



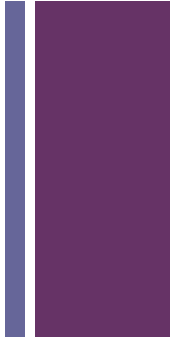
# Recommender Systems

## Filtering Approaches

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Thanks to Yong Zheng, IIT, for some materials

# + Contextual filtering



- Sparsity
  - Reduces the data set to only those items with ratings in the current context
- Avoidable only by
  - Aggregating significantly
  - But reduces the benefit of using context

# + Example

User	Movie	Time	Location	Companion	Rating
U1	<i>Titanic</i>	Weekend	Home	Girlfriend	4
U2	<i>Titanic</i>	Weekday	Home	Girlfriend	5
U3	<i>Titanic</i>	Weekday	Cinema	Sister	4
U1	<i>Titanic</i>	<u>Weekday</u>	<u>Home</u>	<u>Sister</u>	?

- Contextual filtering
  - Combination {Home, Sister} has no matches
- What to do?



# Context relaxation



- Context relaxation
  - Pick a subset of the dimensions {Time, Location}
  - But do this for each recommendation problem, not the same for the whole dataset
- Could also use generalization
  - Sister -> Relative
  - Wednesday -> Weekday



# Context weighting



- Use all profiles but weight their contribution by context similarity
- Ratings given in the most similar contexts
  - Get the most weight in recommendation



# Differential context modeling

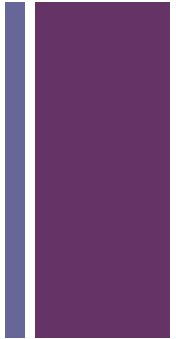


- Treat the different aspects of the recommendation computation as separate applications of context

The diagram illustrates the recommendation formula  $P_{a,i} = \bar{r}_a + \frac{\sum_{u \in N} (r_{u,i} - \bar{r}_u) \times \text{sim}(a, u)}{\sum_{u \in N} \text{sim}(a, u)}$  with four labeled components:

- 1. Neighbor Selection**: Points to the summation index  $u \in N$  in the numerator.
- 2. Neighbor contribution**: Points to the term  $(r_{u,i} - \bar{r}_u)$  in the numerator.
- 3. User baseline**: Points to the term  $\bar{r}_a$  in the formula.
- 4. User Similarity**: Points to the term  $\text{sim}(a, u)$  in both the numerator and denominator.

# + Algorithm components



- Neighbor selection
  - Filter/weight peers so that they have rated the target item in the right context
- Neighbor contribution
  - Filter/weight the ratings of peers over which the mean is computed
- User baseline
  - Filter/weight the ratings of the user used for the baseline
- User similarity
  - Filter/weight the ratings of the user used to compute similarity
- These can all be different
  - Filtering neighbors on time, compute similarity on location, calculate user baseline with companion

# + Optimization problem

- Not convex!
- Need non-linear optimization
  - Particle-swarm
  - Genetic algorithm
  - Etc.
- No non-NP way to optimize if generalization is allowed
- Compute the error for many combinations of subsets / weights
  - Try to avoid local minima

	1	2	3	4	5	6	7	8	9	10	11	12
DCR	1	0	0	0	1	1	1	1	0	1	1	1
DCW	0.2	0.3	0	0.1	0.2	0.3	0.5	0.1	0.2	0.1	0.5	0.2

1<sup>st</sup>      2<sup>nd</sup>      3<sup>rd</sup>      4<sup>th</sup>





# Differential context modeling



- Assumes a memory-based technique
  - User / item kNN
- Computational complexity of optimization
  - Especially for weighting
  - But this modeling step should be rare and offline