Experimental study Popularity evolution without search engines Impact of search engines on popularity evolution Conclusion

Introductior PageRank

### Impact of Search Engines on Page Popularity

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# Outline

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#### Introduction

- J. Cho, S. Roy, Impact Of Search Engines On Page Popularity, WWW 2004
- "If your page is not indexed by Google, your page does not exist on the Web"
- PageRank metric ranks currently popular pages at top
- Popular pages get more popular

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Introduction PageRank

## PageRank and popularity

• PageRang of page  $p_i$  is

$$PR(p_i) = d + (1-d)\sum_{i=1}^m \frac{PR(p_i)}{c_i}$$

with out going links  $c_i$  and damping factor d

• Measures the popularity of the page  $p_i$ 

#### Introduction Experimental study

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Experimental setup Number of incoming links PageRank

## Popularity evolution: Experimental study

- We show that the "rich-get-richer" phenomenon exist
- Two snapshots of the Web at different times
- Measure the PageRank and the total number of incoming links for all pages of both snapshots

Experimental setup Number of incoming links PageRank

### Experimental setup

- Complete mirrors of 154 web sites
- Downloaded twice over a period of seven months
- Around 4.6 million pages for first snapshot  $S_1$  and 5 million pages for second snapshot  $S_2$
- Formed a directed graph of the web for each snapshot:
  - Each node corresponds to a unique web page
  - Directed edges corresponds to links
  - $S_1$  contains 13 million nodes and  $S_2$  15 million nodes
  - Around 7.8 million common nodes
- PageRank and number of incoming links for common nodes
- Damping factor 0.3

Experimental setup Number of incoming links PageRank

# Measuring popularity evolution

- We divide the pages into ten groups according to popularity
- Examine how the popularity changes between the groups
- Popularity measure I: Total number of incoming links

• 
$$IL(G_i, S_j) = \sum_{p \in G_i} IL(p, S_j)$$

- Group  $G_i$ , snapshot  $S_j$ , incoming links  $IL(p, S_j)$  to page p
- Popularity measure II: PageRank

• 
$$PR(G_i, S_j) = \sum_{p \in G_i} PR(p, S_j)$$

Experimental setup Number of incoming links PageRank

### Popularity evolution: Number of incoming links

#### • Absolute increase in the number of incoming links



Experimental setup Number of incoming links PageRank

### Popularity evolution: Number of incoming links

#### • Absolute increase in the number of incoming links



Experimental setup Number of incoming links PageRank

### Popularity evolution: Number of incoming links

• Relative increase in the number of incoming links

Relative increase in no. of inlinks



Experimental setup Number of incoming links PageRank

## Popularity evolution: PageRank

#### • Absolute increase in the PageRank values



A (1) > A (2) > A

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Experimental setup Number of incoming links PageRank

## Popularity evolution: PageRank

#### • Absolute increase in the PageRank values



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Experimental setup Number of incoming links PageRank

## Popularity evolution: PageRank

#### • Relative increase in the PageRank values



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Random-surfer model Case study

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Random-surfer model Case study

## Random-surfer model

- In random-surfer model users never use a search engine to discover pages
- New pages are discovered simply by following links
- Popularity  $\mathcal{P}(p, t)$  of page p at time t is the fraction of web users who like the page, we assume  $\mathcal{P}(p, t) = PR(p, t)$
- Visit popularity  $\mathcal{V}(p, t)$  of page p at time t is the number of visits in the page p within a unit time interval at time t
- Proposition 1:

$$\mathcal{V}(\boldsymbol{p},t)=r_1\mathcal{P}(\boldsymbol{p},t)$$

 Proposition 2: Any visit to a page can be done by any Web user with equal probability

Random-surfer model Case study

#### Popularity evolution

- Quality Q(p) of page p is the probability that an average user likes the page p when he visits p
- The total number of web users is n

#### Theorem

The popularity of page p evolves over time as

$$\mathcal{P}(p,t) = rac{Q(p)}{1 + \left[rac{Q(p)}{\mathcal{P}(p,0)} - 1
ight]e^{-\left[rac{r_1}{n}Q(p)
ight]t}}$$

Random-surfer model Case study

#### Popularity evolution: example

• Assume Q(p) = 1,  $r_1/n = 1$  and  $\mathcal{P}(p,0) = 10^{-8}$ 



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Random-surfer model Case study

# Case study: Google's popularity evolution

- The company Nielsen-NetRatings tracks how many web users visit some of the well-known web sites
- They report the *audience reach*: the fraction of web users visiting the particular site at least once in a week
- Google's popularity evolution is studied:
  - Statistics from the beginning of Google
  - The least affected by popularity-based ranking methods

Random-surfer model Case study

## Case study: Google's popularity evolution

 Google's popularity evolution: observed and random-surfer model (Q(p) = 0.3, P(p, 0) = 5 × 10<sup>-6</sup>, r<sub>1</sub>/n = 8)



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Search-dominant model Popularity evolution

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Search-dominant model Popularity evolution

### Search-dominant model

- In search-dominant model users discover pages solely based on search results
- Assumption 1: users use only one search engine
- Assumption 2: search engine always returns the *same* set of pages in the *same* order, ranked purely by their popularity
- The proposition 1 of random-surfer model not valid:

$$\mathcal{V}(p,t) = r_1 \mathcal{P}(p,t)$$

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Search-dominant model Popularity evolution

### Visit popularity under the search-dominant model

- Derivation of new relationship between  $\mathcal{V}(p, t)$  and  $\mathcal{P}(p, t)$ :
  - Page returned as i<sup>th</sup> entry, how likely is user to click it?
  - Given the PageRank of a page, what is its ranking in the search result?
- R(p, t) the rank of page p in the search result
- Lempel and Moran empirical measurements:

$$\mathcal{V}(p,t)=c_1R(p,t)^{-\frac{3}{2}}$$

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Search-dominant model Popularity evolution

#### Visit popularity under the search-dominant model

• Probabilistic cumulative distribution of PageRank values:



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Search-dominant model Popularity evolution

Visit popularity under the search-dominant model

• We get the relationship:

$$\begin{split} \mathcal{V}(p,t) &= c_1 R(p,t)^{-\frac{3}{2}} \\ &= c_1 \left( c_2 \mathcal{P}(p,t)^{-\frac{3}{2}} \right)^{-\frac{3}{2}} \\ &= r_2 \mathcal{P}(p,t)^{\frac{9}{4}} \end{split}$$

• Example: pages  $p_1$  and  $p_2$ , with popularity values 0.9 and 0.1.

• Random-surfer: 
$$\frac{\mathcal{V}(p_1,t)}{\mathcal{V}(p_2,t)} = \frac{0.9}{0.1} = 9$$

• Search-dominant: 
$$\frac{\mathcal{V}(p_1,t)}{\mathcal{V}(p_2,t)} = \left(\frac{0.9}{0.1}\right)^{\frac{9}{4}} = 140$$

Search-dominant model Popularity evolution

### Popularity evolution

#### • We get the following result:

#### Theorem

Under the search-dominant model, the popularity of page p evolves through the equation

$$\sum_{i=1}^{\infty} \frac{[\mathcal{P}(p,t)]^{(i-\frac{9}{4})} - [\mathcal{P}(p,0)]^{(i-\frac{9}{4})}}{(i-\frac{9}{4}) Q(p)^{i}} = \frac{r_{2}}{n}t$$

Search-dominant model Popularity evolution

#### Popularity evolution

• Popularity evolution under the search dominant model with the same parameters as earlier  $(Q(p) = 1, r_1/n = 1 \text{ and } \mathcal{P}(p, 0) = 10^{-8})$ 



Search-dominant model Popularity evolution

#### Popularity evolution

• Closer look:



Summary and conclusion

## Summary and conclusion

- We showed that "rich-get-richer" phenomenon exists
- We analyzed two theoretical models: Random-surfer model and search-dominant model
- It took 66 times longer to become popular with search-dominant model than with random-surfer model
- New ranking mechanism needed which can identify high-quality pages early

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