

Memory Network for Recommender System

The Latest Progresses

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- 1 Motivation of Using Memory Network
- 2 What is Stored in Memory Network
 - User Embedding
 - Item Embedding
- 3 What to Use as Query to Memory Network
- 4 Read and Write Operation
 - Read
 - Write
- 5 Training and Evaluation

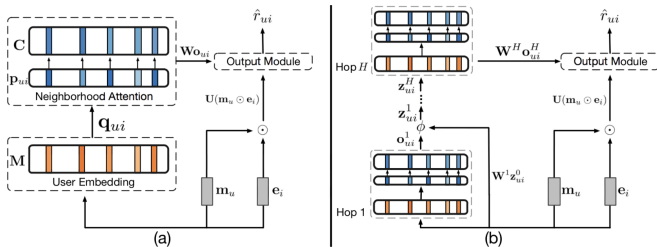
- To preserve the history information of user's interaction with the recommender system.
- Dynamic user or item representation which is more suitable for the scenario of recommending task. Users tend to have very diverse interests and it is always changing.
- Then why not LSTM? All history information is combined together which is not flexible enough and lacks of interpretability.

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Collaborative Memory Network for Recommendation Systems



We have a user embedding matrix M , an item embedding matrix E .

User Embedding

We form a user preference vector q_{ui} where each dimension q_{uiv} is the similarity of the target user u 's level of agreement with user v in the neighborhood given item i

$$q_{uiv} = m_u^T m_v + e_i^T m_v \quad \forall v \in N(i) \quad (1)$$

Then we can calculate neighborhood attention

$$p_{uiv} = \frac{\exp(q_{uiv})}{\sum_{k \in N(i)} \exp(q_{uik})} \quad (2)$$

Next we construct the final neighborhood representation by interpolating the external neighborhood memory with the attention weights

$$o_{ui} = \sum_{v \in N(i)} p_{uiv} c_v \quad (3)$$

And the final output(score) is

$$r_{ui} = v^T \phi(U(m_u \odot e_i) + W o_{ui} + b) \quad (4)$$

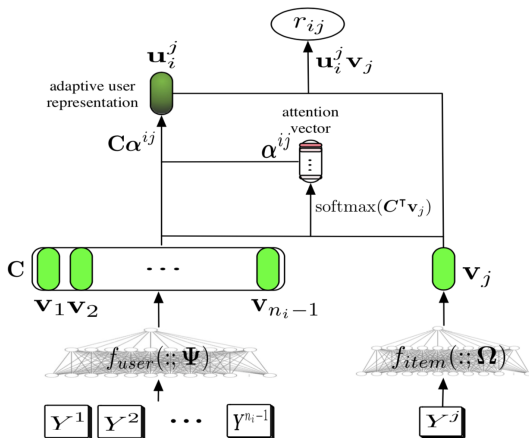


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Item Embedding

Item-Level

MARS: Memory Attention-Aware Recommender System



Item Embedding

Item-Level

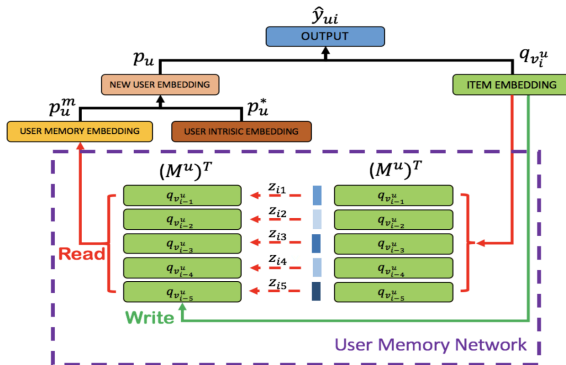
Y^n is the words that describe the item. Learn the embedding of the items v_i through CNN. Use attention mechanism to get a dynamic representation of a user. This model directly store the embedding of items in the memory module C , and the user embeddings are come from item embeddings in the memory module.



Item Embedding

Item-Level

Sequential Recommendation with User Memory Networks



Item Embedding

Item-Level

This model also stores item embeddings in memory module. It stores the most recent K items in the sequence of the user's interaction with the recommender system.

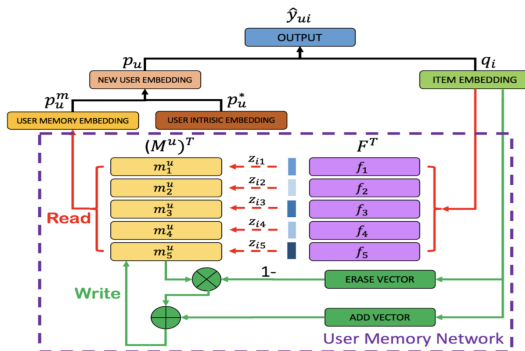
The user embedding p_u consists of two components: independent embedding p_u^* and the embedding got from memory module by attention mechanism p_u^m .



Item Embedding

Feature-Level

Sequential Recommendation with User Memory Networks



Item Embedding

Feature-Level

Previous item-level memory module has limits: only stores recent K items, not fine-grained enough. It is better if we can turn the items that the user likes to features that the user likes.

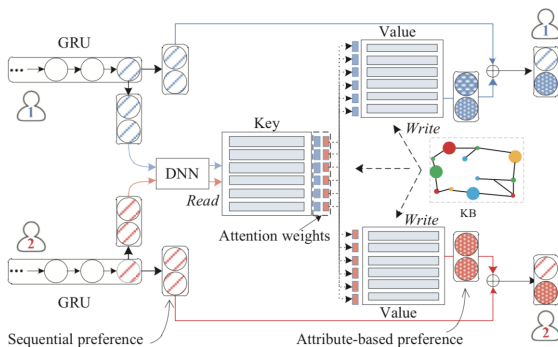
So, we get a global latent feature table F . We use these feature vectors as a "key" (feature name) to the memory module. And we use the same softmax attention mechanism to read the "values" (feature value) from the memory module.



Item Embedding

Knowledge Based Enhanced

Improving Sequential Recommendation with Knowledge-Enhanced Memory Networks



Item Embedding

Knowledge Based Enhanced

In the previous model, the features table lacks of interpretability. So, the new module makes the keys of the memory module explainable by adding a knowledge based pretraining.

It uses a knowledge graph which contains $\langle e_1, r, e_2 \rangle$ triplets, eg. $\langle \text{Avator}, \text{directedby}, \text{James Carmelon} \rangle$. It pretrains the embeddings of e_i and r_i , and uses r_i as keys of memory module.



What to Use as Query to Memory Network

- Use user embedding vector as query: the first and the last model mentioned above.
- Use item embedding vector as query: the other models mentioned above.



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All the models use attention mechanism to read from memory module. Say the keys of memory are k_i , the query vector q . And we got similarity representation $s_i = q^T k_i$, then use softmax to generate weights:

$$w_i = \frac{\exp(s_i)}{\sum_j \exp(s_j)} \quad (5)$$

and read value:

$$v^m = \sum_{i=1}^N w_i * v_i \quad (6)$$

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- No explicit write operation. The memory module is updated in the process of back propagation. Eg.the first and second model mentioned above.
- Explicit write operation. Write to the memory module when the user interacts with an item. The detail of the design is dependent on specific settings of each different model. Eg.the last three models mentioned above.

Training and Evaluation

- Loss function: pairwise loss of BPR, cross entropy loss.
- Evaluation metrics: Hit Ratio, NDCG, etc.

