

Apple iOS Mobile App Recommender

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1 Introduction

This notebook seeks to recommend iOS mobile apps in Apple Store for users based on a dataset collected using the iTunes Search API. The dataset contains user ratings for over 7000 mobiles apps.

The recommender is a simple recommender system without using any collaborative filtering techniques. It uses Bayesian bandit to solve the explore-exploit problem. For setup, it initializes every app as a beta bandit ($\alpha = \beta = 1$), then updates the app's parameters using every single rating of the app. For future recommendations, it recommends the *argmax* of the samples collected from each beta distribution, and updates its parameters using the new rating.

2 Data Preprocessing

```
[1]: import numpy as np
import pandas as pd
from matplotlib import pyplot as plt
import seaborn as sns
%matplotlib inline
```

```
[2]: apps = pd.read_csv("datasets_30069_39285_AppleStore.csv")
apps.drop(['Unnamed: 0', 'size_bytes', 'currency', 'rating_count_ver',
→'user_rating_ver',
→'ver', 'cont_rating', 'sup_devices.num', 'ipadSc_urls.num', 'lang.
→num', 'vpp_lic'], axis=1, inplace=True)
apps.head(5)
```

```
[2]:
```

	id	track_name	price	\
0	281656475	PAC-MAN Premium	3.99	
1	281796108	Evernote - stay organized	0.00	
2	281940292	WeatherBug - Local Weather, Radar, Maps, Alerts	0.00	
3	282614216	eBay: Best App to Buy, Sell, Save! Online Shop...	0.00	
4	282935706	Bible	0.00	

	rating_count_tot	user_rating	prime_genre
0	21292	4.0	Games

1	161065	4.0	Productivity
2	188583	3.5	Weather
3	262241	4.0	Shopping
4	985920	4.5	Reference

```
[3]: apps.info()
```

```
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 7197 entries, 0 to 7196
Data columns (total 6 columns):
#   Column                Non-Null Count  Dtype
---  -
0   id                    7197 non-null   int64
1   track_name            7197 non-null   object
2   price                 7197 non-null   float64
3   rating_count_tot      7197 non-null   int64
4   user_rating           7197 non-null   float64
5   prime_genre           7197 non-null   object
dtypes: float64(2), int64(2), object(2)
memory usage: 337.5+ KB
```

3 Bayesian Bandit

```
[4]: from scipy.stats import beta

class BayesianBandit(object):
    def __init__(self):
        self.a = 1
        self.b = 1

    def sample(self):
        return np.random.beta(self.a, self.b)

    def pull(self, p):
        assert p <= 1
        return np.random.random() * p

    def update(self, x):
        self.a += x
        self.b += 1 - x
```

```
[5]: appCount = apps.shape[0]
bandits = [BayesianBandit() for i in range(appCount)]
```

```
[6]: def setup():
    for index, row in apps.iterrows():
```

```

iterNum = row['rating_count_tot']
rating = row['user_rating']

for _ in range(iterNum):
    bandits[index].update(rating / 5)

if index % 1000 == 0:
    print("{0}/{1} app data setup".format(index, appCount))

setup()

```

```

0/7197 app data setup
1000/7197 app data setup
2000/7197 app data setup
3000/7197 app data setup
4000/7197 app data setup
5000/7197 app data setup
6000/7197 app data setup
7000/7197 app data setup

```

4 Recommendation

```

[14]: def plot(bandit):
    x = np.linspace(0, 1, 200)
    y = beta.pdf(x, bandit.a, bandit.b)
    plt.plot(x, y)
    plt.show()

def recommend(ratingResSeq):
    for rating in ratingResSeq:
        sampleLst = []
        bestSample = -1
        bestSampleIdx = None

        # Get samples
        for idx, bandit in enumerate(bandits):
            sample = bandit.sample()
            sampleLst.append(sample)

            if sample >= bestSample:
                bestSampleIdx = idx
                bestSample = sample

        # Recommend the best sample
        print("bestSample is: {}".format(bestSample))

```

```

print("{0} recommended. Simulation response rating is {1}.".format(
    apps.iloc[bestSampleIdx]['track_name'],
    rating)
)
plot(bandits[bestSampleIdx])

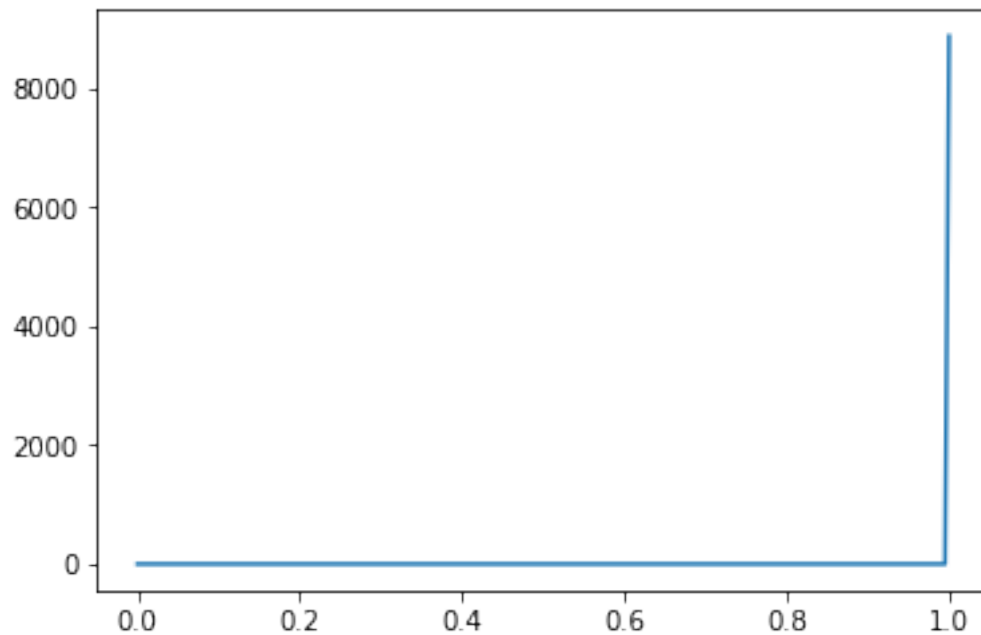
# Update the bandit that gives the best sample
reward = bandits[bestSampleIdx].pull(rating / 5)
bandits[bestSampleIdx].update(reward)

recommand([3.5, 4, 4, 4.5, 3.5, 5, 4, 4, 3, 1.5])

```

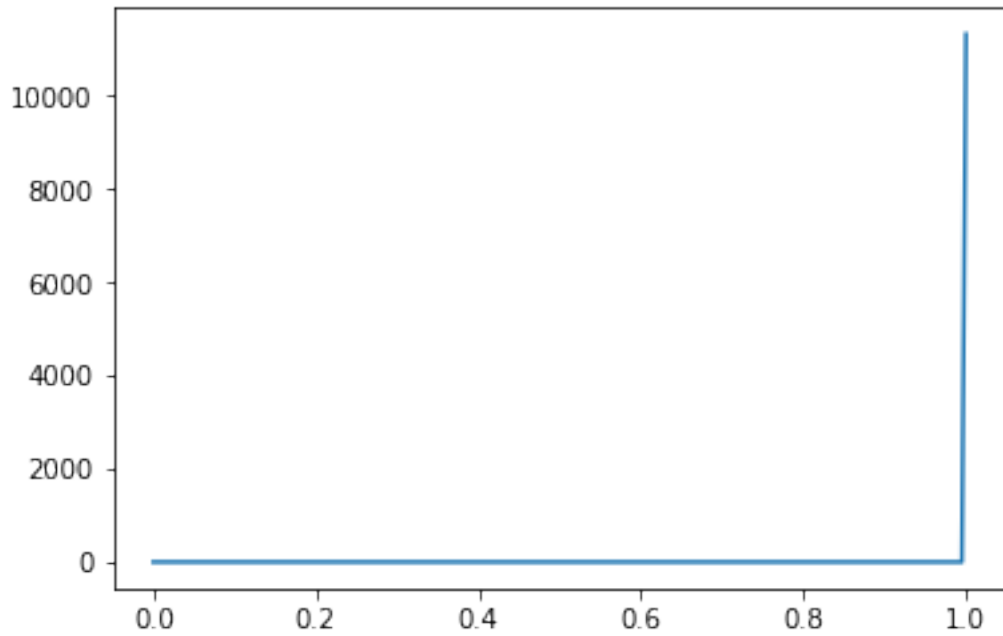
bestSample is: 0.999999355227772

Despicable Bear - Top Beat Action Game recommended. Simulation response rating is 3.5.



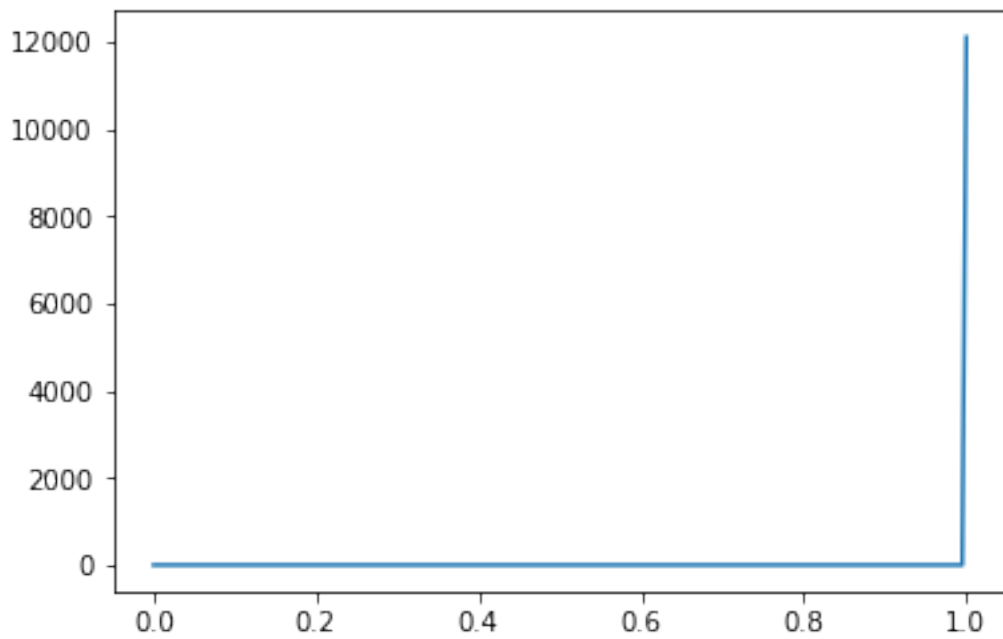
bestSample is: 0.9999999103178528

CARROT To-Do - Talking Task List recommended. Simulation response rating is 4.



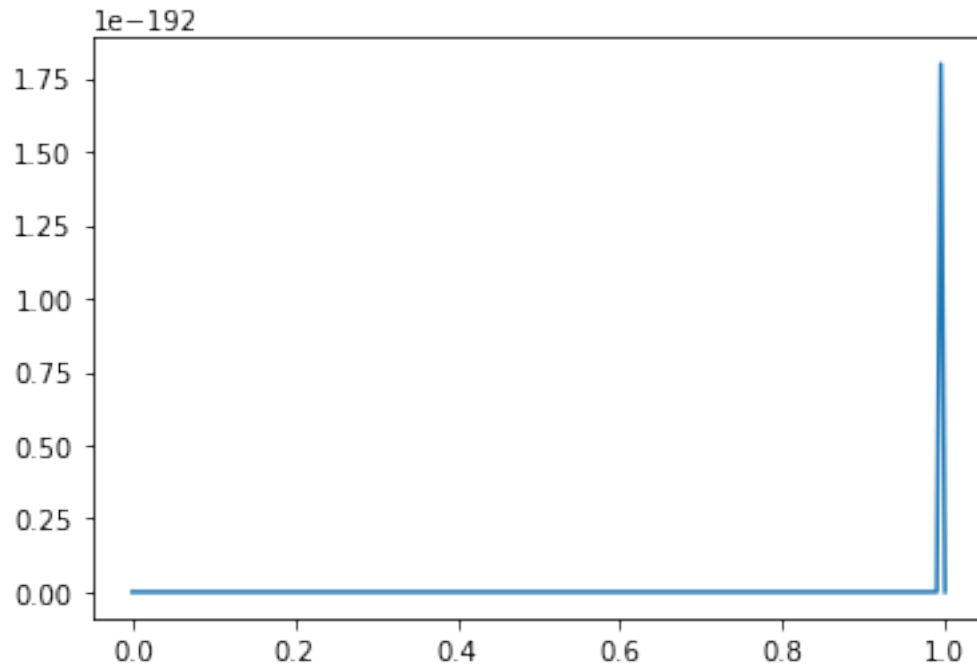
bestSample is: 0.9999982612591806

Optical Inquisitor 17+ recommended. Simulation response rating is 4.



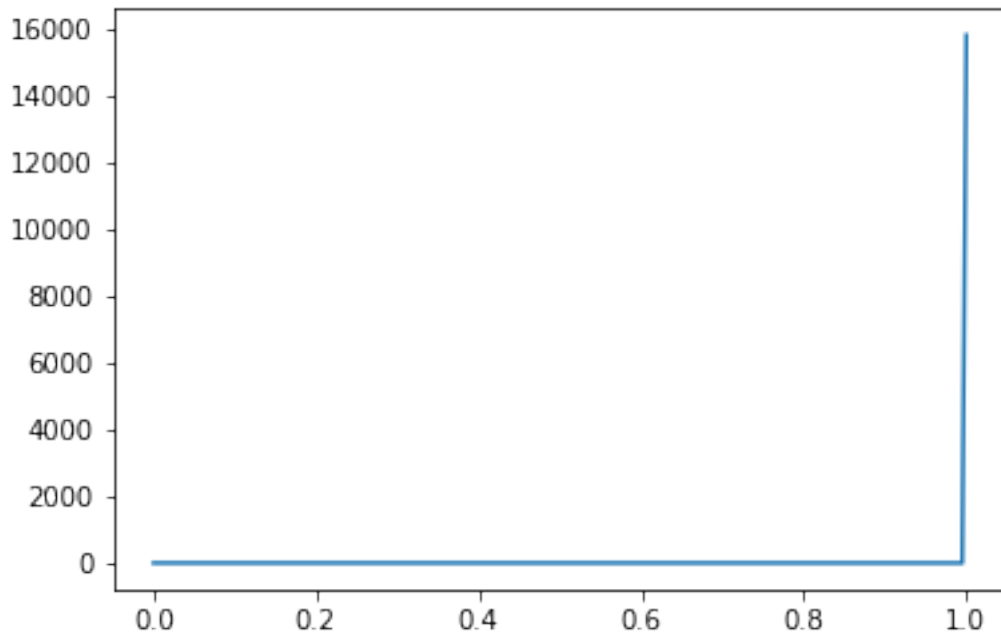
bestSample is: 0.9999992141529493

We Heart It - Fashion, wallpapers, quotes, tattoos recommended. Simulation response rating is 4.5.



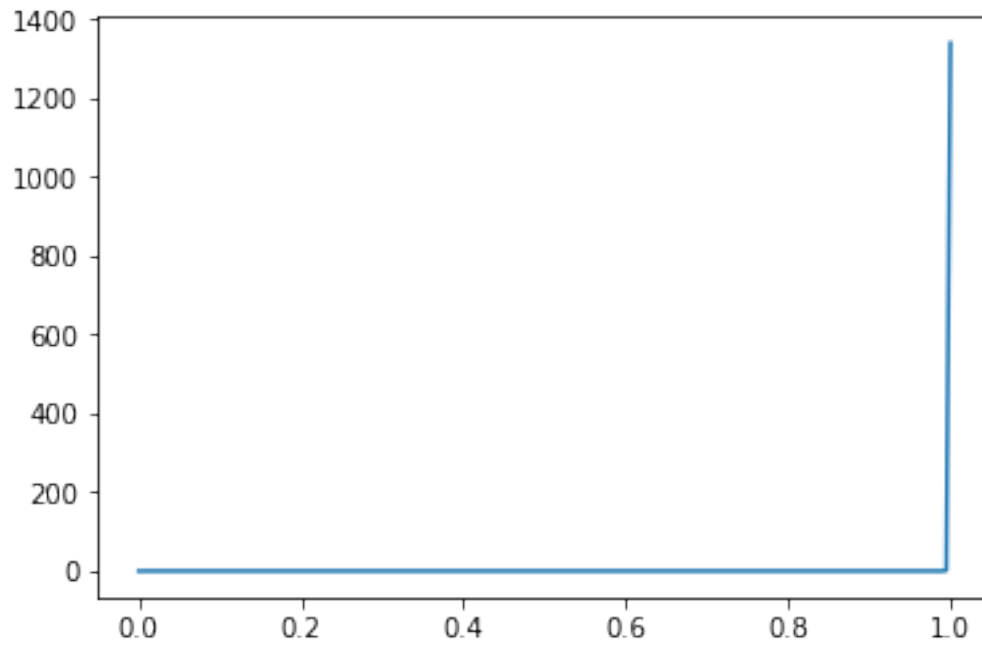
bestSample is: 0.9999989603053712

NOAA Hi-Def Radar Pro - Storm Warnings, Hurricane Tracker & Weather Forecast recommended. Simulation response rating is 3.5.



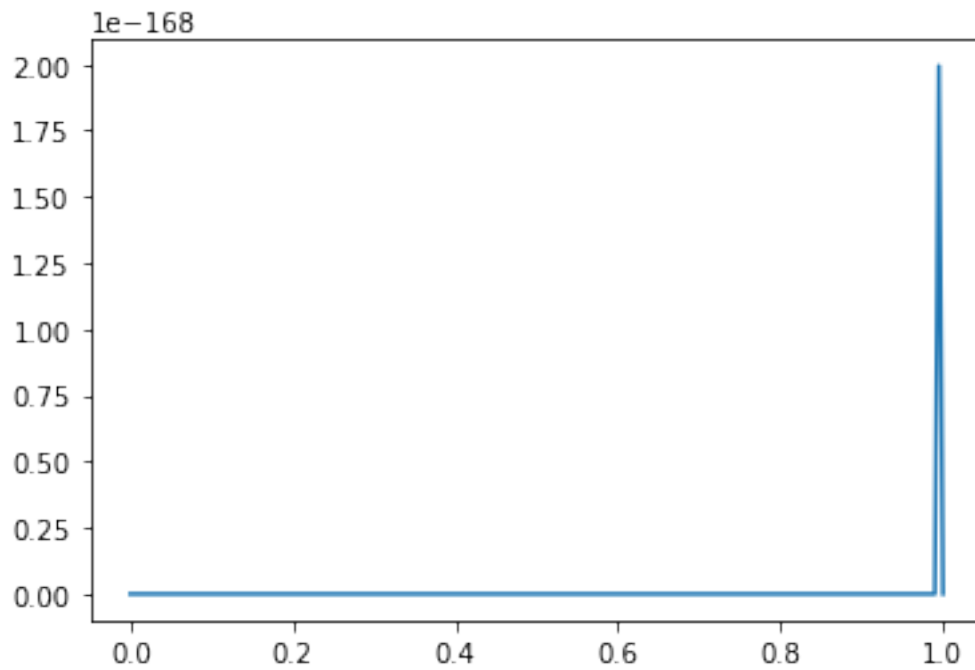
bestSample is: 0.9999997800170082

Suer Toss The Turtle recomanded. Simulation response rating is 5.



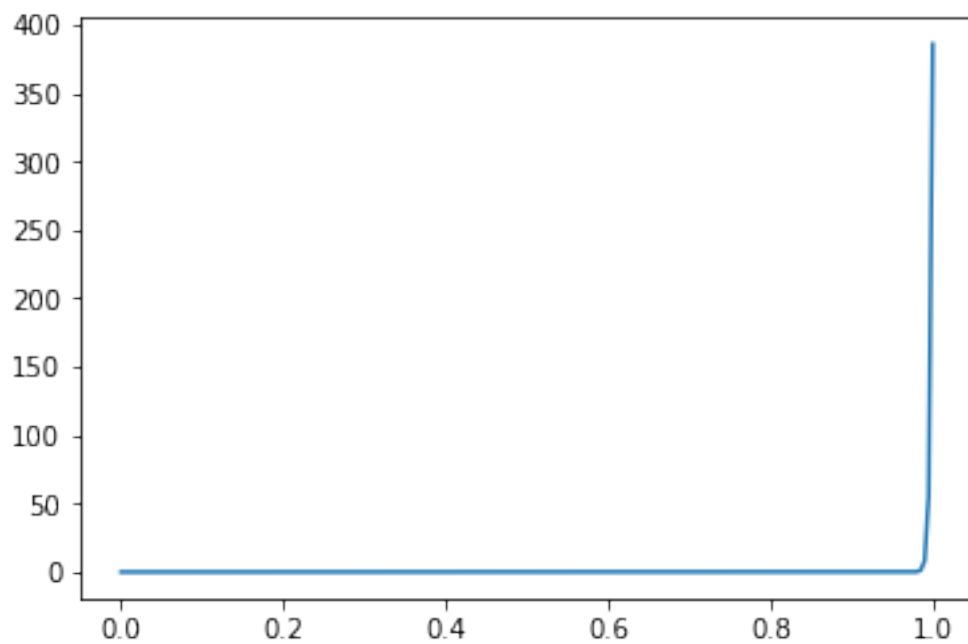
bestSample is: 0.9999988683157353

Egg, Inc. recomanded. Simulation response rating is 4.



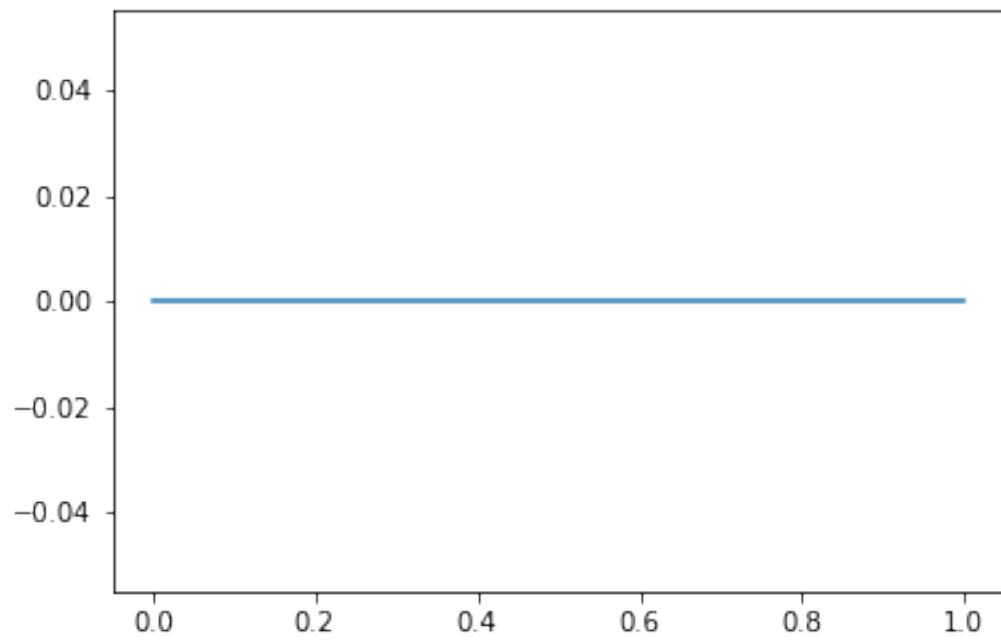
bestSample is: 0.999999860570617

Lewandowski: Football Star recommended. Simulation response rating is 4.



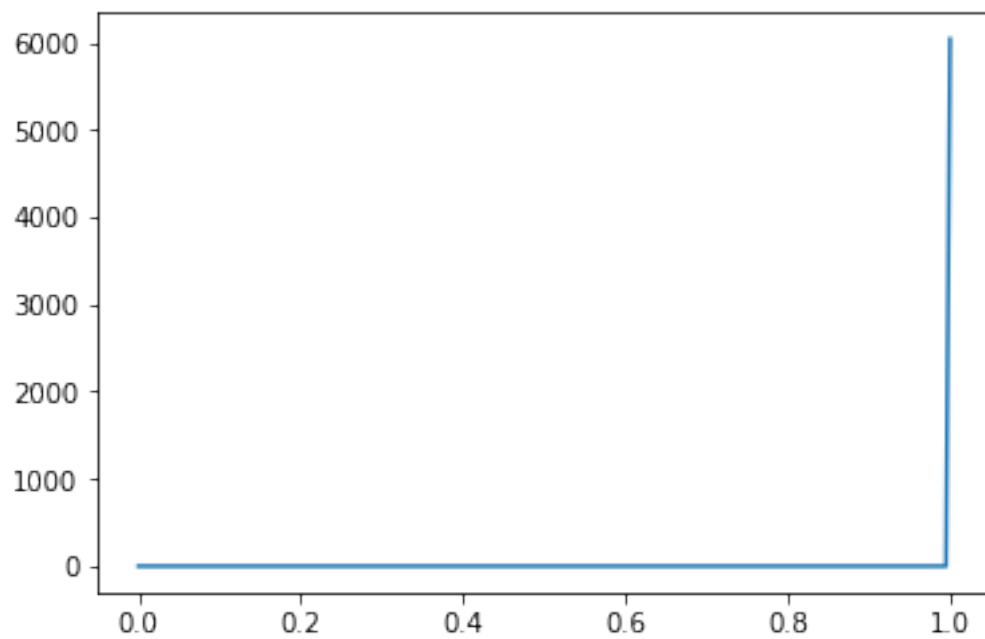
bestSample is: 0.9999989572151395

Geometry Dash recommended. Simulation response rating is 3.



bestSample is: 0.9999999603821297

Fish Mania™ recommended. Simulation response rating is 1.5.



The recommended apps are of either one of the two types: an app that has average ratings = 5 and has numerous (> 5000) ratings, or an app that has 0 ratings, but the random sampling out of the distribution is extremely close to 1 (extremely lucky).

5 Conclusion

The Bayesian Bandit is a popular choice to find the balance in the explore-exploit problem, and in this project, it is shown convenient to be set up on existing ratings, and powerful on recommending items in the future.