#### Files in the Dataset

## 1. yelp\_academic\_dataset\_business.json

- 1.2M+ businesses
- Key fields:
  - o business\_id: Unique ID
  - o name: Business name
  - o address, city, state, postal\_code, latitude, longitude
  - stars: Average star rating (float)
  - o review\_count: Number of reviews
  - o is\_open: Open status (1 = open)
  - categories: Comma-separated categories (e.g., "Japanese, Sushi Bars, Restaurants")
  - attributes: Nested dict with metadata (e.g., "WiFi", "Parking",
    "Good for kids")

#### Use in RL:

- To enrich item context (e.g., categories, popularity)
- To support action selection features

### 2. yelp\_academic\_dataset\_review.json

- 8.6M+ reviews
- Key fields:
  - o review\_id
  - o user\_id, business\_id: Relational links
  - stars: Actual rating (1–5 stars)
  - o date: Timestamp of the review
  - text: Freeform review text (not always used in structured models)
  - useful, funny, cool: Count of feedback from other users

#### Use in RL:

Forms the core of (state, action, reward) triplets

- The rating becomes reward
- Enables sorting by time to form sequences

#### 3. yelp\_academic\_dataset\_user.json

- 2.1M+ users
- Key fields:
  - user\_id, name
  - o review\_count
  - o yelping\_since: Registration date
  - o friends: Comma-separated user\_ids
  - o useful, funny, cool: Aggregate votes
  - o fans, elite: Popularity/social influence indicators
  - average\_stars: Avg. rating given

#### Use in RL:

- Used to enrich the **state** with user profile (average\_stars, review\_count, friend count)
- Can personalize action-value function

## 4. yelp\_academic\_dataset\_checkin.json

- Check-in records per business
- Key fields:
  - o business\_id
  - date: Comma-separated timestamps (e.g., "2018-01-01 09:00:00, 2018-01-02 18:00:00")

#### Use in RL:

- Extract time-based popularity (morning / afternoon / evening visits)
- Serves as context feature for action (business popularity signal)

### 5. yelp\_academic\_dataset\_tip.json

- Short tips (mini reviews)
- Key fields:
  - o user\_id, business\_id, text, date
  - compliment\_count

## Use in RL:

- Optional text-based feedback signal
- Can complement reviews for sentiment analysis or explanation

# **Schema Relationships**

User (user\_id)

**\$** 

Review (user\_id, business\_id, stars, date)

**\$** 

Business (business\_id, categories, attributes)

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Check-in (business\_id, date)

## In RL Framework

RL Concept	<b>Dataset Source</b>	Explanation	
state	Review history	Sequence of previous business_id, stars, date, user profile, business features	
action	Business	The next business to recommend	
reward	Review	Usually 1 if stars ≥ 4, else 0	
next_state	Review	User's updated sequence after action	
context_features	Business, Check-in, User	Additional info like categories, check-in frequency, average_stars	

Component Feature Name		Source File	Description
state	business_id	review.json	Previously interacted businesses
	stars	review.json	Rating the user gave to that business
	date	review.json	Timestamp of the review (for sequence)
	time_segment	derived from date	Morning / Afternoon / Evening
	days_since_action	computed from date difference	Used for time-decay weight
	recency_weight	computed	$exp(-\lambda \times time\_diff)$
	user_profile.review_count	user.json	Number of reviews the user wrote
	user_profile.average_stars	user.json	User's mean rating
	user_profile.friend_count	user.json	Proxy for social influence
	business_checkin.morning/afternoon/evening	checkin.json	Popularity at different times
	business_categories	business.json	Category tags (multi-label)
action	business_id	from state or model selection	The business recommended to the user
	action_time_segment	review.json	When the recommendation occurred
	business_checkin	checkin.json	Contextual popularity
	business_categories	business.json	Contextual metadata
reward	reward	review.json	Binary reward: 1 if stars ≥ 4, else 0
next_state	same as state shifted forward	review.json	Resulting state after the user reacts to the action

# Notes:

- state is a **sequence** of 5 (or more) past interactions
- action is typically a single business\_id

- reward is derived from the user's rating
- next\_state = state + action