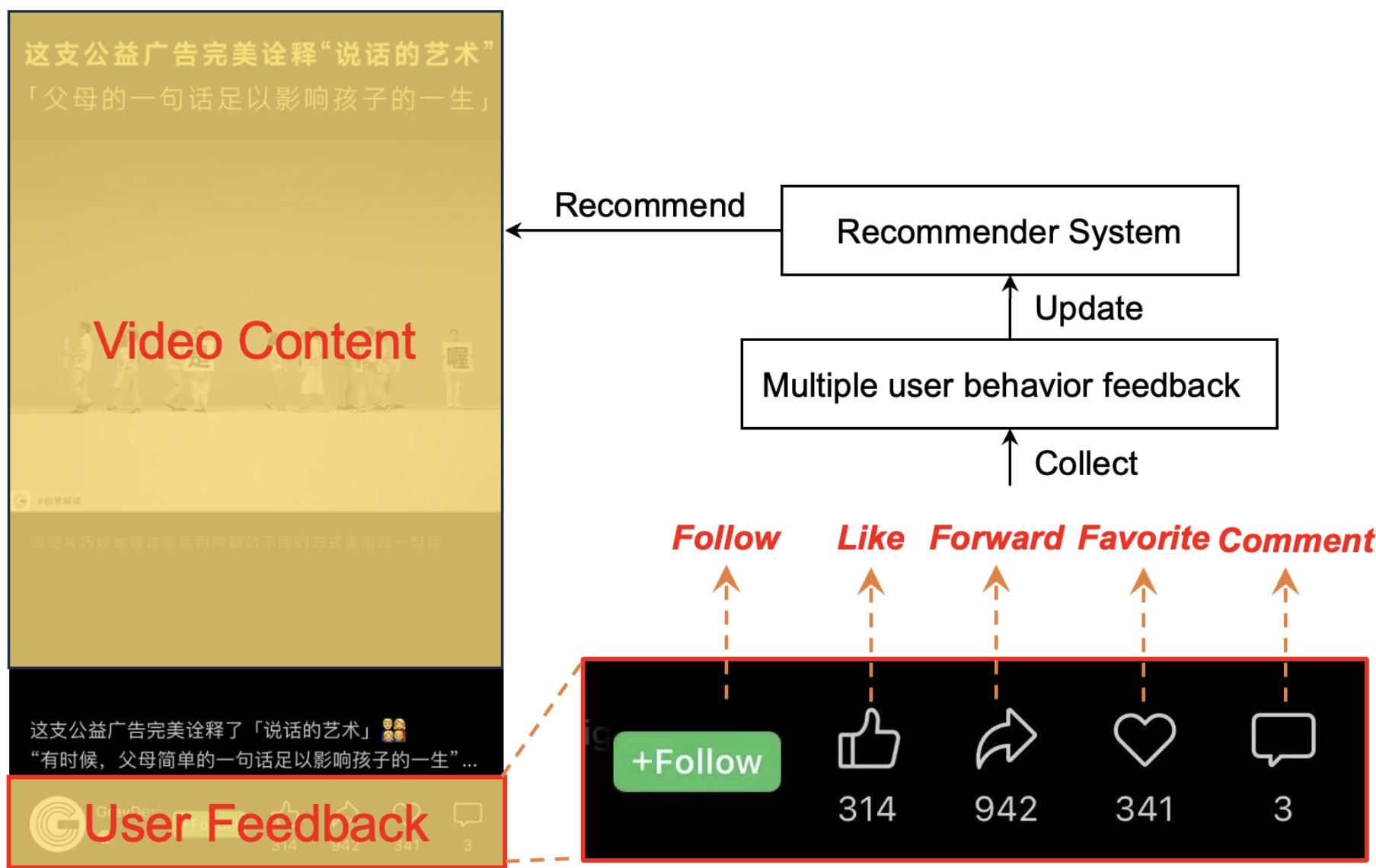
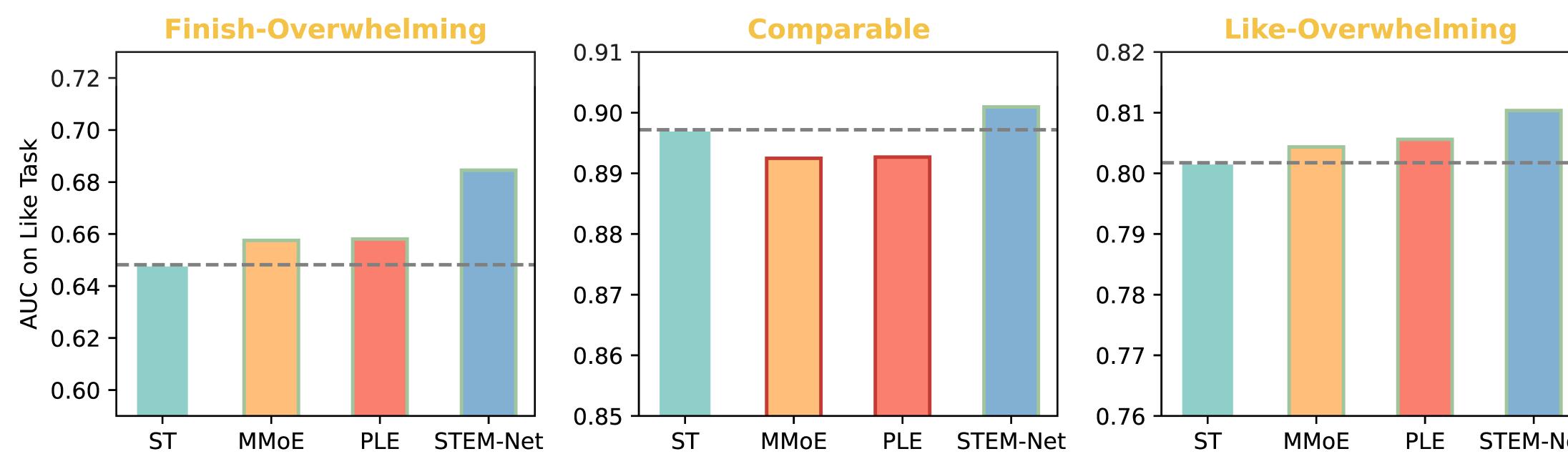


Background



In order to adequately model user interests, industrial recommendation systems typically optimize multiple user behavior feedback (e.g., Follow, Like). However, prior works have identified *negative transfer*, whereby multi-task learning models may not always outperform single-task models.

Rethinking: Where negative transfer occurs?



- + **Finish-Overwhelming** consists of samples with overwhelming positive feedback from task Finish.
- + **Comparable** consists of samples with comparable positive feedback from both tasks.
- + **Like-Overwhelming** consists of samples with overwhelming positive feedback from task Like.

Finding. Negative transfer is more likely to occur on the Comparable sub-dataset, where samples receive comparable positive feedback from both tasks.

Limitation. Existing MTL methods, including MMoE and PLE, all follow a *shared-embedding paradigm*. That is, they learn a universal embedding for each user and item, shared across tasks. Such a paradigm is only able to capture a single preference of users, hindering the ability to capture the preference divergence across tasks.

The STEM Paradigm

We introduce a Shared and Task-specific EMbeddings (STEM) paradigm, which *incorporates both shared and task-specific embeddings* to learn common and task-specific user preference. For a given feature x_i , we get the task-specific embeddings $\{\mathbf{v}_i^t\}$ for task t as well as the shared embedding \mathbf{v}_i^S .

The STEM-Net Model

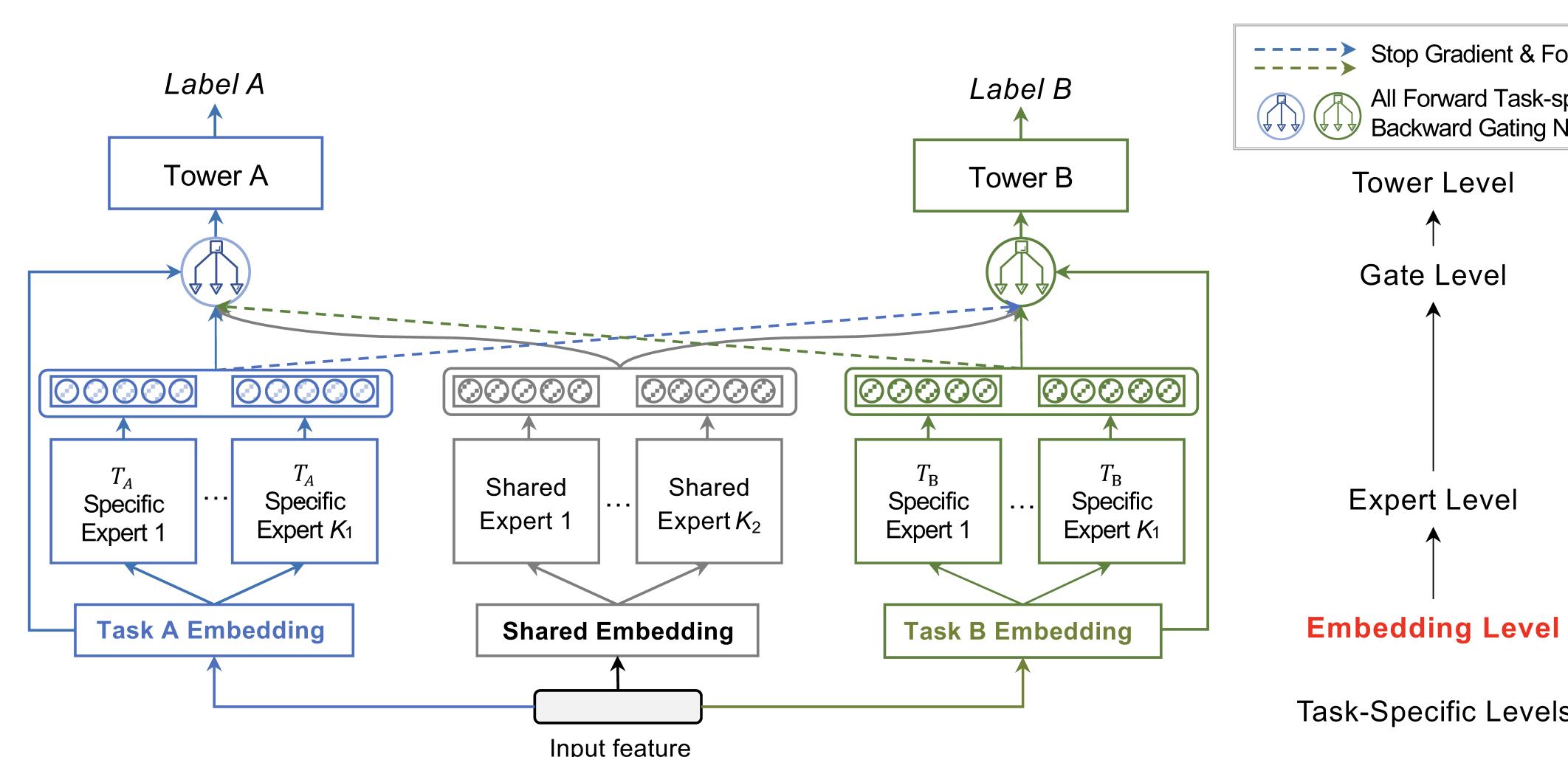


Figure 1. The architecture of STEM-Net.

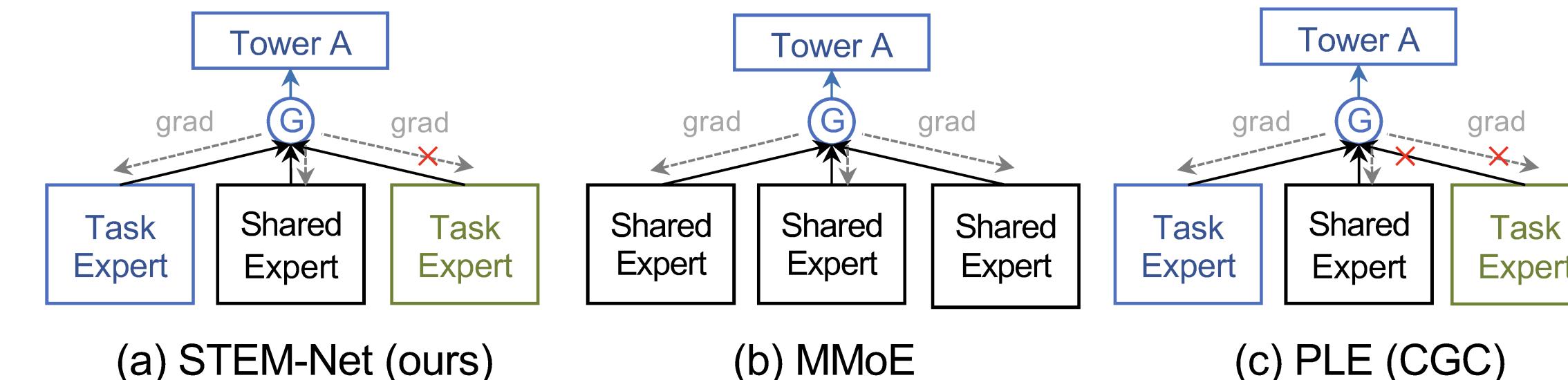
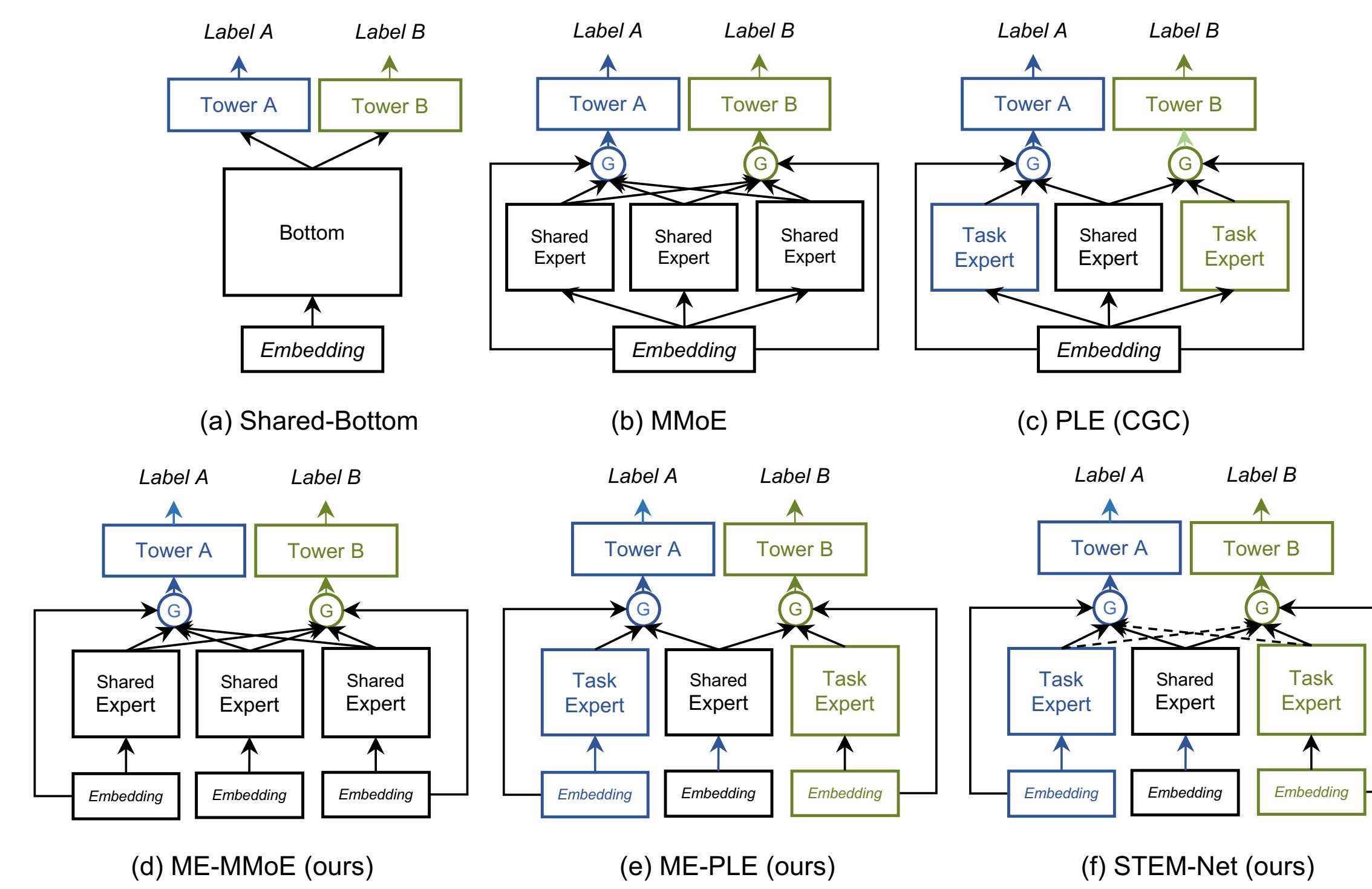


Figure 2. Comparison of gating networks of MMoE (All Forward All Backward), PLE (Task-specific Forward Task-specific Backward) and our STEM-Net (All Forward Task-specific Backward).

Model Comparison



Contradictory User Preference Analysis

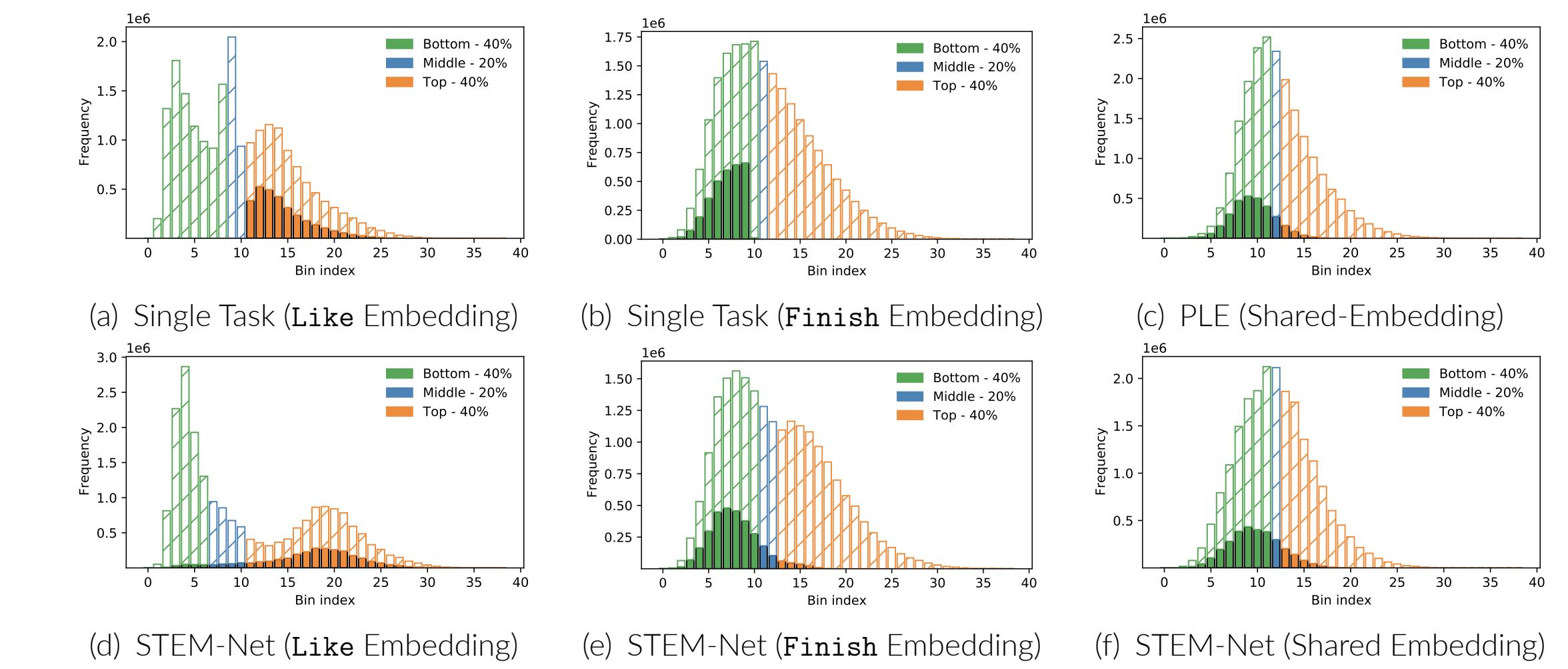


Figure 4. The distance distribution of the contradictory user item pair set S (with solid color) as well as the whole user item pair set (with slash lines) regarding: the single task Like (a) and Finish embedding (b), the PLE embedding (c), and the Like (d) and Finish-specific (e) embedding and shared embedding (f) in STEM-Net.

Overall Performance

Model	Finish		Like		Average AUC↑
	Logloss↓	AUC↑	Logloss↓	AUC↑	
Single-Task	0.5111	0.7505	0.0558	0.9058	0.8281
Shared-Bottom	0.5112	0.7504	0.0560	0.9022	0.8263
OMoE	0.5103	0.7516	0.0559	0.9029	0.8273
MMoE	0.5105	0.7511	0.0560	0.9018	0.8265
PLE	0.5105	0.7511	0.0560	0.9016	0.8264
ESMM	0.5111	0.7503	0.0564	0.9012	0.8258
AITM	0.5109	0.7506	0.0560	0.9026	0.8266
ME-MMoE	0.5114	0.7502	0.0557	0.9045	0.8274
ME-PLE	0.5120	0.7492	0.0560	0.9058	0.8275
STEM-Net	0.5104	0.7513	0.0553	0.9095	0.8304

Table 1. Overall performance on TikTok.

Model	Click		Like		Average AUC↑
	Logloss↓	AUC↑	Logloss↓	AUC↑	
Single-Task	0.2826	0.9234	0.0378	0.9400	0.9317
Shared-Bottom	0.2857	0.9235	0.0380	0.9389	0.9312
OMoE	0.2826	0.9238	0.0373	0.9394	0.9316
MMoE	0.2813	0.9238	0.0379	0.9401	0.9319
PLE	0.2832	0.9238	0.0375	0.9399	0.9318
ESMM	0.2847	0.9208	0.0378	0.9368	0.9288
AITM	0.2836	0.9237	0.0386	0.9398	0.9318
ME-MMoE	0.2815	0.9239	0.0375	0.9407	0.9323
ME-PLE	0.2818	0.9238	0.0374	0.9410	0.9324
STEM-Net	0.2816	0.9237	0.0381	0.9426	0.9331

Table 2. Overall performance on QK-Video.

Scenario	Follow Activation	Fulfill Sheet	Pay	Avg.
Scenario 1	+0.29%	+0.33%	+0.29%	+0.35% +0.32%
Scenario 2	+0.13%	+0.22%	+0.33%	+0.27% +0.24%
Scenario 3	+0.47%	+0.39%	+0.28%	+0.78% +0.48%

Table 3. AUC Lift of Online A/B Test