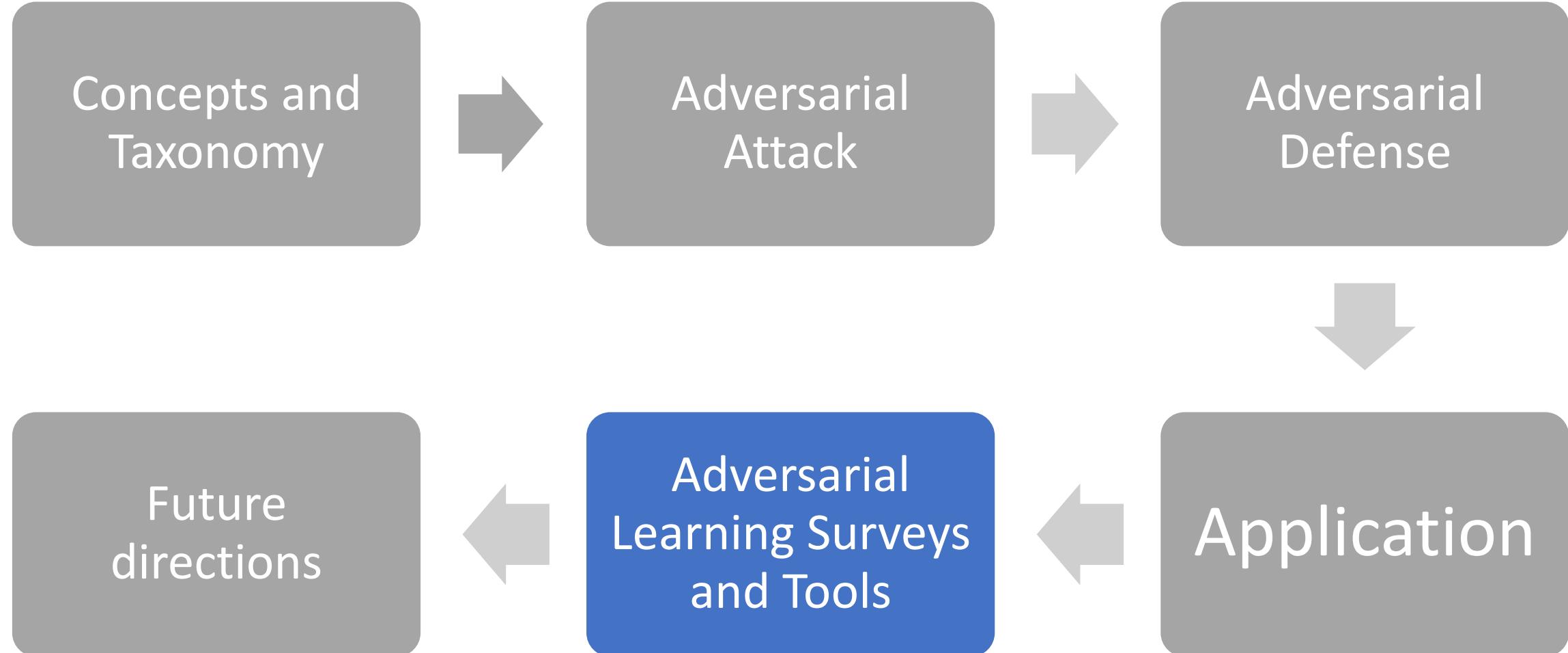
# Outline



# Application

- The application of adversarial training can help improve the trustworthiness and reliability of recommendation systems in various domains, including:
  - E-health recommendation
  - E-commercial recommendation
  - ...

# Outline



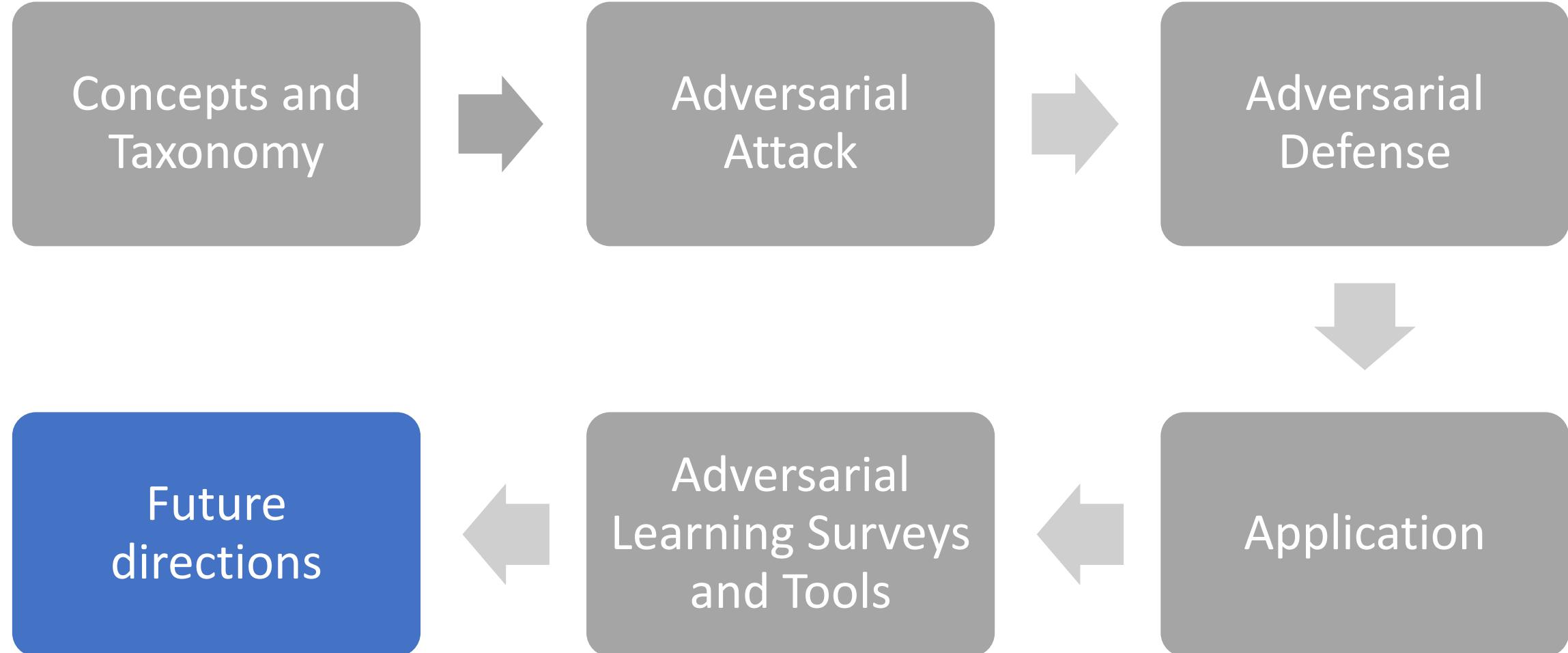
# Adversarial Learning Surveys

- Attack:
  - Zhang, Fuguo. "A survey of shilling attacks in collaborative filtering recommender systems." 2009
  - Gunes, Ihsan, et al. "Shilling attacks against recommender systems: A comprehensive survey." 2014
  - Si, Mingdan, and Qingshan Li. "Shilling attacks against collaborative recommender systems: a review." 2020
- Adversarial recommender systems:
  - Truong, Anh, Negar Kiyavash, and Seyed Rasoul Etesami. "Adversarial machine learning: The case of recommendation systems." 2018
  - Deldjoo, Yashar, Tommaso Di Noia, and Felice Antonio Merra. "A survey on adversarial recommender systems: from attack/defense strategies to generative adversarial networks." 2021

# Adversarial Learning Tools

- RGRecSys (Ovaisi et al., 2022)

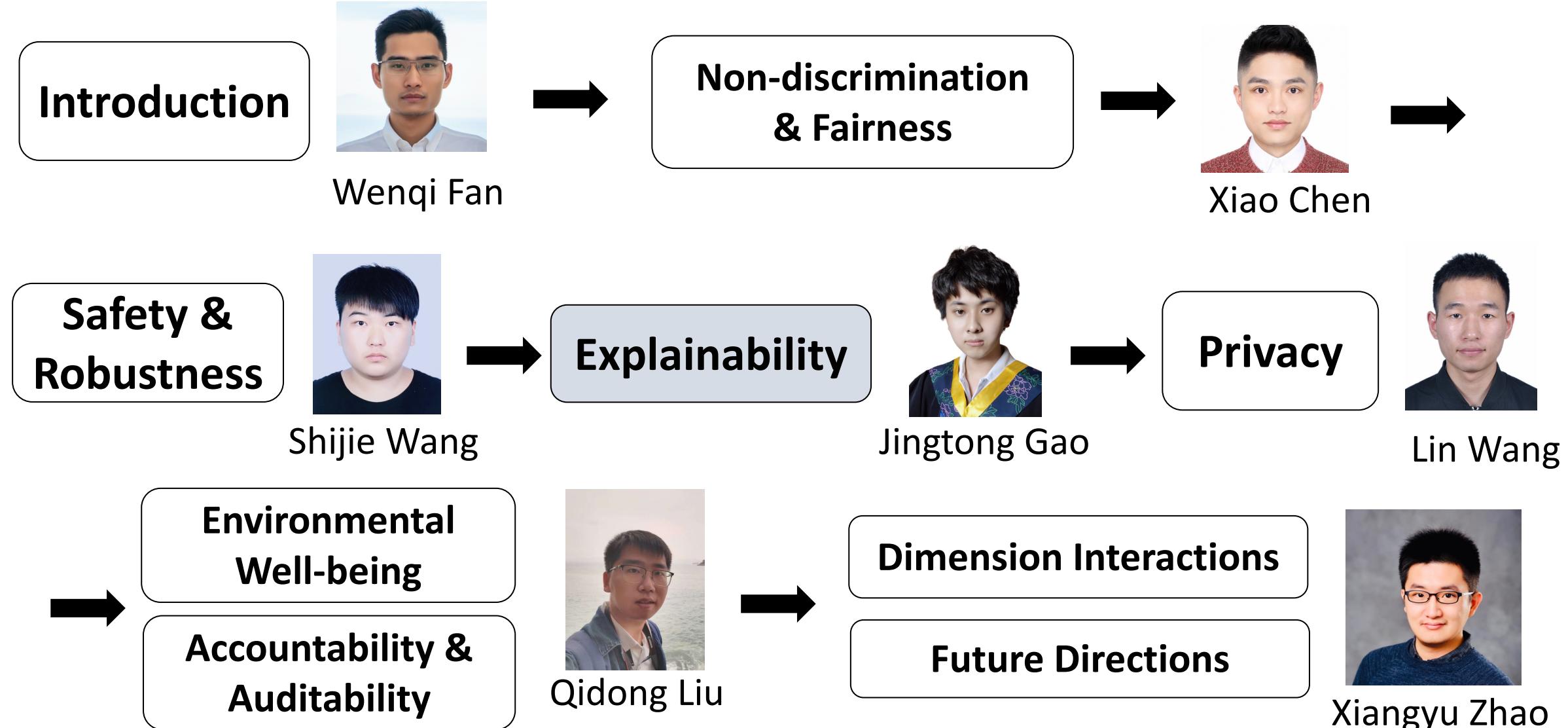
# Outline



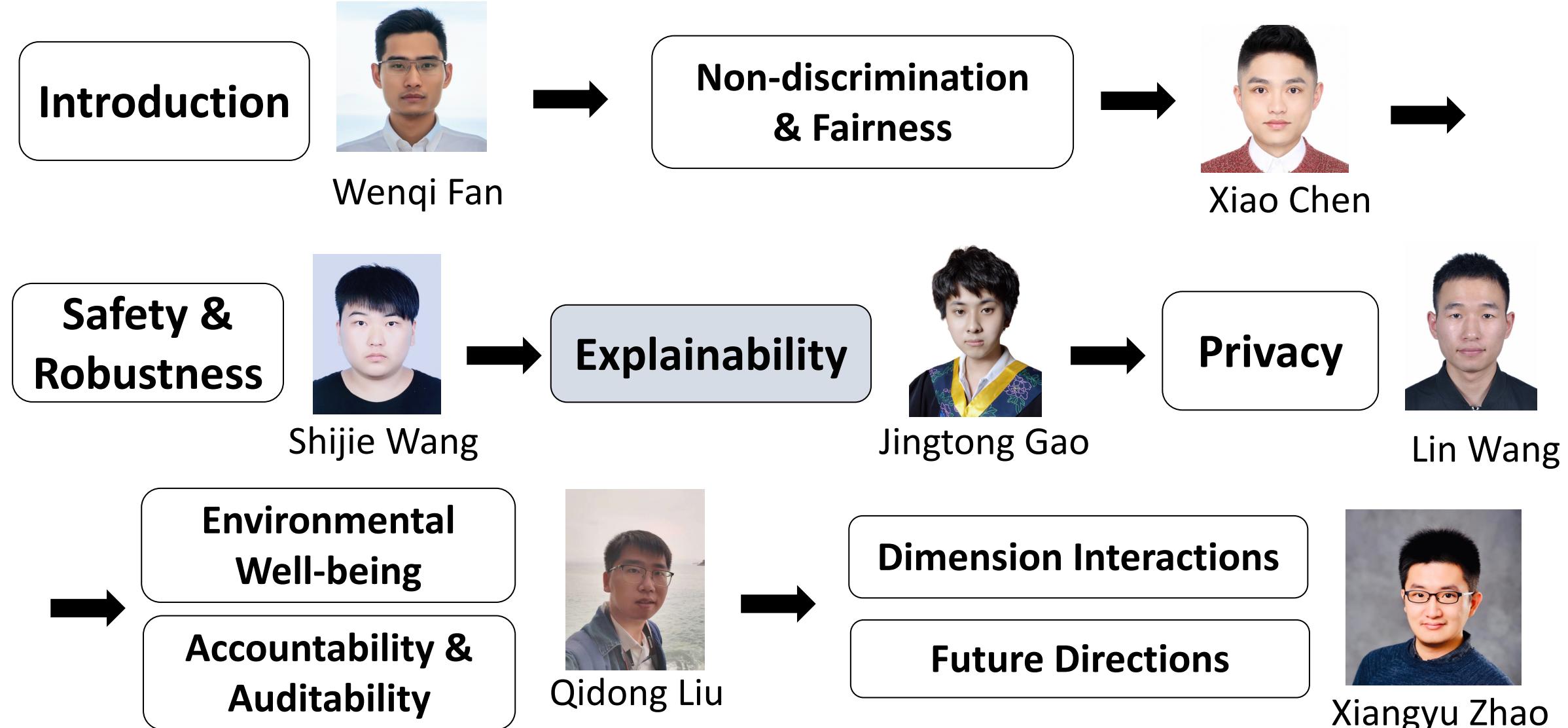
# Future Directions

- Investigate vulnerability of different recommender systems
- Investigate vulnerability of Large Language Models in recommender systems
- Generate adversarial perturbations on user-item interactions for adversarial robust training
- Address open problems and challenges in robustness in recommendation

# Trustworthy Recommender Systems

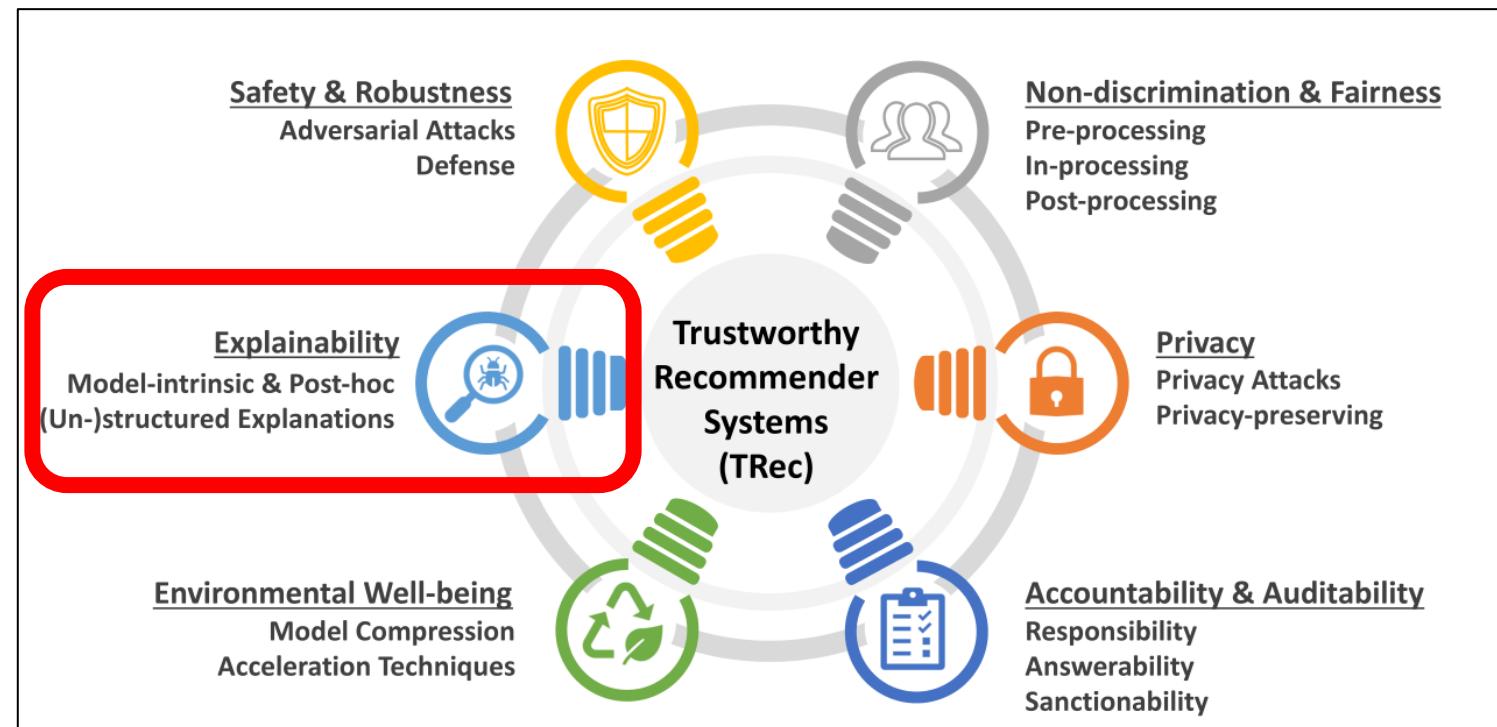


# Trustworthy Recommender Systems



# Explainability

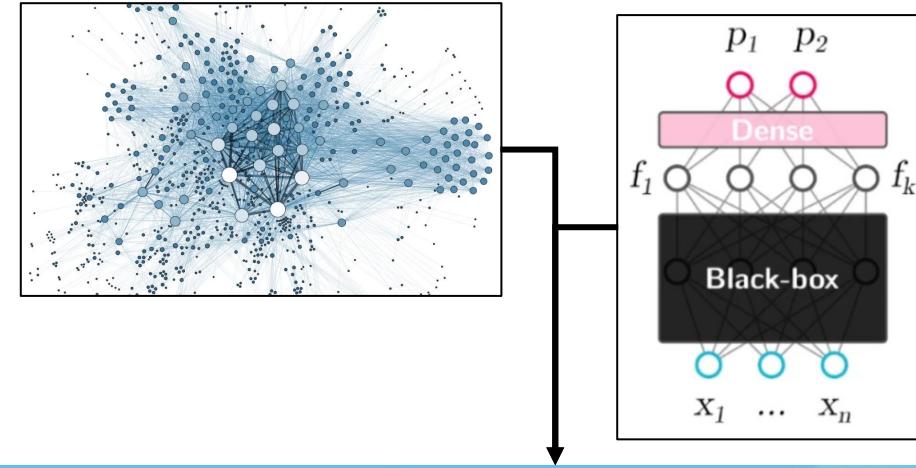
- What's explainability in Rec, or to say explainable recommendations?
  - It refers to the recommendation algorithms focusing on providing explanation for recommendation results



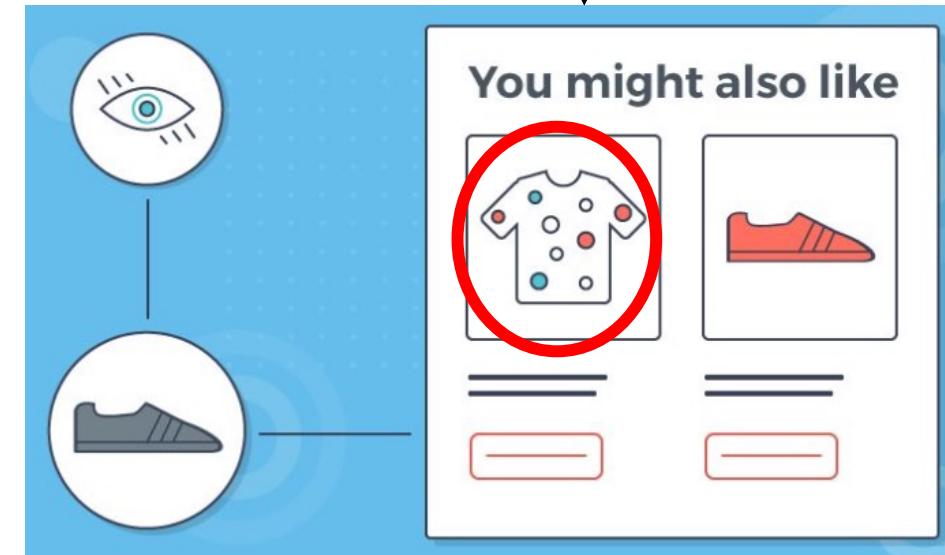
# Explainability

- Why do we need explainability in a trustworthy Rec system?

- Complicated modeling & Black-box module:

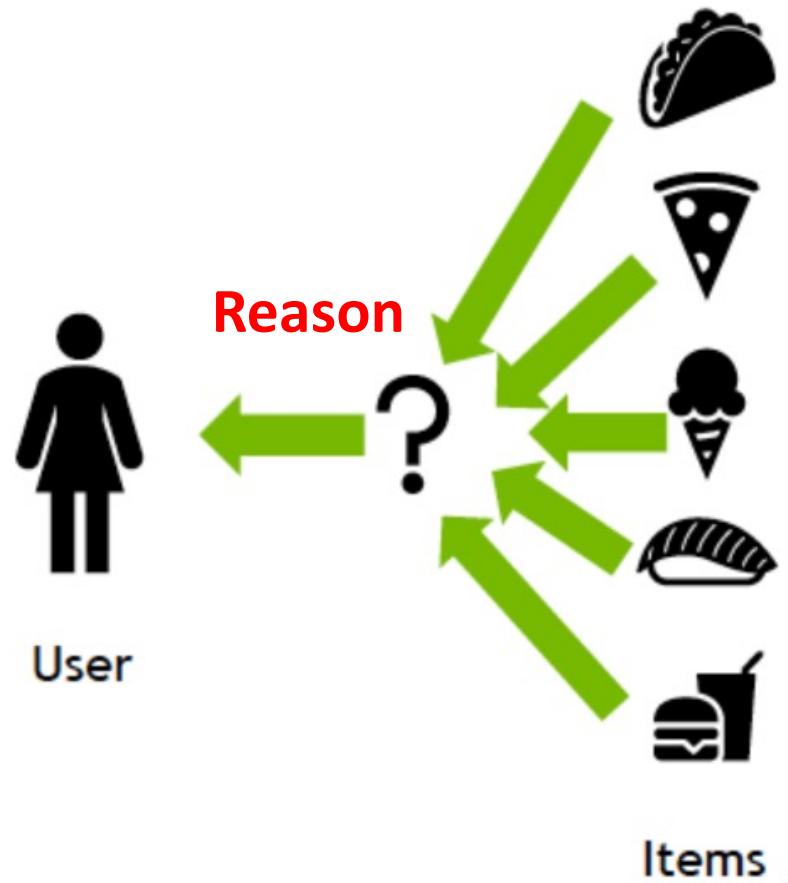


- Why would you recommend this to me?
- Similar style, same brand, or just a mis-recommendation?



# Concepts

- The ability to explain or to present in understandable terms to a human



# Explainability



METHODS



EVALUATIONS



APPLICATIONS



FUTURE  
DIRECTIONS

# Taxonomy

- How to produce explanations: model-intrinsic based (mostly used) or post-hoc
- How the explanations are presented: structured or unstructured

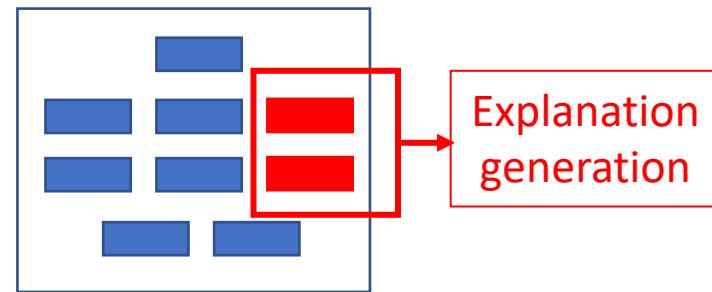
	Model-intrinsic based	Post-Hoc	<i>Characteristics</i>
<b>Structured</b>	[48, 114, 364, 389, 390, 396]	[280, 319]	Logical, Visible
<b>Unstructured</b>	[63, 64, 291]	[211, 315, 338]	Diversified, Fragmented
<b>Focus</b>	Model's reasoning process	Instances' relationship	-

Note: Since some studies construct models from multiple perspectives at the same time, these different classifications are not completely antithetical

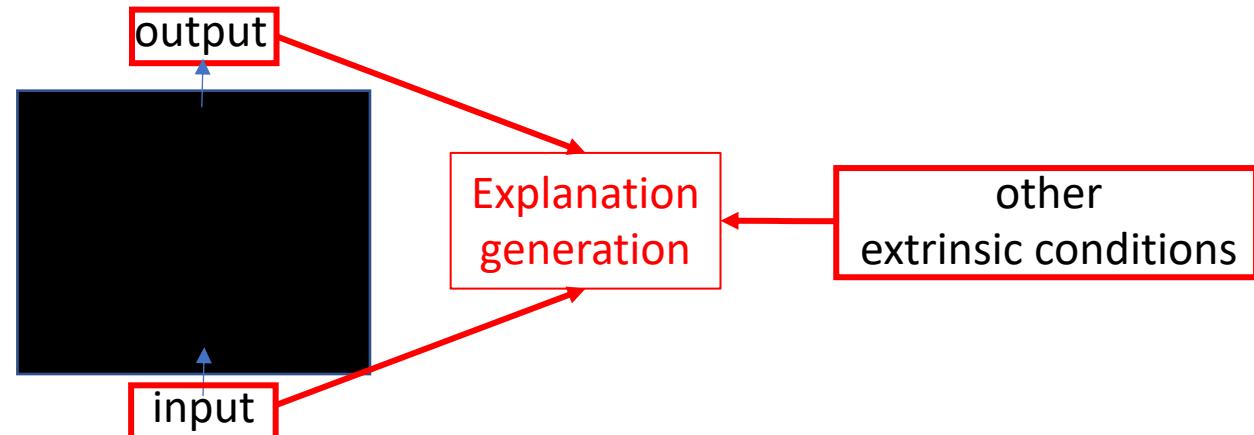
# Taxonomy

- **The first criteria: How to produce explanations**

- Model-intrinsic based methods: seek to derive explanations from the **intrinsic structure** of the model



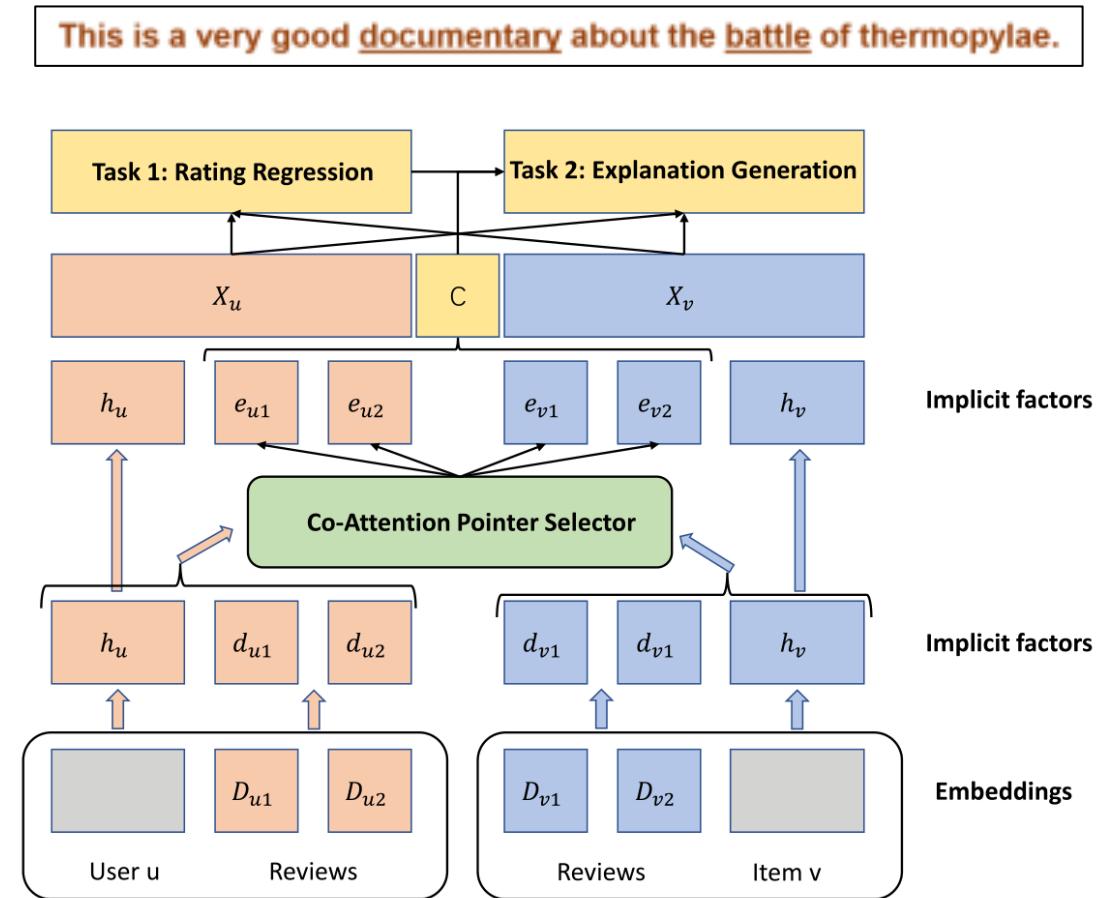
- Post-hoc methods: provide explanations based only on the inputs, outputs and extrinsic conditions of the model



# Model-intrinsic based methods

- **CAML**

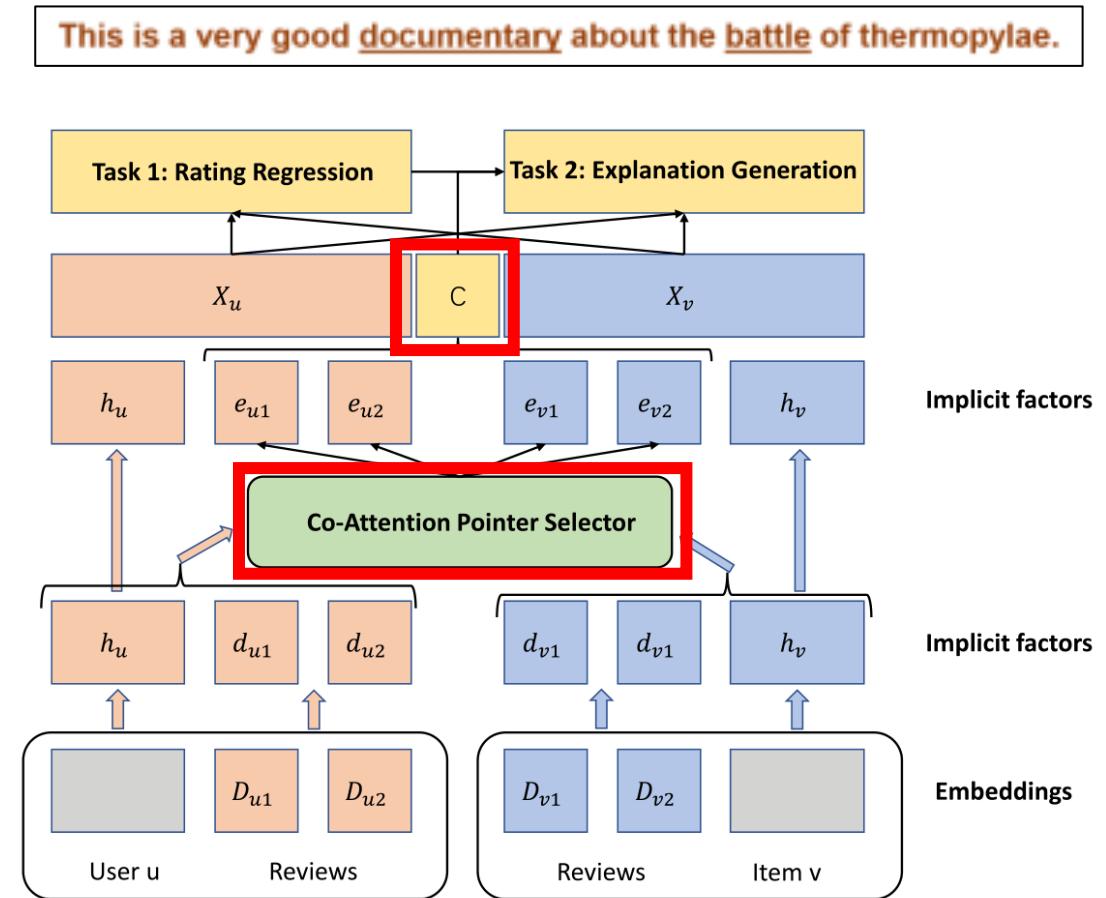
- The explanation is one of the major tasks and modeling goals
- Only effective for the embedded models and cannot simply be reused in other models



# Model-intrinsic based methods

- **CAML**

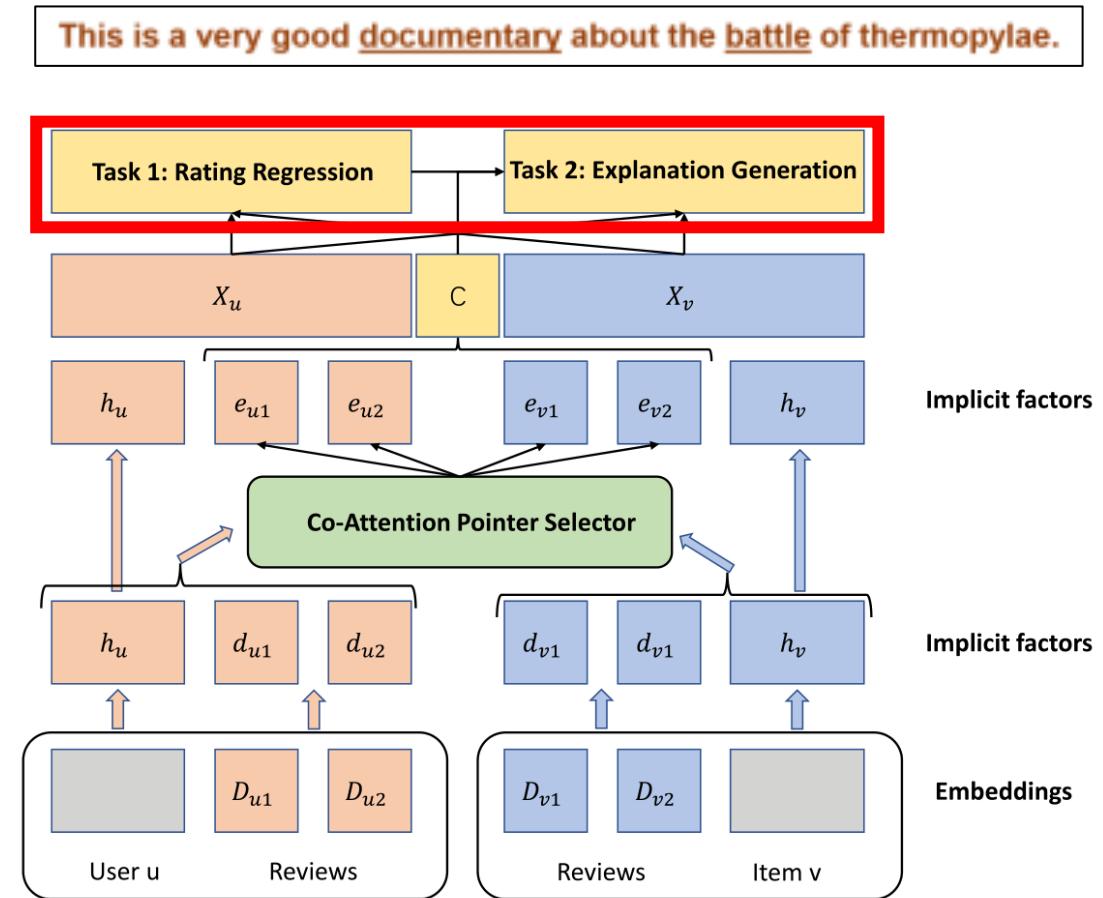
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# Model-intrinsic based methods

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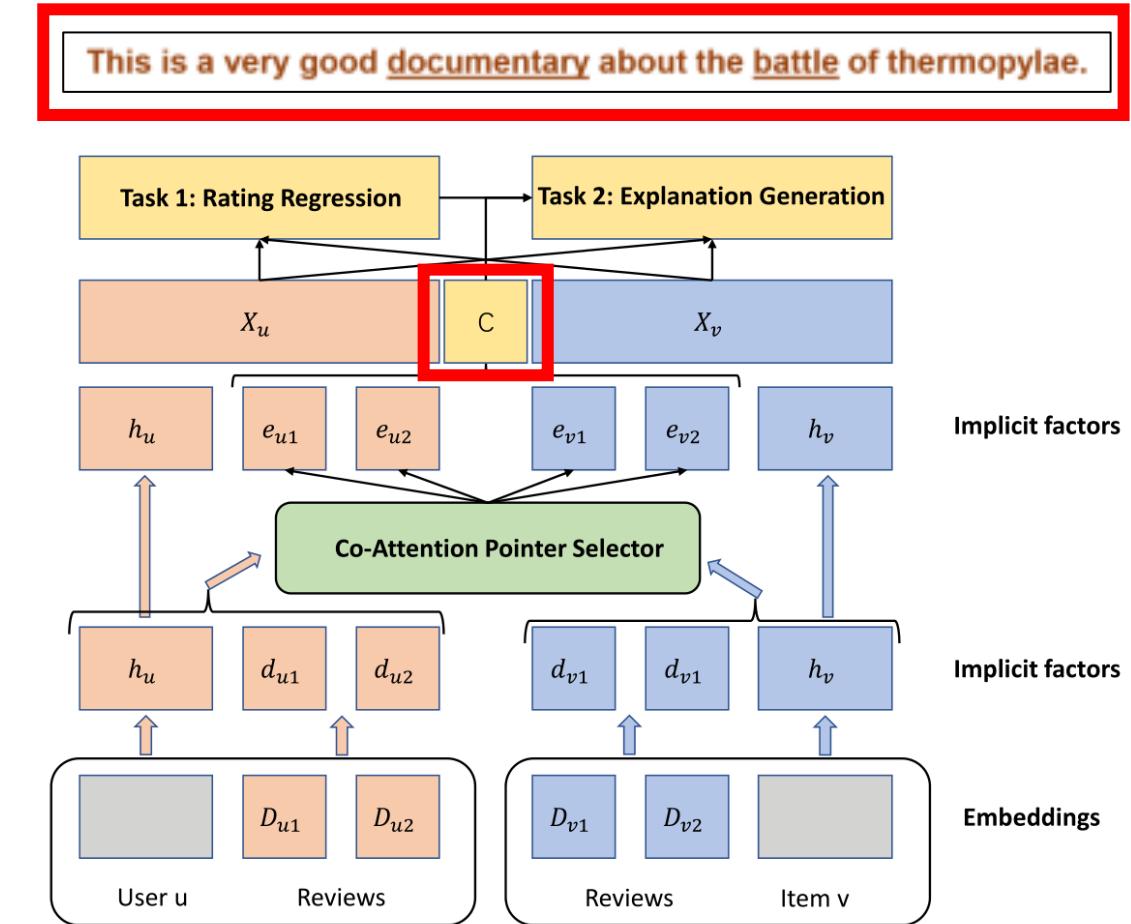
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# Model-intrinsic based methods

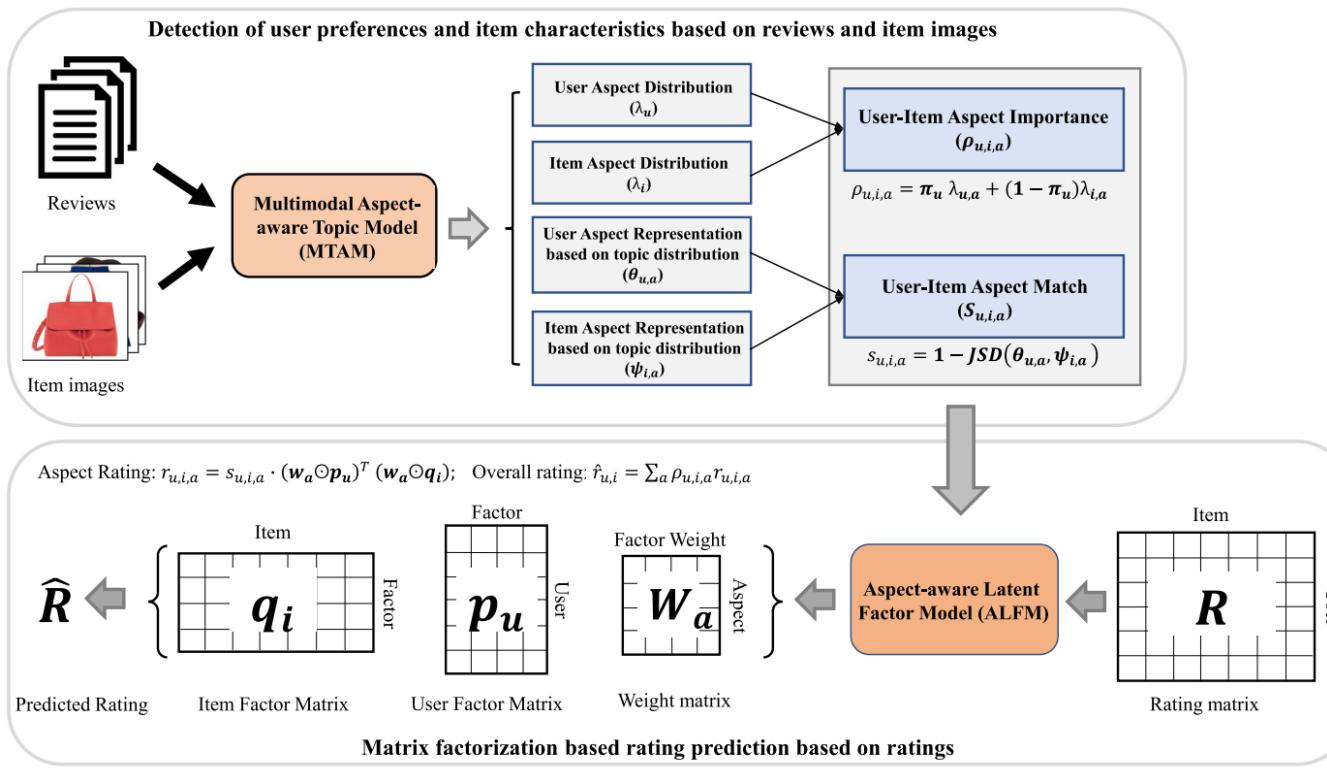
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# Model-intrinsic based methods

- MMALFM



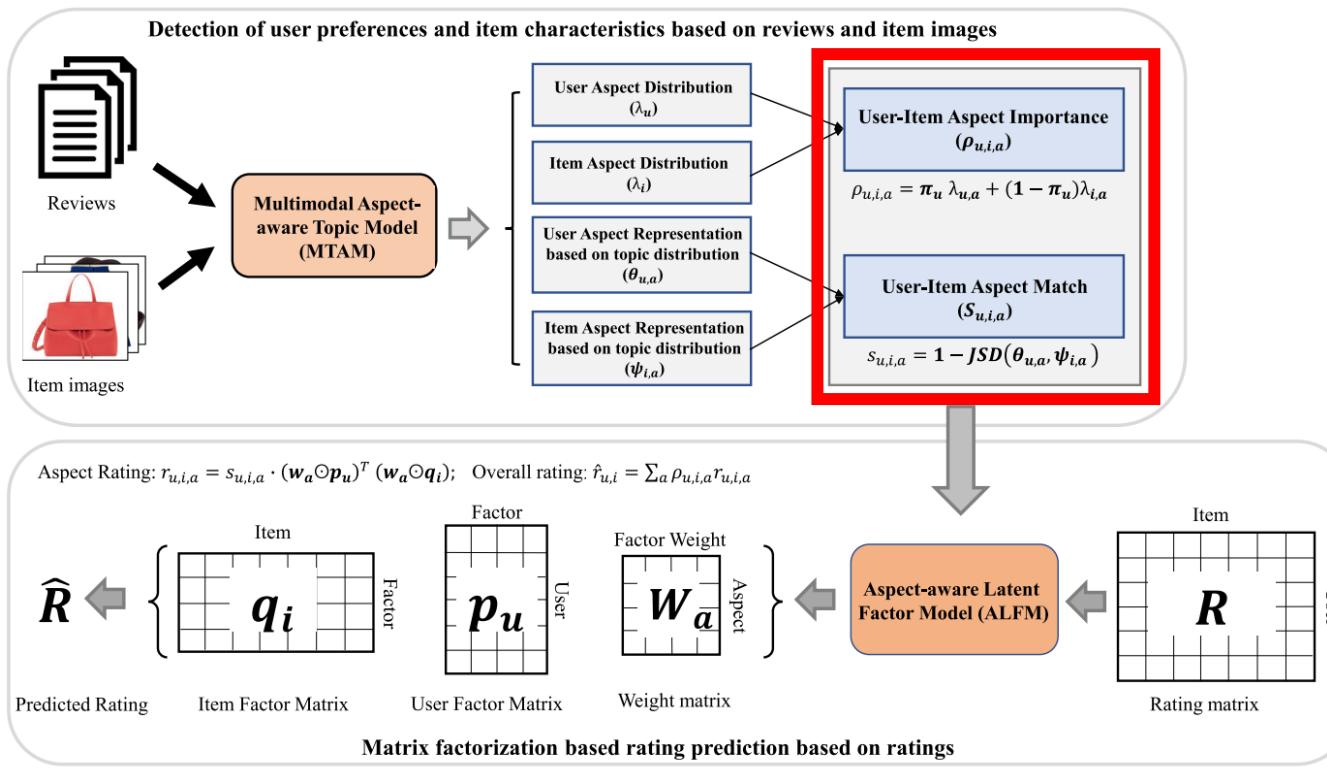
User_2397	Food Ambience Price Service Misc.	sauce, fried, bread, fresh, huge, flavor, shrimp, dessert, dish nice, bar, atmosphere, location, friendly, inside, decor, staff, music expensive, high, cheap, pricey, decent, pay, reasonable, priced, deal table, server, friendly, minutes, nice, staff, asked, make, seated never, give, restaurant, times, stars, friends, night, places, dinner
Item_137	Food Ambience Price Service Misc.	sauce, salad, fries, dish, cheese, dishes, burger, fresh, crab bar, atmosphere, patio, area, inside, wine, small, cool, decor price, worth, prices, better, bit, meal, sauce, dishes, quality table, bar, friendly, wait, server, staff, minutes, beer, atmosphere eat, dinner, Vegas, experience, wait, friends, times, never, give
Item_673	Food Ambience Price Service Misc.	nigiri, sake, tempura, shrimp, sauce, items, poke, crab, chef atmosphere, friendly, bar, staff, inside, area, spot, monta, feel price, worth, prices, nigiri, sake, tempura, items, lunch, special service, table, server, friendly, minutes, staff, nice, asked, seated restaurant, times, give, favorite, night, places, stars, friends, Vegas

Table 6. Interpretation for Why the “User 2397” Rated “Item 137” and “Item 673” with 5 and 2, Respectively

Item	Aspect	Food	Ambience	Price	Service	Misc.
Item_137	Importance	0.3815	0.1034	0.0723	0.2038	0.2390
	Matching	0.5672	0.4523	0.5329	0.6021	0.7138
	Polarity	+	+	-	+	+
Item_673	Importance	0.3726	0.0794	0.0853	0.2076	0.2551
	Matching	0.1813	0.6535	0.4512	0.6018	0.7093
	Polarity	-	-	+	+	-

# Model-intrinsic based methods

- MMALFM



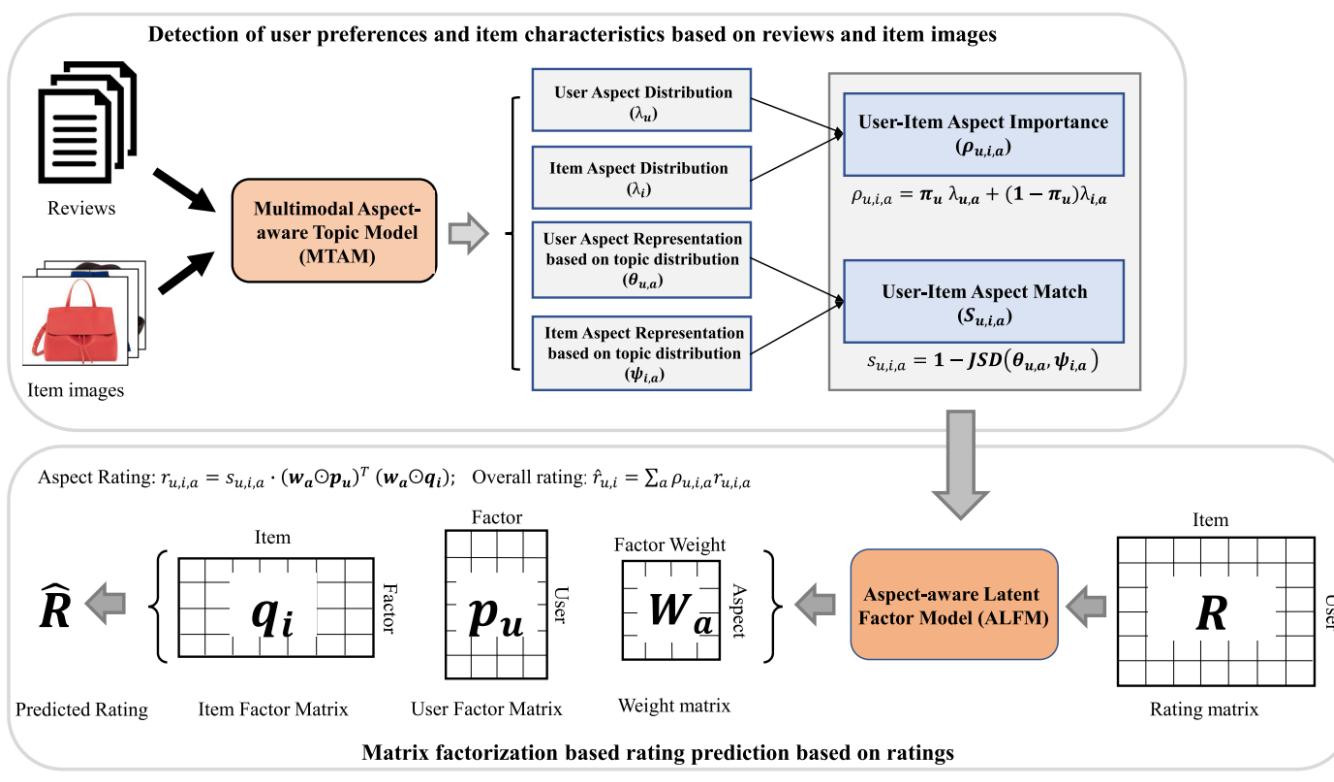
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- MMALFM



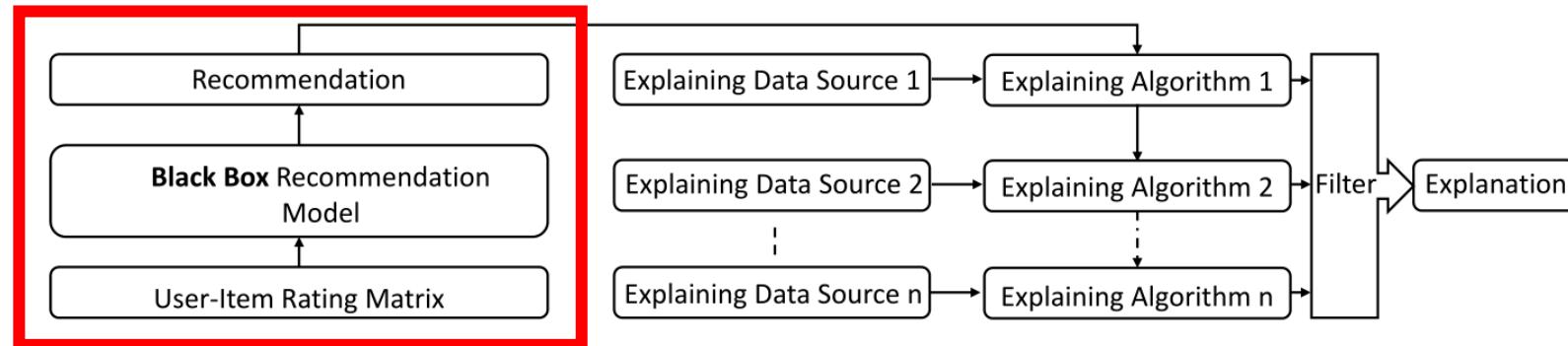
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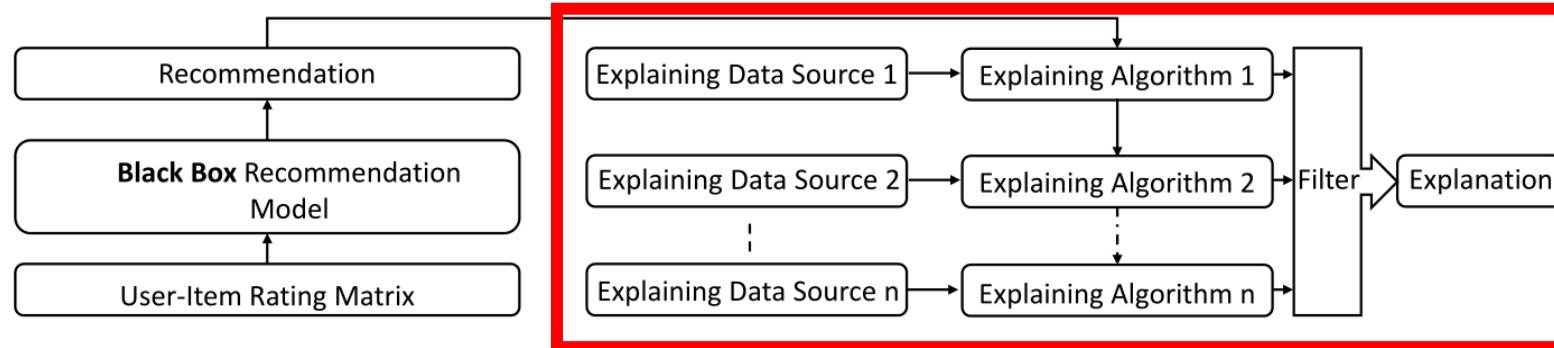
# Post-hoc methods

- An example from Shmaryahu et al.
  - It generates explanations directly from the recommendation and explaining data source



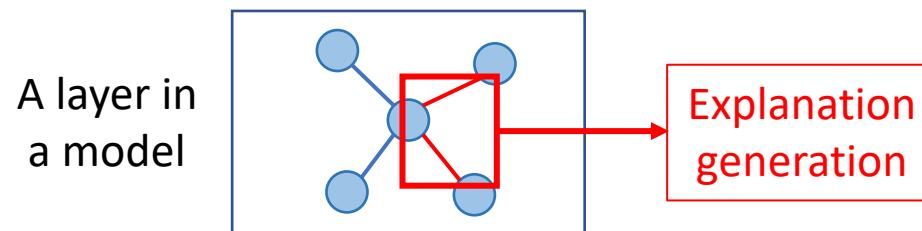
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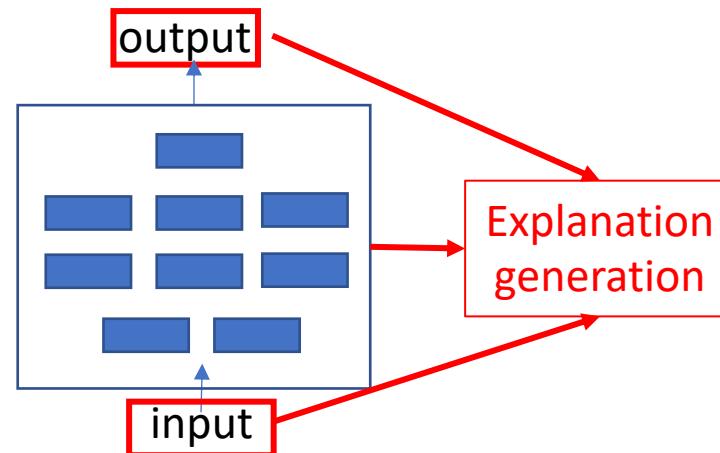


# Taxonomy

- **The second criteria: How the explanations are presented**
  - Structured methods: present explanations in the form of **logical reasoning** based on some particular structures, such as a graph, or a knowledge graph



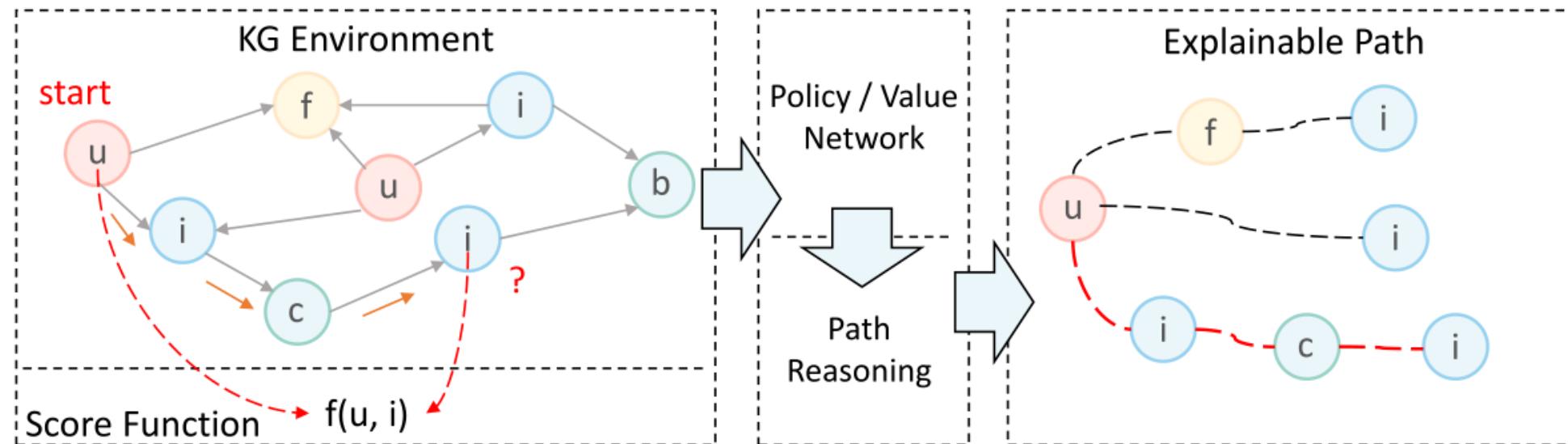
- Unstructured methods: provide explanations based on the inputs, outputs and models, do not rely on, or explicitly rely on logical reasoning



# Structured methods

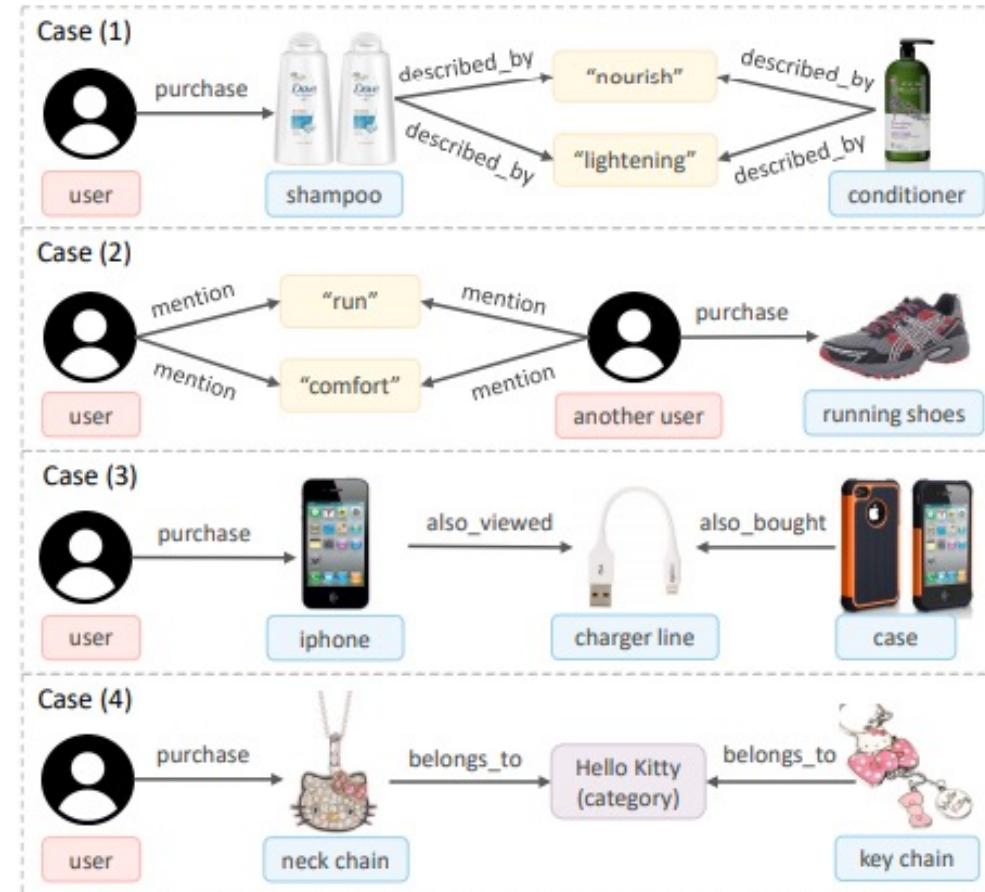
- PGPR

- An explanation path graph generated with knowledge graph
- Path definition:  $p_k(e_0, e_k) = \{e_0 \xleftrightarrow{r_1} e_1 \xleftrightarrow{r_2} \dots \xleftrightarrow{r_k} e_k\}$



# Structured methods

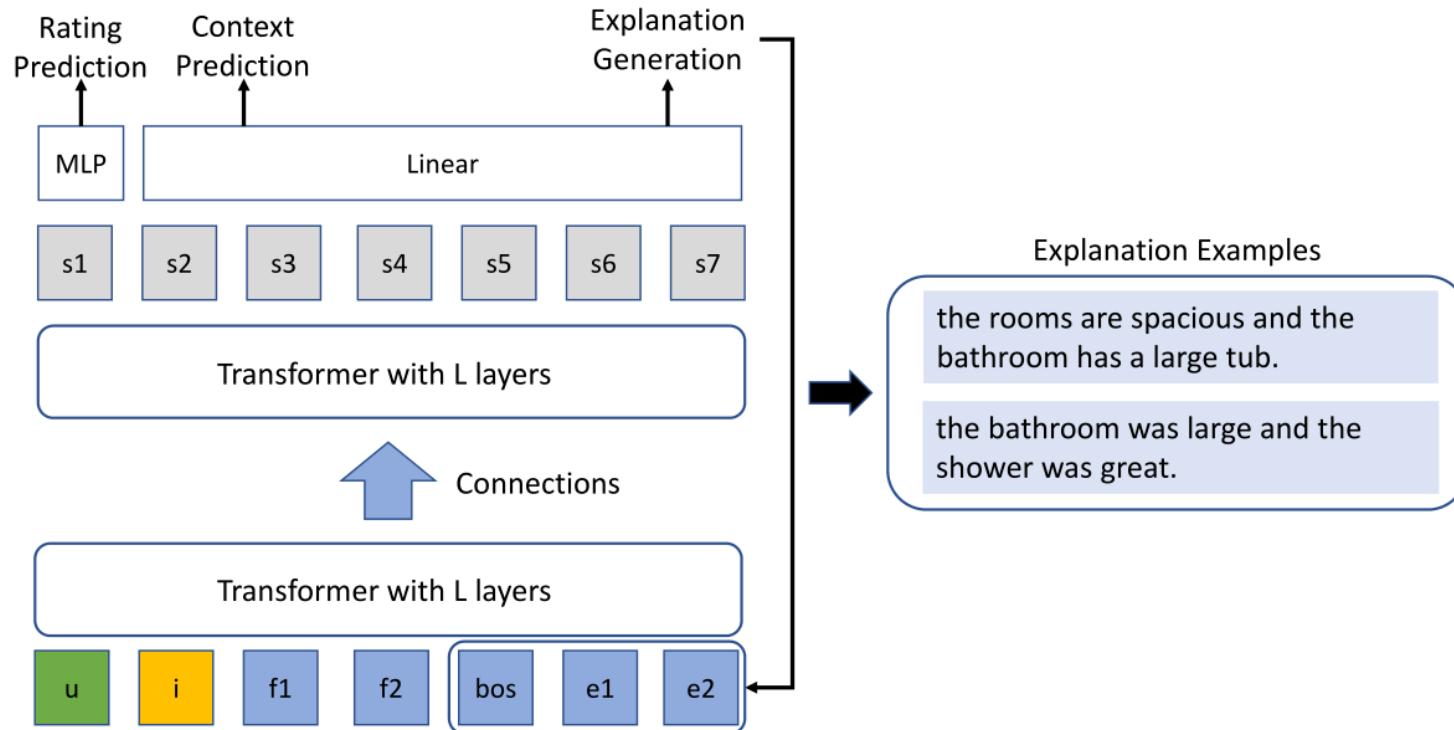
- PGPR
  - Explanation path



# Unstructured methods

- **PETER**

- Generate explanation sentence word by word
- The final explanation is a sentence based on probability, not the sole reason deduced according to deterministic rules or structures



# Unstructured methods

- CountER

- It tries to use small changes in item aspects to reverse the decision

If the item had been slightly worse on [aspect(s)],  
then it will not be recommended.

minimize Explanation Complexity  
s.t., Explanation is Strong Enough

Matching-based:

		Recommended items			Not recommended items		
	User	Phone A	Phone B	Phone C	Phone D	Phone E	
	Screen: 4.0 Battery: 5.0 Price: 3.0	Screen: 4.5 Battery: 3.0 Price: 3.0	Screen: 4.5 Battery: 1.5 Price: 4.5	Screen: 5.0 Battery: 1.5 Price: 3.5	Screen: 5.0 Battery: 0.5 Price: 4.0	Screen: 5.0 Battery: 1.0 Price: 3.0	
	User	Score:42.00	Score:39.00	Score:38.00	Score:34.50	Score:34.00	

What if phone A performs slightly worse (from 3 to 2.1) at the battery aspect?

		Recommended items			Not recommended items		
	User	Phone B	Phone C	Phone A*	Phone D	Phone E	
	Screen: 4.0 Battery: 5.0 Price: 3.0	Screen: 4.5 Battery: 1.5 Price: 4.5	Screen: 5.0 Battery: 1.5 Price: 3.5	Screen: 4.5 Battery: 2.1 Price: 3.0	Screen: 5.0 Battery: 0.5 Price: 4.0	Screen: 5.0 Battery: 1.0 Price: 3.0	
	User	Score:39.0	Score:38.0	Score:37.50	Score:34.50	Score:34.00	

Counterfactual reasoning:

# Unstructured methods

- CountER

- It tries to use small changes in item aspects to reverse the decision

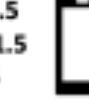
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	Score:42.00	Score:39.00	Score:38.00	Score:34.50	Score:34.00		Score:5.0 Battery: 0.5 Price: 4.0

What if phone A performs slightly worse (from 3 to 2.1) at the battery aspect?

		Recommended items			Not recommended items		
User		Phone B	Phone C	Phone A*	Phone D	Phone E	
	Screen: 4.0 Battery: 5.0 Price: 3.0		Screen: 4.5 Battery: 1.5 Price: 4.5		Screen: 4.5 Battery: 2.1 Price: 3.0		Screen: 5.0 Battery: 0.5 Price: 4.0
	Score:39.0	Score:38.0	Score:37.50	Score:34.50	Score:34.00		Score:5.0 Battery: 1.0 Price: 3.0

Counterfactual reasoning:

# Explainability



METHODS



EVALUATIONS



APPLICATIONS



FUTURE  
DIRECTIONS

# Taxonomy of research on evaluations

- **Evaluation perspectives**

- Effectiveness
- Transparency
- Scrutability

- **Evaluation form**

- Quantitative metrics
- Case study
- Real-world performance
- Ablation Study

# Taxonomy of Evaluation

- **Evaluation perspectives**

- Effectiveness
- Transparency
- Scrutability

<b>Evaluation perspective</b>	<b>Evaluation criteria</b>	<b>Related research</b>
Effectiveness	Whether the explanations are useful to users? (e.g. Decision making, Recommendation results)	[8, 58, 337]
Transparency	Whether the explanations can reveal the working principles of the model?	[18, 144, 225]
Scrutability	Whether the explanations contribute to the prediction of the model?	[327, 347, 362]

# Taxonomy of Evaluation

- **Evaluation form**
  - **Quantitative:** ROUGE score, BLEU, USR, FMR...
  - **Case study:** Whether the explanation conforms to human logic
  - **Real-world performance:** The practical effects of the explanation
  - **Ablation study:** How algorithmic modules provide explanations and how these modules enhance the recommendation model

Evaluation form	Corresponding perspectives	Related research
Quantitative metrics	Effectiveness; Scrutability	[337, 338]
Case study	Effectiveness; Transparency	[225, 362, 396]
Real-world performance	Effectiveness; Scrutability; Transparency	[58, 347, 392]
Ablation Study	Effectiveness; Transparency	[64, 211, 327]

# Explainability



METHODS



EVALUATIONS

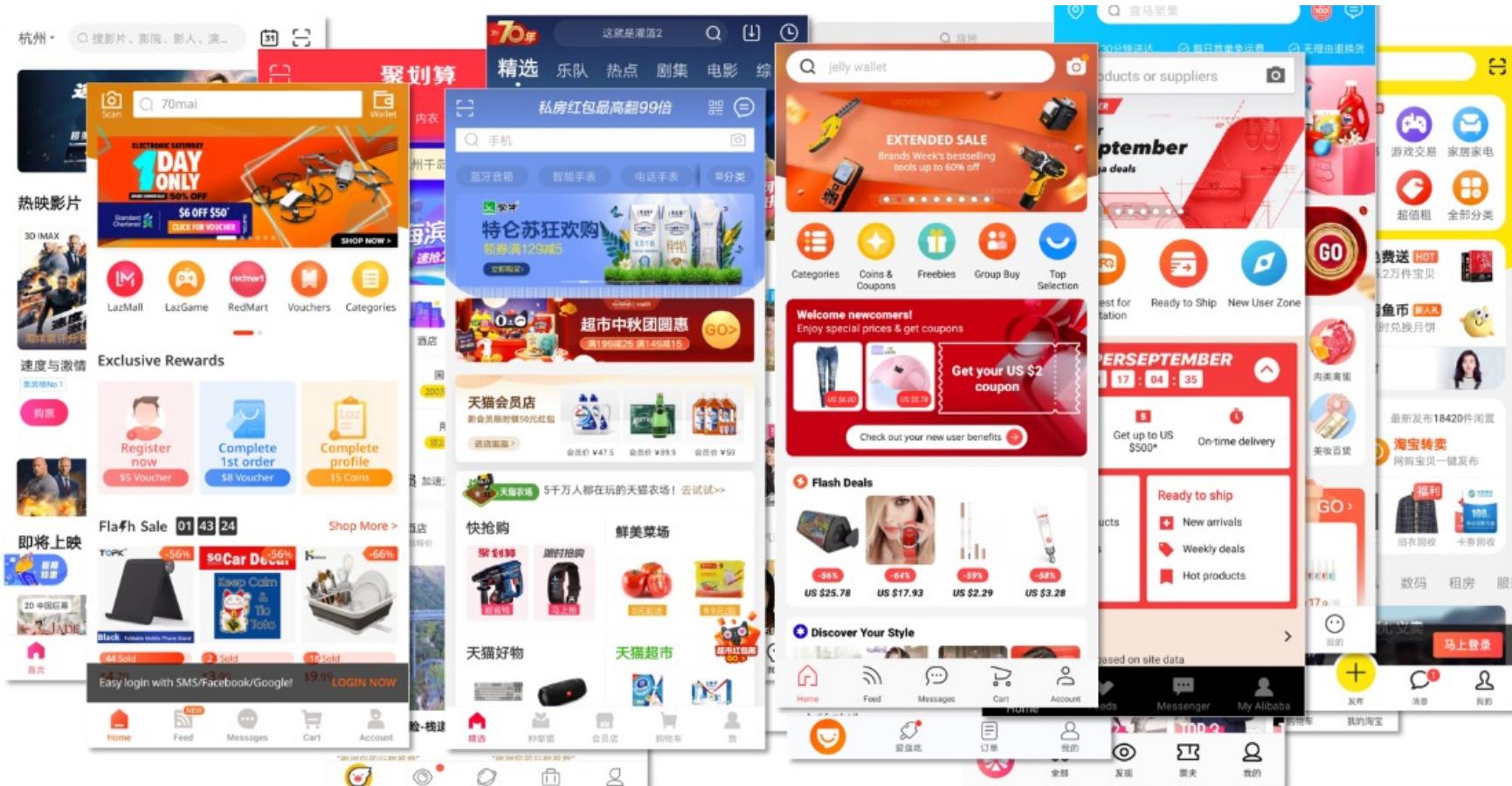


APPLICATIONS



FUTURE  
DIRECTIONS

# E-commercial Recommendation



# Social Media



# Explainability



METHODS



EVALUATIONS



APPLICATIONS



FUTURE  
DIRECTIONS

# Natural Language Generation

- Templated based (now)

I recommend Iron Man to you because you've seen The Avengers

- Full paragraph interpretation generation (currently exist but their effectiveness has yet to improve)

Since you've seen movies like The Avengers, and your recent interest is in the TV series, we recommend something similar for you: Agents of S.H.I.E.L.D.

# Explainable recommendations in more fields



Academic  
Support

Explainable  
recommendations



Medical  
Care



Education

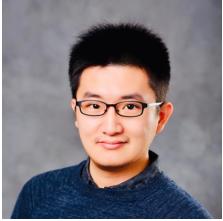


Etc.

# Summary

- **Concept of explainability in Rec**
  - The ability to explain or to present in understandable terms to a human
- **Taxonomy of methods**
  - How to produce explanations: model-intrinsic based (mostly used) or post-hoc
  - How the explanations are presented: structured or unstructured
- **Taxonomy of evaluations**
  - Evaluation perspectives: Effectiveness, Transparency, Scrutability
  - Evaluation forms: Quantitative, Case study, Real-world performance, Ablation study
- **Application**
  - E-commercial Recommendation
  - Social Media
- **Future directions**
  - Natural Language Generation for Explanation
  - Explainable recommendations in more fields

# Trustworthy Recommender Systems



Wenqi Fan<sup>1</sup>, Xiangyu Zhao<sup>2</sup>, Lin Wang<sup>1</sup>, Xiao Chen<sup>1</sup>, Jingtong Gao<sup>2</sup>, Qidong Liu<sup>2</sup>, Shijie Wang<sup>1</sup>

<sup>1</sup>The Hong Kong Polytechnic University

<sup>2</sup>City University of Hong Kong

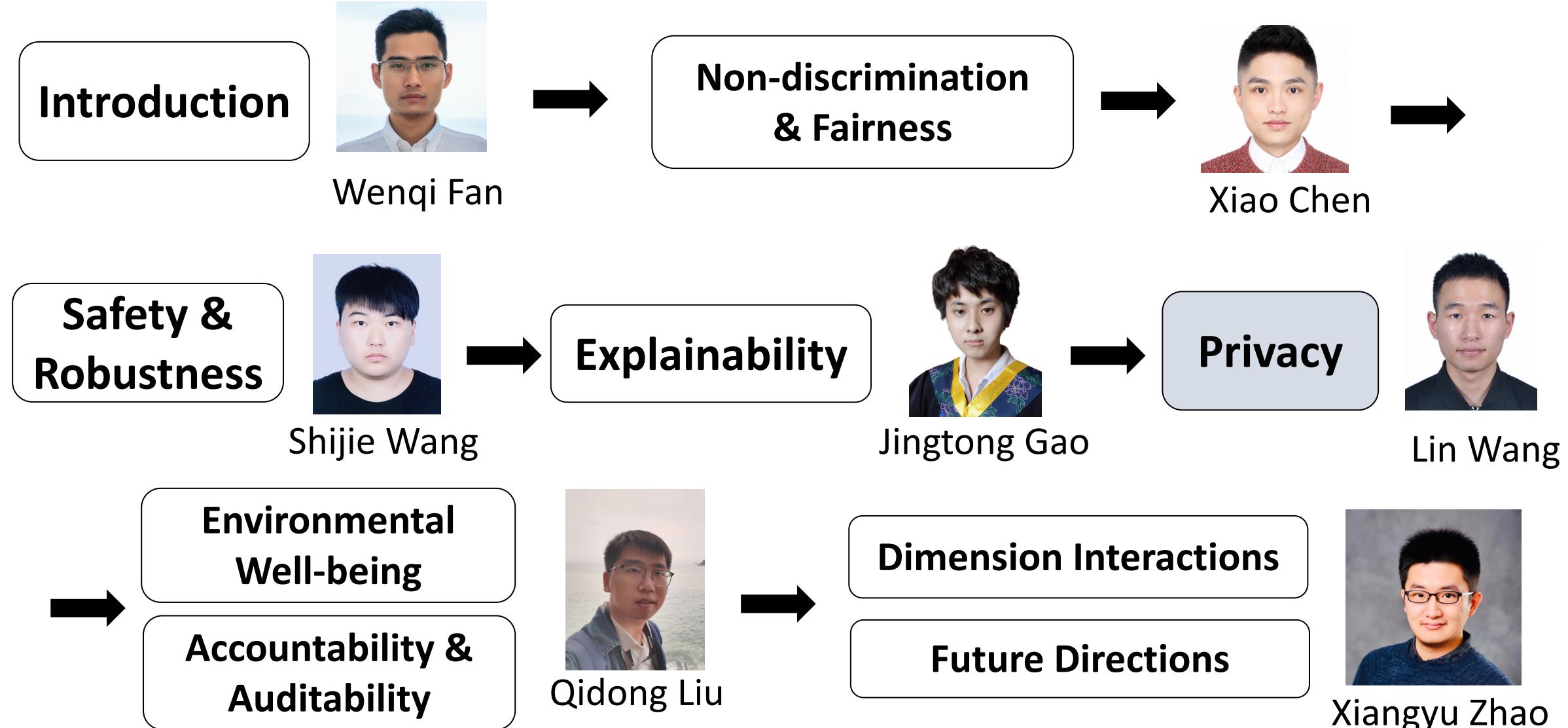
**Coffee Break time, we will be back in 10-15 minutes**



Website (Slides): <https://advanced-recommender-systems.github.io/trustworthy-rec/>

Survey: A Comprehensive Survey on Trustworthy Recommender Systems, arXiv:2209.10117, 2022.

# Trustworthy Recommender Systems



# Privacy

## The era of big data



- Modern recommender systems, heavily rely on big data and even private data to train algorithms for obtaining high-quality recommendation performance.
- This raises huge concerns about the safety of private and sensitive data when recommendation algorithms are applied to safety-critical tasks such as finance and healthcare.

# Privacy

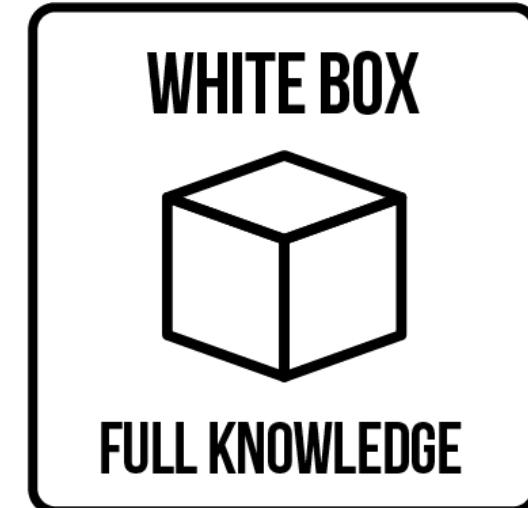
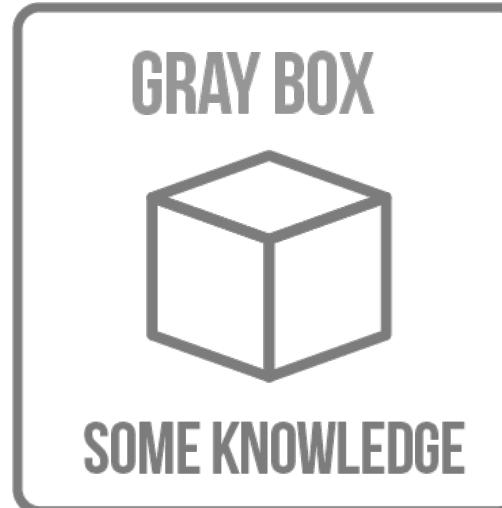
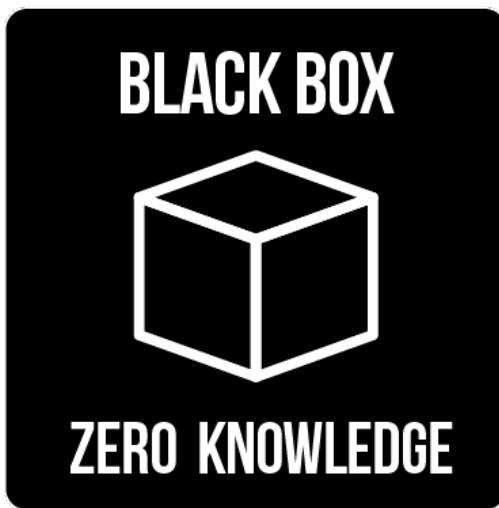
- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods.
- Applications
- Survey and Tools
- Future Directions

# Privacy

- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods
- Applications
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- Future Directions

# Privacy Attacks

**Privacy Attacks** aim to steal knowledge that is not intended to be shared, such as the sensitive information of users and model parameters.



# Privacy Attacks

**Privacy Attacks** aim to steal knowledge that is not intended to be shared, such as the sensitive information of users and model parameters.

- Membership Inference Attacks (MIA)
- Property Inference Attacks (PIA)
- Reconstruction Attacks (RA)
- Model Extraction Attacks (MEA)

# Privacy Preserving

**Privacy Preserving**, in order to defend against privacy attacks, privacy-preserving methods have been proposed based on different strategies, which can be broadly divided into five categories:

- Differential Privacy (DP)
- Federated Learning (FL)
- Adversarial Learning (AL)
- Anonymization
- Encryption

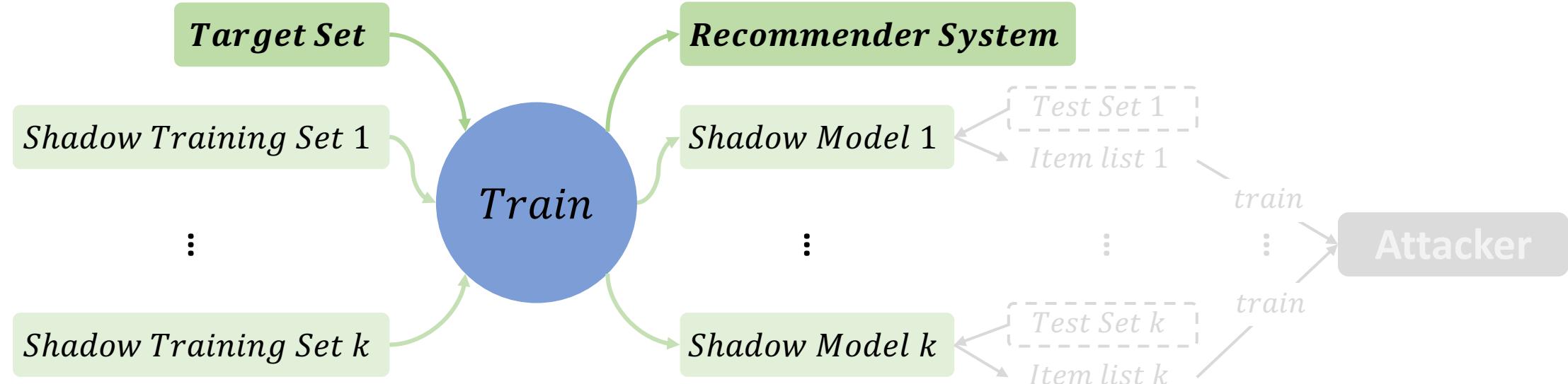
# Privacy

- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods
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- Future Directions

# Privacy Attack Methods

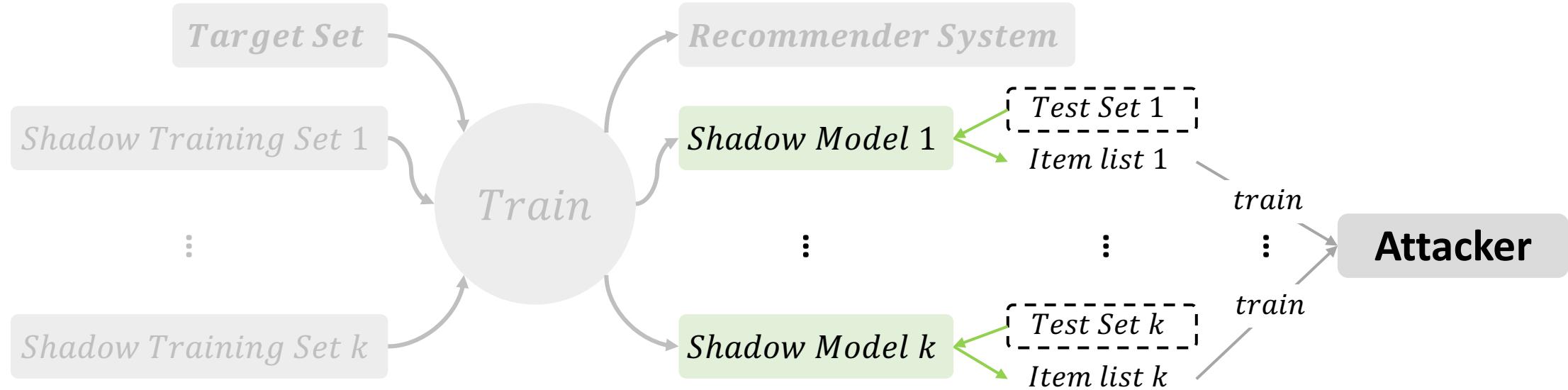
	<b>Taxonomy</b>	<b>Related methods</b>
Privacy Attacks	Membership Inference Attacks	[79, 431]
	Property Inference Attacks	[14, 115, 277, 437]
	Reconstruction Attacks	[42, 90, 151, 257, 257, 303]
	Model Extraction Attacks	[418]

# Membership Inference Attacks



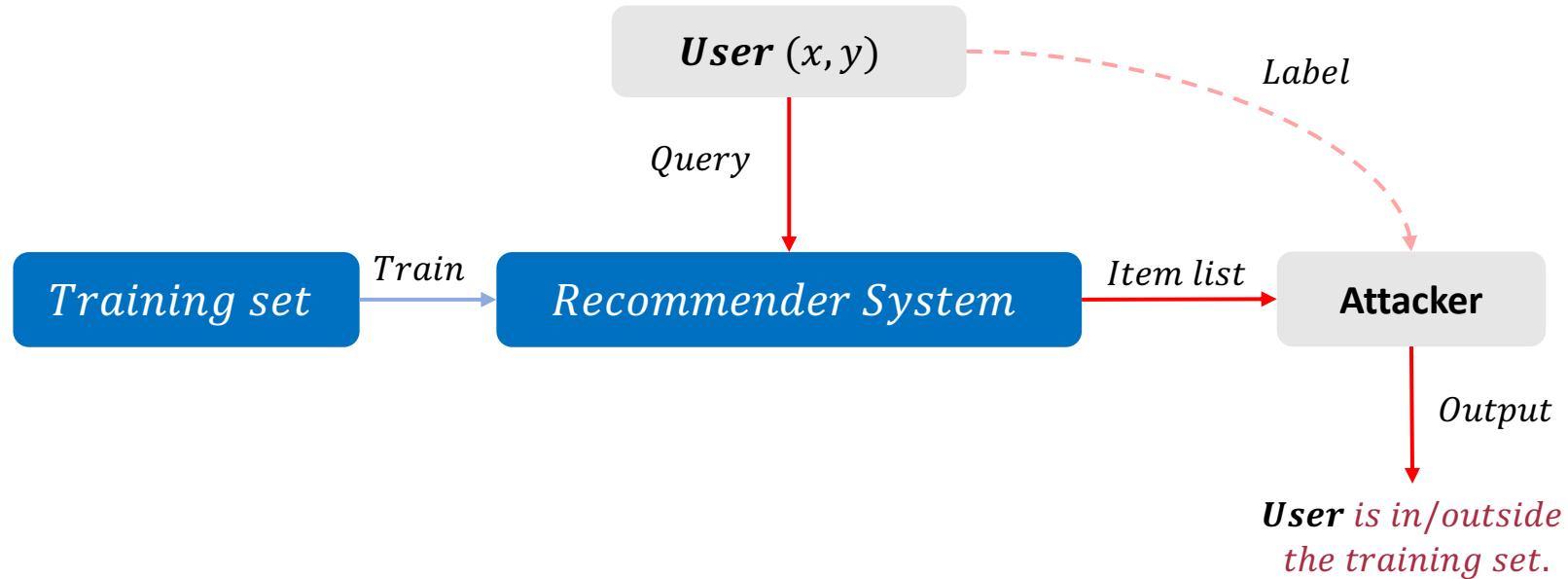
**Shadow training**

# Membership Inference Attacks



**Shadow training**

# Membership Inference Attacks



## Membership Inference Attack

# Membership Inference Attacks

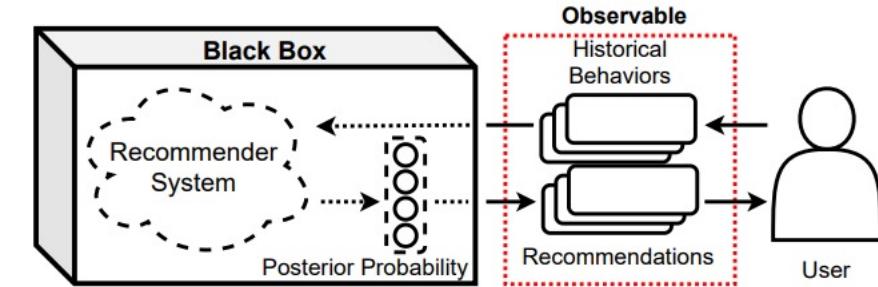
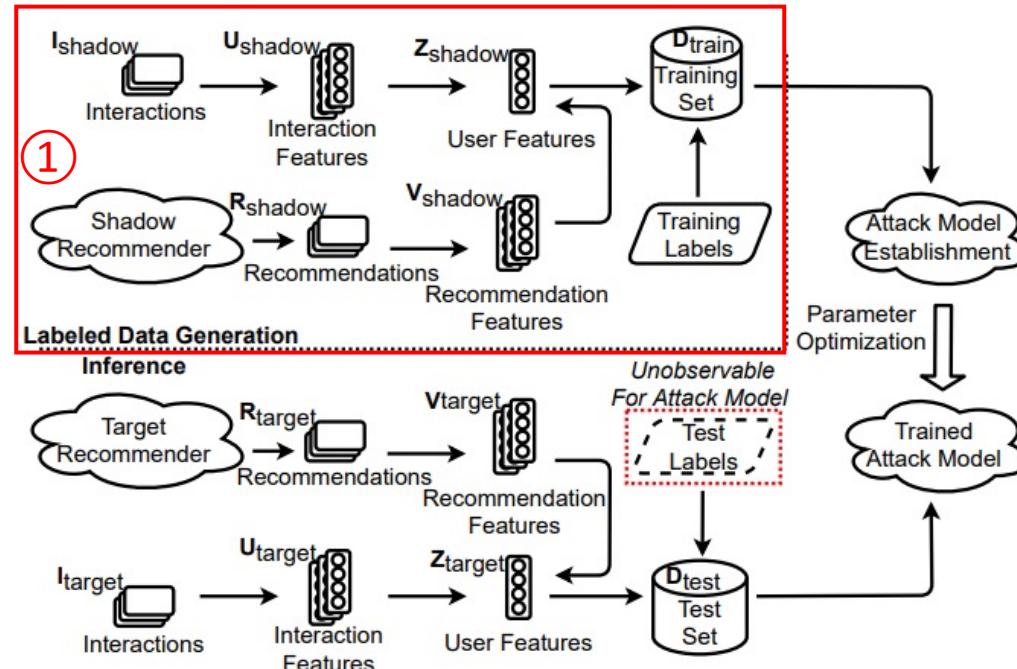
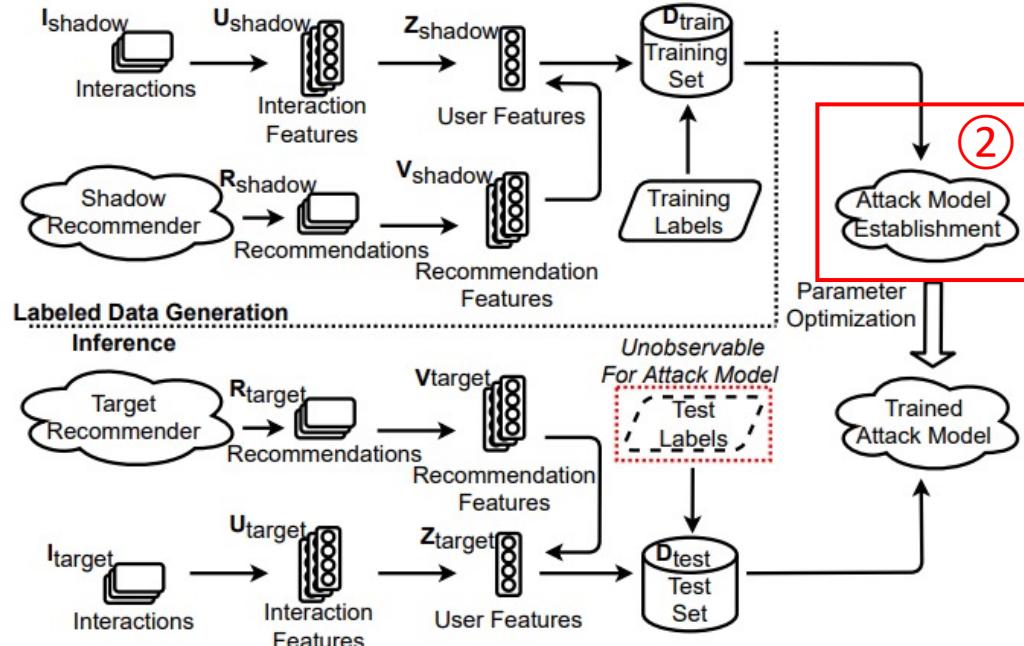


Figure 1: An example of recommender systems.

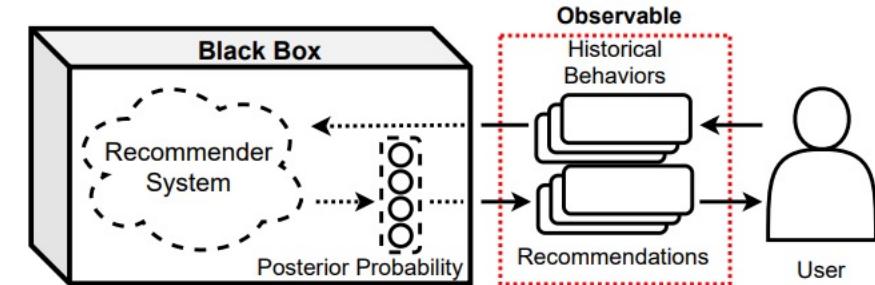
## Membership Inference Attacks in Recommender Systems

Figure 2: The framework of the membership inference attack against a recommender system.

# Membership Inference Attacks



**Figure 2: The framework of the membership inference attack against a recommender system.**



**Figure 1: An example of recommender systems.**

## Membership Inference Attacks in Recommender Systems

# Membership Inference Attacks

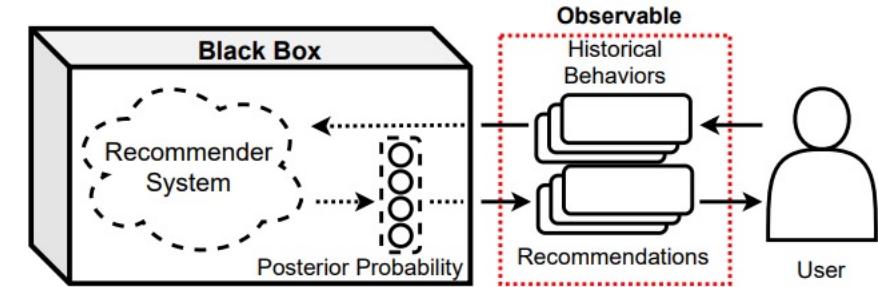
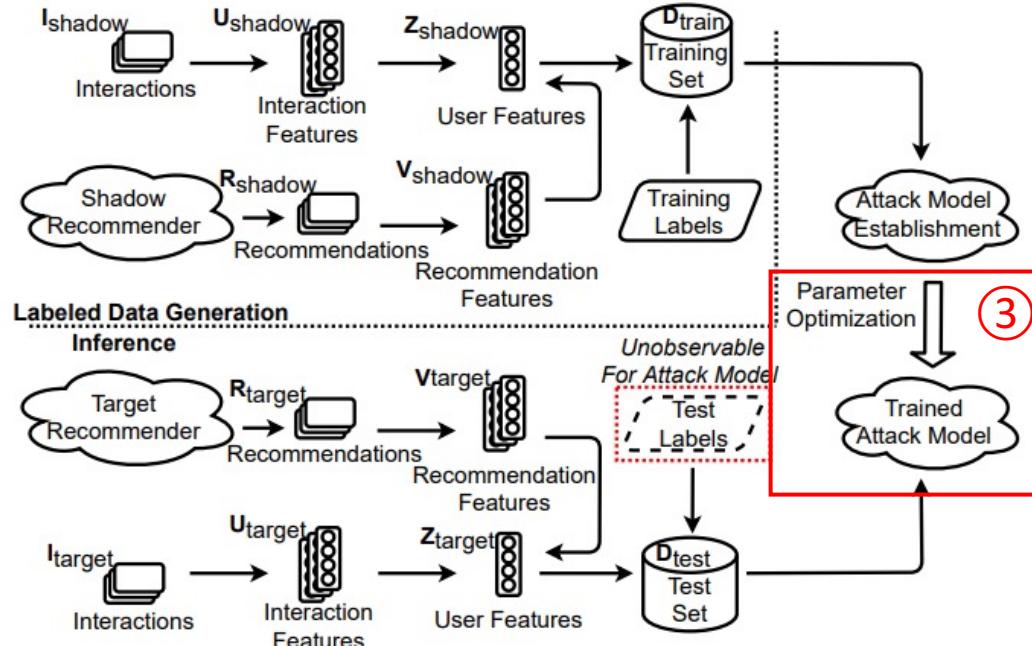
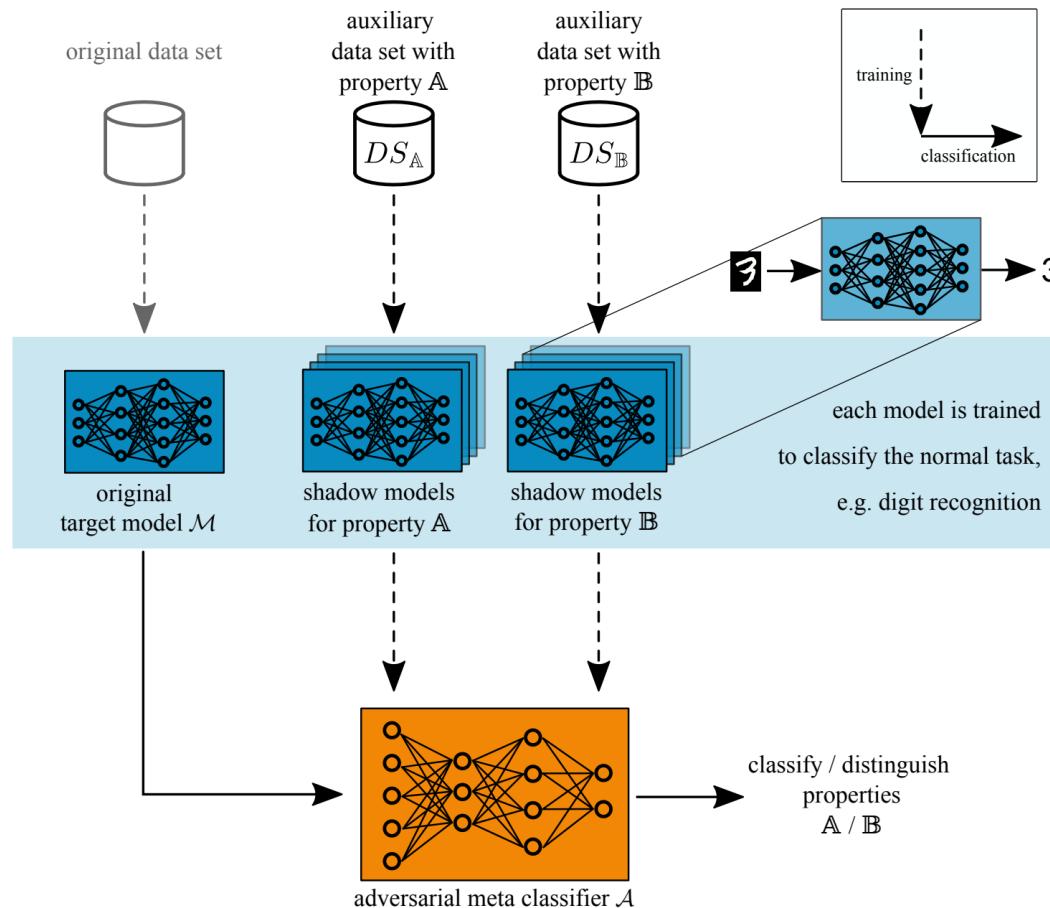


Figure 1: An example of recommender systems.

## Membership Inference Attacks in Recommender Systems

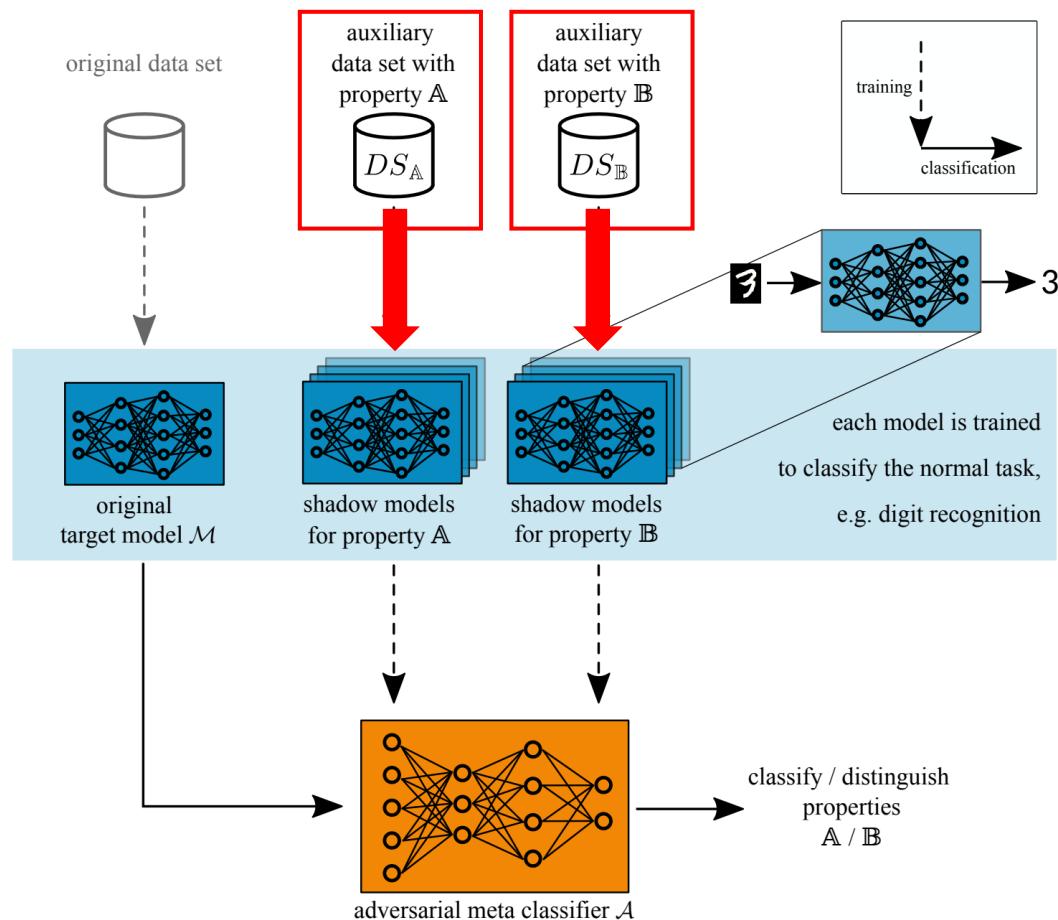
Figure 2: The framework of the membership inference attack against a recommender system.

# Property Inference Attacks

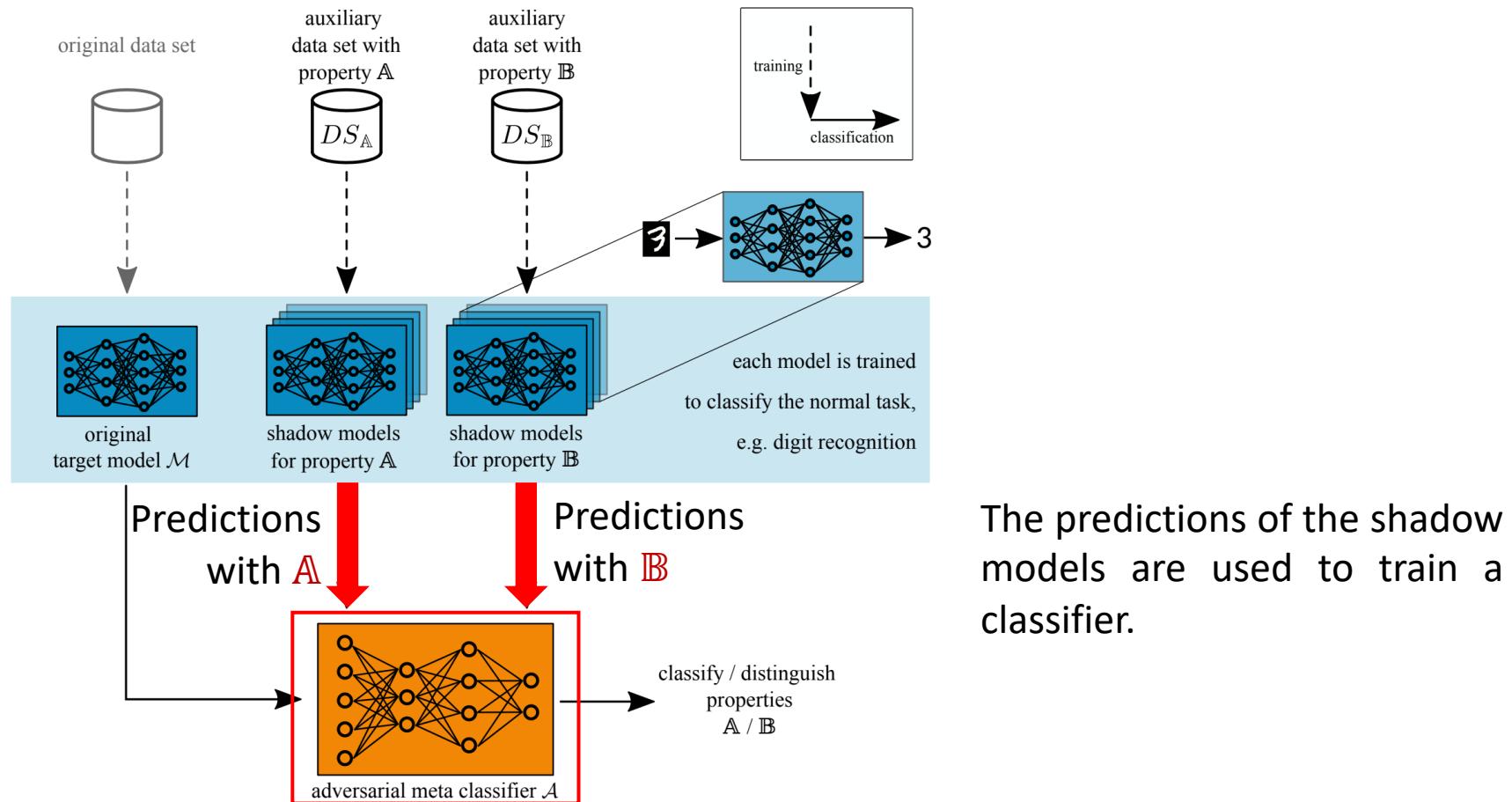


Using the auxiliary data with different property to train series shadow models.

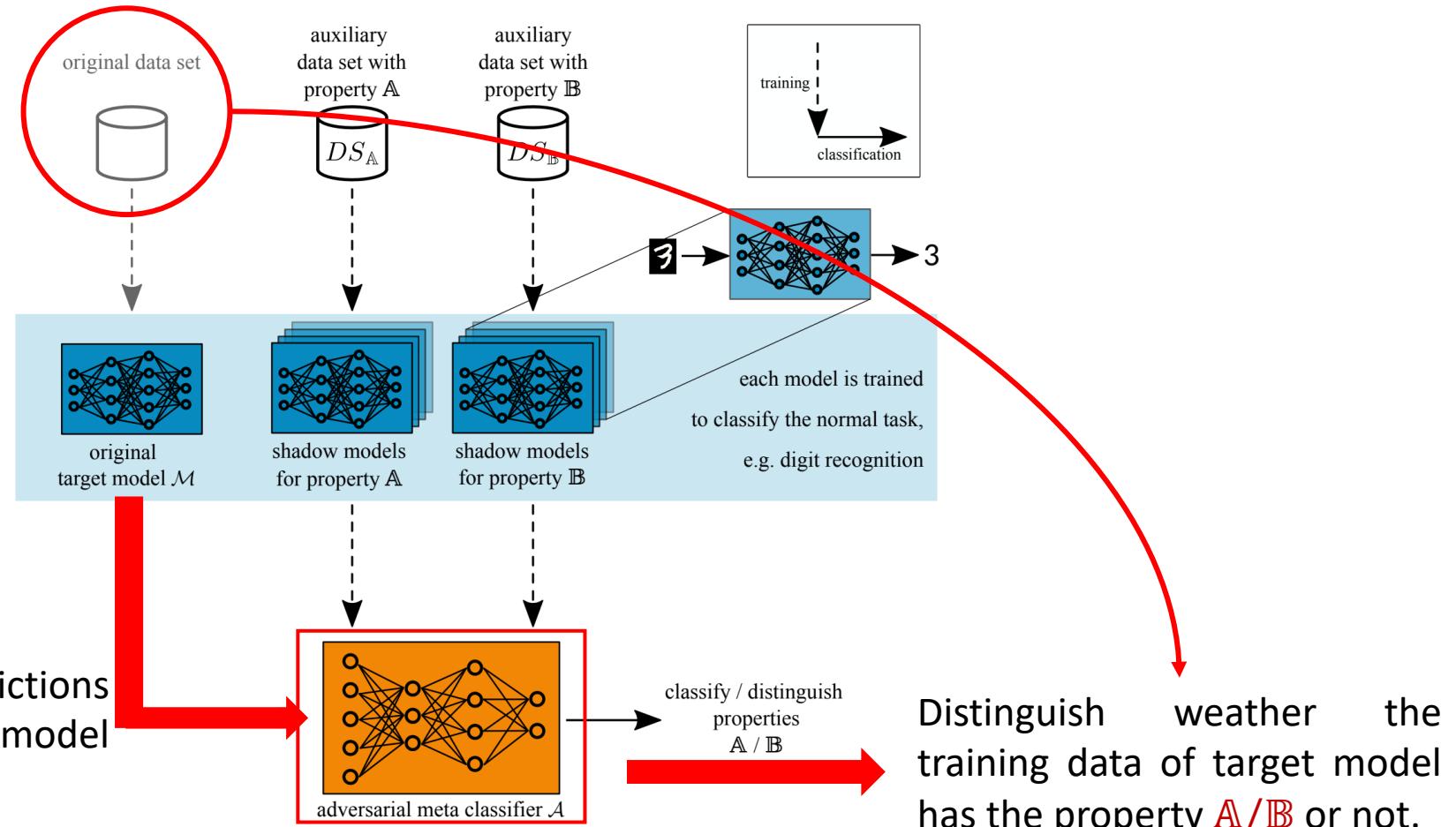
# Property Inference Attacks



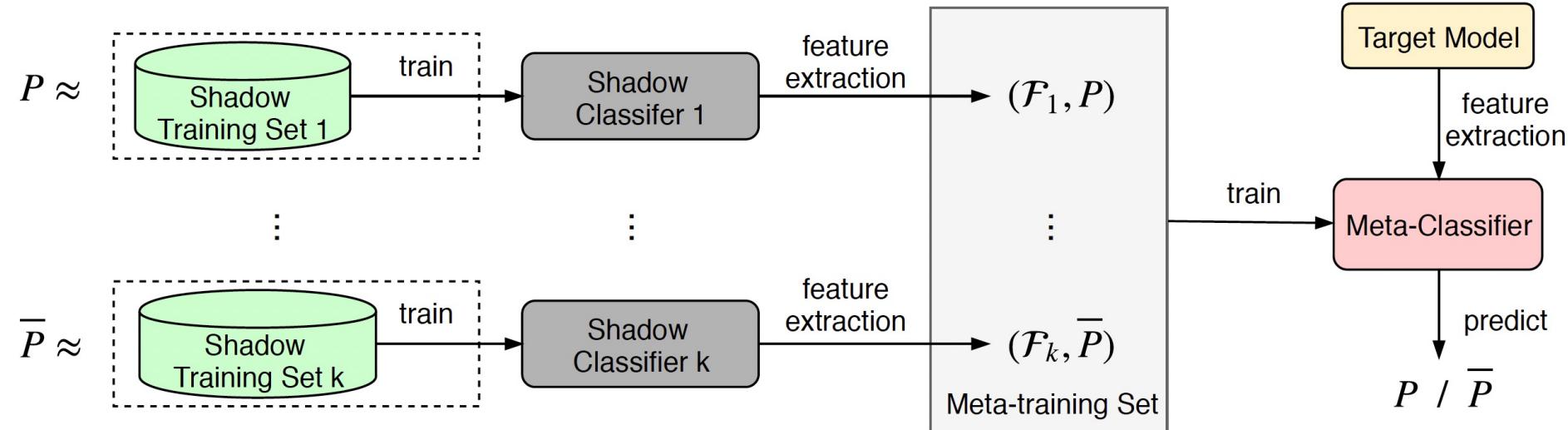
# Property Inference Attacks



# Property Inference Attacks

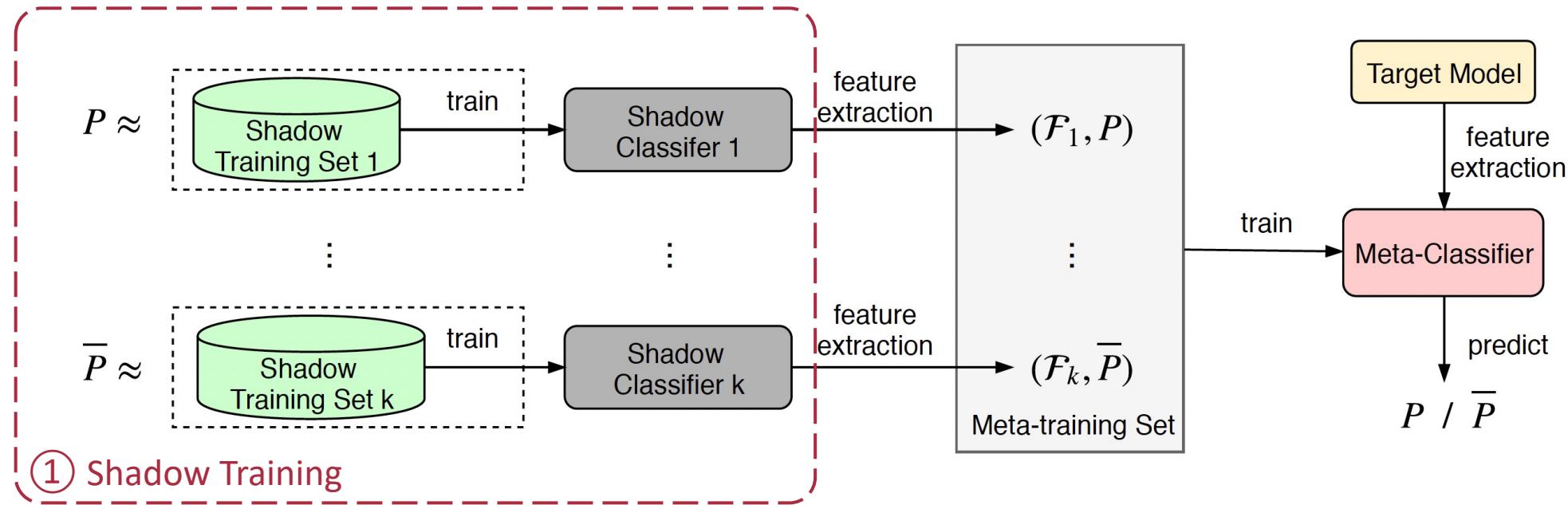


# Property Inference Attacks



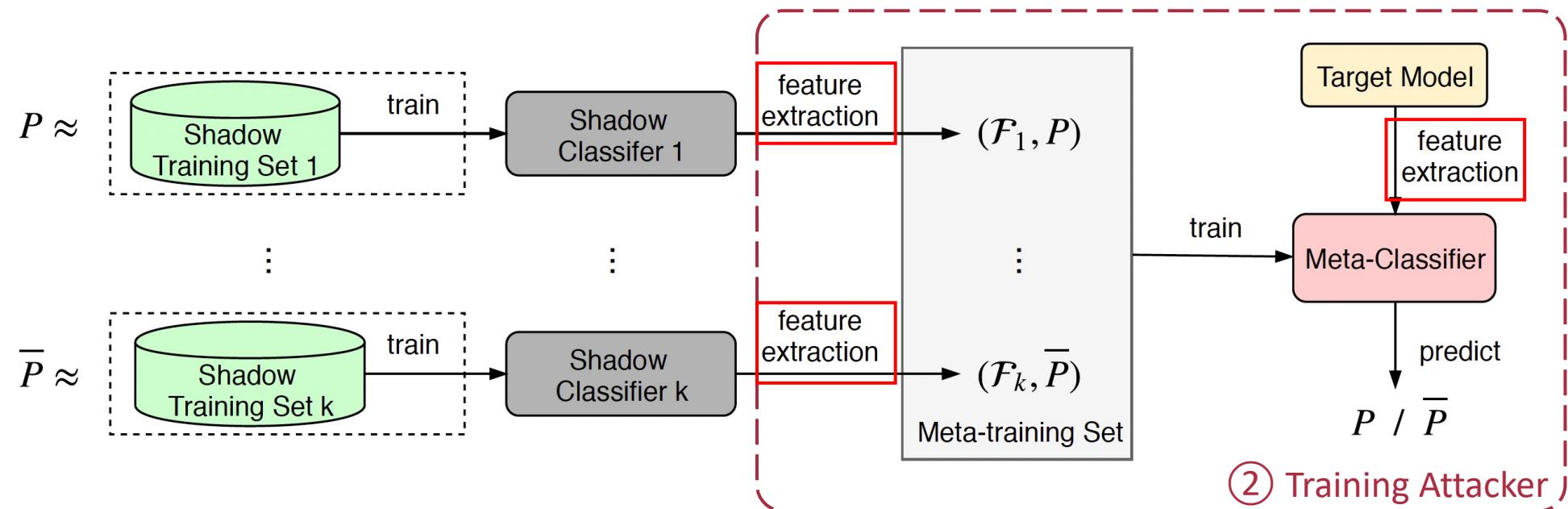
The workflow of the property inference attack

# Property Inference Attacks



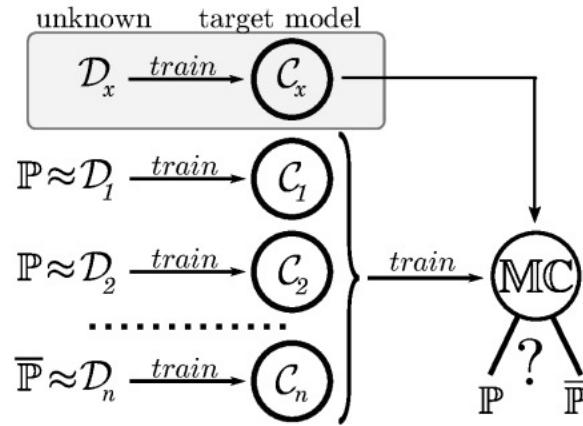
The workflow of the property inference attack

# Property Inference Attacks



The workflow of the property inference attack

# Property Inference Attacks



**Fig. 1.** Attack methodology: the target training set  $\mathcal{D}_x$  produced  $\mathcal{C}_x$ . Using several training sets  $\mathcal{D}_1, \dots, \mathcal{D}_n$  with or without a specific property, we build  $\mathcal{C}_1, \dots, \mathcal{C}_n$ , namely the training set for the meta-classifier MC that will classify  $\mathcal{C}_x$ .

**Input:**  
 $\mathcal{D}$ : the array of training sets  
 $l$ : the array of labels, where each  $l_i \in \{\mathbb{P}, \bar{\mathbb{P}}\}$   
**Output:** The meta-classifier MC

```

1 TrainMC( $\mathcal{D}, l$ )
2 begin
3    $\mathcal{D}_c = \{\emptyset\}$ 
4   foreach  $\mathcal{D}_i \in \mathcal{D}$  do
5      $\mathcal{C}_i \leftarrow \text{train}(\mathcal{D}_i)$ 
6      $\mathcal{F}_{\mathcal{C}_i} \leftarrow \text{getFeatureVectors}(\mathcal{C}_i)$ 
7     foreach  $a \in \mathcal{F}_{\mathcal{C}_i}$  do
8        $\mathcal{D}_c = \mathcal{D}_c \cup \{a, l_i\}$ 
9     end
10   end
11   MC  $\leftarrow \text{train}(\mathcal{D}_c)$ 
12   return MC
13 end

```

**Algorithm 1:** Training of the meta-classifier

## Using the shadow training to train a meta-classifier(attacker)

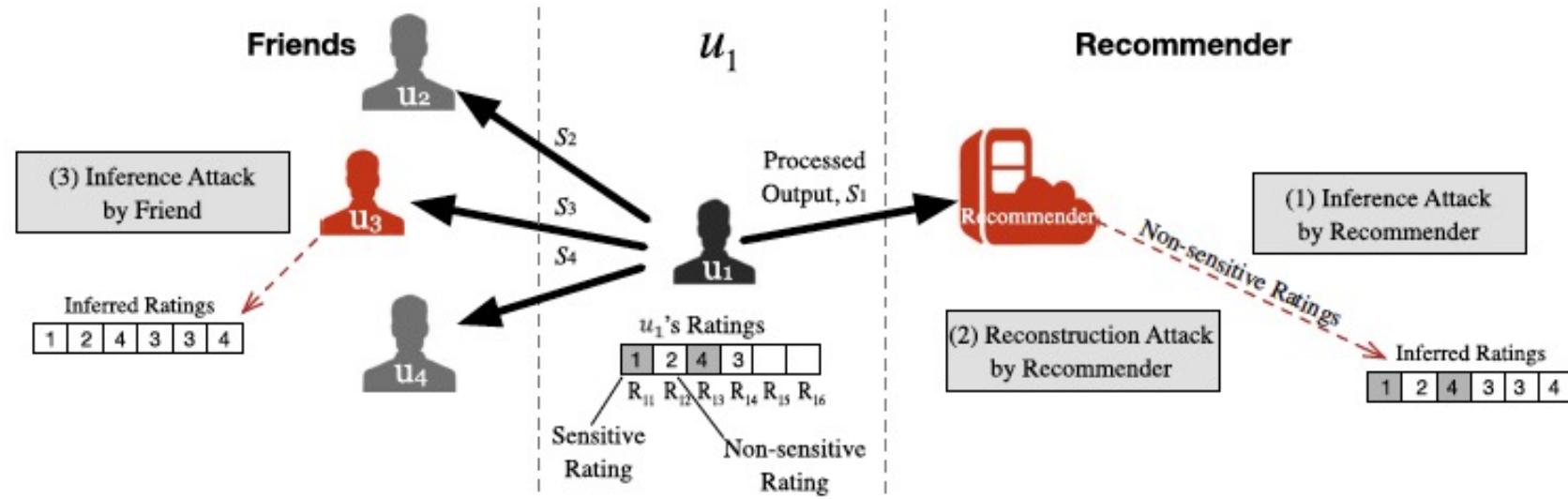
# Reconstruction Attacks



Recover the face image given the person's name and  
the class confidence of a facial recognition system

# Reconstruction Attacks

## Reconstruction attacks in recommender systems



Using the social, public information to reconstruct  
the **sensitive items** of the user.

# Reconstruction Attacks

## Reconstruction attacks in recommender systems

---

**Algorithm 1:** RELATEDITEMSLISTINFERENCE
 

---

**Input:** Set of target items  $\mathcal{T}$ , set of auxiliary items  $\mathcal{A}$ , scoring function :  $\mathbb{R}^{|\mathcal{A}|} \rightarrow \mathbb{R}$

**Output:** Subset of items from  $\mathcal{T}$  which are believed by the attacker to have been added to the user's record

*inferredItems* = {}

**foreach** observation time  $\tau$  **do**

$\Delta$  = observation period beginning at  $\tau$

$N_\Delta$  = delta matrix containing changes in positions of items from  $\mathcal{T}$  in lists associated with items from  $\mathcal{A}$

**foreach** target item  $t$  in  $N_\Delta$  **do**

$score_t = \text{SCOREFUNCTION}(N_\Delta[t])$

**if**  $score_t \geq threshold$  and  $t \notin \mathcal{A}$  **then**

*inferredItems* = *inferredItems*  $\cup \{t\}$

**return** *inferredItems*

---

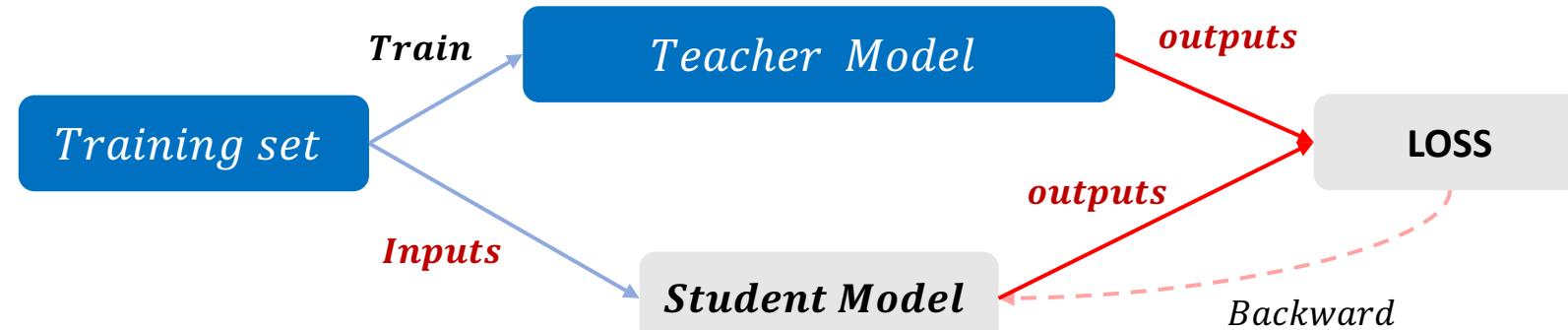
### Auxiliary information:

- Users publicly rate or comment on items
- Users revealing partial information about themselves via third-party sites.
- Data from other sites which are not directly tied to the user's transactions on the target site but leak partial information about them.

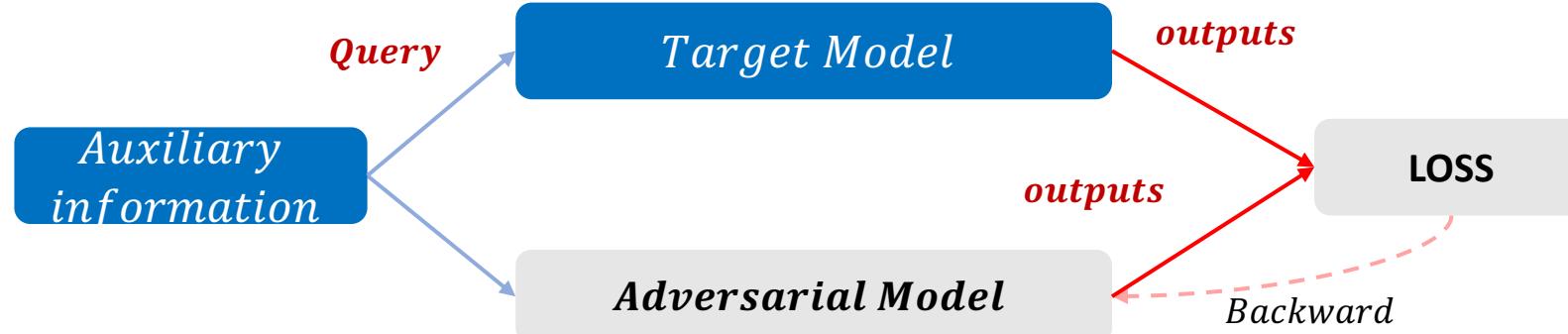
Using the Auxiliary information to reconstruct the sensitive items of the user.

# Model Extraction Attacks

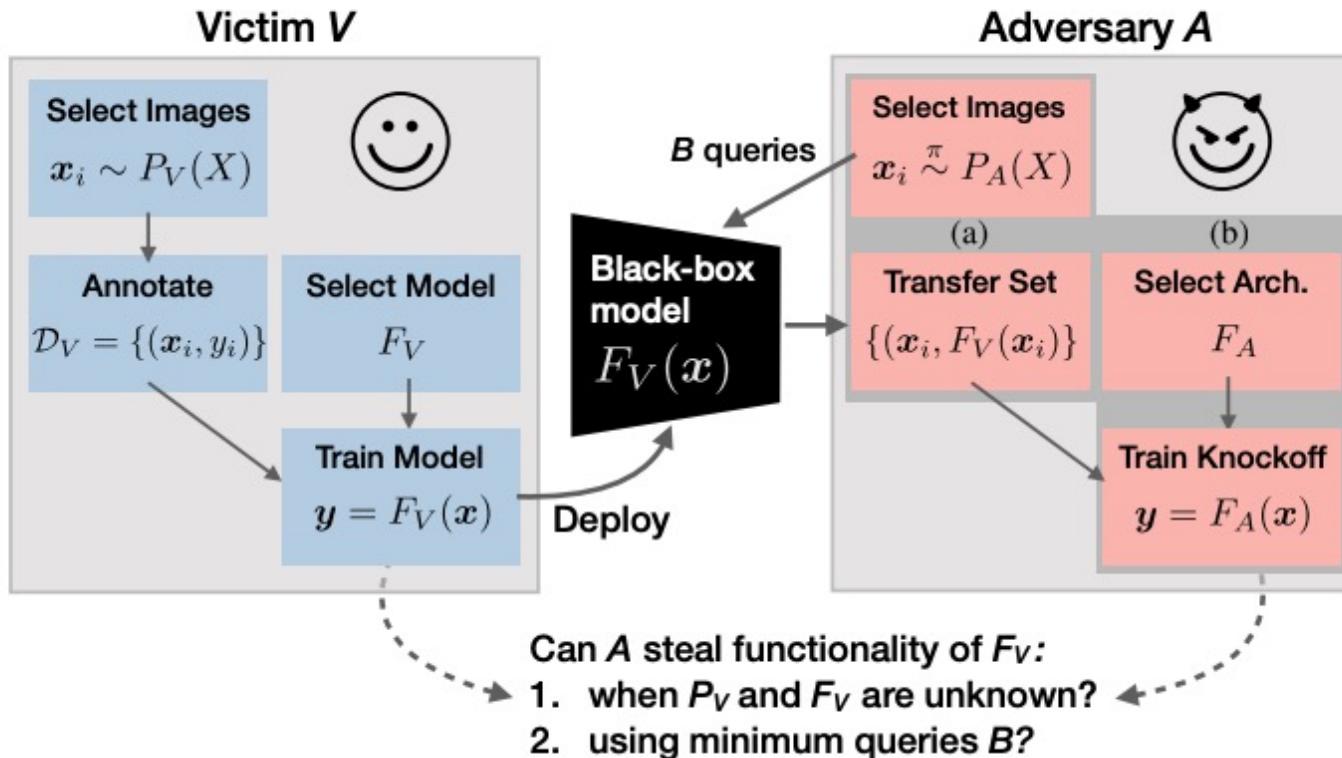
- Knowledge Distillation



- Model Extraction Attacks

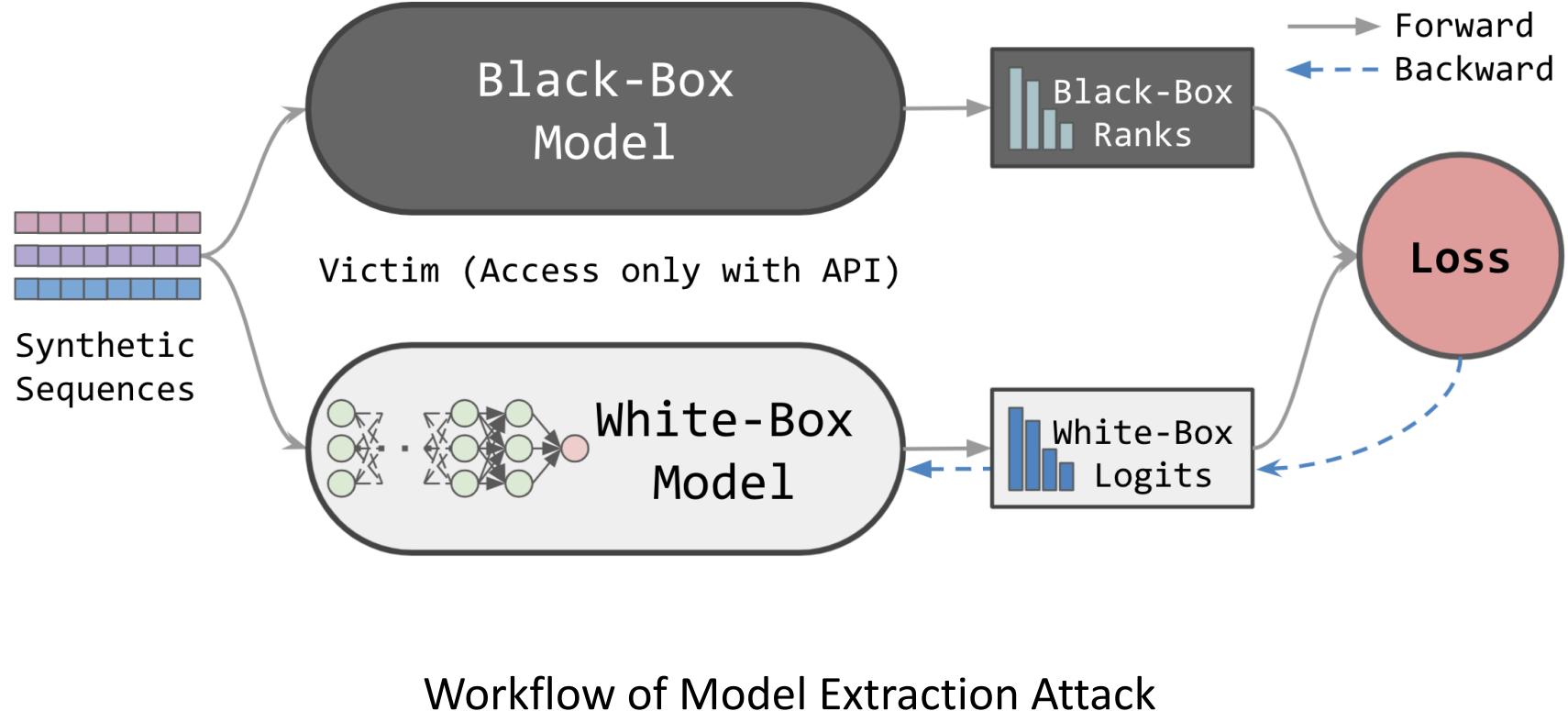


# Model Extraction Attacks

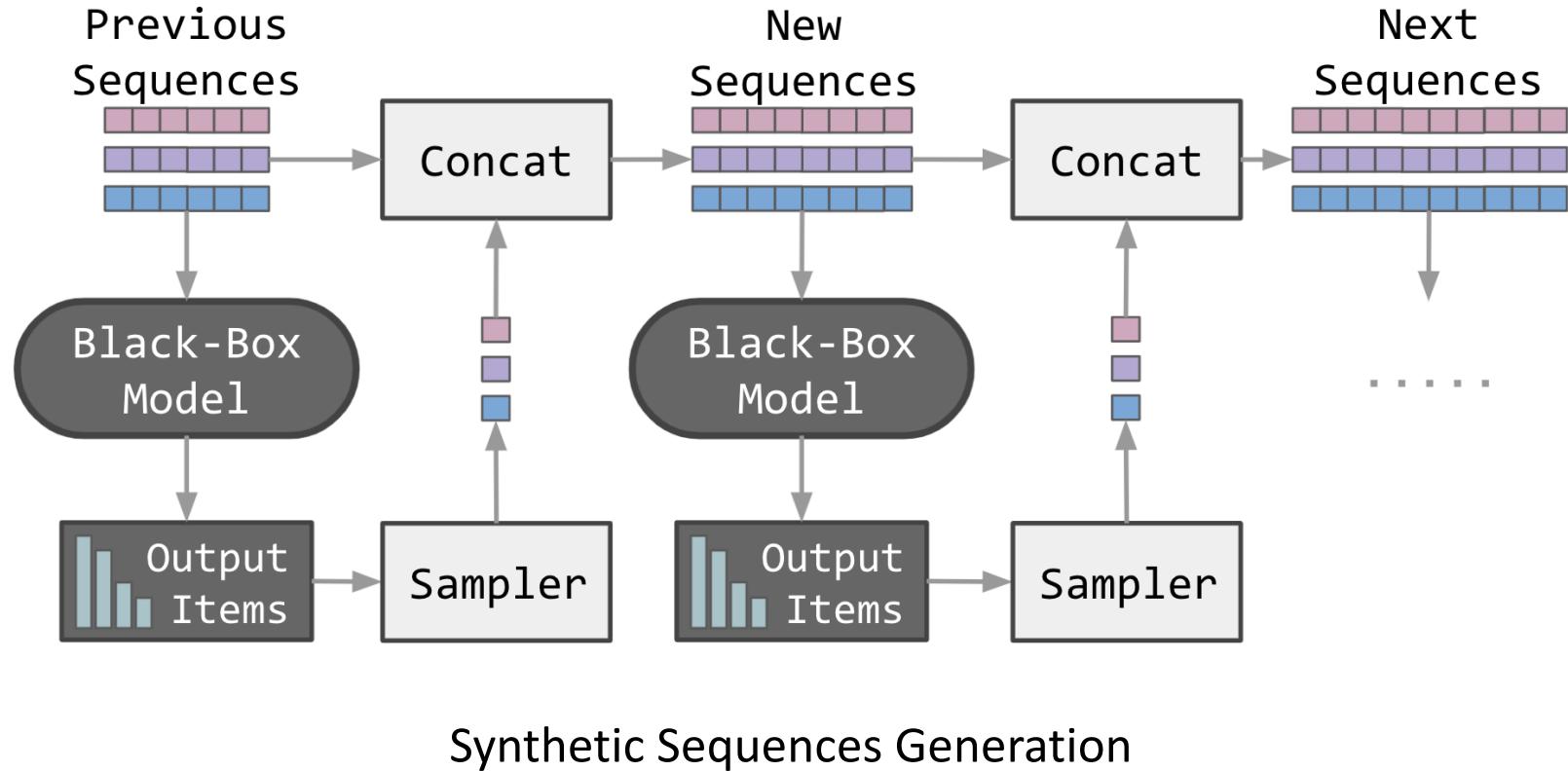


The **Adversary A** steals the knowledge of the black-box model by  $B$  queries

# Model Extraction Attacks



# Model Extraction Attacks



# Summary of Attacks

- **Membership Inference Attacks** (MIA) aim to identify whether **the target user is used to train** the target recommender system.
- **Property Inference Attacks** (PIA) aim at **stealing global properties** of the training data in the target recommender system.
- **Reconstruction Attacks** (RA), aim to **infer private information** or labels on training data.
- **Model Extraction Attacks** (MEA), aims to **steal the parameters and structure** of a target model and create a new replacement model that behaves similarly to the target model.

# Privacy

- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods
- Applications
- Survey and Tools
- Future Directions

# Privacy-preserving Methods

	<b>Taxonomy</b>	<b>Representative Methods</b>
Privacy-preserving Methods	Differential Privacy	[45, 46, 395, 429, 432, 459]
	Federated Learning	[111, 138, 160, 218, 284, 376, 378]
	Adversarial Learning	[22, 208, 229, 295, 352]
	Anonymization & Encryption	[53, 163, 281, 302, 360, 402, 413, 430]

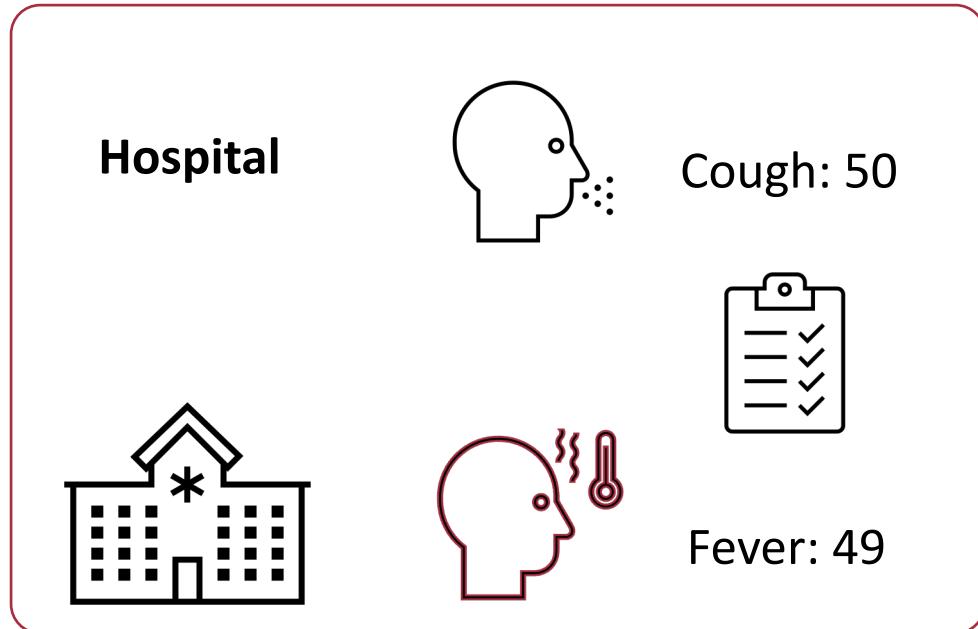
# Differential Privacy

Given  $\epsilon > 0$  and  $\delta \geq 0$ , a randomized mechanism  $\mathcal{M}$  satisfies  $(\epsilon, \delta)$ -differential privacy, if for any adjacent datasets  $D$  and  $D' \in \mathbb{R}$  and for any subsets of outputs  $S$ , the following equation is met:

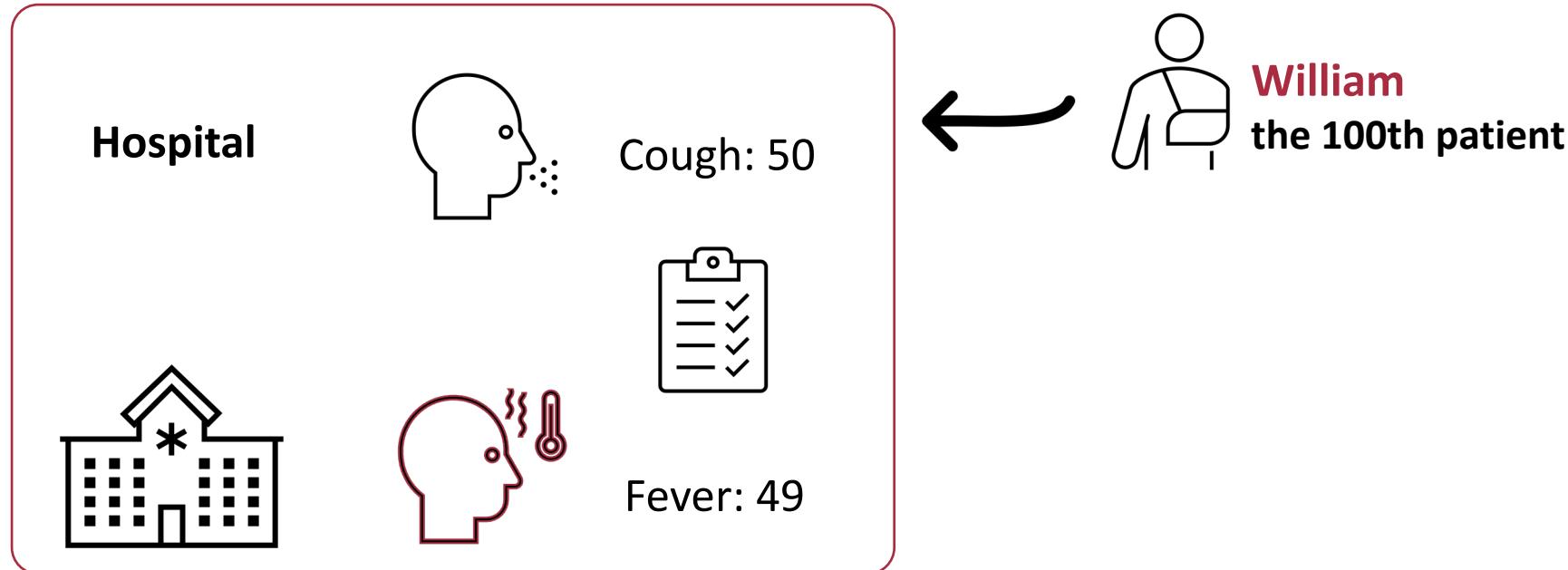
$$P(\mathcal{M}(D) \in S) \leq e^\epsilon P(\mathcal{M}(D') \in S) + \delta$$

$\epsilon$  is the **privacy budget**, the smaller  $\epsilon$  is, the better the privacy protection is, but more noise is added, and the data utility decreases.

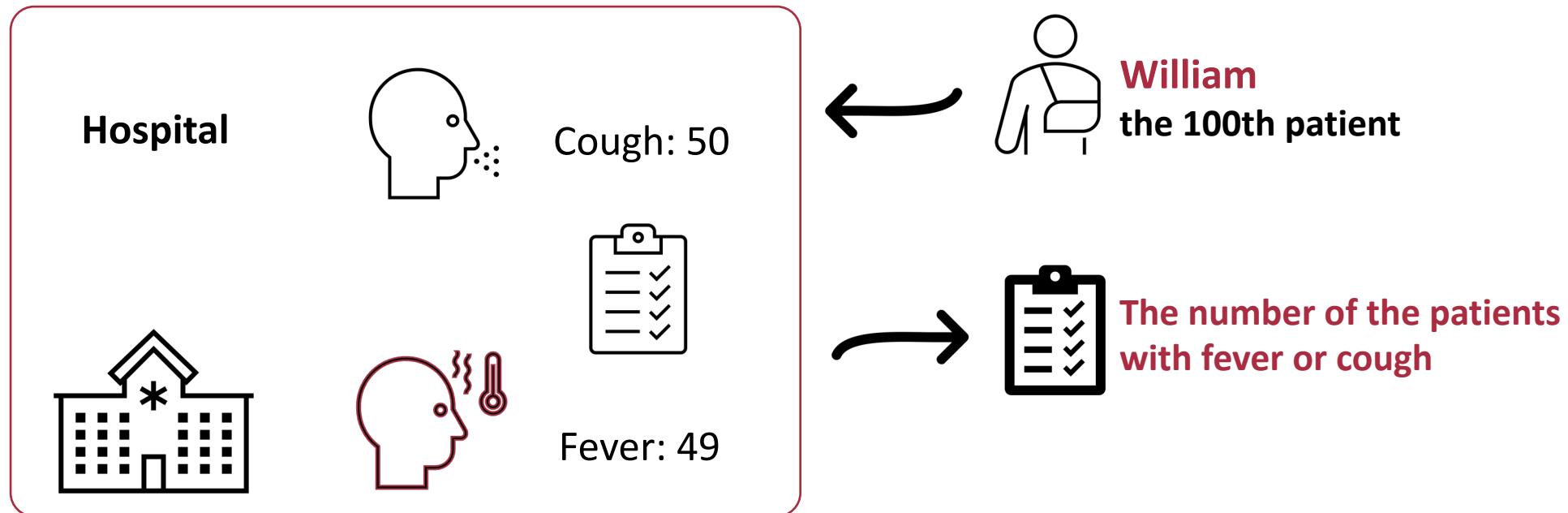
# Differential Privacy



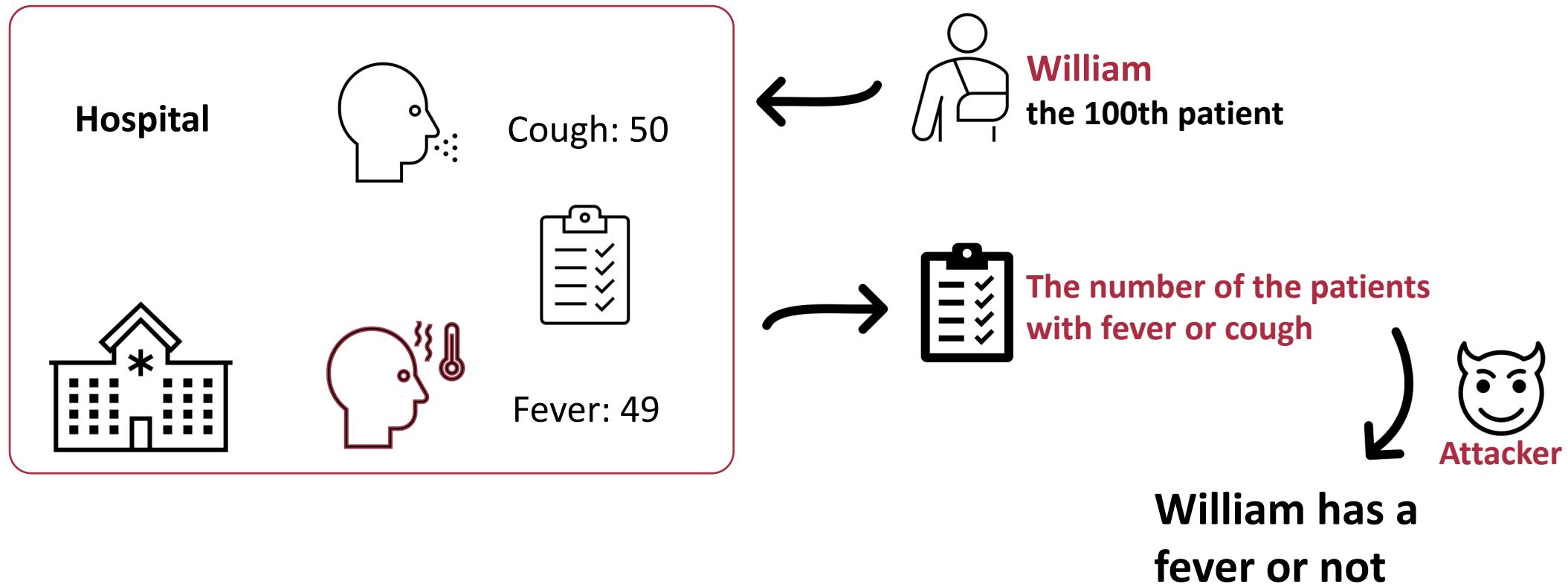
# Differential Privacy



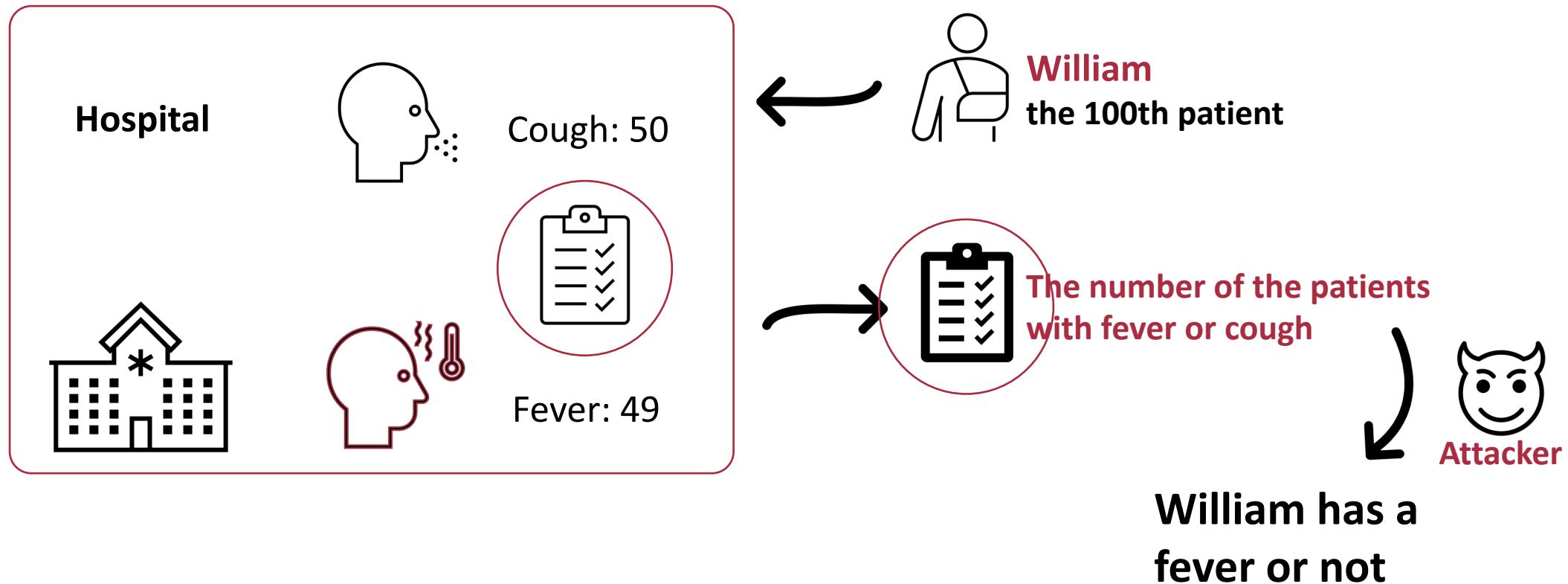
# Differential Privacy



# Differential Privacy



# Differential Privacy



# Differential Privacy

Before



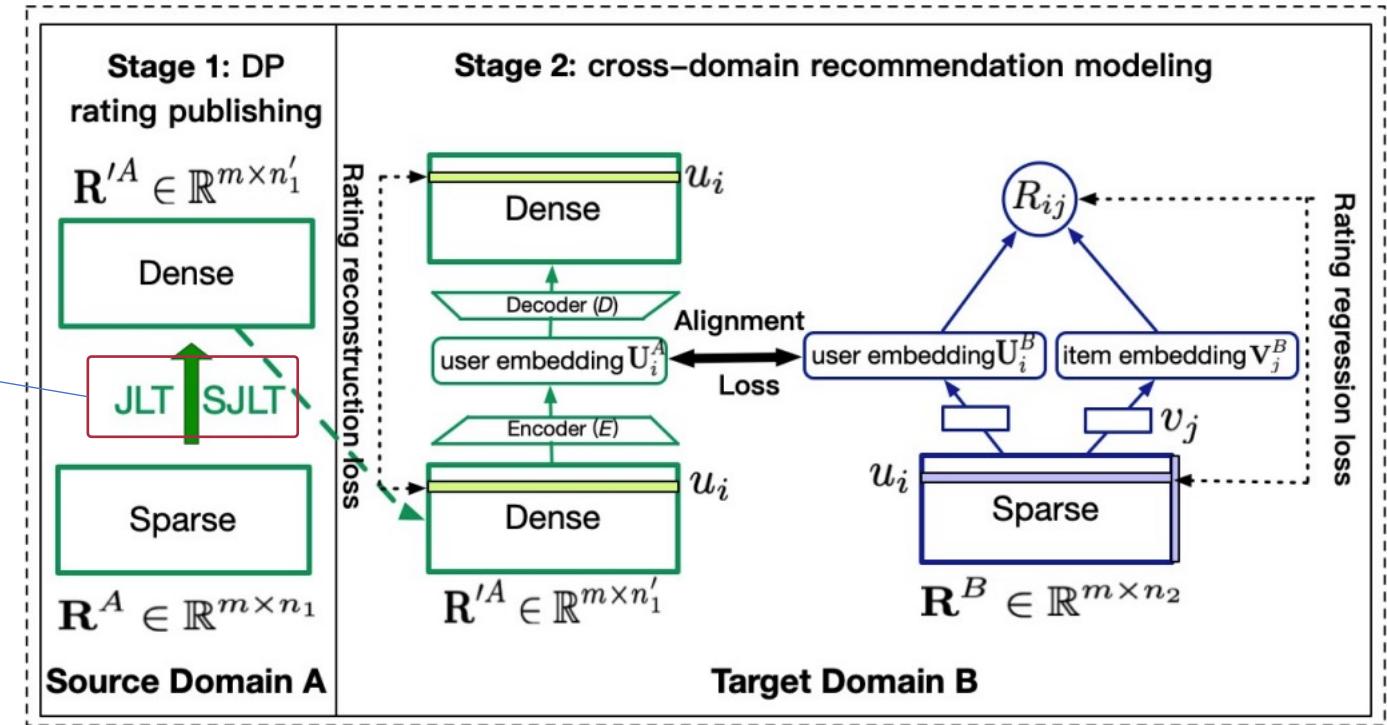
After



Differential Privacy makes them **similar enough** so that the attack can not infer which illness William has.

# Differential Privacy

Transform the rating matrix to the cross domain, which could meet the Differential Privacy requirements.



**Figure 1: Framework of PriCDR.**

# Federated Learning

Devices with local recommender systems and users' data



# Federated Learning

Global server with global recommendation model



Devices with local recommender systems and users' data

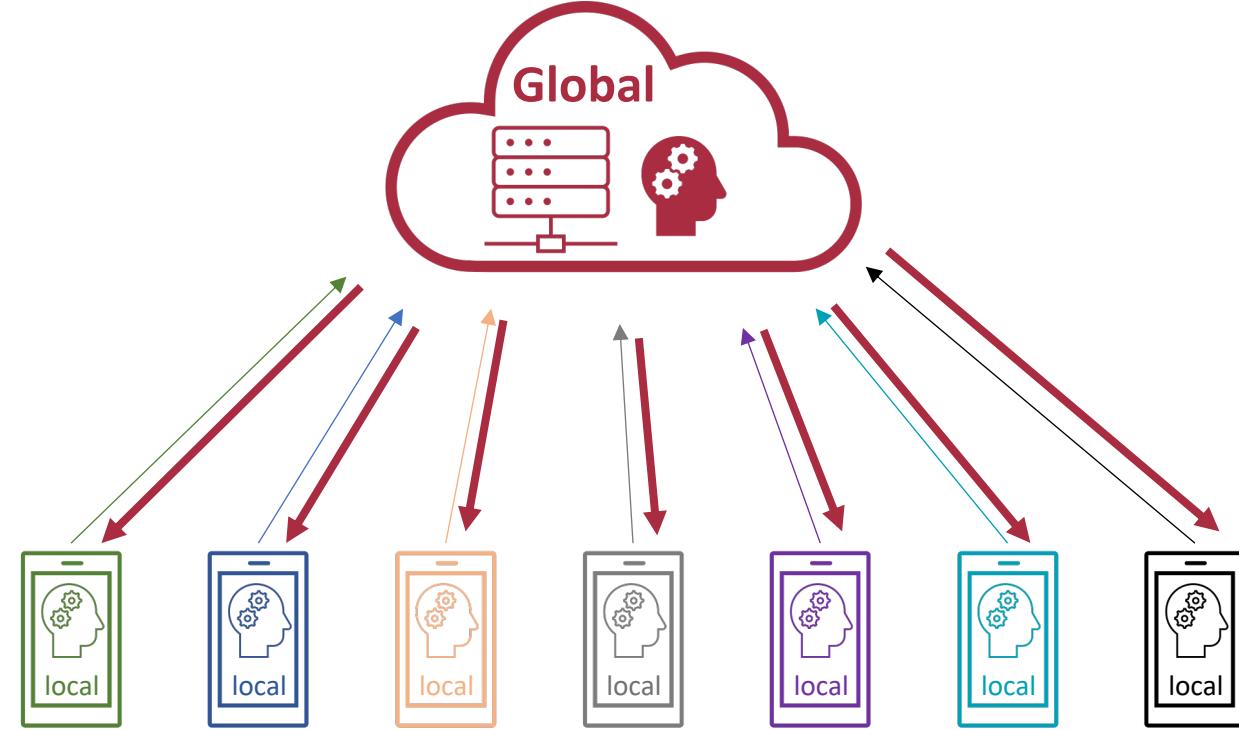


# Federated Learning

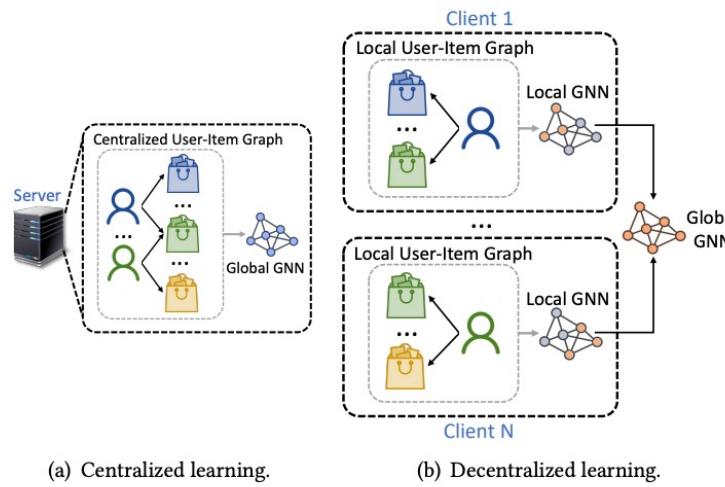
Global server with global recommendation model

Gradients

Devices with local recommender systems and users' data

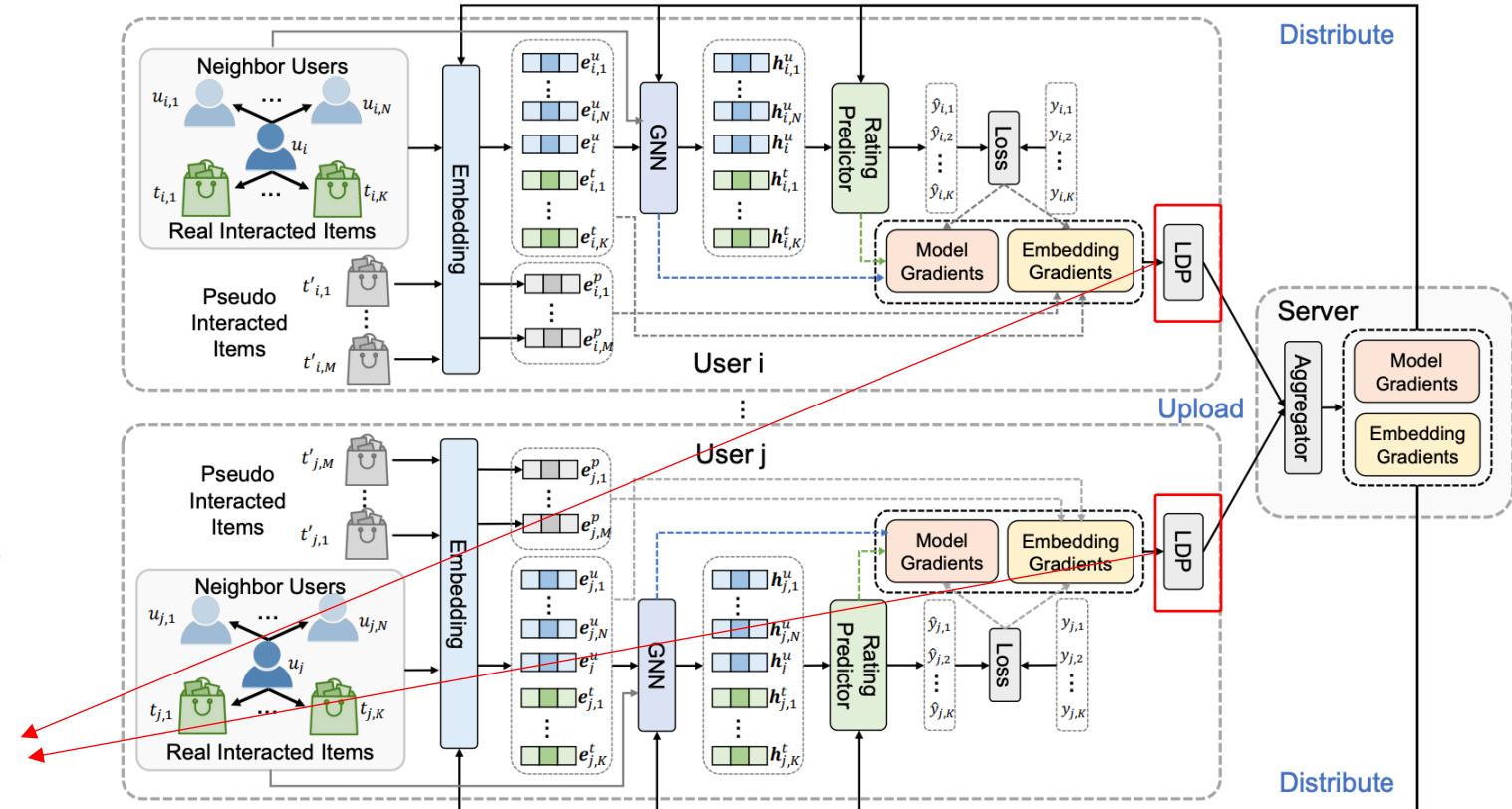


# Federated Learning



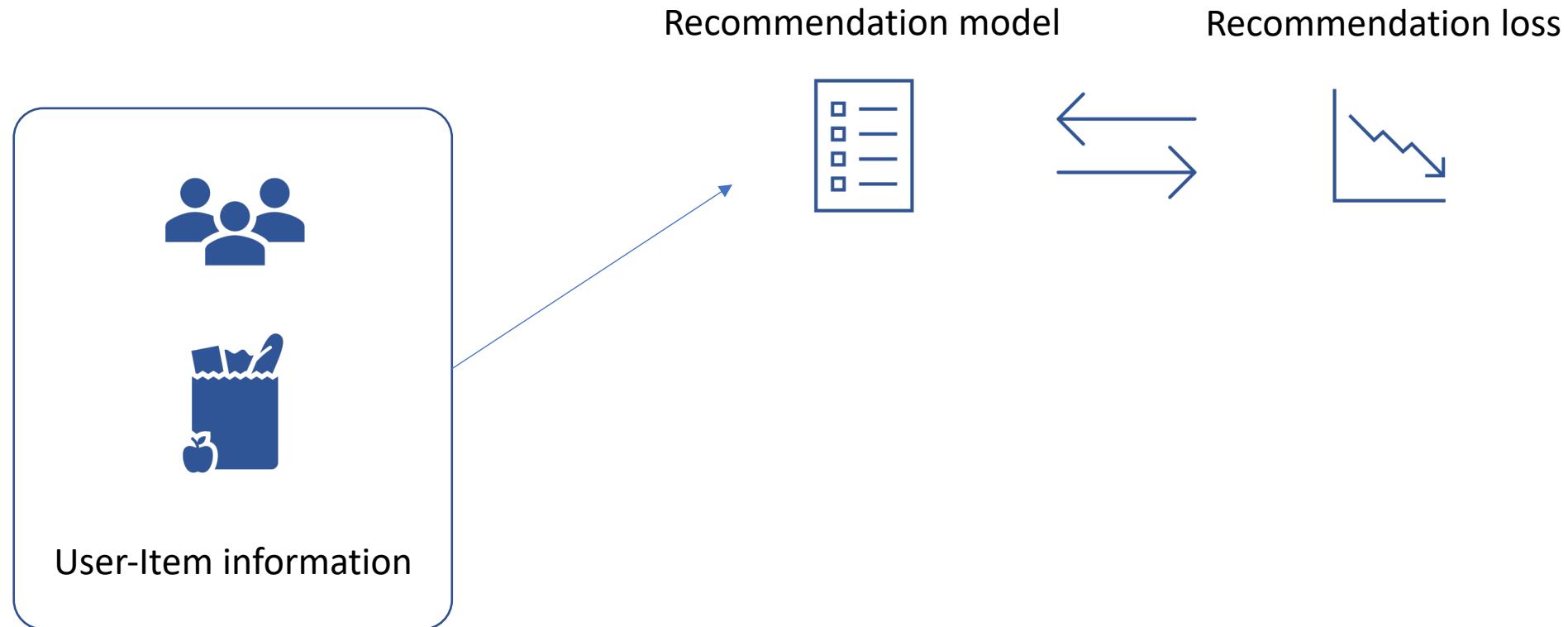
**Figure 1: Comparisons between centralized and decentralized training of GNN based recommendation models.**

Before uploading, the gradients are privacy processed by Differential Privacy.

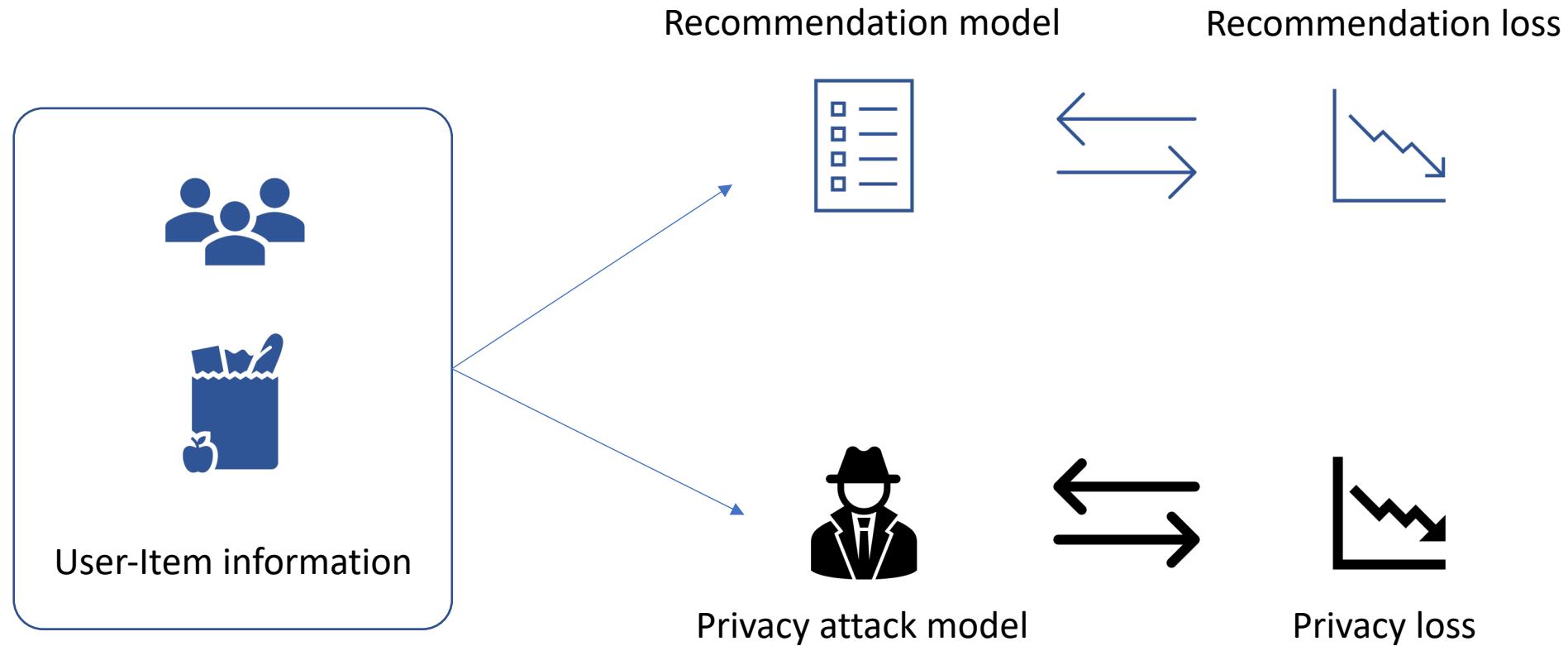


**Figure 2: The framework of our *FedGNN* approach.**

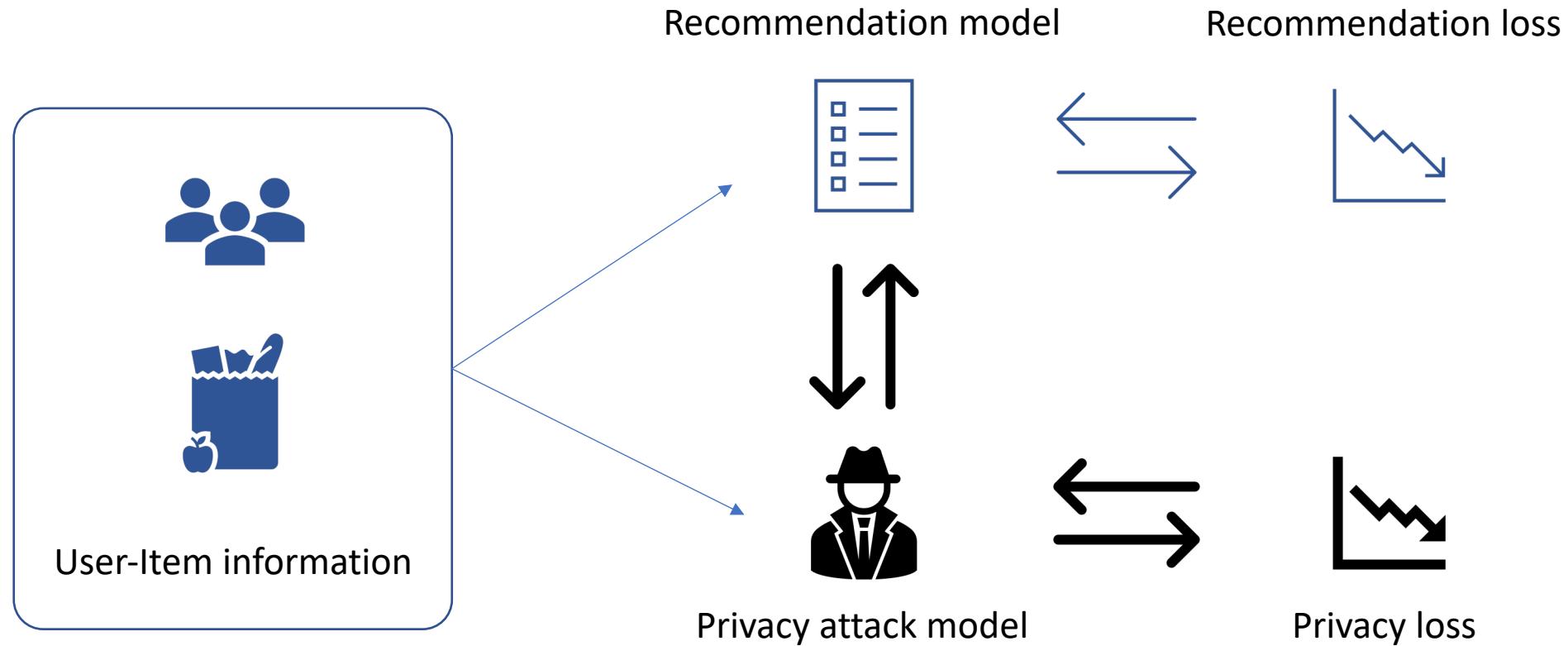
# Adversarial Learning



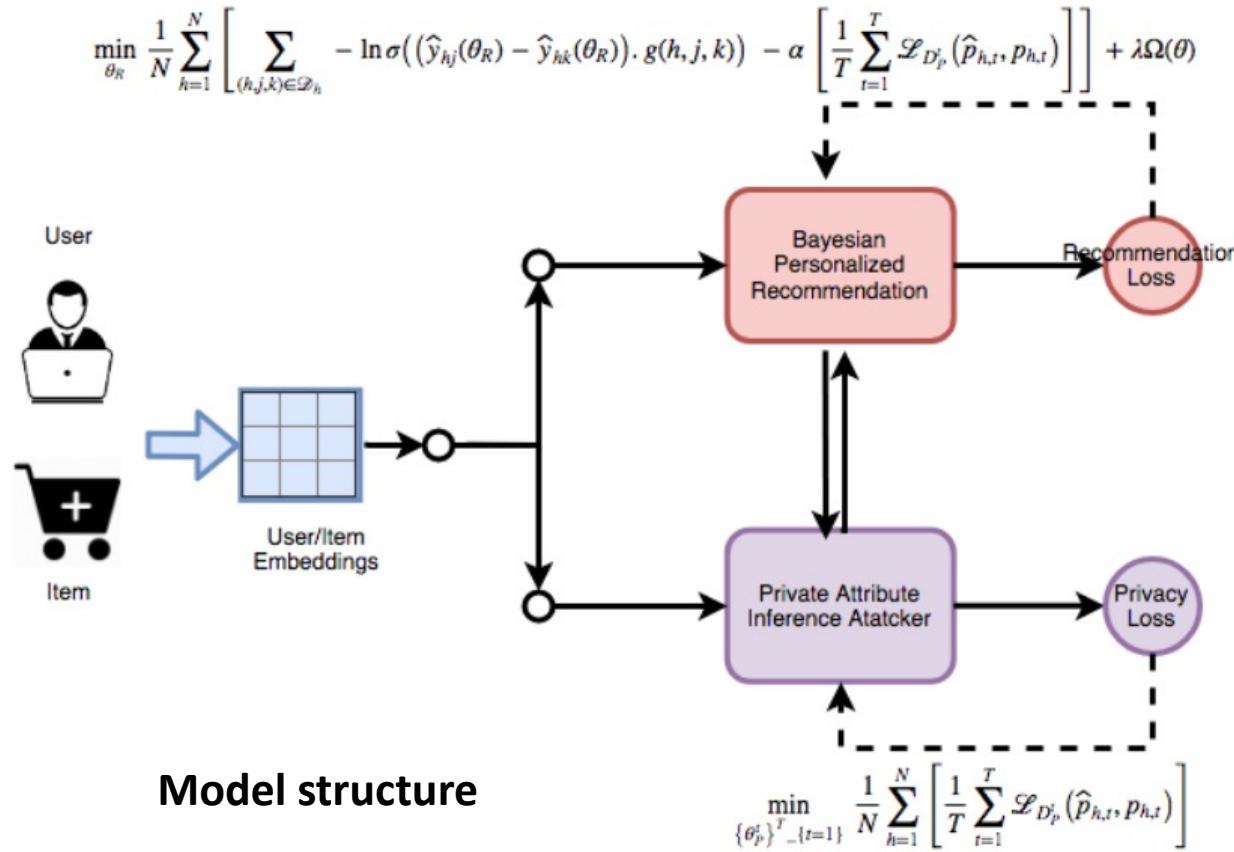
# Adversarial Learning



# Adversarial Learning



# Adversarial Learning



**private-attribute attacker**

$$\min_{\theta_R} \left( \mathcal{L}_{D_R} - \underbrace{\alpha \max_{\{\theta_P^t\}_{t=1}^T} \mathcal{L}_{D_P}}_{\text{privacy-aware recommendation system}} \right)$$

Objective Function

# Anonymization

**Anonymization** aim to prevent the **public data** from being linked to individual identities of people.

Zip	Age	Disease
130-	2-	Heart disease
130-	2-	Heart disease
130-	2-	Heart disease
130-	2-	Viral infection
130-	3-	Cancer
130-	3-	Cancer

- denotes a suppressed value.

Quasi-identifiers   Sensitive attributes

# Anonymization

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Quasi-identifiers

**k-Anonymity (k=2)**

# Anonymization

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Quasi-identifiers

**k-Anonymity (k=2)**

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130-	3-	Viral infection
130-	3-	Viral infection
130-	3-	Cancer
130-	3-	Cancer

▪ denotes a suppressed value.

Sensitive attributes

**I-Diversity (l=2)**

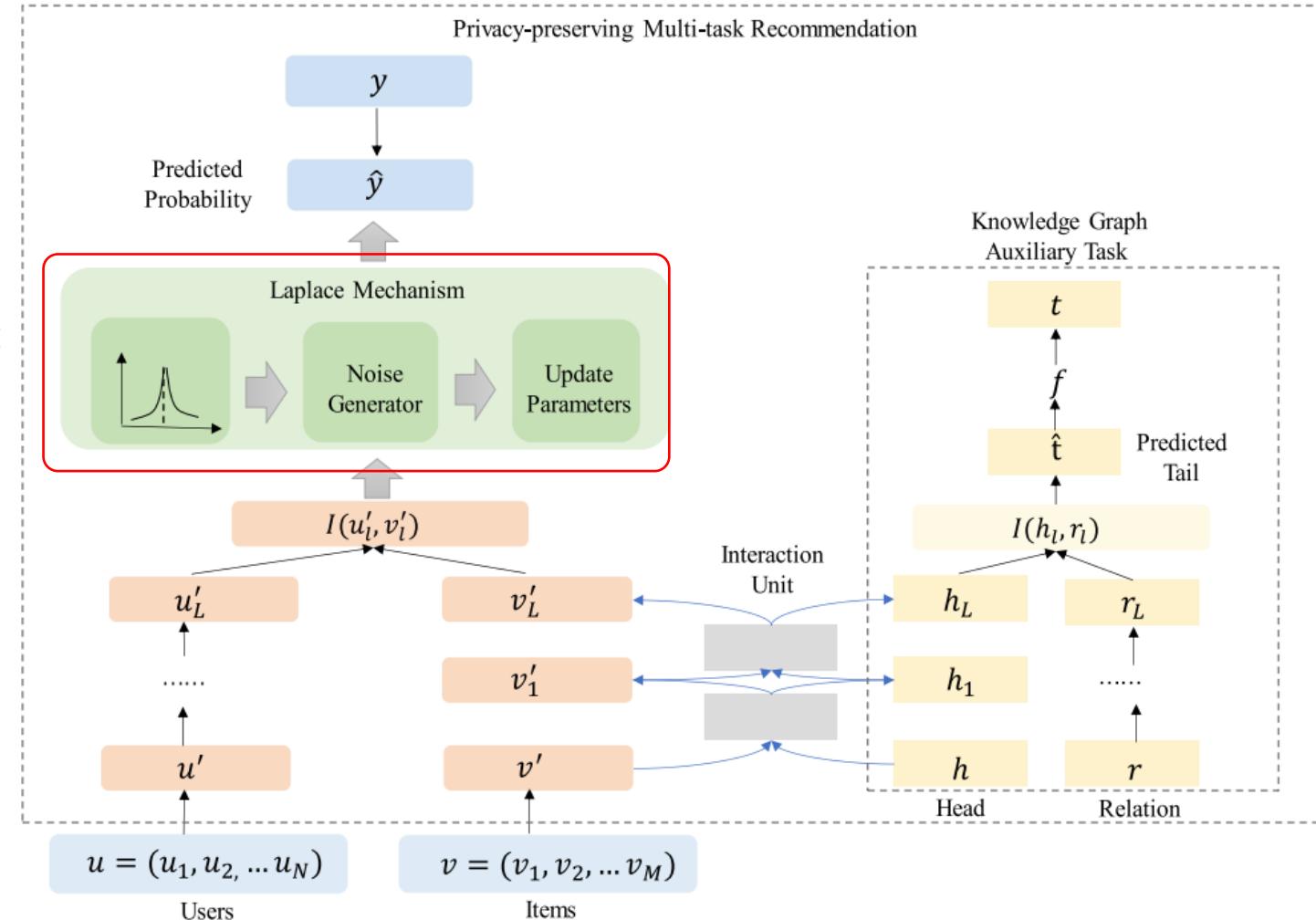
# Encryption

**Encryption** techniques make data unreadable to those who do not have the key to decrypt it.



# Encryption

**Using the noise to encrypt sensitive data.**



**FIGURE 1.** A privacy-preserving multi-task framework for knowledge graph enhanced recommendation.

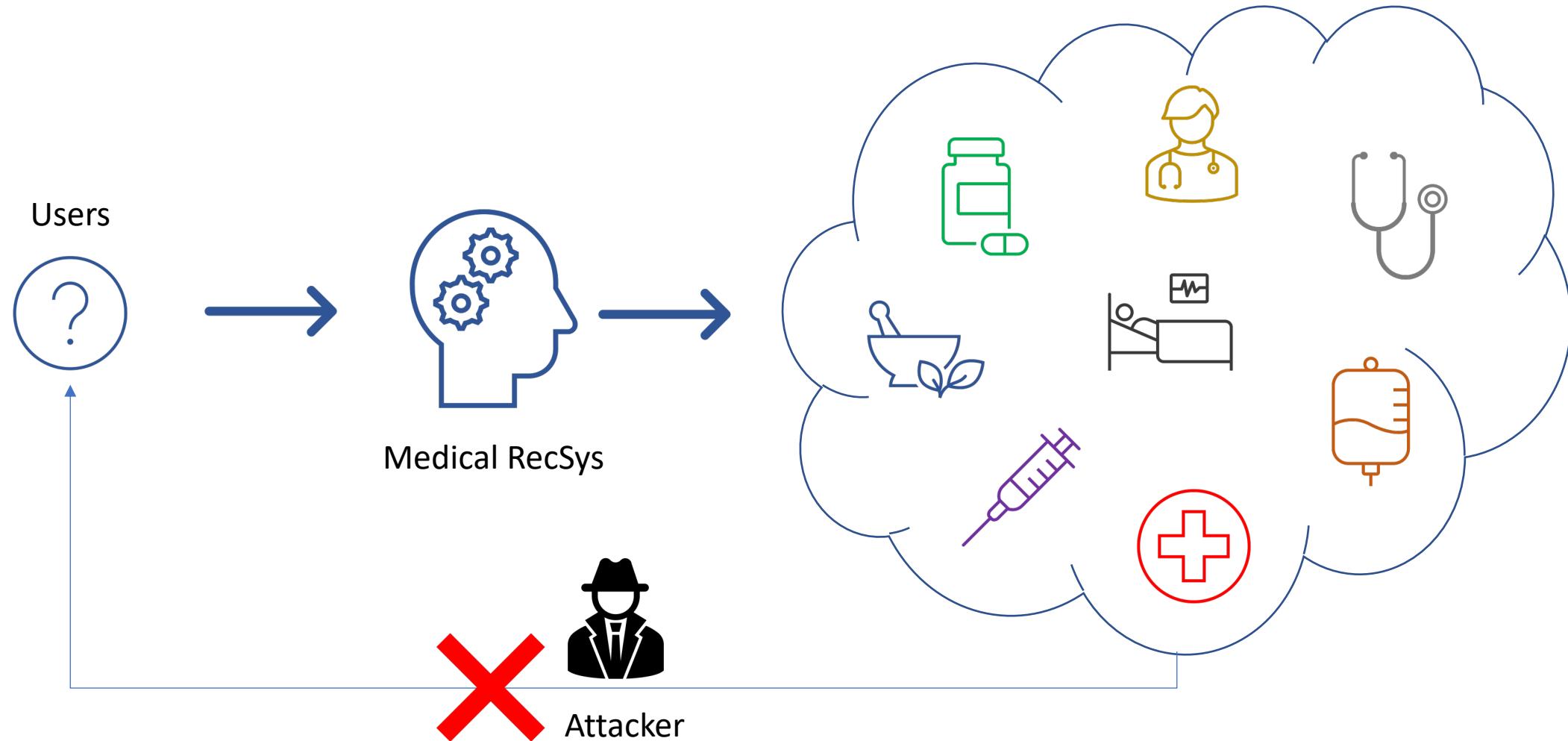
# Summary of Privacy Preserving

- **Differential Privacy (DP)** is a common way to **preserve membership inference attacks**, which can provide strict statistical guarantees for data privacy.
- **Federated Learning (FL)** isolates users' data and the cloud server by **only transferring the gradients** between them.
- **Adversarial Learning (AL)** can be formulated as the **minimax simultaneous optimization** of recommendation and privacy attacker models.
- **Anonymization** makes the privacy **attributes of users impossible to be correlated** with individual identities of people.
- **Encryption** techniques **prevent people who do not have the authorization** from any useful information.

# Privacy

- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods
- Applications
- Survey and Tools
- Future Directions

# Private medical RecSys



# Private medical RecSys

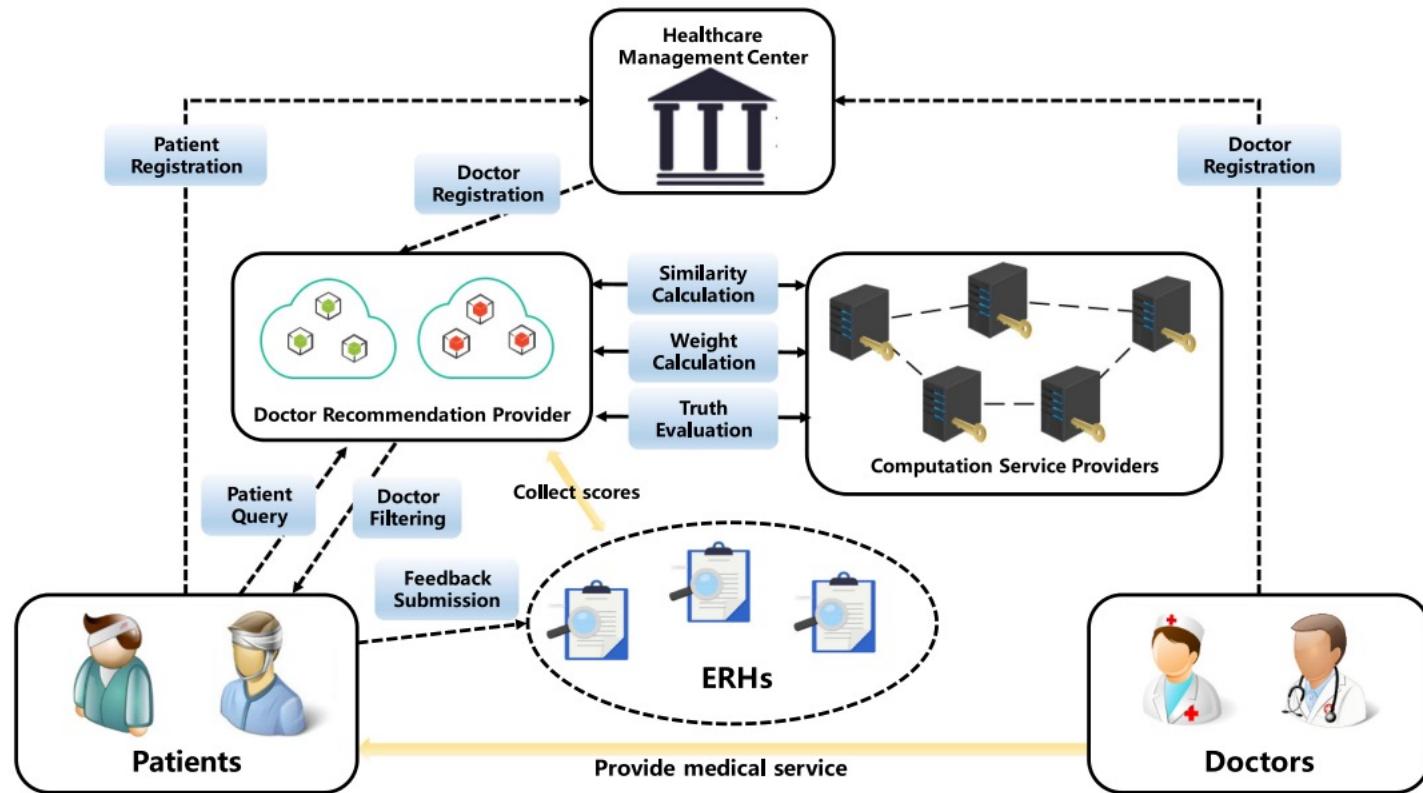
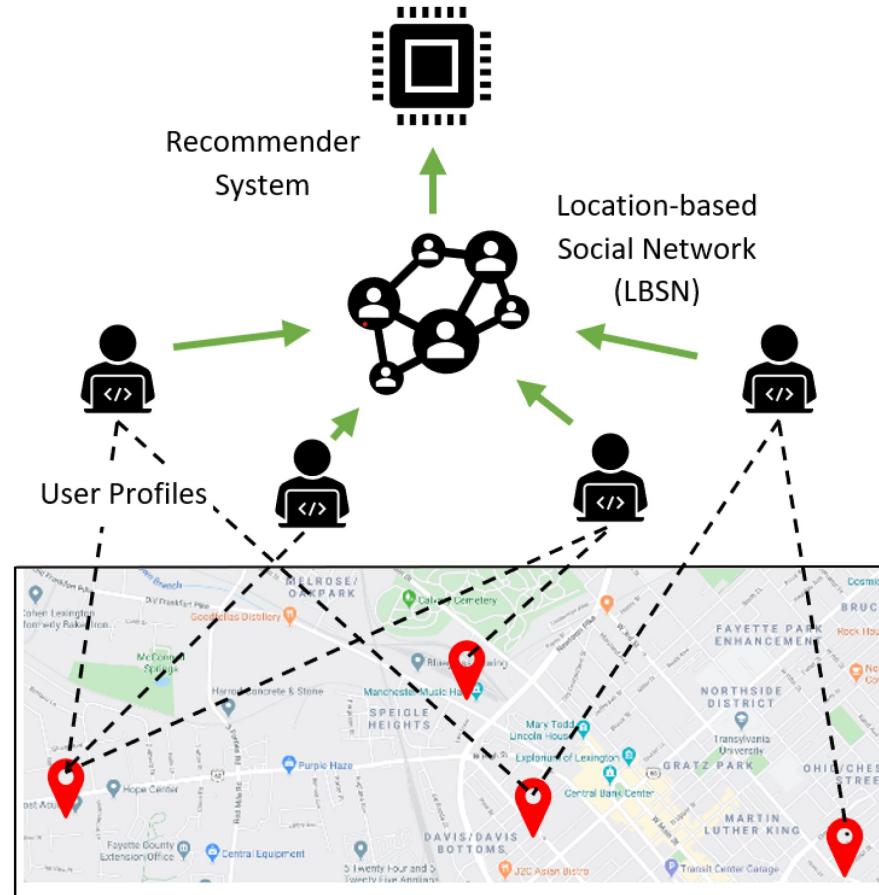
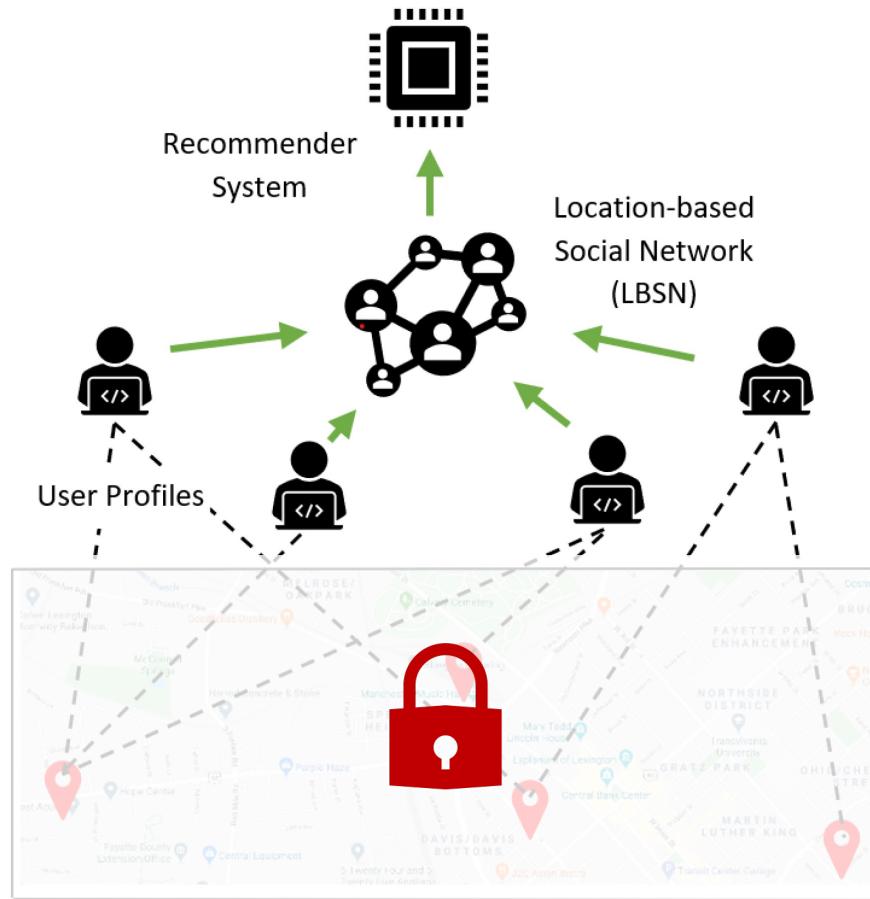


Fig. 1. System model.

# Location-private RecSys



# Location-private RecSys



# Privacy

- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods
- Applications
- Survey and Tools
- Future Directions

# Surveys

## Privacy in recommender systems

- Erfan Aghasian, Saurabh Garg, and James Montgomery. 2018. User's Privacy in Recommendation Systems Applying Online Social Network Data, A Survey and Taxonomy. arXiv preprint arXiv:1806.07629 (2018).
- Weiming Huang, Baisong Liu, and Hao Tang. 2019. Privacy protection for recommendation system: a survey. In Journal of Physics: Conference Series.

## Privacy in machine learning

- Fatemehsadat Mireshghallah, Mohammadkazem Taram, Praneeth Vepakomma, Abhishek Singh, Ramesh Raskar, and Hadi Esmaeilzadeh. 2020. Privacy in deep learning: A survey. arXiv preprint arXiv:2004.12254 (2020).
- Maria Rigaki and Sebastian Garcia. 2020. A survey of privacy attacks in machine learning. arXiv preprint arXiv:2007.07646 (2020).

# Tools

## Differential privacy

- Facebook Opacus
- TensorFlow-Privacy
- OpenDP
- Diffpriv
- Diffprivlib

## Homomorphic Encryption

- Awesome HE
- TF Encrypted

## Federated learning

- TFF
- FATE
- FedML
- LEAF

# Privacy

- Concepts and Taxonomy
- Privacy Attack Methods
- Privacy-preserving Methods
- Applications
- Survey and Tools
- Future Directions

# Future Directions

- **Privacy and performance trade-off**

Depending on different task requirements, how to protect privacy with minimal performance cost may be a continuous research direction.

- **Comprehensive privacy protection**

It is still challenging to combine different privacy protection approaches without degrading the recommendation performance.

- **Defence against shadow training**

The training method provides vital support to the privacy attacks but is indeed trained under reasonable assumptions.

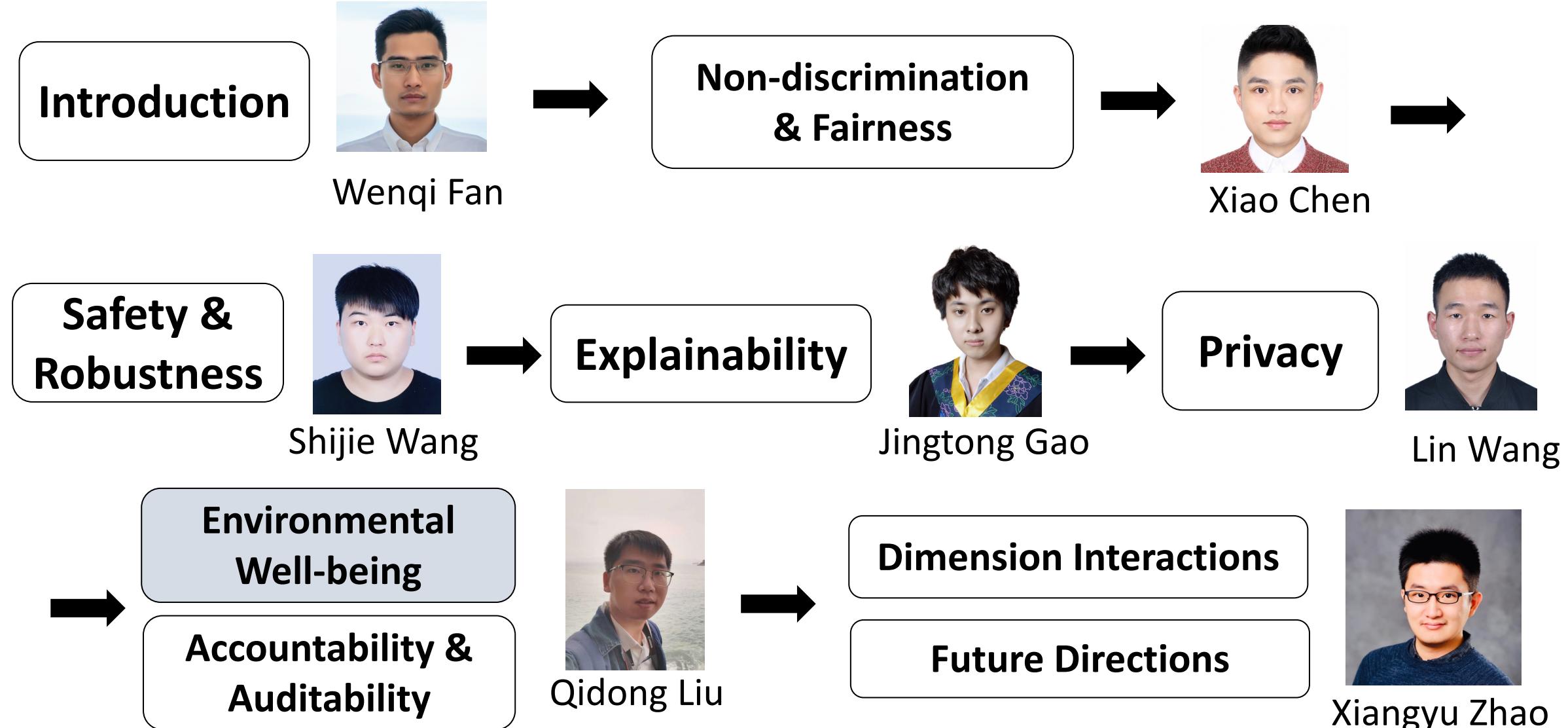
# Summary

- **Privacy Attacks**
  - Membership Inference Attacks (MIA)
  - Property Inference Attacks (PIA)
  - Reconstruction Attacks (RA)
  - Model Extraction Attacks (MEA)
- **Privacy Preserving**
  - Differential Privacy (DP)
  - Federated Learning (FL)
  - Adversarial Learning (AL)
  - Anonymization
  - Encryption

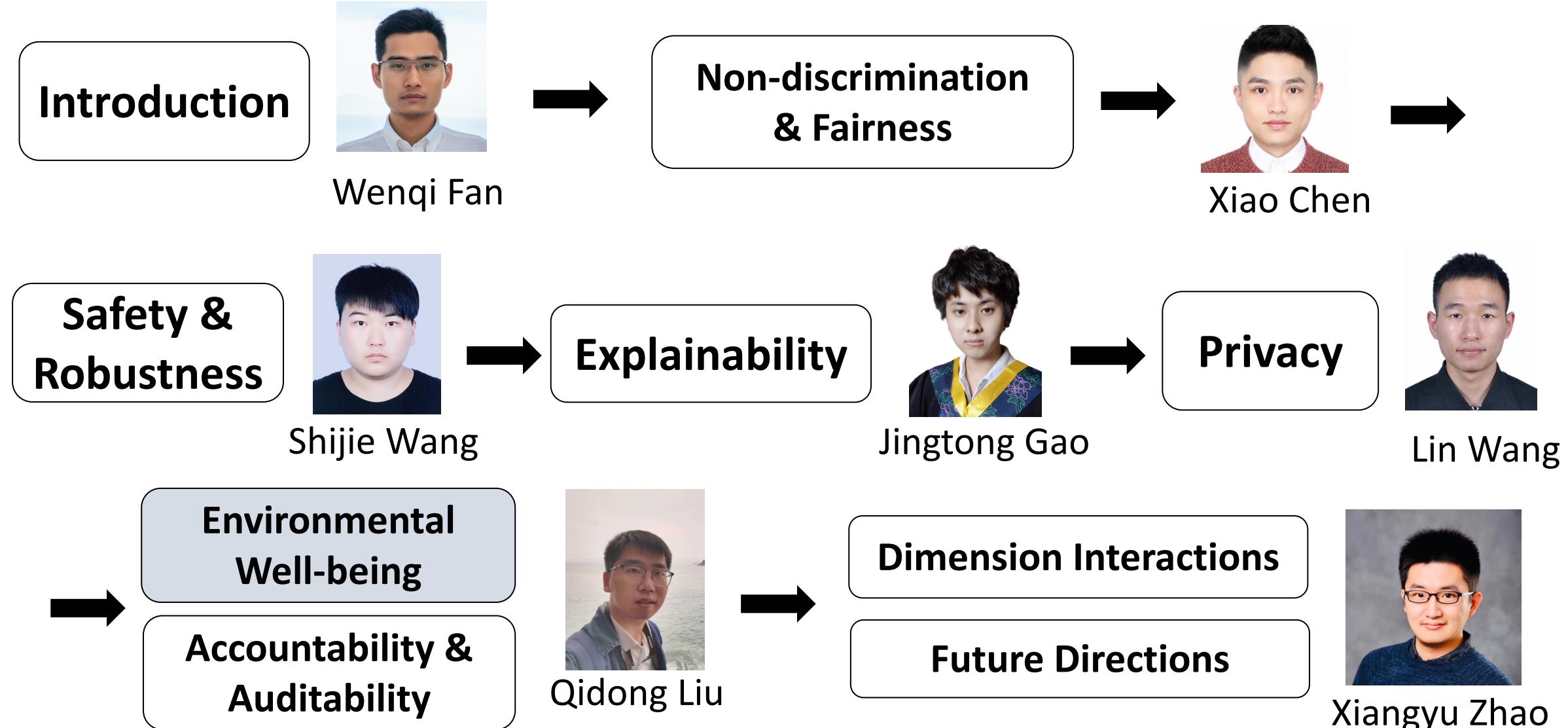
For more information, please refer to our survey:

**A Comprehensive Survey on Trustworthy Recommender Systems**

# Trustworthy Recommender Systems

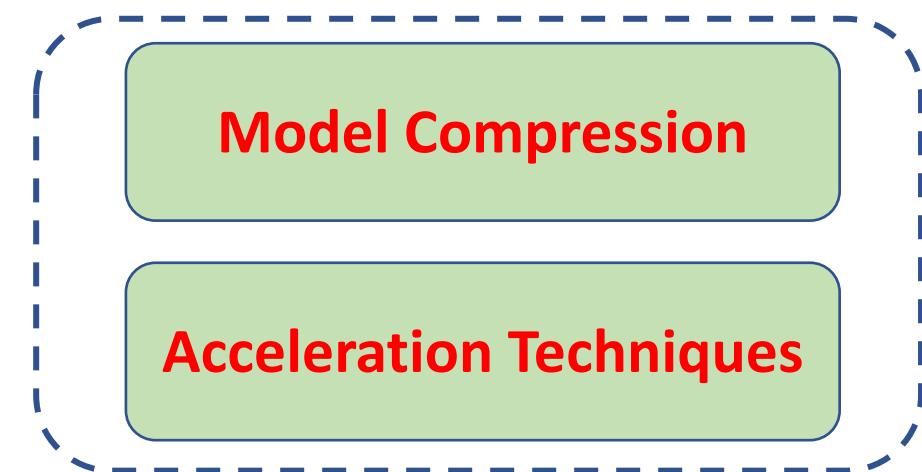


# Trustworthy Recommender Systems



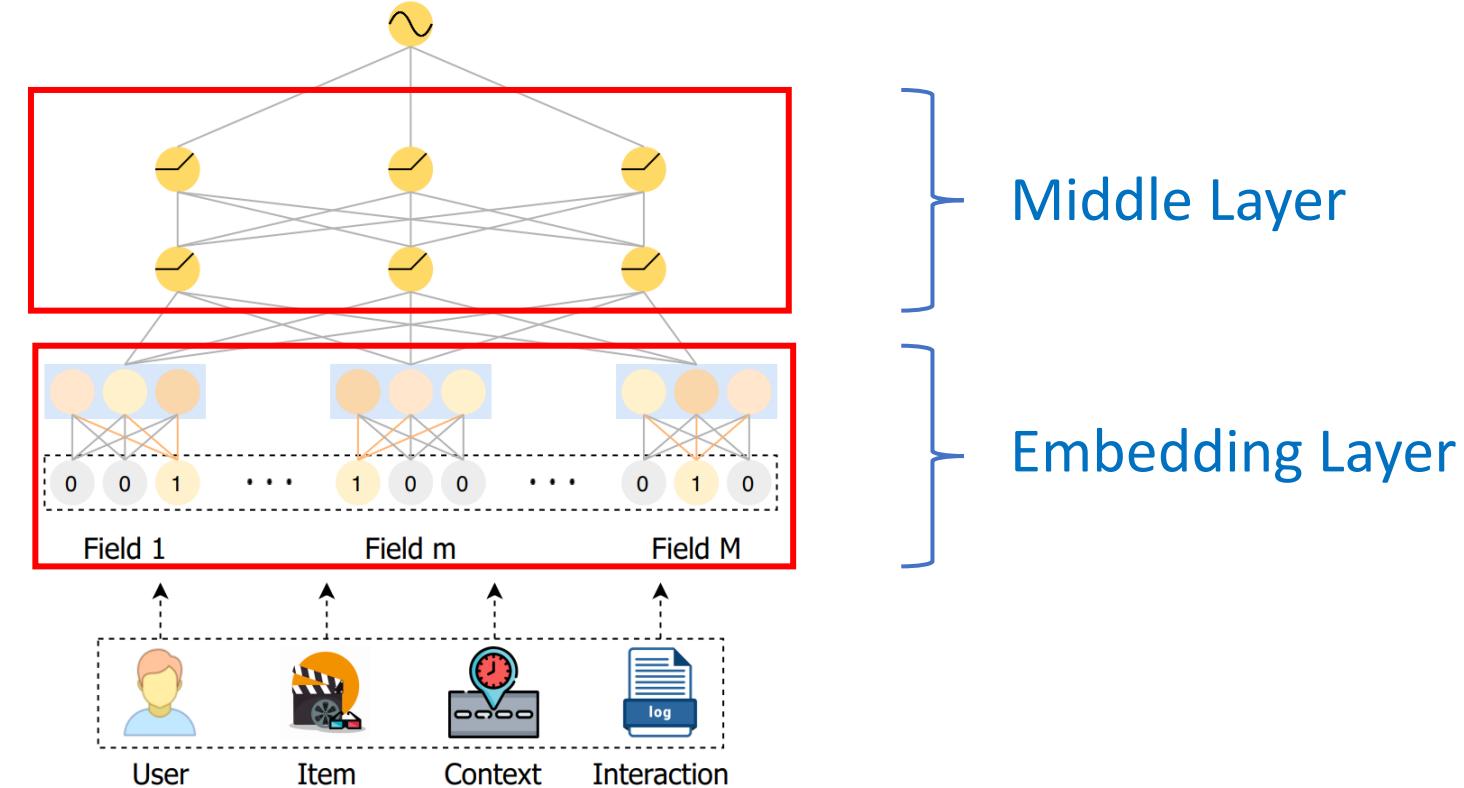
# Background

- Environmental Well-being
  - Advanced RS models benefit many aspects of society.
  - Advanced RS models cost much resources.
- Relation with Trustworthy
  - Environmental-friendly RS can be widely adopted.



# Model Compression

- Concepts:
  - **Model Compression**
- Save Storage Resources
  - Acceleration Technique
- Taxonomy
  - Embedding Layer
  - Middle Layer



# Model Compression

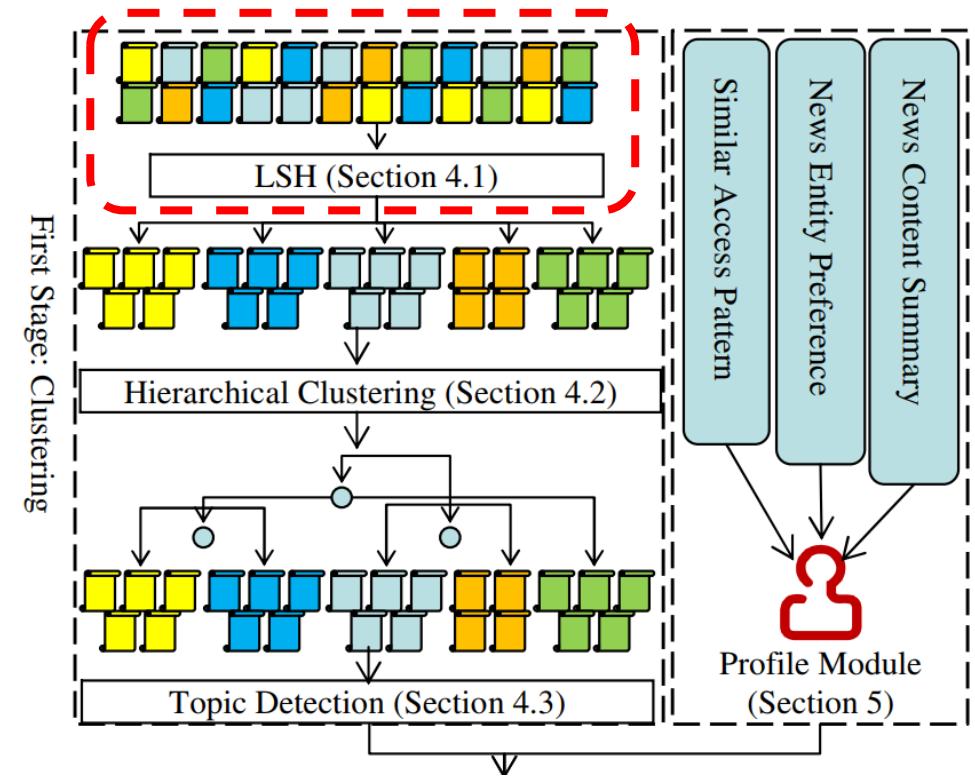
- Model Compression
  - Hash
    - Data-independent Methods
    - Data-dependent Methods
  - Quantization
  - Knowledge Distillation
  - Neural Architecture Search
  - Others

$$x \in \{0,1\}^n \xrightarrow{h(\cdot)} y \in \{0,1\}^m$$

The hash function  $h(\cdot)$  shrink the vocabulary size from  $n$  to  $m$ , where  $n \gg m$ . Thus, the embedding table is compressed.

# Hash

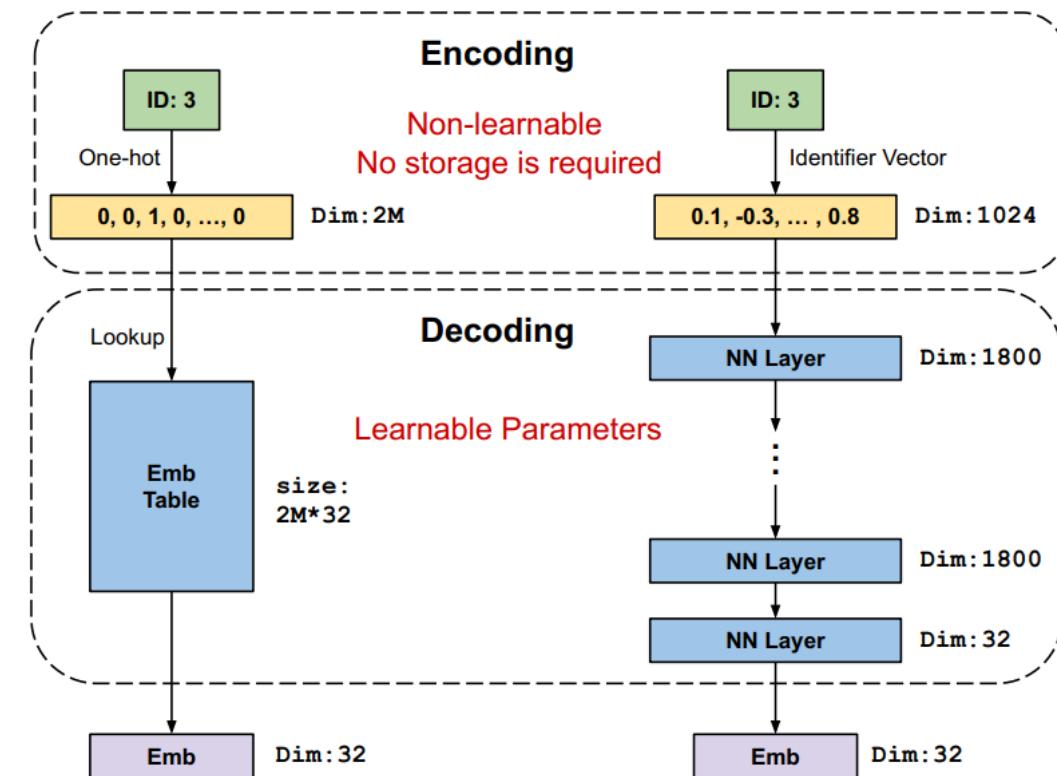
- **Data-independent Method**
  - The hash function  $h(\cdot)$  is pre-defined without considering the dataset.
  - ✓ Advantage: **time-saving**
- **SCENE – SIGIR'11**
  - A two-stage news recommendation.
  - Make use of the **Locality Sensitivity Search (LSH)** to cluster similar news items, which can shrink the item embedding table.



# Hash

- **Data-dependent Method**
  - The hash function  $h(\cdot)$  is learned for the specific dataset.
  - ✓ Advantage: better performance

- **DHE – KDD'21**
  - Encode the feature value to a **unique identifier** with multiple hash functions.
  - Convert the **unique identifier** to an embedding with nn.
  - It substitutes embedding layer with hash functions and nn.



# Model Compression

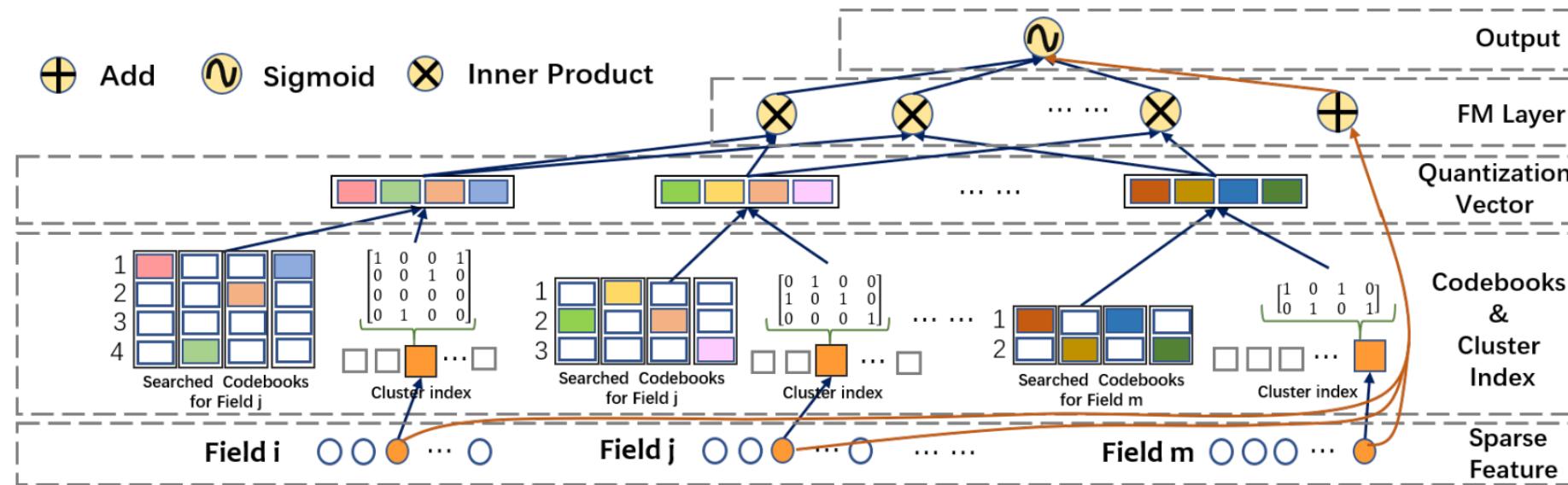
- Model Compression
  - Hash
  - Quantization
    - Product Quantization
    - Additive Quantization
    - Compositional Quantization
  - Knowledge Distillation
  - Neural Architecture Search
  - Others

$$\mathbf{q}_i = f(c_{w_i^1}^1, c_{w_i^2}^2, \dots, c_{w_i^B}^B)$$

The embedding of one feature value can be represented by its cluster center (**Codeword  $w$** ). To enhance the representation ability, an embedding is quantized to several sub-vectors (**Codebook  $B$** ).  $f(\cdot)$  is the **composing function**.

# Quantization

- **Product Quantization (PQ)**
  - PQ is a type of quantization method that **composes quantized vectors by product**.
- **xLightFM – SIGIR'21**
  - An end-to-end **quantization-based factorization machine** for the first time.
  - Search the quantized vectors in codebooks for each feature field.



# Quantization

- **Additive Quantization (AQ)**
  - AQ is a type of quantization method that **composes** quantized vectors by **add** operation.
- **Anisotropic Additive Quantization – AAAI'22**
  - Design a new objective function for additive function by **anisotropic loss function**.
  - Achieve a **lower approximation error** than PQ.

Anisotropic Additive Quantization Problem:

$$\min_{C^{(1)}, \dots, C^{(M)}} \sum_{i=1}^n \min_{\tilde{\mathbf{x}}_i \in \sum_{m=1}^M C_{i_m(x_i)}^{(m)}} h_{i,\parallel} \|\mathbf{r}_{\parallel}(\mathbf{x}_i, \tilde{\mathbf{x}}_i)\|^2 + h_{i,\perp} \|\mathbf{r}_{\perp}(\mathbf{x}_i, \tilde{\mathbf{x}}_i)\|^2.$$

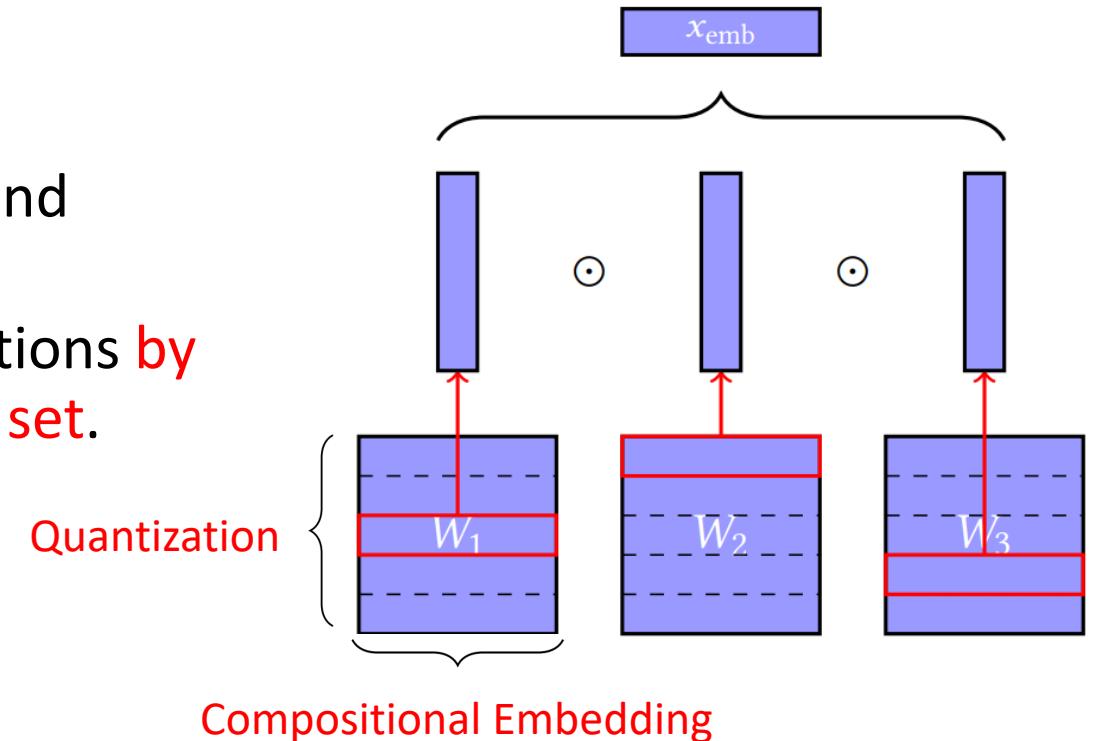
Parallel residual error  
 orthogonal residual error

The objective function:

$$\begin{aligned} L^{(i)}(\mathbf{C}, \mathbf{b}_i) &:= h_{i,\parallel} \|\mathbf{r}_{\parallel}\|^2 + h_{i,\perp} \|\mathbf{r}_{\perp}\|^2 \\ &= \tilde{\mathbf{x}}_i^\top \left( (h_{i,\parallel} - h_{i,\perp}) \frac{\mathbf{x}_i \mathbf{x}_i^\top}{\|\mathbf{x}_i\|^2} + h_{i,\perp} \mathbf{I} \right) \tilde{\mathbf{x}}_i \\ &\quad - 2h_{i,\parallel} \mathbf{x}_i^\top \tilde{\mathbf{x}}_i + h_{i,\parallel} \|\mathbf{x}_i\|^2. \end{aligned}$$

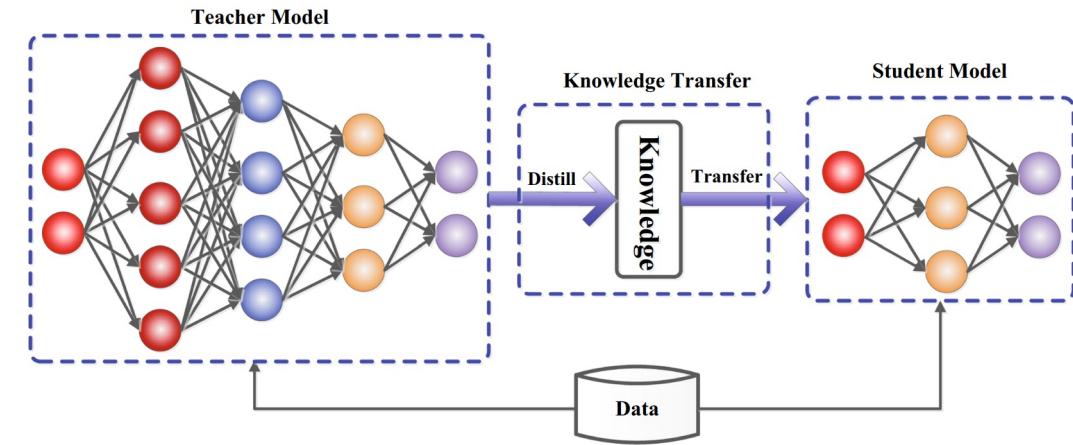
# Quantization

- **Compositional Embedding**
  - The main idea of compositional embedding is to **generate meta embedding** for each feature based on their characteristics.
- **Compositional Embeddings – KDD'20**
  - Reduce the **embedding size** in an end-to-end scheme.
  - Split the embedding table into several sections **by complementary partitions of the category set.**



# Model Compression

- Model Compression
  - Hash
  - Quantization
  - Knowledge Distillation
    - Response-based
    - Feature-based
  - Neural Architecture Search
  - Others



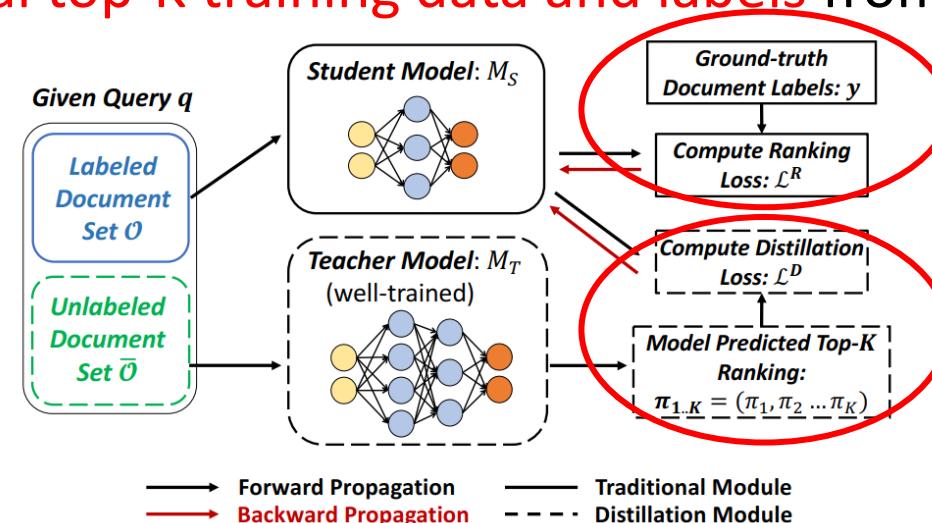
KD aims to use a smaller model (**Student Model**) to approximate the capacity of the original big model (**Teacher Model**).

# Knowledge Distillation

- **Response-based**
  - Transfer knowledge via the output layer of the teacher model.

$$\mathcal{L}_{res} = \mathcal{L}_R(z_t, z_s)$$

- **Ranking Distillation – KDD'18**
  - RD generates additional top-K training data and labels from unlabeled data set.



# Knowledge Distillation

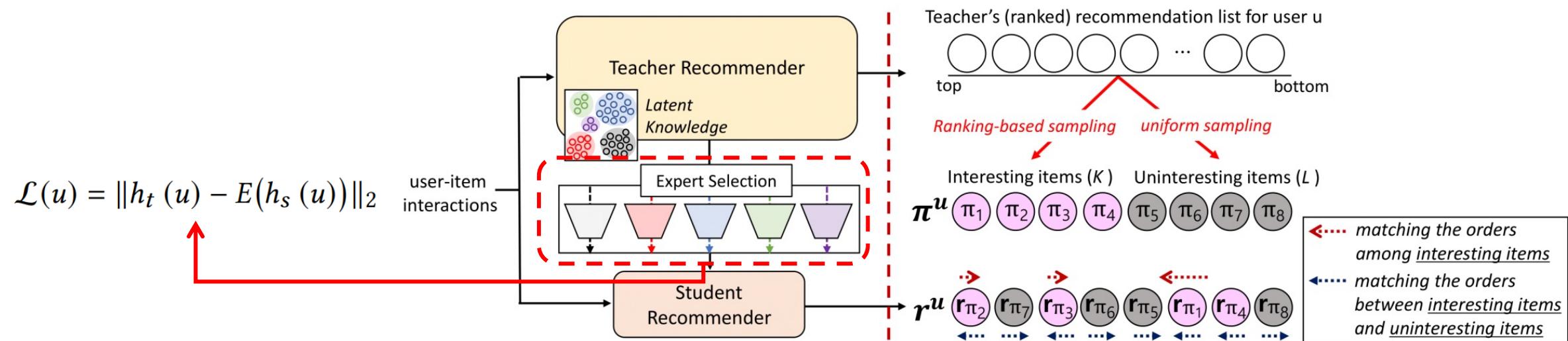
- **Feature-based**

- Transfer knowledge **in the intermediate layers** of the teacher model.

$$\mathcal{L}_{feat} = \mathcal{L}_F(f_t(x), f_s(x))$$

- **DE-RRD – CIKM'20**

- Adopt multiple experts and propose an expert selection strategy to distill the knowledge.



# Model Compression

- Model Compression
  - Hash
  - Quantization
  - Knowledge Distillation
  - Neural Architecture Search
    - Embedding Dimension Search
    - Automated Feature Selection
  - Others

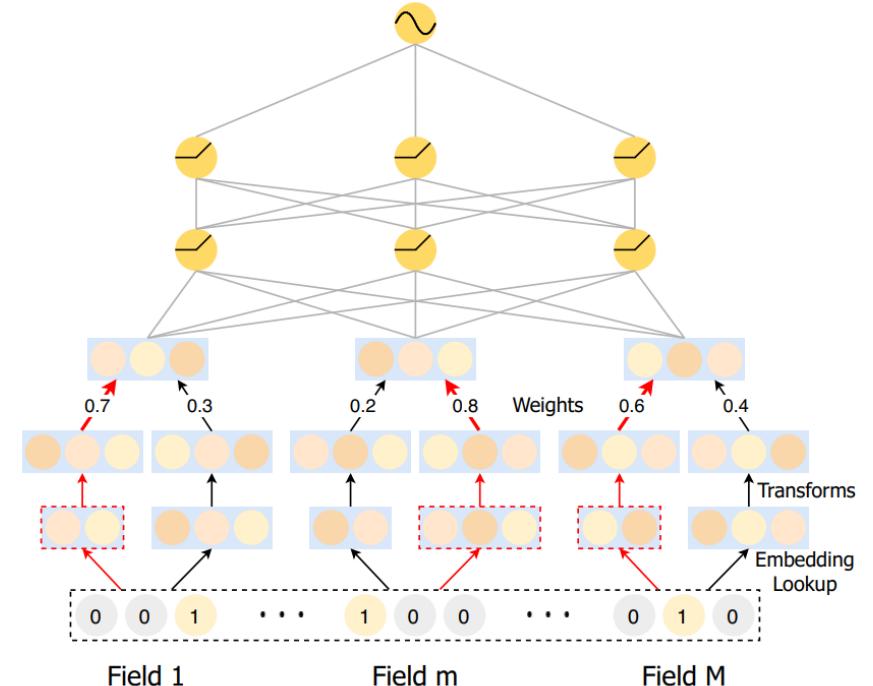
$$\min_{\mathcal{A}} \mathcal{L}_{valid}(\mathcal{W}^*(\mathcal{A}), \mathcal{A}),$$

$$s.t. \mathcal{W}^*(\mathcal{A}) = \arg \min_{\mathcal{W}} \mathcal{L}_{train}(\mathcal{W}, \mathcal{A}).$$

NAS aims to search for the optimal architecture for deep models, which can prune the redundant parameters.

# Neural Architecture Search

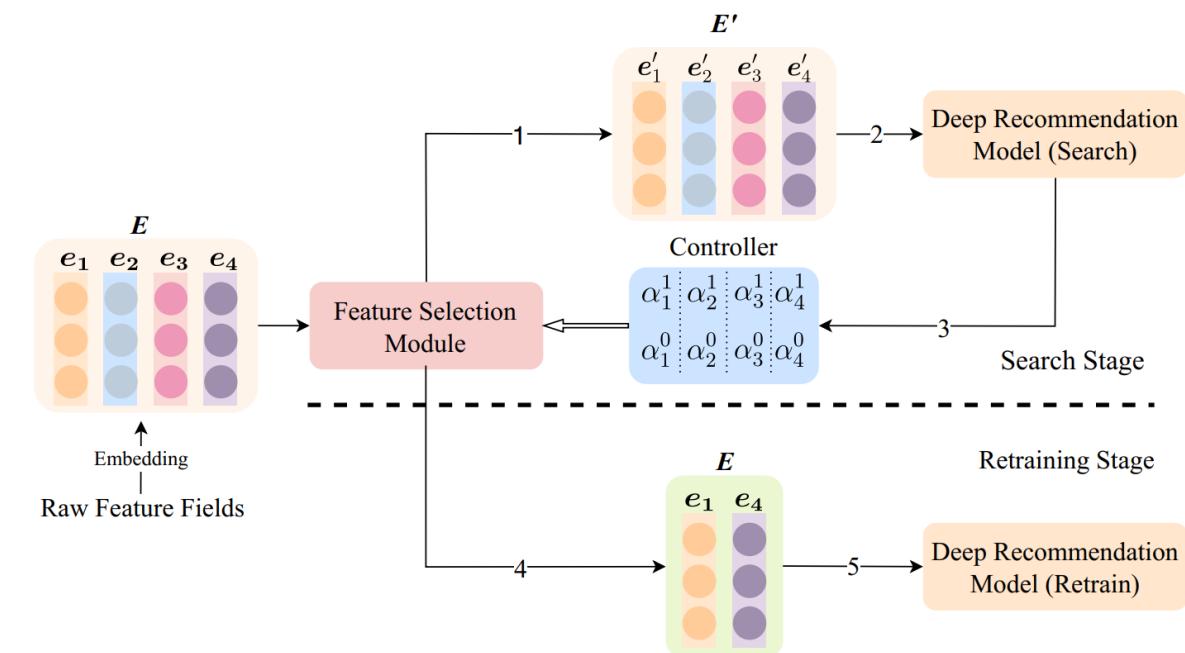
- **Embedding Dimension Search**
  - Search for **optimal and minimal embedding size** for each feature, which can compress the embedding layer efficiently.
- **AutoDim – WWW'21**
  - An end-to-end differentiable framework that can **calculates the weights over various dimensions**.
  - Derive the final architecture according to the **maximal weights** and retrain the whole model.



# Neural Architecture Search

- **Automated Feature Selection**
  - Decrease the number of input features by **automated feature selection**.

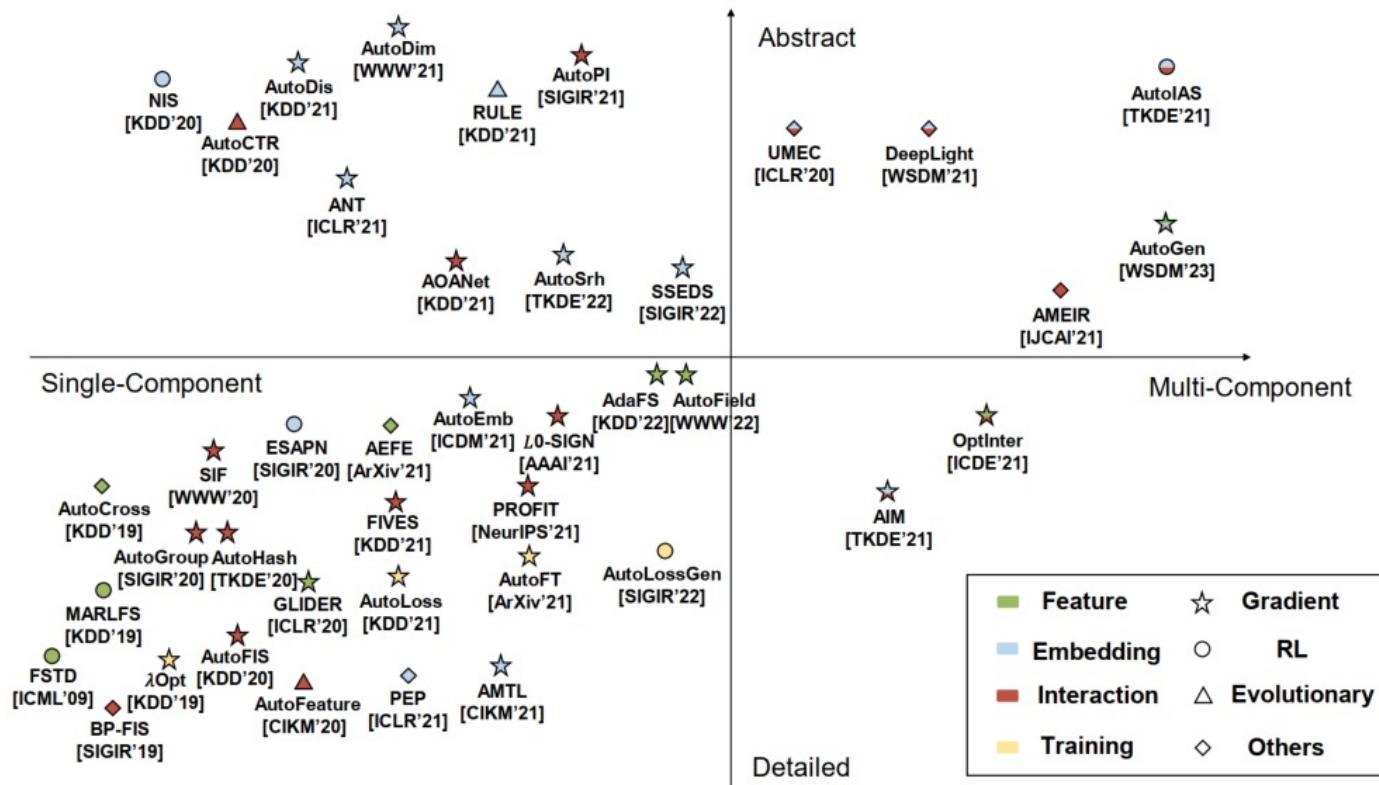
- **AutoField – WWW'22**
  - Equips with a controlling architecture to **calculate the drop and select probability** of each feature field.
  - Retrain the RS model according to the drop and select probability.



# Neural Architecture Search

- **Survey for AutoML RS**

- More recent and detailed NAS related works can be found in this survey.



# Model Compression

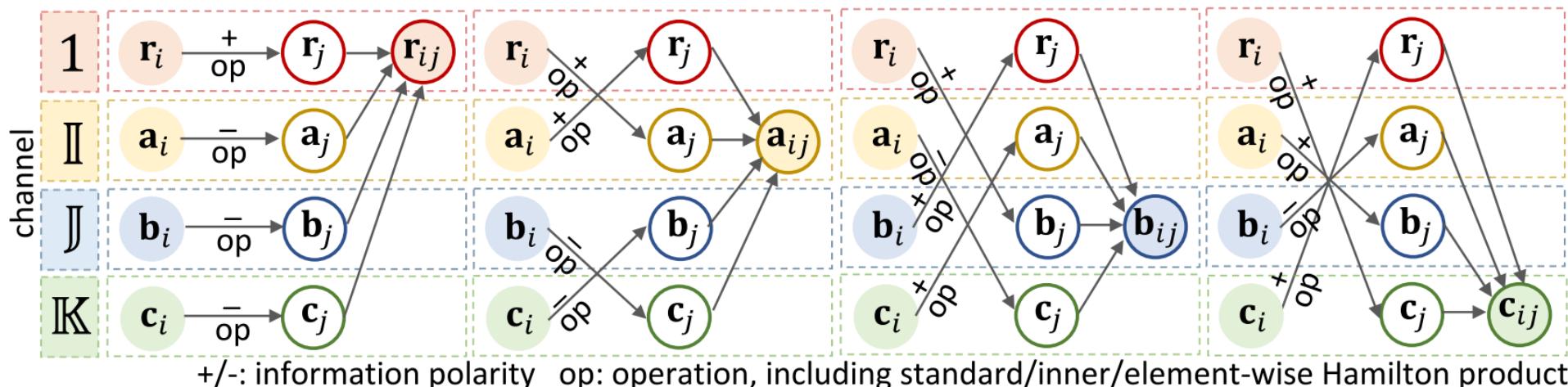
- Model Compression
  - Hash
  - Quantization
  - Knowledge Distillation
  - Neural Architecture Search
  - Others

# Others

- **QFM – TNNLS'21**

- Adopt **quaternion representations** to substitute the real-valued representation vectors.
- Parameterize the feature interaction schemes as **quaternion-valued functions** in the hypercomplex space.

$$q^\diamond = r\mathbb{1} + a\mathbb{I} + b\mathbb{J} + c\mathbb{K}$$



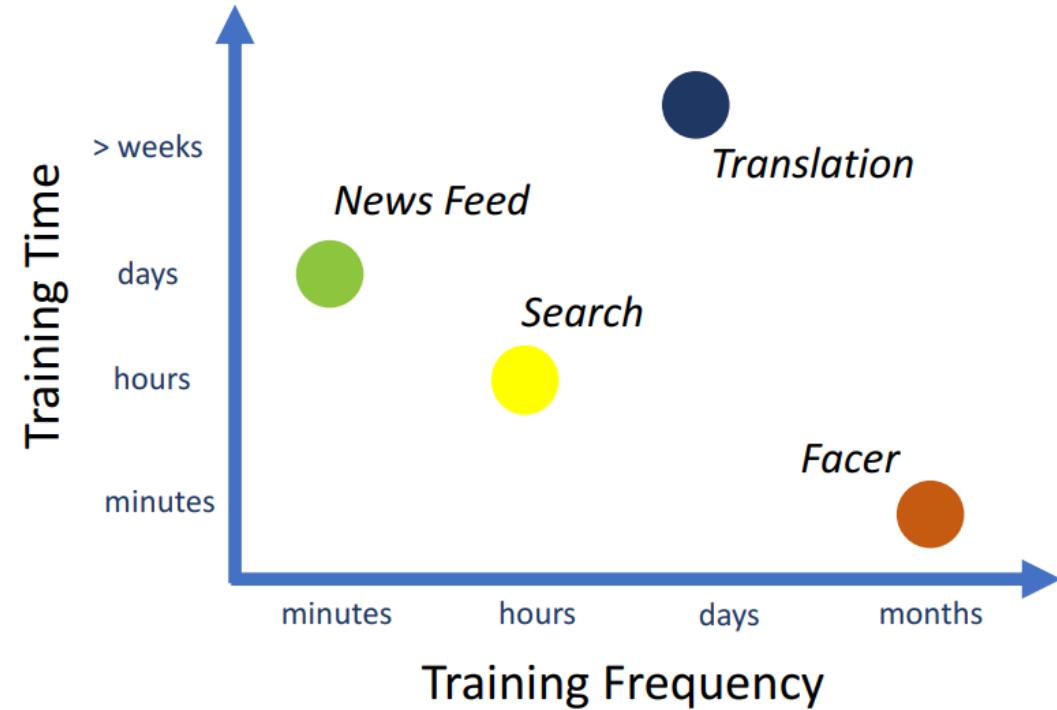
# Conclusion

- Hash, quantization and NAS methods focus on shrinking the embedding layer.
- KD can lightweight the whole model.

	<b>Embedding Layer</b>	<b>Middle Layer</b>
Hash	[80, 209, 307, 438, 456], [184, 227, 313, 355, 422]	[307, 355]
Quantization	[173, 226, 228, 234, 385, 394], [56, 142, 222, 241, 312, 354, 428]	[222, 354, 385]
Knowledge Distillation	[60, 182, 203, 342, 358], [52, 183, 194, 388, 457]	[60, 182, 203, 342, 358], [52, 183, 194, 388, 457]
Neural Architecture Search	[66, 237, 242, 401, 445, 448], [56, 175, 232, 239, 366]	[52, 326]
Others	[128, 311, 332]	[55, 311, 332]

# Acceleration Techniques

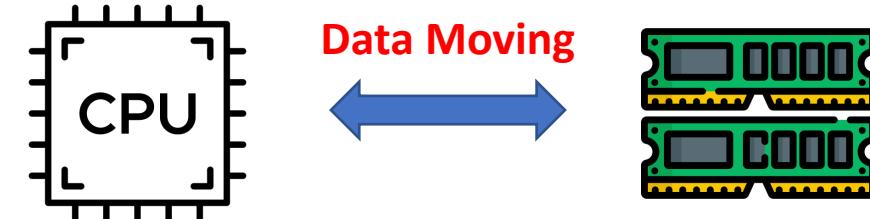
- Concepts:
  - Model Compression
  - **Acceleration Technique**
- Save Computation Resources
- Taxonomy
  - Training Stage
  - Inference Stage



{ **Memory-based Challenge:** Difficulty of data access by computation units  
**Computation-based Challenge:** Huge and complex computation

# Acceleration Techniques

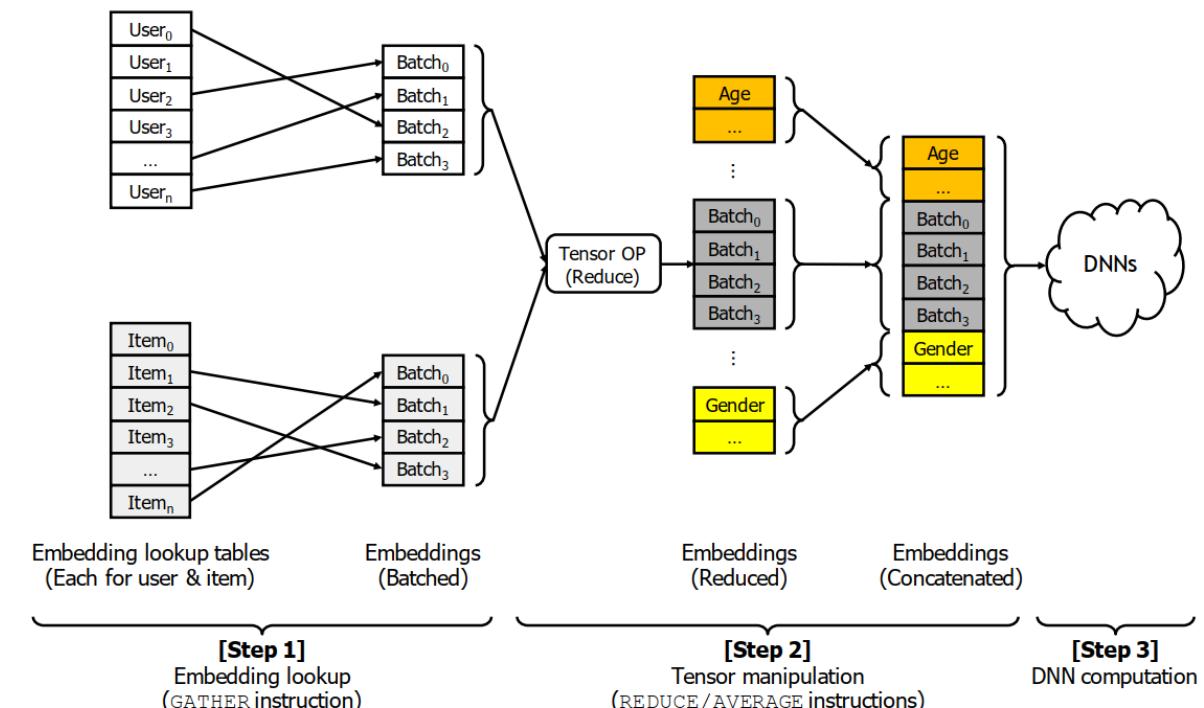
- Acceleration Techniques
  - Hardware-related
    - Near/In Memory Computing
    - Cache Optimization
    - CPU-GPU Co-design
  - Software-related



The computing units advance much, while memory techniques improve slowly. Such gap causes the problem of **memory wall**. Hardware-related methods aim to **optimize data moving** between the storage device and computing units.

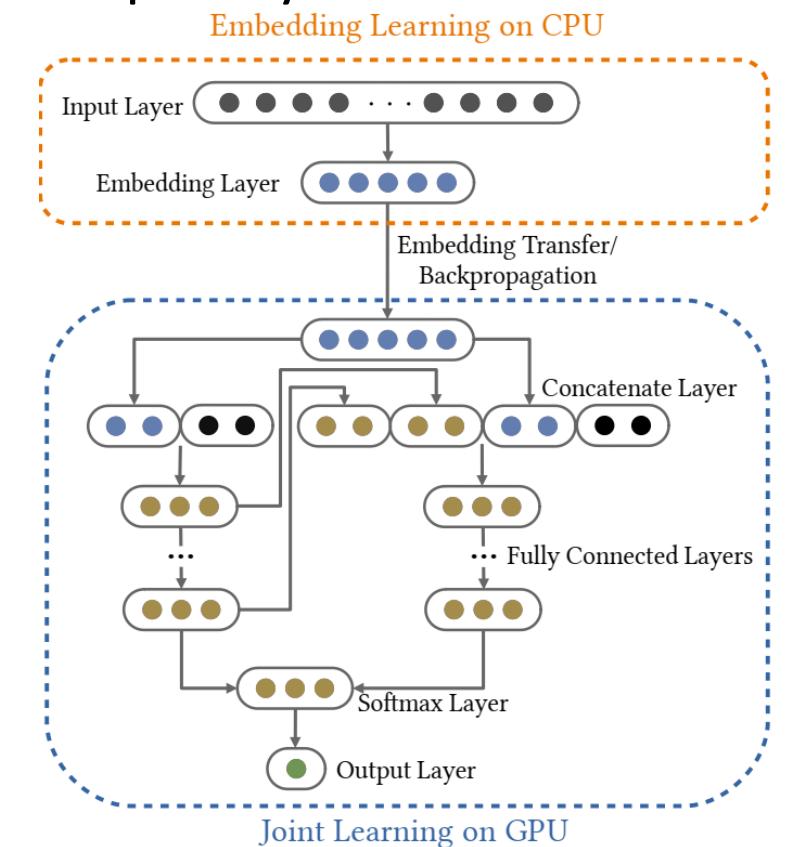
# Hardware-related

- **Near/In Memory Computing**
  - Put computing units closer to the memory, which can lower the distance of data moving and thus reduce latency.
- **TensorDIMM – MICRO’19**
  - The first to explore **architectural solutions** for sparse embedding layer.
  - Propose a runtime system to utilize the TensorDIMM for **tensor operations**.



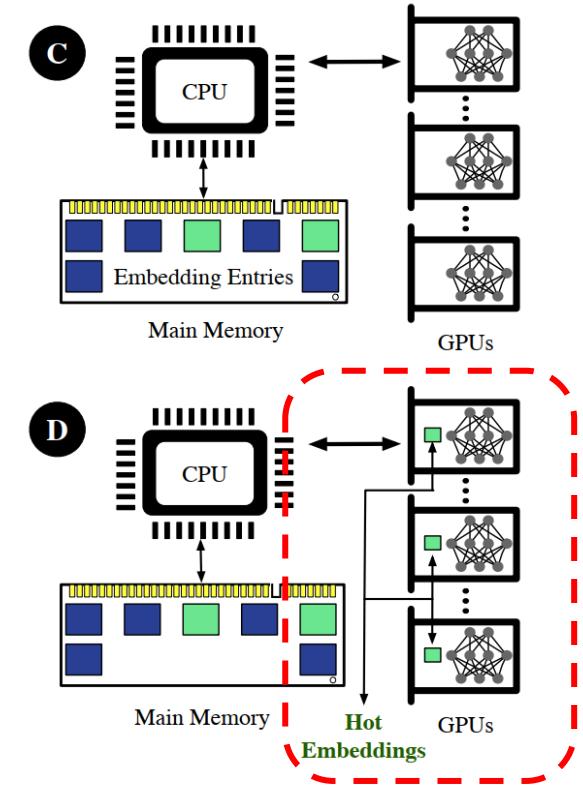
# Hardware-related

- **Cache Optimization**
  - Optimize the cache allocation mechanism to store the frequently accessed data on the memory device.
- **AIBox – CIKM'19**
  - Partition the model into two parts:
    - (1) **Memory-intensive part**: Embedding Learning on CPU.
    - (2) **Computation-intensive part**: Joint Learning on GPU.
  - **Leverage SSDs as a secondary storage to cache the embedding table** and employ NVLink to reduce GPU data transfer.



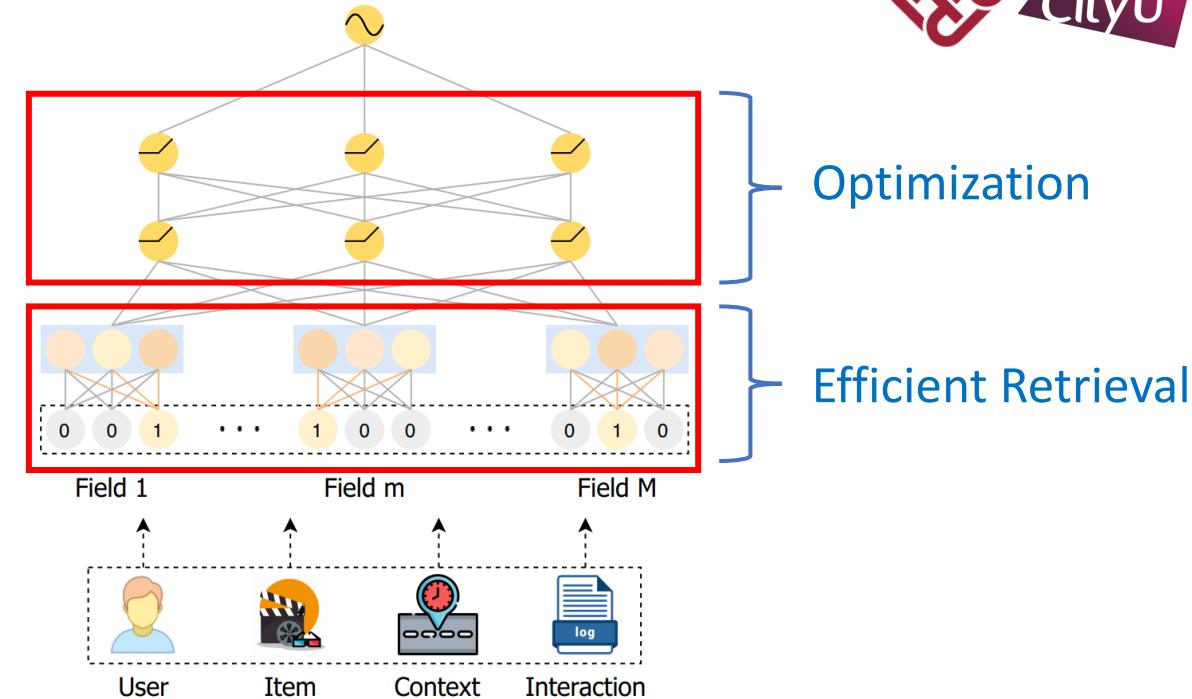
# Hardware-related

- **CPU-GPU Co-design**
  - Due to huge embedding tables, the embedding part is often stored and processed on CPU and DNN part on GPU. **CPU-GPU co-design reduces the communication costs between CPU and GPU.**
- **FAE – VLDB'22**
  - Utilize the scarce **GPU memory** to **store the highly accessed embeddings**, so it can reduce the data transfers from CPU to GPU.
  - Determine the access pattern of each embeddings by sampling of the input dataset.



# Acceleration Techniques

- Acceleration Techniques
  - Hardware-related
  - Software-related
    - Optimization
    - Efficient Retrieval



Some designed accelerators for **middle layers** focus on handling **computation challenges**. By comparison, **embedding layer** also needs acceleration.

# Software-related

- **Optimization**
  - Accelerate training recommendation models by **optimizing its training process**.

- **CowClip – AAAI’23**

- Large batch can speed up training, but suffers from the loss of accuracy.
- Develop the adaptive column-wise clipping to stabilize the training process under large batch setting.

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**Algorithm 1** Adaptive Column-wise Clipping(CowClip)
 

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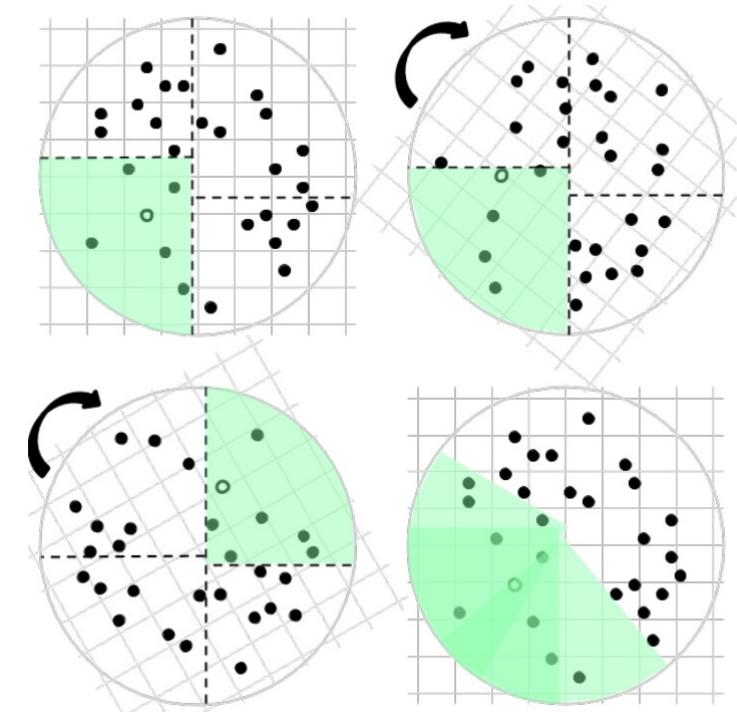
**Input:** CowClip coefficient  $r$  and lower-bound  $\zeta$ , number of steps  $T$ , batch size  $b$ , learning rate for dense and embedding  $\eta, \eta_e$ , optimizer  $\text{Opt}(\cdot)$

- 1: **for**  $t \leftarrow 1$  to  $T$  **do**
- 2:   Draw  $b$  samples  $B$  from  $\mathcal{D}$
- 3:    $\mathbf{g}_t, \mathbf{g}_t^e \leftarrow \frac{1}{b} \sum_{x \in B} \nabla L(x, w_t, w_t^e)$
- 4:    $w_{t+1} \leftarrow \eta \cdot \text{Opt}(w_t, \mathbf{g}_t)$
- 5:   **for** each field and each column in the field **do**
- 6:      $n_g \leftarrow \|\mathbf{g}_t^e[\text{id}_k^{f_j}]\|$
- 7:      $\text{cnt} \leftarrow |\{x \in B | \text{id}_k^{f_j} \in x\}|$  // Number of occurrence
- 8:      $\text{clip\_t} \leftarrow \text{cnt} \cdot \max\{r \cdot \|w_t^e[\text{id}_k^{f_j}]\|, \zeta\}$  // Clip norm threshold
- 9:      $\mathbf{g}_c \leftarrow \min\{1, \frac{\text{clip\_t}}{n_g}\} \cdot \mathbf{g}_t^e[\text{id}_k^{f_j}]$  // Gradient clipping
- 10:     $w_t^e[\text{id}_k^{f_j}] \leftarrow \eta_e \cdot \text{Opt}(w_t^e[\text{id}_k^{f_j}], \mathbf{g}_c)$  // Update the id embedding

---

# Software-related

- **Efficient Retrieval**
  - In industrial, **train user and item embeddings offline** to represent their preference and attributes, then get recommending list by **Embedding-Based Retrieval (EBR)** online.
- **Improved KD-Tree – KDD'19**
  - Prove that a kd-tree based on the **randomly rotated data** can have the same accuracy as RP-tree.
  - Propose a improved kd-tree based on RP-tree with  $O(d \log d + \log n)$  **query time** and guarantee the **search accuracy**.



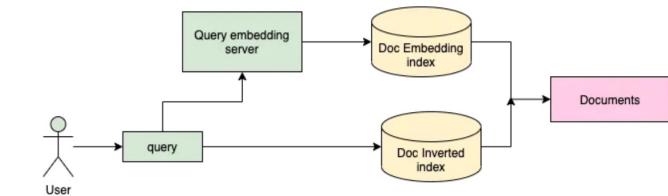
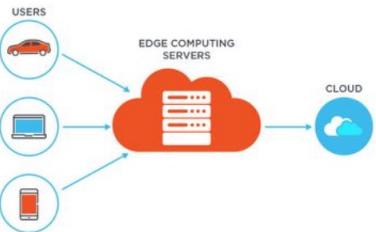
# Conclusion

- NMC and Efficient Retrieval are mainly for accelerating inference.
- Cache Optimization, CPU-GPU Co-design and Optimization aim to accelerate training process to save energy.

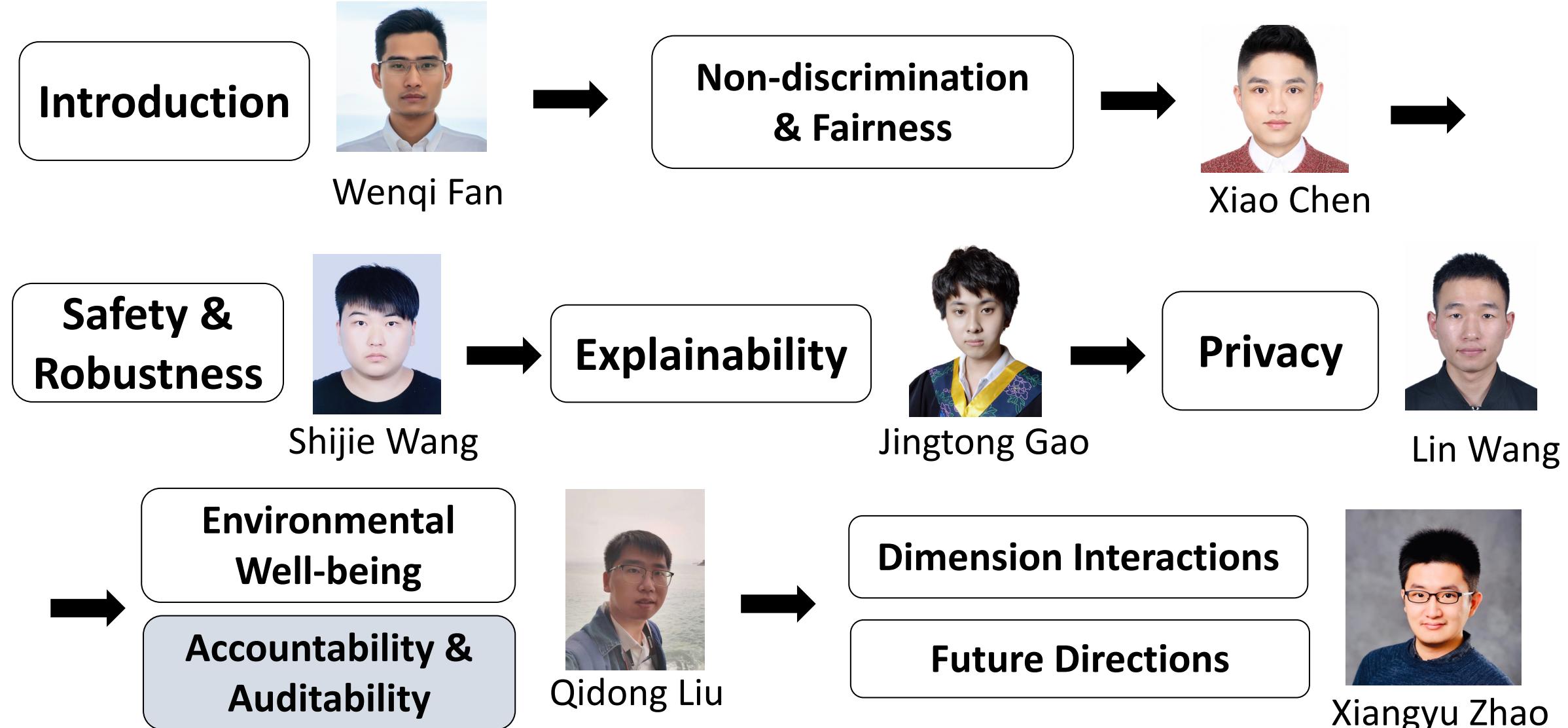
		<b>Training</b>	<b>Inference</b>
Hardware-related	Near/In Memory Computing	[196]	[78, 164, 190, 195, 367, 371]
	Cache Optimization	[135, 165, 403, 442]	[93, 397]
	CPU-GPU Co-design	[4, 5, 197, 308, 441, 450]	-
Software-related	Optimization	[128, 137, 146, 411, 454]	[140, 141]
	Efficient Retrieval	-	[81, 113, 191, 287], [238, 263, 339, 400]

# Applications

- **Large Language model:**
  - The emergence of LLMs urge recommendation to step into **large model period**. The environmental well-being is a vital issue.
- **Edge Computation:**
  - The combination between edge computation and RS help decrease **the latency of service** and **communication costs**.
- **Embedding-based Retrieval Systems:**
  - An efficient EBR system should meet trade-off of three key points: **memory, latency and accuracy**.



# Trustworthy Recommender Systems



# Background

- Accountability & Auditability
  - What extent **users** can **trust** the RS
  - Who is **responsible** for the **devastating effects** brought by RS



responsible



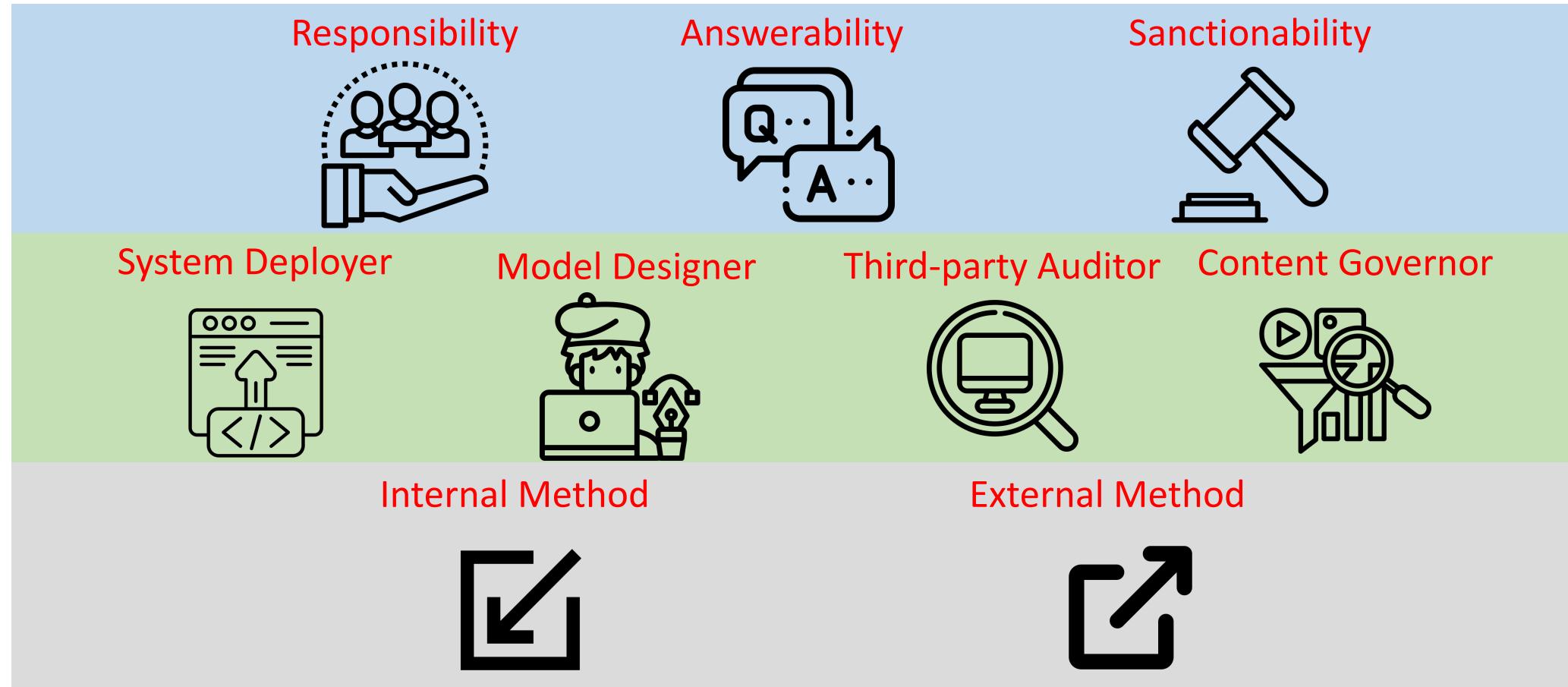
trust



Recommending Videos

# Background

- Accountability & Auditability



# Accountability

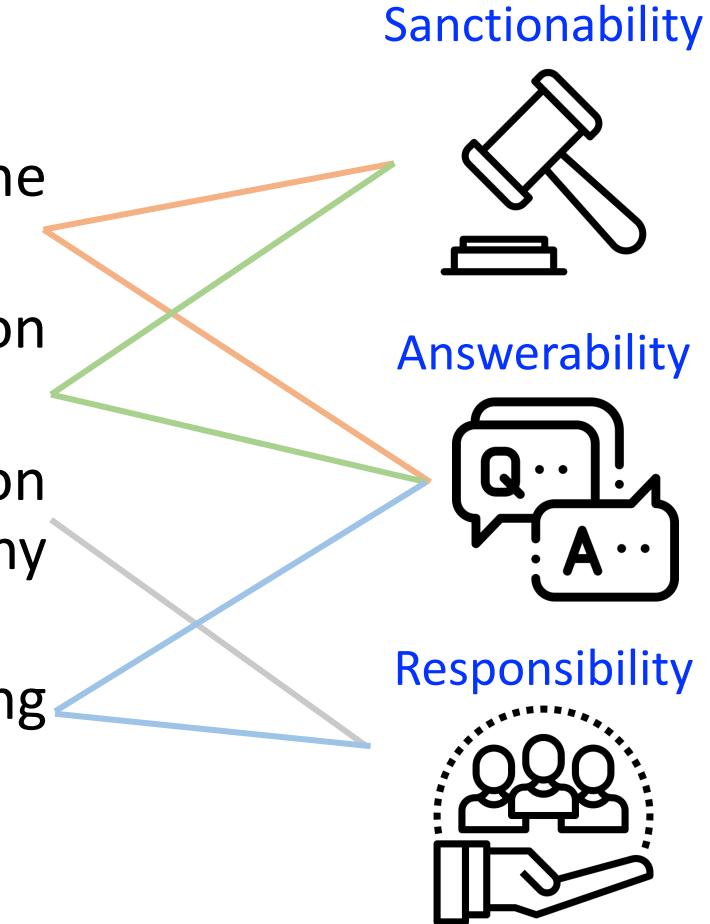
- **Three Dimensions of RS Accountability**

- **Responsibility**: If a user accepts an uncomfortable or illegal recommendation, accountability requires recommender systems to **know which part of the system should be blamed**.
- **Answerability**: If an recommender system is accountable, it can reveal **the reasons when recommender system has a bad effect**.
- **Sanctionability**: Sanctionability refers that recommender systems should **punish and mend the parts that cause harmful impacts**.

# Accountability

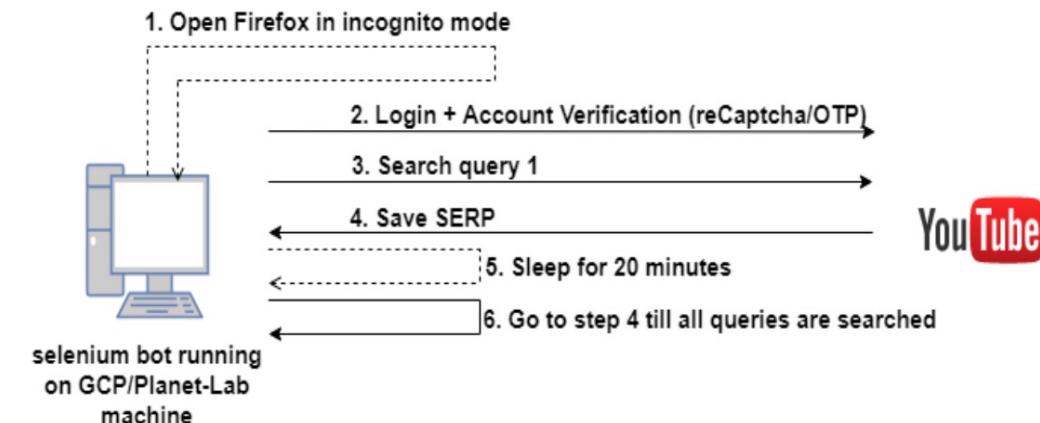
- Four roles for an accountable RS

- **Content Governors**: responsible for examining the facticity and noxiousness of "items" in an RS.
- **Model Designers**: build the recommendation models for service.
- **System Deployers**: deploy recommendation models online and check the possible trustworthy problems.
- **Third-party Auditors**: are responsible for pointing out existing and potential problems in RS.



# Auditability

- **External Audits**
  - External audits regard recommendation models as a black box, and **utilize input and output data** from recommender systems to evaluate the algorithm.
- Three procedures for audits:
  1. **Collect** publicly available data from YouTube.
  2. **Classify** normal and bad videos (such as radicalized videos) by manual annotations or well-trained classifiers.
  3. **Analyze** the annotated data to probe problems

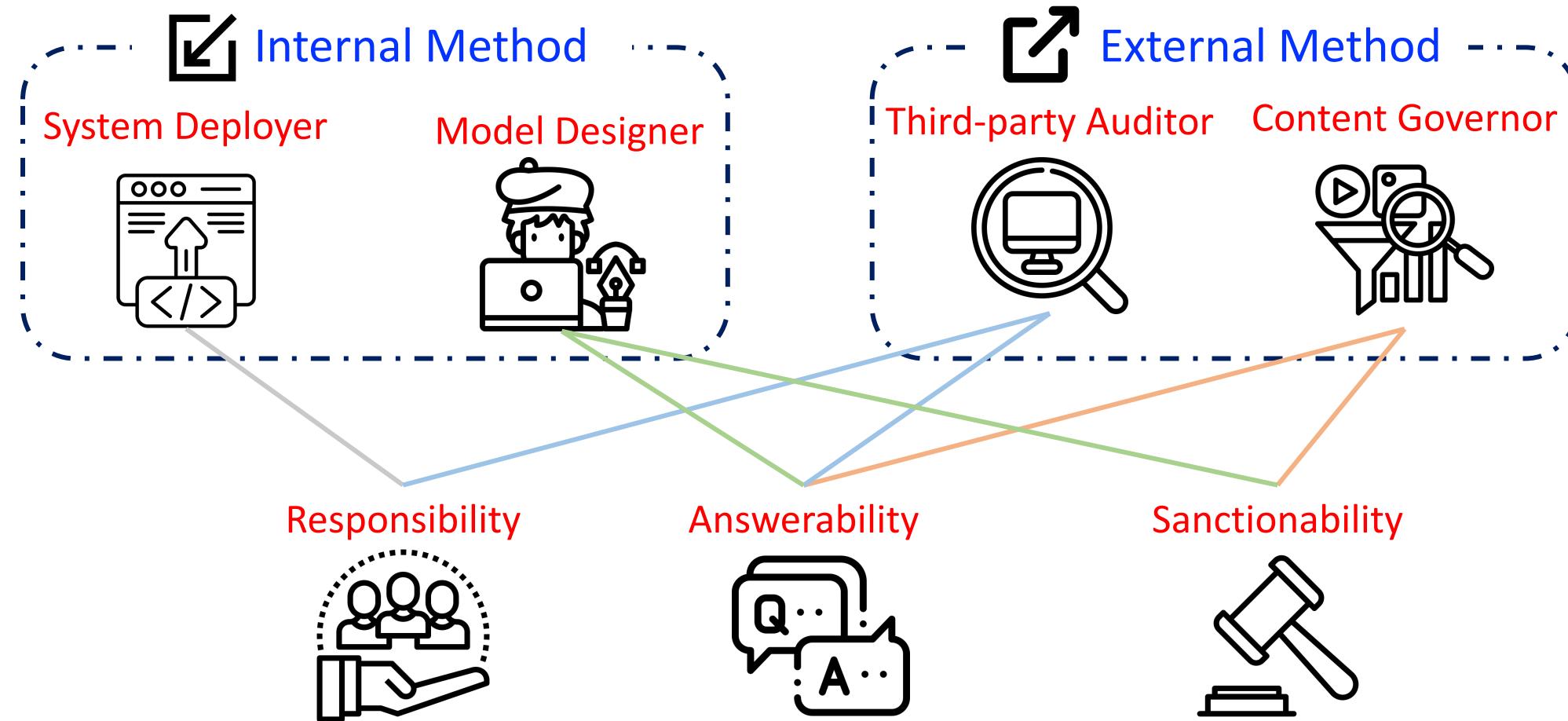


# Auditability

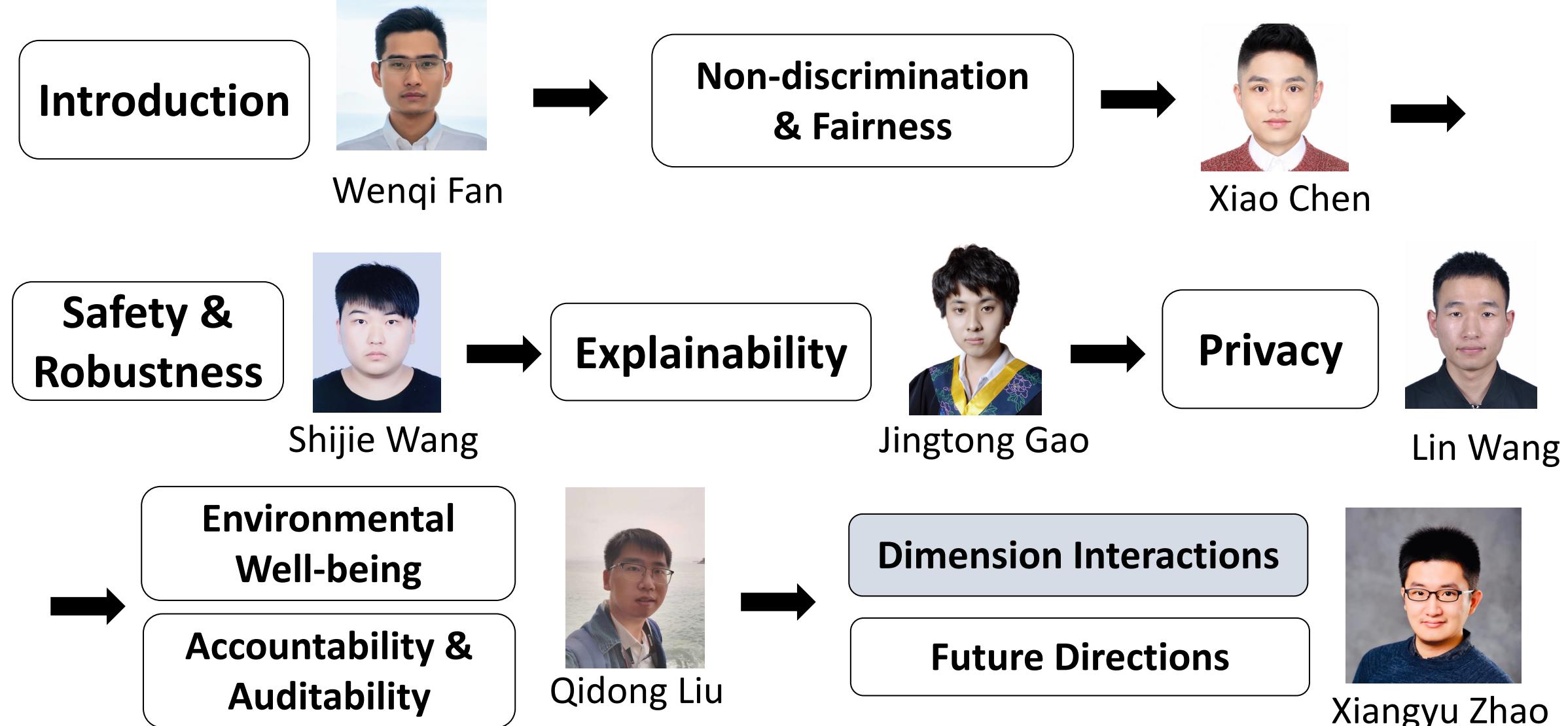
- **Internal Audits**
  - Internal audits examine the problems with access to training data.
- Model Designers:
  1. Enhance **explainability** for recommendation models.
  2. Achieve **reproducibility** of recommendation models.
- System Deployers:
  - Five-step audit method: **scoping, mapping, artifact collection, testing, and reflection.**

# Conclusion

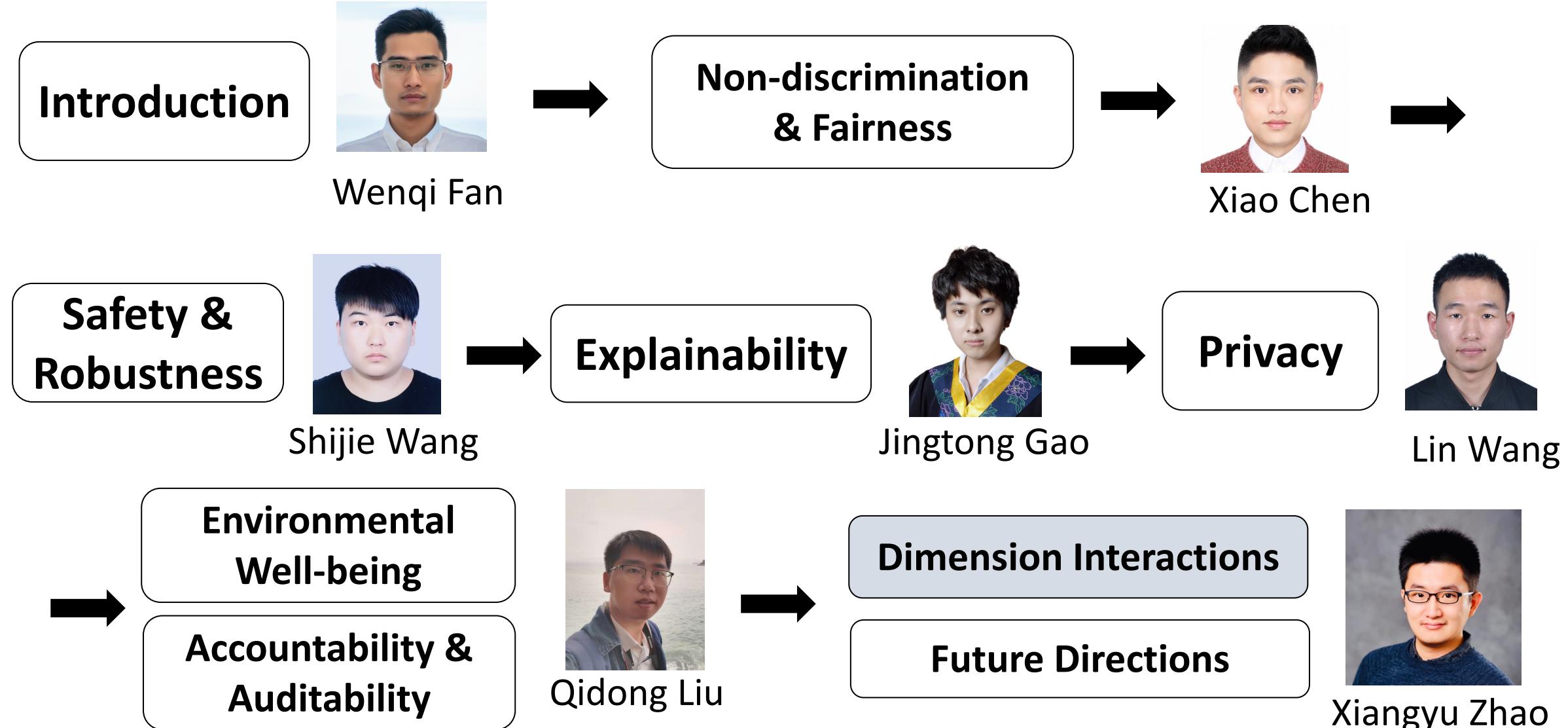
- Accountability & Auditability



# Trustworthy Recommender Systems

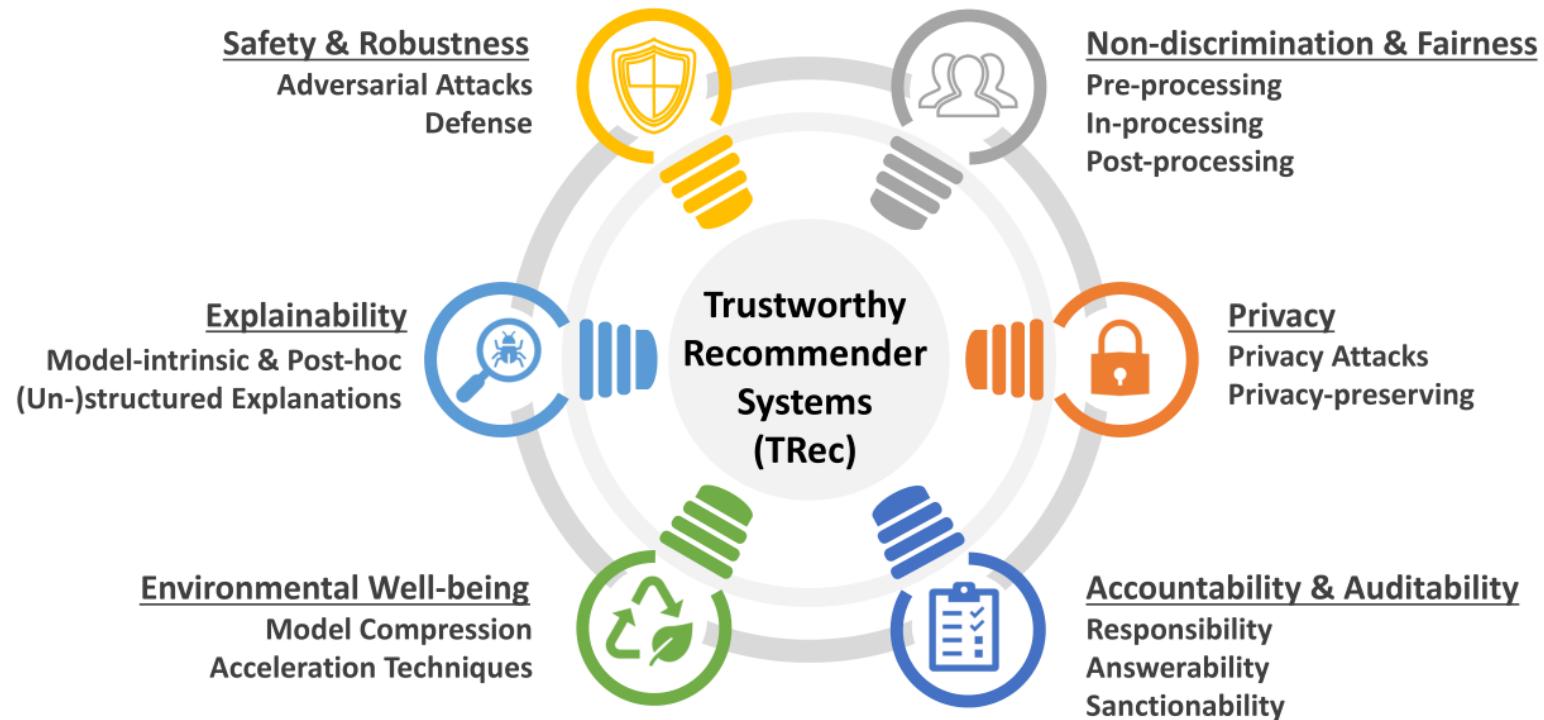


# Trustworthy Recommender Systems



# Interactions

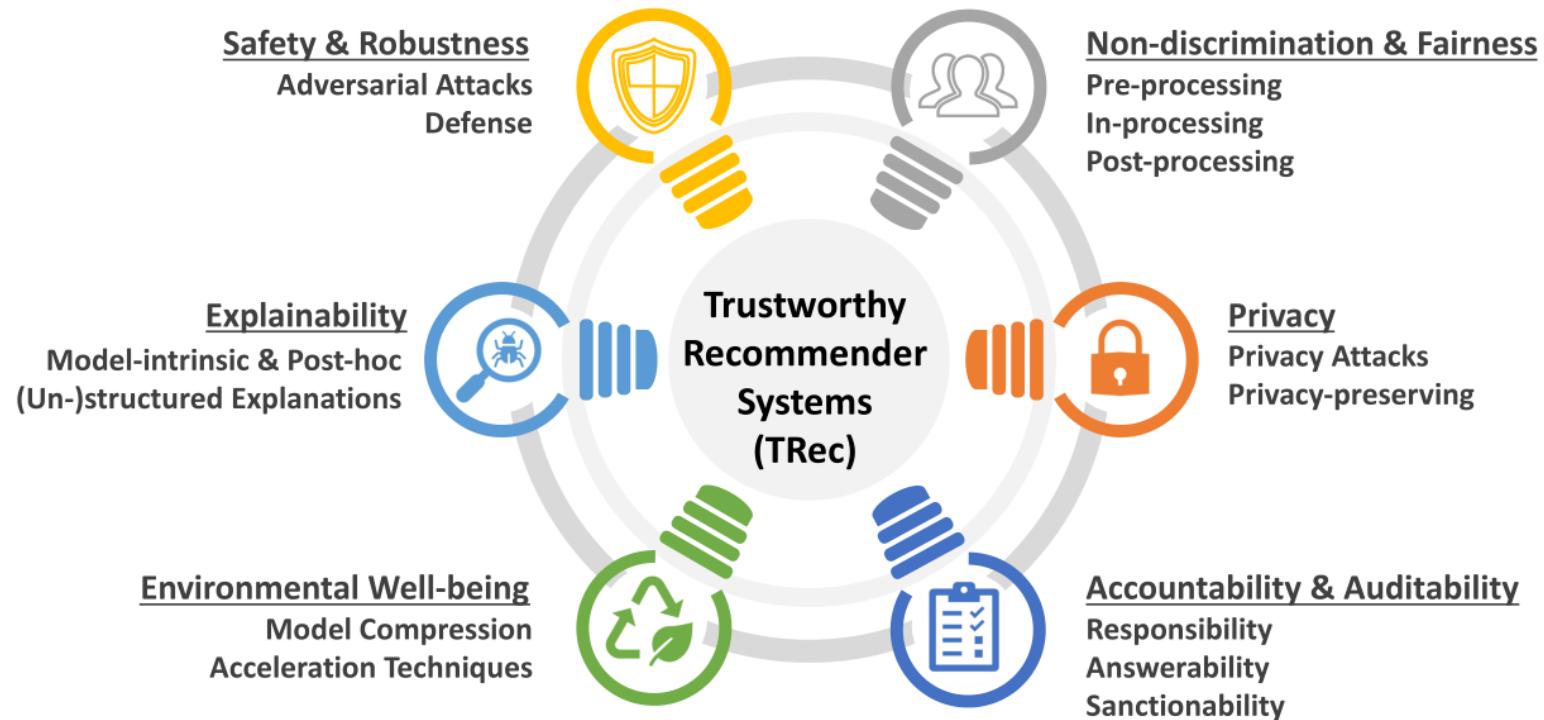
The ideal TRec systems would possess all of six features and advantages



However, it is challenging to consider the modeling of multiple features simultaneously...

# Interactions

Why? Because these features may have many varying levels of interdependence, and even conflict in some aspects



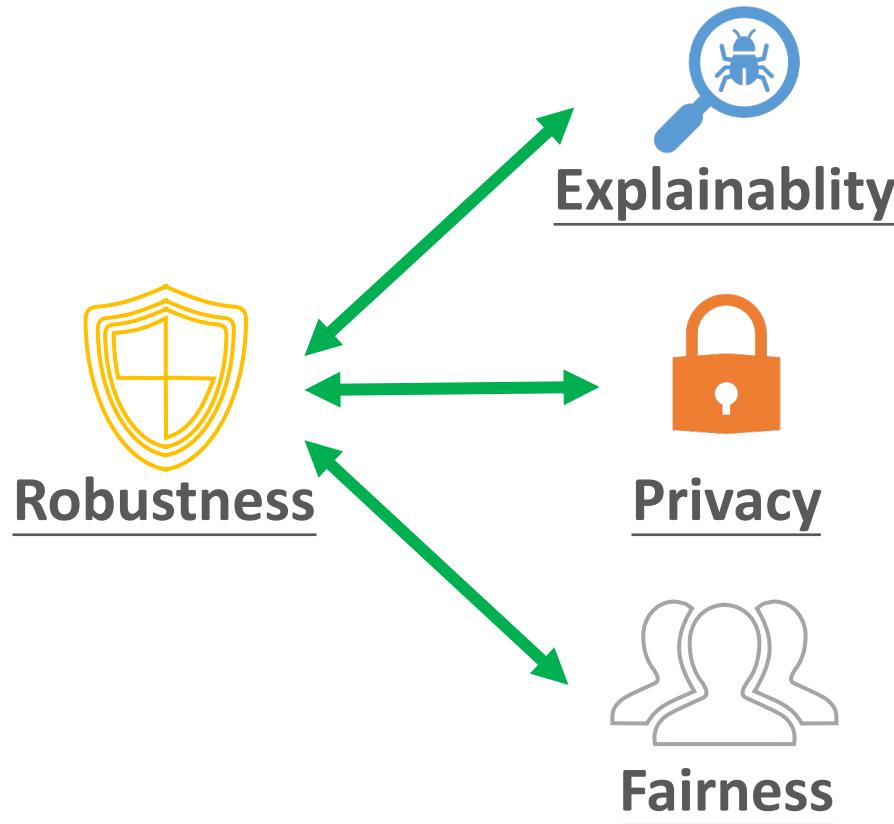
So here we focus on the **interactions between dimensions with extensive and close ties to other dimensions**

# Interactions

- **Interactions with Robustness**
- Interactions with Fairness
- Interactions with Explainability



# Interactions with Robustness



These relations are particularly evident in adversarial attacks and robust training



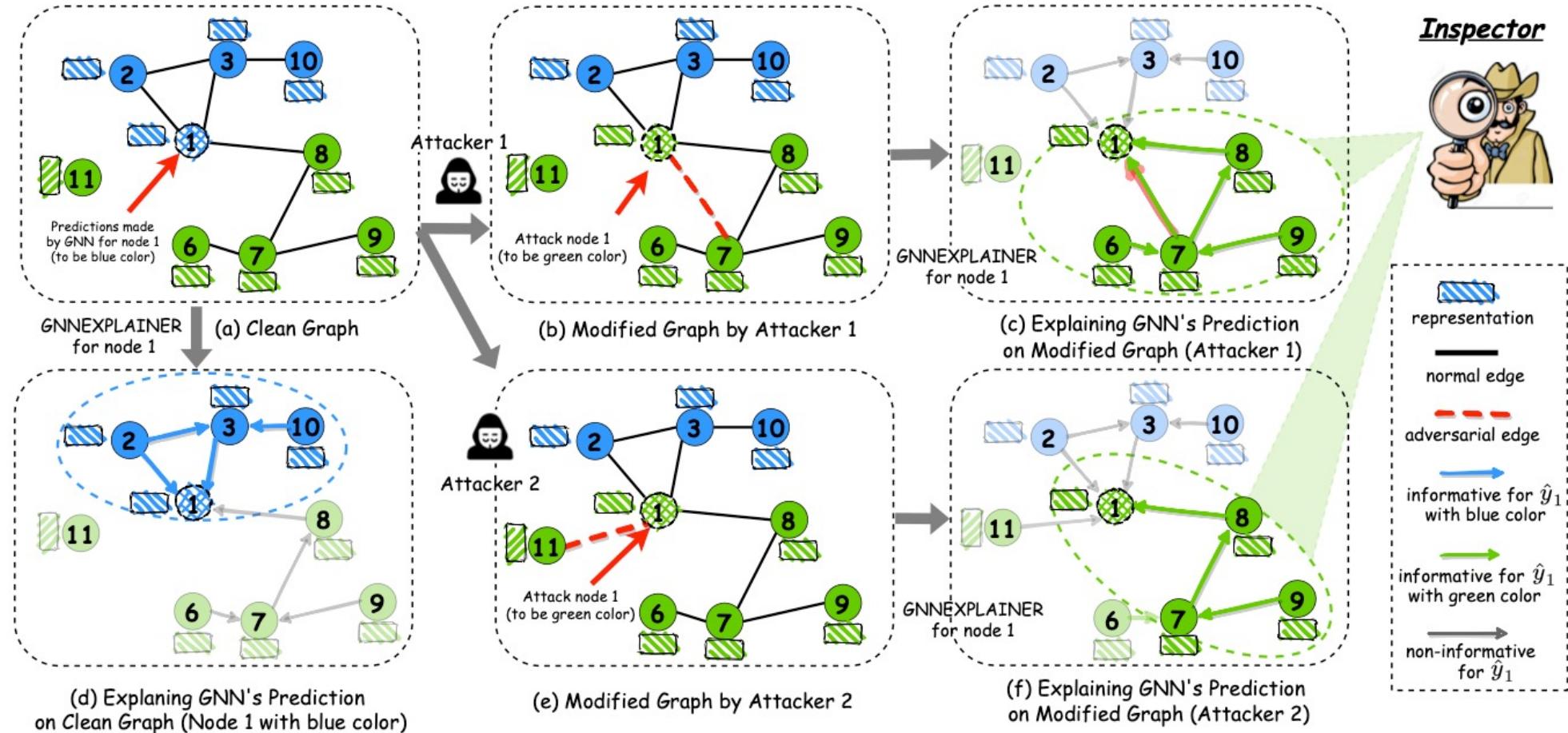
**How to use positive dimensions and maintain the balance between conflicting dimensions is important**

# Robustness ↔ Explainability

- **GEAttack: Jointly Attacking Graph Neural Network and its Explanations**
  - Propose **GEAttack** to jointly attack a graph neural network method and its explanations
  - Investigate interactions between adversarial attacks (robustness) and explainability for the trustworthy GNNs

# GEAttack - Motivation

- Jointly attack a graph neural network method and its explanations



# GEAttack - Problem

- **Problem:** Given  $G = (\mathbf{A}, \mathbf{X})$ , target (victim) nodes  $v_i \subseteq V_t$  and specific target label  $\hat{y}_i$ , the attacker aims to select adversarial edges to composite a new graph  $\hat{\mathbf{A}}$  which fulfills the following two goals: (1) The added adversarial edges can change the GNN's prediction to a specific target label:  $\hat{y}_i = \arg \max_c f_\theta(\hat{\mathbf{A}}, \mathbf{X})_{v_i}^c$ ; and (2) The added adversarial edges will not be included in the subgraph generated by explainer:  $\hat{\mathbf{A}} - \mathbf{A} \notin \mathbf{A}_S$ .
- The framework under attack:

<p><b>Node Classification</b></p>  <p>Two-layer GCN model</p>	$f_\theta(\mathbf{A}, \mathbf{X}) = \text{softmax}(\tilde{\mathbf{A}} \sigma(\tilde{\mathbf{A}} \mathbf{X} \mathbf{W}_1) \mathbf{W}_2)$ $\min_{\theta} \mathcal{L}_{\text{GNN}}(f_\theta(\mathbf{A}, \mathbf{X})) := \sum_{v_i \in V_L} \ell(f_\theta(\mathbf{A}, \mathbf{X})_{v_i}, y_i) \quad (1)$ $= - \sum_{v_i \in V_L} \sum_{c=1}^C \mathbb{I}[y_i = c] \ln(f_\theta(\hat{\mathbf{A}}, \mathbf{X})_{v_i}^c)$
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<p><b>GNNExplainer</b></p> 	$\max_{(\mathbf{A}_S, \mathbf{X}_S)} MI(Y, (\mathbf{A}_S, \mathbf{X}_S))$ $\rightarrow \min_{(\mathbf{A}_S, \mathbf{X}_S)} H(Y   \mathbf{A} = \mathbf{A}_S, \mathbf{X} = \mathbf{X}_S)$ $\approx \min_{(\mathbf{A}_S, \mathbf{X}_S)} - \sum_{c=1}^C \mathbb{I}[\hat{y}_i = c] \ln f_\theta(\mathbf{A}_S, \mathbf{X}_S)_{v_i}^c$	<p>Adversarial Edges</p> 	$\min_{\mathbf{M}_A} \mathcal{L}_{\text{Explainer}}(f_\theta, \mathbf{A}, \mathbf{M}_A, \mathbf{X}, v_i, \hat{y}_i)$ $\rightarrow \max_{\mathbf{M}_A} \sum_{c=1}^C \mathbb{I}[\hat{y}_i = c] \ln f_\theta(\mathbf{A} \odot \sigma(\mathbf{M}_A), \mathbf{X})_{v_i}^c$
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# GEAttack - Method

- Graph Attack:

$$\min_{\hat{\mathbf{A}}} \mathcal{L}_{\text{GNN}}(f_{\theta}(\hat{\mathbf{A}}, \mathbf{X})_{v_i}, \hat{y}_i) := - \sum_{c=1}^C \mathbb{I}[\hat{y}_i = c] \ln(f_{\theta}(\hat{\mathbf{A}}, \mathbf{X})_{v_i}^c)$$

**Perturbation budget:**  $\|\mathbf{E}'\| = \|\hat{\mathbf{A}} - \mathbf{A}\|_0 \leq \Delta.$

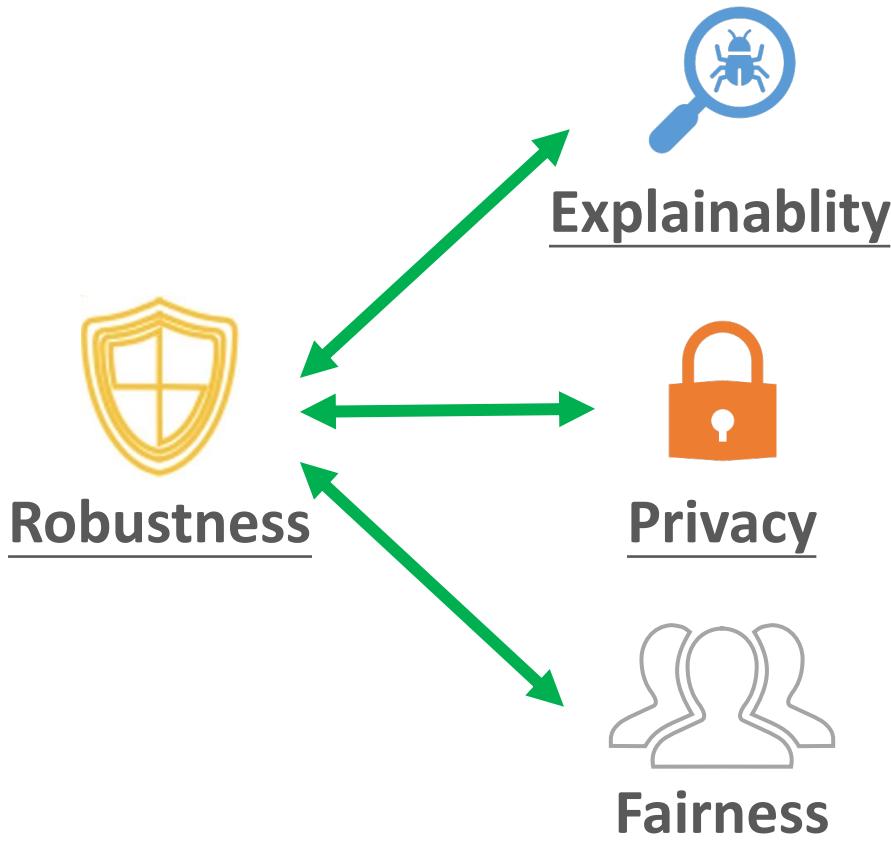
- GNNExplainer Attack:

$$\min_{\hat{\mathbf{A}}} \sum_{v_j \in \mathcal{N}(v_i)} \mathbf{M}_A^T[i, j] \cdot \mathbf{B}[i, j].$$

where  $\mathbf{B} = \mathbf{1}\mathbf{1}^T - \mathbf{I} - \mathbf{A}$ .  $\mathbf{I}$  is an identity matrix, and  $\mathbf{1}\mathbf{1}^T$  is all-ones matrix.  $\mathbf{1}\mathbf{1}^T - \mathbf{I}$  corresponds to the fully-connected graph. When  $t$  is 0,  $\mathbf{M}_A^0$  is randomly initialized; while  $t$  is larger than 0,  $\mathbf{M}_A^t$  is updated with step-size  $\eta$  as follows:

$$\mathbf{M}_A^t = \mathbf{M}_A^{t-1} - \eta \nabla_{\mathbf{M}_A^{t-1}} \mathcal{L}_{\text{Explainer}}(f_{\theta}, \hat{\mathbf{A}}, \mathbf{M}_A^{t-1}, \mathbf{X}, v_i, \hat{y}_i).$$

# More works...



- **Zheng et al.** -> An additive causal model for disentangling user interest and conformity which **Ensures robustness and explainability in recommendation**
- **Bilge et al.** -> **Robust recommendation algorithms** based on collaborative filtering **with privacy enhancement**
- **Zhang et al.** -> A **robust model to combat the attacks** and **ensure the fairness** of the recommender system

[1] Yu Zheng, Chen Gao, Xiang Li, Xiangnan He, Yong Li, and Depeng Jin. 2021. Disentangling user interest and conformity for recommendation with causal embedding. In Proceedings of the Web Conference 2021. 2980–2991.

[2] Alper Bilge, Ihsan Gunes, and Huseyin Polat. 2014. Robustness analysis of privacy-preserving model-based recommendation schemes. *Expert Systems with Applications* 41, 8 (2014), 3671–3681.

[3] Shijie Zhang, Hongzhi Yin, Tong Chen, Quoc Viet Nguyen Hung, Zi Huang, and Lizhen Cui. 2020. Gcn-based user representation learning for unifying robust recommendation and fraudster detection. In Proceedings of the 43<sup>rd</sup> international ACM SIGIR conference on research and development in information retrieval. 689–698.

# Interactions

- Interactions with Robustness
- **Interactions with Fairness**
- Interactions with Explainability



# Fairness $\leftrightarrow$ Explainability

- **CEF : Counterfactual Explainable Fairness Framework:**
  - Try to explain the recommendation unfairness based on a counterfactual reasoning paradigm
  - An explainability score in terms of the fairness-utility trade-off for feature-based explanation ranking
  - Select the top ones as fairness explanations

# CEF: Method

- Overall procedure:

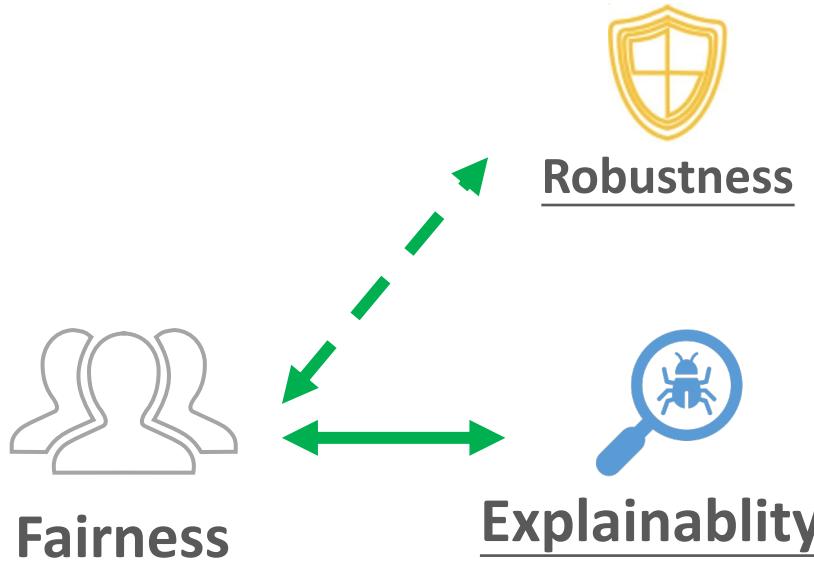


- The explainability score (ES):

- Proximity: the degree of perturbation
- Validity: the degree of influence on fairness

$$ES = Validity - \beta \cdot Proximity,$$

# More works...



- **Chen et al.** -> Research on **fairness** and analyzes the **explainability** of the model at the same time
- **Fu et al.** -> A **fairness-aware explainable recommendation model**

[1] Jiawei Chen, Hande Dong, Xiang Wang, Fuli Feng, Meng Wang, and Xiangnan He. 2020. Bias and debias in recommender system: A survey and future directions. ArXiv preprint abs/2010.03240 (2020). <https://arxiv.org/abs/2010.03240>

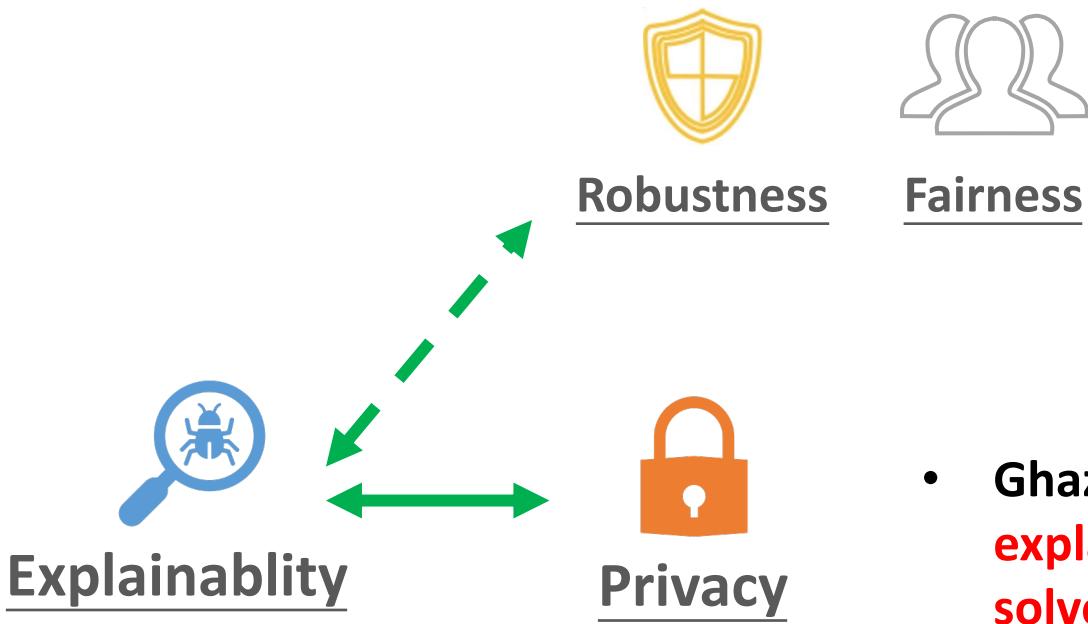
[2] Zuohui Fu, Yikun Xian, Ruoyuan Gao, Jieyu Zhao, Qiaoying Huang, Yingqiang Ge, Shuyuan Xu, Shijie Geng, Chirag Shah, Yongfeng Zhang, et al . 2020. Fairness-aware explainable recommendation over knowledge graphs. In Proceedings of the 43rd International ACM SIGIR Conference on Research and Development in Information Retrieval. 69–78.

# Interactions

- Interactions with Robustness
- Interactions with Fairness
- **Interactions with Explainability**



# Interactions with Explaianability

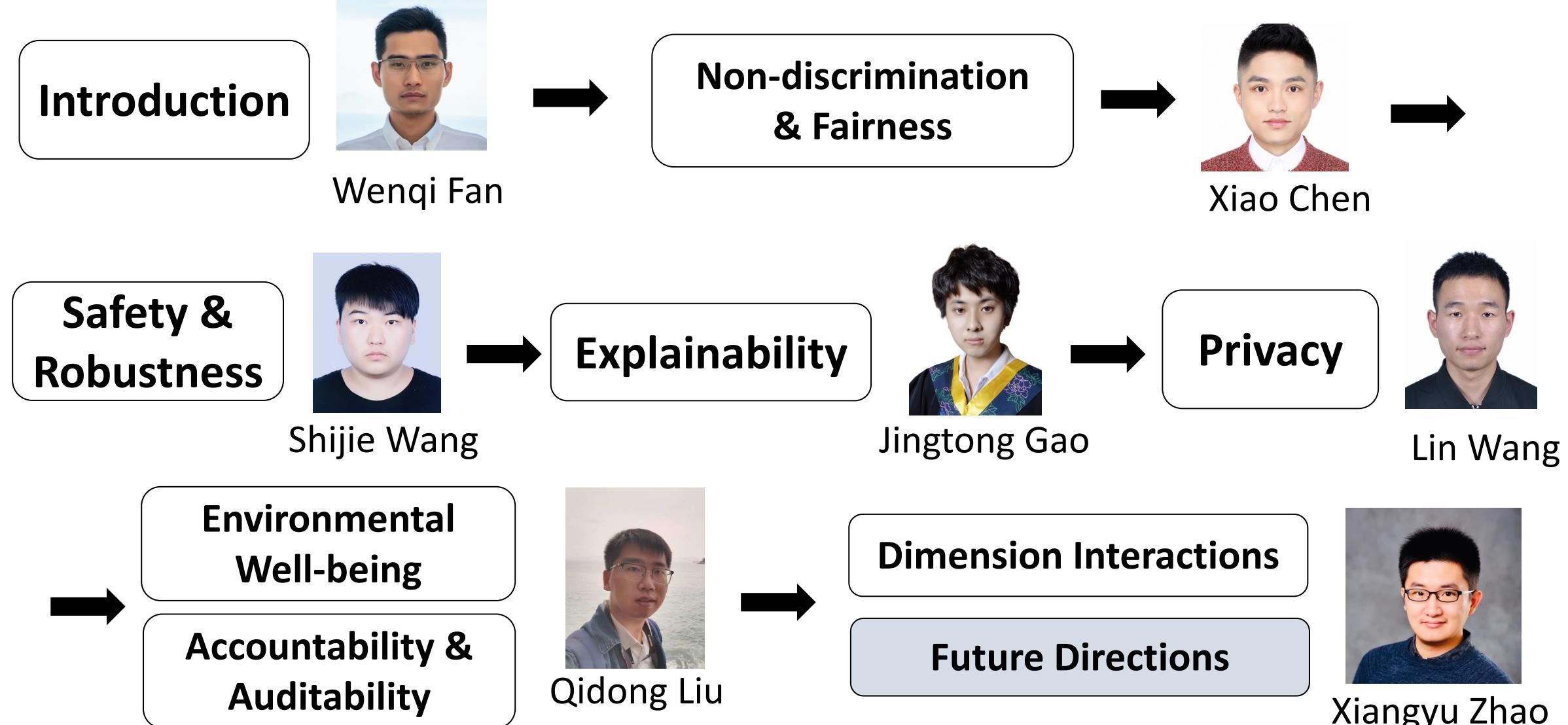


- Ghazimatin et al. -> Provide a new **counterfactual explanation mechanism** for recommendation, which **also solved the privacy exposure problem**

# Summary

- Interaction is challenging -> Consider the modeling of multiple features simultaneously
- We focus on the interactions between dimensions with extensive and close ties to other dimensions
- Three mainly considered interactions:
  - Interactions with Robustness
  - Interactions with Fairness
  - Interactions with Explainability

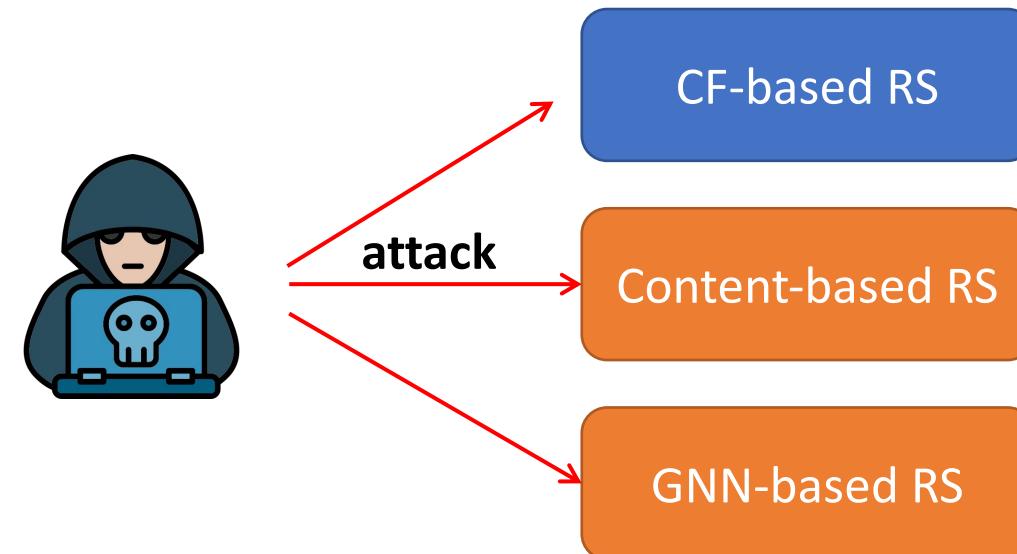
# Trustworthy Recommender Systems



# Future Directions in Six Dimensions

- **Robustness**

- ***Research on other RS models:*** more robust-related researches can **investigate other RS models** in the future, such as GNN-based RS and content-based RS, but not only the CF-based RS model.
- ***Adversarial robust training methods:*** generate adversarial perturbations on **user-item interactions**, instead of only on parameter space.



# Future Directions in Six Dimensions

- **Non-discrimination & Fairness**
  - *Consensus on fairness definitions*: (1) priority of fairness objectives; (2) suitable fairness metrics; (3) multiple fairness notions.
  - *Trade-off between fairness and utility*: design a **trade-off mechanism** so that the decision-makers can make a better balance.
- **Privacy**
  - *Comprehensive privacy protection*: propose a **comprehensive privacy protection framework** to protect against **multiple privacy attacks**.
  - *Defence against shadow training*: investigating how to defend against **shadow training methods** is crucial for privacy protection, because most attack methods use it to train attackers.

# Future Directions in Six Dimensions

- **Explainability**

- **Natural Language Generation for Explanation:** explore the explainable RS with **natural language sentences** to be more user-friendly.
- **Explainable recommendations in more fields:** except for e-commerce, develop explainable recommendations **for healthcare, education** and etc.

Item: Last Stand of the 300

User interest: war, history, documentary

(a) Post-hoc

Alice and 7 of your friends like this.

Because you watched Spartacus, we recommend Last Stand of the 300.

(b) Embedded-F

You might be interested in documentary, on which this item performs well.

(c) Embedded-S

I agree with several others that this is a good companion to the movie.

(d) Joint

This is a very good movie.

(e) Ours

This is a very good documentary about the battle of thermopylae.

Pre-defined template

Retrieved from explanations written by others

Generated by RNNs

# Future Directions in Six Dimensions

- **Environmental Well-being**
  - *Cost measurement for RS*: develop a framework to measure and predict the energy consumption for recommender systems specifically.
  - *Trade-off between consumption and accuracy*: design a trade-off mechanism to produce the highest utility for RS.
- **Accountability & Auditability**
  - *Combination of many accountability aspects*: design the auditability method to consider multiple accountability aspects, simultaneously.

# Future Directions in Other Dimensions

- Interactions among different dimensions**

- Explore **multiple aspects combinations** to reach more requests of trustworthy dimensions.
- Resolve the conflicts between several directions to avoid ruin the efforts for trustworthiness.

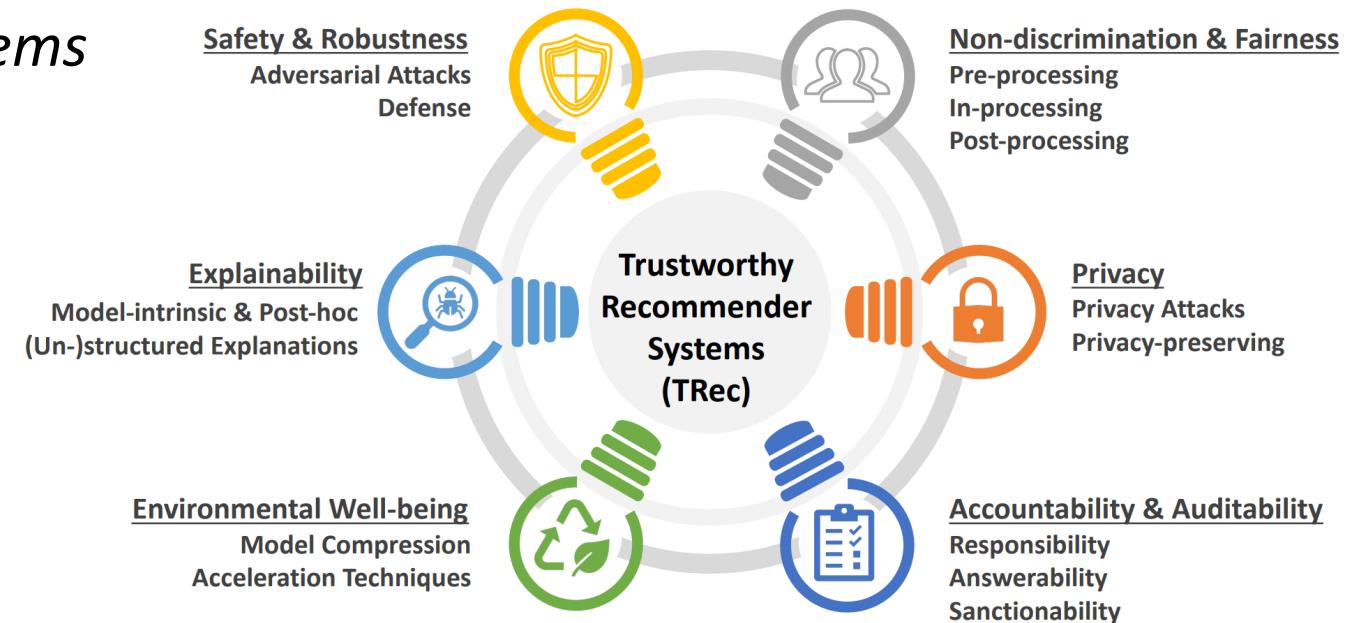


# Future Directions in Other Dimensions

- **Other Dimensions to achieve TRec**
  - **Security:** In medication or industrial scenes, the RS will affect human decisions directly, and any improper decision can cause uncountable losses to life and property.
  - **Controllability:** controllability can help stop harmful recommendations and minimize the horrible effects, when a recommender system causes a devastating effect
- **Technology Ecosystem for TRec**
  - Develop an integrated technology ecosystem, including datasets, metrics, toolkits, etc., to be convenient for the TRec researches

# Conclusion

- Six of the most critical dimensions for TRec
  - ✓ *safety & robustness, non-discrimination & fairness, explainability, privacy, environmental well-being, and accountability & auditability.*
  - Concepts and Taxonomy
  - Summary of the Representative Methods
  - Applications in Real-world Systems
  - Surveys & Tools
  - Future Directions





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## A Comprehensive Survey on Trustworthy Recommender Systems

<https://arxiv.org/pdf/2209.10117.pdf>

