

Recommendation Systems

- Maria Papadopouli, University of Crete
https://www.csd.uoc.gr/~hy539/lectures/Recommendation_Systems.pptx
- Wikipedia
https://en.wikipedia.org/wiki/Collaborative_filtering

Significant industrial & research interest in recommendation systems:

 **YouTube** increases its watch times by 50% per year

 **amazon** 35% of all sales are generated by recommendations

Recommendation Systems

Infer user preferences about items

Produce **highly relevant & personalized** lists of items

$r_{u,i}$

items

users

	Prod. A	Prod. B	Prod. C	Prod. D
user A	4		3	5
user B		5	4	
user C	5	4	2	

ratings matrix

rating: level of preference

unknown preferences

Main Approaches

Collaborative filtering (CF)

Inspect rating patterns to find similar users/items

Content-based (CB)

Analyze attributes of items for building user profiles

In general, CF performs **better** than CB







- CF **fail** to provide accurate predictions with insufficient ratings
- CB can **alleviate** the sparsity problem

Popular Recommenders: K-Nearest Neighbors Approach

User-based collaborative filtering (UBCF)

Assumption: Similar users have similar preferences







- **User similarity: agreement on co-rated items**
- Prediction: **weighted sum of similar user's ratings**

	P ₁	P ₂	P ₃	P ₄	P ₅	P ₆
	2		1	4	5	
	5		4			1
			5		2	2
		1		5		4
	4		4		2	
	4	5		1		

Item-based collaborative filtering (IBCF)

Assumption: Users have **similar tastes for similar items**

- Item similarity: agreement within users rated both items
- Prediction: weighted sum of similar items' ratings







	P ₁	P ₂	P ₃	P ₄	P ₅	P ₆
	2		1	4	5	
	5		4			1
			5		2	2
		1		5		4
	4		4		2	
	4	5		1		

User-based collaborative filtering (UBCF)

Assumption: Similar users have similar preferences

- **User similarity: agreement on co-rated items**
- Prediction: **weighted sum of similar user's ratings**

$$r_{u,i} = k \sum_{u' \in U} \text{simil}(u, u') r_{u',i} \quad k = 1 / \sum_{u' \in U} |\text{simil}(u, u')|$$

	P ₁	P ₂	P ₃	P ₄	P ₅	P ₆
	2		1	4	5	
	5		4			1
			5		2	2
		1		5		4
	4		4		2	
	4	5		1		

$r_{u,i}$

$$\text{simil}(x, y) = \cos(\vec{x}, \vec{y}) = \frac{\vec{x} \cdot \vec{y}}{\|\vec{x}\| \times \|\vec{y}\|} = \frac{\sum_{i \in I_{xy}} r_{x,i} r_{y,i}}{\sqrt{\sum_{i \in I_x} r_{x,i}^2} \sqrt{\sum_{i \in I_y} r_{y,i}^2}}$$

IBCF

Compute similarity between items

set of users rated both items rating on item i rating on item j

$$sim(i, j) = \frac{\sum_{u \in U} (R_{u,i} - \bar{R}_u)(R_{u,j} - \bar{R}_u)}{\sqrt{\sum_{u \in U} (R_{u,i} - \bar{R}_u)^2} \sqrt{\sum_{u \in U} (R_{u,j} - \bar{R}_u)^2}}$$

deviation from the average rating

Prediction of rating for item i

most similar items to i similarity as weight rating on similar item

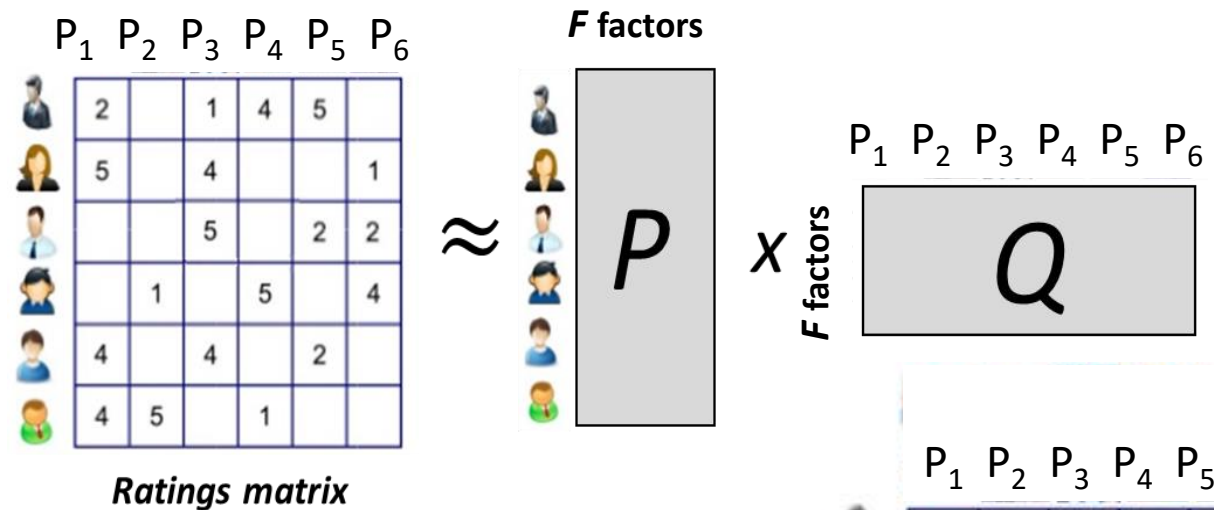
$$p_{u,i} = \frac{\sum_{j \in S} sim(i, j) R_{u,j}}{\sum_{j \in S} |sim(i, j)|}$$

SVD: Matrix Factorization Approach

Decomposition of ratings matrix **R** into the **product of P & Q**

Each user & item is described with **F** latent features

- **P** : user factors
- **Q** : item factors

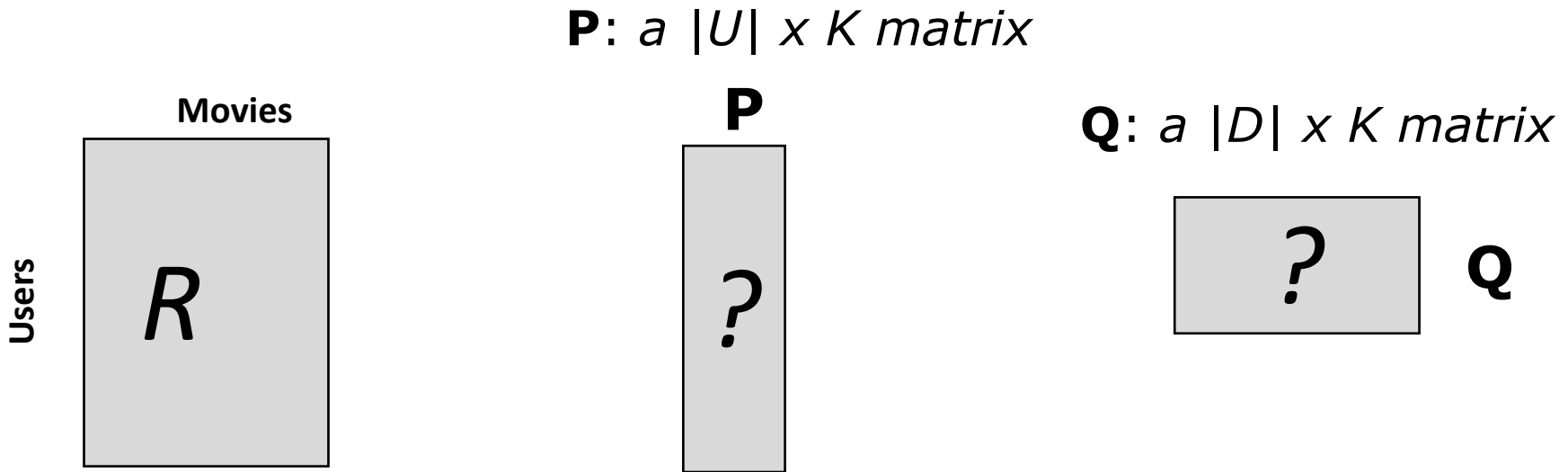


Prediction for user u about item i :

$$p_{u,i} = q_i^T p_u = \sum_{f=1}^F q_{i,f} \cdot p_{u,f}$$

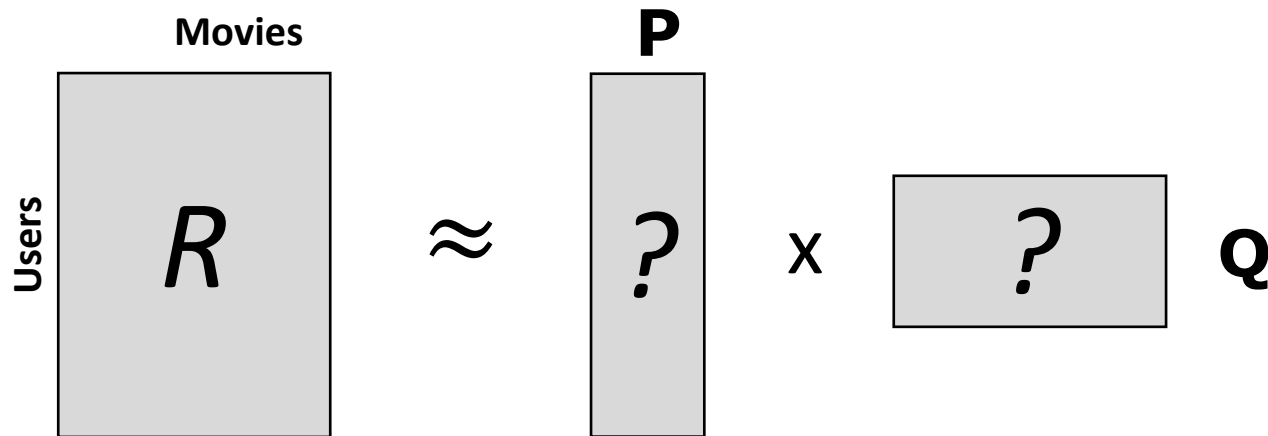
	P ₁	P ₂	P ₃	P ₄	P ₅	P ₆
User 1	2	3	1	4	5	1
User 2	5	2	4	4	2	1
User 3	4	5	5	3	2	2
User 4	2	1	4	5	2	4
User 5	4	3	4	5	2	4
User 6	4	5	2	1	1	3

Matrix - Factorization



R: Matrix of size $|U| \times |D|$ that contains all the ratings that the users have assigned to the items

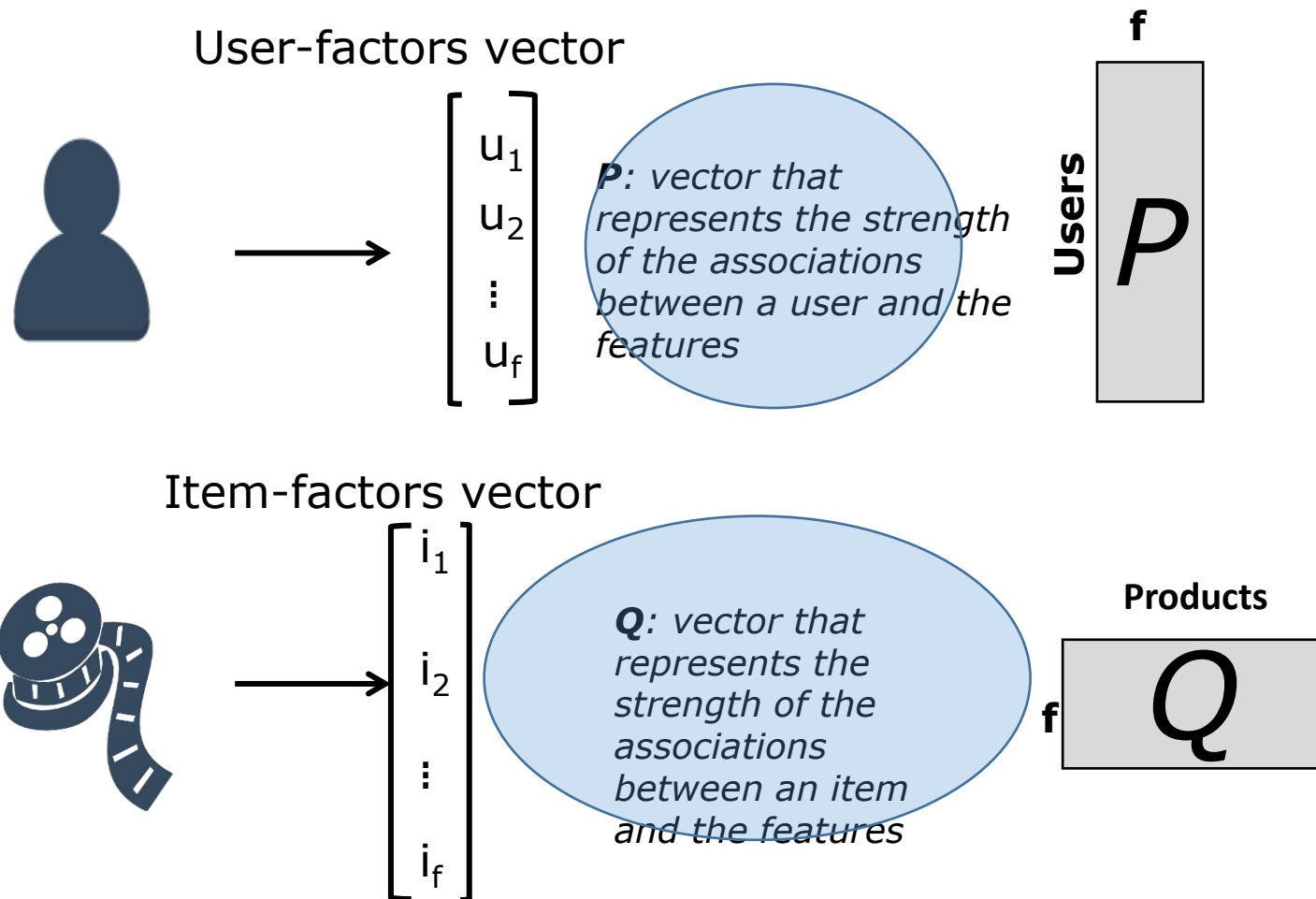
Matrix - Factorization: Ratings matrix is approximated



Find two matrices P and Q such that product approximates R

Matrix - Factorization:

Each user & item is characterized with a vector of factors



Factors - f : mathematic artifact for computing relationship

Matrix - Factorization:

Preference - prediction is the dot product of user & item factors

$$\begin{bmatrix} 0.8 & 0.7 & -0.5 & 1.3 \end{bmatrix} \bullet \begin{bmatrix} 0.9 & 0.8 & -0.6 & 1.2 \end{bmatrix} = 3.14$$

$$\begin{bmatrix} 0.8 & 0.7 & -0.5 & 1.3 \end{bmatrix} \bullet \begin{bmatrix} -0.3 & -0.5 & 0.2 & 0 \end{bmatrix} = -0.69$$



Item factors: The extent to which an item has some characteristics

User factors: Level of preference for the corresponding characteristics

Matrix - Factorization:


Preference - prediction is the dot product of user & item factors

To get the prediction of a rating of an **item** d_j by a **user** u_i calculate the dot product of the two vectors corresponding to u_i and d_j

$$\hat{r}_{ij} = p_i^T q_j = \sum_{k=1}^k p_{ik} q_{kj}$$

Vector corresponding to d_j

Vector corresponding to u_i

A diagram illustrating the dot product formula. The formula is $\hat{r}_{ij} = p_i^T q_j = \sum_{k=1}^k p_{ik} q_{kj}$. A blue arrow points from the text "Vector corresponding to d_j " to the term q_{kj} in the summation. Another blue arrow points from the text "Vector corresponding to u_i " to the term p_{ik} in the summation.

