

How Google searches work

History, Algorithm

Martin Thoma, Benjamin Lipp | 7th of February, 2013

SPRACHENZENTRUM

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- Introduction
- 2 PageRank
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Martin Thoma, Benjamin Lipp - How Google searches work

The early days



In the beginning, there were only web catalogues (maintained by hand)

The early days



Web crawler



- Humans know what is good for them
- Humans create Websites
- Humans will only link to Websites they like
- ⇒ Hyperlinks are a quality indicator



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- Simply count number of links to a Website
- X 10,000 links from only one page
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A brilliant idea







Sergey Brin

Larry Page



- Decisions of humans are complicated
- A lot of webpages get visited
- ⇒ modellize clicks on links as random behaviour
 - Links are important
 - Links of page A get less important, if A has many links
 - Links of page A get more important, if many link to A
- \Rightarrow if B has a link from A, the rank of B increases by $rac{Rank(A)}{Links(A)}$

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- Websites = nodes = anthill
- Links = edges = paths
- You place ants on each node
- They walk over the paths (at random, they are ants!)
- After some time, some anthills will have more ants than others
- Those hills are more attractive than others
- # ants is probability that a random user would end on a website



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Mathematics



Let x be a web page. Then

- $lackbox{ }L(x)$ is the set of Websites that link to x
- $lackbox{ } C(y)$ is the out-degree of page y
- lacktriangledown lpha is probability of random jump
- $lackbox{ }N$ is the total number of websites

$$PR(x) := \alpha \left(\frac{1}{N}\right) + (1 - \alpha) \sum_{y \in L(x)} \frac{PR(y)}{C_y}$$



```
function PAGERANK(Graph web, double q = 0.15, int iterations)
   for all paqe \in G do
       page.pageRank = \frac{1}{|G|}

    intial probability

   end for
   while iterations > 0 do
                                          \triangleright calculate pageRank of page
       for all page \in G do
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What you've learned



- Web catalogues
- Webcrawler
- Graph (nodes, eges)
- Random walk (ants)
- PageRank
- Read Pseudocode

Image sources



- PageRank by Felipe Micaroni Lalli
- Sergey Brin by enlewof
- Larry Page by aweigend

Thank you for your attention!



Days 1 - 10 Teach yourself variables, constants, arrays, strings, expressions, statements, functions,...



Days 11 - 21





Days 22 - 697

Do a lot of recreational programming. Have fun hacking but remember to learn from your mistakes.



Days 698 - 3648 Interact with other programmers. Work on programming projects together. Learn from them.



Days 3649 - 7781

Teach yourself advanced theoretical physics and formulate a consistent theory of quantum gravity.



Days 7782 - 14611 Teach yourself biochemistry, molecular biology, genetics....



Day 14611 Use knowledge of biology to

make an age-reversing potion.



Day 14611

Use knowledge of physics to build flux capacitor and go back in time to day 21.



Day 21 Replace younger self.



As far as I know, this is the easiest way to

"Teach Yourself C++ in 21 Days".