

# Relational learning using bilinear models and its application in E-commerce

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### Recommendation in e-commerce





From http://ju.taobao.com/

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### Personalized search in e-commerce



¥5999.01

銷量 805

銷量 1317

¥60.00 From http://tw.taobao.com/

U

淘宝网

twtaobao.com

筛选区

於孤相構

單反相構 單電/微單 括俭得

鏡頭 膠卷相機

相關分類 --

三 所有商品類目

日田名

¥428.00

超主包結 全国政保 领导再减

銷量 1745

¥428.00

銷骨 2062

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¥ 198.00 ¥ 247.50

### Recommendation to sellers



From Taobao's seller interface.

Shenghuo Zhu (Alibab



### Relation and ranking



In the above tasks, we consider the relationship between

- buyer and item
- buyer/query and item
- seller and item
- seller and buyer

• ...

and rank items (or buyers) conditioned on a buyer (or a seller, a query-buyer pair).



- Buyer and item: u buyer, v item,
  - scoring function: y(v; u)
- Ranking by scores:
  - $y(v_i; u) > y(v_j; u) \Longrightarrow u$  prefers  $v_i$  over  $v_j$ .



• Assume that given K underlying user segment, users, u, belonging to segment k share a same scoring function:

$$y(v;u) = g_k(v)$$

• User u bought item w. Let all users that bought item w be segment k.  $g_k(v)$  be the preference scores (purchase history) of item v in segument k. It is item-based collaborative filtering.

## Ranking using mixture



- User *u* bought more than one item. The above strict segmentation assumption is relaxed. It is usually considered to use similarity between users.
- In a general term, scoring function of u is a linear combination of g<sub>k</sub>:

$$y(v;u) = \sum_{k=1}^{K} \beta_k g_k(v),$$

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• For each user *u*,

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• As each user has its own  $\beta_k = f_k(u)$ 

$$y(v;u) = \sum_{k} f_k(u)g_k(v)$$

• Put y(u, v),  $f_k(u)$  and  $g_k(v)$  as matrices

$$\mathbf{Y} = \mathbf{G}\mathbf{F}^{\top} \approx \mathbf{T}$$

• Convex: use low rank constraint of *Y*, [YLZG09].



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### Ranking in bilinear model



• User feature  $x_u$ , and item feature  $z_v$ .

$$f_k(u) = \langle a_k, x_u \rangle, \qquad g_k(v) = \langle b_k, z_v \rangle$$
$$y(v; u) = \sum_k f_k(u)g_k(v) = \langle x_u, Wz_v \rangle$$

where  $W = \sum_{k} a_k b_k^{\top}$ .

• Put y(v; u),  $f_k(u)$  and  $q_k(v)$  as matrices

 $\mathbf{Y} \equiv X^{\top}WZ$ 

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$$\mathbf{Y} = X^\top W Z$$





- How to control the complexity of learning space?
  - Rank of W, or nuclear norm  $||W||_*$ .
- When features have high dimensions, can we take the advantage of low complexity of W to reduce the computational complexity?
  - The model is essentially a linear model:

$$y \equiv \operatorname{vec}(\mathbf{Y}) = (Z \otimes X)^{\top} \operatorname{vec}(W) \equiv x^{\top} w.$$

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#### Issues

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### Solve via random projection



• To solve:

$$w = \underset{w}{\operatorname{arg\,min}} \frac{\lambda}{2} \|w\|^2 + \sum_i \ell(x_i^{\top} w, y_i).$$

#### • Approach

- Generate a random projection R of rank m, and let  $\tilde{x}_i = Rx_i$ .
- Solve:

$$v = \operatorname*{arg\,min}_{v} \frac{\lambda}{2} \|v\|^2 + \sum_{i} \ell(\tilde{x}_i^\top v, y_i)$$

• Recover:  $\hat{w} = R^{\top} v$ .

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#### Issue

•  $\hat{w}$  is limited in the subspace spanned by R, as  $\hat{w} = R^{\top} v$ .

### Theorem 3 of [ZMJ<sup>+</sup>13]

For any  $0 < \varepsilon \le 1/2$ , with a probability  $1 - \exp(-(d-r)/32) - \exp(-m/32) - \delta$ , we have  $\|\hat{w} - w_*\|_2 \ge \frac{1}{2}\sqrt{\frac{d-r}{m}} \left(1 - \frac{\varepsilon\sqrt{2(1+\varepsilon)}}{1-\varepsilon}\right) \|w_*\|_2.$ 



### Dual space

#### • Dual variable and function

$$\ell_*(\alpha, y_i) = \sup_{\xi} \left\{ \alpha_i \xi - \ell(\xi, y_i) \right\}$$

• Dual problem

$$\alpha = \underset{\alpha}{\arg\min} \frac{1}{2\lambda} \alpha^{\top} X^{\top} X \alpha + \sum_{i} \ell_*(\alpha_i, y_i).$$

• Dual problem after random projection

$$\hat{\alpha} = \operatorname*{arg\,min}_{\alpha} \frac{1}{2\lambda} \alpha^{\top} X^{\top} \mathbf{R}^{\top} \mathbf{R} X \alpha + \sum_{i} \ell_{*}(\alpha_{i}, y_{i}).$$



#### Proposition

For any  $0 < \varepsilon \leq 1/2$ , with a probability at least  $1 - \delta$ , we have

$$\|\tilde{\alpha} - \alpha_*\|_K \le \frac{\varepsilon}{1 - \varepsilon} \|\alpha_*\|_K,$$

provided  $m = \Omega(\varepsilon^{-2} \log \delta^{-1}).$ 

Random Projection Dual Recovery (DuRP)

Generate a random projection R of rank m, and let x
<sub>i</sub> = Rx<sub>i</sub>.
Solve:

$$\underset{v}{\arg\min} \frac{\lambda}{2} \|v\|^2 + \sum_i \ell(\tilde{x}_i^\top v, y_i).$$

- Obtain dual variables:  $\tilde{\alpha}_i = \ell'(\tilde{x}_i^\top v, y_i)$
- Recover primal solution:  $\tilde{w} = -\frac{1}{\lambda} \sum_{i} \tilde{\alpha}_{i} x_{i}$ .

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### Approximation error of DuRP



### Theorem 2 of [ZMJ<sup>+</sup>13]

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$$\|\tilde{w} - w_*\|_2 \le \frac{\varepsilon}{1 - \varepsilon} \|w_*\|_2,$$

provided  $m \geq \frac{(r+1)\log(2r/\delta)}{c\varepsilon^2}$ .



- Dual variables in  $\alpha$  can be reshaped to a matrix A, where the nonzero entries correpsond to the user-item pairs having interaction.
- Then the recovered matrix is written as

$$W = XAZ^{\top}.$$

# DuRP for high dimensional bi-linear model

- $\bullet\,$  Very high dimension in its linear representation, i.e.  $Z\otimes X$ 
  - Random projection:  $R = R_2 \otimes R_1$ .[QJZL13].
- Recovered matrix  $W = XAZ^{\top}$  is of high dimension and usually dense, thus is difficult to apply to online service.
  - Approximated by multiplication of two low rank matrices, using approximate SVD [HMT11].





- Many applications using relational data
- A bilinear model is a straightforward approach
- To learn from massive data, dual recovery random projection.

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