

An Ensembling of Pagerank Accelerators

An inner-outer solver combined with robust matrix subsampling

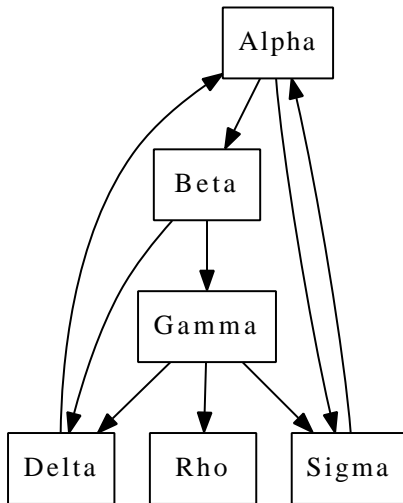
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CPSC 517
Sparse Matrix Computation

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Illustration: Miniature web example

Goal: Based on their interactions, rank these web pages



Miniature web example: Adjacency Matrix

	<i>Alpha</i>	<i>Beta</i>	<i>Gamma</i>	<i>Delta</i>	<i>Rho</i>	<i>Sigma</i>
<i>Alpha</i>	0	0	0	1	0	1
<i>Beta</i>	1	0	0	0	0	0
<i>Gamma</i>	0	1	0	0	0	0
<i>Delta</i>	0	1	1	0	0	0
<i>Rho</i>	0	0	1	0	0	0
<i>Sigma</i>	1	0	1	0	0	0

Let n_j be the out degree of the j 'th column, the j 'th column sum.

The PageRank Formulation

Raw Pagerank of a page

$$x_i = \sum_{j \rightarrow i} \frac{x_j}{n_j} ; n_j \text{ is the out-degree of page } j$$

Then the problem is to find a vector x that satisfies $x = \bar{P}x$ where

$$\bar{P}_{j,i} = \begin{cases} \frac{1}{n_i} & : i \rightarrow j \\ 0 & : i \not\rightarrow j \end{cases}$$

Handling dangling nodes

Idea: Perturb pages with no outlinks

$$P = \bar{P} + ud^T ; d_i = \begin{cases} 1 & \text{if } n_i = 0 \\ 0 & \text{otherwise} \end{cases}$$

Further allow users to teleport anywhere in the graph
(and gives us a nice stochastic matrix):

$$A = \alpha P + (1 - \alpha) ve^T$$

Then we wish to find x such that

$$Ax = x$$

and apply solver.

$A =$

	<i>Alpha</i>	<i>Beta</i>	<i>Gamma</i>	<i>Delta</i>	<i>Rho</i>	<i>Sigma</i>
<i>Alpha</i>	.025	.025	.025	.875	.166	.875
<i>Beta</i>	.450	.025	.025	.025	.166	.025
<i>Gamma</i>	.025	.450	.025	.025	.166	.025
<i>Delta</i>	.025	.450	.308	.025	.166	.025
<i>Rho</i>	.025	.025	.308	.025	.166	.025
<i>Sigma</i>	.450	.025	.308	.025	.166	.025

Power method on $Ax = x$

$$x = [.321, .17, .106, .136, .064, .200]^T$$

An Inner-Outer Iteration for Computing PageRank

D. Gleich ,A. Gray ,C. Greif and T. Lau 2010 [1]

Reformulate $Ax = x$ as:

$$(I - \alpha P)x = (1 - \alpha)v$$

Note:

$$(I - \beta P)x = (1 - \beta)v$$

is easier to solve for $\beta < \alpha$ (Check eigenvalues)

Inspired by this β business, consider the stationary iteration:

$$(I - \beta P)x_{k+1} = (\alpha - \beta)Px_k + (1 - \alpha)v$$

Idea: Fix the right hand side:

$$f = (\alpha - \beta)Px_k + (1 - \alpha)v$$

and solve (approximately) an easier subproblem:

$$(I - \beta P)y = f$$

via the inner iteration $y_{j+1} = \beta Py_j + f$. Then set $x_{k+1} = y$, update the right hand side and repeat.

Fast Pagerank approximation by adaptive sampling

W. Liu, G. Li, J. Cheng [2] 2013

Idea: Sample the transition matrix P , while preserving the edge distribution of the input graph.

Algorithm 1 Non uniform sampling(A, α, θ) (A arbitrary)

- 1: Initialize: An empty priority queue, Q , $Z = 0$, $s = \frac{N}{\alpha^2}$
- 2: **for** each $A_{i,j}$ **do**
- 3: Set $Z \leftarrow Z + A_{i,j}^2$
- 4: draw $r_{i,j}$ uniformly and independently from $[0, 1]$
- 5: insert $A_{i,j}$ in Q with key $k_{i,j} = \max\{\frac{sA_{i,j}^2}{r_{i,j}}, \frac{sA_{i,j}^2}{\theta^2 r_{i,j}^2}\}$
- 6: remove all elements with key smaller than Z
- 7: **end for**
- 8: Set \tilde{A} as the contents of Q

Sampling strategies

- 1 Direct sampling: Sample the transition matrix and then apply inner-outer iterations
- 2 Adaptive sampling: At each outer iteration, adjust sampling rate and add more samples from transition matrix

Example: eu-2005

$n = 862,664$, $\text{nnz} = 19,235,140$

Applying only the sampling operator:

Naive first try MATLAB implementation : ≈ 21 days

Mex compiled C++ priority queue : ≈ 20 minutes

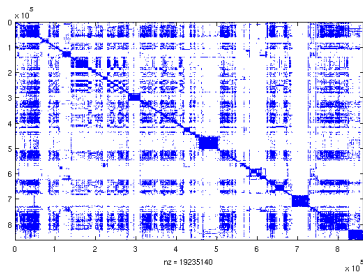


Figure: $\text{nnz} = 19,235,140$

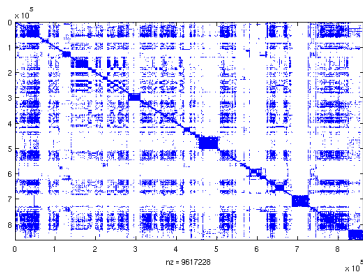




Figure: $\text{nnz} = 9,617,228$

In progress

- Quantize gains made (speed vs accuracy) using a combination of the inner-outer solver and the two sampling techniques described.
- Write an (even more) efficient implementation of sampling algorithm
- Investigation parameter choices for sampling (currently using author suggestions)

Prediction: Significant reduction in computation with comparable accuracy

References

-  David F. Gleich, Andrew P. Gray, Chen Greif, and Tracy Lau.
An inner-outer iteration for PageRank.
SIAM Journal of Scientific Computing, 32(1):349–371, February 2010.
-  Wenting Liu, Guangxia Li, and James Cheng.
Fast pagerank approximation by adaptive sampling.
Knowledge and Information Systems, pages 1–20, 2013.