Probability

Jacopo Notarstefano
jacopo.notarstefano [at] gmail.com

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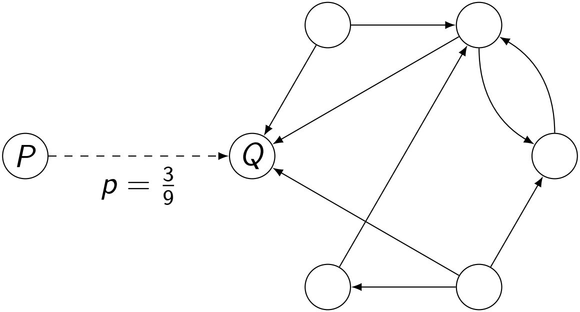
Main ideas

1. Given two pages, we want to estimate how many pages would be linked by both if links were created randomly.
2. If the actual number is smaller, then we conclude that those pages are not related. If it's bigger, we assign a score between 0 and 1.
3. This estimate depends on how we model random link creation between pages.

The Barabási–Albert model

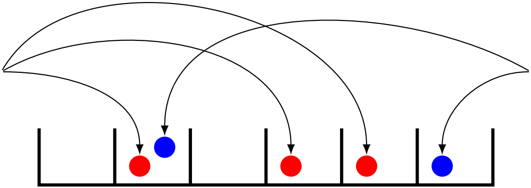
The probability that a new page P links an existing page Q is proportional to $\mathrm{indeg}(Q)$: "The rich get richer".



Balls and bins, 1/2

Problem

Suppose that we have W bins, n_1 red balls and n_2 blue balls. When we throw a ball it falls in bin i with probability p_i. When we are done throwing all the balls, what's the expected number of bins with both a blue and a red ball?



Balls and bins, 2/2

Solution

If **all throws are independent***, then, by linearity of expectation, we have*

$$\mathrm{E}[|N_1 \cap N_2|] = \sum_{i,j=1}^{n_1,n_2} \mathrm{E}[I_{ij}] = n_1 n_2 \sum_{i=1}^{W} p_i^2 = n_1 n_2 \mathbf{P}$$

where I_{ij} is random indicator variable denoting that red ball i and blue ball j landed in the same bin.

The algorithm

Algorithm 1 Probability

// Preprocessing step
Scan Wikipedia and compute $\mathbf{P}$
// For each pair of pages P_1 and P_2
$N_1 \leftarrow \text{outLinks}(P_1)$; $n_1 \leftarrow N_1.\text{length}$
$N_2 \leftarrow \text{outLinks}(P_2)$; $n_2 \leftarrow N_2.\text{length}$
actualValue $\leftarrow |N_1 \cap N_2|$
expectedValue $\leftarrow n_1 n_2 \cdot \mathbf{P}$
if actualValue $<$ expectedValue **then**
  return 0
else
  return normalize($actualValue - expectedValue$)
end if

Results

The algorithm manages to retain the recall baseline while improving on its precision, thus achieving a better F1 score.

	TagMe baseline	0.562	0.586	0.540
	group3	0.594	0.660	0.539

The algorithm is also fast: a run against the entire AIDA/CoNLL dataset takes less than 2 minutes.