# MATRIX FACTORIZATION TECHNIQUES FOR RECOMMENDER SYSTEMS

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#### **Recommender System: Introduction**

HOME > TECH

# **Netflix's Recommendation Engine Drives 75% Of Viewership**

Dylan Love Apr 9, 2012, 7:06 PM









Netflix is pulling back the curtain in a two-part blog post to reveal some behind-thescenes workings, such as the fact that 75% of the content watched on the service comes from its recommendation engine.



Flickr/Jdlasica



# **Recommender System: Introduction**



https://uxplanet.org/what-can-we-learn-about-design-from-netflix-502f6a384aa8

Item

Recommender System (RS)
Recommends...

1.
{Items}
to
{Users},

2.
(mostly)

Fixed number of items
(UI constraints)

User 1









User 2







User 3







User 4





User 1









User 2







User 3







What movie would you recommend for user 3?

User 4





User 1









User 1 and 3 have similar movie taste!

User 3







Recommends <Betman>

This is user-based collaborative filtering (CF)

User 1









User 2







User 3







What movie would you recommend for user 4?

User 4





Item 1







Item 2







Item 3







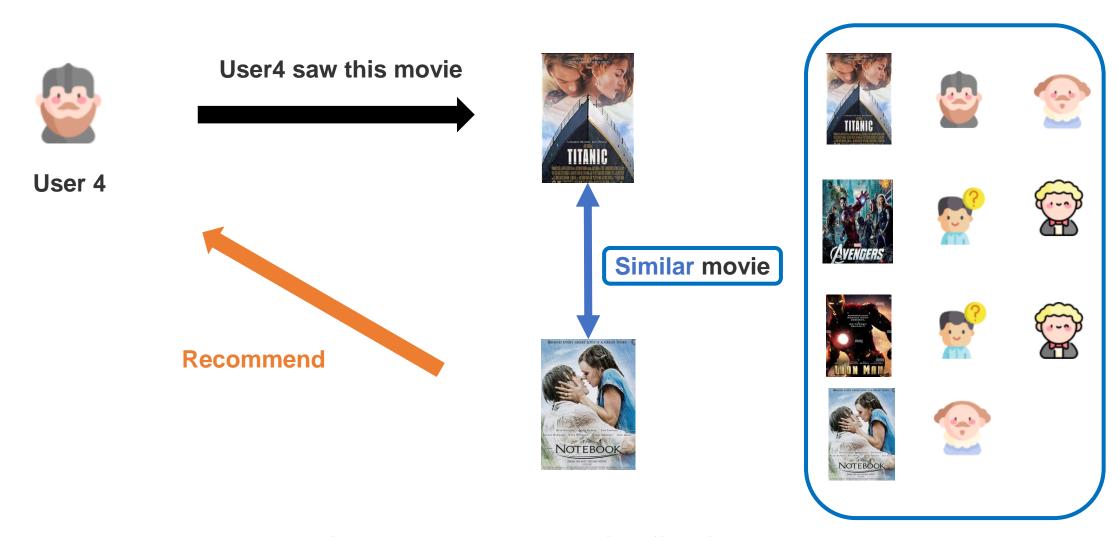
Item 4







Now, flip row & columns! (user & item)



This is item-based collaborative filtering

#### **RS Basics: Cold Start Problem**

User 1









User 2









What if new item / user comes? (cold-start problem)

User 3









New movie release

User 4







# **RS Basics: Cold Start Problem**

Utilize meta-info of each item as features, and find similar item!

	Action	Romance	Comedy	Real story-based
AVENDERS	1	0	0	0
The state of the s	0	1	1	0
CARD MAN	1	0	0	0
ABOUTTIME /	0	1	1	0

#### **RS Basics: Cold Start Problem**

User 1









User 2







This is *content based filtering* and It can be a solution for cold-start problem.

User 3







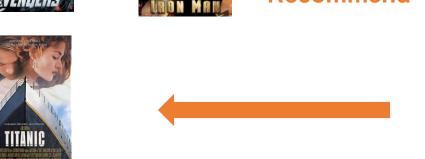














New movie release

#### **RS Basics: Types of Feedback**

#### **Explicit** feedback:

- Explicit input by users regarding their interest in products.
- e.g.) user ratings (1~5 scores), preference (thumbs-up/down button)



#### Implicit feedback

- Indirectly reflect opinion through observing user behavior
- e.g.) purchase history, browsing history, search patterns, or even mouse movement.
- Relatively abundant

#### The Netflix Prize

# **Netflix prize**

Oct. 2006, Netflix released a dataset containing 100 million movie ratings

BellKor's Pragmatic Chaos team's **SVD++** won US\$1,000,000 (the best)!



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- Matrix Factorization (MF)-based RS
- Thus, MF is proven to be powerful & efficient!

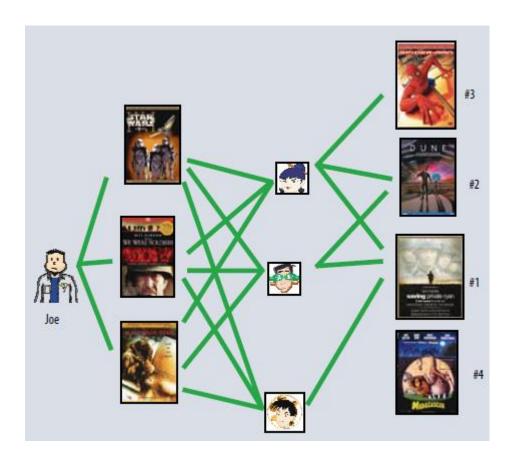


# **Collaborative Filtering**

# **Collaborative Filtering**

Analyzes relationships between user-items





# **Latent factor model**

- Centered on computing relationships between items (users), based on *neighbors*
- Recommend items with the order of:
   #1, #2, #3, and #4.

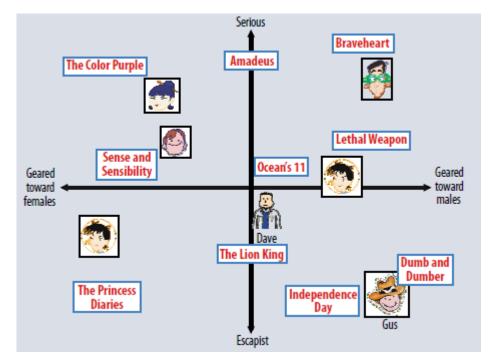
# **Collaborative Filtering**

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Analyzes *relationships* between user-items



#### Neighborhood method



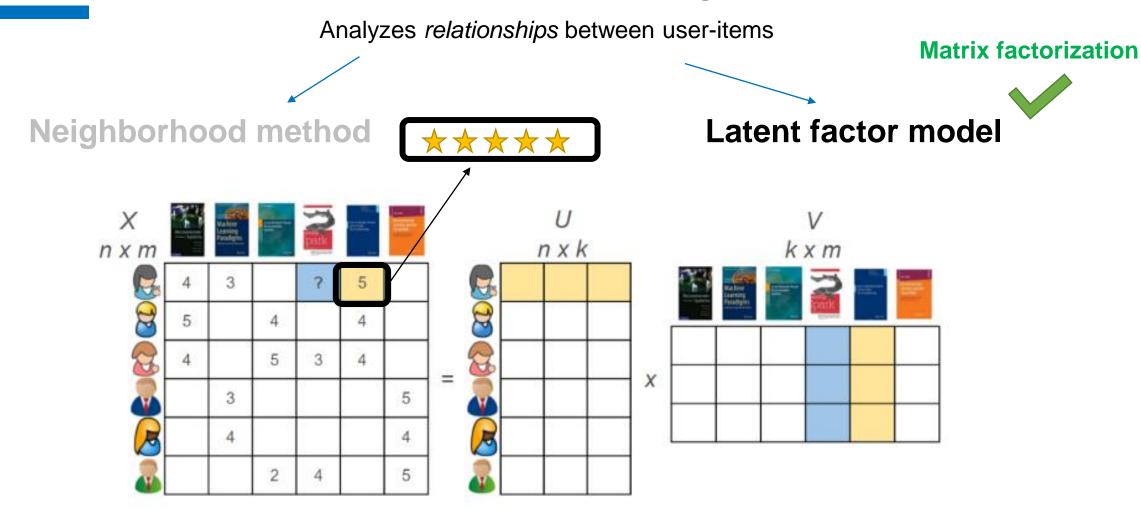
e.g.)
Two hypothetical dimension

#### Latent factor model

- characterizing both items and users on factors inferred from the ratings patterns
  - Such as genre, childrenoriented, ..., or completely uninterpretable dimensions.

# **Collaborative Filtering**

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https://heartbeat.comet.ml/recommender-systems-with-python-part-iii-collaborative-filtering-singular-value-decomposition-5b5dcb3f242b

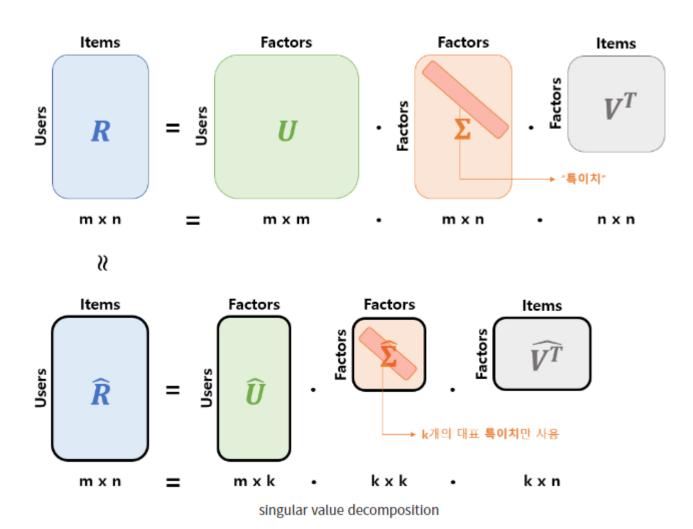
Will show you various versions of MF in RS.

#### **Item factor vector**

$$\hat{r}_{ui} = q_i^T p_u$$

Inferred Interaction (rating)

**User factor vector** 



$$\hat{r}_{ui} = q_i^T p_u$$

This equation is highly related with **SVD** 

However,

The rating matrix is incomplete

Modeling derectly the **observed ratings only.** 

# Learning the factor vectors

: squared error on the set of known ratings

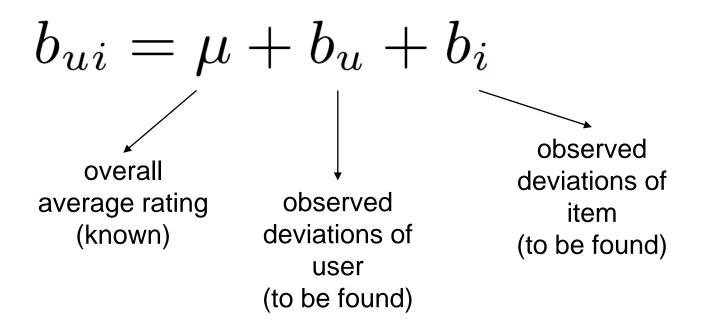
$$\min_{q^*,p^*} \sum_{(u,i)\in\kappa} (r_{ui} - q_i^T p_u)^2 + \lambda(||q_i||^2 + ||p_u||^2)$$
(regularizer to avoid overfitting)

-> Performing optimization with Stochastic gradient descent

#### **Adding Biases**

#### "Systematic Tendency"

some users to give higher ratings than others, and for some items to receive higher ratings than others



# **Adding Biases**

#### Prediction

$$\hat{r}_{ui} = \mu + b_i + b_u + q_i^T p_u$$

#### Optimization

$$\min_{p_*,q_*,b_*} \sum_{(u,i)\in\kappa} (r_{ui} - \mu - b_u - b_i - p_u^T q_i)^2 + \lambda \\
(||p_u||^2 + ||q_i||^2 + b_u^2 + b_i^2)$$

# **Temporal Dynamics**

Until now, the models are static.

In reality, the perception *changes* as time goes on.

$$\hat{r}_{ui}(t) = \mu + b_i(t) + b_u(t) + q_i^T p_u(t)$$

Assuming product itself is static.

# MF with implicit feedback

Without knowing exact preference (rating),



Relies on implicit feedback (behaviors e.g. search patterns, or clicks)

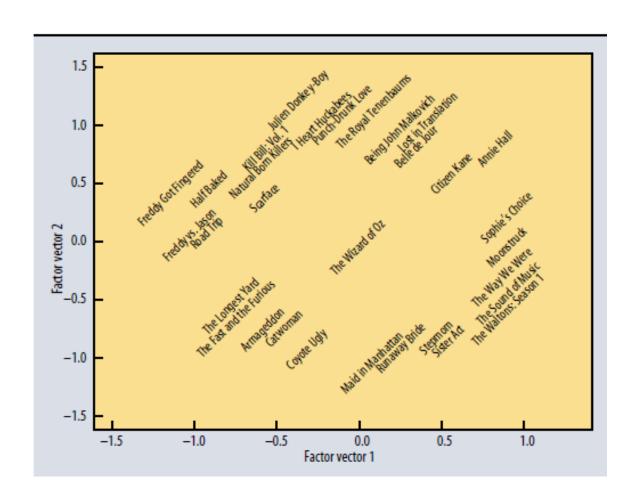


The model states "probably likes the product" or "probably not interested in the product"

Using confidence score  $c_{ui}$  (design choice e.g., how many times watched)

$$\min_{p_*,q_*,b_*} \sum_{(u,i)\in\kappa} c_{ui}(r_{ui} - \mu - b_u - b_i) \\
- p_u^T q_i^2 + \lambda (||p_u||^2 + ||q_i||^2 \\
+ b_u^2 + b_i^2)$$

#### **Evaluations**

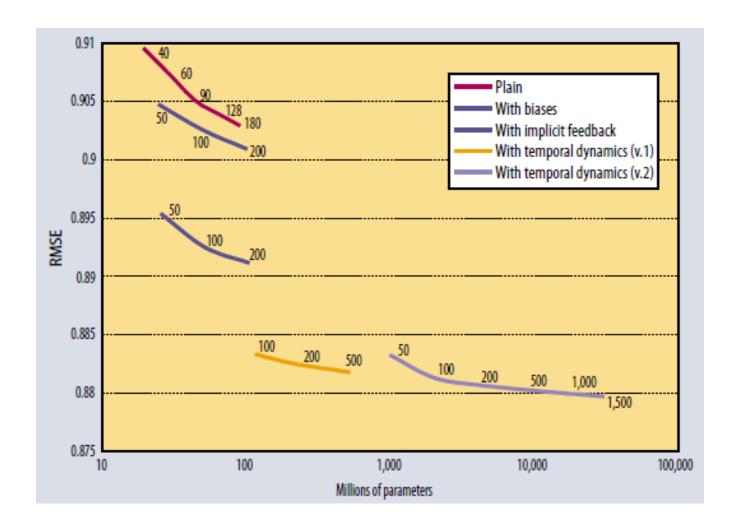


#### **Showing 2-d plot:**

Well-clustered based on genres
(Strong female leads, fraternity humor, ...)

I don't know much about the movies @..

#### **Evaluations**



Each variant have contribution, while temporal info. is shown to be most important.

\*unfortunately, I couldn't find what v.1 & v.2 are exactly meaning in the paper @...

# **Summary**

# Why MF is good?

Fast and simple

Parallely computable

Generally applicable

#### Weakness?

Less expressive factors compared to recent models

# Thank you!