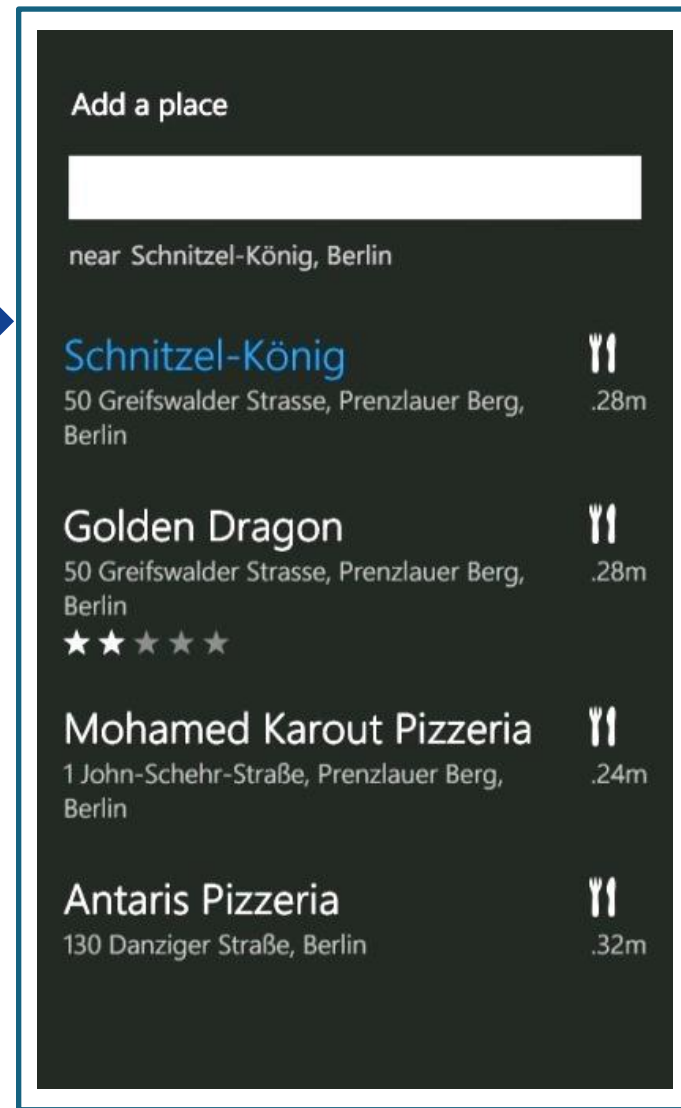


Relevance Optimization of Check-In Candidates

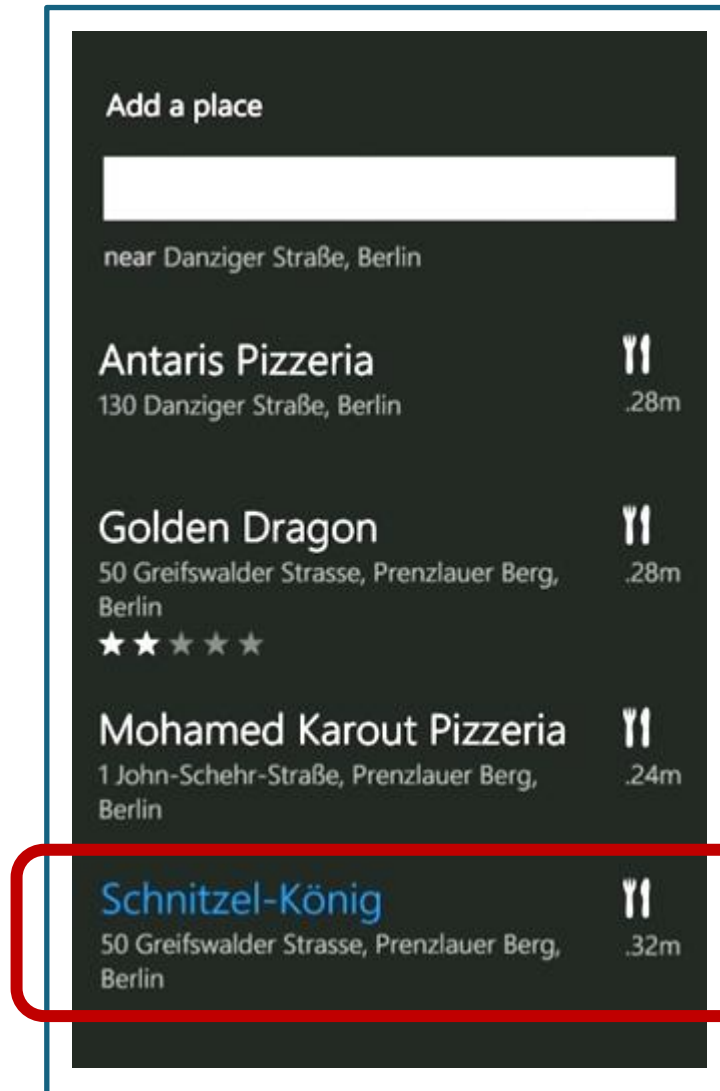
Steffen Bickel

NOKIA

Check-In from Nokia Pulse App



Goal: Show Check-In Place at Rank 1



Goal: Show Check-In Place at Rank 1

Main Performance Measure: Precision@1

Precision@1 is percentage of cases where correct check-in place is shown at rank 1 of the candidate list.

Goal: Show Check-In Place at Rank 1 or Within Top-5 Results

Also important for a good user experience:

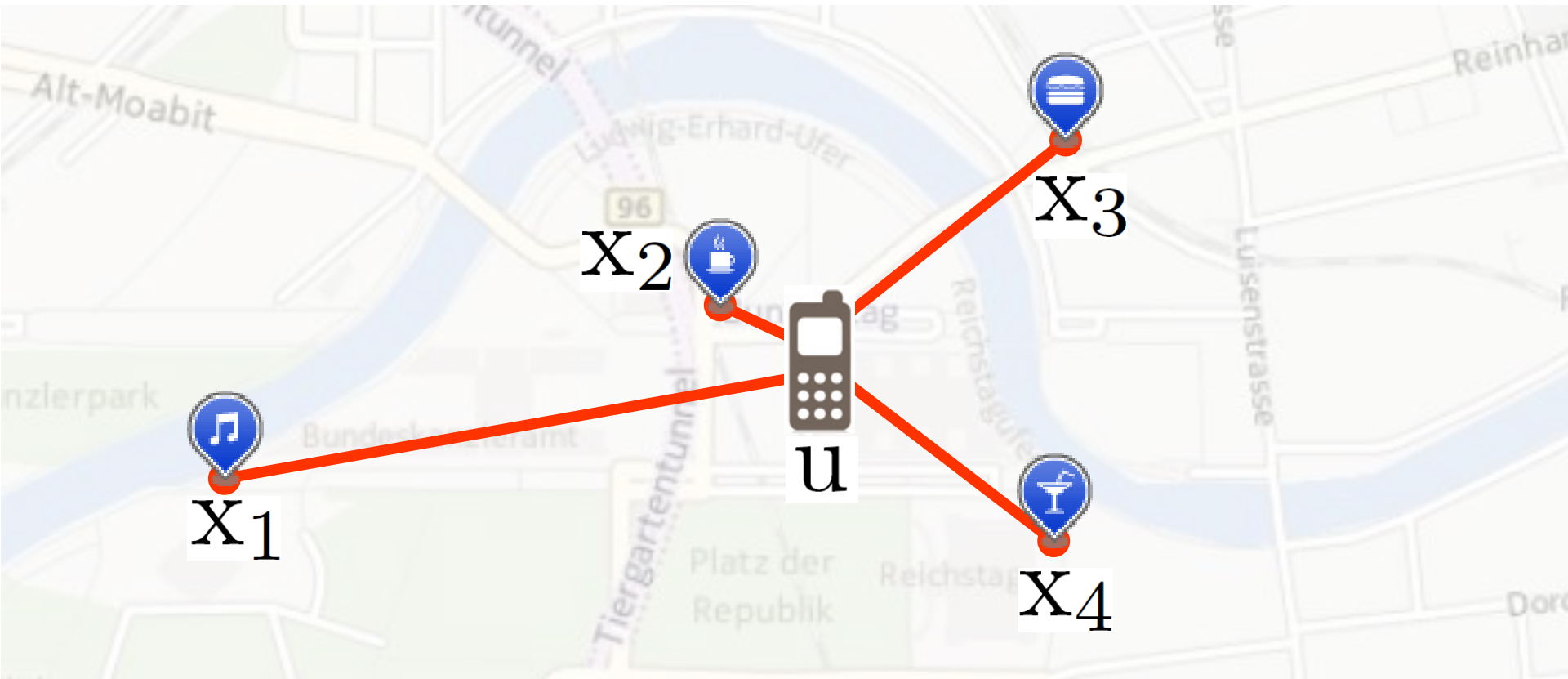
Precision@5

Precision@5 is percentage of cases where correct check-in place is shown within top-5 results of candidate list.

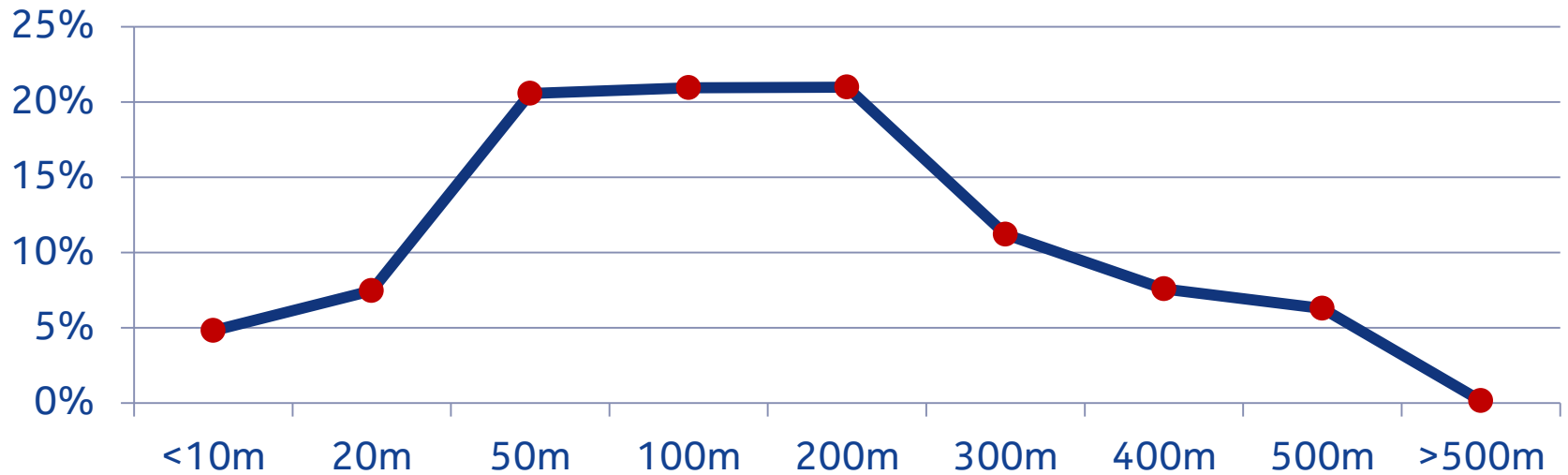
Relevance Modeling

Relevance Factor: Distance = Baseline

$$\text{score}(x, u) = -\text{dist}(x, u)$$



Inaccuracy of Geo-Positions



Geo-Distance between GPS Position and Position of Check-in Place

Inaccuracy of GPS (especially indoor)



Inaccuracy of place position and geographic spread of place

Relevance Factor: Popularity



Relevance Factor: Popularity

Places with many historic
check-ins are more relevant

Closer places are more
relevant

Relevance Factor: Popularity

$$\text{score}(x, u) = (\alpha + n_x) e^{-\text{dist}(x, u) / \sigma}$$

constant
base count

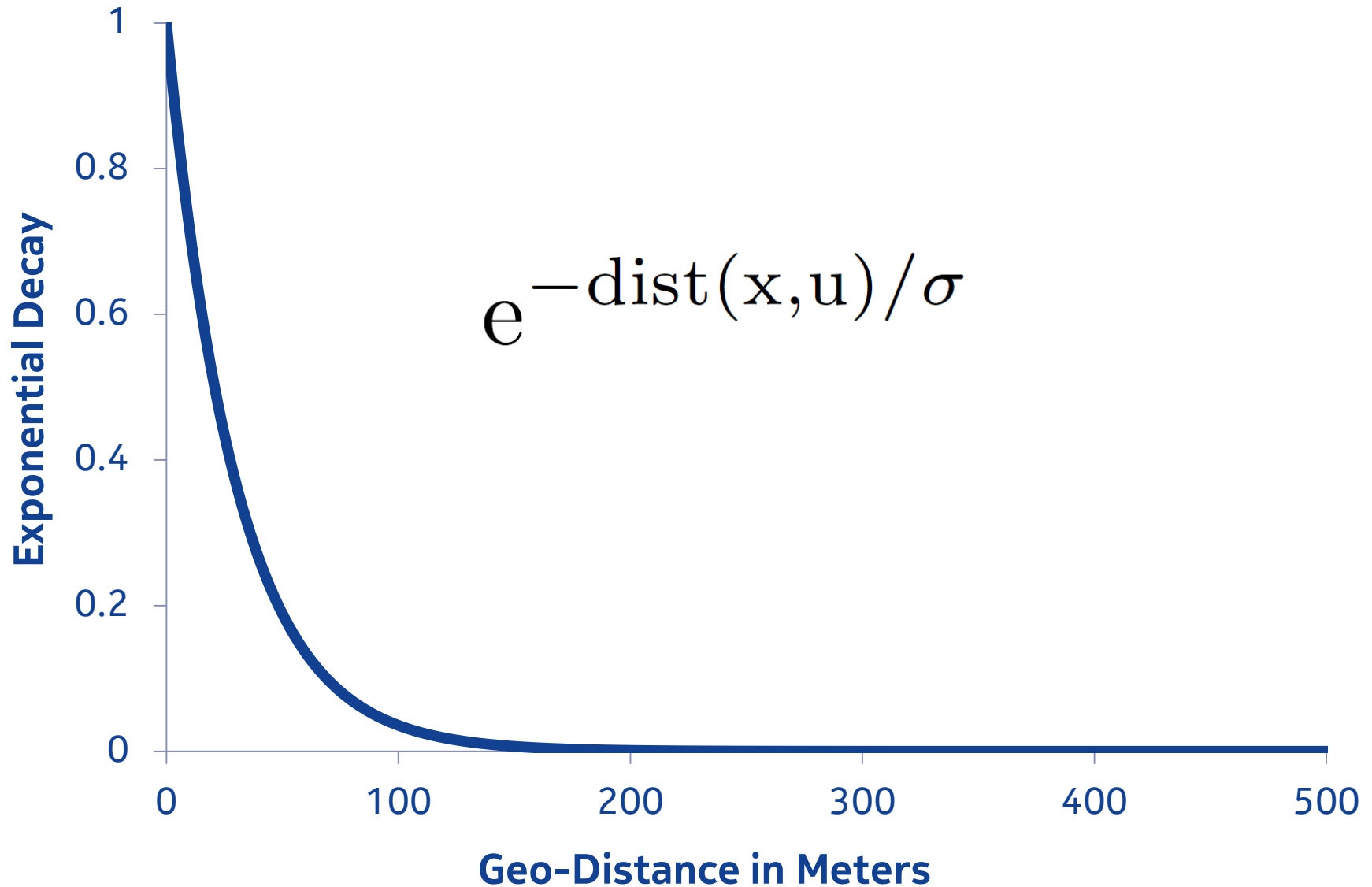
number of
historic check-
ins on place x

exponential decay on
geo-distance to x

Places with many historic
check-ins are more relevant

Closer places are more
relevant

Exponential Decay on Geo-Distance



Relevance Factor: Popularity

$$\text{score}(x, u) = (\alpha + n_x) e^{-\text{dist}(x, u) / \sigma}$$

constant
base count

number of
historic check-
ins on place x

exponential decay on
geo-distance to x

Places with many historic
check-ins are more relevant

Closer places are more
relevant

Personalization



Personalization

$$\text{score}(x, u) = (\alpha + n_x + \beta n_{xu}) e^{-\text{dist}(x, u) / \sigma}$$

number of historic
check-ins (all users)

Places with many historic
check-ins are more
relevant

number of
personal historic
check-ins

Revisits by
current user are
more relevant

exponential decay on
geo-distance to x

Closer places are more
relevant

Bootstrapping with Search Clicks

$$\text{score}(x, u) = (\alpha + n_x + \beta n_{xu} + \gamma c_x) e^{-\text{dist}(x,u)/\sigma}$$

number of historic
check-ins (all users)

number of
personal
historic check-
ins

number of
clicks on
place x in
search results

exponential
decay on geo-
distance to x

Places with many
historic check-ins
are more relevant

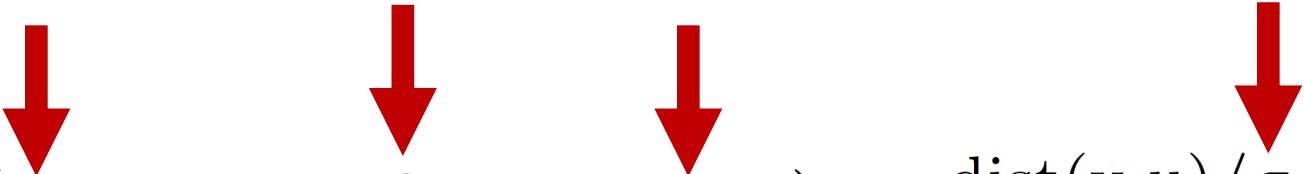
Revisits by
current user are
more relevant

Searched
places are
more relevant

Closer places
are more
relevant

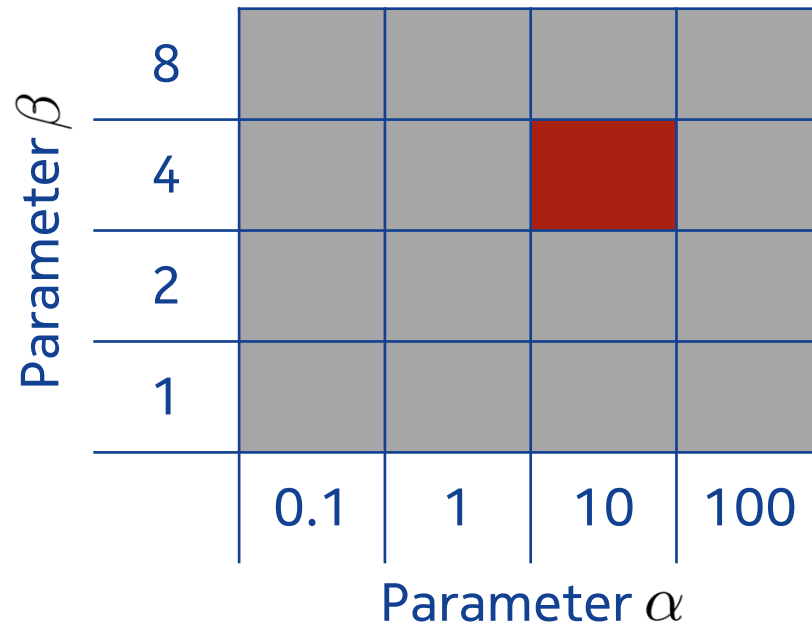
Parameter Learning and Evaluation Setup

4 Parameters Need to be Learned

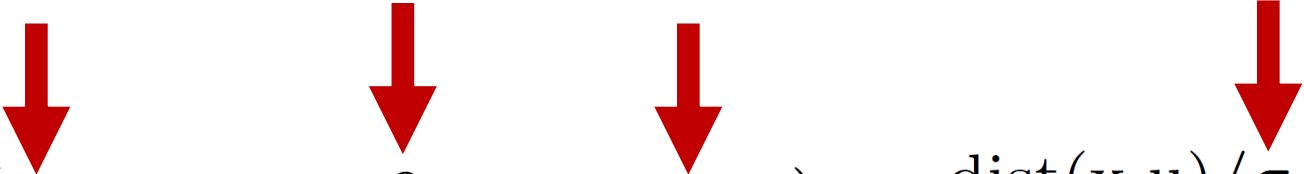
$$\text{score}(\mathbf{x}, \mathbf{u}) = (\alpha + n_{\mathbf{x}} + \beta n_{\mathbf{x}\mathbf{u}} + \gamma c_{\mathbf{x}}) e^{-\text{dist}(\mathbf{x}, \mathbf{u})/\sigma}$$


Parameter Learning with Grid Search – Machine Learning for Slackers

All parameter combinations in grid are evaluated on tuning data.
Combination with best Precision@1 is chosen.



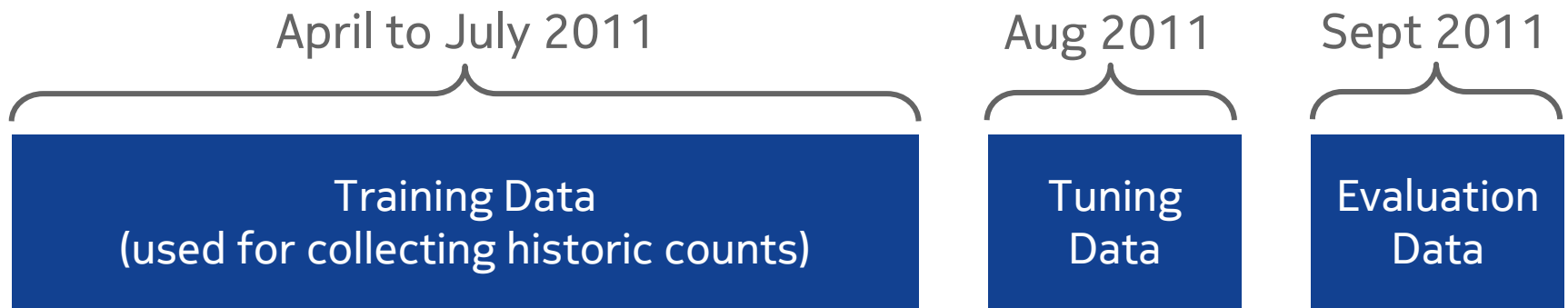
4 Parameters Need to be Learned

$$\text{score}(\mathbf{x}, \mathbf{u}) = (\alpha + n_{\mathbf{x}} + \beta n_{\mathbf{x}\mathbf{u}} + \gamma c_{\mathbf{x}}) e^{-\text{dist}(\mathbf{x}, \mathbf{u}) / \sigma}$$


4 parameters → 4 dimensional search grid

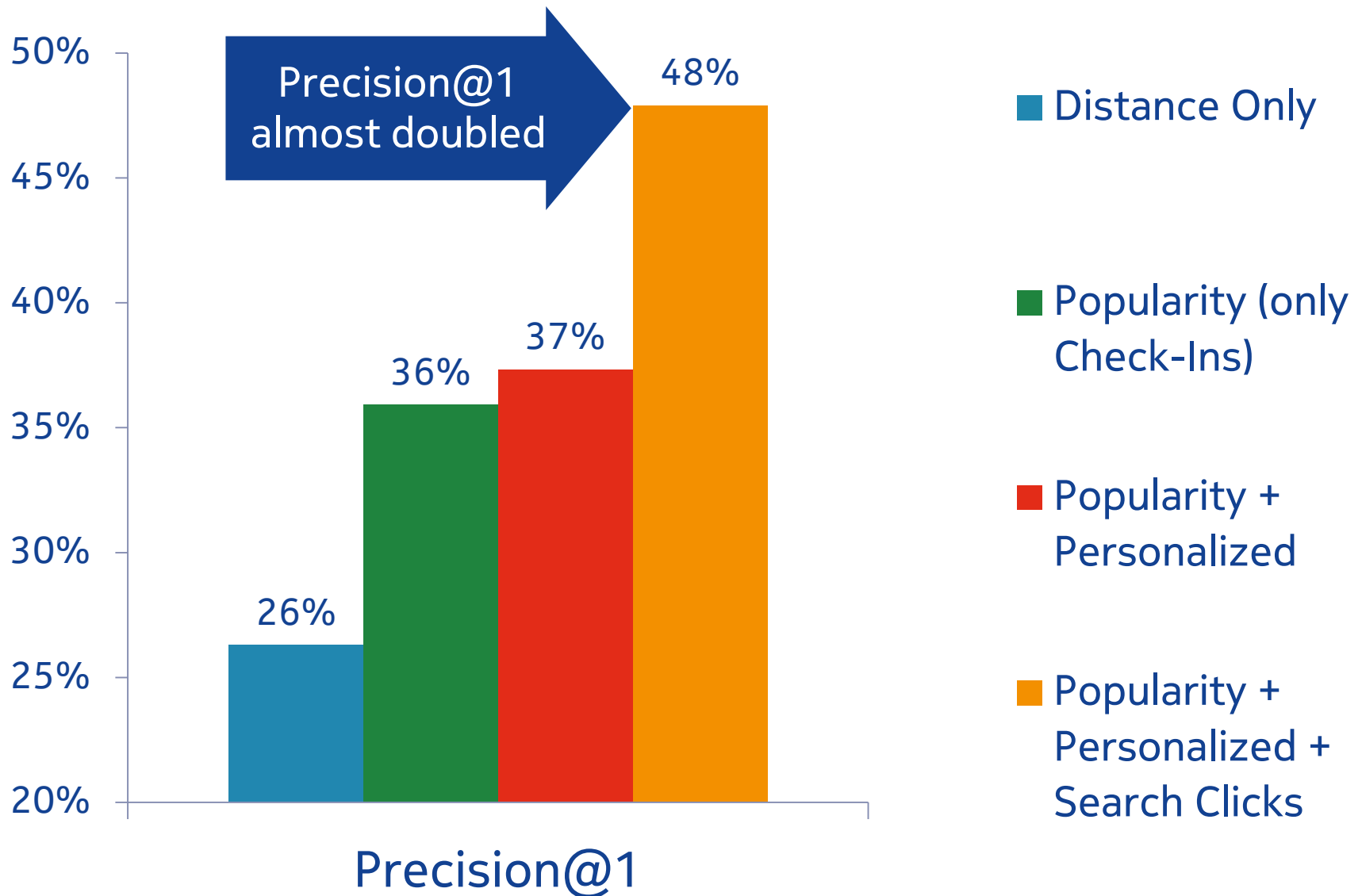
Evaluation Setup

Split of historic check-in data into 3 chunks.

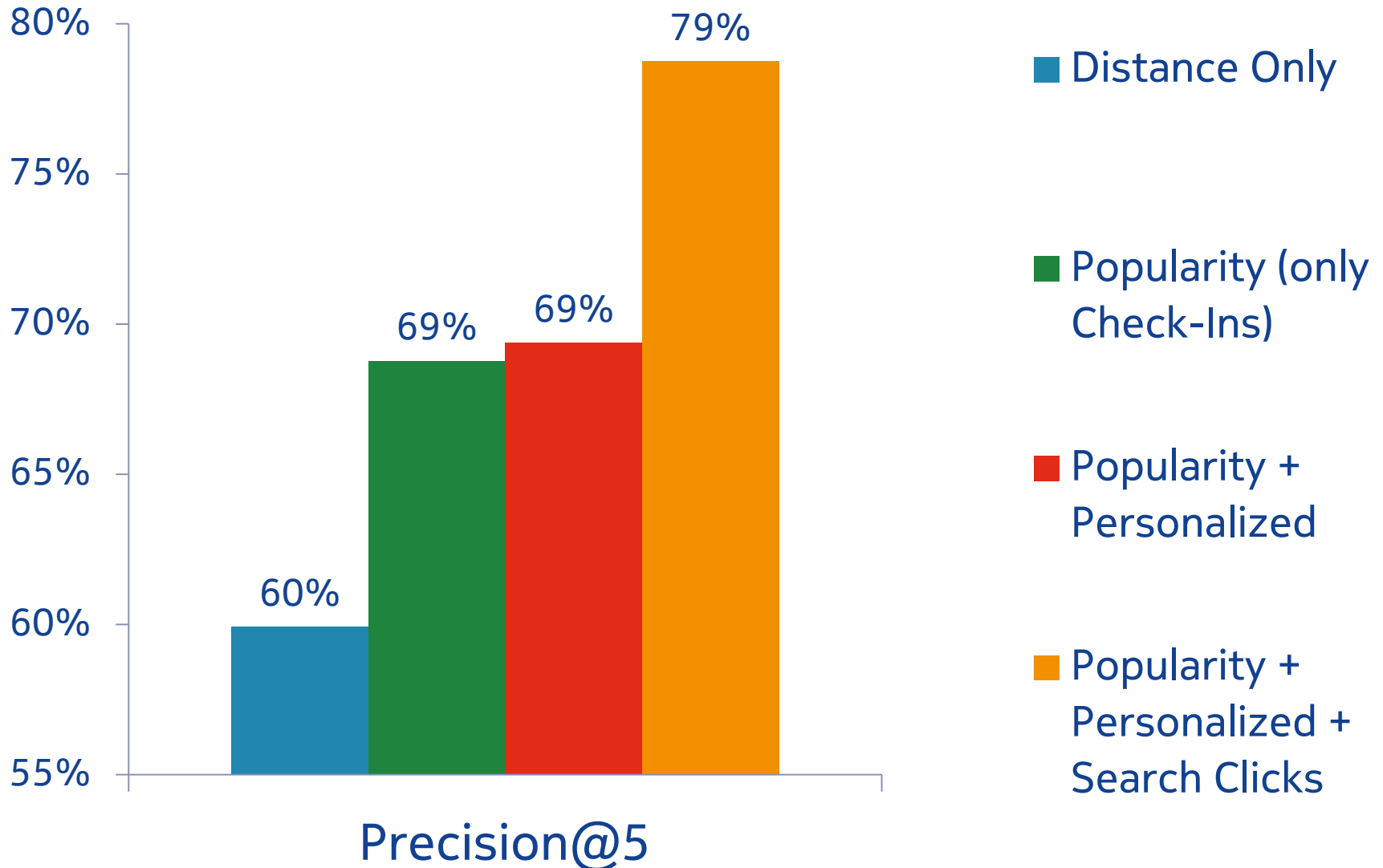


Evaluation Results

Evaluation of Relevance Model



Evaluation of Relevance Model (Prec@5)



Implementation in Production: Sketch



$$\text{score}(x, u) = (\alpha + n_x + \beta n_{xu} + \gamma c_x) e^{-\text{dist}(x, u) / \sigma}$$



Sorting by score,
show top-k results to user

Summary

- Relevance model improves Precision@1 from 26% to 48%
- Usage data from different use-case (search clicks) helps.
- Grid search on model parameters is very simple but powerful way of doing machine learning.
- Statistical relevance model easy to implement in production on top of SOLR.

Thank You!

steffen.bickel@nokia.com

NOKIA