# Web Mining and Recommender Systems

Advanced Recommender Systems

### Methodological papers

• Bayesian Personalized Ranking

( \( \forall \) \( \forall \)

Factorizing Personalized Markov Chains

Personalized Ranking Metric Embedding

$$\forall u, \forall i \quad vs \quad d(u, i)$$

Why 
$$\sigma(x_i, y_i - x_i, y_i)$$
  
sequential rec.

$$\mathcal{T}_{\alpha}$$
.  $\mathcal{T}_{\beta}$  vs  $\mathcal{A}(\alpha,\beta)$ 

### **Application papers**

- Recommending Product Sizes to Customers
- Playlist Prediction via Metric Embedding
- Efficient Natural Language
   Response Suggestion for Smart Reply

We (hopefully?) know enough by now to...

- Read academic papers on Recommender Systems
- Understand most of the models and evaluations used

See also – CSE291

 $\mathcal{O}\left(\mathcal{F}_{n},\mathcal{F}_{i}-\mathcal{F}_{n},\mathcal{F}_{j}\right)$ 

452 RENDLE ET AL. UAI 2009

BPR: Bayesian Personalized Ranking from Implicit Feedback

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#### Abstract

Item recommendation is the task of predicting a personalized ranking on a set of items (e.g. websites, movies, products). In this paper, we investigate the most common scenario with implicit feedback (e.g. clicks, purchases). There are many methods for item recommendation from implicit feedback like matrix factorization (MF) or adaptive knearest-neighbor (kNN). Even though these methods are designed for the item predic-

sonalization is attractive both for content providers, who can increase sales or views, and for customers, who can find interesting content more easily. In this paper, we focus on item recommendation. The task of item recommendation is to create a user-specific ranking for a set of items. Preferences of users about items are learned from the user's past interaction with the system – e.g. his buying history, viewing history, etc.

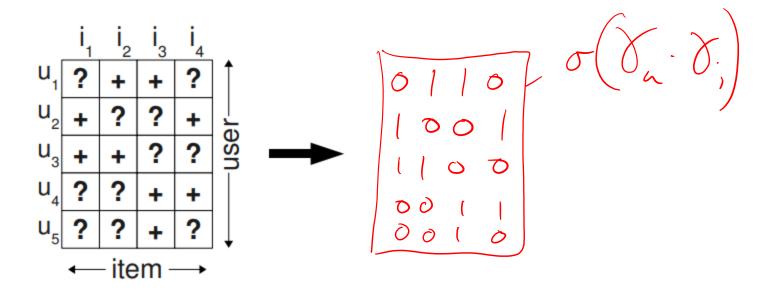
Recommender systems are an active topic of research.

Most recent work is on scenarios where users provide
explicit feedback, e.g. in terms of ratings. Nevertheless, in real-world scenarios most feedback is not

**Goal:** Estimate a personalized **ranking function** for each user

$$i>uj$$
 $Xuij>0$  if a prefers i
 $\leq o$  if a prefers j

**Why?** Compare to "traditional" approach of replacing "missing values" by 0:



**But!** "0"s aren't necessarily negative!

This suggests a possible solution based on **ranking** 

**Defn:** AUC (for a user *u*)

$$\mathrm{AUC}(u) := \frac{1}{|I_u^+|} \sum_{|I_u^+|} \sum_{i \in I_u^+} \sum_{j \in |I \setminus I_u^+|} \delta(\hat{x}_{uij} > 0)$$

$$\left(\mathrm{AUC} := \frac{1}{|U|} \sum_{u \in U} \mathrm{AUC}(u)\right) = \delta \qquad \qquad \text{scoring function that compares an item } i \text{ to an item } j \text{ for a user } u$$

The AUC essentially **counts** how many times the model correctly identifies that u prefers the item they bought (positive feedback) over the item they did not

**Defn:** AUC (for a user *u*)

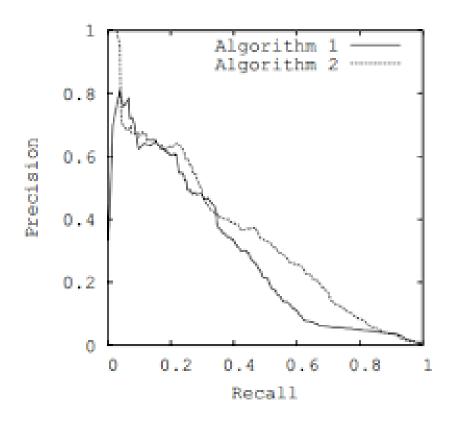
$$AUC(u) := \frac{1}{|I_u^+| |I \setminus I_u^+|} \sum_{i \in I_u^+} \sum_{j \in |I \setminus I_u^+|} \delta(\hat{x}_{uij} > 0)$$

**AUC = 1:** We **always** guess correctly among

two potential items i and j

**AUC = 0.5:** We guess **no better than random** 

**Defn:** AUC = Area Under Precision Recall Curve



**Summary:** 

Goal is to count how many times we identified i as being more preferable than j for a user u

 $\delta(\hat{x}_{uij} > 0)$ 

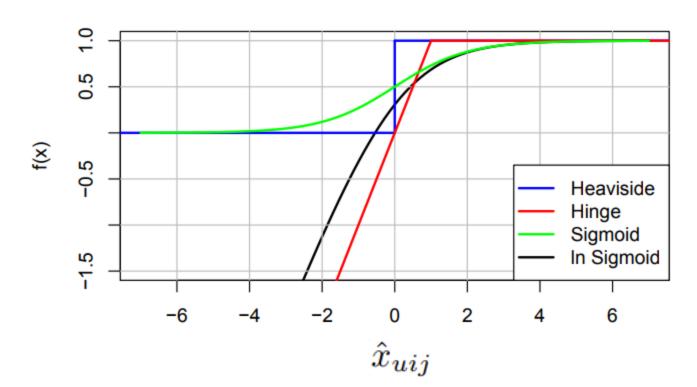
$$\sigma(x_{aij})$$
 $p(a peles : overj)$ 
 $n peles j$ 
 $\sigma(x_{aij})$ 
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 $\sigma(x_{aij})$ 
 $\sigma(x_{aij})$ 
 $\sigma(x_{aij})$ 

**Summary:** 

Goal is to count how many times we identified i as being more preferable than j for a user u

$$\delta(\hat{x}_{uij} > 0)$$

#### Loss functions



**Idea:** Replace the counting function  $\delta(\hat{x}_{uij} > 0)$  by a smooth function

$$\sigma(\hat{x}_{uij})$$

 $\hat{x}_{uij}$  is any function that compares the compatibility of i and j for a user u

e.g. could be based on matrix factorization:

**Idea:** Replace the counting function  $\delta(\hat{x}_{uij} > 0)$  by a smooth function

BPR-OPT := 
$$\ln p(\Theta|>_u)$$
  
=  $\ln p(>_u|\Theta) p(\Theta)$   
=  $\ln \prod_{(u,i,j)\in D_S} \sigma(\hat{x}_{uij}) p(\Theta)$   
=  $\sum_{(u,i,j)\in D_S} \ln \sigma(\hat{x}_{uij}) + \ln p(\Theta)$   
=  $\sum_{(u,i,j)\in D_S} \ln \sigma(\hat{x}_{uij}) - \lambda_{\Theta} ||\Theta||^2$ 

**Idea:** Replace the counting function  $\delta(\hat{x}_{uij} > 0)$  by a smooth function

$$\frac{2}{2} \ln \sigma \left( \frac{3}{3} \cdot \frac{3}{3} - \frac{3}{3} \cdot \frac{3}{3} \right)$$

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$$\frac{2}{3} \ln \sigma \left( \frac{3}{3} - \frac{3}{3} - \frac{3}{3} \right)$$

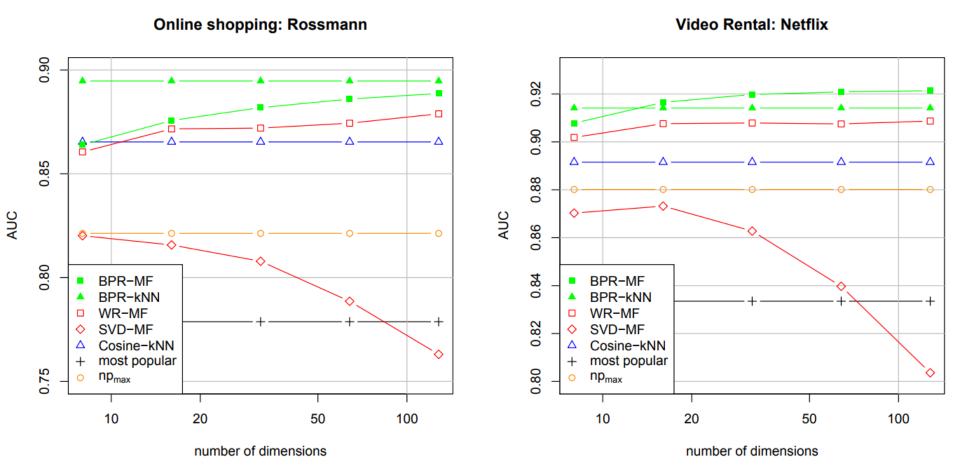
$$\frac{2}{3} \ln \sigma \left( \frac{3}{3} - \frac{3}{3} - \frac{3}{3} - \frac{3}{3} \right)$$

$$\frac{2}{3} \ln \sigma \left( \frac{3}{3} - \frac{3}{3}$$

#### **Experiments:**

- RossMann (online drug store)
- Netflix (treated as a binary problem)

#### **Experiments:**



### Morals of the story:

- Given a "one-class" prediction task (like purchase prediction) we might want to optimize a ranking function rather than trying to factorize a matrix directly
- The AUC is one such measure that counts among a users u, items they consumed i, and items they did not consume, j, how often we correctly guessed that i was preferred by u
- We can optimize this approximately by maximizing  $\sigma(\hat{x}_{uij})$  where  $\hat{x}_{uij}=\gamma_u\cdot\gamma_i-\gamma_u\cdot\gamma_j$

WWW 2010 • Full Paper

April 26-30 • Raleigh • NC • USA

#### Factorizing Personalized Markov Chains for Next-Basket Recommendation

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#### ABSTRACT

Recommender systems are an important component of many websites. Two of the most popular approaches are based on matrix factorization (MF) and Markov chains (MC). MF methods learn the general taste of a user by factorizing the matrix over observed user-item preferences. On the other hand, MC methods model sequential behavior by learning a transition graph over items that is used to predict the next action based on the recent actions of a user. In this paper, we present a method bringing both approaches together. Our method is based on personalized transition graphs over un-

#### 1. INTRODUCTION

A core technology of many recent websites are recommender systems. They are used for example to increase sales in e-commerce, clicking rates on websites or visitor satisfaction in general. In this paper, we deal with the problem setting where sequential basket data is given per user. An obvious example is an online shop where a user buys items (e.g. books or CDs). In these applications, usually several items are bought at the same time, i.e. we have a set/basket of items at one point of time. The target is now to recommend items to the user that he might want to buy in his

Goal: build temporal models just by looking at the item the user purchased previously

(or  $p_u(i|j)$  )

**Assumption:** all of the information contained by temporal models is captured by the previous action

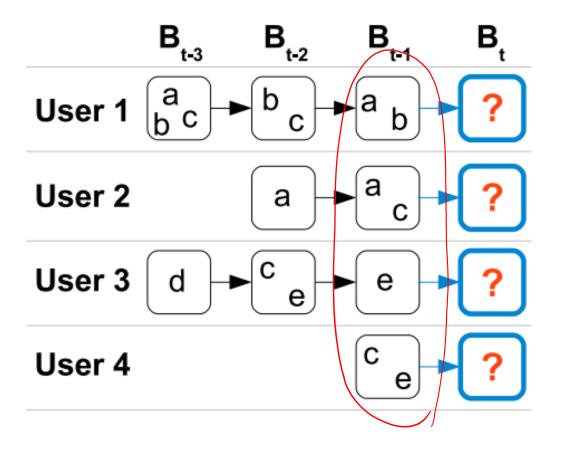
this is what's known as a **first-order Markov** property

### Is this assumption realistic?

good
Movies (?)
Song

bad Graero

Data setup: Rossmann basket data



#### **Prediction task:**

$$p(i \in B_t | B_{t-1}) := \frac{1}{|B_{t-1}|} \sum_{l \in B_{t-1}} p(i \in B_t | l \in B_{t-1})$$

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Could we try and compute such probabilities just by **counting?** 

Seems okay, as long as the item vocabulary is small (I^2 possible item/item combinations to count)

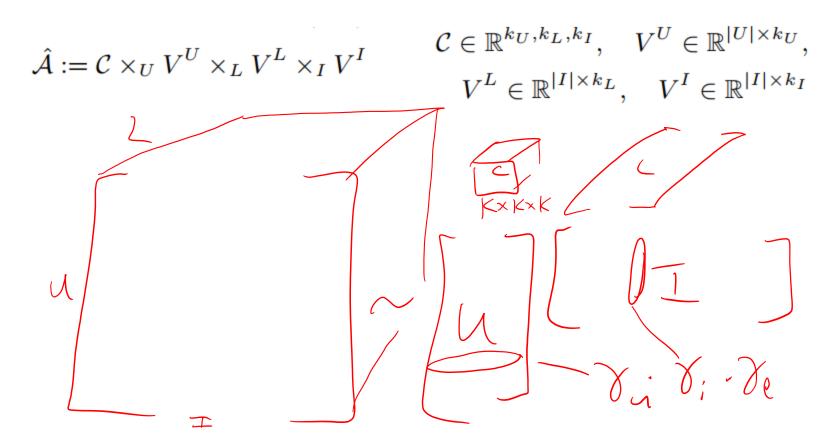
But it's not personalized

## What if we try to personalize?

Now we would have U\*I^2 counts to compare

Clearly not feasible, so we need to try and estimate/model this quantity (e.g. by matrix factorization)

## What if we try to **personalize?**



## What if we try to personalize?

#### **Prediction task:**

$$p(i \in B_t | B_{t-1}) := \frac{1}{|B_{t-1}|} \sum_{l \in B_{t-1}} p(i \in B_t | l \in B_{t-1})$$

$$\hat{p}(i \in B_t^u | B_{t-1}^u) = \frac{1}{|B_{t-1}^u|} \sum_{l \in B_{t-1}^u} \hat{a}_{u,l,i}$$

$$= \frac{1}{|B_{t-1}^u|} \sum_{l \in B_{t-1}^u} (\langle v_u^{U,I}, v_i^{I,U} \rangle + \langle v_i^{I,L}, v_l^{L,I} \rangle + \langle v_u^{U,L}, v_l^{L,U} \rangle)$$

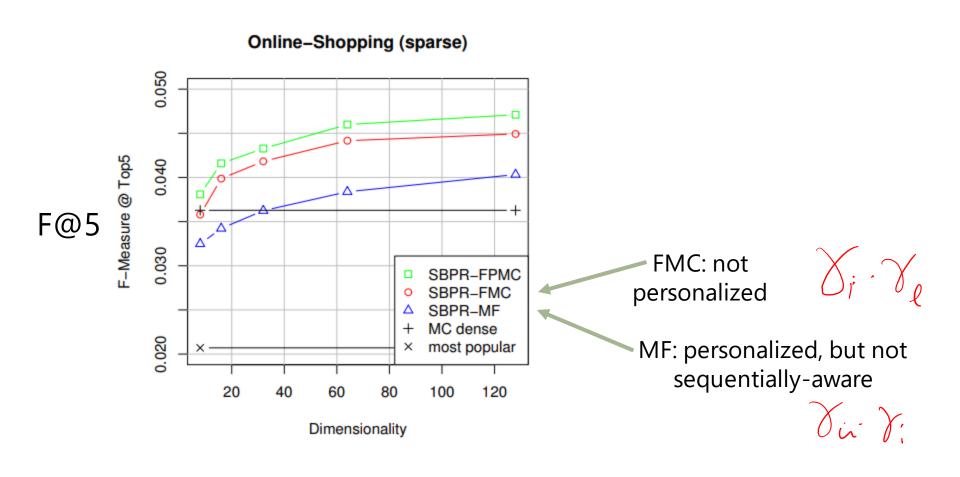
$$+ \langle v_u^{U,L}, v_l^{L,U} \rangle)$$

#### **Prediction task:**

$$\underset{\Theta}{\operatorname{argmax}} \prod_{u \in U} \prod_{B_t \in \mathcal{B}^u} p(>_{u,t} |\Theta) p(\Theta)$$

$$\prod_{u \in U} \prod_{B_t \in \mathcal{B}^u} \prod_{i \in B_t} \prod_{j \notin B_t} p(i>_{u,t} j|\Theta)$$

$$\underset{\Theta}{\operatorname{Aulij}} + \underset{\Theta}{\operatorname{Aulij}} + \underset{\Theta}{\operatorname{$$



### Morals of the story:

- Can improve performance by modeling third order interactions between the user, the item, and the previous item
- This is simpler than temporal models but makes a big assumption
- Given the blowup in the interaction space, this can be handled by tensor decomposition techniques

## Personalized Ranking Metric Embedding for Next New POI Recommendation

Yu. Vi Us d(u,i)

#### Personalized Ranking Metric Embedding for Next New POI Recommendation

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#### Abstract

The rapidly growing of Location-based Social Networks (LBSNs) provides a vast amount of check-in data, which enables many services, e.g., point-of-interest (POI) recommendation. In this paper, we study the *next new* POI recommendation problem in which *new* POIs with respect to users' current location are to be recommended. The challenge lies in the difficulty in precisely learning users' sequential information and personalizing the recommendation model. To this end, we resort to the Metric Embedding method for the recommendation, which avoids drawbacks of the Matrix Factorization technique. We propose a personalized ranking metric embedding method (PRME) to model personalized check-in sequences. We further develop a PRME-G

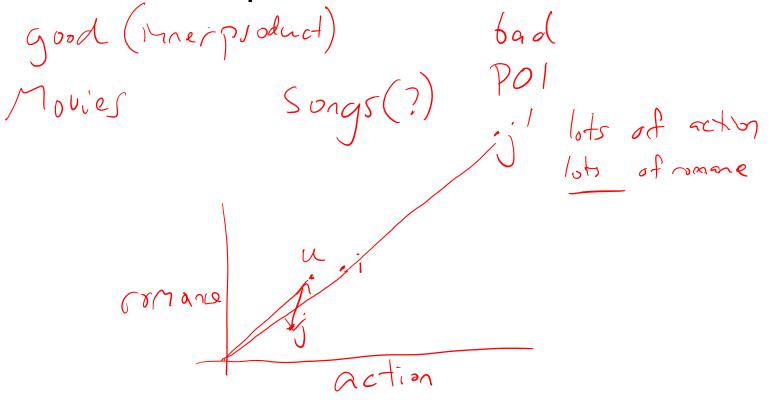
mation of users' check-ins. The sequential behavior is important for POI recommendation because human movement exhibits sequential patterns [Ye et al., 2013]. We verify users' sequential behavior in the analysis of two real-world datasets. Meanwhile, we observe that users often visit new POIs that they have not been visited before. In this paper, we focus on the Next New POI recommendation problem (simplified as N²-POI recommendation), which is to recommend new POIs to be visited next given a user's current location.

The challenge of  $N^2$ -POI recommendation is to learn transitions of users' check-ins that are commonly represented by a first-order Markov chain model. Due to the sparse transition data, it is difficult to estimate the transition probability in Markov chain, especially for the unobserved transition. Factorized Personalized Markov Chain (FPMC) [Rendle et al., 2010] method has been used to calculate the item transitions.

Goal: Can we build better sequential recommendation models by using the idea of metric embeddings

$$\gamma_u \cdot \gamma_i$$
 vs.  $d(\gamma_u, \gamma_i)$ 

Why would we expect this to work (or not)?



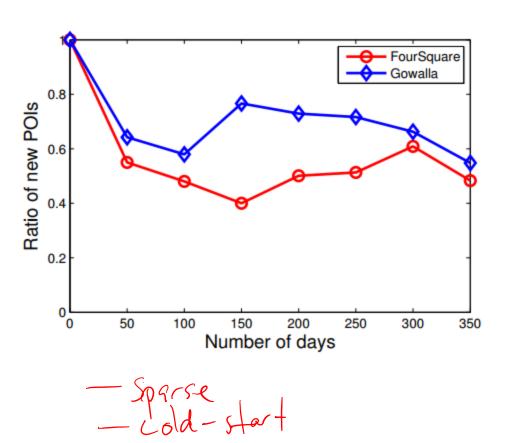
Otherwise, goal is the same as the previous paper:

$$p_u(i|j)$$

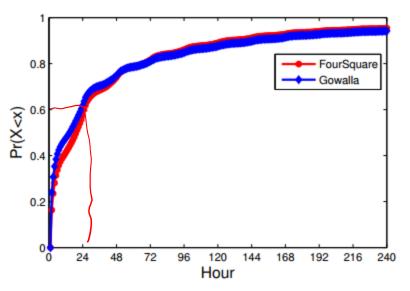
#### **Data**

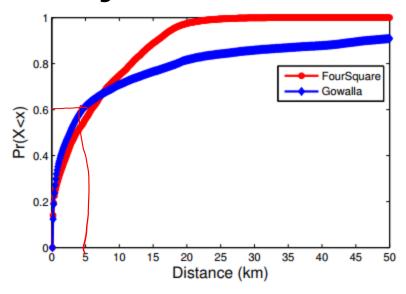
Dataset	#User	#POI	#Check-in	Time range
FourSquare	1917	2675	155365	08/2010-07/2011
Gowalla	4996	6871	245157	11/2009-10/2010

#### **Qualitative analysis**



#### **Qualitative analysis**





#### **Basic model (not personalized)**

$$\hat{P}(l_j|l_i) = \frac{e^{-||X(l_j) - X(l_i)||^2}}{Z(l_i)}$$

$$O((i)) \sim ||X_i - X_j||$$

#### **Basic model (not personalized)**

$$l_i >_{l^c} l_j \Leftrightarrow \hat{P}(l_i|l^c) > \hat{P}(l_j|l^c)$$

$$\mathcal{A}((i, c) < \mathcal{A}(j, c)$$

#### Personalized version

$$\mathcal{D}_{u,l^c,l} = \alpha \mathcal{D}_{u,l}^P + (1 - \alpha) \mathcal{D}_{l^c,l}^S$$

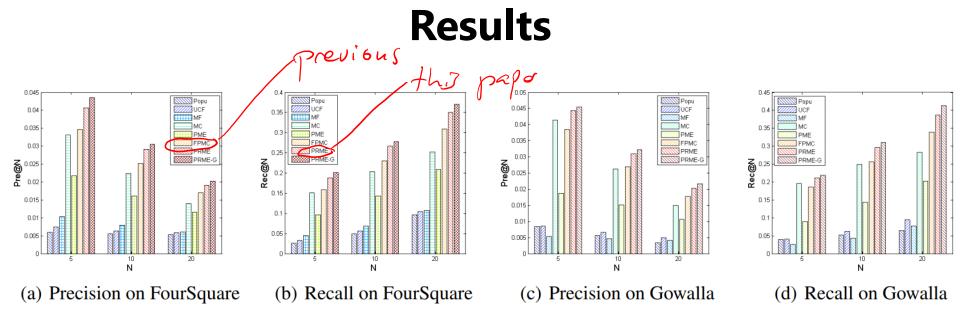
$$\left| \left| \gamma_u - \gamma_e \right| \right| \left| \gamma_l - \gamma_c \right|$$

#### Personalized version

$$\mathcal{D}_{u,l^c,l} = \begin{cases} \mathcal{D}_{u,l}^P & \text{if } \Delta(l,l^c) > \tau \\ \alpha \mathcal{D}_{u,l}^P + (1-\alpha)\mathcal{D}_{l^c,l}^S & \text{otherwise} \end{cases}$$

#### Learning

$$P(>_{u,l^c} |\Theta) = P\left( (\mathcal{D}_{u,l^c,l_j} - \mathcal{D}_{u,l^c,l_i}) > 0 |\Theta \right)$$
$$= \sigma(\mathcal{D}_{u,l^c,l_j} - \mathcal{D}_{u,l^c,l_i})$$



### Morals of the story:

- In some applications, metric embeddings might be better than inner products
- Examples could include geographical data, but also others (e.g. playlists?)

#### Overview

#### Morals of the story:

- Today we looked at two main ideas that extend the recommender systems we saw in class:
- **1. Sequential Recommendation:** Most of the dynamics due to time can be captured purely by knowing the *sequence* of items
- 2. Metric Recommendation: In some settings, using inner products may not be the correct assumption

# Web Mining and Recommender Systems

Real-world applications of recommender systems

Novel and Practical

RecSys'17, August 27-31, 2017, Como, Italy

#### **Recommending Product Sizes to Customers**

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Atul Saroop Amazon Development Center India asaroop@amazon.com

#### ABSTRACT

We propose a novel latent factor model for recommending product size fits {Small, Fit, Large} to customers. Latent factors for customers and products in our model correspond to their physical true size, and are learnt from past product purchase and returns data. The outcome for a customer, product pair is predicted based on the difference between customer and product true sizes, and efficient algorithms are proposed for computing customer and product true size values that minimize two loss function variants. In experiments with Amazon shoe datasets, we show that our latent factor models incorporating personas, and leveraging return codes show a 17-21% AUC improvement compared to baselines. In an online A/B test, our algorithms show an improvement of 0.49% in percentage of Fit transactions over control.

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> Srujana Merugu\* srujana@gmail.com

In the size recommendation problem, a customer implicitly provides the context of a desired product by viewing the detail page of a product and requires a recommendation for the appropriate size variant of the product. For example, the customer might be viewing the detail page of Nike Women's Tennis Classic shoe and needs to choose from 10 different size variants corresponding to sizes from 6 to 15. Thus, given the context of a desired product, our objective is to recommend the appropriate size variant for a customer.

The problem of recommending sizes to customers is challenging due to the following reasons:

- Data sparsity. Typically, a small fraction of customers and products account for the bulk of purchases. A majority of customers and products have very few purchases.
- Cold start. The environment is highly dynamic with new customers and products (that have no past purchases) for

Goal: Build a recommender system that predicts whether an item will "fit":

$$(u, i) \rightarrow \{\text{small}, \text{fit}, \text{large}\}$$

### **Challenges:**

- Data sparsity: people have very few purchases from which to estimate size
  - Cold-start: How to handle new customers and products with no past purchases?
- Multiple personas: Several customers may use the same account

#### Data:

- Shoe transactions from Amazon.com
- For each shoe j, we have a reported size c\_j (from the manufacturer), but this may not be correct!
- Need to estimate the customer's size (s\_i),
   as well as the product's **true** size (t\_j)

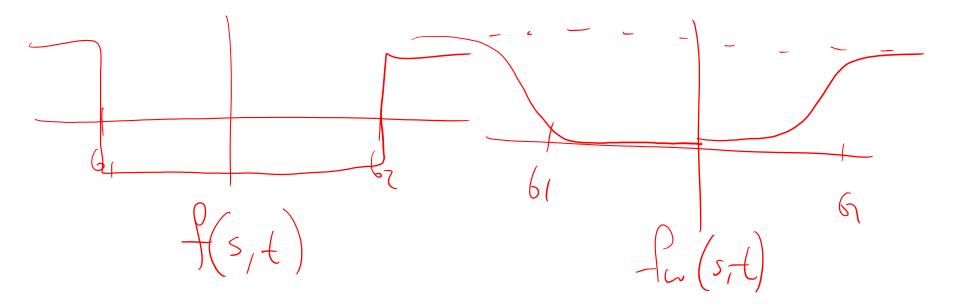
$$f_w(s_i, t_j) + b$$

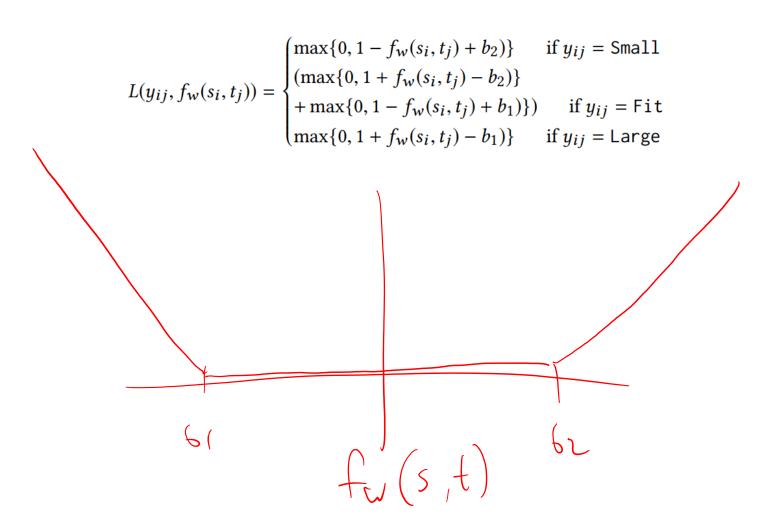
$$\downarrow$$

$$f_w(s_i, t_j) = w \cdot (s_i - t_j)$$

$$L(y_{ij}, f_{w}(s_{i}, t_{j})) = \begin{cases} L^{bin}(+1, f_{w}(s_{i}, t_{j}) - b_{2}) & \text{if } y_{ij} = \text{Small} \\ (L^{bin}(-1, f_{w}(s_{i}, t_{j}) - b_{2}) & \text{if } y_{ij} = \text{Small} \\ + L^{bin}(+1, f_{w}(s_{i}, t_{j}) - b_{1}) & \text{if } y_{ij} = \text{Fit} \\ L^{bin}(-1, f_{w}(s_{i}, t_{j}) - b_{1}) & \text{if } y_{ij} = \text{Large} \end{cases}$$

$$L(y_{ij}, f_{w}(s_{i}, t_{j})) = \begin{cases} \log(\frac{1}{1 + e^{f_{w}(s_{i}, t_{j}) + b_{2}}}) & \text{if } y_{ij} = \text{Small} \\ \log(\frac{1}{1 + e^{f_{w}(s_{i}, t_{j}) + b_{1}}}) & \text{if } y_{ij} = \text{Fit} \\ \log(\frac{1}{1 + e^{f_{w}(s_{i}, t_{j}) + b_{1}}}) & \text{if } y_{ij} = \text{Large} \end{cases}$$





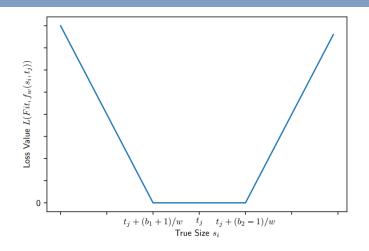


Figure 1: Hinge loss value for a Fit transaction vs  $s_i$ .

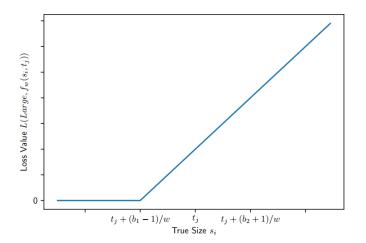


Figure 3: Hinge loss value for a Large transaction vs  $s_i$ .

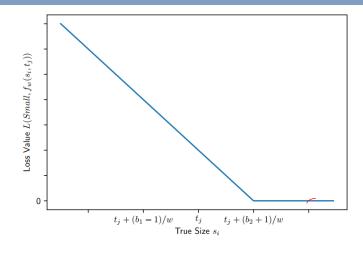


Figure 2: Hinge loss value for a Small transaction vs  $s_i$ .

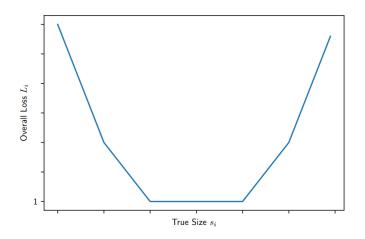


Figure 4: Illustrative overall hinge loss vs  $s_i$ .

$$\begin{split} \mathcal{L}_{i} &= \sum_{(i,j,y_{ij}) \in \mathcal{D} \land y_{ij} = \text{Small}} \max\{0, 1 - f_{w}(s_{i},t_{j}) + b_{2}\} \\ &+ \sum_{(i,j,y_{ij}) \in \mathcal{D} \land y_{ij} = \text{Fit}} (\max\{0, 1 + f_{w}(s_{i},t_{j}) - b_{2}\} \\ &+ \max\{0, 1 - f_{w}(s_{i},t_{j}) + b_{1}\}) \\ &+ \sum_{(i,j,y_{ij}) \in \mathcal{D} \land y_{ij} = \text{Large}} \max\{0, 1 + f_{w}(s_{i},t_{j}) - b_{1}\} \end{split}$$

#### **Model fitting:**

in it: 
$$t_j = C_j$$

Of  $f_i \times f_j$  (itens), estimate  $s_i$  (wer)

Of  $f_i \times s_i$  (estimate  $f_j$ )

#### **Extensions:**

Multi-dimensional sizes

$$w_1(s_{i_1}-t_{j_1})+w_2(s_{i_2}-t_{j_2})$$

Customer and product features

$$w(s_i - t_j) + \phi(x, i)w'$$

User personas



# **Experiments:**

Dataset	Baseline	Baseline	Baseline	Algorithm 1	Algorithm 1	Algorithm 1	Algorithm 1
		Persona	Persona			Persona	Persona
	RF	Linear	RF	Linear	RF	Linear	RF
A	0.6%	0%	0%	16.4%	17.2%	17.9%	18.1%
<b>B</b>	2.1%	0.4%	2.1%	20.3%	21.3%	21.3%	20.5%
( C	3.8%	1.9%	1.9%	15.7%	16.1%	18.4%	17.8%
D	2.7%	1.2%	1.6%	20.0%	20.2%	21.3%	20.7%
E //	1.5%	0.2%	0.6%	15.8%	15.6%	<b>17.4</b> %	<b>17.4</b> %
F/'	2.5%	2.7%	2.3%	18.1%	17.3%	18.5%	17.3%

Categorias

### **Experiments:**

Online A/B test

#### Morals of the story:

- Very simple model that actually works well in production
- Only a single parameter per user and per item!

Od(8:,8;) us 8:.8; Osegrentral rec

#### Playlist Prediction via Metric Embedding

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#### ABSTRACT

Digital storage of personal music collections and cloud-based music services (e.g. Pandora, Spotify) have fundamentally changed how music is consumed. In particular, automatically generated playlists have become an important mode of accessing large music collections. The key goal of automated playlist generation is to provide the user with a coherent listening experience. In this paper, we present Latent Markov Embedding (LME), a machine learning algorithm for generating such playlists. In analogy to matrix factorization methods for collaborative filtering, the algorithm does not require songs to be described by features a priori, but it learns a representation from example playlists. We formulate this problem as a regularized maximum-likelihood embedding of Markov chains in Euclidian space, and show how addition, when using a cloud-based service like Rhapsody or Spotify, the consumer has instant on-demand access to millions of songs. This has created substantial interest in automatic playlist algorithms that can help consumers explore large collections of music. Companies like Apple and Pandora have developed successful commercial playlist algorithms, but relatively little is known about how these algorithms work and how well they perform in rigorous evaluations.

Despite the large commercial demand, comparably little scholarly work has been done on automated methods for playlist generation (e.g., [13, 4, 9, 11]), and the results to date indicate that it is far from trivial to operationally define what makes a playlist coherent. The most comprehensive study was done by [11]. Working under a model where

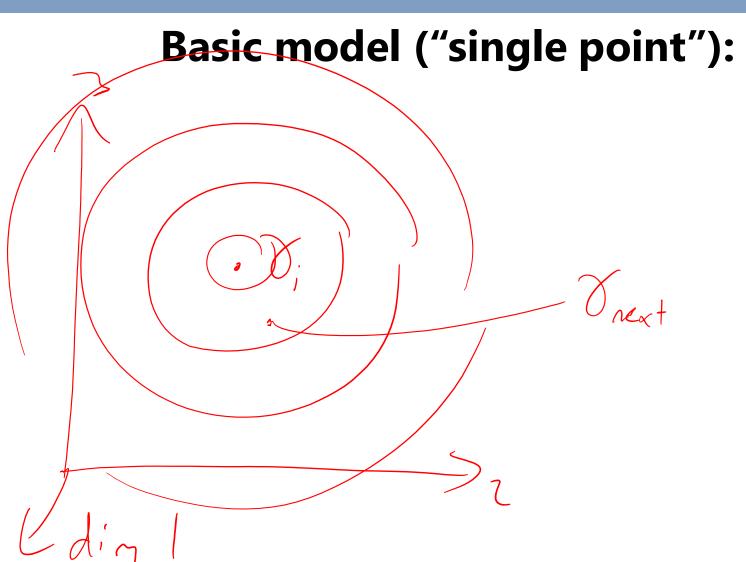
Goal: Build a recommender system that recommends sequences of songs

Idea: Might also use a metric embedding (consecutive songs should be "nearby" in some space)

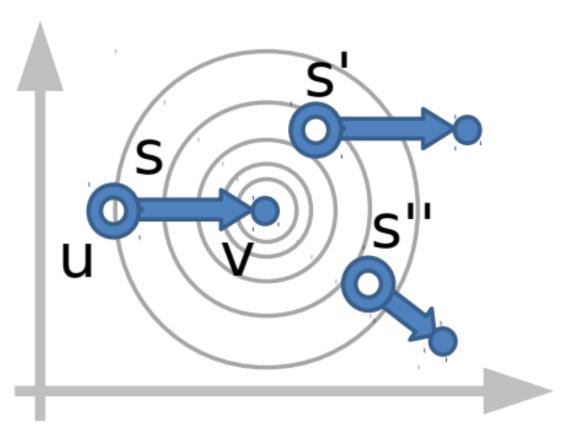
#### **Basic model:**

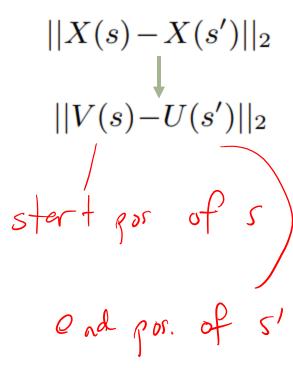
$$\Pr(p^{[i]}|p^{[i-1]}) = \frac{e^{-||X(p^{[i]}) - X(p^{[i-1]})||_2^2}}{\sum_{j=1}^{|S|} e^{-||X(s_j) - X(p^{[i-1]})||_2^2}}$$

(compare with metric model from last lecture)



### "Dual-point" model





#### **Extensions:**

Popularity biases

$$\Pr(p^{[i]}|p^{[i-1]}) = \frac{e^{-\Delta(p^{[i]}, p^{[i-1]})^2 + b_i}}{\sum_j e^{-\Delta(s_j, p^{[i-1]})^2 + b_j}}$$

#### **Extensions:**

#### Personalization

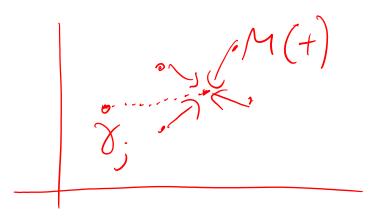
$$\Pr(p^{[i]}|p^{[i-1]},u) = \frac{e^{-\Delta(p^{[i]},p^{[i-1]})^2 + A(p^{[i]})^T B(u)}}{\sum_{j} e^{-\Delta(s_j,p^{[i-1]})^2 + A(s_j)^T B(u)}}$$

$$\text{Song eqs.} \qquad \text{Song eqs.} \qquad$$

#### **Extensions:**

Semantic Tags

$$\Pr(X(s)|T(s)) = \mathcal{N}\left(\frac{1}{|T(s)|} \sum_{t \in T(s)} M(t), \frac{1}{2\lambda} I_d\right)$$



#### **Extensions:**

Observable Features

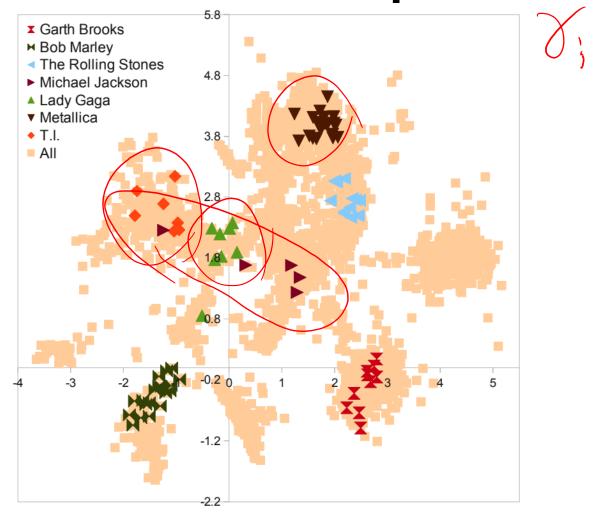
$$\Pr(p^{[i]}|p^{[i-1]}) = \frac{e^{-\Delta(p^{[i]},p^{[i-1]})^2 + O(p^{[i]})^T WO(p^{[i-1]})}}{\sum_{j} e^{-\Delta(s_{j},p^{[i-1]})^2 + O(s_{j})^T WO(p^{[i-1]})}}$$

### **Experiments:**

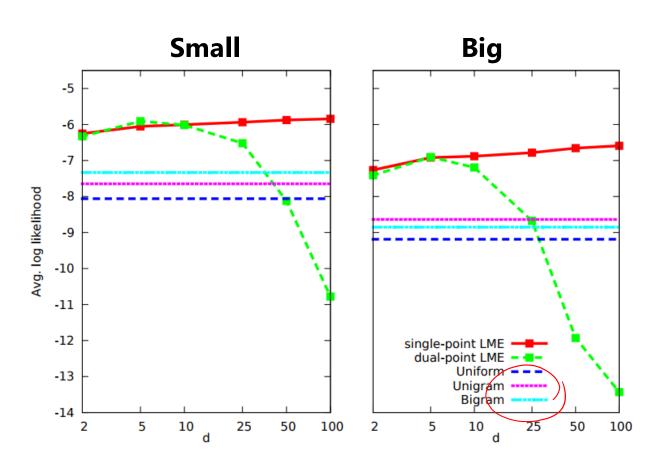
Yes.com playlists

- Dec 2010 May 2011
- "Small" dataset:
- 3,168 songs
- 134,431 + 1,191,279 transitions
- "Large" dataset
- 9,775 songs
- 172,510 transitions + 1,602,079 transitions

**Experiments:** 



### **Experiments:**



### Morals of the story:

- Metric assumption works well in settings other than "geographical" data!
- However, they require some modifications in order to work well (e.g. "start points" and "end points")
- Effective combination of latent + observed features, as well as metric + inner-product models

#### Efficient Natural Language Response Suggestion for Smart Reply

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This paper presents a computationally efficient machine-learned method for natural language response suggestion. Feed-forward neural networks using n-gram embedding features encode messages into vectors which are optimized to give message-response pairs a high dot-product value. An optimized search finds response suggestions. The method is evaluated in a large-scale commercial e-mail application, *Inbox by Gmail*. Compared to a sequence-to-sequence approach, the new system achieves the same quality at a small fraction of the computational requirements and latency.

Additional Key Words and Phrases: Natural Language Understanding; Deep Learning; Semantics; Email

#### 1 INTRODUCTION

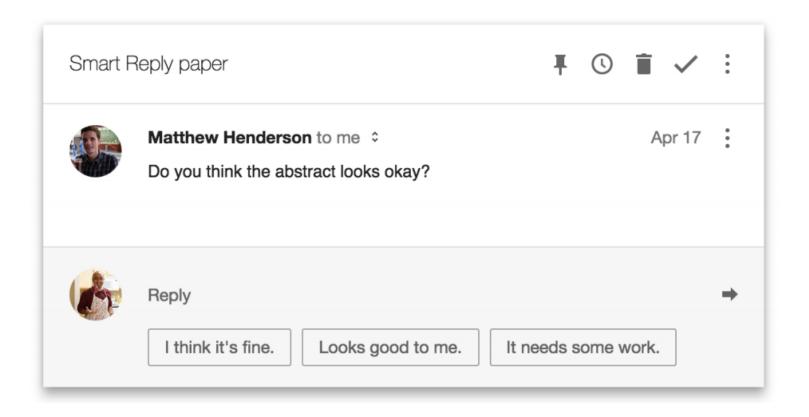
Applications of natural language understanding (NLU) are becoming increasingly interesting with scalable machine learning, web-scale training datasets, and applications that enable fast and nuanced quality evaluations with large numbers of user interactions.

Early NLU systems parsed natural language with hand-crafted rules to explicit semantic representations, and used manually written state machines to generate specific responses from the output of parsing [18]. Such systems are generally limited to the situations imagined by the designer, and much of the development work involves writing more rules to improve the robustness of semantic

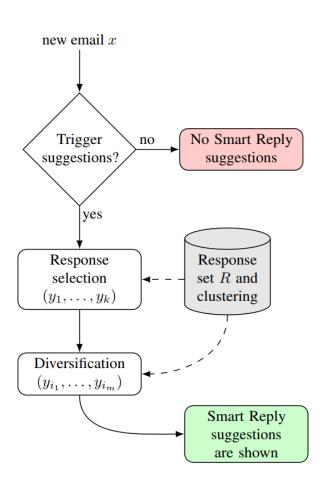
1 May 2017

0652v1 [cs.CL]

## Goal: Automatically suggest common responses to e-mails



### **Basic setup**



### **Previous solution (KDD 2016)**

Based on a seq2seq method

```
P(y \mid x) = P(y_1, ..., y_n \mid x_1, ..., x_m) 
 = \prod_{i=1}^n P_{LSTM}(y_i \mid x_1, ..., x_m, y_1, ..., y_{i-1})
```

Idea: Replace this (complex) solution with a simple multiclass classification-based solution

$$P(y \mid x) = \frac{P(x,y)}{\sum_{k} P(x,y_k)} \qquad P(x,y) \propto e^{S(x,y)}$$

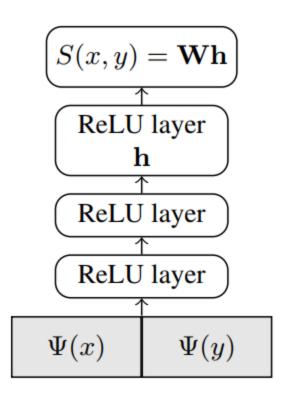
Idea: Replace this (complex) solution with a simple multiclass classification-based solution

$$P_{\text{approx}}(y \mid x) = \frac{e^{S(x,y)}}{\sum_{k=1}^{K} e^{S(x,y_k)}}$$

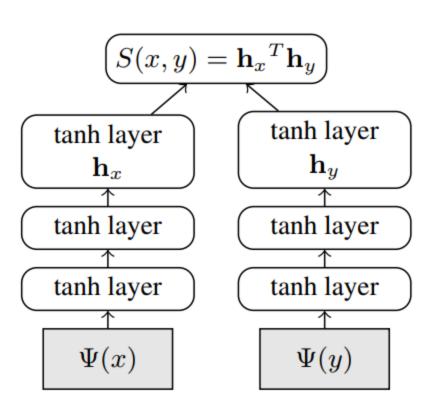
**Model:** S(x,y)

$$\Psi(x) \in \mathbb{R}^d$$

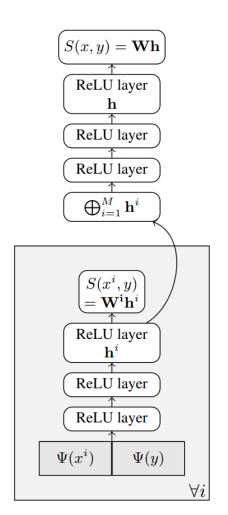
#### Model: Architecture v1



#### **Model:** Architecture v2



#### **Model:** Extensions



#### **Model:** Extensions

Message:	Did y	ou	manage	to	print	the	document'	?

#### With response bias

#### - Yes, I did.

- Yes, it's done.
- No, I didn't.

#### Without response bias

- It's printed.
- I have printed it.
- Yes, all done.

### **Experiments:** (offline)

<b>Batch Size</b>	Scoring Model	P@1	
25	Joint	49%	
25	Dot-product	48%	
50	Dot-product	52%	

### **Experiments:** (online)

System		Experiment	Conversion rate relative to Seq2Seq	Latency relative to Seq2Seq
Exhaustive search	(1)	Use a joint scoring model to score all responses in $R$ .	_	500%
Two pass	(2)	Two passes: dot-product then joint scoring.	67%	10%
	(3)	Include response bias.	88%	10%
	(4)	Improve sampling of dataset, and use multi-loss structure.	104%	10%
Single pass	(5)	Remove second pass.	104%	2%
	(6)	Use hierarchical quantization for search.	104%	1%

#### **Morals:**

- Even a seemingly complex problem like naturallanguage response generation can be cast as a multiclass classification problem!
- Even a simple bag-of-words model proved to be sufficient, no need to handle "grammar" etc.
- Also, no personalization (though to what extent would this be possible with the data available?)

#### Overview

#### **Morals:**

- State-of-the-art recommender systems (whether from academia or industry) are not so far from what we learned in class
- All of them depended on some kind of maximumlikelihood expression, along with gradient ascent/descent!