Tema 8 Sistema Recomendador para Grupos o Social

SCAR
Sistemas Complejos Adaptativos y
Recomendación



Anexo

Estado del Arte

A survey on group recommender systems

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Chintoo Kumar. Journal of Intelligent
Information Systems (2020) 54:271–295

Estado del Arte de GRS

Table 1 Overview of group recommender systems

| Collaborative filtering Movies Rule based Rec (Gartrell et al. 2010) Rule based Rec (Gartrell et al. 2010) Rule based, heuristics Movies Rule based Rec (Gartrell et al. 2010) Rank Agg (Baltrunas et al. 2010) Rank Agg (Baltrunas et al. 2010) Rank Agg (Boltrunas et al. 2010) Rank Agg (Boratto et al. 2010) Rank Aggregation information gain, expected rating Movies Collaborative filtering Rovies Collaborative filtering Rovies Conflict mode weight Rovies CoroupRem (Pera and Ng 2013) Rovies CoroupRem (Pera and Ng 2013) Rovies Collaborative filtering, aggregation Rovies Collaborative filtering Rovies Collaborative fil | Year | Model | Algorithm | Domain |
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| | 2011 | jMusicGroupRecommender (Christensen and Schiaffino 2011b) | Aggregation | Music, Mo |

Estado del Arte de GRS

| Year | Model | Algorithm | Domain |
|------|---|---|--------------------------------|
| 2014 | SparseRec (Ghazarian and Ali Nematbakhsh 2015) | SVM, Collaborative filtering | Music |
| 2015 | MusicRec (Kim and El Saddik 2015) | Aggregation, random walk with restarts | Music |
| 2006 | CATS (McCarthy et al. 2006) | Collaborative filtering | Travel |
| 2010 | e-Tourism (Garcia et al. 2011) | Aggregation | Travel |
| 2012 | ConNeg (Salamó et al. 2012) | Aggregation | Travel |
| 2013 | TravelRec (Chen et al. 2013) | Probabilistic bayesian learning | Travel |
| 2017 | MobileRec (Nguyen and Ricci 2017) | Dynamic voting | Travel |
| 2009 | TV-A (Sotelo et al. 2009) | Aggregation | TV programs |
| 2011 | PBRec (Seko et al. 2011) | Power balance map | TV programs |
| 2011 | VideoRec (Seko et al. 2011) | Power balance map | TV programs |
| 2012 | External expert (Wang et al. 2012) | K-means clustering, context filtering | Video |
| 2002 | Pocket restaurant finder (Mccarthy 2002a) | Arbitration algorithm | Restaurants |
| 2008 | RestauRec (Park et al. 2008) | Bayesian network, probabilistic approach | Restaurants |
| 2011 | IMPC (Guzzi et al. 2011) | Critiquing based | Restaurants |
| 2012 | PIT,E-PIT (Liu et al. 2012) | Gibbs sampling | Social networks |
| 2012 | SIS (Ye et al. 2012) | Probabilistic | Social networks |
| 2007 | (Chen et al. 2008) | Genetic algorithm, collaborative filtering | Synthetic data |
| 2010 | P&TRec (Quijano-Sanchez et al. 2010) | Collaborative filtering | Synthetic data, social network |
| 2009 | Research assist (Baskin and Krishnamurthi 2009) | Kemeny ordering, aggregation | Research papers |
| 2010 | Grec-OC (Kim et al. 2010) | Hybrid approach | Books |
| 2017 | BookRec (Ahmad et al. 2017) | Group neighborhood, collaborative filtering | Books |
| 2010 | RecipeRec (Berkovsky and Freyne 2010) | Collaborative filtering | Food |
| 2016 | CrowdRec (Rakesh et al. 2016) | Probabilistic | Crowd funding |

Estado del Arte de GRS

Estado del arte actualizado de GRS



https://link.springer.com/chapter/10.1007/978-3-319-75067-5_4



Felfernig A., Boratto L., Stettinger M., Tkalčič M. (2018) Group Recommender Applications. In: Group Recommender Systems. SpringerBriefs in Electrical and Computer Engineering. Springer, Cham

Estado del Arte de GRS

Los principales

- Intringue: turismo
- Polylens: películas
- MusicFX: emisora de radio
- CATS (Collaborative Advisory Travel System): turismo
- Travel Decission Forum: turismo
- GRSK: generalista
- Flytrap: música
- PocketRestaurantFinder restaurantes
- I-Spy anonymous community-based personalization: meta-search
- AdaptiveRadio musica de radio
- Group modeler interaction modeling
- In-vehicle multimedia recommender (Yu et al. 2005) multimedia
- TV program recommender programas de TV
- TV4M programas de TV
- Let's browse navegación en web

Otros

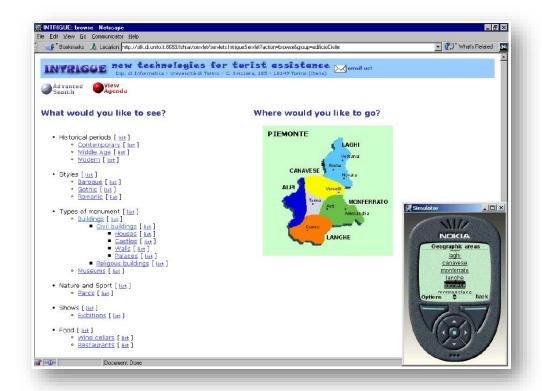
Estado del Arte de GRS: Métodos de agregación

| SR | Técnicas de agregación | | |
|----------|---|--|--|
| Intrigue | Average (variante ponderada según el número de personas del subgrupo) | | |
| Polylens | Least Misery | | |
| MusicFX | Average Without Misery | | |
| CATS | - | | |
| TDF | Average Without Misery | | |
| GRSK | Average, Average Without Misery, Incremental Intersection | | |

Estado del Arte de GRS: Aspectos importantes

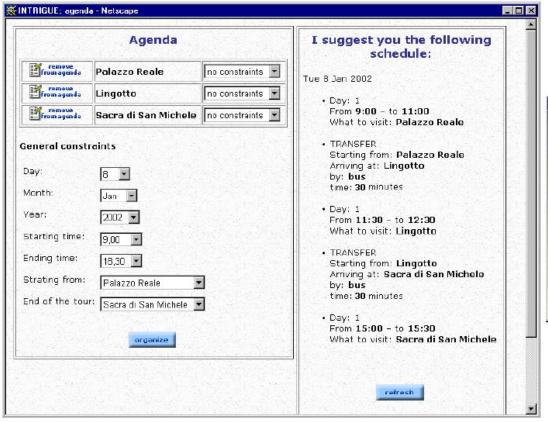
| | Intrigue | Polylens | MusicFX | CATS | TDF | GRSK |
|------------------------------------|------------------------|-------------------------|------------------------|------------------------|---------------------|--------------|
| Recomendación básica | Basado en contenido | Colaborativo | Basado en contenido | Basado en contenido | Basado en contenido | Híbrida |
| Usuarios | Pasivos | Pasivos | Pasivos | Activos | Activos | Pasivos |
| Dominio | Turismo | Películas | Emisora de radio | Turismo | Turismo | Generalista |
| Nº recomendaciones | Lista | Lista | 1 | 1 | Preferencias | Lista |
| Tamaño grupo | Ilimitado | Ilimitado | Ilimitado | Pequeño | Pequeño | Ilimitado |
| Agregación (Preferencias/Ítems) | Ítems | Ítems – Preferencias | Preferencias | Preferencias | Preferencias | Preferencias |

Ayuda a un grupo de usuarios a realizar una visita a los alrededores de la ciudad de Torino (Italia)





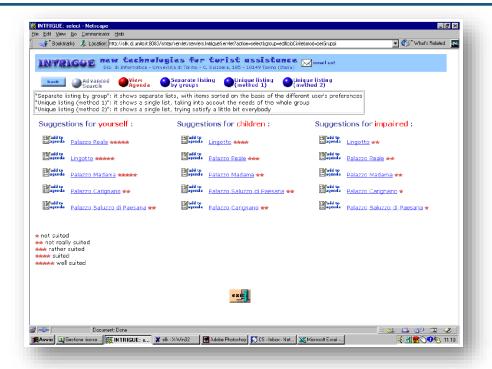
Genera una agenda de la visita recomendada

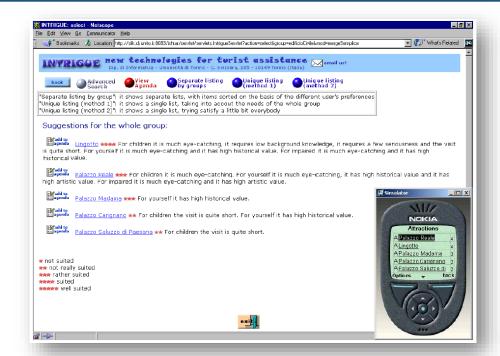




Muestra la recomendación para el grupo y para cada uno de los subgrupos

Muestra una explicación de la recomendación obtenida





Utiliza una BRT basada en contenido

Obtiene una lista de ítems ordenados por su adecuación al grupo

Para cada elemento muestra el grado de adecuación de cada elemento para el grupo y para cada subgrupo

Requiere que el usuario rellene (inicialmente) muy poca información

Mezcla las preferencias de cada usuario

Técnica de agregación Weighted Average

- Divide el grupo en subgrupos de usuarios con características similares (niños, discapacitados,...)
- La recomendación para el grupo se basa en las preferencias de los subgrupos y se pondera según el nº de miembros del subgrupo

Estado del Arte de GRS: Polylens



Estado del Arte de GRS: Polylens

La recomendación para el grupo se realiza de dos formas

- Agregando preferencias: se crea un pseudo-usuario que representa al grupo. Las preferencias de este usuario las rellena el grupo de usuarios o bien se calculan a partir de las preferencias de los miembros del grupo
- Agregando recomendaciones: calcula la lista de ítems recomendados a cada individuo y las agrega para formar la lista final

Muestra los ítems recomendados de distinta forma

- Sólo para el grupo entero
- Para cada unos de los usuarios (si se ha definido que los otros usuarios pueden ver sus datos)

Estado del Arte de GRS: Polylens

| TITLE | GENRE | GROUP | YOUR | |
|--|-------|-------|-------|--|
| King of Masks, The (Bian Lian) (1996) | Drama | 大大大大が | 大大大大ブ | |
| Figure 1. A modified group-only interface. | | | | |

| TITLE | GENRE | REVIEWS | GROUP | YOUR | lam@cs.umn.edu |
|---|-----------------|---------|-------|------|----------------|
| Frequency (2000) | Drama, Thriller | MOVIE | **** | **** | **** |
| Figure 2. A two-member composite group interface. | | | | | |

| TITLE | GENRE | REVIEWS | oconnor@cs.umn.edu | |
|---------------------------------------|--------------------|---------|--------------------|--|
| B. Monkey (1998) | Romance, Thriller | | 大大大大メ | |
| Last Night (1998) | Children's, Comedy | MOVIE | 大大大大メ | |
| TITLE | GENRE | REVIEWS | lam@cs.umn.edu | |
| <u>Get Bruce (1999)</u> | Documentary | | *** | |
| Last Night (1998) | Children's, Comedy | MOVIE | 大大大ブ | |
| Figure 3. A manual group recommender. | | | | |

Estado del Arte de GRS: MusicFX

Selecciona **música** en un gimnasio

Los usuarios introducen sus preferencias individuales (géneros que le gustan o disgustan)

Cuando un usuario entra en el gimnasio se registra su presencia

Se adapta la música al grupo de usuarios presentes

- El sistema predice un ratio para cada género
- Crea una lista de géneros ordenada por ratio

Utiliza una técnica de recomendación CB

Retorna una lista de ítems correspondiente a una serie de géneros musicales



Se elige al azar un género musical entre los de mayor ratio (para seleccionar el siguiente género que se escuchará)

Estado del Arte de GRS: MusicFX

Mezcla las preferencias de cada usuario

Estrategia Average Without Misery

- Utiliza las puntuaciones que ha dado cada usuario del grupo a cada género musical
- Sólo considera las preferencias cuyo ratio supera un determinado valor
- Asegura que todos los usuarios estarán satisfechos (no en la misma medida, pero si un mínimo)

Estado del Arte de GRS: CATS

Permite planificar unas vacaciones de esquí

GRS conversacional: usuarios activos

 Los usuarios critican la recomendación obtenida Retorna un único ítem recomendado El modelo del grupo se obtiene combinando los modelos individuales y asociado críticas a cada preferencia

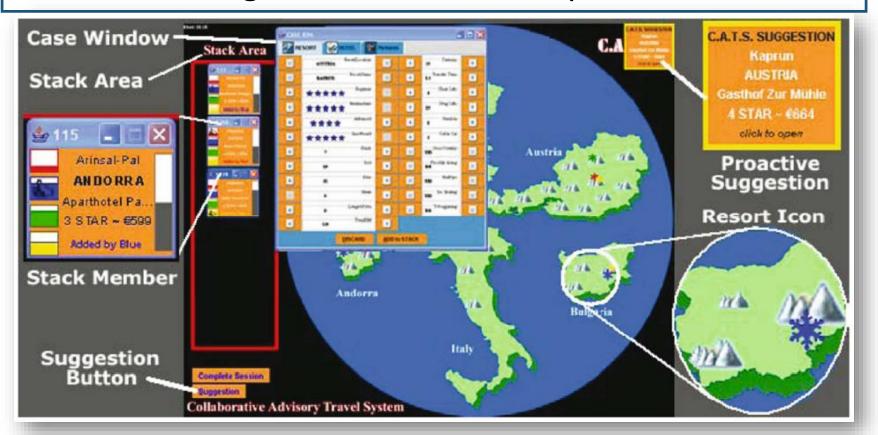
Muestra la recomendación obtenida a cada usuario, que puede aceptarla o no

Se recomienda al grupo el ítem aceptado por la mayor parte de usuarios

Estado del Arte de GRS: CATS

Interfaz de CATS

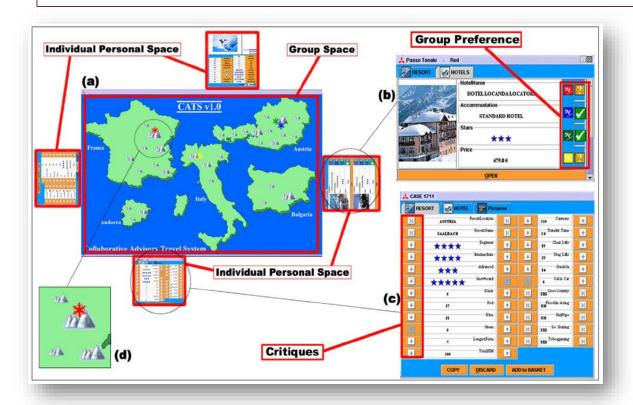
Los usuarios eligen la estación de esquí



Estado del Arte de GRS: CATS

Cada usuario

- Elige un lugar de vacaciones
- Rellena las preferencias sobre el lugar elegido
- Critica la recomendación





Ayuda a un grupo de usuarios a organizar unas vacaciones

Se asume que sólo un usuario está interaccionando con el sistema

- El resto de usuarios están presentes en forma de avatares
- Un avatar **mediador** gestiona la comunicación entre ellos

El sistema realiza una **propuesta** de preferencias para las vacaciones basándose en el perfil de cada usuario

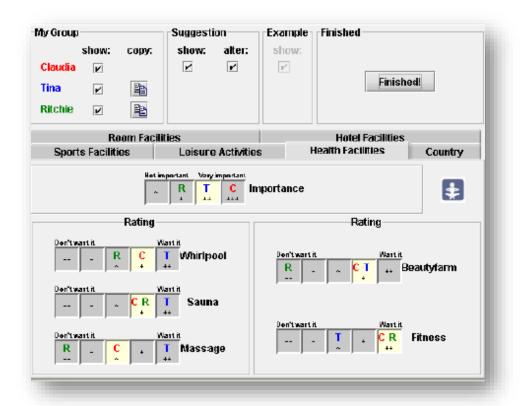
Cada avatar la critica (teniendo en cuenta su perfil y su comportamiento social)

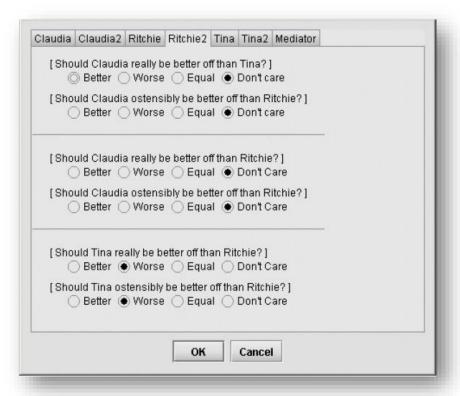
El proceso de recomendación consta de dos fases

- Fase 1: especificación individual de
 - Las preferencias que definen el viaje a realizar
 - El comportamiento del usuario
- Fase 2: obtención consensuada de las preferencias de grupo

□ Fase 1:

- Cada miembro del grupo especifica inicialmente sus preferencias. Las preferencias de cada miembro del grupo son públicas
- Cada miembro del grupo especifica su **comportamiento** social





- □ Fase 2: obtener una lista de preferencias consensuada para todos los usuarios del grupo
 - Se agregan las preferencias de los usuarios en una única lista (recomendación)
 - El TDF presenta la recomendación a los usuarios
 - Los usuarios deciden si aceptan la recomendación
 - Durante esta fase se genera un avatar por cada miembro del grupo y además un mediador

Un miembro del grupo puede estar **on-line** (cuando un usuario finaliza la interacción puede entrar otro)

Se genera un **avatar** por cada uno de los otros miembros del grupo

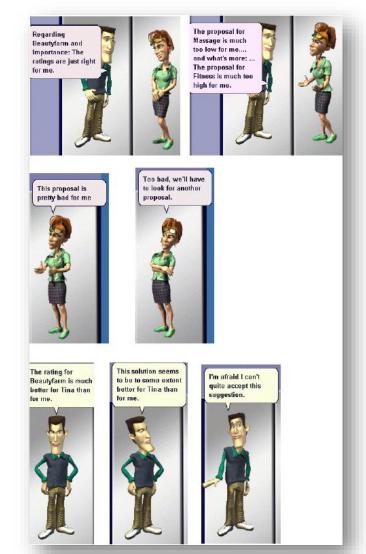
Y además, un **mediador** que controla la interacción



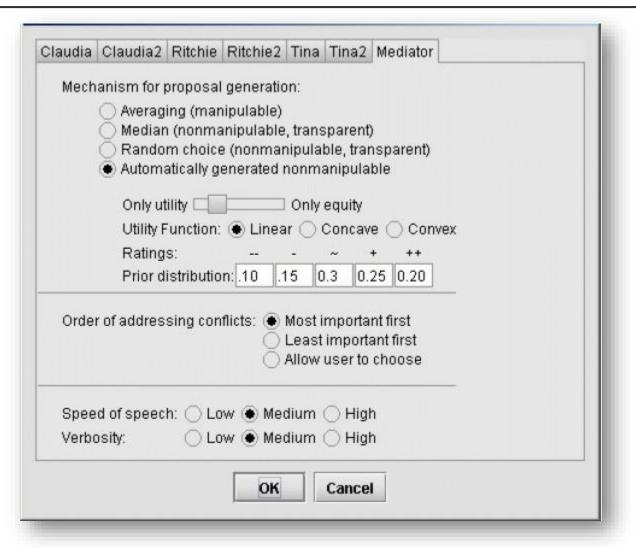
Para cada una de las preferencias del grupo, el **mediador** pregunta a cada usuario, **por turno**, si acepta o rechaza la propuesta

Cada avatar **razona** la respuesta

Los avatares tienen en cuenta las **preferencias** del usuario al que representan y el comportamiento **social** definido para ellos



Se define la forma en la que el mediador genera la propuesta inicial sobre la que se debate



Gracias por vuestra atención...