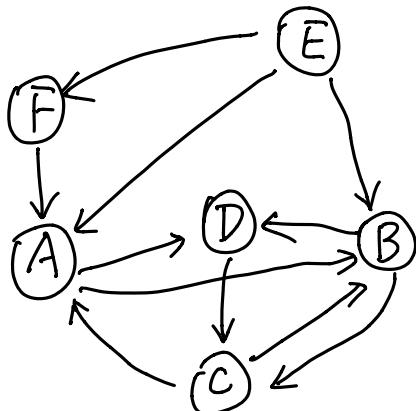


Case Studies A

PageRank

Problem: Rank the web pages?

Data: The linkages of web pages, e.g.



A, B, ..., F are webpages.

" $E \rightarrow F$ " means webpage E has a hyperlink to F , and so on.

Model: Let π_i denote the score of node i .

In the simplest form, Google uses the following model

$$\pi_i = (1-p) \frac{1}{n} + p \sum_{j \in N(i)} \frac{\pi_j}{L_j}, \dots \quad (PR)$$

where n — total number of nodes

$N(i)$ — number of nodes pointing to node i .

L_j — the number of outbound links of node j .

p — a parameter satisfying $0 < p < 1$.

Actually, π_i is the probability representing the likelihood that a person randomly clicking on links will arrive at webpage i . There are two terms in π_i :

$(1-p) \frac{1}{n}$ — the person will, with probability $1-p$, open an arbitrary ^{new} webpage with equal probability. so he/she opens webpage i with prob. $(1-p) \frac{1}{n}$.

$p \sum_{j \in N(i)} \frac{\pi_j}{L_j}$ — the person will, with probability p , click links an arbitrary link on the current webpage with equal probability. So, the probability that the person arrives webpage i is

$$P \sum_{j \in N(i)} \frac{\pi_j}{L_j}$$

the probability the current webpage
is j .
there are L_j outbounds of j .
so the conditional probability from $j \rightarrow i$ is $\frac{\pi_j}{L_j}$

Example: Consider the example above. The equation (PR) is

$$\begin{bmatrix} \pi_A \\ \pi_B \\ \pi_C \\ \pi_D \\ \pi_E \\ \pi_F \end{bmatrix} = (1-p) \begin{bmatrix} \frac{1}{6} \\ \frac{1}{6} \\ \frac{1}{6} \\ \frac{1}{6} \\ \frac{1}{6} \\ \frac{1}{6} \end{bmatrix} + p \begin{bmatrix} 0 & 0 & \frac{1}{2} & 0 & \frac{1}{3} & 1 \\ \frac{1}{2} & 0 & \frac{1}{2} & 0 & \frac{1}{3} & 0 \\ 0 & \frac{1}{2} & 0 & 1 & 0 & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & \frac{1}{3} & 0 \end{bmatrix} \begin{bmatrix} \pi_A \\ \pi_B \\ \pi_C \\ \pi_D \\ \pi_E \\ \pi_F \end{bmatrix}$$

e.g., C has two outbound links (to A and B)
→ normalized adjacency matrix (st. column sum is 1)

This is a linear equation on vector $\pi \in \mathbb{R}^6$. We can use, e.g., LU decomposition, to solve it. If $p=0.85$, then the solution is

$$\pi = \begin{bmatrix} 0.189 \\ 0.242 \\ 0.305 \\ 0.208 \\ 0.025 \\ 0.032 \end{bmatrix}.$$

So the ranking is

Rank	node	Score	in	out
1	C	0.305	2	2
2	B	0.242	3	2
3	D	0.208	2	1
4	A	0.189	3	2
5	F	0.032	1	1
6	E	0.025	0	3

- Why C ranks higher than B?
- Why B ranks higher than A?

In general, Equation (PR) can be written in matrix form as

$$\pi = \frac{1-p}{n} \cdot \mathbf{1} + p A \pi,$$

where $\pi \in \mathbb{R}^n$ is the score vector, $\mathbf{1} = \begin{pmatrix} 1 \\ \vdots \\ 1 \end{pmatrix} \in \mathbb{R}^n$, and A is the normalized adjacency matrix with each column sum 1. We obtain

$$(I - pA) \pi = \frac{1-p}{n} \mathbf{1}, \quad \dots \dots$$

which can be solved by LU decomposition

Question: Prove that the solution $\mathbf{1}^\top \pi = 1$ and $\pi_i \geq 0 \forall i$. (i.e., prove that the solution π is indeed a probability distribution).

- Open questions:
- ① How to improve the model (PR) ?
 - ② Any other possible applications of (PR) ?

Image Deconvolution

Problem: Recover the clear image from a blurred one.

Model: For simplicity, we consider 1D example, i.e. the unknown clear image is a vector $x \in \mathbb{R}^n$, where $x_i, i=1, \dots, n$ is gray level at pixel i .

We also assume the blurring is a moving average with weights $\frac{1}{3}[1 \ 1 \ 1]$
then the observed blurred image $b \in \mathbb{R}^n$ satisfies

$$b_i = (x_{i-1} + x_i + x_{i+1})/3 \quad i = 1, 2, \dots, n. \quad \text{physics model}$$

For $i=1$, we have $b_1 = (x_0 + x_1 + x_2)/3$

For $i=n$, we have $b_n = (x_{n-1} + x_n + x_{n+1})/3$

where x_0, x_{n+1} are not defined yet. We assume $x \in \mathbb{R}^n$ is periodic, i.e.,

$$x_1 \dots x_n / x_1 \ x_2 \ \dots \ x_n / x_1 \ x_2 \ \dots$$

$$x_0 = x_n \quad \text{and} \quad x_{n+1} = x_1$$

Called boundary condition.

Therefore, the model is

$$\left\{ \begin{array}{l} b_1 = (x_1 + x_2 + x_n)/3 \\ b_i = (x_{i-1} + x_i + x_{i+1})/3, \quad i=2, \dots, n-1 \\ b_n = (x_r + x_{n-1} + x_n)/3 \end{array} \right.$$

In matrix form,

$$A x = b,$$

where

$$A = \frac{1}{3} \begin{bmatrix} 1 & 1 & & & & 1 \\ 1 & 1 & 1 & & & \\ & \ddots & \ddots & \ddots & & \\ & & \ddots & \ddots & \ddots & \\ & & & \ddots & \ddots & 1 \\ 1 & & & & 1 & 1 \end{bmatrix}$$

The de-blur is to solve x from $Ax=b$.

In general, many blurring can be modeled as $Ax=b$.

Solution: However, A is singular (i.e., not invertible), and there are infinitely many solutions of $Ax=b$.

To have a unique solution, we use Tikhonov regularization, where we solve

$$\min_x \|Ax - b\|_2^2 + \alpha \|x\|_2^2, \quad \dots \quad (\text{TK})$$

Here $\alpha > 0$ is called regularization parameter.

In other words, we find an $x \in \mathbb{R}^n$ s.t.

① $\|Ax - b\|_2^2$ is small.

② $\|x\|_2^2$ is small.

α balances the relative importance of ① and ②.

Larger $\alpha \implies \|Ax - b\|_2^2$ is larger, and $\|x\|_2^2$ is smaller.

smaller $\alpha \implies \|Ax - b\|_2^2$ is smaller, and $\|x\|_2^2$ larger.

To solve the minimization (TK), we take gradient of the objective function and set it to 0. We obtain (TK) is equivalent to solve

$$2A^T(Ax - b) + 2\alpha x = 0$$



$$(A^T A + \alpha I) x = A^T b.$$

Fact: $A^T A + \alpha I$ is symmetric positive definite.

(proof. i) $(A^T A + \alpha I)^T = (A^T A)^T + \alpha I^T = A^T A + \alpha I$

ii) $\forall y \neq 0, \quad y^T (A^T A + \alpha I) y = y^T A^T A y + \alpha y^T y$
 $= \|Ay\|_2^2 + \alpha \|y\|_2^2 > 0 \quad (\text{since } \|y\|_2 > 0, \alpha > 0)$ ■

Therefore, we can use Cholesky decomposition to solve

$$(A^T A + \alpha I) x = A^T b.$$