

# CS 137 Week 4

## Structures and Page Rank Algorithm

October 2nd, 2017

# Structures

- Structures are a compound data type.
- They give us a way to group variables.
- They consist of named member variables and are stored together in memory.

## Example

For example, suppose we wanted to model a clock; we would want the hours and minutes. Let's call this tod for time of day.

```
struct tod{  
    int hours;  
    int minutes;  
};
```

We could then use our struct to create instances of the time. For example

- struct tod now = 16,50;
- struct tod later = .hours = 18;

## Full Code

```
#include <stdio.h>
struct tod{
    int hours;
    int minutes;
};
void todPrint(struct tod when) {
    printf("%02d:%02d\n",
        when.hours, when.minutes);
}
int main(void){
    struct tod now = {16,50};
    struct tod later = {.hours = 18};
    later.minutes = 1;
    todPrint(later);
    return 0;
}
```

## More on Structures

- We can even return structures as well in much the same way as you would expect.
- Example: `struct tod todAddTime(struct tod when, int hours, int minutes)`
- Try to code this example. What issues arise from doing the naive thing?

## Example

```
struct tod todAddTime(struct tod when,  
    int hours, int minutes) {  
    when.minutes += minutes;  
    when.hours += hours + when.minutes / 60;  
    when.minutes %= 60;  
    when.hours %= 24;  
    return when;  
}  
  
int main(void) {  
    struct tod now = {16, 50};  
    now = todAddTime(now, 1, 10);  
    todPrint(now);  
    return 0;  
}
```

# Reminder

- When passing structs to functions, these values are also passed by value.
- If you wanted to modify the original struct in memory, you would need to pass a pointer to it and then modify the contents of the pointers (more on this later).

# Simplification

To make life easier, we can use a typedef to help create structures

```
#include <stdio.h>
typedef struct{
    int hours;
    int minutes;
} tod;
int main(void) {
    tod now = {14,40}; //instead of struct tod
    return 0;
}
```



## Example

Build a Video Game Character struct. Call this `vgchar`. It should have an identification number, `x` and `y` positions starting at the origin, a power level and a defense level. Then, create some of the following functions:

- Move up, down, left, right
- Fight (between two characters, take the power levels subtract the opponents defense levels and the higher wins)
- Change ID which takes in a new integer ID number.

# Page Rank

- How does Google's Searching Algorithm Work?
- Main idea: It crawls the web, indexes words on each page and then uses the index to find matches and sort by how relevant it is.
- Algorithm is due to Sergey Brin and Larry Page in their paper "The Anatomy of a Large-Scale Hypertextual Web Search Engine"
- See <http://infolab.stanford.edu/~backrub/google.html>
- Major idea: Pages with lots of links to them should be classified as good (otherwise why do they have lots of links?)

## Definition of the Rank of a Page Version 1

- For a page  $P$ , let  $Q_i$  be all of the pages that link to  $P$  for  $1 \leq i \leq N$  with  $N$  a nonnegative integer.
- Then, the rank of a page  $P$ , denoted by  $r(P)$  is

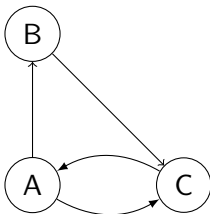
$$r(P) = \sum_{i=1}^N \frac{r(Q_i)}{|Q_i|}$$

where  $|Q_i|$  is the number of outbound links on page  $Q_i$ .

- We will also normalize throughout so that their sum is one.

## Simple Example

Suppose the internet consisted of three pages,  $A$ ,  $B$  and  $C$ . Below, the arrows indicate which pages go to which other pages.

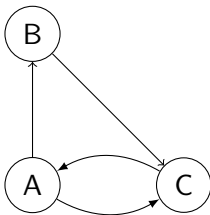


Using the formula on the previous page, we have

$$r(A) = \frac{r(C)}{1} \quad r(B) = \frac{r(A)}{2} \quad r(C) = \frac{r(A)}{2} + \frac{r(B)}{1}$$

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Solving gives  $r(A) = 2r(B) = r(C)$ . Normalizing so that  $r(A) + r(B) + r(C) = 1$  gives  $r(A) = 0.4$ ,  $r(B) = 0.2$ ,  $r(C) = 0.4$

# Random Surfer Model

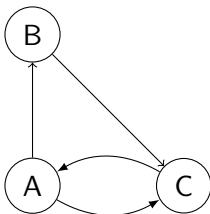
- What Google does is slightly more sophisticated than this.
- Suppose we had a web surfer that:
  - with probability  $\delta$  goes to a link from the current page
  - with probability  $1 - \delta$  goes to a random page
- Define the randomized page rank of a page  $r_\delta(P)$  to be

$$r_\delta(P) = \frac{1 - \delta}{N} + \delta \sum_{i=1}^N \frac{r(Q_i)}{|Q_i|}$$

where  $N$  is the number of pages on the web.

## Simple Example

With this model, let's revisit our example with  $\delta = 0.8$ .



Using the formula on the previous page, we have

$$\begin{aligned} r(A) &= \frac{1}{15} + \frac{4r(C)}{5} & r(B) &= \frac{1}{15} + \frac{2r(A)}{4} \\ r(C) &= \frac{1}{15} + \frac{2r(A)}{5} + \frac{4r(B)}{5} \end{aligned}$$

## Solving

- With a little patience and the usual normalization, we can solve this system to see that

$$r(A) = \frac{61}{159} \approx 0.38365... \quad r(B) = \frac{35}{159} \approx 0.22013$$
$$r(C) = \frac{21}{53} \approx 0.39623$$

via say Gaussian Elimination or even Cramer's Rule.

- However, if  $N$  is large... say  $N > 10^9$  this is very infeasible.
- A trick that is often used is to use a fixed point iteration process!



## Fixed Point Iteration Revisited

- Begin with a solution  $(r_0(A), r_0(B), r_0(C)) = (1/3, 1/3, 1/3)$ .
- Compute

$$r_1(A) = \frac{1}{15} + \frac{4r_0(C)}{5}$$

$$r_1(B) = \frac{1}{15} + \frac{2r_0(A)}{4}$$

$$r_1(C) = \frac{1}{15} + \frac{2r_0(A)}{5} + \frac{4r_0(B)}{5}$$

Repeat with  $(r_1(A), r_1(B), r_1(C))$  until you're happy!

## For Our Example

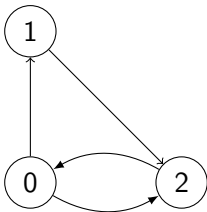
Iteration	$r(a)$	$r(b)$	$r(c)$
0	0.33333	0.33333	0.33333
1	0.33333	0.20000	0.46667
2	0.44000	0.20000	0.36000
3	0.35467	0.24267	0.40267
$\vdots$	$\vdots$	$\vdots$	$\vdots$
19	0.38364	0.22013	0.39623

This is a good approximation after 20 iterations. Note that for the web this would take thousands of iterations (but is still faster than solving exactly!)

## Representation in Memory

We will use structs to help encode this

```
#include <stdio.h>
typedef struct {
    int src, dst;
} link;
int main(void) {
    link l[] = {{0,1}, {0,2}, {1,2}, {2,0}};
    return 0;
}
```



## PageRank.c

```
void pagerank (link l[], int n_link, double r[],
    int n_page, double delta, int n_iter){
    double s[n_page];
    int out[n_page];
    for (int i = 0; i < n_page; i++) out[i] = 0;
    for (int j = 0; j < n_link; j++)
        out[l[j].src]++;
    for (int i = 0; i < n_page; i++)
        r[i] = 1.0 / n_page;
    for (int k = 0; k < n_iter; k++) {
        for (int i = 0; i < n_page; i++)
            s[i] = (1.0 - delta) / n_page;
        for (int j = 0; j < n_link; j++)
            s[l[j].dst] +=
                (r[l[j].src]/out[l[j].src])*delta;
        for (int i = 0; i < n_page; i++)
            r[i] = s[i]; }}
}
```

## PageRank.c (Continued)

```
#include <stdio.h>
//Insert page rank code from before here
void main () {
    link l[] = {{0,1},{0,2},{1,0},{2,1}};
    double r[3];
    pagerank(l, sizeof(l)/sizeof(l[0]), r,
        sizeof(r)/sizeof(r[0]), 0.80, 20);
    for (int i = 0; i < 3; i++)
        printf("%g\n", r[i]);
}
```

## Final Warning - Sinks

- What happens if a page has no outgoing links?
- We call such pages sinks. With a sink, the only way to escape it is to leave randomly.
- With sink nodes, probabilities become lost.
- Let's see this explicitly with an example.

## An Example

Consider the following with  $\delta = 0.8$ :



- The page rank equations for this are

$$r(A) = \frac{1 - \delta}{2} = 0.1$$

$$r(B) = \frac{1 - \delta}{2} + \delta \cdot \frac{r(A)}{1} = 0.12$$

- Notice that these values do not add up to 1 and will never change after iterations.

# Fixes

We can fix this problem in a few ways:

- Renormalize the final answer (this is bad because it over-estimates the page rank for nodes with many in-links)
- Connect each sink node to all other nodes (this is expensive)
- Connect each sink node without actually connecting them:

$$r_{\delta}(P) = \frac{1 - \delta}{N} + \delta \sum_{i=1}^N \frac{r(Q_i)}{|Q_i|} + \delta \sum_{i=1}^M \frac{r(S_i)}{N}$$

where the first sum contains no sinks and the second sum is over all sinks.



## Other Problems

- What about cyclic links?
- Hoarding - websites linking to each other to boost page rank.
- We won't discuss these (or other issues) in this course.