



# Modeling Temporal Positive and Negative Excitation for Sequential Recommendation

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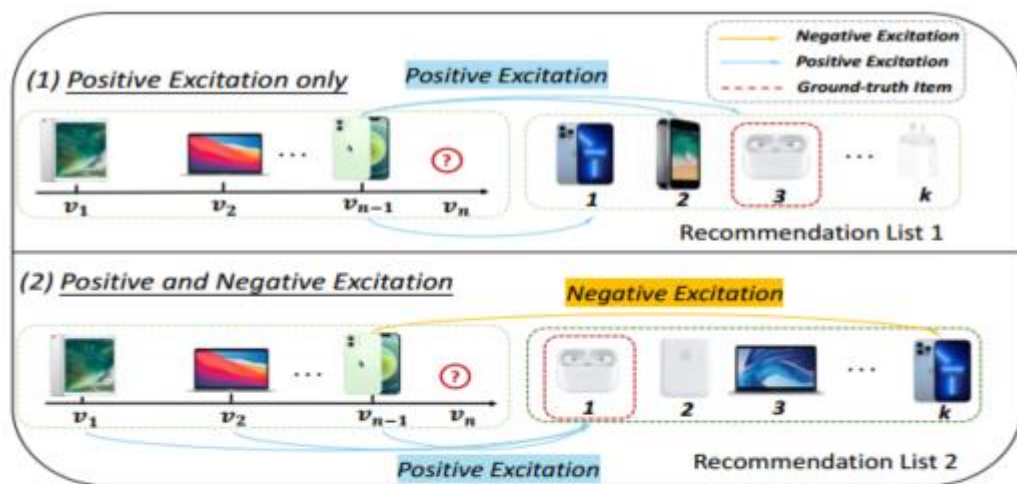
CSIRO's Data 61 and UNSW  
Sydney, NSW, Australia

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# Introduction

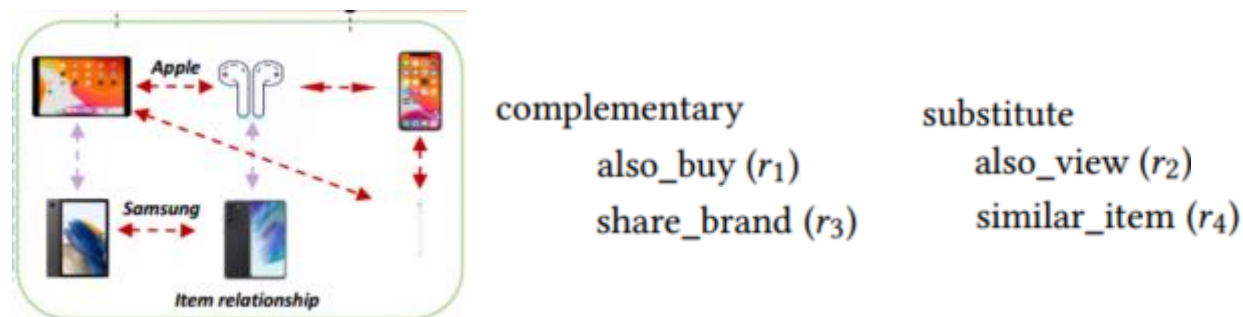


**Figure 1: An example of recommendations via modeling positive excitation only (existing methods) and modeling both positive and negative excitation (our proposal). Clearly, the latter achieves better performance via ranking the ground-truth next item AirPods at the Top-1 position in the recommendation list.**

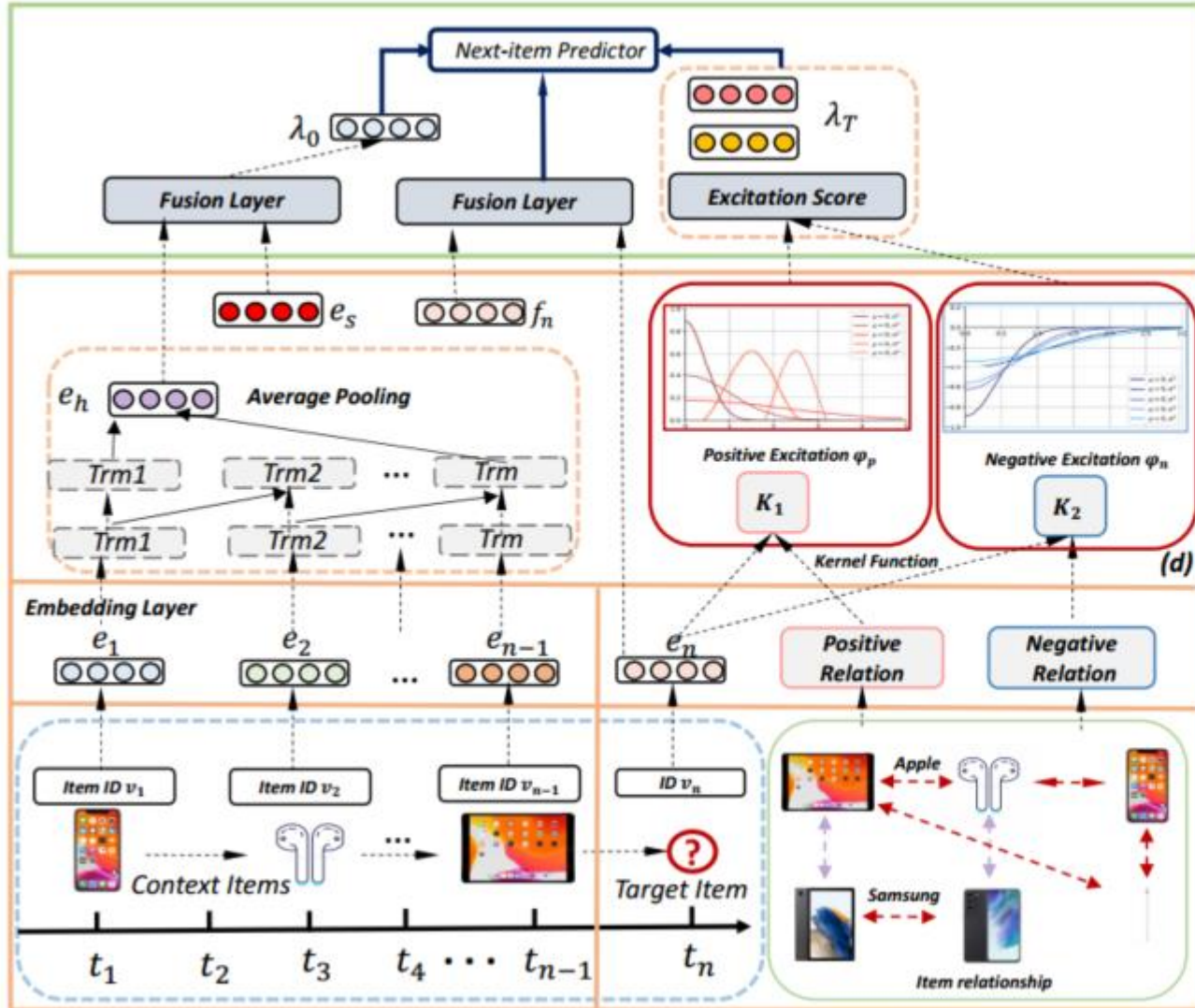
Overlooking users' static interest revealed by some static attribute information of items, (category, brand).

Existing works often only consider the positive excitation of a user's historical interactions.

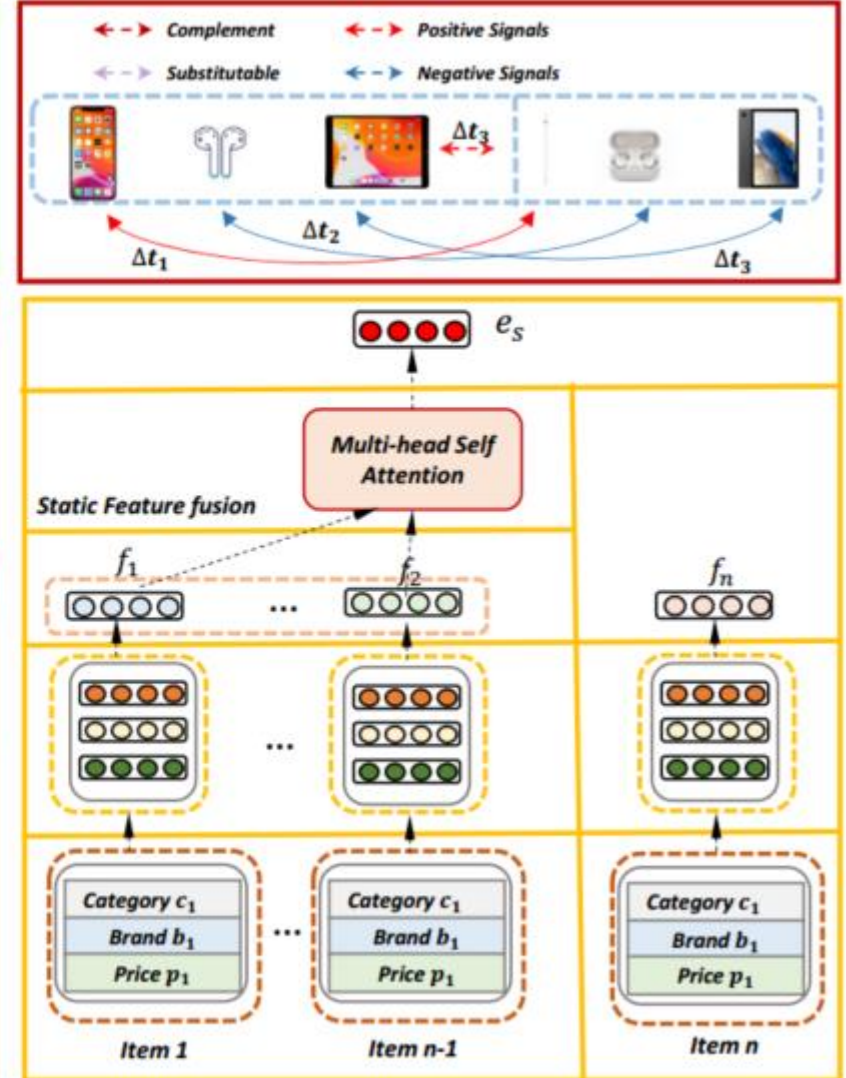
In this paper, the author proposed modeling both static interest and negative excitation for dynamic interest.



(c) Next-item Prediction Module

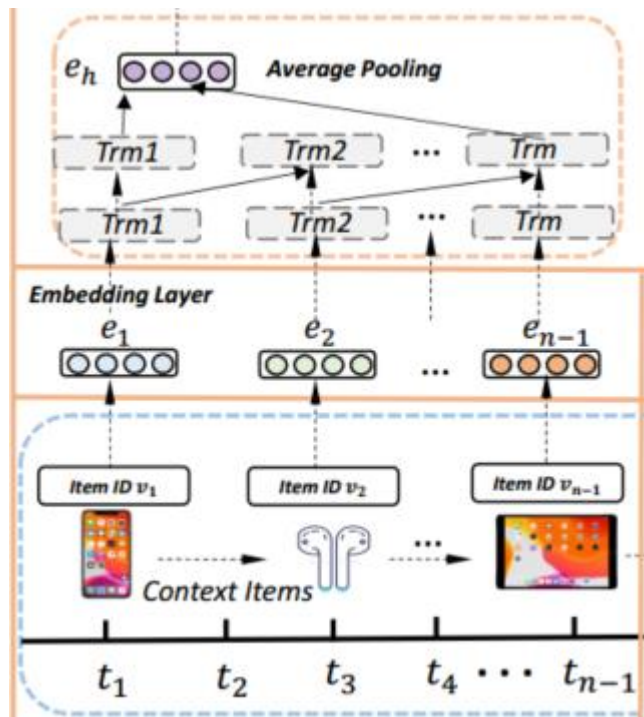


(d) Illustration of Positive and Negative Signals



(a) User Dynamic Interest Modelling (DIM) with Temporal Positive and Negative Excitation (TPNE)

(b) User Static Interest Modelling (SIM)



### PRELIMINARIES:

$$\mathcal{U} = \{u_1, u_2, \dots, u_{|U|}\}$$

$$\mathcal{V} = \{v_1, v_2, \dots, v_{|V|}\}$$

$$H_u = \{v_1, v_2, \dots, v_n\}$$

category  $c_i$

brand  $b_i$

price  $p_i$

interaction timestamp  $t_i$

### Users' Dynamic Interest Modeling

$$\lambda_T(t) = \lambda_0 + \sum_{i:t_i < t_n} \varphi(t_n - t_i), \quad (2)$$

$$\lambda_0 = e_h^T e_{v_n} + u_b + i_b, \quad (3)$$

$$A_i = \text{Att}((E(H_u) + \text{POS}_i)W^Q, (E(H_u) + \text{POS}_i)W^K, (E(H_u) + \text{POS}_i)W^V), \quad (4)$$

$$\text{Att}_i = \text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d}}\right)V, \quad (5)$$

$$E(H_u) = \text{LayerNorm}(H_u + \text{Dropout}(\text{FFN}(A_i))). \quad (6)$$

item embedding matrix  $E \in \mathbb{R}^{|V| \times d}$  **Hawkes Processes in Sequential Modeling**

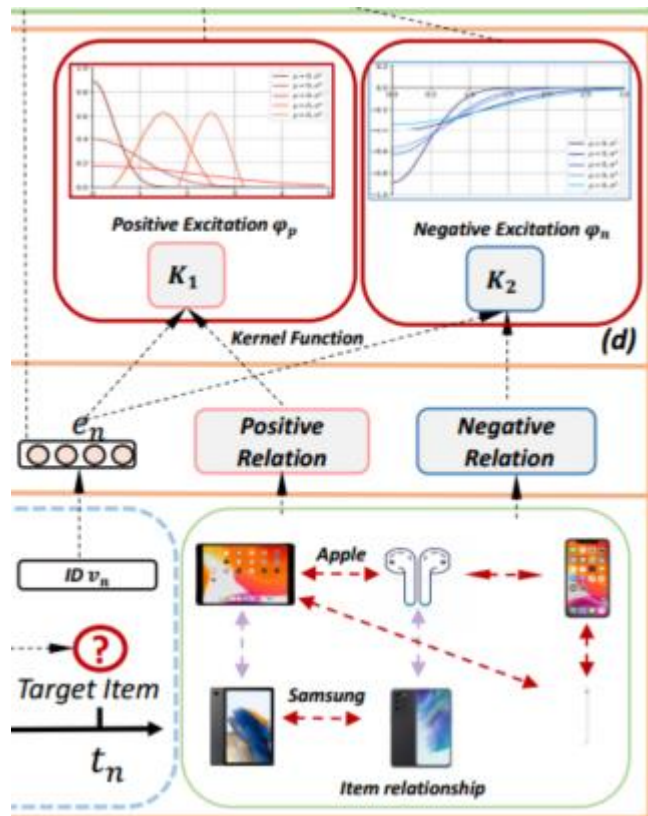
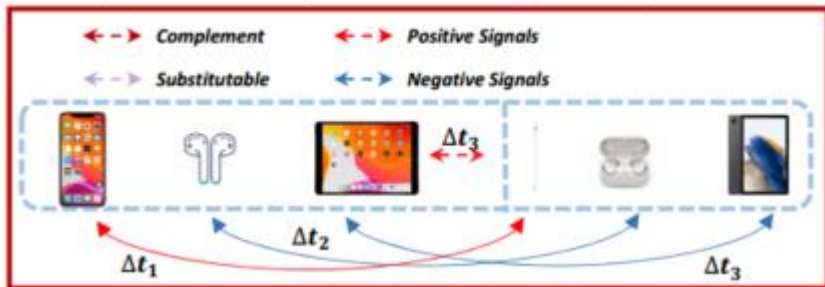
$$e_v = E(v) \in \mathbb{R}^{1 \times d}$$

u's item embedding  $E(H_u)$

$$\lambda(t) = \mu(t) + \sum_{t_i < t} \varphi(t - t_i),$$

$$(1) \quad e_h = \frac{1}{|N| - 1} \sum_{i=1}^{n-1} E(H_u)_i, \quad (7)$$

(d) Illustration of Positive and Negative Signals



## Positive Excitation Learning and Negative Excitation Learning

$$\lambda_T(t) = \lambda_0 + \sum_{i:t_i < t_n} \varphi_p(t_n - t_i) - \sum_{j:t_j < t_n} \varphi_n(t_n - t_j), \quad (8)$$

### Positive Excitation Learning

$$\varphi_p(t_n - t_i) = \sum_{i:t_i < t} I_{rp}(v_i, v_n) \mathcal{K}_1(t_n - t_i), \quad (9) \quad r \in \{r1, r2, r3, r4\}$$

$$\mathcal{K}_1^i(\Delta t_1) = N(\Delta t_1 | 0, \sigma_1^v) + N(\Delta t_1 | \mu_2^v, \sigma_2^v). \quad (10)$$

complementary

also\_buy (r1)

share\_brand (r3)

### Negative Excitation Learning

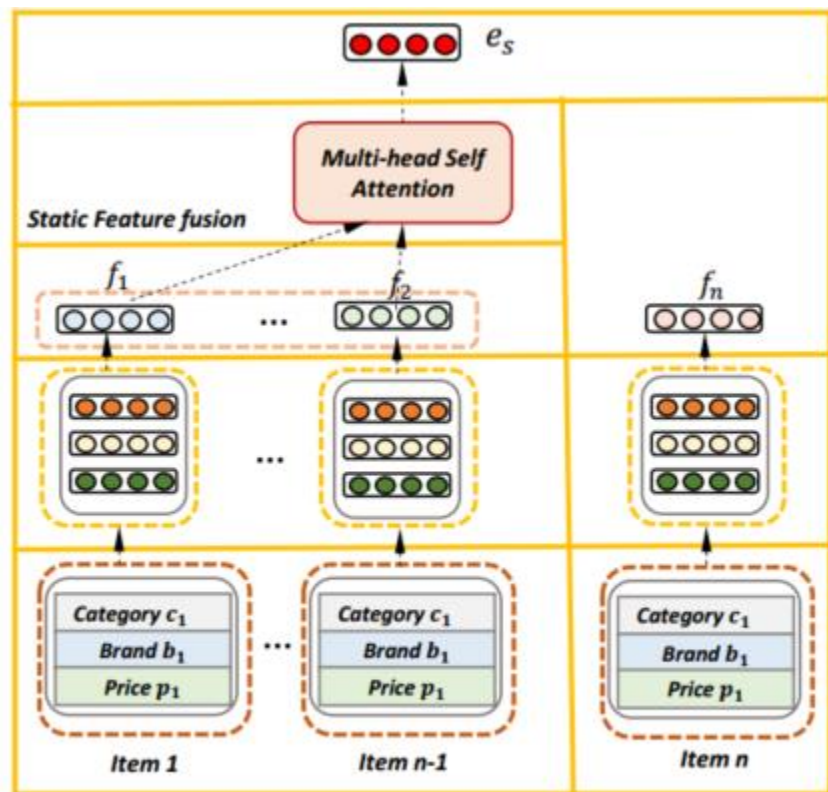
$$\varphi_n(t_n - t_j) = \sum_{j:t_j < t_n} I_{rn}(v_j, v_n) \mathcal{K}_2(t_n - t_j), \quad (11)$$

$$\mathcal{K}_2(\Delta t_2) = -N(\Delta t_2 | 0, \sigma_3^v), \quad (12)$$

substitute

also\_view (r2)

similar\_item (r4)



(b) User Static Interest Modelling (SIM)

## Users' Static Interest Modeling

category embedding matrix  $C \in R^{|C| \times d}$

brand embedding matrix  $B \in R^{|B| \times d}$

price embedding matrix  $P \in R^{|P| \times d}$

$$f_i = c_i + b_i + p_i, \quad (13)$$

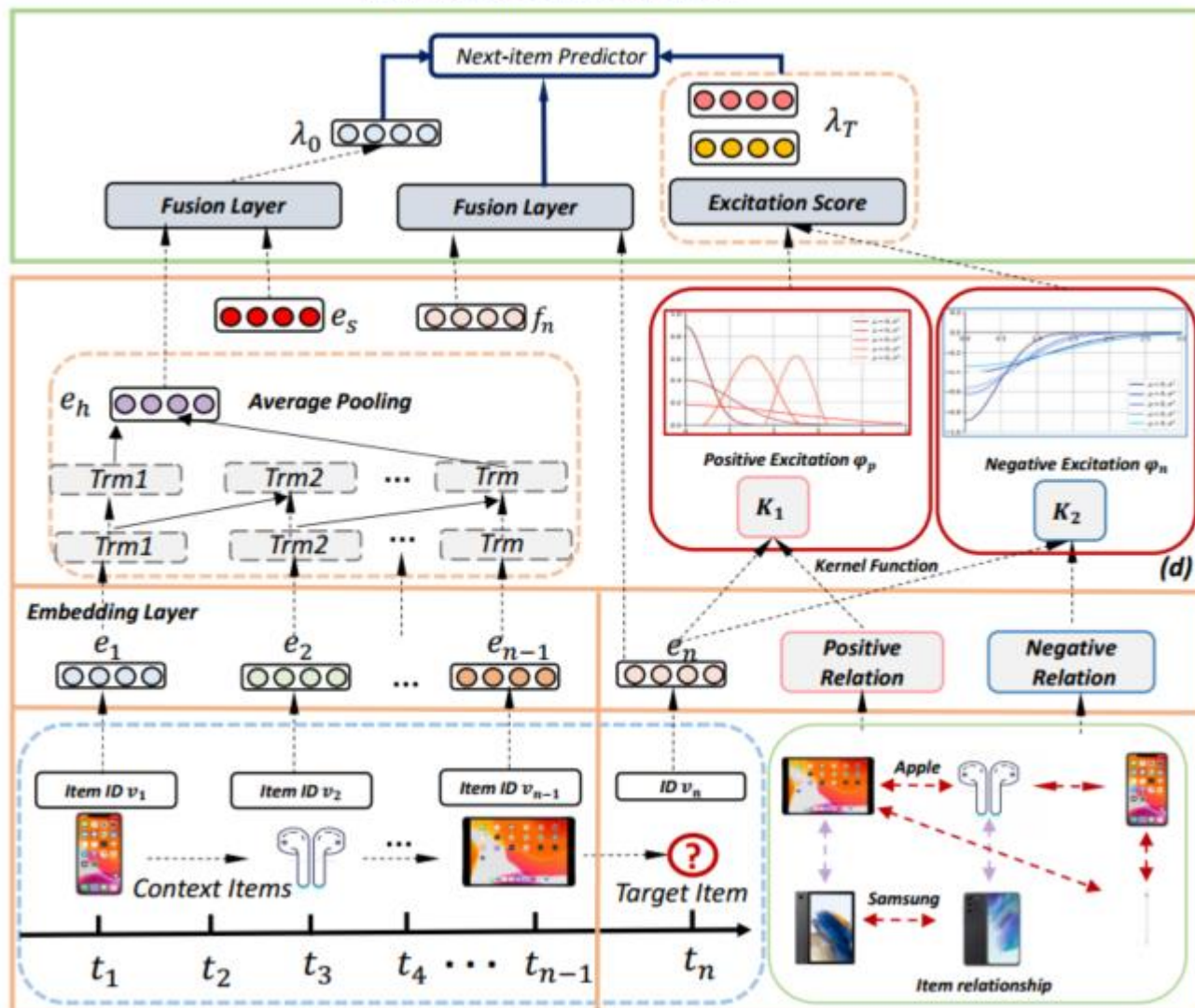
$$H_f = \text{Att}(FW^Q, FW^K, FW^V). \quad (14)$$

$$M_f = \text{Multihead}(F) = \text{Concat}(h_1, h_2, \dots, h_{l_f})W^O, \quad (15)$$

$$h_i = \text{Att}(FW_i^Q, FW_i^K, FW_i^V), \quad (16)$$

$$e_s = \frac{1}{|N| - 1} \sum_{i=1}^{|N|-1} H_f, \quad (19)$$

(c) Next-item Prediction Module



(a) User Dynamic Interest Modelling (DIM) with Temporal Positive and Negative Excitation (TPNE)

## Next-item Prediction

$$g = \sigma(W_1 e_s + W_2 e_h + b), \quad (20)$$

$$e_f = g \odot e_s + (1 - g) \odot e_h, \quad (21)$$

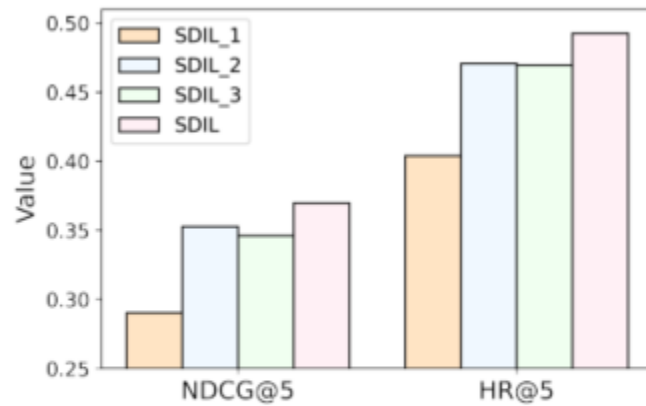
$$\mathcal{L}_r = - \sum_{u \in \mathcal{U}} \sum_{i=1}^{N_u} \log \sigma(\hat{y}_{ui} - \hat{y}_{uj}), \quad (22)$$

$$\hat{y}_{ui} = e_f^T e_i + \lambda_{T,i}, \quad \hat{y}_{uj} = e_f^T e_j + \lambda_{T,j} \quad (23)$$

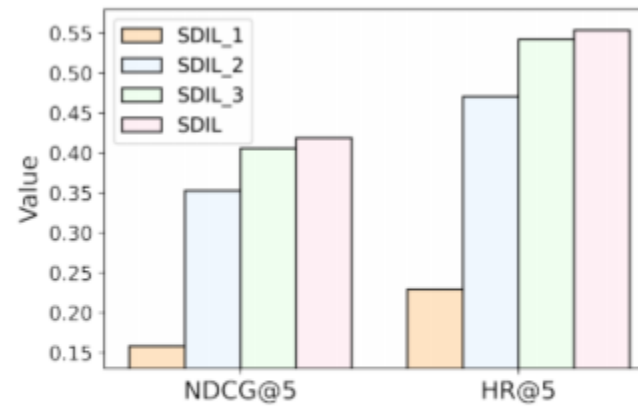
**Table 2: Overall performance. Bold scores represent the highest results of all methods. Underlined scores stand for the second-highest results. Our model achieves the state-of-the-art result among all baseline models. \* means the improvement is significant at  $p < 0.05$ .**

Dataset	Metric	BPR	GRU4Rec	Caser	NARM	SASRec	TiSASRec	SLRS+	Chorus	AHMP	KDA	SDIL	Improv.
Beauty	HR@5	0.3317	0.3202	0.3210	0.3334	0.4004	0.3872	0.4339	0.4536	0.4566	<u>0.4860</u>	<b>0.4926*</b>	1.36%
	HR@10	0.4355	0.4311	0.4345	0.4462	0.5074	0.4980	0.5337	0.5698	0.5519	<u>0.5997</u>	<b>0.6128*</b>	2.18%
	HR@20	0.5505	0.5693	0.5757	0.5823	0.6268	0.6179	0.6361	0.6838	0.6599	<u>0.7144</u>	<b>0.7323*</b>	2.51%
	NDCG@5	0.2361	0.2271	0.2246	0.2348	0.2923	0.2904	0.3319	0.3386	0.3496	<u>0.3648</u>	<b>0.3698*</b>	1.37%
	NDCG@10	0.2697	0.2628	0.2612	0.2712	0.3268	0.3181	0.3642	0.3762	0.3803	<u>0.4016</u>	<b>0.4088*</b>	1.79%
	NDCG@20	0.2987	0.2976	0.2967	0.3055	0.3569	0.3483	0.3900	0.4050	0.4076	<u>0.4306</u>	<b>0.4390*</b>	1.95%
	MRR	0.2363	0.2271	0.2246	0.2366	0.2923	0.2904	0.3319	0.3386	0.3421	<u>0.3549</u>	<b>0.3610*</b>	1.72%
Cellphone	HR@5	0.3387	0.3015	0.3937	0.4168	0.4586	0.4520	0.4696	0.4697	0.5045	<u>0.5497</u>	<b>0.5538*</b>	0.75%
	HR@10	0.4528	0.4301	0.5309	0.5509	0.5810	0.5767	0.5641	0.5929	0.6132	<u>0.6745</u>	<b>0.6792*</b>	0.70%
	HR@20	0.5852	0.5918	0.6810	0.6974	0.7067	0.7022	0.6637	0.7152	0.7284	<u>0.7923</u>	<b>0.8028*</b>	1.33%
	NDCG@5	0.2430	0.2085	0.2800	0.2995	0.3412	0.3344	0.3634	0.3530	0.3852	<u>0.4119</u>	<b>0.4188*</b>	1.69%
	NDCG@10	0.2798	0.2498	0.3243	0.3429	0.3809	0.3748	0.3939	0.3929	0.4204	<u>0.4523</u>	<b>0.4595*</b>	1.59%
	NDCG@20	0.3131	0.2905	0.3622	0.3799	0.4126	0.4065	0.4191	0.4238	0.4495	<u>0.4821</u>	<b>0.4908*</b>	1.80%
	MRR	0.2453	0.2271	0.2246	0.2969	0.2923	0.2904	0.3319	0.3386	0.3747	<u>0.3666</u>	<b>0.4049*</b>	10.45%
Toys	HR@5	0.2897	0.2902	0.2898	0.3173	0.3687	0.3475	0.4368	0.4124	0.4603	<u>0.4805</u>	<b>0.4953*</b>	3.08%
	HR@10	0.3897	0.4060	0.4103	0.4336	0.4767	0.4608	0.5345	0.5203	0.5587	<u>0.5882</u>	<b>0.6069*</b>	3.18%
	HR@20	0.5061	0.5546	0.5590	0.5777	0.6018	0.6003	0.6440	0.6443	0.6621	<u>0.7019</u>	<b>0.7248*</b>	3.26%
	NDCG@5	0.2068	0.1974	0.1947	0.2206	0.3023	0.2535	0.3490	0.3132	0.3600	<u>0.3660</u>	<b>0.3797*</b>	3.74%
	NDCG@10	0.2390	0.2348	0.2336	0.2581	0.3140	0.2901	0.3804	0.3480	0.3918	<u>0.4007</u>	<b>0.4157*</b>	3.74%
	NDCG@20	0.2683	0.2721	0.2710	0.2944	0.3339	0.3253	0.4081	0.3793	0.4179	<u>0.4294</u>	<b>0.4454*</b>	3.73%
	MRR	0.2116	0.2271	0.2246	0.2244	0.2923	0.2904	0.3319	0.3386	0.3547	<u>0.3666</u>	<b>0.3713*</b>	1.28%

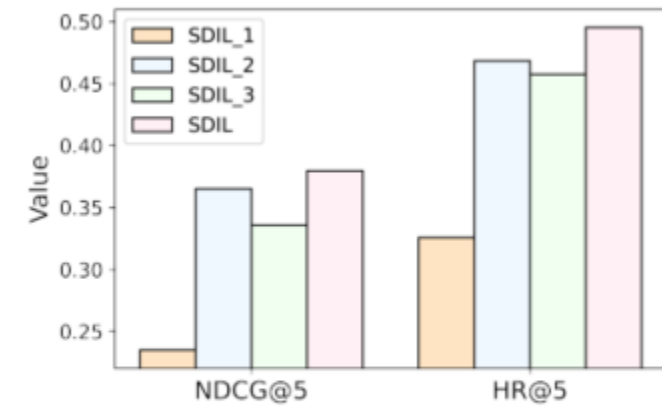




(a) Beauty Dataset.



(b) Cellphones Dataset.

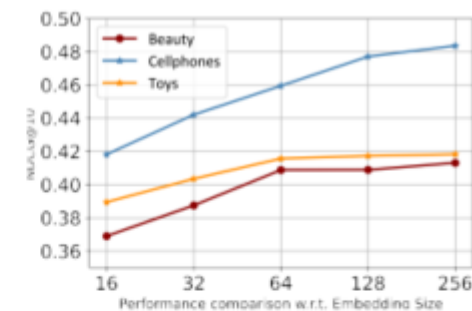
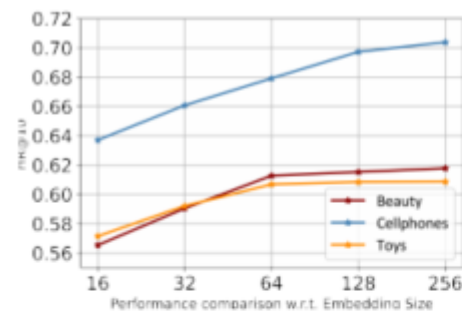


(c) Toys Dataset.

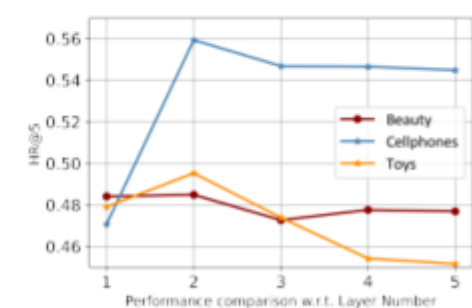
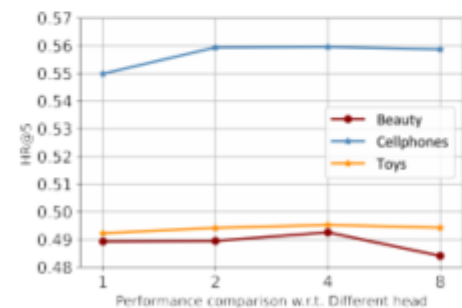
**Figure 3: Ablation Study on the Model Performance. (HR@5 and NDCG@5) on different datasets.**

**Table 3: Performance comparison between SDIL-TPE and SDIL. \* means the improvement is significant at  $p < 0.05$ .**

Dataset	Metrics	SDIL-TPE	SDIL
Beauty	HR@5	0.4825	0.4926*
	HR@10	0.6054	0.6128*
	NDCG@5	0.3487	0.3698*
	NDCG@10	0.4014	0.4088*
	MRR	0.3534	0.3602*
Cellphones	HR@5	0.5521	0.5538*
	HR@10	0.6772	0.6792*
	NDCG@5	0.4102	0.4188*
	NDCG@10	0.4422	0.4595*
	MRR	0.4038	0.4049*
Toys	HR@5	0.4871	0.4953*
	HR@10	0.5979	0.6069*
	NDCG@5	0.3741	0.3797*
	NDCG@10	0.3670	0.4157*
	MRR	0.3670	0.3713*



**Figure 4: Embedding size setting's effect on the model performance. (HR@5 and NDCG@10).**



**Figure 5: Different transformer layers setting's effect on the model performance. (HR@10 and NDCG@10).**

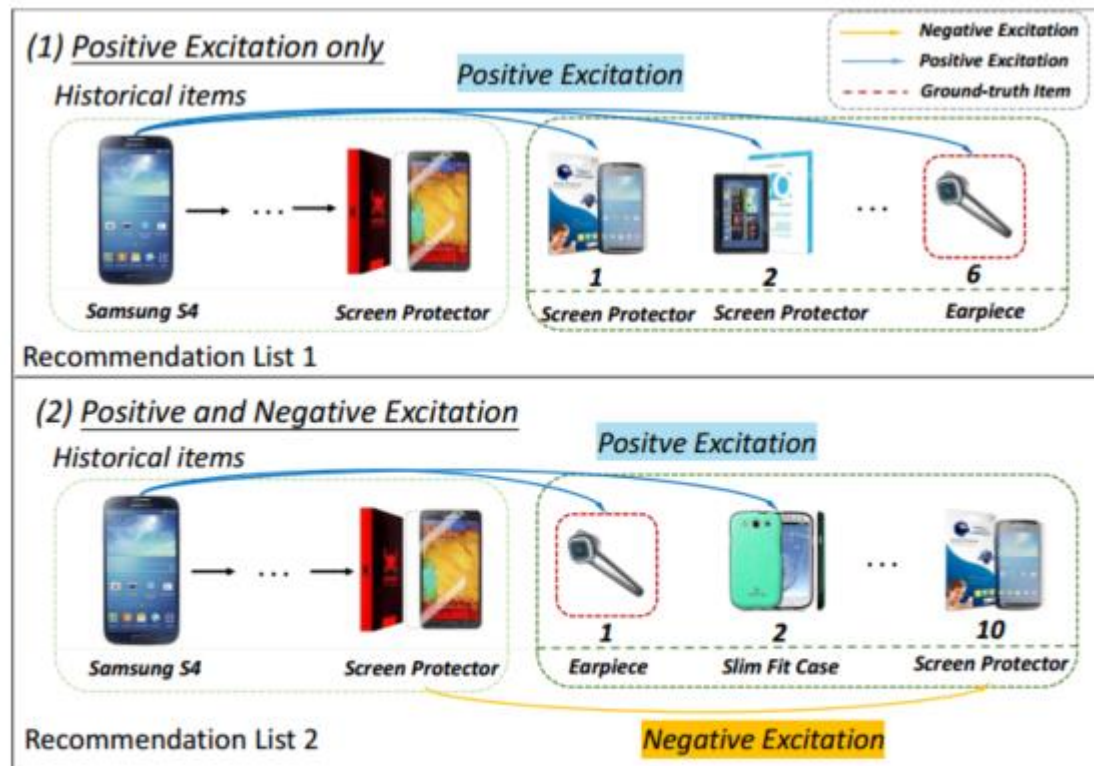


Figure 6: Illustration of the ranking results of TPE and TPNE. The item highlighted in the red boxes is the ground-truth item.

Beauty Dataset	Ranking List Results			
	1	2	...	7
Sampled User History Items				
	<b>Static Interest Modelling</b>			
			...	
	<b>Dynamic Interest Modelling</b>			
			...	
	<b>Precise Interest Modelling</b>			
			...	

Figure 7: Illustration of the ranking results of SIM, DIM and DSIM. The item highlighted in the red boxes is the ground-truth item.