

Accurate and Explainable Recommendation via Review Rationalization

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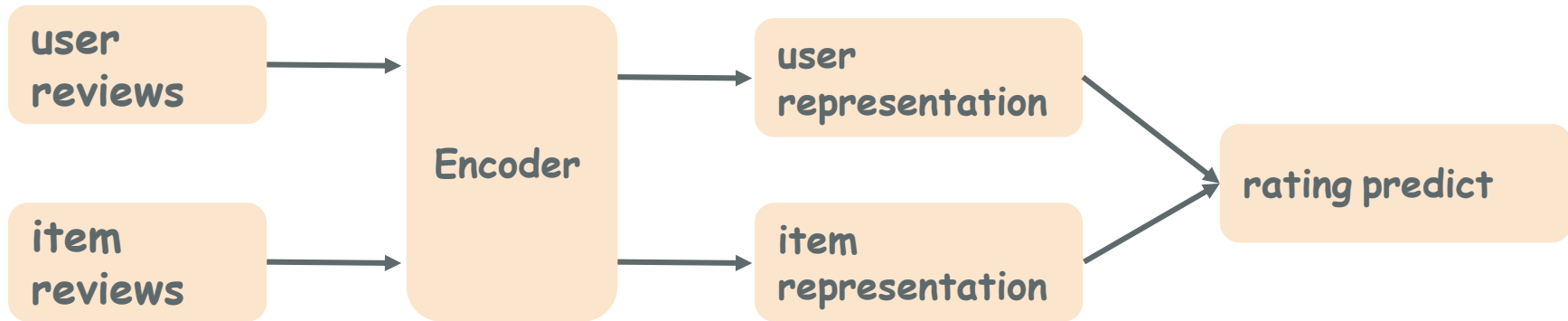
Source : WWW'22

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Outline

- Introduction
- Motivation
- Method
- Experiment
- Conclusion

Introduction : Review-based recommendation

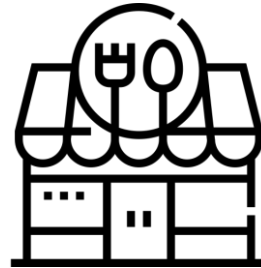


Motivation

taste > convenience



rating predict : 4.3



Noodles are truly great! The meat sauce and lamb are my favorites!

This is a perfect to-go place near the freeway for a work day including weekends! :-)

Input

- user u
- reviews of u : $W_{u,*|\sim t_{u,v}} = \{W_{u,v_1}, \dots, W_{u,\sim v}\}$
- user u
- reviews of i : $W_{*,v|\sim t_{u,v}} = \{W_{u_1,v}, \dots, W_{\sim u,v}\}$

Output

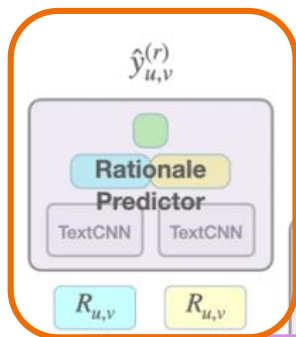
- ratings score

Goal

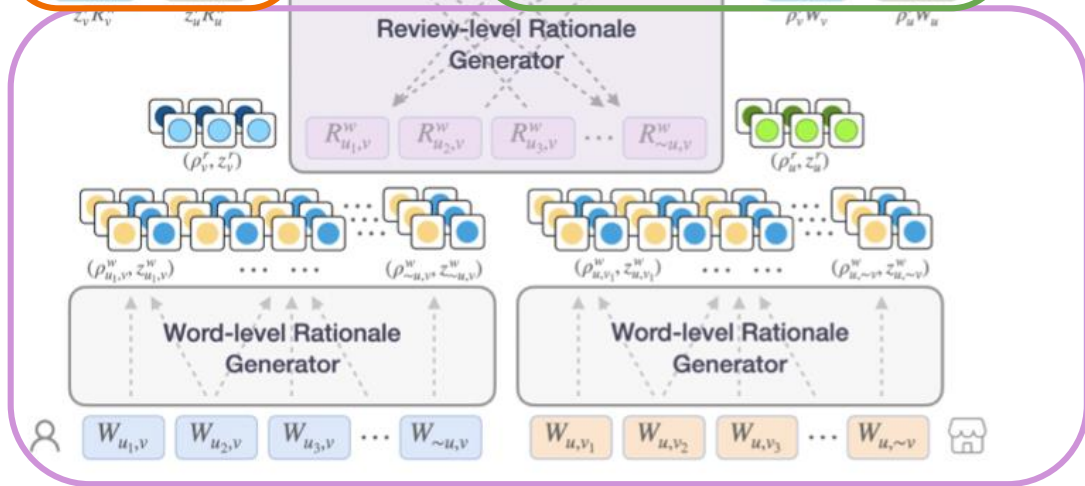
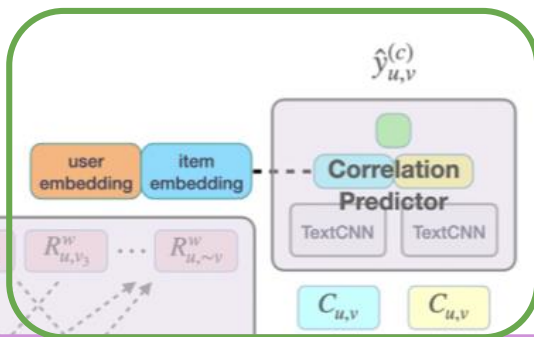
- Extract the rationales R from reviews that is the direct cause of the rating Y .
- Predict the rating $\hat{y}_{u,v}$ that reflects how much u likes v .

Method : RECOMMENDATION VIA REVIEW RATIONALIZATION(R3)

Rationale
Predictor



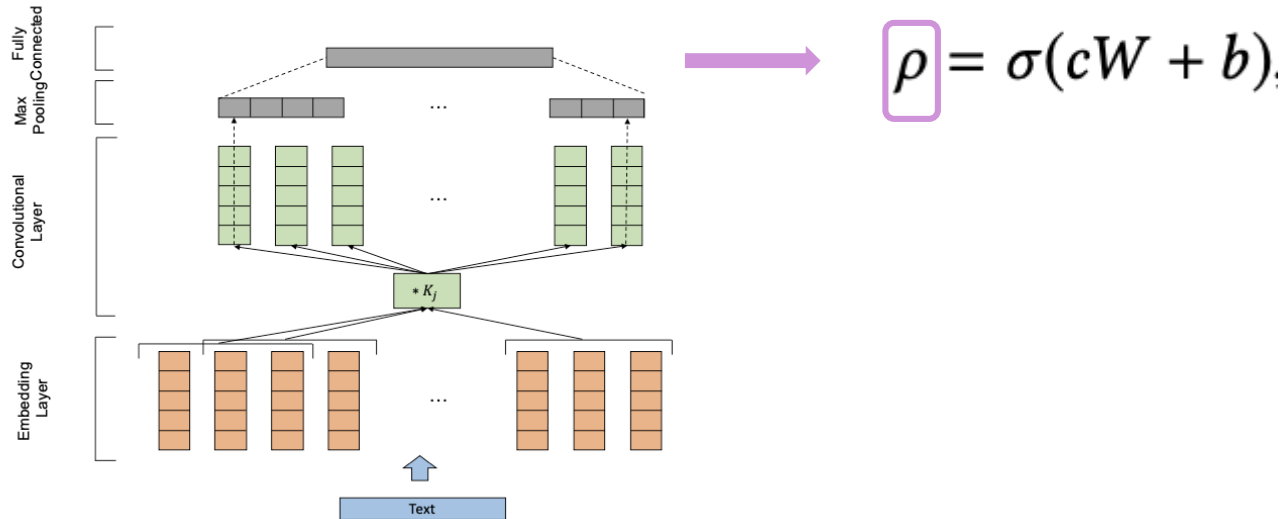
Correlation
Predictor



Rationale
Generator

1.1 Rationale Generator - Word level

- **Input** : each **word** of a **review**
- **output** : the **probabilities** of the words being selected as **rationales**
- **text processor**



1.1 Rationale Generator - Word level

- To specifically choose rationales
- transform probabilities ρ to binary signals z
 - $\lfloor \cdot \rfloor$ is the rounding function

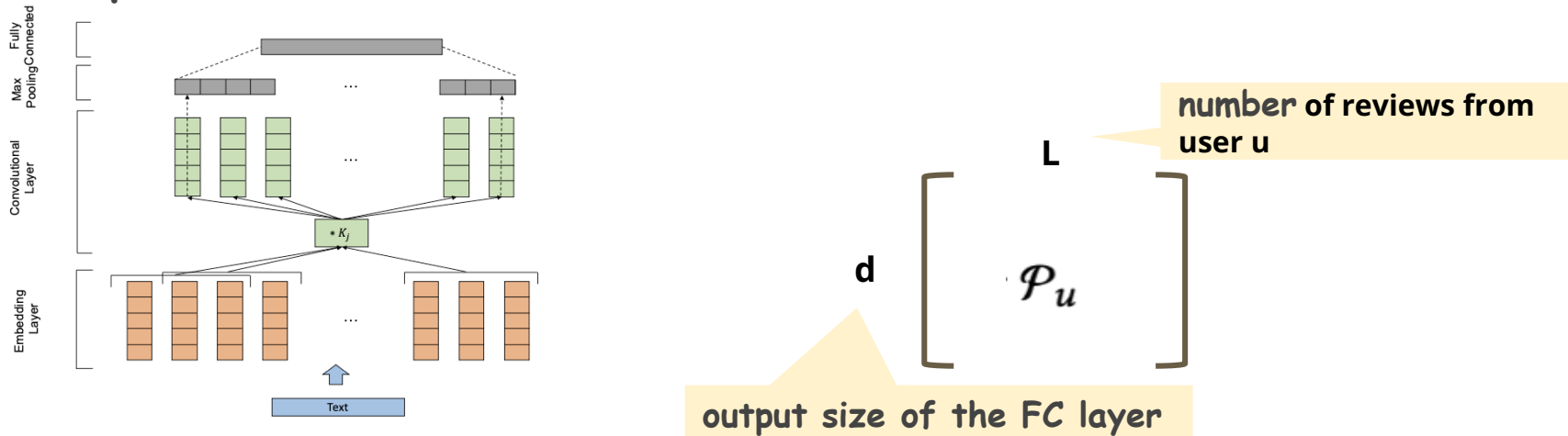
$$z = \rho + f_d(\lfloor \rho \rfloor - \rho).$$

$$\begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$$

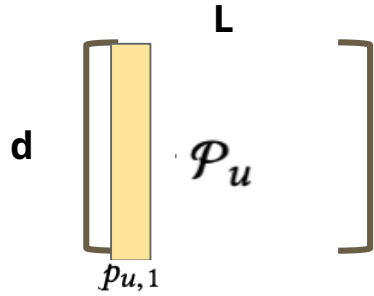
mask

1.2 Rationale Generator - Review level

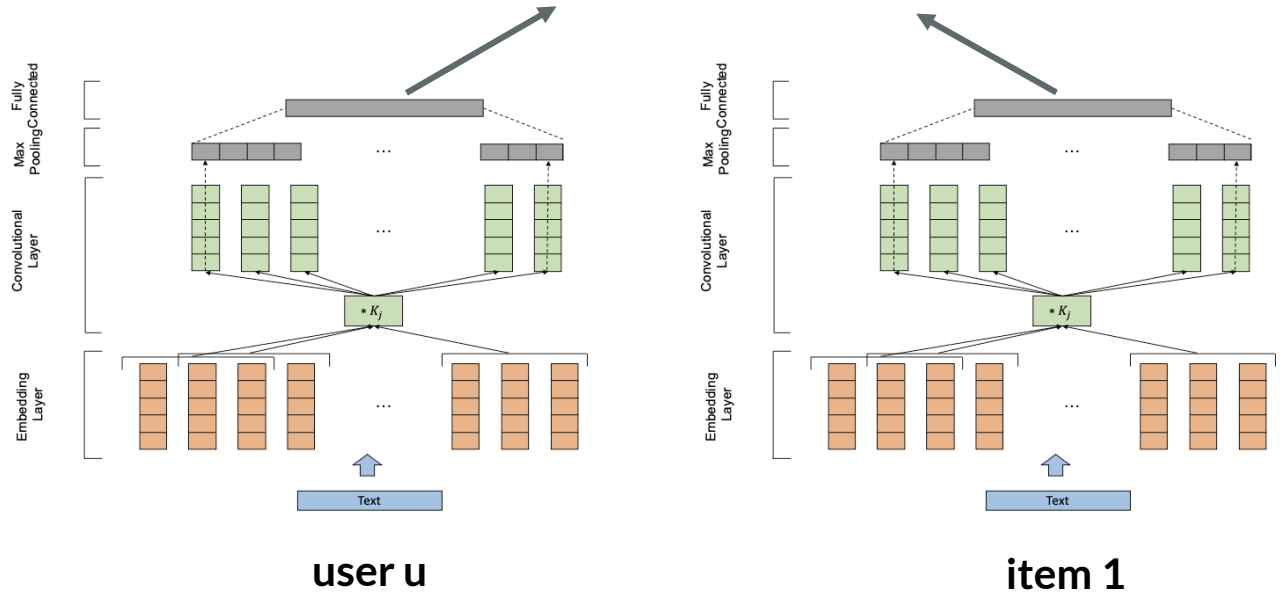
- Input : word-level rationales from user historical reviews $R_{u,*}^w$
word-level rationales from item historical reviews $R_{*,v}^w$
- output : user preference matrix / item preference matrix
- text processor



1.2 Rationale Generator - Review level



FC layer : model user preference on items $p_{u,v}$



1.2 Rationale Generator - Review level

- Input : user preference matrix and item preference matrix
- output : affinity matrix
- to select rationales that match both user interests and item properties

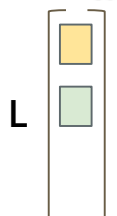
$$s_{u,v} = \mathcal{P}_u^\top \mathcal{P}_v.$$

$$\begin{matrix} & & L & & \\ & & \left[\begin{array}{c} \\ \\ \\ \end{array} \right] & = & L & \left[\begin{array}{c} d \\ \\ \\ \end{array} \right] & d & \left[\begin{array}{c} L \\ \\ \\ \end{array} \right] \\ & & s_{u,v} & & \mathcal{P}_u^\top & & \mathcal{P}_v & \end{matrix}$$

1.2 Rationale Generator - Review level

- obtain the probabilities of potential rationales to become true rationales

$$\begin{matrix} & & L \\ & & \left[\begin{array}{c} \text{yellow bar} \\ \text{green bar} \end{array} \right] \\ L & & \end{matrix} = \begin{matrix} & & d \\ & & \left[\begin{array}{c} \\ \rho_u^T \\ \end{array} \right] \\ L & & \end{matrix} \begin{matrix} & & L \\ & & \left[\begin{array}{c} \\ \rho_v \\ \end{array} \right] \\ d & & \end{matrix}$$

$$\rho_u^r = \sigma\left(\sum_{row} s\right)$$


A vertical vector of length L is shown, with a yellow square in the first position and a green square in the second position.

1.2 Rationale Generator - Review level

- obtain the probabilities of potential rationales to become true rationales

$$L \begin{bmatrix} \text{col} & \text{col} \end{bmatrix} = L \begin{bmatrix} \text{d} \\ \mathcal{P}_u^T \end{bmatrix} \text{d} \begin{bmatrix} \text{L} \\ \mathcal{P}_v \end{bmatrix}$$

$$\rho_v^r = \sigma\left(\sum_{\text{col}} s\right)$$

$$L \begin{bmatrix} \text{col} \\ \text{col} \end{bmatrix}$$

2. Rationale Predictor

- predict user ratings on items only by rationale features
- user rationale features :

$$Y_u^{(r)} = z_u^{r \top} \mathcal{P}_u$$

- item rationale features :

$$Y_v^{(r)} = z_v^{r \top} \mathcal{P}_v$$

- rating prediction :

$$\hat{y}_{u,v}^{(r)} = h_r([Y_u^{(r)}, Y_v^{(r)}]) + b_u + b_v + \mu.$$

3. Correlation Predictor

- predict user ratings by utilizing both rationale features and non-rationale features

$$\gamma_u^{(c)} = \rho_u^{r \top} \mathcal{P}_u, \quad \gamma_v^{(c)} = \rho_v^{r \top} \mathcal{P}_v$$

$$\hat{y}_{u,v}^{(c)} = h_c([\gamma_u^{(c)} + \gamma_u^{(e)}, \gamma_v^{(c)} + \gamma_v^{(e)}]) + b_u + b_v + \mu$$

user embedding and the item embedding
trained by matrix factorization

4 Model Learning

- Loss:

$$\mathcal{L}_G = \mathcal{L}_R + \lambda \text{ReLU}(\mathcal{L}_R - \mathcal{L}_C) + \alpha(\mathbb{E}[\|R\|_1] - \gamma).$$

- MSE:

$$\mathcal{L}_R = \sum_{u,v \in \mathcal{D}} (\hat{y}_{u,v}^{(r)} - y_{u,v})^2.$$

$$\mathcal{L}_C = \sum_{u,v \in \mathcal{D}} (\hat{y}_{u,v}^{(c)} - y_{u,v})^2$$

4 Model Learning

- the rationale generator needs to construct a minimal feature set with maximum predictive ability

$$\mathcal{L}_G = \mathcal{L}_R + \lambda \text{ReLU}(\mathcal{L}_R - \mathcal{L}_C) + \alpha(\mathbb{E}[\|R\|_1] - \gamma).$$

4 Model Learning

- ensures that the size of the selected rationales is small via a sparsity constraint:

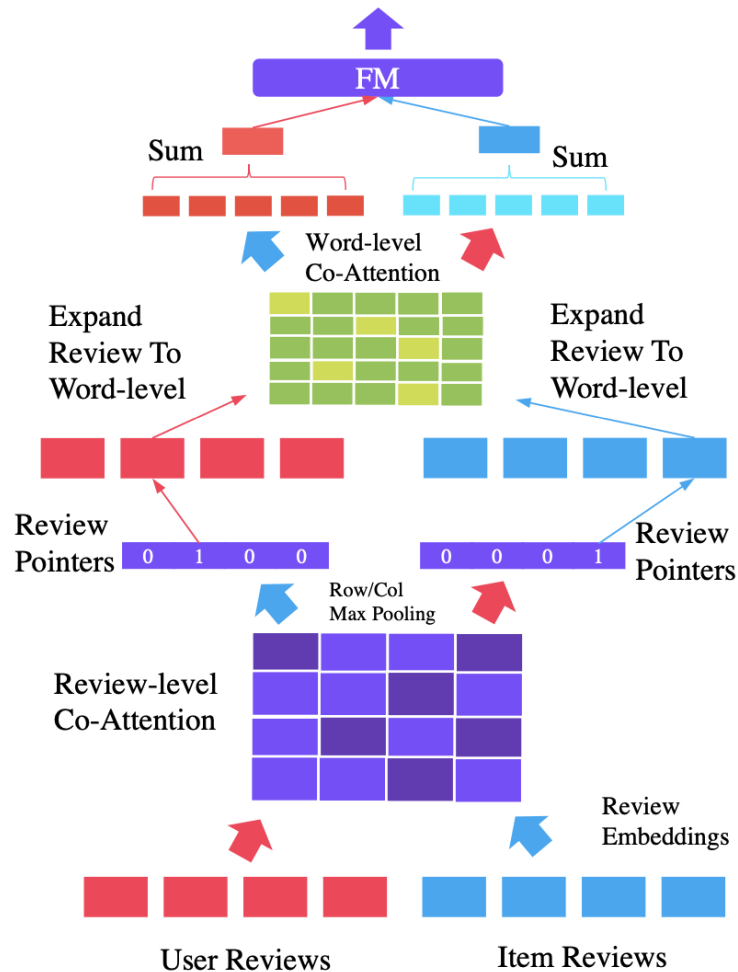
$$\mathcal{L}_G = \mathcal{L}_R + \lambda \text{ReLU}(\mathcal{L}_R - \mathcal{L}_C) + \alpha (\mathbb{E}[\|R\|_1] - \gamma).$$

Datasets

Datasets	#Users	#Items	#Reviews
Home and Kitchen	35,515	11,843	341,138
Toys and Games	19,385	11,912	167,328
Health and Personal Care	38,577	18,520	346,089
Beauty	22,348	12,095	198,378
Yelp	35,515	11,843	341,138

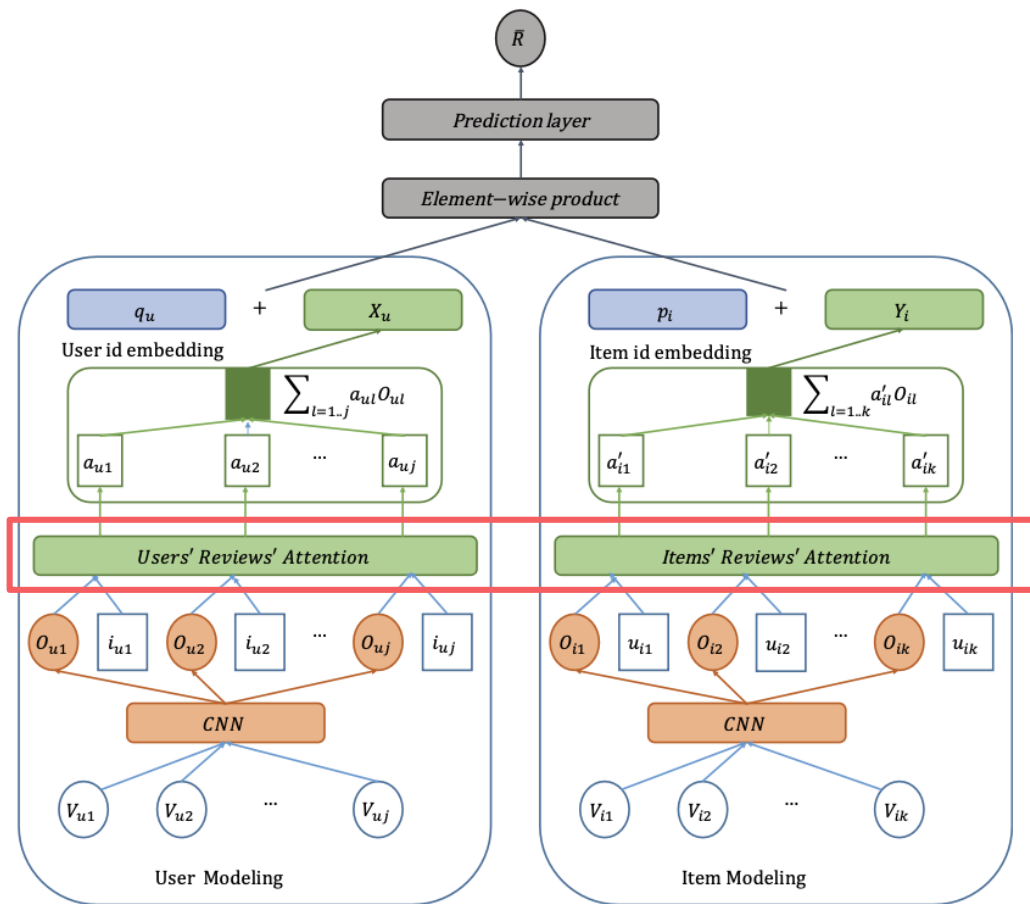
Experiment-Baseline

- MPCN



Experiment-Baseline

- NARRE



Experiment - Baseline

(a) Raw Dataset	MF	D-CoNN	D-CoNN++	MPCN	NARRE	R3-R	R3-C
Home and Kitchen	0.8882	0.8770	0.9895	0.8881	0.8815	0.8421**	0.8432
Toys and Game	0.6916	0.6799	0.6770	0.6925	0.6862	0.6760*	0.6537
Health and Personal Care	0.9239	0.9188	1.0332	0.9531	0.9626	0.8510**	0.8470
Yelp	1.0811	1.0796	1.0761	1.1097	1.0672	1.0603**	1.0638

Experiment - the performance of R3 with data distribution shifts

(a) Raw Dataset	MF	D-CoNN	D-CoNN++	MPCN	NARRE	R3-R	R3-C
Home and Kitchen	0.8882	0.8770	0.9895	0.8881	0.8815	0.8421**	0.8432
Toys and Game	0.6916	0.6799	0.6770	0.6925	0.6862	0.6760*	0.6537
Health and Personal Care	0.9239	0.9188	1.0332	0.9531	0.9626	0.8510**	0.8470
Yelp	1.0811	1.0796	1.0761	1.1097	1.0672	1.0603**	1.0638

(b) Debiased Dataset	MF	D-CoNN	D-CoNN++	MPCN	NARRE	R3-R	R3-C
Home and Kitchen	3.9481	3.8327	4.4353	4.3538	3.8801	3.0957**	3.1048
Toys and Game	2.8575	2.8244	3.0766	2.7924	2.9847	2.0158**	2.1809
Health and Personal Care	3.7198	3.8870	4.5853	4.1551	4.1778	2.8640**	2.9443
Yelp	2.6131	2.8038	2.8559	3.1663	2.8603	2.3466**	2.3432

test-u

Experiment

$$\pi_{u,v} = \text{interest} + \text{bias}_{\text{user}} + \text{bias}_{\text{item}} + \text{bias}_{\text{global}}.$$

$$\pi = \text{interest}.$$

$$\pi_u = \text{interest} + \text{bias}_{\text{user}}.$$

$$\pi_v = \text{interest} + \text{bias}_{\text{item}}.$$

$$\text{PCC} = \frac{\sum_{u,v} (\hat{y}_{u,v} - \bar{\hat{y}}_{u,v})(y_{u,v} - \bar{y}_{u,v})}{\sqrt{\sum_{u,v} (\hat{y}_{u,v} - \bar{\hat{y}}_{u,v})^2} \sqrt{\sum_{u,v} (y_{u,v} - \bar{y}_{u,v})^2}}.$$

Model	MSE	PCC			
		$\pi_{u,v}$	π	π_u	π_v
benchmark test set					
MF	1.0811	0.3731	0.0470	0.2017	0.3325
NARRE	1.0672	0.3671	0.2810	0.2307	0.3490
R3-R	1.0603**	0.3696	0.1799	0.1965	0.3290
R3-C	1.0638	0.3677	0.1638	0.2027	0.3280

Experiment

Model	MSE	PCC			
		$\pi_{u,v}$	π	π_u	π_v
benchmark test set					
MF	1.0811	0.3731	0.0470	0.2017	0.3325
NARRE	1.0672	0.3671	0.2810	0.2307	0.3490
R3-R	1.0603**	0.3696	0.1799	0.1965	0.3290
R3-C	1.0638	0.3677	0.1638	0.2027	0.3280
debiased test set					
MF	2.6131	0.3257	-0.0004	-0.0004	0.3257
NARRE	2.8603	0.3237	0.2603	0.2603	0.3237
R3-R	2.3466**	0.3290	0.3128	0.3128	0.3287
R3-C	2.3432	0.3323	0.2209	0.2209	0.3275

Experiment - Explanation via Rationales

Table 4: Rationales (words in boldface) from user and item reviews extracted by R3 for predicting the targeted review and rating. The targeted review is: food has improved recently but service is slow and always pesky flies - gross. its hit or miss.

user historical reviews	item historical reviews
<p>- been here a few times - close location and "burger deals". service is horrible and food is so slow, could be better. cute burger ideas, but not worth full price - more bar like then food place.</p> <p>- water as beverage - horrid service - to get water then food, oh boy then waiting for bill. food was good , but service blew!</p>	<p>have been there multiple times as 1/2 off coupons - bad food and service 3 out of 4 visits - 1/2 off coupons still available - no thank u. even when empty service sucked, burgers overcooked, side dish errors on plate, bad bad, was great place - bar seems busy for happy hour maybe, no more attempts by me.</p>

Conclusion

- extracts rationales from user and item reviews via a rationale generator to alleviate the effects of spurious correlations in recommendation.
- R3 can achieve accurate recommendation and provide causal-aware explanation based on the rationales