



Unstructured Application Usage Traces

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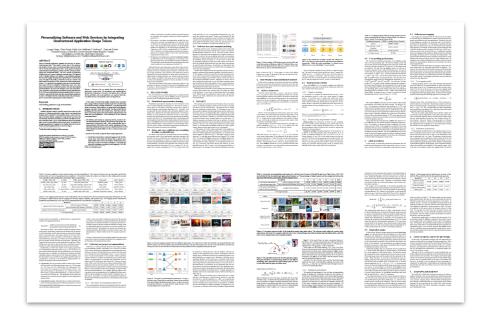
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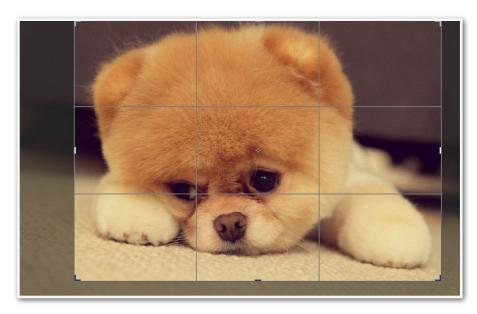
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Day to day work activities are increasingly dependent on digital applications and services

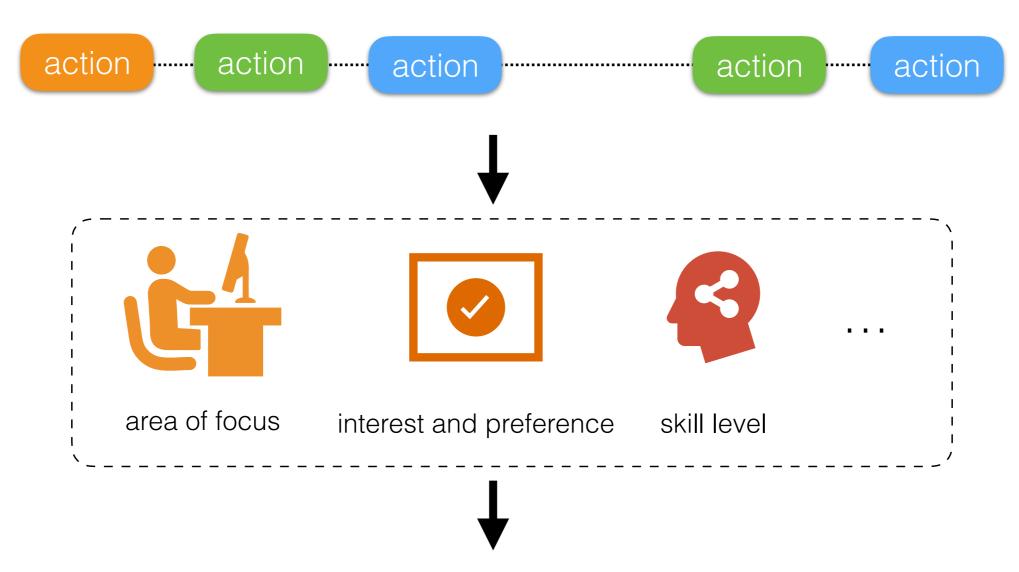
```
/*
  * You may think you know what the following code does.
  * But you dont. Trust me.
  */
unsigned int reverse(register unsigned int x)
{
  x = (((x & 0xaaaaaaaaa) >> 1) | ((x & 0x55555555) << 1));
  x = (((x & 0xccccccc) >> 2) | ((x & 0x33333333) << 2));
  x = (((x & 0xf0f0f0f0) >> 4) | ((x & 0x0f0f0f0f) << 4));
  x = (((x & 0xff00ff00) >> 8) | ((x & 0x00ff00ff) << 8));
  return((x >> 16) | (x << 16));
}</pre>
```





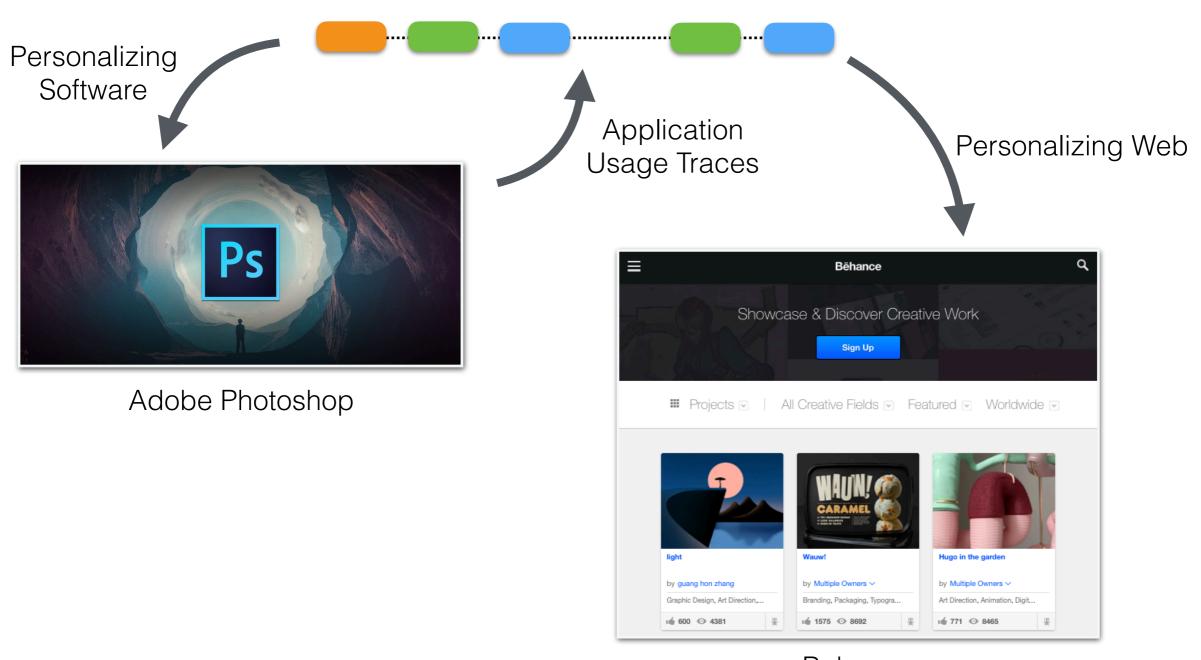


Potentials of application usage traces



Personalizing software and web: recommendation, personal assistants ...

Use cases studied in this work



Behance

Outline

Part II







Personalizing software

Part III



Personalizing web



inspiration engine

Part I

utilization-to-vector (**util2vec**)

action

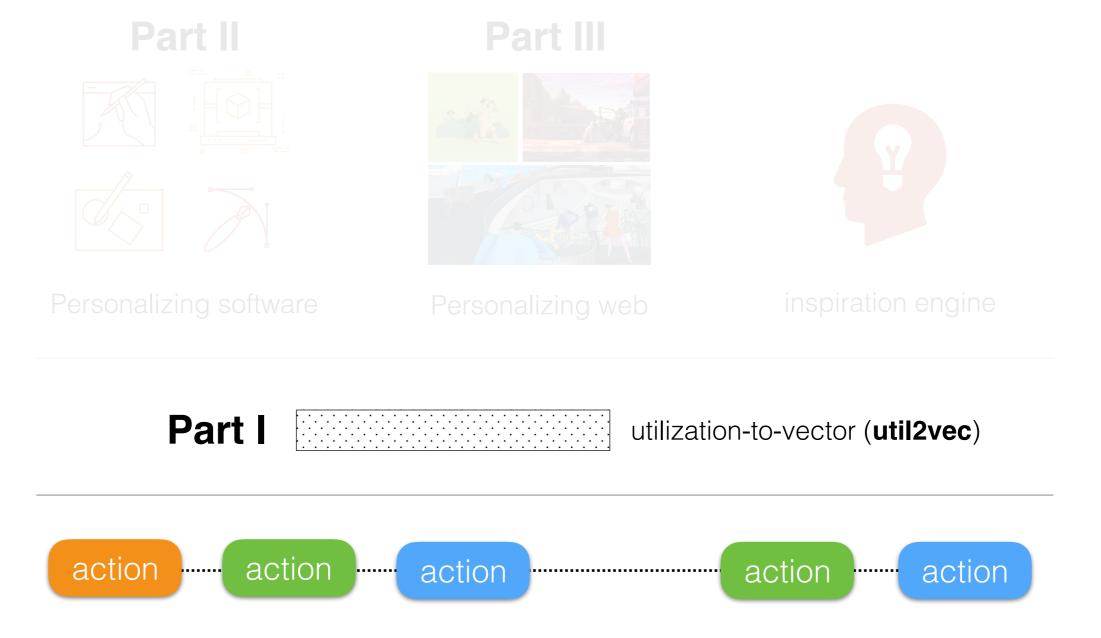
action

action

action

action

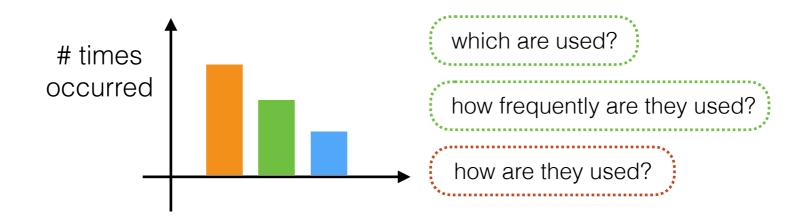
Part I. utilization-to-vector (util2vec)



Software user representation learning



An intuitive approach: Bag-of-Actions

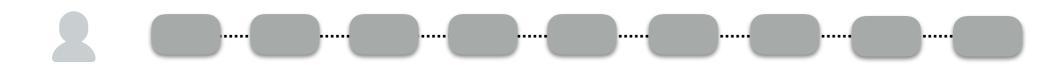


utilization-to-vector (**util2vec**) sliding window

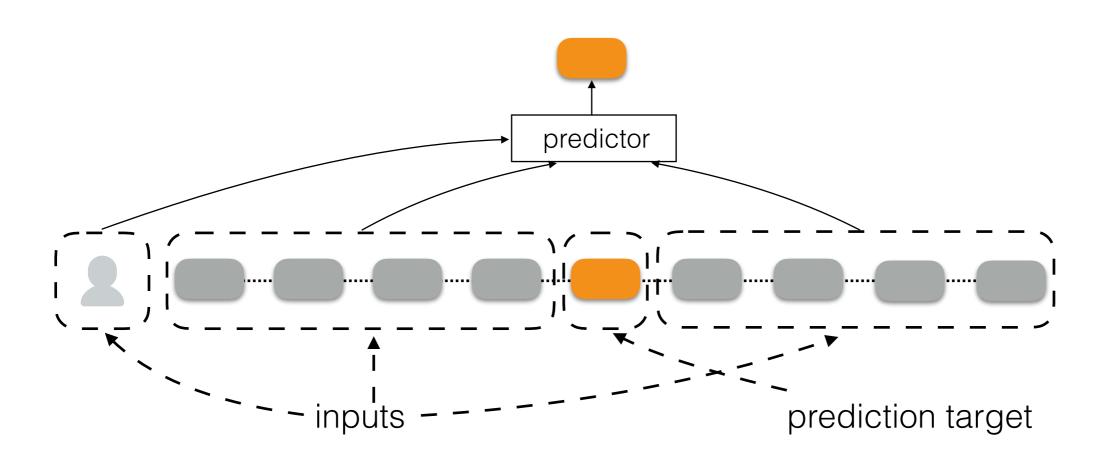
utilization-to-vector (**util2vec**) sliding window

sliding window

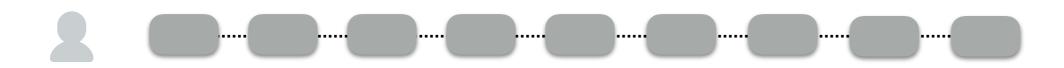
utilization-to-vector (util2vec) inside each window



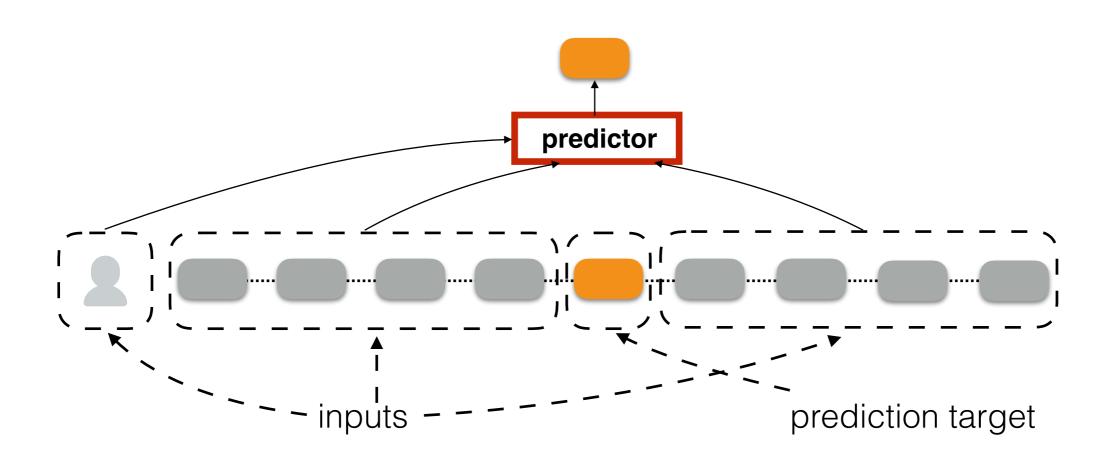
2n+1 actions (n=4)



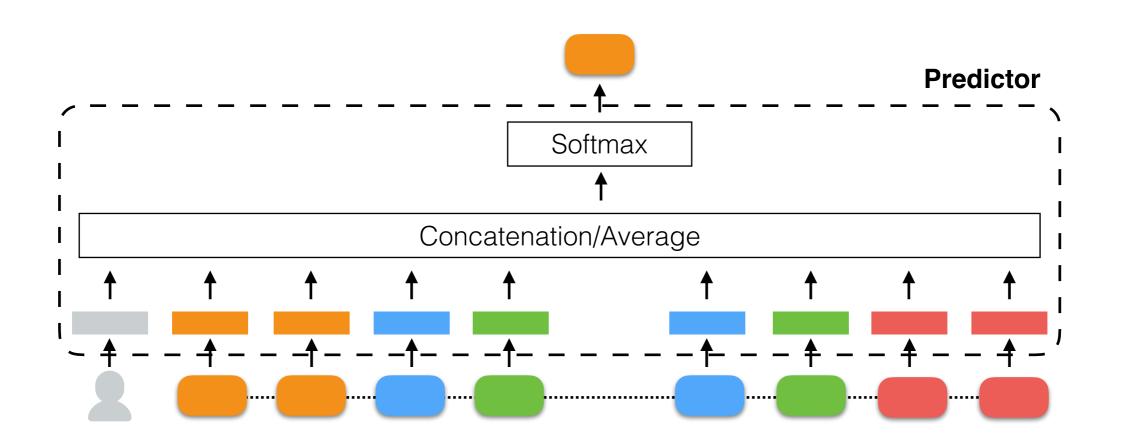
utilization-to-vector (**util2vec**) inside each window



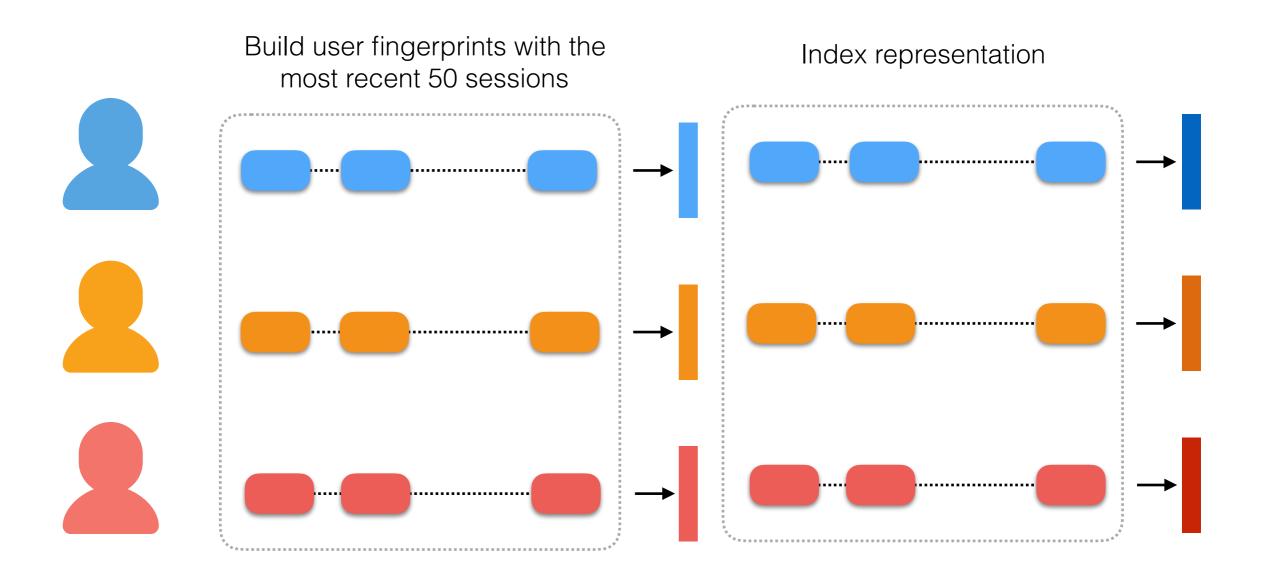
2n+1 actions (n=4)



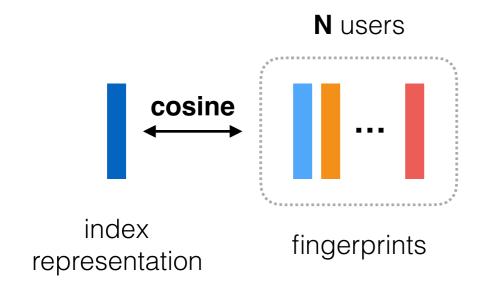
utilization-to-vector (**util2vec**) predictor

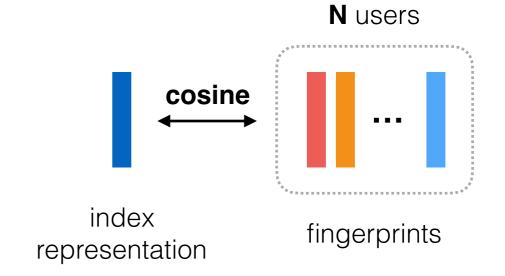


Evaluation of util2vec



Evaluation of util2vec





Reciprocal Rank (RR) = 1



Reciprocal Rank (RR) = 1/N



Evaluation of util2vec

Model Training: 22 billion actions from 3 million users

Model Testing: randomly selected 15K users

each had more than 100 sessions

Model	Mean Reciprocal Rank
util2vec	0.824
bag-of-actions+tf-idf	0.604
bag-of-actions	0.594
% of improvement	31.72%

Part II. Personalizing Software

Part II

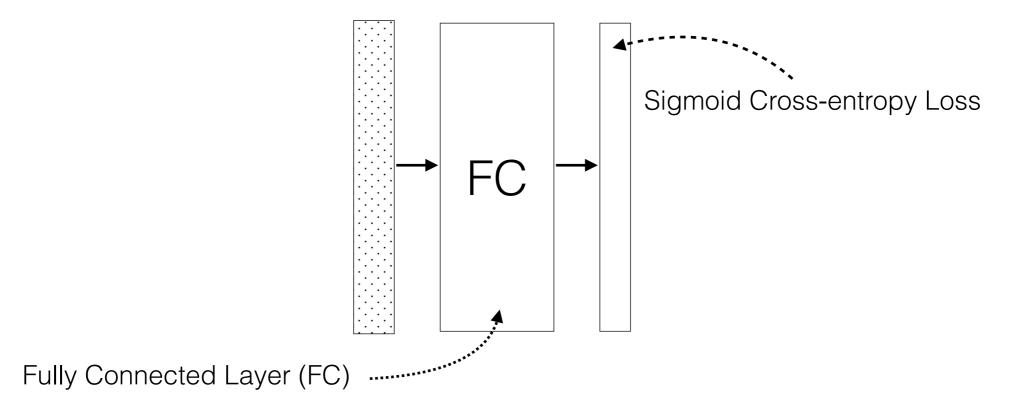
Personalizing software



Personalizing software: software user tagging



Web design, Photography, Graphic Design...



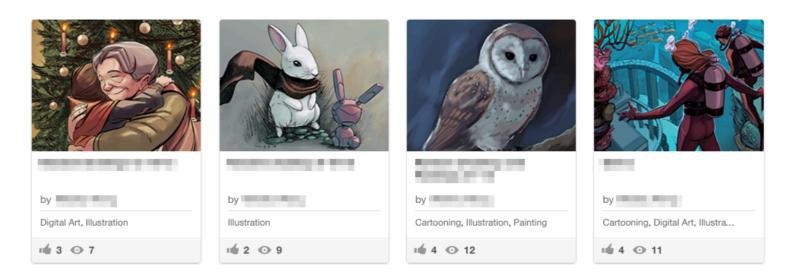
Quantitative evaluation

67 tags self-disclosed by 65,331 users (on Behance).

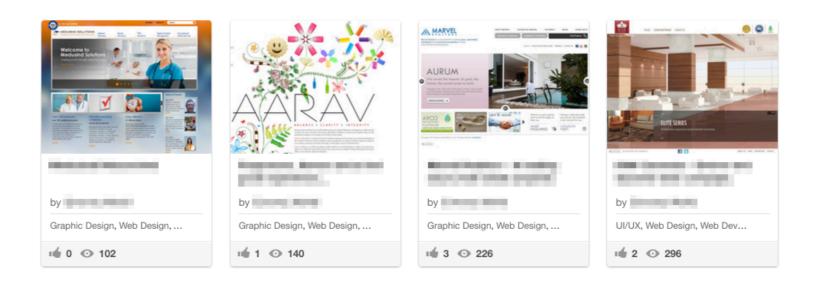
45,331 users for training, 20,000 users for testing

Recall@K	1	2
util2vec	0.232	0.357
popular tags	0.177	0.264
% improvement	31%	35%

Qualitative evaluation



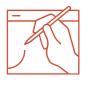
Our predictions: Illustration, Digital Art, Character Design, Cartooning, Graphic Design



Our predictions: Web Design, Web Development, UI/UX, Graphic Design, Branching

Part III. Personalizing web

Part II









Personalizing software

Part III

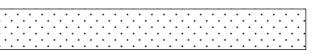






inspiration engine

Part I



utilization-to-vector (**util2vec**)

action

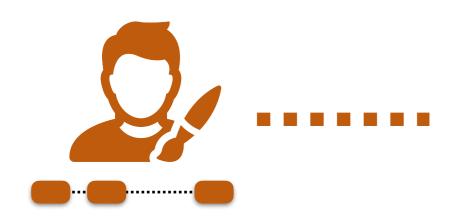
action

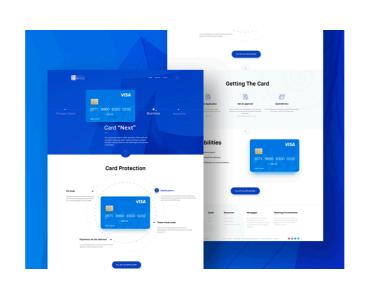
action

action

action

Personalizing web: cold-start creative content recommendation

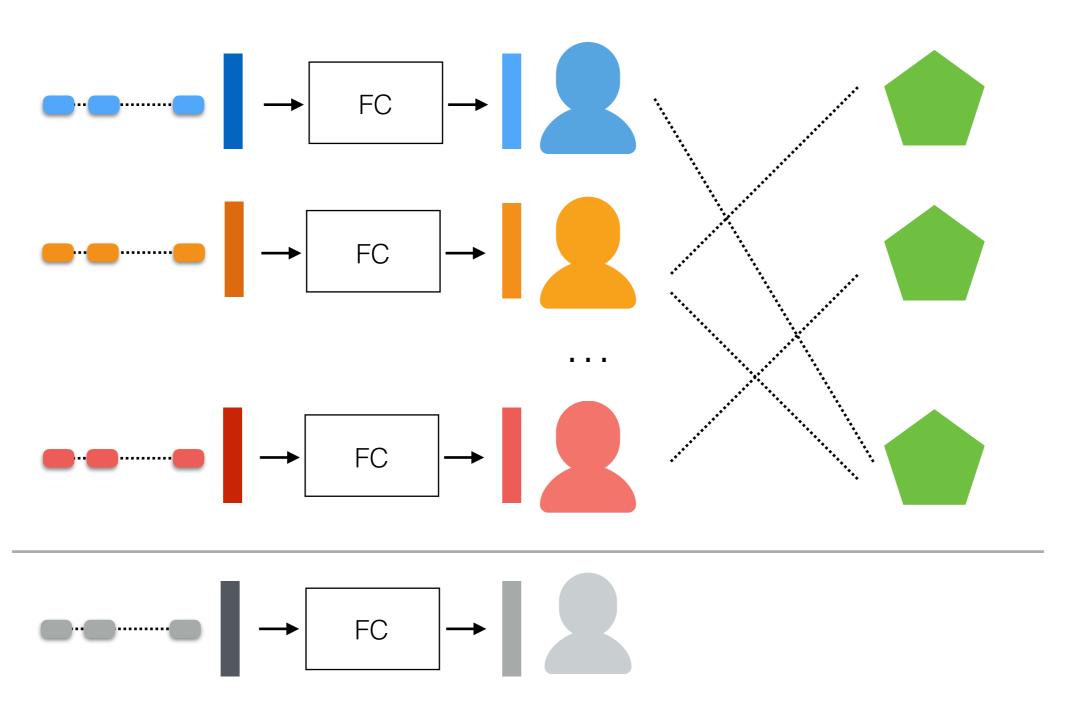




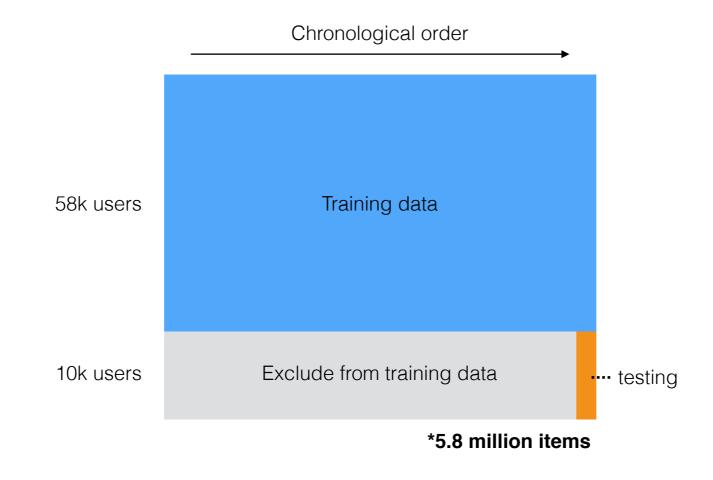




Two-step recommendation algorithm

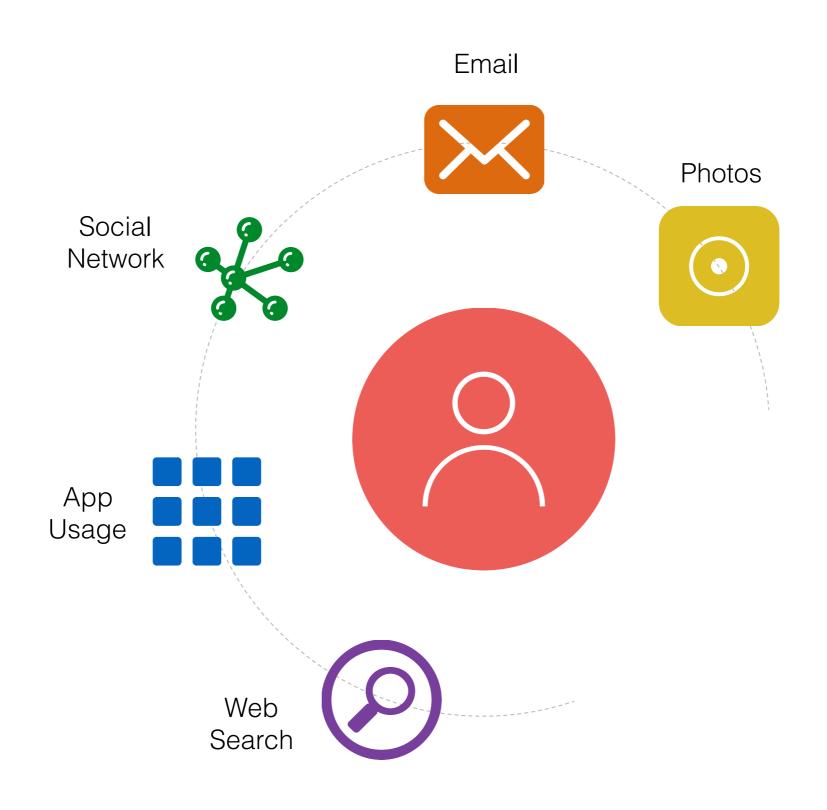


Evaluation



Recall@K	100	200
util2vec	0.0143	0.0213
popularity	0.0118	0.0188
% improvement	21.2%	13.3%

Conclusion: User-centric Personalization



Thank you!

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