

# A recommendation mechanism for distributed agents environment

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## Background

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- Getting information through the Internet
  - Full text search
    - trial and error by creating plain text set
    - matching keyword? or not?
  - Category search
    - Preparing category tree with manual labor
    - User surf the tree by clicking mouse



- Less operation and much correct answers are needed.
- Computer environment should infer users' circumstance

05.12.22

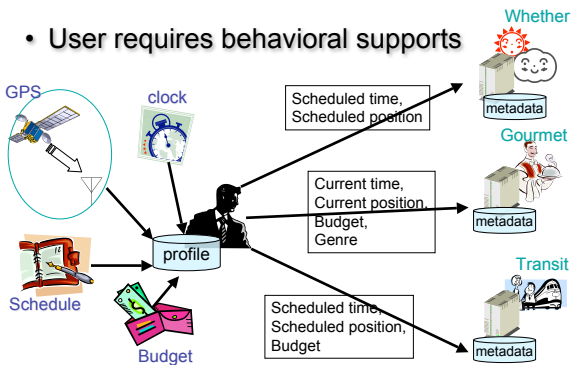
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## Ubiquitous Scene

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- User requires behavioral supports



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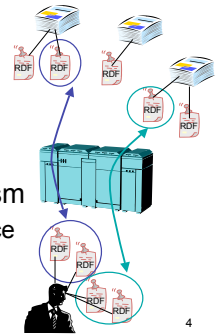
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## Requirements

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- Utilizing metadata
  - A query
    - based on user metadata
  - A response
    - based on content metadata
- Care for scalability
- Recommendation mechanism
  - Reflecting user's circumstance
  - Reflecting user's preference



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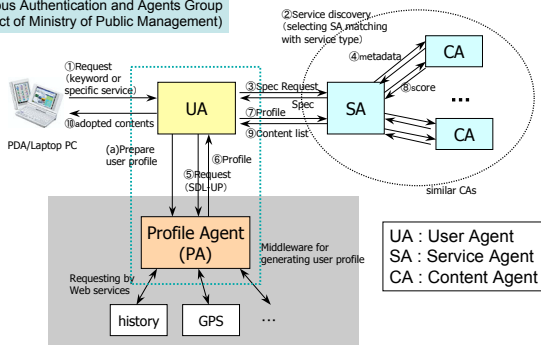
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## Metadata matching system utilizing agents

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(A project of Ministry of Public Management)



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## Variation of recommendation

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- Palatable ⇔ Surprising
  - Recommending user's prefer
    - stationary service
  - Reminder service
    - User don't need memorize in ordinary
  - Recommending surprising information
    - such as...
      - time services
      - direct mail



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## Consideration of palatable recommendation

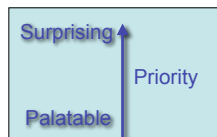
- In situation that user have no background of his location
  - User cannot do some shopping in a mall at sight
- ✕ Possibility of ennui
  - User knows fine about hangout mall
  - The mechanism cannot recommend useful information when a user discloses less circumstance

## Consideration of surprising recommendation

- The recommendation may provide new interest for users
  - inspiring from...
    - word of mouth model
    - watching news
- ✕ User feels inconvenience about rather unexpected information
  - SPAM candidacy

## Symmetry of recommendation type

- Giving priority to Surprising recommendation
  - The amount of results
    - surprising < palatable
  - Giving a higher score to surprising recommendation



## A plan for experience

Ubiquitous Authentication and Agents Group  
(A project of Ministry of Public Management)

- Substantiation experience in a real mall
  - Location: Aomori “Elm no machi”
  - Period: 2006/2/5 ~ 2006/3/5 (for a month)
  - Expected count of recommendation:  
 $10(\text{person}) \times 40(\text{terminal}) \times 30(\text{day}) = 12000(\text{times})$
- Recommendation type
  - Palatable recommendation
  - Wishlist recommendation
  - Time sales recommendation

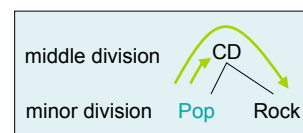


## Palatable recommendation mechanism

- Add score when each parameters matched (user metadata and content metadata)
  - Age (+2)
  - Gender (+2)
  - Job (+2)
  - Preference keywords (+2)

## Wishlist recommendation mechanism

- Following the category tree
  - strictly match (+10)
  - 1 hoped match (+7)
  - 2 hoped match (+5)



## Time sale recommendation mechanism

- Time parameter matching
  - Contents have metadata of valid time and a quantity of stock
    - current time is in a valid duration (+20)
    - quantity of stock < 5 (+15)

## Display image



## Evaluation plan

- Evaluating which is better method human initiative or machine initiative
  - Push type: Recommendation mechanism
  - Pull type: Clicking a map
- Tuning scoring parameter