

Ranking of ads

- Goto model:
 - Rank according to how much advertiser pays
- Current model:
 - Balance auction price and relevance
 - Irrelevant ads (few click-throughs)
 - Decrease opportunities for relevant ads
 - Harm the user experience
 - Idea: Well-targeted advertising is good for everyone



Paying for advertisements

- CPM
 - “Cost Per Mil”
 - Pay for 1000 eyeballs
 - Important for branding campaigns
- CPC
 - “Cost per Click”
 - Pay for clicking on ads
 - Important for sales campaigns

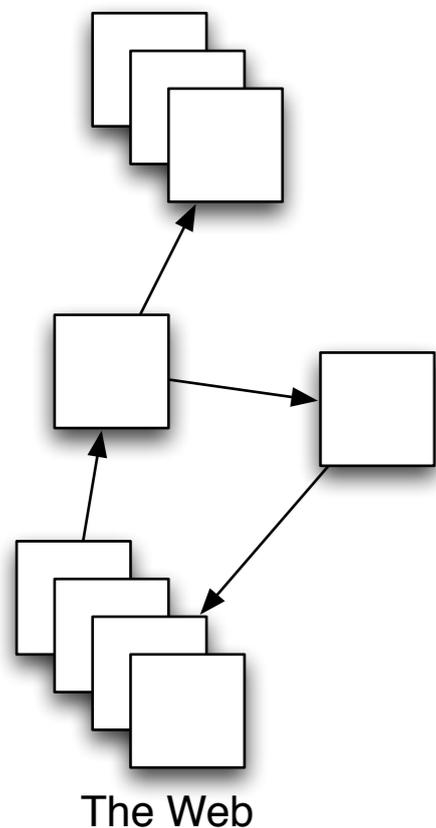


Overview

- Introduction
- Classic Information Retrieval
- Web IR
- Sponsored Search
- Web Search Basics
 - Size of the Web
- Web Users
- Spam



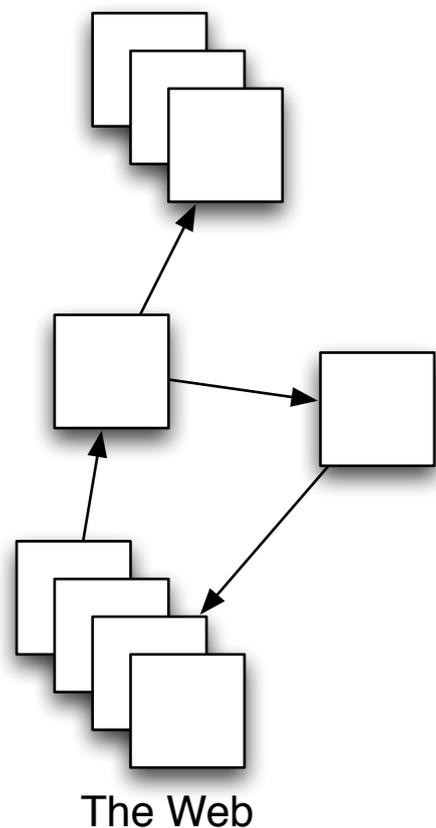
The Web Corpus



- No design/coordination
- Distributed content creation, linking
- “Democratization of publishing”
- Content includes truth, lies, contradictions, etc.
- Unstructured Data (text, html)
- Semi-Structured (XML, annotated photos)
- Structured (Databases)
- Scale is much larger than previous text corpora

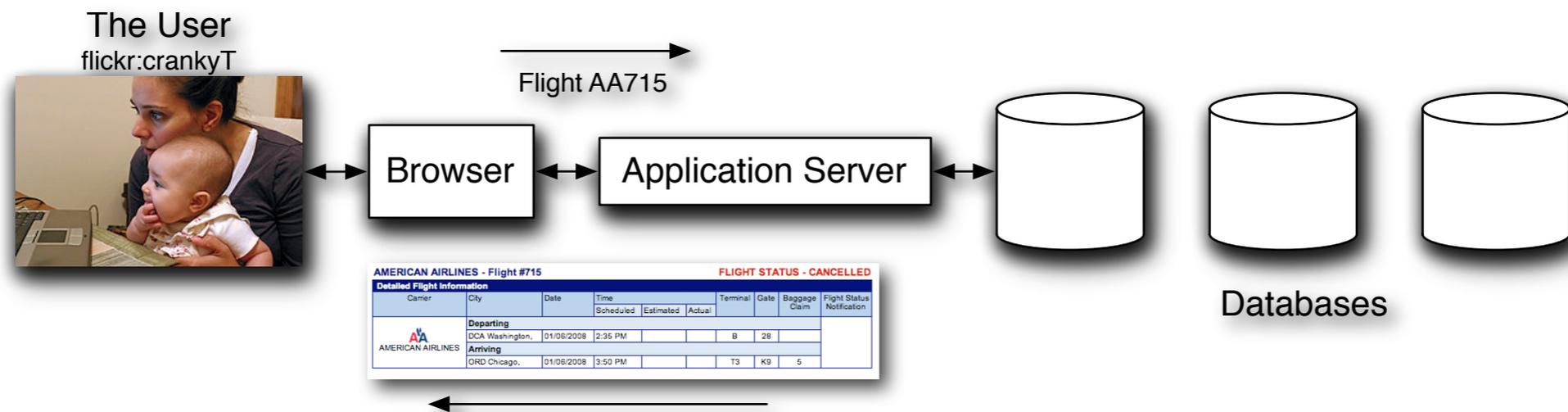
The Web Corpus

- Growth - slowing from “doubling every few months”, but still expanding



Dynamic Content

- Content can be dynamically generated
- There is no static HTML version
 - Flight status information, event responses
- Assembled on request ("?" in URL is a clue)



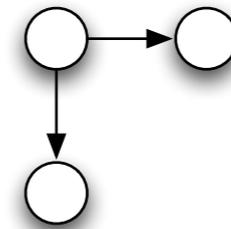
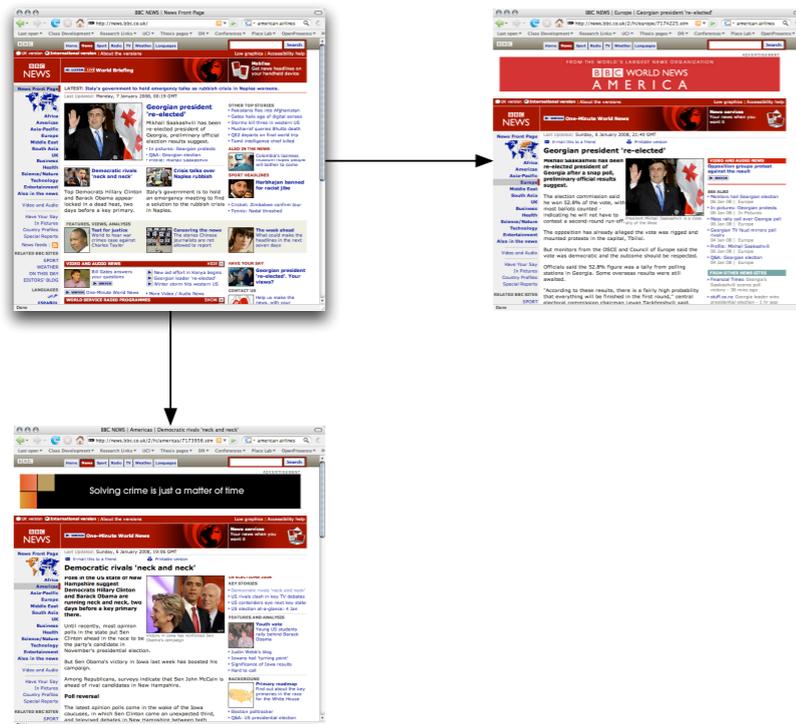
Dynamic Content

- Most (truly) dynamic content is ignored by web spiders
 - Too much to index
 - Static information is more important for search
 - Spider Traps look dynamic
- Actually a lot of “static” content is assembled on the fly also
 - ASP, PHP, JSP, ads, etc....



The Web as a graph

- Web pages are nodes
- Hyperlinks are directed edges

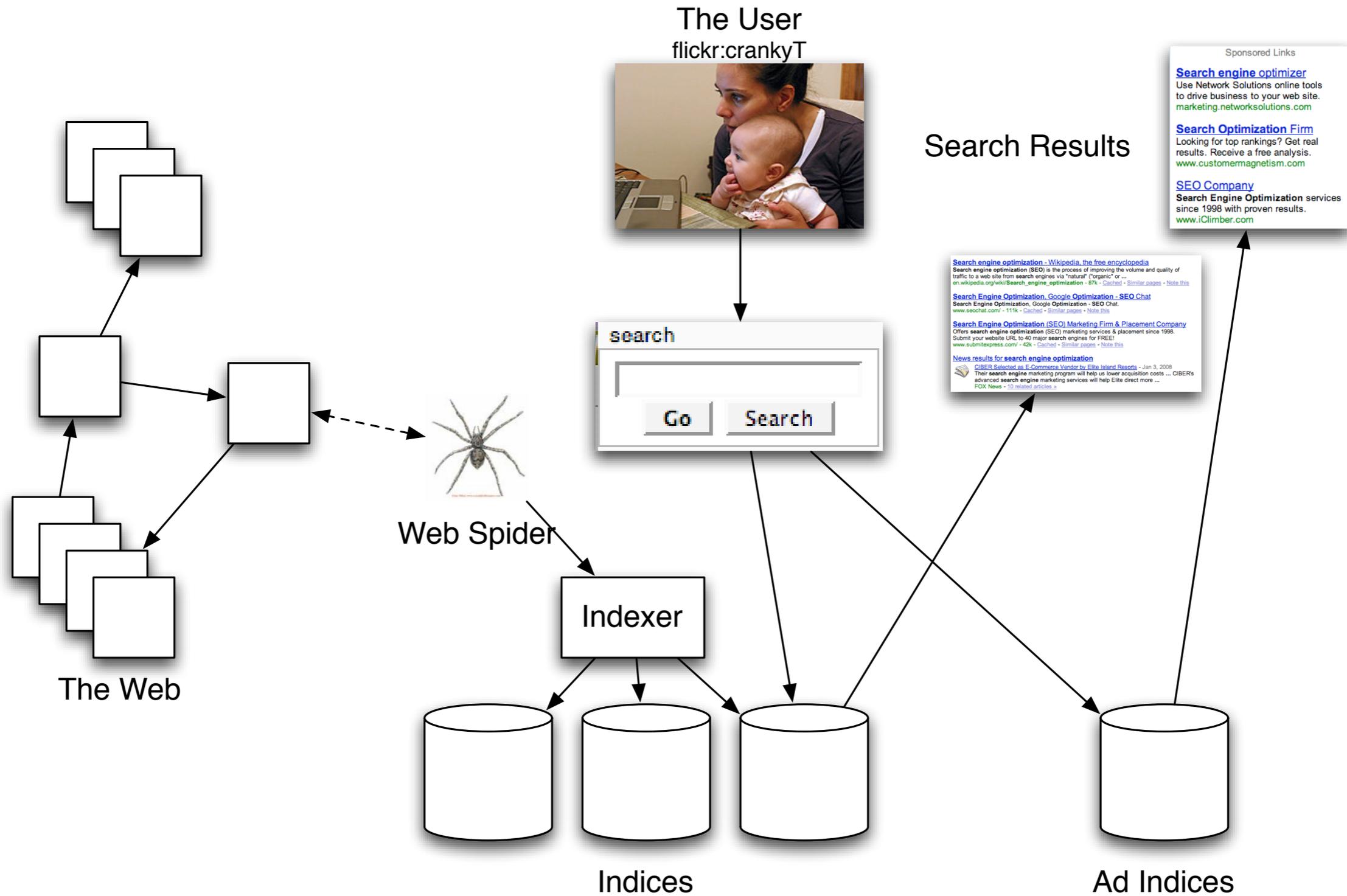


Characteristics of the web

- Significant Duplication
 - 30%-40% in some studies [Brod97, Shiv99]
 - www.copyscape.com
- High linkage
 - more than 8 links per page on average
- Spam
 - Billions of pages of it.



Web Search Basics



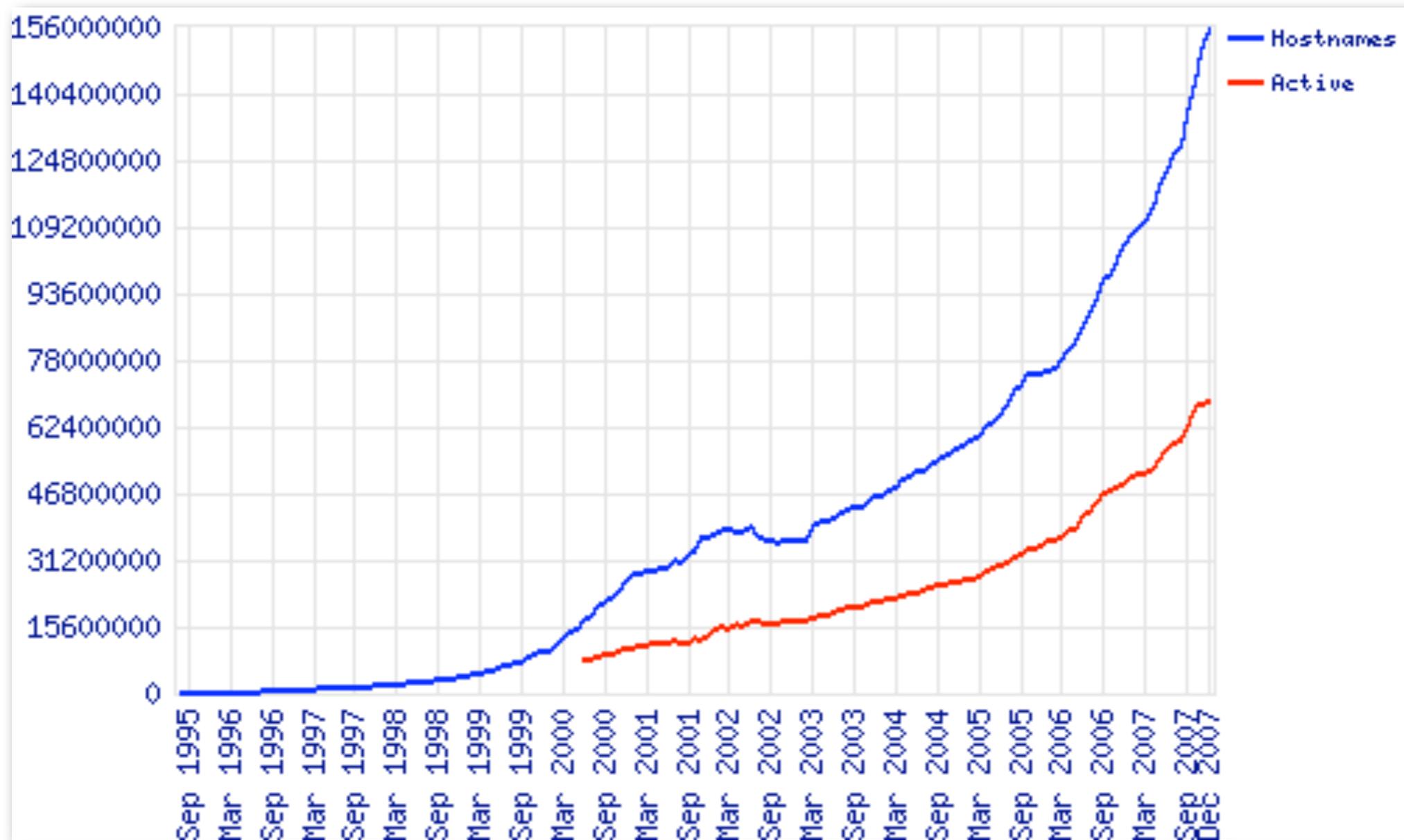
How big is the web?

- What is measured?
 - Number of hosts
 - Number of “static” html pages
- Number of hosts - netcraft survey
 - http://news.netcraft.com/archives/web_server_survey.html
 - Monthly report on hosts and servers
- Number of pages
 - Lots of estimates which warrant further discussion



How big is the web?

- Netcraft Web Server Survey



Rate of change

- [Cho00] 720k pages from 270 popular sites sample daily for 5 months in 1999
 - 40% changed weekly, 23% daily
- [Fett02] Massive study: 151M pages checked over a few months
 - Significant changes 7% weekly
 - Any change 25% weekly



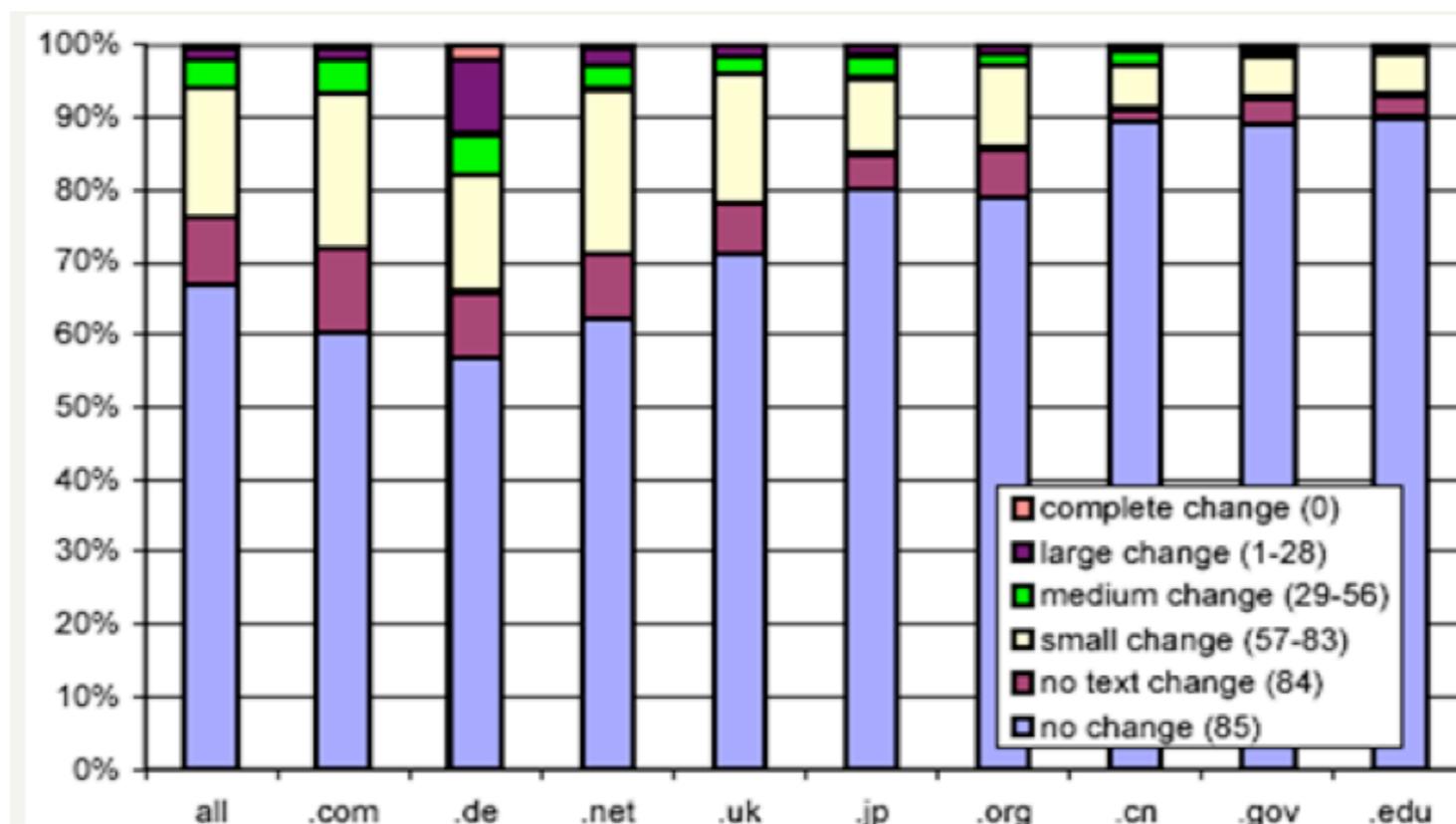
Rate of change

- [Ntul04] 154 large sites recrawled from scratch weekly
 - 8% had new pages ever week
 - 8% die
 - 5% new content
 - 25% new links per week



Rate of change

- Fetterly et al. study in 2002
- 150 million pages over 11 weekly crawls
- Bucketed into 85 groups according to amount of change



Web Evolution

- The nature of the web is change
- Not much work on studying web evolution
 - Exception is Fetterly et. al, 2003
- Some effort has been made to extrapolate from small samples using fractal models [Dill et. al. 2001]



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User Search Needs in Brod02/RL04

- Informational
 - Want to learn about something (~40%/65%)
- Navigational
 - Want to go to that page (~25%/15%)
- Transactional
 - Want to do something (~35%/20%)
 - Access a service, download, shop
- Others?
 - Exploration, social, etc...



Web Users

- Make ill defined queries
 - Short
 - Average in 2001: 2.54 terms (80% < 3 words)
 - Average in 1998: 2.35 terms (88% < 3 words) [Silv98]
 - Imprecise terms
 - Suboptimal syntax (no operators)
 - Low effort (spelling mistakes)



Web Users

- Wide Variance in
 - Needs
 - Expectations
 - Knowledge
 - Bandwidth



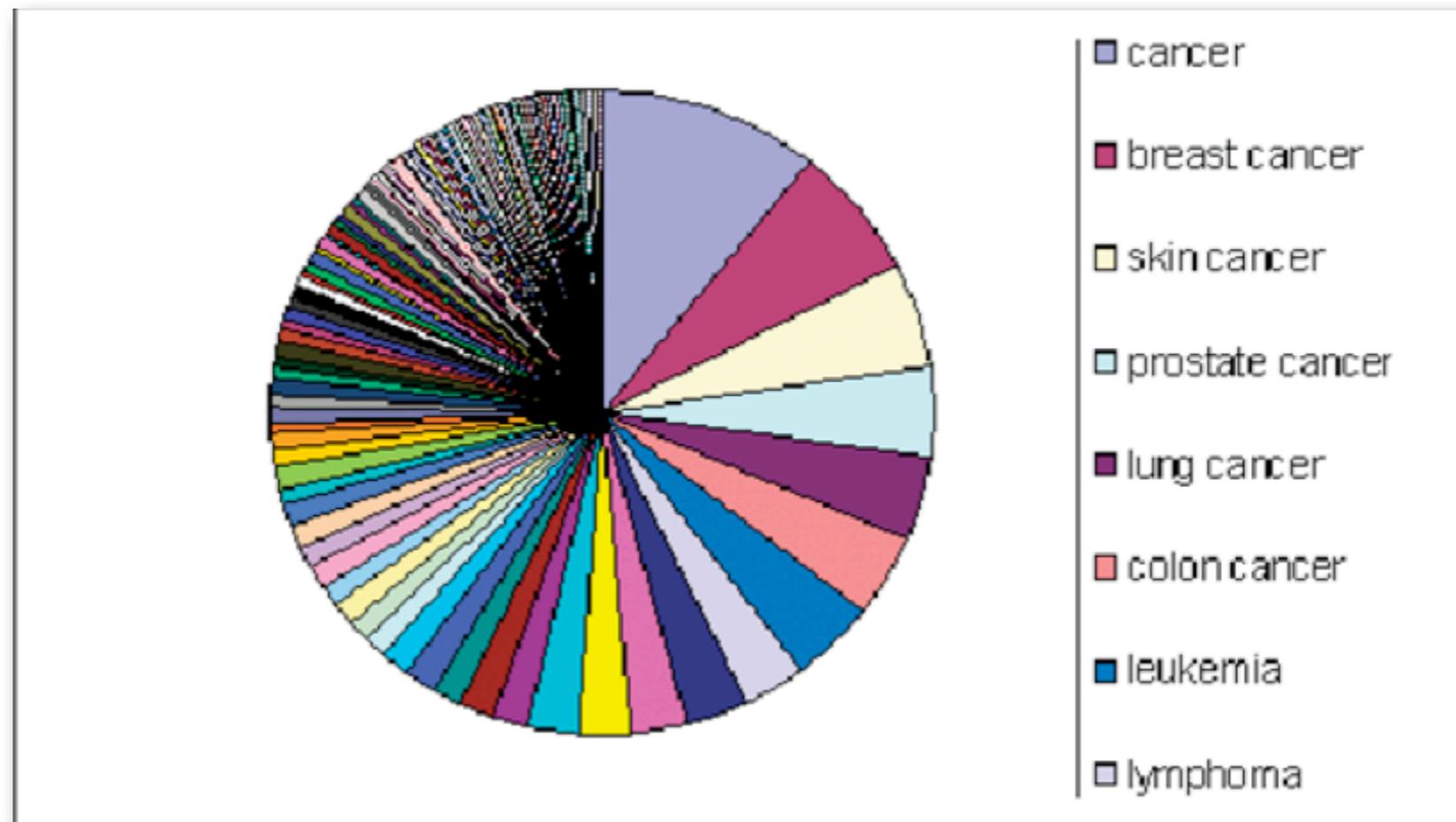
Web Users

- Behavior
 - 85% look over one result screen only
 - 78% of queries are not modified
 - Follow links (“the scent of information”)



Power law

- Few popular broad queries
- Many rare specific queries



Top queries

- Most are related to sex
- 2007 Who What How (Google)

Who is...

1. who is god
2. who is who
3. who is lookup
4. who is jesus
5. who is it
6. who is buckethead
7. who is calling
8. who is kepler
9. who is this
10. who is satan

What is...

1. what is love
2. what is autism
3. what is rss
4. what is lupus
5. what is sap
6. what is bluetooth
7. what is emo
8. what is java
9. what is hpv
10. what is gout

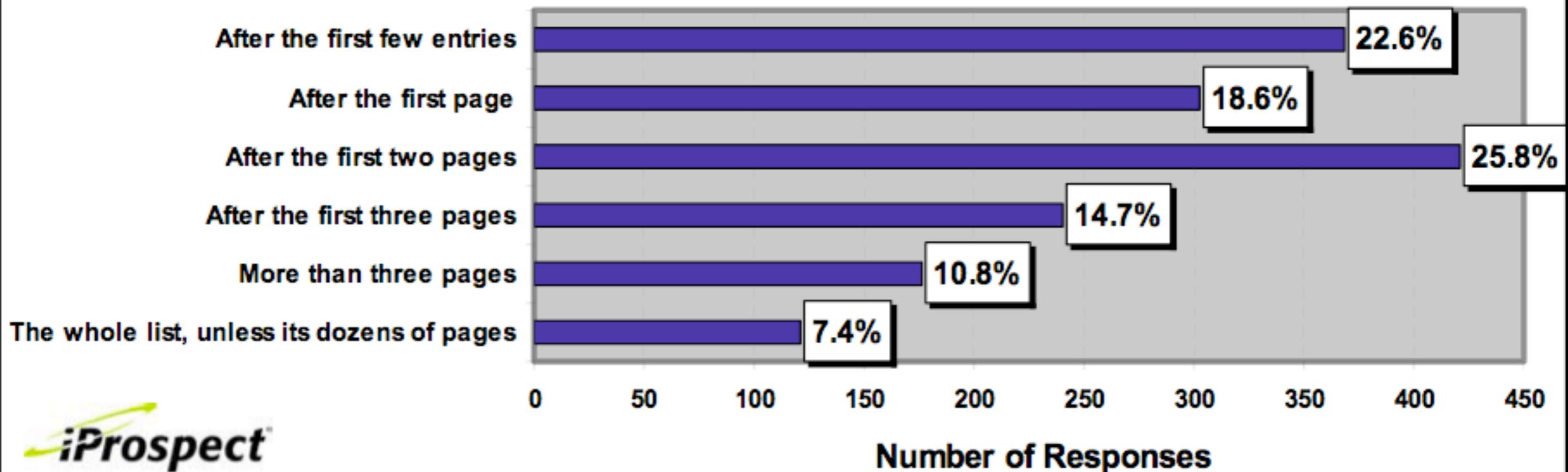
How to...

1. how to kiss
2. how to draw
3. how to knit
4. how to hack
5. how to dance
6. how to crochet
7. how to meditate
8. how to flirt
9. how to levitate
10. how to skateboard

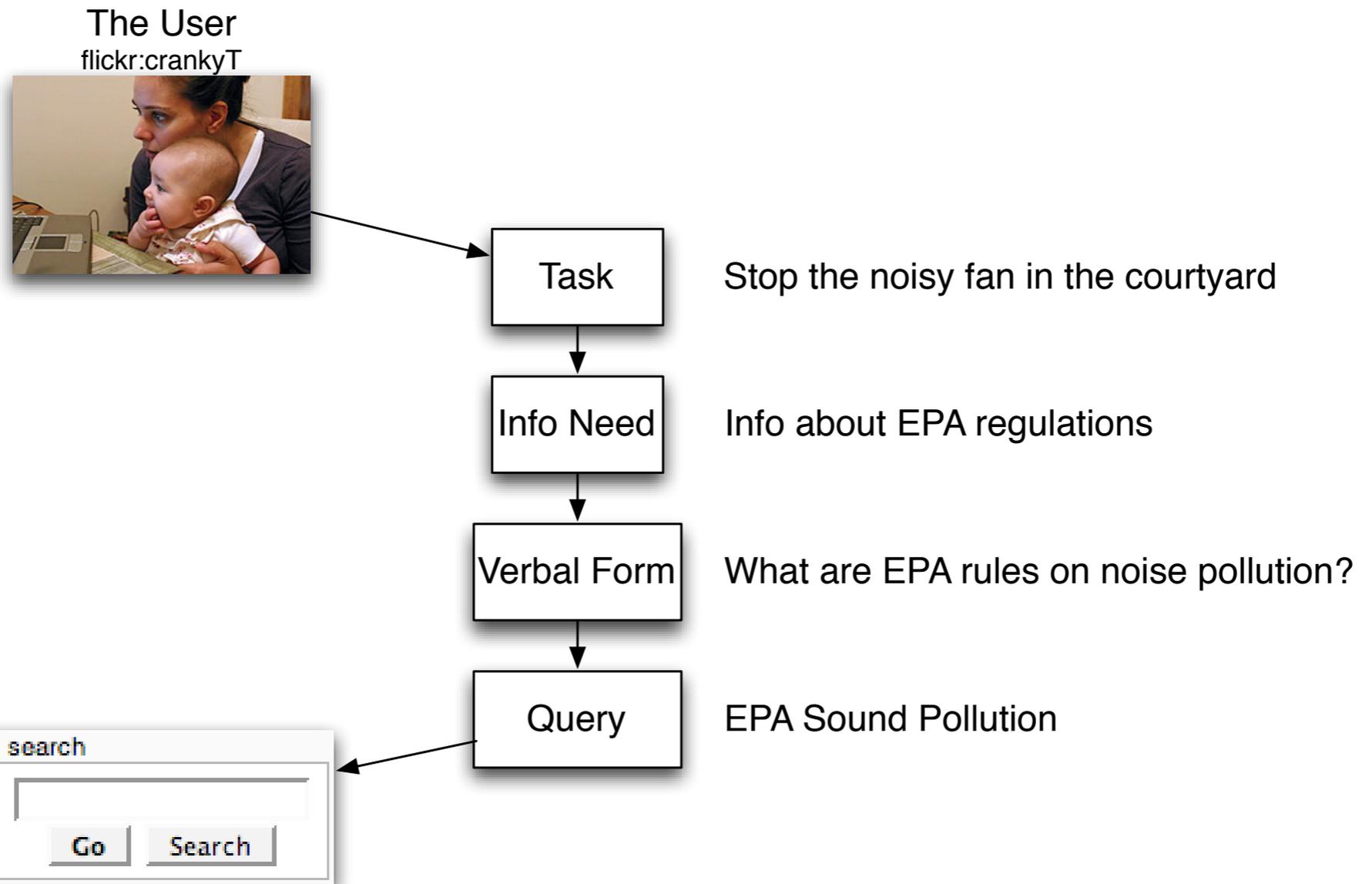


How far do people look for results?

If you don't find what you are looking for, at what point do you move on either to another search engine or to another search on the same engine?



True Example *



"To Google or to GoTo" Business Week Online 9/28/2001

How do users evaluate search engines?

- Quality of pages
 - Classic IR relevance
 - Also important:
 - Trust
 - Duplicate elimination
 - Readability
 - Fast Access
 - No pop-ups



How do users evaluate search engines?

- Precision is more important than recall
 - Precision:
 - How precise is a portal in locating relevant results?
 - Recall
 - How thorough is the coverage of available relevant results?
- Precision with 1 result, 10 results, 2-3 pages of results.
- When is recall important?



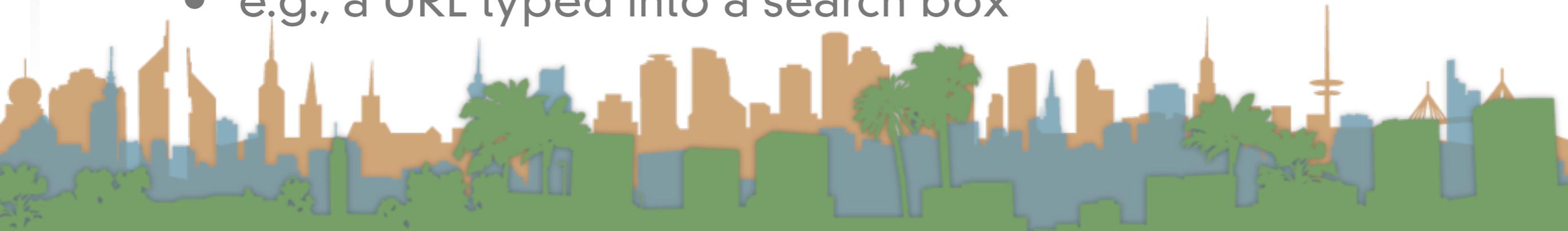
How do users evaluate search engines?

- Recall is sometimes important:
 - Googling for a new doctor
 - Googling a prospective employee
 - Googling your date



How do users evaluate search engines?

- Good U/I
 - Simple
 - No Clutter
- Pre and post processing tools
 - Spell check (“Did you mean?”)
 - Suggested alternative searches
 - Links to resources (maps, images, stock quotes)
- Able to deal with typical behavior
 - e.g., a URL typed into a search box



Loyalty to a given search engine

- iProspect Survey 4/2004

