



# Bayesian Personalized Feature Interaction Selection for Factorization Machines

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## Introduction

### Factorization Machines

### Feature Interaction Selection

# Factorization Machines

## What is Factorization Machine?

- ▶ generic supervised learning method
- ▶ account for **feature interactions** with factored parameters
  - ▶ the combination of features



#Hashtag

"comics"

"marvel"

"avengers"

Feature combinations

( "comics" , "marvel" )

( "comics" , "avengers" )

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# Factorization Machines

- ▶ Linear regression:  $O(d)$

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- ▶ Factorization machine:  $O(dk)$

$$\hat{r}(\mathbf{x}) = b_0 + \sum_{i=1}^d w_i x_i + \sum_{i=1}^d \sum_{j=i+1}^d \langle \mathbf{v}_i, \mathbf{v}_j \rangle \cdot x_i x_j$$

# Factorization Machines

## Example

$$\hat{r}(\text{spider-man}) = b_0 + w_{\text{comics}} + w_{\text{marvel}} + w_{\text{avengers}} + \\ \langle \mathbf{v}_{\text{comics}}, \mathbf{v}_{\text{marvel}} \rangle + \langle \mathbf{v}_{\text{comics}}, \mathbf{v}_{\text{avengers}} \rangle + \langle \mathbf{v}_{\text{marvel}}, \mathbf{v}_{\text{avengers}} \rangle$$



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# Factorization Machines for Recommendation

- ▶ Effective use of **historical interactions** between users and items
- ▶ Incorporate **additional information** associated with users or items
- ▶ **High-dimensional** feature space
  - ▶  $\#feature = \#user + \#item + \#additional$
  - ▶ not all features or feature interactions are helpful

# Factorization Machines for Recommendation

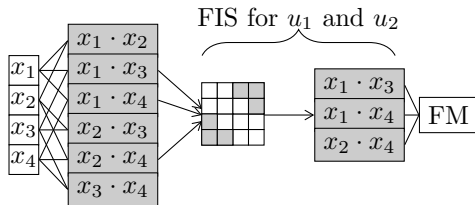
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# Feature Interaction Selection (FIS)

Filter out useless feature interactions

- ▶ P-FIS: Select feature interactions for users *personally*

- ▶ FIS: select **a common set** of interactions

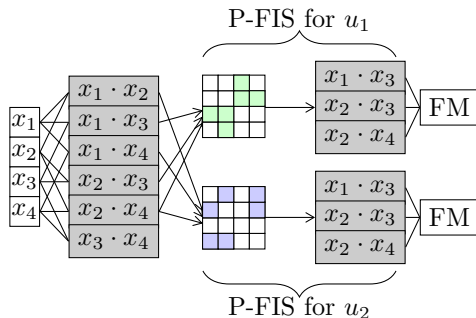


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# Personalized Factorization Machines (PFM)

## FM

$$\hat{r}(\mathbf{x}) = b_0 + \sum_{i=1}^d w_i x_i + \sum_{i=1}^d \sum_{j=i+1}^d w_{ij} \cdot x_i x_j$$

## PFM

$$\hat{r}(\mathbf{x}) = b_u + \sum_{i=1}^d w_{ui} x_i + \sum_{i=1}^d \sum_{j=i+1}^d w_{uij} \cdot x_i x_j$$

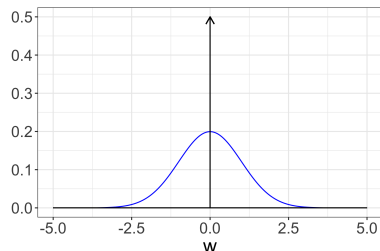
Select 1<sup>st</sup>-order interactions  $\{x_i\}$  and 2<sup>nd</sup>-order interactions  $\{x_i x_j\}$  by  $\{w_{ui}\}$  and  $\{w_{uij}\}$

# Bayesian Variable Selection (BVS)

- ▶ Apply BVS to select feature interactions
  - ▶ avoid expensive cross-validation
- ▶ Priors for BVS
  - ▶ sparsity priors
  - ▶ spike-and-slab

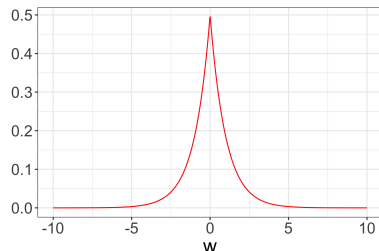
# Bayesian Variable Selection

## Spike-and-slab



- ▶ Spike (black arrow):  
 $p(w = 0) = 0.5$
- ▶ Slab (blue line)

## Sparsity priors



- ▶  $f(w) = \frac{1}{2b} \exp\left(-\frac{|x-\mu|}{b}\right)$
- ▶  $p(w = 0) = 0$



# Hereditary Spike-and-Slab Priors

- ▶ Spike-and-slab

$$s \sim \text{Bernoulli}(\pi), \quad \tilde{w} \sim \mathcal{N}(0, 1), \quad w = \tilde{w} \cdot s.$$

- ▶ Hereditary spike-and-slab

- ▶ capture the relations between 1<sup>st</sup>-order and 2<sup>nd</sup>-order feature interactions

$$s_{ui}, s_{uj} \sim \text{Bernoulli}(\pi_1)$$

$$p(s_{uij} = 1 \mid s_{ui}s_{uj} = 1) = 1 \quad (\text{Strong heredity})$$

$$p(s_{uij} = 1 \mid s_{ui} + s_{uj} = 1) = \pi_2 \quad (\text{Weak heredity})$$

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**Algorithm**   Generation procedure

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  - 12:   draw  $r(\mathbf{x}) \sim p(r \mid \hat{r}(\mathbf{x}))$
-

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Bayesian personalized feature interaction selection

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# Optimization

Maximum A Posteriori:  $\arg \max_{\tilde{W}, S} p(\tilde{W}, S \mid \mathcal{R}, \mathcal{X})$



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## Infeasible exact inference

- ▶ space complexity:  $O(md^2)$
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## Infeasible exact inference

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- ▶ time complexity:  $O(2^{md^2})$

## Variational inference

- ▶ approximate  $p(\tilde{W}, S \mid \mathcal{R}, \mathcal{X})$  by  $q(\tilde{W}, S)$ 
  - ▶ space complexity:  $O(md)$
- ▶ Stochastic Gradient Variational Bayes (SGVB)
  - ▶ time complexity:  $O(dk)$ , same as FMs

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# Experimental Setup

## Datasets

HetRec: Information Heterogeneity and Fusion in Recommender Systems

- ▶ **MovieLens**: rating and tagging
- ▶ **LastFM**: rating, tagging, social networking
- ▶ **Delicious**: rating, tagging, social networking

## Baselines

- ▶ Factorization Machine (FM)
- ▶ Sparse Factorization Machine (SFM)
- ▶ Attentional Factorization Machine (AFM)
- ▶ Neural Factorization Machine (NFM)

# Experimental Setup

## Our methods

apply BP-FIS to a linear FM and a non-linear FM

- ▶ BP-FM
- ▶ BP-NFM

## Evaluation

Top- $N$  recommendation

- ▶ Leave-One-Out-Cross-Validation (LOOCV)
- ▶ ranking among 100 items
- ▶ metrics: HR@N and ARHR@N

# Overall Performance

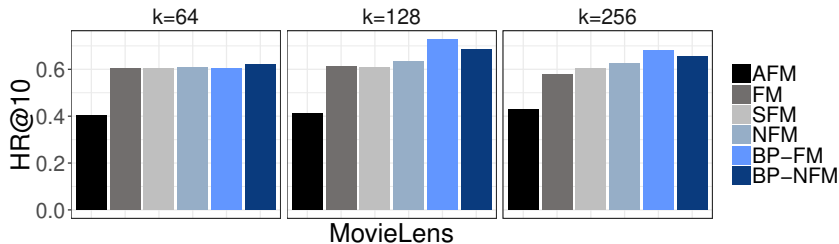
Table: Delicious

| Method        | HR@1          | HR@10           | ARHR@10         |
|---------------|---------------|-----------------|-----------------|
| FM            | 0.0202        | 0.1147          | 0.0440          |
| SFM           | 0.0229        | 0.1212          | 0.0465          |
| AFM           | 0.0274        | 0.1169          | 0.0494          |
| <b>BP-FM</b>  | <b>0.0278</b> | <b>0.1240**</b> | <b>0.0509*</b>  |
| NFM           | 0.0229        | 0.1065          | 0.0426          |
| <b>BP-NFM</b> | <b>0.0268</b> | <b>0.1289**</b> | <b>0.0504**</b> |

\* and \*\* indicate that the best score is significantly better than the second best score with  $p < 0.1$  and  $p < 0.05$ , respectively.

- ▶ SFM outperforms FM and AFM on HR@10: [need for FIS](#)
- ▶ BP-FM and BP-NFM significantly outperforms FMs and NFM, respectively: [effect of P-FIS](#)

# Impact of Embedding Size



- ▶  $k = 64$ : P-FIS has insignificant effect of FMs
- ▶  $k = 128, 256$ :
  - ▶ BP-FM and BP-NFM significantly outperform FMs and NFM
  - ▶ BP-NFM does not outperform BP-FM

# Case study



#hashtag

“action”

“buddy”

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“sequel”

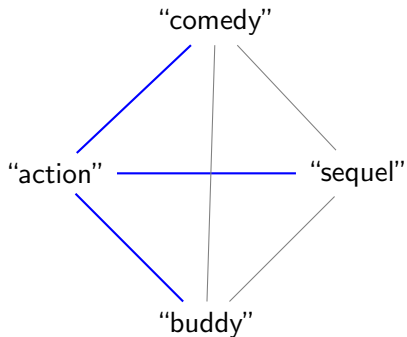


Figure: User 1, top-1 recommendation



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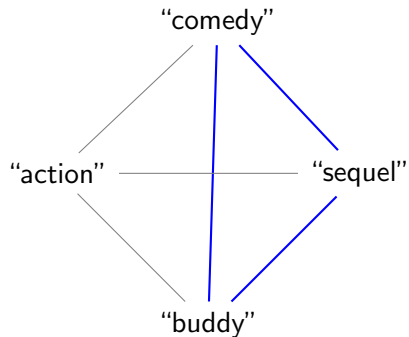


Figure: User 2, top-5 recommendation

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#hashtag

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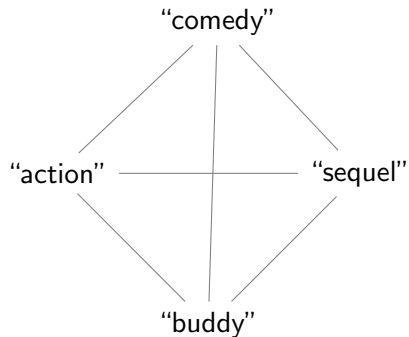


Figure: User 3, not recommended

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2. We propose a Bayesian personalized feature interaction selection (BP-FIS) method based on the Bayesian variable selection.
  - ▶ We propose **hereditary spike-and-slab** as priors to achieve P-FIS.
  - ▶ BP-FIS is a **plug-and-play** framework for FMs

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2. We propose a Bayesian personalized feature interaction selection (BP-FIS) method based on the Bayesian variable selection.
  - ▶ We propose **hereditary spike-and-slab** as priors to achieve P-FIS.
  - ▶ BP-FIS is a **plug-and-play** framework for FMs
3. We design an **efficient optimization** algorithm based on Stochastic Gradient Variational Bayes (SGVB).

# Future Work

1. Extend BP-FIS to select higher-order feature interactions
2. Consider group-level personalization via clustering to speed up training

# Thank you

Source code

<https://github.com/yifanclifford/BP-FIS>