

# The PageRank Algorithm

Maximilien Danisch

Sorbonne Université

`first_name.last_name@lip6.fr`

# Outline

- 1 Matrix/Vector Multiplication
  - Reminder
  - Algorithms
- 2 Top Eigenvectors
  - Definition
  - Power iteration method
- 3 PageRank
  - What is PageRank?
  - Computation using the power iteration method
  - Personalized PageRank

# Outline

- 1 **Matrix/Vector Multiplication**
  - Reminder
  - Algorithms
- 2 Top Eigenvectors
  - Definition
  - Power iteration method
- 3 PageRank
  - What is PageRank?
  - Computation using the power iteration method
  - Personalized PageRank

# Matrix/Vector Multiplication

Given an  $n$  by  $n$  matrix  $M$  and a vector ( $n$  by 1 matrix)  $A$ , we want to compute the vector ( $n$  by 1 matrix)  $B$  such that:

$$B = M \times A$$

where  $\forall i \in \llbracket 1, n \rrbracket$ ,  $B_i = \sum_{j=1}^n M_{ij} \times A_j$ .

# Classic matrix/vector multiplication

---

**Algorithm 1** Classic matrix/vector multiplication

---

```
function PRODMATVECT( $M, A$ )  
  for  $i$  from 1 to  $n$  do  
     $B[i] \leftarrow 0$   
    for  $j$  from 1 to  $n$  do  
       $B[i] += M[i][j] \times A[j]$   
return  $B$ 
```

---

**Question:** Datastructure? Memory consumption? Running time?

# Classic sparse matrix/vector multiplication

---

**Algorithm 2** Classic sparse matrix/vector multiplication

---

```
function PRODMATVECT( $M, A$ )  
  for  $i$  from 1 to  $n$  do  
     $B[i] \leftarrow 0$   
    for  $j$  from 1 to  $n$  such that  $M[i][j] \neq 0$  do  
       $B[i] += M[i][j] \times A[j]$   
return  $B$ 
```

---

**Question:** Datastructure? Memory consumption? Running time?

## Edge Iteration Version

---

**Algorithm 3** Edge iteration sparse matrix/vector multiplication

---

```
function PRODMATVECT2( $M, A$ )  
  for  $i$  from 1 to  $n$  do  
     $B[i] \leftarrow 0$   
    for each  $(i, j)$  such that  $M[i][j] \neq 0$  do  
       $B[i] += M[i][j] \times A[j]$   
  return  $B$ 
```

---

**Question:** Datastructure? Memory consumption? Running time?

# Outline

## 1 Matrix/Vector Multiplication

- Reminder
- Algorithms

## 2 Top Eigenvectors

- Definition
- Power iteration method

## 3 PageRank

- What is PageRank?
- Computation using the power iteration method
- Personalized PageRank



# Matrix/Vector Multiplication

**Definition:** given an  $n$  by  $n$  matrix  $M$  and a vector ( $n$  by 1 matrix)  $A$ ,  $A$  is an eigenvector of  $M$  if it has at least one non-zero value and if there exists a scalar  $\lambda \in \mathbb{R}$  such that

$$M \times A = \lambda \times A$$

**Definition:** a top eigenvector is an eigenvector  $A$  such that its associated eigenvalue  $\lambda$  has maximum absolute value.

# Power iteration method

---

**Algorithm 4** Power iteration method

---

**function** POWERITERATION( $M, t$ ) $A \leftarrow$  random vector**for**  $i$  from 1 to  $t$  **do** $A \leftarrow \text{MATVECTPROD}(M, A)$  $A \leftarrow \text{NORMALIZE}(A)$  $\triangleright \forall i \in \llbracket 1, n \rrbracket, A[i] \leftarrow \frac{A[i]}{\|A\|_1}$ **return**  $A$ 

---

In practice (under some conditions), POWERITERATION converges to a top eigenvector when  $t \rightarrow +\infty$ .

**Question:** Running time?

## Additional content: top-k eigenvectors

---

### Algorithm 5 Power iteration for top-k eigenvectors

---

```
function POWERITERATION2( $M, k, t$ )  
  for  $l$  from 1 to  $k$  do  
     $A_l \leftarrow$  random vector  
    for  $i$  from 1 to  $t$  do  
       $A_l \leftarrow \text{MATVECTPROD}(M, A_l)$   
      for  $j$  from 1 to  $l$  do  
         $v \leftarrow \text{SCALARPROD}(A_l, A_j)$  ▷ Scalar product  
         $A_l \leftarrow A_l - v \times A_j$   
       $A_l \leftarrow \text{NORMALIZE}(A_l)$   
return  $A_1, A_2, \dots, A_k$ 
```

---

In practice (under some conditions), POWERITERATION2 converges to top-k eigenvectors when  $t \rightarrow +\infty$ .

**Question:** Running time?

# Outline

## 1 Matrix/Vector Multiplication

- Reminder
- Algorithms

## 2 Top Eigenvectors

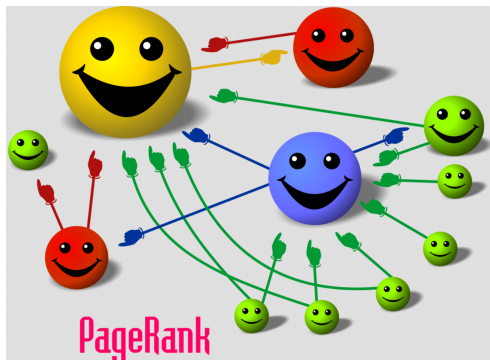
- Definition
- Power iteration method

## 3 PageRank

- What is PageRank?
- Computation using the power iteration method
- Personalized PageRank

# What is PageRank?

- PageRank is an algorithm used by Google Search to rank websites in their search engine results.
- It counts the number and quality of links to a page.
- The underlying assumption is that an important website is likely to receive links from other important websites.



## Random walks

Pagerank is based on random walks:

- a walker starts at a node chosen uniformly at random
- it follows one of the out-links chosen uniformly at random
- go to 2

Score of a node  $v$  = probability to have the random walker on node  $v$  after an infinite number of steps.

**Problem:** what if the graph has a dead-end? has a spider trap?  
is cyclic?

# Random walks

Pagerank is based on random walks:

- 1 a random walker starts at node  $u$
- 2 it then teleports to a random node with probability  $\alpha$
- 3 if it does not teleport then:
  - it follows one of the outlinks chosen uniformly at random
  - if the node has no outlinks it teleports to a random node
- 4 go to 2

Analogy with a surfer on the web...

$\text{PageRank}(v)$  = probability to have the random walker on node  $v$  after an infinite number of steps.

# The transition matrix of a graph

**Definition:** given a directed graph  $G$  with  $n$  nodes and  $m$  directed edges, its transition matrix  $T$  is define as follows.

- $T$  is an  $n$  by  $n$  matrix with  $m$  non-zero values
- for each directed edge  $(u, v)$  in  $G$ ,  $T_{vu} = \frac{1}{d^{out}(u)}$

**Definition:** if  $G$  has no dead-end (nodes with  $d^{out} = 0$ ), then the PageRank vector  $P$  is given by the following equation:

$$P_{t+1} = (1 - \alpha) \times T \times P_t + \alpha \times I$$

where  $I$  is the vector such that each entry equals to  $\frac{1}{n}$ .  
Usually  $0.1 \leq \alpha \leq 0.2$ .

**Question:**  $P$  is the top eigenvector of which matrix?



## The transition matrix of a graph

If  $G$  has dead-ends then the augmented transition matrix  $T'$  should be used instead of  $T$ :

- for each directed edge  $(u, v)$  in  $G$ ,  $T'_{vu} = \frac{1}{d^{out}(u)}$
- if  $d^{out}(u) = 0$ , then  $\forall v$ ,  $T'_{vu} = \frac{1}{n}$

**Definition:** the PageRank vector  $P$  is given by the following equation:

$$P_{t+1} = (1 - \alpha) \times T' \times P_t + \alpha \times I$$

where  $I$  is the vector such that each entry equals to  $\frac{1}{n}$ .  
Usually  $0.1 \leq \alpha \leq 0.2$ .

**Question:** What if the graph has many dead-ends?

## Power iteration

$$P_{t+1} = (1 - \alpha) \times T' \times P_t + \alpha \times I$$

---

**Algorithm 6** Power iteration to compute PageRank

---

**function** POWERITERATION( $G, \alpha, t$ )

$T \leftarrow$  transition matrix of graph  $G$

$P \leftarrow \frac{1}{n} \times I$

**for**  $i$  from 1 to  $t$  **do**

$P \leftarrow \text{MATVECTPROD}(T, P)$

$P \leftarrow (1 - \alpha) \times P + \alpha \times I$

$P \leftarrow \text{NORMALIZE2}(P) \quad \triangleright \forall i \in \llbracket 1, n \rrbracket, P[i] += \frac{1 - \|P\|_1}{n}$

**return**  $P$

---

# Personalized PageRank

$$P_{k+1} = (1 - \alpha) \times T'_{P_0} \times P_k + \alpha \times P_0$$

---

**Algorithm 7** Power iteration to compute rooted PageRank

---

**function** POWERITERATION( $G, P_0, \alpha, t$ )

$T \leftarrow$  transition matrix of graph  $G$

$P \leftarrow \frac{1}{n} \times I$

**for**  $i$  from 1 to  $t$  **do**

$P \leftarrow \text{MATVECTPROD}(T, P)$

$P \leftarrow (1 - \alpha) \times P + \alpha \times P_0$

$P \leftarrow \text{NORMALIZE2}(P) \triangleright \forall i \in \llbracket 1, n \rrbracket, P[i] += P_0[i] \frac{1 - \|P\|_1}{n}$

**return**  $P$

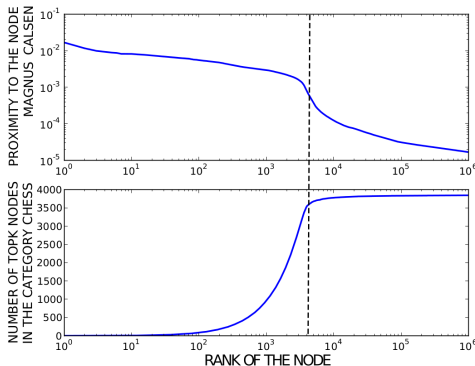
---

**Definition:** the *Rooted PageRank* in  $u$  is the personalized PageRank such that  $P_0[u] = 1$ .

## Rooted PageRank as a “proximity metric”

- The distance may not be a good “proximity metric”. Why?
- Rooted Pagerank might be better.

Experiments in the Wikipedia network:



<https://tel.archives-ouvertes.fr/tel-01207046>

## Additional content: the push method

There are more efficient ways to compute an approximation of the rooted PageRank:

Local graph partitioning using pagerank vectors  
R. Andersen and F. Chung and K. Lang  
FOCS06

[http://www.cs.cmu.edu/afs/cs/user/glmiller/public/Scientific-Computing/F-11/RelatedWork/local\\_partitioning\\_full.pdf](http://www.cs.cmu.edu/afs/cs/user/glmiller/public/Scientific-Computing/F-11/RelatedWork/local_partitioning_full.pdf)