

# Leverage **Item Popularity** and **Recommendation Quality** via Cost-sensitive Factorization Machines

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# Highlights

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- A Cost-sensitive Factorization Machine (FM)
  - Two cost functions
  - Experiments are conducted on a real-world dataset.
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# Recommendation Problem

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**Music Dataset** Given a user's listening history

**Goal** Generate a playlist  
(top-N recommendations)

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# Classical Problem in Recommendation

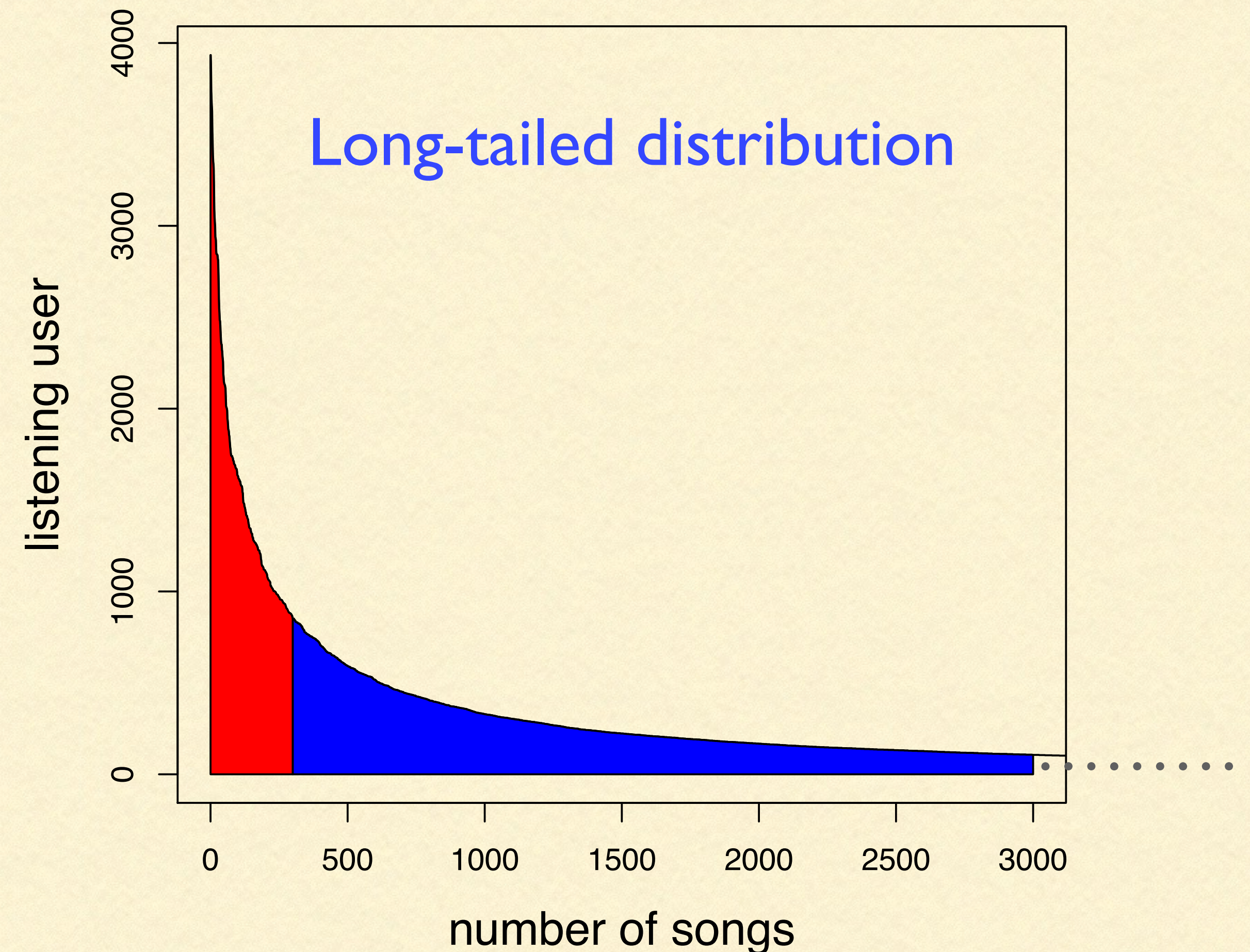
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- To get a sensible performance, a traditional recommendation algorithm tends to return **popular** songs



# Classical Problem in Recommendation

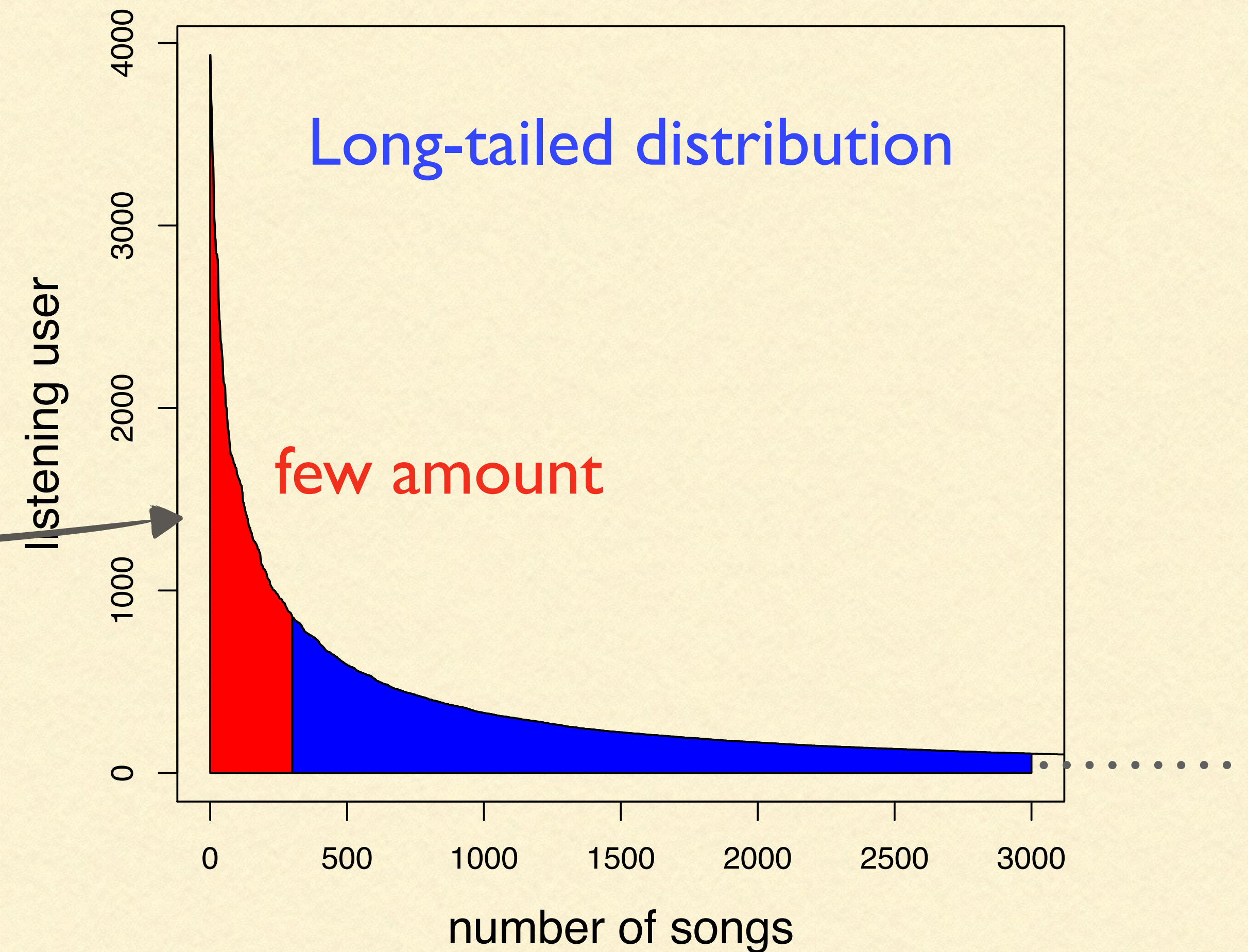
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# Classical Problem in Recommendation

- To get a sensible performance, a traditional recommendation algorithm tends to return **popular** songs

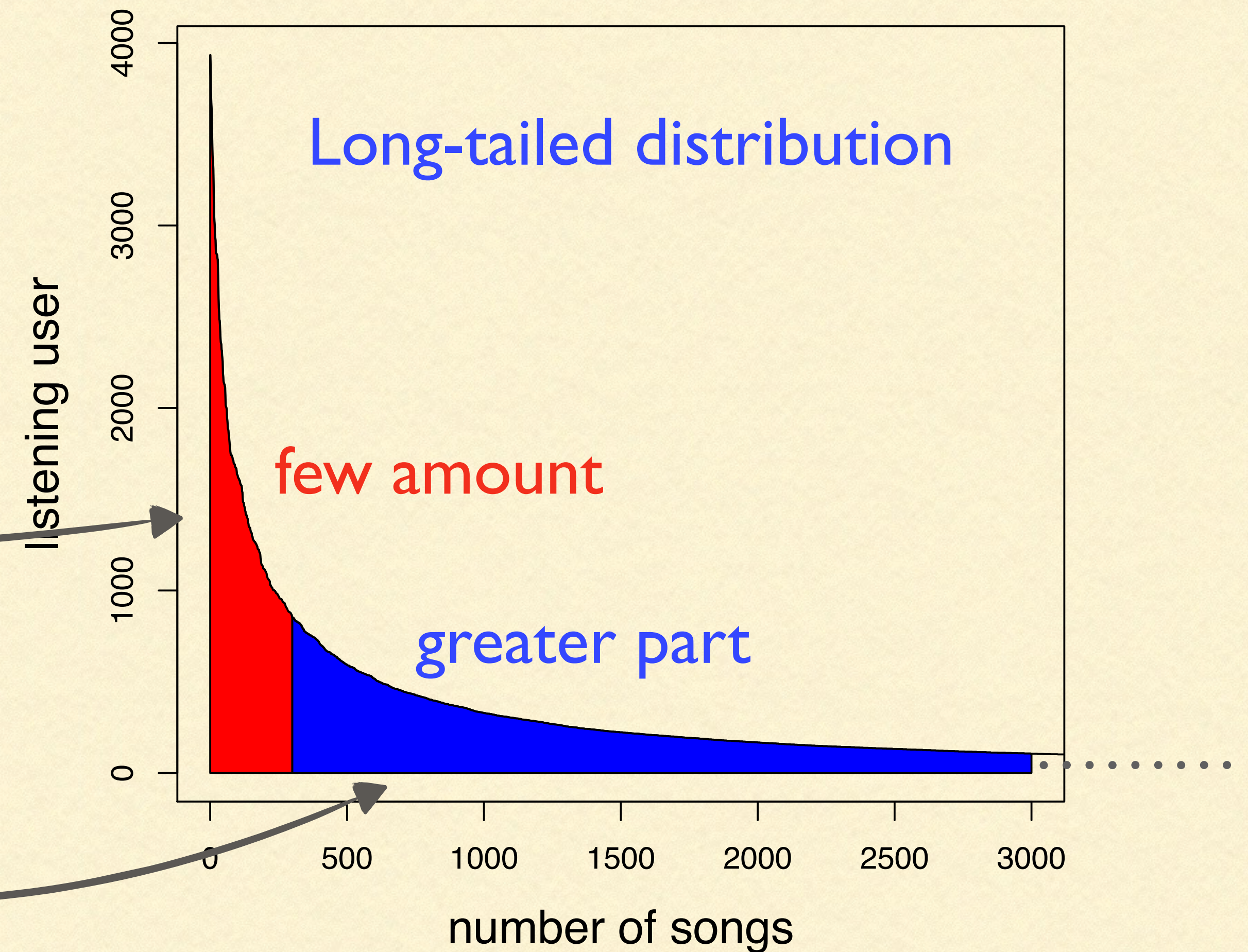




# Classical Problem in Recommendation

- To get a sensible performance, a traditional recommendation algorithm tends to return **popular** songs

unpopular music





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# The Goal of Recommendation

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- To help users
  - discover novel music
  - recall the music users have listened to
  - ...



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# The Goal of Recommendation

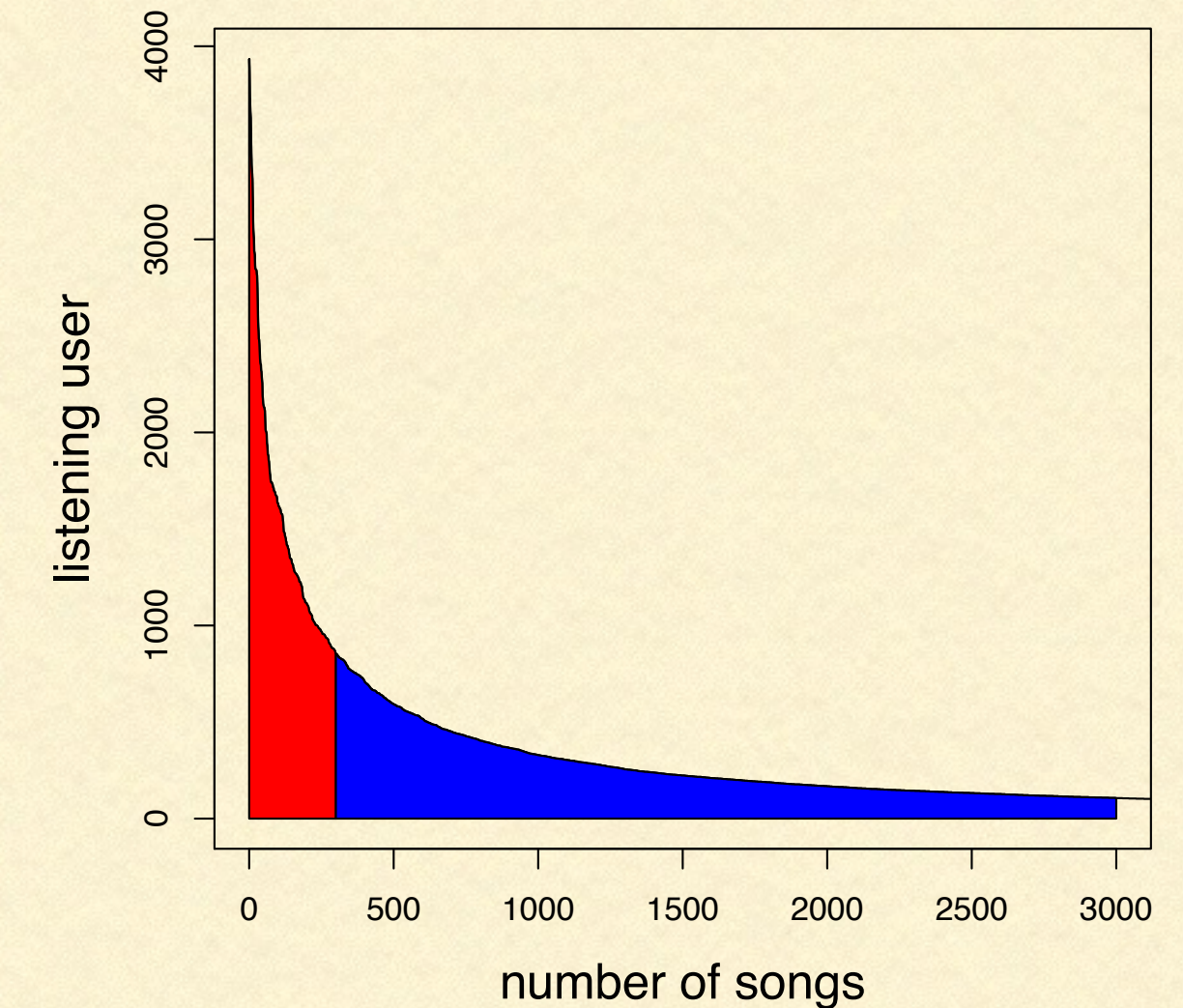
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- To help users
    - discover novel music
    - recall the music users have listened to
  - Our goal
    - explore more novel music as much as possible
-



# The Goal of Recommendation

- To help users
  - **discover novel music**
  - recall the music users have listened to
- Our goal
  - explore more **novel music** as much as possible
    - which usually leans to **unpopular music**





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# The Goal of Recommendation

---

- To help users
  - discover novel music
  - recall the music users have listened to

- Our goal
    - explore more novel music as much as possible
      - which usually leans to unpopular music
- It's a **trade-off** between  
Item Popularity and Recommendation Quality.
-



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# The Goal of Recommendation

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- To help users
  - discover novel music
  - recall the music users have listened to

It's a **trade-off** between

- Our goal
    - explore more novel music as much as possible
    - **keep a reasonable performance at the same time**
- Item Popularity and Recommendation Quality.
-



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# Problem — Music Recommendation

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**Music Dataset** Given a user's listening history

**Goal** Generate a playlist

**Satisfy**

1. Explore novel music as much as possible
2. Keep a Reasonable Performance

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# Highlights

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- A Cost-sensitive Factorization Machine (FM)
  - Two cost functions
  - Experiments are conducted on a real-world dataset.
-



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# Highlights

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- A Cost-sensitive Factorization Machine (FM)
  - Two cost functions Cost-sensitive Learning + FM
  - Experiments are conducted on a real-world dataset.
-



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# Recommendation Algorithm

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- **Factorization Machines** [Rendle 2012]

$$\hat{y}(\mathbf{x}) := w_0 + \sum_{j=1}^p w_j x_j + \sum_{j=1}^p \sum_{j'=j+1}^p x_j x_{j'} \sum_{f=1}^k v_{j,f} v_{j',f}$$



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# Recommendation Algorithm

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Linear Regression



# Recommendation Algorithm

- **Factorization Machines** [Rendle 2012]

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Linear Regression

Matrix Factorization / Latent Topic



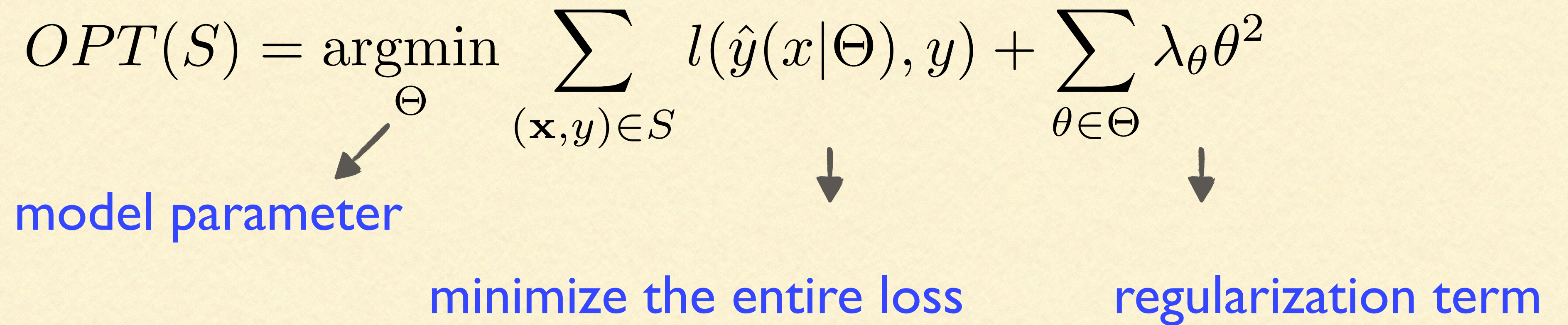
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# Objective Function - Coordinate Descent

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$$OPT(S) = \underset{\Theta}{\operatorname{argmin}} \sum_{(\mathbf{x}, y) \in S} l(\hat{y}(x|\Theta), y) + \sum_{\theta \in \Theta} \lambda_{\theta} \theta^2$$

model parameter                      minimize the entire loss                      regularization term





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# Objective Function - Coordinate Descent

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model parameter                      ↓                      ↓                      ↓

minimize the entire loss                      regularization term

+ Cost-Sensitive Learning

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# Traditional Cost

	prediction	
	+1	-1
+1	no error	false reject
-1	false accept	no error
actual		

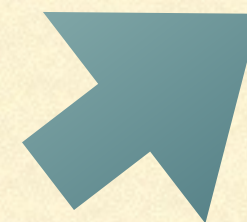


	+1	-1
+1	0	1
-1	1	0



# Cost-Sensitive Learning

	prediction	
	+	-
+	no error	false reject
-	false accept	no error
actual		



	+	-
+	0	1
-	1	0

	+	-
+	0	100
-	1	0



# Coordinate Descent with Cost-Sensitive Learning

$$OPT(S) = \operatorname{argmin}_{\Theta} \sum_{(\mathbf{x}, y) \in S} l(\hat{y}(x|\Theta), y) + \sum_{\theta \in \Theta} \lambda_{\theta} \theta^2$$

↓

$$l_c(\hat{y}, y) = c_{\mathbf{x}} (\hat{y} - y)^2 \rightarrow \text{RMSE}$$

↓

each record has its own penalty value



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# Instance-level Cost-Sensitive Learning

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$$OPT(S) = \operatorname{argmin}_{\Theta} \sum_{(\mathbf{x}, y) \in S} l(\hat{y}(x|\Theta), y) + \sum_{\theta \in \Theta} \lambda_{\theta} \theta^2$$



$$l_c(\hat{y}, y) = c_{\mathbf{x}}(\hat{y} - y)^2$$



$$\frac{\partial}{\partial \theta} OPT(S) = \sum_{(\mathbf{x}, y) \in S} 2(\hat{y}(x) - y)h_{\theta}(x)c_{\mathbf{x}} + 2\lambda_{\theta}\theta$$

$$\theta^* = -\frac{\sum_{(\mathbf{x}, y) \in S} (g(\theta)(\mathbf{x}) - y)h_{\theta}(x)c_{\mathbf{x}}}{\sum_{(\mathbf{x}, y) \in S} h_{\theta}^2(x)c_{\mathbf{x}} + \lambda_{\theta}}$$

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# Highlights

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  - **Two cost functions**
  - Experiments are conducted on a real-world dataset.
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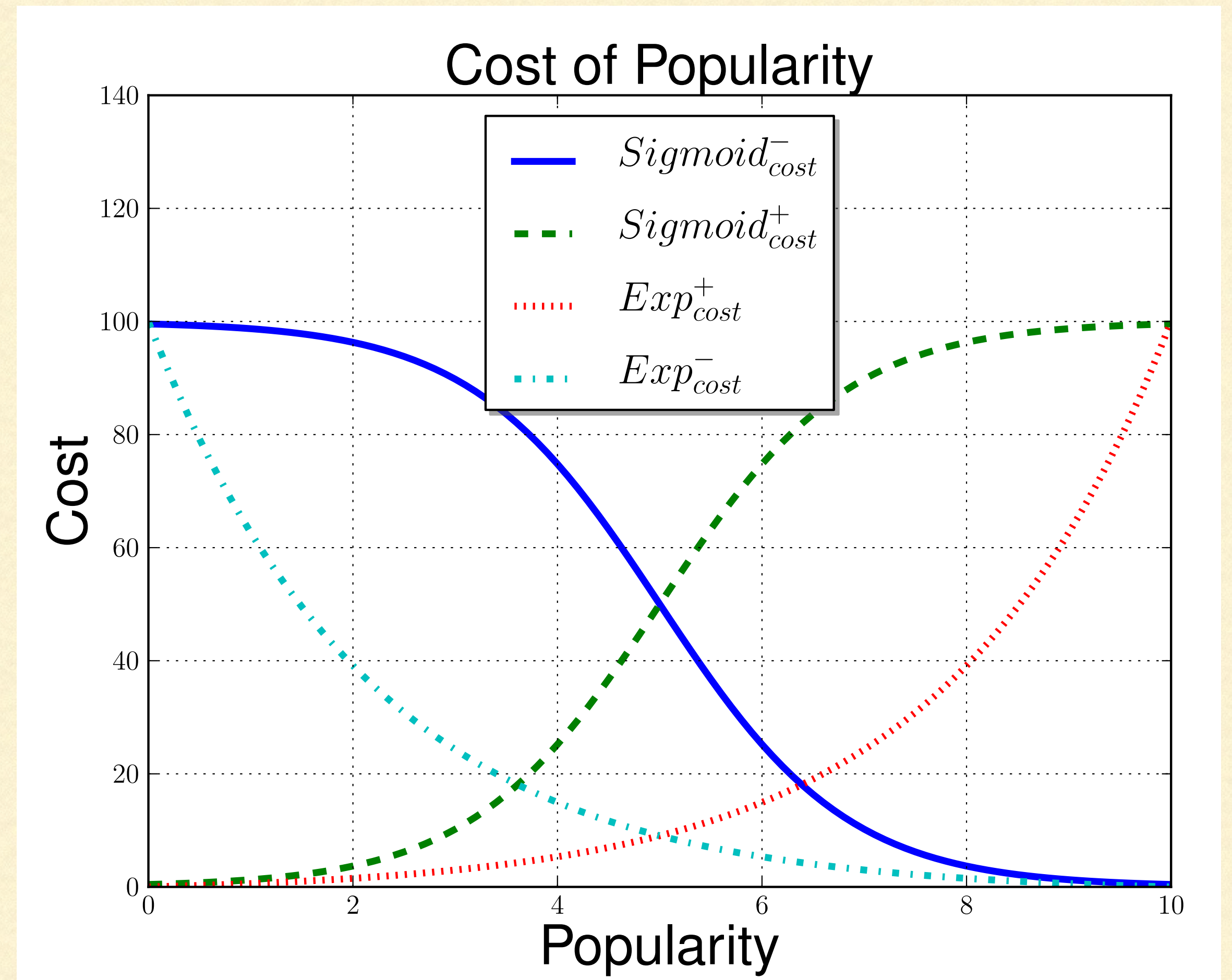


# Cost Function

$$\frac{\partial}{\partial \theta} OPT(S) = \sum_{(\mathbf{x}, y) \in S} 2(\hat{y}(x) - y) h_{\theta}(x) c_{\mathbf{x}} + 2\lambda_{\theta} \theta$$

$$Sigmoid_{cost}(p_{\mathbf{x}}) = \frac{c_{\max}}{1 + e^{\pm(4e \frac{p_{\mathbf{x}}}{p_{\max}} - 2e)}}$$

$$Exp_{cost}(p_{\mathbf{x}}) = e^{\pm(\frac{p_{\mathbf{x}}}{p_{\max}})} \log w_{\max}$$



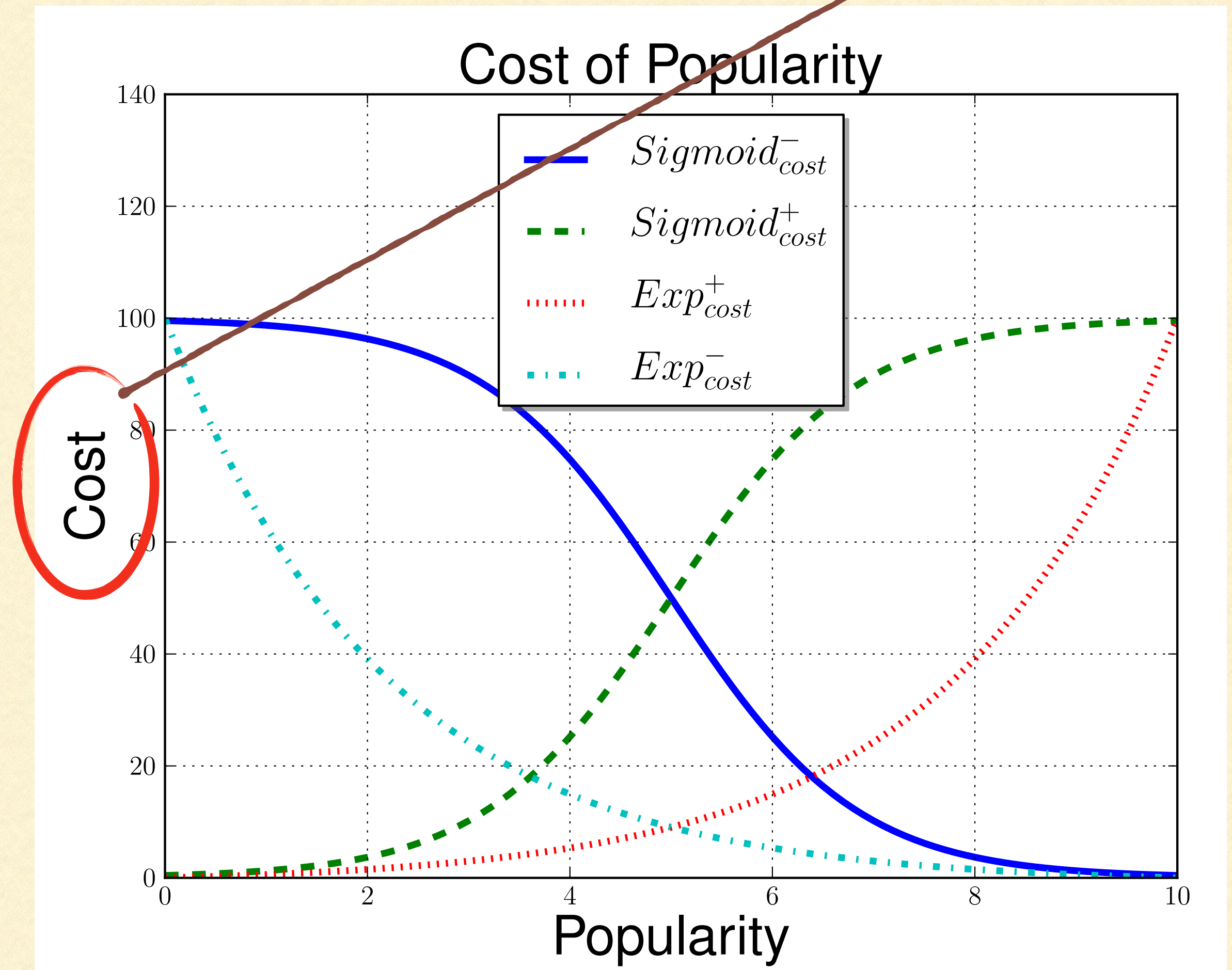


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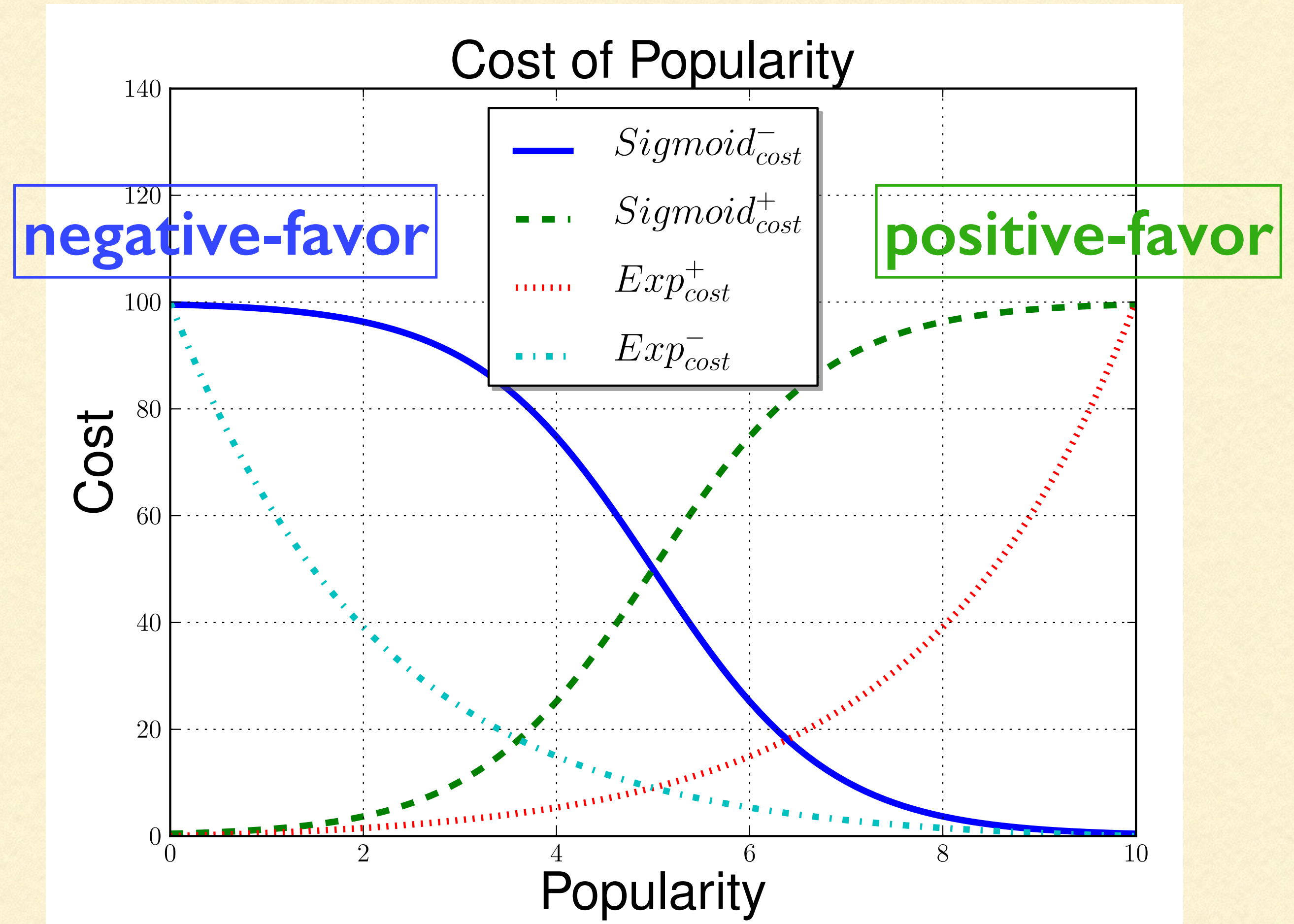


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# Highlights

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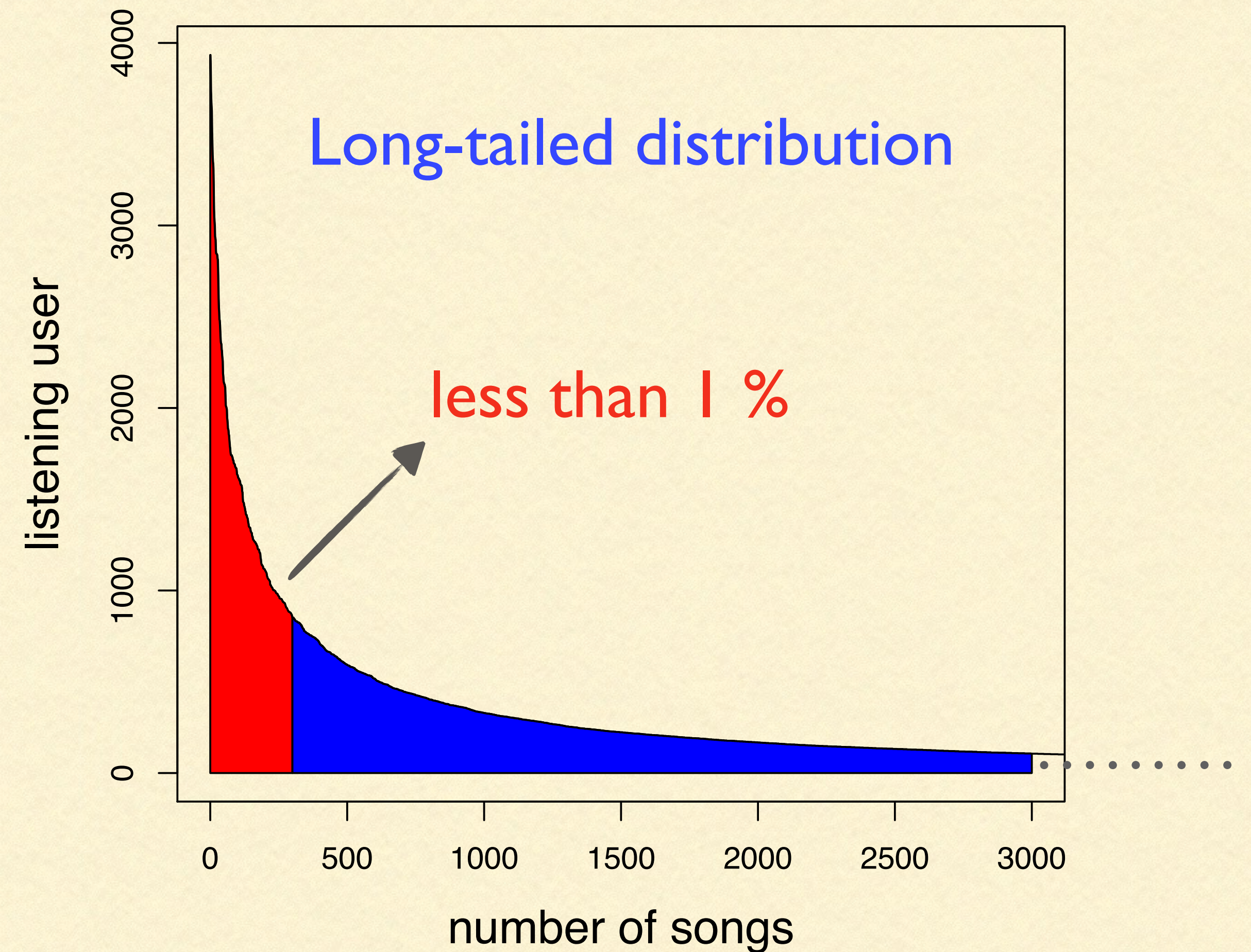
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-



# Dataset

## KKBOX-5K

- 5,000 users
- 30,000 songs
- 1,800,000 listening records





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# Performance Measurement

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## **Satisfy**

**1.** Explore novel music  
as much as possible

**2.** Keep a Reasonable  
Performance



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# Performance Measurement

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**Satisfy**

**1.** Explore novel music  
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**Average Popularity**

(number of listening users)

**2.** Keep a Reasonable  
Performance

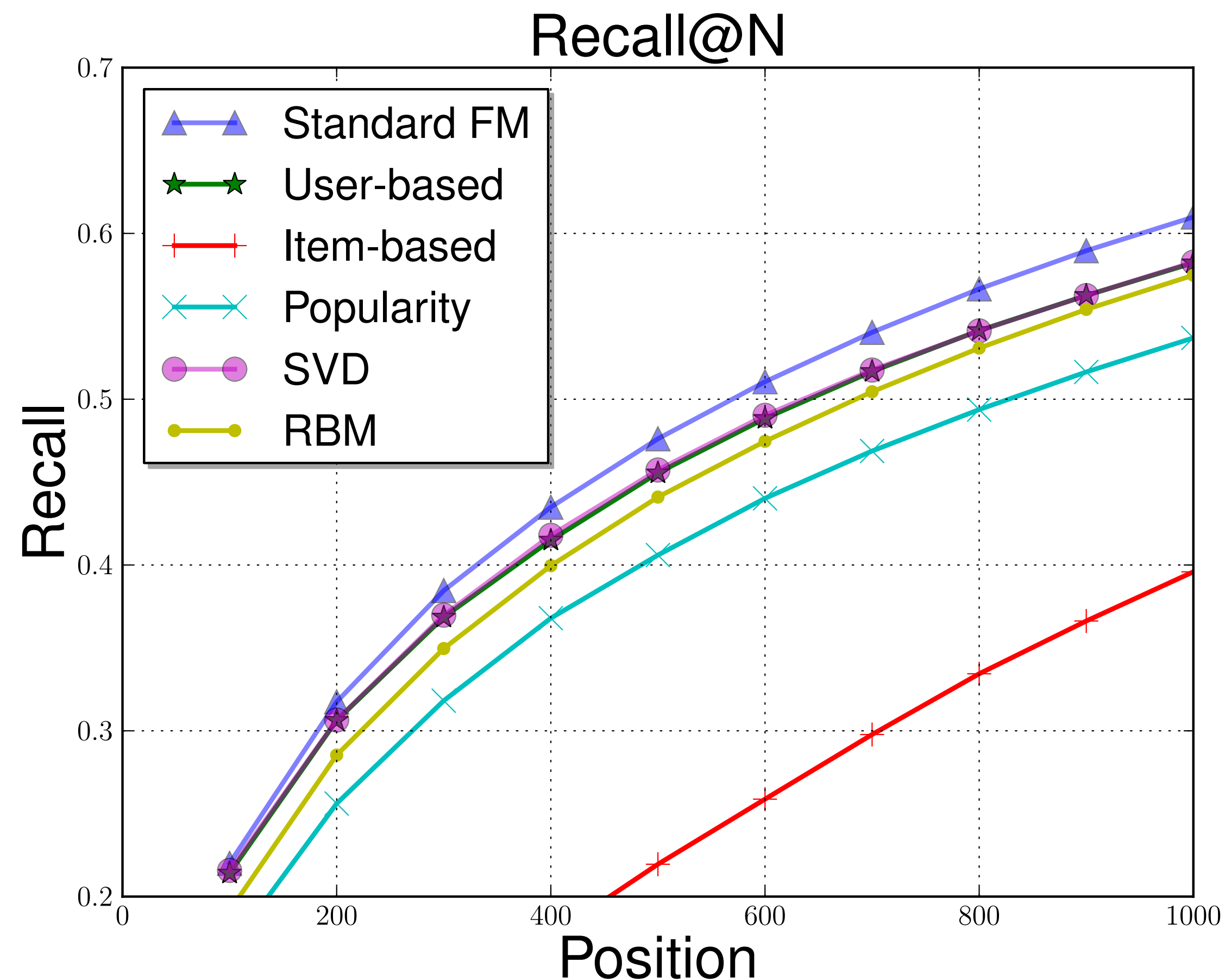


**Recall**

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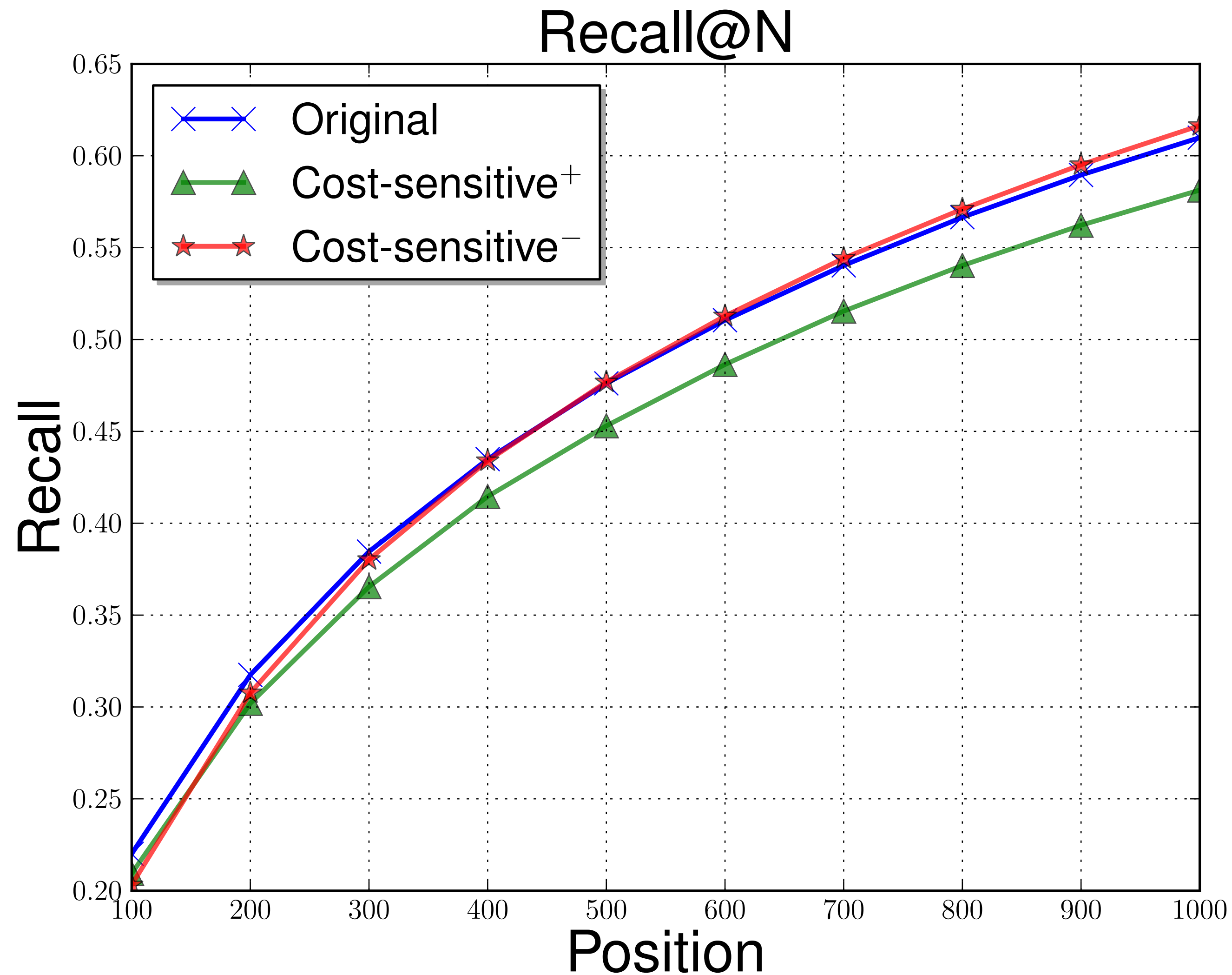
# Performance Comparison **w/o** Cost-Sensitive



- Recommending only popular songs can obtain a feasible performance, which means users usually tend to listen to popular music

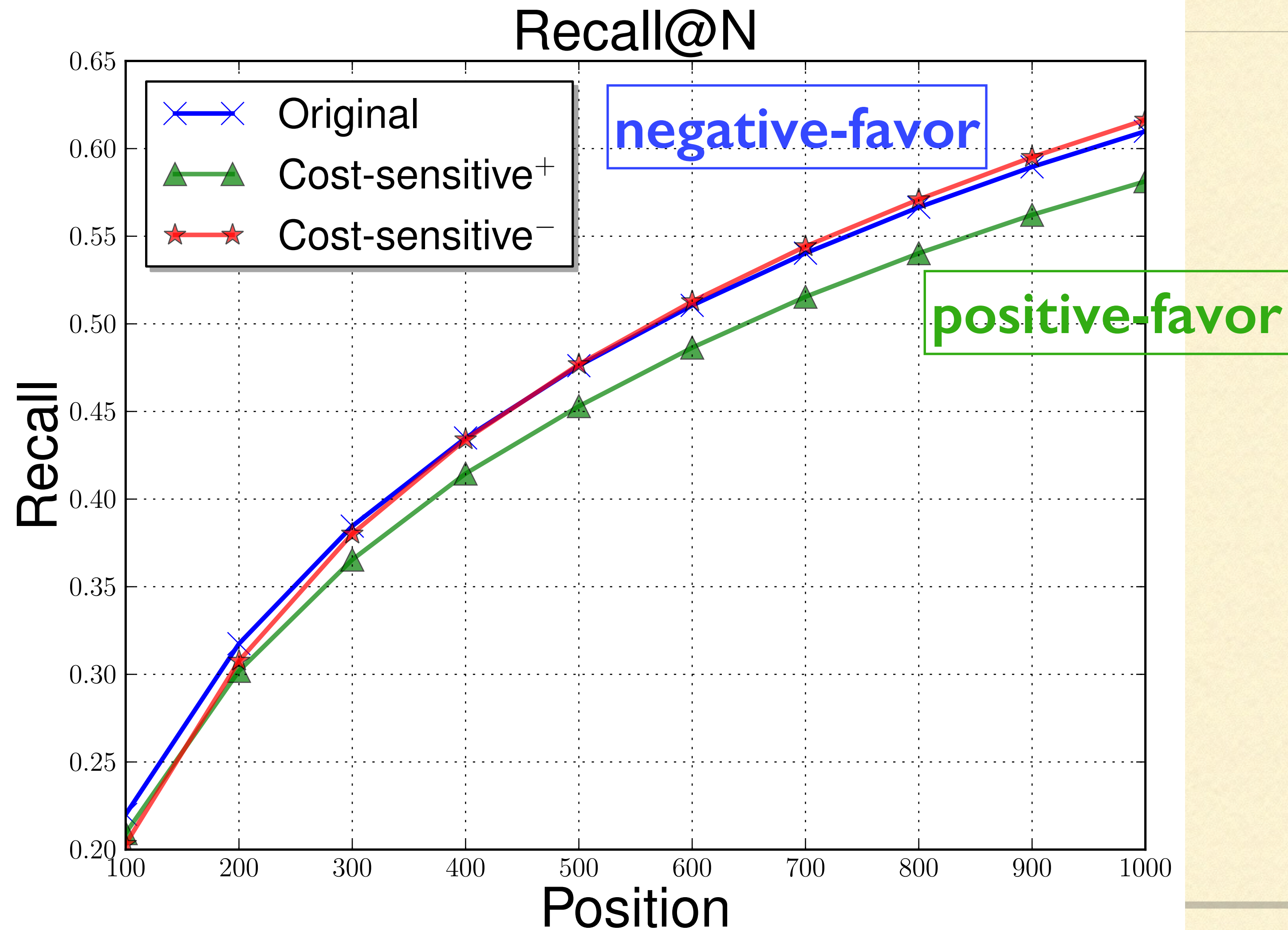


# Original FM v.s. Cost-Sensitive FM



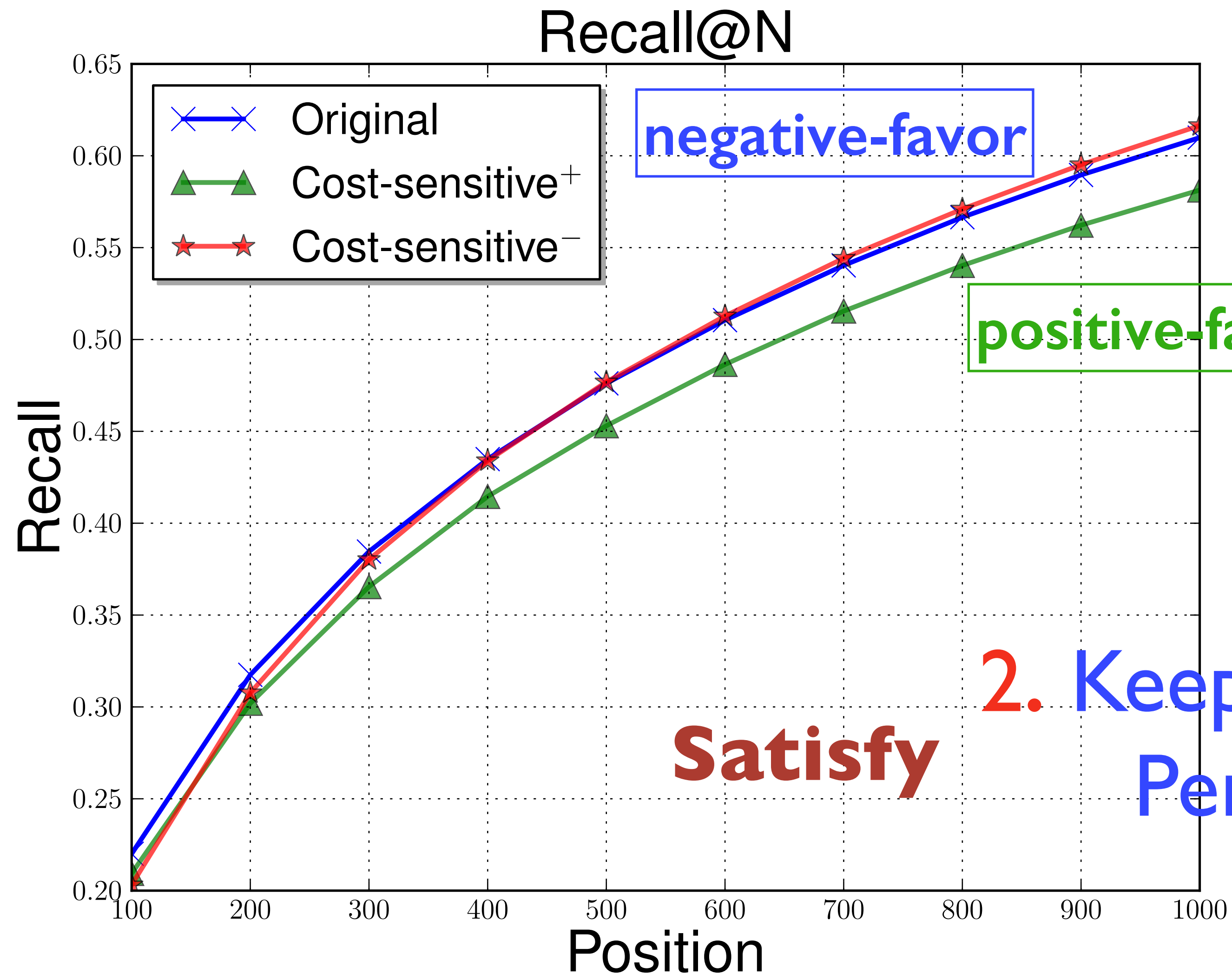


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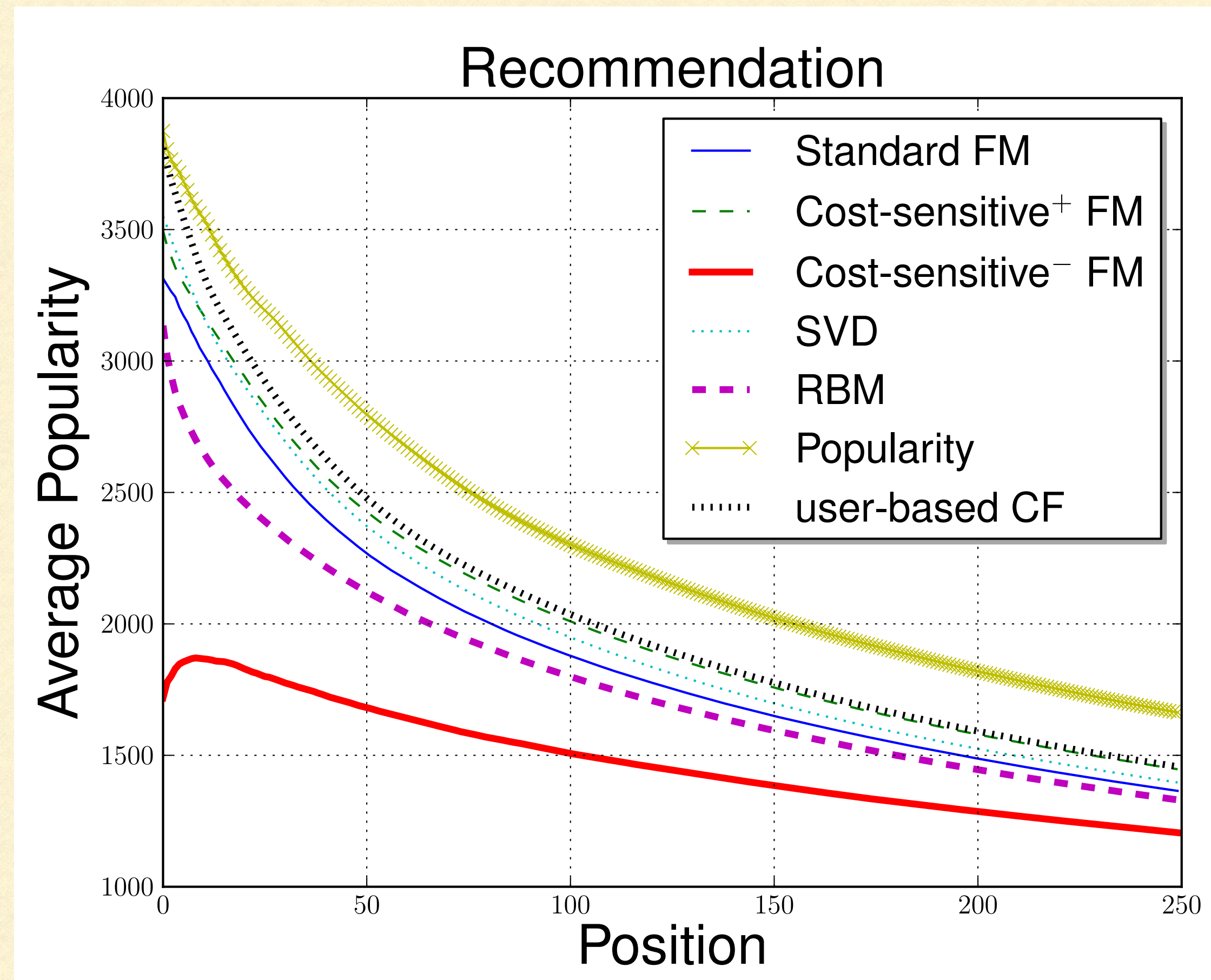


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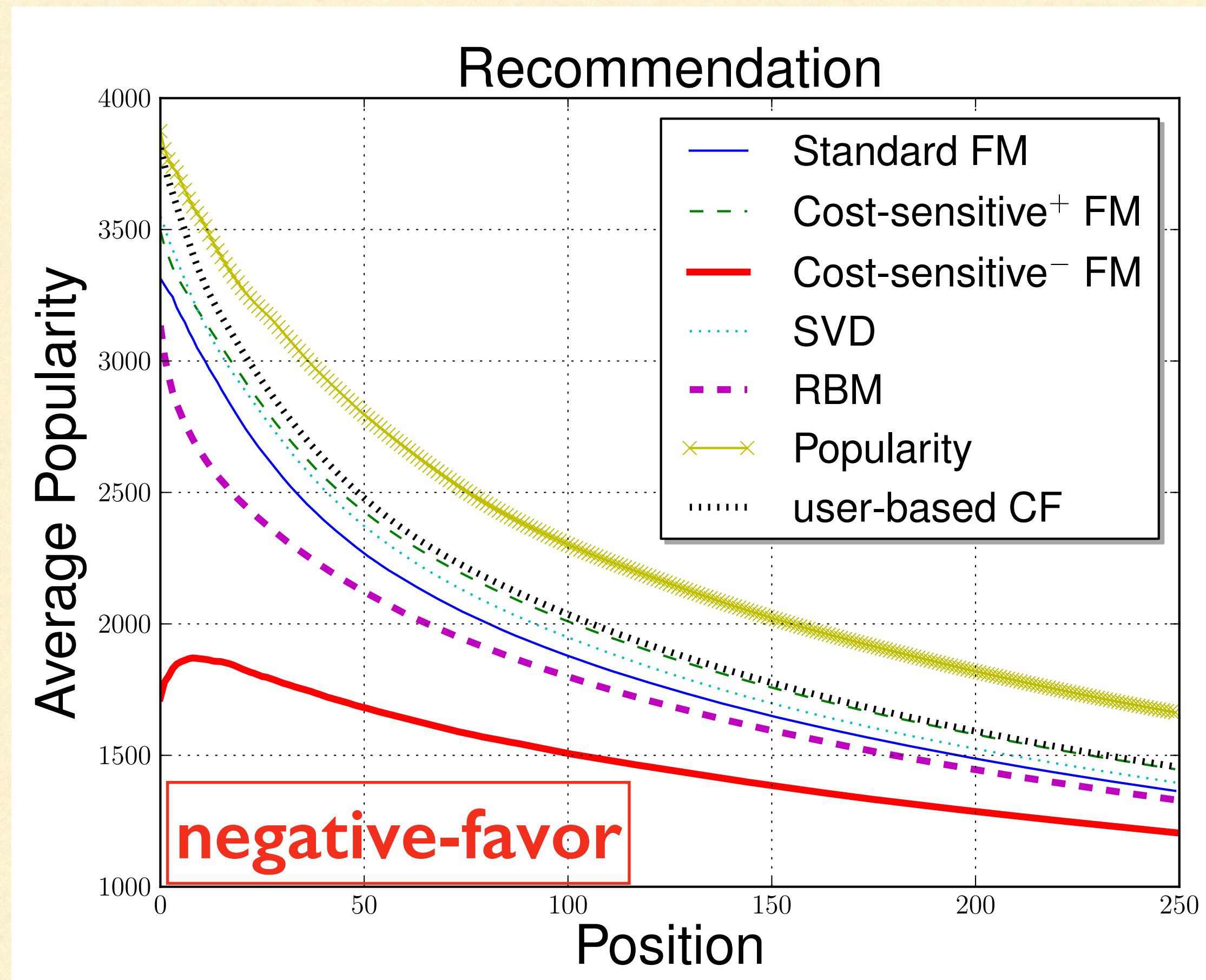
# Average Popularity of Top-N Recommendations



- Negative-Favour cost-sensitive FM could receive lower average popularity among top-N recommendations



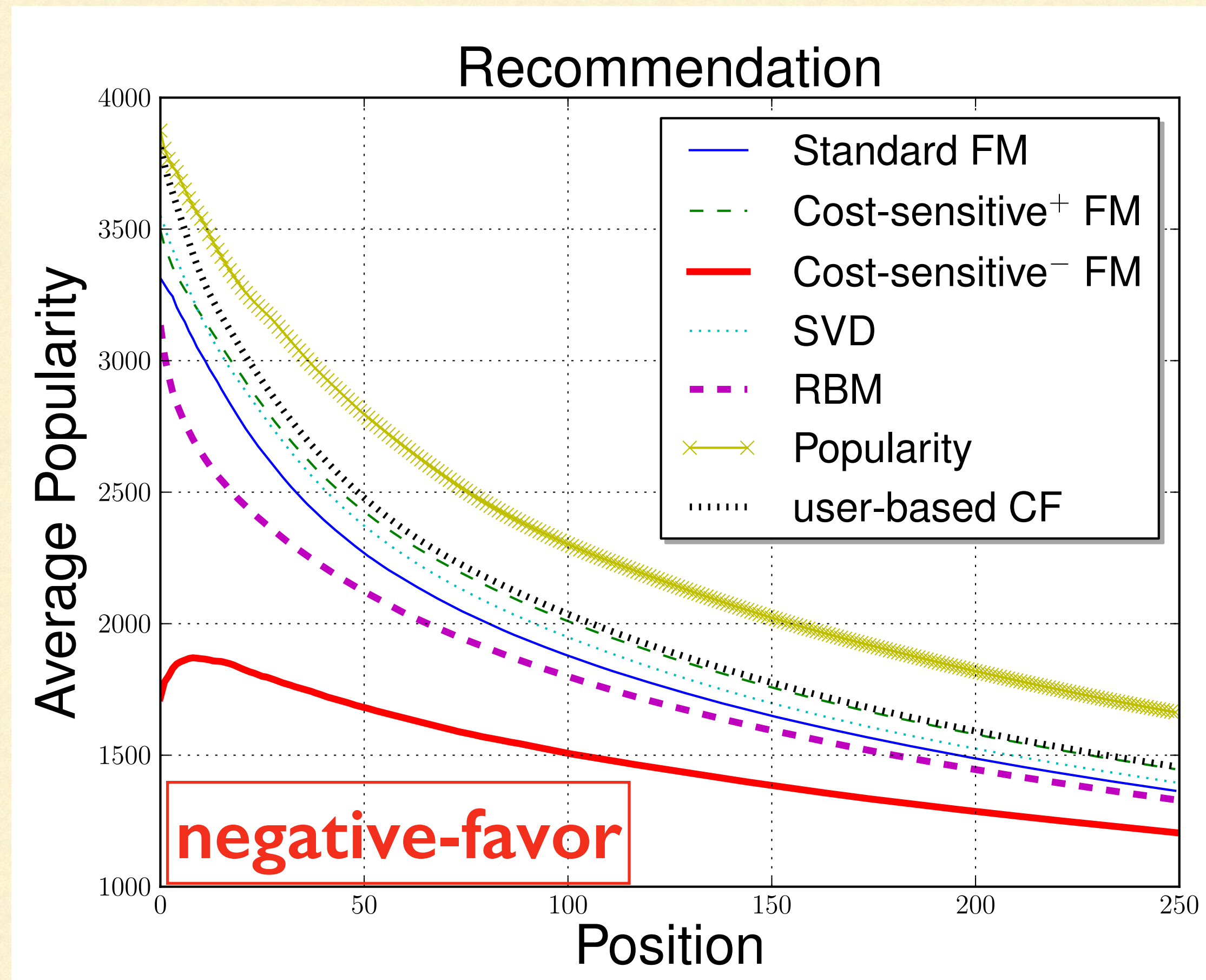
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**Satisfy** I. Explore novel music as much as possible



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# Conclusion

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- This is a preliminary research about cost-sensitive learning for recommendation problem and FM model.
  - The experimental result shows that the proposed instance-level cost-sensitive FM could achieve the different goals with different weighting functions.
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Any Question?

– *ChihMing*

*chagnecandy at gmail.com*

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