

# A FRAMEWORK TO PREDICT THE ADVERTISE VIEW ABILITY BY USING MACHINE LEARNING

Ms.Pooja Bhikaji Kamble

Department of Computer Engineering,  
JSPM Narhe Technical Campus ,Pune  
poojakamble766@gmail.com

Dr.Nihar Ranjan

Department of Computer Engineering,  
JSPM Narhe Technical Campus ,Pune  
nihar.pune@gmail.com

**Abstract**—Advertisements assume a crucial job in each industry and they help in the development of the business. The commercials that are distributed are not seen appropriately by the client in view of inadequate scrolling. By utilizing the scroll measurement process, we can foresee the view ability of the Advertisements dependent on the scrolling rate and and also predict the maximum viewed advertisements. Online advertisement has become a billion-dollar industry, and it continues developing. Advertisers endeavor to send marketing messages to draw in potential clients by means of realistic flag promotions on distributes website pages. Promoters are charged for each perspective on a page that conveys their presentation advertisements. Notwithstanding, ongoing investigations have found that most of the advertisements are never appeared on clients' screens because of inefficient scrolling. Hence, advertisers waste a lot of cash on these promotions that don't bring any return on investment.

**Index Terms**—Computational Advertising, View-ability Prediction, User Behavior.

## I. INTRODUCTION

### A. BACKGROUND

Online advertising advertising has emerged as one of the most renowned types of advertising. Studies show that publishing advertising has created earnings of over 98.2 billion in 2018. Internet advertising involves a distributor, who integrates promotions into his online substance, and an advertiser who provides advertisements to be published. Advertisements can be found in a wide scope of arrangements and contain items, for example, text, images, flash, video and audio. In display advertising, an advertiser wages a publisher for space on web pages to display a banner during page views in order to impress the visitors who are interested in his products.

Display advertisements can be found in a wide scope of arrangements and contain items, for example, text, images, flash, video and audio. In display advertising, an advertiser wages a publisher for space on web pages to show a banner during page views in order to impress the visitors who are interested in his products.

A page view happens each time a web page is requested by a customer and displayed on internet. One-time display of

an advertisement in a page view is called an ad impression, and it is considered the basic unit of advertisement delivery. Advertiser's wages for the ad impressions with the expectation that their advertisements will be viewed, clicked on, or converted by customers (e.g., the ad results in a purchase). Certainly, customers like to purchase products from the varieties that they recognize and trust. Display advertisements can make an expressive experience that gets customers surprised about varieties and creates some trust. To note this problem, another pricing model, which wages advertisements by the number of rendering imitations that a publisher has served, has become popular in the display advertising field. However, a modern study shows that more than half number of the imitations are actually not seen by customers because they do not scroll down a page enough to view the advertisements.

### B. MOTIVATION

Advertisements play a essential role in every enterprise and they help in the increase of the enterprise. The advertisements which are published are not regarded well by using the user just because of insufficient clicking. We don't have any platform that can provide us the standard web-page depth that is visited by each and every user that logs in your website.

### C. OBJECTIVES

1. To develop the system for recording scroll depth.
2. To record data and use it as data set.
3. To each users scroll depth.
4. To arrange the web pages as per recorded values

## II. REVIEW OF LITERATURE

In this paper, author suggested, "Word representations: A simple and general method for semi-supervised learning". We use close to best in class directed baselines, and locate that each of the three-word representations improves the accuracy

of these baselines. We find further upgrades by joining different word representations. The disadvantage, however is that accuracy might not be as high as a semi-supervised method that includes task-specific information and that jointly learns the supervised and unsupervised tasks. [1]

In this paper, creator present the plan of customized click on prediction models. An essential part of these models is the development of new person-related features. We base our features on observations over a enormous volume of search questions from a wide assortment of people groups. Our observations recommend that user click on behavior varies drastically with regard to their demographic background, such as age or gender. We look at the clicking distribution for one-of-a-kind customers from various backgrounds and design a set of demographic capabilities to version their organization clicking patterns. Recognizing that there's still great variability in demographic groups, we also inspect person-specific functions. [2]

In this paper, we display that after stochastic angle plunge with force utilizes a very much planned irregular instatement and a specific sort of gradually expanding time table for the energy parameter, it can prepare both DNNs and RNNs (on informational indexes with long term conditions) to levels of execution that were beforehand feasible just with Hessian-Free enhancement. We locate that both the introduction and the energy are vital seeing that ineffectively instated systems can not consider with force and very much instated systems convey out markedly worse when the momentum is absent or poorly tuned [3]

In this paper, writer states that, "The efficient back prop, in Neural networks: Tricks of the trade". The convergence of back-propagation getting to know is analysed on the way to explain not unusual phenomenon found by using practitioners. Many unwanted behaviours of lower back propagation can be averted with tricks which might be rarely uncovered in critical technical publications. This paper gives some of the ones tricks, and offers reasons of why they work. Many creators have proposed that second-request enhancement systems are successful for neural net preparing. It is proven that most "classical" second-order techniques are impractical for huge neural networks. A few strategies are proposed that do not have those limitations. [4]

In this paper, author states that, "The sequential click prediction for sponsored search with recurrent neural networks". Click prediction is one of the fundamental issues in sponsored search. Most of the existing studies took gain of system learning strategies to predict advert clicks for each occasion of advert view independently. However, as observed within the real-international sponsored search system, user's conduct on promotions yield high reliance on how the individual carried on together with the past time, particularly in expressions of what inquiries she submitted,

what advertisements she clicked or overlooked, and to what extent she spent on the greeting pages of clicked promotions, and etc. [5]

In this paper, the creator consider the common live time of a website as one of the item's inherent characteristics, which provides crucial average consumer engagement information on how a good deal time a user will spend on this item. The authors use a help vector regression to expect page-stage live time with features which include content material length, topical category, and device. [6]

In this paper propose a customised web site re-ranking algorithm the usage of web page-stage stay time prediction. They are expecting stay time based on users' interests to web page contents. The authors expect that users usually read files carefully. This suspicion may not be relevant in our application, where clients likely don't have the tolerance to understand whole web pages. [7]

In this paper, the author presents a model which is based on Factorization Machines that consider three basic factors (i.e., user, page, and page depth) and auxiliary information (e.g., the area of a user's browser visible on the screen). The current work is different from this previous work in two aspects. First, the problem setting is unique: right now mull over a client's conduct at past page profundities to foresee the abide time that she spends in a given page depth in a page view, which is not considered previously. Second, proposed techniques are different: we propose four prediction models based on deep learning, instead of Factorization Machines. [8]

In this paper, the author propose a factor model to predict if an ad shown together with search results at a specific position will be clicked on. However, this prediction is made for a given position and a query-ad pair, but does not consider the individual users as a factor. In contrast, our methods make predictions that are tailored for individual users and pages. Furthermore, compared with other user responses, scrolling is a more casual behavior because users may terminate the viewing process at any time. In contrast, users do not easily click an item. In other words, clicking is more deliberate, while scrolling is more casual. [9]

In this paper, the authors describes how to learn user's click behavior from server logs in order to predict if a user will click an ad shown for the query. The authors use highlights separated from the queries to represent the user search Internet. In our case, search queries, which can explicitly reflect user interests, are not available. [10]

### III. PROPOSED METHODOLOGY

This approach is based on machine learning so we work web page scroll depth and we are going to use EM

Maximization algorithm.

First, we are going to record each and every users scroll depth of web page that is going to be visited.

After that we are going to use the machine learning method that will be used to predict the standard web page depth of the page so that the advertisement can be arranged and profitability can be increased.

**Advantages of Proposed System:**

1. This system will use machine learning method to predict the web page depth.
2. This work on machine learning Expectation Maximization (EM) Algorithm.
3. This proposed system effectively able to record the scrolling percent of web page.
4. This proposed system accurately calculate the web page depth prediction.

**A. Architecture**

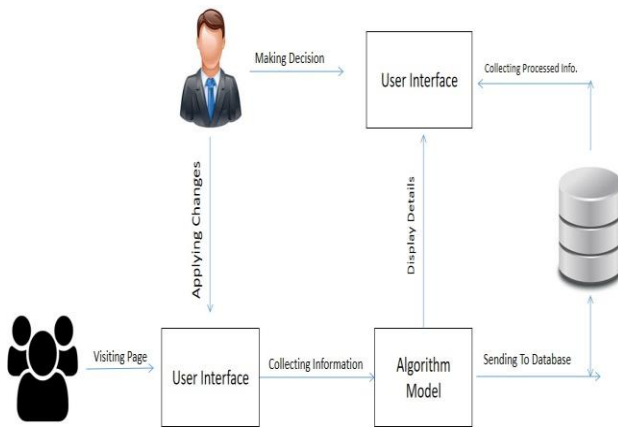


Fig. 1. Proposed System Architecture

**Explanation:**

**Machine Learning**

In this step we are going to use the machine learning methodology for working on scroll depth measurement of web page and predict the standard web page depth of the page.

**Project flow**

Steps:

- 1) The user will be register first.
- 2) Then after logging in the user can view web pages

- 3) while scrolling web page the scroll depth will be measured
- 4) The scroll depth and user details will be stored in database for use purpose
- 5) By using Machine learning algorithm we are going to calculate the standard web page depth.
- 6) And further changes will be made as per result.

**B. Algorithms**

**1. Expectation Maximization (EM) Algorithm:**

It can be used as the basis for unsupervised learning of clusters.

It can be used for the purpose of assessing the parameters of Hidden Markov Model (HMM).

Finding a greatest probability arrangement ordinarily requires taking the subsidiaries of the probability work regarding all the obscure qualities, the parameters and the inert factors, and at the same time tackling the subsequent conditions.

The EM algorithm performs an expectation step (E-step) and a maximization step (M-step) Alternatively.

At first, a lot of starting estimations of the parameters are considered. A lot of watched information is given to the framework that the observed data comes from our model.

**C. Mathematical Model**

**1. Mathematical equation in EM Maximization:**

$$N(x|\mu, \Sigma) = \frac{1}{(2\pi)^{D/2}} \frac{1}{|\Sigma|^{1/2}} \exp\left\{-\frac{1}{2}(x - \mu)^T \Sigma^{-1}(x - \mu)\right\} \tag{1}$$

Introduction of the Guassian Mixture Model The Guassian Mixture distribution The Guassian Mixture distribution is a linear superposition of Guassians:

$$p(x) = \sum_{k=1}^K \pi_k N(x|\mu_k, \Sigma_k) \tag{2}$$

Subject to:

$$\sum_{k=1}^K \pi_k = 1 \tag{3}$$

- Introduction of the Guassian Mixture Model
- The Guassian Mixture distribution
- Introduction of the Guassian Mixture Model
- Now, for a Guassian Mixture Model, given the parameters:
  - $k$ , the quantity of Guassian parts
  - $\pi_1 \dots \pi_k$ , the mixture weights of the components
  - $\mu_1 \dots \mu_k$ , the mean of each component
  - $\Sigma_1 \dots \Sigma_k$ , the variance of each component
- We can generate samples  $S_1, S_2 \dots S_n$  from the distribution.
- Introduction of the Guassian Mixture Model
- Now, for a Guassian Mixture Model, given the parameters:
  - Why do we need Guassian Mixture
  - The latent variable

- Given a Gaussian Mixture model, we introduce  $K$ -dimensional binary random variable  $z$  which only one element  $z_k$  is equal to 1 and the others are all 0.

$$z = (0, 0, \dots, 1, 0, \dots, 0) \quad (4)$$

So there are  $K$  possible states for  $z$ . And we let

$$p(z_k = 1) = \pi_k \quad (5)$$

#### IV. RESULT AND DISCUSSION

We will be getting the records of each and every users' web-page scrolling depth so that it can help us to predict the standard web-page depth for our particular website. The data will be recorded of each and every individual for performing operations.

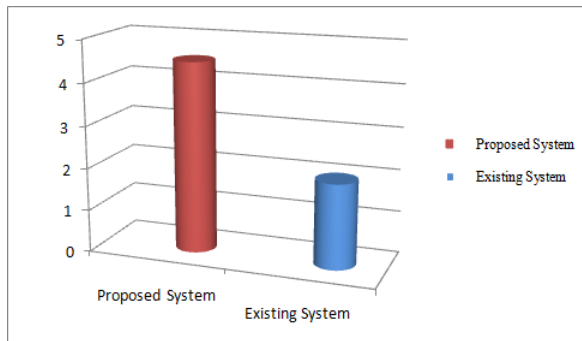


Fig. 2. Algorithms Comparison

#### V. CONCLUSION

By implementing this project, we are providing a platform for various publishers or website owners to predict the content view ability of the page. Solving this issue can benefit online advertisers to allow them to invest more effectively in advertising and can benefit publishers to increase their revenue.

#### ACKNOWLEDGMENT

The authors would like to thank the researchers as well as publishers for making their resources available and teachers for their guidance. We are thankful to the authorities of University of Pune and concern members of CPGCON 2020 conference, organized by, for their constant guidelines and support. We are also thankful to the reviewer for their valuable suggestions. We also thank the college authorities for providing the required infrastructure and support. Finally, we would like to extend a heartfelt gratitude to friends and family members.

#### REFERENCES

- [1] I. Lunden, "Internet ad spend to reach 121b in 2014," <http://techcrunch.com/2014/04/07/internet-ad-spend-to-reach-121b-in-2014-23-of-537b-total-ad-spend-ad-tech-gives-display-aboost-over-search/>
  - [2] Y. Chen and T. W. Yan, "Improving accuracy and cost of two-class and multi class probabilistic classifiers using ROC curves," in KDD'12, 2012, pp. 795–803.
  - [3] W. Zhang, S. Yuan, and J. Wang, "Optimal real-time bidding for display advertising," in ACM SIGKDD'14, 2014, pp. 1077–1086.
  - [4] W. Chen, D. He, T.-Y. Liu, T. Qin, Y. Tao, and L. Wang, "Generalized second price auction with probabilistic broad match," in ACM EC'14, 2014, pp. 39–56.
  - [5] Google, "The importance of being seen", <http://think.storage.googleapis.com/docs/the-importanceof-being-seen-study.pdf>.
  - [6] X. Yi, L. Hong, E. Zhong, N. N. Liu, and S. Rajan, "Beyond clicks: dwell time for personalization," in Proceedings of the 8th ACM Conference on Recommender systems. ACM, 2014, pp. 113–120.
  - [7] S. Xu, H. Jiang, and F. Lau, "Mining user dwell time for personalized web search re-ranking," in Proceedings of the Twenty-Second International Joint Conference on Artificial Intelligence, vol. 22, no. 3, 2011, pp. 2367–2372.
  - [8] S. Rendle, "Factorization machines with libfm," ACM Transactions on Intelligent Systems and Technology (TIST), vol. 3, no. 3, p. 57, 2012.
  - [9] Y. Chen and T. W. Yan, "Position-normalized click prediction in search advertising," in KDD'12, 2012, pp. 795–803.
- E. Agichtein, E. Brill, and S. Dumais, "Improving web search ranking by incorporating user behavior information," in ACM sigir forum, January

### INTERNATIONAL JOURNAL OF RESEARCH IN ELECTRONICS AND COMPUTER ENGINEERING

- [1] A UNIT OF I2OR.