# Recommender System

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- 1. MAE and RMSE
  - Mean Absolute Error (MAE) computes the deviation between predicted ratings and actual ratings

$$MAE = \frac{1}{n} \sum_{i=1}^{n} |p_i - r_i|$$

• Root Mean Square Error (RMSE) is similar to MAE, but places more emphasis on larger deviation

$$RMSE = \sqrt{\frac{1}{n} \sum_{i=1}^{n} (p_i - r_i)^2}$$

Actually good
Item 237
Item 899

| Recommended (predicted as good) |  |
|---------------------------------|--|
| Item 345                        |  |
| Item 237                        |  |
| Item 187                        |  |

- 2. Precision and Recall
  - Precision: a measure of exactness, determines the fraction of relevant items retrieved out of all items retrieved
    - E.g. the proportion of recommended movies that are actually good

$$Precision = \frac{tp}{tp + fp} = \frac{|good\ movies\ recommended|}{|all\ recommendations|}$$

- Recall: a measure of completeness, determines the fraction of relevant items retrieved out of all relevant items
  - E.g. the proportion of all good movies recommended

$$Recall = \frac{tp}{tp + fn} = \frac{|good\ movies\ recommended|}{|all\ good\ movies|}$$

- Rank position is important!
  - Relevant items are more useful when they appear earlier in the recommendation list
  - Particularly important in recommender systems as lower ranked items may be overlooked by users

| Actually good |  |
|---------------|--|
| Item 237      |  |
| Item 899      |  |

| Scenario-1: Recommended (predicted as good) |
|---|
| Item 237                                    |
| Item 345                                    |
| Item 187                                    |

| Scenario-2: Recommended (predicted as good) | Scenario-3: Recommended (predicted as good) |
|---|---|
| Item 345                                    | Item 345                                    |
| Item 237                                    | Item 187                                    |
| Item 187                                    | Item 237                                    |

- Precision@K
  - Precision for the top-k recommended items



Top-k recommendation (sorted result)

$$Precision = \frac{tp}{tp + fp} = \frac{|good\ movies\ recommended|}{|all\ recommendations|}$$

$$P@1 = 1/1 = 1$$

$$P@2 = 1/2 = 0.5$$

$$P@3 = 1/3 = 0.33$$

$$P@4 = 2/4 = 0.5$$

$$P@5 = 3/5 = 0.6$$

$$P@n = 3/n$$

- Recall@K
  - Recall for the top-k recommended items
    - Could return trivial result!



Top-k recommendation (sorted result)

$$Recall = \frac{tp}{tp + fn} = \frac{|good\ movies\ recommended|}{|all\ good\ movies|}$$

Recall@1=

Recall@2=

Recall@3=

Recall@4=

Recall@5=

Recall@6=

Recall@7=

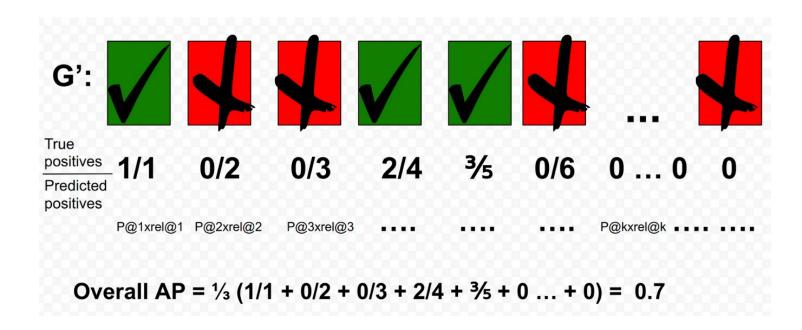
Average Precision

AP@
$$n = \frac{1}{GTP} \sum_{k=1}^{n} \text{precision@} k \times \text{relevance@} k$$

- n the total number of items you are interested in
- GTP the total number of ground truth positives
- relevance@k: an indicator function which equals 1 if the item at rank k is relevant and equals to 0 otherwise.

#### Average Precision

AP@
$$n = \frac{1}{GTP} \sum_{k=1}^{n} \text{precision@} k \times \text{relevance@} k$$



$$P@1 = 1/1 = 1$$

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$$P@5 = 3/5 = 0.6$$

$$P@n = 3/n$$

- Normalized Discounted Cumulative Gain (NDCG)
  - Measure the ranking quality

- Cumulative Gain (CG)
  - The sum of the relevance of recommendations
  - Does not consider the rank!

$$CG_{pos} = \sum_{i=1}^{pos} rel_i$$

| Rank | Hit? |
|------|------|
| 1    |      |
| 2    | Χ    |
| 3    | X    |
| 4    | Χ    |
| 5    |      |

$$CG_{pos} = 0 + 1 + 1 + 1 + 0 = 3$$

- Discounted Cumulative Gain (DCG)
  - Logarithmic reduction factor
  - highly relevant item appearing lower in the recommendation list should be penalized

$$DCG_{pos} = rel_1 + \sum_{i=2}^{pos} \frac{rel_i}{\log_2 i}$$

| Rank | Hit? |
|------|------|
| 1    |      |
| 2    | X    |
| 3    | X    |
| 4    | X    |
| 5    |      |

$$DCG_5 = \frac{1}{\log_2 2} + \frac{1}{\log_2 3} + \frac{1}{\log_2 4} = 2.13$$

| Rank | Hit? |
|------|------|
| 1    |      |
| 2    |      |
| 3    | X    |
| 4    | X    |
| 5    | X    |

- Idealized discounted cumulative gain (IDCG)
  - Assume that items are ordered by decreasing relevance
  - the maximum possible DCG

$$IDCG_{pos} = rel_1 + \sum_{i=2}^{|h|-1} \frac{rel_i}{\log_2 i}$$

| Rank | Hit? | Ideal |
|------|------|-------|
| 1    |      | X     |
| 2    | Χ    | X     |
| 3    | X    | X     |
| 4    | Χ    |       |
| 5    |      |       |

$$IDCG_5 = 1 + \frac{1}{\log_2 2} + \frac{1}{\log_2 3} = 2.63$$

- Normalized discounted cumulative gain (NDCG)
  - Normalized to the interval [0..1]

$$NDCG_{pos} = \frac{DCG_{pos}}{IDCG_{pos}}$$

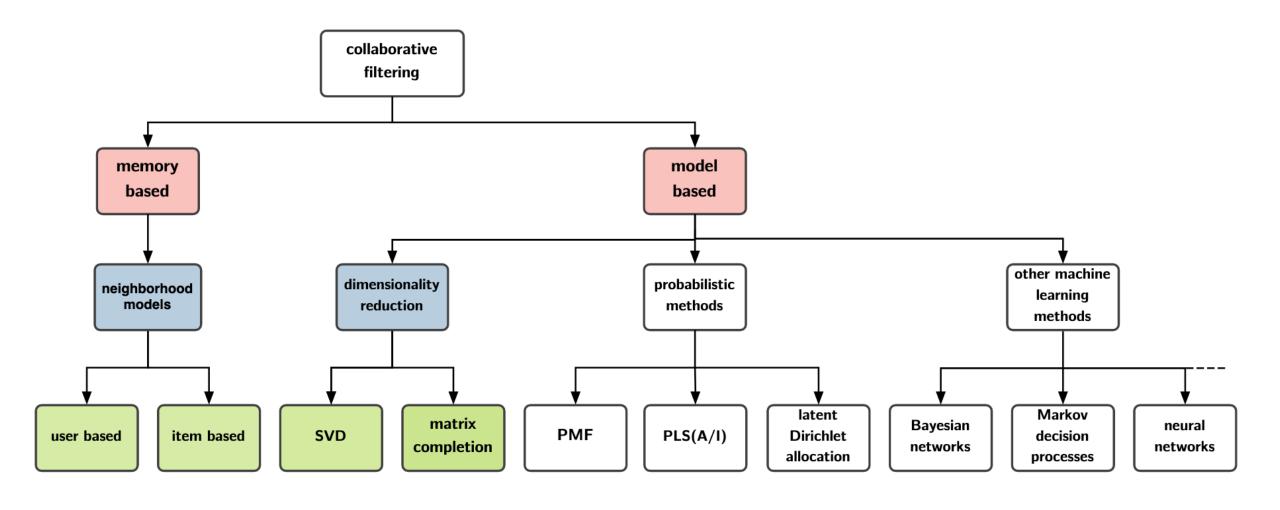
| Rank | Hit? | Ideal |
|------|------|-------|
| 1    |      | X     |
| 2    | Χ    | X     |
| 3    | Χ    | X     |
| 4    | Χ    |       |
| 5    |      |       |

$$DCG_5 = \frac{1}{\log_2 2} + \frac{1}{\log_2 3} + \frac{1}{\log_2 4} = 2.13$$

$$IDCG_5 = 1 + \frac{1}{\log_2 2} + \frac{1}{\log_2 3} = 2.63$$

$$NDCG_5 = \frac{DCG_5}{IDCG_5} = \frac{2.13}{2.63} \approx 0.81$$

# Collaborative Filtering



### Singular Value Decomposition

- Provide a way to understand the hidden structure in the data
  - Each row of U can be viewed as the representation of a user
  - Each column of V can be viewed as the representation of an item

$$\begin{pmatrix} x_{11} & x_{12} & \dots & x_{1n} \\ x_{21} & x_{22} & \dots & \\ \vdots & \vdots & \ddots & \\ x_{m1} & & & x_{mn} \end{pmatrix} = \begin{pmatrix} u_{11} & \dots & u_{1r} \\ \vdots & \ddots & \\ u_{m1} & & u_{mr} \end{pmatrix} \begin{pmatrix} s_{11} & 0 & \dots \\ 0 & \ddots & \\ \vdots & & s_{rr} \end{pmatrix} \begin{pmatrix} v_{11} & \dots & v_{1n} \\ \vdots & \ddots & \\ v_{r1} & & v_{rn} \end{pmatrix}$$

$$m \times n$$

$$r \times r$$

$$r \times r$$

- **X**: *m x n* matrix (e.g., m users, n videos)
- **U**: *m x r* matrix (m users, r factors)
- **S**: *r* x *r* diagonal matrix (strength of each 'factor') (r: rank of the matrix)
- **V**: r x n matrix (n videos, r factor)

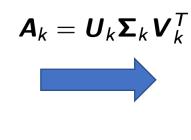
### Singular Value Decomposition

Provide a low-rank approximation for the rating matrix

Truncated SVD 
$$\boldsymbol{A}_k = \boldsymbol{U}_k \boldsymbol{\Sigma}_k \boldsymbol{V}_k^T$$
 of  $\boldsymbol{A}$  thus satisfies

$$\|\boldsymbol{A} - \boldsymbol{A}_k\|_F = \min_{\mathsf{rank}(\boldsymbol{B})=k} \|\boldsymbol{A} - \boldsymbol{B}\|_F$$

|       | Avatar | The Matrix | Up |
|-------|--------|------------|----|
| Marco | ?      | 4          | 2  |
| Luca  | 3      | 2          | ?  |
| Anna  | 5      | ?          | 3  |



|       | Avatar     | The Matrix | Up  |
|-------|------------|------------|-----|
| Marco | <b>?</b> 5 | 4          | 2   |
| Luca  | 3          | 2          | 2 ? |
| Anna  | 5          | <b>?</b> 2 | 3   |

$$\begin{pmatrix} x_{11} & x_{12} & \dots & x_{1n} \\ x_{21} & x_{22} & \dots & \\ \vdots & \vdots & \ddots & \\ x_{m1} & x_{mn} & x_{mn} \end{pmatrix} = \begin{pmatrix} u_{11} & \dots & u_{1r} \\ \vdots & \ddots & \\ u_{m1} & u_{mr} \end{pmatrix} \begin{pmatrix} s_{11} & 0 & \dots \\ 0 & \ddots & \\ \vdots & s_{rr} \end{pmatrix} \begin{pmatrix} v_{11} & \dots & v_{1n} \\ \vdots & \ddots & \\ v_{r1} & v_{rn} \end{pmatrix}$$

### Singular Value Decomposition

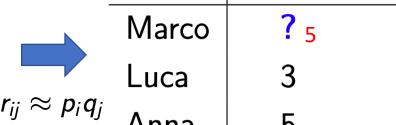
#### • Problems:

- Complete input matrix:
  - All elements should be available
- Large portion of missing values
- Heuristics to pre-fill missing values
  - Item's average rating
  - Missing values as zeros

|       | Avatar | The Matrix | Up |
|-------|--------|------------|----|
| Marco | ?      | 4          | 2  |
| Luca  | 3      | 2          | ?  |
| Anna  | 5      | ?          | 3  |

- Matrix completion:
  - No need to pre-fill missing values
  - Good performance
    - The best single-model approach to collaborative filtering

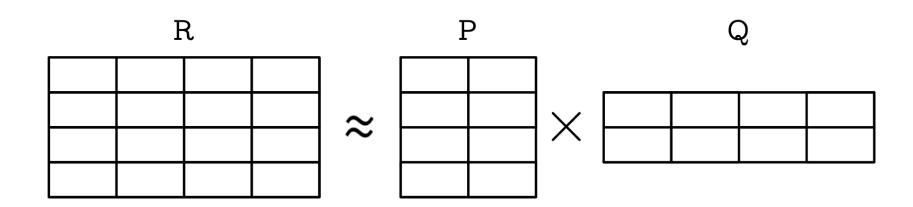
|       | Avatar | The Matrix | Up |
|-------|--------|------------|----|
| Marco | ?      | 4          | 2  |
| Luca  | 3      | 2          | ?  |
| Anna  | 5      | ?          | 3  |



Avatar The Matrix

2?

- Matrix completion
  - Learn a latent representation (vector) for each user and each item
  - Missing values are estimated by the dot product



$$r_{ij} \approx p_i q_j$$

### Matrix Completion-Example

Assume the dimensionality of the latent representation is 1

Latent representation for items The Matrix Avatar **A**vatar The Matrix Up Learn (2.24)(1.92)latent 2 Anni 4 Anni representation (1.98)3 **Bob** Bob 3 (1.21)Latent 5 Charlie 3 Charlie 5 representation (2.30)for users

Loss function

$$\min_{oldsymbol{Q},oldsymbol{P}}\sum_{(i,j)\in\Omega}(v_{ij}-[oldsymbol{Q}^Toldsymbol{P}]_{ij})^2$$

|                       | <b>A</b> vatar (2.24) | The Matrix $(1.92)$ | <b>Up</b> (1.18) |
|-----------------------|-----------------------|---------------------|------------------|
| <b>Anni</b> (1.98)    |                       | <b>4</b> (3.8)      | <b>2</b> (2.3)   |
| <b>Bob</b> (1.21)     | <b>3</b> (2.7)        | <b>2</b> (2.3)      |                  |
| <b>Charlie</b> (2.30) | <b>5</b> (5.2)        |                     | <b>3</b> (2.7)   |

#### • Inference

|                       | <b>Avatar</b> (2.24) | The Matrix $(1.92)$ | <b>Up</b> (1.18) |                       | <b>Avatar</b> (2.24) | The Matrix $(1.92)$ | <b>Up</b><br>(1.18) |
|-----------------------|----------------------|---------------------|------------------|-----------------------|----------------------|---------------------|---------------------|
| <b>Anni</b> (1.98)    |                      | <b>4</b> (3.8)      | <b>2</b> (2.3)   | <b>Anni</b> (1.98)    | ? (4.4)              | <b>4</b> (3.8)      | <b>2</b> (2.3)      |
| <b>Bob</b> (1.21)     | <b>3</b> (2.7)       | <b>2</b> (2.3)      |                  | <b>Bob</b> (1.21)     | <b>3</b> (2.7)       | <b>2</b> (2.3)      | ?<br>(1.4)          |
| <b>Charlie</b> (2.30) | <b>5</b> (5.2)       |                     | <b>3</b> (2.7)   | <b>Charlie</b> (2.30) | <b>5</b> (5.2)       | ?<br>(4.4)          | <b>3</b> (2.7)      |

Introduce bias and regularization

$$\min_{\boldsymbol{Q},\boldsymbol{P},\boldsymbol{u},\boldsymbol{m}} \sum_{(i,j)\in\Omega} (v_{ij} - \mu - u_i - m_j - [\boldsymbol{Q}^T\boldsymbol{P}]_{ij})^2 + \lambda \left(\|\boldsymbol{Q}\| + \|\boldsymbol{P}\| + \|\boldsymbol{u}\| + \|\boldsymbol{m}\|\right)$$

- mu: the average rating over all items
- m\_j: the bias for the j-th item
- u\_i: the bias for the i-th user

Optimization (simple case)

$$L_{ij}(P,Q)=(r_{ij}-p_iq_j)^2$$

SGD to minimize the squared loss iteratively computes:

$$p_i \leftarrow p_i - \eta \frac{\partial L_{ij}(P,Q)}{\partial p_i} = p_i + \eta(\varepsilon_{ij} \cdot q_j)$$
 $q_j \leftarrow q_j - \eta \frac{\partial L_{ij}(P,Q)}{\partial q_i} = q_j + \eta(\varepsilon_{ij} \cdot p_i)$  where  $\varepsilon_{ij} = r_{ij} - p_i q_j$