Recommender Systems and DGL

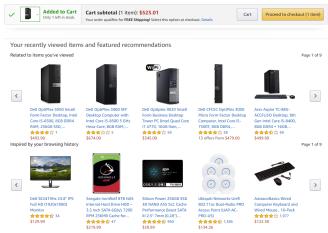
Quan Gan

AWS Shanghai AI Lab

July 6, 2019

We don't want our customers to think (hard).

Good relevant recommendations make the customers adhere to us.



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Recommender System: Problem Statement

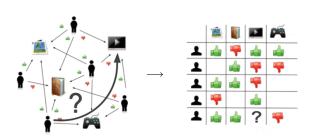


Image source: Wikipedia

Collaborative Filtering



Collaborative Filtering

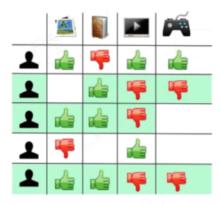


Collaborative Filtering

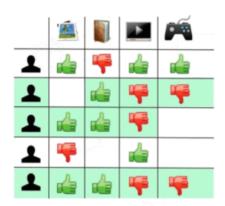


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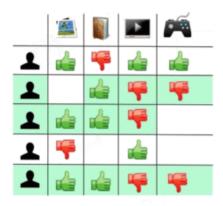
 User-based: Infer how a user i would act to an item j by looking at how users that have similar interactions to user i acted to item j.



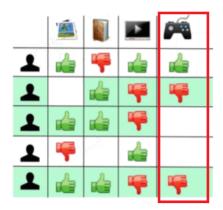
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 - We have millions of customers.



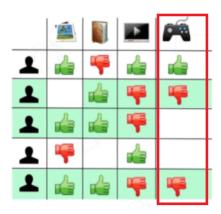
- User-based: Infer how a user i would act to an item j by looking at how users that have similar interactions to user i acted to item j.
 - We have millions of customers.
 - User profiles change constantly and quickly, requiring frequent rebuilds (which are expensive already).



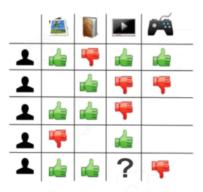
- Item-based: Infer how a user i would act to an item j by looking at how items that have similar interactions to item j were being acted by user i.
 - Amazon used to have fewer items than users.



- **Item-based**: Infer how a user *i* would act to an item *j* by looking at how items that have similar interactions to item *j* were being acted by user *i*.
 - Amazon used to have fewer items than users.
 - Now we also have millions of items.

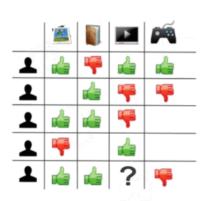


Machine Learning Kicks In



We were "representing" users and items with the items/users that had interactions with them.

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	Feature 1	Feature 2			Item 1	Item 2	Item 3	
User 1	?	?	X	Feature	1 ?	?	? ?	?
User 2	?	?		Feature	2 ?	?	? ?	?
User 3	?	?						
User 4	?	?						
User 5	?	?		Item 1	Item 2	Item 3	Item 4	Item 5
			User 1	°?	3	0?		°?
			User 2	4	⁰ ?	0?	2	0?
			User 3	°?	0?	3	0?	0?
			User 4	3	°?	4	°?	3
			User 5	4	3	0?	4	⁰?

Source: Kat Bailey

Can we represent users and items as a set of features?



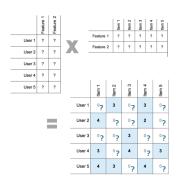
Latent Factor Model

 An item can be described with a set of features (e.g. how sweet some food is).



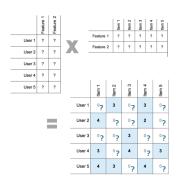
Latent Factor Model

- An item can be described with a set of features (e.g. how sweet some food is).
- A user can be described with preferences of the same set of features (e.g. how much a user likes sweet food).

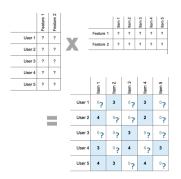


Latent Factor Model

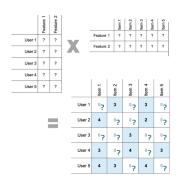
- An item can be described with a set of features (e.g. how sweet some food is).
- A user can be described with preferences of the same set of features (e.g. how much a user likes sweet food).
- The interaction is defined by how well the item features match the user preferences.



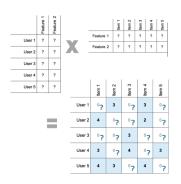
- An item can be described with a vector v_i.
- A user can be described with preferences of the same set of features (e.g. how much a user likes sweet food).
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- An item can be described with a vector v_j.
- A user can be described with another vector u_i
- The interaction is defined by how well the item features match the user preferences.

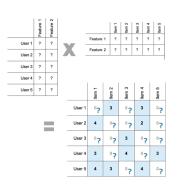


- An item can be described with a vector v_i.
- A user can be described with another vector ui
- The rating on item j by user i. is defined by u_i[⊤]v_i.



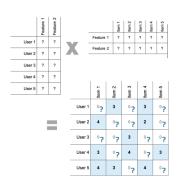
- An item can be described with a vector v_i.
- A user can be described with another vector u_i
- The rating on item j by user i. is defined by u_i^Tv_i.
- We minimize

$$\sum_{i,j} \left(r_{i,j} - u_i^\top v_j \right)^2$$



• We minimize

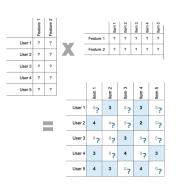
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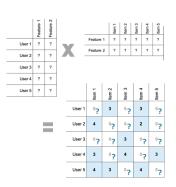
 We actually don't handpick which set of features we want the model to learn; we solve it as a normal optimization problem.



We minimize

$$\sum_{i,j} \left(r_{i,j} - \left(u_i^\top v_j + b_{u_i} + b_{u_j} \right) \right)^2$$

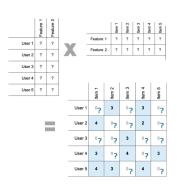
- We actually don't handpick which set of features we want the model to learn; we solve it as a normal optimization problem.
- Additionally learn a per-user and per-item bias to make it easier.



We minimize

$$\sum_{i,j} \left(r_{i,j} - \left(u_i^\top v_j + b_{u_i} + b_{u_j} \right) \right)^2$$

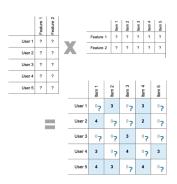
What if the vectors are of very high dimensions?



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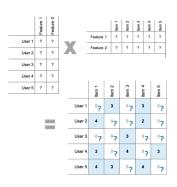
- What if the vectors are of very high dimensions?
 - Use low-dimensional u_i and v_i .



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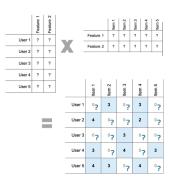
- What if the vectors are of very high dimensions?
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- What if one product receives only one but very high rating?



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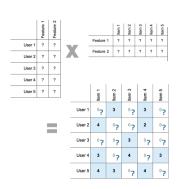
$$\sum_{i,j} \left(r_{i,j} - \left(u_i^{\top} v_j + b_{u_i} + b_{u_j} \right) \right)^2 + \alpha \left(\|U\|_F^2 + \|V\|_F^2 \right)$$

- What if the vectors are of very high dimensions?
 - Use low-dimensional u_i and v_j .
- What if one product receives only one but very high rating?
 - Penalize the magnitude of parameters.



We minimize

$$\sum_{i,j} \left(r_{i,j} - \left(u_i^{\top} v_j + b_{u_i} + b_{u_j} \right) \right)^2 + \alpha \left(\|U\|_F^2 + \|V\|_F^2 \right)$$



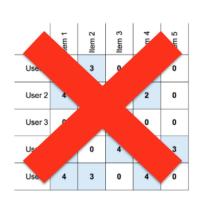
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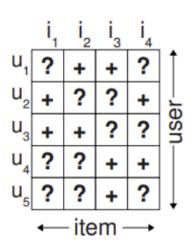
$$\sum_{\substack{(i,j)\in\mathcal{B}}} \left(r_{i,j} - \left(u_i^\top v_j + b_{u_i} + b_{u_j}\right)\right)^2 + \alpha \left(\|U\|_F^2 + \|V\|_F^2\right)$$

- Optimize with Stochastic Gradient Descent
 - Each time we sample a minibatch of interactions, and compute the gradient from this minibatch only.



What if we don't have ratings?



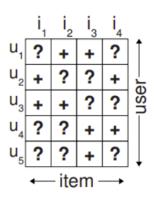


Source: BPR: Bayesian Personalized Ranking from

Implicit Feedback, Rendle et al. 2012



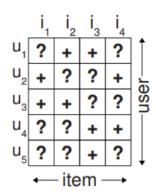
 For a given user i, an item being interacted j should have a higher score than another item k which was never being interacted.



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- We maximize

$$\sum_{i,j,k\in I\setminus I_{u_i}}\log\frac{1}{1+\exp\left(u_i^\top v_k-u_i^\top v_j\right)}$$

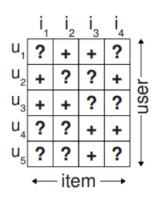


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- We usually sample one or multiple k when computing gradients (negative sampling).
 - Commonly uniformly, but adaptive sampling often helps.



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- **Fraud**: How to detect and deal with fabricated explicit feedbacks (e.g. fake ratings and reviews)?

Extensions of Matrix Factorization

- The score function of vanilla MF: $u_i^\top v_j$ where user and item representations are static and independent of each other (fixing the model).
- RNN To integrate user history, $u_i = f(v_{u,1}, v_{u,2}, \dots, v_{u,n})$
 - The user representation now depends on his/her previously interacted items.
- Graph-based models to integrate neighboring items/users (in the next slide).
 - The user representation could also depend on behaviors of other users/items.
- Can combine with content-based recommendation (i.e. with user and item features).
- Can combine both explicit and implicit feedbacks.

Extensions of Matrix Factorization (with Graph-based Models)

- Graph Convolutional Networks on an item copurchase graph
 - When new interactions are added, the copurchase graph and the item representation would also change as well.
 - GCN can also be replaced with other models such as GraphSAGE or PinSAGE (Hierarchical Temporal Convolutional Networks for Dynamic Recommender Systems, You et al., 2019)
- GCN on the user-item bipartite graph itself
 - With one layer, becomes GCMC (van den Berg et al., 2017)
 - With neighbor sampling, becomes GraphSAGE.
 - Latest work include STAR-GCN (Zhang et al., 2019) which also deal with cold start problems.
 - Will discuss more about GraphSAGE in the Jupyter Notebook.

Coding Session