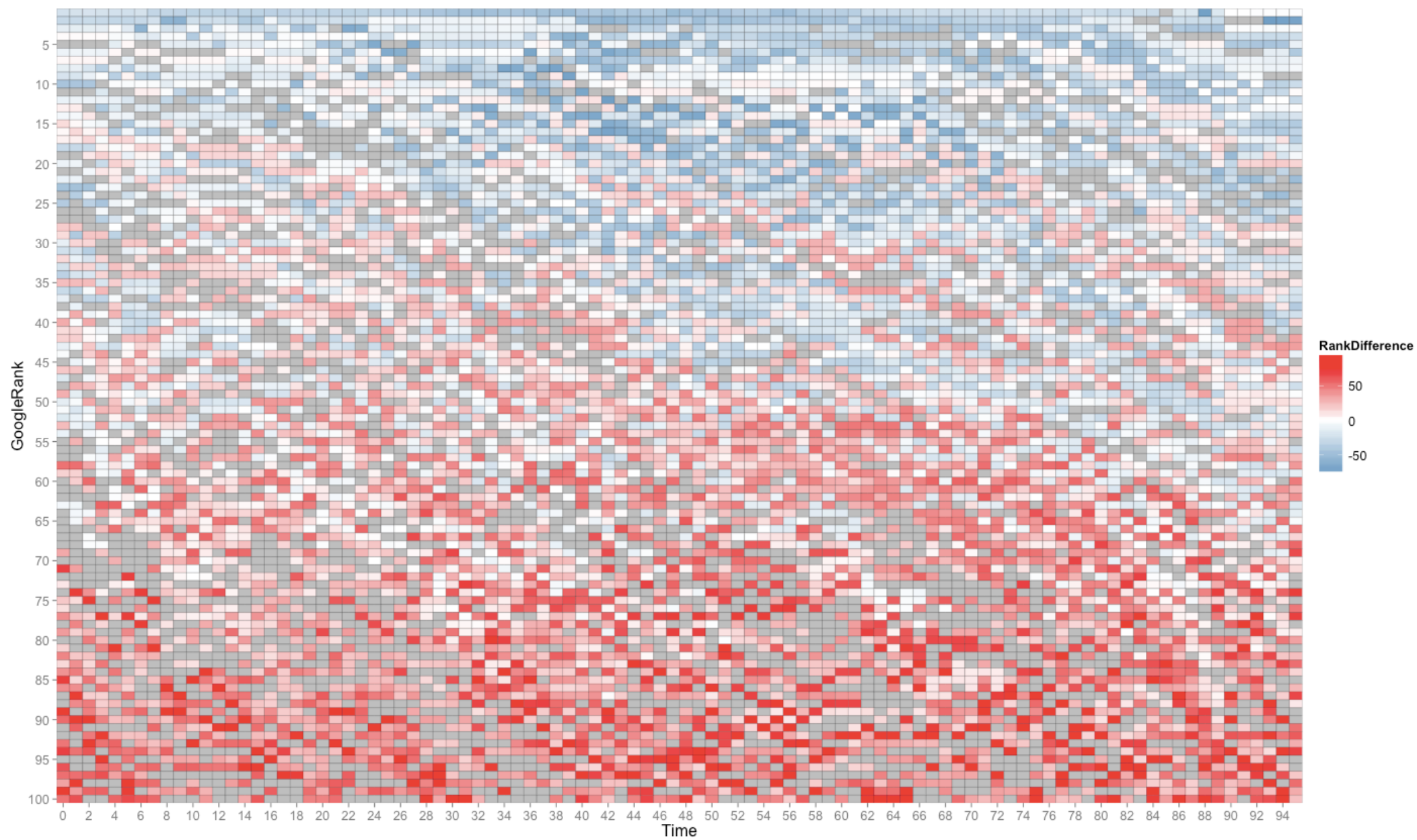


# THE UTILITY PROBLEM OF WEB CONTENT POPULARITY PREDICTION

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# Introduction

- Profusion of user-generated web content
- Imbalanced degree of attention received
- Great interest in anticipating such attention
- 10+ years of related work

# Web Content Popularity Prediction

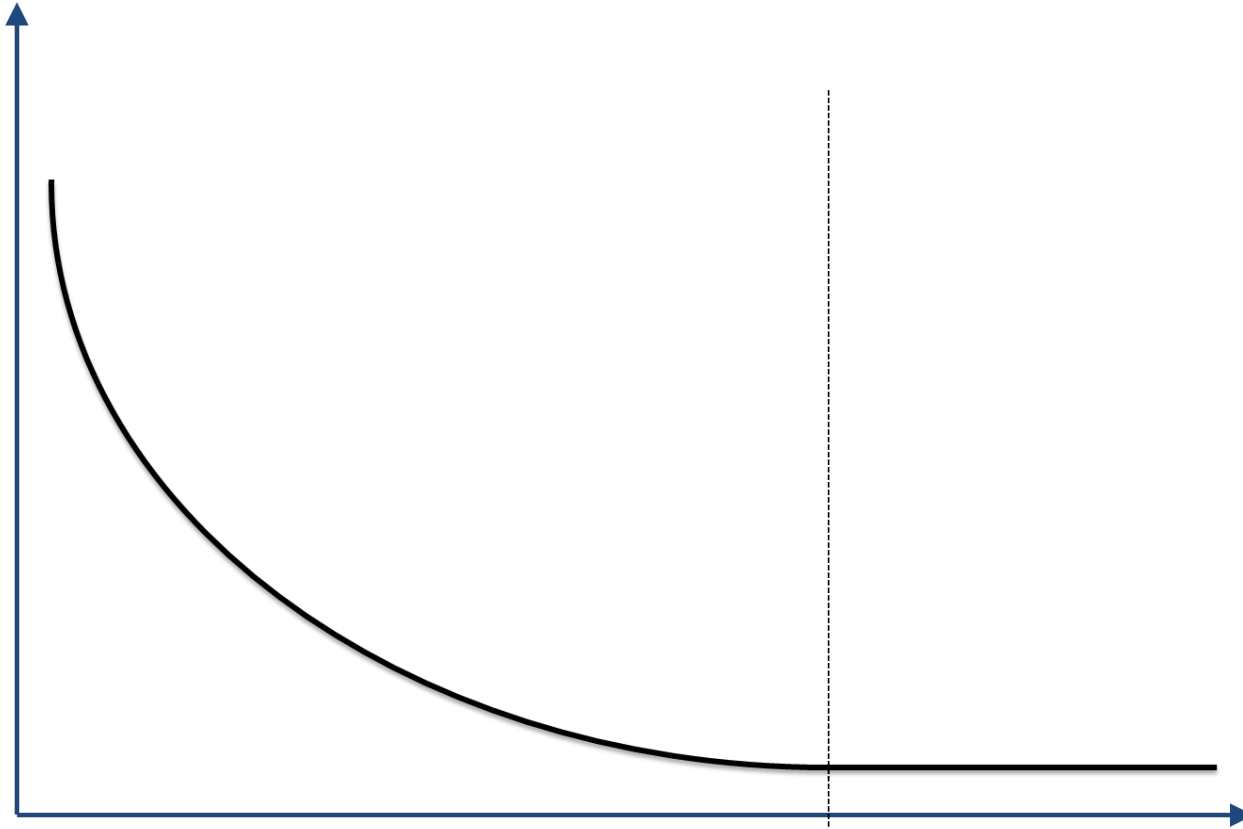
- Formalized as classification, regression, forecasting, etc.
- Uses historical data to build prediction models in order to anticipate future popularity

Standard Assumption: Uniform Domain Preferences

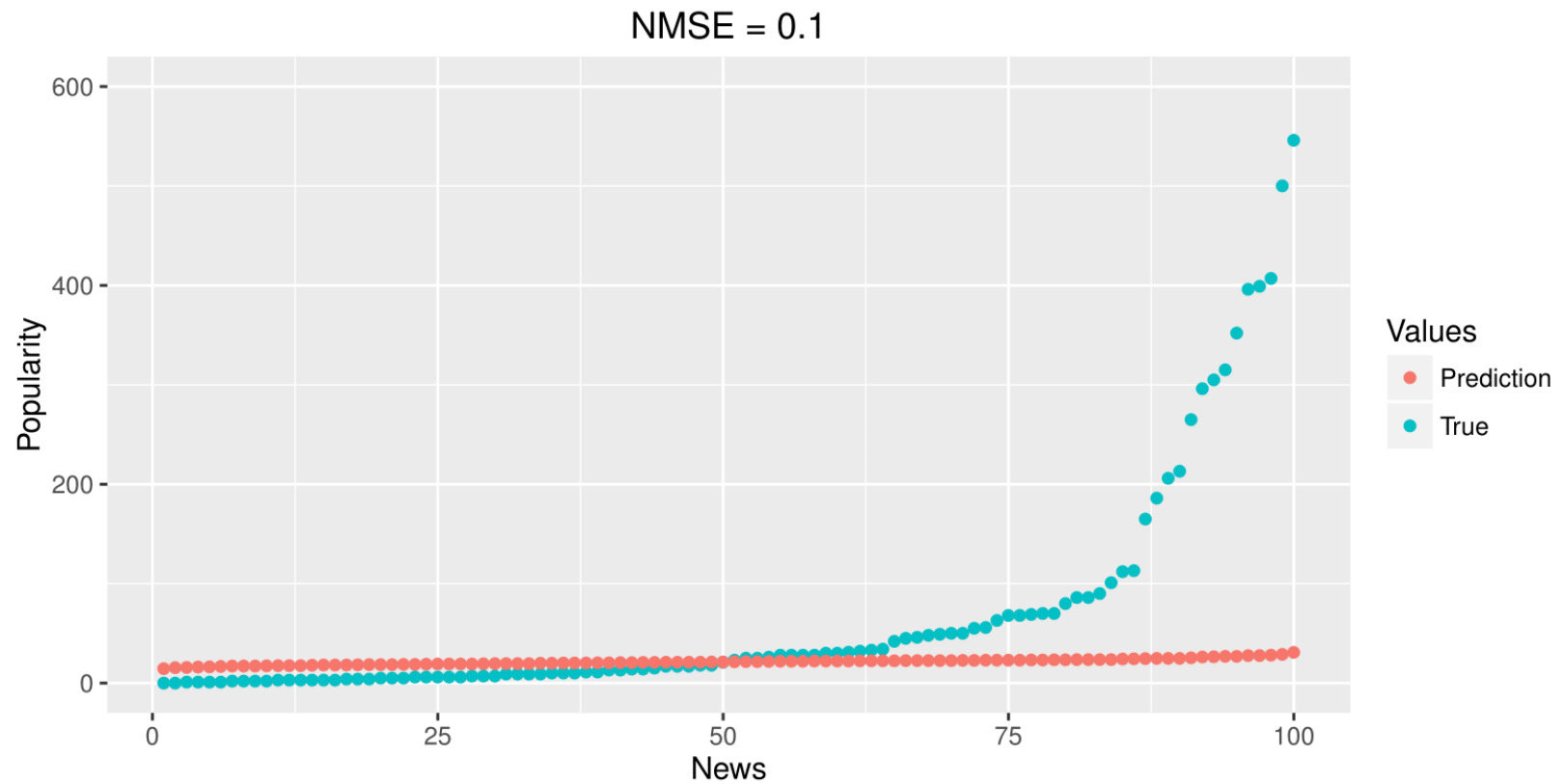
(in other words, every item is equally important)

# What seems to be the problem?

- Popularity follows a heavy-tailed distribution



# Evaluation/Optimization



# Utility

- Standard Learning Tasks

Equally accurate predictions have the same utility

More accurate predictions have greater utility

Less accurate predictions have lesser utility

- Utility-based Learning Tasks

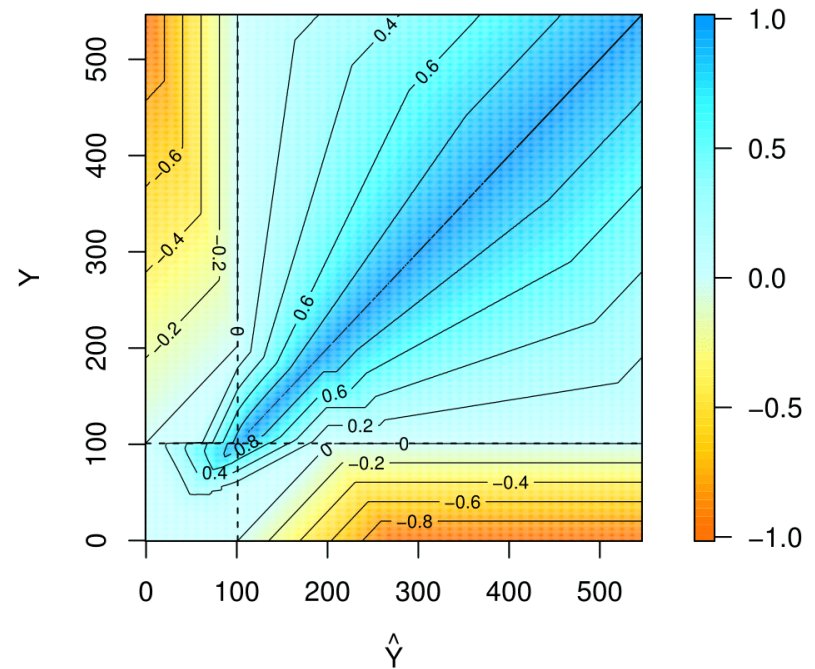
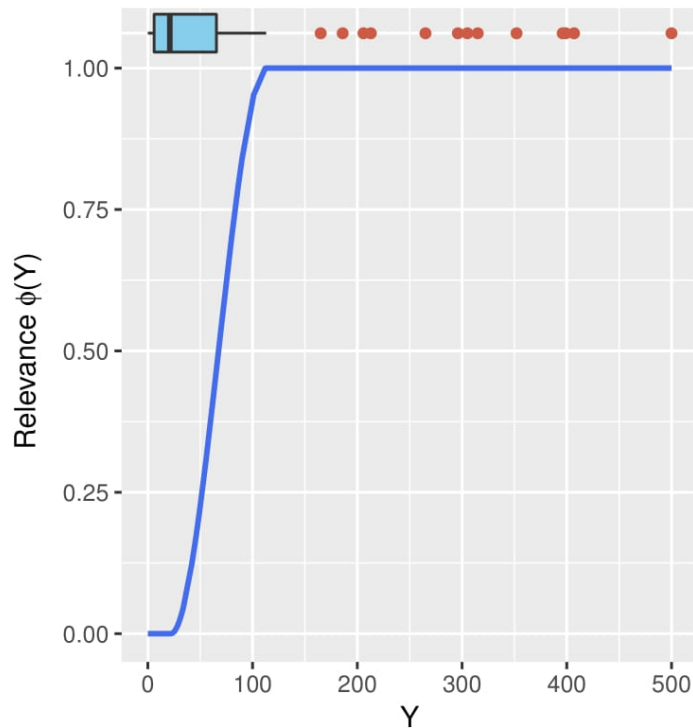
Equally accurate prediction may have different utility

More accurate predictions may have lesser utility

Less accurate predictions may have greater utility



# Utility-based Evaluation



Evaluation Metrics: Utility-based F-Score, Precision and Recall

# Experimental Evaluation

- Task: Imbalanced Regression
- Methodology: Monte Carlo simulations
- Assumptions
  - Highly skewed distribution of target variable
  - Non-uniform domain preferences
- Data
  - News from Google News and Yahoo! News
  - Popularity from Facebook, Google+, LinkedIn
  - 20-minute slices
  - Available in UCI

# Methods

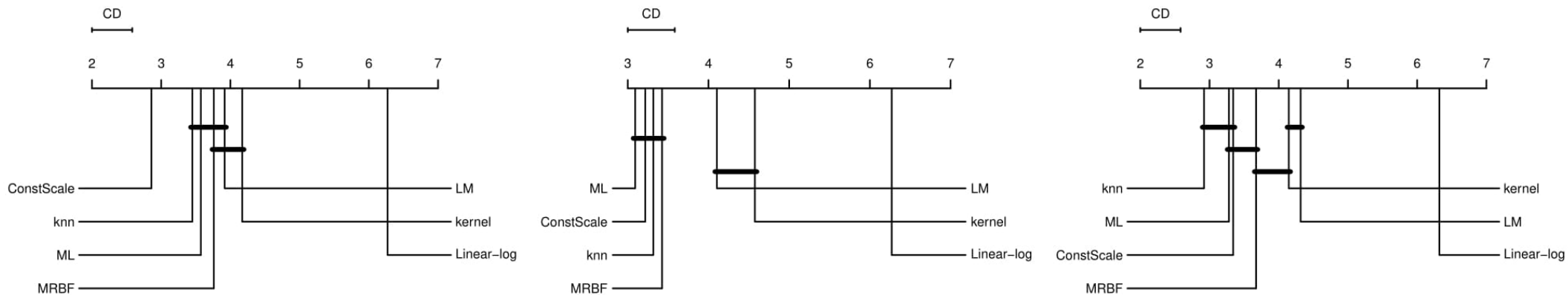
- Constant Scaling (Szabo and Huberman)
- Log-Linear (Szabo and Huberman)
- Multivariate linear regression (Pinto et al.)
- MLR with Radial Basis Functions (Pinto et al.)
- Linear with Sentiment Features (Asur and Huberman)

Proposals based on Imbalanced Domain Learning:

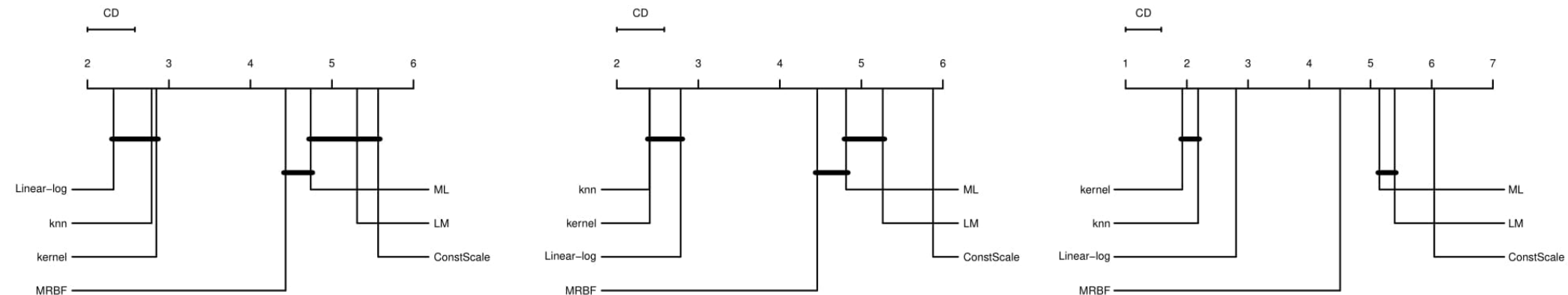
- Kernel-based Approach
- KNN-based Approach

# Results – Predictive Analytics

## RMSE

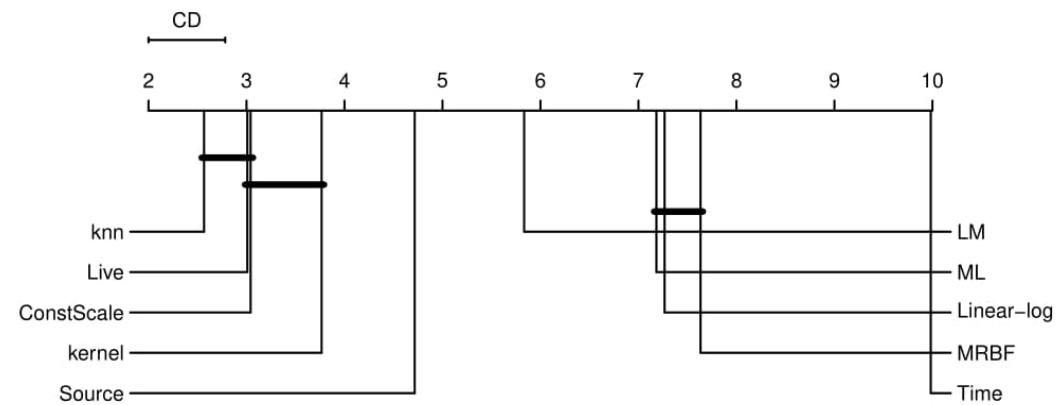
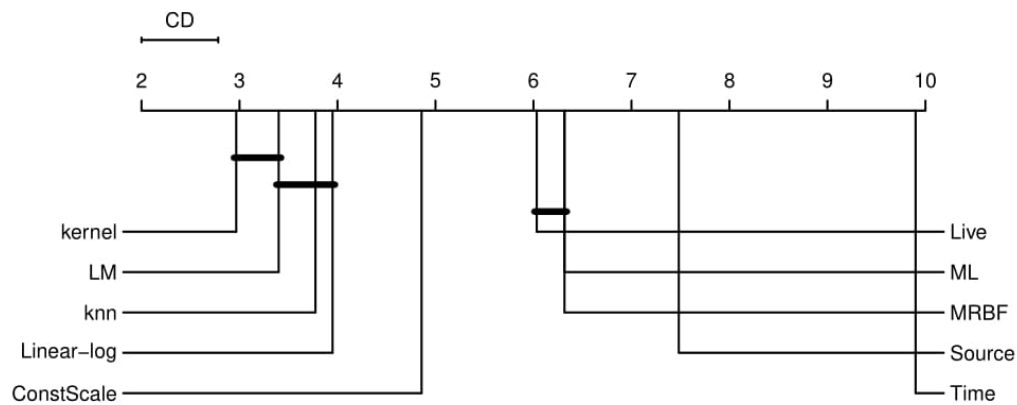


## Utility-based F1-Score



# Results – Rankings

NDCG@10 (Google News & Yahoo! News)



# Conclusions

- Previous proposals with best results in predicting average behaviour are within the worst in predicting the popularity of highly relevant cases;
- Simple local-based methods are capable of providing a better ability at predicting items with high levels of popularity;
- Utility-based formalization enables better results in ranking proposals concerning timely suggestions of highly popular content.

# Thank you! Questions?



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Code + Data + Presentation @ [github:nunompmoniz](https://github.com/nunompmoniz)