

A Multi-Agent Recommender System

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Abstract The large amount of pages in Websites is a problem for users who waste time looking for the information they really want. Knowledge about users' previous visits may provide patterns that allow the customization of the Website. This concept is known as Adaptive Website: a Website that adapts itself for the purpose of improving the user's experience. Some Web Mining algorithms have been proposed for adapting a Website. In this paper, a recommender system using agents with two different algorithms (associative rules and collaborative filtering) is described. Both algorithms are incremental and work with binary data. Results show that this multi-agent approach combining different algorithms is capable of improving user's satisfaction.

1 Introduction

Nowadays, most organizations have a Website, in order to easily deliver information to the general audience. When the size of the Website grows to a significant number of WebPages, the difficulty for users to find what they want also grows. This led organizations to become more concerned with the problem of organizing all the information efficiently, so that it may be easy to find every product or information a user is searching.

Dealing with large datasets is also the motivation for the area of Data Mining and Knowledge Discovery [1], which takes advantage of the large quantity of data from previous transactions that are kept in organizations, finding useful information that is not easily visible. Considering the large number of pages in the Web, it became natural to apply this concept to the Web scope, resulting in the new area of Web Mining [2][3].

The problem of Web adaptation is not new. Recommender systems [3] have had several improvements over the last decade. One of the current solutions that are being proposed for this problem is using autonomous agents. Multi-Agent Systems [4] is a research area that has been in great development over the last decade, and has some particular characteristics that fit in this problem. In fact, it was already proposed to use a multi-agent approach, because of its flexibility and its ca-

pability of dynamic adaptation to the Web applications needs [5]. Moreover, Multi-Agent Systems are already used for automatic retrieval and update of information in Websites [6]. An architecture proposal of a recommender system using this approach was already proposed in [7].

In this paper we present a multi-agent approach for Web adaptation, where different incremental algorithms based on binary data produce item-based recommendations and make bids to provide the next set of recommendations to the user. Agents are cooperative in the sense they base their bids on client's satisfaction instead of their own revenue and they share the same data. However, their results are not combined in order to provide recommendations. Our goal is to show that this approach is able to achieve better results than the individual algorithms.

The remaining of the paper starts by presenting previous approaches and applications in the area of recommender systems and multi-agent systems, followed by the description of our approach. The results of the tests with four datasets, and some conclusions and future work complete the paper.

2 Previous approaches and applications

A global vision on adaptive Web sites based on user interaction analysis is given in [8]. In fact, only less ambitious approaches were proposed, such as reorganization of the Website [9], use of recommendations in the pages [10], automatic categorization of user actions [11], or seek of relevant Web sequence paths using Markov models [12].

Recommendation systems include the combination of clustering with nearest neighbour algorithms [13], Markov chains and clustering [14], association rules [15], and collaborative and content-based filtering [16]. Web dynamics has been controlled, for instance, by efficient incremental discovery of sequential Web usage patterns [17], and on-line discovery of association rules [18]. Data-driven categorization of Website usability may be done by typical usage patterns visualization [11] or with objective metrics [19].

Some platforms, like WebWatcher, use previous users' knowledge to recommend links [20]. AVANTI implements an adaptive presentation based on a model constructed from user actions [21]. WUM infers a tree structure from log records enabling experts to find patterns with predefined characteristics [22]. In [23] it was proposed an integrated tool (HDM) to discover access patterns and association rules from log records in order to automatically modify hypertext organization.

In [5] a multi-agent platform was proposed for personalization of Web-based systems, given the flexibility of this approach and its dynamic adaptation to Website needs. Multi-agent approaches for developing complex systems, like Web adaptation, were defended in [24]. Intelligent agents may also be an important contribution for autonomic computing [25]. Such systems main characteristics are being complex systems with self-administration, self-validation, self-adjustment

and self-correction. Web adaptation systems should also have these characteristics, because Website environment dynamics requires either a high degree of system automation or high allocation of human resources. Another important usage of multi-agent systems in this issue is the automatic collection and actualization of information in Websites [6].

In [7] it was presented an implemented web adaption platform [26] that was the basis for this work, with the posterior adaptations to our special needs. An implementation of collaborative filtering using an incremental approach was presented in [27].

3 Multi-Agent Approach

The multi-agent system recommender was implemented taking into account that agents should answer rapidly to any request from another agent and prepare in advance for the next request, and tasks that involve a large amount of time (like updating the model) should not interfere with the performance of the system.

Two recommender agents were created. The first one generates single-condition association rules and the second one uses a collaborative filtering algorithm. Since recommendations are meant to be fast in order to keep users interest and taking into account that each new response updates the recommendation models, these incremental approaches must be able to deliver a set of recommendation in a very small amount of time.

Therefore, both algorithms share a matrix $A_{n \times n}$, where n is the number of items (Webpages) and each $a_{ij} \in A$ registers the total number of co-occurrences of items i and j in the same session. The matrix is updated each time a session ends.

The single-condition association rules agent checks all possible rules $i \rightarrow j$, where i and j are items, taking into account two values (k number of sessions):

$$Support_{i \rightarrow j} = \frac{a_{ij}}{k} \quad Confidence_{i \rightarrow j} = \frac{a_{ij}}{a_{ii}}$$

Therefore, if a set of n recommendation is requested, the n best recommendations according to the confidence that satisfy minimum confidence and support requirements are proposed.

The collaborative filtering agent uses the same matrix to compute similarity, returning the top n most similar items:

$$sim(i, j) = \frac{a_{ij}}{\sqrt{a_{ii}} \sqrt{a_{jj}}}$$

Agent biddings are based on an accumulated score for each given item obtained from previous ratings – the best N are sorted and if the next selected item was in that set it receives a score $N-p+1$, where p is the ordered position of the item. To this score we add the percentage of the overall score to untie equal biddings:

$$Bid_{agent,item} = Score_{item} + \frac{1}{\#requests * N} * \sum_{i \in Items} Score_i$$

The multi-agent approach was implemented in Java, using the JADE platform [28]. The communication with the browser is implemented using AJAX [29], using XMLHttpRequest interface, so that the user can consult the Web page without losing interest. The interaction between the user and the recommender system is presented in figure 1, and the architecture of the latter is shown in figure 2. Client agents behaviour is shown in figure 3, while the behaviour of recommender agents is shown in figure 4.

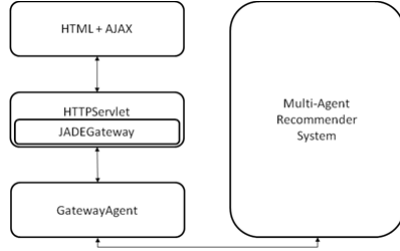


Fig. 1 – Interaction with the recommender system.

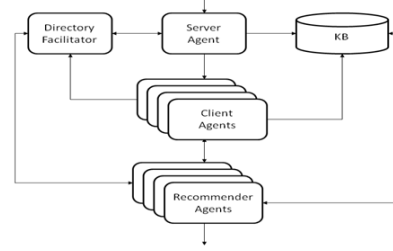


Fig. 2 – Multi-agent recommender system architecture.

```
// created for each client
while not end of session {
  receives request from server
  sends request to recommenders
  waits for responses
  determines winner
  sends results to providers
}
updates knowledge base
destroys itself
```

Fig. 3 – Client agents behaviour

```
receives request from client
sends bid to client
builds recommendation set
if wins bid
  sends recommendations
  //directly to GatewayAgent
updates knowledge base
sends results to provider
determines winner
sends results to provider
```

Fig. 4 – Recommender agents behaviour

4 Experimental Results

Experiments were undertaken offline and focused on four datasets (obtained from real Web data records). Each time recommendations are made we consider:

- No item was followed (discarded, no implicit knowledge – end of session).
- The set of recommendations was empty.
- An item not in the recommendation set was followed.
- One of the recommendations was followed.

For evaluation of performance there are several metrics. Since the algorithms are incremental, which means we do not have a fix split for train and test sets, the evaluation that fits better to our case is a per-user variant, where predictions are computed and the ranking metrics are calculated for each recommendation, and the average over all recommendations gives the final value [31].

There are two measures that we will use for evaluating recommendation: precision and recall [32]. Precision is the ratio of relevant items selected to number of items selected – it represents the probability that a selected item is relevant. Recall is the ratio of relevant items selected to total number of relevant items available. In our case, precision and recall are given by the following formulas (given N recommendations, and considering b , c and d of the list of possible situations above):

$$Recall = \frac{\#d}{\#b+\#c+\#d} \quad Precision = \frac{1}{N} Recall = \frac{1}{N} \frac{\#d}{\#b+\#c+\#d}$$

This measure is also applied to the recommendation system, which combines agents' algorithms. When the recommendation set is incomplete or inexistent (because it is the first time the item appears, so there are no correlations yet), the system completes it with the most popular items. In figures 5a-d we can see the distribution of session's sizes and in table 1 the main characteristics of the datasets. In table 2, we present the results, for $N=1$ to 10 number of recommendations, with the evaluation metrics (EM) Recall (R) and Precision (P) for association rules (AR), collaborative filtering (CF), and for the winners (W) of the auctions. The best results between AR and CF are boldface, and when the mutli-agent recommender system is better than both algorithms it is also boldface.

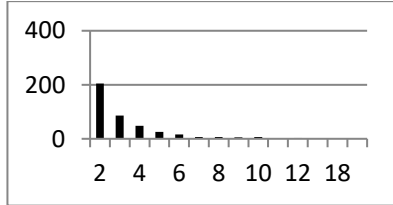


Fig. 5a – e-com sessions size distribution

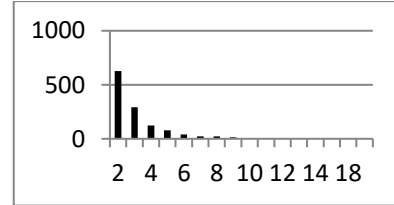


Fig. 5b – e-gov sessions size distribution

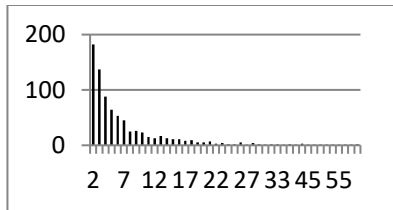


Fig. 5c – pe100 sessions size distribution

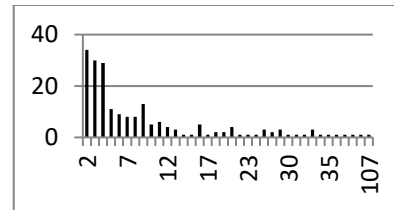


Fig. 5d – pe200 sessions size distribution

Table 1. Datasets characteristics.

Dataset	#items	# records	#sessions	#records/#session	#records/#items
e-com	335	1409	413	3.411622	4.20597
e-gov	133	4047	1244	3.253215	30.42857
pe100	100	6070	803	7.559153	60.7
pe200	200	2042	200	10.21	10.21

Table 2. Results for e-com

	#R	EM	1	2	3	4	5	6	7	8	9	10
e-com	AR	R	5.22%	9.24%	11.65%	13.25%	15.46%	16.67%	17.27%	18.27%	18.78%	19.38%
		P	5.22%	4.62%	3.88%	3.31%	3.09%	2.78%	2.47%	2.28%	2.09%	1.94%
	CF	R	4.82%	7.83%	9.84%	10.84%	12.35%	13.25%	14.66%	15.26%	15.96%	16.47%
		P	4.82%	3.92%	3.28%	2.71%	2.47%	2.21%	2.09%	1.91%	1.77%	1.65%
	W	R	6.02%	10.14%	13.55%	15.36%	17.97%	19.38%	20.78%	22.09%	23.19%	24.20%
		P	6.02%	5.07%	4.52%	3.84%	3.59%	3.23%	2.97%	2.76%	2.58%	2.42%
e-gov	AR	R	13.20%	19.51%	24.22%	27.68%	31.18%	33.93%	36.46%	38.67%	40.35%	42.06%
		P	13.20%	9.76%	8.07%	6.92%	6.24%	5.65%	5.21%	4.83%	4.48%	4.21%
	CF	R	11.95%	18.27%	23.40%	27.29%	30.11%	32.36%	34.86%	36.50%	38.21%	39.56%
		P	11.95%	9.13%	7.80%	6.82%	6.02%	5.39%	4.98%	4.56%	4.25%	3.96%
	W	R	12.49%	19.27%	24.15%	27.79%	31.11%	33.61%	36.35%	38.35%	40.10%	41.96%
		P	12.49%	9.63%	8.05%	6.95%	6.22%	5.60%	5.19%	4.79%	4.46%	4.20%
pe100	AR	R	6.15%	10.14%	13.35%	16.46%	19.42%	21.95%	24.23%	26.28%	28.52%	30.43%
		P	6.15%	5.07%	4.45%	4.12%	3.88%	3.66%	3.46%	3.28%	3.17%	3.04%
	CF	R	7.23%	11.98%	15.63%	18.68%	20.96%	23.49%	25.78%	27.64%	29.49%	31.23%
		P	7.23%	5.99%	5.21%	4.67%	4.19%	3.91%	3.68%	3.46%	3.28%	3.12%
	W	R	7.50%	11.96%	15.74%	18.63%	21.28%	24.09%	26.77%	29.07%	30.91%	32.73%
		P	7.50%	5.98%	5.25%	4.66%	4.26%	4.02%	3.82%	3.63%	3.43%	3.27%
pe200	AR	R	3.26%	5.92%	7.71%	9.34%	10.53%	12.21%	13.36%	14.71%	16.02%	17.54%
		P	3.26%	2.96%	2.57%	2.33%	2.11%	2.04%	1.91%	1.84%	1.78%	1.75%
	CF	R	2.93%	5.81%	7.60%	9.28%	10.86%	12.00%	13.46%	14.98%	16.18%	16.83%
		P	2.93%	2.90%	2.53%	2.32%	2.17%	2.00%	1.92%	1.87%	1.80%	1.68%
	W	R	3.58%	6.41%	8.63%	10.37%	12.00%	13.84%	15.47%	16.99%	18.24%	19.49%
		P	3.58%	3.20%	2.88%	2.59%	2.40%	2.31%	2.21%	2.12%	2.03%	1.95%

5 Discussion and future work

Looking at the characteristics of the datasets, we can see that in the e-com and e-gov association rules algorithm (AR) has better results, while in pe100 collaborative filtering (CF) is the best. On the other hand, pe200 has 6 recommendation sizes where AR is better and 4 where CF is better. A possible explanation for AR success in the first two datasets is that in both cases, the percentages of 2-items sessions are around 50% (49.39% for e-com and 50.32% for e-gov), while in the others those values are below 25%.

Analysing the results, we can observe that in e-gov and pe200 datasets the multi-agent recommender system (MARS) outperforms the individual algorithms AR and CF. In pe100, the two cases where that does not happen the differences to the recall value for the best of the individual algorithms are 0.02% and 0.05%.

The only dissonant case is the e-gov dataset, where the MARS is better only once, for $N=4$. For $N=1$, we have the highest difference to the best individual algorithm (AR), 0.71%, while all the other differences vary from 0.07% to 0.32%.

As we can observe, the MARS is able to outperform the individual algorithms in most cases. In the other cases, the results have less than 1% recall difference to the best of the individual algorithms.

As future work, we will perform an in-depth analysis of the e-gov dataset to discover what characteristics are beyond its performance behaviour and we will study new improvements to the MARS in order to improve its results.

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