

# Collaborative Filtering Approaches for Recommendation Systems

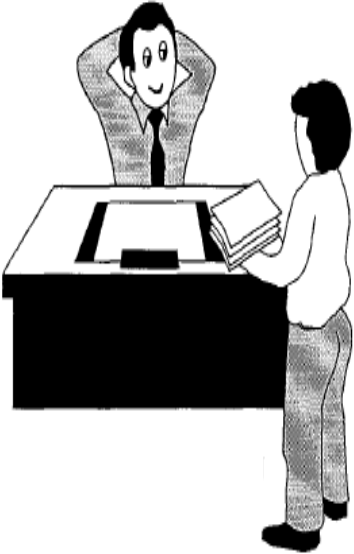
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# Why recommendation?



# Examples

- Product recommendation
- Friend recommendation
- Rating prediction
- Personalized web search

amazon.com



facebook

LinkedIn

NETFLIX

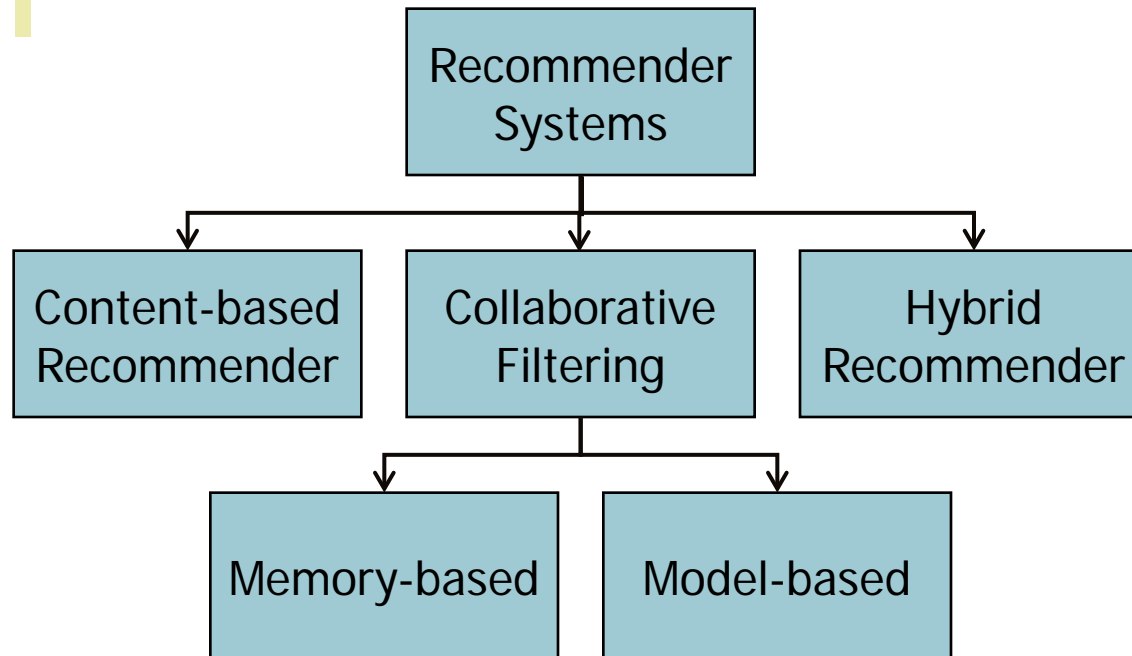
YAHOO!

Google

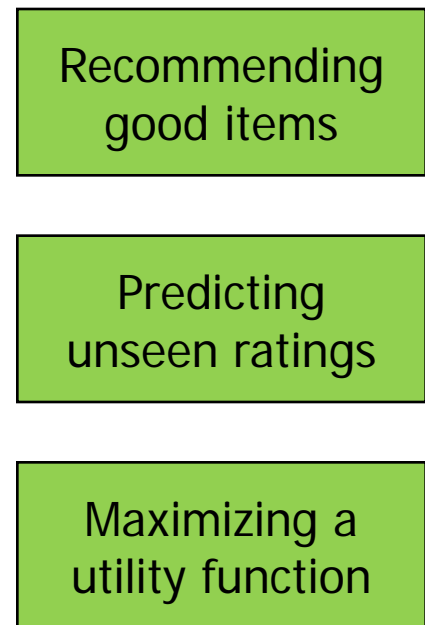
bing

# Types of Recommender Systems

By approach





By goal



# Contents-based Filtering

- Contents information
  - **Demographic data** about users
    - Age, gender, geographic location
  - **Product attributes**
    - Movie: genre, director, release year
    - Book: author, language, published year, genre
- Depends on domain
  - **Domain-specific modeling** is necessary.
  - **Algorithm** is also different domain by domain.
  - With abundant domain knowledge or data, can be very powerful.

# Collaborative Filtering

- Make use of rating data from users only.
  - Direct feedback: rating,  , 
  - Indirect feedback: click through, page view
- Collaborative Filtering definition
  - People **collaborate** to help one another perform **filtering**, by recording their reactions to products they consumed.
  - Use other users' feedback to fit my preference!
- **Independent of domain**
  - Many models and algorithms can work regardless of the domain.

# Matrix View

- Matrix completion problem: given a **partially-observed** noisy matrix  $M$ , we would like to **approximately** complete it.
- In **recommendation systems**,
  - $M_{u,i}$  is a **rating** on item  $i$  by user  $u$ .
  - Naturally **sparse**.
  - We want to estimate unrated items.

		3		
3				5
	5		4	
		2	5	
1			2	

Items

Users

# User-based Collaborative Filtering

- Find preferred items by similar users to me.
  - $S_u$ : a set of similar users to user  $u$ .
  - Trust other user's opinion proportional to the similarity between (s)he and I.

$$\hat{r}_{ui} = \frac{1}{\sum_{v \in S_u} sim(u, v)} \sum_{v \in S_u} sim(u, v) r_{vi}$$




# User-based Collaborative Filtering

Items

	1	2	3	4	5	
1			4			
2	5		4	3		80%
3	1		2		2	50%
4			5			
5	4			3	2	

Users



$$\frac{0.8 * 4 + 0.5 * 2}{0.8 + 0.5} = 3.23$$

# Item-based Collaborative Filtering

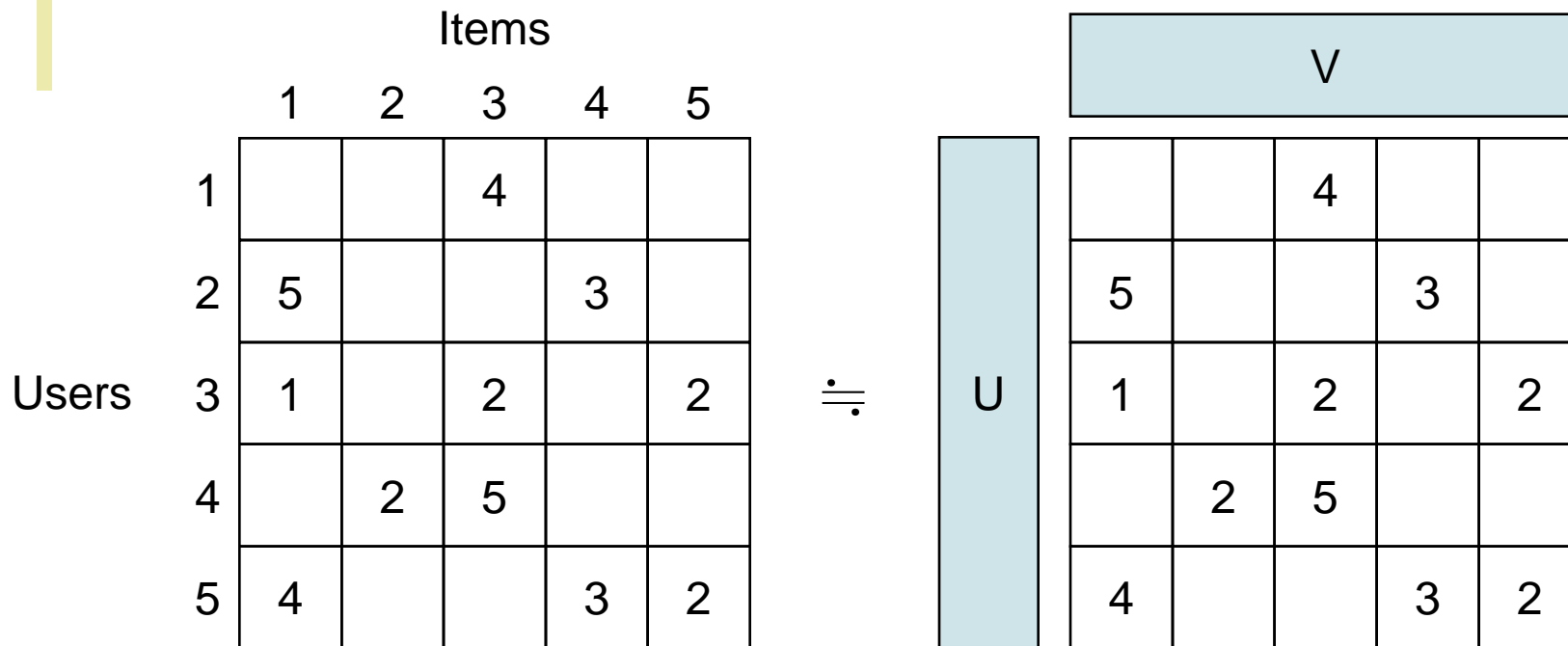
- Same way to user-based CF, but in **column-wise**.
- More powerful than user-based CF.
  - Item neighbors tend to be more **stable** than user neighbors.

# Memory-based CF Summary

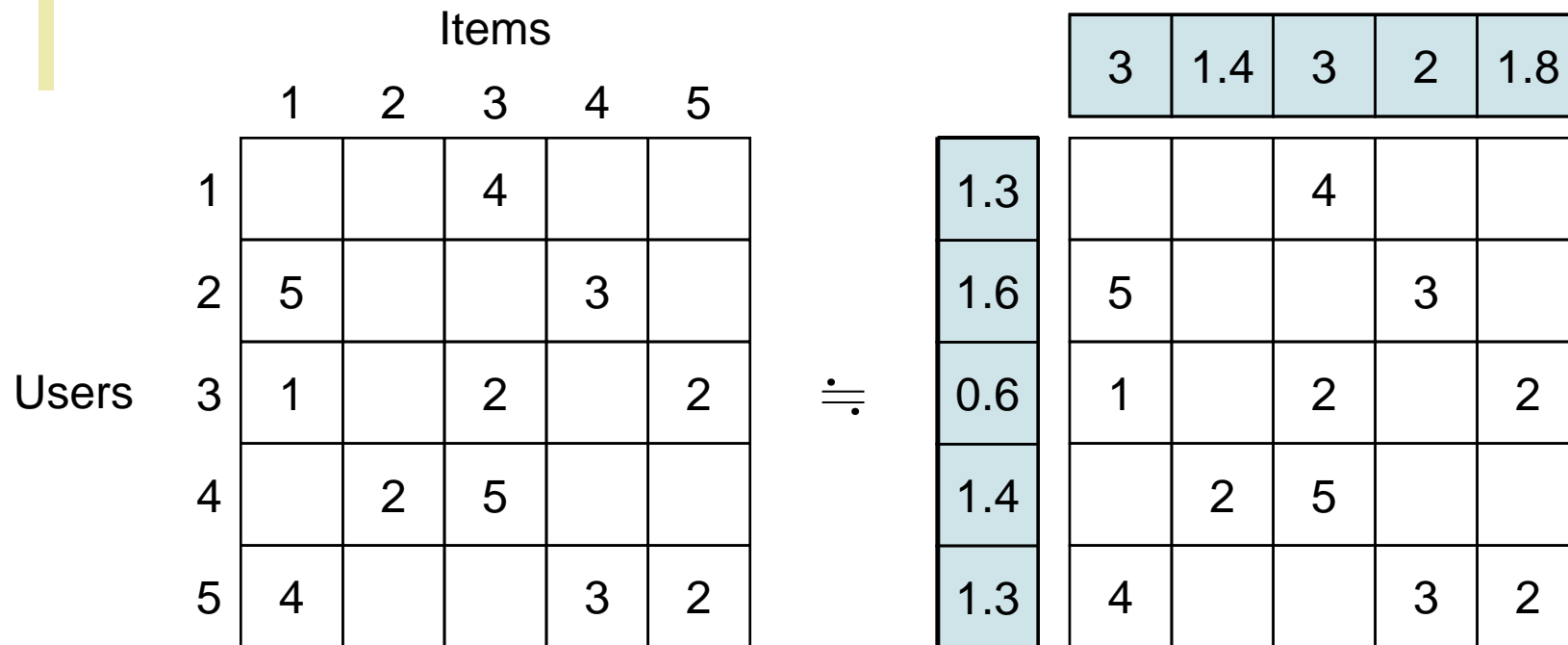
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- Pros
  - **Simple**, easy to implement.
  - Can **explain** reason of recommendation.
- Cons
  - Huge memory consumption.
  - **Not scalable**.

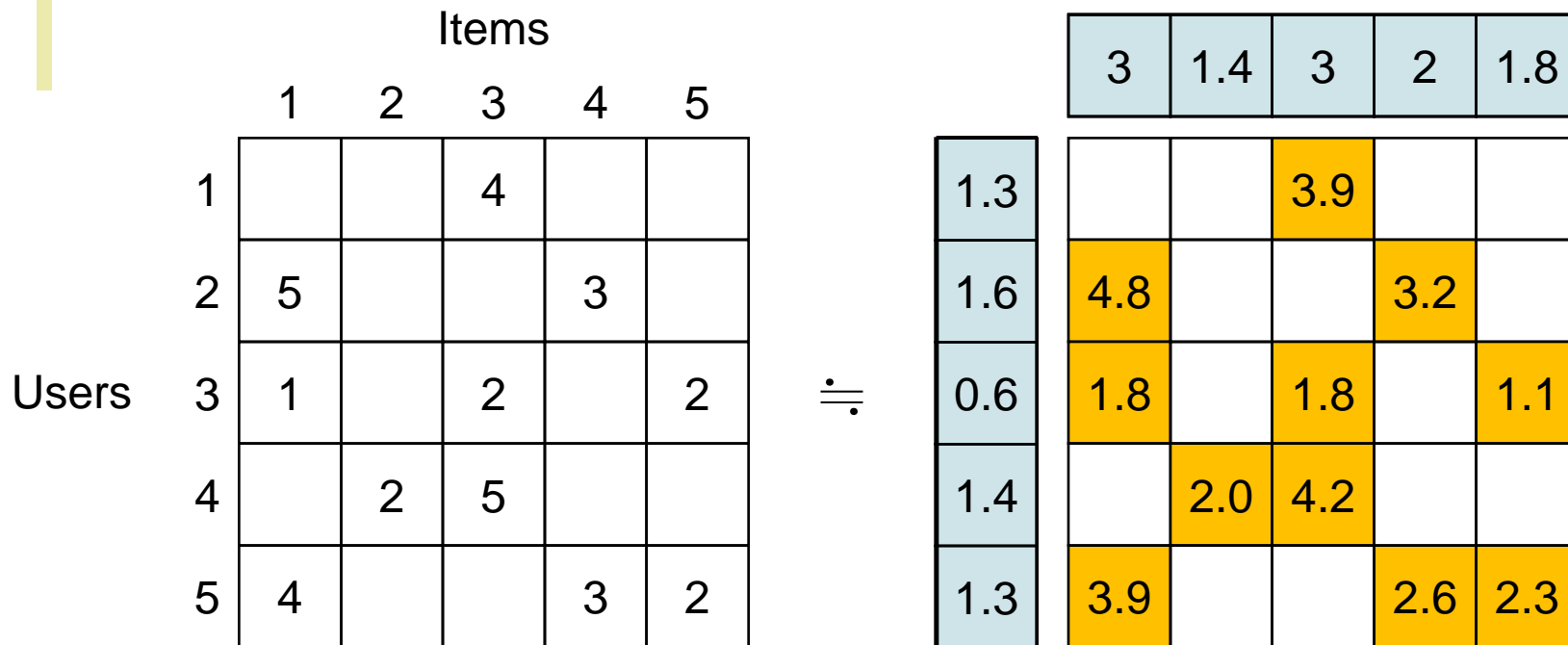
# Matrix Factorization



# Matrix Factorization



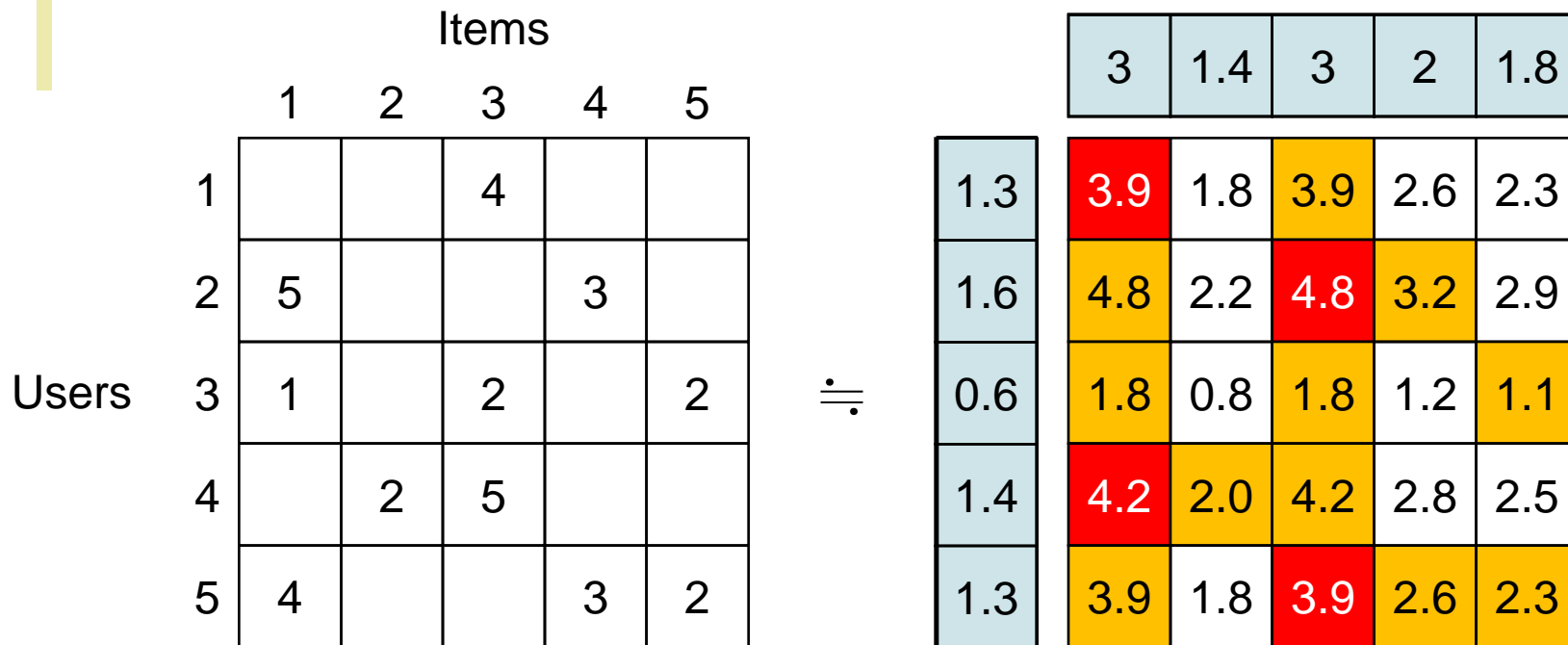
# Matrix Factorization



# Matrix Factorization

		Items											
		1	2	3	4	5							
Users	1			4			$\doteq$	3	1.4	3	2	1.8	
	2	5			3			1.3	3.9	1.8	3.9	2.6	2.3
	3	1		2		2		1.6	4.8	2.2	4.8	3.2	2.9
	4		2	5				0.6	1.8	0.8	1.8	1.2	1.1
	5	4			3	2		1.4	4.2	2.0	4.2	2.8	2.5
							1.3	3.9	1.8	3.9	2.6	2.3	

# Matrix Factorization





# Matrix Factorization Summary

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- Pros
  - Prediction is (most) **accurate**.
- Cons
  - **Computationally** expensive.
  - Difficult to **explain** why we recommend.

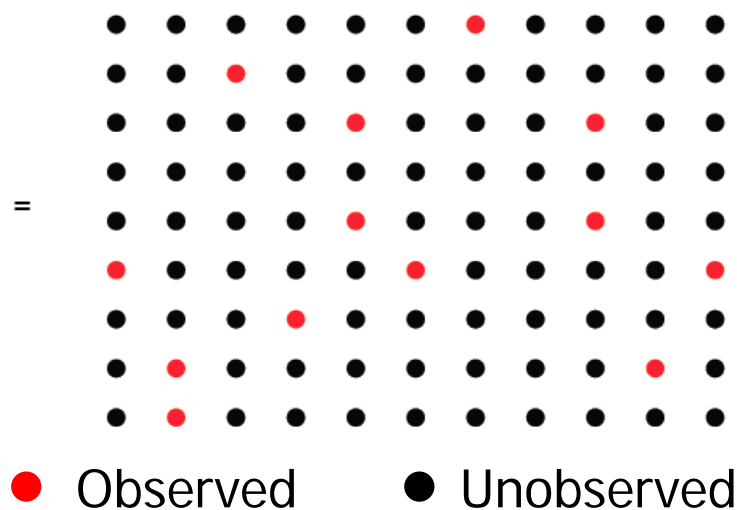
# Incomplete SVD

- Common practice: **low-rank** assumption.

$$M \approx UV^T \in \mathbb{R}^{n_1 \times n_2}, \quad U \in \mathbb{R}^{n_1 \times r}$$

$$V \in \mathbb{R}^{n_2 \times r}$$

$$r \ll \min(n_1, n_2)$$

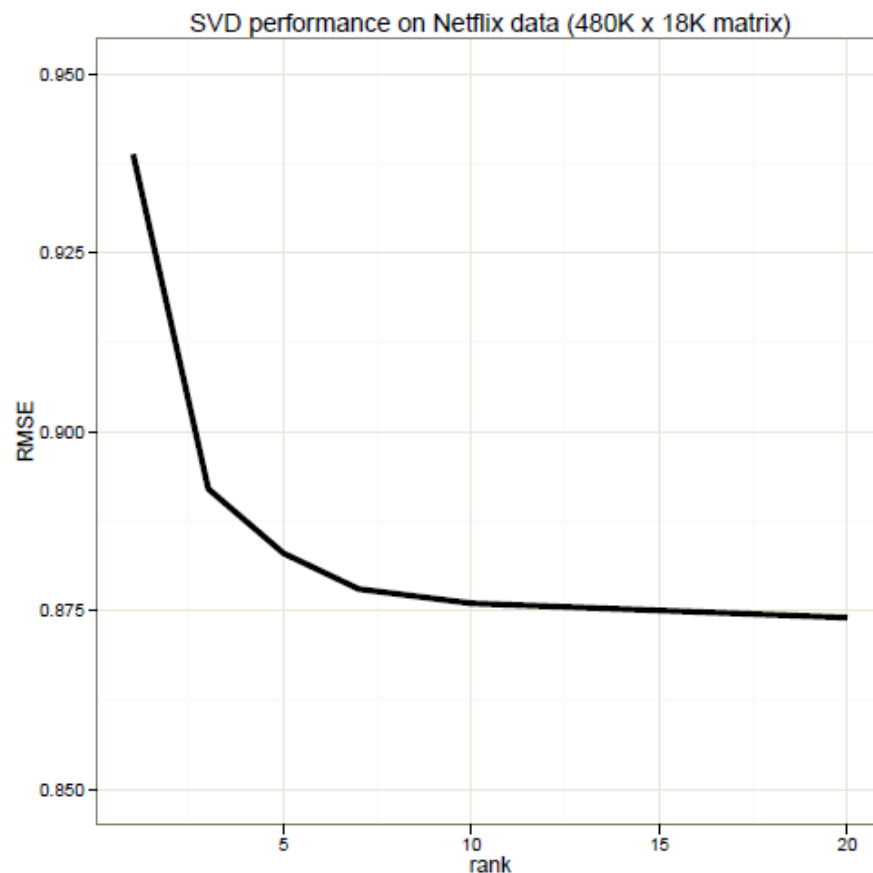


# Incomplete SVD

- Minimizing Frobenius norm

$$\min_{U,V} \sum_{(u,i) \in A} ([UV^T]_{u,i} - M_{u,i})^2$$

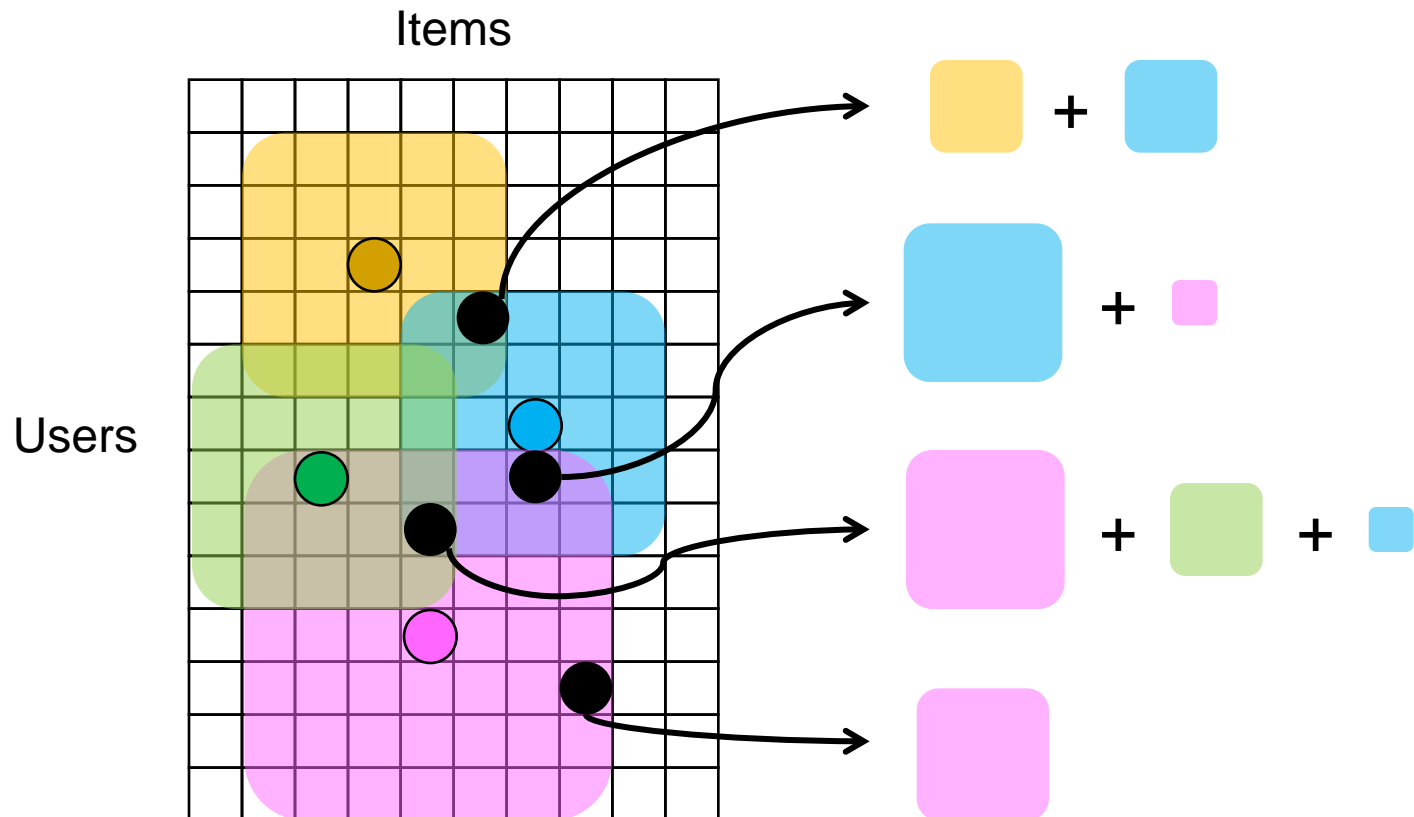
- **Diminishing returns:**
  - Small decrease in approximated loss as rank increases.



# Incomplete SVD

- Diminishing returns?
  - H1:  $M$  has **low rank**; it reflects best possible prediction.
  - H2:  $M$  has **high rank**; diminishing returns due to over-fitting, or convergence to a poor local maximum.
- In recommendation systems,
  - H2 is a realistic assumption.
  - H1 is unrealistic globally, but it's realistic **locally**.
- The rating matrix is only **locally** of **low-rank**.
  - Build Low-Rank Matrix Approximation for local groups.
  - Combine them.

# LLORMA: Illustration



# LLORMA: Algorithm

- Learning: **Smoothing kernels.**

$$\min_{U,V} \sum_{(u,i) \in A} K((u^*, i^*), (u, i)) ([UV^T]_{u,i} - M_{u,i})^2$$

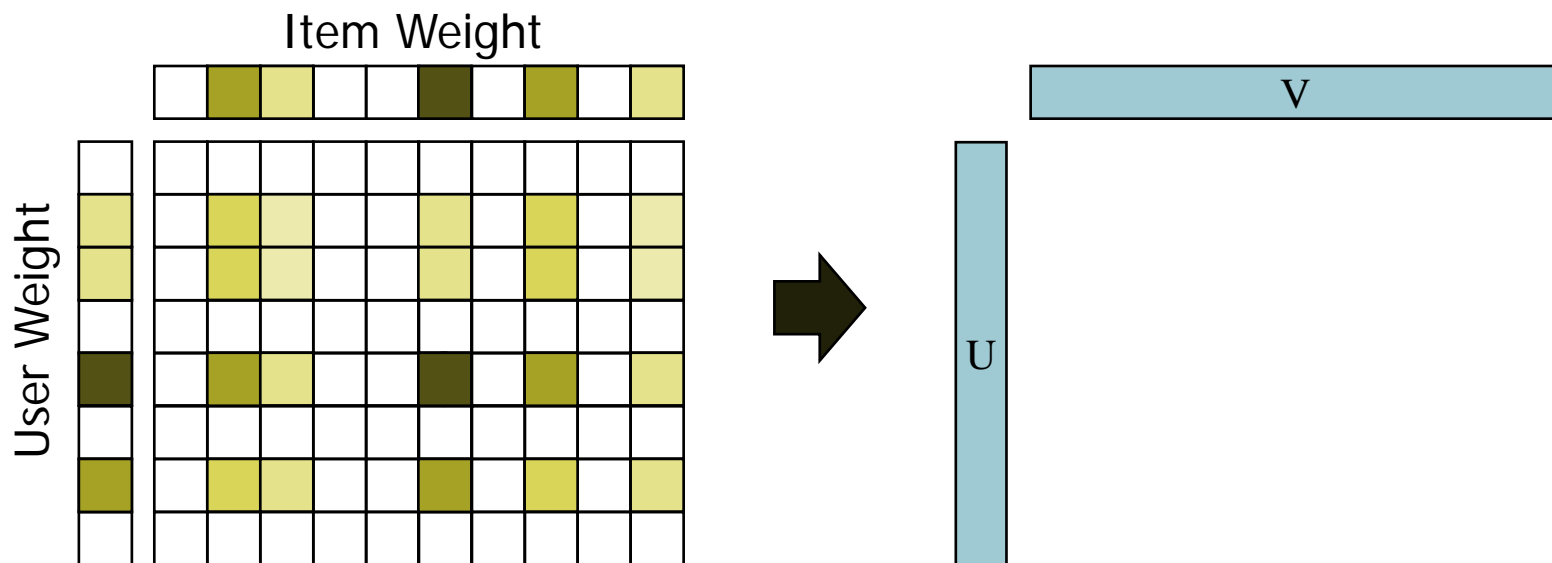
- Predicting: **Nadaraya-Watson** local regression.

$$\hat{M}_{u,i} \sim \sum_{t=1}^q K(u_t, u) K(i_t, i) [U_t V_t^T]_{u,i}$$

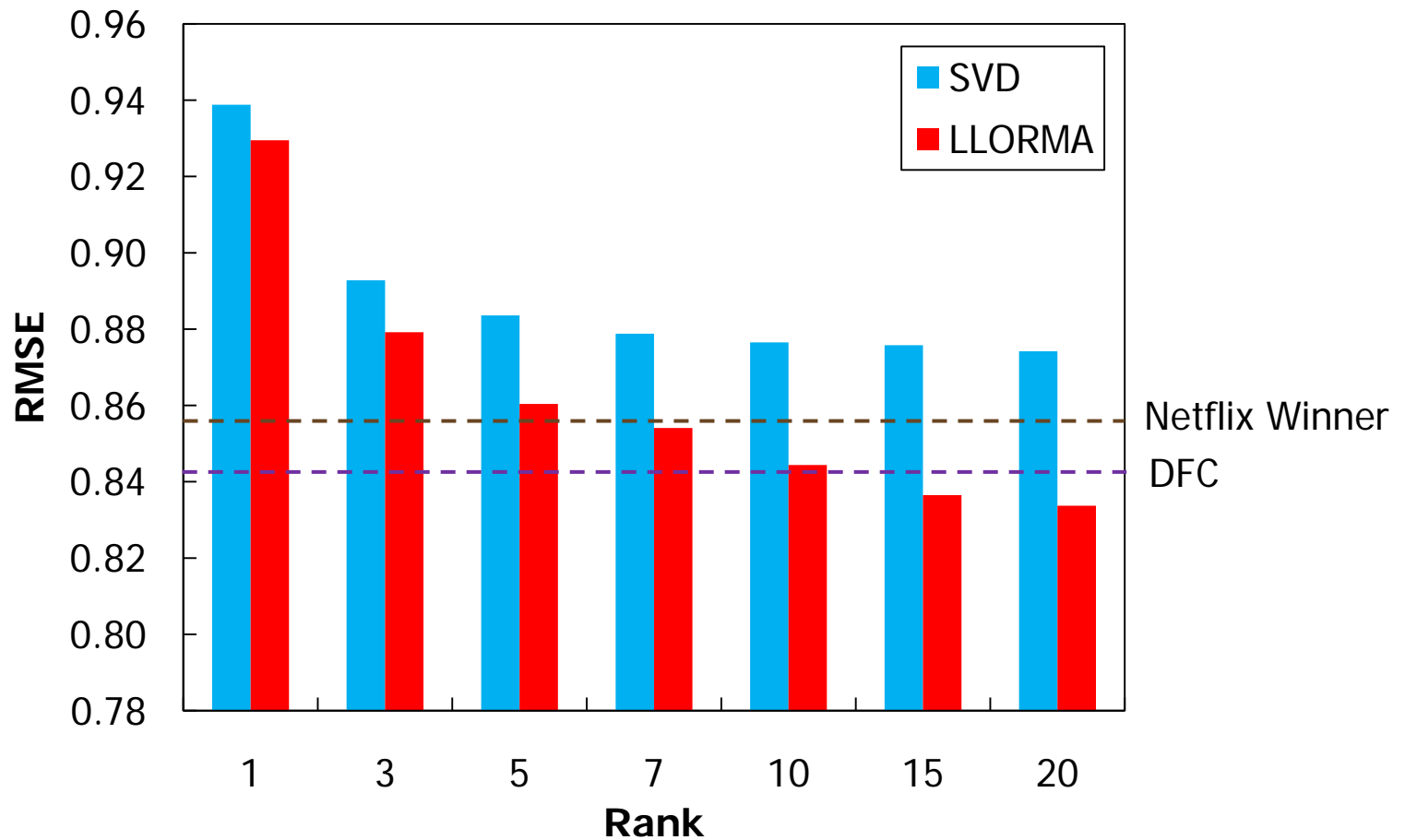
- Values of local models at indices **close to queried point contribute more** than indices further away from it.

# Learning Algorithm

- **Run in Parallel:**
  - Step 1: Select an **anchor point**.
  - Step 2: Calculate user/item weight with **kernel smoothing**.
  - Step 3: Solve a **weighted** incomplete **SVD** problem.



# Experiment with Netflix data





# Nuclear Norm Minimization

- **Nuclear norm:** sum of singular values.
  - a good surrogate for  $\min_X \text{rank}(X)$ . (Compressed Sensing)
- An alternative matrix completion:

$$\min_X \sum_i \sigma_i(X) \quad \text{s.t.} \quad \sum_{(u,i) \in A} (X_{u,i} - M_{u,i})^2 < \alpha$$

- **Local variation:**

$$\min_X \sum_i \sigma_i(X) \quad \text{s.t.} \quad \sum_{(u,i) \in A} K((u^*, i^*), (u, i)) (X_{u,i} - M_{u,i})^2 < \alpha$$

# Nuclear Norm Minimization

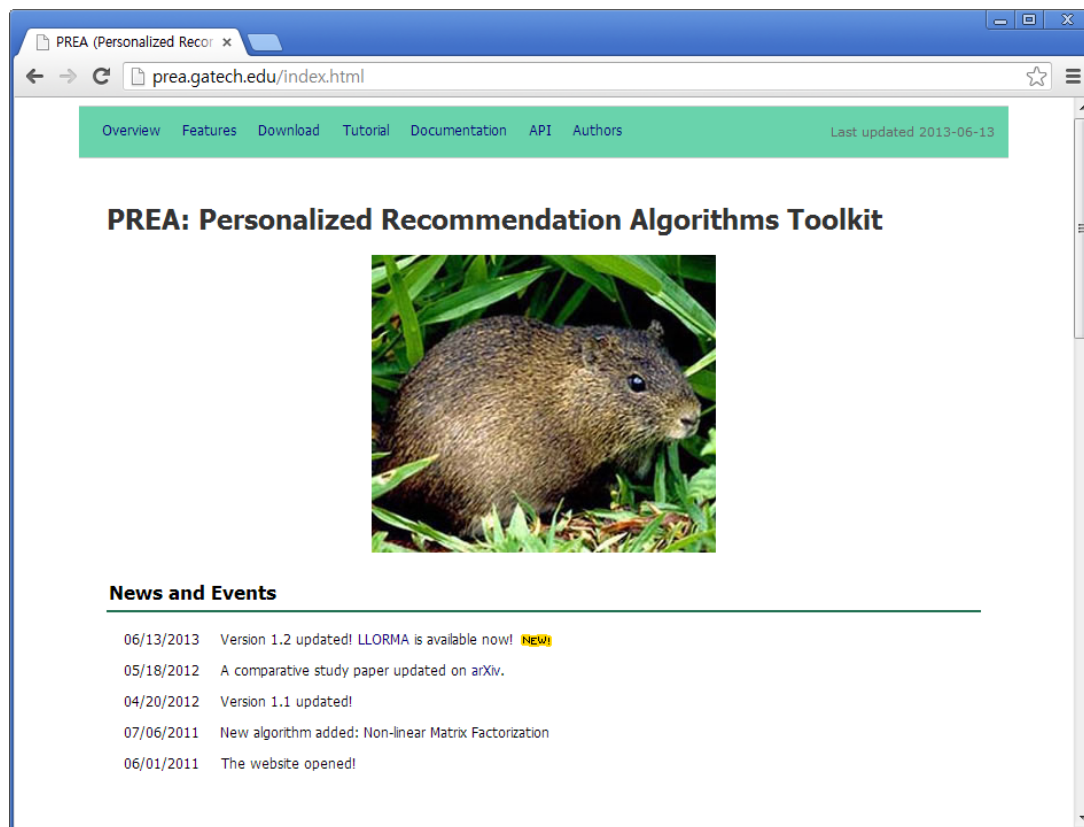
- Pros
  - **Convex** problem.
  - No need to specify rank in advance.
- Cons
  - **Not scalable** due to computational overhead.

# Summary

- We proposed a matrix approximation under the **local low-rank assumption**.
- Our algorithm runs completely in **parallel**, leading to superior **scalability**.
- **Experimental result** supports that LLORMA outperforms several state-of-the-art methods without heavy computational overhead.
- With a formal analysis, we provide a **theoretical bound** in terms of matrix size, training set size, and locality.

# PREA Toolkit

- Source code is online. <http://prea.gatech.edu>



# Why PREA?

- Since **Netflix Prize** (2006), a lot of state-of-the-art algorithms were suggested.
  - They are implemented only by the authors.
  - Different language, different dataset, different evaluation measures.
- **Standardized implementation** is needed for **fair comparison** of CF algorithms.
  - PREA implements those algorithms on the **same interface**.

# Features

Category	Feature	PREA	Mahout	Duine	Cofi	MyMedia
Baselines	Constant	○			○	○
	User/Item Average	○	○	○	○	○
	Random	○				○
Memory-based CF	User-based CF (Su and Khoshgoftaar, 2009)	○	○	○	○	○
	Item-based CF (Sarwar et al., 2001)	○	○	○	○	○
	Default Vote, Inv-User-Freq (Breese et al., 1998)	○	○			
	Slope-One (Lemire and Maclachlan, 2005)	○	○			○
Matrix Factorization	SVD (Paterek, 2007)	○	○		○	○
	NMF (Lee and Seung, 2001)	○				
	PMF (Salakhutdinov and Mnih, 2008a)	○				
	Bayesian PMF (Salakhutdinov and Mnih, 2008b)	○				
	Non-linear PMF (Lawrence and Urtasun, 2009)	○				
Other methods	Fast NPCA (Yu et al., 2009)	○				
	Rank-based CF (Sun et al., 2011, 2012)	○				
Evaluation Metric	(N)MAE	○	○	○	○	○
	RMSE	○	○		○	○
	HLU/NDCG	○				○
	Kendall's Tau, Spearman	○				
	Precision/Recall/F1		○			○
Miscellaneous	Sparse Vector/Matrix	○	○	○	○	○
	Wrapper for other languages	○			○	○
	Item Recommender for Positive-only Data					○
	Release Year	2011	2005	2009	2004	2009
	Language	Java	Java	Java	Java	C#
	License	GPL	LGPL	LGPL	GPL	GPL



# THE END

Thank you for your attention!