

Data structures and algorithms

Tutorial 9

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Outline

1 PageRank

- What is PageRank
- Probablilites fast RECAP
- Formal definition of PageRank - Random Surfer Model
- Formal definition of PageRank - Modified Surfer Model

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1 PageRank

■ What is PageRank

■ Probabilites fast RECAP

■ Formal definition of PageRank - Random Surfer Model

■ Formal definition of PageRank - Modified Surfer Model

PageRank (PR) is:

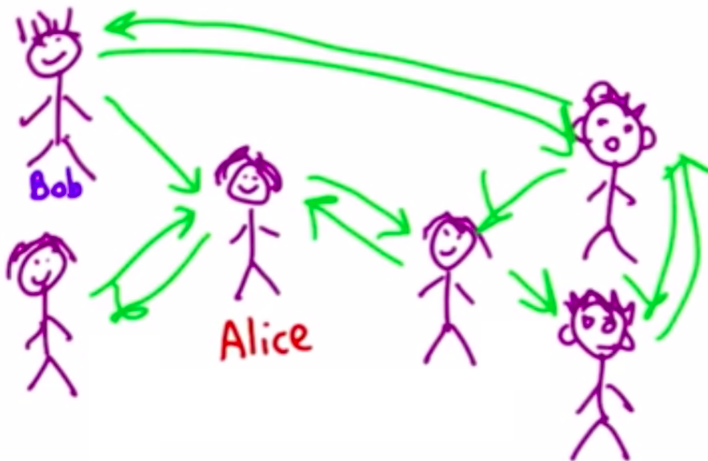
- an algorithm used by Google Search to rank web pages in their search engine results.
- named after Larry Page (one of the founders of Google).

- How to rank the web pages?
- How to give scores to the webpages?

School/University Analogy:

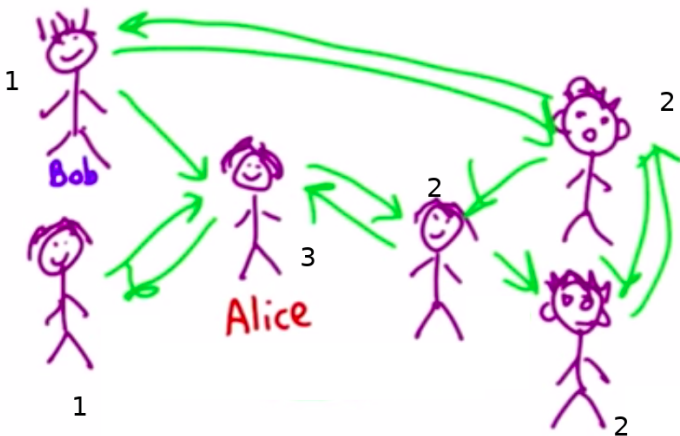
Who is the most popular one?

Note: The fact that A is a friend of B doesn't imply that B is a friend of A.

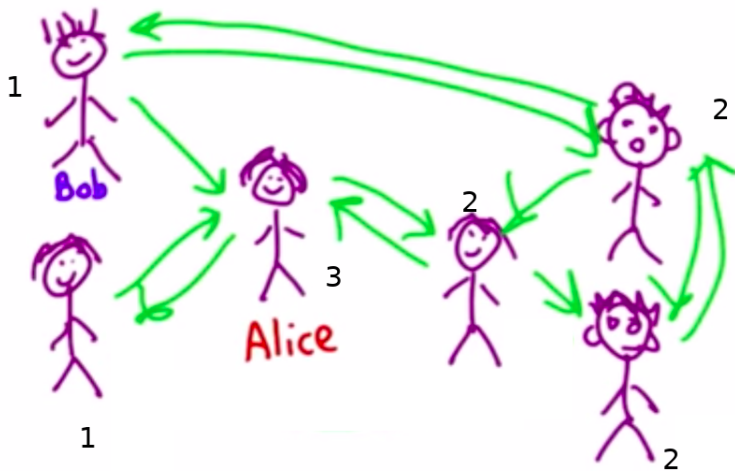


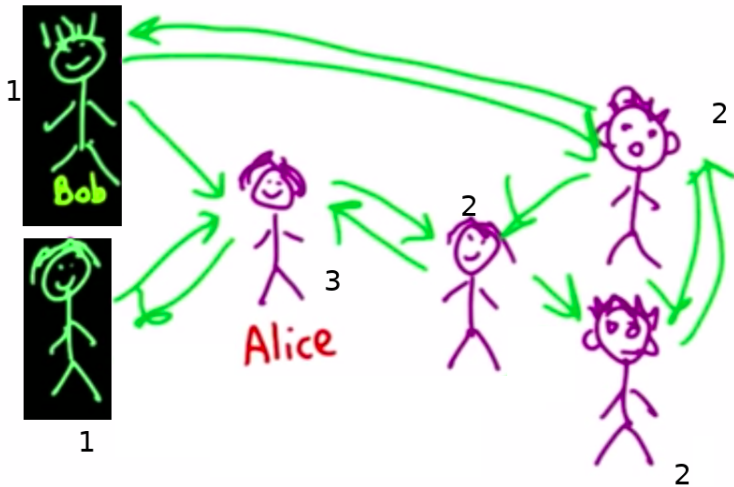
The popularity of student A is proportional to the number of students who consider A to be their friend.

Popularity(A) = No of students who consider A to be their friend



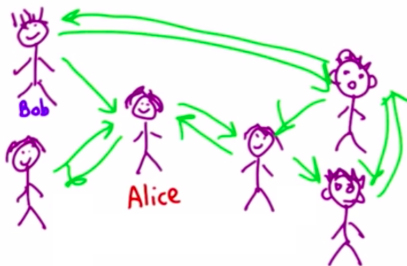
Can we do better?





- If you are a friend to non-popular people then you aren't popular.
- If you are a friend of popular people then you are popular.

- If you are a friend to non-popular people then you aren't popular.
- If you are a friend of popular people then you are popular.
- If you are the only friend to someone then you should get higher scores.



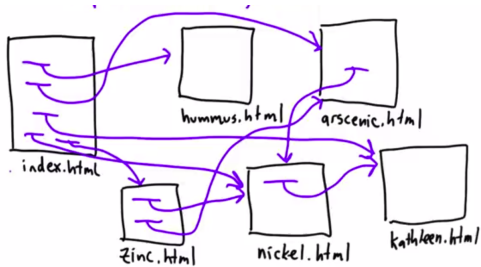
So, don't just count the number of incoming edges, Give weight to these edges.

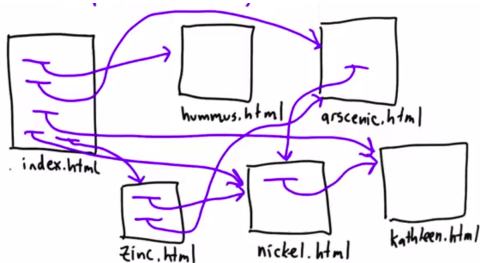
$$Popularity(A) = \sum_{s \in B_A} \frac{Popularity(s)}{N_s}$$

- B_A is the set of students who consider A to be their friend.
- N_s is the no of students that s consider to be their friend.

The same idea applies for web pages:

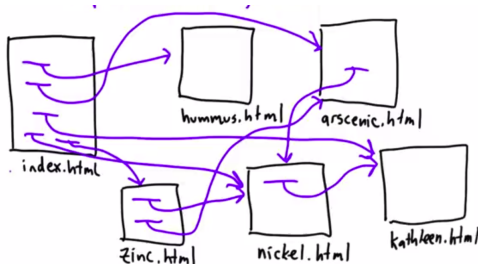
<https://udacity.github.io/cs101x/urank/>





$\text{PageRank}(\text{hummus.html}) = ??$

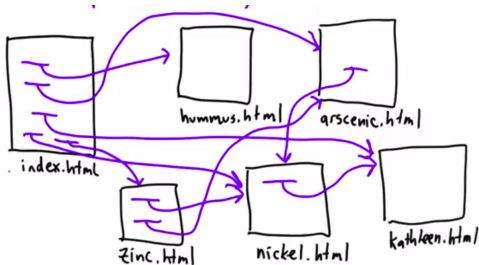
$\text{PageRank}(\text{arsenic.html}) = ??$



$\text{PageRank}(\text{hummus.html}) = ??$

$\text{PageRank}(\text{arsenic.html}) = ??$

$$\begin{aligned}\text{PageRank}(\text{hummus.html}) &= \text{PageRank}(\text{index.html}) / 5 \\ \text{PageRank}(\text{arsenic.html}) &= \text{PageRank}(\text{index.html}) / 5 + \\ &\quad \text{PageRank}(\text{zinc.html}) / 2\end{aligned}$$



$\text{PageRank}(\text{hummus.html}) = ??$

$\text{PageRank}(\text{arsenic.html}) = ??$

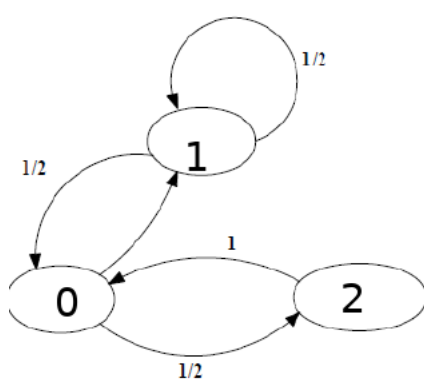
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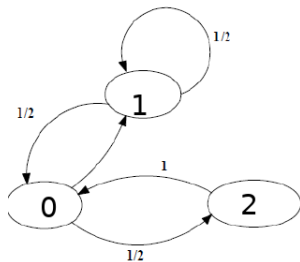
How to compute these dependent values?

Solution:

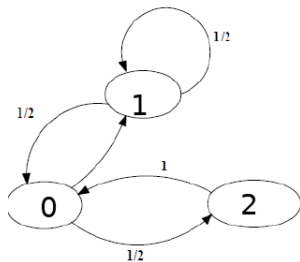
- Start with a guess for the PageRank for each page.
- Recompute the PageRank given the definition.
- Continue until PageRanks start to converge (don't change).

How to calculate the page rank for the following pages?



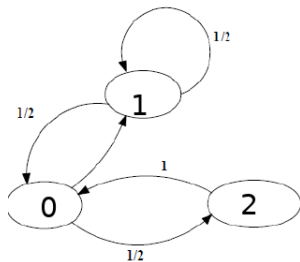


Initially, $\text{PageRank}[0, \text{it}=0] = \text{PageRank}[1, \text{it}=0] = \text{PageRank}[2, \text{it}=0] = 1/3$



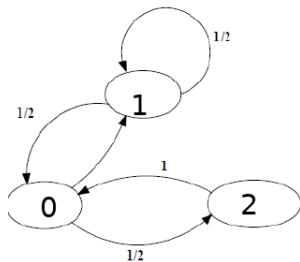
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■ $\text{PageRank}[0, \text{it}=1] =$



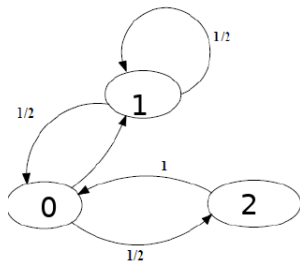
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- $\text{PageRank}[0, \text{it}=1] = (\text{PageRank}[1, \text{it}=0]/2) + (\text{PageRank}[2, \text{it}=0]/1)$



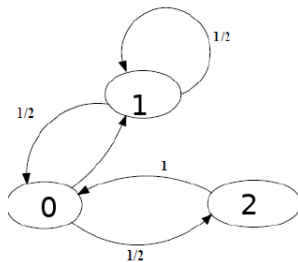
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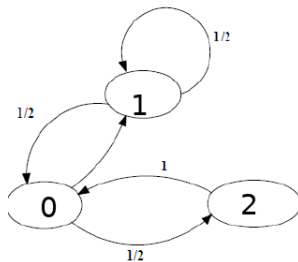
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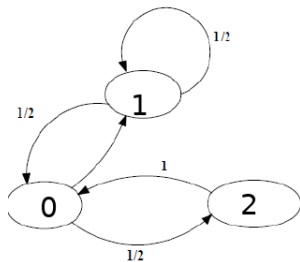
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- $\text{PageRank}[2, \text{it}=1] =$



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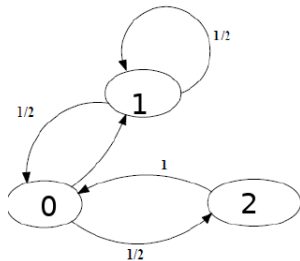
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$$\begin{bmatrix} \text{PageRank}[0, it = 1] \\ \text{PageRank}[1, it = 1] \\ \text{PageRank}[2, it = 1] \end{bmatrix} = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \begin{bmatrix} \text{PageRank}[0, it = 0] \\ \text{PageRank}[1, it = 0] \\ \text{PageRank}[2, it = 0] \end{bmatrix}$$



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```
import numpy as np

p = np.array([[1/3, 1/3, 1/3]]).T
M = np.array([[ 0, 0.5, 1],
               [0.5, 0.5, 0],
               [0.5, 0, 0]])

for iteration in range(1, 16):
    p = np.matmul(M, p)
    print('After', iteration, 'iterations:', p.T)
```

After 0 iterations: $[[0.33333333 \ 0.33333333 \ 0.33333333]]$
After 1 iterations: $[[0.5 \ 0.33333333 \ 0.16666667]]$
After 2 iterations: $[[0.33333333 \ 0.41666667 \ 0.25 \]]$
After 3 iterations: $[[0.45833333 \ 0.375 \ 0.16666667]]$
After 4 iterations: $[[0.35416667 \ 0.41666667 \ 0.22916667]]$
After 5 iterations: $[[0.4375 \ 0.38541667 \ 0.17708333]]$
After 6 iterations: $[[0.36979167 \ 0.41145833 \ 0.21875 \]]$
After 7 iterations: $[[0.42447917 \ 0.390625 \ 0.18489583]]$
After 8 iterations: $[[0.38020833 \ 0.40755208 \ 0.21223958]]$
After 9 iterations: $[[0.41601562 \ 0.39388021 \ 0.19010417]]$
After 10 iterations: $[[0.38704427 \ 0.40494792 \ 0.20800781]]$
After 11 iterations: $[[0.41048177 \ 0.39599609 \ 0.19352214]]$
After 12 iterations: $[[0.39152018 \ 0.40323893 \ 0.20524089]]$
After 13 iterations: $[[0.40686035 \ 0.39737956 \ 0.19576009]]$
After 14 iterations: $[[0.39444987 \ 0.40211995 \ 0.20343018]]$
After 15 iterations: $[[0.40449015 \ 0.39828491 \ 0.19722493]]$

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1 PageRank

- What is PageRank
- Probabilites fast RECAP
- Formal definition of PageRank - Random Surfer Model
- Formal definition of PageRank - Modified Surfer Model



For a fair dice, what is the probability that you get a 5?

How to calculate the probability of getting a 5?

- Get a dice.
- Roll it for a very very large number of attempts.
- Count the number of times you get a 5 and divide it by the number of trials.
- Voila!

Let's simulate it.

```
#include <bits/stdc++.h>
using namespace std;

int main(){
    int no_of_times[7] = {};
    int no_of_trials = 1000000;
    for (int i=0; i< no_of_trials; i++){
        int dice_no = 1 + (rand() % 6);
        no_of_times[dice_no]++;
    }

    for (int i=1; i<=6; i++){
        cout<<"P("<<i<<" )_is_"<<
            1.0*no_of_times[i]/ no_of_trials <<endl;
    }

    return 0;
}
```

- $P(1)$ is 0.166511
- $P(2)$ is 0.166655
- $P(3)$ is 0.167279
- $P(4)$ is 0.166835
- $P(5)$ is 0.166365
- $P(6)$ is 0.166355

Outline

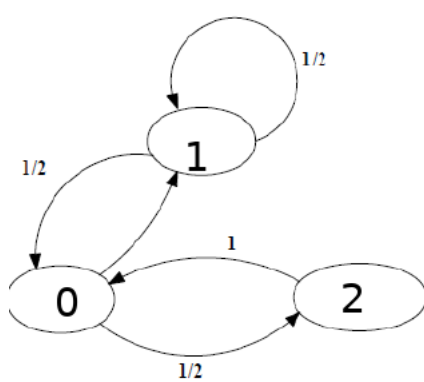
1 PageRank

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- A surfer moves through the Internet randomly.
- At first, They enter a URL.
- Then, they follow a series of successive links for a very long time.
- In a random surfer model, it is assumed that the link which is clicked next is selected at random.

The page rank of Page P is the probability that the random surfer will end the walk at page P.

How to calculate the page rank for the following pages?



Simulation code:

```
import random

nodes = [0, 1, 2]
edges = {0: [1, 2], 1:[0, 1], 2:[0]}
no_of_times = {}

for node in nodes:
    no_of_times[node] = 0

def random_walk(node, timestamp, limit):
    if timestamp == limit:
        no_of_times[node] += 1
    else:
        next_node_idx = random.randint(0, len(edges[node])-1)
        random_walk(edges[node][next_node_idx], timestamp +1, limit)

if __name__ == '__main__':
    no_of_walks = 100000
    max_walk_length = 10

    for _ in range(no_of_walks):
        start_node = random.randint(0, len(nodes)-1)
        random_walk(start_node, 0, max_walk_length)

    for node in nodes:
        no_of_times[node] /= no_of_walks

    for node in nodes:
        print('Probability of landing at node-({}) is-{}'.format(node, no_of_times[node]))
```

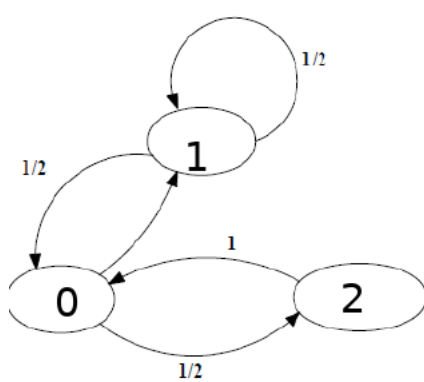
Simulation results:

- Probability of ending at node (0) is: 0.38572
- Probability of ending at node (1) is: 0.40654
- Probability of ending at node (2) is: 0.20774

Formal Definition:

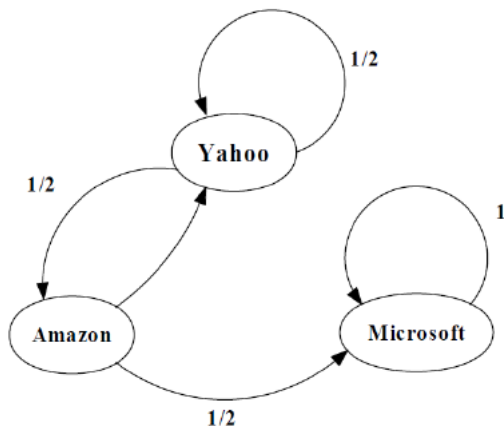
- $P(\text{start at page 0}) = 1/3$
- $P(\text{start at page 1}) = 1/3$
- $P(\text{start at page 2}) = 1/3$

What is the probability that the surfer is at page 1 after one click?



- $P(\text{page 0, time } t) = 0.5 * P(\text{page 1, time } t-1) + 1 * P(\text{page 2, time } t-1)$
- $P(\text{page 1, time } t) = 0.5 * P(\text{page 0, time } t-1) + 0.5 * P(\text{page 1, time } t-1)$
- $P(\text{page 2, time } t) = 0.5 * P(\text{page 0, time } t-1)$

Defects in the model:



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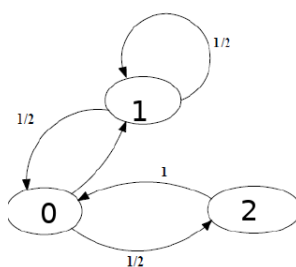
- A surfer moves through the Internet randomly.
- At first, They enter a URL.
- Then, they may follow a series of successive links or use a bookmark to go directly to a webpage.
- In a random surfer model, it is assumed that the link which is clicked next is selected at random.

Probability that the user continues surfing is d .

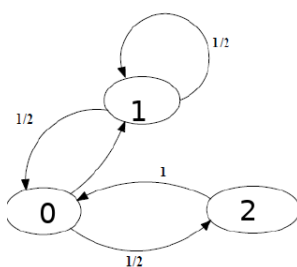
Probability that the user uses a bookmark is $1-d$.

Formal Definition:

- $P(\text{start at page 0}) = 1/3$
- $P(\text{start at page 1}) = 1/3$
- $P(\text{start at page 2}) = 1/3$

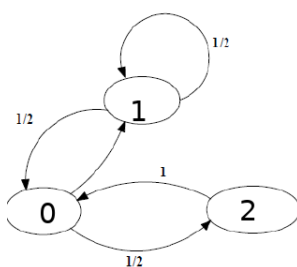


What is the probability that the surfer is at page 0 at time t ?



What is the probability that the surfer is at page 0 at time t ?

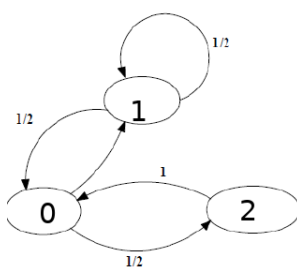
$$P(\text{page 0, time } t) = 0.5 * P(\text{page 1, time } t-1)$$



What is the probability that the surfer is at page 0 at time t ?

$$P(\text{page 0, time } t) = 0.5 * P(\text{page 1, time } t-1)$$

How to model the direct navigation to a certain link?



What is the probability that the surfer is at page 0 at time t ?

$$P(\text{page 0, time } t) = 0.5 * P(\text{page 1, time } t-1)$$

How to model the direct navigation to a certain link?

$$P(\text{page 0, time } t) = d * (0.5 * P(\text{page 1, time } t-1) + 1 * P(\text{page 2, time } t-1)) + (1-d) * (1/N)$$

The final page ranks are:

- $\text{PR}(\text{Amazon}) = 7/33$
- $\text{PR}(\text{Yahoo}) = 5/33$
- $\text{PR}(\text{Microsoft}) = 21/33$

Feedback form: <https://forms.gle/tK9hQEvKD1guD5vf6>