

Introduction to Recommender Systems

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BOISE STATE UNIVERSITY



People and
Information
Research
Team

20 years of research in 35
minutes

About Me

- Assistant Prof, Boise State CS
- Run *People and Information Research Team* (PIReT) with Dr. Sole Pera
- Ph.D, University of Minnesota (in recommender systems)
- Human-computer interaction researcher
- Involved w/ recommenders since 2009

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Twenty Ten Idaho Triennial: Sustain + Expand

Category: Read.

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Product Description
Exhibition Catalogue
BAM Publications
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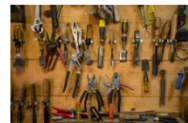
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Search Inside and Read



Programming Collective Intelligence
Building Smart Web 2.0 Applications

By **Toby Segaran**
Publisher: O'Reilly Media
First Release Date: August 2007
Pages: 362

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Want to tap the power behind search rankings, product recommendations, social bookmarking, and online matchmaking? This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smier...

Full description

Table of Contents | Product Details | About the Author | Colophon

Chapter 1: Introduction to Collective Intelligence

What is Collective Intelligence?

What is Machine Learning?

Lists of Machine Learning

Real-Life Examples

Other Uses for Learning Algorithms

Chapter 2: Making Recommendations

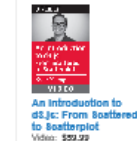
Collaborative Filtering

Collecting Preferences

Finding Similar Users

Recommending Items

Recommended for You



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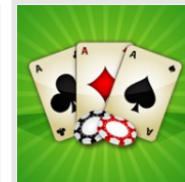
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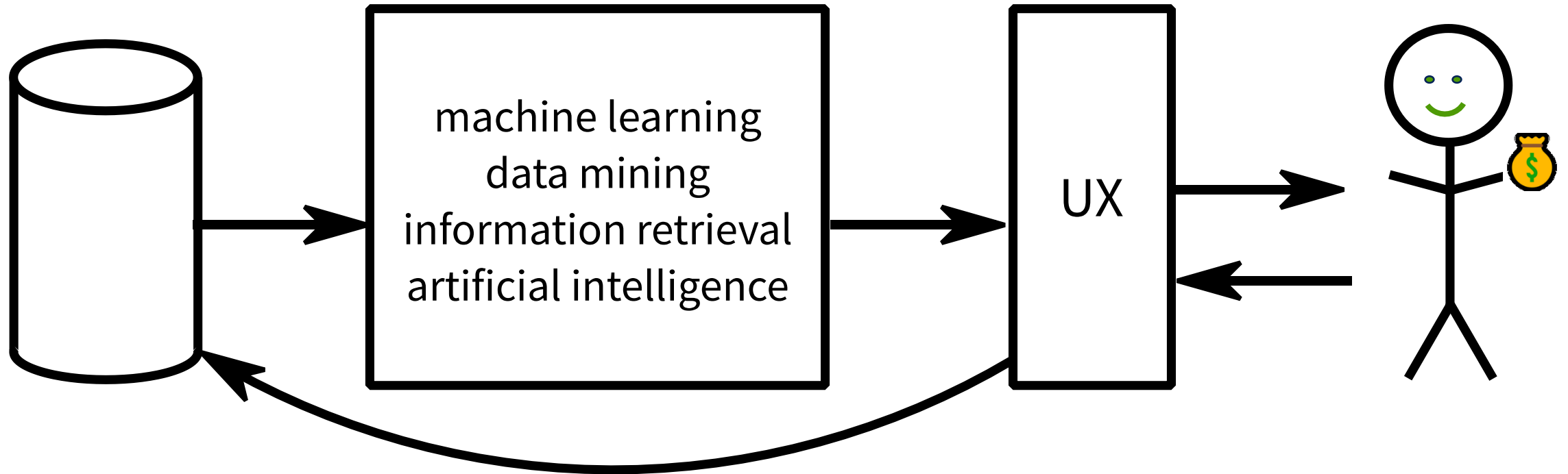


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Recommender Architecture



Where We're Going

1. What does the recommender do?
2. What data do we use?
3. How do we compute recommendations?
4. How do we evaluate effectiveness?
5. What next?

Overview

- 1. What does the recommender do?**
2. What data do we use?
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Recommender Vocabulary

Items



are the things we recommend

Users



receive & act on recommendations
provide input used for recommendation

Ratings



encode user preference for items

Recommender Tasks

Predict

estimate how much 🧑 likes 📺

can be predicted rating, purchase probability, score

Recommend

identify items that 🧑 may like

maybe a 🚀?

Dark Matter

★★★★★ 2016 TV-14 2 Seasons

Resume

S2:E7 "She's One Of Them Now"

42 of 43m

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Dark Matter



★★★★★ 2016 TV-MA 1h 28m

Earth's future depends on a new technology, but the path to survival has a twist. Time's not up -- just in pieces.



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A psychic, a cowboy, an explorer and Dr. Frankenstein. They're all that stands between England and unspeakable evil.



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Related Tasks

Support Decision

provide data to help 🧑 decide whether to buy 🚀

- recommender algorithm outputs may be useful
- can recommend *information*

Well-studied in decision support literature; less in recsys











Overview

1. What does the recommender do?
2. **What data do we use?**
3. How do we compute recommendations?
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Explicit Feedback

Users rate items

- 1-5 stars
- Thumbs up/down
- 'Like'

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

Rating Matrix

Implicit Feedback

Users take action

- Buy
- Click
- Watch
- Listen

Often used to synthesize a rating matrix

User and Item Data

- Demographics
- Text
- Metadata
- Tags
- External data (e.g. reviews)
- Whatever features are available!

Overview

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Broad Categories

Personalized or Non-personalized?

Content-Based or Collaborative?

Designed or Learned?

Non-Personalized Recommendation

- Most Popular
- Best Rated
- Human-Curated and Published
 - Movie reviews
 - Zagat guides

Light Personalization

- Demographics
 - People in your zip code like...
- Purchase-Based
 - People who bought the thing you're looking at bought...
 - Often done with **association rules**
 - Conditional probability or lift

Content-Based Recommendation

- Draws methods from IR and machine learning
- Uses item data
 - Metadata
 - Text content
 - Item features (e.g. acoustic analysis, mise-en-scène features)
- Traditionally ad-hoc
 - TF-IDF models over text representations
- Machine learning possible
 - Deep learning has promise here!

Collaborative Filtering

- Ignore the items!
 - Really. Ignore them.
- Learn everything from *user-item interactions*
 - Association rules +++
- Independent of item type/characteristics!
 - Good for *interchangeable* domains
 - Not so good for functional dependencies

Nearest-Neighbor CF

User-based

Find users 🍷 and 🐰 who like the same things as 🐼

Recommend that 🐼 buy them!

$$s(i; u) = \frac{\sum_{v \in N(u; i)} (r_{vi} - \mu_v) w_{uv}}{\sum_{v \in N(u; i)} |w_{uv}|} + \mu_u$$

Nearest-Neighbor CF

Item-based

People who buy 🍷 and/or 🍷 often buy 🍷

So recommend that 👤 buy 🍷 too

$$s(i; u) = \frac{\sum_{j \in N(i; u)} r_{uj} w_{ij}}{\sum_{j \in N(i; u)} |w_{ij}|}$$

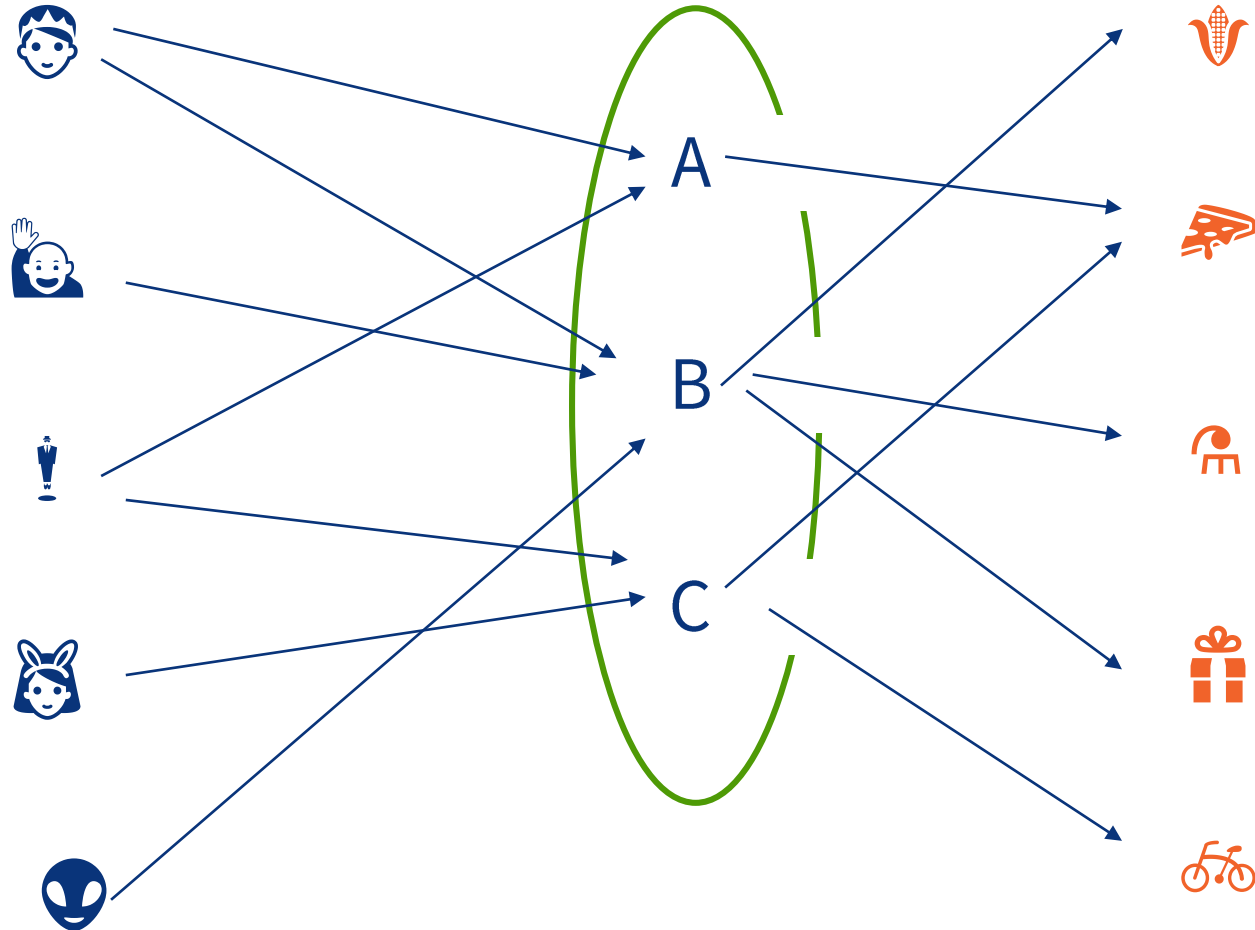
Matrix Factorization

$$R \approx PQ^T$$

Perfectly clear!

Matrix Factorization

Latent Features



Matrix Factorization

$$R \approx PQ^T$$

Derived from **Singular Value Decomposition**

$$s(i; u) = \sum_f p_{uf} q_{uf}$$

Typically a machine learning method (minimize SSE)

Extended Matrix Factorization

SVD++

Incorporates who-rated-what along with rating values

PMF

Reinterprets matrix factorization probabilistically

GPMF

Adds content features to PMF

All trained as machine learning approaches

Hybrid Recommenders

- Combine one or more algorithms
- Strengths of each!
- Common: **linear blends**
 - Often: blend weights depend on user/item features
- Most production recommenders are hybrids
- Typically learned machine-learning style

Learning to Rank

Learning to Score

Predict individual ratings/purchases

Minimize error

Not the real problem!

Learning to Rank

Produce good rankings (good item at top, most good items)

Hard, but more directly solves real problem

Overview

1. What does the recommender do?
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Evaluation Strategies

Offline evaluation

Can we predict existing data?

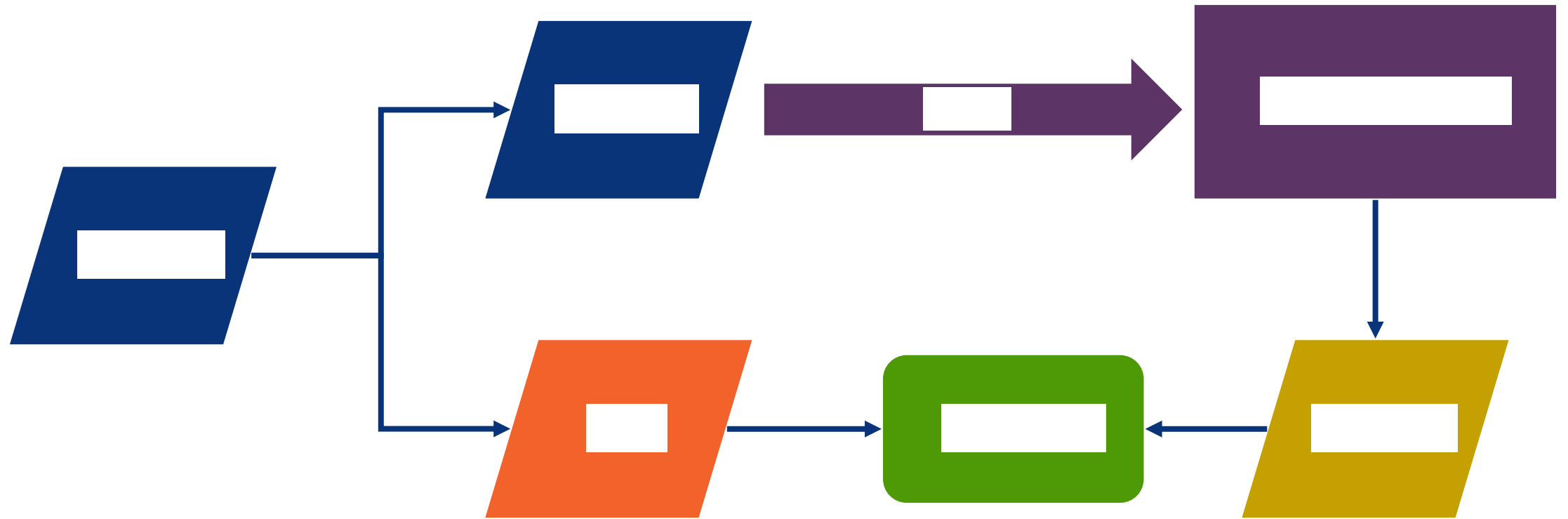
Online evaluation (A/B testing)

What do users do?

Lab-style user studies

What do users think?

Offline Evaluation



Offline Metrics

Prediction accuracy

RMSE, MAE

Top-N accuracy

Precision, Mean Reciprocal Rank, Mean Average Precision

Heavily dependent on setup

Other metrics

Diversity (intra-list similarity), novelty (popularity), etc.

Offline Problems

- Weak correlation with online performance
- Tests *predicting existing data, not finding new things*
- Data from recommenders is ‘tainted’

Still: necessary for pre-validation, tuning, etc.

- Machine learning requires metrics!

A/B Testing

- Split users to site
- Give different treatments
- Measure result
 - Sales
 - Video plays
 - Bounce rate
- Apply statistics, rinse, repeat

User Studies

- Ask users what they think!
- Design rigorous surveys
 - Difficult
 - Many questions, tiring
 - Hard to get participants
- Benefit: subjective perception data

Overview

1. What does the recommender do?
2. What data do we use?
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4. How do we evaluate effectiveness?
5. **What next?**

Research Directions

- Ongoing work on algorithms
 - Often a small part of the problem
- Evaluation is hard
- What are drivers of user satisfaction, adoption, etc.?
- What is social impact?

Further Study

Build a tool

- LensKit (<http://lenskit.org>), several others in R, Python, etc.

Read a book

- *Practical Recommender Systems* (forthcoming from Manning)
- *Programming Collective Intelligence* (O'Reilly)

Take a class

- Boise State CS 597 this spring
- *Recommender Systems* on Coursera

Thank you!