REACH



















The team

Business data value

Data user experience

Privacy & user control

Personal data regulations



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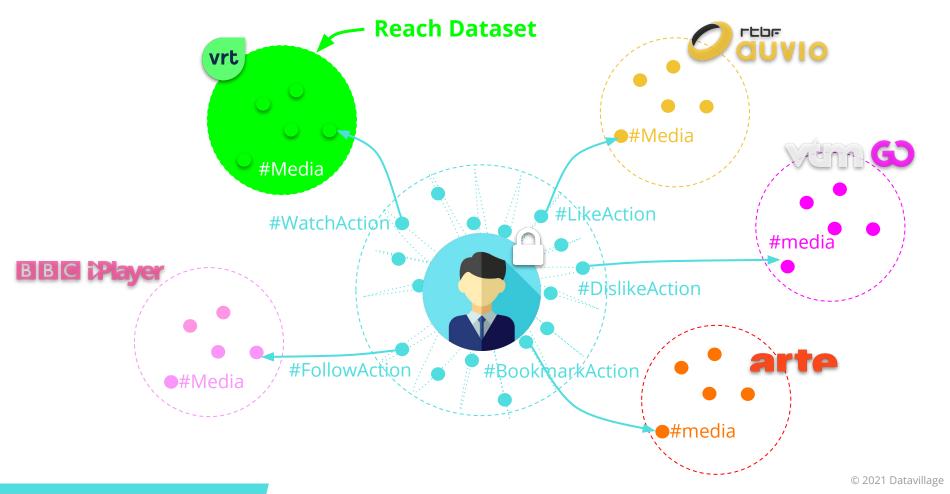
Consumers curated life



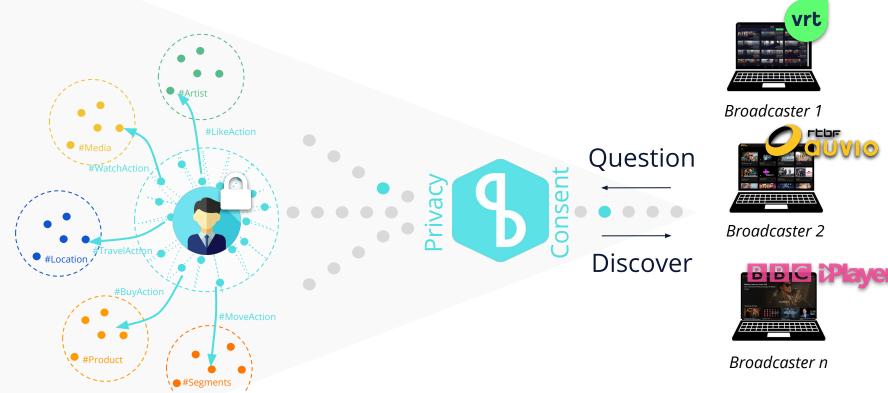


What they miss!

Link the data on consumer's side



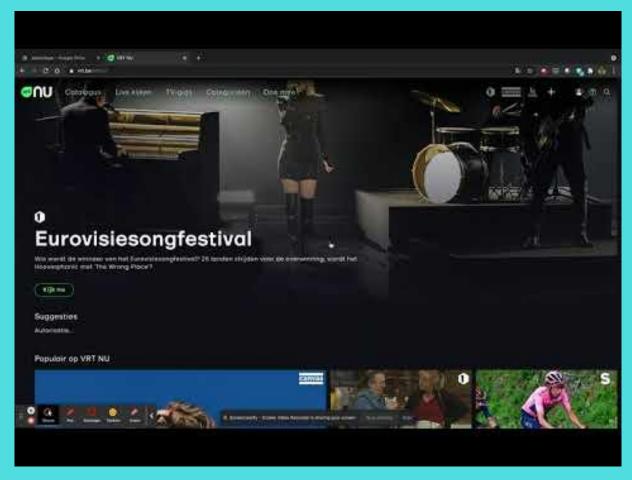
Ask users questions through their data!



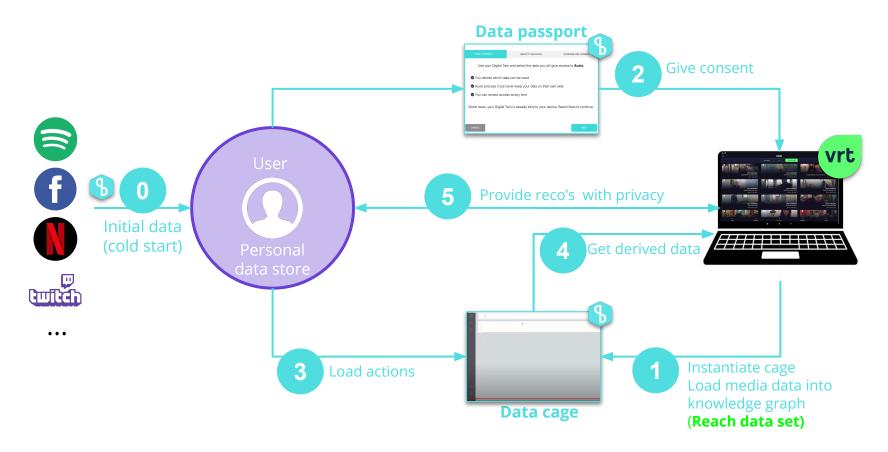




The product



How it works





User centric recommandation flow

Data Sources for the POC:

- Media metadata to recommend
- User previous actions on FB, Spotify, Auvio
- Knowledge Graph enrichment
 Mick Jagger → Rolling Stones → Rock Music
- NLP enrichment
 Named Entity Recognition, Bag of Word, TF-IDF

Reach Dataset









Recommendations for a specific user

User

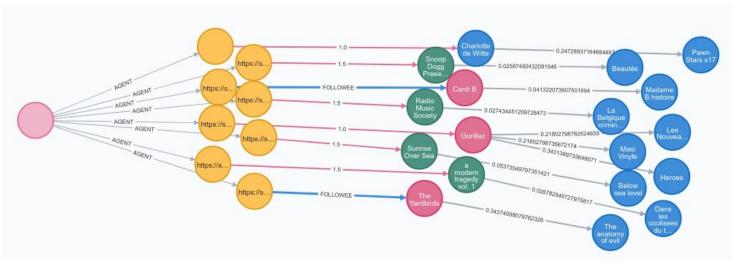
User Actions

Media Touched

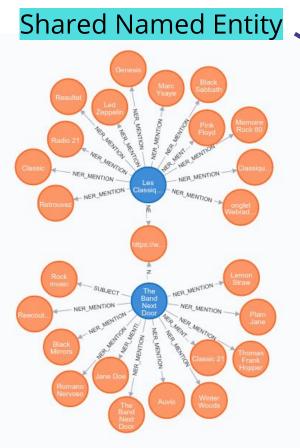
Media Recommandations

Look at previous user interactions with media FB Likes, Spotify bookmarks, Watch on VRT, Auvio, etc.

Use media touched by the user to find similar content in the graph Combining similarity measure, user action weight and number of paths to a similar media



Media Similarity Measure from NLP

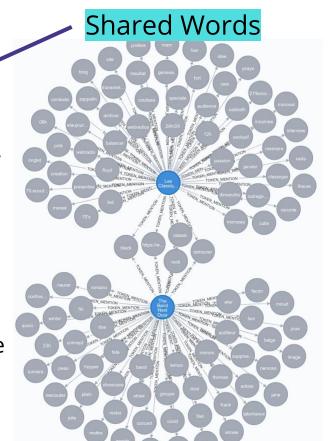


TF-IDF

Term Frequency Inverse Document Frequency to build vector representing a single media

Cosine Similarity

between two media value close to 1 if media share all their NER/Word content and close to 0 if they have no common NER/Words



Media Similarity Measure from Knowledge Graph Concepts

Enrichment

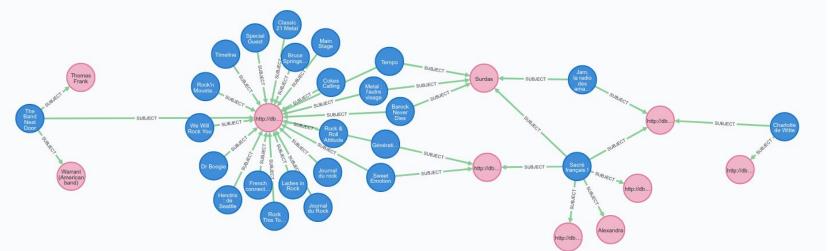
Enrich the knowledge graph from external data sources in order to find connection between nodes

Shortest Path

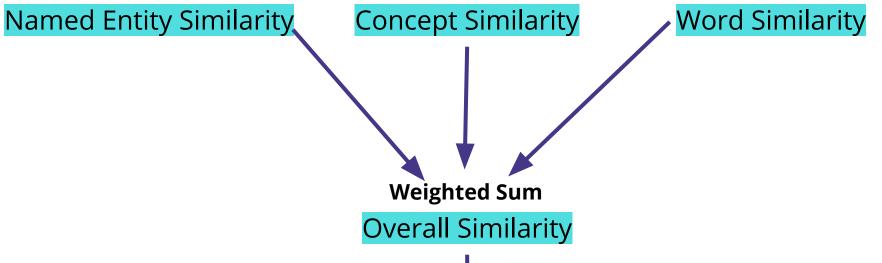
Find the shortest path between pairs of nodes (distance depends on the quality of the connections)

Similarity

between media is computed from the distance among them

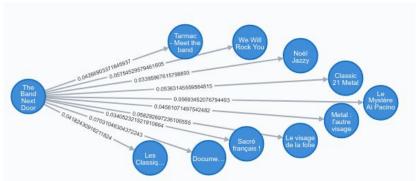


Overall Similarity Between Two Medias



Best Connections

For every media, we precompute the N most similar media connected to it.



What influences recommendation scoring

User

User Actions

Media Touched

Media Recommandations

- User Action
 - o **Date:** recent is better
 - Type: bookmark>follow>like
 - o **Positiveness**: Like vs Dislike
 - Platform: action on auvio are underweighted to avoid bubble effects
- Media touched by an action
 - Content: description, keywords, album vs track vs music band
 - Frequency: we try to use each touched media only once for each user recommendation → increase diversity
 - Similarity/Connectivity: with Auvio content is used to find recommendation candidates

- Recommended Media
 - Publish Date: recent is better
 - Number of actions / medias:
 suggesting this recommendations
 - Recommendation Likeliness: some media are easily recommended because they have high connectivity/similarity. Those are underweighted to avoid bubble effect.
 - **Watched media:** are discarded
 - Expired media: are discarded

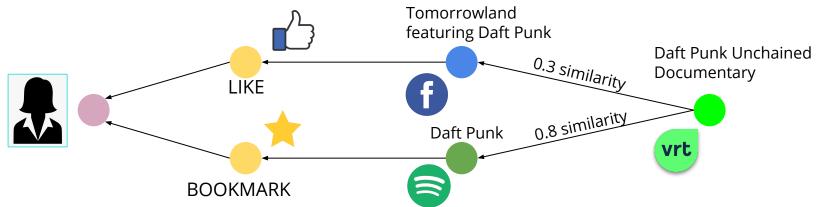
Explainability of the recommendations

Reverse Navigation

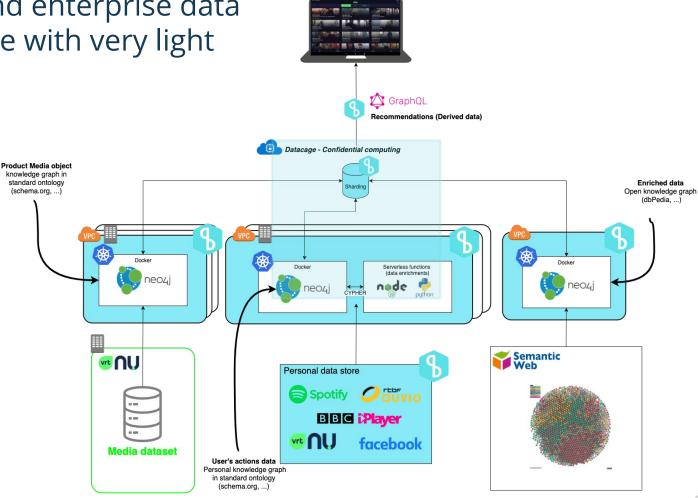
The knowledge graph can be navigated in opposite direction in order to explain why a particular media was recommended to a user.

Actions $\leftarrow \rightarrow$ Recommandations

We can provide to the end-user which actions / data providers are determinant for a specific recommendation



We extend enterprise data landscape with very light footprint



Thank you

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