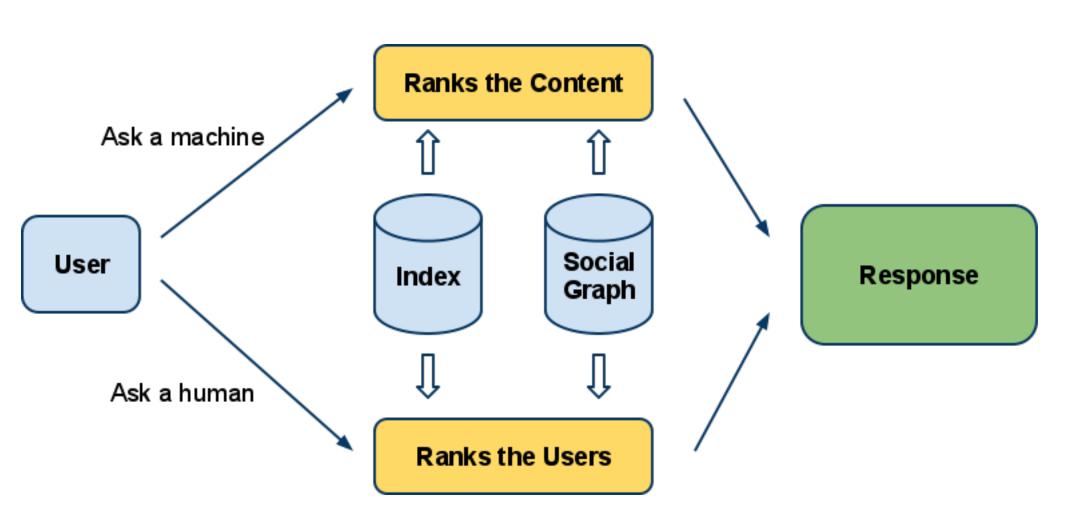
Zing me Social Search



THE BIG PICTURE



Zing: User Behavior Analysis

User interests: *networking*

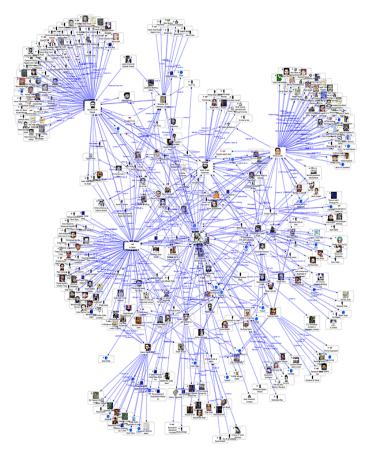
- Find old friends
- Find friend with mutual interests
- Find game play friends
- Find friend within group
- Find friend around a location

Problems

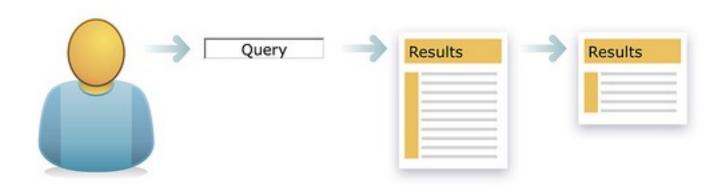
Result is **not relevant** to user's network.

Browsing thousands of results is a pain.

Solution



Social Search + Faceted Navigation



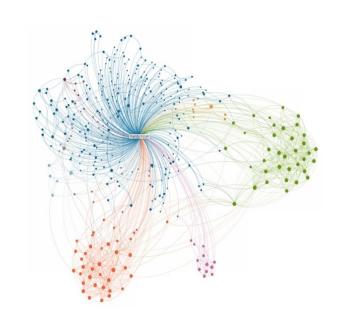
Q Search Zing Friend Finder Refine by Showing 342 results for "Kien" Location ☐ Ha Noi (14) ☐ HCM (22) ■ Nha Trang (5) 8 mutual friends University ☐ Bach Khoa (9) ☐ Ngoai Thuong (1) ☐ Xay Dung (5) 8 mutual friends High school ☐ Amsterdam (13) ☐ Tran Phu (1) ☐ Phan Dinh Phung (25) 8 mutual friends Age 15 24 Game 8 mutual friends ☐ Gunny (44) ☐ Zing Farm (12) □ NTVV (5) Group 8 mutual friends ☐ iPhone (31) ■ VNG (12) 5 Last 2 3 4 ☐ HUT K50 (50)

First prototype

BIG DATA

26 avg friend/user

30.000 avg friends of friends/user



800.000 maximum friends of friends/user

17,000,000 users in index*

^{*} test index

STRICT SLA

Worst case: 1s (1000ms) / request.



CHALLENGES

Check relationship

Ranking user's affinity

ONLINE

CHALLENGES

Example:

User A executes a query: "Nam" => 500,000 hits
Social search: check each hit's relationship with user A.

500,000 * 0,1ms = 50s!!



BOTTLENECK!

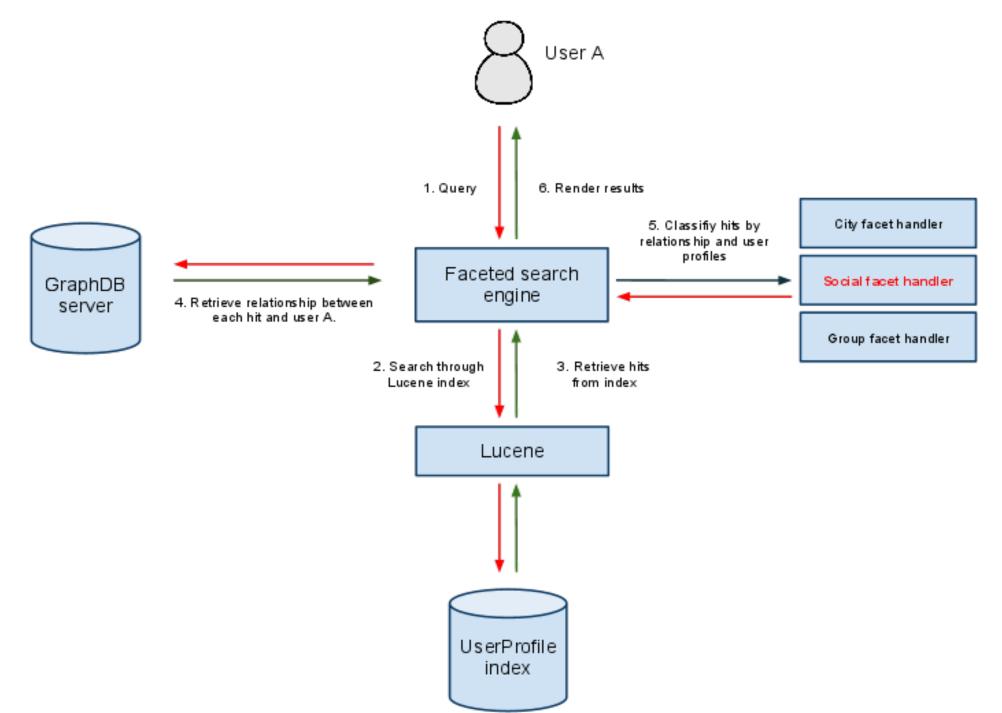
Solution

Built a fast, memory-efficient graph database.

Built a social facet handler.

Trade off results: use bitset / filter.

SYSTEM MODEL



PERFORMANCE EVALUATION

1. User's query

- Simple query: "Kiên"
 - 200-300ms => FAST.
- Complex query: "Pham OR Kiên"
 - o More hits => slow.

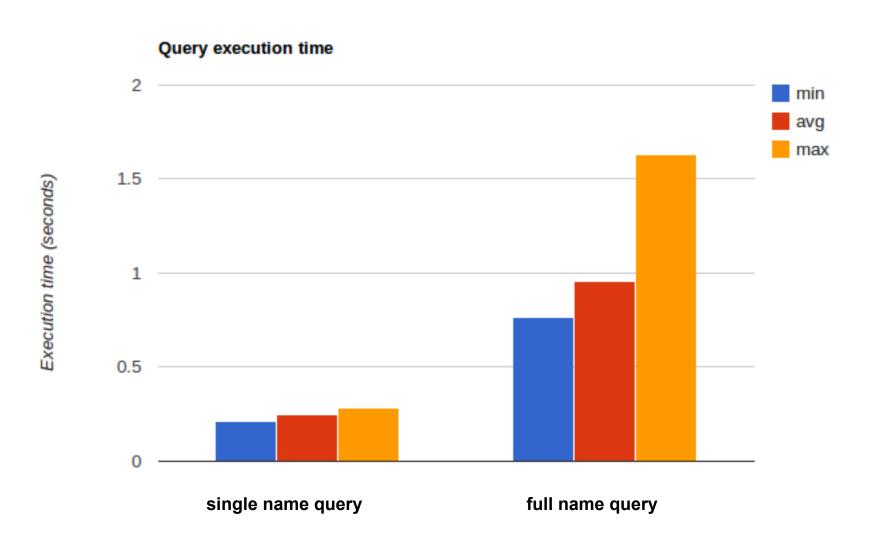
2. Facet

All facets is selected => slow.

3. User's network

■ More friends => more hits => slow.

EXPERIMENTAL RESULTS



DISCUSSIONS