

INTRODUCTION

The primary purpose of the hyperlinks on Wikipedia is to "aid navigation and understanding" While any user can try to ensure this property locally, no user can have a global view of Wikipedia. On the other hand, being well-navigable is a complicated global propery, that is seamingly still satisfied for Wikipedia [1]. We are interested in studying this process.

For measuring navigability we simulate a greedy search algorithm that tries to find the target using only local information and a network embedding (which approximates the mental map that people use for navigating Wikipedia). Since this notion of navigability has been well studied theoretically, we also revisit the question of modelling the evolution of the Wikipedia hyperlink network.

THE GROWTH OF WIKIPEDIA Models

Preferential attachment [2]

- Let R1+R2+R3=1. Each new vertex is added to M others - Wp. R1, the edge leaves the new vertex pointing to an existing one chosen with prob. proportional to its indegree

- Wp. R2 , the edge points to the new vertex, and the source vertex is chosen with prob. proportional to its out degree.

- Wp. R3, the edge is added between existing vertices

2. Community guided attachment [3]

h: tree distance f: difficulty function

 $f(g)=c^{-h}$ http://mathworld.wolfram.com/CompleteTernaryTree.html

"When c<b, the average node degree is $n^{1-\log_b(c)}$ and the in-degrees follow a Zipf distribution with exponent $0.5 \log_{b}(c)''$

3. Popularity-Similarity Optimization [4]

- Sample points over the hyperbolic disk
- Connect points using hyperbolic distance

Hidden hyperbolic geometry has been shown to be a good model for scale-free networks with hierarchical organization [5]

How did Wikipedia become navigable? Gergely Odor, Emanuele Bugliarello, Robert West



