

the  
**social** side of  
**recommendation** systems:  
how **groups** shape our **decisions**

Allison J.B. Chaney  
IC Postdoctoral Fellow  
Princeton University

# Influencing Deliberation



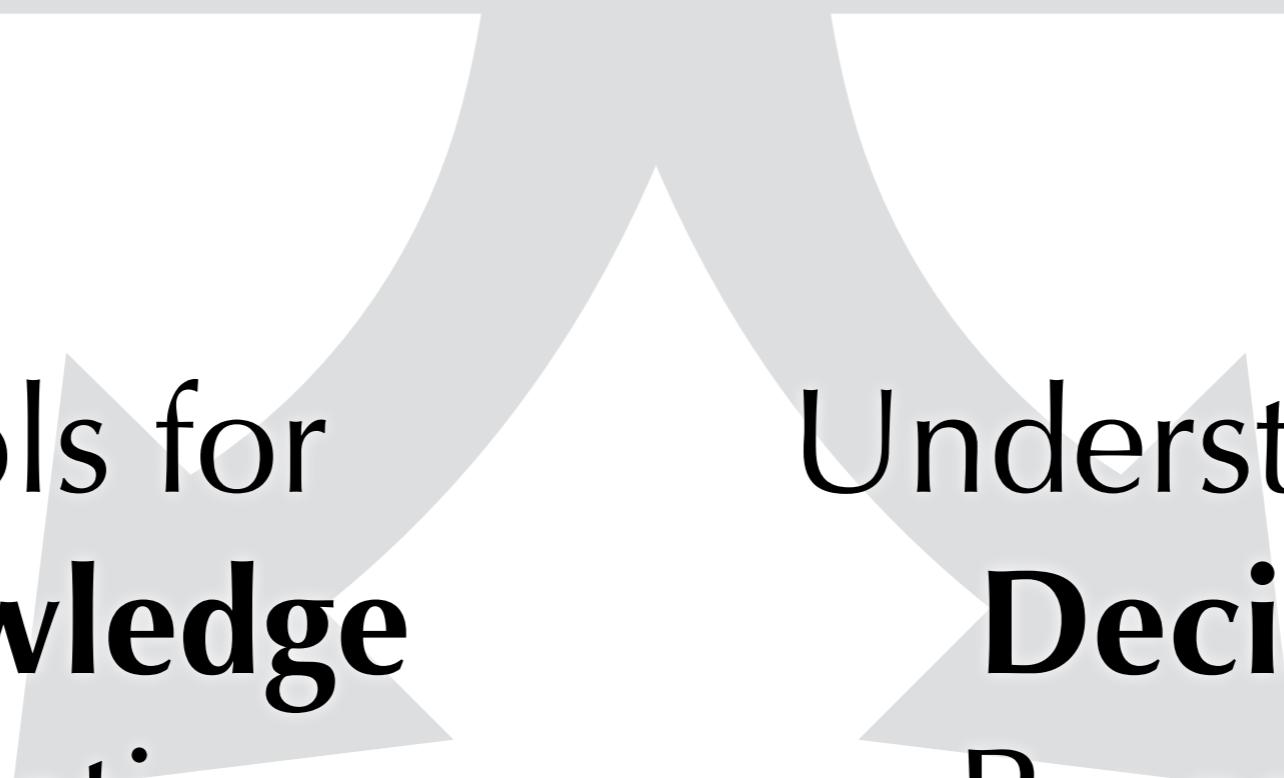
# Influencing Deliberation



Tools for  
**Knowledge**  
Creation

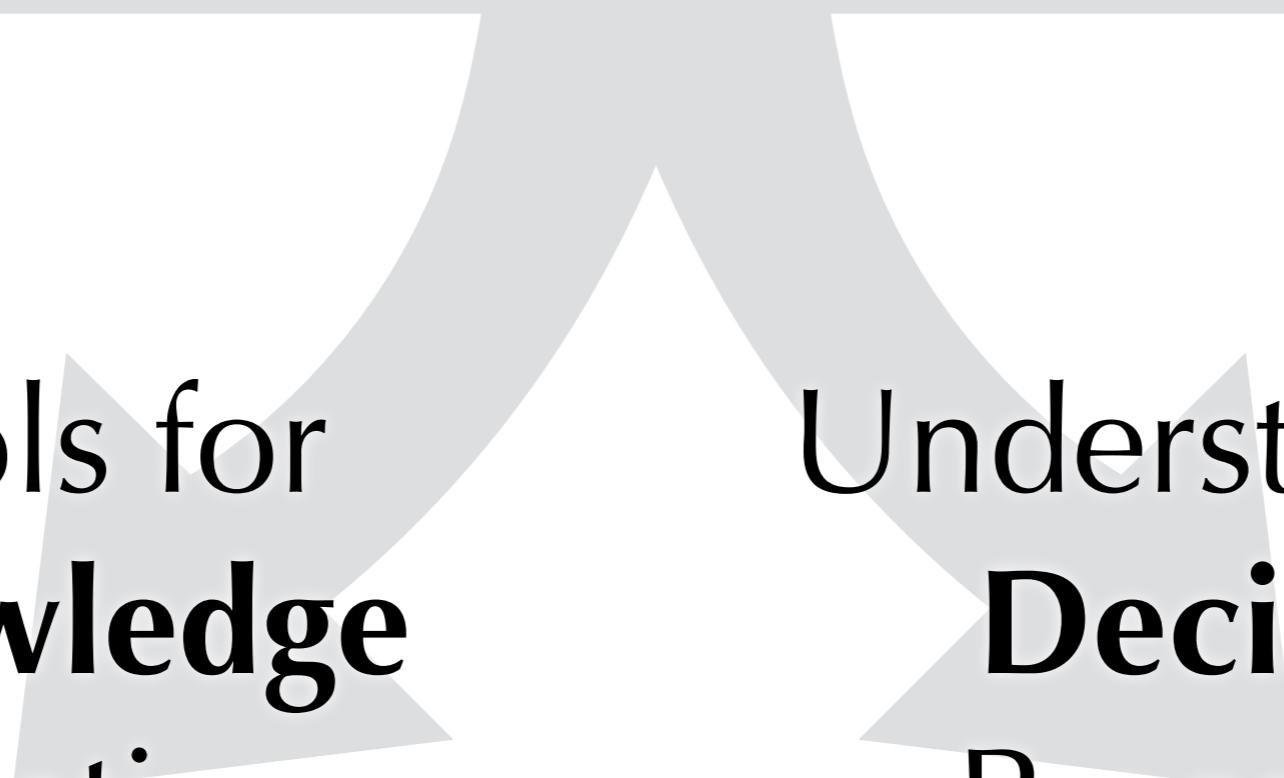
*How can we make it easier to  
create knowledge?*

# Influencing Deliberation



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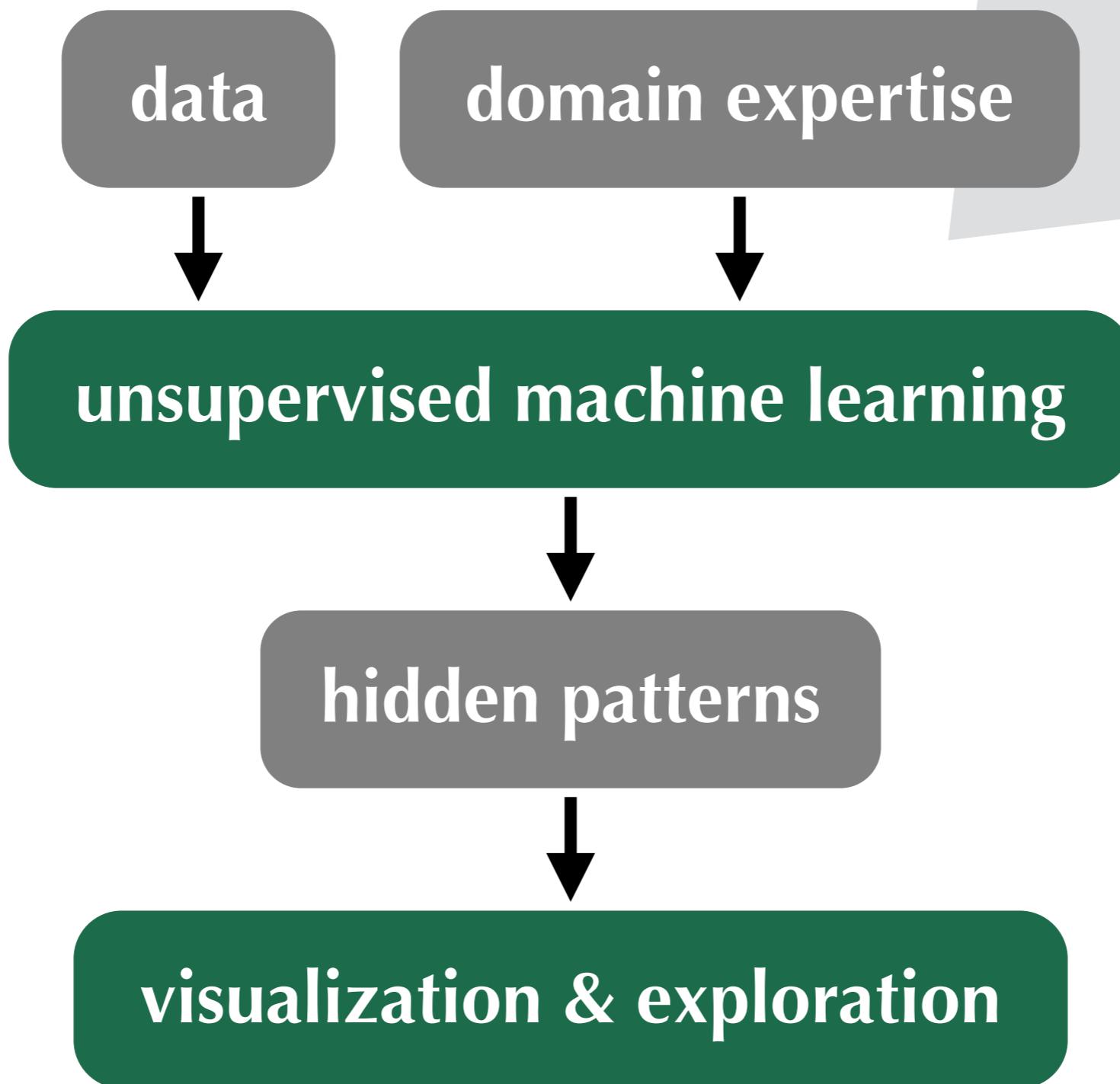


Understanding  
**Decision**  
Processes

*How do people decide which  
choices to make?*

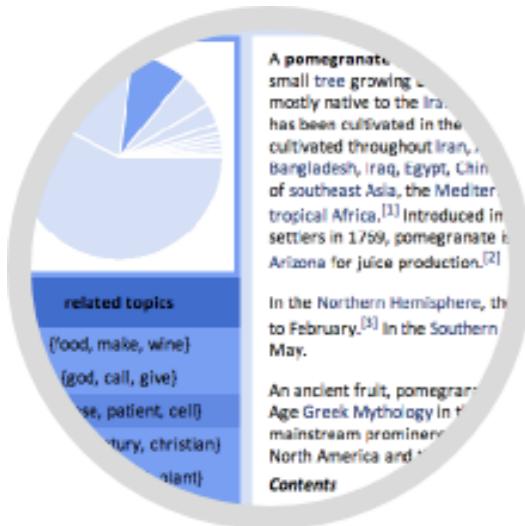
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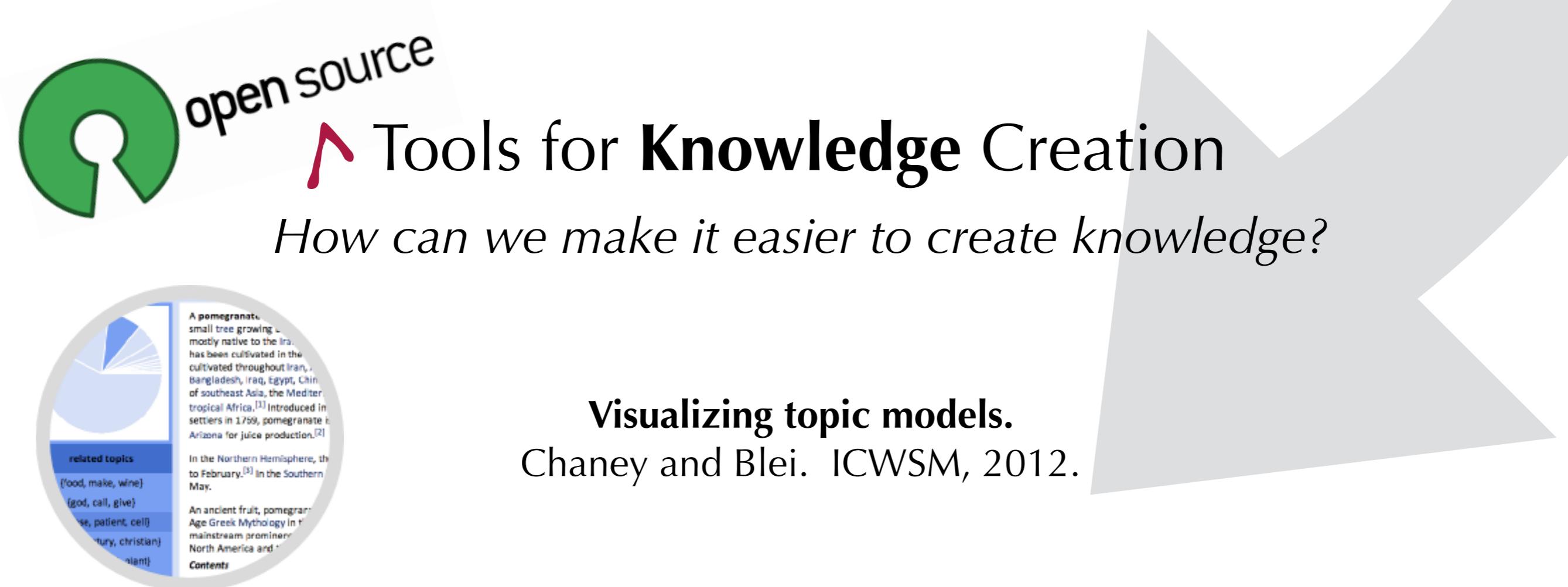


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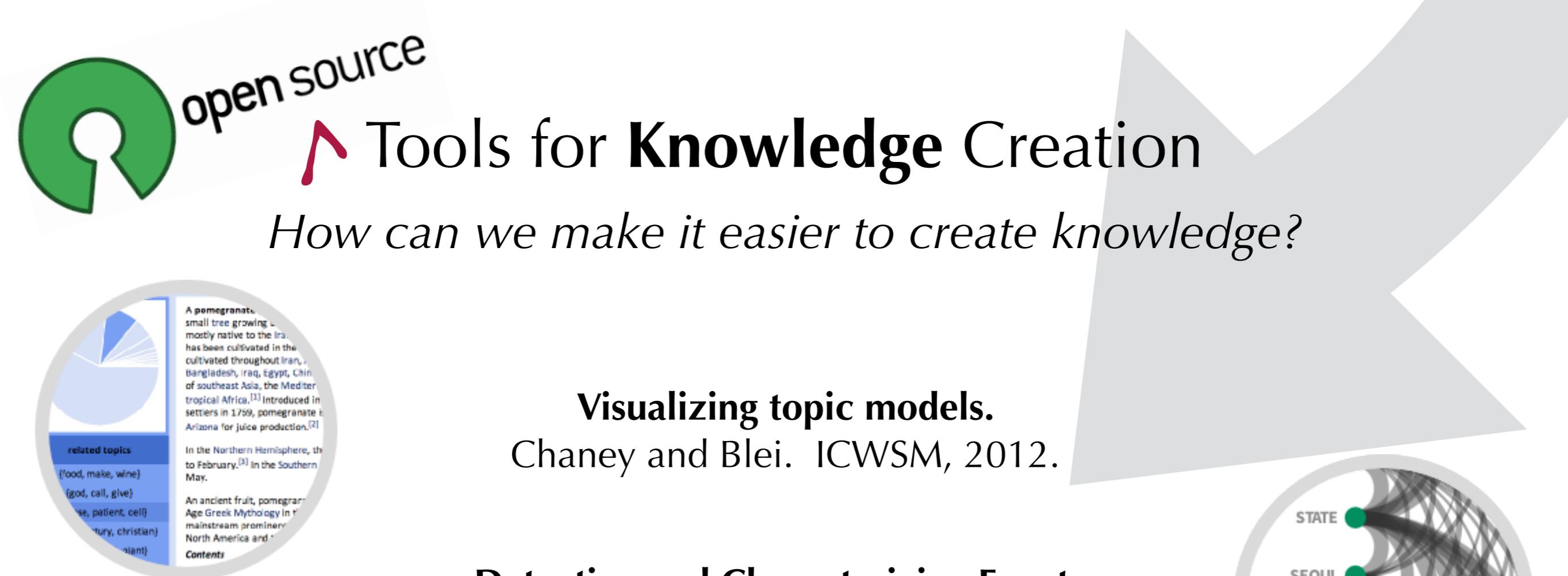


**Visualizing topic models.**  
Chaney and Blei. ICWSM, 2012.



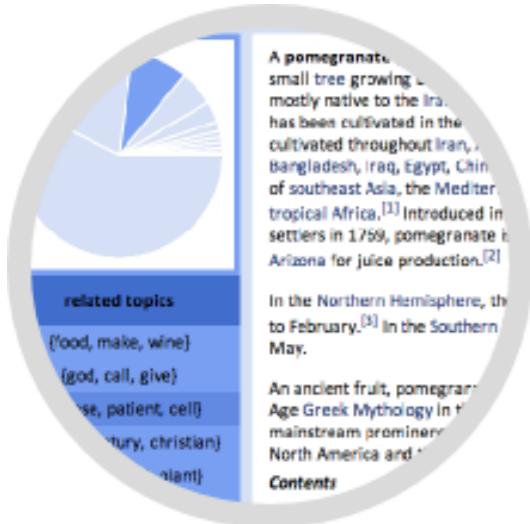
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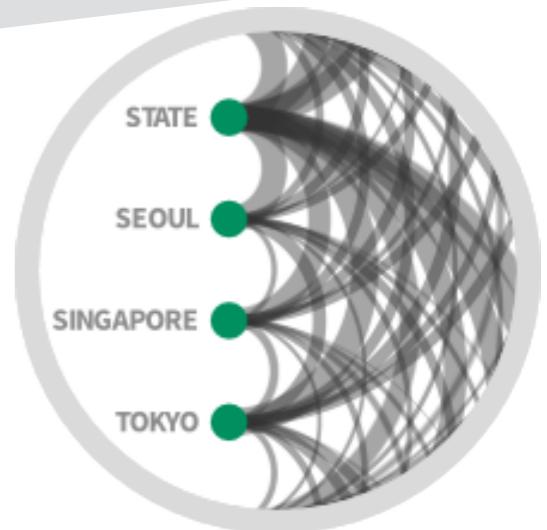
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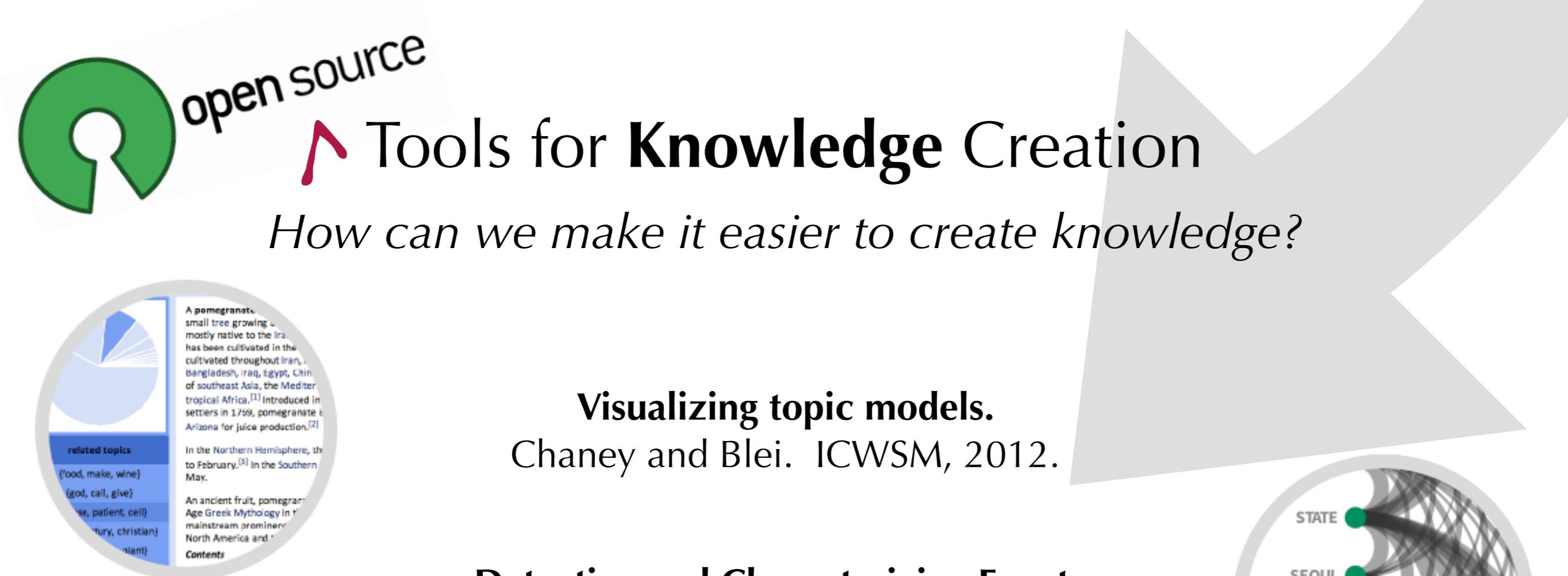
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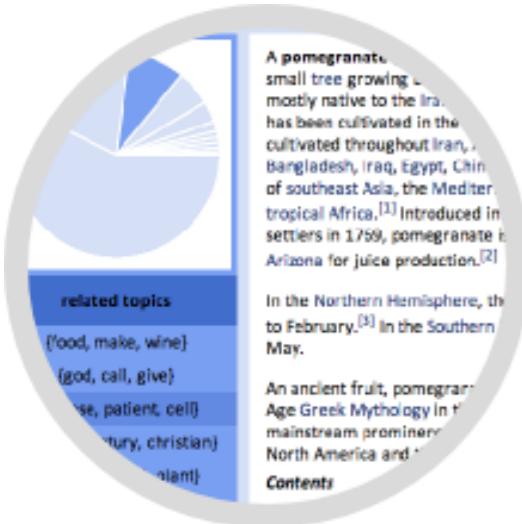
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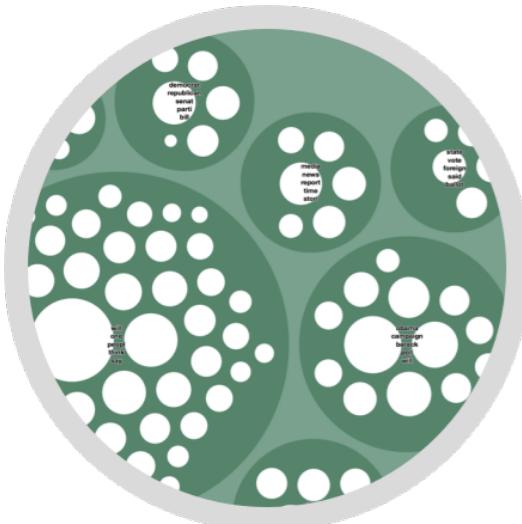
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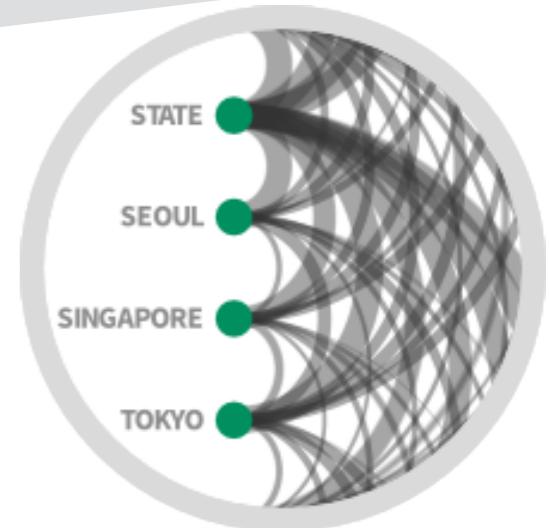
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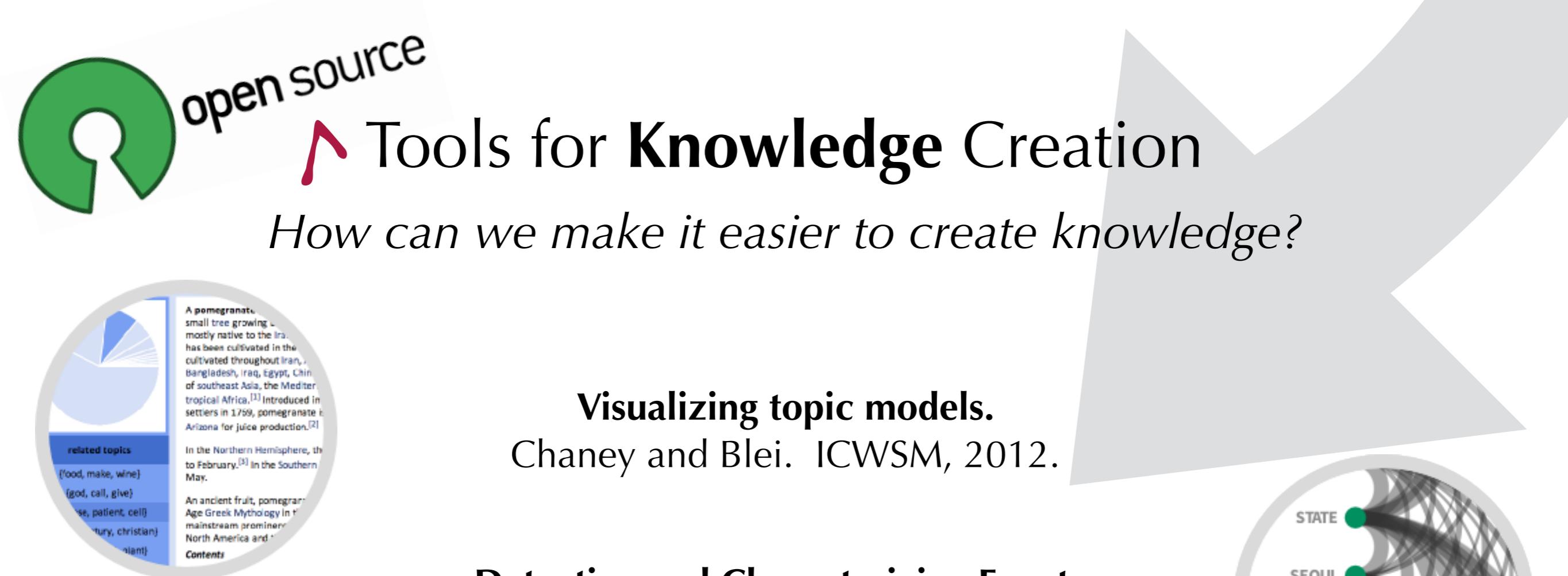
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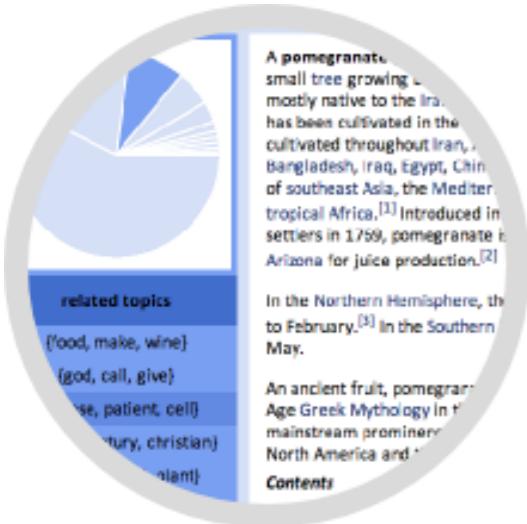
## The Power of Aggregation for Topic Models Used For Measurement.

Chaney, Shiraito, Stewart. Text as Data, 2017.

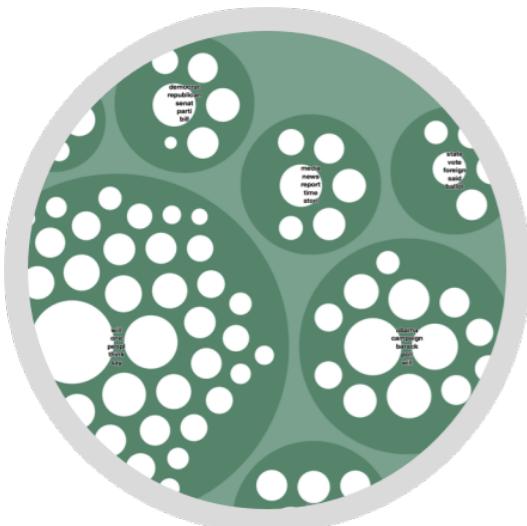


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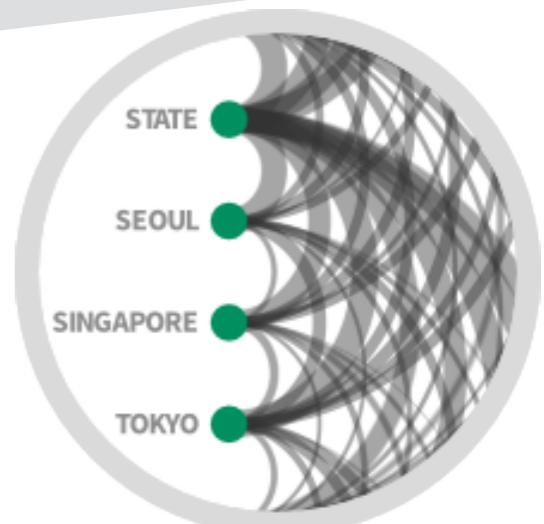
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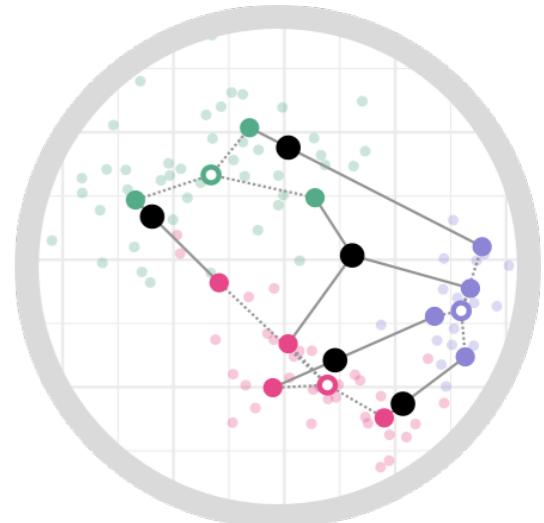


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**Generalized Nonparametric Deconvolution Models**  
Chaney, Verma, Lee, and Engelhardt. In Progress.

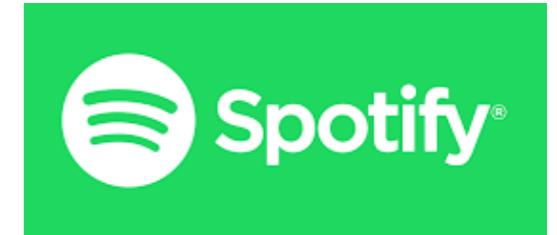
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*How do people decide what choices to make?*

**What do  
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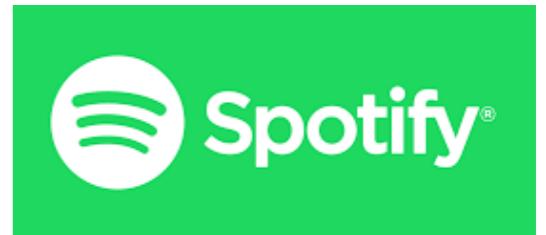
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The Washington Post  
THE WALL STREET JOURNAL.  
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Bing  
Google



# Understanding Decision Processes

*How do people decide what choices to make?*

## Chameleon Preferences

*How do the decisions people make depend  
on the people around them?*



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## Our Friends Inspire Us

*How do we leverage social behavior to find  
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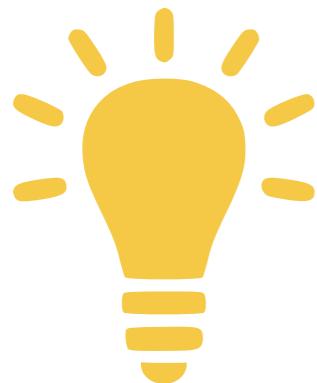
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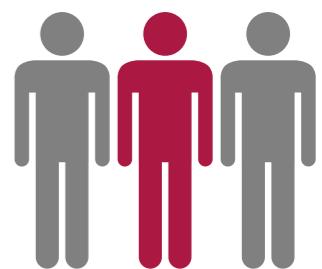


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*How do recommendations alter group behavior?*



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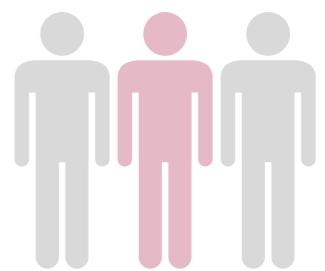


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A large-scale exploration of group viewing patterns. Chaney, Gartrell, Hofman, Guiver, Koenigstein, Kohli, and Paquet. ACM TVX, 2014.





# MOVIE

1



2



3





MOVIE

1



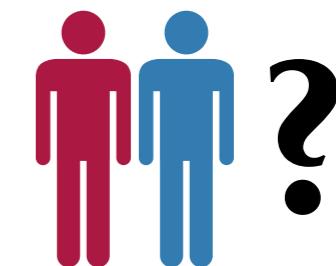
2



3



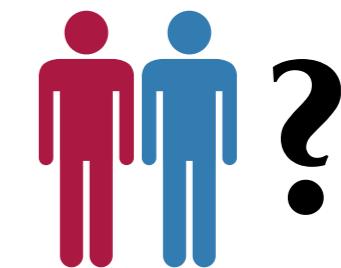
average satisfaction





MOVIE

1



2



3



average satisfaction



MOVIE

1



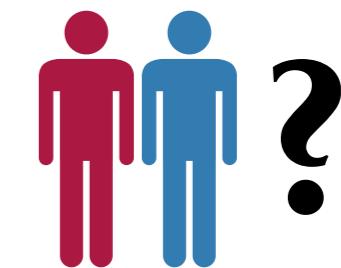
2



3



least misery





MOVIE

1



2



3



least misery



MOVIE

1



2



3



maximum satisfaction



MOVIE

1



2



3



maximum satisfaction



nielsen

• • • • • • • •

June 2012

50,200 users

2,417 TV shows; 16,546 telecasts

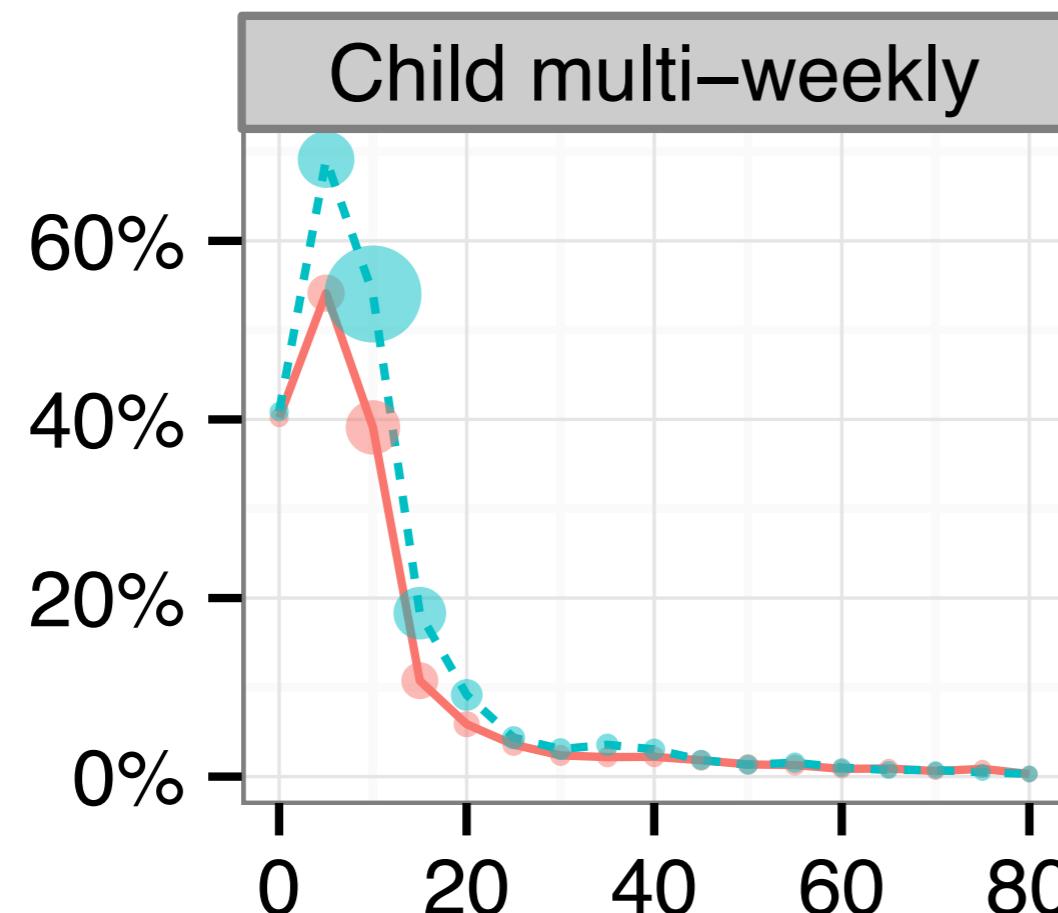
~1.1 million TV program views

813,615 individual views

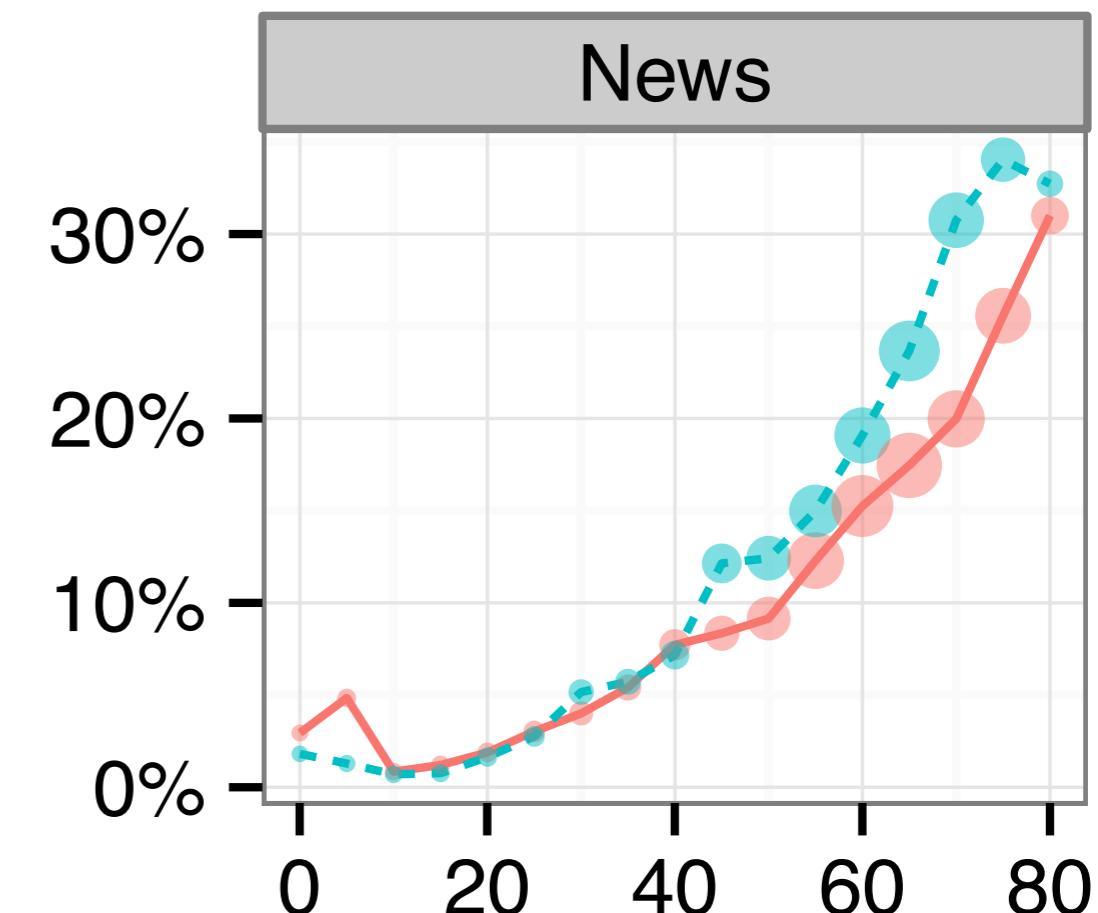
279,546 group views



Fraction of views in genre

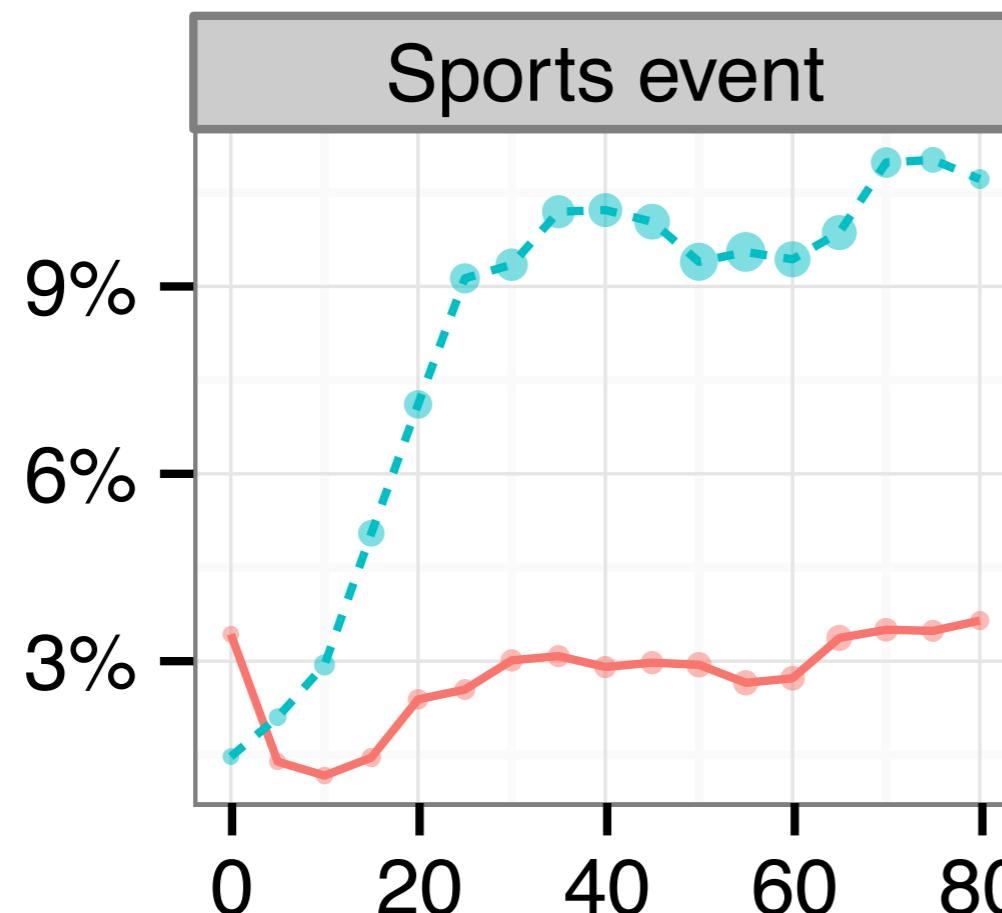


Age

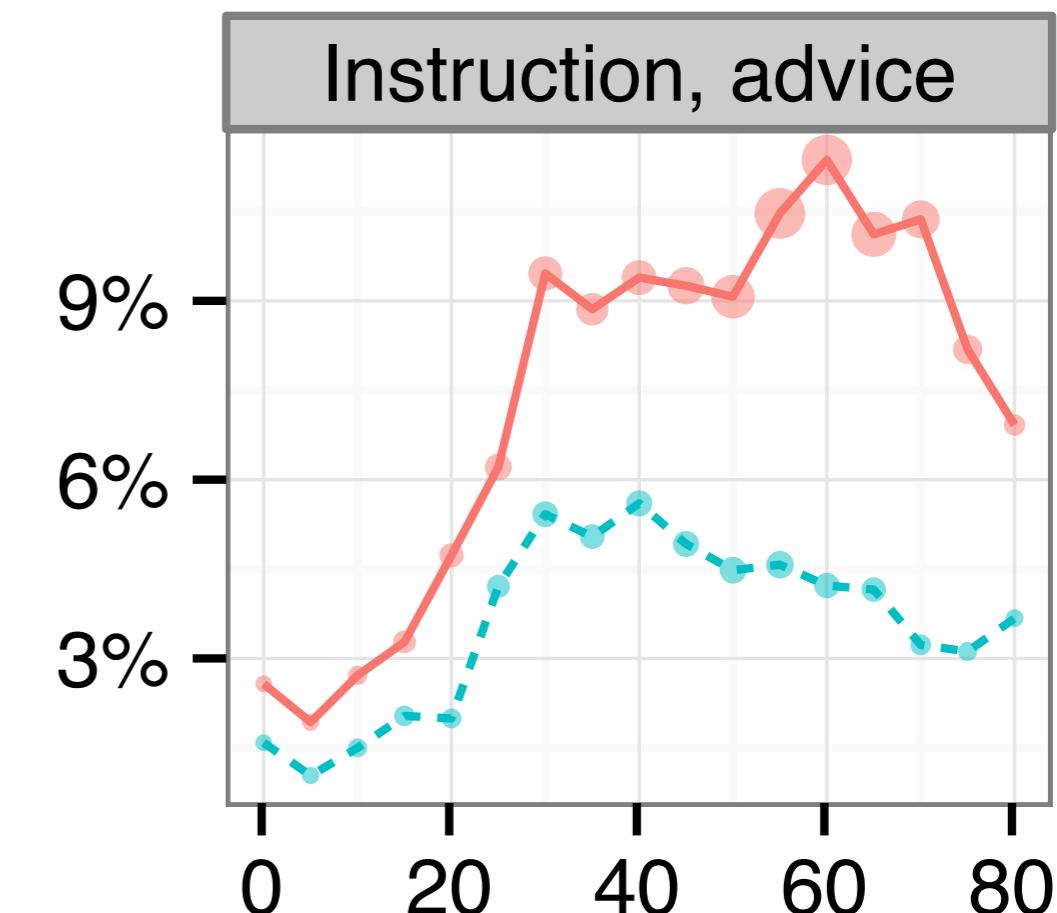




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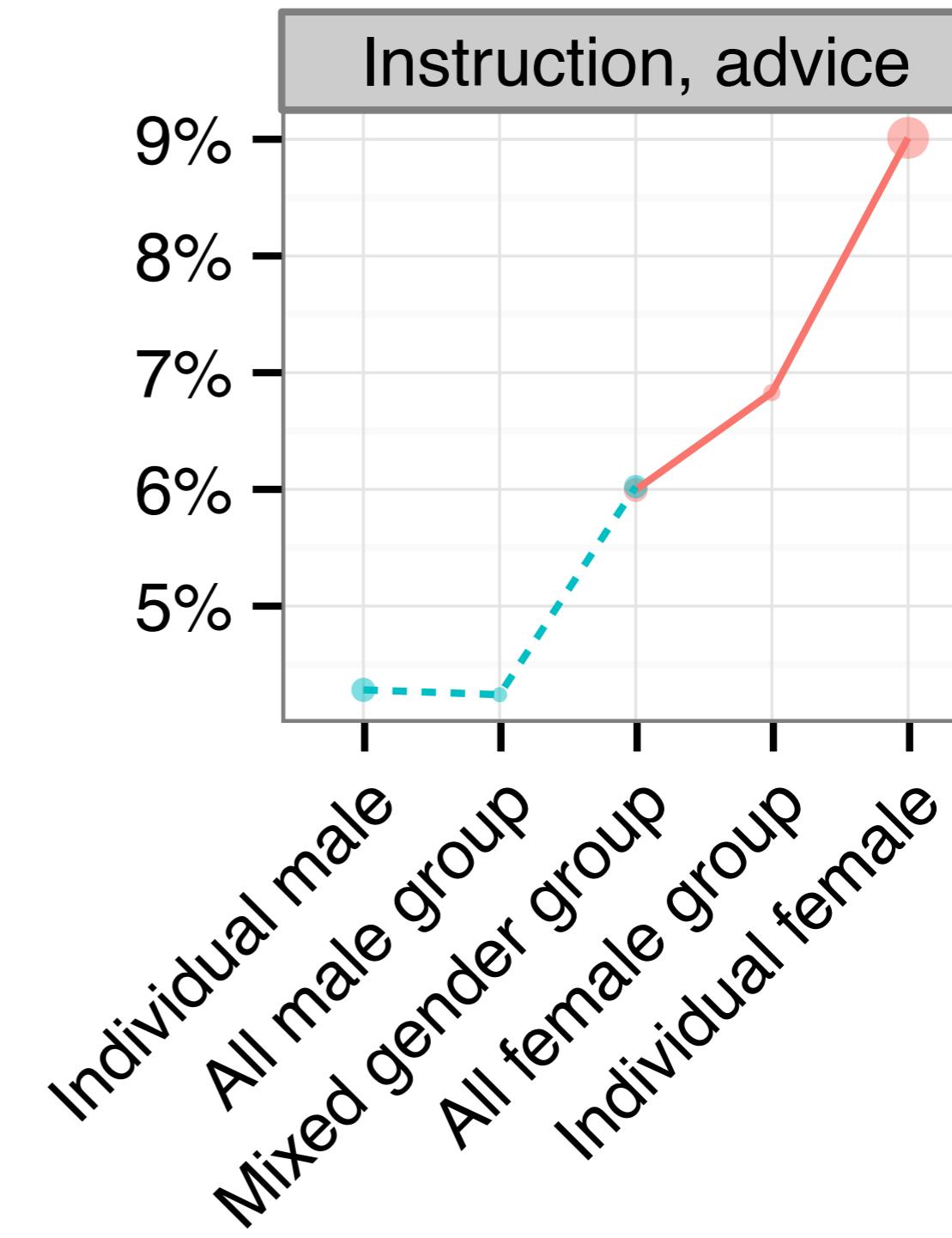
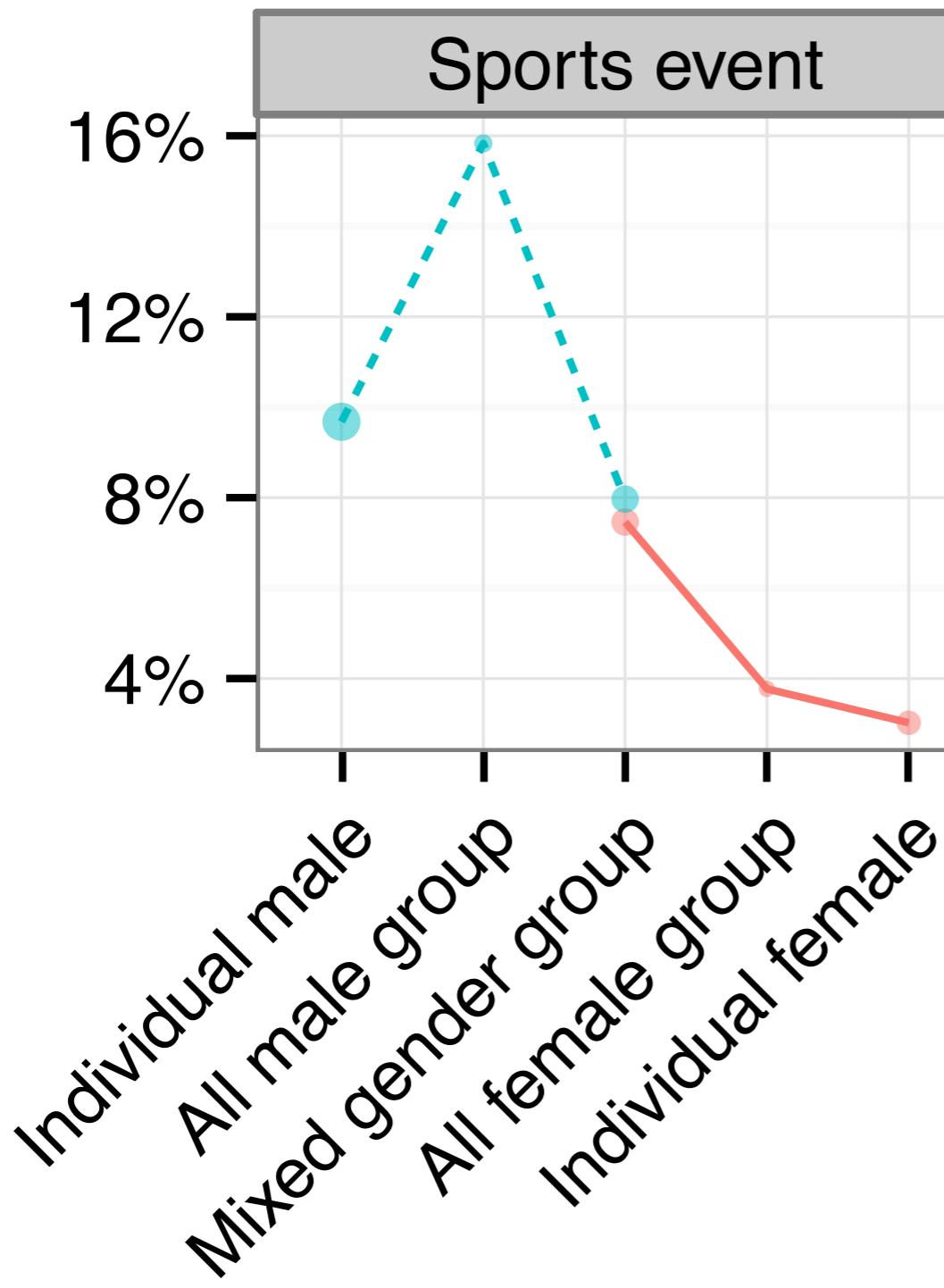


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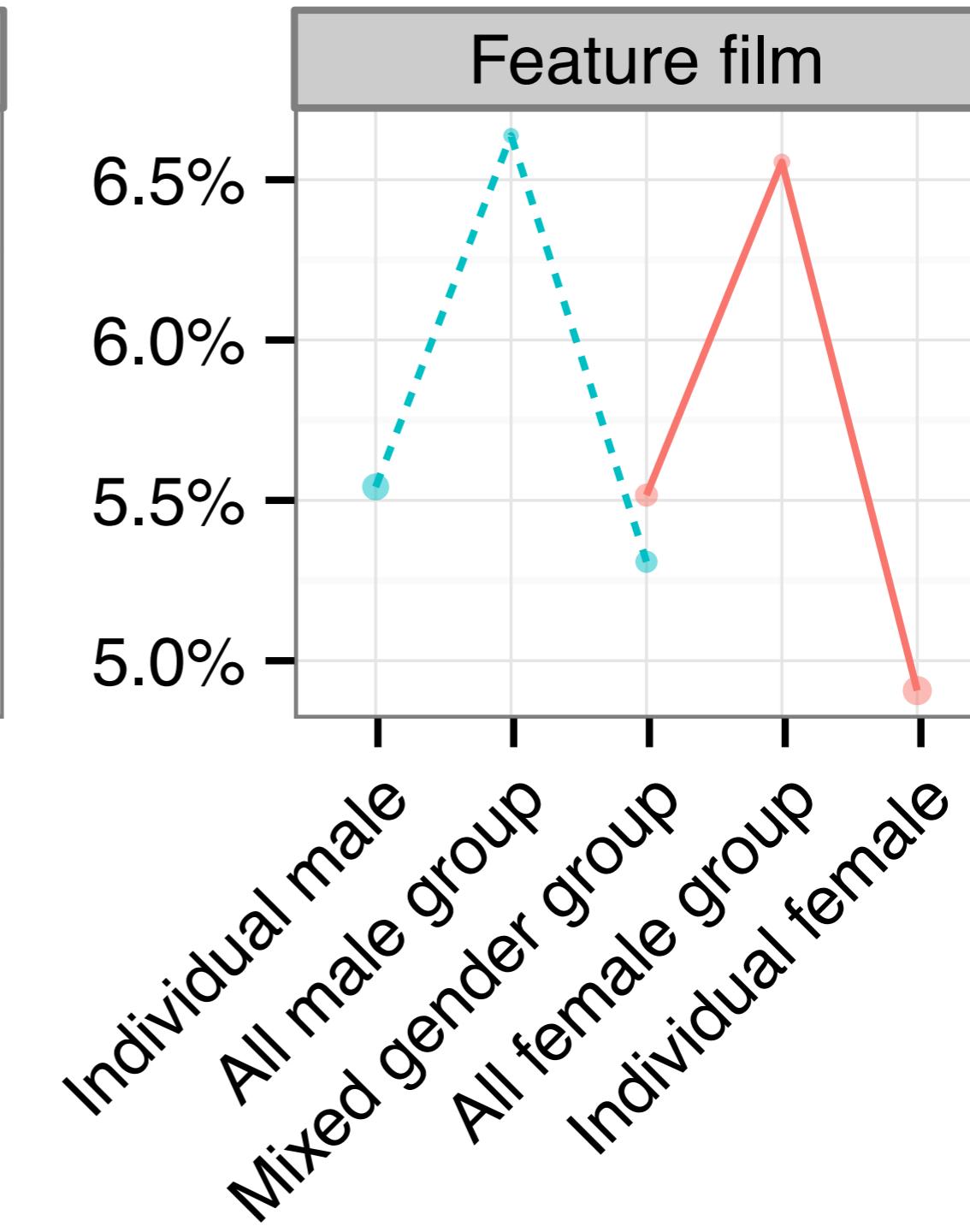
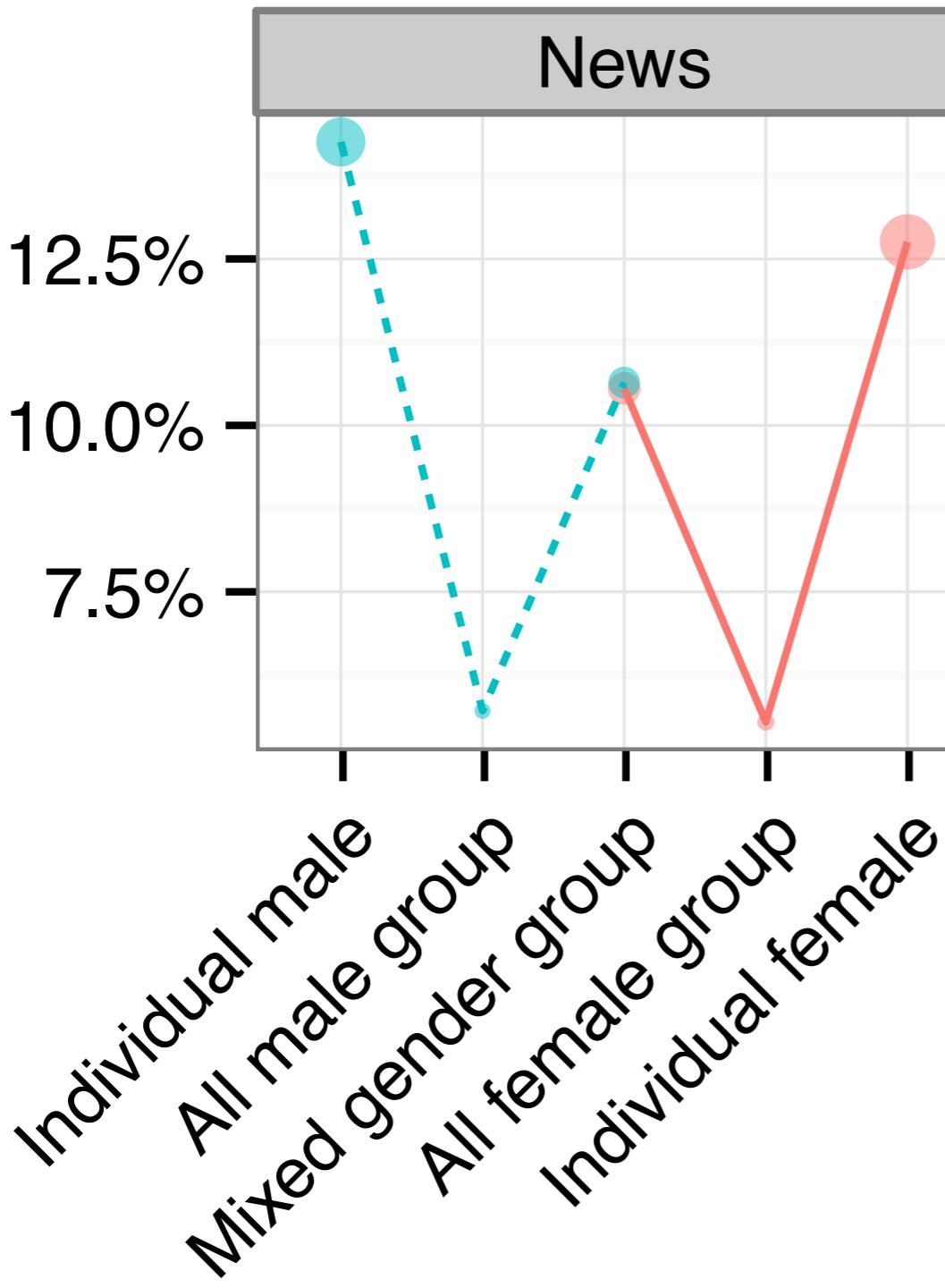


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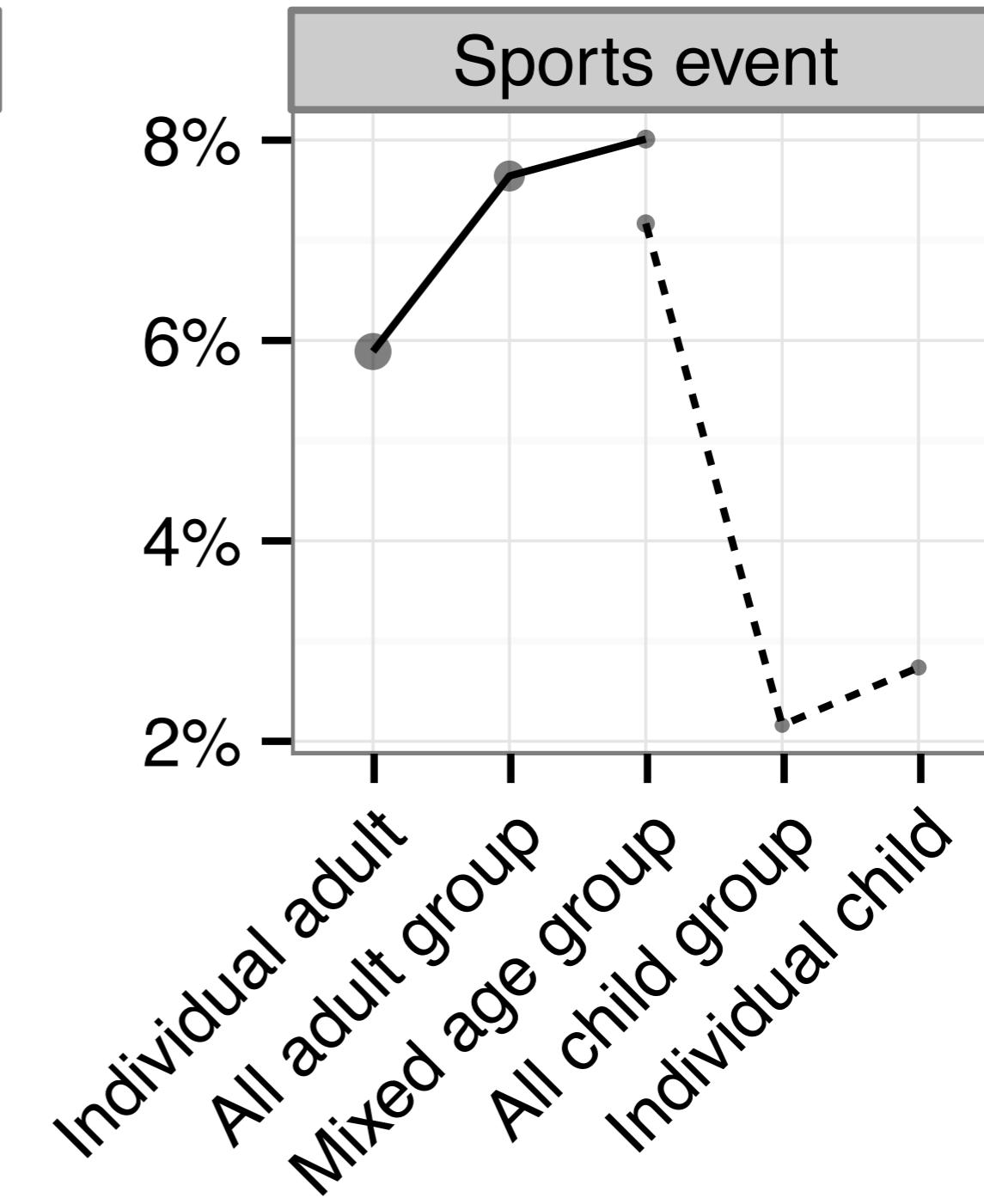
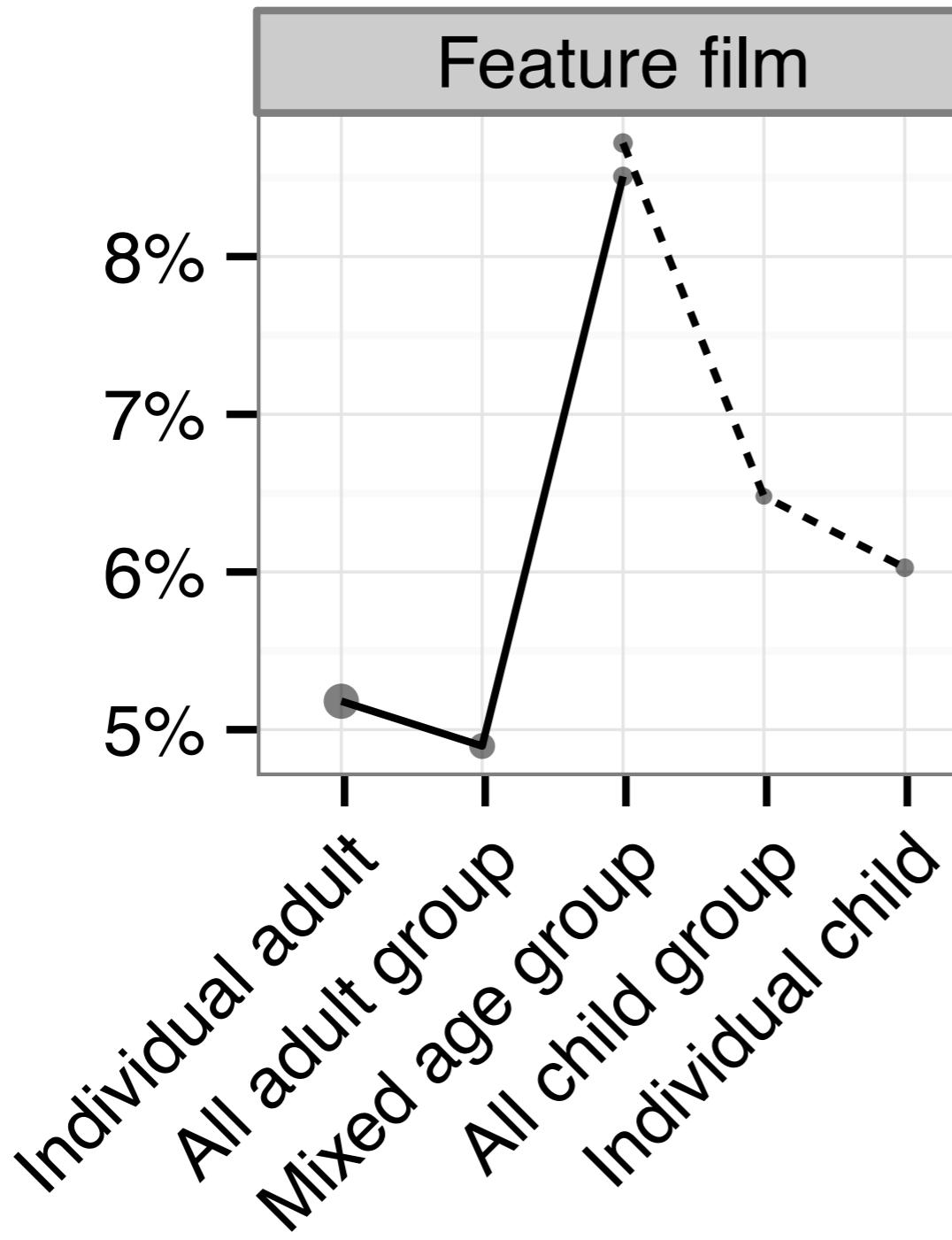


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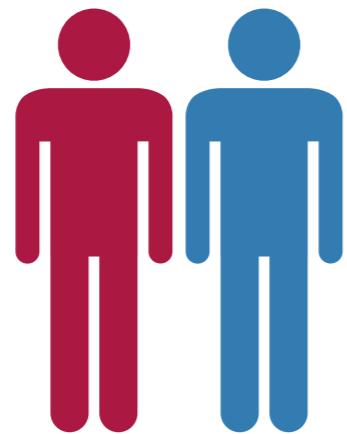
Fraction of views in genre



— Adult  
- - - Child

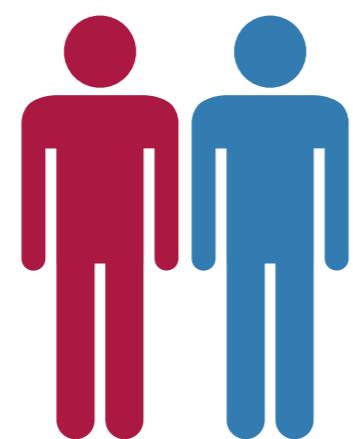


**two-person  
mixed-gender  
adult groups**

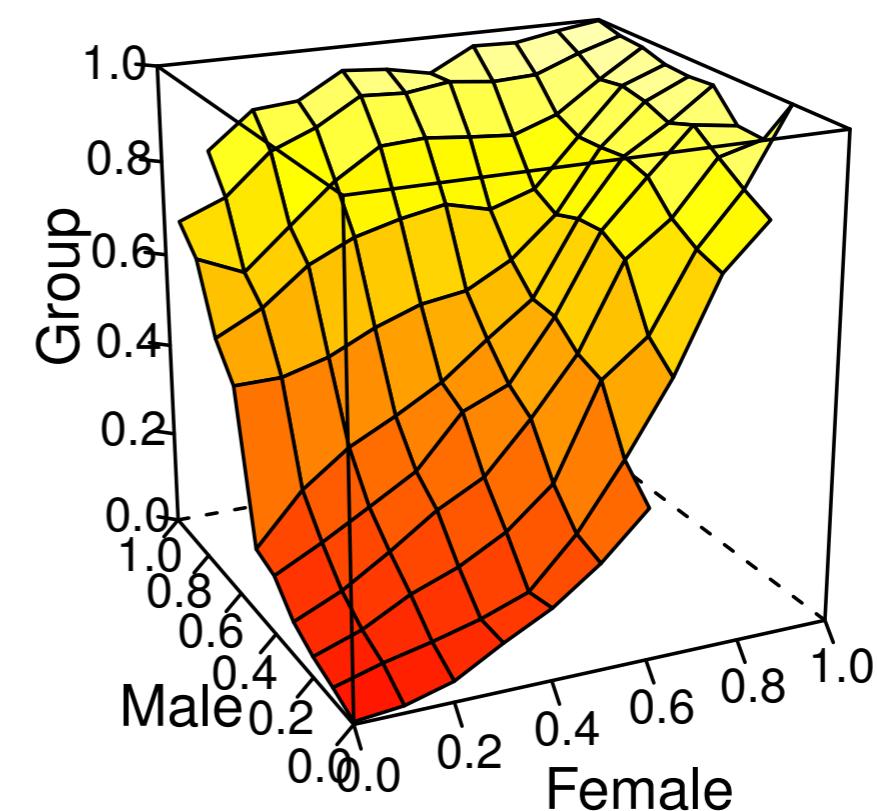




## two-person mixed-gender adult groups

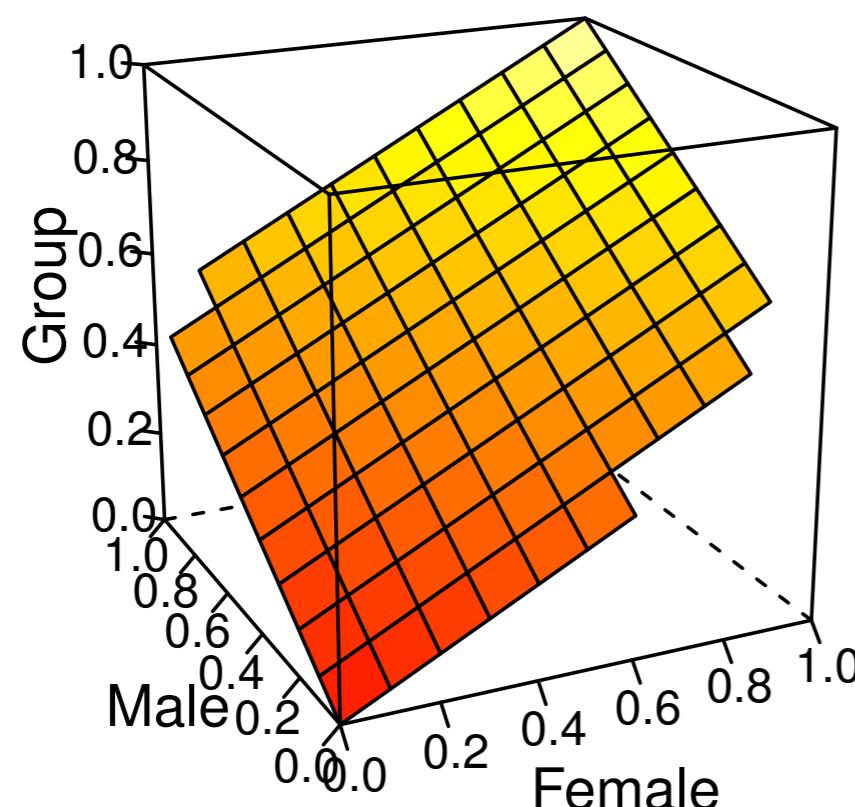


empirical

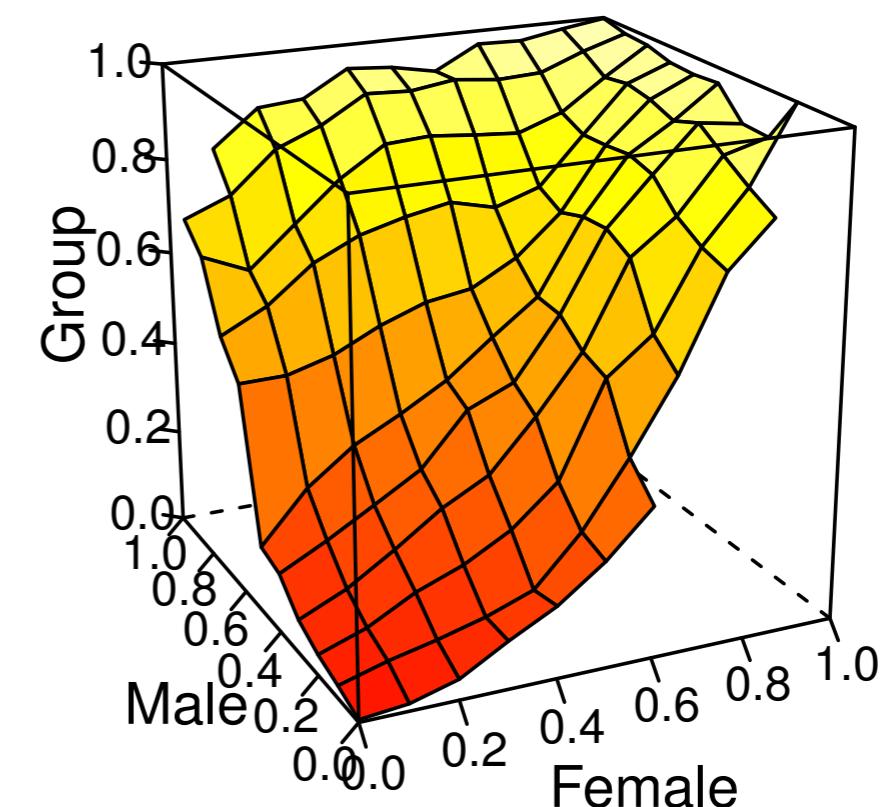




# average satisfaction



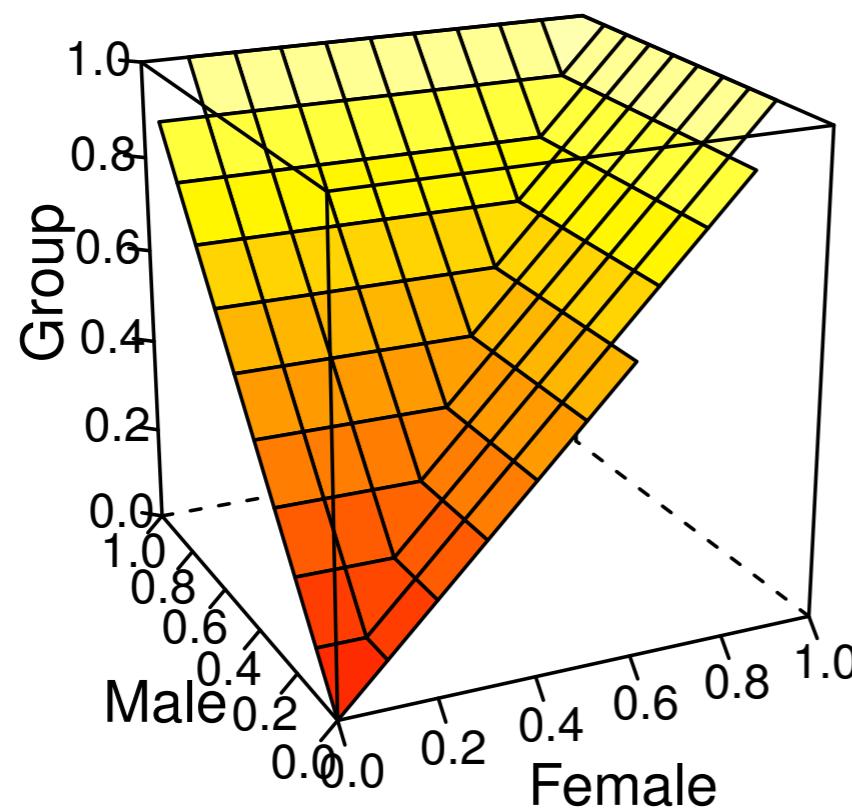
# empirical



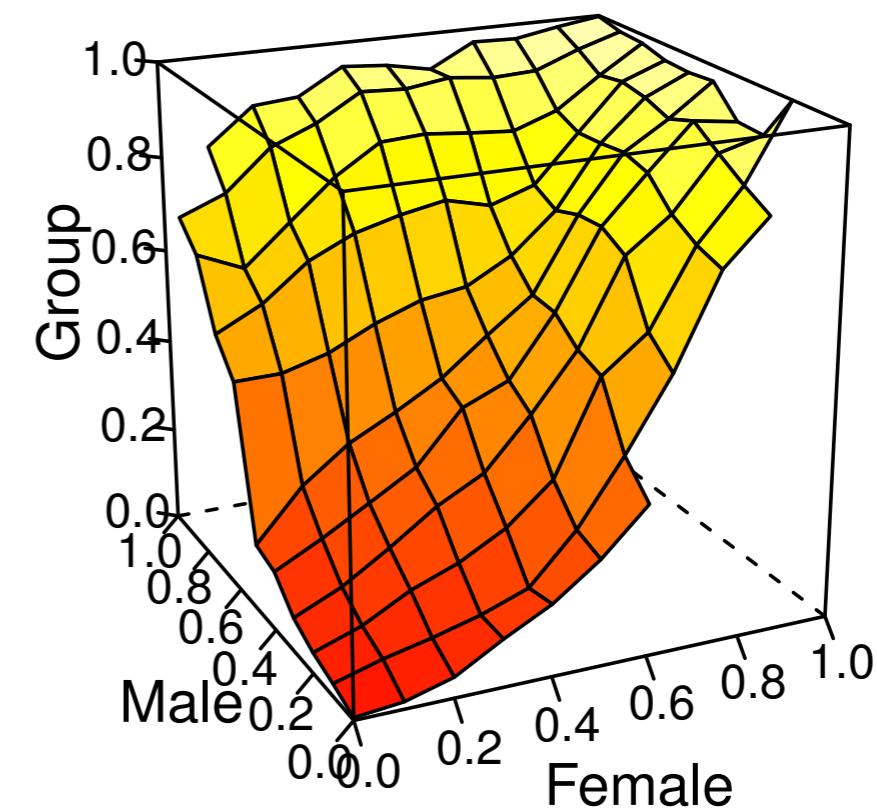
$$\textcolor{red}{\text{ }\text{ }\text{ }} = \text{mean}(\textcolor{red}{\text{ }\text{ }}, \textcolor{blue}{\text{ }\text{ }})$$



# maximum satisfaction



# empirical



$$\textcolor{red}{\text{ }\text{ }\text{ }} \textcolor{blue}{\text{ }} = \max( \textcolor{red}{\text{ }}, \textcolor{blue}{\text{ }} )$$



# group view model

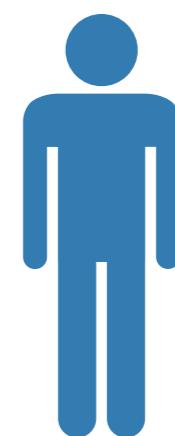
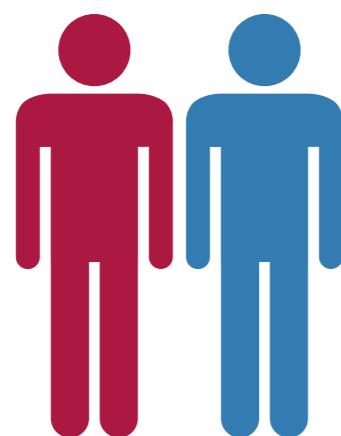
Probability of  
**group** view

$$\log \frac{p_G}{1 - p_G}$$

Probability of  
**female** individual view

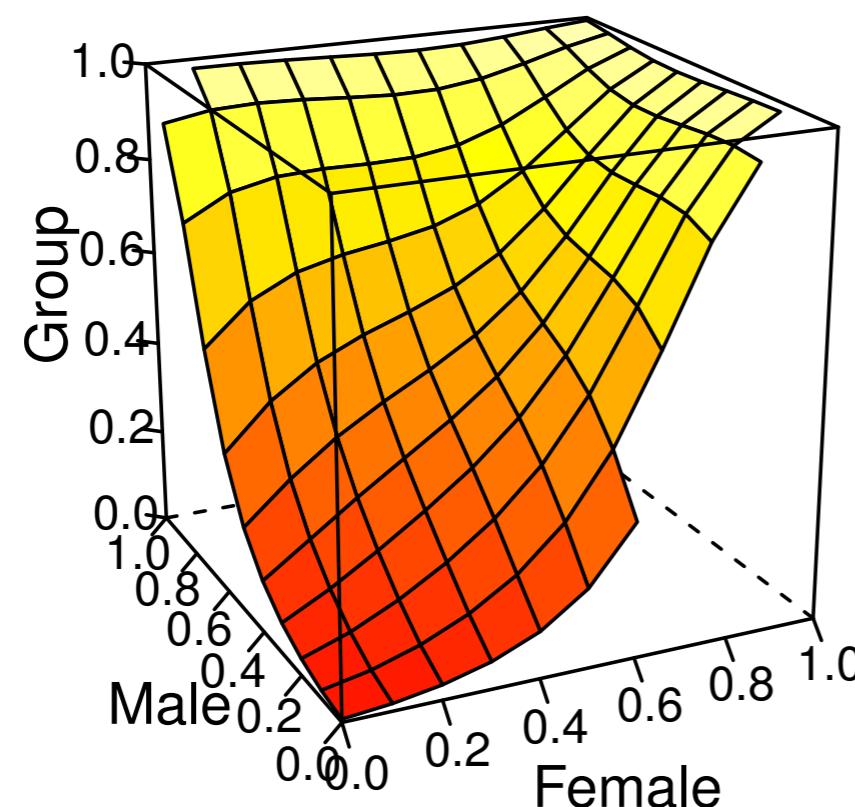
$$= \alpha_0 + \alpha_f p_f + \alpha_m p_m + \\ \beta_f p_f^2 + \beta_m p_m^2 + \gamma_f p_f^3 + \gamma_m p_m^3 + \delta p_f p_m$$

Probability of  
**male** individual view

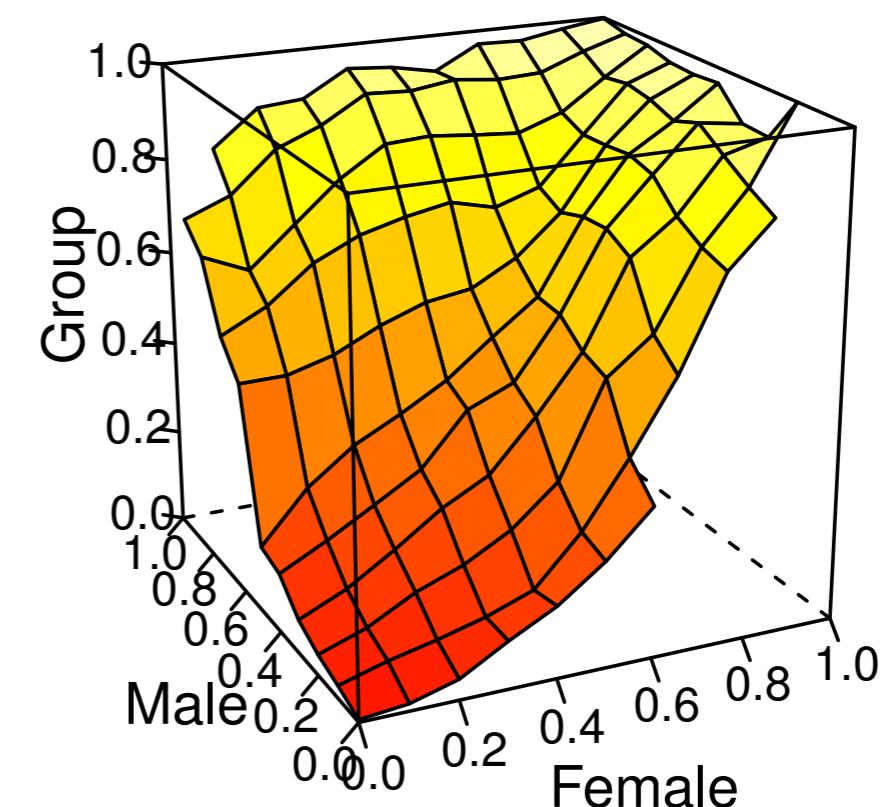




# group view model



# empirical





evaluation on  
random 20% held out data

AUC

average satisfaction      82.7%

maximum satisfaction      82.9%

group view model      **83.1%**

# Chameleon Preferences

How do the  
**decisions** people make  
depend on the  
**people** around them?



# Chameleon Preferences

**social** influence has complex effects on the way people express **preferences**



# Chameleon Preferences

**viewing habits** shift substantially between **individual** and **group** contexts

**groups** display markedly different aggregate **preferences** depending on their **demographics**



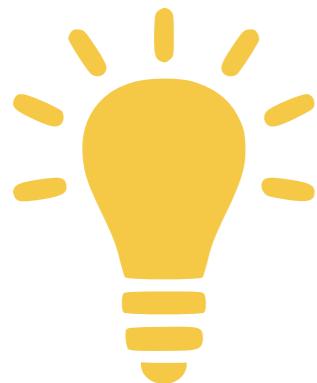
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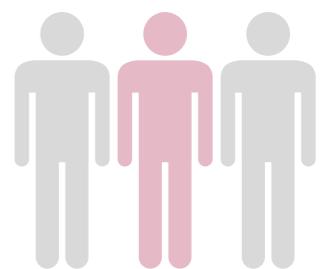


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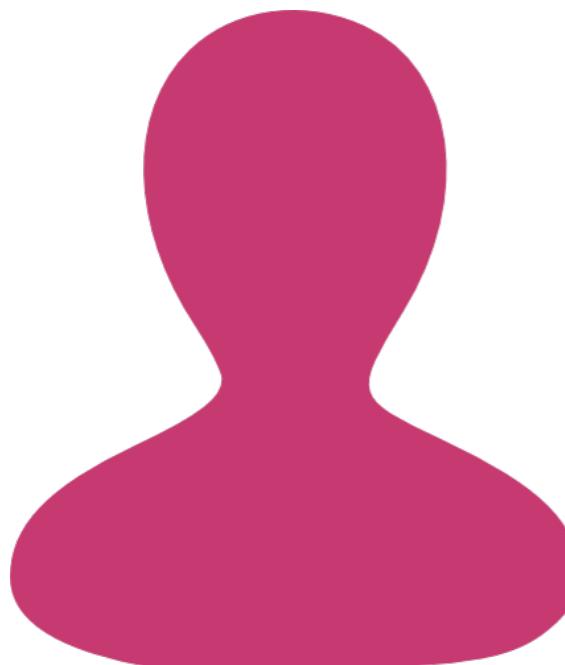
How do we leverage  
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A probabilistic model for using social  
networks in personalized item  
**recommendation**. Chaney, Blei,  
Eliassi-Rad. ACM RecSys, 2015.



# Personalized Item Recommendation



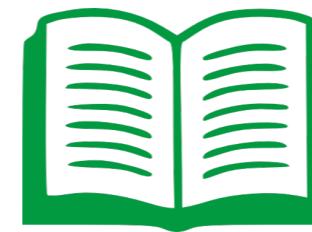
Anna Karenina



Winter's Tale



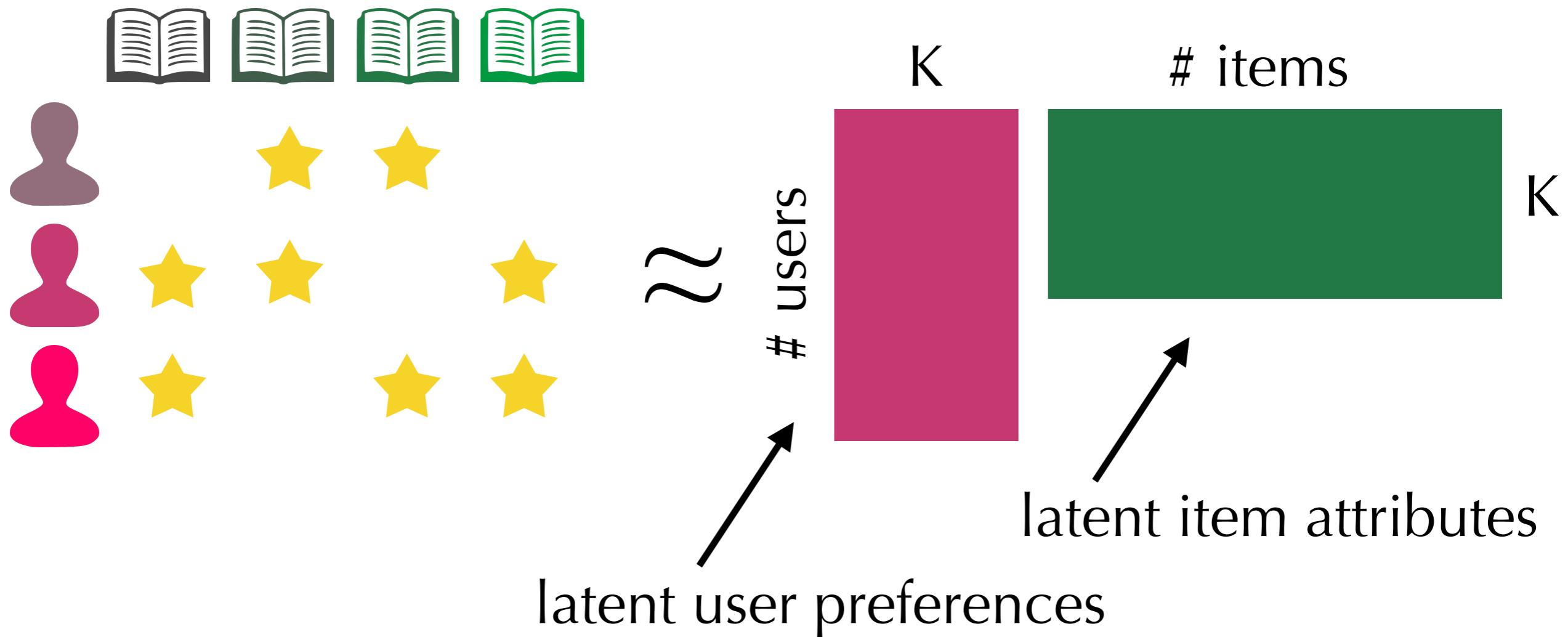
East of Eden



???

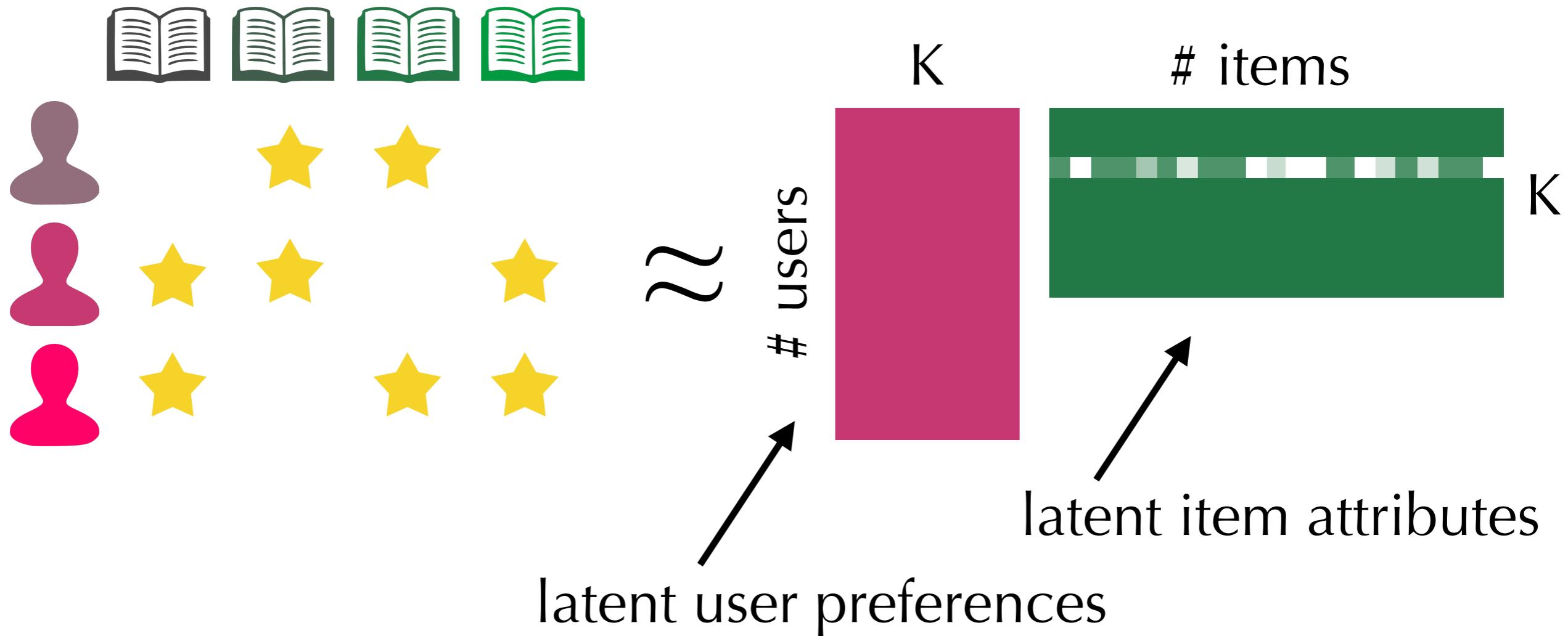


# Matrix Factorization



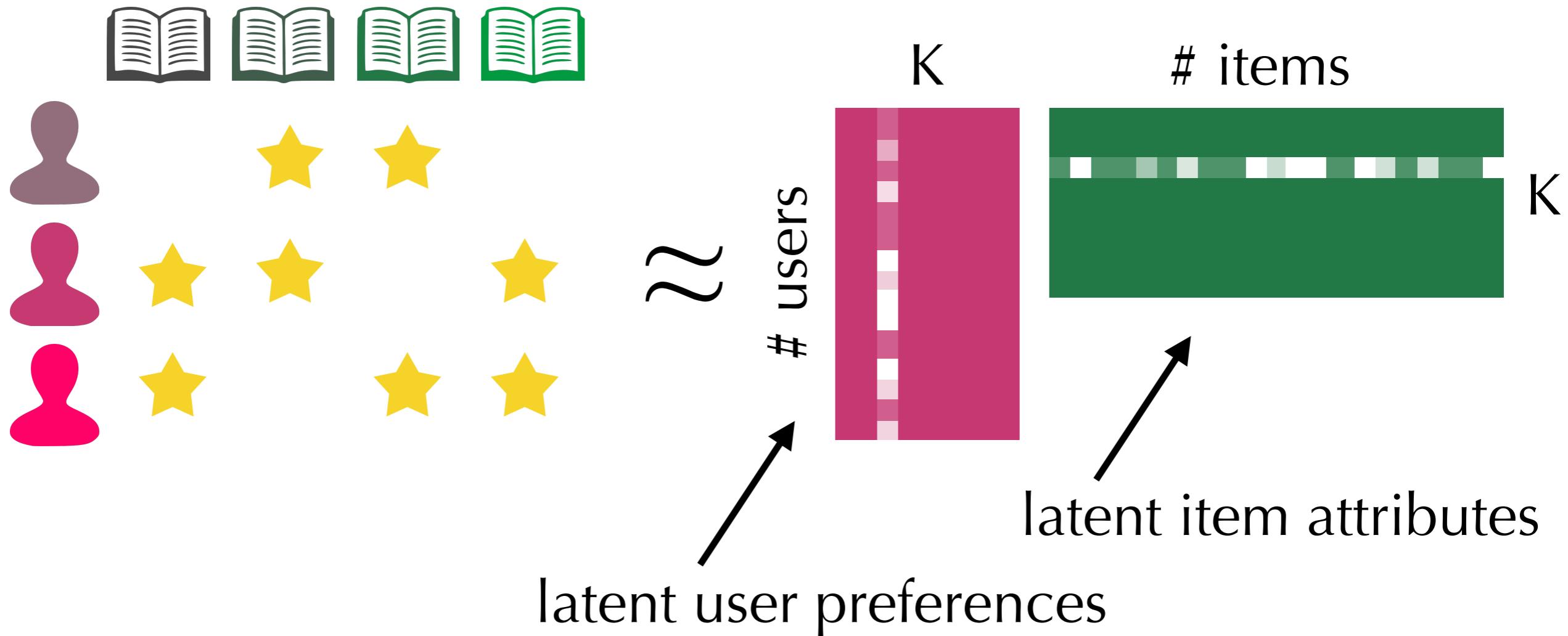


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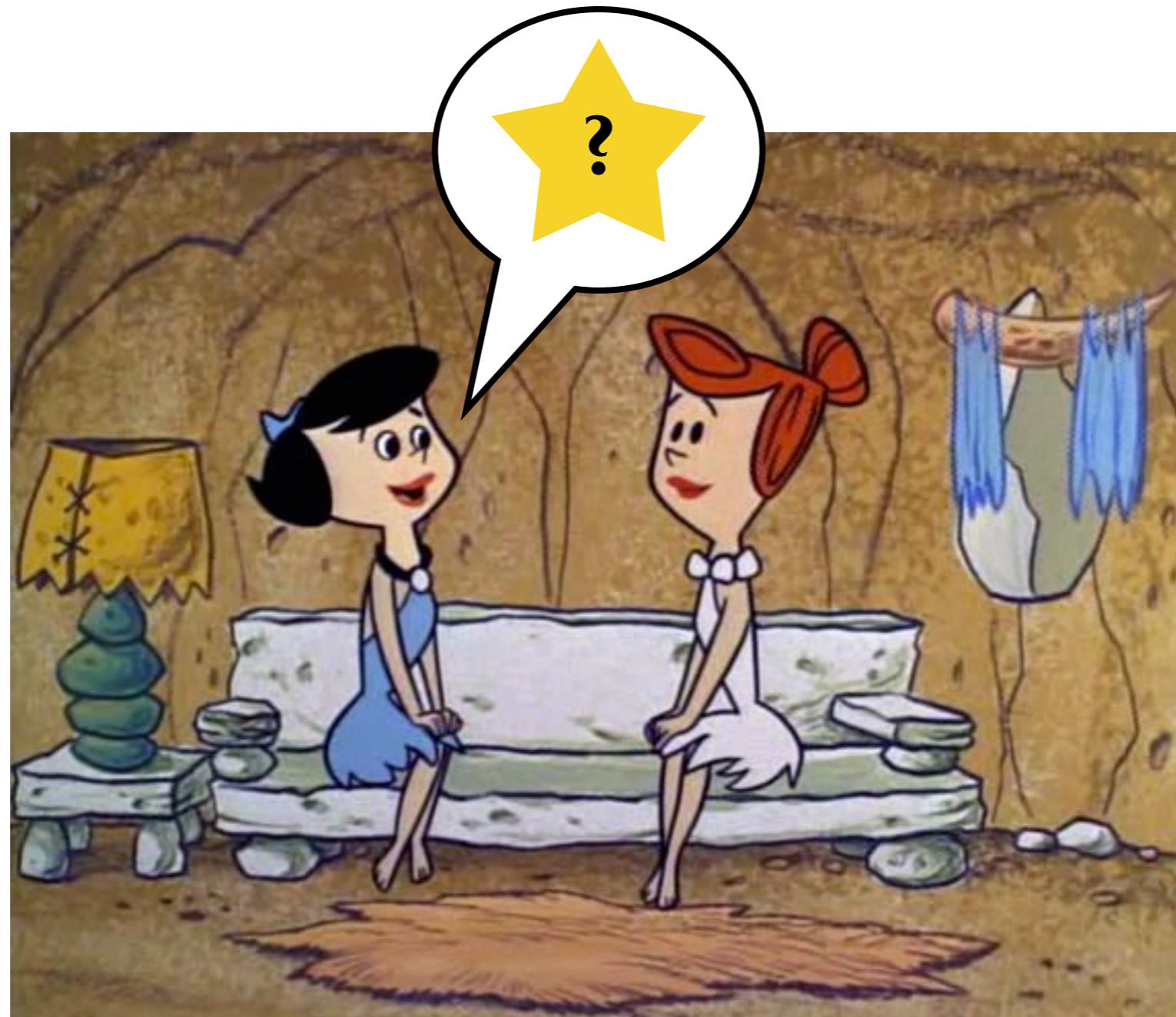


# Matrix Factorization





# Including Social Networks





# Other Methods for Including Social Networks

SoRec

SoRec: Social Recommendation Using Probabilistic Matrix Factorization. Ma et al., SIGIR, 2008.

RSTE

Learning to Recommend with Social Trust Ensemble. Ma et al., SIGIR, 2009.

SocialMF

A Matrix Factorization Technique with Trust Propagation for Recommendation in Social Networks. Jamali and Ester, RecSys, 2010.

TrustMF

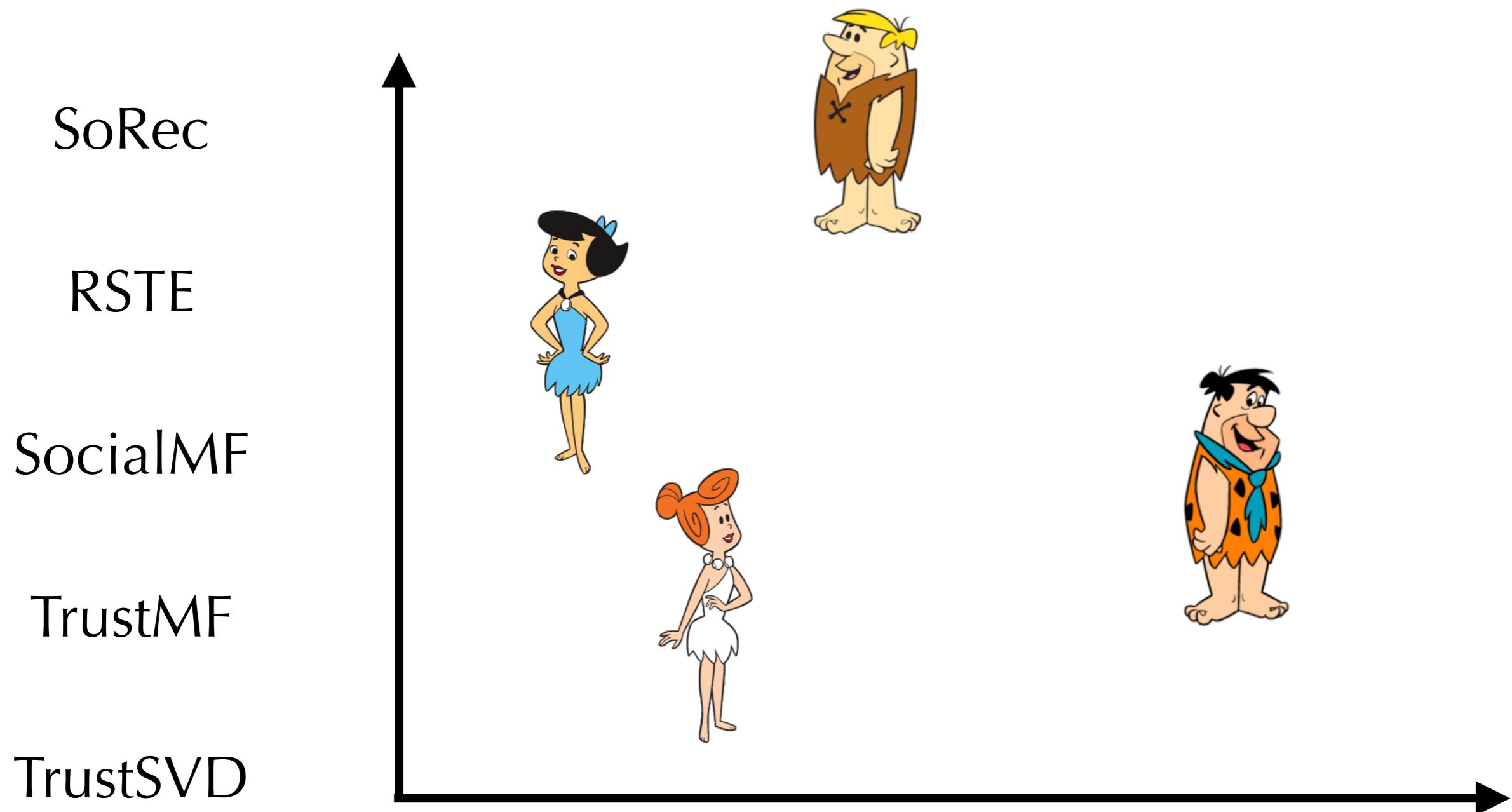
Social Collaborative Filtering by Trust. Yang et al., IJCAI, 2013.

TrustSVD

TrustSVD: Collaborative Filtering with Both the Explicit and Implicit Influence of User Trust and of Item Ratings. Guo et al., AAAI, 2015.

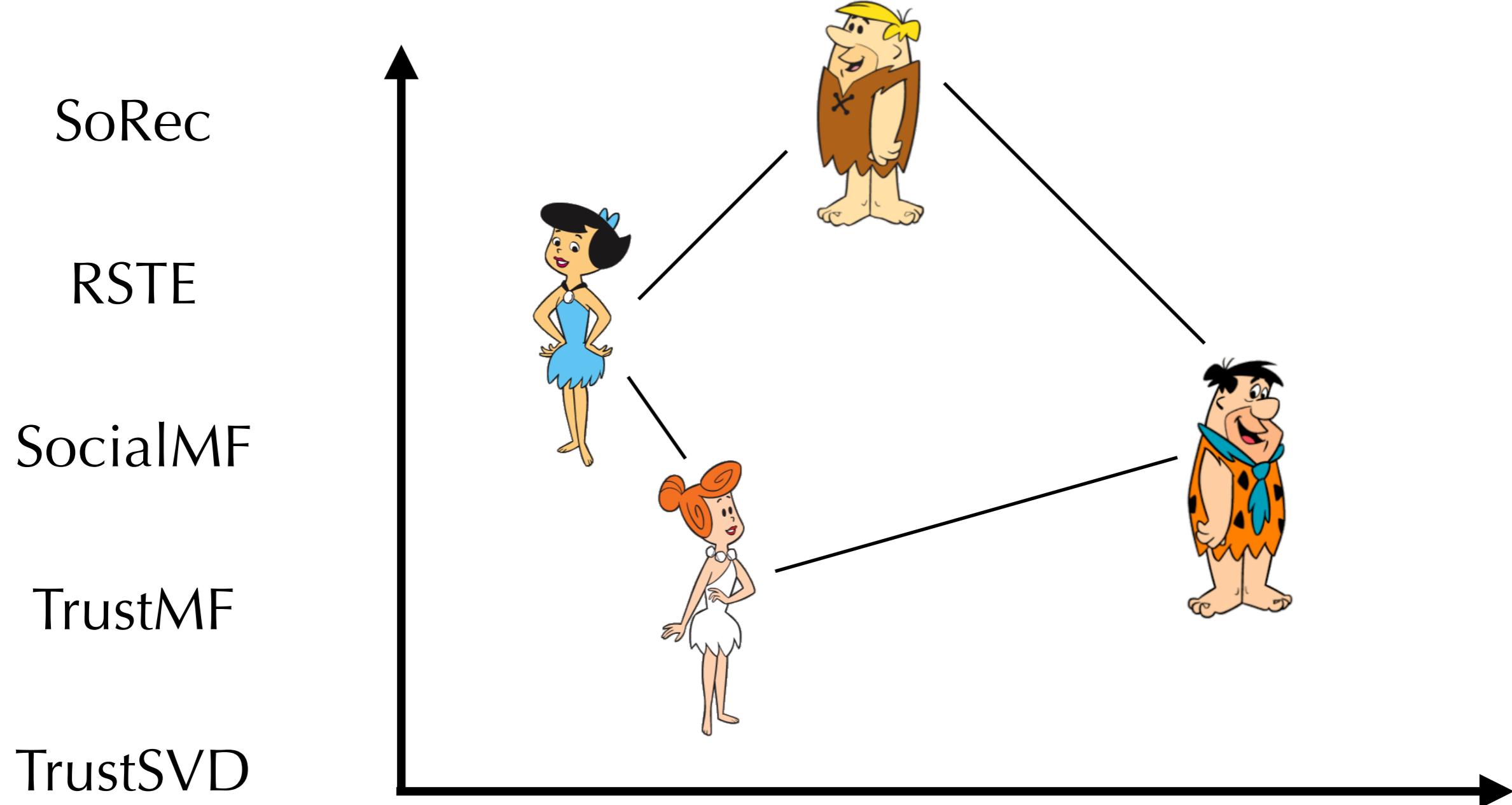


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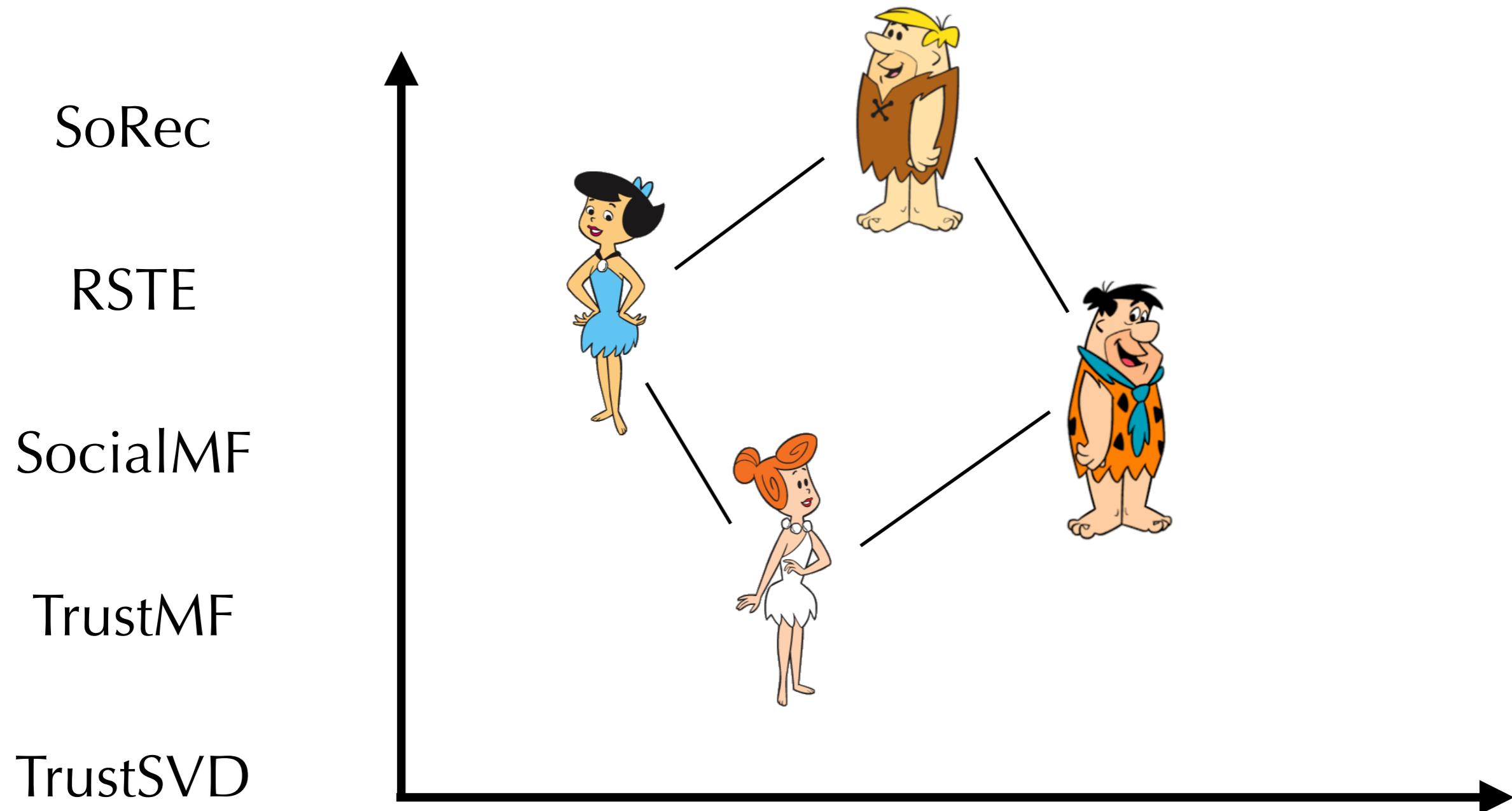


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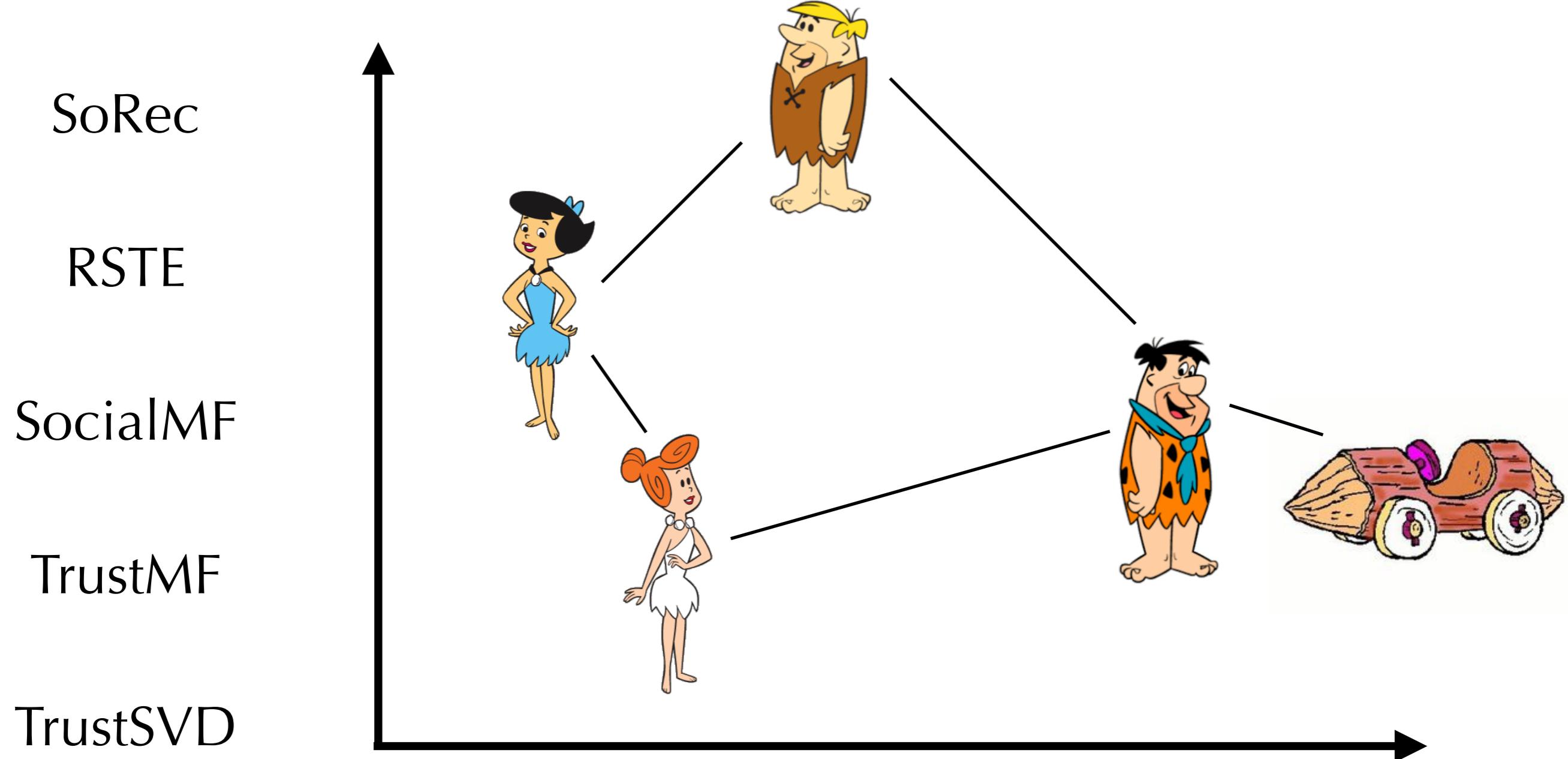


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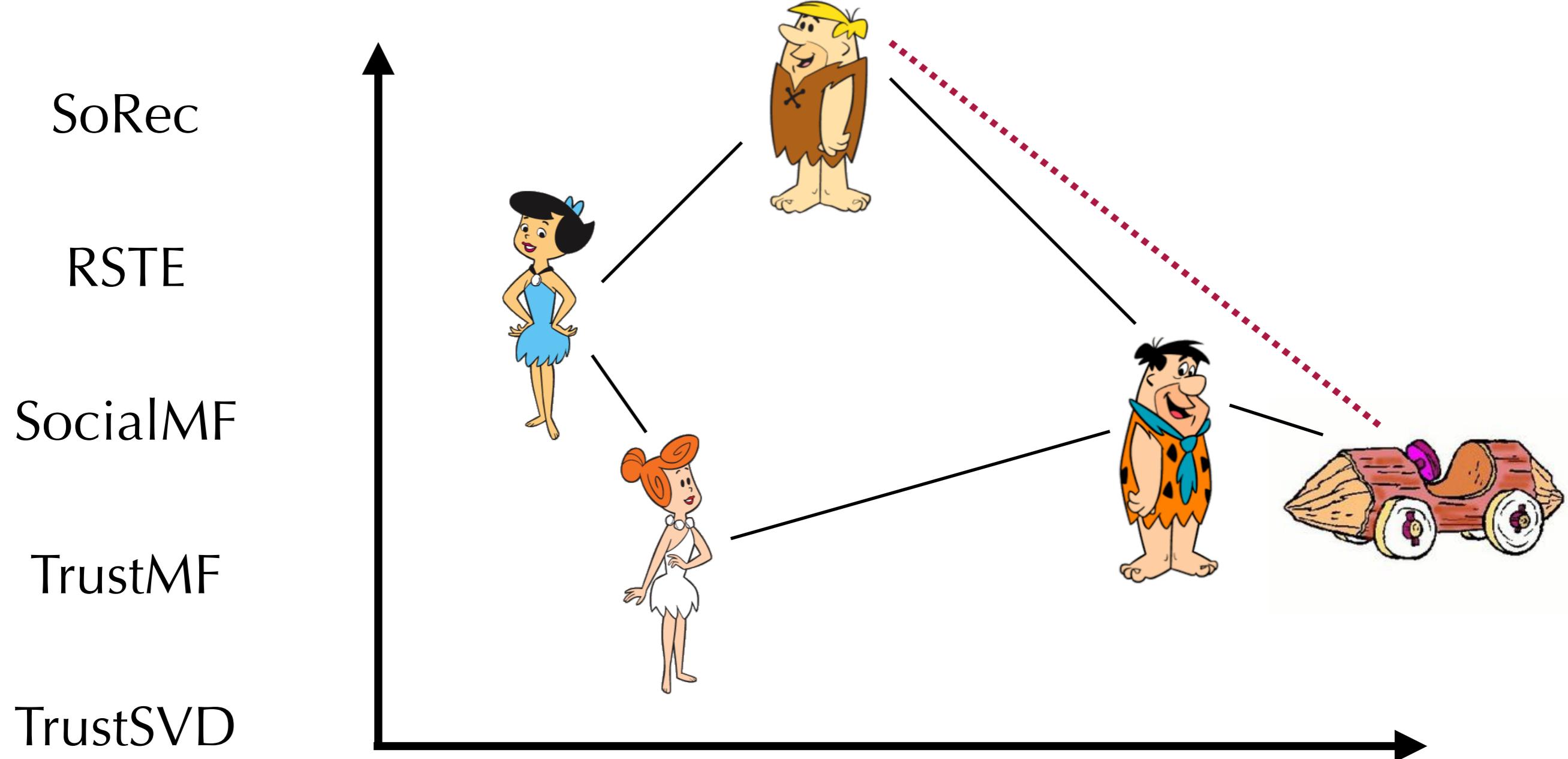


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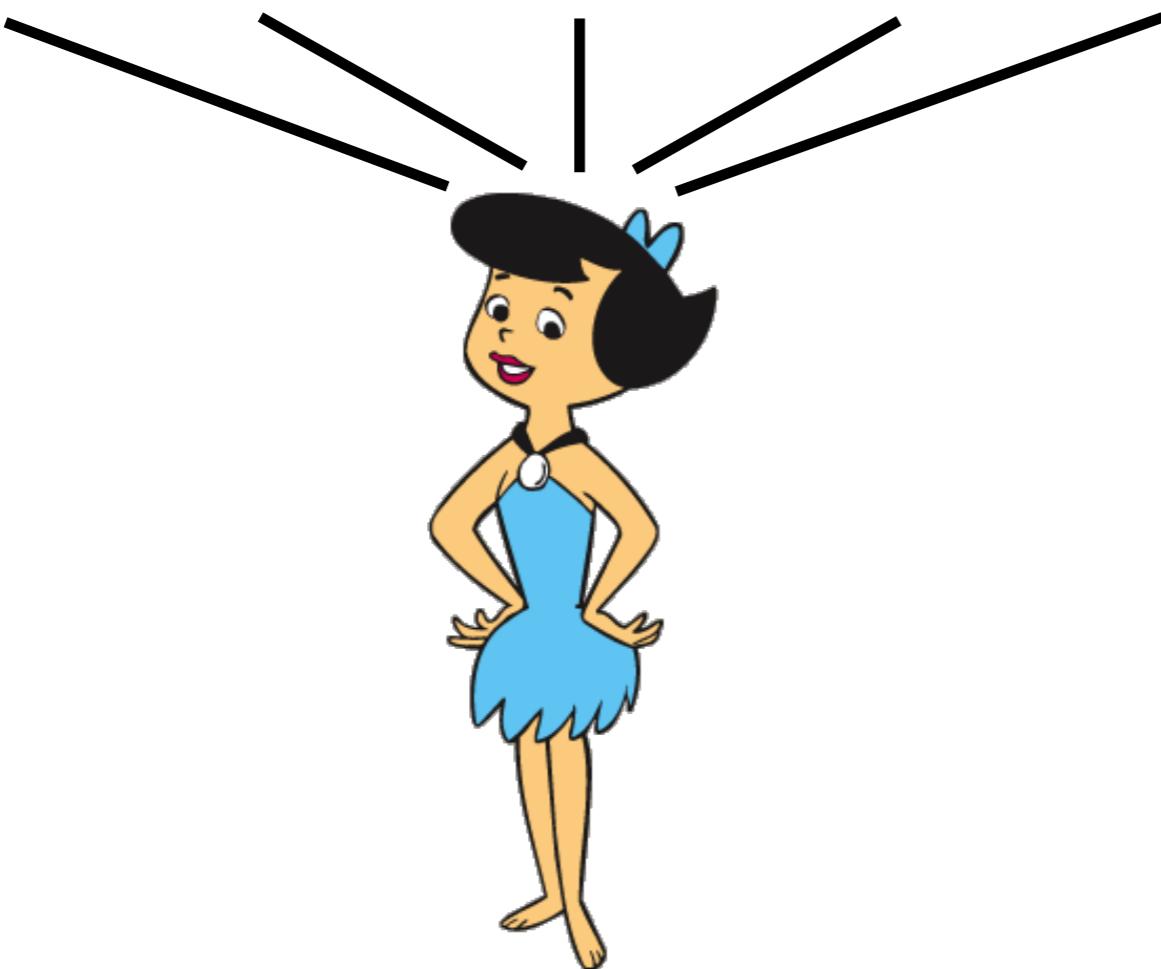


# An Example Etsy User





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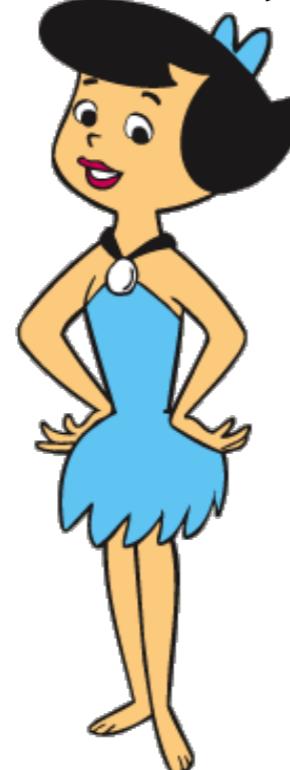
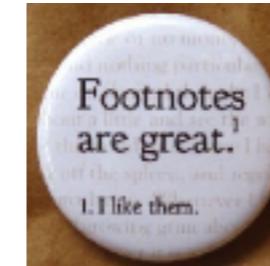
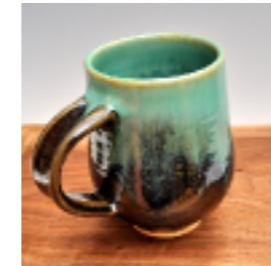
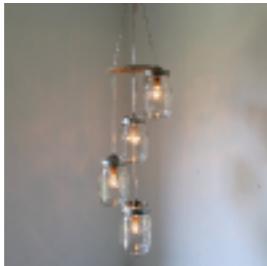


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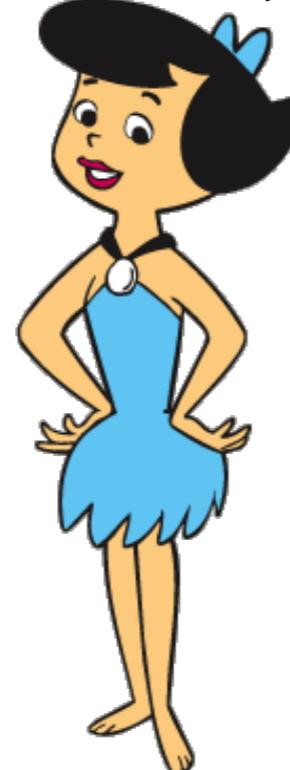
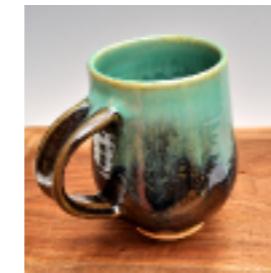


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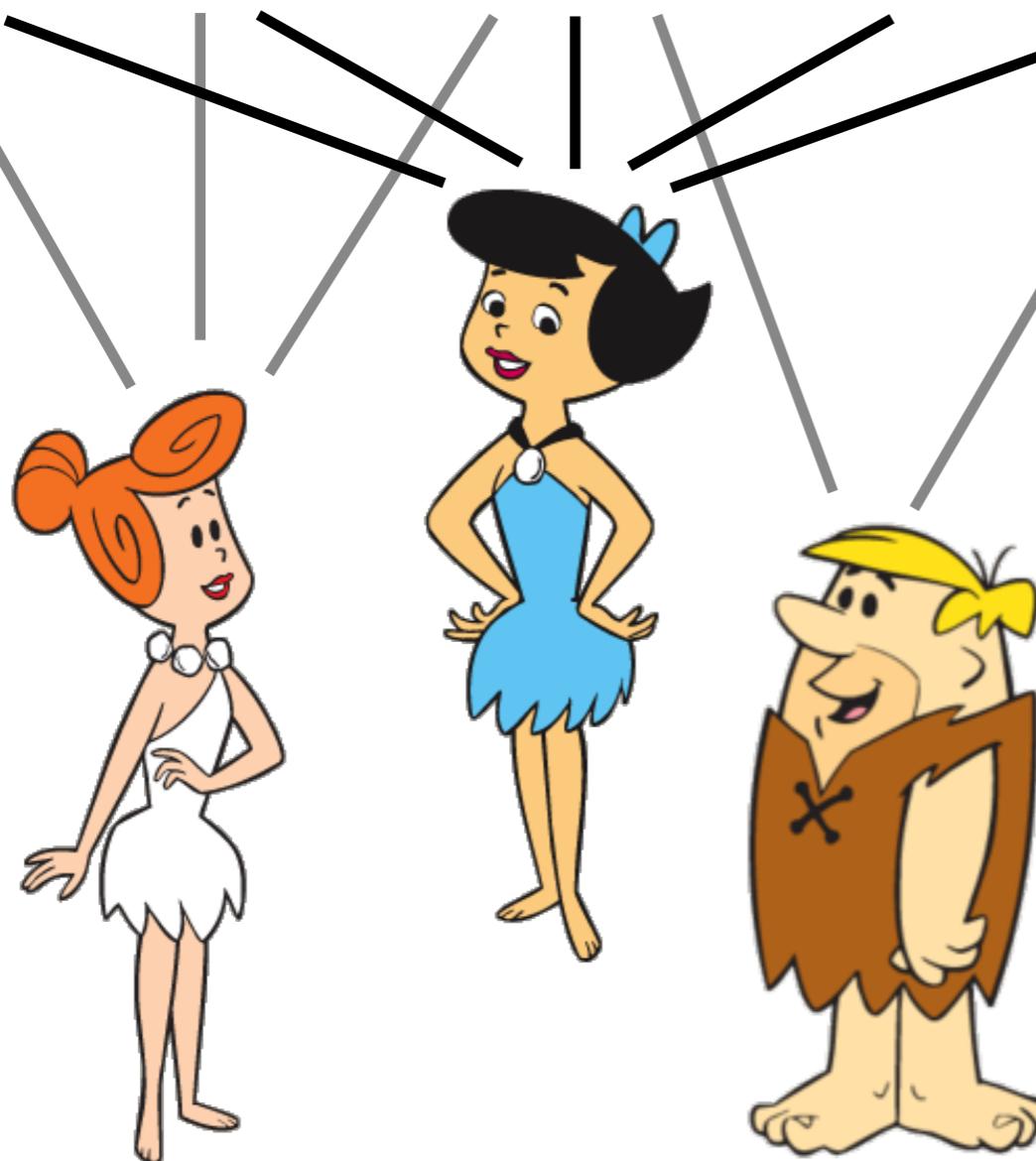
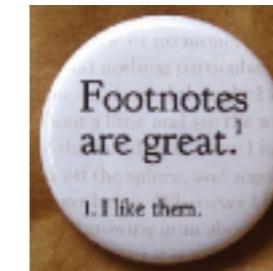
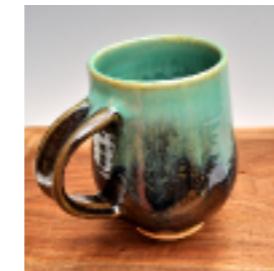


# An Example Etsy User



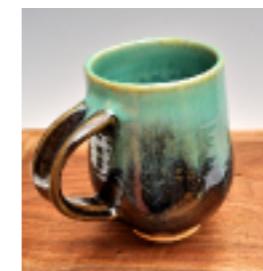
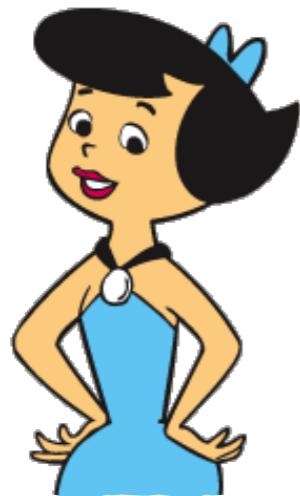


# An Example Etsy User



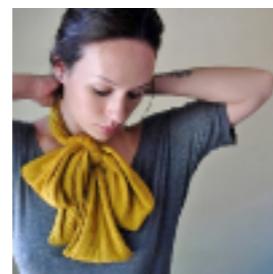
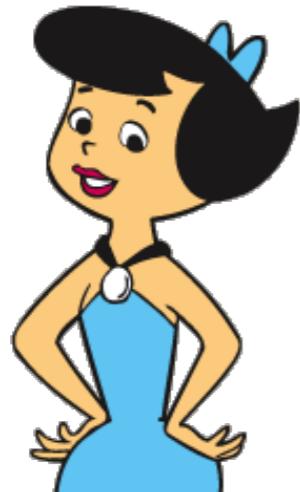


# An Example Etsy User



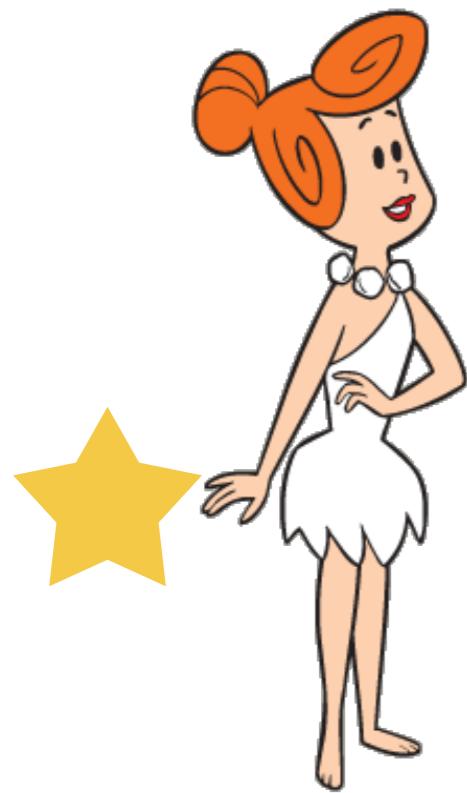
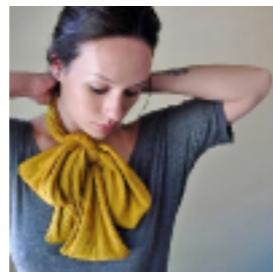
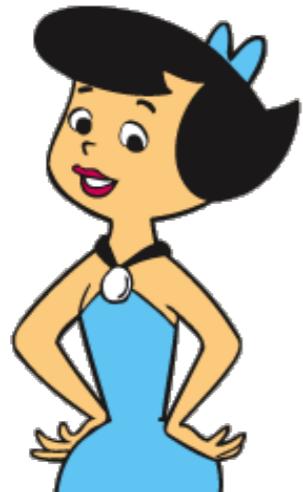


# An Example Etsy User



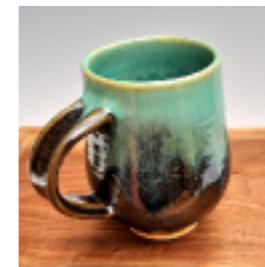
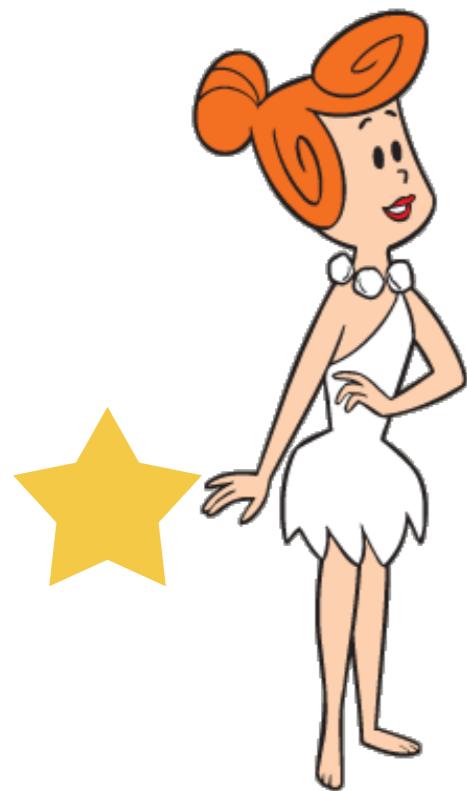
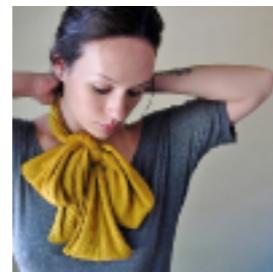
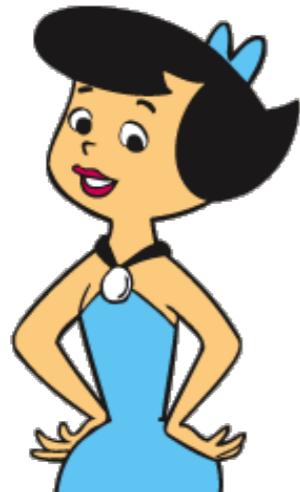


# An Example Etsy User



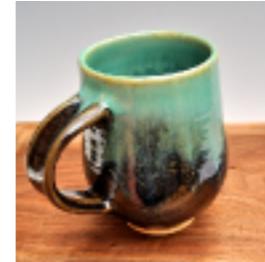
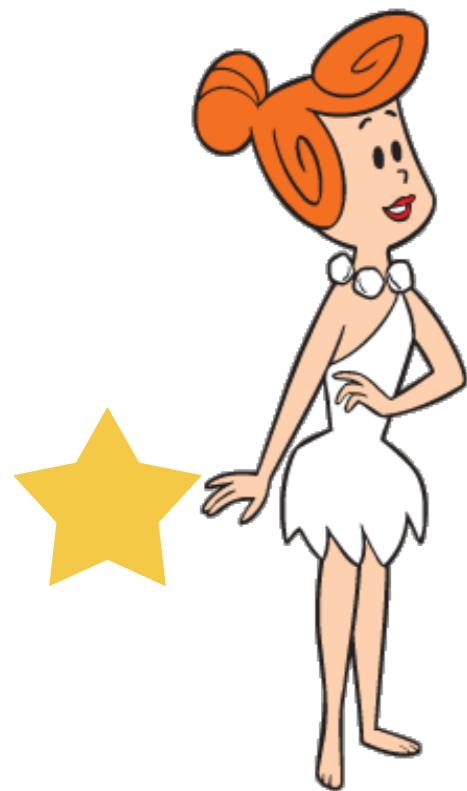
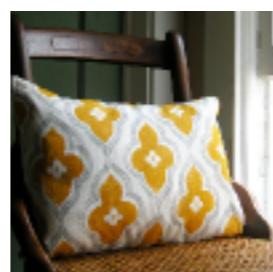
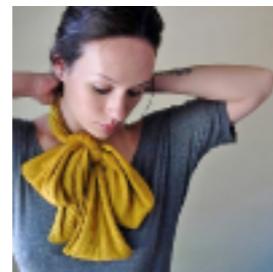
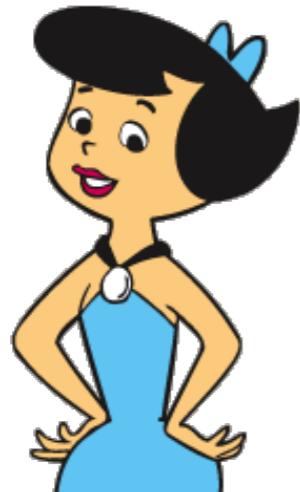


# An Example Etsy User



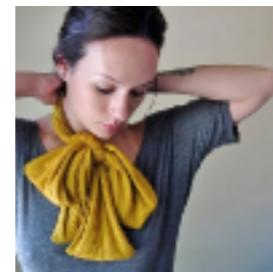
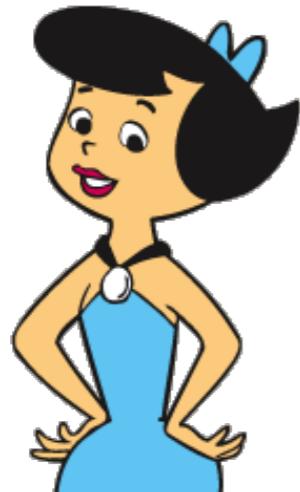


# An Example Etsy User



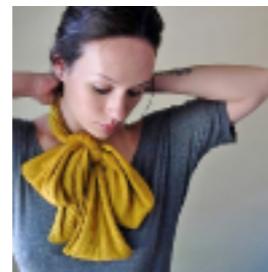
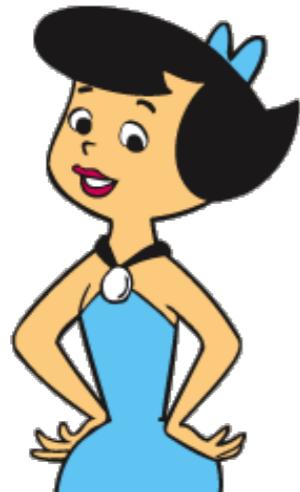


# An Example Etsy User



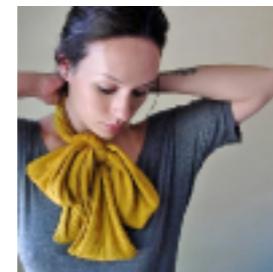


# An Example Etsy User



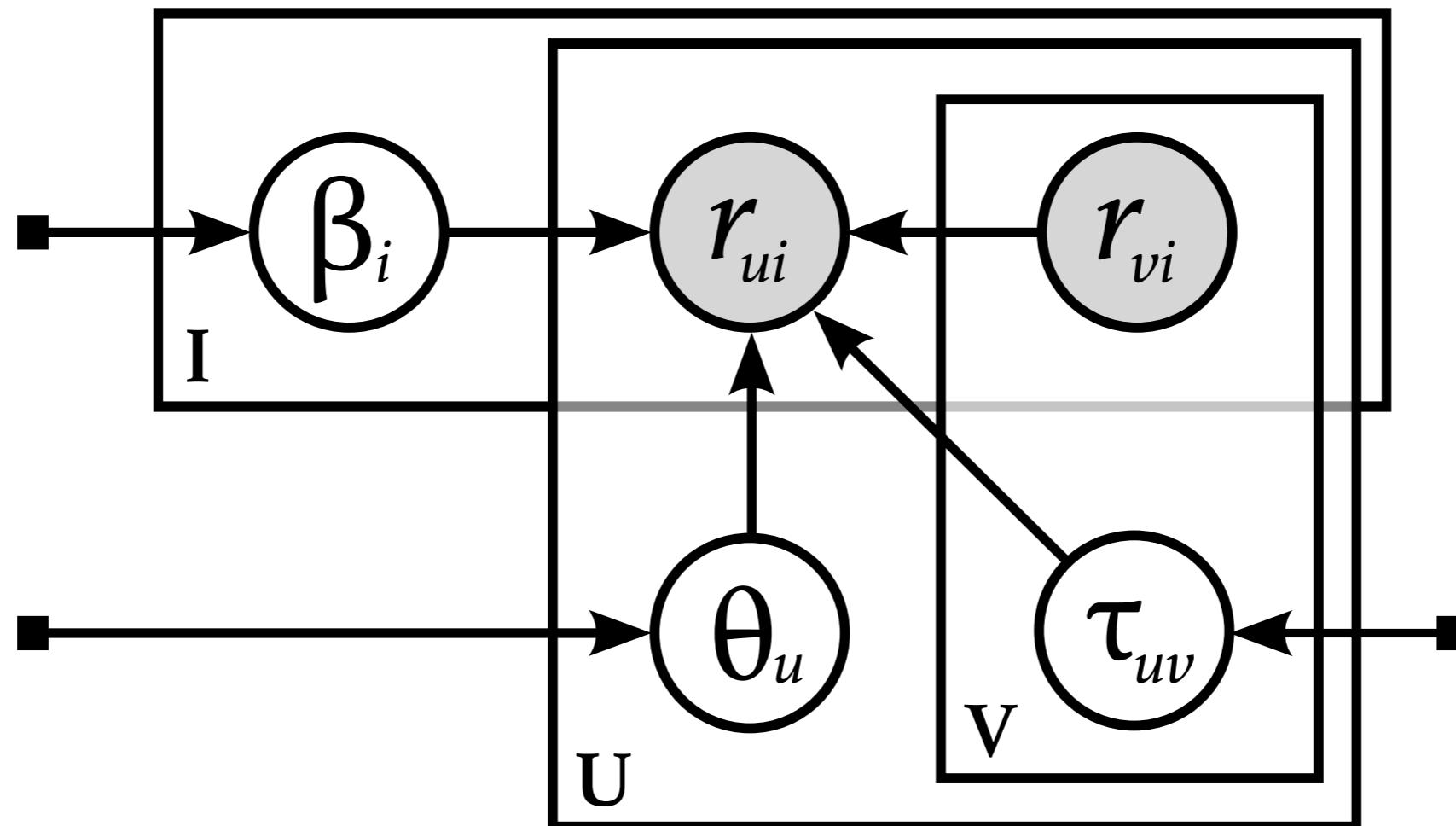


# An Example Etsy User



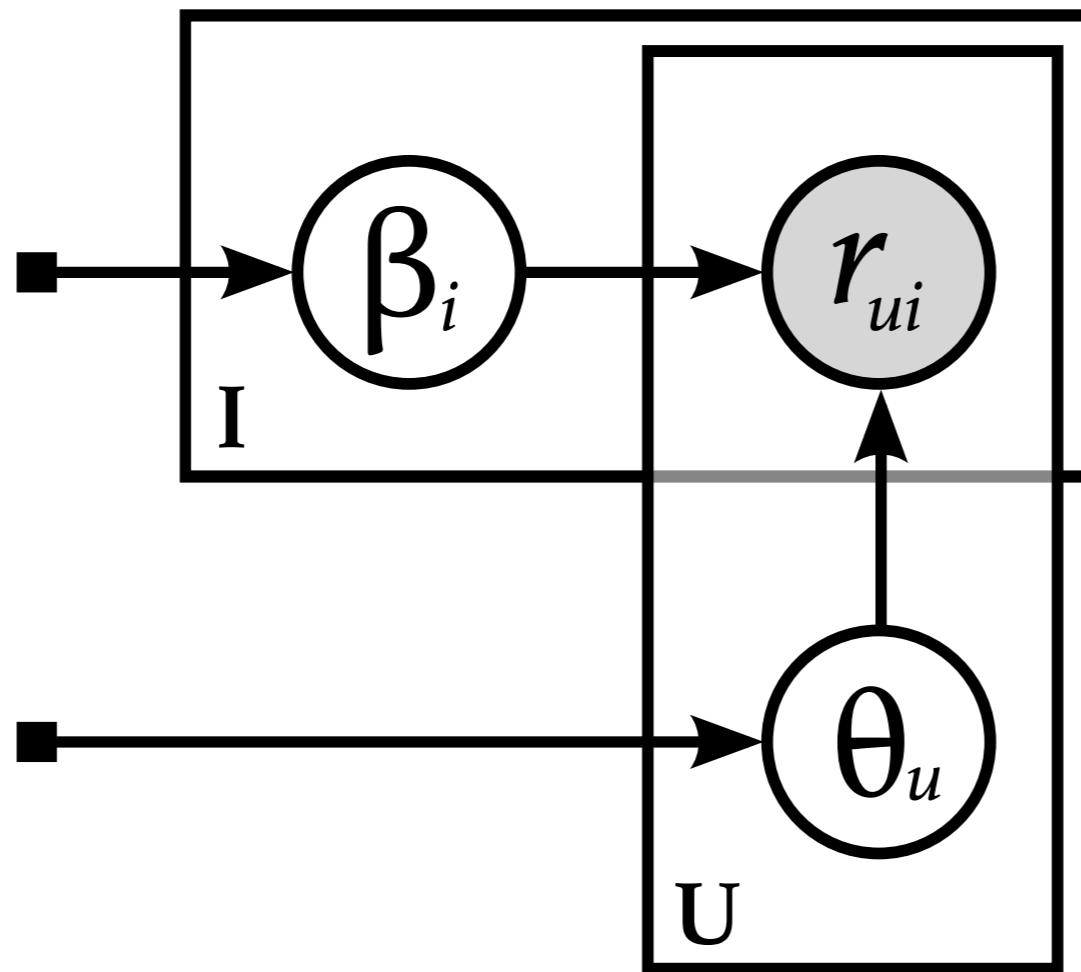


# Social Poisson Factorization



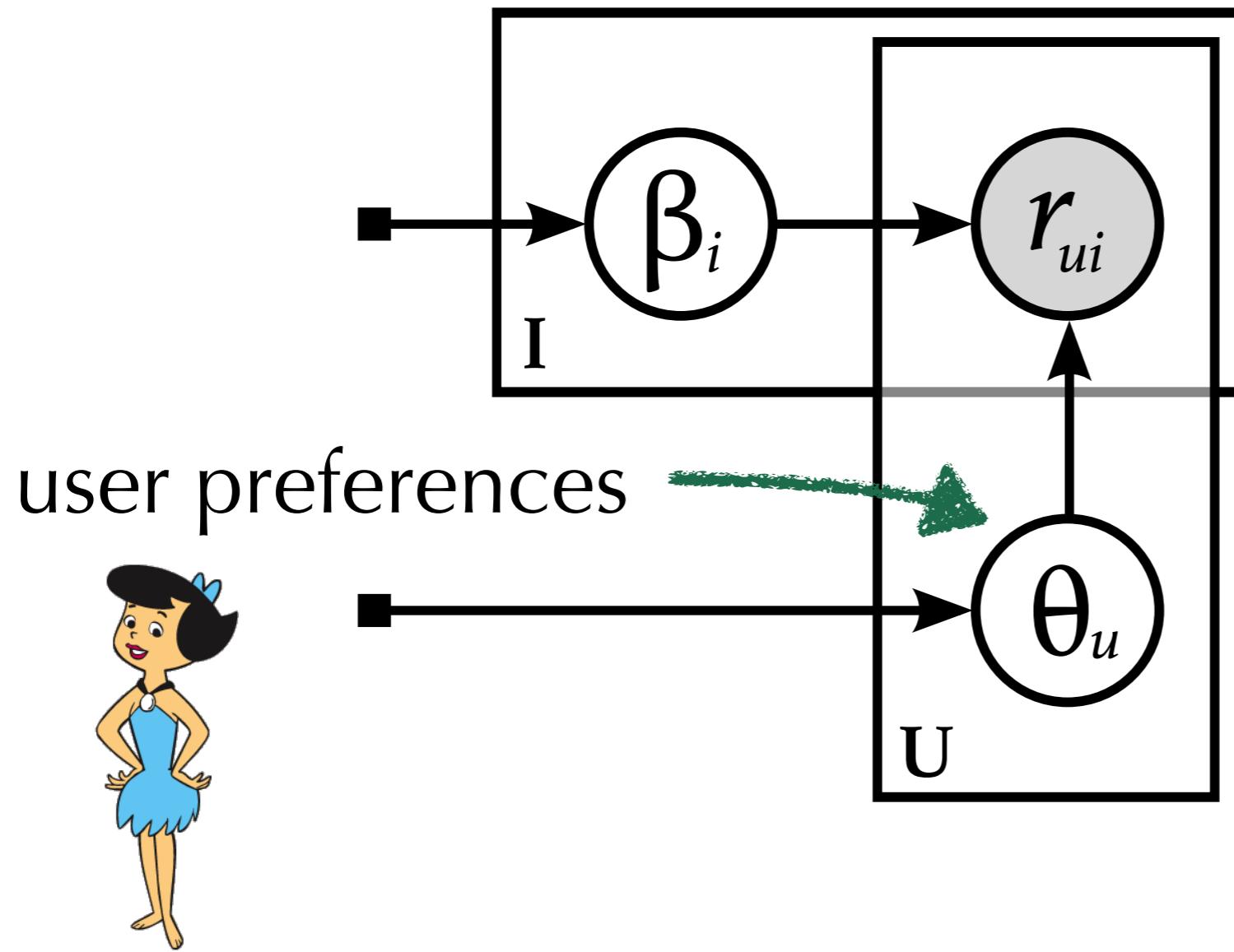


# Matrix Factorization





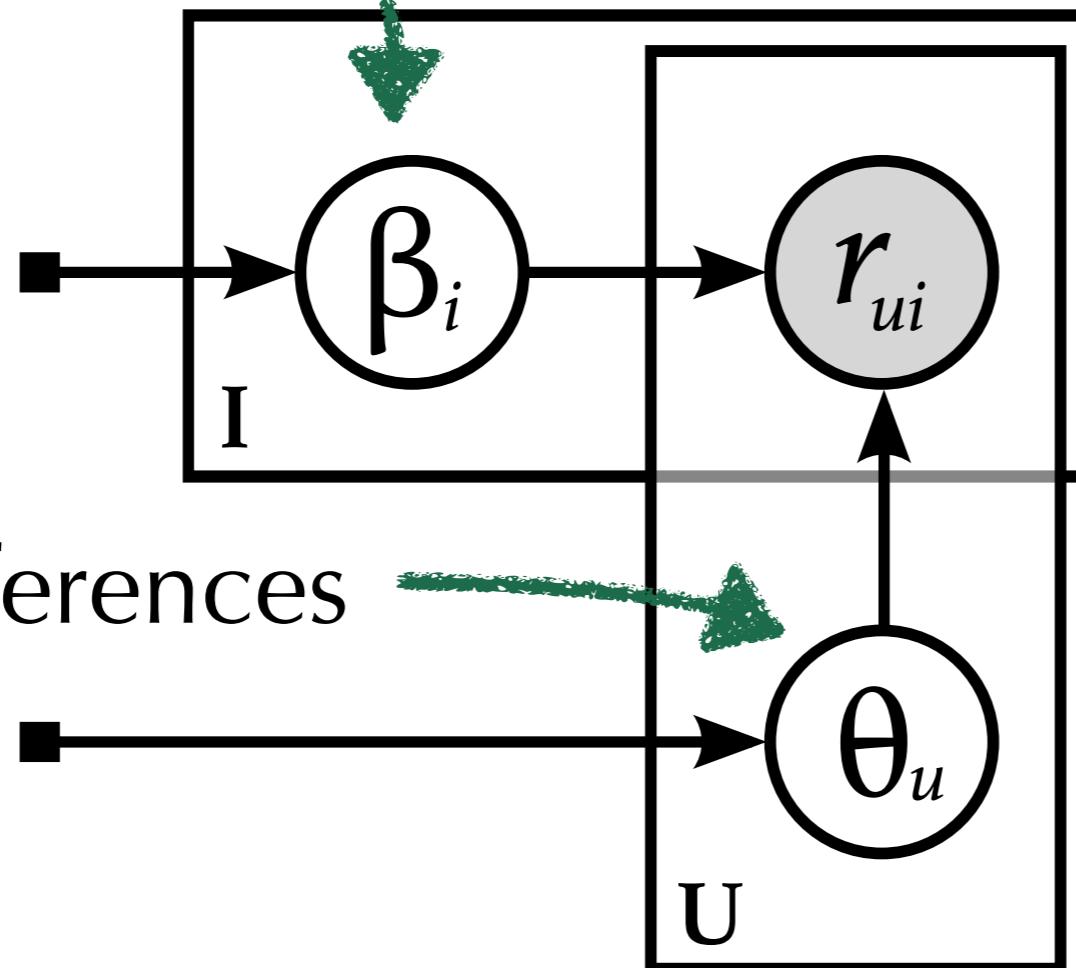
# Matrix Factorization





# Matrix Factorization

item attributes

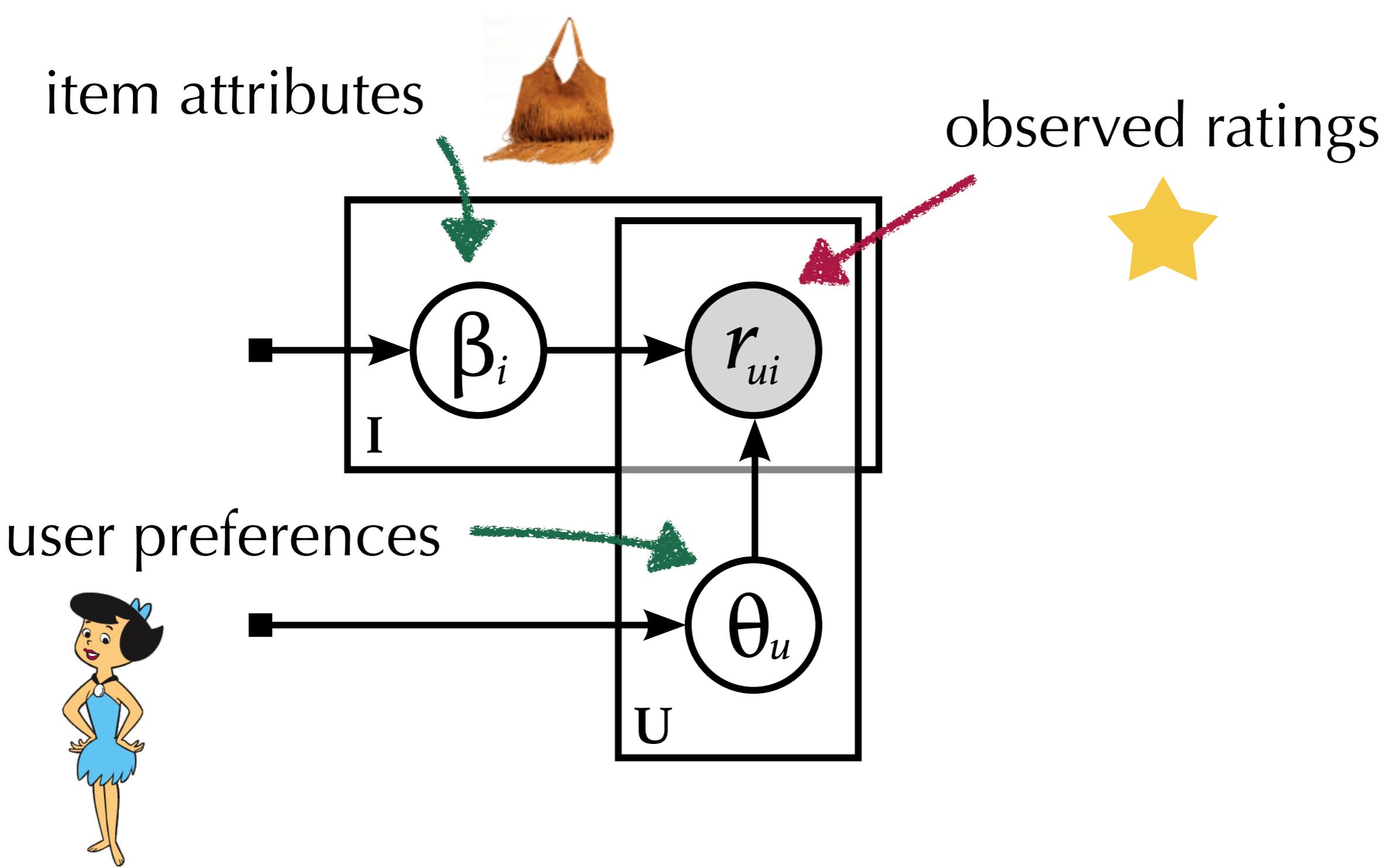


user preferences



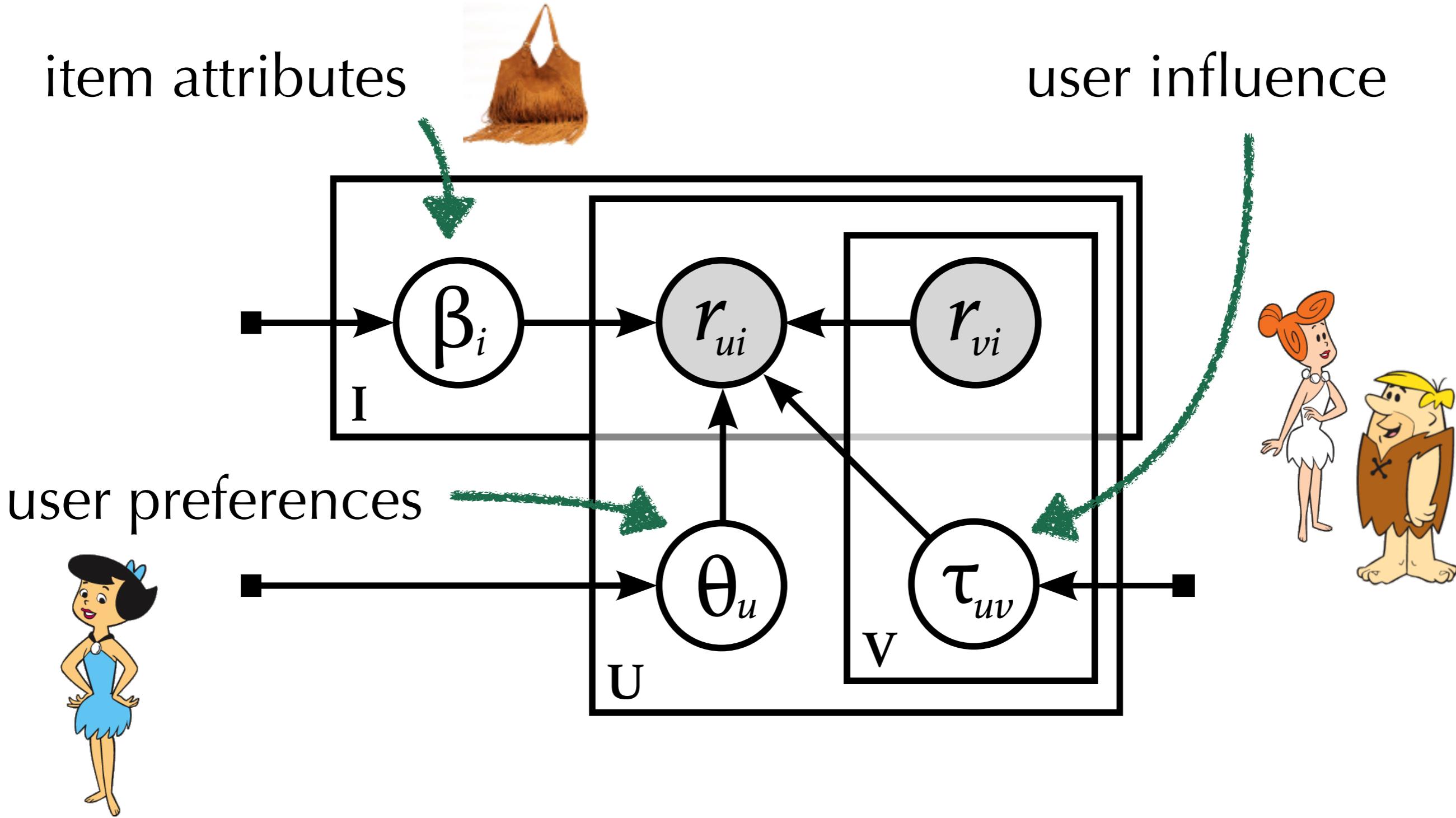


# Matrix Factorization



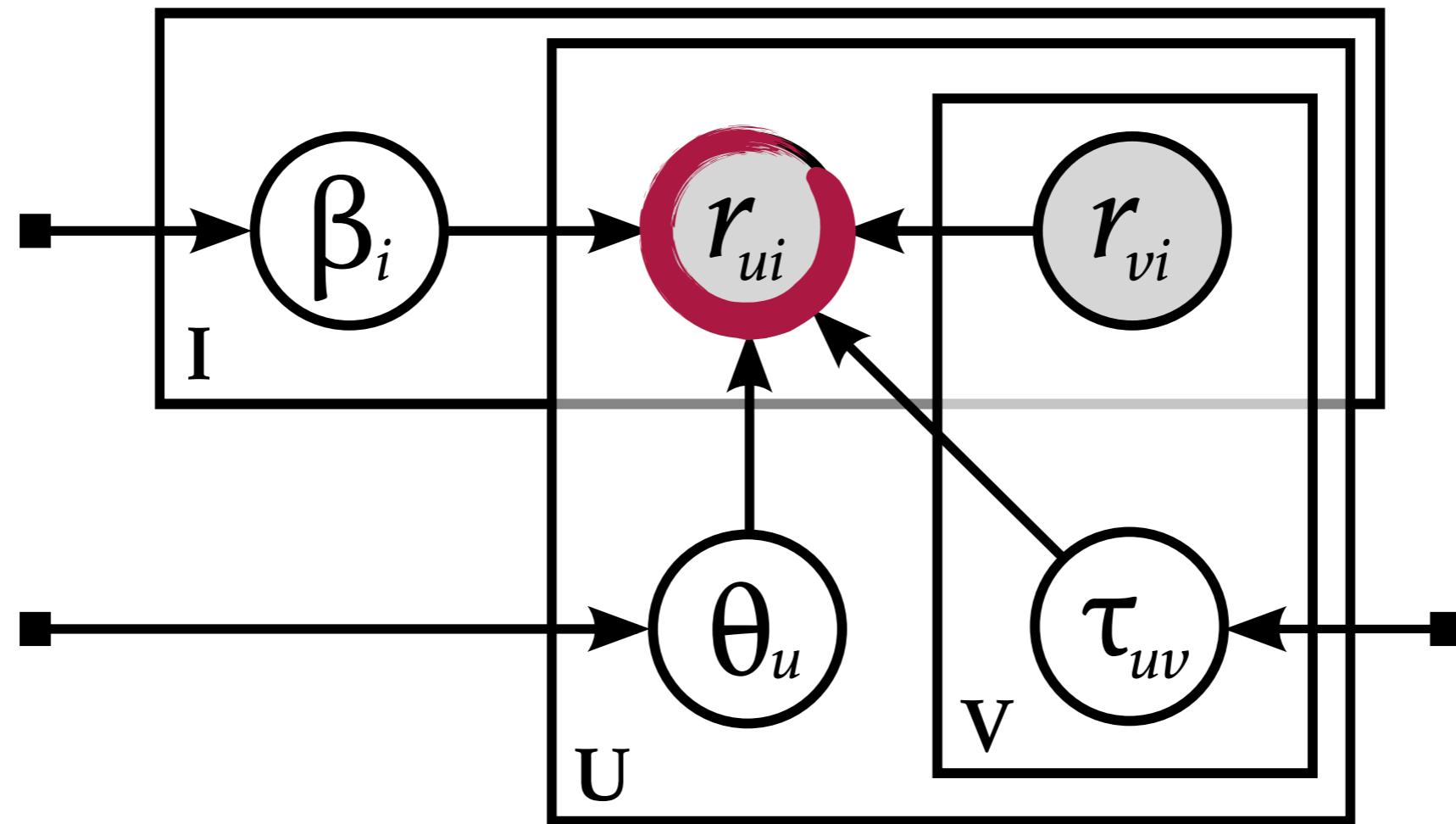


# Social Poisson Factorization



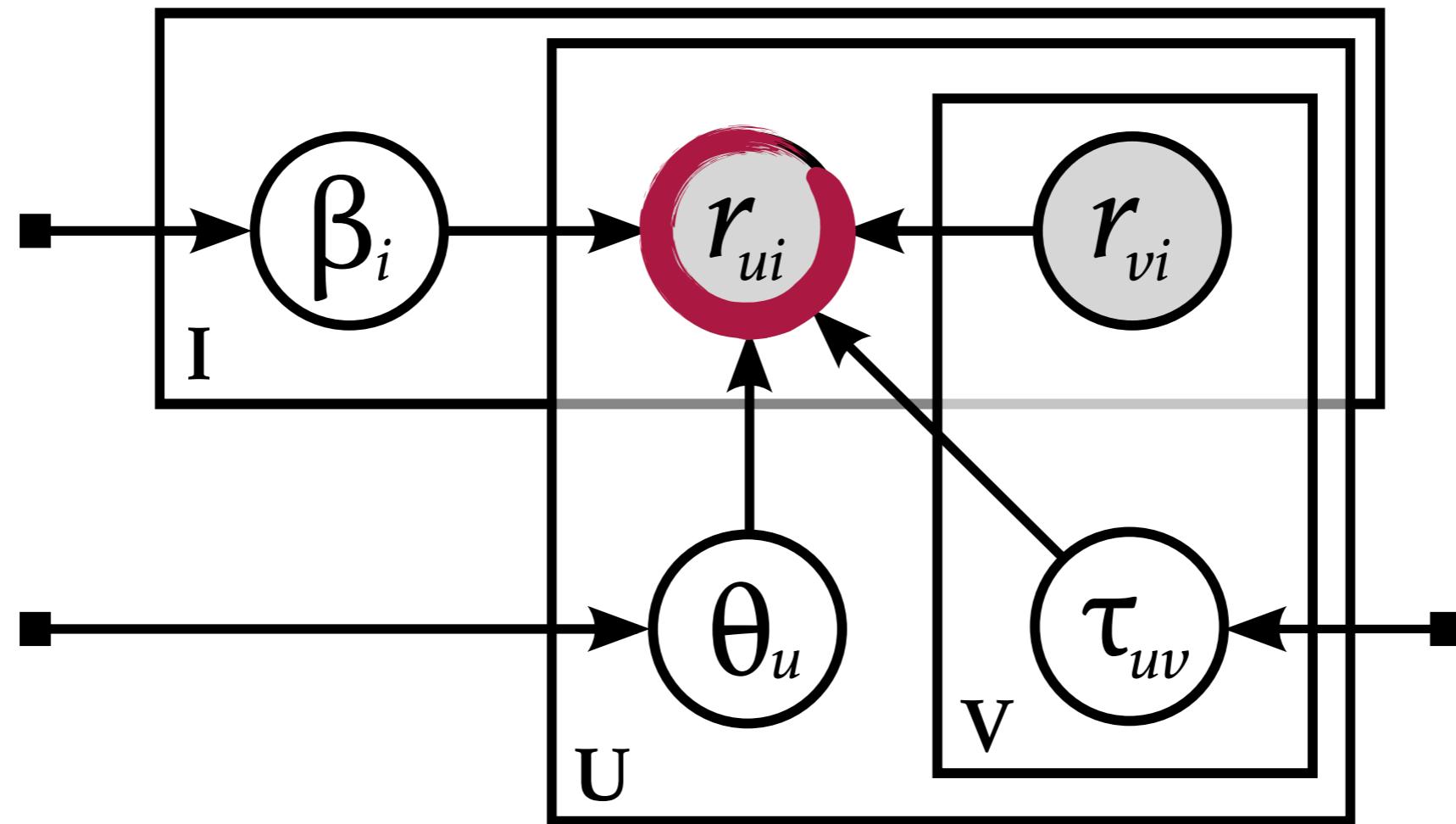


$$r_{ui} \mid r_{-u,i} \sim \text{Poisson} \left( \theta_u^\top \beta_i + \sum_{v \in N(u)} \tau_{uv} r_{vi} \right)$$



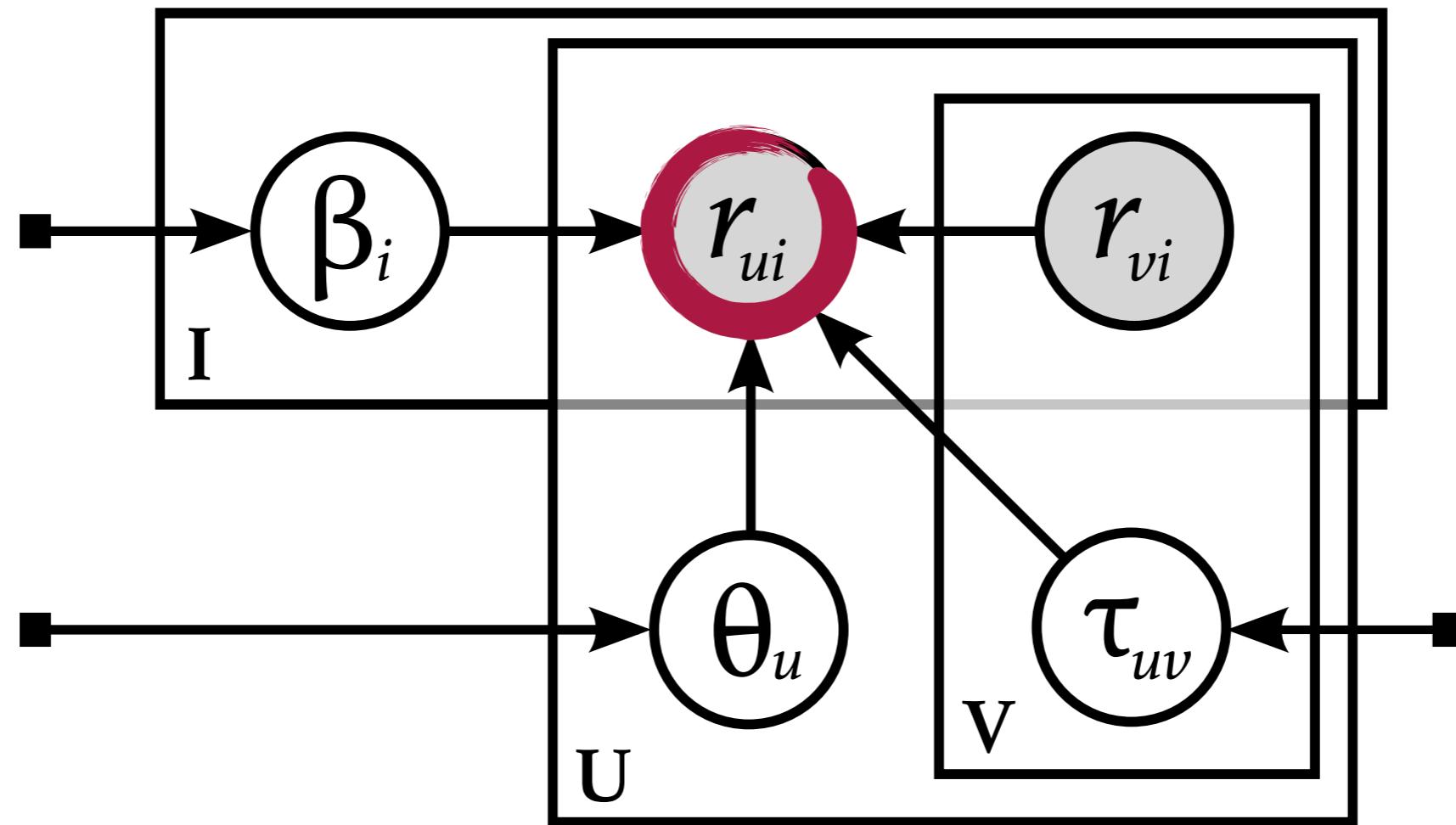


$$r_{ui} \mid r_{-u,i} \sim \text{Poisson} \left( \theta_u^\top \beta_i + \sum_{v \in N(u)} \tau_{uv} r_{vi} \right)$$



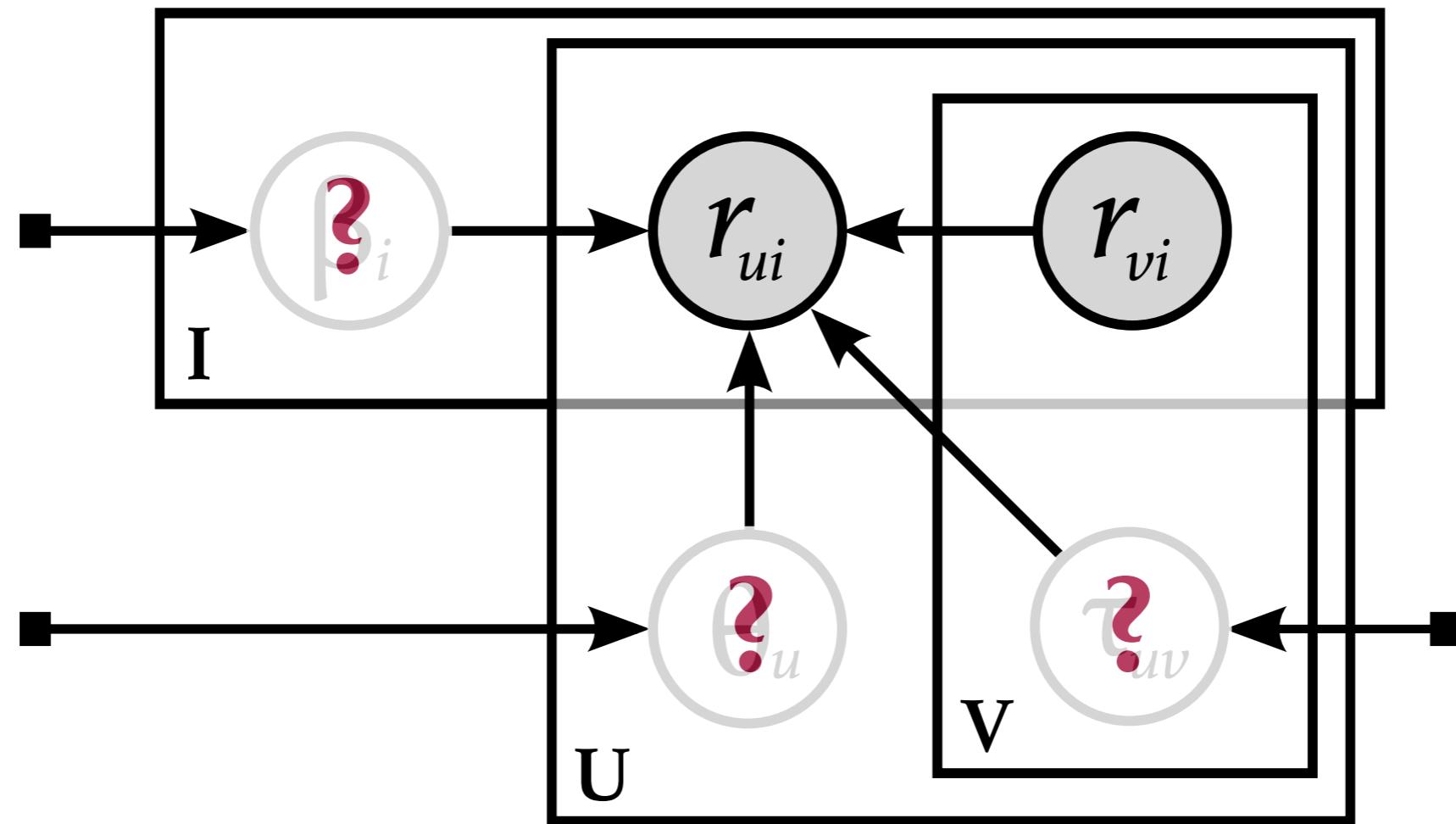


$$r_{ui} \mid r_{-u,i} \sim \text{Poisson} \left( \theta_u^\top \beta_i + \sum_{v \in N(u)} \tau_{uv} r_{vi} \right)$$





$$r_{ui} \mid r_{-u,i} \sim \text{Poisson} \left( \theta_u^\top \beta_i + \sum_{v \in N(u)} \tau_{uv} r_{vi} \right)$$





# Posterior Distribution

latent model parameters

easy to compute

$$p(\beta, \theta, \tau | \mathbf{R}, \mathbf{N}, \mu) = \frac{p(\beta, \theta, \tau, \mathbf{R}, \mathbf{N} | \mu)}{\int_{\beta} \int_{\theta} \int_{\tau} p(\beta, \theta, \tau, \mathbf{R}, \mathbf{N} | \mu)}$$

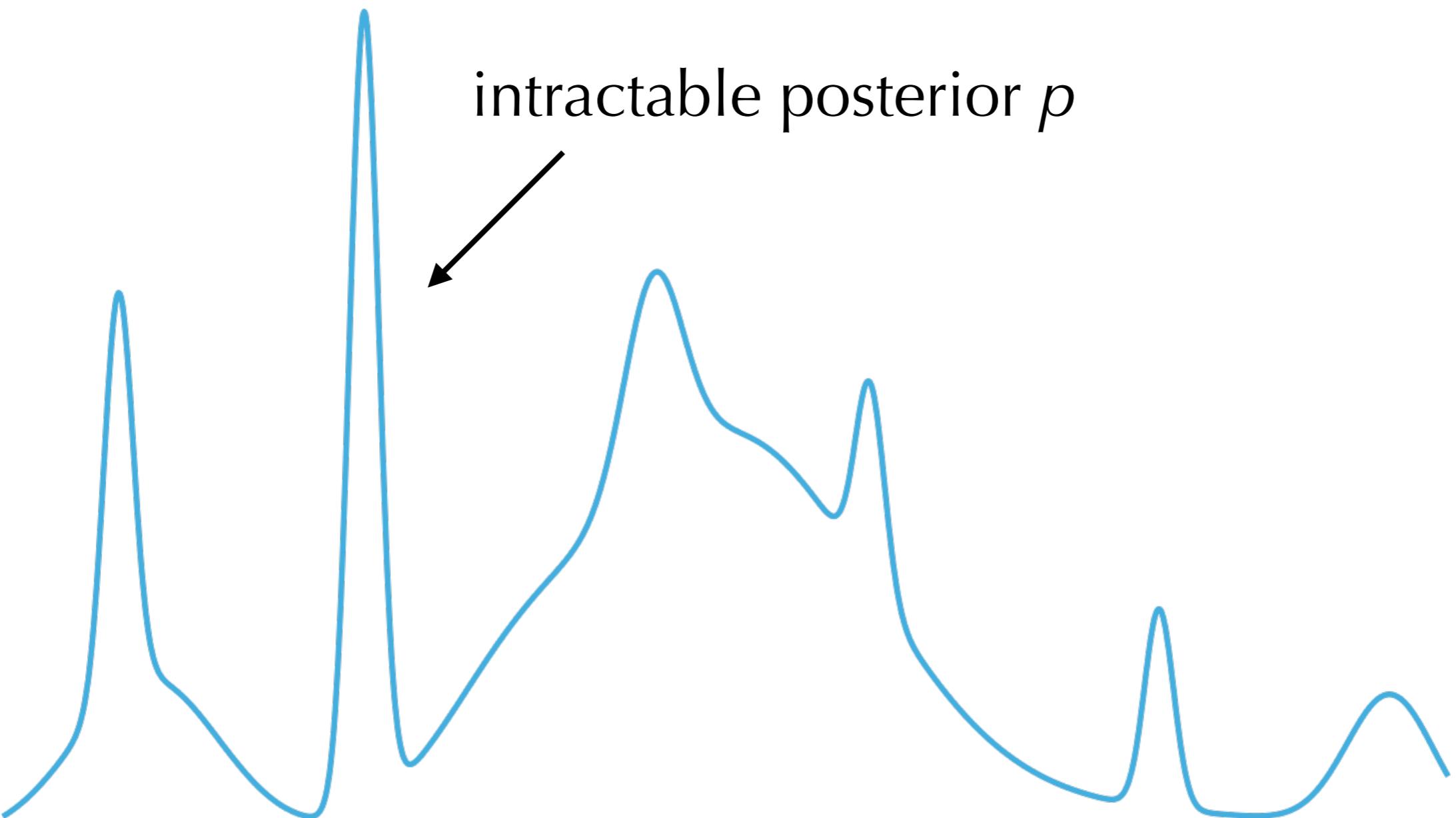
observed data

intractable

model hyperparameters



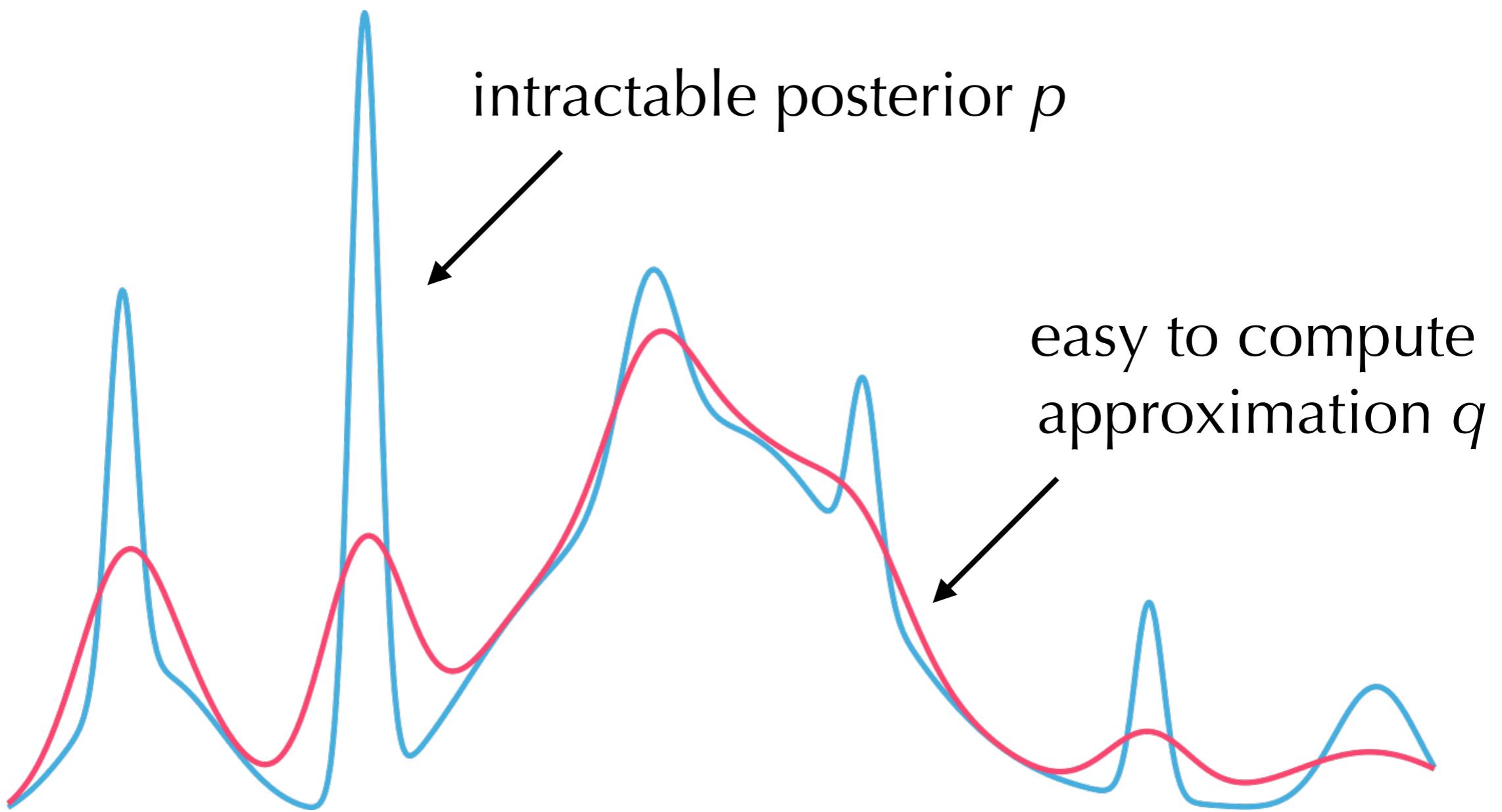
# Variational Inference



$$p(\beta, \theta, \tau \mid \mathbf{R}, \mathbf{N}, \mu)$$



# Variational Inference



$$p(\beta, \theta, \tau \mid \mathbf{R}, \mathbf{N}, \mu) \approx q(\beta \mid \lambda_\beta) q(\theta \mid \lambda_\theta) q(\tau \mid \lambda_\tau)$$



# Inference Details

$$r_{ui} \mid r_{-u,i} \sim \text{Poisson} \left( \theta_u^\top \beta_i + \sum_{v \in N(u)} \tau_{uv} r_{vi} \right)$$

---

$$z_{uik}^M \sim \text{Poisson}(\theta_{uk} \beta_{ik}) \quad z_{uiv}^S \sim \text{Poisson}(\tau_{uv} r_{vi})$$

$$r_{ui} \mid r_{-u,i} = \sum_{k=1}^K z_{uik}^M + \sum_{v=1}^V z_{uiv}^S$$



# Complete Conditional Distributions



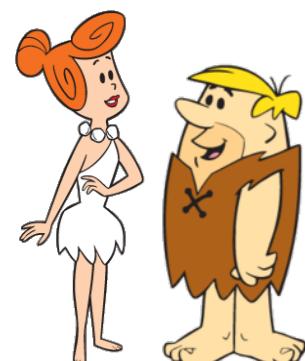
user preferences

$$\theta_{uk} \mid \beta, \tau, z, \mathbf{R}, \mathbf{N} \sim \text{Gamma} \left( a_\theta + \sum_i z_{uik}^M, b_\theta + \sum_i \beta_{ik} \right)$$



item attributes

$$\beta_{ik} \mid \theta, \tau, z, \mathbf{R}, \mathbf{N} \sim \text{Gamma} \left( a_\beta + \sum_u z_{uik}^M, b_\beta + \sum_u \theta_{uk} \right)$$



user influence

$$\tau_{uv} \mid \theta, \beta, z, \mathbf{R}, \mathbf{N} \sim \text{Gamma} \left( a_\tau + \sum_i z_{uiv}^S, b_\tau + \sum_i r_{vi} \right)$$



# Inference Highlights



# Inference Highlights

no need to  
sample zeros





# Inference Highlights

no need to  
sample zeros



initialization  
requires noise





# Inference Highlights

no need to  
sample zeros



initialization  
requires noise

sample rows for  
stochastic updates  
(scalability)

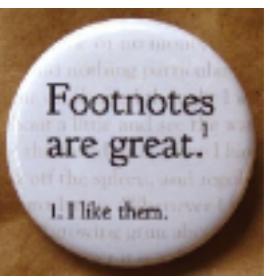
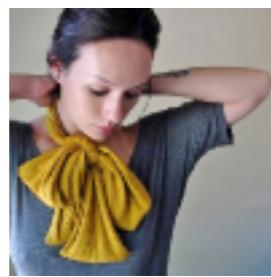
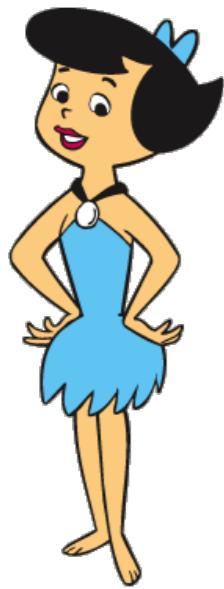


# Recommendation

$$\mathbf{E}[r_{ui}] = \mathbf{E}[\theta_u]^\top \mathbf{E}[\beta_i] + \sum_{v \in N(u)} \mathbf{E}[\tau_{uv}] r_{vi}$$



# Evaluation





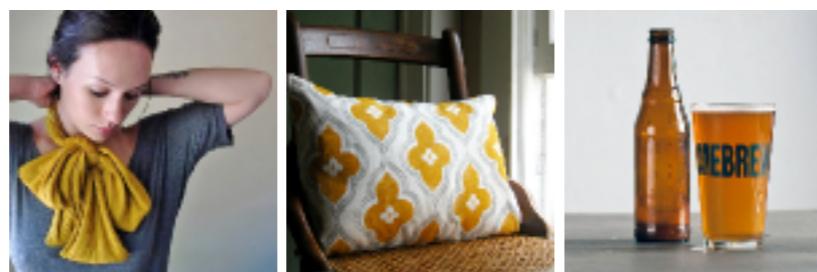
# Evaluation



training set



test set





# Evaluation

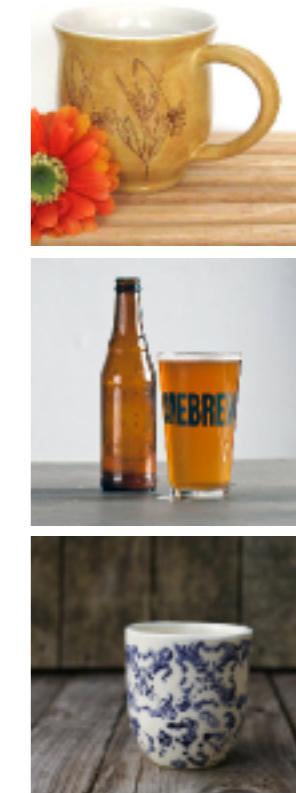
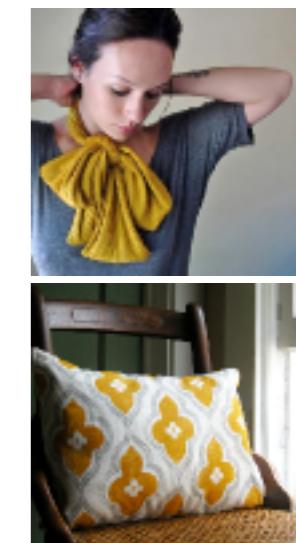
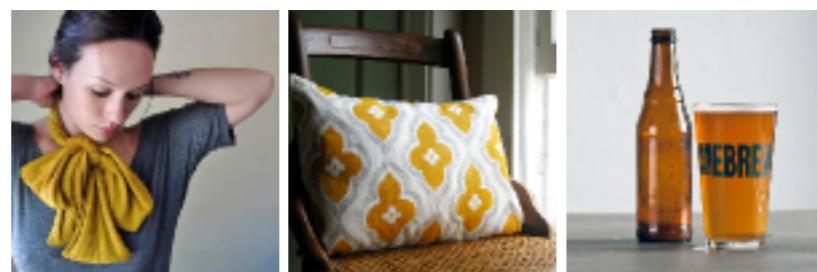
ranked  
predictions



training set



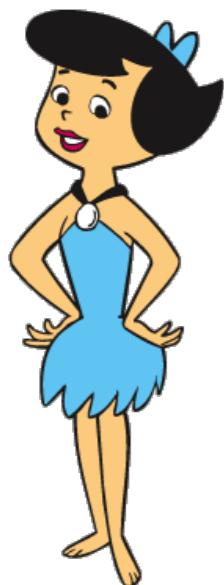
test set





# Evaluation

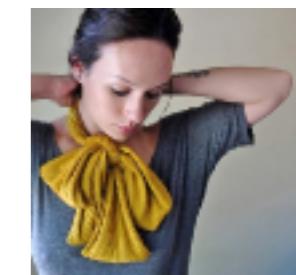
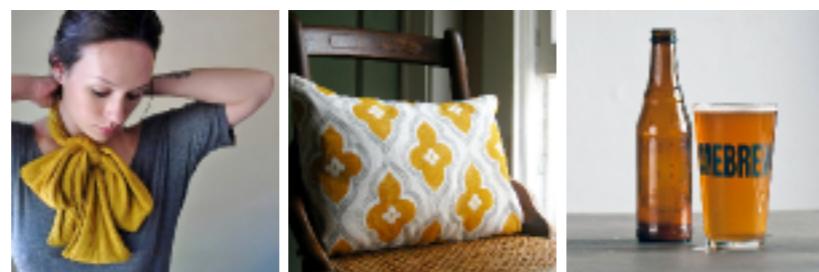
ranked  
predictions



training set



test set

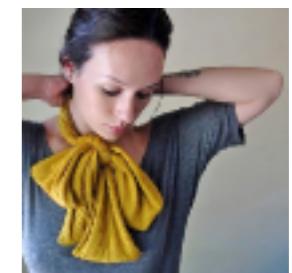




# Evaluation

ranked  
predictions

$$CRR(user) = \sum_{n=1}^N \frac{\mathbf{1}[rec_n \in \mathcal{H}]}{n} = \sum_{i \in \mathcal{H}} \frac{1}{rank(i)}$$



$$NCCR(user) = \frac{CRR(user)}{\text{ideal } CRR(user)}$$





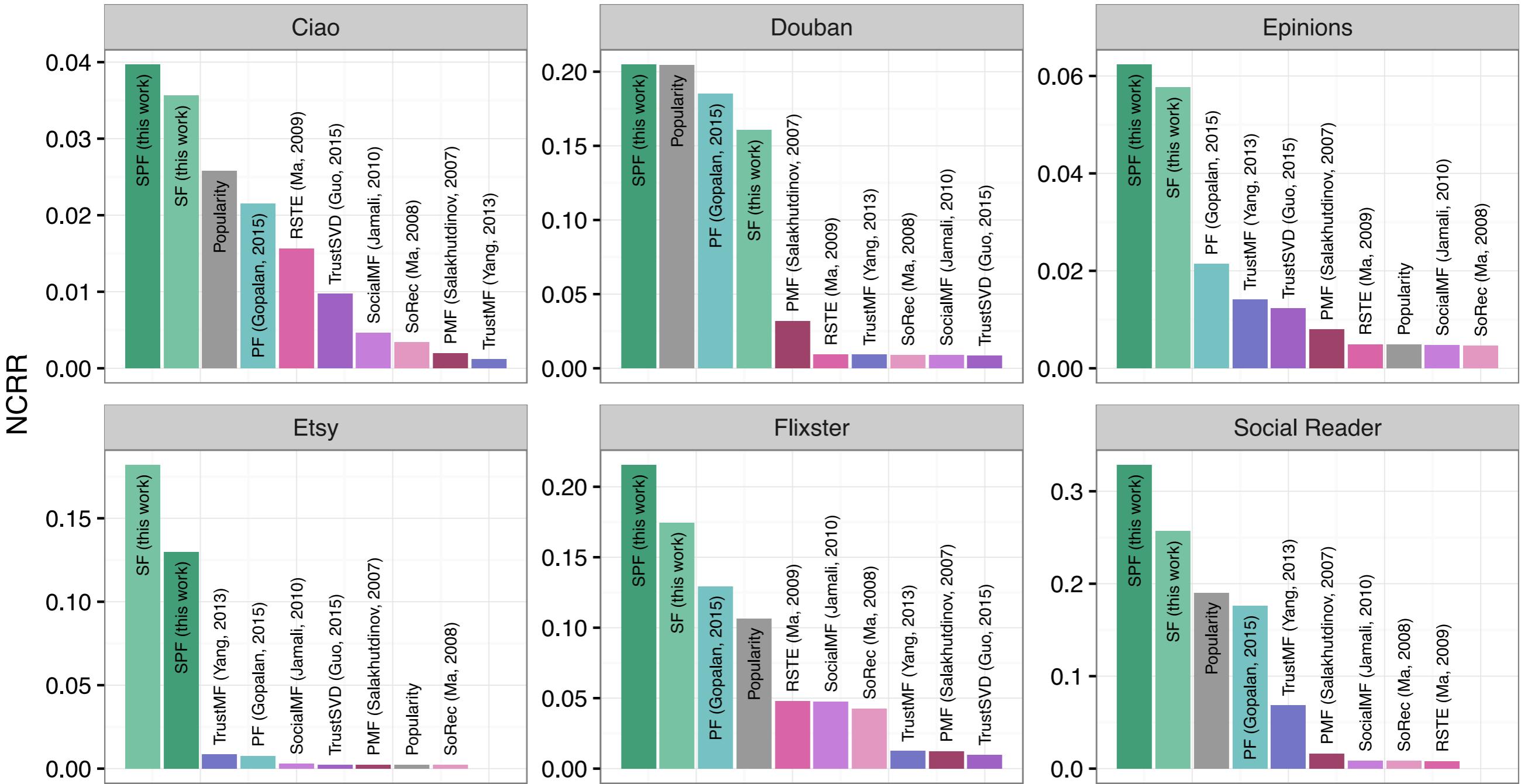
# Data

source	# users	# items	% ratings	% edges
Ciao	7,000	98,000	0.038%	0.103%
Epinions	39,000	131,000	0.012%	0.011%
Flixster	132,000	42,000	0.122%	0.006%
Douban	129,000	57,000	0.221%	0.016%
Social Reader	122,000	6,000	0.065%	0.001%
Etsy	40,000	5,202,000	0.009%	0.300%

[etsy.com](http://etsy.com) and [librec.net/datasets.html](http://librec.net/datasets.html)



# SPF Held-out Evaluation



# Our Friends Inspire Us

How do we leverage  
**social** behavior to find  
better things to  
**recommend** for people?



# Our Friends Inspire Us

infer how much friends  
exert social influence  
on each other and  
include that in making  
recommendations



# Understanding Decision Making

*How do people decide what choices to make?*

## Chameleon Preferences

*How do the decisions people make depend on the people around them?*

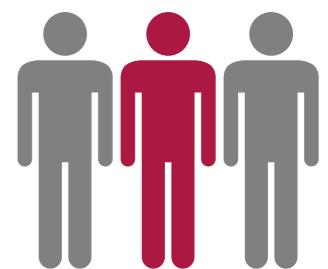


## Our Friends Inspire Us

*How do we leverage social behavior to find better things to recommend for people?*

## Algorithmic Personalization isn't Personal

*How do recommendations alter group behavior?*

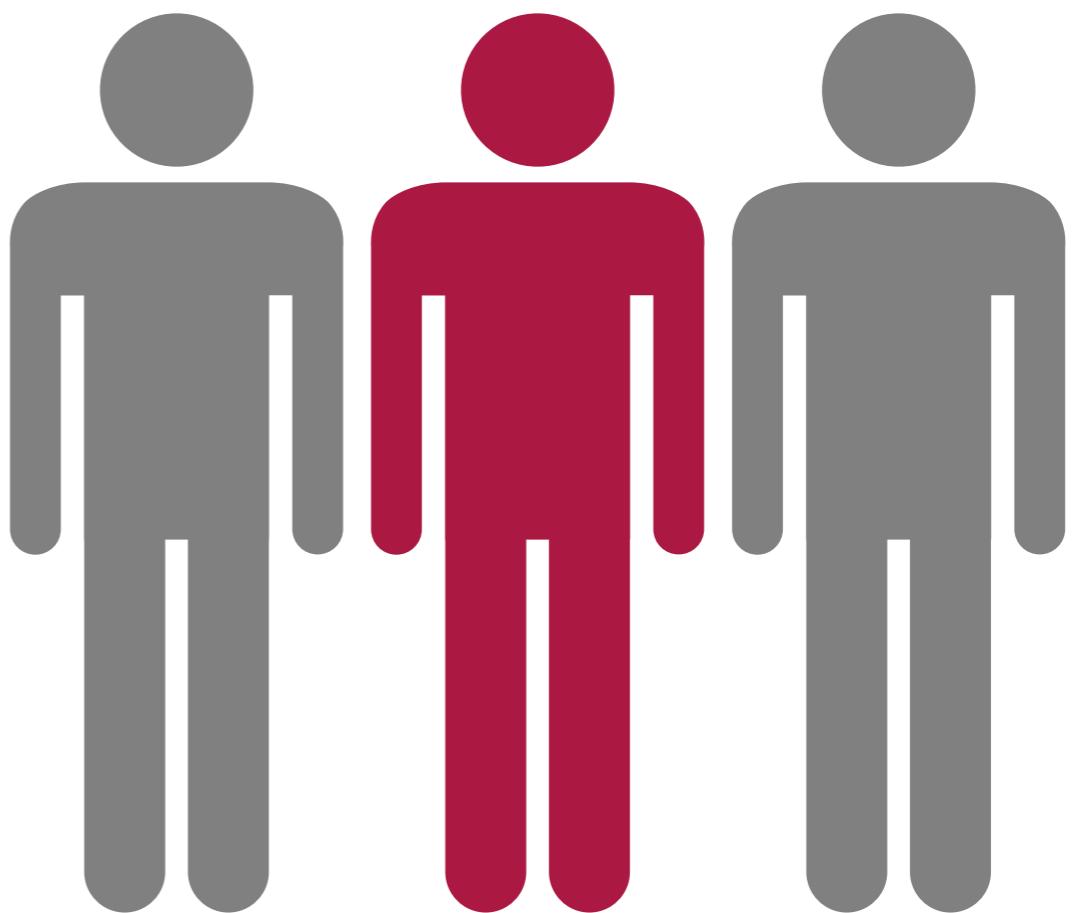


# Algorithmic Personalization isn't Personal

How do  
**recommendations** alter  
**group** behavior?

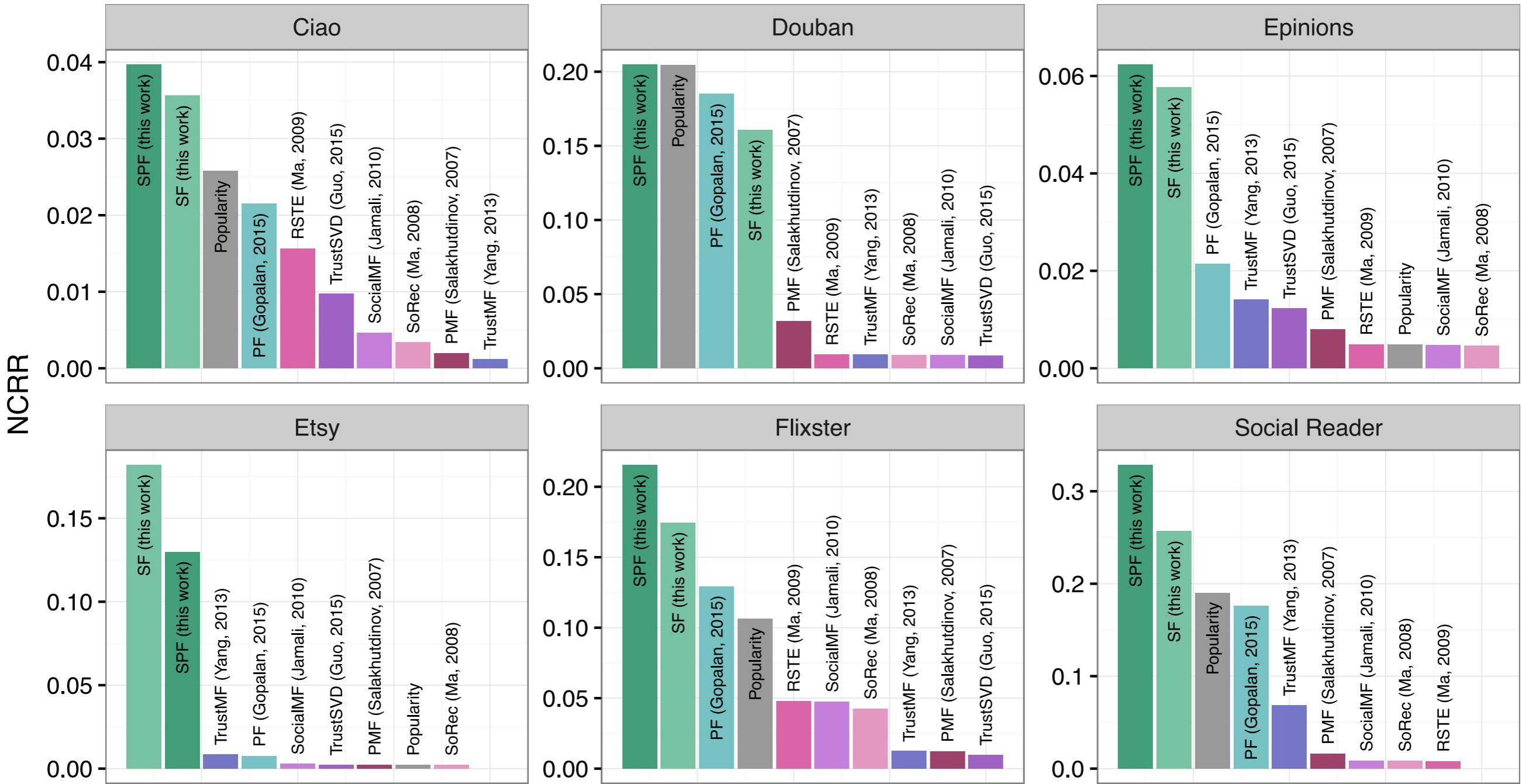
**How Algorithmic Confounding in  
Recommendation Systems Increases  
Homogeneity and Decreases Utility.**

Chaney, Stewart, Engelhardt.  
arXiv, 2017.





# SPF Held-out Evaluation





Etsy

Search for items or shops

Search

Sell on Etsy



Home



Favorites



You ▾



Cart

[Clothing & Accessories](#) [Jewelry](#) [Craft Supplies & Tools](#) [Weddings](#) [Entertainment](#) [Home & Living](#) [Kids & Baby](#) [Vintage](#)

## Your activity feed



Flour Sack Towel, Herbs Tea Towel, Flour S...  
HoneyBrushDesign \$18.00

Favorited by Jessica Stika



Pattern Towel Kitchen Geek Hummingbird ...  
PippasPrintShop \$14.00

Favorited by Clare Patenaude



Katniss inspired medieval cable knit arm w...  
KnitPlayLove \$24.00

Favorited by Meghan Isbell



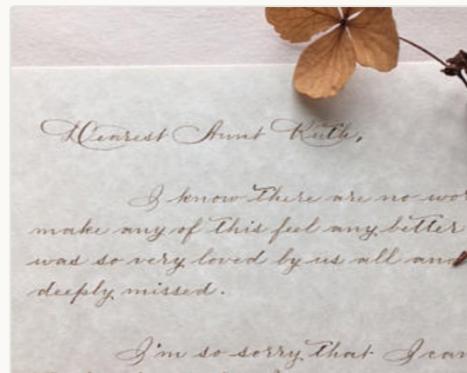
Natural Agate Crystal Coasters with Copp...  
NikitaByNiki \$18.87

Favorited by Clare Patenaude



SUMMER SALE Tassel Necklace, Silk Sari, ...  
DezineStudio \$67.24

Favorited by Amy



Sympathy Letter Handwritten Calligraphy  
FloMade \$20.00

Favorited by Amy



Giclee Fine Art print - Glimpse - Print  
yellena \$20.00

Favorited by Leslie Hampson



SUMMER SALE Andalusite, 3.5mm, Facete...  
StoneCreekSurplus \$25.76

Favorited by Amy



Rustic Industrial Pipe Shelf 24", Floating S...  
MintageDesigns \$39.00

Favorited by Clare Patenaude



RedwoodStoneworks ★★★★★ (1407 revi...  
Loma Mar, California

Favorited by Robyn



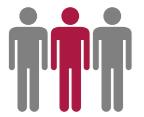
Watercolor Evergreen Trees Printable Art P...  
PaperCanoePrintables \$5.00

Favorited by Leslie Hampson

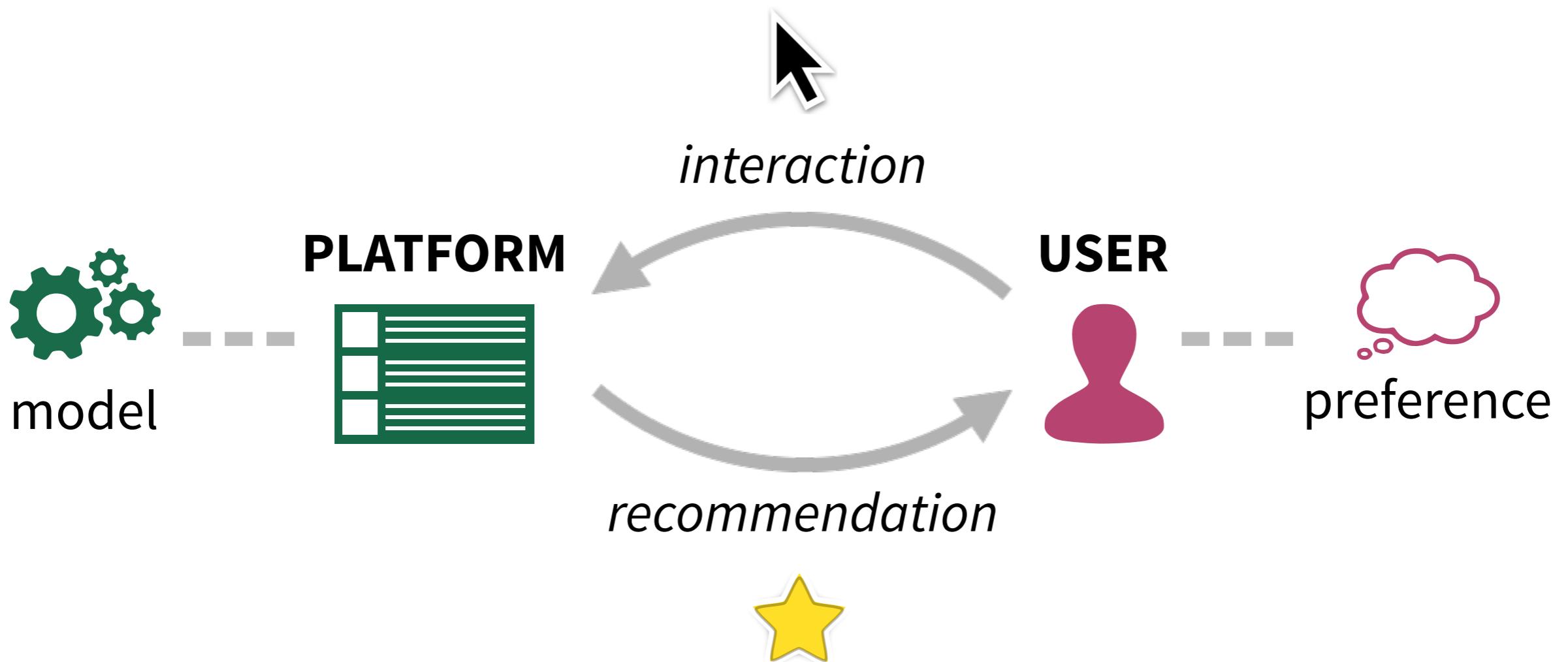


Dendrite Opal Earrings - Gold Earrings - G...  
delezhen \$48.00

Favorited by Leslie Hampson



# The Feedback Loop

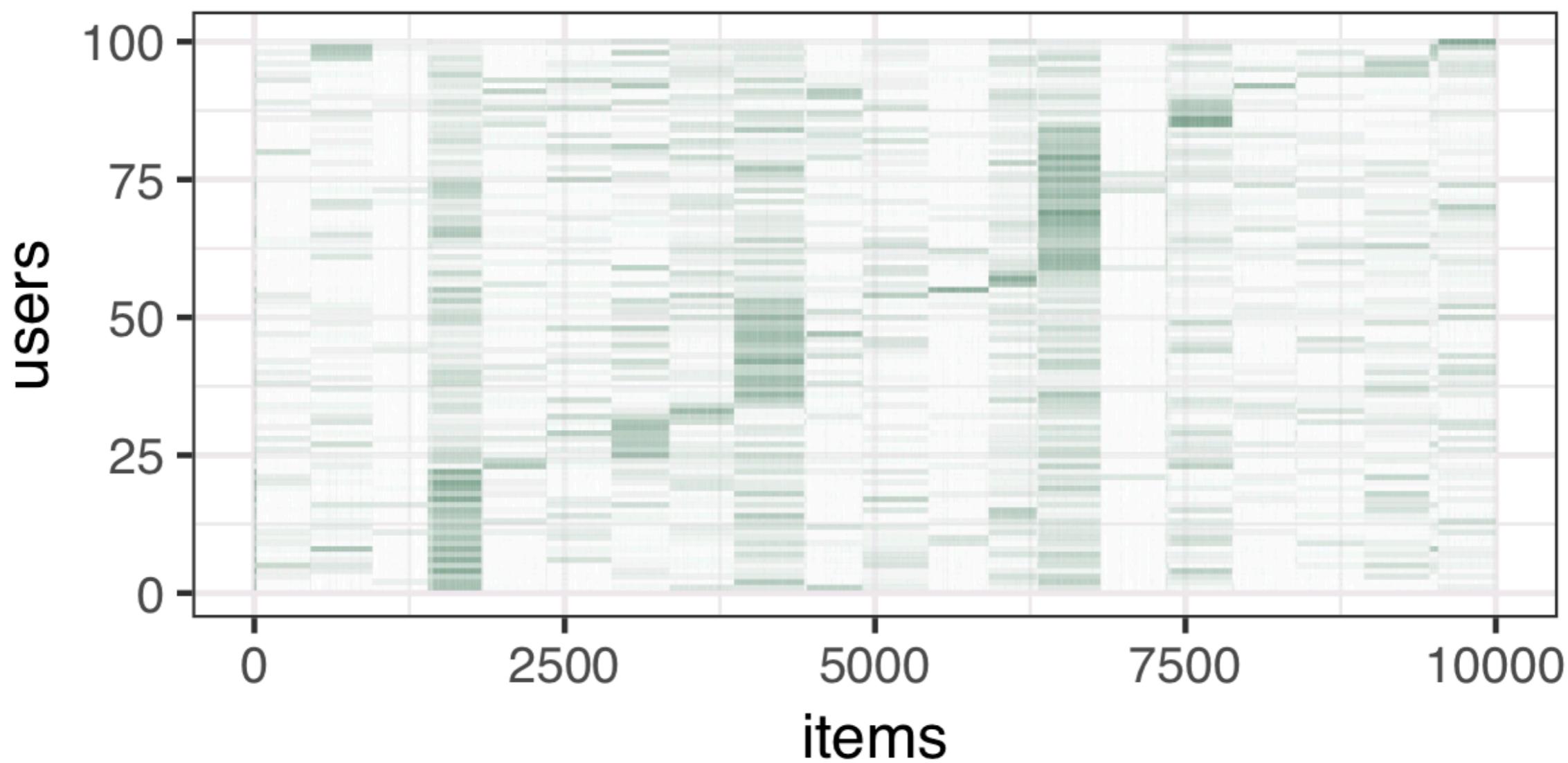






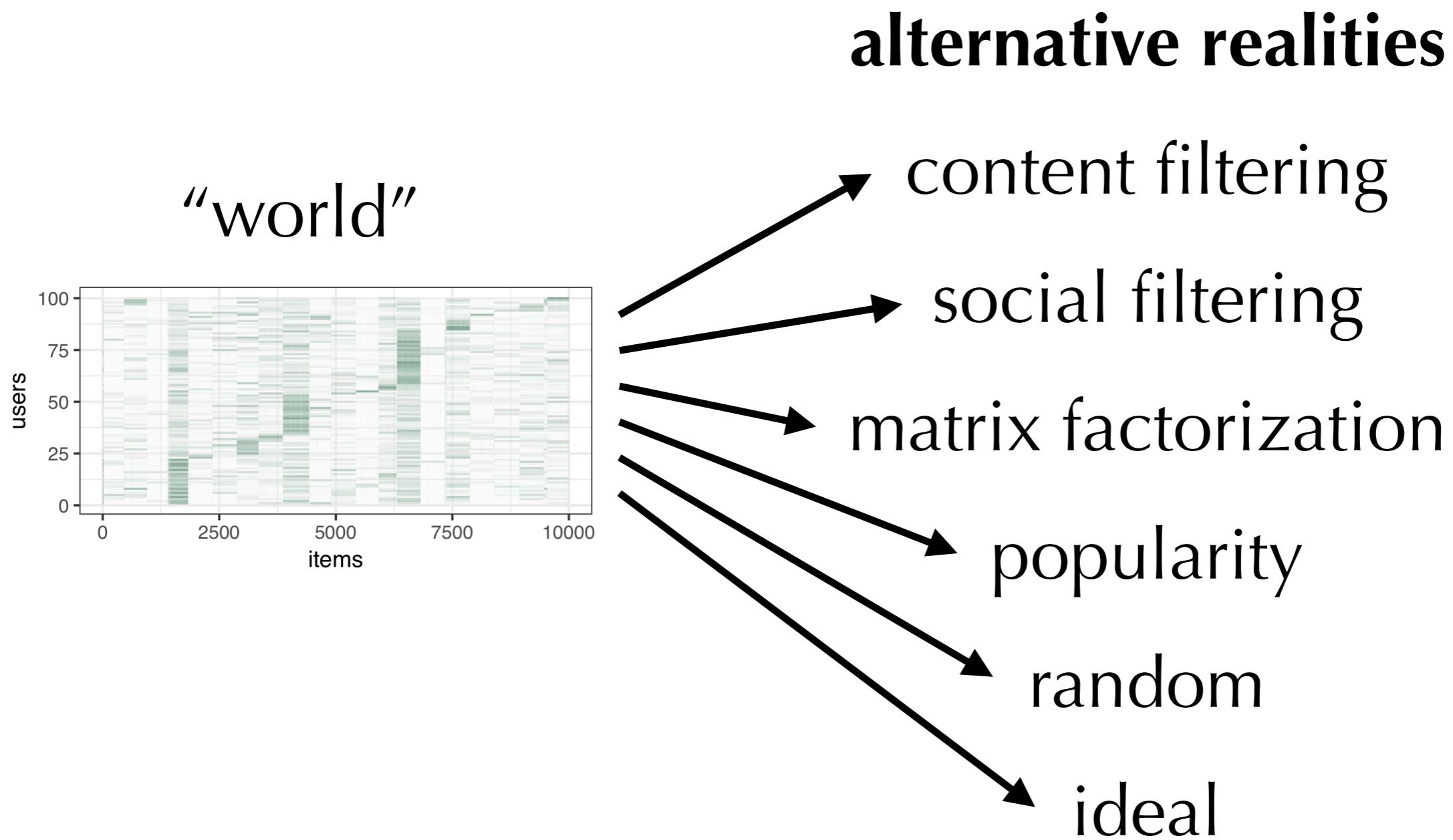


# Simulation Setup



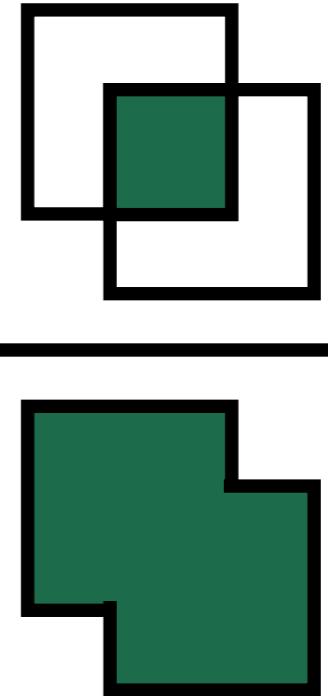


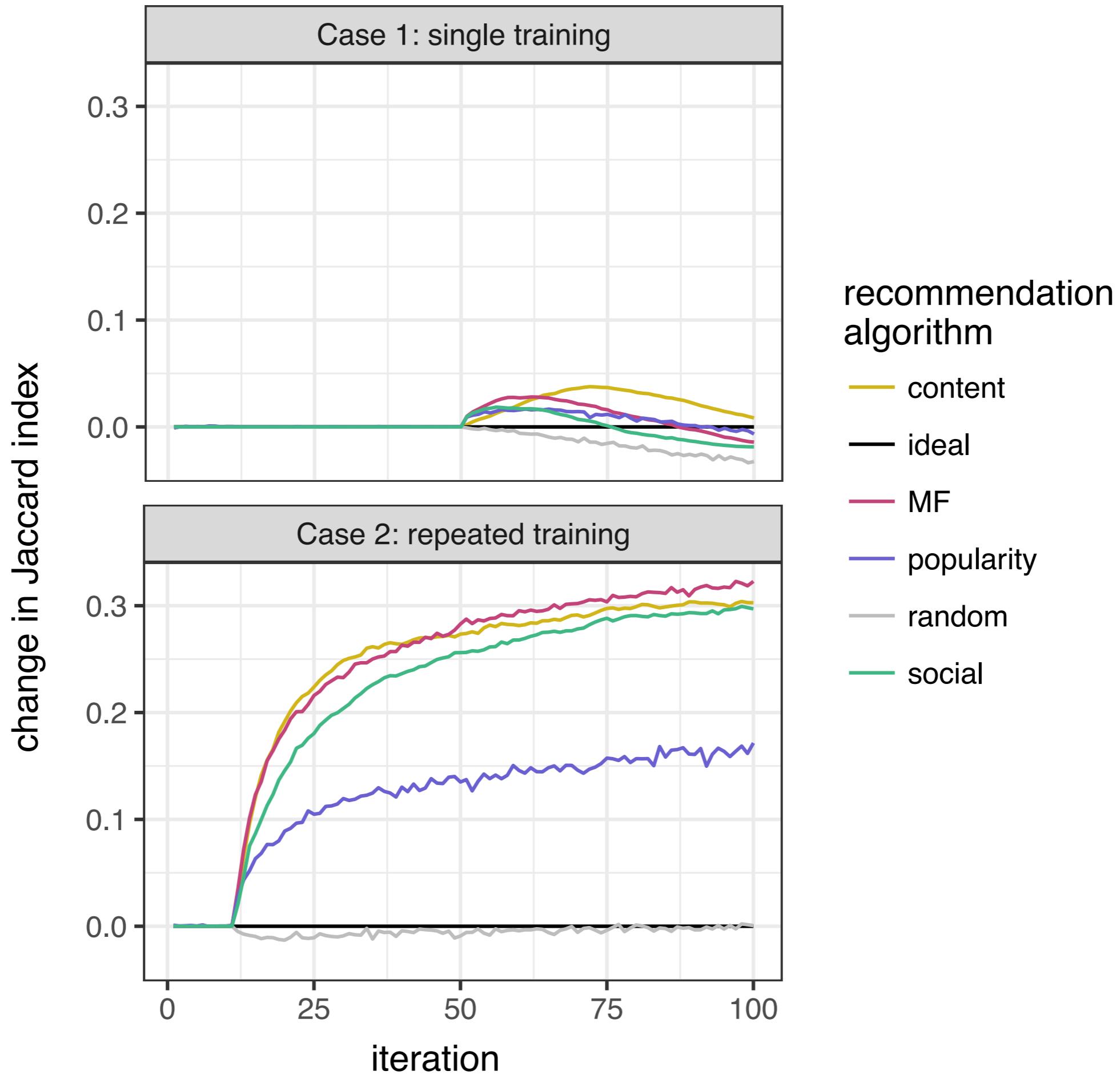
# Simulation Setup

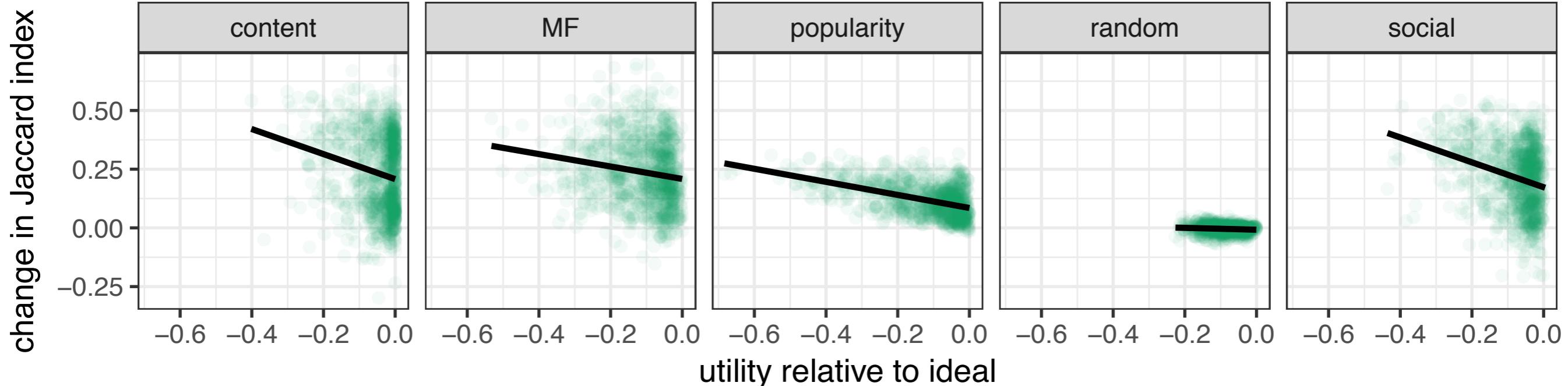


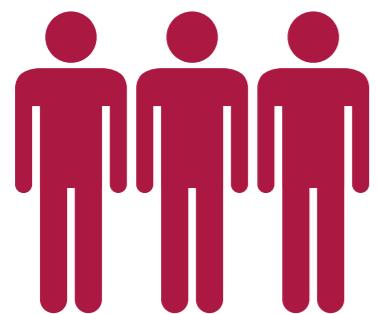


# Jaccard Index

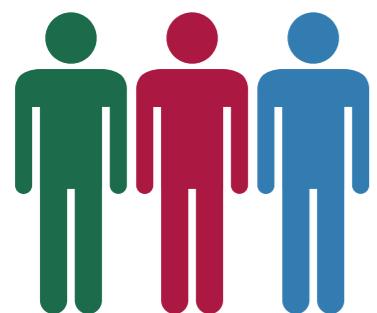
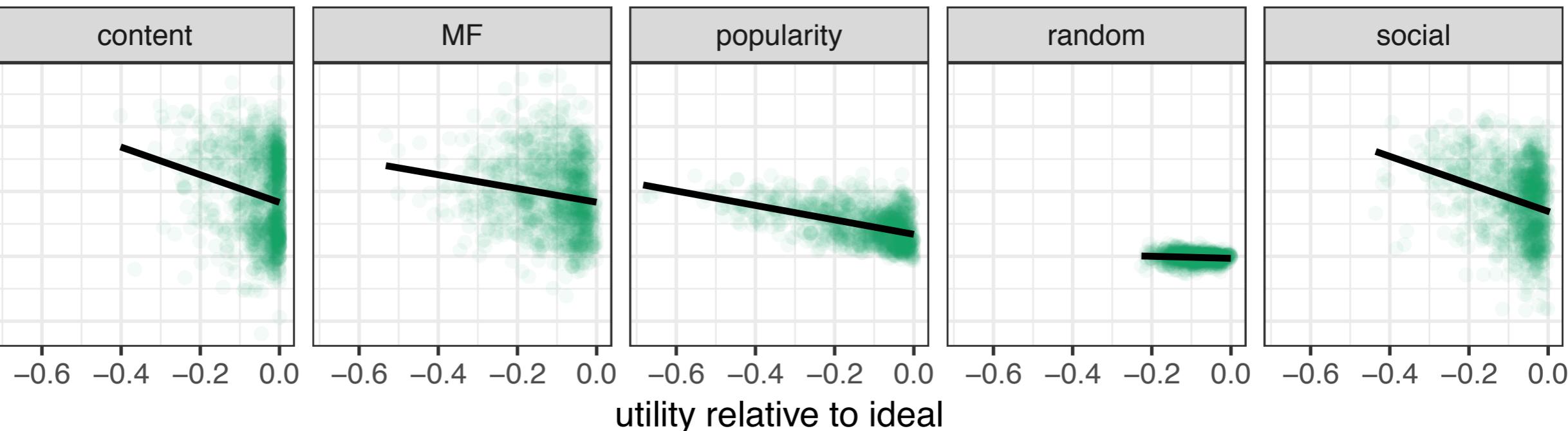
$$J(A, B) = \frac{|A \cap B|}{|A \cup B|} = \frac{\text{Overlap Area}}{\text{Union Area}}$$






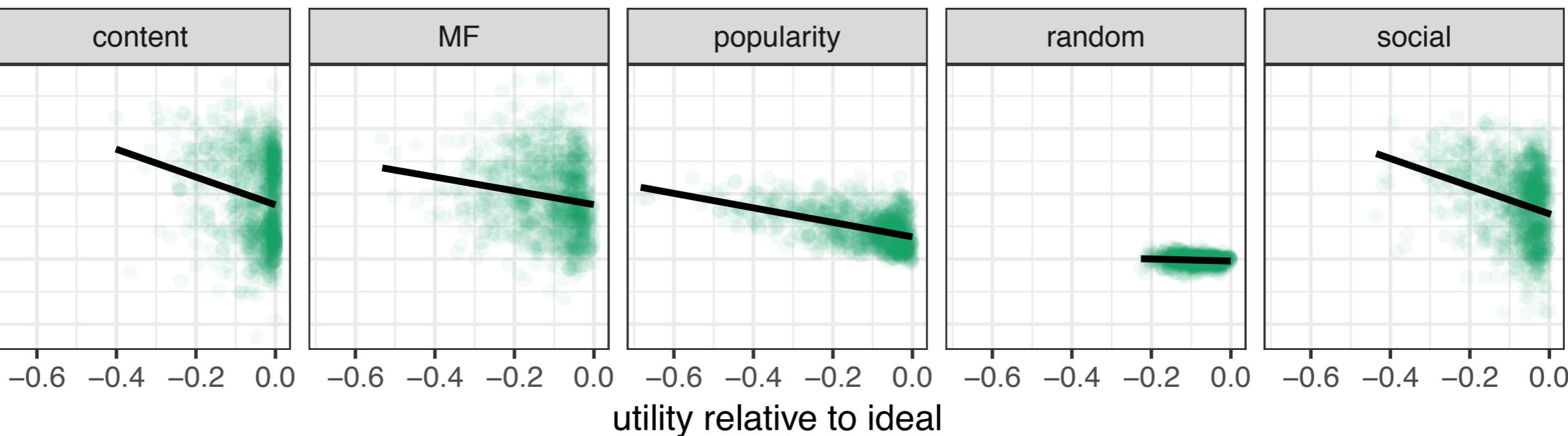


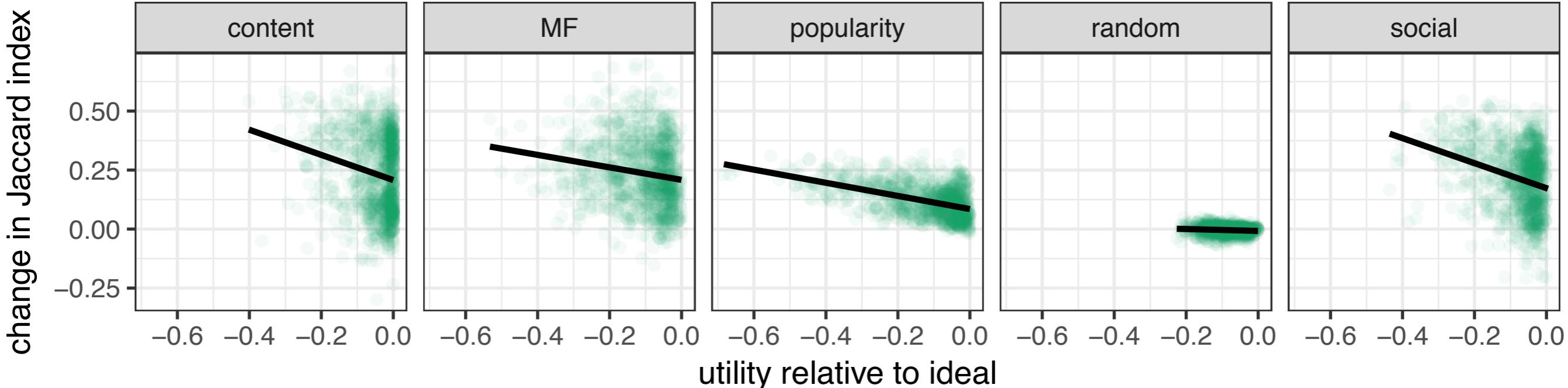
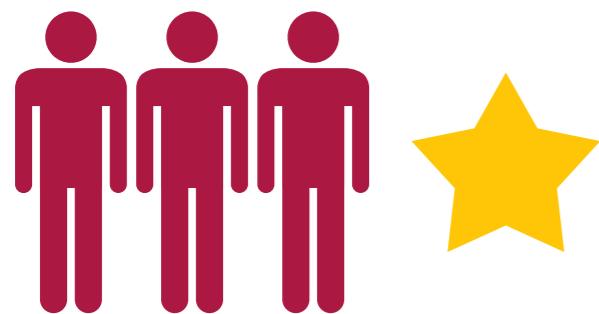
change in Jaccard index





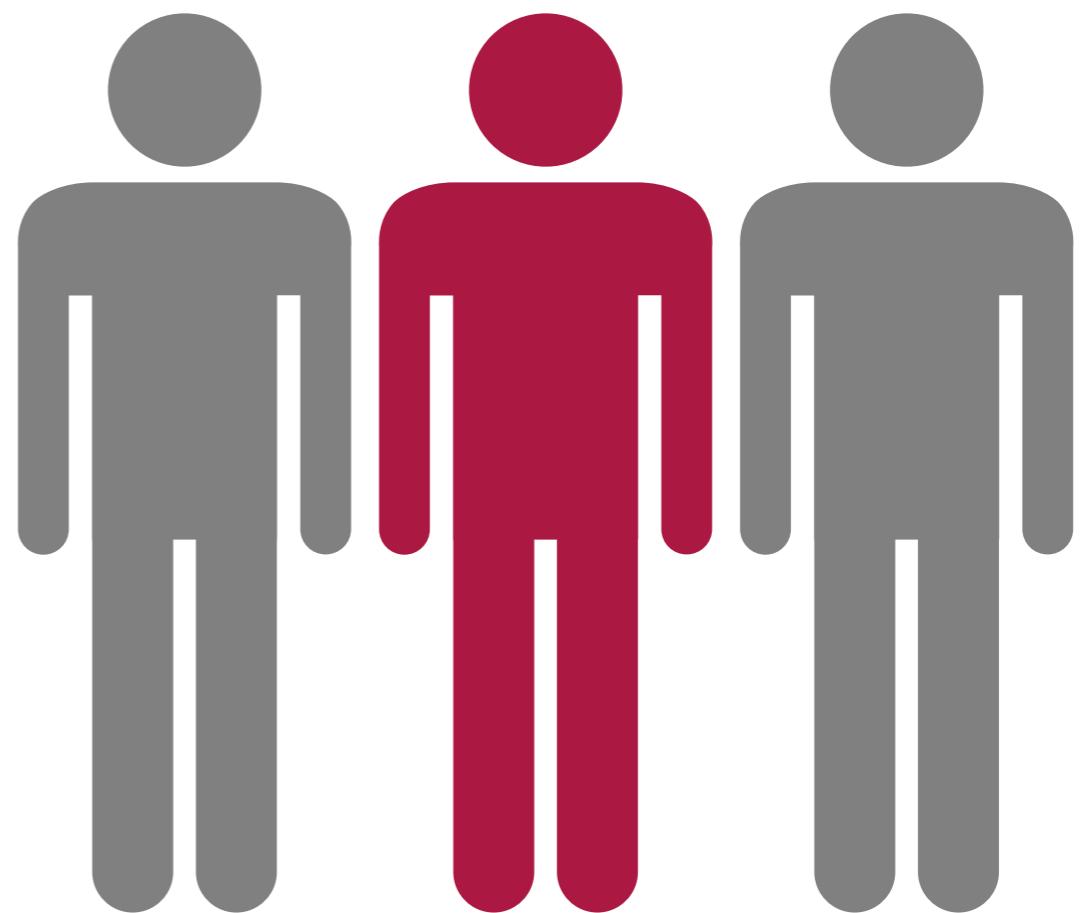
change in Jaccard index





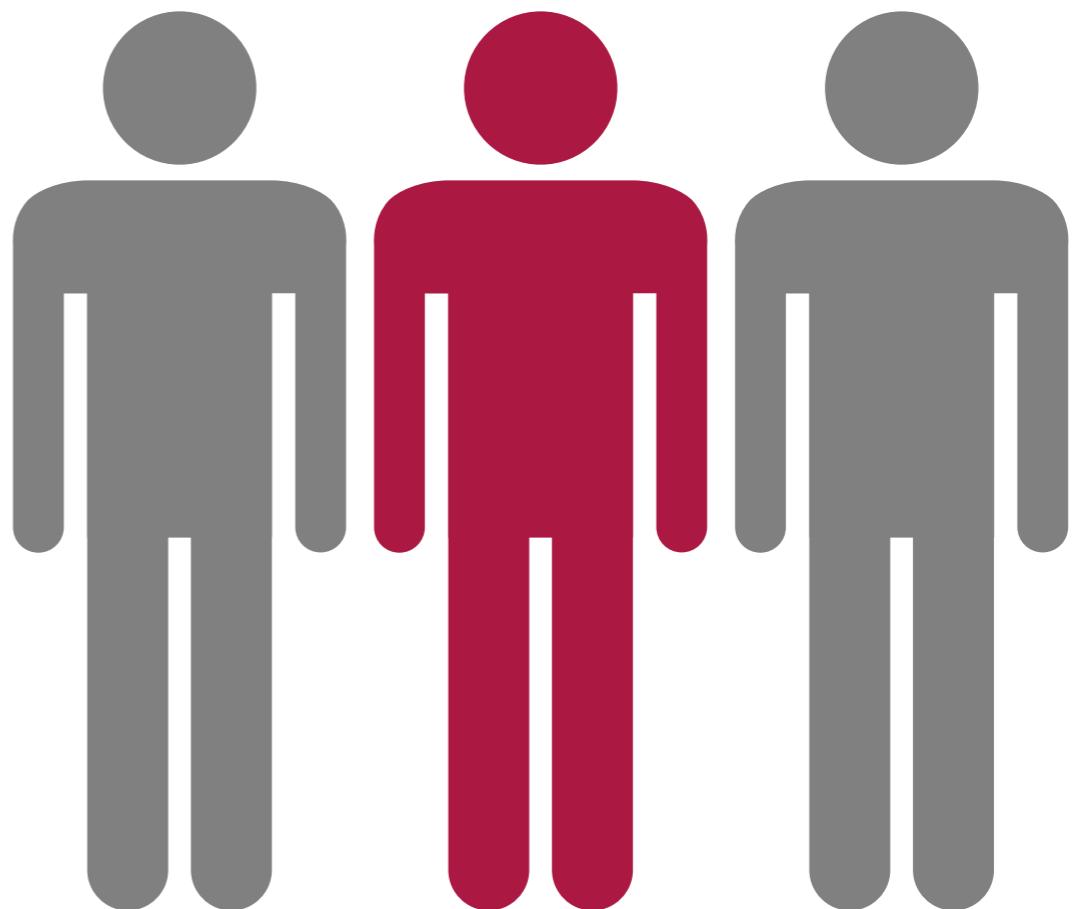
# Algorithmic Personalization isn't Personal

How do  
**recommendations** alter  
**group** behavior?



# Algorithmic Personalization isn't Personal

**Recommendations**  
**systems** push **groups** of  
users to have more  
**homogenous** behavior  
than they'd ideally have



# Understanding Decision Processes

*How do people decide what choices to make?*



## Chameleon Preferences

*How do the decisions people make depend on the people around them?*

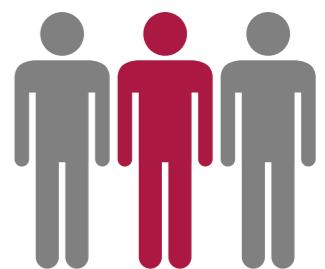


## Our Friends Inspire Us

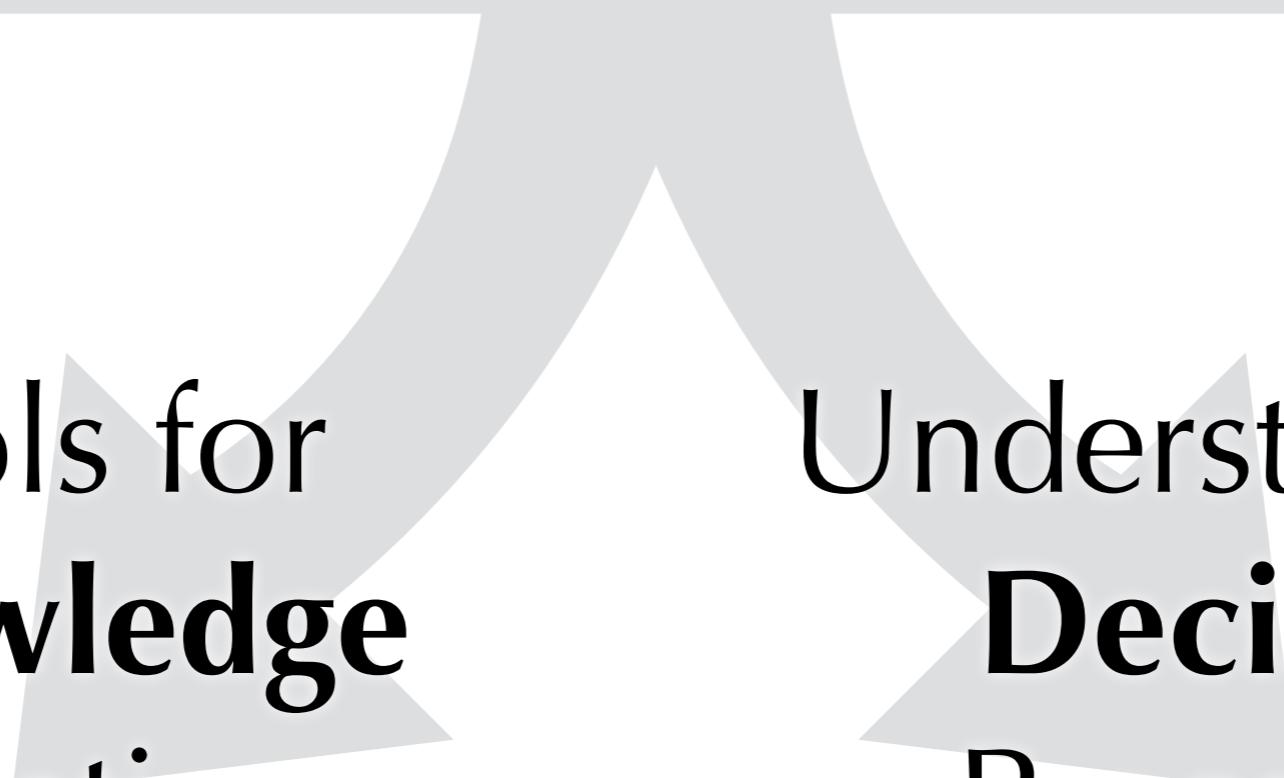
*How do we leverage social behavior to find better things to recommend for people?*

## Algorithmic Personalization isn't Personal

*How do recommendations alter group behavior?*

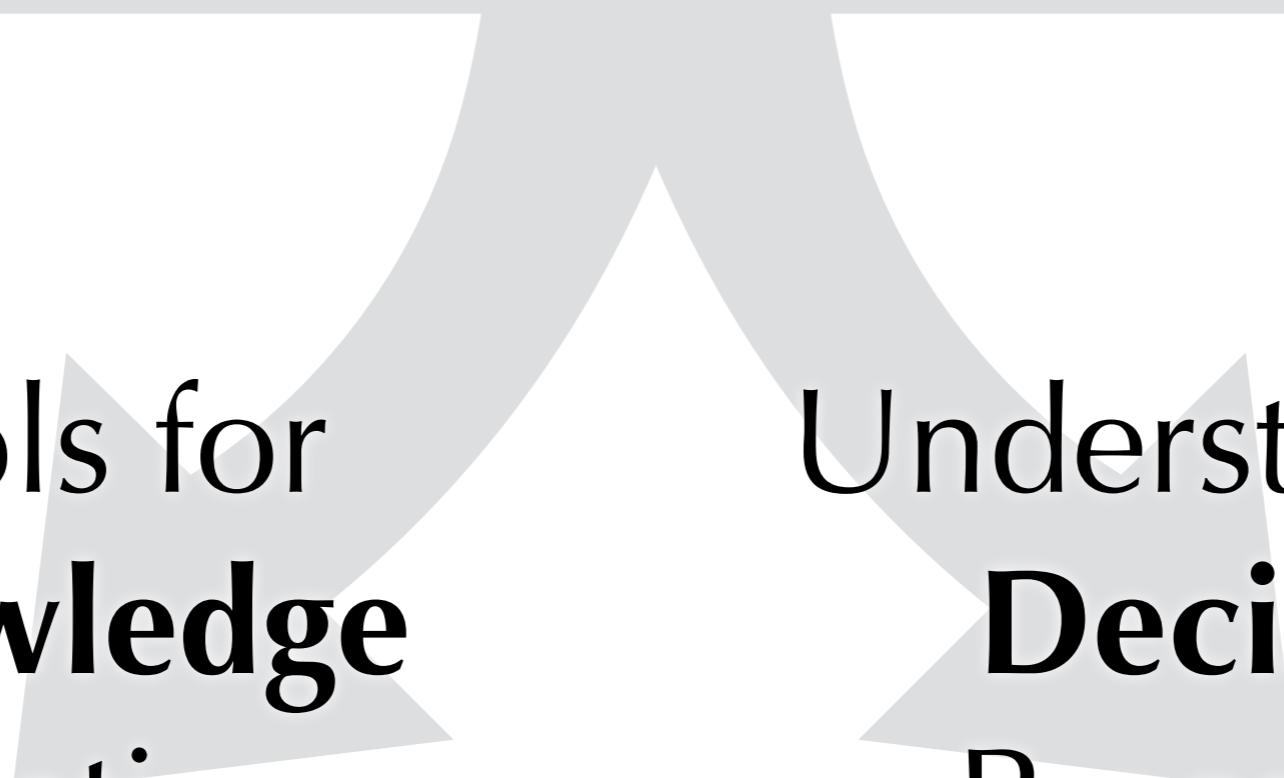


# Influencing Deliberation



Tools for  
**Knowledge**  
Creation

*How can we make it easier to  
create knowledge?*



Understanding  
**Decision**  
Processes

*How do people decide which  
choices to make?*

# Influencing Deliberation

Tools for  
**Knowledge Creation**

work with domain experts

develop new unsupervised  
machine learning

build interactive  
visualizations

Understanding  
**Decision Processes**

identify impacts of  
algorithmic confounding

build recommendation  
systems

explore issues of fairness,  
accountability, and  
transparency

# Influencing Deliberation

Tools for  
**Knowledge Creation**

Understanding  
**Decision Processes**

# Influencing Deliberation

Tools for  
**Knowledge Creation**

identifying  
propaganda



Understanding  
**Decision Processes**

# Influencing Deliberation

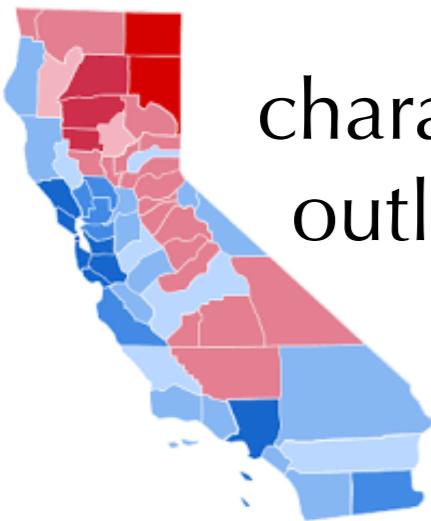
Tools for  
**Knowledge Creation**

identifying  
propaganda



Understanding  
**Decision Processes**

characterizing  
outlier votes



# Influencing Deliberation

## Tools for **Knowledge** Creation

identifying  
propaganda

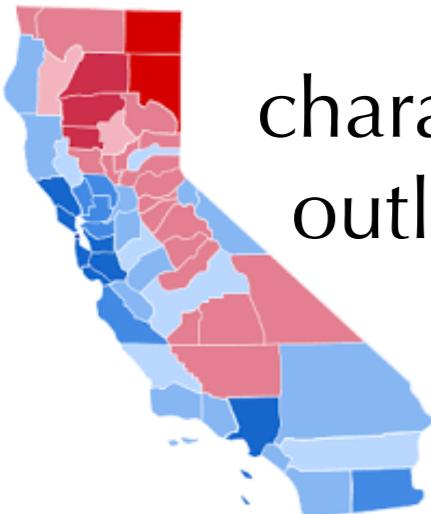


## Understanding **Decision** Processes

model preferences  
over time



characterizing  
outlier votes



# Influencing Deliberation

## Tools for **Knowledge** Creation

identifying  
propaganda

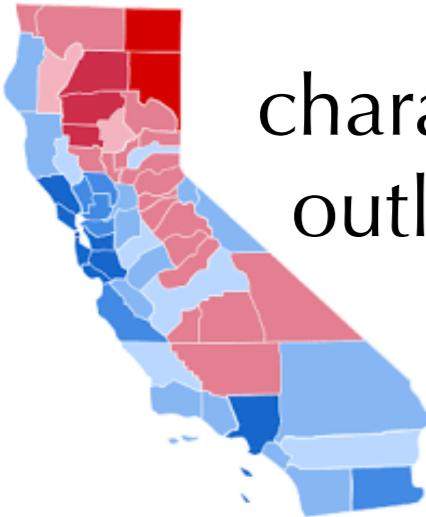


## Understanding **Decision** Processes

model preferences  
over time



characterizing  
outlier votes



disproportionate  
impact



# Influencing Deliberation

## Tools for **Knowledge** Creation

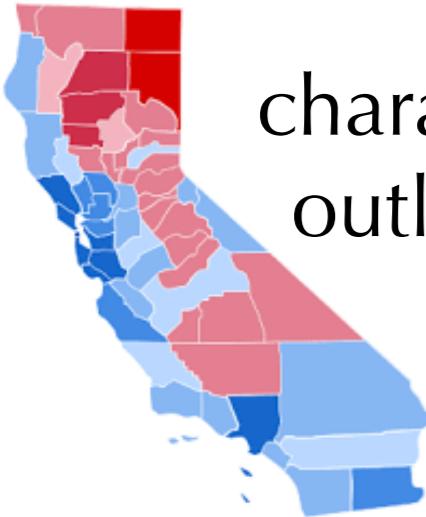
identifying  
propaganda



education &  
healthcare  
recommendations



characterizing  
outlier votes



## Understanding **Decision** Processes

model preferences  
over time



disproportionate  
impact



# thank you!

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Princeton Center for Information Technology Policy Seed Grant  
IC Postdoctoral Research Fellowship Program (ORISE, DOE & ODNI)