

# 机器学习与数据挖掘

*Machine Learning & Data Mining*

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# Preface

**NETFLIX**

**Netflix Prize**

**COMPLETED**

Home Rules Leaderboard Update

## Leaderboard

Showing Test Score. [Click here to show quiz score](#)

Display top  leaders.

Rank	Team Name	Best Test Score	% Improvement	Best Submit Time
Grand Prize - RMSE = 0.8567 - Winning Team: BellKor's Pragmatic Chaos				
1	<a href="#">BellKor's Pragmatic Chaos</a>	0.8567	10.06	2009-07-26 18:18:28
2	<a href="#">The Ensemble</a>	0.8567	10.06	2009-07-26 18:38:22
3	<a href="#">Grand Prize Team</a>	0.8582	9.90	2009-07-10 21:24:40
4	<a href="#">Opera Solutions and Vandelay United</a>	0.8588	9.84	2009-07-10 01:12:31
5	<a href="#">Vandelay Industries!</a>	0.8591	9.81	2009-07-10 00:32:20
6	<a href="#">PragmaticTheory</a>	0.8594	9.77	2009-06-24 12:06:56
7	<a href="#">BellKor in BigChaos</a>	0.8601	9.70	2009-05-13 08:14:09
8	<a href="#">Dace</a>	0.8612	9.59	2009-07-24 17:18:43
9	<a href="#">Feeds2</a>	0.8622	9.48	2009-07-12 13:11:51
10	<a href="#">BigChaos</a>	0.8623	9.47	2009-04-07 12:33:59
11	<a href="#">Opera Solutions</a>	0.8623	9.47	2009-07-24 00:34:07
12	<a href="#">BellKor</a>	0.8624	9.46	2009-07-26 17:19:11
Progress Prize 2008 - RMSE = 0.8627 - Winning Team: BellKor in BigChaos				
13	<a href="#">xianliang</a>	0.8642	9.27	2009-07-15 14:53:22

# **Lecture 19 Recommender Systems: Latent Factor Model**

# The Netflix Prize

## ■ Training data

- 100 million ratings, 480,000 users, 17,770 movies
- 6 years of data: 2000-2005

## ■ Test data

- Last few ratings of each user (2.8 million)
- **Evaluation criterion:** Root Mean Square Error (RMSE)

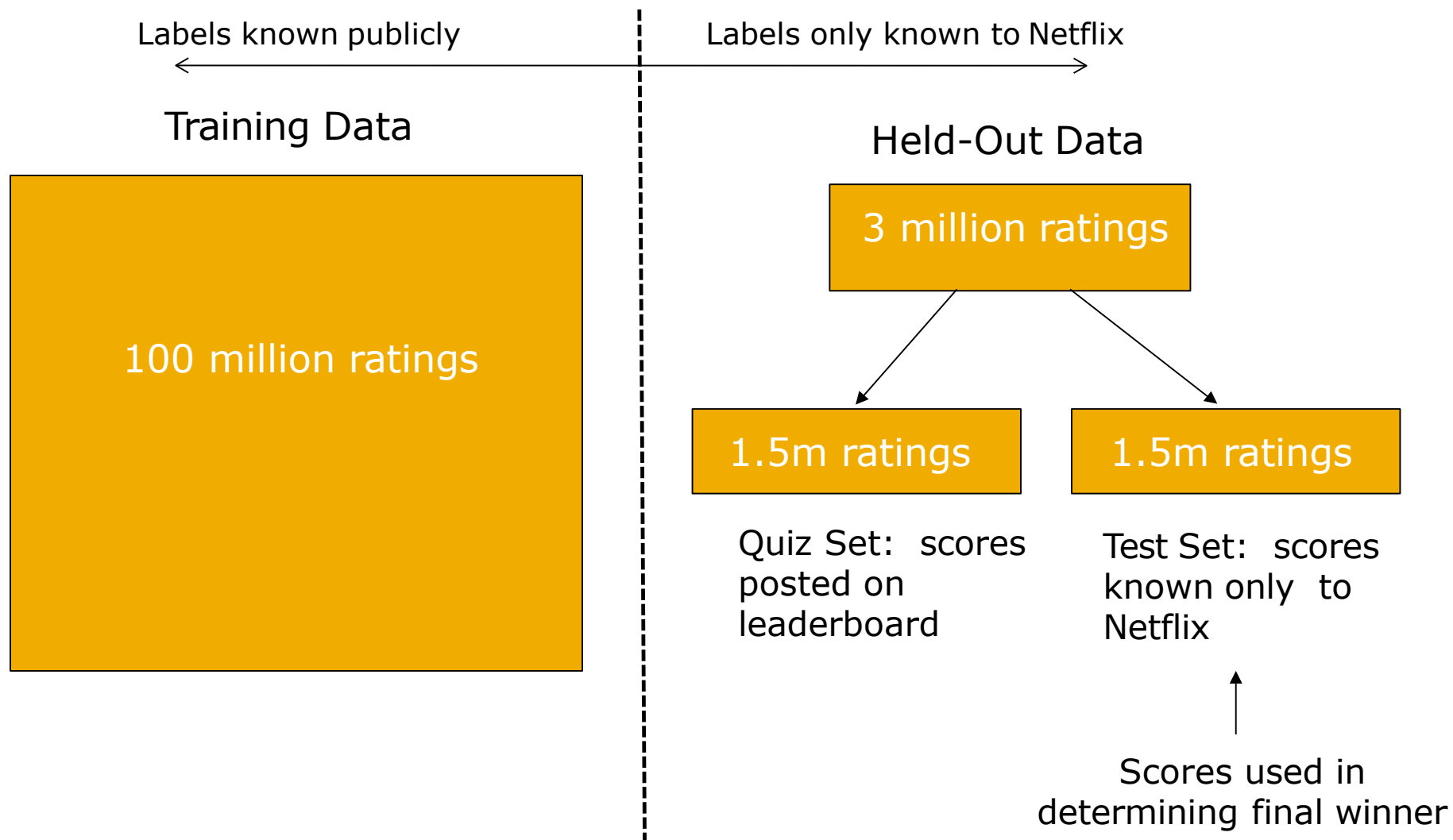
$$= \frac{1}{|R|} \sqrt{\sum_{(i,x) \in R} (\hat{r}_{xi} - r_{xi})^2}$$

- Netflix's system RMSE: **0.9514**

## ■ Competition

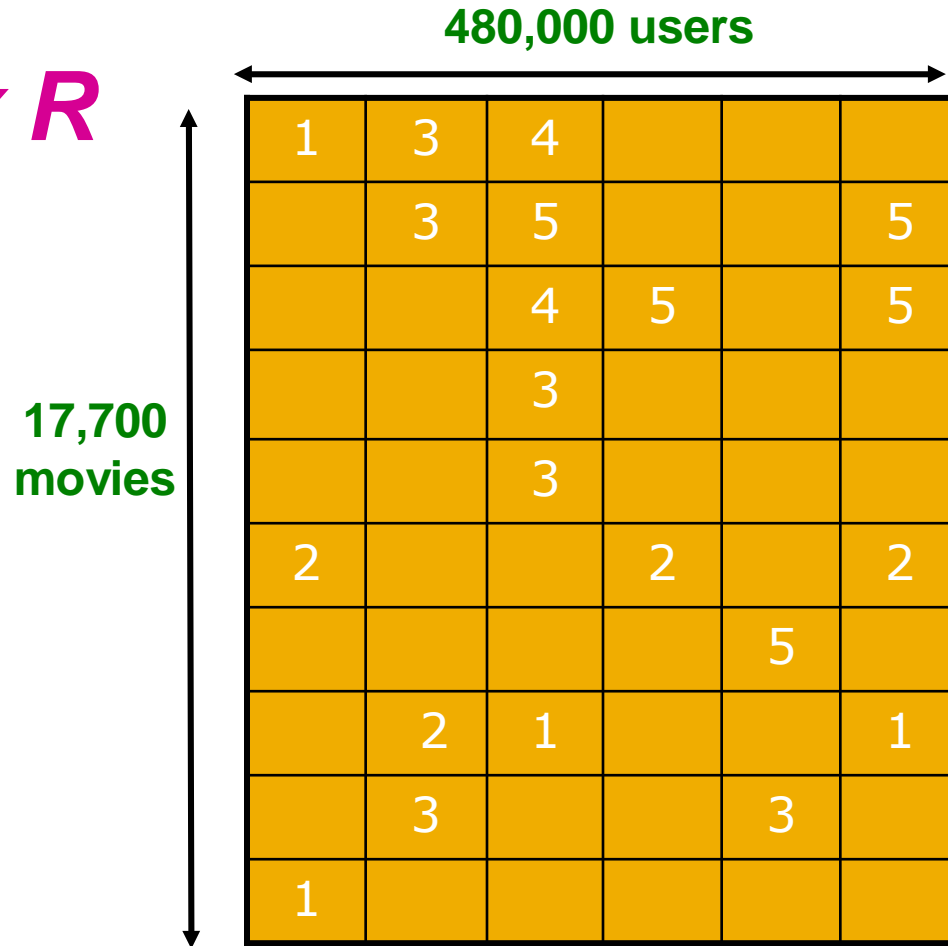
- 2,700+ teams
- **\$1 million** prize for 10% improvement on Netflix

# Competition Structure

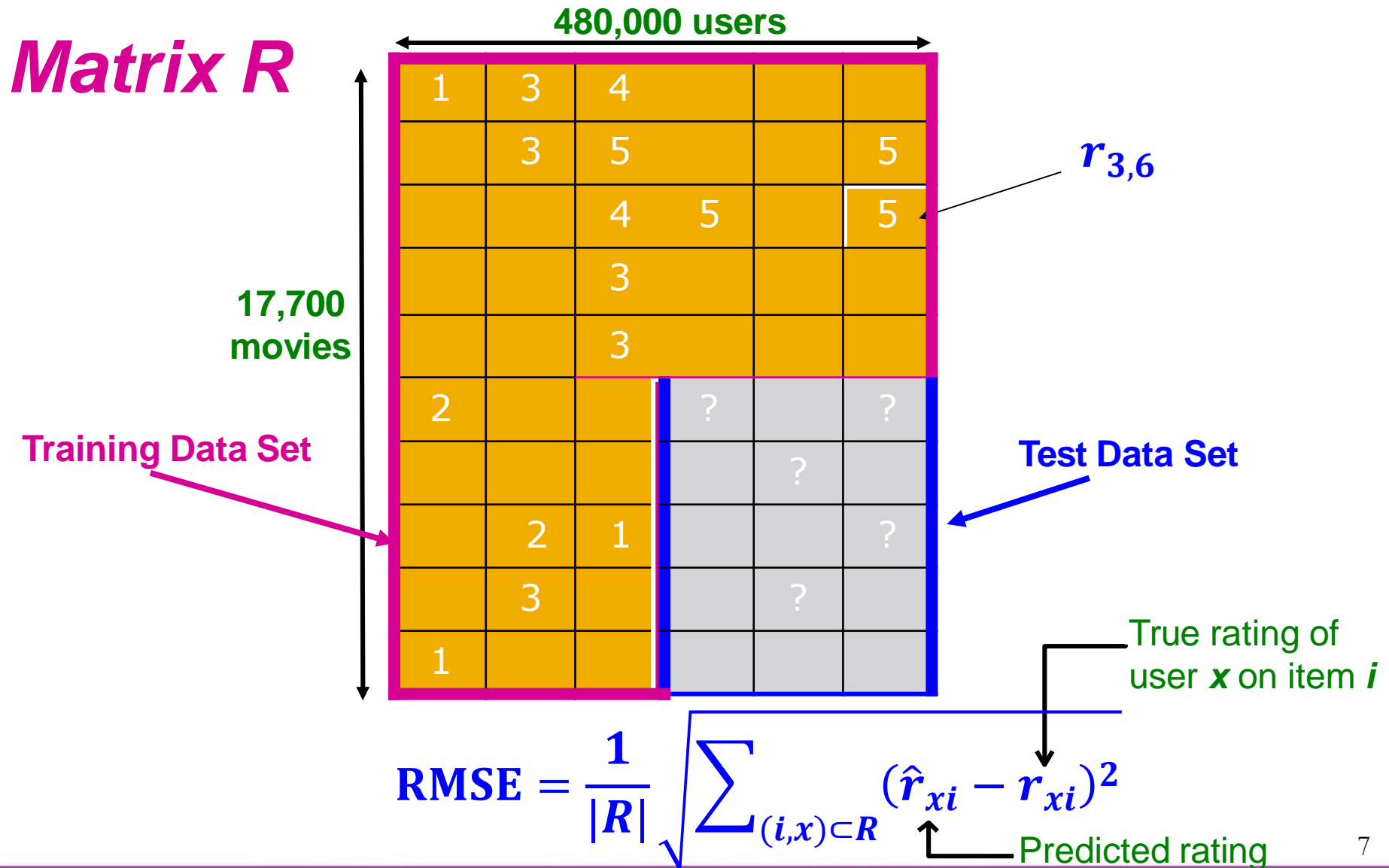


# The Netflix Utility Matrix

*Matrix R*



# Utility Matrix $R$ : Evaluation

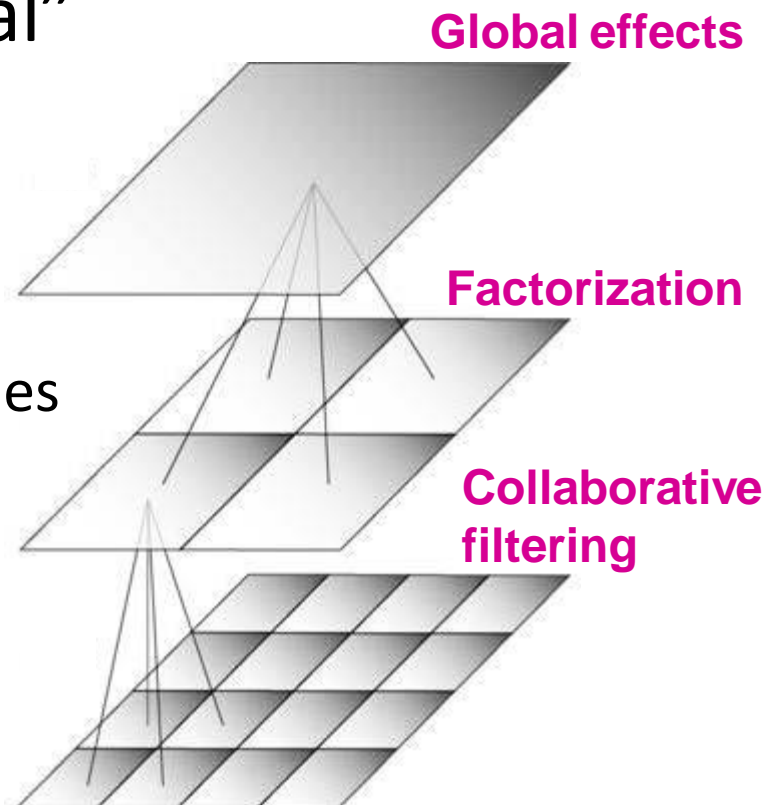


# BellKor Recommender System

- **The winner of the Netflix Challenge**
- **Multi-scale modeling of the data:**

Combine top level, “regional” modeling of the data, with a refined, local view:

- **Global:**
  - Overall deviations of users/movies
- **Factorization:**
  - Addressing “regional” effects
- **Collaborative filtering:**
  - Extract local patterns





# Model Local & Global Effect

## ■ Global:

- Mean movie rating: **3.7 stars**
- *The Sixth Sense* is **0.5** stars above avg.
- Joe rates **0.2** stars below avg.

⇒ **Baseline estimation:**

*Joe will rate The Sixth Sense 4 stars*

## ■ Local neighborhood (CF/NN):

- Joe didn't like related movie *Signs*
- ⇒ **Final estimate:**

*Joe will rate The Sixth Sense 3.8 stars*



# Recap: Collaborative Filtering

- Earliest and most popular **collaborative filtering method**
- Derive unknown ratings from those of “similar” movies (item-item variant)
- Define **similarity measure**  $s_{ij}$  of items  $i$  and  $j$
- Select  $k$ -nearest neighbors, compute the rating
  - $N(i; x)$ : items most similar to  $i$  that were rated by  $x$

$$\hat{r}_{xi} = \frac{\sum_{j \in N(i; x)} s_{ij} \cdot r_{xj}}{\sum_{j \in N(i; x)} s_{ij}}$$

$s_{ij}$ ... similarity of items  $i$  and  $j$   
 $r_{xj}$ ... rating of user  $x$  on item  $j$   
 $N(i; x)$ ... set of items similar to item  $i$  that were rated by  $x$

# Model Local & Global Effect

- In practice we get better estimates if we model deviations:

$$\hat{r}_{xi} = b_{xi} + \frac{\sum_{j \in N(i;x)} s_{ij} \cdot (r_{xj} - b_{xj})}{\sum_{j \in N(i;x)} s_{ij}}$$

baseline estimate for  $r_{xi}$

$$b_{xi} = \mu + b_x + b_i$$

$\mu$  = overall mean rating

$b_x$  = rating deviation of user  $x$   
= (avg. rating of user  $x$ ) -  $\mu$

$b_i$  = (avg. rating of movie  $i$ ) -  $\mu$

## Problems/Issues:

- 1) Similarity measures are “arbitrary”
- 2) Pairwise similarities neglect interdependencies among users
- 3) Taking a weighted average can be restricting

**Solution:** Instead of  $s_{ij}$  use  $w_{ij}$  that we estimate directly from data

# Idea: Interpolation Weight $w_{ij}$

- Use a **weighted sum** rather than **weighted avg.**:

$$\widehat{r_{xi}} = b_{xi} + \sum_{j \in N(i;x)} w_{ij} (r_{xj} - b_{xj})$$

- **A few notes:**

- $N(i;x)$ ... set of movies rated by user  $x$  that are similar to movie  $i$
- $w_{ij}$  is the interpolation weight (some real number)
  - We allow:  $\sum_{j \in N(i,x)} w_{ij} \neq 1$
- $w_{ij}$  models interaction between pairs of movies (it does not depend on user  $x$ )

# Idea: Interpolation Weight $w_{ij}$

- $\hat{r}_{xi} = b_{xi} + \sum_{j \in N(i,x)} w_{ij} (r_{xj} - b_{xj})$

- How to set  $w_{ij}$ ?

- Remember, error metric is:  $\frac{1}{|R|} \sqrt{\sum_{(i,x) \in R} (\hat{r}_{xi} - r_{xi})^2}$

or equivalently **SSE**:  $\sum_{(i,x) \in R} (\hat{r}_{xi} - r_{xi})^2$

- Find  $w_{ij}$  that minimize **SSE** on **training data**!

- Models relationships between item  $i$  and its neighbors  $j$

- $w_{ij}$  can be **learned/estimated** based on  $\mathbf{x}$  and all other users that rated  $i$

# Recommendations via Optimization

- **Goal: Make good recommendations**

- Quantify goodness using **RMSE**:

**Lower RMSE  $\Rightarrow$  better recommendations**

- Want to make good recommendations on items that user has not yet seen. **Can't really do this!**

- **Let's build a system such that it works well on known (user, item) ratings**

And **hope** the system will also predict well the **unknown ratings**

1	3	4			
	3	5			5
		4	5		5
		3			
		3			
2			2		2
				5	
	2	1			1
	3			3	
1					

# Recommendations via Optimization

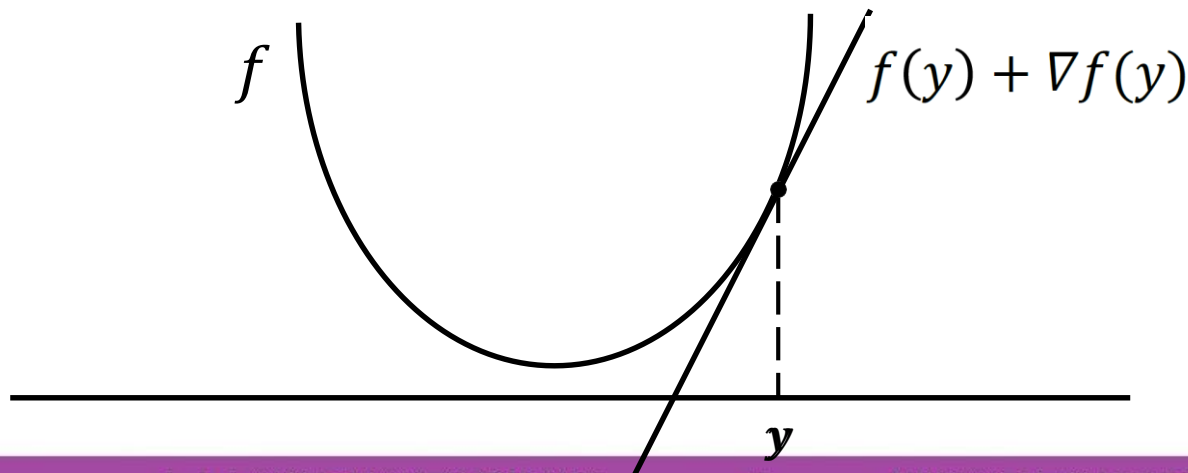
- **Idea:** Let's set values  $w$  such that they work well on known (user, item) ratings
- **How to find such values  $w$ ?**
- **Idea:** Define an objective function and solve the optimization problem
- Find  $w_{ij}$  that minimize **SSE on training data!**

$$J(w) = \sum_{x,i} \left( \underbrace{\left[ b_{xi} + \sum_{j \in N(i;x)} w_{ij} (r_{xj} - b_{xj}) \right]}_{\text{Predicted rating}} - \underbrace{r_{xi}}_{\text{True rating}} \right)^2$$

- Think of  $w$  as a vector of numbers

# Detour: Minimizing a function

- A simple way to minimize a function  $f(x)$ :
  - Compute and take a derivative  $\nabla f$
  - Start at some point  $y$  and evaluate  $\nabla f(y)$
  - Make a step in the reverse direction of the gradient:  $y = y - \nabla f(y)$
  - Repeat until converged





# Interpolation Weights

- We have the optimization problem, now what?

$$J(w) = \sum_x \left( \left[ b_{xi} + \sum_{j \in N(i;x)} w_{ij} (r_{xj} - b_{xj}) \right] - r_{xi} \right)^2$$

- Gradient decent:

- Iterate until convergence:  $w \leftarrow w - \eta \nabla_w J$        $\eta \dots$  learning rate
- where  $\nabla_w J$  is the gradient (derivative evaluated on data):

$$\nabla_w J = \left[ \frac{\partial J(w)}{\partial w_{ij}} \right] = 2 \sum_{x,i} \left( \left[ b_{xi} + \sum_{k \in N(i;x)} w_{ik} (r_{xk} - b_{xk}) \right] - r_{xi} \right) (r_{xj} - b_{xj})$$

for  $j \in \{N(i; x), \forall i, \forall x\}$

else  $\frac{\partial J(w)}{\partial w_{ij}} = 0$

- **Note:** We fix movie  $i$ , go over all  $r_{xi}$ , for every movie  $j \in N(i; x)$ , we compute  $\frac{\partial J(w)}{\partial w_{ij}}$

**while**  $|w_{new} - w_{old}| > \epsilon$ :

$w_{old} = w_{new}$

$w_{new} = w_{old} - \eta \cdot \nabla w_{old}$

17

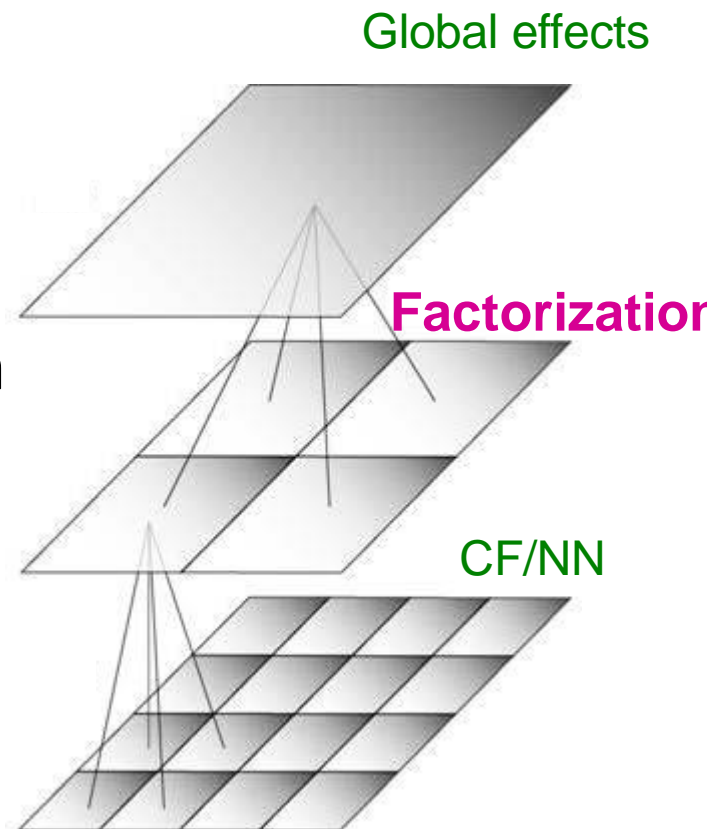
# Interpolation Weights

- So far:  $\widehat{r}_{xi} = b_{xi} + \sum_{j \in N(i;x)} w_{ij}(r_{xj} - b_{xj})$

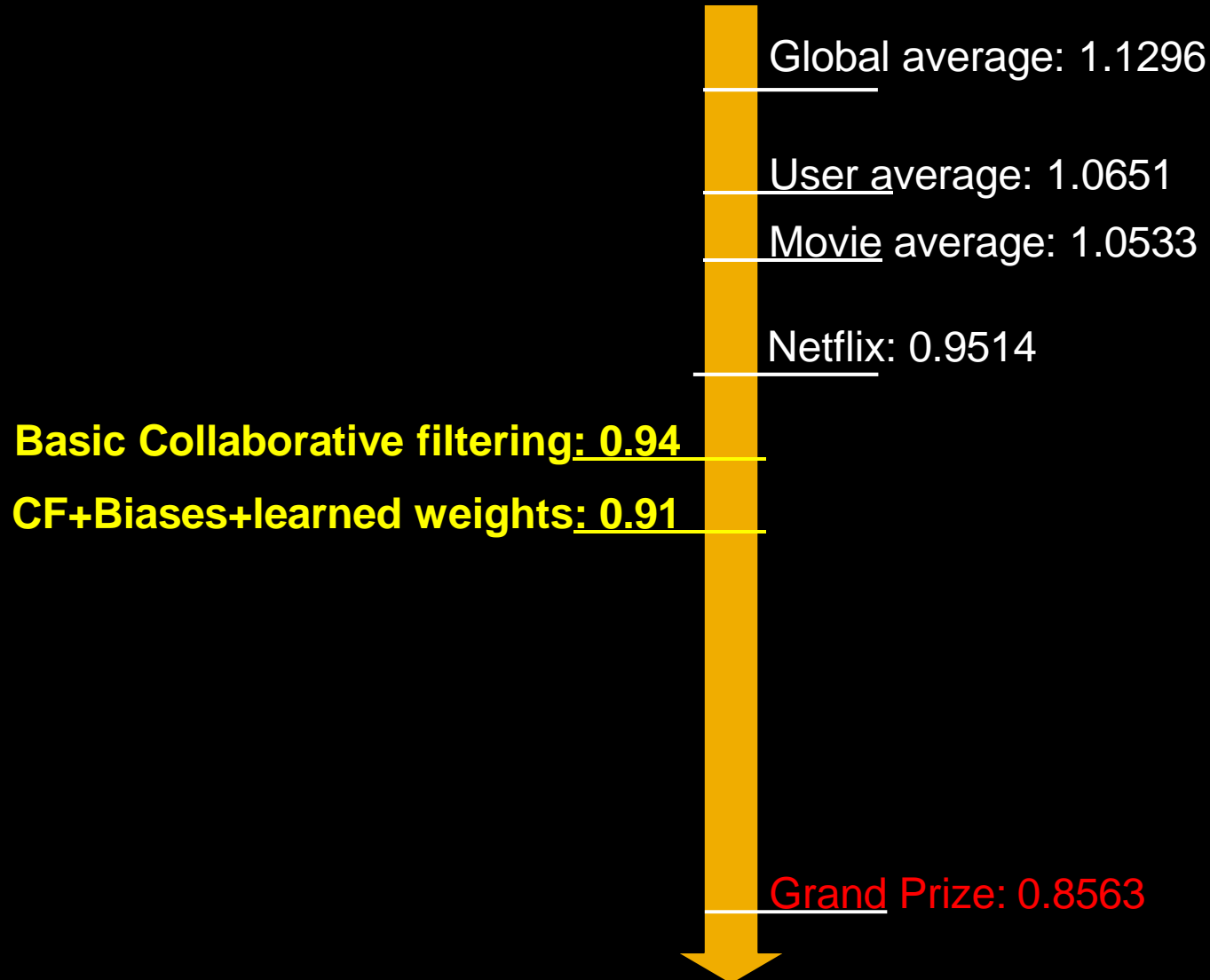
- Weights  $w_{ij}$  derived based on their role; no use of an arbitrary similarity measure ( $w_{ij} \neq s_{ij}$ )
- Explicitly account for interrelation the neighboring movies

- Next: Latent factor model

- Extract “regional” correlations



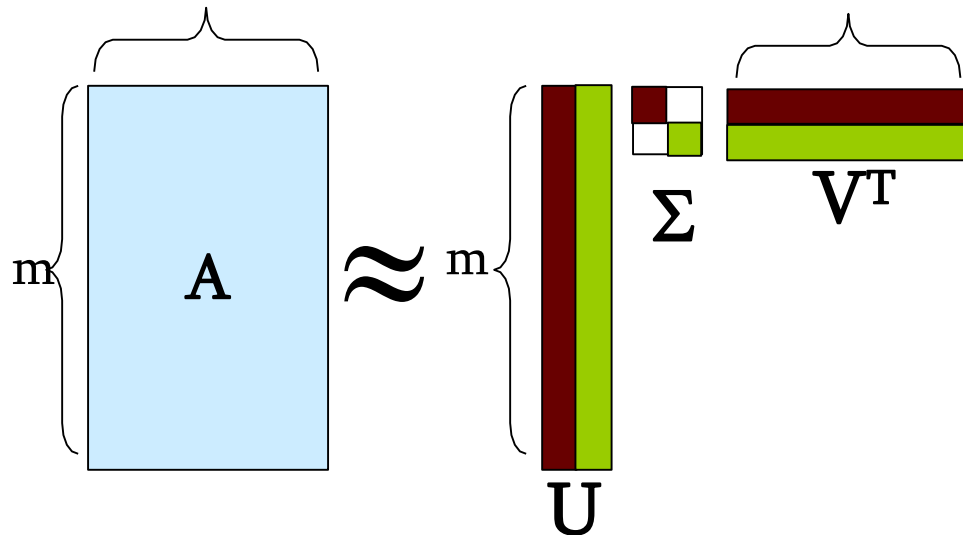
# Performance of Various Methods



# Recap: SVD

## Remember SVD:

- **A**: Input data matrix
- **U**: Left singular vecs
- **V**: Right singular vecs
- $\Sigma$ : Singular values



## So in our case:

“SVD” on Netflix data:  $R \approx Q \cdot P^T$

$$A = R, \quad Q = U, \quad P^T = \Sigma V^T$$

$$\hat{r}_{xi} = q_i \cdot p_x$$

# SVD: More good stuff

- We already know that SVD gives minimum reconstruction error (Sum of Squared Errors):

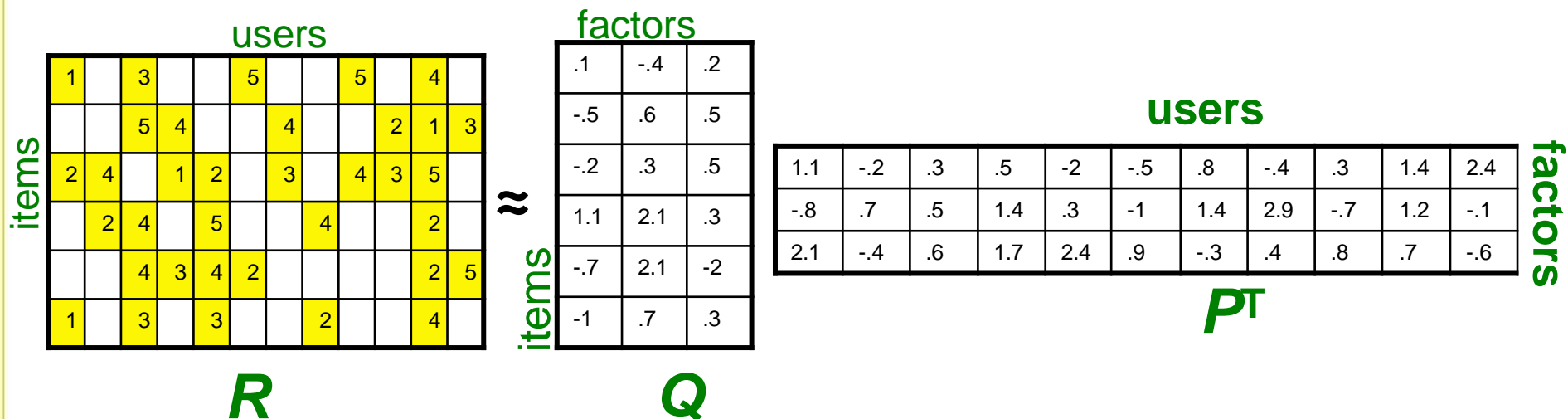
$$\min_{U,V,\Sigma} \sum_{ij \in A} (A_{ij} - [U\Sigma V^T]_{ij})^2$$

- Note two things:
  - SSE and RMSE are monotonically related:
    - $RMSE = \frac{1}{c} \sqrt{SSE}$  Great news: SVD is minimizing RMSE
  - **Complication:** The sum in SVD error term is over all entries (no-rating is interpreted as zero-rating). But our  $R$  has missing entries!

# Latent Factor Model

$$\text{SVD: } A = U \Sigma V^T$$

- “SVD” on Netflix data:  $R \approx Q \cdot P^T$



- For now let's assume we can approximate the rating matrix  $R$  as a product of “thin”  $Q \cdot P^T$ 
  - $R$  has missing entries but let's ignore that for now!
    - Basically, we will want the reconstruction error to be small on known ratings and we don't care about the values on the missing ones

# Ratings as Products of Factors

- How to estimate the missing rating of user  $x$  for item  $i$ ?

users

items

1		3			5			5		4	
		5	4	?		4			2	1	3
2	4		1	2		3		4	3	5	
	2	4		5			4			2	
		4	3	4	2					2	5
1		3		3			2			4	

≈

$$\hat{r}_{xi} = q_i \cdot p_x$$

$$= \sum_f q_{if} \cdot p_{xf}$$

$q_i$  = row  $i$  of  $Q$

$p_x$  = column  $x$  of  $P^T$

items

.1	-.4	.2
-.5	.6	.5
-.2	.3	.5
1.1	2.1	.3
-.7	2.1	-2
-1	.7	.3

factors

factors

1.1	-.2	.3	.5	-2	-.5	.8	-.4	.3	1.4	2.4	-.9
-.8	.7	.5	1.4	.3	-1	1.4	2.9	-.7	1.2	-.1	1.3
2.1	-.4	.6	1.7	2.4	.9	-.3	.4	.8	.7	-.6	.1

$P^T$

# Ratings as Products of Factors

- How to estimate the missing rating of user  $x$  for item  $i$ ?

users

items

1		3			5			5		4	
		5	4	?		4			2	1	3
2	4		1	2		3		4	3	5	
	2	4		5			4			2	
		4	3	4	2					2	5
1		3		3			2			4	

items

.1	-.4	.2
-.5	.6	.5
-.2	.3	.5
1.1	2.1	.3
-.7	2.1	-2
-1	.7	.3

factors

factors

users

1.1	-.2	.3	.5	-2	-.5	.8	-.4	.3	1.4	2.4	-.9
-.8	.7	.5	1.4	.3	-1	1.4	2.9	-.7	1.2	-.1	1.3
2.1	-.4	.6	1.7	2.4	.9	-.3	.4	.8	.7	-.6	.1

$P^T$

$$\hat{r}_{xi} = q_i \cdot p_x$$

$$= \sum_f q_{if} \cdot p_{xf}$$

$q_i$  = row  $i$  of  $Q$

$p_x$  = column  $x$  of  $P^T$



# Ratings as Products of Factors

- How to estimate the missing rating of user  $x$  for item  $i$ ?

users

items

1		3			5			5		4	
		5	4	2.4	4			2	1	3	
2	4		1	2		3		4	3	5	
	2	4		5			4			2	
		4	3	4	2				2	5	
1		3		3			2			4	

≈

$$\hat{r}_{xi} = q_i \cdot p_x$$

$$= \sum_f q_{if} \cdot p_{xf}$$

$q_i$  = row  $i$  of  $Q$

$p_x$  = column  $x$  of  $P^T$

items

.1	-.4	.2
-.5	.6	.5
-.2	.3	.5
1.1	2.1	.3
-.7	2.1	-2
-1	.7	.3

factors

factors

users

1.1	-.2	.3	.5	-2	-.5	.8	-.4	.3	1.4	2.4	-.9
-.8	.7	.5	1.4	.3	-1	1.4	2.9	-.7	1.2	-.1	1.3
2.1	-.4	.6	1.7	2.4	.9	-.3	.4	.8	.7	-.6	.1

$P^T$

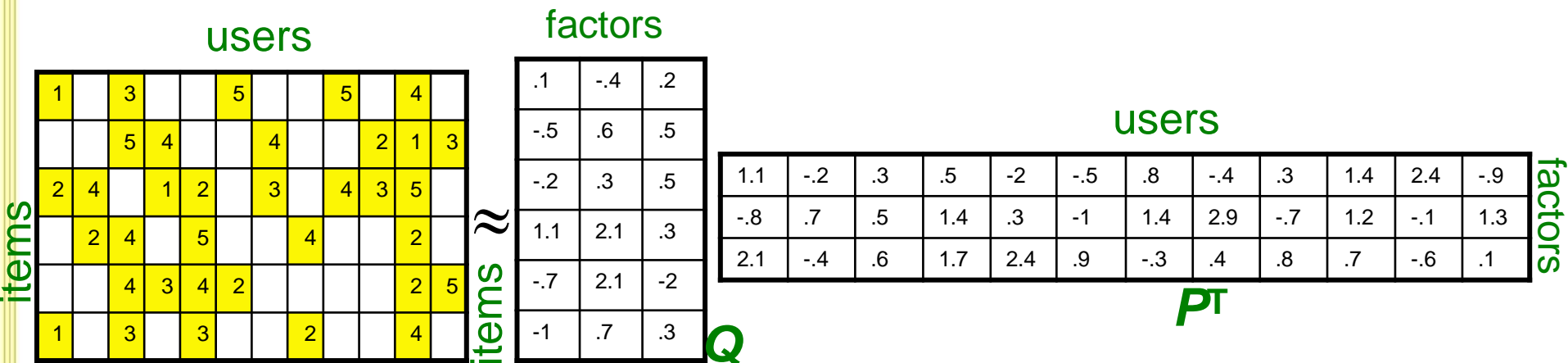


# ***Finding the Latent Factors***

# Latent Factor Model

- Our goal is to find  $P$  and  $Q$  such that:

$$\min_{P,Q} \sum_{(i,x) \in R} (r_{xi} - q_i \cdot p_x)^2$$



# Back to Our Problem

- Want to minimize SSE for unseen test data
- Idea: Minimize SSE on training data
  - Want large  $k$  (# of factors) to capture all the signals
  - But, SSE on test data begins to rise for  $k > 2$
- This is a classical example of **overfitting**:
  - With too much freedom (too many free parameters) the model starts fitting noise
    - That is it fits too well the training data and thus **not generalizing** well to unseen test data

1	3	4			
	3	5			5
		4	5		5
		3			
		3			
2			?	?	?
	2	1		?	?
	3			?	
1					

# Dealing with Missing Entries

1	3	4			
	3	5			5
		4	5		5
		3			
		3			
2			?		?
				?	
	2	1			?
	3			?	
1					

- To solve overfitting we introduce **regularization:**

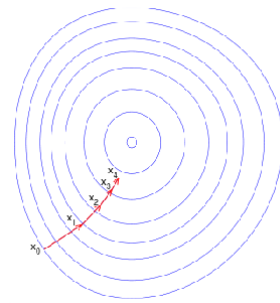
- Allow rich model where there are sufficient data
- Shrink aggressively where data are scarce

$$\min_{P, Q} \underbrace{\sum_{training} (r_{xi} - q_i p_x)^2}_{\text{"error"}} + \underbrace{\left[ \lambda_1 \sum_x \|p_x\|^2 + \lambda_2 \sum_i \|q_i\|^2 \right]}_{\text{"length"}}$$

$\lambda_1, \lambda_2 \dots$  user set regularization parameters

**Note:** We do not care about the “raw” value of the objective function, but we care in P, Q that achieve the minimum of the objective

# Gradient Decent



- Want to find matrices  $P$  and  $Q$ :

$$\min_{P, Q} \sum_{\text{training}} (r_{xi} - q_i p_x)^2 + \left[ \lambda_1 \sum_x \|p_x\|^2 + \lambda_2 \sum_i \|q_i\|^2 \right]$$

- Gradient decent:

- Initialize  $P$  and  $Q$  (using SVD, pretend missing ratings are 0)

- Do gradient descent:

- $P \leftarrow P - \eta \cdot \nabla P$

- $Q \leftarrow Q - \eta \cdot \nabla Q$

- where  $\nabla Q$  is gradient/derivative of matrix  $Q$ :

$$\nabla Q = [\nabla q_{if}] \text{ and } \nabla q_{if} = \sum_{x,i} -2(r_{xi} - q_i p_x) p_{xf} + 2\lambda_2 q_{if}$$

- Here  $q_{if}$  is entry  $f$  of row  $q_i$  of matrix  $Q$

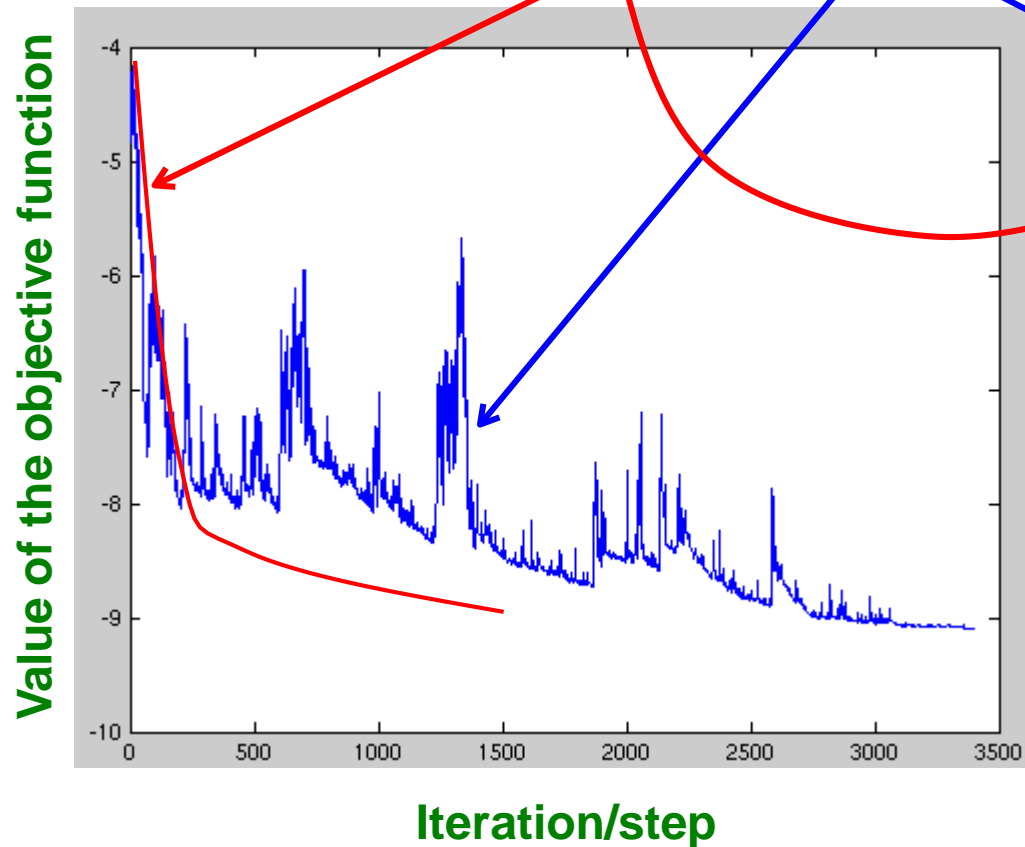
How to compute gradient of a matrix?

Compute gradient of every element independently!

- Observation: Computing gradients is slow!

# SGD vs. GD

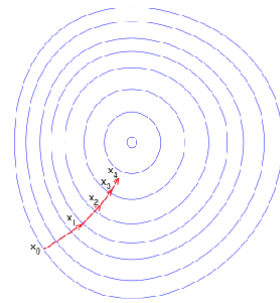
## ■ Convergence of **GD** vs. **SGD**



**GD** improves the value of the objective function at every step.  
**SGD** improves the value but in a “noisy” way.  
**GD** takes fewer steps to converge but each step takes much longer to compute.  
In practice, **SGD** is much faster!



# Stochastic Gradient Decent



- **Stochastic gradient decent:**
  - Initialize  $\mathbf{P}$  and  $\mathbf{Q}$  (using SVD, pretend missing ratings are 0)
  - Then iterate over the ratings (multiple times if necessary) and update factors.

# **Extending Latent Factor Model to Include Biases**

# Model Biases and Interaction

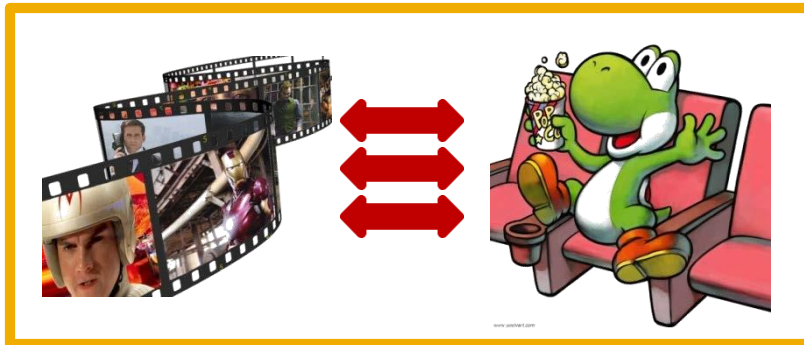
user bias



movie bias



user-movie interaction



## Baseline predictor

- Separates users and movies
- Benefits from insights into user's behavior
- Among the main practical contributions of the competition

## User-Movie interaction

- Characterizes the matching between users and movies
- Attracts most research in the field
- Benefits from algorithmic and mathematical innovations

- $\mu$  = overall mean rating
- $b_x$  = bias of user  $x$
- $b_i$  = bias of movie  $i$

# Baseline Predictor

- We have expectations on the rating by user  $x$  of movie  $i$ , even without estimating  $x$ 's attitude towards movies like  $i$



- Rating scale of user  $x$
- Values of other ratings user gave recently (day-specific mood, anchoring, multi-user accounts)

- (Recent) popularity of movie  $i$
- Selection bias; related to number of ratings user gave on the same day (“frequency”)

# Putting it All Together

$$r_{xi} = \underbrace{\mu}_{\text{Overall mean rating}} + \underbrace{b_x}_{\text{Bias for user } x} + \underbrace{b_i}_{\text{Bias for movie } i} + \underbrace{q_i \cdot p_x}_{\text{User-Movie interaction}}$$

## ■ Example:

- Mean rating:  $\mu = 3.7$
- You are a critical reviewer: your ratings are 1 star lower than the mean:  $b_x = -1$
- Star Wars gets a mean rating of 0.5 higher than average movie:  $b_i = +0.5$
- Predicted rating for you on Star Wars:  
 $= 3.7 - 1 + 0.5 = 3.2$

# Fitting the New Model

## ■ Solve:

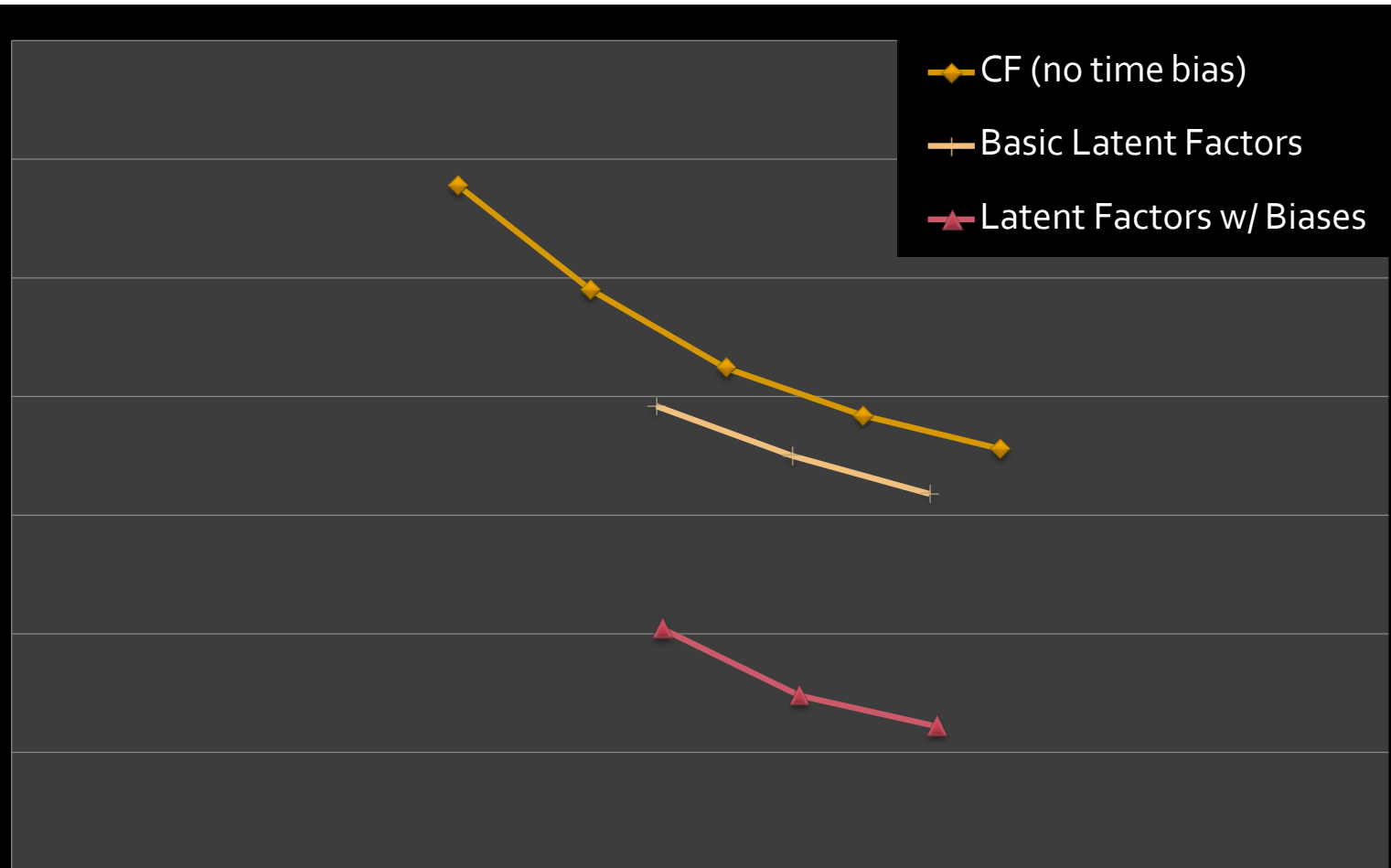
$$\min_{Q, P} \sum_{(x, i) \in R} \underbrace{\left( r_{xi} - (\mu + b_x + b_i + q_i p_x) \right)^2}_{\text{goodness of fit}} + \underbrace{\left( \lambda_1 \sum_i \|q_i\|^2 + \lambda_2 \sum_x \|p_x\|^2 + \lambda_3 \sum_x \|b_x\|^2 + \lambda_4 \sum_i \|b_i\|^2 \right)}_{\text{regularization}}$$

$\lambda$  is selected via grid-search on a validation set

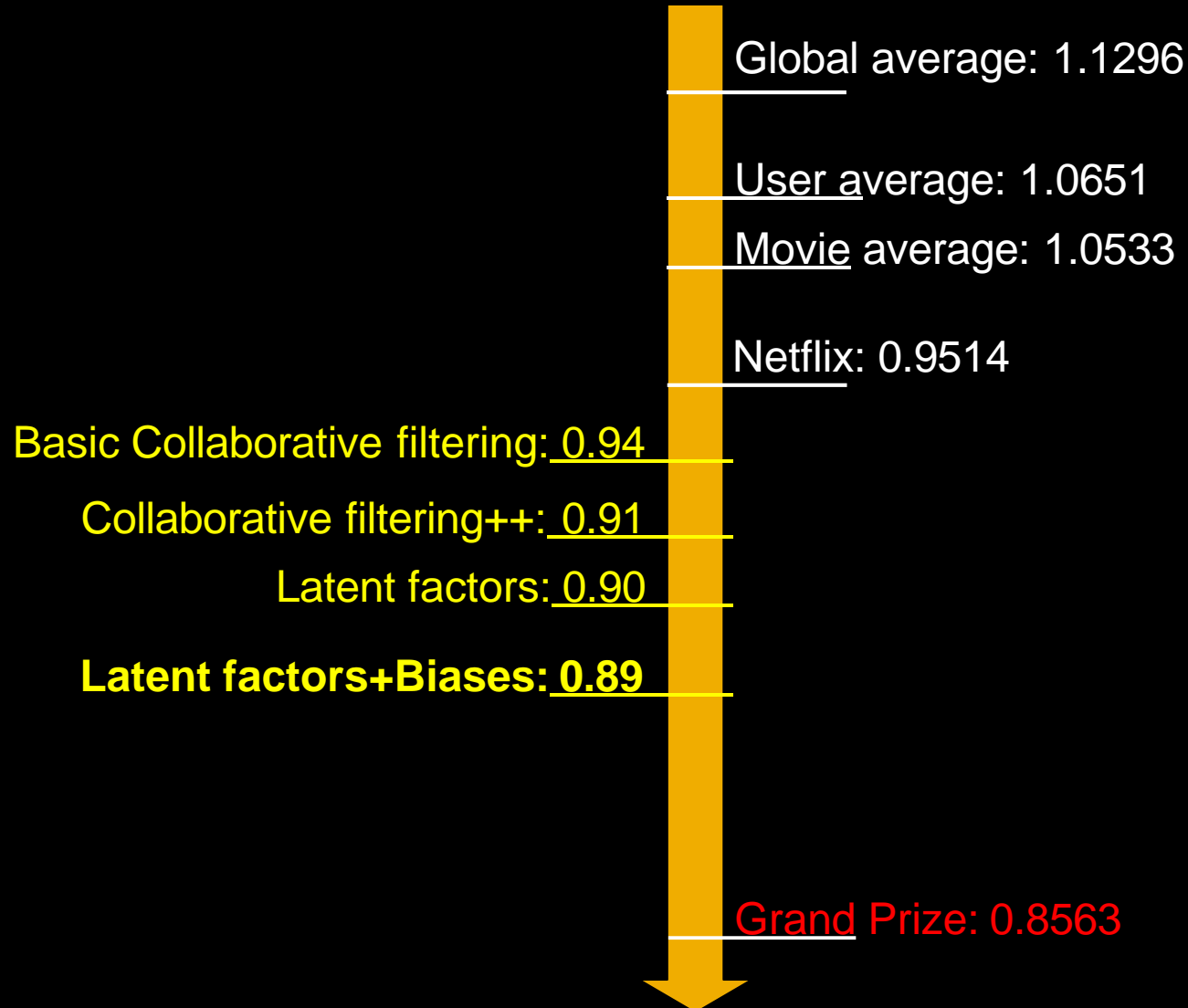
## ■ Stochastic gradient decent to find parameters

- **Note:** Both biases  $b_x, b_i$  as well as interactions  $q_i, p_x$  are treated as parameters (we estimate them)

# Performance of Various Models



# Performance of Various Methods



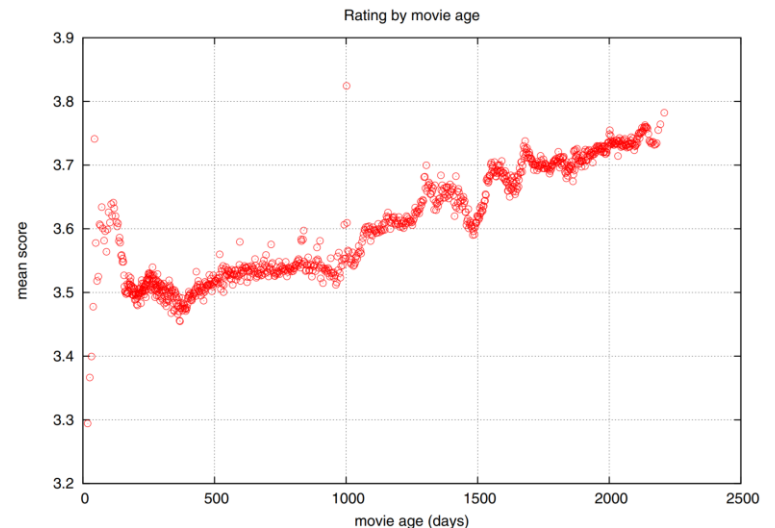
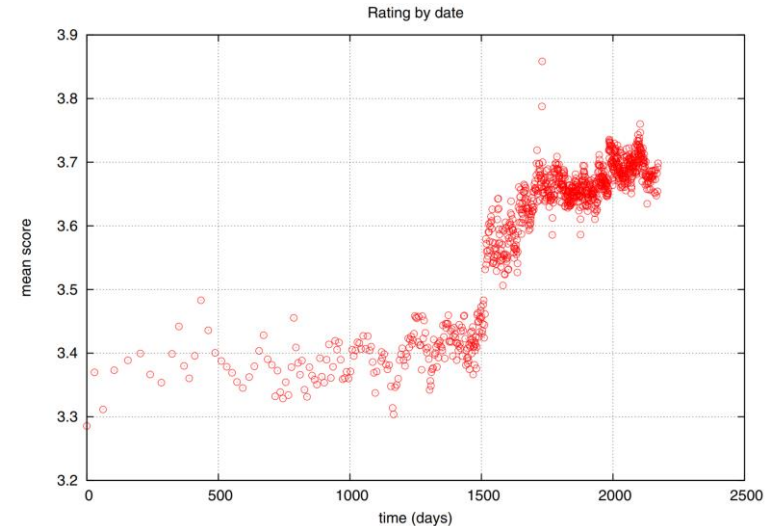


# **The Netflix Challenge 2006-09**

# Temporal Biases of Users

- **Sudden rise in the average movie rating (early 2004)**
  - Improvements in Netflix
  - GUI improvements
  - Meaning of rating changed
- **Movie age**
  - Users prefer old movies without any reasons
  - Older movies are just inherently better than newer ones

Y. Koren, Collaborative filtering with temporal dynamics, KDD '09



# Temporal Biases & Factors

- **Original model:**

$$r_{xi} = \mu + b_x + b_i + q_i \cdot p_x$$

- **Add time dependence to biases:**

$$r_{xi} = \mu + b_x(t) + b_i(t) + q_i \cdot p_x$$

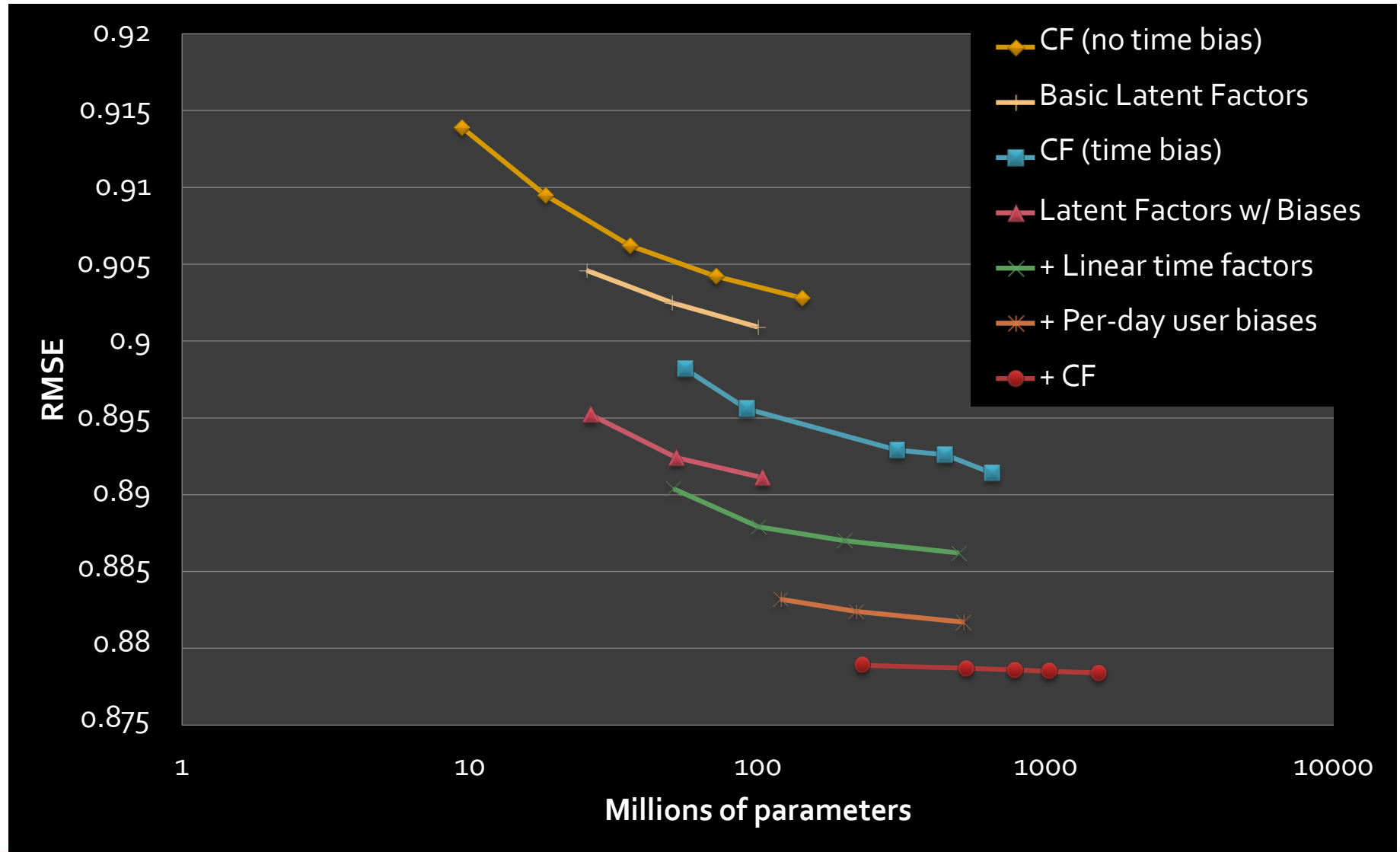
- Make parameters  $b_x$  and  $b_i$  to depend on time
- (1) Parameterize time-dependence by linear trends
- (2) Each bin corresponds to 10 consecutive weeks

$$b_i(t) = b_i + b_{i,\text{Bin}}(t)$$

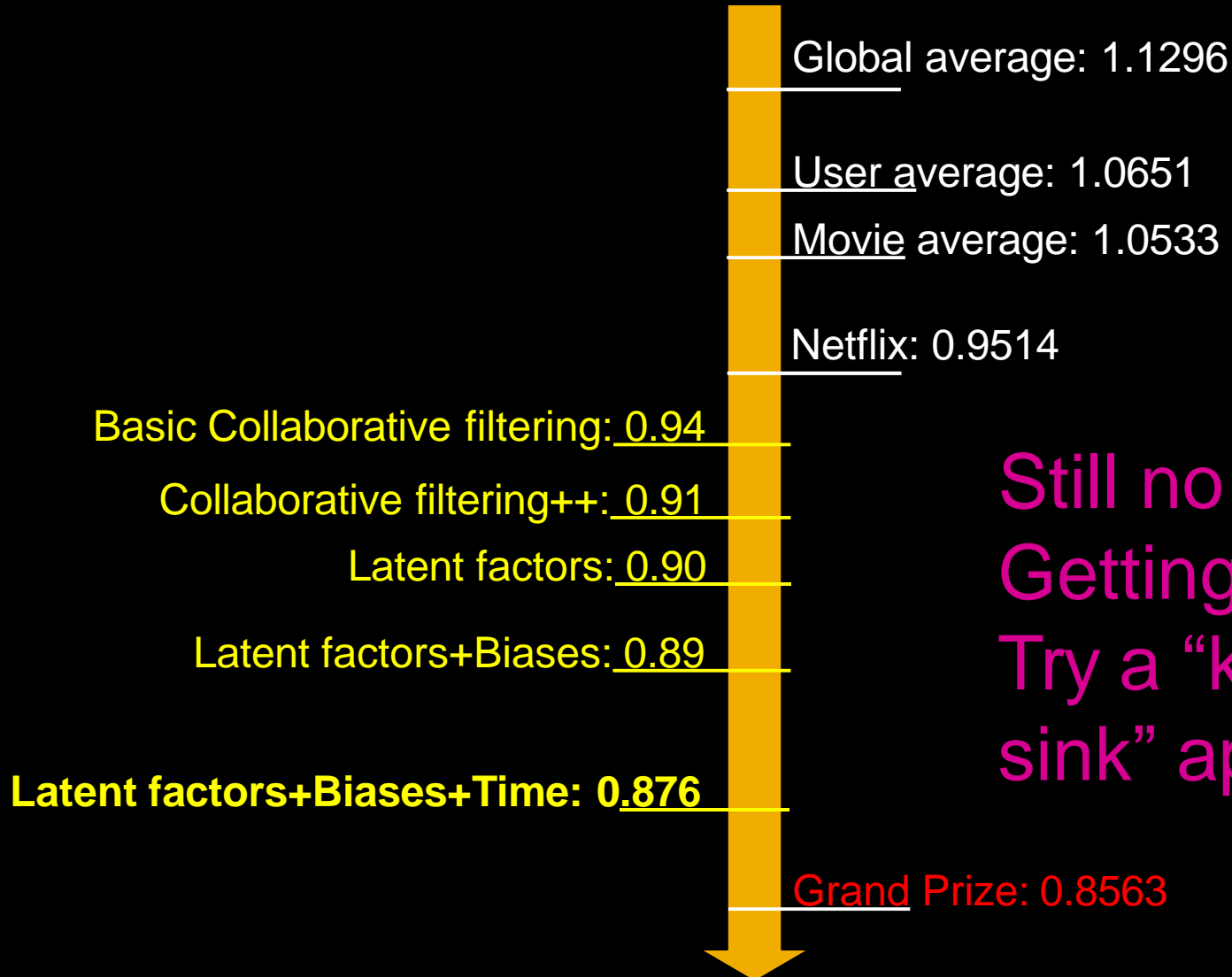
- **Add temporal dependence to factors**

- $p_x(t)$ ... user preference vector on day  $t$

# Adding Temporal Effects



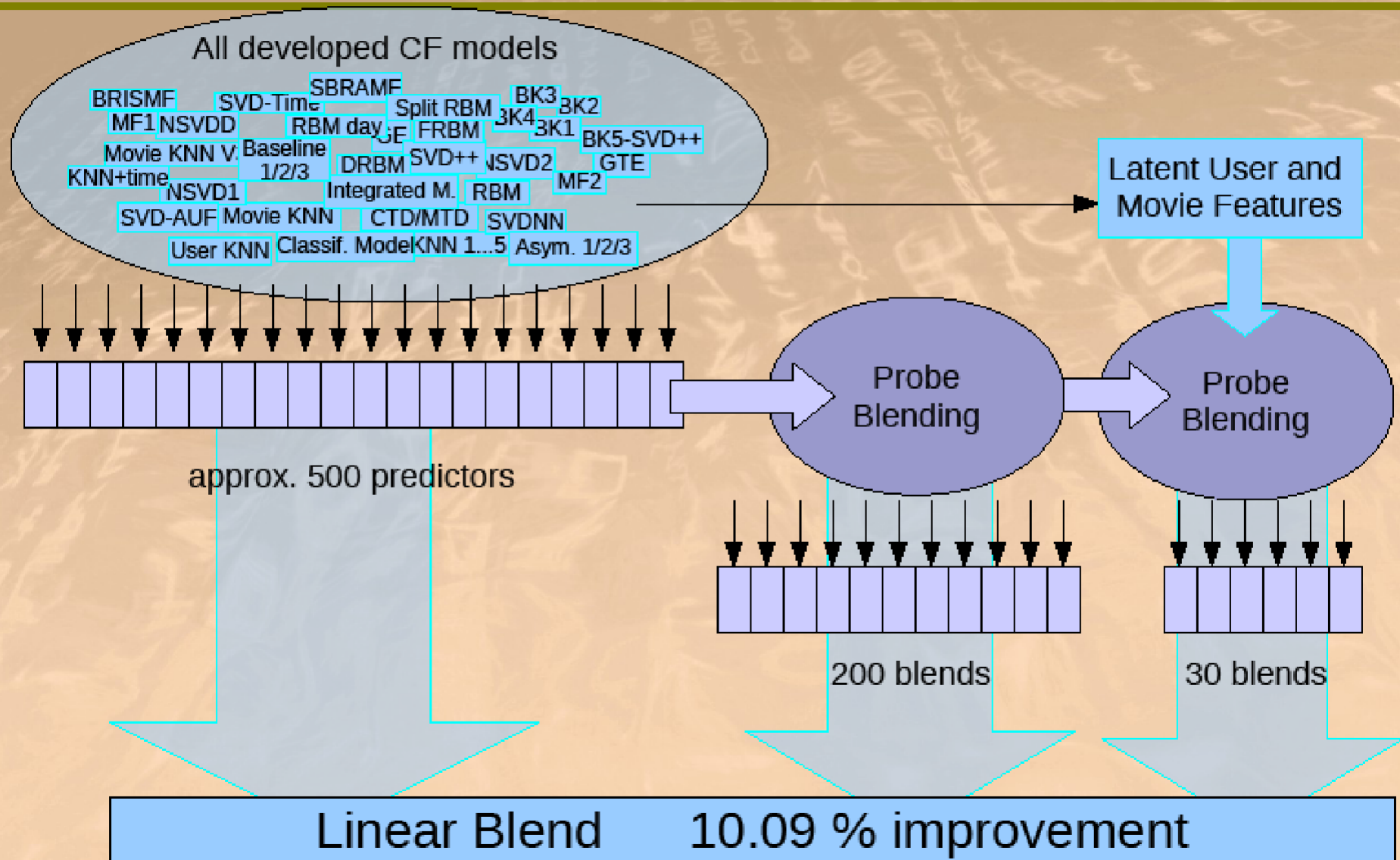
# Performance of Various Methods



Still no prize! ☹️  
Getting desperate.  
Try a “kitchen  
sink” approach!

## The big picture

# Solution of BellKor's Pragmatic Chaos



# The Last 30 Days

## ■ Ensemble team formed

- Group of other teams on leaderboard forms a new team
- Relies on combining their models
- Quickly also get a qualifying score over 10%

## ■ BellKor

- Continue to get small improvements in their scores
- Realize they are in direct competition with team **Ensemble**

## ■ Strategy

- Both teams carefully monitoring the leaderboard
- Only sure way to check for improvement is to submit a set of predictions
  - This alerts the other team of your latest score

# 24 Hours from the Deadline

- **Submissions limited to 1 a day**
  - Only 1 final submission could be made in the last 24h
- **24 hours before deadline...**
  - **BellKor** team member in Austria notices (by chance) that **Ensemble** posts a score that is slightly better than BellKor's
- **Frantic last 24 hours for both teams**
  - Much computer time on final optimization
  - Carefully calibrated to end about an hour before deadline
- **Final submissions**
  - **BellKor** submits a little early (on purpose), 40 mins before deadline
  - **Ensemble** submits their final entry 20 mins later
  - ....and everyone waits....



# Netflix Prize

COMPLETED

[Home](#) [Rules](#) [Leaderboard](#) [Update](#) [Download](#)

## Leaderboard

Showing Test Score. [Click here to show quiz score](#)Display top  leaders.

Rank	Team Name	Best Test Score	% Improvement	Best Submit Time
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Grand Prize - RMSE = 0.8567 - Winning Team: BellKor's Pragmatic Chaos

1	<a href="#">BellKor's Pragmatic Chaos</a>	0.8567	10.06	2009-07-26 18:18:28
2	<a href="#">The Ensemble</a>	0.8567	10.06	2009-07-26 18:38:22
3	<a href="#">Grand Prize Team</a>	0.8582	9.88	2009-07-10 21:24:40
4	<a href="#">Opera Solutions and Vandelay United</a>	0.8588	9.84	2009-07-10 01:12:31
5	<a href="#">Vandelay Industries!</a>	0.8591	9.81	2009-07-10 00:32:20
6	<a href="#">PragmaticTheory</a>	0.8594	9.77	2009-06-24 12:06:56
7	<a href="#">BellKor in BigChaos</a>	0.8601	9.70	2009-05-13 08:14:09
8	<a href="#">Dace</a>	0.8612	9.59	2009-07-24 17:18:43
9	<a href="#">Feeds2</a>	0.8622	9.48	2009-07-12 13:11:51
10	<a href="#">BigChaos</a>	0.8623	9.47	2009-04-07 12:33:59
11	<a href="#">Opera Solutions</a>	0.8623	9.47	2009-07-24 00:34:07
12	<a href="#">BellKor</a>	0.8624	9.46	2009-07-26 17:19:11

Progress Prize 2008 - RMSE = 0.8627 - Winning Team: BellKor in BigChaos

13	<a href="#">xiangliang</a>	0.8642	9.27	2009-07-15 14:53:22
14	<a href="#">Gravity</a>	0.8643	9.26	2009-04-22 18:31:32
15	<a href="#">Ces</a>	0.8651	9.18	2009-06-21 19:24:53
16	Invisible Ideas	0.8653	9.15	2009-07-15 15:53:04
17	<a href="#">Just a guy in a garage</a>	0.8662	9.06	2009-05-24 10:02:54
18	<a href="#">J Dennis Su</a>	0.8666	9.02	2009-03-07 17:16:17
19	<a href="#">Craig Carmichael</a>	0.8666	9.02	2009-07-25 16:00:54
20	<a href="#">acmehill</a>	0.8668	9.00	2009-03-21 16:20:50

Progress Prize 2007 - RMSE = 0.8723 - Winning Team: KorBell

# Million \$ Awarded Sept 21<sup>st</sup> 2009



# Acknowledgement

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- CS246: Mining Massive Datasets, Stanford University

# Thank you!

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