

Carnegie Mellon University

Tepper School of Business

46-886: Machine Learning Fundamentals

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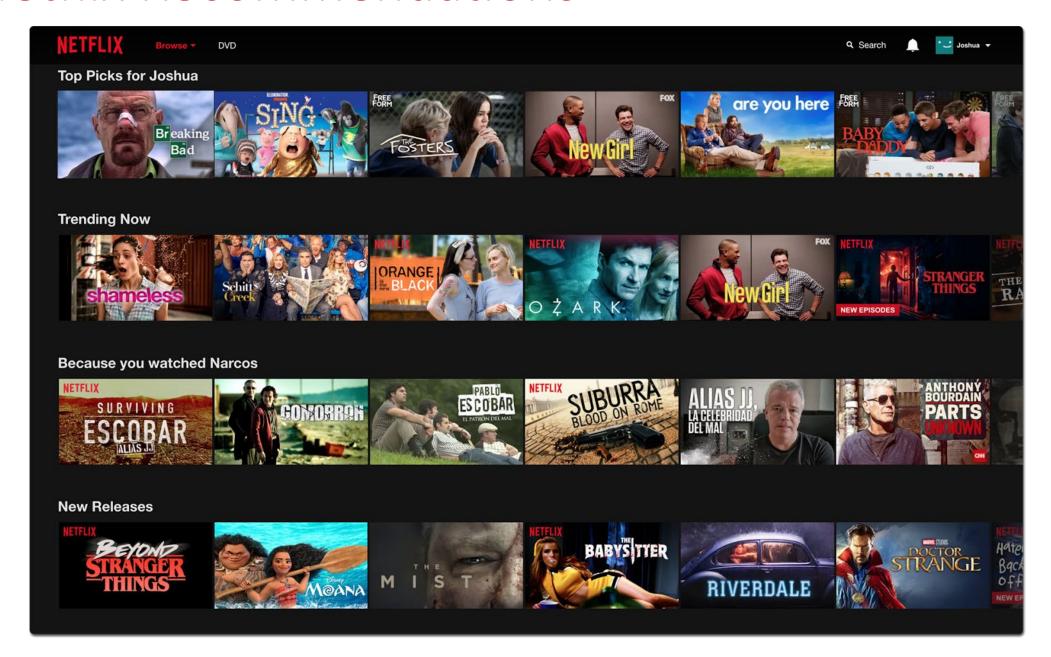
### Recommender Systems: The Netflix Prize

Much of this slide deck is derived/borrowed from course material I've co-taught at MIT



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#### Netflix Recommendations



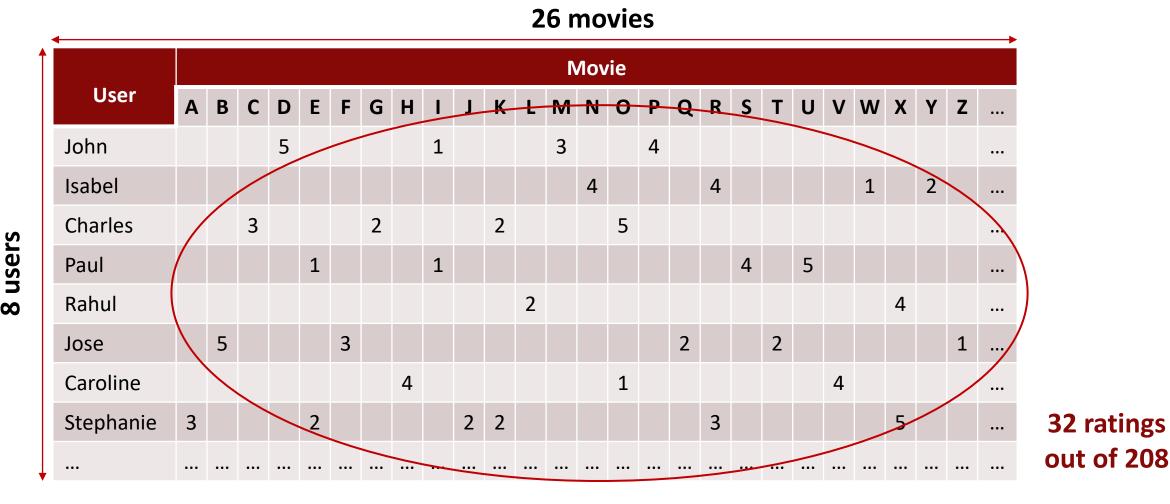
# The Netflix Prize

#### The Netflix Prize



- Starting October 2, 2006, Netflix ran a contest inviting anyone to predict user ratings of movies (numbered 1–5)
  - Training data set of 100,480,507 user-movie ratings
  - Quiz data set of ~1,408,342 ratings
  - Test data set of ~1,408,789 ratings
- \$1,000,000 prize to the team that could beat Netflix's own algorithm— Cinematch—by more than 10% (in RMSE)
  - Whenever a team met the 10% target, the last call would be issued, and 30 days would remain for all teams to submit their final algorithm.
- Teams had to submit their code and a description of their algorithm to be awarded any prize

### User Movie Ratings: Sparse Dataset



32 ratings

> How to predict ratings of the other 85% user-movie pairings?

### Netflix User Movie Ratings

- The Netflix dataset is much bigger:
  - 480,189 users
  - 17,700 movies
  - 8,499,345,300 overall user-movie pairings
- Even worse, the Netflix dataset is much sparser:
  - On average, each user rated 209 of the 17,700 movies
  - Only 100,480,507 user ratings of movies (1.2%)
  - Need to estimate the 8,398,864,793 user-movie ratings (98.8%)
- In principle, Netflix could also leverage additiona data:
  - o movie metadata: actors, director, genre, year released, etc., and
  - o <u>user metadata</u>: age, gender, income, etc.

#### Netflix Contest Rules

- If the grand prize was not yet awarded, progress prizes of \$50,000 USD per year would be awarded for the best algorithm so far, as long as the algorithm had at least a 1% improvement over the previous year.
- Teams had to submit their code and a description of their algorithm to be awarded any prizes
- If any team met the 10% improvement goal, the last call would then be issued, and 30 days would remain for all teams to submit their best and final algorithm.

#### Netflix Contest Progress in the First Month

- The Netflix contest went live on October 2, 2006
- By October 8, a team submitted an algorithm that beat Cinematch
- By October 15, there were three teams with algorithms beating Cinematch
- One of these solutions beat Cinematch by more than 1%, and therefore qualified for a progress prize

### Netflix Contest Progress in 2007

- By June 2007, over 20,000 teams had registered from over 150 countries
- The 2007 progress prize went to team BellKor, with an 8.43% improvement over Cinematch
- In the following year, several teams from around the world merged to enhance their capabilities

#### Netflix Contest Milestones

- The 2008 progress prize went to the "new" team BellKor, which contained researchers from the original BellKor team as well as from the team BigChaos
- Last call announced
  - June 26, 2009: BellKor's Pragmatic Chaos posted a 10.05% improvement
  - 30 days later: BellKor's Pragmatic Chaos had 10.09% improvement and The Ensemble had 10.10% improvement
- Netflix would now test these algorithms on a private test set

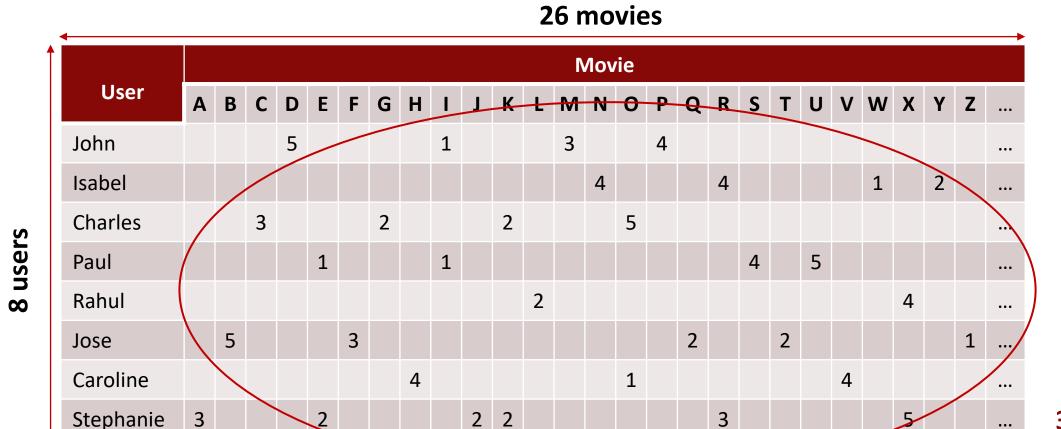
#### And the Winner is...

- BellKor's Pragmatic Chaos:
  - 7 researchers (AT&T, Commendo, Yahoo!, Pragmatic Theory)
  - Success attributed to the combination of several methods (nearest neighbors, matrix factorization, etc.)



Rank		Team Name	Best Test Score	% Improvement	Best Submit Time	
[ 9	Grand Prize - RMSE = 0.8567 - Winning Team: BellKor's Pragmatic Chaos					
1	 	BellKor's Pragmatic Chaos	0.8567	10.06	2009-07-26 18:18:28	
2		The Ensemble	0.8567	10.06	2009-07-26 18:38:22	
3		Grand Prize Team	0.8582	9.90	2009-07-10 21:24:40	
4		Opera Solutions and Vandelay United	0.8588	9.84	2009-07-10 01:12:31	
5		Vandelay Industries!	0.8591	9.81	2009-07-10 00:32:20	

## How Would You Have Competed?



32 ratings out of 208

> How to predict ratings of the other 85% user-movie pairings?