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# Exceeding Historical Exposure

in Session-based Recommender Systems

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## Session-based Recommender Systems



engagement



satisfaction



screening time



purchases

# Session-based Recommender Systems

- $\mathcal{I} = \{i_1, i_2, \dots, i_N\}$  – a set of  $N$  items;
- $\mathcal{S} = \{S_1, S_2, \dots, S_M\}$  – a set of  $M$  anonymous sessions;
- $S_m = (s_{m,1}, s_{m,2}, \dots, s_{m,L_m})$  – a list of items of length  $L_m$  ( $m$ th session);
- $R_m = (r_{m,1}, \dots, r_{m,K})$  – a list of  $K$  recommended items for  $m$ th session;

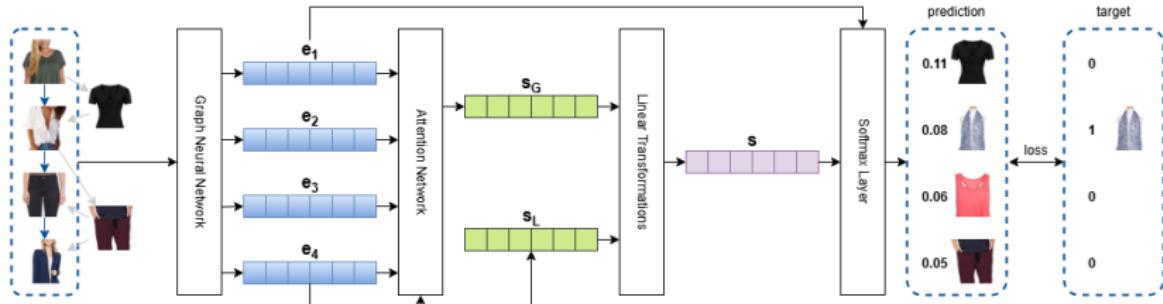
Session-based Recommender System Task:

$$(s_{m,1}, s_{m,2}, \dots, s_{m,L_m-1}) \xrightarrow{RS} R_m, \text{ preferably } s_{m,L_m} \in R_m.$$

# Session-based Recommender Systems



# Session-based Recommendations with Graph Neural Network



Shu Wu, Yuyuan Tang, Yanqiao Zhu, Liang Wang, Xing Xie, and Tieniu Tan. 2019. Session-based recommendation with graph neural networks. In Proceedings of the Thirty-Third AAAI Conference on Artificial Intelligence and Thirty-First Innovative Applications of Artificial Intelligence Conference and Ninth AAAI Symposium on Educational Advances in Artificial Intelligence (AAAI'19/IAAI'19/EAAI'19). AAAI Press, Article 43, 346–353. <https://doi.org/10.1609/aaai.v33i01.3301346>

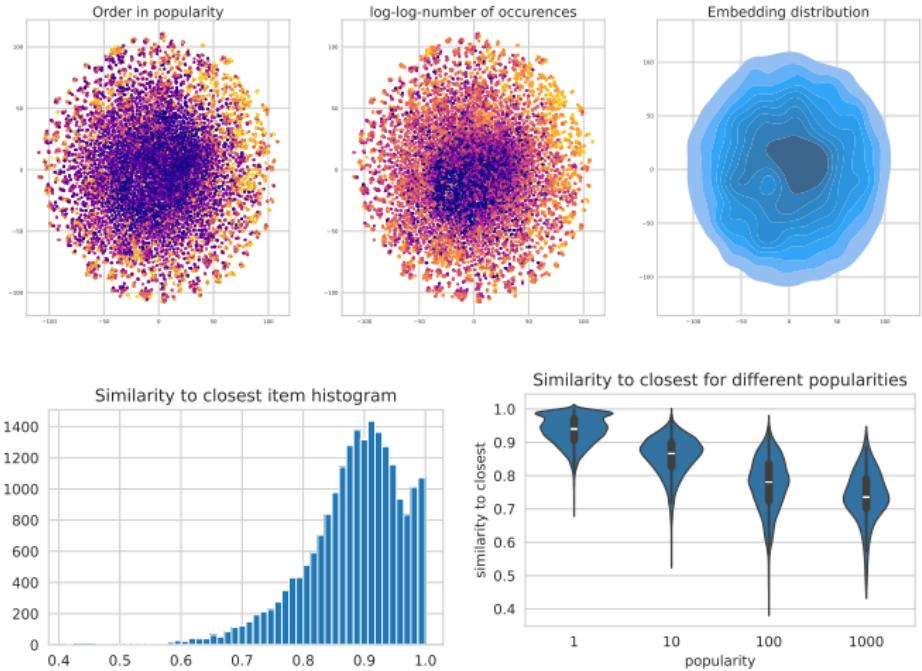
# Challenges Related to Uncertainty

- Implicit feedback:  
interaction  $\neq$  satisfaction
- Exposure bias:  
selected  $\neq$  most wanted
- Popularity bias:  
popular  $\Rightarrow$  visible
- Data Sparsity:  
no interaction  $\neq$  no interest



## Symptoms of bias

# Symptoms of Bias

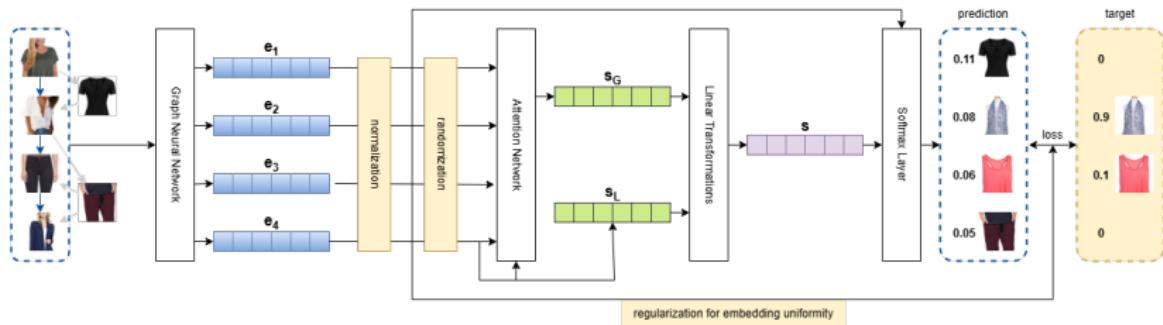


average item popularity: 17, average target popularity: 136,  
average recommendation popularity: 134 (train) / 137 (test)

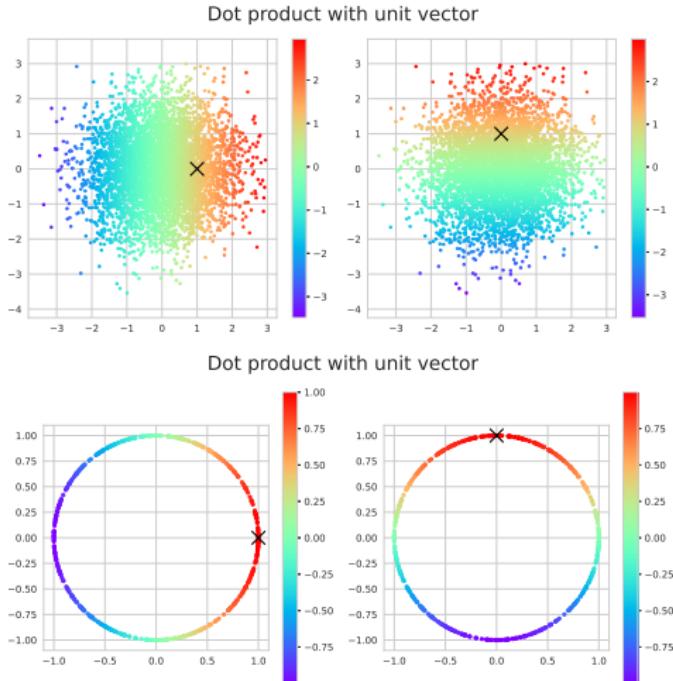


## Hybrid Deep-Stochastic Approach

# Model Schema

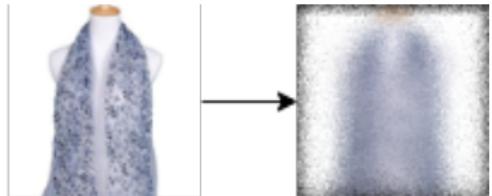


# Unbiased Representation

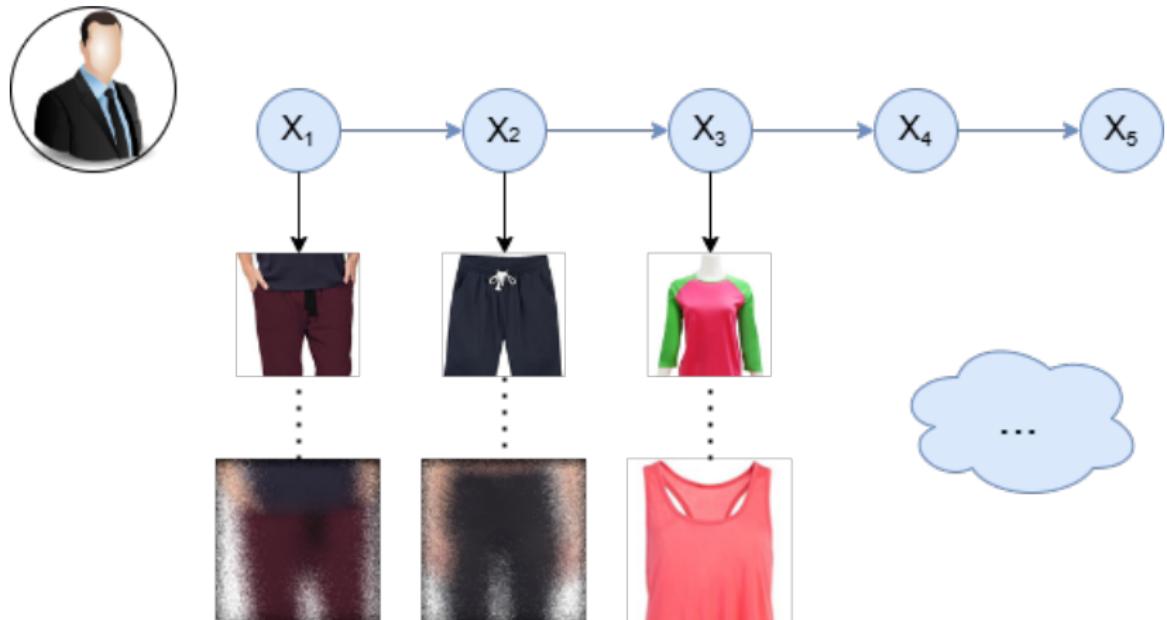


$$\text{RBF}_\tau(\mathbf{v}, \mathbf{v}') = e^{-\tau \|\mathbf{v} - \mathbf{v}'\|_2^2}.$$

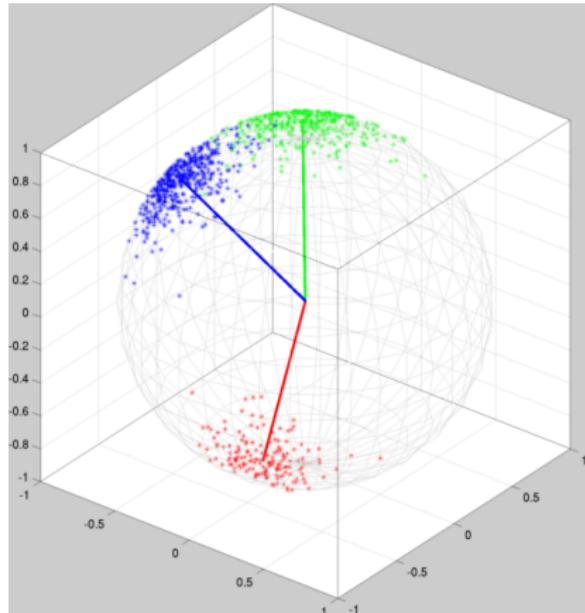
# Uncertain User Interest



# User Interest as Stochastic Process



# Dense User Interest



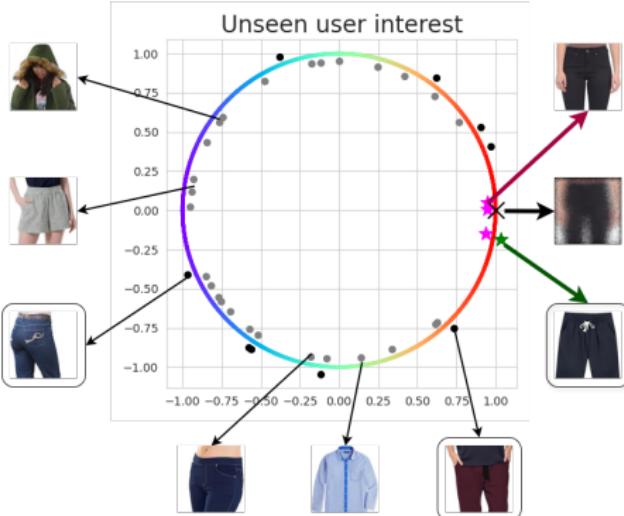
$X_{m,j} \sim \text{vMF}(., e_{m,j}, \kappa)$ , for a fixed  $\kappa$

$$\text{vMF}(x, \mu, \kappa) \propto \exp\{\kappa x^T \mu\}$$

$$\text{vMF}(x, \mu, \kappa) \sim \mathcal{N}(\mu, \kappa^{-1}) \| x \|_2 = 1$$

Image source: <https://github.com/isrish/VMM/blob/master/transparent.png>

# Target Uncertainty

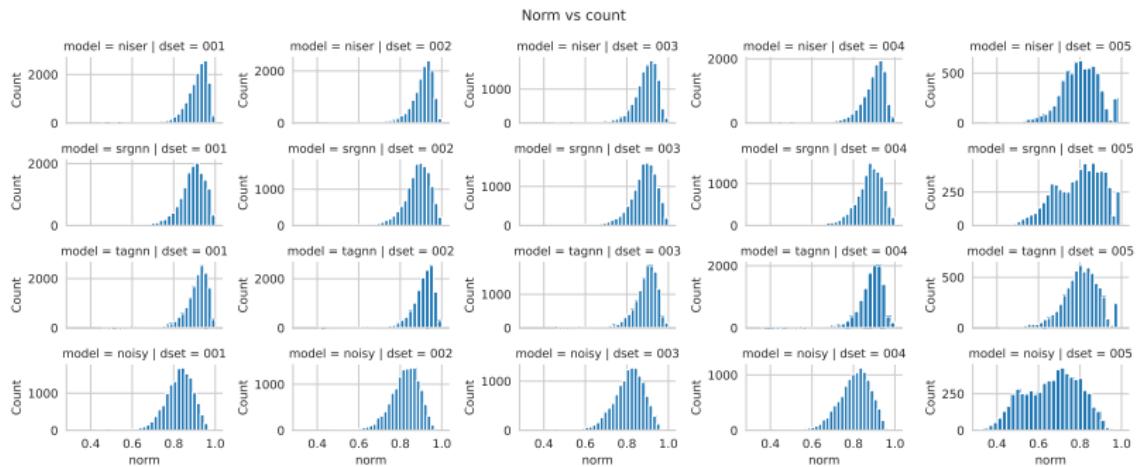


$$y_j^* = \begin{cases} \frac{\exp\{\kappa \mathbf{v}_j^T \mathbf{v}_{m,L_m}\}}{\sum_{p=1}^P \exp\{\kappa \mathbf{v}_p^T \mathbf{v}_{m,L_m}\}} \cdot \gamma & \text{if } i_j \in F_m \text{ (fake target)} \\ 1 - \sum_{p=1}^P y_{f_{m,p}}^* & \text{if } s_{m,L_m} = i_j \text{ (true target)} \\ 0 & \text{otherwise} \end{cases}$$



# Experiments

# Distance to Closest



# Overall Results

model	Hit-Rate Train	Hit-Rate Test	Coverage Train	Coverage Test	ARP Train	ARP Test	RBF
Diginetica							
random	0.0005	0.0004	<u>100.0000</u>	<u>100.0000</u>	<u>16.9196</u>	<u>16.8887</u>	-
bigram	<u>0.8516</u>	0.3480	100.0000	99.9977	55.1153	53.5065	-
NISER	0.7369	0.4831	98.7302	91.0161	61.9805	<b>59.7067</b>	<b>0.0606</b>
SR-GNN	0.7794	0.4656	98.1883	91.9719	<b>61.3056</b>	60.8660	0.0633
TAGNN	0.7399	0.4869	98.7744	90.7533	62.7503	61.0402	0.0642
noisy	0.7448	<u>0.5109</u>	<b>99.9372</b>	<b>93.2650</b>	64.8328	64.4680	0.0632
YooChoose 1/64							
random	0.0013	0.0011	<u>100.0000</u>	<u>100.0000</u>	<u>22.7245</u>	<u>22.7522</u>	-
bigram	<u>0.8214</u>	0.6496	100.0000	99.9815	541.5820	422.3570	-
NISER	0.7839	<b>0.7154</b>	90.5194	68.9828	577.5689	452.8599	0.0630
SR-GNN	<b>0.7922</b>	0.7020	92.9343	71.8053	570.2716	440.6263	0.0584
TAGNN	0.7848	0.7142	90.6800	68.9828	573.5134	450.1954	0.0654
noisy	0.7809	0.7083	<b>99.6418</b>	<b>76.0917</b>	548.8170	432.2718	<b>0.0551</b>

# Variants of YooChoose

dataset	model	Hit-Rate Train	Hit-Rate Test	Coverage Train	Coverage Test	ARP Train	ARP Test	RBF
001	NISER	0.7931	0.7161	93.3728	69.4859	507.2249	375.9715	0.0633
	SR-GNN	<u>0.8029</u>	0.7055	95.6232	71.6744	501.7716	368.0752	0.0584
	TAGNN	0.7948	<u>0.7174</u>	93.6618	69.9608	506.6953	371.1567	0.0622
	noisy	0.7923	0.7140	<u>99.7591</u>	<u>76.2439</u>	<u>479.1834</u>	<u>353.9358</u>	<u>0.0522</u>
002	NISER	0.7995	<u>0.7274</u>	95.2478	71.6670	443.3394	367.6830	0.0596
	SR-GNN	<u>0.8083</u>	0.7160	96.9171	72.3438	442.8813	362.1181	0.0584
	TAGNN	0.7994	<u>0.7274</u>	95.0297	71.2685	438.5160	365.4440	0.0561
	noisy	0.7975	0.7225	<u>99.7368</u>	<u>76.2087</u>	<u>417.8626</u>	<u>349.0806</u>	<u>0.0531</u>
003	NISER	0.8244	<u>0.7315</u>	95.6840	69.5603	380.1184	321.6723	0.0609
	SR-GNN	<u>0.8321</u>	0.7237	97.3828	71.1290	377.3208	317.0184	0.0583
	TAGNN	0.8249	0.7313	95.7571	70.3975	378.3776	320.0574	0.0604
	noisy	0.8226	0.7285	<u>99.4798</u>	<u>75.0792</u>	<u>363.6459</u>	<u>307.6846</u>	<u>0.0546</u>
004	NISER	0.8257	<u>0.7256</u>	95.8043	68.4054	346.6219	242.4871	0.0612
	SR-GNN	<u>0.8411</u>	0.7232	97.6971	69.3214	343.6278	241.2055	0.0588
	TAGNN	0.8306	0.7255	96.2055	69.7052	343.8487	244.2331	0.0625
	noisy	0.8293	0.7255	<u>99.3545</u>	<u>74.7819</u>	<u>329.8606</u>	<u>230.7884</u>	<u>0.0563</u>
005	NISER	0.8337	0.7051	86.1694	52.2745	<u>15.1847</u>	37.0339	0.0576
	SR-GNN	<u>0.9481</u>	0.7318	96.2169	54.3728	15.5628	36.9127	0.0594
	TAGNN	0.8328	0.7130	87.0271	49.7779	15.2988	<u>36.7836</u>	<u>0.0573</u>
	noisy	0.9353	0.7336	<u>96.7529</u>	<u>61.0354</u>	16.1653	37.6747	0.0603

# Results

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- Two datasets with different levels of popularity bias (and preparation of in-between levels).
- **Hit-rate** improvement for less biased data (Diginetica):  
0.4656 (SRGNN) → 0.4869 (TAGNN) → 0.5109 (our) .
- **Average recommendation popularity** decreased for more biased data (YooChoose):  
453 (NISER) → 441 (SRGNN) → 432 (our) .
- **Coverage** improved for both datasets:  
91.9719 (SRGNN) → 93.2650 (our) – Diginetica;  
71.8053 (SRGNN) → 76.0917 (our) – YooChoose.



## Conclusion

## Take-home Messages

- Recommender Systems are a crucial **business** tool and a vivid field of **research**.
- Data is always associated with a degree of **uncertainty**. It can be directly addressed with **stochastic** methods.
- Recommender Systems have specific challenges like **popularity** and **exposure bias**. Those are learned by the model and **encoded** in the items' **latent space**.
- The proposed approach uses **deep** learning and **stochastic** modelling. It allows for bias reduction and **better model generalization**.

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