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# **Collaborative Filtering**

## **Nearest Neighbor Approach**

# Bad news

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*Netflix Prize data no longer available to public.*

- Just after contest ended in July 2009:
  - Plans for Netflix Prize 2 contest were announced
  - Contest data was made available for further public research at UC Irvine repository
- But a few months later:
  - Netflix was being sued for supposed privacy breaches connected with contest data
  - FTC was investigating privacy concerns
- By March 2010:
  - Netflix had settled the lawsuit privately
  - Withdrawn the contest data from public use
  - Cancelled Netflix Prize 2

# Good news

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*An older movie rating dataset from GroupLens is still available, and perfectly suitable for the CSS 581 project.*

- Consists of data collected through the MovieLens movie rating website.
- Comes in 3 sizes:
  - MovieLens 100k
  - MovieLens 1M
  - MovieLens 10M

<http://www.grouplens.org/node/12>

<http://movielens.umn.edu/login>

# MovieLens 100k dataset properties

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- 943 users
- 1682 movies
- 100,000 ratings
- 1 - 5 rating scale
- Rating matrix is 6.3% occupied
- Ratings per user
  - min = 20
  - mean = 106
  - max = 737
- Ratings per movie
  - min = 1
  - mean = 59
  - max = 583

# Recommender system definition

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*DOMAIN*: some field of activity where users buy, view, consume, or otherwise experience items

*PROCESS*:

1. *users* provide ratings on *items* they have experienced
2. Take all  $\langle user, item, rating \rangle$  data and build a predictive model
3. For a *user* who hasn't experienced a particular *item*, use model to predict how well they will like it (i.e. *predict rating*)

# Types of recommender systems

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Predictions can be based on either:

- content-based approach
  - *explicit* characteristics of users and items
- collaborative filtering approach
  - *implicit* characteristics based on similarity of users' preferences to those of other users

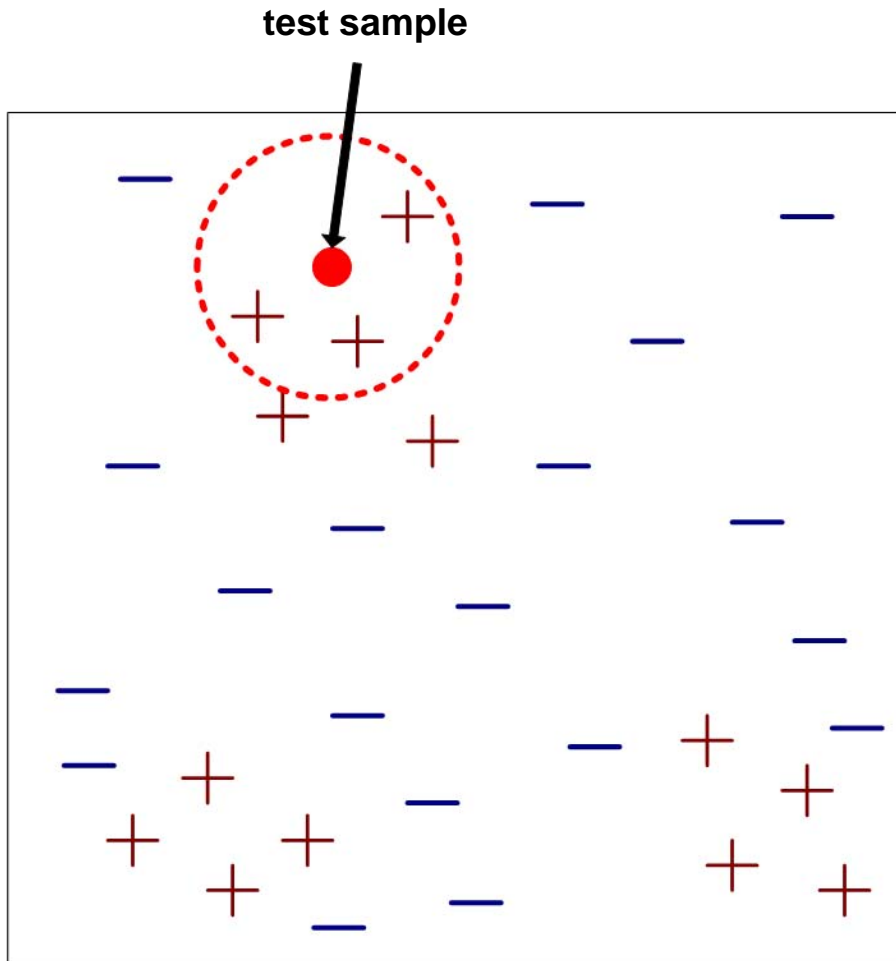
# Collaborative filtering algorithms

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- Common types:
  - Global effects
  - Nearest neighbor
  - Matrix factorization
  - Restricted Boltzmann machine
  - Clustering
  - etc.

Project 2 will explore types highlighted in red.

# Nearest neighbor classifiers

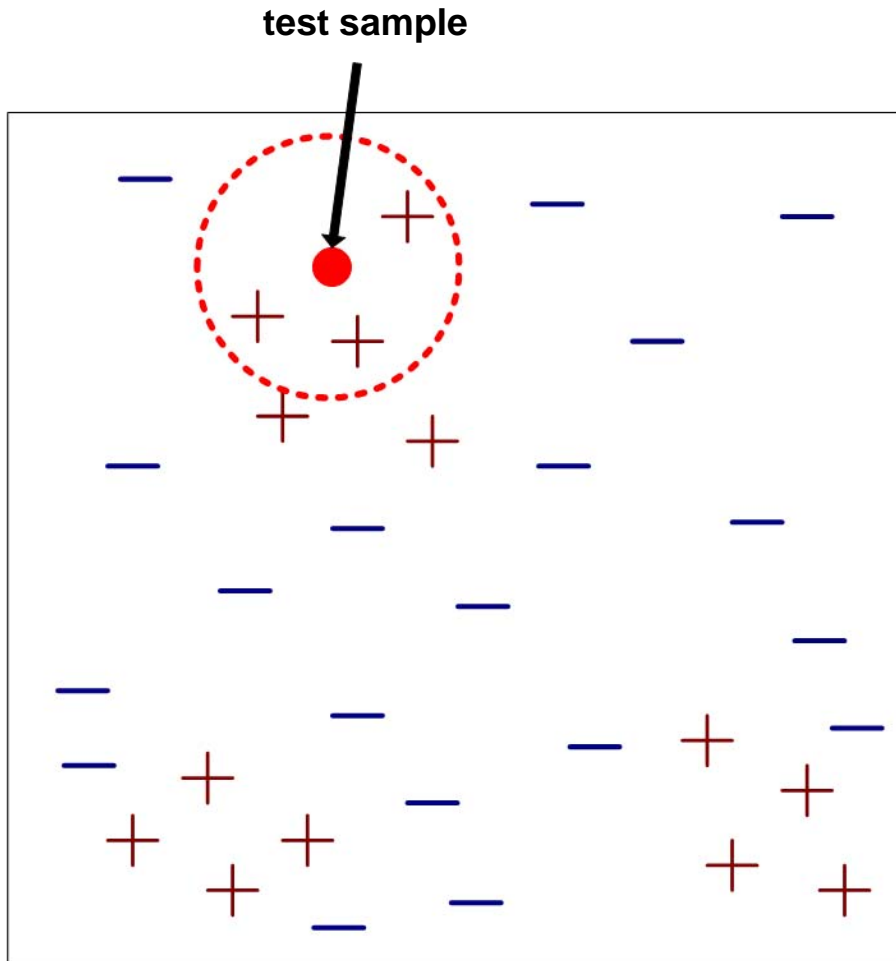


Requires three inputs:

1. The set of stored samples
2. Distance metric to compute distance between samples
3. The value of  $k$ , the number of nearest neighbors to retrieve



# Nearest neighbor classifiers



- To classify test sample:
1. Compute distances to samples in training set
  2. Identify  $k$  nearest neighbors
  3. Use class labels of nearest neighbors to determine class label of test sample (e.g. by taking majority vote)

# Nearest neighbor classification

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- Compute distance between two points
  - Example: Euclidean distance

$$d(\mathbf{x}, \mathbf{y}) = \sqrt{\sum_i (x_i - y_i)^2}$$

- Options for determining the class from nearest neighbor list
  - Take majority vote of class labels among the  $k$ -nearest neighbors
  - Weight the votes according to distance
    - ◆ example: weight factor  $w = 1 / d^2$

# Nearest neighbor in collaborative filtering

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- For our implementation in Project 2:
  - Actually a **regression**, not a classification.
    - ◆ prediction is a weighted combination of neighbor's ratings (real number)
  - We consider both **all** neighbors and various **k-nearest** subsets of neighbors.
  - Instead of distances, we calculate **similarities** that are used to:
    - ◆ rank neighbors to determine k nearest subset
    - ◆ compute weightings of each neighbor's rating

# Nearest neighbor in action

- For this example:
  - Find every user that has rated movie 10
  - Compute similarity between user 2 and each of those users
  - Weight those users' ratings according to their similarities
  - Predicted rating for user 2 is sum of other users' weighted ratings on movie 10

	movie 1	movie 2	movie 3	movie 4	movie 5	movie 6	movie 7	movie 8	movie 9	movie 10	...	movie 17770
user 1			1		2							3
user 2		2		3	3			4		?		
user 3							5	3				
user 4	2				3			2				2
user 5		2		3		5		4		2		4
user 6			2									
user 7			2					4	2			
user 8	3	1			3	4		5		4		
user 9									3			

Identical preferences –  
strong weight

Similar preferences –  
moderate weight

# Measuring similarity of users

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- For Project 2 we will use *Pearson's correlation coefficient* (PCC) as a measure of similarity between users.
- Pearson's correlation coefficient is covariance normalized by the standard deviations of the two variables:

$$\text{corr}(x, y) = \frac{\text{cov}(x, y)}{\sigma_x \sigma_y}$$

- Always lies in range -1 to 1

# Measuring similarity of users

- PCC similarity for two users  $a$  and  $b$ :

$$PCC(a,b) = \frac{\sum_{j=1}^n (r_{a,j} - \bar{r}_a)(r_{b,j} - \bar{r}_b)}{\sqrt{\sum_{j=1}^n (r_{a,j} - \bar{r}_a)^2} \sqrt{\sum_{j=1}^n (r_{b,j} - \bar{r}_b)^2}}$$

- Both sums are taken over only those movies rated by both  $a$  and  $b$  (indexed by  $j$ )
- $r_{a,j}$  = rating by user  $a$  on movie  $j$
- $\bar{r}_a$  = average rating on all movies rated by user  $a$
- $n$  = number of movies rated by both  $a$  and  $b$

# Measuring similarity of users

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- PCC similarity for two users  $a$  and  $b$ , where ratings have first been mean-centered for each user:

$$PCC(a, b) = \frac{\sum_{j=1}^n m_{a,j} m_{b,j}}{\sqrt{\sum_{j=1}^n m_{a,j}^2} \sqrt{\sum_{j=1}^n m_{b,j}^2}}$$

- Both sums are taken over only those movies rated by both  $a$  and  $b$  (indexed by  $j$ )
- $m_{a,j}$  = mean-centered rating by user  $a$  on movie  $j$
- $n$  = number of movies rated by both  $a$  and  $b$

# Mesasuring similarity of users

- Calculating PCC on sparse matrix

- Calculate user mean rating using only those cells where a rating exists.
- Subtract user mean rating only from those cells where rating exists.
- Calculate and sum user-user cross-products and user deviations from mean only for those movies where a rating exists for both users.

	movie 1	movie 2	movie 3	movie 4	movie 5	movie 6	movie 7	movie 8	movie 9	movie 10	...	movie 17770
user 1			1		2							3
user 2		2		3	3			4		?		
user 3							5	3				
user 4	2				3			2				2
user 5		2		3		5		4		2		4
user 6			2									
user 7			2					4	2			
user 8	3	1			3	4		5		4		
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Identical preferences – strong weight

Similar preferences – moderate weight