



Lab 2: “Building the First Recommender System in Python”

Recommender Systems Course



Table of Contents

- **An Example of an Online Video Recommender**
- Dense matrix
 - Column-major vs. Row-major order
- Sparse matrix
 - Coordinate List (COO) Format
 - Compressed Sparse Row (CSR) Format
 - Compressed Sparse Column (CSC) Format
- Evaluation
 - Online v.s. offline
 - Design issues
 - Offline Evaluation Metrics
- Build your first non-personalized recommender system



Mise En Scene Project

Mise En Scène
THE BEST MOVIES FOR YOU

Mise-En-Scène is a no-profit project developed by Politecnico di Milano, with the goal to investigate the use of automatically extracted visual features of videos in the context of recommender systems and brings some novel contributions in the domain of video recommendations.

RECOMMENDATION & TECHNOLOGIES

We propose a new content-based recommender system that encompasses a technique to automatically analyze video contents and to extract a set of representative stylistic features (lighting, color, and motion) grounded on existing approaches of Applied Media Theory. The evaluation of the proposed recommendations, assessed w.r.t. relevance metrics (e.g., recall) and compared with existing content-based recommender systems that exploit explicit features such as movie genre, shows that our technique leads to more accurate recommendations. Our proposed technique achieves better results not only when visual features are extracted from full-length videos, but also when the feature

<http://www.cybersoft.io/>

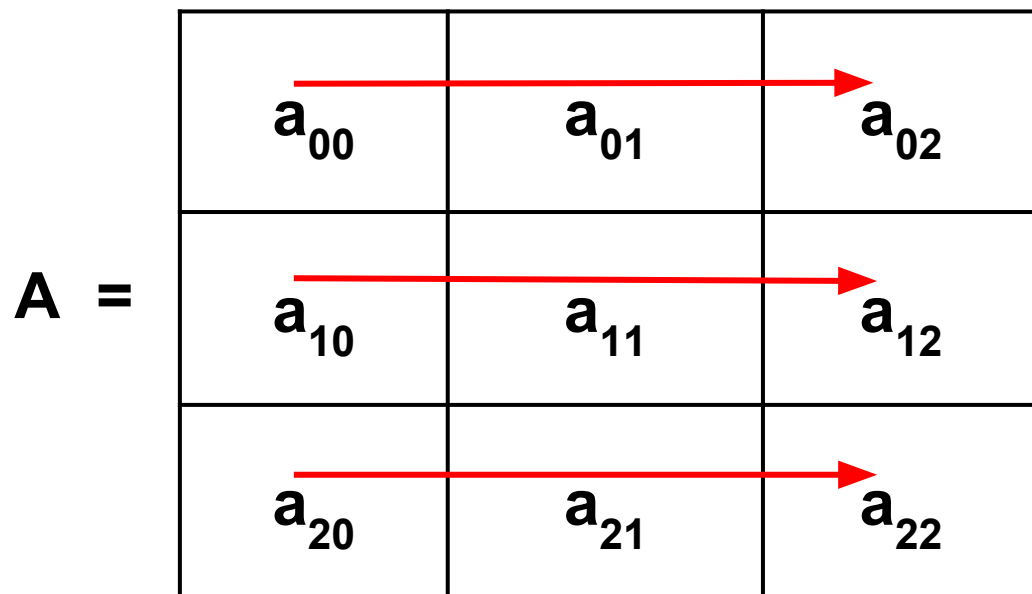


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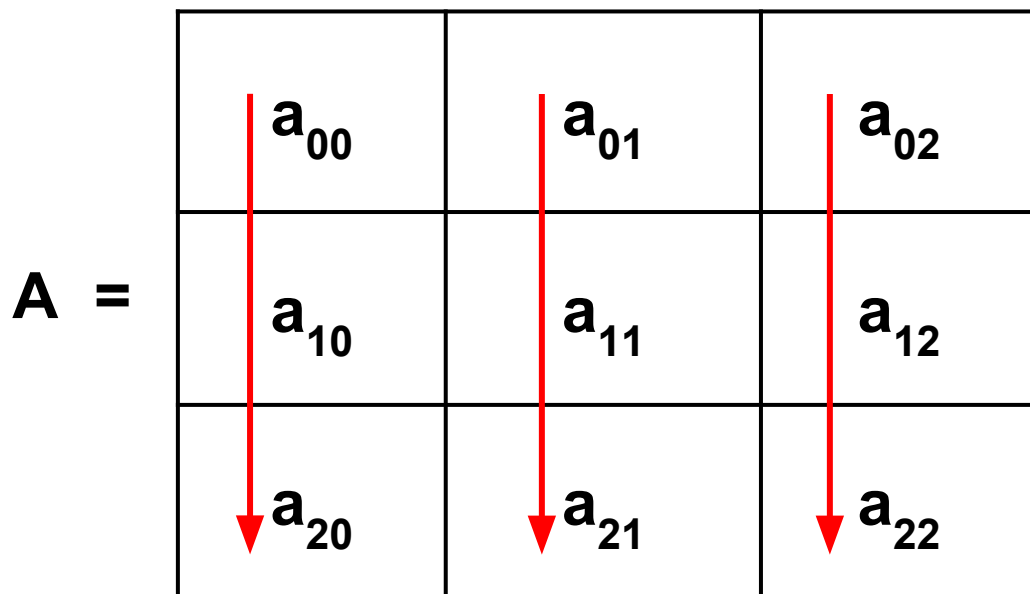
- Row-Major Order (e.g. C)



Address	Value
0	a_{00}
1	a_{01}
2	a_{02}
3	a_{10}
4	a_{11}
5	a_{12}
6	a_{20}
7	a_{21}
8	a_{22}



- Column-Major Order (e.g. Fortran)



Address	Value
0	a_{00}
1	a_{10}
2	a_{20}
3	a_{01}
4	a_{11}
5	a_{21}
6	a_{02}
7	a_{12}
8	a_{22}



The difference between row-major and column-major order is simply that the **order of the dimensions is reversed.**



- **Row-major Order**

- Entries in the same **row** are contiguous in memory.
- Indexing: **Fast** (left-right), **Slow** (Top-down)
- Examples: C/C++/C#, Pascal, Mathematica, SAS, python-numpy

- **Column-major Order**

- Entries in the same **column** are contiguous in memory.
- Indexing: **Slow** (left-right), **Fast** (Top-down)
- Examples: Fortran, Open-GL, MATLAB, R, Octave, Julia



- In Numpy:
 - `numpy.array([1, 2, 3], order='C')`
row-major order; the default (C = The C Language)
 - `numpy.array([1, 2, 3], order='F')`
column-major order (F = Fortran)



Row v.s. Column-Major Order

```
import numpy as np
import time
A = np.ones((20000,20000), order = 'F')
```

```
t0 = time.time()
for i in range(20000):
    A[:,i] *= 10
```



Column-Order (F):
0.38 (seconds)

```
t1 = time.time()
print("Column-Order (F): " + str(t1-t0))
```

```
t0 = time.time()
for i in range(20000):
    A[i,:] *= 10
```



Row-Order (C):
2.95 (seconds)

```
t1 = time.time()
print("Row-Order (C): " + str(t1-t0))
```



Row v.s. Column-Major Order

```
import numpy as np
import time
A = np.ones((20000,20000), order = 'F')
```

```
t0 = time.time()
for i in range(20000):
    A[:,i] *= 10
```



Column-Order (F):
0.38 (seconds)

```
t1 = time.time()
print("Column-Order (F): " + str(t1-t0))
```

**7.5
times
!!!**

```
t0 = time.time()
for i in range(20000):
    A[i,:] *= 10
```



Row-Order (C):
2.95 (seconds)

```
t1 = time.time()
print("Row-Order (C): " + str(t1-t0))
```

```
import numpy as np
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A = np.ones((20000,20000), order = 'F')
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t0 = time.time()
for i in range(20000):
    A[:,i] *= 10
```

```
t1 = time.time()
print("Column-Order (F): " + str(t1-t0))
```

```
t0 = time.time()
for i in range(20000):
    A[i,:] *= 10
```

```
t1 = time.time()
print("Row-Order (C): " + str(t1-t0))
```

Column-Order (F):
0.38 (seconds)

7.5
times
!!!

Row-Order (C):
2.95 (seconds)





Row v.s. Column-Major Order

```
import numpy as np
import time
A = np.ones((20000,20000), order = 'C')
```

```
t0 = time.time()
for i in range(20000):
    A[:,i] *= 10
```



Column-Order (F):
2.98 (seconds)

```
t1 = time.time()
print("Column-Order (F): " + str(t1-t0))
```

```
t0 = time.time()
for i in range(20000):
    A[i,:] *= 10
```



Row-Order (C):
0.37 (seconds)

```
t1 = time.time()
print("Row-Order (C): " + str(t1-t0))
```

```
import numpy as np
import time
A = np.ones((20000,20000), order = 'C')
```

```
t0 = time.time()
for i in range(20000):
    A[:,i] *= 10
```

→ **Column-Order (F):**
2.98 (seconds)

```
t1 = time.time()
print("Column-Order (F): " + str(t1-t0))
```

**7.5
times
!!!**

```
t0 = time.time()
for i in range(20000):
    A[i,:] *= 10
```

→ **Row-Order (C):**
0.37 (seconds)

```
t1 = time.time()
print("Row-Order (C): " + str(t1-t0))
```



Coordinate List (COO) Format



The triplets can be stored as: [row, cols, values]

	0	1	2	3	4	5
0	1			1		1
1		1				
2						1
3			1		1	1
4	1				1	

rows = [0, 0, 0, 1, 2, 3, 3, 3, 4, 4]
cols = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]
values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]



The COO format needs **3nnz** elements to store the matrix.



Compressed Sparse Row (CSR) Format



The triplets can be stored as: [rowptr, cols, values]

	0	1	2	3	4	5
0	1			1		1
1		1				
2						1
3			1		1	1
4	1				1	

rows = [0, 0, 0, 1, 2, 3, 3, 3, 4, 4]

cols = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]

values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]

Compressed Sparse Row (CSR) Format



The triplets can be stored as: [rowptr, cols, values]

	0	1	2	3	4	5
0	1			1		1
1		1				
2						1
3			1		1	1
4	1				1	

↓ ↓ ↓ ↓ ↓
rows = [0, 0, 0, 1, 2, 3, 3, 3, 4, 4]
cols = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]
values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]

Compressed Sparse Row (CSR) Format



The triplets can be stored as: [row, cols, values]

	0	1	2	3	4	5
0	1			1		1
1		1				
2						1
3			1		1	1
4	1				1	

rowptr = [0, 3, 4, 5, 8]

colind = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]

values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]

The CSR format needs **$2n\text{nz}+n$** elements to store the matrix.

Compressed Sparse Row (CSR) Format



The triplets can be stored as: [row, cols, values]

	0	1	2	3	4	5
0	1			1		1
1		1				
2						1
3			1		1	1
4	1				1	

rowptr = [0, 3, 4, 5, 8]

colind = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]

values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]



row pointer

column index

values



Similarly, we have compressed sparse column (CSC) format.



```
> import numpy as np
> import scipy.sparse as sp
> rowind = [0, 0, 0, 1, 2, 3, 3, 3, 4, 4]
> colind = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]
> values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
> A = sp.coo_matrix( (values,(colind,rowind)),dtype=np.float64 )
```



```
> import numpy as np
> import scipy.sparse as sp
> rowind = [0, 0, 0, 1, 2, 3, 3, 3, 4, 4]
> colind = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]
> values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
> A = sp.coo_matrix( (values,(colind,rowind)),dtype=np.float64 )
```

```
> print(A)
```



(0, 0)	1
(0, 3)	1
(0, 5)	1
(1, 1)	1
(2, 5)	1
(3, 2)	1
(3, 4)	1
(3, 5)	1
(4, 1)	1
(4, 4)	1



```
> import numpy as np
> import scipy.sparse as sp
> rowind = [0, 0, 0, 1, 2, 3, 3, 3, 4, 4]
> colind = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]
> values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
> A = sp.coo_matrix( (values,(colind,rowind)),dtype=np.float64 )
```

```
> B = A.tocsr()
> print(B)
```



(0, 0)	1.0
(1, 1)	1.0
(1, 4)	1.0
(2, 3)	1.0
(3, 0)	1.0
(4, 3)	1.0
(4, 4)	1.0
(5, 0)	1.0
(5, 2)	1.0
(5, 3)	1.0



- > **import** numpy **as** np
- > **import** scipy.sparse **as** sp
- > rowptr = [0, 3, 4, 5, 8]
- > colind = [0, 3, 5, 1, 5, 2, 4, 5, 1, 4]
- > values = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
- > B= sp.csr_matrix((values,(colind,rowptr)),dtype=np.float64)

> print(B)



(0, 0)	1.0
(1, 1)	1.0
(1, 4)	1.0
(2, 3)	1.0
(3, 0)	1.0
(4, 3)	1.0
(4, 4)	1.0
(5, 0)	1.0
(5, 2)	1.0
(5, 3)	1.0



```
> print(A.todense())  
> print(B.todense())
```



```
[[ 1.  0.  0.  0.  0.]  
 [ 0.  1.  0.  0.  1.]  
 [ 0.  0.  0.  1.  0.]  
 [ 1.  0.  0.  0.  0.]  
 [ 0.  0.  0.  1.  1.]  
 [ 1.  0.  1.  1.  0.]
```



Comparisons:

COO	CSR	CSC
Facilitates fast conversion among sparse formats	Efficient arithmetic operations CSR + CSR, CSR * CSR, etc.	Efficient arithmetic operations CSC + CSC, CSC * CSC, etc.
Very fast conversion to and from CSR/CSC formats	Efficient row slicing. Slow column slicing operations	Slow row slicing. Efficient column slicing operations
Intended usage: COO is a fast format for constructing sparse matrices . Once a matrix has been created, convert to CSR or CSC format for fast operations	Changes to the sparsity structure (adding/deleting nonzeros) are expensive . e.g. good for user-user CF	Changes to the sparsity structure (adding/deleting nonzeros) are expensive . e.g. good for item-item CF



Table of Contents

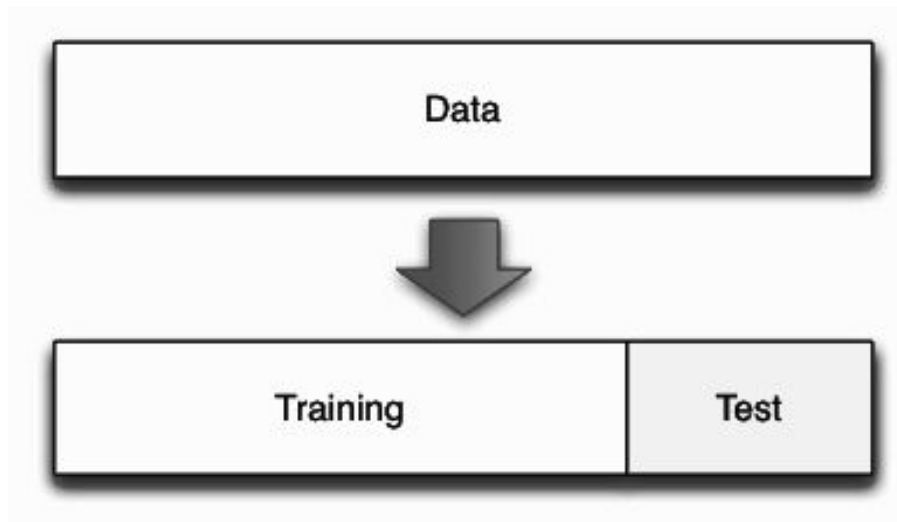
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Evaluation - Design Issues

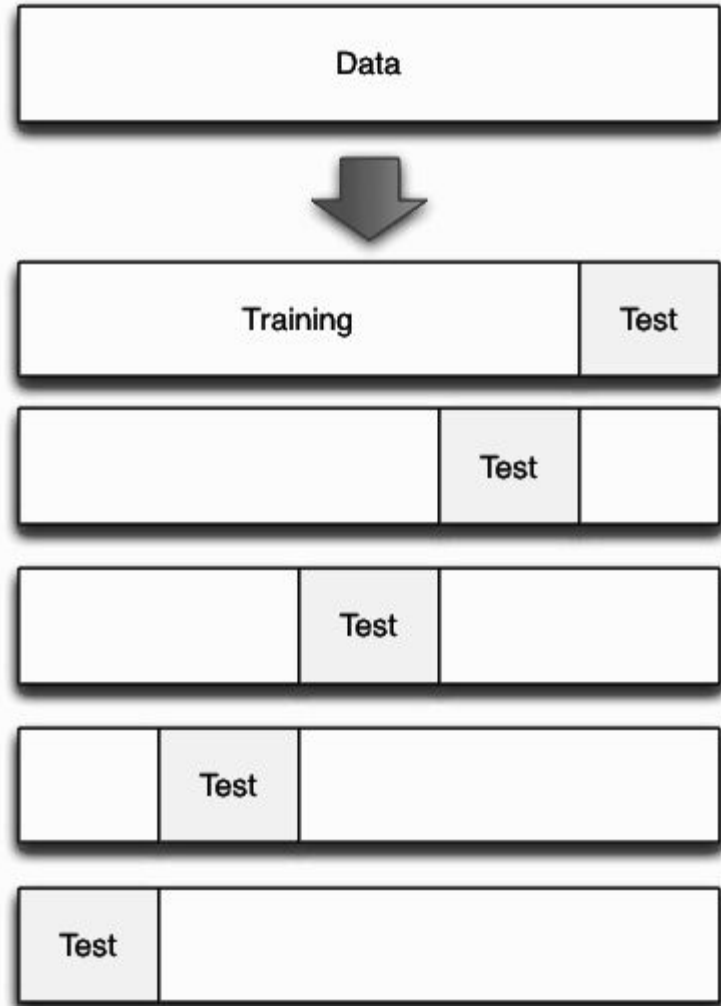


HOLD OUT





Cross Validation





Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1

Recall@k



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10	Prec@k	Recall@k
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗	1/1	
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗	2/2	
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗		



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3

Recall@k



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4

Recall@k



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4
3/5
3/6
3/7
4/8
4/9
4/10

Recall@k

Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4
3/5
3/6
3/7
4/8
4/9
4/10

Recall@k

Precision @10 for user





Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4
3/5
3/6
3/7
4/8
4/9
4/10

Recall@k
1/4



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4
3/5
3/6
3/7
4/8
4/9
4/10

Recall@k
1/4
2/4



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4
3/5
3/6
3/7
4/8
4/9
4/10

Recall@k
1/4
2/4
2/4



Offline Evaluation Metrics



	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗
	✓	✓	✗	✓	✗	✗	✗	✓	✗	✗

Prec@k
1/1
2/2
2/3
3/4
3/5
3/6
3/7
4/8
4/9
4/10

Recall@k
1/4
2/4
2/4
2/4
3/4
3/4
3/4
3/4
3/4
4/4
4/4

Recall @10 for user





Is precision@k affected by position of recommended items?



An Example:



Precision @10 = ?



Offline Evaluation Metrics



An Example:





An Example:



How to differentiate between the two above recommendation results?



AVERAGE PRECISION (AP)

- **Average Precision (AP)**
 - Computes precision at every **relevant** position & averages it out



$$(1/1 + 2/2 + 3/4 + 4/8)/4 = 0.80$$



$$(1/3 + 2/7 + 3/9 + 4/10)/4 = 0.34$$

- **Average Precision (AP)**
 - Computes precision at every **relevant** position & averages it out



$$(1/1 + 2/2 + 3/4 + 4/8)/4 = 0.80$$

Average Precision is sensitive to ranking;
Precision is NOT !



$$(1/3 + 2/7 + 3/9 + 4/10)/4 = 0.34$$

- **Average Precision (AP)**
 - Computes precision at every **relevant** position & averages it out



$$(1/1 + 2/2 + 3/4 + 4/8)/4 = 0.80$$

$$\text{MAP} = (0.80 + 0.34)/2 = 0.57$$



$$(1/3 + 2/7 + 3/9 + 4/10)/4 = 0.34$$



Table of Contents



- An Example of an Online Video Recommender
- Dense matrix
 - Column-major vs. Row-major order
- Sparse matrix
 - Coordinate List (COO) Format
 - Compressed Sparse Row (CSR) Format
 - Compressed Sparse Column (CSC) Format
- Evaluation
 - Online v.s. offline
 - Metrics
 - Design issues (hold out/Cross Validation)
- **Build your first non-personalized recommender system**



Questions



Thanks for your Attention!