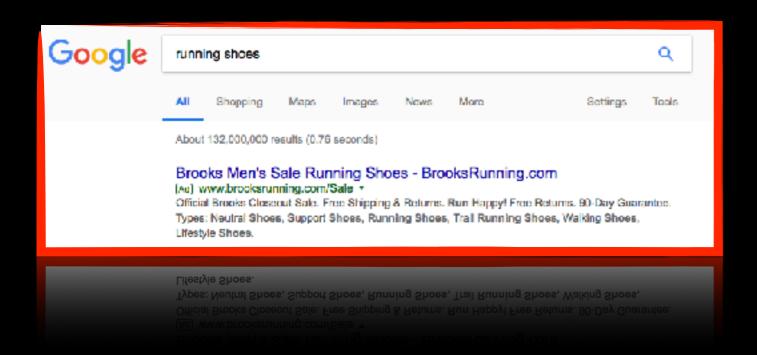
### Textual Advertising



Hari Sundaram
Associate Professor (CS, ADV)

hs1@illinois.edu

thanks: Andrei Broder, Vanja Josifovski





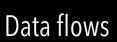




Game Theory

Auctions







Privacy



Text Ads



Display Ads



Recommender systems



Behavioral targeting



Emerging areas



**Final Presentations** 

"In an information-rich world, the wealth of information means a dearth of something else: a scarcity of whatever it is that information consumes.

What information consumes is rather obvious: it consumes the attention of its recipients. Hence a wealth of information creates a poverty of attention and a need to allocate that attention efficiently among the overabundance of information sources that might consume it."

## Advertisers are competing for attention!



#### Qualified

Selection of users by based on clear criteria

(e.g. people looking to buy a Car and who live in the US)

#### Receptive

Interest level of the user in the advertiser's message and the willingness to absorb the message

e.g.: people interested in skiing ads are often interested— within a relatively short period of time—in biking ads

#### What are advertisers looking for?

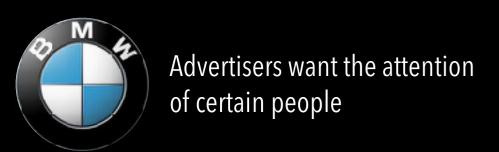


#### Responsive

Propensity of the user to respond in a desired way to the advertiser message, within a relatively short period of time (click to buy; get the person to the store; brand awareness etc.)



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



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

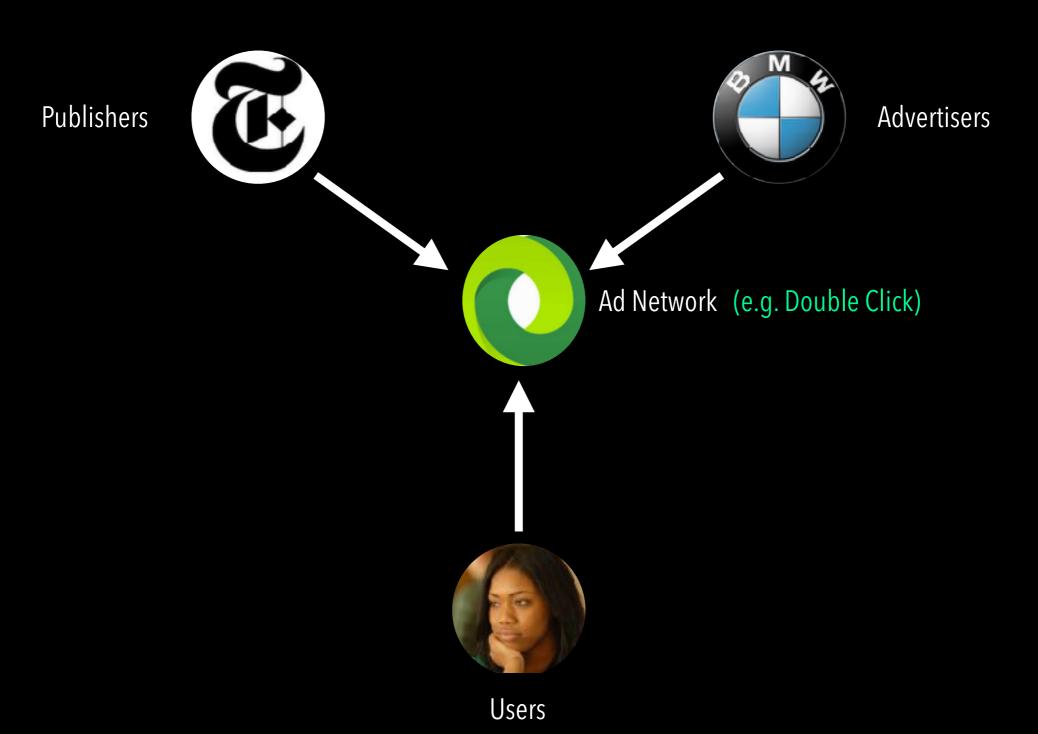


#### A key challenge:

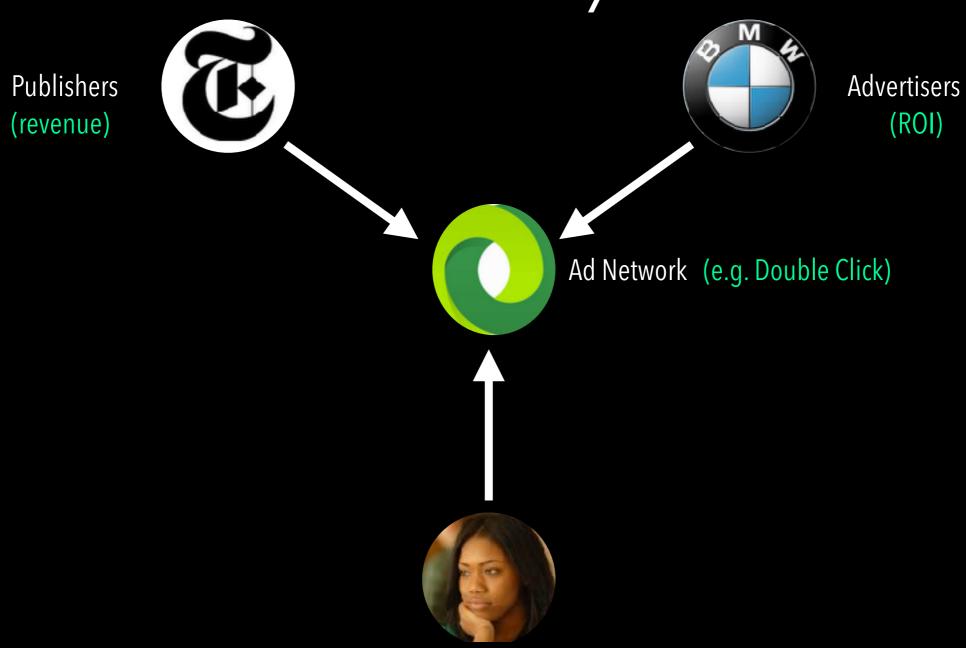
Find the "best match" between a given user in a given context and a suitable advertisement.

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

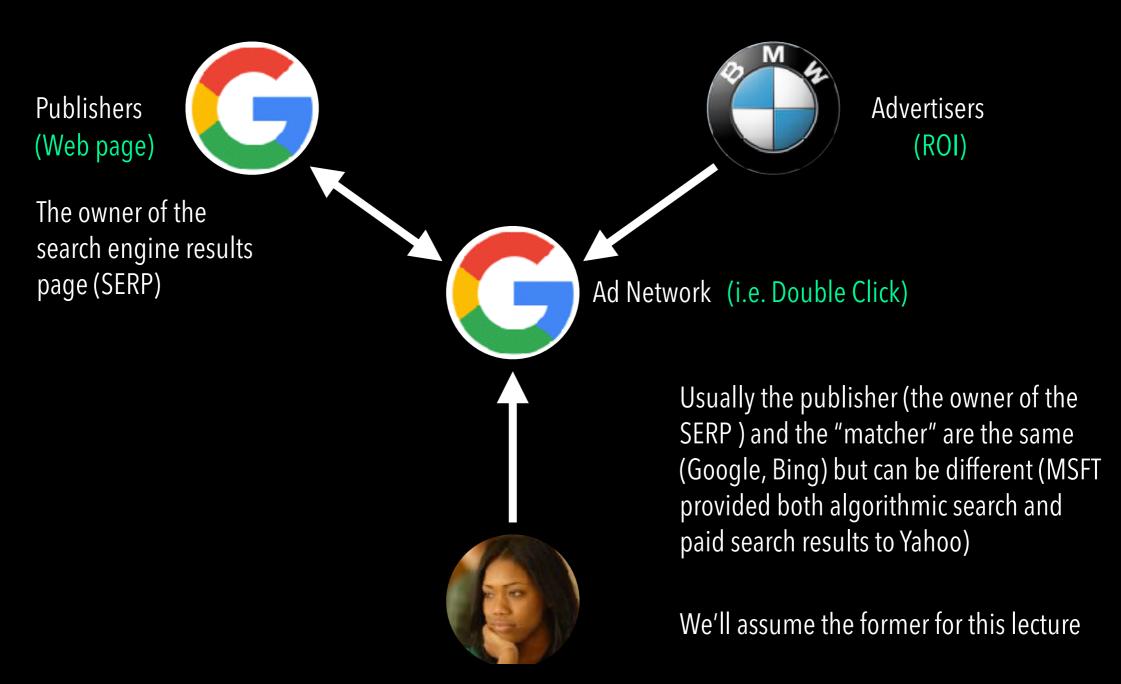
#### key actors



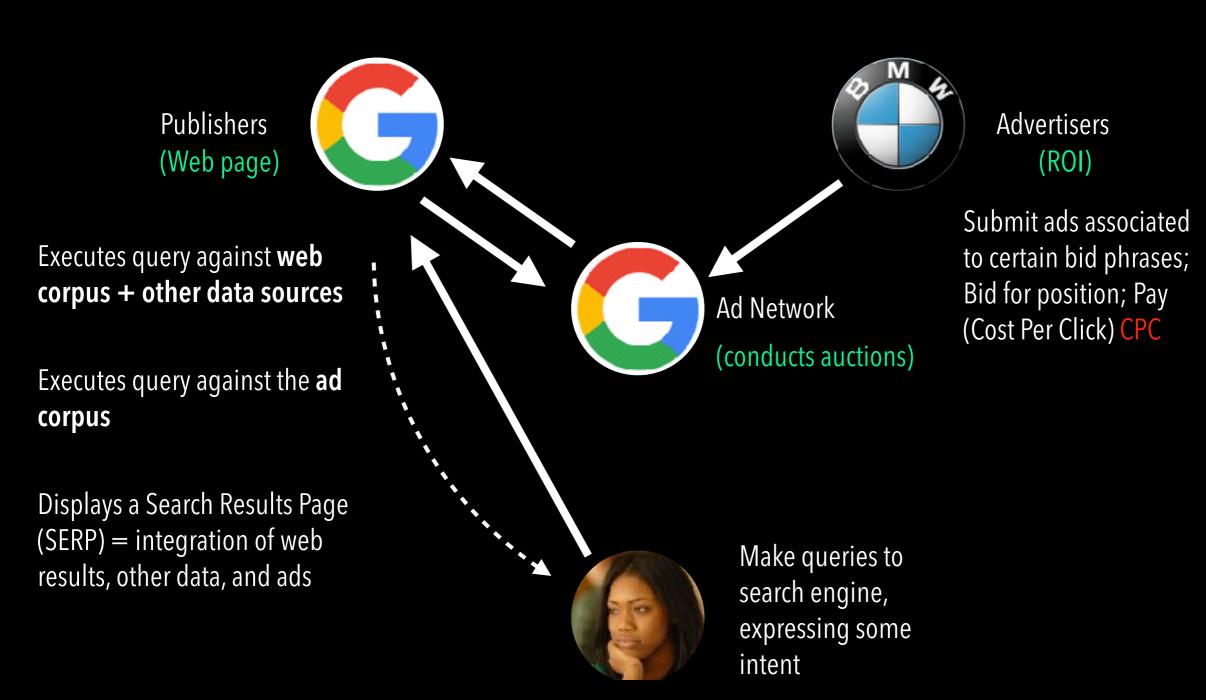
## each actor has a different utility function



#### Sponsored Search



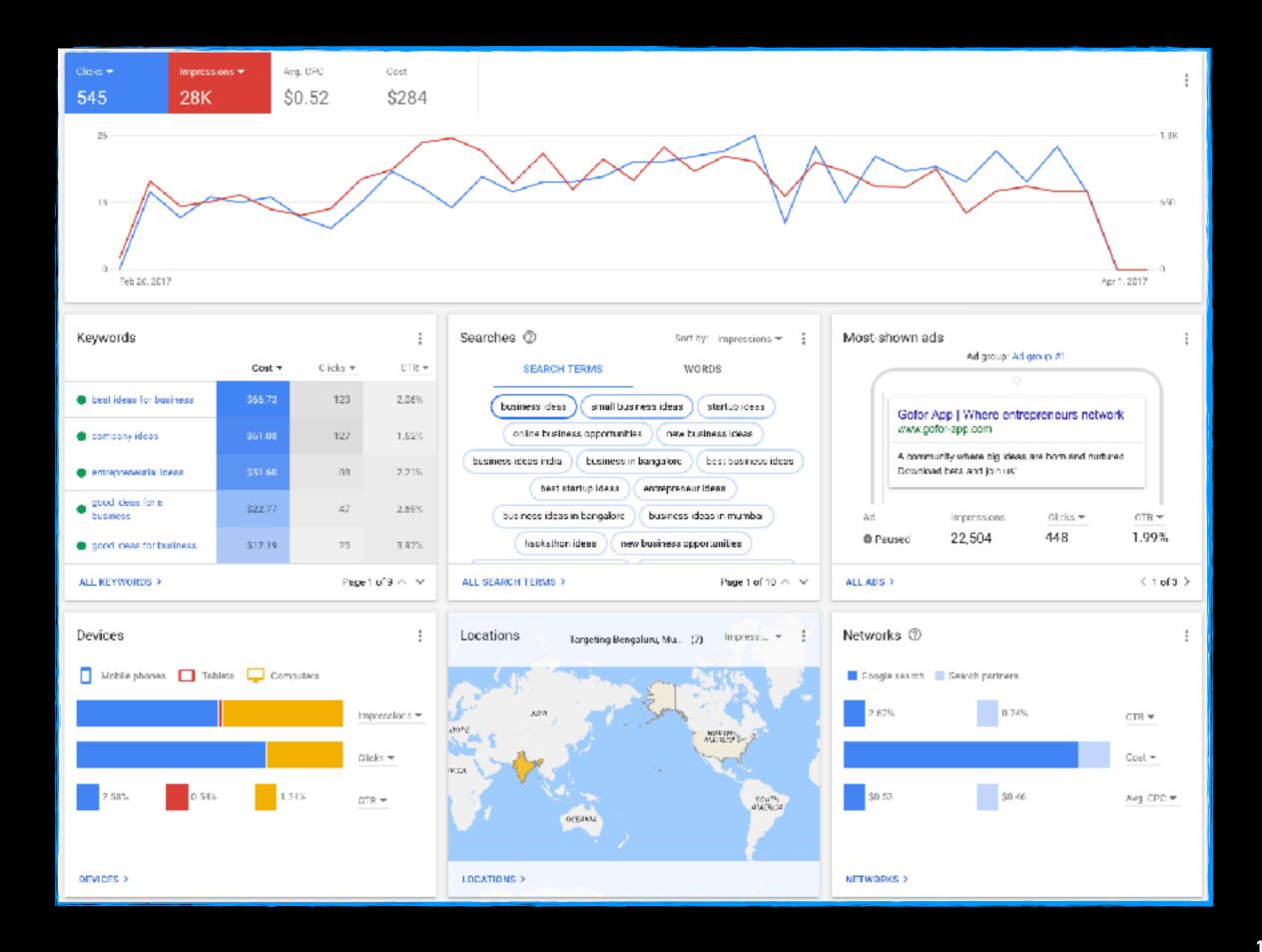
#### Sponsored Search

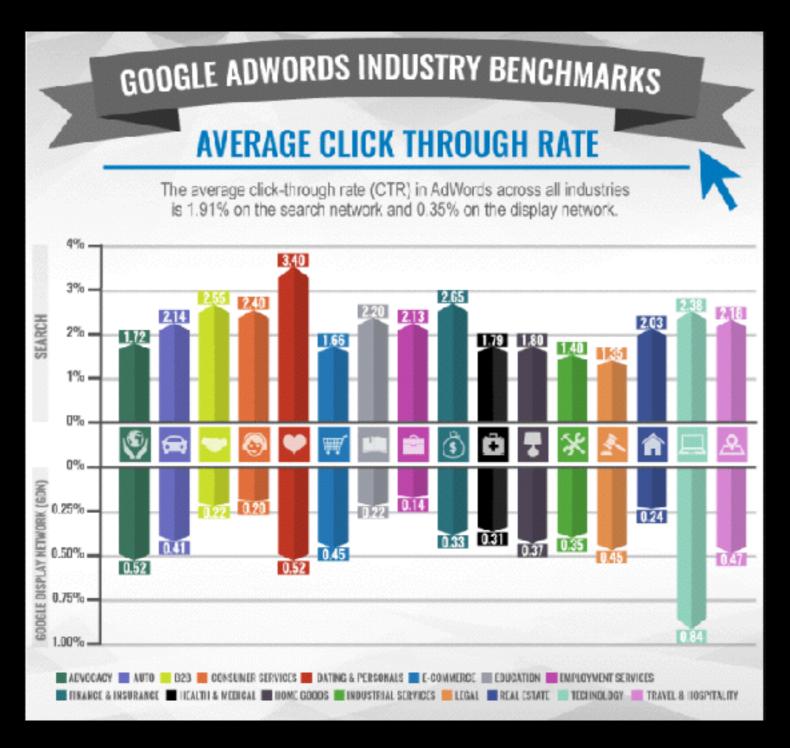


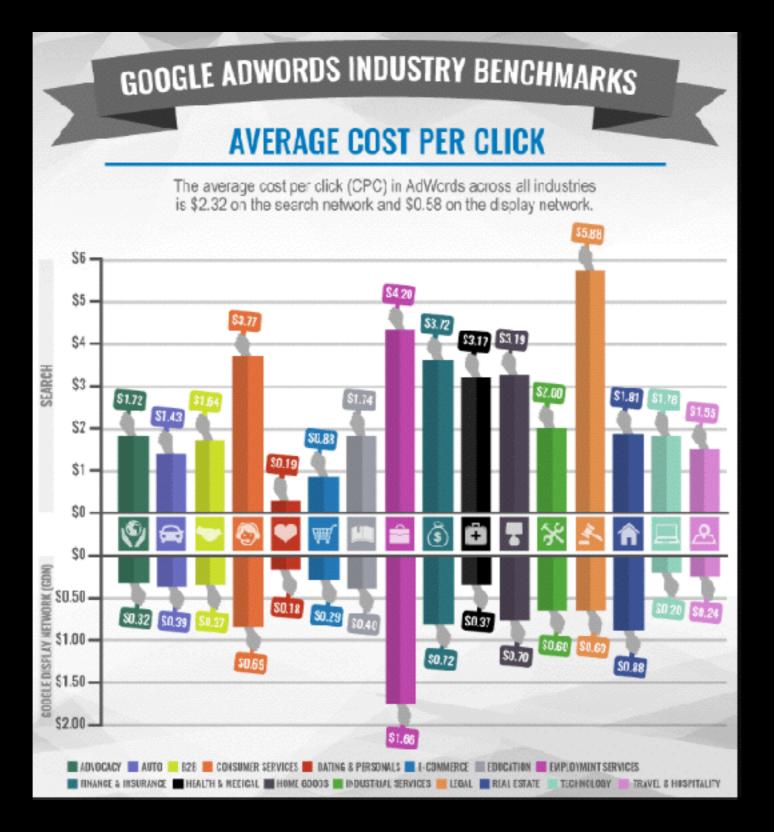
## A Google Adsense campaign for a startup idea

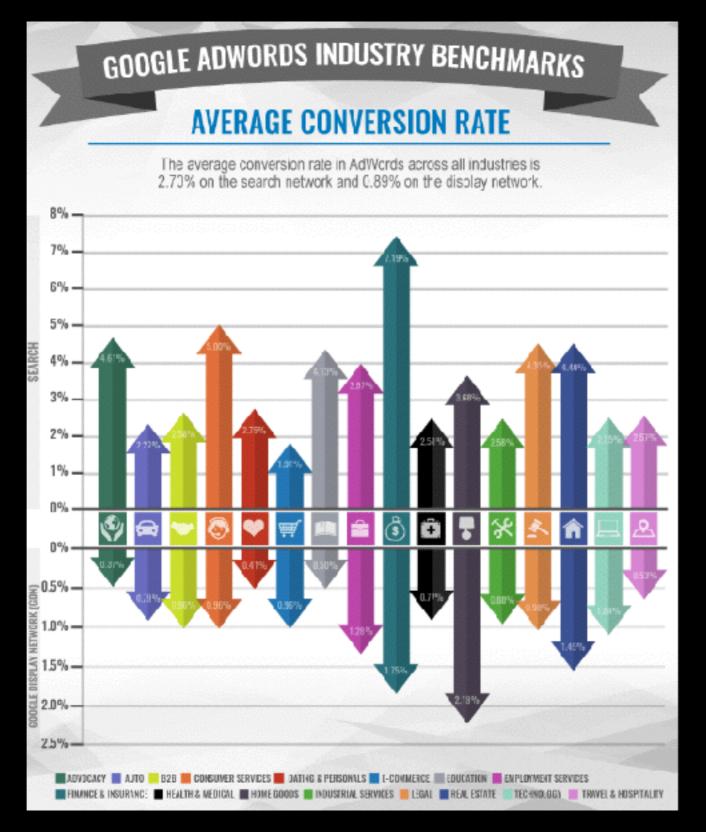
#### GoFor

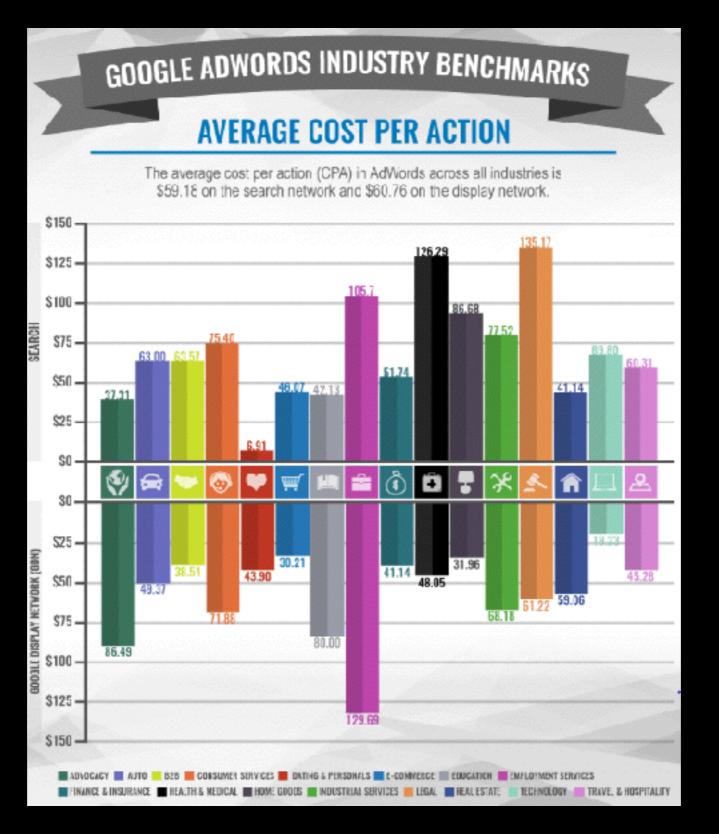












#### Paid Search Ad Spending Share, by Device

Worldwide, Q1 2017, % of total

Desktop 52.4%

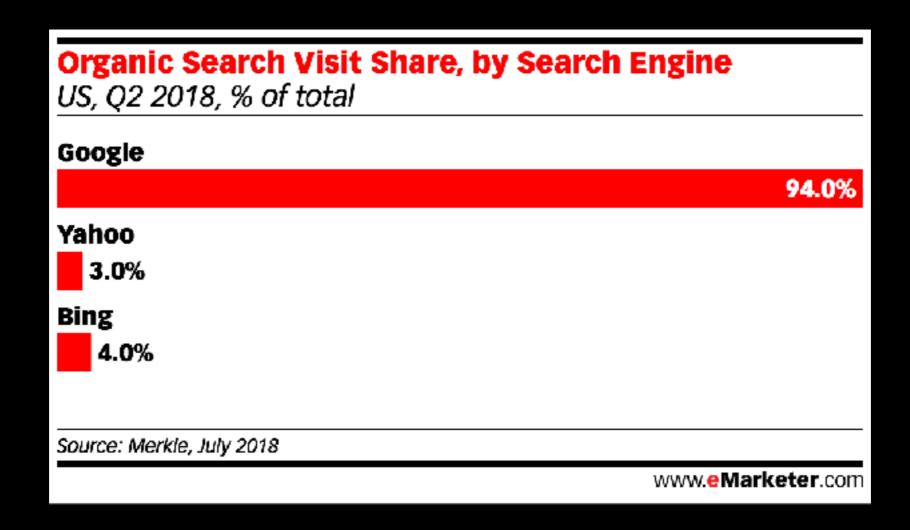
Smartphone 37.2%

Tablet 9.9%

Source: Marin Software, May 2018

www.eMarketer.com





Advertisers can specify budgets

Spend it quickly; till out of money

Spend it slowly; till end-of-day

Spend it as the Search Engine sees fit

(engine can use this nefariously to

manipulate the price paid by other

advertisers)

#### other twists

We can have "reserve prices"; the minimum cost to be shown on a given keyword (depends on the keyword)

Sometimes there are "minimum bids"; that is, minimum bid required to participate in action (could depend on advertiser and keyword)

Search Engine perspective

#### Three problems

1. Ad retrieval (match to query/context)

2. Ordering the ads

3. Pricing on a click-through

Information Retrieval

Economics / AGT



Computational Advertising <

#### **US Digital and Total Ad Spending, by Format,** 2013-2019

billions

|                               | 2013     | 2014     | 2015     | 2016     | 2017     | 2018     | 2019     |
|-------------------------------|----------|----------|----------|----------|----------|----------|----------|
| Desktop                       | \$35.51  | \$37.09  | \$38.71  | \$35.90  | \$38.10  | \$38.16  | \$38.29  |
| —Search                       | \$18.49  | \$18.94  | \$20.49  | \$17.75  | \$18.53  | \$18.16  | \$17.79  |
| —Banner                       | \$10.02  | \$10.15  | \$9.69   | \$8.70   | \$8.99   | \$8.54   | \$8.29   |
| —Video                        | \$2.82   | \$3.34   | \$4.17   | \$4.93   | \$5.70   | \$6.44   | \$7.09   |
| —Other*                       | \$4.18   | \$4.67   | \$4.37   | \$4.51   | \$4.88   | \$5.02   | \$5.12   |
| Mobile                        | \$7.27   | \$12.36  | \$20.84  | \$36.62  | \$49.93  | \$63.95  | \$79.09  |
| —Search                       | -        | \$5.93   | \$9.17   | \$17.21  | \$22.11  | \$26.97  | \$31.82  |
| —Banner                       | -        | -        | \$9.38   | \$13.88  | \$18.42  | \$23.21  | \$28.08  |
| —Video                        | -        | -        | \$1.67   | \$4.19   | \$6.25   | \$9.18   | \$13.22  |
| —Other*                       | -        | \$0.37   | \$0.63   | \$1.34   | \$3.16   | \$4.59   | \$5.96   |
| Total digital ad spending     | \$42.78  | \$49.45  | \$59.55  | \$72.52  | \$88.03  | \$102.11 | \$117.38 |
| Total<br>media ad<br>spending | \$181.79 | \$187.28 | \$191.24 | \$203.24 | \$206.25 | \$214.09 | \$216.23 |
| —Digital % of total           | 23.5%    | 26.4%    | 31.1%    | 35.7%    | 42.7%    | 47.7%    | 54.3%    |

Note: estimates are based on information from Interactive Advertising Bureau (IAB) and Magna Global; numbers may not add up to total due to rounding; \*includes classifieds, digital audio, lead generation, rich media and sponsorships

Source: J.P. Morgan, "J.P. Morgan Handbook: Internet," May 22, 2018



#### US Programmatic Ad Benchmarks: CPC, CPM and CTR, by Format, 2012-2016

|         | 2012   | 2013   | 2014    | 2015    | 2016    |
|---------|--------|--------|---------|---------|---------|
| CPC     |        |        |         |         |         |
| Display | \$2.92 | \$4.67 | \$2.98  | \$4.55  | \$5.69  |
| Video   | \$1.20 | \$1.34 | \$3.20  | \$5.36  | \$4.67  |
| Mobile  | \$2.92 | \$4.67 | \$0.32  | \$0.58  | \$1.77  |
| Social  | -      | \$0.30 | \$0.27  | \$0.20  | \$0.30  |
| Total   | \$1.14 | \$0.67 | \$0.49  | \$0.44  | \$0.93  |
| СРМ     |        |        |         |         |         |
| Video   | \$2.92 | \$4.67 | \$11.53 | \$15.04 | \$10.76 |
| Mobile  | \$1.86 | \$1.74 | \$1.60  | \$2.10  | \$4.65  |
| Display | \$1.86 | \$1.74 | \$1.97  | \$3.33  | \$4.13  |
| Social  | -      | \$0.59 | \$1.26  | \$2.00  | \$2.23  |
| Total   | \$1.24 | \$1.02 | \$1.58  | \$2.75  | \$3.75  |
| CTR     |        |        |         |         |         |
| Social  | -      | 0.20%  | 0.47%   | 1.01%   | 0.73%   |
| Mobile  | 0.06%  | 0.04%  | 0.51%   | 0.36%   | 0.26%   |
| Video   | 0.06%  | 0.04%  | 0.36%   | 0.28%   | 0.23%   |
| Display | 0.06%  | 0.04%  | 0.07%   | 0.07%   | 0.07%   |
| Total   | 0.11%  | 0.15%  | 0.32%   | 0.62%   | 0.40%   |

Source: Zenith, "Programmatic Marketing Forecasts 2017," Nov 20, 2017



23

#### US Paid Search Benchmarks: Click Rate, Conversion Rate, Cost per Click, Acquisition Cost and ROI, by Type of Keywords, May 2017

|                  | <b>Brand keywords</b> | Generic keywords | Total   |
|------------------|-----------------------|------------------|---------|
| Click rate       | 8.1%                  | 5.8%             | 8.1%    |
| Conversion rate  | 7.2%                  | 7.2%             | 7.2%    |
| Cost-per-click   | \$4.64                | \$7.07           | \$6.14  |
| Acquisition cost | \$16-\$17             | \$19-\$20        | \$16.22 |
| ROI              | 22%                   | 24%              | 23%     |

Source: Data & Marketing Association (DMA) and Demand Metric, "DMA Response Rate Report 2017," June 21, 2017

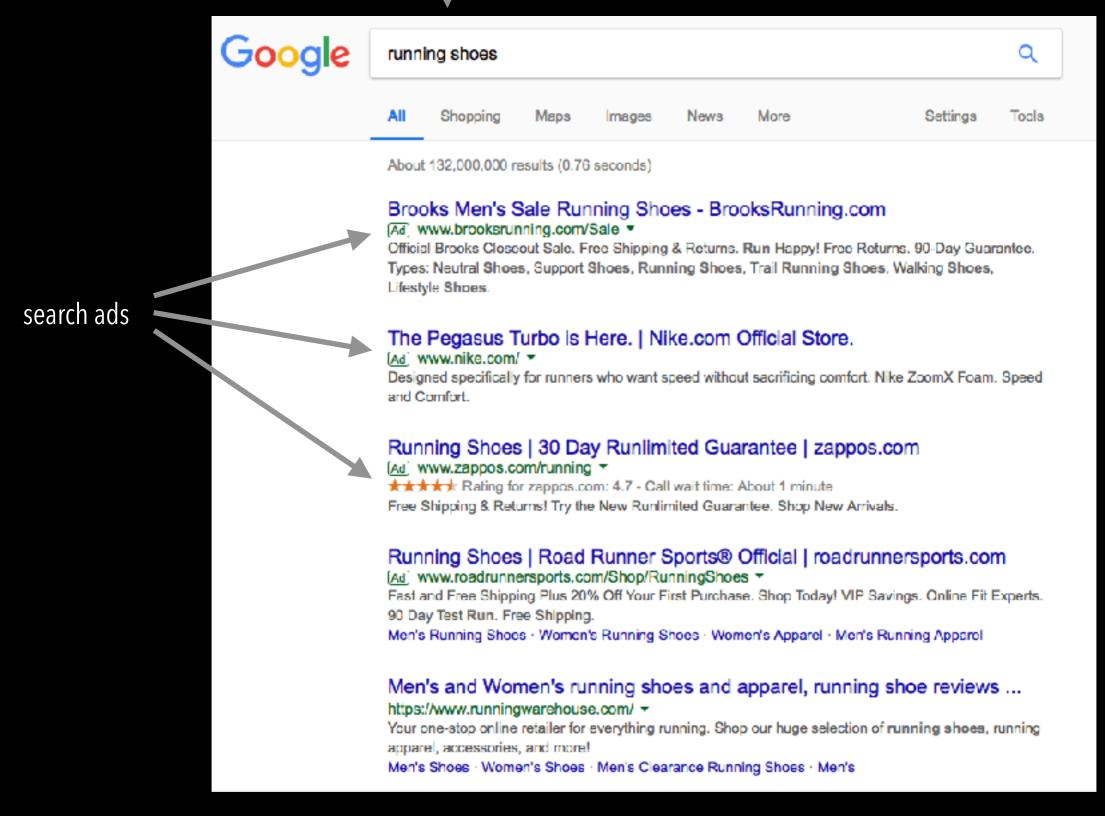
228453 www.**eMarketer**.com



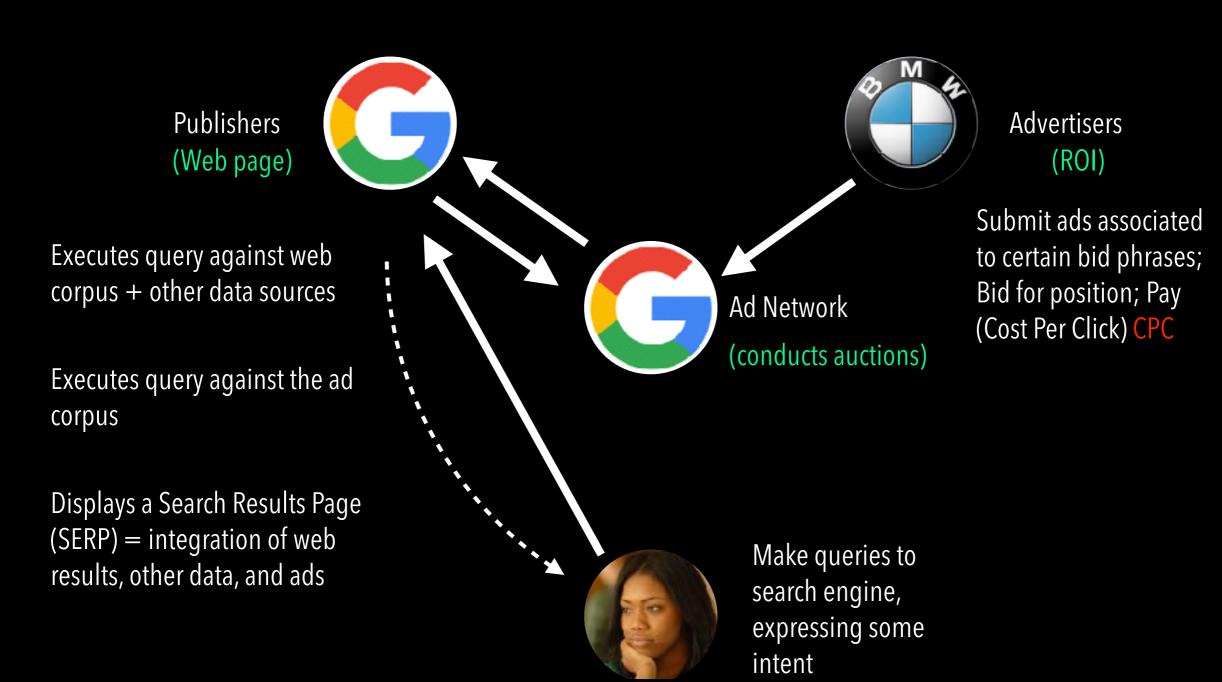


source: WordStream, 2017

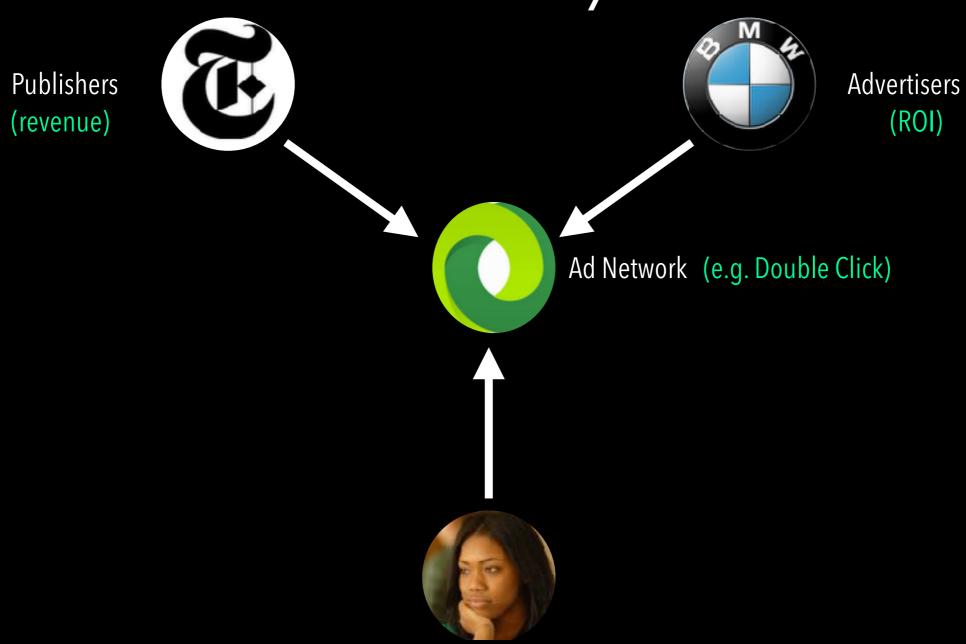
#### search query



#### Sponsored Search



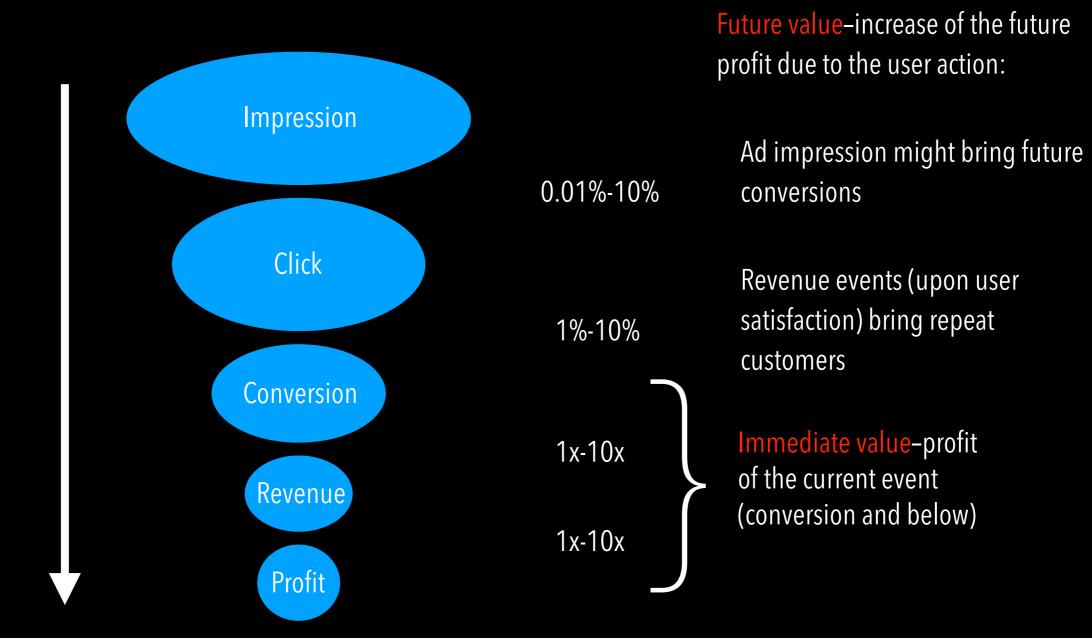
## each actor has a different utility function



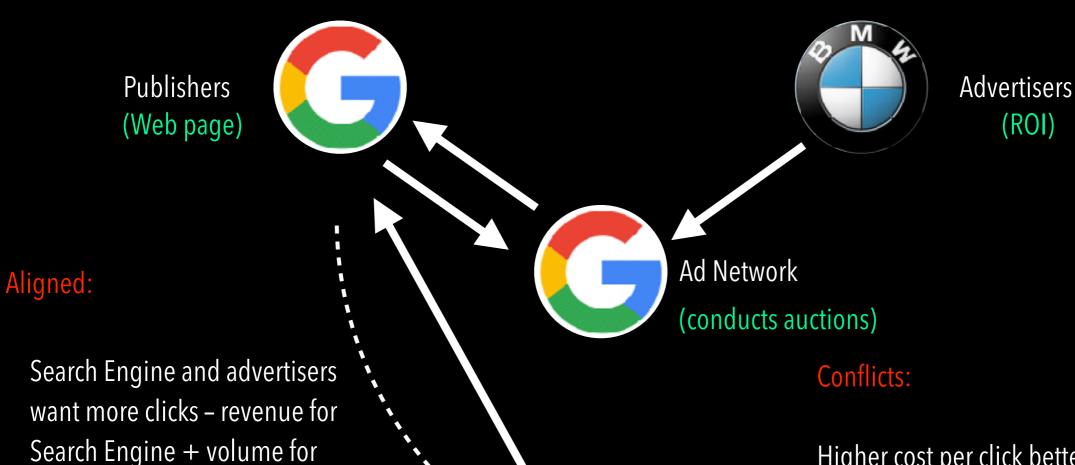
#### Advertiser Utility

The value funnel

Value = Long Term Profit



#### Conflicts and Synergies



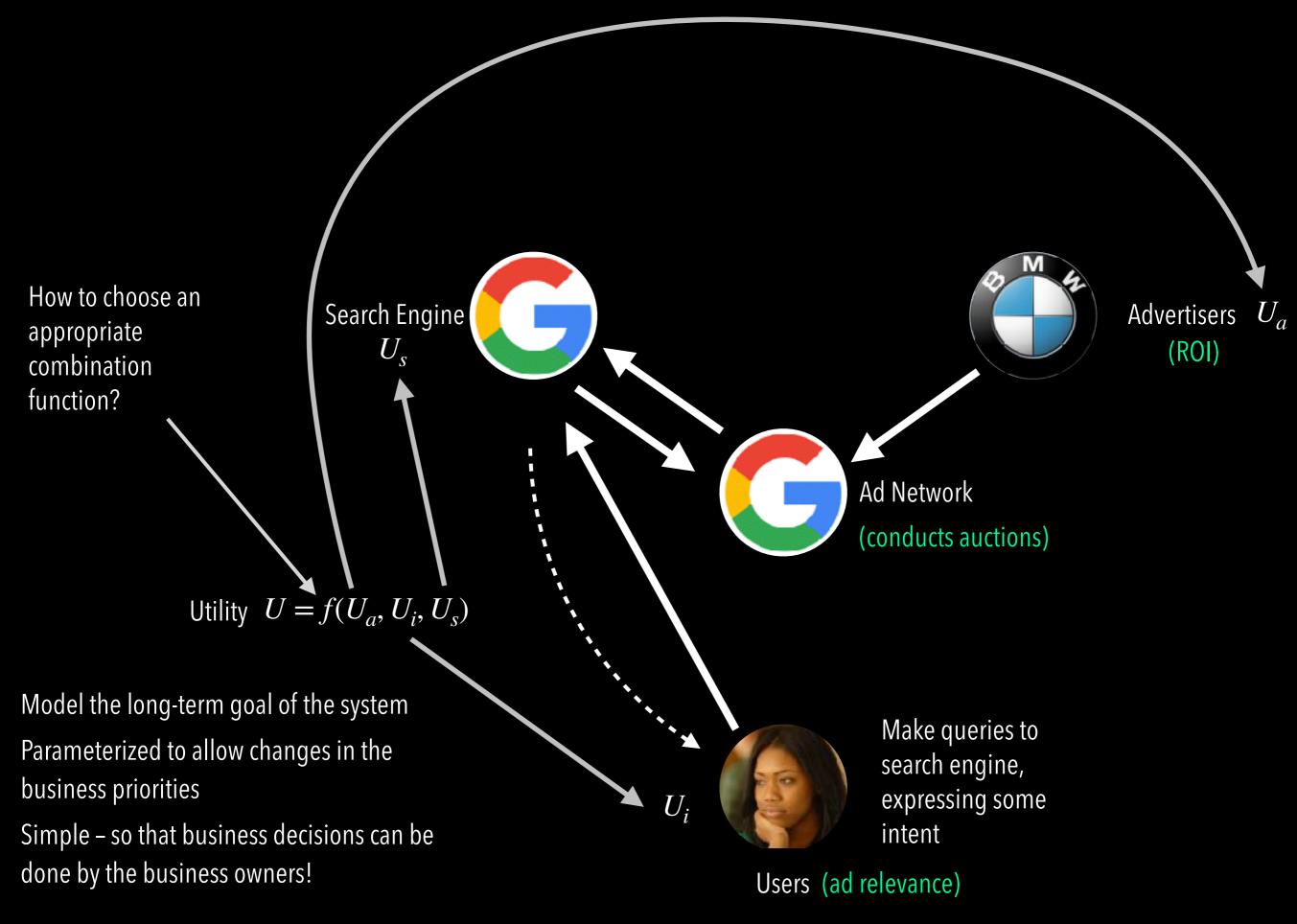
Search Engine and users want good ads – ads offer information + users click and Search Engine makes money

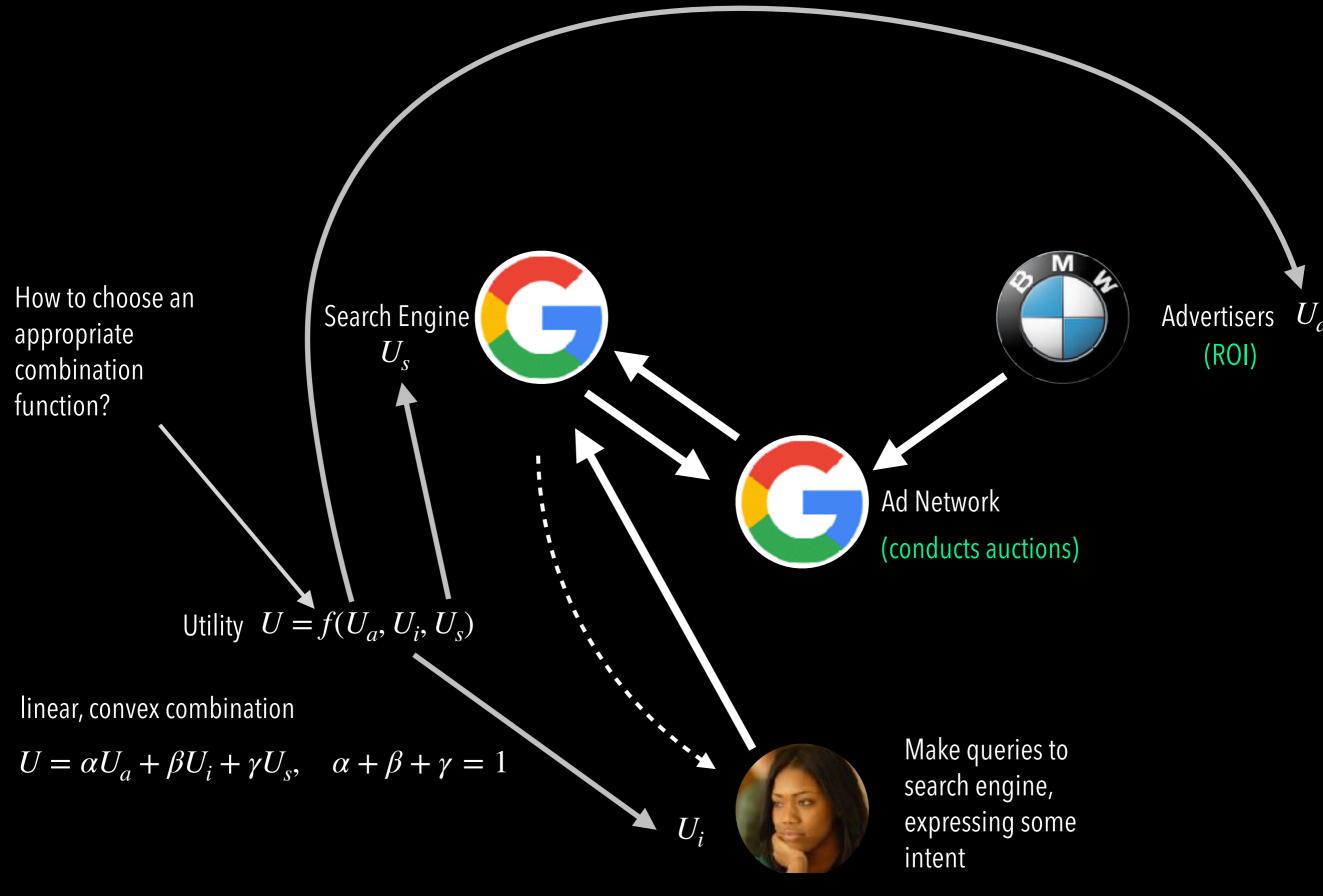
advertisers.

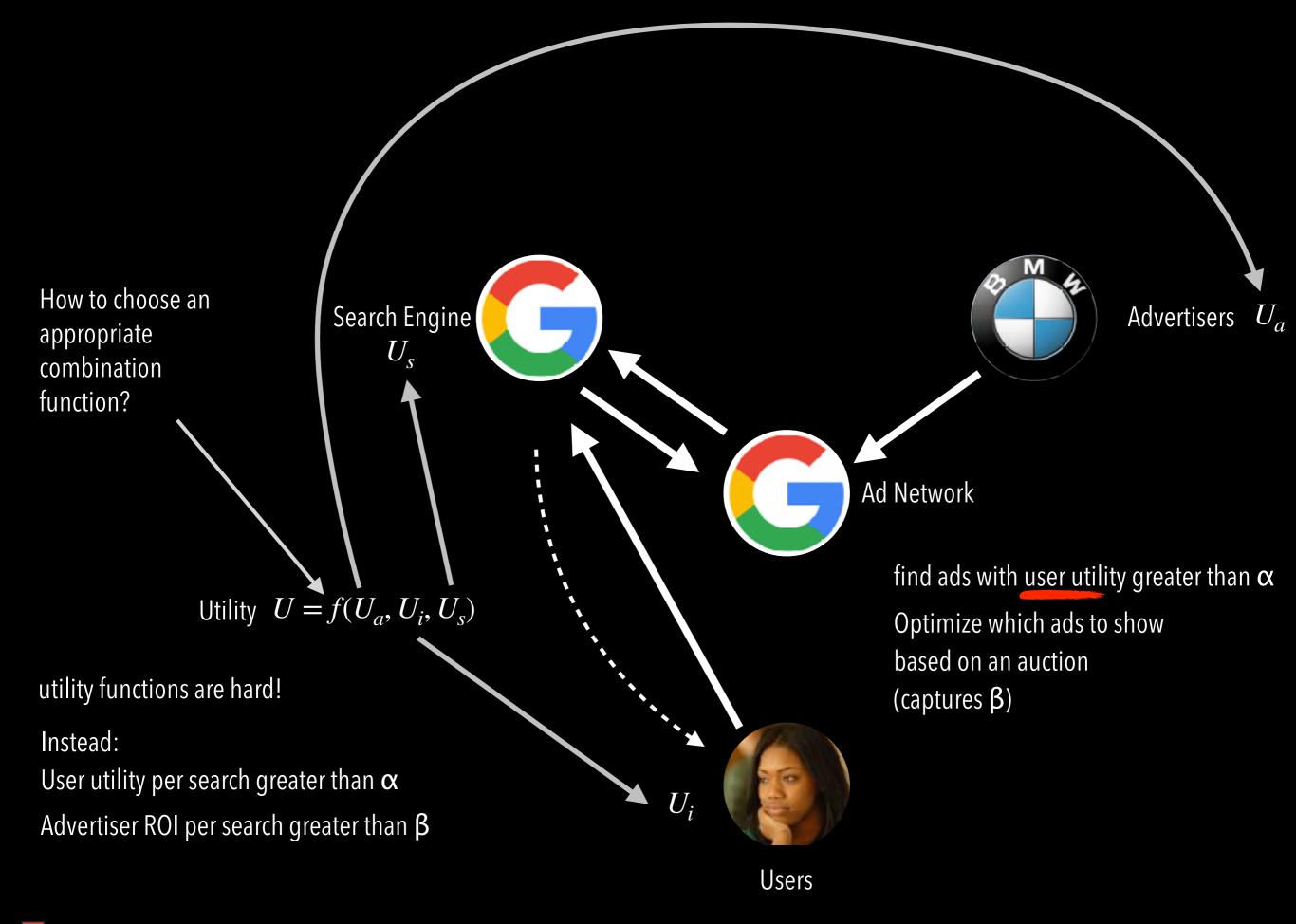
Users (ad relevance)

Higher cost per click better for Search Engine but worse for advertiser.

Irrelevant ads with high pay-per-click (PPC) annoy most users but still get some clicks; clicks generate revenue for Search Engine, ROI for advertiser



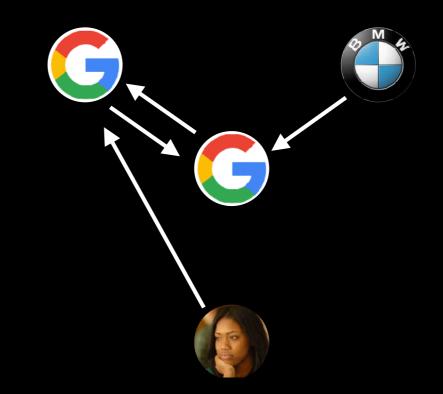




However, ad relevance does not solve all problems

When to advertise: certain queries are more suitable for advertising than others

Interaction with the algorithmic side of the search (identifying what the user wants)



#### Why do it this way?

Ad relevance is a simple proxy for total utility:

Users-better experience

Advertisers-better (more qualified) traffic but possible volume reduction

Search Engine gets revenue gain through more clicks but possible revenue loss through lower coverage (As opposed to first find all ads with utility  $> \beta$ ?)

#### Web-queries

Queries are a succinct representation of the user's intent

- The ultimate driver of the ad selection
- Describe the need of the user

Intent entropy is low in sponsored search!

Before any grand design, let's look at the queries and their characteristics



Informational – want to learn about something

Flu prevention

Navigational – want to go to that page

**American Airlines** 

Transactional – want to do something (web-mediated)

Access a service Downloads

Shop

New York weather

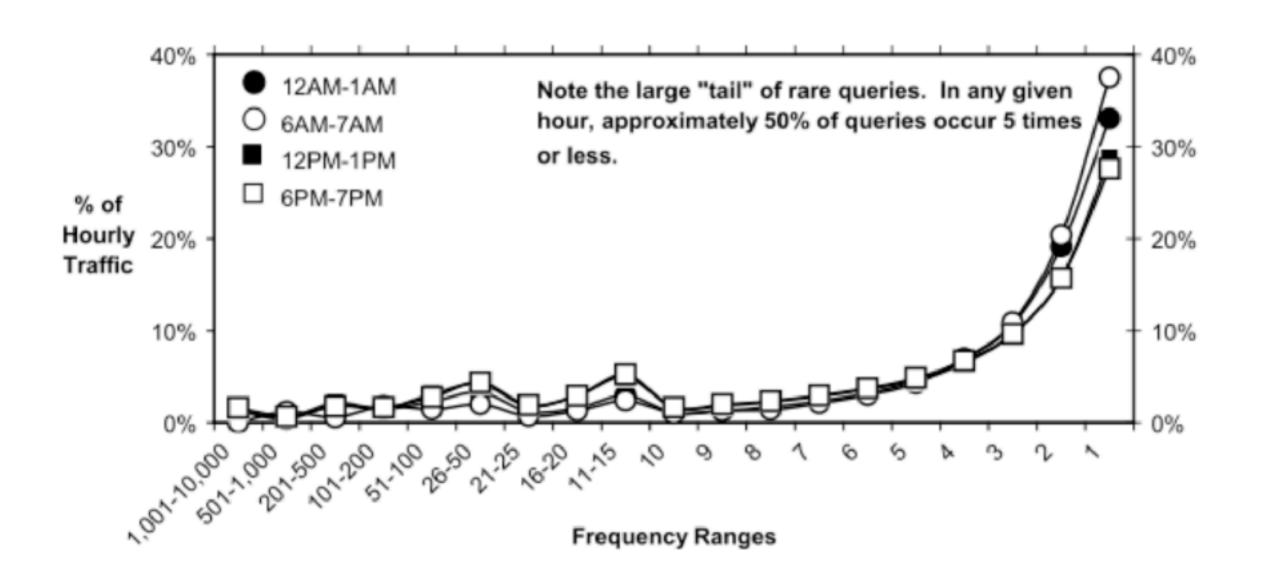


#### Gray areas

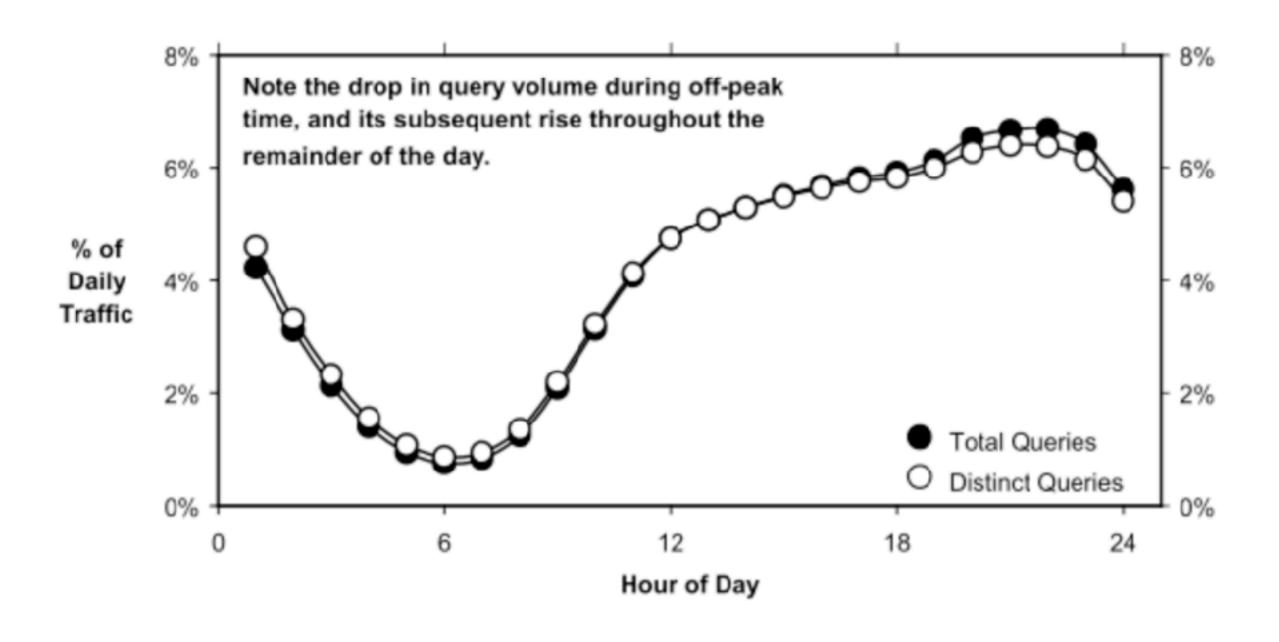
Find a good hub

Exploratory search "see what's there"

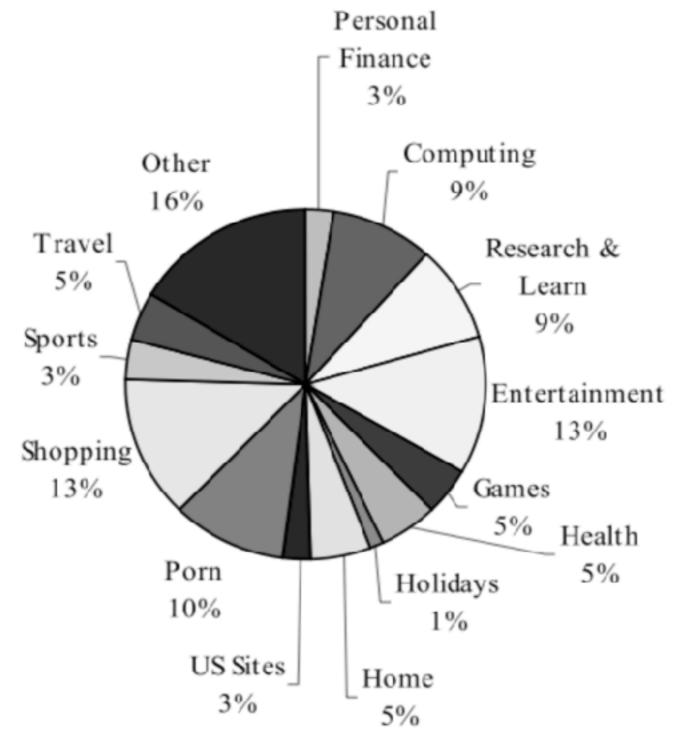
## The long tail



## query volume



## what are they about?



### **Two options:**

- 1. Most people query the "usual" queries; a few do the "unusual" ones
- 2. Large number people query the 'usual' queries; Most people also do a few unusual queries

## why does the tail exist?

Study with online retailers supports the **second** hypothesis

Everybody is a bit eccentric, consuming both popular and niche products

However, consumers exhibit varying degrees of eccentricity

Availability of tail supply boosts even sales of popular items—one stop shop.

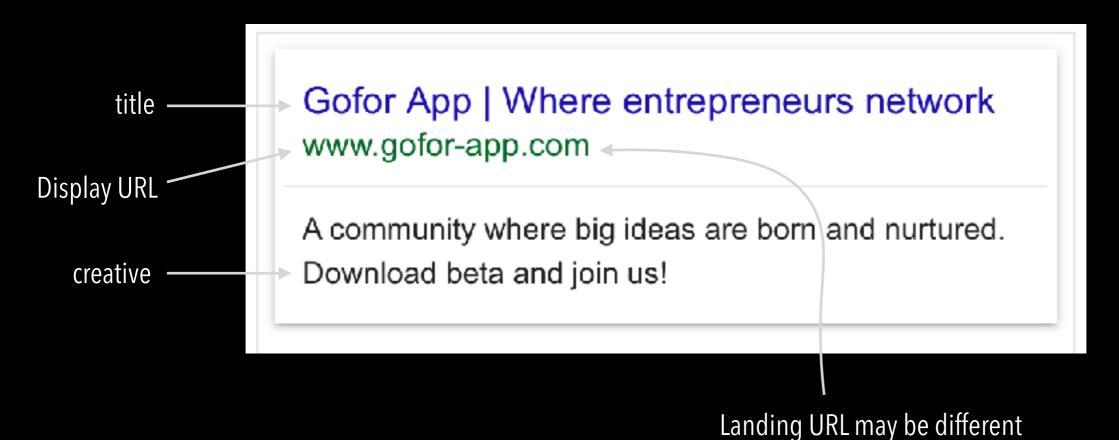
Sharad Goel, Andrei Broder, Evgeniy Gabrilovich, and Bo Pang. 2010. Anatomy of the long tail: ordinary people with extraordinary tastes. In Proceedings of the third ACM international conference on Web search and data mining (WSDM '10). ACM, New York, NY, USA, 201-210.



## textual ads

## dissection

bid phrase: "best ideas for business"; max CPC \$0.44



### Advertisers can sell multiple products

Might have budgets for each product line and/or type of advertising (Advanced Match / Exact Match) or bunch of keywords

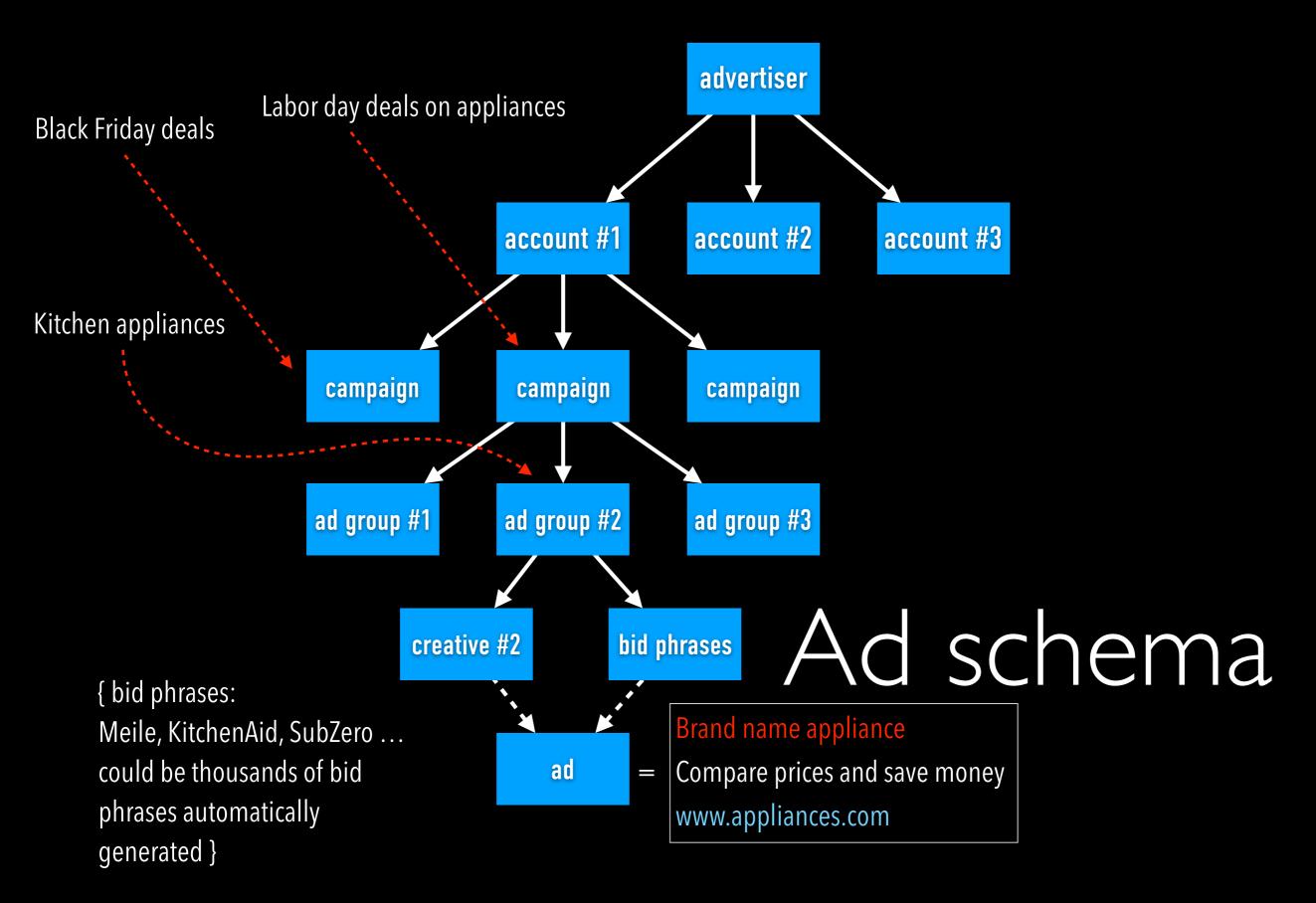
## Beyond a single ad

Traditionally, a focused advertising effort is named a campaign

Within a campaign there could be multiple ad creatives

Financial reporting based on this hierarchy





Size of Pay-per-Click Keyword Inventory According to **US Online Retailers, March 2009 (% of respondents)** Mom-and-pop shop 100 words or less 26.7% 101-200 words 12.1% 10.7% 201-500 words 501-750 words 10.2% 751-1,000 words 7.8% 1,001-5,000 words 12.6% Ubiquitous: bid 5,001-10,000 words 6.8% on query logs, 10,000+ words 13.1% facebook, Source: Internet Retailer, "Search Engine Marketing" conducted by Amazon, Ebay, ... Knowledge Marketing, April 2009 103047 www.eMarketer.com

## keyword usage



**Responsive**: satisfy directly the intent of the query

→ query: Realgood golf clubs

ad: Buy Realgood golf clubs cheap!

## ad-query relationship



Incidental: a user need not directly specified in the query

Related: Local golf course special -

**Competitive**: Sureshot golf clubs

**Associated**: Rolex watches for golfers

**Spam**: Vitamins





H. Becker, A. Broder, E. Gabrilovich, V. Josifovski, and B. Pang. What happens after an ad click?: quantifying the impact of landing pages in web advertising. In Proceedings of the 18th ACM conference on Information and knowledge management, CIKM '09, pages 57–66, New York, NY, USA, 2009. ACM.

Classify landing page types for all the ads for 200 queries from the 2005 KDD Cup labeled query set.

Home page (25%):
Land on advertiser's home page

Four prevalent types:

## types of landing pages

Search Transfer (26%):

Land on dynamically generated search results (same q) on the advertiser's web page

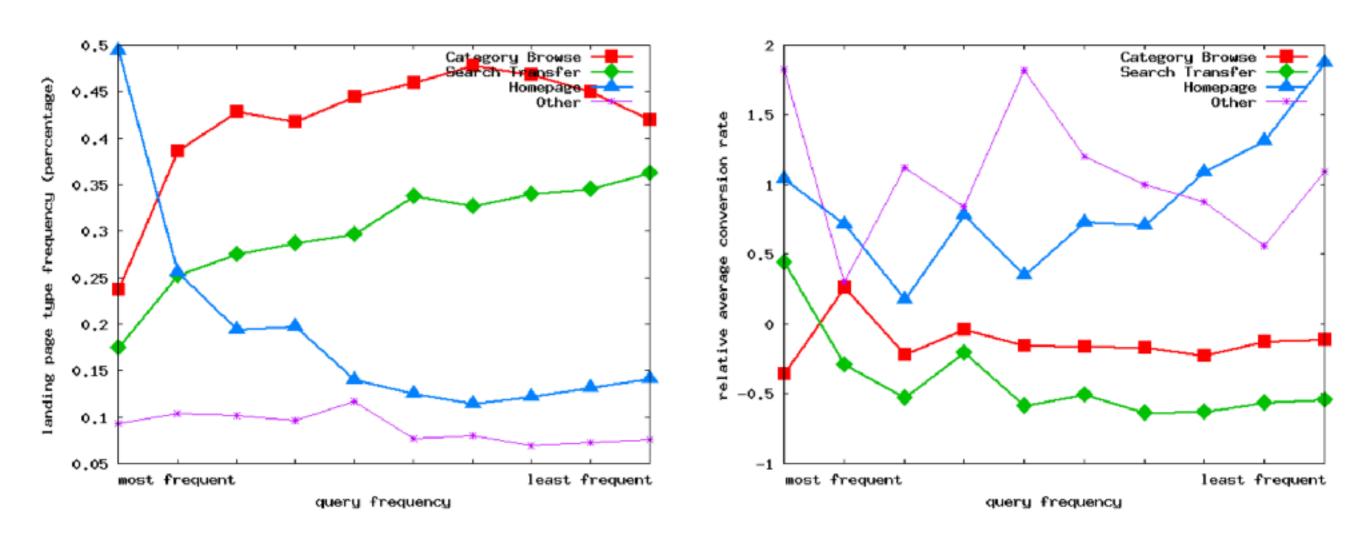
Product List – search within advertiser's web site

Search Aggregation – search over other web sites

2 Category (37.5%):
Landing page captures the broad category of the query

Other (11.5%):
Land on promotions and forms

## category v. conversion





## Ad Selection

### Match types:

Exact – the ad's bid phrase matches the query
Advanced - the ad platform finds good ads for a given query

### Implementation:

Database lookup Similarity search

Phased selection

## Sponsored search ad selection methods

### Reactive vs predictive

Reactive: try and see using

click data

Predictive: generalize from previous ad placement to predict performance

Data used (for predictive mostly)

Unsupervised

Click data

Relevance judgments



### Exact match (EM)

The advertiser bid on that specific query a certain amount

## Match types

Advanced match (AM) or "Broad match"

The advertiser did not bid on that specific keyword, but the query is deemed of interest to the advertiser.

Advertisers usually opt-in to subscribe to AM

Is the query "Miele dishwashers" the same as:

Miele dishwasher (singular)

Meile dishwashers (misspelling)

Dishwashers by Miele (re-order, noise word)

### Query normalization

creating equivalences (e.g. "USA=U.S.A")

## Exact match challenges

Which exact match to select among many?

Varying quality

Spam vs.Ham

Quality of landing page

Suitable location

More suitable ads (E.g. specific model vs. generic "Buy appliances here")

Budget

Cannot show the same ad all the time

Economic considerations (bidding, etc)



### Varying quality

Spam v. Ham

Quality of landing page

### More suitable ads:

(E.g. specific model vs. generic "Buy appliances here")

## Which exact match to show?

### **Budget** drain

Cannot show the same ad all the time

#### **Economic**

considerations (bidding, etc)



### Significant portion of the traffic has no bids

Advertisers need volume

Search engine needs revenue

Users need relevance!

Advertisers do not care about bid phrases—they care about conversions = selling products

## The need for advanced match

How to cover all the relevant traffic?

From the Search Engine point of view advanced match is much more challenging

### Problems:

What about query "Alaska cruises start point"?
What about "Seattle's Best Coffee Chicago"

Advertisers can bid on "broad queries" and/or "concept queries"

Suppose your ad is:

"Good prices on Seattle hotels"

Can bid on any query that contains the word Seattle

## An advertisers dilemma

match

### Ideally:

Bid on any query related to Seattle as a travel destination

We are not there yet ...

How should we price these broad match queries?

A separate field of research!
In the remainder of the lecture,
we will discuss several
mechanisms for advanced

# implementation approaches

The database approach (original Overture approach)

Ads are records in a database

The bid phrase (BP) is an attribute

Given a query q:

For advanced match, consider all ads such that BP=q



Ads are documents in an ad corpus

The bid phrase is a meta-datum

# implementation approaches

The IR approach (the modern view)

### On query q:

Run q against the ad corpus

Have a suitable ranking function

BP = q (exact match) has high weight

### No distinction

between advanced match and exact match



### Ad Retrieval:

Consider the whole ad corpus and select a set of most viable candidates (e.g. 100)

### Ad Reordering:

Re-score the candidates using a more elaborate scoring function to produce the final ordering

## Ad retrieval: two phases

### Ad Retrieval:

Considers a larger set of ads, using only a subset of available information

Might have a different objective function (e.g. relevance) than the final function

### Ad Reordering:

Limited set of ads with more data and more complex calculations

Must use the bid in addition to the retrieval score (e.g. revenue as criteria for the ordering, implement the marketplace design)

Note that this is all part of the advertiser utility



| Items 1-100 of 43,479 |              |     |     |     |     |             |              |      |      |       |     |
|-----------------------|--------------|-----|-----|-----|-----|-------------|--------------|------|------|-------|-----|
| Rank                  | Horse Name   | Sts | 1st | 2nd | 3rd | Total \$4   | Per Start \$ | Win% | Тор3 | Тор3% | E   |
| 1                     | Gun Runner   | 1   | 1   | 0   | 0   | \$7,000,000 | \$7,000,000  | 100% | 1    | 100%  | 129 |
| 2                     | Justify      | 6   | 6   | 0   | 0   | \$3,798,000 | \$633,000    | 100% | 6    | 100%  | 110 |
| 3                     | Good Magic   | 6   | 2   | 1   | 1   | \$1,728,400 | \$288,067    | 33%  | 4    | 67%   | 109 |
| 4                     | West Coast   | 1   | 0   | 1   | 0   | \$1,600,000 | \$1,600,000  | 0%   | 1    | 100%  | 125 |
| 5                     | Catholic Boy | 5   | 3   | 1   | 0   | \$1,528,000 | \$305,600    | 60%  | 4    | 80%   | 108 |
| 6                     | Accelerate   | 5   | 4   | 1   | 0   | \$1,525,000 | \$305,000    | 80%  | 5    | 100%  | 125 |
| 7                     | Monomoy Girl | 5   | 5   | 0   | 0   | \$1,524,200 | \$304,840    | 100% | 5    | 100%  | 114 |
| 8                     | Gunnevera    | 2   | 1   | 0   | 1   | \$1,324,600 | \$662,300    | 50%  | 2    | 100%  | 110 |

## reactive v. predictive

Follow "Catholic Boy"

See how it did in races

Predict the performance

When we have enough information for a given horse use it (reactive), otherwise use model (predictive)

Make a model of a horse:

weight, jockey weight, leg length

Find the importance of each feature in predicting a win/position

Predict performance of unseen (and seen) horses based on the importance of these features

## All advanced match methods aim to maximize some objective

Ad-query match query-rewrite similarity

### What is the unit of reasoning?

single ad or campaign?

## reactive v. predictive

### Individual queries / ads:

Can we try all the possible combinations enough times and conclude? We might for common queries and ads

Recommender system type of reasoning (query q is similar to query q')

### Features of the queries and ads: words, classes, etc.

Generalize from the ads in

another space

Predict performance of unseen ads and queries

### Hybrid approaches:

What if we aggregate CTR (Click-through-rate) at campaign level?

If we have two predictions, how to combine?



### Relevance data:

Limited editorial resources

Editors require precise instruction of

relevance

How to deal with multiple

dimensions?

Editors cannot understand every

domain and every user need

## indications of success

### Click data:

Higher volume–might need sampling

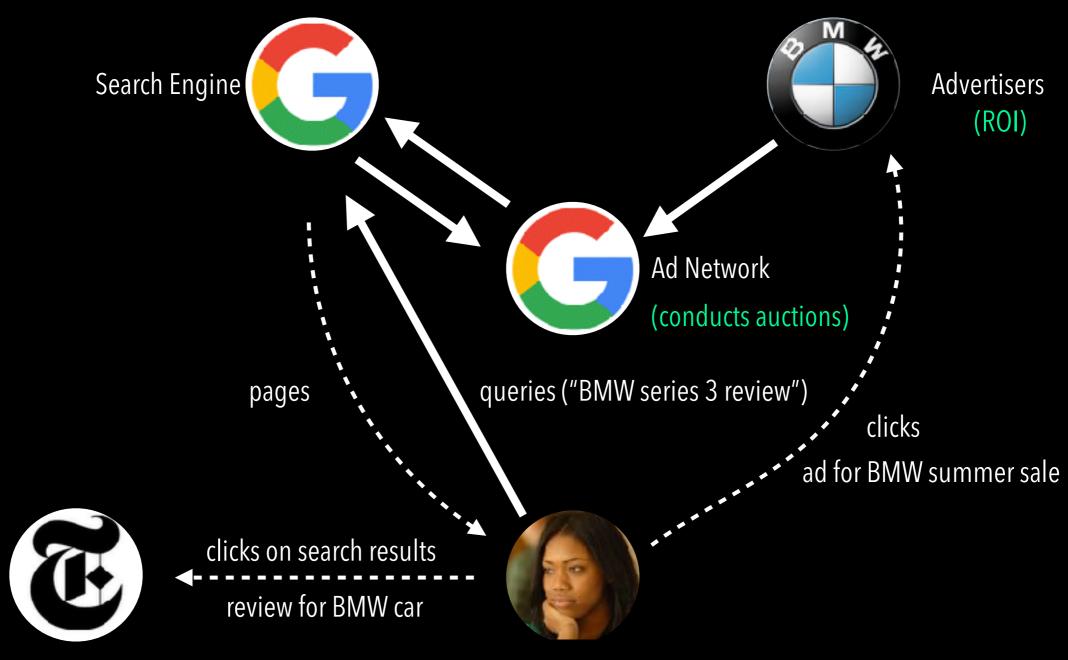
Binary (click/no click)

Click-through-rate (CTR) usually very low (1-2%)

People do not click on ads even when they are relevant

Much more noise

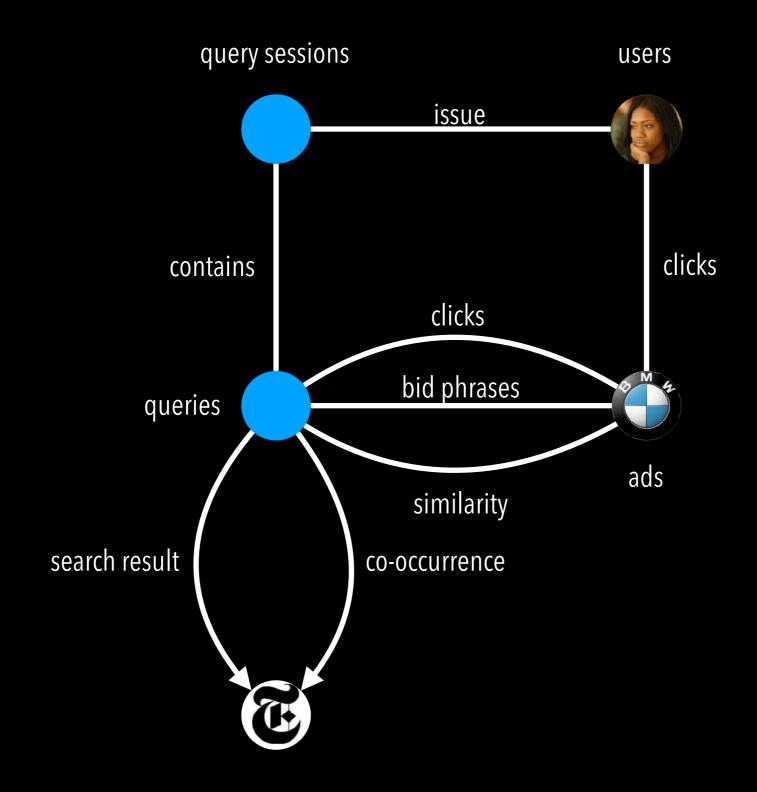




Users (ad relevance)

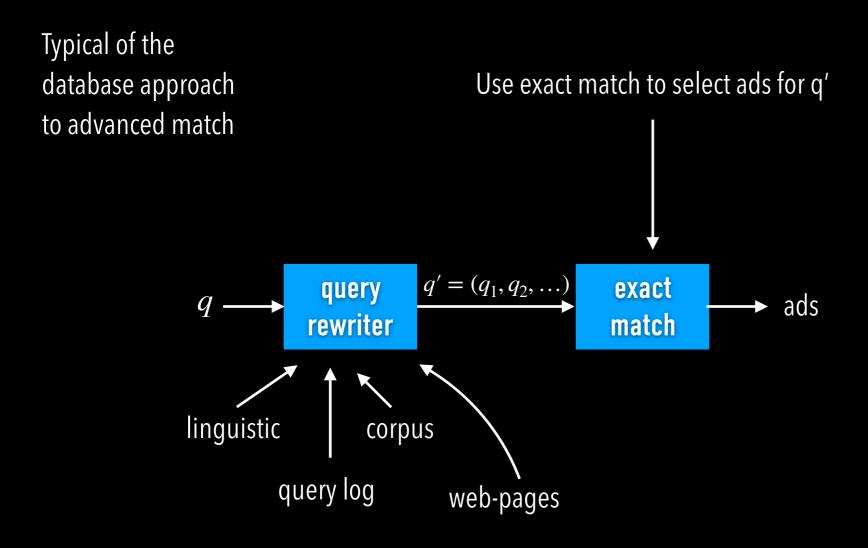
### Deconstructing the Search process

## data flow



# Query re-writing for sponsored search

## typical query rewriting flow



Fits well in the current system architectures

Tolerance value of precision vs. volume differs among advertisers

Additional issue: what to charge the advertiser for advanced match?

## guessing extended keywords on behalf of the advertiser poses risks

Semi-automatic approach:

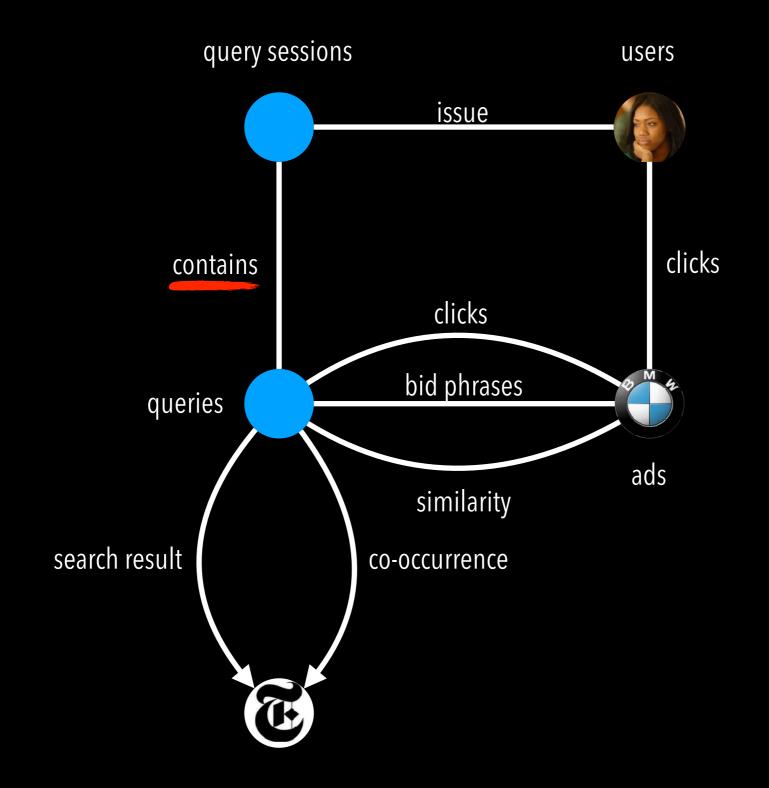
Propose rewrites to advertisers

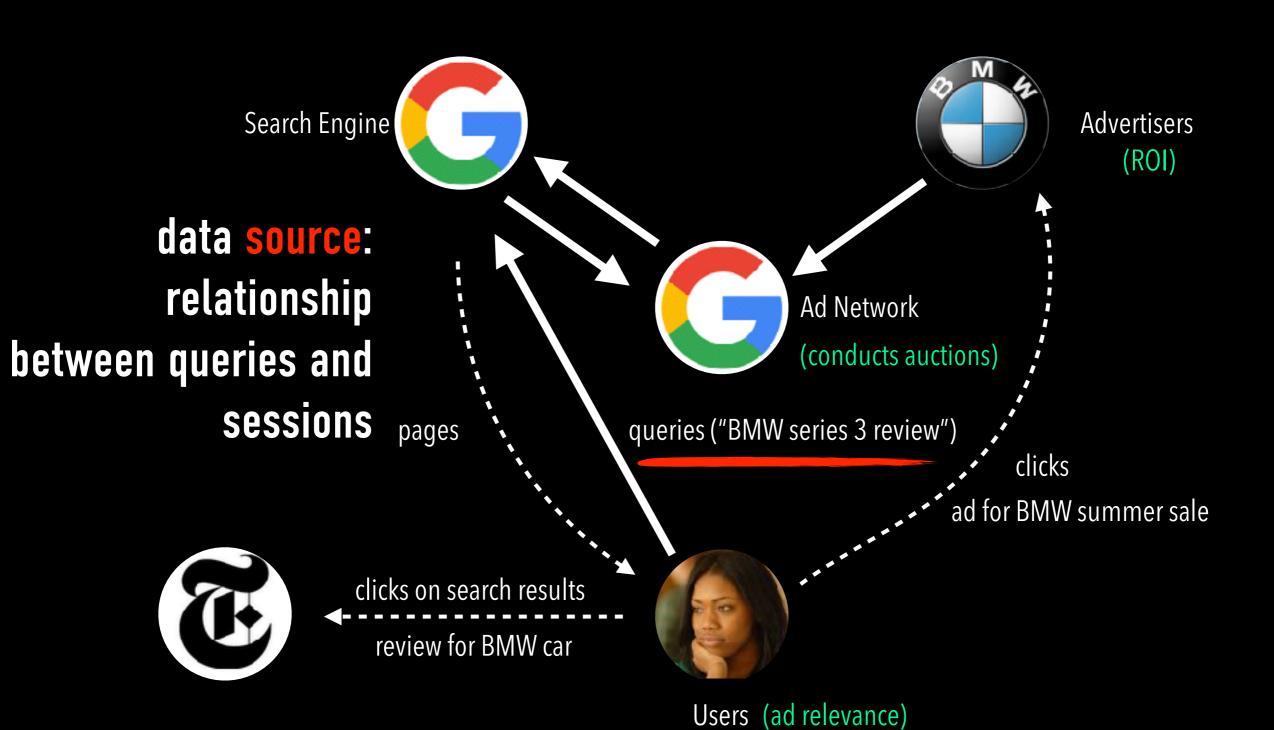
Let them chose which ones are
acceptable Advertiser
determines the bid

re-writing can be online or offline

# re-writing using web search logs

## data source



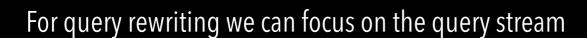


Deconstructing the Search process

Task completion will usually take several steps:

Initiating queries

Browsing



### user sessions

queries ("BMW series 3 review")

How to identify queries that are suitable for rewriting?

Examine the different types of rewrites that the users do

Get enough instances of the rewrite to be able to determine its value

Finding the session boundaries

–research problem

Time period (all queries within 24hrs)

Machine learned approach based on query similarity or labeled set



### half the query pairs are reformulations

| Туре             | Example   | Share |
|------------------|---|-------|
| switch tasks     | mic amps → create taxi                            | 53.2% |
| insertions       | game codes → video game codes                     | 9.1%  |
| substitutions    | john wayne bust → john wayne statue               | 8.7%  |
| deletions        | skateboarding pics → skateboarding                | 5.0%  |
| spell correction | real eastate → real estate                        | 7.0%  |
| mixture          | huston's restaurant → houston's                   | 6.2%  |
| specialization   | jobs → marine employment                          | 4.6%  |
| generalization   | gm reabtes → show me all the current auto rebates | 3.2%  |
| other            | thansgiving → dia de acconde gracias              | 2.4%  |

[Jones and Fain, SIGIR2003]



### We see repeated substitutions

some substitutions are incidental

other substitutions repeat over different users over different days

| Name          | Substituition              | Number |
|---------------|----------------------------|--------|
| car insurance | auto insurance             | 5086   |
| car insurance | car insurance quotes       | 4826   |
| car insurance | geico                      | 2613   |
| car insurance | progressive auto insurance | 1677   |
| car insurance | carinsurance               | 428    |

how can we be sure that the rewrite is any good?

#### A principled way

determine if:

$$P(R_w \mid q) \gg P(R_w)$$

$$P(R_w \mid q) = rac{P(R_w, q)}{P(q)}$$
 notice

how to measure?
use ML estimation (frequencies)
assume a distribution (e.g. binomial)

$$H_0: P(R_w \mid q) = P(R_w \mid \bar{q})$$

$$H_1: P(R_w \mid q) \neq P(R_w \mid \bar{q})$$

The log likelihood ratio is  $\chi$ 2 distributed

#### query logs: summary

Use the knowledge of the users to generate rewrites

Practical and useful approach, however a few tough challenges:

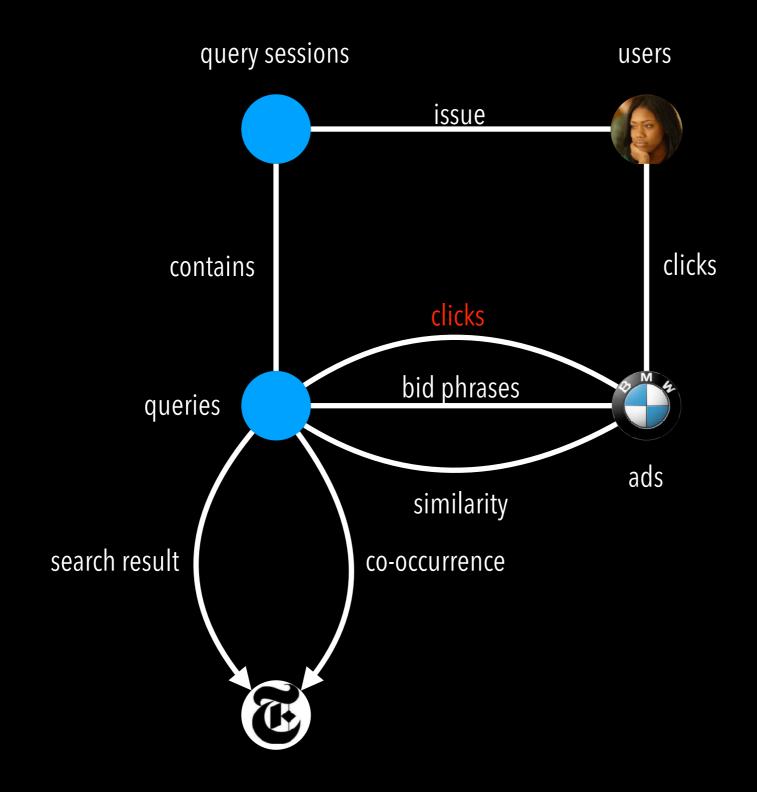
- Sessions boundaries
- Type of the rewrites
- Requires relatively high frequency of rewrites to be detected



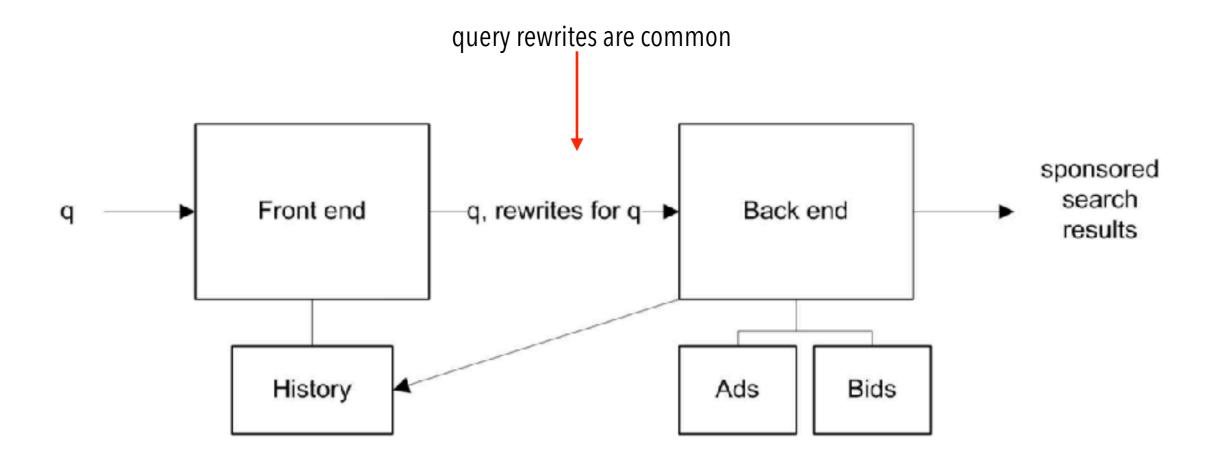
# Clicks graphs and random walks for query rewrite generation

Ioannis Antonellis, Hector Garcia Molina, and Chi Chao Chang. 2008. Simrank++: query rewriting through link analysis of the click graph. Proc. VLDB Endow. 1, 1 (August 2008), 408-421. DOI=http://dx.doi.org/10.14778/1453856.1453903

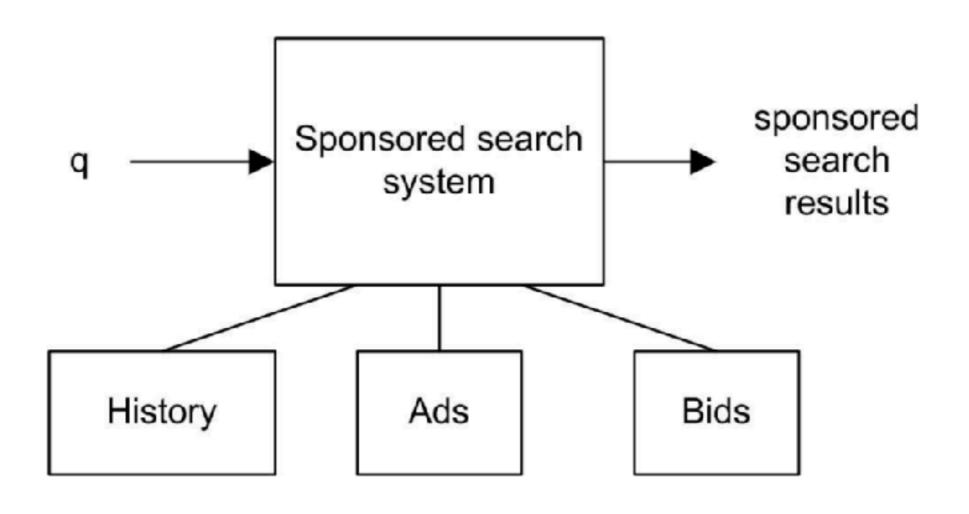
#### data source: clicks



### A common sponsored search architecture

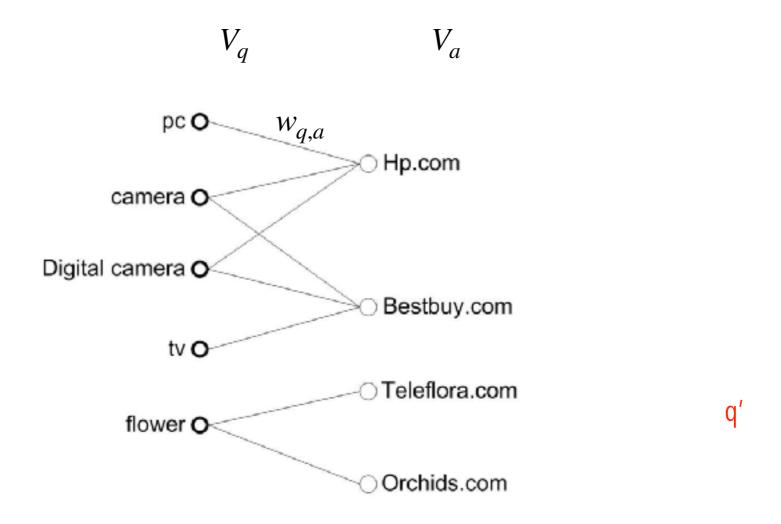


### A general sponsored search architecture



#### problem definition

$$G = (V, E, W)$$



#### weights

Un-weighted: there is an edge for each ad query pair where there is at least on click

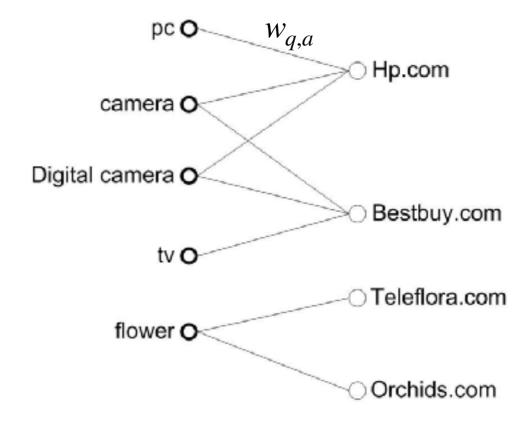
Issue—some ads get a lot more clicks than others for the same query

Clicks: weight the edges with the number of clicks on the (q,a) combination

Pairs with higher number of impressions get more clicks even if the relationship is not as strong

CTR: keep the ratio between the clicks and impressions

CTR of 0.5 differs in confidence when we have one or 10k impressions





Ads shown on position 1 are more likely to get clicks even if they are less relevant

How does this impact the training in our click-based weighting system?

If the clicks of an ad are all at position 1

- Are those clicks because the ad was relevant?
- Or are those clicks caused by the inherent bias of the user to click the top ad?

We need a way to "de-bias" click data, separating the effects of position with ad relevance

#### Positional Bias

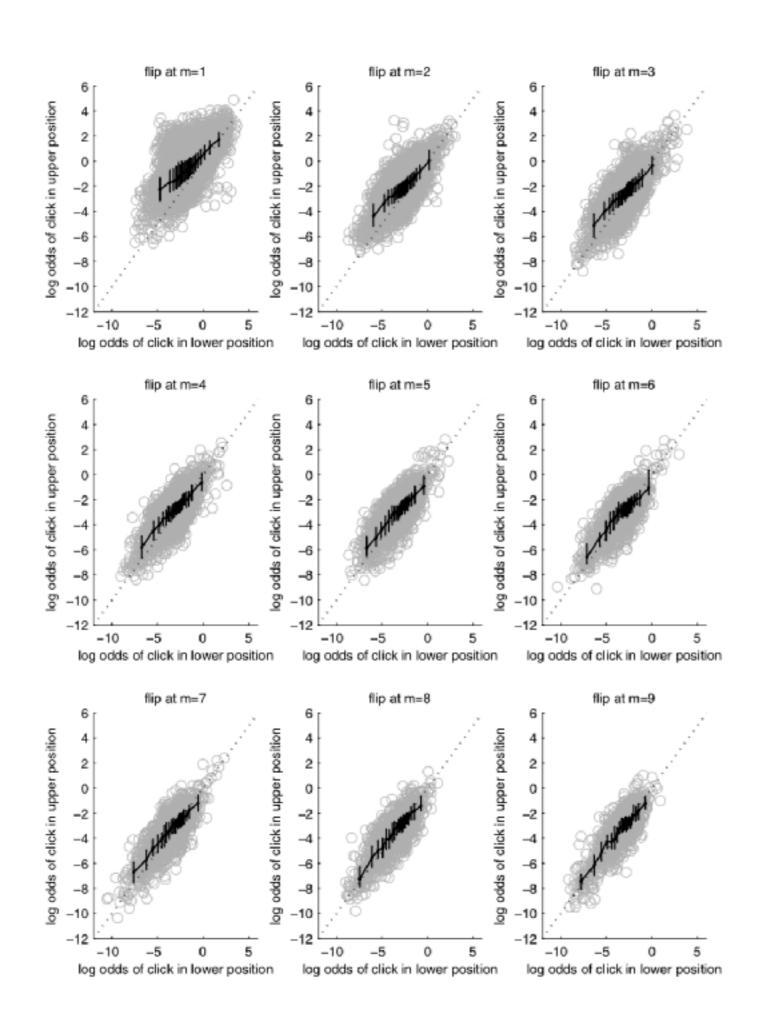
Nick Craswell, Onno Zoeter, Michael Taylor, and Bill Ramsey. 2008. An experimental comparison of click position-bias models. In Proceedings of the 2008 International Conference on Web Search and Data Mining (WSDM '08). ACM, New York, NY, USA, 87-94. DOI=http://dx.doi.org/10.1145/1341531.1341545



#### The cascade model

"In the cascade model, we assume that the user views search results from top to bottom, deciding whether to click each result before moving to the next. Each document d, is either clicked with probability  $r_d$  or skipped with probability  $(1-r_d)$ . In the most basic form of the model, we assume that a user who clicks never comes back, and a user who skips always continues, in which case:"

$$c_{di} = r_d \prod_{j=1}^{i-1} (1 - r_{d,j})$$
 clicked ad at position i  $j=1$  skipped earlier ads



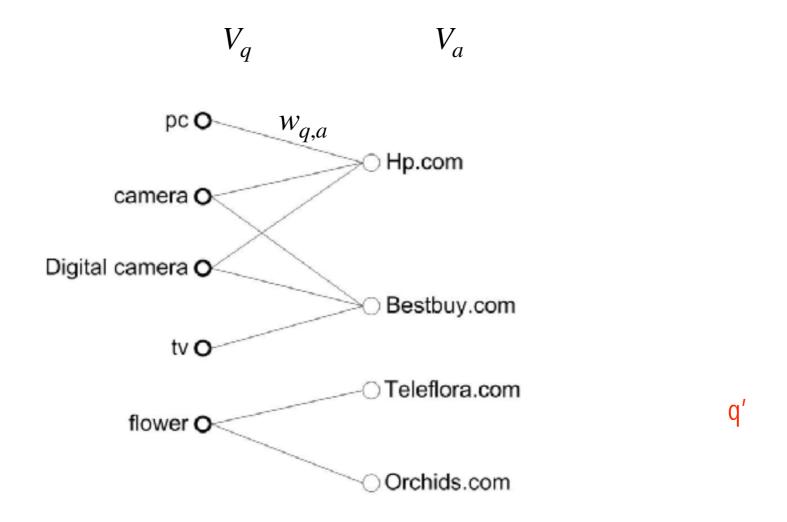
### flips at different positions

cascade is better than baselines at predicting click through dates

improvements: mostly on assumptions on if priors were clicked; more sophisticated Bayesian models

#### determine query similarity

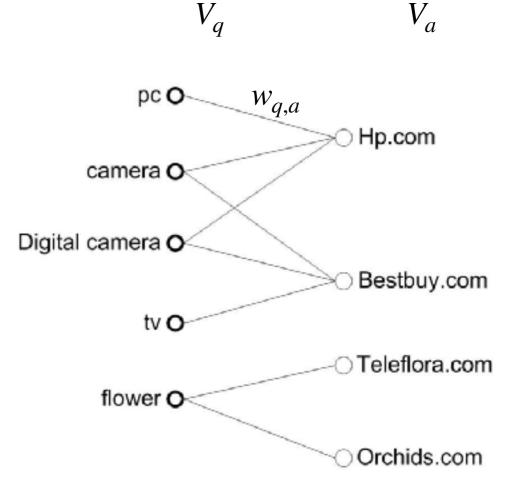
$$G = (V, E, W)$$



#### Basic similarity

Table 1: Query-query similarity scores for the sample click graph of Figure 3. Scores have been computed by counting the common ads between the queries

|                | pc | camera | digital camera | tv | flower |
|----------------|----|--------|----------------|----|--------|
| pc             | -  | 1      | 1              | 0  | 0      |
| camera         | 1  | -      | 2              | 1  | 0      |
| digital camera | 1  | 2      | -              | 1  | 0      |
| tv             | 0  | 1      | 1              | -  | 0      |
| flower         | 0  | 0      | 0              | 0  | -      |





#### "Two queries are similar if they are conneded to smilar and ads"

"Two ads are similar if they are connected to similar queries"

Assume similarity is a measure between 1 and 0 (like probability); A query is "very" similar to itself: sim(q,q) = 1

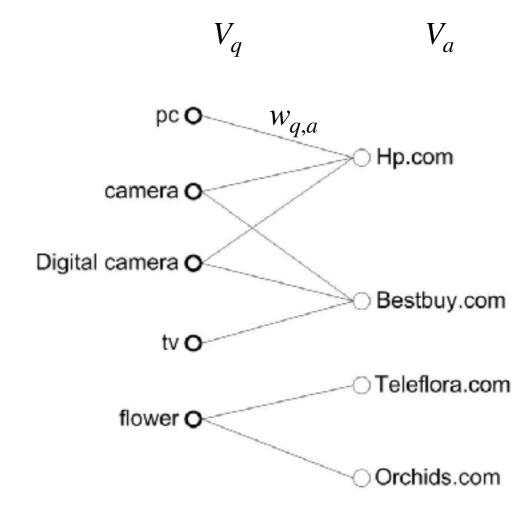
Initially, we know nothing about the similarity with other queries:

$$sim(q,q') = 0 iff q \neq q'$$

Establish similarity of two queries based on the ads they connect to (Random walk starting at q and q' simultaneously – end up in the same node)

Simultaneously do the same thing on the ad side

Iterative procedure: at each iteration similarity propagates through the the graph



#### Simrank

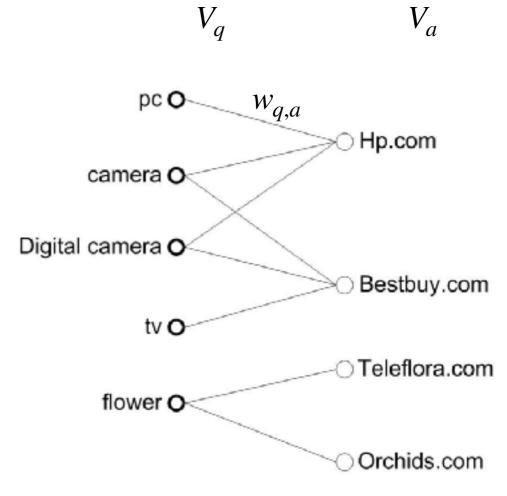
Let s(q, q') denote the similarity between queries q and q', and let  $s(\alpha, \alpha')$  denote the similarity between ads  $\alpha$  and  $\alpha'$ . For  $q \neq q'$ , we write the equation:

$$s(q, q') = \frac{C_1}{N(q)N(q')} \sum_{i \in E(q)} \sum_{j \in E(q')} s(i, j)$$
 (1)

where  $C_{l}$  is a constant between 0 and 1. For  $\alpha \neq \alpha'$ , we write:

$$s(\alpha, \alpha') = \frac{C_2}{N(\alpha)N(\alpha')} \sum_{i \in E(\alpha)} \sum_{j \in E(\alpha')} s(i, j)$$
(2)

where again  $C_2$  is a constant between 0 and 1.





#### Simrank

Table 1: Query-query similarity scores for the sample click graph of Figure 3. Scores have been computed by counting the common ads between the queries

|                | pc | camera | digital camera | tv | flower |
|----------------|----|--------|----------------|----|--------|
| pc             | -  | 1      | 1              | 0  | 0      |
| camera         | 1  | -      | 2              | 1  | 0      |
| digital camera | 1  | 2      | -              | 1  | 0      |
| tv             | 0  | 1      | 1              | -  | 0      |
| flower         | 0  | 0      | 0              | 0  | -      |

Digital camera O

Teleflora.com

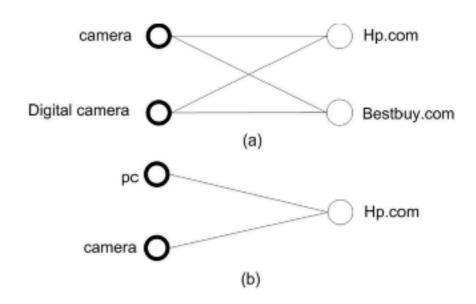
Flower O

Toleflora.com

Orchids.com

Table 2: Query-query similarity scores for the sample click graph of Figure 3. Scores have been computed by Simrank with  $C_1 = C_2 = 0.8$ 

|                | pc    | camera | digital |       |        |
|----------------|-------|--------|---------|-------|--------|
|                |       |        | camera  | tv    | flower |
| pc             | _     | 0.619  | 0.619   | 0.437 | 0      |
| camera         | 0.619 | -      | 0.619   | 0.619 | 0      |
| digital camera | 0.619 | 0.619  | -       | 0.619 | 0      |
| tv             | 0.437 | 0.619  | 0.619   | -     | 0      |
| flower         | 0     | 0      | 0       | 0     | -      |



## Simrank: challenges

Figure 4: Sample complete bipartite graphs ( $K_{2,2}$  and  $K_{1,2}$ ) extracted from a click graph.

Table 3: Query-query similarity scores for the sample click graphs of Figure 4. Scores have been computed by Simrank with  $C_1 = C_2 = 0.8$ 

| •         |                   |           |
|-----------|-------------------|-----------|
| Iteration | sim("camera",     | sim("pc", |
|           | "digital camera") | "camera") |
| 1         | 0.4               | 0.8       |
| 2         | 0.56              | 0.8       |
| 3         | 0.624             | 0.8       |
| 4         | 0.6496            | 0.8       |
| 5         | 0.65984           | 0.8       |
| 6         | 0.663936          | 0.8       |
| 7         | 0.6655744         | 0.8       |

initially, these numbers are different, but converge to the same value when  $n \rightarrow \infty$ 

#### Emphasize neighbors

evidence
$$(a, b) = \sum_{i=1}^{|E(a) \cap E(b)|} \frac{1}{2^i}$$

"The intuition behind choosing such a function is as follows. We want the evidence score evidence(a,b) to be an increasing function of the common neighbors between a and b. In addition we want the evidence scores to get closer to one as the common neighbors increase."

$$s_{\text{evidence}}(q, q') = \text{evidence}(q, q') \cdot s(q, q')$$
  
 $s_{\text{evidence}}(\alpha, \alpha') = \text{evidence}(\alpha, \alpha') \cdot s(\alpha, \alpha')$ 

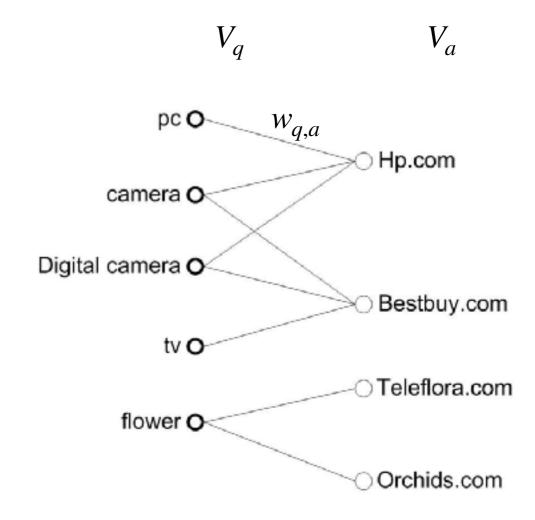




Table 4: Query-query similarity scores for the sample click graphs of Figure 4. Scores have been computed by the evidence-based Simrank with  $C_1 = C_2 = 0.8$ 

| Iteration | sim("camera",     | sim("pc", |
|-----------|-------------------|-----------|
|           | "digital camera") | "camera") |
| 1         | 0.3               | 0.4       |
| 2         | 0.42              | 0.4       |
| 3         | 0.468             | 0.4       |
| 4         | 0.4872            | 0.4       |
| 5         | 0.49488           | 0.4       |
| 6         | 0.497952          | 0.4       |
| 7         | 0.4991808         | 0.4       |

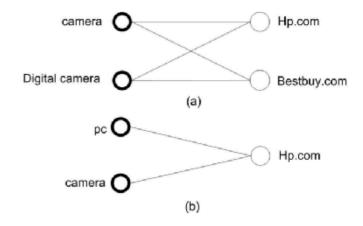


Figure 4: Sample complete bipartite graphs  $(K_{2,2}$  and  $K_{1,2})$  extracted from a click graph.

Table 3: Query-query similarity scores for the sample click graphs of Figure 4. Scores have been computed by Simrank with  $C_1 = C_2 = 0.8$ 

| Iteration | sim("camera",     | sim("pc", |
|-----------|-------------------|-----------|
|           | "digital camera") | "camera") |
| 1         | 0.4               | 0.8       |
| 2         | 0.56              | 0.8       |
| 3         | 0.624             | 0.8       |
| 4         | 0.6496            | 0.8       |
| 5         | 0.65984           | 0.8       |
| 6         | 0.663936          | 0.8       |
| 7         | 0.6655744         | 0.8       |



Figure 5: Sample weighted click graphs



$$p(\alpha,i)=\mathrm{spread}(i)\cdot\mathrm{normalized\_weight}(\alpha,i), \forall i\in E(\alpha), \text{ and}$$
 
$$p(\alpha,\alpha)=1-\sum_{i\in E(\alpha)}p(\alpha,i)$$

where:

$$\mathrm{spread}(i) = e^{-\mathrm{variance}(i)}, \text{ and}$$
 
$$\mathrm{normalized\_weight}(\alpha, i) = \frac{w(\alpha, i)}{\sum_{j \in E(\alpha)} w(\alpha, j)}$$



The actual similarity scores that weighted Simrank gives after applying the modified random walk are:

$$s_{\text{weighted}}(q, q') = \text{evidence}(q, q') \cdot C_1 \cdot \sum_{i \in E(q)} \sum_{j \in E(q')} W(q, i) W(q', j) s_{\text{weighted}}(i, j)$$

$$s_{\text{weighted}}(\alpha, \alpha') = \text{evidence}(\alpha, \alpha') \cdot C_2 \cdot \sum_{i \in E(\alpha)} \sum_{j \in E(\alpha')} W(\alpha, i) W(\alpha', j) s_{\text{weighted}}(i, j)$$

where the factors W(q, i) and W(a, i) are defined as follows:

$$W(q, i) = \operatorname{spread}(i) \cdot \operatorname{normalized\_weight}(q, i)$$
  
 $W(\alpha, i) = \operatorname{spread}(i) \cdot \operatorname{normalized\_weight}(\alpha, i)$ 

#### **Algorithm 2** Simrank++ Computation

**Require:** weighted transition matrix P', evidence matrix V, decay factor C, number of iterations k

**Ensure:** similarity matrix S'

```
1: [N,N] = \text{size}(P');
```

2: 
$$S' = I_N$$
;

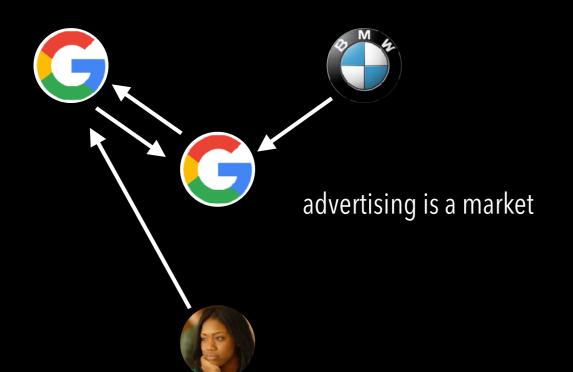
3: **for** 
$$i = 1 : k$$
, **do**

4: 
$$temp = C * P'^T * S' * P';$$

5: 
$$S' = \text{temp} + I_N - \text{Diag}(\text{diag}(\text{temp}));$$

6: end for

7: 
$$S' = V \cdot * S'$$
;



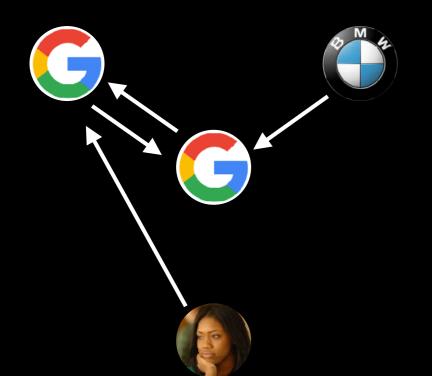
Find the "best match" between a given user in a given context and a suitable advertisement.

#### Summary

low, click through rates mobile vs. desktop dominance of Google / Facebook

Computational Advertising

- 1. Ad retrieval (match to query/context)
- 2. Ordering the ads
- 3. Pricing on a click-through



Web queries:

long tail

temporal

Finding ads:

exact match vs. advanced match

#### Summary

Query re-writing is important

Using query logs

position dependent click interaction

Simrank for query re-writing

Landing page plays a role in conversion









Web search

Game Theory

**Auctions** 









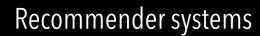
Data flows

Privacy

Text Ads

Display Ads







Behavioral targeting



Emerging areas



**Final Presentations**