

Predicting Familiarity in Recommender Systems

Group 7

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Problem

RQ: How does familiarity impact the recommender system experience?

- Do users prefer to be recommended more familiar items?
- Do users prefer to be recommended less familiar items?
- Does this preference vary between users?
- Does this preference vary over time?

To answer this question, we need a way to manipulate familiarity experimentally.

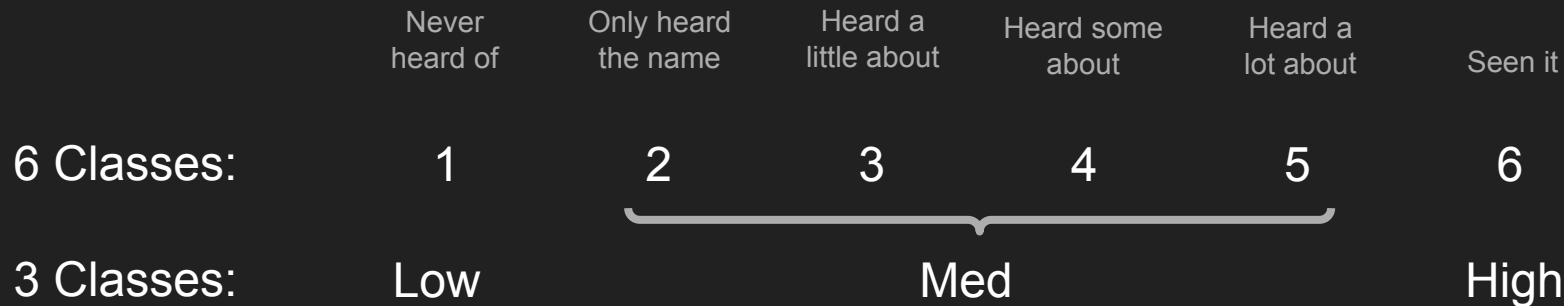
Our approach was to build a model that could predict familiarity (accurately).

Dataset

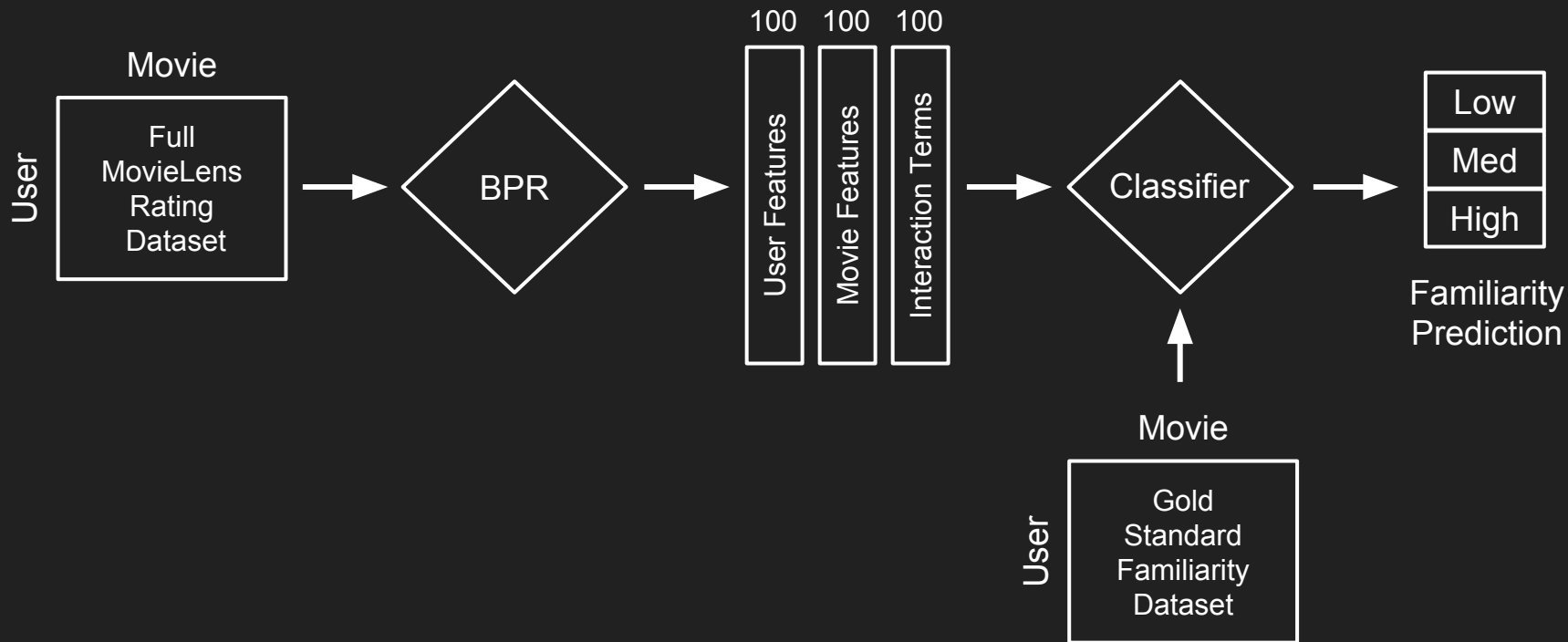
Collected a gold standard familiarity dataset on MovieLens users.

- 1,000 MovieLens users
- 40,000 (user, movie, familiarity) data points

Familiarity was measured on a 6-point ordinal scale, condensed to a 3-point scale.



Approach



Models and Algorithms

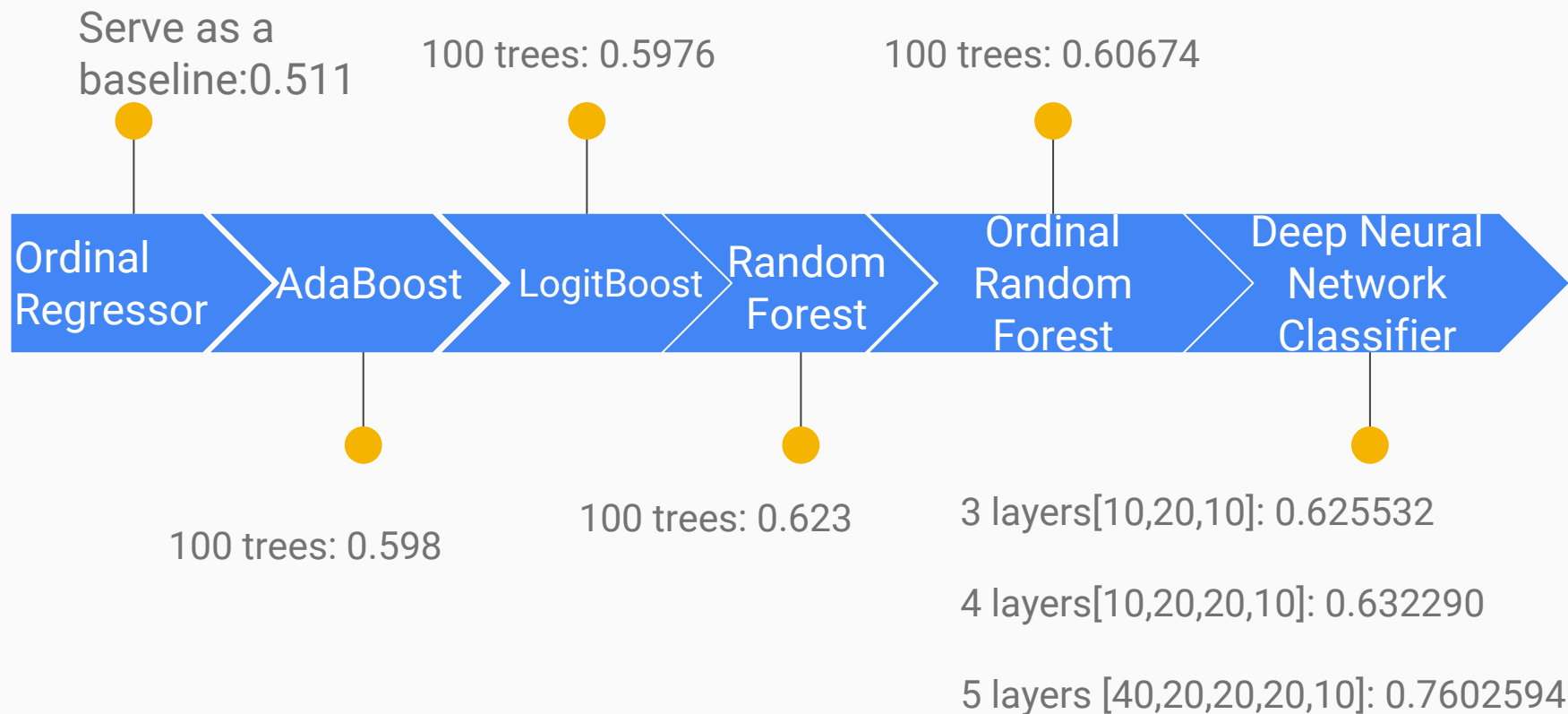
Matrix Factorization Models

- BPR
- AdaptiveBPR
- WRMF
- FunkSVD

Classification Models

- OrdRec
- AdaBoost
- LogitBoost
- RandomForest
- Ordinal Random Forest
- Deep Neural Networks

K-folder Cross Validation Results



Random Forest Vs Ordinal Random Forest

- Accuracy
 - Non-ordinal random forest: 0.61454
 - Ordinal random forest: 0.60674
- Confusion matrix
 - Non-ordinal random forest:

predict/true	1	2	3
1	13795	4848	2581
2	1510	4425	2298
3	1055	3107	6331

Ordinal random forest:

predict/true	1	2	3
1	13789	4947	2473
2	1762	3912	2199
3	809	3521	6538

Experimental Setup

Evaluation Metrics

- Accuracy
- Per-class accuracy
- Confusion matrices

Crossfold Validation Approaches

- K folds
- K stratified folds
- K out of sample folds

Out of Sample Validation Results

Algorithm	Parameters	Mean (Std Dev) Accuracy
Baseline	Popularity	47.65% (1.36%)
OrdRec		54.97% (1.92%)
Random Forest	300 Trees	53.03% (0.88%)
AdaBoost	300 Trees	53.53% (1.51%)
LogitBoost	300 Trees	56.55% (1.10%)
Neural Network	4 Layers	57.35% (2.22%)
Neural Network	5 Layers	57.92% (1.07%)
Neural Network	6 Layers	57.34% (2.40%)

Next Steps

Neural Networks

- Pretraining
- Ordinal Classification

Synthetic Training Data

Thanks!