

# MADREC: A Multi-Aspect Driven LLM Agent for Explainable and Adaptive Recommendation

Anonymous ACL submission

## Abstract

Recent attempts to integrate large language models (LLMs) into recommender systems have gained momentum, but most remain limited to simple text generation or static prompt-based inference, failing to capture the complexity of user preferences and real-world interactions. This study proposes the Multi-Aspect Driven LLM Agent (MADREC), an autonomous LLM-based recommender that constructs user and item profiles by unsupervised extraction of multi-aspect information from reviews and performs direct recommendation, sequential recommendation, and explanation generation. MADREC generates structured profiles via aspect-category-based summarization and applies RE-RANKING to construct high-density inputs. When the ground-truth item is missing from the output, the SELF-FEEDBACK mechanism dynamically adjusts the inference criteria. Experiments across multiple domains show that MADREC outperforms traditional and LLM-based baselines in both precision and explainability, with human evaluation further confirming the persuasiveness of the generated explanations.

## 1 Introduction

Recommender systems have become a core technology for enhancing user experience across various online platforms, primarily by predicting items a user is likely to prefer based on their interaction history with items (Wei et al., 2019; Tsagkias et al., 2021; Singh et al., 2022; Xie et al., 2022). Recently, more sophisticated recommendation methods have emerged by incorporating various information such as metadata, domain knowledge, and user review texts (Gazdar and Hidri, 2020; Pérez-Almaguer et al., 2021). However, existing models are often specialized for specific recommendation tasks, requiring new data collection and model training for each new task, leading to an inefficient structure (Yang et al., 2023). This limitation

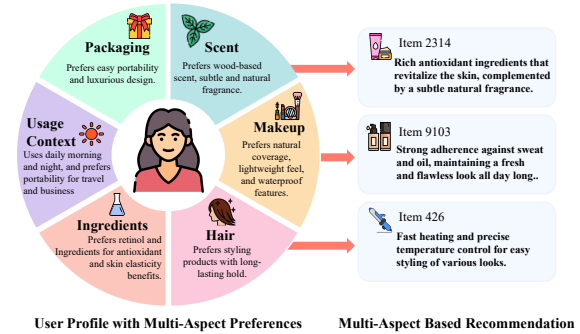


Figure 1: Multi-aspect user profiles and explainable recommendations grounded in aspect-based reasoning.

hinders achieving generalizability and scalability required in real service environments. To address this, recent efforts have explored incorporating the strong representational power of Pretrained Language Models (PLMs) into recommender systems (Geng et al., 2023). In particular, Large Language Models (LLMs) such as GPT-3 (Brown et al., 2020), GPT-4 (OpenAI et al., 2024), and LLaMA (Touvron et al., 2023) have significantly improved the ability to understand sentence context and reason about relationships between words and concepts through large-scale text training. These capabilities are also meaningfully applicable to recommender systems.

However, most existing research utilizing LLMs has been limited to text response generation, and high-level use cases involving tool integration, external knowledge reference, and user feedback have not been sufficiently explored (Geng et al., 2023). Moreover, users expect systems that go beyond simple item recommendations to provide explainable personalized recommendations reflecting the detailed preferences of individual users, along with persuasive explanations. For instance, user reviews often contain information across various aspects such as texture, effectiveness, and usability in natural language expressions like “It applies smoothly and has excellent pigmentation, great for

070 *dry skin*” (Tang et al., 2024). Such information can  
071 serve as key clues for inferring user preferences,  
072 as well as effectively conveying the reasons behind  
073 recommendations (Park and Kim, 2025). However,  
074 traditional collaborative filtering and content-based  
075 approaches struggle to structure and interpret such  
076 unstructured and multidimensional text data.

077 In this study, we propose MADREC (Multi-  
078 Aspect Driven LLM Agent), a framework that inte-  
079 grates multi-aspect-based unsupervised learning  
080 techniques with an LLM agent architecture to sup-  
081 port a scalable, multi-domain recommendation sys-  
082 tem using LLMs (see Figure 1). First, aspect terms  
083 and categories are extracted from reviews using the  
084 Aspect Extraction Module. Then, reviews labeled  
085 with the same category are clustered, and category-  
086 specific summary sentences are generated using  
087 the Aspect Summary Module to construct user and  
088 item profiles. These user and item profiles are then  
089 re-ranked through the RE-RANKING tool, and the  
090 top-ranked candidate items are provided as input to  
091 the LLM to generate recommendation results and  
092 explanations. A SELF-FEEDBACK mechanism is  
093 applied based on recommendation results to fur-  
094 ther enhance model performance. To validate the  
095 effectiveness of the proposed framework, we con-  
096 ducted experiments using real review data from  
097 three domains collected from Amazon. We con-  
098 ducted quantitative evaluations of our framework  
099 across three key tasks—direct recommendation, se-  
100 quential recommendation, and explanation gener-  
101 ation. Additionally, we compared its performance  
102 against traditional recommendation models and re-  
103 cent LLM-based baselines in each task, demonstrat-  
104 ing that our framework yields competitive results  
105 not only in terms of accuracy but also in explain-  
106 ability and user-personalized reasoning.

107 The main contributions of our work are:

- 108 • **Proposal of an unsupervised multi-aspect**  
109 **profile generation method:** We extract mean-  
110 ingful multidimensional information from un-  
111 labeled review texts and automatically gener-  
112 ate user and item profiles, laying the founda-  
113 tion for explainable personalized recommen-  
114 dations.
- 115 • **Introduction of aspect-based RE-**  
116 **RANKING strategy:** We design a RE-  
117 RANKING tool that utilizes profile informa-  
118 tion generated by the ASPECT SUMMARY  
119 TOOL to evaluate the importance of candidate  
120 recommendation items and reorder them so

that key items appear at the top of the LLM  
input.

- **Implementation of an LLM-based explain-  
able personalized agent architecture:** We  
construct an active agent architecture inte-  
grating reasoning, memory, tools, SELF-  
FEEDBACK, and RE-RANKING, enabling flex-  
ible execution of various recommendation  
tasks within a single framework.

## 2 Related Work

**LLM-based Recommendation System** LLMs,  
leveraging their linguistic expressiveness and pre-  
trained knowledge, are capable of understanding  
user preferences at the natural language level, and  
research efforts have increasingly aimed to inte-  
grate them into recommender systems (Zhang et al.,  
2021; Cui et al., 2022; Geng et al., 2022). Early  
approaches proposed reformatting user–item in-  
teractions or metadata into sentence form, allow-  
ing recommendation tasks to be handled within a  
text-to-text paradigm (Geng et al., 2022). Subse-  
quent methods modeled item attributes and user  
sequences as sentence-level inputs to Transformer-  
based architectures (Li et al., 2023). In studies  
where LLMs are used directly as recommenders,  
their performance has generally been found to be  
limited compared to traditional recommendation  
models (Liu et al., 2023a), prompting follow-up  
work on evaluating their ability to understand per-  
sonalization and on applying fine-tuning strategies  
(Kang et al., 2023). Other efforts have explored  
prompt structures to enhance interactivity and ex-  
plainability (Gao et al., 2023), as well as zero-shot  
ranking approaches (Wang and Lim, 2023). Fine-  
tuning large-scale models for personalized recom-  
mendation based on natural language user histories  
has also shown competitive performance (Yang  
et al., 2023).

**LLM-based Agents in Recommendation Sys-  
tems** Recent research has actively explored ex-  
tending LLMs into autonomous problem-solving  
agents. ReAct alternates between generating  
thoughts and external actions to establish a sophis-  
ticated problem-solving flow (Yao et al., 2023),  
while Toolformer proposes a structure in which  
the model autonomously determines when to in-  
voke external tools (Schick et al., 2023). AutoGPT  
and BabyAGI aim to autonomously decompose  
high-level goals into sub-tasks, and LangChain

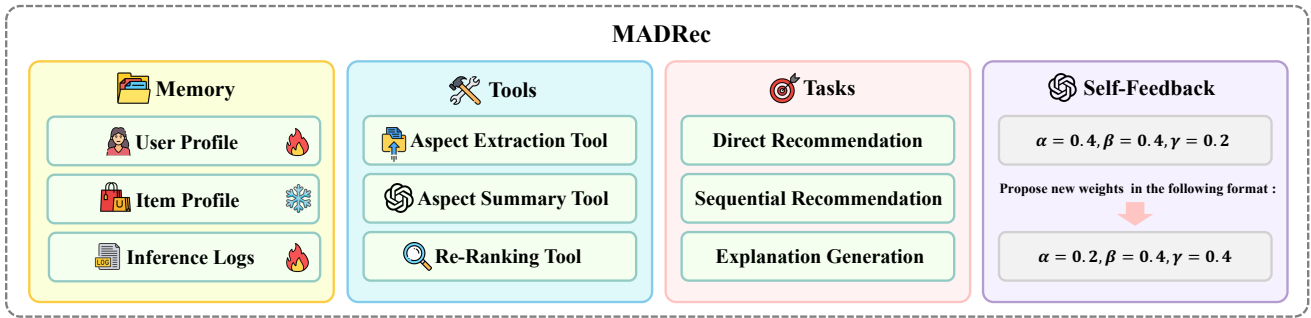


Figure 2: The structure of the MADREC framework. The system consists of MEMORY, TOOLS, TASKS, and SELF-FEEDBACK.

has been utilized as a framework for implementing agent workflows (Significant Gravititas, 2023; Nakajima, 2023; Chase, 2023). In the context of recommender systems, TallRec improves efficiency through domain-specific prompt tuning (Bao et al., 2023), while other studies have demonstrated the potential of zero-shot ranking (Hou et al., 2024) and interactive recommendation structures (Gao et al., 2023).

While prior studies have largely focused on limited functionalities or static workflows, this work proposes an active agent architecture that integrates LLM reasoning capabilities, external tool usage, and a SELF-FEEDBACK mechanism. This enables seamless execution of multi-aspect-based user preference inference, candidate RE-RANKING, and explanation generation within a unified framework.

### 3 MADREC Framework

The framework proposed in this paper, which combines multi-aspect-based unsupervised learning with an LLM-based agent architecture, is illustrated in Figure 2.

#### 3.1 MEMORY

MEMORY is a core module that stores and provides multidimensional information about users and items, allowing LLMs to reference them during recommendation tasks. The user profile is dynamically generated at each recommendation point based on reviews and purchase history, using the ASPECT EXTRACTION TOOL and the ASPECT SUMMARY TOOL, and is subsequently updated in MEMORY. In contrast, item profiles are constructed in advance using the same tools and are statically stored in MEMORY, simulating a real-world service environment. Detailed descriptions of these tools are provided in Section 3.2. The user and item profiles stored in MEMORY consist of summary

sentences organized by aspect category. Based on these profiles stored in MEMORY, the LLM evaluates candidate items and generates recommendation explanations. Furthermore, the inference results output by the LLM during the recommendation task, as well as the weight adjustments and re-recommendation history performed in the SELF-FEEDBACK phase, are also logged in MEMORY. This structure enables flexible adaptation to evolving user preferences, provides essential information for LLM reasoning in a structured manner, and facilitates record-based improvement strategies for enhancing future recommendation performance.

#### 3.2 Tools

**ASPECT EXTRACTION TOOL** This is an unsupervised module that automatically extracts key aspect categories and terms from review texts. In this study, to ensure functionality without predefined labels or domain-specific formats, we apply an unsupervised clustering model to review word embeddings to group semantically similar terms, which are then used as initial candidates for aspect categories. Subsequently, multi-head attention and max-margin loss are applied to refine contextual understanding, and finally, interpretable aspect categories are assigned to each cluster by combining domain knowledge-based rules with a GPT-based language model. This tool is implemented with reference to the MUSCAD framework proposed by Park and Kim (2025), and is designed for extensibility across various domains. For example, in the Beauty domain, words such as *evening*, *morning*, *night*, *daily* are grouped into the Usage Context category; *aging*, *elasticity*, *reduce*, *dryness* into the Improvement category; and *tropical*, *fruity*, *musk*, *sandalwood* into the Scent category. The extracted categories and terms serve as the foundational basis for constructing user and item profiles. Examples

of the extracted aspect categories and terms are presented in Appendix C, Tables C.1, C.2, and C.3. **ASPECT SUMMARY TOOL** This tool utilizes the aspect categories and terms extracted by the ASPECT EXTRACTION TOOL to label each review sentence with the corresponding aspect category (Table C.4 in Appendix C). It then groups sentences belonging to the same category and summarizes them using an LLM on a per-category basis (Figure D.1). The resulting summary sentences are stored in MEMORY as part of the user and item profiles. These summaries are subsequently included in the LLM input prompts and serve as key conditions for performing various recommendation tasks. For instance, a multi-aspect summary for a single product may appear in the form shown in Figure 3.



Figure 3: Examples of user and item profiles constructed with our aspect-based framework. The texts highlighted in teal indicate aspect categories, and the following sentences are the summary statements generated for each category.

**RE-RANKING Tool** This tool quantifies the relevance between users and items to select the final candidate items that will be used as input for the LLM. It computes scores for items in the initial candidate pool and selects the top- $k$  items, thereby forming an input with high information density, which plays a crucial role in improving the inference quality of the LLM. This design reflects the finding that not only the inclusion but also the position of information within the input can significantly affect the accuracy of LLM outputs when processing long contexts (Liu et al., 2023b). Ac-

cordingly, the tool places high-scoring core items at the beginning of the LLM input to support more precise reasoning within the model’s limited context window. The final score  $S_i$  for a candidate item  $i$  is defined as follows:

$$S_i = \alpha \cdot \text{Sim}(u, i) + \beta \cdot \text{Sim}(C(u), C(i)) + \gamma \cdot \text{Pop}(i)$$

Here,  $\text{Sim}(u, i)$  denotes the cosine similarity between the user profile and the item profile,  $\text{Sim}(C(u), C(i))$  represents the similarity between the set of aspect categories associated with the user’s past purchases  $C(u)$  and those of the candidate item  $C(i)$ , and  $\text{Pop}(i)$  is a relative popularity indicator calculated based on the number of reviews for item  $i$ .

In this study, we leverage multi-aspect-based user and item profiles—summarized at the aspect category level—for the RE-RANKING computation, enabling a finer-grained reflection of user preferences compared to simple keyword matching or frequency-based ranking. In other words, the multi-dimensional characteristics extracted from reviews are actively incorporated into the scoring process, effectively capturing subtle differences in individual user preferences.

### 3.3 Tasks

The MADREC framework performs three main recommendation tasks centered around the LLM: direct recommendation, sequential recommendation, and explanation generation.

**Direct Recommendation** This task directly recommends the most suitable items at the current point in time based on the user profile. The prompt includes the user profile and a refined list of candidate items, and the LLM selects the recommended items in order of priority and responds in natural language.

**Sequential Recommendation** This task predicts the items that the user is most likely to prefer next, based on their sequential purchase history. The input prompt contains the most recent five past items sorted in chronological order, the user profile, and the refined candidate item list. Based on this information, the LLM generates top recommended items.

**Explanation Generation** For each recommended item, the LLM generates a natural language sentence explaining why the item is suitable for the user, organized by aspect category. The LLM receives the user profile and the multi-aspect summary profile of each recommended item as input.



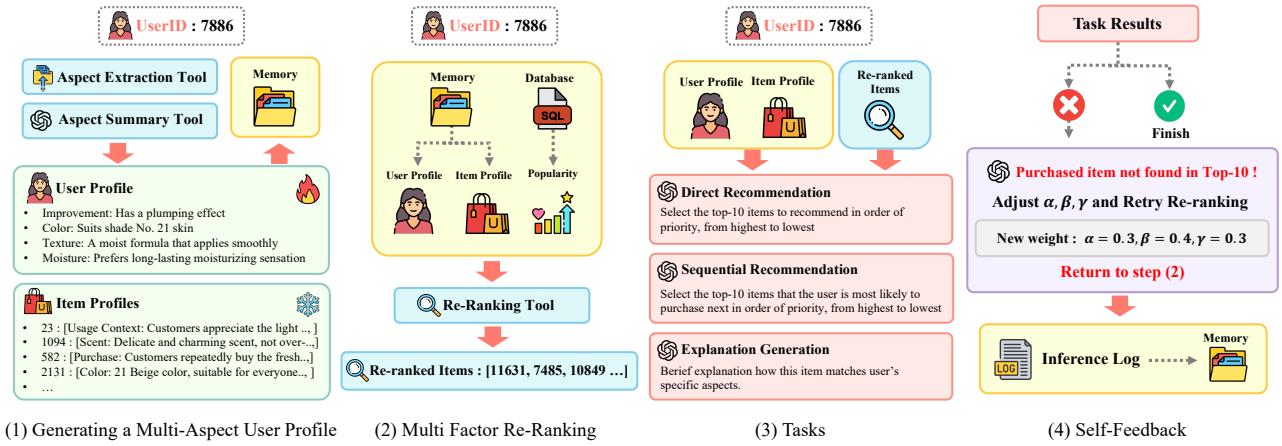


Figure 4: Overall pipeline of the proposed MADREC framework. The system proceeds in four stages: (1) Generating a Multi-Aspect User Profile, (2) Multi Factor Re-Ranking, (3) Tasks, and (4) Self-Feedback.

Each task is formulated as a prompt that includes input information such as the user and item profiles, candidate item list, and past interactions, which is then fed into the LLM. The LLM performs reasoning in a step-by-step Chain-of-Thought (CoT) manner and generates responses in natural language. The prompts used for all recommendation tasks are illustrated in Figure D.2 in Appendix D.

### 3.4 SELF-FEEDBACK

If the user’s actual purchase item is not included in the recommendation results, the SELF-FEEDBACK mechanism is activated. This simulates user behaviors such as re-searching or adjusting filters to find the desired product. Specifically, when the correct item is not included in the recommendation output, the weight coefficients  $\alpha$ ,  $\beta$ , and  $\gamma$  in the SELF-FEEDBACK formula are adjusted to dynamically revise the recommendation criteria, and the LLM is prompted to re-rank and recommend based on a new set of candidates. This structure enables the LLM to reflect on and refine its initial reasoning, and each step is logged and stored in MEMORY, where it can be used for future recommendations and agent decision-making. The SELF-FEEDBACK prompt is shown in Figure D.3 in Appendix D.

## 4 MADREC-Based Recommendation Pipeline

Based on the components described in Section 3, the MADREC-based recommendation pipeline consists of the following four steps, as illustrated in Figure 4:

**Step 1. Generating a Multi-Aspect User Profile:** As shown in Figure 4 (a), when a recommendation

request is received, the user’s reviews are processed through the ASPECT EXTRACTION TOOL and ASPECT SUMMARY TOOL to dynamically generate a user profile organized by aspect categories. Item profiles are pre-generated in the same way and stored in MEMORY.

**Step 2. Multi-Factor RE-RANKING:** The RE-RANKING TOOL computes a score for each item by combining the similarity between user and item profiles, category overlap, and popularity, and selects the top 30 candidate items (See Figure 4 (b)).

**Step 3. Tasks:** As illustrated in Figure 4 (c), the selected candidate items are used as input to the LLM, and three tasks are performed: direct recommendation, sequential recommendation, and explanation generation (see Section 3.3).

**Step 4. SELF-FEEDBACK:** If the actual purchased item is not included in the recommendation results, the SELF-FEEDBACK module is triggered, as shown in Figure 4 (d), to adjust the RE-RANKING weights and repeat the recommendation task.

## 5 Experimental Setup

### 5.1 Datasets

This study conducts evaluations using three real-world datasets with varying domains and levels of data sparsity. The data were collected from Amazon.com<sup>1</sup>, containing user reviews and ratings across a wide range of product categories. Among them, three categories—Beauty, Sports, and Toys—were selected for the experiments. After preprocessing, the statistics of each dataset are summarized in Table 1.

<sup>1</sup><https://nijianmo.github.io/amazon/>

Statistics	Beauty	Sports	Toys
# Users	22,363	25,598	19,412
# Items	12,101	18,357	11,924
# Actions/User	8.9	8.3	8.1
# Actions/Item	16.4	16.1	14.1
# Actions	198,502	296,337	167,597
Sparsity	99.93%	99.95%	99.93%

Table 1: Statistics of the datasets after preprocessing. #Actions/User and #Actions/Item denote the average number of interactions per user and item, respectively. Sparsity indicates the proportion of missing entries in the user-item matrix

## 5.2 Evaluation Metrics

To quantitatively evaluate the performance of the proposed system, this study adopts a leave-one-out strategy, where one item is repeatedly excluded from each user’s interaction sequence and set as the prediction target. This approach assesses how accurately the model can predict the excluded item. For the evaluation of direct and sequential recommendation tasks, we use HR@n (Hit Ratio) and NDCG@n (Normalized Discounted Cumulative Gain) as performance metrics, with  $n$  set to 5 and 10 to account for both the hit rate and the ranking of top recommendations. For the explanation generation task, we employ n-gram-based automatic evaluation metrics such as BLEU-n and ROUGE-n to assess the quality of the generated natural language explanations. Additionally, we use the pretrained language model-based BERT-Score to provide a more fine-grained assessment of semantic similarity.

## 5.3 Baselines

To compare the performance of the proposed model, we follow the experimental settings of Geng et al. (2022); Zhou et al. (2020); Liu et al. (2023a) and select the following representative baseline models.

For the direct recommendation task, we use ENMF (Chen et al., 2019), SimpleX (Mao et al., 2021), P5 (Geng et al., 2022), and ChatGPT (Liu et al., 2023a) as baselines. For the sequential recommendation task, we include P5, ChatGPT, S<sup>3</sup>-Rec (Zhou et al., 2020), and SAS-Rec (Kang and McAuley, 2018). For the explanation generation task, we compare with P5 and ChatGPT.

Our framework uses GPT-4.1-nano (Schulman et al., 2022) as the core language model, and to efficiently reference domain-specific information, the entire review dataset is stored in a MySQL

database. This database consists of tables that include product metadata, user interaction histories, and profile information pre-generated by the tools. Detailed descriptions of each baseline model can be found in Appendix A.

## 5.4 Training Details

In the RE-RANKING stage for candidate item selection, scores are computed using weights of  $\alpha = 0.4$ ,  $\beta = 0.4$ , and  $\gamma = 0.2$ , and the top 30 items are extracted and fed into the LLM prompt.

## 6 Experimental Results

### 6.1 Results on Recommendation Tasks

The proposed framework was evaluated across three key recommendation tasks—direct recommendation, sequential recommendation, and explanation generation. The direct recommendation task involves predicting the Top-N items, including the ground-truth, from a pool of 100 candidates. The sequential recommendation task aims to predict the next likely item based on the user’s purchase history. As shown in Table 2 and Table 3, our proposed system (RR+SF) consistently outperformed all baseline models across all domains. This demonstrates that, unlike conventional models limited to static inference or pretraining-based reasoning, our framework benefits from an active processing structure that combines RE-RANKING and SELF-FEEDBACK, resulting in more robust and adaptive performance.

The explanation generation task was introduced to go beyond item recommendation and provide users with clear, natural language explanations for the recommendations. Specifically, the LLM generates explanations based on the relationship between the user and item profiles, focusing on relevant aspect categories. Examples of generated explanations are shown in Figure B. Since this task is conditioned on the final recommendation result and the aspect profile of each item, RE-RANKING and SELF-FEEDBACK influence the outcome only indirectly. Thus, we compare the generation quality of RR+SF against existing LLM-based baselines. As shown in Table 4, the proposed model achieved the highest performance across all domains.

### 6.2 Ablation Study on RE-RANKING and SELF-FEEDBACK Modules

To quantitatively analyze the effectiveness of the two core components of our proposed system—RE-

Methods	Beauty				Sports				Toys			
	HR@5	NDCG@5	HR@10	NDCG@10	HR@5	NDCG@5	HR@10	NDCG@10	HR@5	NDCG@5	HR@10	NDCG@10
ENMF	0.020	0.016	0.050	0.025	0.096	0.062	0.144	0.078	0.066	0.042	0.128	0.062
P5	0.090	0.053	0.166	0.079	0.100	0.066	0.170	0.079	0.110	0.071	0.174	0.092
SimpleX	0.040	0.017	0.082	0.026	0.034	0.013	0.054	0.018	0.050	0.029	0.086	0.036
ChatGPT	0.044	0.029	0.078	0.040	0.043	0.082	0.022	0.035	0.045	0.025	0.076	0.035
RR + SF (ours)	<b>0.252</b>	<b>0.152</b>	<b>0.364</b>	<b>0.188</b>	<b>0.188</b>	<b>0.117</b>	<b>0.310</b>	<b>0.156</b>	<b>0.200</b>	<b>0.131</b>	<b>0.334</b>	<b>0.174</b>
RR + No-SF	<u>0.218</u>	<u>0.133</u>	<u>0.296</u>	<u>0.158</u>	<u>0.162</u>	<u>0.103</u>	<u>0.264</u>	<u>0.132</u>	<u>0.174</u>	<u>0.114</u>	<u>0.260</u>	<u>0.142</u>
No-RR + SF	0.132	0.090	0.246	0.126	0.150	0.098	0.258	0.132	0.106	0.070	0.214	0.104
No-RR + No-SF	0.110	0.074	0.186	0.099	0.108	0.072	0.180	0.095	0.100	0.066	0.152	0.083

Table 2: Performance comparison direct recommendation on Beauty, Sports, and Toys domains. Bold indicates the best score, underline the second-best. RR and SF denote RE-RANKING and SELF-FEEDBACK.

Methods	Beauty				Sports				Toys			
	HR@5	NDCG@5	HR@10	NDCG@10	HR@5	NDCG@5	HR@10	NDCG@10	HR@5	NDCG@5	HR@10	NDCG@10
P5	0.046	0.029	0.048	0.030	0.072	0.042	0.116	0.056	0.066	0.041	0.110	0.055
S <sup>3</sup> -Rec	0.056	0.034	0.106	0.049	0.046	0.025	0.104	0.043	0.046	0.027	0.088	0.040
SAS-Rec	0.070	0.048	0.135	0.069	0.103	0.058	0.169	0.099	0.090	0.054	0.128	0.081
ChatGPT	0.018	0.012	0.046	0.023	0.022	0.019	0.032	0.026	0.029	0.014	0.038	0.018
RR + SF (ours)	<b>0.234</b>	<b>0.155</b>	<b>0.362</b>	<b>0.196</b>	<b>0.230</b>	<b>0.142</b>	<b>0.368</b>	<b>0.186</b>	<b>0.202</b>	<b>0.136</b>	<b>0.336</b>	<b>0.178</b>
RR + No-SF	0.206	0.142	0.312	0.177	0.180	0.115	0.268	0.142	0.178	0.120	0.278	0.152
No-RR + SF	0.136	0.086	0.246	0.121	0.118	0.073	0.206	0.101	0.128	0.089	0.200	0.112
No-RR + No-SF	0.104	0.068	0.188	0.095	0.104	0.072	0.140	0.083	0.104	0.069	0.144	0.082

Table 3: Performance comparison sequential recommendation evaluation on Beauty, Sports, and Toys domains.

Methods	Beauty					Sports					Toys				
	BLEU2	R-1	R-2	R-L	BERTS	BLEU2	R-1	R-2	R-L	BERTS	BLEU2	R-1	R-2	R-L	BERTS
RR + SF (ours)	<u>0.473</u>	<b>15.632</b>	<b>6.298</b>	<b>12.689</b>	<b>84.831</b>	<b>0.103</b>	<b>14.165</b>	<b>3.437</b>	<b>10.355</b>	<b>85.004</b>	<b>0.277</b>	<b>15.558</b>	<b>4.412</b>	<b>10.765</b>	<b>85.160</b>
ChatGPT	<b>1.160</b>	14.981	3.041	10.874	82.642	<u>0.023</u>	8.162	1.196	6.504	83.410	0.085	9.735	1.433	7.342	83.673
P5	0.006	2.162	0.120	2.070	8.535	0.001	2.577	0.113	2.296	9.984	0.001	2.407	0.113	2.176	8.596

Table 4: Performance comparison for explanation generation across three domains. BLEU2: bi-gram precision; R-1/R-2/R-L: ROUGE scores for unigram, bigram, and longest sequence matches; BERTScore: semantic similarity.

RANKING and SELF-FEEDBACK—we conducted experiments on the following four combinations. All experiments were performed under the same dataset, prompt structure, and LLM architecture. Detailed descriptions of the prompts used in each setting are provided in Appendix D. The results are summarized in Table 2, Table 3, and Table 4. In the No-RR+SF setting, RE-RANKING is omitted and recommendations are generated in the original candidate order, followed by the application of SELF-FEEDBACK. In RR+No-SF, only RE-RANKING is applied without any feedback on the recommendation outcome. The No-RR+No-SF setting disables both modules and represents the most basic recommendation structure that directly infers over unranked candidates. Across all domains and tasks, the RR+SF configuration—where both RE-RANKING and SELF-FEEDBACK are applied—achieved the best performance. In the direct recommendation task, RR+SF showed relative improvements over No-RR+No-SF of 95.7% in Beauty, 72.2% in Sports, and 119.7% in Toys. In the sequential recommendation task, the improvements were 92.6%, 162.9%, and 133.3%, respectively.

To visualize the individual and combined effects

of RE-RANKING and SELF-FEEDBACK, Figure 5 presents HR@10 scores from two perspectives. The figure compares the performance of all four configurations and ChatGPT across the Beauty, Sports, and Toys domains, clearly showing that RR+SF (ours) consistently outperforms all other baselines. A notable observation is that the simple prompt-based LLM approach (ChatGPT) yields the lowest performance in all domains, demonstrating the superiority of leveraging aspect-based user and item profiles. In particular, the direct recommendation task in the Sports domain reveals an approximately 8× performance gap between ChatGPT (0.022) and No-RR+No-SF (0.180), highlighting the especially pronounced shortcomings of prompt-only methods in this task.

The RR+No-SF and No-RR+SF configurations allow for a clear analysis of the individual contributions of each module. RR+No-SF achieved substantial improvements over No-RR+No-SF across all domains, indicating that the RE-RANKING module plays a more significant role in overall performance. Specifically, RE-RANKING sorts the candidate items based on multi-aspect profile similarity, category overlap, and popularity, selecting the top 30 most informative items as input to the LLM.

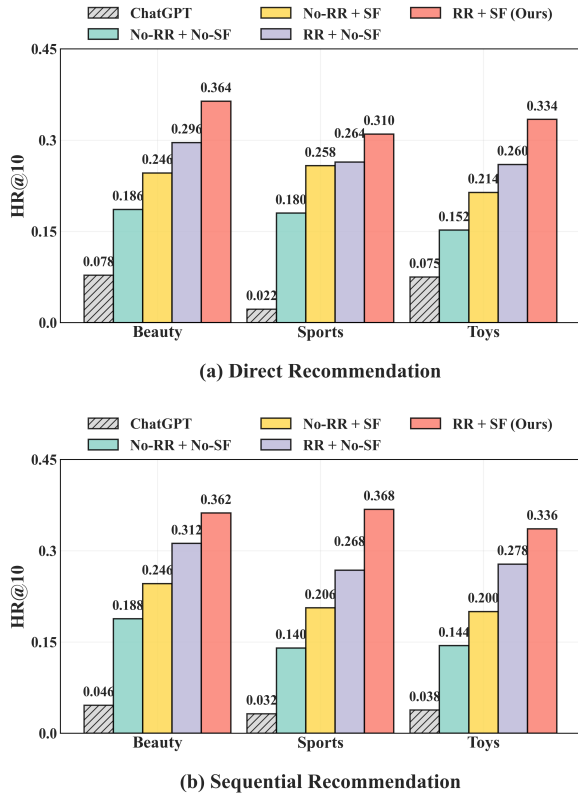


Figure 5: Performance comparison (HR@10) across Beauty, Sports, and Toys domains for four model variants and ChatGPT. RR + SF (ours) consistently outperforms all baselines, while ChatGPT exhibits limited effectiveness, particularly in sequential recommendation.

This enables the model to perform more accurate reasoning within the limited context window. Similarly, No-RR+SF also outperformed No-RR+No-SF in all domains, demonstrating the effectiveness of the SELF-FEEDBACK module. When recommendations are suboptimal, SELF-FEEDBACK automatically adjusts the scoring criteria and re-invokes inference, mimicking real user behaviors such as researching or re-filtering, and enabling *iterative refinement*. Finally, RR+SF achieved the largest performance gains compared to No-RR+No-SF, empirically demonstrating that the two modules work synergistically, producing a greater effect than their individual contributions alone. These results confirm that using both modules together yields the strongest performance and highlight a key structural advantage over conventional systems that rely solely on static inference.

### 6.3 Human Evaluation

Since the linguistic quality and persuasiveness of recommendation explanations are difficult to fully evaluate using automatic metrics alone, we addi-

Methods	Evaluator			Average
	Eva_1	Eva_2	Eva_3	
P5	0.34	0.34	0.36	0.35
ChatGPT	0.00	0.00	0.00	0.00
RR + SF (Ours)	0.66	0.66	0.64	<b>0.65</b>

Table 5: Human evaluation results of explanation quality, rated by three independent evaluators. RR + SF (Ours) significantly outperforms P5 and ChatGPT in terms of average human preference.

tionally conducted a human evaluation. Specifically, three independent evaluators (Evaluator 1, 2, and 3) were asked to compare the explanations generated by P5, ChatGPT, and our proposed model (RR+SF) across 50 test cases. Each evaluator ranked the three explanations for each case, and Table 5 reports the percentage of times each method was selected as the top-1 explanation by each evaluator. The results show that the proposed model was consistently rated highest by all evaluators. This indicates that our model is able to generate more specific and persuasive explanations by grounding its reasoning in aspect-level user preferences.

## 7 Conclusion

In this study, we propose MADREC, a Multi-Aspect Driven LLM Agent for explainable and personalized recommendation. The framework extracts multidimensional aspect information from user reviews in an unsupervised manner and generates structured user and item profiles that reflect diverse preference dimensions. By combining unsupervised multi-aspect learning with an LLM-based agent architecture, MADREC identifies aspect terms and categories, summarizes category-specific content, and constructs interpretable profiles. These profiles are refined using a RE-RANKING TOOL and provided as input to the LLM, while the SELF-FEEDBACK module dynamically adjusts recommendation criteria based on previous outputs, enabling iterative improvement. Evaluations on three recommendation tasks show that MADREC consistently outperforms traditional and LLM-based baselines, not only in accuracy but also in explainability. Human evaluation further confirms that our model delivers the most persuasive explanations. In future work, we plan to improve the adaptability and interactivity of the system by incorporating user feedback-driven learning and integrating external tools.



## 8 Limitations

This study proposes an LLM-based active recommendation framework and demonstrates meaningful performance improvements across various recommendation tasks. Nevertheless, several limitations remain. First, the multi-stage inference pipeline introduced by RE-RANKING and SELF-FEEDBACK may increase computational cost and response time, requiring further optimization for real-time applications. Second, aspect-based inputs can be constrained by context length limits, necessitating input compression or selection strategies. Third, while SELF-FEEDBACK enables iterative recommendation, it currently relies on static criteria rather than real user responses, indicating a need for future integration with interaction logs and user behavior signals.

## 9 Ethics Statement

The training process of our proposed architecture does not involve any socially sensitive or ethically inappropriate elements. Accordingly, this study raises no ethical concerns.

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779		836
780		837
781		838
782		839

## A Baseline Model Details

The baseline models used for comparison in this study are described in detail as follows

### A.1 Direct Recommendation Model

- **ENMF (Efficient Neural Matrix Factorization)**: A matrix factorization-based model that effectively utilizes all observed data. It offers balanced performance in terms of computational efficiency and recommendation accuracy, and shows stable results even on sparse datasets.
- **SimpleX**: A structurally simple collaborative filtering model that incorporates a strong cosine contrastive loss, achieving performance comparable to more complex state-of-the-art models. It is particularly advantageous in terms of efficiency and interpretability.
- **P5 (Personalized Prompt for Personalization)**: A prompt-based framework that handles various recommendation tasks in a text-to-text format. It effectively encodes user preferences and item characteristics using natural language processing techniques, and supports generalizable performance through multi-task learning.
- **ChatGPT**: A few-shot recommendation approach based on a large language model, which generates recommendations using prompts without additional fine-tuning. User preferences and item attributes are processed in natural language and provided directly in the prompt.

### A.2 Sequential Recommendation Model

- **SASRec (Self-Attentive Sequential Recommendation)**: A sequential recommendation model based on the self-attention mechanism that effectively captures important signals from users' temporal behavior patterns. It models both short- and long-term dependencies, delivering stable performance across various sequence lengths.
- **S<sup>3</sup>-Rec (Self-Supervised Sequential Recommendation)**: A model that integrates multiple self-supervised learning objectives to capture rich correlations in user-item sequences. It enhances representational power by jointly

optimizing item attributes, sequence patterns, and user preferences.

These baseline models represent widely adopted approaches in current recommender systems research and were selected as comparison points to fairly evaluate the performance of the proposed MADREC framework.

## B Example of Explanation Generation

### Explanation Generation Example

Based on the user profile, the user values products that are powerful, effective, organic, and have pleasant scents, especially in hair products, with quick and efficient usage. They also prefer affordable items with high demand and utility, and they favor products that reduce frizz, smell good, and are effective for hair and skin care.

1353 : Effective for frizz reduction, pleasant scent, high utility.

Figure B.1: Example of explanation generation based on a user profile and a recommended item. The upper part shows the summarized user preferences, and the lower part provides the natural language explanation for why item 1353 fits the user's needs.

## C Aspect Term & Category

Aspect Categories and Terms from Beauty Reviews	
Aspect Category	Aspect Terms
<b>Makeup</b>	shadow, liner, concealer, eyeliner, mascara, eyeshadow, brow, blush, highlighter, primer, bronzer, foundation, palette, lipgloss, powder
<b>Ingredients</b>	helianthus, annuus, kernel, vegetable, hydrogenated, bran, ester, sunflower, tocopheryl, acetate, glycine, argania, soja, tocopherol, panthenol
<b>Color</b>	pink, purple, nude, bright, yellow, blue, metallic, beige, gold, shimmer, red, vibrant, coral, bronze, satin
<b>Hair</b>	wavy, curly, straight, braid, strand, frizzy, ponytail, layered, heat, curl, styling, volume, rinse, shampoo, comb
<b>Beauty Tools</b>	file, buffer, clipper, cutter, filing, cuticle, pedicure, scissors, drill, electric, grooming, trimming, tweezer, trimmer, manicure
<b>Scent</b>	musk, sandalwood, mint, aroma, vanilla, jasmine, floral, cinnamon, citrus, lavender, coconut, honey, berry, peppermint, perfume
<b>Purchase</b>	amazon, cost, expensive, bargain, budget, cheaper, online, overpriced, price, seller, buy, cheapest, pricing, purchase, repurchase
<b>Usage Context</b>	evening, morning, night, daily, routine, weekend, bedtime, afternoon, overnight, weekly, daytime, frequently, outdoors, workout, wedding
<b>Improvement</b>	aging, elasticity, reduce, inflammation, dryness, soothe, wrinkle, firmness, collagen, repair, brightening, hydrate, protect, rejuvenate, calming
<b>Packaging</b>	zipper, case, sealed, magnetic, cardboard, pocket, compartment, pouch, box, sleeve, sturdy, envelope, clip, bag, resealable
<b>Quantity</b>	four, ten, five, six, three, twenty, ml, oz, seven, eight, two, half, nine, ounce, dozen
<b>Usage Method</b>	cleansing, washcloth, foam, pat, massage, toner, cleanser, exfoliating, scrub, wiping, towel, rubbing, soaking, dab, blotting
<b>Satisfaction</b>	nice, great, wonderful, awesome, impressive, excellent, amazing, fantastic, best, perfect, comfortable, attractive, exceptional, durable, unique

Table C.1: **Extracted Aspect Categories and Terms from Beauty Reviews.** This table presents 13 distinct aspect categories automatically identified from unlabeled Beauty reviews, along with their 15 most representative terms. These categories reveal the key dimensions consumers focus on when evaluating beauty products, ranging from makeup characteristics to scent preferences and improvement effects.



Aspect Categories and Terms from Sports Reviews	
Aspect Category	Aspect Terms
<b>Functionality</b>	exceptional, usability, impressive, excellent, robust, improves, outstanding, innovative, efficient, superior, practical, versatile, durable, reliable, strong
<b>Brand</b>	officially, supreme, luminox, rogue, submariner, fabulous, hydroflask, omega, elite, priceless, british, multiuse, rocksolid, branding, legendary
<b>Usage Context</b>	vacation, boating, campground, canoeing, concert, festival, adventure, camping, hiking, beach, picnic, weekend, outdoors, trail, snorkeling
<b>Satisfaction</b>	trust, rely, willing, honest, impressed, interested, believe, aware, expect, hoping, curious, committed, determined, satisfied, pleased
<b>Technology</b>	bluetooth, wireless, wifi, gps, usb, smartphone, app, network, software, touchscreen, led, charger, sensor, rechargeable, device
<b>Service</b>	vendor, contacted, request, representative, emailed, distributor, supplier, seller, dealer, merchant, manufacturer, employee, shipped, customer, returned
<b>Quantity/ Measurement</b>	fifty, ten, twelve, thirty, twenty, approximate, half, couple, three, quarter, two, four, dozen, maximum, ml
<b>Fit</b>	stretchy, baggy, waistband, roomy, elastic, compression, breathable, padded, expandable, cinched, comfy, spacious, supportive, snug, fitted
<b>Ease of assembly</b>	screw, clamp, fastener, tighten, bolt, nut, insert, attach, locking, quick-release, pivot, knob, hinge, mounting, latch
<b>Durability</b>	cracking, tearing, peeling, ripping, scraping, deform, crushed, grinding, scuff, bruised, bending, chipping, snapping, abrasion, damaged

Table C.2: **Extracted Aspect Categories and Terms from Sports Reviews.** This table presents 10 distinct aspect categories automatically identified from unlabeled Sports and Outdoors reviews, along with their 15 most representative terms. These categories highlight the key dimensions consumers consider when evaluating sports equipment, from functionality and durability to brand reputation and usage contexts.

Aspect Categories and Terms from Toys Reviews	
Aspect Category	Aspect Terms
<b>Purchase</b>	amazon, walmart, retailer, seller, discount, refund, sale, coupon, shipping, return, cost, price, purchase, bargain, online
<b>Character</b>	avenger, batman, bumblebee, megazord, superman, spiderman, joker, catwoman, thor, jedi, darth, hulk, yoda, deadpool, venom
<b>Electronic</b>	transmitter, controller, signal, frequency, mechanism, adjustment, automatic, manual, remote, controllable, electric, battery, wireless, motorized, joystick
<b>Gameplay</b>	strategy, player, opponent, mission, scoring, victory, tactic, mechanic, challenge, cooperation, turn, deck, card, phase, role
<b>Food</b>	pasta, pepper, cupcake, frosting, dough, icing, sprinkles, chocolate, baking, cookie, candy, pizza, cake, muffin, chocolate
<b>Movement</b>	lift, slide, rotate, tilt, flip, fold, bump, push, pull, wobble, spin, lean, climb, snap, hinge
<b>Age Range</b>	three, four, five, six, seven, eight, nine, ten, eleven, twelve, thirteen, fourteen, fifteen, sixteen, eighteen
<b>Educational</b>	leapreader, software, ebooks, touchscreen, tablet, app, phonics, flashcard, workbook, smartphone, digital, headphone, programming, language, instructional
<b>Accessories</b>	earring, headband, ribbon, scarf, necklace, bracelet, tiara, belt, glove, hat, sunglasses, pouch, mask, hairclip, pendant
<b>Safety</b>	careful, cautious, supervise, supervision, guidance, injured, danger, responsible, calm, un-supervised, help, tough, nervous, stress, patience
<b>Packaging</b>	fit, aligned, snap, lock, stored, attach, glued, fasten, folded, screw, stacked, sealed, labeled, carry, wrapped
<b>Animal</b>	puppy, rabbit, monkey, doggy, kitty, bunny, elephant, panda, giraffe, tiger, owl, kitten, lion, bear, dolphin

Table C.3: **Extracted Aspect Categories and Representative Terms from Toys Reviews.** This table presents 12 distinct aspect categories automatically identified from unlabeled Toys and Games reviews, along with their 15 most representative terms. These categories reveal the key dimensions consumers focus on when evaluating toys and games, ranging from character-based features to educational value and safety considerations.

## Multi-Aspect Labeling Examples

### Beauty Products

#### Review

#### Multi-Aspect Category

This is the first curling iron i ever used.. and i am not planning to purchase anything else. I had a problem with the Auto on/off button at the beginning since my hand kept on pushing it by mistake, but now that i know the proper way of holding it it doesn't bother me much. I use a heat protectant so i didn't notice any damage to my hair, on the contrary, my curls ended up being soft and shiny!

Improvement , Hair , Purchase

Love this stuff. It's perfect for keeping my face soft and smooth, without breaking out. I especially like to use it at night.

Usage Context

I have been using this lotion for over a month now and I really like it. I researched new lotions online and this came up as dermatologist recommended so I took a chance and ordered it. It is perfect for moisturizing before putting on make-up because it does not leave the skin oily or greasy. I have sensitive skin and it seems to be perfect for me.

Makeup , Usage Context ,  
Purchase

### Sports and Outdoors

They work really well you can use them in any way they even work out with pull-up bars and can attach it bench and use for reverse push-ups.

Ease of assembly

I bought 3 of these to replace the key locks on my weapons. No more having to look for the key or need to turn on the light. If you preset the combo off open, you can open this in the dark. I also like the rubberized center contacts that prevent scratching the finish.

Ease of assembly , Durability

These are hands down the best kids goggles out there as they stay put on little faces. The large coverage area also seems to give kids more security in the water and also leaves less chances of them falling off. The material is tacky without being sticky, which is great for holding on to little kids in motion. The many colors are also nice so that each kid can have their own color. They aren't indestructible and the lens can scratch so a bit of care is a good idea, but as far as kids goggles go, this is a good investment to make.

Fit , Durability

### Toys and Games

My nephew (14) suggested this game for my son (7). It couldn't have been a better suggestion. Our son loves trains and understand math well enough to enjoy this game. It's actually fun for me, too. It's really a smarter version of Monopoly.

Age Range , Gameplay

This Sabretooth statue, is very nice and menacing. A great pick up for the Wolverine and Sabretooth admirers out there.

Character

We are all fans of TinkerBell in my house and I was thrilled to find this for my 4 year old's Innotab 2. It has great games and creative features and is by far her favorite cartridge. The best part is that more than once I have also caught my 17 year daughter playing it as well.

Age Range , Gameplay ,  
Educational

**Table C.4: Examples of Automatically Assigned Multi-Aspect Categories for Reviews in Beauty, Sports, and Toys Domains.** This table presents sample reviews from the Beauty, Sports, and Toys domains, along with the automatically assigned multi-aspect category labels. These labels are generated by the ASPECT SUMMARY TOOL prior to constructing user and item profiles.

## D Additional Implementation Details

**Aspect Summary Generation Prompt**

You are an intelligent assistant that builds personalized user profiles for a recommendation system.

Your job is to summarize what the user values most regarding the aspect “{aspect}”, based on the reviews below.

Only extract information that is directly related to the aspect “{aspect}”.  
Ignore general praise, irrelevant sentences, or duplicated expressions.

Focus on capturing the user’s unique preferences and patterns for this aspect.  
Summarize the user’s preference or priority into one sentence within 10 words, reflecting what kind of features the user tends to like or look for.

Reviews:  
"""  
{combined\_text}  
"""

Answer format:  
Aspect: {aspect}  
Summary: <Your 10-word sentence here>

Figure D.1: Aspect-based user profiling prompt used in the ASPECT SUMMARY TOOL.



### Direct Recommendation Prompt

You are a smart recommendation agent.

[User Profile]

Summarize what the user values in products: {user\_profile\_text}

[Candidate Items]

You are given {len(item\_data)} candidate items. Each includes a category and aspect-based profile summary.

{item\_blocks.strip()}

[Task]

Based on the user profile and the information for each item, select the top- $\{top\_k\}$  items that best match the user's preferences. For each item, consider how it matches with the user's specific aspects and preferences.

Think **step by step** before making a final decision. Choose the top  $\{top\_k\}$  products to recommend in order of priority, from highest to lowest.

### Sequential Recommendation Prompt

You are a smart recommendation agent.

[User Profile]

Summarize what the user values in products: {user\_profile\_text}

[User Purchase History]

The user has recently purchased these items in this exact order (oldest to newest): {recent\_items\_text}

[Candidate Items]

You are given {len(item\_data)} candidate items. Each includes a category and aspect-based profile summary.

{item\_blocks.strip()}

[Task]

Based on both the user's profile and purchase sequence/pattern, predict the next item the user is most likely to purchase. The sequential pattern and evolution of the user's preferences over time. The user's aspect-based preferences from their profile

Think **step by step** before making a final decision, Choose the top  $\{top\_k\}$  products to recommend in order of priority, from highest to lowest.

### Explanation Generation Prompt

You are a smart recommendation agent.

[User Profile]

Summarize what the user values in products: {user\_profile\_text}

[Candidate Items]

You are given {len(item\_data)} candidate items. Each includes a category and aspect-based profile summary.

{item\_blocks.strip()}

[Task]

Based on the user profile and the information for each item, select the top- $\{top\_k\}$  items that best match the user's preferences and explain the recommendation reason based on aspects. For each item, consider how it matches with the user's specific aspects and preferences.

Think **step by step** before making a final decision, Choose the top  $\{top\_k\}$  products to recommend in order of priority, from highest to lowest.

[Example]

Explanation:

- id1: Brief explanation how this item matches user's specific aspects (15 words max)

Figure D.2: Prompt templates used for recommendation tasks, including direct recommendation, sequential prediction, and human evaluation criteria, illustrating the input structure and task instructions for each scenario.

### SELF-FEEDBACK Prompt for RE-RANKING

You are a recommendation system weight analysis expert.

[User Profile]  
{user\_profile\_text}

[Previously Recommendation]  
{'\n'.join([f"- item['title'] (item['category'])" for item in prev\_recommended\_info])}

[Current Weights]  
- Profile similarity: 0.4  
- Category similarity: 0.4  
- Popularity: 0.2

Analysis:  
1. What are the differences between the actually selected item and recommended items?  
2. How should weights be adjusted to rank the actual item higher?

Propose new weights in the following format:  
{  
  "profile\_similarity": 0.X,  
  "category\_similarity": 0.X,  
  "popularity": 0.X,  
  "reasoning": "Explanation for weight adjustment"  
}

### SELF-FEEDBACK Prompt For No RE-RANKING

You are a recommendation system that needs to improve its strategy.

[User Profile]  
{user\_profile\_text}

[Previous Recommendation]  
You previously recommended these items, but the customer didn't choose any of them:  
{'\n'.join([f"- item['title'] (item['category'])" for item in prev\_recommendations\_details])}

[All Candidate Items]  
{item\_blocks.strip()}

[Task]  
Since the customer didn't choose any of your previous recommendations, you need to:  
Reconsider your recommendation strategy  
Think about different aspects or categories that might better match the user's preferences  
Select {top\_k} different items that could better satisfy the customer's needs

Try to recommend items from different categories or with different characteristics than before.

Choose the top {top\_k} products to recommend in order of priority, from highest to lowest.

Figure D.3: SELF-FEEDBACK prompt templates used in MADREC differ in feedback format depending on whether RE-RANKING is applied or not.