



# CORE: Simple and Effective Session-based Recommendation within Consistent Representation Space

Yupeng Hou<sup>†</sup>

houyupeng@ruc.edu.cn

Gaoling School of Artificial Intelligence, Renmin  
University of China

Zhiqiang Zhang

lingyao.zzq@antfin.com

Ant Group

Binbin Hu

bin.hbb@antfin.com

Ant Group

Wayne Xin Zhao<sup>✉</sup>

batmanfly@gmail.com

Gaoling School of Artificial Intelligence, Renmin  
University of China

Beijing Key Laboratory of Big Data Management and  
Analysis Methods

Beijing Academy of Artificial Intelligence

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Code: <https://github.com/RUCAIBox/CORE>.



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Reported by liang li

# Motivation

## Motivation:

- session embedding learned by a non-linear encoder is usually not in the same representation space as item embeddings, resulting in the inconsistent prediction issue while recommending items.

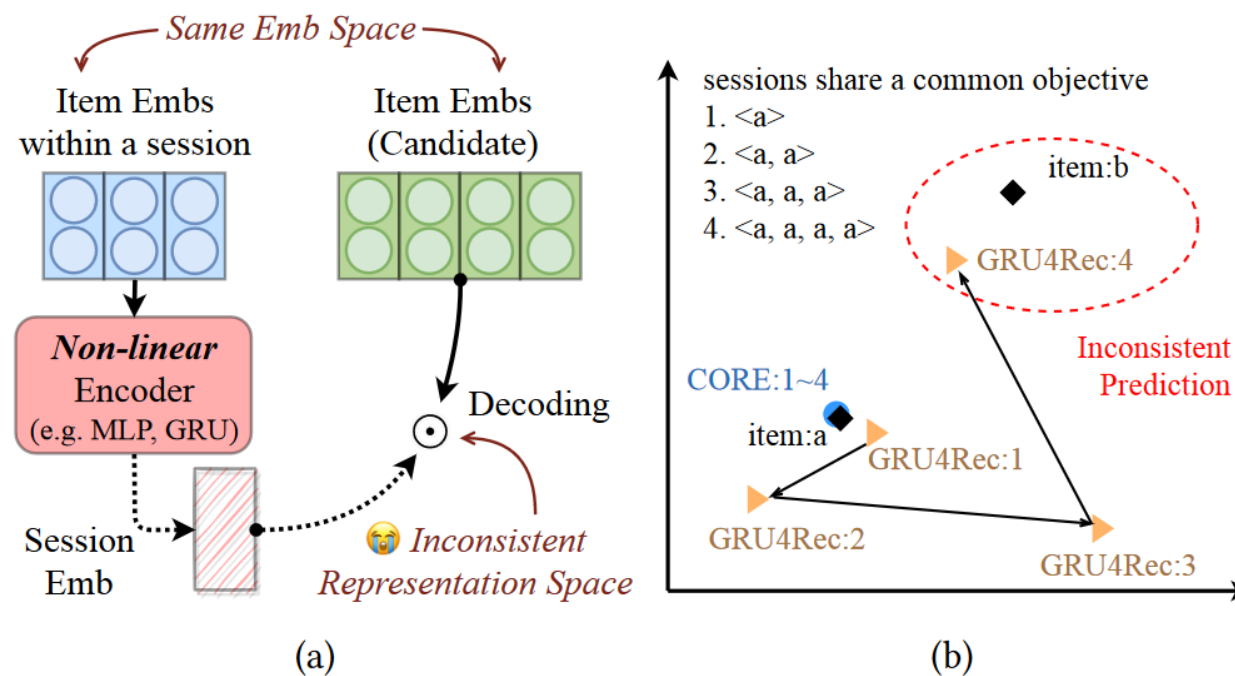
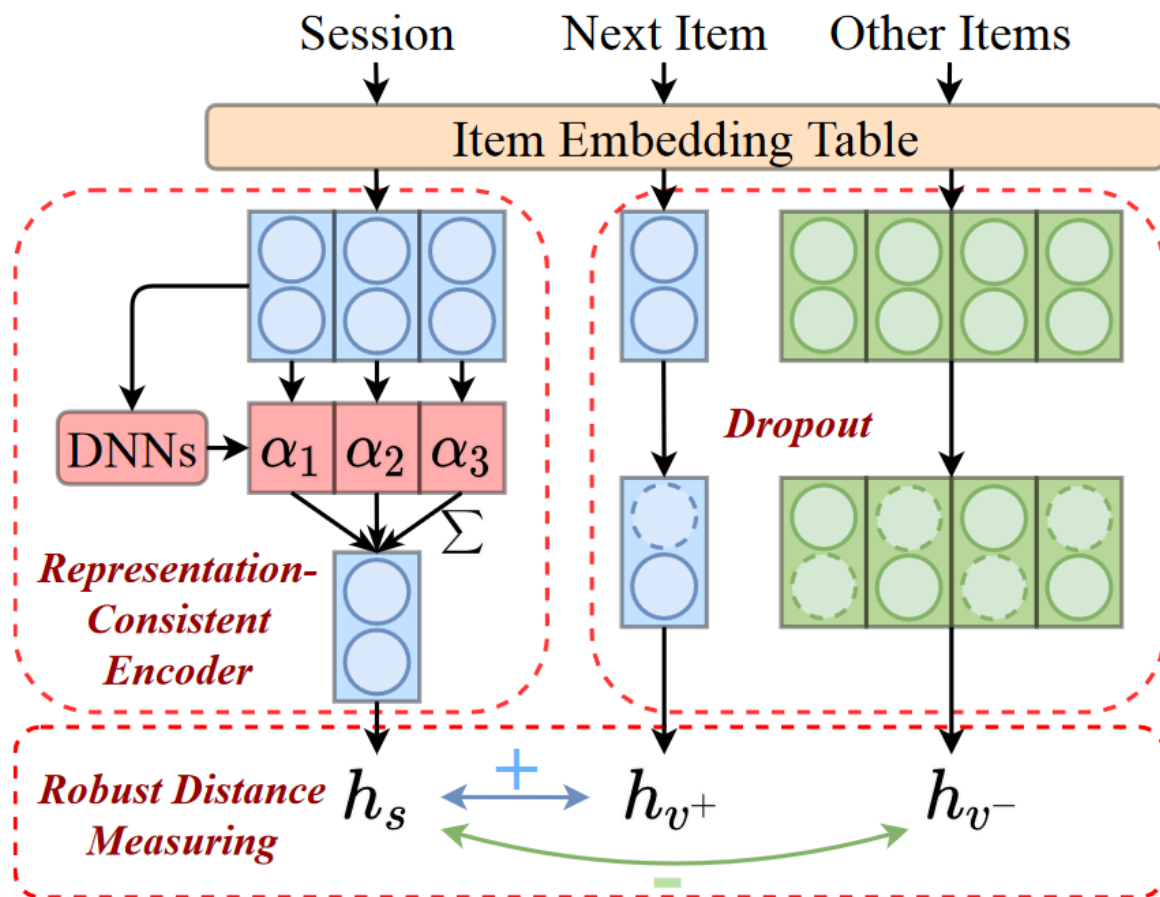


Figure 1: (a) Encoder-decoder framework of most existing session-based recommendation models and (b) Inconsistent prediction issue while measuring the distance between embeddings for recommending.

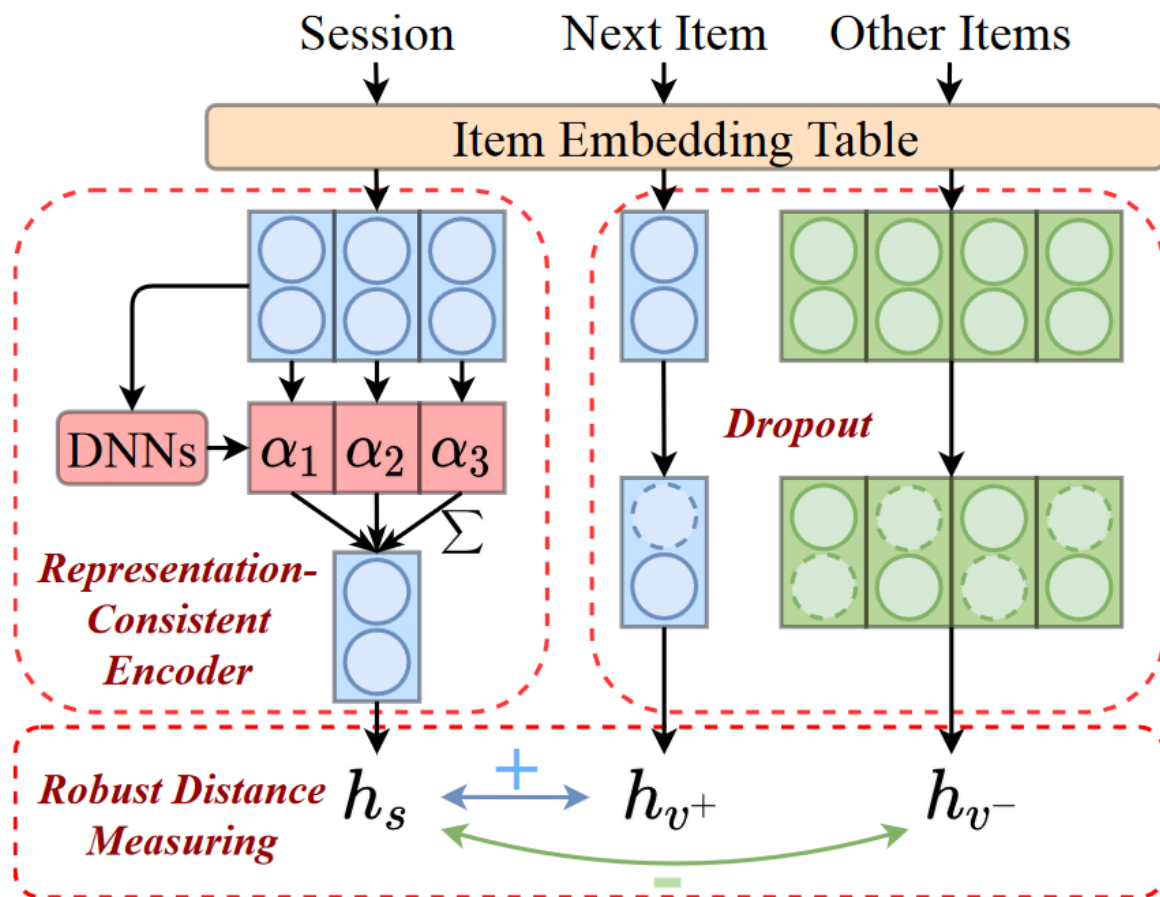
# Problem Statement



$h_i = \text{Emb}(v_i) \in \mathbb{R}^d$  denotes the item embedding for item  $v_i$ , where  $\text{Emb}(\cdot)$  is the item embedding look-up table and  $d$  is the dimension of vectors. Then we have  $h_s = \text{Encoder}([h_{s,1}, \dots, h_{s,n}]) \in \mathbb{R}^d$  to encode a session  $s$  with  $n$  items, where  $\text{Encoder}(\cdot)$  is usually a non-linear neural network. Finally, we can predict the probability distribution for the next item, i.e.,  $\hat{y} = \text{Decoder}(h_s) \in \mathbb{R}^m$ , where  $m$  is the number of all items.

Figure 2: Overall framework of CORE.

# Method



$$\alpha = \text{DNN}([h_{s,1}; h_{s,2}; \dots; h_{s,n}]), \quad (1)$$

$$h_s = \sum_{i=1}^n \alpha_i h_{s,i}, \quad (2)$$

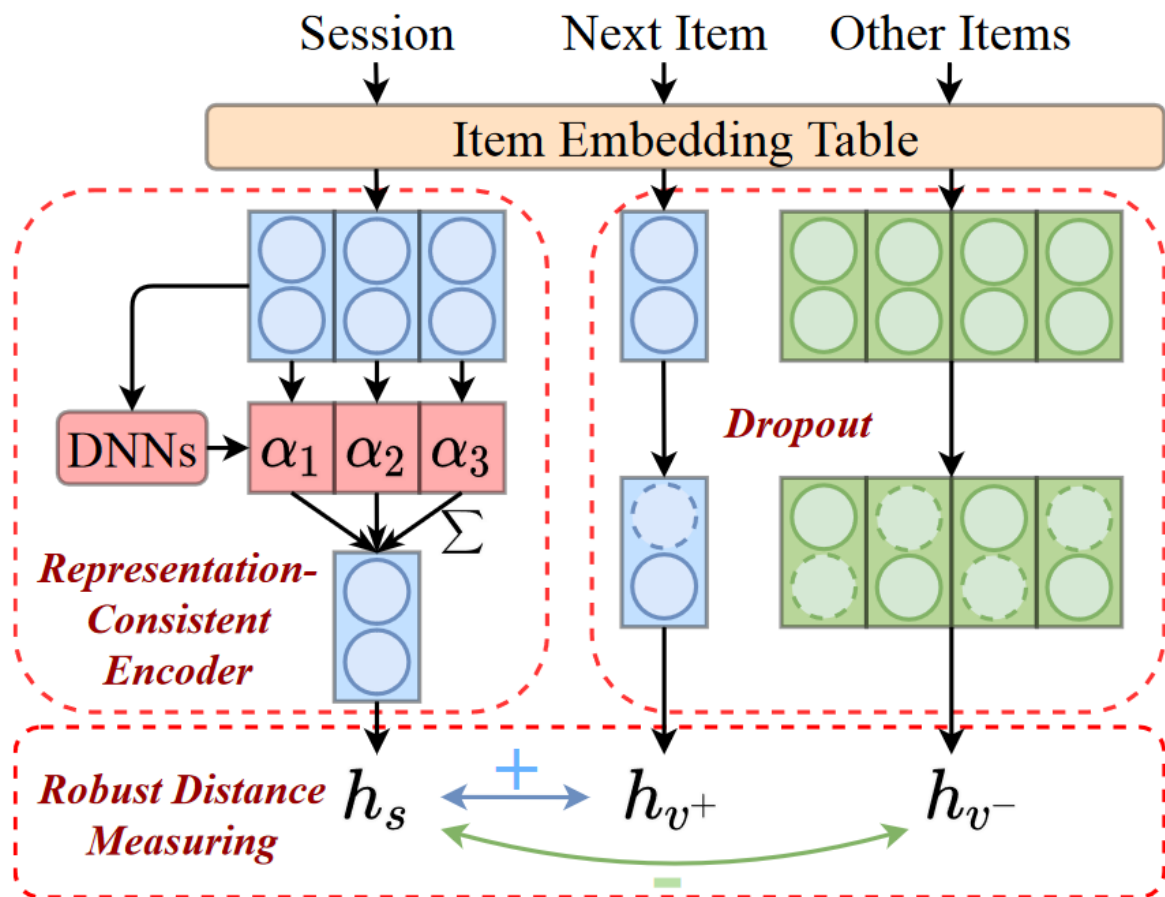
$$\alpha_i = \frac{1}{n}$$

$$F = \text{Transformers}([h_{s,1}; h_{s,2}; \dots; h_{s,n}]), \quad (3)$$

$$\alpha = \text{softmax}(w \cdot F^T), \quad (4)$$

Figure 2: Overall framework of CORE.

# Method



$$\begin{aligned}
 \ell_{\text{ori}} &= -\log \frac{\exp(\mathbf{h}_s \cdot \mathbf{h}_{v^+})}{\sum_{i=1}^m \exp(\mathbf{h}_s \cdot \mathbf{h}_{v_i})} \\
 &= \log \left[ 1 + (|\mathcal{V}| - 1) \sum_{v^- \in \mathcal{V} \setminus \{v^+\}} \exp(\mathbf{h}_s \mathbf{h}_{v^-} - \mathbf{h}_s \mathbf{h}_{v^+}) \right], \\
 &\approx (|\mathcal{V}| - 1) \sum_{v^- \in \mathcal{V} \setminus \{v^+\}} \exp(\mathbf{h}_s \mathbf{h}_{v^-} - \mathbf{h}_s \mathbf{h}_{v^+}) \\
 &\approx (|\mathcal{V}| - 1) \sum_{v^- \in \mathcal{V} \setminus \{v^+\}} (\mathbf{h}_s \mathbf{h}_{v^-} - \mathbf{h}_s \mathbf{h}_{v^+} + 1), \\
 &\propto \sum_{v^- \in \mathcal{V} \setminus \{v^+\}} \left( \|\mathbf{h}_s - \mathbf{h}_{v^+}\|^2 - \|\mathbf{h}_s - \mathbf{h}_{v^-}\|^2 + 2 \right). \\
 \ell &= -\log \frac{\exp(\cos(\mathbf{h}_s, \mathbf{h}'_{v^+})/\tau)}{\sum_{i=1}^m \exp(\cos(\mathbf{h}_s, \mathbf{h}'_{v_i})/\tau)}, \tag{5}
 \end{aligned}$$

Figure 2: Overall framework of CORE.

# Experiments

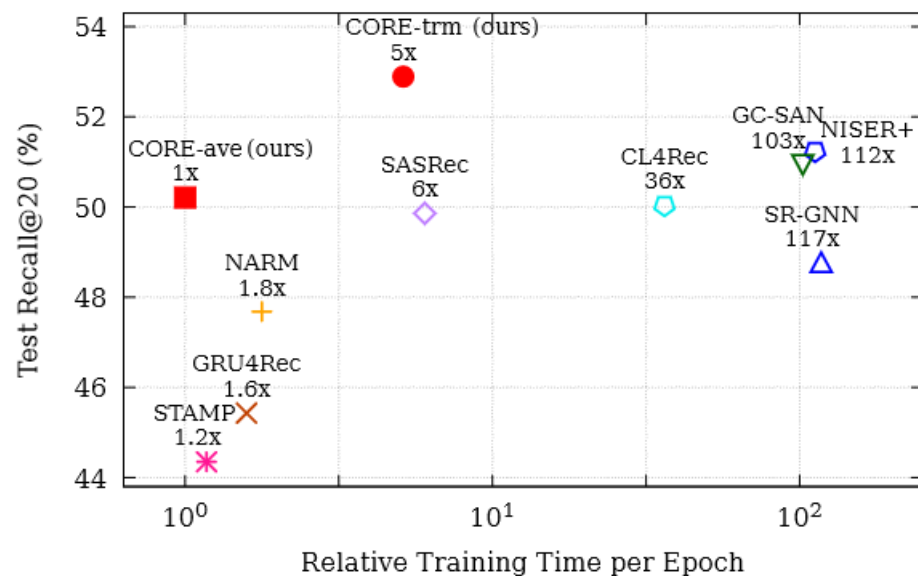
**Table 1: Overall performance comparison on five datasets. “\*” indicates the statistical significance for  $p < 0.01$  compared to the best baseline method with paired  $t$ -test. Sessions are split into train/validation/test set in a ratio of 8:1:1 for fair evaluation. We indicate performances of FPMC on Yoochoose as “–” due to the OOM issue.**

Dataset	Metric	FPMC	GRU4Rec	NARM	SR-GNN	NISER+	LESSR	SGNN-HN	SASRec	GC-SAN	CL4Rec	CORE-ave	CORE-trm	Improv.
Diginetica	R@20	31.83	45.43	47.68	48.76	<u>51.23</u>	48.80	50.89	49.86	50.95	50.03	50.21	<b>52.89*</b>	+3.24%
	M@20	8.79	14.77	15.58	16.93	<u>18.32</u>	16.96	17.25	17.19	17.84	17.26	18.07	<b>18.58*</b>	+1.42%
Nowplaying	R@20	10.18	13.80	14.17	15.28	16.55	17.60	16.75	<u>20.69</u>	18.30	20.59	20.31	<b>21.81*</b>	+5.41%
	M@20	4.51	5.83	6.11	6.10	7.14	7.13	6.13	<b>8.14</b>	<u>8.13</u>	8.21	6.62	7.35	–
RetailRocket	R@20	46.04	55.32	58.65	58.71	<u>60.36</u>	56.22	58.82	59.81	60.18	59.69	59.18	<b>61.85*</b>	+2.47%
	M@20	21.95	33.18	34.69	36.42	<u>37.43</u>	37.11	35.72	36.03	36.85	35.95	<u>37.52*</u>	<b>38.76*</b>	+3.55%
Tmall	R@20	20.30	23.25	31.67	33.65	35.97	32.45	39.14	35.82	35.32	35.59	<b>44.67*</b>	<u>44.48*</u>	+14.13%
	M@20	13.07	15.78	21.83	25.27	27.06	23.96	23.46	25.10	23.48	25.07	<b>31.85*</b>	<u>31.72*</u>	+17.70%
Yoochoose	R@20	–	60.78	61.67	61.84	62.99	62.89	62.49	63.55	63.24	<u>63.61</u>	58.83	<b>64.61*</b>	+1.57%
	M@20	–	27.27	27.82	28.15	<u>28.98</u>	28.59	28.24	28.63	<b>29.00</b>	28.73	25.05	28.24	–

**Table 2: Statistics of the datasets.**

Dataset	# Interactions	# Items	# Sessions	Avg. Length
Diginetica	786,582	42,862	204,532	4.12
Nowplaying	1,085,410	59,593	145,612	9.21
RetailRocket	871,637	51,428	321,032	6.40
Tmall	427,797	37,367	66,909	10.62
Yoochoose	1,434,349	19,690	470,477	4.64

# Experiments



**Figure 3: Performances over training time relative to that of CORE-ave on Diginetica.**

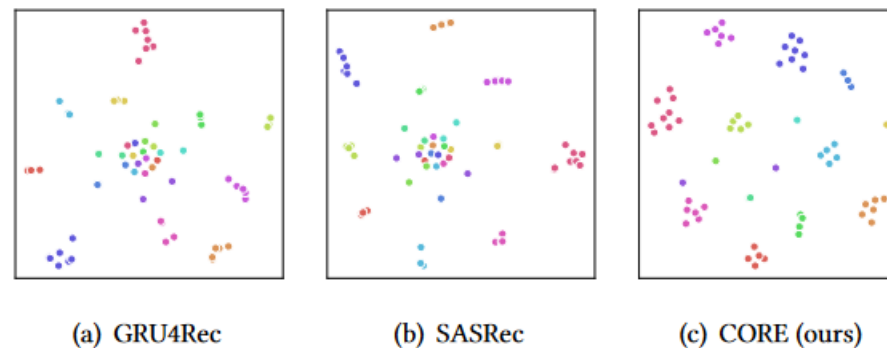
**Table 3: Ablation study of CORE’s variants on Diginetica and RetailRocket.**

Method	Diginetica		RetailRocket	
	R@20	M@20	R@20	M@20
CORE	52.89	18.58	61.85	38.76
w/o RCE	49.82	17.41	59.59	36.27
w/o RDM	52.31	18.38	60.93	37.72
SASRec	49.86	17.19	59.81	36.03

# Experiments

**Table 4: Performance comparison of different methods and their improved variants on two datasets.**

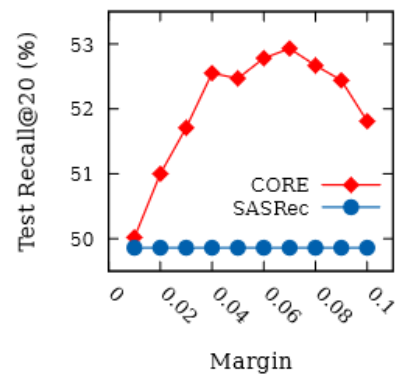
Method	Diginetica		RetailRocket	
	R@20	M@20	R@20	M@20
NARM	47.68	15.58	58.65	34.69
+ RCE	51.86	18.27	60.77	37.01
+ RDM	51.62	17.79	61.33	37.11
+ All	<b>52.51</b>	<b>18.58</b>	<b>62.19</b>	<b>38.84</b>
SR-GNN	48.76	16.93	58.71	36.42
+ RCE	49.51	17.53	57.05	35.70
+ RDM	51.36	18.57	61.41	38.27
+ All	<b>52.38</b>	<b>18.95</b>	<b>61.43</b>	<b>38.38</b>



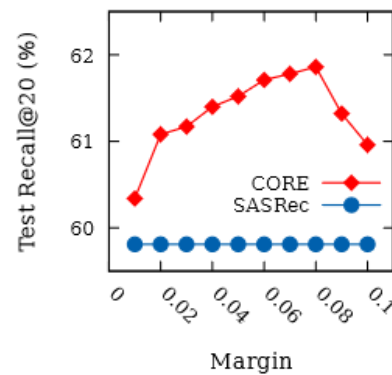
**Figure 4: Visualization of learned session embeddings.**



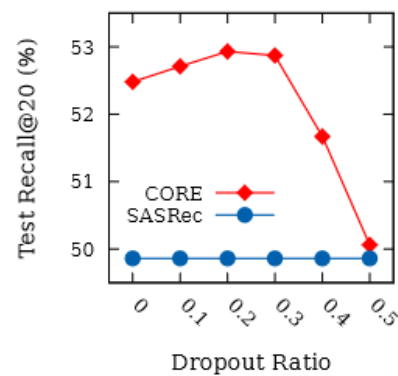
# Experiments



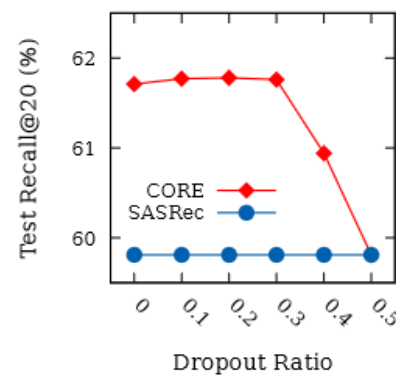
(a) Diginetica



(b) RetailRocket



(c) Diginetica



(d) RetailRocket

**Figure 5: Parameter tuning of CORE on Diginetica and RetailRocket datasets.**



# Thanks