# Page Ranks and Random Walks

#### Yufei Tao

#### Department of Computer Science and Engineering Chinese University of Hong Kong

Page Ranks and Random Walks

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We will discuss **page ranks** on a directed graph, which reflect vertices' "importance". We will also take the opportunity to discuss the theory of **random walks** (a.k.a. **Markov chains**), which generalize the stochastic process underlying page ranks.

Internet as a Graph

Represent WWW as a directed graph G = (V, E):

- Each webpage is a node in V.
- *E* has an edge from  $v_1$  to  $v_2$  if page  $v_1$  has a link to page  $v_2$ .



If a page v has no links, add a link to itself.

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Image: A matrix

# Random Surfing

- **1** u = the page we are currently at (initially, u = an arbitrary page).
- **2** Toss a coin with a "heads" probability  $\alpha$ .
- If the coin comes up heads, follow a random link in u and set u to the new page
- Otherwise (tails), set u to a random page in G call this a reset.
- Sepeat from Step 1.

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A page's **page rank** is the probability of being the *t*-th page visited when  $t = \infty$ .

The probability is not affected by the choice of the first page (this will become clear later).

### Access Probability

**Example:** 



Assume that  $\alpha = 4/5$  and the 1st page chosen is  $v_1$ . What is the probability of the event "2nd page =  $v_3$ "? This happens if one of the following takes place:

- The coin comes up heads and we follow the link from  $v_1$  to  $v_3$ ; probability  $= \frac{4}{5} \cdot \frac{1}{2} = \frac{2}{5}$ .
- Tails and the reset picks  $v_3$ ; probability  $=\frac{1}{5} \cdot \frac{1}{5} = \frac{1}{25}$ .

Hence, the probability is  $\frac{1}{25} + \frac{2}{5} = \frac{11}{25}$ .

Access Probability

Example (cont.):



What is the probability of "3rd page =  $v_4$ "? This happens if one of the following takes place:

- 2nd page = v<sub>3</sub>, the coin comes up heads, and we follow the link from v<sub>3</sub> to v<sub>4</sub>; probability = <sup>11</sup>/<sub>25</sub> · <sup>4</sup>/<sub>5</sub> · <sup>1</sup>/<sub>2</sub> = <sup>22</sup>/<sub>125</sub>.
- Tails and the reset picks  $v_4$ ; probability  $=\frac{1}{25}$ .

Hence, the probability is  $\frac{22}{125} + \frac{1}{25} = \frac{27}{125}$ .

#### Access Probability

Given a vertex  $v \in V$  and an integer  $t \ge 1$ , define p(v, t) to be the probability of "v = the *t*-th page". Then:

$$p(v, t+1) = \frac{1-\alpha}{|V|} + \alpha \cdot \sum_{u \in in(v)} \frac{p(u, t)}{outdeg(u)}$$

where

- *in*(*v*) is the set of **in-neighbors** of *v*;
- outdeg(v) is the **out-degree** of v.

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Access Probability  $\Rightarrow$  Page Rank

When  $t \to \infty$ , we **always** have:

$$p(v,t+1) = p(v,t)$$

for all  $v \in V$ . The value of p(v, t) at that moment is the **page rank** of v.

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Next, we will discuss how page ranks are related to the wellestablished theory of random walks. We will see that page ranks form an eigenvector of a matrix that depends only on G and  $\alpha$ .

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An  $n \times n$  matrix *M* is called a **stochastic matrix** if:

- every value in *M* is non-negative;
- the values of each column sum up to 1.

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Every stochastic matrix *M* defines a random walk:

- Define a directed graph  $G_{markov}$  with nodes  $v_1, ..., v_n$ . For every non-zero entry M[j, i] of M  $(1 \le i, j \le n)$ ,  $G_{markov}$  has an edge from  $v_i$  to  $v_j$ .
- Initially, pick an arbitrary vertex as the first stop.
- Inductively, assuming that v<sub>i</sub> is the t-th stop (t ≥ 1), move to an out-neighbor v<sub>j</sub> with probability M[j, i]. That neighbor is the (t + 1)-th stop.

The above stochastic process is also called a Markov chain.

Page Ranks and Random Walks

A random walk is **irreducible** if the nodes of  $G_{markov}$  are mutually reachable.

A random walk is **aperiodic** if the following is true: every vertex in  $G_{markov}$  has a non-zero probability of being visited at every  $t \ge t_0$  for some sufficiently large  $t_0$ .

An  $n \times 1$  vector *P* is a **probability vector** if:

- each component in *P* is a value between 0 and 1;
- all components of *P* sum up to 1.

**Theorem:** Let M be a stochastic matrix describing an irreducible and aperiodic random walk. Then, there is a unique probability vector P satisfying P = MP.

The proof is non-trivial and omitted.

P is the **stationary probability vector** of the random walk. Note that it is an eigenvector of M corresponding to the eigenvalue 1.

#### Random Surfing = Random Walk

The random surfing process we saw earlier is a random walk. Given  $v_i$  as the current stop, we jump to  $v_j$  with probability

• 
$$\frac{1-\alpha}{n}$$
 if  $v_i$  has no link to  $v_j$ ;

•  $\frac{1-\alpha}{n} + \frac{\alpha}{outdeg(v_i)}$  otherwise.

Define M as an  $n \times n$  matrix with M[j, i] set to the above probability.

Think: Why is the random walk irreducible and aperiodic?

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Random Surfing = Random Walk

As before, let  $p(v_i, t)$   $(1 \le i \le n)$  be the probability of " $v_i$  = the *t*-th stop". Define

$$P(t) = \begin{bmatrix} p(v_1, t) \\ p(v_2, t) \\ \dots \\ p(v_n, t) \end{bmatrix}$$

From Slide 8, we know:

$$P(t+1) = M \cdot P(t).$$

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Random Surfing = Random Walk

When P(t+1) = P(t), P(t) is the solution of P in

$$P = MP.$$

By the theorem in Slide 14, P uniquely exists, which proves the uniqueness of page ranks.

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# Power Method

We can calculate P with the following algorithm (known as the **power method**):

- 1.  $P(1) \leftarrow (1, 0, ..., 0)^T$  and  $t \leftarrow 1$
- 2. for t = 2, 3, ... do
- 3.  $P(t+1) = M \cdot P(t)$

In practice, terminate the algorithm at some reasonably large t (e.g., 100). Next, we will show that the algorithm converges quickly.

Define  $r_i$   $(1 \le i \le n)$  as the page rank of  $v_i$ . We will consider the following error metric:

$$Err(t) = \sum_{i=1}^{n} |p(v_i, t) - r_i|.$$
 (1)

We will prove:

**Lemma:** 
$$Err(t) \leq \alpha \cdot Err(t-1)$$
.

This implies  $Err(t) \leq \alpha^t \cdot Err(0)$  and, hence,  $Err(t) \leq \epsilon$  after  $t = O(\log \frac{1}{\epsilon})$  rounds.

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By definition of stationary vector, we know that for each  $i \in [1, n]$ ,

$$r_i = \frac{1-\alpha}{n} + \alpha \cdot \sum_{\text{in-neighbor } v_j \text{ of } v_i} \frac{r_j}{outdeg(v_j)}.$$

By how the power method runs, we know:

$$p(v_i, t) = \frac{1-lpha}{n} + lpha \cdot \sum_{\text{in-neighbor } v_i \text{ of } v_i} \frac{p(v_i, t-1)}{outdeg(v_i)}.$$

The above equations yield

$$|p(v_i, t) - r_i| \leq \alpha \cdot \sum_{\text{in-neighbor } v_j \text{ of } v_i} \frac{|p(v_j, t-1) - r_j|}{outdeg(v_j)}.$$
 (2)

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By combining (1) and (2), we have:

$$\mathit{Err}(t) \leq lpha \cdot \sum_{v_i} \sum_{\text{in-neighbor } v_j \text{ of } v_i} rac{|p(v_j, t-1) - r_j|}{outdeg(v_j)}.$$

Observe that  $\frac{|p(v_j,t-1)-r_j|}{outdeg(v_j)}$  is added exactly  $outdeg(v_j)$  times on the right hand side. Therefore:

$$Err(t) \leq \alpha \cdot \sum_{v_i} |p(v_i, t-1) - r_i| = \alpha \cdot Err(t-1)$$

which completes the proof.