



电子科技大学
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Heterogeneous Network Related Recommendation

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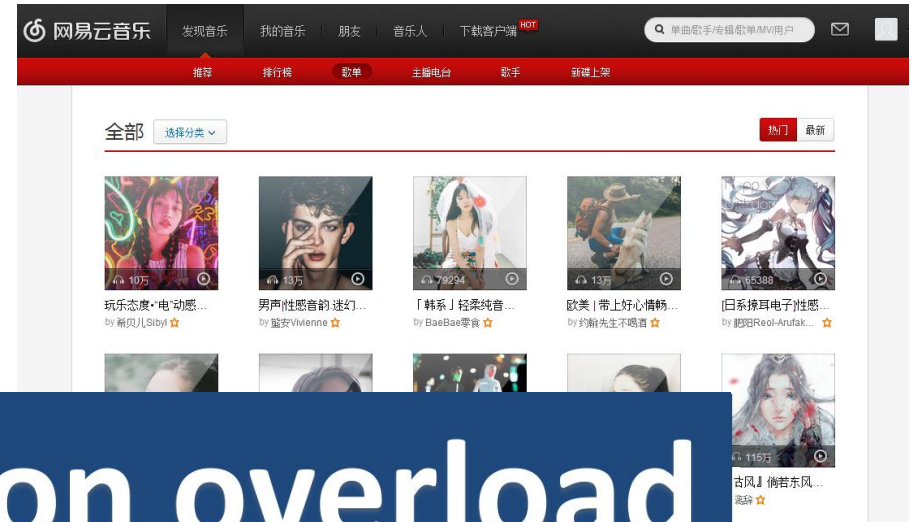


- **Background**
- **Traditional Recommendation**
- **Heterogeneous Related Recommendation**
 - With heterogeneous information(A)
 - In heterogenous network(B)
- **Conclusion**



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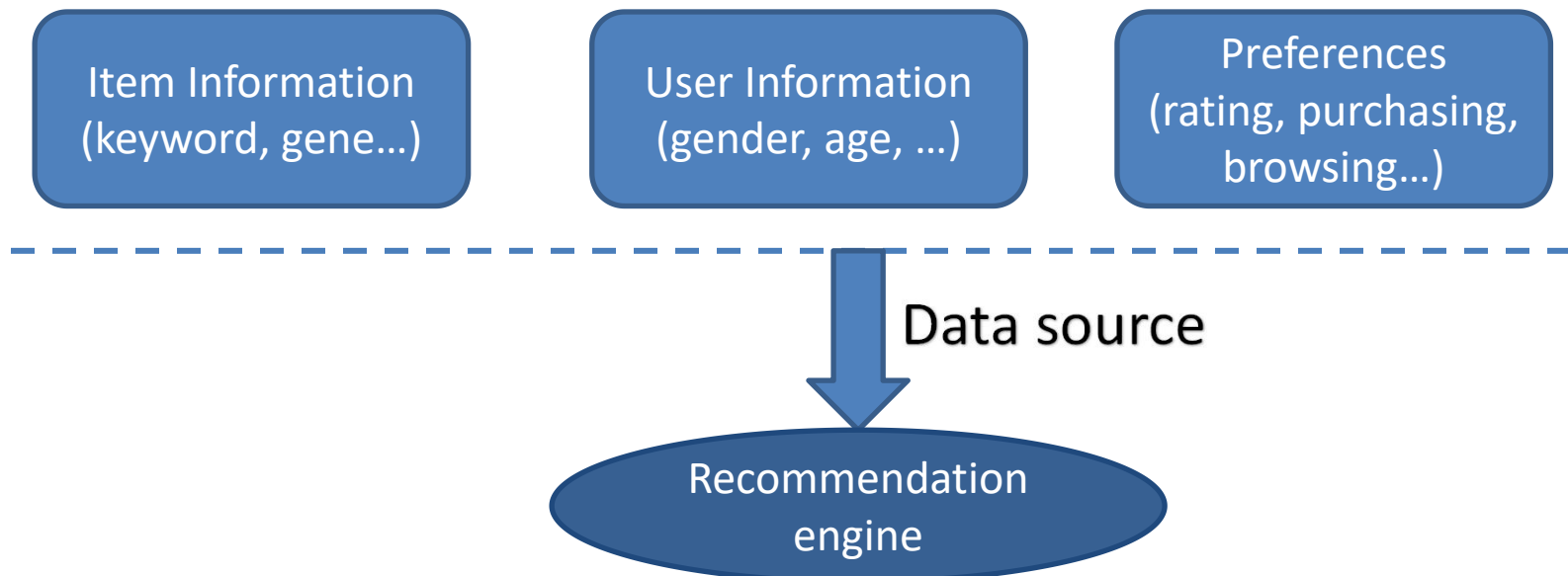
- Many scenarios



Information overload



- Recommendations can be as diverse as:
 - Products in e-commerce shops
 - Articles, infographics, and slide decks from brand publishers
 - News articles from media outlets
 - Brochures from different insurance types
 - Online educational materials for university students and alumni
- Target: people engaging with information and brands online.



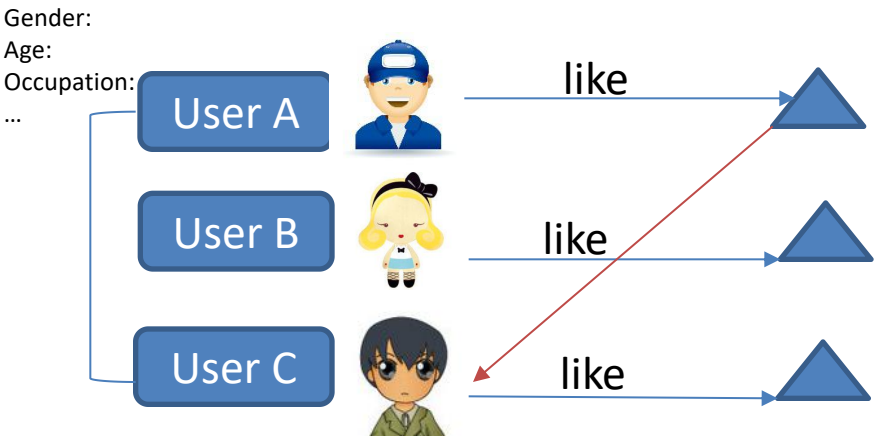


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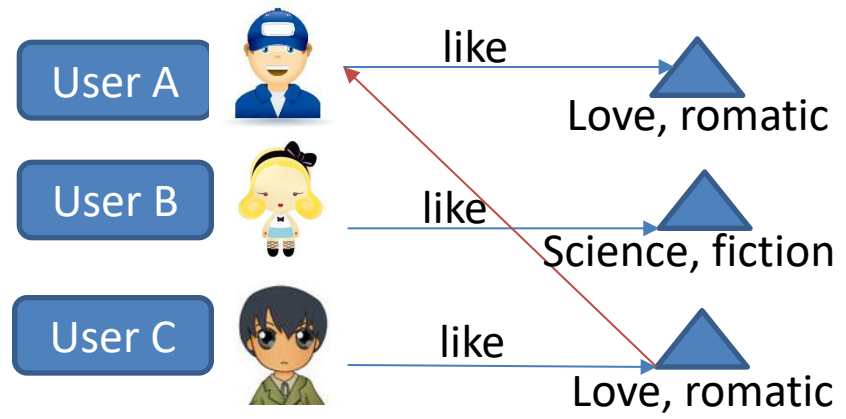
Traditional Recommendation



Demography-based



Content-based



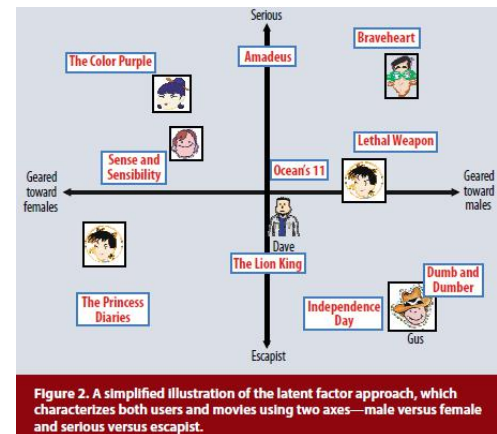
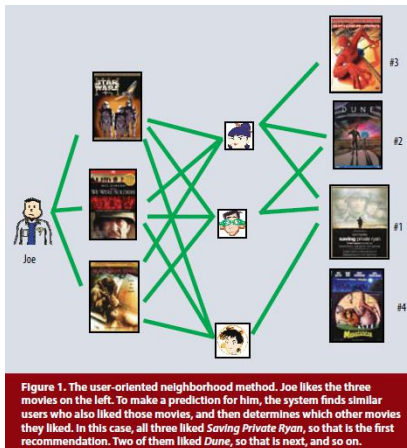
Collaborative filtering

A principle behind collaborative filtering assumes that **consumers are likely to enjoy items similar to those they've already purchased or downloaded, etc.** It then follows that they will also demonstrate similar patterns and take actions **consistent with the people that they are "the most like."**

Social based recommendation,
Hybrid recommendation
...

- Neighborhood methods
 - By computing the relationships between items or, alternatively, between users. (euclidean distance or jaccard distance or others.)
- Latent factor models ~ matrix factorization
 - By characterizing both items and users on, say, 20 to 100 factors inferred from the ratings patterns. $\hat{r}_{ui} = p_u^T q_i$
(p_u is the latent factor of user u , and q_i is the latent factor of item i)

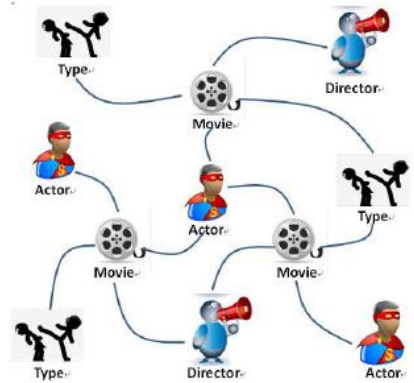
$$\min_{q^*, p^*} \sum_{(u,i) \in K} (r_{ui} - q_i^T p_u)^2 + \lambda (\|q_i\|^2 + \|p_u\|^2)$$



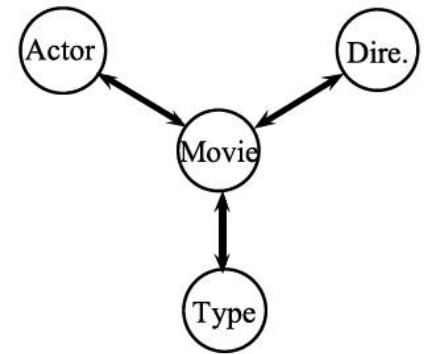


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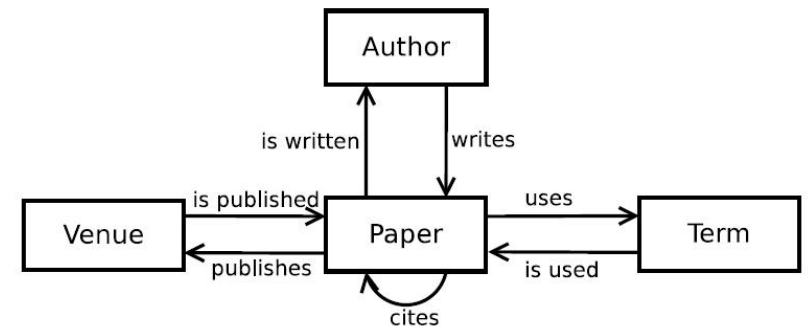
Heterogeneous (information)network



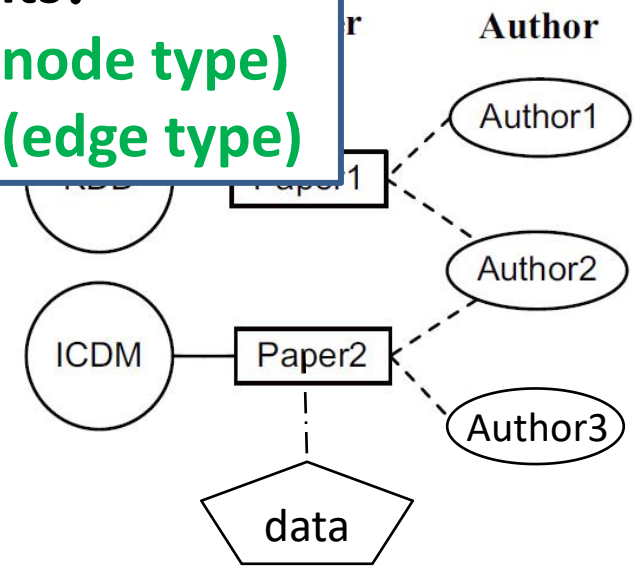
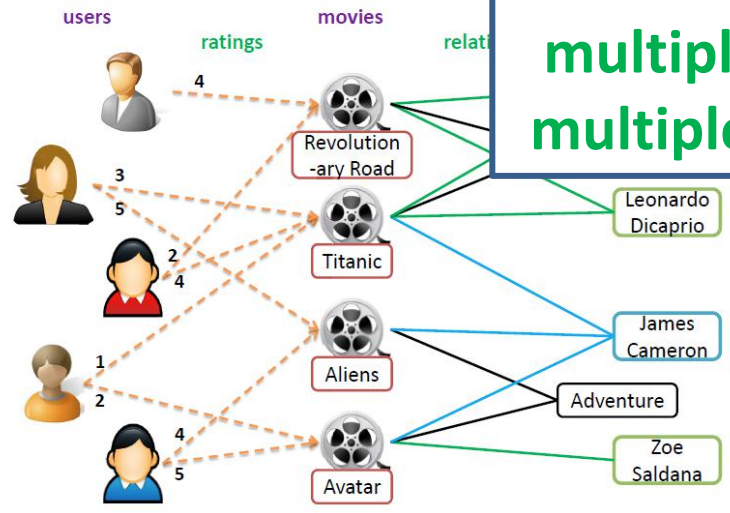
(a) Heterogeneous network of movie data



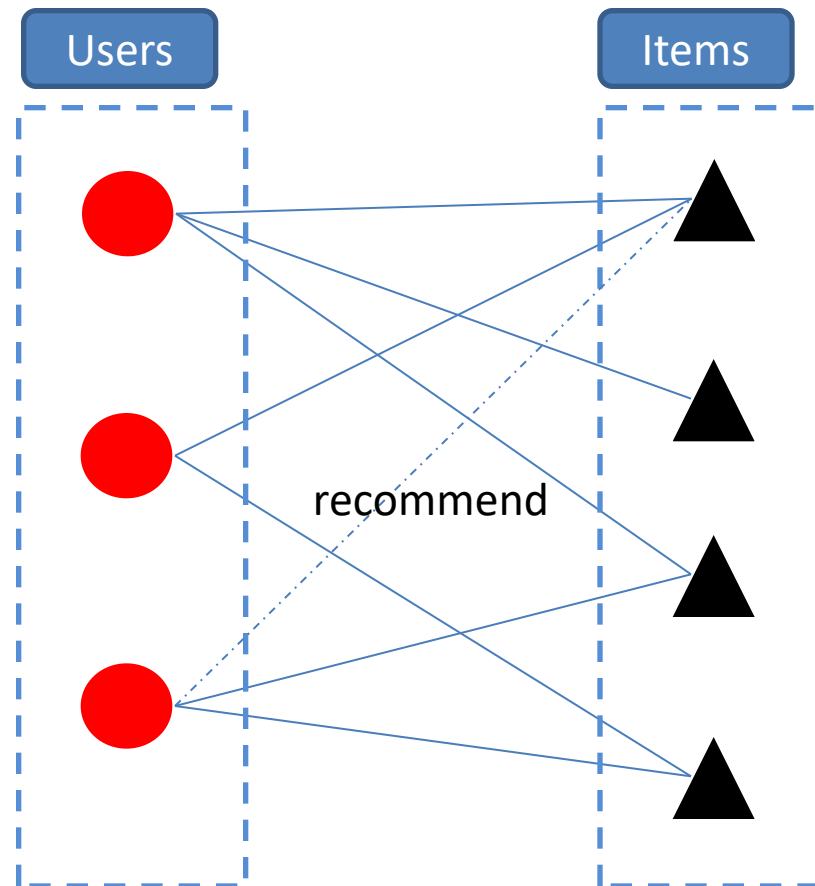
(b) Network schema



Key elements:
multiple entities (node type)
multiple relations (edge type)



- The nature of recommendation can be considered as link prediction in (heterogeneous) network.



Recommendations with/in HIN

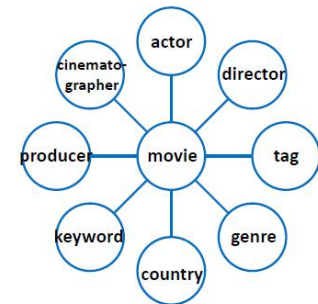


- Two categories:
 - Recommending items for users with heterogeneous information.

Eg:



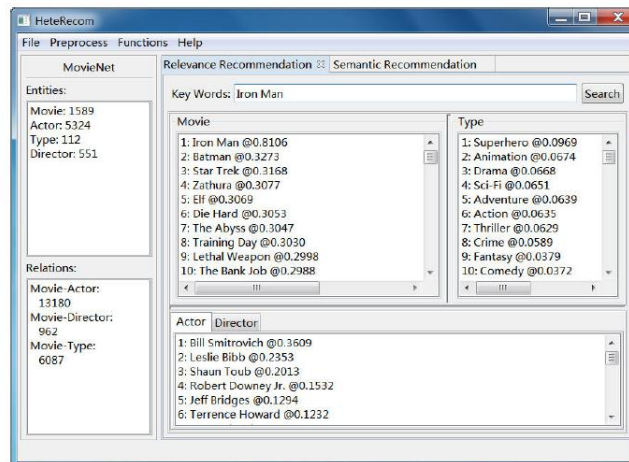
S_{MM}^l {
M-A-M
M-D-M
M-T-M
...}



(a) IMDb Network Schema

- Recommending for entities in heterogeneous information network.

Eg:



(b) Relevance recommendation




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- **Social relationship of users**
- **Social/Interest membership of users**
- **Profile network of items**

- How to fuse these heterogeneous information?

- Regularization

 friends have similar preference.

$$\min_{u^*, i^*} \sum_{u, i} c_{ui} (p_{ui} - x_u^T y_i)^2 + \lambda \left(\sum_u \|x_u\|^2 + \sum_i \|y_i\|^2 \right) + \lambda_f \left(\left\| x_u - \frac{1}{|F(u)|} \sum_{f \in F(u)} x_f \right\| \right)$$

- CMF(collective matrix factorization)

 Every entity has its latent factor.(take three entities as example)

$$\alpha \min_{u^*, i^*} \sum_{u, i} c_{ui} (p_{ui} - x_u^T y_i)^2 + \lambda \left(\sum_u \|x_u\|^2 + \sum_i \|y_i\|^2 \right) +$$
$$(1 - \alpha) \min_{u^*, g^*} \sum_{u, g} c_{ug} (p_{ug} - x_u^T z_g)^2 + \lambda \left(\sum_u \|x_u\|^2 + \sum_g \|z_g\|^2 \right)$$

Combining above two factors also makes good recommendation

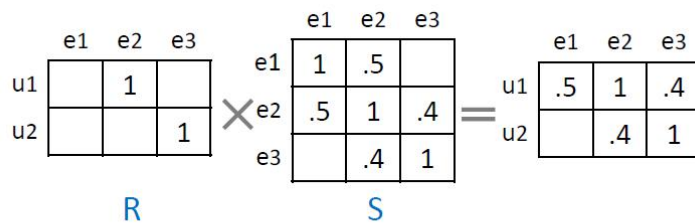
Regularization

local consistency (two similar items with high similar score are more likely to share similar low-rank representation)

$$\min_{U,V,\theta} \|Y * (R - UV^T)\|_F^2 + \lambda_0 (\|U\|_F^2 + \|V\|_F^2) + \frac{\lambda_1}{2} \cdot \sum_{i,j} \sum_{l=1} \theta_l S_{i,j}^{(l)} \|V_i - V_j\|_2^2 + \lambda_2 \|\theta\|_2^2$$

Seperate MF (seperate matrix factorization)

Every similarity matrix can help constructing a new rating matrix. And has its latent factor.



$$\tilde{R}^{(q)} = RS^{(q)},$$

$$(\hat{U}^{(q)}, \hat{V}^{(q)}) = \arg \min_{U,V} \left\| \tilde{R}^{(q)} - UV^T \right\|_F^2,$$

Figure 2: User preference diffusion with meta-path based item similarity matrix

$$\hat{r}(u_i, e_j) = \sum_{q=1}^L \theta_q \cdot \hat{U}_i^{(q)} \hat{V}_j^{(q)T}$$

Similar procedure for users.

- （社团检测）开始想到的是About community detection, we can use the idea of CMF(collective matrix factorization)。后面又发现这个与multi-view nmf那个本质是一样的。但是如果从latent factor的角度去解释感觉更强。
- （user-item推荐）推荐的两个主要对象User与item,当前的方法大都是从一个方面入手：要么借助user的网络信息来辅助推荐，要么借助item的网络信息来辅助。是否可以同时引入两者的信息来做呢？（又发现已经做过了=_=! $\hat{R}_{UI} = S_{UU}R_{UI}S_{II}$)

eg:

$$\hat{R}_{UI} = \sum_{l=1}^{L_U} \theta_l S_{UU}^l R_{UI} + \sum_{l=1}^{L_I} \lambda_l R_{UI} S_{II}^l$$

$$\min_{X^*, Y^*} \left\| \hat{R}_{UI} - XY^T \right\|, \hat{r}(u_i, e_j) = X_i^* \cdot Y_j^{*T}$$



- 关键问题：数据
- 类似的，所有关于item方面信息的融合方法都应该可以扩展到同时融合两者信息。但是效果是否会更好有待论证。

- fusing user and item information simultaneously with preference diffusion.

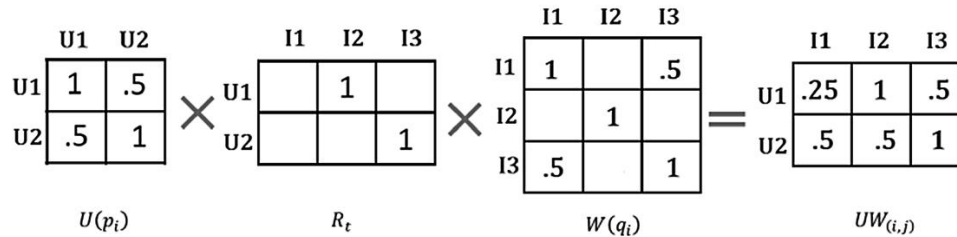


Fig. 1. preference diffusion process for method 3 with a toy example

- Regularization:** fusing user and item information simultaneously via flexible regularization.

$$\begin{aligned}
 \min_{U,V} \mathcal{L}(R, U, V) &= \frac{1}{2} \sum_{i=1}^m \sum_{j=1}^n I_{ij} (R_{ij} - U_i V_j^T)^2 \\
 &+ \frac{\alpha}{2} Reg_y^U + \frac{\beta}{2} Reg_y^I \\
 &+ \frac{\lambda_1}{2} \|U\|^2 + \frac{\lambda_2}{2} \|V\|^2,
 \end{aligned}$$

$$Reg_{ave}^U = \sum_{i=1}^m \left\| U_i - \frac{\sum_{f \in \mathcal{T}_u^+(i)} S_{if}^U U_f}{\sum_{f \in \mathcal{T}_u^+(i)} S_{if}^U} \right\|^2,$$

$$Reg_{ind}^U = \sum_{i=1}^m \sum_{j=1}^m S_{ij}^U \|U_i - U_j\|^2.$$

$$Reg_{ave}^I = \sum_{j=1}^n \left\| V_j - \frac{\sum_{f \in \mathcal{T}_i^+(j)} S_{jf}^I V_f}{\sum_{f \in \mathcal{T}_i^+(j)} S_{jf}^I} \right\|^2,$$

$$Reg_{ind}^I = \sum_{i=1}^n \sum_{j=1}^n S_{ij}^I \|V_i - V_j\|^2.$$

- Factorization vs. Regularization: Fusing Heterogeneous Social Relationships in Top-N Recommendation
 - 根据这篇文的启发，在对friendship信息和membership信息进行融合时，CMF融合membership，Regularization融合friendship，那么对于user信息和item信息，这两者的地位肯定是不等价的。那么是否可以分别用不同的手段去同时融合这两个信息。（需要实验去验证）
 - 比如：用reg融合user信息，用矩阵分解融合item信息。

$$\tilde{R}^{(q)} = RS^{(q)}, \hat{R} = \sum_{q=1}^L \theta_q \bullet \tilde{R}^{(q)}$$
$$\arg \min_{U,V} \left\| \hat{R} - UV^T \right\|_F^2 + \text{Reg}^U,$$



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- Formalize recommendation as a ranking problem in heterogeneous network.

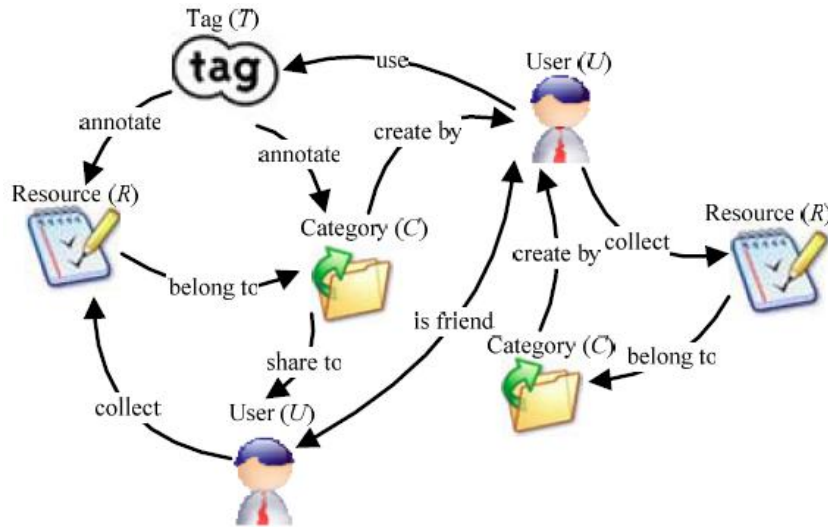


Figure 1. A common social network

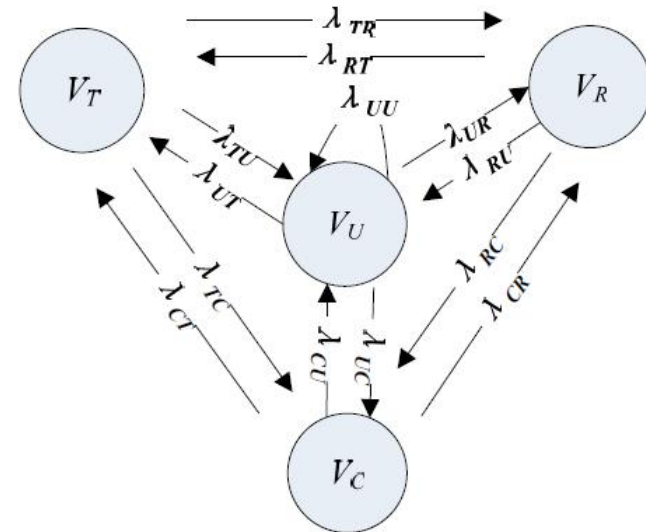


Figure 2. A formalized heterogeneous graph

- global importance score: $s_Y = \alpha \times E + (1 - \alpha) \sum_{\lambda_{XY} \in \Lambda} \lambda_{XY} M_{XY}^T s_X$
- relevance score: $P(q|o) \prod_{t_i \in q} \left(\omega \cdot \frac{tf(t_i, o)}{|o|} + (1 - \omega) \cdot \frac{tf(t_i, O)}{|O|} \right), \omega = \frac{|o|}{|o| + v}$
language model
- Eg.: Recommendation of categories and users when browsing a category.

- Global Relevance Measure

$$HeteSim(s, t | R_1 \circ R_2 \circ \dots \circ R_l) = \frac{1}{|O(s|R_1)||I(t|R_l)|}$$
$$\sum_{i=1}^{|O(s|R_1)|} \sum_{j=1}^{|I(t|R_l)|} HeteSim(O_i(s|R_1), I_j(t|R_l) | R_2 \circ \dots \circ R_{l-1})$$

(1)

where $O(s|R_1)$ is the out-neighbors of s based on relation R_1 , and $I(t|R_l)$ is the in-neighbors of t based on relation R_l .

$$Sim(A, B) = \sum_{i=1}^N \omega_i \cdot HeteSim(A, B | P_i)$$

- 异构网络中的推荐：当前只能想到扩展CMF。即对于网络中的每个实体，它都有自己的一个latent factor。然后利用已知的网络中的连接矩阵进行相应分解，优化。（其实与multi-view nmf是一样的）。
 - 得到latent factor后，对感兴趣的两个实体进行链路预测即可。
 - 例如：DBLP数据中，有author, paper, term, venue四类实体。

$$\min \sum_{\langle X, Y \rangle \in \Gamma} \sum_{i=1}^{n_X} \sum_{j=1}^{n_Y} I_{ij} (R_{ij}^{XY} - V_i^X (V_j^X)^T)^2 + \sum_{T \in \Lambda} \lambda_T \|V^T\|^2$$

$$\Gamma = \{\langle A, P \rangle, \langle P, V \rangle, \langle P, T \rangle\}, \Lambda = \{A, P, V, T\}$$

Some common problems



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- The position of weighted for different similarity matrices
- The selection of meta path still needs expert's experience.



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- **USER information VS. ITEM information**
 - transform into similarity matrix
 - original heterogeneous relation matrix
- **Regularization , diffusion, CMF**
 - Two regularization
 - average-based
 - individual-based
 - Three preference diffusion methods
 - single user diffusion
 - single item diffusion
 - both user and item diffusion

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