

Algorithm Design: Tile Weight Calculation

- **Using Weighted PageRank Algorithm**
- **Formula for calculating weights:**
 - $PR(u) = (1 - d) + d \sum_{v \in B(u)} PR(v) W_{(v,u)}^{in} W_{(v,u)}^{out}$
 - The weight $W_{(v,u)}^{in} W_{(v,u)}^{out}$ is computed using the in-degree and out-degree of node v and its neighboring nodes.
- **Using the variance of the coefficients as the weight of linear tiles.**
 - $W = \sum (a_i - \frac{\sum a_i}{n})^2 / (\frac{\sum a_i}{n})^2$
 - Diminishing the symmetry in the graph.
 - Removing identical weights of tiles.