

Homework 1 stuff:

- template available

→ simple wiki p1

p2 p p2

amazon p3

P1: $N \times$ bfs - pred. / bfs - succ.

don't do what you think

→ code up your own

→ overall, easier than you think

$$P2: \alpha = 1 + \frac{1}{n} \left[\sum_{i \in V(G)} \ln \left(\frac{x_i}{x_{\max}} \right) \right]$$

↑ num verts
 ↑ min degree

← degree of vert i

→ sum in + out degree

P3: results "not great"

Review centrality

... of "..."

centrality → measure of "importance"
for a vertex

degree centrality: degree of a vertex
→ strength of connection within
a single hop

closeness centrality: average shortest
paths length from a vertex
→ small distance from vertex to
rest of the network

betweenness centrality: ratio of
shortest paths going through
same vertex
→ important for information flow

eigenvector centrality: how close
a vertex is to other
important vertices

Back in the day

- lot of cool stuff on that internet

One problem: I can't find it

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Search engines: Altavista, Yahoo, etc.

↳ used basic keyword matching

Issue: spam or other untrustworthy
actors can abuse the system

↳ How would we define
trustworthiness?

→ As a company, it's tough

→ However, we can consider

"wisdom of the crowd"

↳ we can consider the "crowd"
as web pages

→ they'll generally like to
trustworthy sites

Obviously → spam still an issue

Obviously \rightarrow spam still an issue

Google:

- Let's define trustworthiness as above using PageRank
- \rightarrow include both keyword + trust

Page Rank

A spectral centrality measure
 \rightarrow eigenvectors/values

Lots of applications

\rightarrow search, recommender systems

You're important if you're getting linked to by other important vertices

Let's consider 3 computational models

I. Random surfer model



\rightarrow a person randomly walking through the



walking through the internet
 when they hit a 'sink'
 they randomly jump to any other site

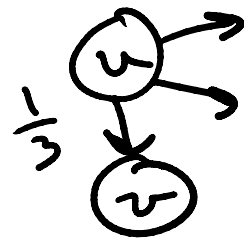
PageRank of v : is probability at same time t that the surfer is at v

2. Vertex-centric model

All $p(v)$ initialized to $\frac{1}{|V(G)|}$

Update $p(v)$

$$p(v) = \sum_{u \in N^-(v)} \frac{p(u)}{d^+(u)}$$



For sinks: we can sum up and distribute PageRanks or we can construct edges from sinks to all other vertices

3. Linear Algebraic model

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We have adjacency matrix A

Diagonal degree matrix D

→ row sums of A along a diagonal
aka out degree

→ We can get transition probability
matrix $M' = D^{-1}A$

but we'll take the transpose

$$M = M'^T = (D^{-1}A)^T$$

Similar algorithm as before:

$$P(v) = \frac{1}{|V(G)|} \text{ for all } v \in V(G)$$

$$\text{Iterate: } P_{i+1} = MP_i$$

$$\text{until } \|P_{i+1} - P_i\| < \epsilon$$

$$\text{Note: } Ax = \lambda x$$

↑ eigenvector ↑ eigenvalue

$$M p_\infty = p_\infty \quad \leftarrow \text{power iteration}$$

$$M p_{\infty} = p_{\infty}$$

aka we're solving for the
eigenvector of the largest
nonzero eigenvalue $\rightarrow 1$

Personalized PageRank

To extend surfer model to
"personalize" pagerank for v :

- Consider starting a walk from v
- *Jump back to v with some probability
- Jump back to v from sinks

\rightarrow this gives our probability distribution
of our random surfer starting
from v

Use cases:

Song recommendations: bipartite
listening network

Search for same reasons

PageRank for prediction

Could also be used in a competition network to measure "quality"

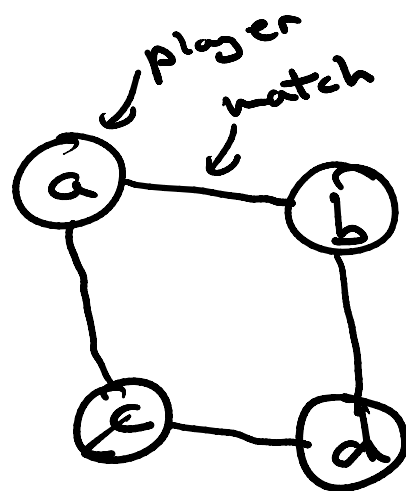
↳ Consider players a, b, c, d

a plays b

b plays d

c plays d

c plays a



We can "orient" our competition network to point to winners

We can compute pagerank to get overall "quality" of each competitor within the competition network