

Training is performed by minimising the point-wise loss between  $\hat{y}_{ui}$  and  $y_{ui}$ 

Input vector  $\mathbf{x}_{ui}$  is fed through multi-layer perceptron, applying non-linear activation functions.

User and Item embeddings,  $\mathbf{p_u}$  and  $\mathbf{q_i}$  are concatenated to form input vector,  $\mathbf{x}_{ui}$ 

User and Item embeddings,  $\mathbf{p_u}$  and  $\mathbf{q_i}$ , are unknown and are updated iteratively in training