

# Internal mesh optimization Semantic linking and siloing Big data

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## Plan

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4. In-rank computation
5. Exhaustive brute force doesn't work
6. Picturing our smallest store : jewelery
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## 1. Introduction

**Objective : give you an overview of the meshing optimization done at Cdiscount, the first french e-commerce web site**

- Heuristic based optimization algorithm to push specific products
- An e-commerce pitch
- Semantic similarity and constraining for shrinking our universe
- Big data implementation

## 2. Some notations

Let  $N \in \mathbb{N}$  be the number of nodes in our mesh.

Let  $(X_i)_{i \in \{1, \dots, N\}}$  be the vertices (URLs) of our oriented graph.

Let  $(G_{ij}) \in \{0, 1\}^{N \times N}$  be the adjacency matrix of our oriented graph.

Let here define  $f$ , a given data per URL, which gives a potentiality metrics for our vertices.

$$\begin{aligned} f &: (X_i)_{i \in \{1, \dots, N\}} &\rightarrow \mathbb{R}^+ \\ &x &\mapsto f(x) \end{aligned} \tag{1}$$

### 3. In-rank computation

We restrain the universe to our site where we compute the standard page-rank.

Initialization :

$$\forall u \ PR(u) = \frac{1}{N} \quad (2)$$

Iterative computation :

$$PR(u) = \frac{(1 - c)}{N} + c \times \sum_{v \rightarrow u} \frac{PR(v)}{\text{card}(\{v \rightarrow u\})} \quad (3)$$

#### 4. In-rank computation

We restrain the universe to our site where we compute the standard page-rank.

Initialization :

$$\forall u \ PR(u) = \frac{1}{N} \quad (4)$$

Iterative computation :

$$PR(u) = \frac{(1-c)}{N} + c \times \sum_{v \rightarrow u} \frac{PR(v)}{\text{card}(\{v \rightarrow u\})} \quad (5)$$

### 5. Exhaustive brute force doesn't work

For a  $N = 10^6$  millions URLs web site, we have  $2^{N^2}$  with a 2048 bits mantissa, 256 bits exponent  $2^{10^{6^2}} =$

9.5762442314927432848050594956989483747127095675192905698213

128517073583274396016675898714705184143146468453752442806484

690561169975498415015777492655947375270159476651418975300707

658547568802353384879419803574730952480197774380552040662758

127609571333683703207910070247048194459504686986124786492353

387550318495241621572271925127288273993787778380450774809611

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911418463615759647977538478560166958988721048687854280187283

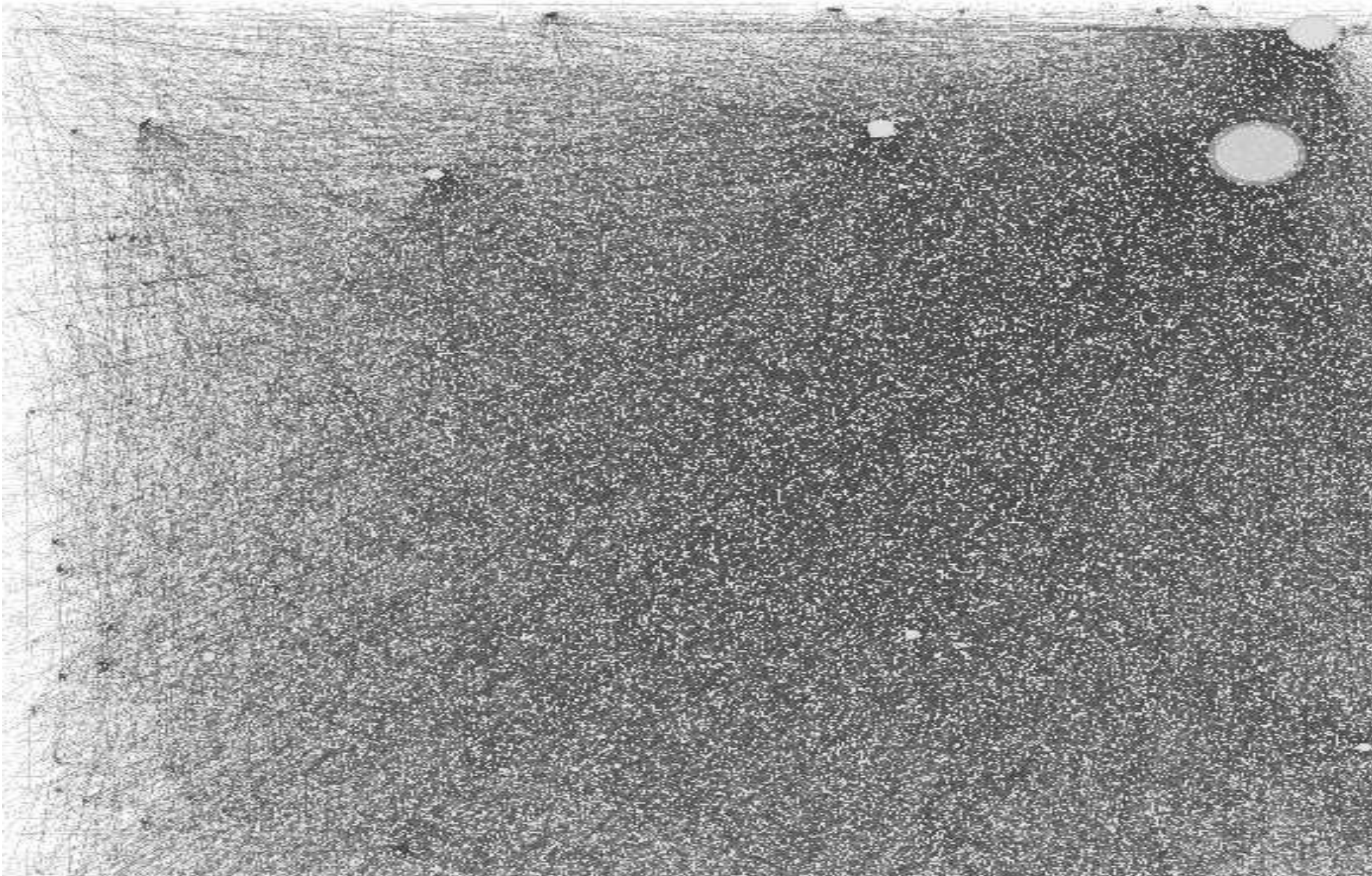
661925937530017243461145905573802314471888491758757162677684

017424597014433418179115289463552630751896559312213624470617

4533250565836008e+301029995663



6. Picturing our smallest store : jewelery



## 7. Heuristic based algorithm

We want here to optimize the adequation of our mesh  $(X_i)$  to our potentiality vector  $f$ .

$$\max_{(G_{ij}) \in \{0,1\}^{N \times N}} \left\{ \sum_{i=1}^N \text{traffic}(X_i) \times \text{pageRank}(X_i) \right\} \quad (6)$$

## 8. Genetic algorithm

### What a genetic algorithm

- Genetic algorithm mimics evolutionary biology to find approximate solutions to optimization problems
  - Start with an initial generation of candidate solutions that are tested against the objective function (fitness of the individual)
  - Subsequent generations evolve from the first through selection, crossover and mutation
  - The individual that best minimizes the given objective is returned as the ideal solution
- ### Why a genetic algorithm

- Lots of local minima to avoid
- Non continuous universe, constraints and objective
- Problem with noise and non-smooth data