Affiliation Recommendation using Auxiliary Networks

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RecSys, 2010

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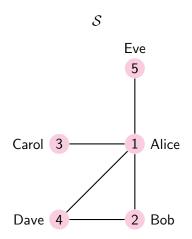
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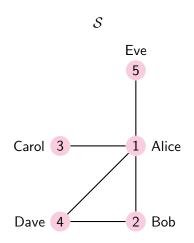
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- Conclusions.

Social and Affiliation networks

Social network S: An undirected graph.

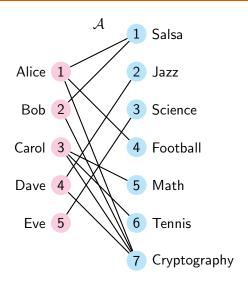


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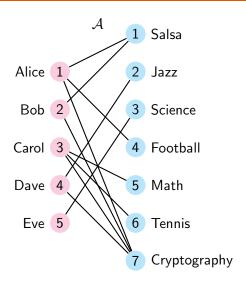


• S: users \times users .

Affiliation network A: A bipartite graph.



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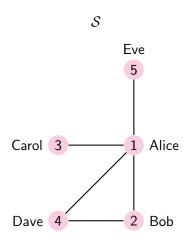
• A: users \times groups/affiliations .

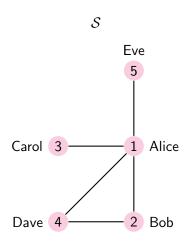


Communities in social networks.

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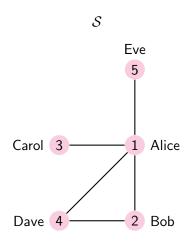
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- Not necessarily among people gene-disease network.



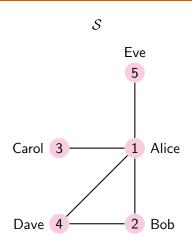


Modelling network evolution.





- Modelling network evolution.
- Link prediction.



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- Community identification.



• Suggest communities to the users of a social network.

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- Generalizable to the item recommendation problem.



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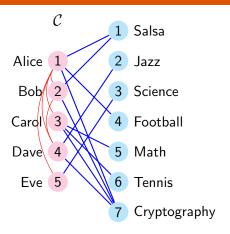


- Can be thought of as link prediction in the affiliation network.
- Can we exploit auxiliary networks (like the friendship network)?

Modeling user-affiliation affinity

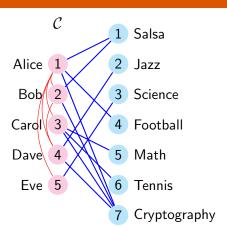
The combined network C

The combined network $\mathcal C$

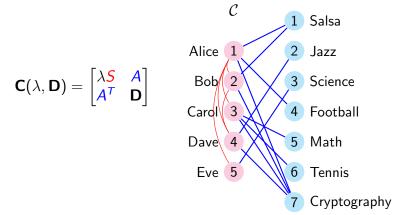


The combined network ${\cal C}$

$$\mathbf{C}(\lambda, \mathbf{D}) = \begin{bmatrix} \lambda S & A \\ A^T & \mathbf{D} \end{bmatrix}$$

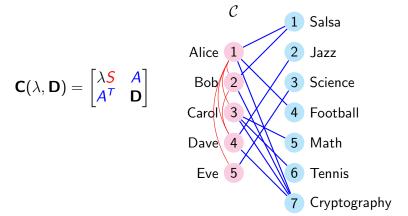


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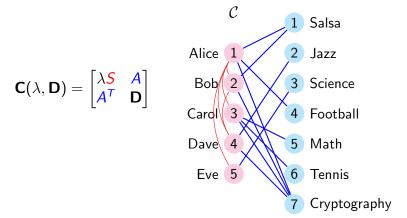
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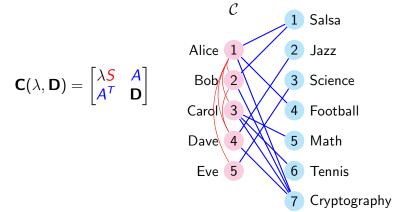
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- S: User-User adjacency.
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- λ : relative weight associated with information in S.



The combined network $\mathcal C$



- 5: User-User adjacency.
- A: User-Affiliation adjacency.
- λ : relative weight associated with information in S.
- **D**: unobserved (choices: $A^T A$, ...).



Latent factors model

• User-group affinity as product of low dimensional vectors: $A_{i,i} \approx \langle \mathbf{U}(i,:), \mathbf{G}(i,:) \rangle$.

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U - User preferences; **G** - Affiliation characteristics.

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- **U** User preferences; **G** Affiliation characteristics.
- For user *u*, recommend affiliations with high affinity.

Modeling $\mathcal C$

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• A **good model** will account for edges in *S* too.

Modeling C

• A **good model** will account for edges in 5 too.

$$\mathbf{C}(\lambda, \mathbf{D}) = \begin{bmatrix} \lambda_1^{\mathbf{S}} & A \\ A^{T} & \mathbf{D} \end{bmatrix} \approx \begin{bmatrix} \mathbf{V}_1 \\ \mathbf{V}_2 \end{bmatrix} \wedge \begin{bmatrix} \mathbf{V}_1^{T} & \mathbf{V}_2^{T} \end{bmatrix}$$
$$\operatorname{rank}(\mathbf{V}_i) \leq k, \operatorname{rank}(\Lambda) \leq k$$

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$$\mathbf{C}(\lambda, \mathbf{D}) = \begin{bmatrix} \lambda \frac{\mathbf{S}}{A^T} & A \\ A^T & \mathbf{D} \end{bmatrix} \approx \begin{bmatrix} \mathbf{V}_1 \\ \mathbf{V}_2 \end{bmatrix} \wedge \begin{bmatrix} \mathbf{V}_1^T & \mathbf{V}_2^T \end{bmatrix}$$

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• So $\mathbf{A} \approx \mathbf{V}_1 \Lambda \mathbf{V}_2^T$.



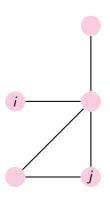
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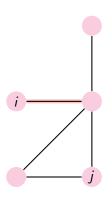
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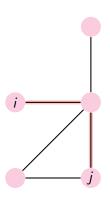
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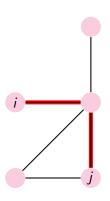
- So $A \approx \mathbf{V}_1 \wedge \mathbf{V}_2^T$.
- $V_1 \wedge V_2^T$ is a similarity score matrix for ranking potential affiliations.

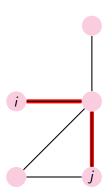




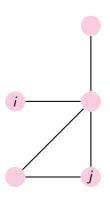


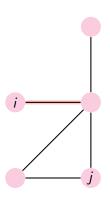


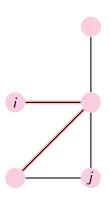


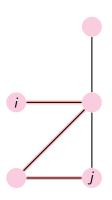


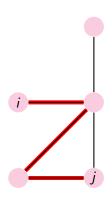
 $(\mathbf{C}^2)_{i,j}$: Number of paths of length 2 between i and j.

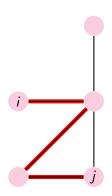












 $(\mathbf{C}^3)_{i,j}$: Number of paths of length 3 between i and j.

• Proximity
$$(i,j) = \beta^2(\mathbf{C}^2)_{i,j} + \beta^3(\mathbf{C}^3)_{i,j} + \dots$$

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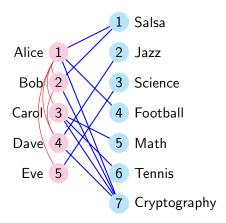
$$\mathsf{tKatz}(\mathbf{C}, \beta, k) = \sum_{i=1}^{k} \beta^{i} \mathbf{C}^{i}.$$

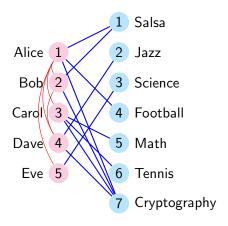
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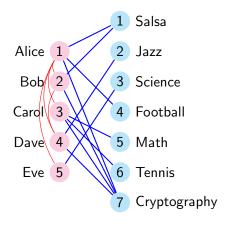
Recommend affiliations based on proximity in C.







Eve
$$\xrightarrow{5}$$
 Alice \xrightarrow{A} Cryptography (in \mathbb{C}^2)



Eve
$$\xrightarrow{S}$$
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Eve \xrightarrow{S} Alice $\xrightarrow{AA^T}$ Bob \xrightarrow{A} Cryptography (in \mathbb{C}^4)

Scalability

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- Orkut (sub)network [Mislove,2007] is about 3 million users and 8 million groups.
- Recall tKatz(\mathbf{C}, β, k) = $\sum_{i=1}^{k} \beta^{i} \mathbf{C}^{i}$.
- **C**ⁱ gets denser prohibitively expensive computations and memory usage.

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- Then, $\mathbf{C}^i \approx \mathbf{V} \Lambda^i \mathbf{V}^T$. [Submitted]

• tKatz(
$$\mathbf{C}; \beta, 3$$
)₁₂ = $\beta A + \beta^2 \lambda S A + \beta^3 (\lambda^2 S^2 A + A A^T A)$.

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$$A \approx Q D_A V^T$$
 $S \approx Q D_S Q^T$
 $Q = f(U_A, U_S), Q^T Q = I, V^T V = I$

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$$A \approx QD_AV^T$$

 $S \approx QD_SQ^T$
 $Q = f(U_A, U_S), Q^TQ = I, V^TV = I$

• Efficiently compute the terms now! e.g. $(AA^T)^j S^i \approx Q(D_A D_A^T)^j D_S^i Q^T$.



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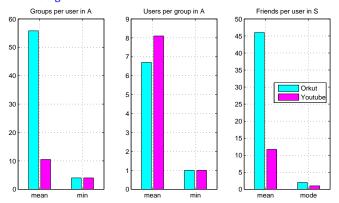
- Efficiently compute the terms now! e.g. $(AA^T)^j S^i \approx Q(D_A D_A^T)^j D_S^i Q^T$.
- Clustered low-rank approximations [Submitted].



Evaluation of the algorithms

Data sets

Extracted social and affiliation networks: *Orkut* and *Youtube* data sets [Mislove,2007]; Orkut: $N_u = 9123$, $N_g = 75546$. Youtube: $N_u = 16575$, $N_g = 21326$.

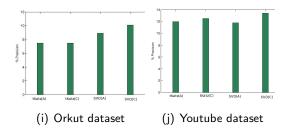


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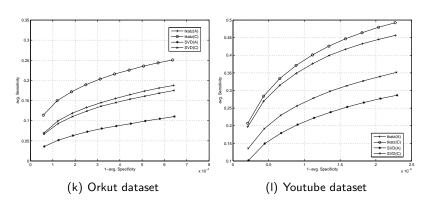
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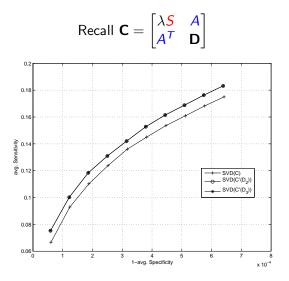
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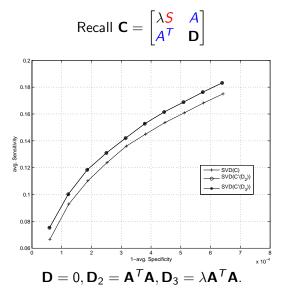


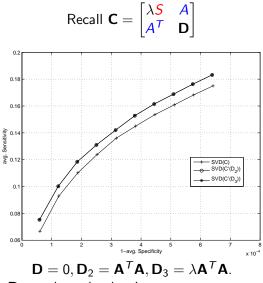
Results: "Per-user" sensitivity

Consider the top k recommendations made for a user for $k = 5, 10, \dots, 50$.

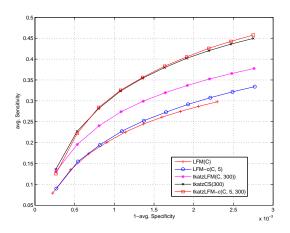


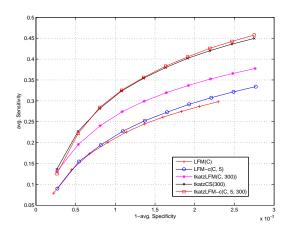






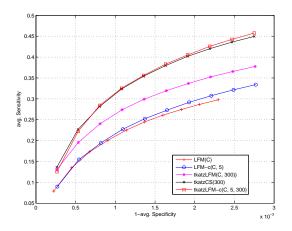
Information from **D** may be redundant!



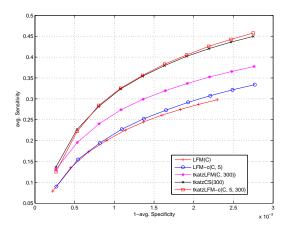


tKatzLFM: tKatz on low-rank approximation.



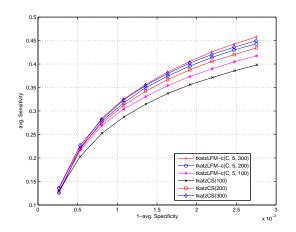


tKatzLFM: tKatz on low-rank approximation. tKatzCS: tKatz on low-rank approximation using common subspace.



tKatzLFM: tKatz on low-rank approximation. tKatzCS: tKatz on low-rank approximation using common subspace. and other clustered approximation variants...

Quality of approximations



Conclusions

• Friendship network is indeed useful in recommending affiliations!

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- Community recommendation link prediction perspective.

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- Community recommendation link prediction perspective.
- Two ways of modeling the information from auxiliary networks Latent Factor and Graph Proximity models.

Using affiliation networks for link prediction in friendship networks –
 Seems harder.

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 Seems harder.
- More sources of information How do you use them all?

- Using affiliation networks for link prediction in friendship networks –
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- More sources of information How do you use them all?
- More scalable models.

References

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 Affiliation recommendations using auxiliary networks. RECSYS, 2010.
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Thank you!