

Fundamentals of Deep Recommender Systems

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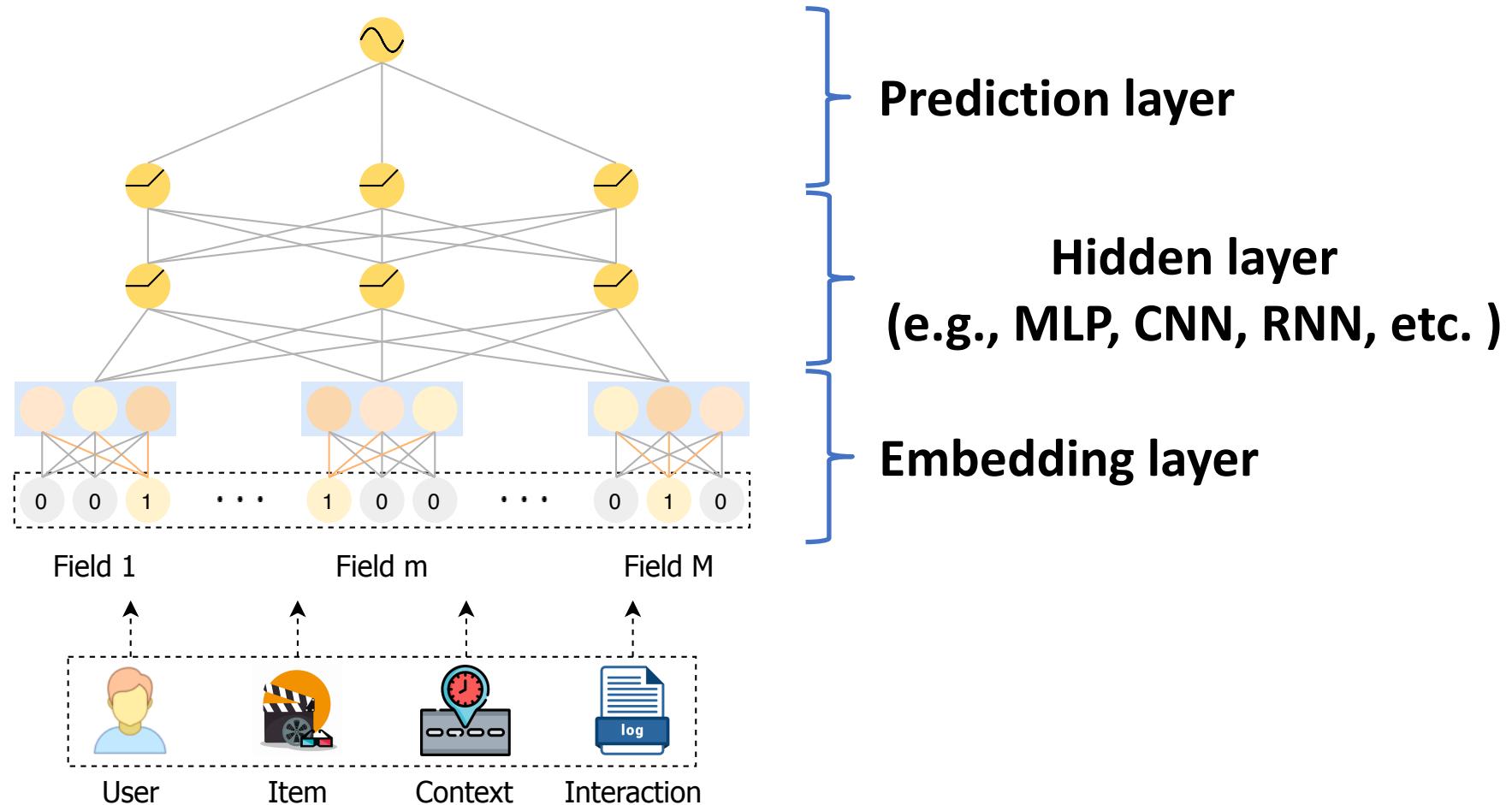
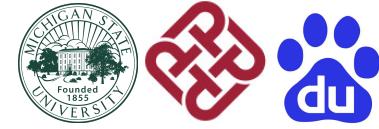
Tutorial website: <https://deeprs-tutorial.github.io>



Data Science and Engineering Lab



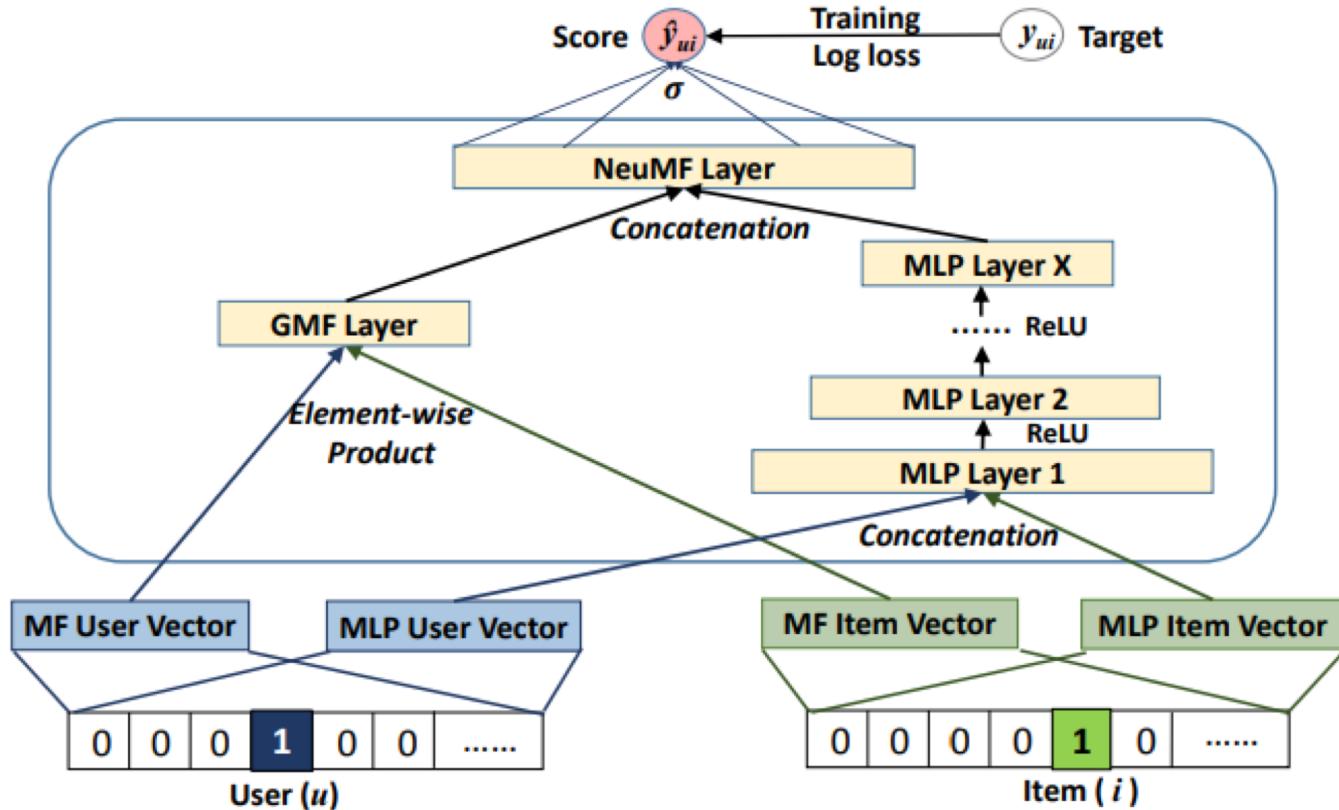
A General Architecture of Deep Recommender System



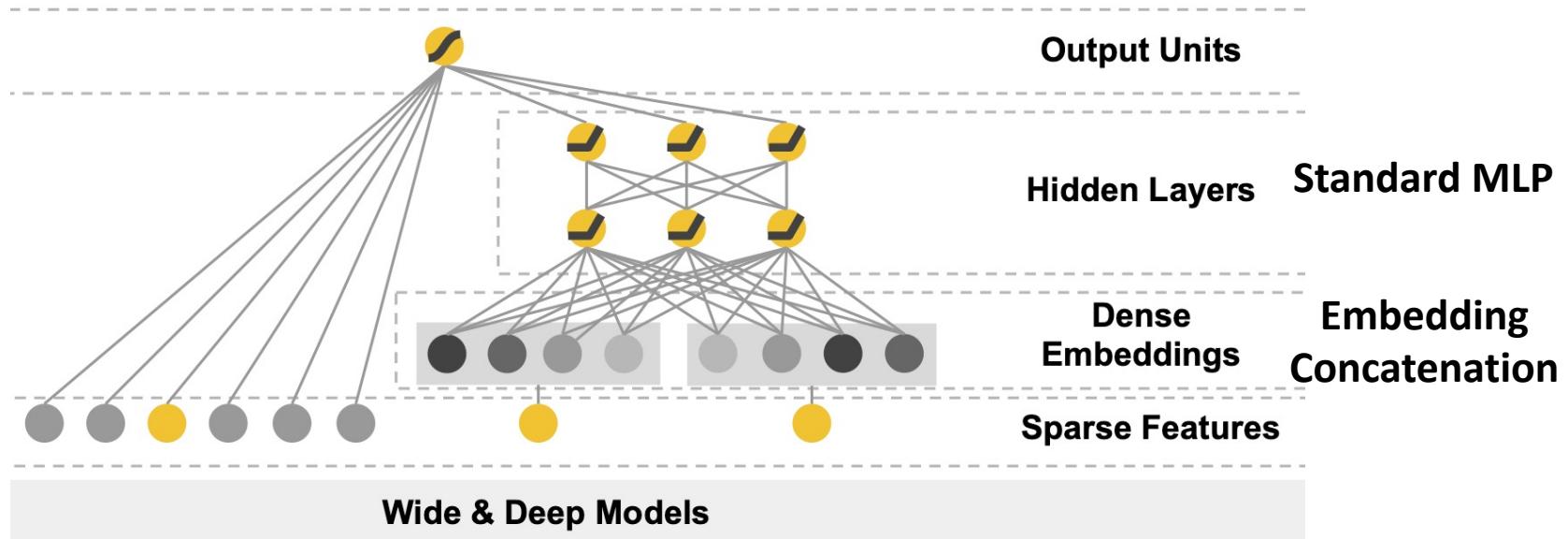
NeuMF

NeuMF unifies the strengths of MF and MLP in modeling user-item interactions.

- **MF** uses an inner product as the interaction function
- **MLP** is more sufficient to capture the complex structure of user interaction data



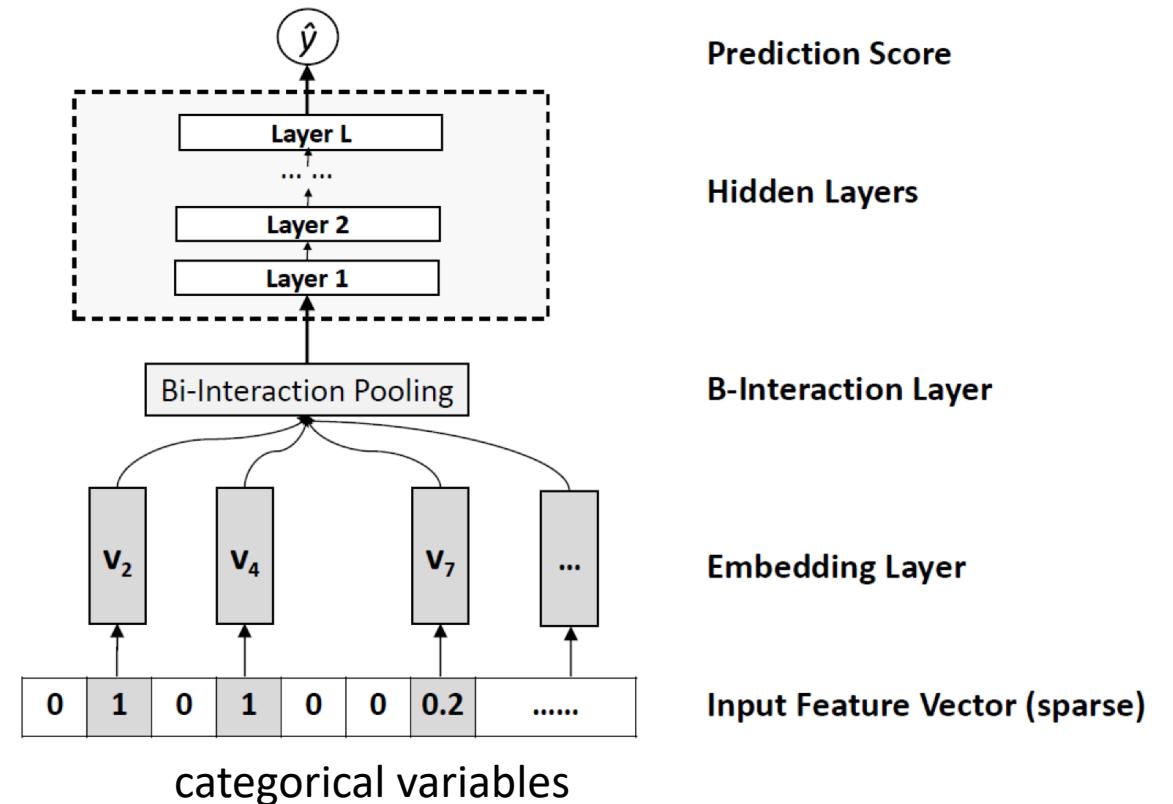
Wide&Deep



- The **wide linear models** can memorize seen feature interactions using cross-product feature transformations.
- The **deep models** can generalize to previously unseen feature interactions through low-dimensional embeddings.

Neural FM

Neural Factorization Machines (NFMs) “deepens” FM by placing hidden layers above second-order **feature interaction** modeling.



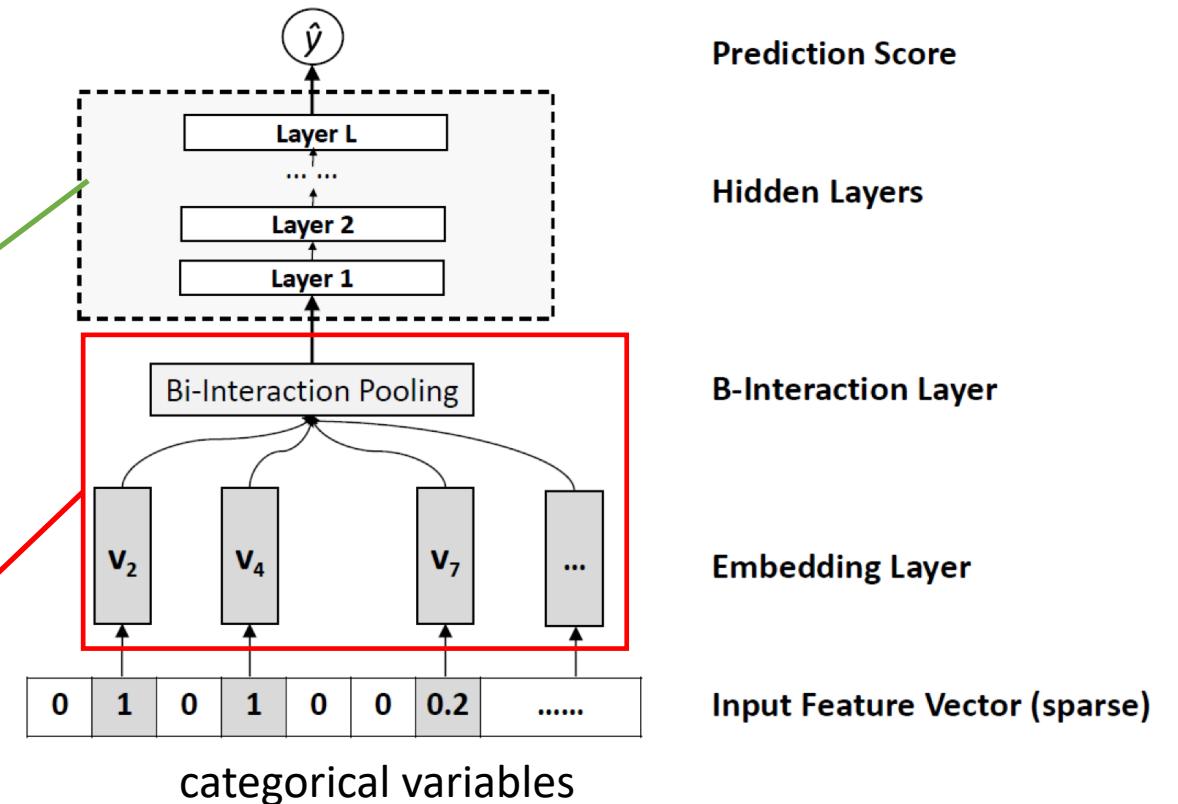
Neural FM

Neural Factorization Machines (NFMs) “deepens” FM by placing hidden layers above second-order **feature interaction** modeling.

“Deep layers” learn **higher-order** feature interactions only, being much easier to train.

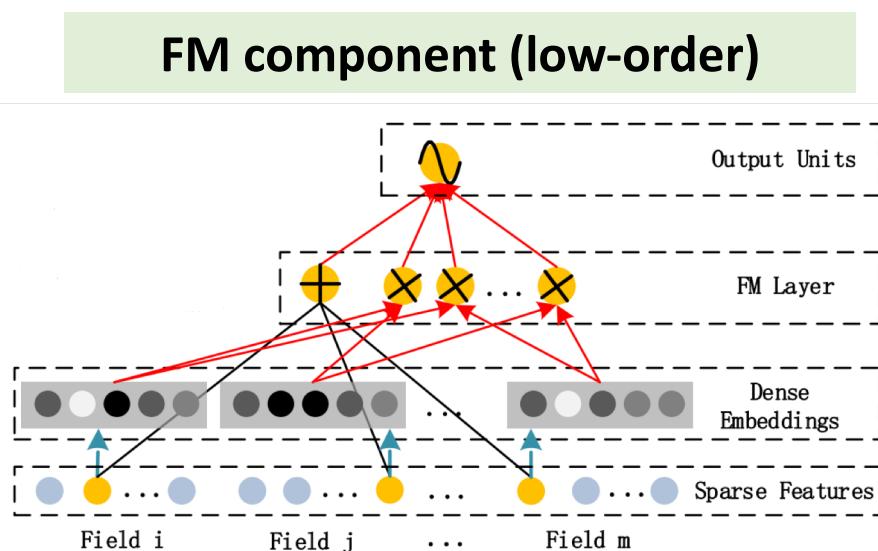
Bilinear Interaction Pooling:

$$f_{BI}(V_x) = \sum_{i=1}^n \sum_{j=i+1}^n x_i v_i \odot x_j v_j$$

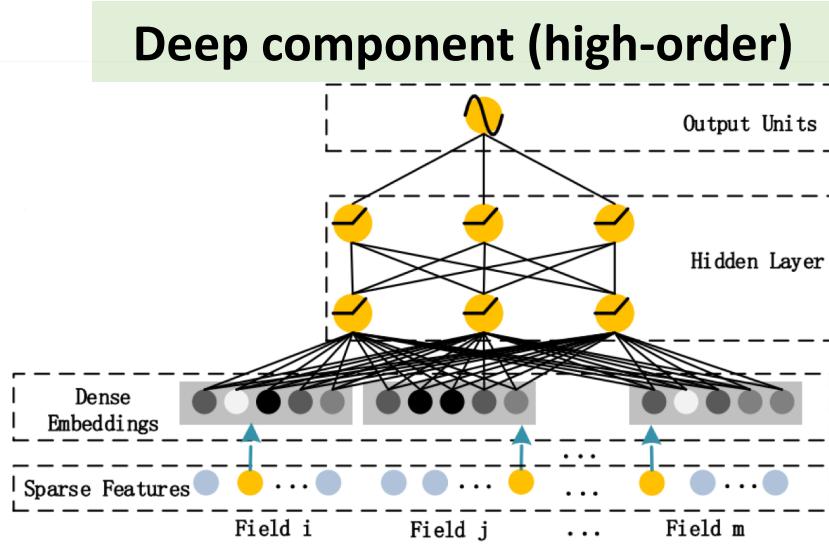


DeepFM

DeepFM ensembles FM and DNN and to low- and high-order feature interactions simultaneously from the input raw features.



$$y_{FM} = \langle w, x \rangle + \sum_{j_1=1}^d \sum_{j_2=j_1+1}^d \langle V_i, V_j \rangle x_{j_1} \cdot x_{j_2}$$

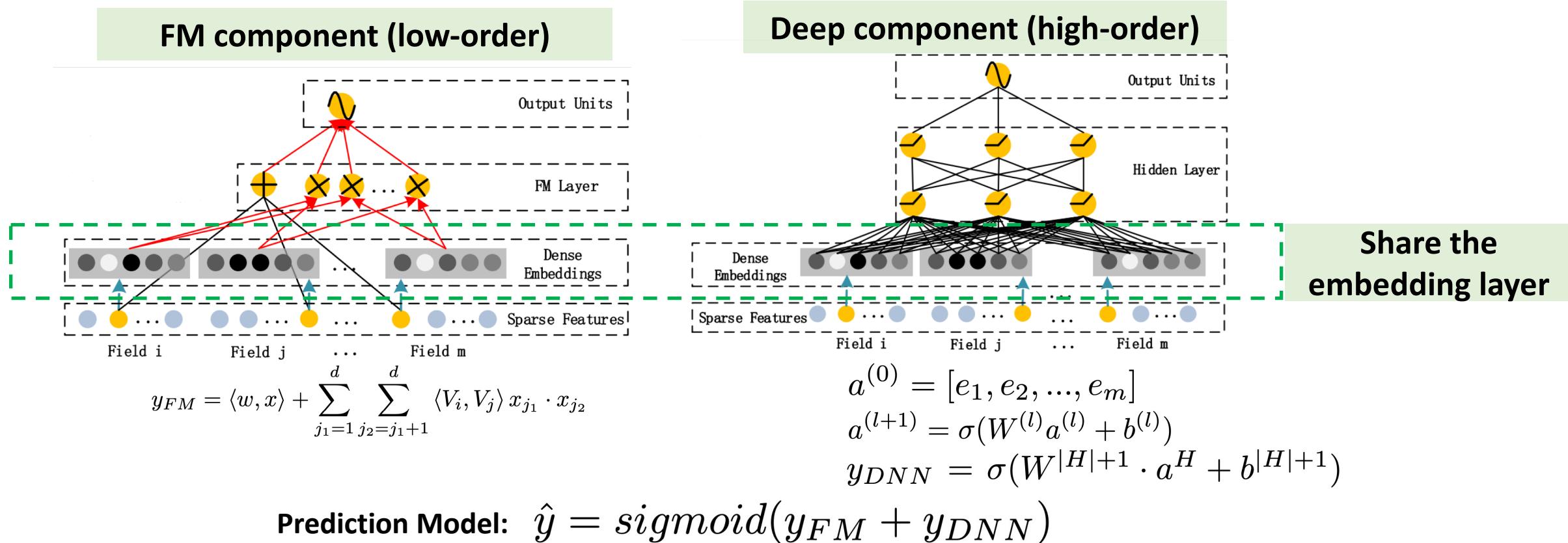


$$\begin{aligned} a^{(0)} &= [e_1, e_2, \dots, e_m] \\ a^{(l+1)} &= \sigma(W^{(l)} a^{(l)} + b^{(l)}) \\ y_{DNN} &= \sigma(W^{|H|+1} \cdot a^H + b^{|H|+1}) \end{aligned}$$

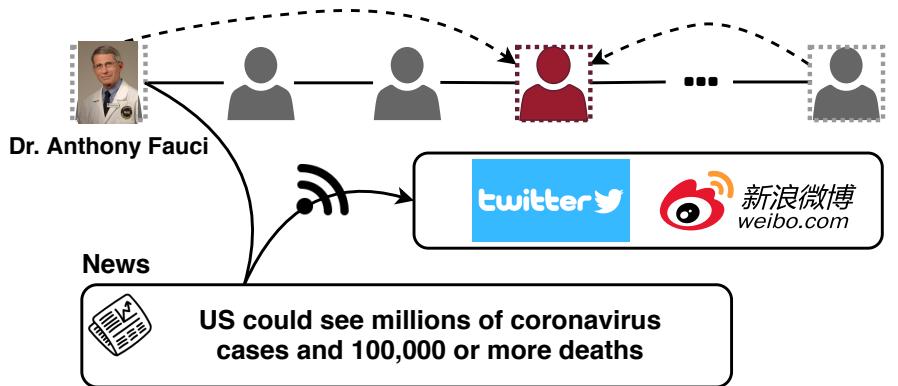
Prediction Model: $\hat{y} = \text{sigmoid}(y_{FM} + y_{DNN})$

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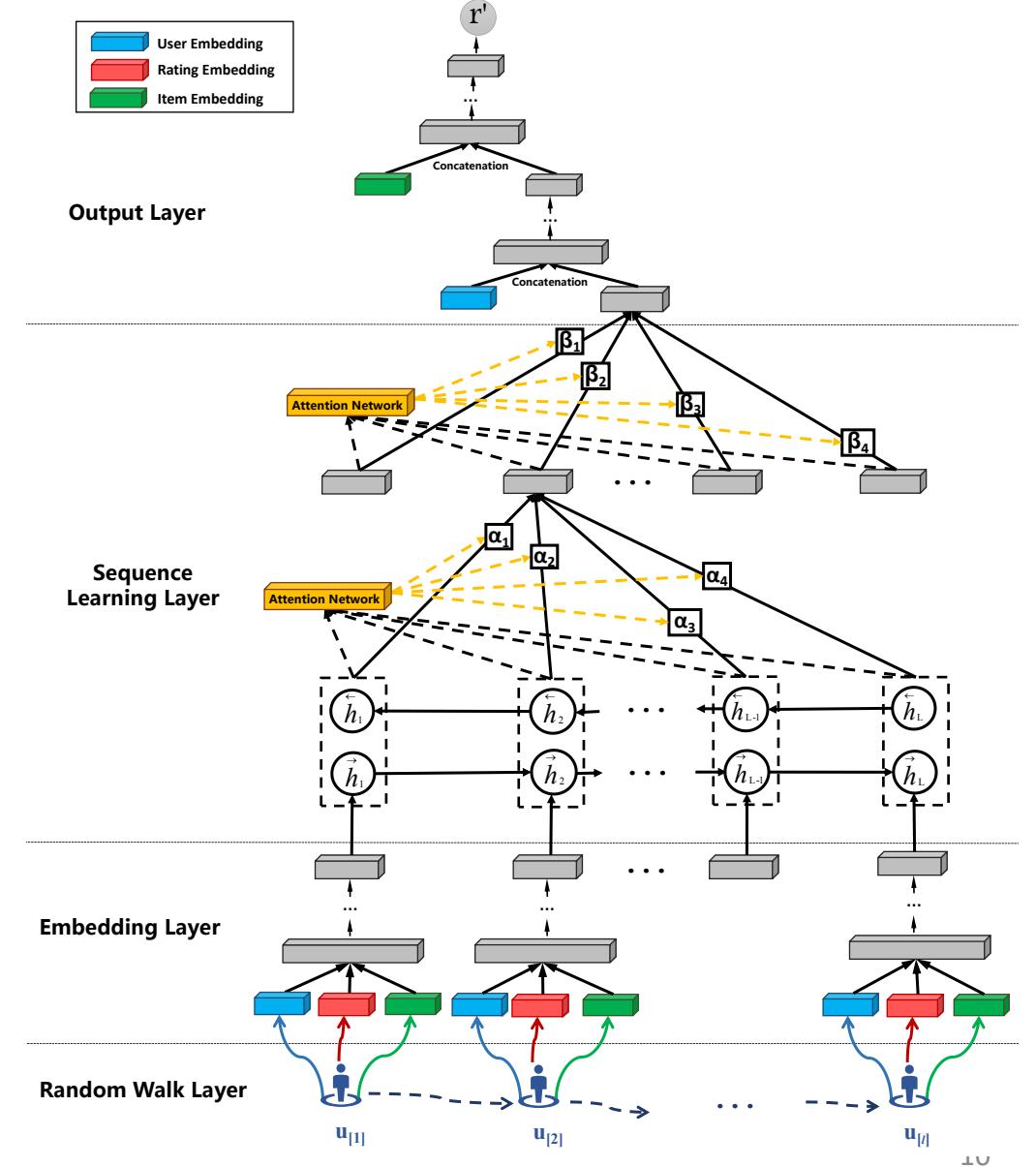
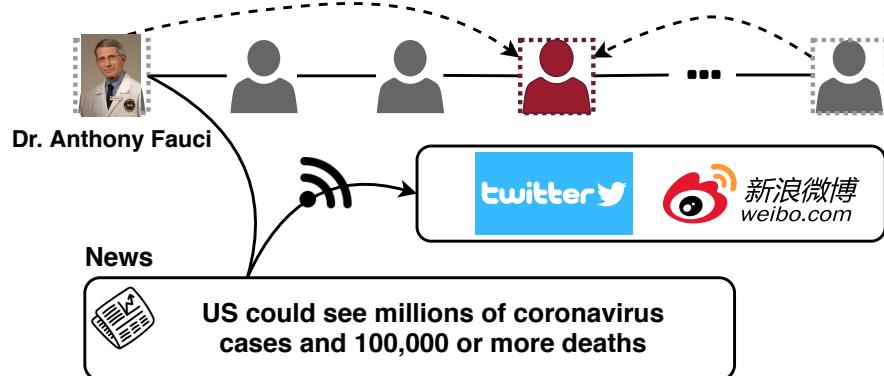
Collaborative Filtering with users' social relations (Social Recommendation)



Collaborative Filtering with users' social relations (Social Recommendation)

Users might be affected by direct/distant neighbors.

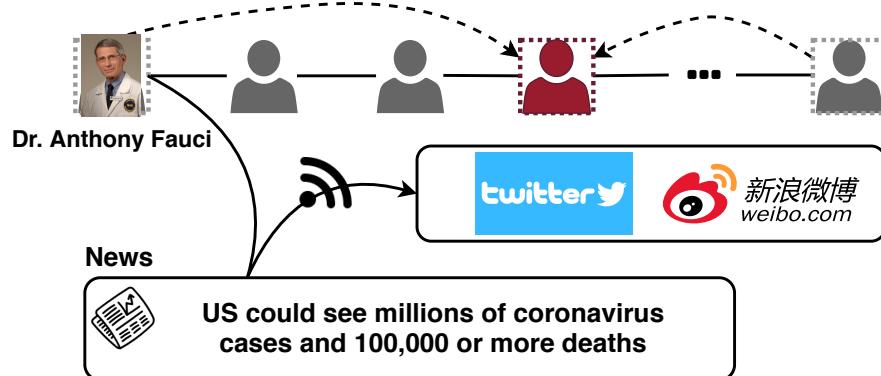
- Information diffusion
- Users with high reputations



Collaborative Filtering with users' social relations (Social Recommendation)

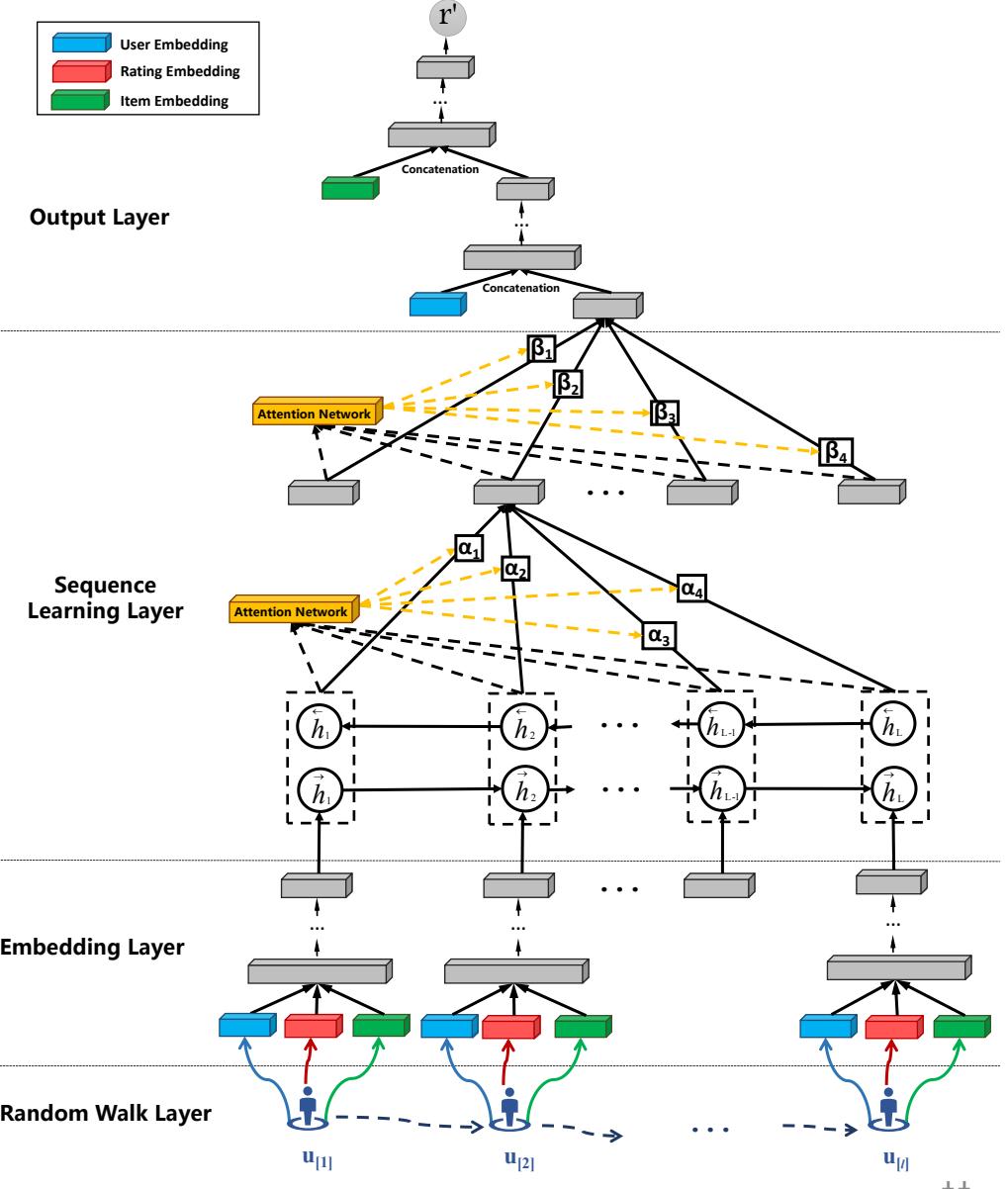
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Bi-LSTM with
attention
mechanisms

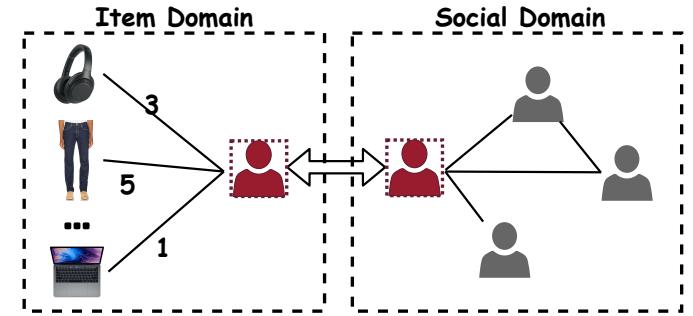
Social Sequences
via Random Walk
techniques



DASO

Collaborative Filtering with users' social relations
(Social Recommendation)

- User behave and interact **differently** in the item/social domains.

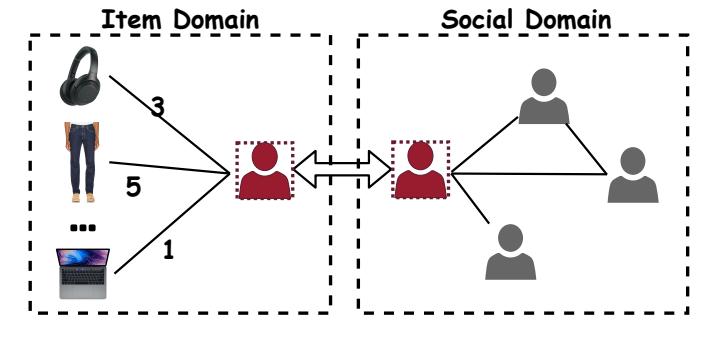


DASO

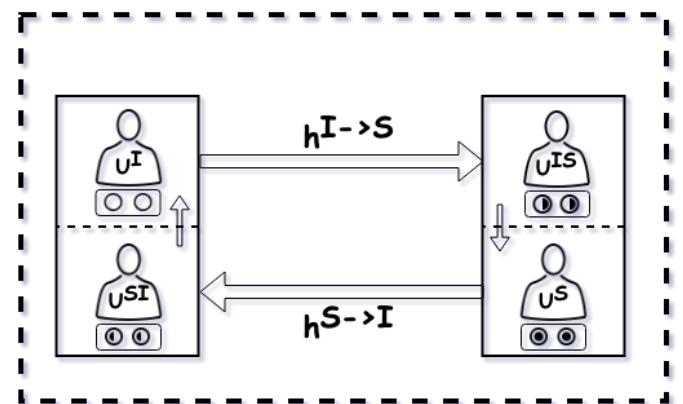
Collaborative Filtering with users' social relations
(Social Recommendation)

- User behave and interact **differently** in the item/social domains.

-  Learning separated user representations in two domains.



Cyclic User Modeling



Collaborative Filtering with users' social relations (Social Recommendation)

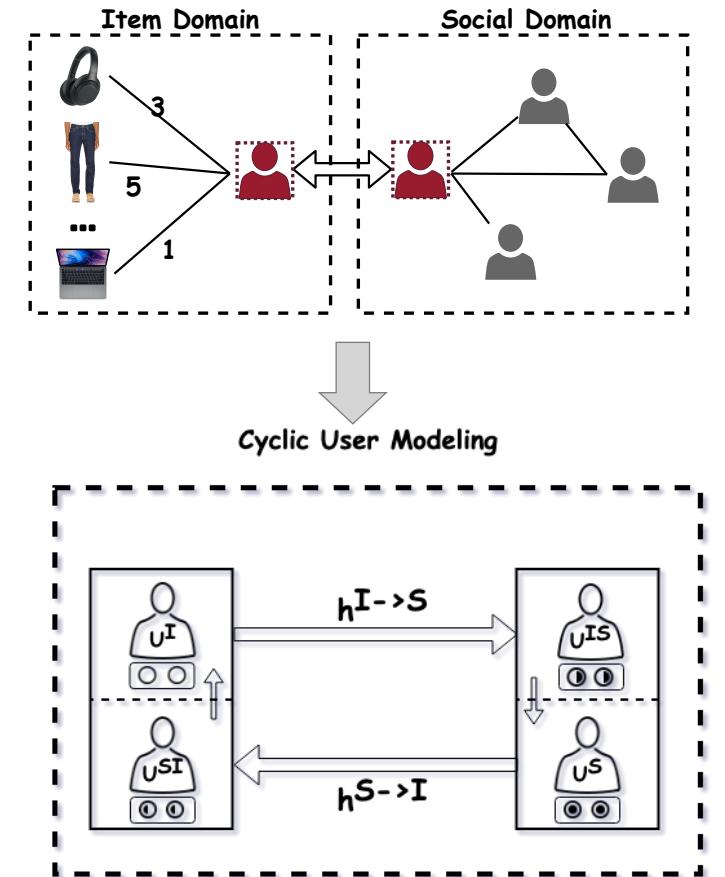
□ User behave and interact **differently** in the item/social domains.

 Learning separated user representations in two domains.

Bidirectional Knowledge Transfer with Cycle Reconstruction

$$\mathbf{p}_i^I \rightarrow h^{I \rightarrow S}(\mathbf{p}_i^I) \rightarrow h^{S \rightarrow I}(h^{I \rightarrow S}(\mathbf{p}_i^I)) \approx \mathbf{p}_i^I$$

$$\mathcal{L}_{cyc}(h^{S \rightarrow I}, h^{I \rightarrow S}) = \sum_{i=1}^N (\|h^{S \rightarrow I}(h^{I \rightarrow S}(\mathbf{p}_i^I)) - \mathbf{p}_i^I\|_2 + \|h^{I \rightarrow S}(h^{S \rightarrow I}(\mathbf{p}_i^S)) - \mathbf{p}_i^S\|_2)$$



Optimization for Ranking Tasks

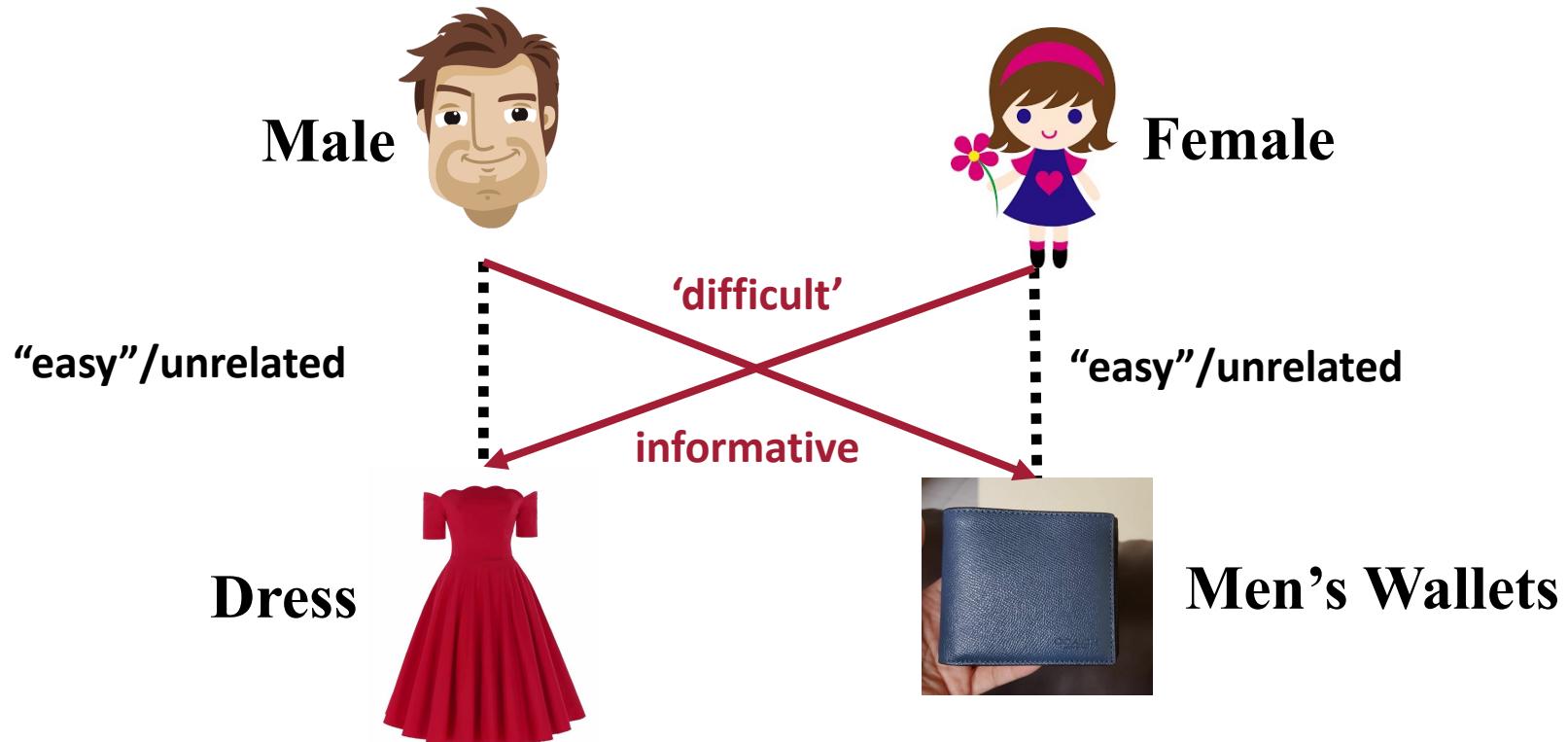
❑ Negative Sampling's Main Issue:

- It often generates **low-quality negative samples** that do not help you learn good representation.

Optimization for Ranking Tasks

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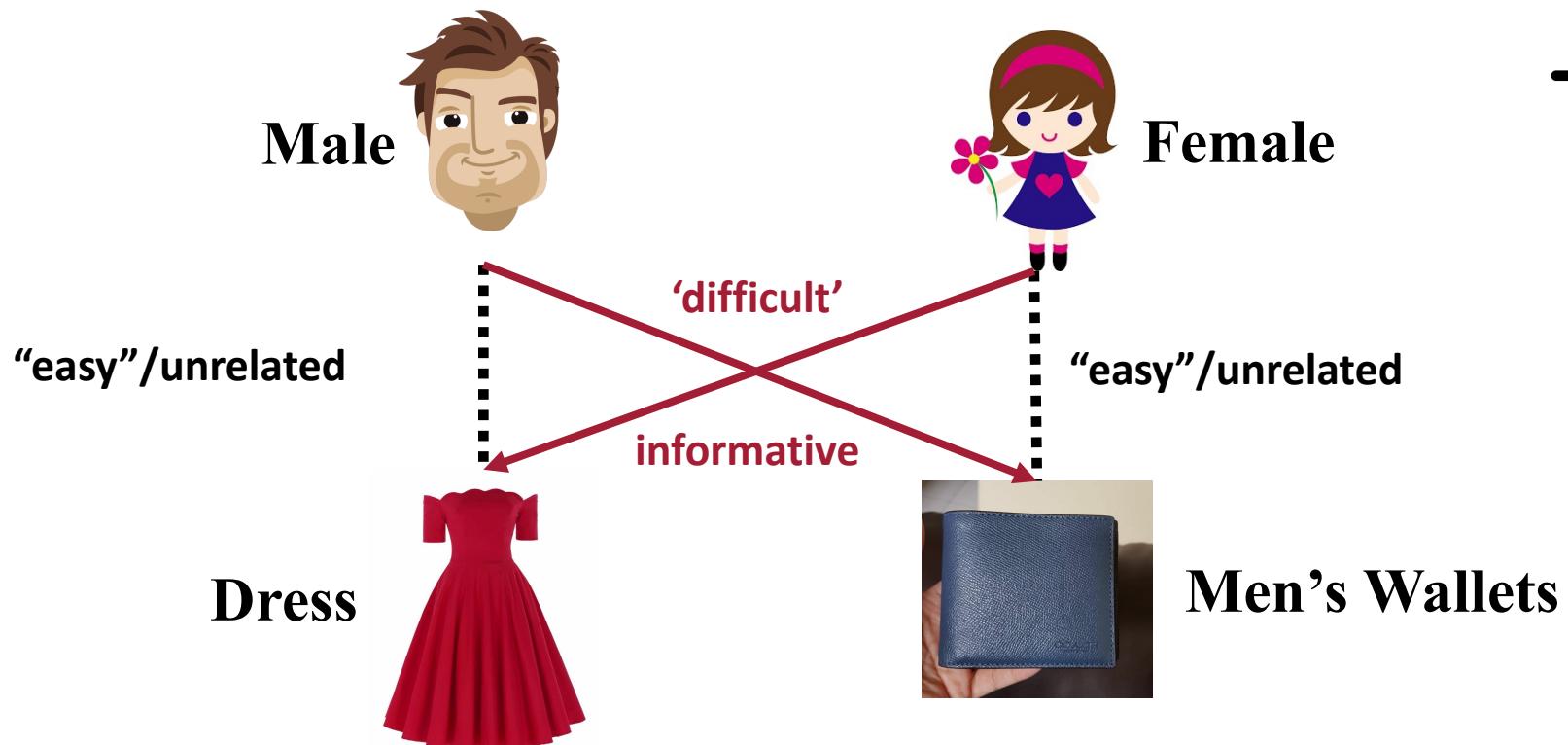
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Optimization for Ranking Tasks

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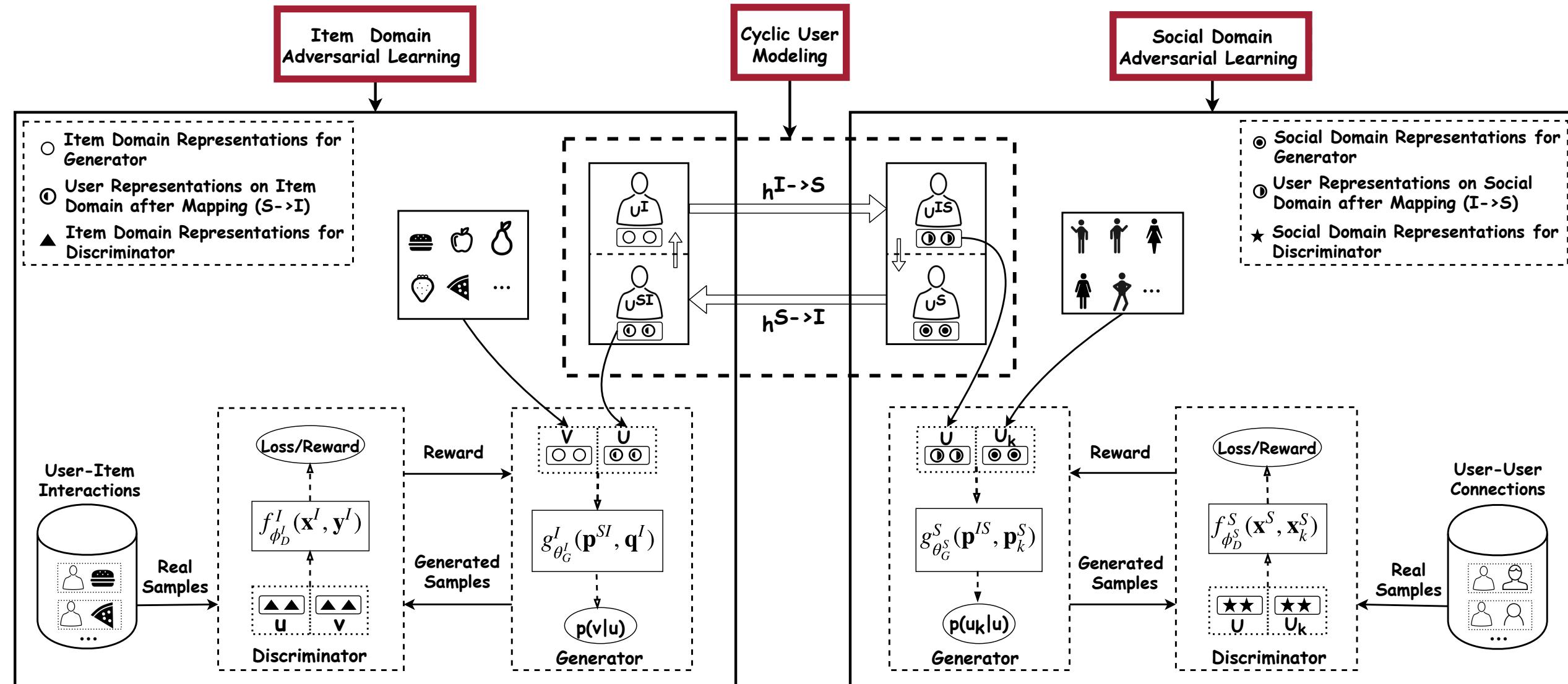
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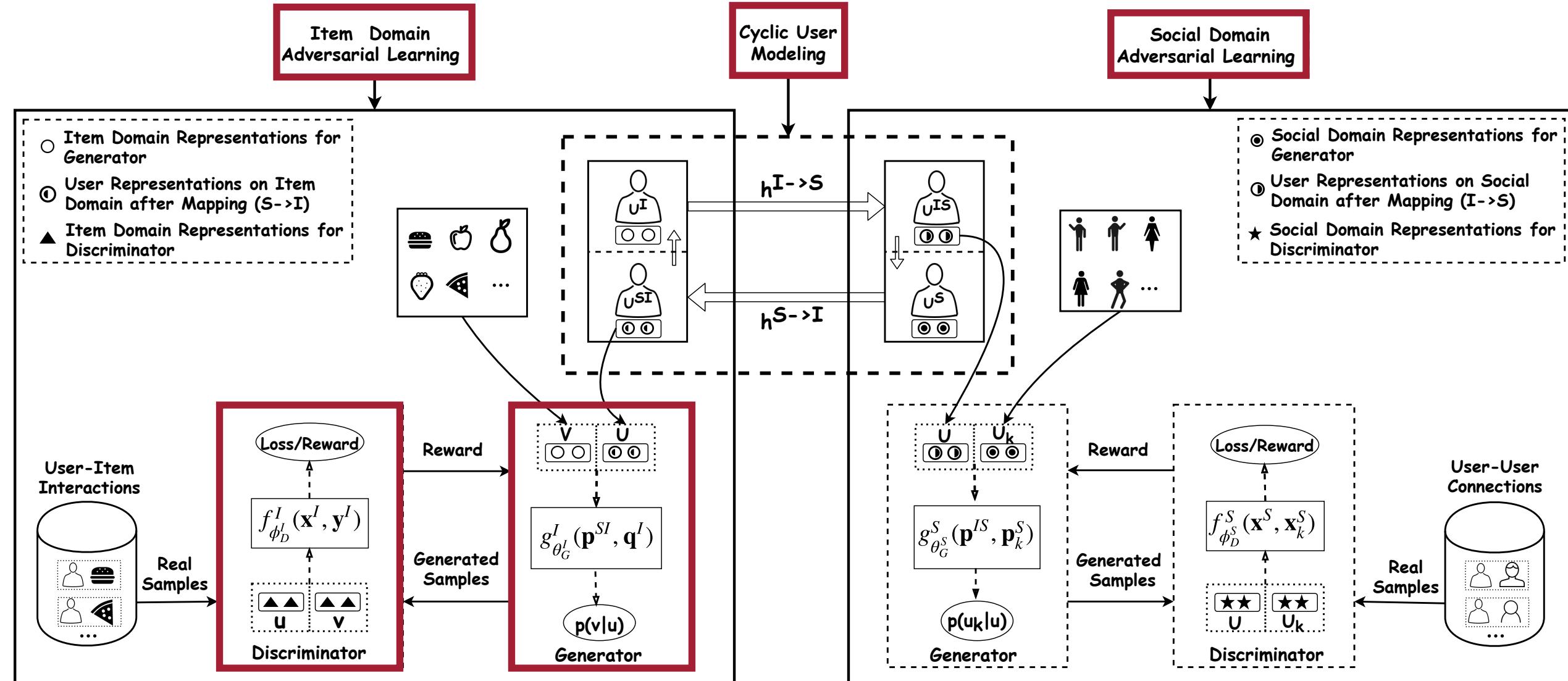
Dynamically generate
“difficult” negative samples

► Optimization with
Adversarial Learning
(GAN)

DASO



DASO



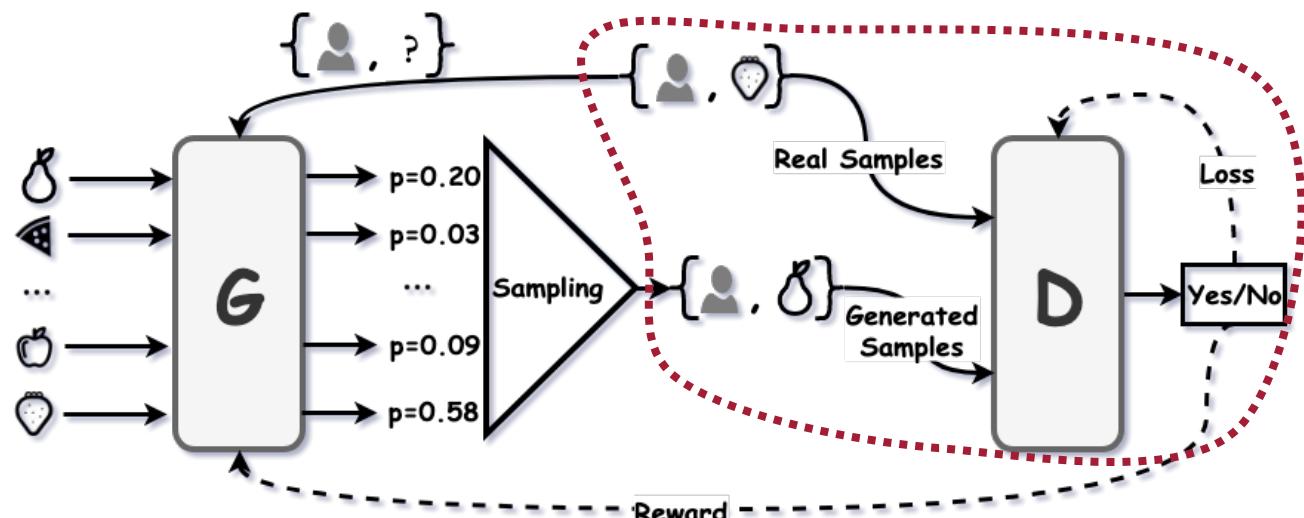
Item Domain Discriminator Model

□ Discriminator

Goal: distinguish real user-item pairs (i.e., real samples) and the generated “fake” samples (**relevant**)

$$D^I(u_i, v_j; \phi_D^I) = \sigma(f_{\phi_D^I}^I(\mathbf{x}_i^I, \mathbf{y}_j^I)) = \frac{1}{1 + \exp(-f_{\phi_D^I}^I(\mathbf{x}_i^I, \mathbf{y}_j^I))} \text{ (Sigmoid)}$$

Score function: $f_{\phi_D^I}^I(\mathbf{x}_i^I, \mathbf{y}_j^I) = (\mathbf{x}_i^I)^T \mathbf{y}_j^I + a_j,$



Item Domain Generator Model

Generator Model

Goal:

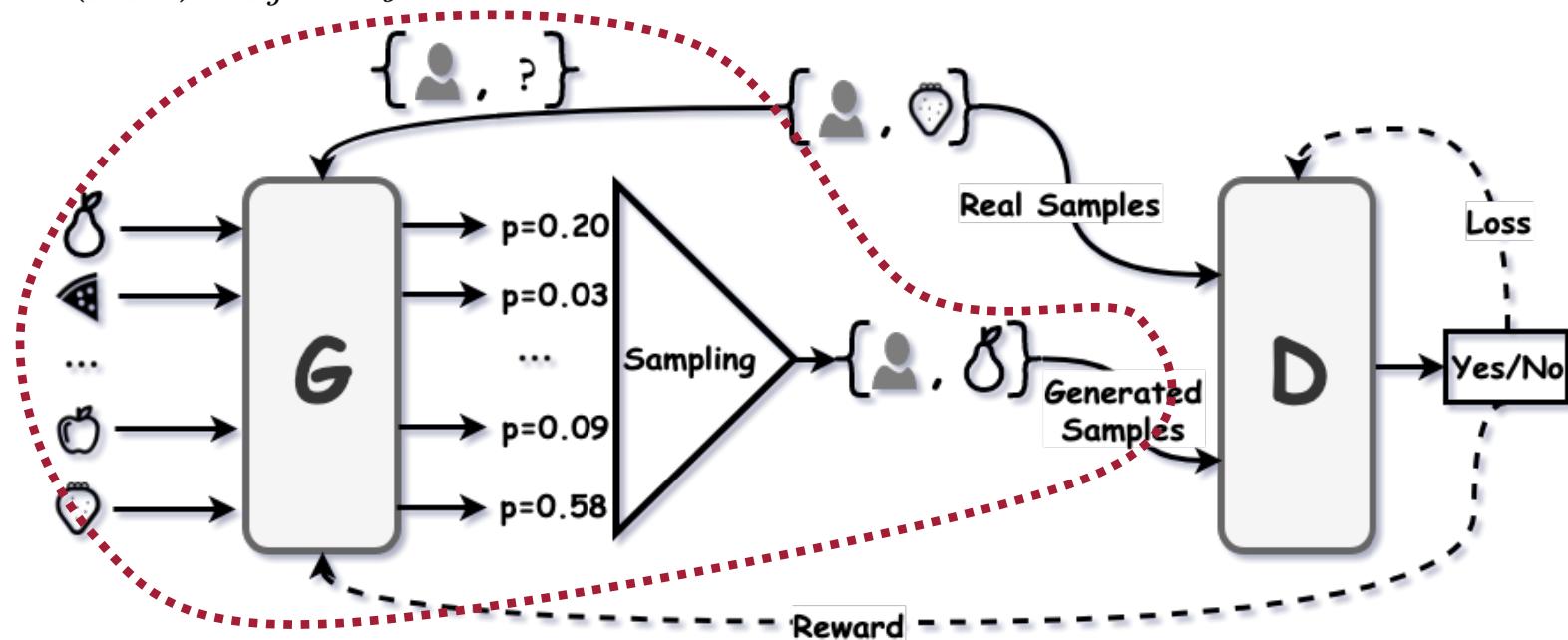
1. Approximate the underlying real conditional distribution $p_{\text{real}}^I(v|u_i)$
2. Generate (select/sample) the most relevant items for any given user u_i .

$$G^I(v_j|u_i; \theta_G^I) = \frac{\exp(g_{\theta_G^I}^I(\mathbf{p}_i^{SI}, \mathbf{q}_j^I))}{\sum_{v_j \in \mathcal{V}} \exp(g_{\theta_G^I}^I(\mathbf{p}_i^{SI}, \mathbf{q}_j^I))}$$

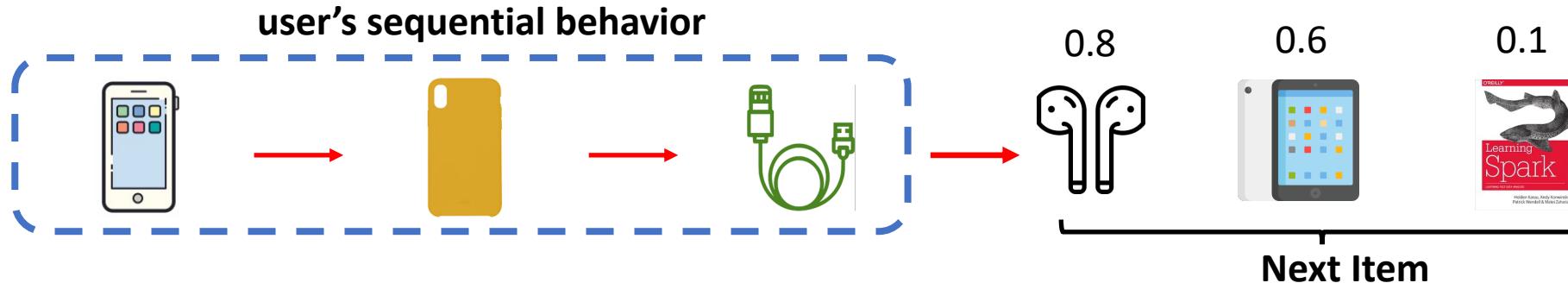
\mathbf{p}_i^{SI} the transferred user representation from social domain

$$g_{\theta_G^I}^I(\mathbf{p}_i^{SI}, \mathbf{q}_j^I) = (\mathbf{p}_i^{SI})^T \mathbf{q}_j^I + b_j$$

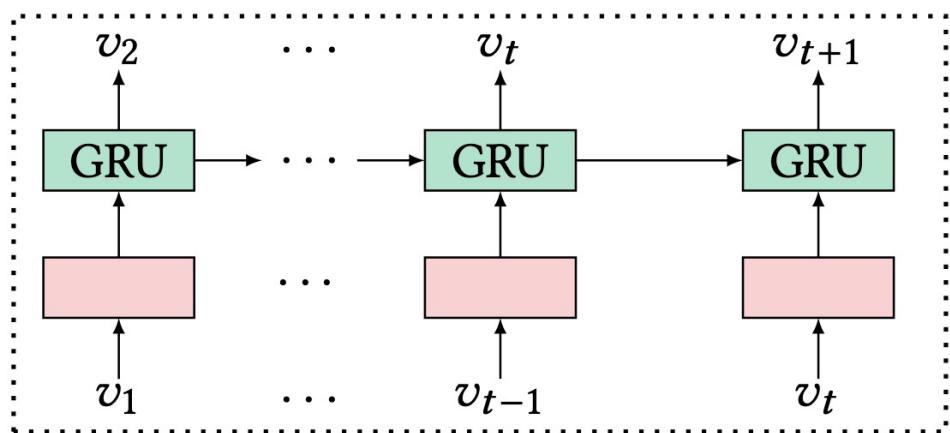
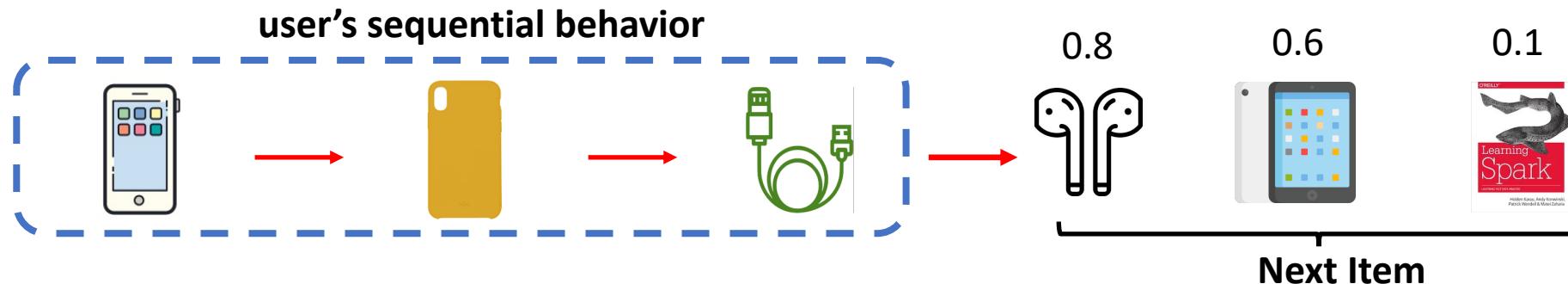
Optimization with Policy Gradient



Sequential (Session-based) Recommendation

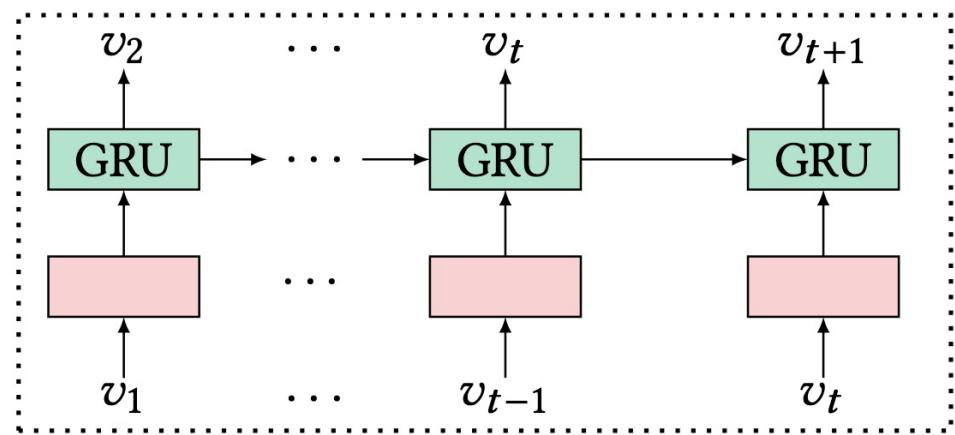
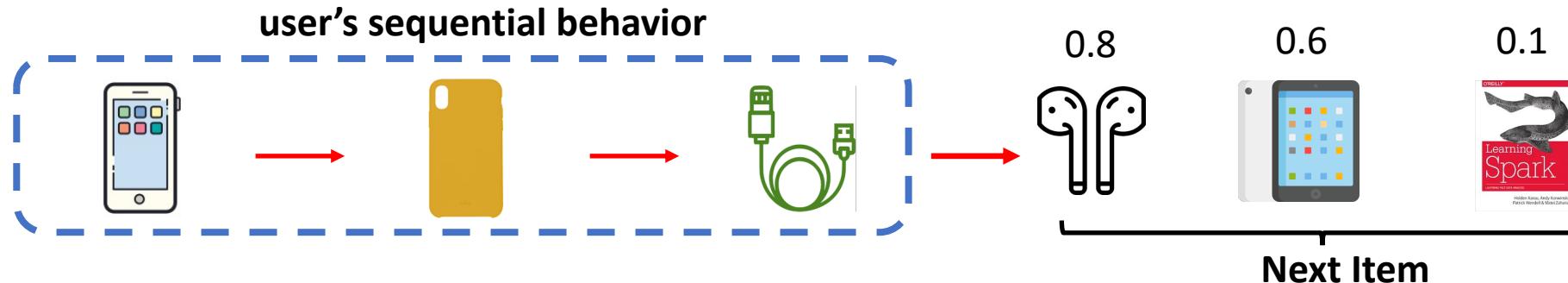


Sequential (Session-based) Recommendation

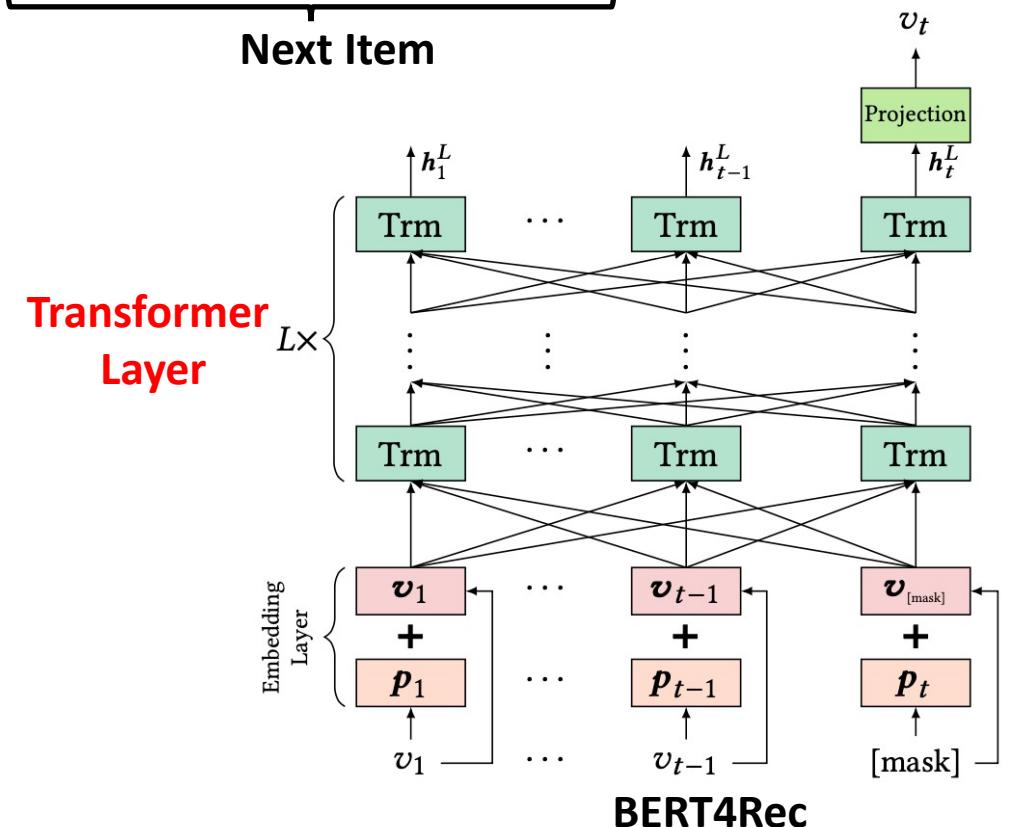


GRU based sequential recommendation method
(GRU4Rec)

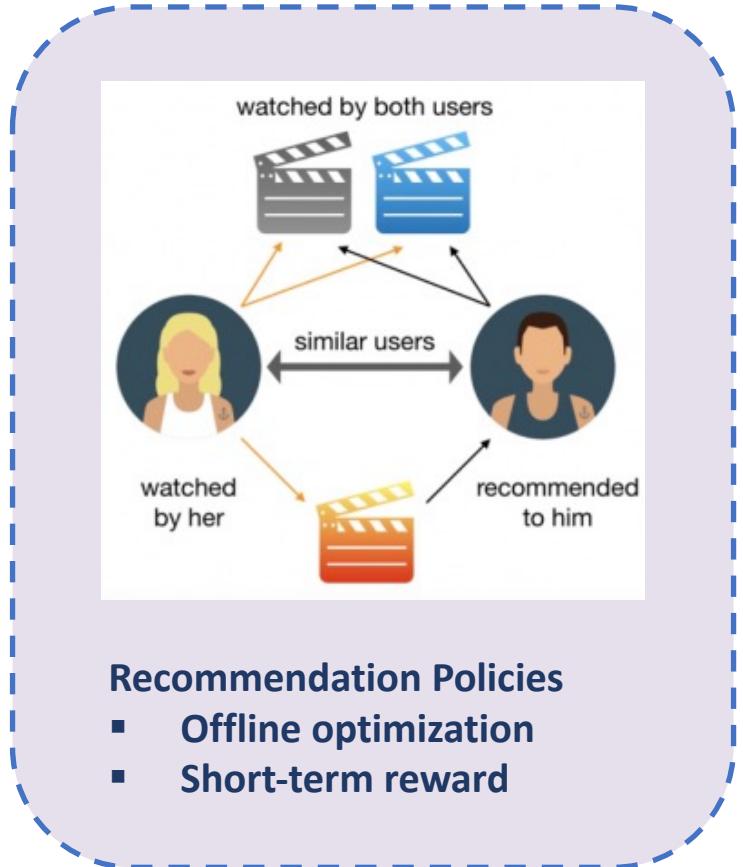
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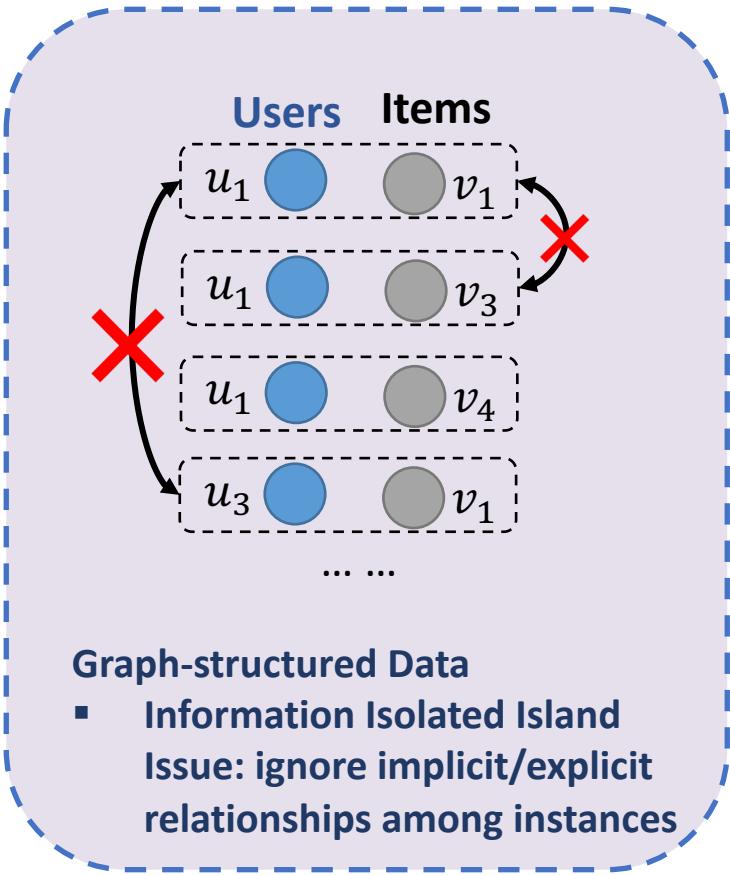
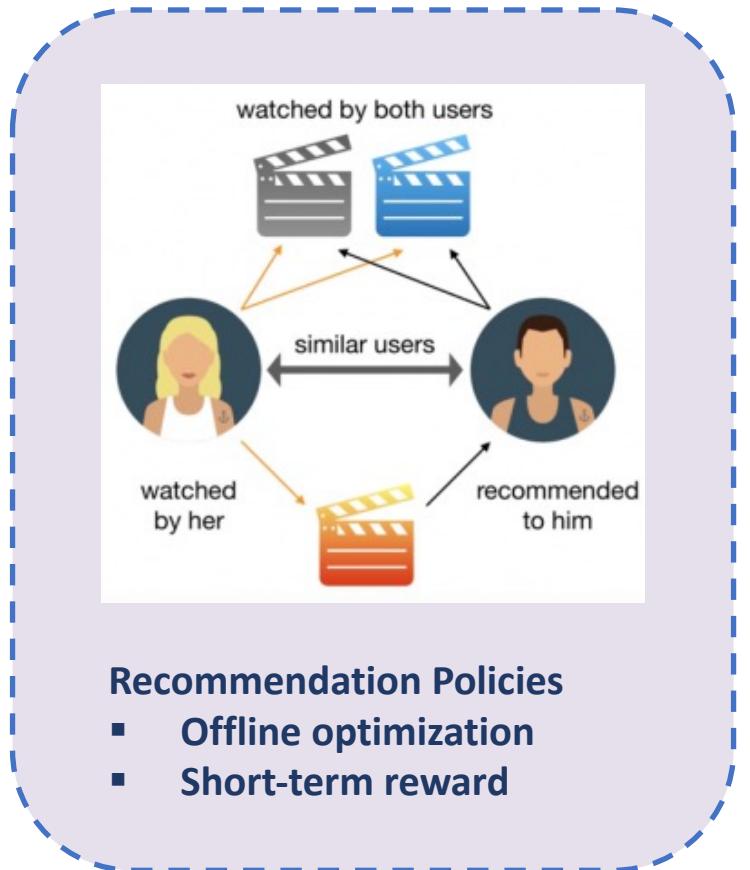
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Shortcomings of Existing Deep Recommender Systems



Shortcomings of Existing Deep Recommender Systems



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