# EE 239AS Special Topics in Signals and Systems Project 3 Collaborative Filtering Winter 2016

 $\begin{array}{c} {\rm Liqiang~YU,~Kaiming~WANG~and~Jun~FENG}\\ {\rm 904592975,~504592374,~304588434} \end{array}$ 

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### 1 Introduction

In this project, we tried to build a movie recommendation system based on the collaborative filtering algorithm. This method based on the fact that there existed some other users who has the similar behaviors so we can use them to make the prediction for a specific target user. First some data preprocessing steps were taken to create the rating matrix. Then we implemented different matrix factorization algorithms to retrieve two factor matrices and get the prediction matrix. The prediction result were measured with 10-fold cross validation and the trade off curve between precision and recall. Finally, we evaluated the effect of our recommendation system by changing the number of movies we want to recommend.

The report is organized as follows: In section 1, we introduce the dataset we use briefly and weighted non-negative matrix factoration to predict missing data. In section 2, we use cross-validation technique. In section 3, we try to sweep threshold of predicted data in a binary classification problem to find out the relation between precision and recall.

## 2 Data Preprocessing

In this project, we use MovieLens data sets, which were collected by the GroupLens Research Project at the University of Minnesota. This data set consists of 100,000 ratings from 1 to 5 from 943 users on 1682 movies. So we use the Import Data tool of matlab to transfer raw data file into a  $1000^*4$  matrix and four columns are userId, itemId, rating and timestamp, respectively. Use the first three columns, we can achieve a  $943^*1682$  matrix R, R(i,j) represent rating of user i on item j.

# 3 Weighted Non-Negative Matrix Factorization

Since we only have 10,000 ratings in the data sets, there are many missing ratings in matrix R, which is fulfilled by NaN values. In order to predict these values, we can employ non-negative matrix factorization to get matrices U, V such that  $R_{m \times n} = U_{m \times k} V_{k \times n}$ . It is necessary to calculate the least square error and minimizes it.

This can be implemented by putting 0s where the data is missing and creating a weight matrix to calculate the squared error. Assume that the weight matrix  $W_{m\times n}$  contains 1 in entries where we have known data points and 0 in entries where the data is missing. At last, we can formulate the above problem as:

$$\min \sum_{i=1}^{m} \sum_{j=1}^{n} w_{ij} (r_{ij} - (UV)_{ij})^2 \tag{1}$$

Luckily, we do not need to implement this factoration by hand. Instead, we can

use wnmfrule function in the Matrix Factorization Toolbox in MATLAB. By choosing the k equal to 10, 50, 100, the total least squared error is 54466.7386, 19425.539 and 6202.9535

### 3.1 10-fold Cross-validation

As before, we will use cross-validation in our remmendation system design. We will divide 10,000 records into 10 folds exclusively. Each time, we use 9 folds as trainsets and remaining 1 fold as testsets. However, we will calculate average absolute error over testing data among all entries this time, not previous total least squared error as in section 1.

- Average absolute error over testing data for each entry of all 10 tests is 233.9302.
- Highest average absolute error over testing data for each entry is 1696.0535.
- Lowest average absolute error over testing data for each entry is 1.1073.

However, among 10 tests, the average absolute error of most of them are below 2, while the average absolute error of the remaining two or three tests are very high.

### 3.2 Precision Over Recall

According to testing data, we can assume that if a user has rated a movie 3 or lower we conclude they didn't like the movie, and if a user has rated a movie 4 or higher they have liked it. However, when it comes to predicted data, it is our job to set the threshold to decide whether users like or dislike items.

Out of all predicted entries in which user likes the item, the percentage of the user actually like the item is precision. While out of all entries in which user actually likes the item, the percentage entries which we have predicted successfully is recall.

In figure 1, we plot the curve of precision verus recall. We can find that there is a tradeoff between precision and recall at most time. And the area under this curve is 0.64685

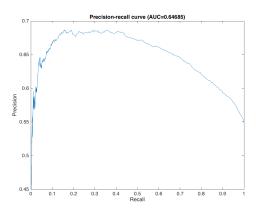


Figure 1: Precision verus Recall