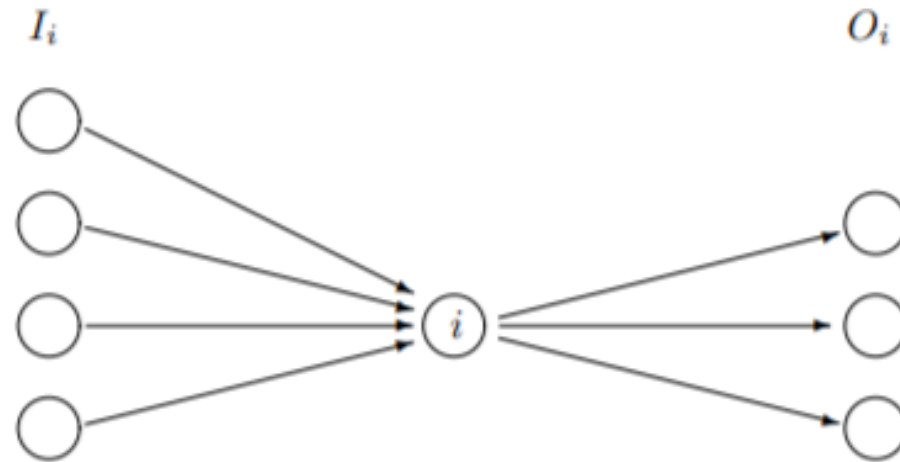


Page Ranking for a Web Search Engine

- the number of links to and from a page give information about the importance of a page.



$$r_i = \sum_{j \in I_i} \frac{r_j}{N_j}.$$

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$$r_i^{(k+1)} = \sum_{j \in I_i} \frac{r_j^{(k)}}{N_j}, \quad k = 0, 1, \dots$$

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page 2 page 4 page 5

page 3
page 6

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page 3 page 4 page 6

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page 1 page 3 page 5

page 4

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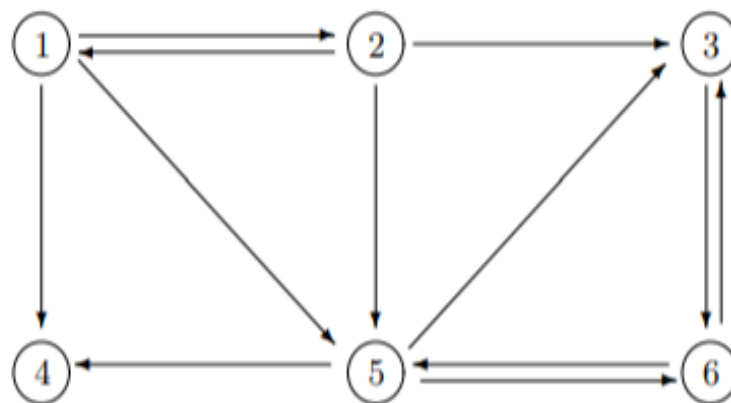
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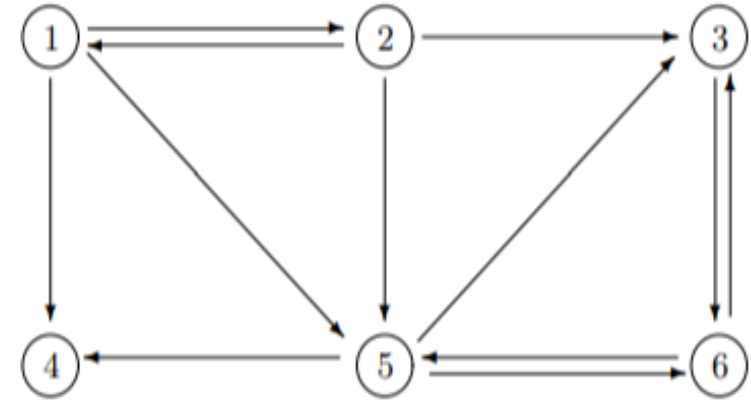
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Corresponding Transition Probability Matrix:

$$Q = \begin{pmatrix} 0 & \frac{1}{3} & 0 & 0 & 0 & 0 \\ \frac{1}{3} & 0 & 0 & 0 & 0 & 0 \\ 0 & \frac{1}{3} & 0 & 0 & \frac{1}{3} & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 & \frac{1}{3} & 0 \\ \frac{1}{3} & \frac{1}{3} & 0 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 & \frac{1}{3} & 0 \end{pmatrix}.$$

$$Q=\begin{pmatrix}0&\frac{1}{3}&0&0&0&0\\ \frac{1}{3}&0&0&0&0&0\\ 0&\frac{1}{3}&0&0&\frac{1}{3}&\frac{1}{2}\\ \frac{1}{3}&0&0&0&\frac{1}{3}&0\\ \frac{1}{3}&\frac{1}{3}&0&0&0&\frac{1}{2}\\ 0&0&1&0&\frac{1}{3}&0\end{pmatrix}.$$

$$r_i=\sum_{j\in I_i}\frac{r_j}{N_j}.$$

$$Q = \begin{pmatrix} 0 & \frac{1}{3} & 0 & 0 & 0 & 0 \\ \frac{1}{3} & 0 & 0 & 0 & 0 & 0 \\ 0 & \frac{1}{3} & 0 & 0 & \frac{1}{3} & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 & \frac{1}{3} & 0 \\ \frac{1}{3} & \frac{1}{3} & 0 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 & \frac{1}{3} & 0 \end{pmatrix}.$$

$$r_i = \sum_{j \in I_i} \frac{r_j}{N_j}.$$

is equivalent to the scalar product of row i and the vector r, which holds the ranks of all pages

$$Q = \begin{pmatrix} 0 & \frac{1}{3} & 0 & 0 & 0 & 0 \\ \frac{1}{3} & 0 & 0 & 0 & 0 & 0 \\ 0 & \frac{1}{3} & 0 & 0 & \frac{1}{3} & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 & \frac{1}{3} & 0 \\ \frac{1}{3} & \frac{1}{3} & 0 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 & \frac{1}{3} & 0 \end{pmatrix}.$$

$$r_i = \sum_{j \in I_i} \frac{r_j}{N_j}.$$

is equivalent to the scalar product of row i and the vector r , which holds the ranks of all pages :

$$\lambda r = Qr, \quad \lambda = 1,$$

i.e., r is an eigenvector of Q with eigenvalue $\lambda = 1$

$$r_i^{(k+1)} = \sum_{j \in I_i} \frac{r_j^{(k)}}{N_j}, \quad k = 0, 1, \dots$$

$$r^{(k+1)} = Qr^{(k)}, \quad k = 0, 1, \dots,$$

Equivalent definition

$$r^{(k+1)} = Qr^{(k)}, \quad k = 0, 1, \dots,$$

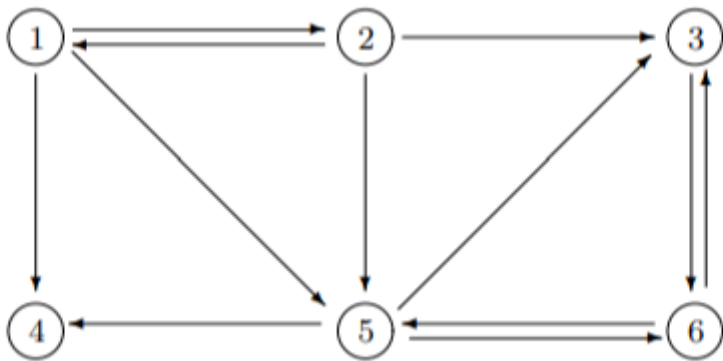
Equivalent definition

$$r^{(k+1)} = Qr^{(k)}, \quad k = 0, 1, \dots,$$

- If i were to randomly click around on this graph where would i end up spending most of my time?

Trap

If i were to randomly click around on this graph where would i end up spending most of my time?



$$Q = \begin{pmatrix} 0 & \frac{1}{3} & 0 & 0 & 0 & 0 \\ \frac{1}{3} & 0 & 0 & 0 & 0 & 0 \\ 0 & \frac{1}{3} & 0 & 0 & \frac{1}{3} & \frac{1}{2} \\ \frac{1}{3} & 0 & 0 & 0 & \frac{1}{3} & 0 \\ \frac{1}{3} & \frac{1}{3} & 0 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 & \frac{1}{3} & 0 \end{pmatrix}.$$

A square matrix A is called reducible if there is a permutation matrix P such that :

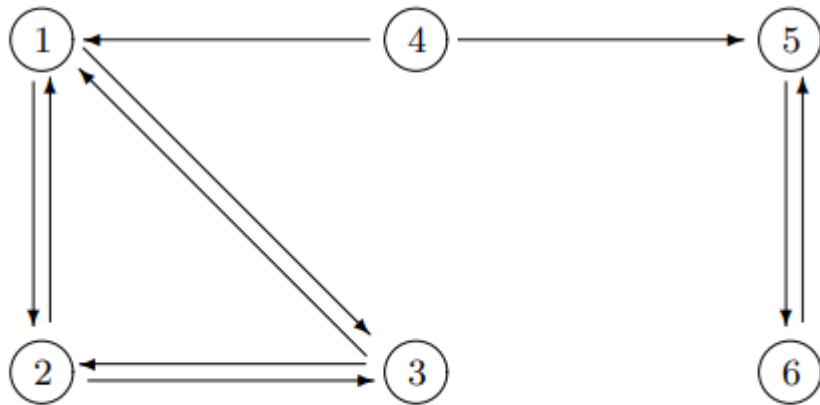
$$PAP^T = \begin{pmatrix} X & Y \\ 0 & Z \end{pmatrix}$$

where X and Z are both square. Otherwise the matrix is called irreducible

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$$P = \begin{pmatrix} 0 & \frac{1}{2} & \frac{1}{2} & \frac{1}{2} & 0 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} & 0 & 0 & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & \frac{1}{2} & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 \end{pmatrix},$$

Where is the trap of this graph?

Eliminate traps:

$$Q' = (1 - \alpha)Q + \frac{\alpha}{N} 1_{n \times n}$$

$\frac{\alpha}{N}$: *random jump probability*

Q' is irreducible . why?

$$Q' = (1 - \alpha)Q + \frac{\alpha}{N} 1_{n \times n}$$

$\frac{\alpha}{N}$: random jump probability

We know the vector r , which holds the ranks of all pages
 r is an eigenvector of Q' with eigenvalue $\lambda = 1$ but :

the existence of a unique eigenvalue with eigenvalue 1
is still not guaranteed

Let Q be an irreducible (Notraps), column – stochastic matrix with non negative entries

\Rightarrow Perron – Frobenius :

Largest eigenvalue = 1 ,

eigenvector $P = [p_1 \dots p_N]^T$ satisfies : $p_i > 0$, $\sum p_i = 1$,

$u = \frac{1}{N} [1, \dots, 1]^T$ then $\lim_{k \rightarrow \infty} Q^k u = P$

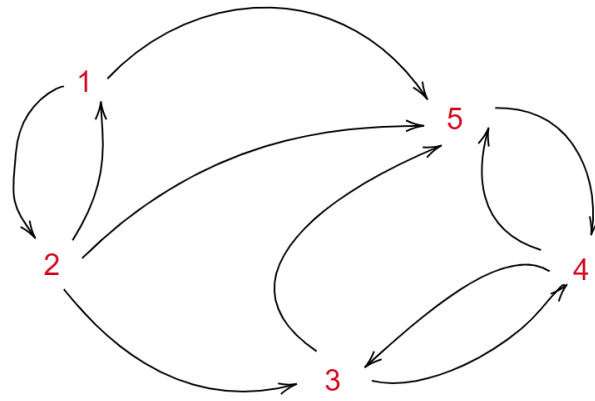
Summary

- Adjacency matrix
- Normalize columns
- Eliminate trapes
- Use power method for computing the eigenvector

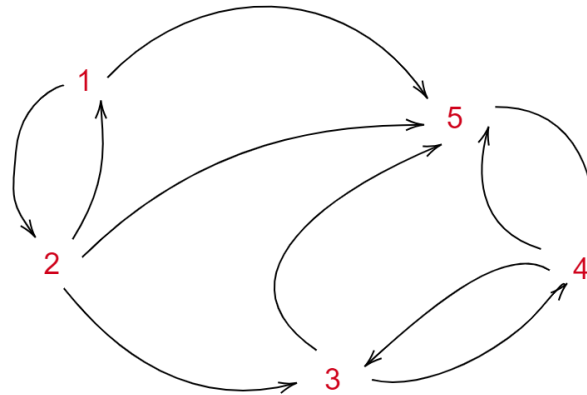
Summary

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Example:

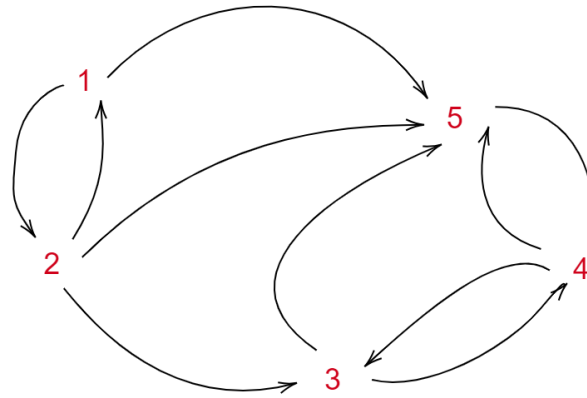


- Adjacency matrix :

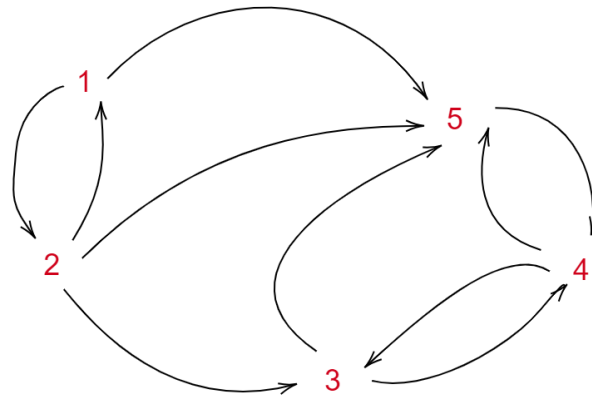


- Adjacency matrix :

$$\begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 & 0 \end{bmatrix}$$

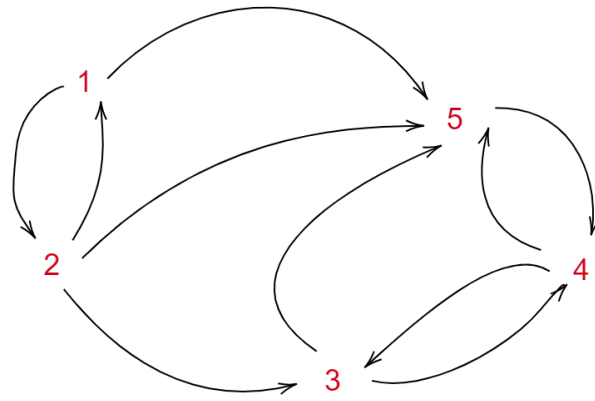


- Normalize columns:



- Normalize columns:

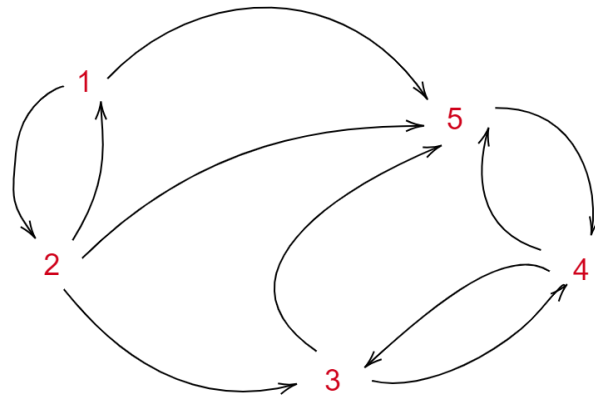
$$\begin{bmatrix} 0 & 1/3 & 0 & 0 & 0 \\ 1/2 & 0 & 0 & 0 & 0 \\ 0 & 1/3 & 0 & 1/2 & 0 \\ 0 & 0 & 1/2 & 0 & 1 \\ 1/2 & 1/3 & 1/2 & 1/2 & 0 \end{bmatrix}$$



- Eliminate trapes:

$$Q' = (1 - \alpha)Q + \frac{\alpha}{N} 1_{n \times n}$$

$\frac{\alpha}{N}$: random jump probability

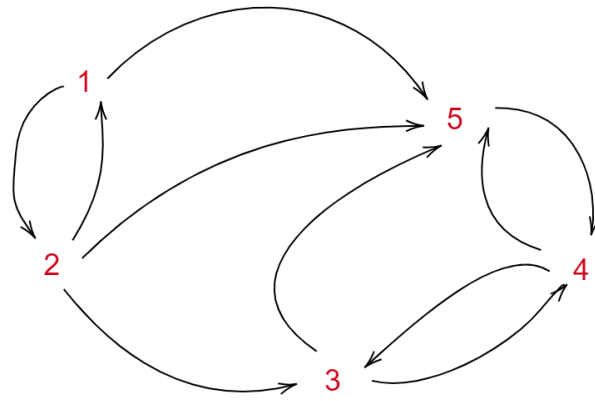


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$$Q' = (1 - \alpha)Q + \frac{\alpha}{N} 1_{n \times n}$$

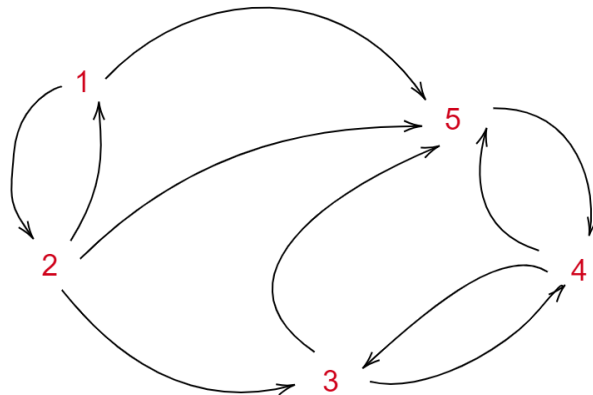
$\frac{\alpha}{N}$: random jump probability

$$\alpha = 0.01, Q' = \begin{bmatrix} 0.002 & 0.332 & 0.002 & 0.002 & 0.002 \\ 0.497 & 0.002 & 0.002 & 0.002 & 0.002 \\ 0.002 & 0.332 & 0.002 & 0.497 & 0.002 \\ 0.002 & 0.002 & 0.497 & 0.002 & 0.992 \\ 0.497 & 0.332 & 0.497 & 0.497 & 0.002 \end{bmatrix}$$



- Use power method for computing the eigenvector

$$u = \begin{bmatrix} 0.2 \\ 0.2 \\ 0.2 \\ 0.2 \\ 0.2 \end{bmatrix}, Q'u = \begin{bmatrix} 0.07 \\ 0.0 \\ 0.7 \\ 0.30 \\ 0.36 \end{bmatrix}, Q'^2u = \begin{bmatrix} 0.003 \\ 0.004 \\ 0.8 \\ 0.45 \\ 0.30 \end{bmatrix}, \dots, Q'^{10}u = \begin{bmatrix} 0.003 \\ 0.004 \\ 0.22 \\ 0.44 \\ 0.33 \end{bmatrix}, P = \begin{bmatrix} 0.0032 & 0.0036 & 0.2211 & 0.4401 & 0.3320 \end{bmatrix}$$



Applications of PageRank Algorithm:

Search Engine Ranking

Internet Marketing

Social Network Analysis

Content Recommendation

Graph Analysis