

# Conceptualize and Infer User Needs in E-commerce

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# Outline

- Introduction
  - Problem
  - Previous Work
  - Target

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# Problem



猜你喜欢 个性推荐



好吃的网红爆款吃货零食大礼包  
儿童解馋小吃休闲食品一整

¥9.9 631人购买



碗家用一家人亲子方碗套一家  
四口可爱米饭陶瓷碗家庭区分

¥11.6 1219人购买



皮带男士真皮针扣纯牛皮青年  
休闲商务腰带中年轻人韩版牛

¥9.9 3539人购买

## Historical behaviors

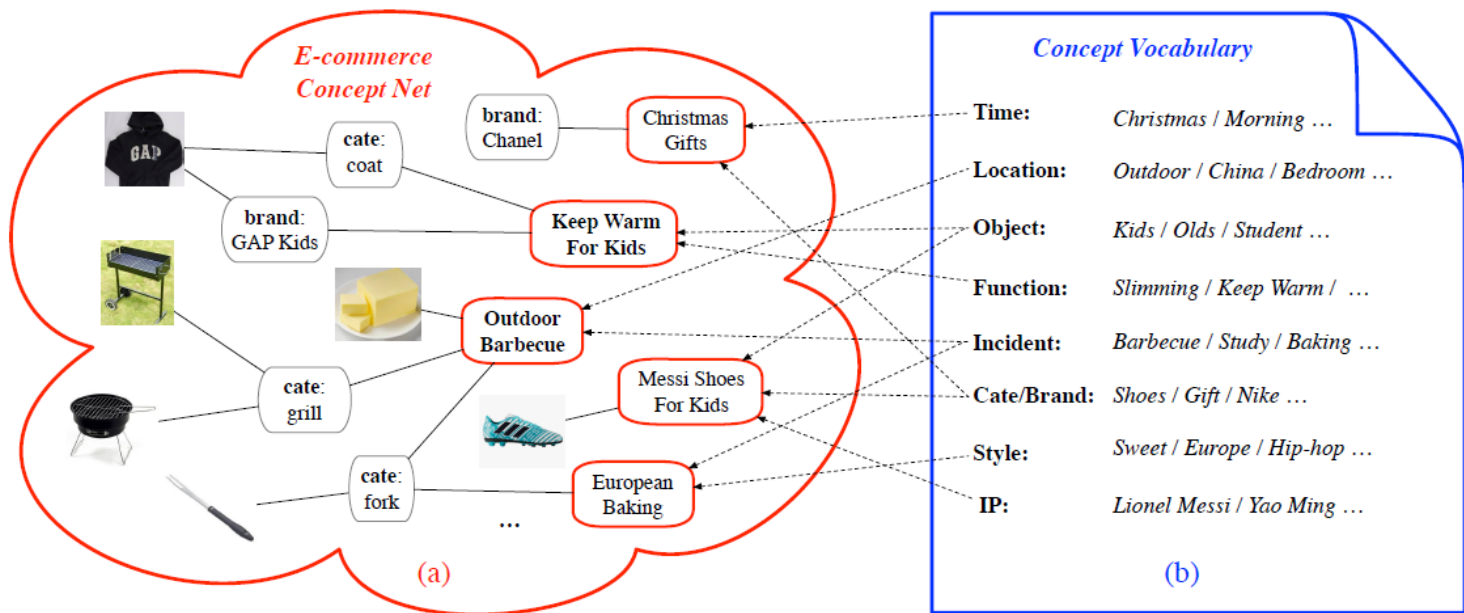
(User profile, User behaviors,  
Item information, etc...)

# Previous work

1. Hard for the recommender system to **jump out of historical behaviors** to explore other implicit user needs
2. Current recommender systems can only **satisfy very limited user needs such as the needs for a particular category or brand**

# Target

Bridging concepts connect user and items to satisfy some **high-level user needs** or shopping scenarios such as “Outdoor Barbecue” and “Keep Warm for kids”



# Target

## Input

- User Historical Behavior (item, behavior type, behavior time)
- User Profile (gender, age level, kid's gender, kid's life stage, etc)
- Concept (id, gender, age, etc)
- Item (category, brand, shop, etc)
- E-commerce Concept Net



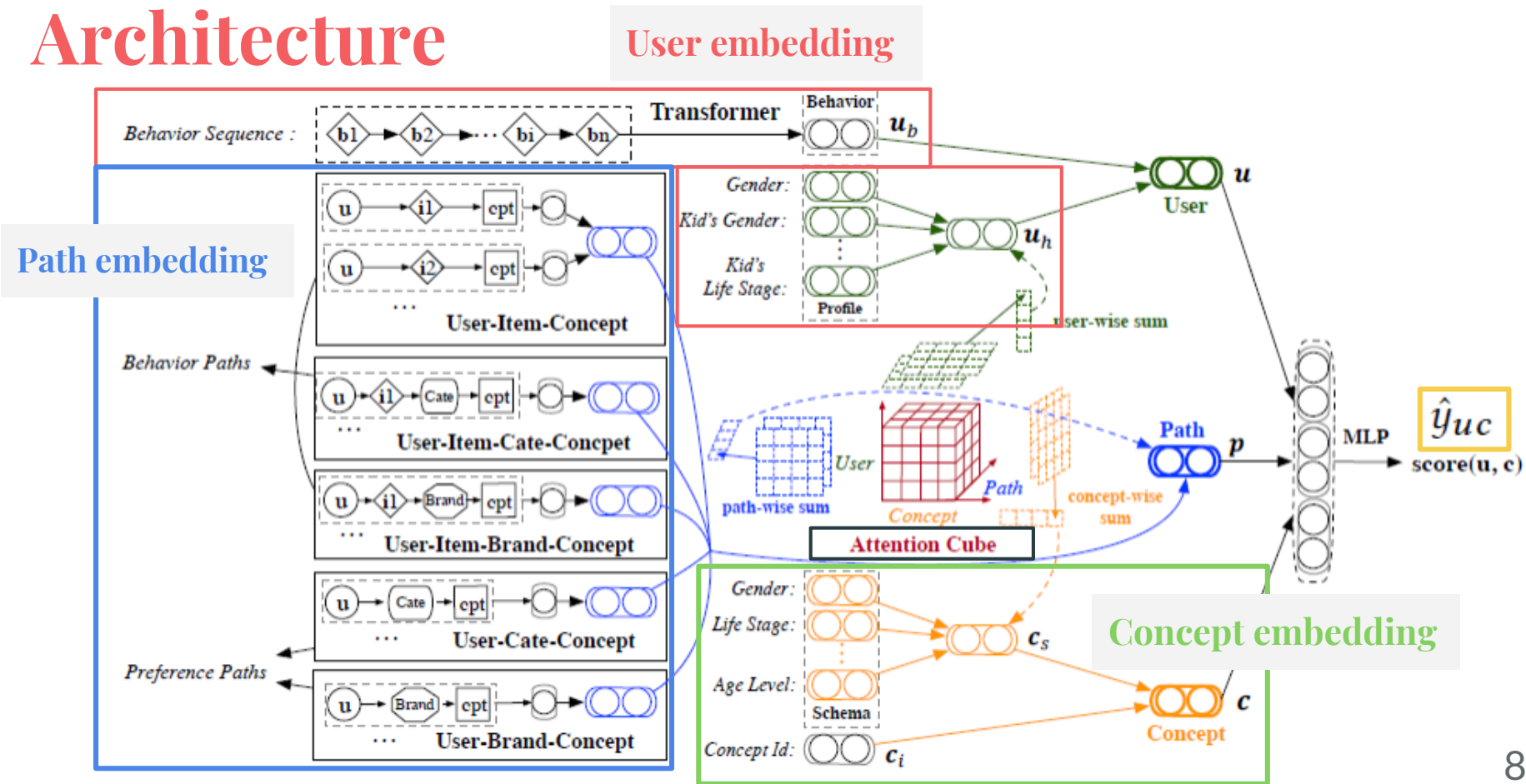
- **Output:** probability of user  $u$  will need concept  $c$   $\hat{y}_{uc}$

# Outline

- Method
  - Architecture
  - Method detail
  - Loss function

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# Architecture





# User Embedding

- User Historical Behavior  $b_i$  (item, behavior type, behavior time)

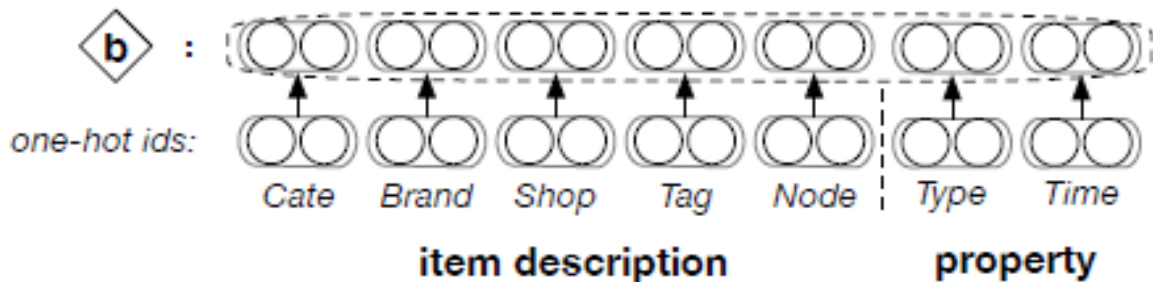


Figure 4: Encoding of user behavior

Low-dimensional of dense vector

$$b_i = [W_{lk}^1 b_i^1; W_{lk}^2 b_i^2; \dots; W_{lk}^F b_i^F], W_{lk}^f \in \mathbb{R}^{d^f \times v^f}$$

$$u_b = \text{Transformer}(b_1, b_2, \dots, b_n)$$

# User Embedding

- User Historical Behavior  $b_i$  (item, behavior type, behavior time)

$$u_b = \text{Transformer}(b_1, b_2, \dots, b_n)$$

- User Profile (gender, age level, kid's gender, kid's life stage, etc)

$$u_h = f_u(u_h) = f_u([h_{\text{gender}}, h_{\text{age}}, \dots])$$

Average pooling

$$u = \text{FC}([u_b; u_h])$$

FC: Fully connected

# Concept Embedding

- Concept id embedding  $\mathbf{c}_i$
- Concept schema (gender, age, etc)

$$\mathbf{c}_s = f_c(\mathbf{c}_s) = f_c([\mathbf{s}_{\text{gender}}, \mathbf{s}_{\text{age}}, \dots])$$

Average pooling

$$\mathbf{c} = \text{FC}([\mathbf{c}_i; \mathbf{c}_s])$$

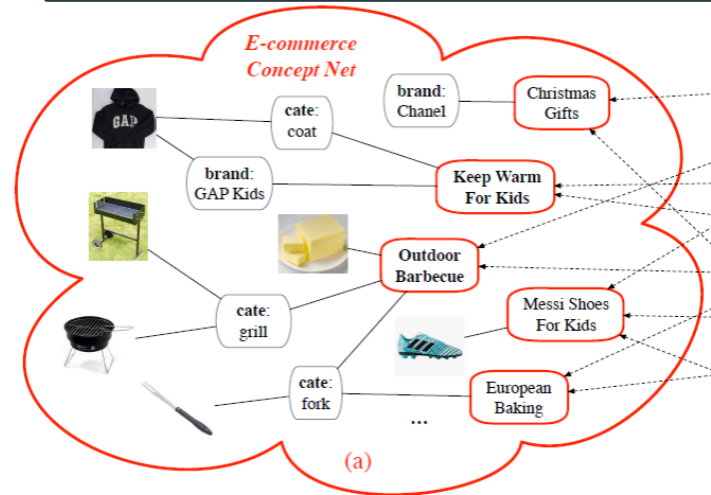
FC: Fully connected

# Path Embedding

User-Item-Concept (UIC) ←  
User-Item-Cate-Concpet (UITC)  
User-Item-Brand-Concept (UIBC)  
User-Cate-Concept (UTC)  
User-Brand-Concept (UBC)

How do we know which Item-Concept relations should we choose?

Ans: by **tf-idf score**



# Importance of each item-concept (tf-idf)

## tf-idf

tf: How many **the same description as item i** in a concept

idf: How many **concepts does item i** appear in

$$tf_{i,j} = \frac{n_{i,j}}{\sum_k n_{k,j}}$$

For example:  
Concept: **Tools for baking**  
item: **spoon**

$$idf_i = \lg \frac{|D|}{|\{j : t_i \in d_j\}|}$$

Concept: include totally 100 items  
Same description as spoon: 10 items  
tf:  $10/100 = 0.1$

Total Concept: 1000 kinds of concepts  
Spoon appears in 10 kinds of concepts

$$tf-idf = 0.1 * 2 = 0.2 \quad (1000/10) = 2$$

# Path Embedding (Take UITC for example)

$$p^i_{UITC} = \text{CNN}([u_b, i, cate, c_i])$$

Annotations for the equation above:  
- **User Historical Behavior** (yellow box) points to  $u_b$   
- **Category id embedding** (purple box) points to  $c_i$   
- **Item description embedding** (blue box) points to  $i$   
- **Concept id embedding** (teal box) points to  $cate$

$$p_{UITC} = \text{MaxPooling}(\{p^i_{UITC}\})$$

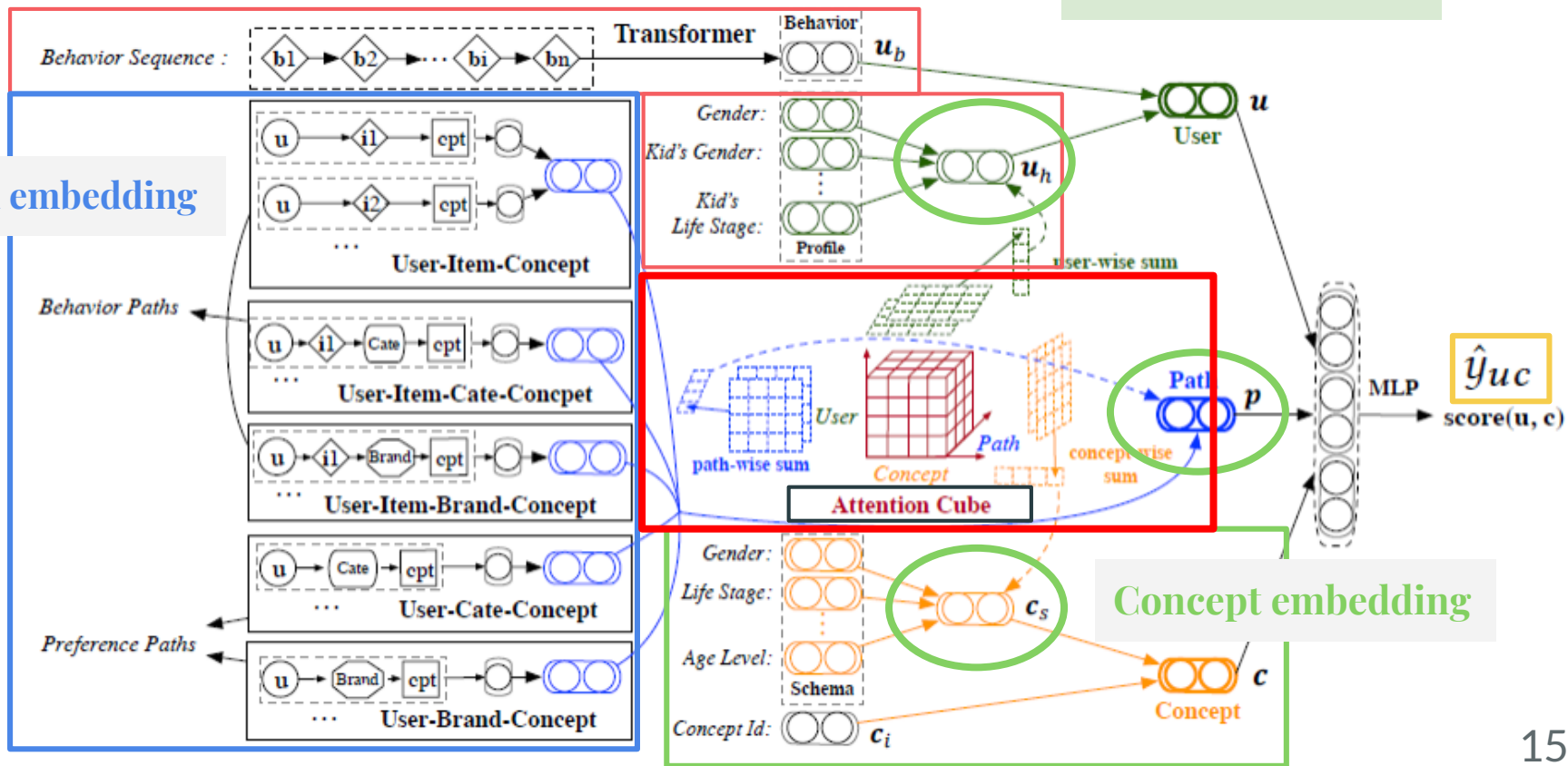
$$p = \text{Average pooling}(f_p(p)) = f_p(p_{UIC}, p_{UITC}, \dots)$$

# Architecture

Path embedding

User embedding

Average pooling  
(p11,p12,p15)



# Attention Cube

j-th embedding of meta-path embedding list

$$att_{i,j,k} = u_{hi}^T W_1 p_j + p_j^T W_2 c_{sk} + u_{hi}^T W_3 c_{sk}$$

i-th embedding of  
user profile embedding list

k-th embedding of  
concept schema embedding list

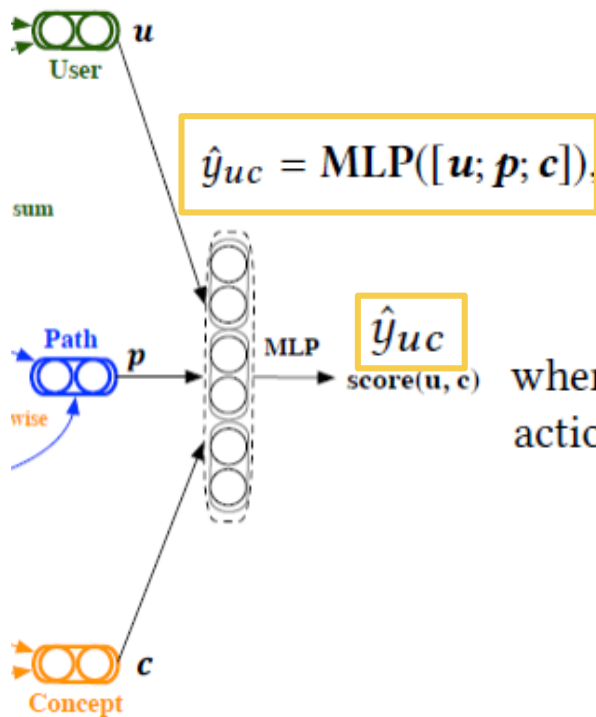
$$\alpha_{u_i} = \frac{\exp(\sum_j \sum_k att_{i,j,k})}{\sum_i \exp(\sum_j \sum_k att_{i,j,k})}$$

get  $\alpha_{p_j}$  and  $\alpha_{c_k}$  in a similar way

$$u_h = f_u(u_h) = \alpha_{u1} h_{\text{gender}} + \alpha_{u2} h_{\text{age}} + \dots$$



# Output & loss function



$$\mathcal{L} = - \sum_{(u, c) \in D^+} \log \hat{y}_{uc} + \sum_{(u, c) \in D^-} \log(1 - \hat{y}_{uc}) \quad (11)$$

where  $D^+$  and  $D^-$  are the positive and negative user-concept interaction pairs.

# Outline

- Introduction
- Method
- Experiment
- Conclusion

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# Dataset

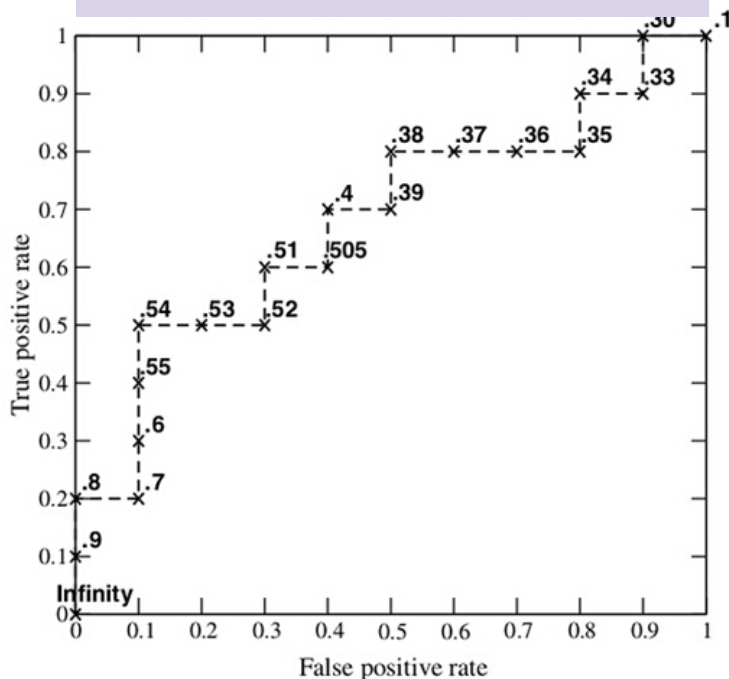
During January 11 to January 14, 2019

	Training	Validation	Testing
# of samples	32,496,827	328,251	1,237,506
# of users	16,120,600	323,544	1,121,475
# of concepts	4,760	2,935	3,176
# of items	438M	76M	141M
# of categories	15,257	11,799	14,590
# of brands	1,434,659	428,036	1,088,480

**Table 2: Statistics of Taobao's dataset.**

# Experiment Method

**AUC: Area under ROC curve**



**HR@k: Hit Ratio**

$$HR@K = \frac{\text{Number Of Hits@K}}{GT}$$

**NDCG@k: Normalized Discounted Cumulative Gain**

$$DCG_k = \sum_{i=1}^k \frac{2^{\text{rel}_i} - 1}{\log_2(i + 1)}$$

Relation

$$NDCG_k = \frac{DCG_k}{IDCG_k}$$

# Experiment

Meta path with attention



MCRRec+

Knowledge graph based



KPRN+

Model	AUC
BPR	0.6005
Wide&Deep	0.6137
MCRRec+	0.6447
KPRN+	0.6417
Ours (- att. cube)	0.6403
Ours (full)	<b>0.6612</b>

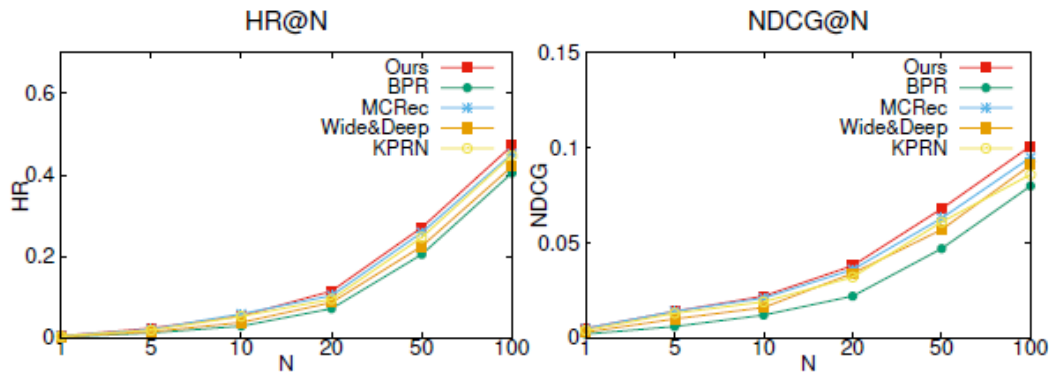


Figure 5: HR and NDCG in Top-N recommendation.

# Experiment

Variation	AUC	Decrease (%)
- behavior paths	0.6826	4.03
- preference paths	0.6934	2.41
- all paths	0.6694	6.08
- user behavior sequence	0.7010	1.30
- user profile	0.6986	1.65
- concept schema	0.7031	1.00
Full	<b>0.7101</b>	0.0

Table 4: Ablation tests on validation set.

# Experiment

Strategy	CTR	Discovery
Rule-based	-	-
MCRec+	+5.1%	+3.4%
Ours	<b>+6.0%</b>	<b>+5.6%</b>

$$\text{Discovery} = \text{Avg}_u \left( \frac{\# \text{ new clk-cates in 15d}}{\# \text{ clk-cates}} \right)$$

# Conclusion

- We formally define user needs in e-commerce and introduce “e-commerce concept net”, where “concepts” can explicitly express various shopping needs for users.
- Based on the e-commerce concept net, we propose a path based deep model with attention cube to infer user needs.
- We evaluate our model outperforms several strong baselines, indicates the value of such user needs inference.