

05

Summary

Open Challenges and Beyond

Action Tokenization

Human-readable Data  



Machine-readable Data 



Tokenize

?

Action Tokenization

Human-readable Data  



Machine-readable Data 



Tokenize

i3487, i124, i19240, i772

One token per action? 

Action Tokenization

Human-readable Data  



Machine-readable Data 



Tokenize

Premium Men's Short Sleeve Athletic Training T-Shirt Made of Lightweight Breathable Fabric, Ideal for Running, Gym Workouts, and Casual Sportswear in All Seasons; High-Performance Breathable Cotton Crew Socks for Men with Arch Support, Cushioned Heel and Toe, and Moisture Control, Perfect for Sports, Walking, and Everyday Comfort; Men's Loose-Fit Basketball Shorts with Elastic Drawstring Waistband, Quick-Dry Mesh Fabric, and Printed Number 11 for Professional and Recreational Play; Official Size 7 Composite Leather Basketball Designed for Indoor and Outdoor Use, Deep Channel Design for Enhanced Grip and Ball Control, Ideal for Training and Competitive Matches;

Text description of each action? 

Semantic IDs

(also called: SemID or SID)

A few tokens that jointly index one item.

t3, t321, t643, t1011



Action Tokenization

Can we find a sweet spot between

One token per action

i3487, i124, i19240, i772

Semantic IDs

t34, t392, t600, t891, t21,
t502, t592, t1002, t123,
t403, t611, t821, t21,
t502, t711, t1022

Text description of each action

Premium Men's Short Sleeve Athletic Training T-Shirt Made of Lightweight Breathable Fabric, Ideal for Running, Gym Workouts, and Casual Sportswear in All Seasons; High-Performance Breathable Cotton Crew Socks for Men with Arch Support, Cushioned Heel and Toe, and Moisture Control, Perfect for Sports, Walking, and Everyday Comfort; Men's Loose-Fit Basketball Shorts with Elastic Drawstring Waistband, Quick-Dry Mesh Fabric, and Printed Number 11 for Professional and Recreational Play; Official Size 7 Composite Leather ...

Open Challenges

Part 1: What becomes harder?

Comparing to traditional RecSys, what challenges may large generative models face?

Open Challenges

Part 1: What becomes harder?

Comparing to traditional RecSys, what challenges may large generative models face?

Part 2: What becomes possible?

What new opportunities may large generative models unlock for recommender systems?

Part 1: What Becomes Harder?

Comparing to traditional RecSys, what challenges may large generative models face?

Cold-Start Recommendation

Do semantic ID-based models really good at cold-start recommendation?

Cold-Start Recommendation

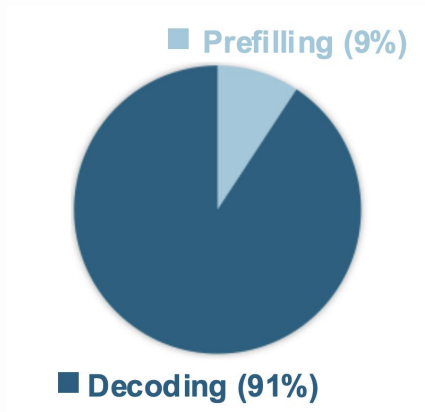
Do semantic ID-based models really good at cold-start recommendation?

Model	#Params. (M)	Video Games						Cell Phones and Accessories					
		Overall		In-Sample (39.7%)		Unseen (60.3%)		Overall		In-Sample (31.8%)		Unseen (68.2%)	
		R@50	N@50	R@50	N@50	R@50	N@50	R@50	N@50	R@50	N@50	R@50	N@50
UniSRec	2.90	0.0621	0.0200	0.1386	0.0461	0.0118	0.0029	0.0233	0.0077	0.0604	0.0211	0.0060	0.0014
Recformer	233.73	0.0740	0.0218	0.1082	0.0333	0.0514	0.0142	0.0236	0.0070	0.0340	0.0103	0.0188	0.0055
TIGER	13.26	0.0584	0.0193	0.1472	0.0486	-	-	0.0232	0.0078	0.0730	<u>0.0245</u>	-	-
TIGER _C	13.26	0.0611	0.0198	<u>0.1447</u>	<u>0.0482</u>	0.0061	0.0011	0.0233	0.0078	0.0691	0.0238	0.0019	0.0003
SpecGR _{Aux}	16.16	<u>0.0726</u>	<u>0.0220</u>	0.1399	0.0436	0.0283	0.0078	<u>0.0269</u>	<u>0.0084</u>	0.0722	0.0230	0.0058	0.0015
SpecGR++	13.28	0.0717	0.0225	0.1323	0.0439	<u>0.0318</u>	<u>0.0084</u>	0.0275	0.0090	0.0730	0.0246	<u>0.0063</u>	<u>0.0017</u>

Inference Efficiency

Retrieval Models: **K Nearest Neighbor Search**

Generative Models (e.g., AR models): **Beam Search**



Inference Efficiency

How to accelerate LLMs? **Speculative Decoding**

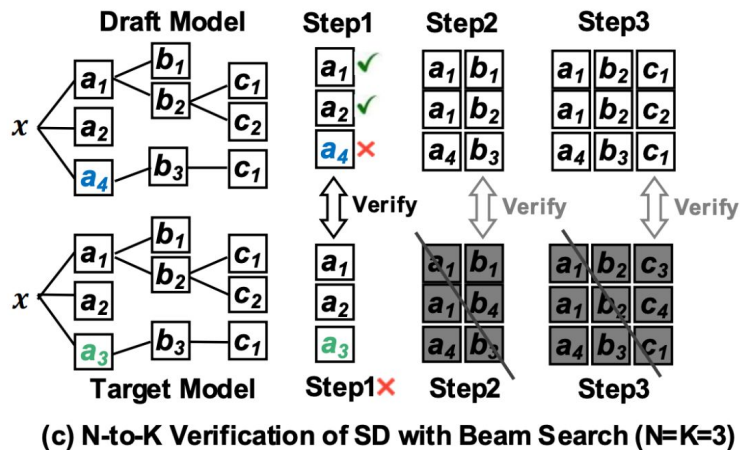
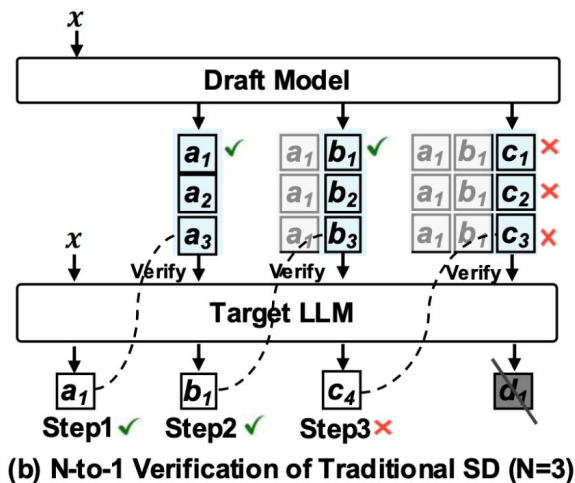
- Use a “cheap” model to generate candidates
- “Expensive” model can **accept** or **reject** (and perform inference if necessary)

```
[START] japan ' s benchmark bond n
[START] japan ' s benchmark nikkei 22 5
[START] japan ' s benchmark nikkei 225 index rose 22 6
[START] japan ' s benchmark nikkei 225 index rose 226 . 69 7 points
[START] japan ' s benchmark nikkei 225 index rose 226 . 69 points , or 0 1
[START] japan ' s benchmark nikkei 225 index rose 226 . 69 points , or 1 . 5 percent , to 10 , 9859
[START] japan ' s benchmark nikkei 225 index rose 226 . 69 points , or 1 . 5 percent , to 10 , 989 . 79 7 in
[START] japan ' s benchmark nikkei 225 index rose 226 . 69 points , or 1 . 5 percent , to 10 , 989 . 79 in tokyo late
[START] japan ' s benchmark nikkei 225 index rose 226 . 69 points , or 1 . 5 percent , to 10 , 989 . 79 in late morning trading . [END]
```

Inference Efficiency

Speculative decoding for generative rec? ❌

N-to-K verification



Inference Efficiency

In addition to single-model acceleration methods, what about “**serving throughout**”?

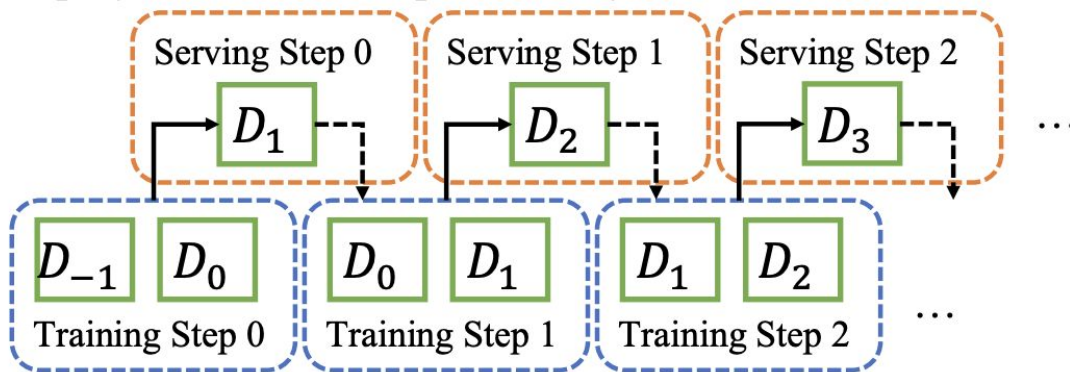
Example:  **vLLM** offers solutions for high-throughput and memory-efficient inference and serving

What's unique for generative rec?

Timely Model Update

Recommendation models favor **timely updates**

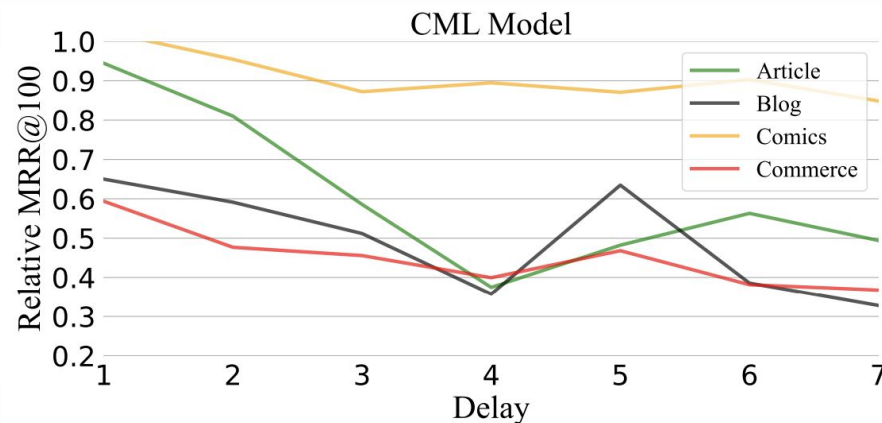
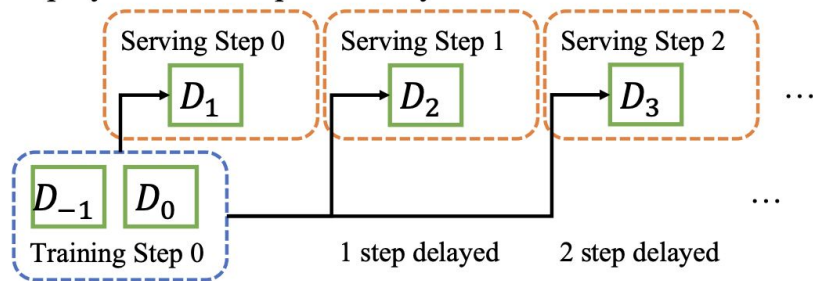
Deployment without Update Delay



Timely Model Update

Delayed updates lead to performance degradation

Deployment with Update Delay



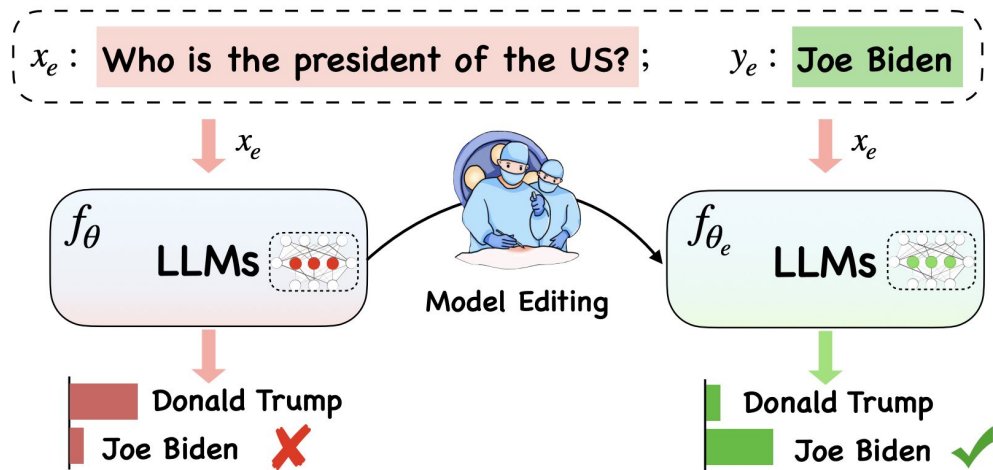
Timely Model Update

How to update large generative rec models timely?

(Frequently retraining large generative models may be resource consuming)

Timely Model Update

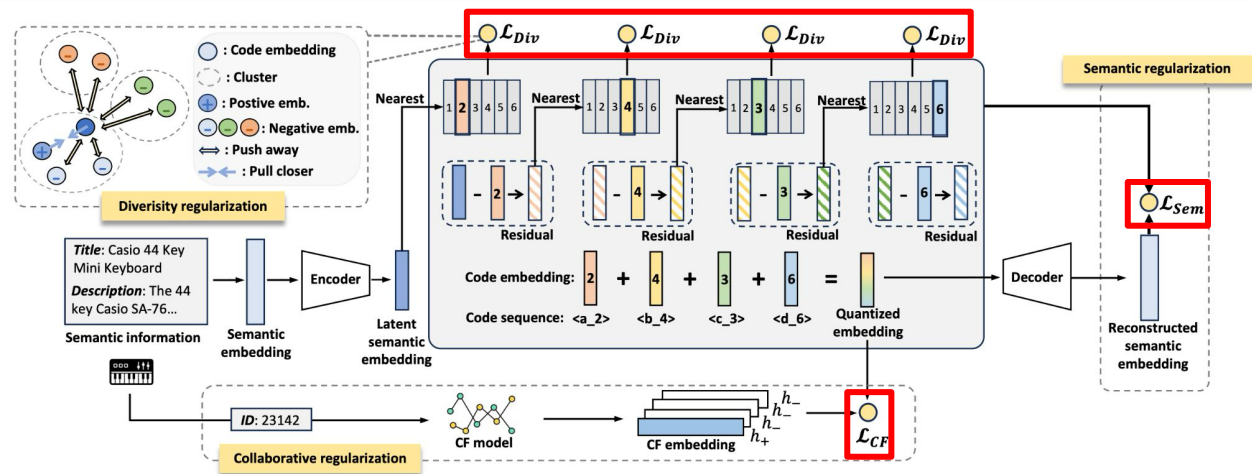
How to update large generative rec models timely?



Knowledge editing?

Item Tokenization

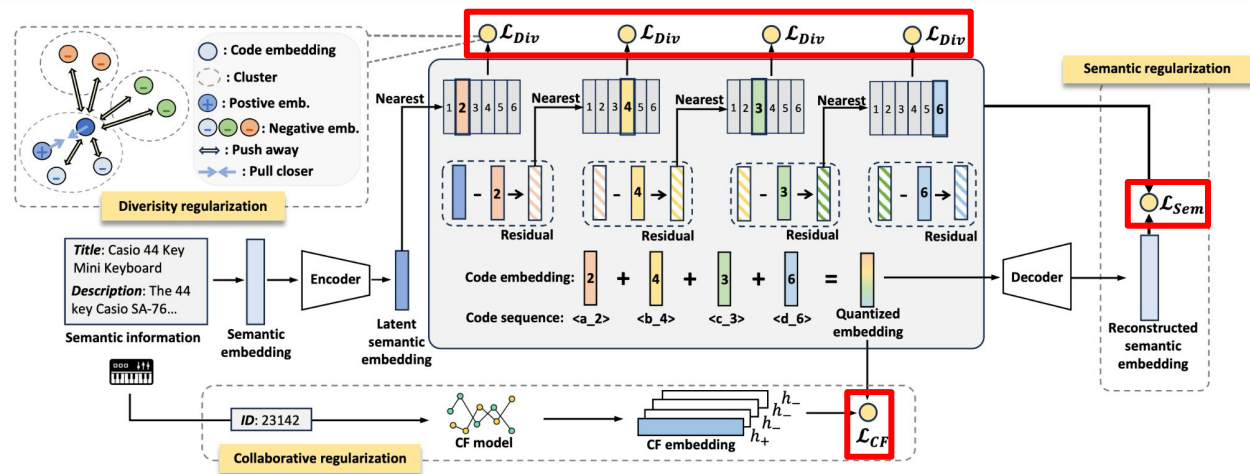
Multiple objectives for optimizing item tokenization ...



Item Tokenization

Multiple objectives for optimizing item tokenization ...

But **none** of them is **directly related to rec performance**



Item Tokenization

reconstruction loss $\neq$ downstream performance

How to connect tokenization objective with
recommendation performance?

Zipf's distribution? Entropy? Linguistic metrics?

Item Tokenization

Language Tokenization

2014~2015:

Word / Char

Context-independent $\Rightarrow$ Context-aware

Item Tokenization

Language Tokenization

2014~2015:

Word / Char

2016~present:

BPE / WordPiece

Context-independent $\Rightarrow$ Context-aware

Item Tokenization

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Context-independent $\Rightarrow$ Context-aware

SemID Construction

2023~2024:

RQ / PQ / Clustering /
LM-based Generator

Item Tokenization

Language Tokenization

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Word / Char

2016~present:

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SemID Construction

2023~2024:

RQ / PQ / Clustering /
LM-based Generator

2025:

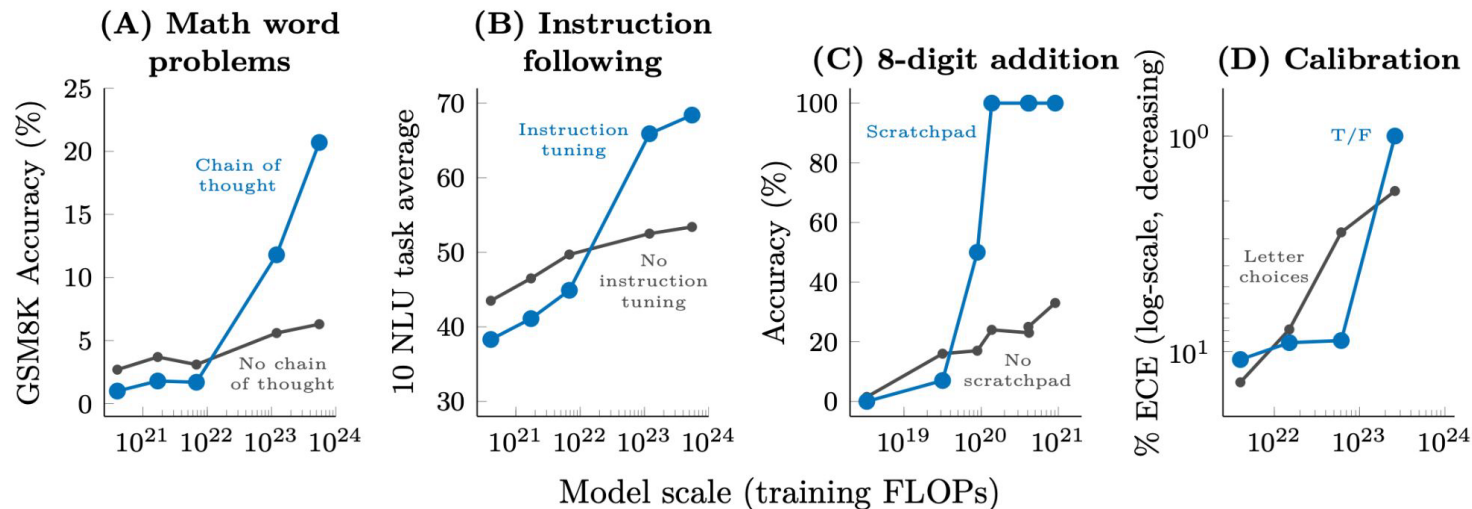
ActionPiece / Pctx / ?

Part 2: What Becomes Possible?

What new opportunities may large generative models unlock for recommender systems?

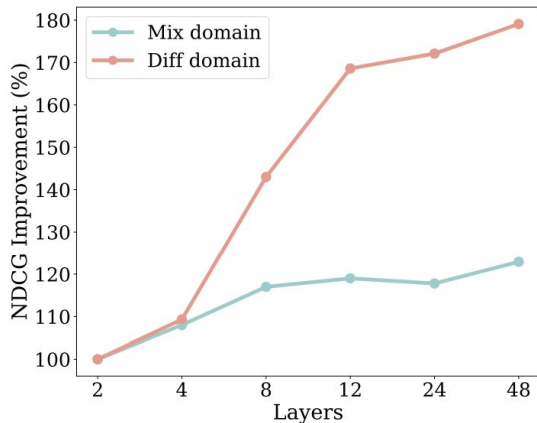
Emergent Ability

Abilities not present in smaller models but is present in larger models

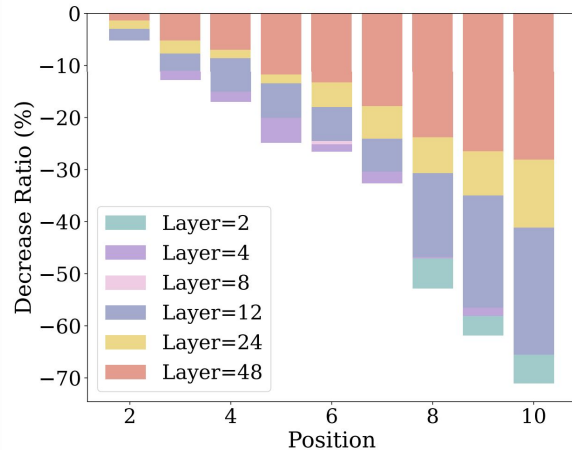


Emergent Ability

Do we have **emergent abilities** in large generative recommendation models?



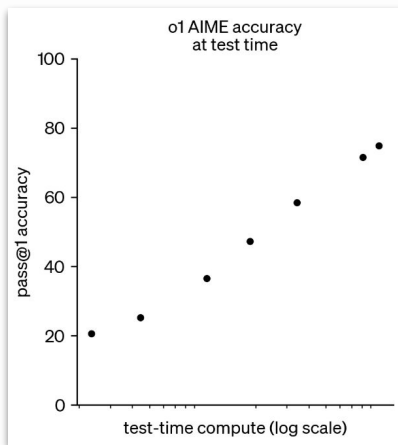
Cross-domain



Trajectory Prediction

Test-time Scaling & Reasoning

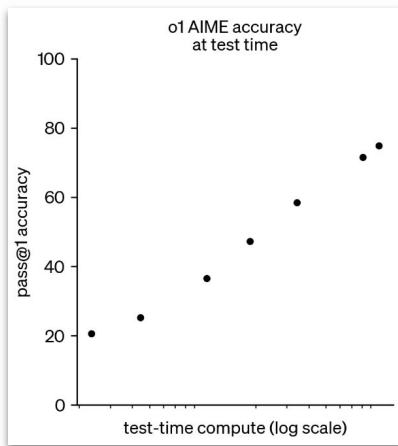
There have been explorations on **model / data scaling** of recommendation models



Test-time scaling is still under exploration

Test-time Scaling & Reasoning

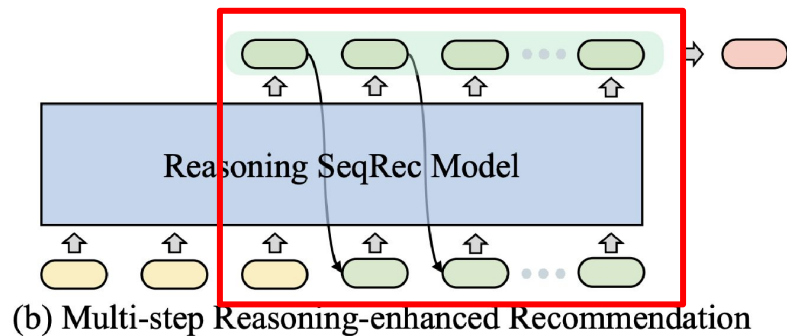
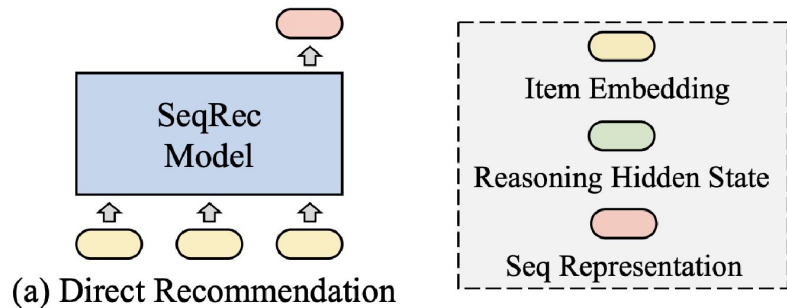
There have been explorations on **model / data scaling** of recommendation models



Test-time scaling is ~~still under~~ **being actively** exploration

Test-time Scaling & Reasoning

Reasoning over **latent hidden states** to scale up test-time computation.



Test-time Scaling & Reasoning

Reasoning over
text tokens

Recommendation in Conversation

我现在心情不好，请给我推一些轻松的内容
I'm not in a good mood right now, please recommend
some relaxing content for me



根据观看历史，用户可能对动作冒险类游戏或运动感兴趣。然而，由于用户明确表示希望看到温暖治愈的内容，因此需要避免推荐过于激烈或紧张的视频。相反，可以考虑推荐一些轻松愉快的游戏或动画，或者提供一些能够缓解压力的视频内容。最终，用户更倾向于选择能带来积极情绪体验的内容，而不是那些可能引发焦虑或不适的内容。我将优先考虑以下几类视频：1. 动画电影中的温馨故事，如《冰雪奇缘》或《疯狂动物城》；2. 宠物日常vlog，尤其是猫咪和狗狗的可爱瞬间；3. 自然风光纪录片，比如北极熊的生存挑战或珊瑚礁生态。此外，我会排除任何涉及暴力、恐怖元素的内容，并增加正能量励志短片的比例。通过这样的调整，我相信可以更好地满足用户的情感需求。所以，用户可能点击视频

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Based on viewing history, users may be interested in action-adventure games or sports content.

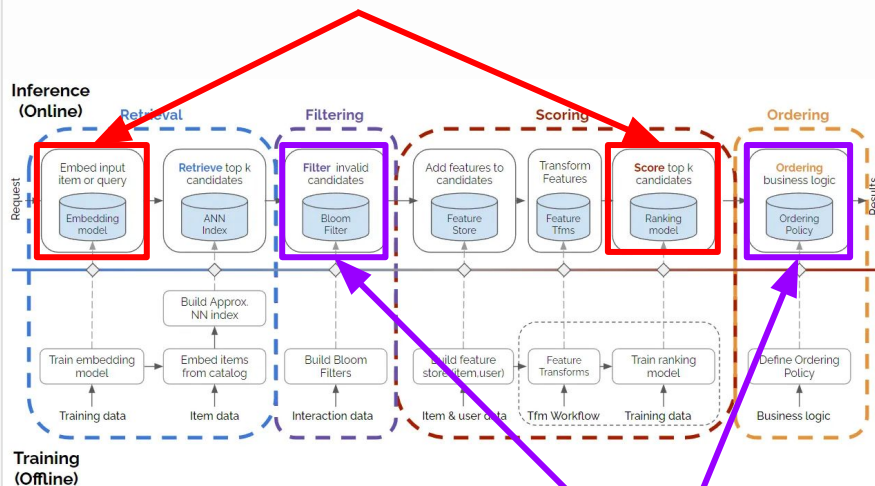
However, since users have explicitly expressed a desire to view warm and healing content, it is therefore necessary to avoid recommending overly intense or tense videos. Conversely, one might consider recommending some light-hearted and enjoyable games or animations, or providing video content that can alleviate stress. Ultimately, users are more inclined to select content that provides positive emotional experiences rather than content that may trigger anxiety or discomfort. I will

prioritize the following categories of videos: 1. Heartwarming stories from animated films, such as *Frozen* or *Zootopia*; 2. Pet daily vlogs, especially adorable moments featuring cats and dogs; 3. Nature documentary films, such as the survival challenges of polar bears or coral reef ecosystems. Additionally, I will exclude any content involving violence or horror elements and increase the proportion of positive and inspirational short videos. Through such adjustments, I believe users' emotional needs can be better satisfied. Therefore, users may click on video

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Unified Retrieval & Ranking

models



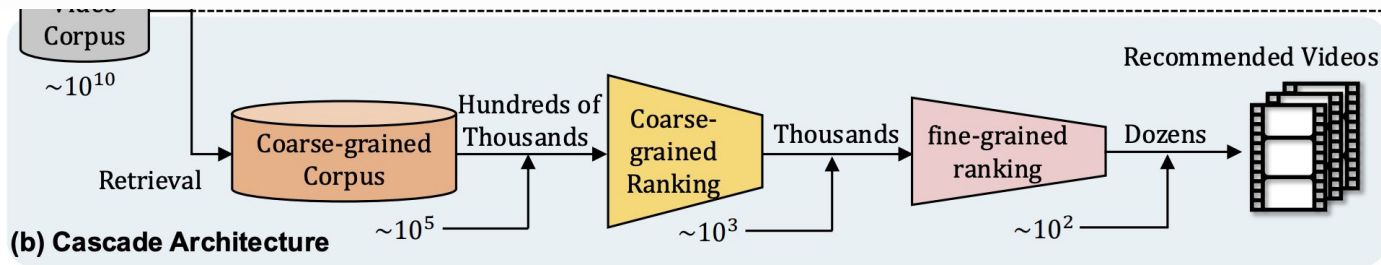
rules, strategies, heuristics

Complicated Architecture

- Difficult to be optimized in an **end-to-end** way
- **Latency** between / within different modules

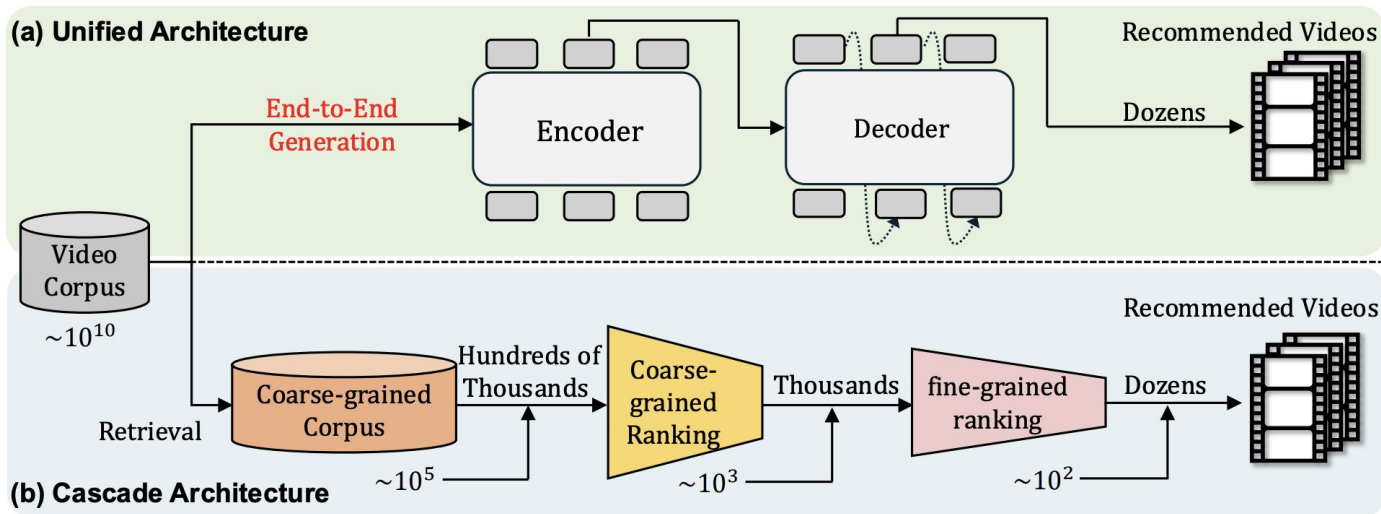
Unified Retrieval & Ranking

Is it possible to replace traditional cascade architecture



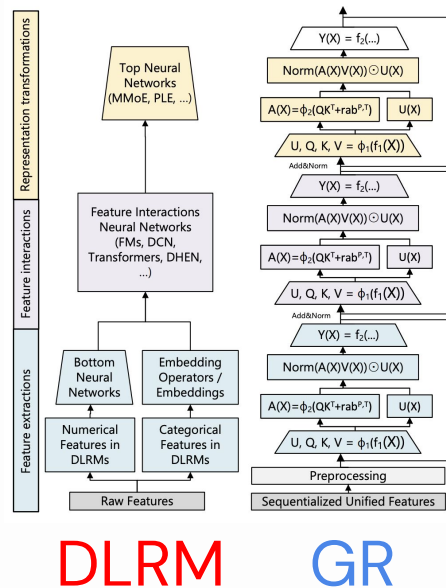
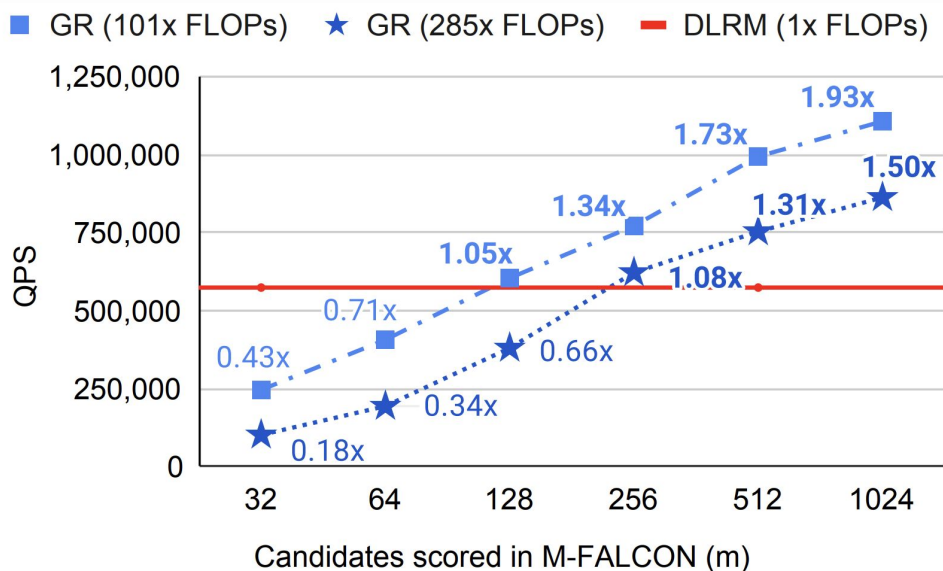
Unified Retrieval & Ranking

Is it possible to replace traditional cascade architecture with a **unified generative model**?



Unified Retrieval & Ranking

Better throughout when ranking more candidates



Q & A

Thank you for coming!

Please kindly refer to

large-genrec.github.io

for *slides*, *paper list*,