# Responsible ML for Real-World Search and Recommender Systems

A Multistakeholder Perspective

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## About Me

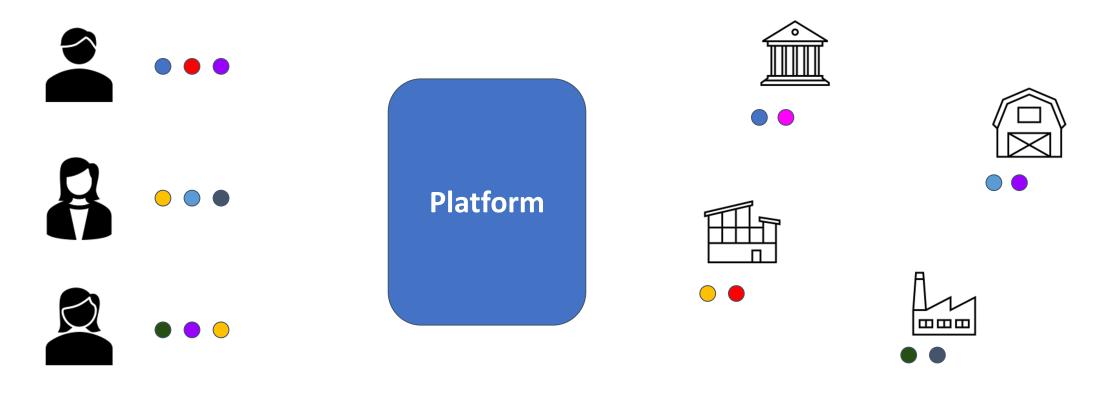
- Applied Scientist at Pinterest
- Past:
  - PhD in Computer Science from Cornell University
  - Visiting researcher, intern at Google Brain, Microsoft Research, Facebook.
  - Bachelors in Computer Science and Engineering from IIT Kanpur in India.

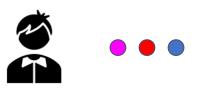
**Research Interests:** 

- Recommender systems and Search
- Machine learning from human interactions
- Fairness and Responsible Machine Learning



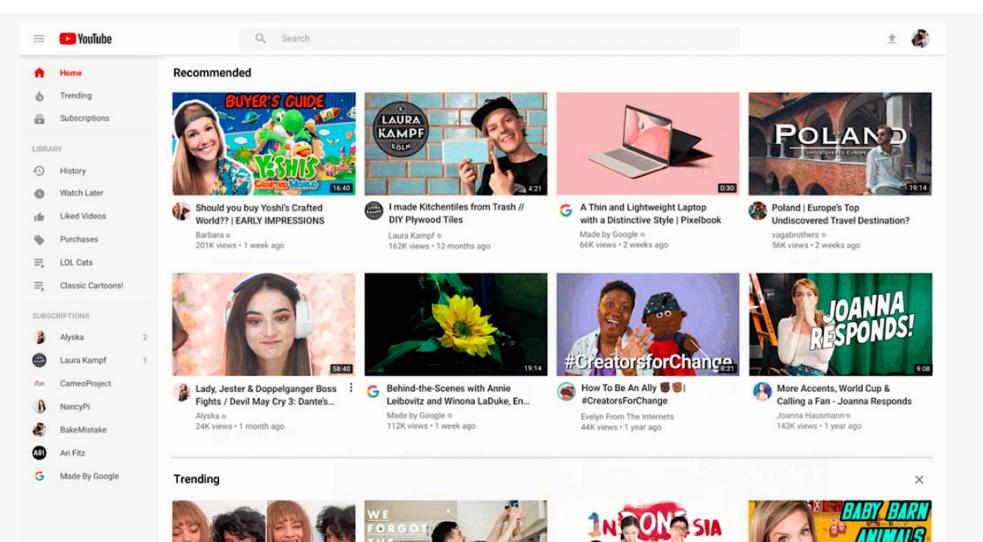
#### Personalized rankings



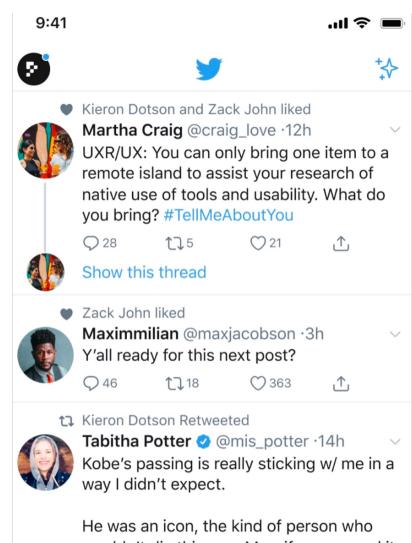


[query?]

#### Entertainment

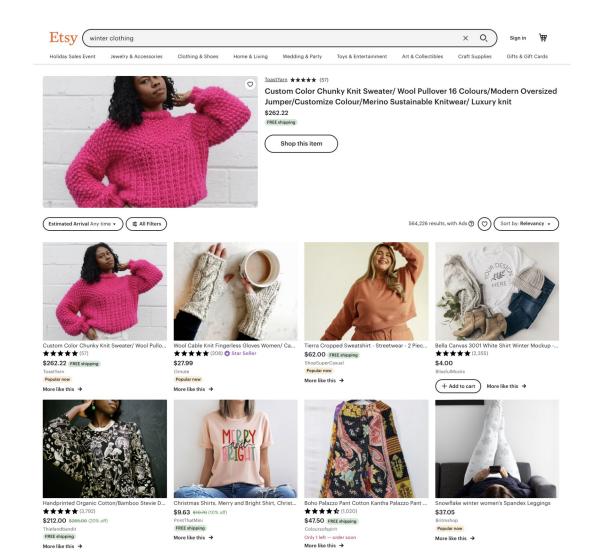


#### Social media

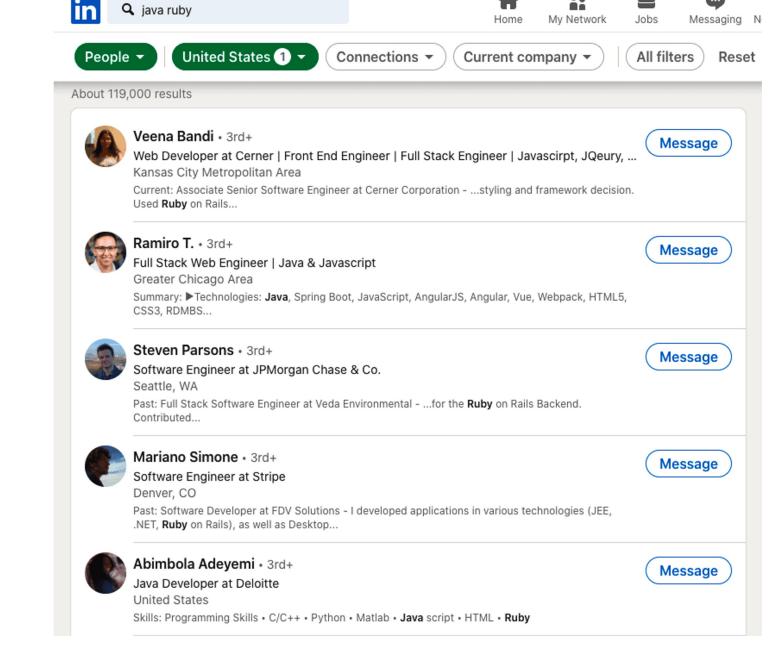


wouldn't die this way. My wife compared it to Princess Di's accident.

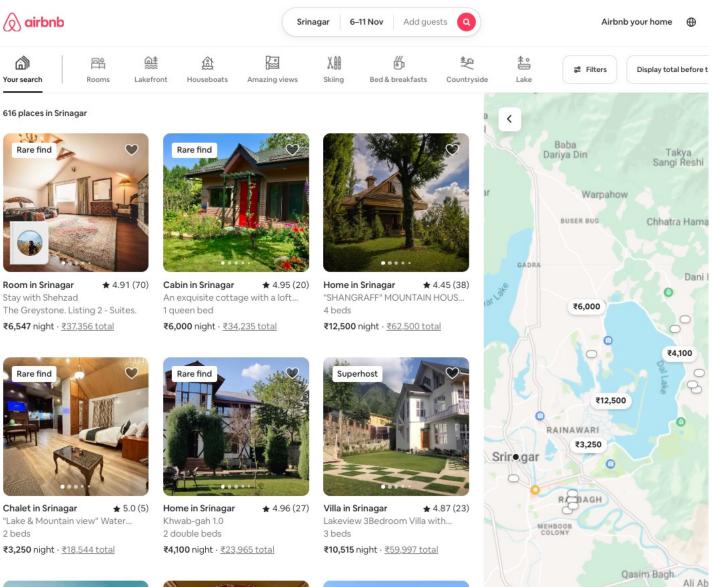
#### Shopping



# Employment



#### Rental Properties



**Chalet** in Srinagar "Lake & Mountain view" Water... 2 beds ₹3,250 night · ₹18,544 total

Superhost

 $\odot$ 

Superhost





# What recommender system do you use the most?

#### A common approach

Predict relevance *r(i, j)* of item *j to* user *i* 

For user *i*, show items in descending order of *r*(*i*, *j*)

This has been the subject of debate for decades (e.g., <u>Robertson, 1977</u>)

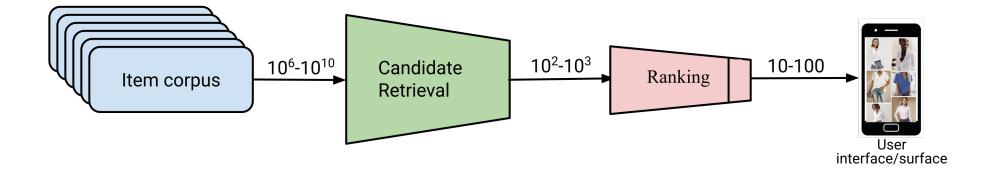
But in practice, it's the still the dominant approach

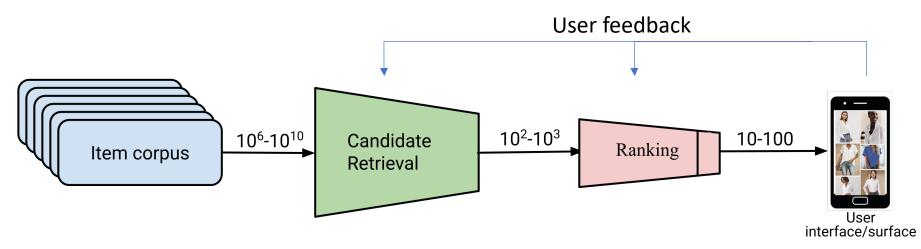
#### Key questions

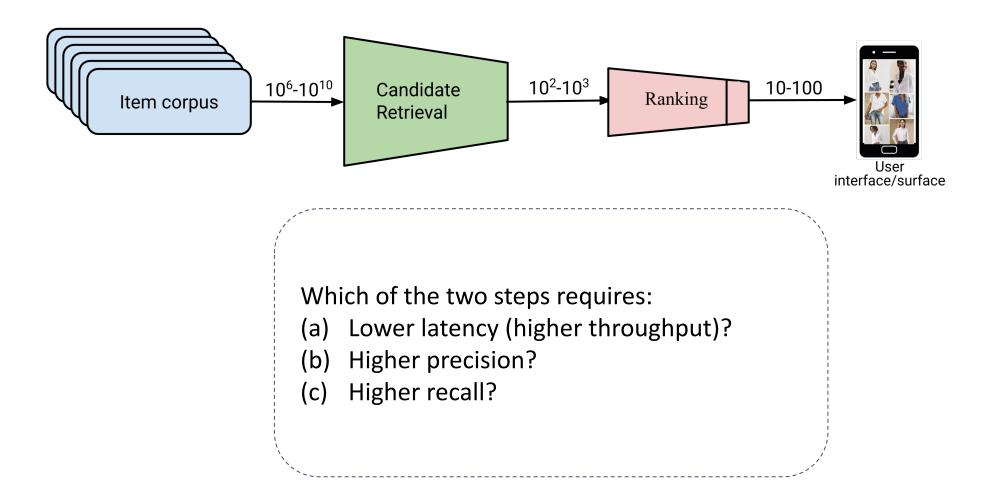
- 1. How do we measure "relevance"?
  - a. Is it single-dimensional? Independent across items?
  - b. How do we get good data on it?
- 2. If we had a good measure of relevance, how should we use it?
  - a. What constraints are there?
  - **b.** Is descending-order ranking sufficient?
  - c. How do we practically make such platforms work?

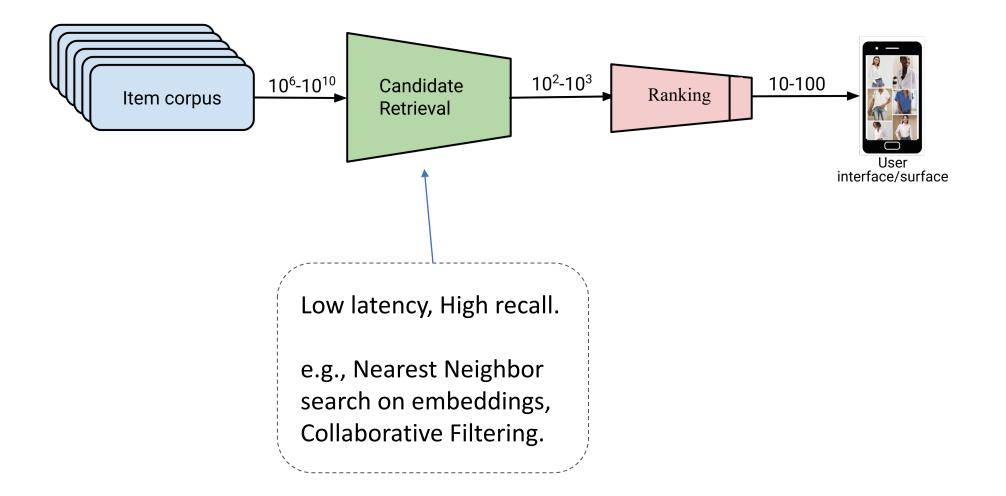
## User-Centric Optimization

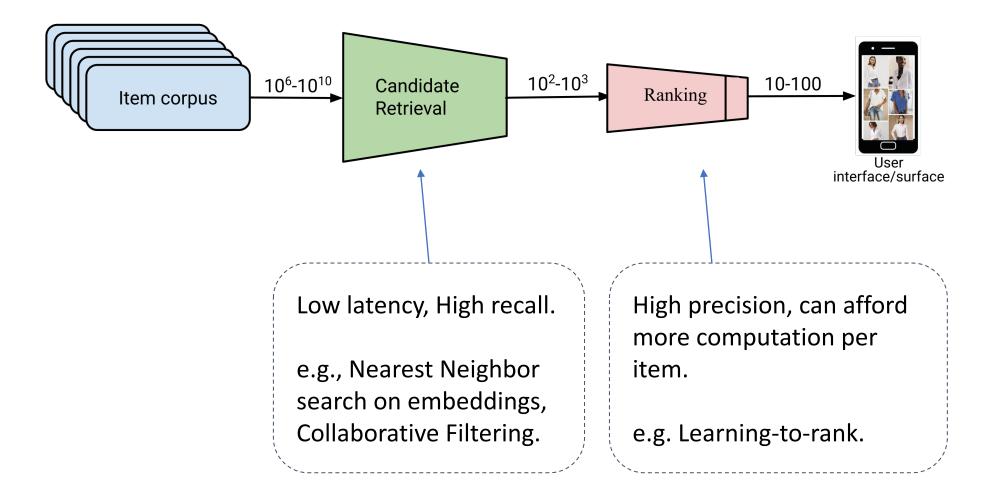
- Serve the user most relevant items that provide value
- How do we measure relevance and value?
- Proxy: user engagement
  - Is this the right proxy?











# System level view

- Example algorithms at the two stages:
  - Retrieval: e.g., Representation learning → Nearest neighbor search on vector embeddings
  - Ranking: e.g., Learning-to-rank
- Both learnt from user feedback

# Stage 1: Candidate Retrieval

• Collaborative filtering

# **Collaborative Filtering**

- Collaborative filtering uses similarities between users and items simultaneously to provide recommendations, i.e.,
  - recommend an item to user A based on the interests of a "similar" user B.
- Common method: Matrix Factorization of the user-item rating matrix.

Given a dataset of user item ratings:  $Y_{u,i}$ ,

Find a user and item embedding matrix (U and V), so that the  $U^T V$  is as close to the ratings matrix.



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V-.9 -1 Harry Potter The Triplets of Shrek The Dark Memento -.2 -.8 -1 .9 **Knight Rises** Belleville .88 -1.08 0.9 1.09 -0.8 .1 1  $\approx$ -0.9 1.0 -1.0 -1.0 0.9 -1 0 00 0.6 1.2 0.38 -0.7 .2 -1 -1.18  $\checkmark$ ? -0.11 -0.9 -0.9 1.0 0.91

Given a dataset of user item ratings:  $Y_{u,i}$ ,

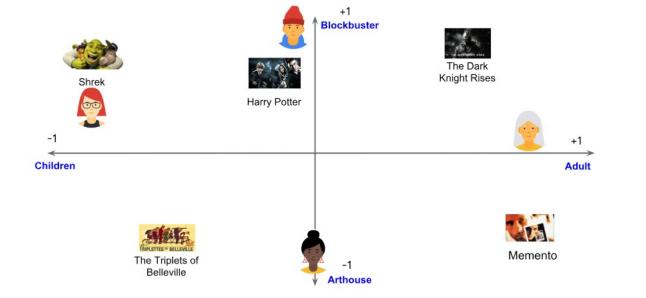
Find a user and item embedding matrix (U and V), so that the  $U^T V$  is as close to the ratings matrix.

Source: https://developers.google.com/machine-learning/recommendation/collaborative/basics



# Collaborative Filtering

An illustration



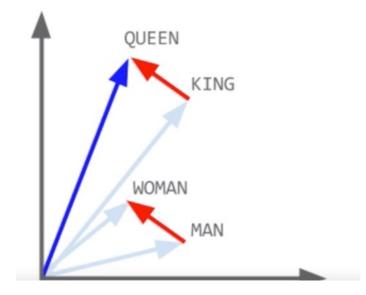
# Stage 1: Candidate Retrieval

- Collaborative filtering
  - Output of the training process: a vector representation of all users and all items.
  - Serving time: Find the top item vectors that match the user vector.

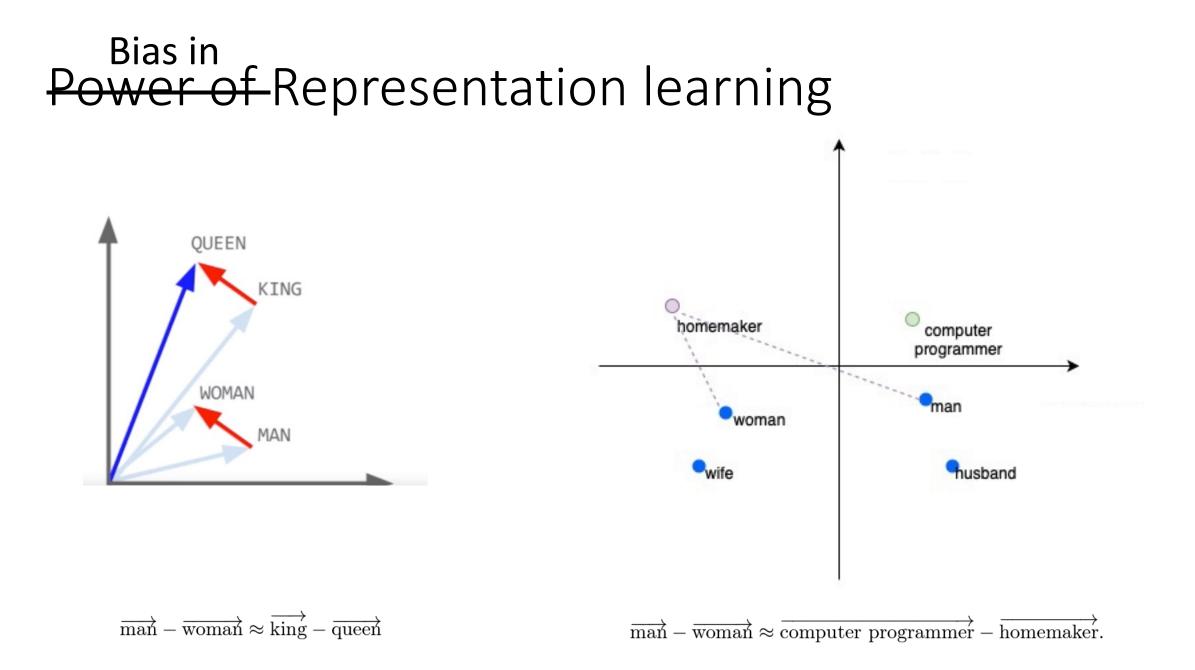
# Stage 1: Candidate Retrieval

- Collaborative filtering
  - Output of the training process: a vector representation of all users and all items.
  - Serving time: Find the top item vectors that match the user vector.
- More recently: several other techniques use neural networks, latent models, etc. to learn this vector representation to make retrieval fast and easy

## Power of Representation learning



$$\overrightarrow{\text{man}} - \overrightarrow{\text{woman}} \approx \overrightarrow{\text{king}} - \overrightarrow{\text{queen}}$$



# Google image search

until a few years ago....



#### Google Image search for CEO has Barbie as first female result

() 16 April 2015

<



We had to scroll down the page to before this picture of Barbie appears

# Google image search

until a few years ago....

BBC Sign in	Home	News	Sport	Reel	Worklife	Travel
NEWS						
Home   War in Ukraine   Climate   Video   World   Asia   UK   Business   Tech   Science						
Newsbeat						

#### Google Image search for CEO has Barbie as first female result

() 16 April 2015

<



We had to scroll down the page to before this picture of Barbie appears

#### Discussion point: What are the possible causes?



Percentage of women in the top 100 Google image search results for telemarketers: 64% Percentage of U.S. telemarketers who are women: 50%

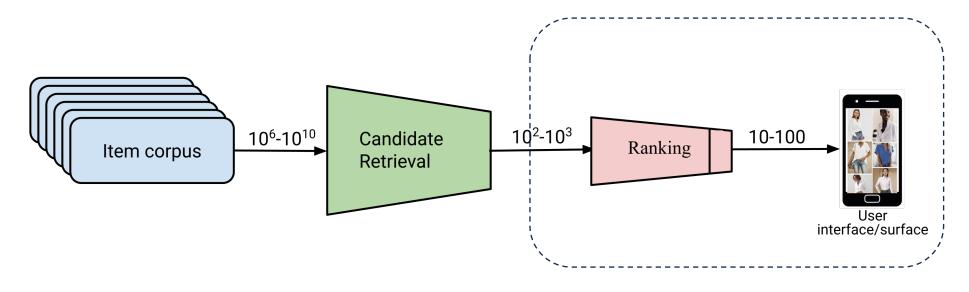


Google image search results for "construction worker"



Google image search results for "female construction worker"

Source: https://www.washington.edu/news/2022/02/16/googles-ceo-image-search-gender-bias-hasnt-really-been-fixed/



For the next section, we will focus solely on ranking problems...

#### Probability Ranking Principle (PRP)

#### Robertson (1977):

- "if a reference retrieval system's response to each request is a ranking of the documents in the collection in order of decreasing probability of relevance to the user who submitted the request,
- where the probabilities are estimated as accurately as possible on the basis of whatever data have been made available to the system for this purpose,
- the overall effectiveness of the system to its user will be the best that is obtainable on the basis of those data."

#### THE PROBABILITY RANKING PRINCIPLE IN IR

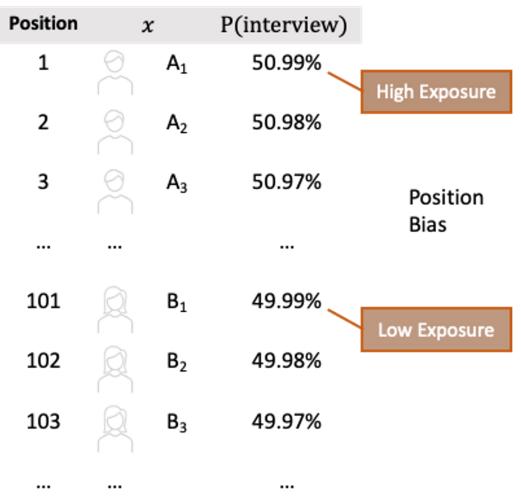
S. E. ROBERTSON School of Library, Archive, and Information Studies, University College London

The principle that, for optimal retrieval, documents should be ranked in order of the probability of relevance or usefulness has been brought into question by Cooper. It is shown that the principle can be justified under certain assumptions, but that in cases where these assumptions do not hold, the principle is not valid. The major problem appears to lie in the way the principle considers each document independently of the rest. The nature of the information on the basis of which the system decides whether or not to retrieve the documents determines whether the document-by-document approach is valid.

#### PRP in a two-sided system

- In two-sided markets, PRP might be inadequate since it does not explicitly consider the item-side utility.
- Examples:
  - Job Candidate Ranking
    - Amplifies existing societal biases.

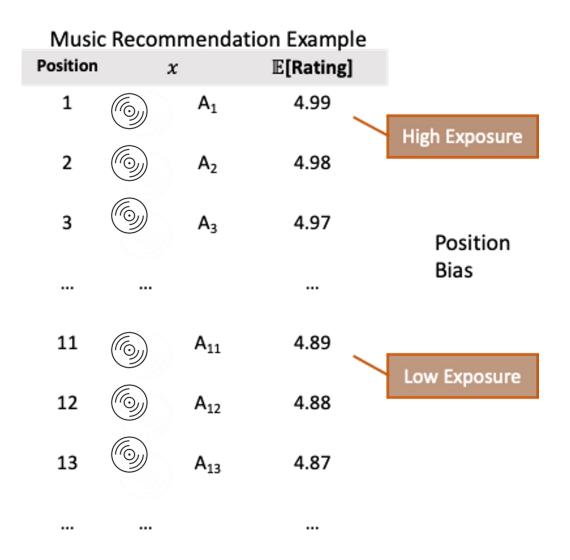




[Singh & Joachims 2018, Biega et al. 2018]

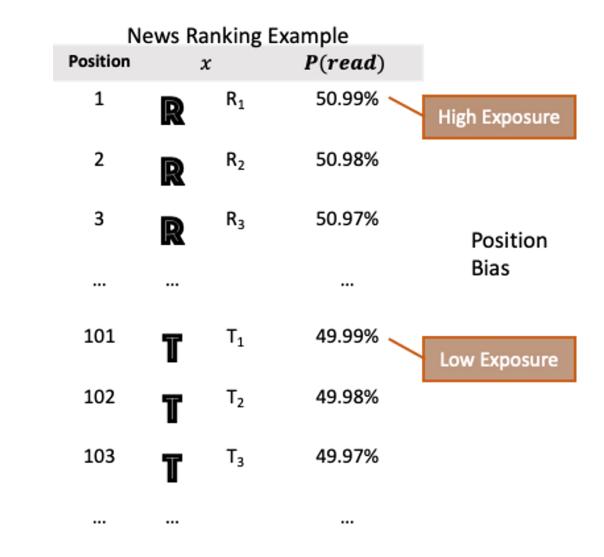
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  - Music Recommendation
    - Winner-takes-all!



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- Examples:
  - Job Candidate Ranking
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  - Music Recommendation
    - Winner-takes-all!
  - News Ranking
    - Polarization of the platform.



[Singh & Joachims 2018, Biega et al. 2018]

In online platforms,

# Exposure $\rightarrow$ Opportunity

# Hence, Fairness $\rightarrow$ Fair Allocation of Exposure

# Position-based Model of Exposure

Exposure  $e_k$  is the probability a user observes the item at position k.

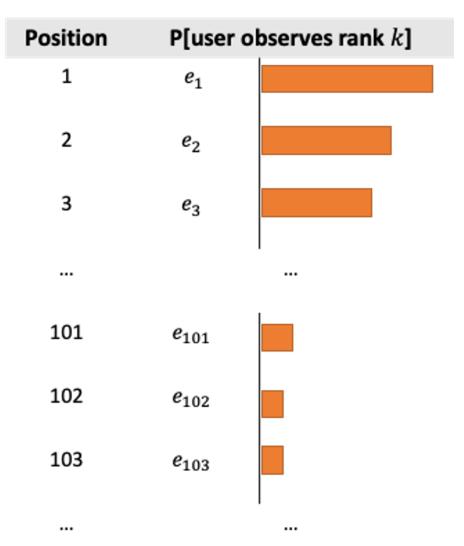
Exposure of a group of items (e.g., seller, artist, etc.)

$$Exp(G|y) = \sum_{y(k)\in G} e_k$$

Other user-click models: Cascading click model (CCM), etc. [Chuklin et al. 2015]

How to estimate?

- Eye tracking [Joachims et al. 2007]
- Intervention studies [Joachims et al. 2017]
- Intervention harvesting [Agarwal et al. 2019]



### Fairness of Exposure

Goal: Enable the explicit statement of how exposure is allocated relative to the value or merit of the items in the group.

For example: Exposure for each individual/group should be proportional to the relevance of the group.

[Singh & Joachims 2018, Biega et al. 2018]

# Equal Expected Exposure

For tasks with graded relevance (e.g., movie ratings -1 to 5, binary relevance -0, 1), define equal expected exposure as:

No item has less or more expected exposure as compared to other items in the same relevance grade.

[Diaz et al 2019]

## **Disparate Exposure & Impact**

*Disparate exposure*: Allocate exposure proportional to relevance per group

Exposure  $\propto$  Relevance

$$\frac{Exp(G_0|x)}{Exp(G_1|x)} = \frac{Rel(G_0|x)}{Rel(G_1|x)}$$

Disparate impact: Allocate expected clickthrough rate proportional to relevance per group  $\sum Ern(d|x) Rel(d|x) = Rel(C|x)$ 

$$\frac{\sum_{d \in G_0} Exp(d|x) \operatorname{Rel}(d|x)}{\sum_{d \in G_1} Exp(d|x) \operatorname{Rel}(d|x)} = \frac{\operatorname{Rel}(G_0|x)}{\operatorname{Rel}(G_1|x)}$$

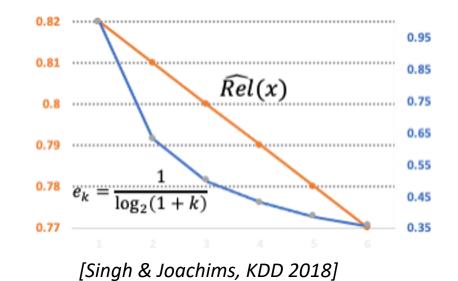
# Fairness of Exposure

Objective: Given relevance scores, find a ranking that optimizes user utility while satisfying fairness of exposure constraints, e.g., exposure proportional to average relevance.

#### Problem:

- Exposure drops off at a different rate than relevance.
- Rankings are discrete combinatorial objects.
  - Exponential solution space!

Items		$\hat{h}(x)$		Exposure@k
A	<b>1</b>	0.82		e <sub>1</sub>
A	2	0.81		e2
A	3	0.80	X	e <sub>3</sub>
B	B <sub>1</sub>	0.79		$e_4$
B	B <sub>2</sub>	0.78		$e_5$
B	3	0.77		e <sub>6</sub>



## Key Idea 1: Stochastic Ranking Policies

• Ranking Policy

 $\pi(y|x)$  is the conditional distribution over rankings of items under query x.

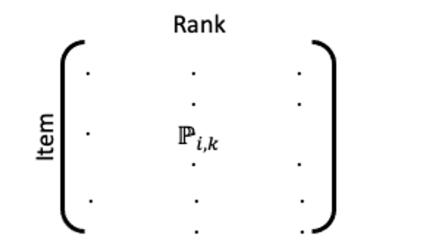
Define Utility  
$$U(\pi|x) = \sum_{y} U(y|x) \cdot \pi(y|x)$$

Define Exposure  $Exp(d|\pi) = \sum_{k} e_k \cdot P(rank(d) = k \mid \pi)$ 

<i>y</i> <sub>1</sub>	<i>y</i> <sub>2</sub>	<i>y</i> <sub>3</sub>	<i>y</i> <sub>4</sub>	
<i>A</i> <sub>1</sub>	$A_1$	$A_1$	$B_1$	
<i>A</i> <sub>2</sub>	$B_1$	$A_2$	$A_1$	
<i>A</i> <sub>3</sub>	$A_2$	$B_1$	$B_2$	
$B_1$	$B_2$	$A_3$	$A_2$	
<i>B</i> <sub>2</sub>	$A_3$	$B_2$	$B_3$	
<i>B</i> <sub>3</sub>	$B_3$	<i>B</i> <sub>3</sub>	$A_3$	
0.40	0.40	0.16	0.04	

# Key Idea 2: Doubly Stochastic Matrices

Represent a Stochastic Ranking  $\pi$  as a Marginal Rank Distribution  $\mathbb{P}$ .



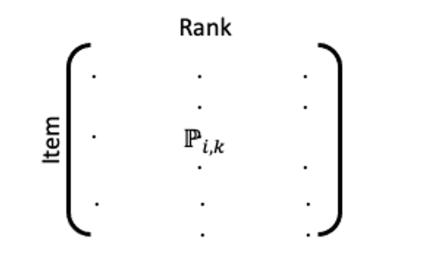
 $\mathbb{P}_{i,k}$  = Probability of item *i* at position *k*.

Utility (e.g., DCG, Avg Precision) and Exposure can be expressed as a Linear function of the matrix.

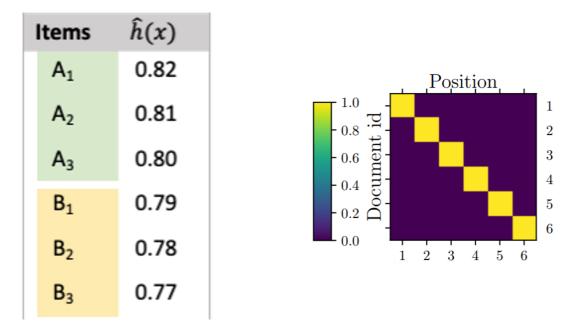
For example, 
$$DCG(\mathbb{P}) = \sum_{i} \mu_i \sum_{k} \frac{\mathbb{P}_{i,k}}{\log(1+k)}$$
.

**Optimization problem of finding**  $\mathbb{P}$  that optimizes utility U and satisfies fairness constraints  $\rightarrow$  Linear Program

# Key Idea 2: Doubly Stochastic Matrices

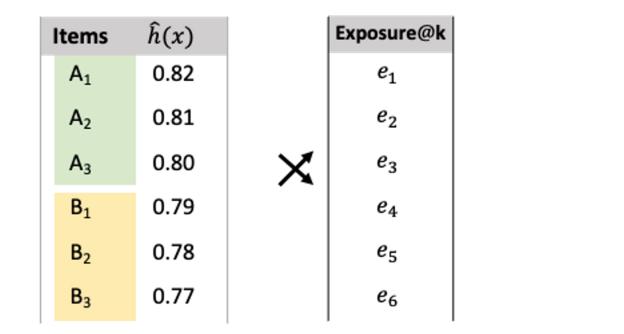


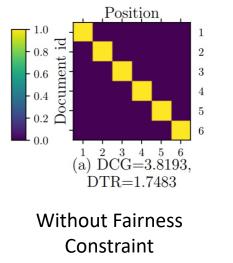
 $\mathbb{P}_{i,k}$  = Probability of item *i* at position *k*.



Doubly stochastic matrix representing a single ranking

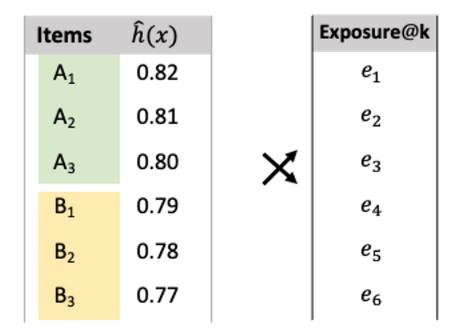
### Example: Exposure Proportional to Relevance



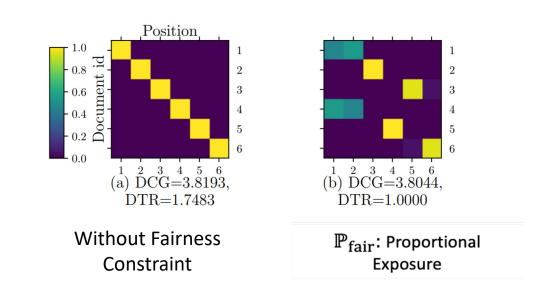


Problem setup: Maximize Utility (e.g., DCG) while fulfilling the fairness constraint (exposure proportional to relevance).

### Example: Exposure Proportional to Relevance

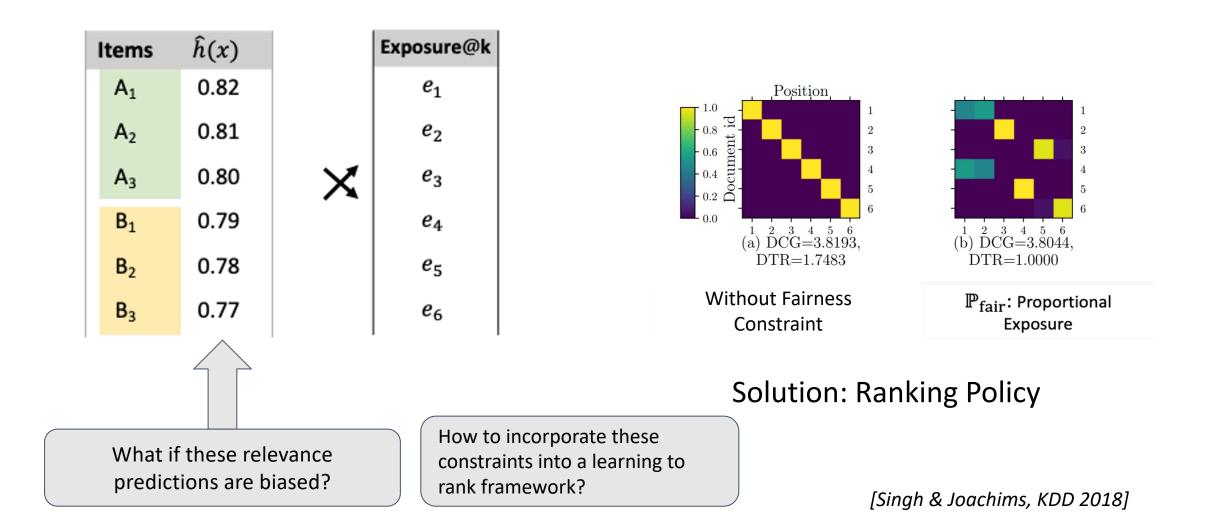


Problem setup: Maximize Utility (e.g., DCG) while fulfilling the fairness constraint (exposure proportional to relevance).



#### Solution: Ranking Policy

#### Example: Exposure Proportional to Relevance



### Learning-to-Rank with fairness constraints

For a query x, rank a candidate set  $S_x = \{d_1, d_2, d_3, ...\}$  of items

- $d_i$  represented by features  $\psi(d_i|x)$ , and
- $d_i$  has a merit score (e.g., relevance—whether a user would click it or not).

Ranking Policy  $\pi$  maps  $S_x$  to a ranking.

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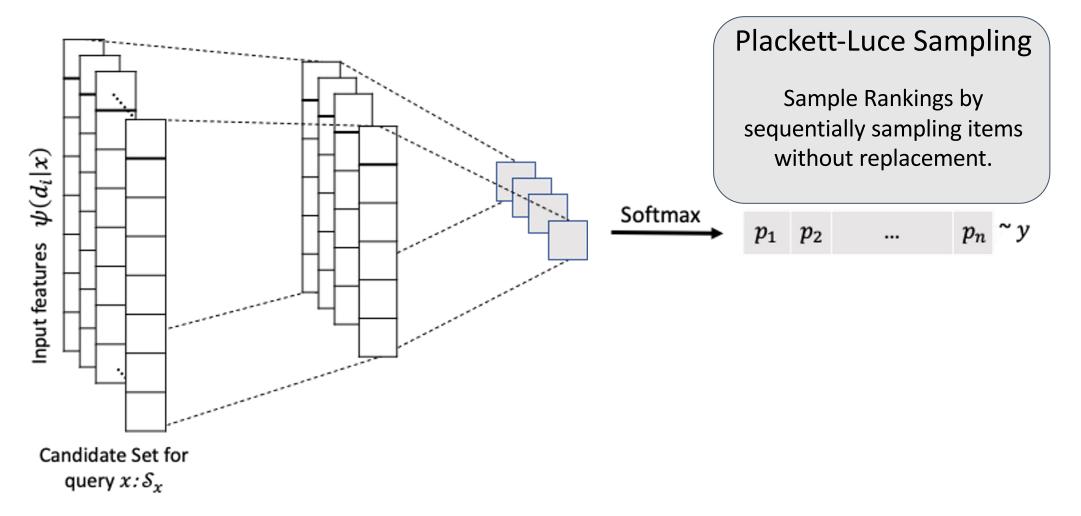
Learning objective: Find policy  $\pi$  that maximizes expected utility U with small disparity D

$$\pi^* = \operatorname{argmax}_{\pi} \mathbb{E}_x[U(\pi|x)] \text{ s.t. } \mathbb{E}_x[D(\pi|x)] \leq \delta.$$

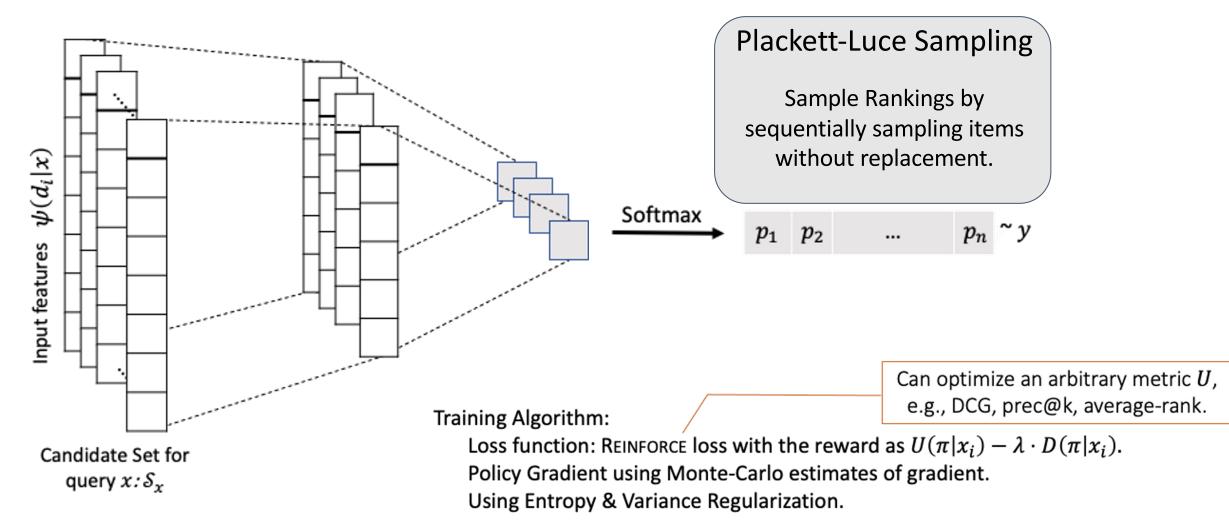
Empirical Risk Minimization with Lagrange multiplier:  $\pi^* = \operatorname{argmax}_{\pi} \frac{1}{n} \sum_{i=1}^{n} U(\pi | x_i) - \lambda \cdot D(\pi | x_i)$ 

[Singh & Joachims, NeurIPS 2019]

# Stochastic Ranking Policy (π)

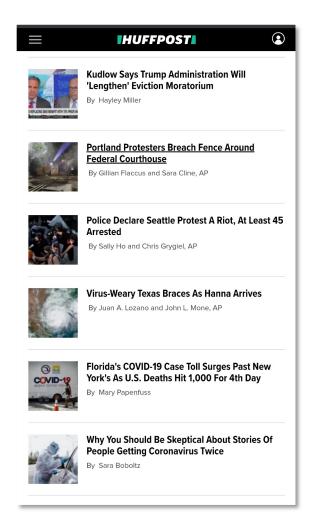


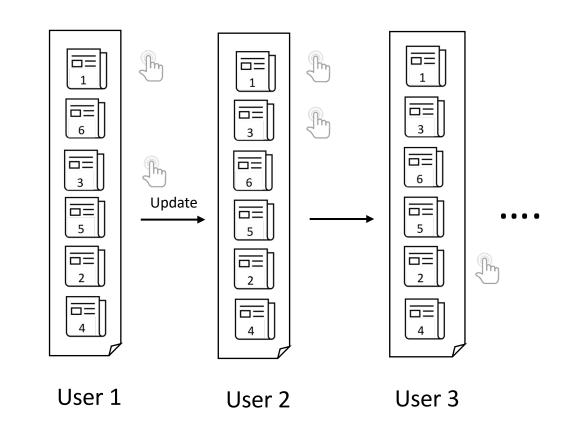
# Stochastic Ranking Policy (π)



# Dynamic Learning-to-Rank

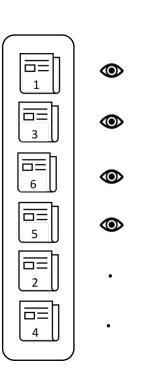
How to train a ranking policy that adapts the ranking to user interactions?





[Morik\*, Singh\*, Hong & Joachims. SIGIR 2020]

#### Dynamic Learning-to-Rank



# Problem 1: Selection bias due to position

- Click count is not a consistent estimator of relevance.
  - Lower positions get lower attention.
  - Less attention means fewer clicks.
- Click feedback is biased by:
  the deployed ranking function
  user's position bias

**Position Bias** 

**Rich-get-richer dynamic**: What starts at the bottom has little opportunity to rise in the ranking.

### Problem 2: Exposure disparity between groups

- Ranking solely by relevance may cause some groups to get most of the exposure on the platform.
  - For the news homepage example, this may make the platform seem biased.

# Summary so far..

- Representation learning  $\rightarrow$  Embeddings for candidate retrieval
  - Bias in embeddings  $\rightarrow$  bias in candidate retrieval
- Learning-to-Rank: given candidates, how do we rank them?
  - Item-side fairness: fairness for the ranked items and stakeholders
    - Fairness in learning-to-rank algorithms
    - Dynamic learning-to-rank
- Next: Practical considerations for real-world systems

### Practical Recommender Systems

G Fairness under composition
 G Two-stage recommender systems
 G Repeated Training

### Practical Recommender Systems

Even if two predictors are fair, the composition of their predictions can still be unfair. [Fairness under Composition, *Dwork and Ilvento, ITCS 2019*]

Example:  $E[rating] = P(click) \times E[rating|click] = pCTR \times pRating.$ 

	Author demographics							
Component	non-white	non-white	white	white				
pCTR	0.1	0.4	0.2	0.3				
pRating	0.4	0.1	0.3	0.2	N			
$pCTR \times pRating$	0.04	0.04	0.06	0.06				

Ranking by *pCTR* or *pRating* leads to <*nw*, *w*, *w*, *nw*>, but ranking by their product leads to <*w*, *w*, *nw*, *nw*>.

[Wang et al. WSDM 2021]

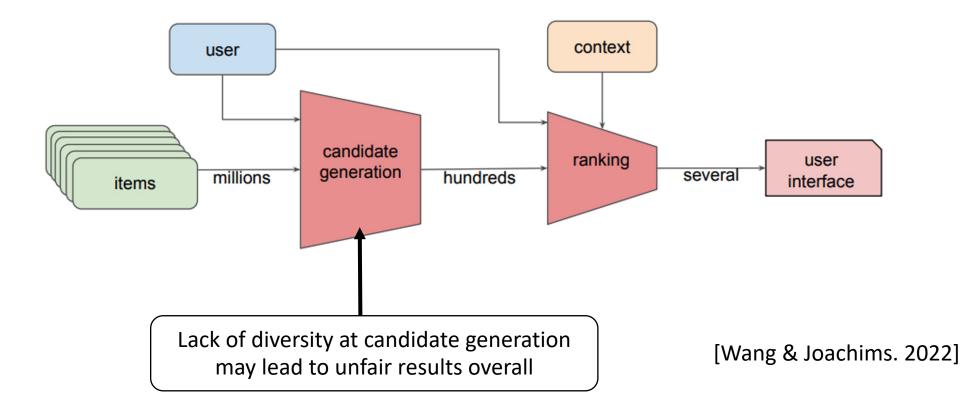
G Fairness under composition

# Practical Recommender Systems

**G** Two-stage recommender systems

Two stage Recommender systems:

• Candidate generation  $\rightarrow$  Ranking ( $\rightarrow$  User)



# Practical Recommender Systems

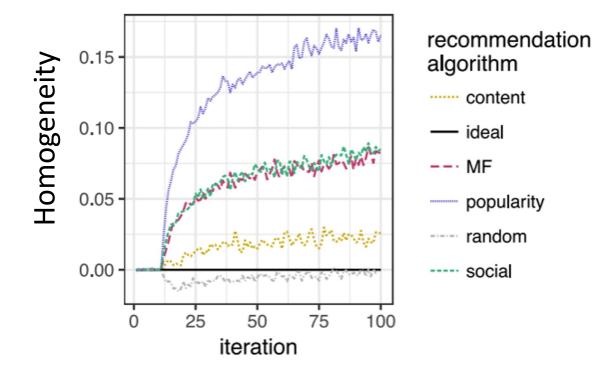
Fairness under composition
 Two-stage recommender systems
 Repeated Training

Models undergo repeated training (daily, weekly, monthly).

Retraining is done using data that is confounded by algorithmic recommendations from a previously deployed system.

Consequences:

- "The recommendation feedback loop causes homogenization of user behavior"
- "Users experience losses in utility due to homogenization effects; these losses are distributed unequally"
- "The feedback loop **amplifies the impact of recommendation systems** on the distribution of item consumption"



Homogeneity of content recommended increases with repeated training.

# **Challenges and Open Questions**

- Open Questions:
  - How do users and item providers experience and perceive "unfairness"?
  - Maintaining legality:
    - How can we ensure group fairness without violating constraints around model inputs (e.g. without using protected attributes)?
    - Neutrality, monopolization, etc.
- What did we not cover but is also important?
  - Privacy
  - User safety and trust
  - Explainability and transparency

Thank you

Search and Recommender systems are the arbiters of exposure in modern two-sided online platforms.

For the long-term well-being, ranking algorithms should be able to consider utility and fairness for both users as well as creators and producers.

- Work done in collaboration with colleagues from Cornell, Google, Pinterest.
- A larger format presentation available at: <u>https://fair-recs-tutorial.github.io/neurips-2022-tutorial/</u>
- Feel free to reach out with questions at mail@ashudeepsingh.com