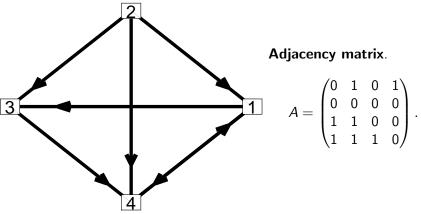
The google PageRank algorithm, session 2



The **out-degrees** are the column sums and these are 2, 3, 1 and 1.

Out-degree and In-degree

Let A be the adjacency matrix in a Matlab program.

All the entries in column j are given by A(:, j).

All the entries in row i are given by A(i, :).

The **out-degree** of node j is the number of nodes that you can go to directly from node j. It is the sum of the entries in column j. In Matlab all the out-degrees are generated by the statement

outdeg=sum(A)

The **in-degree** of node i is the number of nodes that go to directly to node i. It is the sum of the entries in row i.

In Matlab all the in-degrees are generated by the statement

indeg=sum(A')

The probability matrix C

Adjacency matrix.

$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 \end{pmatrix}.$$

The out-degrees are the column sums and these are 2, 3, 1 and 1. The probability matrix \boldsymbol{C} is

$$C = \begin{pmatrix} 0 & 1/3 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1/2 & 1/3 & 0 & 0 \\ 1/2 & 1/3 & 1 & 0 \end{pmatrix}$$

The entries in each column have been divided by the out-degree associated with the column. With this matrix this is okay as all the out-degrees are greater than 0.

A function file to get C given A

A version of a function m-file to get the probability matrix C from a valid adjacency matrix A can be as follows.

```
function C = cmat1_no_checks(A)
% function C = cmat1_no_checks(A) determines the
% probability matrix C from an adjacency matrix A
```

% get the dimensions, it needs to be a square matrix n=size(A, 1);

% get the out degrees which are the column sums outdeg=sum(A);

```
% set C column-by-column
C = zeros(n, n);
```

for from=1:n
 C(:, from) = A(:, from)/outdeg(from);
end

Probability vector at each step

Let $\underline{p}^{(k)}$ be a 4 \times 1 vector with each entry giving the probability to be at that node at step k. If we start at node 2 then

$$\underline{p}^{(0)} = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}.$$

Assuming that we can move to each of the other nodes with equal probability we get for the next step that

$$\underline{p}^{(1)} = \begin{pmatrix} 1/3 \\ 0 \\ 1/3 \\ 1/3 \end{pmatrix}.$$

How do we get $\underline{p}^{(2)}$, $\underline{p}^{(3)}$, ... in a systematic way with the computer generating the vectors?

Getting $p^{(2)}$

To get to node 1 we must have to have previously been at node 2 or 4. At this stage this means we must have previously been at node 4. From the start the route was $2 \to 4 \to 1$ with probability

$$\left(\frac{1}{3}\right)1=\frac{1}{3}.$$

There is no route to node 2.

The only route to node 3 at this stage is $2 \to 1 \to 3$ and the probability of this is

$$\left(\frac{1}{3}\right)\left(\frac{1}{2}\right) = \frac{1}{6}.$$

There are 2 routes to node 4 and correspond to $2 \to 1 \to 4$ and $2 \to 3 \to 4$. Overall the probability is

$$\left(\frac{1}{3}\right)\left(\frac{1}{2}\right) + \left(\frac{1}{3}\right)1 = \frac{1}{2}.$$

Generalise

If we forget the specific numbers are just consider all possibilities then the probability to be at node i given what the probabilities were at the previous stage is

$$\Pr(i|1)(\underline{p}^{(1)})_1 + \Pr(i|2)(\underline{p}^{(1)})_2 + \Pr(i|3)(\underline{p}^{(1)})_3 + \Pr(i|4)(\underline{p}^{(1)})_4$$

$$= (i\text{th row of }C)\underline{p}^{(1)}.$$

We get all the probabilities by multiplying the vector $p^{(1)}$ by C, i.e.

$$\underline{p}^{(2)} = C\underline{p}^{(1)} = C(C\underline{p}^{(0)}) = C^2\underline{p}^{(0)}.$$

In general

$$p^{(k)} = Cp^{(k-1)} = \cdots = C^k p^{(0)}, \quad k = 1, 2, \ldots$$

Is there a limit as $k \to \infty$?

$$C = \begin{pmatrix} 0 & 1/3 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1/2 & 1/3 & 0 & 0 \\ 1/2 & 1/3 & 1 & 0 \end{pmatrix}$$

Whatever we take for $p^{(0)}$ the sequence of vectors converge to

$$\underline{p} = \begin{pmatrix} 2/5 \\ 0 \\ 1/5 \\ 2/5 \end{pmatrix}.$$

The program can verify this.

$$Cp = p$$

which will be a topic of the next sessions. \underline{p} is an eigenvector of C with eigenvalue 1.

What if an out-degree is 0?

Suppose we replace

$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 \end{pmatrix}$$

by

$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix}.$$

The out-degree of node 3 is 0 as all entries in column 3 are 0. We cannot construct C in this case as we did before.

Group homework – enhancing the model

Instead of only following links the enhanced model introduces a parameter $\alpha,~0\leq\alpha\leq1$ such that the probability of following the links is $1-\alpha$ and the probability of randomly going to another node is $\alpha.$ In this version when all out-degrees are greater than 0 the probability matrix changes to

$$C = (1 - \alpha)C_{oldv} + \frac{\alpha}{n - 1} \begin{pmatrix} 0 & 1 & 1 & \cdots & 1 \\ 1 & 0 & 1 & \cdots & 1 \\ \vdots & 1 & \ddots & 1 & \vdots \\ \vdots & \vdots & \vdots & \ddots & 1 \\ 1 & 1 & \cdots & 1 & 0 \end{pmatrix}.$$

If C_{oldv} has a column of zeros then in the enhanced model this column of C has entries of 1/(n-1) for every entry except the diagonal entry.

When there is a link between nodes there are two parts to consider. The probability is $(1-\alpha)$ times the previous value plus $\alpha/(n-1)$ as we also may move between the nodes by not following the links.

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Group homework - task 1

This is the adjacency matrix for network 8 on page 14.

$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix}.$$

Compute the matrix C in the enhanced version when $\alpha = 0.3$.

Group homework – task 2

This is the adjacency matrix for network 8 on page 14.

$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix}.$$

Compute the matrix C in the enhanced version for a general value of α , i.e. apart from the diagonal entries the entries will now depend on α .

Group homework - task 3

Modify the Matlab function to a version which generates C in the enhanced model. The function should have two arguments which are A and alpha.