

On the complexity of optimizing PageRank

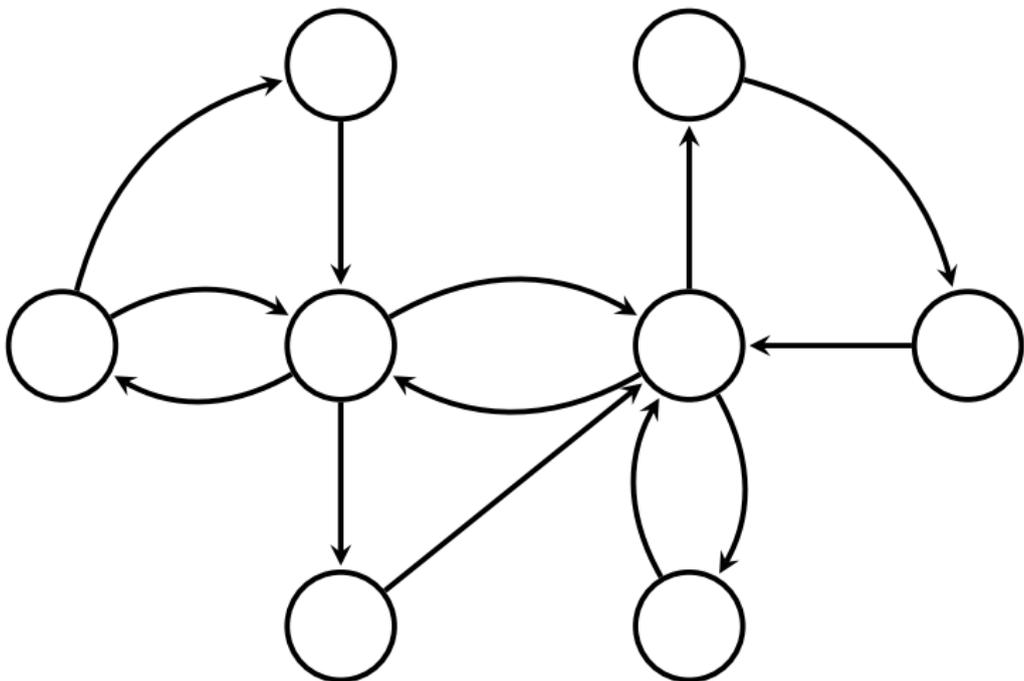
Romain Hollanders

Joint work with Raphaël Jungers and Jean-Charles Delvenne

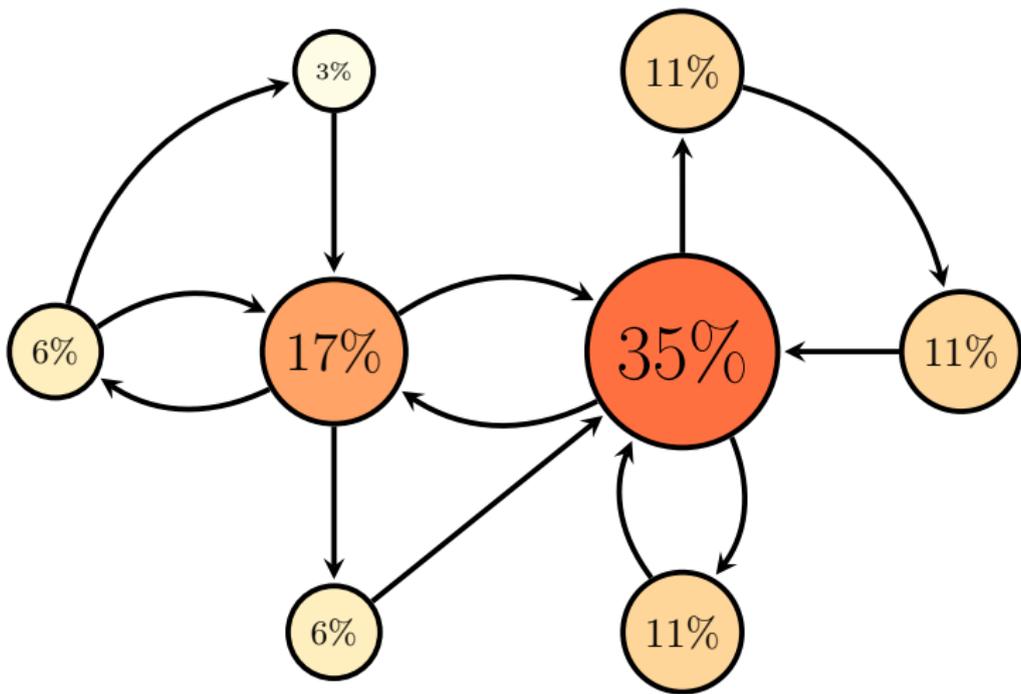
Université catholique de Louvain

June 2011

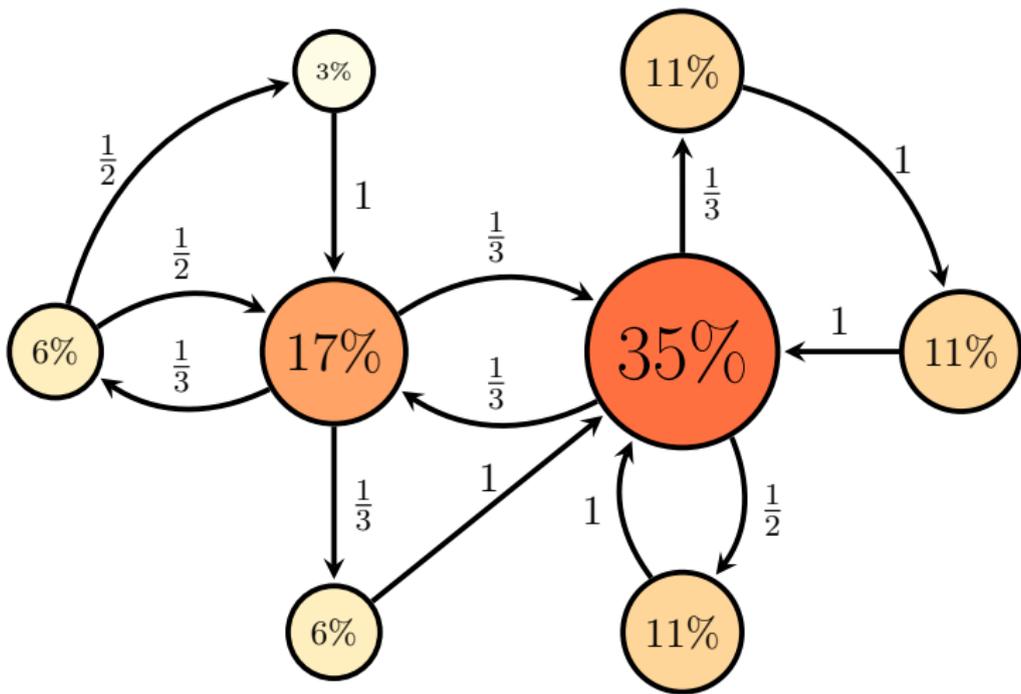
PageRank is the average time-portion spent in a node during an infinite random walk

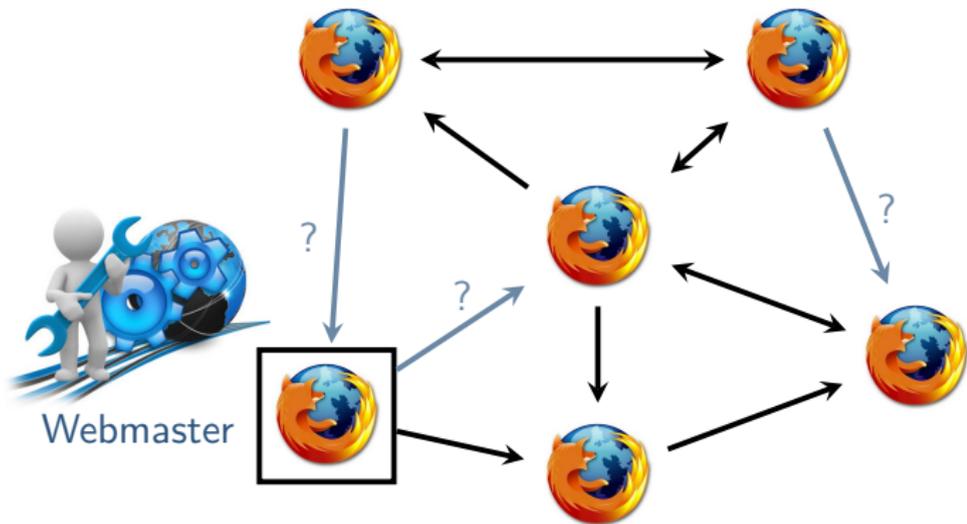


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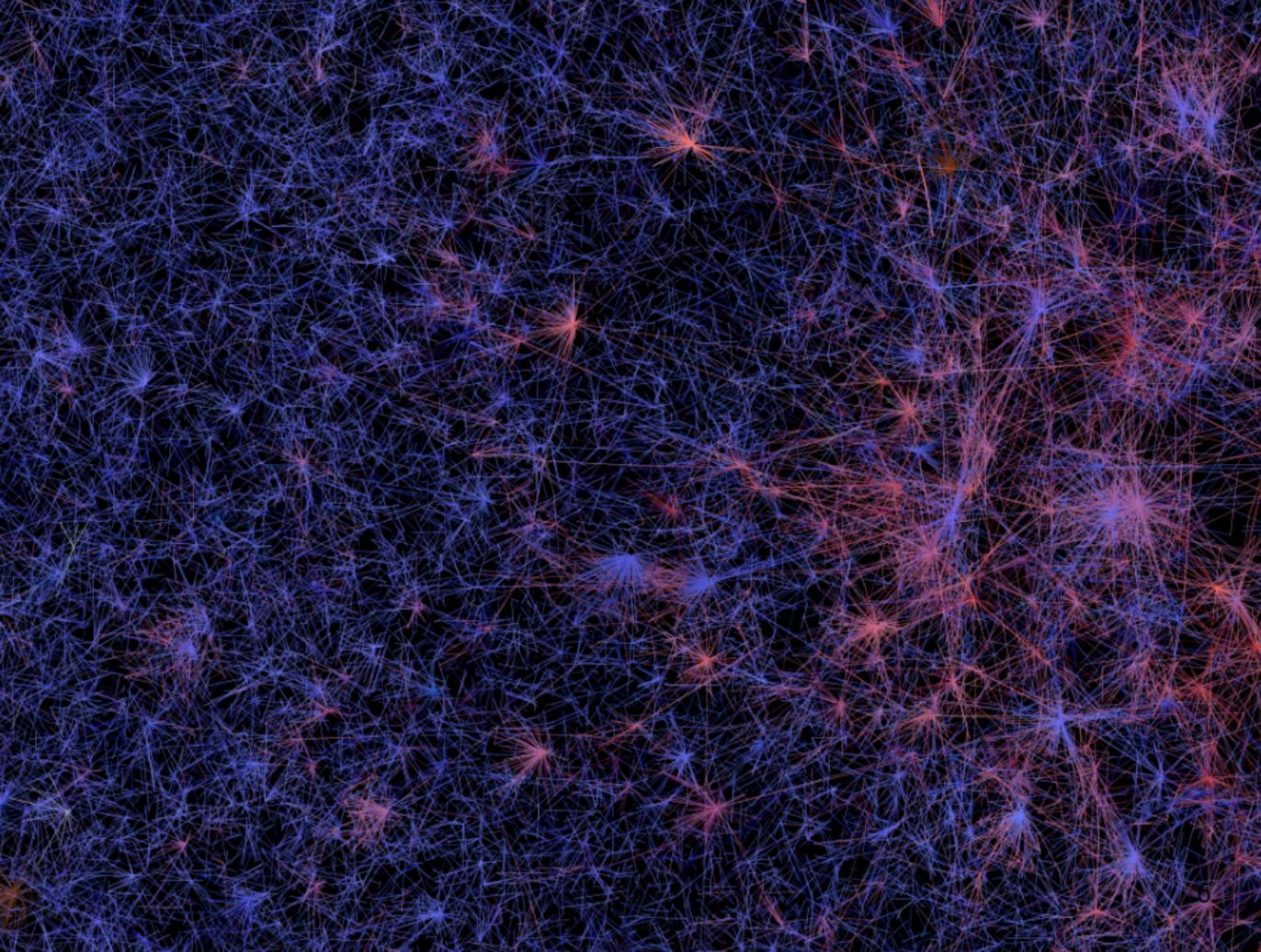


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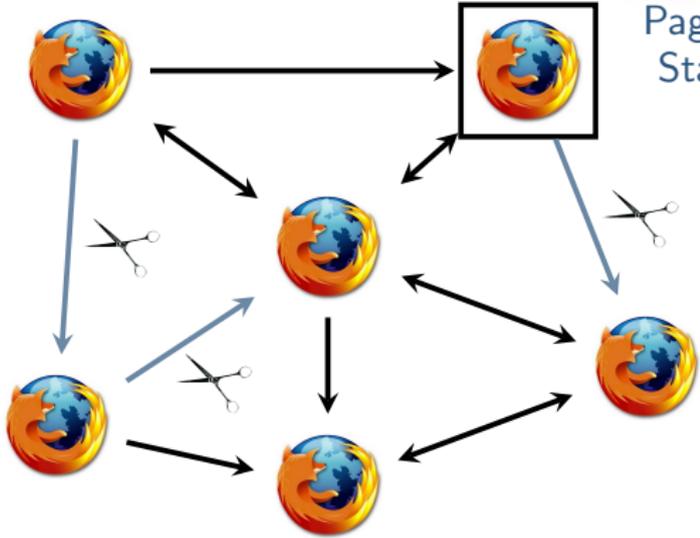


$$\min_{\pi \in \Pi} x_1 \text{ such that } x = P^\pi x + 1$$



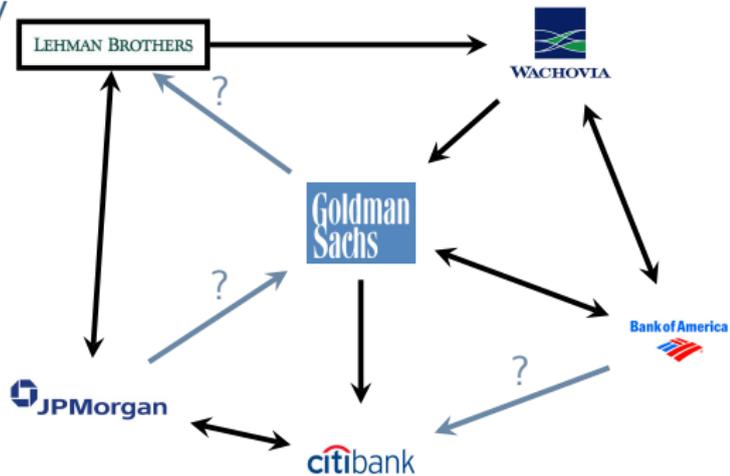


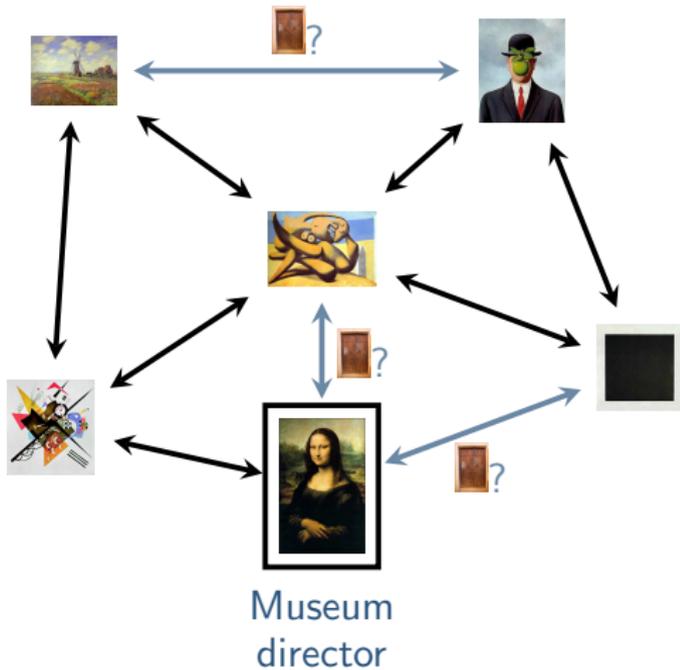
PageRank
Stability





Centrality







Centrality



PageRank
stability

PageRank Optimization (PRO)



Webmaster



Museum
Director



PRO
PageRank
Optimization

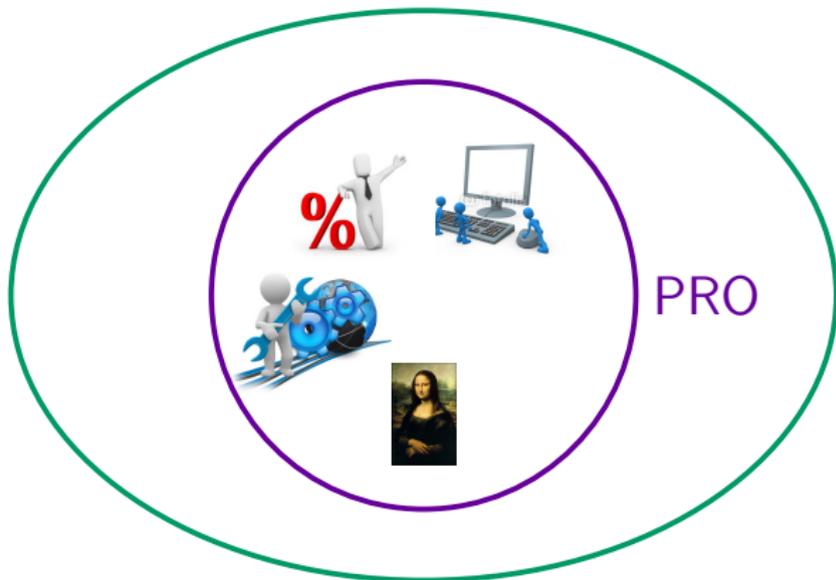


PRO

PageRank

Optimization

- 1 A set of nodes
- 2 Sets of fixed and free edges
- 3 Uniform transition probabilities
- 4 Unit transition costs
- 5 Minimize the expected first return time



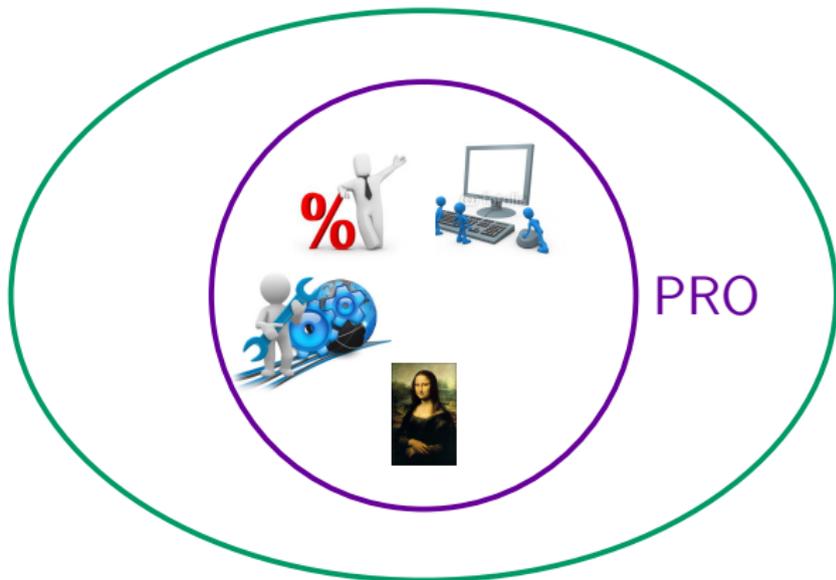
PRO

MDP

Markov

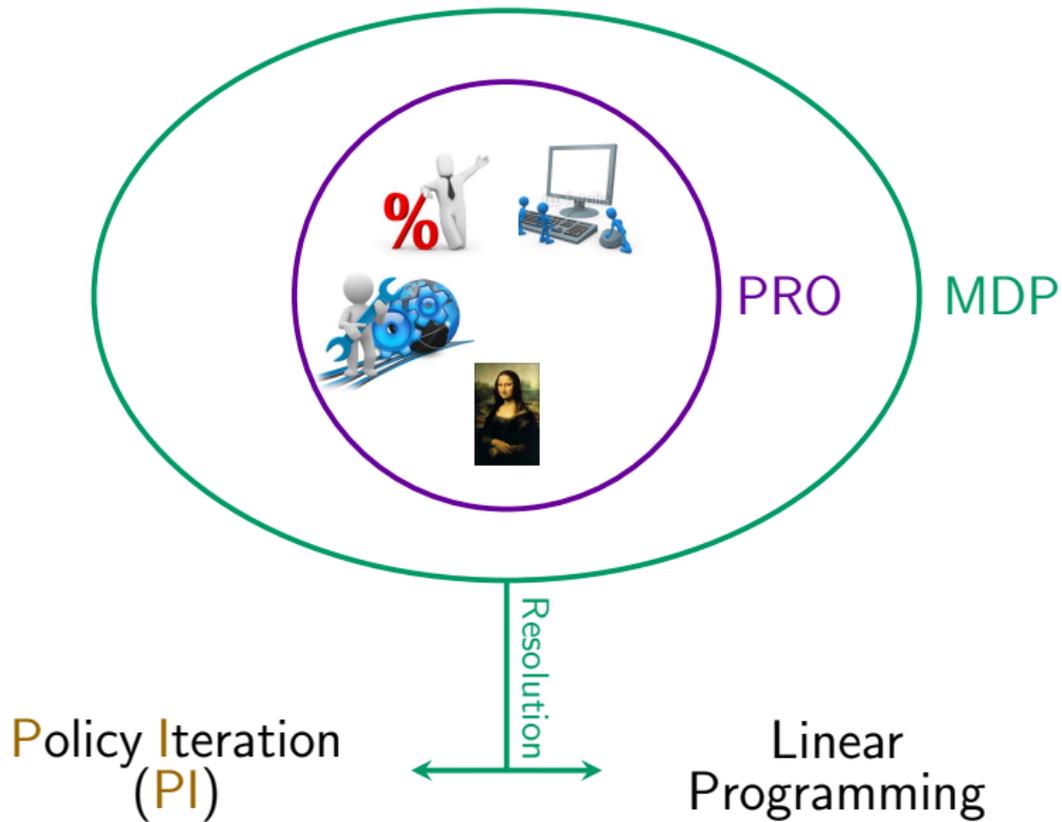
Decision

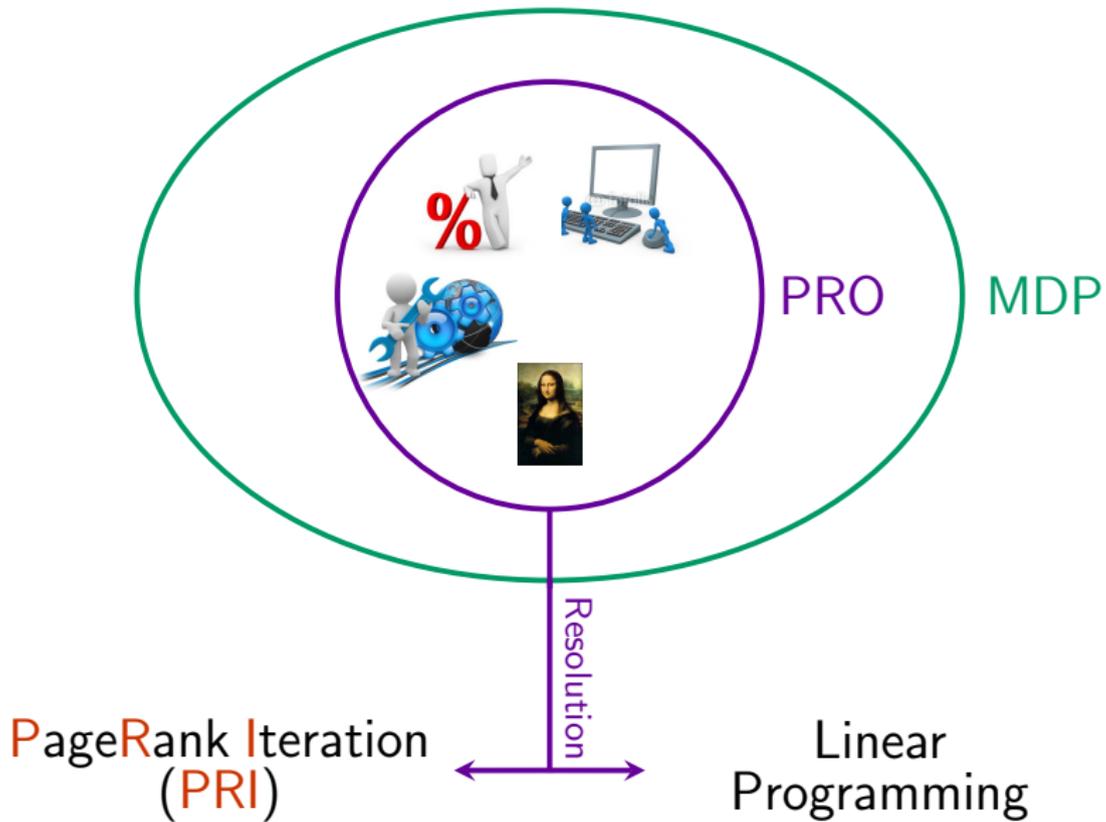
Processes

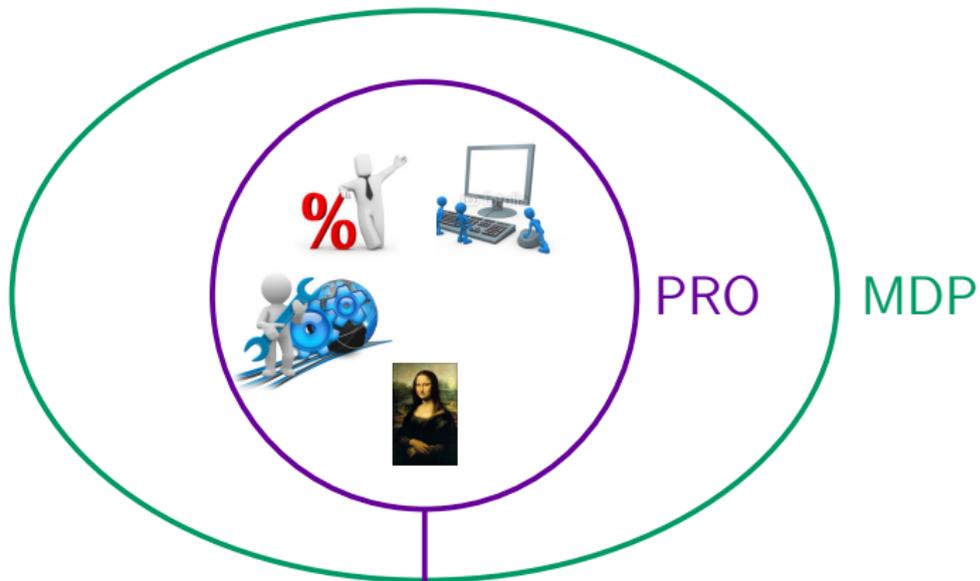


MDP
Markov
Decision
Processes

- 1 A set of **states**
- 2 A set of **actions**
- 3 **Any** transition probabilities
- 4 **Any** transition costs
- 5 Minimize the **expected total-cost**







PageRank Iteration
(PRI)

Resolution

Linear
Programming

PageRank Iteration : how it works

0. Initialize: Choose an *initial policy* π_0 (arbitrarily)

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$$x^{\pi_k} = P^{\pi_k} x^{\pi_k} + 1$$

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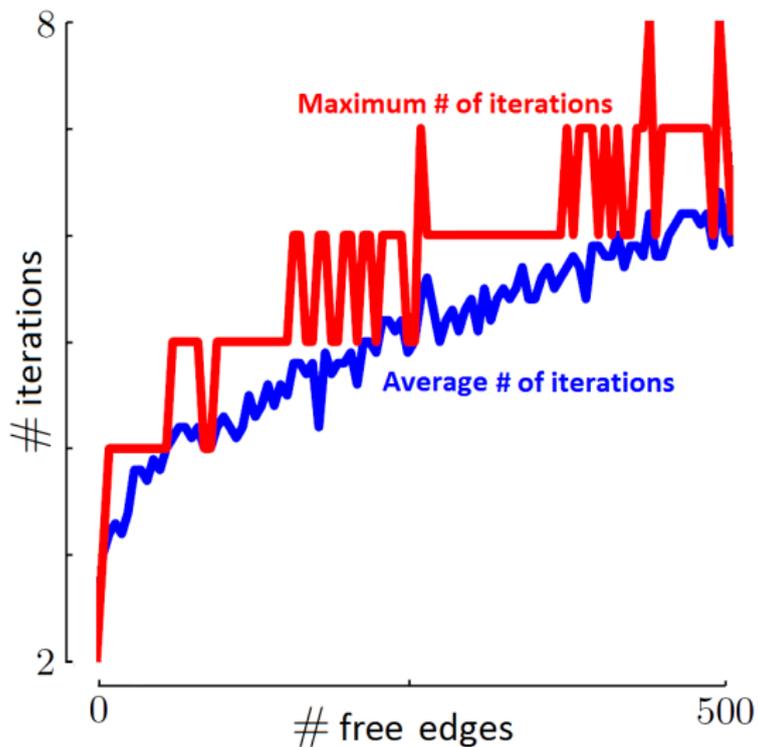
2. Improve π_k : greedily switch all free edges that enhance the first return times such that:

$$P^{\pi_{k+1}} x^{\pi_k} \leq P^{\pi_k} x^{\pi_k}$$

$k \rightarrow k + 1$

end

In practice, PRI converges in a linear number of iterations



In theory, PRI might need an exponential number of iterations to converge

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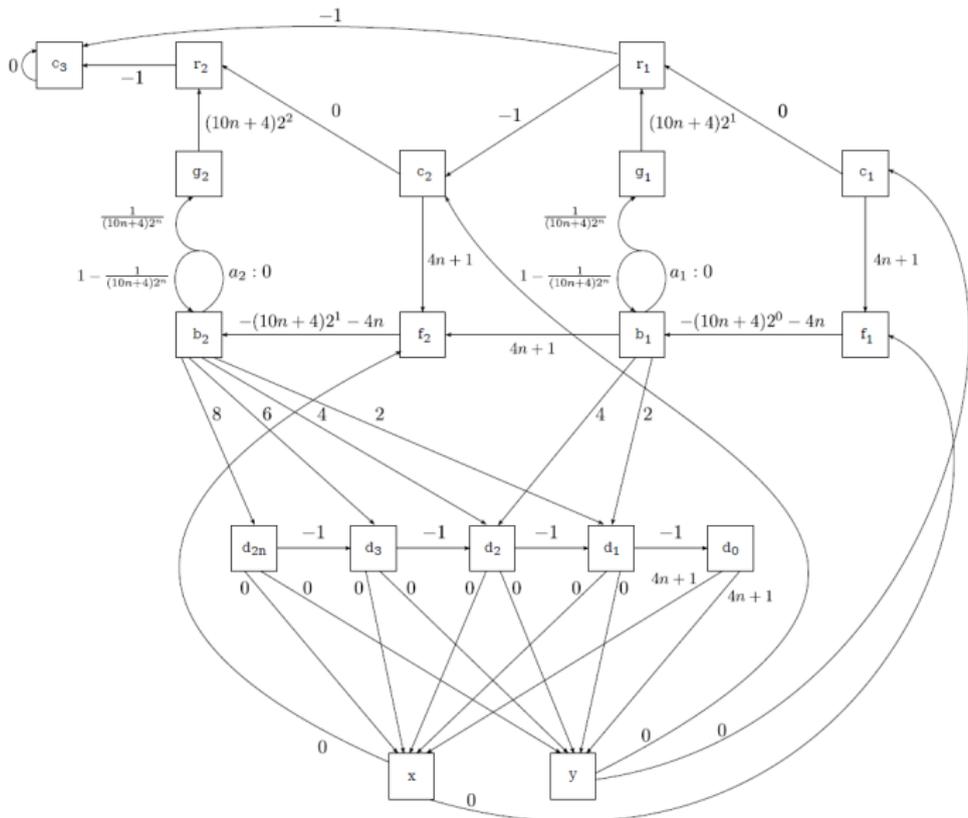
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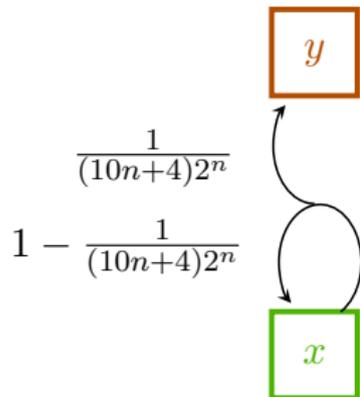
⇒ The answer is *no, but almost...*

Fearnley's example.



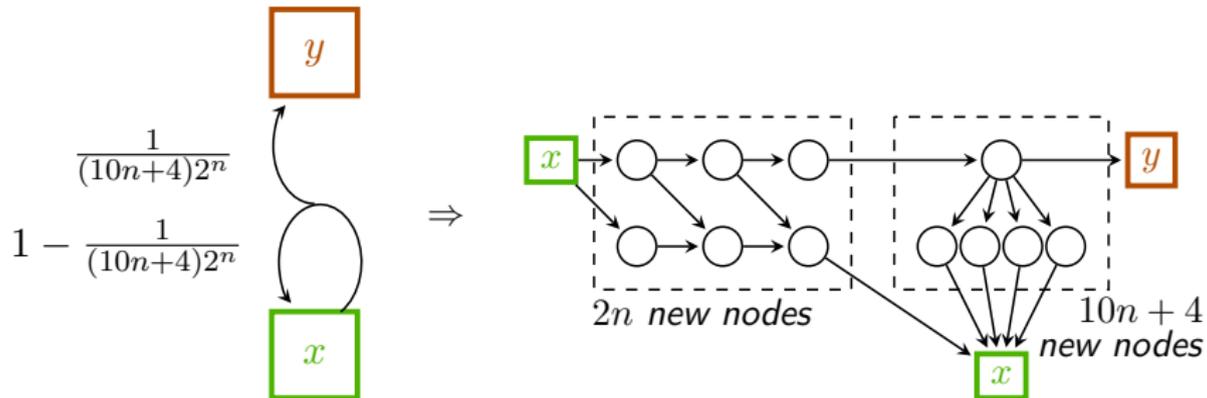
Transform Fearnley's example into a PRO problem.

Small transition probabilities?



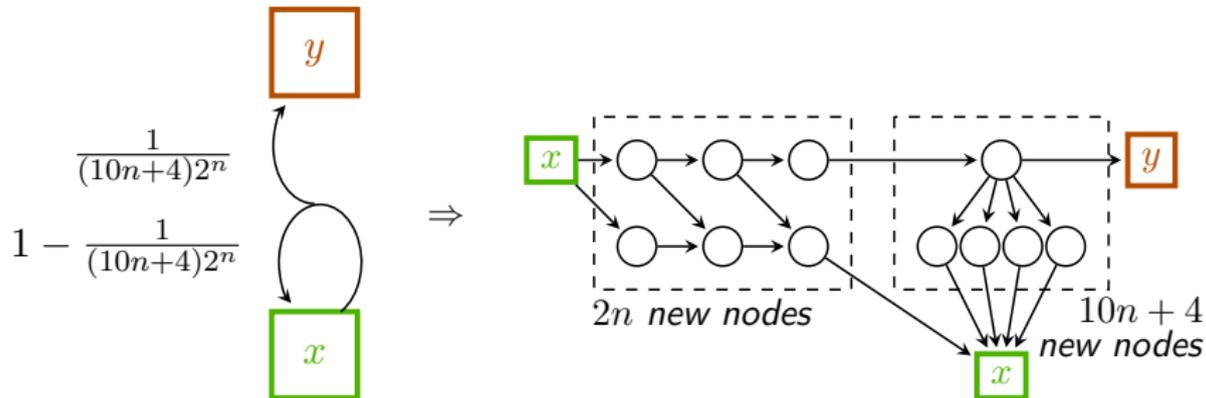
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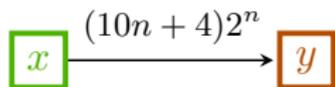
Small transition probabilities?



An exponentially small transition probability can be replaced by a polynomial sized structure with uniform transition probabilities.

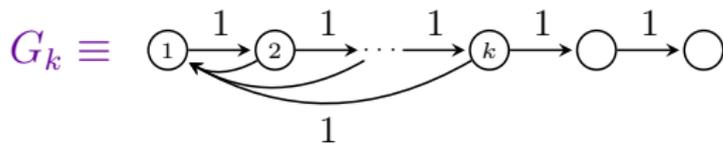
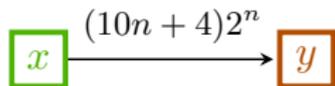
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High costs?



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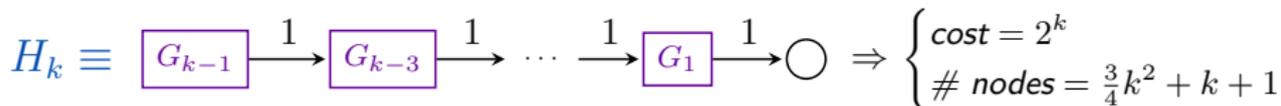
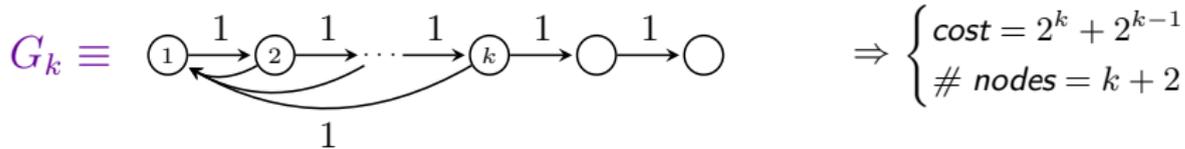
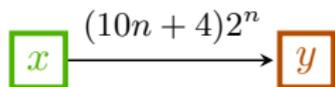
High costs?



$$\Rightarrow \begin{cases} \text{cost} = 2^k + 2^{k-1} \\ \# \text{ nodes} = k + 2 \end{cases}$$

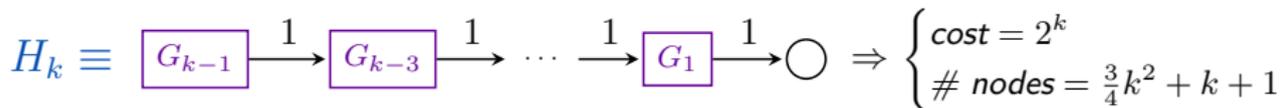
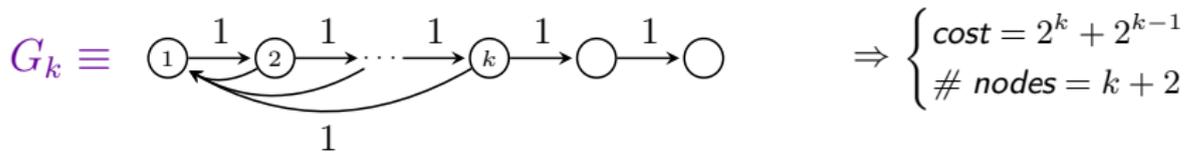
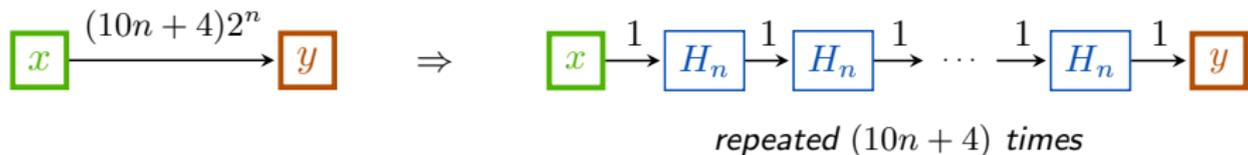
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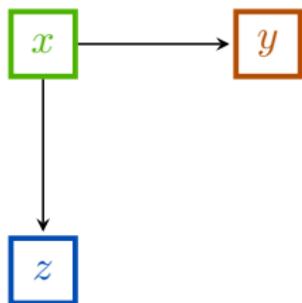
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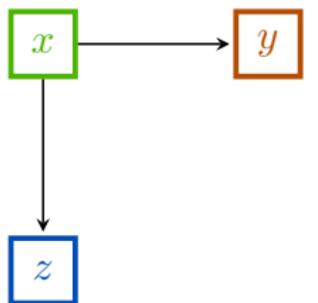
Transform Fearnley's example into a PRO problem.

From actions to free edges?

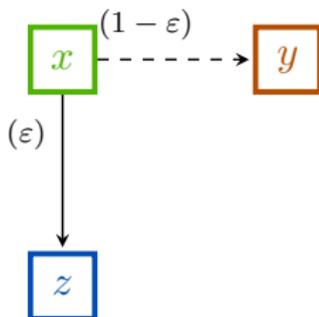


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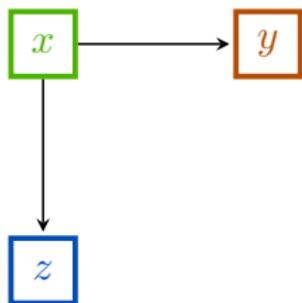


⇓

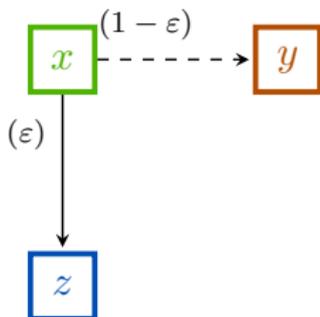


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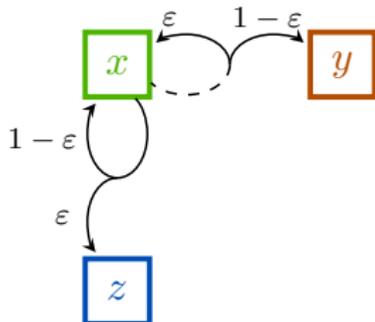
From actions to free edges?



\Downarrow

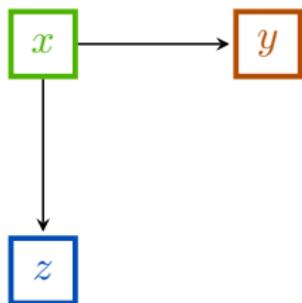


\Rightarrow

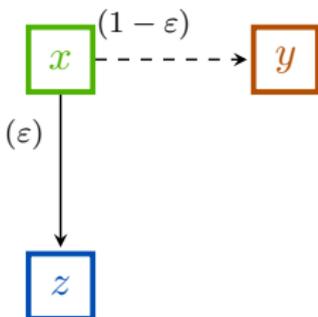


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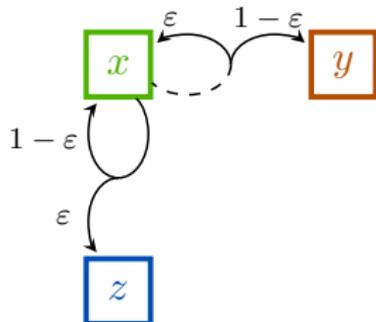
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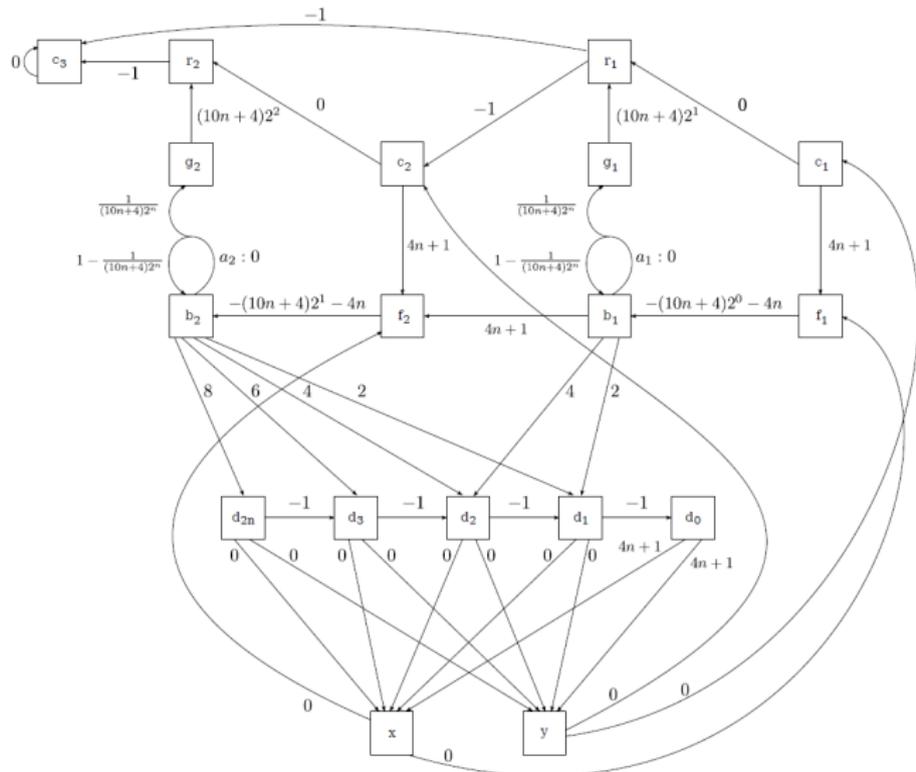
\Rightarrow



It works for some $\epsilon < \frac{1}{2^{O(n^2)}}$

Transform Fearnley's example into a PRO problem.

What about zero and negative costs?



Our main result.

Theorem

If $+1$ and -1 costs are allowed, then there exists an infinite family of PageRank Optimization problems on which the number of iterations that PI takes is lower bounded by an exponential function of the size of the problem.

PRI runs in polynomial time in some particular cases.

- 1 If zapping is included in the problem, then PRI runs in weakly polynomial time.
Google's case!
- 2 If every free edge leaves either the target node or some other node, then PRI runs in strongly polynomial time.
The case of a webmaster with one friend...

Take home messages.

- PageRank Optimization modelizes most problems that consist in **optimizing centrality**.
- PageRank Optimization is **polynomially equivalent to MDPs with only positive costs**, provided some regularity assumptions.
- PageRank Iteration is efficient in practice for solving **large instances**.
- Optimizing PageRank is essentially useful when one seeks to improve the **ranking** and not the absolute value of its PageRank.

Thanks for your attention!

