Crossover phenomenon in the performance of an Internet search engine

Lucas Lacasa¹, Jacopo Tagliabue², and Andrew Berdahl³

¹ Centre de Recerça Matemática, Universidad Autónoma de Barcelona, Spain

² Department of Philosophy, Università Vita-Salute San Raffaele, Milan, Italy

³ Dept. of Ecology and Evolutionary Biology, University of Princeton, United States

Received: date / Revised version: date

Abstract. In this work we explore the ability of Google search engine to find results for random N-letter strings. These random strings, dense over the set of possible N-letter words, address the existence of typos, acronyms, and other words without semantic meaning. Interestingly, we find that the probability of finding such strings sharply drops from one to zero at $N_c = 6$. The behavior of such order parameter suggests the presence of a transition-like phenomenon in the geometry of the search space. Furthermore, we define a susceptibility-like parameter which reaches a peaked maximum in the neighborhood, suggesting the presence of criticality. We finally speculate on the possible connections to Ramsey theory.

PACS. PACS-key discribing text of that key - PACS-key discribing text of that key

1 Introduction

Computer science and physics, although different disciplines in essence, have been closely linked since the birth of the first one. More recently, computer science has met together with statistical physics in the so called combinatorial problems and their relation to phase transitions and computational complexity (see [1] for a compendium of recent works). More accurately, algorithmic phase transitions (threshold property in the computer science language), i.e. sharp changes in the behavior of some computer algorithms, have attracted the attention of both communities [2–9]. It has been shown that phase transitions play an important role in the resource growing classification of random combinatorial problems [5]. The computational complexity theory is therefore nowadays experimenting a widespread growth, melting different ideas and approaches coming either from theoretical computation, discrete mathematics, and physics. For instance, there exist striking similarities between optimization problems and the study of the ground states of disordered models [10].

Problems related to random combinatorics appear typically in discrete mathematics (graph theory), computer science (search algorithms) or physics (disordered systems). The concept of sudden change in the behavior of some variables of the system is intimately linked to this hallmark. For instance, Erdös and Renyi, in their pioneering work on graph theory [11], found the existence of zeroone laws in their study of cluster generation. These laws have a clear interpretation in terms of phase transitions, which appear extensively in many physical systems. More recently, computer science community has detected this behavior in the context of algorithmic problems. The so called threshold phenomenon [1] distinguishes zones in the phase space of an algorithm where the problem is, computationally speaking, either tractable or intractable. It is straightforward that these three phenomena can be understood as a unique concept, in such a way that building bridges between each other is an appealing idea.

In this work we address the performance of Google's search engine from this focus. The webpages, blogs, and other text repositories that conform Internet contain a huge amount of information, which is typically encoded in texts -i.e. words with semantic meaning- of several languages. These words are N-letter strings, where N is not expected to be too large, according to the dictionary. Eventually, we will find in these information repositories some words that are not defined in any dictionary. These words can be typos (typographic errors), acronyms, invented words, etc, that we will call typos from now on. Since there are many independent reasons justifying the presence of such typos, as a first approximation we can suppose that they are the result of a random process where in every new webpage or blog, with a small probability a new typo is introduced. The total amount of these outliers would be, in this case, directly related to the size of the total text reservoir: Internet should be 'large enough' to have these structures by pure chance. Now, which is the amount of these typos as a function of the typo's size? Is there any characteristic scale for these structures? How can we estimate such amount? Of course, for every fixed N the are many more words without a semantic meaning: if we generate a random N-letter string, with very large probability, this one will not be a real word, but some kind of typo. Consequently, in order to explore the presence of typos in Internet, we only need to make queries of random N-letter strings. Now, are the typos equally distributed as a function of the typo's size? If these typos are reminiscent of the real words (for instance, if a typo is just the result of a word with a permutation/deletion/modification of letters), we should expect that the presence of N-letter typos is a smoothly decreasing function of N. Will we find such smooth behavior in this case? In what follows we will present some results suggesting that the presence of typos is related to a percolation-like phenomenon, where the probability of finding an N-letter typo sharply drops from one to zero at a critical value N_c . This latter value is related to the reservoir's size. We finally speculate on the relation to Ramsey theory, which addresses the presence of spurious order in random structures.

2 Automatic random queries

We have done automatic generated queries to the popular Internet search engine Google. Fixed a size N, we have generated $2 \cdot 10^4$ random strings of N letters and have made the associated queries. Each query has an associated output, the amount of results E. In figure 1 we show an example a string of N = 3 letters. In each query, a 3-letter string is generated at random, and we plot E as a function of the query. In figure 2 we plot, in log-log, the histogram of such experiment, plotting the frequency distribution of E. The distribution approximates a uniform one for small results, characteristic of a random process. The tail follows a power law. If we assume that the presence of typos is correlated in some way to the presence of real words, we can deduce that this power law is reminiscent of the word use distribution in languages, which actually follows a power law in the statistics of word use in books.

3 Evidence of critical behavior

We have defined the order parameter P as the probability of finding a non-null amount of results whenever making a random N-letter string query to Google. In practice, and following the definition of P in percolation theory, in each query we have summed 1 whenever the query shows non-

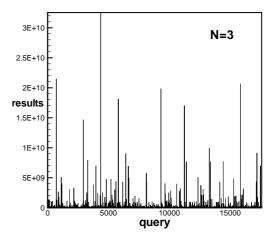


Fig. 1. Example of automatic query results for a string of N = 3 letters. In each query, a 3-letter string is generated at random.

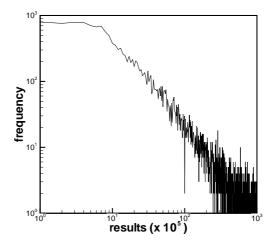


Fig. 2. Histogram in log-log of figure 1, that plots the frequency of results. The distribution approximates a uniform one for small results, characteristic of a random process. The tail follows a power law: this is reminiscent of the word use distribution in languages.

null results and 0 otherwise, and have finally normalized P over the total number of queries. In figure 3 we have plotted the values of P versus the number of letters in a string, N, which acts as a control parameter. Below a cer-

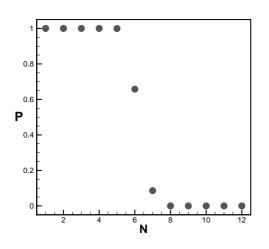


Fig. 3. Probability versus N

tain value N_c , the probability of finding a non-null amount of results is 1, while above N_c , this probability sharply drops to a value which is very close to zero. Following a geometrical image, we can understand this behavior as a percolation process in the space of all possible combinations of n-letter words: while for $N < N_c$ the majority of these possible combinations are actually present in the Internet reservoir, and thus we are in the 'percolant phase' where every initial condition (random combination of Nletters) can be found across a non-null amount of paths, for $N > N_c$ the number of such paths drops to zero. We expect that this behavior is even more acute for larger sizes of the Internet reservoir.

3.1 Susceptibility-like parameter

In order to cast light in the nature of such apparently abrupt behavior, we need to define the thermodynamically conjugated variable of the order parameter, that is, a susceptibility-like parameter that measures the fluc-

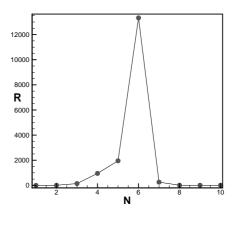


Fig. 4. R versus N

tuations of P. The so called canonical measure of selfaveraging performs R this task, since it is defined as the variance of E, properly normalized:

$$R = \frac{\langle E^2 \rangle - \langle E \rangle^2}{\langle E \rangle^2}$$

As it can be seen in figure 4, R evidences a peaked maximum in the neighborhood of the transition point, much in the vein of a critical transition. This suggests the presence of criticality in this system.

4 Possible connections with Ramsey theory

In a nutshell, Ramsey theory addresses the presence of spurious order in disordered media. The cornerstone of such theory is the following: in a set of M elements where no relation of order has been defined (that is, assuming no correlations between the M elements), one can find with probability 1 hints of order (i.e. patterns) of arbitrarily size as long as M is large enough.

Ramsey theory is, for instance, the reason why we can find several stars in the sky forming a straight line: this pattern may suggest the presence of a hidden order, such an extraterrestrial skyway. However, the fact that there are so many stars in the sky is sufficient for these kind of geometric patterns to emerge, just by pure chance.

More technically, Ramsey theory addresses the presence of such patterns in graphs. Concretely, the Ramsey number r(m,n) of a graph is the minimal number of nodes that a random graph needs to have in order to contain a clique of order n. In our work, a handwaving analogy could be made: suppose that the Internet reservoir is the set of Melements. Why do we find random N-letter strings, which are not obviously -in most of the cases- true words? There are many reasons: the presence of typos, acronyms, and other sources of 'randomness'. Now, if for $N < N_c$ the probability of finding such random strings is 1, this suggests the presence of some order (for instance, as long as the entropy is low). One could assert that the only reason for this probability to be 1 is that the Internet is so large (webpages, blogs, etc) that one can find spurious order, just as in Ramsey theory. And that given the number of such webpages and blogs, this spurious order grows until N_c . This should be investigated in depth in future work.

5 Concluding remarks

In this work we have shown that the probability of finding a random N-letter string in Internet shows an abrupt behavior, this probability being $P \simeq 1$ for N < 6 while $P \simeq 0$ for N > 6. We have interpreted such crossover as a percolation-like process in the space of words, i.e. the Internet reservoir. In order to check whether a critical phenomenon is taking place, we have defined a susceptibilitylike parameter associated to the order parameter P, and have shown that this parameter reaches a peaked maximum in the neighborhood of the transition, what is typical of a second order phase transition. In a further work, we will address different reservoir sizes, by using not the worldwide engine (google.com) but specific engines (german, spanish, french, italian,...) whose characteristic reservoir sizes are smaller, in order to make a finite size analysis of the transition. The reservoir sizes of the specific engines will be estimated through set theory. Finally, these results should be contrasted with those of a purely stochastic process, in order to verify if the presence of such abrupt phenomenon is the result of a random phenomenon.

On the other hand, the connections with Ramsey theory should be studied in depth in future work.

6 Acknowledgments

The authors acknowledge the support from the National Science Foundation and the Santa Fe Institute.

References

- A. Percus, G. Istrate, C. Moore (editors), Computational Complexity and Statistical Physics (Oxford University press, 2006).
- P. Cheeseman, B. Kanefsky, W.M. Taylor, ISBN 0-8186-3420-0 (1992).
- S. Mertens, Computational complexity for physicists, arxiv.org: cond-mat/0012185.

- Please give a shorter version with: \authorrunning and \titlerunning prior to \maketitle
- 4. S. Kirkpatrick, B. Selman, Science 264, 5163 (1994).
- R. Monasson, R. Zecchina, S. Kirkatrick, B. Selman, L. Troyansky, *Nature* 400 (1999)
- T. Hogg, B.A. Huberman, C.P. Williams, Artificial Intelligence 81 (1996)
- G. Istrate, Computational complexity and phase transitions, 15th Annual IEEE Conference on Computational Complexity, (2000).
- 8. S. Mertens, Phys. Rev. Lett. 81, 20 (1998)
- 9. G. Biroli, S. Cocco, R. Monasson, Physica A 306 (2002)
- M. Mézard, G. Parisi, M. A. Virasoro, Spin Glass Theory and Beyond (World Scientific, Singapore, 1987).
- 11. P. Erdos, A. Renyi, Pub. Math. Debrecen 6 (1959)