

Collaborative Preference Embedding against Sparse Labels

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Outlines



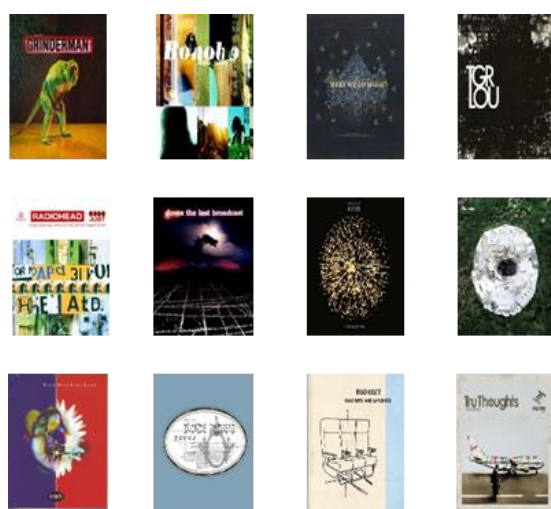
- Introduction
- Methodology
- Experiments
- Conclusion



Why Need Recommendation System?



- We are facing hundreds and thousands of options in the internet, having no clue about a decision.
- Recommendation System (RS) plays an important role in helping users find the most relevant and interesting new objects for them based on their **historical behavior records**.



User behaviors in Amazon.com



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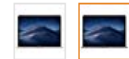
Intel Core i9

Capacity: **512GB**

256GB

512GB

Color: **Space Gray**



- 9Th-generation 8-Core Intel Core i9 Processor
 - Brilliant Retina Display with True Tone technology
 - Touch Bar and Touch ID
 - Radeon Pro 560x Graphics with 4GB of video Memory
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Roll over image to zoom in

UCAS

Rich Behavior Records



- Explicit Feedback

- Directly reflect the preference of users toward objects
- E.g. star ratings, thumbs up/down, like
- It is not always available

Ratings



Thumbs Up



Like



- Implicit Feedback

- Only positive feedback is available
- E.g. purchase history, watching habits, mouse movements.
- More abundant than explicit feedback

Click



Purchase



Browse



Motivations



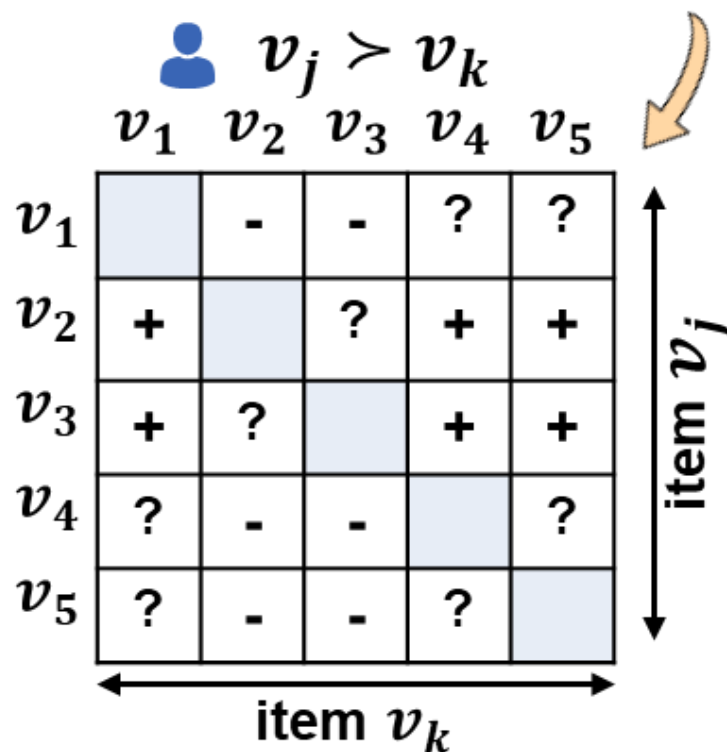
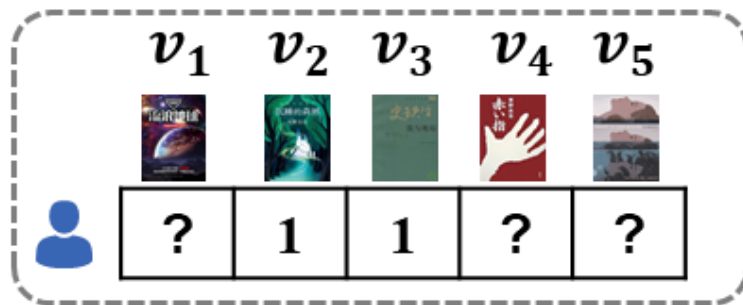
- Traditional matrix factorization based methods does not satisfy the triangle inequality leading to **sub-optimal performance**.
- Most of the existing algorithms merely focus on datasets with **sufficient amount of samples, with** few considers how to avoid overfitting when confronting sparse and insufficient preference information.



Collaborative Preference Embedding



1



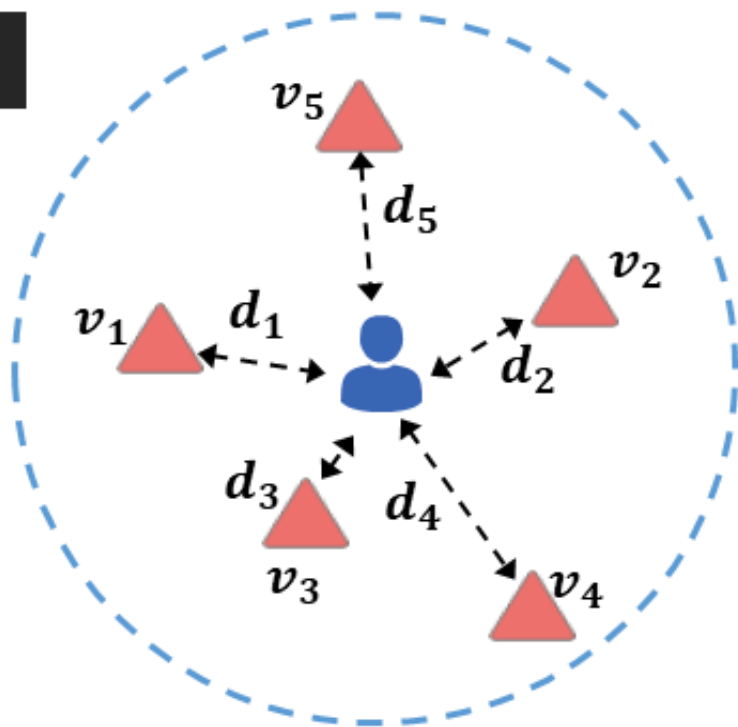
- A set of users $\mathcal{U} = \{u_1, u_2, \dots, u_M\}$
- A set of items $\mathcal{V} = \{v_1, v_2, \dots, v_N\}$
- For a triplet (i, j, k) , if user u_i prefers v_j to v_k , we denote this relation as $v_j \succ_{u_i} v_k$. If u_i prefers v_k to v_j , denote as $v_j \prec_{u_i} v_k$.
- $\mathcal{Y} = \{y_{jk}^{(i)}\}$ is the set of triplet labels:

$$y_{jk}^{(i)} = \begin{cases} 1, & v_j \succ_{u_i} v_k \\ -1, & \text{otherwise} \end{cases}$$

Preserve Preference Consistency



2



User



Item

$v_j \succ v_k$: user prefers v_j to v_k

- Learn an embedding space where we can capture the preference via comparing the relative Euclidean distances. We expect:

$$\begin{cases} \mathbf{d}(i, j) < \mathbf{d}(i, k), & v_j \succ_{u_i} v_k \\ \mathbf{d}(i, j) > \mathbf{d}(i, k), & v_j \prec_{u_i} v_k \end{cases}$$

- Margin function

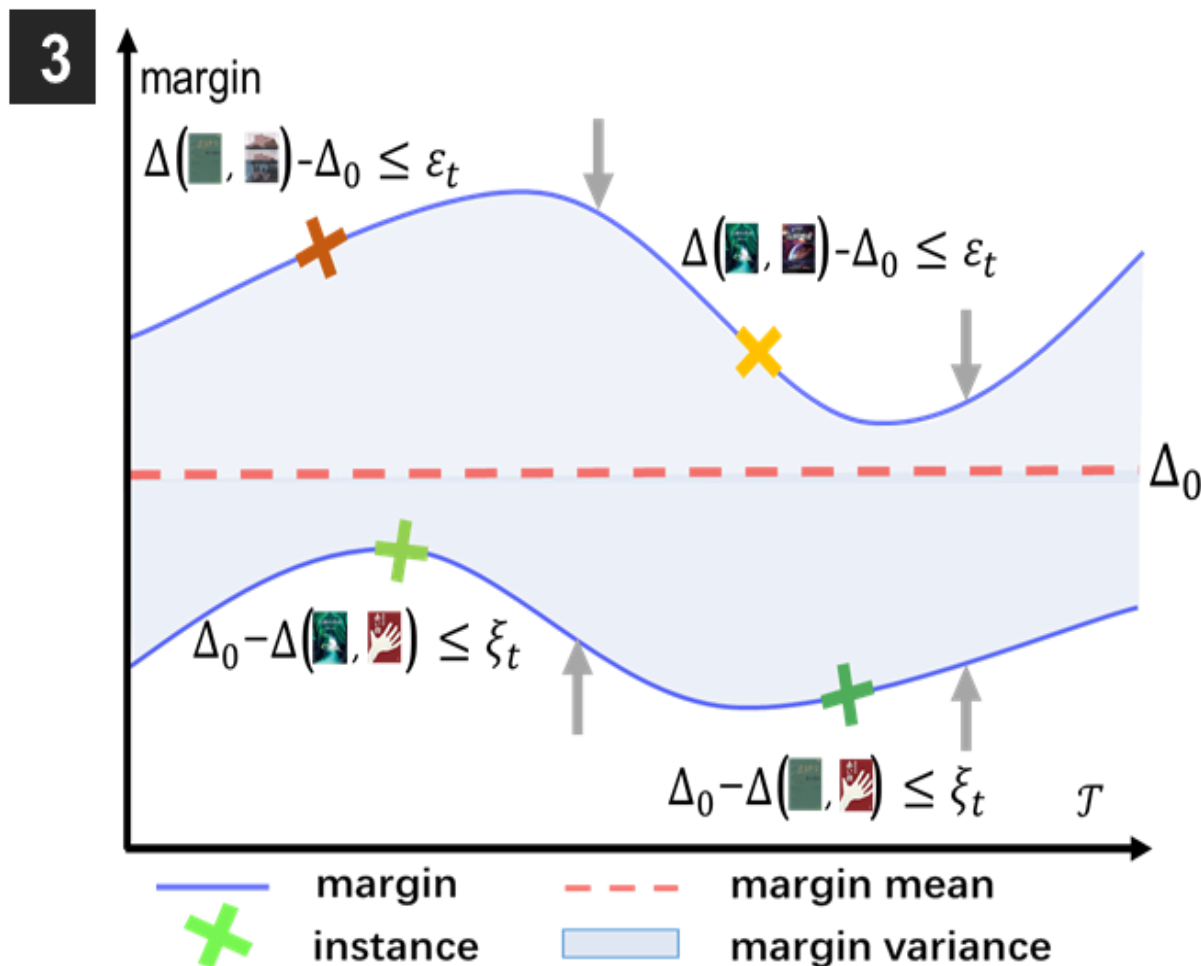
learned embedding space

$$\begin{aligned} \Delta_{jk}^{(i)} &= y_{jk}^{(i)} \cdot \left(\mathbf{d}(i, k)^2 - \mathbf{d}(i, j)^2 \right) \\ &= y_{jk}^{(i)} \cdot \left(\|\mathbf{f}_{u_i} - \mathbf{f}_{v_k}\|^2 - \|\mathbf{f}_{u_i} - \mathbf{f}_{v_j}\|^2 \right) \end{aligned}$$

true user preference

$\mathbf{f}_{u_i}, \mathbf{f}_{v_j}$ are the learned embeddings

Optimize the Margin Distribution



- set the margin mean as a constant

Δ_0 :

$$\Delta_0 = \frac{1}{|\mathcal{T}|} \cdot \sum_{(i,j,k) \in \mathcal{T}} \Delta_{jk}^{(i)}$$

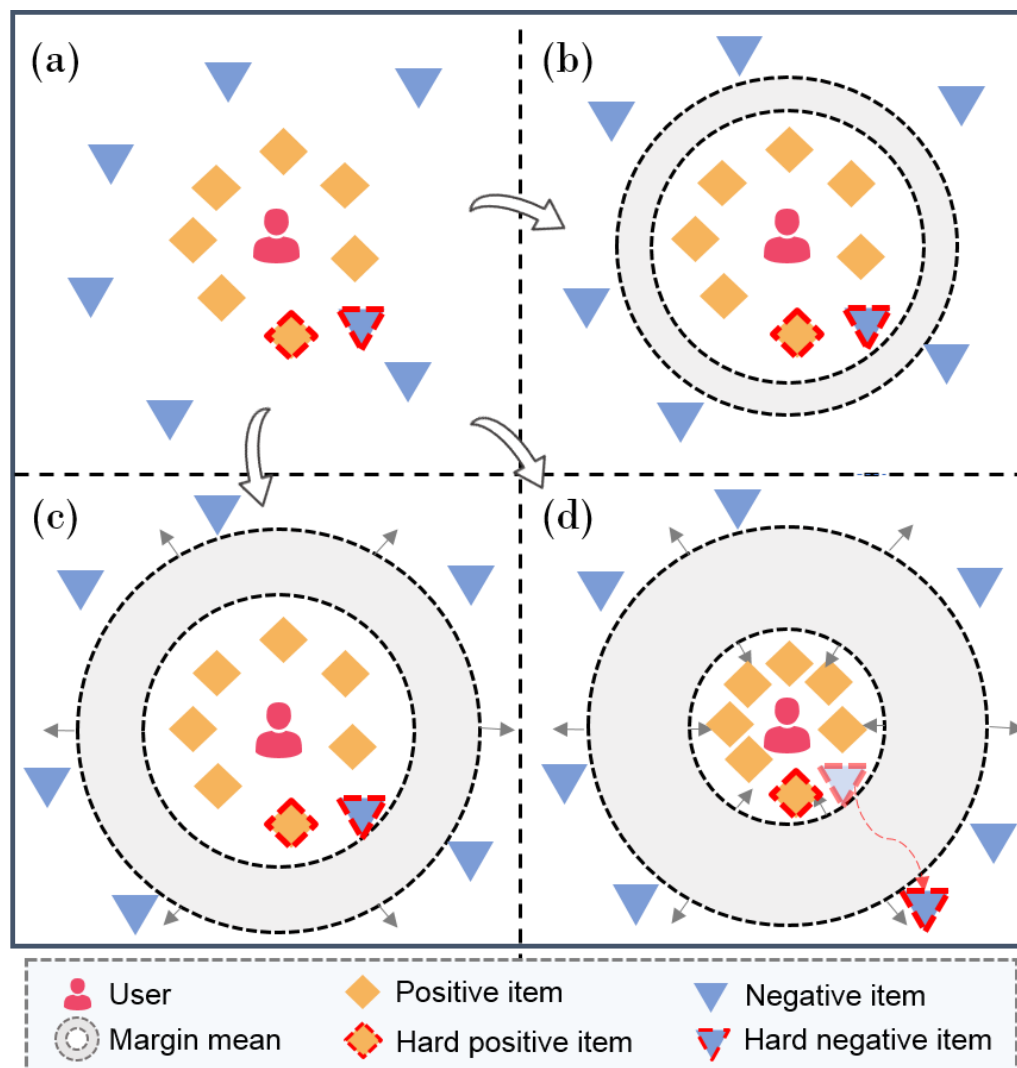
- restrict the margin deviation:

$$|\Delta_{jk}^{(i)} - \Delta_0|$$

- maximize the margin mean and minimize the margin variance:

$$\operatorname{argmin}_{f_u, f_v} \frac{1}{|\mathcal{T}|} \sum_{(i,j,k) \in \mathcal{T}} \max(\Delta_{jk}^{(i)} - \Delta_0, 0) + \max(\Delta_0 - \Delta_{jk}^{(i)}, 0)$$

Optimize the Margin Distribution



Why optimize margin distribution?



- (a) Initial space
- (b) The effects of small margin mean
- (c) The effects of large margin mean and large margin variance
- (d) The embedding space with large margin mean and small margin variance

Leverage a Compact Space



- Measure the correlation between different dimensions with the covariance matrix C :

$$C = \frac{1}{N + M} \sum_{i=1}^{N+M} (\mathbf{f}_i - \bar{\mathbf{f}})^\top (\mathbf{f}_i - \bar{\mathbf{f}})$$

the average embedding

- Adopt the log-determinant divergence (LDD) to reduce the redundancy between different dimensions

a diagonal matrix to avoid numerical disaster when C is a singular matrix

$$\tilde{\mathcal{R}}_C = tr(C) - \log(\det(C + \delta \cdot I)) = tr(C) - \sum_{i=1}^d \log(\lambda_i + \delta)$$

$$\log(\det(C)) = \log\left(\prod_{i=1}^d \lambda_i\right)$$

the eigenvalues of C

The Overall Objective Function



loss function for optimizing the margin distribution

$$\underset{\mathbf{f}_u, \mathbf{f}_v, \xi, \epsilon}{\operatorname{argmin}} \quad \frac{1}{|\mathcal{T}|} \sum_{(i,j,k) \in \mathcal{T}} \max \left(\Delta_{jk}^{(i)} - \Delta_0, 0 \right) + \max \left(\Delta_0 - \Delta_{jk}^{(i)}, 0 \right)$$

$$+ \mu \cdot \left(\operatorname{tr}(\mathbf{C}) - \sum_{i=1}^d \log(\lambda_i + \delta) \right)$$

LDD loss

$$s.t. \quad \|\mathbf{f}_{u_i}\|^2 \leq l, \|\mathbf{f}_{v_j}\|^2 \leq l$$

bounded L2 norm



Experiments



- We conduct extensive experiments on three benchmark datasets.

Datasets	MovieLens-100K	CiteULike-T	Book-Crossing
Domain	Movie	Paper	Book
#Users	943	7,947	11,209
#Items	1,682	25,975	7,490
#Ratings	55,376	142,794	98,205
%Density	3.4912%	0.0692%	0.1170%

- Note that, the **smaller the value** of %Density is, the **more sparsely labeled** the dataset is. Experiments on **the last two datasets** can evaluate the performance of CPE when facing with sparse and insufficient preference information.

Experiments

We evaluate CPE against 5 competitors and evaluate all methods with 5 widely used metrics.

Method	P@30 ↑	R@30 ↑	NDCG@30 ↑	P@50 ↑	R@50 ↑	NDCG@50 ↑	MAP ↑	AUC ↑
GMF[9]	0.3107	0.2393	0.3527	0.3556	0.3001	0.4249	0.2468	0.8815
NeuMF[9]	0.3567	0.2731	0.4061	0.4116	0.3740	0.4778	0.3054	0.9053
BPR-MF[27]	0.3557	0.2714	0.4080	0.4050	0.3674	0.4700	0.2882	0.9027
WRMF[13]	0.3433	0.2662	0.3734	0.3800	0.3469	0.4129	0.2822	0.8890
CML-PAIR[12]	0.3384	0.2476	0.3941	0.3809	0.3047	0.4365	0.2566	0.8475
CML-WARP[12]	0.3402	0.2485	0.3949	0.3835	0.3076	0.4354	0.2616	0.8596
CPE (ours)	0.3633	0.2793	0.4002	0.4283	0.3910	0.4957	0.2938	0.9056

(a) MovieLens-100K

Method	P@30 ↑	R@30 ↑	NDCG@30 ↑	P@50 ↑	R@50 ↑	NDCG@50 ↑	MAP ↑	AUC ↑
GMF[9]	0.1000	0.0449	0.1046	0.1560	0.0464	0.1645	0.0333	0.7302
NeuMF[9]	0.0917	0.0452	0.0983	0.1480	0.0521	0.1553	0.0328	0.7127
BPR-MF[27]	0.1794	0.1003	0.2041	0.2009	0.1130	0.2274	0.0929	0.8538
WRMF[13]	0.1681	0.0930	0.1943	0.2048	0.1083	0.2207	0.0864	0.8284
CML-PAIR[12]	0.1656	0.0832	0.2006	0.2110	0.1051	0.2560	0.0709	0.8173
CML-WARP[12]	0.1889	0.0955	0.2241	0.2311	0.1297	0.2851	0.0838	0.8474
CPE (ours)	0.2111	0.1118	0.2356	0.2525	0.1645	0.2961	0.1079	0.8699

(b) CiteULike-T

Method	P@30 ↑	R@30 ↑	NDCG@30 ↑	P@50 ↑	R@50 ↑	NDCG@50 ↑	MAP ↑	AUC ↑
GMF[9]	0.0833	0.0311	0.1092	0.1400	0.0412	0.1310	0.0421	0.6405
NeuMF[9]	0.0778	0.0312	0.0939	0.1501	0.0510	0.1618	0.0455	0.6385
BPR-MF[27]	0.1476	0.0792	0.1525	0.1833	0.1249	0.2092	0.0615	0.7278
WRMF[13]	0.1238	0.0681	0.1308	0.1767	0.1223	0.1929	0.0548	0.7109
CML-PAIR[12]	0.1734	0.0816	0.1890	0.2067	0.1525	0.2484	0.0561	0.7510
CML-WARP[12]	0.1810	0.1055	0.1975	0.2400	0.1782	0.2689	0.0836	0.7605
CPE (ours)	0.2067	0.1188	0.2161	0.2869	0.1952	0.3247	0.1038	0.8359

(c) Book-Crossing

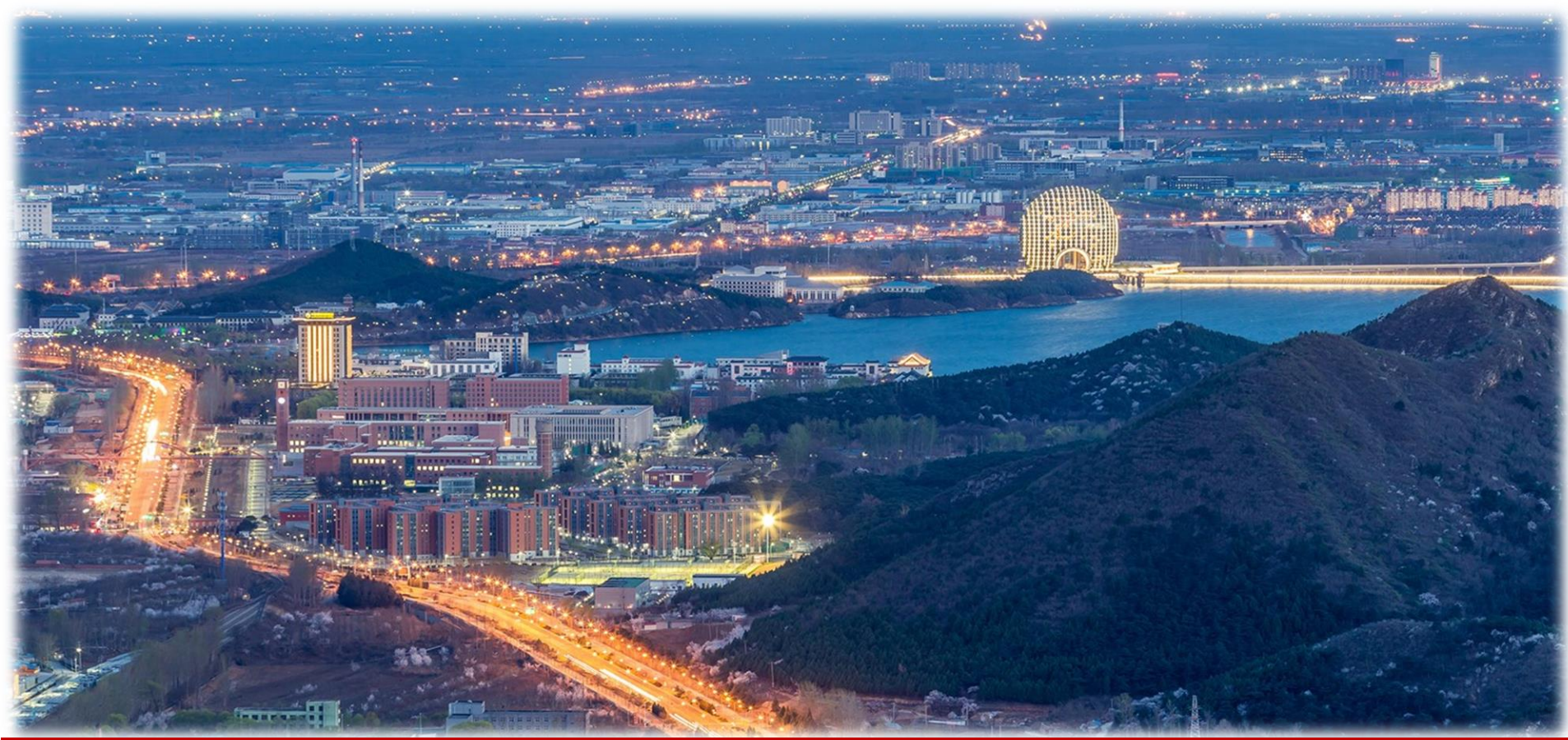


Conclusion



- We develop a novel Collaborative Preference Embedding (CPE) to effectively **address the problem of sparse and insufficient preference supervision** in RS.
- To alleviate the limited generalization ability, we devise a **margin function** and propose a generalization enhancement scheme by **optimizing the margin distribution**.
- we adopt **a novel regularization strategy** to leverage a compact embedding space, which can further enhance the generalization performance.





THANKS !

