



Graphical Modeling of Macro Behavioral Targeting in Social Networks

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What is MBT?

Macro Behavioral Targeting (MBT):

Non-personalized broadcasting efforts that appeal to a massive targeted interactive population under competition from rivals for limited influence over the same population.

- Facebook posts – sent to fans
- Twitter tweets – sent to followers

User feedback features

- User behavior modeled by Gamma distribution

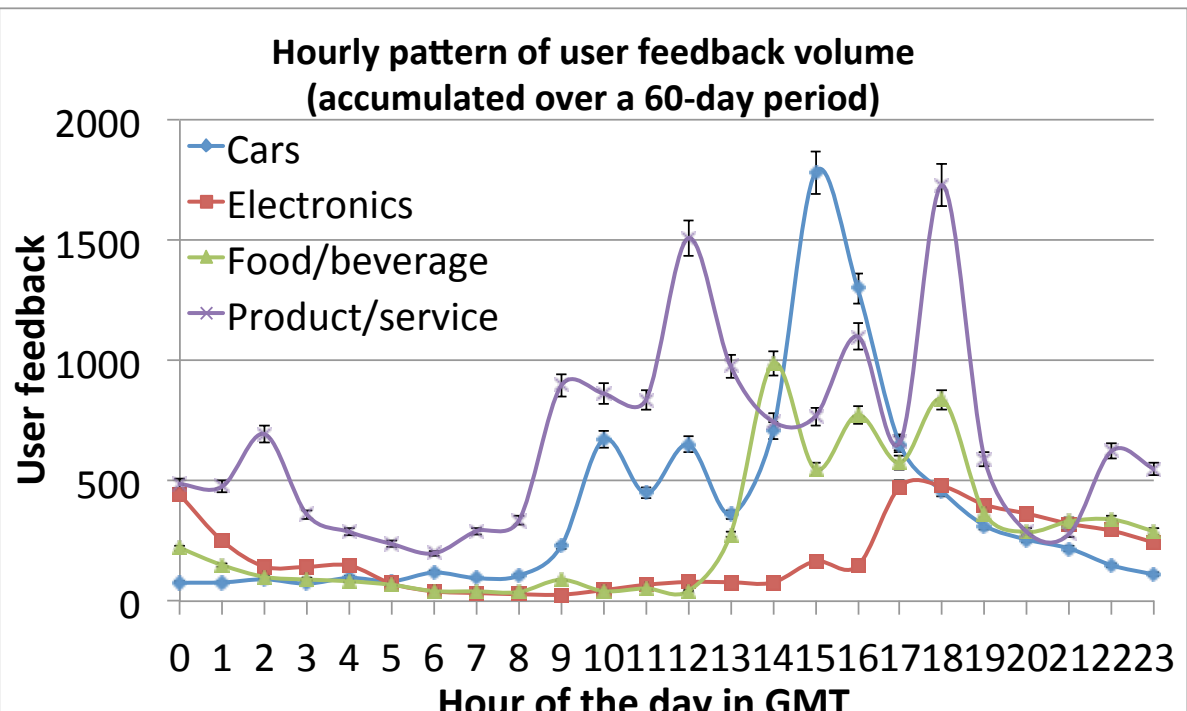
Table 3: Feature vector for individual feedback.

user_id	each user_id corresponds to a prior Gamma distribution according to the user parametrization.
time_since_last	the wait time in minutes since an effort is launched until user makes her feedback
feedback_sentiment	sentiment label for the feedback message.
[positive_list / negative_list]	[true if word is used in feedback text]

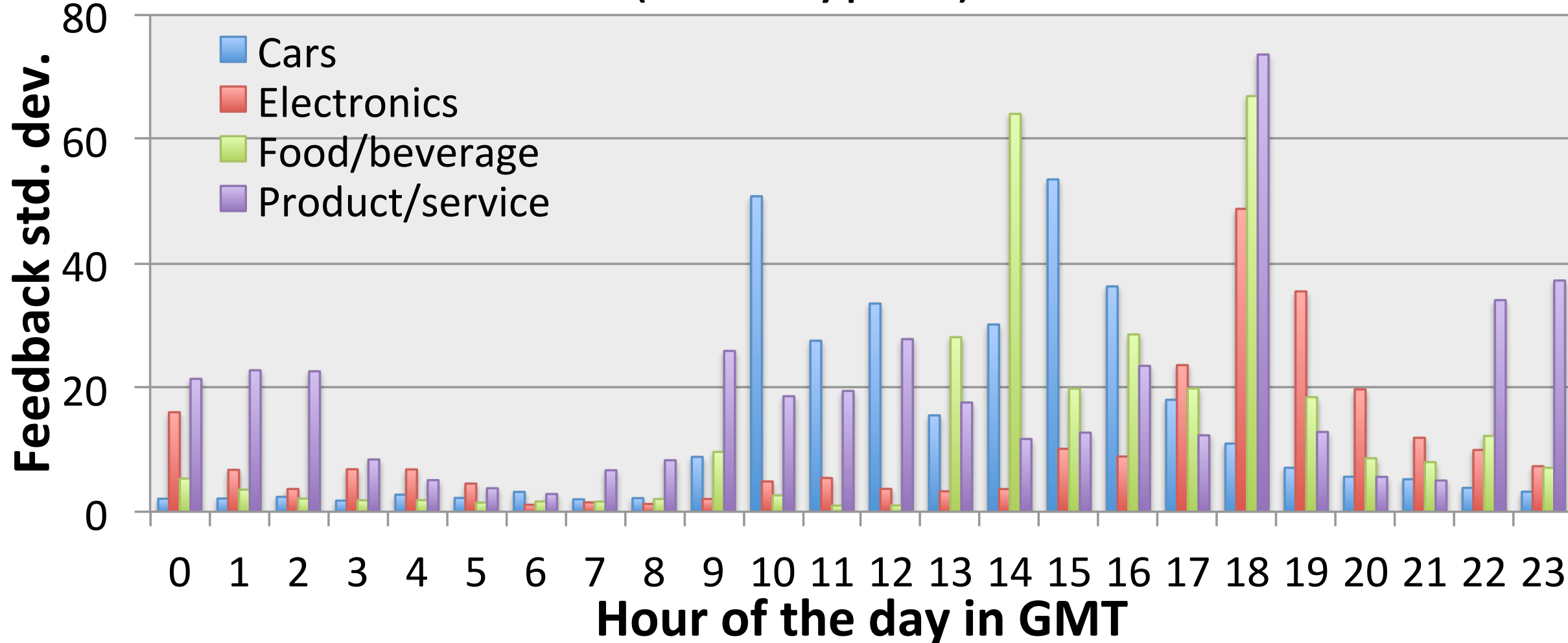
Brand effort features

Feature	Notes (example)
brand_id	Pepsi
hour_of_day	3pm
day_of_week	Sunday
time_since_last	the number of hours passed since the last MBT effort of this brand was launched.
type_of_effort	photo, video, url, etc.
ask_to_like	true if this effort appeals to fans for like/comment/share
ask_to_comment	true if contains a question in message
ask_to_share	true if word is in this effort message
is_a_question	
long_text	true if text is over 140 characters
[positive_list]	[List of Boolean values;
[negative_list]	true if word is in this effort message]
[characteristic_list]	

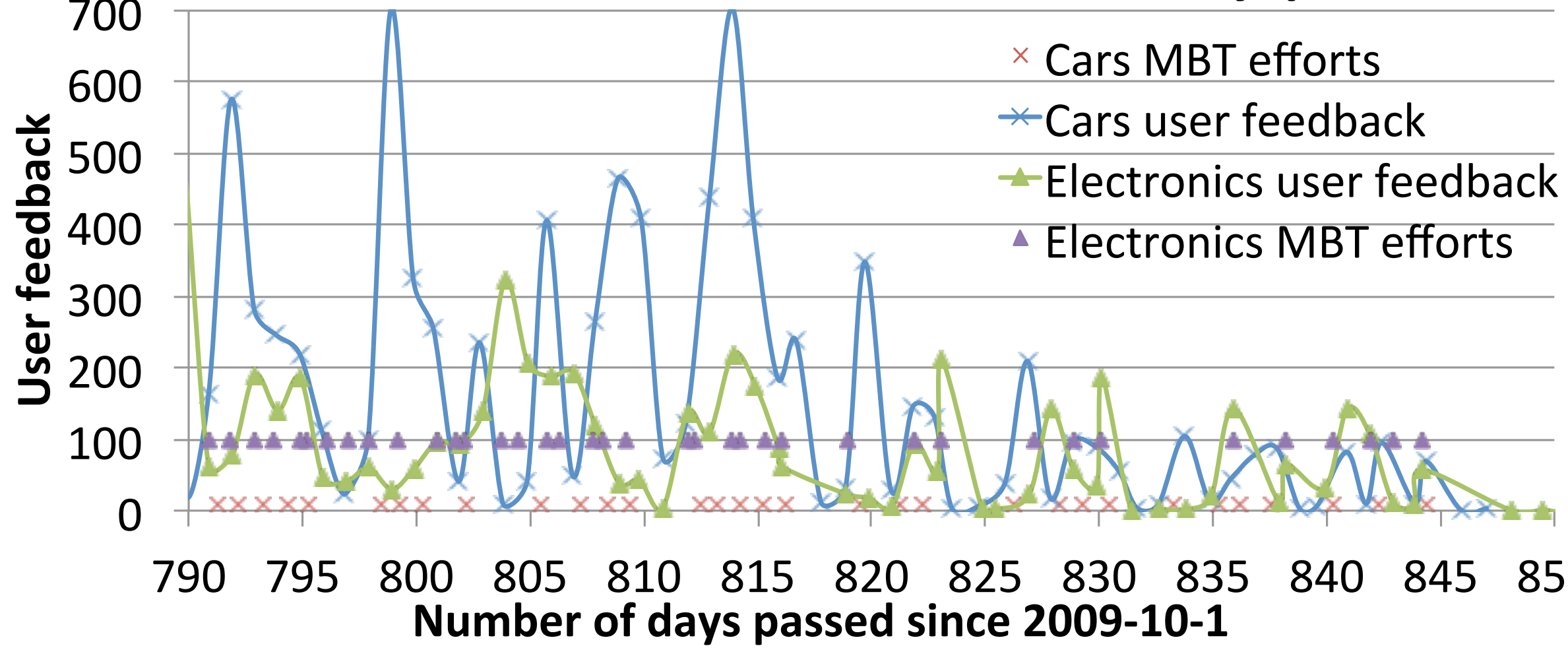
Dynamical Label	Volume Label
10min_d_percentage	10min_v_percentile
1hr_d_percentage	1hr_v_percentile
8hr_d_percentage	8hr_v_percentile
24hr_d_percentage	24hr_v_percentile
48hr_d_percentage	48hr_v_percentile
7day_d_percentage	7day_v_percentile



Standard deviation in hourly pattern of user feedback volume (of a 60-day period)



MBT efforts and user feedback from a 60-day period



How is MBT different from traditional behavioral targeting

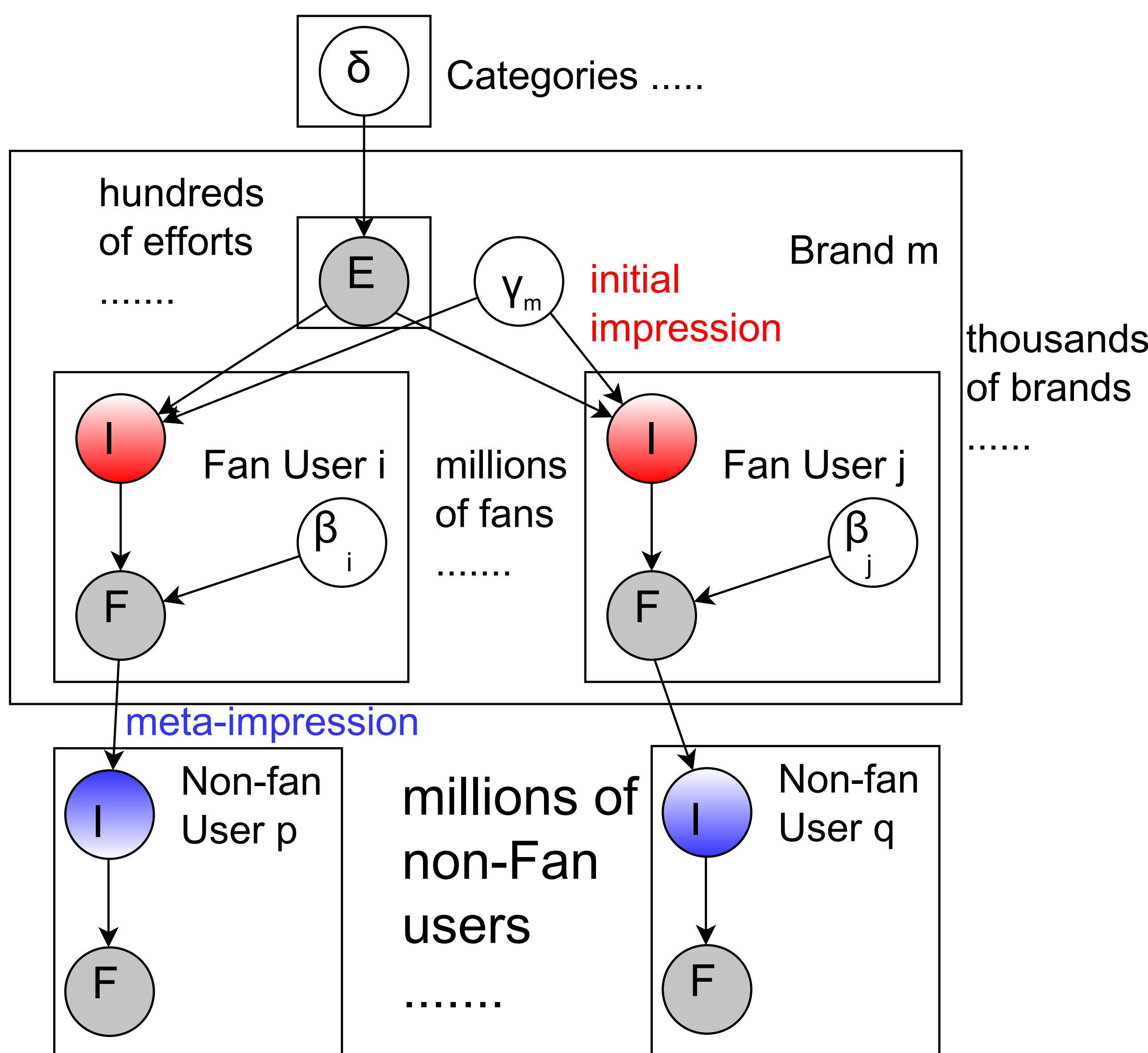
Competition structure

- Visible auctions (Pepsi can see Coke's engaging activities on Facebook and vice versa)
- Visible metrics (any Facebook user sees the campaign performance)
- e.g., Google Adwords is very different

Viral effect

- Gmail ads clicks are not social/viral
- The Like button on Facebook is viral

MBT Graphical Model



Experiments

Table 4: Facebook dataset basic statistics.

Category	Electronics	Food beverages	Product service	Cars
Brands	34	346	614	91
Efforts	19.4K	169.4K	424.6K	46.2K
Feedback	1.49M	13.8M	21.0M	2.24M
Total fans	2.45M	5.42M	28.3M	13.3M
Active fans (%)	353K	410K	1.02M	721K
	14.4%	7.51%	3.61%	5.40%
Feedback per fan	4.20	33.7	20.5	3.12
avg_wait (minutes)	176.0	106.1	234.3	222.9
avg_sentiment	0.284	0.309	0.298	0.521
feedback_half_life (minutes)	41.6	47.0	72.1	71.9

Table 8: Phrases most correlated to effort popularity.

Category	Top Phrase	Correlation
Product/service	favorite friends	1.000
	app, apps	0.878
	win	0.798
	movie	0.704
	play	0.680
	share	0.671
Electronics	choice	0.642
	win	0.579
	free	0.501
	app, apps	1.000
	forever	0.827
	win	0.749
	share	0.688
	future	0.612
	amazing	0.589
	facebook	0.571
	삼성 (Samsung)	0.550
		0.549

