

IS4200/CS6200
Information Retrieval

PageRank Continued

*with slides from
Hinrich Schütze and Christina Lioma*

Exercise: Assumptions underlying PageRank

- Assumption 1: A link on the web is a quality signal – the author of the link thinks that the linked-to page is high-quality.
- Assumption 2: The anchor text describes the content of the linked-to page.
- Is assumption 1 true in general?
- Is assumption 2 true in general?

Google bombs

Google bombs

- A Google bomb is a search with “bad” results due to maliciously manipulated anchor text.

Google bombs

- A Google bomb is a search with “bad” results due to maliciously manipulated anchor text.
- Google introduced a new weighting function in January 2007 that fixed many Google bombs.

Google bombs

- A Google bomb is a search with “bad” results due to maliciously manipulated anchor text.
- Google introduced a new weighting function in January 2007 that fixed many Google bombs.
- Still some remnants: [dangerous cult] on Google, Bing, Yahoo

Google bombs

- A Google bomb is a search with “bad” results due to maliciously manipulated anchor text.
- Google introduced a new weighting function in January 2007 that fixed many Google bombs.
- Still some remnants: [dangerous cult] on Google, Bing, Yahoo
 - Coordinated link creation by those who dislike the Church of Scientology

Google bombs

- A Google bomb is a search with “bad” results due to maliciously manipulated anchor text.
- Google introduced a new weighting function in January 2007 that fixed many Google bombs.
- Still some remnants: [dangerous cult] on Google, Bing, Yahoo
 - Coordinated link creation by those who dislike the Church of Scientology
- Defused Google bombs: [dumb motherf...], [who is a failure?], [evil empire]

Origins of PageRank: Citation analysis (1)

- Citation analysis: analysis of citations in the scientific literature.
- Example citation: “[Miller \(2001\)](#) has shown that physical activity alters the metabolism of estrogens.”
- We can view “Miller (2001)” as a hyperlink linking two scientific articles.
- One application of these “hyperlinks” in the scientific literature:
 - Measure the similarity of two articles by the overlap of other articles citing them.
 - This is called [cocitation similarity](#).
 - Cocitation similarity on the web: Google’s “find pages like this” or “Similar” feature.

Origins of PageRank: Citation analysis (2)

- Another application: Citation frequency can be used to measure the **impact** of an article .
 - Simplest measure: Each article gets one vote – not very accurate.
- On the web: citation frequency = **inlink count**
 - A high inlink count does not necessarily mean high quality ...
 - ... mainly because of link spam.
- Better measure: **weighted** citation frequency or citation rank
 - An article's vote is weighted according to its citation impact.
 - Circular? No: can be formalized in a well-defined way.

Origins of PageRank: Citation analysis (3)

- Better measure: weighted citation frequency or citation rank.
- This is basically PageRank.
- PageRank was invented in the context of citation analysis by Pinski and Narin in the 1960s.
- Citation analysis is a big deal: The budget and salary of this lecturer are / will be determined by the impact of his publications!

Origins of PageRank: Summary

- We can use the same formal representation for
 - citations in the scientific literature
 - hyperlinks on the web
- Appropriately weighted citation frequency is an excellent measure of quality ...
 - ... both for web pages and for scientific publications.
- Next: PageRank algorithm for computing weighted citation frequency on the web.

Model behind PageRank: Random walk

- Imagine a web surfer doing a random walk on the web
 - Start at a random page
 - At each step, go out of the current page along one of the links on that page, equiprobably
- In the steady state, each page has a **long-term visit rate**.
- This long-term visit rate is the page's **PageRank**.
- **PageRank = long-term visit rate = steady state probability.**

Formalization of random walk: Markov chains

Formalization of random walk: Markov chains

- A Markov chain consists of N states, plus an $N \times N$ transition probability matrix P .

Formalization of random walk: Markov chains

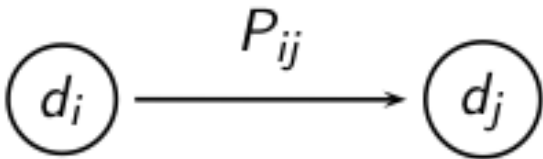
- A Markov chain consists of N states, plus an $N \times N$ transition probability matrix P .
- state = page

Formalization of random walk: Markov chains

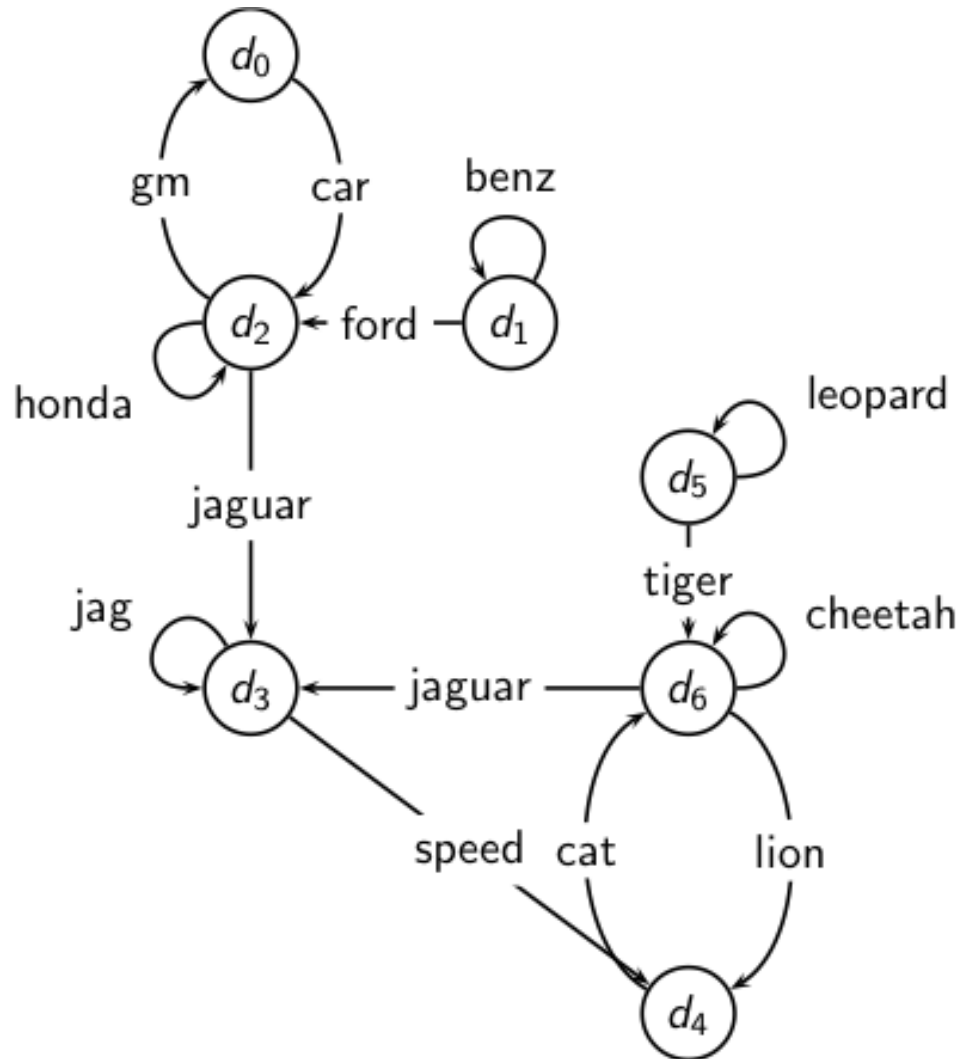
- A Markov chain consists of N states, plus an $N \times N$ transition probability matrix P .
- state = page
- At each step, we are on exactly one of the pages.

Formalization of random walk: Markov chains

- A Markov chain consists of N states, plus an $N \times N$ transition probability matrix P .
- state = page
- At each step, we are on exactly one of the pages.
- For $1 \leq i, j \leq N$, the matrix entry P_{ij} tells us the probability of j being the next page, given we are currently on page i .
- Clearly, for all i , $\sum_{j=1}^N P_{ij} = 1$



Example web graph



Link matrix for example

Link matrix for example

	d_0	d_1	d_2	d_3	d_4	d_5	d_6
d_0	0	0	1	0	0	0	0
d_1	0	1	1	0	0	0	0
d_2	1	0	1	1	0	0	0
d_3	0	0	0	1	1	0	0
d_4	0	0	0	0	0	0	1
d_5	0	0	0	0	0	1	1
d_6	0	0	0	1	1	0	1

Transition probability matrix P for example

Transition probability matrix P for example

	d_0	d_1	d_2	d_3	d_4	d_5	d_6
d_0	0.00	0.00	1.00	0.00	0.00	0.00	0.00
d_1	0.00	0.50	0.50	0.00	0.00	0.00	0.00
d_2	0.33	0.00	0.33	0.33	0.00	0.00	0.00
d_3	0.00	0.00	0.00	0.50	0.50	0.00	0.00
d_4	0.00	0.00	0.00	0.00	0.00	0.00	1.00
d_5	0.00	0.00	0.00	0.00	0.00	0.50	0.50
d_6	0.00	0.00	0.00	0.33	0.33	0.00	0.33

Long-term visit rate

Long-term visit rate

- Recall: PageRank = long-term visit rate.

Long-term visit rate

- Recall: PageRank = long-term visit rate.
- Long-term visit rate of page d is the probability that a web surfer is at page d at a given point in time.

Long-term visit rate

- Recall: PageRank = long-term visit rate.
- Long-term visit rate of page d is the probability that a web surfer is at page d at a given point in time.
- Next: what properties must hold of the web graph for the long-term visit rate to be well defined?

Long-term visit rate

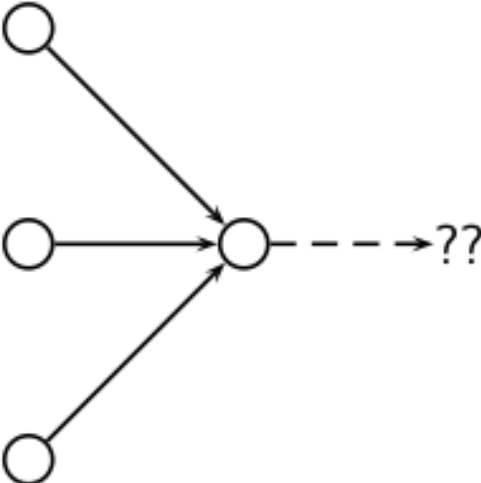
- Recall: PageRank = long-term visit rate.
- Long-term visit rate of page d is the probability that a web surfer is at page d at a given point in time.
- Next: what properties must hold of the web graph for the long-term visit rate to be well defined?
- The web graph must correspond to an **ergodic** Markov chain.

Long-term visit rate

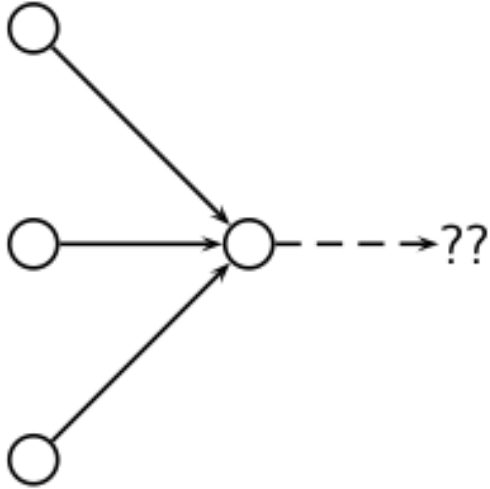
- Recall: PageRank = long-term visit rate.
- Long-term visit rate of page d is the probability that a web surfer is at page d at a given point in time.
- Next: what properties must hold of the web graph for the long-term visit rate to be well defined?
- The web graph must correspond to an **ergodic** Markov chain.
- First a special case: The web graph must not contain **dead ends**.

Dead ends

Dead ends

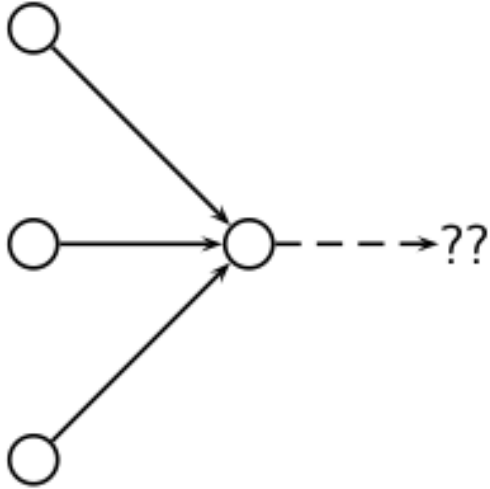


Dead ends



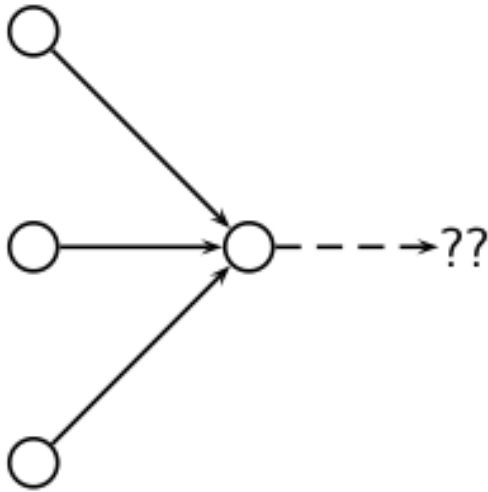
- The web is full of dead ends.

Dead ends



- The web is full of dead ends.
- Random walk can get stuck in dead ends.

Dead ends



- The web is full of dead ends.
- Random walk can get stuck in dead ends.
- If there are dead ends, long-term visit rates are not well-defined (or non-sensical).

Teleporting – to get us of dead ends

Teleporting – to get us of dead ends

- At a **dead end**, jump to a random web page with prob. $1/N$.

Teleporting – to get us of dead ends

- At a **dead end**, jump to a random web page with prob. $1/N$.
- At a **non-dead end**, with probability 10%, jump to a random web page (to each with a probability of $0.1/N$).

Teleporting – to get us of dead ends

- At a **dead end**, jump to a random web page with prob. $1/N$.
- At a **non-dead end**, with probability 10%, jump to a random web page (to each with a probability of $0.1/N$).
- With remaining probability (90%), go out on a random hyperlink.

Teleporting – to get us of dead ends

- At a **dead end**, jump to a random web page with prob. $1/N$.
- At a **non-dead end**, with probability 10%, jump to a random web page (to each with a probability of $0.1/N$).
- With remaining probability (90%), go out on a random hyperlink.
 - For example, if the page has 4 outgoing links: randomly choose one with probability $(1-0.10)/4=0.225$

Teleporting – to get us of dead ends

- At a **dead end**, jump to a random web page with prob. $1/N$.
- At a **non-dead end**, with probability 10%, jump to a random web page (to each with a probability of $0.1/N$).
- With remaining probability (90%), go out on a random hyperlink.
 - For example, if the page has 4 outgoing links: randomly choose one with probability $(1-0.10)/4=0.225$
- 10% is a parameter, the **teleportation rate**.

Teleporting – to get us of dead ends

- At a **dead end**, jump to a random web page with prob. $1/N$.
- At a **non-dead end**, with probability 10%, jump to a random web page (to each with a probability of $0.1/N$).
- With remaining probability (90%), go out on a random hyperlink.
 - For example, if the page has 4 outgoing links: randomly choose one with probability $(1-0.10)/4=0.225$
- 10% is a parameter, the **teleportation rate**.
- Note: “jumping” from dead end is independent of teleportation rate.

Result of teleporting

Result of teleporting

- With teleporting, we cannot get stuck in a dead end.

Result of teleporting

- With teleporting, we cannot get stuck in a dead end.
- But even without dead ends, a graph may not have well-defined long-term visit rates.

Result of teleporting

- With teleporting, we cannot get stuck in a dead end.
- But even without dead ends, a graph may not have well-defined long-term visit rates.
- More generally, we require that the Markov chain be **ergodic**.

Ergodic Markov chains

- A Markov chain is ergodic if it is irreducible and aperiodic.

Ergodic Markov chains

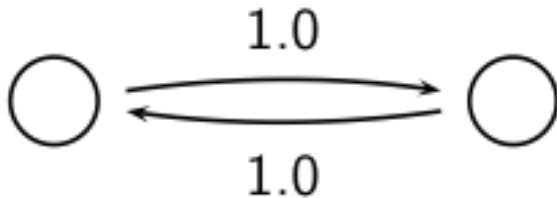
- A Markov chain is ergodic if it is irreducible and aperiodic.
- **Irreducibility**. Roughly: there is a path from any other page.

Ergodic Markov chains

- A Markov chain is ergodic if it is irreducible and aperiodic.
- **Irreducibility**. Roughly: there is a path from any other page.
- **Aperiodicity**. Roughly: The pages cannot be partitioned such that the random walker visits the partitions sequentially.

Ergodic Markov chains

- A Markov chain is ergodic if it is irreducible and aperiodic.
- **Irreducibility**. Roughly: there is a path from any other page.
- **Aperiodicity**. Roughly: The pages cannot be partitioned such that the random walker visits the partitions sequentially.
- A non-ergodic Markov chain:



Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.

Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.
- This is the **steady-state probability distribution**.

Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.
- This is the **steady-state probability distribution**.
- Over a long time period, we visit each state in proportion to this rate.

Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.
- This is the **steady-state probability distribution**.
- Over a long time period, we visit each state in proportion to this rate.
- It doesn't matter where we start.

Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.
- This is the **steady-state probability distribution**.
- Over a long time period, we visit each state in proportion to this rate.
- It doesn't matter where we start.
- **Teleporting makes the web graph ergodic.**

Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.
- This is the **steady-state probability distribution**.
- Over a long time period, we visit each state in proportion to this rate.
- It doesn't matter where we start.
- **Teleporting makes the web graph ergodic.**
- **\implies Web-graph+teleporting has a steady-state probability distribution.**

Ergodic Markov chains

- Theorem: For any ergodic Markov chain, there is a unique long-term visit rate for each state.
- This is the **steady-state probability distribution**.
- Over a long time period, we visit each state in proportion to this rate.
- It doesn't matter where we start.
- **Teleporting makes the web graph ergodic.**
- **\implies Web-graph+teleporting has a steady-state probability distribution.**
- **\implies Each page in the web-graph+teleporting has a PageRank.**

Formalization of “visit”: Probability vector

Formalization of “visit”: Probability vector

- A probability (row) vector $\vec{x} = (x_1, \dots, x_N)$ tells us where the random walk is at any point.

Formalization of “visit”: Probability vector

- A probability (row) vector $\vec{x} = (x_1, \dots, x_N)$ tells us where the random walk is at any point.
- Example:

(0	0	0	...	1	...	0	0	0)
	1	2	3	...	<i>i</i>	...	N-2	N-1	N	

Formalization of “visit”: Probability vector

- A probability (row) vector $\vec{x} = (x_1, \dots, x_N)$ tells us where the random walk is at any point.
- Example:
$$\left(\begin{array}{cccccccccc} 0 & 0 & 0 & \dots & 1 & \dots & 0 & 0 & 0 \\ & 1 & 2 & 3 & \dots & i & \dots & N-2 & N-1 & N \end{array} \right)$$
- More generally: the random walk is on the page i with probability x_i .

Formalization of “visit”: Probability vector

- A probability (row) vector $\vec{x} = (x_1, \dots, x_N)$ tells us where the random walk is at any point.
- Example:
$$\left(\begin{array}{cccccccccc} 0 & 0 & 0 & \dots & 1 & \dots & 0 & 0 & 0 \\ 1 & 2 & 3 & \dots & i & \dots & N-2 & N-1 & N \end{array} \right)$$
- More generally: the random walk is on the page i with probability x_i .
- Example:
$$\left(\begin{array}{cccccccccc} 0.05 & 0.01 & 0.0 & \dots & 0.2 & \dots & 0.01 & 0.05 & 0.03 \\ 1 & 2 & 3 & \dots & i & \dots & N-2 & N-1 & N \end{array} \right)$$

Formalization of “visit”: Probability vector

- A probability (row) vector $\vec{x} = (x_1, \dots, x_N)$ tells us where the random walk is at any point.
- Example:
$$\left(\begin{array}{cccccccccc} 0 & 0 & 0 & \dots & 1 & \dots & 0 & 0 & 0 \\ 1 & 2 & 3 & \dots & i & \dots & N-2 & N-1 & N \end{array} \right)$$
- More generally: the random walk is on the page i with probability x_i .
- Example:
$$\left(\begin{array}{cccccccccc} 0.05 & 0.01 & 0.0 & \dots & 0.2 & \dots & 0.01 & 0.05 & 0.03 \\ 1 & 2 & 3 & \dots & i & \dots & N-2 & N-1 & N \end{array} \right)$$
- $\sum x_i = 1$

Change in probability vector

- If the probability vector is $\vec{x} = (x_1, \dots, x_N)$, at this step, what is it at the next step?

Change in probability vector

- If the probability vector is $\vec{x} = (x_1, \dots, x_N)$, at this step, what is it at the next step?
- Recall that row i of the transition probability matrix P tells us where we go next from state i .

Change in probability vector

- If the probability vector is $\vec{x} = (x_1, \dots, x_N)$, at this step, what is it at the next step?
- Recall that row i of the transition probability matrix P tells us where we go next from state i .
- So from \vec{x} , our next state is distributed as $\vec{x}P$.

Steady state in vector notation

Steady state in vector notation

- The steady state in vector notation is simply a vector $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ of probabilities.

Steady state in vector notation

- The steady state in vector notation is simply a vector $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ of probabilities.
- (We use $\vec{\pi}$ to distinguish it from the notation for the probability vector \vec{x} .)

Steady state in vector notation

- The steady state in vector notation is simply a vector $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ of probabilities.
- (We use $\vec{\pi}$ to distinguish it from the notation for the probability vector \vec{x} .)
- π is the long-term visit rate (or PageRank) of page i .

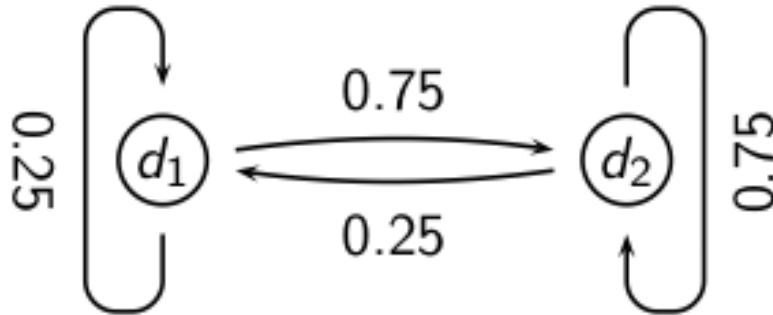
Steady state in vector notation

- The steady state in vector notation is simply a vector $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ of probabilities.
- (We use $\vec{\pi}$ to distinguish it from the notation for the probability vector \vec{x} .)
- π is the long-term visit rate (or PageRank) of page i .
- So we can think of PageRank as a very long vector – one entry per page.

Steady-state distribution: Example

Steady-state distribution: Example

- What is the PageRank / steady state in this example?



Steady-state distribution: Example

Steady-state distribution: Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.25$	$P_{12} = 0.75$
			$P_{21} = 0.25$	$P_{22} = 0.75$
t_0	0.25	0.75		
t_1				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.25, 0.75)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Steady-state distribution: Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.25$	$P_{12} = 0.75$
			$P_{21} = 0.25$	$P_{22} = 0.75$
t_0	0.25	0.75	0.25	0.75
t_1				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.25, 0.75)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Steady-state distribution: Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.25$	$P_{12} = 0.75$
			$P_{21} = 0.25$	$P_{22} = 0.75$
t_0	0.25	0.75	0.25	0.75
t_1	0.25	0.75		

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.25, 0.75)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Steady-state distribution: Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.25$	$P_{12} = 0.75$
			$P_{21} = 0.25$	$P_{22} = 0.75$
t_0	0.25	0.75	0.25	0.75
t_1	0.25	0.75	(convergence)	

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.25, 0.75)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

How do we compute the steady state vector?

How do we compute the steady state vector?

- In other words: how do we compute PageRank?

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.
- But $\vec{\pi}$ is the steady state!

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.
- But $\vec{\pi}$ is the steady state!
- So: $\vec{\pi} = \vec{\pi} P$

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.
- But $\vec{\pi}$ is the steady state!
- So: $\vec{\pi} = \vec{\pi} P$
- Solving this matrix equation gives us $\vec{\pi}$.

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.
- But $\vec{\pi}$ is the steady state!
- So: $\vec{\pi} = \vec{\pi} P$
- Solving this matrix equation gives us $\vec{\pi}$.
- $\vec{\pi}$ is the principal left eigenvector for P ...

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.
- But $\vec{\pi}$ is the steady state!
- So: $\vec{\pi} = \vec{\pi} P$
- Solving this matrix equation gives us $\vec{\pi}$.
- $\vec{\pi}$ is the principal left eigenvector for P ...
- ... that is, $\vec{\pi}$ is the left eigenvector with the largest eigenvalue.

How do we compute the steady state vector?

- In other words: how do we compute PageRank?
- Recall: $\vec{\pi} = (\pi_1, \pi_2, \dots, \pi_N)$ is the PageRank vector, the vector of steady-state probabilities ...
- ... and if the distribution in this step is \vec{x} , then the distribution in the next step is $\vec{x}P$.
- But $\vec{\pi}$ is the steady state!
- So: $\vec{\pi} = \vec{\pi} P$
- Solving this matrix equation gives us $\vec{\pi}$.
- $\vec{\pi}$ is the principal left eigenvector for P ...
- ... that is, $\vec{\pi}$ is the left eigenvector with the largest eigenvalue.
- All transition probability matrices have largest eigenvalue 1.

One way of computing the PageRank $\vec{\pi}$

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.
- After two steps, we're at $\vec{x}P^2$.

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.
- After two steps, we're at $\vec{x}P^2$.
- After k steps, we're at $\vec{x}P^k$.

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.
- After two steps, we're at $\vec{x}P^2$.
- After k steps, we're at $\vec{x}P^k$.
- Algorithm: multiply \vec{x} by increasing powers of P until convergence.

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.
- After two steps, we're at $\vec{x}P^2$.
- After k steps, we're at $\vec{x}P^k$.
- Algorithm: multiply \vec{x} by increasing powers of P until convergence.
- This is called the **power method**.

One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.
- After two steps, we're at $\vec{x}P^2$.
- After k steps, we're at $\vec{x}P^k$.
- Algorithm: multiply \vec{x} by increasing powers of P until convergence.
- This is called the **power method**.
- Recall: regardless of where we start, we eventually reach the steady state $\vec{\pi}$.

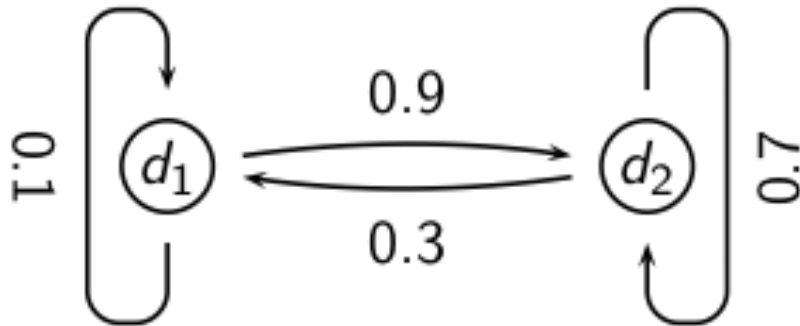
One way of computing the PageRank $\vec{\pi}$

- Start with any distribution \vec{x} , e.g., uniform distribution
- After one step, we're at $\vec{x}P$.
- After two steps, we're at $\vec{x}P^2$.
- After k steps, we're at $\vec{x}P^k$.
- Algorithm: multiply \vec{x} by increasing powers of P until convergence.
- This is called the **power method**.
- Recall: regardless of where we start, we eventually reach the steady state $\vec{\pi}$.
- Thus: we will eventually (in asymptotia) reach the steady state.

Power method: Example

Power method: Example

- What is the PageRank / steady state in this example?



Computing PageRank: Power Example

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.1$	$P_{12} = 0.9$
			$P_{21} = 0.3$	$P_{22} = 0.7$
t_0	0	1		$= \vec{x}P$
t_1				$= \vec{x}P^2$
t_2				$= \vec{x}P^3$
t_3				$= \vec{x}P^4$
				\dots
t_∞				$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1					$= \vec{x}P^2$
t_2					$= \vec{x}P^3$
t_3					$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7			$= \vec{x}P^2$
t_2					$= \vec{x}P^3$
t_3					$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2					$= \vec{x}P^3$
t_3					$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76			$= \vec{x}P^3$
t_3					$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3					$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3	0.252	0.748			$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3	0.252	0.748	0.2496	0.7504	$= \vec{x}P^4$
					\dots
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3	0.252	0.748	0.2496	0.7504	$= \vec{x}P^4$
		
t_∞					$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3	0.252	0.748	0.2496	0.7504	$= \vec{x}P^4$
		
t_∞	0.25	0.75			$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3	0.252	0.748	0.2496	0.7504	$= \vec{x}P^4$
			
t_∞	0.25	0.75	0.25	0.75	$= \vec{x}P^\infty$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Computing PageRank: Power Example

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$			
			$P_{11} = 0.1$	$P_{12} = 0.9$	
			$P_{21} = 0.3$	$P_{22} = 0.7$	
t_0	0	1	0.3	0.7	$= \vec{x}P$
t_1	0.3	0.7	0.24	0.76	$= \vec{x}P^2$
t_2	0.24	0.76	0.252	0.748	$= \vec{x}P^3$
t_3	0.252	0.748	0.2496	0.7504	$= \vec{x}P^4$
			
t_∞	0.25	0.75	0.25	0.75	$= \vec{x}P^\infty$

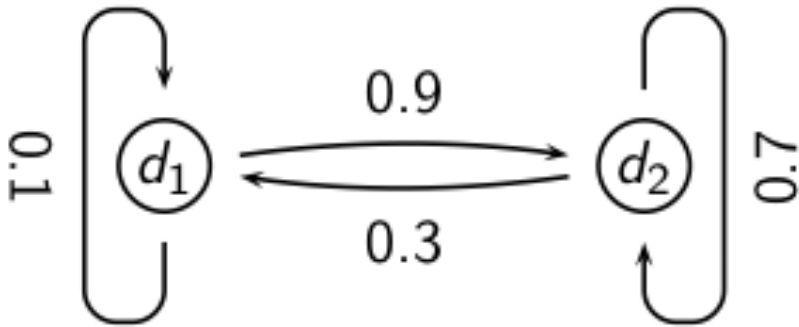
PageRank vector $= \vec{\pi} = (\pi_1, \pi_2) = (0.25, 0.75)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Power method: Example

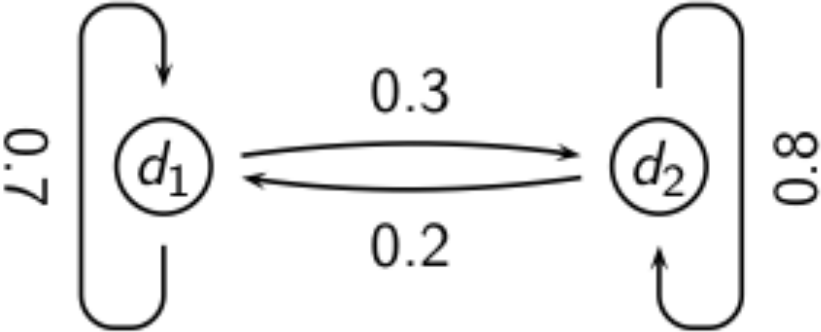
- What is the PageRank / steady state in this example?



- The steady state distribution (= the PageRanks) in this example are 0.25 for d_1 and 0.75 for d_2 .

Exercise: Compute PageRank using power method

Exercise: Compute PageRank using power method



Solution

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1		
t_1				
t_2				
t_3				
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1				
t_2				
t_3				
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8		
t_2				
t_3				
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2				
t_3				
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7		
t_3				
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7	0.35	0.65
t_3				
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7	0.35	0.65
t_3	0.35	0.65		
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7	0.35	0.65
t_3	0.35	0.65	0.375	0.625
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7	0.35	0.65
t_3	0.35	0.65	0.375	0.625
			...	
t_∞				

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7	0.35	0.65
t_3	0.35	0.65	0.375	0.625
			...	
t_∞	0.4	0.6		

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

Solution

	x_1 $P_t(d_1)$	x_2 $P_t(d_2)$		
			$P_{11} = 0.7$	$P_{12} = 0.3$
			$P_{21} = 0.2$	$P_{22} = 0.8$
t_0	0	1	0.2	0.8
t_1	0.2	0.8	0.3	0.7
t_2	0.3	0.7	0.35	0.65
t_3	0.35	0.65	0.375	0.625
			...	
t_∞	0.4	0.6	0.4	0.6

PageRank vector = $\vec{\pi} = (\pi_1, \pi_2) = (0.4, 0.6)$

$$P_t(d_1) = P_{t-1}(d_1) * P_{11} + P_{t-1}(d_2) * P_{21}$$

$$P_t(d_2) = P_{t-1}(d_1) * P_{12} + P_{t-1}(d_2) * P_{22}$$

PageRank summary

PageRank summary

- Preprocessing

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation
 - From modified matrix, compute $\vec{\pi}$

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation
 - From modified matrix, compute $\vec{\pi}$
 - π_i is the PageRank of page i .

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation
 - From modified matrix, compute $\vec{\pi}$
 - π_i is the PageRank of page i .
- Query processing

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation
 - From modified matrix, compute $\vec{\pi}$
 - π_i is the PageRank of page i .
- Query processing
 - Retrieve pages satisfying the query

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation
 - From modified matrix, compute $\vec{\pi}$
 - π_i is the PageRank of page i .
- Query processing
 - Retrieve pages satisfying the query
 - Rank them by their PageRank

PageRank summary

- Preprocessing
 - Given graph of links, build matrix P
 - Apply teleportation
 - From modified matrix, compute $\vec{\pi}$
 - $\vec{\pi}_i$ is the PageRank of page i .
- Query processing
 - Retrieve pages satisfying the query
 - Rank them by their PageRank
 - Return reranked list to the user

PageRank issues

- Real surfers are not random surfers.
 - Examples of nonrandom surfing: back button, short vs. long paths, bookmarks, directories – and search!
 - → Markov model is not a good model of surfing.
 - But it's good enough as a model for our purposes.
- Simple PageRank ranking (as described on previous slide) produces bad results for many pages.
 - Consider the query [video service].
 - The Yahoo home page (i) has a very high PageRank and (ii) contains both *video* and *service*.
 - If we rank all pages containing the query terms according to PageRank, then the Yahoo home page would be top-ranked.
 - Clearly not desirable.

How important is PageRank?

- Frequent claim: PageRank is the most important component of web ranking.
- The reality:
 - There are several components that are at least as important: e.g., anchor text, phrases, proximity, tiered indexes ...
 - Rumor has it that PageRank in his original form (as presented here) now has a negligible impact on ranking!
 - However, variants of a page's PageRank are still an essential part of ranking.
 - Addressing link spam is difficult and crucial.