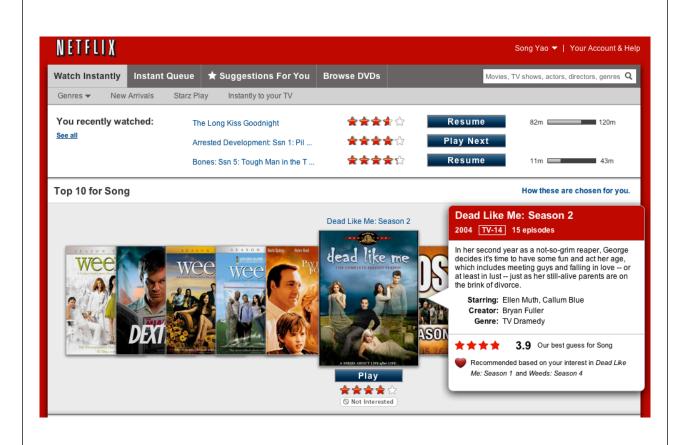
# Recommendation Systems: Learning from Ratings and More

**Professor Song Yao**Olin Business School

**Customer Analytics** 



# Ratings data give more detailed insight into consumer preferences than simple 0/1 purchase decisions

#### STRUCTURE OF RATINGS DATA

		Products												
Users	Α	В	C	D	Ε	F	G	Н	- 1	J	•••			
1	4	1	3	5	1	5	1	1	3	2				
2	1	3	1	4	5	2	3	1	2	4				
3	3	2	5	4	1	5	2	4	4	3				
4	1	4	2	4	1	4	4	3	5	2				
5	3	1	2	5	4	5	2	1	1	3				
6	4	3	1	5	1	5	4	1	3	2				
7	1	4	1	5	4	5	5	3	3	2				
8	2	3	5	3	1	4	2	5	3	4				
9	1	3	1	4	4	2	3	2	2	5				
10	1	3	2	2	4	3	3	4	1	5				
•••														

# If ratings is all we observe, the only way to predict ratings of a consumers is to use ratings of other consumers

#### **RATINGS PREDICTION**

		Products													
Users	Α	В	C	D	Ε	F	G	Н	I	J					
1	4	1	3	5	1	5	1	1	3	2					
2	1	3	1	4	5	2	3	1	2	4					
3	3	2	5	4	1	5	2	4	4	3					
4	1	4	2	4	1	4	4	3	5	2					
5	3	1	2	5	4	5	2	1	1	3					
6	4	3	1	5	1	5	4	1	3	2					
7	1	4	1	5	4	5	5	3	3	2					
8	2	3	5	3	1	4	2	5	3	4					
9	1	3	1	4	4	2	3	2	2	5					
10	1	3	2	2	4	3	3	4	1	5					
11				•	•	•	•	•		•					

## The simplest approach is to average over other users' ratings

#### **RATINGS PREDICTION**

		Products													
Users	Α	В	C	D	Ε	F	G	Н	- 1	J					
1	4	1	3	5	1	5	1	1	3	2					
2	1	3	1	4	5	2	3	1	2	4					
3	3	2	5	4	1	5	2	4	4	3					
4	1	4	2	4	1	4	4	3	5	2					
5	3	1	2	5	4	5	2	1	1	3					
6	4	3	1	5	1	5	4	1	3	2					
7	1	4	1	5	4	5	5	3	3	2					
8	2	3	5	3	1	4	2	5	3	4					
9	1	3	1	4	4	2	3	2	2	5					
10	1	3	2	2	4	3	3	4	1	5					
11	2.1	2.7	2.3	4.1	2.6	4	2.9	2.5	2.7	3.2					

- Average over other user's rating for the same item  $r_t(p) = \frac{\sum_{u \neq t} r_u(p)}{n}$ 

  - t = target user
     u = other users
  - p = product
- n = number of items

# In collaborative filtering we use ratings from other people, but more so from users who are similar to the target user

#### **COLLABORATIVE FILTERING IDEA**

- Recognize that consumers have different preferences
  - Some prefer action movies, others prefer British period dramas...
  - Some prefer movies with Tom Cruise, others prefer movies with Daniel Craig
  - Some prefer romantic comedies and horror movies but not action movies
- If we try to predict what movies a target user would like, we should
  - **positively** weight ratings from people who a similar
  - **negatively** weight ratings from people who have "inverse" preferences
  - not weight ratings from people whose ratings seem to be unrelated

# To use collaborative filtering we need to observe <u>some</u> ratings for the target consumer

#### **REQUIRED RATINGS DATA**

					Items					
Users	Α	В	C	D	Ε	F	G	Н	I	J
1	4	1	3	5	1	5	1	1	3	2
2	1	3	1	4	5	2	3	1	2	4
3	3	2	5	4	1	5	2	4	4	3
4	1	4	2	4	1	4	4	3	5	2
5	3	1	2	5	4	5	2	1	1	3
6	4	3	1	5	1	5	4	1	3	2
7	1	4	1	5	4	5	5	3	3	2
8	2	3	5	3	1	4	2	5	3	4
9	1	3	1	4	4	2	3	2	2	5
10	1	3	2	2	4	3	3	4	1	5
11	2	3	2	5	1					

# We need to find ways to give different users different weights in the calculations

#### WEIGHTS IN COLLABORATIVE FILTERING

- Measure whether two consumers have similar preferences:
  - ▶ For products that **both consumers** rated, are consumers' ratings correlated?  $corr(r_t, r_u)$  can be >0, <0, or 0; **for now**, we assume it is >=0 as is typical
- Create a "user weight" to weight the contribution of this user's rating in forming the recommendation

$$w(t,u) = \frac{\mathrm{corr}(r_t,r_u)}{\sum_{u \neq t} \mathrm{corr}(r_t,r_u)} \quad \begin{array}{c} \text{- ratings correlation betwee} \\ \text{target user "t" and user "u"} \\ \text{- sum of all other ratings} \end{array}$$

- ratings correlation between
- correlations

#### **EXAMPLE**

- target user and 3 other users

$$corr(r_t, r_1) = .05$$
  $corr(r_t, r_2) = .8$   $corr(r_t, r_3) = .3$   $w(t, 1) = \frac{0.05}{0.05 + 0.8 + 0.3} = 0.04$   $w(t, 2) = \frac{0.8}{1.15} = 0.70$   $w(t, 3) = \frac{0.3}{1.15} = 0.26$ 

# We can use the calculated weights to combine the ratings of other users to form a recommendation for the target user

#### **COMBINING RATINGS: SIMPLE APPROACH**

 Predicted rating of the target user for product p is weighted sum of ratings of all other users for product p

$$r_t(p) = \sum_{u \neq t} r_u(p) * w(t, u)$$

#### **EXAMPLE**

- target user and 3 other users

$$corr(r_t, r_1) = .05$$
  $corr(r_t, r_2) = .8$   $corr(r_t, r_3) = .3$   $w(t, 1) = \frac{0.05}{1.15} = 0.04$   $w(t, 2) = \frac{0.8}{1.15} = 0.70$   $w(t, 3) = \frac{0.3}{1.15} = 0.26$   $r_1(p) = 1$   $r_2(p) = 5$   $r_3(p) = 3$ 

$$r_t(p) = 0.04 * 1 + 0.7 * 5 + 0.26 * 3 = 4.32$$

# Because of weights, collaborative filtering can generate very different prediction for different users from the <u>same ratings</u>

#### **EXAMPLE**

- target user and 3 other users

$$corr(r_t, r_1) = .05 corr(r_t, r_2) = .8 corr(r_t, r_3) = .3$$

$$w(t, 1) = \frac{0.05}{1.15} = 0.04 w(t, 2) = \frac{0.8}{1.15} = 0.70 w(t, 3) = \frac{0.3}{1.15} = 0.26$$

$$r_1(p) = 1 r_2(p) = 5 r_3(p) = 3$$

$$r_t(p) = 0.04 * 1 + 0.7 * 5 + 0.26 * 3 = 4.32$$

- different target user and the same 3 other users

$$corr(r_t, r_1) = .65 corr(r_t, r_2) = .2 corr(r_t, r_3) = .03$$

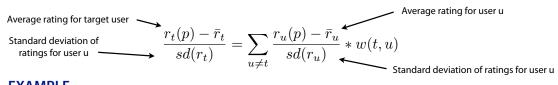
$$w(t, 1) = \frac{0.65}{0.88} = 0.74 w(t, 2) = \frac{0.2}{0.88} = 0.23 w(t, 3) = \frac{0.03}{0.88} = 0.03$$

$$r_1(p) = 1 r_2(p) = 5 r_3(p) = 3$$

$$r_t(p) = 0.74 * 1 + 0.23 * 5 + 0.03 * 3 = 1.98$$

## What if consumers use rating scales differently?

- **Problem:** target users rates from 2-4, other users from 2-5
- **Solution:** Instead of predicting absolute ratings, predict deviations from the target user's mean ratings, adjusted by standard deviation (z-score)



#### **EXAMPLE**

$$corr(r_t, r_1) = .05 
 w(t, 1) = \frac{0.05}{1.15} = 0.04 
 r_1(p) = 1$$

$$corr(r_t, r_2) = .8 
 w(t, 2) = \frac{0.8}{1.15} = 0.70$$

$$corr(r_t, r_3) = .3 
 w(t, 2) = \frac{0.8}{1.15} = 0.70$$

$$w(t, 3) = \frac{0.3}{1.15} = 0.26$$

$$r_2(p) = 5 
 r_3(p) = 3$$

$$\bar{r}_1 = 2.3 \quad sd(r_1) = 0.85$$

$$\bar{r}_2 = 3.3 \quad sd(r_2) = 1.25$$

$$\bar{r}_3 = 4.1 \quad sd(r_3) = 0.7$$

$$\begin{split} \frac{r_t(p) - \bar{r}_t}{sd(r_t)} &= 0.04 * \frac{(1-2.3)}{0.85} + 0.7 * \frac{(5-3.3)}{1.25} + 0.26 * \frac{(3-4.1)}{0.7} = \boxed{0.48} \\ \bar{r}_t &= 2.9, sd(r_t) = 1.1 \Rightarrow \frac{r_t(p) - 2.9}{1.1} = 0.48 \Leftrightarrow \boxed{r_t(p) = 3.43} \quad \text{(was 4.32)} \end{split}$$

## What if consumers ratings are negatively correlated?

#### TWO APPROACHES FOR NEGATIVELY CORRELATED RATINGS

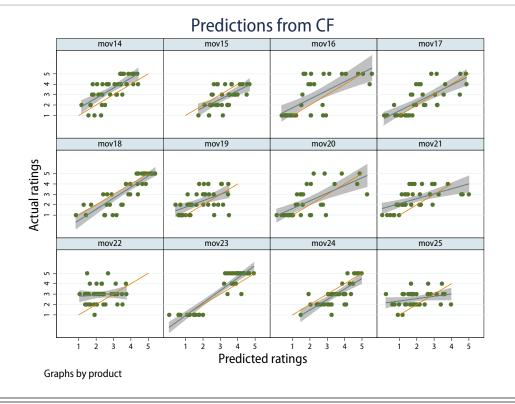
- 1. Ignore users with negatively correlated ratings: For a given target user, only consider other users with ratings that are positively correlated with that target user.
- 2. If the ratings scale is centered around zero, use a modified weight function

$$w(t, u) = \frac{\operatorname{corr}(r_t, r_u)}{\sum_{u \neq t} |\operatorname{corr}(r_t, r_u)|}$$

and apply prior combination formulae.

- ▶ Ratings on a {1,...,k} scale are not centered around zero but can easily be shifted by subtracting (k+1)/2 so that they are (e.g.,  $\{1,2,3,4,5\} --> \{-2,-1,0,1,2\}$ ).
- ▶ Standardized (z-score) ratings are centered around zero.

# Collaborative filtering has predictive power, but predictions are not always correct



## There are a variety of challenges in collaborative filtering

#### ISSUES IN COLLABORATIVE FILTERING

- How does one get the ratings?
  - Input explicitly by the user; facilitation by user interface is key
  - Implicit ratings from observations of clickstream behavior
- Ratings data can be corrupted
  - ratings from others (shared accounts)
  - purchases for others (when using clickstream behavior)
- How persistent is the person-to-person similarity across product categories or genres?
  - Netflix first separates films into several clusters
  - Collaborative filtering is used to recommend films from each cluster, using ratings and similarity data for films in that cluster only

### There are many variants in collaborative filtering

#### **VARIANTS IN COLLABORATIVE FILTERING**

- Supplementing ratings data
  - So far similarity between users established only based on ratings
  - When ratings overlap is limited, one can supplement user similarity calculations with other characteristics (e.g. demographics)
- User-based vs. item-based collaborative filtering
  - So far:
    - ▶ Calculate similarity between users based on ratings
    - ▶ Use other items' ratings by similar users to form prediction
  - Alternative (if few common ratings between users):
    - ▶ Calculate similarity between items based on ratings of others
    - ▶ Use *own* ratings of *similar items* to form prediction

# While CF requires no knowledge of products, it requires other's ratings on many relevant products

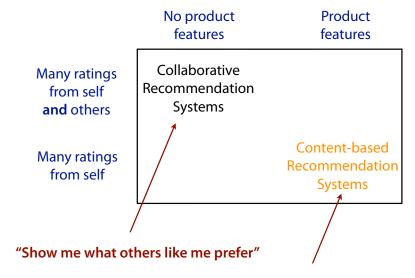
#### **APPROACHES TO RATING PREDICTIONS**

No product features

Many ratings from self and others Collaborative Recommendation Systems

## What if we don't have relevant ratings from others?

#### **APPROACHES TO RATING PREDICTIONS**



"Show me more of what I have preferred"

# When we have many product attributes/features and ratings by the user we no longer need the ratings of others

#### **DATA OF A SINGLE CUSTOMER**

	Attributes/Features												
Products	Ratings	1	2	3	4	5							
1	3	1	7	9	9	6							
2	5	9	5	6	6	5.1							
3	1	1	4	10	7	2							
4	5	5 10 6 1		1	2	1.3							
5	2	3	7	5	5	4							
6	3	7	9	8	7	2.4							
7	4	9	8	8	4	3.6							
8	1	2	10	10	9	9.3							
9	4	6	1	7	4	3							
10	2	5	7	9	10	1.1							
11	?	2	3	4	1	3.1							

# When we have many product attributes/features and ratings by the user we no longer need the ratings of others

#### **DATA OF A SINGLE CUSTOMER**

	Attributes/Features													
Products	Ratings	1	2	3	4	5								
1	3	1	7	9	9	6								
2	5	9	5	6	6	5.1								
3	1	1	4	10	7	2								
4	5	10	6 1		2	1.3								
5	2	3	7	5	5	4								
6	3	7	9	8	7	2.4								
7	4	9	8	8	4	3.6								
8	1	2	10	10	9	9.3								
9	4	6	1	7	4	3								
10	2	5	7	9	10	1.1								
11	?	2	3	4	1	3.1								

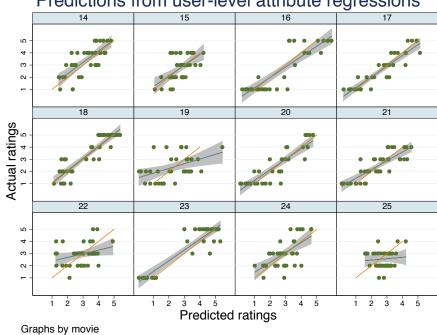
Example of content-based recommendation system:

User-level regression

Rating=a+b•Attr<sub>1</sub>+c•Attr<sub>2</sub>+d•Attr<sub>3</sub>+e•Attr<sub>4</sub>+f•Attr<sub>5</sub>

# Content-based recommendation systems also have predictive power





# The strength of collaborative vs. content-based recommendation systems depends on the strength of data

#### **DATA VS. PERFORMANCE**

- Low ratings overlap b/w focal customer and others
  - --> **Collaborative recommendation** performs poorly
    - ▶ Correlations estimates are noisy
- Few or badly measured attributes
  - --> Content-based recommendation perform poorly
    - ▶ Too little of the rating is explained by independent variables

# What is we have data on other users <u>and</u> data on product features?

#### **APPROACHES TO RATING PREDICTIONS**

Many ratings from self and others

Many ratings from self

No product features	Product features
Collaborative Recommendation Systems	Hybrid Recommendation Systems
	Content-based Recommendation Systems

# Azure ML: "Matchbox Recommender" Demo code inspired by Matchbox Recommener

# Can we recommend anything if we only know one rating?

#### **DATA OF A SINGLE CUSTOMER**

	Attributes/Features												
Products	Ratings	1	2	3	4	5							
1	Like	1	7	9	9	6							
2	?	9	5	6	6	5.1							
3	?	1	4	10	7	2							
4	?	10	6	1	2	1.3							
5	?	3	7	5	5	4							
6	?	7	9	8	7	2.4							
7	?	9	8	8	4	3.6							
8	?	2	10	10	9	9.3							
9	?	6	1	7	4	3							
10	?	5	7	9	10	1.1							
11	?	2	3	4	1	3.1							

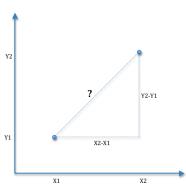
# We have to rely solely on the similarity of products

#### Pandora Music Genome Project (US Patent No. 7,003,515)



- For every other product, calculate a "distance" to this product
- Sort the products based on their distances to this product
- · How to compute the distance?
  - ▶ Each product is defined by its attributes
  - ▶ The difference between the attributes of a pair of products is the "distance"





$$Distance = \sqrt{(X2 - X1)^2 + (Y2 - Y1)^2}$$

## Calculating similarity is very easy

#### **EXAMPLE: RECOMMENDING SIMILAR MOVIES**

					Attri	butes			(Ratings Difference)^2									
Title	rating	dark	violence	crime	mysteriero	mance	feelgood goof	family	/ (	dark v	iolence	crime	mysteri r	omance	feelgood g	oofy	family	Distance
Shutter Island	Like	4	4	4	5	1	1	1	1	0	0	0	0	0	0	0	0	0.0
Bourne Identity	?	3	4	3	2	2	2	1	1	1	0	1	9	1	1	0	0	3.6
Seven	?	5	5	5	5	1	1	1	1	1	1	1	0	0	0	0	0	1.7
8MM	?	5	5	5	5	1	1	1	1	1	1	1	0	0	0	0	0	1.7
Heartbreaker	?	1	1	1	1	5	5	4	2	9	9	9	16	16	16	9	1	9.2
When Harry Met																		
Sally	?	1	1	1	1	5	5	3	3	9	9	9	16	16	16	4	4	9.1
Good Will																		
Hunting	?	1	2	1	1	4	5	1	3	9	4	9	16	9	16	0	4	8.2
Dead Like Me	?	2	3	2	2	2	3	3	2	4	1	4	9	1	4	4	1	5.3
Kong Fu Panda	?	1	2	1	1	1	4	4	5	9	4	9	16	0	9	9	16	8.5
Sex and the City	?	1	1	. 1	1	4	4	3	1	9	9	9	16	9	9	4	0	8.1
North and South	?	1	1	. 1	1	5	5	1	3	9	9	9	16	16	16	0	4	8.9
Pride and																		
Prejudice	?	1	1	. 1	1	5	5	1	3	9	9	9	16	16	16	0	4	8.9
Jane Eyre	?	3	1	1	1	5	4	1	2	1	9	9	16	16	9	0	1	7.8
Up	?	1	1	. 1	1	2	5	3	5	9	9	9	16	1	16	4	16	8.9
Salt	?	3	4	3	4	1	3	1	1	1	0	1	1	0	4	0	0	2.6
Emma	?	1	1	. 1	1	5	5	1	4	9	9	9	16	16	16	0	9	9.2
Chocolat	?	1	1	1	1	5	5	2	4	9	9	9	16	16	16	1	9	9.2

(C4-C\$3)^2 SQRT(SUM(K4:R4))

## Pandora's key ingredient is a comprehensive system of attributes to categorize music

#### **PANDORA MAJOR ATTRIBUTES**

1 Structures/Composition

2 Rhythm/Meter

3 Ostinato

4 Roots

5 Tonality

6 Instrumentation

7 Feel

8 Musical qualities

9 Leanings/stylings

10 Recording techniques

11 Influences

12 Instrumental Ensembles

12.1 String section

12.2 Brass and/or Horns sections

12.3 Percussion Sections

13 Individual Instruments

13.1 Bass Guitar

13.2 Contrabass

13.3 Drums

13.4 Cymbals

13.5 Guitar - Either

13.6 Guitar (Acoustic)

13.7 Guitar (Electric)

13.8 Keyboarded

13.8.1 Accordion

13.8.2 Harpsichord

13.8.3 Organ

13.8.4 Piano

13.8.5 Synth

13.8.5.1 Imitative Synthesis

13.9 Non-Pitched Percussion 13.9.1 Hand Percussion

13.10 Horns

13.10.1 Trombone

13.10.2 Trumpet

13.11 Idiophone

13.12 String

13.13 Woodwind

13.13.1 Sax

13.13.1.1 Soprano

13.13.1.2 Alto 13.13.1.3 Tenor

13.13.1.4 Baritone

13.14 Other

14 Lyrical content

15 Vocals

15.1 Male

15.2 Female

# Pandora's key ingredient is a comprehensive system of attributes to categorize music

#### PANDORA MINOR ATTRIBUTES

#### Structures/Composition

Basic Rock Song Structures Big Band Arrangements

Buildup/Breakdown

Chromatic Harmonic Structure

Compelling Intensity Epic Buildup/Breakdown

Great Musicianship

Groove Based Composition

Interesting Song Structure

Intricate Arranging Lead Big Band

Melodic Songwriting

Minimalist Arrangements

Orchestral Arranging

Repetitive Song Structure

Strongly Dramatic Aesthetic

Subtle Buildup/Breakdown

#### Rhythm/Meter

Danceable Grooves

Four-Four Time Signature

Hard Swingin' Rhythm

Heavy Syncopation Intricate Rhythms

Meter Complexity

Mild Rhythmic Syncopation Triple Meter Style

Triple Note Feel

Twelve-Eight Time Signature

Unsyncopated Ensemble Rhythms

Use of Groove

Varying Tempo and Time Signatures

Rhythmic Intro

#### Ostinato

Acoustic Sonority Acousti-synthetic Sonority

Chordal Patterning

Dominant Use of Riffs

Electro-Synthetic Sonority Extensive Vamping

Highly Synthetic Sonority

Intricate Melodic Phrasing

Knack for Catchy Hooks

Melodic Songwriting

Modal Harmony Overall Meditative Sound

Repetitive Chorus

Repetitive Melodic Phrasing

Repetitive Verse

Synth-acoustic Sonority

Synth-electric Sonority Tonal Harmony

#### Roots

Acid Jazz Roots

Afro-Latin Roots

Basic Rap Roots

Blues Roots

Caribbean Roots

Classic Jazz Roots Club Rap Roots Cool Jazz Roots Country Roots

Disco Roots East Coast Rap Roots

Electronica Roots

Folk Roots

Funk Roots

Hard Bop Roots Hard Rock Roots

Hawaiian Roots

House Roots

Industrial Roots

Meso-American Roots Midwest Rap Roots

New Orleans Jazz Boots

Old School Roots **Punk Roots** 

Rock & Roll Roots

Ska Roots Southern Rap Roots

Swing Era Roots

Techno Roots Trance Roots

Trip Hop Roots West Coast Rap Roots

## You need to know your data to know how to predict ratings

