Web Mining and Recommender Systems

Temporal data mining: Regression for Sequence Data



• Discuss how to use regression to predict temporally evolving data

This topic

Temporal models

This topic will look back on some of the topics already covered in this class, and see how they can be adapted to make use of **temporal** information

- 1. **Regression** sliding windows and autoregression
 - 2. Social networks densification over time
 - 3. Text mining "Topics over Time"
- 4. Recommender systems some results from Koren

Previously – Regression

Given **labeled training data** of the form $\{(\text{data}_1, \text{label}_1), \dots, (\text{data}_n, \text{label}_n)\}$

Infer the function $f(\text{data}) \xrightarrow{?} \text{labels}$

Here, we'd like to predict sequences of **real-valued** events as accurately as possible.

Here, we'd like to predict sequences of **real-valued** events as accurately as possible.

Given: a time series:

$$(x_1,\ldots,x_N) \in \mathbb{R}^N$$

Suppose we'd like to minimize the MSE (as usual!) of the final part of some continuous portion of the sequence

$$\frac{1}{u-v+1} \sum_{t=u}^{v} (f_t(x_1, \dots, x_{u-1}) - x_t)^2$$

Method 1: maintain a "moving average" using a window of some fixed length

 $f(x_1,\ldots,x_m) =$

Method 1: maintain a "moving average" using a window of some fixed length

• This can be computed efficiently via dynamic programming:

 $f(x_1,\ldots,x_{m+1}) =$

Method 1: maintain a "moving average" using a window of some fixed length

$$f(x_1, \dots, x_m) = \frac{1}{K} \sum_{k=0}^{K-1} x_{m-k}$$

• This can be computed efficiently via dynamic programming:

$$f(x_1, \dots, x_{m+1}) = \frac{1}{K} (K \cdot f(x_1, \dots, x_m) - x_{m-k} + x_{m+1})$$

"peel-off" the add the oldest point newest point

Also useful to plot data:



Code on course webpage

Method 2: weight the points in the moving average by age

 $f(x_1,\ldots,x_m) =$

Method 2: weight the points in the moving average by age



Method 3: weight the most recent points exponentially higher

 $f(x_1) =$

$$f(x_1,\ldots,x_m) =$$



Method 1: Sliding window Method 2: Linear decay Method 3: Exponential decay

Method 4: all of these models are assigning weights to previous values using some predefined scheme, why not just learn the weights?

$$f(x_1,\ldots,x_m) =$$

Method 4: all of these models are assigning weights to previous values using some predefined scheme, why not just learn the weights?

- We can now fit this model using least-squares
- This procedure is known as **autoregression**
- Using this model, we can capture **periodic** effects, e.g. that the traffic of a website is most similar to its traffic 7 days ago

Learning Outcomes

- Introduced several schemes to predict values in sequences
- Introduced autoregression

Web Mining and Recommender Systems

Temporal dynamics in social networks



Discuss how social networks change over time



How can we **characterize**, **model**, and **reason about** the structure of social networks?

- 1. Models of network structure
- 2. Power-laws and scale-free networks, "rich-get-richer" phenomena
 - 3. Triadic closure and "the strength of weak ties"
 - 4. Small-world phenomena
 - 5. Hubs & Authorities; PageRank

Previously we saw some processes that model the generation of social and information networks

- Power-laws & small worlds
 - Random graph models

These were all defined with a "static" network in mind. But if we observe the **order** in which edges were created, we can study how these phenomena change as a function of time

First, let's look at "microscopic" evolution, i.e., evolution in terms of individual nodes in the network

Q1: How do networks grow in terms of the number of nodes over time?



A: Doesn't seem to be an obvious trend, so what **do** networks have in common as they evolve?

(from Leskovec, 2008 (CMU Thesis))

Q2: When do nodes create links?

- x-axis is the age of the nodes
- y-axis is the number of edges created at that age



A: In most networks there's a "burst" of initial edge creation which gradually flattens out. Different behavior on LinkedIn?

Q3: How long do nodes "live"?

• x-axis is the diff. between date of last and first edge creation

• y-axis is the frequency



A: Node lifetimes follow a power-law: many many nodes are shortlived, with a long-tail of older nodes

What about "macroscopic" evolution, i.e., how do global properties of networks change over time? Q1: How does the # of nodes relate to the # of edges?



- A few more networks: citations, authorship, and autonomous systems (and some others, not shown)
- A: Seems to be linear (on a log-log plot) but the number of edges grows
 faster than the number of nodes as a function of time

Q1: How does the # of nodes relate to the # of edges? A: seems to behave like

 $E(t) \propto N(t)^a$

where

 $1 \le a \le 2$

- a = 1 would correspond to constant out-degree which is what we might traditionally assume
 - a = 2 would correspond to the graph being fully connected
 - What seems to be the case from the previous examples is that a > 1 – the number of edges grows faster than the number of nodes

Q2: How does the degree change over time?



Q3: If the network becomes **denser**, what happens to the (effective) diameter?



- A: The diameter seems to decrease
- In other words, the network becomes more of a small world as the number of nodes increases

Q4: Is this something that must happen – i.e., if the number of edges increases faster than the number of nodes, does that mean that the diameter must decrease?
A: Let's construct random graphs (with a > 1) to test this:



So, a decreasing diameter is **not** a "rule" of a network whose number of edges grows faster than its number of nodes, though it is consistent with a preferential attachment model **Q5:** is the degree distribution of the nodes sufficient to explain the observed phenomenon?

A: Let's perform random rewiring to test this



random rewiring preserves the degree distribution, and randomly samples amongst networks with observed degree distribution

So, a decreasing diameter is **not** a "rule" of a network whose number of edges grows faster than its number of nodes, though it is consistent with a preferential attachment model **Q5:** is the degree distribution of the nodes sufficient to explain the observed phenomenon?



So, a decreasing diameter is **not** a "rule" of a network whose number of edges grows faster than its number of nodes, though it is consistent with a preferential attachment model **Q5:** is the degree distribution of the nodes sufficient to explain the observed phenomenon?

A: Yes! The fact that real-world networks seem to have decreasing diameter over time can be explained as a result of their degree distribution **and** the fact that the number of edges grows faster than the number of nodes

Other interesting topics...



Other interesting topics...





Learning Outcomes

- Discussed how social networks change over time
- Described some mechanisms to explain this phenomenon

References

Further reading: "Dynamics of Large Networks" (most plots from here) Jure Leskovec, 2008 http://cs.stanford.edu/people/jure/pubs/thesis/jure-thesis.pdf "Microscopic Evolution of Social Networks" Leskovec et al. 2008 http://cs.stanford.edu/people/jure/pubs/microEvol-kdd08.pdf "Graph Evolution: Densification and Shrinking Diameters" Leskovec et al. 2007 http://cs.stanford.edu/people/jure/pubs/powergrowth-tkdd.pdf

Web Mining and Recommender Systems

Temporal dynamics of text



Discuss how text can change over time



Bag-of-Words representations of text:



Previously, we tried to develop lowdimensional representations of documents:

What we would like:

87 of 102 people found the following review helpful ***** You keep what you kill, December 27, 2004 By Schtinky "Schtinky" (Washington State) - See all my reviews VINETH VOICE This review is from: The Chronicles of Riddick (Widescreen Unrated Director's Cut) (DVD) Even if I have to apologize to my Friends and Favorites, and my family, I have to admit that I really liked this movie. It's a Sci-Fi movie with a "Mad Maxx" appeal topic that, while changing many things, left Riddick from `Pitch Black' to be just Riddick. They did not change his attitude or soften him up or bring him out of his original mode character, which was very pleasing to `Pitch Black' fans like myself. First off, let me say that when playing the DVD, the first selection to come up is Convert or Fight, and no explanation of the choices. This confused me at first, so I will mention off the bat that they are simply different menu formats, that each menu has the very same options, simply different background visuals. Select either one and continue with the movie. (review of "The Chronicles of Riddick")

Document topics Sci-fi Action: space, future, planet,... action, loud, fast, explosion,...



• Each document has a **topic vector** (a stochastic vector describing the fraction of words that discuss each topic)

• Each topic has a **word vector** (a stochastic vector describing how often a particular word is used in that topic)

Topics and documents are **both** described using stochastic vectors:





Topics over Time (Wang & McCallum, 2006) is an approach to incorporate temporal information into topic models

e.g.

- The topics discussed in conference proceedings progressed from neural networks, towards SVMs and structured prediction (and back to neural networks)
- The topics used in political discourse now cover science and technology more than they did in the 1700s
- With in an institution, e-mails will discuss different topics (e.g. recruiting, conference deadlines) at different times of the year

Topics over Time (Wang & McCallum, 2006) is an approach to incorporate temporal information into topic models

The ToT model is similar to LDA with one addition:

- 1. For each topic K, draw a word vector \phi_k from Dir.(\beta)
- 2. For each document d, draw a topic vector \theta_d from Dir.(\alpha)
- 3. For each word position i:
 - 1. draw a topic z_{di} from multinomial \theta_d
 - 2. draw a word w_{di} from multinomial \phi_{z_{di}}
 - 3. draw a timestamp t_{di} from Beta(\psi_{z_{di}})

Topics over Time (Wang & McCallum, 2006) is an approach to incorporate temporal information into topic models

3.3. draw a timestamp t_{di} from Beta(\psi_{z_{di}})

- There is now one Beta distribution per topic
- Inference is still done by Gibbs sampling, with an outer loop to update the Beta distribution parameters

Beta distributions are a flexible family of distributions that can capture several types of behavior – e.g. gradual increase, gradual decline, or temporary "bursts"



Results:

Political addresses – the model seems to capture realistic "bursty" and gradually emerging topics



Results: e-mails & conference proceedings



Results: conference proceedings (NIPS)



Relative weights of various topics in 17 years of NIPS proceedings

Learning Outcomes

Discussed how text can change over time

References

Further reading: "Topics over Time: A Non-Markov Continuous-Time Model of Topical Trends" (Wang & McCallum, 2006) http://people.cs.umass.edu/~mccallum/papers/tot-kdd06.pdf

Web Mining and Recommender Systems

Temporal recommender systems



 Discuss how temporal dynamics can be incorporated into recommender systems



Recommender Systems go beyond the methods we've seen so far by trying to model the **relationships** between people and the items they're evaluating





Predict a user's rating of an item according to: $f(u,i) = \alpha + \beta_u + \beta_i + \gamma_u \cdot \gamma_i$ By solving the optimization problem: $\arg\min_{\alpha,\beta,\gamma}\sum_{u,i}(\alpha+\beta_u+\beta_i+\gamma_u\cdot\gamma_i-R_{u,i})^2+\lambda\left[\sum_u\beta_u^2+\sum_i\beta_i^2+\sum_i\|\gamma_i\|_2^2+\sum_u\|\gamma_u\|_2^2\right]$ regularizer error (e.g. using stochastic gradient descent)

To build a reliable system (and to win the Netflix prize!) we need to account for **temporal dynamics**:



So how was this actually done?

Figure from Koren: "Collaborative Filtering with Temporal Dynamics" (KDD 2009)

To start with, let's just assume that it's only the **bias** terms that explain these types of temporal variation (which, for the examples on the previous slides, is potentially enough)

$$b_{u,i}(t) = \alpha + \beta_u(t) + \beta_i(t)$$

Idea: temporal dynamics for *items* can be explained by long-term, gradual changes, whereas for users we'll need a different model that allows for "bursty", short-lived behavior

temporal bias model:

$$b_{u,i}(t) = \alpha + \beta_u(t) + \beta_i(t)$$

For item terms, just separate the dataset into (equally sized) bins:*

$$\beta_i(t) = \beta_i + \beta_{i,\mathrm{Bin}(t)}$$

*in Koren's paper they suggested ~30 bins corresponding to about 10 weeks each for Netflix

or bins for periodic effects (e.g. the day of the week):

$$\beta_i(t) = \beta_i + \beta_{i,\mathrm{Bin}(t)} + \beta_{i,\mathrm{period}(t)}$$

What about user terms?

- We need something much finer-grained
- **But** for most users we have far too little data to fit very short term dynamics

Start with a simple model of drifting dynamics for users:



Start with a simple model of drifting dynamics for users:







- Requires only two parameters per user and captures some notion of temporal "drift" (even if the model found through cross-validation is (to me) completely unintuitive)
- To develop a slightly more expressive model, we can interpolate smoothly between biases using splines







 This is now a reasonably flexible model, but still only captures *gradual drift*, i.e., it can't handle sudden changes (e.g. a user simply having a bad day)

• Koren got around this just by adding a "per-day" user bias:

 $\beta_{u,t}$

bias for a particular day (or session)

- Of course, this is only useful for particular days in which users have a lot of (abnormal) activity
- The final (time-evolving bias) model then combines all of these factors:



Finally, we can add a time-dependent scaling factor:

$$\beta_{u,i}(t) = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_{u,t} + (\beta_i + \beta_{i,\operatorname{Bin}(t)}) \cdot c_u(t)$$

$$i = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_{u,t} + (\beta_i + \beta_{i,\operatorname{Bin}(t)}) \cdot c_u(t)$$

$$i = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_{u,t} + (\beta_i + \beta_{i,\operatorname{Bin}(t)}) \cdot c_u(t)$$

$$i = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_{u,t} + (\beta_i + \beta_{i,\operatorname{Bin}(t)}) \cdot c_u(t)$$

$$i = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_{u,t} + (\beta_i + \beta_{i,\operatorname{Bin}(t)}) \cdot c_u(t)$$

$$i = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_{u,t} + (\beta_i + \beta_{i,\operatorname{Bin}(t)}) \cdot c_u(t)$$

$$i = \alpha + \beta_u + \alpha_u \cdot \operatorname{dev}_u(t) + \beta_u + \beta_u$$

Latent factors can also be defined to evolve in the same way:

$$\begin{split} \gamma_{u,k}(t) &= \gamma_{u,k} + \alpha_{u,k} \cdot \operatorname{dev}_u(t) + \gamma_{u,k,t} \\ & \text{factor-dependent} & \text{factor-dependent} \\ & \text{user drift} & \text{short-term effects} \end{split}$$

Summary

- Effective modeling of temporal factors was absolutely critical to this solution outperforming alternatives on Netflix's data
 - In fact, even with only temporally evolving *bias* terms, their solution was already ahead of Netflix's previous ("Cinematch") model

On the other hand...

- Many of the ideas here depend on dynamics that are quite specific to "Netflix-like" settings
- Some factors (e.g. short-term effects) depend on a high density of data per-user and per-item, which is not always available

Summary

 Changing the setting, e.g. to model the stages of progression through the symptoms of a disease, or even to model the temporal progression of people's opinions on beers, means that alternate temporal models are required



Learning Outcomes

- Discussed how temporal dynamics can be incorporated into recommender systems
- Discussed how this was useful for Netflix in particular

References

Further reading: "Collaborative filtering with temporal dynamics" Yehuda Koren, 2009 http://research.yahoo.com/files/kdd-fp074-koren.pdf