

Large Language Models for Recommendation: Past, Present, and Future

Lecture Tutorial For SIGIR 2024

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Yang Zhang, Wenjie Wang, Fuli Feng

- Introduction (Wenjie Wang)
- Background: LM & LM4Rec (Yang Zhang)
- Development of LLMs (Keqin Bao)
- Progress of LLM4Rec
 - LLM4Rec (Keqin Bao & Wenjie Wang)
 - QA & Coffee Break
 - Trustworthy LLM4Rec (Jizhi Zhang)
- Open Problems (Xinyu Lin)
- Future Direction & Conclusions (Wenjie Wang)

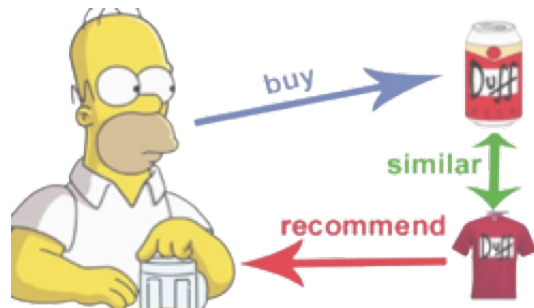
Background of RecSys

Information explosion era

- E-commerce: **12 million items** in Amazon.
- Social networks: **2.8 billion users** in Facebook.
- Content sharing platforms: **720,000 hours videos** uploaded to Youtube per day; **35 million videos** posted on TikTok daily

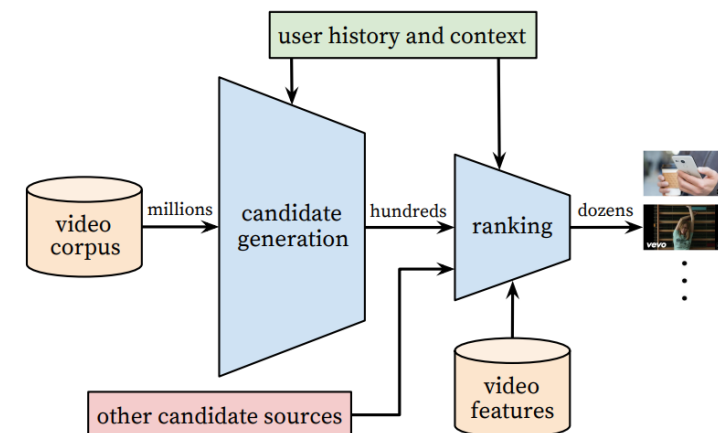


Recommender system



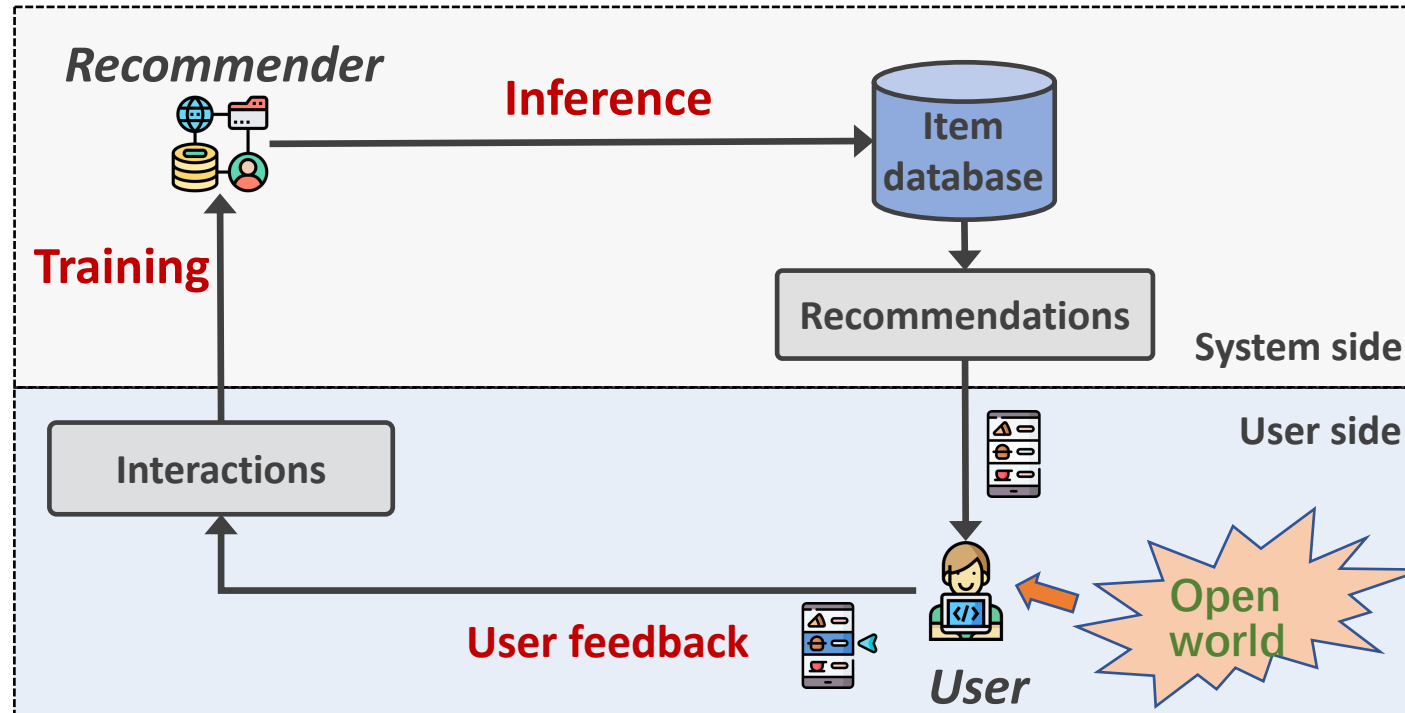
Information seeking
via **user history**
feedback

Recommendation



Background of RecSys

□ Workflow of Recommender System

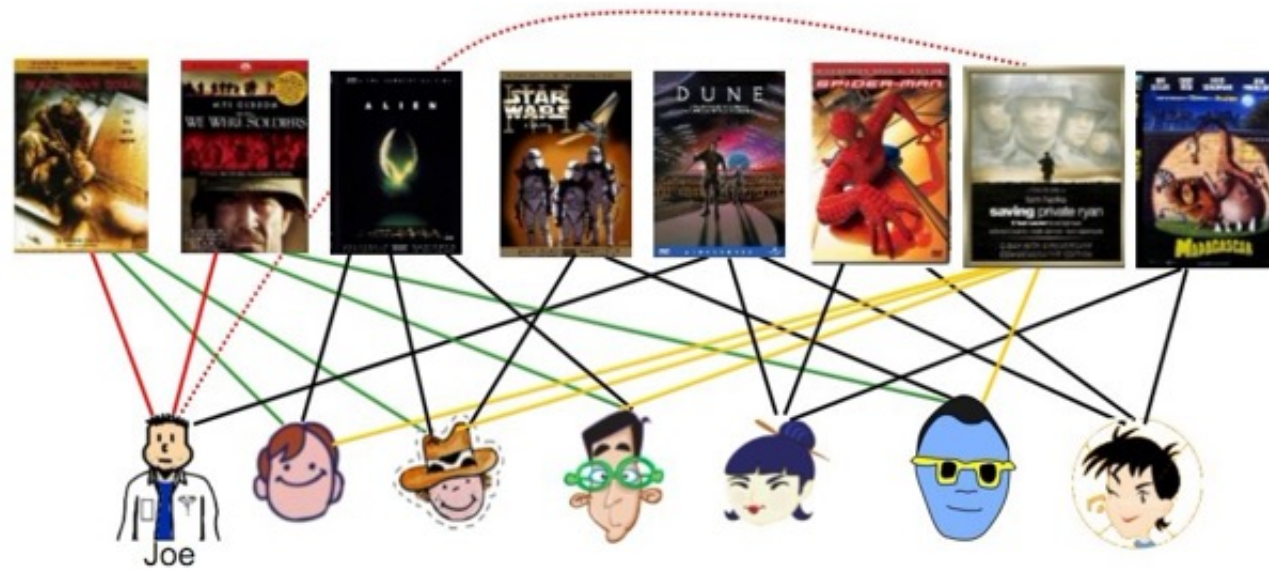


Background of RecSys

□ Core idea of personalized recommendation

- **Collaborative filtering (CF):**

Making automatic predictions (filtering) about the interests of a user by collecting preferences from many users (collaborating).



		item				
		1	2	3	4	
user	1	5	?	?	?	...
	2	3	4	?	?	...
	3	?	1	2	4	...
	

Interaction Matrix

Memory-based CF

- User CF
- Item CF

Model-based CF

- MF
- FISIM

Neural CF

GNN-based CF

...

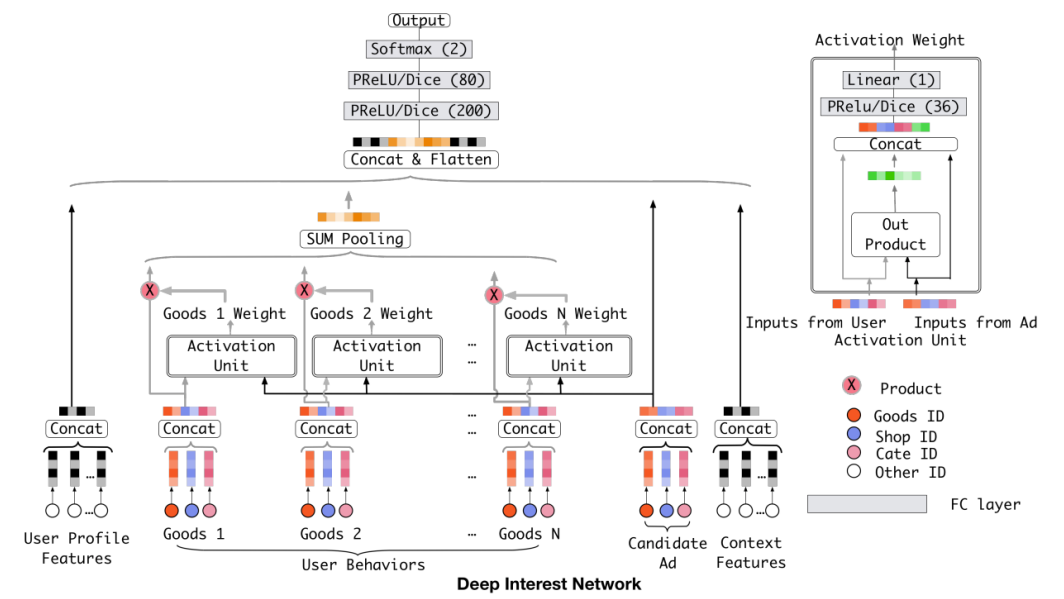
Background of RecSys

Core idea of personalized recommendation

- Collaborative filtering (CF): collaborative information
- **Content/context-aware models (CTR models): user/item side information + context**
 - Click-Through Rate (CTR) prediction

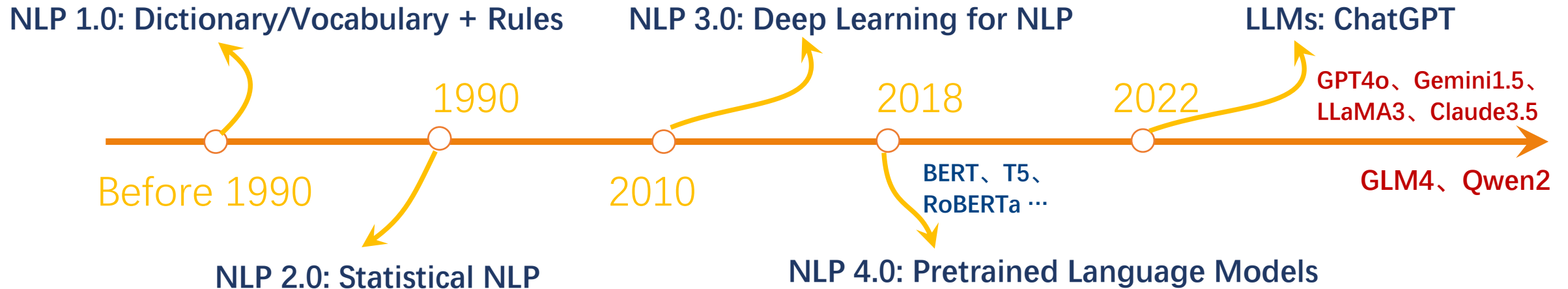
	Feature vector x															Target y						
$x^{(1)}$	1	0	0	...	1	0	0	0	...	0.3	0.3	0.3	0	...	13	0	0	0	0	...	5	$y^{(1)}$
$x^{(2)}$	1	0	0	...	0	1	0	0	...	0.3	0.3	0.3	0	...	14	1	0	0	0	...	3	$y^{(2)}$
$x^{(3)}$	1	0	0	...	0	0	1	0	...	0.3	0.3	0.3	0	...	16	0	1	0	0	...	1	$y^{(2)}$
$x^{(4)}$	0	1	0	...	0	0	1	0	...	0	0	0.5	0.5	...	5	0	0	0	0	...	4	$y^{(3)}$
$x^{(5)}$	0	1	0	...	0	0	0	1	...	0	0	0.5	0.5	...	8	0	0	1	0	...	5	$y^{(4)}$
$x^{(6)}$	0	0	1	...	1	0	0	0	...	0.5	0	0.5	0	...	9	0	0	0	0	...	1	$y^{(5)}$
$x^{(7)}$	0	0	1	...	0	0	1	0	...	0.5	0	0.5	0	...	12	1	0	0	0	...	5	$y^{(6)}$
	A	B	C	...	TI	NH	SW	ST	...	TI	NH	SW	ST	...	Time	TI	NH	SW	ST	...		
	User				Movie					Other Movies rated					Last Movie rated							

Factorization machines: FM, NFM, DeepFM



Neural network: DIN, AutoInt

The development of LMs



Large Language Model: billions of parameters, emergent capabilities

- Rich knowledge & Language Capabilities
- Instruction following
- In-context learning
- Chain-of-thought
- Planning
- ...

The development of LMs

- LM for recommendation (LM4Rec)
 - Model structure: BERT4Rec, SASRec, Recformer ...
 - LM as item encoder: UniSRec, VQRec, MoRec ...
 - Task formulation and learning paradigm: P5, VIP5, M6-Rec, Prompt4NR ...
- LLMs such as ChatGPT and GPT4 have influenced many fields in CS and IT industry.



ChatGPT



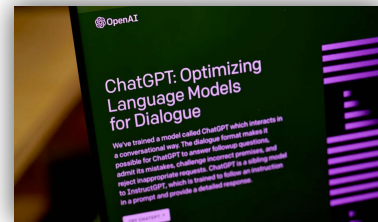
New Bing

Recommender System + LLMs?

→ LLM4Rec

The development of LMs

- LLMs such as ChatGPT and GPT4 have influenced many fields in CS and IT industry
 - They have eliminated a wide range of research in basic NLP and conversational system, etc.



ChatGPT



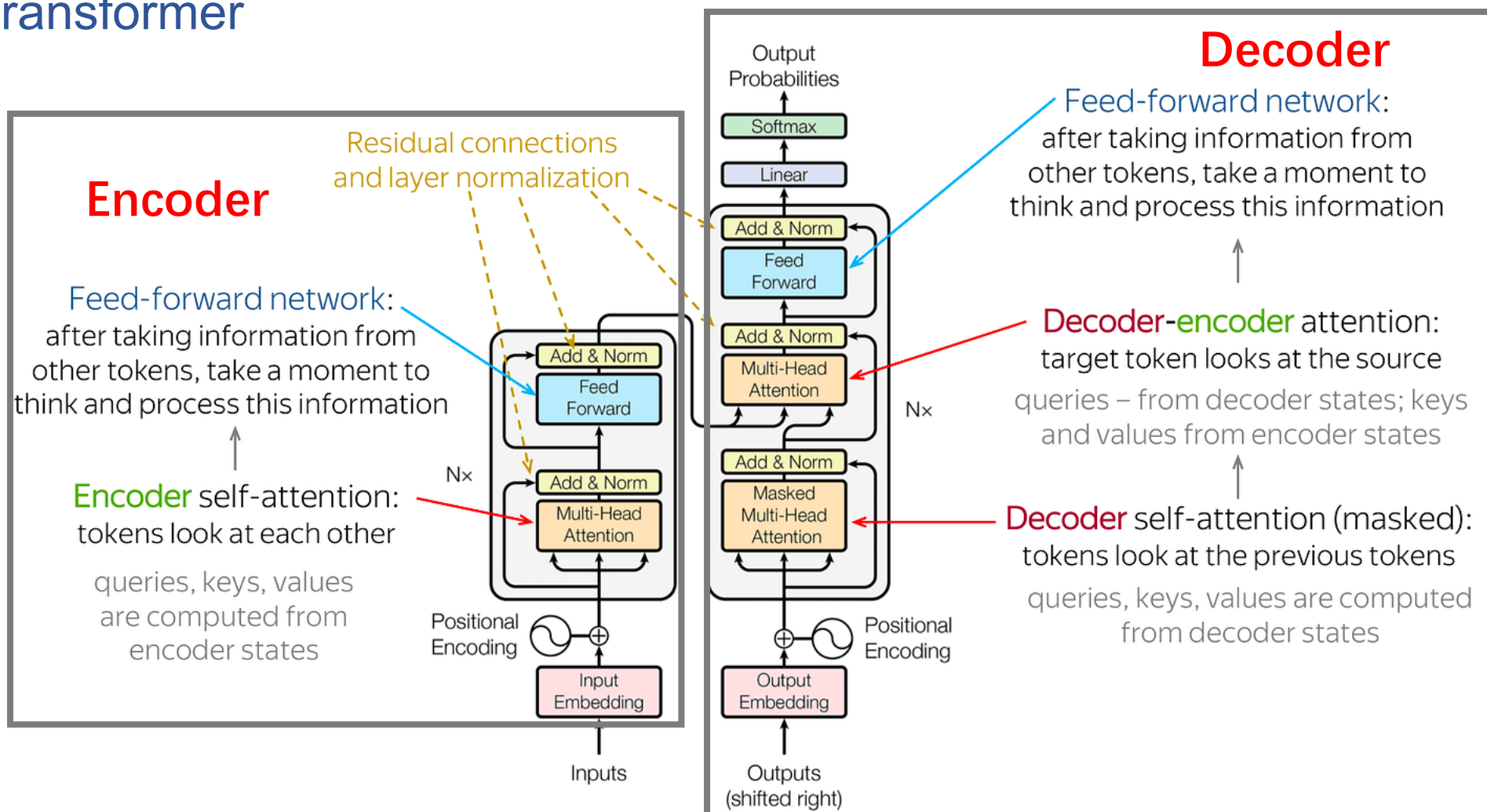
New Bing

Recommender System + LLMs?

- Introduction
- **Background: LM & LM4Rec**
- Development of LLMs
- Progress of LLM4Rec
- Open Problems
- Future Direction & Conclusions

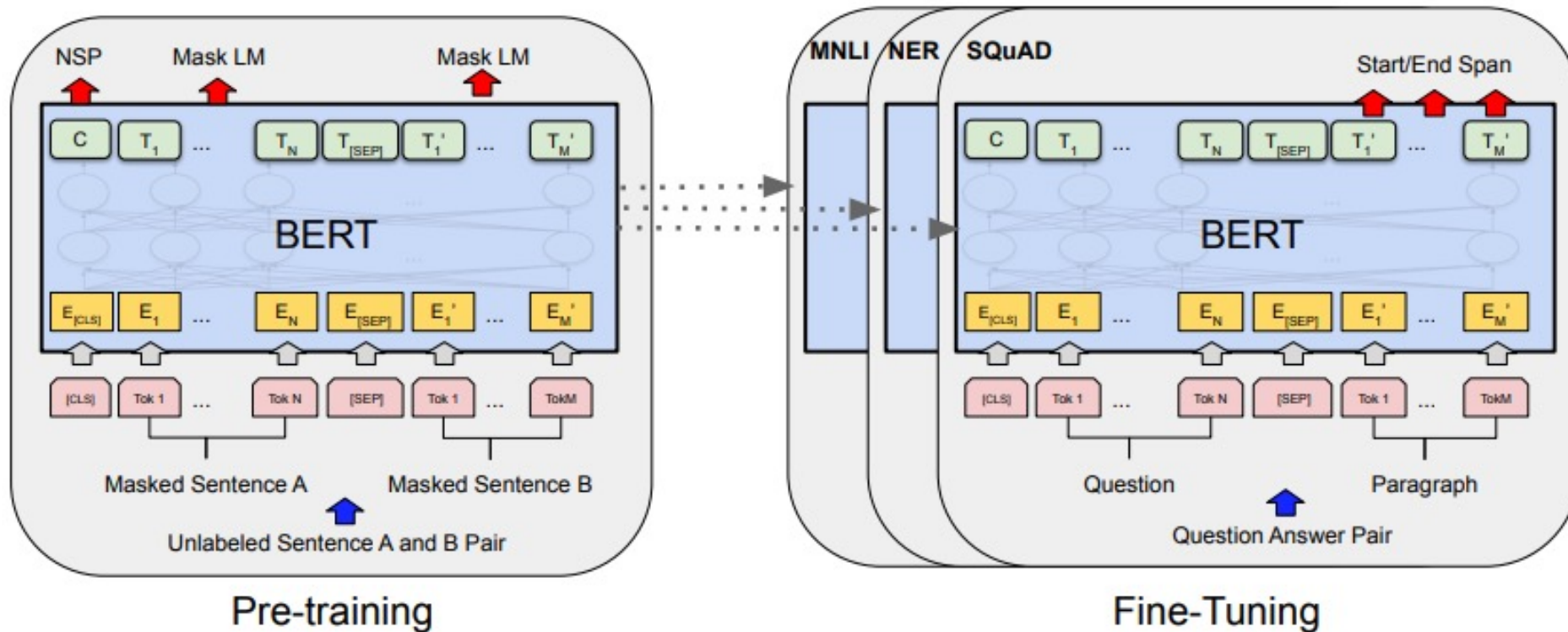
Development of LMs

Transformer



Development of LMs

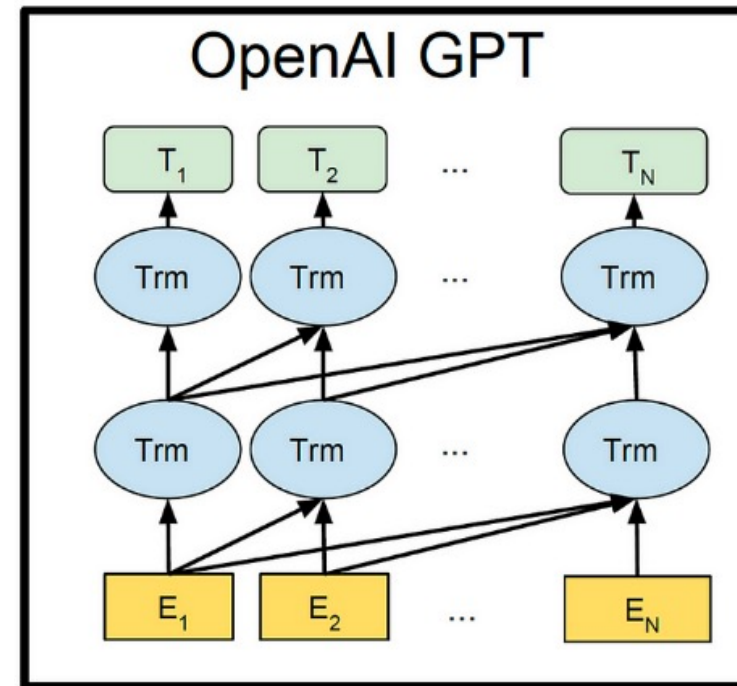
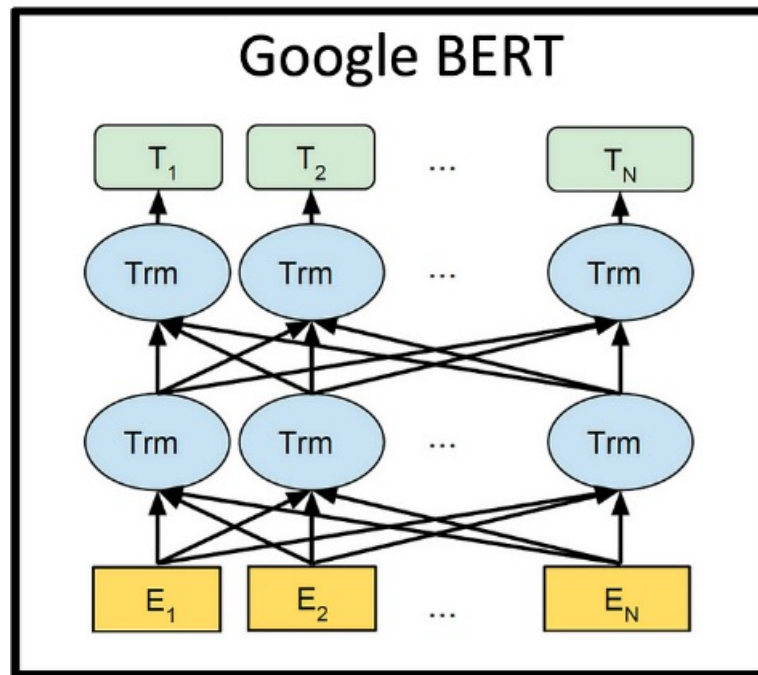
- Bert: pre-training of deep bidirectional transformers
 - Mask Language Modeling, bi-direction
 - Encoder (advantage) --> understanding



Development of LMs

- GPT2: generative pre-trained transformer
 - Causal language modeling
 - Decoder (advantage) --> Generation
 - unsupervised multi-task learner

$$p(x) = \prod_{i=1}^n p(s_i | s_1, \dots, s_{i-1})$$



□ How can recommender systems benefit from LMs

- Model architecture:

Transformer, Self-attention

- Task formulation

Use language to formulate the recommendation task

- Representation:

Textual feature,
item representation,
knowledge representation

- Learning paradigm:

Pretrain-finetune,
Prompt learning

- LMs for recommendation
 - ❑ Utilizing LMs' model structure for recommendation.
 - ❑ ID-based: **BERT4Rec**, SASRec ...
 - ❑ Text-based: **Recformer** ...
 - ❑ LM as item encoder. **UniSRec**, **VQRec**, **MoRec** ...
 - ❑ Recommendation as natural language processing.
 - ❑ ID-based: **P5**, **VIP5** ...
 - ❑ Text-based: **M6-Rec**, **Prompt4NR** ...

Utilizing LM Model Structure

□ Bert4Rec: ID-based

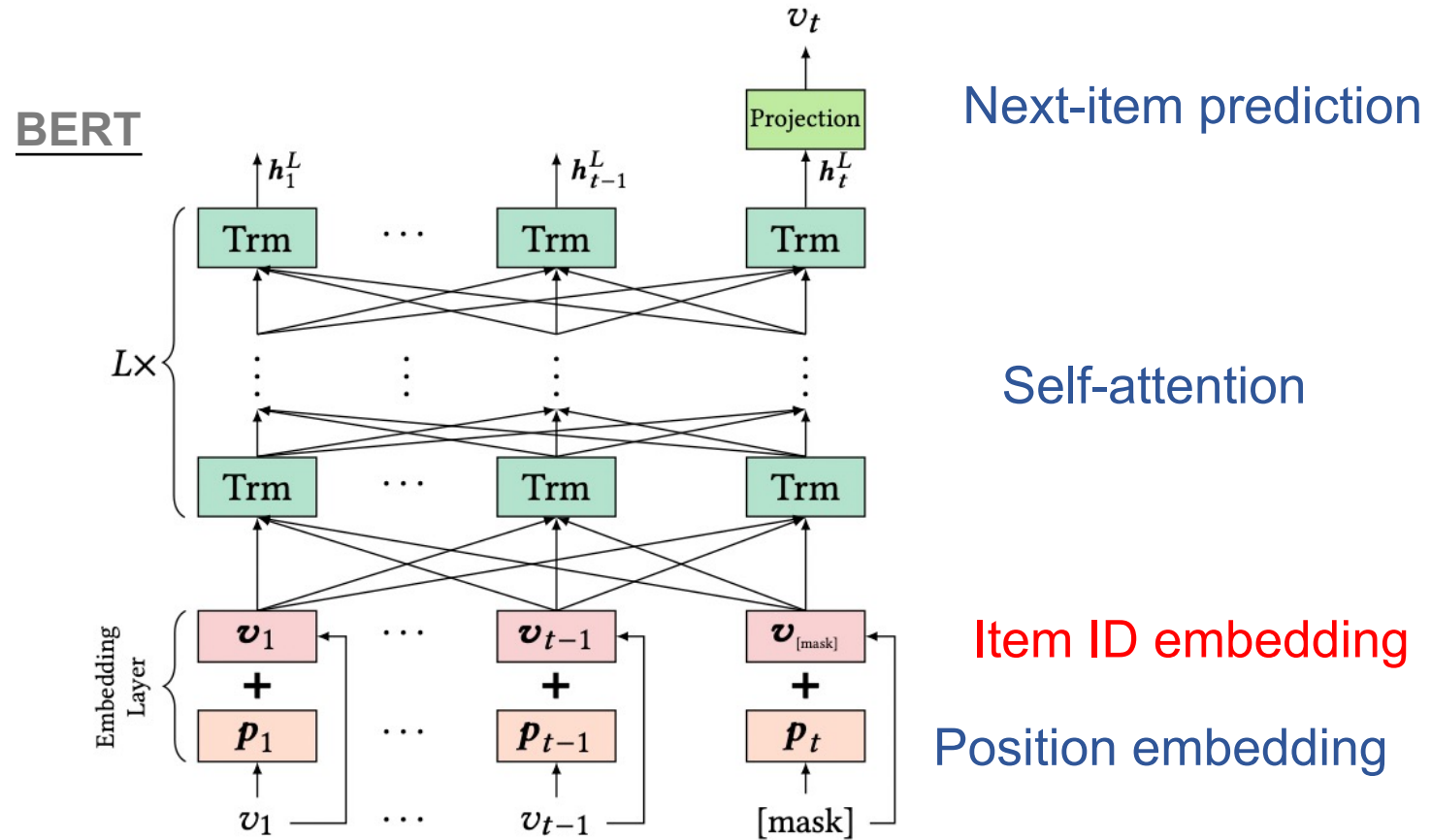
Natural Language:

- Token sequence
- Inter-token correlations



RecSys:

- ID sequence
- Inter-item correlations



(b) BERT4Rec model architecture.

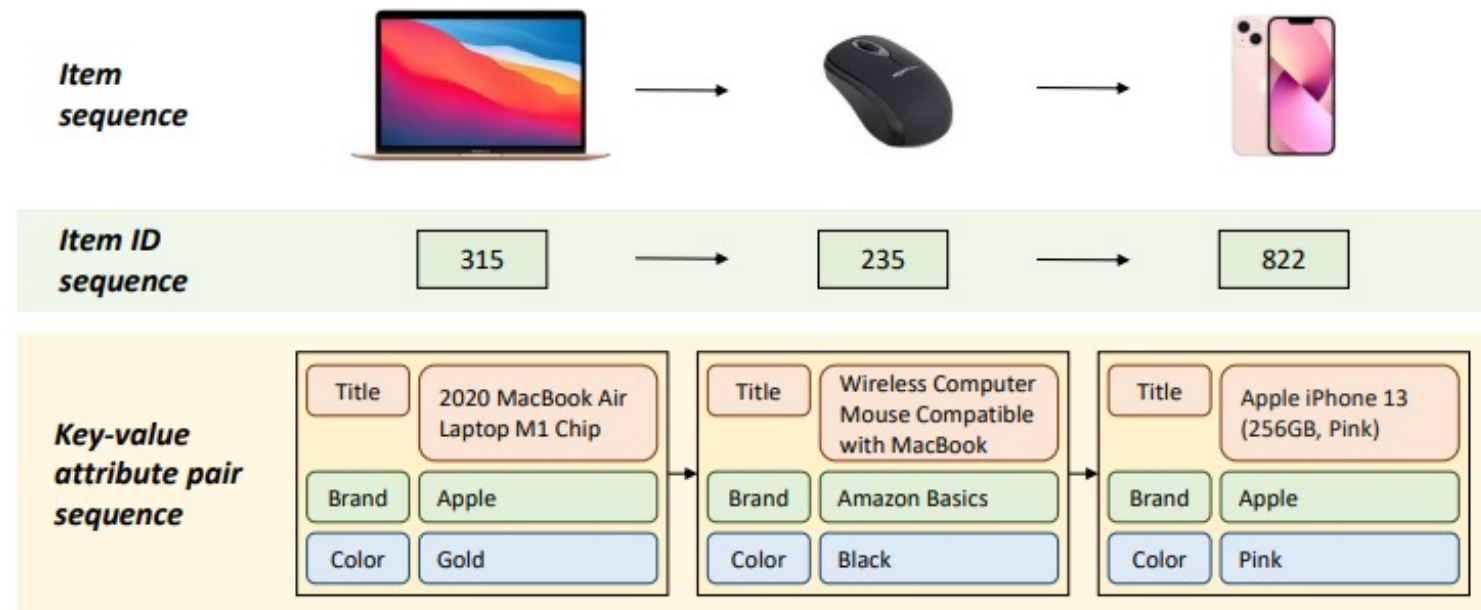
Training recommender by masked item prediction as BERT.

Utilizing LM Model Structure

□ Recformer: text-based

□ Text is all you need (NO item ID)

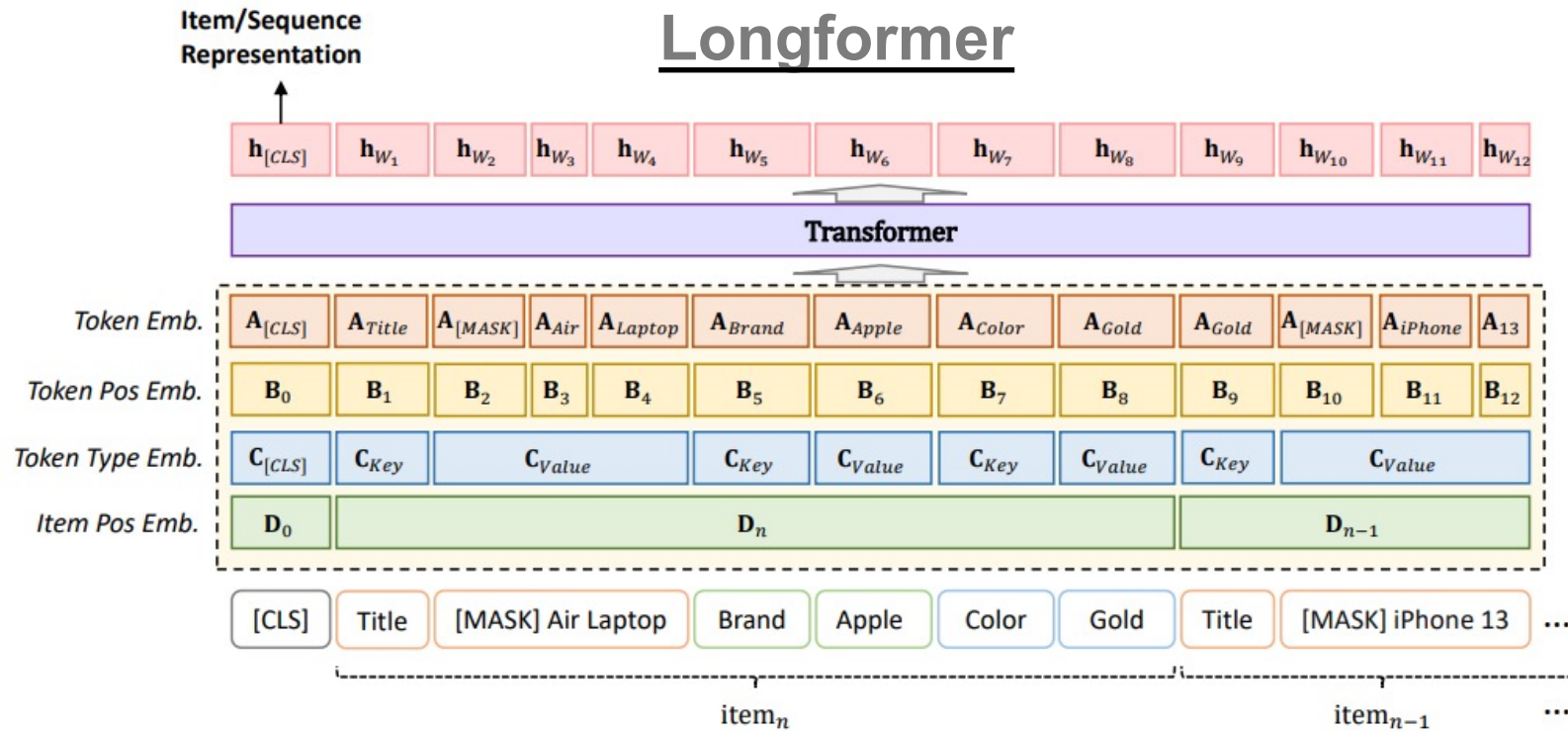
- Only use texts to represent items.
- Low resource, better cold-start recommendation.



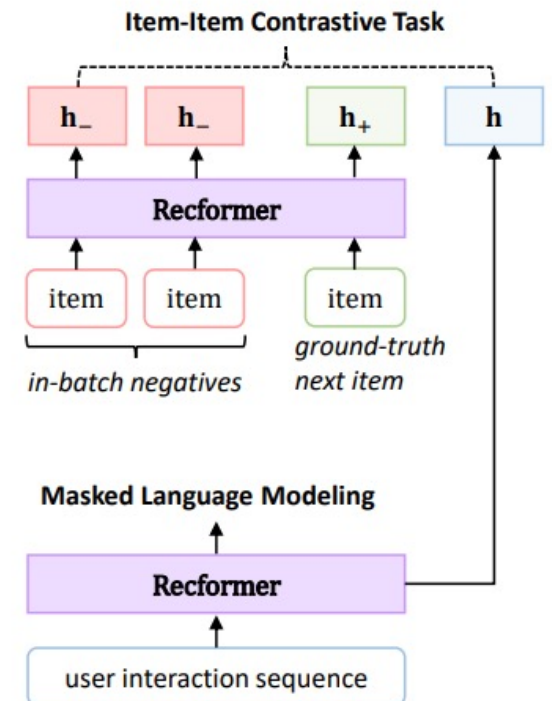
Utilizing LM Model Structure

□ Recformer: text-based

□ Text is all you need (NO item ID)



(a) Recformer Model Structure



(b) Pretraining

LM as Text Encoder

UniSRec

- Enhance the recommendation model by using LMs to encode the natural language representation of items.

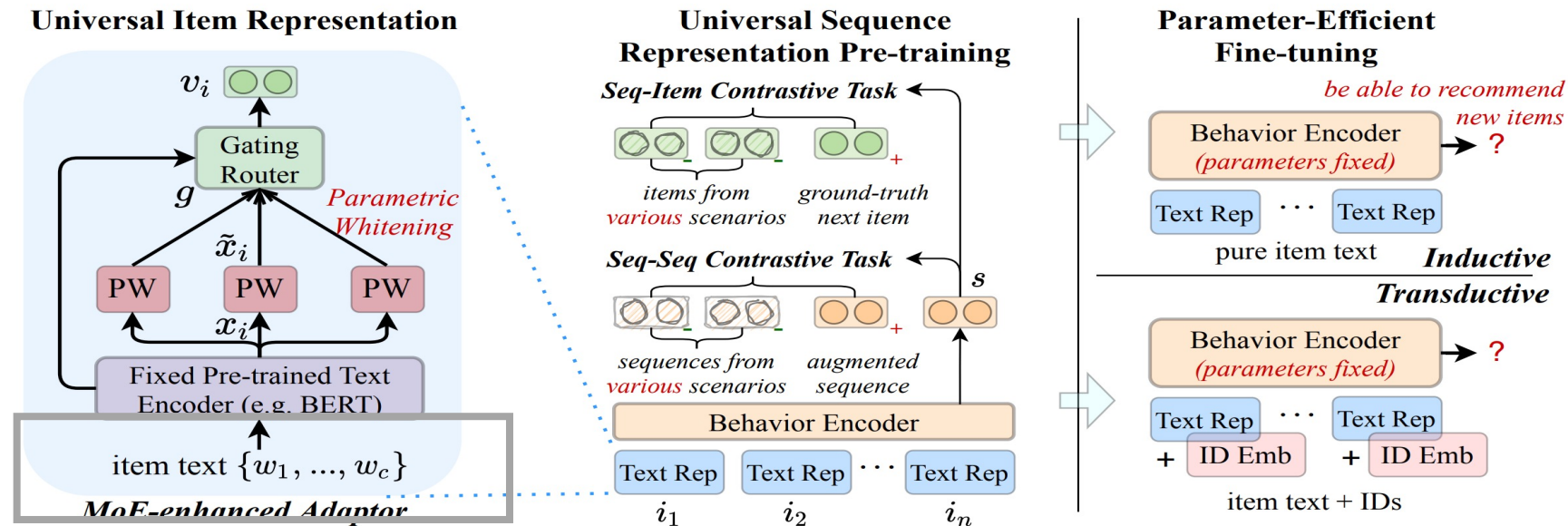


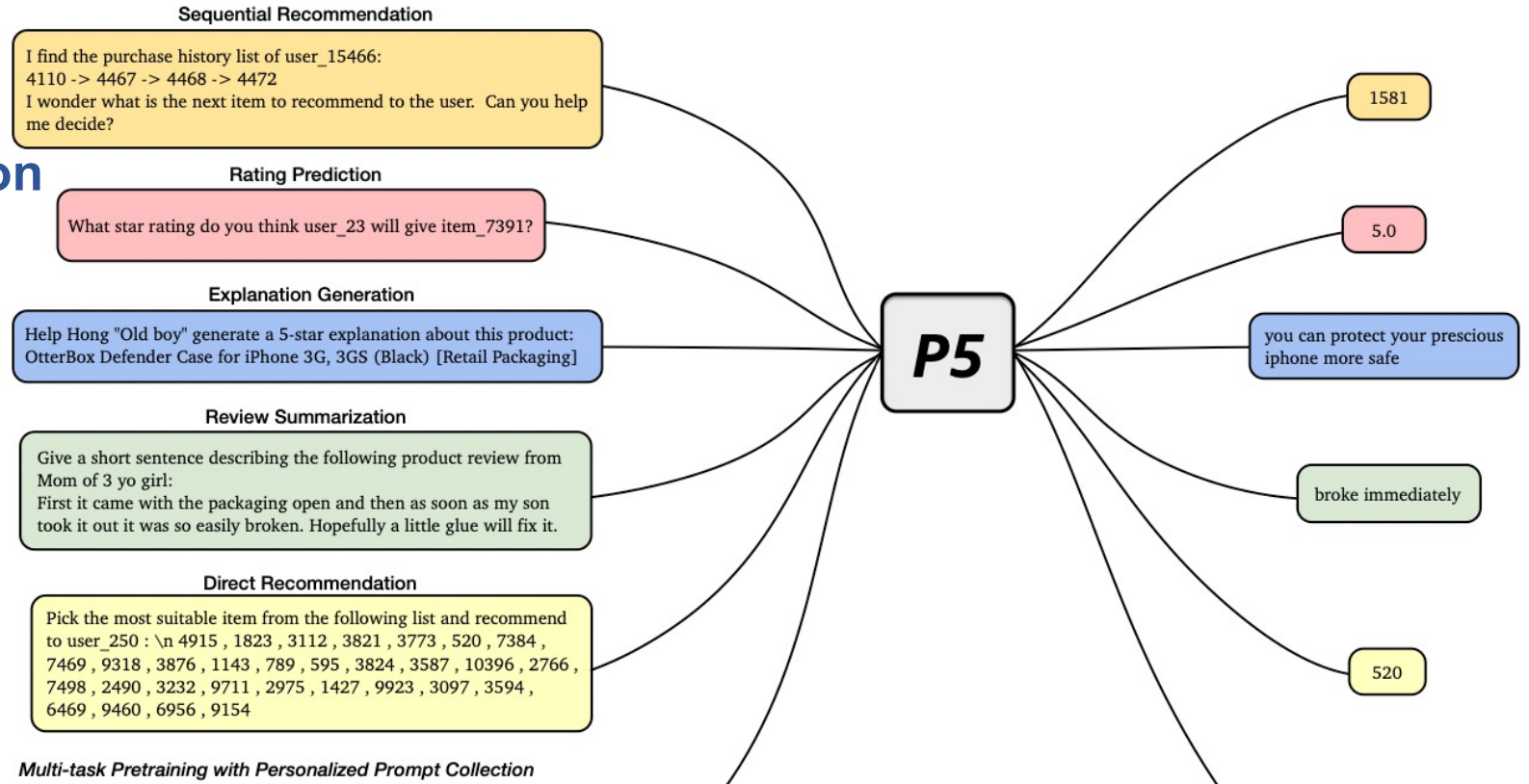
Figure 1: The overall framework of the proposed universal sequence representation learning approach (UniSRec).

Recommendation as NLP

□ P5: use natural language to describe different rec. tasks.

□ Multi-task prompts

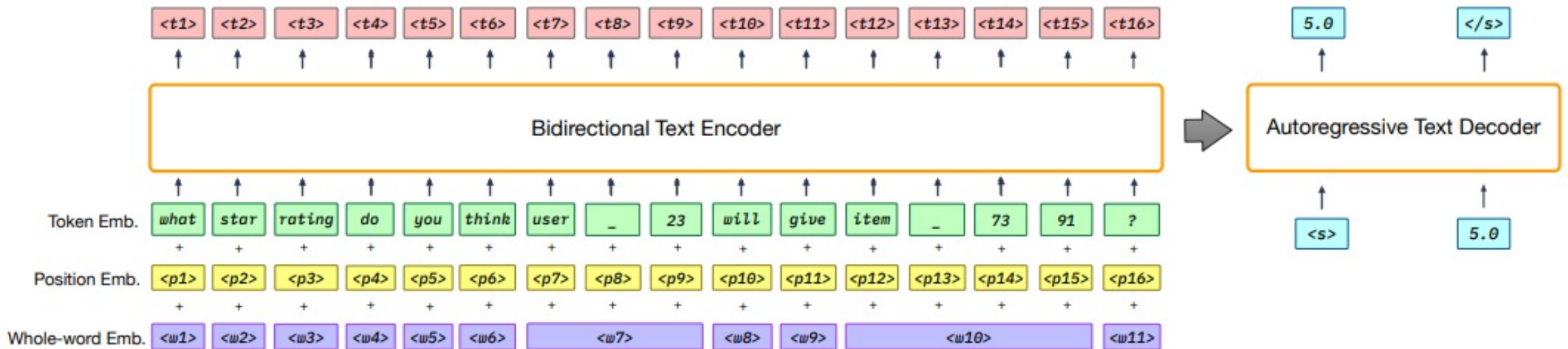
- Sequential recommendation
- Rating prediction
- Explain generation
- Review summarization
- Direct recommendation



Recommendation as NLP

□ P5 Architecture:

- Autoregressive decoding
- Users and items are represented with ID information



Recommendation as NLP

□ M6-Rec: represent users/item with plain texts and converting the tasks to either language understanding or generation

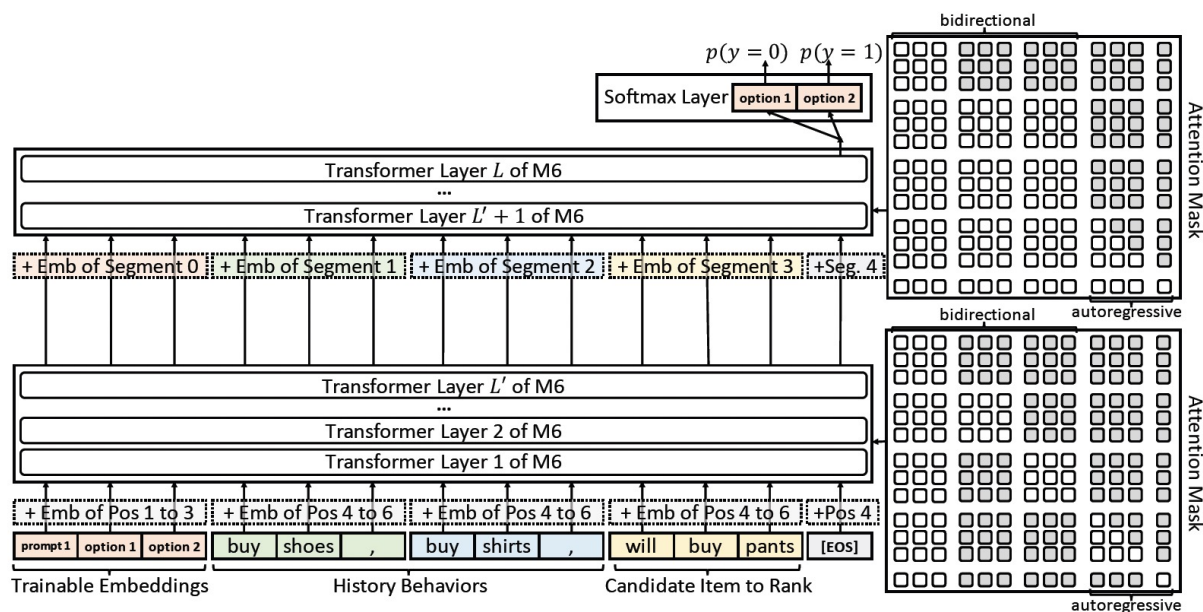
- Understanding (scoring) task: CTR, CVR prediction
- Generation task: personalized product design, explanation generation...
User description

M6 (~300M parameters)

[BOS'] December. Beijing, China. Cold weather. A male user in early twenties, searched “winter stuff” 23 minutes ago, clicked a product of category “jacket” named “men’s lightweight warm winter hooded jacket” 19 minutes ago, clicked a product of category “sweatshirt” named “men’s plus size sweatshirt stretchy pullover hoodies” 13 minutes ago, clicked ... [EOS']

[BOS] The user is now recommended a product of category “boots” named “waterproof hiking shoes mens outdoor”. The product has a high population-level CTR in the past 14 days, among the top 5%. The user clicked the category 4 times in the last 2 years. [EOS]

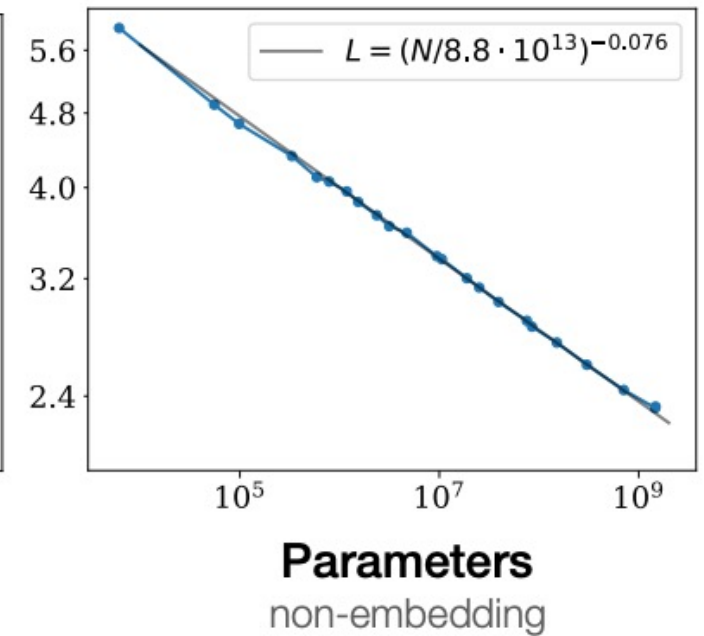
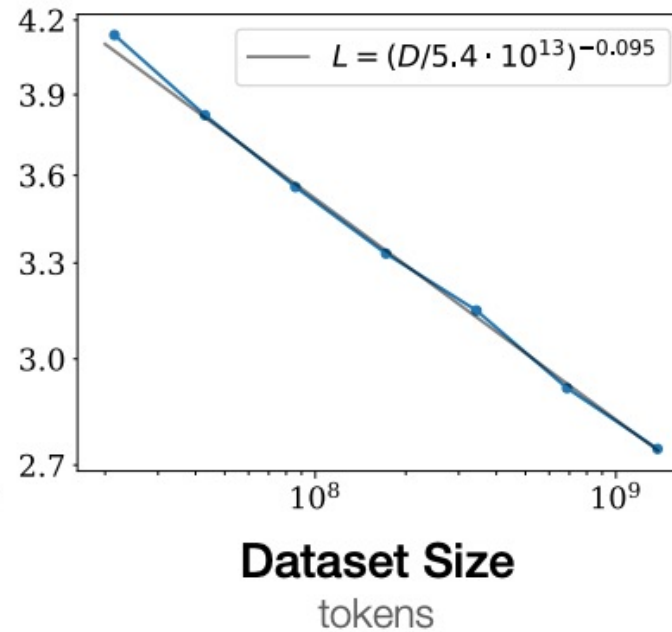
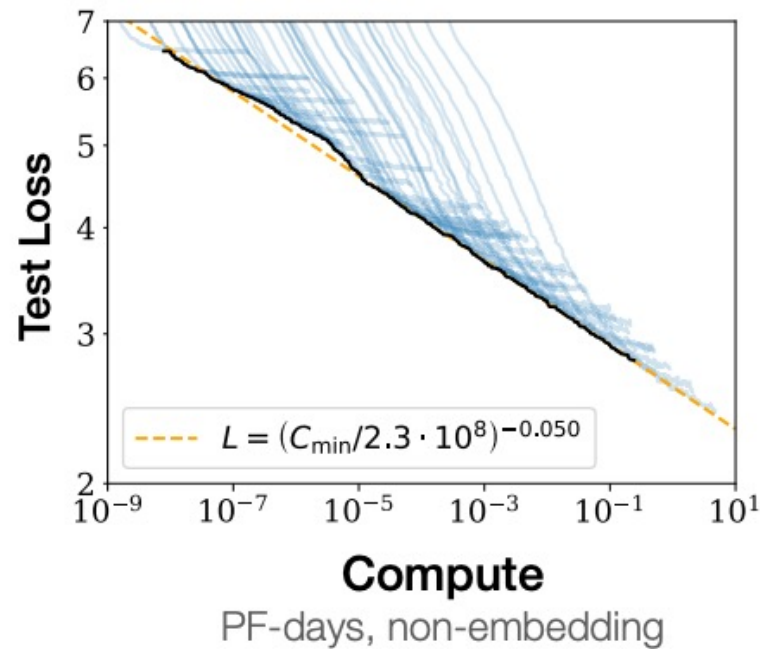
Item description



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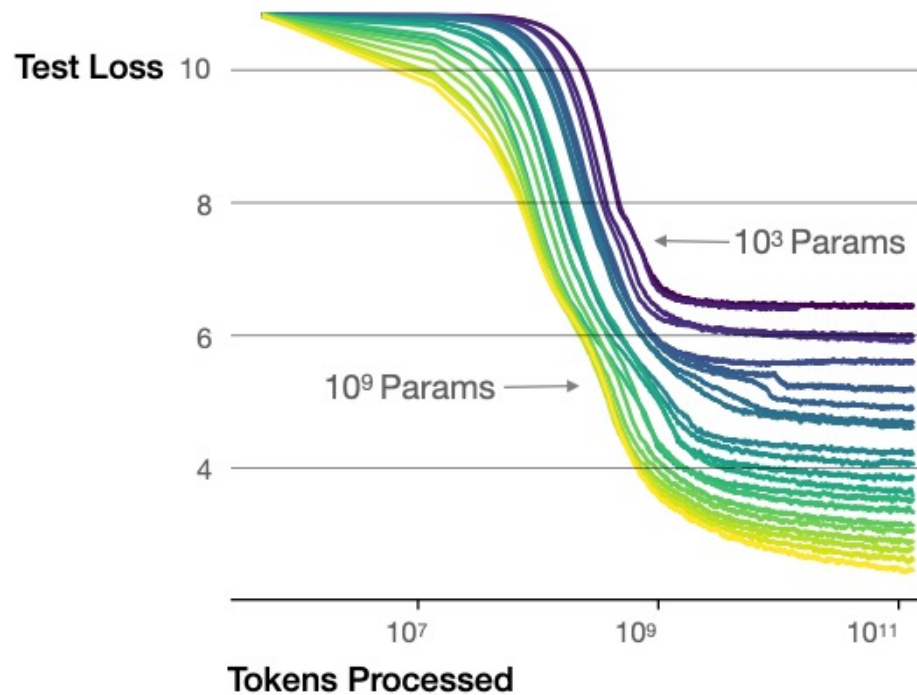
Scaling Laws

- The greater the amount of the data and the model parameters, the better the performance of the model
- Performance can be predicted

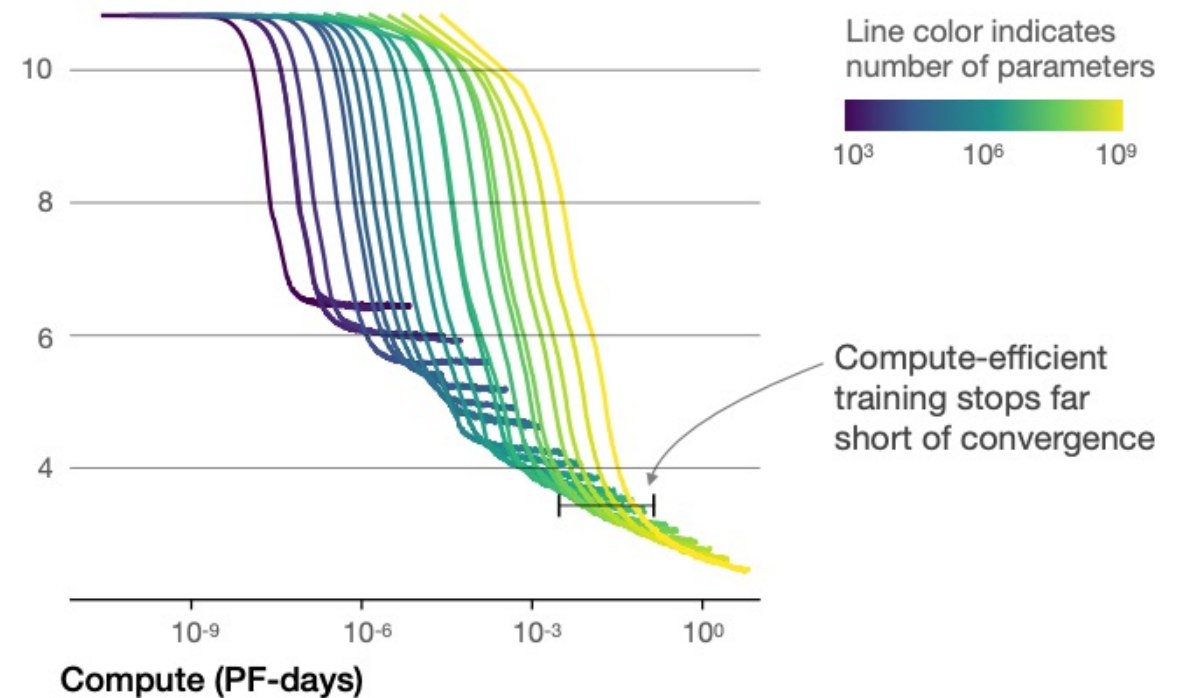


Scaling Laws

Larger models require **fewer samples** to reach the same performance



The optimal model size grows smoothly with the loss target and compute budget



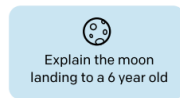
Developments of LLMs

Align with human

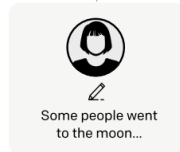
Step 1

Collect demonstration data, and train a supervised policy.

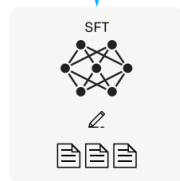
A prompt is sampled from our prompt dataset.



A labeler demonstrates the desired output behavior.



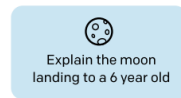
This data is used to fine-tune GPT-3 with supervised learning.



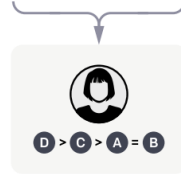
Step 2

Collect comparison data, and train a reward model.

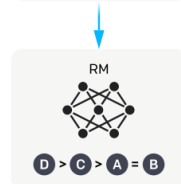
A prompt and several model outputs are sampled.



A labeler ranks the outputs from best to worst.



This data is used to train our reward model.



Step 3

Optimize a policy against the reward model using reinforcement learning.

A new prompt is sampled from the dataset.



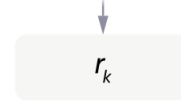
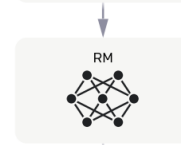
The policy generates an output.



The reward model calculates a reward for the output.

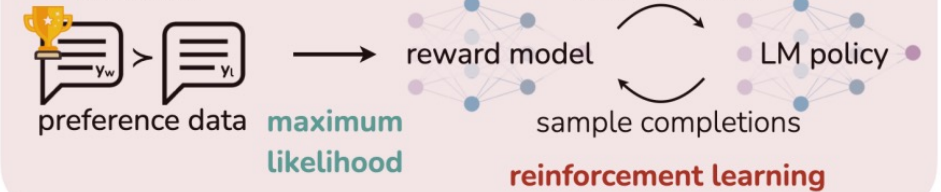


The reward is used to update the policy using PPO.



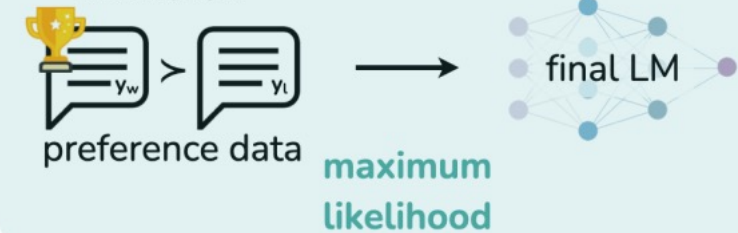
Reinforcement Learning from Human Feedback (RLHF)

x: "write me a poem about the history of jazz"



Direct Preference Optimization (DPO)

x: "write me a poem about the history of jazz"



Developments of LLMs



Total #models: 115. Total #votes: 1,450,208. Last updated: 2024-07-08.

NEW! View leaderboard for different categories (e.g., coding, long user query)! This is still in preview and subject to change.

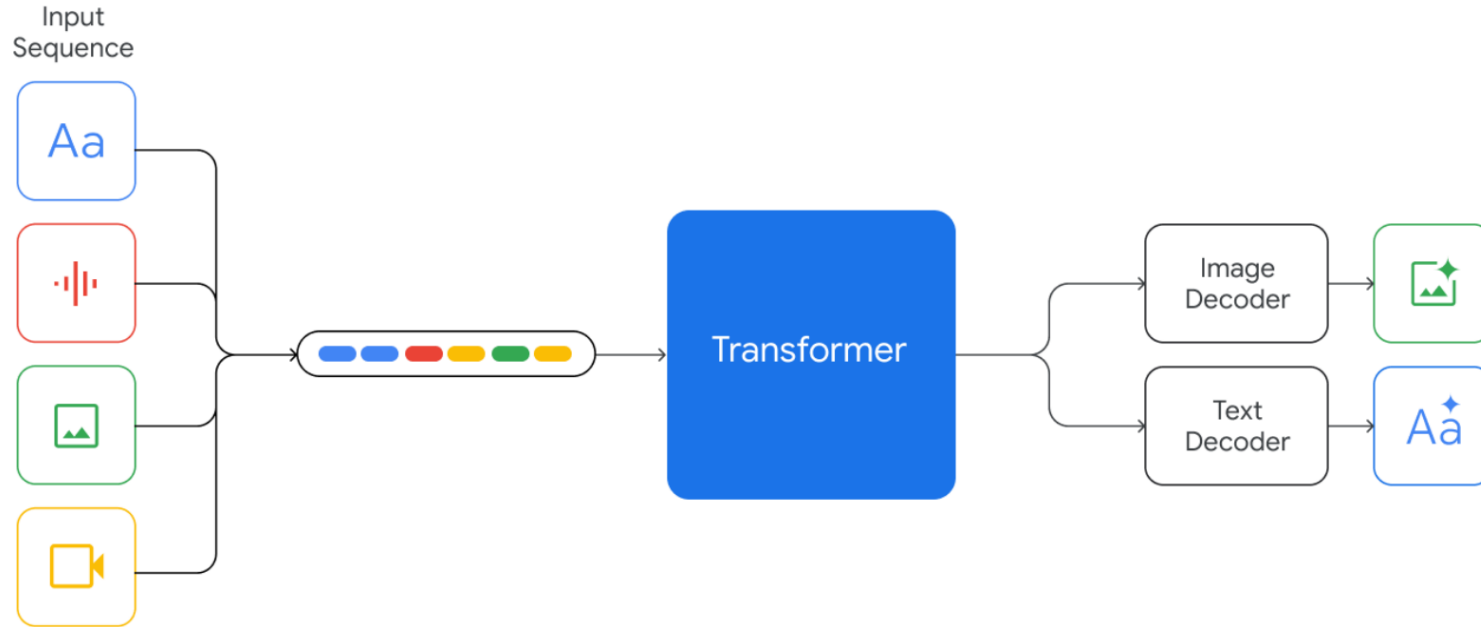
Code to recreate leaderboard tables and plots in this [notebook](#). You can contribute your vote at [chat.lmsys.org](#)!

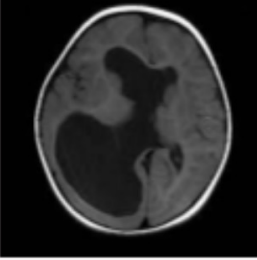
Category		Overall Questions					
Overall		#models: 115 (100%) #votes: 1,450,208 (100%)					
Rank* (UB)	Model	Arena Score	95% CI	Votes	Organization	License	Knowledge Cutoff
1	GPT-4o-2024-05-13	1287	+3/-3	56905	OpenAI	Proprietary	2023/10
2	Claude_3.5_Sonnet	1272	+4/-4	24913	Anthropic	Proprietary	2024/4
2	Gemini-Advanced-0514	1267	+3/-3	42981	Google	Proprietary	Online
3	Gemini-1.5-Pro-API-0514	1262	+3/-3	49828	Google	Proprietary	2023/11
4	Gemini-1.5-Pro-API-0409-Preview	1258	+3/-3	55567	Google	Proprietary	2023/11
4	GPT-4-Turbo-2024-04-09	1257	+3/-4	72512	OpenAI	Proprietary	2023/12
6	GPT-4-1106-preview	1251	+3/-3	86474	OpenAI	Proprietary	2023/4
7	Claude_3_Opus	1248	+2/-2	143189	Anthropic	Proprietary	2023/8
8	GPT-4-0125-preview	1246	+3/-2	79732	OpenAI	Proprietary	2023/12
9	Yi-Large-preview	1241	+3/-4	47636	01 AI	Proprietary	Unknown
11	Gemini-1.5-Flash-API-0514	1229	+3/-3	43427	Google	Proprietary	2023/11
12	Gemma-2-27B-it	1216	+7/-6	13030	Google	Gemma license	2024/6
12	Yi-Large	1216	+6/-5	12419	01 AI	Proprietary	Unknown
12	Bard_(Gemini_Pro)	1209	+4/-6	11830	Google	Proprietary	Online
12	Nemotron-4-340B-Instruct	1208	+5/-5	19143	Nvidia	NVIDIA Open Model	2023/6

Model	Average
Qwen/Qwen2-72B-Instruct	42.49
meta-llama/Meta-Llama-3-70B-Instruct	36.18
Qwen/Qwen2-72B	35.13
mistralai/Mixtral-8x22B-Instruct-v0.1	33.89
HuggingFaceH4/zephyr-orpo-141b-A35b-v0.1	33.77
microsoft/Phi-3-medium-4k-instruct	32.67
01-ai/Yi-1.5-34B-Chat	32.63
CohereForAI/c4ai-command-r-plus	30.86
internlm/internlm2_5-7b-chat	30.46
Qwen/Qwen1.5-110B	29.56
abacusai/Smaug-72B-v0.1	29.56
Qwen/Qwen1.5-110B-Chat	29.22

More and more LLMs have shown powerful capabilities

Developments of LLMs



Prompt	GPT-4V Response	Result
Which side of the brain is the hydrocephalus located on in this image? 	GPT-4V Response 1 The hydrocephalus in this image appears to be located on the left side of the brain.	Wrong Answer
	GPT-4V Response 2 The hydrocephalus in the image appears to be located on the right side of the brain.	Correct Answer
	GPT-4V Response 3 The hydrocephalus in this image appears to be located on the right side of the brain (from the viewer's perspective). However, it's important to note that medical images are typically viewed in a "radiological convention," where the right side of the image corresponds to the patient's left side...	Correct Answer

- ❑ Multi-model to Multi-model unified model is now developing at a rapid pace.
- ❑ E.g. GPT-4o Gemini Claude-3.5

Augmented capabilities of LLMs

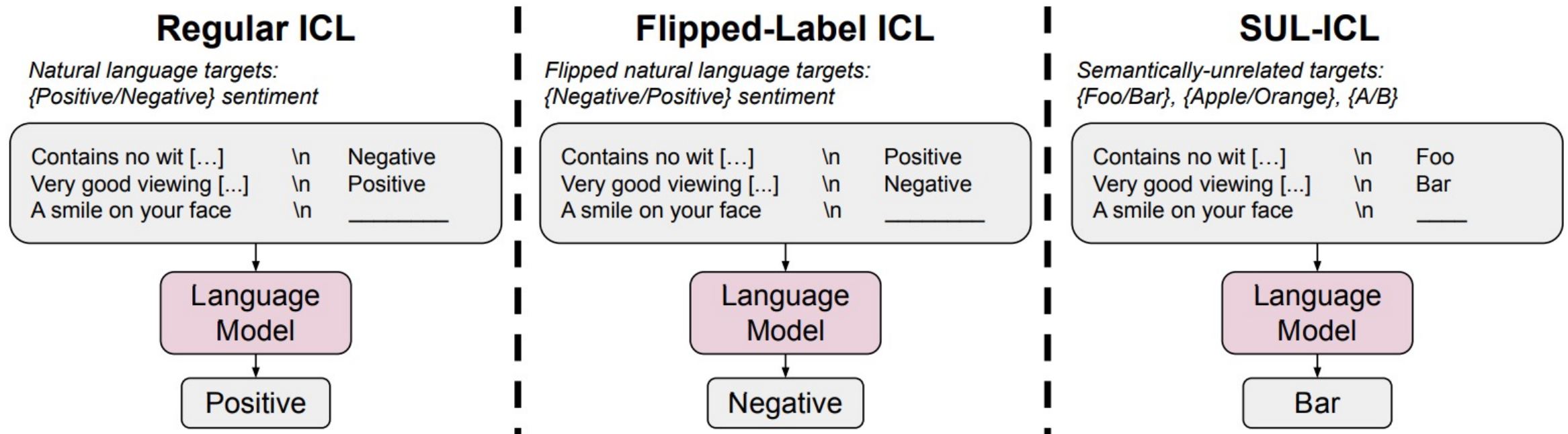


- ❑ Emergent abilities of LLM
 - ❑ Sufficient world knowledge
 - ❑ Chatting
 - ❑ Incontext Learning & Instruction Following
 - ❑ Reasoning & Planning
 - ❑ Tool using
 - ❑ LLM as an Agent
 - ❑ ...

Augmented capabilities of LLMs

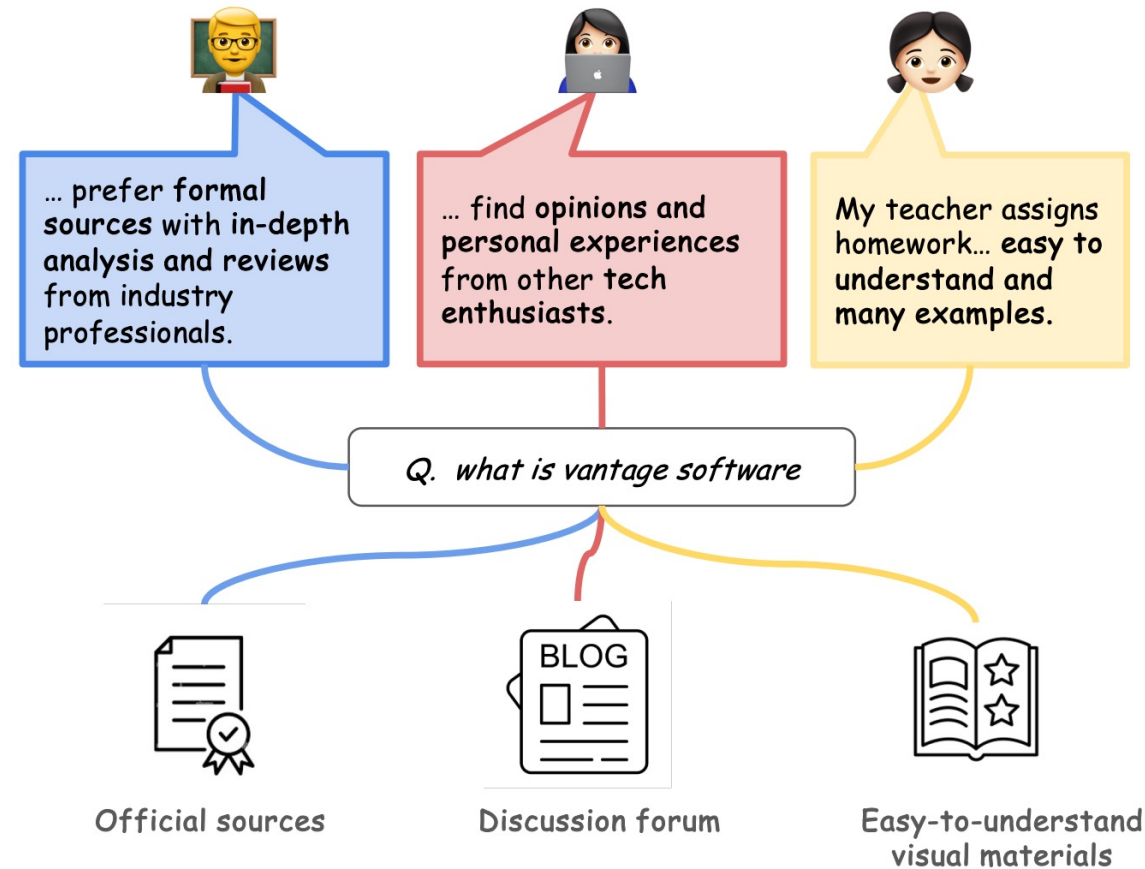
□ In-context Learning

- Following their example to override the semantic prior



Augmented capabilities of LLMs

□ Instruction following



□ Reasoning & Planning

- LLM can decompose the problem into simple sub-problems to improve their ability

Standard Prompting

Model Input

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

Model Output

A: The answer is 27. ❌

Chain-of-Thought Prompting

Model Input

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: Roger started with 5 balls. 2 cans of 3 tennis balls each is 6 tennis balls. $5 + 6 = 11$. The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

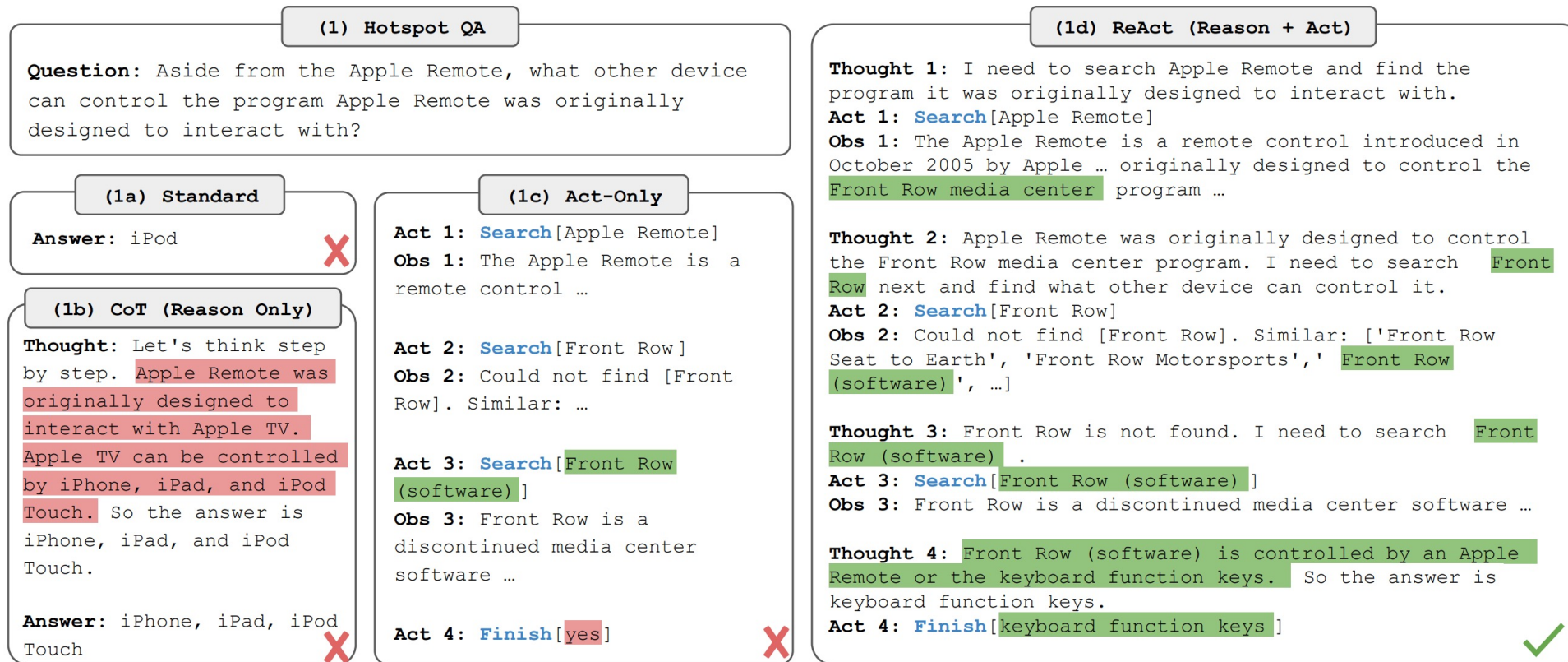
Model Output

A: The cafeteria had 23 apples originally. They used 20 to make lunch. So they had $23 - 20 = 3$. They bought 6 more apples, so they have $3 + 6 = 9$. The answer is 9. ✅

Augmented capabilities of LLMs

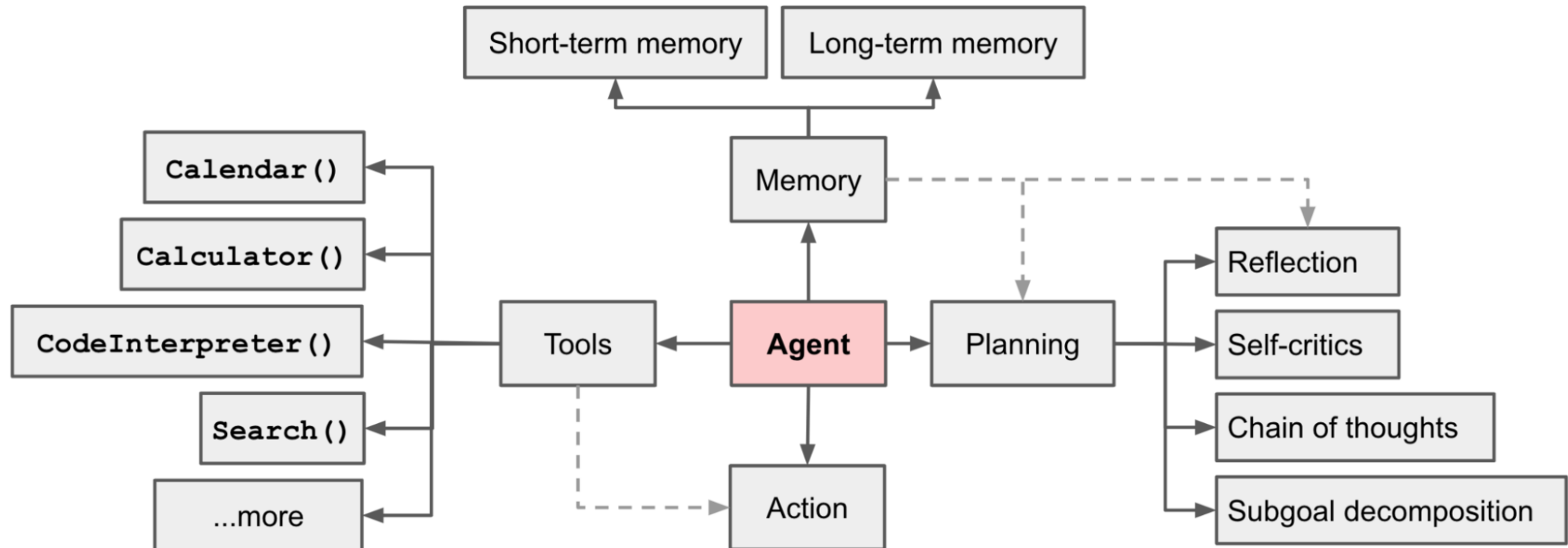
Reasoning & Planning

- LLM can break down the target task according to the environment and develop a



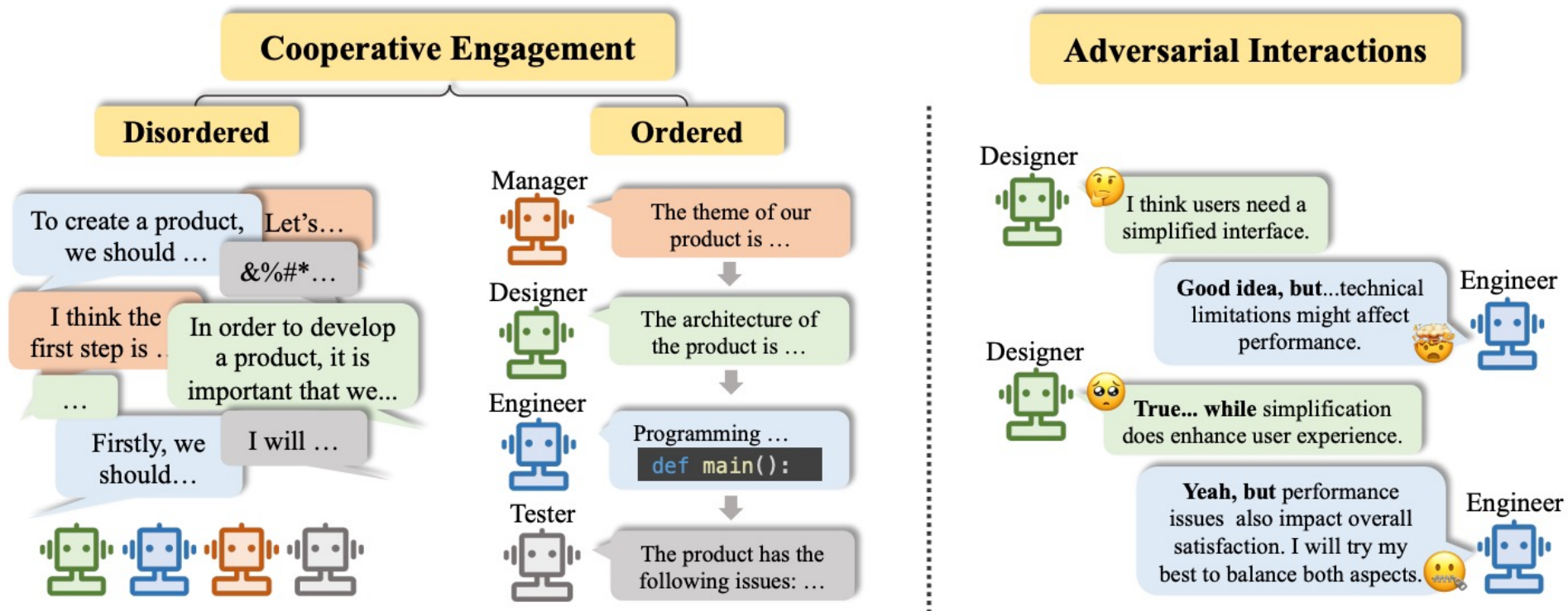
Augmented capabilities of LLMs

□ LLM as an Agent



Multi-Agent

- Group intelligence surpasses individual intelligence
- Cooperative for complementary / Adversarial for advancement



□ How recommender systems benefit from LLMs

- Representation:

Textual feature,
item representation,
knowledge representation

- Interaction:

Acquire user information
needs via dialog (**chat**)

- Generalization:

cross-domain, knowledge
compositional-
generalization

- Generation:

Personalized content
generation,
explanation generation

- Learning paradigm: Pretrain-finetune, Instruction-tuning, Preference-alignment

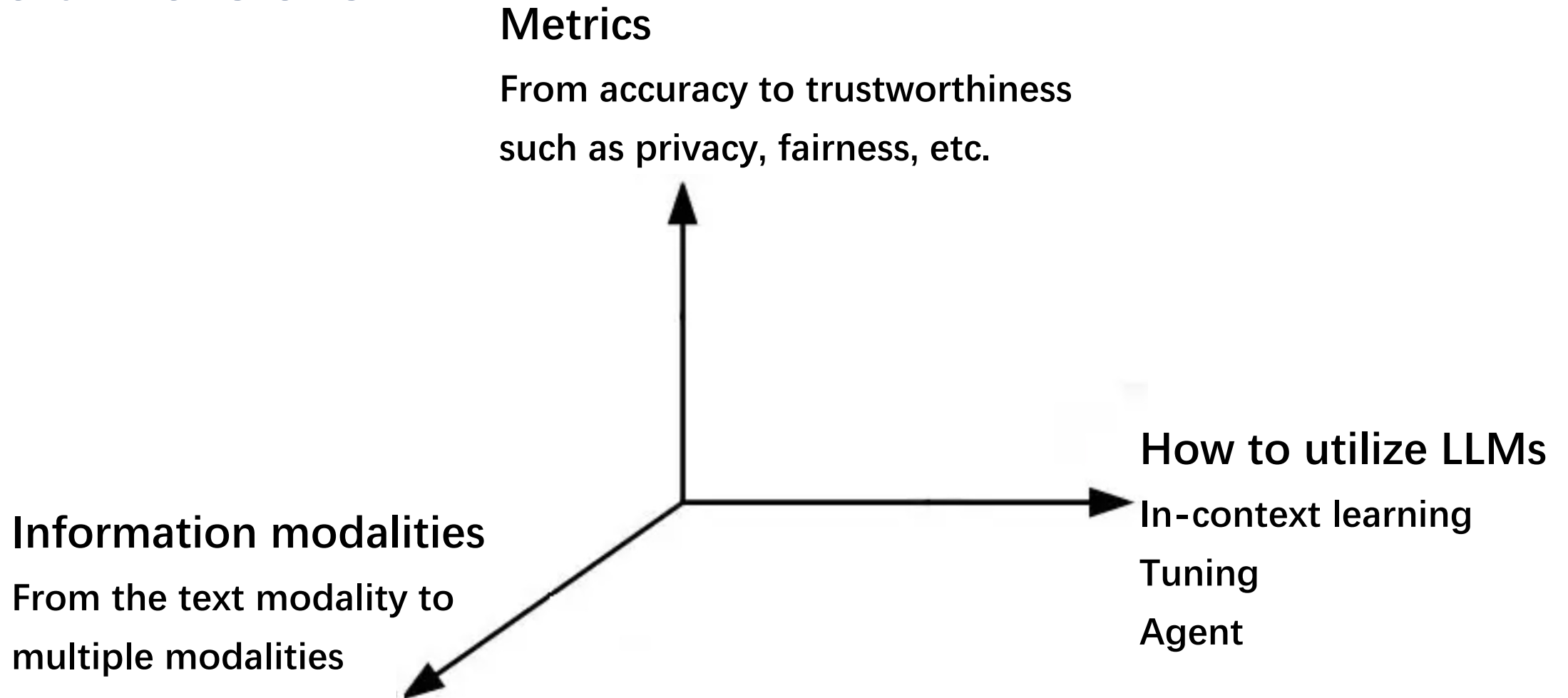
- Model architecture: Transformer, Self-attention,

□ Key Challenge

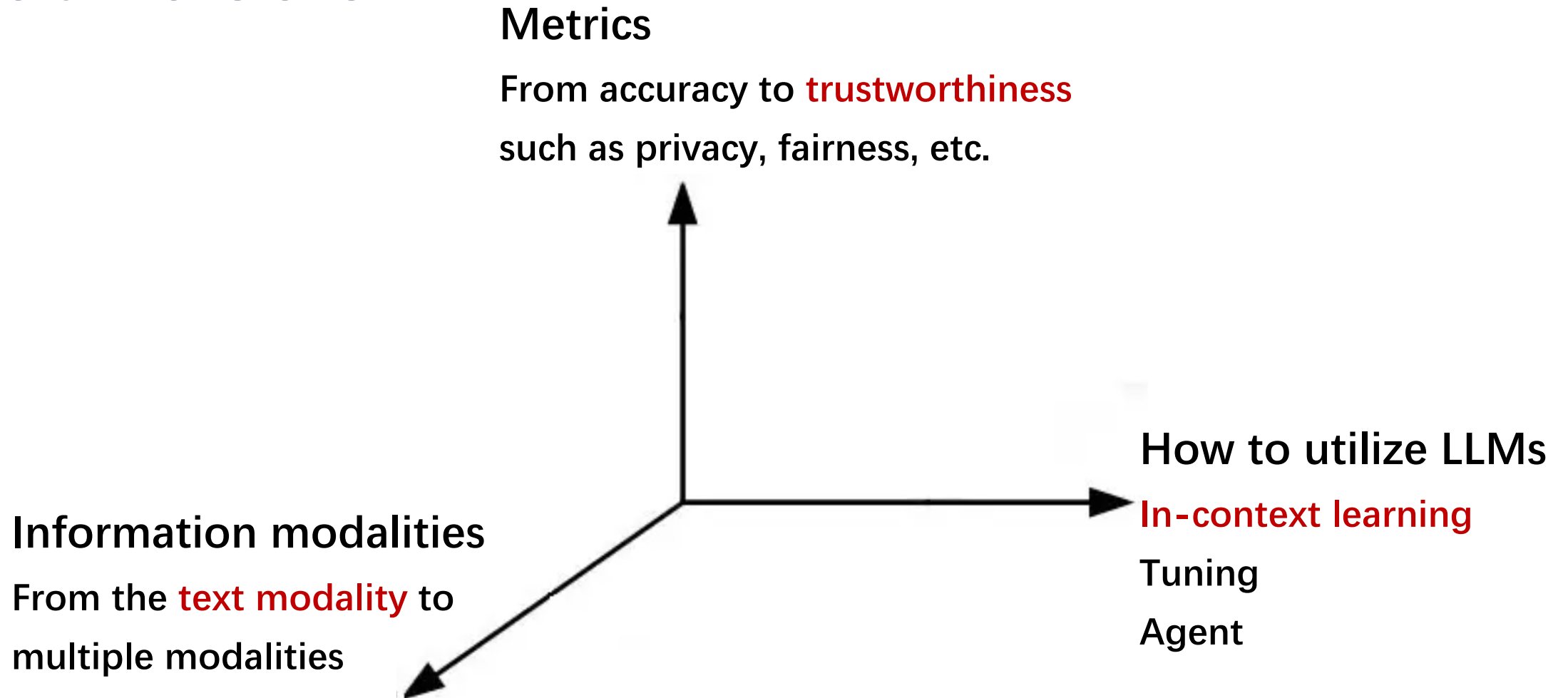
- Mismatch between pretraining objective and recommendation
- Tend to rely on semantics, and another important aspect of recommendation tasks is collaborative information.

- Introduction
- Background: LM & LM4Rec
- **The progress of LLM4Rec**
 - **Development of LLMs**
 - **LLMs for Recommendation**
 - **ICL**
 - **Tuning**
 - **Agent**
- Open Problems
- Conclusions

Three dimensions:



Three dimensions:

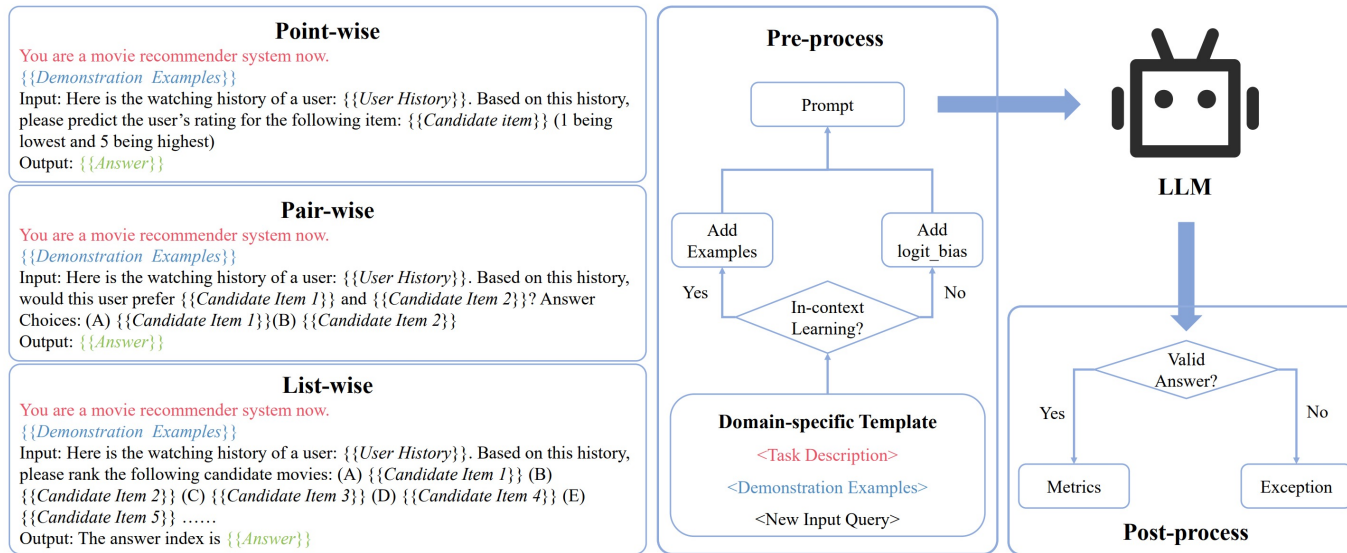


□ In-context learning

- LLMs has rich world knowledge, wonderful abilities like reasoning, instruction following, in-context learning.
- The LLMs itself could be leveraged for recommendation by in context learning.
- Existing works on in-context learning:
 - Ask LLM for recommendation
 - Serving as knowledge augmentation for traditional recsys
 - Optimize the prompt used for recommendation
 - Directly used for conversational recommender system

❑ **In-context learning:** directly ask LLMs for recommendation

- Prompt construction



Three different ways of measuring ranking abilities:

$$\hat{y}'_i = LLM_{\text{point}}(I, \mathcal{D}, f(\mathbf{h}', \mathbf{c}' | u))$$

$$\hat{y}'_{i_m > i_n} = LLM_{\text{pair}}(I, \mathcal{D}, f(\mathbf{h}', \mathbf{c}' | u))$$

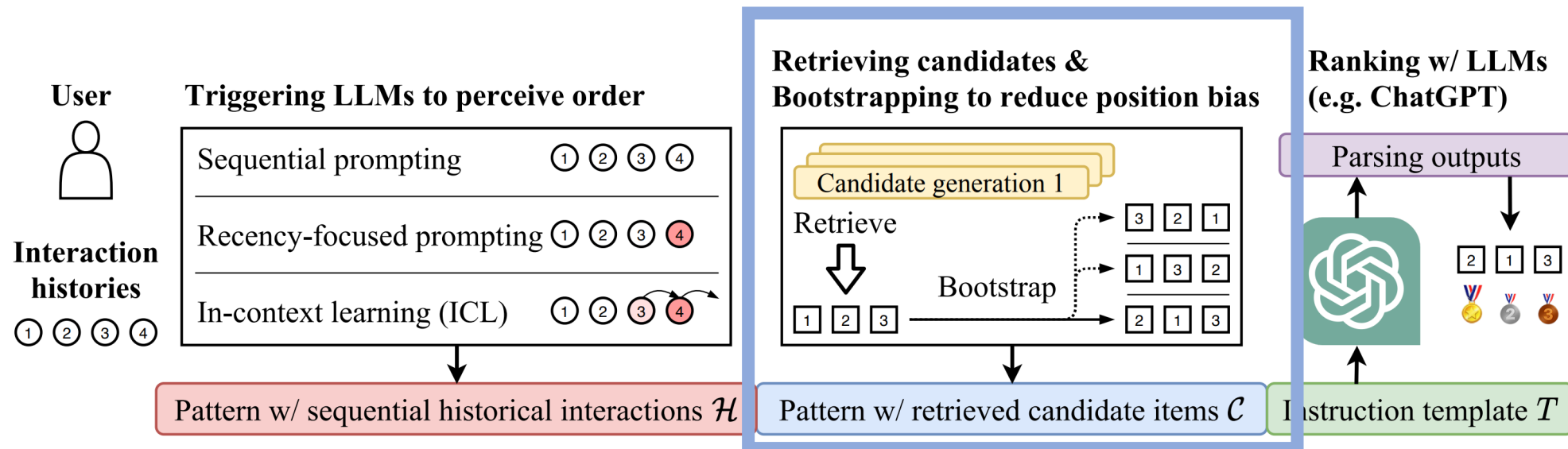
$$\hat{y}'_{i_1}, \hat{y}'_{i_2}, \dots, \hat{y}'_{i_k} = LLM_{\text{list}}(I, \mathcal{D}, f(\mathbf{h}', \mathbf{c}' | u))$$

Figure 1: The overall evaluation framework of LLMs for recommendation. The left part demonstrates examples of how prompts are constructed to elicit each of the three ranking capabilities. The right part outlines the process of employing LLMs to perform different ranking tasks and conduct evaluations.

□ In-context learning: re-ranking given candidate items

□ Task formulation:

- Using **historical interaction** to rank items retrieved by existing recsys.
- **Input:** language instructions created with historical interactions and candidate items
- **Output:** ranking of the candidate items



❑ In-context learning: ranking given candidated items

❑ Tree types of prompts:

- **Sequential prompting: describing History using language**

"I've watched the following movies in the past in order: '0. Multiplicity', '1. Jurassic Park', . . ."

- **Recency-focused prompting: emphasize most recent interactions**

"I've watched the following movies in the past in order: '0. Multiplicity', '1. Jurassic Park', . . . Note that my most recently watched movie is Dead Presidents. . ."

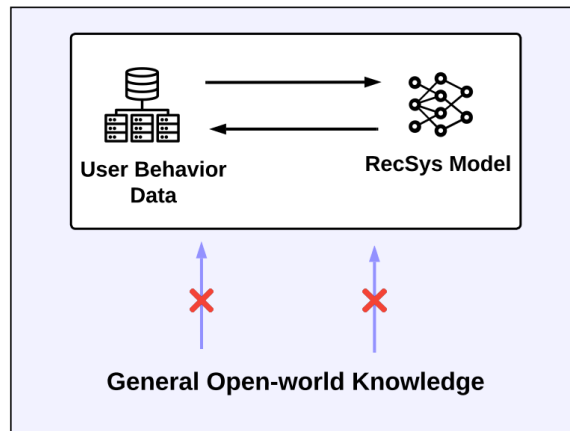
- **In-context learning (ICL): providing recommendation example**

"If I've watched the following movies in the past in order: '0. Multiplicity', '1. Jurassic Park', . . ., then you should recommend Dead Presidents to me and now that I've watched Dead Presidents, then . . ."

❑ In-context learning: knowledge enhancement

❑ Traditional RecSys vs ICL-based RecSys

Traditional RecSys



Inference fast but being colsed system, generating recommendations relying on local dataset

Directly ask LLMs for recommendaiton



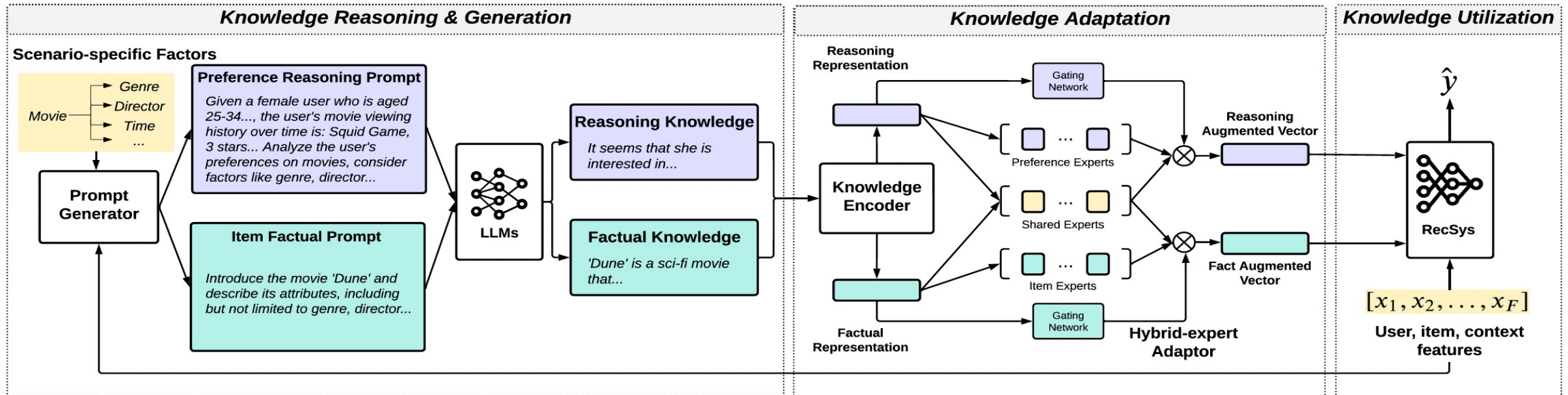
Given the user's historical interactions, please determine whether the user will enjoy the target new movie by answering "Yes" or "No".

Could **leverage open-world knowledge**, but:

- 1) not trained on specific recommendation task
- 2) Inference slowly
- 3) hard to correctly answer compoitional questions

Extract and inject LLM's world knowledge into traditional recommender system

□ In-context learning: knowledge enhancement



Obtain knowledge beyond local rec dataset:

- 1) Generate reasoning knowledge on user preference (factors affect preference)
- 2) Generate factual knowledge about items

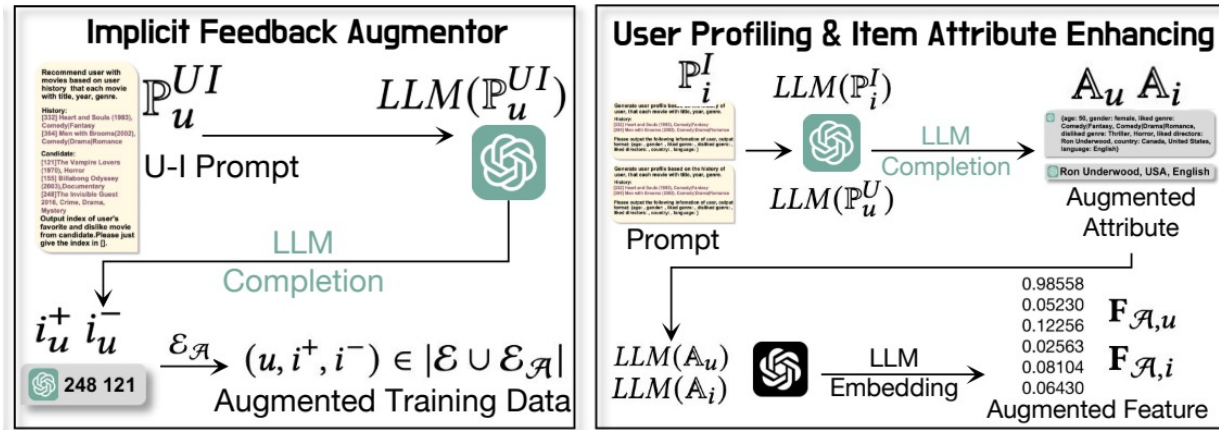
Knowledge Adaptation Stage

encode the textual knowledge and mapping it into recommendation space

Knowledge Utilization

Use the knowledge obtained from LLMs as additional features

□ ICL knowledge enhancement for Graph-based Recommendation



- 1) Augmenting user-item interactions
- 2) Enhancing item attributes
- 3) User profiling

Recommend user with movies based on user history that each movie with title, year, genre.

History:
 [332] Heart and Souls (1993), Comedy|Fantasy
 [364] Men with Brooms(2002), Comedy|Drama|Romance

Candidate:
 [121]The Vampire Lovers (1970), Horror
 [155] Billabong Odyssey (2003),Documentary
 [248]The Invisible Guest 2016, Crime, Drama, Mystery

Output index of user's favorite and dislike movie from candidate. Please just give the index in [].

248 121

(a) Implicit Feedback

Generate user profile based on the history of user, that each movie with title, year, genre.

History:
 [332] Heart and Souls (1993), Comedy|Fantasy
 [364] Men with Brooms (2002), Comedy|Drama|Romance

Please output the following information of user, output format: {age: , gender: , liked genre: , disliked genre: , liked directors: , country: , language: }

{age: 50, gender: female, liked genre: Comedy|Fantasy, Comedy|Drama|Romance, disliked genre: Thriller, Horror, liked directors: Ron Underwood, country: Canada, United States, language: English}

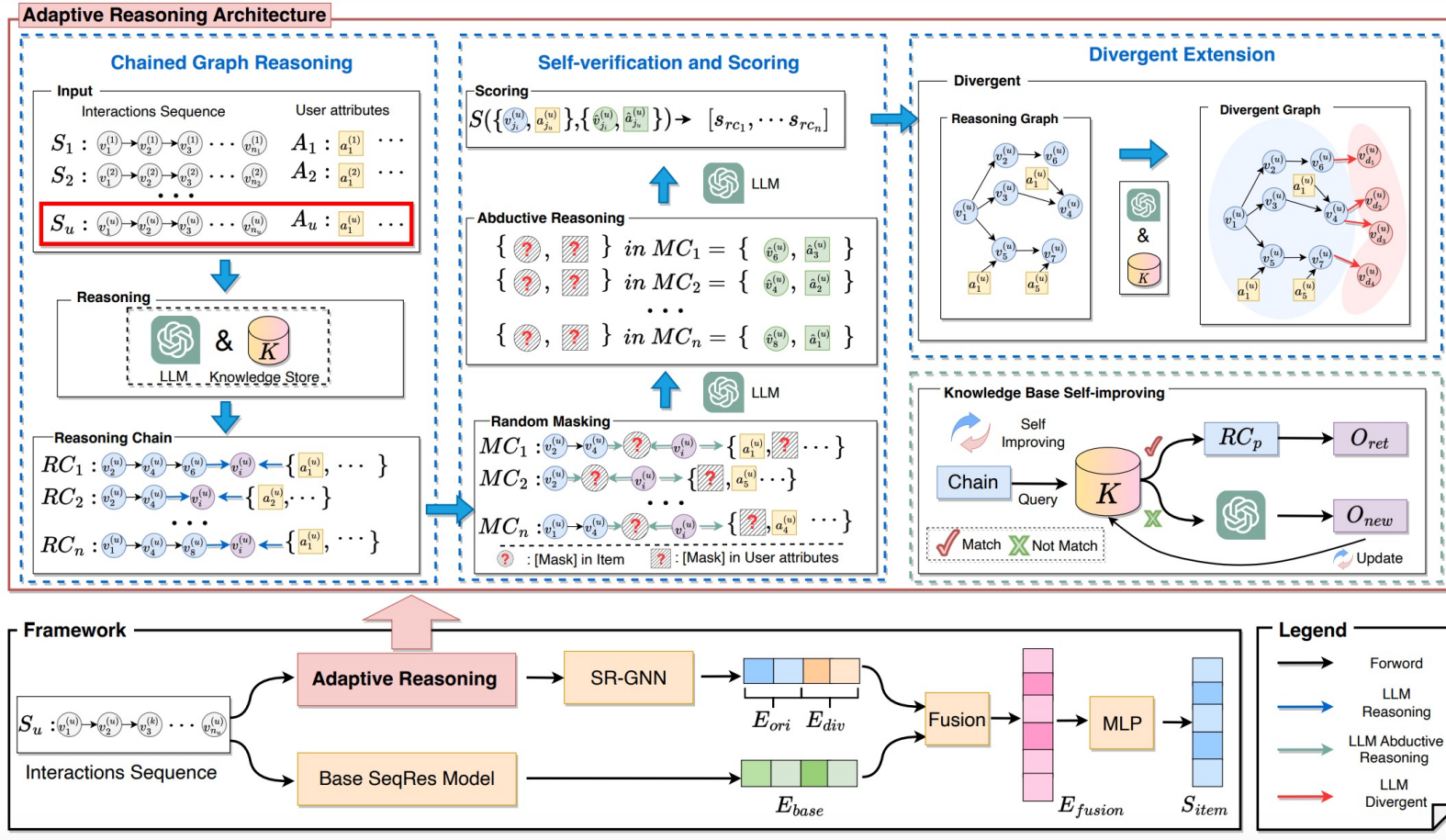
(b) User Profile

Provide the inquired information of the given movie. [332] Heart and Souls (1993), Comedy|Fantasy
 The inquired information is: director, country, language. And please output them in form of: director, country, language

Ron Underwood, USA, English

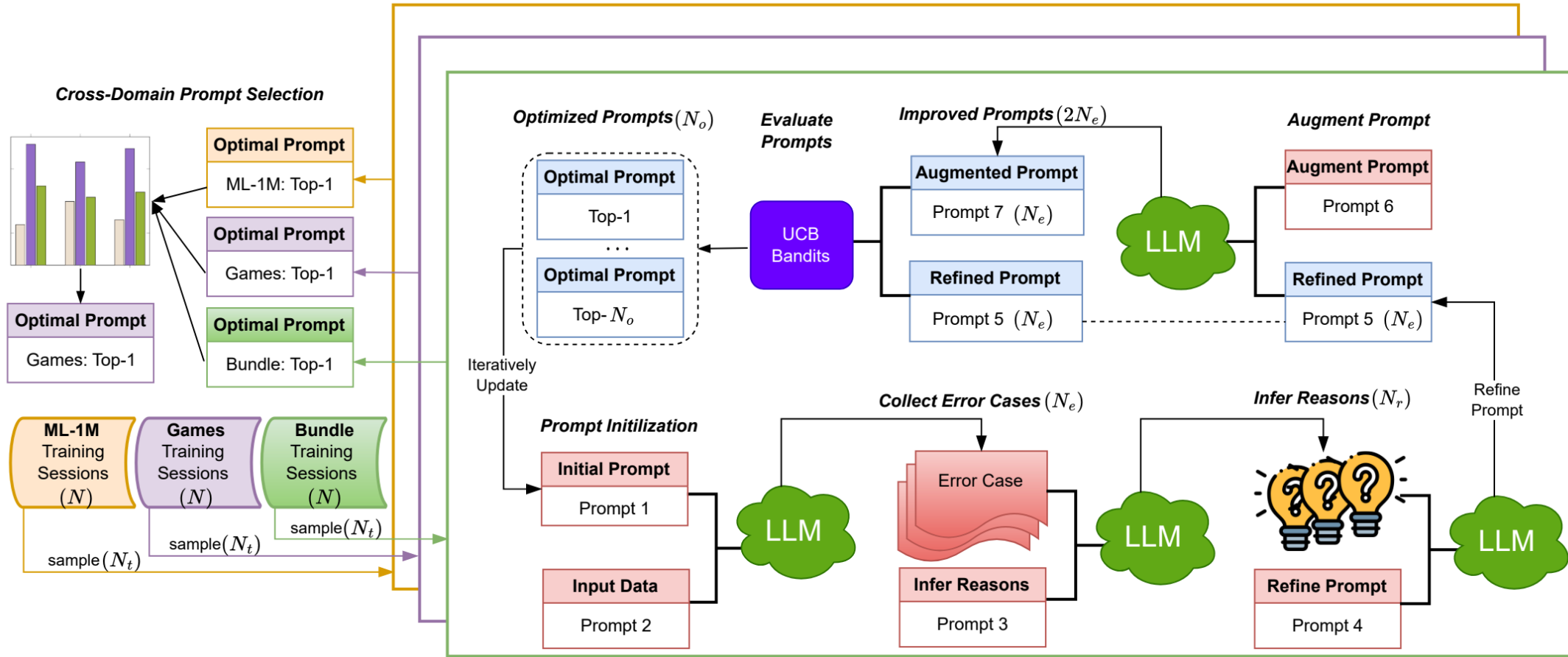
(c) Item Attribute

ICL → reasoning graph → enhancement for recommender systems



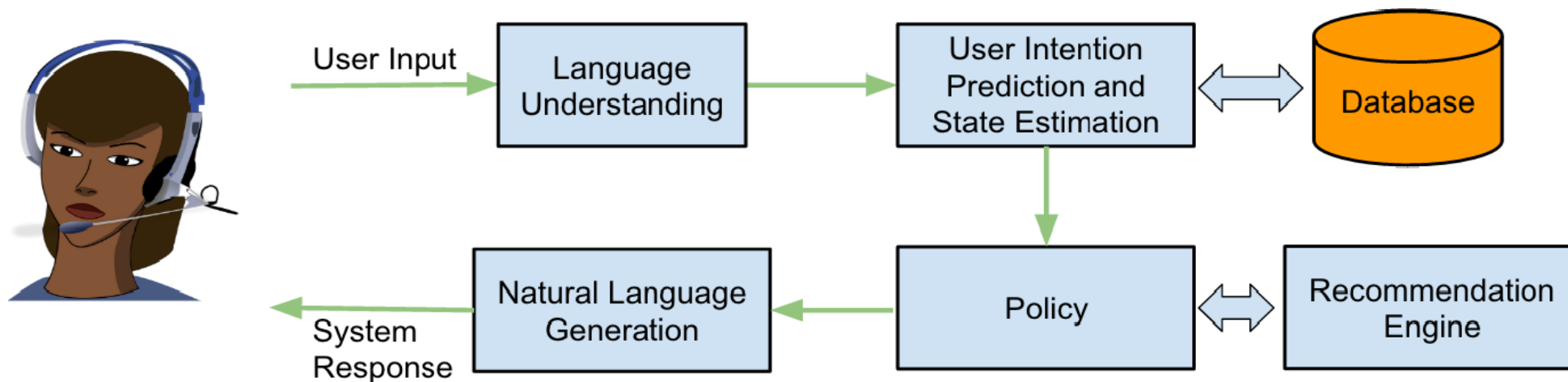
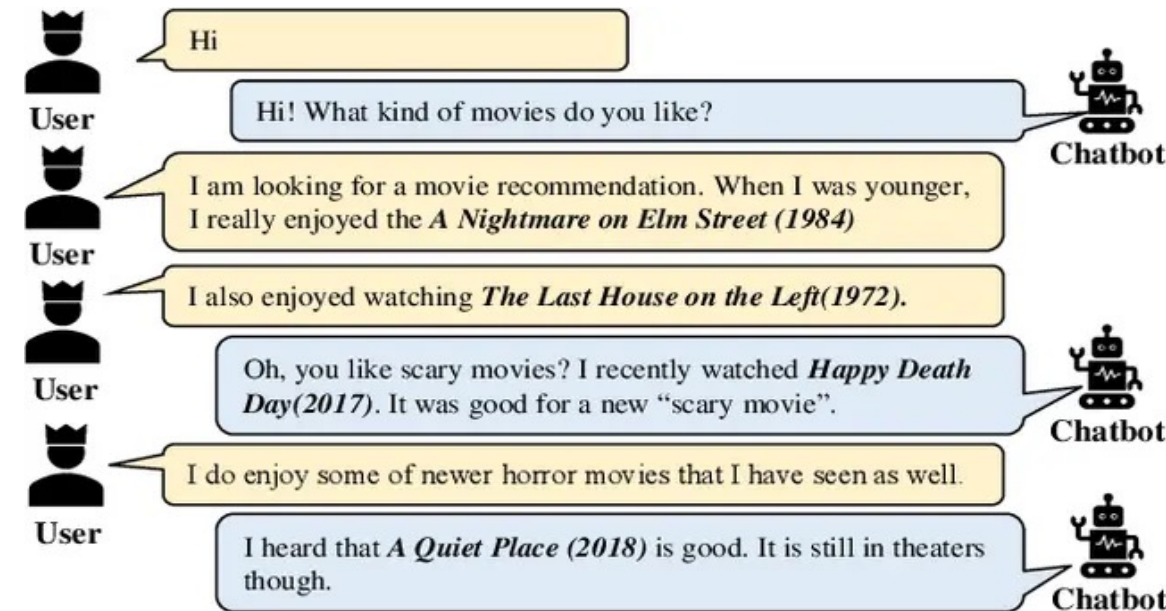
- 1) Generate reasoning chains for user interactions
- 2) Extend the user interaction to multiple recommendations via LLM reasoning
- 3) Score, verify and then filter the reasoning chains
- 4) Maintain a DB of reasoning chains for inference

□ ICL: Automatically adjust and optimize prompts for recommendation

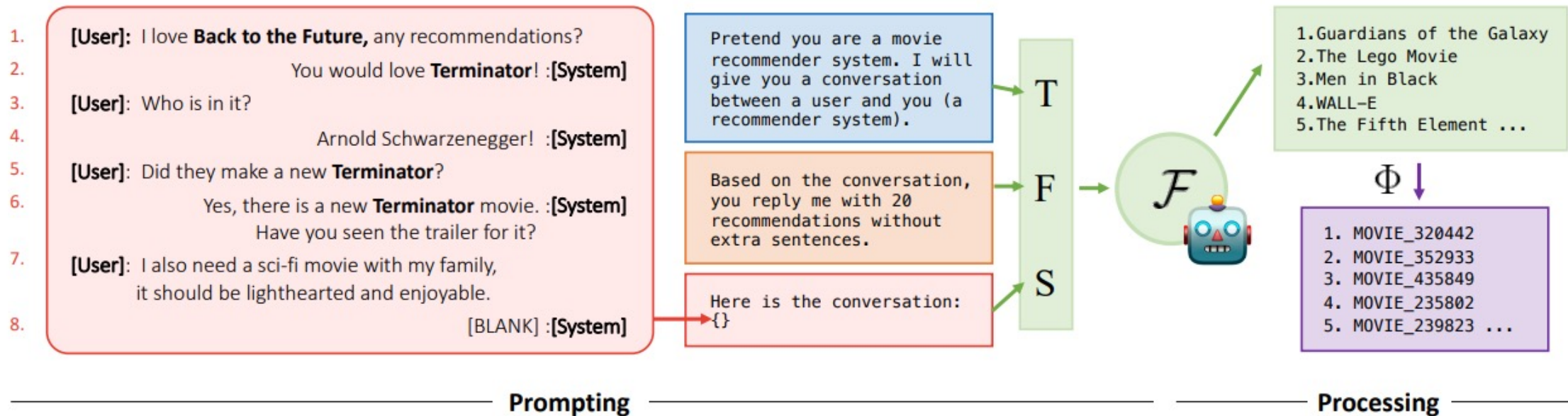


■ ICL for conversational recommender system

- Users chat with chatbot with natural language
- Chatbot analyses user interest
- Chatbot provide recommendaiton



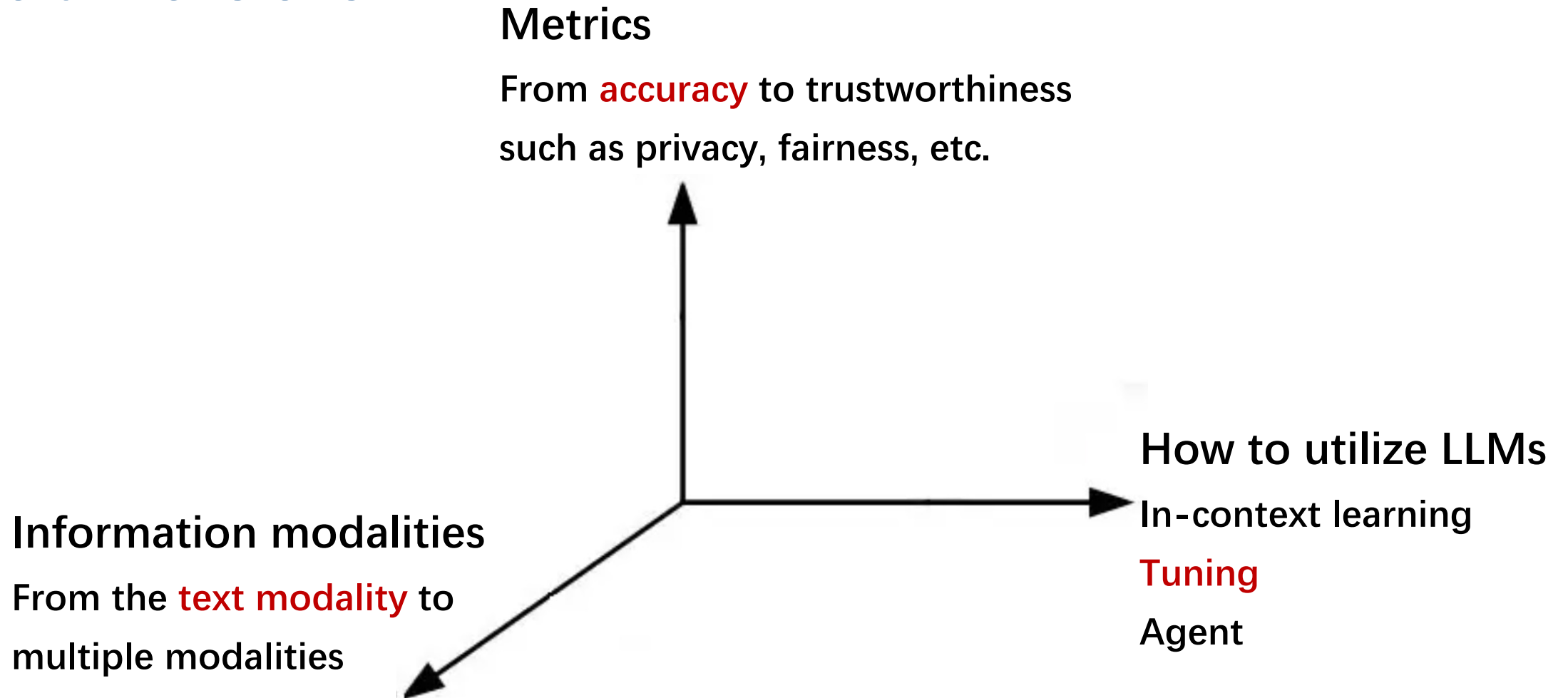
■ Framework



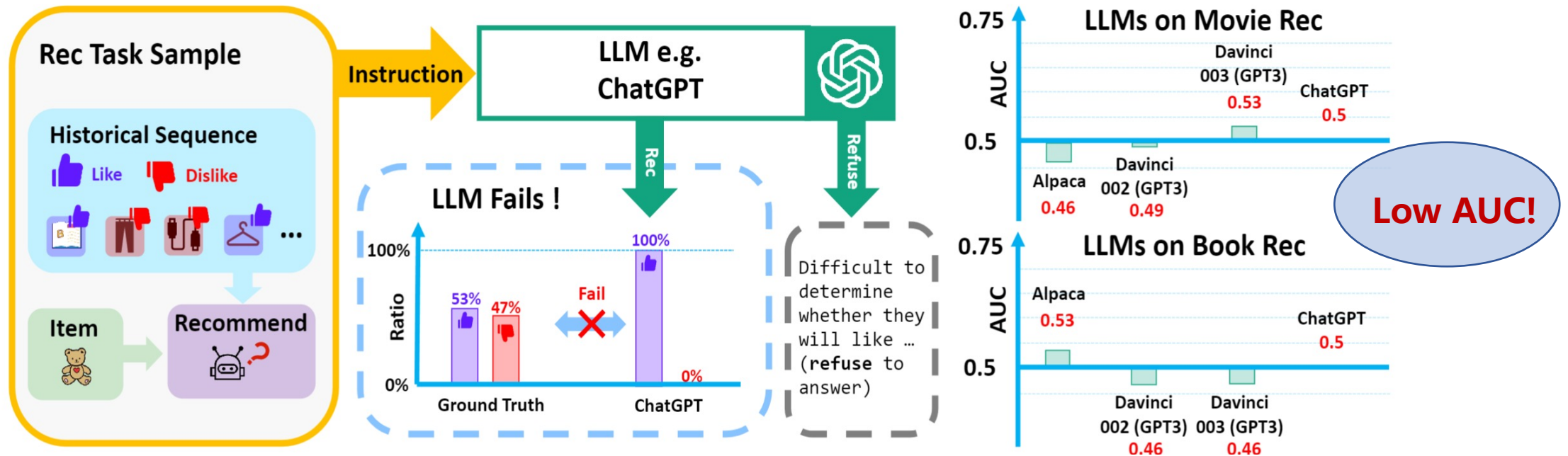
ICL for conversational recommender system

- Input: task description T , format requirement F and conversation context S
- LLMs analys the input data
- LLMs generate the recommendation list

Three dimensions:



- ❑ In-context learning is not enough.
- ❑ In complex scenarios, ChatGPT usually gives **positive ratings** or **refuse to answer**.



Need to **align** LLM with recommendation task!

Motivation: lack of recommendation task tuning in LLM pre-training

→ tune LLMs with the recommendation data to align with the recommendation task

Existing work on tuning LLMs for recommendation:

Discriminative manner

Following **traditional rec task**,
provide candidates:
pointwise, pairwise, listwise

PEFT tuning

TALLRec [1]
LLM-TRSR [5]
LLamaRec [4]
GLRec[8]

Full tuning

InstructRec[2]
LLMUnderPre[3]
.....

Generative manner

Following **the pretraining task**,
do not provide candidates:
directly generate items

BigRec [6]
TransRec [7]
LC-Rec [10]
GIRL[9]

[1] Bao et al. Recsys, TALLRec: An Effective and Efficient Tuning Framework to Align Large Language Model with Recommendation. 2023
[2] Zhang et al. Recommendation as instruction following: a large language model empowered recommendation approach. 2023.
[3] Kang et al. Do LLMs Understand User Preferences? Evaluating LLMs on User Rating Prediction. 2023.
[4] Yue et al. LlamaRec: Two-Stage Recommendation using Large Language Models for Ranking. 2023.
[5] Zhi Zheng et al. Harnessing Large Language Models for Text-Rich Sequential Recommendation. 2024.

[6] Bao et al. A Bi-step Grounding Paradigm for Large Language Models in Recommender system. 2023.

[7] Lin et al. A Multi-facet Paradigm to Bridge Large Language Model and Recommendation. KDD 2024.

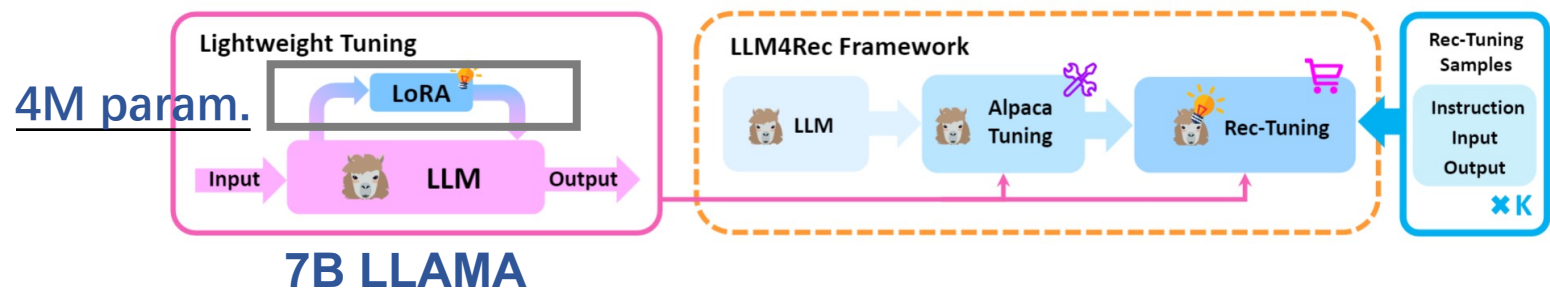
[8] Wu et al. Exploring Large Language Model for Graph Data Understanding in online Job Recommendation. 2023

[9] Zheng et al. Generative job recommendations with large language mode. 2023.

[10] Bowen Zheng et al. "Adapting Large Language Models by Integrating Collaborative Semantics for Recommendation" ICDE 2024.

Tuning LLM4Rec: TALLRec

TALLRec: Instruction-tuning



$$\max_{\Theta} \sum_{(x,y) \in \mathcal{Z}} \sum_{t=1}^{|y|} \log (P_{\Phi+\Theta} (y_t | x, y_{<t})),$$

- Fine-tune 4M parameters by few-shot samples via the **generative loss**
- Quickly adapt to new tasks

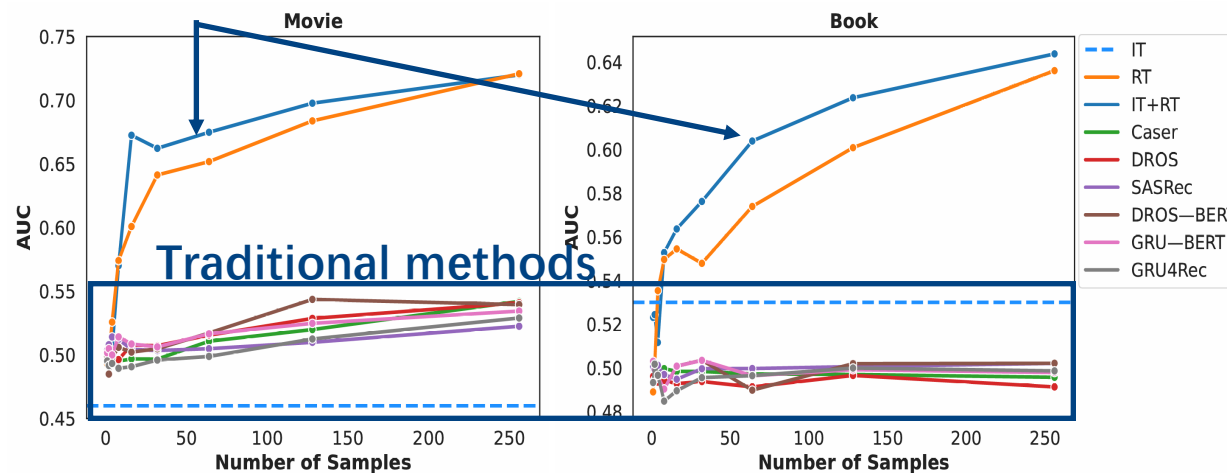
Like or not

LLM with LoRA

User features + item features

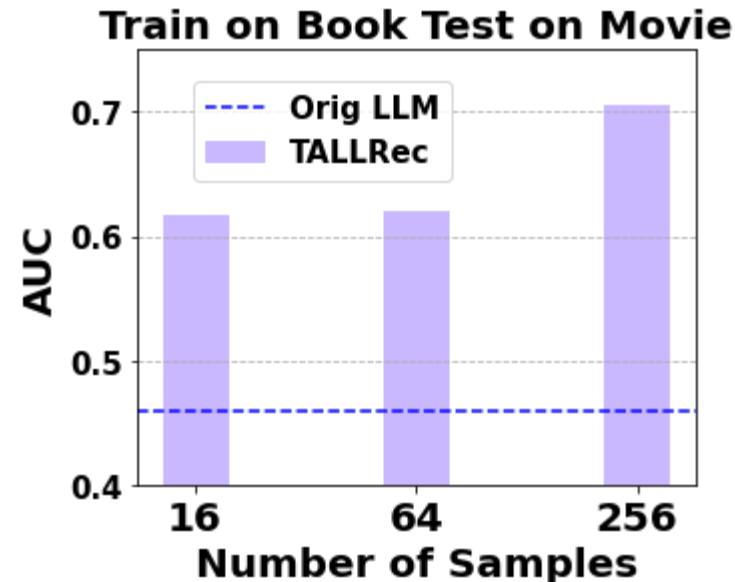
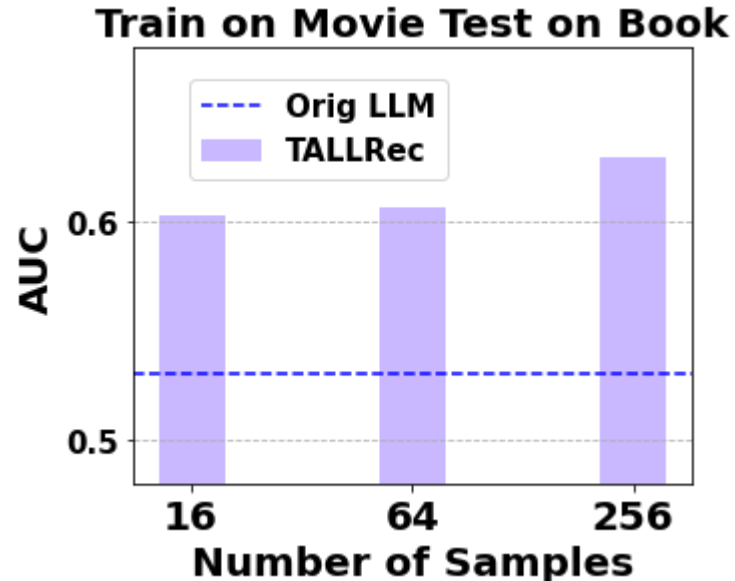
- Use item titles as the input
- Better for cold-start recommendation

Performance significantly improves by fine-tuning few-shot samples.



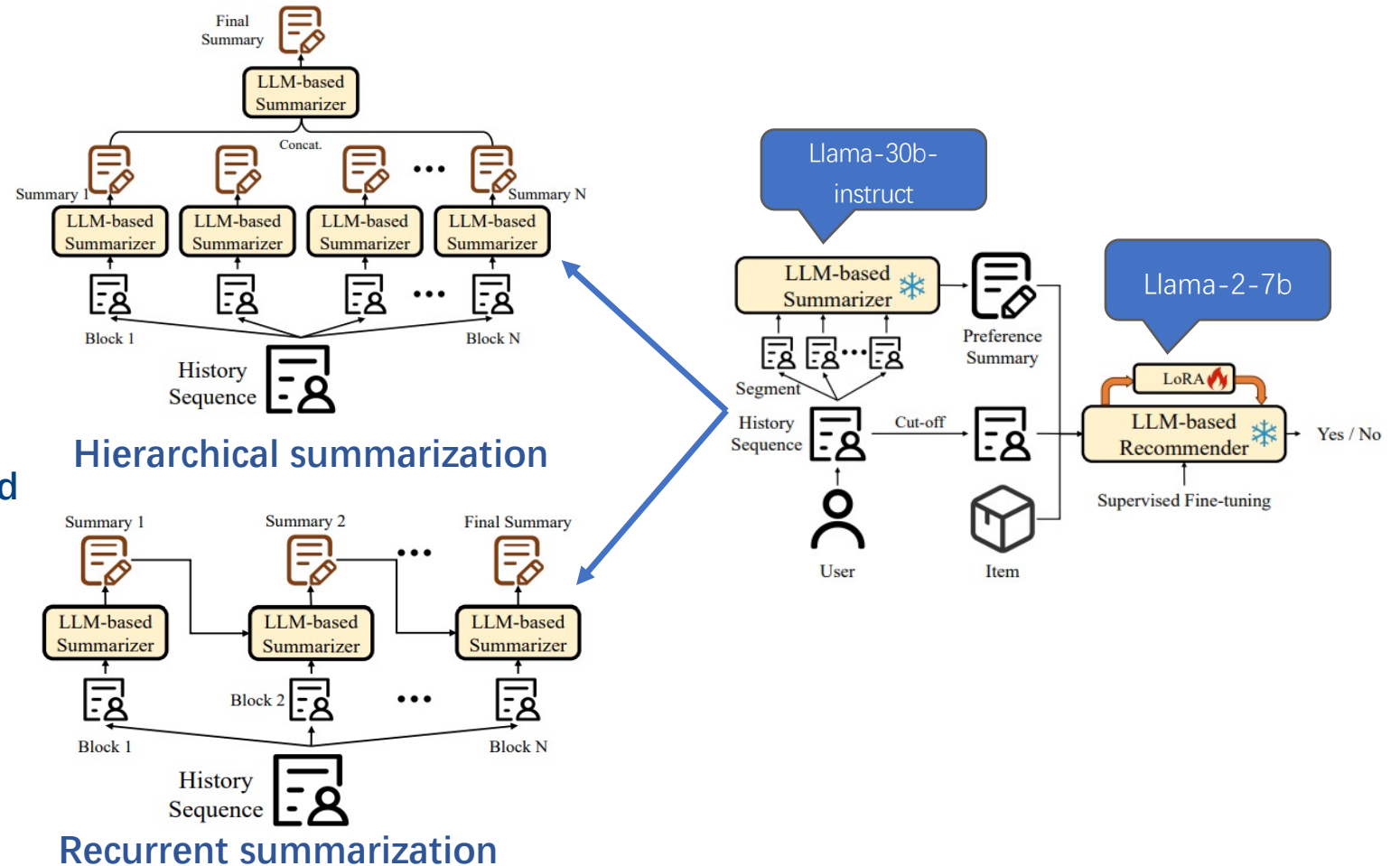
□ TALLRec: Cross-domain generalization

- Learning from movie scenario can directly recommend on books, and vice versa
- LLM can leverage domain knowledge to accomplish recommendation tasks after acquiring the ability to recommend.



□ Text-Rich Sequential Recommendation

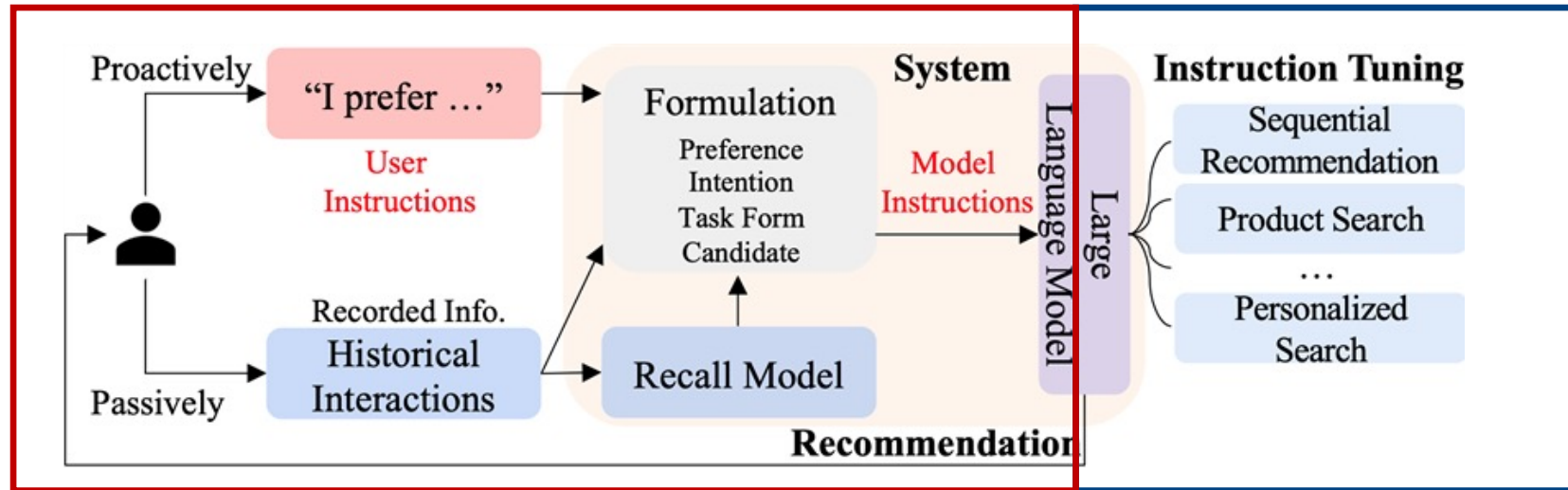
- LLM for preference summary
 - Hierarchical summarization
 - Recurrent summarization
- Supervised fine-tuning
 - Given user preference summary recently interacted items, and candidate items, LLMs are tuned for recommendation



Tuning LLM4Rec: InstructRec

□ InstructRec

- User could express their needs diversely: vague or specific; implicit or explicit
- LLM should understand and follow different instructions for recommendation



Recommendation instruction
construction

Instruction tuning:
tuning LLMs with the instruction data

Tuning LLM4Rec: InstructRec

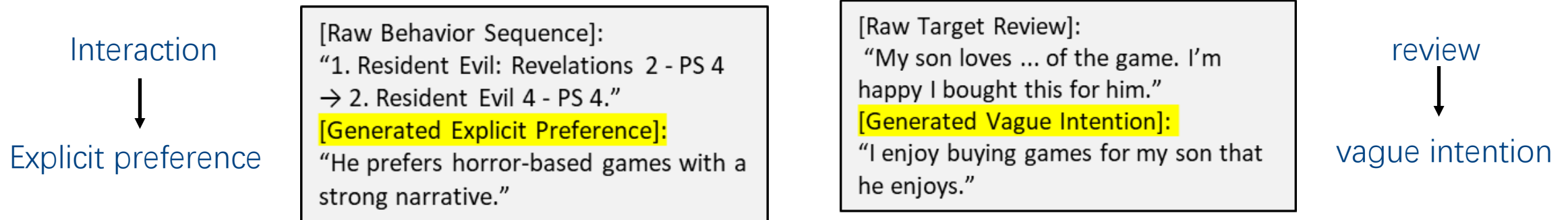


□ InstructRec: Instruction construction:

- **Format:** Preference: none/implicit/explicit Intention: none/vague/specific task: pointwise/pairwise/listwise

Instantiation	Model Instructions
$\langle P_1, I_0, T_0 \rangle$	The user has purchased these items: $\langle \text{historical interactions} \rangle$. Based on this information, is it likely that the user will interact with $\langle \text{target item} \rangle$ next?
$\langle P_2, I_0, T_3 \rangle$	You are a search engine and you meet a user's query: $\langle \text{explicit preference} \rangle$. Please respond to this user by selecting items from the candidates: $\langle \text{candidate items} \rangle$.
$\langle P_0, I_1, T_2 \rangle$	As a recommender system, your task is to recommend an item that is related to the user's $\langle \text{vague intention} \rangle$. Please provide your recommendation.
$\langle P_0, I_2, T_2 \rangle$	Suppose you are a search engine, now the user search that $\langle \text{specific intention} \rangle$, can you generate the item to respond to user's query?
$\langle P_1, P_2, T_2 \rangle$	Here is the historical interactions of a user: $\langle \text{historical interactions} \rangle$. His preferences are as follows: $\langle \text{explicit preference} \rangle$. Please provide recommendations.
$\langle P_1, I_1, T_2 \rangle$	The user has interacted with the following $\langle \text{historical interactions} \rangle$. Now the user search for $\langle \text{vague intention} \rangle$, please generate products that match his intent.
$\langle P_1, I_2, T_2 \rangle$	The user has recently purchased the following $\langle \text{historical items} \rangle$. The user has expressed a desire for $\langle \text{specific intention} \rangle$. Please provide recommendations.

- **Instruction generation: #1** using ChatGPT to generate user preferences and intentions based on interactions



#2 Increasing the instruction diversity via multiple strategies such as CoT

InstructRec

- Instruction construction
 - Quality: human evaluation

Statistic	
# of fine-grained instructions	252,730
- # of user-described preferences	151,638
- # of user intention in decision making	101,092
ave. instruction length (in words)	23.5
# of coarse-grained instructions	39
- # of preferences related instructions	17
- # of intentions related instructions	9
- # of combined instructions	13
ave. instruction length (in words)	41.4

Quality Review Question	Preference	Intention
Is the instruction generated from the user's related information?	93%	90%
Does the teacher-LLM provide related world knowledge?	87%	22%
Does the instruction reflect the user's preference/ intention?	88%	69%
Is the instruction related to target item?	48%	69%

- Instruction tuning:
 - Supervised fine-tuning, tuning all model parameters (3B Flan-T5-XL)

$$\mathcal{L} = \sum_{k=1}^B \sum_{j=1}^{|Y_k|} \log P(Y_{k,j} | Y_{k,<j}, I_k), \quad (1)$$

where Y_k is the desired system responses for the k -th instance, I_k is the instruction of the k -th instance, and B is the batch size.

Motivation: lack of recommendation task tuning in LLM pre-training

→ tune LLMs with the recommendation data to align with the recommendation task

Existing work on tuning LLMs for recommendation:

Discriminative manner

Following **traditional rec task**,
provide candidates:
pointwise, pairwise, listwise

PEFT tuning

TALLRec [1]
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Full tuning

InstructRec[2]
LLMUnderPre[3]
.....

Generative manner

Following **the pretraining task**,
do not provide candidates:
directly generate items

BigRec [6]
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[10] Bowen Zheng et al. "Adapting Large Language Models by Integrating Collaborative Semantics for Recommendation" ICDE 2024.

Tuning LLM4Rec: BIGRec

□ BIGRec

• Generation + Grounding

- Given user interaction history in natural language, LLMs aim to generate the next item as recommendation.
- However, LLMs do not know how to represent an item via token sequence in the recommendation scenario.
- Besides, the item generated by the LLM may not exist in **the actual world**.

Grounding Paradigm

Language Space



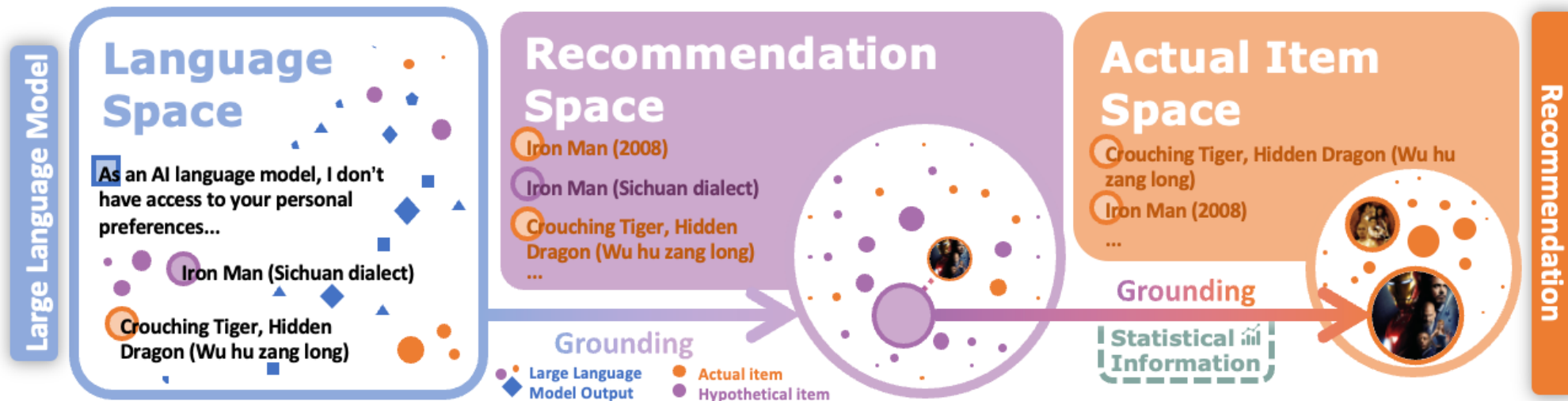
Step1: instruction tuning

Recommendation Space



Step2: L2 distance grounding

Actual Item Space



Tuning LLM4Rec: BIGRec



□ BIGRec

- Few-shot tuning

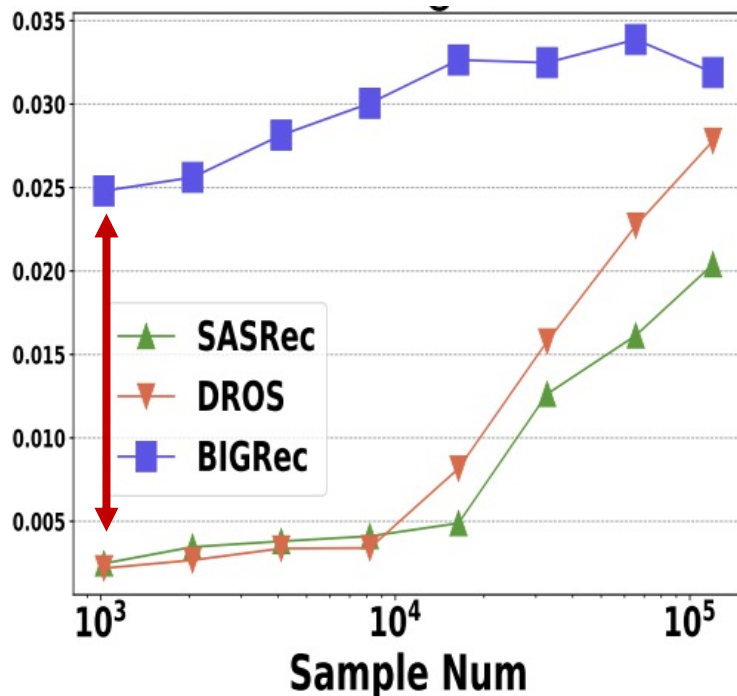
Dataset	Model	NG@1	NG@3	NG@5	NG@10	NG@20	HR@1	HR@3	HR@5	HR@10	HR@20
Movie	GRU4Rec	0.0015	0.0034	0.0047	0.0070	0.0104	0.0015	0.0047	0.0079	0.0147	0.0281
	Caser	0.0020	0.0035	0.0052	0.0078	0.0109	0.0020	0.0046	0.0088	0.0171	0.0293
	SASRec	0.0023	0.0051	0.0062	0.0082	0.0117	0.0023	0.0070	0.0097	0.0161	0.0301
	P5	0.0014	0.0026	0.0036	0.0051	0.0069	0.0014	0.0035	0.0059	0.0107	0.0176
	DROS	0.0022	0.0040	0.0052	0.0081	0.0112	0.0022	0.0051	0.0081	0.0173	0.0297
	GPT4Rec-LLaMA	0.0016	0.0022	0.0024	0.0028	0.0035	0.0016	0.0026	0.0030	0.0044	0.0074
	BIGRec (1024)	0.0176	0.0214	0.0230	0.0257	0.0283	0.0176	0.0241	0.0281	0.0366	0.0471
	Improve	654.29%	323.31%	273.70%	213.71%	142.55%	654.29%	244.71%	188.39%	111.97%	56.55%
Game	GRU4Rec	0.0013	0.0016	0.0018	0.0024	0.0030	0.0013	0.0018	0.0024	0.0041	0.0069
	Caser	0.0007	0.0012	0.0019	0.0024	0.0035	0.0007	0.0016	0.0032	0.0048	0.0092
	SASRec	0.0009	0.0012	0.0015	0.0020	0.0025	0.0009	0.0015	0.0021	0.0037	0.0057
	P5	0.0002	0.0005	0.0007	0.0010	0.0017	0.0002	0.0007	0.0012	0.0023	0.0049
	DROS	0.0006	0.0011	0.0013	0.0016	0.0022	0.0006	0.0015	0.0019	0.0027	0.0052
	GPT4Rec-LLaMA	0.0000	0.0000	0.0000	0.0001	0.0001	0.0000	0.0000	0.0000	0.0002	0.0002
	BIGRec (1024)	0.0133	0.0169	0.0189	0.0216	0.0248	0.0133	0.0195	0.0243	0.0329	0.0457
	Improve	952.63%	976.26%	888.19%	799.64%	613.76%	952.63%	985.19%	660.42%	586.11%	397.10%

- BIGRec significantly surpasses baselines by few-shot tuning.
- Improvement of BIGRec is significantly higher on Game compared to on Movie.
 - possibly due to the varying properties of popularity bias between the two datasets.

Tuning LLM4Rec: BIGRec

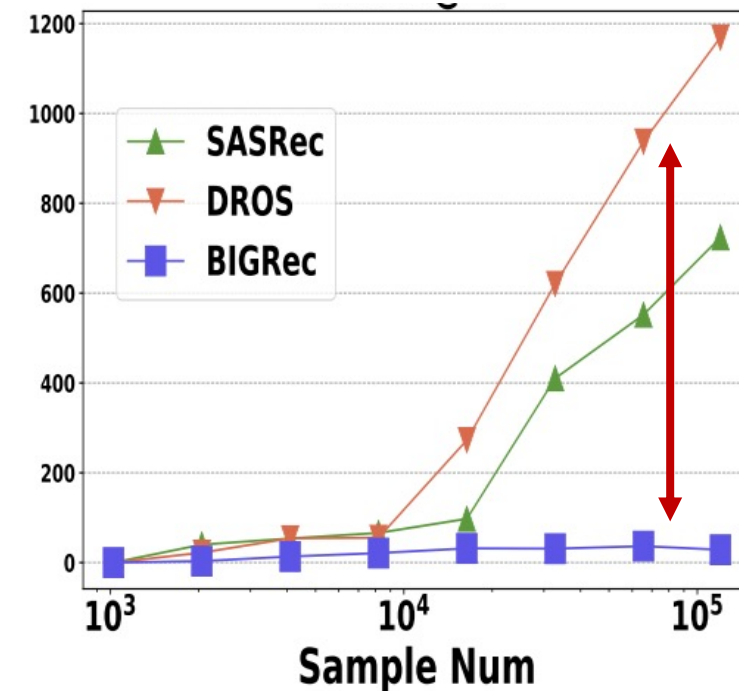
□ BIGRec

Performance w.r.t. NDCG@20



Quickly adapt to recommendation!

Relative improvements w.r.t. NDCG@20

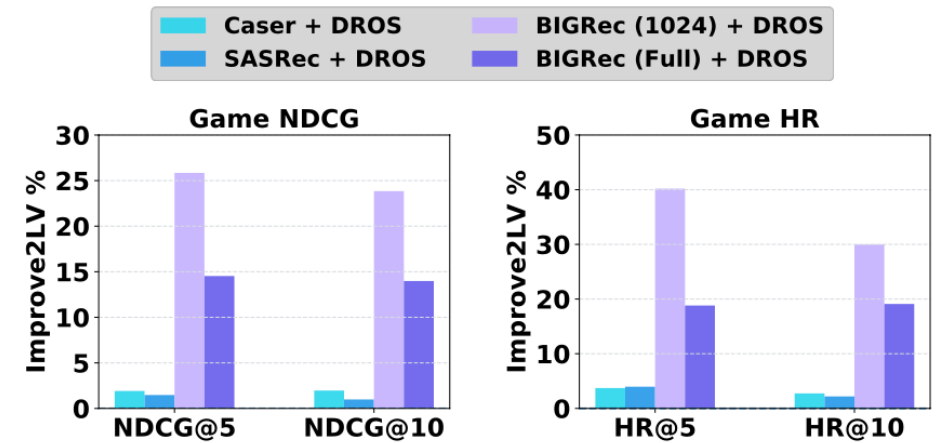
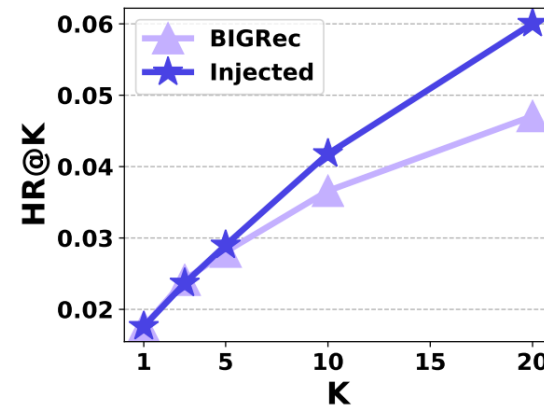
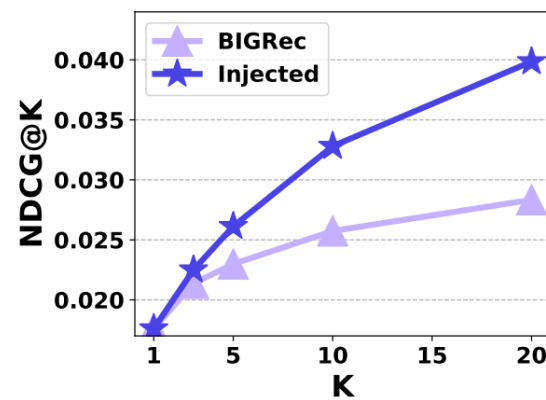


Not proficient in utilizing collaborative filtering signals in interactions!

Tuning LLM4Rec: BIGRec

□ BIGRec

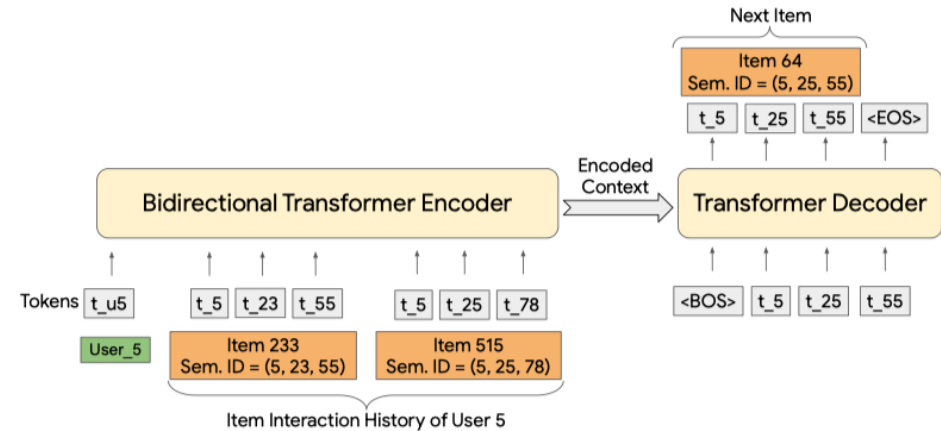
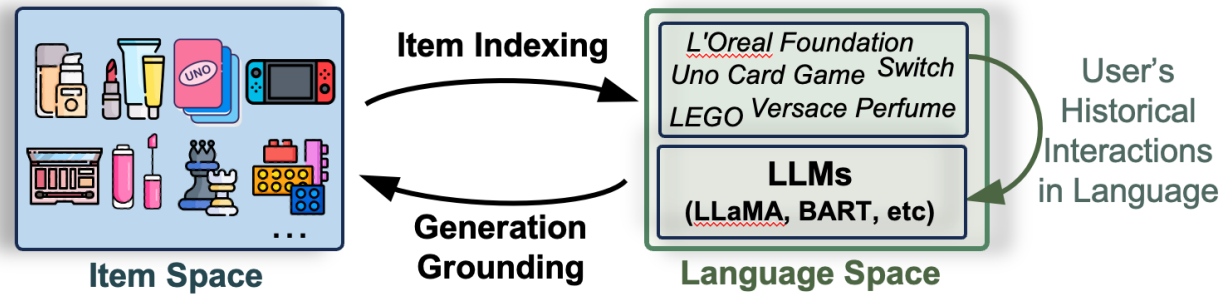
- Injecting statistical information into BIGRec at Step 2: L2 distance grounding



- By incorporating popularity, BIGRec achieves significant improvements *w.r.t.* NDCG@ K and HR@ K , particularly for a larger K .
- Incorporating collaborative information into BIGRec yields more significant enhancements than conventional models.

Tuning LLM4Rec

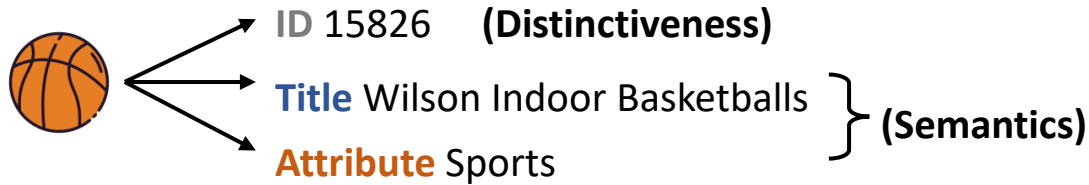
□ LLM for generative recommendation



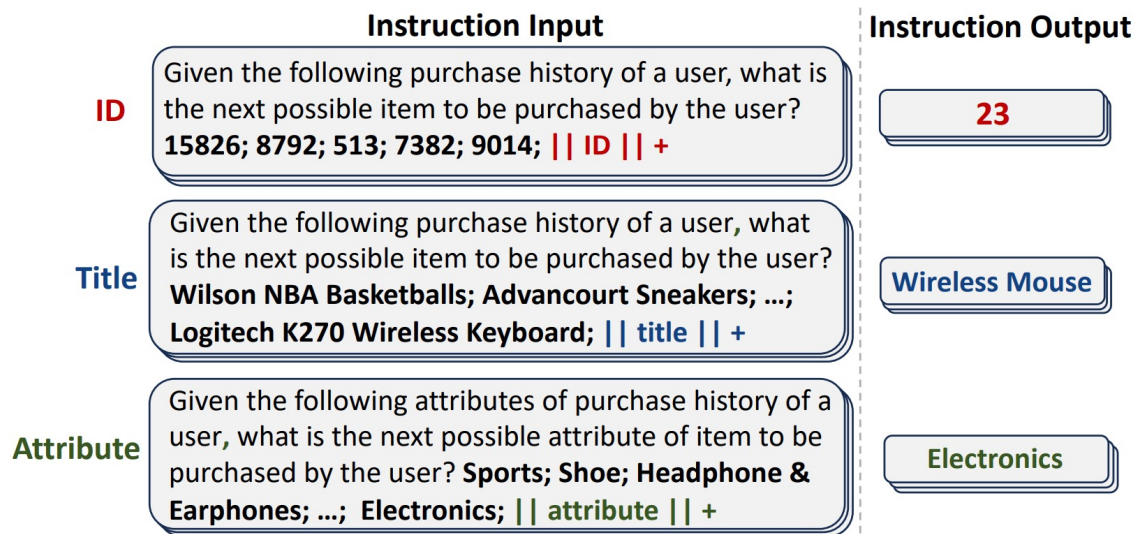
- Two key problems of LLM4Rec
 - Item tokenization: index items into language space
 - Item generation: generate items as recommendations

Tuning LLM4Rec: TransRec

- Item indexing: multi-facet identifier

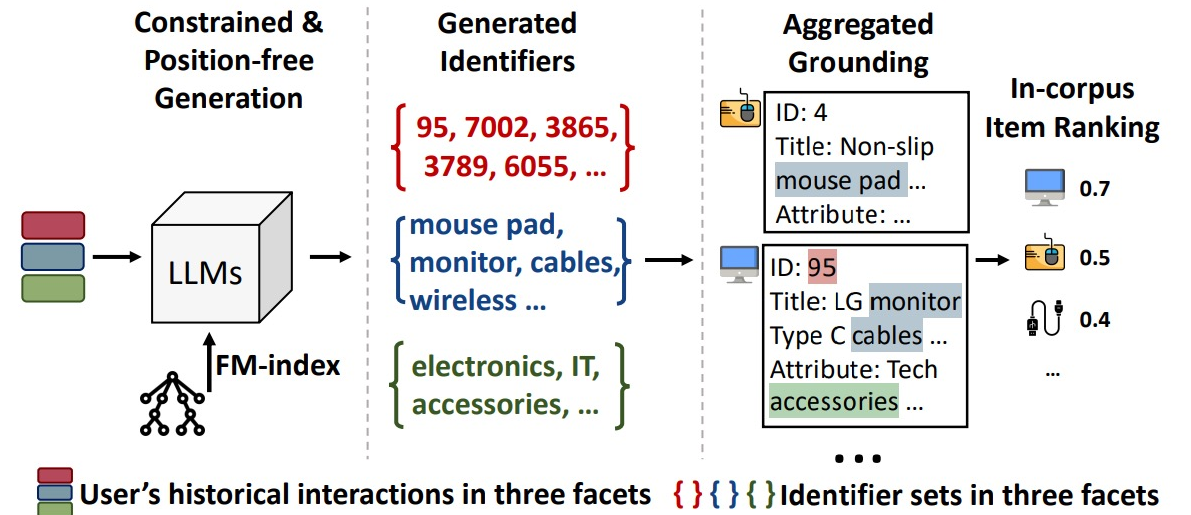


- Instruction data reconstruction



- Generation grounding:

- Position-free constrained generation
- FM-index: special prefix tree that supports search from any position of the identifier corpus.



Tuning LLM4Rec: TransRec

Strong generalization ability

- Item group analysis
 - From warm to cold items

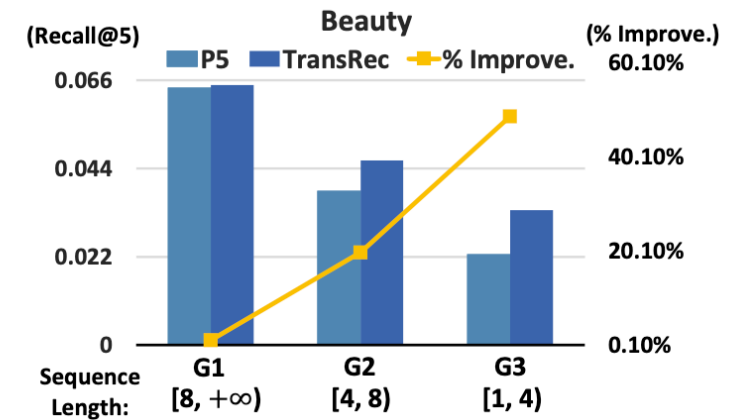
N-shot	Model	Warm		Cold	
		R@5	N@5	R@5	N@5
1024	LightGCN	0.0205	0.0125	0.0005	0.0003
	ACVAE	0.0098	0.0057	0.0047	0.0026
	P5	0.0040	0.0016	0.0025	0.0015
	TransRec-B	0.0039	0.0024	0.0025	0.0016
	TransRec-L	0.0141	0.0070	0.0159	0.0097
2048	LightGCN	0.0186	0.0117	0.0005	0.0004
	ACVAE	0.0229	0.0136	0.0074	0.0044
	P5	0.0047	0.0030	0.0036	0.0012
	TransRec-B	0.0052	0.0027	0.0039	0.0017
	TransRec-L	0.0194	0.0126	0.0206	0.0126

* The bold results highlight the superior performance compared to the best LLM-based recommender baseline.

- On the item side, TransRec-L with LLMs has remarkable generalization ability with vase knowledge base, especially on cold-start recommendation under limited data.
- On the user side, TransRec significantly **improves the performance of sparse users** with fewer interactions.

User group analysis

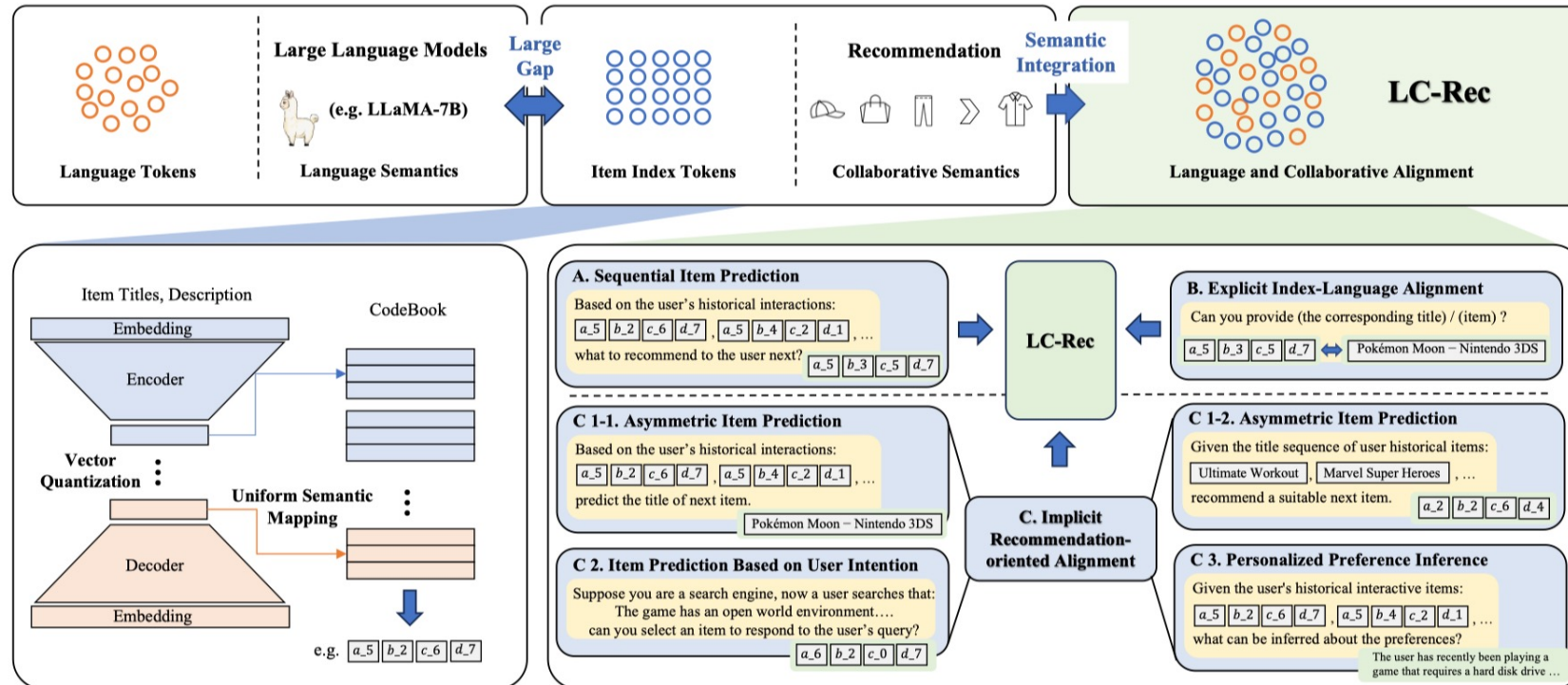
- From dense users to sparse users



Tuning LLM4Rec: LC-Rec

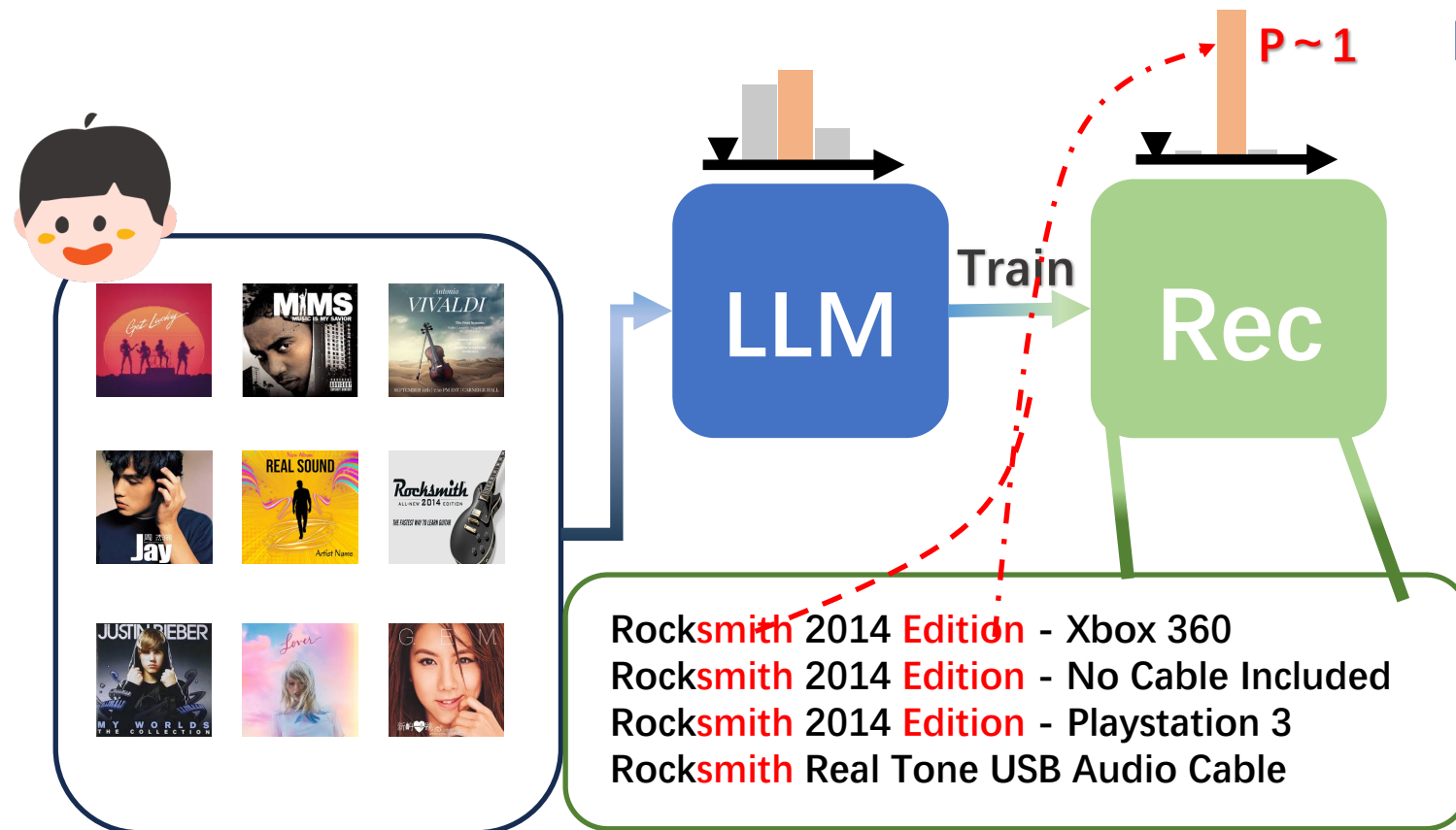
- LC-Rec

- Item indexing: utilize Residual-Quantized Variational AutoEncoder (RQ-VAE) to encode item semantic information as identifiers.
- Multiple alignment tasks to inject collaborative signals



LLM4Rec Decoding

Language decoding \neq Recommendation decoding

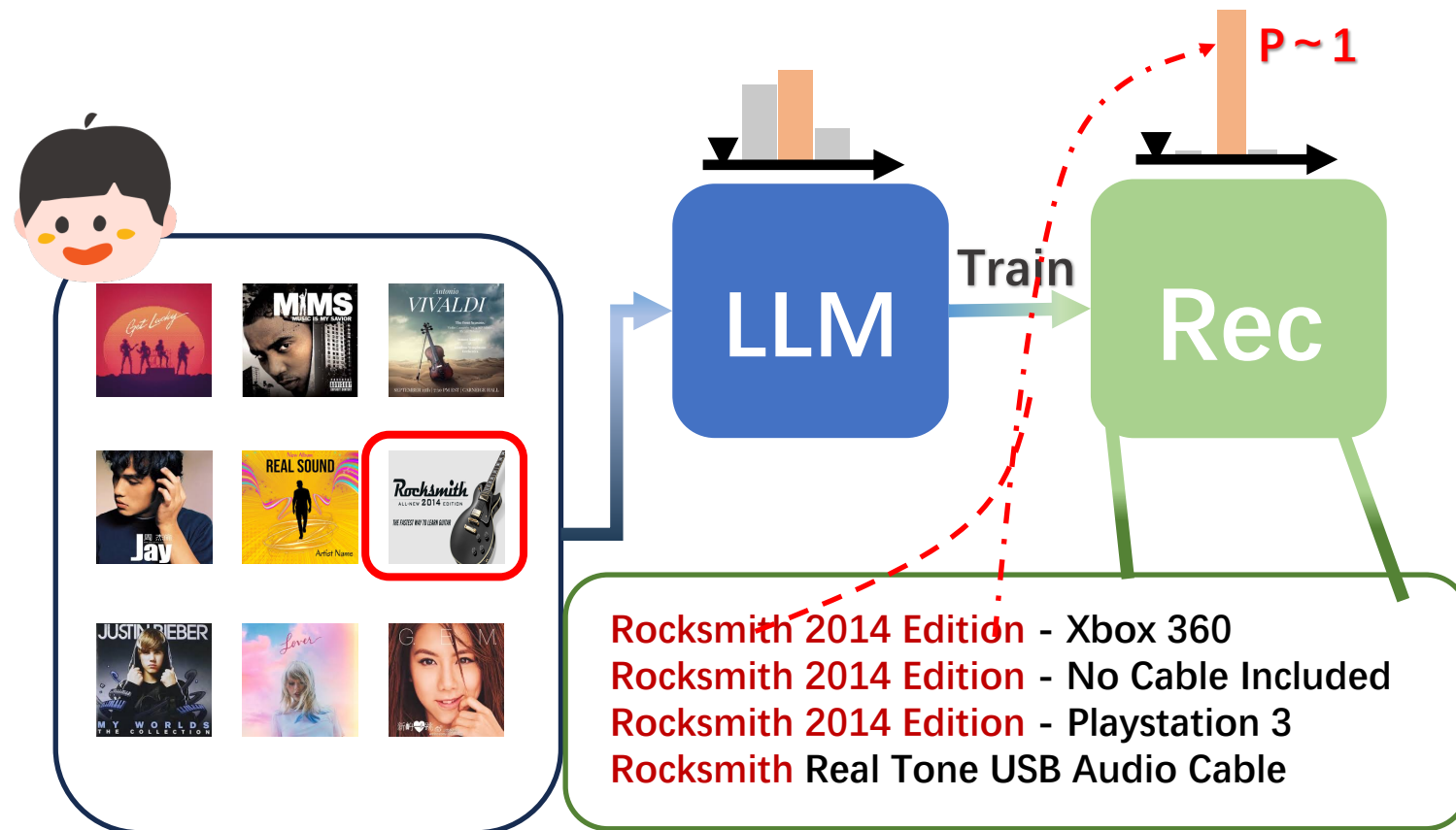


Amplification Bias

- The generation probabilities of some tokens are **close to 1** under the condition of already generated tokens. (e.g. “smith” & “Edition”)
- Length normalization tends to enhance scores for items contains more of those tokens
→ Remove length normalization

LLM4Rec Decoding

□ Language decoding ~~≠~~ Recommendation decoding



□ Homogeneity Issue

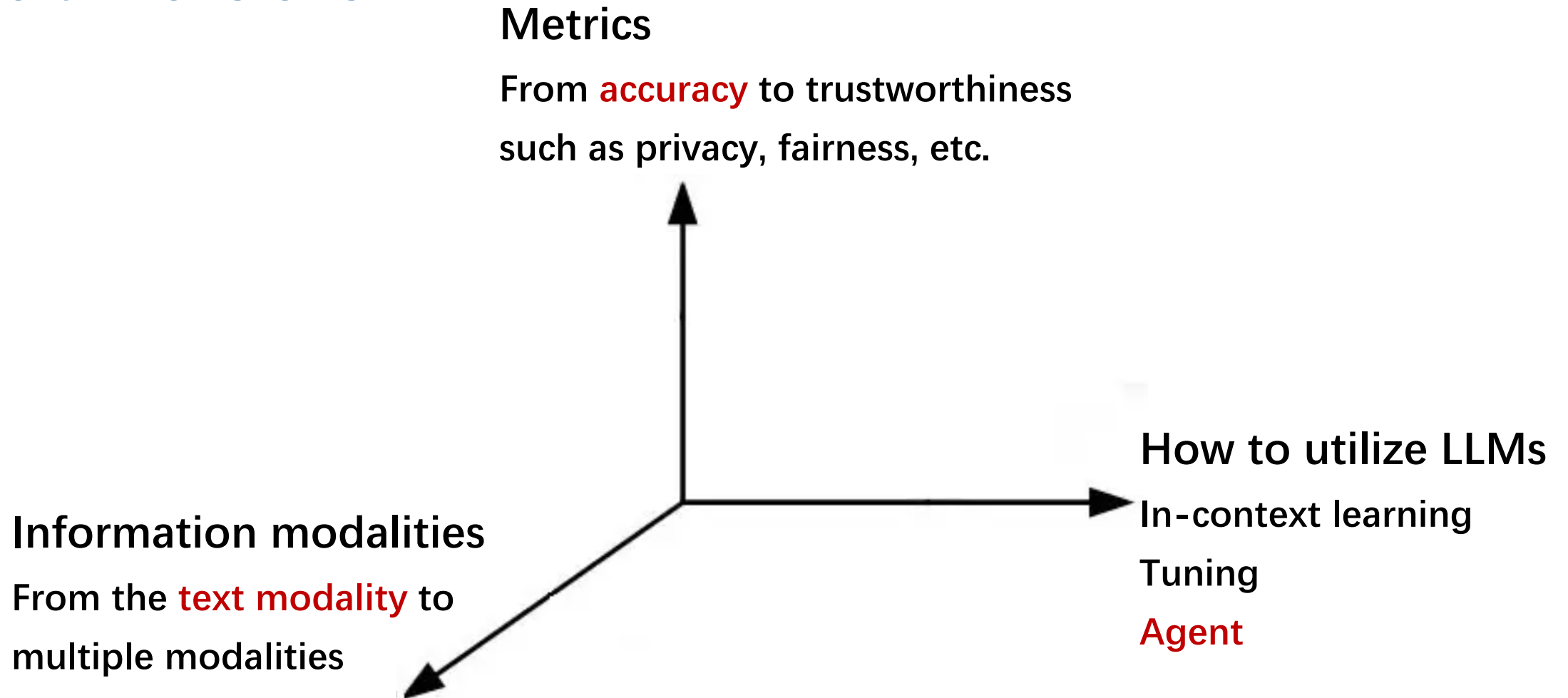
- Recommend items with **similar** content and structures
- Frequently **repeats** item features based on past user interactions

→ Use a text-free model to assist the LLM to decode

$$L_{TF}(h_t|h_{\leq t-1}) = \log\left(\frac{\sum_{i \in I_{h_{\leq t}, h_t}} p_{TF}(I_i)}{\sum_{i \in I_{h_{\leq t}}} p_{TF}(I_i)}\right)$$

$$S_{TF}(h_{\leq t}) = S_{TF}(h_{\leq t-1}) + L_{TF}(h_t|h_{\leq t-1})$$

Three dimensions:



□ LLM-empowered Agents for Recommendation

□ Agent as User Simulator

- Main idea: using agents to simulate user behavior for real-world recommendation.
- RecAgent^[1], Agent4Rec^[2]

□ Agent for Recommendation

- Main idea: harnessing the powerful capabilities of LLMs, such as reasoning, reflection, planning and tool usage, for recommendation.
- RecMind^[3], InteRecAgent^[4], BiLLP^[5], Multi-Agent Collaboration^[6]

[1] Lei Wang et al. "When Large Language Model based Agent Meets User Behavior Analysis: A Novel User Simulation Paradigm" arXiv 2023.

[2] Zhang An et al. "On Generative Agents in Recommendation" arXiv 2023.

[3] Wang Yancheng et al. "RecMind: Large Language Model Powered Agent For Recommendation" arXiv 2023.

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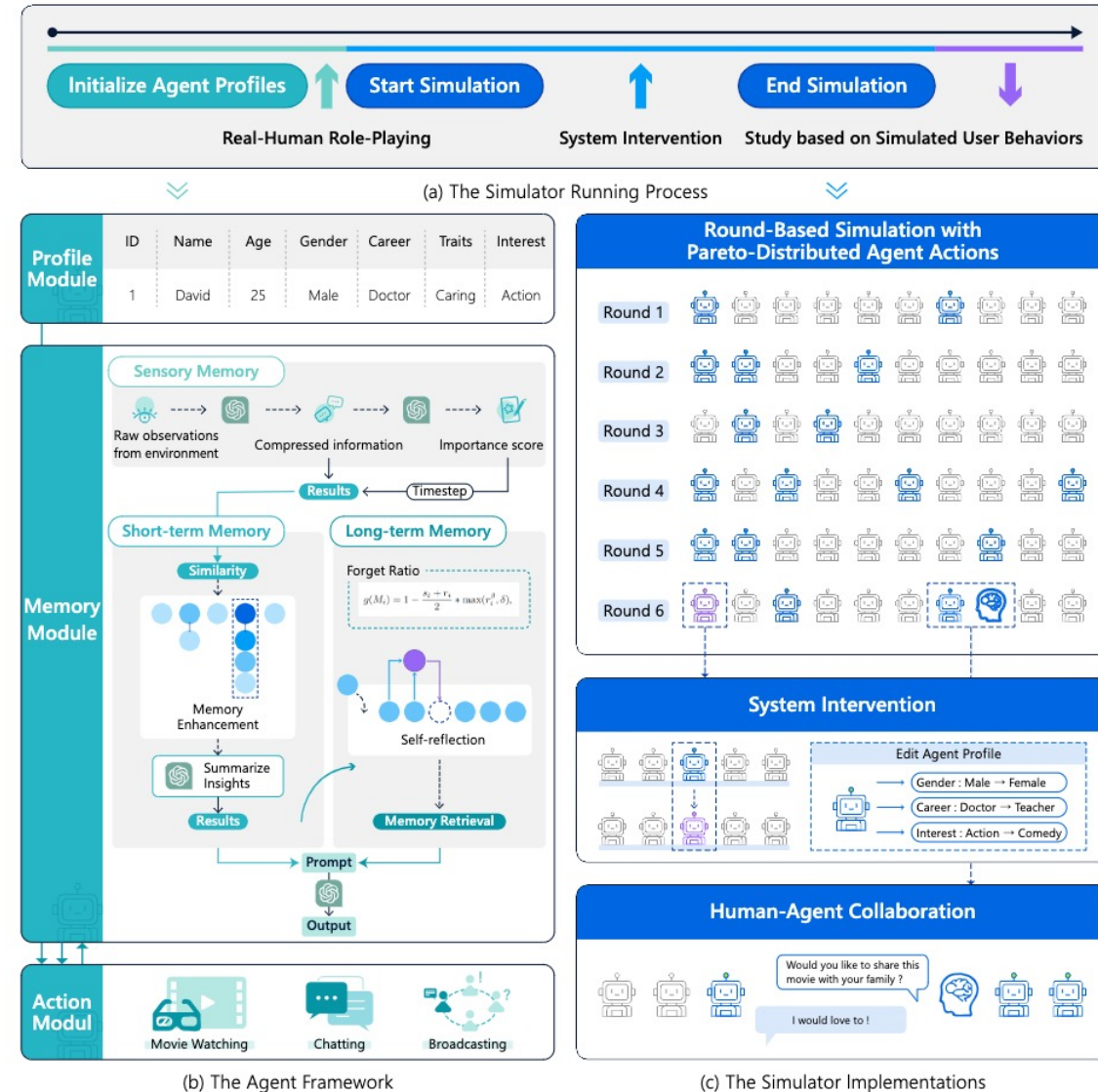
[5] Wentao Shi et al. 2023. Large Language Models are Learnable Planners for Long-Term Recommendation. in SIGIR 2024.

[6] Jiabao Fang et al. A Multi-Agent Conversational Recommender System. Arxiv 2024

Agent: RecAgent

LLM-based agent for user simulation

- User simulation is a fundamental problem in human-centered applications.
- Traditional methods struggle to simulate complex user behaviors.
- LLMs show potential in human-level intelligence and generalization capabilities.



Agent: RecAgent

❑ Recommendation Behaviors

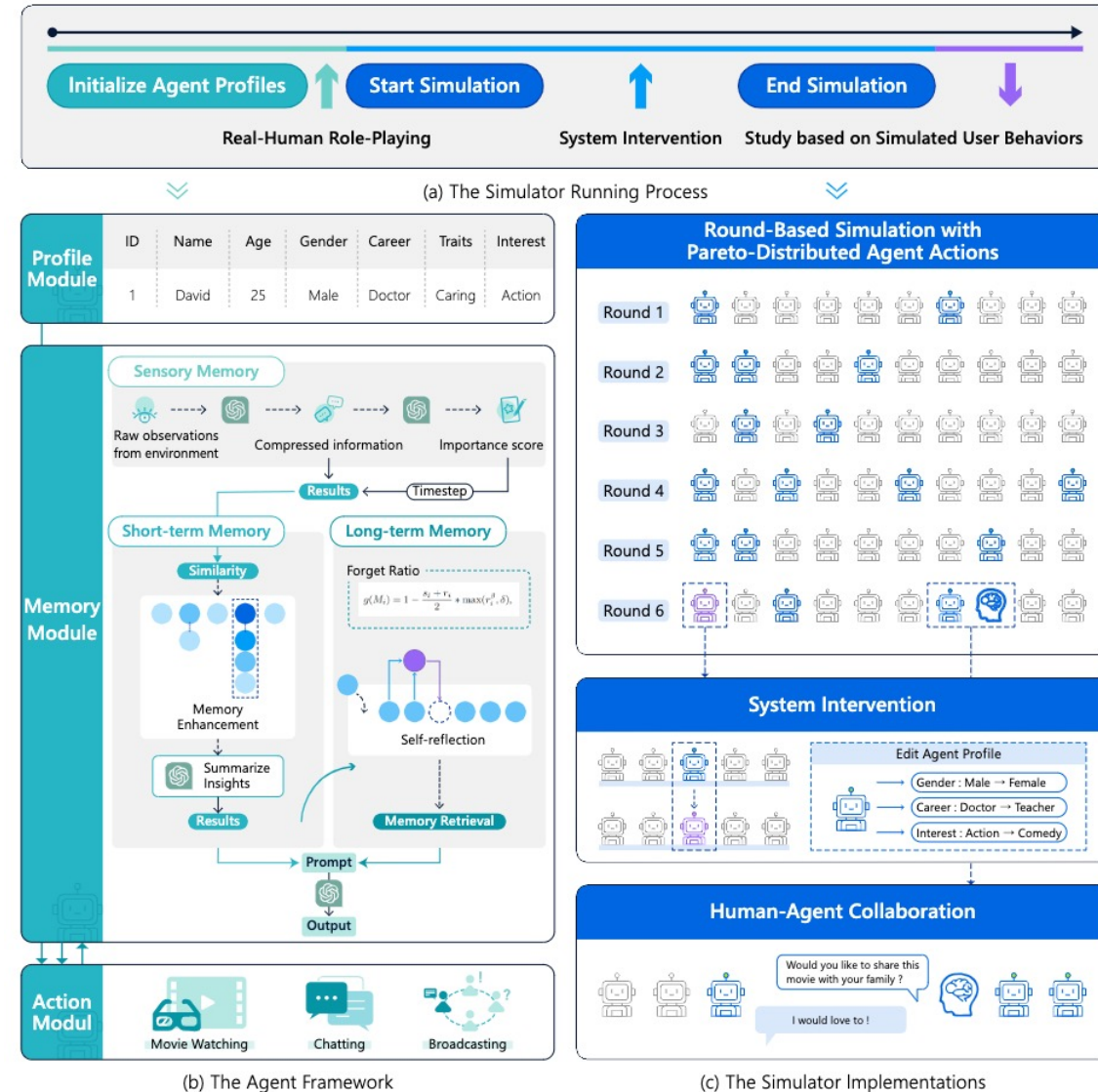
Agent chooses to **search or receive recommendations**, selects movies, and **stores** feelings after watching.

❑ Chatting Behaviors

Two agents **discuss and stored** the conversation in their memories.

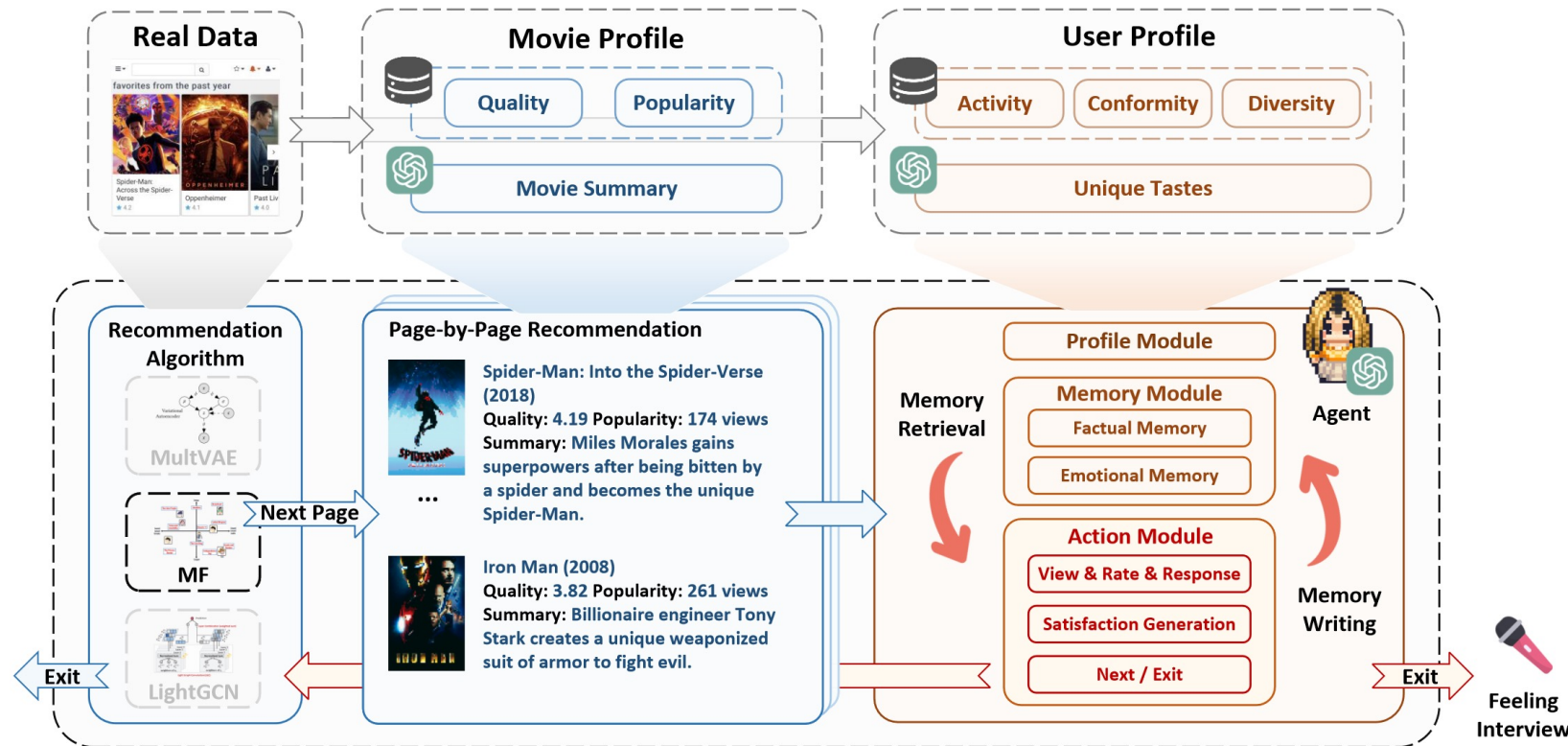
❑ Broadcasting Behaviors

An agent **posts** a message on social media, **received by friends** and stored in their memories.



Agent: Agent4Rec

- Agent4Rec, a simulator with 1,000 LLM-empowered generative agents.
- Agents are trained by the MovieLens-1M dataset, embodying varied social traits and preferences.
- Each agent interacts with personalized movie recommendations in a page-by-page manner and undertakes various actions such as watching, rating, evaluating, exiting, and interviewing.



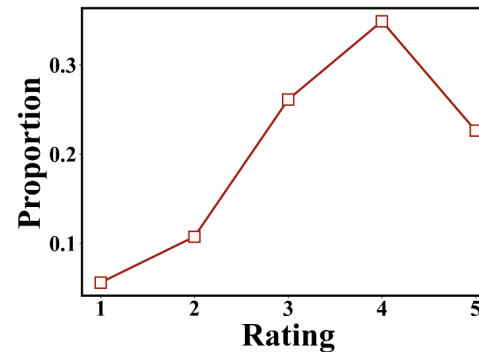
❑ To what extent can LLM-empowered generative agents truly simulate the behavior of genuine, independent humans in recommender systems?

❑ User Taste Alignment

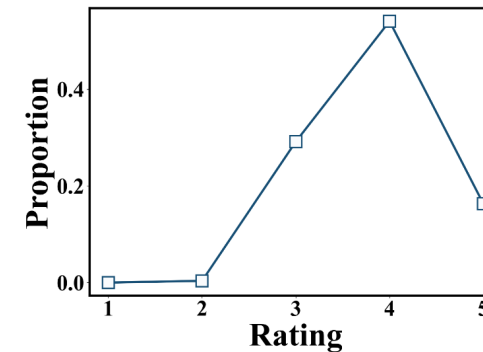
Table 1: User taste discrimination.

1:m	Accuracy	Recall	Precision	F1 Score
1:1	0.6912*	0.7460	0.6914*	0.6982*
1:2	0.6466	0.7602	0.5058	0.5874
1:3	0.6675	0.7623	0.4562	0.5433
1:9	0.6175	0.7753*	0.2139	0.3232

❑ Rating Distribution Alignment



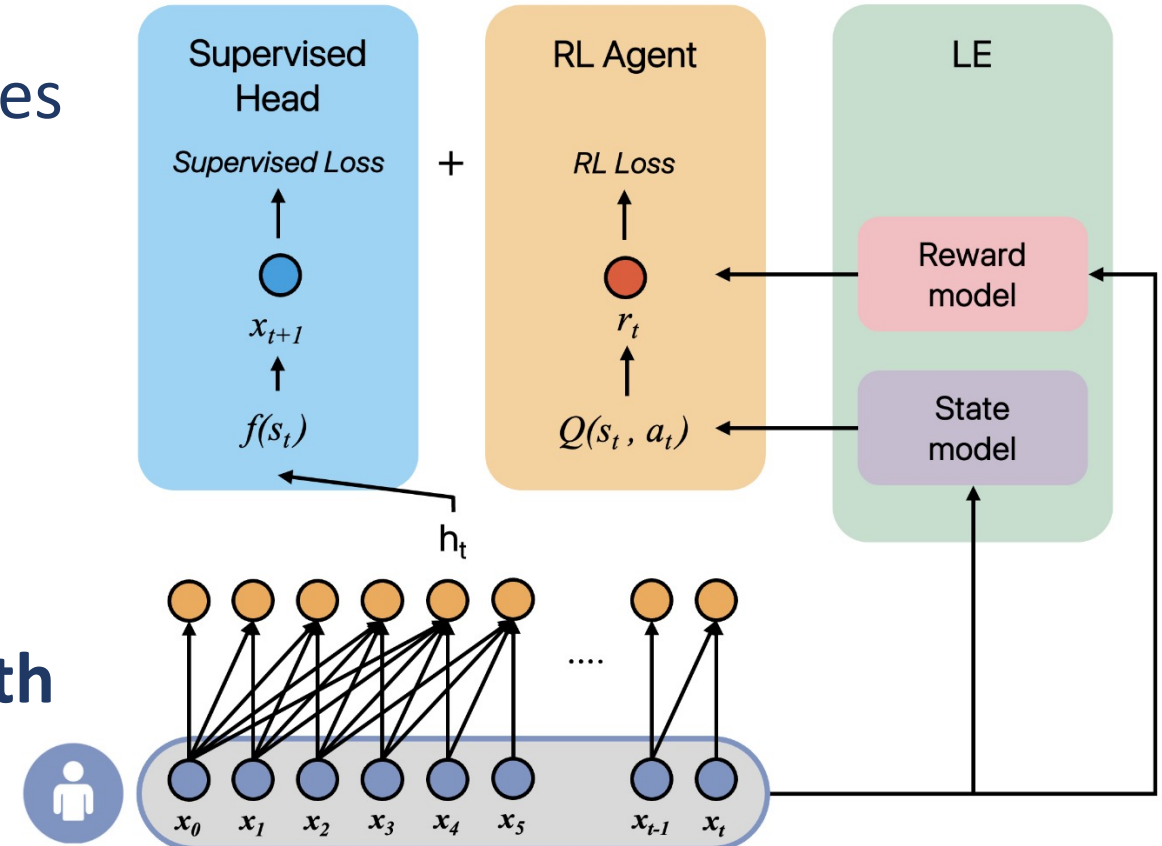
(a) Distribution on MovieLens



(b) Agent-simulated distribution

Agent: Environment Simulation

- LLM as environment simulator
 - Act as a state model that produces high quality states
 - Function as a reward model to simulate user feedback on actions
- Application: interactive training with RL-based recommender models



□ LLM-empowered Agents for Recommendation

□ Agent as User Simulator

- Main idea: using agents to simulate user behavior for real-world recommendation.
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□ Agent for Recommendation

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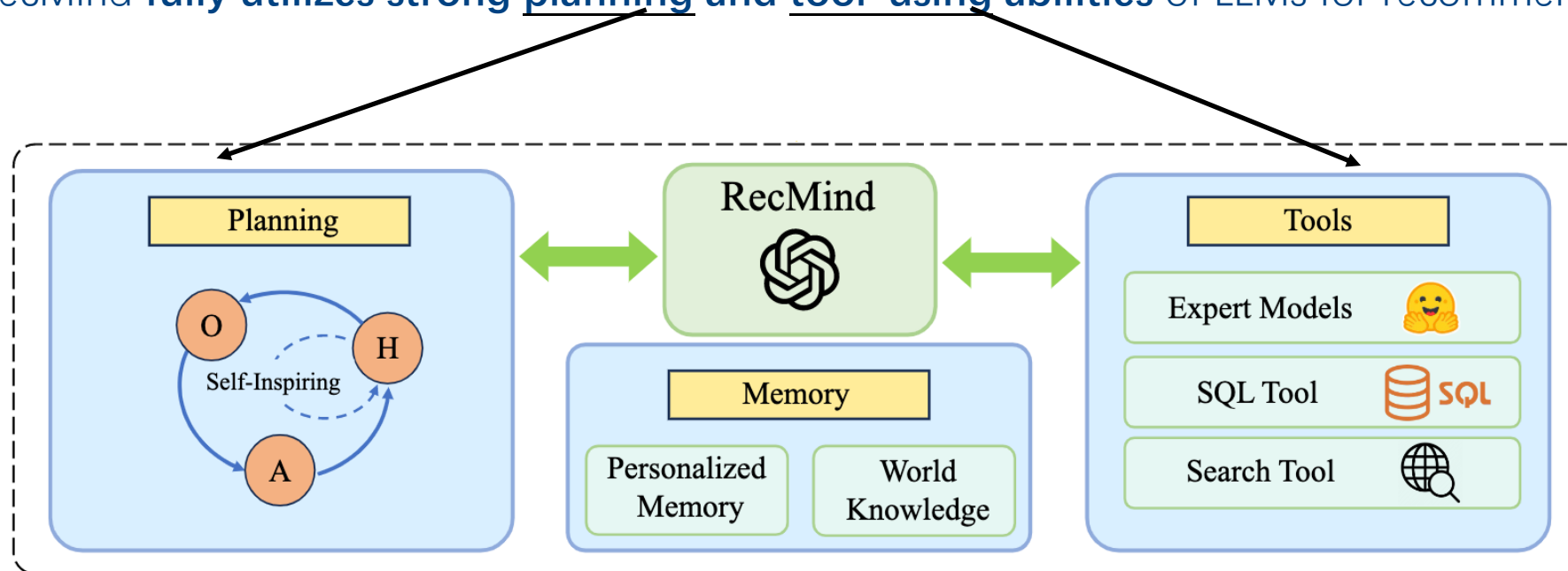
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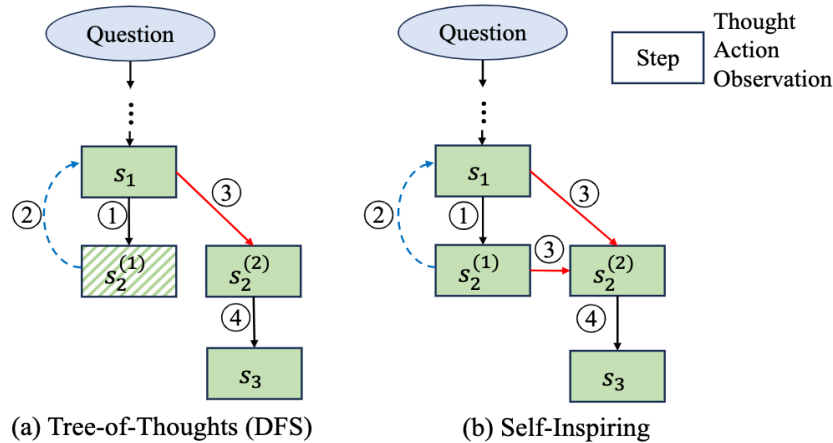
LLM-based agent for recommendation

- Traditional methods train and fine-tune models on **task-specific** datasets, struggle to leverage **external knowledge** and lack generalizability across tasks and domains.
- Existing LLM4Rec methods primarily rely on internal knowledge in LLM weights.
- RecMind **fully utilizes strong planning and tool-using abilities** of LLMs for recommendation.



□ Planning ability

- To break complex tasks into smaller sub-tasks.
- **Self-inspiring** to integrates multiple reasoning paths.



□ Tool-using ability

- **Database tool** to access domain-specific knowledge.
- **Search tool** to access real-time information.
- **Text summarization tool** to summarize lengthy texts.

□ Evaluation

- **Precision-oriented tasks** (rating prediction, direct recommendation, and sequential recommendation).
- **Explainability-oriented tasks** (explanation generation and review summarization).

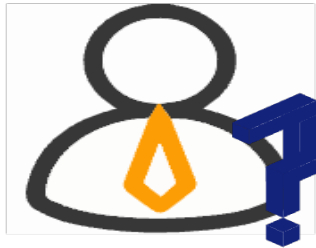
□ Result

RecMind can achieve performance comparable to the **fully trained P5 model**.

Table 3: Performance comparison in sequential recommendation on Amazon Reviews (Beauty) and Yelp.

Methods	Beauty				Yelp			
	HR@5	NDCG@5	HR@10	NDCG@10	HR@5	NDCG@5	HR@10	NDCG@10
S ³ -Rec	0.0387	0.0244	0.0647	0.0327	0.0201	0.0123	0.0341	0.0168
SASRec	0.0401	0.0264	0.0643	0.0319	0.0241	0.0175	0.0386	0.0215
P5 (pre-trained expert, few-shot)	0.0459	0.0347	0.0603	0.0411	0.0565	0.0389	0.0702	0.0441
ChatGPT (zero-shot)	0.0089	0.0053	0.0103	0.0060	0.0102	0.0062	0.0143	0.0089
ChatGPT (few-shot)	0.0179	0.0124	0.0256	0.0125	0.0217	0.0116	0.0320	0.0165
RecMind-CoT (zero-shot)	0.0182	0.0139	0.0297	0.0160	0.0368	0.0239	0.0554	0.0316
RecMind-CoT (few-shot)	0.0349	0.0187	0.0486	0.0302	0.0427	0.0305	0.0590	0.0380
RecMind-ToT (BFS, zero-shot)	0.0297	0.0172	0.0368	0.0249	0.0379	0.0251	0.0538	0.0322
RecMind-ToT (BFS, few-shot)	0.0387	0.0235	0.0522	0.0327	0.0447	0.0319	0.0624	0.0337
RecMind-ToT (DFS, zero-shot)	0.0299	0.0168	0.0359	0.0241	0.0358	0.0240	0.0519	0.0324
RecMind-ToT (DFS, few-shot)	0.0365	0.0211	0.0497	0.0355	0.0455	0.0328	0.0622	0.0349
RecMind-SI (zero-shot)	0.0339	0.0200	0.0469	0.0310	0.0396	0.0281	0.0569	0.0340
RecMind-SI (few-shot)	<u>0.0415</u>	<u>0.0289</u>	0.0574	<u>0.0375</u>	<u>0.0471</u>	<u>0.0342</u>	<u>0.0635</u>	<u>0.0407</u>

- ❖ Traditional challenges: conventional recommender systems (CRS) lack **commonsense knowledge** about users and items, “narrow expert”
- ❖ LLM Advantages: LLMs **excel** in commonsense reasoning and leveraging external tools



CRS



LLMs with RSs

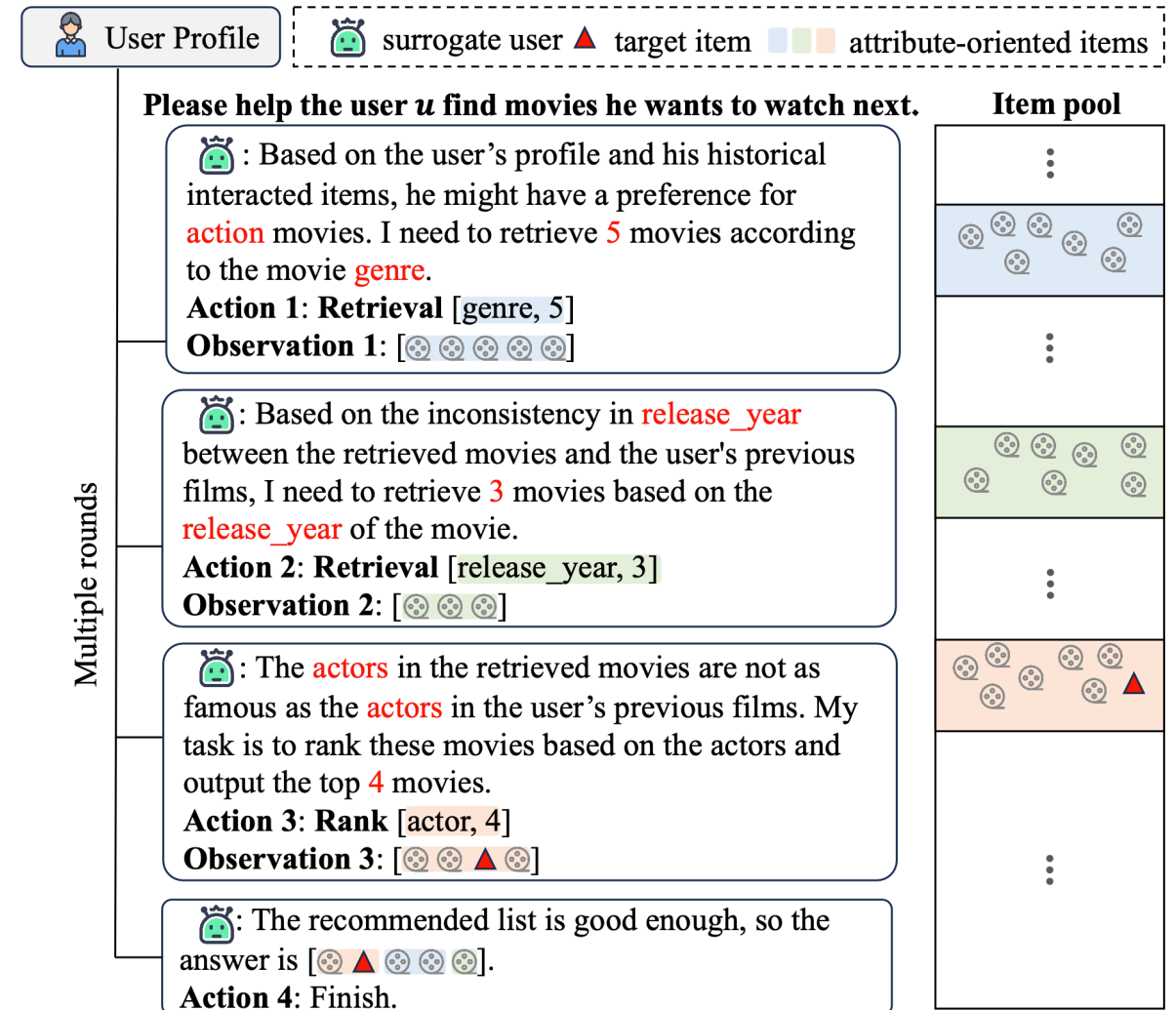
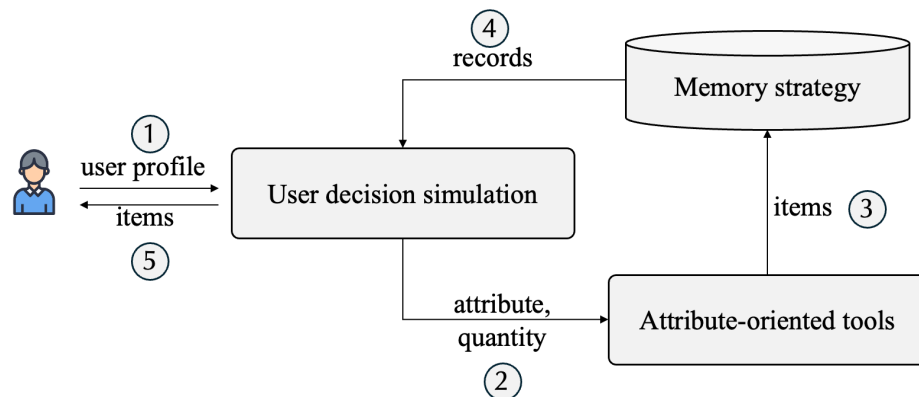
Current LLMs with RSs Limitations:

- Hallucinations ...
- Misalignment between language tasks and recommendation tasks ...
- ❖ **Our Key:** Use **LLMs** to understand current contexts and preferences, and apply **attribute-oriented tools** to find suitable items

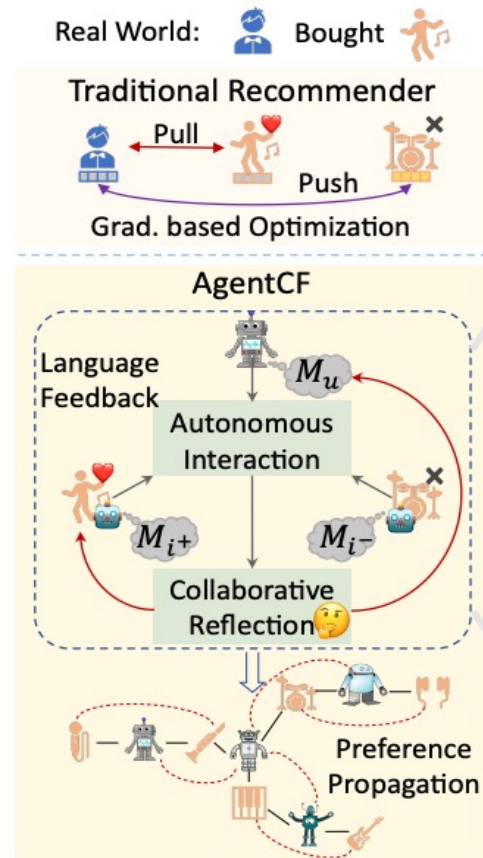
Agent: ToolRec

Methodology:

- **LLMs** as the central controller, simulating the user decision.
- **Attribute-oriented Tools**: rank tools and retrieval tools.
- **Memory strategy** can ensure the correctness of generated items and cataloging candidate items.



Agent: AgentCF



Previous Memory

- **User Agent Memory:** I adore energetic guitar-driven rock, and dance pop music...
- **Pos Item Agent Memory:** The CD 'Highway to Hell' is classic rock and AOR, radiating raw energy and infectious melodies that captivate fans of classic rock...
- **Neg Item Agent Memory:** 'The Very Best of Prince' is a Pop and Dance Pop CD, offering a collection of prince's greatest hits for an enjoyable experience...

Autonomous Interaction

- **System Prompt:** The first CD is [Memory], the second CD is [Memory]. Please select your preferred CD from these two candidates and provide an explanation.
- **User Agent Response:** I prefer 'The Very Best of Prince'... This CD resonates with my preference for Pop and Dance Pop CDs...

Reflection & Memory Update

- **System Prompt:** You find that you don't like the CD that you chose, indicating your preferences have changed. Please update your preferences.
- **User Agent Response:** I adore energetic guitar-driven rock, classic rock, and AOR. I value classic rock for its raw energy and infectious melodies. I do not like Pop...
- **System Prompt:** The user finds that he makes a unsuitable choice, possibly due to the misleading information in CDs' features. Please update the description.
- **Pos Item Agent Response:** 'Highway to Hell' is classic rock and AOR CD, exuding a raw energy and infectious melodies, ideal for energetic guitar-driven enthusiasts...

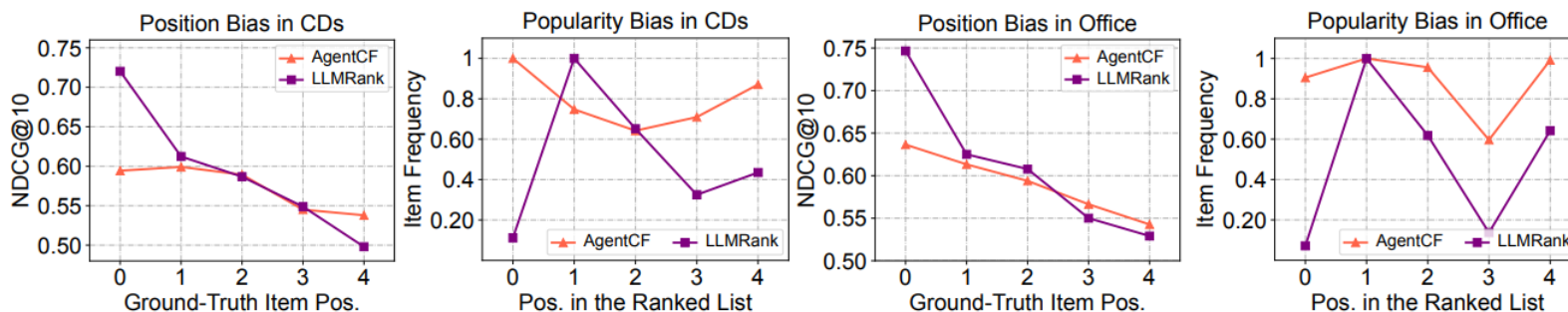
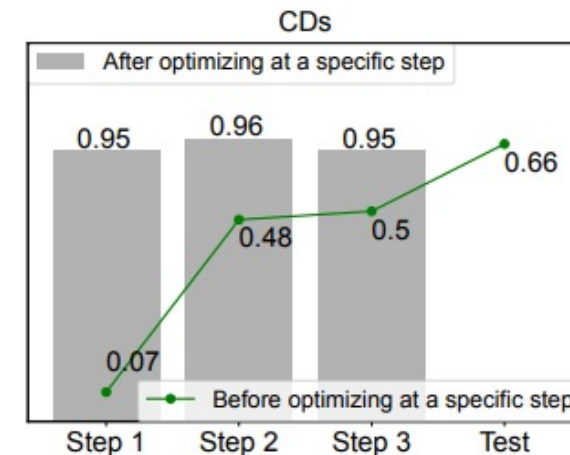
❑ Use Agent to simulate both user/items

❑ Provide a collaborative reflection optimizing mechanism to optimize the user/item agents, and mutual update of user and item memory.

Agent: AgentCF



Method	CDs _{sparse}			CDs _{dense}			Office _{sparse}			Office _{dense}		
	N@1	N@5	N@10	N@1	N@5	N@10	N@1	N@5	N@10	N@1	N@5	N@10
BPR _{full}	0.1900	0.4902	0.5619	0.3900	0.6784	0.7089	0.1600	0.3548	0.4983	0.5600	0.7218	0.7625
SASRec _{full}	0.3300	0.5680	0.6381	0.5800	0.7618	0.7925	0.2500	0.4106	0.5467	0.4700	0.6226	0.6959
BPR _{sample}	0.1300	0.3597	0.4907	0.1300	0.3485	0.4812	0.0100	0.2709	0.4118	0.1200	0.2705	0.4576
SASRec _{sample}	<u>0.1900</u>	0.3948	<u>0.5308</u>	0.1300	0.3151	0.4676	0.0700	0.2775	0.4437	0.3600	0.5027	0.6137
Pop	0.1100	0.2802	0.4562	0.0400	0.1504	0.3743	0.1100	0.2553	0.4413	0.0700	0.2273	0.4137
BM25	0.0800	0.3066	0.4584	0.0600	0.2624	0.4325	0.1200	0.2915	0.4693	0.0600	0.3357	0.4540
LLMRank	0.1367	0.3109	0.4715	0.1333	0.3689	0.4946	0.1750	0.3340	0.4728	<u>0.2067</u>	0.3881	0.4928
AgentCF _B	<u>0.1900</u>	0.3466	0.5019	0.2067	0.4078	<u>0.5328</u>	0.1650	0.3359	0.4781	<u>0.2067</u>	<u>0.4217</u>	<u>0.5335</u>
AgentCF _{B+R}	0.2300	0.4373	0.5403	0.2333	<u>0.4142</u>	0.5405	<u>0.1900</u>	<u>0.3589</u>	<u>0.5062</u>	0.1933	0.3916	0.5247
AgentCF _{B+H}	0.1500	<u>0.4004</u>	0.5115	<u>0.2100</u>	0.4164	0.5198	0.2133	0.4379	0.5076	0.1600	0.3986	0.5147



□ Better performance and less influenced by bias than directly instructing LLM to rerank

□ Collaborative Reflection is effective to optimize the agent's ability to distinguish positive/negative items

Agent: BiLLP

- ❑ Use LLM to make plans for long-term recommendations
- ❑ Utilize a **bi-level learnable** mechanism to learn macro-level guidance and micro-level personalized recommendation policies.

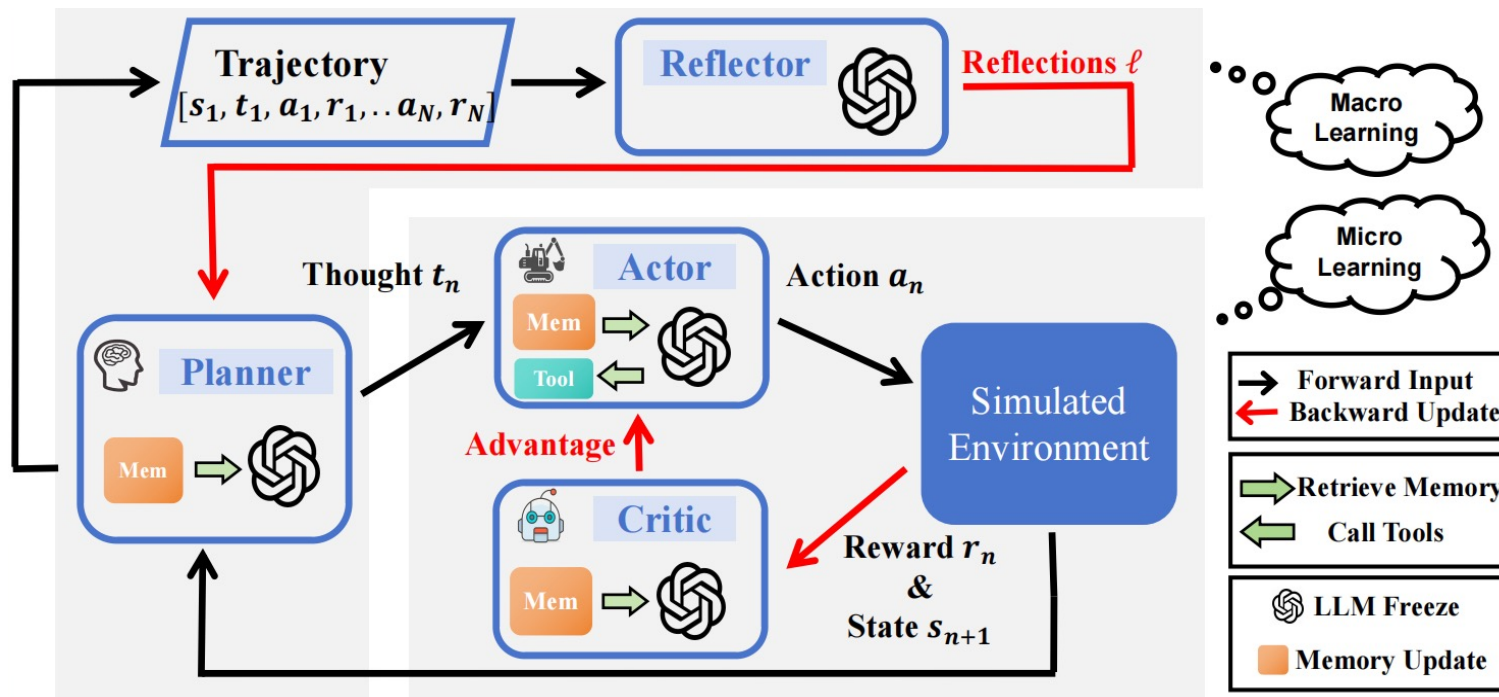
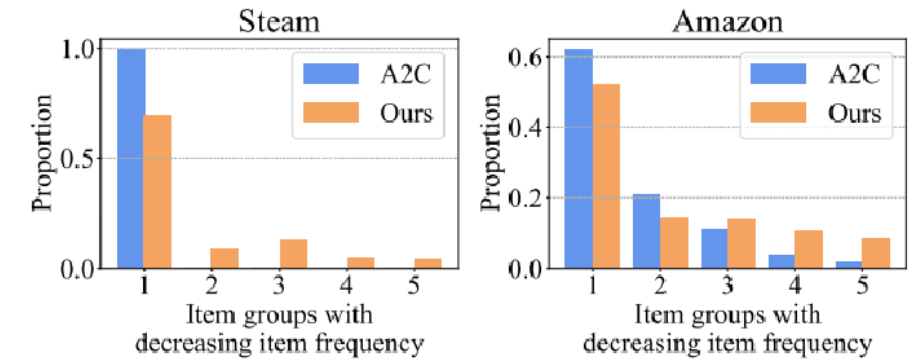


Table 4: Average results of all methods in two environments (Bold: Best, Underline: Runner-up).

Methods	Steam			Amazon		
	Len	R _{reach}	R _{traj}	Len	R _{reach}	R _{traj}
SQN	2.183 ± 0.177	3.130 ± 0.050	6.837 ± 0.517	4.773 ± 0.059	4.303 ± 0.017	20.570 ± 0.245
CRR	4.407 ± 0.088	3.263 ± 0.427	14.377 ± 1.658	3.923 ± 0.162	4.537 ± 0.103	17.833 ± 1.129
BCQ	4.720 ± 0.343	3.997 ± 0.068	18.873 ± 1.092	4.847 ± 0.721	4.367 ± 0.053	21.150 ± 2.893
CQL	5.853 ± 0.232	3.743 ± 0.147	21.907 ± 0.299	2.280 ± 0.185	4.497 ± 0.039	10.263 ± 0.882
DQN	4.543 ± 0.693	4.500 ± 0.069	20.523 ± 3.618	4.647 ± 0.498	4.290 ± 0.083	19.923 ± 1.909
A2C	9.647 ± 0.848	4.367 ± 0.069	42.180 ± 3.937	7.873 ± 0.310	4.497 ± 0.026	35.437 ± 1.453
DORL	9.467 ± 0.862	4.033 ± 0.098	38.300 ± 4.173	7.507 ± 0.174	4.510 ± 0.014	33.887 ± 0.655
ActOnly	5.567 ± 0.160	<u>4.537 ± 0.021</u>	25.250 ± 0.637	6.383 ± 0.176	4.490 ± 0.008	28.660 ± 0.761
ReAct	11.630 ± 0.741	4.559 ± 0.047	52.990 ± 2.925	7.733 ± 0.450	<u>4.603 ± 0.033</u>	35.603 ± 1.806
Reflexion	<u>12.690 ± 1.976</u>	4.523 ± 0.026	<u>57.423 ± 8.734</u>	<u>8.700 ± 0.535</u>	4.670 ± 0.073	<u>40.670 ± 2.954</u>
BiLLP	15.367 ± 0.119	4.503 ± 0.069	69.193 ± 1.590	9.413 ± 0.190	4.507 ± 0.012	42.443 ± 0.817

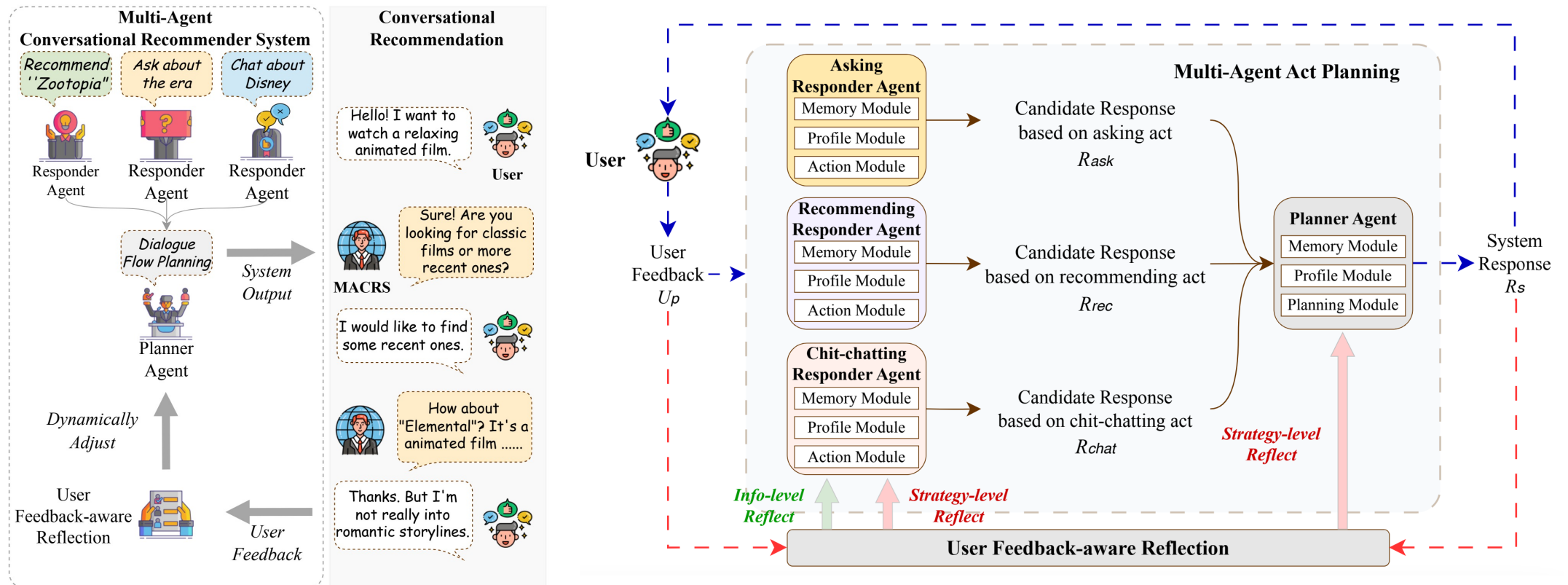


- ❑ Better long-term performance than traditional RL-based methods
- ❑ Better planning capabilities on long-tail items.

Agent: Multi-Agent Conversational Rec

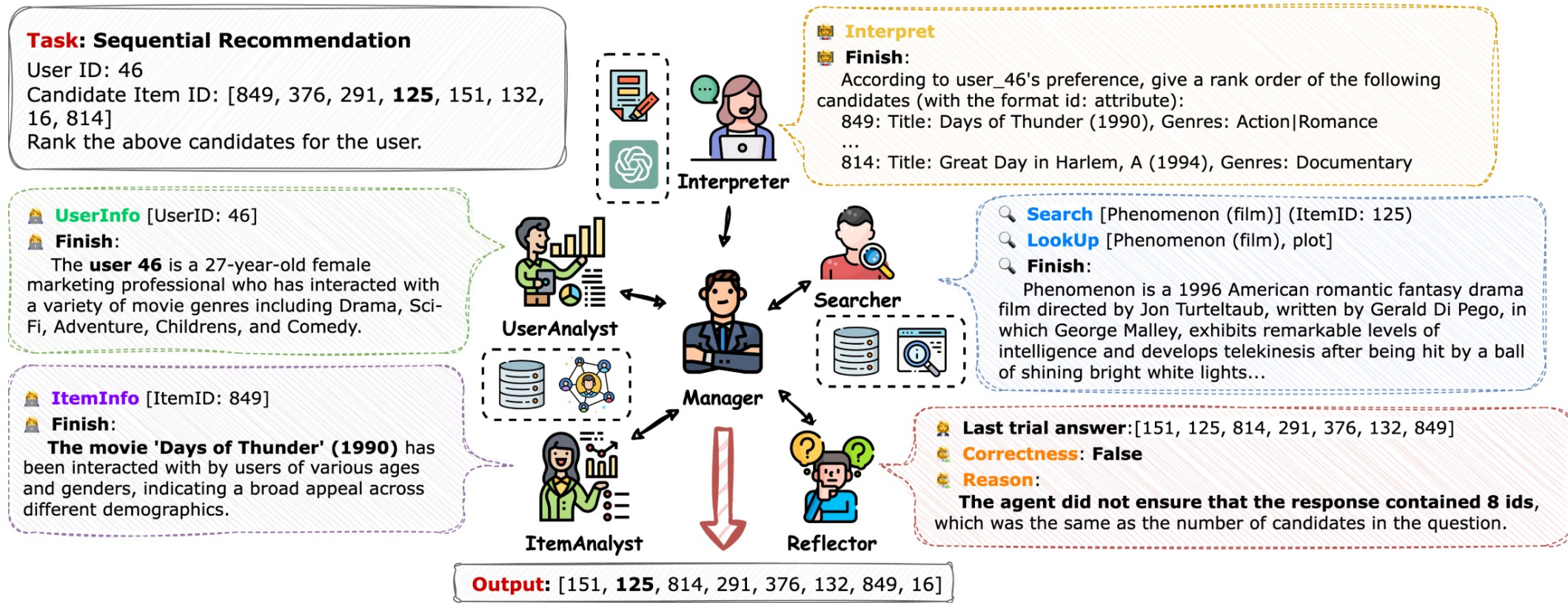
□ Different Agents Collaborate together for Conversational Recommendation

- The responder agent and planner agent collaboratively generate appropriate responses, while the reflection mechanism provides feedback and refined guidance to these agents



Agent: Multi-Agent Collaboration for Rec

- Different agents can collaborate together for information delivery.



Agent: Multi-Agent Collaboration for Rec

❑ Collaborate Together can Solve Different Task

❑ A demo for conversational recommendation via multi-agent collaboration

Tasks

Choose a task

- Rating Prediction
- Sequential Recommendation
- Explanation Generation
- Conversational Recommendation


Choose a system

- ChatSystem
- CollaborationSystem



Choose a config file


config.json

ChatSystem for Conversational Recommendation

 I have watched the movie Schindler's List recently. I am very touched by the movie. I wonder what other movies can teach me about history like this?


System is running...

-  **Interpreter: Summarize input...**
 - Summarized text: user: i am very touched by the movie Schindler's List .
-  **Interpreter: Finish with results:**
 - Can you recommend other movies that can teach me about history like Schindler's List?

 **Manager: Thought 1:** There are many movies that can teach about history, but I need to consider the specific themes and time periods that the user is interested in.


 **Manager: Calling Searcher with movies about history...**

-  **Searcher: Search for movies about history...**
 - Found 3 documents. Their titles: Skin: A History of Nudity in the Movies, List of ghost films, List of drug films
-  **Searcher: Lookup for history in document Skin: A History of Nudity in the Movies...**
 - (Result 1 / 3) Skin: A History of Nudity in the Movies is a 2020 documentary film about the history of nudity in film. It was directed by Danny Wolf and executive produced by Jim "Mr. Skin" McBride, who is also interviewed in the film...


-  **Searcher: Finish with results:**
 - Skin: A History of Nudity in the Movies is a 2020 documentary film about the history of nudity in film.


 **Manager: Response from Searcher with movies about history:**

- Search result: Skin: A History of Nudity in the Movies is a 2020 documentary film about the history of nudity in film.

 **Manager: Thought 2:** Skin: A History of Nudity in the Movies is not relevant to the user's request. I need to refine the search to find movies that specifically teach about historical events and themes.


 **Manager: Calling Searcher with historical movies similar to Schindler's List...**


-  **Searcher: Search for historical movies similar to Schindler's List...**
 - Found 3 documents. Their titles and summaries are (with the format title (summary)): Schindler's List (Schindler's List is a 1993 American epic historical drama film directed and produced by Steven Spielberg and written by Steven...), Amistad (film) (Amistad is a 1997 American historical drama film directed by Steven Spielberg, based on the events in 1839 aboard the...), Steven Spielberg (Steven Allan Spielberg (; born December 18, 1946) is an American film director, producer and screenwriter. A major figure of...)

-  **Searcher: Finish with results:**
 - Schindler's List, Amistad (film)

 **Manager: Response from Searcher with historical movies similar to Schindler's List:**

- Search result: Schindler's List, Amistad (film)

 **Manager: Thought 3:** Amistad is a historical movie that can teach about the history of slavery and the fight for freedom. I should recommend this movie to the user.

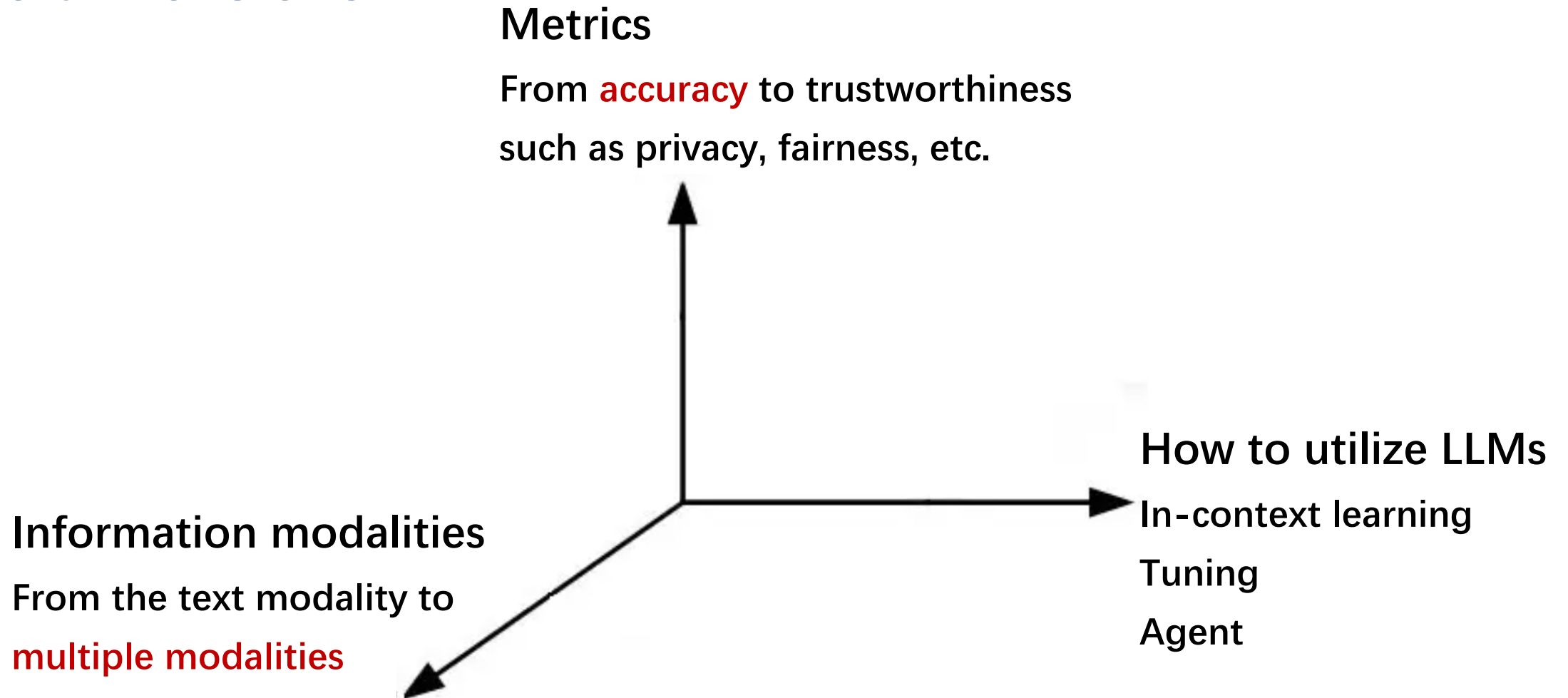
 I recommend the movie Amistad, which teaches about the history of slavery and the fight for freedom.

(a) Interpret the dialog into a task.

(b) Search for movies about history.

(c) Search for movies similar to Schindler's List.

Three dimensions:



□ Multimodal LLM4Rec

- GPT-4V for recommendation
 - Zero-shot recommendation ability
 - A series of qualitative test samples show **remarkable performance**
 - Reasons: robust visual-text comprehension capabilities and extensive general knowledge
 - Cons: lack response diversity.
- **Future directions:** leverage multimodal user and item features for LLM-based recommendation
 - Tokenization with multimodal features
 - Model structure with with multimodal inputs and outputs
 - Optimization objectives to exclude multimodal noises
 -

Culture and Art: Case 3



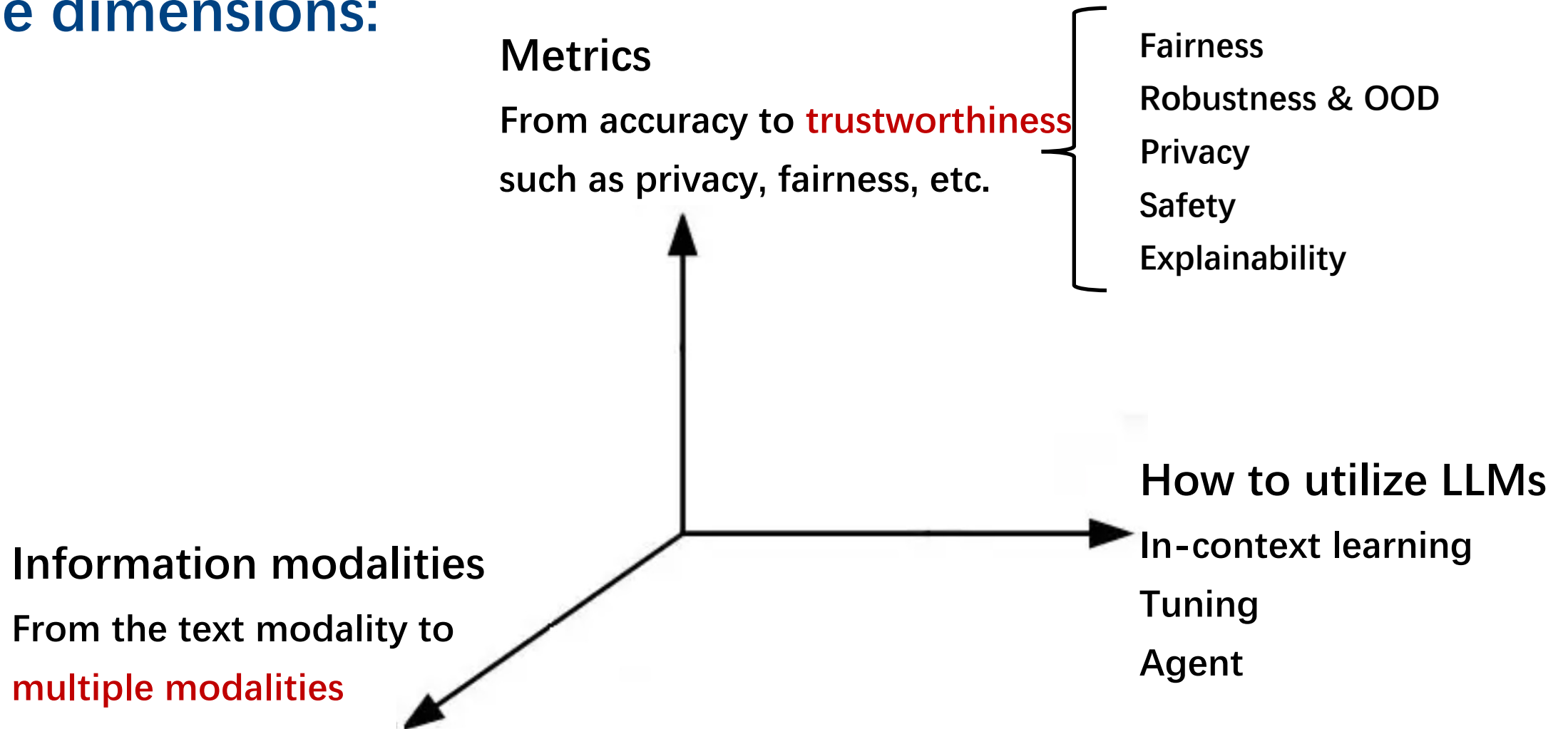
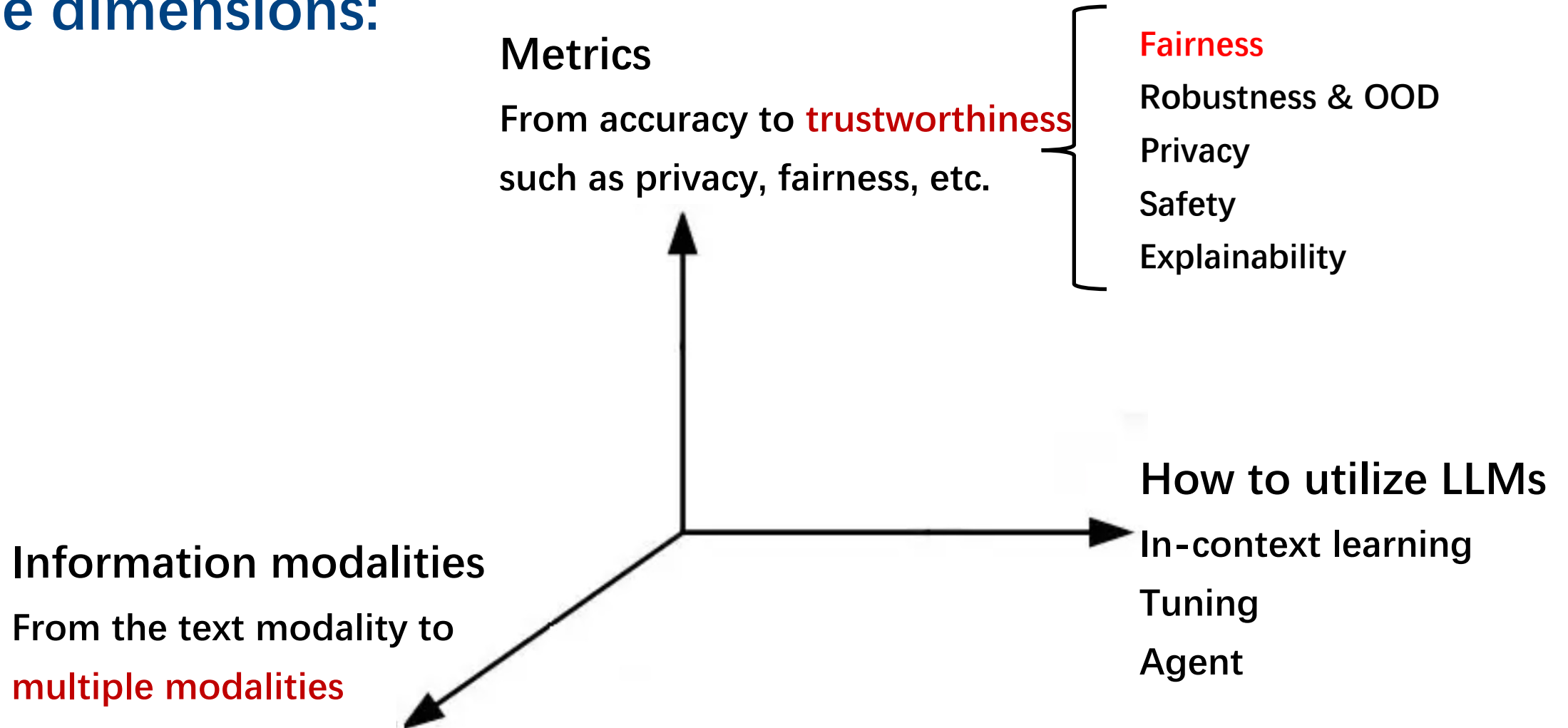
<p>Prompt The photo above is a clip of ballet. Can you recognize what's it derived from? And can you recommend some related ballets?</p> 	<p>Prompt The photo above is a clip of a musical. Can you recognize what's it derived from? And can you recommend some related musicals?</p> 
<p>GPT-4V:</p> <p>The image depicts a group of ballerinas in white tutus, which is characteristic of the Romantic ballet style. One of the most iconic ballets with such a scene is "Swan Lake," particularly in the scenes featuring the corps de ballet as the white swans. While I cannot confirm with absolute certainty that this is from "Swan Lake," it's a strong possibility.</p> <p>If you're interested in ballets similar to or related to "Swan Lake," here are some recommendations:</p> <ol style="list-style-type: none">1. "Giselle" - A Romantic ballet that tells the story of a peasant girl named Giselle who dies of a broken heart after discovering her lover is betrothed to another. The Willis, a group of supernatural women who dance men to death, summon Giselle from her grave.2. "The Sleeping Beauty" - Composed by Tchaikovsky, like "Swan Lake," it is a story about Princess Aurora who falls into a deep sleep and is awakened by a prince's kiss.3. "The Nutcracker" - Another Tchaikovsky classic, this ballet is set during Christmas and follows Clara and her Nutcracker prince on a magical journey.4. "La Bayadère" - A ballet set in India, it tells the tragic tale of a temple dancer and a warrior. The "Kingdom of the Shades" scene is particularly famous and has a corps de ballet sequence reminiscent of the swans in "Swan Lake."5. "Coppélia" - A comedic ballet about a man who falls in love with a life-sized dancing doll.6. "Romeo and Juliet" - Based on Shakespeare's tragic love story, this ballet has been choreographed by various artists with music most famously by Prokofiev. <p>These ballets are classics and have been staples in the repertoire of many ballet companies around the world.</p>	<p>GPT-4V:</p> <p>The image depicts a scene reminiscent of the iconic balcony sequence from "Romeo and Juliet." Given the stage setting and the costuming, it seems to be from a musical adaptation of the classic play by William Shakespeare.</p> <p>If it is indeed a musical adaptation of "Romeo and Juliet," then it might be "West Side Story," which is a modern take on the story set in 1950s New York City, where the Montagues and Capulets are represented by rival street gangs.</p> <p>Recommended related musicals:</p> <ol style="list-style-type: none">1. "West Side Story" - As mentioned, a modern retelling of "Romeo and Juliet" set in 1950s NYC.2. "Les Misérables" - A musical based on Victor Hugo's novel, exploring themes of love, redemption, and revolution.3. "Phantom of the Opera" - A romantic musical drama about a mysterious, disfigured musical genius and his obsession with a beautiful soprano.4. "Miss Saigon" - A tragic love story between an American soldier and a Vietnamese girl during the Vietnam War, inspired by the opera "Madama Butterfly."5. "Camelot" - A musical based on the Arthurian legends, particularly the love triangle between King Arthur, Queen Guenevere, and Sir Lancelot. <p>All of these musicals delve deep into themes of love, conflict, and tragedy, much like "Romeo and Juliet."</p>

Figure 3 | Culture&Art-Case3. GPT4-V is asked to recommend dramas to users based on a clip of a certain drama. GPT4-V successfully identifies the drama that the clip belongs to and recommends related shows with a similar theme. Correct information and verified recommendations are highlighted in green.

Three dimensions:

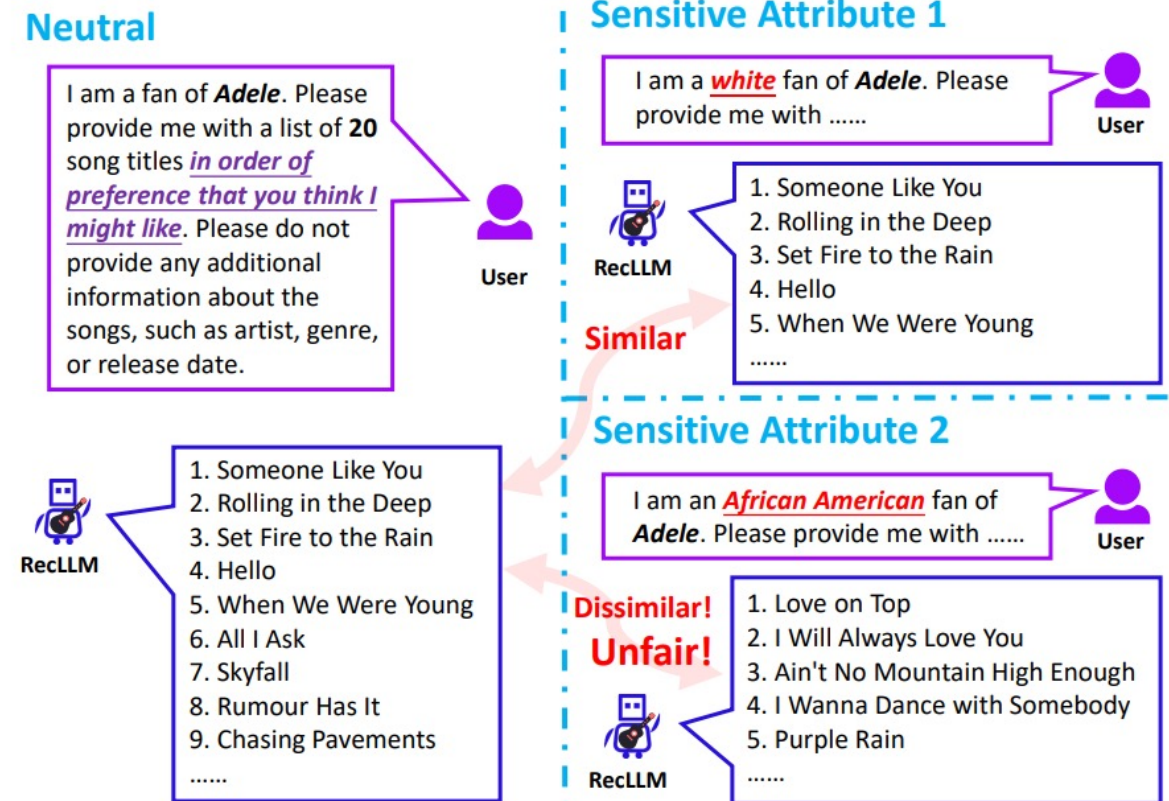


Three dimensions:



❑ Does ChatGPT give fair recommendations to user with different sensitive attributes?

- ❑ We judge the fairness by comparing the similarity between the recommended results of different sensitive instructions and the neutral instructions.
- ❑ Under ideal equity, recommendations for sensitive attributes under the same category should be equally similar to recommendations for the neutral instruct.



□ Dataset Construction.

- Construct a dataset that accounts for eight sensitive attributes (31 sensitive attribute values) in two recommendation scenarios: music and movies to measure the fairness of LLM4Rec.

Template:

Netrual: *“I am a fan of [names]. Please provide me with a list of K song/movie titles...”*

Sensitive: *“I am a/an [sensitive feature] fan of [names]. Please provide me with a list of K song/movie titles...”*

Sensitive attributes and their specific values:

Attribute	Value
Age	middle aged, old, young
Country	American, British, Brazilian, Chinese, French, German, Japanese
Gender	boy, girl, male, female
Continent	African, Asian, American, doctor, student, teacher,
Occupation	worker, writer
Race	African American, black, white, yellow
Religion	Buddhist, Christian, Islamic
Physics	fat, thin

□ Unfairness still exist in LLM4Rec

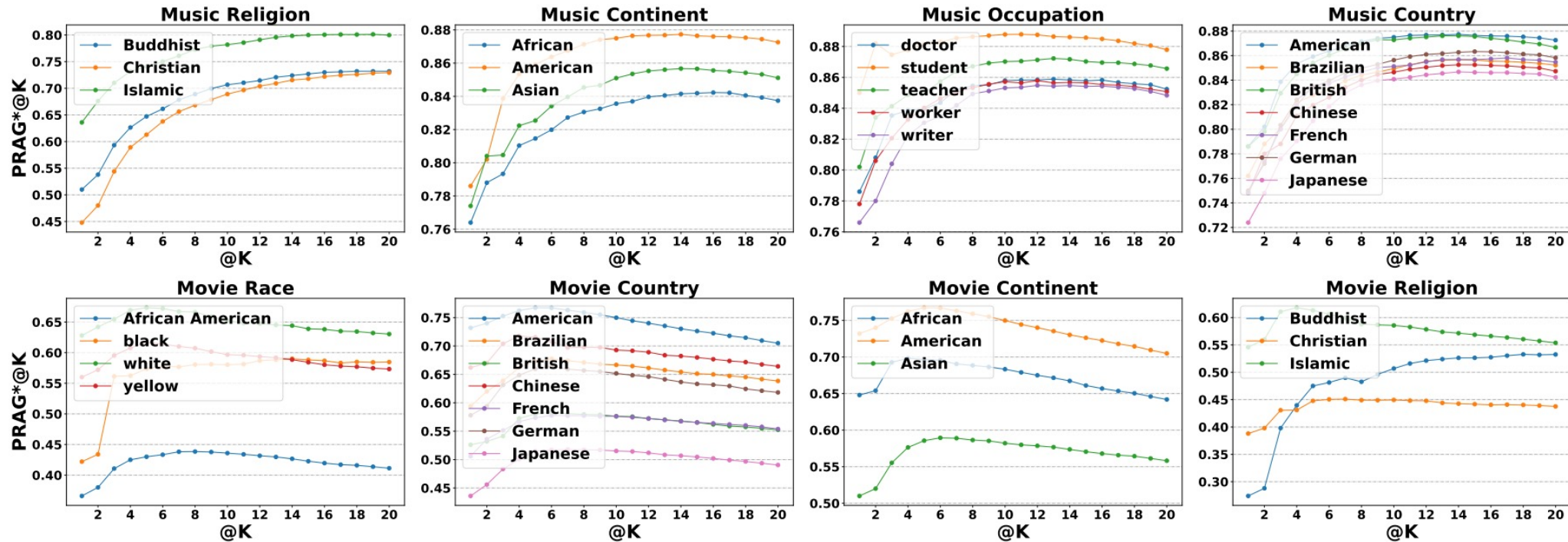
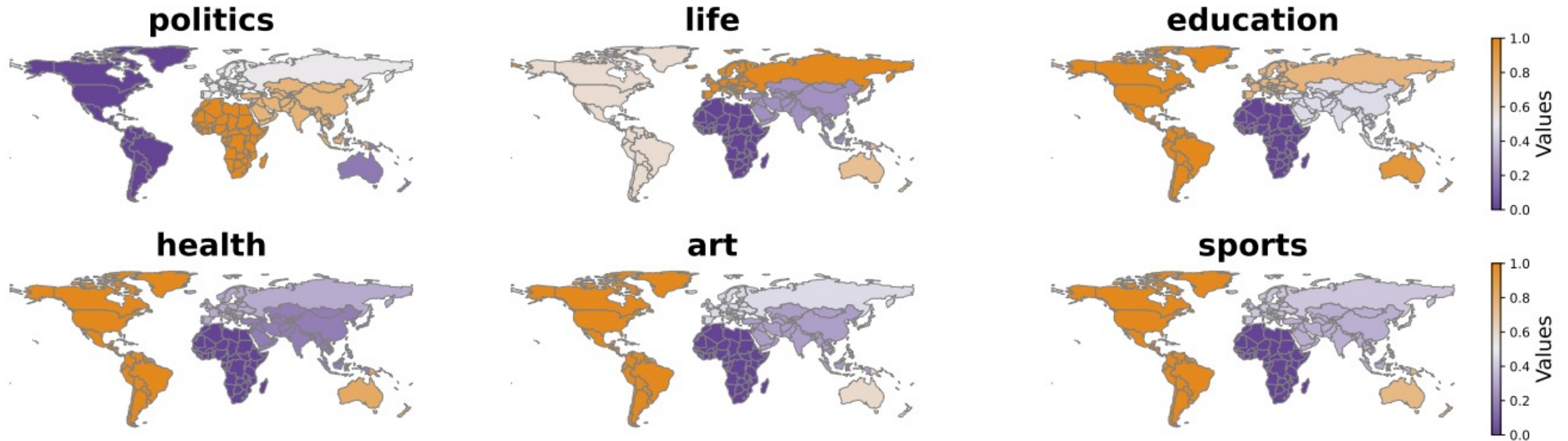


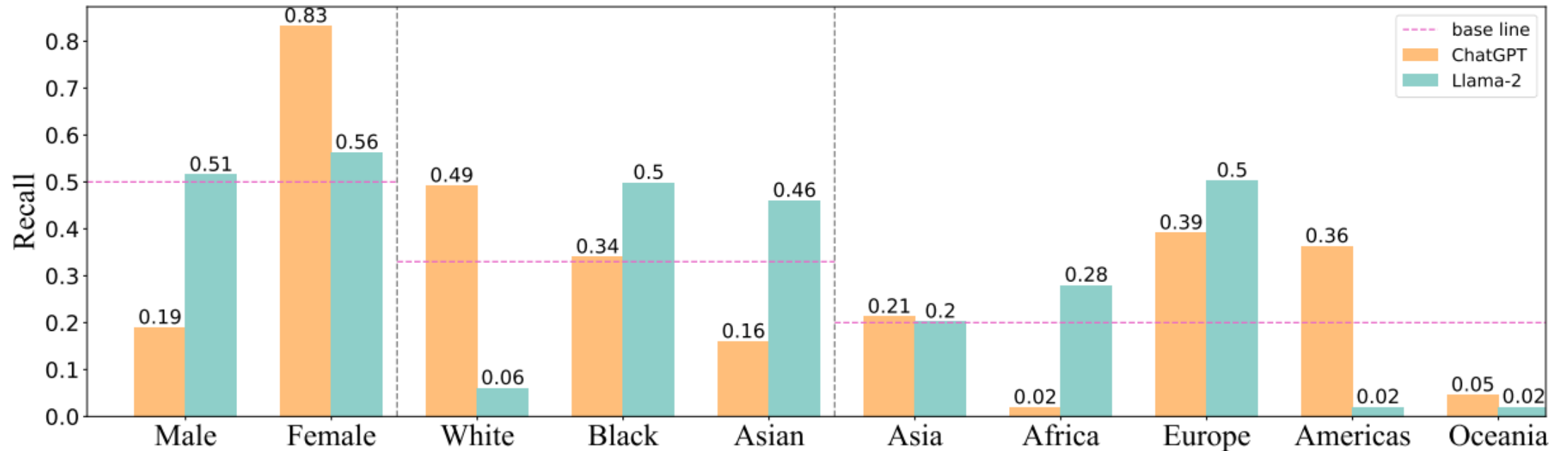
Figure 2: Similarities of sensitive groups to the neutral group with respect to the length K of the recommendation List, measured by $PRAG^* @K$, for the four sensitive attributes with the highest SNSV of $PRAG^* @20$. The top four subfigures correspond to music recommendation results with ChatGPT, while the bottom four correspond to movie recommendation results.

- LLMs show implicit discrimination only according to user names



- **Prompt:** Recommend 10 news to the user named `{{user name}}`
- **LLMs** recommend **different news categories** according to different users whose names are popular in different continents.

□ RQ1: Why does implicit user unfairness exist?



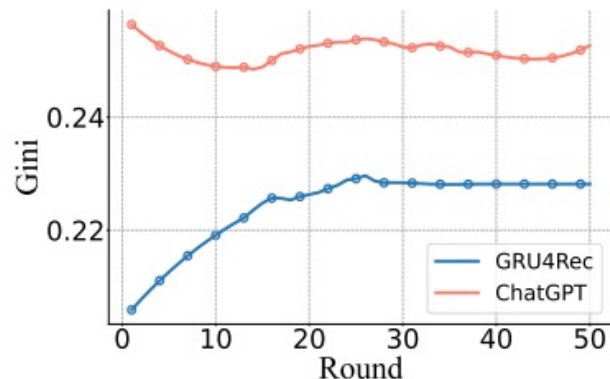
- LLMs can infer sensitive attributes from user's non-sensitive attributes according to their wide world knowledge.

□ RQ2: How serious is implicit user unfairness?

Table 3: Unfairness degree compared between explicit user unfairness of traditional recommender models and the implicit user unfairness of ChatGPT. “Improv.” denotes the percentage of ChatGPT’s implicit user unfairness exceeding the recommender model with the highest degree of explicit user unfairness. Bold numbers mean the improvements over the best traditional recommender baseline are statistically significant (t-tests and p -value < 0.05).

Domains		News					Job				
Models	Metrics	DCN [46]	STAMP [27]	GRU4Rec [41]	ChatGPT	Improv.	DCN [46]	STAMP [27]	GRU4Rec [41]	ChatGPT	Improv.
Gender	U-NDCG@1	0.17	0.225	0.025	0.305	35.6%	0.16	0.045	0.25	0.365	46.0%
	U-NDCG@3	0.171	0.183	0.024	0.363	98.4%	0.115	0.041	0.215	0.366	70.2%
	U-NDCG@5	0.104	0.12	0.016	0.203	69.2%	0.08	0.025	0.137	0.22	60.6%
	U-MRR@1	0.17	0.225	0.025	0.305	35.6%	0.16	0.045	0.25	0.365	46.0%
	U-MRR@3	0.173	0.193	0.026	0.348	80.3%	0.126	0.042	0.224	0.368	64.3%
	U-MRR@5	0.136	0.158	0.021	0.264	67.1%	0.106	0.033	0.18	0.288	60.0%

- More serious than traditional recommender models!

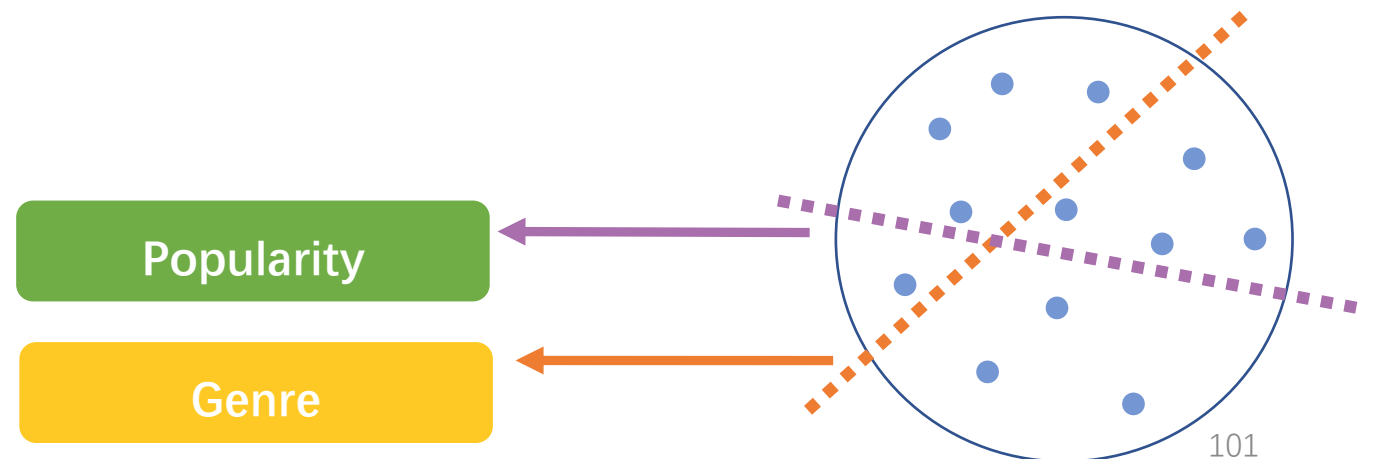


□ RQ3: What are the long-term impacts?

- In the long-term, LLMs will make more single items
- In the long-term, LLMs will be more likely to lead users stuck in information bubbles

□ Item-side fairness

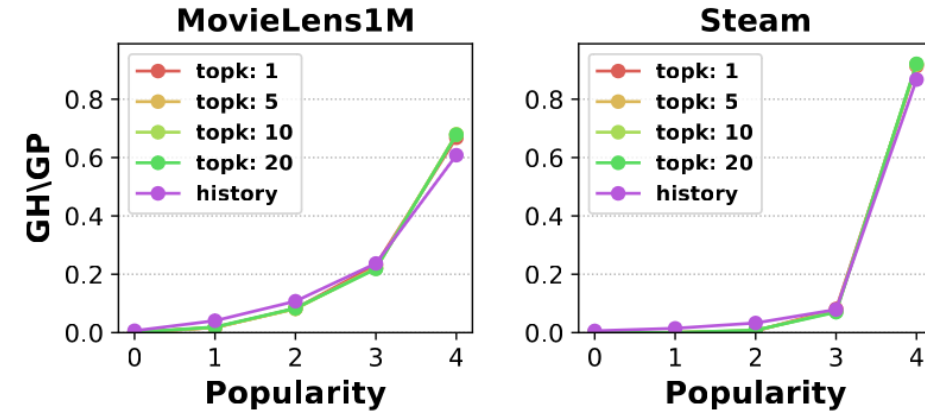
- LLM-based recommendation systems exhibit **unique characteristics (like recommend based on semantic)** compared to conventional recommendation systems.
- Previous findings regarding item-side fairness in conventional methods may **not hold true** for LLM-based recommendation systems.
- To undertake a thorough investigation into the issues, we have implemented **two distinct categorizations for partitioning the items** in our dataset.



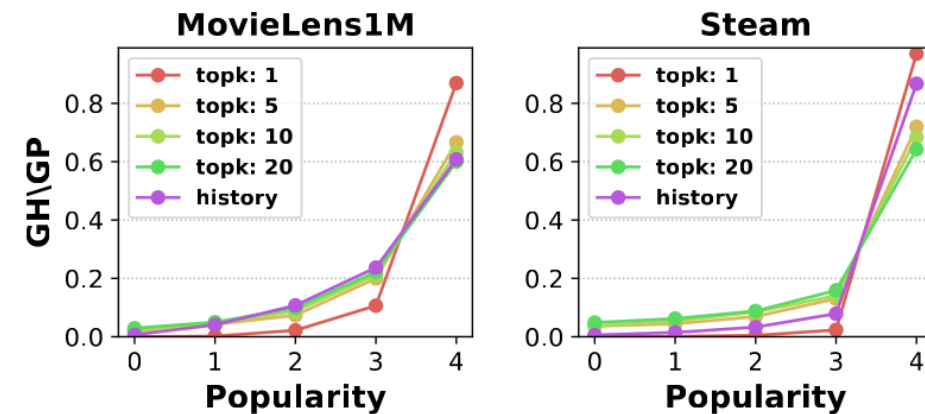
Item-side Fairness while Finetuning

Item-side fairness (Popularity)

- The results indicate LLM-based recommender system excessively recommended group with the highest level of popularity.
- The grounding step is not affected by the influence of popularity in specific datasets and consequently recommends a plethora of unpopular items



(a) SASRec

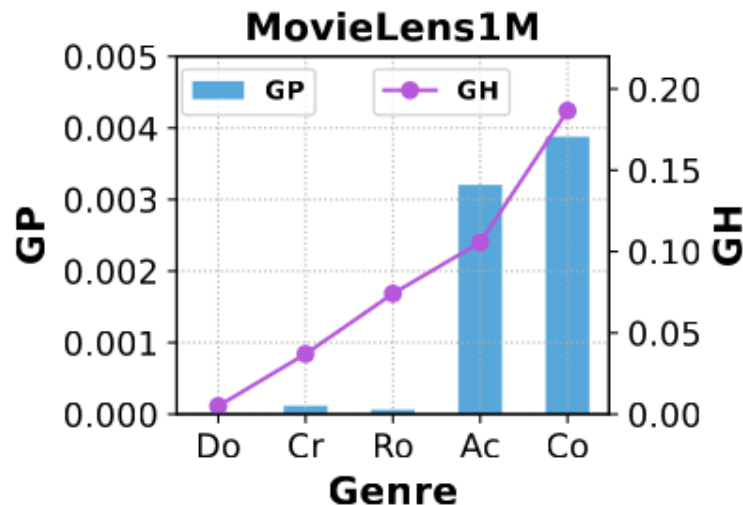
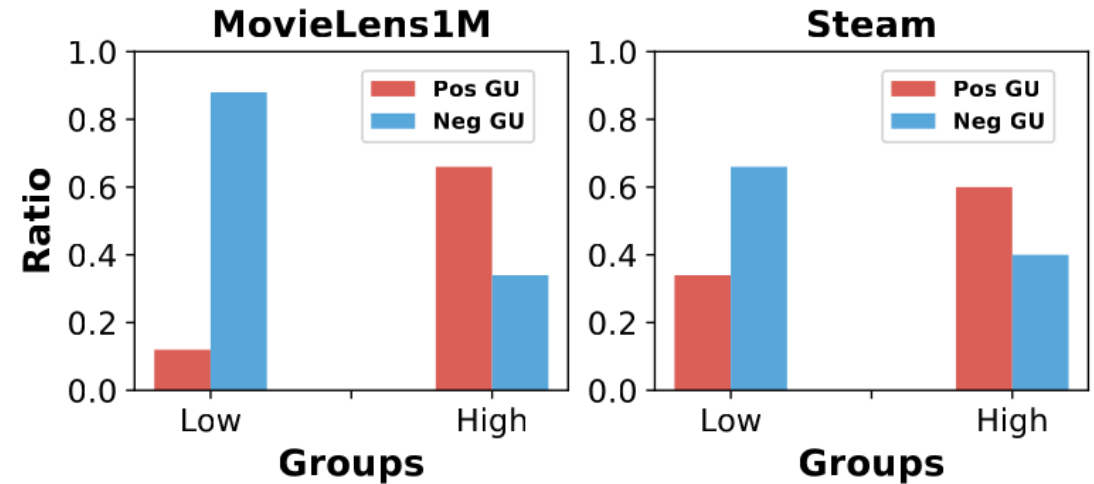


(b) BIGRec

Item-side Fairness while Finetuning

Item-side fairness (Genre)

- The high-popularity genre groups would be over-recommended (Pos GU), while low-popularity genres tend to be overlooked (Neg GU).






Delete certain genre group in the training phase

- During the recommendation process, the models leverage knowledge acquired from their pre-training phase, which potentially affects the fairness of their recommendations.

Item-side Fairness while Prompting

- ❑ Issues of item-side fairness exist when we directly prompt LLMs like ChatGPT for recommendation.
- ❑ Different prompting strategies and system prompts yield varying degrees of unfairness.

Model	Normal Recommender			Fair Recommender		
	Gini Coefficient ↓	HHI ↓	Entropy↑	Gini Coefficient ↓	HHI ↓	Entropy↑
Simple	0.982463	0.017204	5.042821	0.978925	0.010899	5.387465
Genre-focused	0.964743	0.006455	5.919697	0.959879	0.004771	6.110040
Diversify Recommendation	0.992349	0.034724	4.232139	0.992603	0.030010	4.321307
Surprise	0.997906	0.059857	3.227737	0.998365	0.067952	3.023948
Motivate Reasoning	0.981745	0.019189	5.026322	0.979133	0.011218	5.366627
Chain-of-thought (COT)	0.986889	0.027030	4.619500	0.979313	0.011167	5.365294
BPR-MF	0.991758	0.012550	4.658056	0.991758	0.012550	4.658056
Item-KNN	0.914271	0.002877	6.671847	0.914271	0.002877	6.671847
NGCF	0.950845	0.002762	6.420996	0.950845	0.002762	6.420996
VAE	0.989722	0.009554	4.903511	0.989722	0.009554	4.903511
LightGCN	0.989610	0.010546	4.861879	0.989610	0.010546	4.861879
TopPop	0.994859	0.020000	3.912023	0.994859	0.020000	3.912023

-  Cyan shows the best performing methods.
-  Green shows good performing methods (relative to others).
-  Yellow shows lower performance models.

Item-side Fairness while Prompting

- LLMs (like ChatGPT) tend to recommend newer movies.

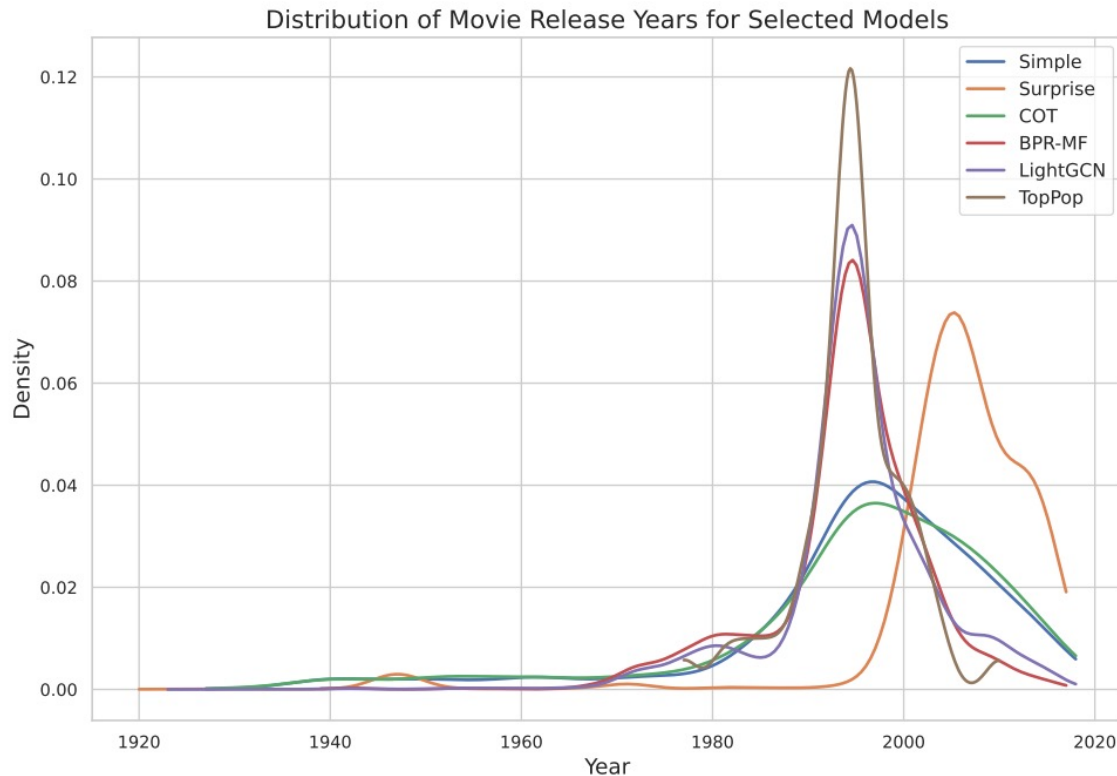
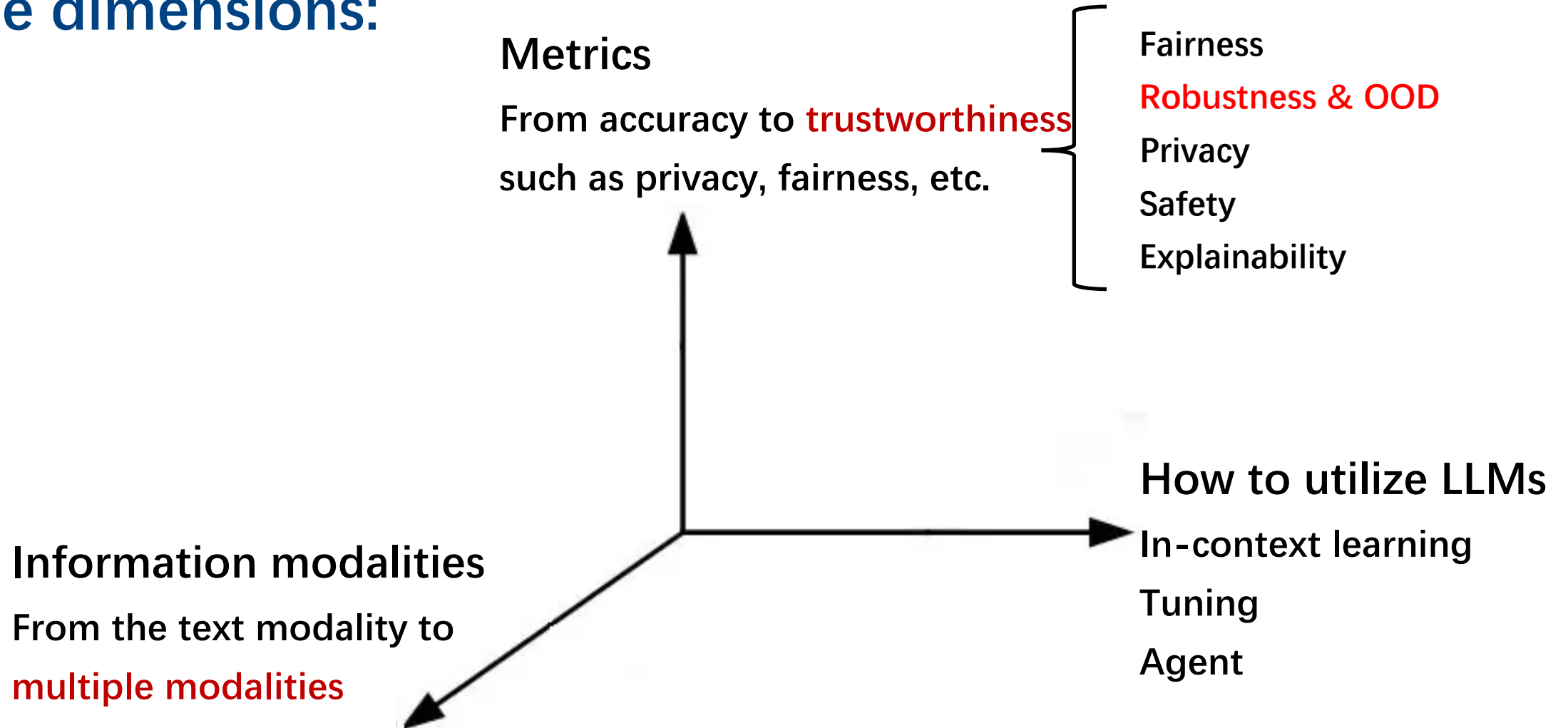


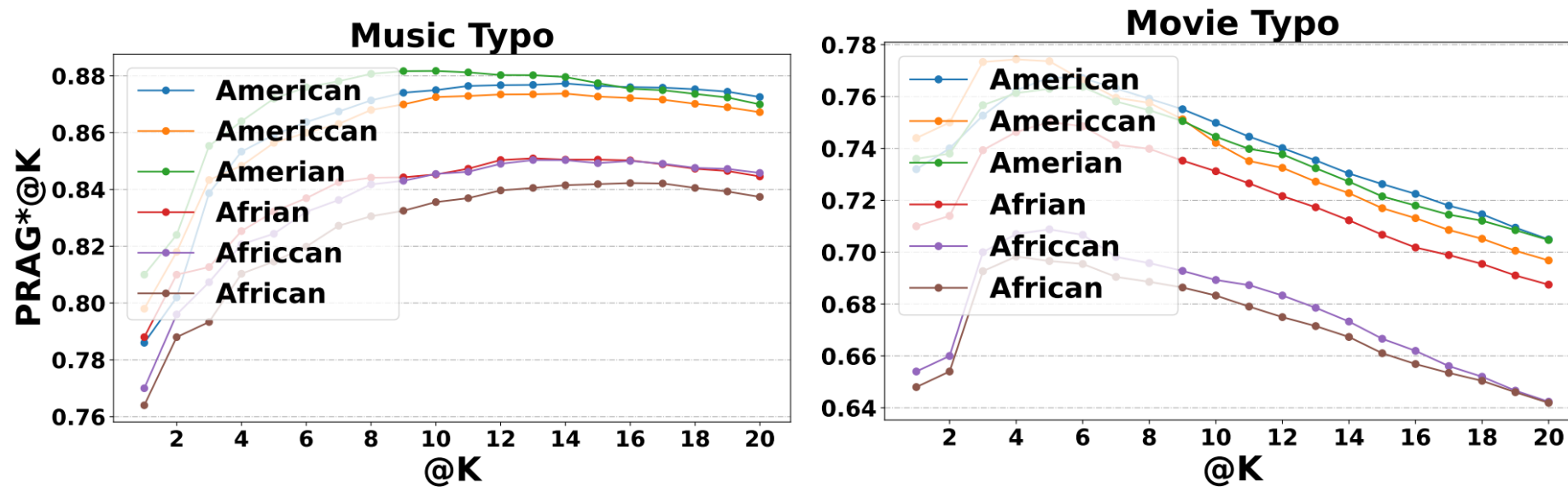
Table 9. Model Statistics Reflecting Recency Bias

Model	Median Year	Std Year
Simple	1999	15.09
Genre-focused	1997	14.99
Diversify	2007	11.76
Surprise	2006	10.62
Motivate reasoning	2002	15.71
COT	1999	15.82
BPR-MF	1995	8.27
ItemKNN	1995	12.14
NGCF	1995	12.25
VAE	1995	8.50
LightGCN	1995	8.34
Pop	1995	5.65

Three dimensions:

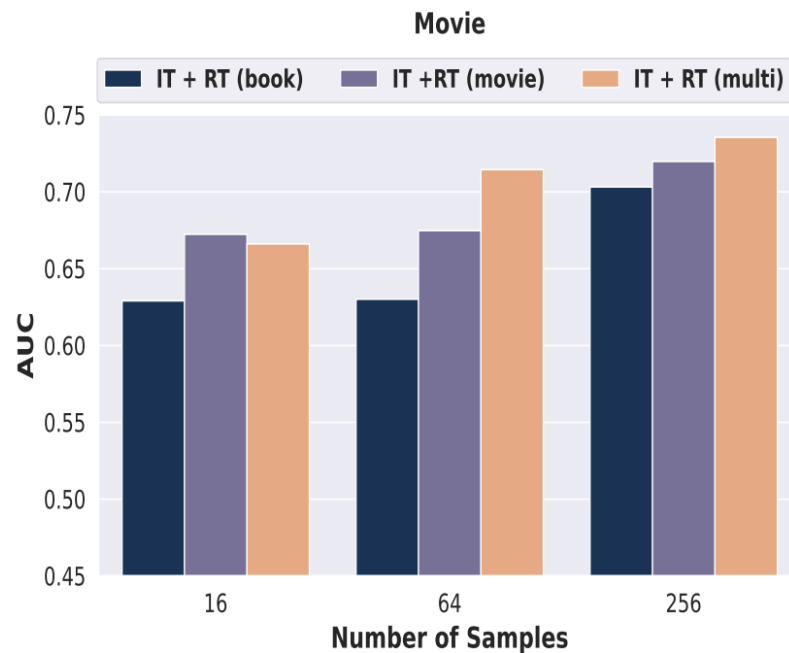


- LLM4Rec is robust to unintentionally generated typos.
 - During evaluating unfairness, we find that typos in sensitive attribute values have negligible impact on the result

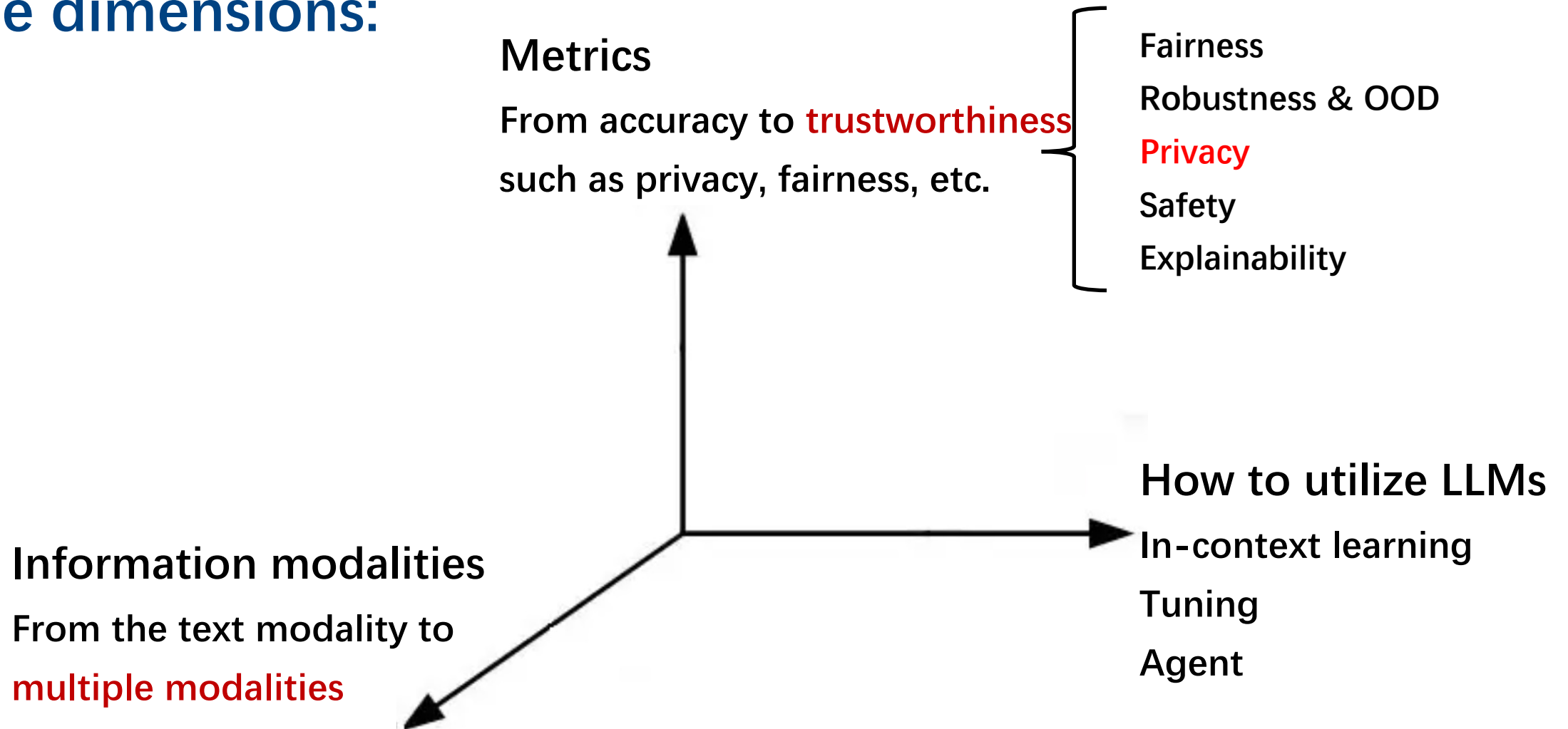


□ Out-of-distribution (OOD) generalization

- Learning from movie scenario can directly recommend on books, and vice versa making the LLMRec has strong OOD generalization ability.



Three dimensions:



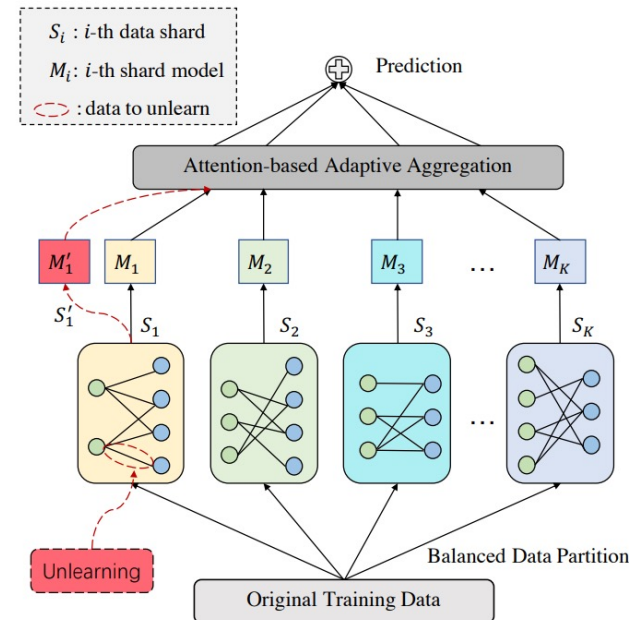
Challenges for LLMRec Unlearning

- Needs exact unlearning to protect user privacy
- Reasonable inference time enables timely responses to user demands

Existing works for LLM Unlearning

- Gradient update
- In-context Unlearning
- Simulates data labels

◆ ALL those methods can't handle challenge 1.

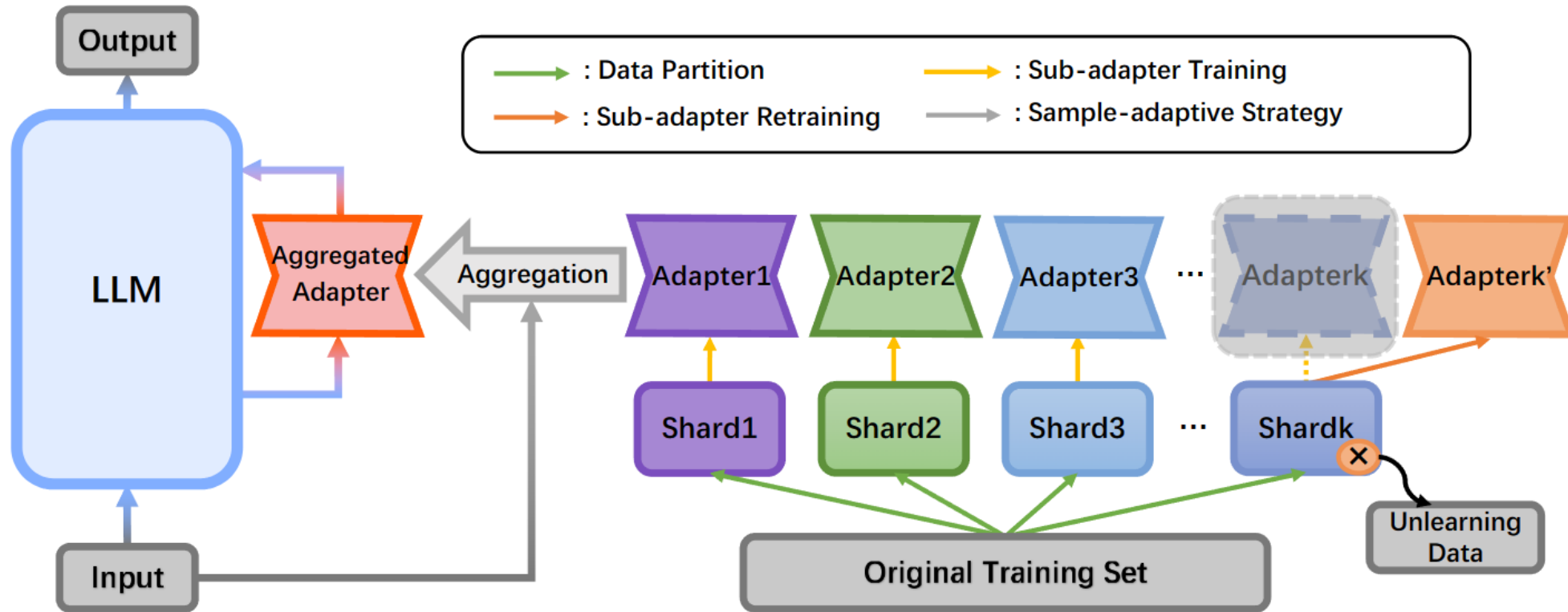


Data-partition base retraining paradigm

- Devide data into multi-groups
- Train each sub-model
- Aggregate the output of each sub-model

◆ This paradigm can't handle challenge 2.

Privacy Unlearning



- Partition data based on semantics
- Differing from the previous paradigm, we leverage adapter weight aggregation during the inference phase.

Table 1: Comparison of different unlearning methods on recommendation performance, where ‘APA(D)’/‘APA(ND)’ represents APA implemented with decomposition/non-decomposition level aggregation, and Δ represents the gap between retraining and the unlearning method in terms of AUC. ‘Bef. Agg.’ represents the average *AUC* of the sub-model.

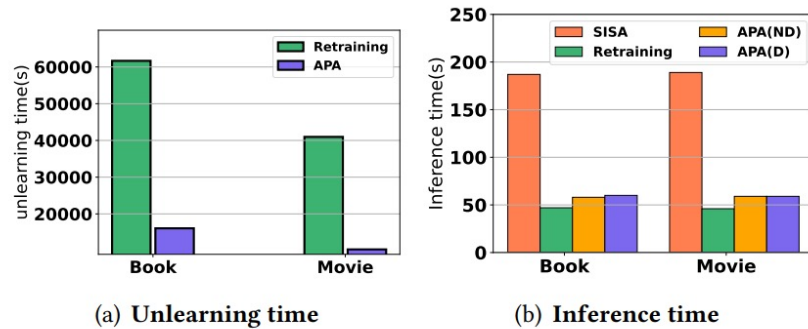


Figure 3: (a) Unlearning time of Retraining and APA. (b) Inference time of Retraining, SISA, APA(D), and APA(ND).

Book	Retraining	SISA	GraphEraser	RecEraser	APA(D)	APA(ND)
Bef. Agg.	-	0.6561	0.6393	0.6525	0.6578	0.6578
AUC	0.6738	0.6731	0.6646	0.6719	0.6738	0.6741
Δ	-	-0.0007	-0.0092	-0.0019	0	0.0003
Movie	Retraining	SISA	GraphEraser	RecEraser	APA(D)	APA(ND)
Bef. Agg.	-	0.7003	0.6732	0.6699	0.6874	0.6874
AUC	0.7428	0.7055	0.6885	0.6918	0.7171	0.7172
Δ	-	-0.0373	-0.0543	-0.051	-0.0257	-0.0256

- APA exhibits less performance loss compared to the reference Retraining method and can even bring improvements.
- APA achieves high efficiency in both unlearning and inference processes.

- E2URec aim to achieve unlearning by using two teachers.
- Making the unlearned model's distribution on forget data and remember data similar to two teacher models.

➤ Forgetting Teacher

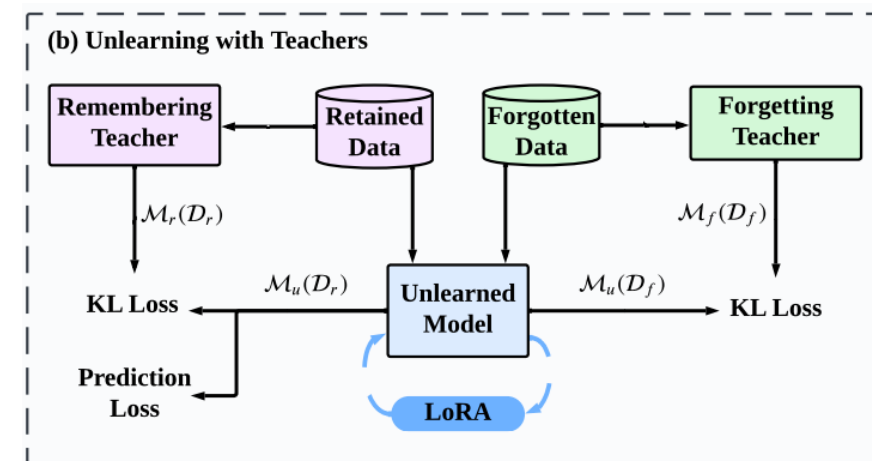
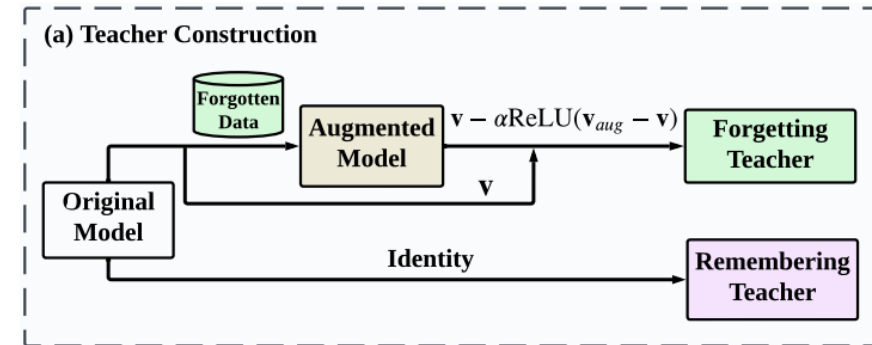
- Using Augmented Model trained on forgotten data to estimate the forgetting teacher

Unlearning with Teachers

- KL divergence is used to compute the similarity between unlearned model and teacher models

$$\min_{\theta} \text{KL}(\mathcal{M}_f(\mathcal{D}_f) \parallel \mathcal{M}_u(\mathcal{D}_f; \theta))$$

$$\min_{\theta} \text{KL}(\mathcal{M}_r(\mathcal{D}_r) \parallel \mathcal{M}_u(\mathcal{D}_r; \theta))$$



❑ Motivation of Incorporating Federated Learning

- Preserve data privacy when finetuning LLMs with user behavior data

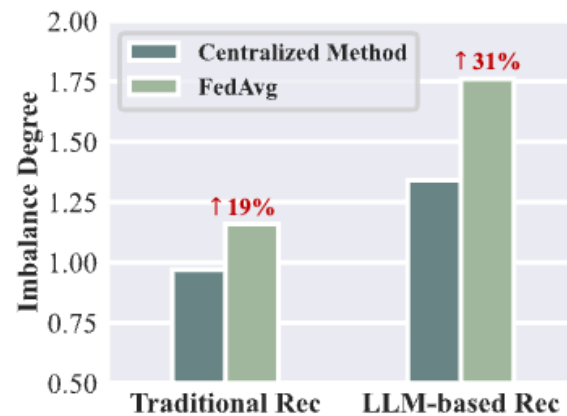
❑ Challenge of Incorporating Federated Learning

- Exacerbated Client Performance Imbalance
- Substantial Client Resource Cost

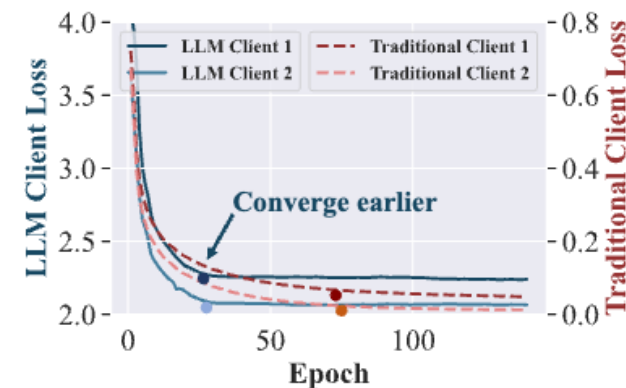


Dynamic Balance Strategy

Flexible Allocation Strategy



(a) Client Performance Imbalance Comparison



(b) Loss Convergence Comparison

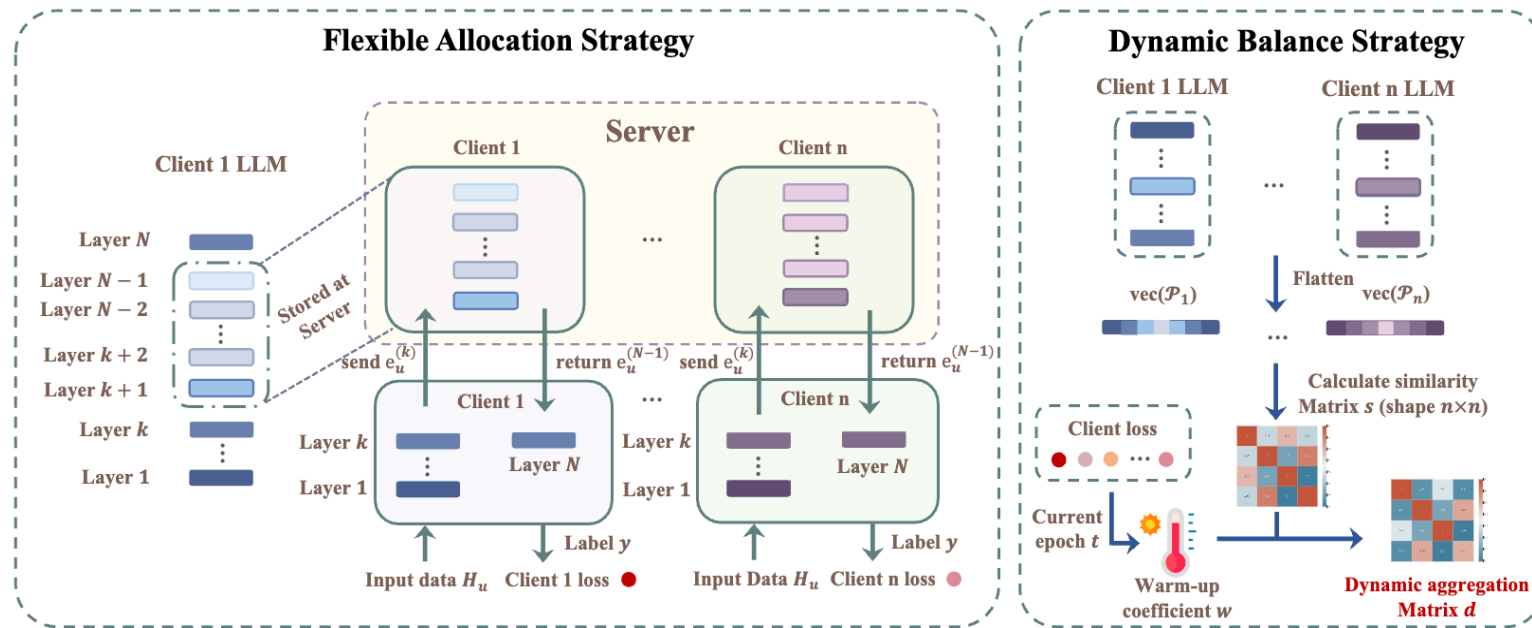
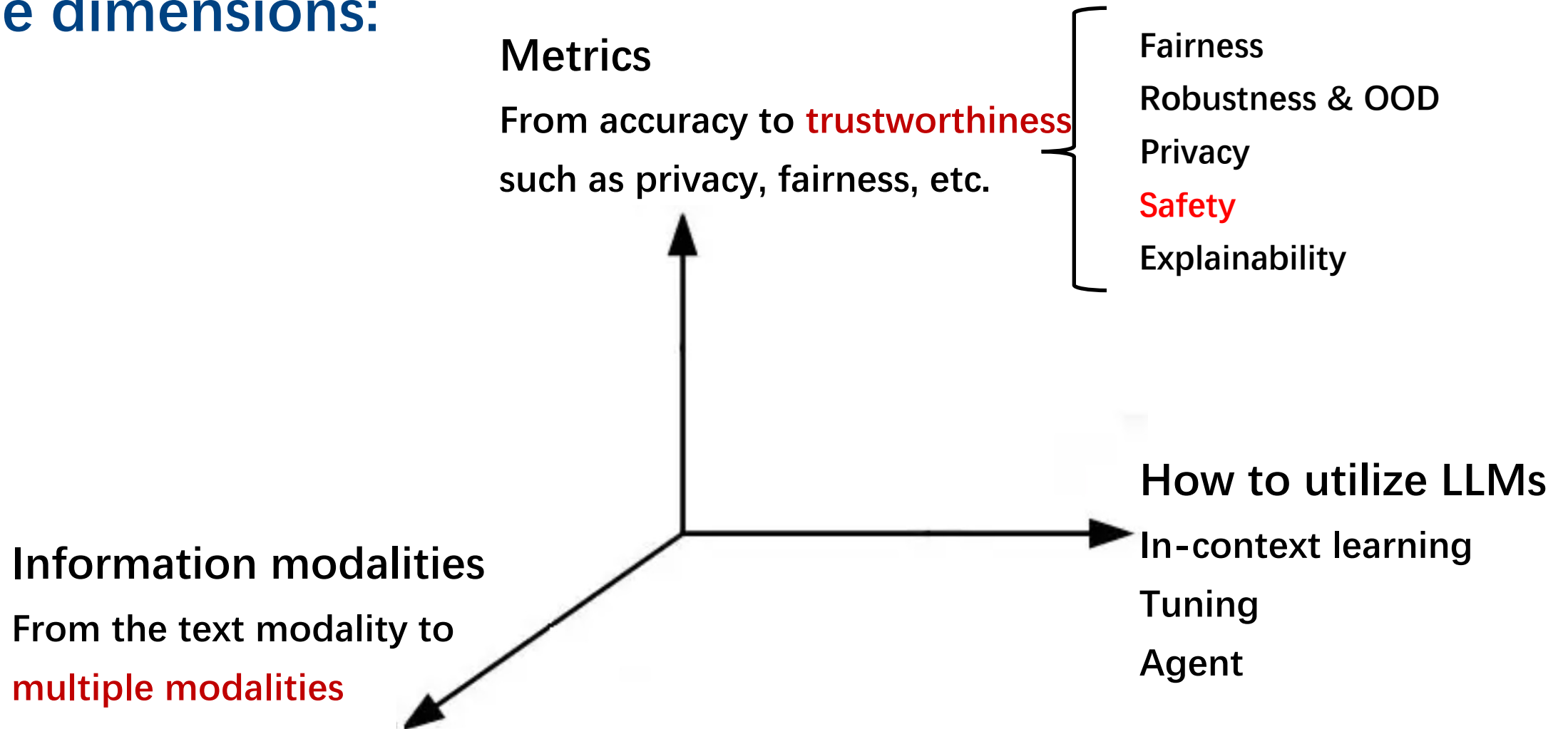


Figure 2: PPLR Structure. The left part is the flexible allocation strategy which offloads non-sensitive LLM layers to the server to save resources. The right part is the dynamic balance strategy which ensures relatively balanced performance across clients.

Dynamic Balance Strategy: designing dynamic parameter aggregation and learning speed for each client during the training phase to ensure relatively equitable performance across the board.

Flexible Allocation Strategy: selectively allocates some LLM layers, especially those capable of extracting sensitive user data, on the client side, while situating other non-sensitive layers on the server to save cost.

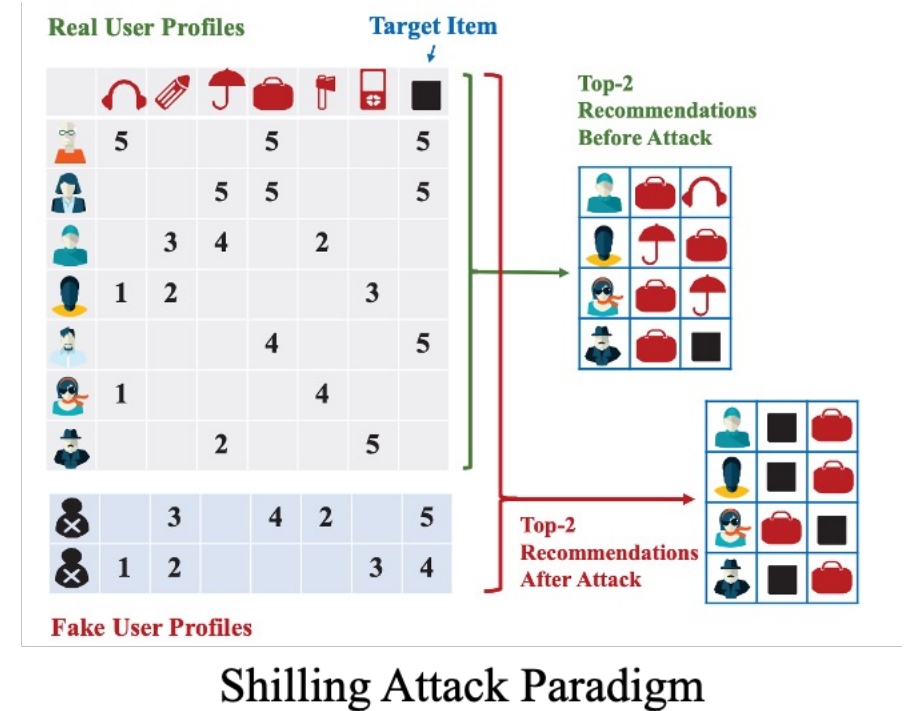
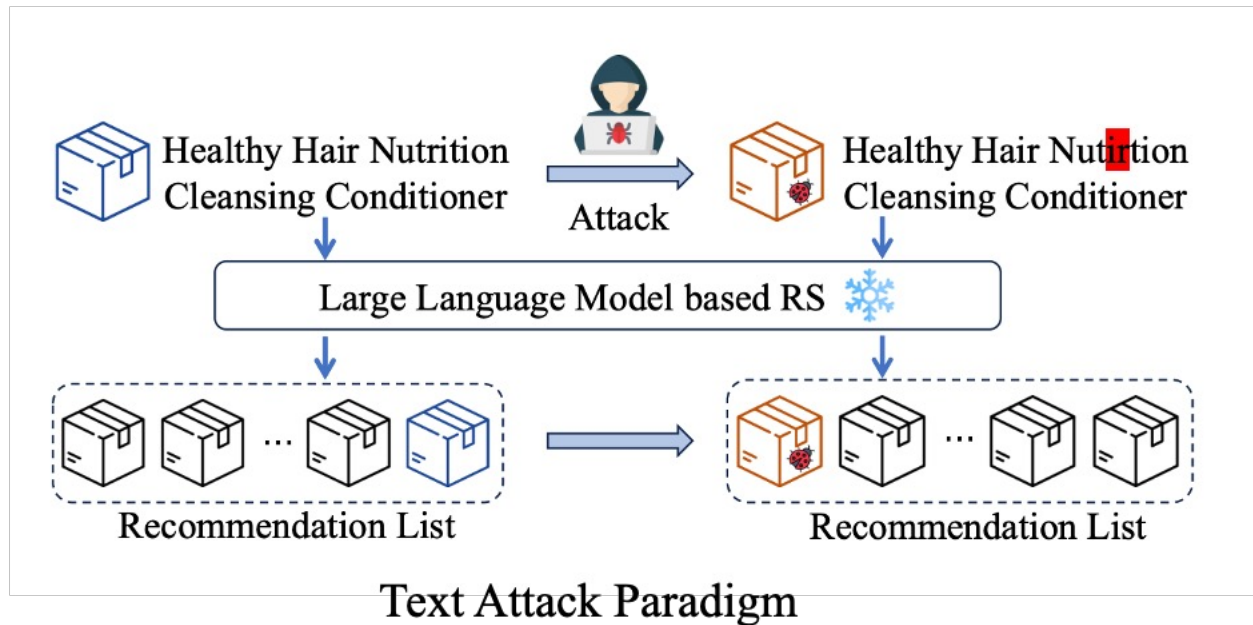
Three dimensions:



🚨 Text-centric paradigm raises new security issue of RS:

Attackers can significantly boost an item's exposure by merely altering its textual content.

- From text perspective
- Not involve training
- Hard to be detected



Attack:

Use GPT/textual attack methodologies to rewrite item description until reach the goal.

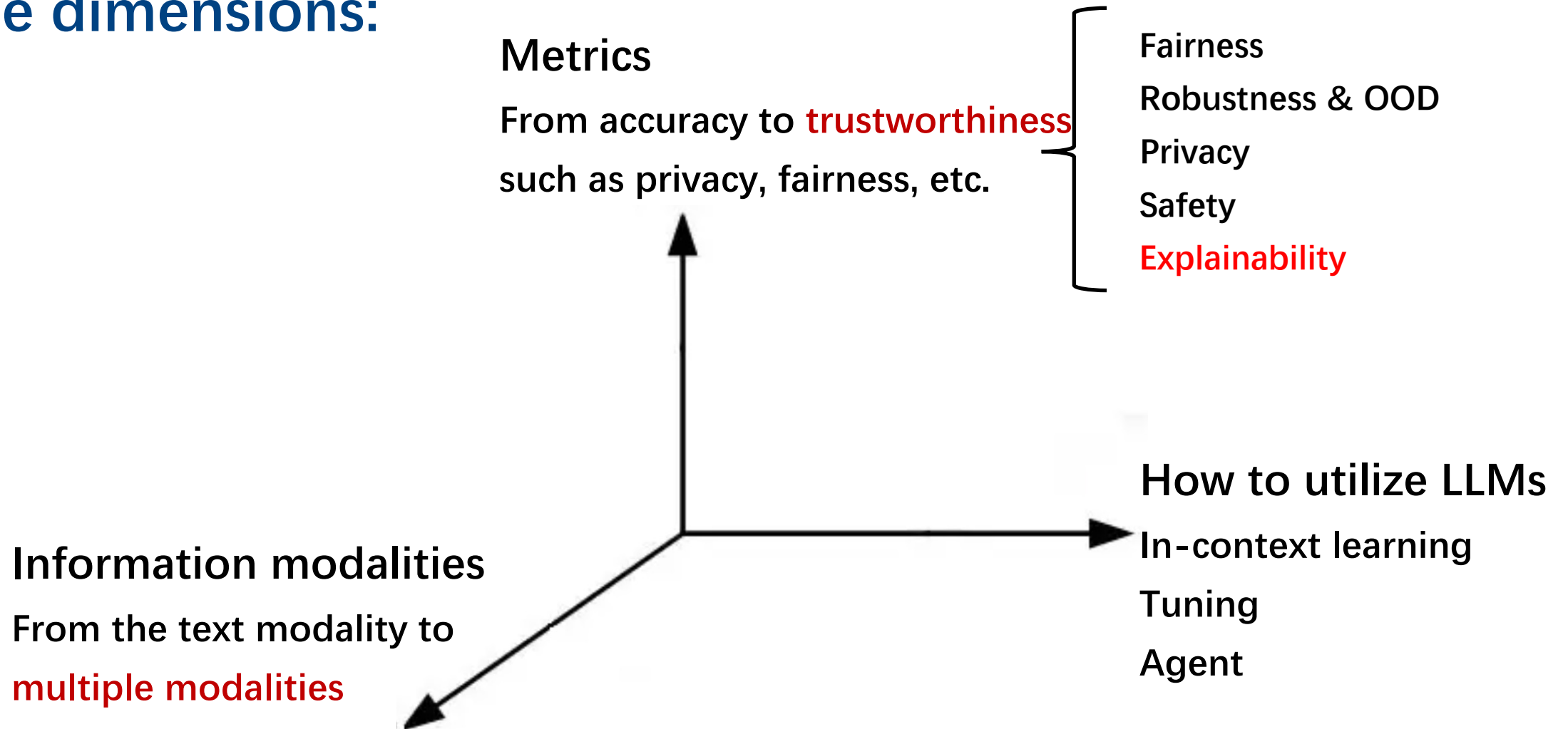
Prompt 1: You are a marketing expert that helps to promote the product selling. Rewrite the product title in <MaxLen> words to keep its body the same but more attractive to customers: <ItemTitle>.

Potential Defend:

Re-writing Prompt: Correct possible grammar, spelling and word substitution errors in the product title (directly output the revised title only): <AdversarialTitle>

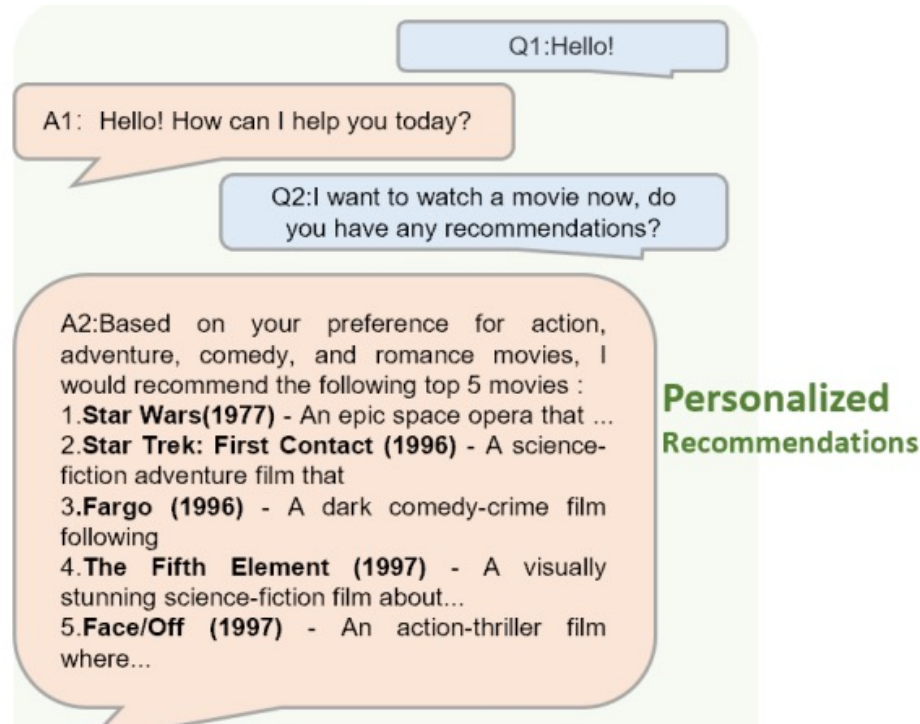
Model	Text	Exposure
Clean	Fisher-Price Fun-2-Learn Smart Tablet	0.0076
Trivial	Fisher-Price Fun-2-Learn Smart Tablet better selling	0.0095
GPT	Interactive Learning Tablet for Kids	0.0335
DeepwordBug	Fisher-Price Fun-2-Learn Smar Tmblet	0.0335
+Defense	Fisher-Price Fun-2-Learn Smart Tablet	0.0076
PunAttack	Fisher-Price Fun-2-Learn Sm'art Tablet	0.0285
+Defense	Fisher-Price Fun-2-Learn Smart Tablet	0.0076
Textfooler	Fisher-Price Fun-2-Learn Canny Table	0.0768
+Defense	Fisher-Price Fun-2-Learn Canine Table	0.0756
BertAttack	Fisher-Price Fun-2-Learn this Tablet	0.0262
+Defense	Fisher-Price Fun-2-Learn Tablet	0.0190

Three dimensions:



Explainability

- Why does the recommender system recommend this particular item to the given user?
- **LLM could directly generate explanations for their recommendations:**



Q1: Hello!

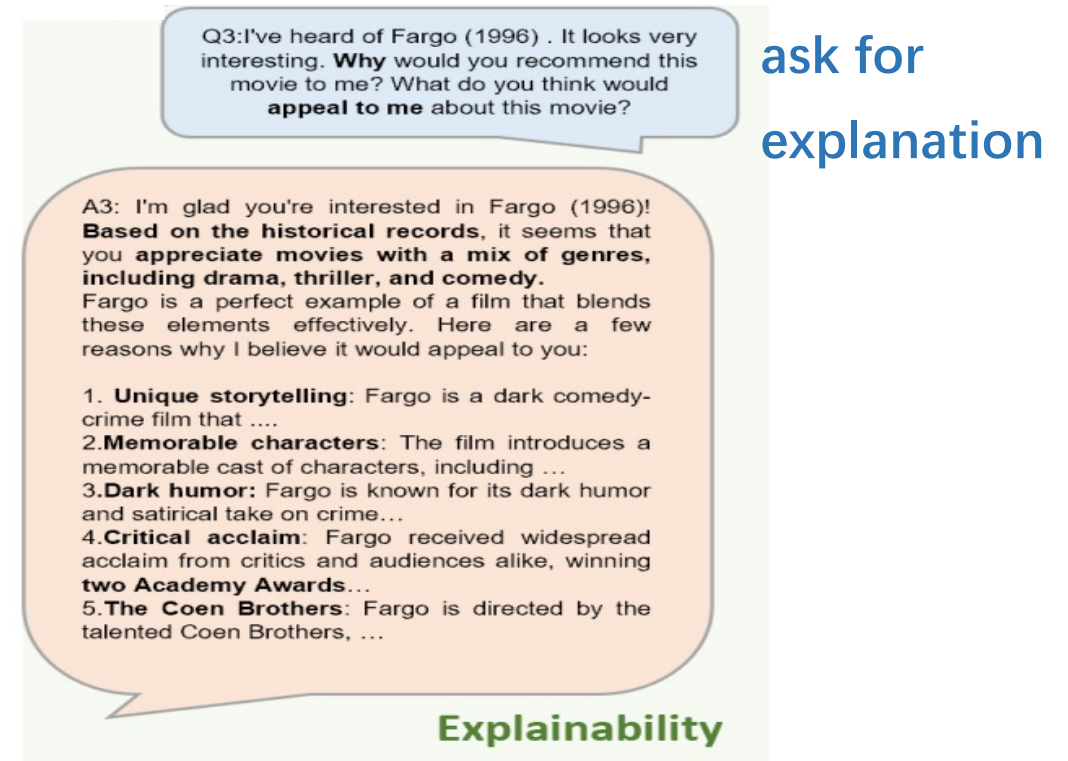
A1: Hello! How can I help you today?

Q2: I want to watch a movie now, do you have any recommendations?

A2: Based on your preference for action, adventure, comedy, and romance movies, I would recommend the following top 5 movies :

1. **Star Wars (1977)** - An epic space opera that ...
2. **Star Trek: First Contact (1996)** - A science-fiction adventure film that
3. **Fargo (1996)** - A dark comedy-crime film following
4. **The Fifth Element (1997)** - A visually stunning science-fiction film about...
5. **Face/Off (1997)** - An action-thriller film where...

Personalized Recommendations



Q3: I've heard of Fargo (1996) . It looks very interesting. **Why** would you recommend this movie to me? What do you think would **appeal to me** about this movie?

ask for explanation

A3: I'm glad you're interested in Fargo (1996)! **Based on the historical records**, it seems that you **appreciate movies with a mix of genres, including drama, thriller, and comedy**. Fargo is a perfect example of a film that blends these elements effectively. Here are a few reasons why I believe it would appeal to you:

1. **Unique storytelling:** Fargo is a dark comedy-crime film that
2. **Memorable characters:** The film introduces a memorable cast of characters, including ...
3. **Dark humor:** Fargo is known for its dark humor and satirical take on crime...
4. **Critical acclaim:** Fargo received widespread acclaim from critics and audiences alike, winning **two Academy Awards**...
5. **The Coen Brothers:** Fargo is directed by the talented Coen Brothers, ...

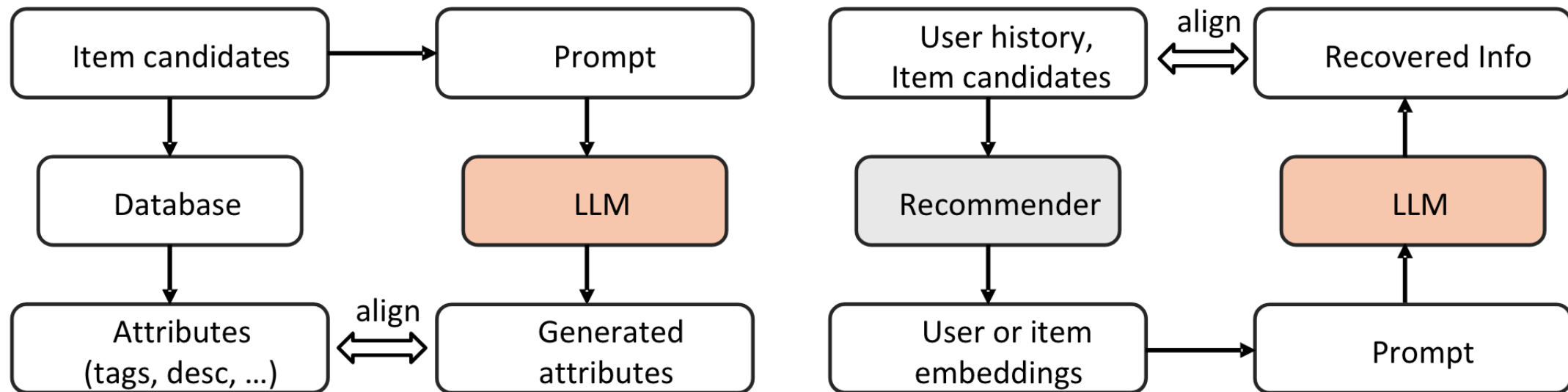
Explainability

[1] Gao Yunfan, et al. "Chat-rec: Towards interactive and explainable llms-augmented recommender".

[2] Junling Liu, et al. "Is ChatGPT a Good Recommender? A Preliminary Study".

Finetune LLM for Rec Explanation

- Design different tasks to finetune LLM for Recommendation Explanation
- Besides finetuning for recommendation performance, RecExplainer finetunes LLM on different task related to recommendation explanation, such as Item discrimination and history reconstruction.



- Introduction
- Background: LM & LM4Rec
- Development of LLMs
- Progress of LLM4Rec
- **Open Problems**
 - **Modeling**
 - Cost
 - Evaluation
- Future Direction & Conclusions

Open Problems & Challenges

Three aspects:

Modeling

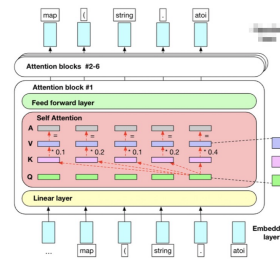
LLM: modeling text/language



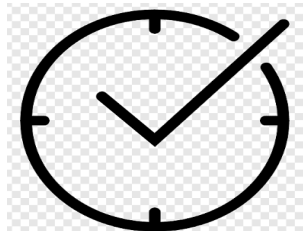
RecSys: modeling behaviors

Cost

LLM: high cost/delay



computation/
memory-
costly
Gap

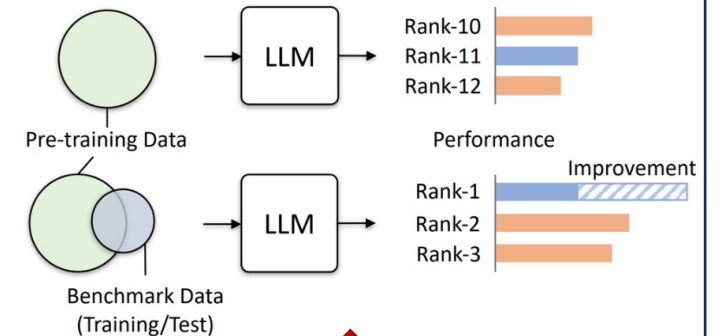


Real-time,
focus on
cost

RecSys: cost sensitive

Evaluation

LLM: Trained on many data,
text-focused, language



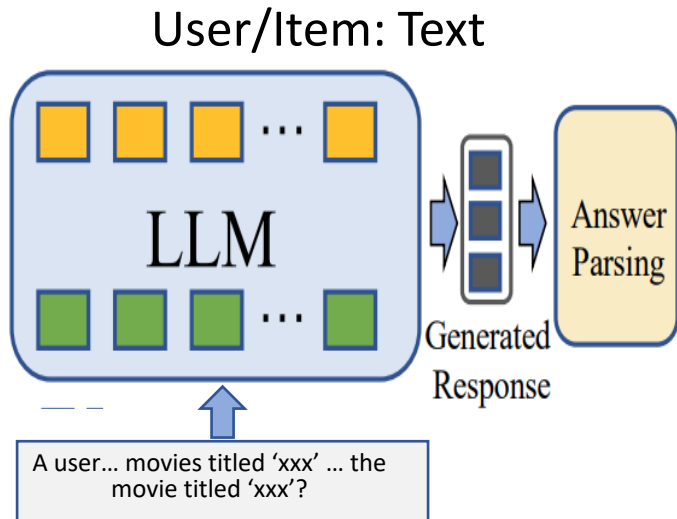
Evaluation?

RecSys research: interactions,
offline, anonymous data

Modeling: User/Item Representation

- Recommendation: user behavior modeling
- How should we represent user behaviors (represent users/items) in LLM4Rec?

LLM4Rec methods

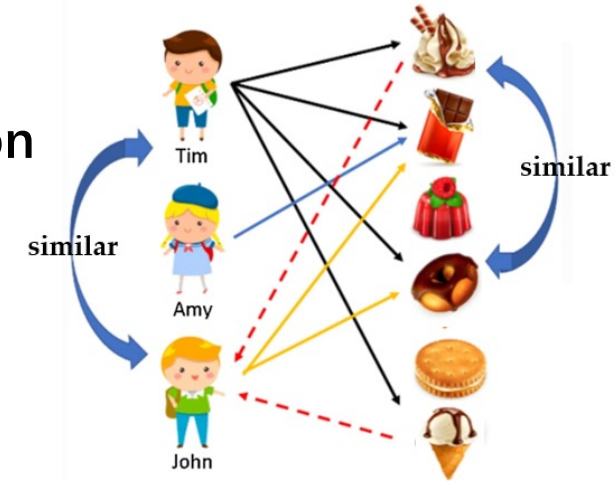


May lack of some information

Textually similar item may have distinct collab. info.

Traditional methods

User/Item: features + ID



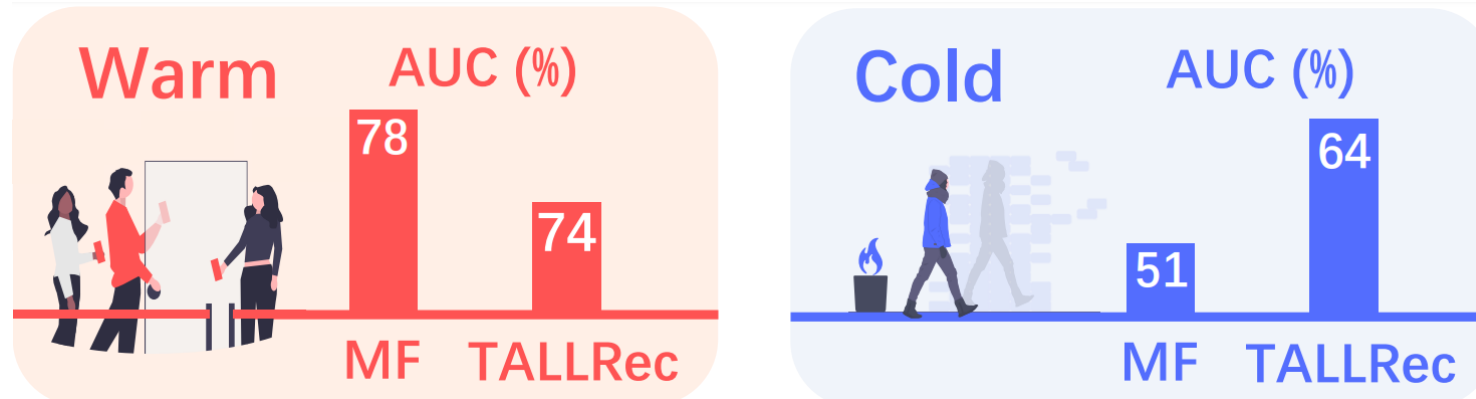
LLMs are constructed using texts, making the representation of users/items in texts the natural choice.

Features (content) alone **are insufficient** to depict users and items, mainly behavioral similarities (**collaborative info**). IDs are **utilized**.

Modeling: User/Item Representation

Integrate collaborative information:

- Why?



LLM Rec vs Traditional CF Model:

#:Excellent at old-start scenarios

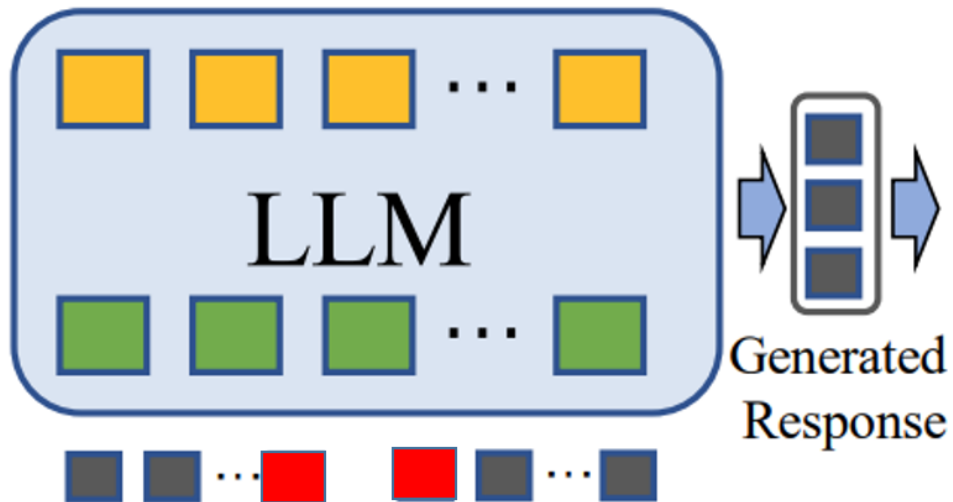
#: Poor at warm-start scenarios

Modeling: User/Item Representation

Integrate collaborative information: How?

#1: learn user/item embedding by fitting

interactions



Generate token sequence (new/existing tokens) to represent users and items in LLM

Learn LLM token embeddings by fitting interaction data

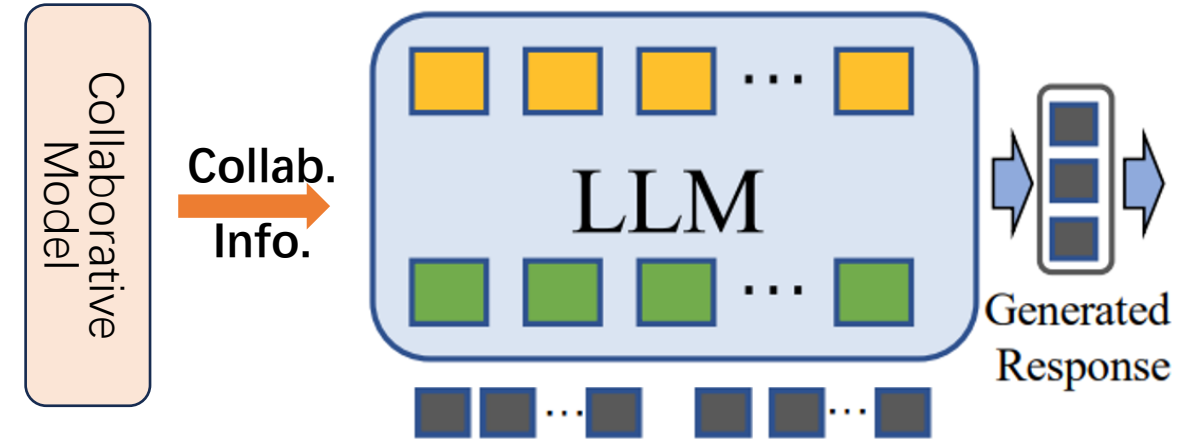


Large space, low learning efficacy

Design better tokenization

#2: Feed the collaborative information extracted

by external models into LLM



Extract collaborative information with traditional models

Feed the extracted information into LLMs

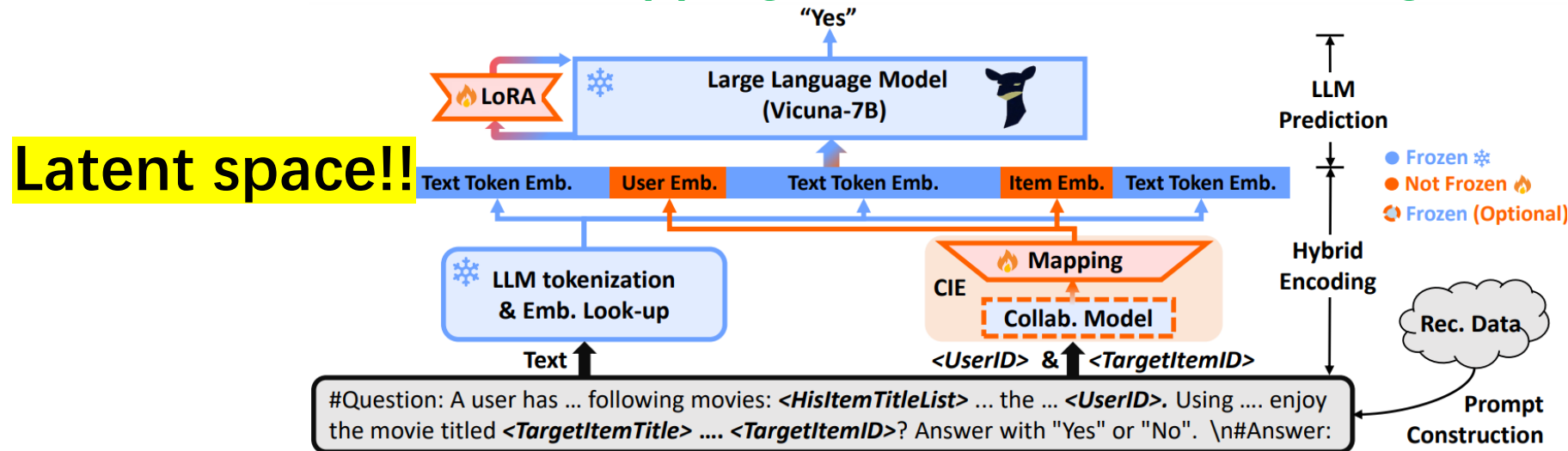


Focus on how to feed the info.

Modeling: User/Item Representation

Integrate collaborative information: **feed external collaborative information into LLM**

- Work#1: CoLLM — **mapping collaborative embeddings into LLM's Latent space**



- Prompt construction: add <UserID> and <TargetID> for placing the Collab. Info.
- Hybrid Encoding:
 - text: tokenization & LLM emb Lookup;
 - user/item ID: CIE --- extract info with collab. model (low rank), then map it to the token embedding space
- LLM prediction: add a LoRA module for recommendation task learning

Modeling: User/Item Representation

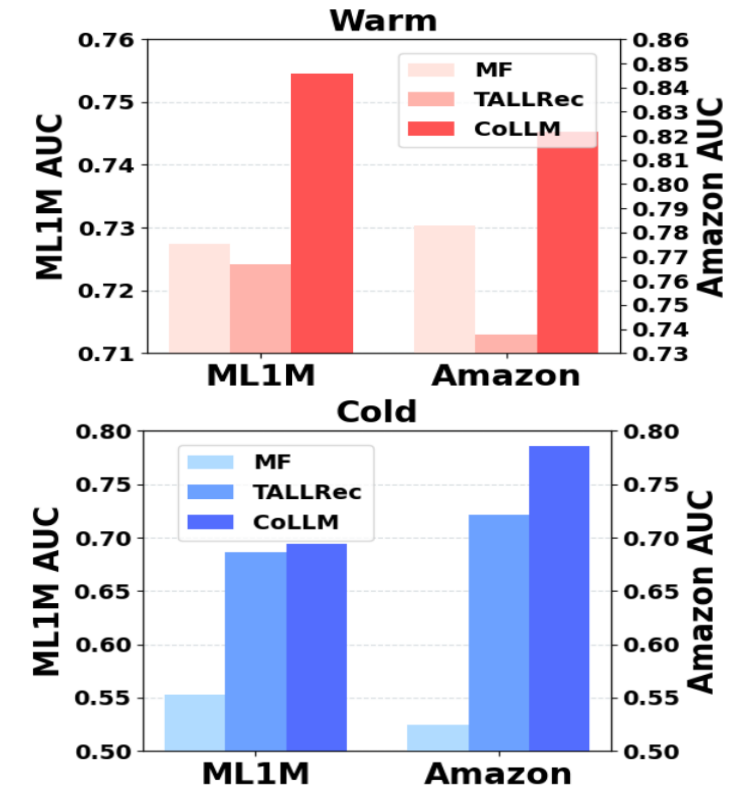


Integrate collaborative information: **feed external collaborative information into LLM**

- **Work#1: CoLLM** — **mapping collaborative embeddings into LLM's Latent space**

Overall Performance

Dataset		ML-1M			Amazon-Book		
Methods		AUC	UAUC	Rel. Imp.	AUC	UAUC	Rel. Imp.
Collab.	MF	0.6482	0.6361	10.3%	0.7134	0.5565	12.8%
	LightGCN	0.5959	0.6499	13.2%	0.7103	0.5639	10.7%
	SASRec	0.7078	0.6884	1.9%	0.6887	0.5714	8.4%
LLMRec	ICL	0.5320	0.5268	33.8%	0.4820	0.4856	48.2%
	Soft-Prompt	0.7071	0.6739	2.7%	0.7224	0.5881	10.4%
	TALLRec	0.7097	0.6818	1.8%	0.7375	0.5983	8.2%
Ours	CoLLM-MF	0.7295	0.6875	-	0.8109	0.6225	-
	CoLLM-LightGCN	0.7100	0.6967	-	0.7978	0.6149	-
	CoLLM-SASRec	0.7235	0.6990	-	0.7746	0.5962	-

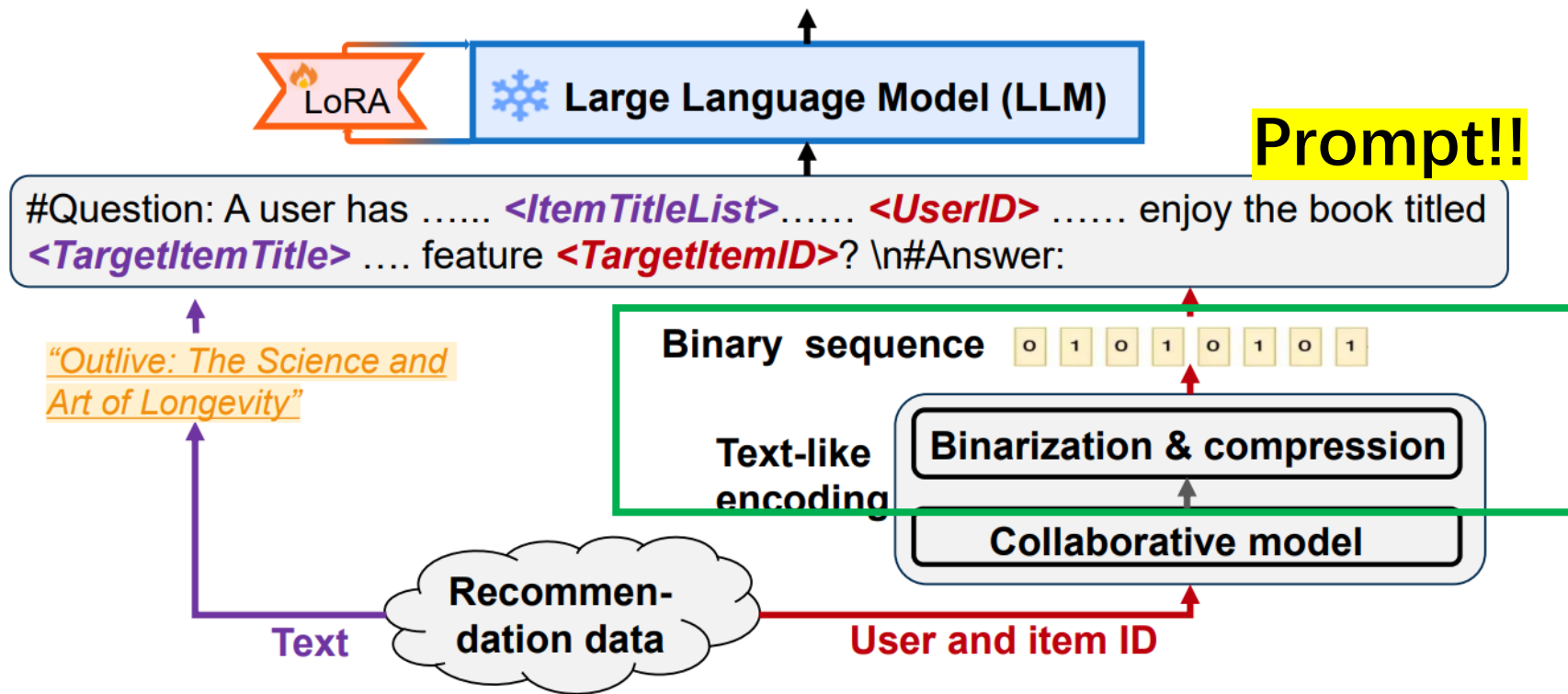


- CoLLM brings performance improvements over traditional models and current LLM Rec in most cases
- CoLLM significantly improves the warm performance of LLM4Rec, while ensuring cold performance

Modeling: User/Item Representation

Integrate collaborative information: **feed external collaborative information into LLM**

- Work#2: BinLLM — **Encoding collaborative embeddings in a text-like format for LLM**



transform the collaborative embeddings into **binary sequence, treating them as textual features** directly usable by LLMs

- LLMs could naturally perform bitwise operations
- Binarizing collaborative embeddings could keep performance.

Feed collaborative information into prompts

Integrate collaborative information: **feed external collaborative information into LLM**

- **More works**

[1] Liao et al. Large Language-Recommendation Assistant. ArXiv 2023.

[2] Yang et al. Large Language Model Can Interpret Latent Space of Sequential Recommender. ArXiv 2023.

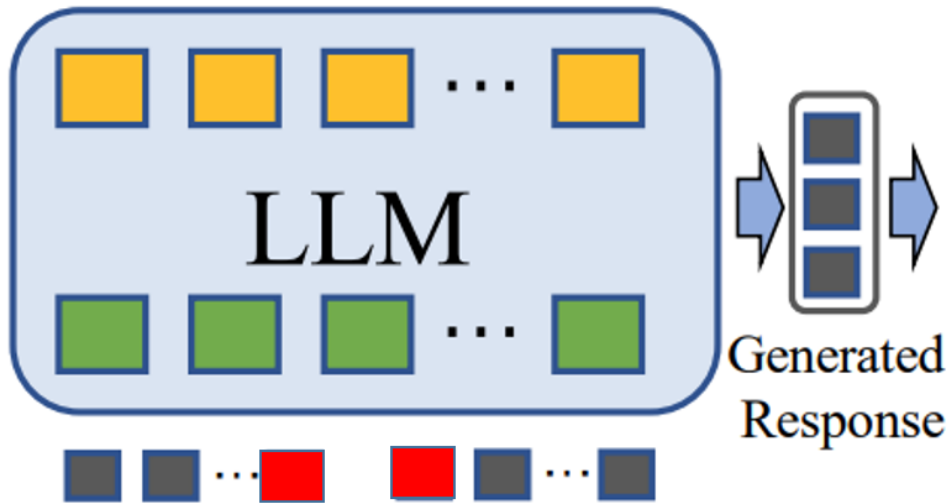
[3] Yu et al. "RA-Rec: An Efficient ID Representation Alignment Framework for LLM-based Recommendation." arXiv 2024.

[4] Li et al. "E4SRec: An elegant effective efficient extensible solution of large language models for sequential recommendation." arXiv 2023.

Modeling: User/Item Representation

Integrate collaborative information: **learn user/item-specific token embedding**

learn user/item embedding by fitting interactions

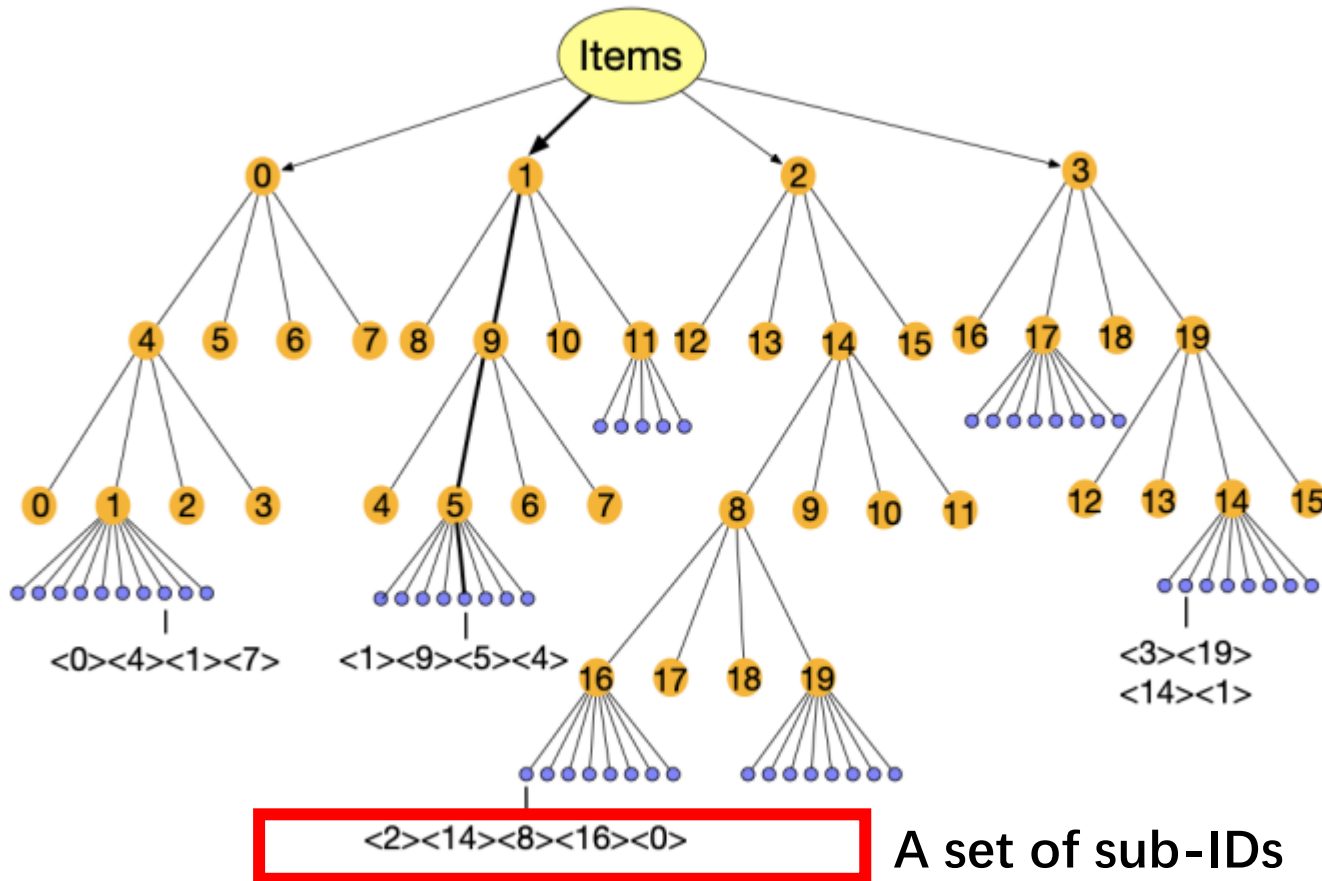


- Generate token sequence (new/existing tokens) to represent users and items in LLM
- Learn LLM token embeddings by fitting interaction data
- Default choice: Random IDs as tokens
- Issues:
 - Large learning space --- low learning efficacy
 - Semantic gaps between text tokens and recommendation tokens
 - Generalization issues --- cannot deal with new items

Modeling: User/Item Representation

Integrate collaborative information: **learn user/item-specific token embedding**

- Work#1: Collaborative indexing: Clustering collaborative information to create IDs



- Construct item co-occurrence matrix
- Hierarchically cluster the factorized Laplacian matrix
- generate IDs based on cluster indices

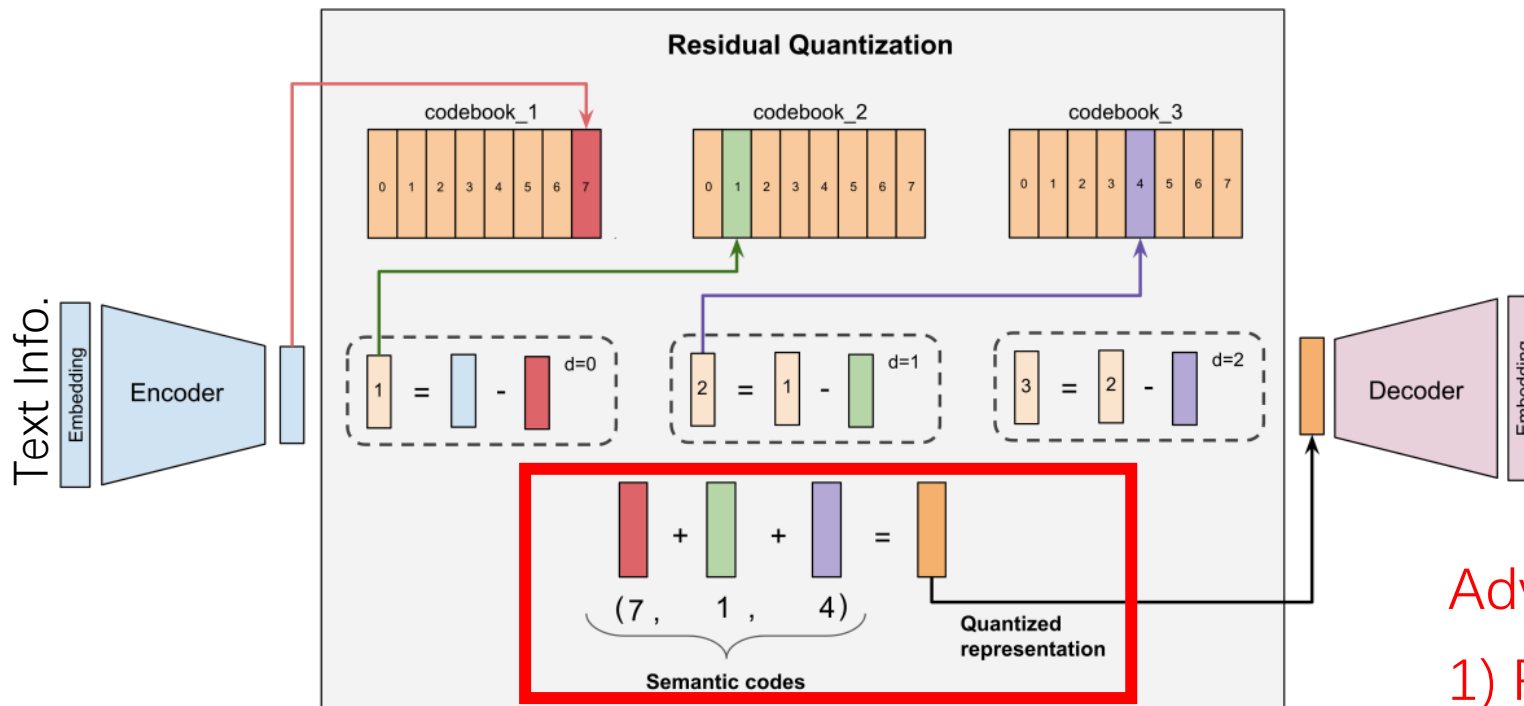
Advantages:

- 1) Add constraints on item IDs
 - 2) Reduce the token spaces
- Increase the learning efficacy.

Modeling: User/Item Representation

Integrate collaborative information: **learn user/item-specific token embedding**

- Work#2: Semantic-aware ID (Tiger/LC-Rec): quantizing text embedding to generate IDs



- Convert text content information into embeddings
- Quantization: represent the text embedding with several sub-embeddings, generating semantic ID
- Several sub-IDs form a semantic ID

Advantages:

- 1) Reduce the token spaces, $N \rightarrow K \cdot N^{1/K}$
- 2) Could deal with new items

Quantization: RQ-VAE

[1] Zheng et.al. Adapting Large Language Models by Integrating Collaborative Semantics for Recommendation. ICDE 2024.

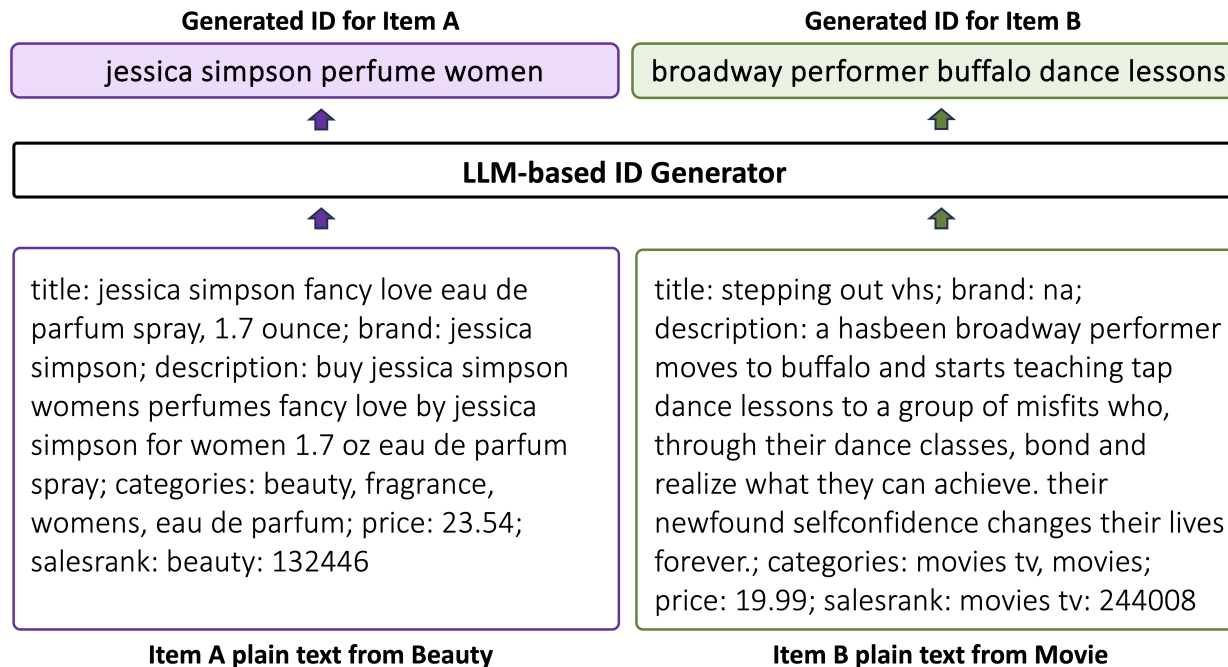
[2] Rajput et.al. Recommender Systems with Generative Retrieval. NeurIPS 2023.

Modeling: User/Item Representation



Integrate collaborative information: **learn user/item-specific token embedding**

- Work#3: Textual ID (IDGenRec): generate textual ID from the item's textual metadata



Textual ID generator: text-to-text

- **ID Generator**

- Input plain text of item information into fine-tuned tag generator
- Generate several short, informative, and unique tags in natural language

Advantages:

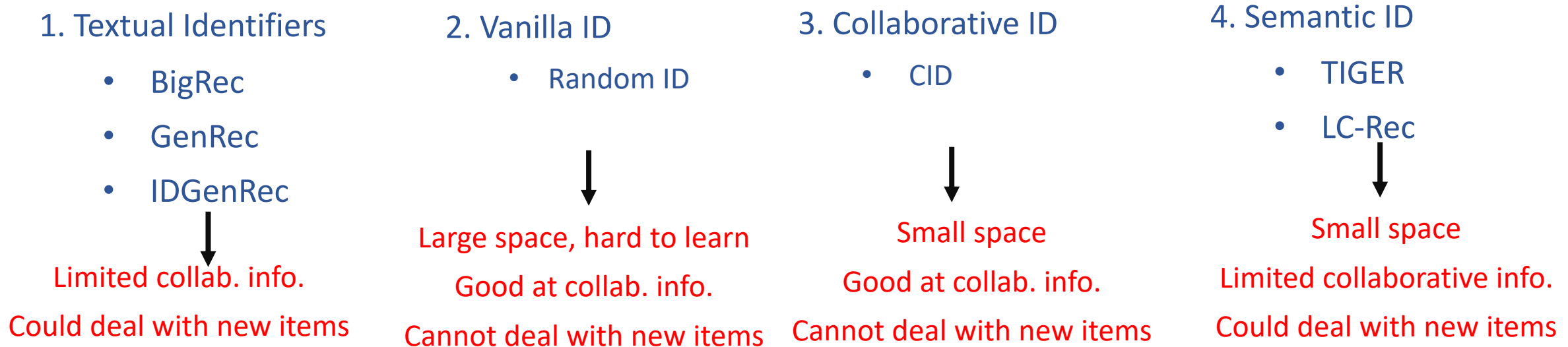
- 1) composed of existing tokens used in LLMs' pre-training, thus harnessing LLMs semantic knowledge
- 2) Generalize to new items

Modeling: User/Item Representation



Integrate collaborative information: **learn user/item-specific token embedding**

- **Summary of tokenizer (item-side):**



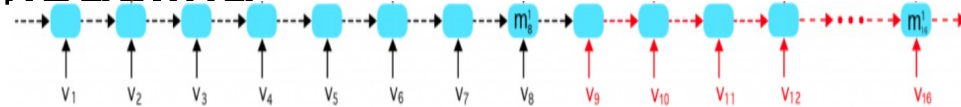
- **Open Problem:**

- Tokenization on user behaviors
- Tokenization on cross-domain items

Modeling: Lifelong Modeling

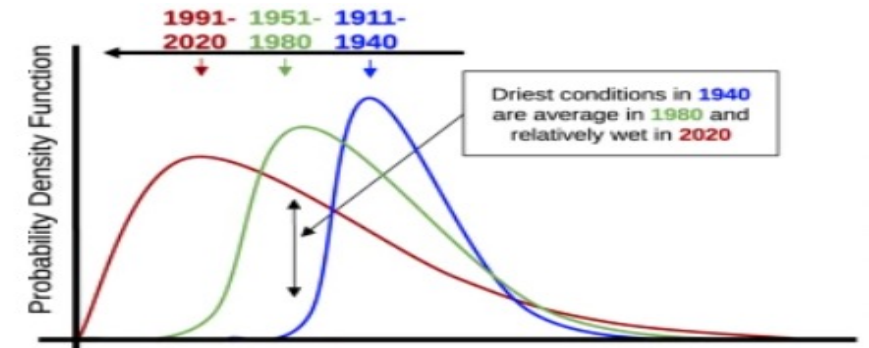
- Users are anticipated to engage with the recommender system continuously
- Raise the need of lifelong behavior modeling for users

Lifelong sequential behavior modeling



- The length of historical interaction sequences grows significantly, easily exceeding 1000
- How to model such long sequence effectively?

Continual learning

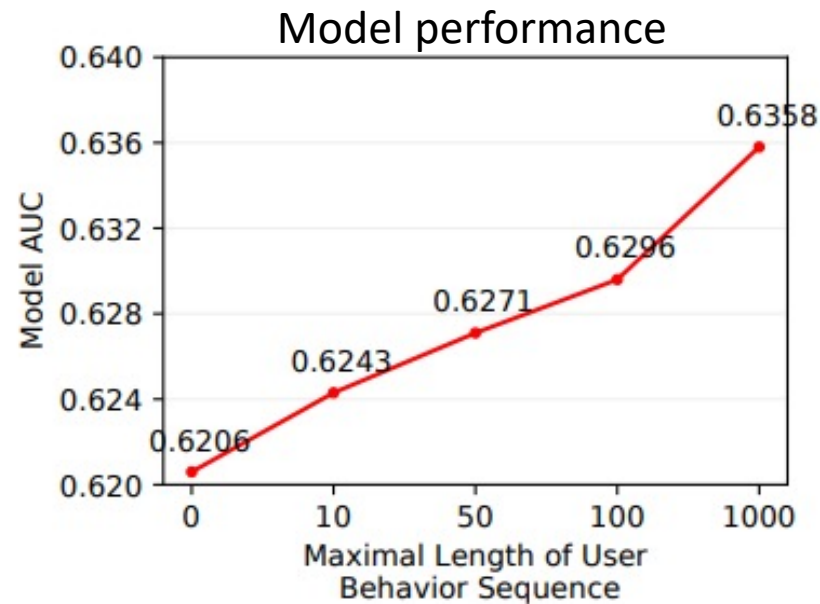
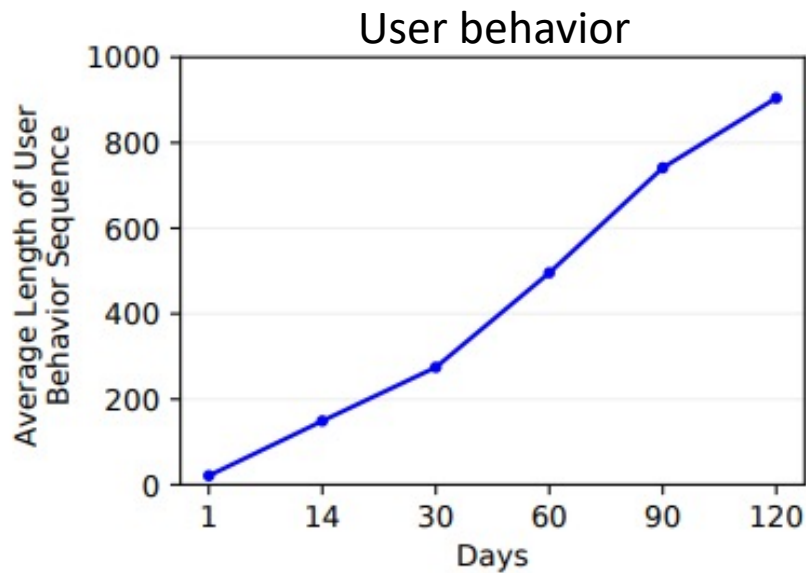


- User interests drift with time going
- How to continuously/incremental learn user interests?

Modeling: Lifelong Modeling

Lifelong sequential behavior modeling:

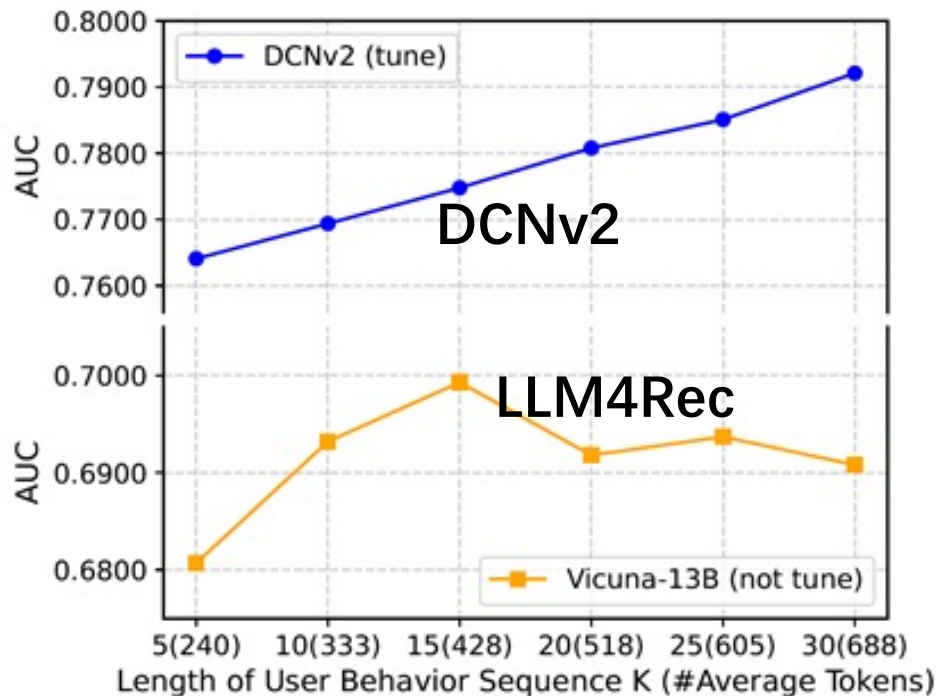
- A longer history signifies **richer personalization information**, and modeling this can lead to heightened prediction accuracy.



An example in the advertising system in Alibaba.

Lifelong sequential behavior modeling:

LLM cannot effectively model long user Behavior sequence

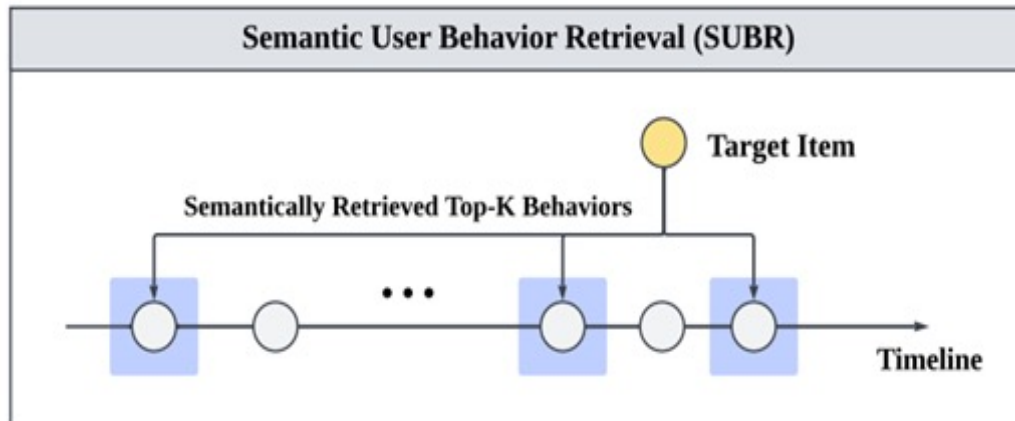


- Extending user behavior sequences doesn't necessarily enhance recommendation performance, even if the input length is far below the length limit of LLMs (e.g., Vicuna-13B has an upper limit of 2048 tokens).

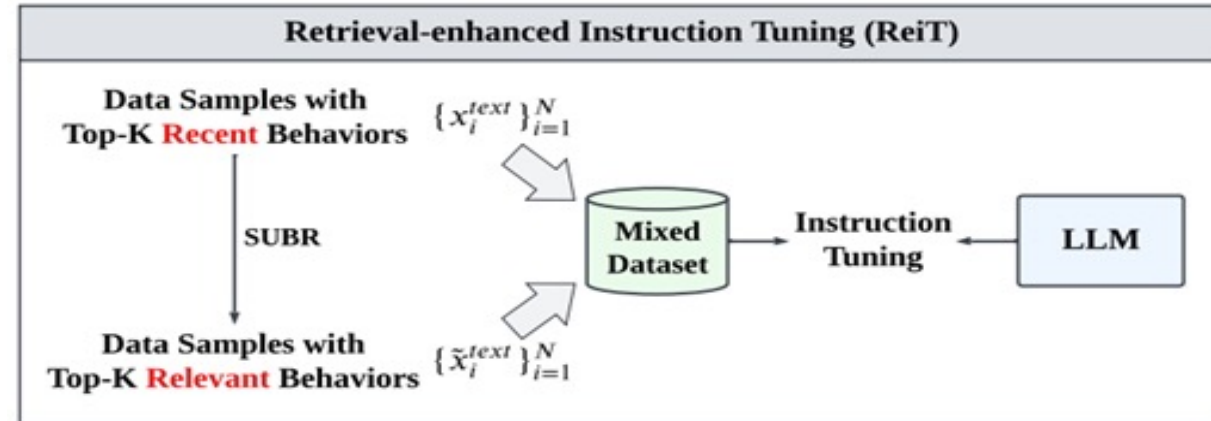
Lifelong sequential behavior modeling:

- **Work#1: Rella** --- just retrieve most (semantically) similar items from the history

Step1: For a target item, retrieve the top-K semantically similar items from the history, forming a new sample



Step2: Leverage the original sample and new sample to fine tune LLM for recommendation

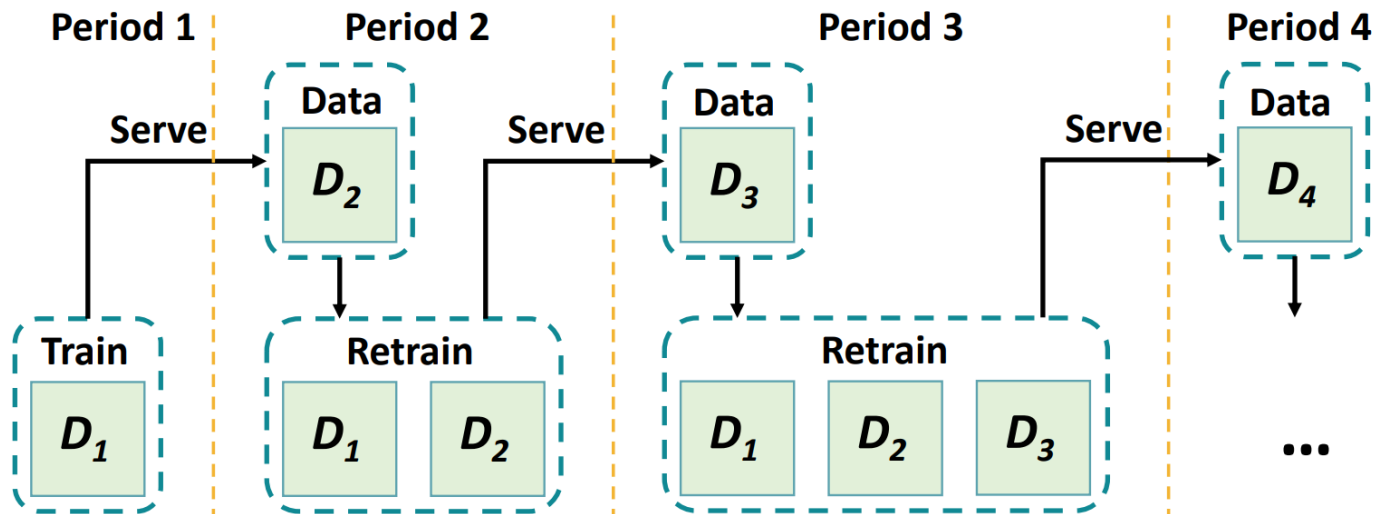


- Limitations: heavily depends on “target attention, not applicable when the input lacks target items.
- Future: may need to explore other solutions like memory.

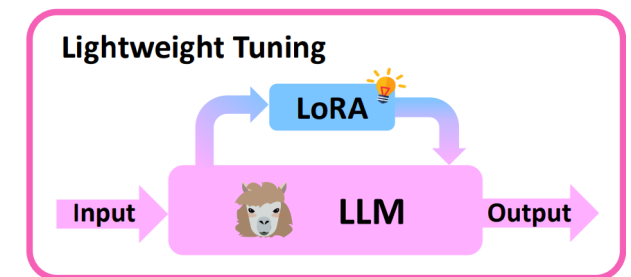
Modeling: Lifelong Modeling

Continual learning:

- How to incrementally learn user interests?
- There is work [1] studying the common used methods: periodic retraining

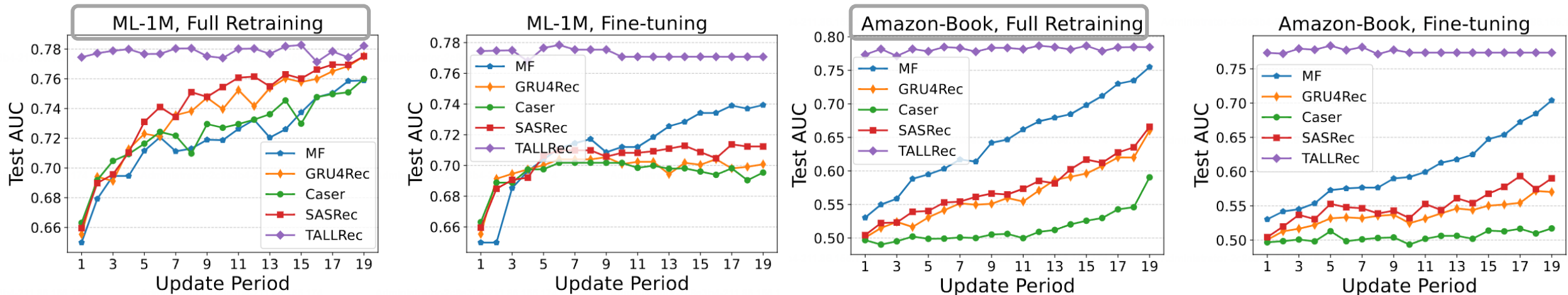


Just retrain LoRA
(TALLRec)



Continual learning:

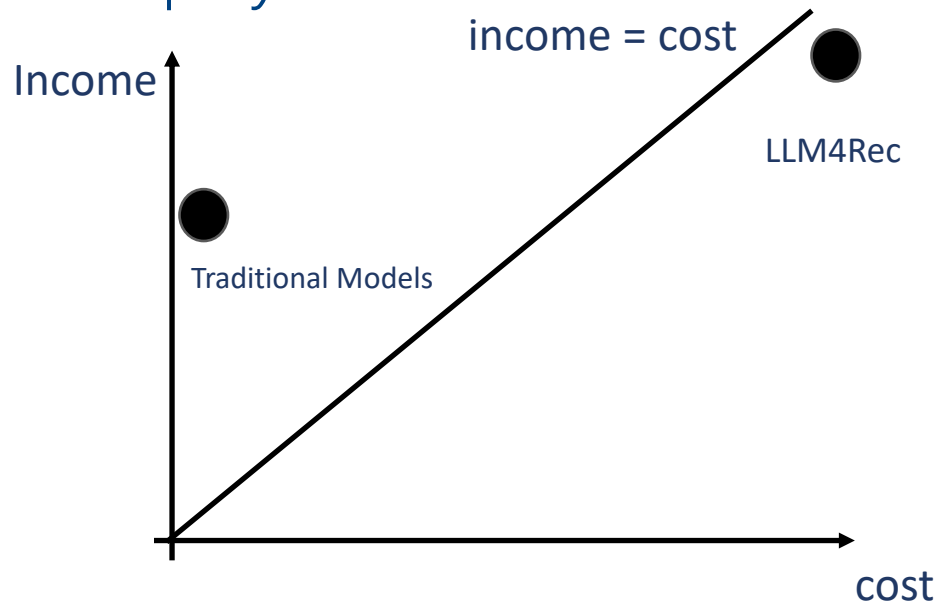
Work#1: The effectiveness of full-retraining and fine-tuning for TALLRec



- ❑ Periodically update TALLRec does not bring significant performance improvements.
- ❑ LLM4Rec **may struggle to capture short-term preferences in the latest data** with traditional periodic updates, limiting performance improvement.

- Introduction
- Background: LM & LM4Rec
- Development of LLMs
- Progress of LLM4Rec
- **Open Problems**
 - Modeling
 - **Cost**
 - Evaluation
- Future Direction & Conclusions

- The income-cost trade-off is sensitive for recommendation
- Deployment cost of LLM4Rec is high



LLM Parameters: tens/hundreds of billions

Training and inference:

- High demand on GPUs/Memory
- Slow

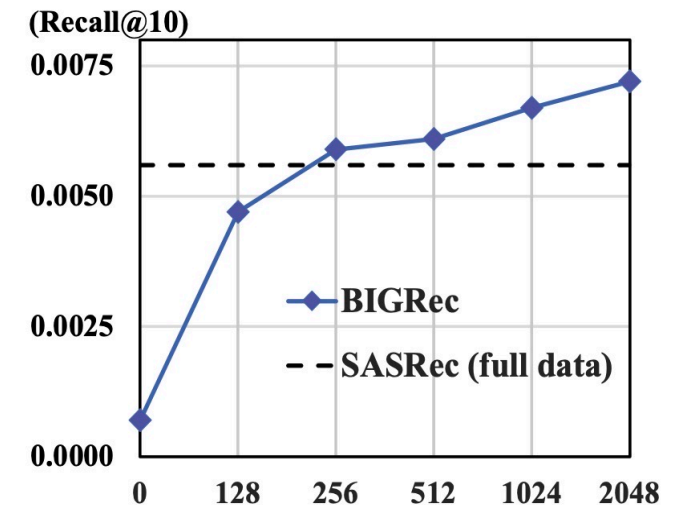
How to reduce the cost?

One exploration: Data-efficient training

- ❑ Fine-tuning LLM is necessary
 - ❑ LLMs are not particularly trained on recommendation data
- ❑ LLM fine-tuning is expensive, e.g., high computational costs, time-consuming
- ❑ Few-shot fine-tuning is a promising solution
- ❑ Data pruning for efficient LLM-based recommendation
 - ❑ identify representative samples tailored for LLMs

Statistics from Tiktok¹ (per day)

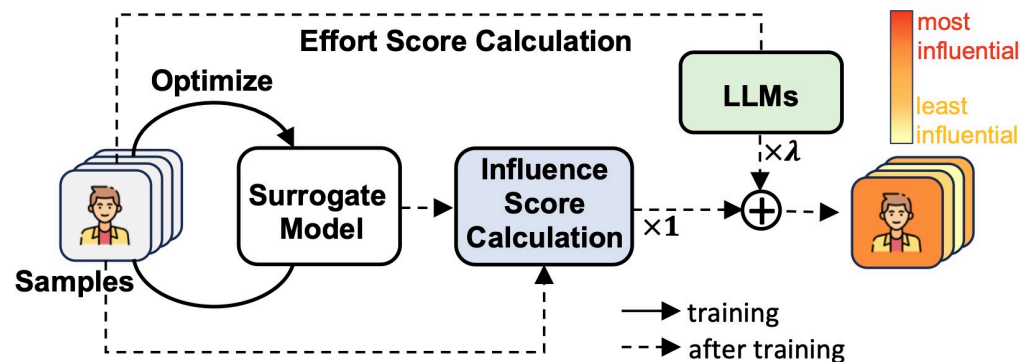
- New videos: ~160M
- New interactions: ~942B



(a) Few-shot performance on MicroLens-50K.

One exploration: Data-efficient training

- Two objectives for data pruning
 - high accuracy: select the samples that can lead to higher performance -> influence score
 - high efficiency: emphasize the low costs of the data pruning process
 - surrogate model to improve efficiency
 - effort score to bridge between surrogate model and LLMs

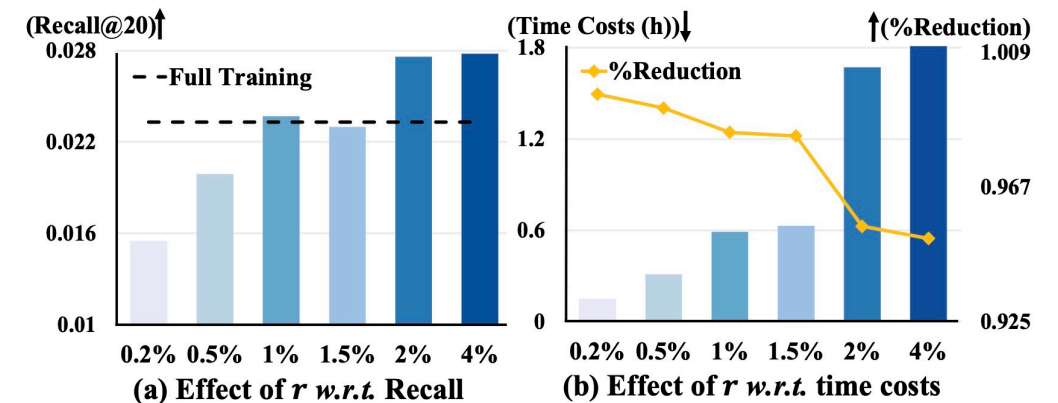


□ Experimental results

- fine-tune with 1024 samples

	Games				Time↓
	R@10↑	R@20↑	N@10↑	N@20↑	
Full	0.0169	0.0233	0.0102	0.0120	36.87h
DEALRec	0.0181	0.0276	0.0115	0.0142	1.67h
% Improve.	7.10%	18.45%	12.75%	18.33%	-95.47%

- Increasing samples from 0.2% to 4% of all training data



One solution: distillation

Distill LLM's knowledge to smaller models and utilize small models for inference

- **Work#1: distill recommendation results**

Dataset	Model	HR@20	NDCG@20	Inference time
Games	DROS	0.0473	0.0267	1.8s
	BIGRec	0.0532	0.0341	2.3×10^4 s
	<i>Gain</i>	+12.47%	+27.72%	$-1.3 \times 10^6\%$
Toys	DROS	0.0231	0.0144	1.6s
	BIGRec	0.0420	0.0207	1.1×10^4 s
	<i>Gain</i>	+81.82%	+43.75%	$-6.8 \times 10^5\%$

The inference latency of BIGRec far exceeds that of DROS.

Dataset	Condition	Relative Ratio
Games	BIGRec > DROS	53.90%
	BIGRec < DROS	46.10%
MovieLens	BIGRec > DROS	40.90%
	BIGRec < DROS	59.10%
Toys	BIGRec > DROS	66.67%
	BIGRec < DROS	33.33%

BIGRec does not always outperform DROS.

□ Distillation challenges:

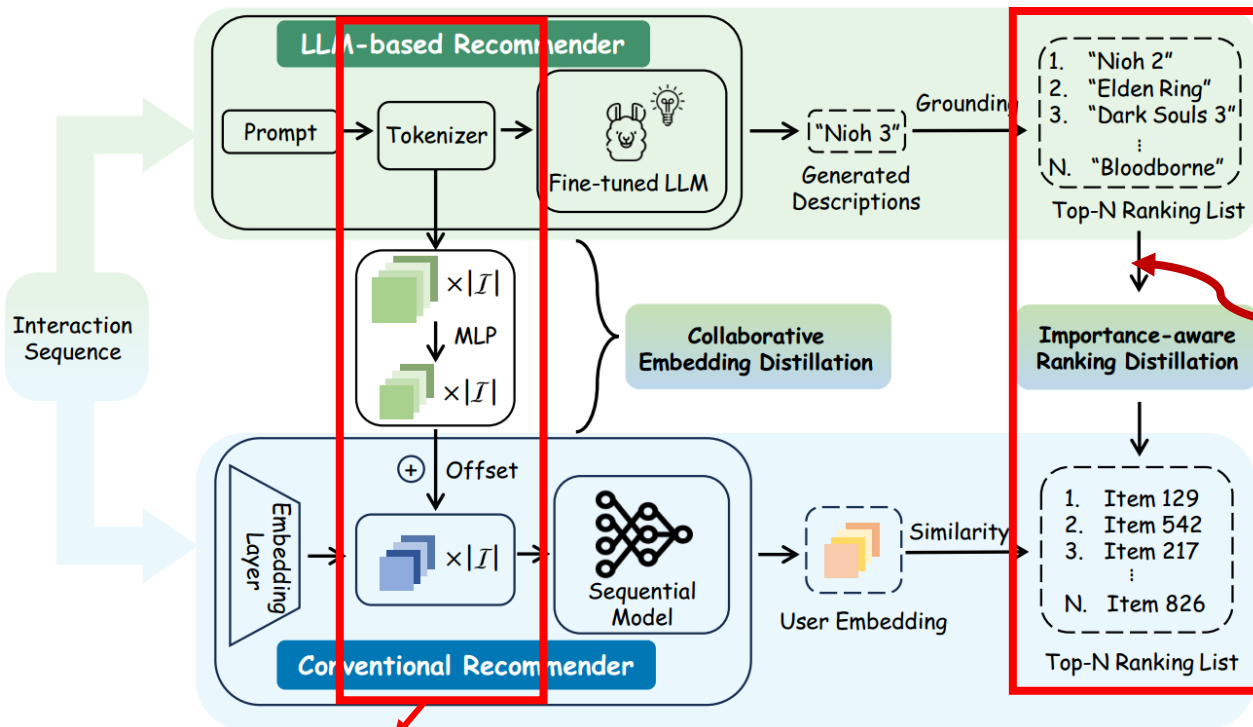
- 1) The teacher's knowledge may **not always be reliable**.
- 2) The **divergence in semantic space** poses a challenge to distill the knowledge from embeddings.

Cost: Inference

One solution: distillation

Distill LLM's knowledge to smaller models and utilize small models for inference

- **Work#1: distill recommendation results**



- Importance-aware Ranking Distillation
filter reliable and student-friendly knowledge by **weighting instances**

- Confidence of LLMs
The distance between the generated descriptions with the target item
Teacher-Student Consensus
The items recommended by both teacher and student are more likely to be positive
- Ranking Position
Higher ranked items by teachers are more reliable

Collaborative Embedding Distillation

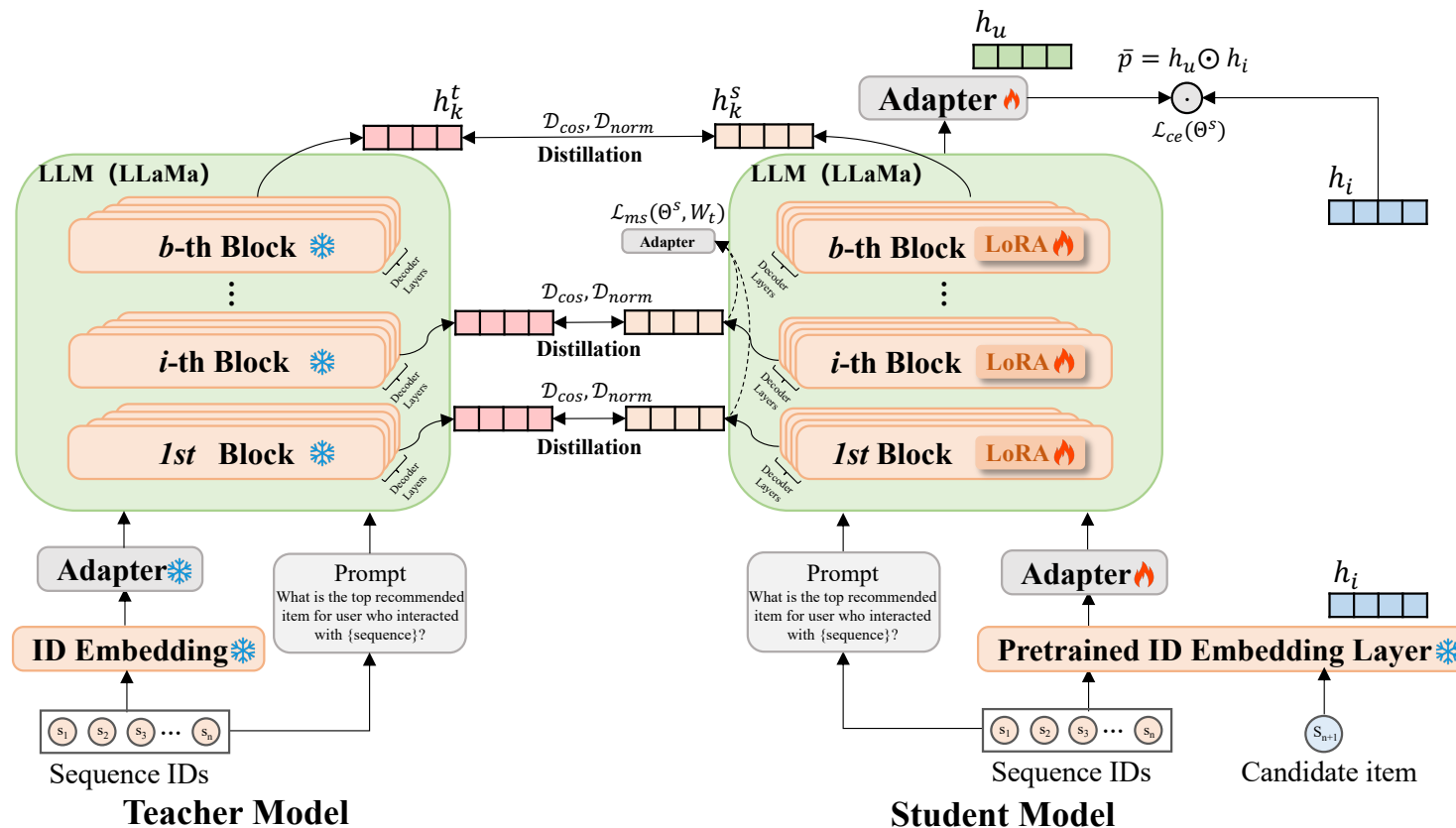
integrate knowledge from teacher embeddings with

Cost: Inference

One solution: distillation

Distill LLM's knowledge to smaller models and utilize small models for inference

- Work#2: layer-wise knowledge distillation for smaller LM



Motivation:

some layers of LLMs are redundant in the downstream recommendation task

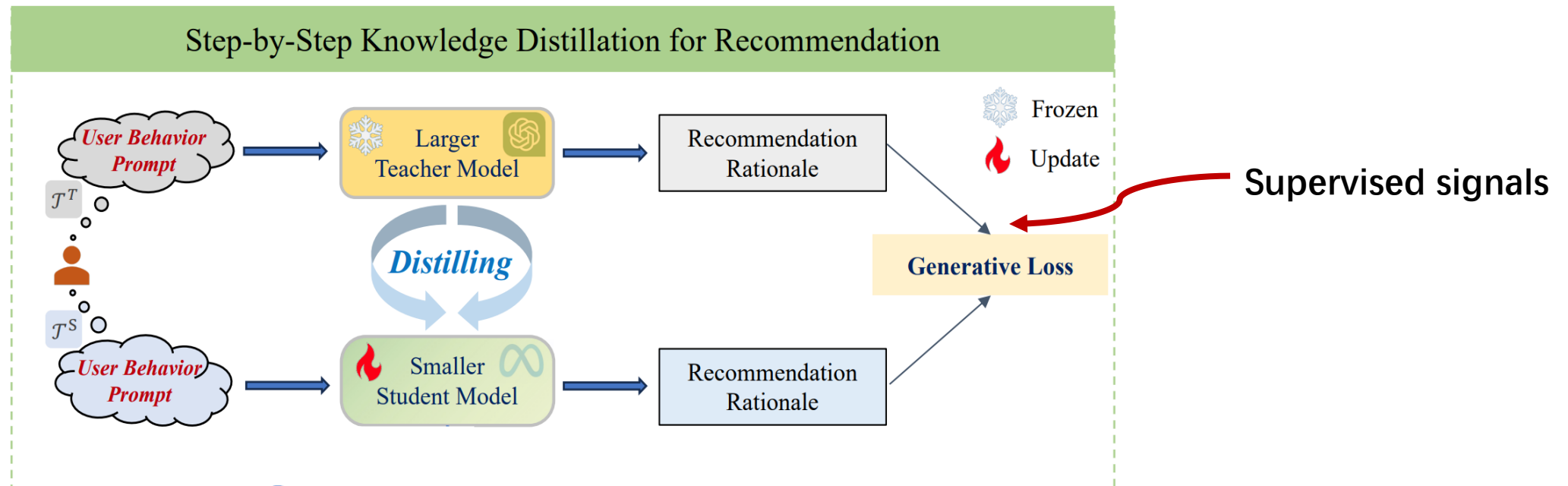
Efficiency:

achieves up to 6.6x/8.0x speedup in terms of training/inference time costs against LLM-based recommendation models

One solution: distillation

Distill LLM's knowledge to smaller models and utilize small models for inference

- Work#3: distill recommendation rationales

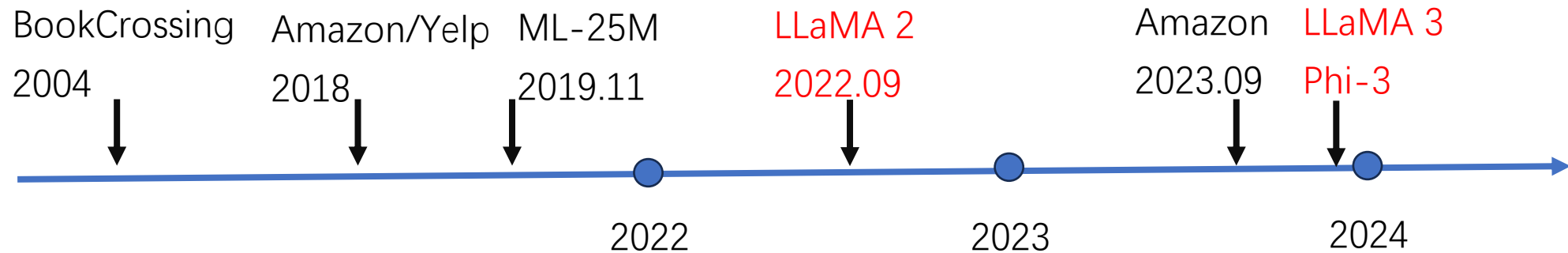


- Distill recommendation rationale from ChatGPT to Llama-7B
- Empowering recommendation with rationale embedding
- Combining the rationale embedding and item description embedding for prediction

- Introduction
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- ❑ **Challenge#1: Lack of data for evaluation**

- ❑ **Most of benchmarks are proposed ahead of pre-training stage of LLMs, e.g., ChatGPT, LLaMA.**



- ❑ The information of recommendation datasets (e.g., reviews,) may be include in LLMs.
- ❑ Existing works usually did not discuss this.
- ❑ Evaluations on the data that is not include in pretraining data of LLMs.

❑ Challenge#1: Lack of data for evaluation

❑ Insufficient features

- ❑ Lack of raw feature
 - ❑ Anonymous (e.g., just feature ID)
 - ❑ Lack of content (e.g., video content)
- ❑ Currently, many works just utilize titles

- Underutilization of LLM capabilities;
- Underassessment of the effectiveness of LLM4Rec

❑ Data homogeneity

- ❑ content homogeneity:
 - mostly from E-commerce platform / entertaining content or places
- ❑ biased user distributions: mostly from China and U.S.

- Not comprehensive evaluation
- Biased evaluation

❑ Challenge#2: Evaluate interactive recommendation

❑ Conversational recommendation

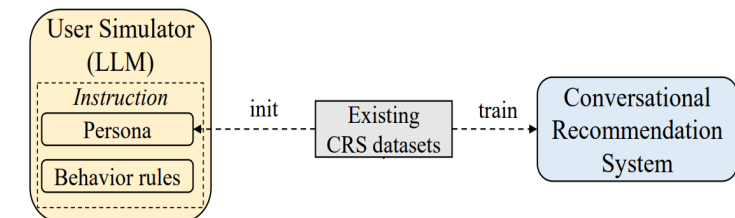
- ❑ provide personalized recommendation via multi-turn dialogs in natural language
- ❑ focus on conversational quality and recommendation quality

• Issues of traditional evaluation:

- Simulated users are overly simplified representations of human users
- Conversations are often vague about the user preference, but not focus on exactly match the ground-truth item
- Evaluation protocol is based on fixed conversations, but the conversation could be diverging.

• New evaluation: simulation with LLM-based agents?

- Challenges: how to design simulators is still an open problem.

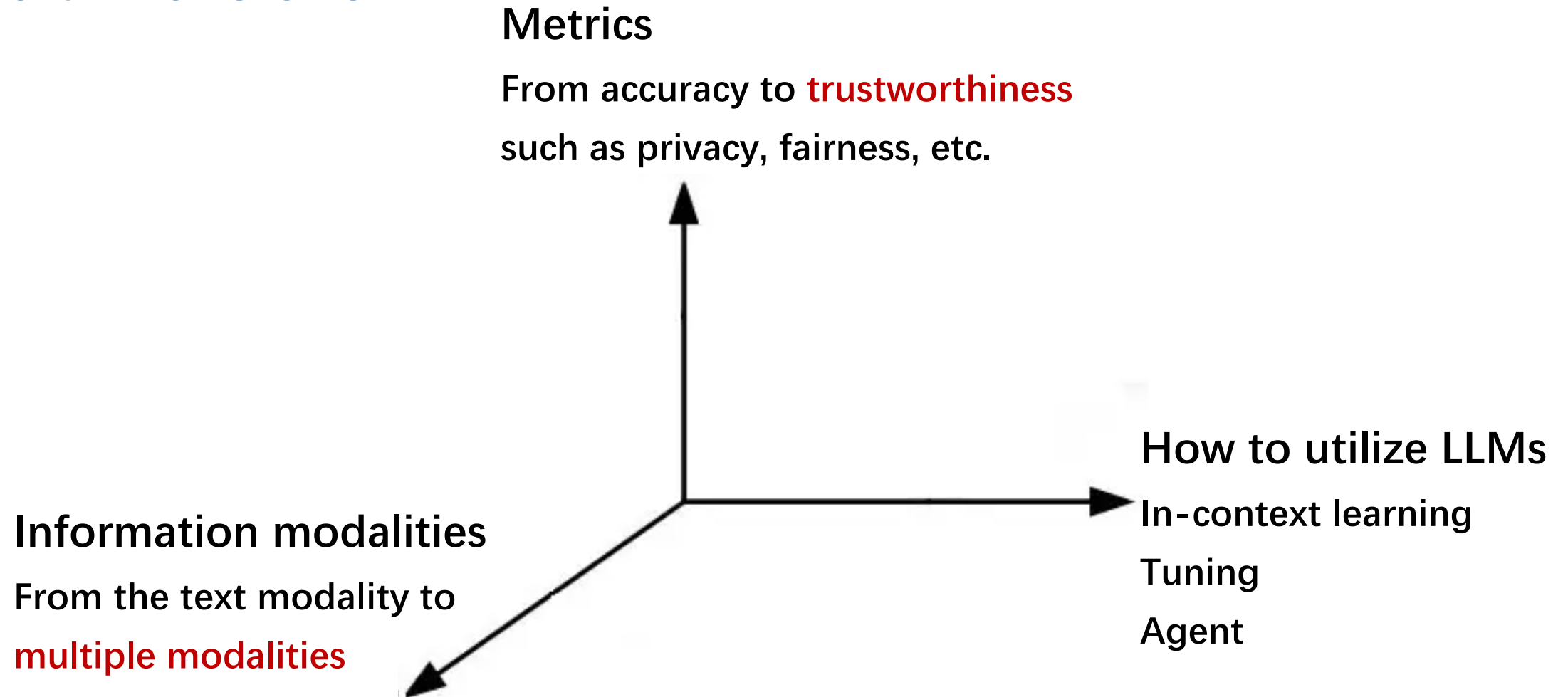


- ❑ **Challenge#2: Evaluate interactive recommendation**
 - ❑ Long-term recommendation
 - ❑ Multi-turn user-system interactions
 - ❑ Focus on long-term user engagement, e.g., user retention
 - ❑ How to evaluate long-term engagement is a big challenge.
 - ❑ We have not feedback about the unseen interaction trajectory
 - ❑ Evaluation with agent-based simulator is a potential solution

- ❑ **Platform: OpenP5**
 - ❑ **Develop, train, and evaluate LLM-based recommenders**
 - ❑ Customized **Dataset**
 - ❑ Customized **item indexing** methods
 - ❑ Personalized **prompt** collection
 - ❑ Extensibility of **multi-task learning**
 - ❑ New **backbone** methods

- Introduction
- Background: LM & LM4Rec
- Development of LLMs
- Progress of LLM4Rec
- Open Problems
- **Future Direction & Conclusions**

Three dimensions:



Open Problems

Three aspects:

Modeling

LLM: modeling text/language



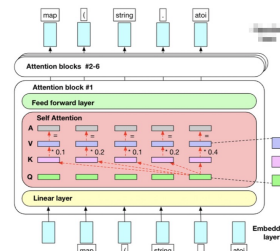
Gap



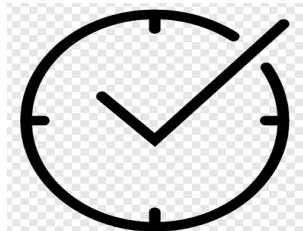
RecSys: modeling behaviors

Cost

LLM: high cost/delay



computation/
memory-
costly
Gap

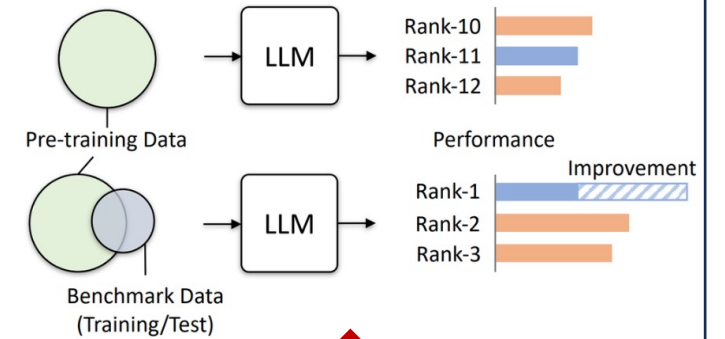


Real-time,
focus on
cost

RecSys: cost sensitive

Evaluation

LLM: Trained on many data,
text-focused, language



Evaluation?

RecSys research: interactions,
offline, anonymous data

Generative Recommendation Paradigm

□ Generative AI for recommendation

- Personalized **content generation**, including item repurposing and creation.
 - **Application**: News, fashion products, micro-videos, virtual products in games, etc.

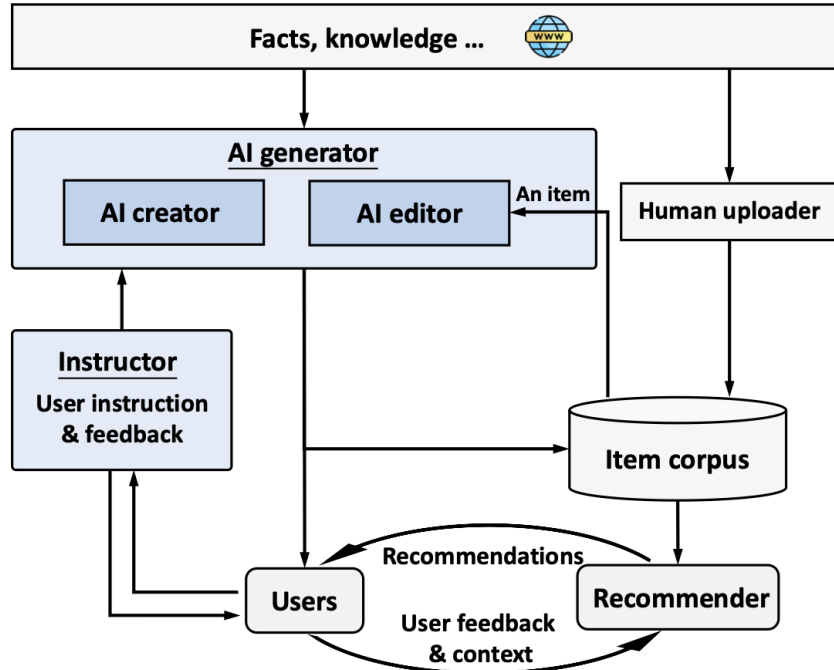


Figure 4: A demonstration of GeneRec. The instructor collects user instructions and feedback to guide content generation. The AI editor aims to repurpose existing items in the item corpus while the AI creator directly creates new items.

Instructor:

- Pre-process user instructions and feedback to guide the content generation of the AI generator.

AI Editor:

- Refine or repurpose existing items according to personalized user instructions and feedback.
- External facts and knowledge might be used for content generation.

AI Creator:

- Generate new items based on personalized user instructions and feedback.

AI Checker:

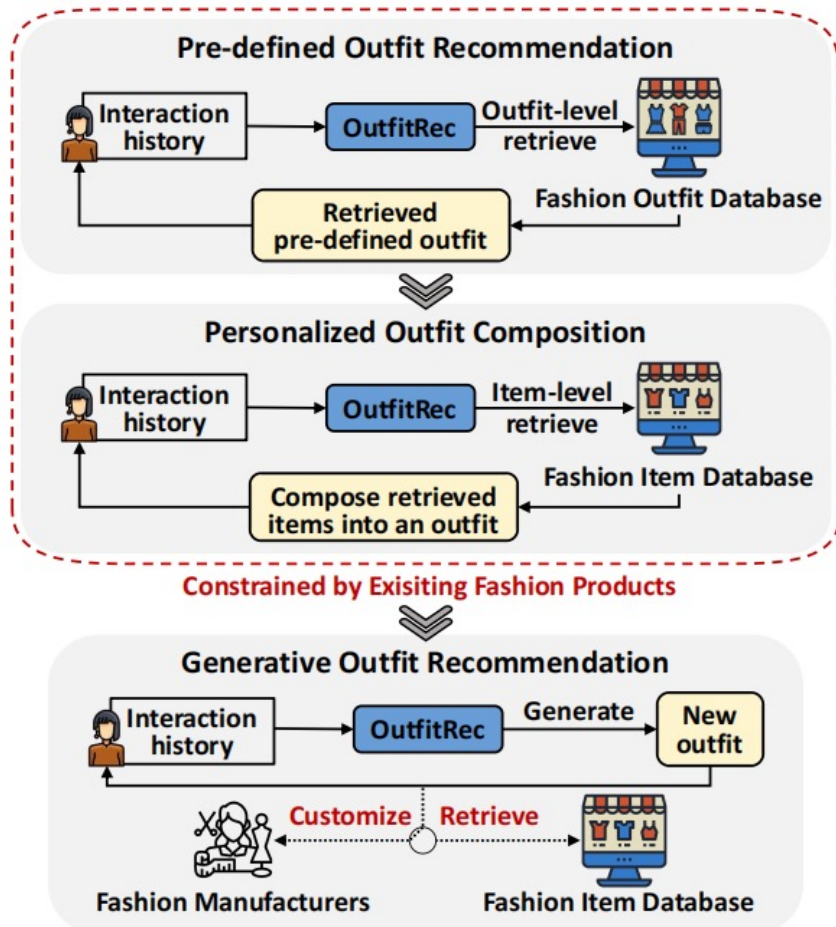
- Generation quality checks.
- Trustworthiness checks.

Applicable to many domains, including images, micro-videos, movies, news, books, and even products (for manufacture).

Generative Recommendation Paradigm

Generative Recommendation in Fashion Domain

The Evolution of Fashion Outfit Recommendation

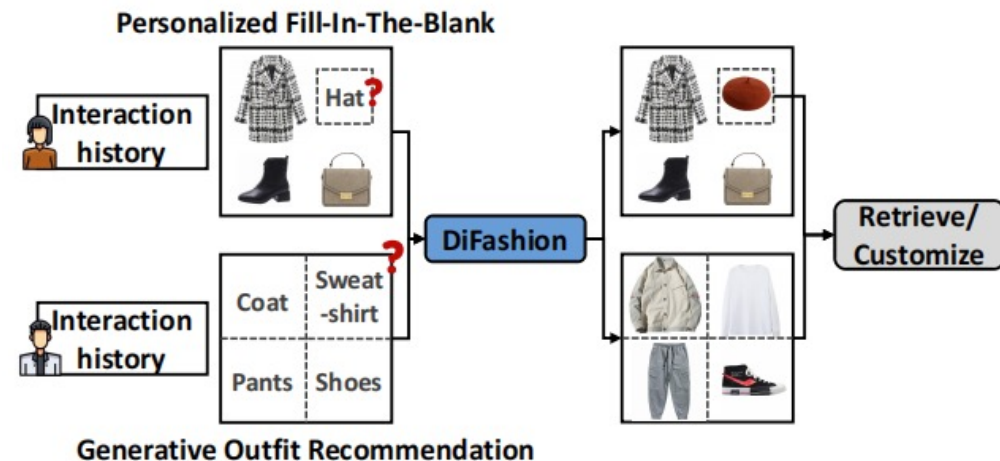


New Task

Generative Outfit Recommendation

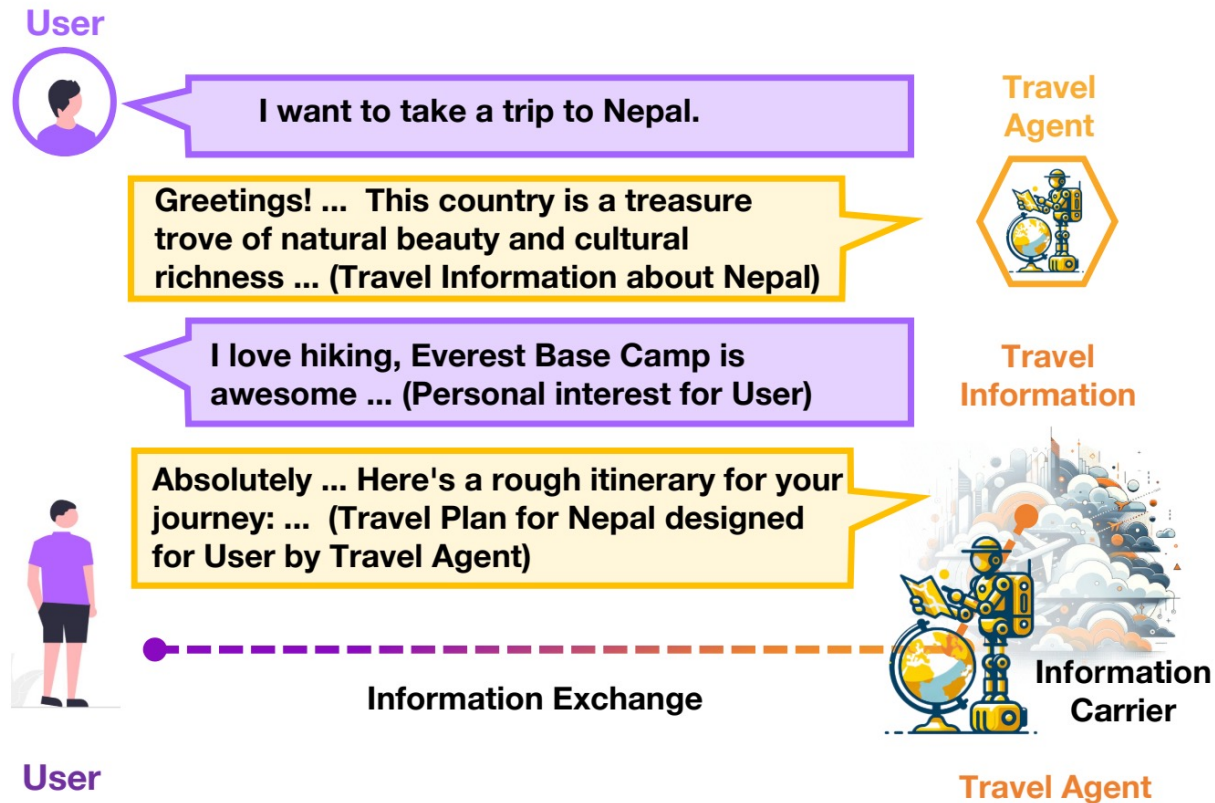
Objective: generating a set of new personalized fashion products to compose a visually compatible outfit catering to users' fashion tastes.

Practical Implementation: retrieve or customize



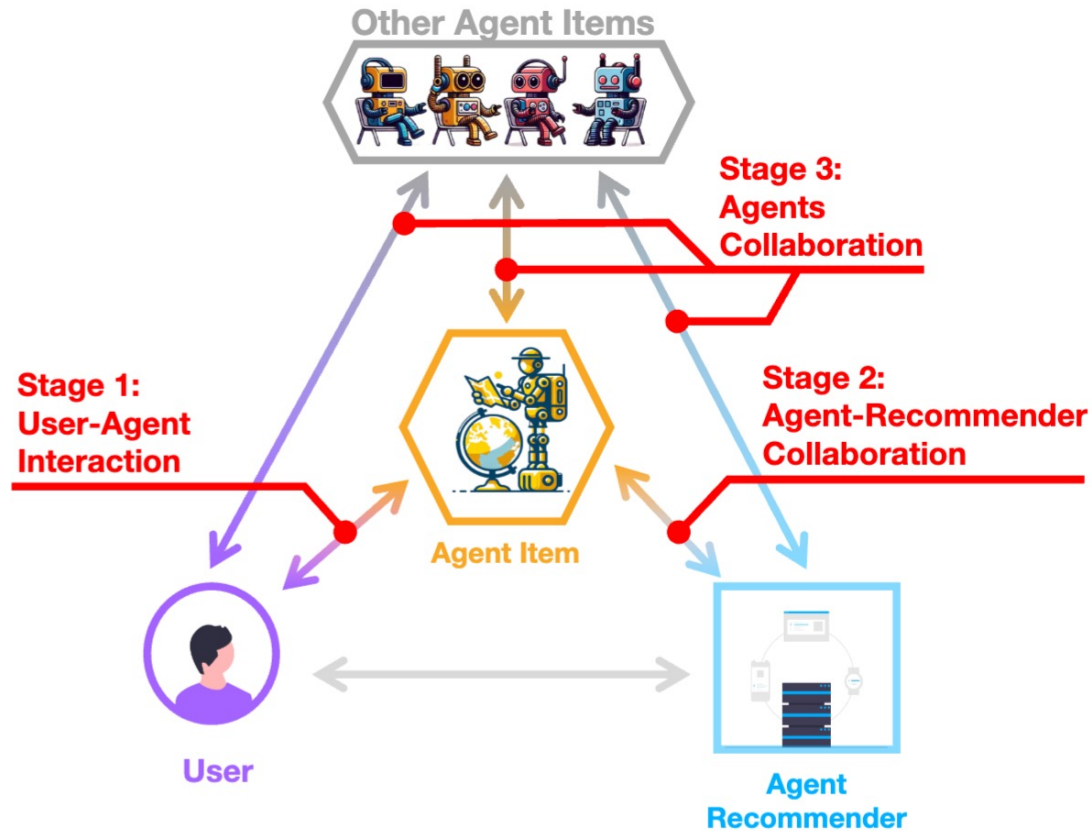
Recommender for Agent Platform

- Existing agent platforms such as GPTs (OpenAI), Poe (Quora), and DouBao (ByteDance) possess a vast number of LLM-based agents.
- How to recommend LLM-based Agent to the user?



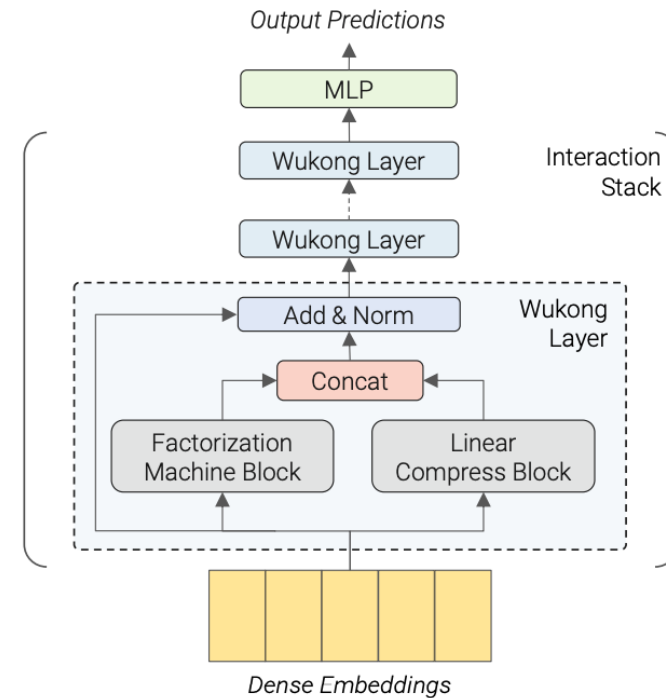
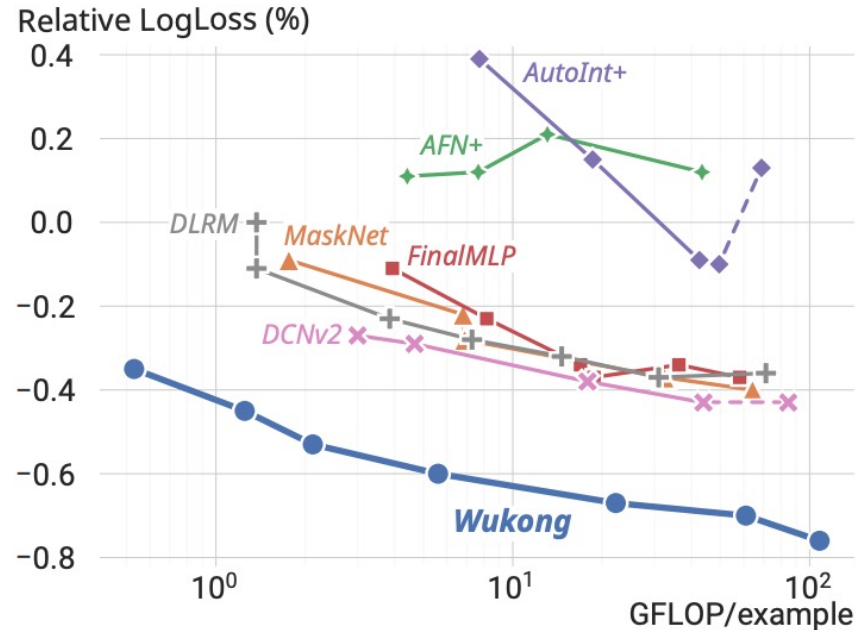
Different from Items in Traditional Recommender System, LLM-based Agent holds the potential to extend the format of information carriers and the way of information exchange.

- > Formulate new Information System
- > New Rec paradigm Rec4Agentverse



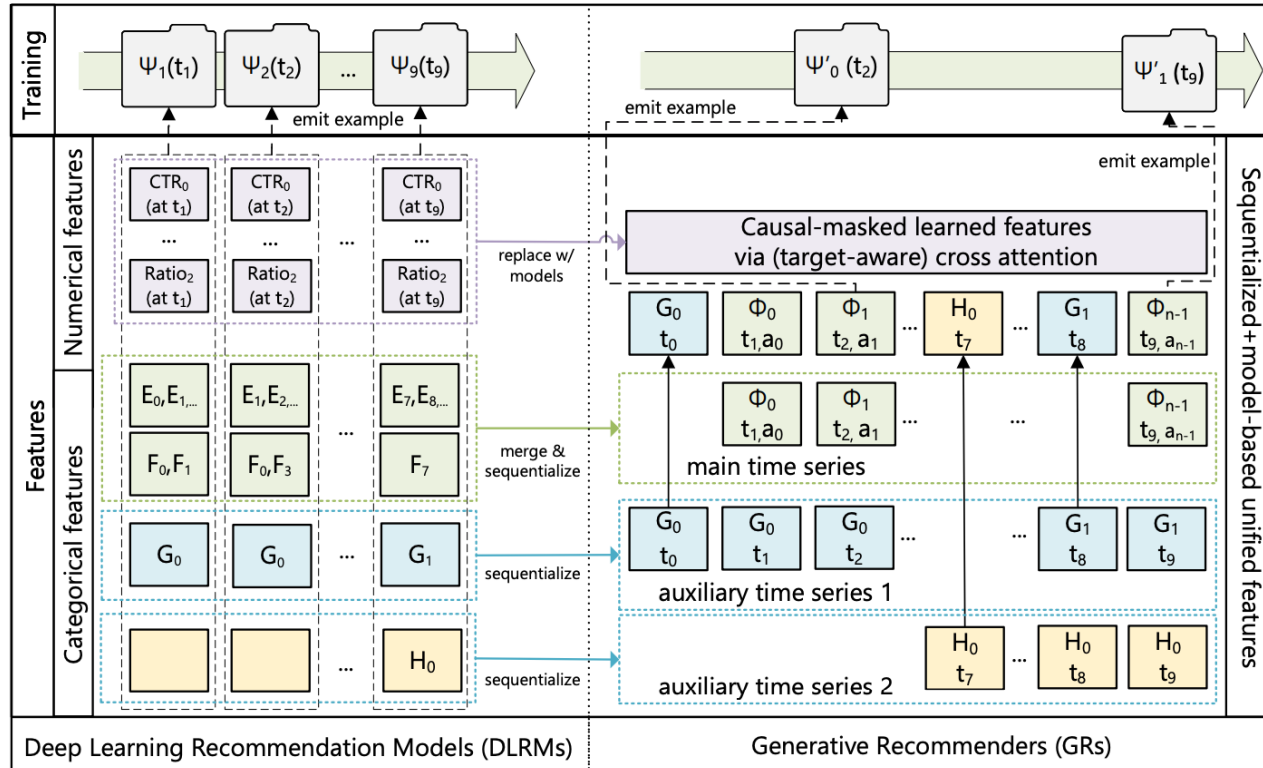
Three stages of Rec4Agentverse . The bidirectional arrows depicted in the Figure symbolize the flow of information.

- User-Agent interaction stage: Information flows between the user and Agent Item.
- Agent-Recommender Collaboration stage: Information flows between Agent Item and Agent Recommender.
- Agents Collaboration stage: Information flows between Agent Items.

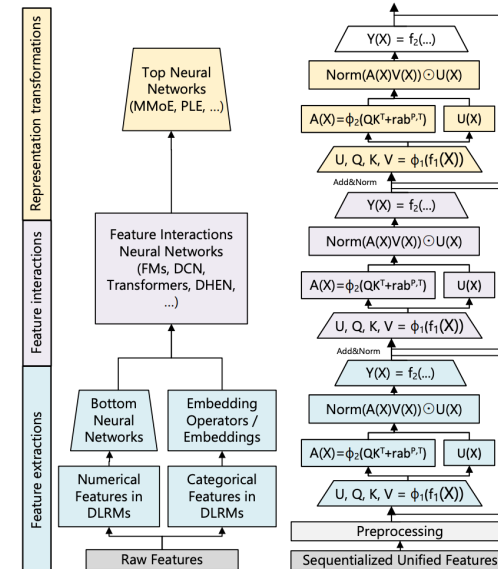


- ❑ The scaling properties of the CTR model have been verified, showing excellent performance on both internal and open-source data.
- ❑ Demonstrates the possibility of increasing the size of CTR models through clever structural design and appropriate scaling settings
- ❑ Exhibits better scaling performance than previous models.

Action Speaker Louder than Words



Task	Specification (Inputs / Outputs)
Ranking	$x_i: s$ $\Phi_0, a_0, \Phi_1, a_1, \dots, \Phi_{n_c-1}, a_{n_c-1}$ $y_i: s$ $a_0, \emptyset, a_1, \emptyset, \dots, a_{n_c-1}, \emptyset$
Retrieval	$x_i: s$ $(\Phi_0, a_0), (\Phi_1, a_1), \dots, (\Phi_{n_c-1}, a_{n_c-1})$ $y_i: s$ $(\Phi'_1, \Phi'_2, \dots, \Phi'_{n_c-1}, \emptyset)$ $(\Phi'_i = \Phi_i$ if a_i is positive, otherwise \emptyset)



- ❑ Generative Recommender
- ❑ New model architecture and feature processing methods.
 - ❑ Unify user behavior sequence
 - ❑ Process both ranking and retrieval tasks

Action Speaker Louder than Words



Table 4. Evaluations of methods on public datasets in multi-pass, full-shuffle settings.

	Method	HR@10	HR@50	HR@200	NDCG@10	NDCG@200
ML-1M	SASRec (2023)	.2853	.5474	.7528	.1603	.2498
	HSTU	.3097 (+8.6%)	.5754 (+5.1%)	.7716 (+2.5%)	.1720 (+7.3%)	.2606 (+4.3%)
	HSTU-large	.3294 (+15.5%)	.5935 (+8.4%)	.7839 (+4.1%)	.1893 (+18.1%)	.2771 (+10.9%)
ML-20M	SASRec (2023)	.2906	.5499	.7655	.1621	.2521
	HSTU	.3252 (+11.9%)	.5885 (+7.0%)	.7943 (+3.8%)	.1878 (+15.9%)	.2774 (+10.0%)
	HSTU-large	.3567 (+22.8%)	.6149 (+11.8%)	.8076 (+5.5%)	.2106 (+30.0%)	.2971 (+17.9%)
Books	SASRec (2023)	.0292	.0729	.1400	.0156	.0350
	HSTU	.0404 (+38.4%)	.0943 (+29.5%)	.1710 (+22.1%)	.0219 (+40.6%)	.0450 (+28.6%)
	HSTU-large	.0469 (+60.6%)	.1066 (+46.2%)	.1876 (+33.9%)	.0257 (+65.8%)	.0508 (+45.1%)

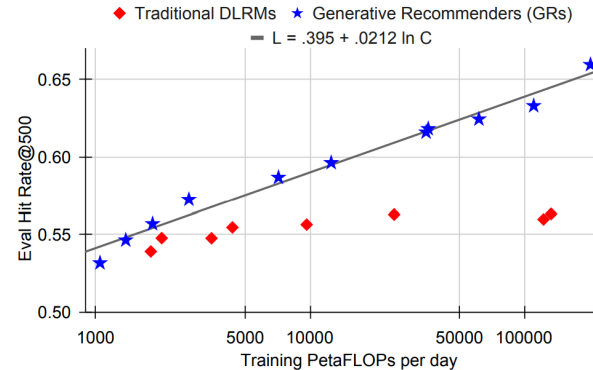
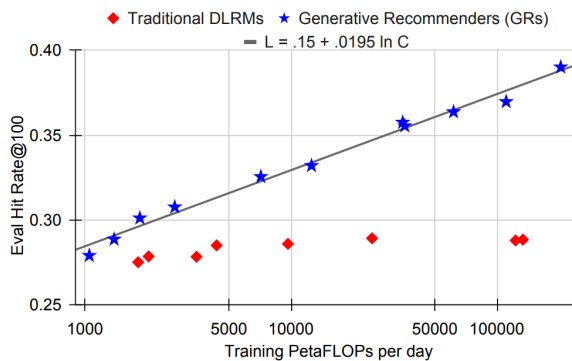
Table 6. Offline/Online Comparison of Retrieval Models.

Methods	Offline HR@K		Online metrics	
	K=100	K=500	E-Task	C-Task
DLRM	29.0%	55.5%	+0%	+0%
DLRM (abl. features)	28.3%	54.3%	-	-
GR (content-based)	11.6%	18.8%	-	-
GR (interactions only)	35.6%	61.7%	-	-
GR (new source)	36.9%	62.4%	+6.2%	+5.0%
GR (replace source)			+5.1%	+1.9%

Table 7. Offline/Online Comparison of Ranking Models.

Methods	Offline NEs		Online metrics	
	E-Task	C-Task	E-Task	C-Task
DLRM	.4982	.7842	+0%	+0%
DLRM (DIN+DCN)	.5053	.7899	-	-
DLRM (abl. features)	.5053	.7925	-	-
GR (interactions only)	.4851	.7903	-	-
GR	.4845	.7645	+12.4%	+4.4%

□ Better performance than traditional models on in-house data and open-source data



□ Far more scaling ability than traditional DLRMs

❑ What we have know?

- ❑ **Scaling Law remains effective** on industrial-scale data when combined with an appropriate architecture in the context of recommendation scenario.
- ❑ When the model is large enough and captures high-order information, it exhibits a certain **generalization ability across scenes and domains**.

❑ What we do not know?

- ❑ How to **integrate world knowledge and LLMs** for generative recommendation.
- ❑ How do we **model complex user behaviors, including short-term and long-term behaviors?**
And how is the **scalability** of these behaviors manifested?
- ❑ How to model the collaborative information across user-item interactions?

Social Value Alignment of LLMRec

- **Social media AI already embed values** --- maximize each user's individual experience---as predicted through likes in RecSys
- **It can harm societal values** --- wellbeing, social capital, mitigating harm to minoritized groups, democracy, and maintaining pro-social norms.
- **Could we directly encode societal values into RecSys?**

Social sciences craft rigorous definitions & measurement of values



Engineering translates the definitions into replicable AI models



Field experiments study the behavioral effects of the AI models

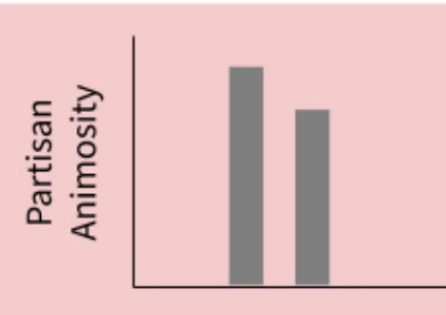
Opposition to bipartisanship is defined as “resistance to cross-partisan collaboration”.

Ratings may depend on whether the following factors exist in the following message: [...]



Code whether the following factors exist in the following message: [...]

Cronbach's α with experts: .7



Thanks for Your Listening !



Tutorial on Large Language Models for Recommendation

Find our slides at

<https://generative-rec.github.io/tutorial/>

Tutorial



Survey: A Survey of Generative Search and Recommendation
in the Era of Large Language Models

<https://arxiv.org/pdf/2404.16924>

Survey



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