

# Hierarchical Temporal Convolutional Networks for Dynamic Recommender Systems

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## 추천 시스템이란?

- ▷ User가 관심을 가질만한 Item을 추천

# Intro.

## 추천 시스템이란?

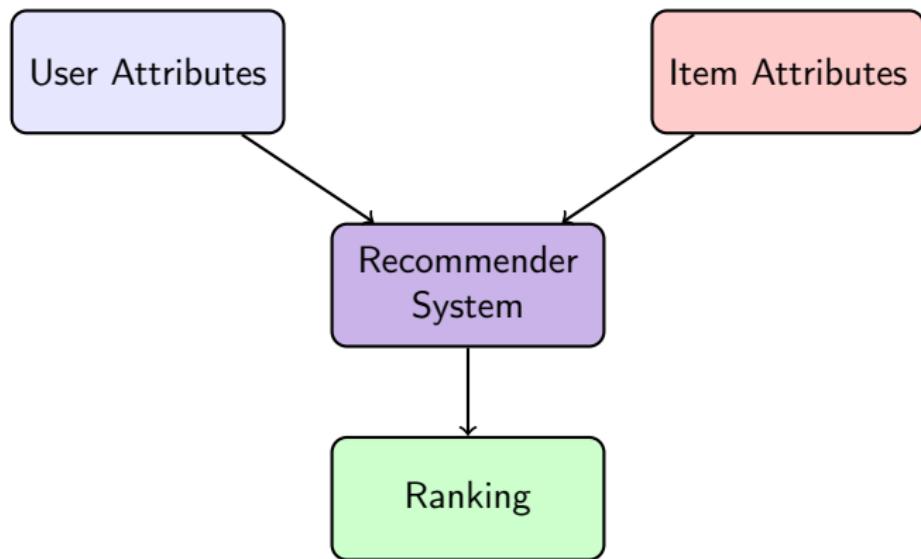
- ▷ User가 관심을 가질만한 Item을 추천

## 왜?

- ▷ 판매 (ex 도서, 영화, 음악 등)
- ▷ 정보 제공 (ex 검색포털, SNS)
- ▷ 평가 (ex 와인, 영화, 꿀팁들)



## 추천 시스템의 역할



## 개인화된(personalized) 추천 시스템



- ▷ 각 유저의 interest(= context)를 알 수 있을까?

# Intro.

## User Embedding

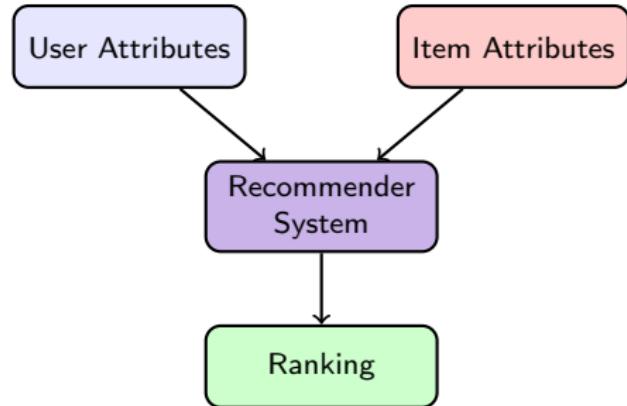
- ▷ HierTCN ([this paper], 2019)

## Item Embedding

- ▷ localized GCN ([36], 2018)

## Ranking

- ▷ inner product= $\langle \text{user}, \text{item} \rangle$ 가  
높은 순대로 아이템 추천



# Intro.

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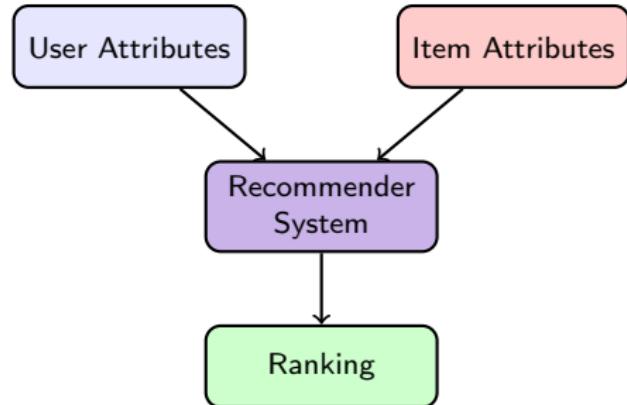
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단, web-scale로!

# Web-scale

## Items

- ▷ 약 7400만 개의 아이템
- ▷ 아이템 임베딩 ← 75억개의 데이터
- ▷ 유저 임베딩 ← 17억개의 데이터
- ▷ XING.com 구인공고
- ▷ pinterest.com 이미지와 주석

## Users

- ▷ 약 600만 명의 유저



Listen, the cat eats very loud, no doubt, this fish is  
too delicious 😊😊😊



## Item Embedding

- ▷ 하루에 한번씩 업데이트
- ▷ 빠른 로딩과 대용량 저장을 위해 Linux huge page table 이용

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## User Embedding

- ▷ 아이템 임베딩을 고정시킨 후 유저 임베딩에 활용
- ▷ 실시간으로 업데이트하여 Ranking 계산
- ▷ 유저 **interest**를 수치화하여 저장

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## 결국 web-scale 이란..

- ▷ 방대한 데이터를 빠르게 학습시키고 효율적으로 저장

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# data

## session data

user_id	session_id	session_start	click_article_id	click_timestamp
0	1506825423271737	1506825423000	157541	1506826828020
0	1506825423271737	1506825423000	68866	1506826858020
1	1506825426267738	1506825426000	235840	1506827017951
1	1506825426267738	1506825426000	96663	1506827047951
2	1506825435299739	1506825435000	119592	1506827090575
2	1506825435299739	1506825435000	30970	1506827120575
3	1506825442704740	1506825442000	236065	1506827536942
3	1506825442704740	1506825442000	236294	1506827566942
4	1506825528135741	1506825528000	48915	1506826927593
4	1506825528135741	1506825528000	44488	1506826957593

# Data

## user interacts

$$x = (x_1, x_2, \dots, x_n)$$

- ▷  $x_t = (t\text{-번째 시간 아이템의 임베딩})$
- ▷ 한 명의 유저가 시간에 따라 interact한 아이템들 (클릭, 북마크, 댓글)

# Data

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어떻게 아이템 임베딩을 얻나?

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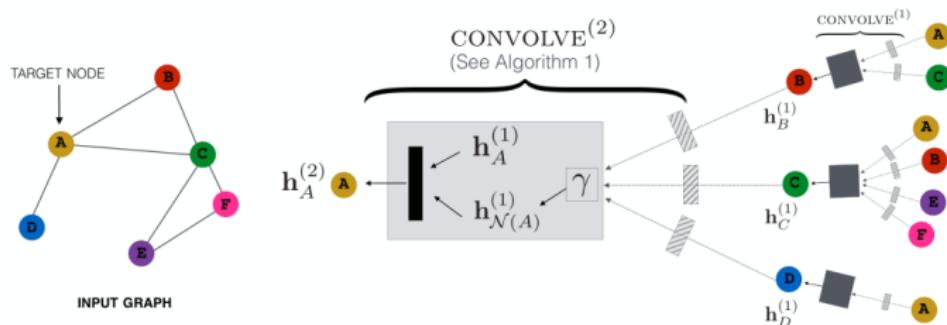
## localized Graph Convolutional Networks (R. Ying et al., 2018)

- ▷ 유저와 아이템 간의 관계를 **그래프로** 표현
- ▷ 그래프의 꼭지점(node)를 하나의 벡터로 임베딩

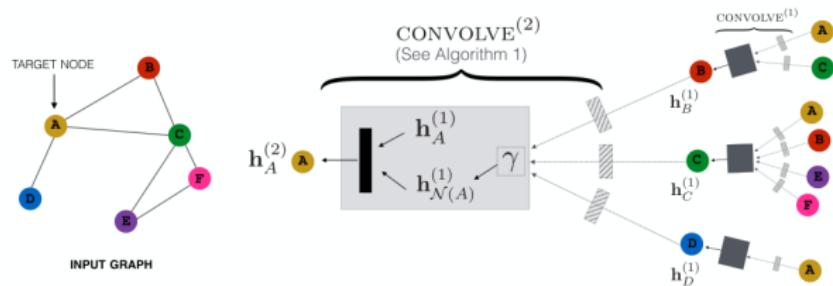
# Graph construct



- ▷ 노드 = 아이템
- ▷ 한 유저가 두 아이템에 interact한 경우, 노드 연결



# graph construct



## update

- ▷  $h_{N(u)}^{(l)} = \text{AGG}(\text{ReLU}(Q^{(l)} h_v^{(l)} + q^{(l)}) | v \in N(u))$
- ▷  $h_u^{(l+1)} = \text{ReLU}(W^{(l)} \cdot \text{CONCAT}(h_u^{(l)}, h_{N(u)}^{(l)}))$

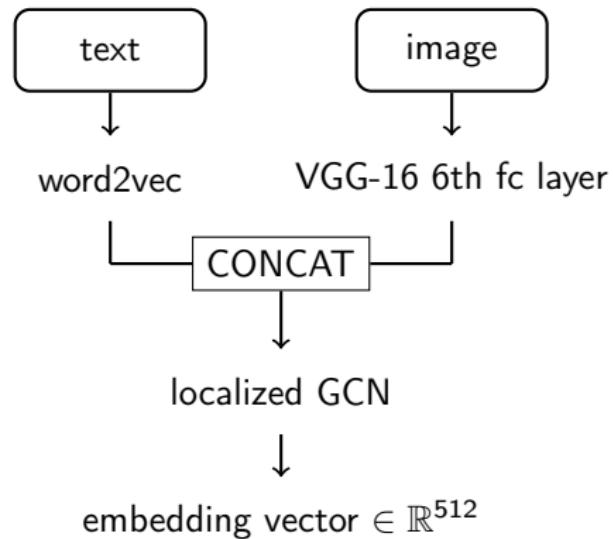
## objective function

- ▷ Noise Contrastive Estimation (NCE)
  - $-\log(\sigma(h_u^T h_v)) - Q \cdot \mathbb{E}_{v_n \sim P_n(u)} \log(\sigma(-h_u^T h_{v_n}))$ ,  $\forall v \in N(u)$

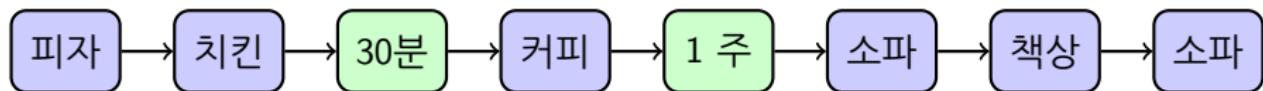
보내기

저장

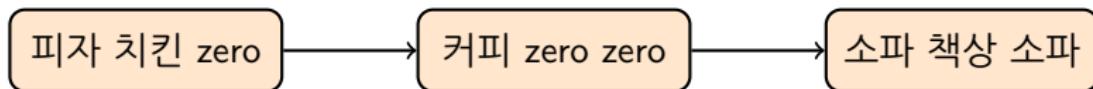
Listen, the cat eats very loud, no doubt, this fish is  
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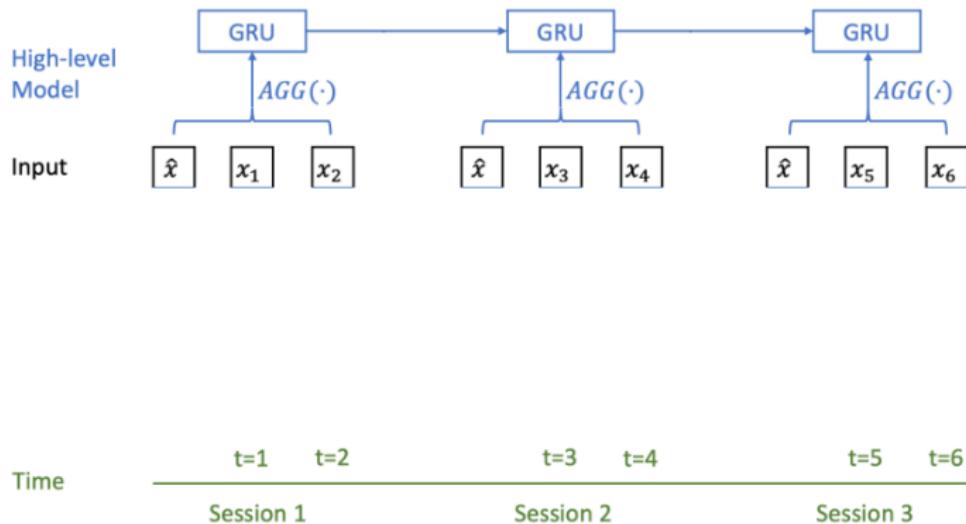
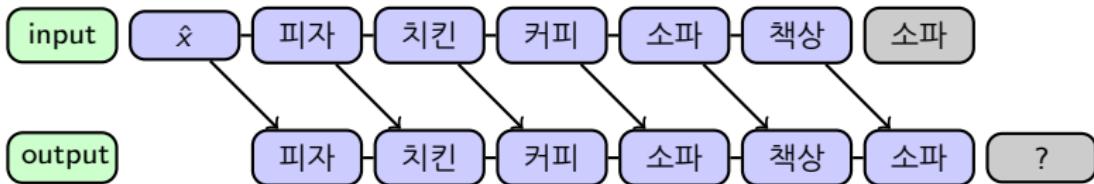
# Session



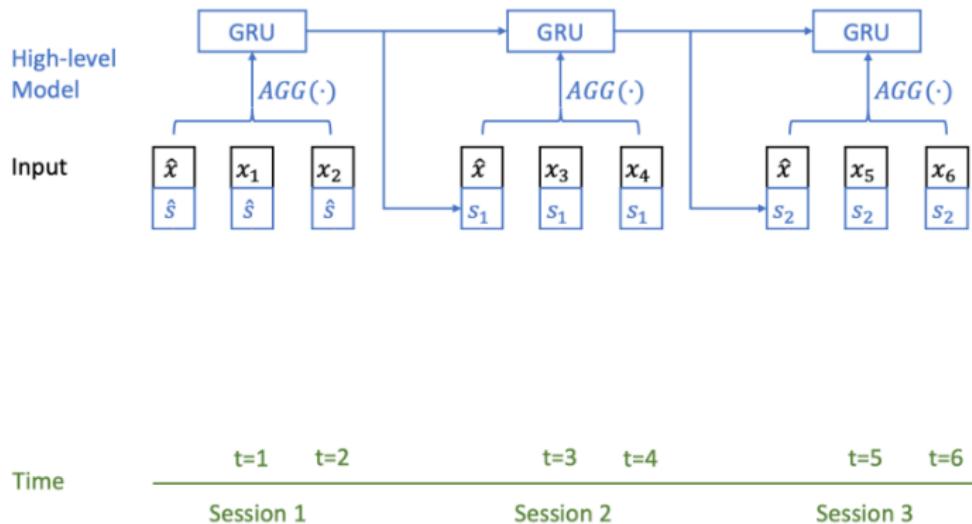
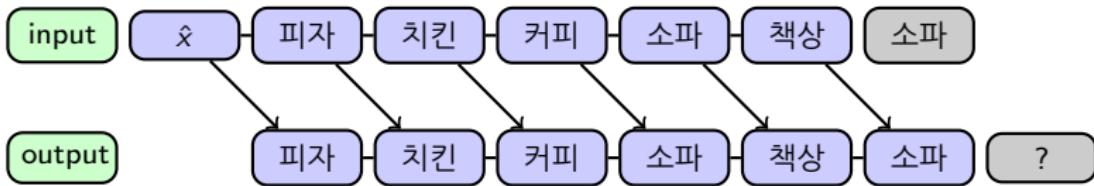
- ▷ 30분의 유휴시간 간격으로 session 구분
- ▷ 유저마다 session의 개수와 길이가 다양하다
- ▷ 모든 session의 길이가 같도록 zero padding
- ▷ ex) session 개수 = 3, session 길이 = 3



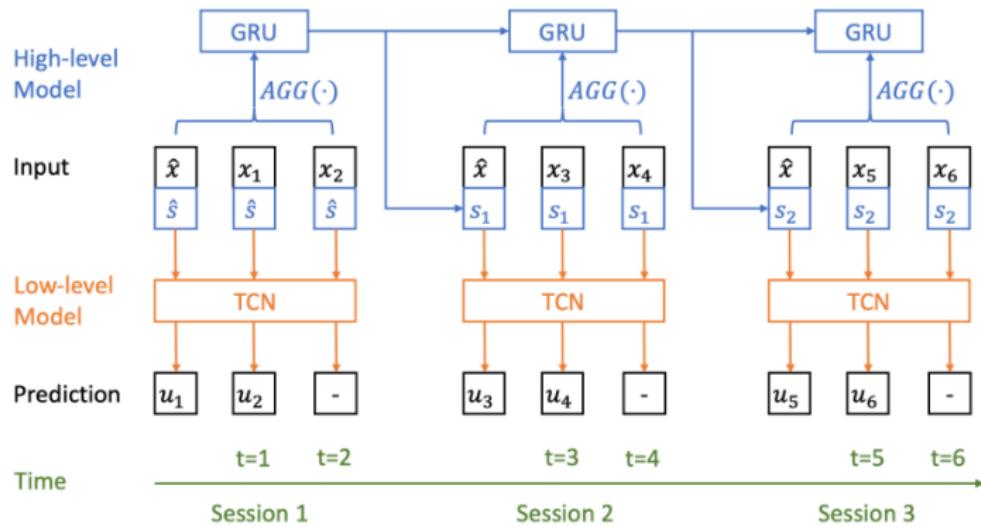
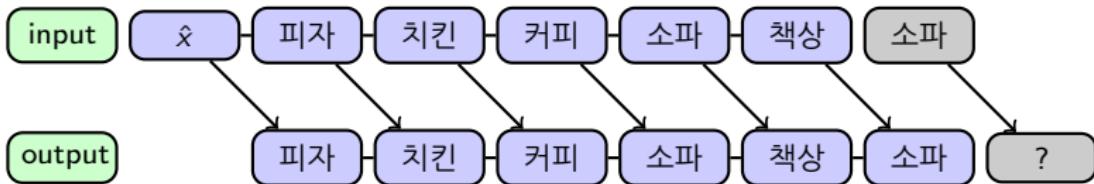
# Model



# Model

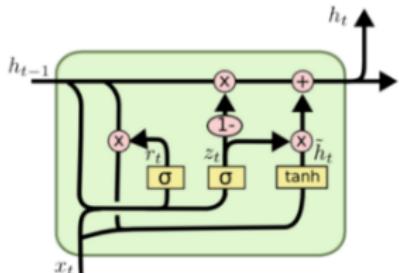


# Model



# Model

## GRU - long term inference



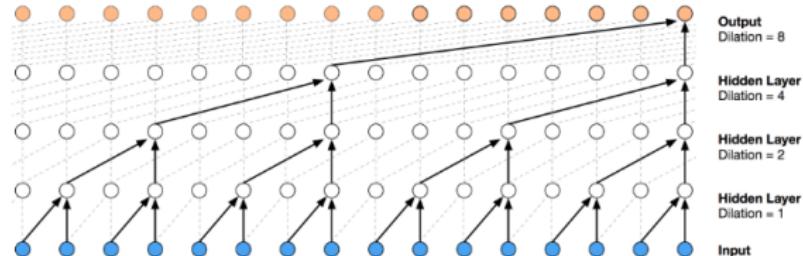
$$z_t = \sigma(W^z \cdot x_t + U^z \cdot h_{t-1})$$

$$r_t = \sigma(W^r \cdot x_t + U^r \cdot h_{t-1})$$

$$\bar{h}_t = \tanh(W \cdot x_t + U \cdot (h_{t-1} * r_t))$$

$$h_t = (1 - z_t) * \bar{h}_t + z_t * h_{t-1}$$

## TCN - short term inference



causal 1D conv

+

dilated 1D conv

# Web scale again

## 아이템 임베딩 저장

- ▷ 512차원의 interact 데이터를 17억개 저장하려면 몇십 테라바이트 필요!
- ▷ Linux huge page table에 아이템 ID와 아이템 임베딩 미리 저장
- ▷ 아이템 ID만 갖고 있다가 필요할 때 look-up하여 로딩 시간을 줄이자

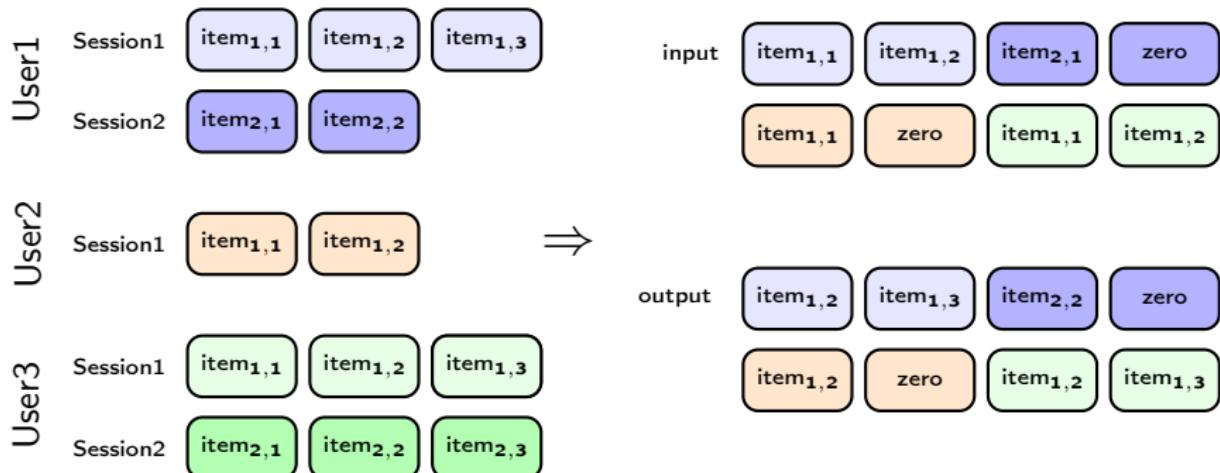
## 유저 interest 저장

- ▷ 유저 ID와 유저 interest 또한 저장
- ▷ 매 session이 시작하면 불러오고, 통과가 끝나면 저장

# Web scale again

## queue-based mini-batch

- ▷ HierTCN을 학습시키기 위해서는 session의 길이와 크기 고정 필요!
- ▷ 사용하지 않은 공간을 모두 zero padding한다면?



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# Result

## HierTCN vs Others

Dataset	Metric	HierTCN	HierGRU	HRNN [23]	TCN	GRU	MV	MaxItem
XING	Recall@10 (Higher is better)	<b>0.139</b>	0.105	0.113	0.108	0.124	0.107	-
	MRR (Higher is better)	<b>0.071</b>	0.037	0.040	0.038	0.043	-	-
	MRP (Lower is better)	<b>0.121</b>	0.161	0.149	0.198	0.141	-	-
Pinterest	Recall@1	<b>0.206</b>	0.184	0.174	0.194	0.195	0.1658	0.1487
	Recall@5	<b>0.663</b>	0.639	0.619	0.653	0.655	0.6120	0.5843
	Recall@10	<b>0.855</b>	0.839	0.828	0.850	0.852	0.8173	0.7921
	MRR	<b>0.402</b>	0.380	0.366	0.391	0.392	0.3593	0.3400
	MRP	<b>0.304</b>	0.326	0.338	0.313	0.311	0.3484	0.3724

Recall @ K =  $\frac{1}{N} \sum_{i=1}^N |\text{relevant}_i \cap \text{top K of retrieved}_i|$ , N = (# of Users)

Mean Reciprocal Rank (MRR) =  $\frac{1}{N} \sum_{i=1}^N \frac{1}{\text{rank}_i}$

Mean Rank Percentile (MRP) =  $\frac{1}{N} \sum_{i=1}^N \frac{\text{rank}_i}{|\text{cand}_i|}$

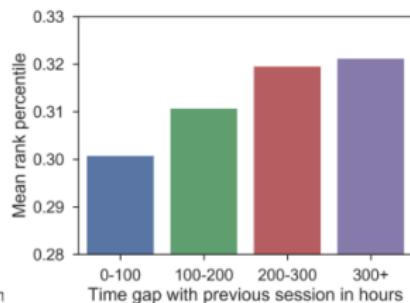
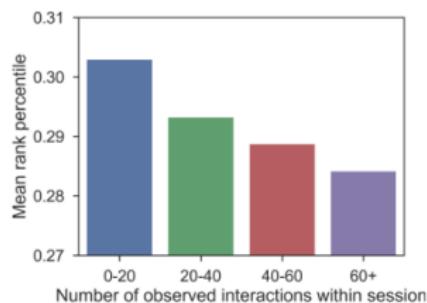
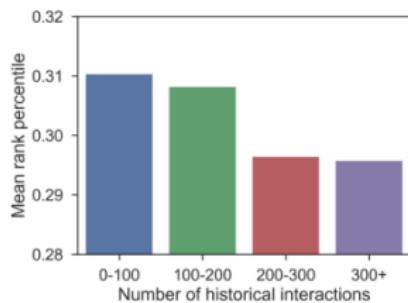
# Result

## HierTCN vs Others

Dataset	Model	Training
Pinterest	<b>HierTCN</b>	<b>295.3s</b>
	HierGRU	747.8s
	HRNN [23]	693.1s
	TCN	<b>254.0s</b>
	GRU	776.8s

# Result

## Performance (Lower is better)

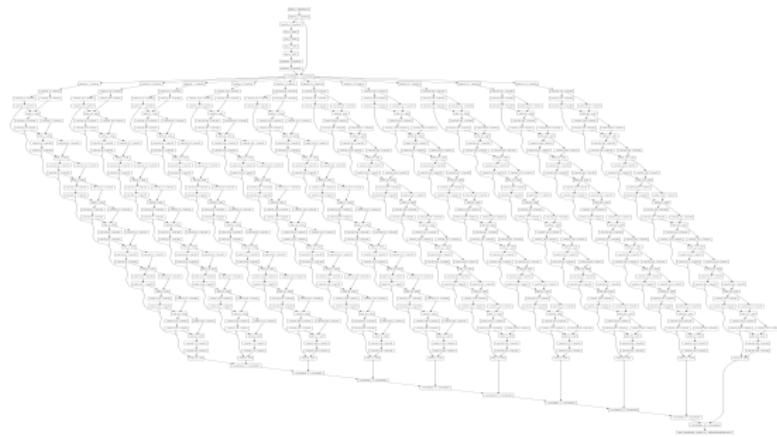


# Object functions

Dataset	Metric	L2	NCE	BPR	Hinge
Pinterest	Recall@1	0.167	0.192	0.183	<b>0.201</b>
	Recall@5	0.611	0.642	0.632	<b>0.657</b>
	Recall@10	0.817	0.838	0.832	<b>0.851</b>
	MRR	0.360	0.386	0.377	<b>0.396</b>
	MRP	0.349	0.322	0.331	<b>0.309</b>

- ▷  $L2 = \min ||x_t - u_t||_2$
- ▷  $NCE = \min\{-\log(\sigma(x_t^T \cdot u_t)) - \sum_i -\log(\sigma(-c_{ti}^T \cdot u_t))\}$
- ▷  $BPR = \min\{-\sum_i \log(\sigma(c_{ti}^T u_t - x_t^T u_t))\}$
- ▷  $Hinge = \min\{\sum_i \max\{0, \delta + c_{ti}^T u_t - x_t^T u_t\}\}$

# Implementation with Keras



concatenate_10 (Concatenate)	(8, 50, 128)	0	concatenate_9[0][0] add_130[0][0]
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time_distributed_1 (TimeDistrib	(8, 50, 512)	66048	concatenate_10[0][0]
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=====

Total params: 22,936,576

Trainable params: 22,936,576

Non-trainable params: 0

=====

# Result

	Session 1		Session 2		Session 3	
Past Interactions	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	$x_6$
MV Predictions	Rank=0 SHRIMP AVOCADO GARLIC BREAD	Rank=1 CLEAN EATING CHICKEN FRIED RICE	Rank=2 BACON RANCH CHICKEN CASSEROLE	Rank=3 Blueberry MUFFIN BREAD	Rank=4 Apple Cider Slushie	Rank=5 Raspberry Slurpee
TCN Predictions						(Red box)
HierTCN Predictions		(Red box)				

Q & A

감사합니다.