CSE 258 – Lecture 7

Web Mining and Recommender Systems

Recommender Systems

Announcements

- Assignment 1 is out
- It will be due in week 8 on Monday at 5pm
- HW3 will help you set up an initial solution
- HW1 solutions will be posted to Piazza in the next few days

The goal of recommender systems is...

To help people discover new content

Recommendations for You in Amazon Instant Video See more









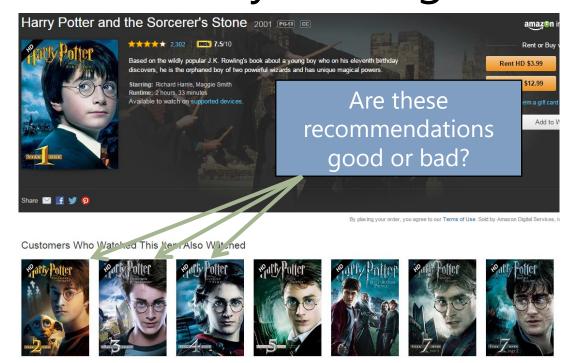






The goal of recommender systems is...

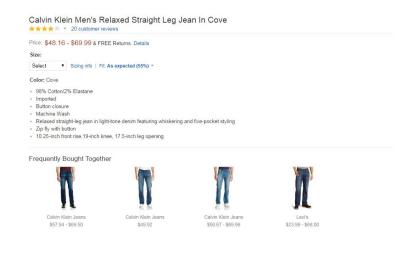
 To help us find the content we were already looking for



The goal of recommender systems is...

To discover which things go together





Customers Who Bought This Item Also Bought













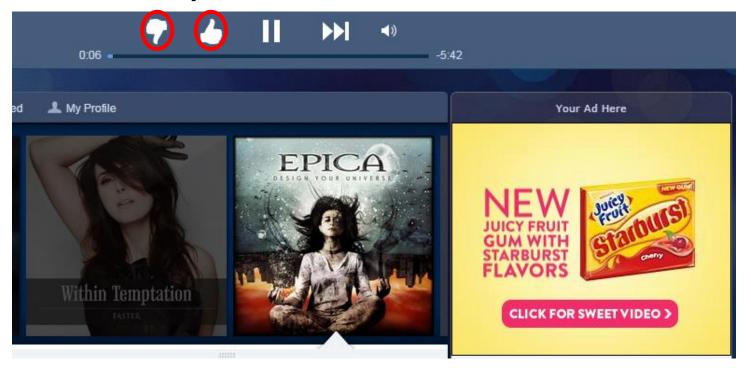




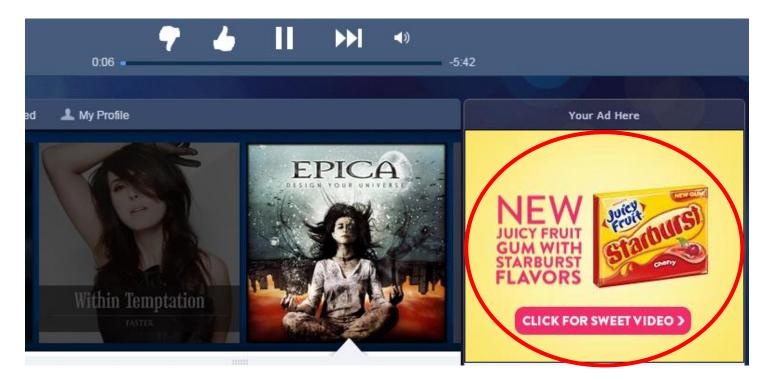


The goal of recommender systems is...

 To personalize user experiences in response to user feedback



- The goal of recommender systems is...
 - To recommend incredible products that are relevant to our interests



The goal of recommender systems is...

To identify things that we like



The goal of recommender systems is...

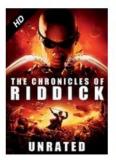
To help people discover new content

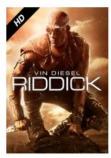
To he To model people's preferences, opinions, and behavior ces in ces in

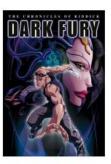
To identify things that we like

Suppose we want to build a movie recommender

e.g. which of these films will I rate highest?









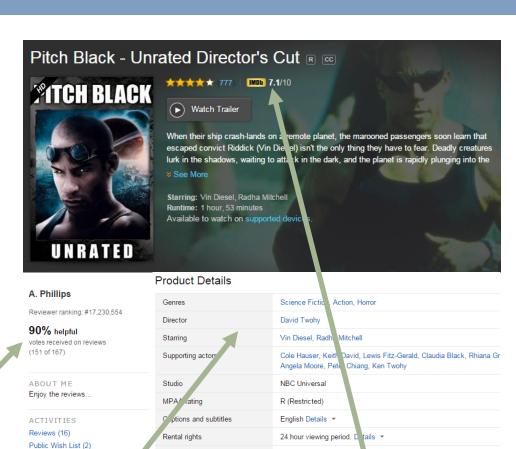








We already have a few tools in our "supervised learning" toolbox that may help us



Stream instantly and down and to 2 locations Details .

Amazon Instant Video (streaming online video and digital download)

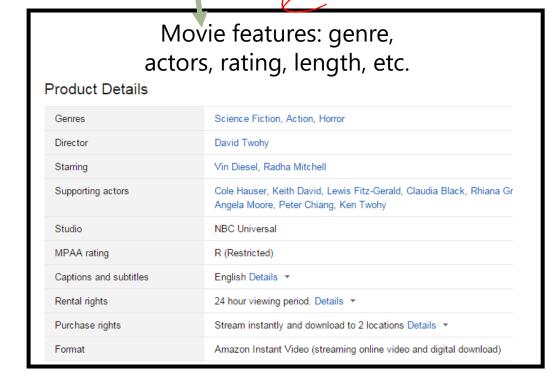
Purchase rights

Format

 $f(\text{user features}, \text{movie features}) \xrightarrow{?} \text{star rating}$

Listmania Lists (2) Tagged Items (1)

 $f(\text{user features}, \text{movie features}) \stackrel{?}{\rightarrow} \text{star rating}$



User features: age, gender, location, etc.

A. Phillips

Reviewer ranking: #17,230,554

90% helpful

votes received on reviews (151 of 167)

ABOUT ME

Enjoy the reviews...

ACTIVITIES

Reviews (16)

Public Wish List (2)

Listmania Lists (2)

Tagged Items (1)

 $f(\text{user features}, \text{movie features}) \xrightarrow{?} \text{star rating}$

With the models we've seen so far, we can build predictors that account for...

- Do women give higher ratings than men?
- Do Americans give higher ratings than Australians?
- Do people give higher ratings to action movies?
- Are ratings higher in the summer or winter?
- Do people give high ratings to movies with Vin Diesel?

So what **can't** we do yet?

 $f(\text{user features}, \text{movie features}) \stackrel{?}{\rightarrow} \text{star rating}$

Consider the following linear predictor (e.g. from week 1):

 $f(\text{user features}, \text{movie features}) = \langle \phi(\text{user features}); \phi(\text{movie features}), \theta \rangle$ $\langle \phi(\text{user}), \phi(\text{user}) \rangle + \langle \phi(\text{novie}), \phi(\text{novie}) \rangle$

But this is essentially just two separate predictors!

```
f(\text{user features}, \text{movie features}) =
= \langle \phi(\text{user features}), \theta_{\text{user}} \rangle + \langle \phi(\text{movie features}), \theta_{\text{movie}} \rangle
```

user predictor

movie predictor

That is, we're treating user and movie features as though they're **independent!**

But these predictors should (obviously?) not be independent

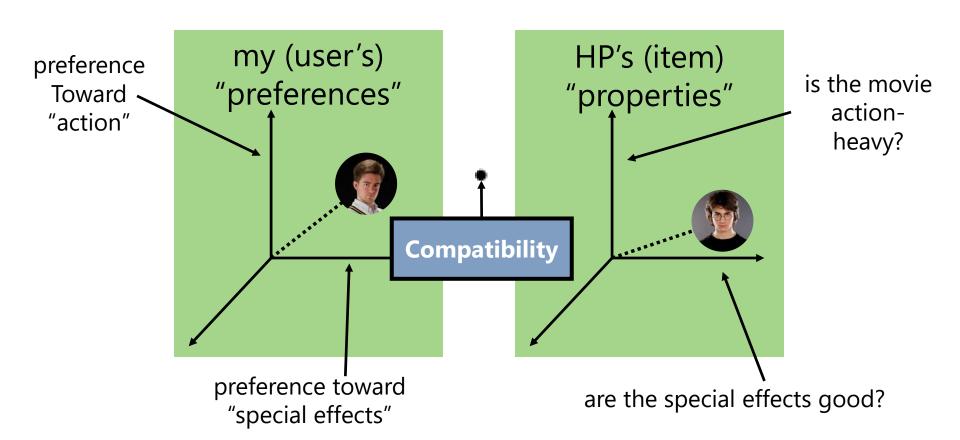
f(user features, movie features) = f(user) + f(movie)

do I tend to give high ratings?

does the population tend to give high ratings to this genre of movie?

But what about a feature like "do I give high ratings to **this genre** of movie"?

Recommender Systems go beyond the methods we've seen so far by trying to model the **relationships** between people and the items they're evaluating



Today

Recommender Systems

- 1. Collaborative filtering
- (performs recommendation in terms of user/user and item/item similarity)
 - 2. Assignment 1
- 3. (next lecture) Latent-factor models (performs recommendation by projecting users and items into some low-dimensional space)
 - 4. (next lecture) The Netflix Prize

Defining similarity between users & items

Q: How can we measure the similarity between two users?A: In terms of the items they purchased!

Q: How can we measure the similarity between two **items?**

A: In terms of the users who purchased them!

Defining similarity between users & items

e.g.: Amazon



Calvin Klein Men's Relaxed Straight Leg Jean In Cove

★★★★ ▼ 20 customer reviews

Price: \$48.16 - \$69.99 & FREE Returns. Details

Size:

Select ▼ Sizing info | Fit: As expected (55%) ▼

Color: Cove

- 98% Cotton/2% Elastane
- Imported
- Button closure
- Machine Wash
- · Relaxed straight-leg jean in light-tone denim featuring whiskering and five-pocket styling
- · Zip fly with button
- 10.25-inch front rise,19-inch knee, 17.5-inch leg opening

Frequently Bought Together



Calvin Klein Jeans



Calvin Klein Jeans \$50.67 - \$69.99





Customers Who Viewed This Item Also Viewed





















Customers Who Bought This Item Also Bought





















Definitions

Definitions

 I_u = set of items purchased by user u

 U_i = set of users who purchased item i

Definitions

Or equivalently... $R = \left(\begin{array}{ccc} 1 & 0 & \cdots & 1 \\ 0 & 0 & & 1 \\ \vdots & & \ddots & \vdots \\ 1 & 0 & \cdots & 1 \end{array}\right) \text{ users}$

 R_u = binary representation of items purchased by u $R_{.,i}$ = binary representation of users who purchased i

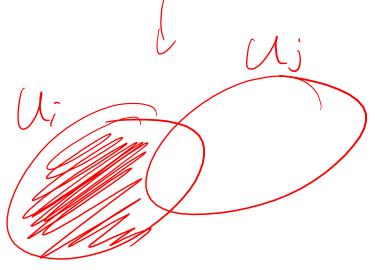
$$I_u = \left\{ i / \mathcal{R}_{ui} - 1 \right\} \quad U_i = \left\{ \omega / \mathcal{R}_{ui} - 1 \right\}$$

0. Euclidean distance

Euclidean distance:

e.g. between two items i,j (similarly defined between two users)

$$|U_i \setminus U_j| + |U_j \setminus U_j| = ||R_i - R_j||$$



0. Euclidean distance

Euclidean distance:

e.g.: U_1 = {1,4,8,9,11,23,25,34}
U_2 = {1,4,6,8,9,11,23,25,34,35,38}
U_3 = {4}
U_4 = {5}

$$|U_1 \setminus U_2| + |U_2 \setminus U_1| =$$

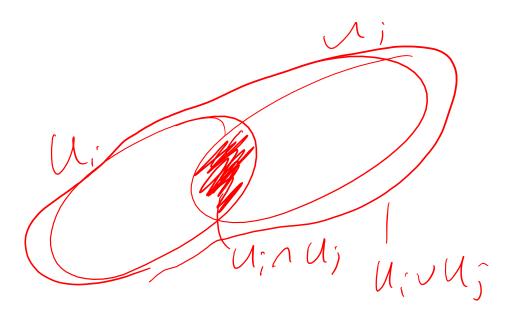
$$|U_3 \setminus U_4| + |U_3 \setminus U_4| =$$

Problem: favors small sets, even if they have few elements in common

1. Jaccard similarity

$$\operatorname{Jaccard}(A, B) = \underbrace{A \circ B}_{A \circ B}$$

$$\operatorname{Jaccard}(U_i, U_j) = \underbrace{A \circ B}_{A \circ B}$$

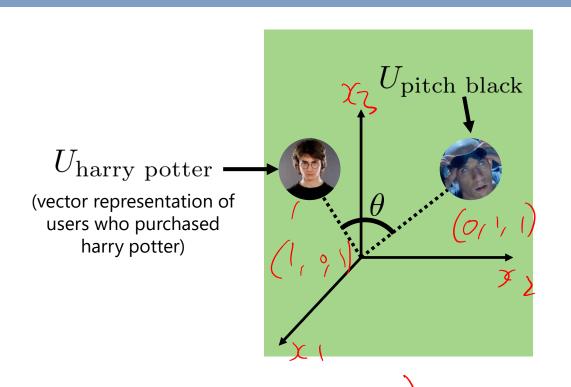


- → Maximum of 1 if the two users purchased **exactly the same** set of items

 (or if two items were purchased by the same set of users)
- → Minimum of 0 if the two users purchased **completely disjoint** sets of items

 (or if the two items were purchased by completely disjoint sets of users)

2. Cosine similarity



$$\cos(\theta) = 1$$

(theta = 0) \rightarrow A and B point in exactly the same direction

$$\cos(\theta) = -1$$

(theta = 180) \rightarrow A and B point in opposite directions (won't actually happen for 0/1 vectors)

$$\cos(\theta) = 0$$
 (theta = 90) \rightarrow A and B are orthogonal

$$Cos(Q) = U(1-U)$$

$$U(1-U)$$

$$U(1-U)$$

$$U(1-U)$$

$$U(1-U)$$

$$U(1-U)$$

2. Cosine similarity

Why cosine?

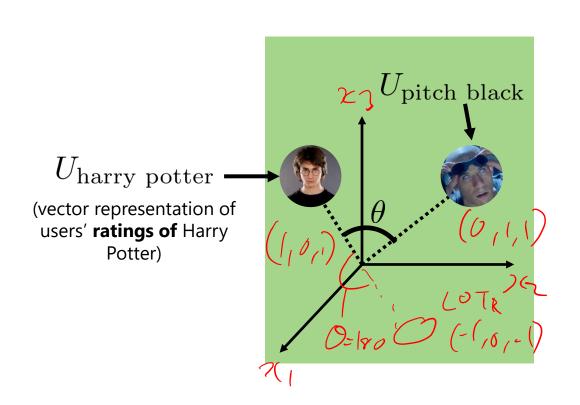
- Unlike Jaccard, works for arbitrary vectors
- E.g. what if we have **opinions** in addition to purchases?

$$R = \begin{pmatrix} 1 & 0 & \cdots & 1 \\ 0 & 0 & & 1 \\ \vdots & & \ddots & \vdots \\ 1 & 0 & \cdots & 1 \end{pmatrix} \xrightarrow{\begin{pmatrix} -1 & 0 & \cdots & 1 \\ 0 & 0 & & -1 \\ \vdots & & \ddots & \vdots \\ 1 & 0 & \cdots & -1 \end{pmatrix}}$$

$$\begin{array}{c} \text{bought and } \text{liked} \\ \text{didn't buy} \\ \text{bought and } \text{hated} \end{array}$$

2. Cosine similarity

E.g. our previous example, now with "thumbs-up/thumbs-down" ratings



$$\cos(\theta) = 1$$

(theta = 0) \rightarrow Rated by the same users, and they all agree

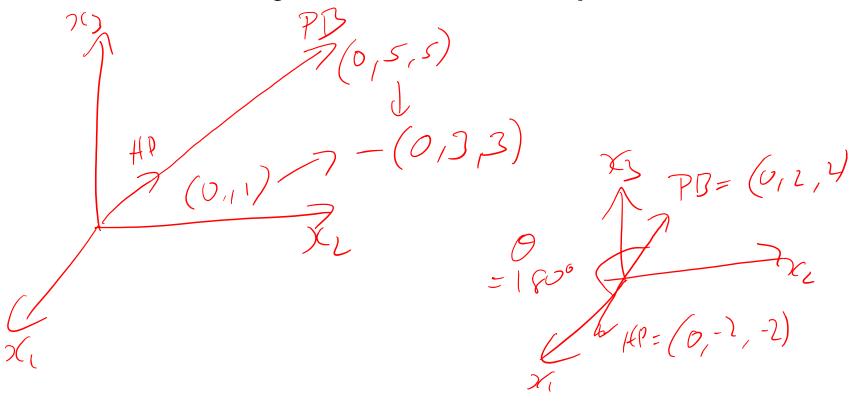
$$\cos(\theta) = -1$$
 (theta = 180) \rightarrow Rated by the same users, but they **completely disagree** about it

$$cos(\theta) = 0$$
(theta = 90) \rightarrow Rated by different sets of users

What if we have numerical ratings (rather than just thumbs-up/down)?

$$R = \begin{pmatrix} -1 & 0 & \cdots & 1 \\ 0 & 0 & & -1 \\ \vdots & & \ddots & \vdots \\ 1 & 0 & \cdots & -1 \end{pmatrix} \longrightarrow \begin{pmatrix} 4 & 0 & \cdots & 2 \\ 0 & 0 & & 3 \\ \vdots & & \ddots & \vdots \\ 5 & 0 & \cdots & 1 \end{pmatrix}$$
 bought and **liked** didn't buy

What if we have numerical ratings (rather than just thumbs-up/down)?



What if we have numerical ratings (rather than just thumbs-up/down)?

- We wouldn't want 1-star ratings to be parallel to 5star ratings
 - So we can subtract the average values are then negative for below-average ratings and positive for above-average ratings

$$\operatorname{Sim}(u,v) = \frac{\sum_{i \in I_u \cap I_v} (R_{u,i} - \bar{R_u})(R_{v,i} - \bar{R_v})}{\sqrt{\sum_{i \in I_u \cap I_v} (R_{u,i} - \bar{R_u})^2 \sum_{i \in I_u \cap I_v} (R_{v,i} - \bar{R_v})^2}}$$

Compare to the cosine similarity:

Pearson similarity (between users):

items rated by both users average rating by user v

$$Sim(u, v) = \frac{\sum_{i \in I_u \cap I_v} (R_{u,i} - \bar{R_u})(R_{v,i} - \bar{R_v})}{\sqrt{\sum_{i \in I_u \cap I_v} (R_{u,i} - \bar{R_u})^2 \sum_{i \in I_u \cap I_v} (R_{v,i} - \bar{R_v})^2}}$$

Cosine similarity (between users):

$$Sim(u, v) = \frac{\sum_{i \in I_u \cap I_v} R_{u,i} R_{v,i}}{\sqrt{\sum_{i \in I_u \cap I_v} R_{u,i}^2 \sum_{i \in I_u \cap I_v} R_{v,i}^2}}$$

How does amazon generate their recommendations?

Given a product:



Let U_i be the set of users who viewed it

Rank products according to: $\frac{|U_i \cap U_j|}{|U_i \cup U_j|}$ (or cosine/pearson)





















84

.82

.7

...

Can also use similarity functions to estimate ratings:

$$\Gamma(u_{1i}) = \frac{1}{2} \sum_{j \in I_n} S_n(i,j) \Gamma_{u_j}$$

$$\frac{1}{2} = \sum_{j \in I_n} S_n(i,j)$$

$$\frac{1}{2} = \sum_{j \in I_n} S_n(i,j)$$

Note: (surprisingly) that we built something pretty useful out of **nothing but rating data** – we didn't look at any features of the products whatsoever

But: we still have a few problems left to address...

- 1. This is actually kind of slow given a huge enough dataset if one user purchases one item, this will change the rankings of every other item that was purchased by at least one user in common
- 2. Of no use for **new users** and **new items** ("coldstart" problems
 - 3. Won't necessarily encourage diverse results

Questions

CSE 258 – Lecture 7

Web Mining and Recommender Systems

Latent-factor models

So far we've looked at approaches that try to define some definition of user/user and item/item **similarity**

Recommendation then consists of

- Finding an item i that a user likes (gives a high rating)
- Recommending items that are similar to it (i.e., items j with a similar rating profile to i)

What we've seen so far are unsupervised approaches and whether the work depends highly on whether we chose a "good" notion of similarity

So, can we perform recommendations via **supervised** learning?

e.g. if we can model

 $f(\text{user features}, \text{movie features}) \rightarrow \text{star rating}$

Then recommendation will consist of identifying

 $recommendation(u) = \arg\max_{i \in \text{unseen items}} f(u, i)$

The Netflix prize

In 2006, Netflix created a dataset of **100,000,000** movie ratings Data looked like:

The goal was to reduce the (R)MSE at predicting ratings:

$$\mathrm{RMSE}(f) = \sqrt{\frac{1}{N} \sum_{u,i,t \in \mathrm{test \ set}} (f(u,i,t) - r_{u,i,t})^2}$$
 model's prediction ground-truth

Whoever first manages to reduce the RMSE by **10%** versus Netflix's solution wins **\$1,000,000**

The Netflix prize

This led to **a lot** of research on rating prediction by minimizing the Mean-Squared Error

NETFLIX

(it also led to a lawsuit against Netflix, once somebody managed to de-anonymize their data)

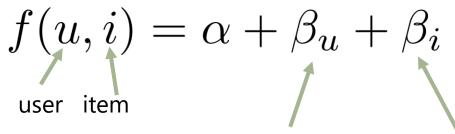
We'll look at a few of the main approaches

Let's start with the simplest possible model:

$$f(u,i) = \alpha$$
 user item

$$MSE(f) = Va(R)$$

What about the **2nd** simplest model?



how much does this user tend to rate things above the mean?

does this item tend to receive higher ratings than others

e.g.

$$\alpha = 4.2$$



$$\beta_{\mathrm{pitch\ black}} = -0.1$$

$$\beta_{\text{iulian}} = -0.2$$



$$f(u,i) = \alpha + \beta_u + \beta_i$$

This is a linear model!

$$\Phi(u,i) = [1/80°0...1...00]$$

$$Position u position i$$

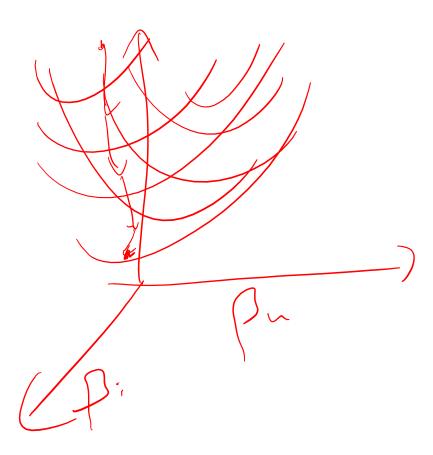
$$Q = [X] \quad \beta u \quad \beta i$$

The optimization problem becomes:

$$\arg\min_{\alpha,\beta} \sum_{u,i} (\alpha + \beta_u + \beta_i - R_{u,i})^2 + \lambda \left[\sum_u \beta_u^2 + \sum_i \beta_i^2 \right]$$
 error regularizer

Jointly convex in \beta_i, \beta_u. Can be solved by iteratively removing the mean and solving for beta

Jointly convex?



Differentiate:

$$\arg\min_{\alpha,\beta} \sum_{u,i} (\alpha + \beta_u + \beta_i - R_{u,i})^2 + \lambda \left[\sum_u \beta_u^2 + \sum_i \beta_i^2 \right]$$

$$306j = \sum_{i \in I_u} (x + \beta_u + \beta_i - l_u) + 2Afa$$

$$56be - bc Pu: -APn-In Pu = \sum_{i \in I_u} (x + \beta_i - R_{u,i})$$

$$Pu = -\sum_{i \in I_u} (x + \beta_i - R_{u,i})$$

$$A + |I_u|$$

Iterative procedure – repeat the following updates until convergence:

$$\alpha = \frac{\sum_{u,i \in \text{train}} (R_{u,i} - (\beta_u + \beta_i))}{N_{\text{train}}}$$

$$\beta_u = \frac{\sum_{i \in I_u} R_{u,i} - (\alpha + \beta_i)}{\lambda + |I_u|}$$

$$\beta_i = \frac{\sum_{u \in U_i} R_{u,i} - (\alpha + \beta_u)}{\lambda + |U_i|}$$

(exercise: write down derivatives and convince yourself of these update equations!)

One variable at a time or all at once?

Looks good (and actually works surprisingly well), but doesn't solve the basic issue that we started with

```
f(\text{user features}, \text{movie features}) =
= \langle \phi(\text{user features}), \theta_{\text{user}} \rangle + \langle \phi(\text{movie features}), \theta_{\text{movie}} \rangle
```

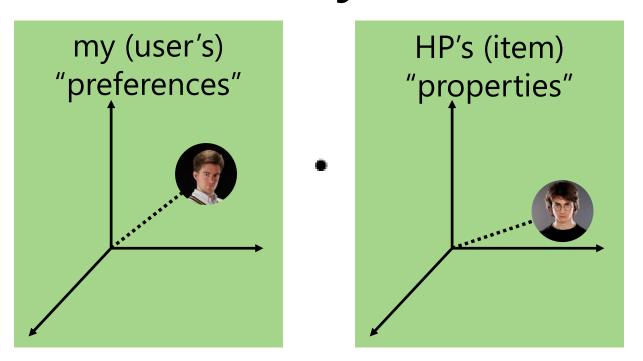
user predictor

movie predictor

That is, we're **still** fitting a function that treats users and items independently

Recommending things to people

How about an approach based on dimensionality reduction?



i.e., let's come up with low-dimensional representations of the users and the items so as to best explain the data

Dimensionality reduction

We already have some tools that ought to help us, e.g. from week 3:

$$R = \begin{pmatrix} 5 & 3 & \cdots & 1 \\ 4 & 2 & & 1 \\ 3 & 1 & & 3 \\ 2 & 2 & & 4 \\ 1 & 5 & & 2 \\ \vdots & \ddots & \vdots \\ 1 & 2 & \cdots & 1 \end{pmatrix}$$

What is the best lowrank approximation of *R* in terms of the meansquared error?

Dimensionality reduction

We already have some tools that ought to help us, e.g. from week 3:

$$R = egin{pmatrix} 5 & 3 & \cdots & 1 \ 4 & 2 & 1 \ 3 & 1 & 3 \ \end{bmatrix}$$
 (square roots of) eigenvalues of RR^T $R = U\Sigma V^T$ Decomposition $R = U\Sigma V^T$ eigenvectors of RR^T eigenvectors of R^TR

The "best" rank-K approximation (in terms of the MSE) consists of taking the eigenvectors with the highest eigenvalues

Dimensionality reduction

But! Our matrix of ratings is only partially observed; and it's **really big!**

$$R = \begin{pmatrix} 5 & 3 & \cdots & \cdot \\ 4 & 2 & & 1 \\ 3 & \cdot & & 3 \\ \cdot & 2 & & 4 \\ 1 & 5 & & & \\ \vdots & & \ddots & \vdots \\ 1 & 2 & \cdots & \cdot \end{pmatrix}$$
 Missing ratings

SVD is **not defined** for partially observed matrices, and it is **not practical** for matrices with 1Mx1M+ dimensions

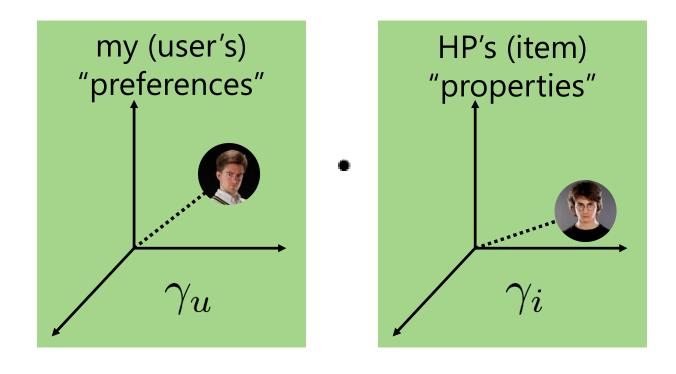
Instead, let's solve approximately using gradient descent

$$R = \begin{pmatrix} 5 & 3 & \cdots & \cdot \\ 4 & 2 & & 1 \\ 3 & \cdot & & 3 \\ \cdot & 2 & & 4 \\ 1 & 5 & & \cdot \\ \vdots & & \ddots & \vdots \\ 1 & 2 & \cdots & \cdot \end{pmatrix} \text{ users } \begin{pmatrix} \text{K-dimensional representation of each item} \\ R \simeq UV^T \\ \text{K-dimensional representation of each user} \\ \text{K-dimensional representation}$$

items

Let's write this as:

$$f(u,i) = \alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i$$



Let's write this as:

$$f(u,i) = \alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i$$

Our optimization problem is then

$$\arg\min_{\alpha,\beta,\gamma} \sum_{u,i} (\alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i - R_{u,i})^2 + \lambda \left[\sum_{u} \beta_u^2 + \sum_{i} \beta_i^2 + \sum_{i} \|\gamma_i\|_2^2 + \sum_{u} \|\gamma_u\|_2^2 \right]$$

error

regularizer

Problem: this is certainly not convex

Oh well. We'll just solve it approximately

Observation: if we know either the user or the item parameters, the problem becomes easy

$$f(u,i) = \alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i$$

e.g. fix gamma_i – pretend we're fitting parameters for features

$$\arg\min_{\alpha,\beta,\gamma} \sum_{u,i} (\alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i - R_{u,i})^2 + \lambda \left[\sum_{u} \beta_u^2 + \sum_{i} \beta_i^2 + \sum_{i} \|\gamma_i\|_2^2 + \sum_{u} \|\gamma_u\|_2^2 \right]$$

This gives rise to a simple (though approximate) solution

objective:

$$\arg\min_{\alpha,\beta,\gamma} \sum_{u,i} (\alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i - R_{u,i})^2 + \lambda \left[\sum_u \beta_u^2 + \sum_i \beta_i^2 + \sum_i \|\gamma_i\|_2^2 + \sum_u \|\gamma_u\|_2^2 \right]$$

$$= \arg\min_{\alpha,\beta,\gamma} objective(\alpha,\beta,\gamma)$$

- 1) fix γ_i . Solve $\arg\min_{\alpha,\beta,\gamma_u} objective(\alpha,\beta,\gamma)$
- 2) fix γ_u . Solve $\arg\min_{\alpha,\beta,\gamma_i} objective(\alpha,\beta,\gamma)$

3,4,5...) repeat until convergence

Each of these subproblems is "easy" – just regularized least-squares, like we've been doing since week 1. This procedure is called **alternating least squares.**

Observation: we went from a method which uses **only** features:

 $f(\text{user features}, \text{movie features}) \rightarrow \text{star rating}$

User features: age, gender, location, etc.	Movie features: genre, actors, rating, length, etc.	
•	Genres	Science Fiction, Action, Horror
A. Phillips	Director	David Twohy
Reviewer ranking: #17,230,554	Starring	Vin Diesel, Radha Mitchell
90% helpful voles received on reviews (151 of 167)	Supporting actors	Cole Hauser, Keith David, Lewis Fitz-Gerald, Claudia Black, Rhiana Gr Angela Moore, Peter Chiang, Ken Twohy
	Studio	NBC Universal
	MPAA rating	R (Restricted)
ABOUT ME Enjoy the reviews	Captions and subtitles	English Details ▼
	Rental rights	24 hour viewing period. Details ▼
	Purchase rights	Stream instantly and download to 2 locations Details *
ACTIVITIES	Format	Amazon Instant Video (streaming online video and digital download)
Reviews (16)		

to one which completely ignores them:

$$\arg\min_{\alpha,\beta,\gamma} \sum_{u,i} (\alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i - R_{u,i})^2 + \lambda \left[\sum_{u} \beta_u^2 + \sum_{i} \beta_i^2 + \sum_{i} \|\gamma_i\|_2^2 + \sum_{u} \|\gamma_u\|_2^2 \right]$$

Should we use features or not? 1) Argument **against** features:

Imagine incorporating features into the model like:

$$f(u,i) = \alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i + \langle \phi(u), \theta_u \rangle + \langle \phi(i), \theta_i \rangle$$
 which is equivalent to:

$$f(u,i) = \alpha + \beta_u + \beta_i + (\phi(u); \phi(i); \gamma_u) \cdot (\theta_u; \theta_i; \gamma_i)$$

knowns

unknowns

but this has fewer degrees of freedom than a model which replaces the knowns by unknowns:

$$f(u,i) = \alpha + \beta_u + \beta_i + (\gamma_i'; \gamma_u'; \gamma_u) \cdot (\theta_u; \theta_i; \gamma_i)$$

Should we use features or not? 1) Argument **against** features:

So, the addition of features adds **no expressive power** to the model. We **could** have a feature like "is this an action movie?", but if this feature were useful, the model would "discover" a latent dimension corresponding to action movies, and we wouldn't need the feature anyway

In the limit, this argument is valid: as we add more ratings per user, and more ratings per item, the latent-factor model should automatically discover any useful dimensions of variation, so the influence of observed features will disappear

Should we use features or not? 2) Argument **for** features:

But! Sometimes we don't have many ratings per user/item

Latent-factor models are next-to-useless if **either** the user or the item was never observed before

$$f(u,i) = \alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i$$

reverts to zero if we've never seen the user before (because of the regularizer)

Should we use features or not? 2) Argument **for** features:

This is known as the **cold-start** problem in recommender systems. Features are not useful if we have many observations about users/items, but are useful for **new** users and items.

We also need some way to handle users who are **active**, but don't necessarily rate anything, e.g. through **implicit feedback**

Overview & recap

Tonight we've followed the programme below:

- Measuring similarity between users/items for binary prediction (e.g. Jaccard similarity)
- 2. Measuring similarity between users/items for **real-valued** prediction (e.g. cosine/Pearson similarity)
 - 3. Dimensionality reduction for **real-valued** prediction (latent-factor models)
 - **4. Finally** dimensionality reduction for **binary** prediction

How can we use **dimensionality reduction** to predict **binary** outcomes?

- In weeks 1&2 we saw regression and logistic regression. These two approaches use the same type of linear function to predict real-valued and binary outputs
- We can apply an analogous approach to binary recommendation tasks

This is referred to as "one-class" recommendation

- In weeks 1&2 we saw regression and logistic regression. These two approaches use the same type of linear function to predict real-valued and binary outputs
- We can apply an analogous approach to binary recommendation tasks

Suppose we have binary (0/1) observations (e.g. purchases) or positive/negative feedback (thumbs-up/down)

$$R = \begin{pmatrix} 1 & 0 & \cdots & 1 \\ 0 & 0 & & 1 \\ \vdots & \ddots & \vdots \\ 1 & 0 & \cdots & 1 \end{pmatrix} \text{ or } \begin{pmatrix} -1 & ? & \cdots & 1 \\ ? & ? & & -1 \\ \vdots & \ddots & \vdots \\ 1 & ? & \cdots & -1 \end{pmatrix}$$
 purchased didn't purchase liked didn't evaluate didn't like

So far, we've been fitting functions of the form

$$R \simeq UV^T$$

- Let's change this so that we maximize the difference in predictions between positive and negative items
- E.g. for a user who likes an item *i* and dislikes an item *j* we want to maximize:

$$\max \ln \sigma(\gamma_u \cdot \gamma_i - \gamma_u \cdot \gamma_j)$$

We can think of this as maximizing the probability of correctly predicting pairwise preferences, i.e.,

$$p(i \text{ is preferred over } j) = \sigma(\gamma_u \cdot \gamma_i - \gamma_u \cdot \gamma_j)$$

- As with logistic regression, we can now maximize the likelihood associated with such a model by gradient ascent
- In practice it isn't feasible to consider all pairs of positive/negative items, so we proceed by stochastic gradient ascent i.e., randomly sample a (positive, negative) pair and update the model according to the gradient w.r.t. that pair

Summary

Recap

- 2. Measuring similarity between users/items for **real-valued** prediction cosine/Pearson similarity
- 3. Dimensionality reduction for **real-valued** prediction *latent-factor models*
 - 4. Dimensionality reduction for **binary** prediction one-class recommender systems

Questions?

Further reading:

One-class recommendation:

http://goo.gl/08Rh59

Amazon's solution to collaborative filtering at scale:

http://www.cs.umd.edu/~samir/498/Amazon-Recommendations.pdf

An (expensive) textbook about recommender systems:

http://www.springer.com/computer/ai/book/978-0-387-85819-7

Cold-start recommendation (e.g.):

http://wanlab.poly.edu/recsys12/recsys/p115.pdf