

Beyond CPM and CPC: Determining the Value of Users on OSNs

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1. Introduction

- CPM and CPC
- Advertising on Web and OSNs
 - ▶ Google vs. Facebook

1.Introduction

▶ User Value

▶ Direct impressions

- ▶ advertising opportunities that a user provides by browsing OSN site pages

▶ Indirect impressions

- ▶ advertising opportunities that a user provides by enticing others to browse OSN site pages
- ▶ Cascading effect

1.1 Data

- ▶ Detailed data from Facebook¹
 - ▶ Year : 2009
 - ▶ 90,269 users
 - ▶ New Orleans metropolitan area

1: B. Viswanath, A. Mislove, M. Cha and K. P. Gummadi. On the Evolution of User Interaction in Facebook. In WOSN, 2009.

2. Background

- ▶ Facebook's Advertising Model
 - ▶ Targeting parameters (location, gender, interests)
 - ▶ CPM and CPC
 - ▶ Auction based selection of bids
- ▶ Problem?
 - ▶ Targeting users who are influential

3.USER VALUE FRAMEWORK

- ▶ First,
 - ▶ different actions produce different numbers of indirect impressions
 - ▶ How to measure that
- ▶ Next,
 - ▶ how users' characteristics affect their value
- ▶ Finally,
 - ▶ Proposing a comprehensive methodology for computing users' values that can be applied to many OSNs.

3.1 The Value of Actions

- ▶ measuring the value of actions

- ▶ Estimating invisible actions

- by considering visible actions as a proxy for invisible actions*

- ▶ Using previous studies

- that have access to private invisible actions*

- ▶ *How?*

- ▶ clickstream data (e.g., records of requests to the OSN)

Facebook		Orkut		Hi5	
Category	Share	Category	Share	Category	Share
Home	35 %	Profile, Friends	41%	Photos	45%
Profile	16 %	Photos	31%	Profile	20%
Photos	16 %	Scrapbook	20%	Home	13%
Friends	4.7 %	Other	3%	Friends	13%
Groups	3 %	Communities	1%	Groups	1%

Table 1: Comparison of popular user activities across three OSN sites [8, 28].

3.2 Users Characteristics and Interactions

▶ Users Characteristics

- ▶ (gender, age, location, interests) public by default
- ▶ direct impressions

▶ Users Interactions

- ▶ generally possible to obtain some information about the social graph, such as the number of friends and their identities.
- ▶ indirect impressions

3.3 Measuring User Value

- ▶ User characteristics (u_c)

$$u_c \propto t \cdot d \propto t \cdot \log(\#friends + 1)$$

- ▶ User activity in her own profile (u_{a_self})

$$u_{a_self} \propto \sum_i w_i \#action_i$$

- ▶ Friends activity in a user's profile ($u_{a_friends}$)

$$u_{a_friends} \propto \sum_{v \in |u|} v_c \sum_i w_i \#action_i$$

3.3 Measuring User Value

$$u_{value} \propto (u_{a_{self}} + u_{a_{friends}} + u_{a_{visitor}}) u_c$$

3.3 Measuring User Value

- ▶ Using different weights to:
 - ▶ privacy settings,
 - ▶ Circles
 - ▶ Groups or community activity

4. APPLYING USER VALUE

▶ Dataset

- ▶ considering the 50,564 out of the 90,269 users.
 - ▶ users with public profile
- ▶ Users who share:
 - ▶ their age and gender,
 - ▶ have at least one interest
 - ▶ have at least one post on their wall
- ▶ 23,950 users have at least one interest
- ▶ 7,054 users have any posts

4. APPLYING USER VALUE

▶ Choosing Weights

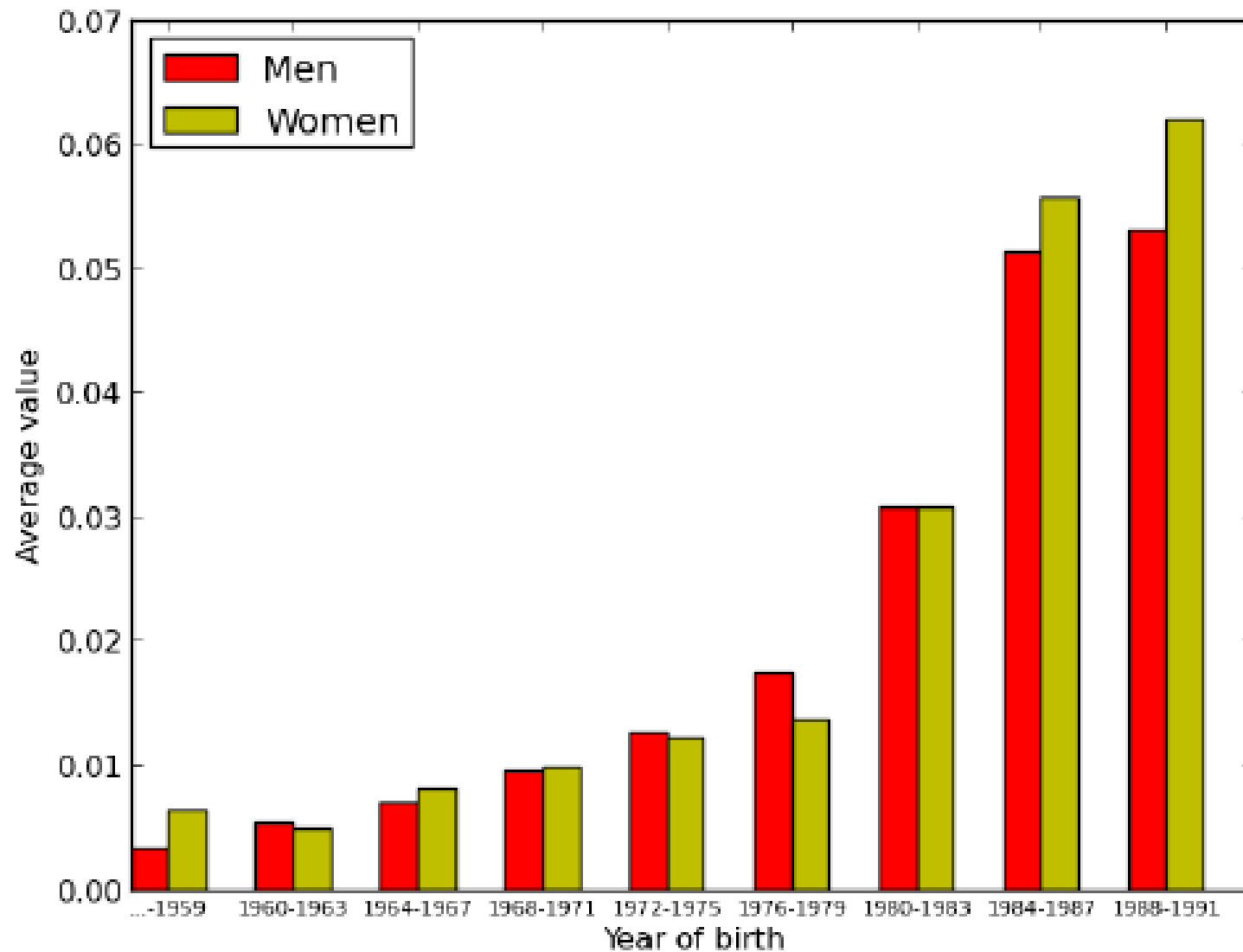
▶ Categories:

▶ posts, **0.75**

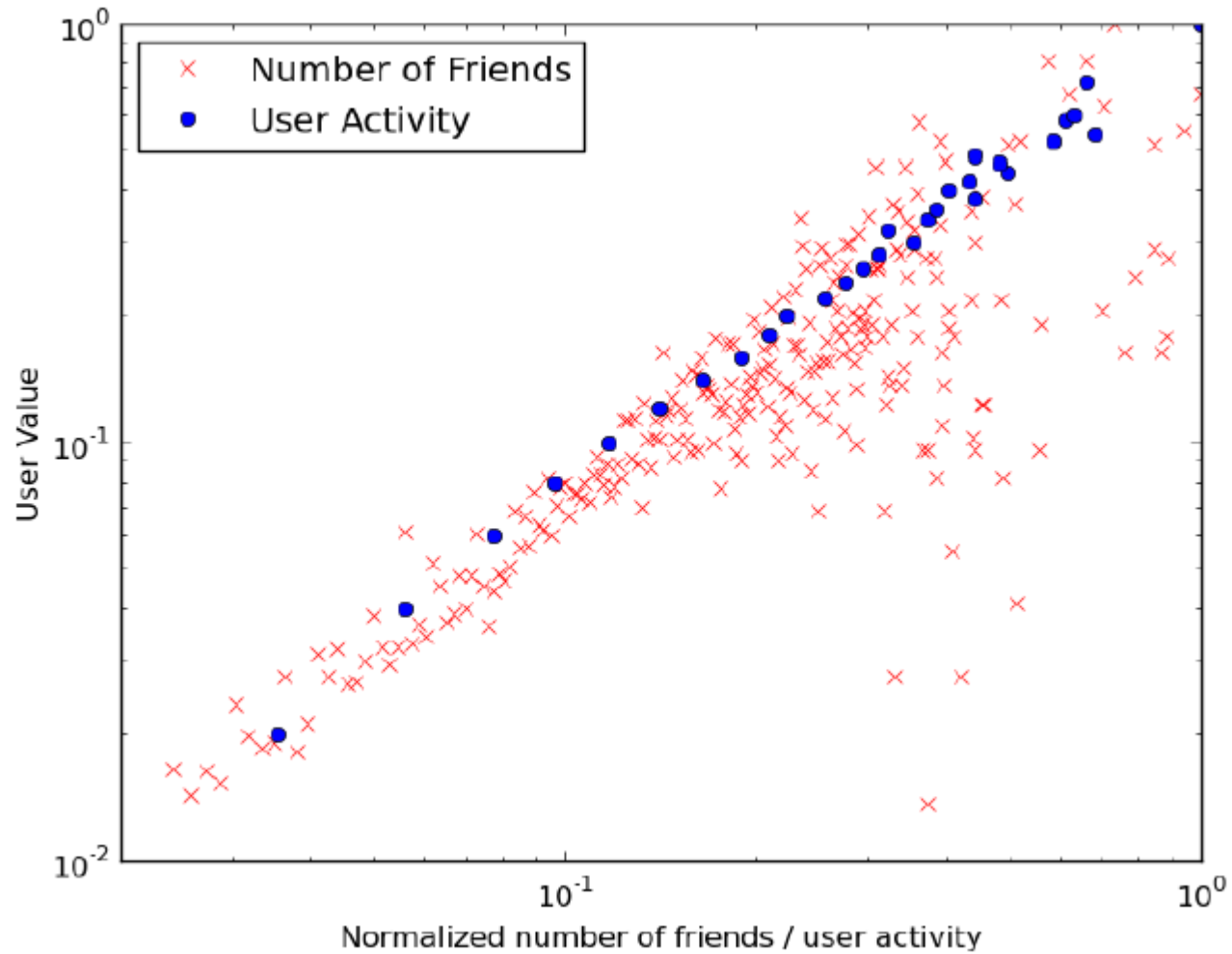
▶ multimedia, **0.21**

▶ and communities. **0.04**

4.3 Value Distributions



4.3 Value Distributions



5.2 Collecting Data

- ▶ query Facebook's Ads platform for the suggested bid
- ▶ of each of the 4,265 users
- ▶ First,
 - ▶ distribution is remarkably even,
 - ▶ CPC of 99% of users' interests ranging between \$0.62 and \$1.53
CPM for 99% of users' interests ranging between \$0.07 and \$0.31.
- ▶ No specific interests are significantly more highly valued by advertisers than others.

5.2 Collecting Data

- ▶ Second,
 - ▶ Prices are quite stable over time
 - ▶ Indicating that our methodology is likely to hold over at least short periods of time.

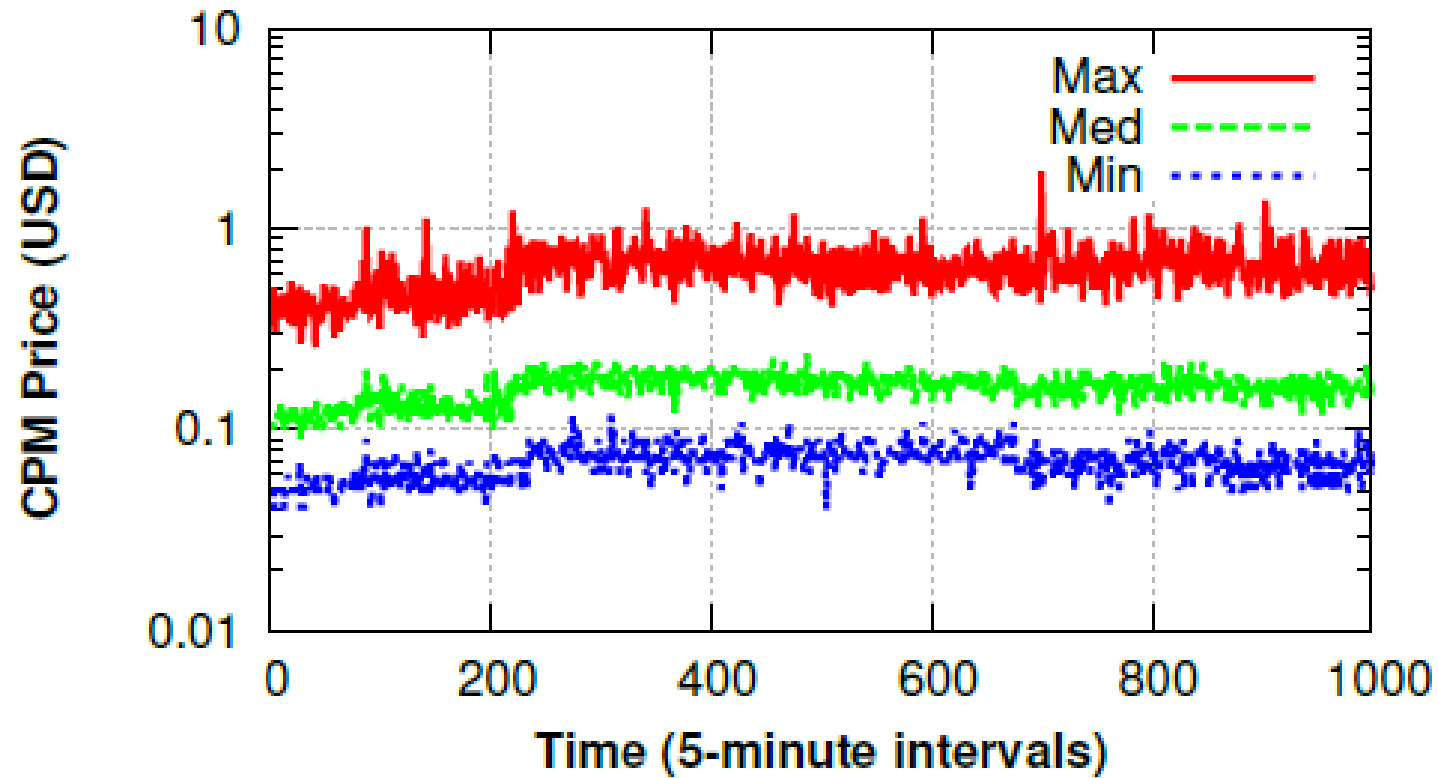
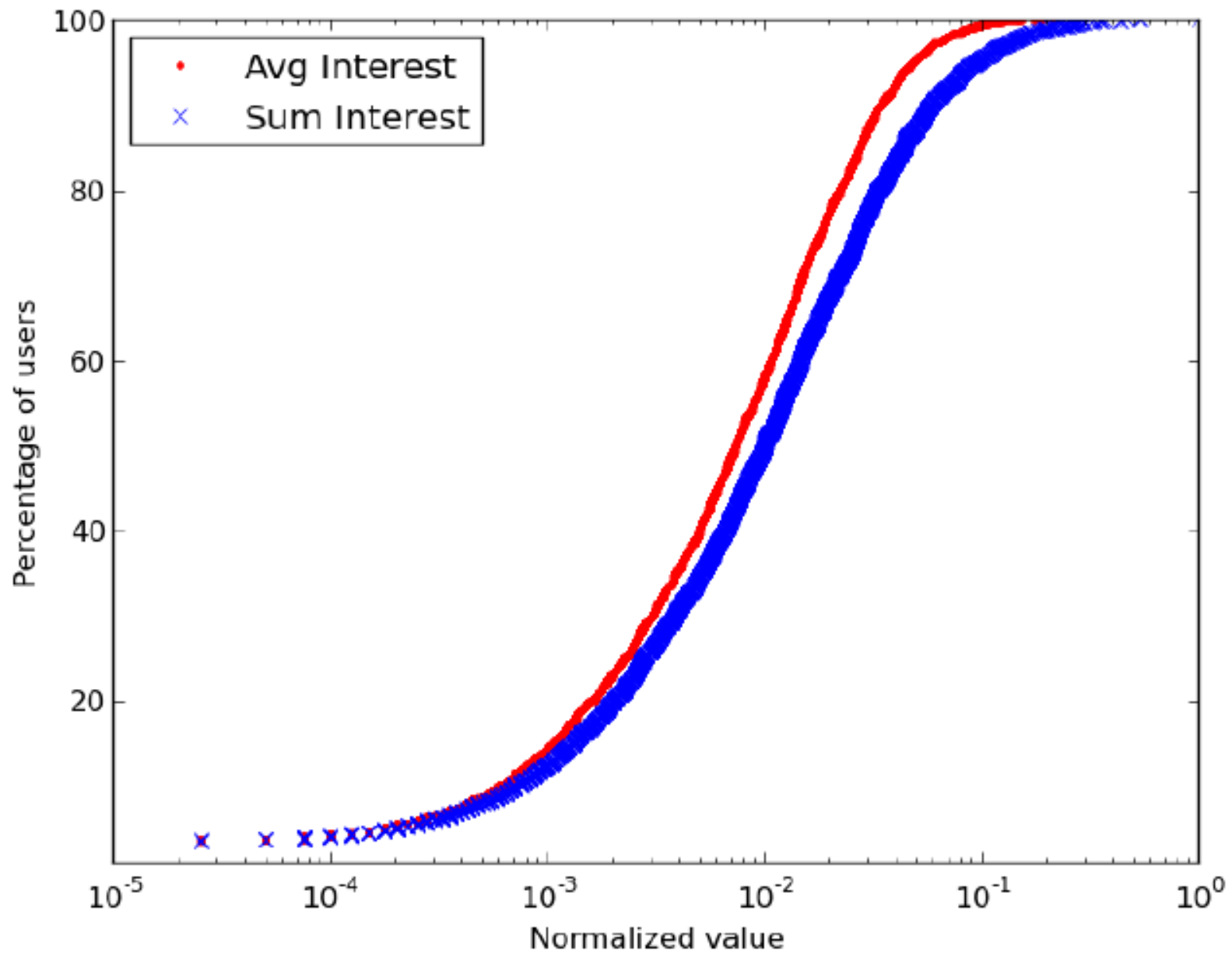


Figure 3: Facebook's suggested CPM bids from one particular set of parameters over three days, showing price stability over time (note *y*-axis in log-scale).



Leveraging user value

- ▶ the OSN provider is able to:
 - ▶ make accurate estimates of user value
 - ▶ encourage "high value" behavior by its users by directly rewarding them
 - ▶ charge higher prices for advertising to such users,