1. How would one enrich a CF based recommender to provide the user with good explanations?

- Explanations accompanying a recommendation attempt to increase a user’s confidence, help him make good purchase decisions faster, persuade him and attempt to increase the ease of usability or enjoyment in the system.

- CF systems tend to draw on item similarity in latent space which has several major drawbacks and tend to be vague or confusing.

- We utilize hand curated meta-data labels and implement a set of algorithms which given a user’s history and recommended item find a satisfying explanation in a “lowest common denominator” approach.

2. Motivating this work: Xbox One recommendations supply the user with a fixed style of explanation based on items from the user’s history.

3. Games are tagged with meta-data labels. Not all labels are equally informative or relevant for an explanation.

4. How do we take a set of items and distill their common labels?

5. We apply a modular approach to ranking related labels. Modules weight items, labels or measure the correlation between an item and a label.

6. We then compute a natural-language-based rule-set which selects several highly-scored keywords and generates a sentence.

7. Snapshot from the demo: Exploring explanations on real data.