

# Data Mining Techniques

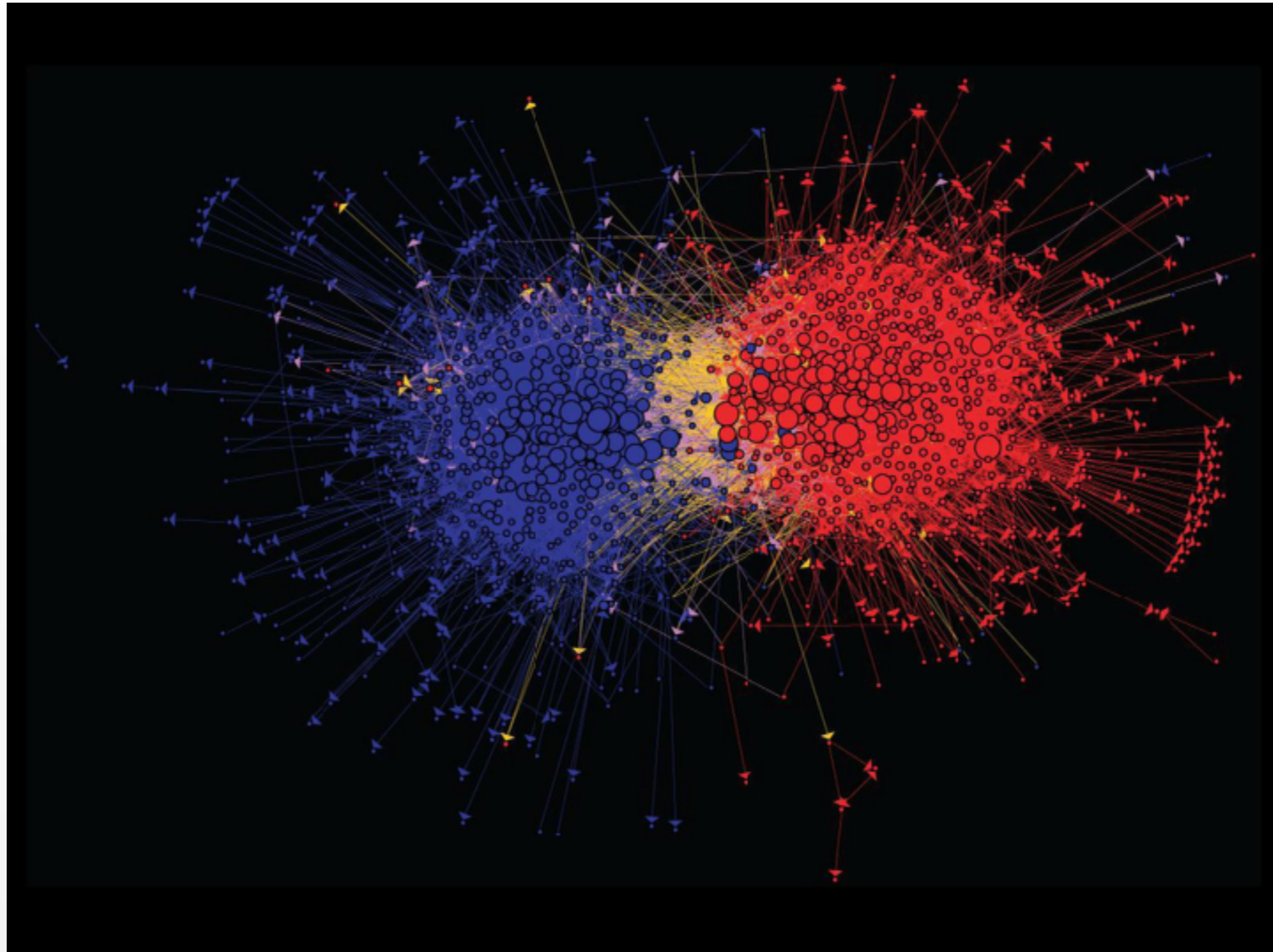
CS 6220 - Section 3 - Fall 2016

## Lecture 17: Link Analysis

Jan-Willem van de Meent  
(credit: Yijun Zhao, Yi Wang,  
Tan et al., Leskovec et al.)



# Graph Data: Media Networks



**Connections between political blogs**  
**Polarization of the network [Adamic-Glance, 2005]**

(adapted from: Mining of Massive Datasets, <http://www.mmds.org>)

# Schedule Updates

8	26 Oct	Midterm exam		
	28 Oct	Project Proposal presentations		Proposals cue
9	04 Nov	Frequent Pattern Mining 1: Apriori		HKP: 6; HTF: 14; Aggarwal: 4,5; TSK: 6
	07 Nov	Frequent Pattern Mining 2: PCY, FP-Growth		HKP: 6; HTF: 14; Aggarwal: 4,5; TSK: 6
10	09 Nov	Link Analysis: Page-rank, Trust-rank		LRU: 5; Aggarwal: 18.4
	11 Nov	(Veteran's Day)	#3 due	
11	16 Nov	Time Series: Hidden Markov Models		Bishop: 13.1-2; HKP: 13.1.1
	18 Nov	Community Detection: Betweenness, Spectral Clustering	#4 due	LRU: 10
12	23 Nov	(Thanksgiving Holiday)		
	25 Nov	(Thanksgiving Holiday)		
13	30 Nov	Bonus Topic: Deep Learning		
	02 Dec	Project Presentations		
14	07 Dec	(Review)		
	09 Dec	(Review)		Reports cue
15	14 Dec	Final Exam		
16	19 Dec	(Final grades posted)		

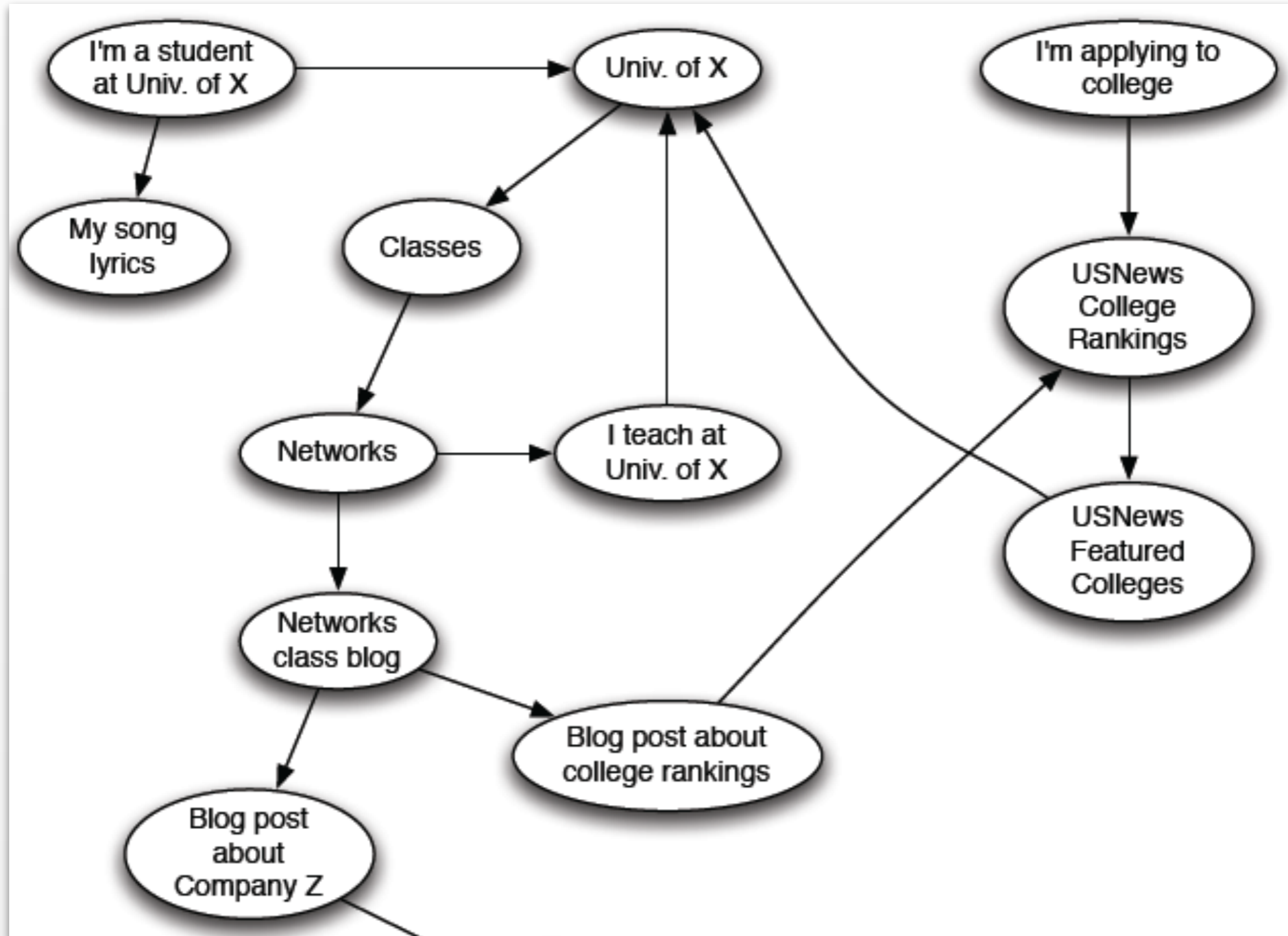


# Web search before PageRank



- Human-curated (e.g. Yahoo, Looksmart)
- Hand-written descriptions
- Wait time for inclusion
- Text-search (e.g. WebCrawler, Lycos)
- Prone to term-spam

# Web as a Directed Graph

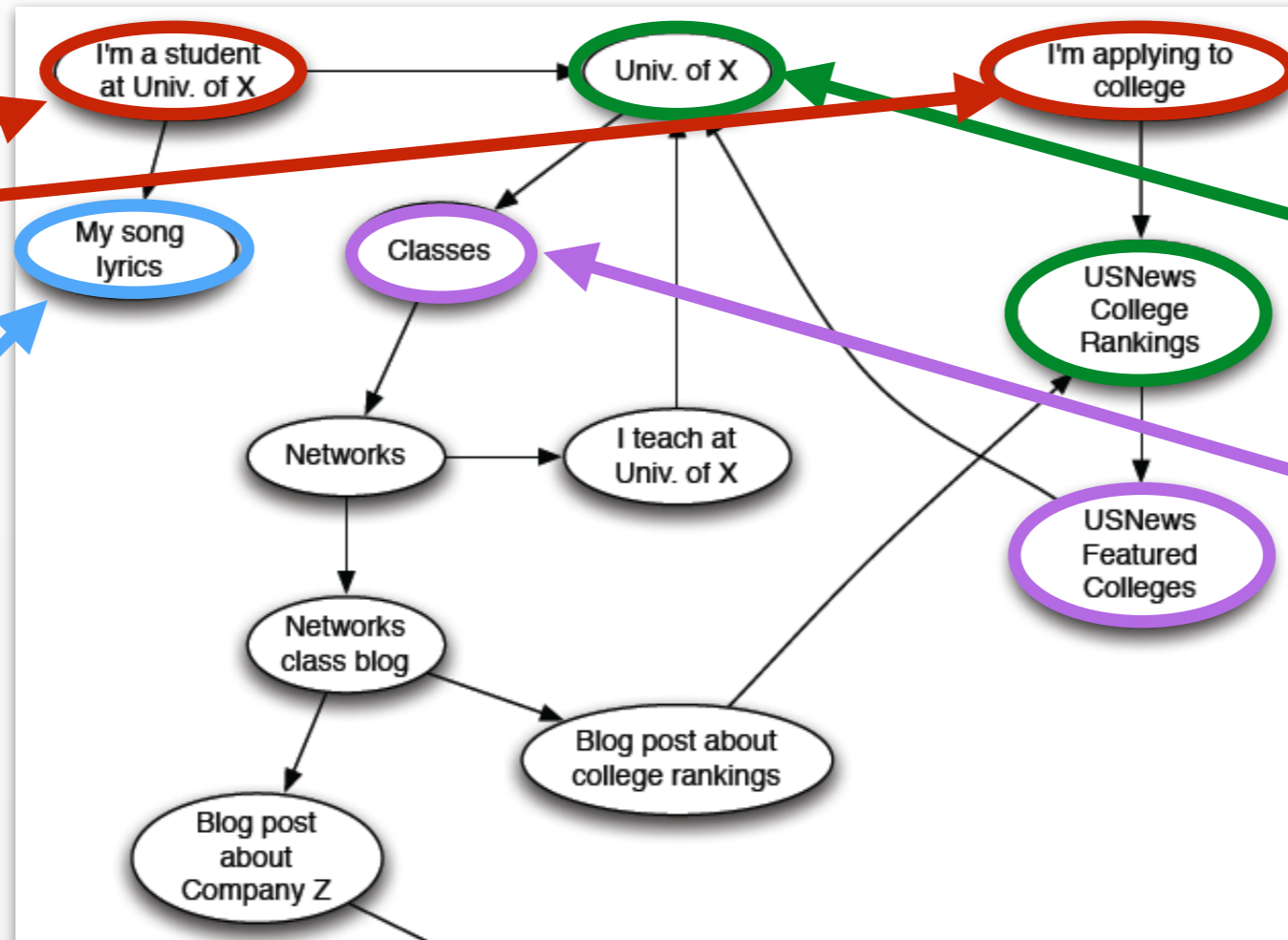


# PageRank: Links as Votes

*Not all pages are equally important*

**Few/no  
inbound  
links**

**Links from  
unimportant  
pages**

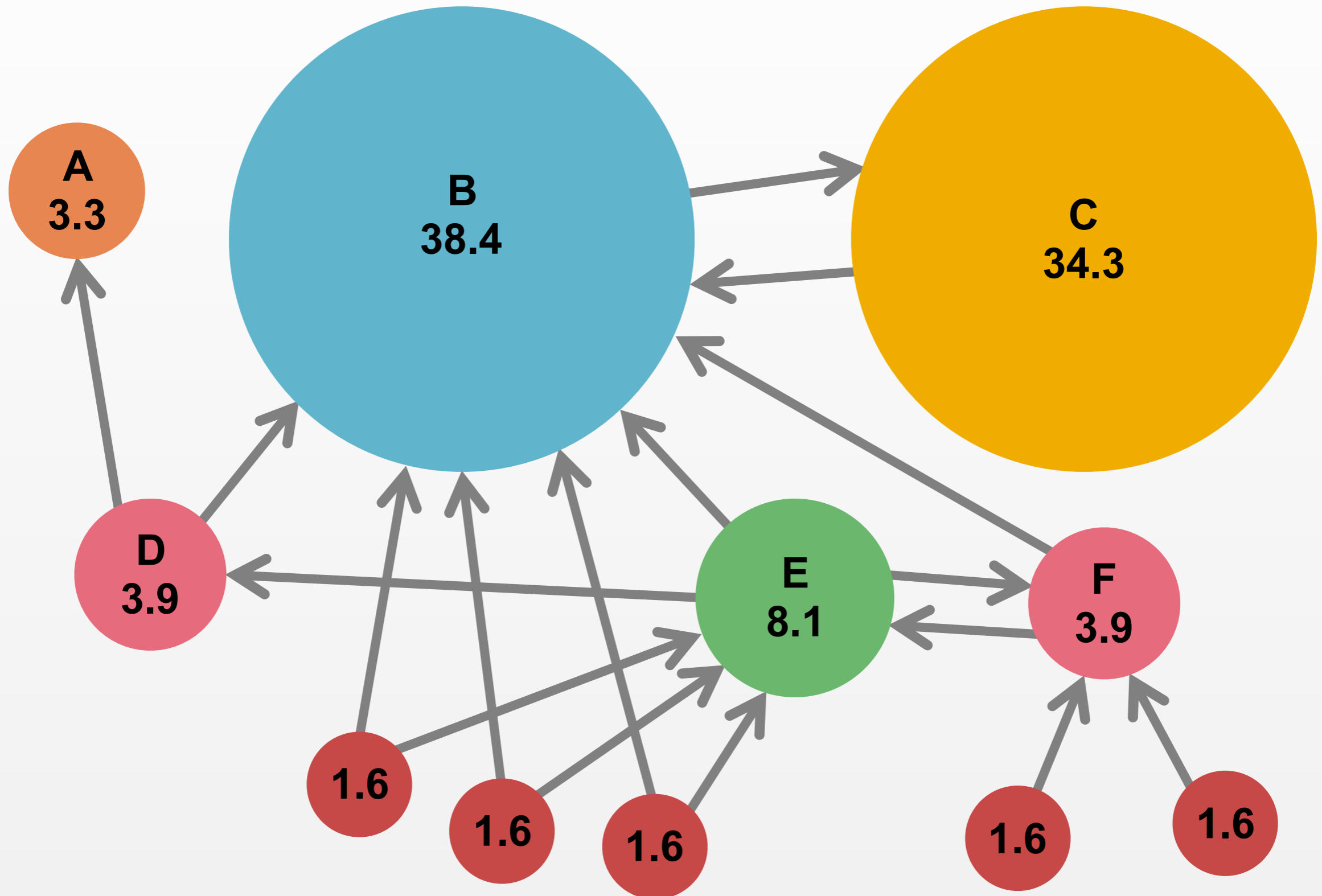


**Many  
inbound  
links**

**Links from  
important  
pages**

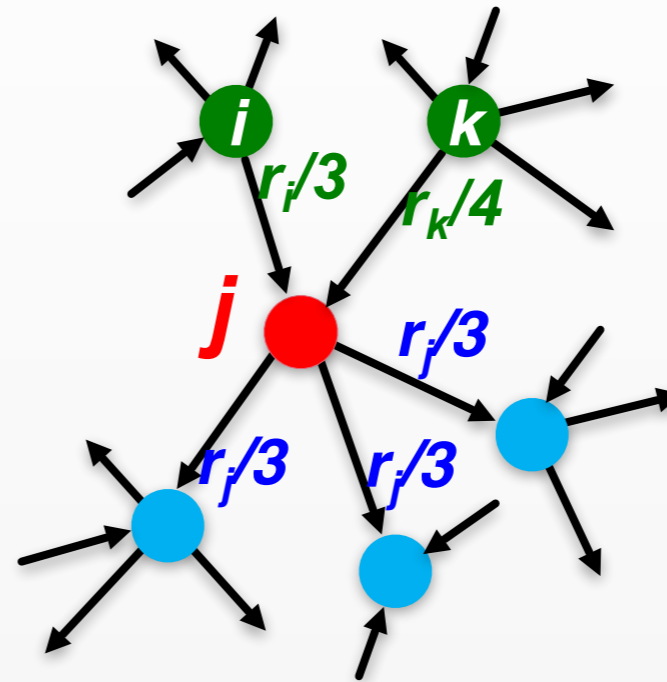
- Pages with **more inbound links** are more **important**
- Inbound **links from important pages** carry **more weight**

# Example: PageRank Scores



# Simple Recursive Formulation

$$r_j = r_i/3 + r_k/4$$

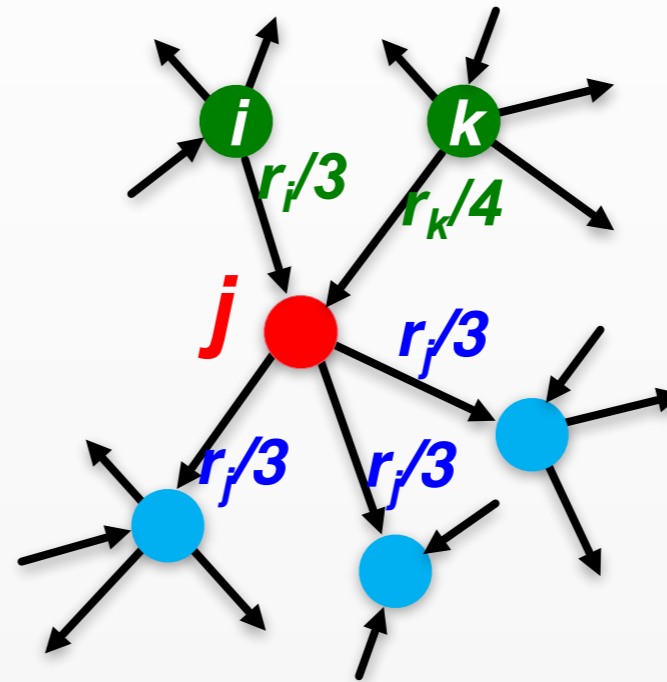


- A link's vote is proportional to the **importance** of its source page
- If page  $j$  with importance  $r_j$  has  $n$  out-links, each link gets  $r_j/n$  votes
- Page  $j$ 's own importance is the sum of the votes on its in-links



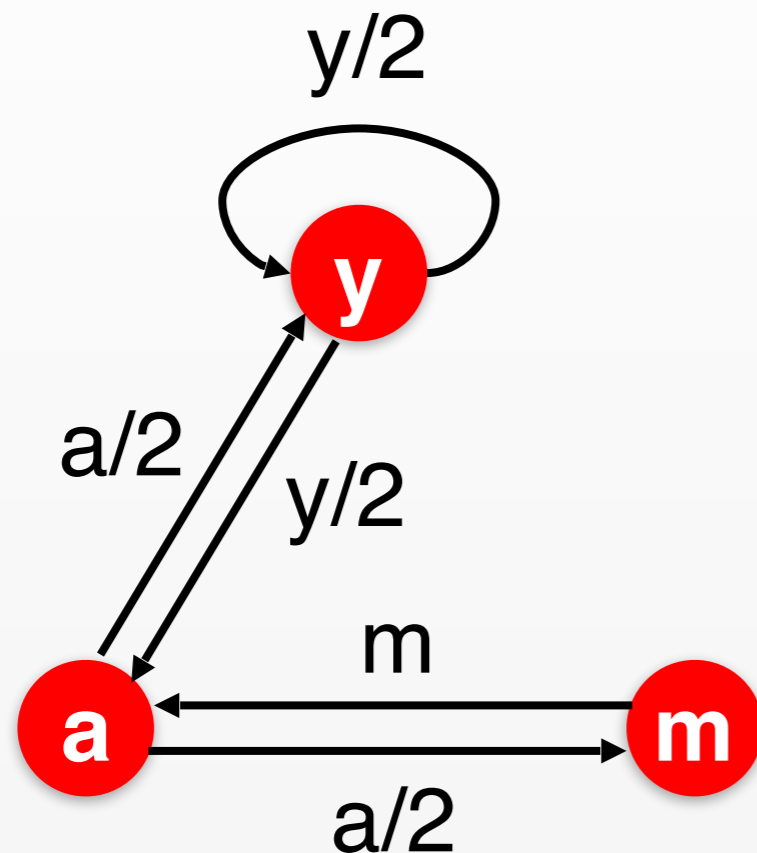
# Equivalent Formulation: Random Surfer

$$r_j = r_i/3 + r_k/4$$



- At time  $t$  a surfer is on some page  $i$
- At time  $t+1$  the surfer follows a link to a new page at random
- Define rank  $r_i$  as fraction of time spent on page  $i$

# PageRank: The “Flow” Model



$$r_j = \sum_{i \rightarrow j} \frac{r_i}{d_i}$$

**“Flow” equations:**

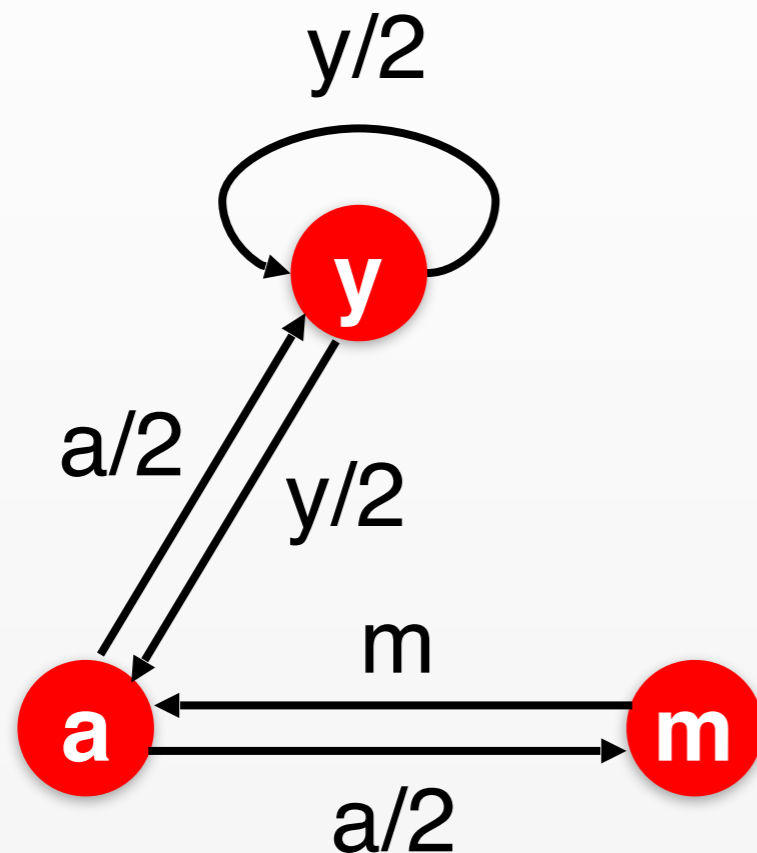
$$r_y = r_y / 2 + r_a / 2$$

$$r_a = r_y / 2 + r_m$$

$$r_m = r_a / 2$$

- 3 equations, 3 unknowns
- Impose constraint:  $r_y + r_a + r_m = 1$
- Solution:  $r_y = 2/5, r_a = 2/5, r_m = 1/5$

# PageRank: The “Flow” Model



$$r_j = \sum_{i \rightarrow j} \frac{r_i}{d_i}$$

“Flow” equations:

$$r_y = r_y/2 + r_a/2$$

$$r_a = r_y/2 + r_m$$

$$r_m = r_a/2$$

$$r = M \cdot r \quad \begin{bmatrix} r_y \\ r_a \\ r_m \end{bmatrix} = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & 0 & 1 \\ 0 & \frac{1}{2} & 0 \end{bmatrix} \begin{bmatrix} r_y \\ r_a \\ r_m \end{bmatrix}$$

Matrix  $M$  is stochastic (i.e. columns sum to one)

# PageRank: Eigenvector Problem

- PageRank: Solve for eigenvector  $r = M r$  with eigenvalue  $\lambda = 1$
- Eigenvector with  $\lambda = 1$  is guaranteed to exist since  $M$  is a stochastic matrix (i.e. if  $a = M b$  then  $\sum a_i = \sum b_i$ )
- *Problem:* There are billions of pages on the internet. How do we solve for eigenvector with order  $10^{10}$  elements?

# PageRank: Power Iteration

*Model for random Surfer:*

- At time  $t = 0$  pick a page at random
- At each subsequent time  $t$  follow an outgoing link at random

*Probabilistic interpretation:*

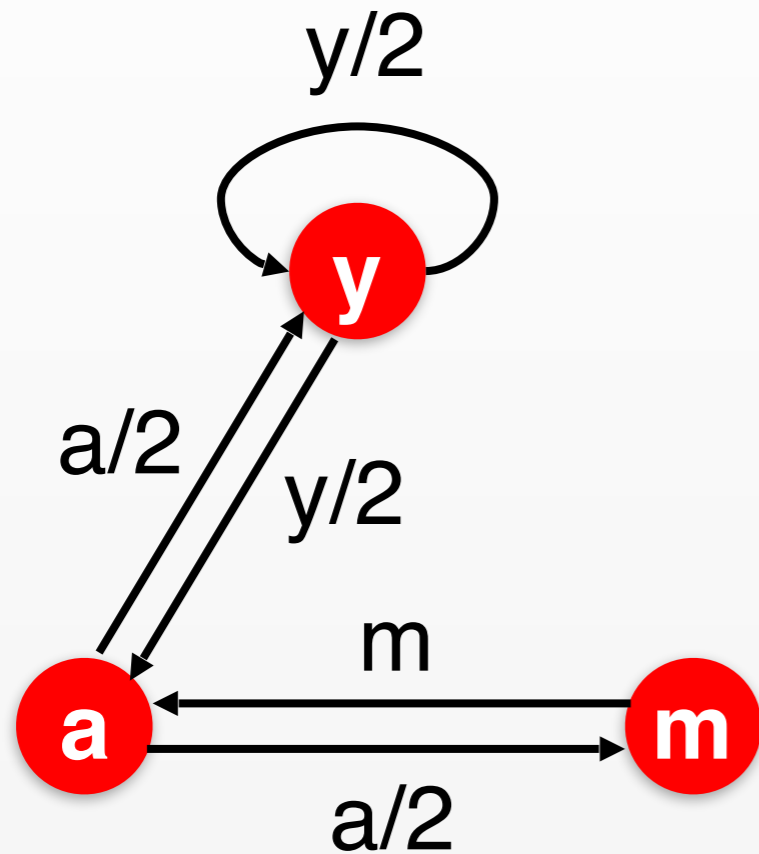
$$p(z_0 = i) = 1/N$$

$$p(z_t = i | z_{t-1} = j) = M_{ij}$$

$$\begin{aligned} p(z_t = i) &= \sum_j p(z_t = i, z_{t-1} = j) \\ &= \sum_j M_{ij} p(z_{t-1} = j) \end{aligned}$$



# PageRank: Power Iteration



$$\mathbf{p}^t = M\mathbf{p}^{t-1} = M^t\mathbf{p}^0$$

$$\mathbf{p}^0 = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad M = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & 0 & 1 \\ 0 & \frac{1}{2} & 0 \end{bmatrix}$$

$$\mathbf{p}^t = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \begin{bmatrix} 2/6 \\ 3/6 \\ 1/6 \end{bmatrix} \begin{bmatrix} 5/12 \\ 4/12 \\ 3/12 \end{bmatrix} \begin{bmatrix} 9/24 \\ 11/24 \\ 4/24 \end{bmatrix} \begin{bmatrix} 20/48 \\ 17/48 \\ 11/48 \end{bmatrix} \approx \begin{bmatrix} 2/5 \\ 2/5 \\ 1/5 \end{bmatrix}$$

$\mathbf{p}^t$  converges to  $\mathbf{r}$ . Iterate until  $|\mathbf{p}^t - \mathbf{p}^{t-1}| < \epsilon$

# Aside: Ergodicity

- PageRank is assumed a *random walk* model for individual surfers
- *Equivalent assumption*: flow model in which equal fractions of surfers follow each link at every time
- *Ergodicity*: The equilibrium of the flow model is the same as the asymptotic distribution for an individual random walk

$$\mathbf{r} = \mathbf{M}\mathbf{r} \quad \mathbf{p}^t = \mathbf{M}\mathbf{p}^{t-1} \quad \lim_{t \rightarrow \infty} \mathbf{p}^t = \mathbf{r}$$

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$$p(z_t = i) = \sum_j M_{ij} p(z_{t-1} = j)$$

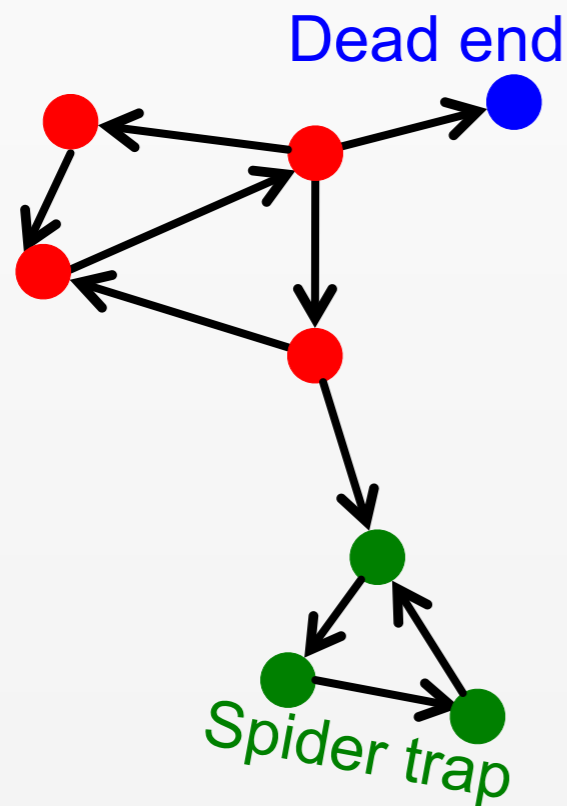
$$\lim_{T \rightarrow \infty} \mathbb{E} \left[ \frac{1}{T} \sum_{t=1}^T I[z_t = i] \right] = r_i$$

# Aside: Ergodicity

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*Averaging over individuals is equivalent to averaging single individual over time*

# PageRank: Problems



## 1. *Dead Ends*

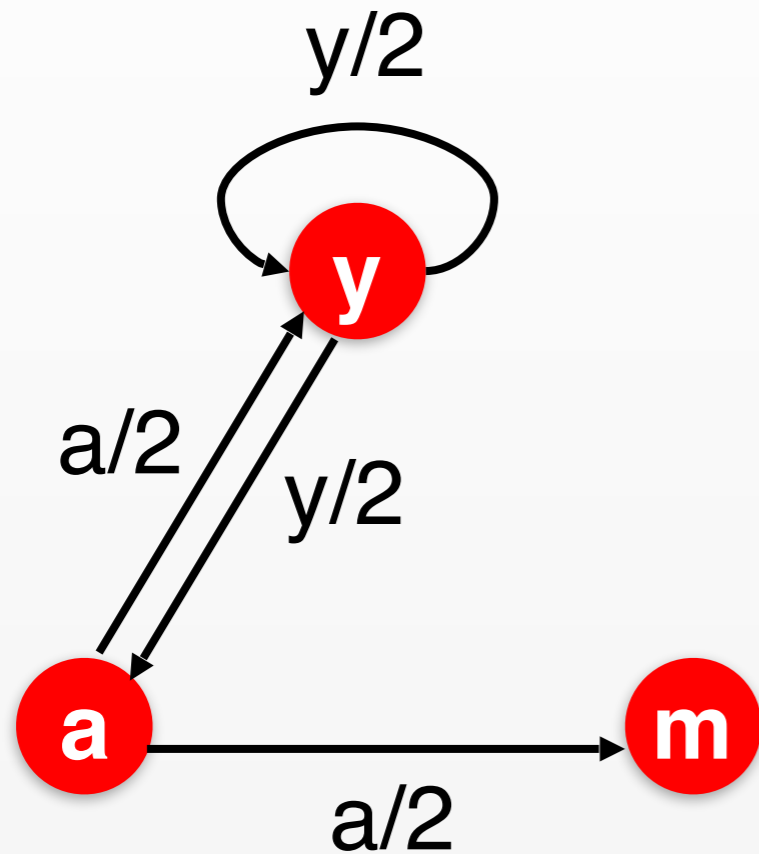
- Nodes with no outgoing links.
- Where do surfers go next?

## 2. *Spider Traps*

- Subgraph with no outgoing links to wider graph
- Surfers are “trapped” with no way out.



# Power Iteration: Dead Ends



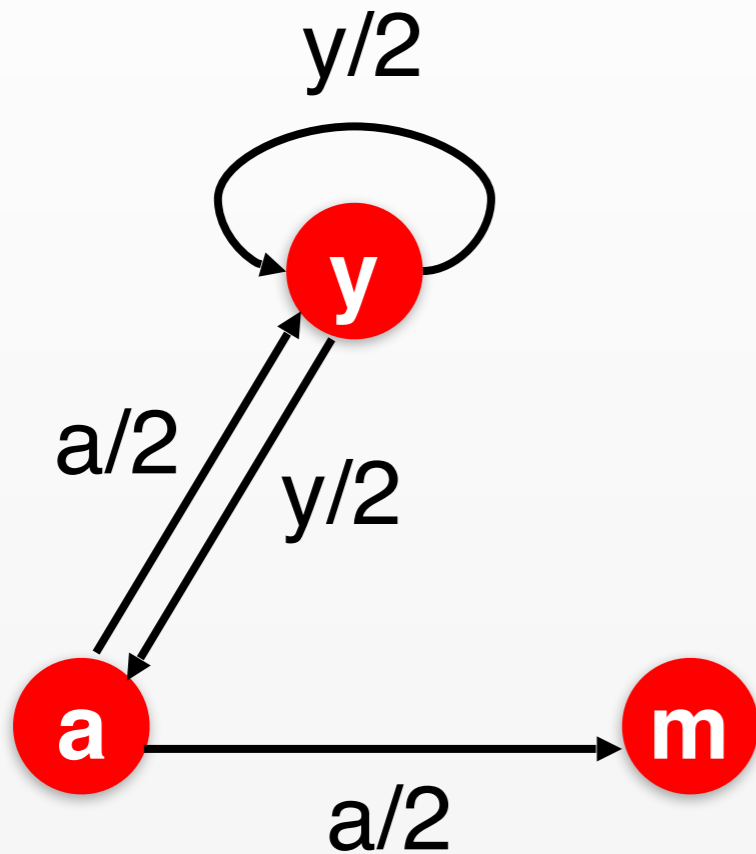
$$\mathbf{p}^t = M\mathbf{p}^{t-1} = M^t\mathbf{p}^0$$

$$\mathbf{p}^0 = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad M = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & 0 & 0 \\ 0 & \frac{1}{2} & 0 \end{bmatrix}$$

$$\mathbf{p}^t = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \begin{bmatrix} 2/6 \\ 1/6 \\ 1/6 \end{bmatrix} \begin{bmatrix} 3/12 \\ 1/12 \\ 1/12 \end{bmatrix} \dots \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Probability not conserved

# Power Iteration: Dead Ends



$$\mathbf{p}^t = M\mathbf{p}^{t-1} = M^t\mathbf{p}^0$$

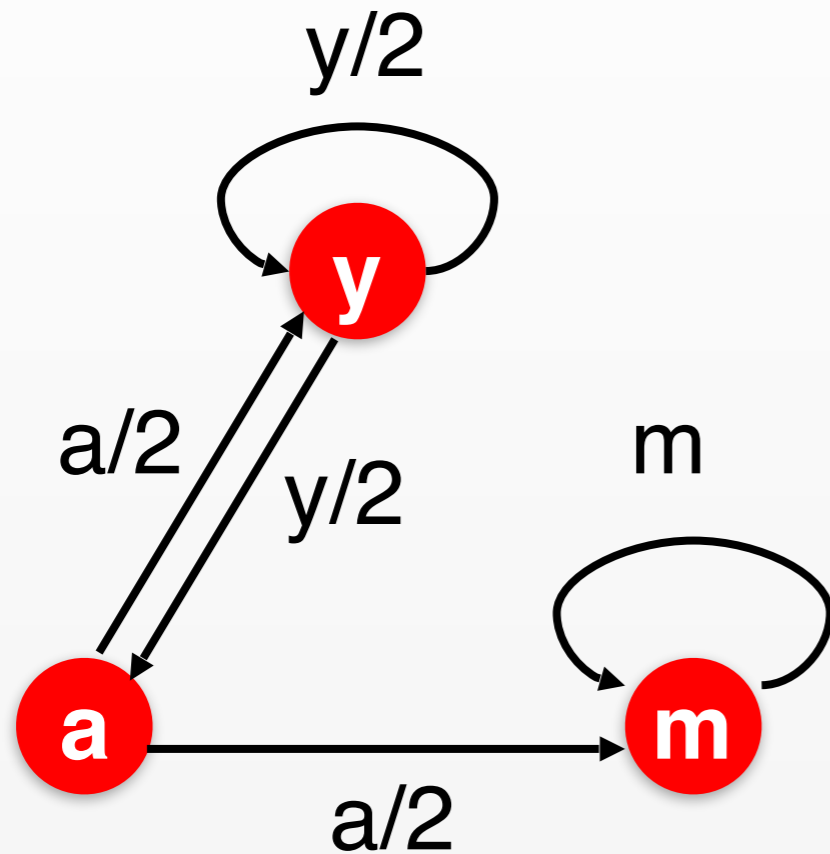
$$\mathbf{p}^0 = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad M = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & \frac{1}{3} \\ \frac{1}{2} & 0 & \frac{1}{3} \\ 0 & \frac{1}{2} & \frac{1}{3} \end{bmatrix}$$

(teleport at dead ends)

$$\mathbf{p}^t = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad \begin{bmatrix} 8/18 \\ 5/18 \\ 5/18 \end{bmatrix} \quad \begin{bmatrix} 49/108 \\ 34/108 \\ 35/108 \end{bmatrix} \quad \dots$$

Fixes “probability sink” issue

# Power Iteration: Spider Traps



$$\mathbf{p}^t = M\mathbf{p}^{t-1} = M^t\mathbf{p}^0$$

$$\mathbf{p}^0 = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad M = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & 0 & 0 \\ 0 & \frac{1}{2} & 1 \end{bmatrix}$$

$$\mathbf{p}^t = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \begin{bmatrix} 2/6 \\ 1/6 \\ 3/6 \end{bmatrix} \begin{bmatrix} 3/12 \\ 2/12 \\ 7/12 \end{bmatrix} \begin{bmatrix} 5/24 \\ 3/24 \\ 16/24 \end{bmatrix} \dots \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Probability accumulates in traps (surfers get stuck)

# Solution: Random Teleports

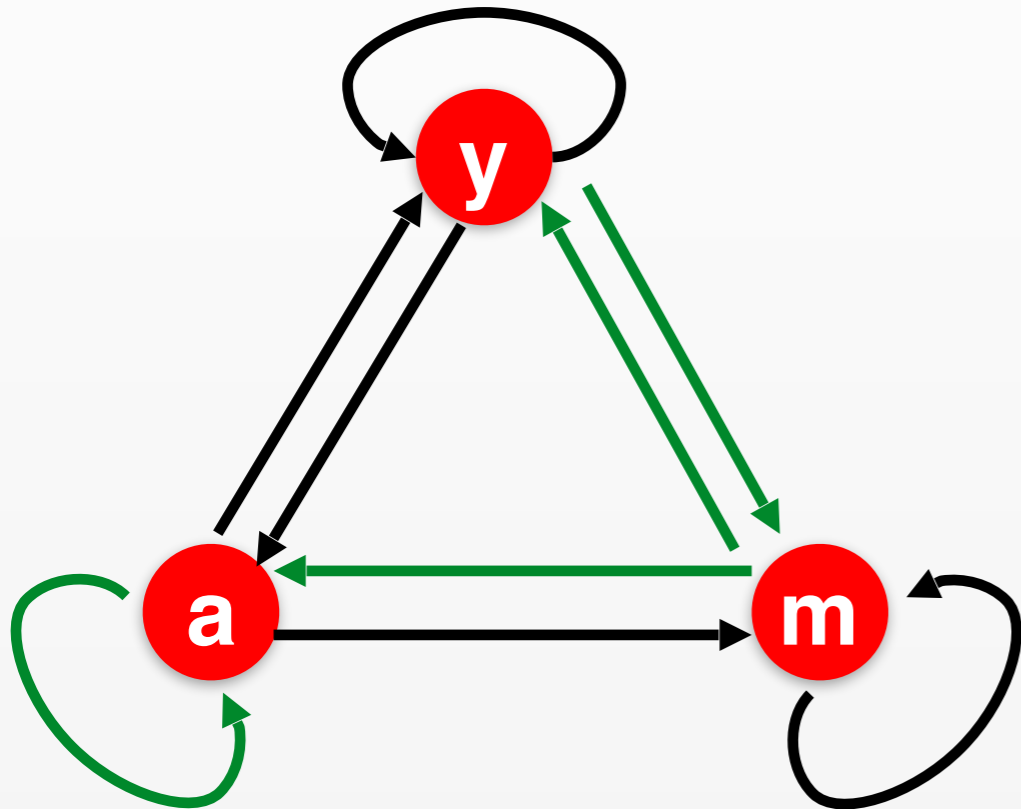
*Model for teleporting random surfer:*

- At time  $t = 0$  pick a page at random
- At each subsequent time  $t$ 
  - With probability  $\beta$  follow an outgoing link at random
  - With probability  $1-\beta$  teleport to a new initial location at random

*PageRank Equation* [Page & Brin 1998]

$$r_j = \sum_{i \rightarrow j} \beta \frac{r_i}{d_i} + (1 - \beta) \frac{1}{N}$$

# Power Iteration: Teleports



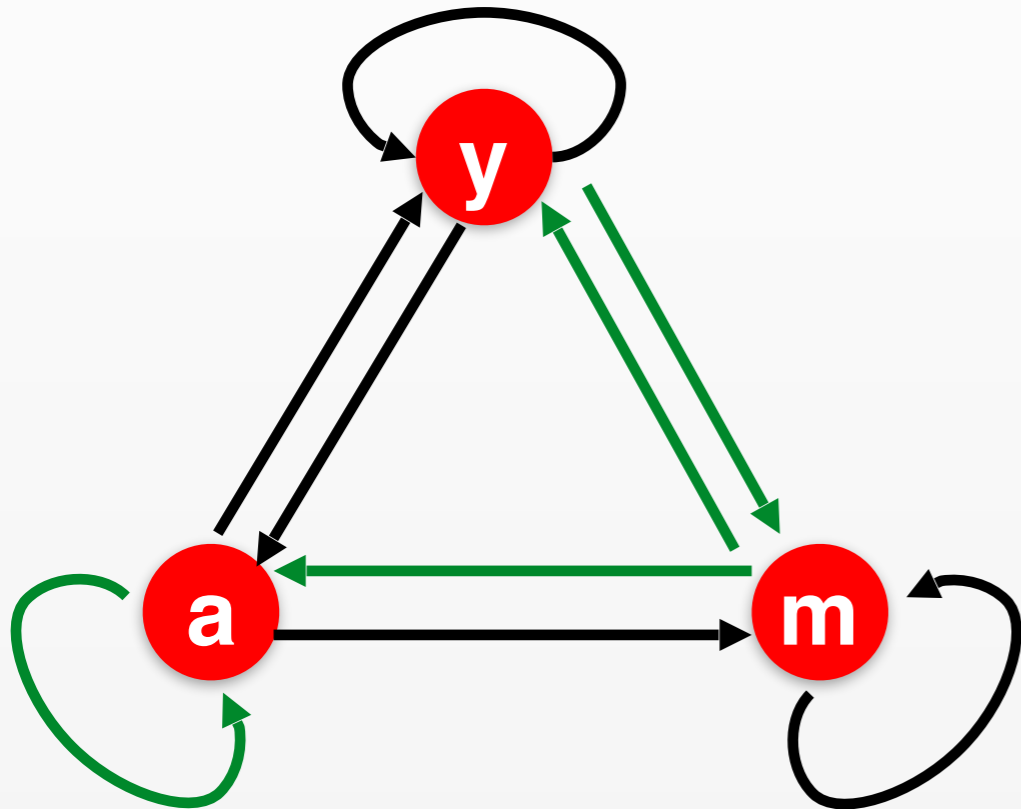
$$\mathbf{p}^t = \beta M \mathbf{p}^{t-1} + (1 - \beta) \mathbf{p}^0 = \tilde{M} \mathbf{p}^{t-1}$$

$$\tilde{M} = \beta M + (1 - \beta) \begin{bmatrix} - & p_1^0 & - \\ & \dots & \\ - & p_N^0 & - \end{bmatrix}$$

(can use power iteration as normal)



# Power Iteration: Teleports



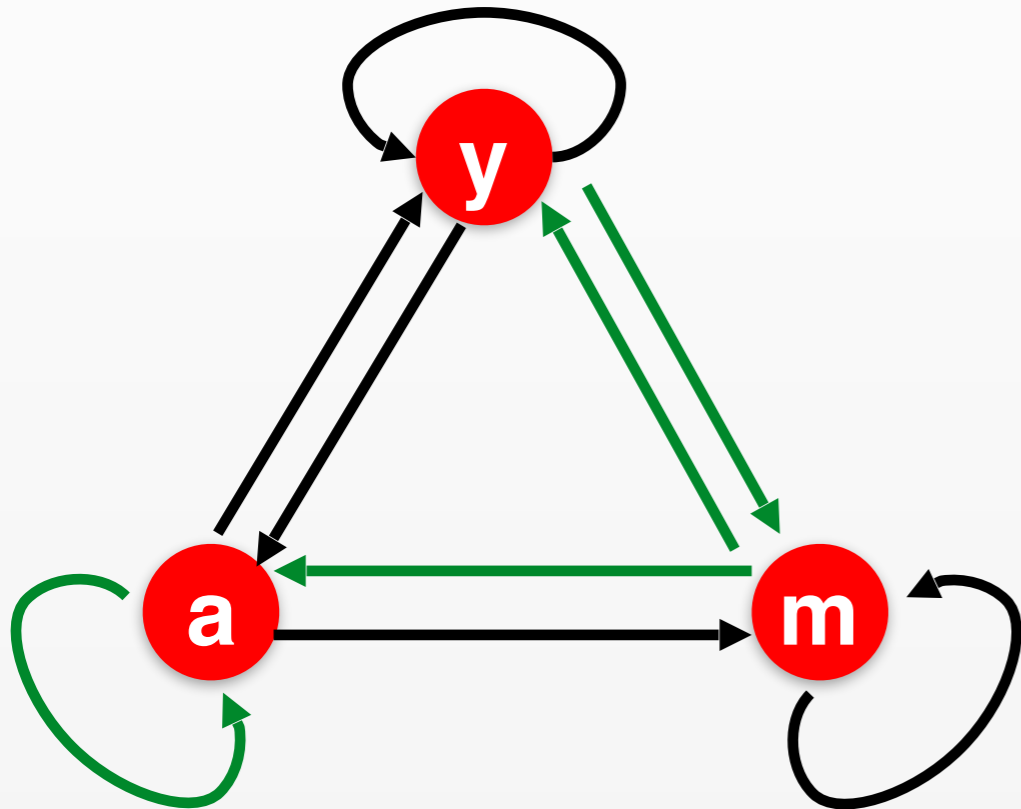
$$\mathbf{p}^t = \beta M \mathbf{p}^{t-1} + (1 - \beta) \mathbf{p}^0 = \tilde{M} \mathbf{p}^{t-1}$$

$$\tilde{M} = \beta M + (1 - \beta) \begin{bmatrix} - & p_1^0 & - \\ & \dots & \\ - & p_N^0 & - \end{bmatrix}$$

(can use power iteration as normal)

$$\tilde{M} = 4/5 \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & 0 & 0 \\ 0 & \frac{1}{2} & 1 \end{bmatrix} + 1/5 \begin{bmatrix} \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{bmatrix} = \begin{bmatrix} \frac{7}{15} & \frac{7}{15} & \frac{1}{15} \\ \frac{15}{15} & \frac{1}{15} & \frac{15}{15} \\ \frac{1}{15} & \frac{7}{15} & \frac{1}{15} \end{bmatrix}$$

# Power Iteration: Teleports



$$\mathbf{p}^t = \tilde{M} \mathbf{p}^{t-1} = \tilde{M}^t \mathbf{p}^0$$

$$\mathbf{p}^0 = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad \tilde{M} = \begin{bmatrix} \frac{7}{15} & \frac{7}{15} & \frac{1}{15} \\ \frac{1}{15} & \frac{1}{15} & \frac{7}{15} \\ \frac{1}{15} & \frac{7}{15} & \frac{1}{15} \end{bmatrix}$$

(can use power iteration as normal)

$$\mathbf{p}^t = \begin{bmatrix} 1/3 \\ 1/3 \\ 1/3 \end{bmatrix} \quad \begin{bmatrix} 0.33 \\ 0.20 \\ 0.46 \end{bmatrix} \quad \begin{bmatrix} 0.24 \\ 0.20 \\ 0.56 \end{bmatrix} \quad \dots \quad \begin{bmatrix} 7/33 \\ 5/33 \\ 21/33 \end{bmatrix}$$

# Computing PageRank

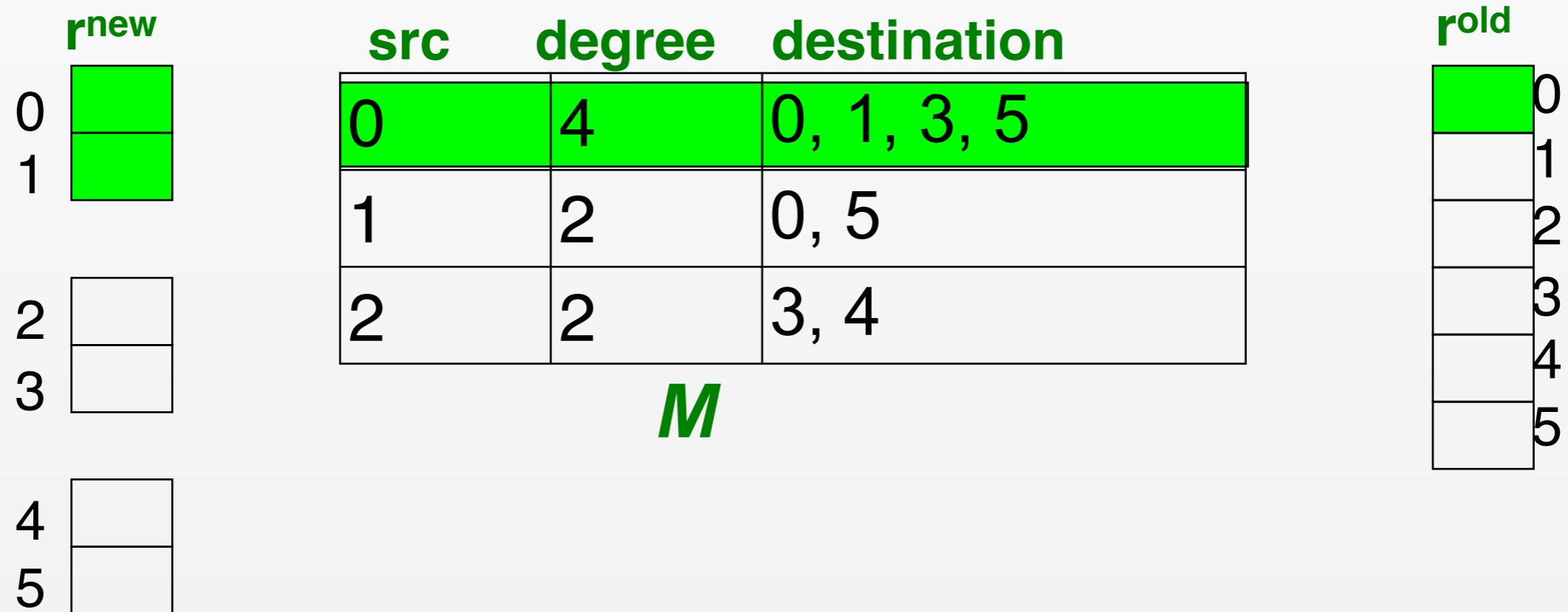
$$\mathbf{p}^t = \beta M \mathbf{p}^t + \frac{1 - \beta}{N}$$

- $M$  is sparse - only store nonzero entries
- Space proportional roughly to number of links
- Say  $10N$ , or  $4 \cdot 10^9$  billion = 40GB
- Still won't fit in memory, but will fit on disk

source node	degree	destination nodes
0	3	1, 5, 7
1	5	17, 64, 113, 117, 245
2	2	13, 23

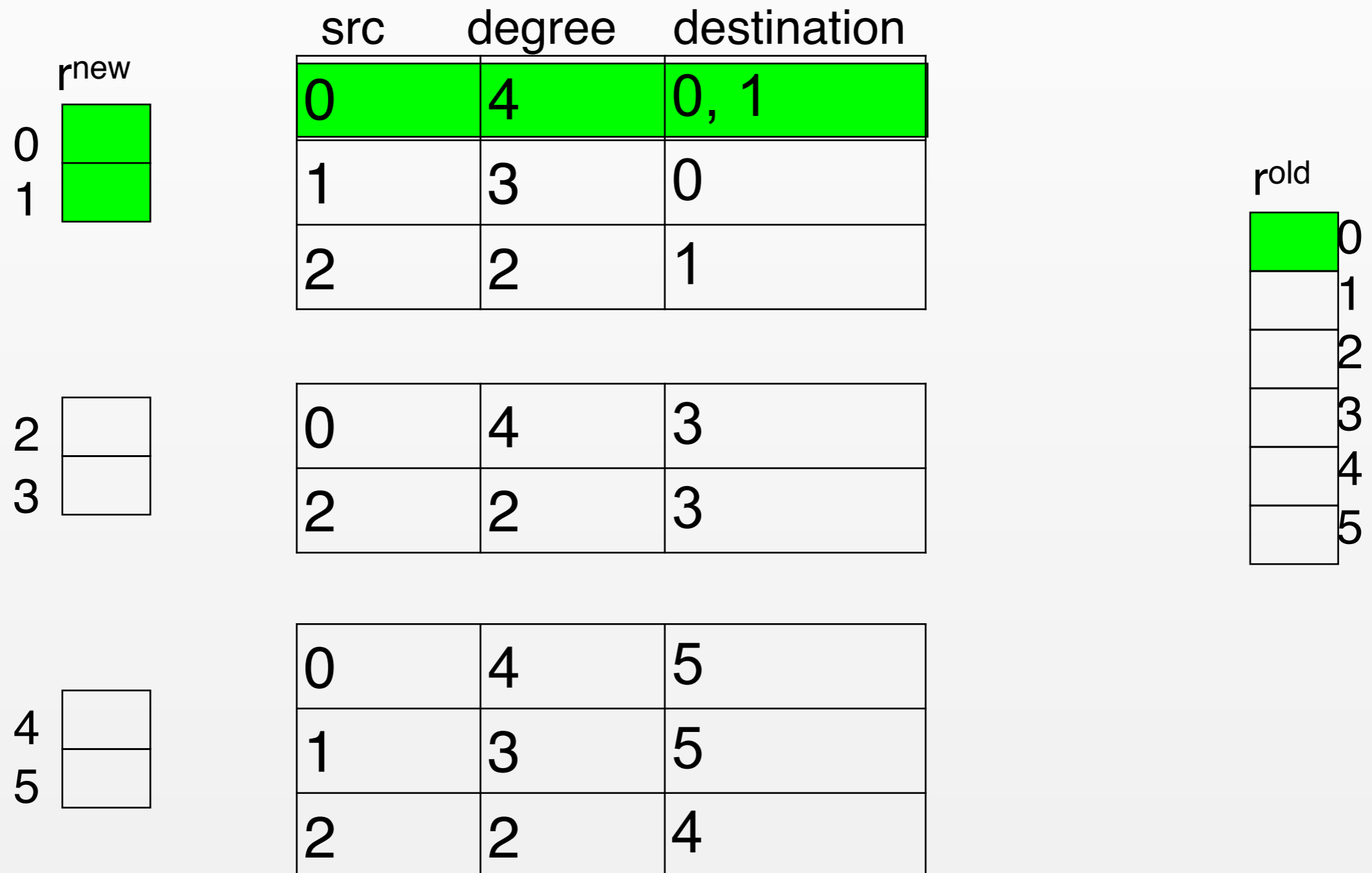
# Block-based Update Algorithm

- Break  $r^{\text{new}}$  into  $k$  blocks that fit in memory
- Scan  $M$  and  $r^{\text{old}}$  once for each block



# Block-Stripe Update Algorithm

*Break  $M$  into stripes:* Each stripe contains only destination nodes in the corresponding block of  $r^{new}$



# First Spammers: Term Spam

- How do you make your page appear to be about movies?
  - (1) Add the word movie 1,000 times to your page
  - Set text color to the background color, so only search engines would see it
  - (2) Or, run the query “movie” on your target search engine
  - See what page came first in the listings
  - Copy it into your page, make it “invisible”
- These and similar techniques are term spam

# Google's Solution to Term Spam

- Believe what people say about you, rather than what you say about yourself
- Use words in the anchor text (words that appear underlined to represent the link) and its surrounding text
- PageRank as a tool to measure the “importance” of Web pages



# Google vs. Spammers: Round 2!

- Once Google became the dominant search engine, spammers began to work out ways to fool Google
- **Spam farms** were developed to concentrate PageRank on a single page
- **Link spam:**
  - Creating link structures that boost PageRank of a particular page



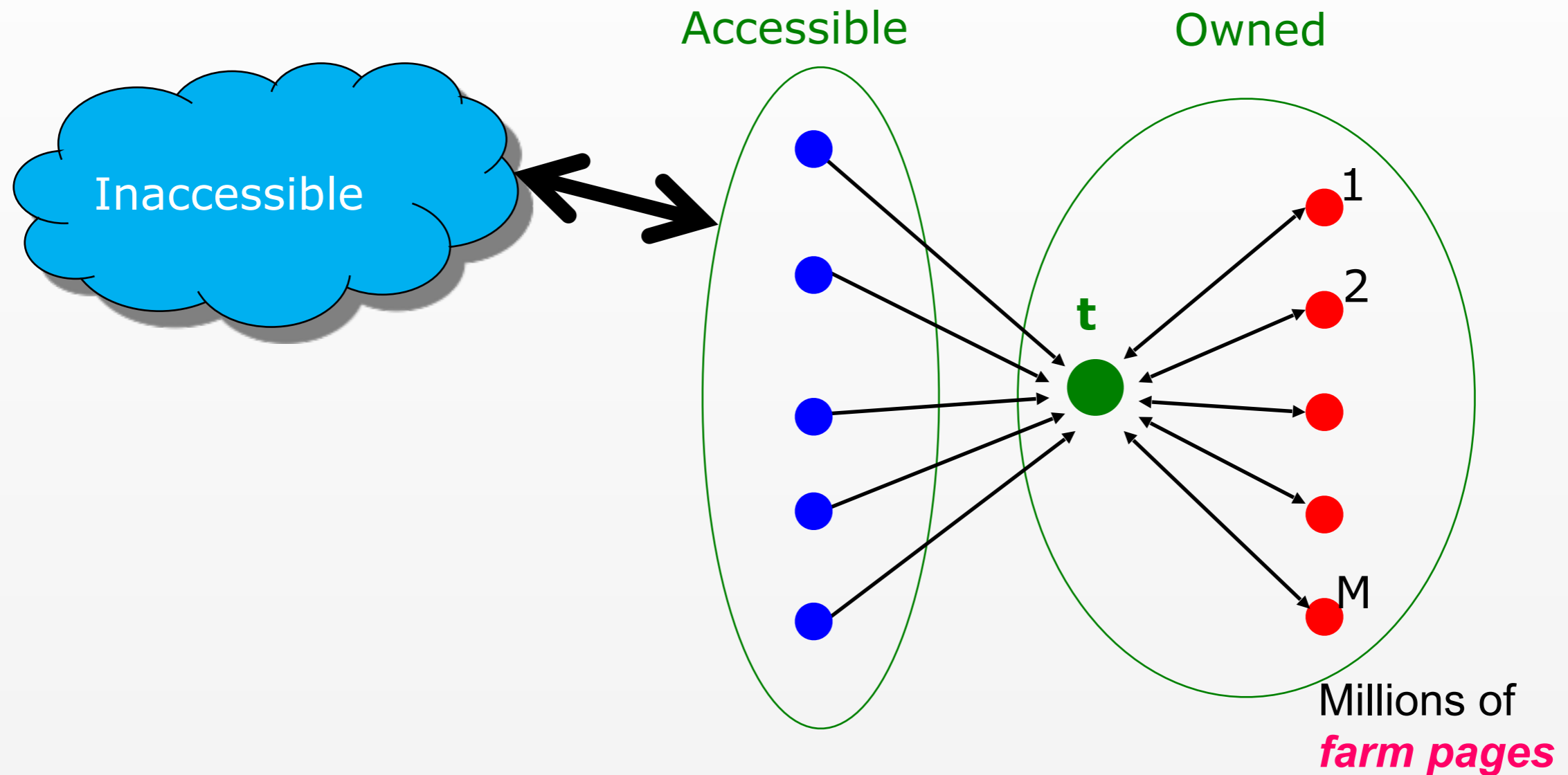
# Link Spamming

- Three kinds of web pages from a spammer's point of view
  - Inaccessible pages
  - Accessible pages
    - e.g., blog comments pages
    - spammer can post links to his pages
  - Owned pages
    - Completely controlled by spammer
    - May span multiple domain names

# Link Farms

- Spammer's goal:
  - Maximize the PageRank of target page  $t$
- Technique:
  - Get as many links from accessible pages as possible to target page  $t$
  - Construct "link farm" to get PageRank multiplier effect

# Link Farms



**One of the most common and effective organizations for a link farm**

# PageRank: Extensions

$$\mathbf{p}^t = \beta M \mathbf{p}^{t-1} + (1 - \beta) \mathbf{p}^0 = \tilde{M} \mathbf{p}^{t-1}$$

- *Topic-specific PageRank:*
  - Restrict teleportation to some set  $\mathcal{S}$  of pages related to a specific topic
  - Set  $p^0_i = 1/|\mathcal{S}|$  if  $i \in \mathcal{S}$ ,  $p^0_i = 0$  otherwise
- *Trust Propagation*
  - Use set  $\mathcal{S}$  of trusted pages for teleport set