

# Recommender systems

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# Who Am I?

EPITA 2018

Machine learning engineer at OCTO  
Technology

Interested in:

- Data Science
- Software craftsmanship
- AI on production





What about you?

- Your profile.
- Any knowledge about RecSys?
- Your expectations for the course.

# The course

- 5 sessions - 21 hours
- Each session = 2h course + 2h30 practical work
- Grading
  - Weekly reflections
  - Practical work
  - Project
  - Exam
- Bonus
  - Participation

# Syllabus

- *Session 1*: Introduction to recommender systems
- *Session 2*: Content-based filtering
- *Session 3*: Model-based collaborative filtering
- *Session 4*: Memory-based collaborative filtering
- *Session 5*: Evaluation of recommender systems and Application of deep learning in this domain.

Do you know?

TF IDF

Embedding space

word2vec

Cosine similarity

SVD

NMF

EDA

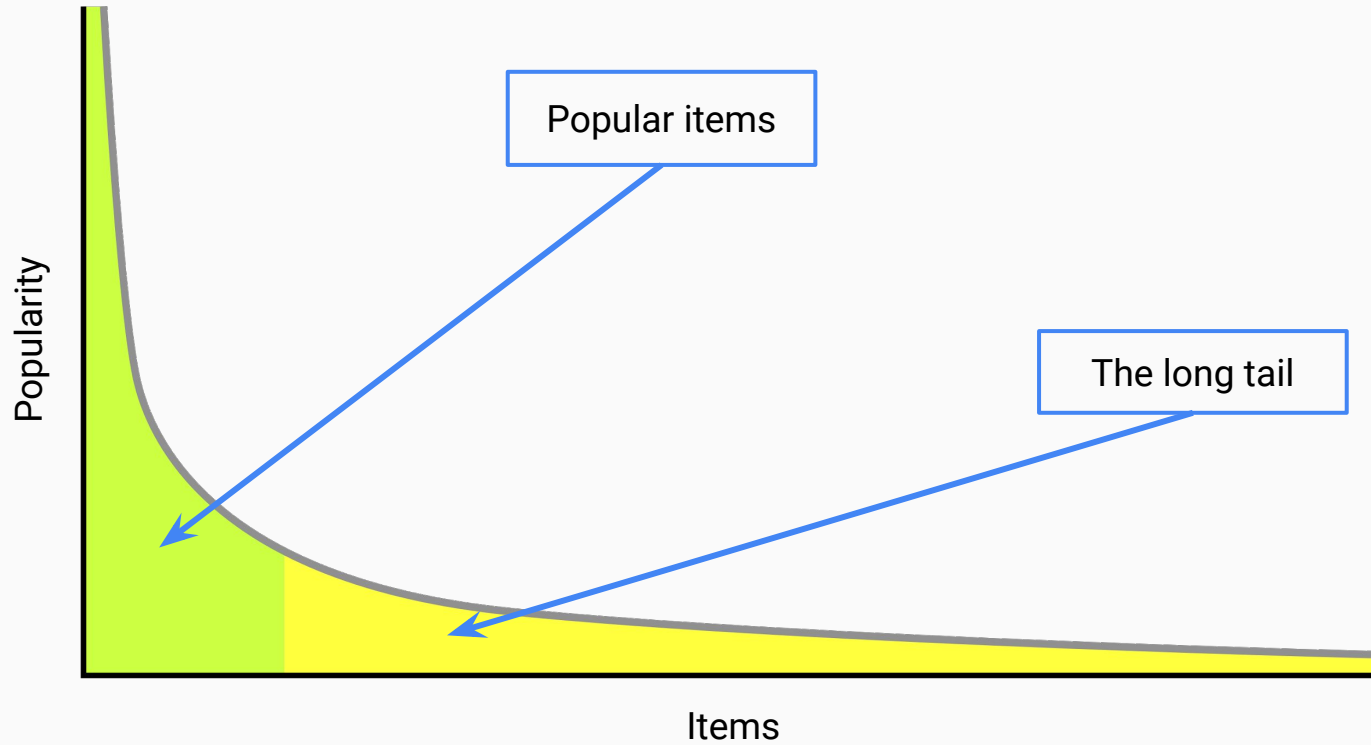
Loss function

L2 regularization

AB testing?

# Introduction

# The long tail problem



Information overload





# The paradox of choice

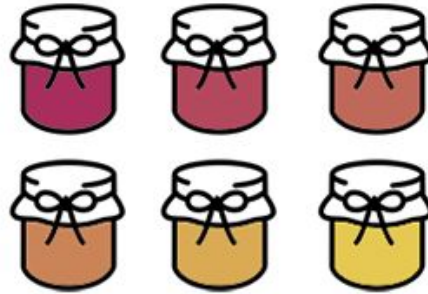
## Too many choices?



### 24 choices of jam

attracted 60% of the shoppers

**3%** of shoppers bought jam



### 6 choices of jam

attracted 40% of the shoppers

**30%** of shoppers bought jam

Source: Mark Rowland - Your marketing rules

[The paradox of choice by Barry Schwartz \(book review\) - Youtube video](#)

# Recommender systems

- Help users find compelling content in a large corpora.
- Reduce information overload by estimating relevance.
- Personalise the user experience.

# Applications and business value

Many domains where the  
recommender systems can be  
used

Where the RecSys is used?

- E-commerce websites
- Search engines
- Social networks
- Movie or music streaming sites
- mobile app stores
- etc

# 75%

of the watched content is from  
some sort of recommendation



# \$1B

per year is the estimated business  
value of recommendation



# 35%

of Amazon sales originate from  
cross-sales (recommendation)

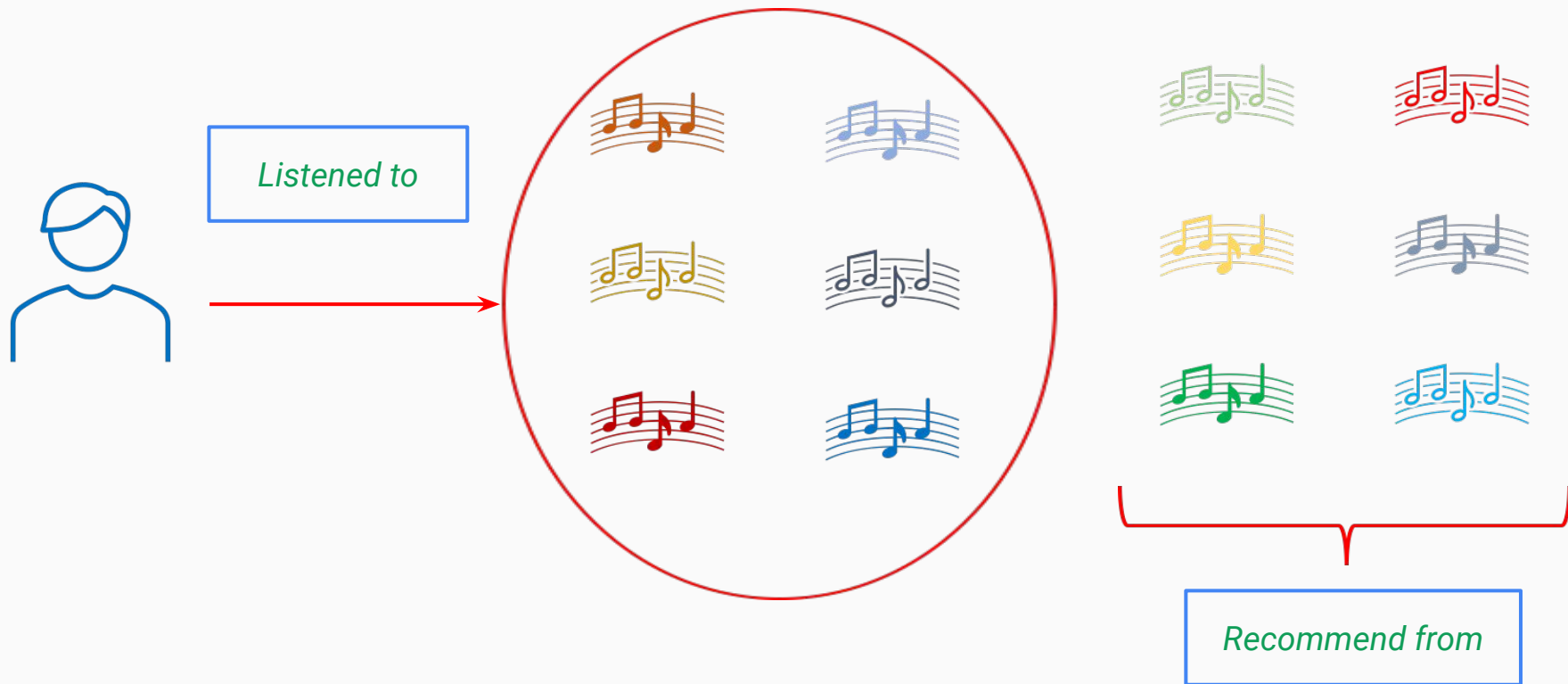


# 60%

of the clicks on the home screen  
are on the recommendations

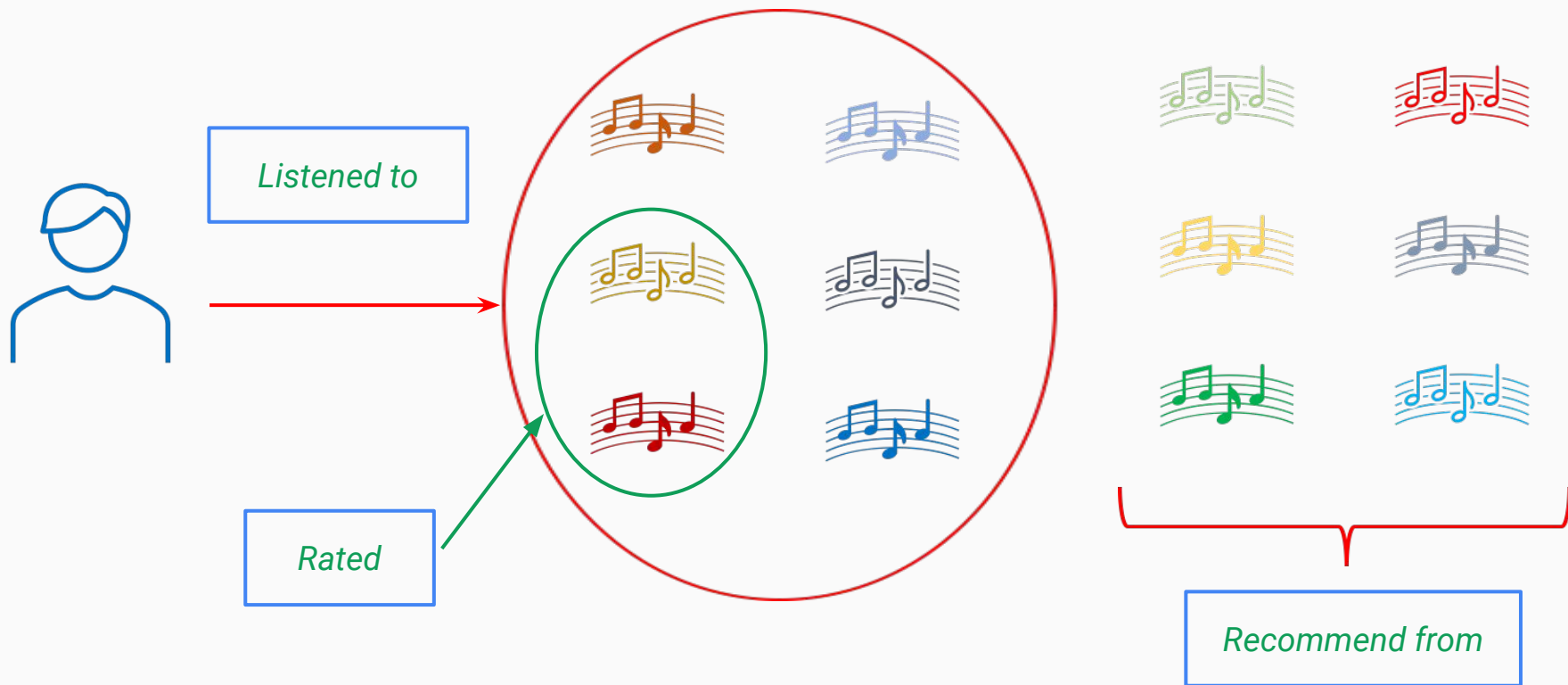


# Problem formulation





# How to determine items that the user may be interested in?



# Rating matrix



					
4/5	2/5	?	?	?	?

How to determine the user rating of items he didn't *explicitly* rate?

# User interactions feedback

## Explicit

- Data provided by users intentionally.
- **Example** : Press the like button on a YouTube video.
- **Problem** : it requires effort from the user => doesn't scale.

## Implicit

- Data generated based on the user interaction with items (easier to collect).
- **Example** : purchased an item => high rating.
- **Problem** : poorly learns low ratings (what the user doesn't like).

Recommender systems use the combination of explicit and implicit user feedbacks.

**NETFLIX**



How to determine the user ratings for items  
he interacted with?

How to extrapolate the user ratings for  
items he didn't interact with?



# Weekly reflection

- Implicit feedback in  
Recommender systems
- Recommender system  
architecture design

# Practical work

## Subject

- Exploratory Data Analysis (EDA) on [the Movies dataset](#)
- Final dataset will be used in the next sessions

## Grading criteria

- Respect of the submission instructions (git, repository structure, documentation, quoting resources, etc)
- Logical sequence of exploration (illustrate problems and then resolve them)
- Comment the identified problem and the solution you propose
- Focus your exploration on the user-movie recommendation use case
- Saved the processed dataset with the newly generated features at the end of the notebook
- Notebook presentation (Titles, spelling mistakes, etc)