

# SDS 385: Stat Models for Big Data

## Lecture 10: Pagerank and related methods

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# Ranking and Pagerank

- Goal: obtain a ranking of webpages which are connected via hyperlinks
- Hope: webpages pointed to by other “important” webpages are also important.
- Developed by Brin and Page (1999)
- Many subsequent works:
  - HITS (Kleinberg, 1998)
  - Pagerank (Page and Brin, 1998)

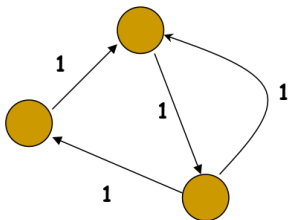
# Definitions

- $n \times n$  **Adjacency matrix  $A$** 
  - $A_{ij}$  = weight on an edge from  $i$  to  $j$
  - If graph is undirected  $A(i, j) = A(j, i)$
- $n \times n$  **Probability transition matrix  $P$** 
  - $P$  has rows summing to one, i.e. **row stochastic**
  - $P(i, j)$  is the probability that a random walker will step on  $j$  from  $i$ .
  - $$P(i, j) = \frac{A(i, j)}{\sum_j A(i, j)}$$
- $n \times n$  **Laplacian matrix  $L$** 
  - $L = D - A$ , where  $D$  is the diagonal matrix of degrees
  - It is symmetric positive semidefinite for undirected graphs.
  - Singular, i.e. has a zero eigenvalue

# Definition

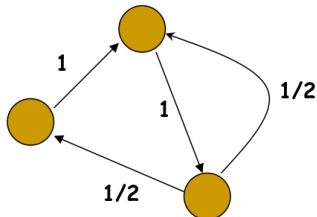
0	1	0
0	0	1
1	1	0

**Adjacency matrix A**

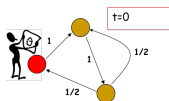


0	1	0
0	0	1
1/2	1/2	0

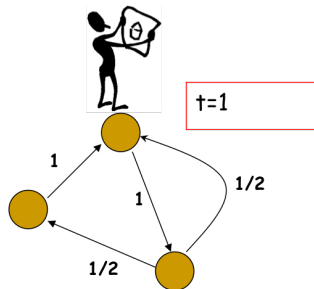
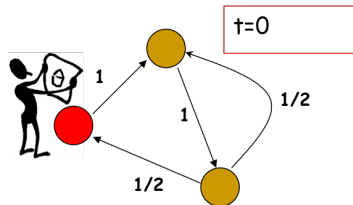
**Transition matrix P**



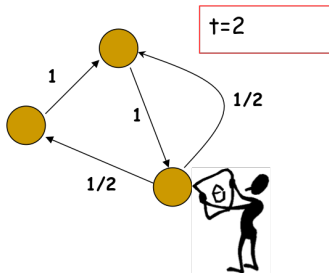
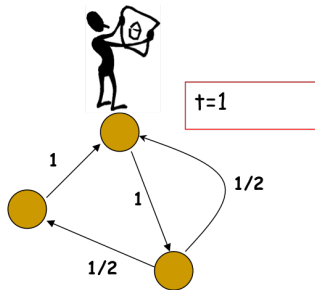
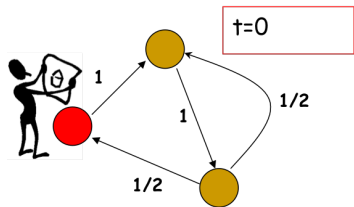
# Random walks



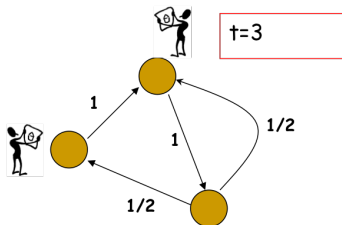
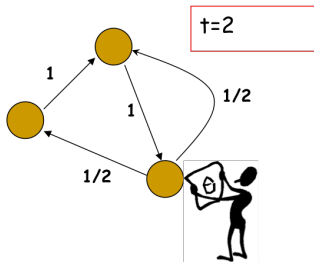
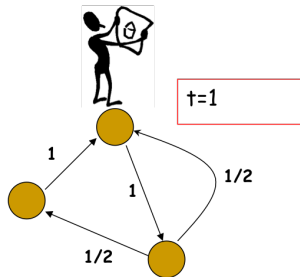
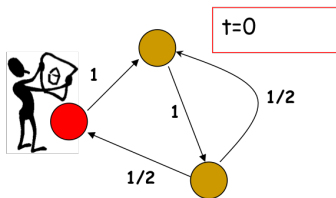
# Random walks



# Random walks



# Random walks





- $x_t(i)$  denotes the probability that the surfer is at node  $i$  at time  $t$ .

$$x_{t+1}(i) = \sum_j x_t(j) P(j, i)$$

$$x_{t+1}^T = x_t^T P = x_{t-1}^T P^2 = \dots = x_0^T P^t$$

- What happens if the surfer keeps walking for a long time?

# Stationary Distribution

- When the surfer keeps walking for a long time
- When the distribution does not change anymore i.e.  $x_{T+1} = x_T$
- For well-behaved graphs this does not depend on the start distribution!!

# Stationary distribution

- The stationary distribution at a node is related to the amount of time a random walker spends visiting that node.

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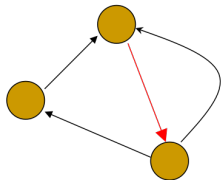
- Whoa! thats just the **left eigenvector** of the transition matrix !

# Stationary distribution

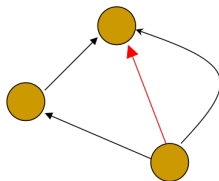
- Lot of theory hiding here.
- For example, what is the guarantee that there will be a unique left eigenvector, or the random walk will at all converge?
- Can't it just keep oscillating?

# Well-behaved Markov chains

- **Irreducible:** There is a path from every node to every other node.



Irreducible

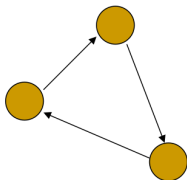


Not irreducible

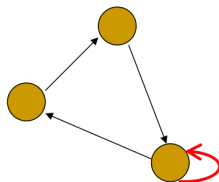


# Well-behaved Markov chains

- **Aperiodic:** The GCD of all cycle lengths is 1. The GCD is also called period.



Periodicity is 3



Aperiodic

# Well-behaved Markov chains

- If a Markov chain is irreducible and aperiodic then the largest eigenvalue of the transition matrix will be equal to 1 and all the other eigenvalues will be strictly less than 1.
- These results imply that for a well behaved graph there exists a unique stationary distribution.

# Pagerank and Perron Frobenius

- Perron Frobenius only holds if the graph is irreducible and aperiodic.
- But how can we guarantee that for the web graph? Do it with a small restart probability  $c$ .
- At any time-step the random surfer
  - jumps (teleport) to any other node with probability  $c$
  - jumps to its direct neighbors with total probability  $1 - c$ .

$$\tilde{P} = (1 - c)P + c\mathbf{1}\mathbf{1}^T/n$$

- Power Iteration is an algorithm for computing the stationary distribution.
  - Start with any distribution  $x_0$
  - Keep computing  $x_{t+1}^T = x_t^T P$
  - Stop when  $x_{t+1}$  and  $x_t$  are almost the same

# Power Iteration

- Why should this work?
- Write  $x_0$  as a linear combination of the left eigenvectors  $\{v_0, v_1, \dots, v_{n-1}\}$  of  $P$
- Remember that  $v_0$  is the stationary distribution.

$$x_0 = c_0 v_0 + c_1 v_1 + c_2 v_2 + \dots + c_{n-1} v_{n-1}$$

# Power Iteration

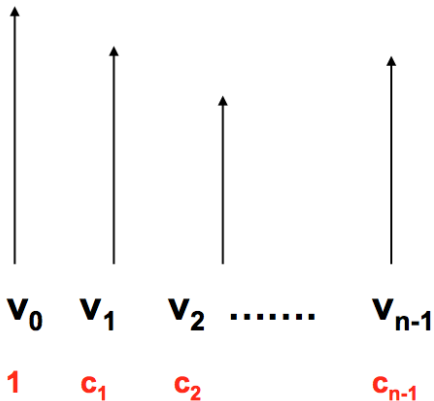
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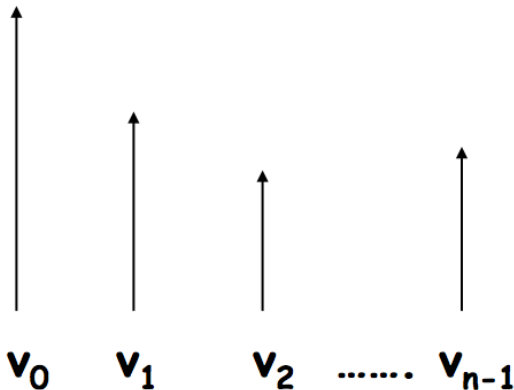
- $c_0 = 1$ . Why?
  - First note that  $1^T v_i = 0$  if  $i \neq 0$
  - So  $x_0^T 1 = c_0 = 1$ , since both  $x_0$  and  $v_0$  are distributions.

# Power Iteration

$x_0$



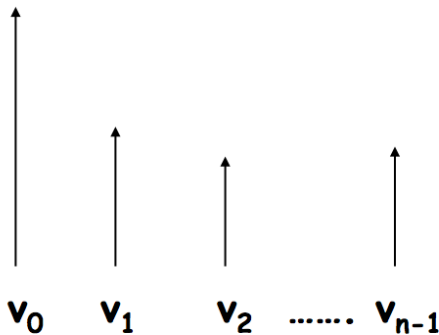
$$\mathbf{x}_1 = \mathbf{x}_0 \tilde{\mathbf{P}}$$





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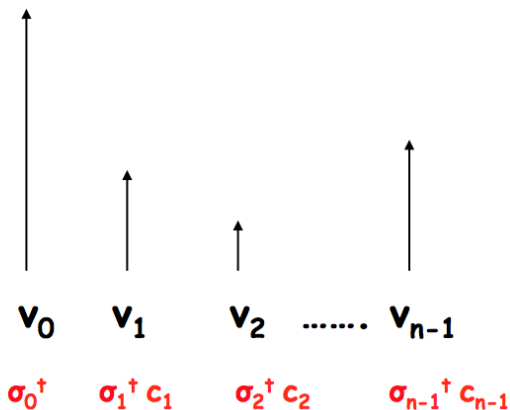
$$\mathbf{x}_2 = \mathbf{x}_1 \tilde{\mathbf{P}} = \mathbf{x}_0 \tilde{\mathbf{P}}^2$$



$$\sigma_0^2 \quad \sigma_1^2 c_1 \quad \sigma_2^2 c_2 \quad \dots \quad \sigma_{n-1}^2 c_{n-1}$$

# Power Iteration

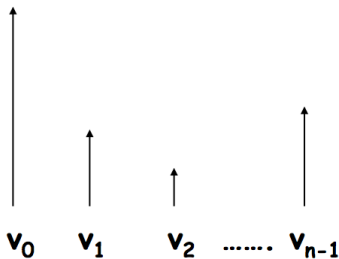
$$\mathbf{x}_t = \mathbf{x}_0 \tilde{\mathbf{P}}^t$$



# Power Iteration

$$\mathbf{x}_t = \mathbf{x}_0 \tilde{\mathbf{P}}^t$$

$$\sigma_0 = 1 > \sigma_1 \geq \dots \geq \sigma_n$$



**1**

$\sigma_1^\dagger c_1$

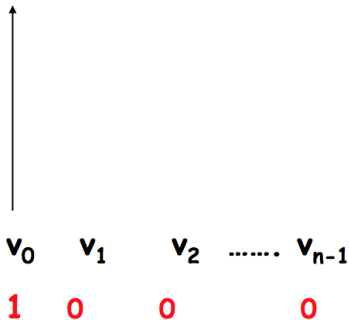
$\sigma_2^\dagger c_2$

$\sigma_{n-1}^\dagger c_{n-1}$

# Power Iteration

$\mathbf{x}_\infty$

$$\sigma_0 = 1 > \sigma_1 \geq \dots \geq \sigma_n$$



## Second eigenvalue

- Smaller  $\sigma_2$  is faster the chain mixes.
- For pagerank, we wonder what the second largest eigenvalue is of  $\tilde{P} = (1 - c)P + cU$
- The largest eigenvalue is 1
- The second largest is less than  $1 - c$  in magnitude.
- So pagerank computation converges fast.

- We are looking for the vector  $v$  s.t.

$$v^T = (1 - c)v^T P + cr^T$$

- $r$  is a distribution over web-pages.
- If  $r$  is the uniform distribution we get pagerank.
- What happens if  $r$  is non-uniform?

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- $r$  is a distribution over web-pages.
- If  $r$  is the uniform distribution we get pagerank.
- What happens if  $r$  is non-uniform?
- Personalization

# Personalized Pagerank

- The only difference is that we use a non-uniform teleportation distribution, i.e. at any time step teleport to a set of webpages.
- In other words we are looking for the vector  $v$  s.t.

$$v^T = (1 - c)v^T P + cr^T$$

- $r$  is a non-uniform preference vector specific to an user.
- $v$  gives personalized views of the web.



# Personalized Pagerank

- Pre-computation:  $r$  is not known from before
- Computing during query time takes too long
- A crucial observation<sup>1</sup> is that the personalized pagerank vector is linear w.r.t  $r$

$$r = \begin{pmatrix} \alpha \\ 0 \\ 1 - \alpha \end{pmatrix} \Rightarrow v(r) = \alpha v(r_0) + (1 - \alpha) v(r_2)$$
$$r_0 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, r_2 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

- Lots of literature for computing personalized pagerank fast, and on the go.

# Rank Stability

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- How does the ranking change when the link structure changes?
- The web-graph is changing continuously.
- How does that affect page-rank?

# Rank Stability

Rank on the  
entire database.



Rank on 5 perturbed  
datasets by deleting  
30% of the papers



1	"Genetic Algorithms in Search, Optimization and...", Goldberg	1	1	1	1	1
2	"Learning internal representations by error...", Rumelhart+al	2	2	2	2	2
3	"Adaptation in Natural and Artificial Systems", Holland	3	5	6	4	5
4	"Classification and Regression Trees", Breiman+al	4	3	5	5	4
5	"Probabilistic Reasoning in Intelligent Systems", Pearl	5	6	3	6	3
6	"Genetic Programming: On the Programming of ...", Koza	6	4	4	3	6
7	"Learning to Predict by the Methods of Temporal ...", Sutton	7	7	7	7	7
8	"Pattern classification and scene analysis", Duda+Hart	8	8	8	8	9
9	"Maximum likelihood from incomplete data via...", Dempster+al	10	9	9	11	8
10	"UCI repository of machine learning databases", Murphy+Aha	9	11	10	9	10
11	"Parallel Distributed Processing", Rumelhart+McClelland	-	-	-	10	-
12	"Introduction to the Theory of Neural Computation", Hertz+al	-	10	-	-	-

1. Link analysis, eigenvectors, and stability, Andrew Y. Ng, Alice X. Zheng and Michael Jordan, IJCAI-01
2. Automating the construction of Internet portals with machine learning, A. Mc Callum, K. Nigam, J. Rennie, K. Seymore, In Information Retrieval Journal, 2000

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- Ng et al 2001:  $\tilde{P} = (1 - c)P + cU$
- Theorem: if  $v$  is the left eigenvector of  $P$ . Let the pages  $i_1, i_2, \dots, i_k$  be changed in any way, and let  $v'$  be the new pagerank. Then

$$\|v - v'\|_1 \leq \frac{\sum_{j=1}^k v(i_j)}{c}$$

# Rank Stability

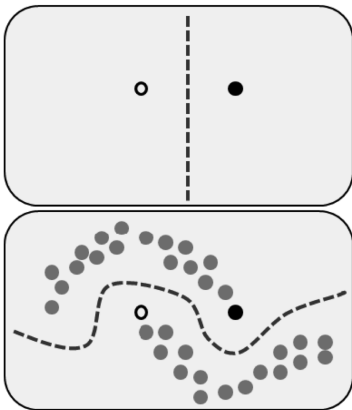
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$$\|v - v'\|_1 \leq \frac{\sum_{j=1}^k v(i_j)}{c}$$

- So if  $c$  is not too close to 0, the system would be rank stable and also converge fast!

# Semi-supervised learning

- You are given a lot of unlabeled data.
- Only a few points are labeled.
- Is this useful?





- Two broad ways
  - Label propagation:
    - Graph Based algorithm
    - Does not generalize to unseen data, i.e. **Transductive**
  - Manifold regularization
    - Graph Based regularization
    - Does generalize to unseen data, i.e. **Inductive**

- Input  $n$  data points  $x_1, \dots, x_n$
- Define similarity matrix  $S \in \mathbb{R}^{n \times n}$

$$S_{ij} = \exp(-\|x_i - x_j\|^2 / 2\sigma^2)$$

- Since  $S$  is dense, often  $k$  nearest neighbor graphs are also used.  
(Your homework!)