

Why Teleports Solve the Problem?

$$r^{(t+1)} = Mr^{(t)}$$

Markov chains

- Set of states X
- Transition matrix P where $P_{ij} = P(X_t=i \mid X_{t-1}=j)$
- π specifying the stationary probability of being at each state $x \in X$
- Goal is to find π such that $\pi = P \pi$

Why is This Analogy Useful?

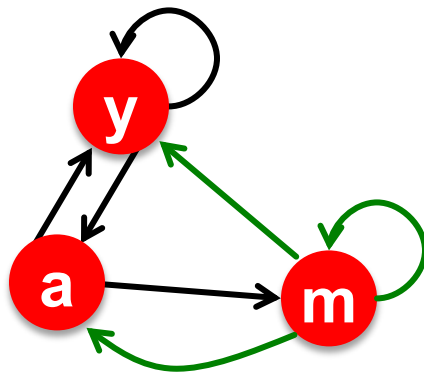
- Theory of Markov chains
- Fact: For **any start vector**, the power method applied to a Markov transition matrix \mathbf{P} will **converge** to a **unique** positive stationary vector as long as \mathbf{P} is **stochastic**, **irreducible** and **aperiodic**.

Make M Stochastic

- **Stochastic:** Every column sums to **1**
- **Solution:** Add **green** links

$$A = M + a^T \left(\frac{1}{n} e \right)$$

- $a_i = 1$ if node i has out deg 0, =0 else
- e vector of all 1s



| | y | a | m |
|---|---------------|---------------|---------------------------------|
| y | $\frac{1}{2}$ | $\frac{1}{2}$ | $\frac{1}{3}$ |
| a | $\frac{1}{2}$ | 0 | $\frac{1}{3}$ |
| m | 0 | $\frac{1}{2}$ | $\frac{1}{3}$ |

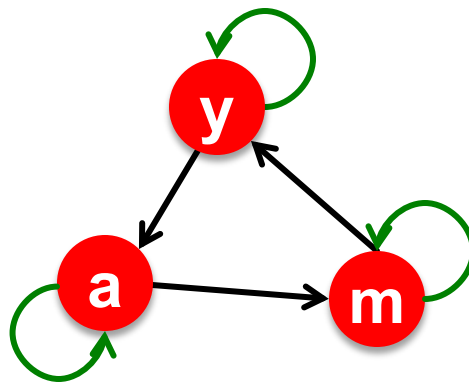
$$r_y = r_y/2 + r_a/2 + r_m/3$$

$$r_a = r_y/2 + r_m/3$$

$$r_m = r_a/2 + r_m/3$$

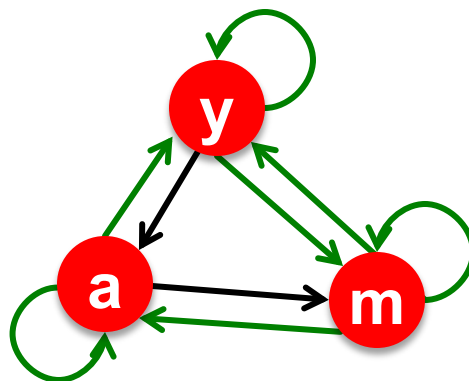
Make M Aperiodic

- A chain is **periodic** if there exists $k > 1$ such that the interval between two visits to some state s is always a multiple of k
- **Solution:** Add **green** links



Make M Irreducible

- From any state, there is a non-zero probability of going from any one state to any another
- **Solution:** Add **green** links



Solution: Random Jumps

- Google's solution that does it all:
 - Makes M stochastic, aperiodic, irreducible
- At each step, random surfer has two options:
 - With probability β , follow a link at random
 - With probability $1-\beta$, jump to some random page
- PageRank equation [Brin-Page, 98]

$$r_j = \sum_{i \rightarrow j} \beta \frac{r_i}{d_i} + (1 - \beta) \frac{1}{n}$$

d_i ... out-degree of node i

The above formulation assumes that M has no dead ends. We can either preprocess matrix M (**bad!**) or explicitly follow random teleport links with probability 1.0 from dead-ends.

The Google Matrix

- **PageRank equation** [Brin-Page, 98]

$$r_j = \sum_{i \rightarrow j} \beta \frac{r_i}{d_i} + (1 - \beta) \frac{1}{n}$$

- **The Google Matrix A :**

$$A = \beta M + (1 - \beta) \frac{1}{n} \mathbf{e} \cdot \mathbf{e}^T$$

\mathbf{e} vector of all 1s

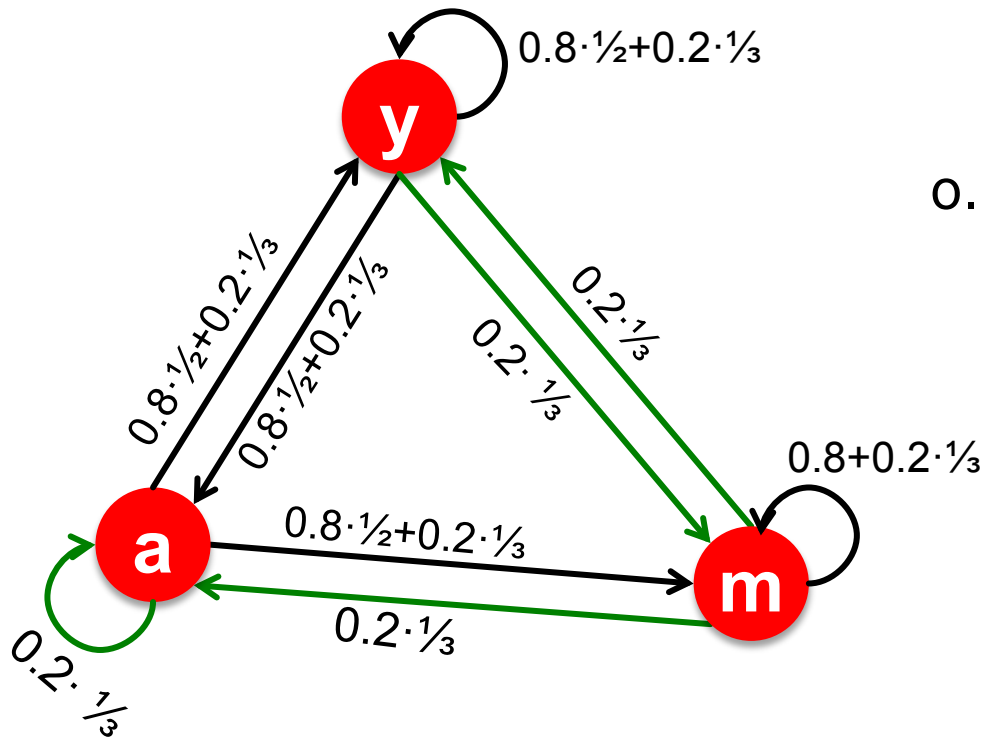
- **A is stochastic, aperiodic and irreducible, so**

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

- **What is β ?**

- In practice $\beta = 0.8, 0.9$ (make 5 steps and jump)

Random Teleports ($\beta = 0.8$)



$$0.8 \begin{bmatrix} 1/2 & 1/2 & 0 \\ 1/2 & 0 & 0 \\ 0 & 1/2 & 1 \end{bmatrix} + 0.2 \begin{bmatrix} 1/3 & 1/3 & 1/3 \\ 1/3 & 1/3 & 1/3 \\ 1/3 & 1/3 & 1/3 \end{bmatrix}$$

| | | | |
|---|------|------|-------|
| y | 7/15 | 7/15 | 1/15 |
| a | 7/15 | 1/15 | 1/15 |
| m | 1/15 | 7/15 | 13/15 |

A

| | | | | | | | |
|---|---|-----|------|------|------|-----|-------|
| y | | 1/3 | 0.33 | 0.24 | 0.26 | | 7/33 |
| a | = | 1/3 | 0.20 | 0.20 | 0.18 | ... | 5/33 |
| m | | 1/3 | 0.46 | 0.52 | 0.56 | | 21/33 |