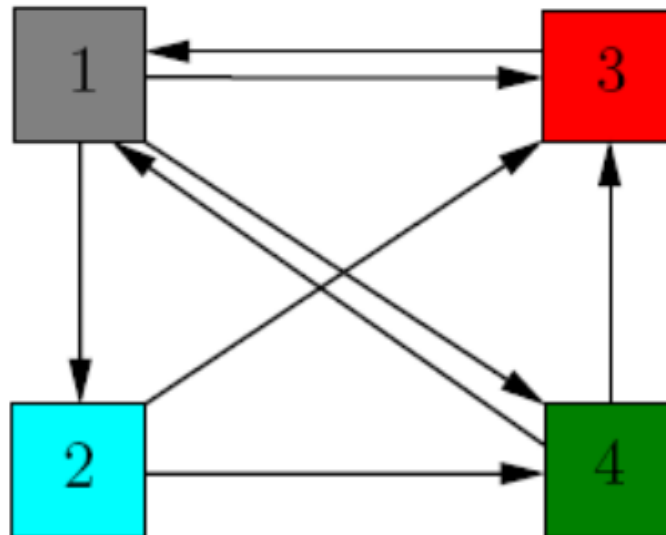


# Link Analysis: PageRank Tutorial

Lin Guosheng  
School of Computer Science and Engineering  
Nanyang Technological University

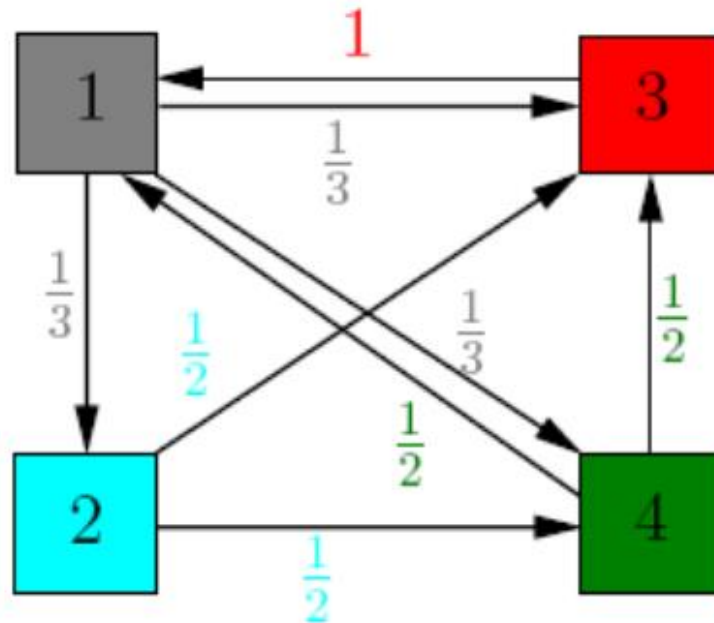
- Q1. Given the graph below, calculate the page rank score for each node using the following two methods:
  - 1) directly solving the flow equations;
  - 2) using the power iterative method for 2 iterations.



Answer:

Step 1: generate edge weights

- Define the edge weights as  $\frac{1}{d_i}$   
d: out-degree (the number of out-links)



We can go through the node one by one to generate the edge weights.

Example:

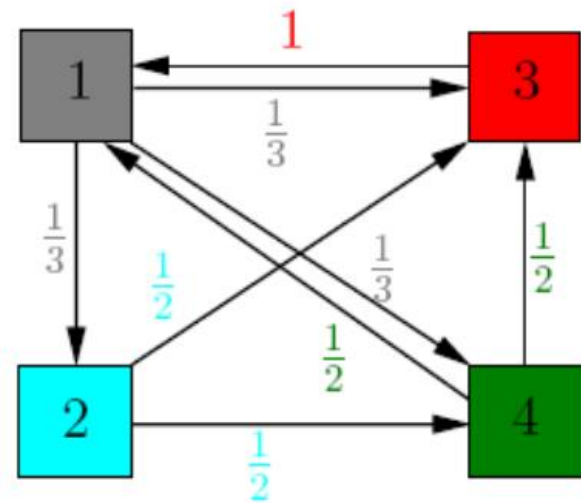
The out-links of node 1 is (1,3), (1,4) and (1,2)

For node 1, there are 3 out-links, so  $d=3$ .

The weight for each out-link of node 1 is  $1/3$ .

- Construct transition matrix M:

$$\mathbf{M} = \begin{array}{c} \text{Node1} \quad \text{Node2} \quad \text{Node3} \quad \text{Node4} \\ \left[ \begin{array}{cccc} 0 & 0 & 1 & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 0 & \frac{1}{2} \\ \frac{1}{3} & \frac{1}{2} & 0 & 0 \end{array} \right] \end{array}$$



Construct the transition matrix column by column  
Each column corresponds to the out-link weights

# Solution 1: solve flow equations

Solve flow equations for the PageRank scores:  $\mathbf{r}$

Flow equations (matrix expression):

$$\mathbf{r} = [r_1, r_2, r_3, r_4]^T$$

$$\mathbf{r} = \mathbf{M} \cdot \mathbf{r}$$

$$\sum_i r_i = 1$$



Flow equations:

$$r_1 = 1 \times r_3 + \frac{1}{2} \times r_4;$$

$$r_2 = \frac{1}{3} \times r_1;$$

$$r_3 = \frac{1}{3} \times r_1 + \frac{1}{2} \times r_2 + \frac{1}{2} \times r_4;$$

$$r_4 = \frac{1}{3} \times r_1 + \frac{1}{2} \times r_2;$$

$$r_1 + r_2 + r_3 + r_4 = 1$$

$$\mathbf{M} = \begin{bmatrix} 0 & 0 & 1 & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 0 & \frac{1}{2} \\ \frac{1}{3} & \frac{1}{2} & 0 & 0 \end{bmatrix}$$

Solutions for scores  $\mathbf{r}$ :



$$\frac{1}{31} \cdot \begin{bmatrix} 12 \\ 4 \\ 9 \\ 6 \end{bmatrix} \sim \begin{bmatrix} 0.38 \\ 0.12 \\ 0.29 \\ 0.19 \end{bmatrix}$$

- How to solve linear equations?
  - The simple method: repeatedly eliminate variables.
  - Other materials:
    - Refer to the linear algebra course SC1004/ CE1104/CZ1104
    - [https://en.wikipedia.org/wiki/System\\_of\\_linear\\_equations](https://en.wikipedia.org/wiki/System_of_linear_equations)

# Variable elimination

$$\text{EQ1} \quad r_1 = 1 \times r_3 + \frac{1}{2} \times r_4;$$

$$\text{EQ2} \quad r_2 = \frac{1}{3} \times r_1;$$

$$\text{EQ3} \quad r_3 = \frac{1}{3} \times r_1 + \frac{1}{2} \times r_2 + \frac{1}{2} \times r_4;$$

$$\text{EQ4} \quad r_4 = \frac{1}{3} \times r_1 + \frac{1}{2} \times r_2;$$

$$\text{EQ5} \quad r_1 + r_2 + r_3 + r_4 = 1$$

$$r_1 = 12/31$$

$$r_2 = 1/3 \times r_1 = 4/31 \text{ (from EQ2)}$$

$$r_3 = 3/4 \times r_1 = 9/31 \text{ (from EQ7)}$$

$$r_4 = 1/2 \times r_1 = 6/31 \text{ (from EQ6)}$$

Variable elimination:

Here we aim to use  $r_1$  to express other variables

Substitute EQ2 into EQ4 (eliminate  $r_2$ ):

$$r_4 = 1/3 \times r_1 + (1/2) \times (1/3) \times r_1$$

$$\rightarrow r_4 = 3/6 \times r_1 = 1/2 \times r_1 \text{ (EQ6)}$$

Substitute EQ6 into EQ1 (eliminate  $r_4$ ):

$$r_1 = r_3 + (1/2) \times (1/2) \times r_1$$

$$\rightarrow r_3 = 3/4 \times r_1 \text{ (EQ7)}$$

With EQ2, EQ6, EQ7 (eliminate  $r_2, r_4, r_3$ ),

We update EQ5:

$$r_1 + 1/3 \times r_1 + 3/4 \times r_1 + 1/2 \times r_1 = 1$$

$$\rightarrow (1 + 4/12 + 9/12 + 6/12) \times r_1 = 1$$

$$\rightarrow 31/12 \times r_1 = 1$$

$$\rightarrow r_1 = 12/31$$

# Solution 2: Power iteration

- Power iteration method

- 1. assign initial values to rank scores :  $r_i = 1/N$ ;
  - $N$  is the total number of nodes
- 2. repeat the following until converge:

Calculate the page rank:

$$r^{(t+1)} = M \cdot r^{(t)}$$

Or equivalently for each node: 
$$r_j^{(t+1)} = \sum_{i \rightarrow j} \frac{r_i^{(t)}}{d_i}$$

Converge criteria: 
$$(\sum_i |r_i^{t+1} - r_i^t| < \epsilon)$$



# Solution 2: Power iteration

$$\mathbf{r} = [r_1, r_2, r_3, r_4]^\top$$

Iter 0: initialization:

$$\mathbf{M} = \begin{bmatrix} 0 & 0 & 1 & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 0 & \frac{1}{2} \\ \frac{1}{3} & \frac{1}{2} & 0 & 0 \end{bmatrix}$$

$$\mathbf{r}^{(0)} = \begin{pmatrix} 0.25 \\ 0.25 \\ 0.25 \\ 0.25 \end{pmatrix}$$

$$\mathbf{r}^{(t+1)} = \mathbf{M} \cdot \mathbf{r}^{(t)}$$

Iter 1:

$$\mathbf{r}^{(1)} = \mathbf{M} \cdot \mathbf{r}^{(0)} = \begin{pmatrix} 0.37 \\ 0.08 \\ 0.33 \\ 0.20 \end{pmatrix}$$

# Solution 2: Power iteration

$$\mathbf{r} = [r_1, r_2, r_3, r_4]^\top$$

$$\mathbf{M} = \begin{bmatrix} 0 & 0 & 1 & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 0 & \frac{1}{2} \\ \frac{1}{3} & \frac{1}{2} & 0 & 0 \end{bmatrix}$$

$$\mathbf{r}^{(t+1)} = \mathbf{M} \cdot \mathbf{r}^{(t)}$$

Iter 2:

$$\mathbf{r}^{(2)} = \mathbf{M} \cdot \mathbf{r}^{(1)} = \begin{pmatrix} 0.43 \\ 0.12 \\ 0.27 \\ 0.16 \end{pmatrix}$$

The question only requests to run 2 iterations.  
For demonstration, here we show more iterations:

$$\mathbf{r}^{(3)} = \mathbf{M} \cdot \mathbf{r}^{(2)} = \begin{pmatrix} 0.35 \\ 0.14 \\ 0.29 \\ 0.20 \end{pmatrix}$$

The question only requests to run 2 iterations.  
For demonstration, here we show more iterations:

Iter 4: 
$$\begin{pmatrix} 0.39 \\ 0.11 \\ 0.29 \\ 0.19 \end{pmatrix}$$

Iter 5: 
$$\begin{pmatrix} 0.39 \\ 0.13 \\ 0.28 \\ 0.19 \end{pmatrix}$$

Iter 6: 
$$\begin{pmatrix} 0.38 \\ 0.13 \\ 0.29 \\ 0.19 \end{pmatrix}$$

Iter 7: 
$$\begin{pmatrix} 0.38 \\ 0.12 \\ 0.29 \\ 0.19 \end{pmatrix}$$

Iter 8: 
$$\begin{pmatrix} 0.38 \\ 0.12 \\ 0.29 \\ 0.19 \end{pmatrix}$$

(converged, no significant changes)

# Recap of Page Rank

- PageRank: Assign a rank score (importance score) to each node in the directed graph.
  - For a node  $j$  in the directed graph, we define page rank score  $r_j$  as follows (flow equations):

$$r_j = \sum_{i \rightarrow j} \frac{r_i}{d_i}$$

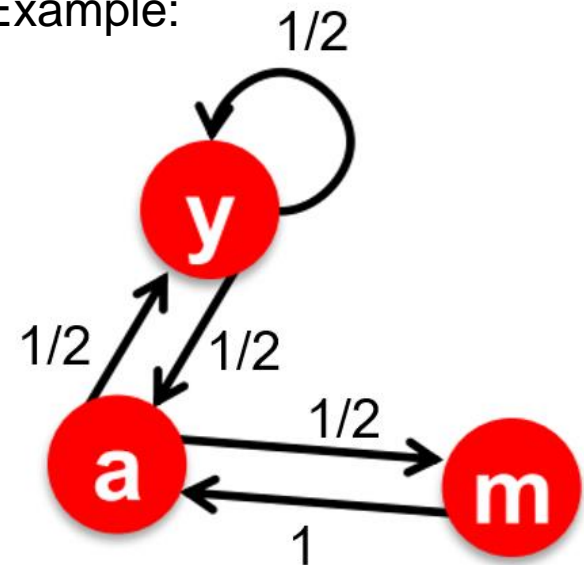
$d_i$  ... out-degree of node  $i$

One node score = weighted sum of the neighbour node scores from in-links

the edge weights:  $\frac{1}{d_i}$

We also require:  $\sum_i r_i = 1$   
(The sum of all rank scores equals 1):

Example:



$$r_y = r_y/2 + r_a/2$$

Flow equation:  
flow-out value = flow-in value

$$r_j = \sum_{i \rightarrow j} \frac{r_i}{d_i}$$

$d_i$  ... out-degree of node  $i$

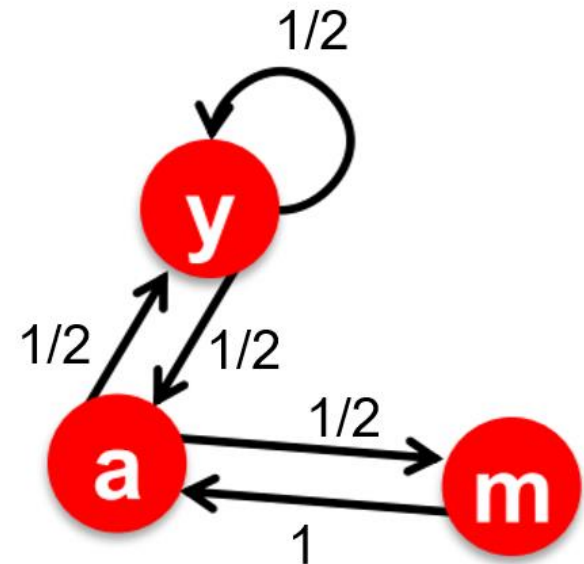
“Flow” equations:

$$r_y = r_y/2 + r_a/2$$

$$r_a = r_y/2 + r_m$$

$$r_m = r_a/2$$

Another example:



# 1. Directly solve linear equations

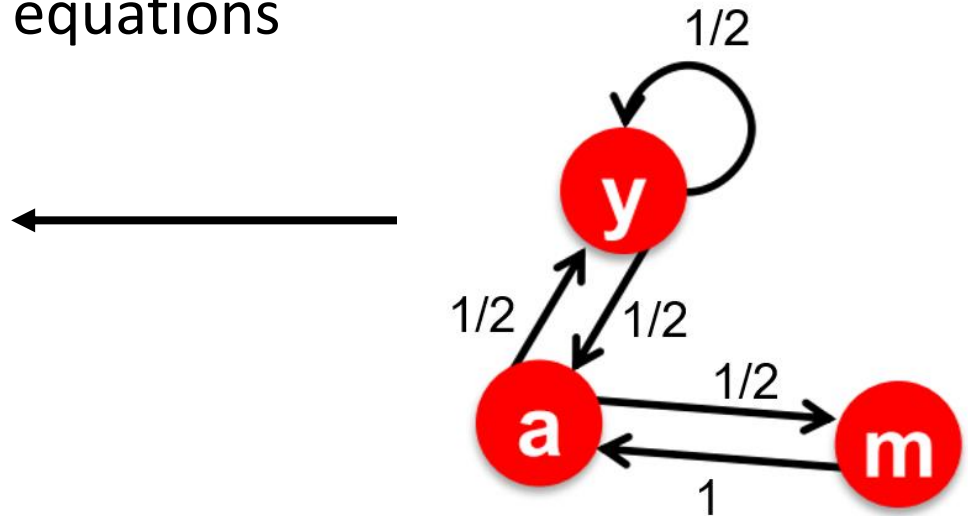
- Solution 1:  
Directly solve the linear equations

“Flow” equations:

$$r_y = r_y/2 + r_a/2$$

$$r_a = r_y/2 + r_m$$

$$r_m = r_a/2$$



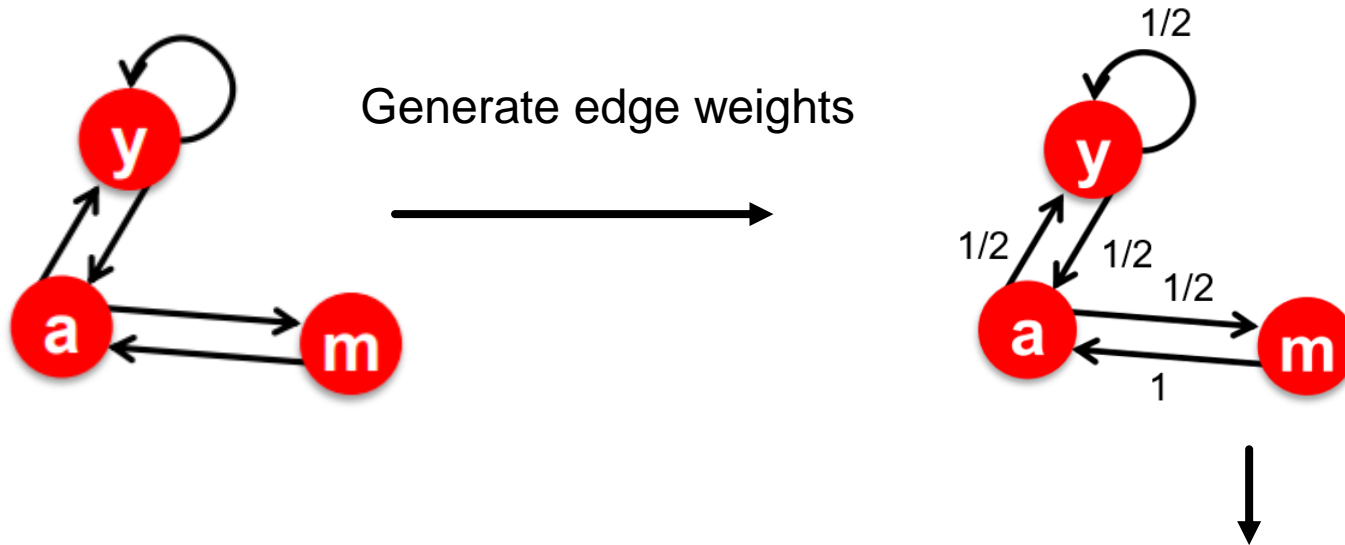
Adding this equation:

$$\sum_i r_i = 1$$

(The sum of all rank scores equals 1):

We can solve these 4 linear equations to get the solutions:  
 $r_y = 0.4$ ;  $r_a = 0.4$ ;  $r_m = 0.2$

# Use transition matrix



Each column in M indicates out-links

	$\mathbf{r}_y$	$\mathbf{r}_a$	$\mathbf{r}_m$
$\mathbf{r}_y$	$\frac{1}{2}$	$\frac{1}{2}$	0
$\mathbf{r}_a$	$\frac{1}{2}$	0	1
$\mathbf{r}_m$	0	$\frac{1}{2}$	0

Transition matrix M

- Rank vector  $\mathbf{r}$  : a column vector of all rank scores

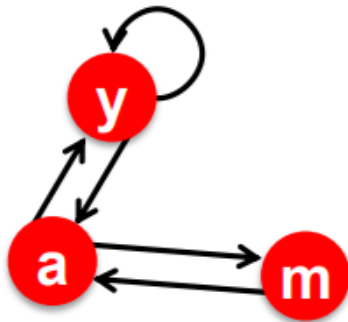
$$r_j = \sum_{i \rightarrow j} \frac{r_i}{d_i}$$



Matrix expression of flow equations

$$\mathbf{r} = \mathbf{M} \cdot \mathbf{r}$$





	$r_y$	$r_a$	$r_m$
$r_y$	$\frac{1}{2}$	$\frac{1}{2}$	0
$r_a$	$\frac{1}{2}$	0	1
$r_m$	0	$\frac{1}{2}$	0

$$\begin{aligned} r_y &= r_y/2 + r_a/2 \\ r_a &= r_y/2 + r_m \\ r_m &= r_a/2 \end{aligned}$$

Matrix expression



$$\begin{bmatrix} r_y \\ r_a \\ r_m \end{bmatrix} = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & 0 & 1 \\ 0 & \frac{1}{2} & 0 \end{bmatrix} \begin{bmatrix} r_y \\ r_a \\ r_m \end{bmatrix}$$

$r \qquad M \qquad r$

## 2. Power iteration method

- Power iteration method

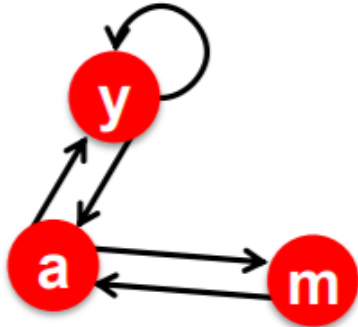
- 1. assign initial values to rank scores :  $r_i = 1/N$ ;
  - $N$  is the total number of nodes
- 2. repeat the following until converge:

Calculate the page rank:

$$r^{(t+1)} = M \cdot r^{(t)}$$

Or equivalently for each node: 
$$r_j^{(t+1)} = \sum_{i \rightarrow j} \frac{r_i^{(t)}}{d_i}$$

Converge criteria: 
$$(\sum_i |r_i^{t+1} - r_i^t| < \epsilon)$$



	y	a	m
y	1/2	1/2	0
a	1/2	0	1
m	0	1/2	0

$$\begin{aligned}
 r_y &= r_y/2 + r_a/2 \\
 r_a &= r_y/2 + r_m \\
 r_m &= r_a/2
 \end{aligned}$$

## ■ Power Iteration:

- Set  $r_j \leftarrow 1/N$
- 1:  $r'_j \leftarrow \sum_{i \rightarrow j} \frac{r_i}{d_i}$
- 2: If  $|r - r'| > \varepsilon$ :
  - $r \leftarrow r'$
- 3: go to 1

## ■ Example:

$$\begin{pmatrix} r_y \\ r_a \\ r_m \end{pmatrix} = \begin{pmatrix} 1/3 \\ 1/3 \\ 1/3 \end{pmatrix} \quad \begin{pmatrix} 1/3 \\ 3/6 \\ 1/6 \end{pmatrix} \quad \begin{pmatrix} 5/12 \\ 1/3 \\ 3/12 \end{pmatrix} \quad \begin{pmatrix} 9/24 \\ 11/24 \\ 1/6 \end{pmatrix} \quad \dots \quad \begin{pmatrix} 6/15 \\ 6/15 \\ 3/15 \end{pmatrix}$$

Initial value:  
1/N (N=3)

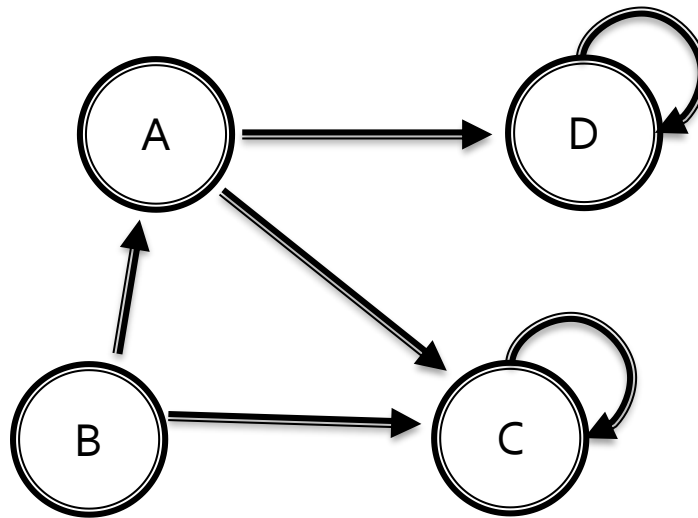
iter1

iter2

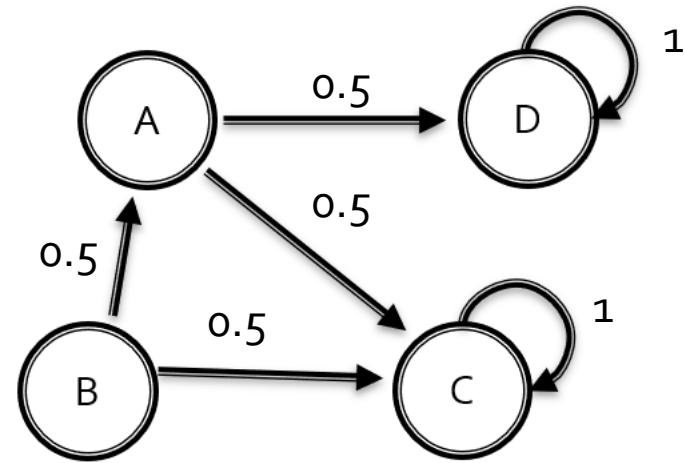
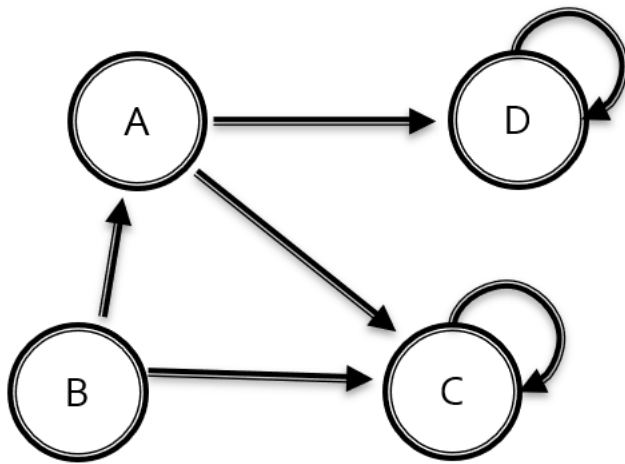
iter3

Converged

- Q2. A graph is given below.
  - a) calculate the page rank score for each node using the power iteration method for 3 iterations.
  - b) identify one spider trap group if there are any.



■ Solution (a):



Transition matrix M

	A	B	C	D
A	0	0.5	0	0
B	0	0	0	0
C	0.5	0.5	1	0
D	0.5	0	0	1

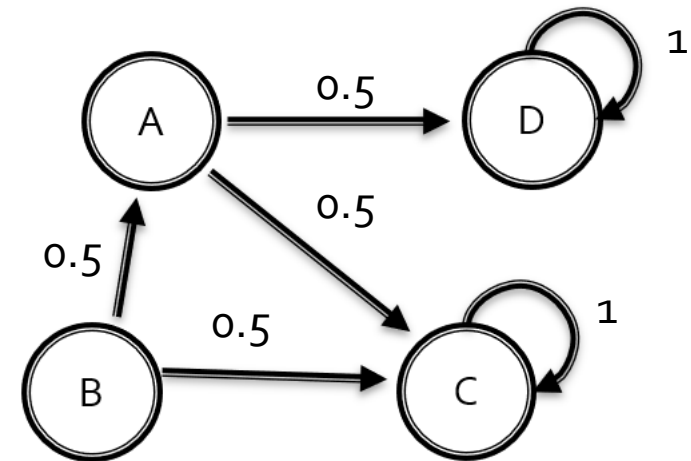
$$r^{(t+1)} = M \cdot r^{(t)}$$

Transition matrix M

0	0.5	0	0
0	0	0	0
0.5	0.5	1	0
0.5	0	0	1

Initial iteration

0.25
0.25
0.25
0.25



0.125
0
0.5
0.375

Iteration 1

0
0
0.5625
0.4375

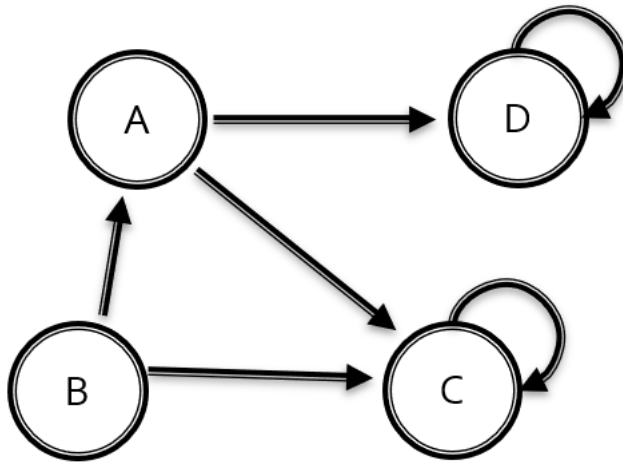
Iteration 2

0
0
0.5625
0.4375

Iteration 3

b) identify one spider trap group if there are any.

Solution (b):

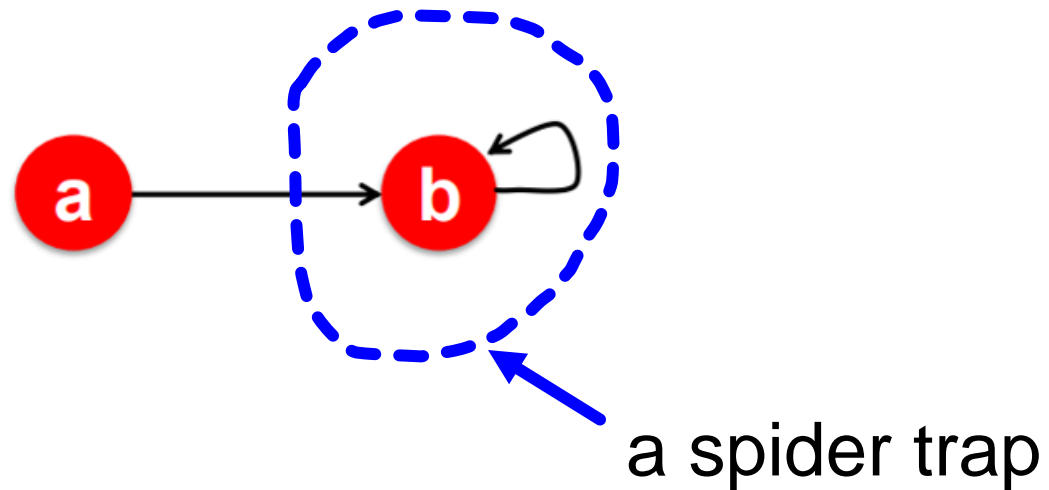


Spider trap groups:

1. {C}
2. {D}
3. {A, C, D}
4. {C, D}

(You only need to specify one group for this question)

## 2. The spider trap problem:

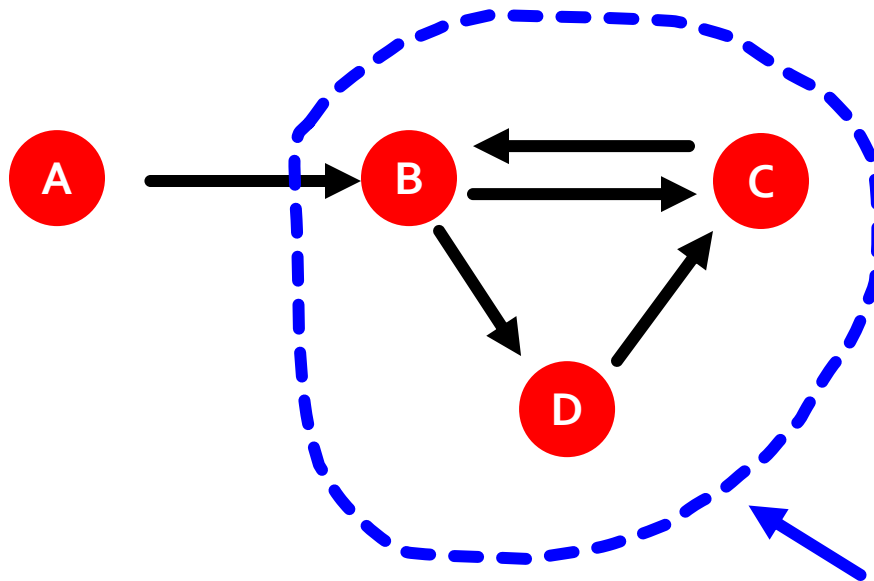


A spider trap group: for the nodes in the group, all out-links are within the group

After entering the spider-trap group, the web user cannot go out of the group by navigating through the links



Another spider trap group example:  
(for the nodes in the group, all out-links are within the group)



the group forms a spider trap problem

After entering the spider-trap group, the web user cannot go out of the group by navigating through the links