

Collaborative Filtering Algorithm Adapting to Changes Over Dynamic Time

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Abstract. Collaborative filtering (CF) as one of the successful technology is widely used in personalized recommendation systems. Considering that existed CF algorithms do not reflect the changes in user interests and item popularity over time, two methods would be introduced in this paper to improve the performance of recommendation systems: first, providing new CF algorithm which is combined of both time-based weighted on user interests and time-based weighted on items, second, reconstructing user-item matrix by logistic function in the first stage on existed CF algorithm. Experimental results show that our improved algorithm can meliorate the recommendation quality of the collaborative filtering recommendation systems.

Keywords: collaborative filtering, time-based weighted on user interests, time-based weighted on items, recommendation system, MAE.

1. Introduction

Collaborative filtering is the most successful technology [1,2] used in recommendation systems, It is based on the assumption that the best way to find interested information of a user is to find users who have similar interests with him firstly, then recommend interested information of these users to him. The basic idea of CF is to calculate the similarity between the target user and every basic user, find the nearest neighbours of the target user, and then generate recommendation to him by ratings from his nearest neighbours [3].

User interests change dynamically over time, this requires the recommendation system can reflect this dynamic change in time and generate more accurate recommendation set to the target user. The advantage of the traditional algorithms is no need to consider the manifestation of the items, can help users find new items they may be interested in, but it did not take into account that the user interests change over time, thus give out-dated or currently uninterested items to the target user, affect the accuracy of the recommendation. Besides, there are changes in availability and popularity of one item over time, such as seasonal changes or a specific holiday.

In this paper, we proposed a CF algorithm, which is combined of time-weighted on user interests and item popularity, generated item set to the target user. In addition, we reconstructed user-item matrix by adding weight to the ratings of original user-item matrix and generated an amendment user-item matrix, then proceeded similarity calculation and recommendation, improved the efficiency of recommendation.

2. Preparation

Collaborative filtering algorithm contains three stages generally: inputting user-item matrix, generating the nearest neighbors of target users and generating recommendation to target users.

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(1) User-item matrix is a $m \times n$ matrix R_{mn} , as (1) shown, where, rows mean m users, columns mean n items, r_{ij} in row i and column j means rating of user i on the item j . It is generally obtained by real ratings from users. The rating is usually expressed in figures, for example, using an integer from 0 to 5 to represent the user interests in specific items.

$$R_{mn} = \begin{bmatrix} r_{11} & r_{12} & \cdots & r_{1n} \\ r_{21} & r_{22} & \cdots & r_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ r_{m1} & r_{m2} & \cdots & r_{mn} \end{bmatrix} \quad (1)$$

(2) Generating the nearest neighbors of the target user is the core of CF algorithm. There are three main traditional methods of calculating the similarity: Pearson Correlation Coefficient, Cosine-based Similarity and Adjusted Cosine Similarity [4]. In this paper, we used Pearson Correlation Coefficient to calculate the nearest neighbors of the target user.

Pearson Correlation Coefficient assumes that $I_{uv} = I_u \cap I_v$ is the item set has ratings from both user u and v , thus the similarity between user u and v is $sim(u, v)$, just as (2), where r_{uk} , r_{vk} represent ratings from user u and v on item k respectively. \bar{r}_u , \bar{r}_v represent the average ratings from user u and v on all n items.

$$sim(u, v) = \frac{\sum_{k \in I_{uv}} (r_{uk} - \bar{r}_u)(r_{vk} - \bar{r}_v)}{\sqrt{\sum_{k \in I_{uv}} (r_{uk} - \bar{r}_u)^2} \sqrt{\sum_{k \in I_{uv}} (r_{vk} - \bar{r}_v)^2}} \quad (2)$$

(3) Generating recommendation: Two recommendation results can be calculated by the nearest neighbors of the target user based on step (2):

a. User interests in any item: Assumed that N_u is the nearest neighbor set of the target user u , then predicted rating on item i of user u is P_{ui} , as (3)[5].

$$P_{ui} = \bar{r}_u + \frac{\sum_{v \in N_u} sim(u, v)(r_{vi} - \bar{r}_v)}{\sum_{v \in N_u} sim(u, v)} \quad (3)$$

Where, \bar{r}_u , \bar{r}_v mean the average ratings of user u and v on items respectively, $sim(u, v)$ means the similarity between user u and v , r_{vi} means rating on item i of user v .

b. *top-N* recommendation set: Selected N items as *top-N* recommendation set which had higher ratings and not in the item set that the target user had rated.

3. Collaborative Filtering Algorithm with Changing of Dynamic Time

To make the user ratings on items reflect the changing of time, we amend rating r_{ui} on item i of user u , and get the formula $r'_{ui} = r_{ui} + f_u(t) + f_i(t)$, where r'_{ui} is amended rating on item i by user u , $f_u(t)$ and $f_i(t)$ are functions which represent changes of user interests and item popularity. Incidentally, the selection of functions $f_u(t)$ and $f_i(t)$ is also worthy of study.

3.1. Time-weighted on user interests

User ratings are not concurrent, which means that user ratings are changing over time. To make recommendation system reflect the changes in user interests timely, we add influence function $f_u(t)$, which reflects user interests changing over time to the actual rating on item i by user u thus amend the actual rating of user u on item i and get formula $r'_{ui} = r_{ui} + f_u(t)$. For different users, the trends over time of their interests are different; we can personalize specific trends for users to obtain more accurate recommendation by adjusting influence function $f_u(t)$.

3.2. Time-weighted on item popularity

Similarly, we know that the item popularity also changes over time, which affects user ratings on them to a certain extent. For example, when an item first appeared, it is always popular, but this will be weakened over time, because people always have curious psychological on new items. So to make recommendation system reflect the changes in item popularity timely, for further, we add influence function $f_i(t)$, which reflects the changes in item popularity over time to the former formula, $r'_{ui} = r_{ui} + f_u(t)$ and get the final formula $r'_{ui} = r_{ui} + f_u(t) + f_i(t)$, apparently, we can personalize specific trend for each item by adjusting influence function $f_i(t)$.

After integrating time-weighted on user interests and time-weighted on item popularity, we got amended rating of user u on item i r'_{ui} , the formula is

$$r'_{ui} = r_{ui} + f_u(t) + f_i(t) \quad (4)$$

3.3. Description of collaborative filtering algorithm changing over dynamic time

(1) Input: User-item matrix R_{mn} is rating matrix that m users rated on n items; we use Pearson Similarity Algorithm to calculate similarity $sim(u, v)$ between two users; the item set rated by both user u and v is I_{uv} ; the number of recommendations is N .

(2) Output: Any target user u and his $top-N$ recommendation set;

(3) Process:

From formula (2) $sim(u, v) = \frac{\sum_{k \in I_{uv}} (r_{uk} - \bar{r}_u)(r_{vk} - \bar{r}_v)}{\sqrt{\sum_{k \in I_{uv}} (r_{uk} - \bar{r}_u)^2} \sqrt{\sum_{k \in I_{uv}} (r_{vk} - \bar{r}_v)^2}}$, we calculate the similarity

between the target user u and any other user, where $N_u = \{N_1, N_2, \dots, N_k\}$, $u \notin N_u$ and $sim(u, N_1) > sim(u, N_2) > \dots > sim(u, N_k)$, the nearest neighbors of the target user is predetermined at k , that is selecting the largest k nearest neighbors based on $sim(u, v)$.

According to ratings from the k nearest neighbors N_1, N_2, \dots, N_k of the target user rated on item j , we can predict rating P_{uj} from the target user u on item j based on (5).

$$P_{ui} = \bar{r}_u + \frac{\sum_{v \in N_u} sim(u, v) [r_{vi} + f_u(t) + f_i(t) - \bar{r}_v]}{\sum_{v \in N_u} sim(u, v)} \quad (5)$$

Sort P_{ui} obtained from b by descending, recommend the first N items to the target user u .

3.4. Some ideas on selection of functions $f_u(t)$ and $f_i(t)$

The core of our improved collaborative filtering algorithm in this paper is the selections of functions $f_u(t)$ and $f_i(t)$. Appropriate selections of $f_u(t)$ and $f_i(t)$ can improve the accuracy of the algorithm to a large extent, reflect the influence of time changing on user interests and item popularity timely, improve the quality of recommendation, make the recommendation system has a good user experience, give full play to the value of its application. The following we put forward some thoughts on selections of these two functions:

(1) The introduction of function $f_u(t)$ is to make our improved collaborative filtering algorithm reflect the changes in user interests over time, generally, recent ratings from a user are more valuable than early ratings, therefore $f_u(t)$ must reflect this feature, based on this consideration, we assume that it is a non-decreasing function. But at the same we cannot ignore the value of some early ratings, so we add an adjustment parameter α to $f_u(t)$, that is $\alpha f_u(t)$.

(2) The function $f_i(t)$ reflects the influence on user rating from the popularity degree of the item, because some certain types of items (such as electrical items, skin care items and so on) are time-sensitive, in different seasons, the popularity of these items may change more or less because of the differences among the needs of users; Besides, people always have curiosity on new items, therefore, the popularity of a new item often higher when it first appeared, but as time goes by, the item popularity will show the trend of decreasing.

Based on above analysis, we assume that $f_i(t)$ is a time-segmented function, and is a descending function for emerging time of different items.

(3) Interests between different users show different variations over time, different items have different features and the popularity changes are different over time, in the algorithm how to select different methods and appropriate functions $f_u(t)$, $f_i(t)$ for different users is important, we may get better recommendations by appropriate selections.

4. Collaborative Filtering Algorithm Based on Reconstructed User-Item Matrix

4.1. Introduction of algorithm

As time affects user interests, we can also improve the CF algorithm by adding weighted time parameter to specific ratings, giving larger weight to user recent ratings and smaller weight to early ratings. We use logistic to reconstruct user-item matrix, below is the detail:

(1) Gave unique weight to every rating by $\log\text{istic}(t_{ui})$ when reconstructing user-item matrix, and replaced the actual rating r_{ui} with $r_{ui} \times \log\text{istic}(t_{ui})$, scaled up the original rating. The format of $\log\text{istic}(t_{ui})$ is $\log\text{istic}(t_{ui}) = \frac{1}{1 + e^{-t_{ui}}}$ [6], where $-1 \leq t \leq 1$, $0 < \log\text{istic}(t_{ui}) < 1$ and t_{ui} means the rating value on item i of any user u any time t .

As a monotonically increasing function, the output of $\log\text{istic}(t_{ui})$ keeps increasing by time t and remains in the range (0, 1). Add logistic to original rating means larger contribution from user recent ratings but early ratings reflect past interests of user, so accounts for less weight.

In the logistic function, the author used standard variables in advance to limit the time t in the range -1 to 1 before the experiment, because in this range, they behave almost linear and small changes in time variable t will lead to small changes in weight, therefore, the recommendation algorithm can track changes in user interests more accurately.

We assume that $r'_{ui} = r_{ui} \times \log\text{istic}(t_{ui})$ is amended rating on item i of the target user; we can change (1) to (6) by reconstructing user-item matrix R_{mn} based on original ratings.

$$R'_{mn} = \begin{bmatrix} r'_{11} & r'_{12} & \cdots & r'_{1n} \\ r'_{21} & r'_{22} & \cdots & r'_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ r'_{m1} & r'_{m2} & \cdots & r'_{mn} \end{bmatrix} \quad (6)$$

(2) In the stage of searching the nearest neighbors of the target user, we calculated the similarity between the target user and every other user in database; selected the highest similarity as the nearest neighbors. Here, we used the Pearson Correlation Formula (2) to predict rating on item i of the target user u P_{ui} by (7), where \bar{r}'_v is amended average rating on items of user v .

$$P_{ui} = \bar{r}'_u + \frac{\sum_{v \in N_u} \text{sim}(u, v)(r'_{vi} - \bar{r}'_v)}{\sum_{v \in N_u} \text{sim}(u, v)} \quad (7)$$

(3) In the stage of generating recommendation, sorted P_{ui} by descending and recommended the first N items to the target user u .

4.2. Metrics and methods of algorithm

In methods for evaluating the quality of recommendation systems, MAE (Mean Absolute Error) is an easy and intuitive measure to evaluate the quality of recommendation, so it is widely used in recommendation algorithms. In this paper, we used MAE to measure the prediction accuracy by deviation between predicted ratings and actual ratings of user; the smaller MAE means the higher recommendation quality, thus

the more accurate algorithm. We assumed that $\{p_1, p_2, \dots, p_n\}$ is predicted rating set on items from the target user and $\{q_1, q_2, \dots, q_n\}$ is actual rating set from the target user, and then MAE can be defined as (8), and we can get overall MAE formula (9) by taking average on $MAE_i (i=1, 2, \dots, m)$.

$$MAE_i = \frac{\sum_{i=1}^n |p_i - q_i|}{n} \quad (8)$$

$$MAE = \frac{\sum_{i=1}^m MAE_i}{m} \quad (9)$$

The result of CF algorithm is good or not depended on the number of the target user's nearest neighbors, so in the experiment, we divided the experimental data into two parts: training set and testing set. We compared our algorithm to traditional CF algorithm as the nearest neighbor set size gradually increasing.

4.3. Experimental analysis

(1) Selection of experimental dataset

In this paper, we selected Movie Lens dataset as our experimental data. Movie Lens Site is a research-oriented recommendation system based on Web, used to collect user's ratings on movies, and provided a list of recommended movies. It achieved great success since its inception in 1996. At current users of the system have more than 43,000 items which users rated have more than 1600. Movie Lens dataset consists of 943 users' 100,000 rating data from 1 to 5 and 1682 movies, each user rated at least 20 movies, and more importantly, the dataset contains the time attribute necessary to this paper. We divided rating data to training set and testing set by the ratio of 0.8. Higher rating data means that higher user interests on the movie.

(2) Experimental process

In the experiment, we chose the first 20 – 30 users as the nearest neighbors of the target user, because the number of neighbors within this range is a better choice to predict current interests of the target user [9]. Then we compared MAE of our algorithm with traditional CF algorithm as the number changed from 20 to 30 (interval 2), the experimental result is as shown in fig.1.

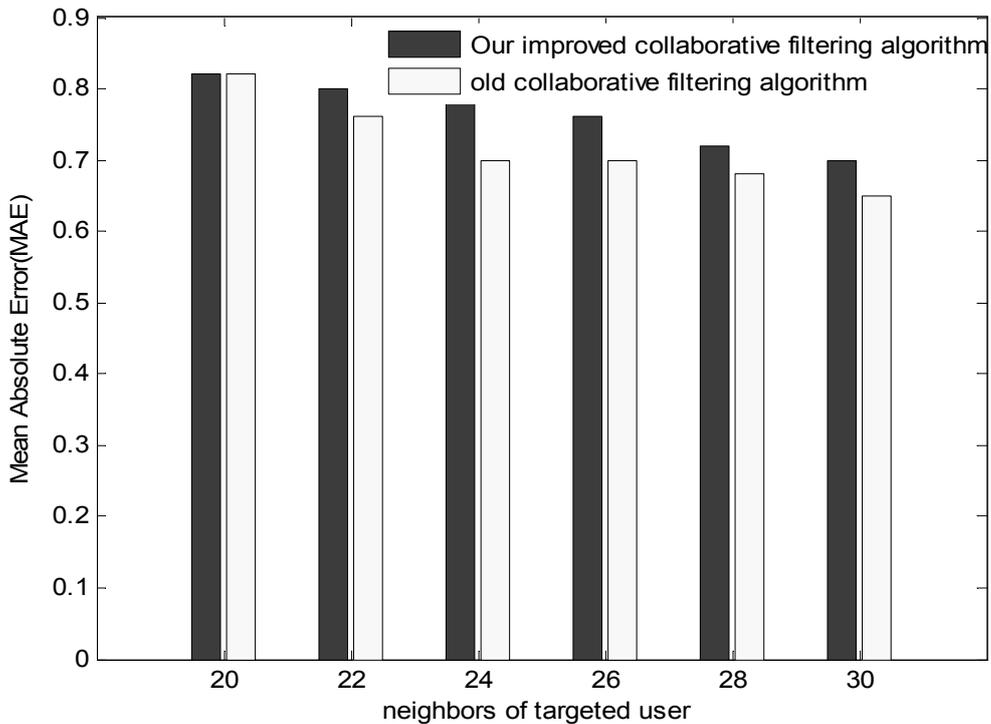


Fig. 1: Comparison of our CF algorithm and traditional CF algorithm

(3) Analysis of experimental result

From figure (1), we know that the average absolute error MAE of our improved algorithm is smaller than the traditional CF algorithm, it can be seen, improved algorithm in this paper is more accurate compared to the traditional CF algorithm, therefore, the quality of recommendation system based on this algorithm will be improved. From figure (1) we also know that MAE became smaller as the increasing in the number of the target user's nearest neighbours, so it is also important to find the best number of the target user's nearest neighbours.

5. Conclusions and Outlook

In this paper, we proposed two improved algorithms: new CF algorithm which is combined of time-weighted on user interests and time-weighted on item popularity and the other is reconstructing user-item matrix. The second weighted algorithm is simple and has real-time adaptation to changes in user interests, experimental results show the effectiveness of our algorithm, it can capture user interests in real time, and has higher accuracy.

We may also consider using SVD on our improved user-item matrix to solve the data sparseness problem of CF algorithm, improve the accuracy of predicted ratings furthermore, thus improve efficiency and accuracy of the recommendation system.

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