

Ranking Aggregation for Meta-Search Engine

Chunheng Jiang

Computer Science Department, RPI

Ranking Aggregation

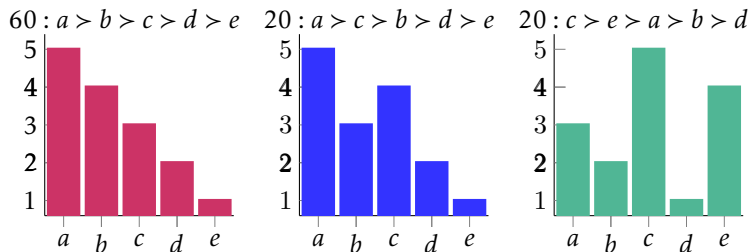
Ranking aggregation aims to produce a ranking list $\pi \in \Pi(\mathcal{C})$ from the preference profile P of n voters. Different aggregation methods (or voting rules) may produce different preference rankings.

1. Candidates: $\mathcal{C} = \{c_1, c_2, \dots, c_m\}$
2. Ranking Space: $\Pi(\mathcal{C}) = \{\pi_1, \pi_2, \dots\}$
3. Profile: $P = \{\sigma_1, \sigma_2, \dots, \sigma_n\}$, $\sigma_i \in \Pi(\mathcal{C})$, $1 \leq i \leq n$

The optimal Kemeny ranking is commonly used to evaluate the performance of an aggregation method, and we expect the combined result π^* is or at least very close to the optimal Kemeny ranking over P , i.e.

$$\pi^* \approx_{d_{KL}} \arg \min_{\pi \in \Pi(\mathcal{C})} d_{KL}(\pi, P)$$

Ranking Aggregation



Positions	Margin	Condorcet	Borda
$\pi_1(a) = 1, \pi_1(b) = 2$	1	$a > b$	$s_a - s_b = 1$
$\pi_2(a) = 1, \pi_2(b) = 3$	$2 > 1$		$s_a - s_b = 2$
$\pi_3(a) = 3, \pi_3(b) = 4$	$1 < 1$		$s_a - s_b = 1$

Ranking Aggregation

	0.6	0.2	0.2
<i>a</i>	1	1	3
<i>b</i>	2	3	4
<i>c</i>	3	2	1
<i>d</i>	4	4	5
<i>e</i>	5	5	2

1. $a > b$: 1/2, 1/3, 3/5
2. $a > c$: 1/3, 1/2, 3/1

Important Factors:

1. Positional information
2. Positional difference
3. Unequal ballot-weights

Ranking Aggregation

1. Positional score based methods, e.g. Borda count
2. Kemeny optimal aggregation
3. Probabilistic models
4. Machine learning based methods

Pairwise Margin Rule

$$s_{\pi}(i, j) = \frac{\pi(j) - \pi(i)}{\min\{\pi(i), \pi(j)\}}, \forall c_i, c_j \in \mathcal{C},$$

where $\pi(i)$ is the position of c_i in π . When c_i is ranked first, $\pi(i) = 1$; when c_i has no place at all, $\pi(i) = |\pi| + 1$.

The aggregated score for each individual candidate is a weighted sum over all preference rankings:

$$s_i = \sum_{\pi \in \Pi(\mathcal{C})} w_{\pi} s_i(\pi) = \sum_{\pi \in \Pi(\mathcal{C})} \sum_{1 \leq j \leq n} w_{\pi} \frac{\pi(j) - \pi(i)}{\min\{\pi(i), \pi(j)\}}, 1 \leq i \leq n,$$

where $\sum_{\pi \in \Pi(\mathcal{C})} w_{\pi} = 1$ and $0 \leq w_{\pi} \leq 1$.

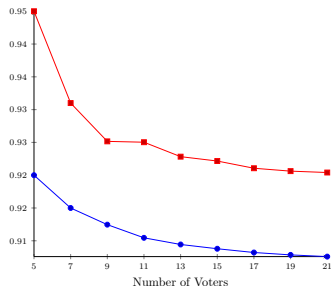
Pairwise Margin Rule

- ▶ Monotonically increasing w.r.t $\pi(i)$, i.e.

$$\forall c_i \succ_{\pi} c_j, s_i(\pi) > s_j(\pi)$$

- ▶ If $m \geq 3$, no positional scoring rule satisfies the Condorcet consistency. How about making it satisfying the criterion as nearly as possible?

YES. Better satisfiability to Condorcet consistency than Borda rule when $m = 3$.

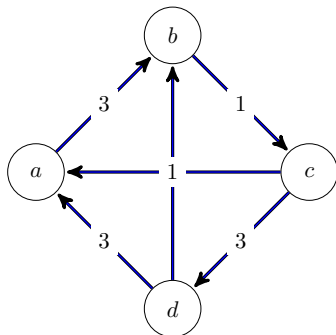
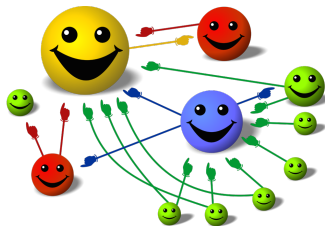


Link-based Voting Rule

$$S_i \leftarrow (1 - d)/N + d \sum_{j \rightarrow i} S_j/N_j$$

where S_i is the PageRank score of page i (or candidate c_i in voting case), it can be computed based on two factors: the importance of other pages (e.g. j) which have hyperlinks to i and the total number N_j of hyperlinks they have. Page j 's PageRank score will be divided into N_j parts equally, and $j \rightarrow i$ indicates that page j refers to i , or has the hyperlink of page i , and d is the probability of visiting pages via hyperlinks, and $1 - d$ is the probability of random walk.

Link-based Voting Rule



The weighted majority graph in voting can be used to model a weighted PageRank surfing method, and produce a preference ranking iteratively.

Link-based Scoring Rule

Weighted PageRank model:

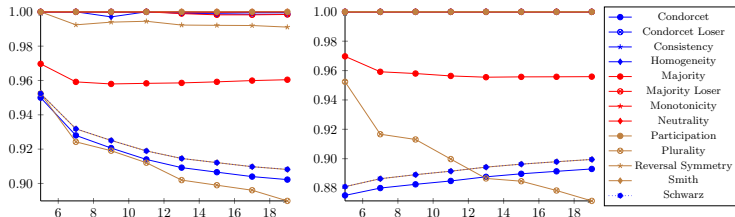
$$\begin{cases} P_i = \sum_{j=1}^n P_j \cdot Pr(c_i|c_j) \\ Pr(c_i|c_j) = \sigma\left(\sum_{\pi \in \Pi(\mathcal{C})} s_{\pi}(i, j)\right) / \left[\sum_{k=1}^n \sigma\left(\sum_{\pi \in \Pi(\mathcal{C})} s_{\pi}(k, j)\right)\right] \end{cases}$$

Scores are distributed based on the probability of c_i is preferred to c_j , which is computed with both absolute and relative (margin) positional information. We get the scores by solving $P = AP$ iteratively, where $a_{ij} = Pr(c_i|c_j)$ and $\sum_i a_{ij} = 1$,

$\sigma(x) = 1/[1 + e^{-x}]$, A is a stochastic matrix.

Link-based Scoring Rule

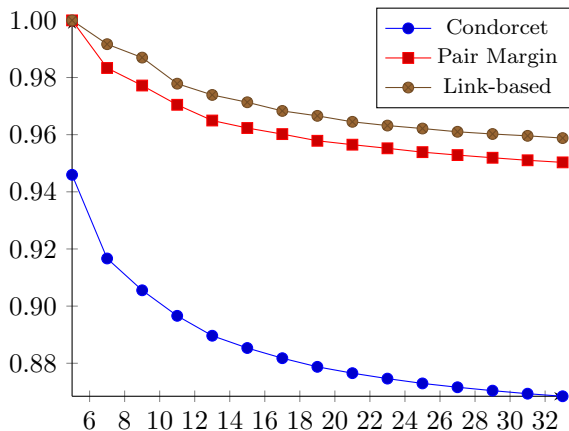
Link-based Scoring Rule (L) v.s. Borda Rule (R) w.r.t their satisfiabilities to popular fairness criteria:



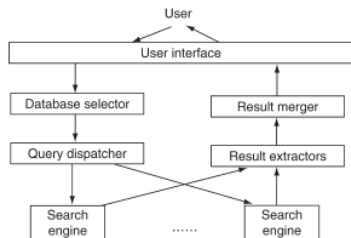
Good news and Bad news: Condorcet Criterion

Link-based Scoring Rule

Link-based Scoring Rule, Pair Margin Rule v.s. Condorcet Method w.r.t their similarities to Borda Rule:



Meta Search Engine



Crawler -> Indexer -> Searcher
-> Ranker (ranking aggregation
comes into play)

- ▶ Individual Search Engines: Google, Bing, Yahoo, Ask, Baidu and Blekko.
- ▶ Aggregated: first SERPs
- ▶ Pros: diverse topics, flexible demonstration, and no distractions from Ads.
- ▶ Cons: no independent data base, and long waiting time.

Select Your Favorite Search Engine(s)

 Ask Baidu Bing Blekko Google Yahoo MS.Academic G.Scholar All/None

computational social choice

Search

- (100.0) [Computational Social Choice - Computer Science](#)
source:users.cs.duke.edu
- (92.0) [COMSOC-2014: Fifth International Workshop on Computational ...](#)
source:www.cs.cmu.edu
- (69.0) [Computational Social Choice](#)
source:www.illc.uva.nl
- (52.0) [Computational Social Choice](#)
source:www.illc.uva.nl
- (52.0) [COST | Computational Social Choice](#)
source:www.cost.eu
- (49.0) [A Short Introduction to Computational Social Choice ... - Lamsade](#)
source:www.lamsade.dauphine.fr
- (42.0) [Introduction to Computational Social Choice - Ariel Procaccia](#)
source:procaccia.info
- (39.0) [Computational Social Choice - sigecom.org](#)
source:www.sigecom.org
- (38.0) [Computational Social Choice: Theory and Applications](#)
source:www.dagstuhl.de
- (37.0) [Computational Social Choice: Algorithmic, Strategic, and ...](#)
source:www.microsoft.com
- (37.0) [A Short Introduction to Computational Social Choice - ...](#)
source:link.springer.com
- (37.0) [Algorithmic Game Theory and Computational Social Choice - IMS](#)
source:www2.ims.nus.edu.sg
- (36.0) [Computational Social Choice: Prospects and Challenges](#)
source:www.sciencedirect.com
- (36.0) [What is Computational Social Choice?](#)
source:www.cs.auckland.ac.nz
- (36.0) [Computational Social Choice - ...](#)