

# Foodmate

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#### **Overview**



- Motivation
- UML & Development tools
- Recommender System
- Live Demo





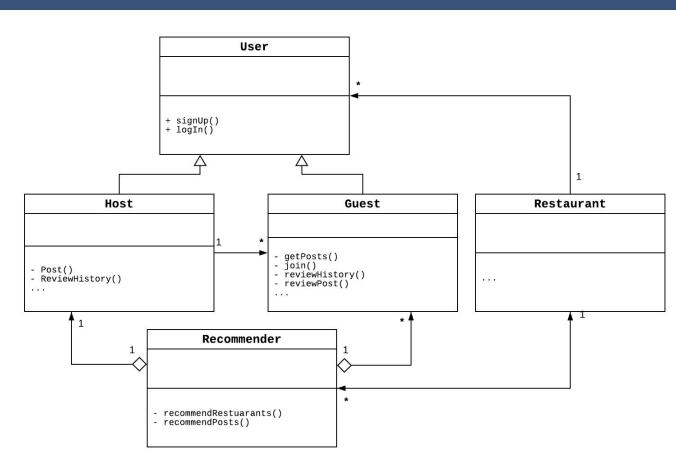




# Components



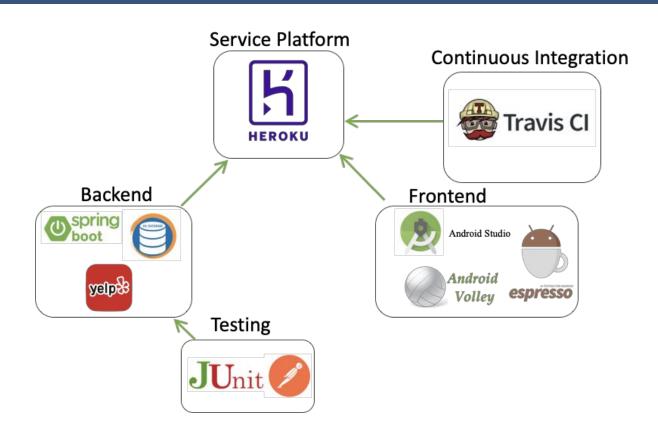
- Users: Host / Guest
- Host: post invitation
- Guest: browse, accept invitation
- Recommender system



#### **Development Tools**

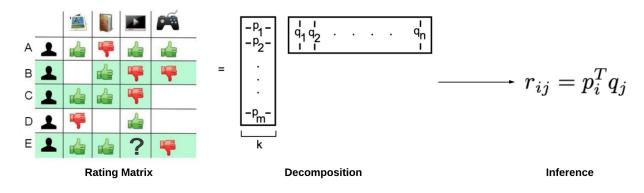


- Spring Boot, Maven
- H2 Database
- Yelp API
- JUnit
- PostMan
- Heroku
- Travis-CI
- Android Studio



### Recommender System: Algorithm



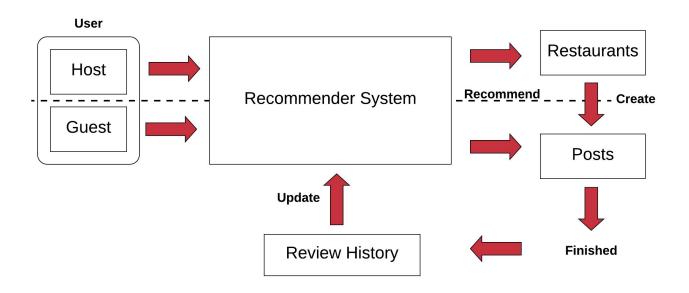


Our implementation: Matrix Factorization-based Collaborative Filtering

- Collaborative filtering framework
- Basic idea predict user preference by collecting preference information from other users
- Advantages
  - No domain knowledge required
  - Relying directly on user behavior
  - Allows uncovering complex and unexpected patterns

#### Recommender System: Pipeline





Recommendation will become more accurate as a user keeps making more reviews.

#### Recommender System: Code Snippets



```
public List<Post> getRecommendPost (List<Post> posts, int id, int topk ) {
   List<RestaurantWithScore> recomm_rst_list;
   Map<Integer, Float> rstScoreMap = new HashMap<>();
   List<Post> rec posts = new ArrayList<>();
   recomm_rst_list = getRecommendWithScore(id);
   for (int i = 0: i < recomm rst list.size(): i++) {</pre>
       rstScoreMap.put(recomm_rst_list.get(i).rid, recomm_rst_list.get(i).score);
   List<Post> posts filtered = new ArrayList<>():
   posts.forEach((post) -> {
       if (rstScoreMap.containsKey(post.getRestaurant().getId()) &&
           post.getUser().getId() != id) {
           posts_filtered.add(post);
   if (posts filtered.isEmpty()) {
       return rec_posts;
   PostComparer comparator = new PostComparator(id, userSim, rstScoreMap);
   Collections.sort(posts filtered, comparator);
   Collections.reverse(posts_filtered); // Collections.sort() sort the list in ascending order
   for (int i = 0; i < topk && i < posts filtered.size(); <math>i++) {
       rec_posts.add(posts_filtered.get(i));
   return rec posts;
```

```
private float[][] user sim;
private Map<Integer, Float> _rst_score_map;
public PostComparer (int uID, float[][] userSim, Map<Integer, Float> rstScoreMap) {
    uid = uID;
    _user_sim = userSim;
    _rst_score_map = rstScoreMap;
public int compare(Post x, Post y) {
    int xuid = x.getId();
    int yuid = v.getId():
    int xrid = x.getRestaurant().getId();
   int yrid = y.getRestaurant().getId();
   float x user_sim = _user_sim[xuid][_uid];
    float y_user_sim = _user_sim[yuid][_uid];
    float w rst = (float)1.0;
    float w_sim = (float)0.1;
    float x_rst_score = _rst_score_map.get(xrid);
    float y_rst_score = _rst_score_map.get(yrid);
    float x value = w rst * x rst score + w sim * x user sim;
    float y_value = w_rst * y_rst_score + w_sim * y_user_sim;
    return x value < y value ? -1 : x value > y value ? 1 : 0;
```

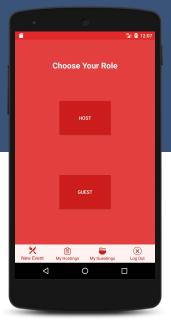
Method: getRecommendPost()

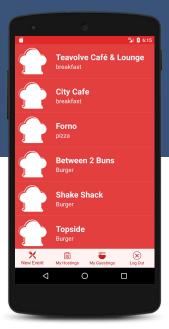
class: PostComparer()

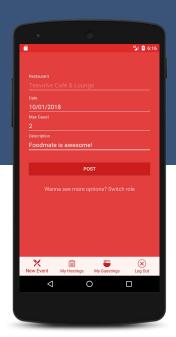
# **Foodmate App Overview**



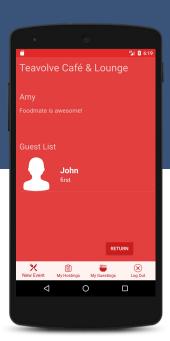












Be a HOST!

Restaurant recommended by Foodmate

Start to invite someone!

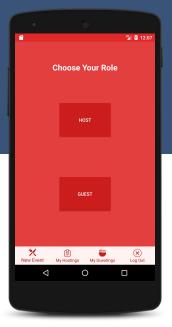
Check on posts created

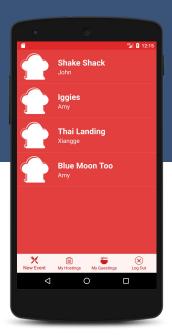
Detailed information of your post

#### **Foodmate App Overview**

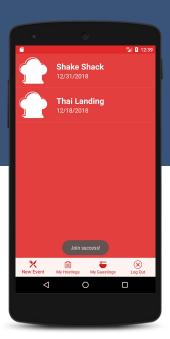


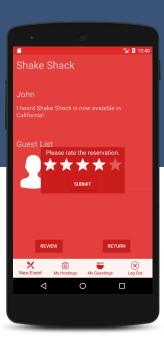












Be a GUEST!

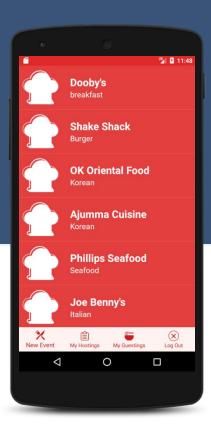
If no one has posted yet...

New posts!

Check joined posts

Review completed posts





Social App

#### Foodmate App

**Foodmate** is an app that connects people through meals. Do not want to eat alone? Start hosting a meal or joining invitations from someone else using **Foodmate**!



Restaurant Find your favorite place



Food Check out your favorite food



Friends
Make new
friends



Interest Mark your interests