



RECOMMENDER



RECOMMENDATION ENGINE IS DEEPLY EMBEDDED IN OUR LIVES



WHY RECOMMENDER SYSTEM?



Choice overload



Long tail problem

Customer

What to choose?

Never exposed to long tail products

Saler

What to promote?

Poor sales on long tail products

THE DILEMMA OF THE RECOMMENDER



**Recommender underlying
assumption:**

What customer bought haven't
address all their needs.



If the history is the golden
standard, there is no need for
recommender.

**Normal model underlying
assumption:**

History is going to repeat itself



If history is not going to repeat
itself, there is no need for
predictive model

AN EFFECTIVE RECOMMENDER NEEDS TO CATER



DIVERSE USER NEEDS

Meaning

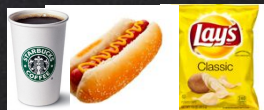
History

Good recommender

Bad recommender

Familiarity

"This makes sense. I do by it regularly. It is convenient for me to see it on the recommendation."



"What is this?!"

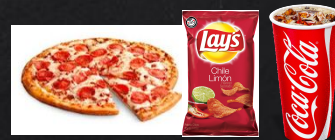
Novelty

"Don't keep telling me everything I already knew."



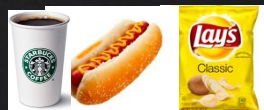
Diversity

"Just because I bought chips before, doesn't mean chips are the only thing I will ever need!"



Serendipity

"This is a match made in heaven."



"It's summer and after all these fast food, I really need some exercise 😊."



"What the ??? I am a single man..."

ASSOCIATION RULE MINING – MARKET BASKET ANALYSIS



Basket 1



$$\text{support}(x \rightarrow y) = \frac{\text{count}(x \cup y)}{\text{totalcount}}$$

$$\text{confidence}(x \rightarrow y) = \frac{\text{count}(x \cup y)}{\text{count}(x)}$$

$$\text{lift}(x \rightarrow y) = \frac{\text{confidence}(x \rightarrow y)}{\text{support}(y)} = \frac{\text{support}(x \rightarrow y)}{\text{support}(x) \times \text{support}(y)}$$

Basket 2



Basket 3



Basket 4



	Support	Confidence	Lift
{beer} -> {diaper}	50%	67%	1.33
{beer, milk} -> {diaper}	100%	100%	2
{beer} -> {coke}	25%	0.33	0.67

Typically the association is interesting if it satisfy certain support, confidence and have a lift that is bigger than 1

SMART ADAPTIVE RECOMMENDATION SYSTEM



Get the similarity by
Association Rule Mining

$$lift(x \rightarrow y) = \frac{confidence(x \rightarrow y)}{support(y)} = \frac{support(x \rightarrow y)}{support(x) \times support(y)}$$



Measure the similarity of the item to the items the users already
purchased

An oversimplified explanation

	Lift
{beer} -> {chip}	1.5
{beer} -> {pizza}	2
{beer} -> {milk}	0.2
{beer} -> {coke}	0.5



Past purchase

chip & pizza

milk & coke
recommend

Beer

Recommend

NOT

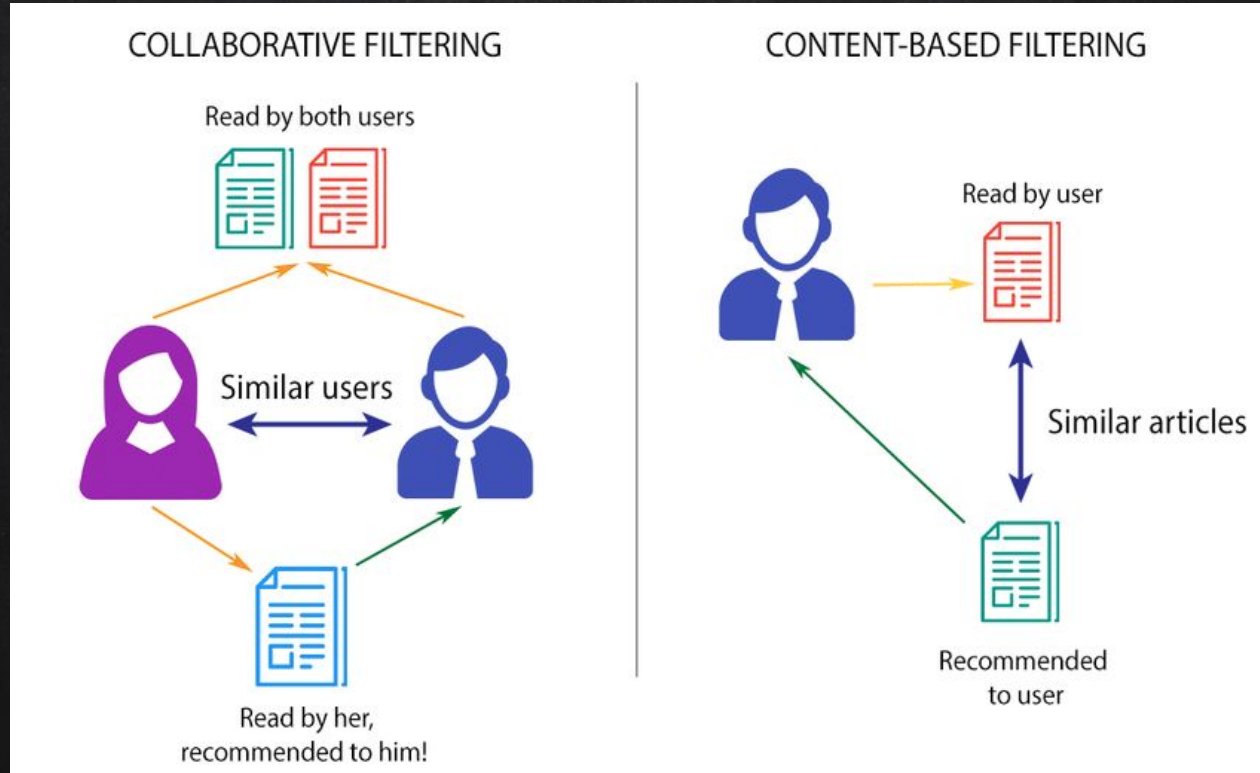


FILTERING METHODS

The key is to define and calculate similarity



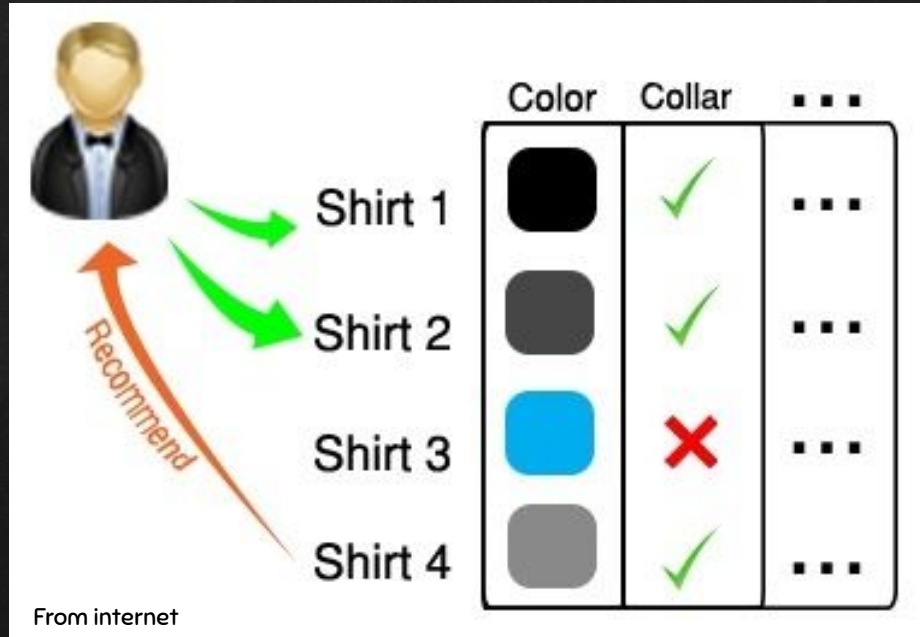
COLLABORATIVE FILTERING V.S. CONTENT BASED FILTERING



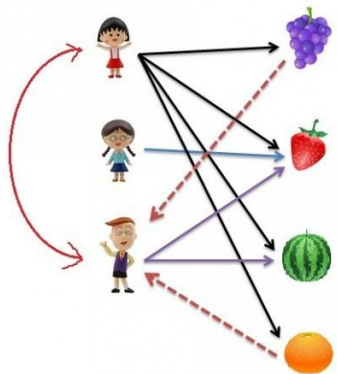
https://www.researchgate.net/publication/318129942_Recommender_System_for_News_Articles_using_Supervised_Learning



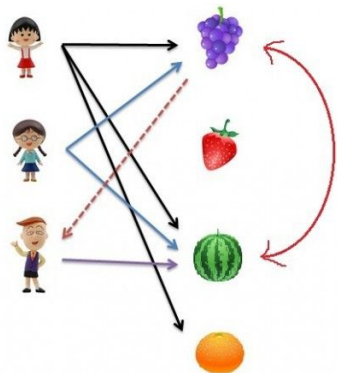
CONTENT BASED FILTERING



COLLABORATIVE FILTERING



User-based filtering



Item-based filtering

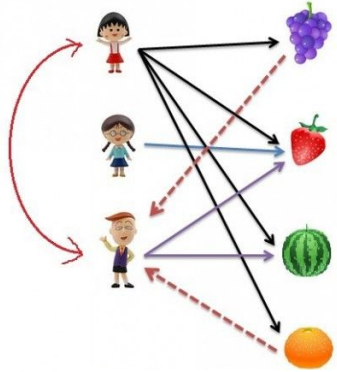
					
	0	2	1	0	1
	0	1	2	1	1
	3	0	0	4	1
	2	0	3	7	0

User similarity

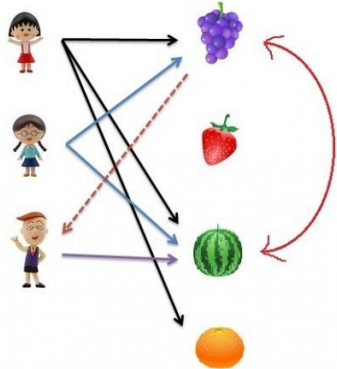
Item similarity

From internet and modified










COLLABORATIVE FILTERING



User-based filtering



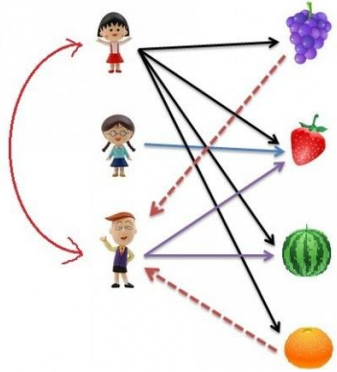
Item-based filtering

					
	0	2	1	0	1
	0	1	2	1	1
	3	0	0	4	1
	2	0	3	7	0

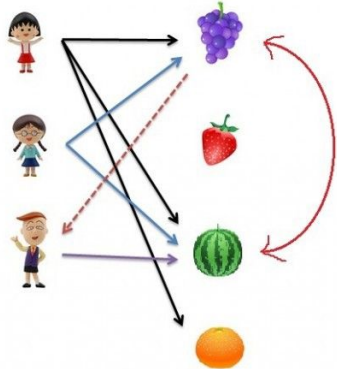
User similarity

Item similarity


COLLABORATIVE FILTERING



User-based filtering



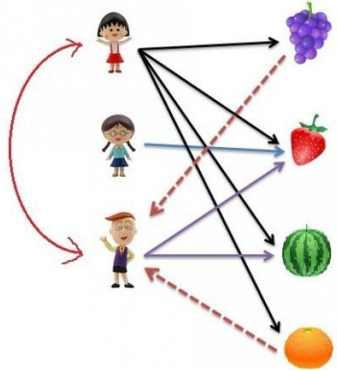
Item-based filtering

					
	0	2	1	0	1
	0	1	2	1	1
	3	0	0	4	1
	2	0	3	7	0

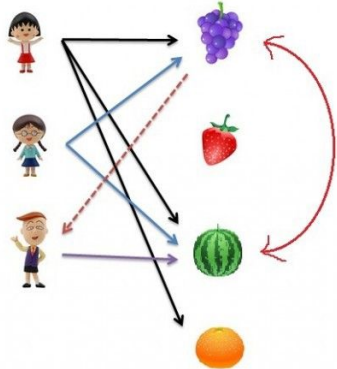
User similarity

Item similarity










COLLABORATIVE FILTERING



User-based filtering



Item-based filtering

					
	0	2	1	0	1
	0	1	2	1	1
	3	0	0	4	1
	2	0	3	7	0

User similarity

Item similarity

From internet and modified

COLLABORATIVE FILTERING WITH MATRIX FACTORIZATIONS

		Item			
		W	X	Y	Z
User	A		4.5	2.0	
	B	4.0		3.5	
	C		5.0		2.0
	D		3.5	4.0	1.0

Rating Matrix

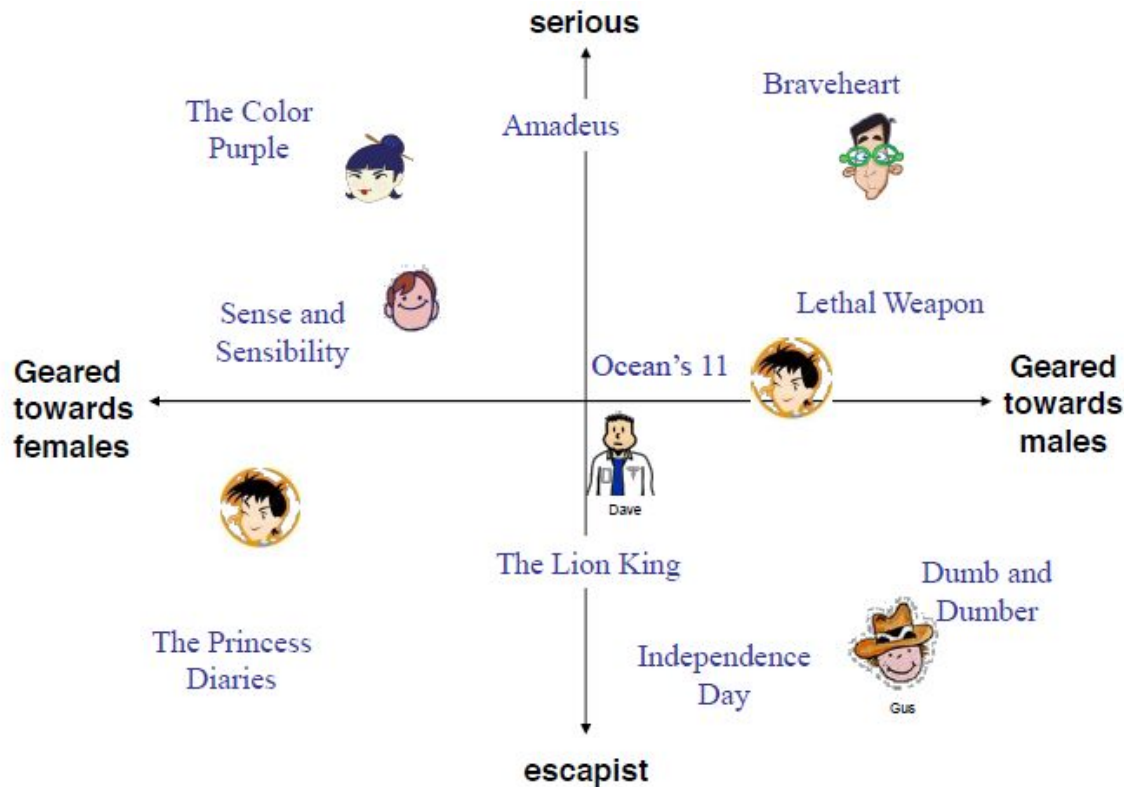
Seriousness Masculin

			W	X	Y	Z
A	1.2	0.8	1.5	1.2	1.0	0.8
B	1.4	0.9	1.7	0.6	1.1	0.4
C	1.5	1.0				
D	1.2	0.8				

X

User Matrix

Item Matrix



BRING IN ADDITIONAL INFORMATION TO RECOMMENDER SYSTEM

Item information



User information



John



Tom



Alice



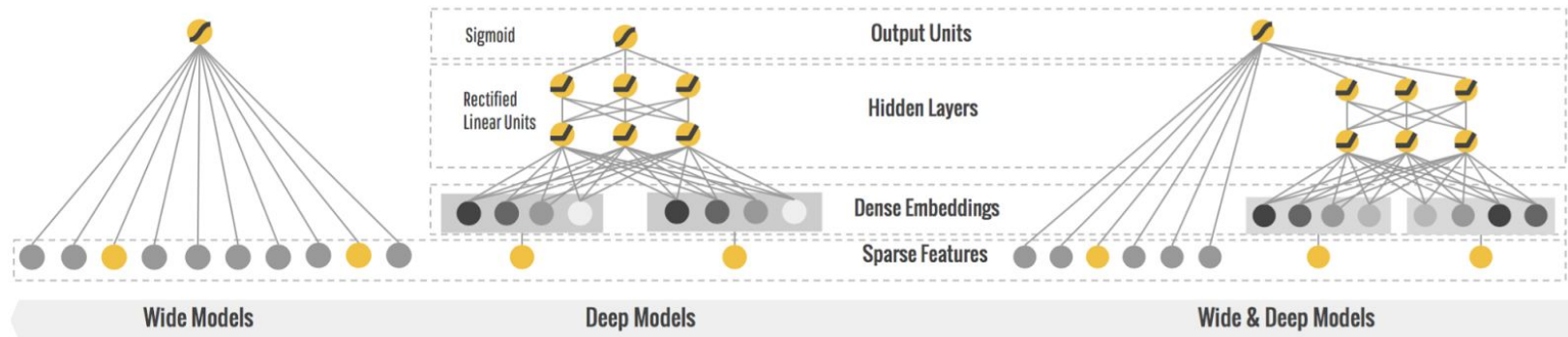
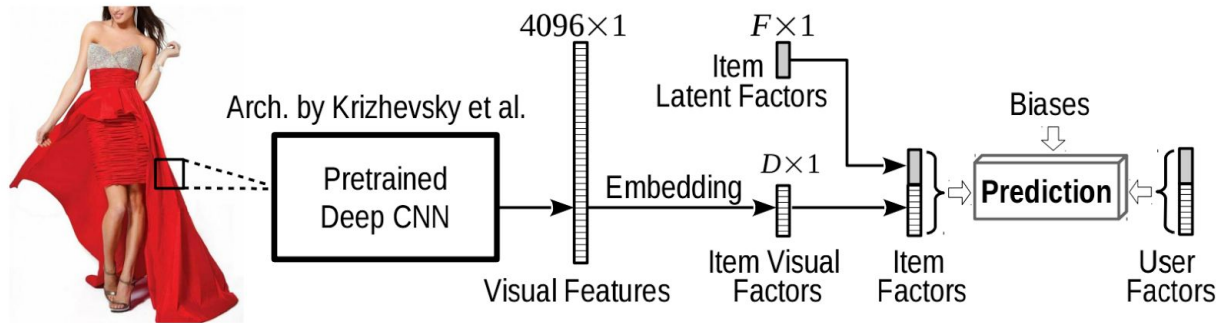
5	1	3	5
?	?	?	2
4	?	3	?

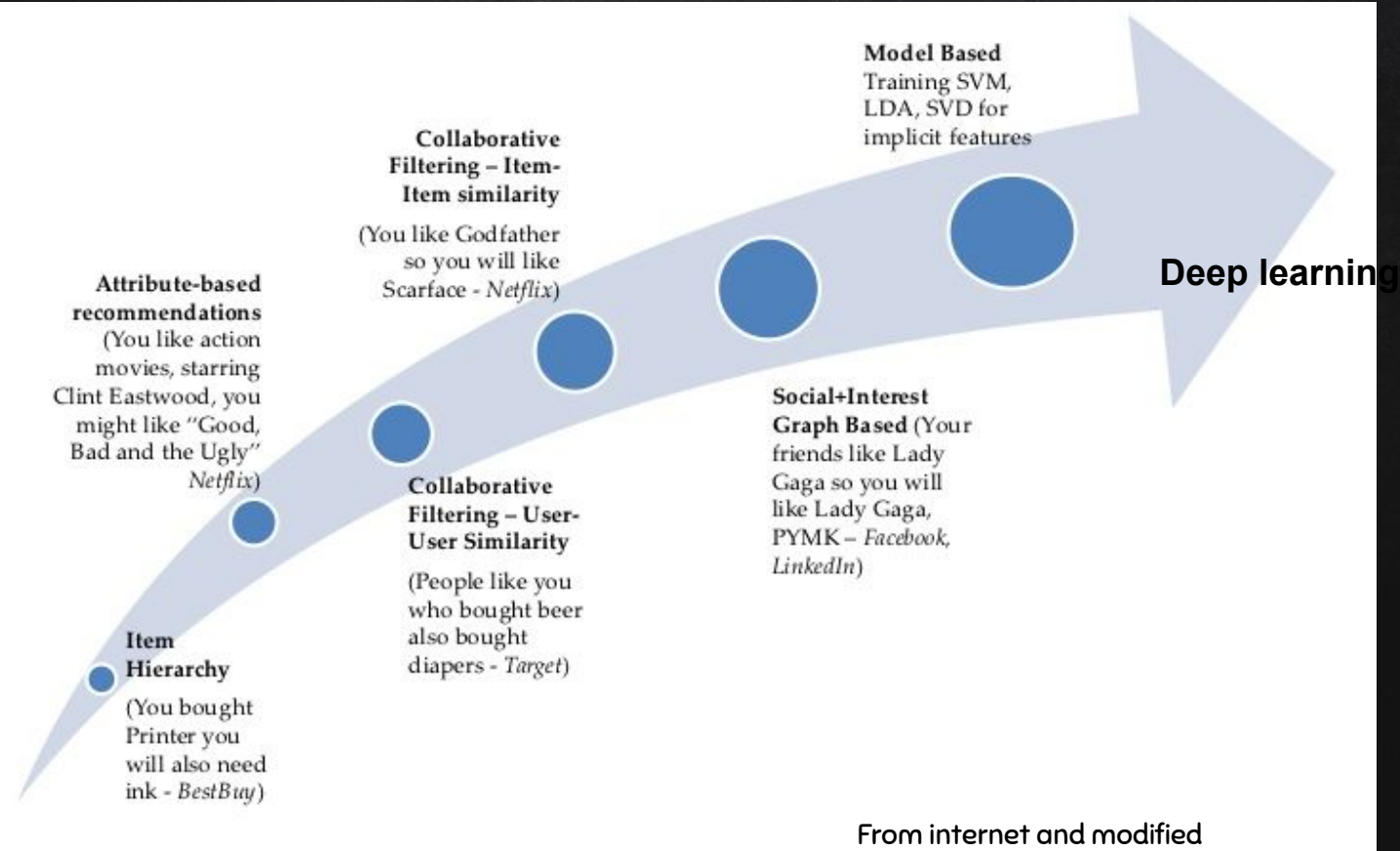
Contextual information:

Location
Time
Weather
Special event
Holiday
.....



DEEP LEARNING FOR RECOMMENDATION SYSTEM







EVALUATION

P@K

R@K

NDCG

https://en.wikipedia.org/wiki/Discounted_cumulative_gain

THE VALUE OF THE RECOMMENDATION SYSTEM



Netflix: 2/3 of the movies watched are recommended

Google news: recommendation generate 38% more click through

Amazon: 35% incremental sales from recommendation

Linkedin: Job matching algorithm improve the performance by 50%

