

Exploring Applications of Linear Algebra

Linear thinking

about

Google™

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This webinar was made possible, in part, with funding from the Associated Colleges of the South.

5 clicks to Jesus

A form of Wikiracing that mimics golf

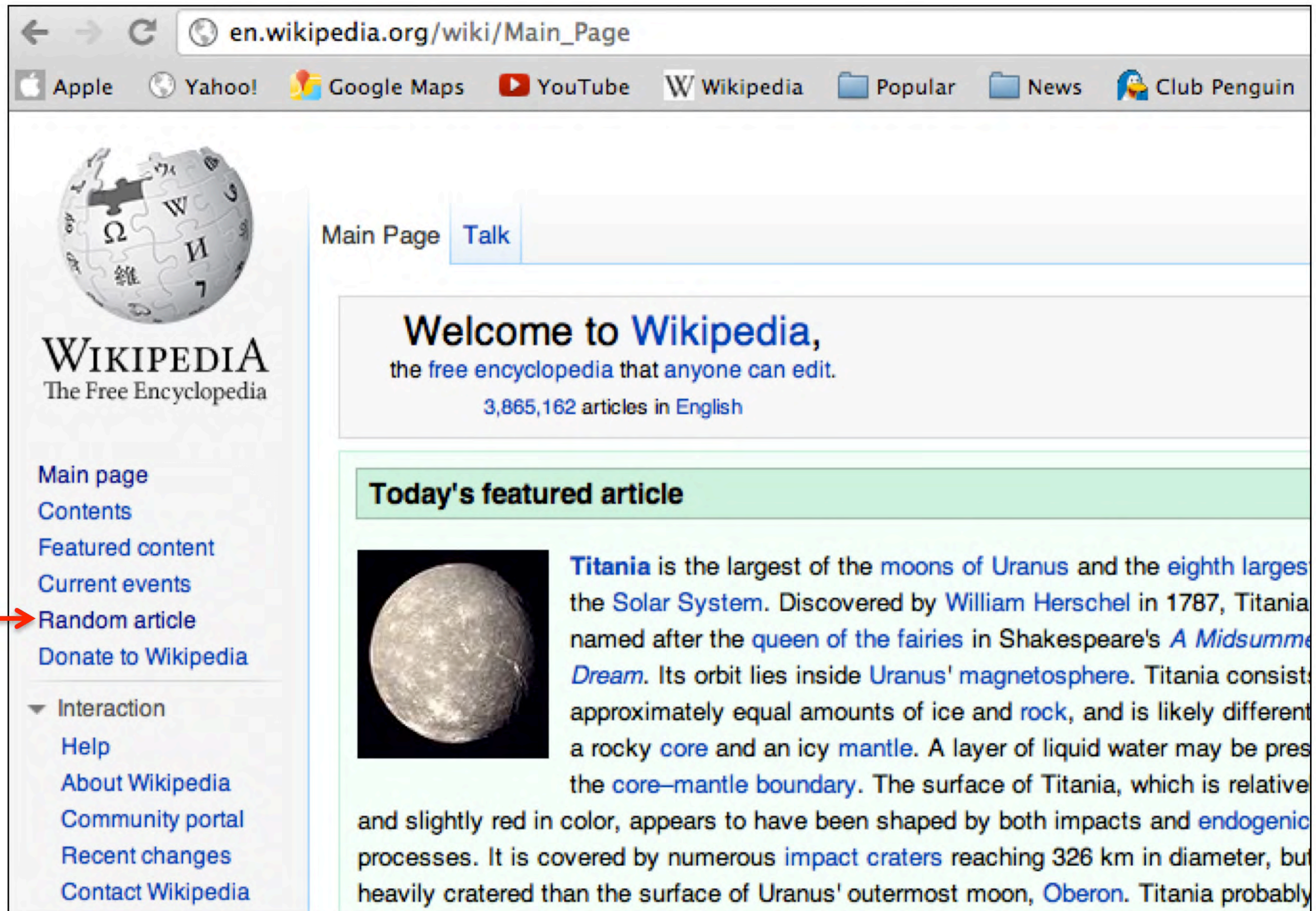
Challenge:

- Surf from a Random Article to the Jesus entry of Wikipedia in as few clicks as possible.
- Reaching the article in 5 clicks is considered 'par', with clicks over or under five being referred to as 'bogeys' and 'birdies' respectively.
- Lowest score wins!



WIKIPEDIA

Random start



The screenshot shows the Wikipedia Main Page in a browser window. The address bar displays `en.wikipedia.org/wiki/Main_Page`. The browser's toolbar includes icons for Apple, Yahoo!, Google Maps, YouTube, Wikipedia, Popular, News, and Club Penguin. The page features the Wikipedia logo (a globe with letters) and the text "WIKIPEDIA The Free Encyclopedia".

Navigation tabs for "Main Page" and "Talk" are visible. A welcome message reads: "Welcome to Wikipedia, the free encyclopedia that anyone can edit. 3,865,162 articles in English".

The "Today's featured article" section highlights **Titania**, the largest moon of Uranus. It includes a photograph of the moon and text describing its discovery by William Herschel in 1787, its composition of ice and rock, and its surface features.

In the left sidebar, a red arrow points to the "Random article" link, which is highlighted in blue. Other links in the sidebar include "Main page", "Contents", "Featured content", "Current events", "Donate to Wikipedia", and an "Interaction" section with links for "Help", "About Wikipedia", "Community portal", "Recent changes", and "Contact Wikipedia".

THE WIKI GAME

You can also compete against others in this game by visiting:

<http://thewikigame.com/5-clicks-to-jesus>

Random
page on
wikipedia

HOW MANY CLICKS?



Terminology

As you surfed through Wikipedia, you:

- clicked a link (*outlink* or *hyperlink*) on a web page to go to another page.
- used the hyperlink structure of Wikipedia to surf. That is, you got from one place to another only by clicking links.

A web address is also called a URL.



WIKIPEDIA

Query

- Your Wikipedia surfing will help us understand the linear algebra used by Google.
- Suppose you submit the word “mathematics” to Google.

The Google logo is displayed in its characteristic multi-colored font: 'G' is blue, 'o' is red, 'o' is yellow, 'g' is blue, 'l' is green, and 'e' is red. A small 'TM' trademark symbol is located to the upper right of the 'e'.

mathematics

Google Search

I'm Feeling Lucky

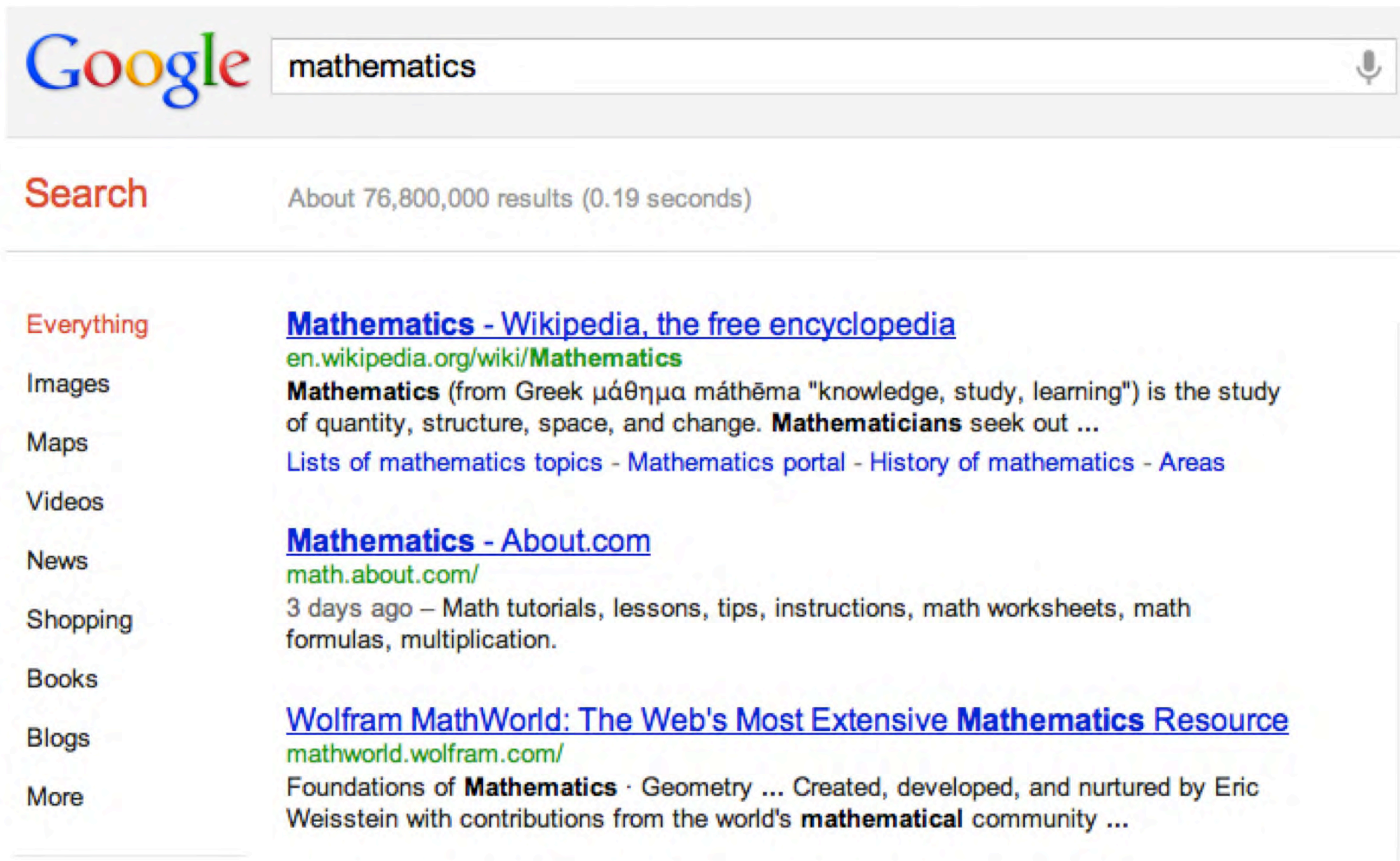
[Advanced Search](#)

[Preferences](#)

[Language Tools](#)

Ranked results

A ranked list of web pages is returned.



The image shows a Google search interface. At the top left is the Google logo. To its right is a search bar containing the text "mathematics". Below the search bar, the word "Search" is written in red. To the right of "Search" is the text "About 76,800,000 results (0.19 seconds)". Below this, there is a vertical list of filters on the left: "Everything", "Images", "Maps", "Videos", "News", "Shopping", "Books", "Blogs", and "More". The "Everything" filter is selected. To the right of the filters, there are three search results. The first result is titled "Mathematics - Wikipedia, the free encyclopedia" and includes the URL "en.wikipedia.org/wiki/Mathematics" and a snippet: "Mathematics (from Greek μάθημα máthēma 'knowledge, study, learning') is the study of quantity, structure, space, and change. Mathematicians seek out ...". Below this snippet are several blue links: "Lists of mathematics topics - Mathematics portal - History of mathematics - Areas". The second result is titled "Mathematics - About.com" and includes the URL "math.about.com/" and a snippet: "3 days ago – Math tutorials, lessons, tips, instructions, math worksheets, math formulas, multiplication.". The third result is titled "Wolfram MathWorld: The Web's Most Extensive Mathematics Resource" and includes the URL "mathworld.wolfram.com/" and a snippet: "Foundations of Mathematics · Geometry ... Created, developed, and nurtured by Eric Weisstein with contributions from the world's mathematical community ...".

Google mathematics

Search About 76,800,000 results (0.19 seconds)

Everything

Mathematics - Wikipedia, the free encyclopedia
en.wikipedia.org/wiki/Mathematics
Mathematics (from Greek μάθημα máthēma "knowledge, study, learning") is the study of quantity, structure, space, and change. **Mathematicians** seek out ...
[Lists of mathematics topics](#) - [Mathematics portal](#) - [History of mathematics](#) - [Areas](#)

Mathematics - About.com
math.about.com/
3 days ago – Math tutorials, lessons, tips, instructions, math worksheets, math formulas, multiplication.

Wolfram MathWorld: The Web's Most Extensive Mathematics Resource
mathworld.wolfram.com/
Foundations of **Mathematics** · Geometry ... Created, developed, and nurtured by Eric Weisstein with contributions from the world's **mathematical** community ...

PageRank

- Assuming 2 web pages are deemed equally relevant to a query, why is one page ranked over the other?
- Google measures the quality of pages.
- Quality pages are linked by quality pages!

Random Surfer

- PageRank measures quality by the hyperlink structure of the web.
- It models internet activity as as the actions of a random surfer who randomly follows links on a web page.



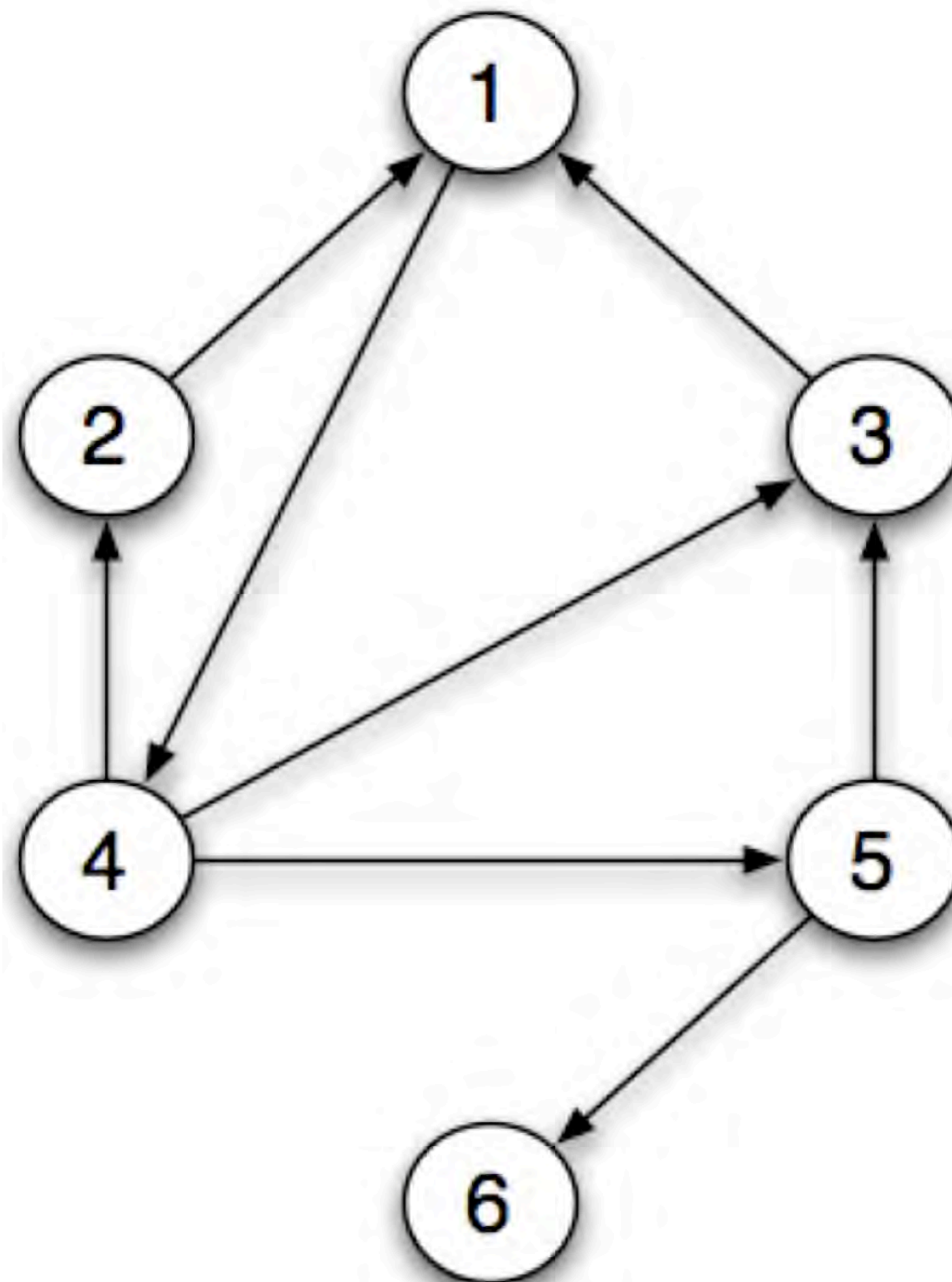
Chance visit

- Suppose a random surfer surfed the web indefinitely.
- The probability he visits a web page is that page's PageRank.
- Higher PageRank correlates to higher quality.



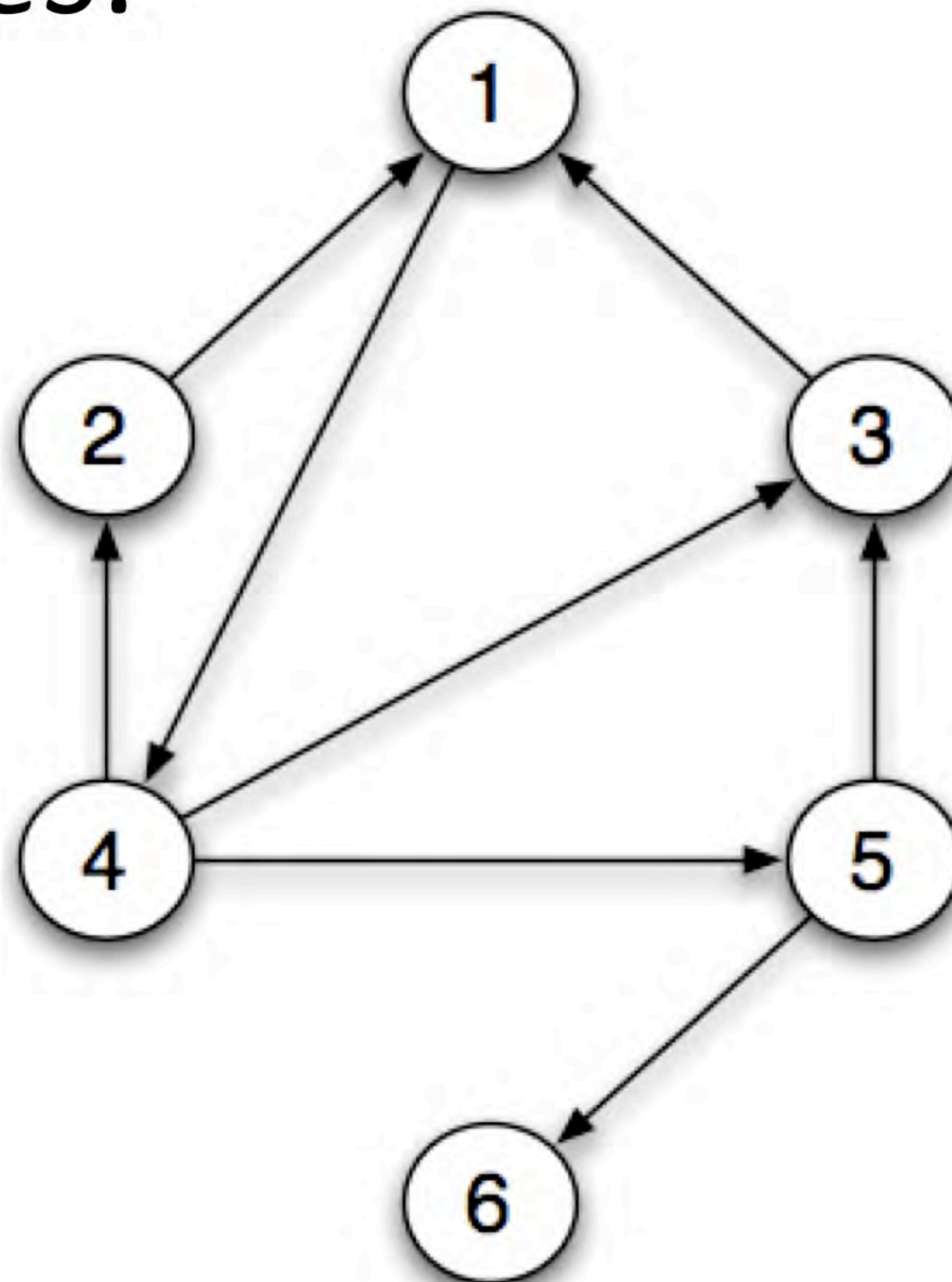
Linked in

- Earlier, we surfed only by following links.
- This isn't a realistic model of surfing.
- Why?



Caught dangling

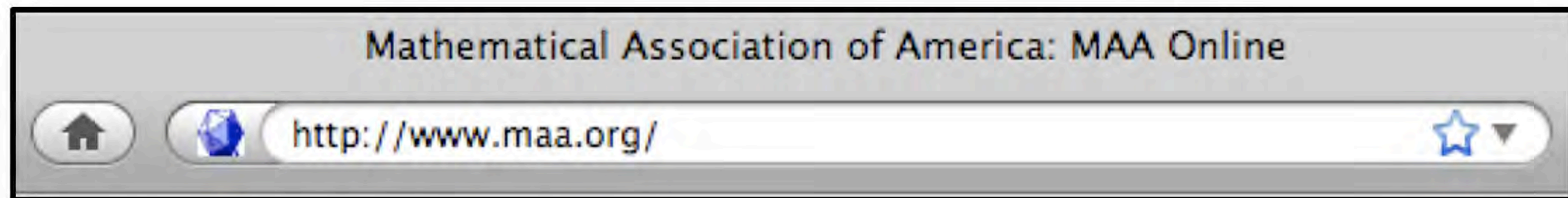
- If you can't jump, you can get stuck!
- Web pages with no outlinks are called *dangling nodes*.



Teleporting

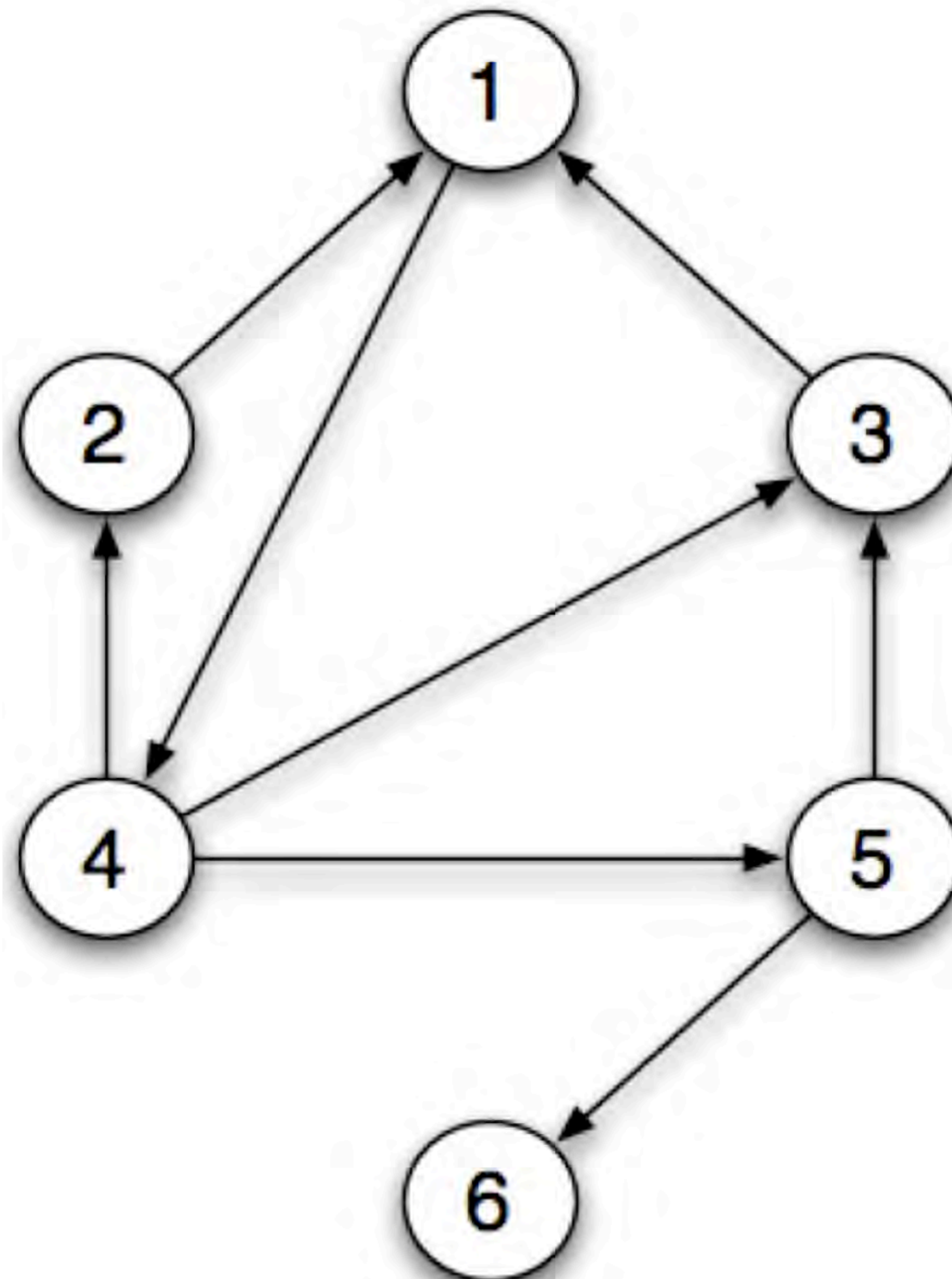
The PageRank model assumes

- 85% chance of following a hyperlink on a page
- 15% chance of jumping to any web page in the network (with uniform probability).



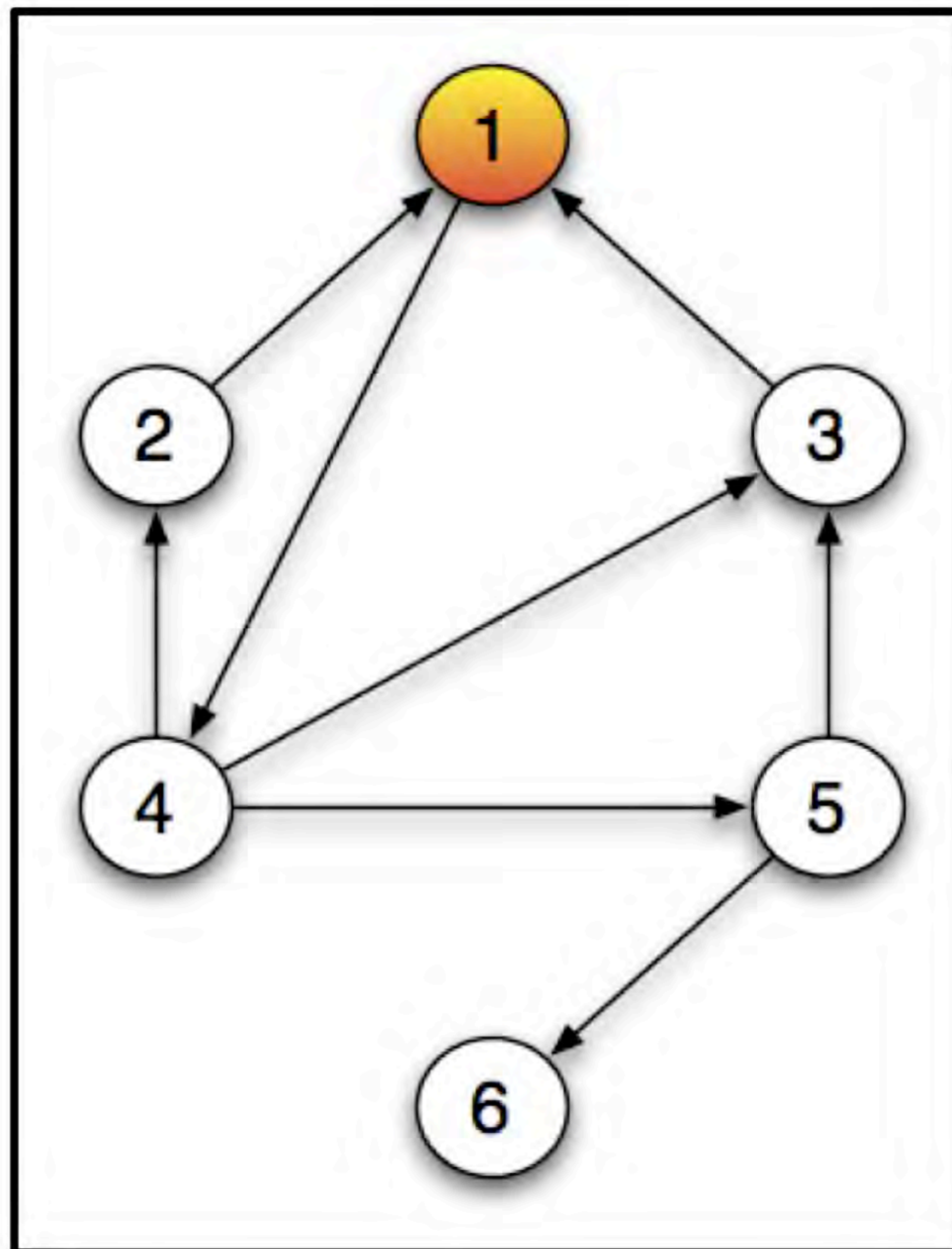
Google in Monte Carlo

We can use Monte Carlo simulation to determine the quality of pages.



Simulation

- Let's compute with simulation.
- We'll use a die as a random number generator.



Run 1

Board 1 Teleport Number of Jumps = 3,688

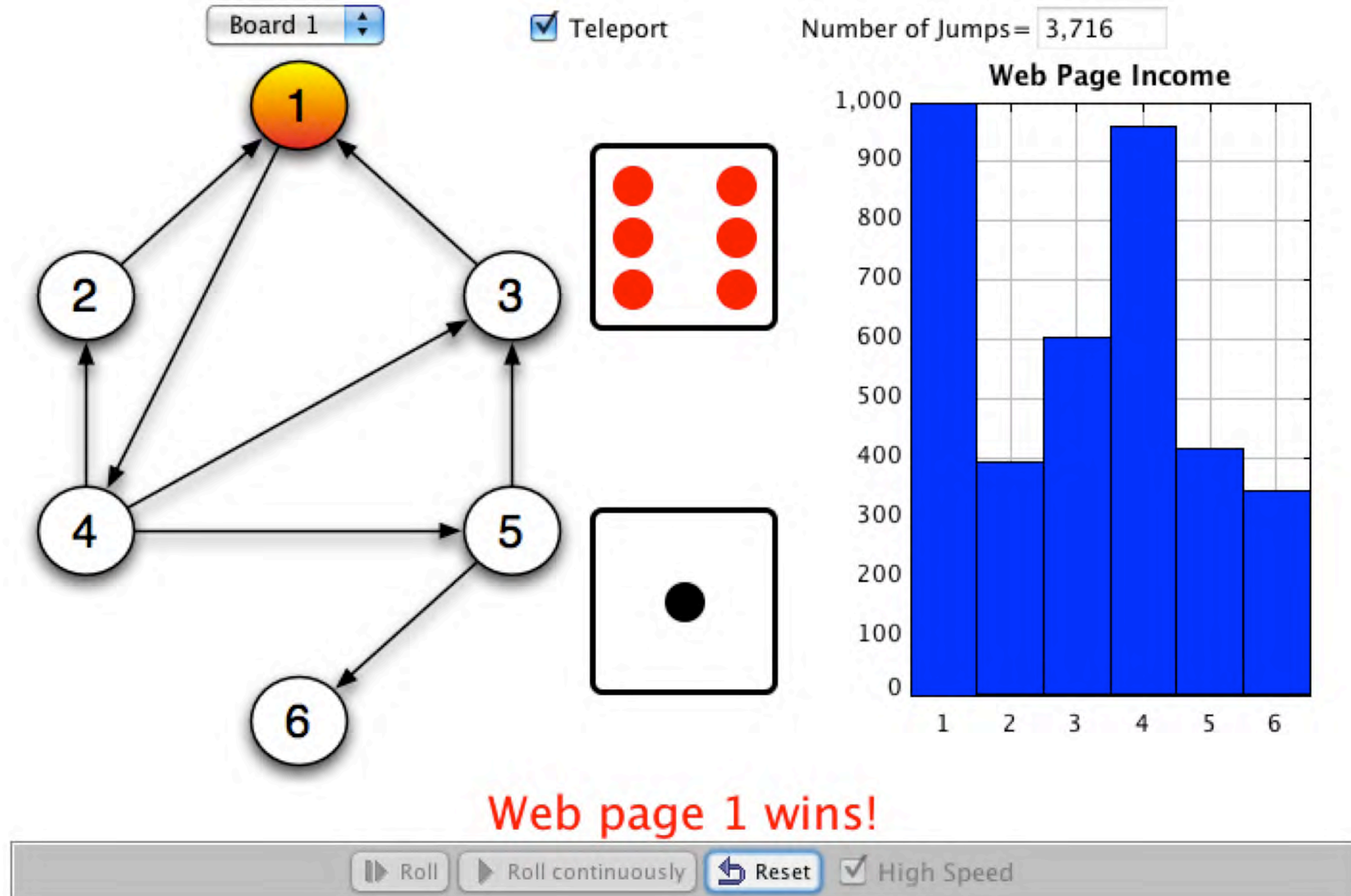
The board game interface includes a directed graph with 6 nodes. Node 1 is highlighted in yellow and orange. Directed edges connect nodes 2, 3, 4, and 5 to node 1. Bidirectional edges connect nodes 2 and 4, and nodes 3 and 5. Node 6 is isolated. A die shows 2 red dots, and another die shows 4 black dots. A bar chart titled 'Web Page Income' shows the following data:

Page Number	Income
1	1000
2	410
3	600
4	980
5	400
6	280

Web page 1 wins!

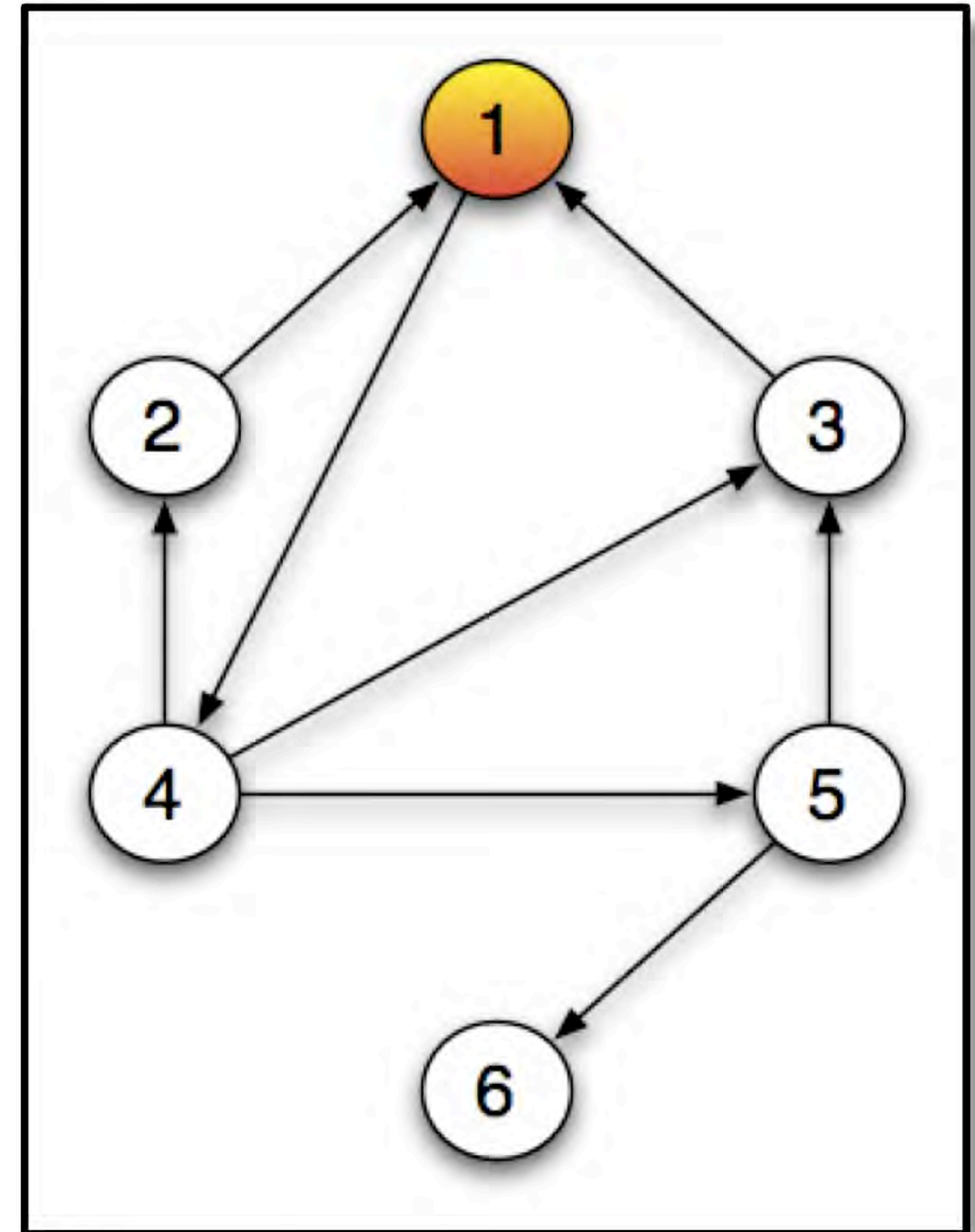
Roll Roll continuously Reset High Speed

Run 2



GoogleTM-OPOLY

- Let's compute with simulation using a die as a random number generator.
- For more details see the *Loci* article "Google-oply" by C., Kreutzer, Langville and Pedings available at:



[http://mathdl.maa.org/mathDL/23/?](http://mathdl.maa.org/mathDL/23/?sa=viewDocument&pa=content&nodeId=3355)

[sa=viewDocument&pa=content&nodeId=3355](http://mathdl.maa.org/mathDL/23/?sa=viewDocument&pa=content&nodeId=3355)

linear algebra?

WAIT?

Wait a minute? Where is the linear algebra?

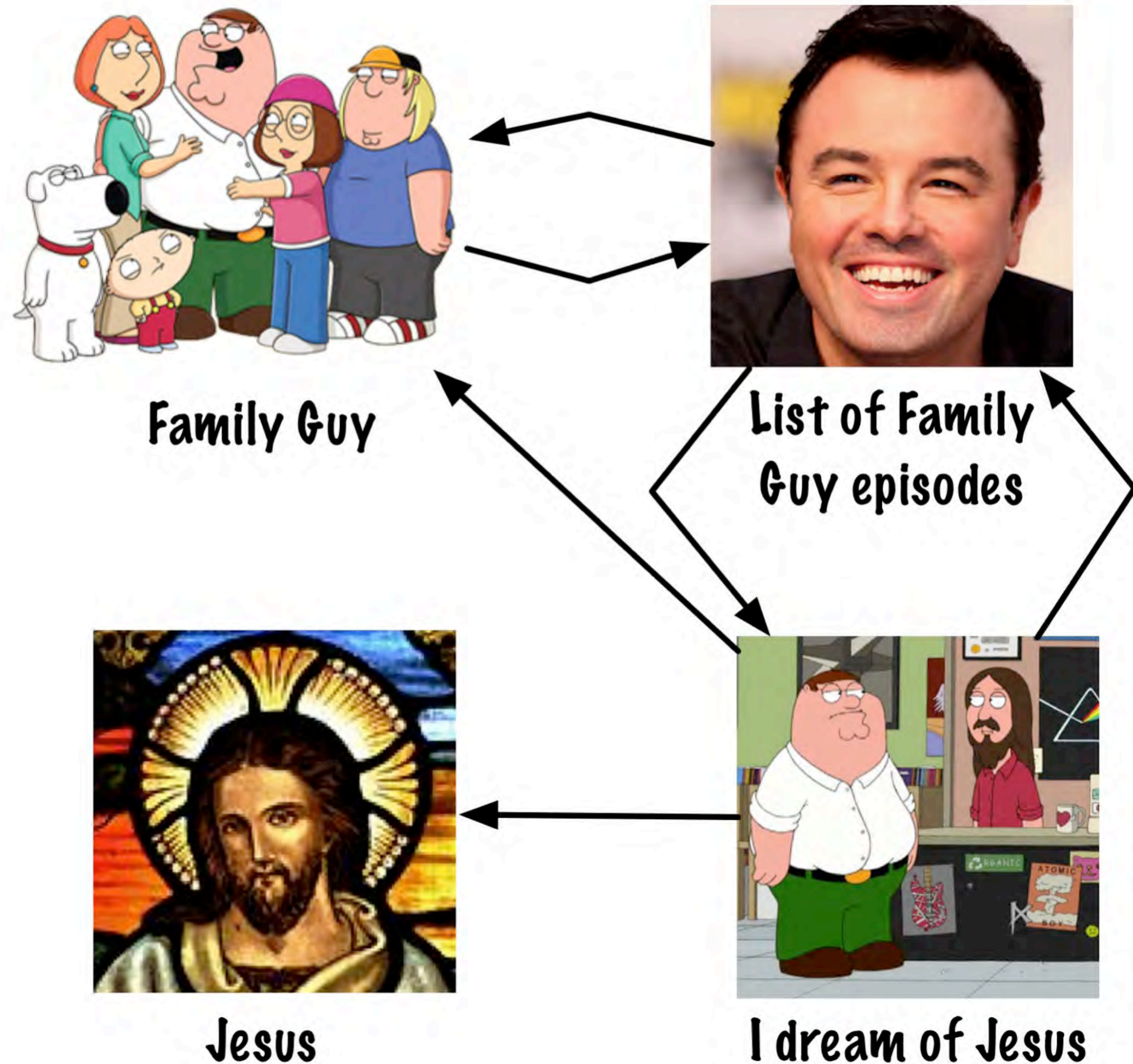
Billions-sided die?

- Rather than Google rolling some billion-sided die, it uses linear algebra.
- In fact, we use math ideas developed 100 years ago.



Wiki-Jesus

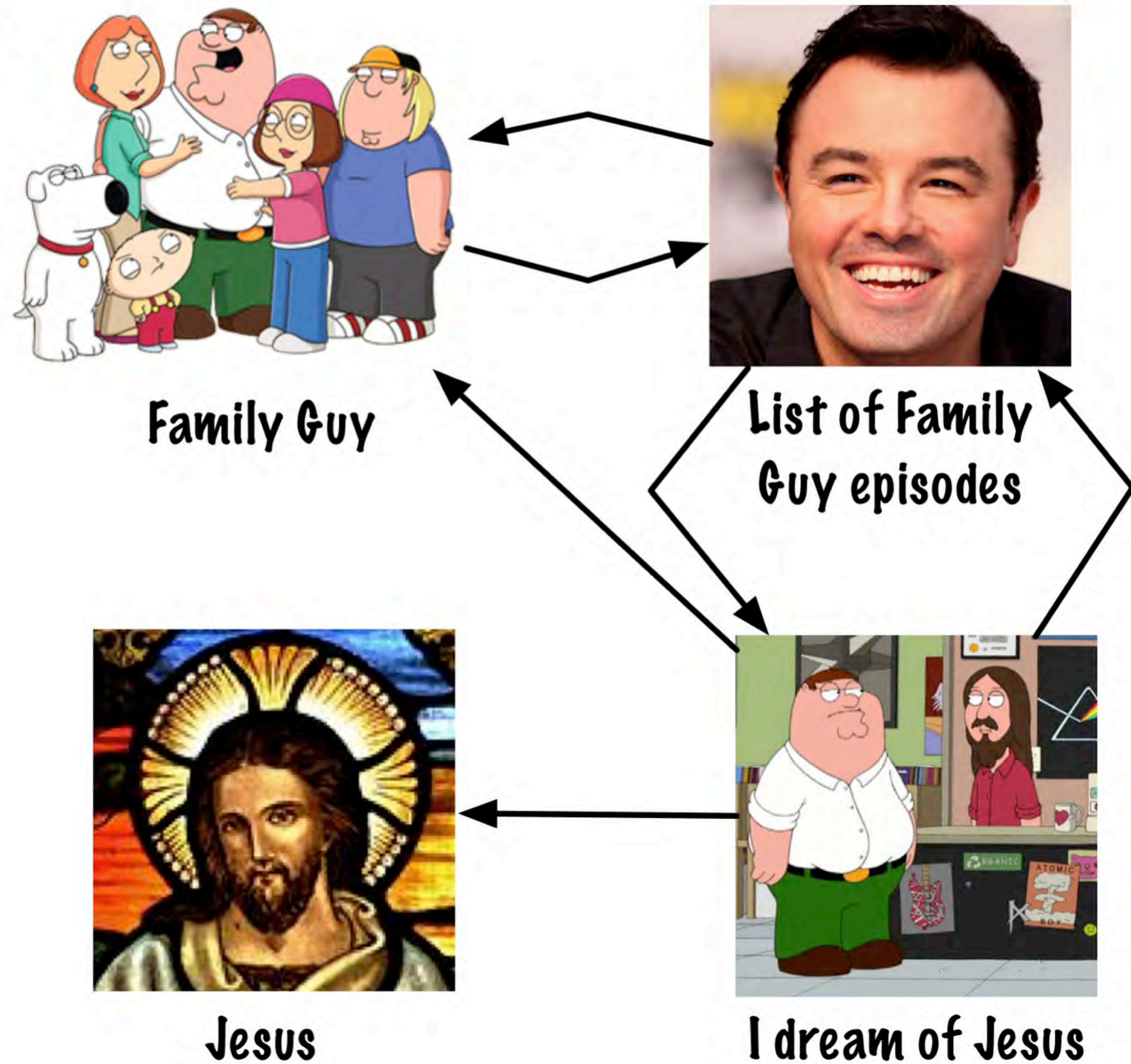
- Let's return to the 5-clicks to Jesus exercise.
- Here is a path from the Family Guy to Jesus pages on Wikipedia.
- Let's consider Google's model constrained only to this network.



Probable surfing

Under Google's model, if you are at the *Family Guy* web page, what is the probability of:

- visiting the page listing episodes?
- visiting Jesus?



Probable surfing

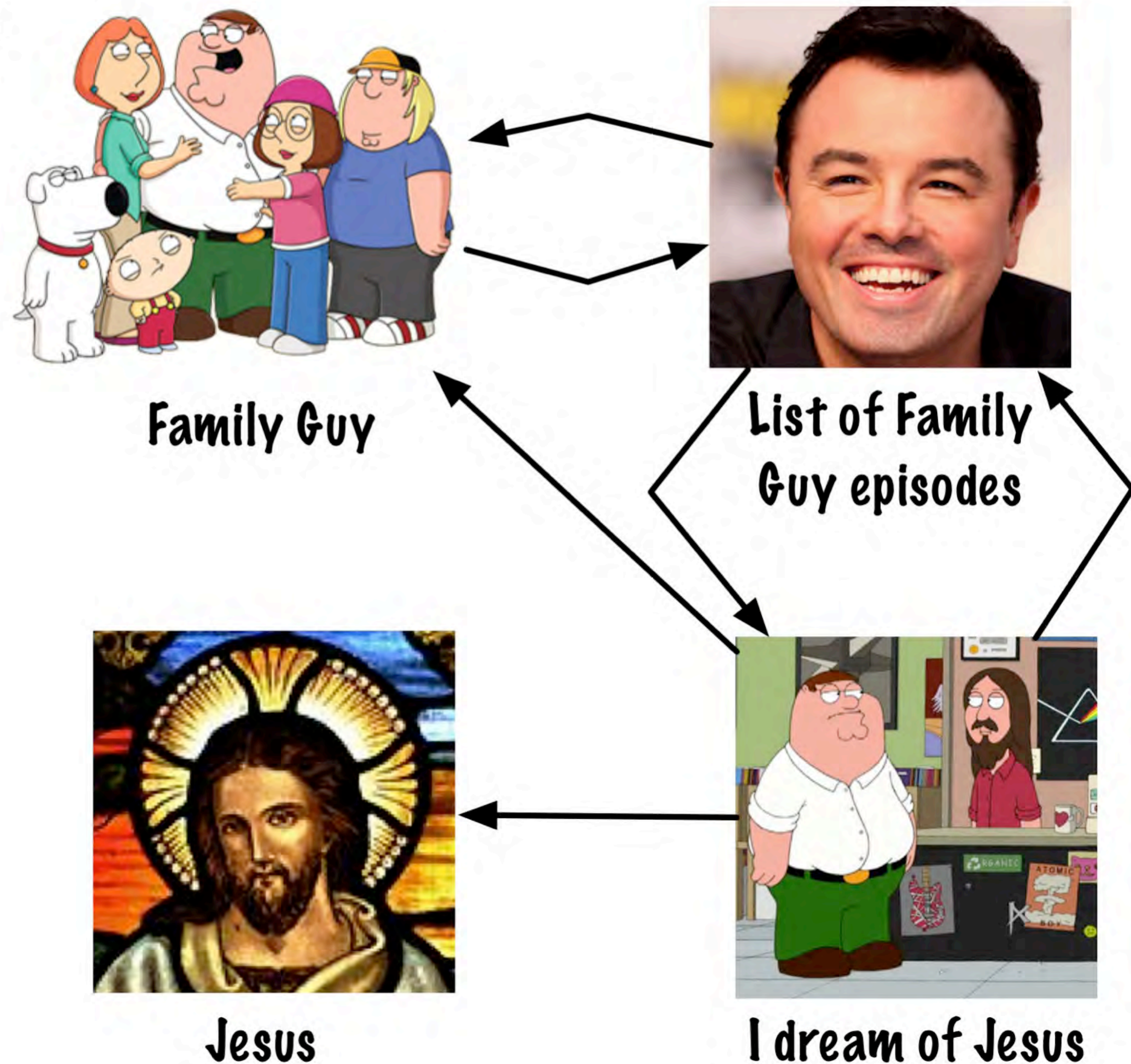
Under Google's model, if you are at the *Family Guy* web page, what is the probability of:

- visiting the page listing episodes?

$$.85 + .15/4 = .8875$$

- visiting Jesus?

$$.0375$$



Leaning on Markov

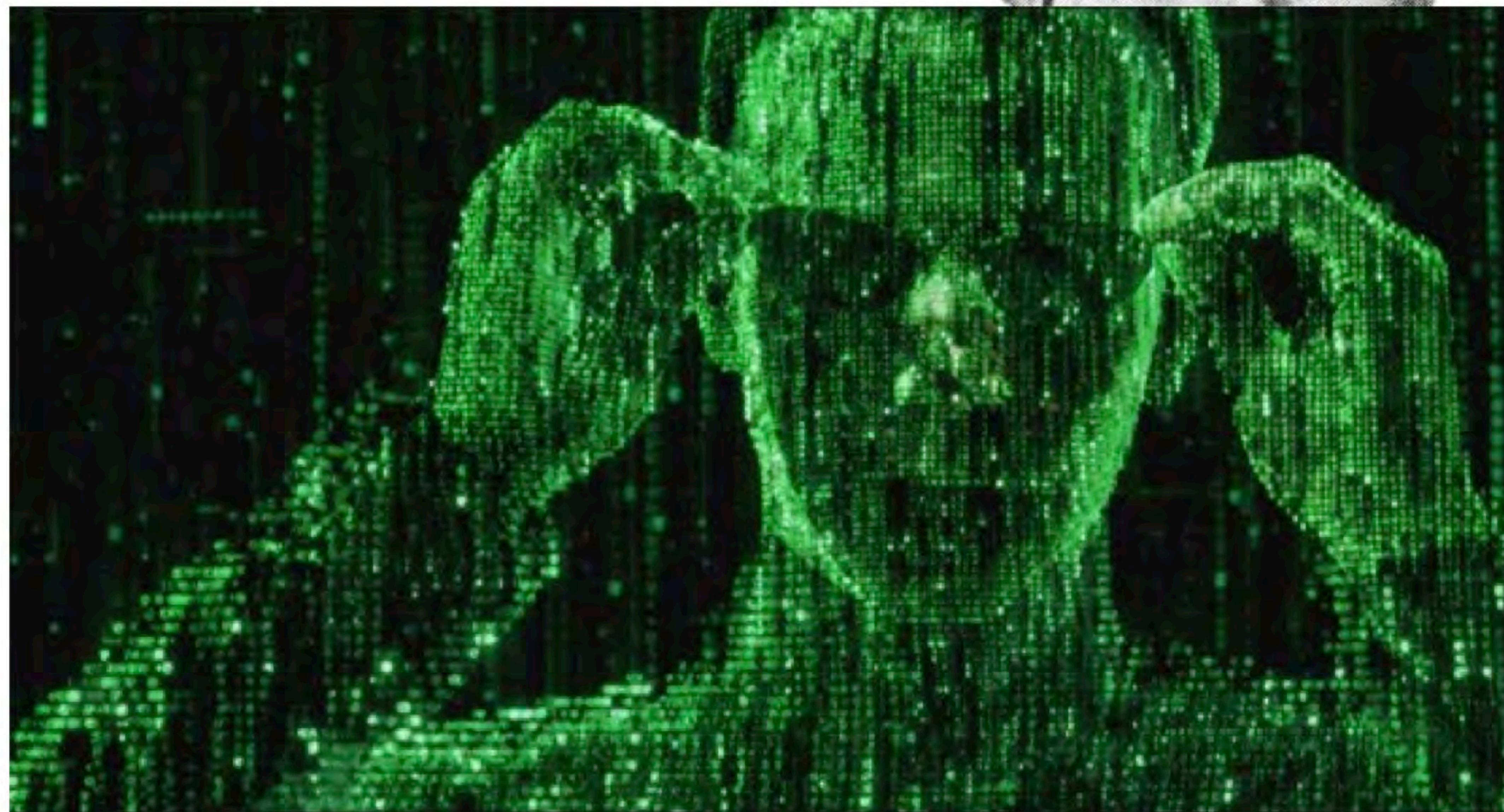
- Finding the probability of visiting web page j from web page i allows us to use Markov Chains (processes).
- First used for linguistic purposes to model the letter sequences in works of Russian literature.



Andrei Andreevich Markov
(1856 - 1922)

Enter the matrix

We create a transition matrix G where g_{ij} equals the probability of moving from web page i to web page j .



Markov

Time to Order

First, order the columns (and rows)



Row

The first row contains the probabilities of jumping from web page 1 to other web pages.

(0.0375 0.8875 0.0375 0.0375)



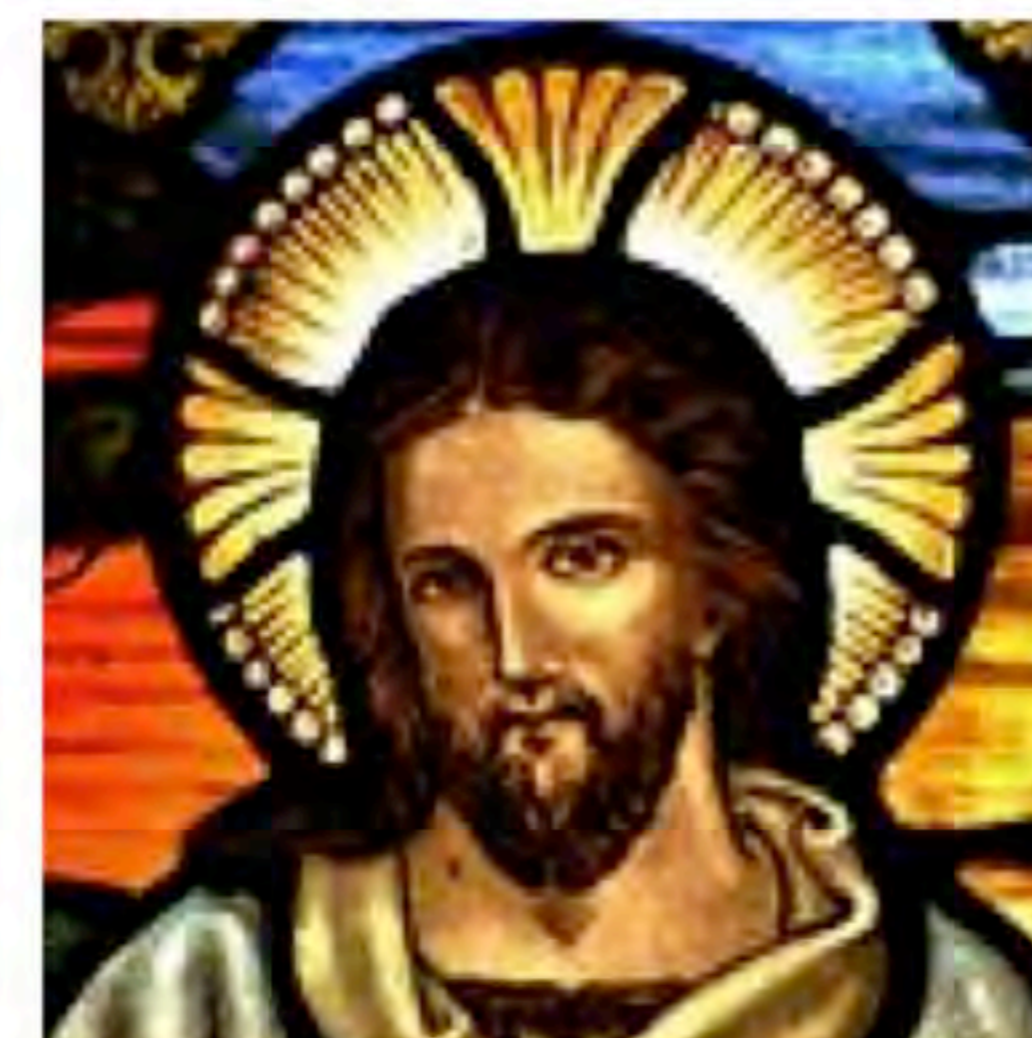
row order



Family Guy



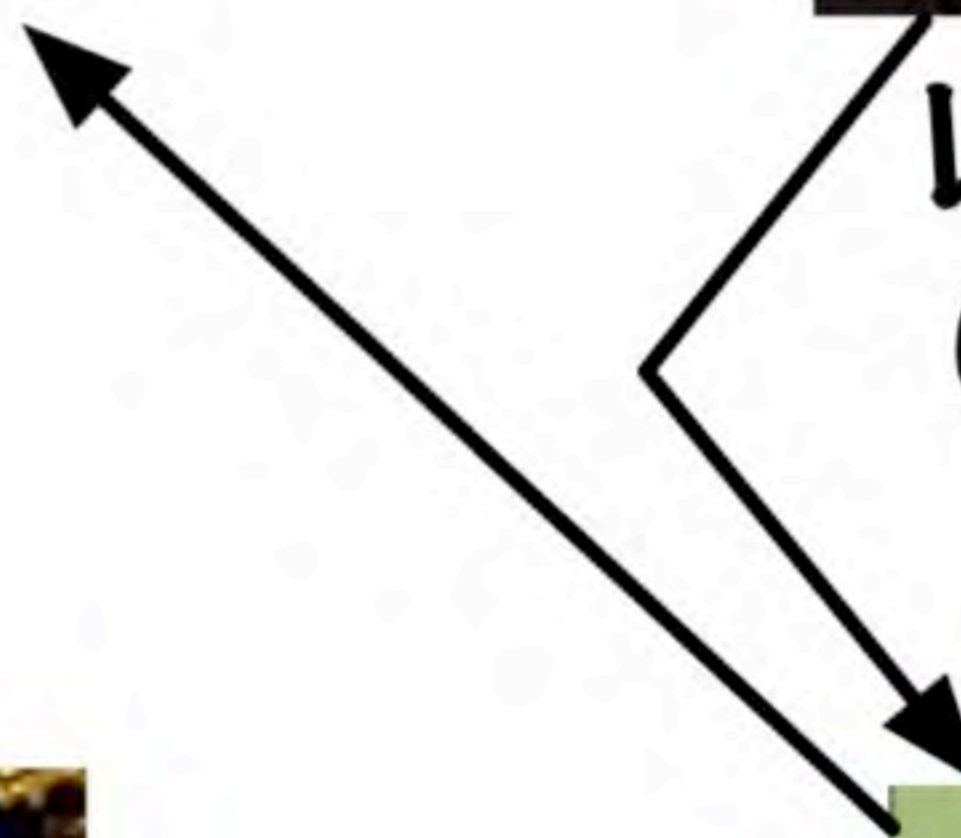
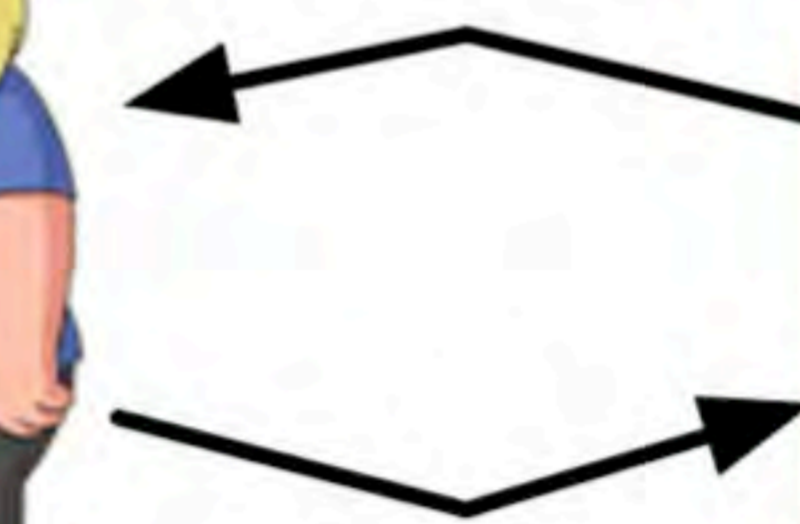
List of Family Guy episodes



Jesus



I dream of Jesus



row, row, row

So, the entire transition matrix becomes:

$$G = \begin{pmatrix} 0.0375 & 0.8875 & 0.0375 & 0.0375 \\ 0.4625 & 0.0375 & 0.4625 & 0.0375 \\ 0.3208 & 0.3208 & 0.0375 & 0.3208 \\ 0.2500 & 0.2500 & 0.2500 & 0.2500 \end{pmatrix}$$



Note: The entries of each row sum to 1.

baby steps

- We can then walk through a series of steps.
- Assume we start at *Family Guy*, then

$$\begin{aligned} \mathbf{v}_0 G &= (1 \ 0 \ 0 \ 0) \begin{pmatrix} 0.0375 & 0.8875 & 0.0375 & 0.0375 \\ 0.4625 & 0.0375 & 0.4625 & 0.0375 \\ 0.3208 & 0.3208 & 0.0375 & 0.3208 \\ 0.2500 & 0.2500 & 0.2500 & 0.2500 \end{pmatrix} \\ &= (0.0375 \ 0.8875 \ 0.0375 \ 0.0375) \\ &= \mathbf{v}_1 \end{aligned}$$

The one step

- Since

$$\begin{aligned} \mathbf{v}_0 G &= (1 \ 0 \ 0 \ 0) \begin{pmatrix} 0.0375 & 0.8875 & 0.0375 & 0.0375 \\ 0.4625 & 0.0375 & 0.4625 & 0.0375 \\ 0.3208 & 0.3208 & 0.0375 & 0.3208 \\ 0.2500 & 0.2500 & 0.2500 & 0.2500 \end{pmatrix} \\ &= (0.0375 \ 0.8875 \ 0.0375 \ 0.0375) \\ &= \mathbf{v}_1 \end{aligned}$$

- We know the probability of being at each web page after one step assuming we start at web page 1.

Step by step

- Where will you be after two steps?

$$\begin{aligned} \mathbf{v}_1 G &= \begin{pmatrix} 0.0375 \\ 0.8875 \\ 0.0375 \\ 0.0375 \end{pmatrix}^T \begin{pmatrix} 0.0375 & 0.8875 & 0.0375 & 0.0375 \\ 0.4625 & 0.0375 & 0.4625 & 0.0375 \\ 0.3208 & 0.3208 & 0.0375 & 0.3208 \\ 0.2500 & 0.2500 & 0.2500 & 0.2500 \end{pmatrix} \\ &= (0.4333 \quad 0.0880 \quad 0.4227 \quad 0.0561) \\ &= \mathbf{v}_2 \end{aligned}$$

- But, how do we find the probability of being at each web page after infinitely many steps?

Iterating

Note that:

$$v_2 = v_1 G = v_0 G^2,$$

$$v_3 = v_2 G = v_0 G^3,$$

⋮

$$v_n = v_{n-1} G = v_0 G^n,$$

Lotsa steps

So, let's take many more steps:

$$\begin{aligned}\mathbf{v}_0 G^{100} &= \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}^T \begin{pmatrix} 0.0375 & 0.8875 & 0.0375 & 0.0375 \\ 0.4625 & 0.0375 & 0.4625 & 0.0375 \\ 0.3208 & 0.3208 & 0.0375 & 0.3208 \\ 0.2500 & 0.2500 & 0.2500 & 0.2500 \end{pmatrix}^{100} \\ &= (0.2836 \quad 0.3682 \quad 0.2210 \quad 0.1271) \\ &= \mathbf{v}_{100} = \mathbf{v}_{200} \text{ (to 4 decimal places)}\end{aligned}$$

We have converged to the *steady-state vector*.

Steady

- In fact, for this vector, we reach steady state (to 4 decimal places) at the 18th step, which will be very important to Google.
- This gives us the PageRank of these pages:

$$\mathbf{v} = (0.2836 \quad 0.3682 \quad 0.2210 \quad 0.1271)$$





Keep in mind that Google indexes billions of web pages!



Image thanks to David Gleich

Questions!

- Will this process converge for any network of web pages?
- Is there more than one steady-state vector?
- Will this scale up to billions of pages?



Stepping in place

- The steady-state vector has property:
$$\mathbf{v}A = \mathbf{v}$$
- This relationship means that the vector \mathbf{v} is an eigenvector of A with an associated eigenvalue of 1.
- Recall if \mathbf{v} is an eigenvector of A then $c\mathbf{v}$ is an eigenvector of A for any nonzero scalar c .
- We want $c\mathbf{v}$ such that the elements of \mathbf{v} sum to 1.

Unique solution

- Why does this Markov process converge to an e-vector associated with the e-value 1?
- Further, is this even a unique eigenvector?
- Both are guaranteed for PageRank.

Theorem (Perron) Every real square matrix P whose entries are all positive has a unique eigenvector with all positive entries, its corresponding eigenvalue has multiplicity one, and it is the dominant eigenvalue, in that every other eigenvalue has strictly smaller magnitude.

Time to dominate

- Let M be a Markov transition matrix.
- The rows of M sum to 1. So, $M\mathbf{1} = \mathbf{1}$, where $\mathbf{1}$ is the column vector of all ones.
- So, $\mathbf{1}$ is a right eigenvector of M associated with the eigenvalue 1.
- Perron's Theorem ensures that $\mathbf{1}$ is the unique right eigenvector with all positive entries, and hence its eigenvalue must be the dominant one.

Right from the left

- The right and left eigenvalues of a matrix are the same, therefore 1 is the dominant left eigenvalue as well.
- So, there exists a unique steady-state vector \mathbf{v} that satisfies $\mathbf{v}M = \mathbf{v}$.
- Normalizing this eigenvector so the sum of its entries are 1 gives the steady-state vector.
- Perron's Theorem also guarantees this vector has positive entries.

Converging

- To find PageRank, one simply iterate with:

$$\mathbf{v}_{n+1} = \mathbf{v}_n G$$

until we have convergence.

- Why does this Markov process converge to the dominant e-vector? We will use:

$$|\lambda^n| \rightarrow 0 \text{ as } n \rightarrow \infty \text{ if } |\lambda| < 1,$$

$$|\lambda^n| = 1 \text{ for all } n \text{ if } |\lambda| = 1,$$

$$|\lambda^n| \rightarrow \infty \text{ as } n \rightarrow \infty \text{ if } |\lambda| > 1,$$

Full combo

- Assume M has n linear independent eigenvectors.
- Let's take an arbitrary initial guess \mathbf{x}
- We can express it as a linear combination of the eigenvectors

$$\mathbf{x}^{(0)} = c_1 \mathbf{v}_1 + c_2 \mathbf{v}_2 + \dots + c_n \mathbf{v}_n$$

Full combo

- After one iteration of the Markov chain:

$$\begin{aligned}\mathbf{x}^{(1)} &= \mathbf{x}^{(0)} M \\ &= c_1 \mathbf{v}_1 M + c_2 \mathbf{v}_2 M + \cdots + c_n \mathbf{v}_n M \\ &= c_1 \lambda_1 \mathbf{v}_1 + c_2 \lambda_2 \mathbf{v}_2 + \cdots + c_n \lambda_n \mathbf{v}_n\end{aligned}$$

- Multiplying again by M yields

$$\begin{aligned}\mathbf{x}^{(2)} &= \mathbf{x}^{(1)} M \\ &= c_1 \lambda_1 \mathbf{v}_1 M + c_2 \lambda_2 \mathbf{v}_2 M + \cdots + c_n \lambda_n \mathbf{v}_n M \\ &= c_1 \lambda_1^2 \mathbf{v}_1 + c_2 \lambda_2^2 \mathbf{v}_2 + \cdots + c_n \lambda_n^2 \mathbf{v}_n\end{aligned}$$

Establishing a pattern

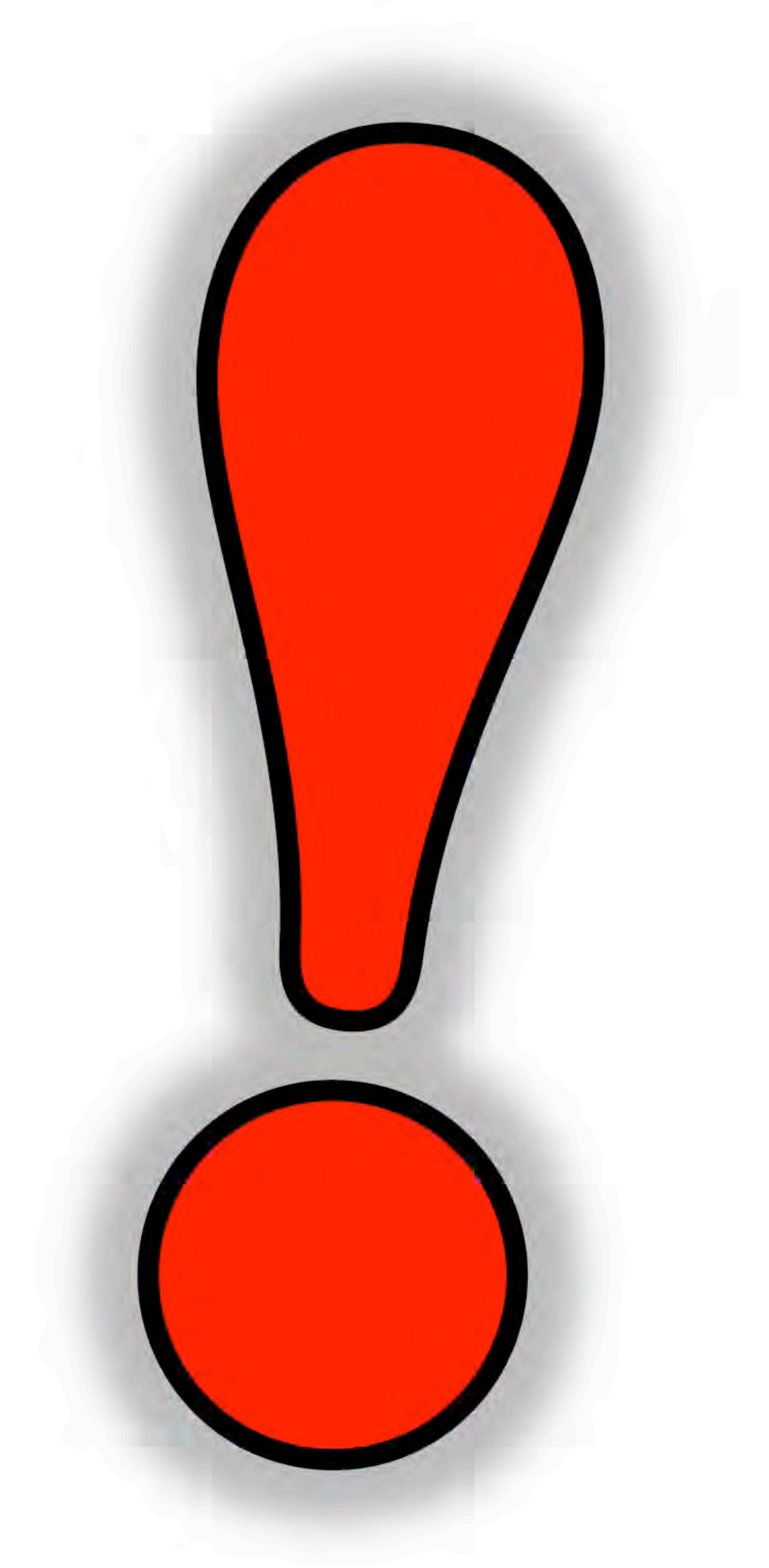
- In general:

$$\begin{aligned}\mathbf{x}^{(k)} &= \mathbf{x}^{(k-1)} M \\ &= c_1 \lambda_1^k \mathbf{v}_1 + c_2 \lambda_2^k \mathbf{v}_2 + \cdots + c_n \lambda_n^k \mathbf{v}_n\end{aligned}$$

- Recall, we know from Perron's theorem that $\lambda_1 = 1$ and $\lambda_i < 1$ for $i > 1$.
- So, our Markov process will converge to $c_1 \mathbf{v}$.
- But, c_1 will equal 1 since the sum of the entries of \mathbf{x}_0 is 1.

Answers!

- Will this process converge for any network of web pages?
- Is there more than one steady-state vector?
- Will this scale up to billions of pages?



Googling Twitter

- Let's try this entire process on a group of web pages.
- In particular, we'll take pages from Twitter for the celebrities below.



BillGates



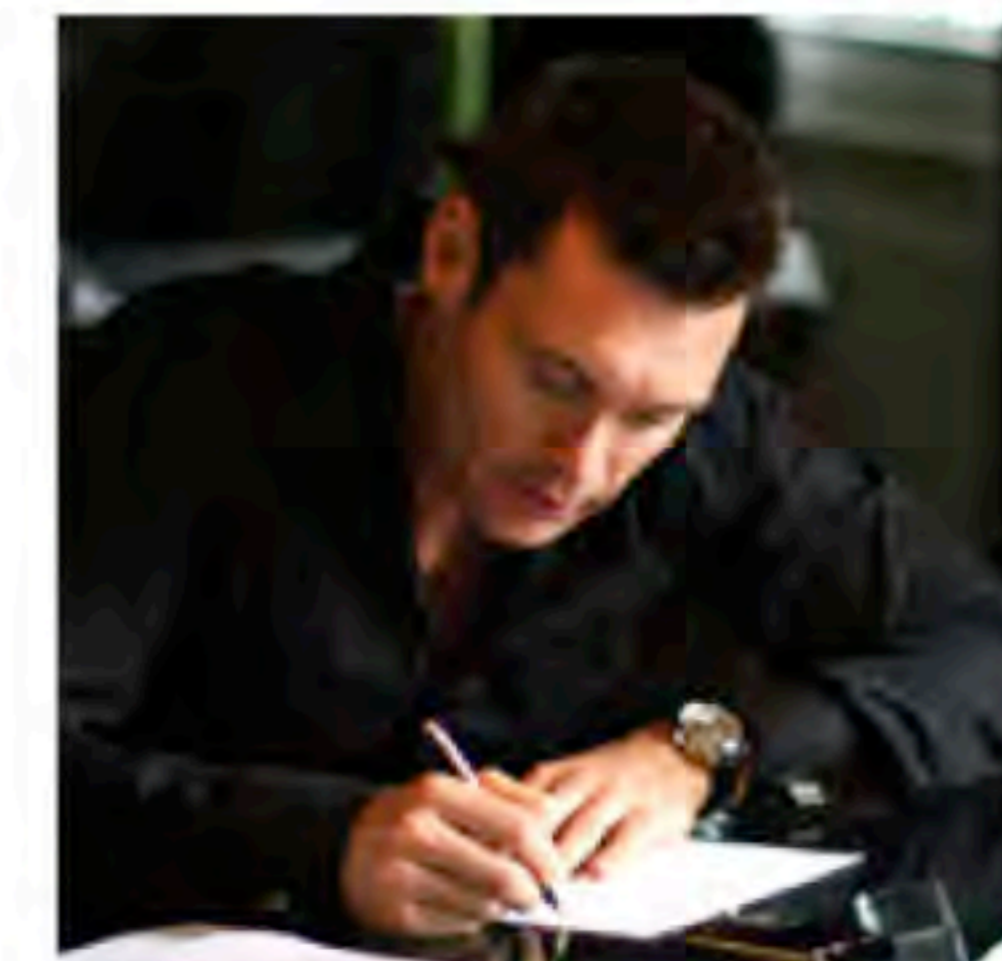
JimmyFallon



KimKardashian



PaulaAbdul



RyanSeacrest



TheEllenShow

Twitter on the Web

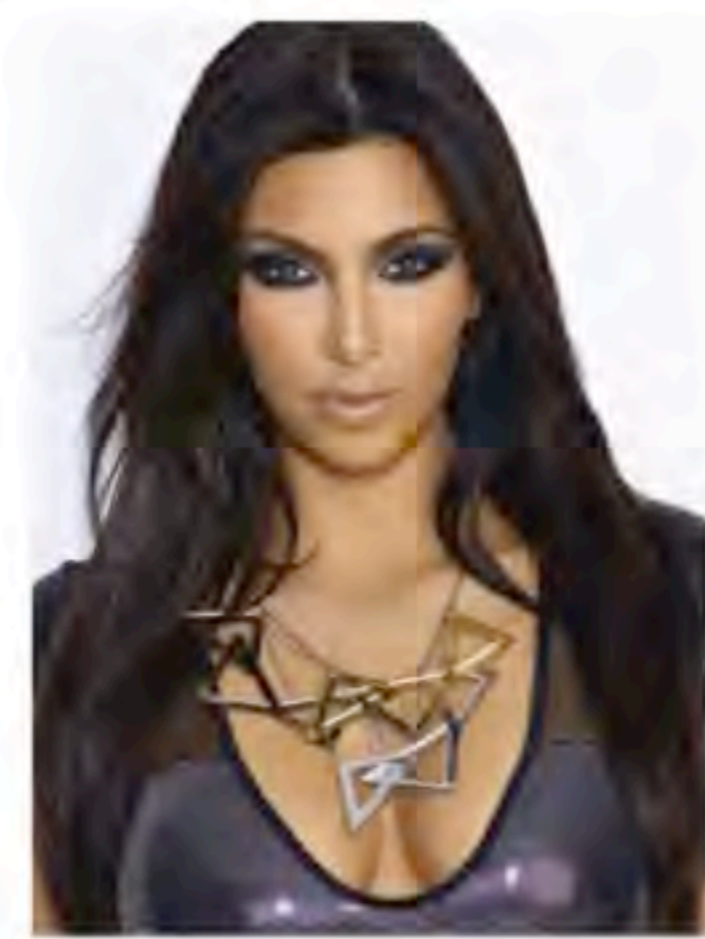
- The names are listed in terms of the celebrity's screen name on Twitter.
- If you want to view Bill Gates' Twitter web page at <http://www.twitter.com/billgates>.
- You don't need a Twitter account to view this webpage.



BillGates



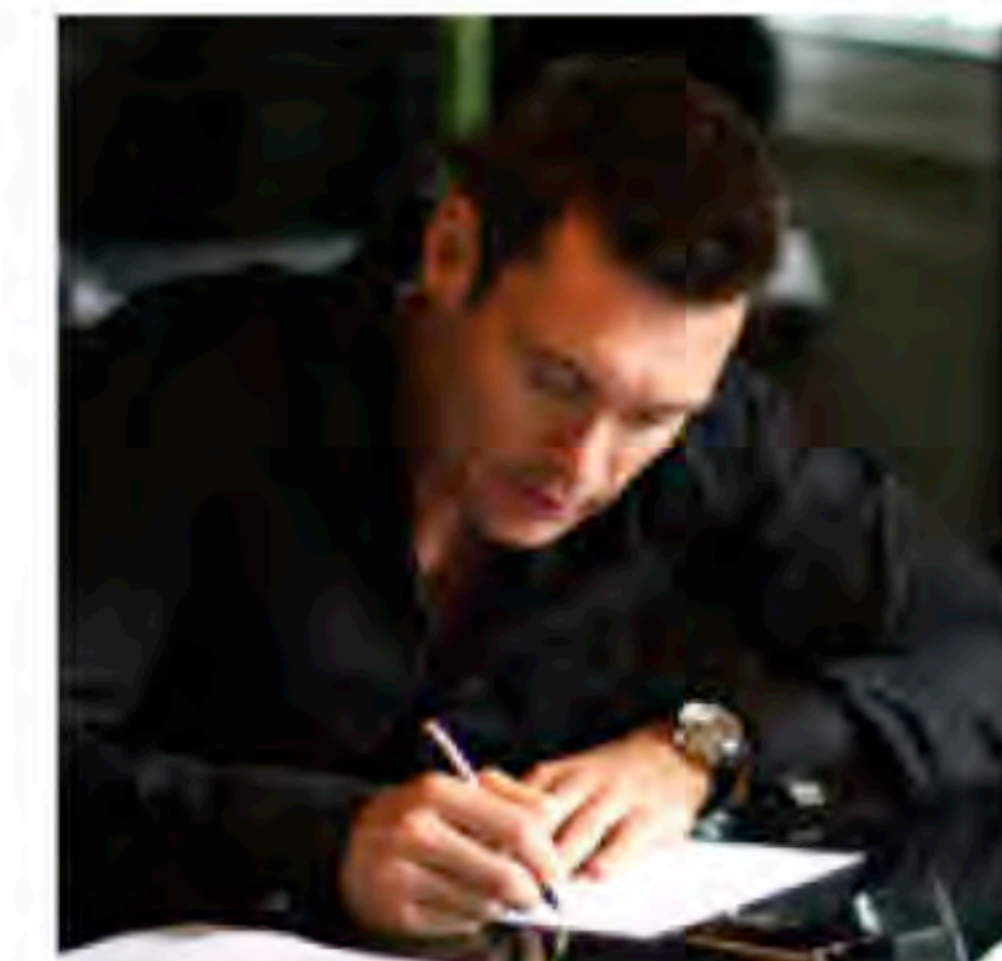
JimmyFallon



KimKardashian



PaulaAbdul



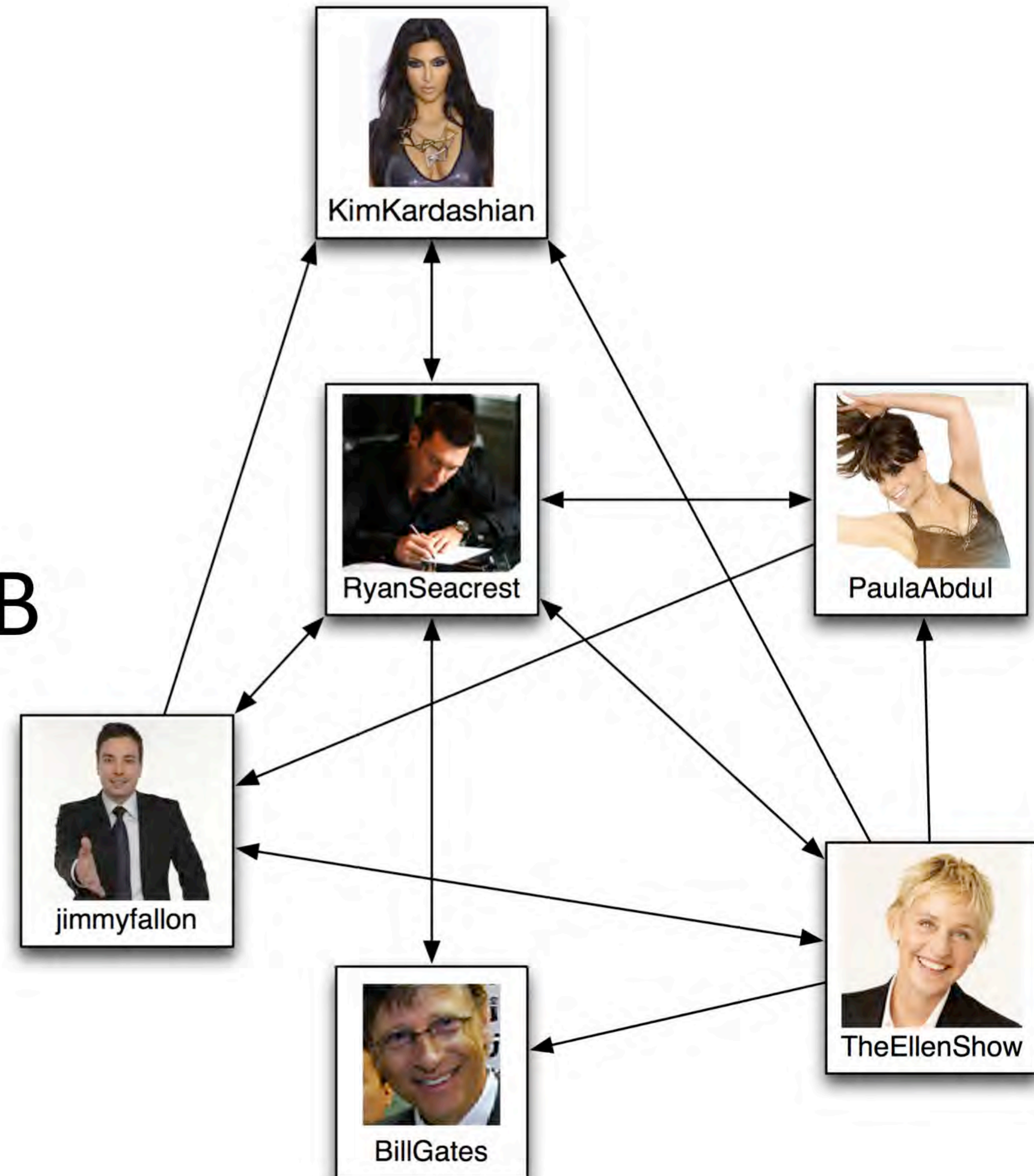
RyanSeacrest



TheEllenShow

Graphic Celebrities

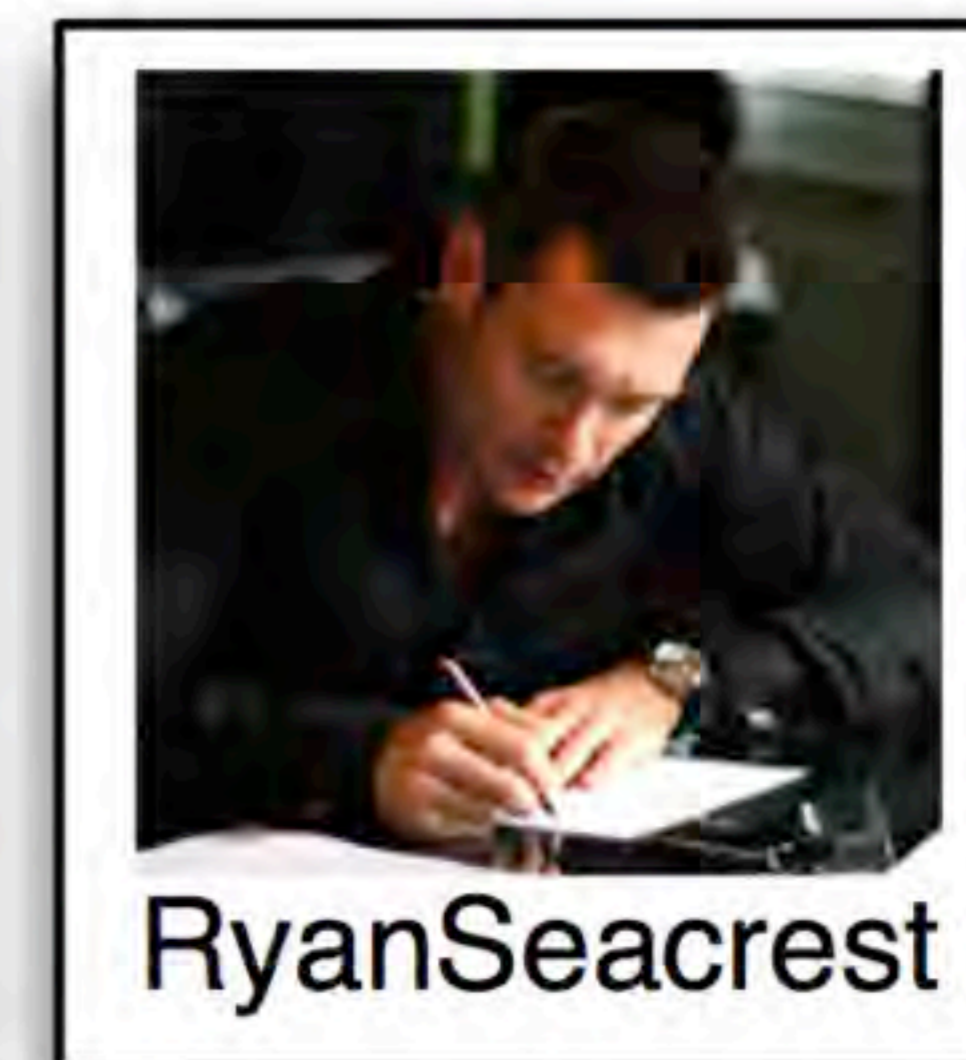
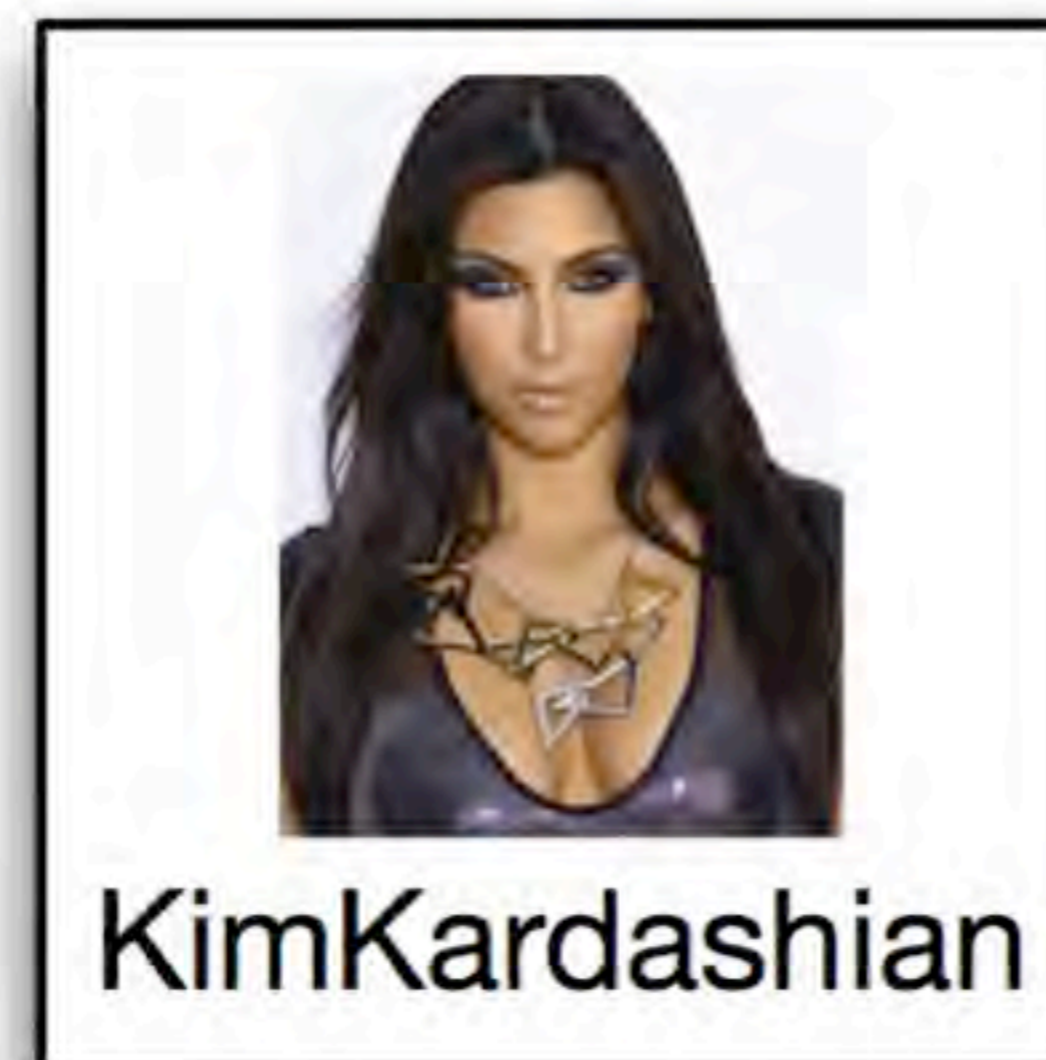
- Here is the graph of connectivity of the celebrities on Twitter.
- There is an edge from celebrity A to celebrity B if celebrity A follows celebrity B on Twitter.



Google matrix

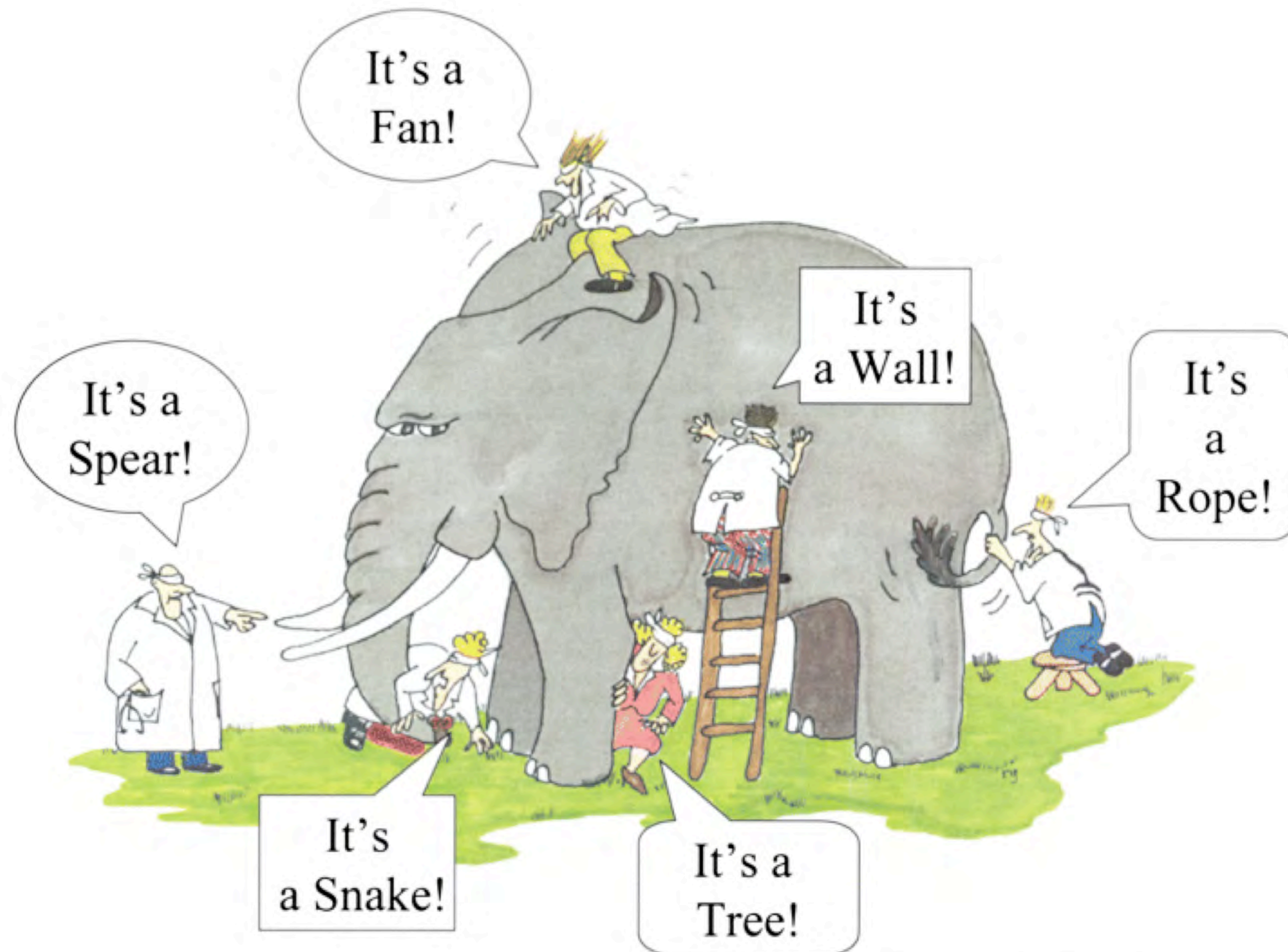
First, we form the Google matrix:

$$G = \begin{pmatrix} 0.025 & 0.025 & 0.0250 & 0.025 & 0.8750 & 0.0250 \\ 0.025 & 0.025 & 0.3083 & 0.025 & 0.3083 & 0.3083 \\ 0.025 & 0.025 & 0.0250 & 0.025 & 0.8750 & 0.0250 \\ 0.025 & 0.450 & 0.0250 & 0.025 & 0.4500 & 0.0250 \\ 0.195 & 0.195 & 0.1950 & 0.195 & 0.0250 & 0.1950 \\ 0.195 & 0.195 & 0.1950 & 0.195 & 0.1950 & 0.0250 \end{pmatrix}$$



Different perspectives

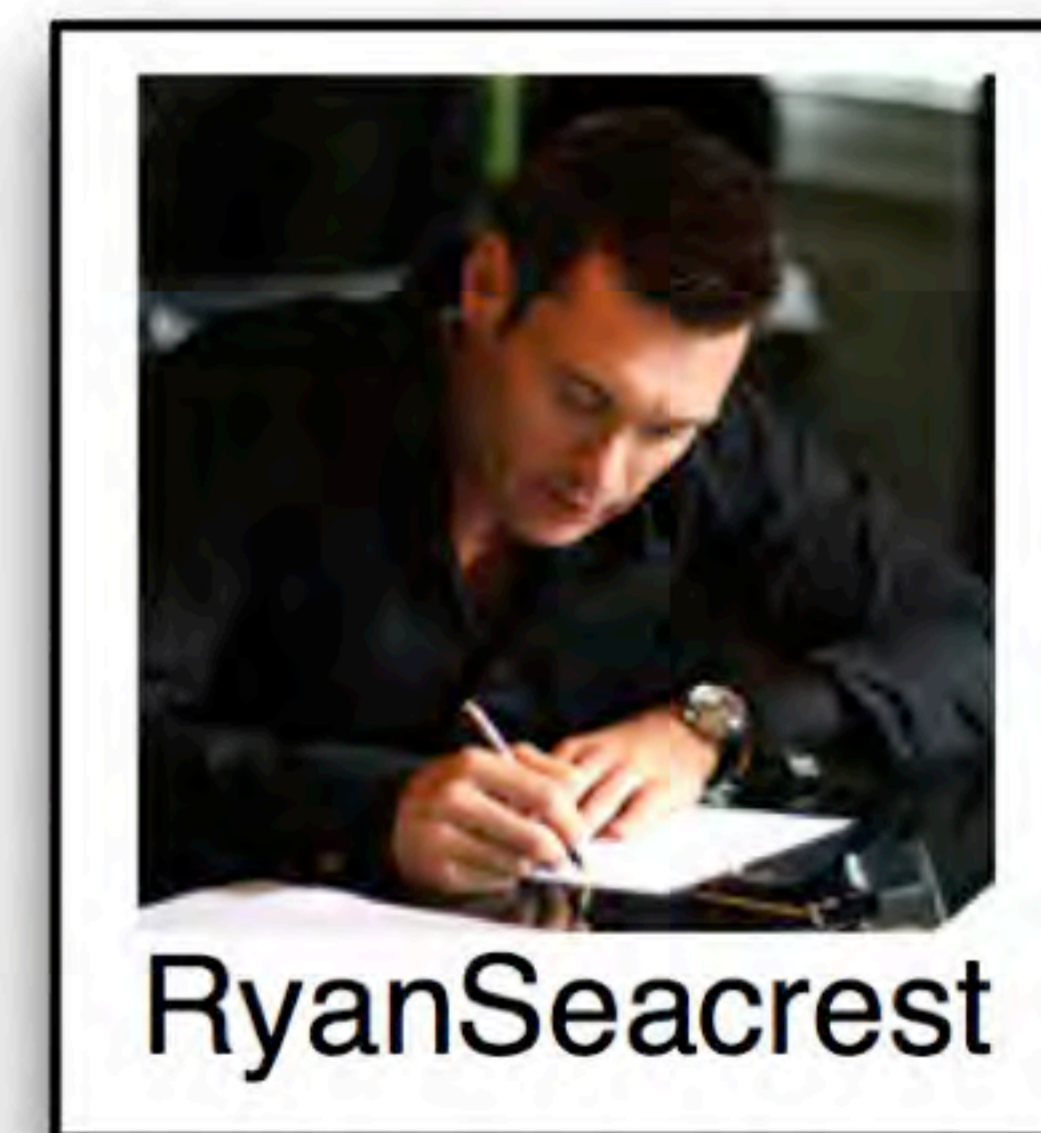
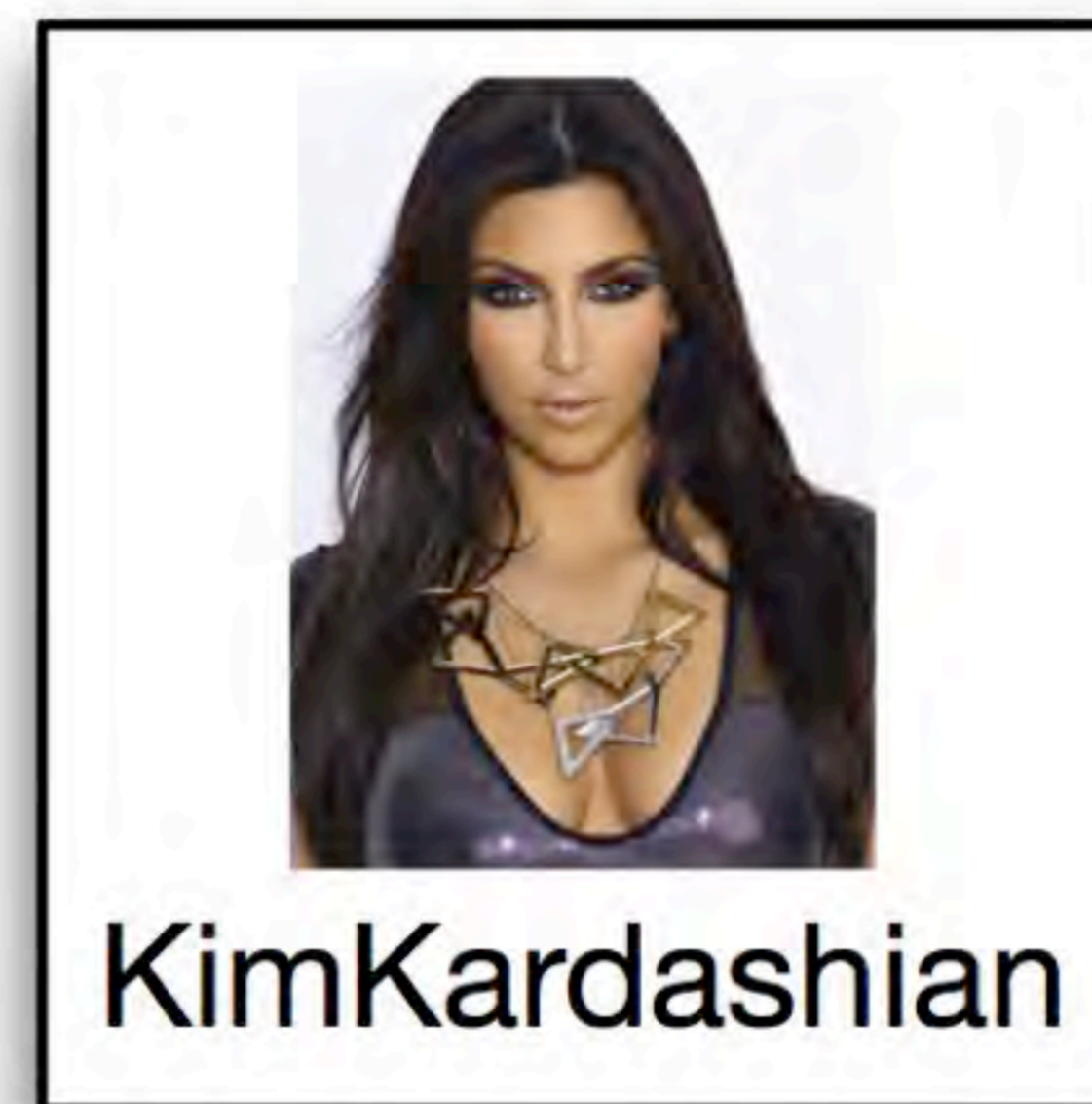
Let's compute PageRank in 3 different ways.



Method 1

The first technique to finding the PageRank for these web pages is to compute:

$$\mathbf{v}^{100} = [1 \ 0 \ 0 \ 0 \ 0 \ 0] M^{100}$$



$$\mathbf{v} = (0.1071 \quad 0.1526 \quad 0.1503 \quad 0.1071 \quad 0.3544 \quad 0.1285)$$

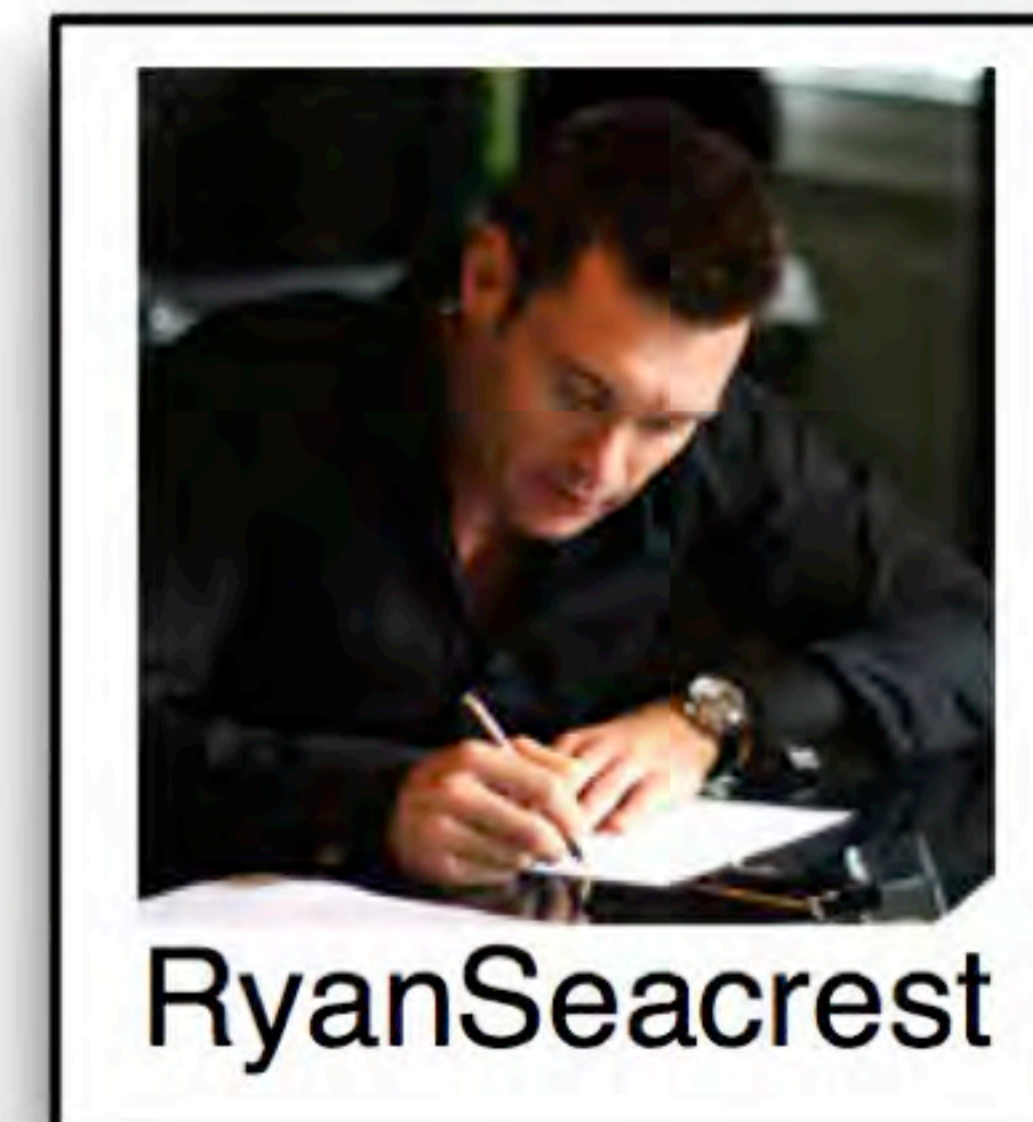
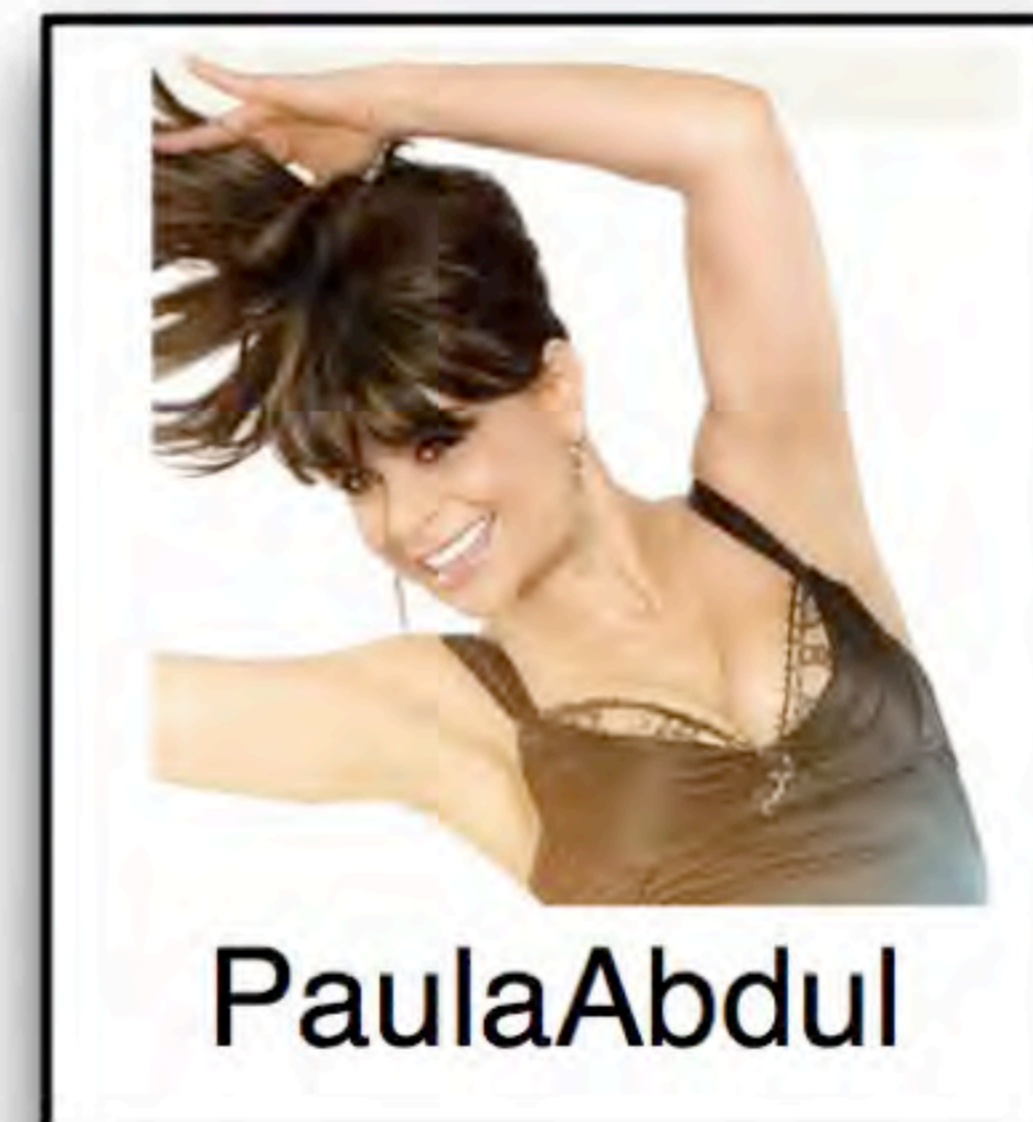
Note: Taking a matrix to a high power is impractical computationally for a large number of web pages.

Method 2

Iterate:

$$\mathbf{v}_{k+1} = \mathbf{v}_k M,$$

until the elements of \mathbf{v}_k have suitably converged.



$$\mathbf{v} = (0.1071 \quad 0.1526 \quad 0.1503 \quad 0.1071 \quad 0.3544 \quad 0.1285)$$

Note: This is the Power Method and is the algorithm of choice for computing PageRank.

Method 3

- Compute the (left) eigenvectors of M

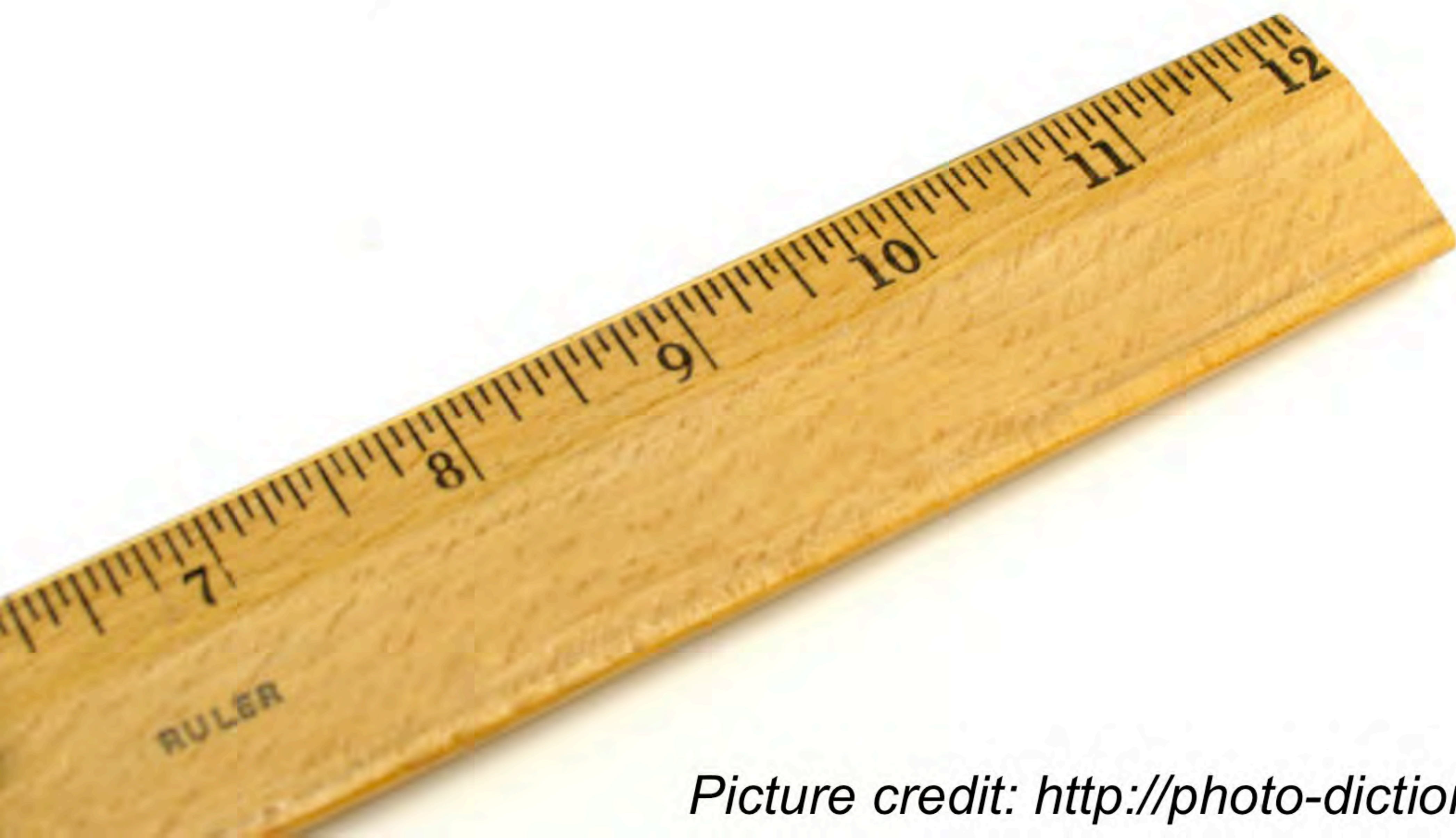
$$\mathbf{v} = \lambda \mathbf{v} M.$$

Note, you are finding a LOT more information than needed.

- From linear algebra classes, we know how to find right eigenvectors. As such, we simply find eigenvectors of M^T .

Changing rulers

- Remember, if \mathbf{v} is an eigenvector of M then so is $c\mathbf{v}$.
- As such, a software program has infinitely many choices to return as the dominant eigenvector.



Being square

- For our Twitter network, the dominant eigenvector with length 1 under the 2-norm is:

$$(0.2332 \quad 0.3323 \quad 0.3273 \quad 0.2332 \quad 0.7717 \quad 0.2798)$$

since

$$1 = \sqrt{(0.2332)^2 + (0.3323)^2 + (0.3273)^2 + (0.2332)^2 + (0.7717)^2 + (0.2798)^2}$$

- We want a vector where the sum of the entries is 1.
- Can you think how to do this?

To be 1

- For any vector \mathbf{v} , the following will be a parallel vector with entries that sum to 1.

$$\left(\frac{1}{\left(\sum_{i=1}^n v_i \right)} \right) \mathbf{v}$$

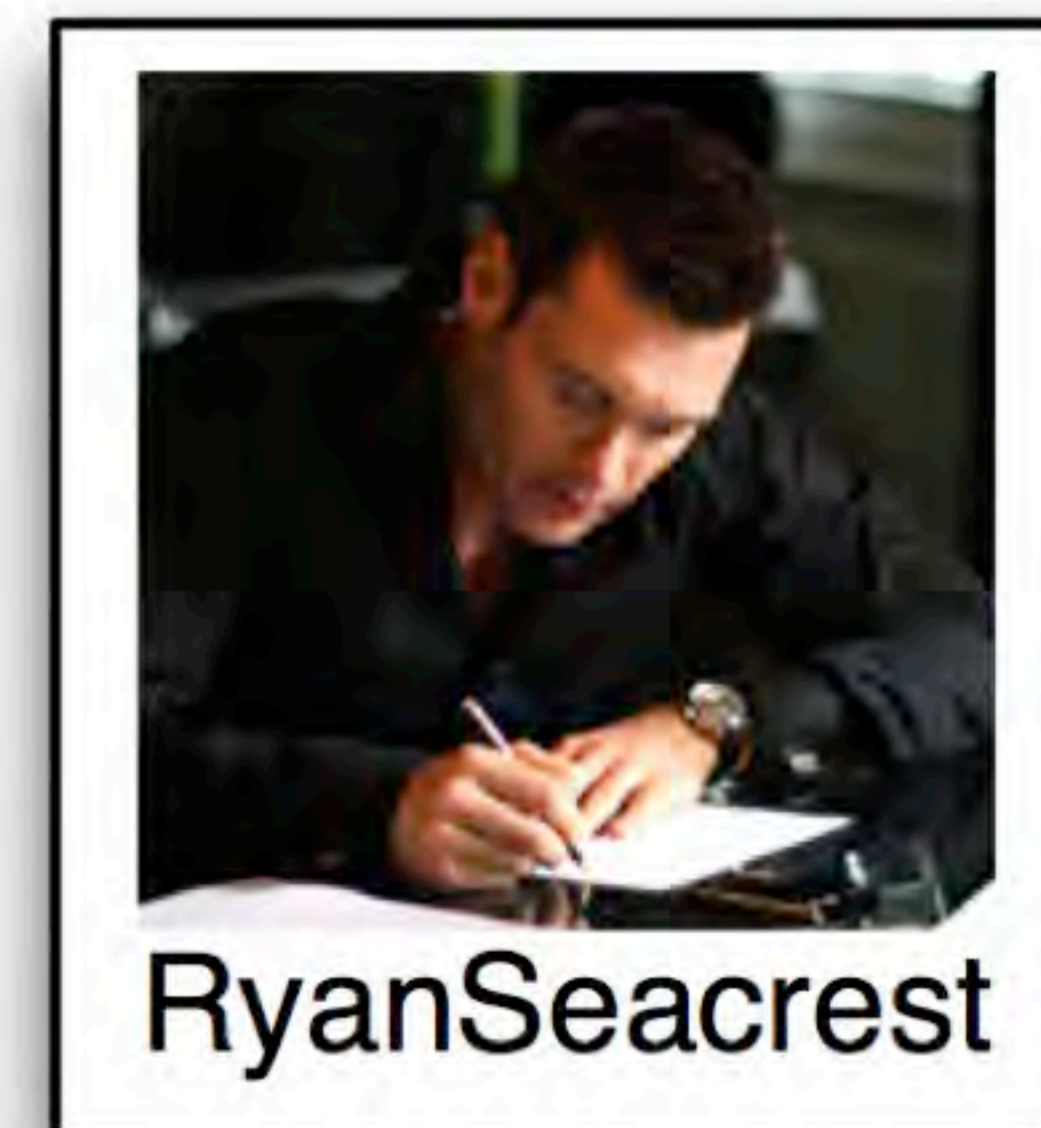
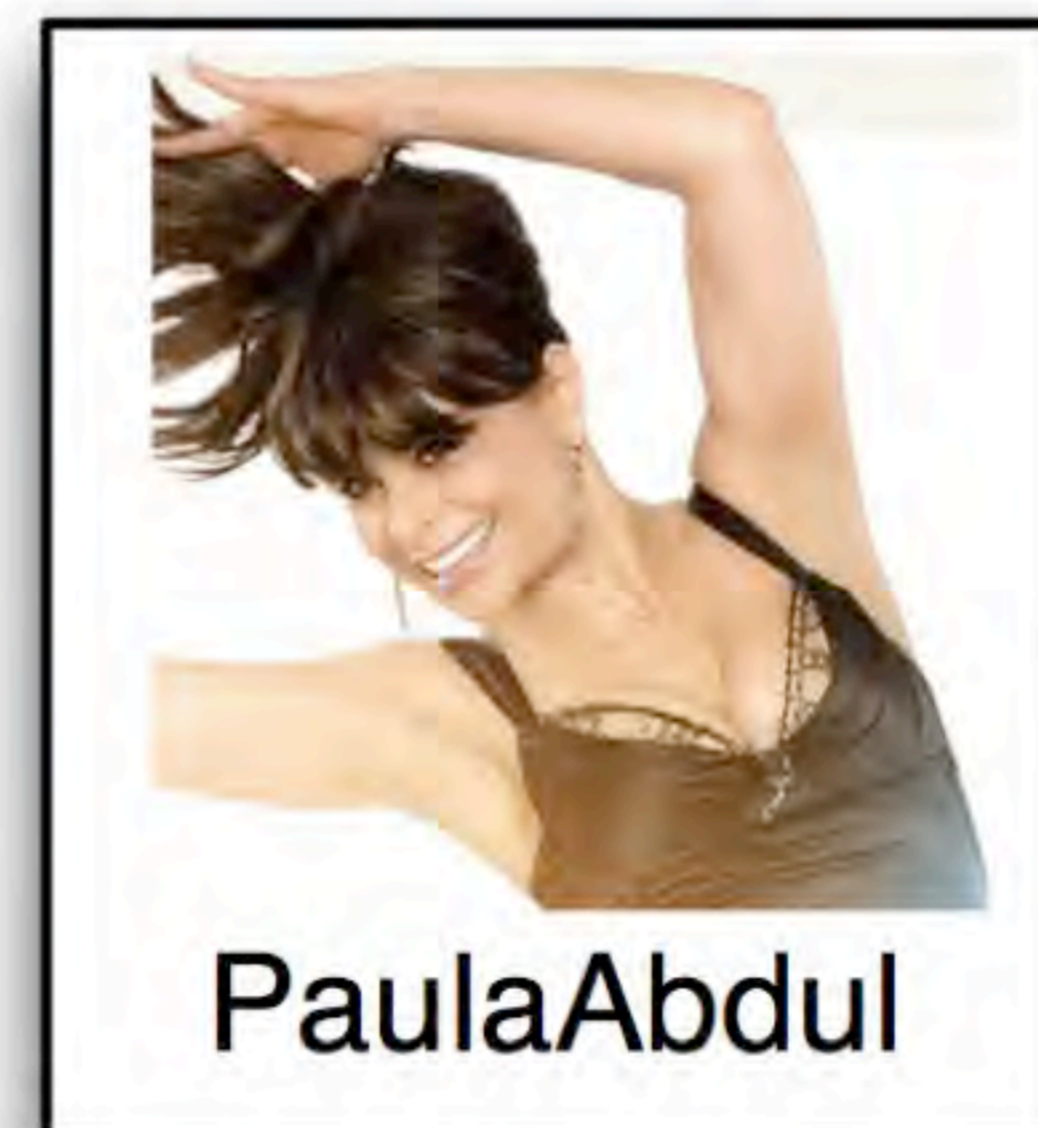
- Now,

$$2.1775 = 0.2332 + 0.3323 + 0.3273 + 0.2332 + 0.7717 + 0.2798$$

PageRank

Therefore, the vector we want for the Twitter network is:

$$\left(\frac{1}{2.1775}\right) (0.2332 \quad 0.3323 \quad 0.3273 \quad 0.2332 \quad 0.7717 \quad 0.2798)$$



$$\mathbf{v} = (0.1071 \quad 0.1526 \quad 0.1503 \quad 0.1071 \quad 0.3544 \quad 0.1285)$$

Further exploration

- Want to dive further into this topic?
- Here are a few ideas...



Teleportation

- Earlier, we took the teleportation parameter to equal 0.85.
- Change this value so it is closer to 1. Then,
- change it so it is closer to 0.
- What impact does this have on convergence? What impact does it have on the ranking?



HITS

- HITS is an alternative algorithm for ranking.
- Implement this algorithm, that also uses linear algebra.
- How do the results vary from PageRank?



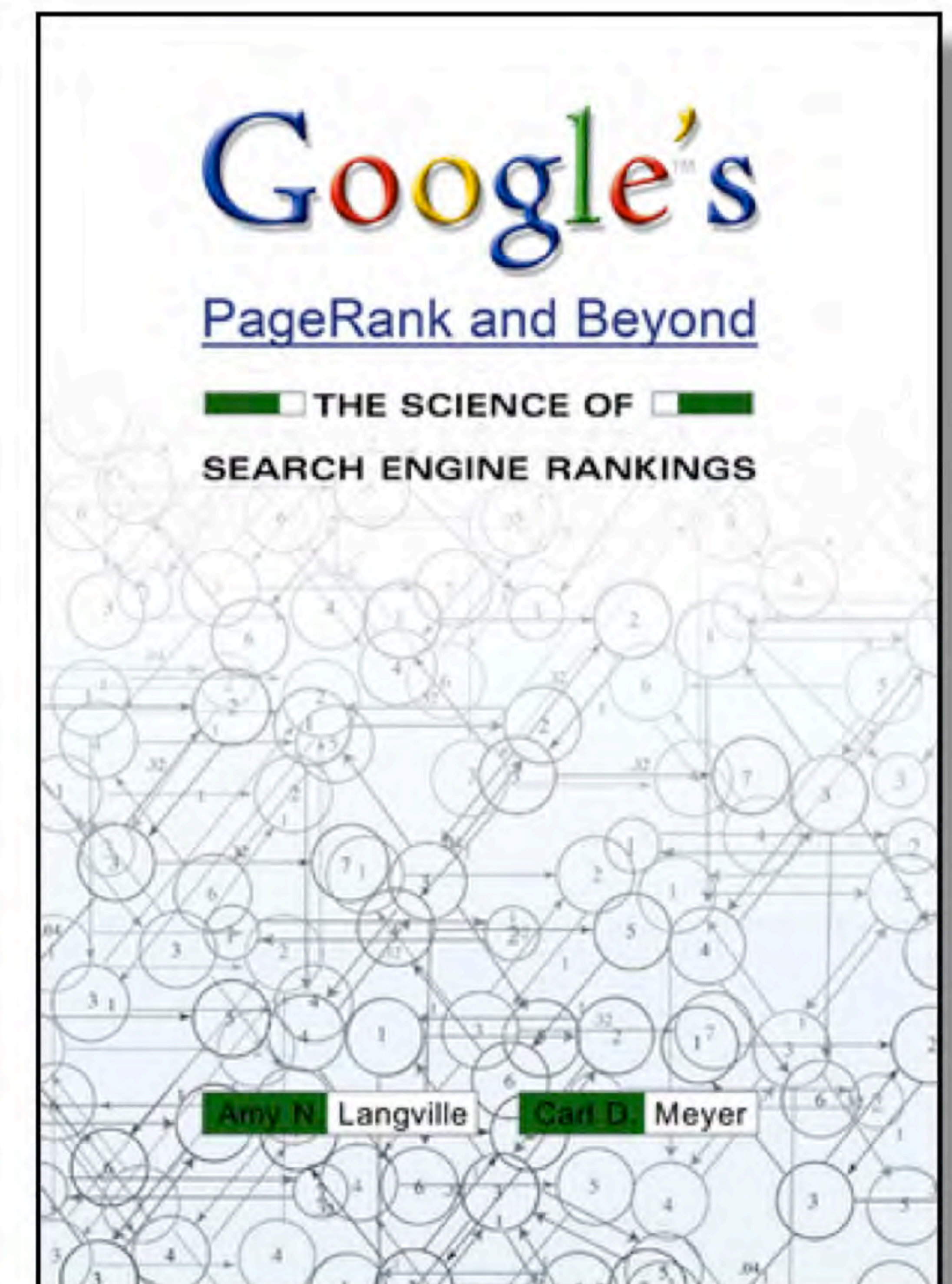
Application

- Applying PageRank to other networks from fields such as biology or archeology.
- Do you have a directed graph? Could PageRank be applied?
- You could even try sports ranking!



Scalability

- How does PageRank scale up to billions of pages?
- A key is expressing the Google matrix in a different form so you only store the (sparse) adjacency matrix and a vector.
- Else, you store an $n \times n$ dense matrix.



Just for fun...

To motivate the random surfer outlook on PageRank, see the video at:

<http://vimeo.com/11548769>



A mysterious package

In the video, Emmie receives a mysterious package with Google goggles.



Virtual world

- She enters Google-topia and meets Randy the random surfer.
- They surf that world's web and discover the ideas of Brin and Page, founders of Google.

