



no technology usage policy

such use negatively impacts you and your p

Faria Sans, Tina Wieros, Nicholas J. Cepeda, Laptop multitasking hinders classroom learning for both users and nearby peers, *Computers & Education*, Volume 62, 2012, Pages 26–31.
Susan M. Ravizza and Mitchell G. Unklug and Kimberly M. Finn, Logged In and Cared Out: How Laptop Internet Use Relates to Classroom Learning, *Psychological Science*, 28(2):177–190, 2017. PMID: 28182528.

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The landscape of advertising has changed dramatically



I

3

Coke commercial, ~1971



<https://www.youtube.com/watch?v=ZmbN01Gm0>

I

4

Let's fast-forward to
today

I

5



I

6

Schwab Intelligent Portfolios Premium[®]

Automated investing and unlimited guidance from
a CFP[®] professional with **subscription pricing**.

\$300
per month
planning fee

\$30
per month
advisory fee

Learn more

How did Charles Schwab know that it was **me**?
That I would be **receptive**?
That I would **click** on the ad?
How much to **bid**?

I

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This is the world of
computational
advertising!

I

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Google and Facebook are dominant players
critical decisions are made by algorithms



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This is an **exciting** time
to be in computational
advertising, as there is
plenty of uncharted
territory; the area is ripe
to support **new**
entrepreneurial ideas



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New CS+ADV major


get in touch with your
academic advisor about
transfers.



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“The best minds of my
generation are thinking about
how to make people click
ads.”

Jeff Hammerbacher



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CS498 Objective:

“The best minds of my generation are thinking ^{critically} about ~~how to make people click~~ ads.”



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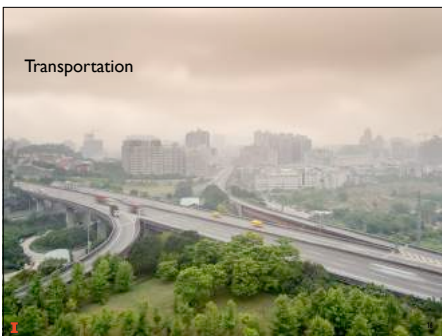
a brief introduction to
my research



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Transportation





How do we **persuade millions** to adopt behaviors beneficial to them, and to society at large?



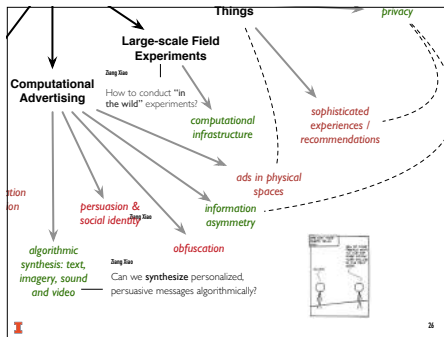
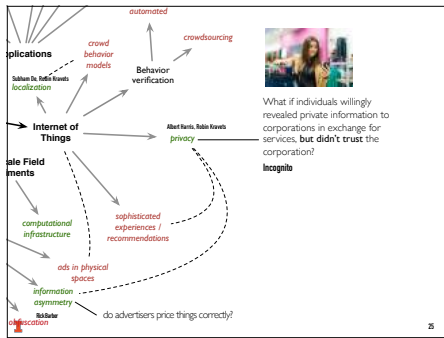
How do we reconcile an individual's **desire for agency** and choice in what they do, with what **everyone wants for society as a whole**?



My research lies at the intersection of **networks** and **computational advertising**.



The **goal**: to **understand**
human behavior at scale and
to **empower** better
individual decisions.



If you are interested in my research, drop me an email! I'll be happy to meet

Logistics

Course information:

Website: <https://wiki.mit.edu/wiki/display/CS439/CS439>
 Piazza signup: piazza.com/mit/fall2019/cs439



Vikas Subram De (vde), Arvind Sankar (asankar)
office hours: Fridays 3-4pm 2113 Siebel Center

Prof. Sundaram's office hours: 4-5pm, Wednesdays, 2126 Siebel Center



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Class components

3 credit { HW = 90% (6 assignments)
In class presentation: 5%
class participation: 5%
Extra credit final project: 5%

4 credit { HW scaled to weigh 40%
In class presentation: 5%
class participation: 5%
final project: 30%



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Individual assignments

HW's (90%)

Each HW is related to the
topic taught in the
previous two weeks

Goal: understand a key concept / algorithm
will have a written and a coding part



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In-class presentations (5%)

10 min + 5 min Q&A
typically on Fridays

group work

pick a company in the comp-ad
space, describe the advertising
business model.

what is the product, what is the value
proposition? who are the customers?
who are the competitors? what are the
weaknesses?

example presentations on wiki



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presentation group formation

groups of at most 3 people
we will randomly form
groups for in-class
presentation
email will be sent on 09/09



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class participation (50)

students evaluate all peer presentations
3 positions
1 suggestion for improvement



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Final project

4 credit
3 credit
(5% bonus or 30%)
Goal: exposure to non-trivial aspects of comp-adv
Two different project ideas:
Location based advertising
Advertising recommendation
mid-term checkpoint
final presentation
final report
expect that best projects be submitted to conferences



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final project group formation

groups of at most 3 people
you form groups
3 credit and 4 credit
students cannot be in the
same group



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The group gets a
common grade for the
work

MPs are individual assignments
groups are for
presentations and
final project



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will grade on a curve

Will grade undergrads and
grads on the **same** curve—
there is no difference in
performance.

Cutoff	Grade
Top 1%	A+
next 24%	A
next 25%	A-
next 50%	depends on the empirical distribution

your absolute scores don't matter*



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What if you find that
your partners are free-
riding? or if you have a
free-rider?



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Give two weeks notice,
before the assignment is
due, to your partners,
that you are leaving.

Inform the TAs that you are leaving this group
Then, you will work by yourself,
and the remainder of your group
will submit separately
You cannot form a new group, or join another



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academic integrity

zero tolerance policy!

since the grades are
determined on a curve,
academic dishonesty
affects other students'
grades



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You are encouraged to form a study group to discuss the homework and the programming assignments but are expected to complete the homework and programming assignments **completely on your own, without recourse to notes from the group discussions.**



CS Honor code <http://www.cs.uiuc.edu/academics/honor-code>

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Plagiarism: It is an academic violation to copy, to include text from other sources, including online sources, without proper citation.



CS Honor code <http://www.cs.uiuc.edu/academics/honor-code>

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Any student found to be violating this code will be subject to **disciplinary** action.



CS Honor code <http://www.cs.uiuc.edu/academics/honor-code>

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Computational advertising: a **brief** tour



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Computational advertising: a **new** discipline

A new scientific sub-discipline, bringing together
Information retrieval
Machine learning
Economics and Game theory
Computer Systems



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Advertising is a market
where each side cares
about the **type** of the
other side



Advertisers want the attention
of certain people

People are only open to certain ads
(whether or not in the market for the
advertised good)



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A key challenge:

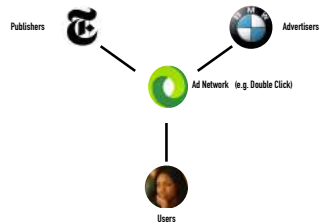
Find the "best match" between a given user in a given context and a suitable advertisement.

web search;
publisher page
(e.g. NY Times);
mobile; billboard
etc.



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key actors



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Computational advertising is the new oil



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Alphabet Q2 report, 2018

Revenues

The following table presents our revenues, by segment and revenue source (in millions, unaudited):

	Three Months Ended June 30,		Six Months Ended June 30,	
	2017	2018	2017	2018
Google segment				
Google properties revenues	\$ 16,425	\$ 23,262	\$ 35,828	\$ 45,240
Google Network Members' properties revenues	4,247	4,805	8,255	9,489
Google advertising revenues	22,579	38,687	44,583	54,728
Google other revenues	3,241	4,425	6,448	8,779
Google segment revenues	25,915	32,512	50,531	63,556
Other Bets				
Other Bets revenues	91	145	229	245
Revenues	\$ 26,015	\$ 32,657	\$ 50,760	\$ 63,801

Google's ad revenue is 86% of total
For Facebook, this is 97%



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Advertising is the
primary mechanism that
sustains “free” online
services and content

should content be free?



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There are huge privacy
implications too



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June 1994: Netscape makes a cookie



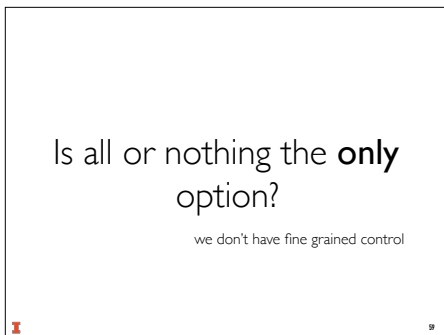
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at each website,
we leave a digital
trail of our
activities











how do we get here?



should we?



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Ads on the web are not
as compelling as the
ones in glossy magazines

we don't yet understand
how to synthesize,
personalized, compelling
ads on the fly



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today, we are
exchanging our privacy
for free services

does it have to be that way?



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but didn't trust the
corporation that we
revealed it to?

incognito
hari sundaram & robin kravets

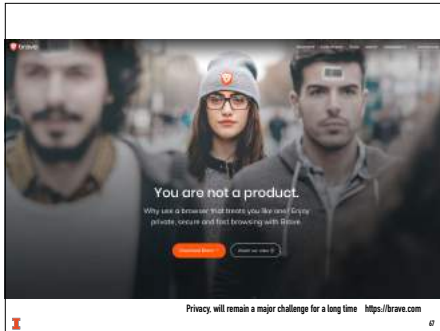


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is it possible to hide?



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Why computational
advertising?



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Classic
advertising
has a rich
history



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branding
create a distinct favorable image



I

to drive sales



I

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Classical.
Relatively few venues — magazines,
billboards, newspapers, handbills, TV, etc.
High cost per venue (e.g., \$3M for a Super
Bowl TV ad)
Limited personalization possible
Targeting by the wisdom of ad-people
Hard to measure ROI

why go computational?

"Half the money I spend
on advertising is wasted; the
trouble is, I don't know
which half!"
John Wanamaker (1838-1922)

Computational — almost the exact opposite:
Billions of opportunities
Billions of creatives
Totally personalized
Tiny cost per opportunity
Much more quantifiable

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Decomposing the challenge:

Find the "best match" between a given user in a given context and a suitable advertisement.

web search, publisher page
(e.g. NYTimes), mobile
billboard etc.



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related challenges

Design markets and exchanges
that help in this task, and
maximize value for users,
advertisers, and publishers

Build the
infrastructure to
support this process



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Decomposing the challenge:

Find the "best match" between a given user in a given context and a suitable advertisement.

Represent the user, the context,
and the ads in an effective &
efficient way

Solve the optimization
problem in an effective &
efficient way

Define the mathematical
optimization problem to
capture the actual
marketplace constraints and
goals



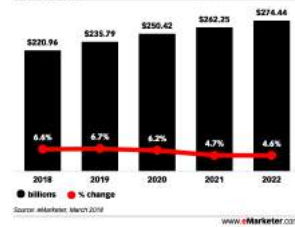
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The landscape



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Total Media Ad Spending
US, 2018-2022



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Average Daily Time Spent with Media Among US Consumers, 2014-2020
minutes

	2014	2015	2016	2017	2018	2019	2020
TV	297.8	289.0	287.4	282.1	276.8	271.5	266.2
Internet	154.9	180.0	189.0	217.0	239.9	265.2	274.0
—Mobile*	88.1	124.0	136.0	164.0	187.9	214.2	223.0
—Desktop	66.9	56.0	53.0	53.0	52.0	51.0	51.0
Radio	111.0	109.0	104.5	102.0	100.0	99.0	97.3
Magazines	19.6	18.6	17.6	16.5	15.2	14.0	12.7
Newspapers	19.6	17.0	15.0	14.0	12.4	11.0	9.5

Note: *includes browsers and apps
Source: comScore Inc., Media Dynamics Inc., Nielsen, Nielsen Audio and Zenith forecasts as cited in Zenith, "Media Consumption Forecasts 2018," May 29, 2018
239561
www.eMarketer.com

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CPM = cost per mille (thousand impressions)
Typically used for graphical/banner ads
(brand advertising)
Could be paid in advance ("guaranteed delivery")

CPC = cost per click
Typically used for textual ads

(some) terminology

CPI/CPA = cost per transaction/action
a.k.a. referral fees or affiliate fees
Typically used for shopping ("buy from our sponsors"), travel, etc.
But now also used for textual ads (risk mitigation)

we'll introduce additional terminology as needed

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Ads driven by search
keywords — "sponsored search" (a.k.a. "keyword driven ads", "paid search", "adwords", etc)

Advertiser chooses a
"bid phrase" = query on which to display

textual ads

Ads driven by the content of a web page — "content match" (a.k.a. "context driven ads", "contextual ads", "adSense", etc)

Can also subscribe to "advanced match" (display ad on related queries)
Needed to achieve volume
Huge challenge

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Late 1990s. Alta Vista tried the Sponsored Search model
Rejected by the early search engine users

Goto.com (acquired later by Overture) develops a search engine for paid ads
Users with commercial interest go to this engine
At the peak, a billion dollar business

Google tries the Sponsored Search model again
This time a success

Advertisers cannot get enough volume
Content match to provide more impressions

text ads: a brief history

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Two types of online graphical advertising

Guaranteed delivery (GD)
Performance graphical advertising (non-guaranteed delivery, NGD)

Guaranteed delivery (GD)
Contract booked based on targeting attributes of an impression: age, income, location,
Each contract has a duration and a desired number of impressions

display ads

Issues in GD
Contract pricing
Traffic forecasting
Impression allocation to the active contracts



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Graphical ads can also be placed based on performance – CPV/CPC/CPA

Assume that the Optimization Problem is to maximize CTR

Matching approaches:

- Reactive: explore the placement of a particular ad on different pages, for each page observe achieved CTR, once the CTRs are learned, given page, pick the ad with highest observed CTR
- Predictive: generate features for the ad using related ads (same advertiser), landing page, or advertiser metadata – predict performance based on page and ad features

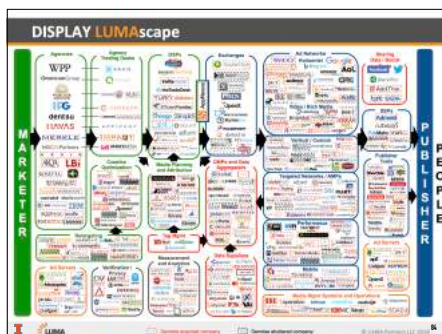
Ads represented by achieved CTR/page + weights

display ads

Hybrid: (1) and (2) are complementary and can be combined

Ads (pages) represented by features of ads (pages) + weights

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A preview of the next
few lectures



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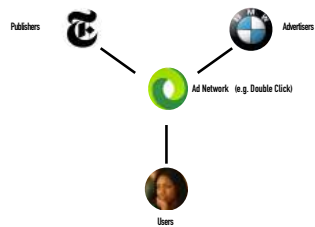
A key challenge:

Find the "best match" between a given user in a
given context and a suitable advertisement.



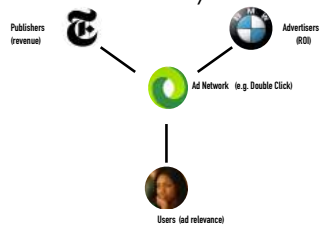
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key actors



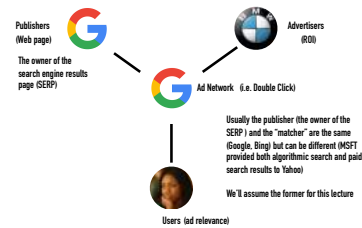
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each actor has a
different utility function



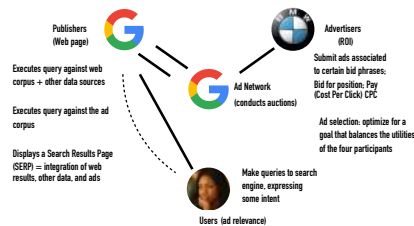
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Sponsored Search



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Sponsored Search



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Billions of individual ads in sponsored search and content match
Billions of unique queries/millions of searches per hour
Trillions of page impressions (content match and graphical advertising)
Billions of users

scale and costs

Requests served while the user "waits" no more than 100ms response time

Serving each requests require some CPU amount
Data usually needs to be in memory
Per-request cost needs to be lower than the serving cost Low CTR make this a challenging problem



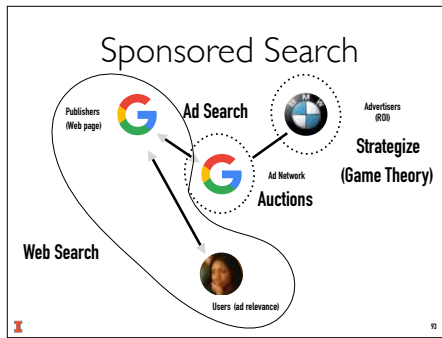
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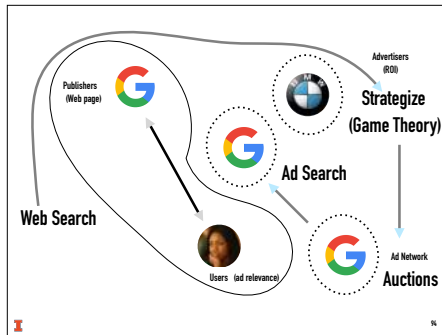
Three problems

- Search Engine perspective
1. Ad retrieval (match to query/context)
 2. Ordering the ads
 3. Pricing on a click-through
- Information Retrieval
Economics / AGT



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Goal: Find the "best match" between a given user in a given context and a suitable advertisement.

Represent the user, the context, and the ads in an effective & efficient way

Define the mathematical optimization problem to capture the actual marketplace constraints and goals

Solve the optimization problem in an effective & efficient way

advertising is the fuel for the new internet economy

Summary

The landscape of computational advertising is changing rapidly
Tremendous opportunity to innovate

Advertising is a form of information. Finding the "best ad" is often a type of information retrieval problem with multiple, possibly contradictory utility functions

market design and system infrastructure are also key
we'll spend much time on this

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