**Personalized Page Ranking Algorithm**

Every page (article) will have a score, which will in turn be a weighted sum of two other scores. These two being the page(article) base score, and the personal page score.

**Base Score:**

For the page(article), the base score will be calculated based on the time at which the page is created(newer pages have high score). Also the first few views will count more towards the final score than the later views. A logarithmic function is used to weigh the first views higher than the next ones. Score does not decrease as time goes by but newer stories get a higher score.

s = no of seconds from epoch to date created (epoch is a certain date in 1970)

n=no of views for the page

order=log(n) to the base 10.

base score=(s-1134028003)/45000 + order + admin\_weight

**Personal Score:**

For each user a score will be given for each tag present. Initially it will be zero for all tags when a user first visits. For each page a user visits, the tag scores for all the tags on that page shall be incremented for that user. And final score for any page shall be base score + sum of all the tag scores for that particular user present on that particular page.

personal score for each tag shall be calculated similar to the calculation of the base score.

s = no of seconds from epoch to pageview(epoch is a certain date in 1970)

n=no of views by that particular user for that particular tag

order=log(n) base 10

tag score=(s-1134028003)/450000 + order

note:this score is per tag

tag score could be multiplied by 1/log(no of pages present with a particular tag) so that a rare tag has a higher precedence than a lower one .

Final score=base score + tag scores of that user for all the tags present on that page.

More questions: Are we taking location and any other parameters into consideration while scoring? Or we can consider this at later stage?

We can keep adding more parameters after implementation of this basic algorithm to further improve the level of personalisation. (Gayathri: Ok, sure)