

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 architecture, applying non-linear activation functions. Model learns latent representations of users and items

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