

# Fundamentals of Deep Recommender Systems

Wenqi Fan

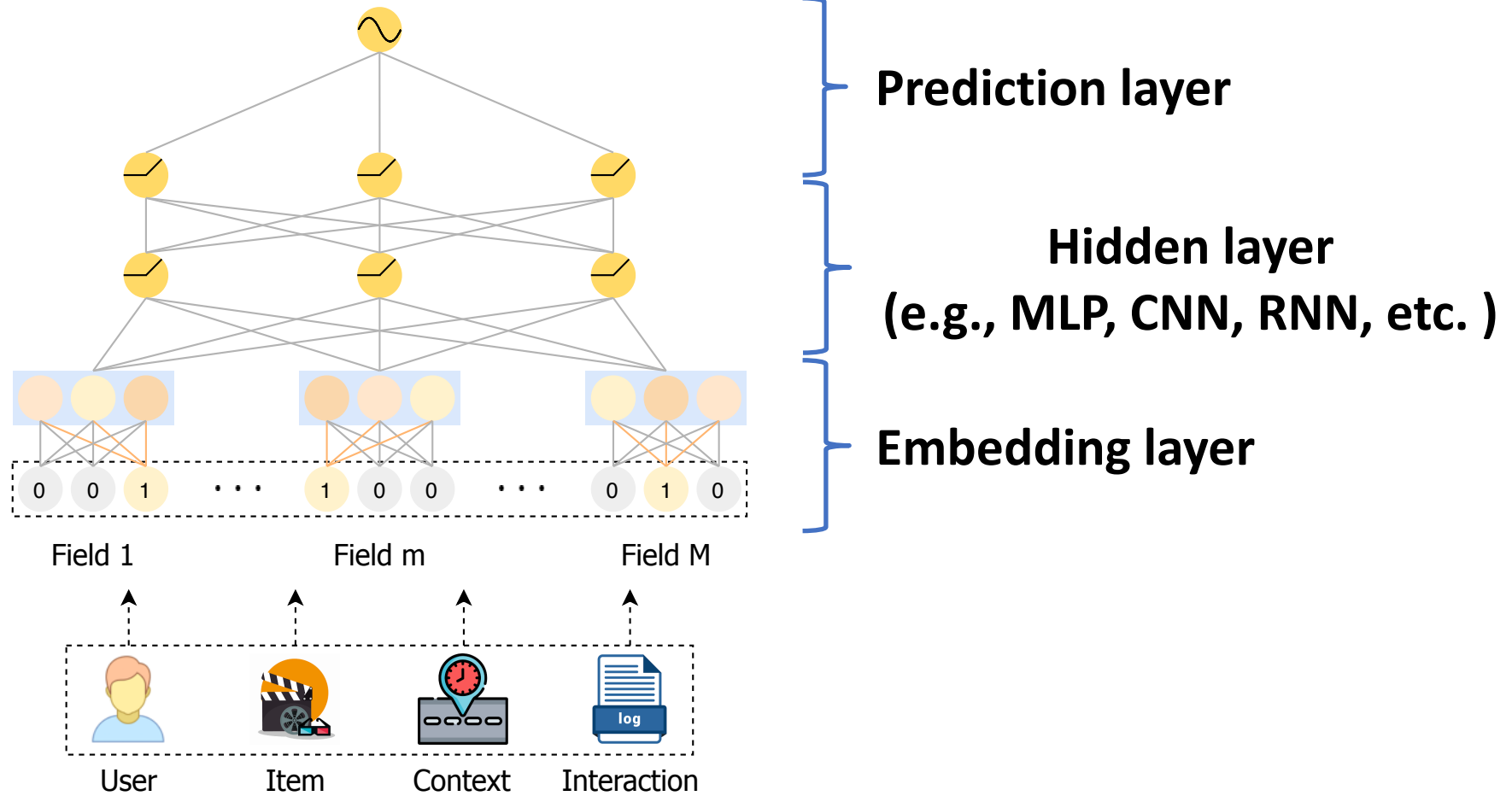
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Tutorial website: <https://deeprs-tutorial.github.io>



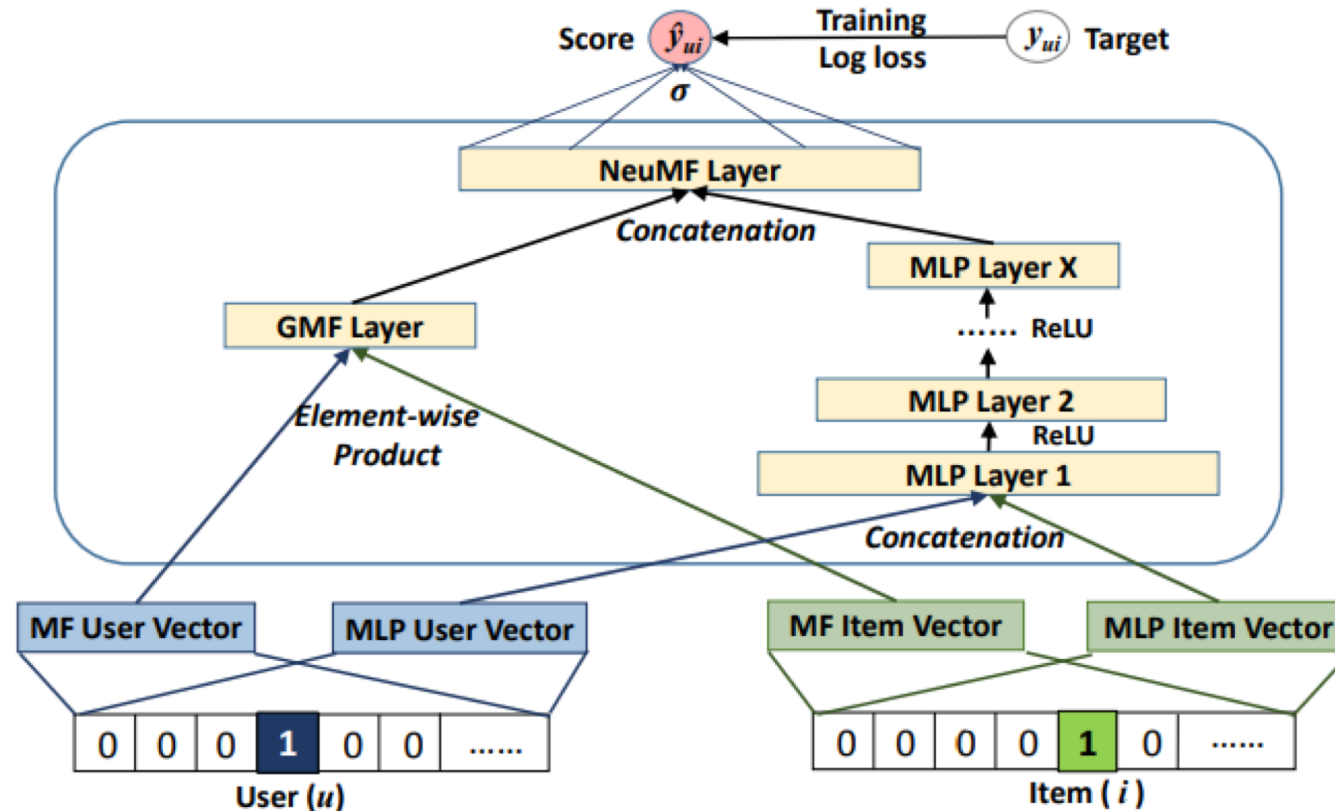
# A General Architecture of Deep Recommender System



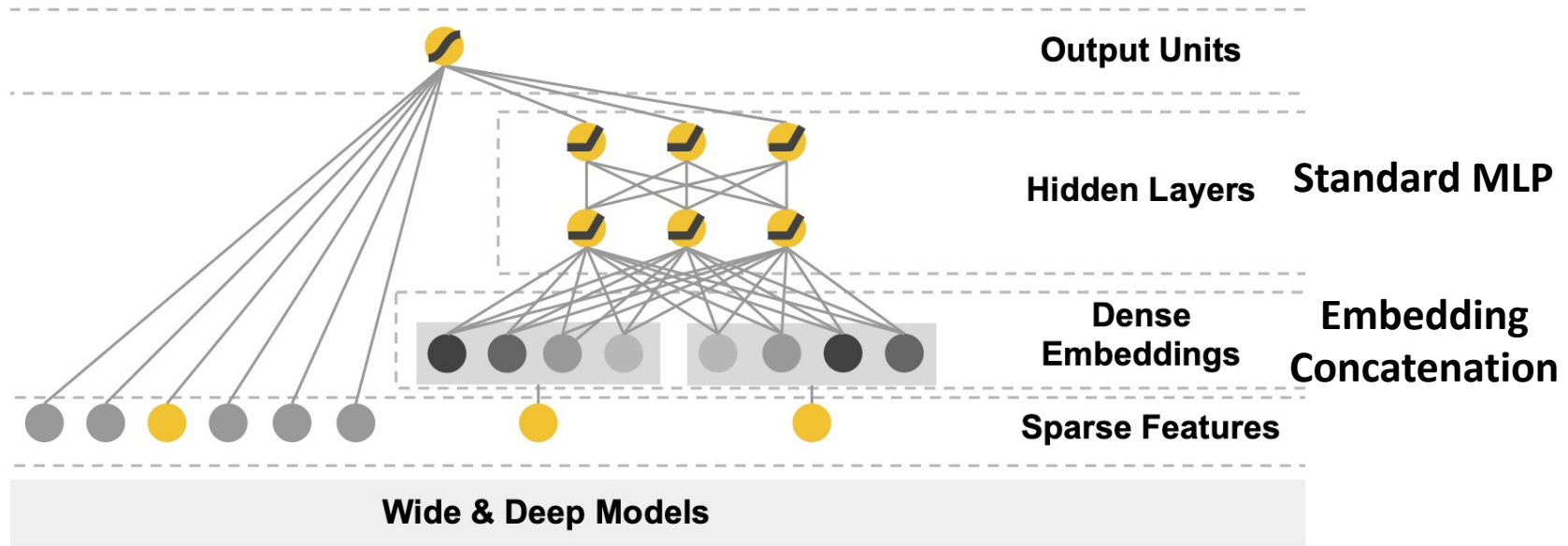
# NeuMF

NeuMF unifies the strengths of MF and MLP in modeling user-item interactions.

- ❑ **MF** uses an inner product as the interaction function
- ❑ **MLP** is more sufficient to capture the complex structure of user interaction data



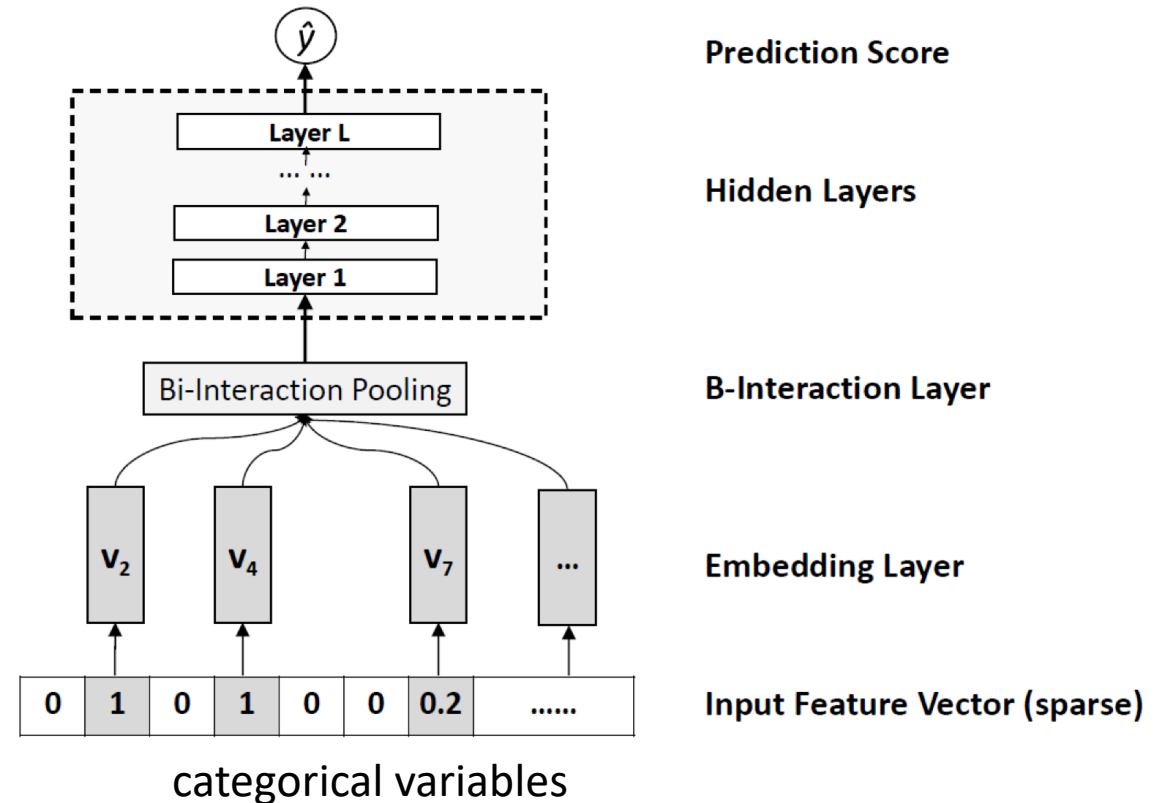
# Wide&Deep



- ❑ The **wide linear models** can memorize seen feature interactions using cross-product feature transformations.
- ❑ The **deep models** can generalize to previously unseen feature interactions through low- dimensional embeddings.

# Neural FM

Neural **Factorization Machines** (NFM) “deepens” FM by placing hidden layers above second-order **feature interaction** modeling.



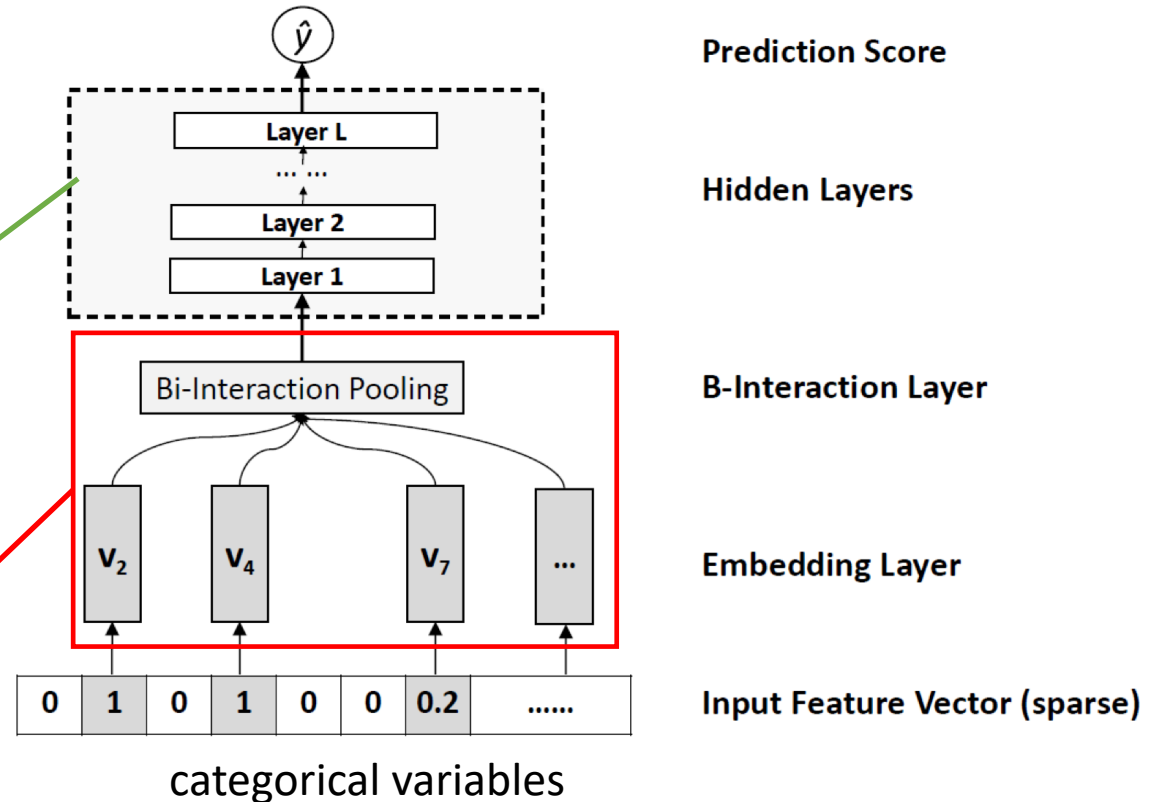
# Neural FM

Neural Factorization Machines (NFM) “deepens” FM by placing hidden layers above second-order **feature interaction** modeling.

“Deep layers” learn **higher-order** feature interactions only, being much easier to train.

**Bilinear Interaction Pooling:**

$$f_{BI}(V_x) = \sum_{i=1}^n \sum_{j=i+1}^n x_i \mathbf{v}_i \odot x_j \mathbf{v}_j$$

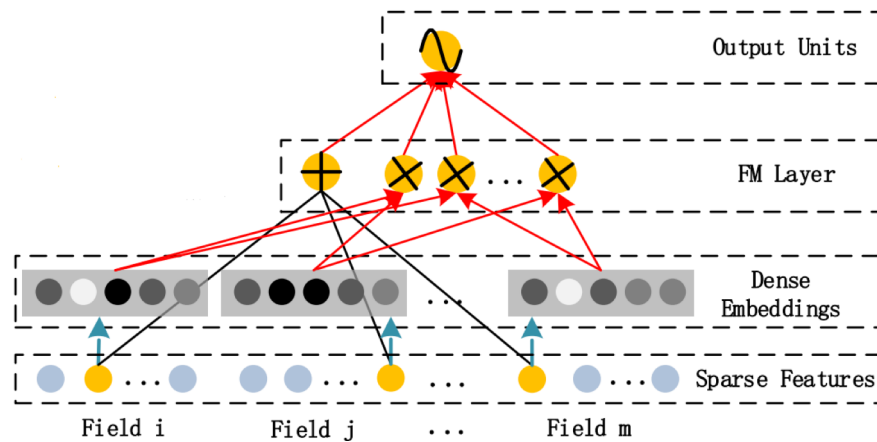


# DeepFM



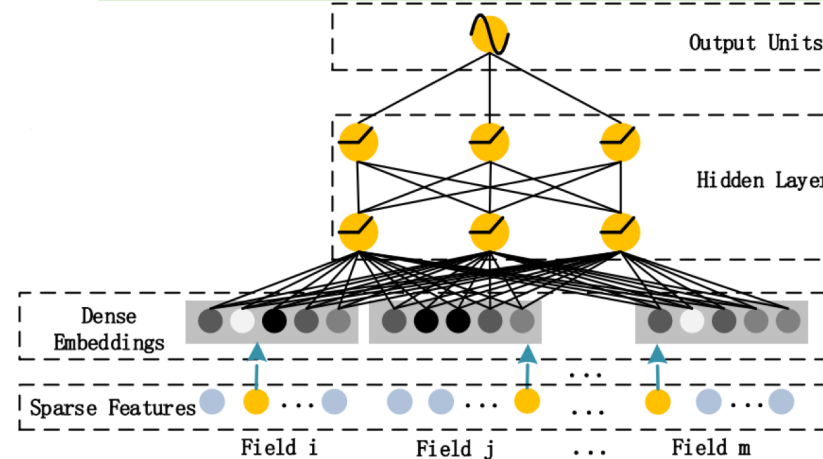
DeepFM ensembles FM and DNN and to low- and high-order feature interactions simultaneously from the input raw features.

## FM component (low-order)



$$y_{FM} = \langle w, x \rangle + \sum_{j_1=1}^d \sum_{j_2=j_1+1}^d \langle V_{i}, V_{j} \rangle x_{j_1} \cdot x_{j_2}$$

## Deep component (high-order)



$$a^{(0)} = [e_1, e_2, \dots, e_m]$$

$$a^{(l+1)} = \sigma(W^{(l)} a^{(l)} + b^{(l)})$$

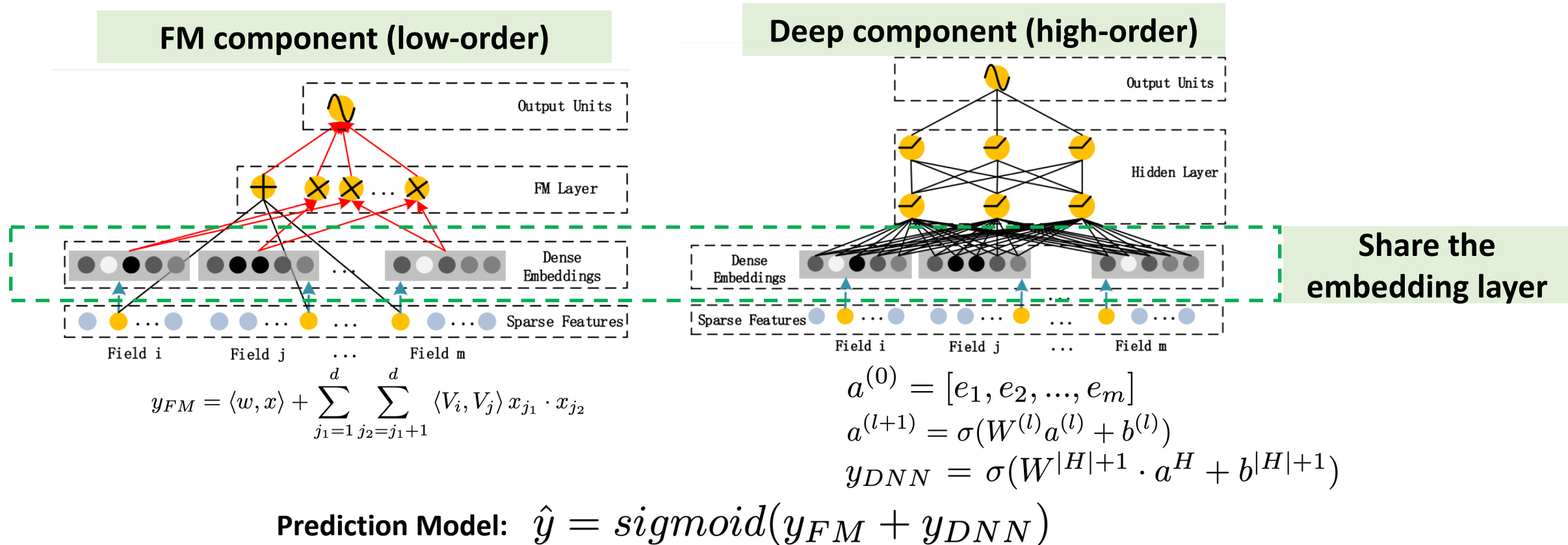
$$y_{DNN} = \sigma(W^{|H|+1} \cdot a^H + b^{|H|+1})$$

**Prediction Model:**  $\hat{y} = \text{sigmoid}(y_{FM} + y_{DNN})$

# DeepFM

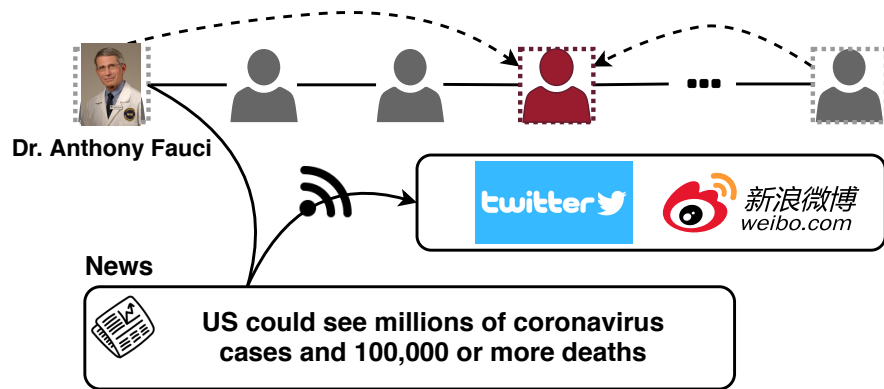


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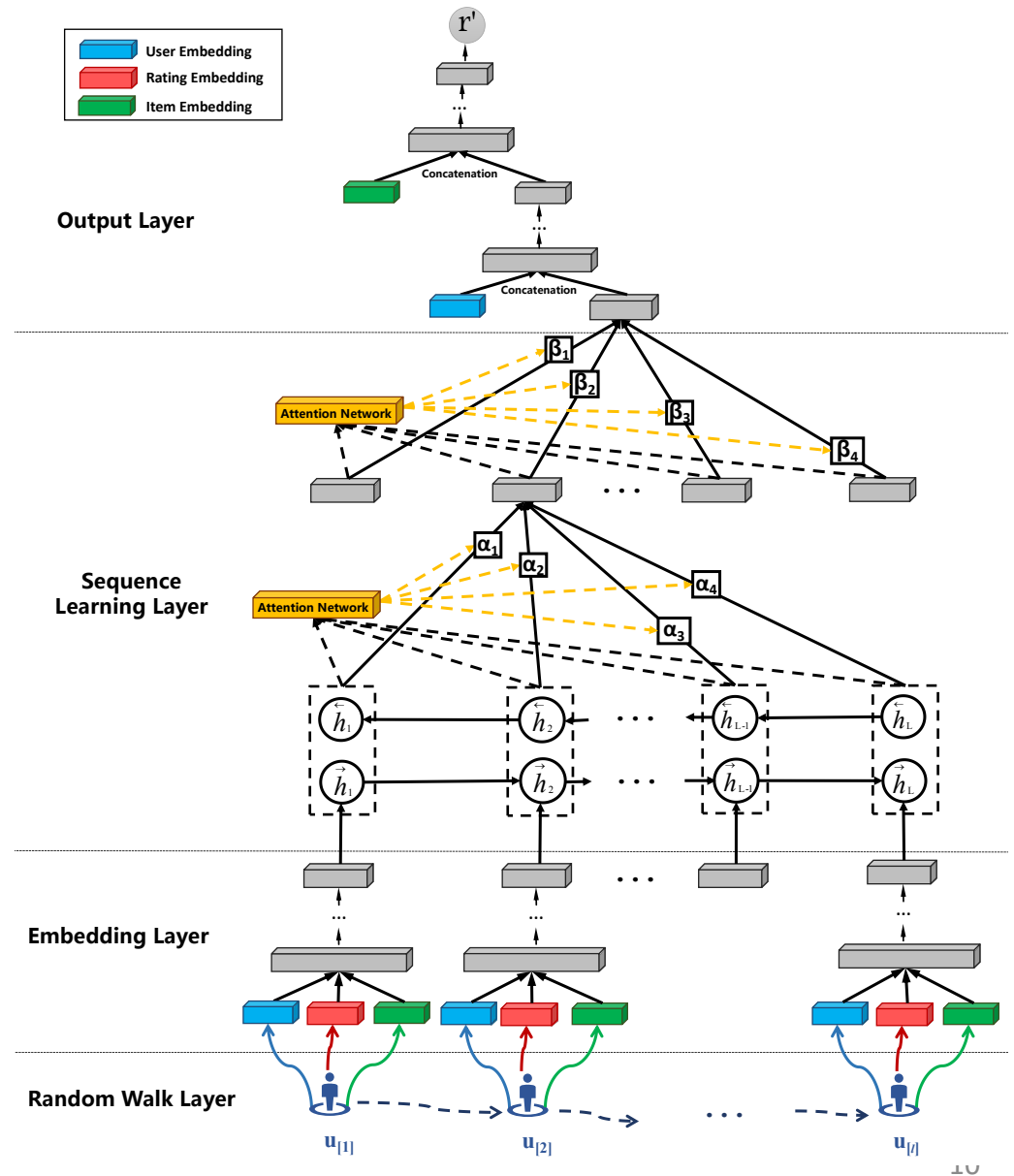
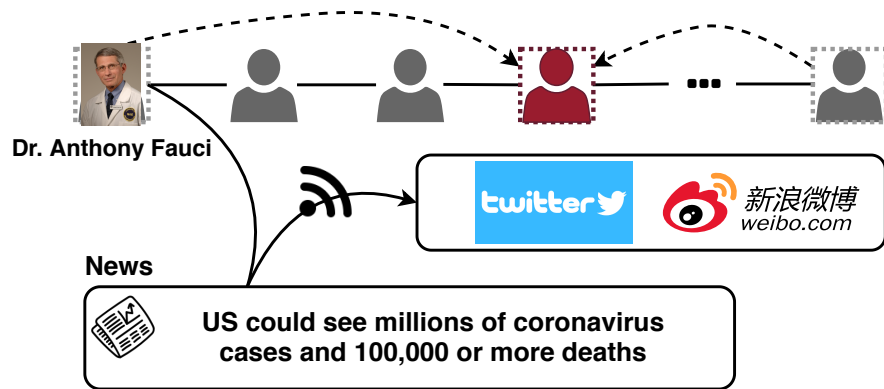
## Collaborative Filtering with users' social relations (Social Recommendation)



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Users might be affected by direct/distant neighbors.

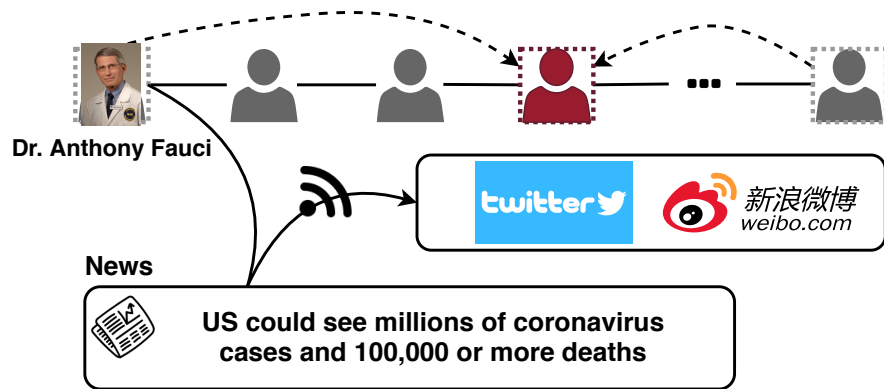
- Information diffusion
- Users with high reputations



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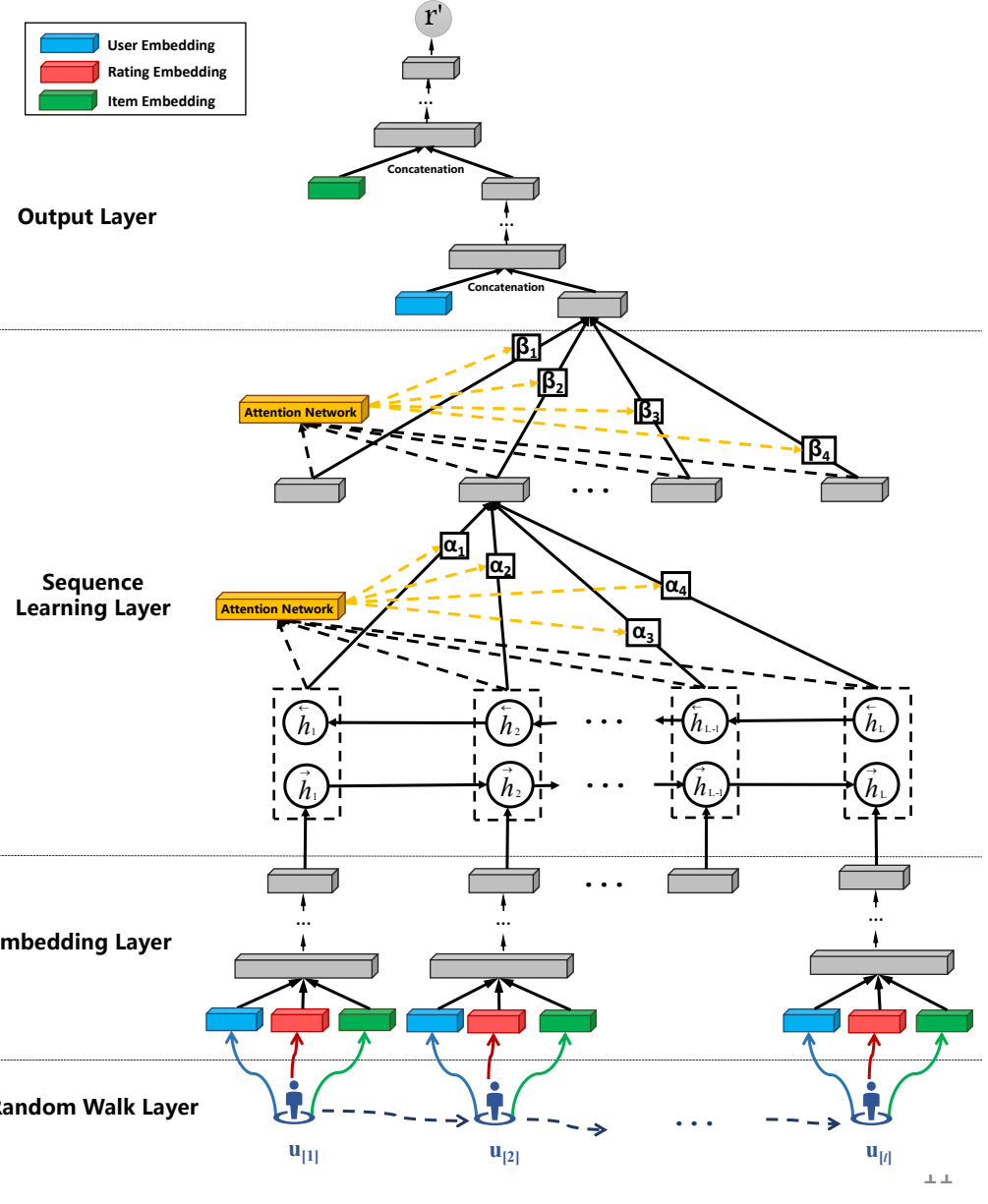
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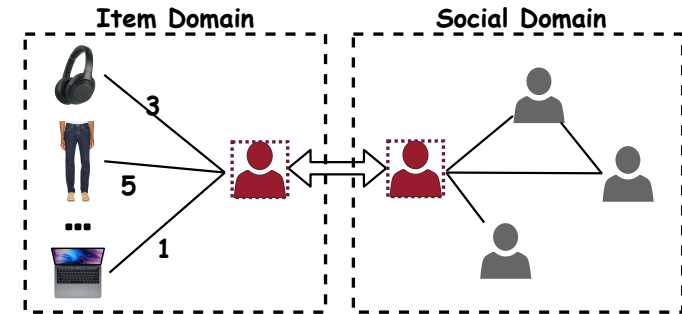
Bi-LSTM with attention mechanisms

Social Sequences via Random Walk techniques



## Collaborative Filtering with users' social relations (Social Recommendation)

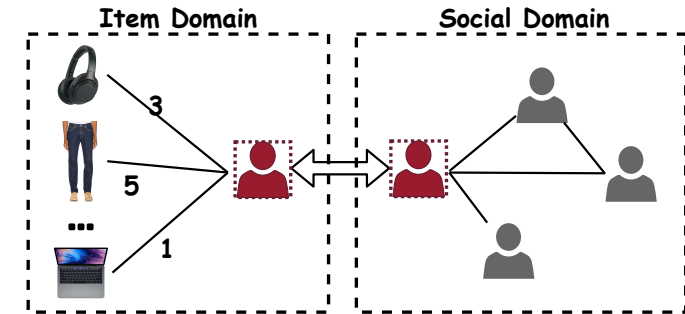
- ❑ User behave and interact **differently** in the item/social domains.



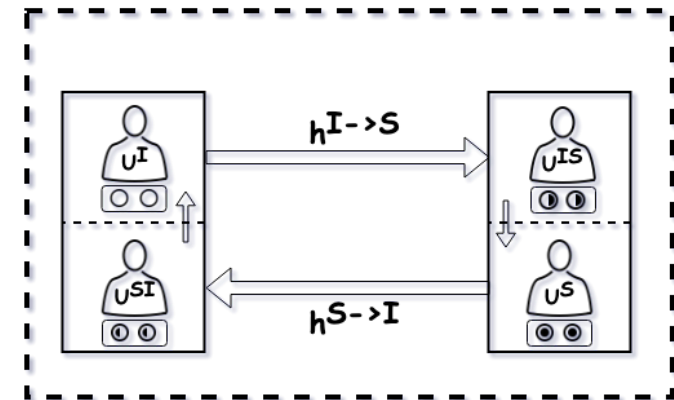
## Collaborative Filtering with users' social relations (Social Recommendation)

□ User behave and interact **differently** in the item/social domains.

💡 **Learning separated user representations** in two domains.



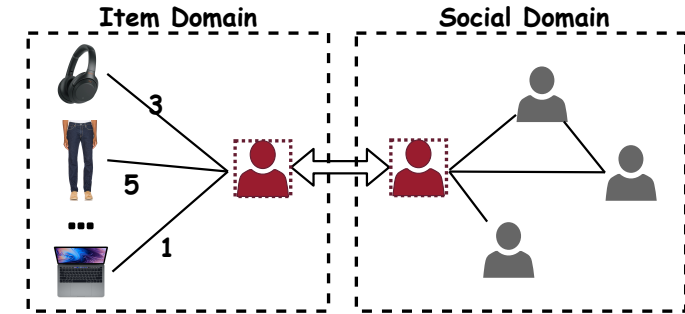
↓  
Cyclic User Modeling



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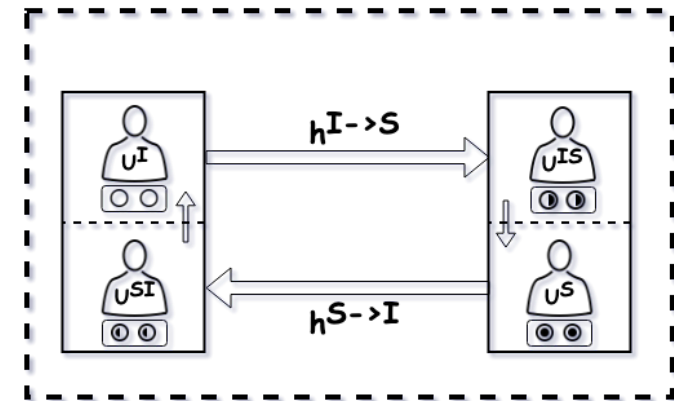


## Bidirectional Knowledge Transfer with Cycle Reconstruction

$$\mathbf{p}_i^I \rightarrow h^{I \rightarrow S}(\mathbf{p}_i^I) \rightarrow h^{S \rightarrow I}(h^{I \rightarrow S}(\mathbf{p}_i^I)) \approx \mathbf{p}_i^I$$

$$\mathcal{L}_{cyc}(h^{S \rightarrow I}, h^{I \rightarrow S}) = \sum_{i=1}^N (\|h^{S \rightarrow I}(h^{I \rightarrow S}(\mathbf{p}_i^I)) - \mathbf{p}_i^I\|_2 + \|h^{I \rightarrow S}(h^{S \rightarrow I}(\mathbf{p}_i^S)) - \mathbf{p}_i^S\|_2)$$

Cyclic User Modeling



# Optimization for Ranking Tasks



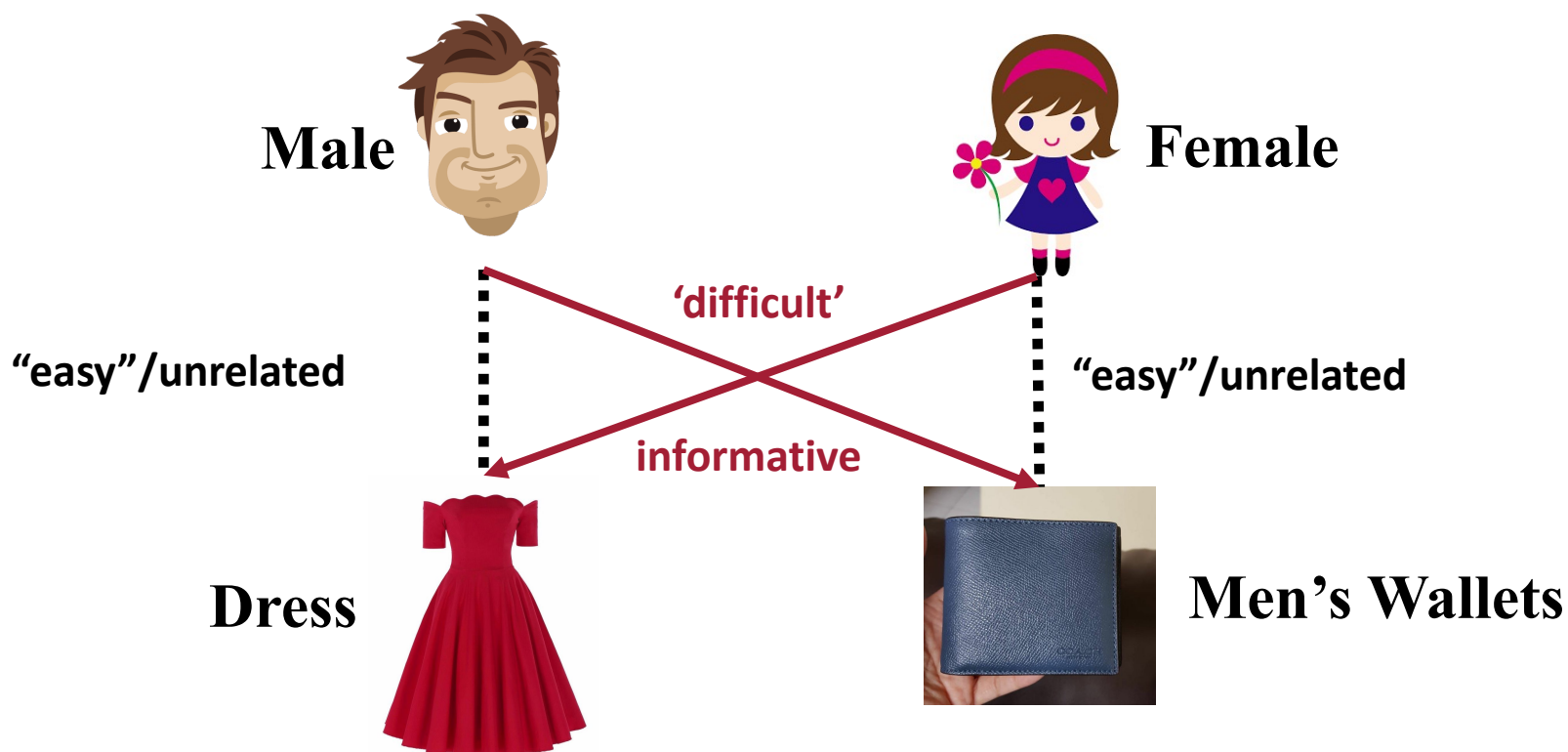
## □ Negative Sampling's Main Issue:

- It often generates **low-quality negative samples** that do not help you learn good representation.

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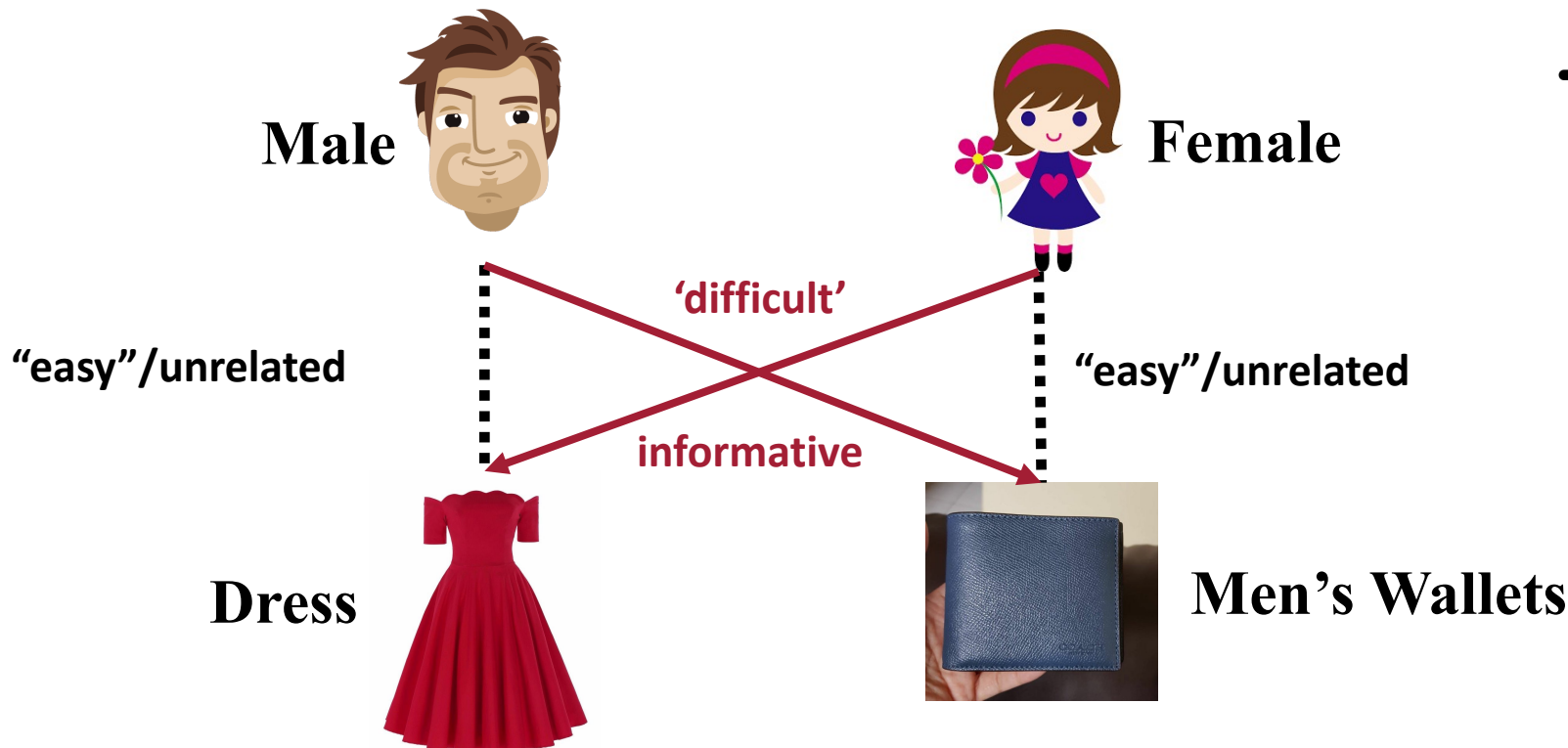




# Optimization for Ranking Tasks

## ❑ Negative Sampling's Main Issue:

- It often generates **low-quality negative samples** that do not help you learn good representation [Cai and Wang, 2018; Wang *et al.*, 2018b].



Dynamically generate  
“difficult” negative samples

► Optimization with  
Adversarial Learning  
(GAN)

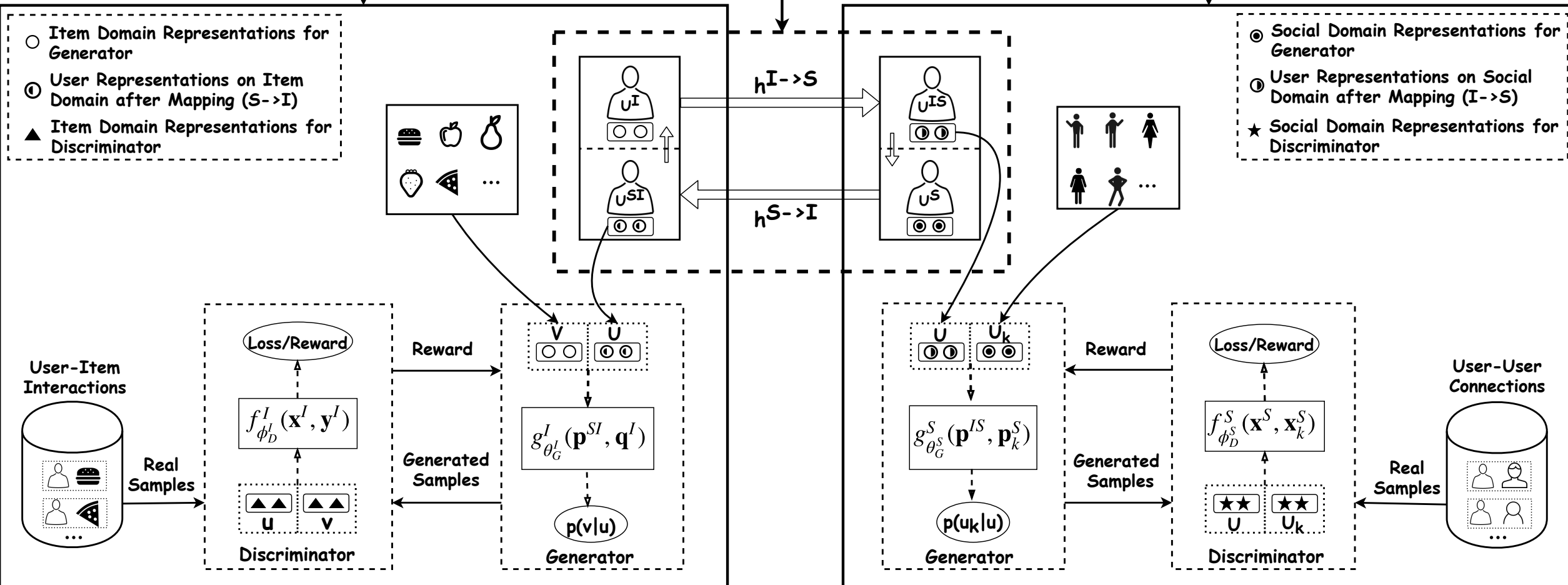
# DASO



Item Domain Adversarial Learning

Cyclic User Modeling

Social Domain Adversarial Learning



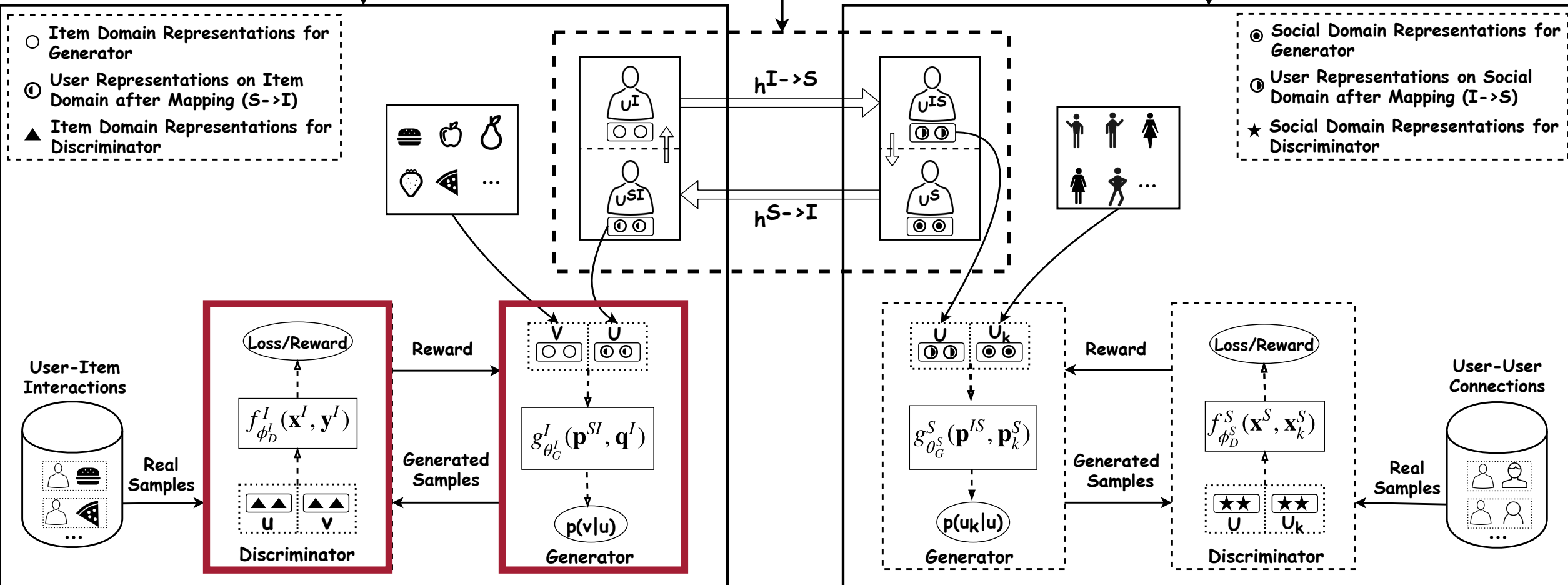
# DASO



Item Domain Adversarial Learning

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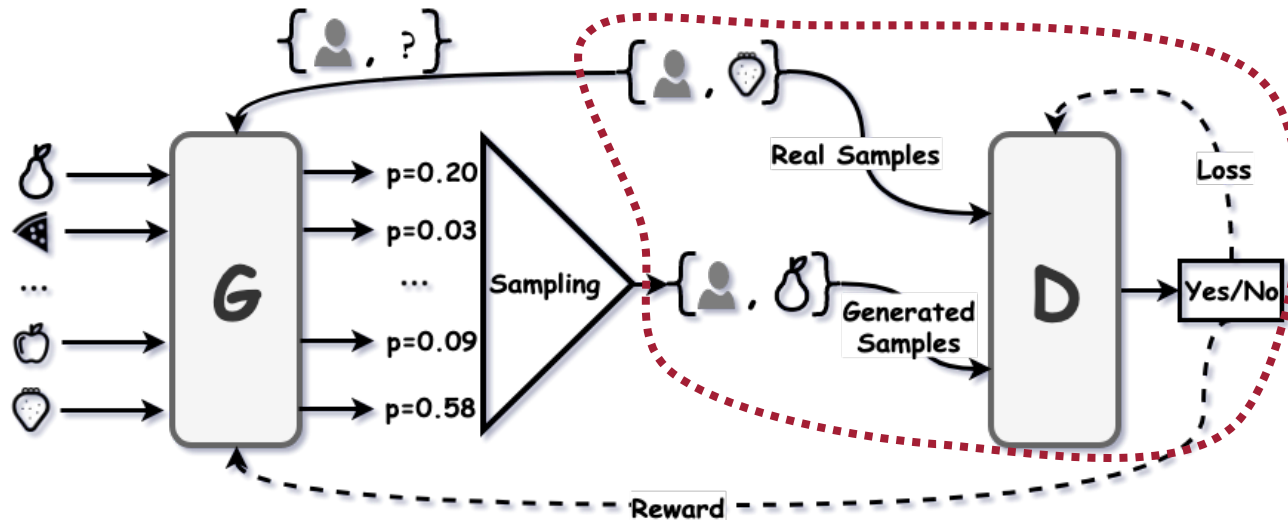
# Item Domain Discriminator Model

## □ Discriminator

**Goal:** distinguish real user-item pairs (i.e., real samples) and the generated “fake” samples (**relevant**)

$$D^I(u_i, v_j; \phi_D^I) = \sigma(f_{\phi_D^I}^I(\mathbf{x}_i^I, \mathbf{y}_j^I)) = \frac{1}{1 + \exp(-f_{\phi_D^I}^I(\mathbf{x}_i^I, \mathbf{y}_j^I))} \text{ (Sigmoid)}$$

**Score function:**  $f_{\phi_D^I}^I(\mathbf{x}_i^I, \mathbf{y}_j^I) = (\mathbf{x}_i^I)^T \mathbf{y}_j^I + a_j,$



# Item Domain Generator Model

## □ Generator Model

### Goal:

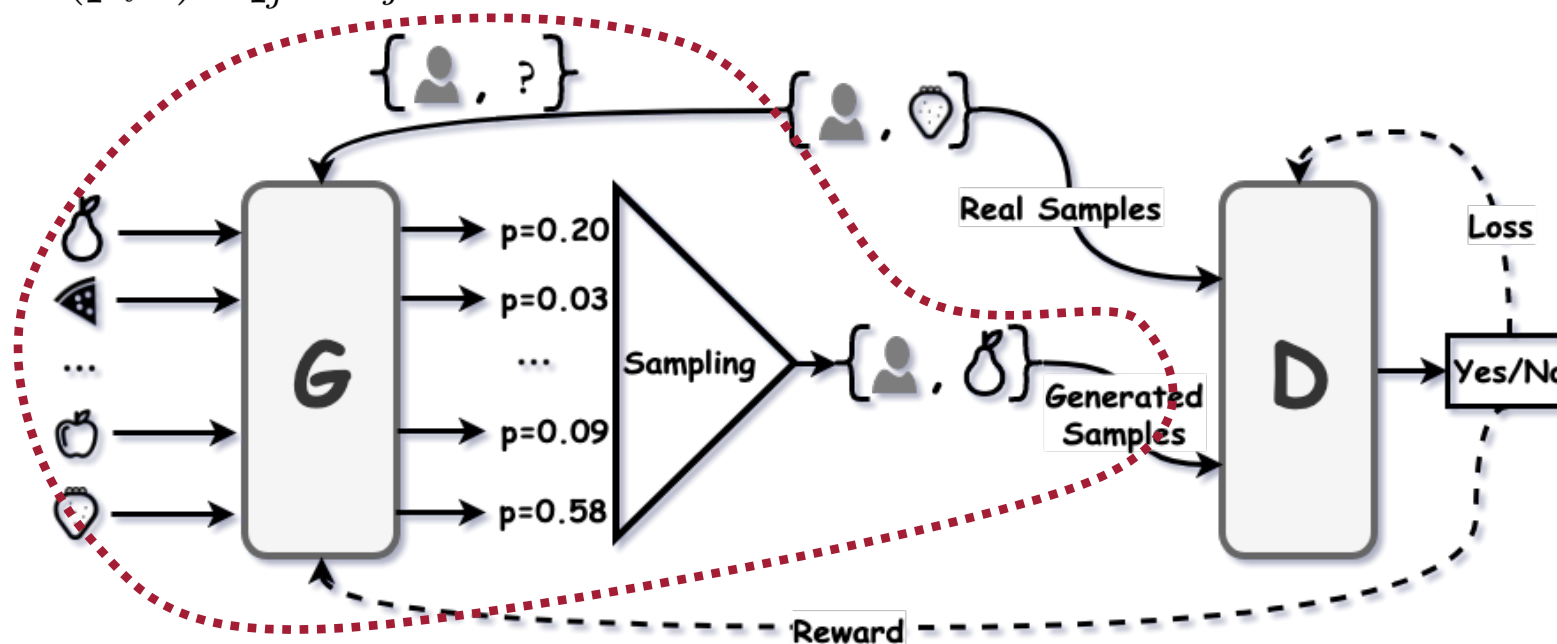
1. Approximate the underlying real conditional distribution  $p^I_{\text{real}}(\mathbf{v} | \mathbf{u}_i)$
2. Generate (select/sample) the most relevant items for any given user  $u_i$ .

$$G^I(v_j | u_i; \theta_G^I) = \frac{\exp(g_{\theta_G^I}^I(\mathbf{p}_i^{SI}, \mathbf{q}_j^I))}{\sum_{v_j \in \mathcal{V}} \exp(g_{\theta_G^I}^I(\mathbf{p}_i^{SI}, \mathbf{q}_j^I))}$$

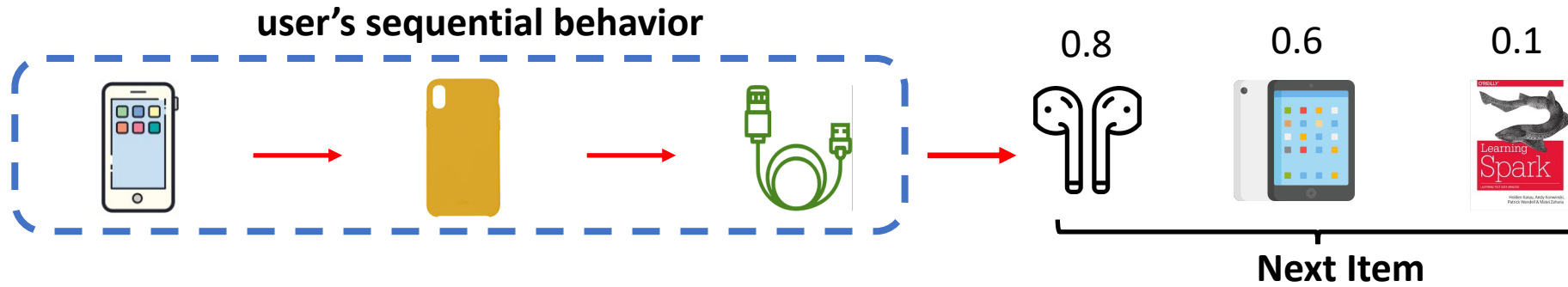
$\mathbf{p}_i^{SI}$  the transferred user representation from social domain

$$g_{\theta_G^I}^I(\mathbf{p}_i^{SI}, \mathbf{q}_j^I) = (\mathbf{p}_i^{SI})^T \mathbf{q}_j^I + b_j$$

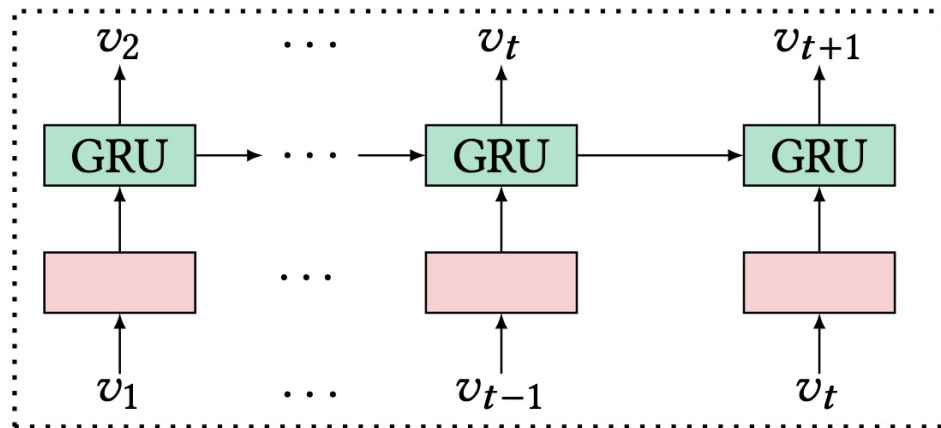
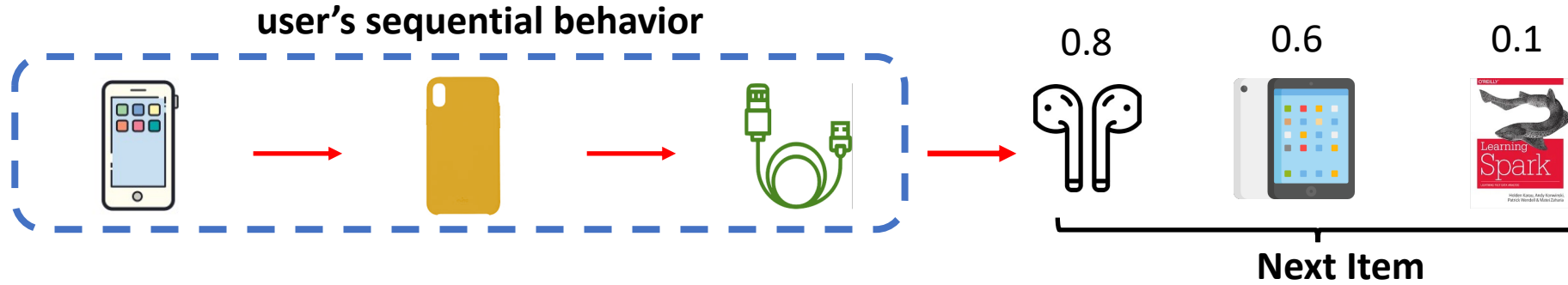
Optimization with Policy Gradient



# Sequential (Session-based) Recommendation

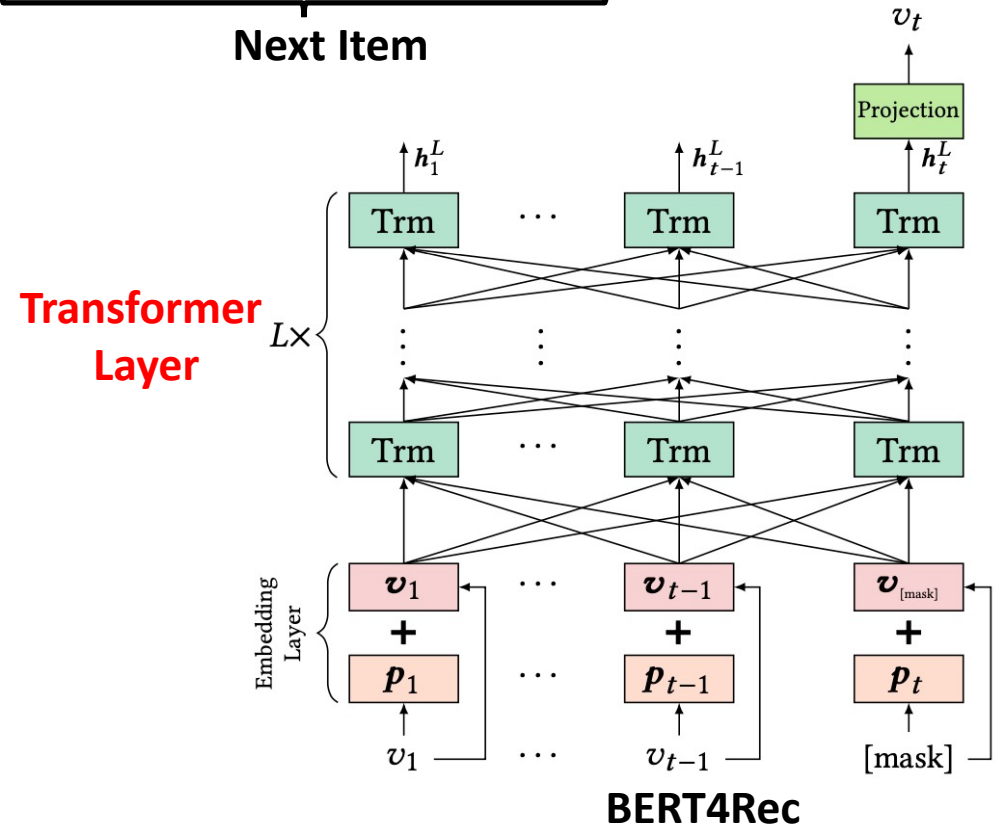
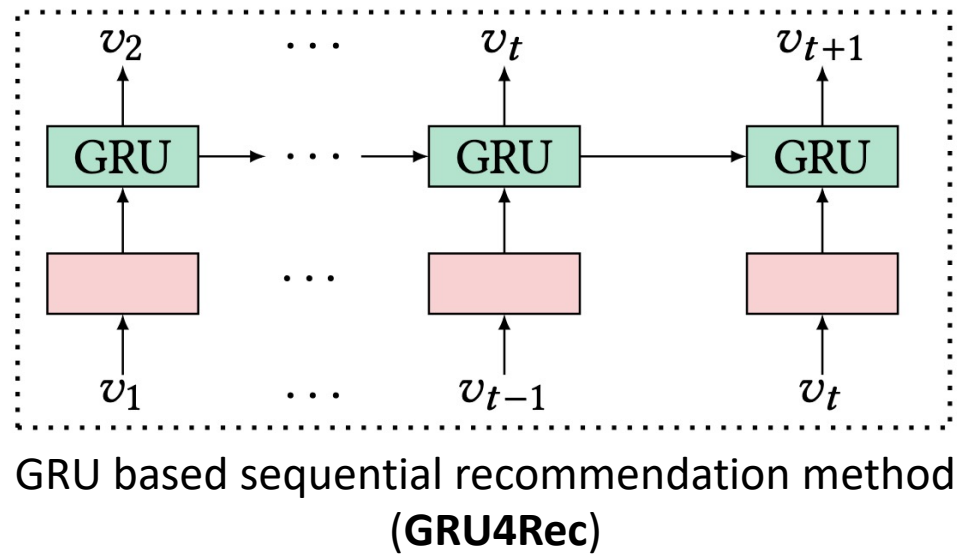
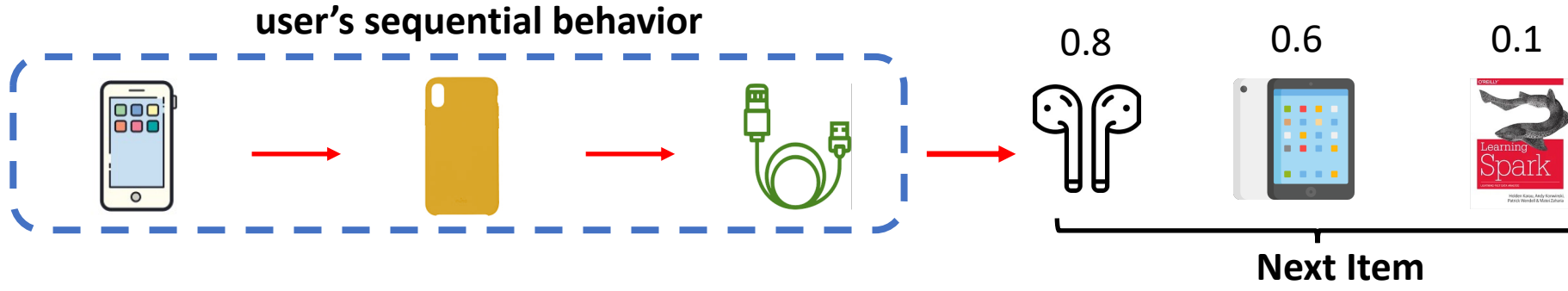


# Sequential (Session-based) Recommendation



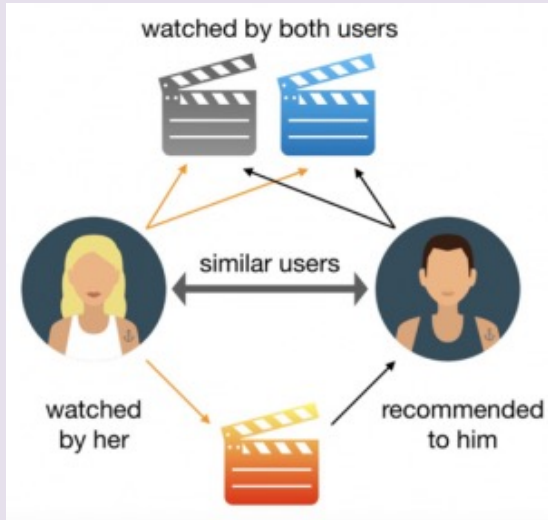
GRU based sequential recommendation method  
(GRU4Rec)

# Sequential (Session-based) Recommendation





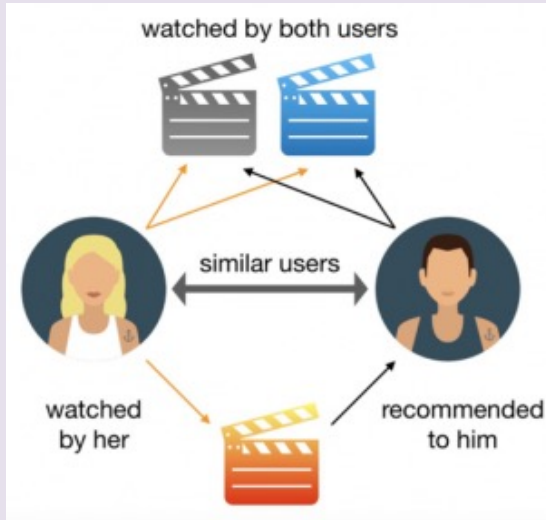
# Shortcomings of Existing Deep Recommender Systems



## Recommendation Policies

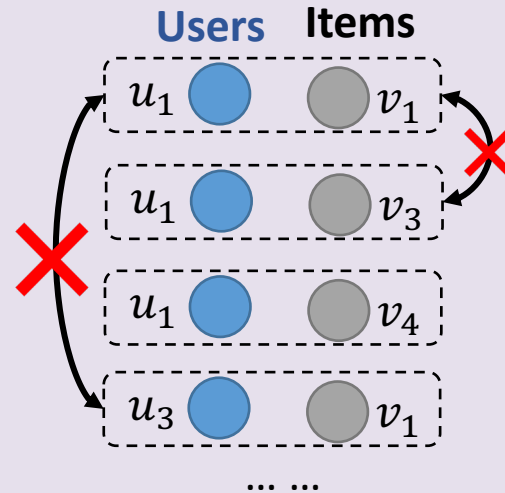
- Offline optimization
- Short-term reward

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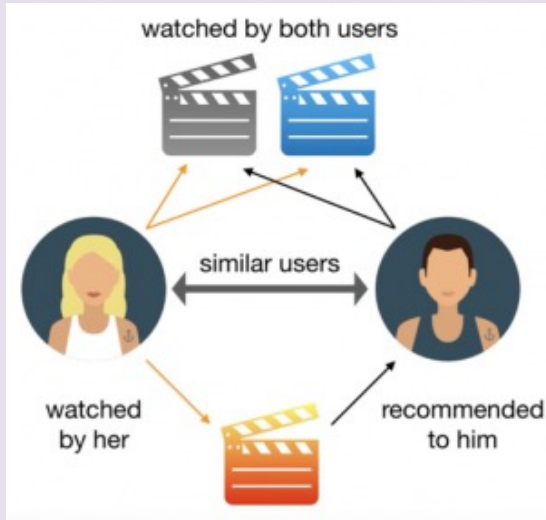
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## Graph-structured Data

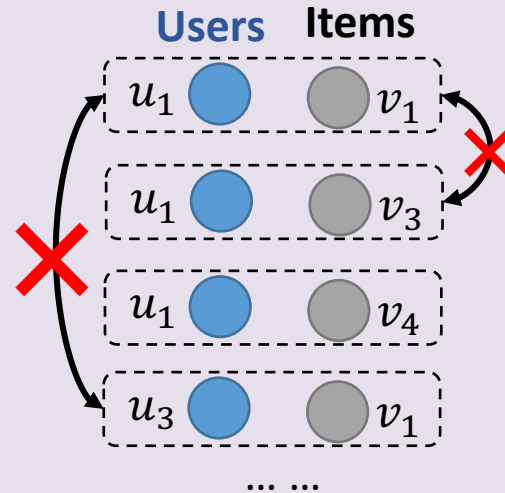
- Information Isolated Island Issue: ignore implicit/explicit relationships among instances

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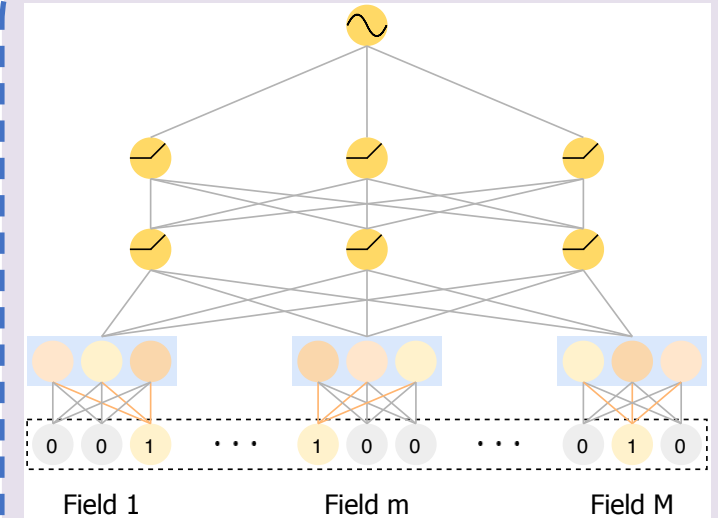
## Recommendation Policies

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Issue: ignore implicit/explicit relationships among instances



## Manually Deisgned Architectures

- Expert knowledge
- Time and engineering efforts