
User Experience of Recommender Systems

Conversational Recommendations | Beyond Accuracy Measures | Evaluation Protocols

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What is Recommender Systems?



Welcome to your professional community

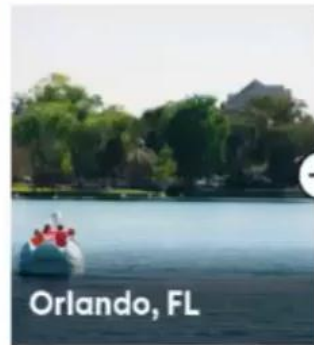
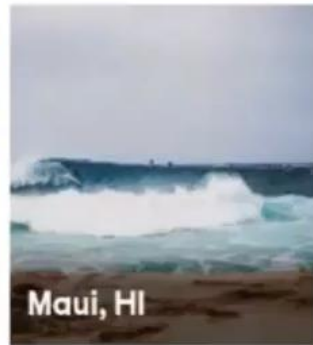
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Quora

Exclusives - Follow
Answered by Marysa · Updated June 29

What are some of the screenshots that can get upvotes?
Dr. C.V Raman, his knowledge and his handwriting 🙌

Dr C.V Raman teaching diff the 1960s. His handwriting is like some Google for

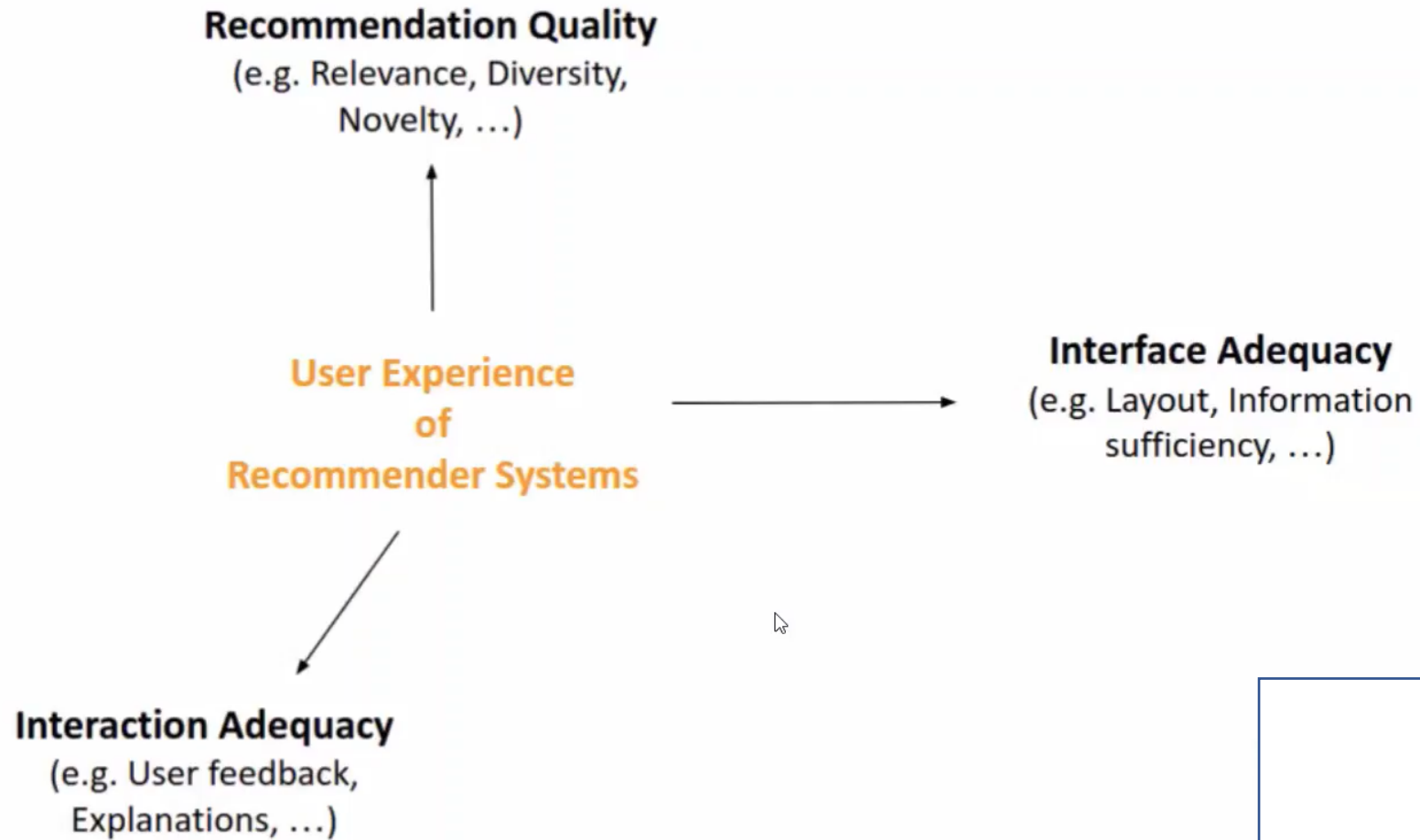
Don't Scroll down Without

53.4K 194 2

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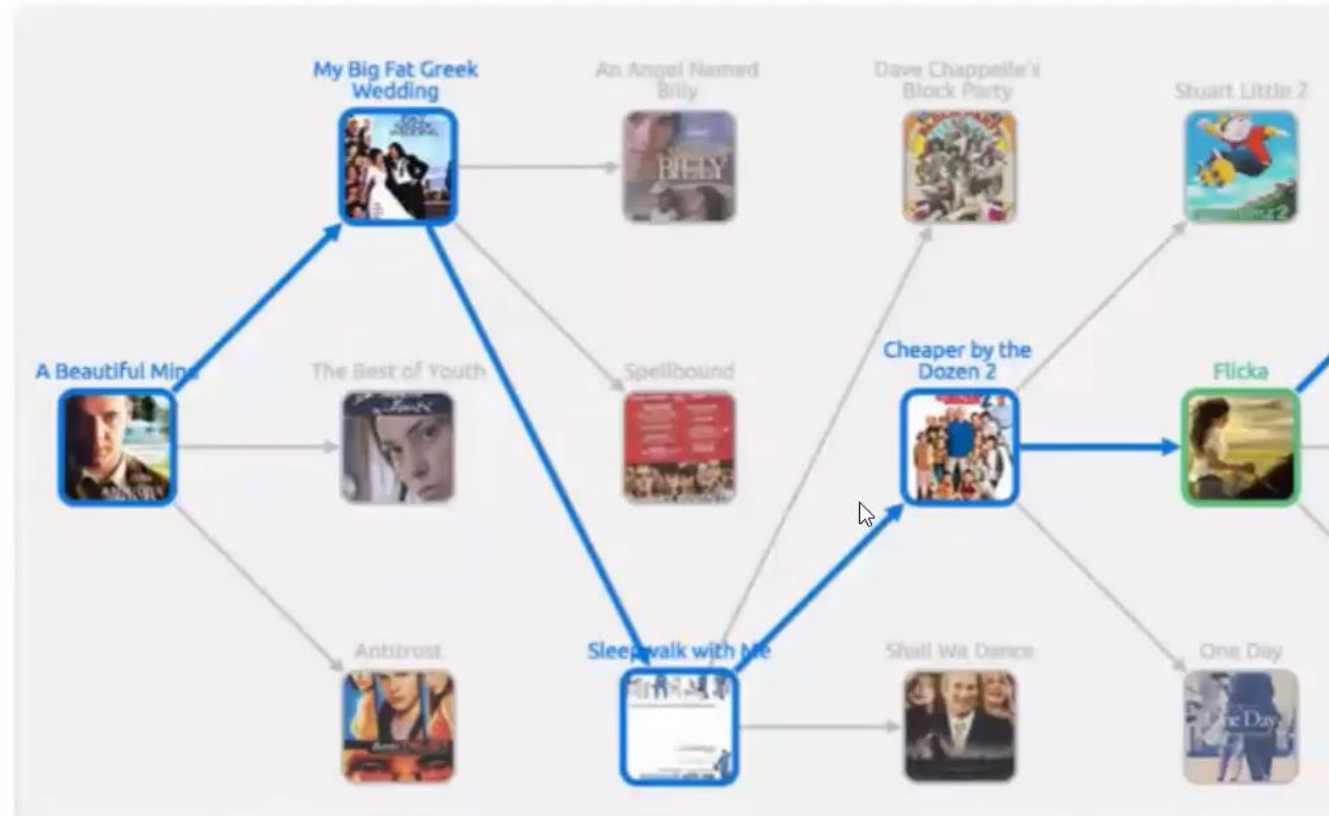
A screenshot of a Quora post. The post title is "What are some of the screenshots that can get upvotes?". The answer is "Dr. C.V Raman, his knowledge and his handwriting 🙌". Below the text is a video thumbnail showing Dr. C.V Raman in a classroom setting, pointing at a chalkboard filled with mathematical equations. The video has 53.4K views, 194 likes, and 2 comments. The Quora interface includes a search bar, navigation icons, and a sidebar with various categories like "Psychology of Everyday Life", "Medicine and Healthcare", etc.

User Experience: Three Dimensional View



Conversational Recommendations

Conversational Recommender System: *Recommend* → *Review* → *Refine*



Conversational Recommender System: *Recommend* → *Review* → *Refine*

- ① When users are not satisfied with initial top-n recommendations
- ① When users have ephemeral goals different from their usual tastes
- ① When user requirements are uncertain or are not fully observable (e.g. context, the user's mood, her companions, etc.) [Pu & Chen 2008]
- ① Achieves higher level of trust and transparency, and greater acceptance by enabling users to steer the recommendation [He et al. 2016]

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- Pearl Pu and Li Chen. User-involved preference elicitation for product search and recommender systems. *AI magazine*, 29(4):93, 2008.
 - Chen He, Denis Parra, and Katrien Verbert. Interactive recommender systems: A survey of the state of the art and future research challenges and opportunities. *Expert Systems with Applications*, 56:9–27, 2016.

Conversational Strategies

Navigation-by-Asking (direct)

Navigation-by-Proposing (less direct)

- **Value elicitation**

User provides a value for a specific attribute.

e.g. I want a 2.4GHz Intel core I5 processor laptop.

- **Critiquing**

User proposes *tweaks* to attribute values.

e.g. Show me more like option A, but *cheaper*.

- **Rating-based**

User *rates* the recommended items without consuming them.

e.g. Show me more like 20% of option A, 40% of option B, and 70% of option C.

- **Preference-based**

User simply *selects* one of the recommended items.

e.g. Show me more like option A.

-
- Hideo Shimazu. ExpertClerk: A conversational case-based reasoning tool for developing salesclerk agents in e-commerce webshops, Artificial Intelligence Review, 18(3-4):223–244, 2002.
 - Lorraine McGinty and Barry Smyth. Adaptive selection: An analysis of critiquing and preference-based feedback in conversational recommender systems. International Journal of Electronic Commerce, 11(2):35–57, 2006.

Recommendation Quality: Serendipity

Serendipity (*measure of "delightful unexpectedness" of the recommendations*)

- **Unexpectedness (*measure of "surprise" to the user*)**
 - Not expect to find item on her own [Herlocker et al. 2004, Ge et al. 2010]
OR
Not expect to enjoy [Adamopoulos and Tuzhilin, 2014]
 - Measured as dissimilarity of the recommended item from the items user typically consumes [Kaminskas & Bridge, 2016]

Recommendation Quality: Serendipity

Serendipity (*measure of "delightful unexpectedness" of the recommendations*)

- **Novelty (*measure of being "unknown" to the user*)**
 - Measure of being "unknown" [Herlocker et al. 2004, Kaminskas & Bridge, 2016]
 - Users don't prefer novel recommendations unless they trust the system [Kapoor et al. 2015]
 - Measured as an inverse of popularity [Kaminskas & Bridge, 2016]
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Conclusions

- **Challenges in Recommendations Being Useful**
 - *Diversity* and *Accuracy* are in trade-off
 - *Personalization* and *Accuracy* are in trade-off (still lots of people want popular stuff)
 - *Novelty* is not always good
 - *Explainability* is hard – technically and as per user understanding
- **Need a Bridge** between
 - Expertise from Marketing and Psychology
 - Expertise from Efficient Computation
 - Studies >> Metrics >> Algorithms

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- Josaph A. Konstan. Recommender Systems: Beyond Machine Learning. ACM Webinar Series (10/8/2019). [<https://www.youtube.com/watch?v=uupJmZG5xxA>]