

# Expecting to be HIP: Hawkes Intensity Processes for modeling online popularity and virality

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ComputationalMedia @ANU: <http://cm.cecs.anu.edu.au>

# Popularity over time



My philosophy for a happy life | Sam Berns |  
TEDxMidAtlantic

TEDx Talks

**TEDx** 2,346,801

8,190,511

+ Add to Share More 75,912 1,287

**Video statistics** Through May 12, 2015

IEWS	TIME WATCHED	SUBSCRIPTIONS DRIVEN	SHARES
8,190,550	85 years	18,065	28,720

Cumulative Daily



J.S.Bach - Brandenburg Concerto No.5 in D BWV1050 -  
Croatian Baroque Ensemble

Croatian Baroque Ensemble

3,860

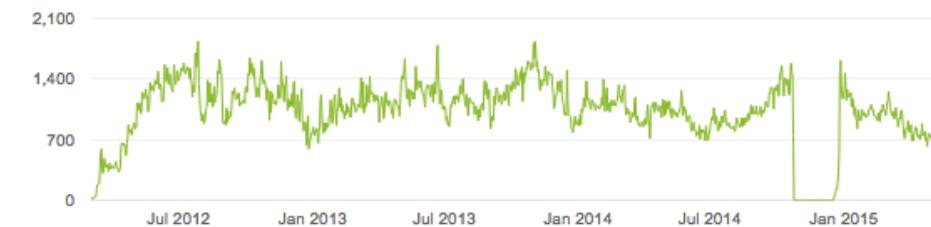
1,225,253

+ Add to Share More 5,275 128

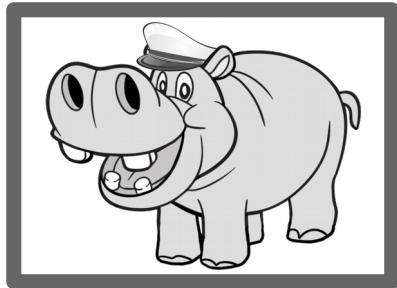
**Video statistics** Through May 12, 2015

IEWS	SHARES
1,225,397	3,870

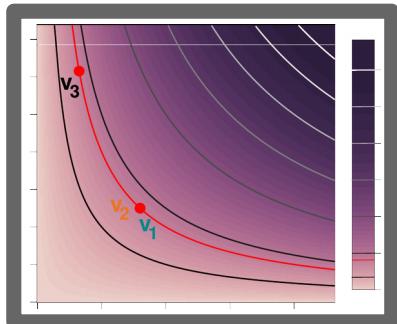
Cumulative Daily



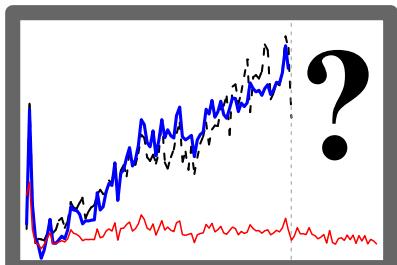
# Presentation outline



Modeling popularity with HIP



Content virality and maturity time

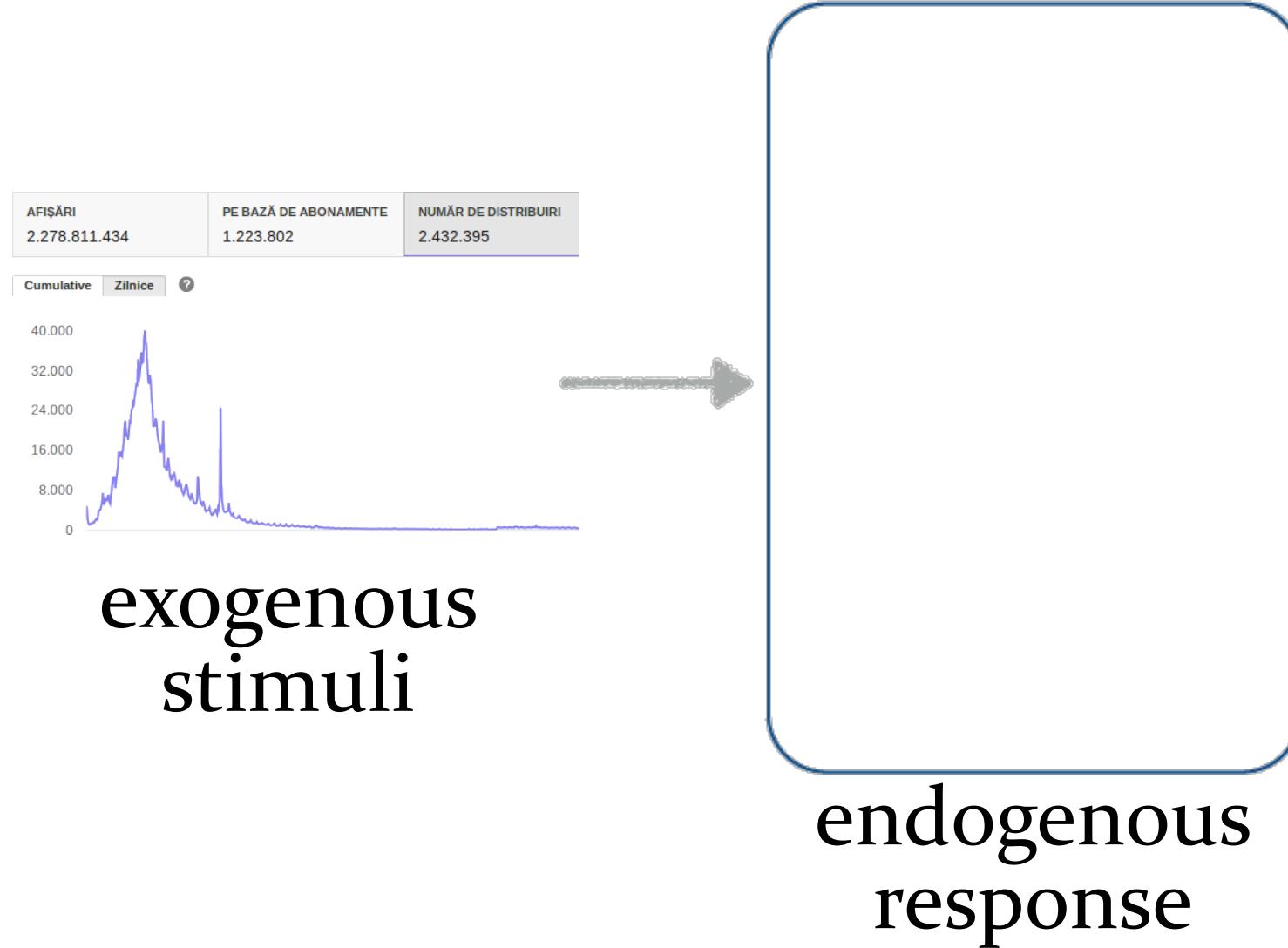


Forecasting popularity under promotion



Promotions schedules and memory lengthening through promotion

# Linking exo-endo popularity



PSY - GANGNAM STYLE (강남스타일) M/V



Subscribe 7,938,545

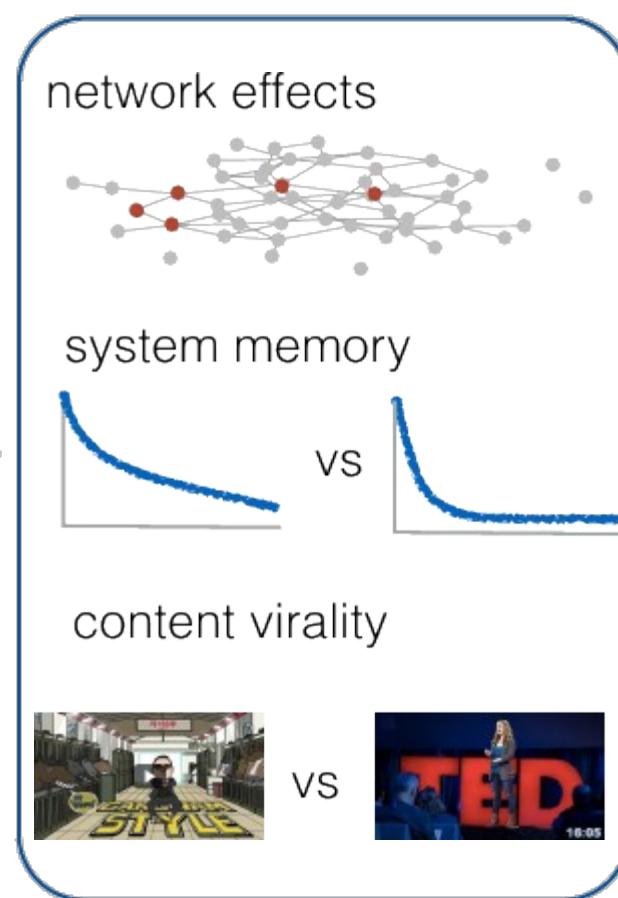
2,321,368,075



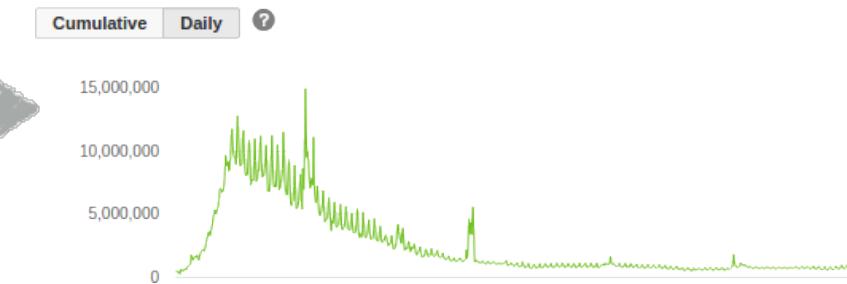
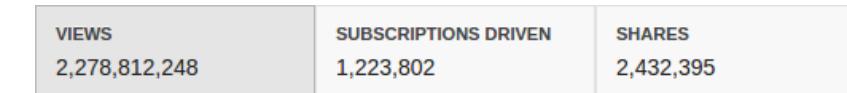
# Linking exo-endo popularity



exoogenous  
stimuli



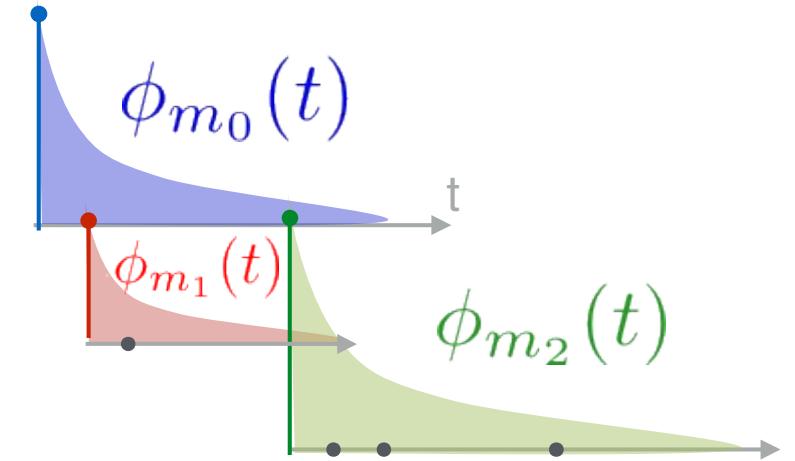
endogenous  
response



observed  
popularity

# Hawkes Process [Hawkes '71]

$$\lambda(t) = \mu(t) + \sum_{t_i < t} \phi_{m_i}(t - t_i)$$



Most state-of-the-art popularity prediction systems require observing individual events.

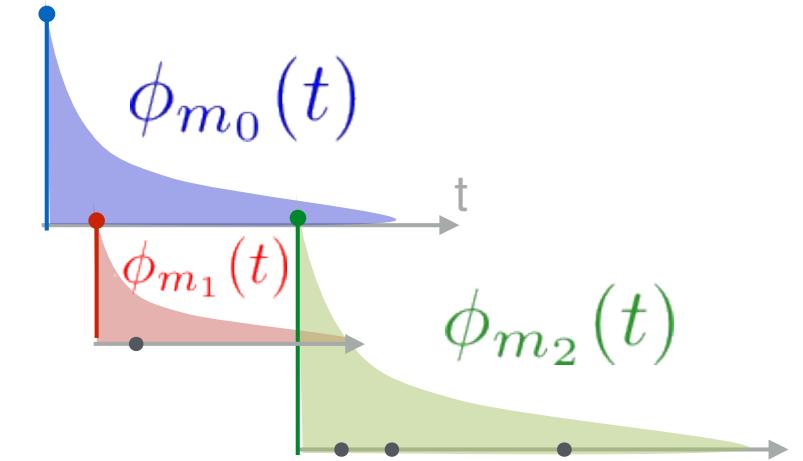
[Zhao et al KDD'15] [Shen et al AAAI'14]

[Farajtabar et al NIPS'15] [Mishra et al CIKM'16]

# Hawkes Process [Hawkes '71]

$$\lambda(t) = \mu(t) + \sum_{t_i < t} \phi_{m_i}(t - t_i)$$

the rate of  
'daughter' events    content virality    user influence    memory



$$\phi_m(\tau) = \kappa m^\beta \hat{\tau}^{-(1+\theta)}$$

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[Zhao et al KDD'15] [Shen et al AAAI'14]

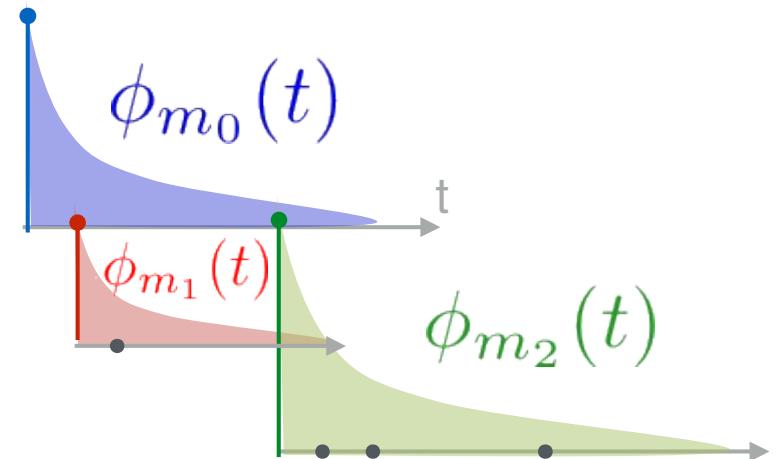
[Farajtabar et al NIPS'15] [Mishra et al CIKM'16]

# Hawkes Intensity Process (HIP)

[Rizoiu et al, WWW'17]

$$\lambda(t) = \mu(t) + \sum_{t_i < t} \phi_{m_i}(t - t_i)$$

the rate of  
'daughter' events    content virality    user influence    memory



$$\phi_m(\tau) = \kappa m^\beta \hat{\tau}^{-(1+\theta)}$$

expected number of events

$$\xi(t) = \mu s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

popularity

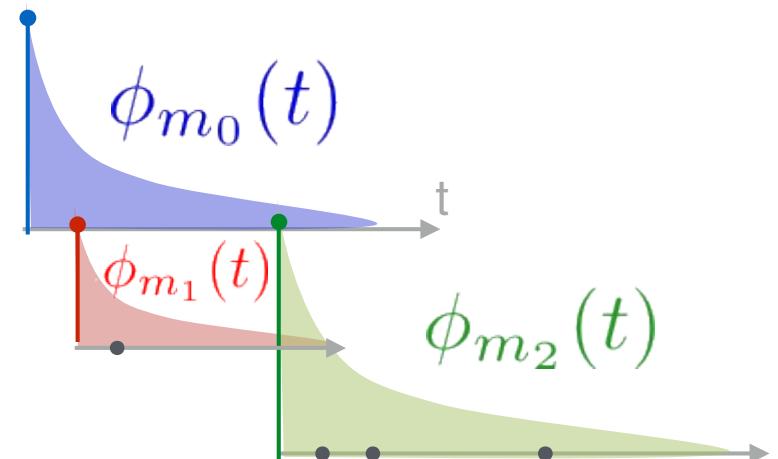
exogenous  
stimuli

# Hawkes Intensity Process (HIP)

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the rate of  
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expected number of events

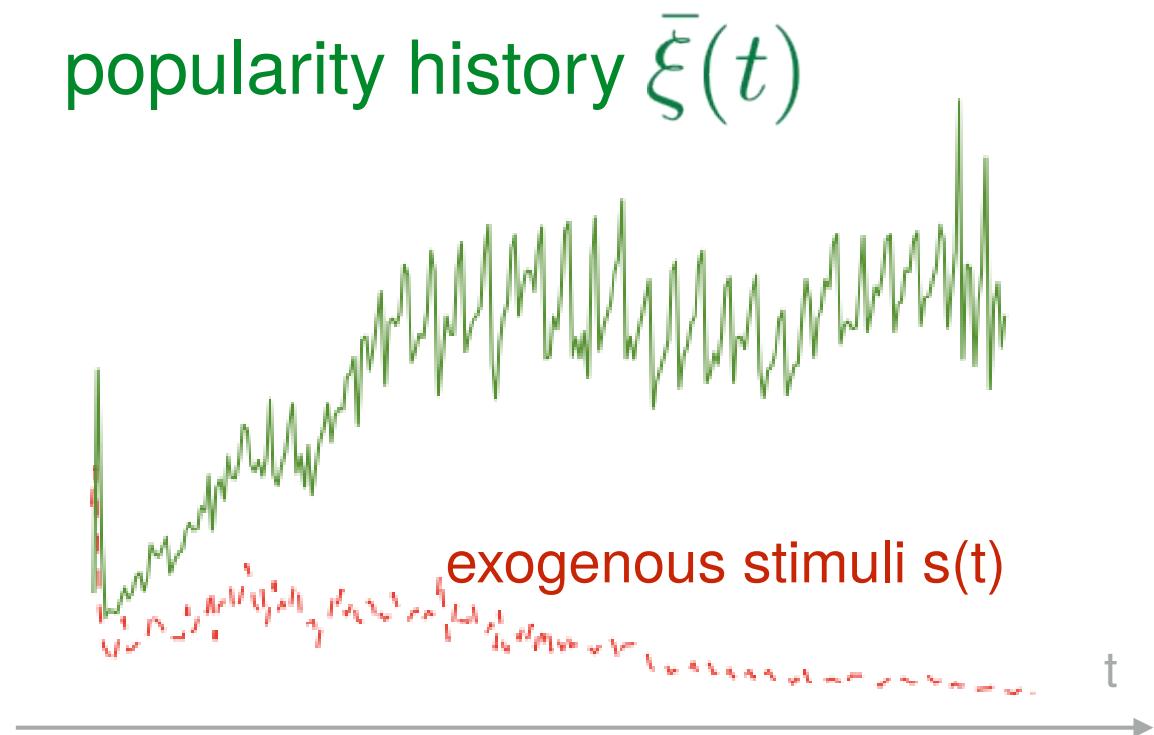
$$\xi(t) = \mu s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

popularity

exogenous sensitivity    exogenous stimuli

endogenous reaction

# Estimating the HIP model



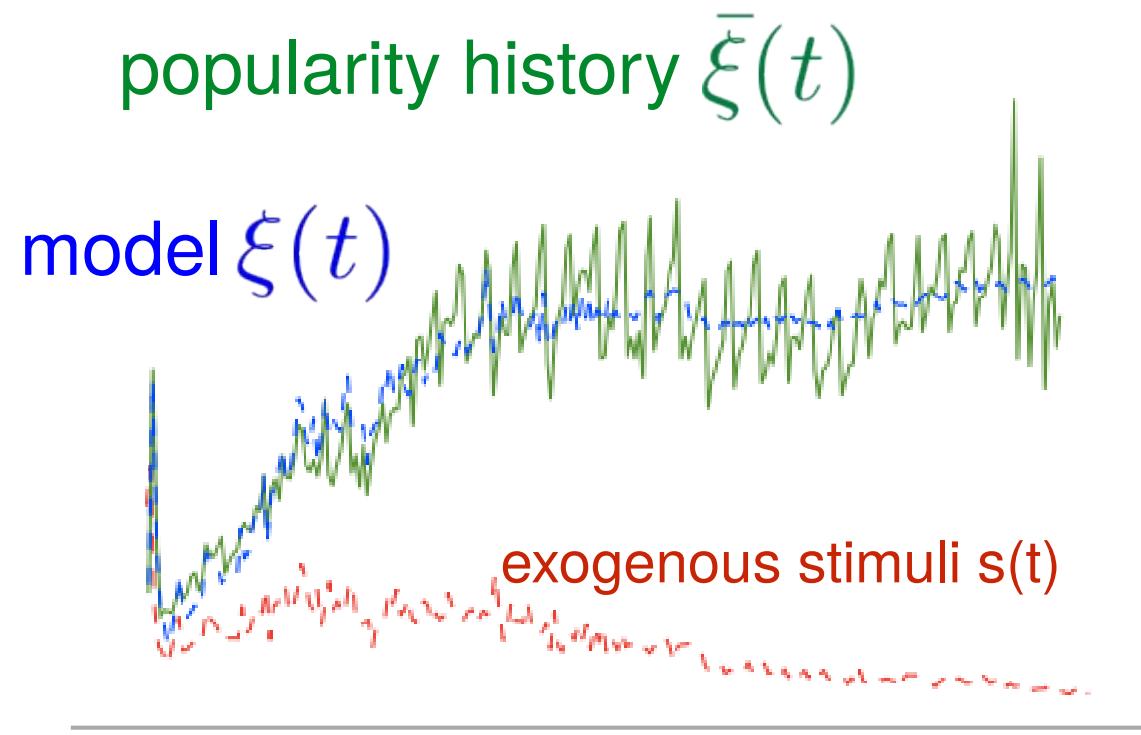
find  $\{\mu, C, \theta, \dots\}$

$$\text{s.t. } \min \sum_t l(\xi(t) - \bar{\xi}(t))$$

$$\xi(t) = \mu s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

popularity  $\downarrow$   $\downarrow$  exogenous sensitivity exogenous stimuli endogenous reaction

# Estimating the HIP model



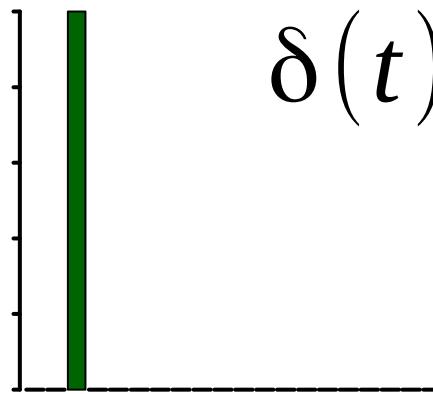
find  $\{\mu, C, \theta, \dots\}$   
s.t.  $\min \sum_t l(\xi(t) - \bar{\xi}(t))$

$$\xi(t) = \mu s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

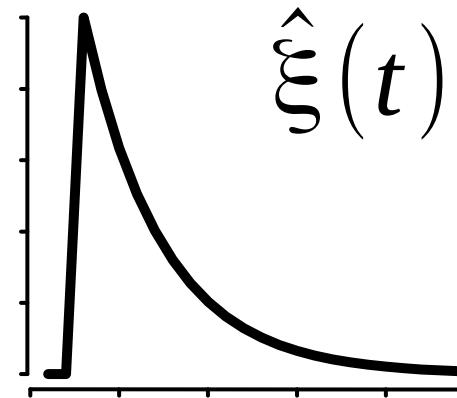
popularity  $\downarrow$   $\downarrow$  exogenous sensitivity exogenous stimuli endogenous reaction

# HIP as a Linear Time-Invariant system

promotion



response

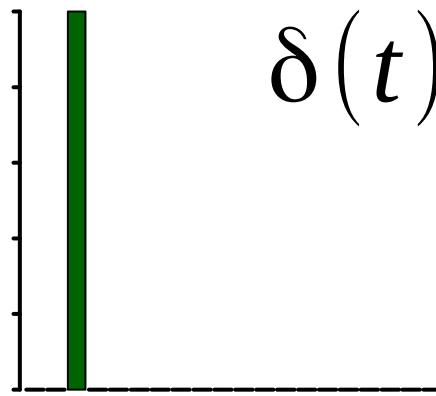


$$\xi(t) = \mu s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

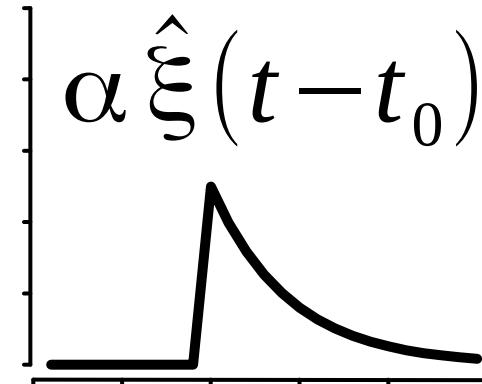
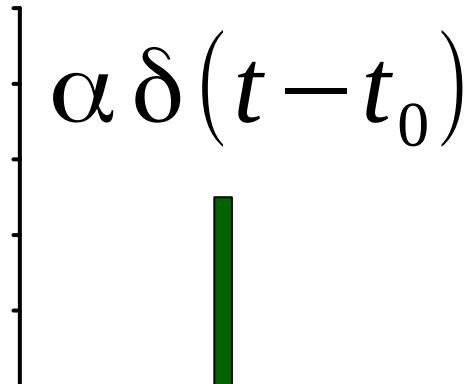
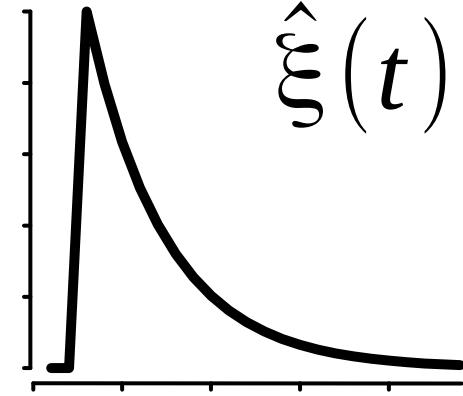
popularity      ↓  
exogenous sensitivity    exogenous stimuli      endogenous reaction

# HIP as a Linear Time-Invariant system

promotion



response

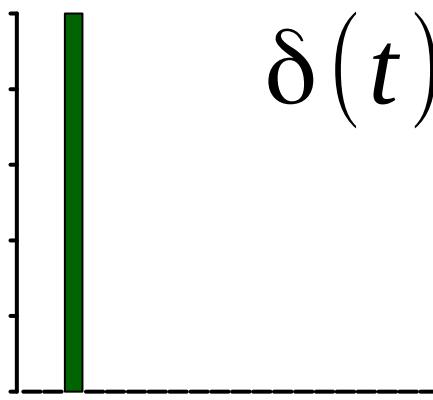


$$\xi(t) = \mu s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

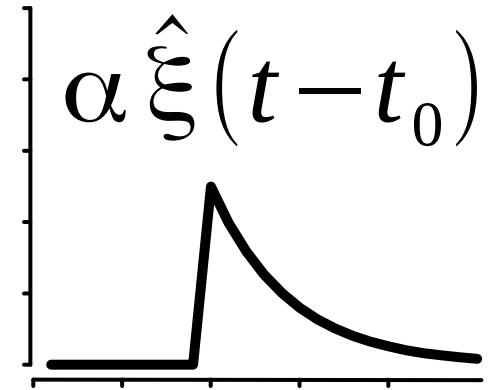
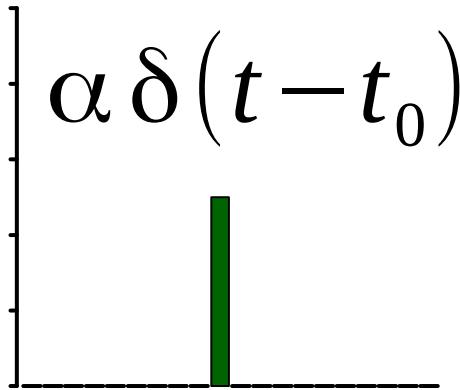
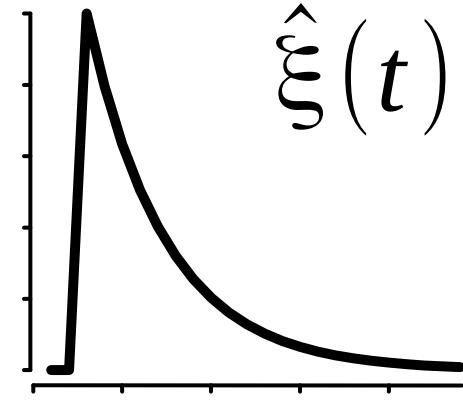
popularity      ↓  
exogenous sensitivity    exogenous stimuli      endogenous reaction

# HIP as a Linear Time-Invariant system

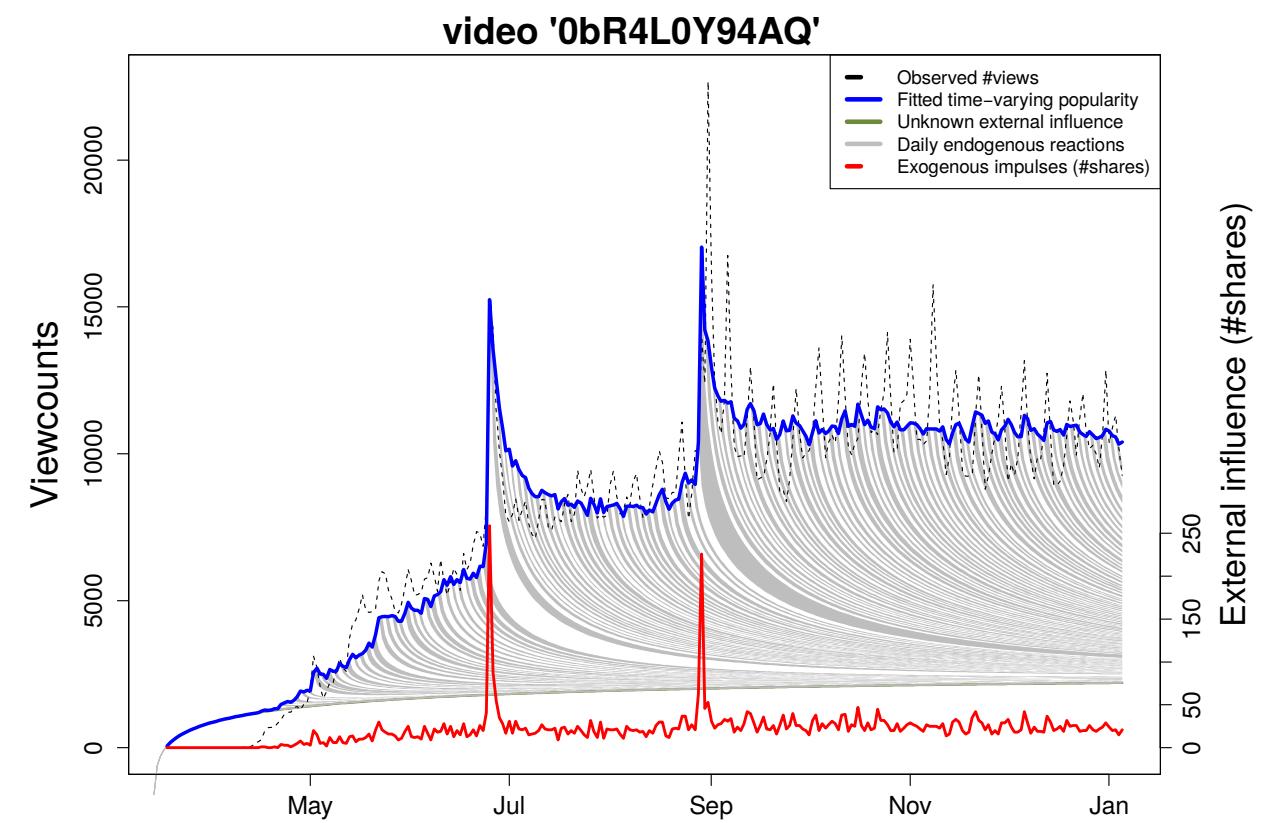
promotion



response

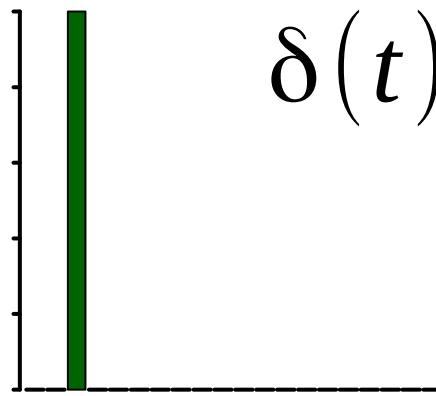


scale,  
shift, add

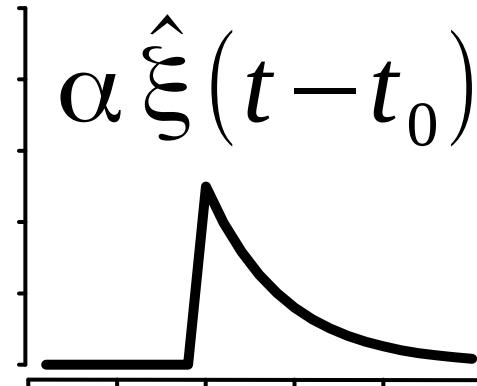
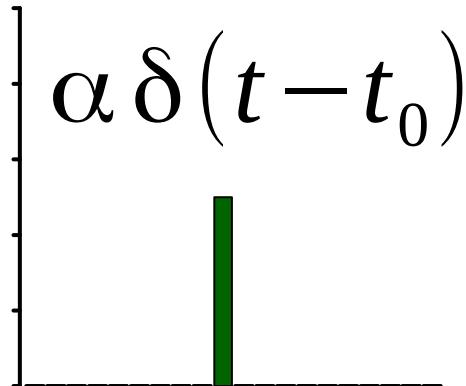
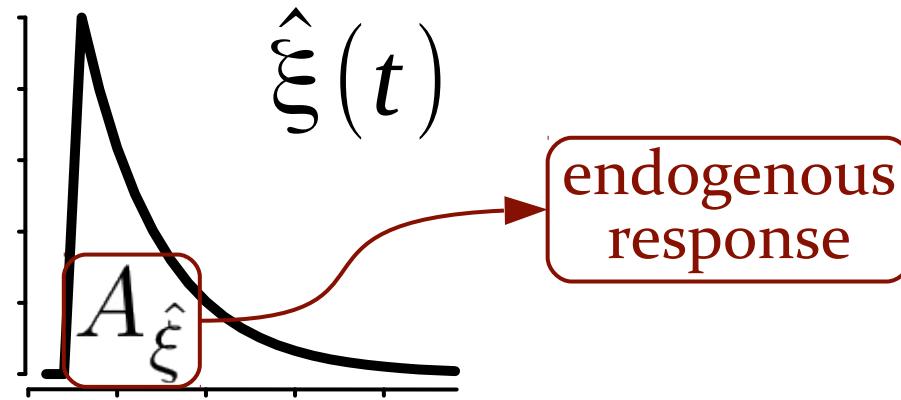


# HIP as a Linear Time-Invariant system

promotion



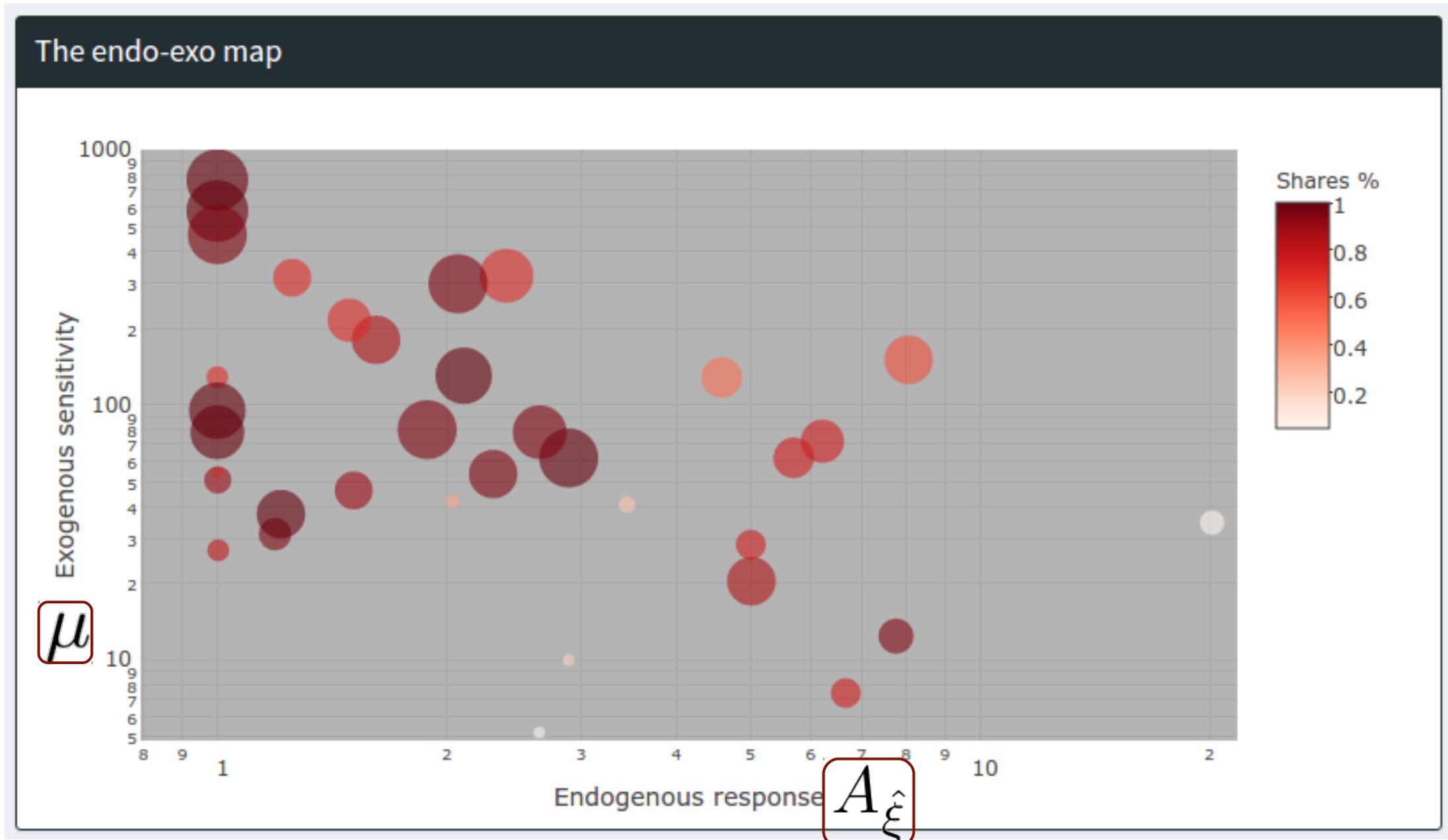
response



$$\xi(t) = \boxed{\mu} s(t) + C \int_0^t \xi(t - \tau) \hat{\tau}^{-(1+\theta)} d\tau$$

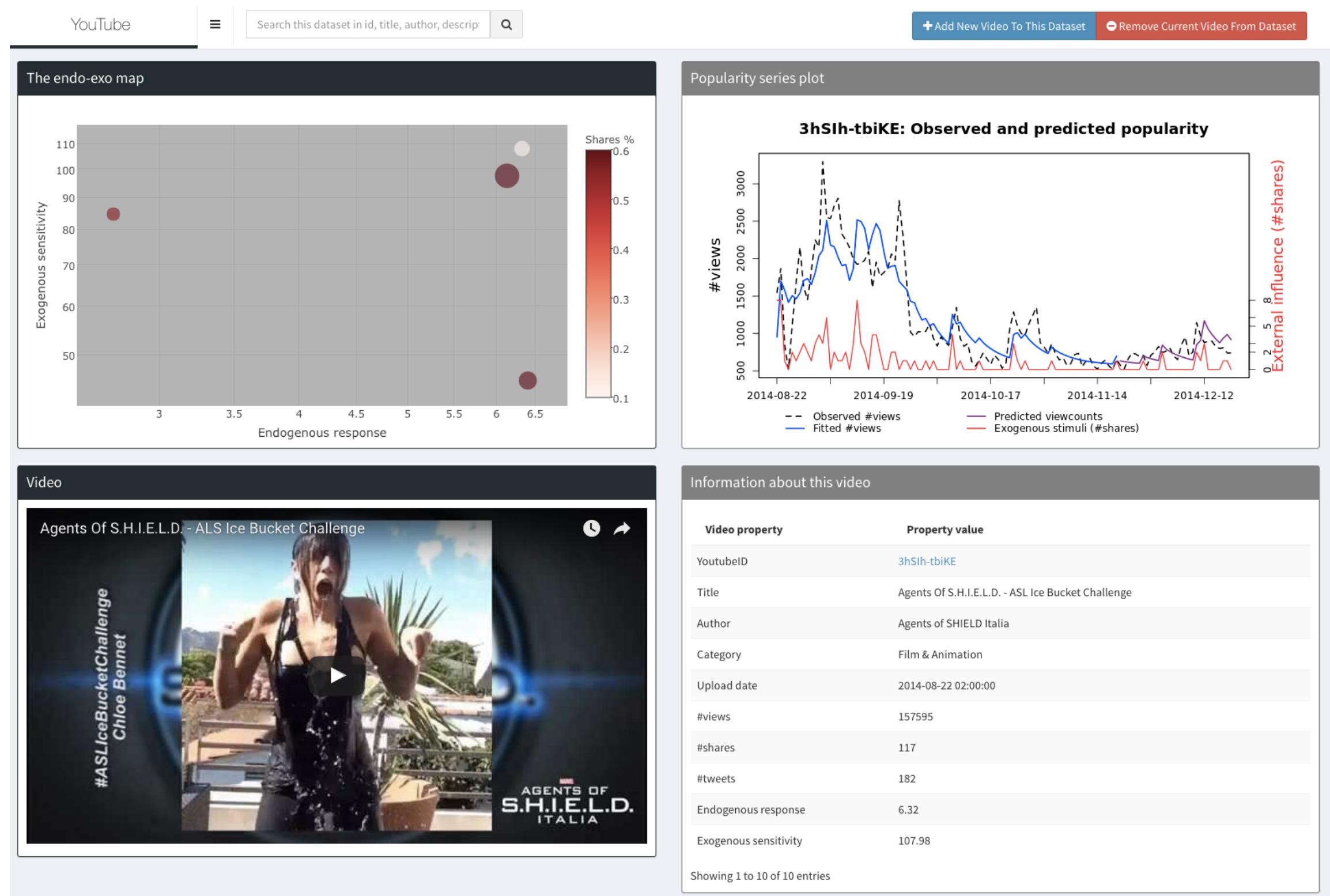
popularity  $\downarrow$  exogenous sensitivity  $\downarrow$  exogenous stimuli endogenous reaction

# The “endo-exo” map



# Explain popularity dynamics

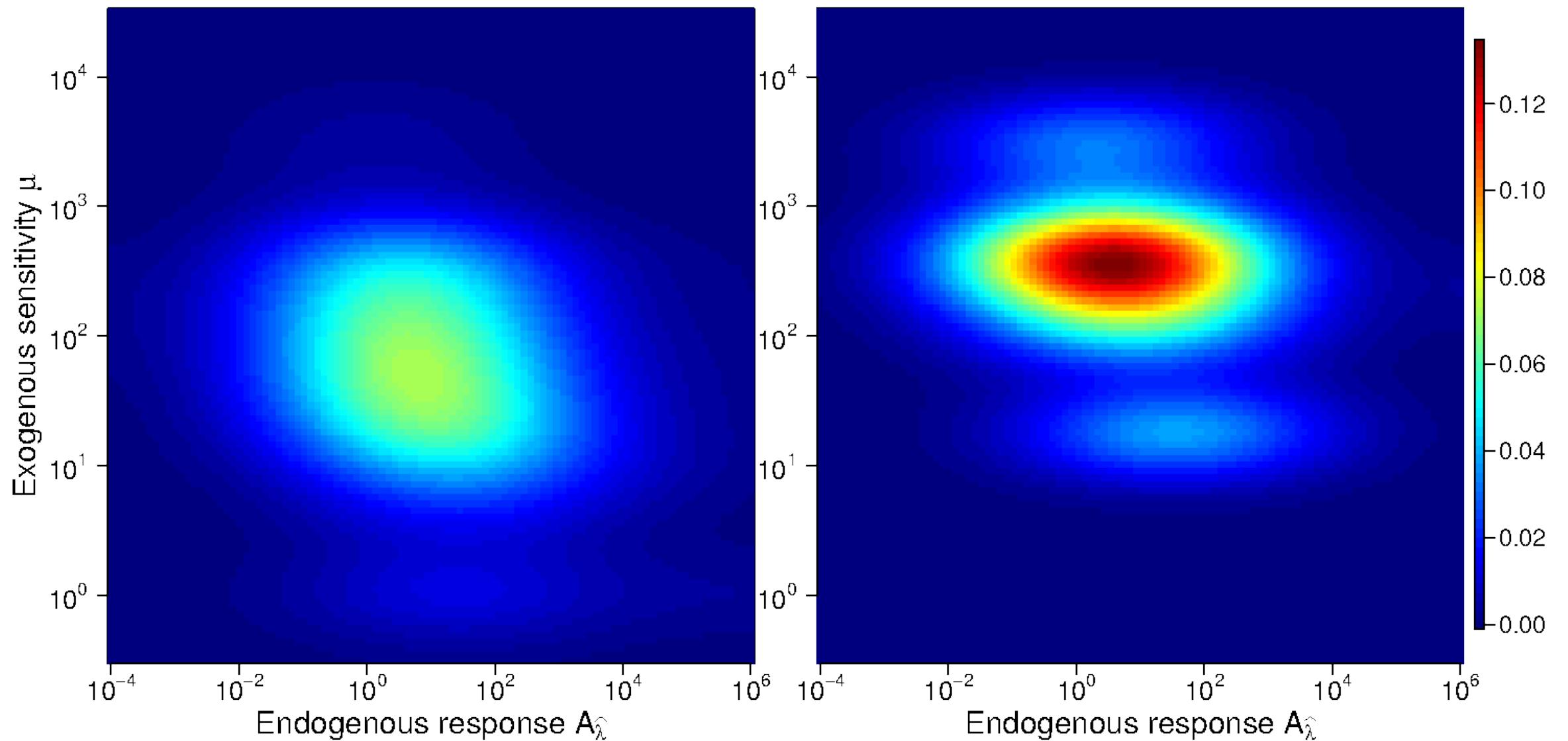
[Kong et al, WWW'18]



# Explain popularity – all vs top 5%

Film and Animation:

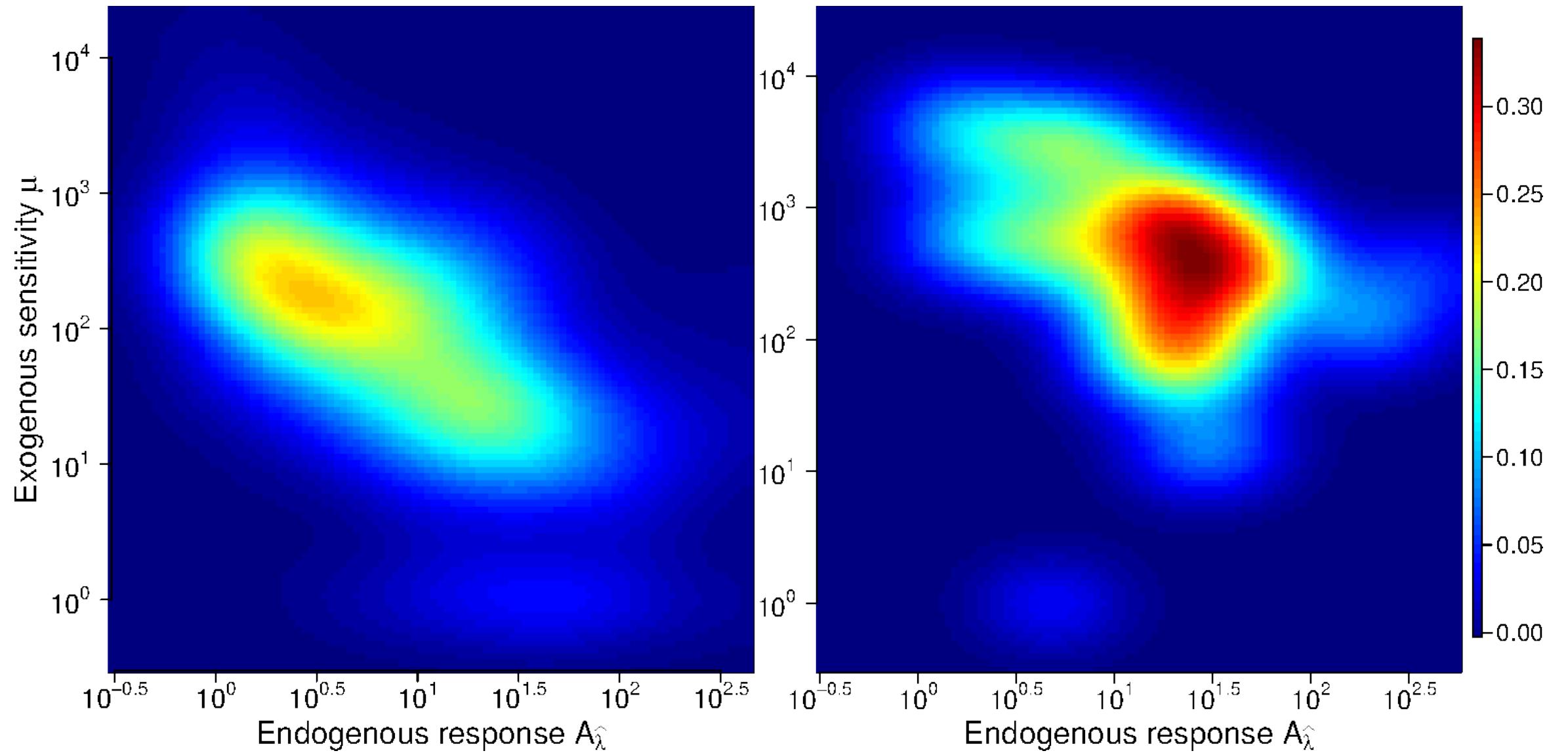
more popular videos have higher sensitivity



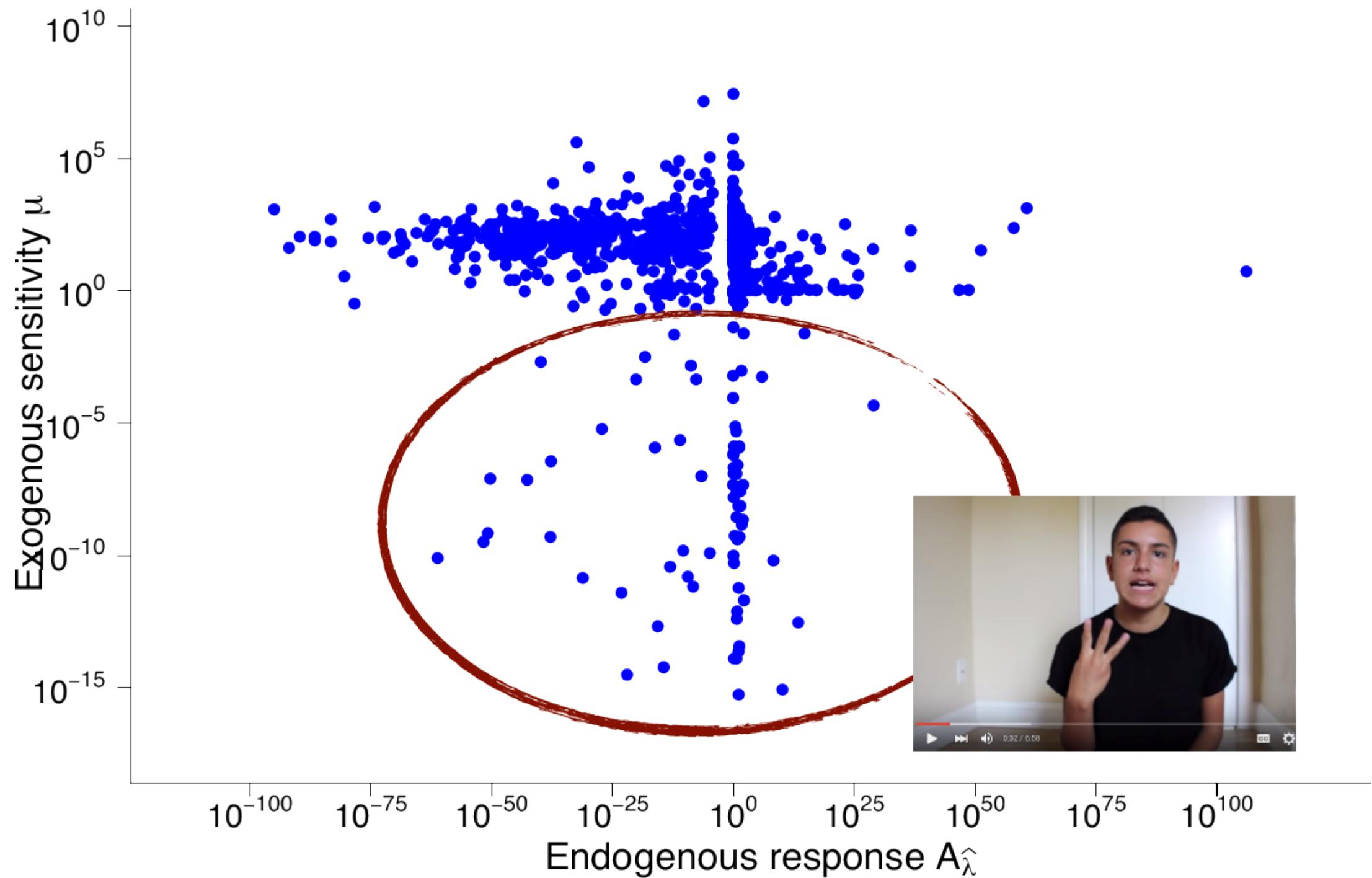
# Explain popularity – all vs top 5%

Games:

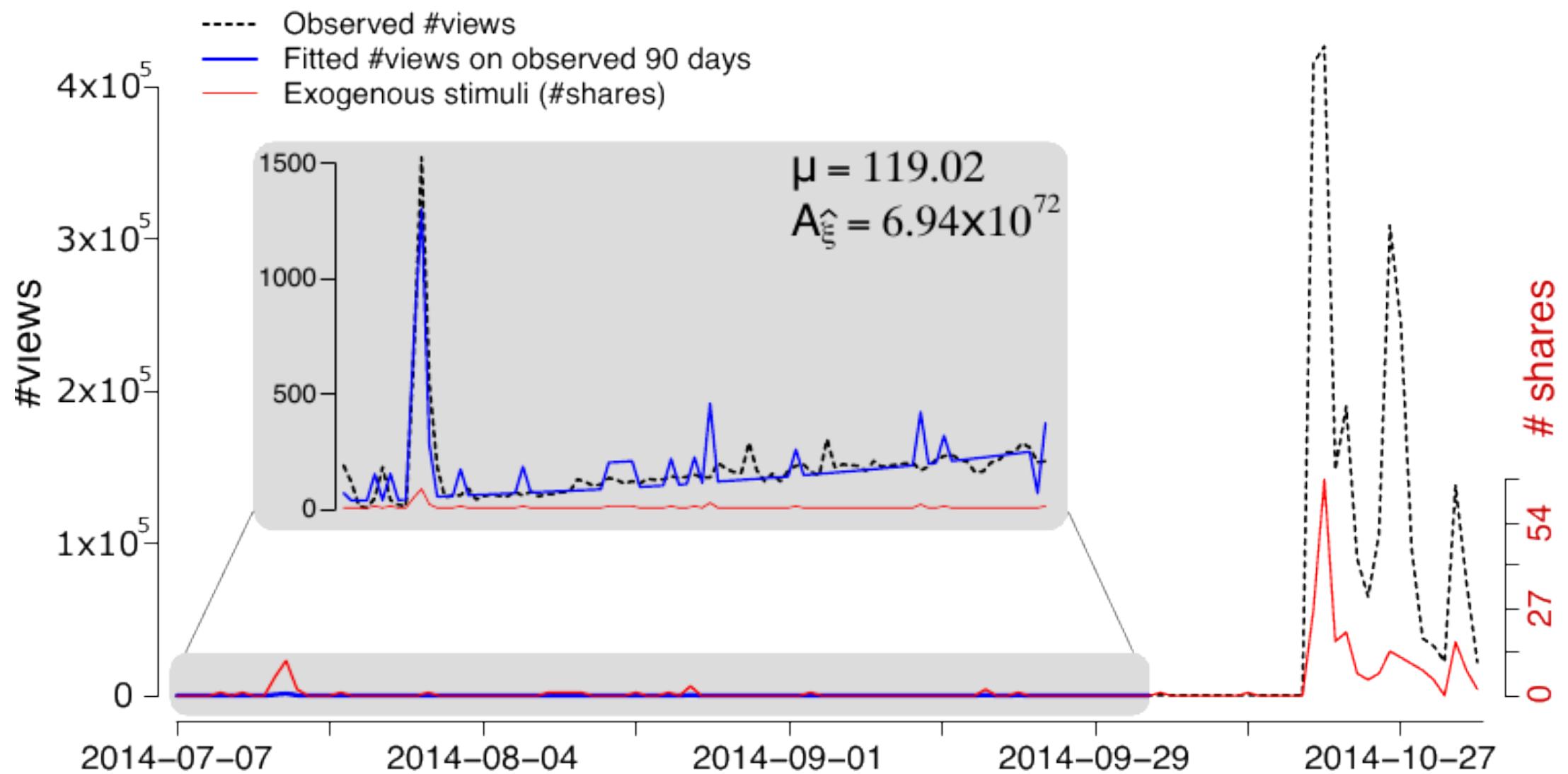
more popular videos have higher endogenous response



# Which videos are un-promotable?



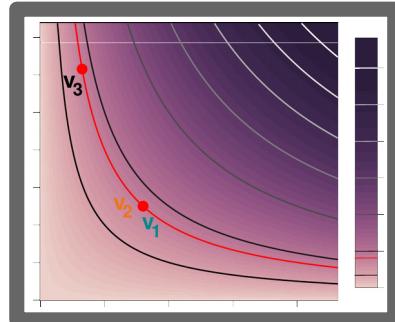
# “Potentially viral” video



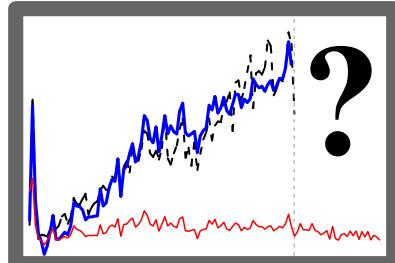
# Presentation outline



Modeling popularity with HIP



Content virality and maturity time



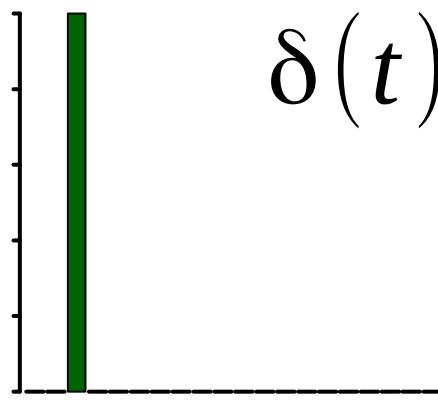
Forecasting popularity under promotion



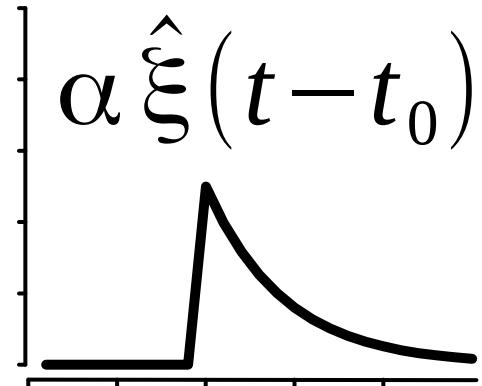
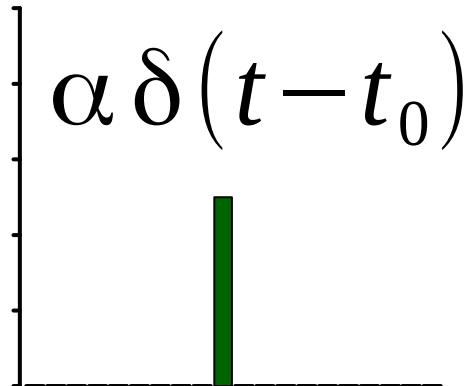
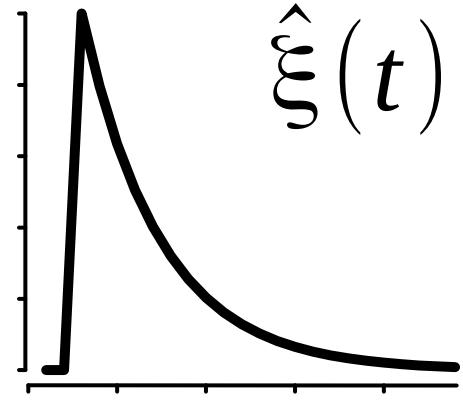
Promotions schedules and memory lengthening through promotion

# HIP as a Linear Time-Invariant system

promotion

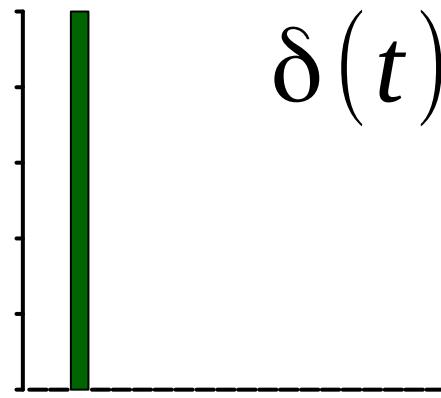


response

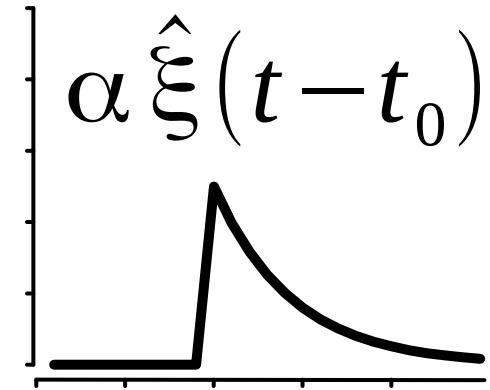
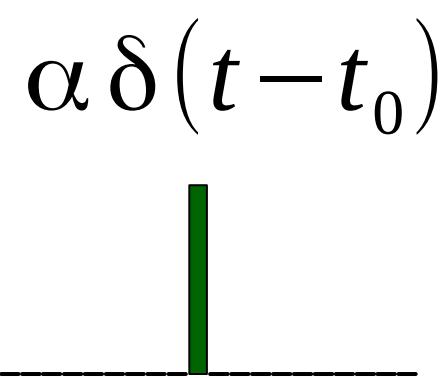
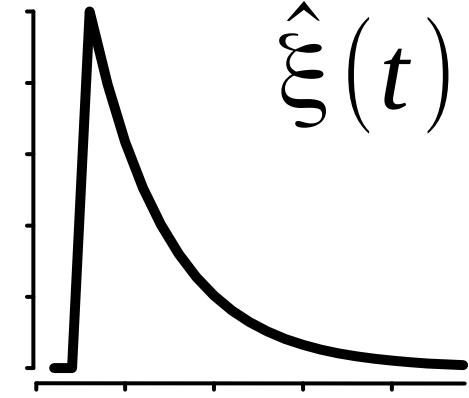


# HIP as a Linear Time-Invariant system

promotion

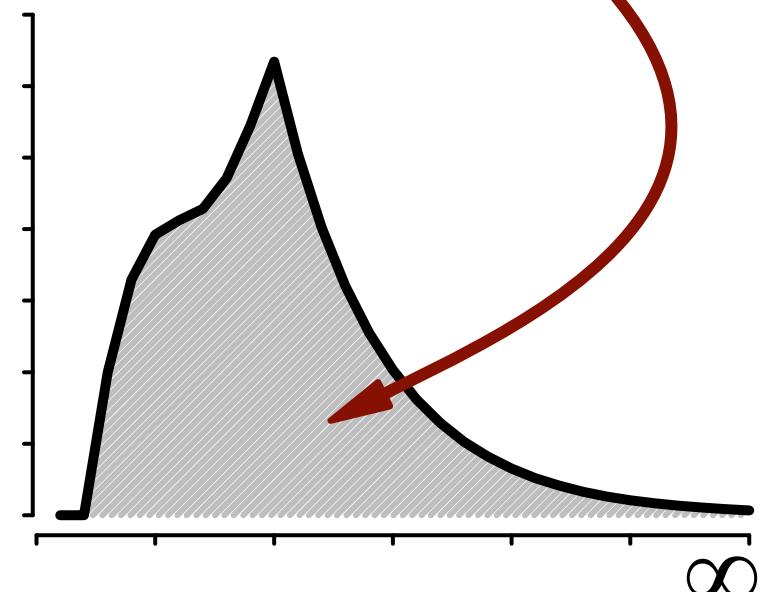
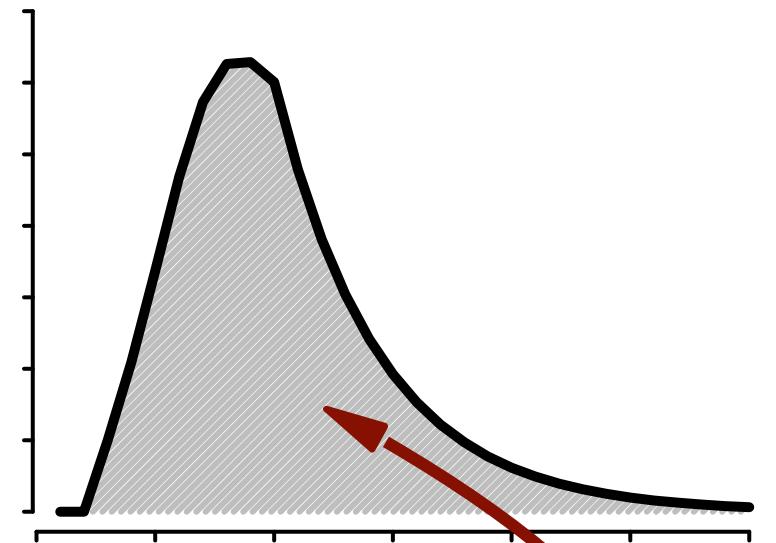
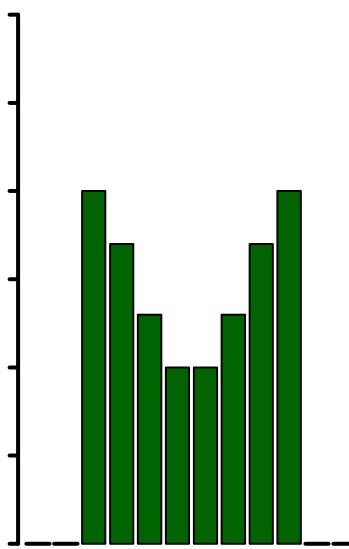
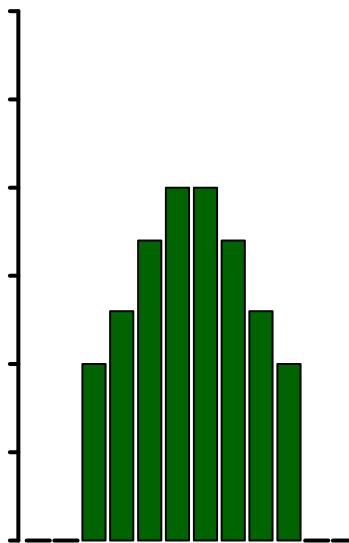


response



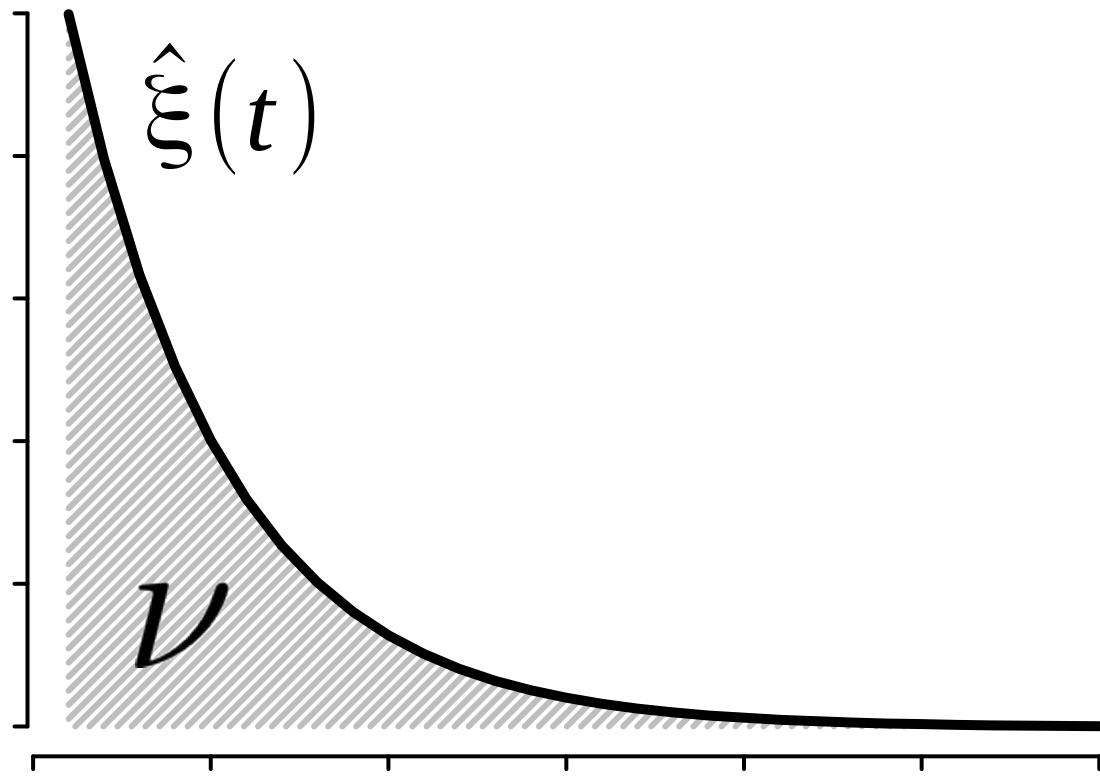
Corollary:

same  
budget



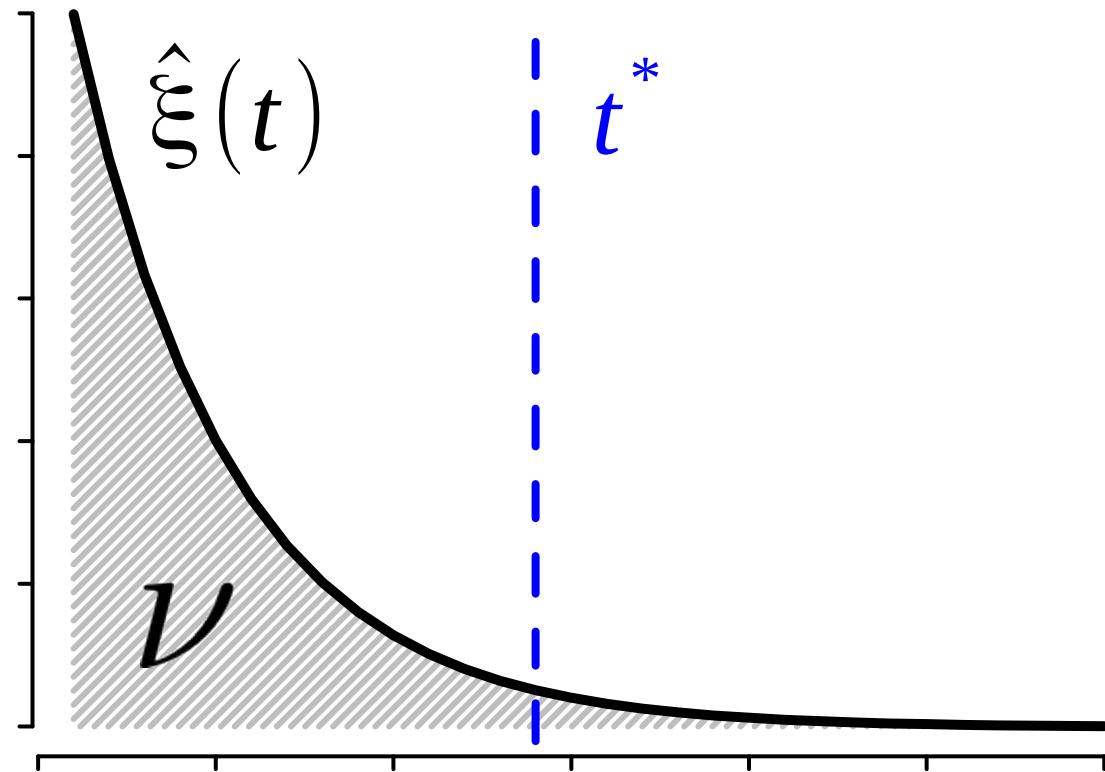
same  
return

# Viral potential and maturity time



Viral potential  
score:  $\nu = \int_0^\infty \mu \hat{\xi}(t) = \mu A_{\hat{\xi}}$

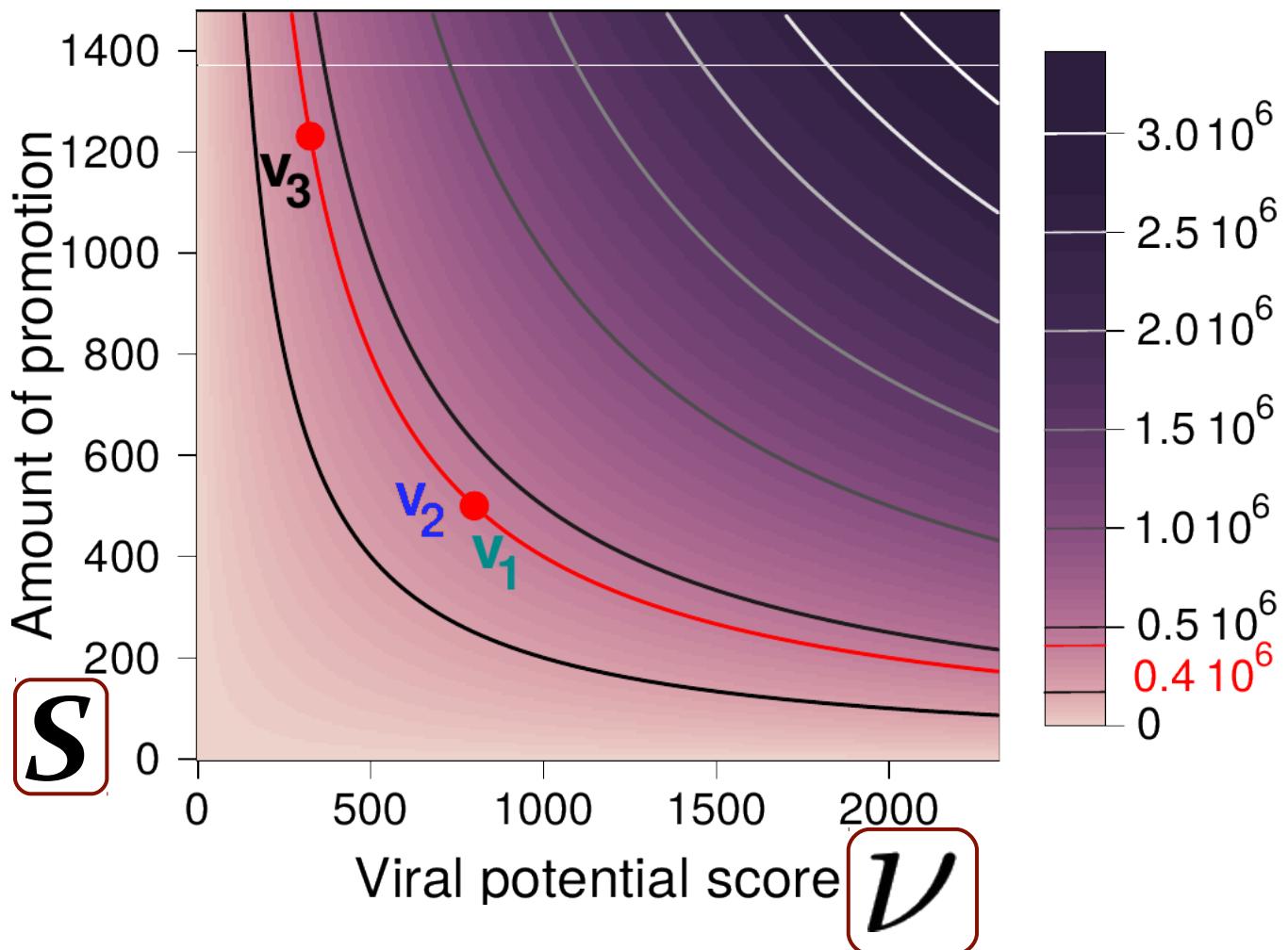
# Viral potential and maturity time



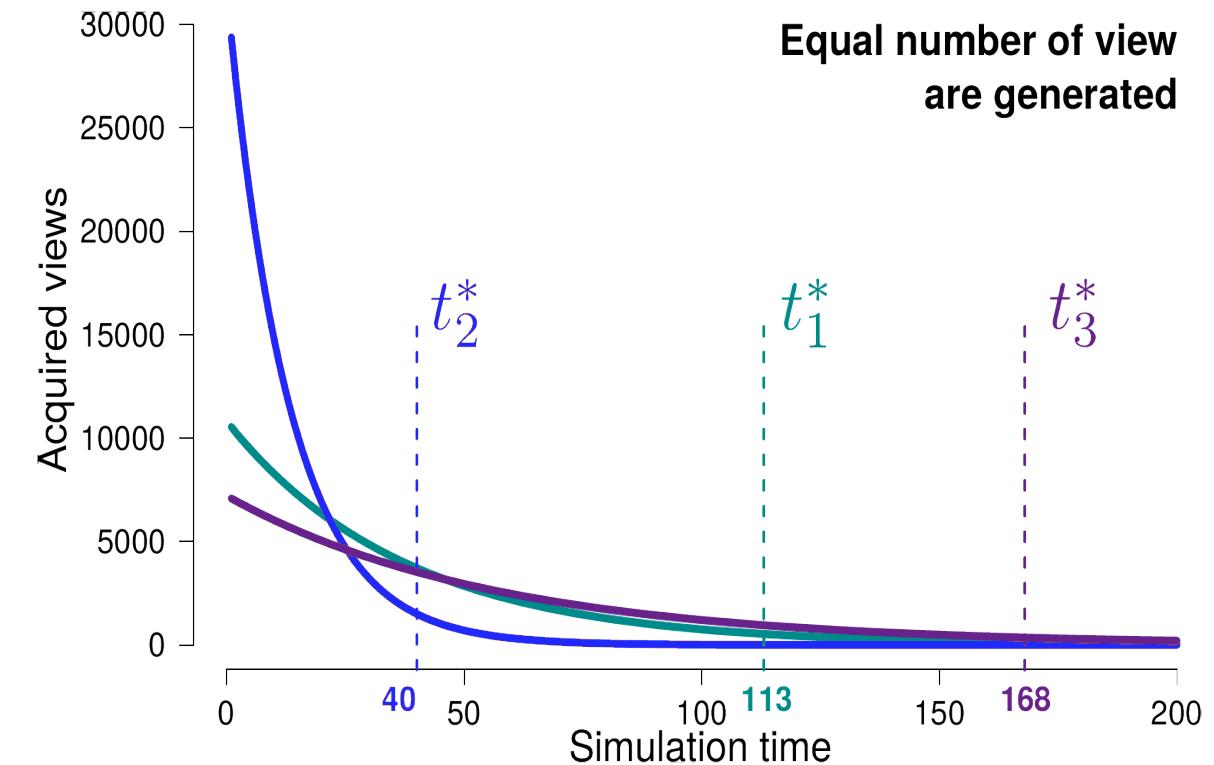
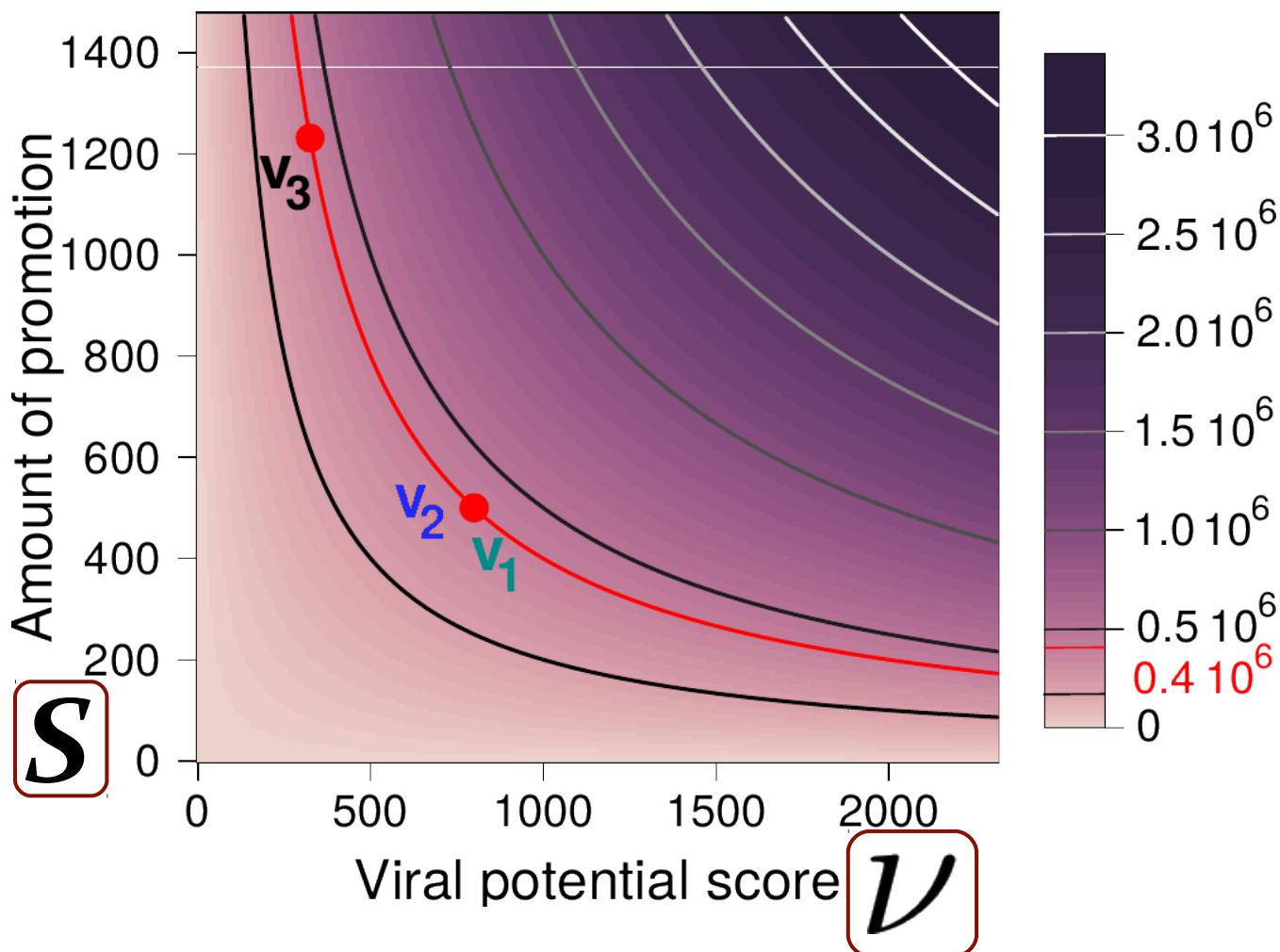
Viral potential score:  $\nu = \int_0^\infty \mu \hat{\xi}(t) dt = \mu A_{\hat{\xi}}$

Maturity time:  $t^* = \min \left\{ t \geq 0 \mid \int_0^t \hat{\xi}(s) ds \geq 0.95\nu \right\}$

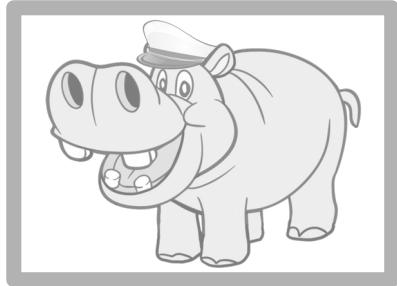
# Virality map



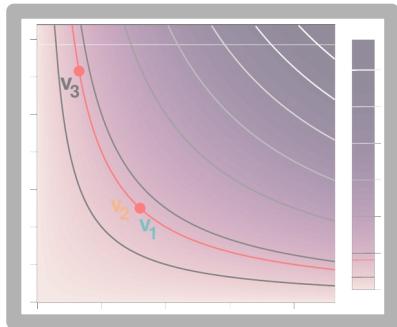
# Virality map



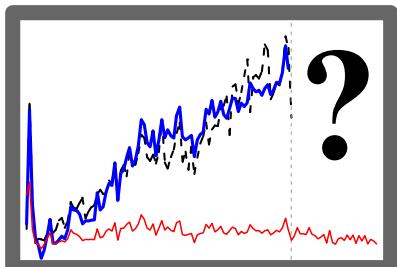
# Presentation outline



Modeling popularity with HIP



Content virality and maturity time

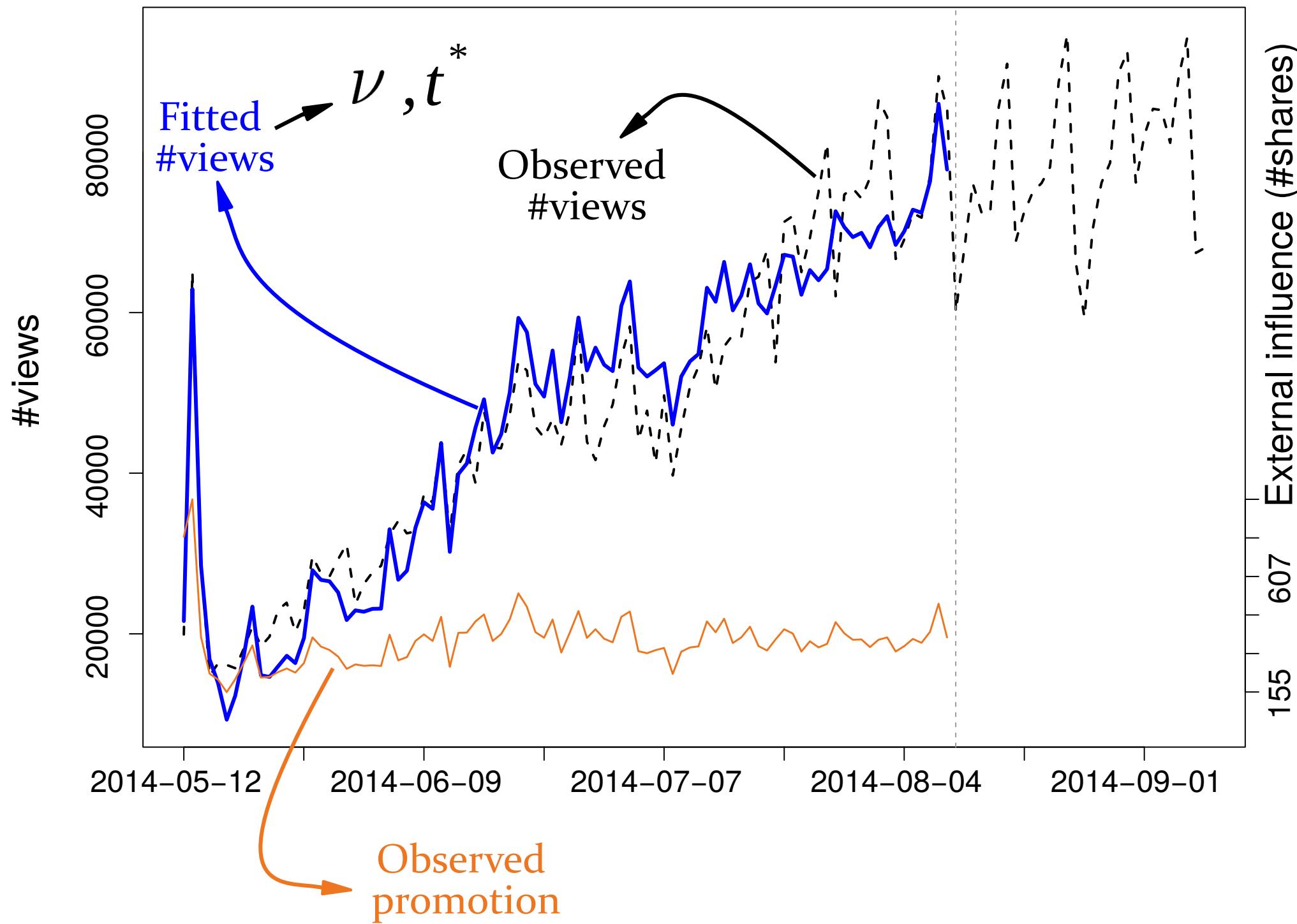


A progression of two problems relating to predicting popularity under promotion

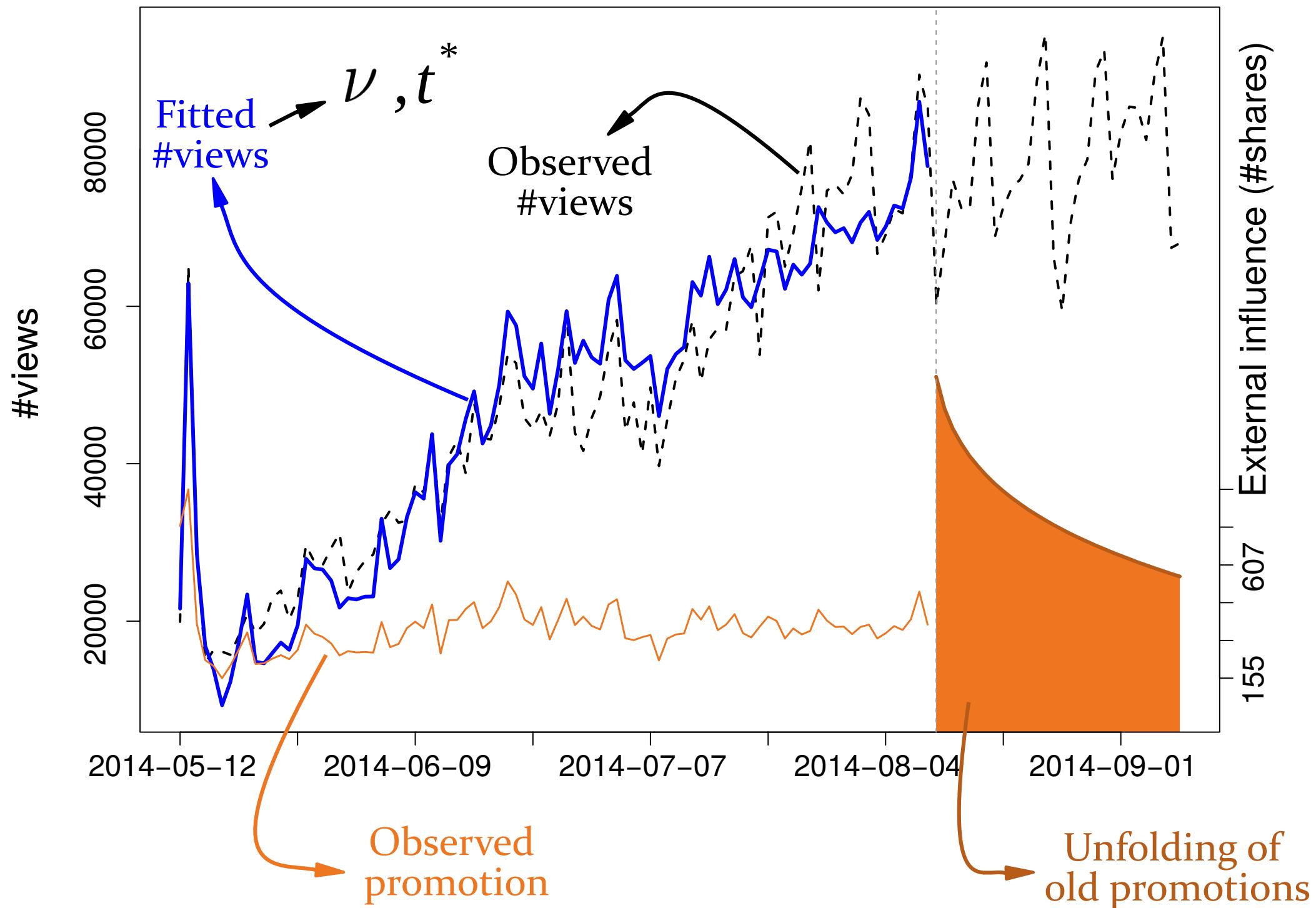


Promotions schedules and memory lengthening through promotion

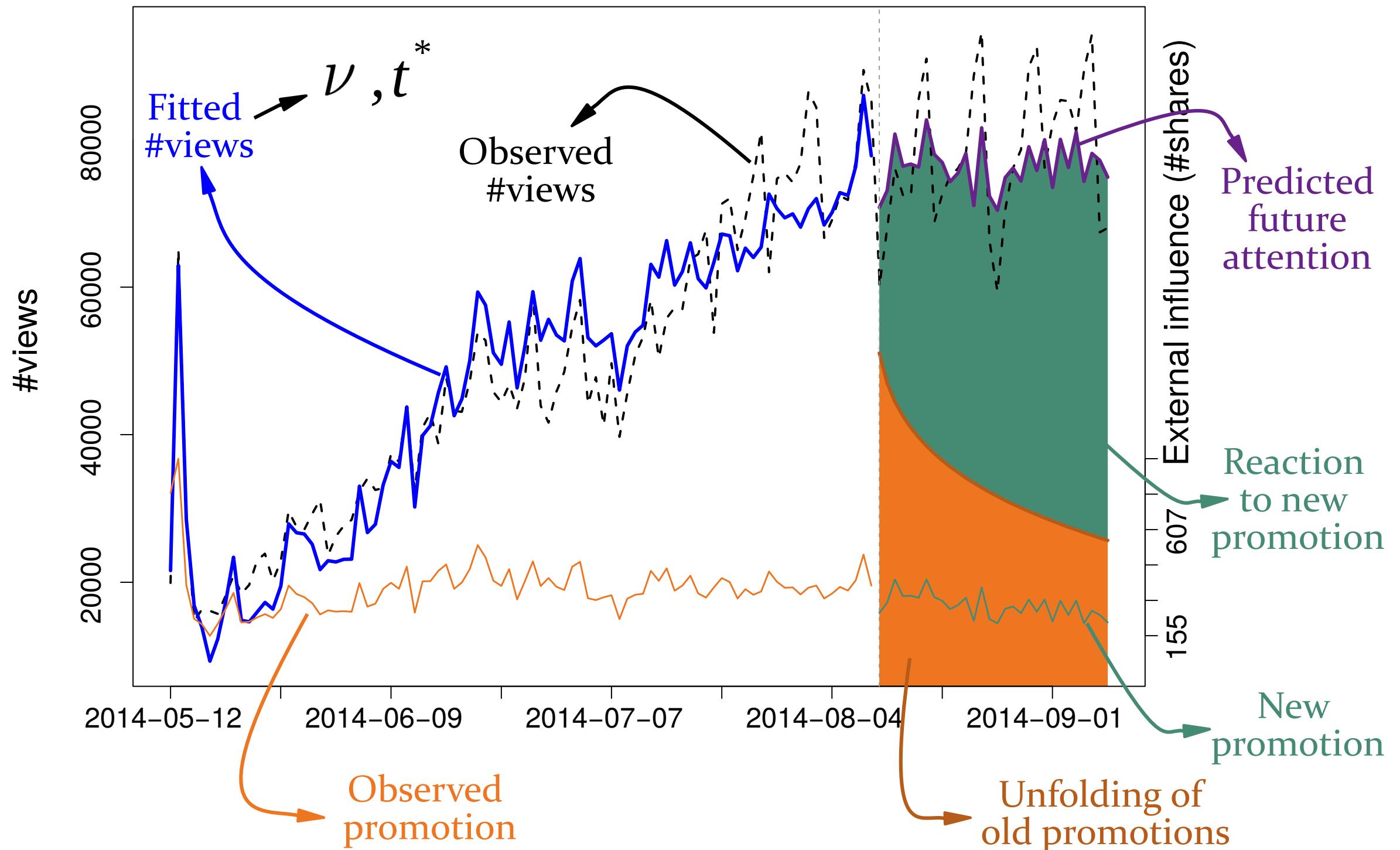
# Forecasting future views (1)



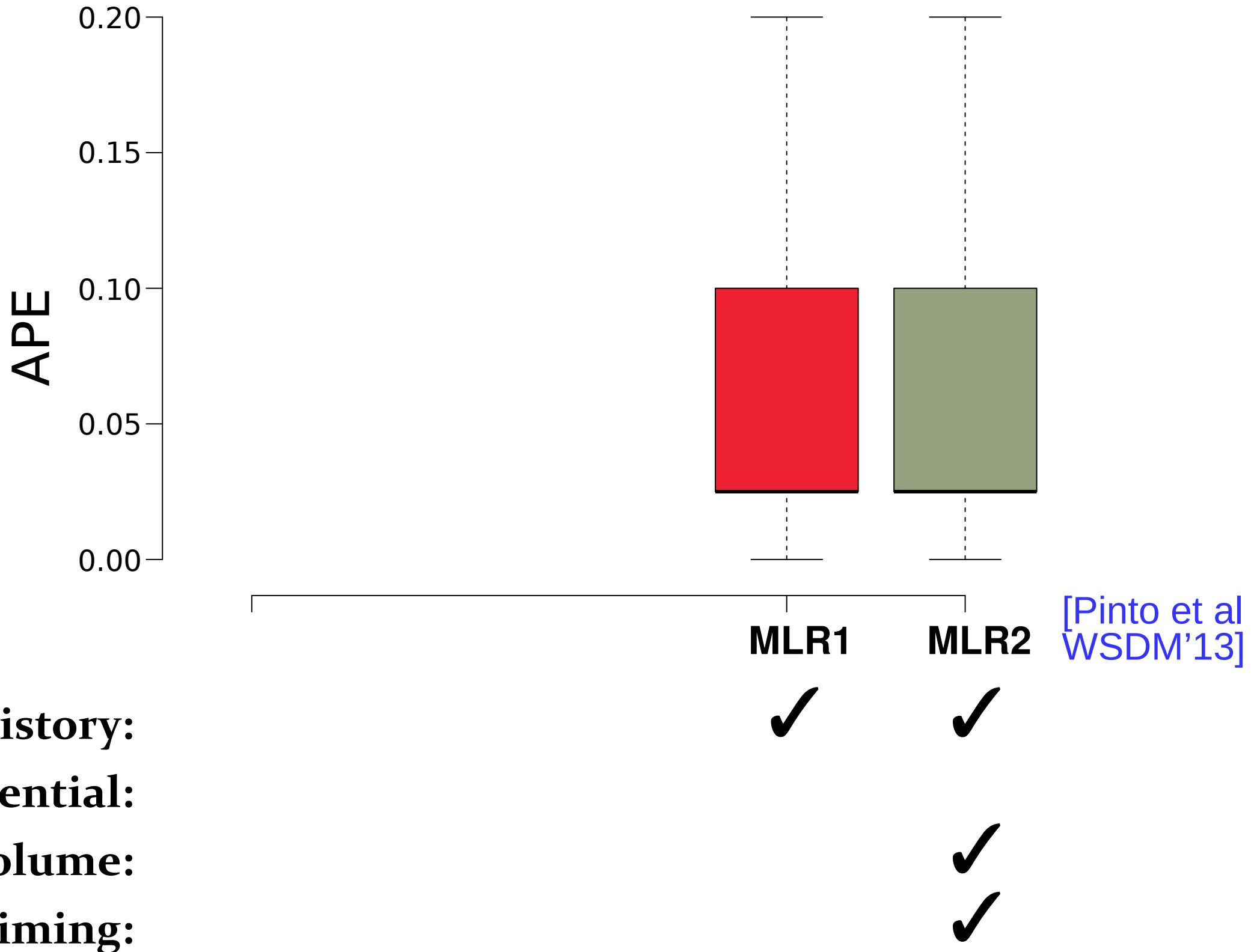
# Forecasting future views (1)



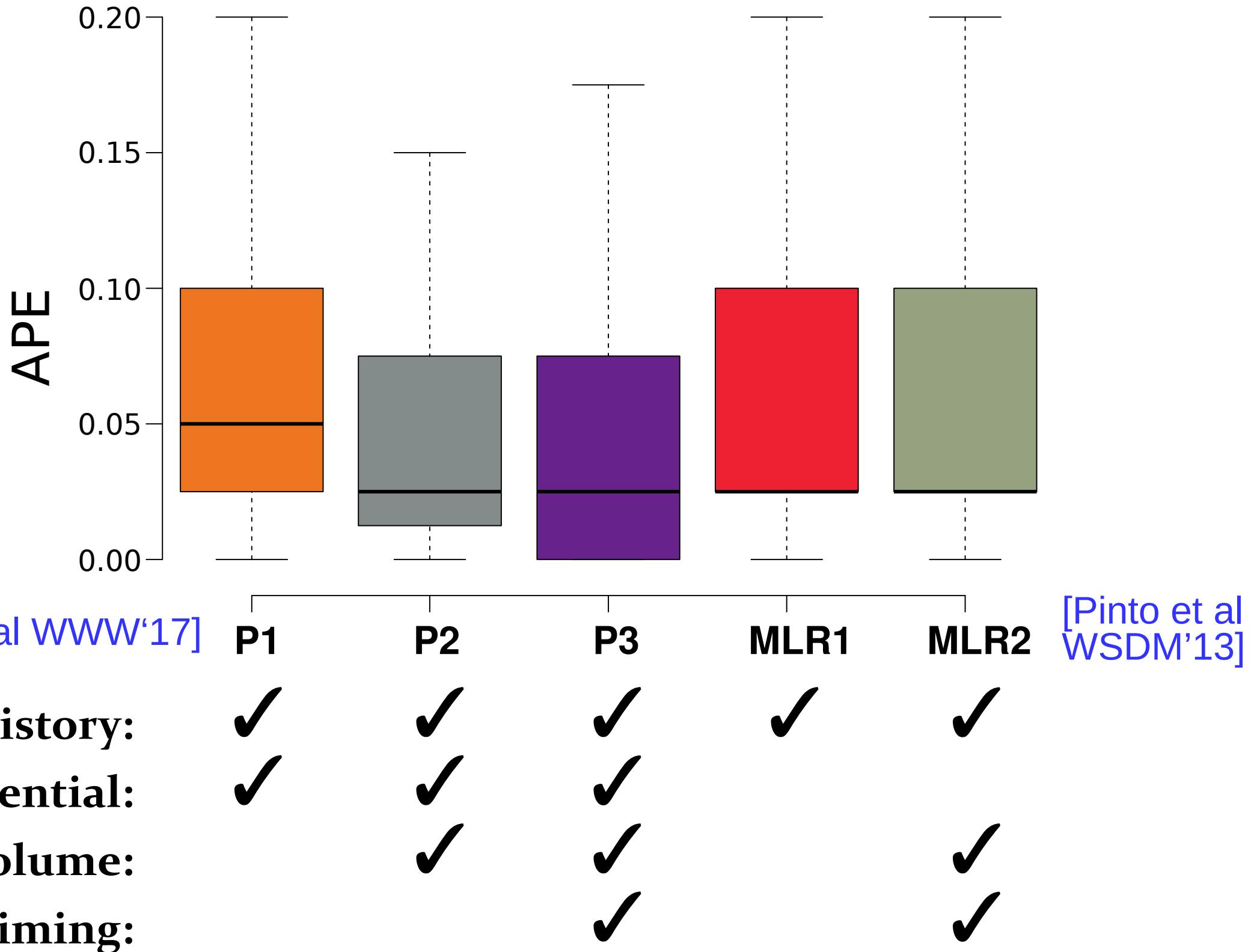
# Forecasting future views (1)



# Forecasting future views (2)

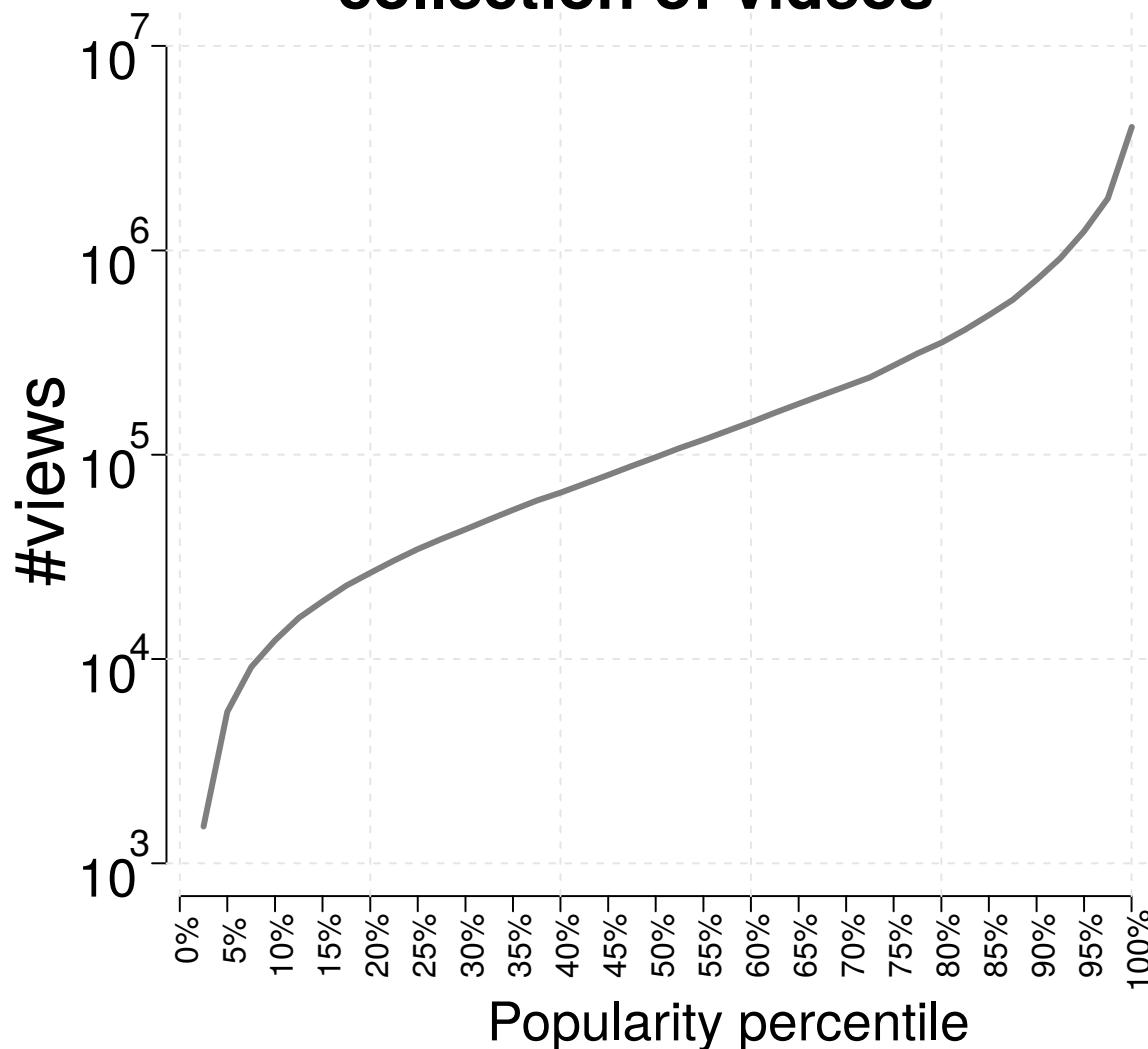


# Forecasting future views (2)

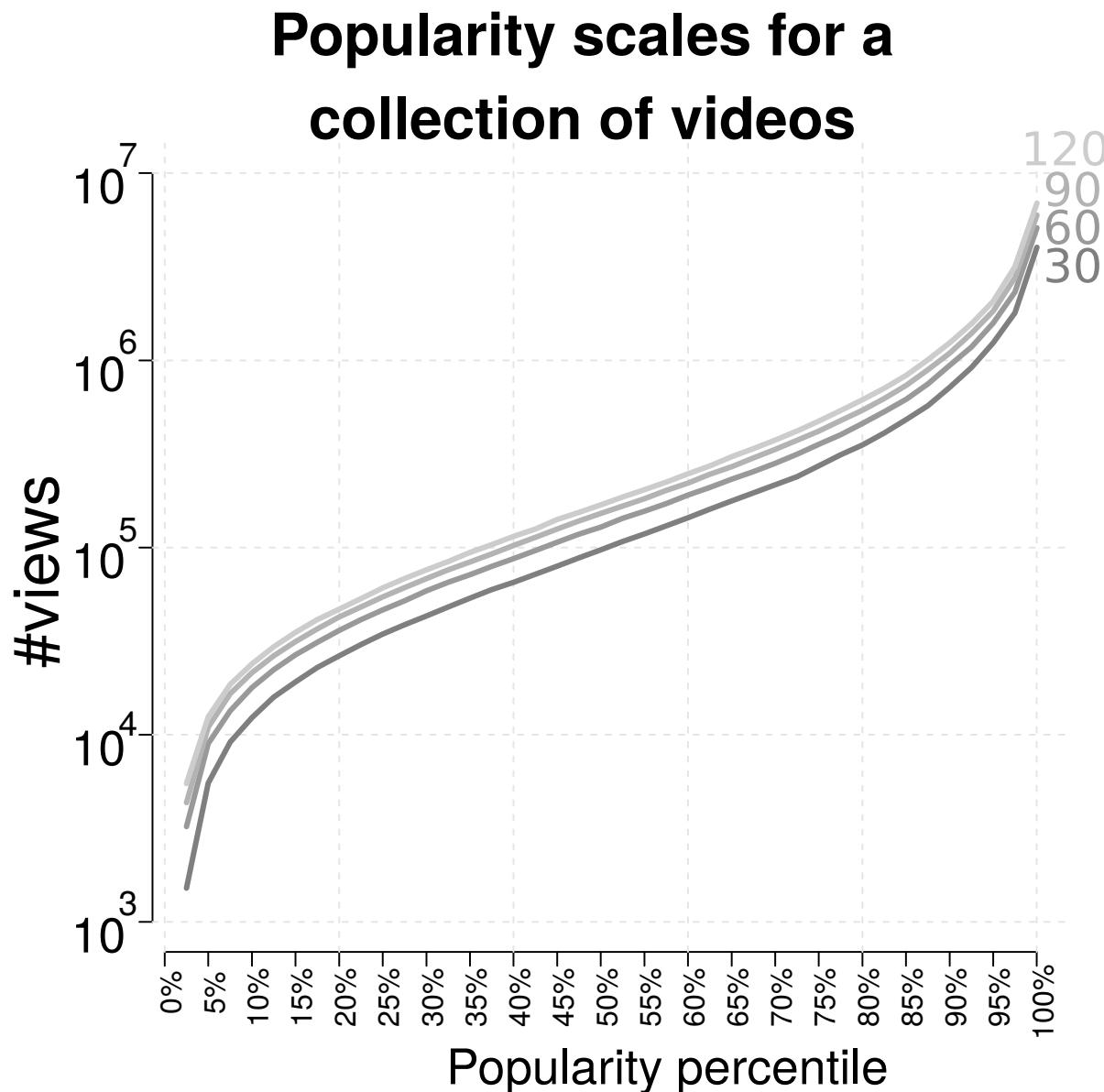


# Popularity scale over time

**Popularity scales for a  
collection of videos**

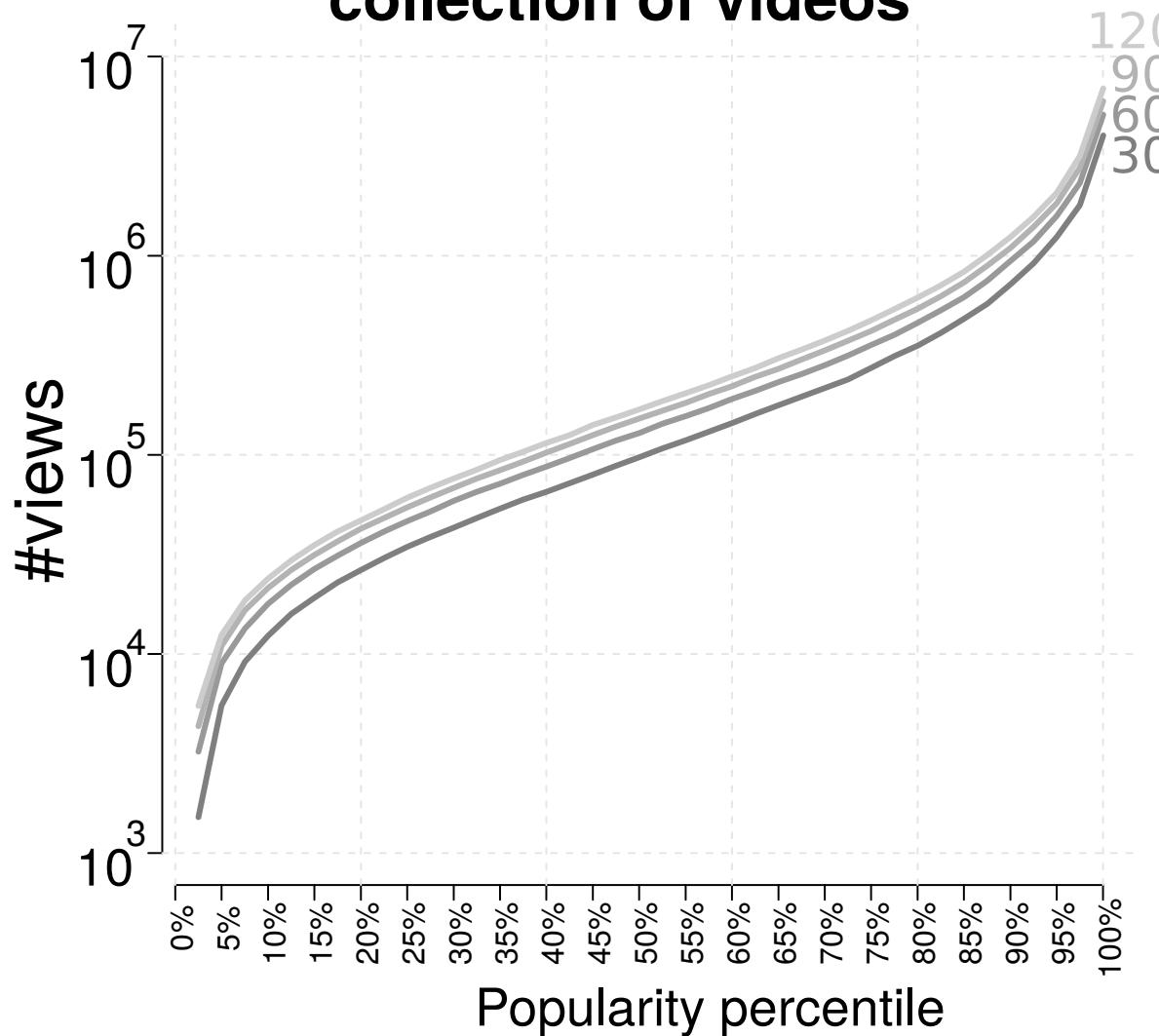


# Popularity scale over time

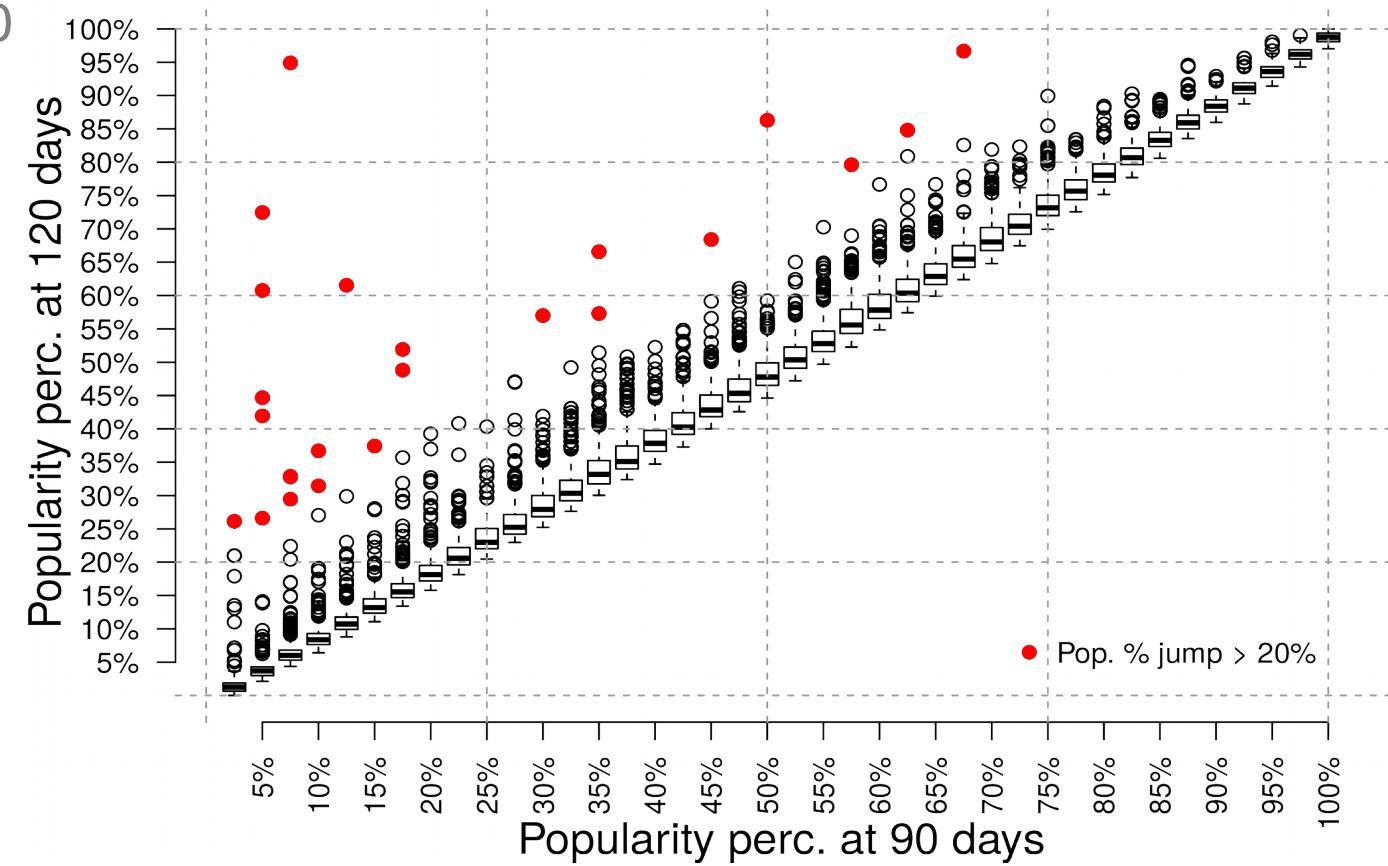


# Popularity scale over time

Popularity scales for a collection of videos

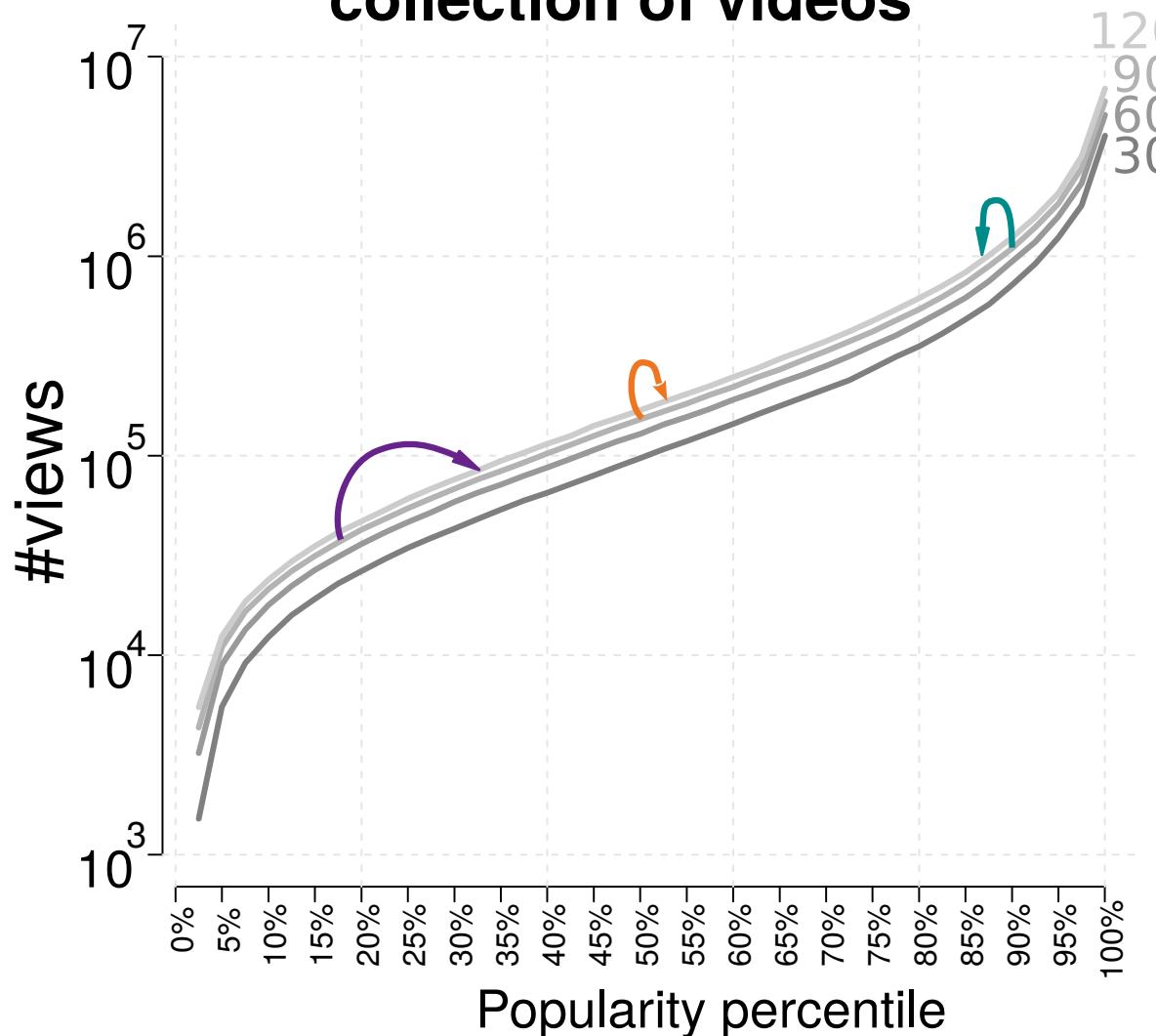


Individual video pop. % at 90 days vs. 120 days

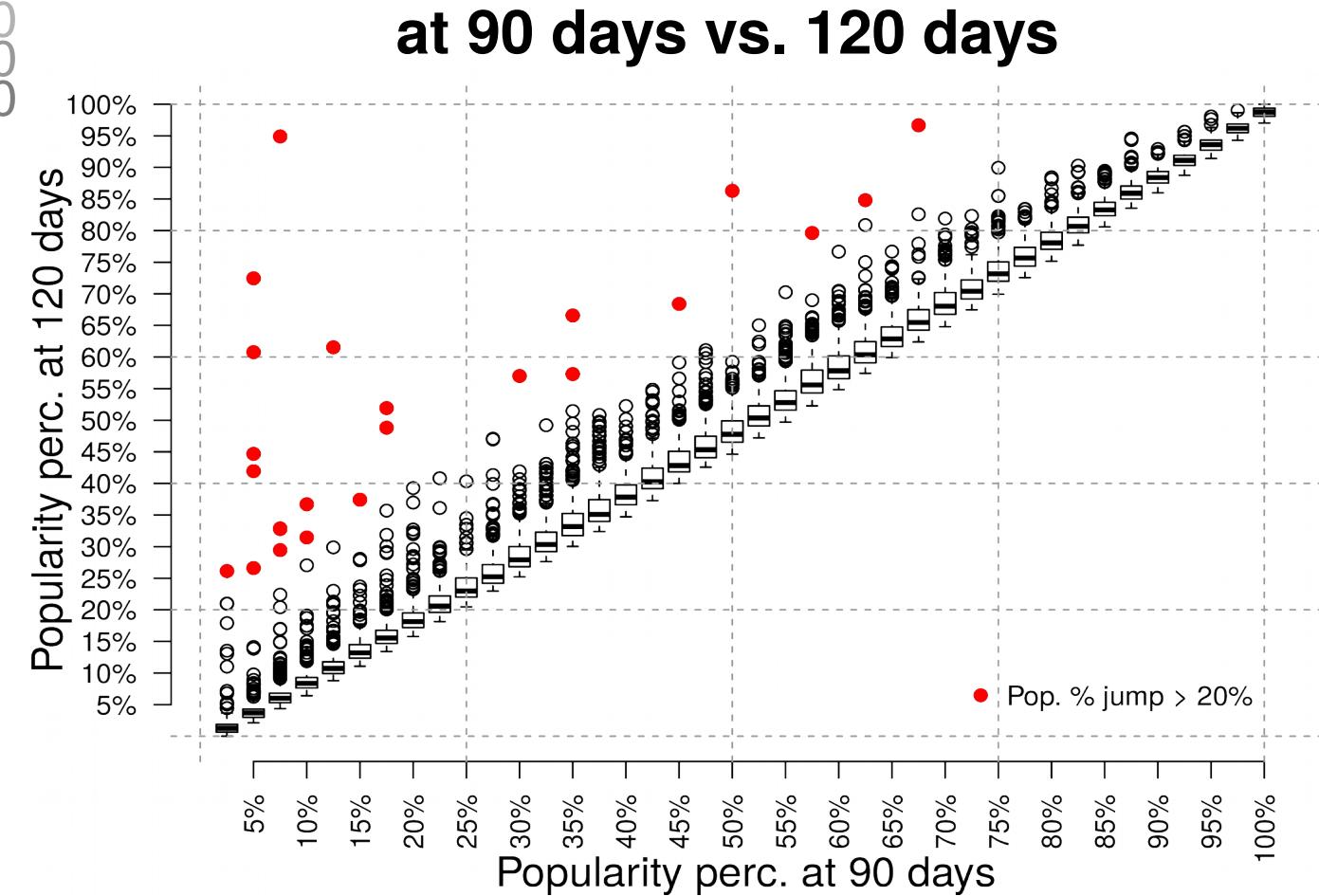


# Popularity scale over time

Popularity scales for a collection of videos



Individual video pop. % at 90 days vs. 120 days



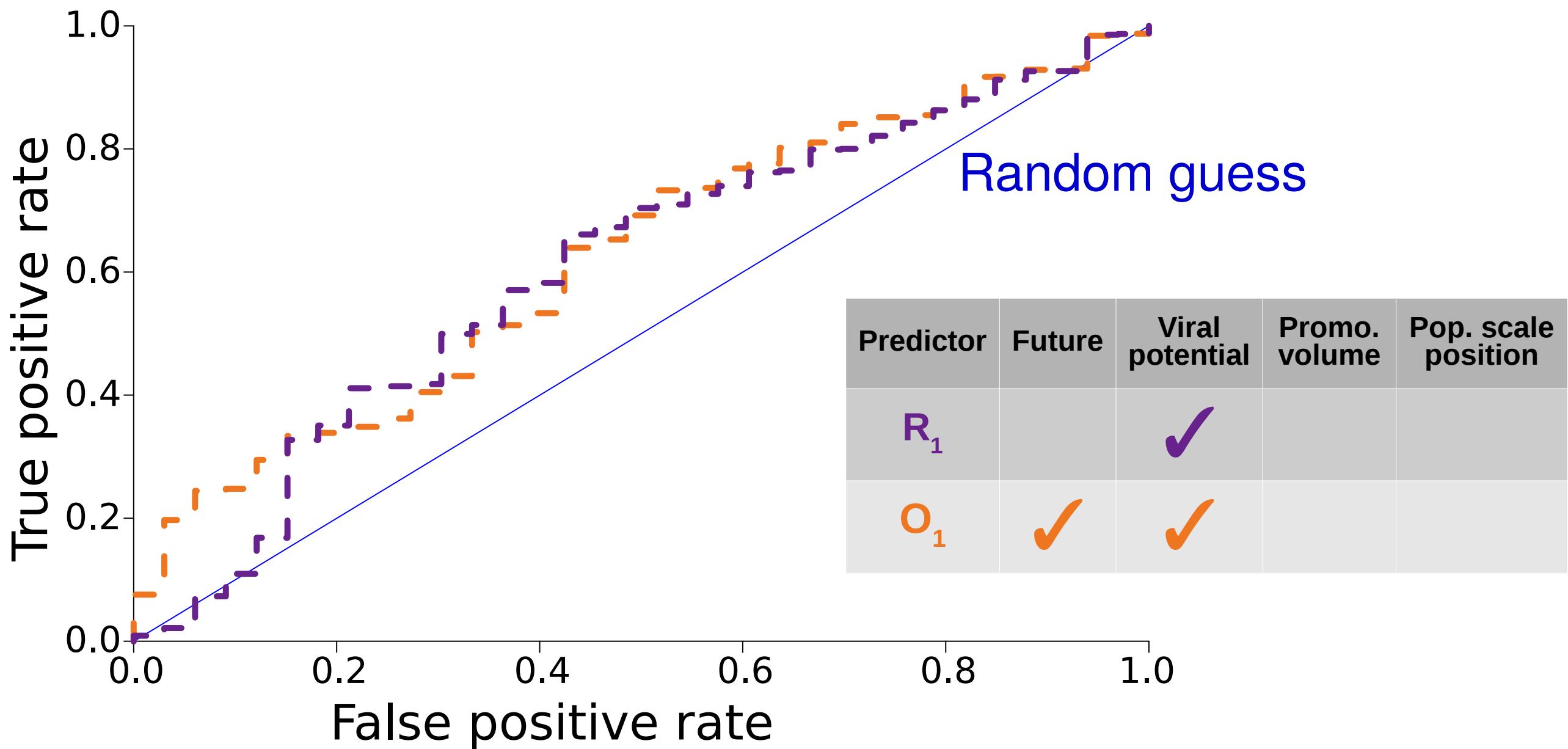
**Impact of 40k views:**

start at 17.5% → +15%

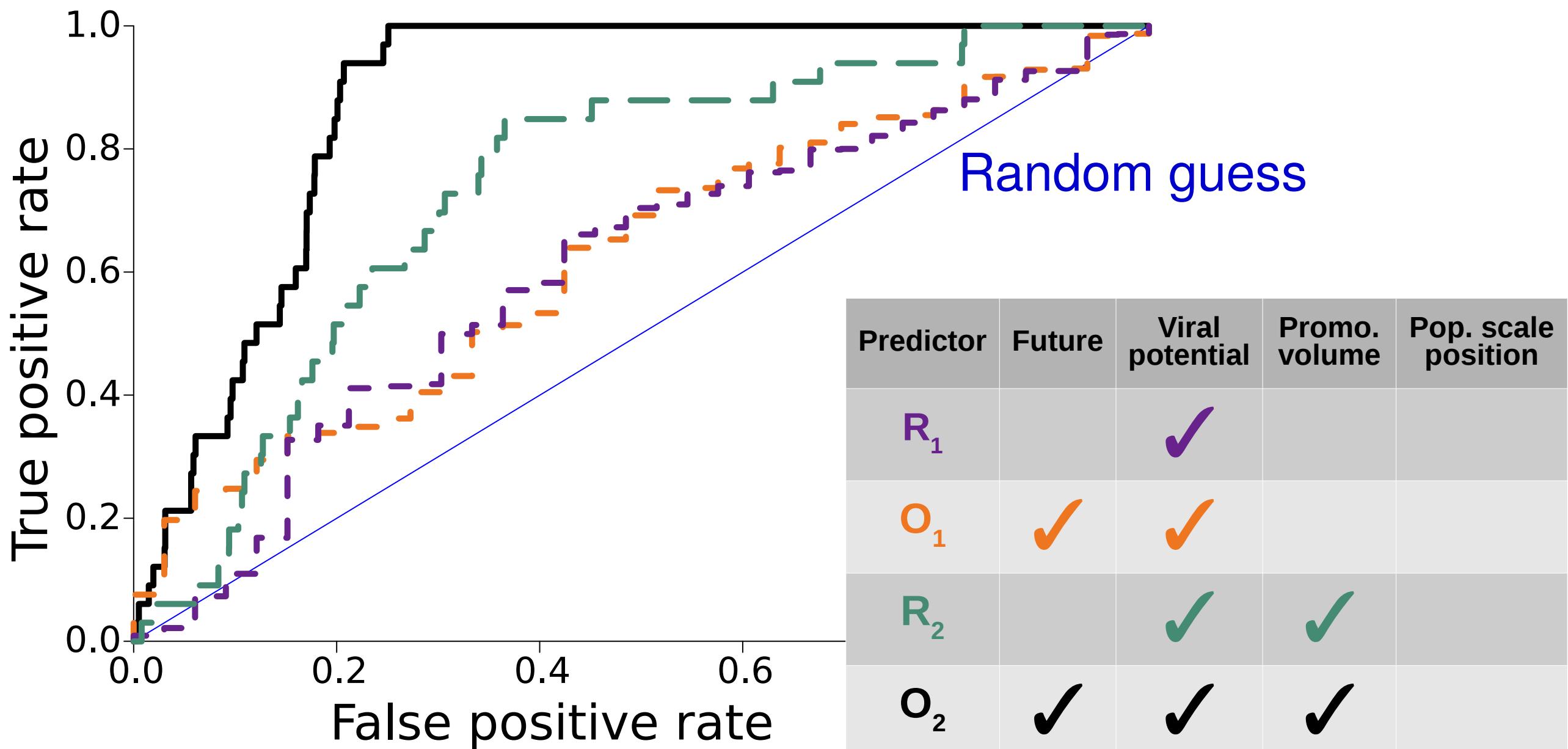
start at 50% → +2.5%

start at 90% → -2.5%

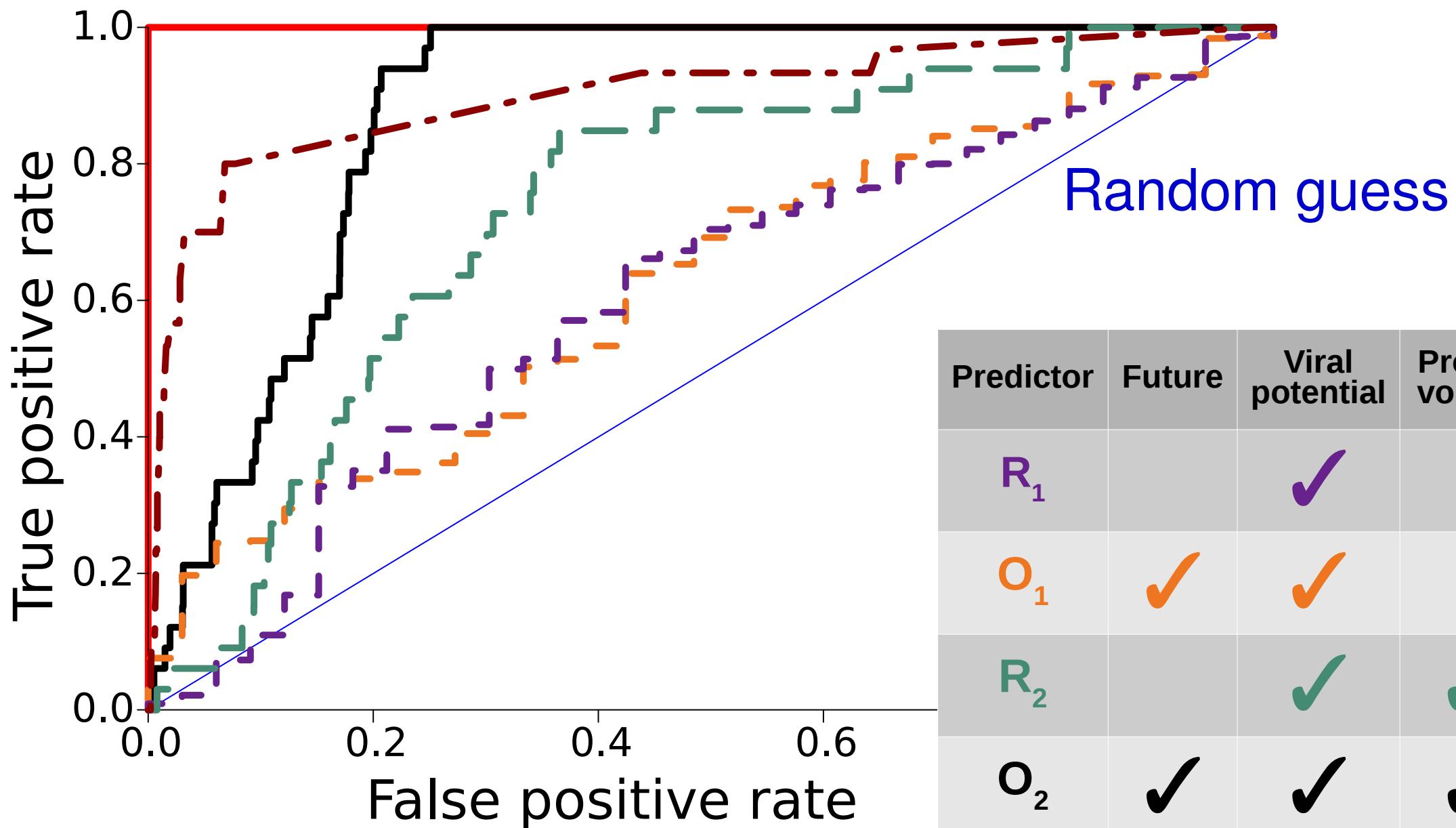
# ROC curves for videos that jump



# ROC curves for videos that jump



# ROC curves for videos that jump

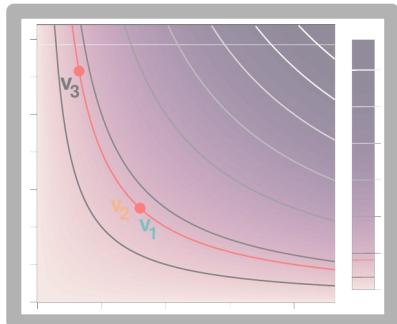


Predictor	Future	Viral potential	Promo. volume	Pop. scale position
R <sub>1</sub>		✓		
O <sub>1</sub>	✓	✓		
R <sub>2</sub>		✓	✓	
O <sub>2</sub>	✓	✓	✓	
R <sub>3</sub>		✓	✓	✓
O <sub>3</sub>	✓	✓	✓	✓

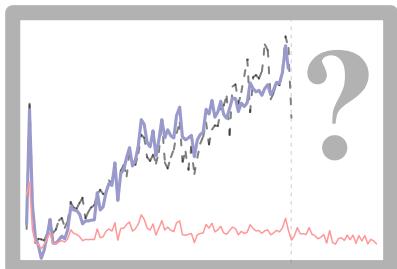
# Presentation outline



Modeling popularity with HIP



Content virality and maturity time



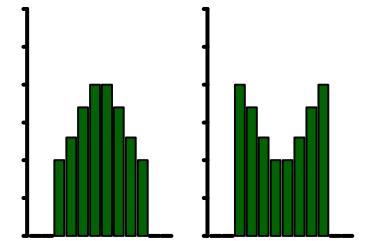
Forecasting popularity under promotion



When does promotion timing matter?  
Why do people prefer constant promotion?

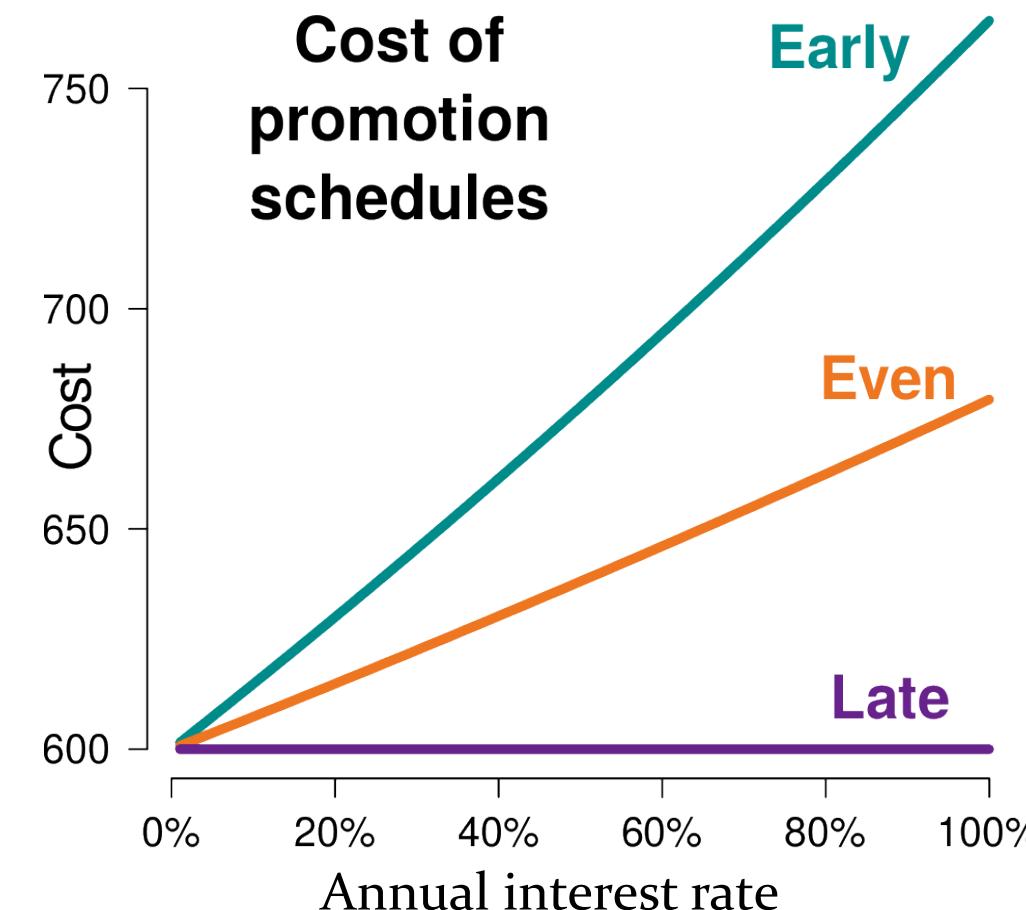
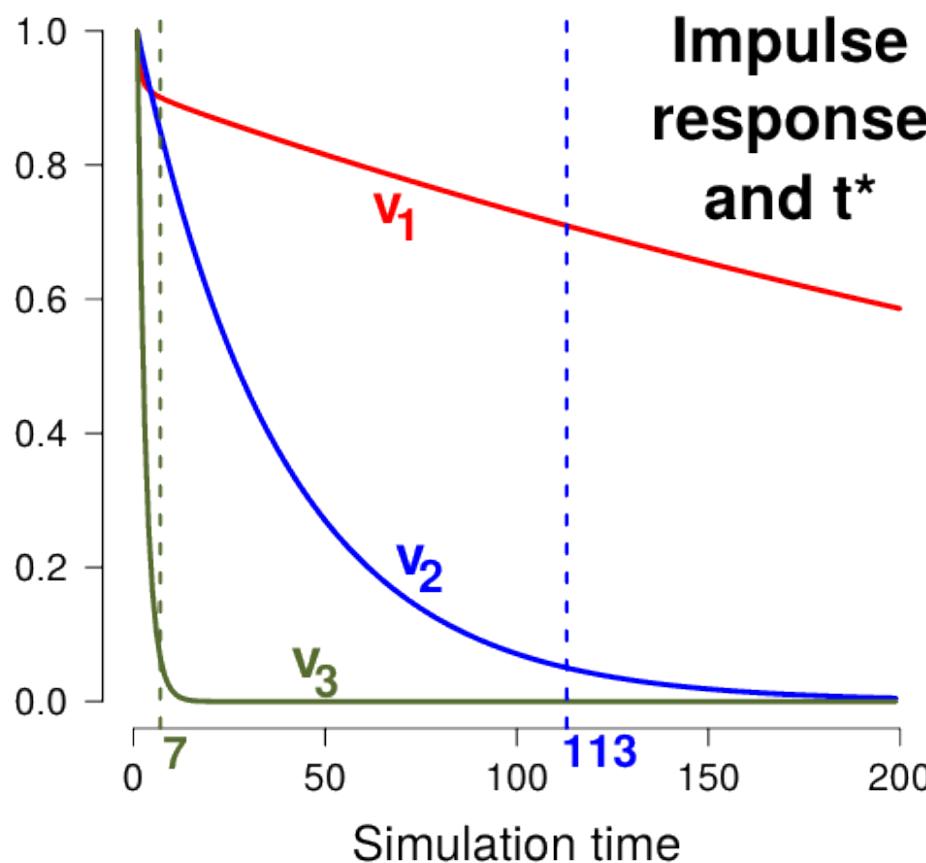
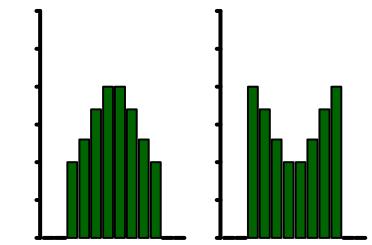
# Designing promotion schedules

LTI corollary: **same budget, same return!**

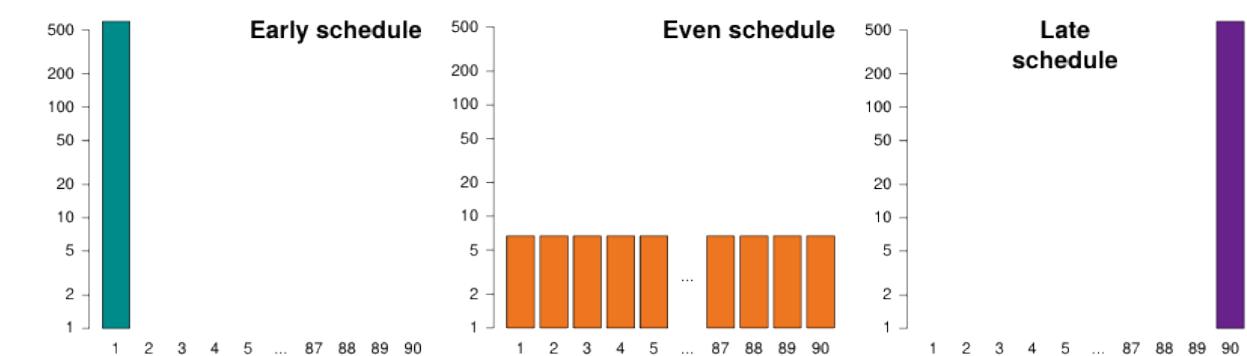


# Designing promotion schedules

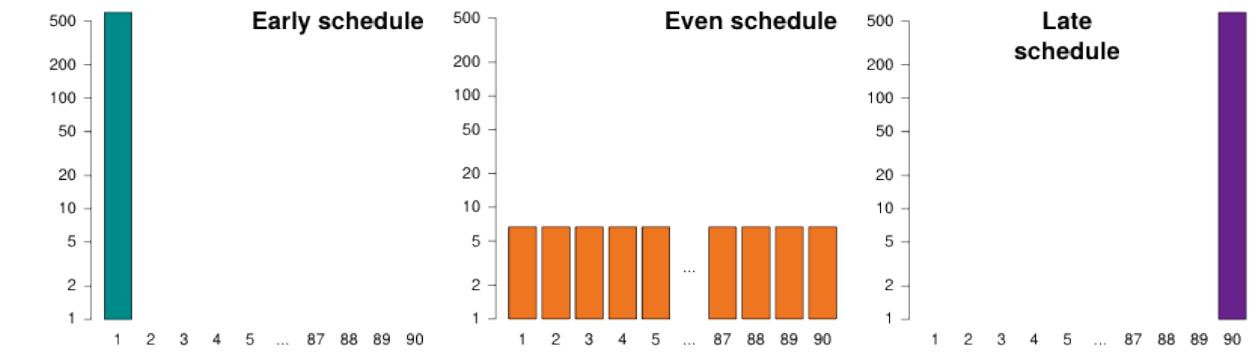
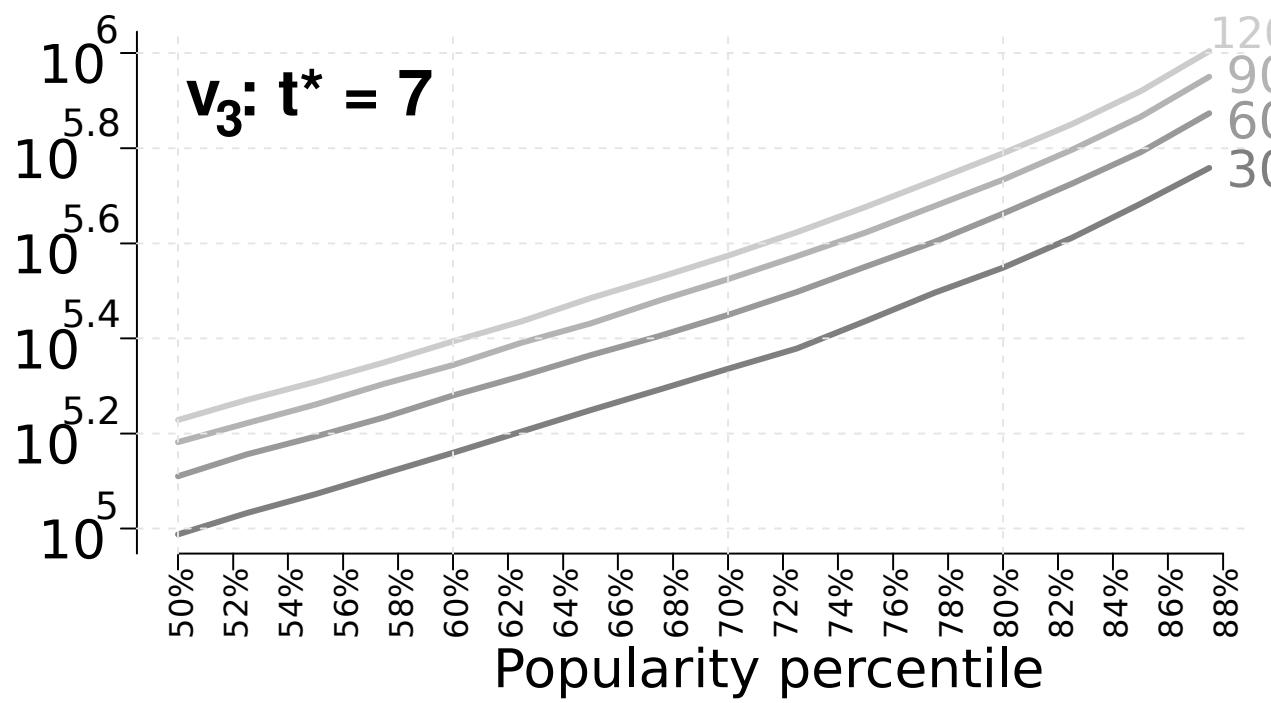
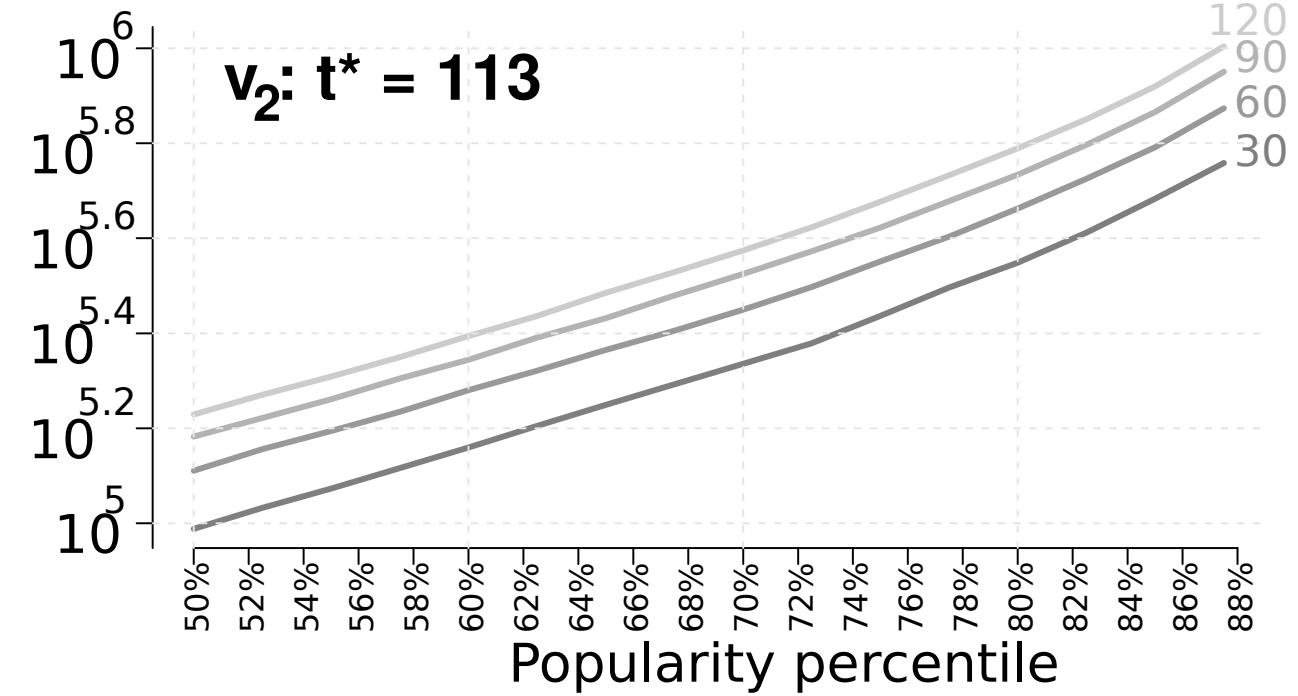
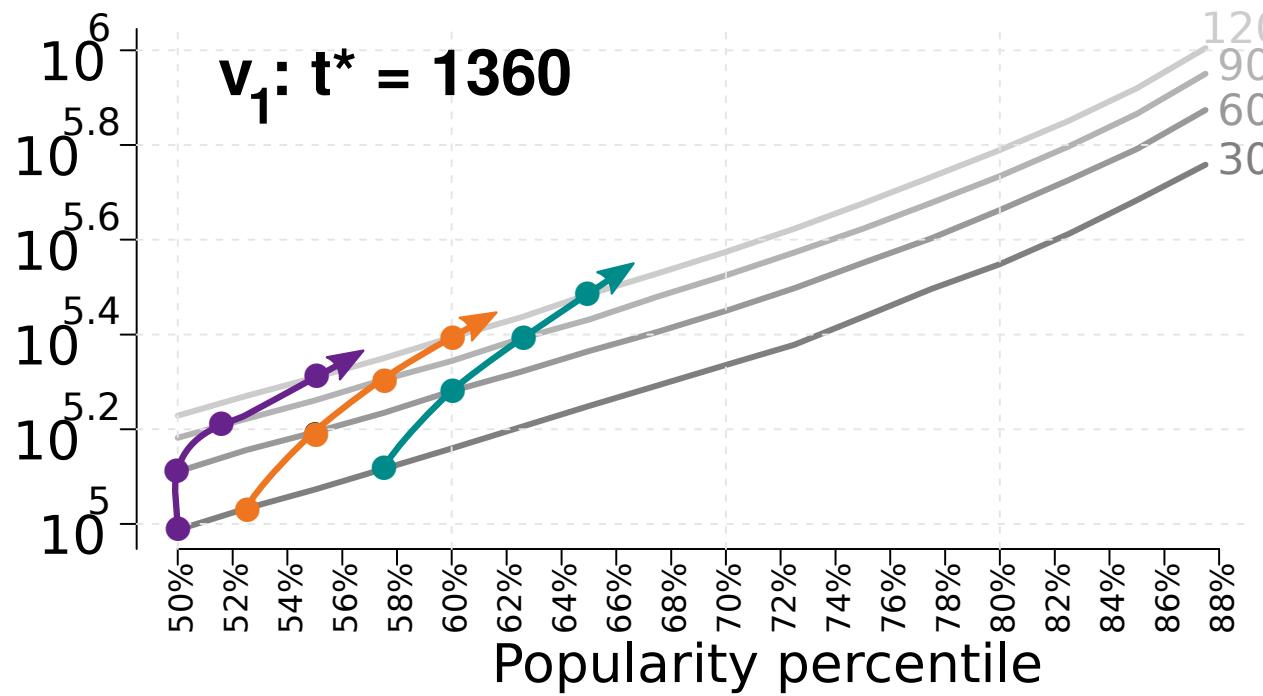
LTI corollary: same budget, same return!



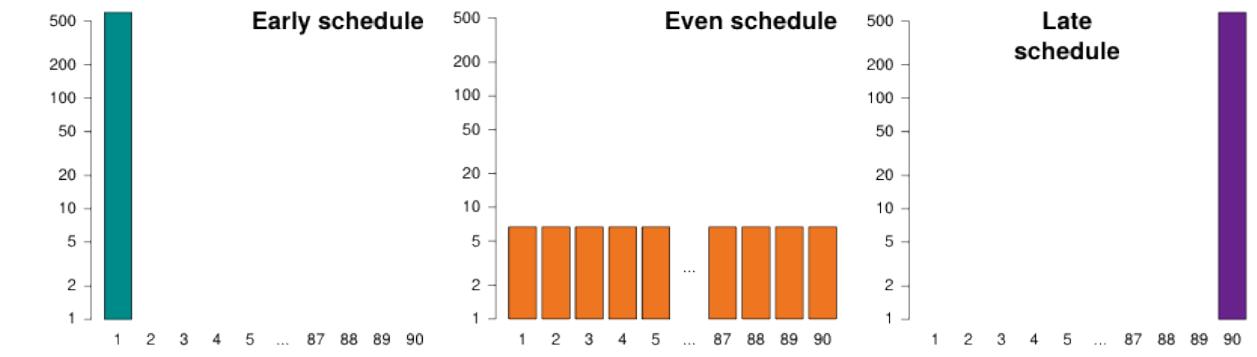
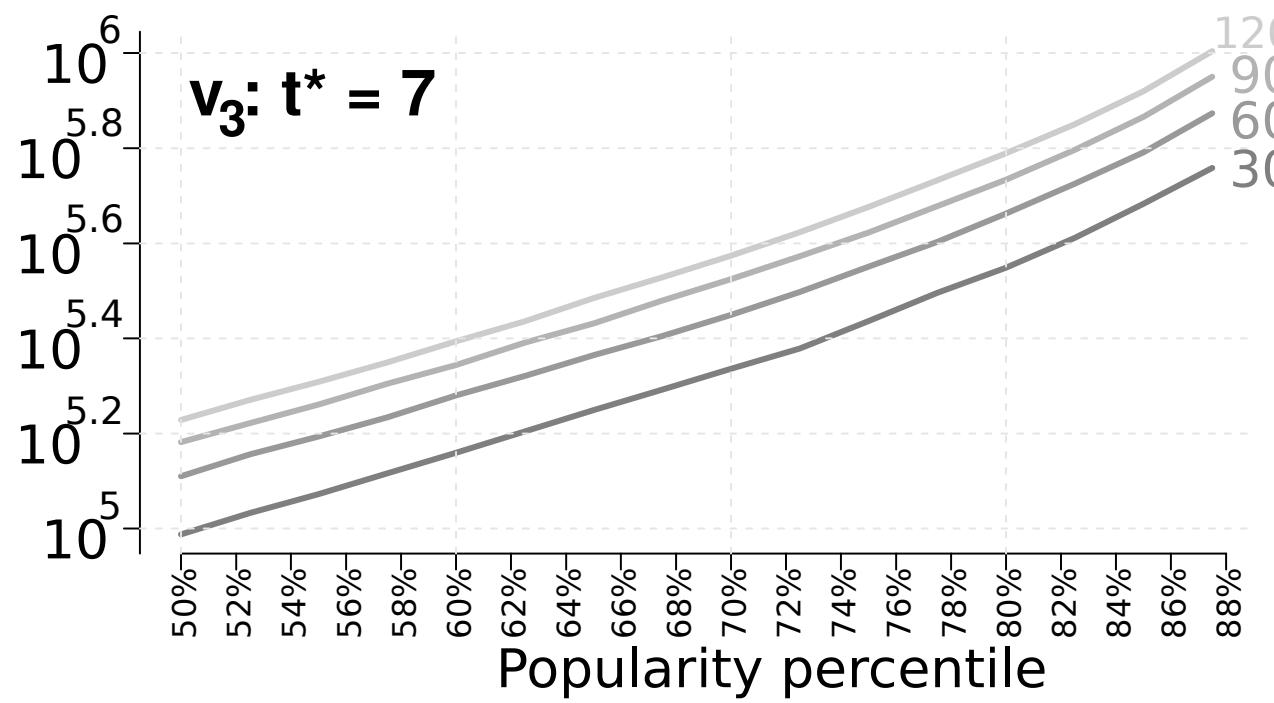
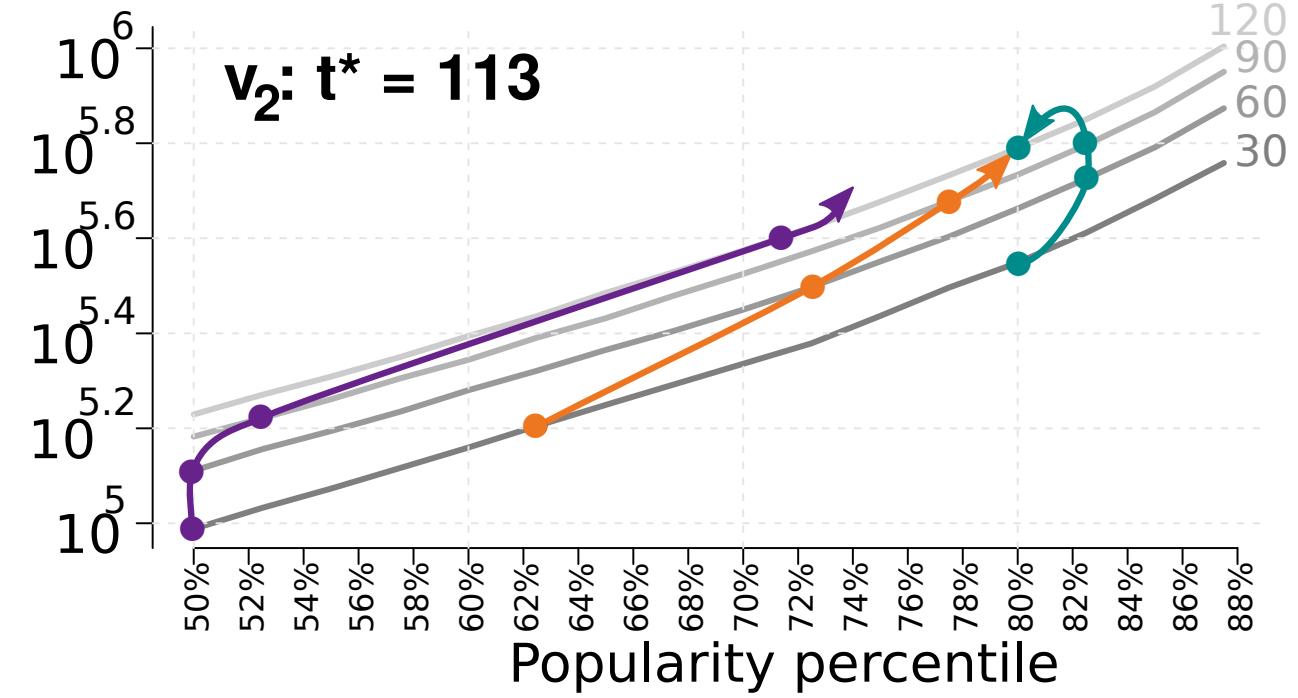
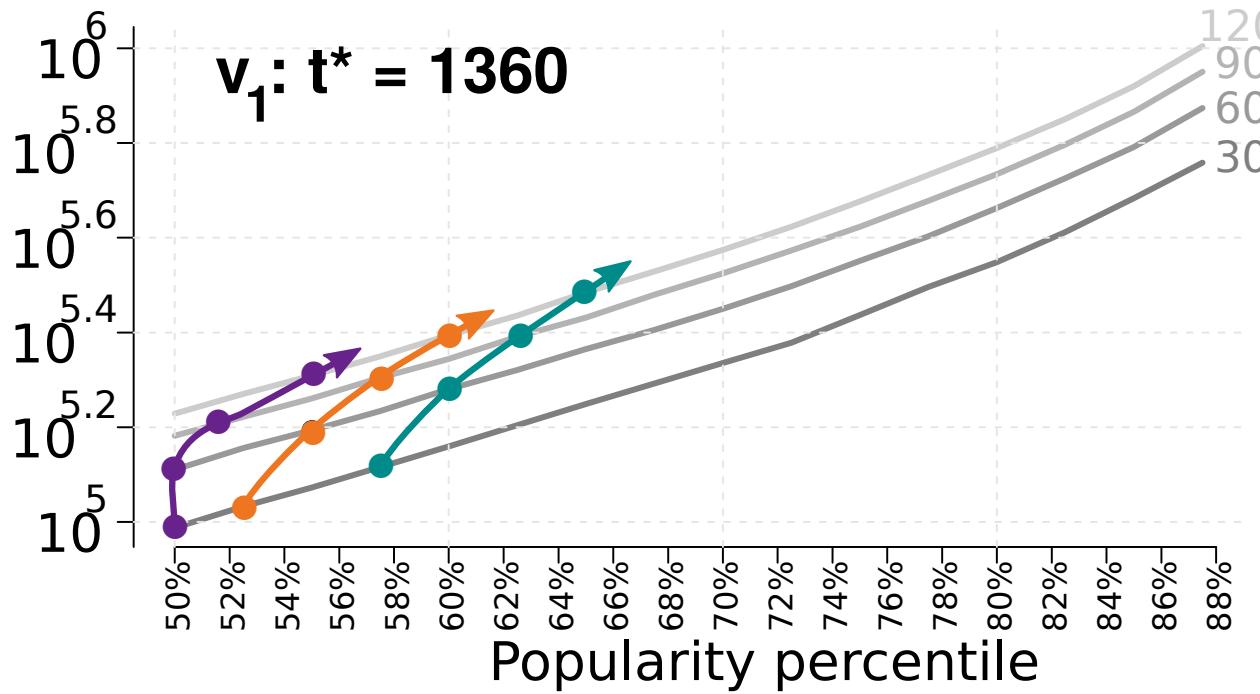
Compounding interest:  $cost = (1+a)^k$



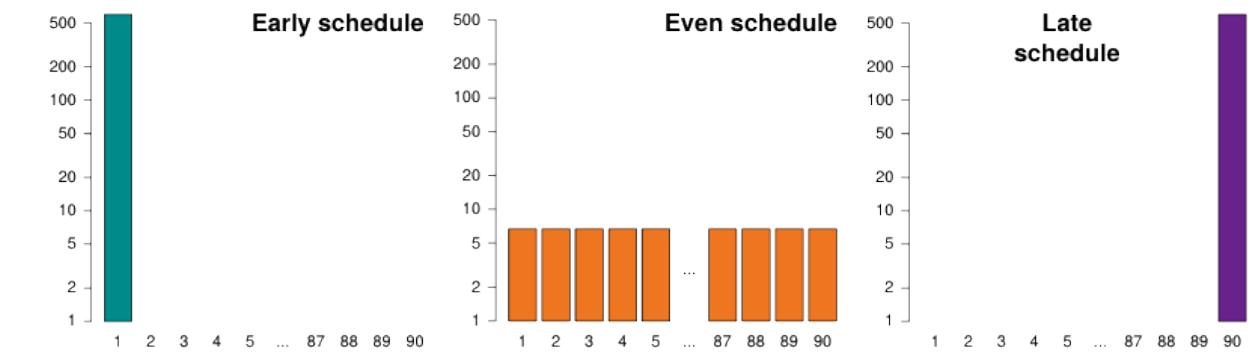
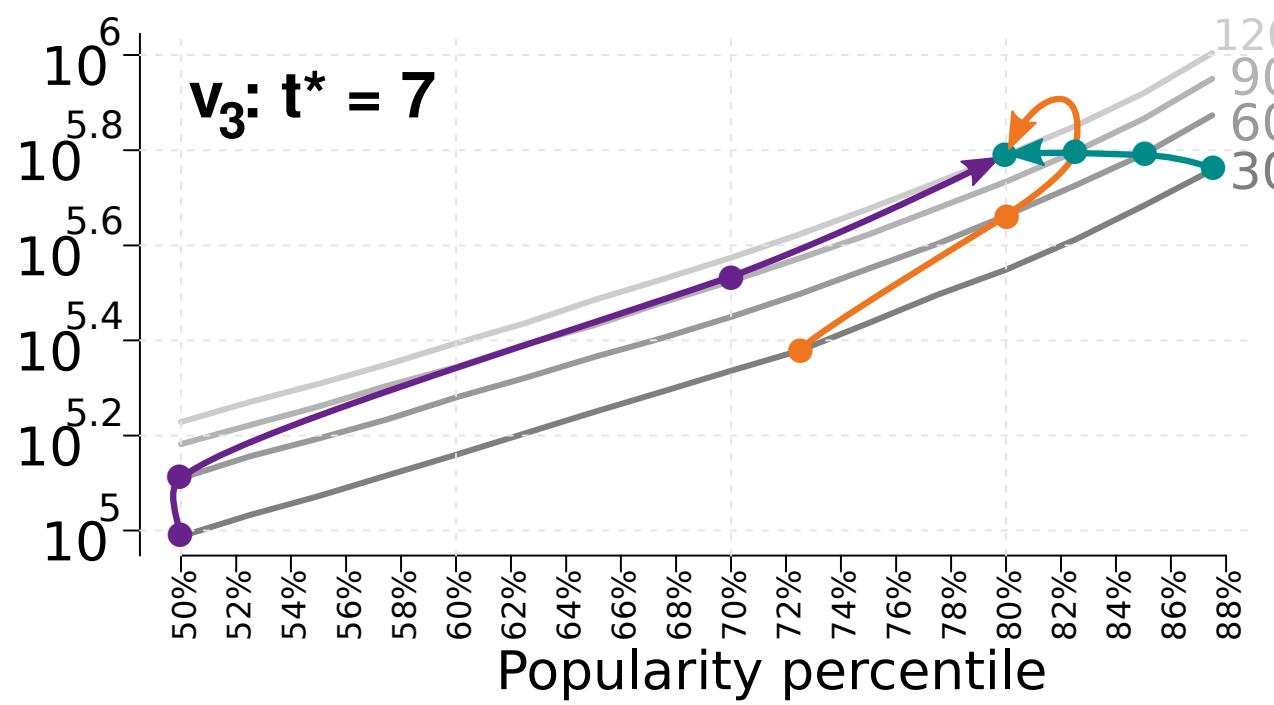
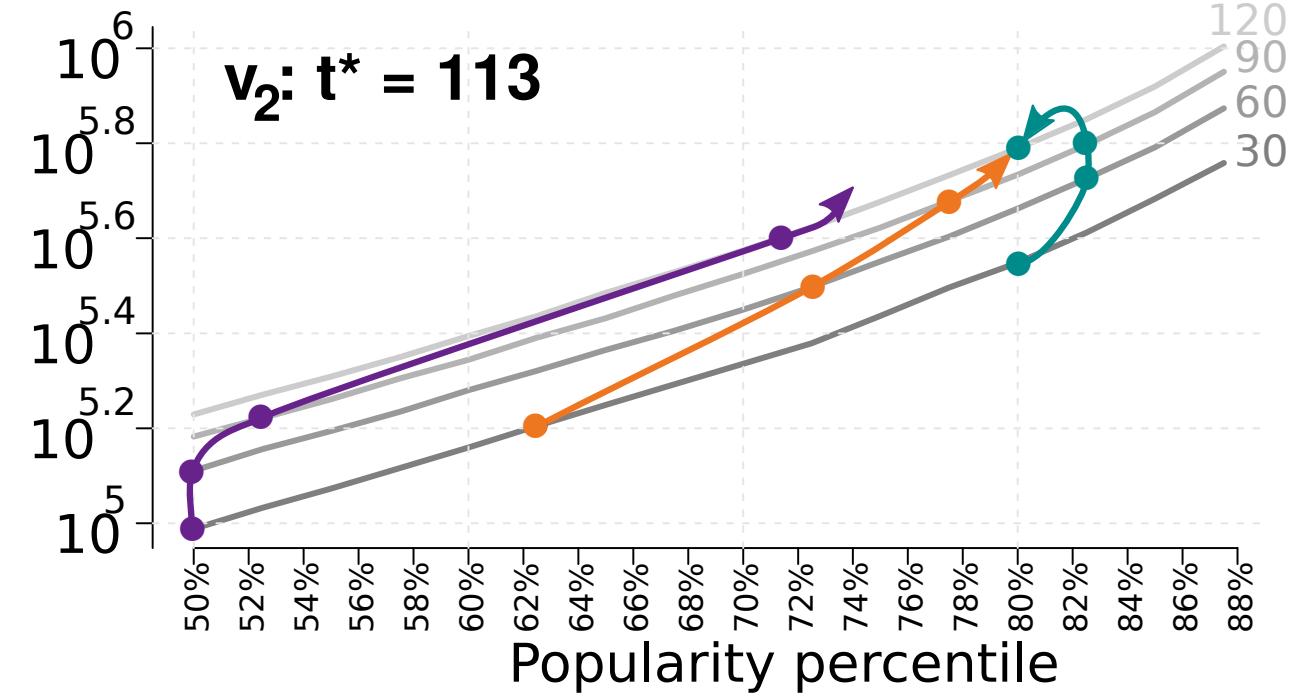
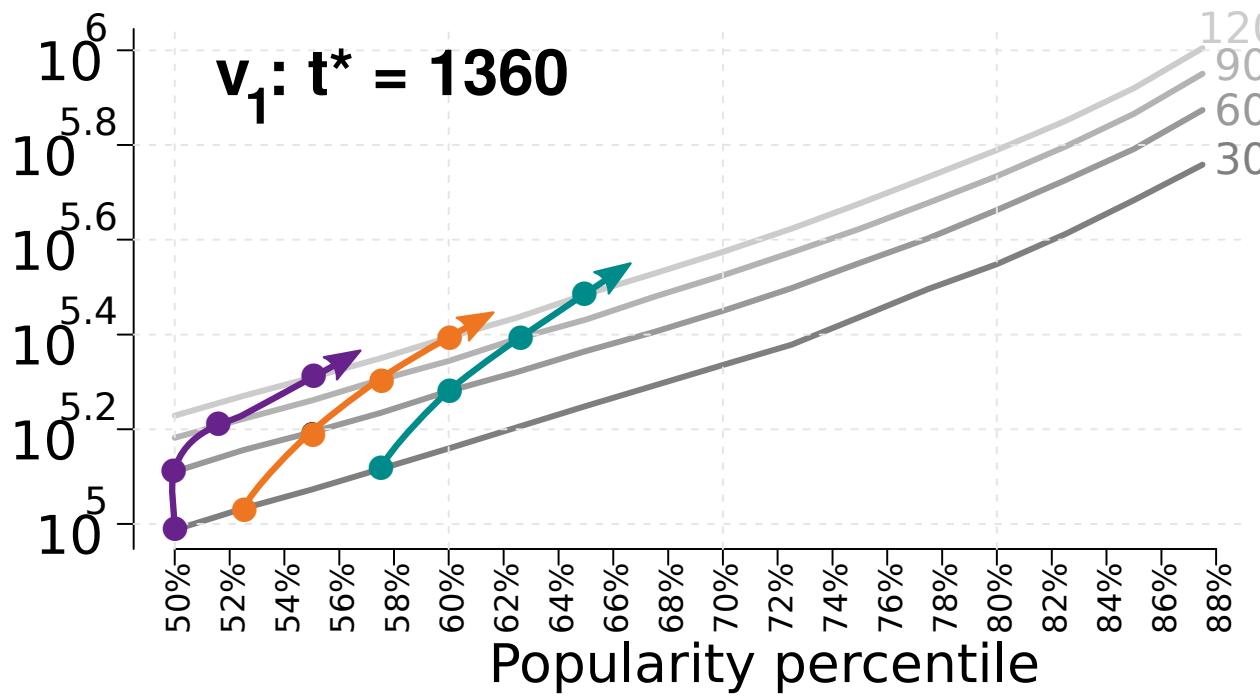
# Interplay of 2 temporal factors



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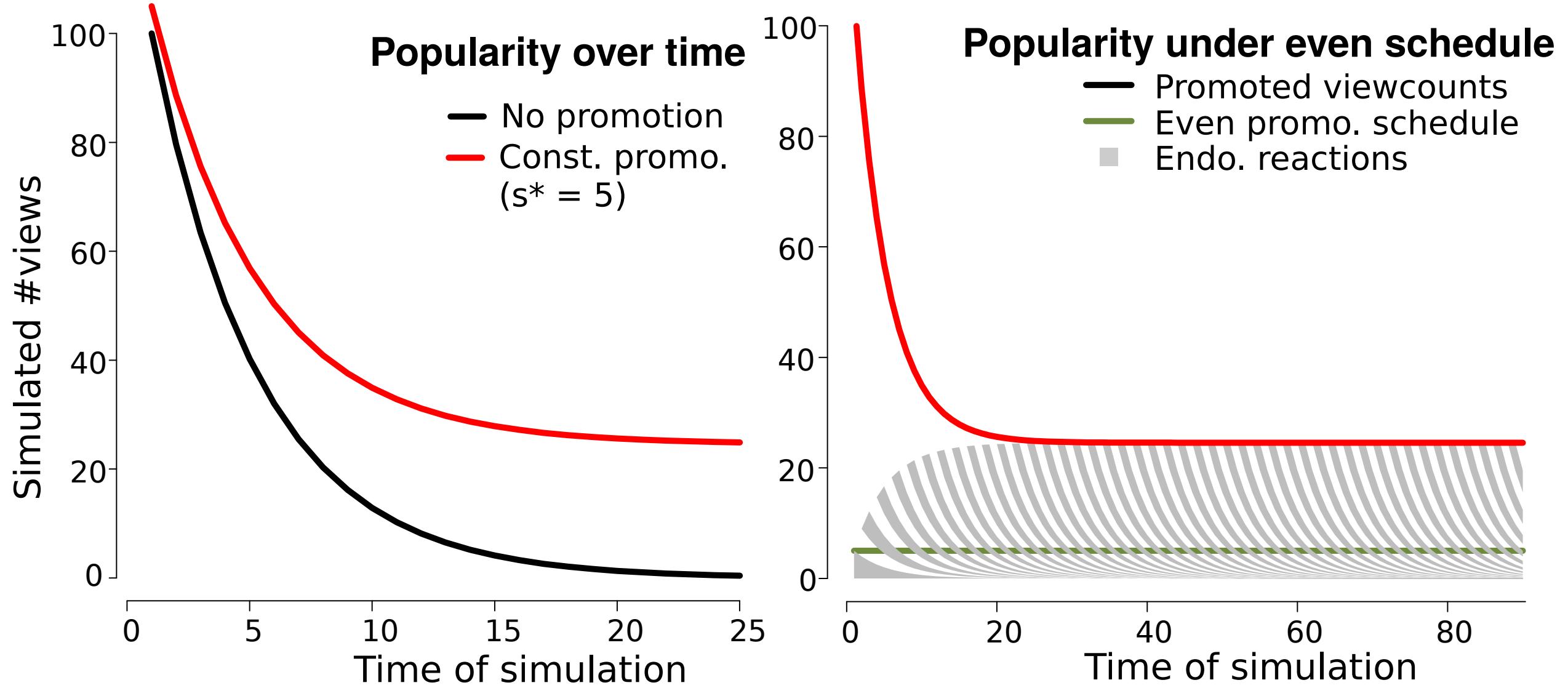
# Why is constant promotion desirable?

LTI corollary: the effects of daily promotion add up over time!

Explains why TV commercials appear at fixed intervals, every day.

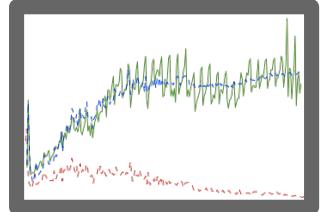


# Memory lengthening through promotion

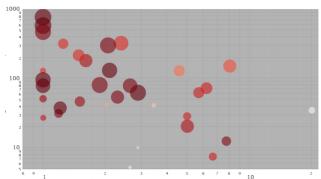


Constant promotion leads to an apparent  
memory lengthening.

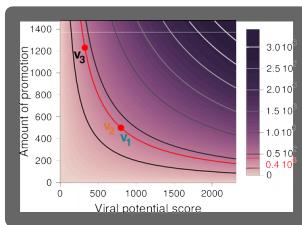
# Summary



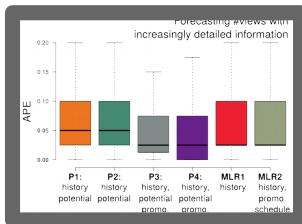
HIP: a mathematical model linking promotion and popularity



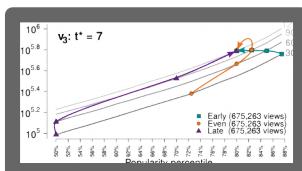
Explain popularity dynamics and identify potentially viral videos



Two measures: *virality score* and *maturity time*

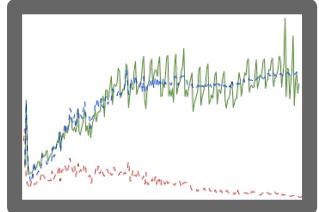


Important factors for forecasting popularity: *virality score*, *promotion volume* and *popularity scale position*

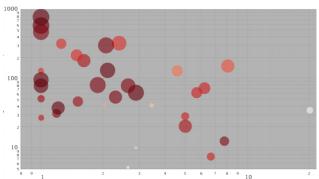


Maturity time influences the cost-effectiveness of promotion schedules

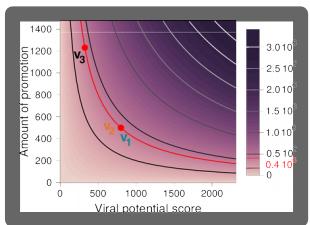
# Summary



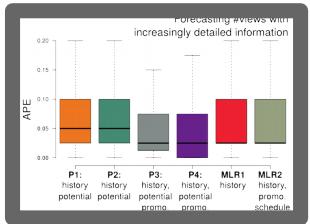
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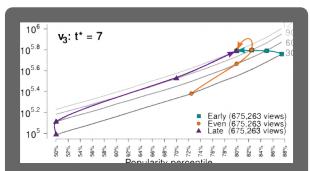
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Maturity time influences the cost-effectiveness of promotion schedules

## Limitations & future work:

unobserved sources of external influence, seasonality, network structure, reaction to past and future promotions is the same.

# Thank you!

## References:

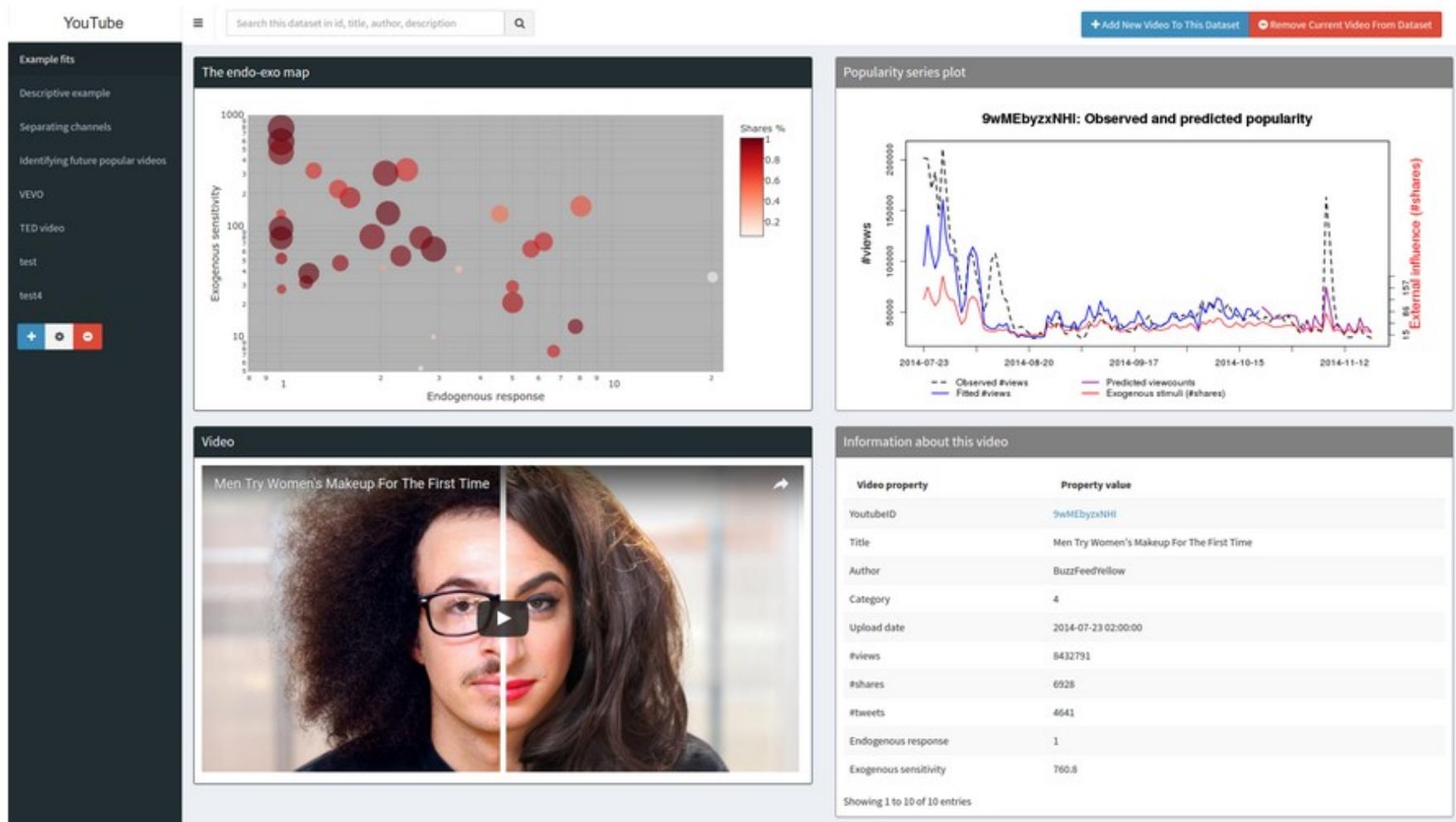
Rizoiu, M.-A., Xie, L., Sanner, S., Cebrian, M., Yu, H., & Van Hentenryck, P. **Expecting to be HIP: Hawkes Intensity Processes for Social Media Popularity**. In *26th International Conference on World Wide Web - WWW '17*, pp. 735-744, Perth, Australia, 2017. doi: [10.1145/3038912.3052650](https://doi.org/10.1145/3038912.3052650)  
[pdf at arxiv with supplementary material](#)

Rizoiu, M.-A., & Xie, L. (2017). **Online Popularity under Promotion: Viral Potential, Forecasting, and the Economics of Time**. In *11th International AAAI Conference on Web and Social Media - ICWSM '17*, p. 10, Montréal, Canada, 2017.  
[pdf at arxiv with supplementary material](#)

## HIP visualization system

This is an *interactive* visualization of the plots in the paper: the endo-exo map, observed and fitted popularity series and video metadata. It has additional visualizations of TED videos and VEVO musicians. Furthermore, it allows users to add and compare their own videos.

(access the visualizer by clicking on the thumbnail below)

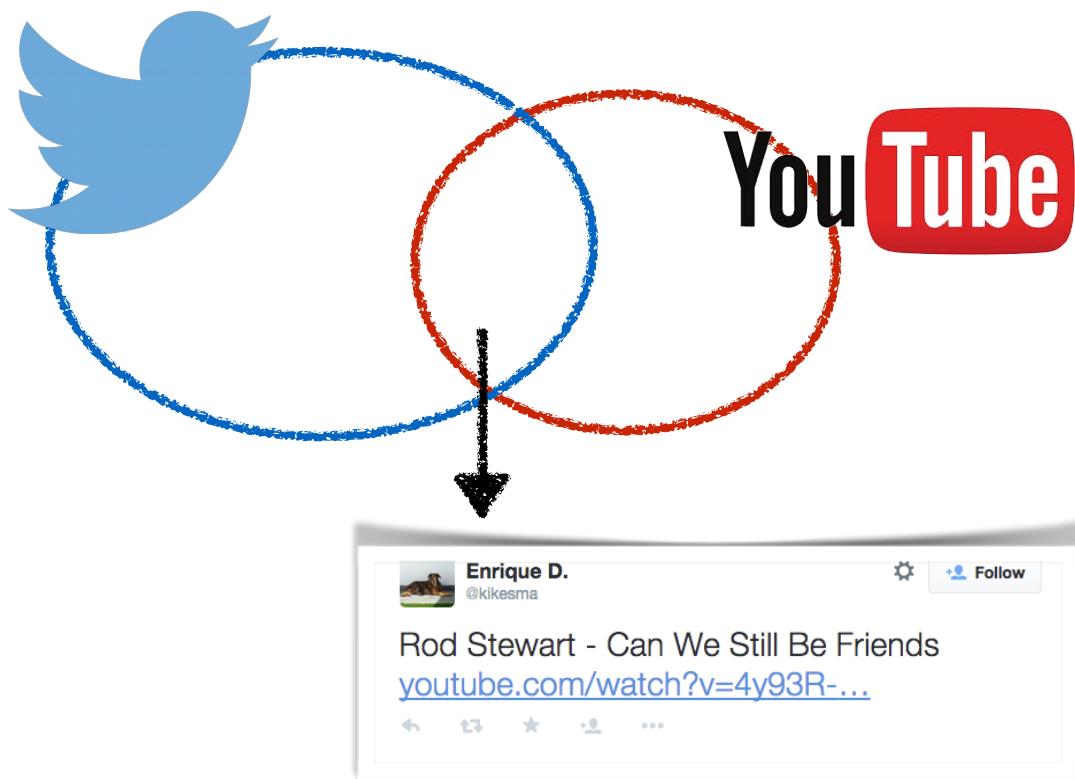


## Links:

Code, dataset  
and interactive  
visualizer:

<https://github.com/andre-i-rizoiu/hip-popularity>

# Twitter videos dataset



2014.06 - 2014.12

1.061B tweets, 5.89M/day

64.3M users;

81.9M YouTube videos

Category	#vids	Category	#vids
Comedy	865	Music	3549
Education	298	News & Politics	1722
Entertainment	2422	Nonprofits & Activism	333
Film & Animation	664	People & Blogs	1947
Gaming	882	Science & Technology	262
Howto & Style	180	Sports	614
Total:			13,738

# Prior work and gaps

## 1) Modeling popularity

power-law shapes [Crane & Sornette PNAS'08]

power-law decays with periodicity [Matsubara et al KDD'12]

collection of recurrence peaks [Cheng et al WWW'16]

How would popularity evolve under continuous external influence?

## 2) Explaining virality

diffusion history [Cheng et al WWW'14]

positive sentiment [Bakshy et al WSDM'11]

Can something go viral if promoted?

## 3) Predicting future popularity

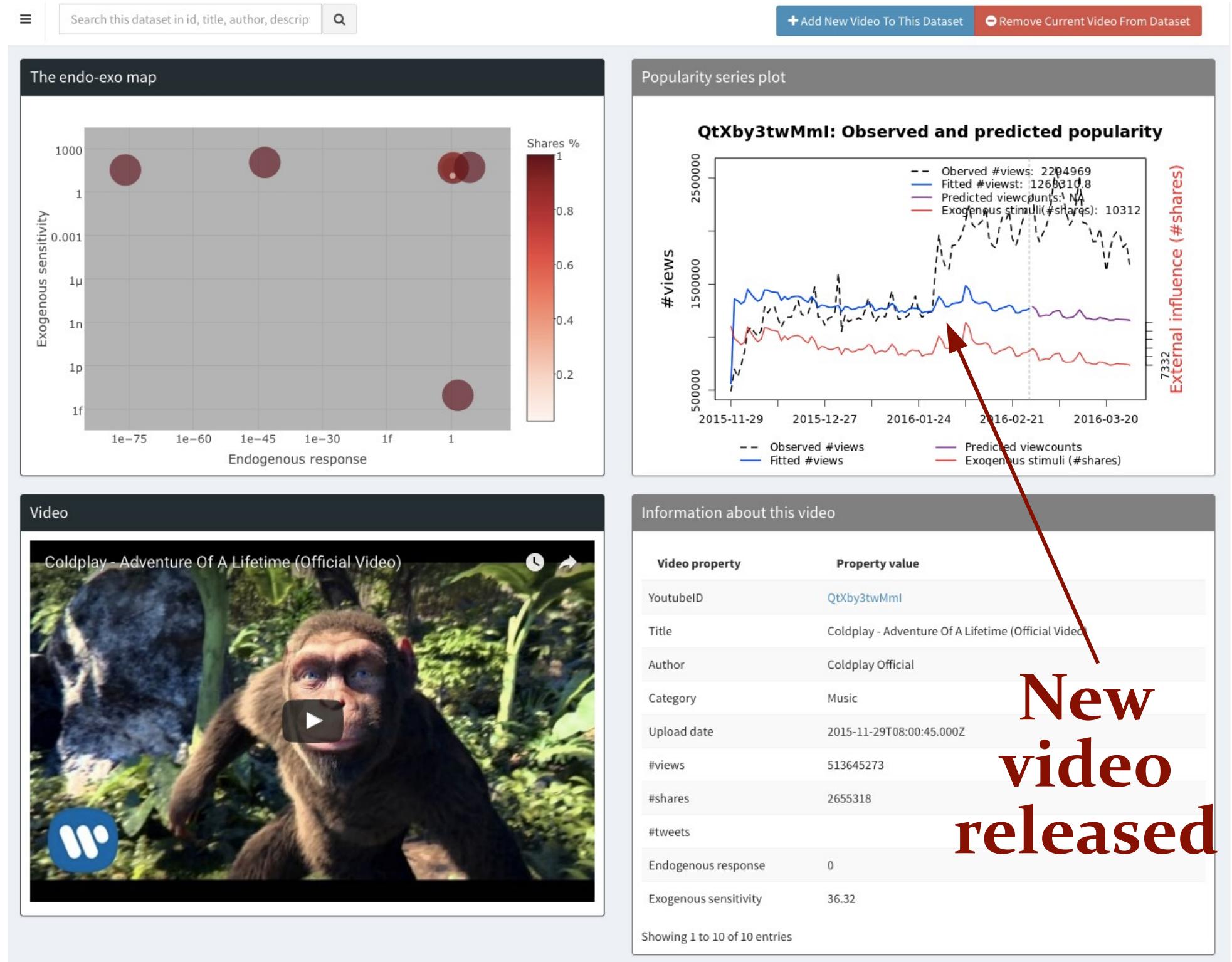
popularity history [Pinto et al WSDM'13] [Szabo and Huberman Comm.ACM 10]

timing features [Cheng et al WWW'14]

How to forecast future popularity given planned promotions?

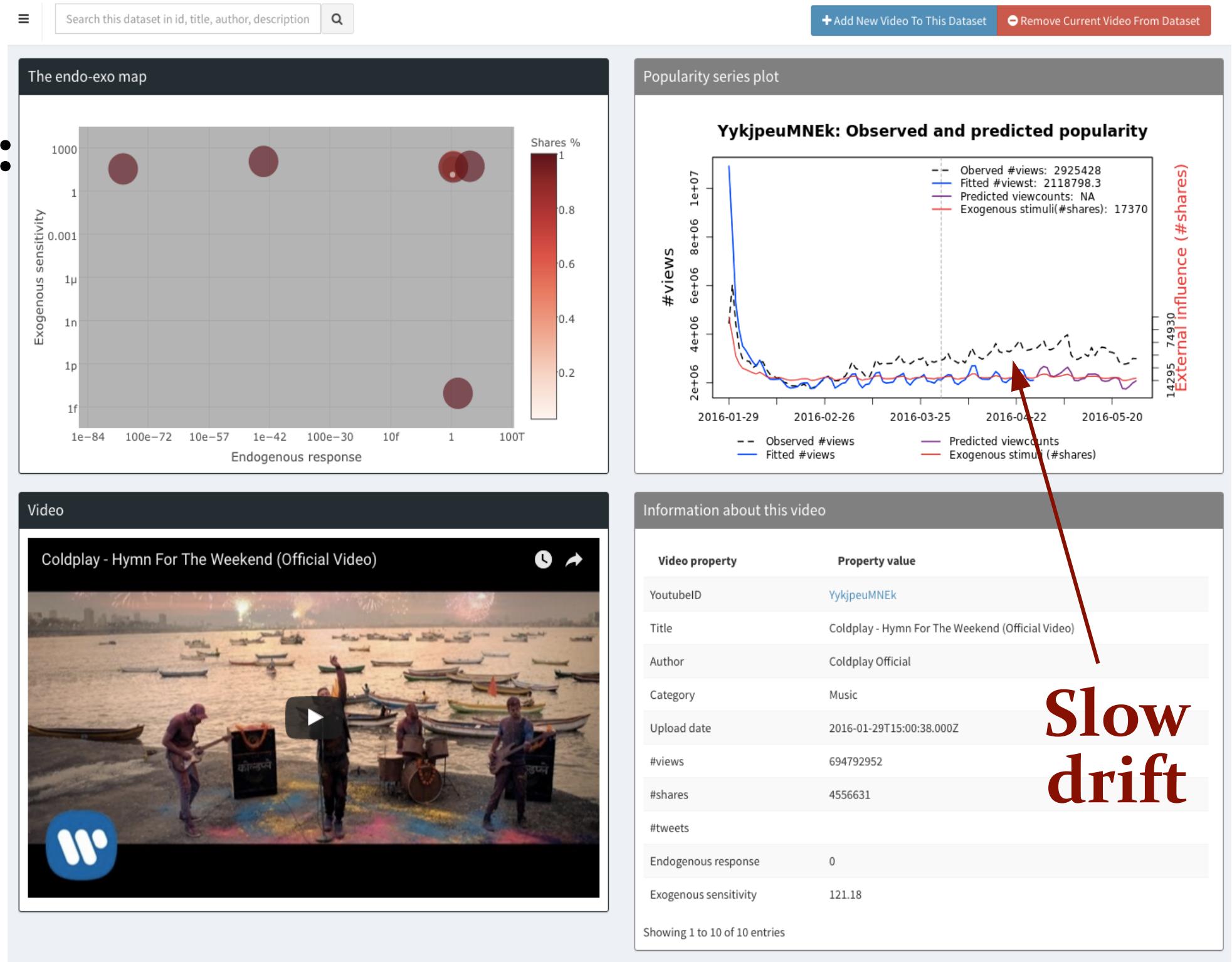
# Supp: when HIP fails the fitting (1)

Relations  
between  
videos:



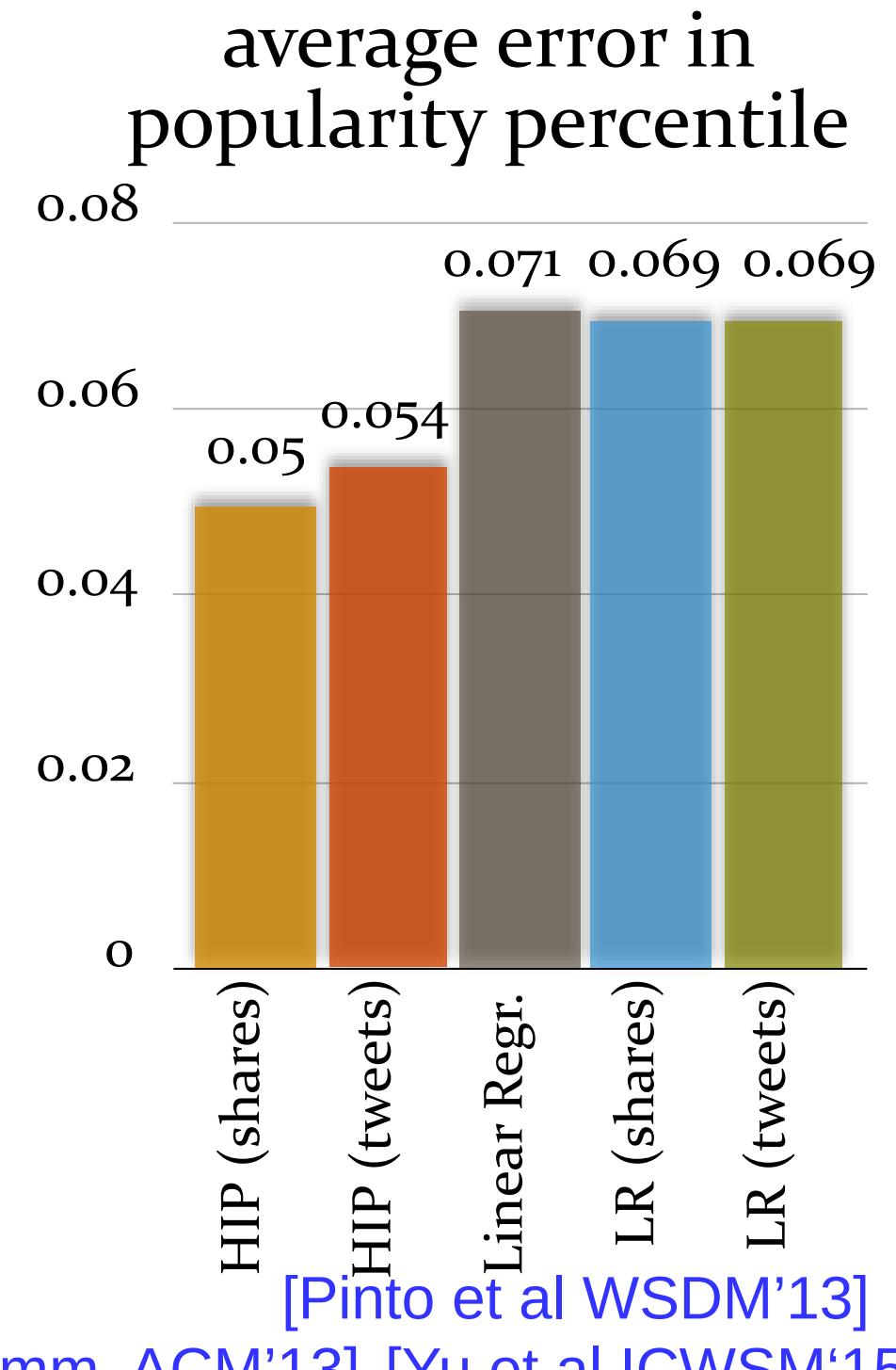
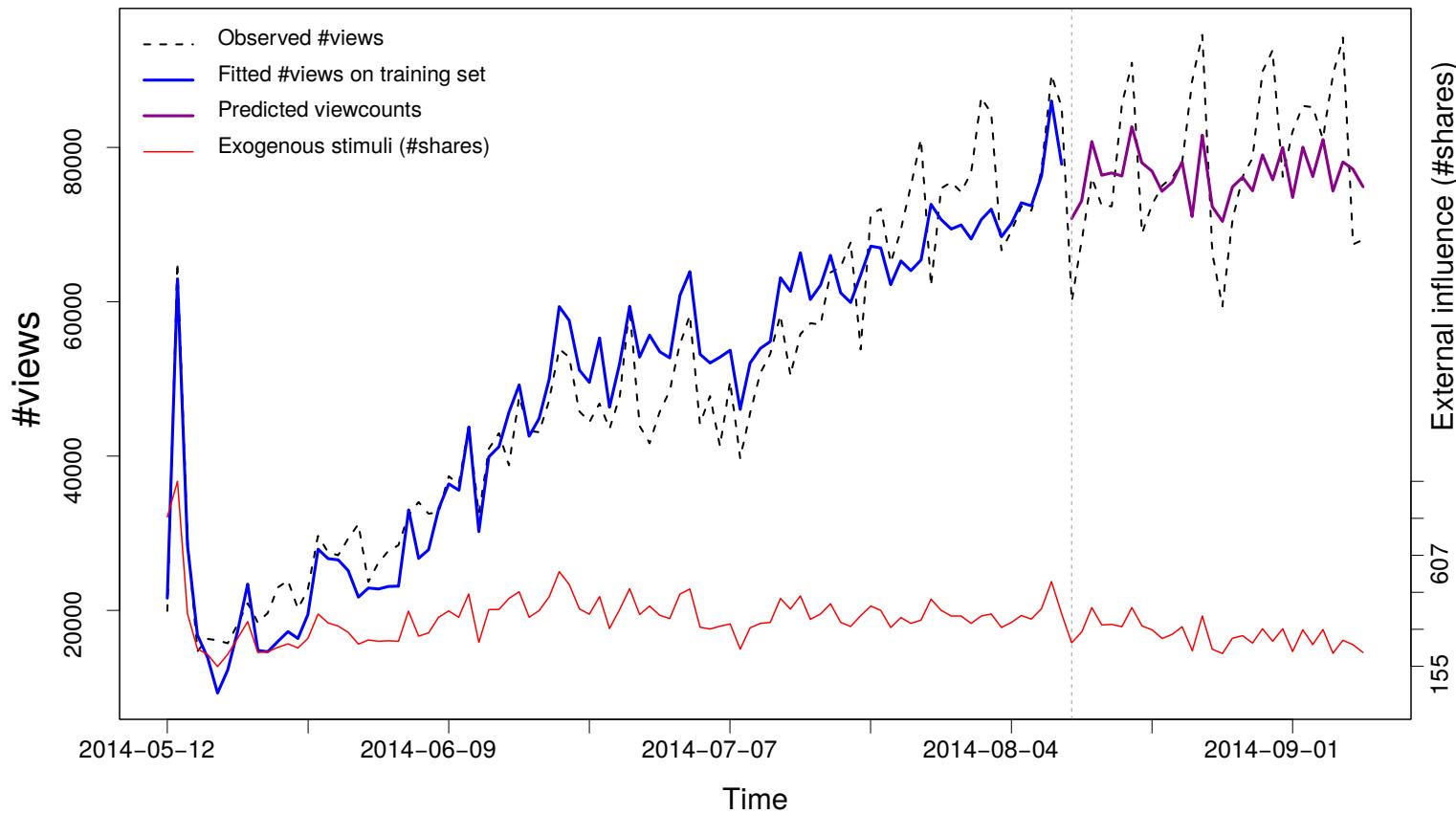
# Supp: when HIP fails the fitting (2)

Long term evolutions:



# Forecasting the effect of promotions

Observed and predicted popularity with confidence interval



[Szabo & Huberman Comm. ACM'13] [Yu et al ICWSM'15]