



# I (*don't*) know what you did last summer

*A roadmap in session-based inference*



November, 17<sup>th</sup> 2021

Jacopo Tagliabue

Director of A.I.



360° relevance  
in Commerce,  
Service, Website  
and Workplace



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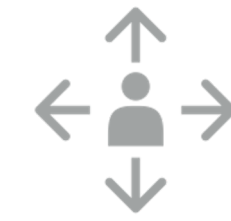
150

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#1

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# A typical integration for ecommerce

4k monitor

×

Search

Related categories: Gaming Accessories Monitors

Additional filters: Flat Panel LCD Monitors × Clear

Results 1-11 of 11 for 4k monitor

Sort By:

Refine by

☒ For Home

☐ For Work

Product Type

☐ Accessories 11

Price

☐ Under \$500 2

☐ \$500 to \$1,000 5

☐ \$1,000 to \$2,500 2

☐ \$2,500 to \$5,000 1

☐ \$5,000 and more 1

Display Size

☐ 65 inches and more 2

☐ 49 to 60 inches 2

☐ 32 to 48 inches 1

☐ 24 to 32 inches 5

☐ 24 inches 1


Category

☐ LED-Backlit LCD Monitor 7

☐ LED-Backlit LCD Flat Panel Display wi... 1

☐ LED Edgelight System 1


☐ LED-Backlit LCD Flat Panel Display 1



UltraSharp 27 **4K Monitor:** U2718Q

Market Value	\$739.99
Total Savings	\$238.40
<b>Price</b>	<b>\$501.59</b>


Add to Cart



24 Ultra HD **4K Monitor** - P2415Q

Market Value	\$549.99
Total Savings	\$171.60
<b>Price</b>	<b>\$378.39</b>


Add to Cart



43 Ultra HD **4K Multi Client Monitor** - P4317Q

Market Value	\$1,172.88
Total Savings	\$360.75
<b>Price</b>	<b>\$812.13</b>


Add to Cart



UltraSharp 32 Ultra HD **4K Monitor** with PremierColor - UP3216Q

Market Value	\$1,799.99
Total Savings	\$612.00
<b>Price</b>	<b>\$1,187.99</b>


Add to Cart



UltraSharp 32 **4K USB-C Monitor:** U3219Q

Market Value	\$1,099.99
Total Savings	\$378.40
<b>Price</b>	<b>\$721.59</b>


Add to Cart



UltraSharp 27 **USB-C Monitor:** U2719DC

Market Value	\$758.99
Total Savings	\$231.88
<b>Price</b>	<b>\$527.11</b>


Add to Cart



UltraSharp 27 **Monitor** - U2719D

Market Value	\$599.99
Total Savings	\$204.00
<b>Price</b>	<b>\$395.99</b>

Add to Cart




55 **4K Conference Room Monitor:** C5519Q

Market Value	\$1,149.99
Total Savings	\$402.00
<b>Price</b>	<b>\$747.99</b>

Add to Cart

- Search
- Query suggestions
- Recommendations
- Category listing

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# Significant research roadmap in AI, IR, NLP

🎉 Congratulations to the recipients of the Best Industry Paper Award at [#NAACL2021](#) Industry Track!

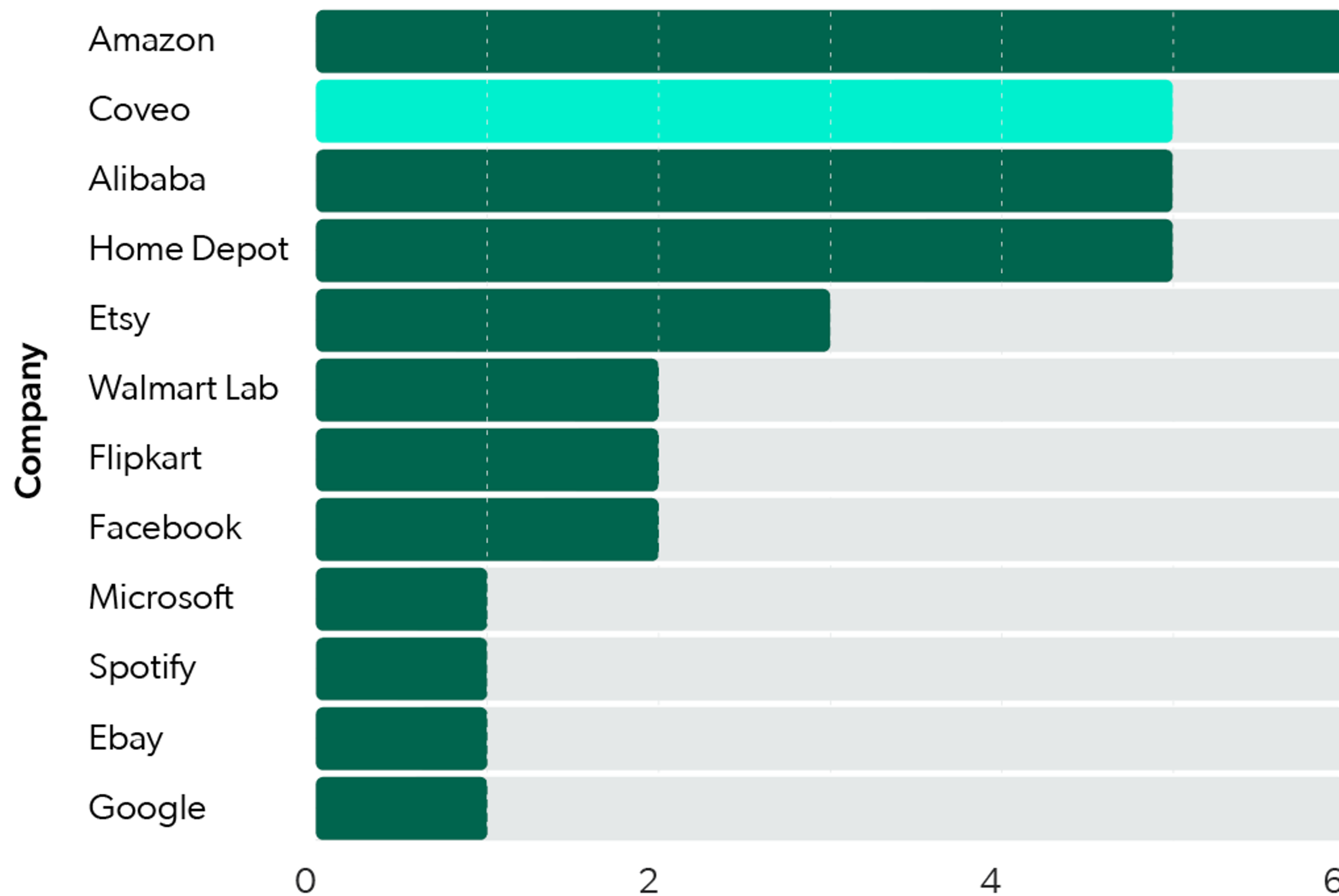
Query2Prod2Vec: Grounded Word Embeddings for eCommerce

Federico Bianchi [@fb\\_vinid](#), Jacopo Tagliabue [@jacopotagliabue](#), Bingqing Yu

## Best Industry Paper Award

Congratulations to the recipients of the Best Industry Paper Award at NAACL 2021 Industry Track!





Publications in 2020 in Elite Outlets for Ecommerce AI



Find the  
odd one out!

# Session-based inference in e-commerce: a case study in applied research

# Some hard facts about e-commerce

1

## High bounce rates

Around 40%-50% of users leave a website after viewing a single page.

2

## Small recurrent user base

Less than 10% of users come back more than 3 times in 12 months.



# Some hard facts about e-commerce

1

## High bounce rates

Around 40%-50% of users leave a website after viewing a single page.

2

## Small recurrent user base

Less than 10% of users come back more than 3 times in 12 months.

The model really does NOT know what you did last summer!

# Constraints for any solution

## 1

### Move fast

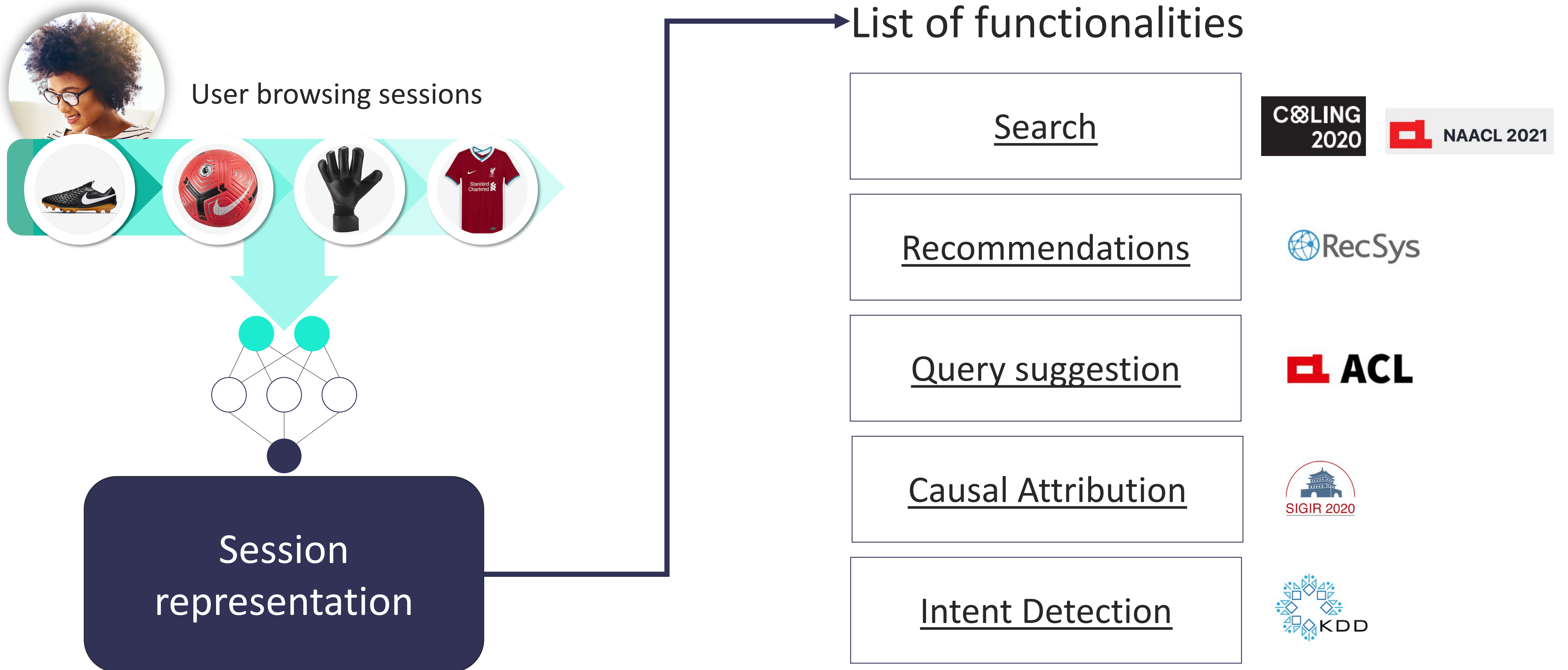
Personalization need to happen *as soon* as possible and with *as little* data as possible.

## 2

### Stay in the pocket

A shopping session becomes the natural boundary for our ML models to work effectively.

# A research program for session-based inference



# Modeling user **intent** with product embeddings

# Product embeddings

word2vec

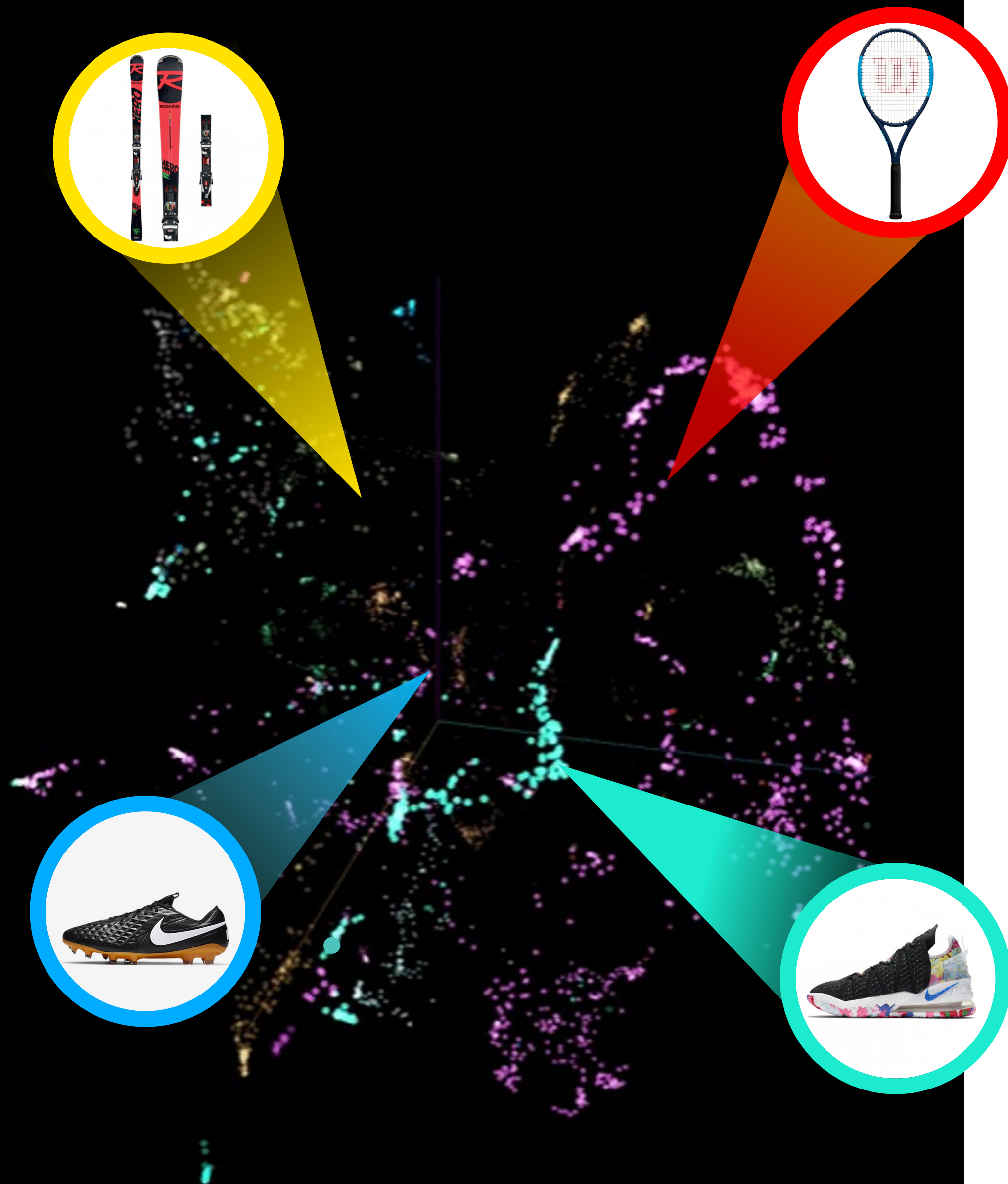


prod2vec





# The product space



- In-session intent is represented as **the products users interact with within a session.**
- Products are represented as a **multi-dimensional vector space**: similar products that are “closer” in the space.
- Building such a space can be done in a purely **unsupervised manner.**

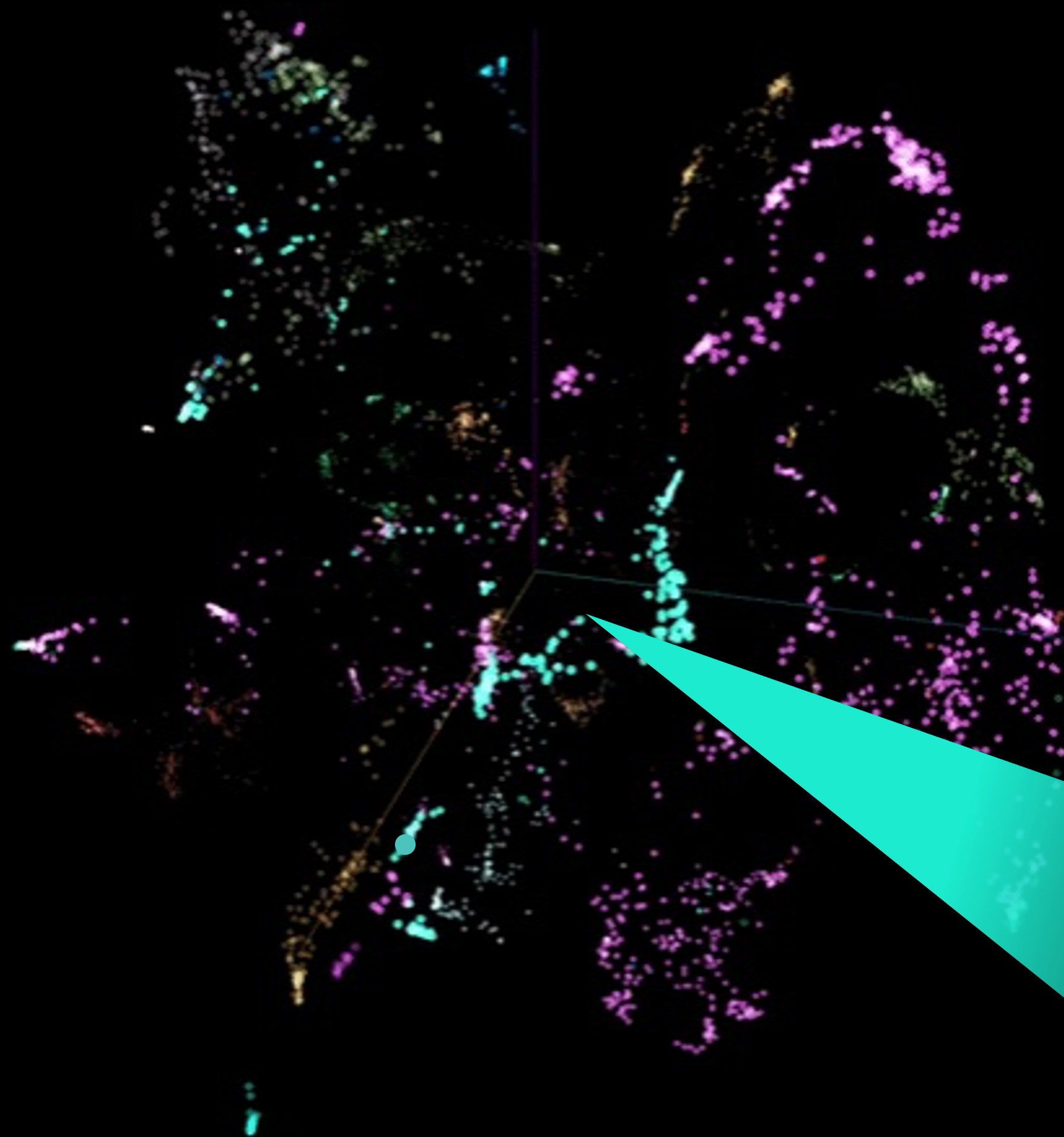


# Session representation

- **Session vectors** are functions of the product vectors shoppers interact with:

$$SV = f(p_1_v, p_2_v, \dots p_n_v)$$

[ *f* can be the (unweighted/weighted) average, or something more complex ]





# Session-based personalization

- Different users walk in different regions of the space.



# Fantastic product embeddings and how to align them

# Training product embeddings

- Embedding model is a **CBOW with negative sampling**.
- Implementation is done with **Gensim as a Python library**.
- Hyper-parameters need **special optimization** for this use case.

However:

- Proper quantitative and qualitative validation procedure are needed.
- Representation of low-count items may be sub-optimal (i.e. cold-start).



# Check your product embeddings

## QUANTITATIVE

- Standard NEP (Next Event Prediction) task: given a session of  $n$  interactions, take the first  $n-1$  and predict the  $n^{\text{th}}$  (kNN / LSTM).

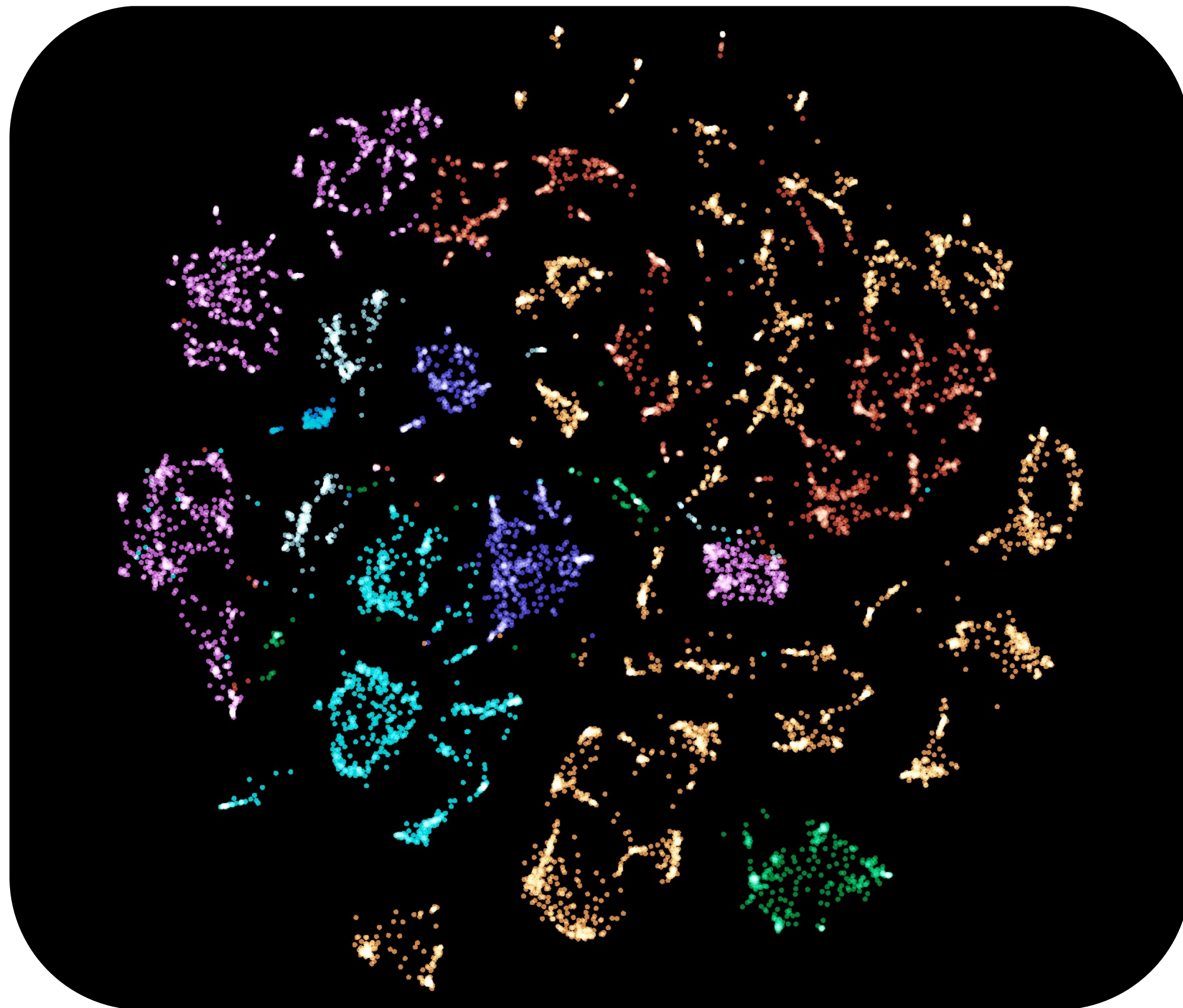
## “QUALITATIVE”

- Take merchandising types as specified in the catalog by humans, and learn a classifier from the product space into the taxonomy.

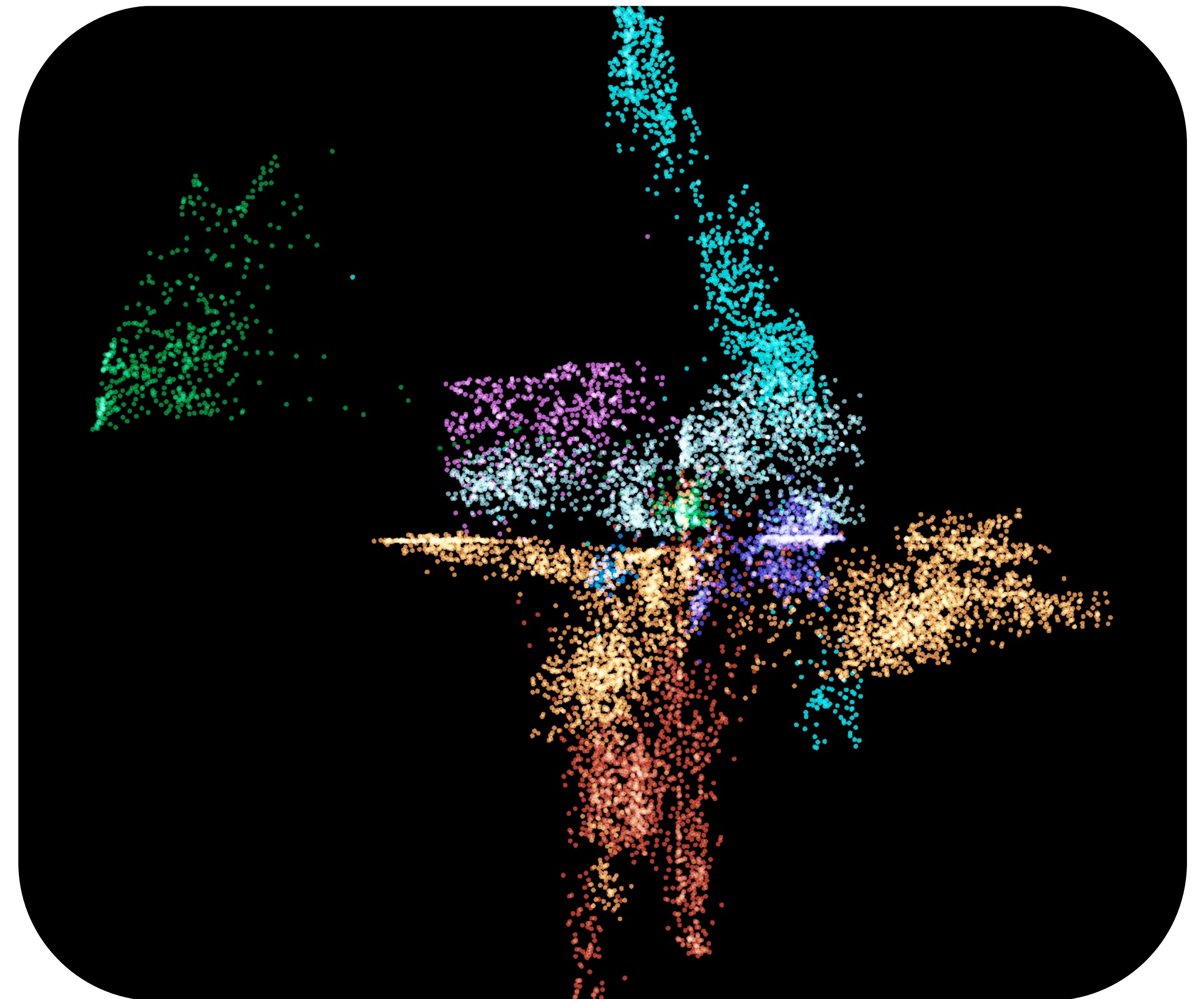
# Good vs bad hyperparameters

- Embeddings from a sport apparel e-commerce website (colors represent sport activities).

Good embeddings



Bad embeddings





# What about cold items?

*kNN of a popular product*



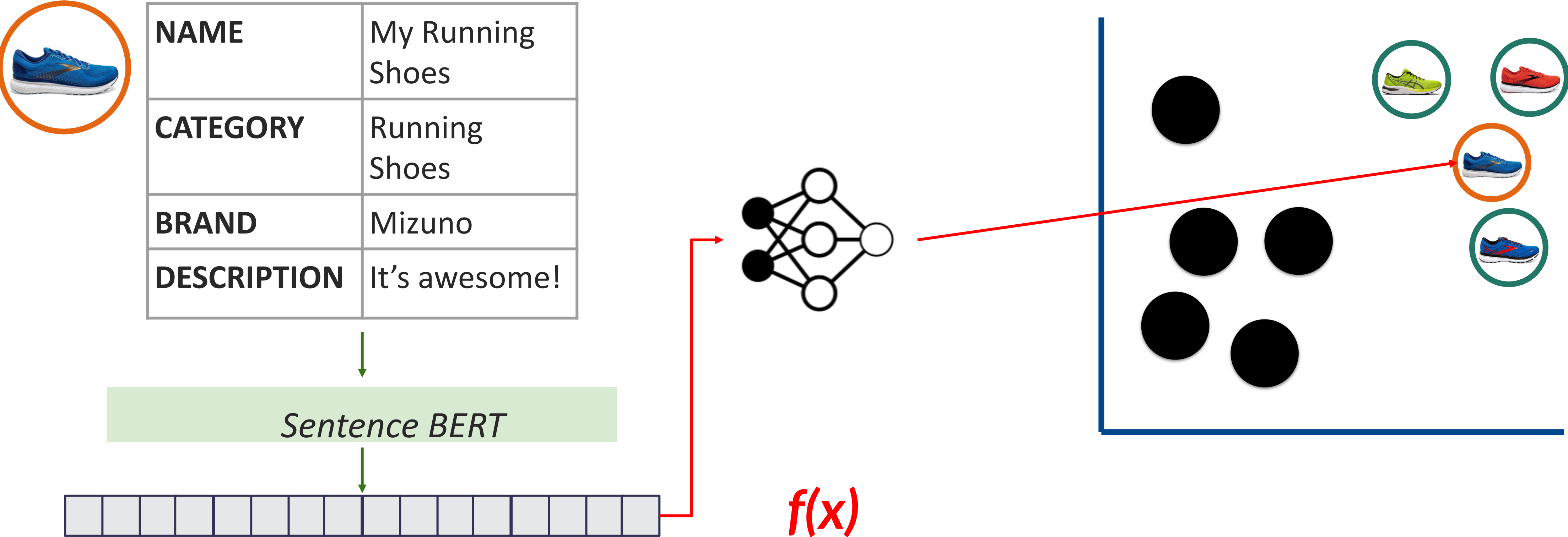
*kNN of a rare product*



*Plus, new products have no interactions!*

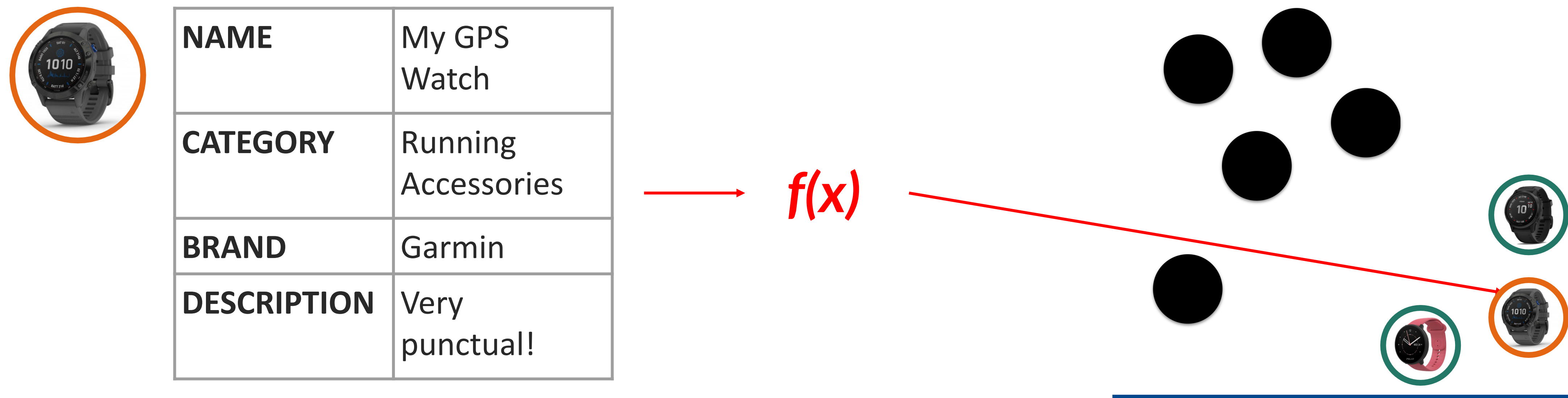
# Content-Embedding Substitution

1. We learn a mapping between product *textual* meta-data and the embedding space by using *popular products only*.



# Content-Embedding Substitution

- 1. We learn a mapping between product *textual* meta-data and the embedding space by using *popular products only*.
- 2. We substitute rare/new product vectors with “simulated” vectors, by applying the learned mapping to their meta-data.





# Content-Embedding Substitution

## ENGINEERING WISE...

- Simple and scalable method, it does not require any change to existing training pipelines, as downstream models won't know which vectors are “real” and which one are synthetic.

## PRODUCT WISE...

- Help with “unreasonable mistakes”, which are very common in recommender systems and immediately degrade the shopping experience.

# References for more details



## Fantastic Embeddings and How to Align Them: Zero-Shot Inference in a Multi-Shop Scenario

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### ABSTRACT

This paper addresses the challenge of leveraging multiple embedding spaces for multi-shop personalization, proving that zero-shot inference is possible by transferring shopping intent from one website to another without manual intervention. We detail a machine learning pipeline to train and optimize embeddings *within shops* first, and support the quantitative findings with additional qualitative insights. We then turn to the harder task of using learned embeddings *across shops*: if products from different shops live in the same vector space, user intent - as represented by regions in this space - can then be transferred in a zero-shot fashion across websites. We propose and benchmark unsupervised and supervised methods to “travel” between embedding spaces, each with its own assumptions on data quantity and quality. We show that zero-shot personalization is indeed possible at scale by testing the shared embedding space with two downstream tasks, event prediction and type-ahead suggestions. Finally, we curate a cross-shop

### ACM Reference Format:

Federico Bianchi, Jacopo Tagliabue, Bingqing Yu, Luca Bigon, and Ciro Greco. 2020. Fantastic Embeddings and How to Align Them: Zero-Shot Inference in a Multi-Shop Scenario. In *Proceedings of ACM SIGIR Workshop on eCommerce (SIGIR eCom'20)*. ACM, New York, NY, USA, 11 pages.

### 1 INTRODUCTION

Inspired by the similarity between words in sentences and products in browsing sessions, recent work in recommender systems re-adapted the NLP CBOW model [20] to create *product embeddings* [17], i.e. low-dimensional representations which can be used alone or fed to downstream neural architectures for other machine learning tasks. Product embeddings have been mostly investigated as static entities so far, but, exactly as words [10], products are all but static. Since the creation of embeddings is a stochastic process, training embeddings for similar products in different digital shops

## The Embeddings That Came in From the Cold: Improving Vectors for New and Rare Products with Content-Based Inference

Twitter LinkedIn YouTube Facebook Email

Authors: Jacopo Tagliabue, Bingqing Yu, Federico Bianchi [Authors Info & Affiliations](#)

**Publication:** RecSys '20: Fourteenth ACM Conference on Recommender Systems • September 2020 • Pages 577–578 • <https://doi.org/10.1145/3383313.3411477>

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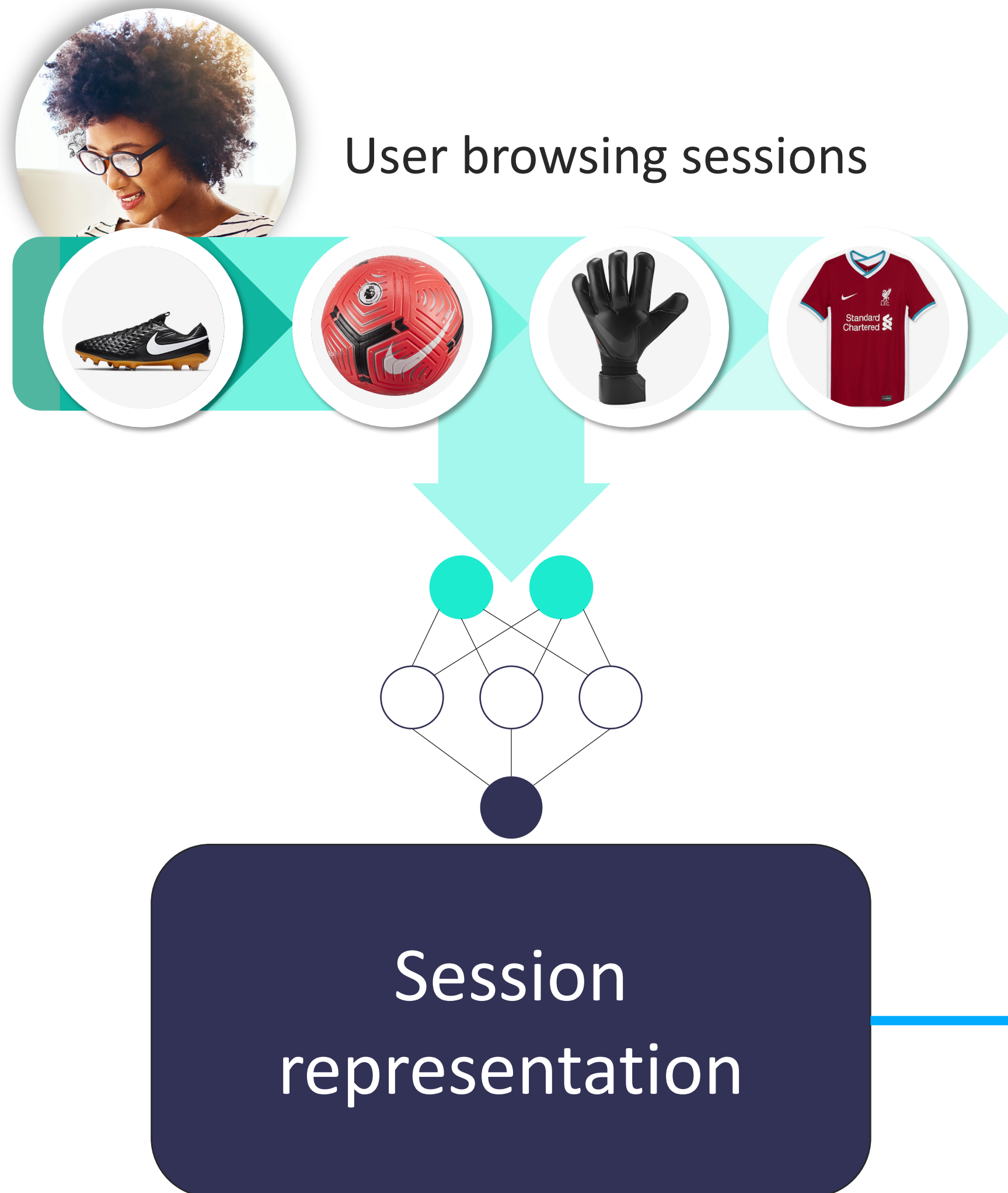
### ABSTRACT

Training product embeddings in a multi-tenant scenario involves solving the challenges of ever changing catalogs across dozens of deployments, without supervision. In this work, we detail how we deal with new and rare products when building neural representations at scale: we show how to inject product knowledge into behavior-based embeddings to provide the best accuracy with minimal engineering changes in existing infrastructure and without additional

# Injecting **personalization** in downstream NLP systems



# A research program for session-based inference



## List of functionalities

Search

Recommendations

**Query suggestion**

Causal Attribution

Intent Detection



# Recall and sorting

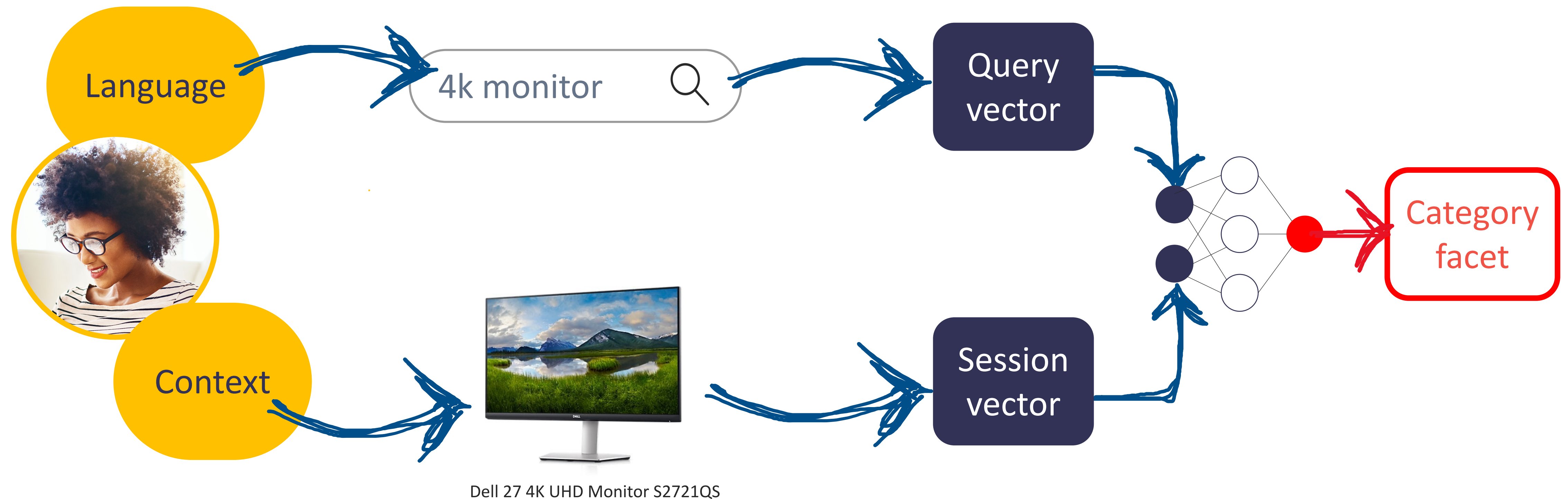
- Excessive recall can affect negatively the user experience.
- Sort by price vs. sort by relevance.
- Query scoping through search suggestions as a countermeasure.

The screenshot shows a search results page for '4k monitor'. A search bar at the top contains the query '4k monitor' and a search button. Below the search bar, a dropdown menu displays search suggestions: '4k monitor in Monitors & Monitor Accessories' and '4k monitor in Gaming & Gaming Accessories'. The main results area displays a grid of 10 monitor products, each with a thumbnail image, title, and pricing information. A red circle highlights the search bar and the dropdown menu, indicating the search suggestions feature. The products are sorted by relevance, as indicated by the 'Sort By: Relevance' dropdown.

Product	Market Value	Total Savings	Price
UltraSharp 27 4K Monitor: U2718Q	\$739.99	\$238.40	\$501.59
24 Ultra HD 4K Monitor - P2415Q	\$549.99	\$171.60	\$378.39
43 Ultra HD 4K Multi Client Monitor - P4317Q	\$1,172.88	\$360.75	\$812.13
UltraSharp 27 4K HDR Monitor: UP2718Q	\$1,999.99	\$697.60	\$1,302.39
UltraSharp 32 Ultra HD 4K Monitor with PremierColor - UP3216Q	\$1,799.99	\$612.00	\$1,187.99
UltraSharp 32 4K USB-C Monitor: U3219Q	\$1,099.99	\$378.40	\$721.59
UltraSharp 27 USB-C Monitor: U2719DC	\$758.99	\$231.88	\$527.11
UltraSharp 27 Monitor: U2719D	\$599.99	\$204.00	\$395.99
55 4K Conference Room Monitor: C5519Q	\$1,149.99	\$402.00	\$747.99
75 4K Interactive Touch Monitor: C7520QT			\$5,999.99

# Machine learning to optimize query scoping

Given query ambiguity, category selection is a function of language *but also* shopping context.

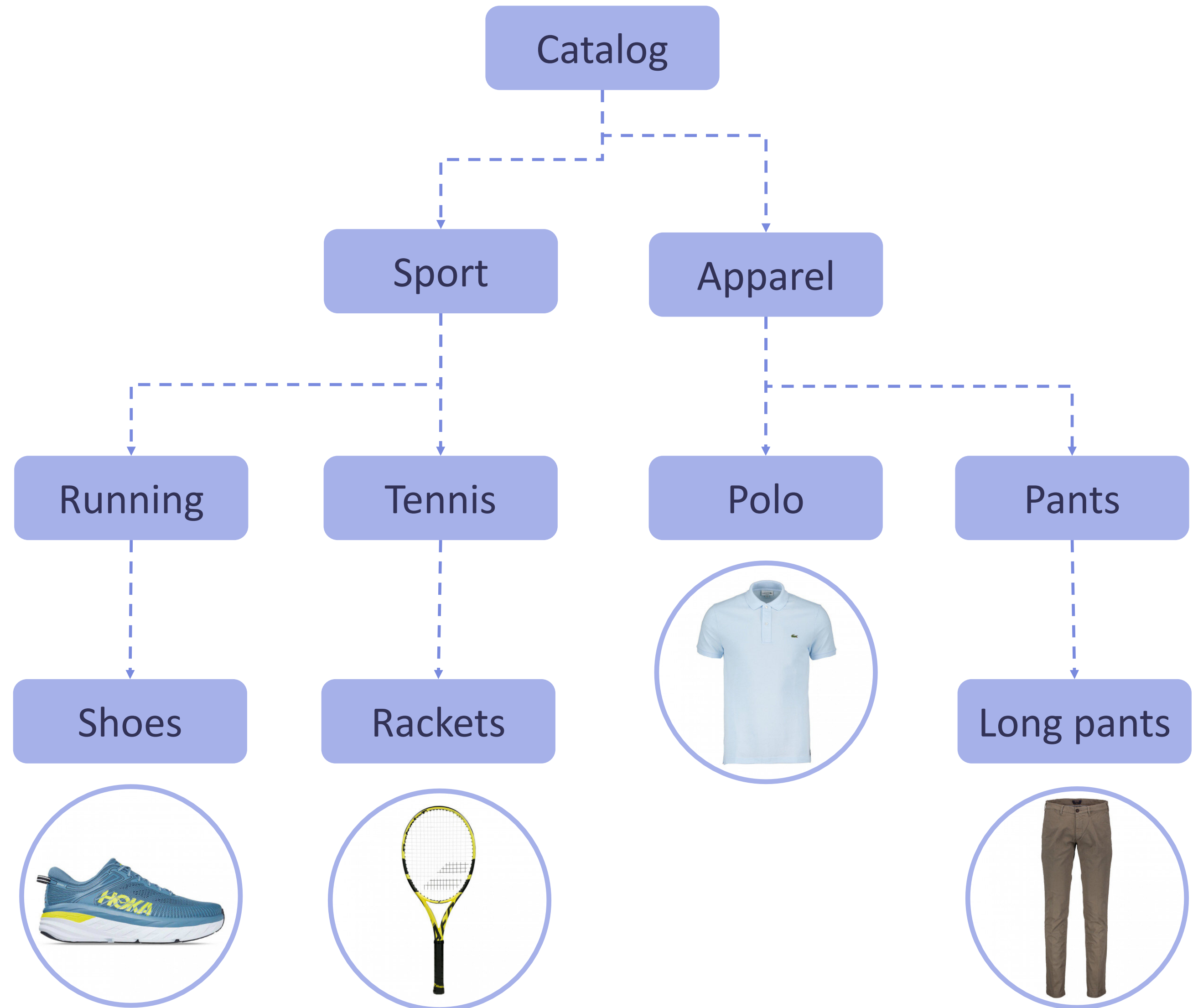


# Modelling **inference** through the underlying domain



# Catalogs are hierarchical

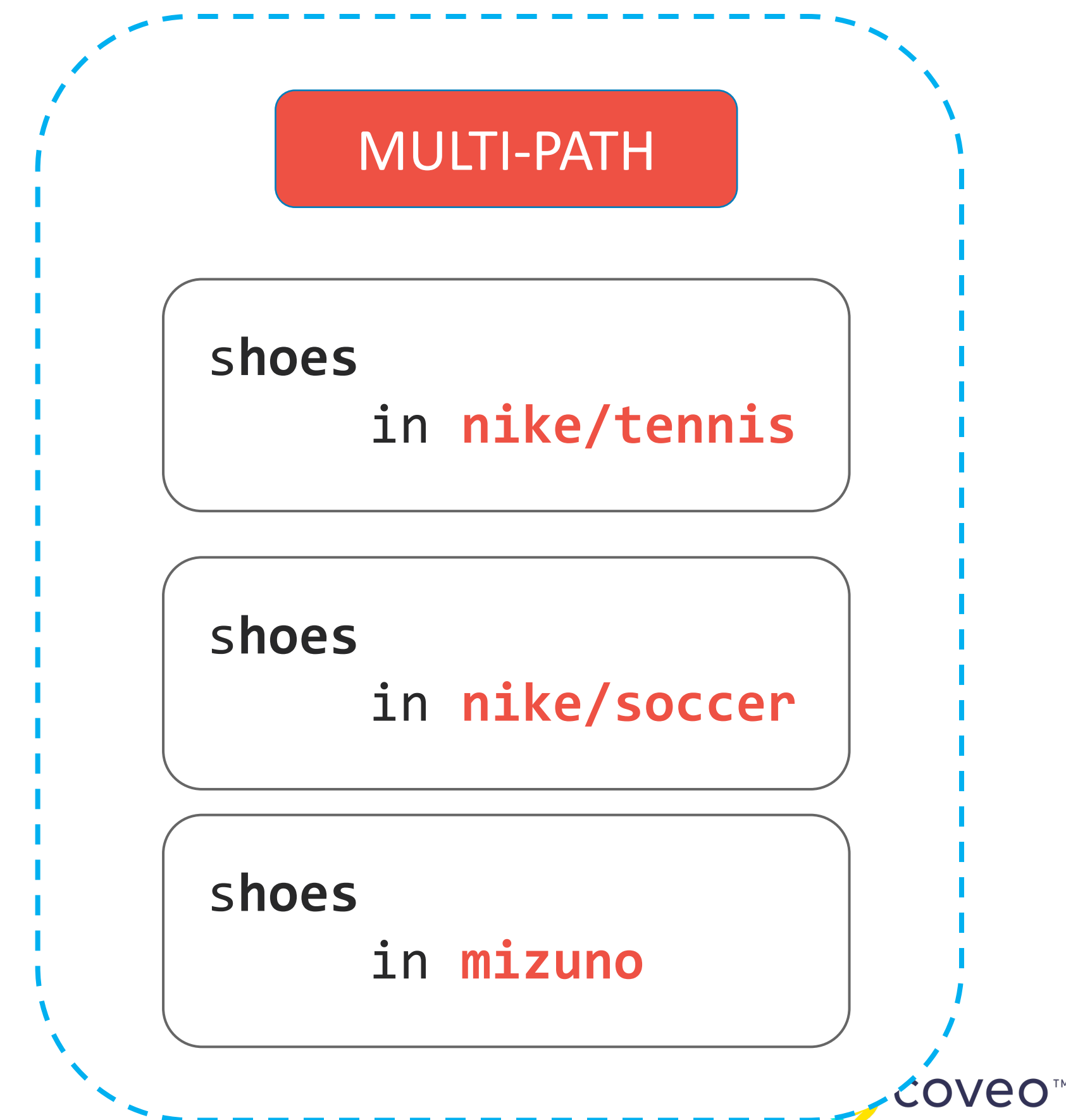
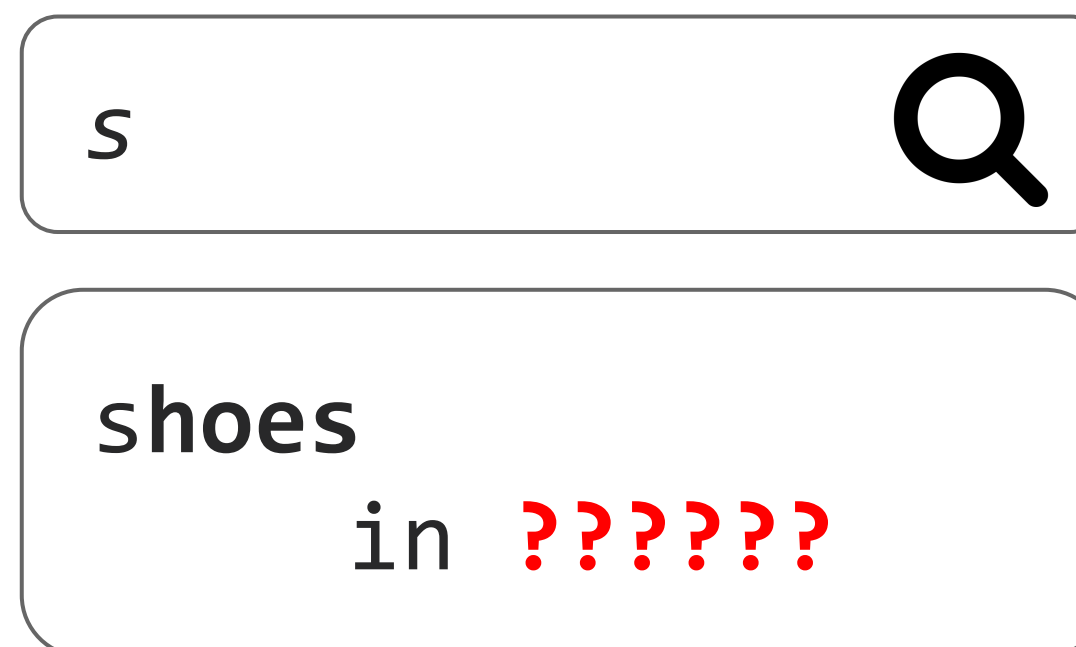
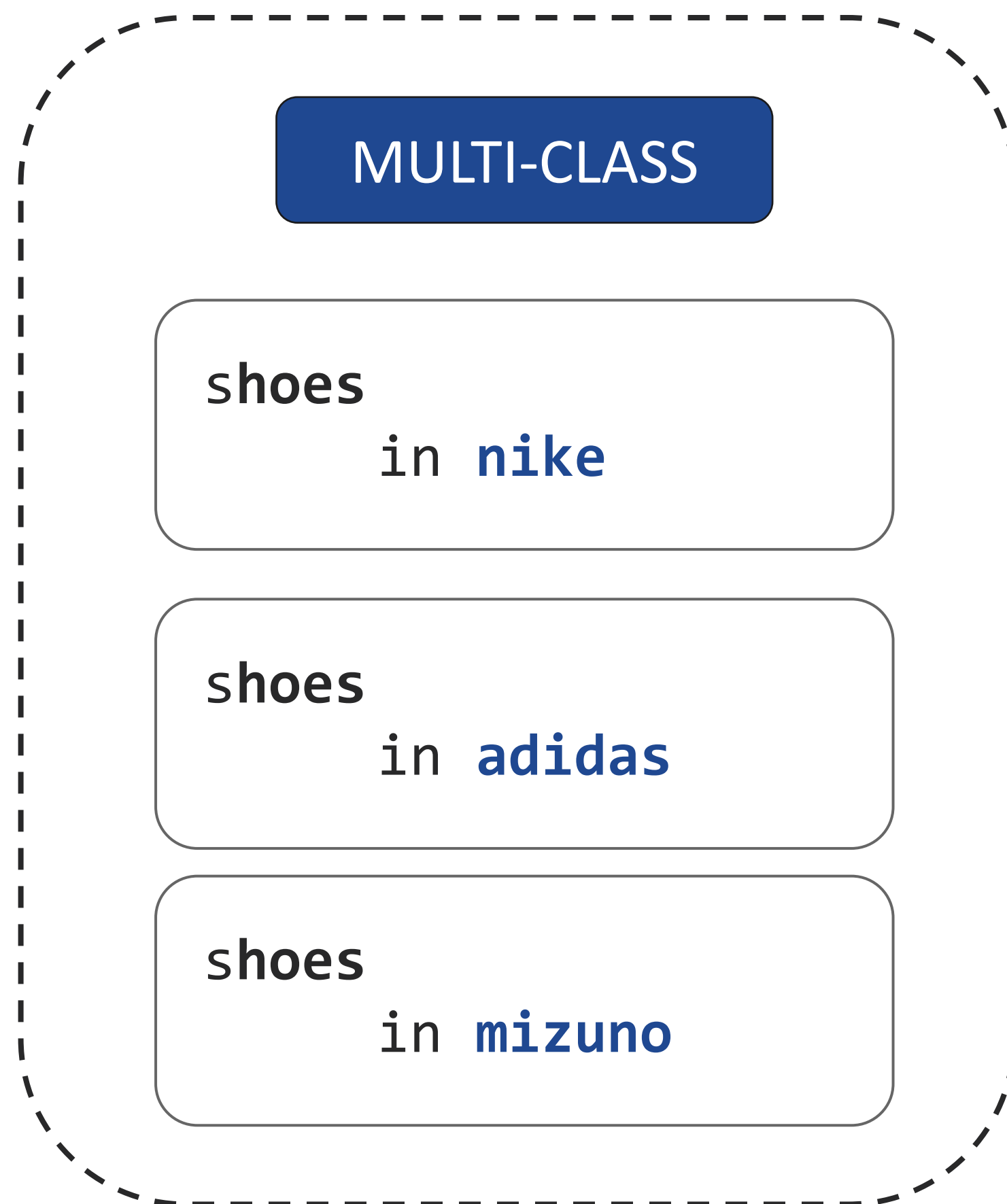
- E-commerce catalogs are organized in hierarchical taxonomies.
- Their nodes tell us the structural relations between products and categories.
- Can we use this information with the session information to personalize query scoping for the query suggestion?



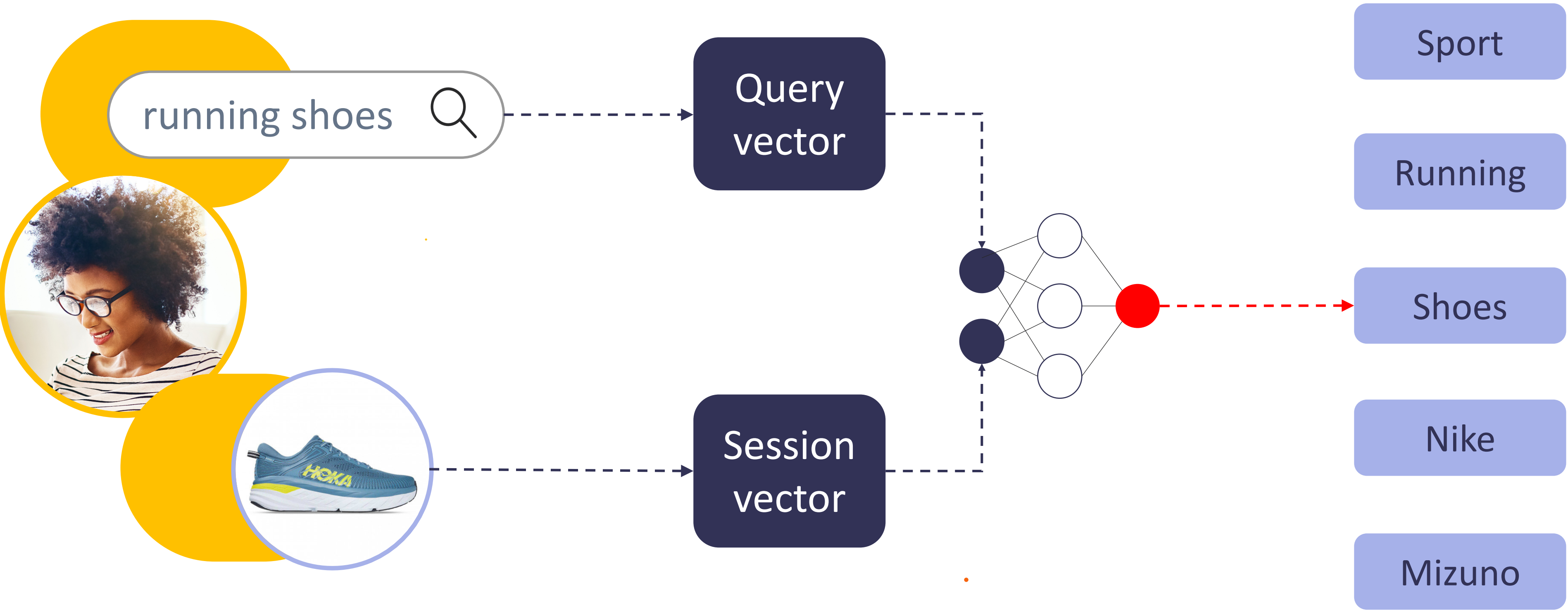


# From multi-class to multi-path classification

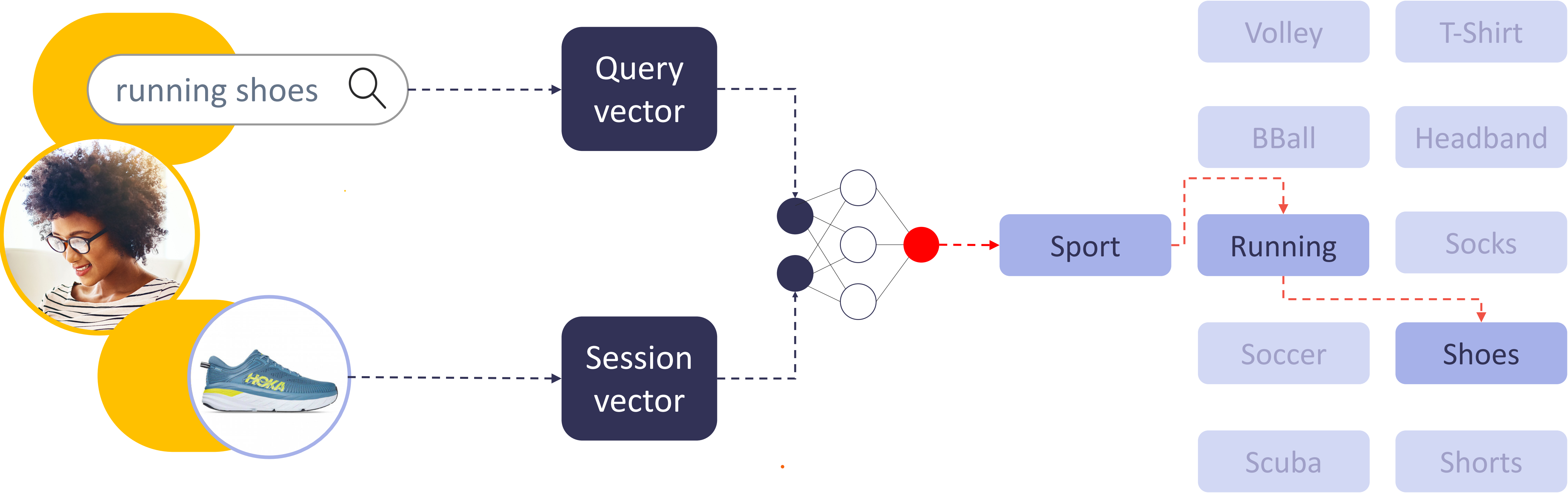
- Category prediction is generally framed as a **multi-class** problem, but we can make it a **multi-path** one.



# From multi-class...



# ...to multi-path classification





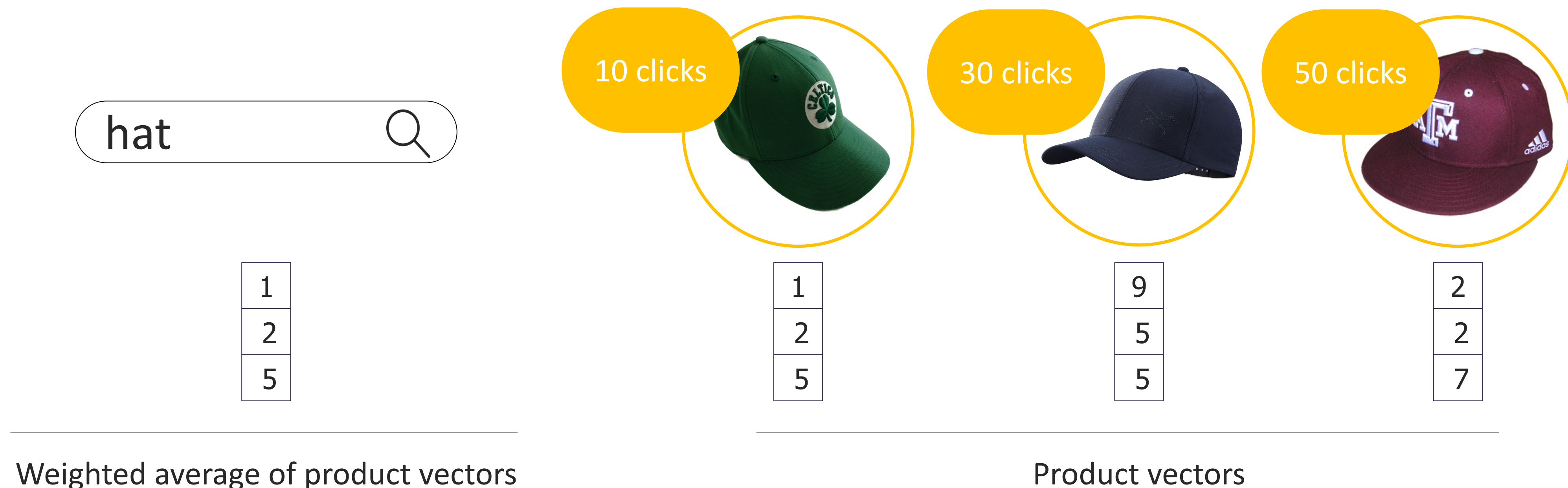
# Modelling meaning with custom embeddings

# The limits of BERT(s)

- While large pre-trained contextual models (e.g. BERT) have dominated NLP in recent years, Information Retrieval applied to products is different:
  - Queries are very short: consequently, the contextual advantage is smaller.
  - Industry specific jargon and its semantics are not always captured by training datasets.
  - The bigger the model, the slower and more expensive it is to serve.

# Query2Prod2Vec: a grounded language model

- Since queries are **about** products, why not **use products to ground the meaning of queries?**
- Shoppers searching for “cap” generate a distribution of clicks over products  $p_1, p_2, \dots p_n$ .
- Clicked products are mapped to their embeddings  $e_1, e_2, \dots e_n$  in the *prod2vec* space.
- Finally, the linguistic vector for “cap” is the average of  $e_1, e_2, \dots e_n$  weighted by the clicks.





# References for more details



NAACL 2021



NAACL 2021

**Language in a (Search) Box:  
Grounding Language Learning in Real-World Human-Machine  
Interaction**

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**Abstract**

We investigate grounded language learning through real-world data, by modelling a teacher-learner dynamics through the natural interactions occurring between users and search engines; in particular, we explore the emergence of semantic generalization from unsupervised dense representations outside of synthetic environments. A grounding domain, a denotation function and a composition function are learned from user data only. We show how the resulting semantics for noun phrases exhibits compositional properties while being fully learnable without any explicit labelling. We benchmark our grounded semantics on compositionality and zero-shot inference tasks, and we show that it provides better

that language may be learned based on its usage and that learners draw part of their generalizations from the observation of teachers' behaviour (Tomasello, 2003). These ideas have been recently explored by work in grounded language learning, showing that allowing artificial agents to access human actions providing information on language meaning has several practical and scientific advantages (Yu et al., 2018; Chevalier-Boisvert et al., 2019). While most of the work in this area uses toy worlds and synthetic linguistic data, we explore grounded language learning offering an example in which unsupervised learning is combined with a language-independent grounding domain in a real-world scenario. In particular, we propose to use the interaction of users with a search engine as a setting

**Query2Prod2Vec  
Grounded Word Embeddings for eCommerce**

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**Abstract**

We present **Query2Prod2Vec**, a model that grounds lexical representations for product search in product embeddings: in our model, *meaning* is a mapping between words and a latent space of products in a digital shop. We leverage shopping sessions to learn the underlying space and use merchandising annotations to build lexical analogies for evaluation: our experiments show that our model is more accurate than known techniques from the NLP and IR literature. Finally, we stress the importance of data efficiency for product search outside of retail giants, and highlight how **Query2Prod2Vec** fits with practical constraints faced by most practitioners.

industry-specific jargon (Bai et al., 2018), low-resource languages; moreover, specific embedding strategies have often been developed in the context of high-traffic websites (Grbovic et al., 2016), which limit their applicability in many practical scenarios. In *this* work, we propose a sample efficient word embedding method for IR in eCommerce, and benchmark it against SOTA models over industry data provided by partnering shops. We summarize our contributions as follows:

1. we propose a method to learn dense representations of words for eCommerce: we name our method **Query2Prod2Vec**, as the mapping between words and the latent space is mediated by the product domain;

[cs.IR] 2 Apr 2021

[cs.CL] 18 Apr 2021

# Experiments



# Dataset and benchmarks

- We test several query embeddings strategies and three inference methods (simple count-based baseline **CM**, **MLP**, full enc-dec), reporting accuracy at different depth in the catalog tree.
- Given our multi-tenant nature, we check for robustness by running all tests on two shops, differing in products, categories, traffic and vertical.

Shop	Queries (with context)	Products
Shop 1	270K (185K)	29.699
Shop 2	270K (227K)	93.967

Model	D=1	D=2	D=last
CM	0.63	0.53	0.22
MLP+BERT	0.72	0.59	0.33
SP+BERT	0.77	0.64	0.40
SP+LSTM	0.79	0.68	0.43
SP+W2V	0.82	0.71	0.46
SP+SV	<b>0.87</b>	<b>0.79(0.01)</b>	<b>0.55</b>
CM	0.41	0.34	0.24
MLP+BERT	0.61	0.50	0.39
SP+BERT	0.66	0.55	0.45
SP+LSTM	0.67	0.57	0.46
SP+W2V	0.69	0.59	0.47
SP+SV	<b>0.80</b>	<b>0.71</b>	<b>0.59</b>

Table 2: Accuracy scores for  $depth = 1$ ,  $depth = 2$ ,  $depth = last$ , divided by **Shop 1** (*top*) and **Shop 2** (*bottom*). We report the mean over 5 runs, with SD if  $SD \geq 0.01$ .



# The role of inductive bias and context

- **SP+SV** even with only 1/10th of samples outperforms all other models.
- By leveraging the bias encoded in the hierarchical structure of the products, **SP+SV** allows paths that share nodes (*sport*, *sport / basketball*) to also share statistical evidence.
- Session information helps the most with *unseen* queries at test time (unsurprisingly).

Model ( <b>D=last</b> )	1/10	1/4
CM	0.18	0.20
MLP+BERT	0.28	0.30
SP+BERT	0.31	0.34
SP+SV	<b>0.51</b>	<b>0.53</b>

Table 3: Accuracy scores (**D=last**) when training on portions of the original dataset for **Shop 1**.

# Tuning the **black box** with an interpretable decision module

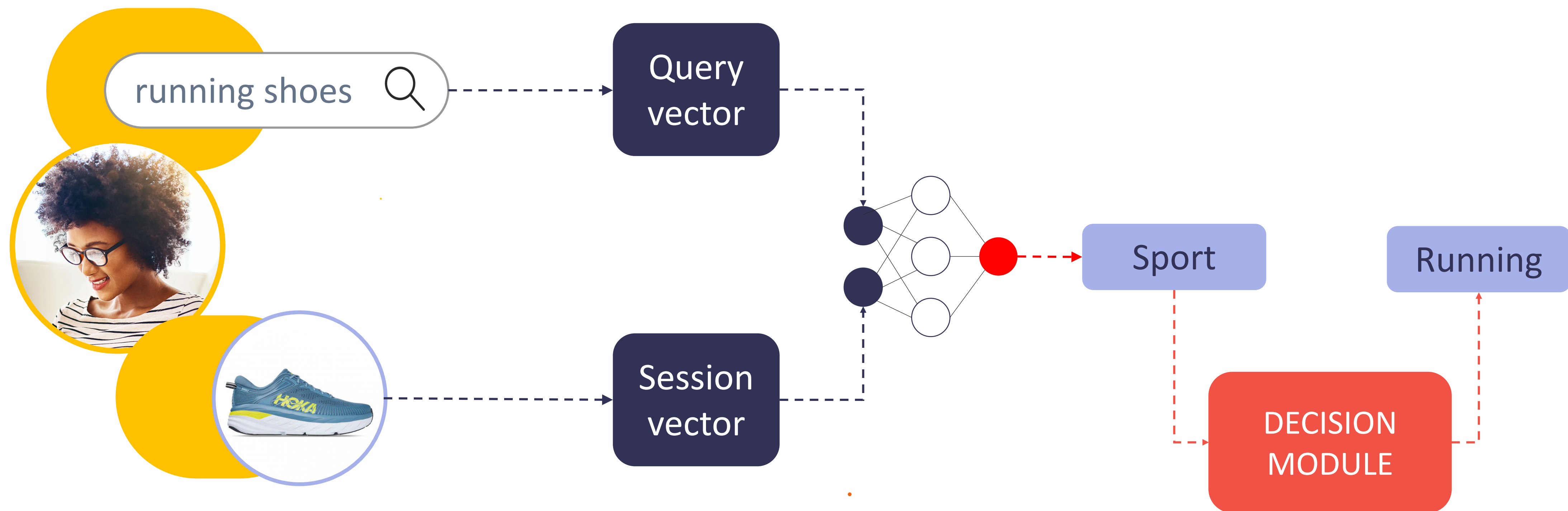
# Precision and recall in the eye of the beholder

- Given a **query** and a **session**, SessionPath may generate a path 3 levels deep.
- In the case **#1**, the result set is cut at "nike", leaving more choice to the shopper; in the case **#2**, the result set is not cut, narrowing down on basketball-specific items.
- Different industries have different sensibilities on *precision vs recall*: there is no “right answer”.

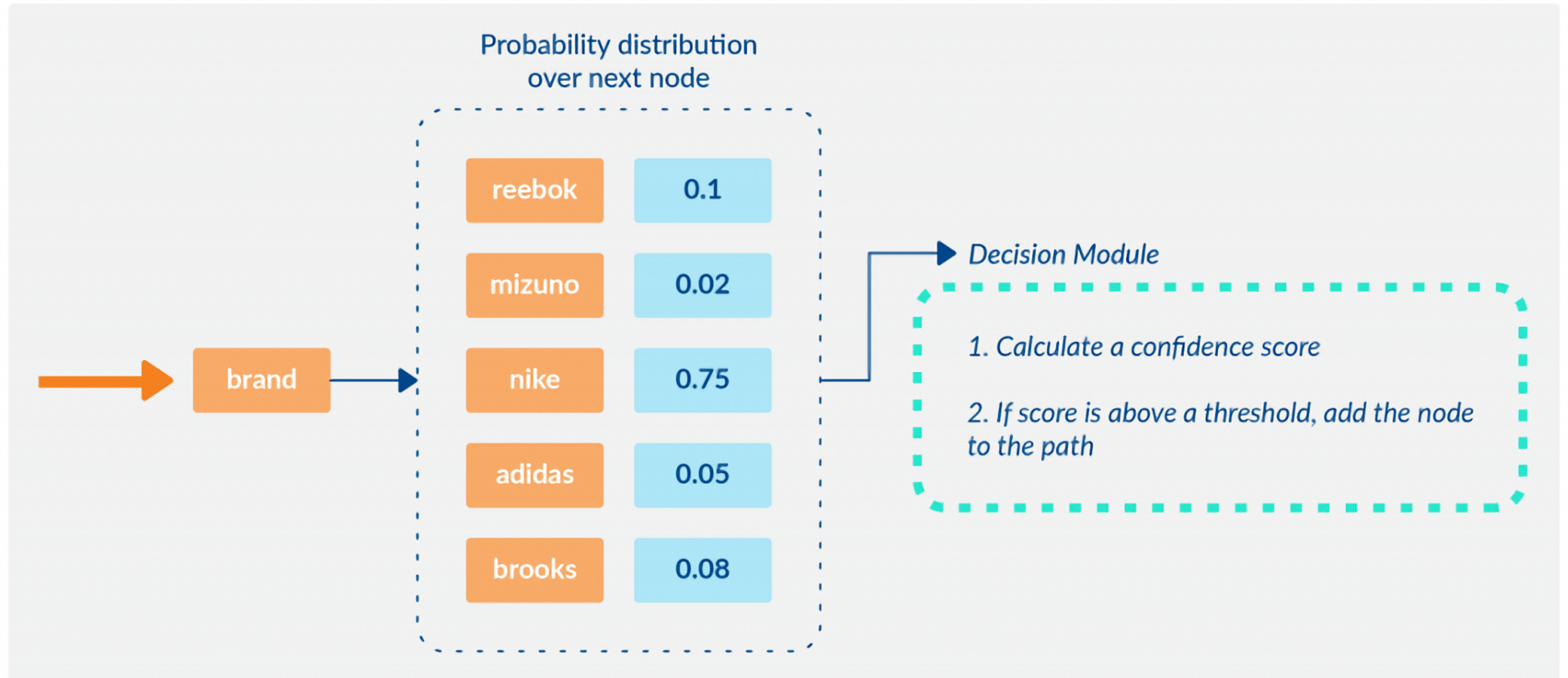




# Hybrid architecture: adding a decision module



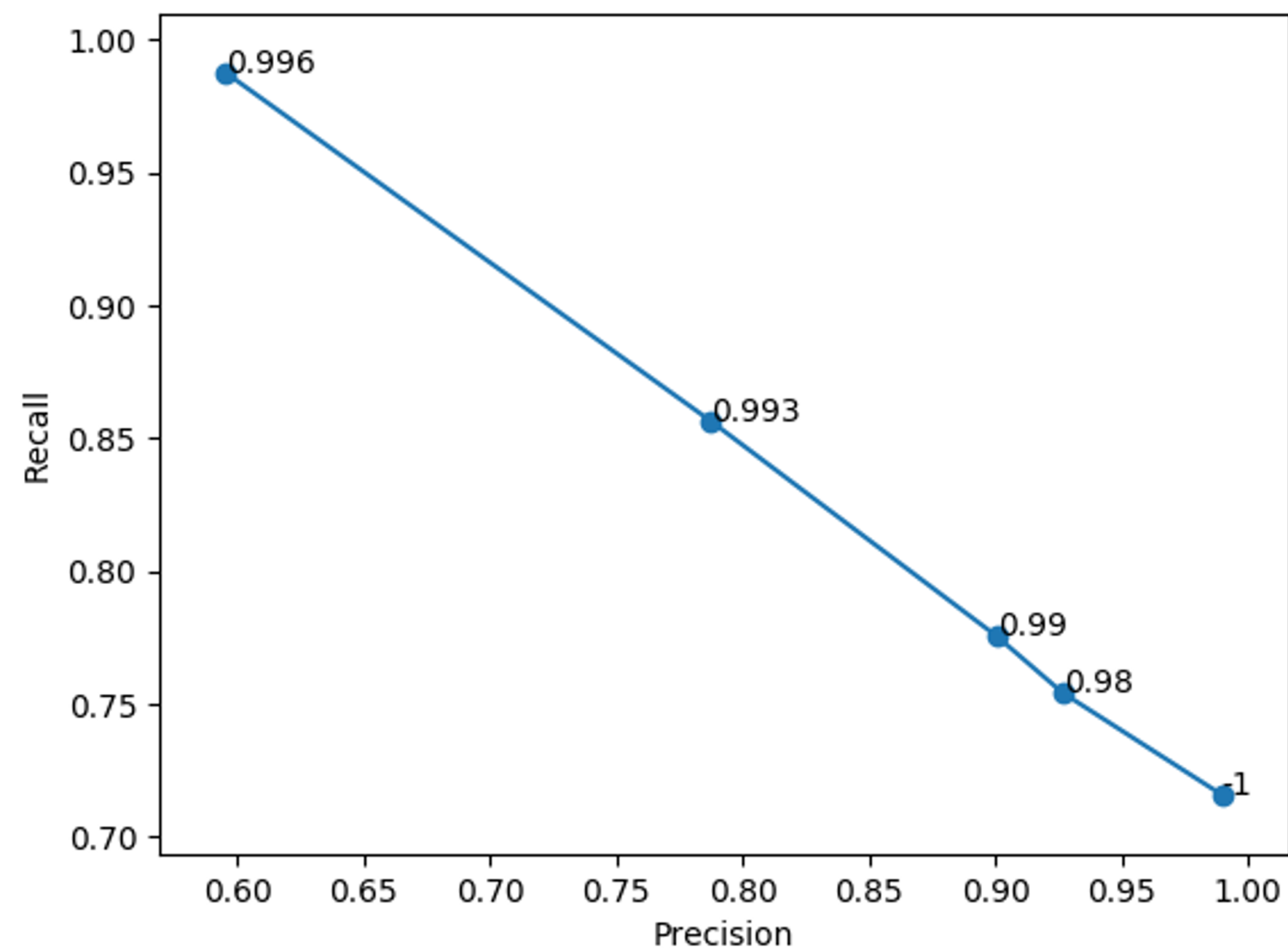
# Hybrid architecture: adding a decision module





# Hybrid architecture: adding a decision module

- By setting our decision threshold, we can pick the precision vs recall trade-off we want.

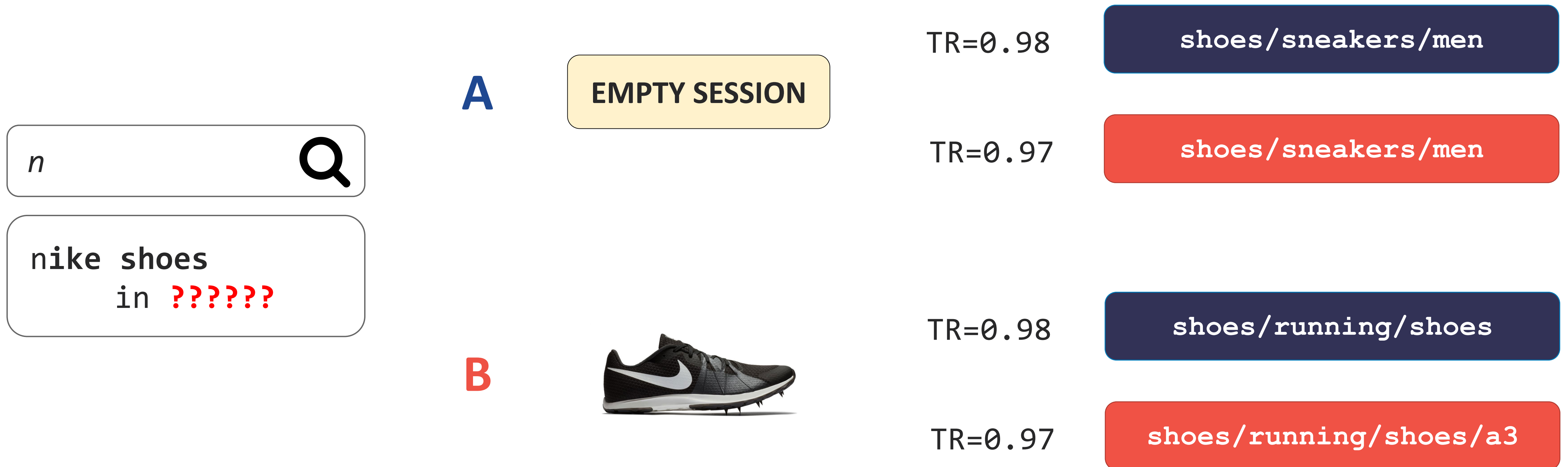


GINI THRESHOLD	PRECISION	RECALL
0.996	0.65	0.99
0.993	0.82	0.91
0.990	0.93	0.77
0.980	0.99	0.74

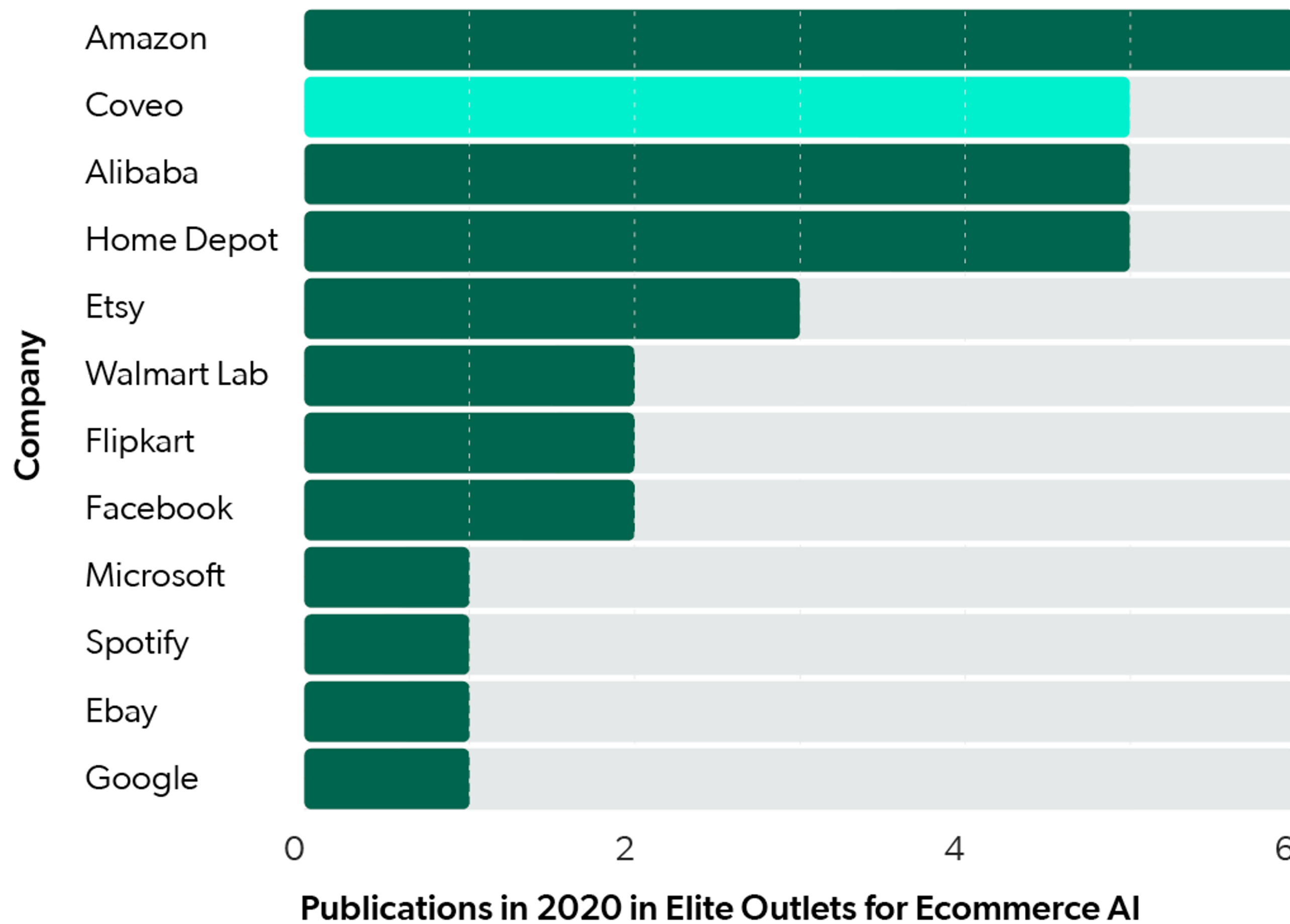


# SessionPath at work

- Model at work with different thresholds: **A**, empty session, **B**, containing an interaction with a running shoes; **A** defaults to the most common path, **B** showcases both session conditioning *and* a flexible path depth.



# Doing cutting-edge ML at reasonable scale



ML is still **hard**  
outside of few  
players!

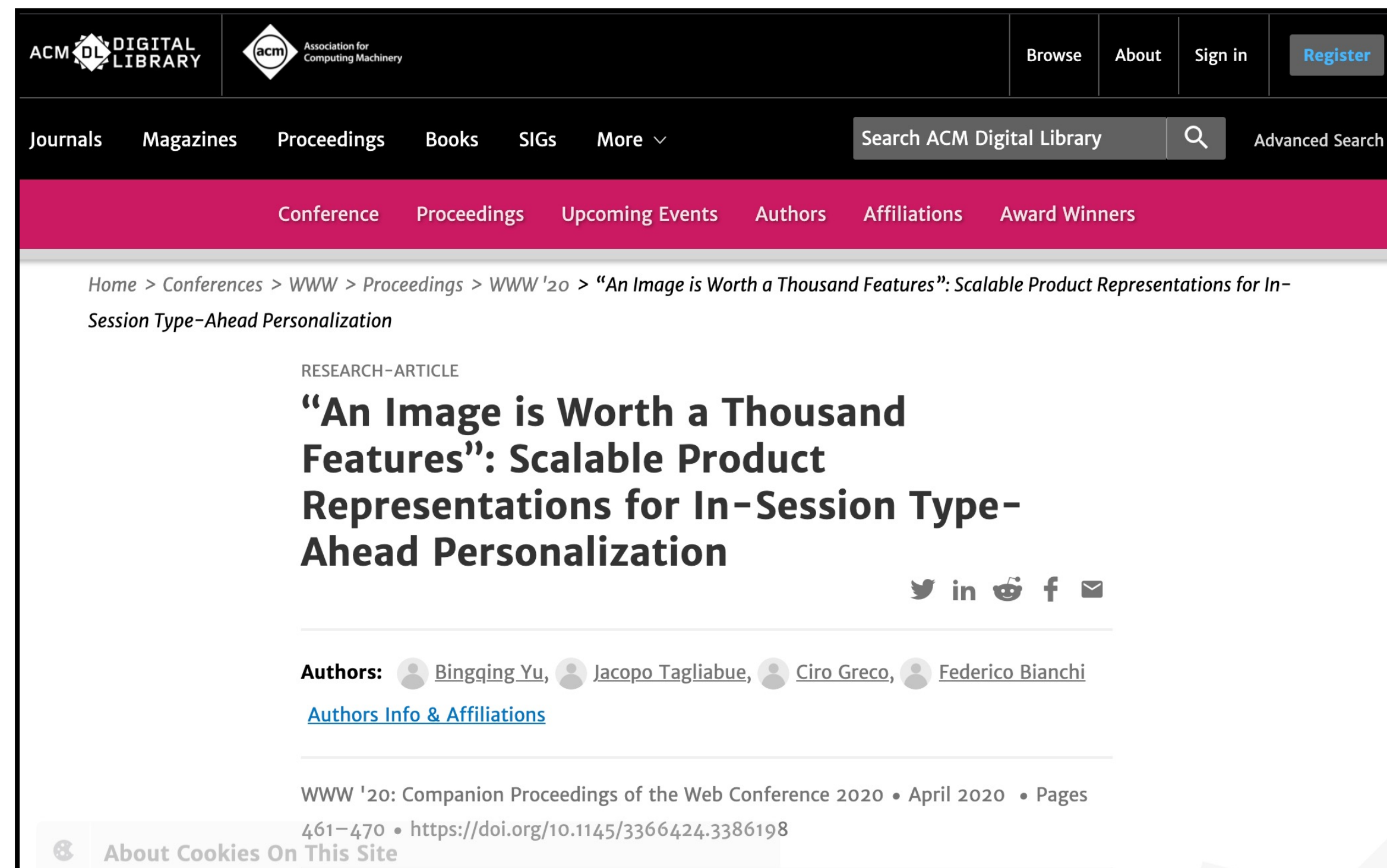


# ML at “reasonable scale”

- Lack of massive computing and massive user base
- Lack of representative models / datasets
- Lack of talent
- Lack of engineering / tooling best practices

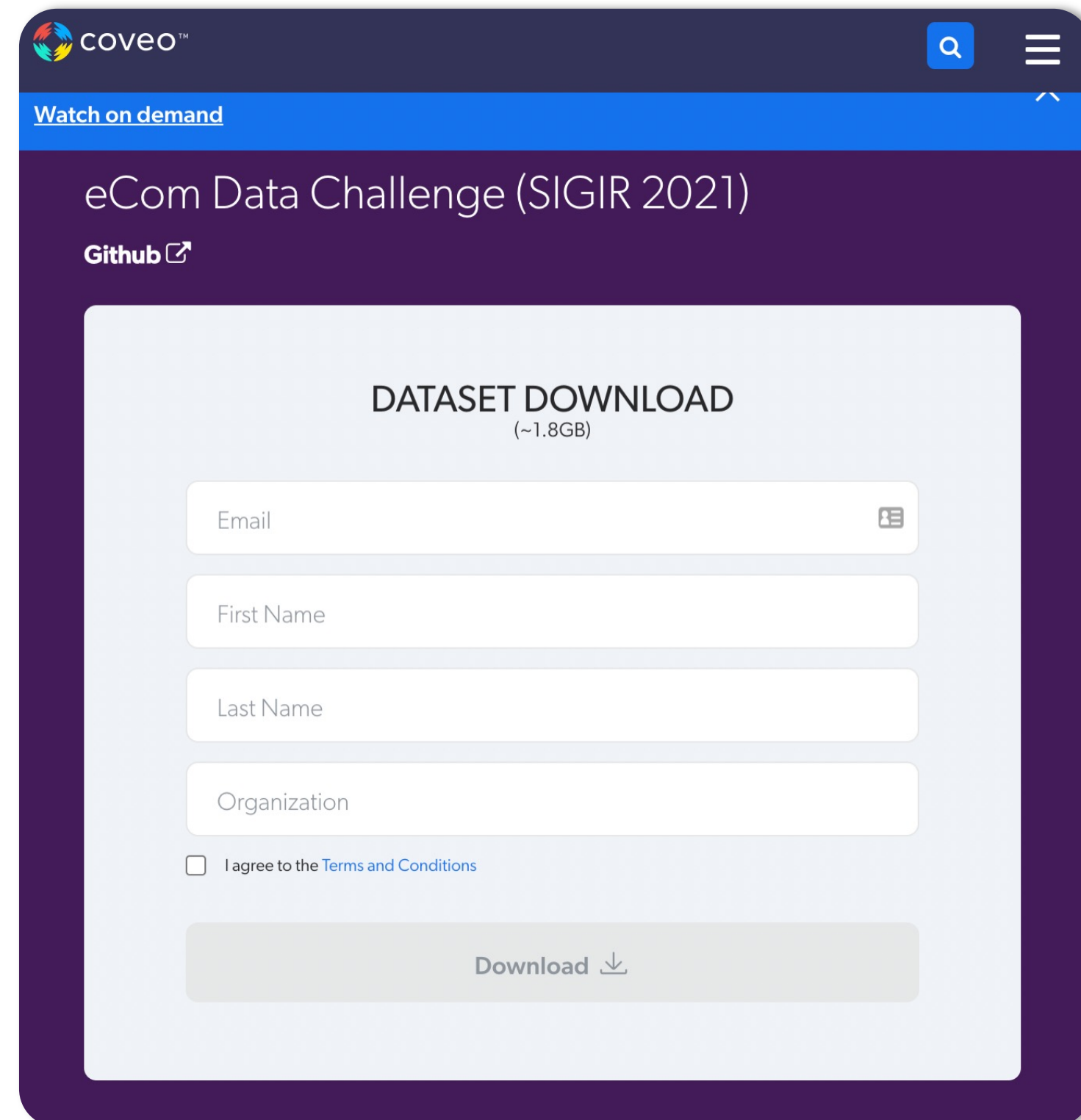
# ML at “reasonable scale”

- Lack of massive computing and massive user base
  - Turn business constraints into a research question (e.g. how do make inference within a session?). There are tons of interesting problems at “reasonable scale”!



# ML at “reasonable scale”

- Lack of representative models / datasets
  - Release datasets and open source code that work across organizations of all / most sizes.



The screenshot shows a web browser window with the Coveo logo in the top left. Below the logo is a blue bar with the text "Watch on demand". The main heading is "eCom Data Challenge (SIGIR 2021)" with a GitHub logo to its left. The form is titled "DATASET DOWNLOAD (~1.8GB)". It contains four input fields: "Email" (with a calendar icon), "First Name", "Last Name", and "Organization". Below these fields is a checkbox labeled "I agree to the Terms and Conditions". At the bottom of the form is a large grey button labeled "Download" with a download icon.

- More than **30M browsing events**, fully anonymized and hashed, generated over **~5M millions of shopping sessions** produced by real users on real ecommerce sites.
- <https://github.com/coveooss/SIGIR-ecom-data-challenge>



# ML at “reasonable scale”

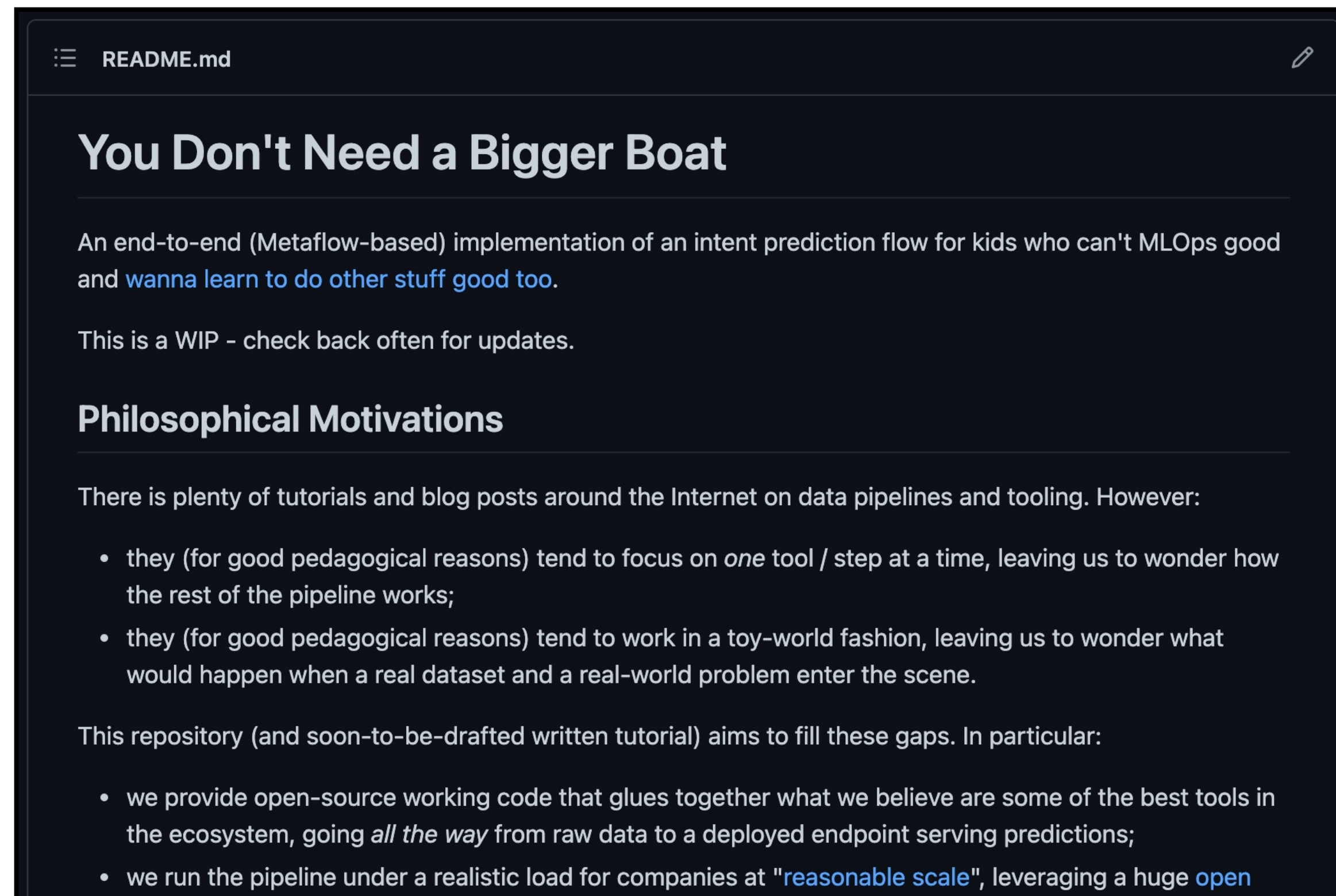
- Lack of talent

- Build a shared roadmap with academia, especially young researchers: share the “cost” and the “awards” of exploring ideas together.



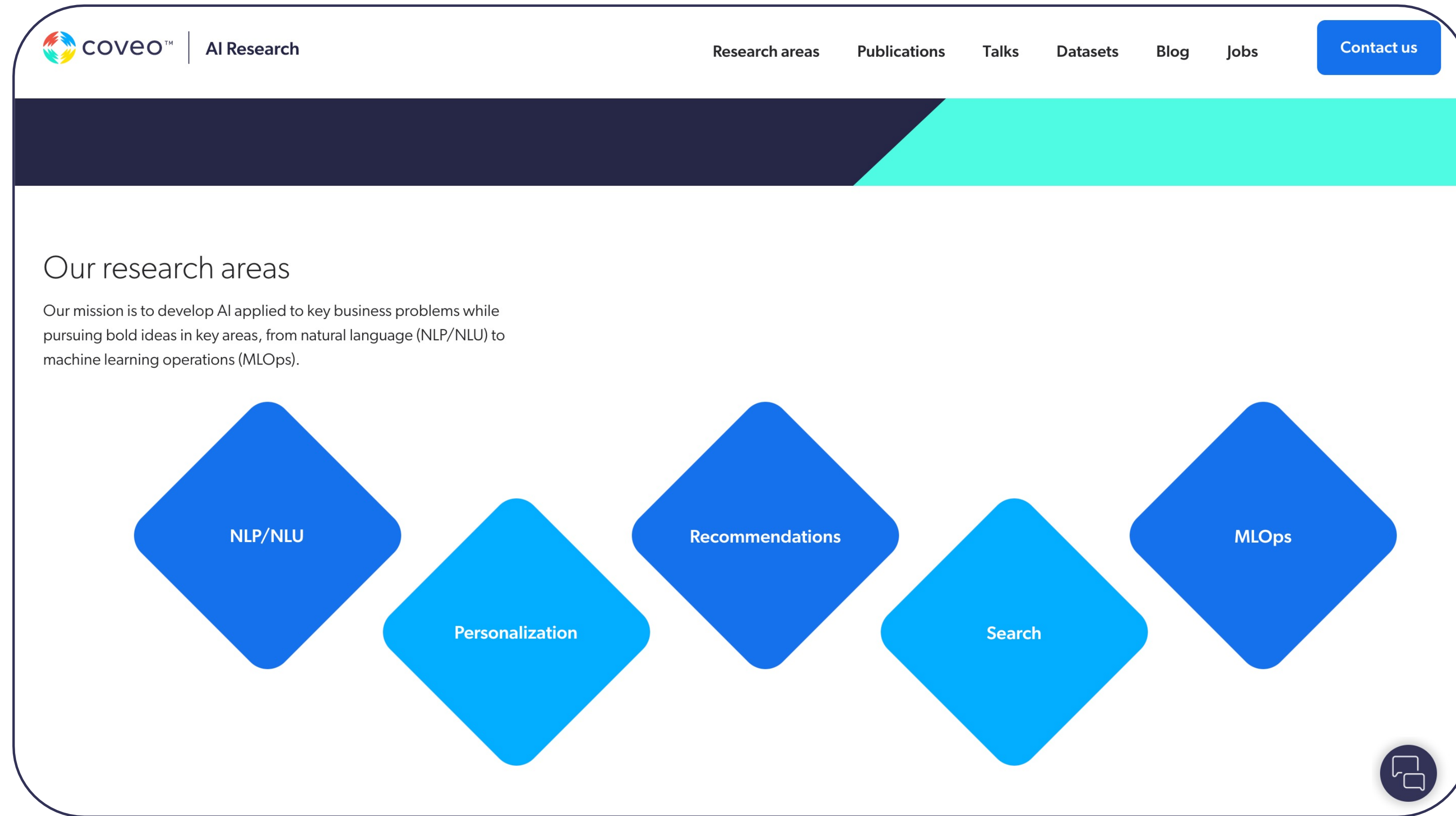
# ML at “reasonable scale”

- Lack of engineering / tooling best practices
  - Evangelize the field with code and best practices to build end-to-end systems and make ML teams productive.





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See you, **space cowboys**.



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