

# **Web Dynamics**

## **Part 7 – Human Behaviour on the Web**

### ***7.1 Recommendation***

### ***7.2 Personalized Search***

# High-Level View of Recommendation

**Input:** Collected data on *behavior of users*

- Items (books, dvds, cds,...) purchased
- Items (books, movies, hotels, ...) rated
- Web sites browsed or bookmarked
- Searches and clicked search results
- Sequence of activities (browsing, searching, ...)
- Mails, Documents read and written
- Profile in social networks (contacts)

⇒ build extensive *user models*

# High-Level View of Recommendation

**Output:** Items of *potential interest* to user

- Items (books, movies, hotels,...) to purchase/view/visit/...
- Web sites to visit
- Improved search results
- Potential query expansions/refinements
- People to meet in social networks

# Three orthogonal approaches

## *User-centric approach („nearest neighbors“):*

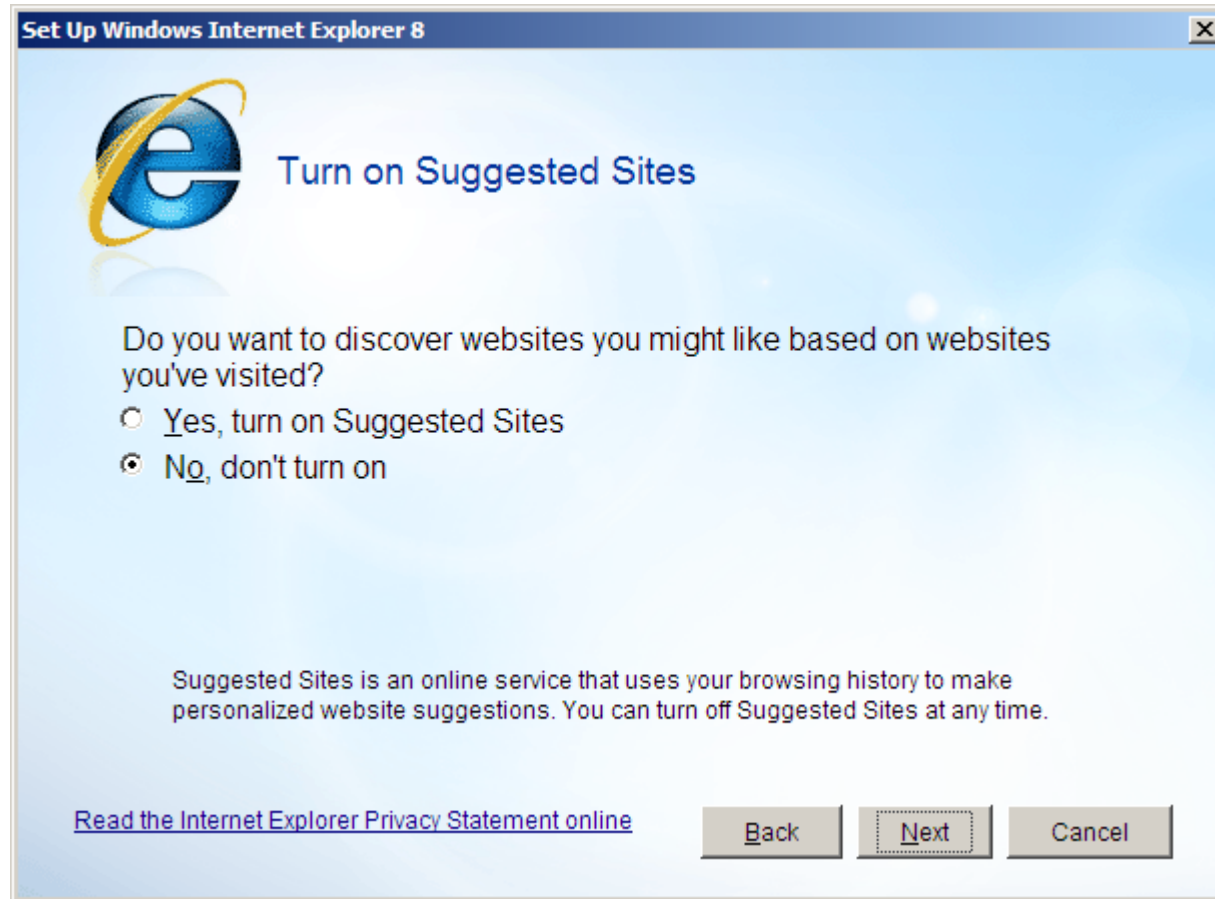
User A likes/buys/visits item X  
(model of ) user B similar to  
(model of) user A } user B may like  
item X as well

## *Item-centric approach:*

User A likes/buys/visits item X  
Item X similar to item Y } user A may like  
item Y as well

[ *Static approach:* Many people buy X ]

# Example 1: Web site suggestion



# Example 1: Web site suggestion

## Vorgeschlagene Sites

Personen, die Folgendes  
angesehen haben

Mochten auch

 SPIEGEL ONLINE - Nachrichten

 FOCUS Online - Nachrichten

FOCUS Online - minutenaktuelle Nachrichten und Service-Informationen von Deutschlands modernem Nachrichten-Magazin.  
<http://www.focus.de>

 STERN.DE - Aktuelle Nachrichten, faszinierende Bilder und Unterhaltung

Tagesaktuelle Nachrichten und News sowie faszinierende Bilder und Reportagen aus Politik, Wirtschaft, Gesellschaft, Unterhaltung.  
<http://www.stern.de>

 Aktuelle Nachrichten - Bild.de

BILD.de: Die Seite 1 für aktuelle Nachrichten aus den Bereichen News, Show, Sport und Promis.  
<http://www.bild.de>

[Weitere Vorschläge anzeigen](#)

⇒ **item-centric approach, (seemingly) no user model used**

# Example 2: Product Recommendations

## Most Popular in Desktop Computers



[Apple iMac MB417LL/A 20...](#)  
**\$1,194.00**



[HP Pavilion A6700F Desktop PC](#)  
~~\$731.00~~ **\$429.79**

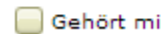


### [Datenbanksysteme: Eine Einführung](#)

von Alfons Kemper (April 22, 2009)  
Auf Lager.

**Preis: EUR 39,80**

[62 Angebote](#) ab EUR 39,80



Gehört mir



Kein Interesse



Diesen Artikel bewerten

Diesen Artikel haben wir empfohlen, weil Sie **Übungsbuch Datenbanksysteme** gekauft haben.

## Mehr zu entdecken

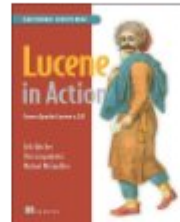
Sie haben sich angesehen:



[Building Search Applications: Lucene...](#) Taschenbuch von Manu Konchady  
**EUR 31,89**

> [Verwandte Artikel entdecken](#)

Ihnen könnten diese Artikel gefallen:



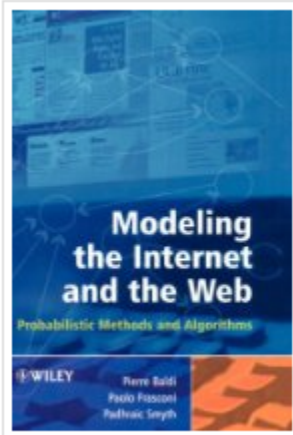
[Lucene in Action](#) Taschenbuch von Erik Hatcher, Otis...  
**EUR 30,95**



[Hibernate Search in Action](#) Taschenbuch von Bernard...  
**EUR 33,95**

⇒ **static and item-centric approach**

# Example 3: Book Recommendations



## Modeling the Internet and the Web: Probabilistic Methods and Algorithms

by [Pierre Baldi](#)

Members	Reviews	Popularity	Average Rating
10	None	439,588	

### Book information

#### Modeling the Internet and the Web: Probabilistic Methods and Algorithms

by [Pierre Baldi](#)

Wiley (2003), Hardcover, 285 pages

#### LibraryThing recommendations

1. [Web Metrics: Proven Methods for Measuring Web Site Success](#) by Jim Sterne
2. [Differentiated services for the Internet](#) by Kalevi Kilkki
3. [Internet Measurement: Infrastructure, Traffic and Applications](#) by Mark Crovella
4. [Designing Campus Networks](#) by Terri Quinn-Andry
5. [True Names: And the Opening of the Cyberspace Frontier](#) by Vernor Vinge
6. [Me++: The Cyborg Self and the Networked City](#) by William S. Burroughs
7. [What Just Happened: A Chronicle from the Information Age](#) by Mark Gleick
8. [The Digital Sublime: Myth, Power, and Cyberspace](#) by Mark Dery
9. [24 Hours in Cyberspace: Painting on the Walls of the World](#) by Mark Gleick
10. [Photographed on One Day by 150 of the World's Leading Photographers](#) by Mark Gleick
11. [Crypto Anarchy, Cyberstates, and Pirate Utopias](#) by Peter D. Jacobson

## LibraryThing Recommendations

304 recommendations — page [1] | 2 | 3 | 4

### 1. [Machine Learning](#) by [Thomas Mitchell](#)

169 copies. 1 reviews. Average rating 4.08.

[No thanks!](#) | [Why?](#) (close why) Recommendation based on:

[Artificial Intelligence: A Modern Approach](#) by [Stuart J. Russell](#)

[Data Mining: Practical Machine Learning Tools and Techniques, Second Edition](#) (Morgan Kaufmann Series in Data Management) by [Ian H. Witten](#)

[An Introduction to Support Vector Machines and Other Kernel-based Learning Methods](#) by [Nello Cristianini](#)

[All of Statistics: A Concise Course in Statistical Inference](#) (Springer Texts in Statistics) by [Larry Wasserman](#)



# Towards user-centric recommendations

Assume  $n$  users  $U$ ,  $m$  items  $I$ .

Model *user-item relation* as  $n \times m$  – matrix  $V$ :

- $V = \{0, 1\}^{n \times m}$ : binary *purchase matrix*
- $V = [\min, \max]^{n \times m}$ : quantified *preference matrix*

Both are very sparse!

(Librarything: 745,000 users, 40 mio books, less than 200 books for most users  
 $\Rightarrow 0,0005\%$  non-zero entries)

„semantics“:  $v_{ij}$  seen as „vote“ of user  $i$  for item  $j$

# Recommendation Problem

## Inputs:

- Set of votes of user  $u$  with items  $I_u$
- Set of votes of other users

**Goal:** predict votes of  $u$  for items in  $I \setminus I_u$   
(to identify the items with highest votes)

⇒ yields scalability problem ( $|I|$  is large!)

# Vote Prediction

Initial vote calibration (to remove bias):

$$v_i = \frac{1}{|I_i|} \sum_{j \in I_i} v_{ij} \quad v_{ij}^* = v_{ij} - v_i$$

Predict vote of user  $u$  for item  $j$  as weighted average over the votes of all other users:

$$\hat{v}_{uj} = v_u + \frac{1}{C} \sum_{i=1}^n w_{ui} \cdot v_{ij}^* \quad C = \sum_{i=1}^n |w_{ui}|$$

**↑**  
**similarity of users  $u$  and  $i$**

# Estimating User-User Similarity

- Correlation-Based similarity:

$$w_{ai} = \frac{1}{C_2} \sum_{j \in I_a \cap I_i} (v_{aj} - v_a)(v_{ij} - v_i)$$

$$C_2 = \left( \sum_{j \in I_a \cap I_i} (v_{aj} - v_a)^2 \sum_{j \in I_a \cap I_i} (v_{ij} - v_i)^2 \right)^{1/2}$$

Unreliable results if overlap between users is small

- Vector similarity (cosine):

$$w_{ai} = \sum_{j \in I} \frac{v_{aj}}{\sqrt{\sum_{k \in I_a} v_{ak}^2}} \frac{v_{ij}}{\sqrt{\sum_{k \in I_i} v_{ik}^2}}$$

Remaining problem: high dimensionality (number of users and items)

# Reducing Dimensionality: SVD

Replace  $V$  by *rank- $k$  approximation* of  $V$  using SVD:

$$V = A \times S \times B^T$$

A: **user-concept** similarity matrix ( $n \times r$ )

S: diagonal matrix of **singular values** (with  $r$  nonzero entries, where  $r = \text{rank}(V)$ ), corresponding to **topics**

I: **concept-item** similarity ( $r \times m$ )

Additionally *restrict to  $k$  largest singular values* to further reduce dimensionality

# SVD Example



$$V = \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{pmatrix}$$



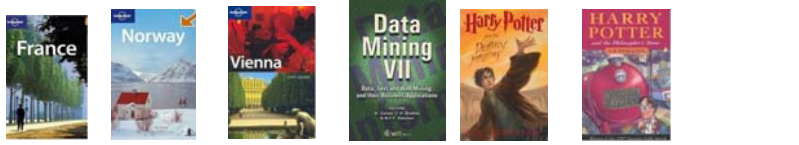
$$= \begin{pmatrix} 0.707 & 0 & -0.544 & 0 & 0.707 \\ 0.5 & 0 & -0.707 & 0 & -0.5 \\ 0.5 & 0 & 0.707 & 0 & -0.5 \\ 0 & 0.788 & 0 & -0.615 & 0 \\ 0 & 0.615 & 0 & 0.788 & 0 \end{pmatrix} \times \begin{pmatrix} 2.414 & 0 & 0 & 0 & 0 \\ 0 & 2.136 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0.662 & 0 \\ 0 & 0 & 0 & 0 & 0.414 \end{pmatrix} \times \begin{pmatrix} 0.5 & 0.5 & 0.707 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0.369 & 0.657 & 0.657 \\ -0.707 & 0.707 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -0.929 & 0.261 & 0.261 \\ 0.5 & 0.5 & -0.707 & 0 & 0 & 0 \end{pmatrix}$$

A

S

B<sup>T</sup>

# SVD Example



$$V = \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{pmatrix}$$

$$\approx \begin{pmatrix} 0.707 & 0 \\ 0.5 & 0 \\ 0.5 & 0 \\ 0 & 0.788 \\ 0 & 0.615 \end{pmatrix} \times \begin{pmatrix} 2.414 & 0 \\ 0 & 2.136 \end{pmatrix} \times \begin{pmatrix} 0.5 & 0.5 & 0.707 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0.369 & 0.657 & 0.657 \end{pmatrix} = \begin{pmatrix} 0.854 & 0.854 & 1.207 & 0 & 0 & 0 \\ 0.604 & 0.604 & 0.854 & 0 & 0 & 0 \\ 0.604 & 0.604 & 0.854 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0.621 & 1.106 & 1.106 \\ 0 & 0 & 0 & 0.485 & 0.864 & 0.864 \end{pmatrix}$$

A

S

B<sup>T</sup>

# Recommendations with SVD

- Predict votes on A, not on V  
⇒ compute estimate  $v'_{uj}$  for each topic  $j$
- Extend the vote estimate from topics to items

$$v_{ui} = \sum_{j=1}^k (v'_{uj} \cdot S_{jj} \cdot B_{ji})$$

New issue: Maintaining the SVD when data changes

**SVD generates implicit clustering of items**



# Reducing Dimensionality: Clustering

- Reduce number of users by precomputing *K clusters of similar users*
- Represent each cluster P by its *centroid*  $c(P)$ :

$$c(P)_i = \frac{1}{|P|} \sum_{u \in P} v_{ui}$$

- For prediction:
  - Assign user to one of the clusters
  - Compute „nearest neighbor“-prediction for clusters instead of users
- **Potential problem:**  
users may belong to multiple clusters

# User-Centric is Expensive

- User actions are highly dynamic
  - difficult to precompute and maintain similarities
  - best recommendations based on items just bought
- One recommendation takes time  $O(n+m)$ :
  - needs to scan all users and their items
  - most users have  $\leq C1$  items
  - few users ( $\leq C2$ ) have  $>C1$  items
  - cost bounded by  $(n-C2) \cdot C1 + C2 \cdot m = O(n+m)$
  - $n, m$  large
- Recommendations need to be computed in real time ( $\leq 200\text{ms}$ )

# Item-centric Recommendations

## Observation:

Relationships of items (i.e., correlation in purchases) a lot less dynamic than relationships of users

- information from yesterday still reasonably accurate today
- not recommending new items tolerable

Predict vote of user  $u$  for item  $j$  as weighted average over the votes of user  $u$  for other items:

$$\hat{v}_{uj} = v_u + \frac{1}{C} \sum_{i=1}^m w_{ji} \cdot v_{ui}^*$$

**↑**  
**similarity of items  $j$  and  $i$**

$$C = \sum_{i=1}^m |w_{ui}|$$

**Requires only limited knowledge about the user**

# Estimating Item-Item Similarity

using correlation-based or cosine similarity  
(similar to user-user similarity)

**Example:** cosine similarity

$$w_{ji} = \sum_{u \in U} \frac{v_{uj}}{\sqrt{\sum_{k \in U} v_{kj}^2}} \frac{v_{ui}}{\sqrt{\sum_{k \in U} v_{ki}^2}}$$

Computing similarities expensive ( $O(m^2n)$ ), but offline  
Computing predictions is cheap ( $O(m)$  if only constant  
number of items considered)

# Using Search to Recommend

Assume we can identify *features* of items (genre, actors, director, keywords, ...)

- Identify *frequent/characteristic features* for the user's items
- Submit *search* for those features and recommend the results

## Problems:

- Does not scale well for many owned items
- Does not provide good recommendations

# Probabilistic Models for Recommendation

Consider **joint probability distribution** for m-dimensional set of items (binary preferences):

$P[v_1 \dots v_m]$ : probability that random user has vote vector  $(v_1, \dots, v_m)$

**Predict** unknown value  $v_{ui}$  as  $P[v_i=1 | v_j=1 \text{ for } j \in I_u]$

Impossible to maintain explicitly ( $2^m$  parameters!)

$\Rightarrow$  approximate through **finite mixture**:

$$P[v_1 \dots v_m] \approx \sum_{k=1}^K P[v_1 \dots v_m | c = k] \cdot P[c = k]$$

assume independence within each component:

$$P[v_1 \dots v_m | c = k] = \prod_{j=1}^m P[v_j | c = k]$$

# Evaluating Recommender Systems

## Goal:

Out of several recommendation algorithms, determine which gives best recommendations.

Required components of such a *benchmark*:

- set of (user,item,rating) tuples for *training* (known to the algorithm in advance)
- set of (user,item,rating) tuples for *testing* (where the algorithm needs to predict *rating*)
  - Can be offline (part of the data) or live user experiment
- metrics for *quantifying result quality*

# Properties of Data Sets for Evaluation

- can be *synthetic* vs. *real-life*
- features of the application domain
  - *novelty* vs. *quality* focus of recommendations
  - *cost/benefit ratio* of true/false positive/negatives
  - *granularity* of true user preferences (vs. ratings)
- inherent features of the data set (and ratings)
  - *Implicit* or *explicit* ratings
  - *scale* & *dimensions* of ratings
  - *history* of ratings (timestamps) and recommendations
- sample features
  - *density* of rating set (overall & for test users)
  - *size* of data set



# Offline Evaluation vs. User Experiments

- **Offline evaluation: compare** predicted votes to actual votes made by the user
  - low effort, can be done automatically
  - can be used to evaluate series of ratings (timestamps)
  - But: limited choice of predictions to evaluate
- **Live user experiments: ask** user for opinion or **observe** user behavior
  - understand if and why people like (or dislike) recommendations, interfaces, systems

# Evaluation metrics

Widely used: measure **accuracy** of predictions by measuring the **error** of prediction and actual rating

- mean absolute error (MAE)

$$|\bar{E}_{MAE}| = \frac{\sum_{i=1}^N |p_i - r_i|}{N}$$

$p_i$ : prediction

$r_i$ : recommendation

$N$ : # recommendations

- Root mean square error (RMSE; emphasises large errors)

$$|\bar{E}_{RMSE}| = \sqrt{\frac{\sum_{i=1}^N (p_i - r_i)^2}{N}}$$

- precision/recall, rank accuracy metrics, ...

# Additional Evaluation Dimensions

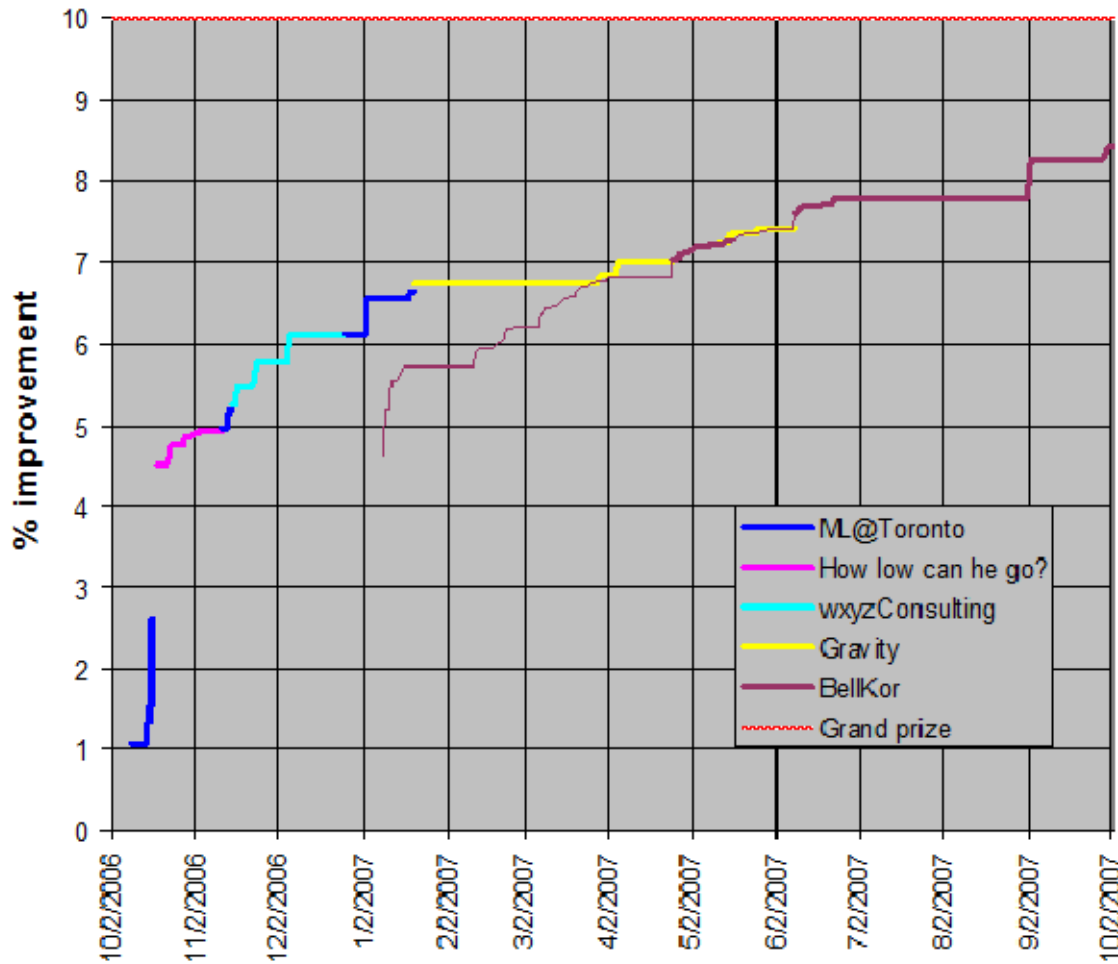
- **Coverage:**
  - Recommendations for how many items
  - How many items are actually recommended
- **Learning rate:**
  - How fast recommendation quality increases with increased amount of training data
- **Novelty:**
  - Focus on items unknown to the user, but within its scope (e.g., new movie of favourite director)
- **Serendepity:**
  - Surprising recommendations (e.g., new movie of new director that fits the user's taste)
- **Confidence**

# Benchmarks: Netflix Prize

- <http://www.netflixprize.com>
- set up by online movie portal
- provides (anonymized) training data (480,000 users, 18,000 movies,  $10^6$  ratings on a 1..5 scale)
- Goal: improve over portal's own recommender (RMSE: 0.9514)
- High reward to make the benchmark attractive: **1,000,000\$** for the first **10% improvement** in RMSE on test data (1.4 million user-movie pairs), **50,000\$** intermediate progress award per year

# Netflix: Result Improvements over Time

Top contenders for Progress Prize 2007



10% improvement reached just a few days ago

# Web Dynamics

## Part 7 – Human Behaviour on the Web

*7.1 Recommendation*

*7.2 Personalized Search*

# Goal: Resolve inherent disambiguity of search

**Example 1:** Search for „IR“ may return

- Ingersoll-Rand Company
- Web pages in Arabic from Iran (\*.ir)
- Infrared Light
- Information Retrieval

**Example 2:** Search for „Java“ should return

- Programming tools for a programmer
- Tutorials for a teacher
- FAQ lists for a novice user

global context  
of the user

# Goal: Resolve inherent disambiguity of search

**Example 3:** Search for „restaurant“ should return

- places in Boston while planning for SIGIR 09
- places in Lyon while planning for VLDB 09
- places in Saarbrücken otherwise

**Example 4:** Search for „Saarbrücken“ should return

- Restaurants (when I've been searching for them)
- Computer shops, dentists, hospitals, ...

**Search results may depend on current context  
(that is not constant and may change over time)**



# Dimensions of Personalized Search

- Different *kinds of user contexts*:

- global: background of the user, long-term profile
- session: set of queries following similar needs
- query: use last query & actions

each only for searches, for all browser actions, or for (more/all) actions

- Different *places* to collect & use context info:

- server vs. local client

- Different *actions* to use context info:

- modify query vs. rerank results

# Simple Personalization: Relevance Feedback

- collect *feedback from user* for query results
  - explicit feedback (buttons in the interface)
  - implicit feedback (clicks of the user)
- generate *improved query*
  - add new terms
  - drop some old terms
  - change weights of terms

# Example: Simple Feedback on iGoogle

Web [Bilder](#) [Videos](#) [Maps](#) [News](#) [Shopping](#) [E-Mail](#) [Mehr](#) ▼



ir

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Web

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Manufacturer of power semiconductors (MOSFET, IGBT, Diodes and Thyristors).




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Die IR-Spektroskopie wird zur quantitativen Bestimmung von bekannten Substanzen, ...




Spektroskopie im mittleren Infrarot – häufig nur als ...

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[Infrarotstrahlung – Wikipedia](#)

Als Infrarot wird der Bereich zwischen 780 nm und 1 mm (das sind 1.000.000 nm) ...

Umgangssprachlich wird IR-Licht oft mit Wärmestrahlung gleichgesetzt, ...

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[IR-Spektroskopie](#)

Auf dieser privaten Seite werden die Grundlagen der IR-Spektroskopie und die Technik der FTIR-Spektrometer erklärt.

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[Initiativkreis Ruhr - Home](#)

Die Repräsentanten der führenden Wirtschaftsunternehmen sowie des öffentlichen Lebens zwischen Rhein und Ruhr arbeiten seit 1989 zusammen, ...

[www.i-r.de/](#) - [Im Cache](#) - [Ähnlich](#) -   

[Infrared - Wikipedia, the free encyclopedia](#) - [ [Diese Seite übersetzen](#) ]

Infrared (IR) radiation is electromagnetic radiation whose wavelength is longer than that of

**Give positive or negative feedback for results**

# Example: Simple Feedback on iGoogle



## Web

Ergebnisse beinhalten Ihre SearchWiki-Hinweise für **ir**. [+ Diese Hinweise weitergeben](#)

### **Infrarot-Strahlung** **R**


Infrarotstrahlung (**IR-Strahlung**) - auch als Wärmestrahlung bezeichnet - ist Teil der optischen Strahlung und damit Teil des elektromagnetischen Spektrums. ...

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### [Infrared - Wikipedia, the free encyclopedia](#) - [ [Diese Seite übersetzen](#) ]

**Infrared (IR)** radiation is electromagnetic radiation whose wavelength is longer than that of visible light (400-700 nm), but shorter than that of terahertz ...

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### [AIM INFRAROT-MODULE GmbH](#)


Die AIM **INFRAROT-MODULE** GmbH entwickelt und fertigt **Infrarot**-Detektoren und –Module für Thermografiesysteme. Das Hightech-Unternehmen ist weltweit als ein ...

[www.aim-ir.de/](http://www.aim-ir.de/) - [Im Cache](#) - [Ähnlich](#) -   

Sie haben Ergebnisse für diese Suche entfernt. [Ausblenden](#)




# iGoogle: Collaborative Feedback

Google Alle Such-Wiki-Einträge

 19 Einträge gespeichert für: **ir**

[IR Japan | 株式会社アイ・アールジャパン](#) - [ [Diese Seite übersetzen](#) ]

IR活動支援のパイオニア、アイ・アールジャパンは委任状争奪戦などの有事においてはプロキシーアドバイザー (PA) として、また、平時においては買収防衛策導入支援、 ...


[www.irjapan.net/](http://www.irjapan.net/) - vor 6 Stunden gefunden - [Im Cache](#) - [Ähnlich](#) -   

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[Infrarot-Strahlung \(IR\)](#)  - [Wiederherstellen](#)

Infrarotstrahlung (IR-Strahlung) - auch als Wärmestrahlung bezeichnet - ist Teil der optischen Strahlung und damit Teil des elektromagnetischen Spektrums. ...

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 1  0

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# Implicit Feedback from Clicks

General rules to collect implicit feedback:

- ***Clicked results*** are relevant for the query
  - unless the user left that page immediately
- ***Non-clicked*** results don't really help
  - User may immediately rate them as nonrelevant (from the snippet)
  - User may already know the result (which may be relevant or nonrelevant)
  - User may not have looked at the result (was satisfied by other results)

# Advanced Implicit Feedback

Modify browser to collect *behavior data*:

- dwelling time on a page
- scrolling
- mouse movements
- mouse clicks
- followed links

⇒ Yields better estimate of “relevance”

# iGoogle: Logging Searches and Clicks

## Webprotokoll für ralf.schenkel@gmail.com

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### Heute

11:12

Gesucht nach [google search personalization](#) - 3 Ergebnisse angezeigt

- ☆ [Google Ramps Up Personalized Search](#) - [searchengineland.com](#)
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- ☆ [Google Web History and Search Personalization](#) - [googletutor.com](#)



# Standard RF: Rocchio's Method (1971)

- Goal: Find query that is close to relevant documents
- Compute *Rocchio weights [1971]* for each term (also used as weight in query):

$$w(t) = \alpha \cdot q(t) + \beta \frac{r_t}{R} - \gamma \frac{n_t}{N}$$

where

$q(t)$	weight of term $t$ in the query
$r_t$	number of relevant results with term $t$
$R$	number of relevant results
$n_t$	number of nonrelevant results with term $t$
$N$	number of nonrelevant results

- Select  $n$  terms with highest weight to expand query

# Simple Use of Feedback: Promoting

Idea: Push results with positive feedback up

- **Locally** for each user:
  - remember feedback for each user
  - promote results with feedback when query returns (approximately 30% of queries [Dou, WWW07])
- **Globally** for all users:
  - collect feedback for (frequent) queries
  - promote results with feedback from „most“ users
  - does not work well for ambiguous queries

⇒ pure reranking approach

# User Profiles

**Goal:** Construct *summary* of the user's interests

- from the pages she accessed
- from her documents, her mails, ... (optional)

**General approach:**

- For each page  $p$ , consider term vector  $t(p)$
- For set of browsed pages  $B$ , compute average term vector  $t(B)$ :

$$t(B) = \frac{1}{|B|} \sum_{p \in B} t(p)$$

# Persistent vs. Session Profile

*Long-term* interests of user may differ from interest in *current search session*

⇒ maintain two profiles: persistent & session

- **Session profile:**

- consider pages accessed in the current session only
- Session boundaries by time or page coherence

- **Persistent profile:**

- consider all pages ever visited by the user
- lower weight for older pages (exponential decay)

Profile is mixture of session & persistent profiles

# Personalization with User Profiles

*Reranking* of search result based on profile match:

- compute set of results  $R$  for query
- for each result  $p$ , measure *similarity* of  $p$  with profile vector (e.g., cosine)
- rank results in descending order of similarity

# Improving Profiles by Collaborative Filtering

## **Problem:**

User profile often sparse (based on few pages)

## **Approach:**

Predict missing term weights analogously to user-centric recommendation

- Find similar users based on similarity of their profiles
- Compute predictions for term weights based on weighted average over neighborhood

# Reranking Problem: Similar Results

Reranking cannot work when all results are similar  
(and nonrelevant to the query)

Example:

- Query: windows (as built into houses)
- Results: only about the operating system

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# Reranking diversified results

Exploit information about query sequences

## Example:

windows → house windows → vinyl windows  
→ windows xp → windows vista

## Approach:

To get  $K$  results for reranking for query  $q$ ,  
submit top- $K/(k+1)$ -queries for  $k$  most  
frequent/diverse following queries of  $q$  in the log

Searches related to: **windows**

[windows azure](#)

[house windows](#)

[windows live](#)

[windows vista](#)

[windows xp](#)

[windows 7](#)

[home windows](#)

[windows media player](#)



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