Letting Users Choose Recommender Algorithms

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The rising STAR of Texas



UNIVERSITY OF MINNESOTA

pick a recommender

"the peasant" non-personalized

- "the bard" based on movie group point allocation (configure)
- "the warrior"
 based on ratings
- "the wizard" based on ratings

Research Objective

If we give users control over the algorithm providing their recommendations, what happens?

Why User Control?

- Different users, different needs/wants
 - Allow users to personalize the recommendation experience to their needs and preferences.
- Transparency and control may promote trust

Research Questions

- Do users make use of a switching feature?
- How much do they use it?
- What algorithms do they settle on?
- Do algorithm or user properties predict choice?

Relation to Previous Work

Paper you just saw: tweak algorithm output

We change the whole algorithm

Previous study (RecSys 2014): what do users perceive to be different, and say they want?

We see what their actions say they want

<u>Outline</u>

- 1. Introduction (just did that)
- 2. Experimental Setup
- 3. Findings
- 4. Conclusion & Future Work

Context: MovieLens

- Let MovieLens users switch between algorithms
- Algorithm produces:
 - Recommendations (in sort-by-recommended mode)
 - Predictions (everywhere)
- Change is persistent until next tweak
- Switcher integrated into top menu

movielens ≡-

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top picks see more

MovieLens recommends these movies



recent releases see more

movies released in last 90 days





<u>Algorithms</u>

- Four algorithms
 - Peasant: personalized (user-item) mean rating
 - **Bard:** group-based recommender (Chang et al. CSCW 2015)
 - Warrior: item-item CF
 - Wizard: FunkSVD CF
- Each modified with 10% blend of popularity rank for top-N recommendation

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Experiment Design

- Only consider established users
- Each user randomly assigned an initial algorithm (not the Bard)
- Allow users to change algorithms
 - Interstitial highlighted feature on first login
- Log interactions

Users Switch Algorithms

- 3005 total users
- 25% (748) switched at least once
- 72.1% of switchers (539) settled on different algorithm

Finding 1: Users do use the control

Ok, so how do they switch?

- Many times or just a few?
- Repeatedly throughout their use, or find an algorithm and stick with it?

Switching Behavior: Few Times

Transition Count Histogram



Switching Beh.: Few Sessions

- Break *sessions* at 60 mins of inactivity
- 63% only switched in 1 session, 81% in 2 sessions
- 44% only switched in 1st session
- Few intervening events (switches concentrated)

Finding 2: users use the menu some, then leave it alone

<u>l'll just stay here...</u>

Question: do users find some algorithms more *initially satisfactory* than others?

Frac. of Users Switching (all diffs. significant, χ^2 p<0.05)



<u>...or go over there...</u>

Question: do users tend to find some algorithms more *finally satisfactory* than others?

...by some path

What do users do between initial and final?

- As stated, not many flips
- Most common: change to other personalized, maybe change back (A -> B, A -> B -> A)
- Users starting w/ baseline usually tried one or both personalized algorithms

Final Choice of Algorithm (for users who tried menu)



<u>Algorithm Preferences</u>

- Users prefer personalized (more likely to stay initially or finally)
- Small preference of SVD over item-item
- Caveat: algorithm naming may confound

Interlude: Offline Experiment

- For each user:
 - Discarded all ratings after starting experiment
 - Use 5 most recent pre-experiment ratings for testing
- Train recommenders
- Measure:
 - RMSE for test ratings
 - Boolean recall: is a rated move in first 24 recs?
 - Diversity (intra-list similarity over tag genome)
 - Mean pop. rank of 24-item list
- Why 24? Size of single page of MovieLens results

Algorithms Made Different Recs

- Average of 53.8 unique items/user (out of 72 possible)
- Baseline and Item-Item most different (Jaccard similarity)
- Accuracy is another story...

Algorithm Accuracy



Diversity and Popularity



Not Predicting User Preference

- Algorithm properties do directly not predict user preference, or whether they will switch
- Little ability to predict user behavior overall
 - If user starts with baseline, diverse baseline recs increase likelihood of trying another algorithm
 - If user starts w/ item-item, novel baseline recs increase likelihood of trying
 - No other significant effects found
- Basic user properties do not predict behavior

What does this mean?

- Users take advantage of the feature
- Users experiment a little bit, then leave it alone
- Observed preference for personalized recs, especially SVD
- Impact on long-term user satisfaction unknown

Future Work

- Disentangle preference and naming
- More domains
- Understand impact on long-term user satisfaction and retention

<u>Questions?</u>

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