



PagerRank: The Billion Dollar Algorithm

By Anna Sehgal

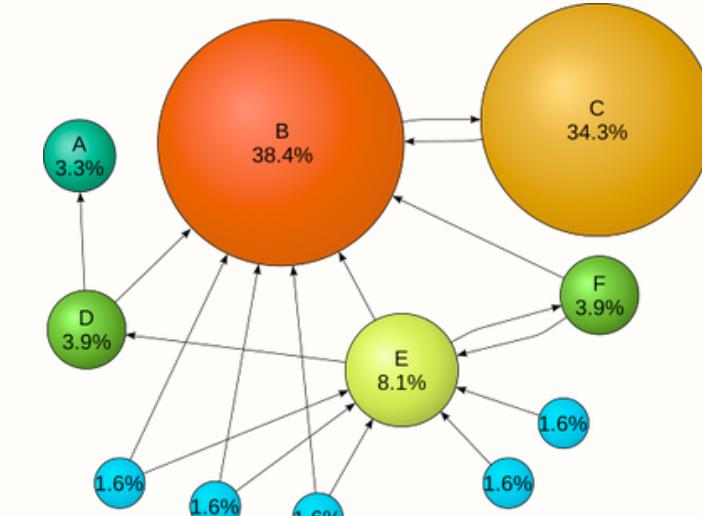


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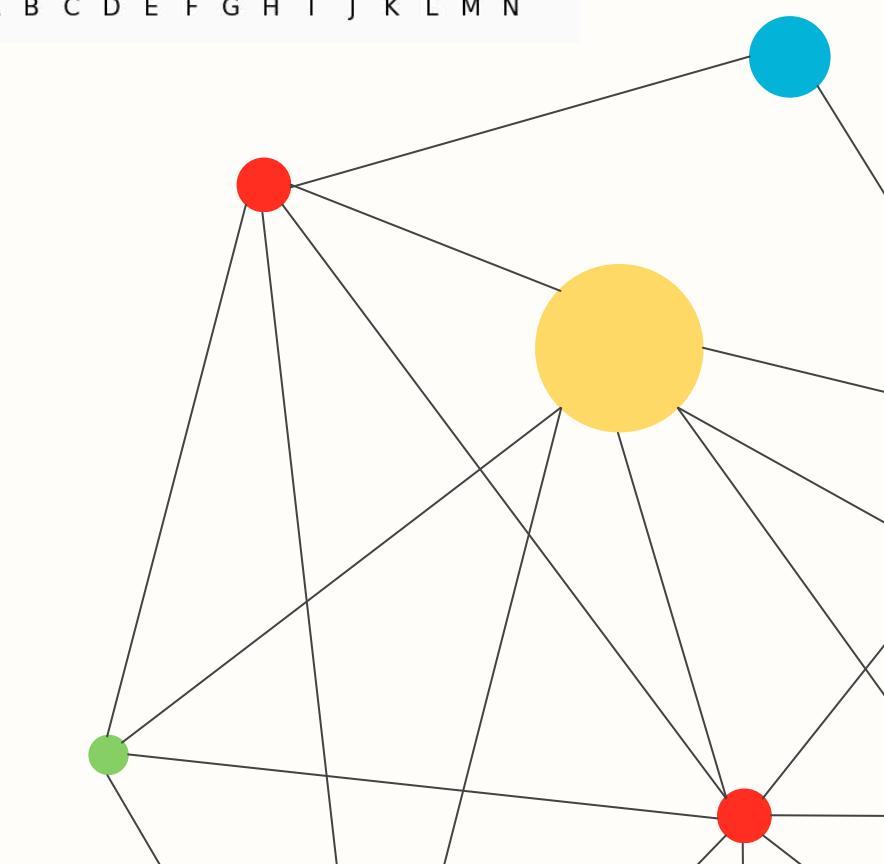
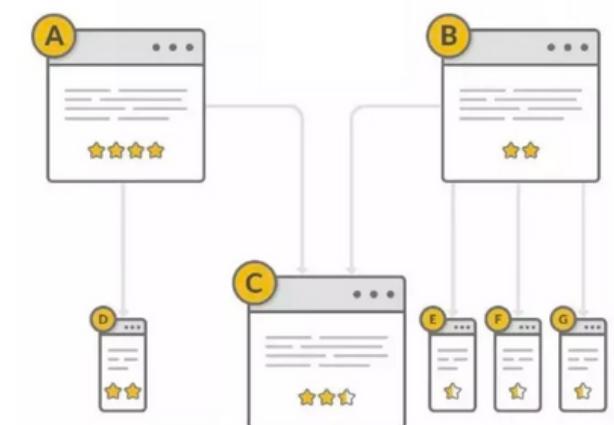
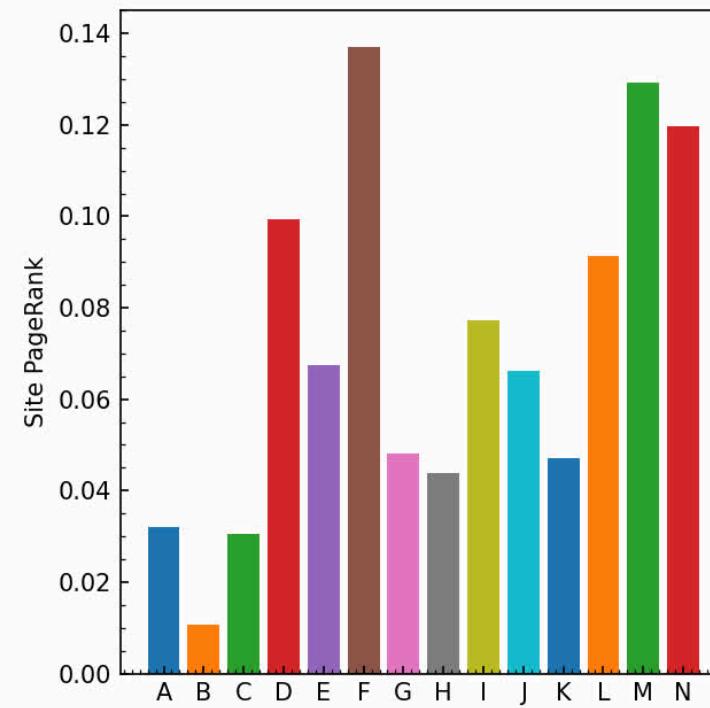
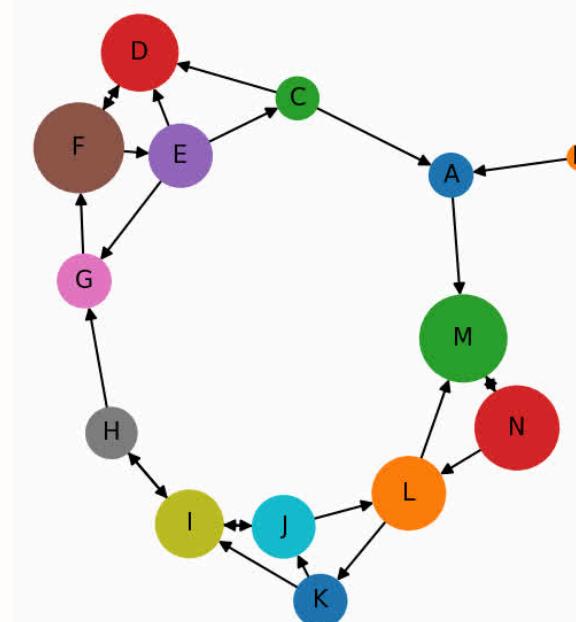
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What is PageRank?

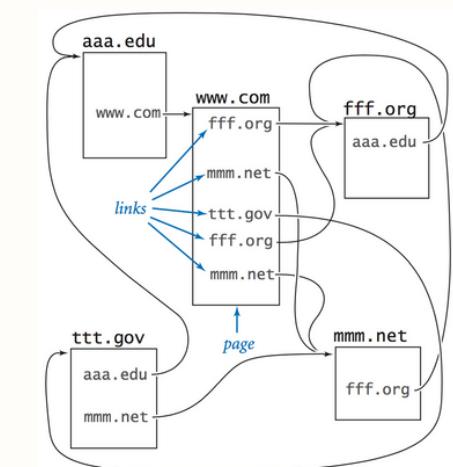
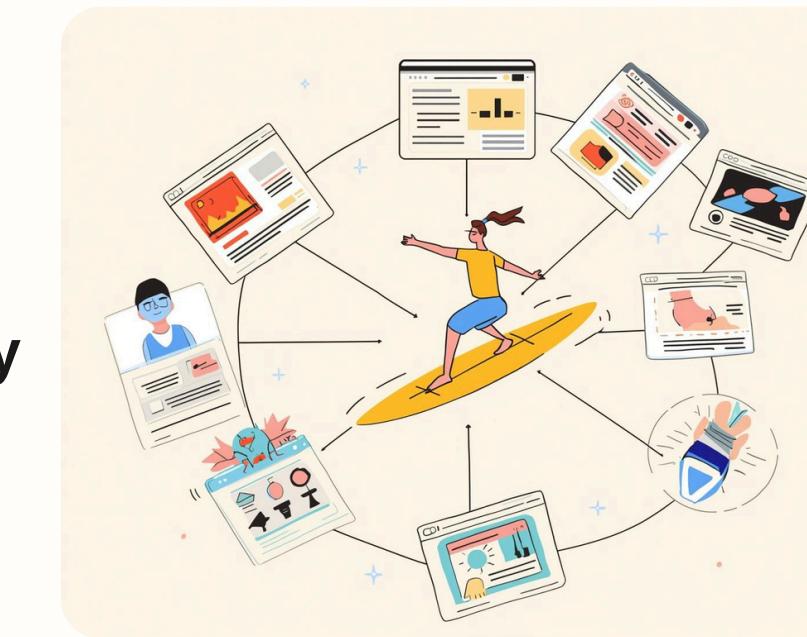
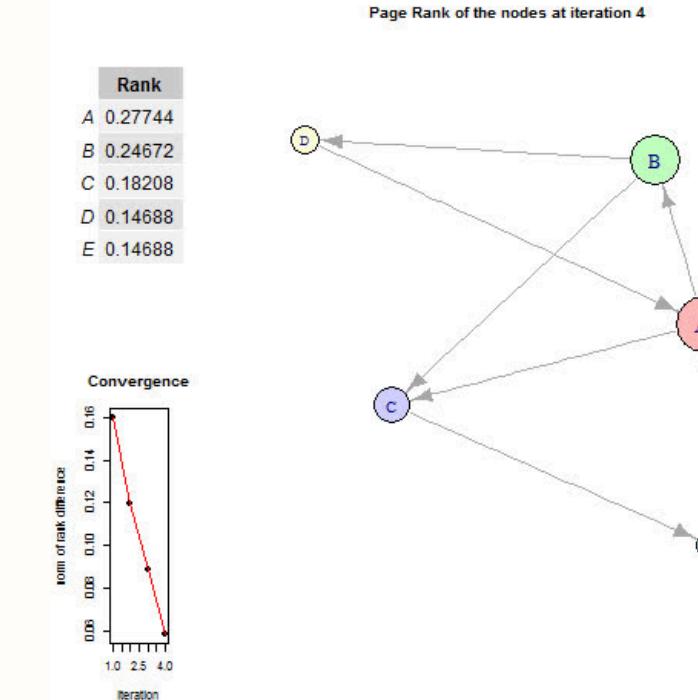
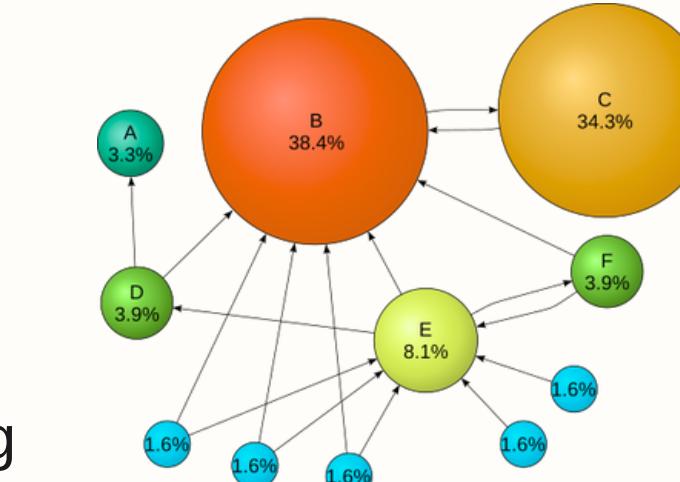
- Created in 1996 at Stanford by Larry Page and Sergey Brin.
- Inspired by how academic papers cite each other.
- Became the core of Google's search engine in 1998.
- Early search engines relied on keyword matching, which was easily exploited for spamming.
- Page & Brin asked: “Can we rank pages by importance using links?”
- PageRank models hyperlinks as weighted recommendations, where recommendations from influential pages contribute more to a page’s importance.

Google



Intuition: Random Surfer Model

- PageRank is based on the **random surfer model**: imagine a user who moves from **page to page** across the web.
- At each step, the surfer either:
 - Follows a **random outgoing link** from the current page, or
 - **Teleports to a random page** with small probability (the damping factor).
- A page is considered “**important**” if the surfer is likely to land on it frequently during infinite random navigation.
- Importance flows through links: a link from a highly important page passes on more influence than a link from a low-quality page.
- Instead of treating all links equally, PageRank interprets links as weighted recommendations, capturing both the **quantity and quality of incoming links**.
- Over repeated iterations, the process stabilizes, producing a score that reflects global influence in the entire network, not just local link counts.



The Formula

$$PR(v) = \frac{1-d}{N} + d \sum_{u \in M(v)} \frac{PR(u)}{L(u)}$$

- **PR(v)**: PageRank score of page v, representing its importance.
- **d**: Damping factor (usually 0.85), probability the random surfer follows a link rather than jumping randomly.
- **N**: Total number of pages; $(1-d)/N$ distributes rank evenly across all pages.
- **M(v)**: Set of pages linking to v; only these pages contribute to v's rank.
- **PR(u)**: PageRank of a page u linking to v; higher-ranked pages contribute more.
- **L(u)**: Number of outgoing links from page u; rank is divided among its links.
- **Σ (sum) over $u \in M(v)$** : Sum of contributions from all pages linking to v.
- This Repeat until PageRank values converge (when scores stop changing significantly).

Pseudocode

```
function PageRank(G, d, ε)
    N = length(G.V)
    PR = List(N, 1/N)
    diff = ε + 1
    while diff > ε
        PR_new = List(N, 0)
        for v in G.V
            incoming = {u for u in G.V if (u, v) in G.E}
            sum = 0
            for u in incoming
                sum += PR[u] / OutDegree(u)
            PR_new[v] = (1 - d)/N + d * sum
        diff = 0
        for v in G.V
            diff += abs(PR_new[v] - PR[v])
            PR[v] = PR_new[v]
    return PR
```

Run Time Analysis

Let N = number of pages (nodes) and M = number of links (edges) in the graph.
Let k = number of iterations until PageRank values converge.

Initialization

- Assign initial PageRank values to all pages.
- Time Complexity: $O(N)$
- Space Complexity: $O(N)$

Main Iteration

- For each iteration, compute new PageRank values based on incoming links.
- Cost per iteration:
 - Loop over all pages: $O(N)$
 - Sum over incoming links: $O(M)$, where M = number of edges
- Update PageRank values and calculate difference: $O(N)$

Total per iteration: $O(N + M) \approx O(M)$ for sparse graphs

Number of Iterations

- Let k = number of iterations until convergence (depends on damping factor d and threshold ϵ)
- Overall Time Complexity: $O(k \cdot (N + M)) \approx O(k \cdot M)$
-

Space Complexity

- Storing PageRank vectors: $O(N)$
- Graph data: $O(N + M)$

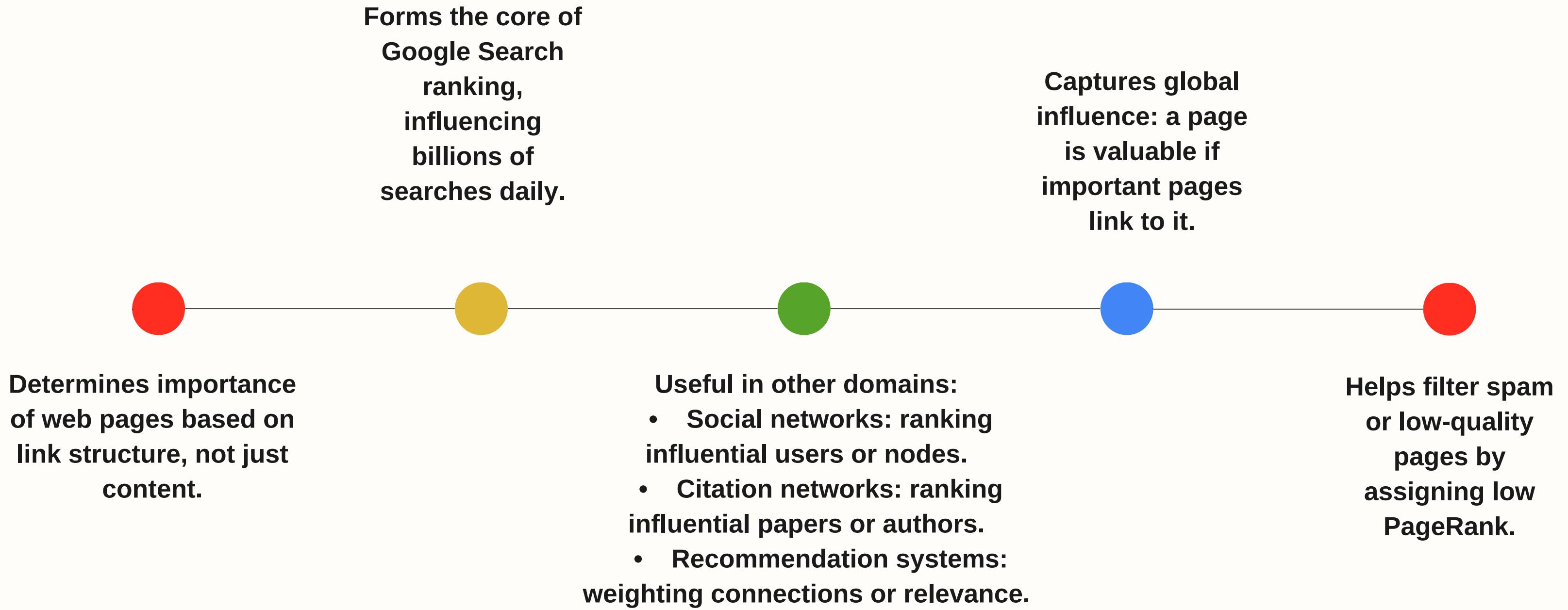
Total Space Complexity: $O(N + M)$

Overall runtime: $O(k \cdot (N + M))$

Pseudocode

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        diff = 0
        for v in G.V
            diff += abs(PR_new[v] - PR[v])
            PR[v] = PR_new[v]
    return PR
```

Importance & Uses



Limitations

Ignores page content

only considers links, not relevance of text.

Assumes static web

doesn't handle rapidly changing web content in real-time.

Vulnerable to link manipulation

spam farms or artificial link schemes can distort rankings.

Equal damping factor

same teleport probability for all pages; may not reflect realistic surfer behavior.

Slow for very large graphs

convergence can require many iterations (k can be large).

Difficulty with dangling nodes

pages with no out-links require careful handling.

Implementation

Theme: PageRank Algorithm for Node Importance

Goal: Compute the importance of each node in a graph (webpages, entities, etc.) using iterative scoring.

Type: Iterative graph algorithm

Inputs / Features:

- **Graph:** nodes and directed edges
- **Damping factor:** probability of following links vs teleporting randomly
- **Convergence threshold:** stopping criterion for iteration
- **Maximum iterations:** upper limit to ensure termination

Implementation Approach:

- Represent graph using adjacency lists and out-degree counts
- Initialize PageRank values equally across all nodes
- Iteratively update scores based on incoming links and damping factor
- Handle dangling nodes (nodes with no outgoing edges)
- Repeat until change in scores is below the threshold
- Normalize final scores so they sum to 1
- Support CSV output and simple testing.



The background features a network graph composed of several colored nodes (red, green, blue, yellow) connected by thin black lines. A large green node is on the left, and a cluster of red, green, blue, and yellow nodes is on the right. The central text is positioned between these two clusters.

Thankyou!