# EVALUATING CONTEXT-AWARE RECOMMENDATION SYSTEMS

## **MOTIVATION**

- Reduce costs of context-aware recommendation system evaluation conduction.
- Use small amount of experiment participants to simulate high number of recommendation system users.

# **CONTEXT-AWARE RECOMMENDATIONS**

- long-term context attributes
- short-term context attributes
- other attributes

- input data for proposed evaluation method
- frequent patterns identification

| UID | Gender | Age | Budget | Recommended<br>item | Frequency |
|-----|--------|-----|--------|---------------------|-----------|
| 1   | Male   | 24  | 30€    | 1                   | 1         |
| 2   | Male   | 27  | 50€    | 3                   | 5         |
| 3   | Female | 22  | 25€    | 9                   | 2         |
| 4   | Male   | 19  | 10€    | 14                  | 3         |

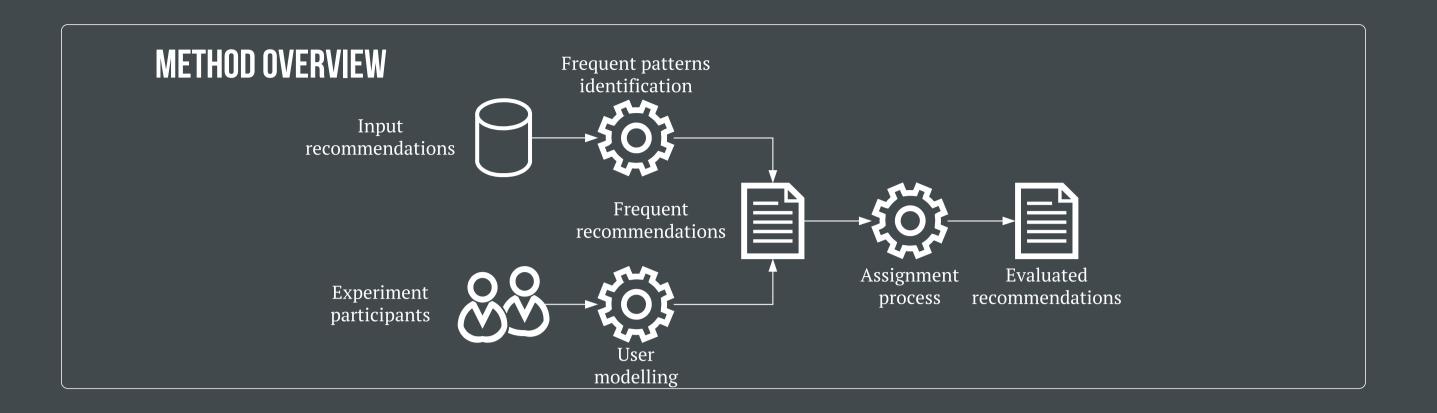
#### SUPPOSED SITUATIONS

- Participant pretends to be in given situation.
- Using supposed situations in evaluation process is a cheaper alternative to setting up real situations.
- Supposed situations are based on context attributes in identified frequent patterns.
- Simple knowledge or social perspective taking skills might be used to evaluate supposed situation.

#### **EXPERIMENT PARTICIPANTS**

- Does not have to be necessarily an user of recommender system.
- Reliabality to evaluate supposed situations is determined.
  - Mutual reliability determination by participants.
- Previous experience of participants.
- Measuring social perspective taking skills.

| UID | Reliability |
|-----|-------------|
| 1   | 0.3         |
| 3   | 0.55        |
| 6   | 0.7         |



## **ASSIGNMENT PROCESS**

- Profit of participant p evaluating recommendation r for user u is equal to frequency(r) if u = p. Otherwise profit is equal to reliability(p) \* frequency(r).
- P×R matrix
- Combinatorial optimization problem Multiple knapsack problem
- We adapt MULKNAP algorithm to acquire exact solution.

| Recommended<br>item | Frequency | Profit<br>UID = 1 | Profit<br>UID = 3 | Profit<br>UID = 6 | Assigned to<br>UID |
|---------------------|-----------|-------------------|-------------------|-------------------|--------------------|
| 3                   | 5         | 1.5               | 2.75              | 3.5               | 6                  |
| 14                  | 3         | 0.9               | 1.65              | 2.1               | -                  |
| 9                   | 2         | 0.6               | 2.0               | 1.4               | 3                  |
| 1                   | 1         | 1.0               | 0.55              | 0.7               | 1                  |

### **EXPERIMENTS**

- Experiment with various types of participant's reliability determination
- Examined Interpersonal reactivity index inquiry and reliability determination based on experience with no significant results.

