

# Graphs in Machine Learning

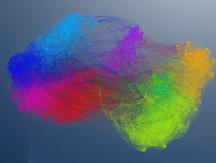
## **Movie Recommendations**

Graph Distance Approaches

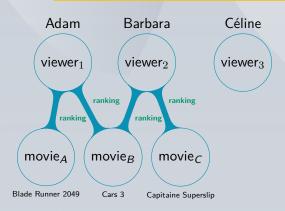
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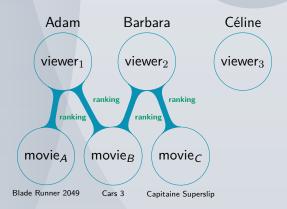
Partially based on material by: Ulrike von Luxburg, Gary Miller, Doyle & Schnell, Daniel Spielman



How to do movie recommendation on a bipartite graph?

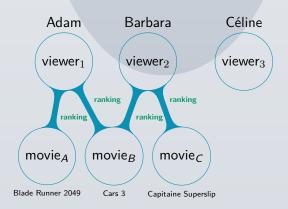


How to do movie recommendation on a bipartite graph?



Question: Do we recommend Capitaine Superslip to Adam?

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Let's compute some score(v, m)!

How to compute the score(v, m)?

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#### Idea<sub>1</sub>: maximally weighted path

 $\operatorname{score}(v, m) = \max_{v \in m} \operatorname{weight}(P) = \max_{v \in m} \sum_{e \in P} \operatorname{ranking}(e)$ 

How to compute the score(v, m)? Using some graph distance!

#### Idea<sub>1</sub>: maximally weighted path

$$\operatorname{score}(v,m) = \max_{v Pm} \operatorname{weight}(P) = \max_{v Pm} \sum_{e \in P} \operatorname{ranking}(e)$$

Problem: If there is a weak edge, the path should not be good.

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#### Idea<sub>2</sub>: change the path weight

$$score_2(v, m) = \max_{vPm} weight_2(P) = \max_{vPm} \min_{e \in P} ranking(e)$$

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#### Idea<sub>3</sub>: consider everything

 $score_3(v, m) = max flow from m to v$ 

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https://misovalko.github.io/mva-ml-graphs.html