# Recommender Systems & Embeddings

Charles Ollion - Olivier Grisel







# Outline

**Embeddings** 

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**Dropout Regularization** 

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Recommender Systems

# Embeddings

- Text: characters, words, bigrams...
- Recommender Systems: item ids, user ids
- Any categorical descriptor: tags, movie genres, visited URLs, skills on a resume, product categories...

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#### **Notation:**

Symbol s in vocabulary V

# One-hot representation

 $onehot(\text{'salad'}) = [0, 0, 1, \dots, 0] \in \{0, 1\}^{|V|}$ 



# One-hot representation

$$onehot(\text{'salad'}) = [0, 0, 1, \dots, 0] \in \{0, 1\}^{|V|}$$



- Sparse, discrete, large dimension |V|
- Each axis has a meaning
- Symbols are equidistant from each other:

euclidean distance = 
$$\sqrt{2}$$

# Embedding

*embedding*('salad') =  $[3.28, -0.45, ...7.11] \in \mathbb{R}^d$ 

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- Continuous and dense
- Can represent a huge vocabulary in low dimension, typically:  $d \in \{16, 32, \dots, 4096\}$
- Axis have no meaning a priori
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Neural Networks compute transformations on continuous vectors

Size of vocabulary n = |V|, size of embedding d

```
# input: batch of integers
Embedding(output_dim=d, input_dim=n, input_length=1)
# output: batch of float vectors
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embedding(x) = onehot(x). **W** 

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- W are trainable parameters of the model

#### Euclidean distance

$$d(x, y) = ||x - y||_2$$

- Simple with good properties
- Dependent on norm (embeddings usually unconstrained)

#### Euclidean distance

Cosine similarity

$$d(x, y) = ||x - y||_2$$

$$cosine(x, y) = \frac{x \cdot y}{||x|| \cdot ||y||}$$

- Simple with good properties
- Dependent on norm (embeddings usually unconstrained)

- Angle between points, regardless of norm
- $cosine(x, y) \in (-1, 1)$
- ullet Expected cosine similarity of random pairs of vectors is 0

If x and y both have unit norms:

$$||x - y||_2^2 = 2 \cdot (1 - cosine(x, y))$$

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Alternatively, dot product (unnormalized) is used in practice as a pseudo similarity

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#### t-SNE

Visualizing data using t-SNE, L van der Maaten, G Hinton, *The Journal of Machine Learning Research*, 2008

# t-Distributed Stochastic Neighbor Embedding

- Unsupervised, low-dimension, non-linear projection
- Optimized to preserve relative distances between nearest neighbors
- Global layout is not necessarily meaningful

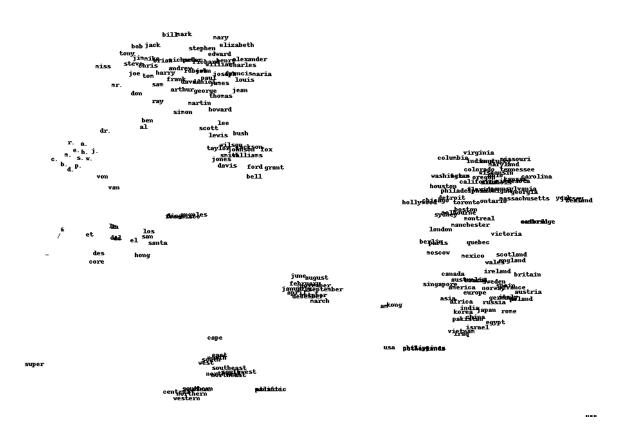
# t-Distributed Stochastic Neighbor Embedding

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# t-SNE projection is non deterministic (depends on initialization)

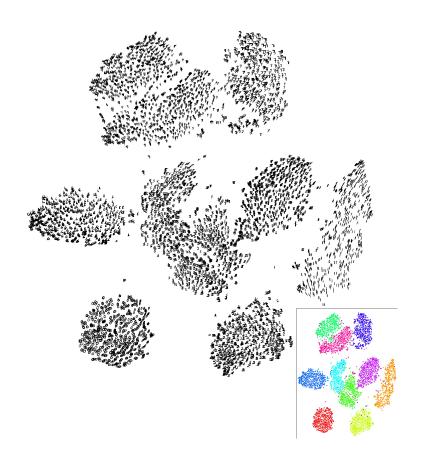
- Critical parameter: perplexity, usually set to 20, 30
- See <a href="http://distill.pub/2016/misread-tsne/">http://distill.pub/2016/misread-tsne/</a>

# Example word vectors



excerpt from work by J. Turian on a model trained by R. Collobert et al. 2008

# Visualizing Mnist



# Dropout Regularization

Size of the embeddings

Size of the embeddings

Depth of the network

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Depth of the network

 $L_2$  penalty on embeddings

Size of the embeddings

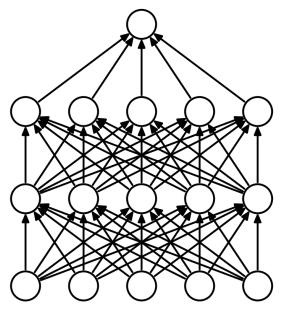
Depth of the network

 $L_2$  penalty on embeddings

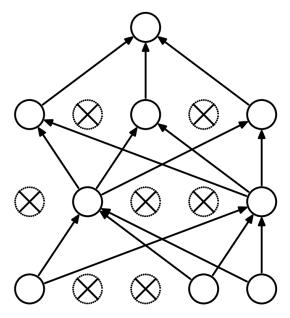
#### Dropout

- ullet Randomly set activations to 0 with probability p
- Bernoulli mask sampled for a forward pass / backward pass pair
- Typically only enabled at training time

#### Dropout



(a) Standard Neural Net



(b) After applying dropout.

Dropout: A Simple Way to Prevent Neural Networks from Overfitting, Srivastava et al., Journal of Machine Learning Research 2014

## Dropout

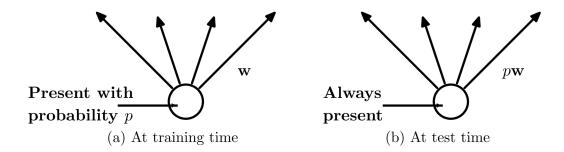
#### Interpretation

- Reduces the network dependency to individual neurons
- More redundant representation of data

## Ensemble interpretation

- Equivalent to training a large ensemble of sharedparameters, binary-masked models
- Each model is only trained on a single data point

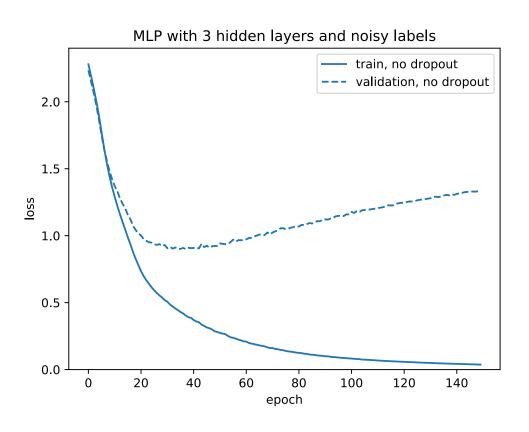
## Dropout



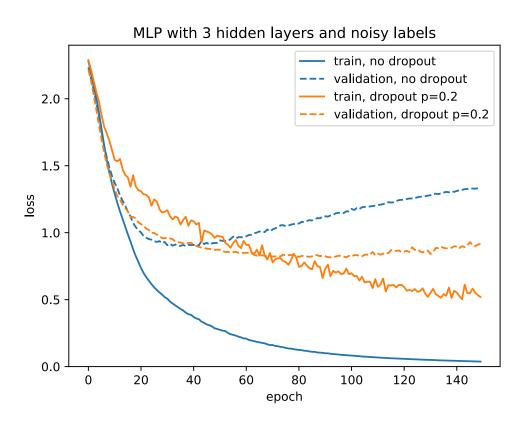
At test time, multiply weights by p to keep same level of activation

Dropout: A Simple Way to Prevent Neural Networks from Overfitting, Srivastava et al., Journal of Machine Learning Research 2014

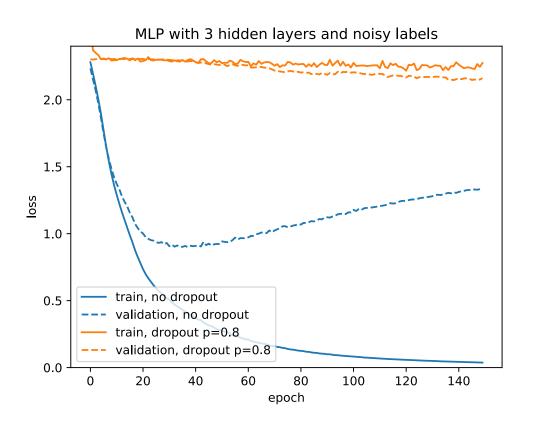
# Overfitting Noise



## A bit of Dropout



## Too much: Underfitting



## Implementation with Keras

```
model = Sequential()
model.add(Dense(hidden_size, input_shape, activation='relu'))
model.add(Dropout(p=0.5))
model.add(Dense(hidden_size, activation='relu'))
model.add(Dropout(p=0.5))
model.add(Dense(output_size, activation='softmax'))
```

### Recommend contents and products

Movies on Netflix and YouTube, weekly playlist and related Artists on Spotify, books on Amazon, related apps on app stores, "Who to Follow" on twitter...

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Personalized ads and RTB

## RecSys 101

Content-based vs Collaborative Filtering (CF)

**Content-based**: user metadata (gender, age, location...) and item metadata (year, genre, director, actors)

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**Content-based**: user metadata (gender, age, location...) and item metadata (year, genre, director, actors)

**Collaborative Filtering**: passed user/item interactions: stars, plays, likes, clicks

**Hybrid systems**: CF + metadata to mitigate the cold-start problem

**Explicit**: positive and negative feedback

- Examples: review stars and votes
- Regression metrics: Root Mean Squared Error (RMSE), Mean Absolute Error (MAE)...

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Implicit: positive feedback only

- Examples: page views, plays, comments...
- Ranking metrics: ROC AUC, precision at rank, NDCG...

Implicit feedback much more abundant than explicit feedback

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Explicit feedback does not always reflect actual user behaviors

 Self-declared independent movie enthusiast but watch a majority of blockblusters

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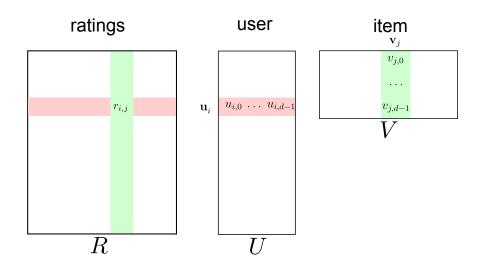
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Implicit (and Explicit) feedback distribution **impacted by UI/UX changes** and the **RecSys deployment** itself.

## Matrix Factorization for CF

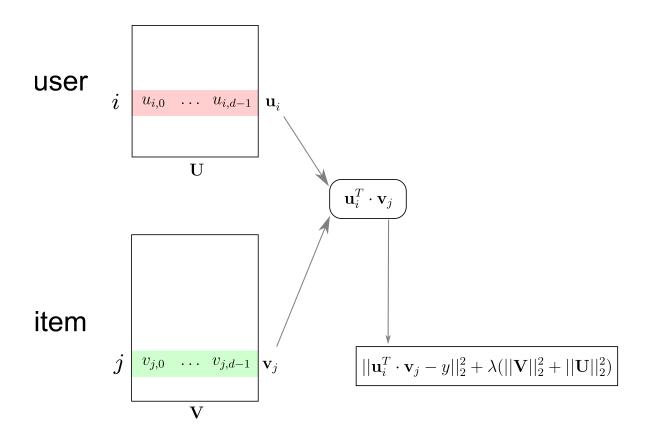


$$L(U, V) = \sum_{(i,j)\in D} ||r_{i,j} - \mathbf{u}_i^T \cdot \mathbf{v}_j||_2^2 + \lambda(||U||_2^2 + ||V||_2^2)$$

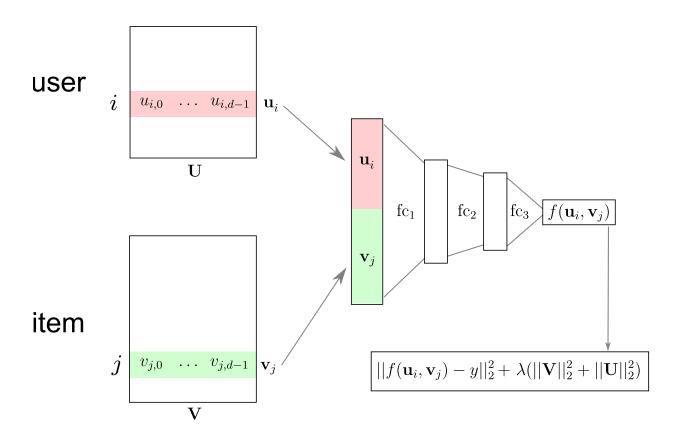
ullet Train U and V on observed ratings data  $r_{i,j}$ 

# Architecture and Regularization

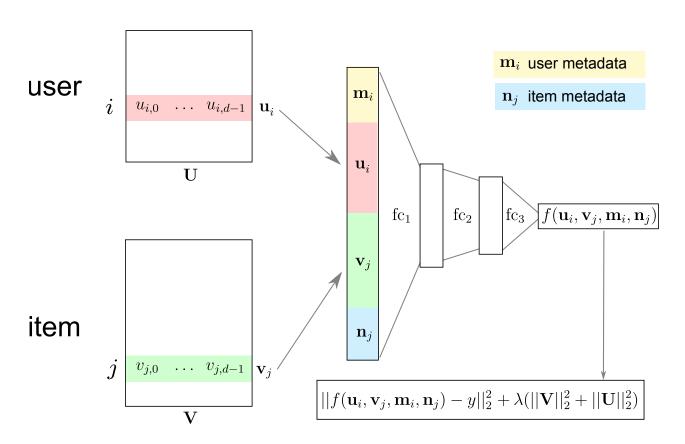
## RecSys with Explicit Feedback



## Deep RecSys Architecture

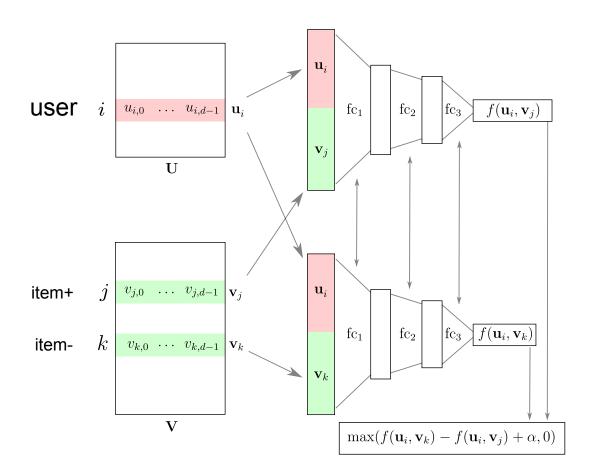


## Deep RecSys with metadata



# Implicit Feedback: Triplet loss

# Deep Triplet Networks



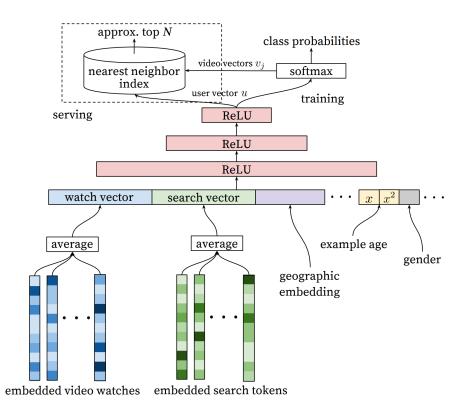
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    - Train model on triplet (i, j, k)



Deep Neural Networks for YouTube Recommendations <a href="https://research.google.com/pubs/pub45530.html">https://research.google.com/pubs/pub45530.html</a>

# Ethical Considerations of Recommender Systems

## **Ethical Considerations**

Amplification of existing discriminatory and unfair behaviors / bias

- Example: gender bias in ad clicks (fashion / jobs)
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Amplification of the filter bubble and opinion polarization

- Personalization can amplify "people only follow people they agree with"
- Optimizing for "engagement" promotes content that cause strong emotional reaction (and turns normal users into haters?)
- RecSys can exploit weaknesses of some users, lead to addiction

## Call to action

## Designing Ethical Recommender Systems

- Wise modeling choices (e.g. use of "firstname" as feature)
- Conduct internal audits to detect fairness issues: <u>SHAP</u>, <u>Integrated Gradients</u>
- Learning <u>representations that enforce fairness</u>?

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#### Transparency

- Educate decision makers and the general public
- How to allow users to assess fairness by themselves?
- How to allow for independent audits while respecting the privacy of users?

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Lab 3: Back here in 15min!