

# Recommender Systems

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## Aims

This lecture will enable you to describe and reproduce machine learning approaches within the framework of Recommender Systems. Following it you should be able to:

- define the problem of recommender systems
- describe content-based, collaborative and hybrid recommender systems
- reproduce key similarity-based approaches to recommender systems

## Introduction

- Recommender systems – a form of *personalization*
  - “person who liked  $x$  may also like  $y$ ”
- related to instance-based learning
  - *similarity function*
- other forms of learning may be used to model user choices

## A Framework for Recommendation

	K-PAX	Life of Brian	Memento	Notorious
Alice	4	3	2	4
Bob	∅	4	5	5
Cindy	2	2	4	∅
David	3	∅	5	2

Example movie rating matrix, where each entry has user  $c$  rating item  $s$ .

Given: utility  $u : c \times s \mapsto \mathcal{R}$

Problem:  $\forall c \in C$ , choose  $s'_c = \operatorname{argmax}_{s \in S} u(c, s)$

This is learning in the sense of requiring *extrapolation* to predict the unknown values of the utility function.

## Content-based Recommendation

User  $c$  is recommended items  $s$  that are *similar* to past choices.

- idea comes from *information retrieval*
- requires a profile of the *content* or description of items

$$u(c, s) = \operatorname{score}(\operatorname{ContentBasedProfile}(c), \operatorname{Content}(s))$$

E.g.,

$$u(c, s) = \cos(\vec{w}_c, \vec{w}_s) = \frac{\vec{w}_c \cdot \vec{w}_s}{\|\vec{w}_c\| \times \|\vec{w}_s\|}$$

where

$\vec{w}_c$  is a vector of summarising terms of  $c$ 's past choices, and

$\vec{w}_s$  is a vector of most relevant terms describing  $s$

## Content-based Recommendation

### Advantages

- well-understood techniques from Information Retrieval
- can extract latent features from text analysis

### Disadvantages

- may not have content, or may be limited or sparse
- over-specialisation: recommendations given for known types only
- new user problem: must do some rating to get recommendations

## Collaborative-based Recommendation

User  $c$  is recommended items that users with *similar taste* have chosen.

- a.k.a. *collaborative filtering* (CF)
- Amazon-style recommender systems



Two main methods: *memory-based*, and *model-based* CF.

### Memory-based CF

Predict unknown rating  $r_{c,s}$  of user  $c$  for item  $s$  by aggregating the ratings of  $N$  users  $c'$  most similar to  $c$  who have rated  $s$ :

$$r_{c,s} = \text{aggr}_{c' \in C} r_{c',s}$$

What aggregation to use ? One commonly used is weighted sum

$$r_{c,s} = k \sum_{c' \in C} \text{sim}(c, c') \times r_{c',s}$$

where

$k$  is just a normalising factor, and the similarity function can be correlation, cosine distance, etc. on the vector of items rated (e.g., bought) by users.

Alternatively, can use *item-based* similarity (Amazon).

### Model-based CF

Memory-based CF is like a nearest-neighbour method.

A big problem is *sparsity* — to address this, often try to find a low-rank approximation to the matrix (i.e., finding smaller “user-feature” and “movie-feature” matrices) using a form of stochastic gradient descent.

However, can use other machine learning methods to build a model to predict directly the unknown rating  $r_{c,s}$  from examples in the database.

E.g., Naive Bayes-type approaches.

This is called *model-based* CF.

### Collaborative-based Recommendation

#### Advantages

- works well in practice
- does not require content (descriptions)

#### Disadvantages

- new user problem: must do some rating to get recommendations
- new item problem: must be rated to be used in recommendations
- “grey sheep”: insufficiently individual !
- “black sheep”: too individual !!

### Hybrid Recommender Systems

Key idea: combine model-based and memory-based approaches

- “cold-start” problem: use model to predict before user activity
- “sparsity” problem: use model to predict missing values

But: learning models may be difficult or expensive

## Summary

- based on techniques from information retrieval and machine learning
- an application area growing rapidly
- simple systems can do surprisingly well
- many possible extensions, e.g., recommendation in social networks