Recommendations for Streaming Data

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- Summary

- Most current recommender systems are designed in the context of offline setting
- It is desirable to provide real-time recommendations in large-scale scenarios
- Some applications: social networks, movie/book suggestions, dating etc.

- Social Network Example:
 - New items keep appearing
 - The underlying user patterns keep changing
 - This causes the recommendations to vary with time
- In-core memory for memory-resident operations is quite limited
- Classical methods like neighborhood-based and latent factor models have shortcomings
 - They require a computationally expensive offline phase
 - Factorizing large matrices is cumbersome when the said matrices are rapidly changing with time

- The ratings are received in the format: <userID, itemID, rating>
- If rating is drawn from $\{-1, +1\}$, then let users who have given a rating of +1 to item i at time t be represented by P(i, t) and -1 by N(i, t)
- Exact similarity computation is intensive. Compute it probabilistically by imposing a sort order on the users with the help of hash functions
 - Use *d* mutually independent hash functions
 - Each hash function takes in an identifier of a user and outputs a random number uniformly distributed in (0,1)

- Now, for a given sort order, what is the probability that the first user with a positive rating for item *i* is the same as the first user with a positive rating for item *j*?
- This is the probability that both *i* and *j* take on the value +1 when at least one of them takes on the value of +1
- This is

$$\frac{P(i,t) \cap P(j,t)}{P(i,t) \cup P(j,t)}$$

• The above expression represents the similarity between items *i* and *j* with respect to positive ratings

- The *d* mutually independent hash functions are applied to the user indices that have rated item *j* positively
- For each hash function, the least hash value (*min-hash value*) among these positive users and the corresponding user index (*min-hash index*) are maintained
- *d* of such pairs are maintained for the *n* items seen which are easily updatable. This drastically reduces memory requirements
- Similarly, the process is repeated for negatively rated items. The system can be extended for scenarios with multiple ratings as well



Figure: Efficiency

Results Contd.







- Proposed an efficient algorithm to perform streaming recommendations using a probabilistic model
- Compact representation of ratings matrix allows for recommendation in online time