

# Recommendation System using Graph Neural Networks (GNNs)

**Mughees Asif**

MSc. Artificial Intelligence

*m.asif@se18.qmul.ac.uk*

Queen Mary, University of London (QMUL)

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# Overview

## 1 Aims and objectives

- Introduction
- Graph Neural Networks (GNNs)
- Recommendation Systems

## 2 Methodology

- Problem definition
- User modelling
- Item modelling
- Datasets
- Training and testing
- Results
- Future work

## 3 Conclusion

## 4 Acknowledgements

- Recommendation systems are a vital tool to:
  - Streamline the UX.
  - Mitigate information overload by pinpointing areas of interest.
  - Enhance customer satisfaction.
  - Increase business profitability.
- Graph Neural Networks (GNNs) leverage deep learning methodologies on non-Euclidean data structures:
  - Preserve structural information.
  - Node classification.
  - Link estimation.
- Aim of the project was the development, exploration, and testing of a GNN framework for recommendation tasks.

# Graph Neural Networks (GNNs)

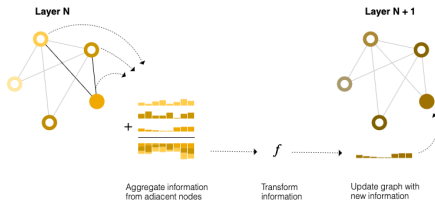


Figure 1: GNN operations

- Graphs are all around us; real world objects are often defined in terms of their connections to other things.
- Two main operations within a GNN<sup>1</sup>:
  - **Aggregation**: Enables the equal treatment of each neighbouring node with a mean-pooling operation or via an attention mechanism.
  - **Update**: The aggregated neighbourhood is integrated into an updated representation of the current node.

<sup>1</sup>Zhou, J., Cui, G., Hu, S., Zhang, Z., Yang, C., Liu, Z., Wang, L., Li, C. and Sun, M., 2020. Graph Neural Networks: A review of methods and applications. *AI Open*, 1, pp.57-81.

# Recommendation System

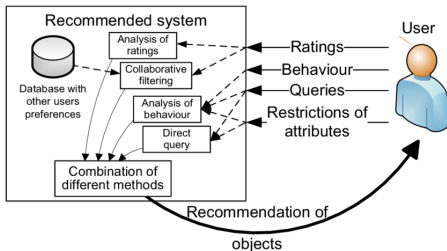


Figure 2: Overview of a recommendation system

- A subclass of information filtering systems that provide suggestions for items that are most pertinent to a particular user.
- Capable of integrating multiple sources of attributes to increase precision of the recommendation such as user-to-user social network information and user-to-item interactions.

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# Problem definition

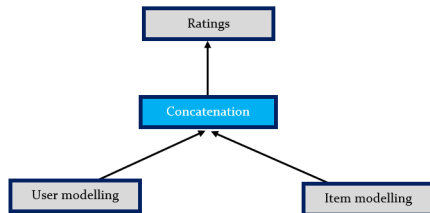


Figure 3: Goal of the GNN system is to find the rating

Consider a system comprised of sets of users and items, both of which are mapped onto separate graphs. If an item is rated by a certain user and another rating is passed by another user, the underlying social connection influence can be used to develop a prediction rating. The aim of the project is to predict the rating likely to be given by a user<sup>2</sup>.

<sup>2</sup>Marsden, P.V. and Friedkin, N.E., 1993. Network studies of social influence. *Sociological Methods & Research*, 22(1), pp.127-151.

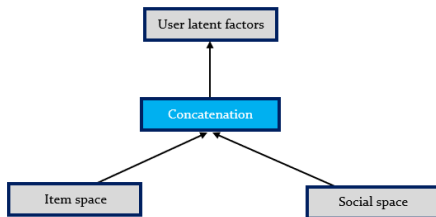


Figure 4: User modelling operations

- **Item space operation**  $\mathbf{h}_i^I$ : Utilises the interactions between the users and items  $C(i)$ , and also the users preferences  $\mathbf{x}_{ia}$  regarding an item:

$$\mathbf{h}_i^I = \sigma(\mathbf{W} \cdot A_{\text{item}}(\mathbf{x}_{ia}, \forall a \in C(i)) + \mathbf{b}) \quad (1)$$

- **Social space operation**  $\mathbf{h}_i^S$ : To encode heterogeneous strengths of social relations  $N(i)$ , an attention mechanism is introduced:

$$\mathbf{h}_i^S = \sigma\left(\mathbf{W} \cdot A_{\text{neighbours}}\left(\mathbf{h}_o^I, \forall o \in N(i)\right) + \mathbf{b}\right) \quad (2)$$



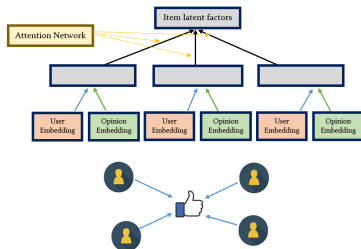


Figure 5: Item modelling operation

- For each item, the user's preferences are aggregated i.e., the mean of the ratings for all items ( $R = r \in 1, 2, 3, 4, 5$ ), and using a Multi-Layer Perceptron (MLP), the two vectors holding information regarding plain user embedding and opinion embedding are concatenated:

$$\mathbf{z}_j = \sigma(\mathbf{W} \cdot A_{\text{users}}(\mathbf{f}_{jt}, \forall t \in B(j)) + \mathbf{b}) \quad (3)$$

$$(4)$$

- Two datasets from prominent product review websites were used: **Epinions** and **Caio**.
- The contents of the datasets contained several data points including *user* and *item ID* and the *rating* given to a specific item by a user.
- Multiple users had given ratings for a specific item, thereby establishing the social relationship aspect that could be modelled.

- **Training:**

- The model was built using the PyTorch library in the Python programming language ecosystem, as per the industry standard.
- Dropout was added.
- The system contained multiple decoupled modules.

- **Testing:**

- The original framework was split into three variants:
  - **Model  $X_a$ :** Original
  - **Model  $X_b$ :** Item space operation disabled
  - **Model  $X_c$ :** Social space operation disabled
- The variants were also benchmarked against published recommendation systems from academic literature.
- Evaluation metrics:
  - Mean Squared Error (MAE)
  - Root Mean Squared Error (RMSE)

TABLE V  
WEIGHTED AVERAGE OF MAE AND RMSE

Algorithm	Dataset	
	Ciao	Epinions
<b>SoRec</b>	0.925	1.115
<b>SoReg</b>	0.950	1.120
<b>DeepSoR</b>	0.940	0.990
<b>GC-MC</b>	0.945	1.040
$X_a$	0.985	1.000
$X_b$	0.885	1.000
$X_c$	0.945	0.945

Figure 6: Final averaged results

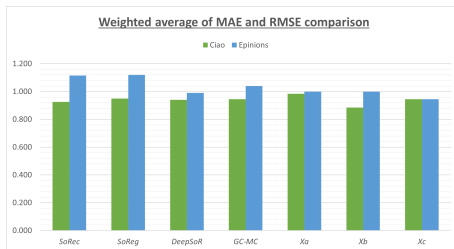


Figure 7: Weighted averages of MAE and RMSE

- Ensure all the frameworks are implemented from the first principles to establish constancy with regard to architectural designs and operating system idiosyncrasies.
- Unit and integration testing.
- Use different types of datasets that contain more than social network information.
- Use multiple architectures together i.e., GNNs with recurrent neural networks.

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- Evaluation metrics shows a favourable framework with fluid mapping abilities.
- Incorporation of more features leading to increased accuracy.
- The architectural choice of GNNs in recommendation systems depends on several parameters.
- Results have been analysed and further suggested work has been highlighted.

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# Acknowledgements

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**– End –**