

# Combining Reward & Rank Signals for Slate Recommendation

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## Introduction

- **Slate recommendation:** Task of recommending a collection of  $K$  items at once to the user.
- **Two pieces of feedback:**
  - Was the slate clicked? (*reward* signal)
  - If it was clicked, which of its items was clicked? (*rank* signal)
- **Example: 3 products, *phone, couscous and beer*.**

| Slate                  | non-clicks | clicks on 1 | clicks on 2 |
|------------------------|------------|-------------|-------------|
| <i>phone, couscous</i> | 661        | 10          | 29          |
| <i>phone, beer</i>     | 644        | 9           | 47          |
| <i>couscous, beer</i>  | 626        | 46          | 28          |



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# Combining Reward and Rank Signals for Slate Recommendation

## Reward Model - Intuition

- Original Data:

| Slate                  | non-clicks | clicks on 1 | clicks on 2 |
|------------------------|------------|-------------|-------------|
| <i>phone, couscous</i> | 661        | 10          | 29          |
| <i>phone, beer</i>     | 644        | 9           | 47          |
| <i>couscous, beer</i>  | 626        | 46          | 28          |

- Reward Model:** Ignores items ranking and only uses the reward signal.

| Slate                  | non-clicks | clicks |
|------------------------|------------|--------|
| <i>phone, couscous</i> | 661        | 39     |
| <i>phone, beer</i>     | 644        | 56     |
| <i>couscous, beer</i>  | 626        | 74     |

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## Rank Model - Intuition

- Original Data:

| Slate                  | non-clicks | clicks on 1 | clicks on 2 |
|------------------------|------------|-------------|-------------|
| <i>phone, couscous</i> | 661        | 10          | 29          |
| <i>phone, beer</i>     | 644        | 9           | 47          |
| <i>couscous, beer</i>  | 626        | 46          | 28          |

- Rank Model:** Ignores the reward signal and only uses items ranking.

| Slate                  | clicks on 1 | clicks on 2 |
|------------------------|-------------|-------------|
| <i>phone, couscous</i> | 10          | 29          |
| <i>phone, beer</i>     | 9           | 47          |
| <i>couscous, beer</i>  | 46          | 28          |

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## Full Model - Intuition

- **Full Model:** Uses both reward and rank signals. It takes data in its raw form.

| <b>Slate</b>           | <b>non-clicks</b> | <b>clicks on 1</b> | <b>clicks on 2</b> |
|------------------------|-------------------|--------------------|--------------------|
| <i>phone, couscous</i> | 661               | 10                 | 29                 |
| <i>phone, beer</i>     | 644               | 9                  | 47                 |
| <i>couscous, beer</i>  | 626               | 46                 | 28                 |

- It is intuitive that both the reward and the rank signals shall contain important information of user preferences.

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## Bayesian Models: Formulation

- Models formulation in the case of slates of size 2:

$$\phi \sim \Gamma(1, 1) \quad \theta_i \sim \Gamma(1, 1), i \in [N]$$

| Model  | Description  |
|--------|--|
| Full   | $nc, c_1, c_2   I, \phi, \theta, a_1, a_2 \sim \text{Multinomial} \left( I, \frac{\phi}{\phi + \theta_{a_1} + \theta_{a_2}}, \frac{\theta_{a_1}}{\phi + \theta_{a_1} + \theta_{a_2}}, \frac{\theta_{a_2}}{\phi + \theta_{a_1} + \theta_{a_2}} \right)$ |
| Reward | $nc, c   I, \phi, \theta, a_1, a_2 \sim \text{Multinomial} \left( I, \frac{\phi}{\phi + \theta_{a_1} + \theta_{a_2}}, \frac{\theta_{a_1} + \theta_{a_2}}{\phi + \theta_{a_1} + \theta_{a_2}} \right)$  |
| Rank   | $c_1, c_2   I_c, \theta, a_1, a_2 \sim \text{Multinomial} \left( I_c, \frac{\theta_{a_1}}{\theta_{a_1} + \theta_{a_2}}, \frac{\theta_{a_2}}{\theta_{a_1} + \theta_{a_2}} \right)$  |

- Remark:** These models can be extended smoothly to arbitrary slate sizes.

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## Experiments

- **Synthetic data:** We generate  $n$  samples of users interaction with each slate, using a multinomial distribution with known parameters  $\Phi$  and  $\Theta$ .
- **Evaluation:** Models ability to estimate the probability of a click on the first item in the slates

$$L_1(p_{\hat{\theta}}, p_{\theta}) = \sum_{\text{all slates } a} \left| \frac{\hat{\theta}_{a_1}}{\sum_{j \in [K]} \hat{\theta}_{a_j}} - \frac{\theta_{a_1}}{\sum_{j \in [K]} \theta_{a_j}} \right|$$

- **Additional Experiment:** Models ability to estimate the probability of a non-click on the slates.

$$L_1(\hat{q}, q) = \sum_{\text{all slates } a} \left| \frac{\hat{\phi}}{\hat{\phi} + \sum_{j \in [K]} \hat{\theta}_{a_j}} - \frac{\phi}{\phi + \sum_{j \in [K]} \theta_{a_j}} \right|$$



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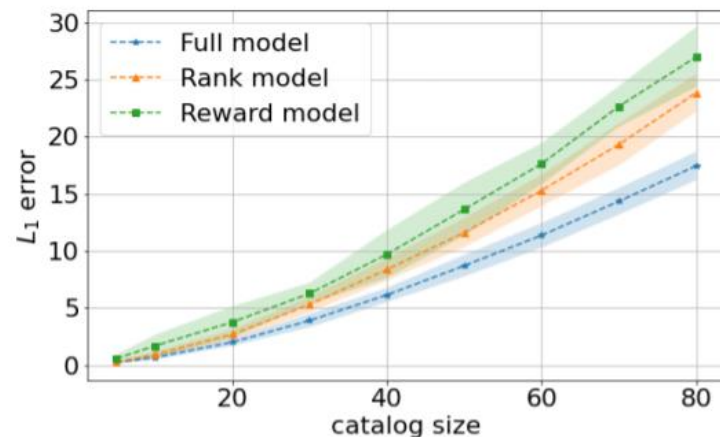


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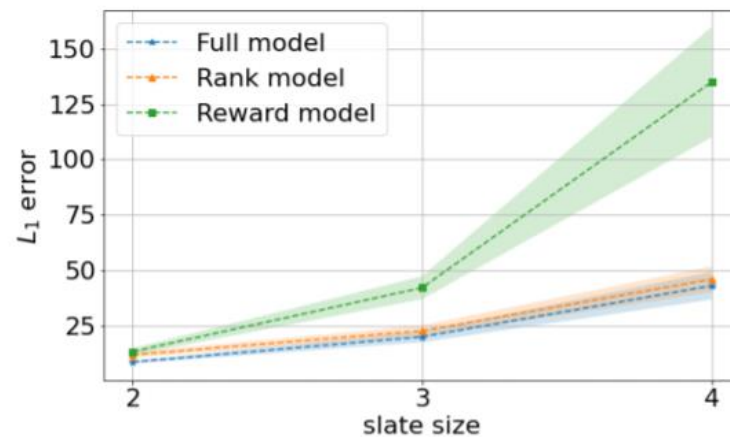
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## Experiments

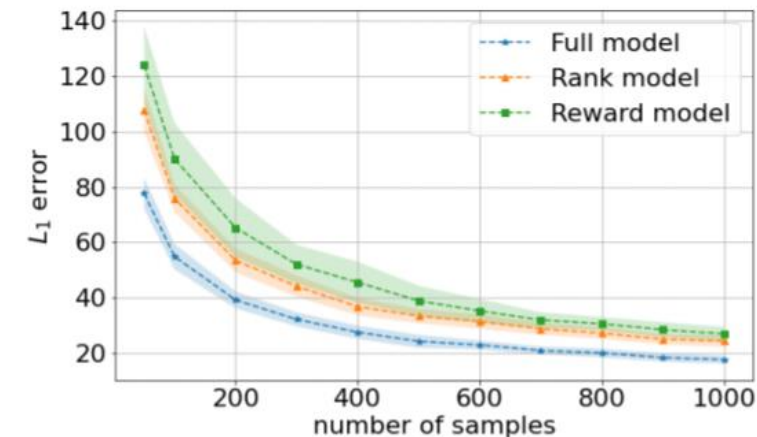
### Results



(a) Varying catalog size.



(b) Varying slate size.



(c) Varying N° of samples.



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## Conclusion

- Three Bayesian models for non-personalized slate recommendation.
- Combining both information is beneficial in slate recommendation, especially as the catalog size and slate size grow.
- **Future Work:** Extend the Full model to personalized slate recommendation.