

## Research of the USIP Slope One Collaborative Filtering Recommended Algorithm Based on Hadoop

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**Abstract:** As the Internet technology grows, various kinds of information have been presented in front of us, and it is getting more and more difficult for us to retrieve the information in which we are interested. The so-called Collaborative Filtering is an efficient path to solve this problem, because it can build a model through the analysis of users' historical information, and recommend to the users the products they are potentially interested in. Slope one is a classical Collaborative Filtering recommended algorithm, however, its forecasting accuracy can be affected by the data sparsity. Therefore, this paper proposed an improved Slope One algorithm USIP (User Similarity and Item Property). Based on the user average similarity and the item attribute similarity, this algorithm calculates the prediction score of user  $u$  to the target item  $j$  through the auto-adapted adjustment of the proportion between both sides, as well as conducts parallelization on the data with the distributed Hadoop platform, so as to improve the ability of processing data. The result indicates that the improved algorithm enhances the accuracy of the prediction and the execution speed, as well as is suitable for processing the large-scale data.

**Keywords:** Recommendation; Improved Slope One; Hadoop platform; MapReduce ;Similarity

### I. INTRODUCTION

As the scale of electronic commerce grows, the commodity type and quantity also grow rapidly. Thus, users have to spend more time in finding their satisfied goods. So the personalized recommendation system becomes more and more necessary and grow up as a main research direction recently. The recommendation system analyzes users' preference according to their personal information and purchase records to recommend the satisfied goods to the users better and faster, as well as to improve the service quality of e-commerce itself. For example, the main e-commerce companies such as Baidu, Amazon and Taobao, Dangdang, Jingdong and other websites have already adapted the personalized recommendation technology.

The major recommendation technologies are divided into several types: the content-based recommendation, the knowledge-based recommendation, the association rules-based recommendation, the effectiveness-based recommendation and Collaborative Filtering. At present, the collaborative Filtering (CF) [1] recommendation technology is the most widely adapted among various personalized recommendation systems, which analyzes users' preference according to the users' history behavior in order to recommend the most relevant products to users. As well known, recommendation algorithm is the core of the recommendation technology. Slope One is one of the widely adapted recommendation algorithm, which mainly considers the users who have been already scored in their scored item and pre-prediction items to estimate the target users' scoring in pre-prediction items by these scores. But if there are few or no users who score the pre-prediction item, it will probably lead to a large error in prediction score, or a failure in predicting the prediction score. To solve the problem, the weighted Slope One has been proposed in literature [2], which carrying on the weighting on the basic Slope One according to the number of users who score the pre-prediction item. Literature [3] and [11] proposed an algorithm that integrated the dynamic k-Nearest-Neighborhood with Slope One that can be adaptive to the higher data sparse recommendation system. Literature [4] proposed a kind of Slope One that is based on item semantics similarity. This algorithm integrated Slope One and the model of item semantics similarity, and then obtained a final prediction score on the item  $j$  that the user makes. Literature [5] proposed to take the number of items that were scored by the user as the weight in the calculation of score deviation among the items. Literature [6] proposed to take the similarity among the users as the weight, and then calculated the score deviation among items. Literature [7] carried out the pre-filling on the empty scoring items in the item scoring matrix for users with Slope One, as well as the recommendation on the after-filling scoring matrix with the user-based Collaborative Filtering. Literature [8] modified user-item scoring matrix with average value filling and singular value decomposition.

In order to better play the superiority of Slope One based on the similarity among the users or the items, this paper integrates user-based similarity and item-based similarity, to propose the USIP Slope One that based on the average similarity among the users or the items similar property weighting. This algorithm firstly

calculates the average similarity of the users, and then of the items. After that, it adjusts the proportion between the user-based similarity and the item-based similarity occupied in the final prediction score by the automatic adjusting the parameter  $\alpha$  to optimize the algorithm. In the end, the algorithm is implemented in the MapReduce programming frame by using Hadoop distributed cluster to improve the accuracy and efficiency to the algorithm prediction, as well as achieve the high-activity processing on big data.

## II. PRINCIPLES OF SLOPE ONE

Slope One algorithm is a simple and efficient collaborative filtering recommendation algorithm proposed by Professor Daniel Lemire and Anna Maclachlan published in the paper in 2005 [9]. Of which the linear fitting formula is written as :

$$f(x) = x + b \quad (1)$$

Regression line between any two items can be obtained, according to the scoring information of items. Then we can calculate the score of the unrated item according to the scored item, the recommendation is given out according to the ordering of the calculated scores of the items. The work-flow-chart of Slope One is as follow:

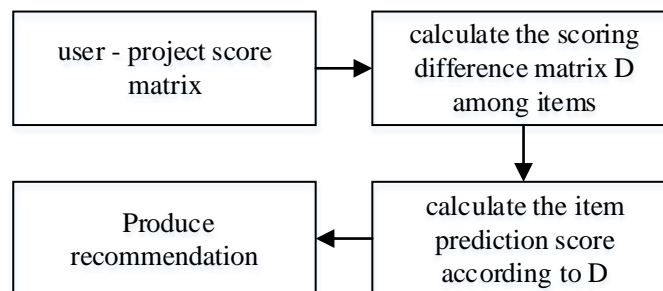


Figure 1 the work-flow-chart of Slope One

The data source of Slope One is similar to user - item score matrix. It is based on the assumption: the diversity between items can be measured according to the D-value of users' scoring, while the values of the same user's scoring on the different items also reflect the diversity of such items. Assuming  $R_{ui}$  to represent the scoring value of user  $u$  to item  $i$  and  $P_{uj}$  to represent the prediction scoring value of user  $u$  to item  $j$ . the unknown  $P_{uj}$  is calculated according to these known  $R_{ui}$  in the user-item score matrix, the working principle of Slope One algorithm is as follows:

(1) Assuming that the scoring of the same user  $v$  to any two items  $i$  and  $j$  conform to the linear fitting formula, namely  $R_{vj} = R_{vi} + dev_{ij}$ , where  $dev_{ij}$  is the scoring difference of the user  $v$  to both items  $i$  and  $j$ . Thus the calculation of the similarity between items can be accomplished using the following formula.

$$dev_{ij} = \sum_{v \in U_i \cap U_j} \frac{R_{vi} - R_{vj}}{|U_i \cap U_j|} \quad (2)$$

In the above formula,  $R_{vj}$  refers to the scoring that the user  $v$  makes on item  $j$ ;  $U_i$  refers to the user sets in which the users participate in scoring the item  $i$ ;  $|U_i \cap U_j|$  refers to the number of users who score both item  $i$  and item  $j$ .

(2) If the user  $u$  scores the item  $i$ , then the scoring assigned to the item  $j$  by user  $u$  can be predicted that by using the above formula, namely  $P_{uj} = R_{ui} + dev_{ij}$ . The final prediction score  $P_{uj}$  can be given after calculating the possible score that assigned to the item  $j$  by all users and the arithmetical mean of possible scoring under the Slope One principle that the average value can be used to replace the scoring differences between two unknown individuals, the result can be used as the final prediction score that the user  $u$  makes on item  $j$ . The computation formula is defined as follows:

$$P_{uj} = \frac{\sum_{i \in S_u} (R_{ui} + dev_{ij})}{|S_u|} \quad (3)$$

In which,  $S_u$  refers to the items set scored by user  $u$ ;  $|S_u|$  refers to the number of items that user  $u$  scored;  $dev_{ij}$  refers to the difference of the scoring assigned to item  $i$  and  $j$  by user  $v$ .

However, while calculating the regression line, Slope One does not take the number of users in the same item into account. If there are 100 users who score item 1 and item 2, and there are 1000 users who score item 3 and item 2, at this time the influence of users' scoring in item 3 obviously is larger than that in item 1 and item 2. In consideration of this situation, Daniel Lemire et al proposed an improved weighted algorithm (Weighted Slope One), in which the  $P_{ij}$  value is calculated by adding the number of users who simultaneously score both items as the weight when conducting scoring with Slope One. The computation formula is as follows:

$$P_{ij} = \frac{\sum_{i \in Su} (R_{ui} + dev_{ij}) C_{ij}}{\sum_{i \in Su} C_{ij}} \quad (4)$$

$C_{ij}$  refers to the number of users who simultaneously scored both item  $i$  and item  $j$ . Slope One's prediction is a linear prediction function, therefore its computing speed is relatively fast, but its prediction accuracy is not ideal, especially when the user-scoring matrix is sparse.

### III. IMPROVEMENT OF SLOPE ONE

This paper proposes the USIP Slope One based on the average similarity among the users or the items similar property weighting. The algorithm proposed ensures the parameter optimization through the dynamic adjustment of  $\alpha$ ,  $\alpha$  is item parameter average similarity. Meanwhile, this paper will take into account the user similarity, and adjusts the proportion of both sides through the dynamic adjustment of  $\alpha$ , which is more convenient and reasonable.

#### 3.1 The Slope One based on the user average similarity

Firstly we calculate the similarity between two users with Pearson correlation coefficient, and the formula  $sim(u,v)$  is defined as follows:

$$sim(u, v) = \frac{\sum_{c \in I_{uv}} (R_{uc} - \bar{R}_u)(R_{vc} - \bar{R}_v)}{\sqrt{\sum_{c \in I_{uv}} (R_{uc} - \bar{R}_u)^2} \sqrt{\sum_{c \in I_{uv}} (R_{vc} - \bar{R}_v)^2}} \quad (5)$$

Here  $R_{uc}$  refers to the scoring assigned to item  $c$  by user  $u$ ;  $\bar{R}_u$  refers to the average of the scores assigned by user  $u$  to all the items;  $I_{uv}$  refers to the item set in which all the items assigned by both user  $u$  and user  $v$  make scoring. The computing result shows that the value of Pearson correlation coefficient higher, the similarity between two users bigger, otherwise, the similarity between users smaller.

Here this paper will calculate the average user similarity between user  $u$  and all the items  $i$  that participate in the scoring, as well as generates the user-item similarity matrix. Let  $S(u,i)$  represent the average user similarity between user  $u$  and all the items  $i$  that participate in the scoring. The computation formula is defined as follows:

$$S(u, i) = \frac{\sum_{(v \in U_i) \cap (v \neq u)} Sim(u, v)}{|U_i - 1|} \quad (6)$$

Here  $v$  refers to the scored non  $u$  users;  $Sim(u,v)$  refers to the similarity of user  $u$  and user  $v$ ;  $|U_i|$  refers to the number of users who participate in the scoring of item  $i$ . Because  $|U_i|$  contains user  $u$ , so the denominator of equation (6) needs to minus 1 when in calculation.

Finally combining the results of the average deviations  $dev_{ij}$  of item scoring and user average similarity  $S(u,i)$  that are calculated above, the prediction scoring  $P_{ij}$  can be calculated by the below formula:

$$P_{ij} = \frac{\sum_{i \in Su} (R_{ui} + dev_{ij}) * S(u, i)}{\sum_{i \in Su} S(u, i)} \quad (7)$$

#### 3.2 The Slope One based on the item property similarity

In recommendation system, item has a series of property descriptions, for example: The movie scoring data that MovieLens provides includes 18 different types of movies. Therefore, we can obtain the correlation

degree between arbitrary two items of them according to the similar property. Then we define the property similarity between item  $i$  and item  $j$  as:

$$sim(i, j) = \frac{2c}{a+b} \quad (8)$$

The data in this paper comes from the MovieLens website. The name, show time and genre of English movies on MovieLens website are presented in detail in the descriptions. We extract the movie's genre description information to take it as the item's parameter property. Then we calculate the parameter similarity between both sides according to above-mentioned formula, and then construct the item parameter similarity matrix.

Given the item  $j$  is the non  $u$  scored item, the formula of item-based prediction score assigned to item  $j$  by the user  $u$  is defined as:

$$r_{uj} = \frac{\sum_{k \in Si} r_{uk} a_{kj}}{\sum_{k \in Si} a_{kj}} \quad (9)$$

The formula above shows that the same user has the similar preference to the item of similar type. Thus we can take the parameter similarity of other items and pre-predict item as the weight, and calculate the weighted average value of this user to the scored item, in order to predict users' score to this pre-predict item.

### 3.3 The improvement of the integrated USIP Slope One

We determine  $\alpha$  by the item parameter average similarity which can auto be adjusted by empirical data. Assume that the item to be calculated  $I_j$  has  $X_j$  parameters, while other items  $I_1, I_2, \dots, I_n$  separately has  $x_1, x_2, \dots, x_n$  parameters, and the common parameters between  $I_j$  and  $I_1, I_2, \dots, I_n$  are  $y_{j1}, y_{j2}, \dots, y_{jn}$  respectively. Then  $\alpha$  is written as follows:

$$\alpha = \overline{sim(j, n)} = \sum_{k=1}^n \frac{2y_{jk}}{(x_k + x_j)(n-1)} \quad (n \geq 2, j \neq k) \quad (10)$$

Therefore, the formula of the prediction scoring is written as follows:

$$r_{uj} = \begin{cases} (1-\alpha)r_{uj}^{(1)} + \alpha r_{uj}^{(2)}, & \min(r_{uj}^{(1)}, r_{uj}^{(2)}) > 0 \\ \max(r_{uj}^{(1)}, r_{uj}^{(2)}), & otherwise \end{cases} \quad (11)$$

In the formula (11),  $r_{uj}^{(1)}$  and  $r_{uj}^{(2)}$ , respectively, refer to the prediction scoring of user  $u$  to target item  $j$  that based on the user average similarity and item similarity parameters. Improvement USIP Slope One utilizes the advantages of both user average similarity and item similarity, dynamically adjusts of the proportion of both sides, so the improved USIP Slope One could enhance the prediction accuracy and execution efficiency for the algorithm.

## IV. THE IMPLEMENTATION OF IMPROVED USIP SLOPE ONE IN THE MAPREDUCE

The improved USIP Slope One algorithm is implemented by using the programming model to decompose the improved algorithm into a series of MapReduce job stream basing on Hadoop distributed-computing-platform. In this way we distribute the algorithm into difference steps. Such method makes use of the function programming language, simplify data treating processes into Map and Reduce. These two processes are the key part of this computation model. The specific purpose of these two functions will be designed by users in accordance with their own needs.

At the stage of the Map process, MapReduce first divides the data-in of HDFS into many splits with fixed size. Then divides the data splits into one batch of key values  $\langle k1, v1 \rangle$  as the input of Map function. After the process above, we can obtain the intermediate result  $\langle k2, v2 \rangle$ . After that, we will sort the intermediate result according to  $k2$ , and carry on merge operation on the key values according to the same key value, so as to make value to form a tabulation, and obtain the  $\langle k2, list(v2) \rangle$  tuple.

And at the stage of the Reduce process, Reducer takes  $\langle k2, list(v2) \rangle$  as the input of the Reduce function, and then obtains the key value to  $\langle k3, v3 \rangle$  and output to HDFS after carrying on corresponding processing. MapReduce's specific realizing processes are showed as follows:

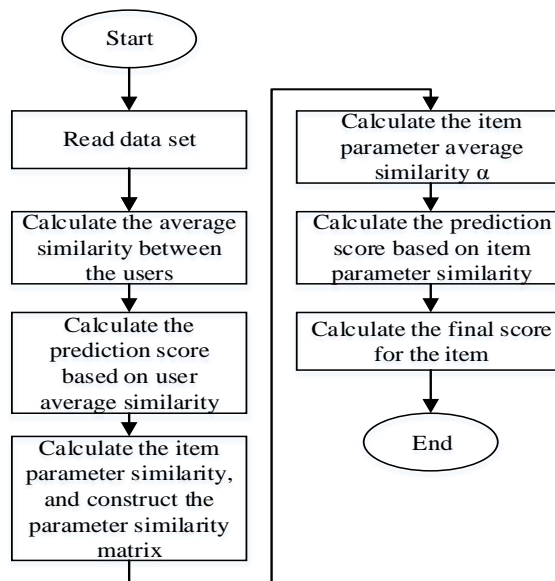


Figure 2 the MapReduce flow chart of USIP Slope One

The calculation of the average similarity between the users is divided into two MapReduce duties, the first duty's goal is to calculate the user sets that participate in the scoring of various items. The specific processes are shown as follows:

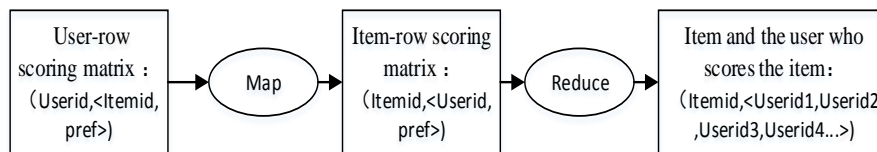


Figure 3 Calculate the user sets that participate in the scoring of various items

The second goal is to calculate the average similarity between users. The calculation procedures of MapReduce are shown as follows.

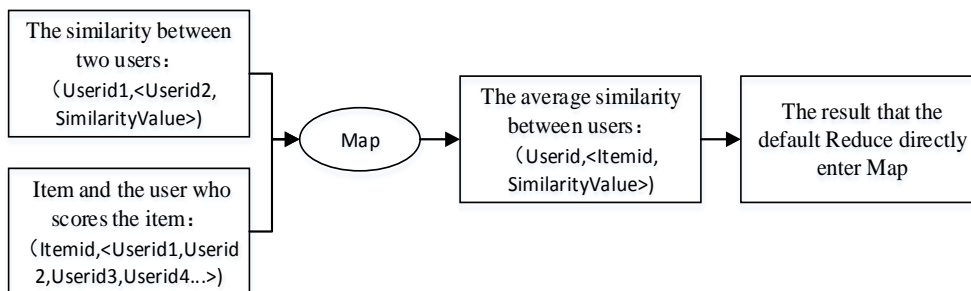


Figure 4. Calculate the average similarity between users

The calculation of parameter similarity between the items is similar to the calculation above, so we will omit unnecessary details.

Finally, we obtain the final prediction score that is based on the user average similarity and the item parameters, the process of MapReduce is shown as follows

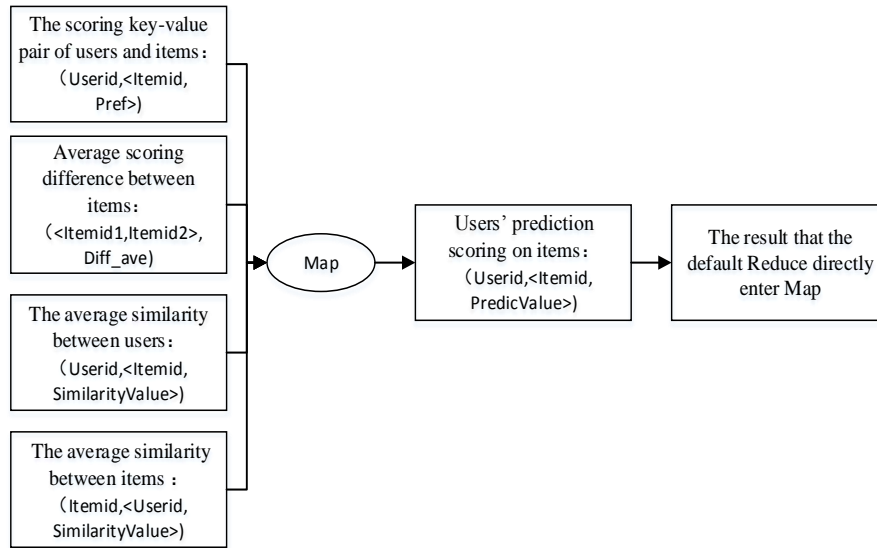


Figure 5 Calculate the users' final prediction score to the item

### V. THE EXPERIMENTAL RESULTS AND ANALYSIS

The experiment data set in this paper adopts the Movie scoring data sets MovieLens that are supplied by GroupLens research product group which is a Web-based research recommendation system, used to receive the users' scores on the movie, and provide the corresponding movie recommended list. This data set we adopted in our experiment has 100,000 scoring records, including 943 users' scoring to 1,682 movies with each user at least scores 20 movies. The scoring scope is 1~5 points. If the score is higher, it means the users' appraisal to the movie is higher. The degree of rarefication for the data is:

$$S = 1 - \frac{N}{m \times n} \quad (12)$$

In the formula(12), m refers to the number of users; n refers to the number of items; N refers to the overall appraisal score. Then, the degree of rarefication for the data set under this experiment is:

$$1 - \frac{100000}{943 \times 1682} = 0.937 \quad (13)$$

This experiment takes a computer as the Master node, and takes the other 3 computers as the Slave node. The hardware configuration of each node is: The processor is AMD A8-5600K frequency is 3.60GHz, the memory is 4.00GB, the hard disk is Seagate 1TB, the operating system is Windows 7 64bit flagship version. The Hadoop is configured strictly in accordance with the method and step disposition given in the Hadoop official website [10], of which the edition is Hadoop 1.1.2.

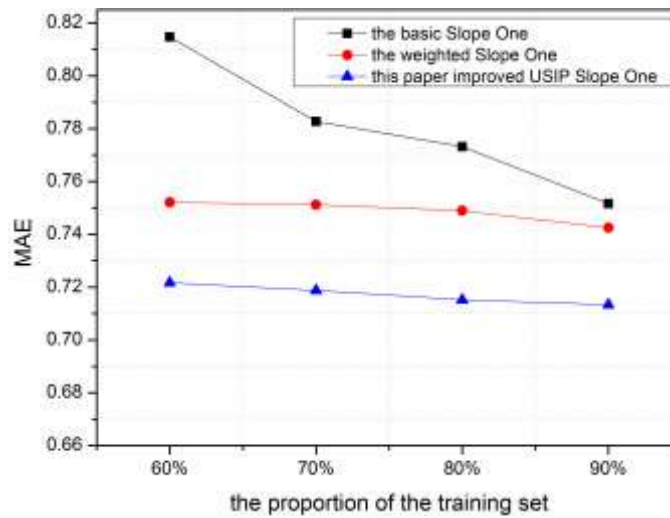
The statistical accuracy and decision support accuracy are two main measuring standards to judge the quality of the recommendation system. For the statistical precision measuring method, the mean absolute error (MAE) is the most commonly-used recommendation quality index. By calculating the mean deviation between user's prediction score and actual score in the test data set to measure the accuracy of the prediction algorithm, we can intuitively evaluate the recommendation quality. If the MAE value is smaller, it means the recommendation quality is higher.

Given that the users' actual score set in the test data set is  $\{q_1, q_2, q_3, \dots, q_N\}$ , and the prediction score set is  $\{p_1, p_2, p_3, \dots, p_N\}$ , the definition of the corresponding MAE is:

$$MAE = \frac{1}{N} \sum_{i=1}^N |p_i - q_i| \quad (14)$$

This experiment data is randomly divided into two parts: training set and test set, while the experiment is divided into four groups: Group 1, we randomly select 60% of the scoring data as the training set, the other 40% of the scoring data as the test set, and respectively calculate the basic Slope One, the weighted Slope One, as well as the USIP Slope One. The experiments will be repeated 10 times to obtain the average values; Group 2, we use 70% as the proportion of the training set, while 30% as the proportion of the test set; Group 3, the

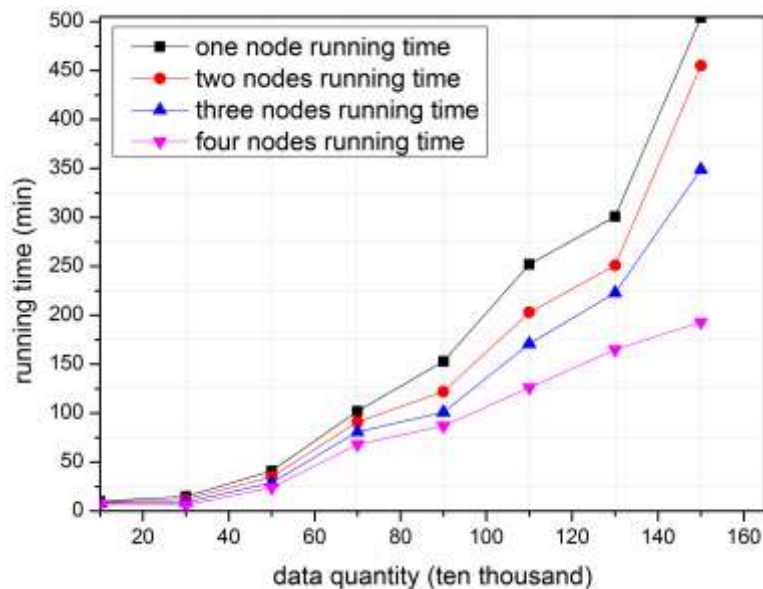
proportion of training set to test set is 8:2, other parameters are the same as before; Group 4, the proportion of training set to test set is 9:1, other parameters are the same as before. And experiment results are drawn the line chart for the experimental results of various algorithms in Figure 6.



**Figure 6** the prediction precision of various algorithms under different proportions of training set

It is observed that in the figure 6: the MAE value decreases with the proportion of the training set in any kind of Slope One model. At the same training set proportion the MAE value differ from each other in different Slope One model. For example, when the training set accounts for 60%, the MAE value obtained in basic Slope one is 0.8147, the MAE value is 0.7516 when the training set accounts for 90%; the weighted Slope One takes the second place, the MAE value is 0.7425 when the training set accounts for 90%, the MAE value is 0.7521 when the training set accounts for 60%; the USIP Slope One algorithm that this paper improves is the smallest, the MAE value is 0.7216 when the training set accounts for 60%. However, we can see that our USIP Slope One have the smallest MAE value in any case, in other words it has a higher prediction precision, thus it can enhance the accuracy for the commodity recommendation.

Next, the computing efficiency is another factor that must be considered. We operate the USIP Slope One on the Hadoop which with different quantity of nodes under the same condition. The results are shown in Figure 7.



**Figure 7** the comparison between the data quantity and the running time under different nodes

It can be observed that in the figure 7: when the data quantity is very small, the USIP Slope One's serial running time is nearly the same with the MapReduce's parallel running time. This is because that under the case of small data set, when executed in parallel, the deployment tasks, data interaction and other processes between Master nodes and Slave nodes will consume some resources, and thus slow the computing speed, leading to that MapReduce's operating efficiency is not high under the small data set. Along with the size of data set increases, the running time under the MapReduce frame is greatly reduced, the efficiency constantly enhances, so the superiority under parallel running getting more and more obvious when the data quantity becomes greater, it shows that the USIP Slope One has a good execution efficiency and extendibility on the Hadoop clusters, as well as manifest the advantages of USIP Slope One in processing large data on the Hadoop platform.

## VI. CONCLUSION

In this paper, we fully play the respective superiority of user-based similarity and item-based similarity of Slope One. By analyzing and improving the principle of Slope one, this paper, based on the user average similarity and item property similarity, proposes USIP Slope One, which gives a generalized analysis of the influence of user similarity and item parameter similarity on the prediction scoring, so as to make the dynamic adjustment of the proportion of them in the prediction scoring, which make it could effectively solve the problem of data sparseness and cold start. Our USIP Slope One algorithm is implemented under the Hadoop-based MapReduce programming frame to realize efficient data processing, thus improve the ability of processing data. The test data set in this paper adopts the Movie scoring data sets MovieLens, the experiment is divided into four groups to test, by comparing the prediction accuracy of various algorithms under different proportions of training set, the experimental results show that the USIP Slope One could be able to enhance the accuracy of the prediction, as well as have good execution efficiency if under the Hadoop-based MapReduce frame and good scalability.

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