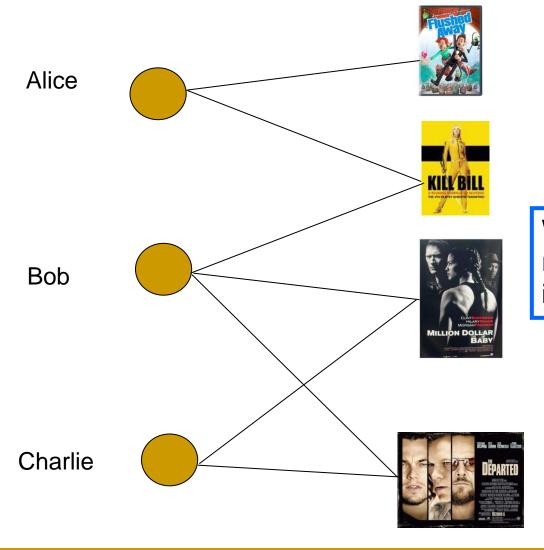
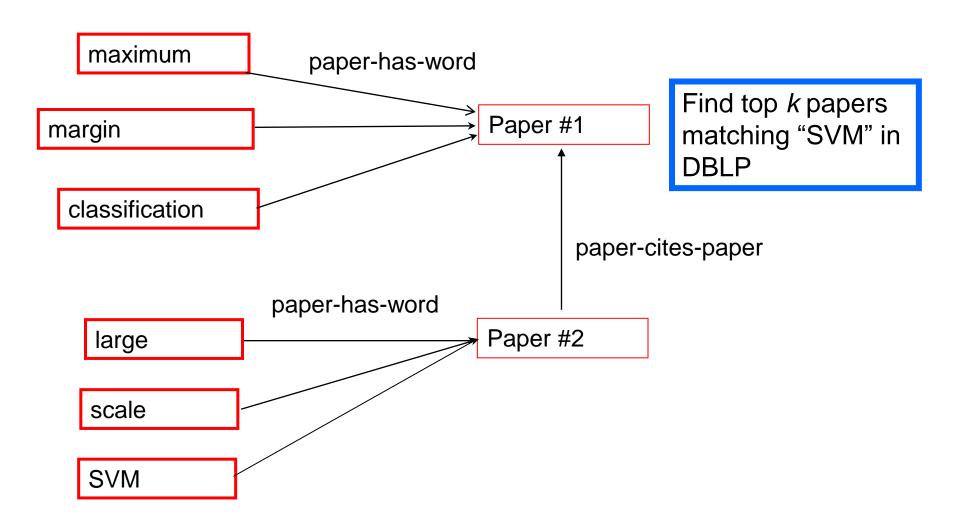
Random Walk based Proximity Measures in Directed Graphs

Recommender systems¹



What are the top k movie recommendations for Alice in IMDB?

Content-based search in databases^{1, 2}



- 1. S. Chakrabarti. Dynamic personalized pagerank in entity-relation graphs. WWW '07.
- 2. A. Balmin, V. Hristidis, & Y. Papakonstantinou. ObjectRank: Authority-based keyword search in databases. *VLDB '04*.

Random walk based proximity measures in directed graphs

- Personalized pagerank
 - G. Jeh & J. Widom (WWW '03)
- Truncated hitting and commute times
 - P. Sarkar, A. Moore, & A. Prakash (ICML '08)
- Escape probability
 - H. Tong, Y. Koren, & C. Faloutsos (KDD '07)

Personalized pagerank

- lacksquare Stationary distribution $oldsymbol{\pi}=oldsymbol{\pi} oldsymbol{P}$
- Pagerank¹
 - Rank web-pages by distribution satisfying

$$\mathbf{v} = (1 - \alpha)\mathbf{v}\mathbf{P} + \frac{\alpha}{n}\mathbf{1}$$

- Personalized pagerank²
 - Using a non-uniform restart distribution

$$\mathbf{v} = (1 - \alpha)\mathbf{v}\mathbf{P} + \alpha\mathbf{r}$$

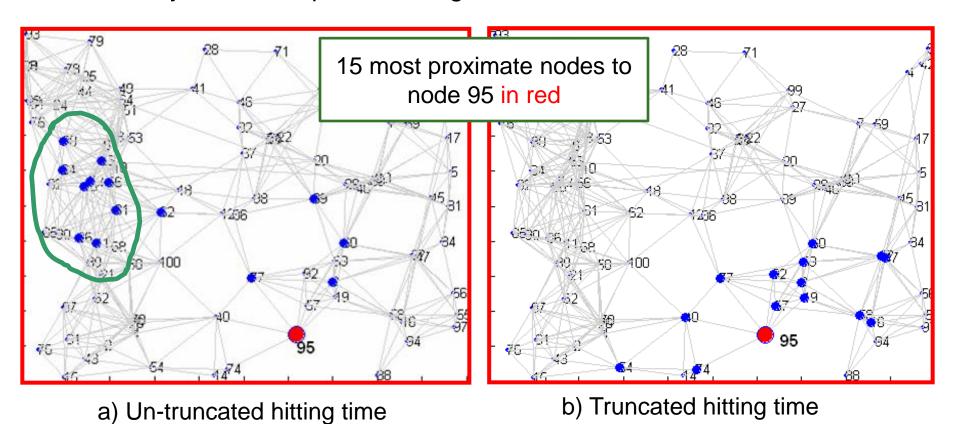
ullet e.g. $r=e_i$ when computing proximities from node i

Hitting and commute times

- Hitting time h(i, j)
 - \Box Expected length of the path $i \longrightarrow j$
- Commute time c(i,j) = h(i,j) + h(j,i)
 - ullet Expected length of the path $i \longrightarrow j \longrightarrow i$
- Drawbacks^{1, 2}
 - Take into account very long paths
 - oxdots h(i,j) is small whenever j has a large stationary probability $oldsymbol{\pi}_j$
 - Alice likes cartoons, so her top 10 recommendations should not be the 10 most popular movies
- 1. D. Liben-Nowell & J. Kleinberg. The link predication problem for social networks. CIKM '03.
- 2. M. Brand. A random walks perspective on maximizing satisfaction and profit. SIAM '05.

Truncated hitting and commute times¹

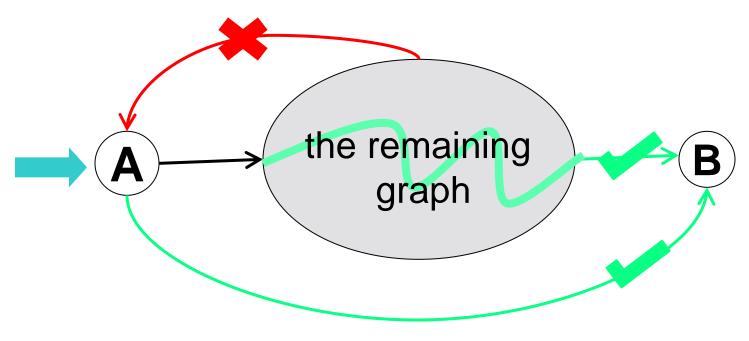
- Truncated version of hitting times and commute times
 - Only considers paths of length at most T



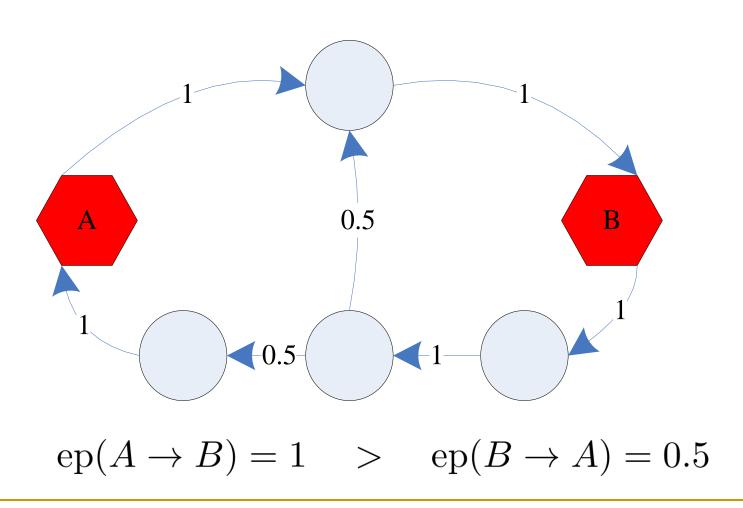
1. P. Sarkar, A. Moore, & A. Prakash. Fast Incremental Proximity Search in Large Graphs. ICML '08.

Escape probability¹

- The escape probability from node A to node B
 - ullet Denoted as $ep(A \to B)$
 - Pr [starting at A, reaches B before returning to A]

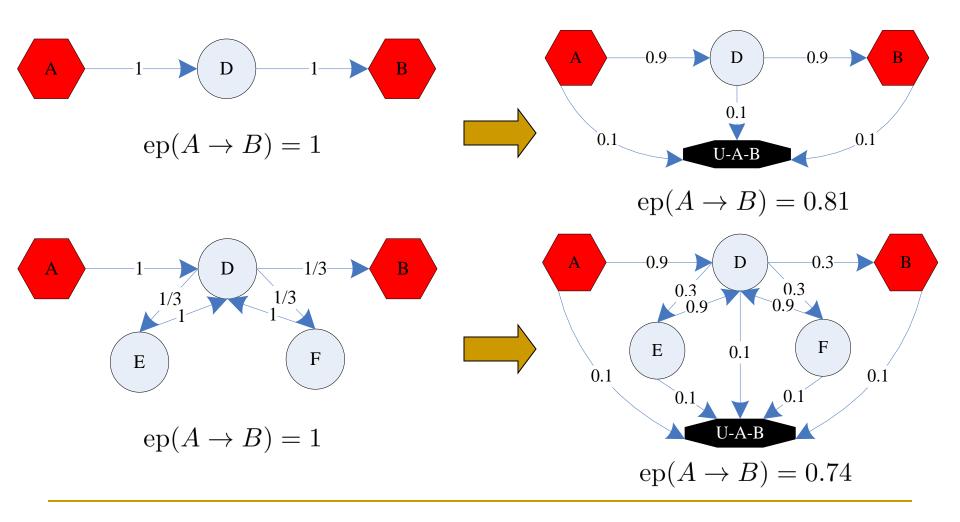


Asymmetry of escape probability

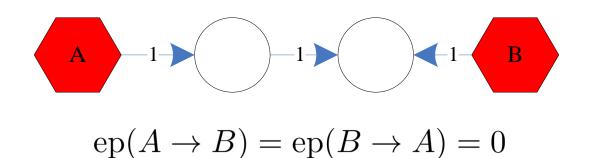


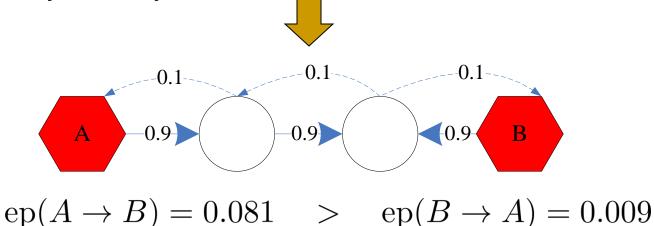
Issue 1: "Degree-1 node" effect

Adding an absorbing node



Issue 2: Weakly connected pair





Solving ep(i -> j)

- $ep(i \rightarrow j) = \boldsymbol{u}(\boldsymbol{i})^{\top} (\boldsymbol{I} c\hat{\boldsymbol{P}})^{-1} \boldsymbol{v}(\boldsymbol{j}) + p(i, j)$
 - $\neg p(i,j)$: entry (i,j) of **P**
 - ullet u(i): the ith row of **P** with ith and jth elements removed
 - ullet v(j): the jth column of $oldsymbol{P}$ with ith and jth elements removed
 - $\hat{\boldsymbol{p}}$: **P** with the ith and jth rows and columns removed
- Computing all ep(i -> j) requires $\Theta(n^2)$ matrix inversions
 - floor Each time need to invert a submatrix of $({m I}-c{m P})$
 - There is a lot of redundancy
 - Use relation between inverses of matrix and its submatrices to accelerate

Fast all-pair proximities

Theorem. Let $\mathbf{Q} = [q(i,j)] \triangleq (\mathbf{I} - c\mathbf{P})^{-1}$. $\forall i \neq j$, there is

$$ep(i \to j) = \frac{q(i,j)}{q(i,i)q(j,j) - q(i,j)q(j,i)}.$$

- Proved by Block Matrix Inversion Lemma
- Fast all-pair proximities
 - $figcup Compute \ oldsymbol{Q} = (oldsymbol{I} coldsymbol{P})^{-1}$
 - \Box For all pairs of nodes, compute $\operatorname{Prox}(i,j) = \frac{q(i,j)}{q(i,i)q(j,j) q(i,j)q(j,i)}$
- Time complexity $\Theta(1 \text{ matrix inversion}) + \Theta(n^2)$

Fast one-pair proximity

Theorem. Let $\mathbf{Q} = [q(i,j)] \triangleq (\mathbf{I} - c\mathbf{P})^{-1}$. $\forall i \neq j$, there is

$$ep(i \to j) = \frac{q(i,j)}{q(i,i)q(j,j) - q(i,j)q(j,i)}.$$

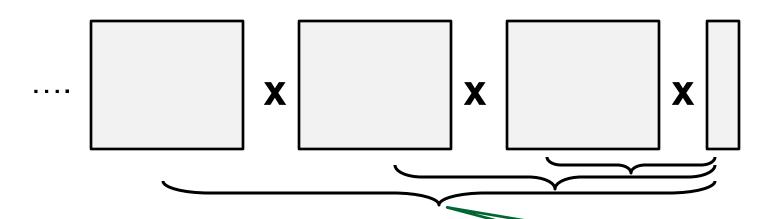
- Fast one-pair proximity
 - Only need two columns of Q
 - □ Taylor expansion (as $\rho(c\mathbf{P}) < 1 \text{ holds}$)

$$(\boldsymbol{I} - c\boldsymbol{P})^{-1} = \boldsymbol{I} + c\boldsymbol{P} + (c\boldsymbol{P})^2 + \cdots$$

Computing the ith column of Q

$$Qe_i = (I - cP)^{-1}e_i = e_i + cPe_i + (cP)^2e_i + \cdots$$

Fast one-pair proximity



- Fast one-pair proximity
 - Only need two columns of Q
 - □ Taylor expansion (as $\rho(c\mathbf{P}) < 1 \text{ holds}$)

$$(\boldsymbol{I} - c\boldsymbol{P})^{-1} = \boldsymbol{I} + c\boldsymbol{P} + (c\boldsymbol{P})^2 + \cdots$$

Computing the ith column of Q

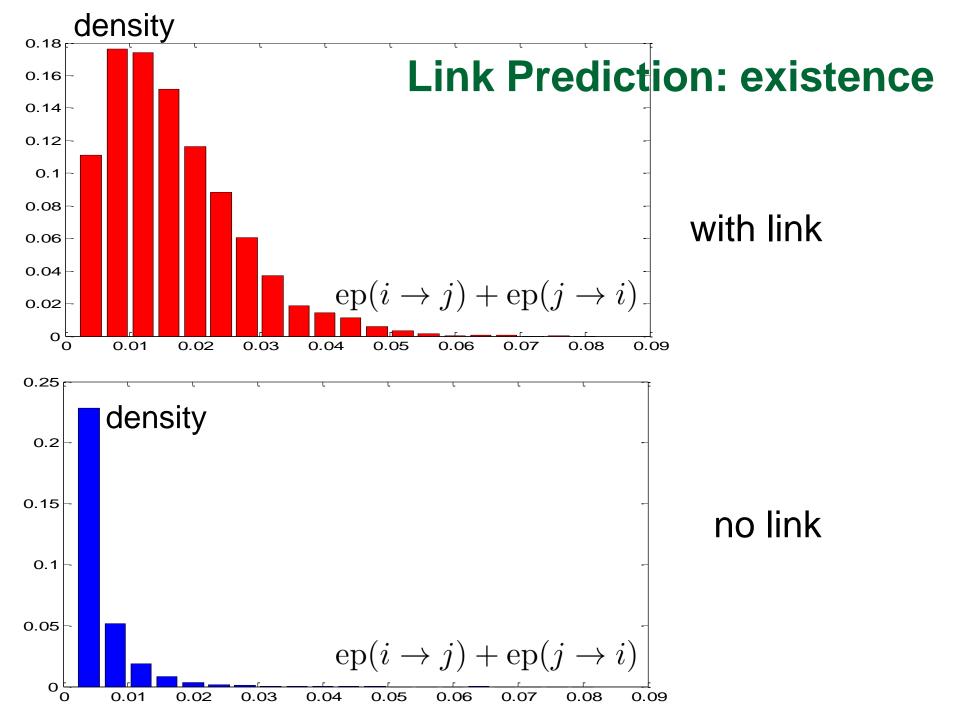
$$Qe_i = (I - cP)^{-1}e_i = e_i + cPe_i + (cP)^2e_i + \cdots$$

Time complexity

$$\Theta\left(t(n+m)\right)$$

Datasets (all real)

Name	Node #	Edge #	Directionality
WL	4k	10k	A-links to-B
PC	36k	64k	Who-contact-whom
EP	76k	509k	Who-trust-whom
CN	28k	353k	A-cites-B
AE	38k	115k	Who-email to-whom



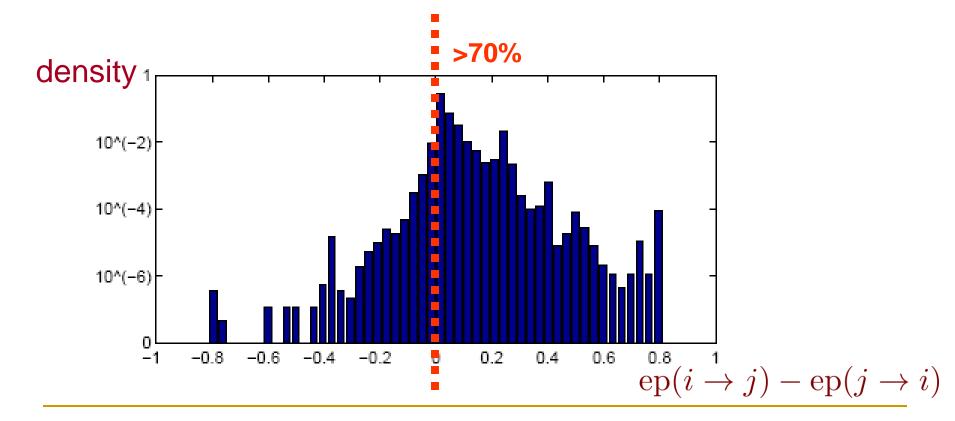
Link Prediction: existence

- Q: Given a pair of nodes i and j, is there a link between them?
- A: Yes iff $ep(i \rightarrow j) + ep(j \rightarrow i)$ reaches a given threshold

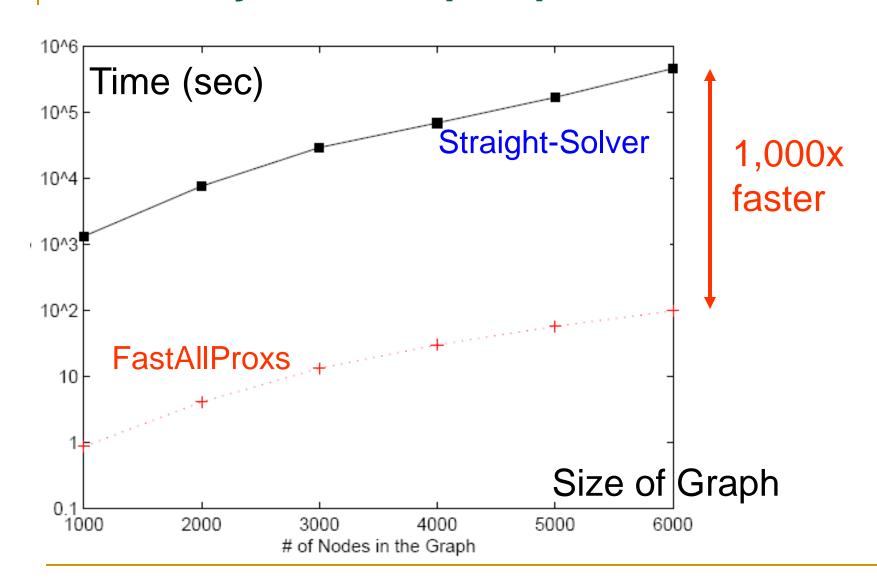
Dataset	Accuracy
WL	65.40%
PC	79.60%
AE	81.51%
CN	86.71%
EP	92.21%

Link Prediction: direction

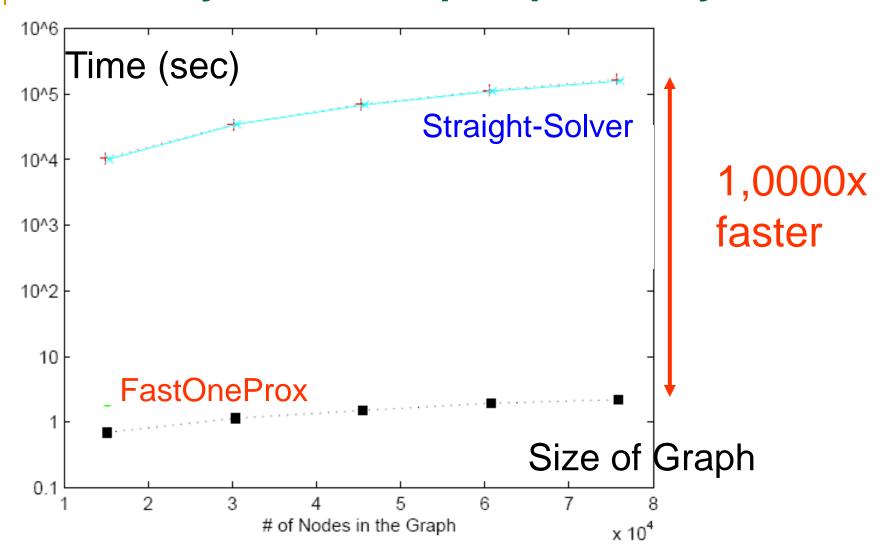
- Q: Given the existence of the link between i and j, what is the direction of it?
- A: Compare $ep(i \rightarrow j)$ and $ep(j \rightarrow i)$, pick the greater one



Efficiency: Fast all-pair proximities



Efficiency: Fast one-pair proximity



Relation to commute times

Theorem. The probability that a random walk starting at node i visits j before returning to i, which is precisely $ep(i \rightarrow j)$, satisfies

$$\operatorname{ep}(i \to j) = \frac{1}{c(i,j)} \cdot \frac{1}{\pi_i},$$

where c(i, j) is the commute time between i and j.

$$ep(i \to j) + ep(j \to i) = \frac{1}{c(i,j)} \left(\frac{1}{\pi_i} + \frac{1}{\pi_j} \right)$$

- Recall that h(i,j) is small whenever π_i is large
 - Bad for personalization
- To alleviate this
 - Sarkar et al. restrict the length of random walk¹
 - Tong et al. reduce the dependence on stationary distribution²
- 1. P. Sarkar, A. Moore, & A. Prakash. Fast Incremental Proximity Search in Large Graphs. ICML '08.
- 2. H. Tong, Y. Koren, & C. Faloutsos. Fast direction-aware proximity for graph mining. KDD '07.

The End