# Estimating attention flow in online video networks

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Computational Media Lab @ANU: <a href="http://cm.cecs.anu.edu.au">http://cm.cecs.anu.edu.au</a>

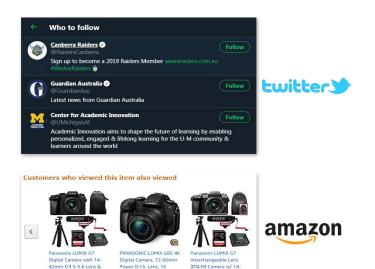
CSCW '19, Austin, TX, USA





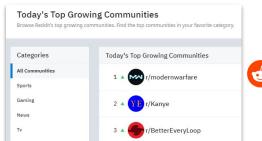


# Recommender systems are ubiquitous in online platforms



42mm Lens (Silver) &...

\*\*\* 73



Megapixel Mirrorless...

\*\*\*\* 113

Rode Microphone...

★★★★☆ 73







# The evolution of YouTube recommender systems

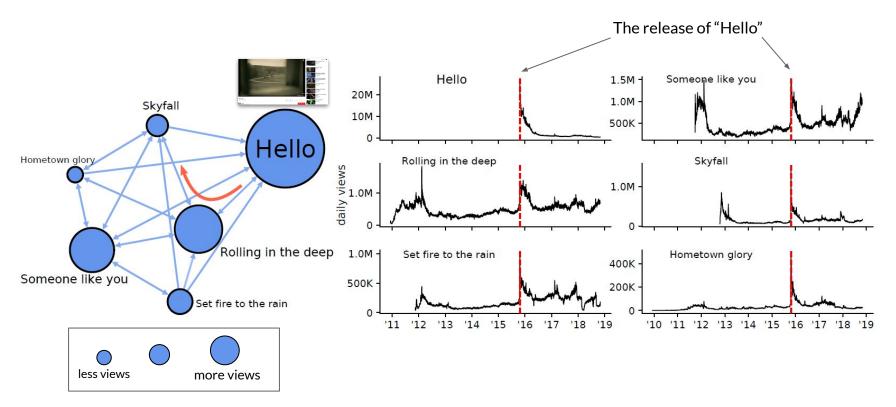
Method	Papers
Collaborative Filtering	[Davidson et al. <i>RecSys</i> '10] [Bendersky et al. <i>KDD</i> '14]
Deep Learning	[Covington et al. RecSys '16] [Beutel et al. WSDM '18]
Reinforcement Learning	[Chen et al. WSDM '19] [le et al. IJCAI '19]
Unbiased recommendation	[Zhao et al. RecSys '19] [Yi et al. RecSys '19]



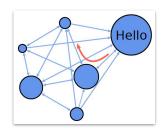
Effects of recommender systems: what does the network look like? how does it affect video popularity?

### The "Hello" effect

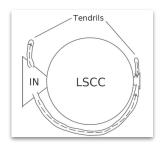
The release of "Hello" excited other videos from Adele.



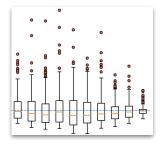
# Talk outline



1. How to build the network of videos from recommender systems?



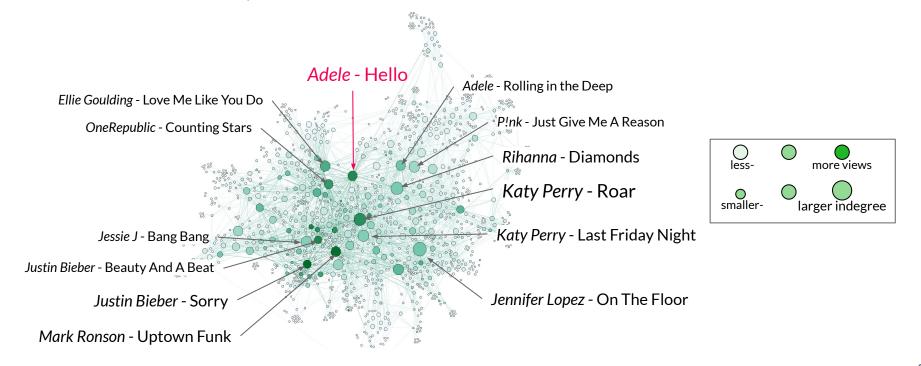
2. Characteristics of the recommendation network



3. How to model video popularity under recommender systems?

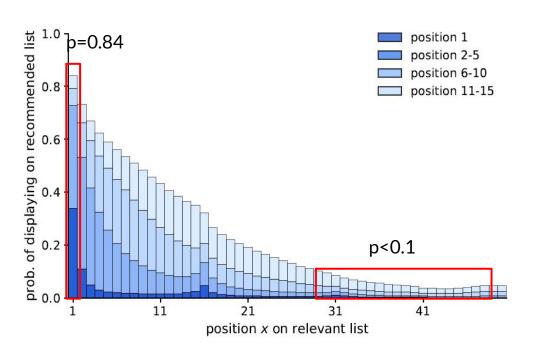
# **VEVO** music graph dataset

- 60,740 music videos from 4,435 VEVO artists who are active in major English-speaking countries.
- 337K~394K directed links in 63 daily snapshots.
- Links consist of non-personalized feed from YouTube API.

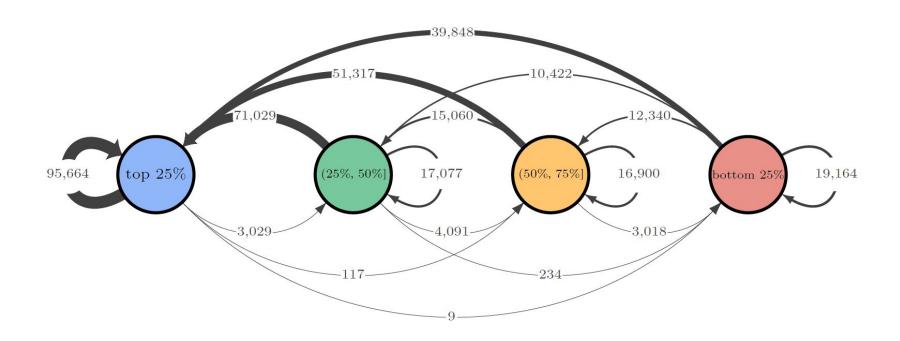


# Relations for recommendations on YouTube webpage and API

Rank higher in API  $\rightarrow$  more likely to display on video webpage, with higher rank.

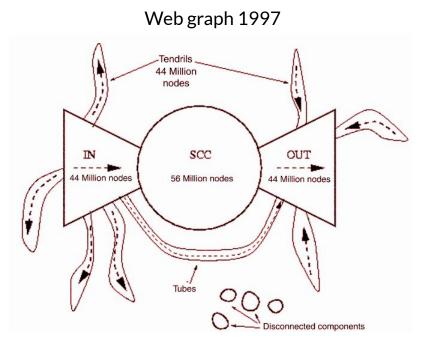


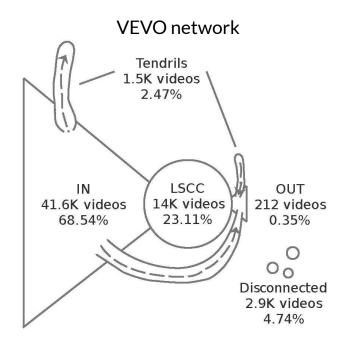
# Videos disproportionately point to more popular videos



### The bow-tie structure

- LSCC: largest strongly connected component.
- IN: nodes can reach LSCC, but not reachable from the nodes in LSCC.
- OUT: nodes that can be reached by LSCC but not pointing back to LSCC.

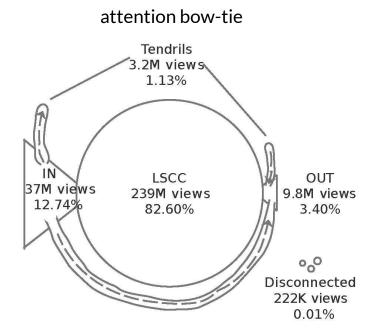


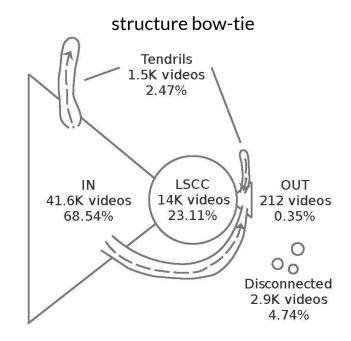


Graph structure in the Web. Broder et al. WWW '00

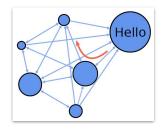
### The attention bow-tie of Vevo network

- Attention flow in one direction: IN → LSCC → OUT.
- LSCC (23.1% of the videos) occupies most of the attention (82.6% of the views).
- IN component shrinks ( $68\% \rightarrow 12\%$ ).



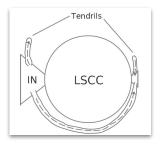


### Talk outline



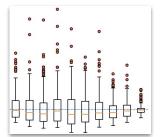
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2. Characteristics of the recommendation network

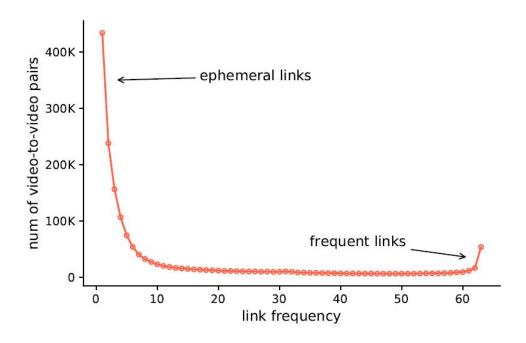
- (a) Macroscopic profilings
- (b) Microscopic profilings
- (c) Temporal patterns



3. How to model video popularity under recommender systems?

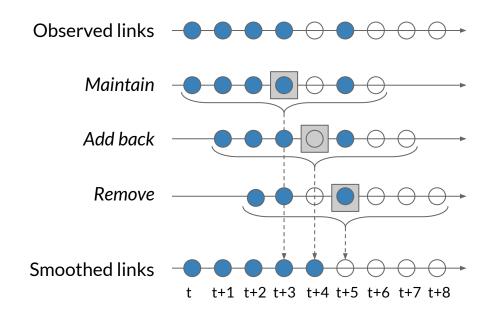
# Temporal evolution of Vevo network

434K (25%) links only appear once, 54K (3.1%) links appear in every snapshot.



# **Building a persistent network**

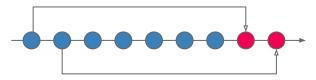
- 2 popularity filters: (a) avg. daily views >= 100; (b) >= 1% compared to target videos.
- A link is maintained/added if it appears in a majority (>=4) of surrounding 7 days windows.
- Persistent network: 52,758 directed links; 28,657 source videos  $\rightarrow$  13,710 target videos.



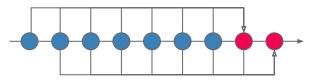
# **ARNet model and results**

#### **Baselines:**

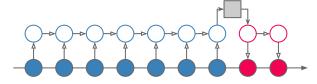
Seasonality -> Seasonal Naive model (SN)

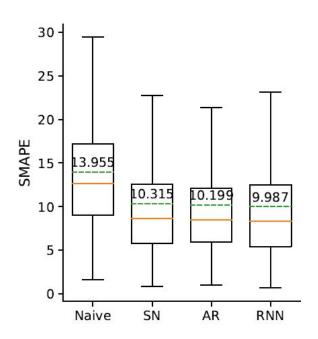


Autocorrelation -> AutoRegressive model (AR)



RNN with LSTM units





### ARNet model and results

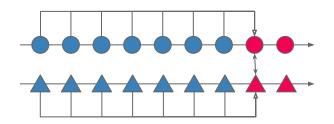
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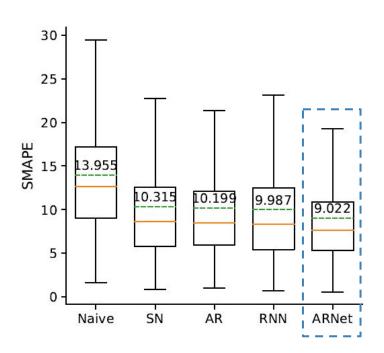
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#### **Proposed model:**

AutoRegressive + Network (ARNet)

$$\hat{\mathbf{Y}}_v[t] = \underbrace{\sum_{ au=1}^w lpha_{v, au} \mathbf{Y}_v[t- au]}_{latent\ interest} + \underbrace{\sum_{(u,v)\in G} eta_{u,v} \mathbf{Y}_u[t]}_{network\ effect}$$

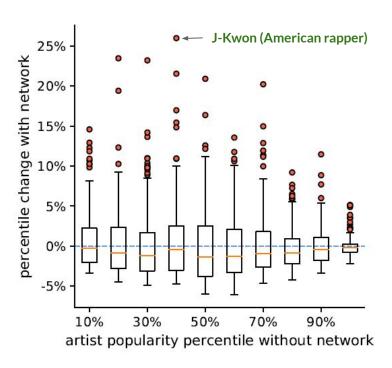


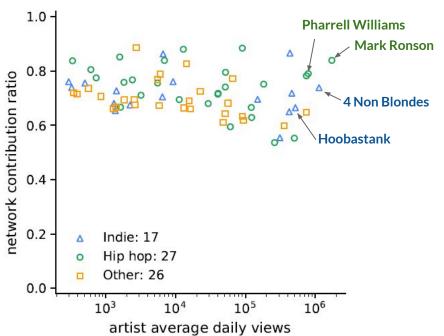


## Which artists benefit the most from the recommendation network?

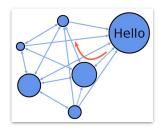
Estimated network contribution ratio:

$$rac{\sum_{(u,v)\in G}eta_{u,v}\mathbf{Y}_u}{\hat{\mathbf{Y}}_{oldsymbol{v}}}$$



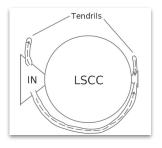


# **Summary**



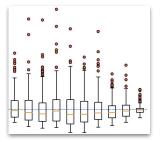
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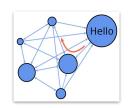
# 3. How to model video popularity under recommender systems?

- (a) A model taking account of network information
- (b) Estimating link strength for each recommendation link

### **Estimating Attention Flow in Online Video Networks**

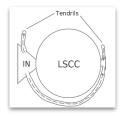
Code and datasets: <a href="https://github.com/avalanchesiqi/networked-popularity">https://github.com/avalanchesiqi/networked-popularity</a>





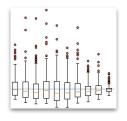
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### **Future work**

- Measuring link properties, e.g., diversity/novelty between video pairs
- Training a shared RNN model on videos with similar dynamics