

MOVIE RECOMMENDATION BASED ON BRIDGING MOVIE FEATURE AND USER INTEREST

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Abstract: The traditional collaborative filtering algorithms have bad performance in the case of data sparsity, and are difficult to track the change of user interest. Even though many improved algorithms are proposed to solve these problems, it is still necessary for further improvement. In this paper, a novel hybrid recommendation algorithm is proposed to resolve the two issues by bridging the movie feature and user interest. In the proposed algorithm, the movie feature vector is formed based on the attributes of the movie, and is combined with the user rating matrix to generate the user interest vector. The movie feature vector and user interest vector are mutually updated in an iterative way, and then the user similarity matrix is constructed based on the user interest vector, which is usually difficult to be obtained in the case of data sparsity. Furthermore, the long-term and short-term interests are considered in the generation of the user interest vector, which aims to make the recommendation results adapt to the change of user interest. The experiments on the Movie lens dataset show that the proposed algorithm outperforms some existing recommendation algorithms on recommendation accuracy.

Keywords: Recommendation system, Data sparsity, Change of user interest, User interest, Movie feature

Introduction

As the development of multimedia network, the number of online movies has been increasing rapidly in recent years, and the great number of movie websites made users face to a wealth of movie resources. How to serve users with the movies consistent with their interest is a challenge in improving both the quality of service (QoS) of websites and the quality of experience (QoE) of users. Recommendation system is an effective technique to deal with this challenge. Most of the recommendation algorithms can be roughly classified into three types, which are content-based recommendation algorithms [1,2], collaborative filtering recommendation algorithms [3,4], and hybrid recommendation algorithms [5,6]. Content-based recommendation systems analyze movie descriptions to identify movies that are of particular

interest to the user. Though such algorithms are simple, they are not sensitive to the changes of user interest so that they can't give the results which the user feel novel. The collaborative filtering recommendation

Table 1
User-Movie Rating Example.

	Wolverine	Hulk	Iron Man	Spider-Man	Young Style	So Young
A	4	5		5	5	
B	5		5	4		
C			1		5	5

In recent years, the hybrid recommendation algorithms have been proposed to handle the issue of data sparsity and make the recommended results satisfy the user's current interest. In order to relieve the influence caused by data sparsity, Fang et al. [8] proposed to combine the tag-based transfer learning and SVD-based matrix decomposition to relieve the influences caused by data sparsity with the auxiliary of movie tags. Deng et al. [9] and Shinde et al. [10] proposed to handle the issue of data sparsity by reducing the dimension of similarity calculation between users via clustering the rating matrix. Stanescu et al. [11] proposed to improve the recommendation accuracy by exploiting either user tags or movie keywords, which can provide more information in addition to the rating matrix for calculating the similarity between users. Leng et al. [12] defined neighbor tendency, based on which the preliminary neighborhood was formed, and then the issue of data sparsity is relieved by modifying the preliminary neighborhood via the equivalence relation similarity. Geng et al. [13] proposed a deep model to map the feature of users and images to a unified space to address the issue of data sparsity. In order to make the recommendation results adapt to the change of user interest, Xing et al. [14] proposed to the time-based and item similarity-based data weighting methods to track the change of user interests and improve the recommendation accuracy. Ullah et al. [15] proposed a hybrid recommendation algorithm with the consideration of temporal information, which can give the recommendation for user at a specific time. Wang et al. [16] assigned the greater weight to the interest closer to the gathering time

and improved the recommendation accuracy. Li et al.[17] used the long-term interest and short-term interest to filter and introduce the “somewhat novel” recommendation results consecutively. Cheng et al. [18] proposed to consider the user’s social information, for example user’s response information and social relationship, to improve the recommendation accuracy and track the change of user interest. Some algorithms [19,20] made some contributions on the construction of vector space models. In this paper, a hybrid recommendation algorithm is proposed to resolve both the issues of data sparsity and change of user interests with integrating the information of both movies and users. The user interest vector is formed by combining the user rating matrix and the feature vector of movies, and iteratively updated along time to generate the hybrid interest vector of the user. The similarity matrix between users can be constructed according to the hybrid interest vector and rating matrix of the user with less influences caused by data sparsity. Meanwhile, during the generation of the user interest vector, both long-term interest and short-term interest are considered via giving adaptive weights to the rating according to the rating time, which is helpful to make the recommendation results adapt to the change of user interest. The proposed recommendation algorithm is evaluated on the MovieLens dataset, and its performance demonstrates that the combination of user rating matrix and feature vectors of movies, and the interest-related weighting are helpful to improve the recommendation accuracy. The framework of the proposed algorithm is shown in Fig. 1.2. Feature vectors of movies As we all know that, the collaborative filtering algorithm is vulnerable to the data sparsity of the rating matrix, because it measures the similarity between users according to the similarity between users’ ratings, and ignores the impact of movies on the similarity calculation. In this paper, we introduce the attributes of movies into the calculation of the similarity between users, which aims to provide more information for the similarity measurement and relieve the influences caused by data sparsity. Here, we obtain movies’ attributes by analyzing the text descriptions of movies, because they are easy to be accessed and understood. The movies’ attributes include director, screenwriter, starring, genre, and so on. In experiments, these attributes can be obtained from the dataset or crawled from the source website of the movies. These attributes are used as movie features for recommendation. The movie set is denoted as $T = \{t_1, t_2, \dots, t_n\}$, the feature vector of each movie is denoted as $f_{tj} = \{wt_{j1}, wt_{j2}, \dots, wt_{jk}\}$, where wt_{jk} denotes the weight of the attribute p_k in the movie t_j . The attribute p_k is the attribute of the movie. l is the length of vector, and j, k denote the order of movies and movie attributes, respectively. The feature vector f_{tj} of the movie t_j can be initialized via Eq. (1), where the weight wt_{jk} will be 1, if the corresponding movie has the attribute p_k . Otherwise it will be 0. And then

it will be updated with the user interest vector iteratively according to the importance of the attribute p_k to the user’s rating, which will be described in Section 4. (1)3. User interest vector3.1. Data sparsity The number of movies that a user rated is very small due to the huge watching time, so that the number of the common movies rated by different users is much smaller. It is the reason that user-movie rating matrix is usually sparse. However, the traditional collaborative filtering algorithm measured the user interests mainly based on the rating matrix and calculated the similarity between users according to user interests, so it has low recommendation accuracy in the case of data sparsity. Therefore, in this paper, we propose to exploit the attributes of movies, e.g. director, actors and style, to represent the user interest. It can feed the similarity measurement between users with more information from the movies rated by users in addition to the information from the users’ own. It is helpful to alleviate the influence of data sparsity on recommendation accuracy.3.2. Change of user interest The preference of users to movies usually changes over time, which is not considered in the traditional recommendation algorithms, and it is the reason that the recommendation results of the traditional recommendation algorithms often can’t satisfy the users. Given the theory of psychology, the user interest is composed of long-term interest and short-term interest. The long-term interest is formed gradually relying on user habits during a long period, while the short-term interest emerges due to the influence of the environment in a short period. Therefore, we propose to define a time-based weight, i.e., $W_{dui,tj}$, to represent the impact of the movie t_j on the user u_i according to these two kinds of interests. (2) where d_{now} denotes the current time, and $d_{ui,tj}$ denotes the time when the user u_i rated on the movie t_j . $\gamma \in (0, 1)$ is the weight factor, which controls the impact of the long-term interest. $(1 - \gamma) \cdot e^{-\lambda(d_{now} - d_{ui,tj})}$ reflects the impact of recently rated movies on the user interest, i.e., the impact of the short-term interest. As the $wt_{jk} = \frac{1}{l} p_k \in \{0, 1\}$ $\forall t_j \in T$, $W_{dui,tj} = \gamma + (1 - \gamma) \cdot e^{-\lambda(d_{now} - d_{ui,tj})}$

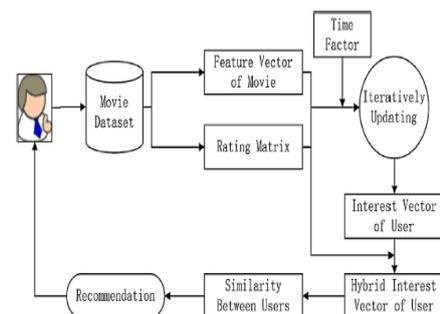


Fig. 1. The framework of the proposed hybrid recommendation algorithm.

time goes, i.e., d_{now} becomes larger and larger than $d_{ui,tj}$, $W_{dui,tj}$ tends to be equal to γ and the long-term interest becomes the main factor.3.3. User interest vector In this

paper, we construct the user interest vector based on the feature vector of movies and the historical rating of the user. Although rank and interest are two different concepts and the movie with the highest rank is not necessarily the one the user is most interested in, it is the best choice so far to use the rating to represent the users' interest. Let $U = \{u_1, u_2, \dots, u_n\}$ denote the user set and $f_{ui} = \{w_{ui1}, w_{ui2}, \dots, w_{uil}\}$ denote the interest vector of the user u_i . w_{ui} denotes the preference degree of the user u_i to the attribute p_k , p_k is the attribute of the movie, and l is the length of the interest vector. The interest vector can be obtained as follows: 1) Collect all the movies rated by the user u_i according to the rating matrix and form the movie collection $T_{ui} = \{t_{i1}, t_{i2}, \dots, t_{in}\}$; 2) Obtain the feature vector of the movie t_{jn} T_{ui} from the movie feature matrix, and denote it as f_{ui} ; 3) Define the interest vector of the user u_i as the weighted sum of the feature vector of each movie in T_{ui} , and obtain the interest vector of the user u_i via Eq. (3). (3) where r_{ui,t_j} is the rate that the user u_i gives to the movie t_j . Furthermore, we propose to adopt an inverse feature frequency to measure the importance of the attributes in the spirit of Term Frequency-Inverse Document Frequency (TF-IDF) [20], because the popular attributes, which show the common preferences of most users, can't reflect the personalized interest of a specific user and can't be used to differentiate users. The inverse feature frequency is defined as: (4) where AUN denotes the total number of users in the whole system and PUN_k is the number of users who likes the attribute P_k . Therefore, it can be seen from Eq. (4) that the inverse feature frequency of one attribute will be 0, if it is a common preference of all the users. $f_{ui} = \sum_{t_j \in T_{ui}} r_{ui,t_j} \cdot w_{D_{ui,t_j}} \cdot \text{idf}_{p_k} = \log \frac{AUN}{PUN_k} \cdot r_{ui,t_j} \cdot w_{D_{ui,t_j}}$

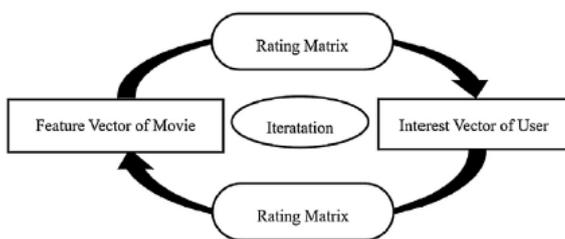


Fig 2. Iteratively updating of movie feature vector and user interest vector.

Meanwhile, the mean score \bar{r}_{ui} of the user u_i is considered to drag the rating degree of different users to the same level. Finally, the interest vector of the user u_i can be given as follows: (5) And the weight w_{ui} in f_{ui} is: (6) where $\text{Max}_{|f_{ui}|}$ is used for normalization. 4. Bridging movie feature and user interest As we all know that the rating to a movie can reflect the favor degree of the user and the same movie will receive different rates from people with different preferences. Because the user interest on movies usually varies with the attributes of movies, such as director, actor, and so on, the influence of user rating can be described by the attributes of the movie to some extent.

That is to say, the movie feature and user interest have mutual influence between each other. Therefore, we proposed to update the feature vector of the movie and the interest vector of the user simultaneously and iteratively through bridge them with the rating matrix of the user. The iteratively updating of the movie feature vector and user interest vector is shown in Fig. 2. The movie feature vector can be updated as follows: 1) Collect the users who rated the movie t_j to form the user set, $U_{t_j} = \{u_{j1}, u_{j2}, \dots, u_{jn}\}$; 2) Generate the interest vector of the user u_i , which is denoted as

$$f_{ui}; f_{ui} = \sum_{t_j \in T_{ui}} \text{idf}_{p_1} \text{idf}_{p_2} \dots \sum_{t_j \in T_{ui}} r_{ui,t_j} \cdot (r_{ui,t_j} - \bar{r}_{ui}) \cdot w_{D_{ui,t_j}} \cdot w_{ui} = \log \frac{AUN}{PUN_k} \cdot r_{ui,t_j} \cdot w_{D_{ui,t_j}} \cdot (r_{ui,t_j} - \bar{r}_{ui}) \cdot w_{D_{ui,t_j}} \cdot \text{Max}_{|f_{ui}|}$$

3) w_{t_j} can be updated to w_{t_j} according to the rating matrix as below; (7) where w_{ui} is the weight of attribute P_k in the interest vector of the user u_i . $\text{Max}_{|f_{ui}|}$ is used for normalization. Consequently, the interest vector of the user u_i is updated according to Eqs. (5) and (6) with the updated feature vector of the movie t_j , w_{t_j} . The accuracy with the updated movie feature and user interest will tend to stable and reach the best after several iterations, which will be demonstrated in the experiments. Compared with the previous methods, the contributions of this paper are: 1) We obtained more real and accurate interest vector through the iterations between feature vector of movie and interest vector of user; 2) We model the user's interest based on the attributes of movies, which makes the modeling granularity more reasonable and is helpful to resolve the problem of data sparsity; 3) We take the time factor into account of optimizing the user's interest vector, which makes the recommendation result more consistent with the change of user's interest. 5. Recommendation based on user interest vector In this paper, we propose to combine the similarities based on interest vector of users and rating matrix to find the k nearest neighbors to the target user, and predict the preference degree of a target user toward the movie he/she has not seen, i.e., to predict the rating of the user to the movie, and then recommend the movies with high predicted rating to the target user. Here, $\text{sim}_F(u_i, u_j)$ denotes the similarity between users based on their interest vectors, and $\text{sim}_M(u_i, u_j)$ denotes the similarity between users based on their rating on movies. Accordingly, the similarity between users is defined as follows: (8) where $0 \leq \omega_{ui,uj} \leq 1$ and it can be adjusted according to the interest vector of the user. For instance, if the user's preference to movie is mainly decided by some attributes, e.g., the movie style, and his rating towards the movies with this style is stable, $\omega_{ui,uj}$ should be large as the interest vector plays the dominant role. Otherwise, $\omega_{ui,uj}$ should be small. In order to determine the value of $\omega_{ui,uj}$, we measure the interest stability of the user on a specific attribute according to the variance of his rating. That is, small

variance means the user interest is stable on the attribute, e.g., the movie style. Here, the rating variance of the user on the attribute p_k is defined as below: (9) where \bar{r}_{pk} is the mean rating of the user u_i towards the attribute p_k , N is the amount of movies with the attribute p_k , which are rated by the user u_i . Consequently, the average rating variance on all the attributes, which is denoted as below, can reflect the interest stability of a user. (10) Therefore, $\omega_{ui,uj}$ can be calculated as follows: (11) $X = \text{varmax} - \max(\text{var}_{ui}, \text{var}_{uj})$, $\text{varmax} - \text{varmin}$, varmax and varmin are the maximum and minimum of the average rating variances on all attributes in the user set U_{tj} , respectively. $\max(\cdot, \cdot)$ is the function to select the bigger one of the two variables. Eq. (11) shows that when analyzing the similarity of two users, the weight parameter $\omega_{ui,uj}$ is determined by the one who has the lower interest stability. In other words, the similarity between two users will be determined by their interest vectors, only if their interest vectors are both stable. The similarity between two users based on interest vector is defined as the cosine similarity in [21]. (12) where l is the length of interest vector. The similarity between two users based on interest vector is defined as the Pearson similarity in [21]. (13) Based on the similarity matrix given in Eq. (13), the predicted rating of the user u_i to the movie t_r can be obtained as below. Given the predicted rating, the movies with top ratings will be selected as the recommendation results to the user u_i . (14) where $N_{ui} = \{n_1, \dots, n_k\}$ is the neighbor set of the user u_i , and n_i is one of the neighbors. $\text{sim}(u_i, n_i)$ is the similarity between the user u_i and its neighbor n_i . r_{n_i, t_r} is the rating of the neighbor n_i to the movie t_r . \bar{r}_{u_i} and \bar{r}_{n_i} are the average rates of the user u_i and neighbor n_i , respectively. r_{u_i, t_r} is the predicted rating of the user u_i to the movie t_r , and t_r is the movie that the user u_i has not seen.

6. Experimental results and analysis

6.1. Dataset and evaluation

In this paper, the MovieLens dataset (<http://grouplens.org>) provided by GroupLens research project of the University of Minnesota is used, which is a standard dataset and is often used in recommendation system research. In this paper, ml-100k data set version of this dataset is used, in which there are 100,000 ratings (1-5) from 943 users on 1682 movies, each user has rated at least 20 movies and the data was collected during the seven-month period from September 19th, 1997 through April 22nd, 1998. The data format in MovieLens dataset is shown in Table 2. Obviously, the genres of movies are given. In addition to the information we can obtain from the MovieLens dataset directly, other information we need, such as director, writer, stars and so on, can be crawled from the movie source address provided by the dataset. The data format of the crawled features are shown as in Table 3. The experimental dataset is divided into training and test sets. In the experimental data, the access records in the last 10 days of each user are used as the test set, and the other access records are used as training set, which can be used to

generate the interest vector of users. The training set is 89.355% of the whole data and the test set is 10.645%, respectively. In this paper, the Mean Absolute Error (MAE) is used to evaluate the performance of the recommendation algorithms because MAE can reflect the accuracy of the predicted rating by calculating the mean error between the predicted and the true ratings.

The smaller

$$w_{tjk} = \frac{1}{|U_{tj}|} \sum_{u_i \in U_{tj}} w_{ujk} \cdot (r_{ujk} - \bar{r}_{uj}) \cdot \text{Max} |r_{tjk} - \bar{r}_{tj}| \cdot \text{sim}(u_i, u_j) = \omega_{ui,uj} \text{sim}^F(u_i, u_j) + (1 - \omega_{ui,uj}) \text{sim}^M(u_i, u_j)$$

$$\text{var}(u_i, p_k) = \frac{1}{N_{tj}} \sum_{u_i \in U_{tj}} \sum_{p_k \in T_j} (r_{ui, p_k} - \bar{r}_{p_k})^2 \text{var}_{ui} = \frac{1}{N_{tj}} \sum_{p_k \in T_j} \text{var}(u_i, p_k)$$

$$\omega_{ui,uj} = \frac{1 - X^2}{1 + X^2} \text{sim}^F(u_i, u_j) = \frac{1 - \text{lm}}{1 + \text{lm}} w_{uim} \cdot w_{ujm} = \frac{1 - \text{lm}}{1 + \text{lm}} w_{uim} \cdot \frac{1 - \text{lm}}{1 + \text{lm}} w_{ujm} \text{sim}^M(u_i, u_j) = \frac{1 - \text{tr}}{1 + \text{tr}} \sum_{n_i \in N_{ui}} (r_{n_i, t_r} - \bar{r}_{n_i}) \cdot (r_{uj, t_r} - \bar{r}_{uj}) \frac{1 - \text{tr}}{1 + \text{tr}} \sum_{n_i \in N_{ui}} (r_{n_i, t_r} - \bar{r}_{n_i}) \cdot (r_{n_i, t_r} - \bar{r}_{n_i})$$

6.2. Impact of time

In the proposed algorithm, the parameter γ in Eq. (2) is the time factor, which can adjust the sensitivity of the proposed algorithm to the change of user interest. In order to demonstrate the impact of γ , we compare the performance with different γ , which is shown in Fig. 3. In Fig. 3, γ is set to be 0, 0.25, 0.5, 0.75 and 1.0, the number of iterative updating is 5, and the amount of neighbor ranges from 20 to 50. It can be seen that the best recommendation accuracy is obtained when γ is 0.25. It demonstrates that the short-term interest contributes 75% to user interest and the long-term interest contributes 25% according to Eq. (2).

6.3. Improvement with iterations

The convergence of the iterative updating between the user interest vector and the feature vector of movies is analyzed as shown in Fig. 4. In the iterative updating process, the MAE between the interests of the current iteration and last iteration is calculated as below. (16) where N is the total number of users, f_{ui} and f_{ui}^* are the interest vectors of user u_i in the current iteration and last iteration, respectively. It can be seen from Fig. 4(a) that the MAE begins convergent after 5 iterations and reaches stable since the 10th iteration. Furthermore, the MAEs with different numbers of iterative updating are compared in Fig. 4(b), where γ is 0.25 and the number of iteration is from 0 to 5. It can be concluded from Fig. 4(b) that the iterative updating can improve the prediction accuracy as the accuracy with 4 iterations is at least 1.5% higher than that with 1 iteration, and the recommendation accuracy keeps at the same level after 4 iterations.

6.4. Comparison experiments

In order to demonstrate the performance of the proposed algorithm in recommendation accuracy, several algorithms are used for the comparison experiments, which are 1) the collaborative filtering algorithm based on user in [12], which is referred as User-based CF and adopted the rating method proposed in [22]; 2) the collaborative filtering algorithm based on two-phase nearest selection in [12],

which is referred as TPNS, and the two-phase nearest selection method is designed to relieve the problem of data sparsity; 3) the collaborative filtering algorithm based on time weighting in [16], which is referred as TWCF and introduced the time factor into the rating prediction; 4) the combination of the algorithms in [12] and [16], which is referred as TPNS + TWCF, and aims to not only solve the problem of data sparsity but also track the latest interest of user by the combination. 5) our proposed algorithm, which is referred as IVU. Here we take into account of the tradeoff between the computation and performance and set the iteration number to 5 with λ is 0.25. It can be seen from Fig. 5 that the recommendation accuracy can be improved by adding either the content information of movie, $f_{MAE} = 1/N_{ui} \in U(f_{ui} - \tilde{f}_{ui})$

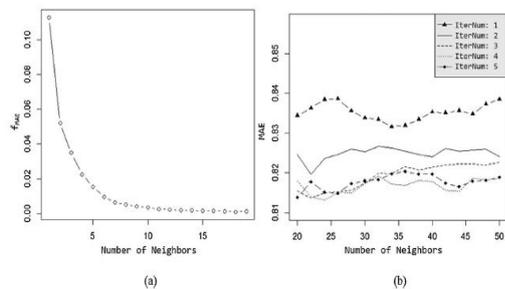


Fig. 4. (a) Convergence of MAE with iterations. (b) MAE comparisons with various iterations.

time factor, or both. The MAE of the proposed method is 1%–12% lower than that of any of the other methods. For instance, in the TPNS algorithm, though the influence of data sparsity to performance can be relieved by improving the user neighbors selecting method, the similarity between users is not dense enough as it is still established in view of rating. In the proposed method, the user interest vector is obtained and updated via the feature vector of movies, which brings about the robustness to rating data sparsity and adaptation to the change of user's interest taking into account of the stability of user's interest, so the recommendation accuracy is improved further. Furthermore, the comparison between the TPNS + TWCF and our proposed algorithm shows that the iteratively updating method is helpful to improve the performance. 7. Conclusion In this paper, a novel hybrid recommendation algorithm is proposed based on the spirit of integrating the movie feature and user interest to calculate the similarity between users. In this algorithm, the feature vector of movies and rating matrix of users are combined, the interest vector of users is generated and updated through an iterative manner, and then the interest vector and rating matrix of users are combined to generate the hybrid interest vector of users, which is used to calculate the similarity between users. Experimental results show that the proposed algorithm relieves the problem caused by data sparsity and the change of user's interest, and provides more accurate

recommendation results than some existing algorithms. Our future work will focus on two aspects. The first one is to improve the performance by exploiting better similarity computing method [23] which adapt to recommender system. The second one is to improve the performance by introducing the characteristics of rating time into the change of user's interest, for example, to distinguish the difference between holidays and workdays. Additionally, some feature analysis and representation algorithms [24–28] are promising and their spirits may be helpful to our user's interest vector representation, which will be considered in our future work. Acknowledgments This work is supported in part of Natural Science Foundation for Distinguished Young Scholars of Shandong Province (JQ201718), Key Research and Development Foundation of Shandong Province (2016GGX101009), Natural Science Foundation of China (U1736122), and Shandong Provincial Key Research and Development Plan (2017CXGC1504).

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