

Web Mining: Recommender Systems: Evaluation

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What is there to evaluate?

Quality dimensions

- ▶ **Predictive power**
 - ▶ Guess what users will like next
 - ▶ Tendency to inertia
- ▶ **Novelty**
 - ▶ Things I didn't know about
- ▶ **Serendipity**
 - ▶ Things I would very hardly find

Quality dimensions

- ▶ **Diversity**
 - ▶ Not always the same artists!
- ▶ **Safety / Robustness**
 - ▶ No other users are tampering with the recommendations
- ▶ **Privacy preserving**
 - ▶ Can other users infer my preferences?

Quality dimensions – owner's view

- ▶ **More sales**
 - ▶ That's what really matters
- ▶ **Better sales**
 - ▶ Sell what you want to sell
- ▶ **Loyalty**
 - ▶ Abandon rate
 - ▶ Gone client buys no product
- ▶ **Reputation**
 - ▶ Clients value the recommendations and talk about them

Evaluating recommender models/systems

- ▶ How can we measure the success of a recommender?
- ▶ Offline evaluation
 - ▶ Cheap, repeatable
 - ▶ Not the real thing, no user feedback

Evaluating recommender models/systems

- ▶ **Online evaluation**

- ▶ User interacts
- ▶ More expensive, interferes with business, not repeatable

Evaluating recommender models/systems

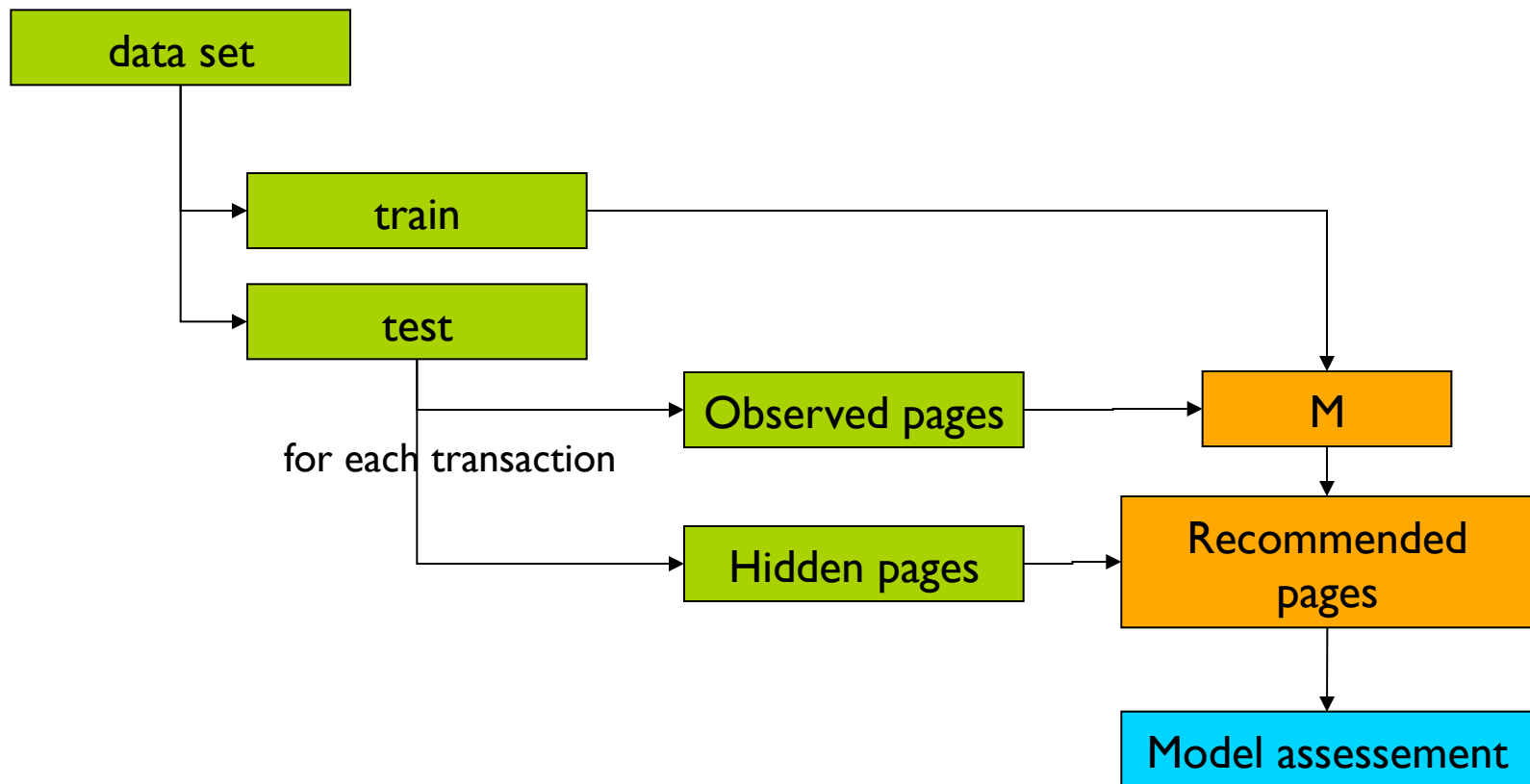
- ▶ **User studies**
 - ▶ User behavior, qualitative feedback
 - ▶ Expensive, limited samples



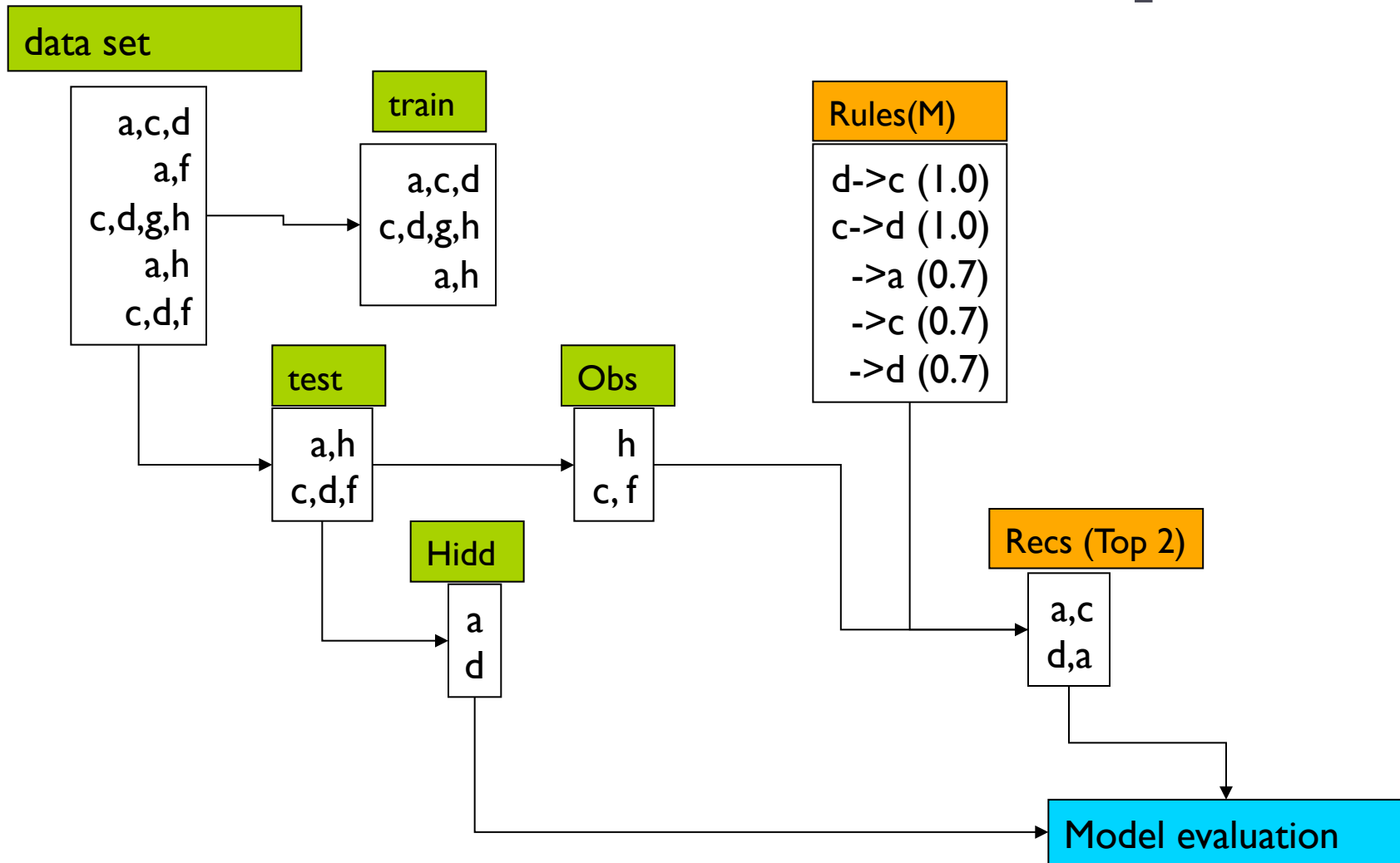
Offline Evaluation

Offline evaluation: All-but-one proc.

- ▶ Treino/teste e o protocolo “all-but-one”



Offline evaluation: All-but-one proc.



Measures for item recommendation (top-K)

Success measures

Recall: percentage of relevant items guessed

$$\text{Recall} = \frac{\#(\text{Hidden} \cap \text{Recommended})}{\# \text{Hidden}}$$

Precision: average quality of each recommendation

$$\text{Precision} = \frac{\#(\text{Hidden} \cap \text{Recommended})}{\# \text{Recommended}}$$

F1: combines recall and precision (harmonic mean)

$$\text{F1} = \frac{2 \times \text{recall} \times \text{precision}}{\text{recall} + \text{precision}}$$

Other success measures – top K

- ▶ Other measures

- ▶ Recall@K
- ▶ Precision@K
- ▶ MAP – mean average precision
 - ▶ AP@K - average of $P@1, P@2 \dots P@K$
 - ▶ MAP – average AP over N users
- ▶ NDCG – Normalized Discounted Cumulative Gain
 - ▶ consider K recommendations
 - ▶ fading sum of relevance of recommendations – DCG
 - ▶ divide by ideal DCG
- ▶ Any ranking measure
- ▶ ...

Measures for rating predictions

Success measures (ratings)

RMSE: root mean squared error

$$\text{RMSE} = \sqrt{\frac{1}{|\mathbf{T}|} \sum_{(u,i) \in \mathbf{T}} (\hat{r}_{ui} - r_{ui})^2}$$

MAE: mean average error

$$\text{MAE} = \frac{1}{|\mathbf{T}|} \sum_{(u,i) \in \mathbf{T}} |\hat{r}_{ui} - r_{ui}|$$



More info

Micro and macro averaging

▶ Example

- ▶ Hidden: ab, c, ac
- ▶ Rec: ac, ac, a

▶ Calculate Recall, Precision, F1

▶ **micro** and **macro** averaging

- ▶ Micro: average of small parts
- ▶ Macro: average of large parts (each user has same weight)

Hid	Recs	#hits	#hid	#recs	Recall	Prec	F1
a,b	a,c	1	2	2	?	?	?
c	a,c	1	1	2	?	?	?
a,c	a	1	2	1	?	?	?

Micro and macro averaging

▶ Example

- ▶ Hidden: ab, c, ac
- ▶ Rec: ac, ac, a

▶ Calculate Recall, Precision, F1

- ▶ **micro** and **macro** averaging
 - ▶ Micro: average of small parts
 - ▶ Macro: average of large parts

Hid	Recs	#hits	#hid	#recs	Recall	Prec	F1
a,b	a,c	1	2	2	?	?	?
c	a,c	1	1	2	?	?	?
a,c	a	1	2	1	?	?	?

Other evaluation procedures

- ▶ **What to guess**
 - ▶ Try to guess last item of each test session
 - ▶ Try to guess each item in the session from previous ones
- ▶ **Train / test**
 - ▶ older sessions to train, newer to test
 - ▶ sliding window
 - ▶ growing window

Resources

▶ Articles

- ▶ J. Breese, D. Heckerman, C. Kadie, and others, "Empirical analysis of predictive algorithms for collaborative filtering," Proceedings of the Fourteenth Conference on Uncertainty in Artificial Intelligence, vol. 461, 1998.

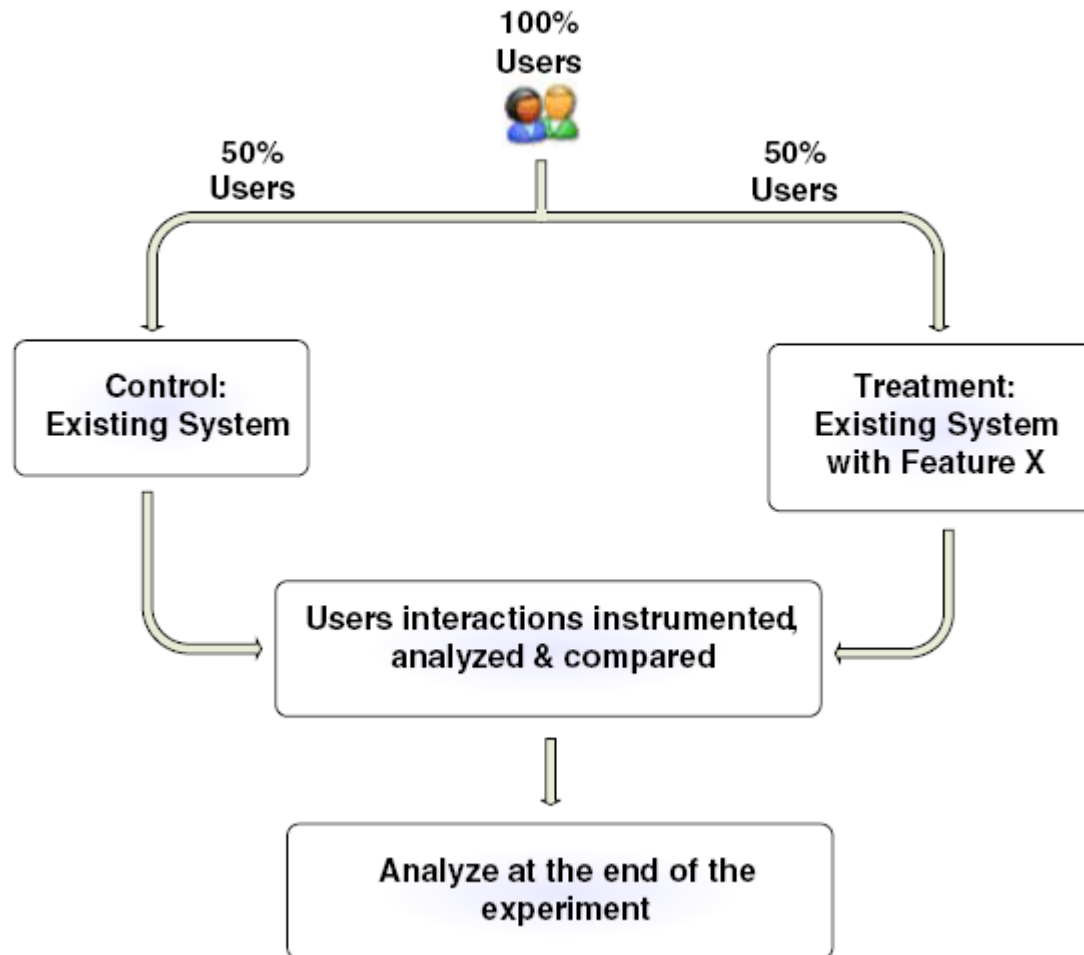


Online Evaluation

Why?

- ▶ **w.r.t. offline experiments**
 - ▶ the real thing, the real time
 - ▶ automation interferes with the site
 - ▶ need to continuously monitor
- ▶ **w.r.t. to the HIPPO (highest paid person's opinion)**
 - ▶ listen to the users!
 - ▶ great ideas may not be so great

Controlled experiments (A/B tests)



(Kohavi 2009)

Controlled experiments - verbum

- ▶ **Success metrics**
 - ▶ overall evaluation criterion is a good idea
- ▶ **Factors / variables**
 - ▶ what we want to try
 - ▶ with / without “treatment”
 - ▶ number of items on the screen, etc.
- ▶ **Experimental Unit**
 - ▶ subjects of test: typically users
 - ▶ what goes to control? What goes to treatment?

Controlled experiments - verbum

- ▶ **Null hypothesis H_0**

- ▶ with treatment or without is the same

- ▶ **Confidence level**

- ▶ Maximum admissible probability of observing extreme values of a given statistics when H_0 is true - $P(\text{acc } H_0 \mid H_0)$

- ▶ **Power**

- ▶ probability of correctly rejecting H_0 – $P(\text{rej } H_0 \mid \sim H_0)$

- ▶ **A/A test**

- ▶ placebo
 - ▶ H_0 should be rejected 5% of the times if confidence level is 95%

Issues

- ▶ Sample size
- ▶ Proportion
 - ▶ typically 50-50
- ▶ Robots
- ▶ Treatment ramp-up
 - ▶ monotonic ramp-up
 - ▶ automatic
 - ▶ abort if bug
- ▶ Automation

Implementation

- ▶ **randomization**
 - ▶ each user is randomly assigned to one group
 - ▶ once assigned should stick to that group (consistency)
- ▶ **time**
 - ▶ a new feature may fail because it is too slow
- ▶ **where/how to split**
 - ▶ proxy / server

Resources

▶ Book

- ▶ Web Data Mining, Bing Liu

▶ Articles

- ▶ Ron Kohavi, Roger Longbotham, Dan Sommerfield, Randal M. Henne: Controlled experiments on the web: survey and practical guide. Data Min. Knowl. Discov. 18(1): 140-181 (2009)
- ▶ Ron Kohavi, Randal M. Henne, Dan Sommerfield: Practical guide to controlled experiments on the web: listen to your customers not to the hippo. KDD 2007: 959-967
- ▶ google “DBLP Ron Kohavi”