

Deciding What to Display: Maximizing the Information Value of Social Media

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Abstract

In information-rich environments, the competition for users' attention leads to a flood of content from which people often find hard to sort out the most relevant and useful pieces. Using Twitter as a case study, we applied an attention economy solution to generate the most informative tweets for its users. By considering the novelty and popularity of tweets as objective measures of their relevance and utility, we used the *Huberman-Wu* algorithm to automatically select the ones that will receive the most attention in the next time interval. Their predicted popularity was confirmed by using Twitter data collected for a period of 2 months.

Introduction

The popularity of the Web and social media services has resulted in a constant flood of information which makes it hard to identify the most relevant and useful pieces of content. Given the limited amount of attention that users can afford, providers of content have to decide what items to prioritize in order to gain the attention of users and become popular.

In earlier research, the task of automatically selecting the most relevant and useful pieces of information has been approached from different perspectives. *Ranking* (Baeza-Yates and Ribeiro-Neto 1999) is at the core of the Information Retrieval (IR) scientific discipline behind search engines as *Google* or *Yahoo! Search*, where pieces of information are ranked according to their relevance to a given query. *Recommendation* (Resnick and Varian 1997), the discipline behind the success of many online services as shopping, photo-sharing or online social networks, aims to predict the pieces of information that users will find more useful; either because these pieces are (i) similar to previous pieces liked by them -*content-based filtering*-, or (ii) liked by users with similar preferences -*collaborative filtering*. However, neither ranking nor recommendation are suitable for deciding the content to prioritize in social media, since the former requires a query to answer and the latter the preferences of the subjects to receive the recommendation. So far, in online newspapers, magazines and blogs, editors have been

the ones to decide the choice of content and the presentation order. However, the emergence of news media aggregators, such as *digg.com* or *reddit.com*, has led to a citizen journalism-based ordering. That is, instead of having professional editors to organize news, people vote for news that they find interesting and these votes determine their position on the front page or in different ordered lists of news.

Social media services feature a large number of subscribers and serve as aggregators of content such as news, promotional campaigns, media and status updates from users. Given the diversity and magnitude of the content available, it is important, from the service provider's view to ensure easy access to relevant information to users. As an example, the Twitter timeline displays all tweets from the users that subscribers follow in decreasing order of publication. However, novelty is not the only feature that makes tweets valuable to users, but we believe that popularity should be considered when deciding which tweets display in top positions. This would specially be useful for those users who log onto Twitter using mobile devices (smartphones, tablets,...), due to their reduced dimension.

Within this setting, we study a method for selecting the optimal arrangement of tweets that maximizes the information value of users. Considering the number of retweets as an indicator of the popularity of a tweet and the time since it was posted as an indicator of its novelty, we empirically validate the solution proposed by (Huberman and Wu 2008) to obtain the optimal arrangement of tweets that maximizes the informativeness for the users. By mapping the problem to that of optimal allocation of effort for a number of competing projects, Huberman and Wu formulate the problem as a special case of *bandit problem* (Gittins 1979; Whittle 1988), solved by applying the adaptive greedy algorithm proposed by (Bertsimas and Niño-Mora 1996).

To evaluate our arrangement method, we crawled the Twitter streams of 5 different influential news media accounts (*New York Times*, *BBC*, *CNN*, *Huffington Post* and *Mashable*) and collected their tweets and retweets for a period of two months. We validated our arrangement using the actual attention provided by users in the form of retweets, replies and favorites. Our results show high accuracy of prediction of user attention thus demonstrating the benefits of our proposed solution. We believe that these findings will be very useful for content providers to automatically organize

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the most informative items for their customers.

Background

Our goal with this research is to demonstrate the suitability of using the approach in (Huberman and Wu 2008) to the problem of selecting the most informative tweets to users. This solution involves the steps of (i) mapping the problem of optimizing the information one gets to that of the optimal allocation of effort to a number of competing problems, (ii) formulating the problems as a special type of *bandit problem*, *dual-speed restless bandit problem*, and (iii), by using the adaptive greedy algorithm developed by (Bertsimas and Niño-Mora 1996), calculate an index for each items state, which is then used to decide which item goes into the top list of a given time. Below we detail these steps.

Problem formulation

Consider a system that wishes to present n items to a large group of users but it can only present k ($k < n$) at any time. Since an item displayed in front of a user has a higher probability of being chosen than when it is not displayed, we will call these k items the “top list”. We will assume that the system can update its top list at discrete times $t = 0, 1, 2, \dots$

If the system can track a certain set of properties for each item, such as its reputation, history or age, we say that the item is in a “state” defined by those properties. Let E be the set of all possible states, i.e. all possible combination of those trackable properties. In general, the state of an item may change as time goes on. We assume that the state of each item changes according to a Markov process independent of the state of other items, with transition probabilities $\{P_{ij}^1 : i, j \in E\}$ if the item is on the top list, and $\{P_{ij}^0 : i, j \in E\}$ if it is not. We also make the assumption that having an item on the top list encourages more users to try it out and consequently accelerates its transitions from one state to the other. Conversely, when an item transitions away from the top list it slows down its rate of change by an amount ϵ_i which is less than 1. This *dual-speed assumption* can be stated as

$$P_{ij}^0 = \begin{cases} \epsilon_i P_{ij}^1, & i \neq j \\ (1 - \epsilon_i) + \epsilon_i P_{ii}^1, & i = j \end{cases} \quad (1)$$

where $\epsilon_i \in [0, 1]$.

Consider the total expected utility r_i obtained at one time step by those users who decide to try an item on the top list which has state i . This utility may depend on many factors, such as the total expected number of users choosing the item at a given time step, or the expected quality of the item. Since we can always enlarge the definition of “state” to include these factors, the utility r_i is uniquely determined by the item state i . That is, we can assume that $r = (r_i)_{i \in E}$ is an $|E|$ -dimensional constant vector known by the system.

Our goal then is to design a system that maximizes the total expected utility of all users:

$$\max_{u \in U} \mathbb{E}_u \left[\sum_{t=0}^{\infty} \sum_{m=1}^n \beta^t r_{i_m(t)} I_m(t) \right], \quad (2)$$

where $0 < \beta \leq 1$ is the future discount factor, $i_m(t)$ is the state of item m at time t , and

$$I_m(t) = \begin{cases} 1 & \text{if item } m \text{ is displayed at time } t, \\ 0 & \text{otherwise.} \end{cases} \quad (3)$$

We seek to find the optimal strategy, u , in the space U of stationary strategies (strategies that depend on current item states only). This optimal strategy can then get translated into the set of offerings that should appear in the top list.

Solution

The model described is a *dual-speed restless bandit* problem: *restless* because changes of state can also occur when the items are not displayed in the top list and *dual-speed* because those changes do happen at a different speed than those on the top list. Bertsimas and Niño-Mora showed that a *relaxed* version of the dual-speed problem is always indexable –it is possible to attach an *index* to each item state, so that the top list is the one including those items with the largest indices– and proposed an efficient adaptive greedy algorithm to compute these indices (Bertsimas and Niño-Mora 1996).

Before using the algorithm, it is necessary to calculate a set of constants A_i^S . Assuming that E is finite, for any subset $S \subseteq E$, we define the S -active policy u_S to be the strategy that recommends all items whose state is in S . Considering an item that starts from an initial state $X(0) = i$, under the action implied by strategy u_S , its total occupancy time in S is given by

$$V_i^S = \mathbb{E}_{u_S} \left[\sum_{t=0}^{\infty} \beta^t I_S(t) | X(0) = i \right], \quad (4)$$

where

$$I_S(t) = \begin{cases} 1 & \text{if } X(t) \in S, \\ 0 & \text{otherwise.} \end{cases} \quad (5)$$

We have

$$V_i^S = \begin{cases} 1 + \beta \sum_{j \in E} P_{ij}^1 V_j^S, & i \in S, \\ \beta \sum_{j \in E} P_{ij}^0 V_j^S, & i \in S^c. \end{cases} \quad (6)$$

The variables $\{V_i^S\}_{i \in E}$ can be solved from the set of linear equations above.

A matrix of constants $\{A_i^S\}_{i \in E, S \subseteq E}$ is defined by means of V_i^S , as follows:

$$A_i^S = 1 + \beta \sum_{j \in E} P_{ij}^1 V_j^{S^c} - \beta \sum_{j \in E} P_{ij}^0 V_j^{S^c}. \quad (7)$$

The constants $\{A_i^S\}$ are then used in the Bertsimas-Niño-Mora algorithm as indicated in Algorithm 1.

Finally, the strategy is to always display the k items whose states have the largest G index.

Algorithm 1 Bertsimas-Niño-Mora adaptive greedy algorithm

Step 1. Set $S_{|E|} = E$ and

$$y^{S_{|E|}} = \max \left\{ \frac{r_i}{A_i^E} : i \in E \right\}. \quad (8)$$

Select $\pi_{|E|}$ as any maximizer and set $G_{\pi_{|E|}} = y^{S_{|E|}}$.

Step 2. For $k = 2, 3, \dots, |E|$, set $S_{|E|-k+2} \setminus \{\pi_{|E|-k+2}\}$ and

$$y^{S_{|E|-k+1}} = \max \left\{ \frac{r_i - \sum_{j=1}^{k-1} A_i^{S_{|E|-j+1}} y^{|E|-k+1}}{A_i^{S_{|E|-k+1}}} : i \in S_{|E|-k+1} \right\}. \quad (9)$$

Select $\pi_{|E|-k+1}$ as any maximizer and set $G_{\pi_{|E|-k+1}} = G_{\pi_{|E|-k+2}} + y^{S_{|E|-k+1}}$.

Deciding what to display on Twitter

On Twitter, the home timeline is a long stream showing all tweets from those that users have chosen to follow displayed in decreasing order of publication. Focusing on a particular group of users, influential news media, we are interested on *selecting the optimal arrangement of tweets to be displayed to their followers* in order to maximize their informational value and, in this way, grab users' attention. With this aim, we particularize the *Huberman-Wu* algorithm to this scenario. We have been monitoring the Twitter accounts of 5 different news media and the retweets done to their tweets for a period of 2 months in order to define the states and compute the transition probabilities between these states. In what follows, we describe the dataset obtained and how we use the tweets of the first month to set up the states and transition probabilities and the data of the last month to prove the suitability of our approach.

Dataset

Our dataset contains 27,548 tweets and 2,576,853 retweets to these tweets posted by 5 different influential news media accounts (*The New York Times*, *BBC Breaking News*, *CNN Breaking News*, *Huffington Post* and *Mashable*) for a period of 2 months. Figure 1a shows the number of tweets posted by each media per day during the whole period, whereas Figure 1b shows the number of tweets posted per hour during one week of observation. We observe certain periodicity in the number of tweets posted per day, being the number of tweets on weekends lower than on weekdays, and Sunday the day with less tweets. The day when the most tweets are posted varies from one week to another. In the case of number of tweets per hour (Figure 1b), there is also a periodic behaviour, where most tweets are posted between 12am and 2am. Given that the scale is in *UTC + 0*, the hours with less tweets posted correspond to night hours in the US. Finally, focusing on individual news media sources, there is

clearly a gap between the number of tweets posted by *Huffington Post*, *Mashable* and *The New York Times* with respect to *BBC* and *CNN Breaking News*. This is because we consider the accounts of *BBC* and *CNN* that only post *breaking news* (very popular news that receive high engagement), whereas for the others we consider their regular accounts.

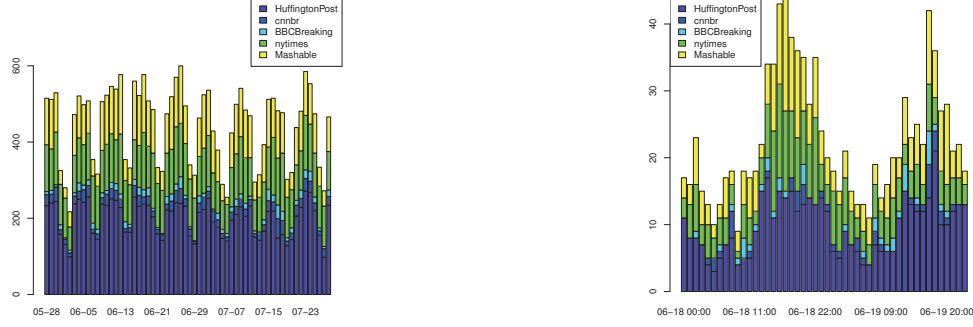
Time-dependence of retweets In terms of retweets, Figure 2a shows the number of retweets that every tweet has received. We observe huge differences in the number of retweets received among the media. For instance, *BBC* and *CNN* are the ones that receive more engagement from their users, mainly because they only post breaking news (popular news). On the contrary, *Huffington Post*, apart from being the medium that publishes the most tweets, its tweets receive the least number of retweets. Figure 2b contains the temporal distribution of the average number of retweets per tweet in the hour after their publication. Here we see that, independent of the media considered, (i) tweets get more engagement in the second and third minute after publication and (ii) since the second minute, the number of retweets achieved fits a power law distribution. What is clear is that the most recent tweets, i.e. those in the top-positions of the timeline, are the most exposed to the users and have more possibilities of being retweeted. Finally, Figure 2c shows that the scattering of the number of retweets received between 2 and 9 minutes after publication is higher than after 10 minutes, with the number decreasing significantly after 38 minutes from the tweet publication. This shows that, with the exception of the first minute, the variance of the number of retweets received per minute decreases over time.

Temporal comparison with other platforms Given that most of the tweets considered contain news with limited lifetimes, the time difference between a retweet and its original tweet is very low. However, when considering the whole of Twitter, only half of the retweets are made during the first hour after the tweet publication, whereas the rest can even happen after one month (Kwak et al. 2010). A similar tendency is presented in *digg.com*, where the attention received by the stories that users upload to the platform decay with their loss of novelty (Wu and Huberman 2007). But this reduction, at least for popular stories, is less noticeable than in Twitter, since *digg.com* prioritizes the information to display considering both novelty and popularity.

Conditional variance We obtained the conditional variance of the number of retweets received after t minutes from the publication of their original tweets. That is, the variance of the retweets received after t minutes from publication by those tweets that had received the same number of retweets after $t-1$ minutes. We found that variance values were larger than zero for all the different values of retweet counts in t .

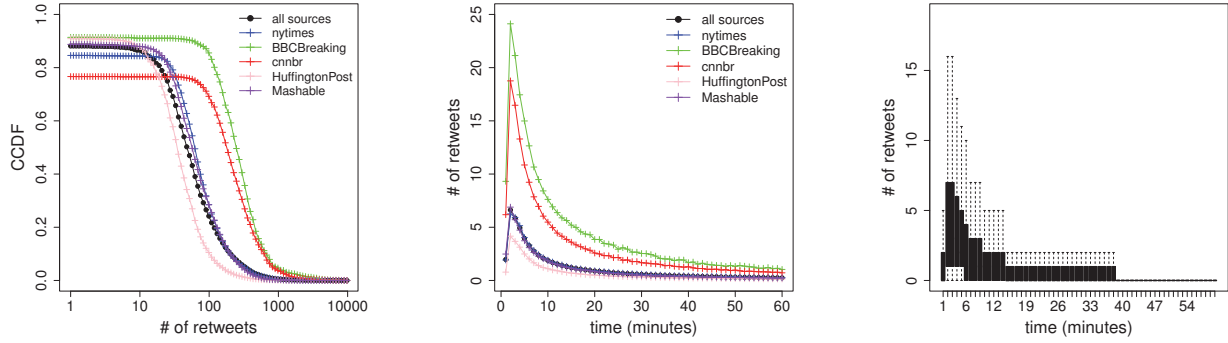
Setting up the algorithm parameters

States and reward In Twitter, we can track a certain set of properties for each tweet, such as age, number of retweets, etc. We consider that the properties that define the state of each tweet at each instant t are its *novelty* -time since publication- and *popularity* -number of retweets received-



(a) # of tweets posted per day during 2 months of observation. (b) # of tweets posted per hour during 2 days of observation.

Figure 1: Temporal distribution of tweets publication.



(a) CCDF of the # of retweets received per tweet for each one of the news accounts considered. (b) Average # of retweets received per tweet after $time$ minutes of its publication (split by news account) (c) Scattering of the # of retweets received per tweet after $time$ minutes of its publication for all the tweets in the dataset.

Figure 2: (Temporal) distribution of retweets per tweet.

. To have a finite set of states E , we discretize the possible values of novelty and number of retweets, ending up with 10 different values for *novelty* and 10 for *popularity*. Hence each state can be represented as a 2-vector $(n, p) \in \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}$, where n is the novelty and p the popularity. In addition to those 100 states, we consider the state 0, the “unknown state”. Each item starts and ends in this state, serving as both the sink and the source.

To set the reward and the values of the properties that define each state we look at the *novelty* and *popularity* of the tweets posted during the *first month* of observation. Figure 3a shows the average number of retweets per minute that tweets receive during the hour immediately after their publication, whereas Figure 3b represents the CCDF (Complementary Cumulative Distribution Function) of the number of retweets received by those tweets. We observe that tweets receive the majority of retweets in the first minutes after publication and it is also in these minutes when there are the highest differences between the average number of retweets received between intervals. Therefore, we set the

limits between the intervals that define the states to

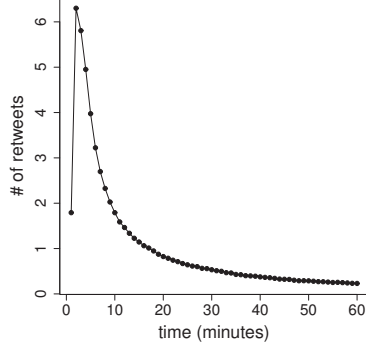
$$lim_n = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 20, 60\}. \quad (10)$$

So, the state of novelty $i \in n$ contains the tweets that were posted between $lim_n[i]$ and $lim_n[i + 1] - 1$ minutes before the current time of observation.

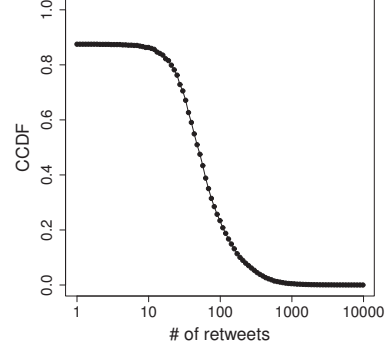
Regarding to the popularity of the tweets, we observe that the number of retweets per tweet is distributed according to a power law distribution, where the majority of the tweets receive less than 100 retweets whereas a very small percentage of tweets is retweeted more than 1000 times. To set the popularity of the states, we split the tweets, sorted according to the times they are retweeted, into equal sized subsets. The limits between the intervals that define the states are

$$lim_p = \{0, 1, 19, 25, 32, 39, 48, 61, 82, 131, \infty\}. \quad (11)$$

So, the state of popularity $j \in p$ contains the tweets that have been retweeted between $lim_p[j]$ and $lim_p[j + 1] - 1$ times before the current time of observation.



(a) Average # of retweets received per tweet after *time* minutes of its publication for all the tweets posted during the first month of observation.



(b) CCDF of the # of retweets received per tweet for all the tweets posted during the first month of observation.

Figure 3: (Temporal) distribution of retweets per tweet during the first month of observation.

Finally, we reward the tweets in proportion to their novelty and retweets received, being the reward of each state

$$\begin{cases} r(n, p) &= r_n * r_p, \\ r(0) &= 0 \end{cases} \quad (12)$$

where the r_n and r_p are the normalized average number of retweets per interval. That is, the average number of retweets received between $lim_n[i]$ and $lim_n[i + 1] - 1$ minutes after publication in the case of novelty, and the average number of total retweets received by those tweets that have received between $lim_p[i]$ and $lim_p[i + 1] - 1$ retweets in the case of popularity. This results in

$$\begin{aligned} r_n &= \{0.28, 1, 0.92, 0.79, 0.63, 0.51, 0.43, 0.37, 0.21, 0.07\}, \\ r_p &= \{0.01, 0.07, 0.11, 0.16, 0.19, 0.24, 0.28, 0.34, 0.44, 1\}. \end{aligned} \quad (13)$$

Please, note that the reward when $p = 1$ is not zero but, in order to conserve the reward of the novelty in $r(n, 1)/n \in \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}$, we consider that the average number of retweets in this set is 1.

Transition probabilities We assume that the state of each item changes according to a Markov process independent of the state of other items, with transition probabilities $\{P_{ij}^1 : i, j \in E\}$ if the item is on the top list, and $\{P_{ij}^0 : i, j \in E\}$ if it is not. To empirically calculate these transition probabilities we consider all the tweets posted during the first month of observation. Assuming that all the items are on the top list (are displayed), we define $\{P_{ij}^1 : i, j \in E\}$ as

$$P_{ij}^1 = \frac{|I_j(t+1)|}{|I_i(t)|} \quad (14)$$

where $I_i(t)$ is the set of items in state i at time t and $I_j(t+1)$ the set of items in state j at $t+1$ that transitioned to this state from state i . Finally, we fix $\epsilon_i = 0.1$ for all $i \in E$, which expresses the fact that displaying an item on the top list accelerates its transition speed by ten times.

Solution

The G index rankings of the 101 states are calculated using the Bertsimas-Niño-Mora heuristic described in Section *Background*. The results are shown in Figure 4. As observed, state (2, 10) has the largest G index, state (10, 3) the second-largest and so on. The absolute values of the indices are not as important as their relative orders: tweets should be displayed according to the order of the indices of their states.

The result is by no means trivial. For example, the top state (1) is not the most novel but the most popular. On the other hand, (6) is less popular but more novel than (7). Also, the fact that the algorithm gives high index values to potentially valuable states means that the unknown state which gives no reward should have higher display priority than other states with positive reward. Note also that the influence of the popularity in the output is higher than the novelty, which supports our premise that the current novelty itself does not maximise the expected value for the user.

Evaluation

Now we validate if the states, transition probabilities and the ranking of tweets obtained with the *Huberman-Wu* algorithm guarantee that tweets are arranged according to the utility they will have for the users and to the attention they will receive. To this aim, we measure the degree of similarity between the ranking of tweets according to their expected utility in $t+1$ and that according to their actual utility (reward) in $t+1$ considering all the tweets and retweets produced during the last month of observation.

Experiments

Assuming that Twitter could update users' timelines at discrete time intervals of one minute and that the *active* tweets in each instant t -those that could be displayed- are those that have been posted in the last hour, the steps of our validation (in each instant) are the following:

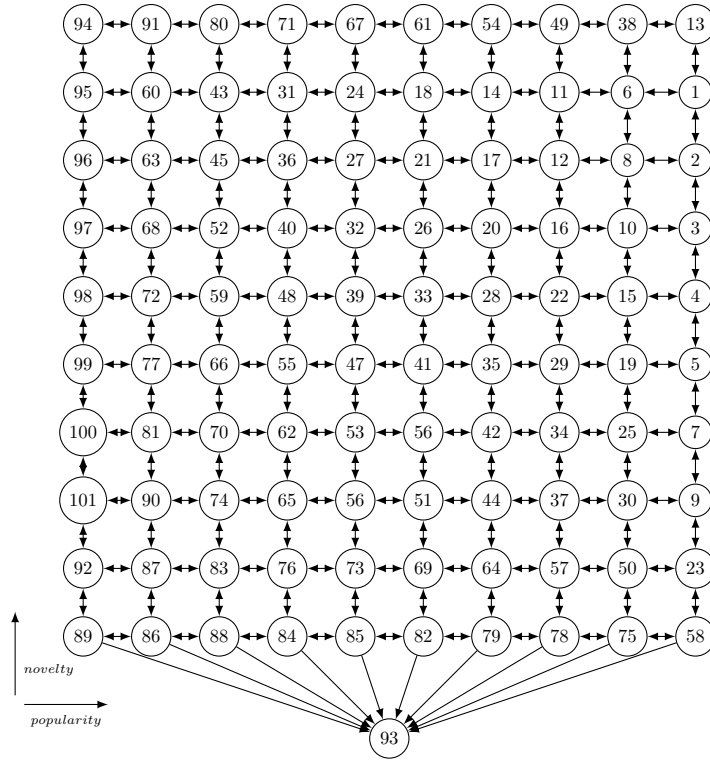
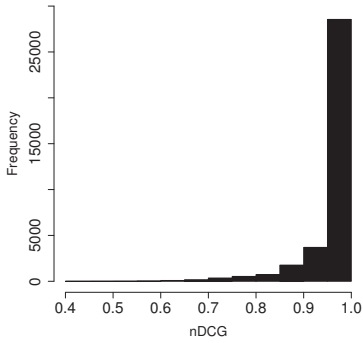
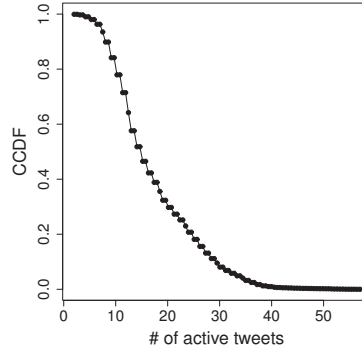


Figure 4: The 101 states ranked by their G indices, ranked from highest to lowest, plus the state 0 (in position 93).



(a) $nDCG$ values obtained during each instant of decision.



(b) CCDF of the # of active tweets per instant of decision.

Figure 5: Results.

1. Find out the state of each tweet in t according to its novelty and popularity and rank the tweets according to their *expected utility* in $t + 1$ (ranking of their states obtained in the previous section).
2. Find out the state of each tweet in $t + 1$ and rank them according to their *actual utility* in $t + 1$.
3. Measure the similarity between rankings in (1) and (2).

Results

To measure the similarity between the rankings in (1) and (2), we used the *Normalized Discounted Cumulative Gain* ($nDCG$) (Järvelin and Kekäläinen 2002), considering the *actual utility* of the tweets in $t + 1$ as an indicator of their relevance. The formula of $nDCG$ is given in Equation 15:

$$nDCG = \frac{1}{Z} \sum_{p=1}^k \frac{2^{s(p)} - 1}{\log(1 + p)} \quad (15)$$

Table 1: $nDCG$ values considering attention

	average	std. dev.
# RT	0.76	0.21
# RT + # replies	0.76	0.21
# RT + # replies + # favourites	0.69	0.25

where k is the number of *active items* in t , $s(p)$ is the reward (actual utility) in $t + 1$ given to the tweet at position p , and Z is a normalization factor derived from the perfect ranking of tweets that yields a maximum $nDCG$ value of 1.

Using the utility in $t + 1$ as the ground truth for computing the $nDCG$ for each time t ($nDCG = 1$ means perfect ranking), the $nDCG$ evaluation result for each instant t is in Figure 5. Figure 5a shows the temporal distribution of the different values of $nDCG$, whereas Figure 5b the CCDF of the number of active tweets per minute. The average of $nDCG$ obtained is close to 1 (0.97), meaning that our method predicts with high accuracy the expected utility of the tweets. Besides, the correlation between the $nDCG$ and the number of *active* tweets in each instant is almost zero (-0.06), which shows the independence of the predictive power of our methodology with the number of tweets.

Validation considering users’ attention

Now, we check if the ranking obtained with our methodology is such that, in each time t , tweets are ranked according to the attention that they will receive in the next time interval $[t, t + 1]$. Given that the number of users that read every tweet is not available, we approximate the attention of every tweet by the number of retweets, replies and favourites that they have received in the interval $[t, t + 1]$. Although this is not accurate, it gives us an approximation of the number of views received by a tweet, since the more people read it, the more prone it is to receive retweets (replies or favourites).

Table 1 contains the average and standard deviation of the $nDCG$ for all the instants of decision, considering the attention received by the tweets (number of retweets, replies and favourites) in $[t, t + 1]$ as indicators of their relevance. The average $nDCG$ obtained was 0.76 when only considering the number of retweets received (# RT in the figure) as indicator of attention, with a standard deviation of 0.21. Similar values are obtained when the attention is approximated by the sum of retweets and replies. However, results are worse when considering also favourites (lower average and higher standard deviation). This is because the temporal distribution of the favourites in our dataset is not accurate since we can only retrieve tweets, retweets and replies, and the favourites must be inferred from these entities.

Comparison between our ranking and those according to novelty and popularity

Finally, we compare the arrangement of tweets obtained with our methodology with those according to (i) novelty and (ii) popularity (expressed as number of retweets received) of the tweets in time t . We compute the $nDCG$ considering the utility and the attention received in the next time interval as indicators of their relevance.

Results in Table 2 show that the ranking of tweets according to the expected utility in $t + 1$ obtained with our methodology presents a higher level of similarity with that according to the real utility in $t + 1$ (ground truth) than the ranking according to the novelty and, specially, the one according to the popularity of the tweets in t . Also, and what it is more important, our ranking of tweets is more similar to the attention received in the interval $[t, t + 1]$ than the rankings according to novelty and to popularity. As a conclusion, top-tweets obtained by our methodology are, in average, tweets with higher utility for the users in $t + 1$ and will receive more attention in the interval $[t, t + 1]$ than the top-tweets in the rankings according to (i) novelty and (ii) popularity in t .

As justification for the slight improvement achieved by the arrangement of tweets proposed by our model with respect to the one based on novelty, consider that, in the case of novelty, users see the tweets in such a way that the most recent are “the most exposed” (in the top positions) to the users and therefore are more likely to be seen (and therefore retweeted) in the next time interval.

Analysis considering only peak hours

We repeated the experiment but considering only those tweets and retweets posted during daily hours in the US *-peak hours-*, hours in which the majority of the tweets in our dataset were posted. We fixed the states and the transition probabilities taking into account only those tweets posted between 12am and 2am of the first month of observation, and validated our proposal with those tweets posted between 12am and 2am of the second month. We kept the limits between the states according to their novelty ($lim_n = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 20, 60\}$), but recalculated the limits according to their popularity applying the methodology explained in Section *Deciding what to display on Twitter* over the subset of tweets ($lim_p = \{0, 1, 18, 25, 31, 38, 47, 59, 80, 133, \infty\}$). This resulted in new rewards for the states: $r_n = \{0.28, 1, 0.90, 0.76, 0.61, 0.49, 0.41, 0.35, 0.19, 0.06\}$ and $r_p = \{0.01, 0.05, 0.09, 0.13, 0.17, 0.20, 0.24, 0.31, 0.39, 1\}$, where the difference between the reward of the *top* state and the other states is higher than in the initial analysis.

Results displayed in Table 3 show that the average value of the $nDCG$ for the expected utility when considering only peak hours is slightly lower (0.96) than when considering all the tweets posted during the whole day (0.97). The reason might be that the more tweets used to define the states and calculate the transition probabilities, the more accurate the parameters are and the better accuracy in the prediction. On the contrary, the average $nDCG$ for the attention received is slightly better than when considering the tweets posted during the whole day (0.77 for peak hours and 0.76 when considering all the tweets). Similar results were obtained when measuring the $nDCG$ considering the rankings according to novelty and to popularity during peak hours, being the ranking according to popularity the one that achieves the highest improvement. Finally, it is observed an increase in the average value of $nDCG$ when tweets posted during peak hours are ranked according to their popularity as compared to its value when all the tweets are ranked.

Table 2: Comparison between our arrangement and the ones according to (i) novelty and (ii) popularity of tweets.

	Our method		novelty		popularity	
	average	std. dev.	average	std. dev.	average	std. dev.
Utility	0.97	0.05	0.85	0.09	0.68	0.11
# RT	0.76	0.21	0.66	0.21	0.46	0.21
# RT + # replies	0.76	0.21	0.67	0.21	0.45	0.21
# RT + # replies + # favourites	0.69	0.25	0.62	0.24	0.40	0.21

Table 3: Comparison between our arrangement and the ones according to (i) novelty and (ii) popularity of tweets (peak hours).

	Our method		novelty		popularity	
	average	std. dev.	average	std. dev.	average	std. dev.
Utility	0.96	0.06	0.82	0.10	0.83	0.11
# RT	0.77	0.22	0.68	0.22	0.58	0.23
# RT + # replies	0.77	0.23	0.67	0.22	0.58	0.23
# RT + # replies + # favourites	0.72	0.25	0.64	0.24	0.54	0.24

Related Work

The exponential growth of information in the Web has led to the development of algorithms to rank the information that users receive when make a particular query. Ranking (Baeza-Yates and Ribeiro-Neto 1999) is at the core of the information retrieval (IR) scientific discipline behind search engines as *Google*. However our scenario is slightly different to the typical scenario in IR: on Twitter tweets are displayed in users’ timelines without specifying any query.

Closer to our scenario it is the problem of ranking social streams. Users’ timelines on social media platforms have recently been the natural field of application of algorithms that rank or prioritize content according to the relevance for their owners (Duan et al. 2010; Chen et al. 2010; Hong et al. 2012). As an outstanding example, Facebook *EdgeRank* (Kincaid 2010) ranks the items in user’s *news feed* according to their novelty, type and the strength of the relationship between the user and the creator of the item. All of these scenarios have in common that (i) items are sorted according to their relevance to the user instead of their relevance to an explicit query and (ii) the ranking depends on the owner of the timeline. To select or *recommend* the most attractive and relevant content to the user, these solutions often use personalization techniques based mainly on matching users’ profiles with items’ content (Uysal and Croft 2011; Feng and Wang 2013; Abel et al. 2011). Contrarily, our proposal aims to provide a ranking of tweets that maximise the relevance for *all* Twitter users, and not only for a given user.

Although we consider retweets as indicators of popularity and attention, our aim is not to predict if a given user will retweet a tweet or how many times a tweet will be retweeted (Boyd, Golder, and Lotan 2010; Yang et al. 2010; Peng et al. 2011), but to automatically decide, on the basis of its novelty and popularity, if a tweet should be shown in a top or a bottom position of users’ timelines.

Conclusion

Social media platforms, such as Twitter, are examples of competing attention environments whose subscribers have

to decide what content to prioritize to their followers to get the most attention. The fact that Twitter displays tweets in decreasing order of publication limits the capability of tweet promotion, since the more recent tweets are the ones to be displayed in the top positions and the time they remain in these positions only depends on the number of tweets posted in the following minutes. Therefore, tweets that users’ find valuable are frequently hidden. As a solution, we customized the *Huberman-Wu* algorithm to select the optimal arrangement of tweets that maximises utility for the users and validated our proposal using Twitter data. Our results confirm the suitability of this algorithm to maximize users’ attention.

Although we have focused on Twitter, the extension of this mechanism to other social news aggregators, as *reddit.com* is straightforward. Also, although we only consider tweets that contain news, this methodology could also be extended to other kinds of tweets such as promotional campaigns and status updates from users. This would require dealing with different temporal patterns of retweet behaviour. Finally, we have taken into account the retweets made by all Twitter users independent of the specific interests of the users. As future work, we plan to add personalization to our methodology to select the tweets to display. That is, different arrangement of tweets will be displayed to different users on the basis of their interests.

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