

Page Rank (overview)

Def

Rev.ew

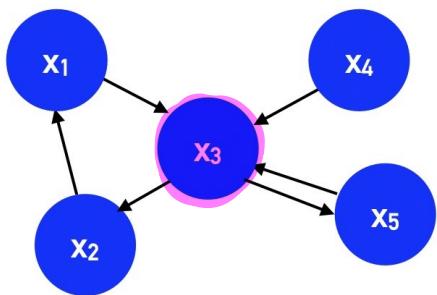
Prestige Centrality - a node is prestigious if prestigious point to it

Let $N_i = \{x_j \in V : d(x_i, x_j) = 1\}$ ← all verts
1 hop from x_i

The prestige of x_i is

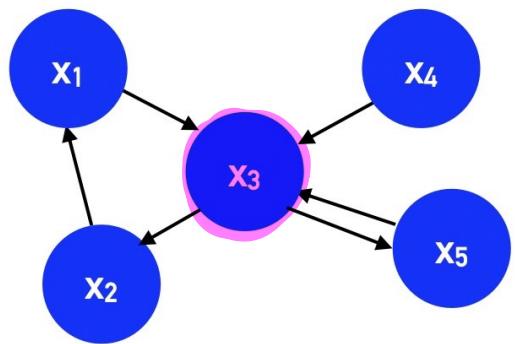
$$p(x_i) = \sum_{x_j \in N_i} p(x_j)$$

Example:



$$p(x_3) = p(x_1) + p(x_5) + p(x_7)$$

Review



Graph as Matrix

5x5

$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

$$P = \begin{pmatrix} p(x_1) \\ p(x_2) \\ \vdots \\ p(x_5) \end{pmatrix}$$

5x1

Lin Alg & Graphs

$$p(x_1) = p(x_2)$$

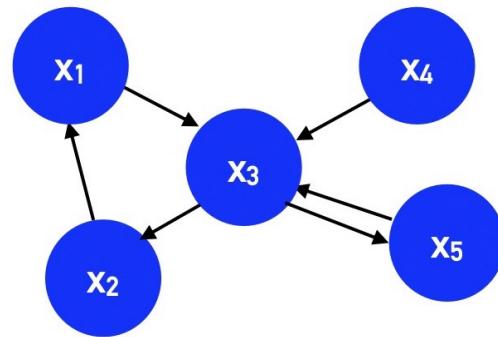
$$p(x_2) = p(x_3)$$

$$p(x_3) = p(x_1) + p(x_5) + p(x_4)$$

$$p(x_4) = 0$$

$$p(x_5) = p(x_3)$$

Review



$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} \quad p = \begin{pmatrix} p(x_1) \\ p(x_2) \\ \vdots \\ p(x_5) \end{pmatrix}$$

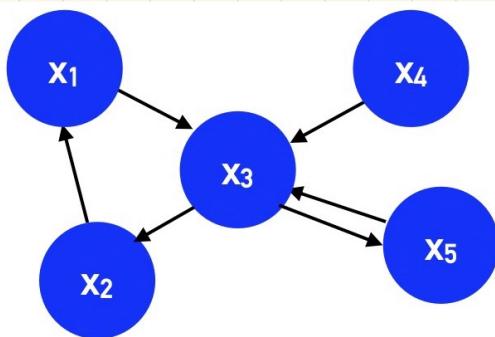
How to write $p(x_3)$ w/ mat-vec?

$$p(x_3) = p_1(x_1) + p(x_4) + p(x_5) = (1 \ 0 \ 0 \ 1 \ 1) \begin{pmatrix} p(x_1) \\ p(x_2) \\ \vdots \\ p(x_5) \end{pmatrix}$$

Review

$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

$$A^T = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} \quad P = \begin{pmatrix} p(x_1) \\ p(x_2) \\ \vdots \\ p(x_5) \end{pmatrix}$$



Repeat for each $p(x_i)$

$$p(x_1) = A_1^T P$$

$$p(x_2) = A_2^T P$$

$$p(x_3) = A_3^T P$$

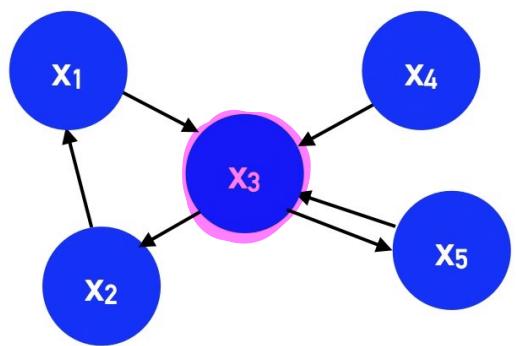
$$p(x_4) = A_4^T P$$

$$p(x_5) = A_5^T P$$

$$\rightarrow P = \bar{A}^T P$$

how do we
solve for
P?

Review



Graph as Matrix

5x5

$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

$$P = \begin{pmatrix} p(x_1) \\ p(x_2) \\ \vdots \\ p(x_5) \end{pmatrix}$$

5x1

Review

Formally

pick p_0 (how, TBP)

$$p_1 = A^T p_0$$

$$p_2 = A^T p_1 = A^T (A^T p_0) = (A^T)^2 p_0$$

$$p_3 = A^T p_2 = A^T (A^T)^2 p_0 = (A^T)^3 p_0$$

⋮

$$p_R = A^T p_{R-1} = (A^T)^R p_0$$

This process is called
power iteration
and p converges to the
dominant eigenvector
of A^T (for any $p_0 \neq 0$)

Review

PowerIteration(A, ϵ)

$$k = 0$$

$$p_0 = 1 \in R^n$$

Repeat:

$$k = k + 1$$

$$p_k = A^T p_{k-1}$$

$$i = \text{argmax}_j \{p_k[j]\}$$

$$p_k = \frac{1}{p_k[i]} p_k$$

$$\text{Until } ||p_k - p_{k-1}|| \leq \epsilon$$

$$p = \frac{1}{||p_k||} p_k$$

Return p

$$p_0 = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

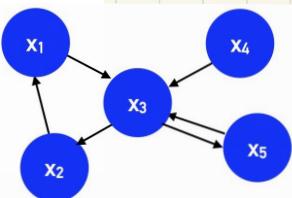
$$p_1 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 3 \\ 1 \\ 1 \end{pmatrix}$$

$$p_1 = \begin{pmatrix} \frac{1}{3} \\ \frac{1}{3} \\ 1 \\ \frac{1}{3} \\ \frac{1}{3} \end{pmatrix}$$

$$p_2 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} \begin{pmatrix} \frac{1}{3} \\ \frac{1}{3} \\ 1 \\ \frac{1}{3} \\ \frac{1}{3} \end{pmatrix} = \begin{pmatrix} \frac{1}{3} \\ \frac{1}{3} \\ 1 \\ \frac{1}{3} \\ 1 \end{pmatrix} \rightarrow i = 2 \rightarrow p_2 = \begin{pmatrix} \frac{1}{3} \\ 1 \\ \frac{1}{3} \\ \frac{1}{3} \\ 1 \end{pmatrix}$$

$$p_3 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} \begin{pmatrix} \frac{1}{3} \\ 1 \\ \frac{1}{3} \\ \frac{1}{3} \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ \frac{5}{3} \\ \frac{1}{3} \\ 1 \end{pmatrix} \rightarrow i = 3 \rightarrow p_3 = \begin{pmatrix} \frac{3}{5} \\ \frac{3}{5} \\ 1 \\ \frac{1}{5} \\ \frac{3}{5} \end{pmatrix}$$

⋮



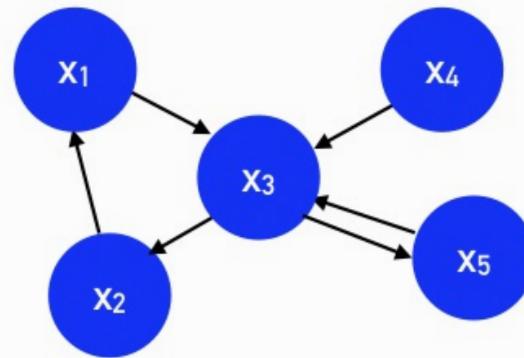
Prestige + Normalization

how likely am I to end up somewhere in a random walk

$$p = N^T p$$

$$A^T = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

$$N^T = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \end{pmatrix}$$



$$p = \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix}$$

$$\begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix} = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \end{pmatrix} \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix} \rightarrow p(x_5) = \frac{1}{2}p(x_3)$$

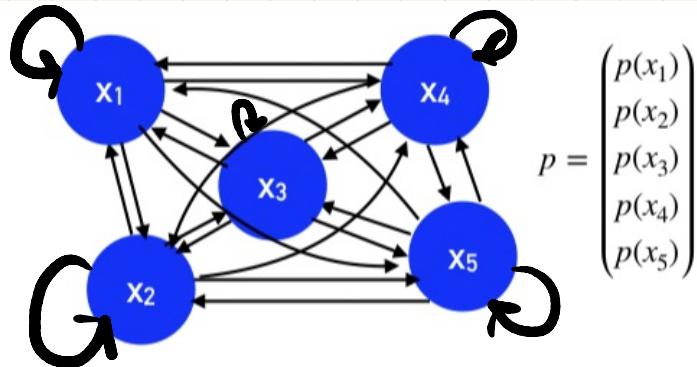
Prestige + Normalization + Random jumps

avoid getting stuck
in a sink

$$p = N_r p$$

$$A = \begin{pmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

$$N_r = \begin{pmatrix} \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \end{pmatrix}$$



$$p = \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix}$$

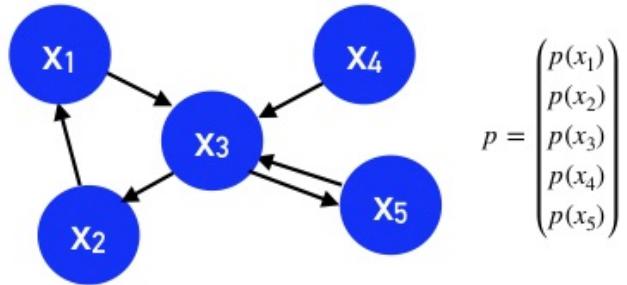
$$\begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix} = \begin{pmatrix} \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \end{pmatrix} \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix}$$

$$\rightarrow p(x_3) = \frac{1}{5}p(x_1) + \frac{1}{5}p(x_2) + \frac{1}{5}p(x_3) + \frac{1}{5}p(x_4) + \frac{1}{5}p(x_5)$$

Page Rank = Prestige + Normalization + Random jumps

$$p = (1 - \alpha)N^T p + \alpha N_r p$$

$$A = \begin{pmatrix} 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$



$$p = \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix}$$

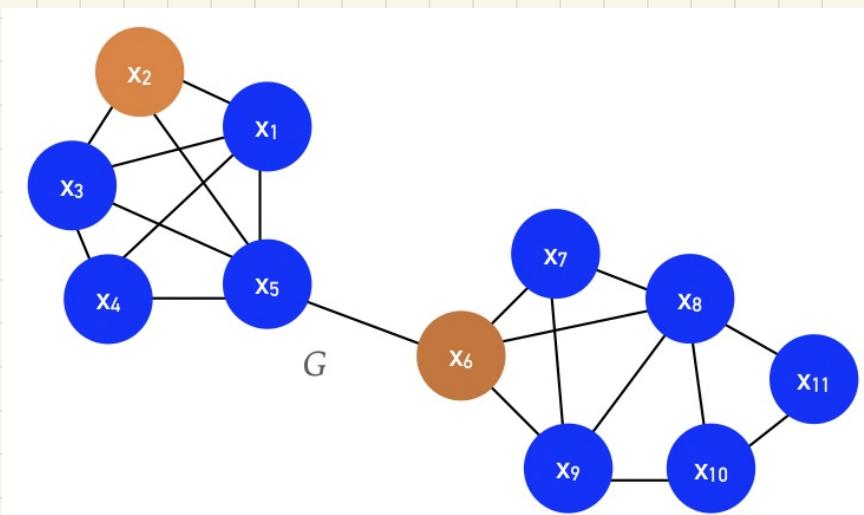
$$\begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix} = (1 - \alpha) \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{2} & 0 & 0 \end{pmatrix} \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix} + \alpha \begin{pmatrix} \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \\ \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} & \frac{1}{5} \end{pmatrix} \begin{pmatrix} p(x_1) \\ p(x_2) \\ p(x_3) \\ p(x_4) \\ p(x_5) \end{pmatrix}$$

Clustering
Coefficient

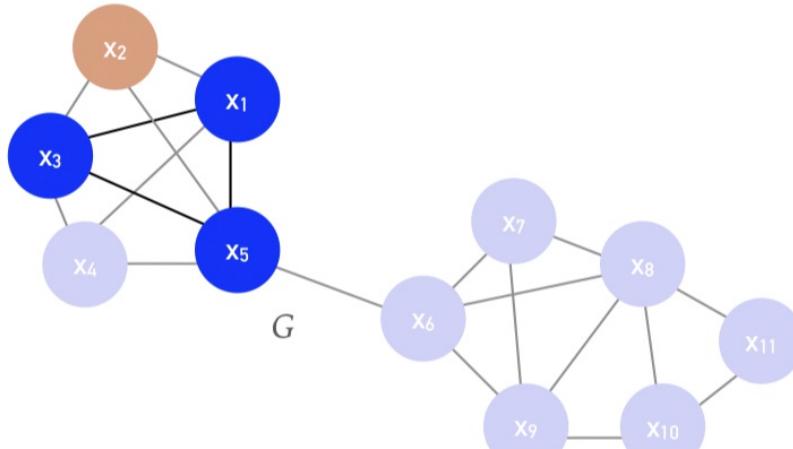
Informal Def

Clustering coeff measures cohesiveness
of node's neighbor hood

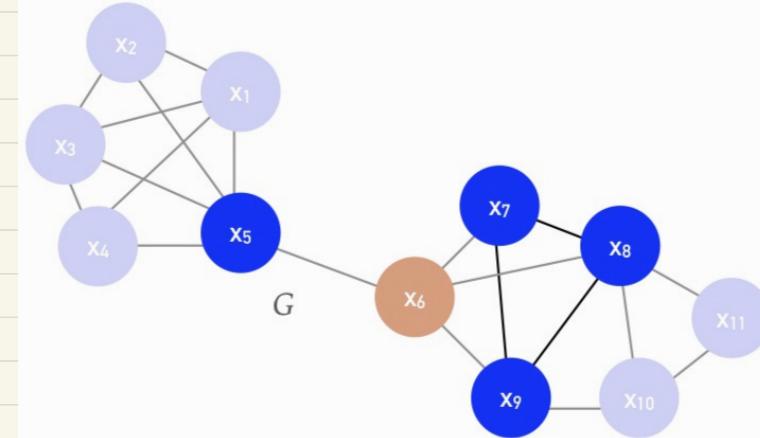
Example



x_2 has 3 neighbors
all neighbors connected



x_6 has 4 neighbors
in 2 components



Formal Def

Let $G_i = (U_i, E_i)$ be the subgraph induced by the neighbors of node x_i .

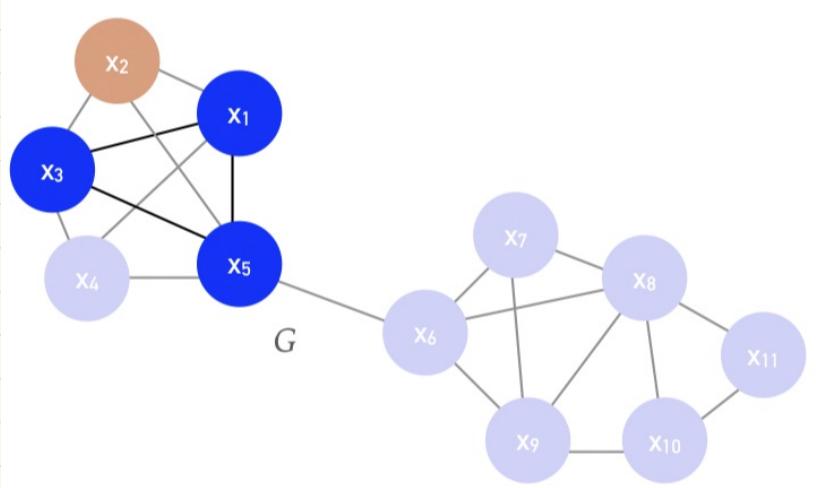
$$\text{Let } n_i = |U_i| \quad m_i = |E_i|$$

The clustering coeff of x_i is

$$\frac{m_i}{\binom{n_i}{2}} = \frac{\# \text{ of edges among neighbors of } x_i}{\# \text{ of possible edges among neighbors of } x_i}$$

example: Clust coeff of x_2

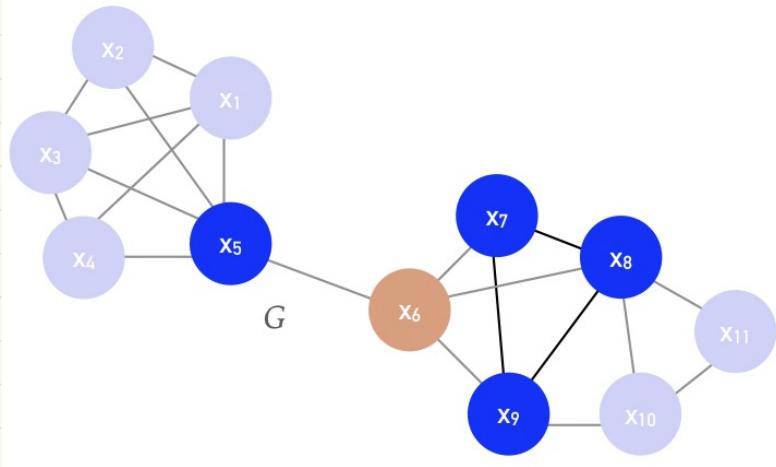
$\frac{\text{\# of edges among neighbors of } x_i}{\text{\# of possible edges among neighbors of } x_i}$



$$\frac{\text{\# of edges ... } x_2}{\text{\# of possible edges... } x_2}$$

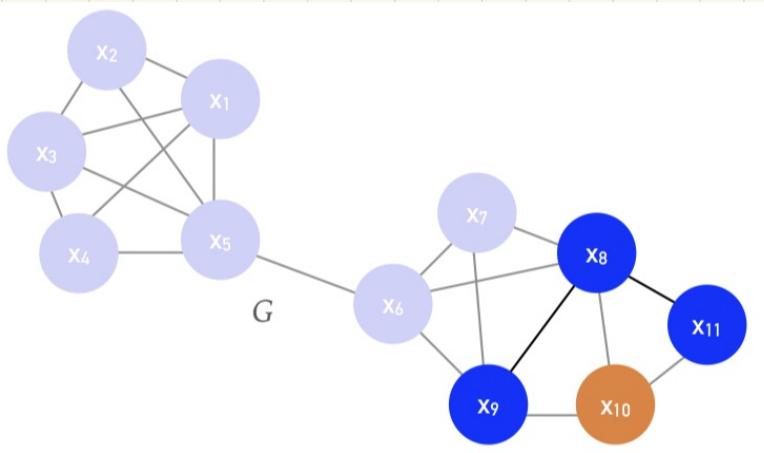
=

example: Clustering coeff of x_6



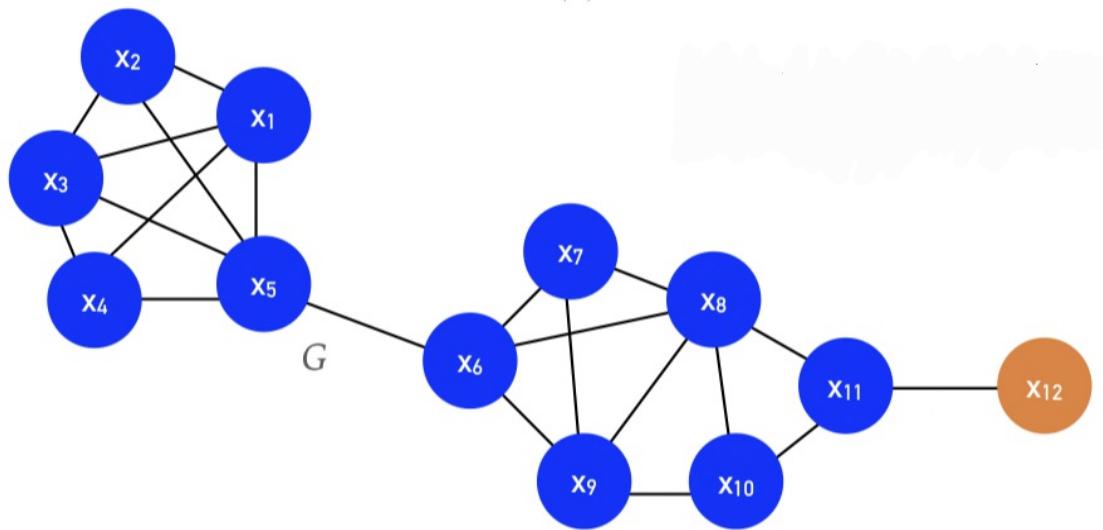
$$\frac{\text{\# of edges ... } x_6}{\text{\# of possible edges... } x_6} =$$

example: Clustering coeff of x_{10}



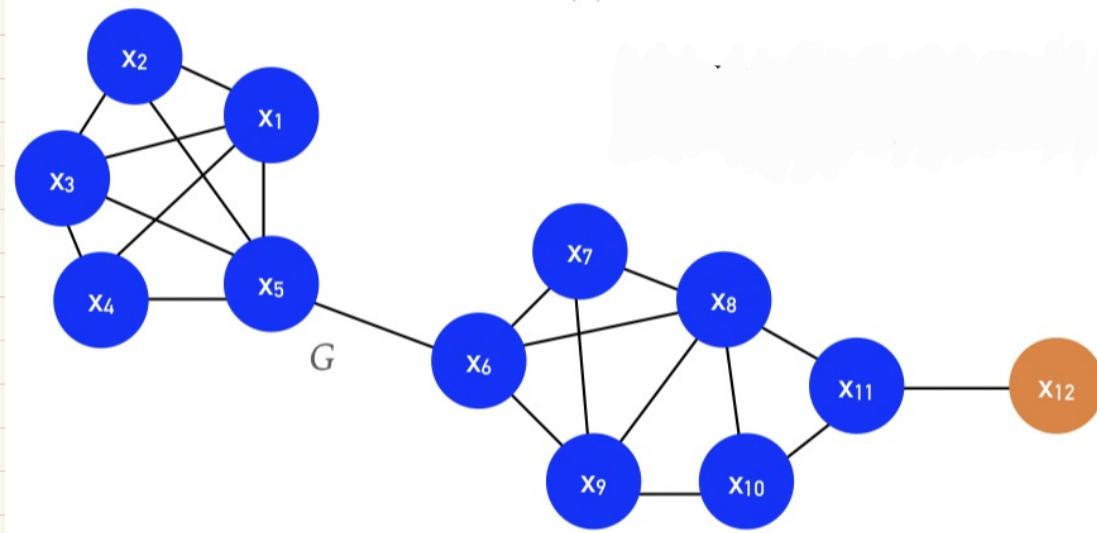
$$\frac{\text{\# of edges ... } x_{10}}{\text{\# of possible edges ... } x_{10}} =$$

What if node has deg less than 2?



$$\frac{\text{\# of edges ... } x_{12}}{\text{\# of possible edges ... } x_{12}} =$$

What if node has deg less than 2?

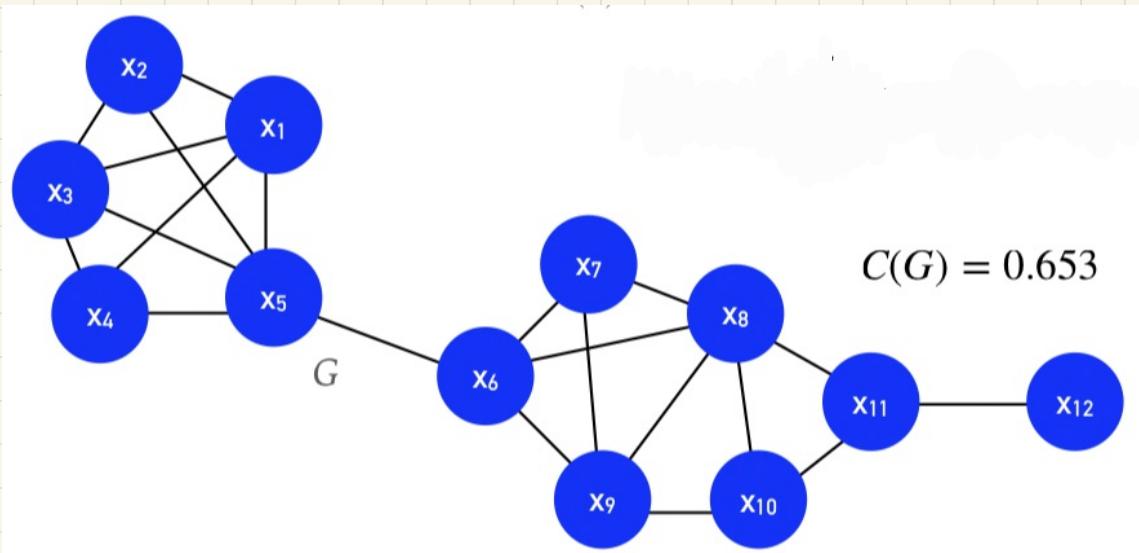


$$\frac{\text{\# of edges ... } x_{12}}{\text{\# of possible edges... } x_{12}} = \cancel{\text{X}}$$

Define clust
Coeff as 0
for nodes w/
degree less
than two

Given graph G clust coeff of G :

$$C(G) = \frac{1}{n} \sum_{i=1}^n \text{clust coeff } x_i$$



Coding using
networkX !!