

# TrustWalker: A Random Walk Model for Combining Trust-based & Item-based Recommendation

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## Outline

1. **Problem Definition**
2. **Challenge**
3. **TrustWalker Model**
4. **Results & Evaluation**
5. **Comments & Improvement**



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# Problem Definition



## Problem Definition

### Recommendation Problem:

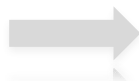
Given user  $u$  and target item  $i$ , Predict the rating  $r_{u,i}$

#### Collaborative Filtering (Item-based CF)

- Considers Users with Similar Rating Patterns
- Aggregates the ratings of Similar Users

#### Problems with CF

- Requires Enough Ratings (Cold Start Users)
- Vulnerable to Attack Profiles

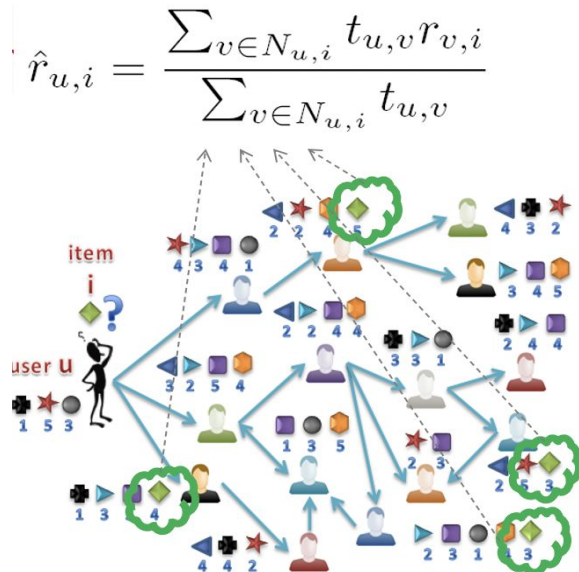


#### Trust-based Recommendation System

- Explores the trust network to find Raters
- Aggregate the ratings from raters
- Different weights for users

#### Motivations

- Social Networks:  
Independent source of information
- Motivations of Trust-based Social Influence:  
Users adopt the behavior of their friends





# Problem Definition

$$\hat{r}_{u,i} = \frac{\sum_{v \in N_{u,i}} t_{u,v} r_{v,i}}{\sum_{v \in N_{u,i}} t_{u,v}}$$

## Trust-based Recommendation System (Cont.)

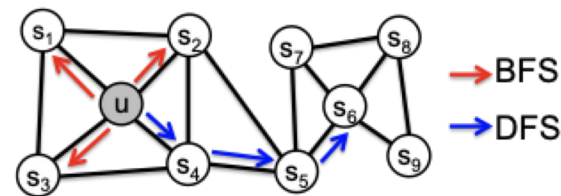
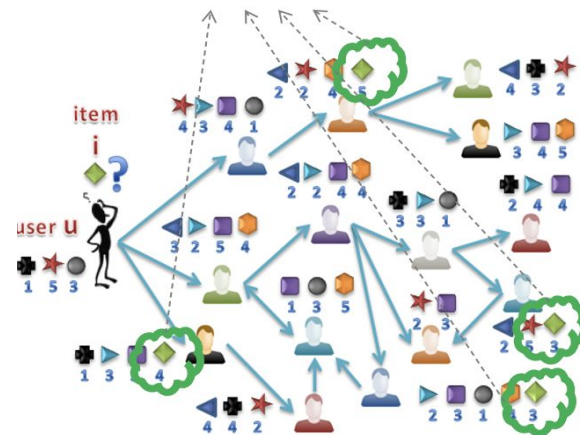
- **Tidal Trust**  
BFS to find raters at the closest distance
- **Mole Trust**  
BFS to find raters up to depth *max-depth*

### Advantages

- Improving the coverage, percentage of  $\langle \text{user}, \text{item} \rangle$  pairs in the test set
- Solve cold start problems
- Attack resistance

### Problems in Trust-based Recommendation

- Noisy data in far distances
- Low probability of finding rater at close distances





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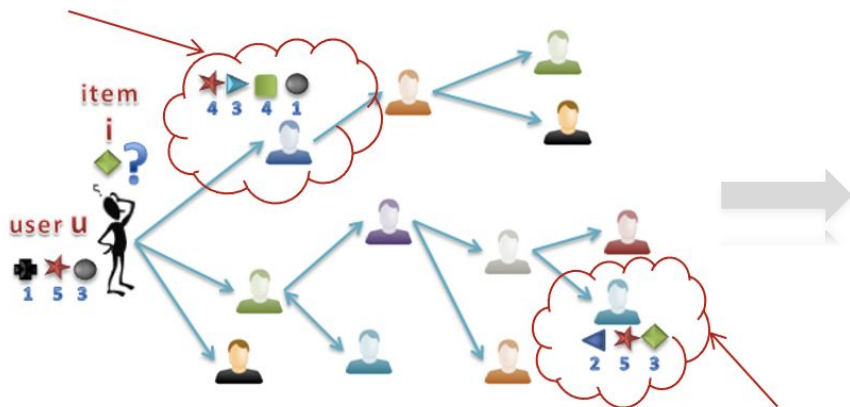
# Challenge



## Challenge

### How Far to Go into Network?

**Tradeoff between Precision and Recall (Coverage)**



Trusted friends on similar items?

**OR**

Far neighbors on the exact target item?



### TrustWalker Model

- ❑ Random Walk Model
- ❑ Combines Item-based and Trust-based Recommendation



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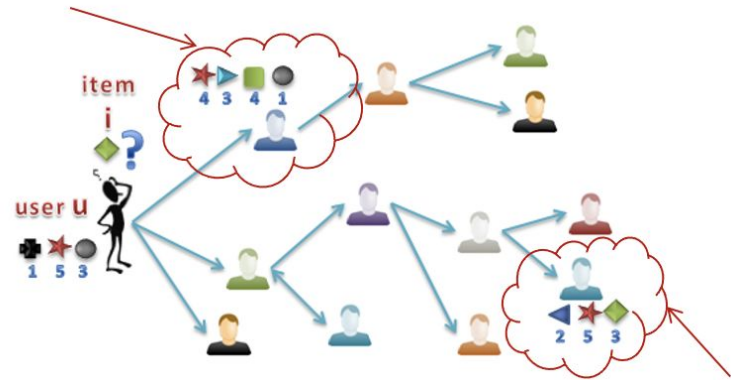
# Trustwalker Model Explained





## Model Explained-- a single random walk

- ❖ starts from Source user  $u_0$ .
- ❖ at step  $k$ , at node  $u$ :
  - if  $u$  has rated item  $i$ , return  $r_{u,i}$ .
  - With probability  $\phi_{u,i,k}$ , we don't continue the random walk. We stay at node  $u$  and randomly select one of the items ( $j$ ) similar to  $i$  rated by  $u$  and return  $r_{u,j}$ .
  - With probability  $1 - \phi_{u,i,k}$ , we continue our random walk and walk to another user  $v$  who is one of  $u$ 's direct trusted neighbors ( $v \in TU_u$ ).



$$\phi_{u,i,k} = \max_{j \in RI_u} \text{sim}(i, j) \times \frac{1}{1 + e^{-\frac{k}{2}}}$$

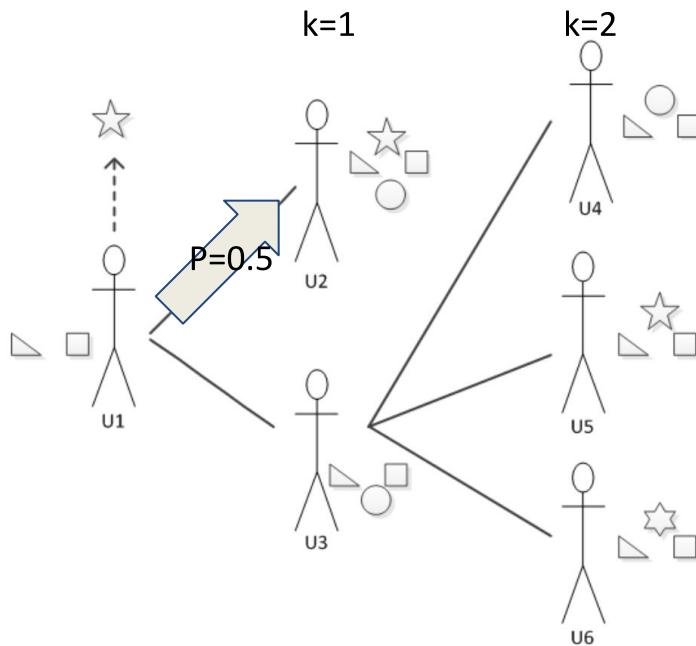
### Key Idea:

Based on the trust network, to find a rating on the exact item or a similar item and return the rating as our prediction



## Model Explained -- equation sum up

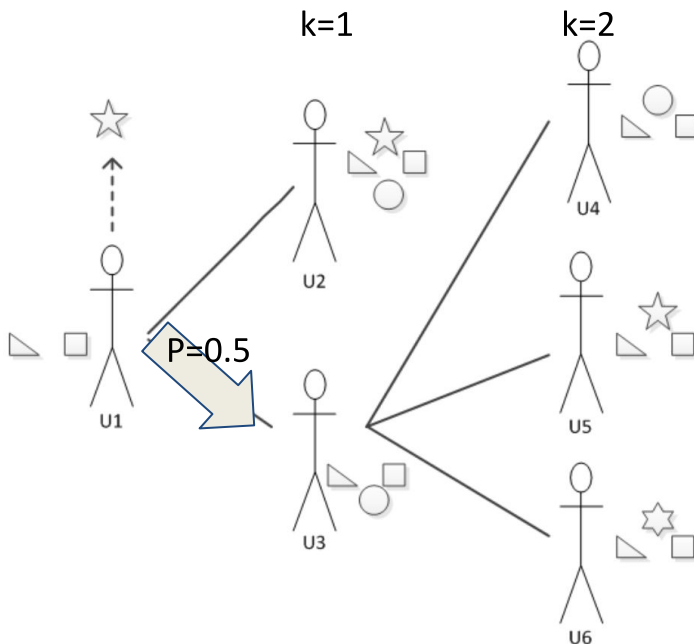
prediction = Expected value of rating returned by random walk





## Model Explained -- equation sum up

prediction = Expected value of rating returned by random walk



With probability  $\phi_{u,i,k}$ ,  
stay at node  $U3$  and randomly choose one item(j)  
similar to item  $i$  rated by  $U3$  and return  $r(u3,j)$

And

With probability  $1 - \phi_{u,i,k}$ , continue to walk

set  $max-depth = 6$ .



## Model Explained -- equation sum up

prediction = Expected value of rating returned by random walk

$$\hat{r}_{u,i} = \sum_{\{(v,j)|R_{v,j}\}} P(XY_{u,i} = (v,j)) r_{v,j}$$

$$P(XY_{u,i} = (v,j)) = \begin{cases} P(X_{u,i} = v)\phi_{u,i}P(Y_{v,i} = j) & v \neq u; i \neq j \\ P(X_{u,i} = v) & v \neq u; i = j \\ \phi_{v,i,1}P(Y_{v,i} = j), & v = u; i \neq j \end{cases}$$



# Model Explained -- item similarity

Using Pearson Correlation

Item Similarity--- 
$$sim(i, j) = \frac{1}{1 + e^{-\frac{|UC_{i,j}|}{2}}} \times corr(i, j)$$

set of common users who have rated items i and j;

Probability of having high correlation for pairs of items with few users in common is high.





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# Experiments



# Experiments

- **Epinions.com Data Set**

- 49K total users, 24K cold start users ( users with less than 5 ratings)
- 104K items, 575K ratings, 508K trust expressions
- Binary trust, ratings in [1,5]

- **Evaluation Metrics**

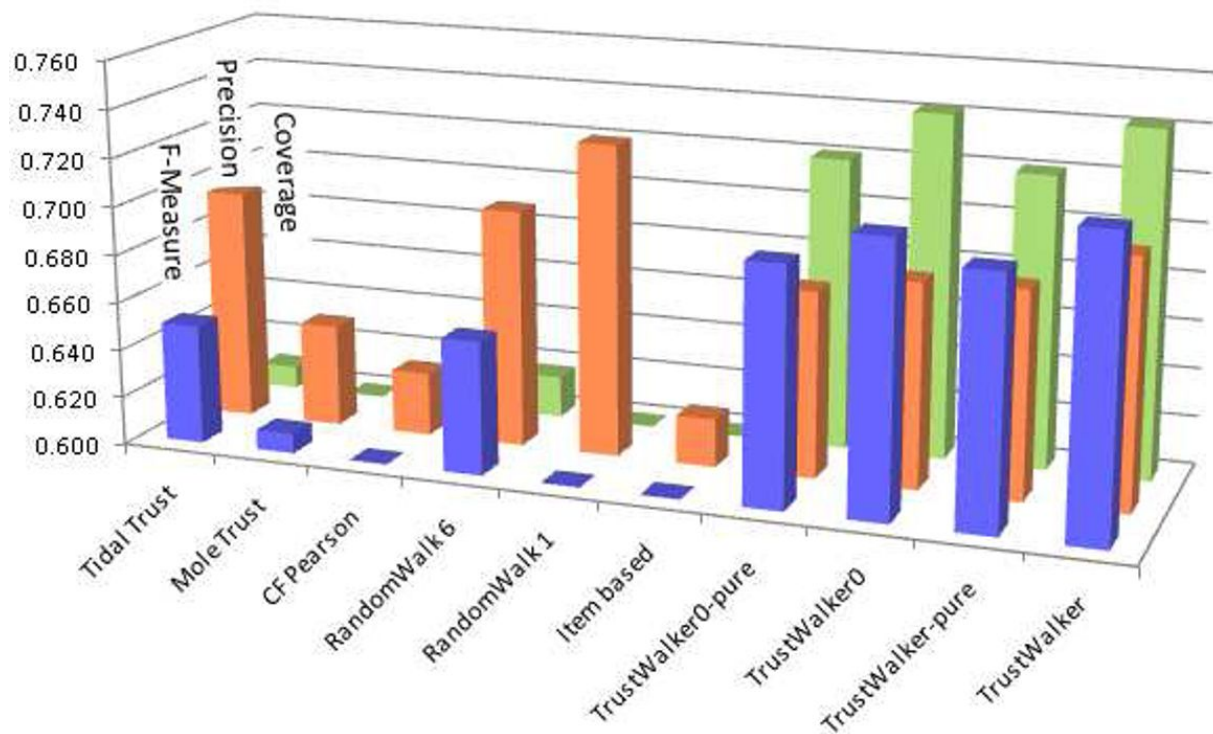
- RMSE
- Coverage (percentage of pairs that we can predict)
- Precision = 1- RMSE/4
- FMeasure

$$RMSE = \sqrt{\frac{\sum_{(u,i) \in R_{u,i}} (r_{u,i} - \hat{r}_{u,i})^2}{|\{(u,i) \in R_{u,i}\}|}}$$

$$FMeasure = \frac{2 \times Precision \times Coverage}{Precision + Coverage}$$



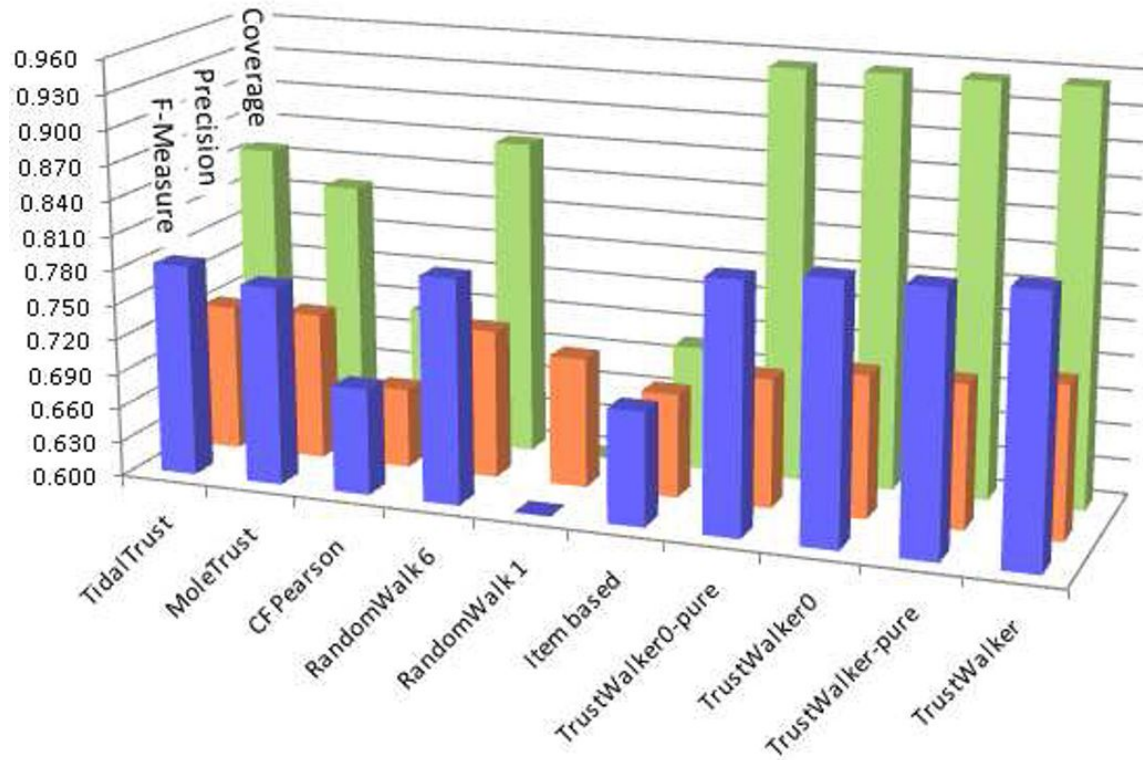
## Experiments - Cold Start Users







## Experiments - All Users



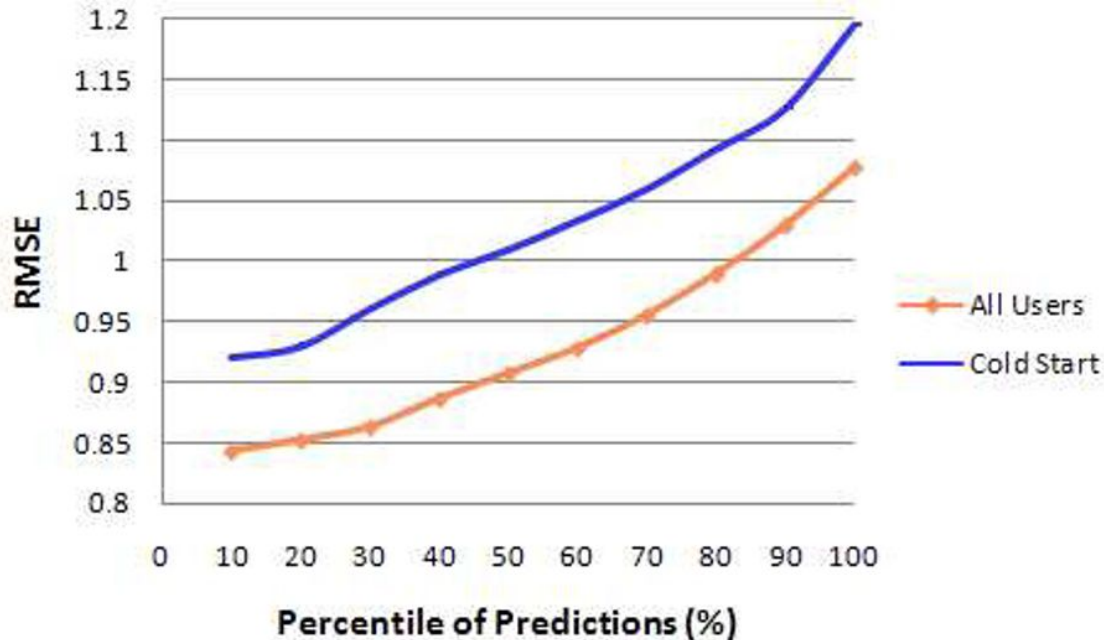


## Experiments - Confidence

- More confident Predictions have lower error

$$\text{variance} = \sigma^2 = \frac{\sum_{i=1}^T (r_i - \bar{r})^2}{T}$$

$$\text{confidence} = 1 - \frac{\sigma^2}{\max \sigma^2}$$





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# Optimization



# Optimization

- **Paper's Proposal**

- Top-N recommendation [RecSys'09]
- Distributed Recommender
- Context dependent trust

- **Our Proposal`**

- Item similarity measurement (*Pearson Correlation* might not be the best)
- With  $\Phi_{u,i,k}$  the random walk stops, randomly select item  $j$  rated by  $u$  and return  $r_{u,j}$ 
  - 1) select item  $j$  based on similarity scores
  - 2) if 2 more items are highly similar, set up a threshold, take average all the highly similar ones
  - 3) if all items have low similarity scores, exclude this random walk result ( threshold, ex < 0.3)



**Thank You**