

PAGE RANKING ALGORITHMS IN INFORMATION RETRIEVA

¹M.Sowmya, ²S.Naga Rekha, ³K.Padmini

¹Department of Computer Science and Engineering, Aurora Engineering College, Hyderabad, Telangana.

²Department of Computer Science and Engineering, Aurora’s Technological & Research Institute, .Hyderabad, Telangana.

³Department of Computer Science and Engineering, Aurora’s Technological & Research Institute, .Hyderabad, Telangana.

Abstract:In order to measure the relative importance of web pages, we propose PageRank, a method for computing a ranking for every web page based on the graph of the web. PageRank has applications in search and browsing estimation.The importance of a Web page is an inherently subjective matter, which depends on the readers interests, knowledge and attitudes. But there is still much that can be said objectively about the relative importance of Web pages. This paper describes Page Rank, a method for rating Web pages objectively and mechanically, effectively measuring the human interest and attention devoted to them. We compare Page Rank to an idealized random Web surfer. We show how to compute Page Rank for large numbers of pages. And, we show how to apply Page Rank to search and to user navigation.Information retrieval (IR) is finding material (usually documents) of an unstructured nature (usually text) that satisfies an information need from within large collections (usually stored on computers).Another feature of information retrieval is that it does not actually fetch documents. It only informs the user on the existence and whereabouts of documents relating to his query.

Keywords: Information Retrieval, Crawling, Selection policy, Re-visit policy, Stemmer, Page Rank algorithm, Inverted index.

I. Introduction

What is Information Retrieval

Information Retrieval is the art of presentation, storage, organization and access to information items. The representation and organization of information should be such a way that the user can access information to meet his information need. The definition of information retrieval according to (Manning et al., 2009) is: Information retrieval (IR) is finding material (usually documents) of an unstructured nature (usually text) that satisfies an information need from within large collections (usually stored on computers).

Another feature of information retrieval is that it does not actually fetch documents. It only informs the user on the existence and whereabouts of documents relating to his query.

Difference between information retrieval and data retrieval

The difference between information retrieval and data retrieval is summarized in the following table.

	Data Retrieval	Information Retrieval
Example	Database Query	WWW Search
Matching	Exact	Partial Match, Best Match
Inference	Deduction	Induction
Model	Deterministic	Probabilistic
Query	Artificial	Natural

Language		
Query Specification	Complete	Incomplete
Items Wanted	Matching	Relevant
Error Response	Sensitive	Insensitive

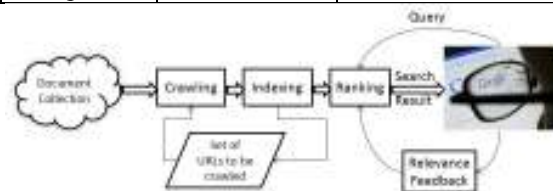


Figure 1.1: Important Processes in Web IR

II. Components of an Information Retrieval System

In this section we describe the components of a basic web information retrieval system. A general information retrieval functions in the following steps. It is shown in Figure 1.1.

1. The system browses the document collection and fetches documents. -Crawling
2. The system builds an index of the documents-Indexing
3. User gives the query
4. The system retrieves documents that are relevant to the query from the index and displays that to the user -Ranking
5. User may give relevance feedback to the search engine- Relevance Feedback.

The goal of any information retrieval system is to satisfy user's information need. Unfortunately, characterization of user information need is not simple. User's often do not know clearly about the information need. Query operations like query expansion, stop word removal etc. are usually done on the query.

Crawling

The web crawler automatically retrieves documents from the web as per some defined strategy. The crawler creates a copy of all the documents it crawls to be processed by the search engine. The crawler starts from a list of URLs (documents) called seed. The crawler visits the URLs, identifies the outgoing hyperlinks there and adds them to the list of URLs (documents) to be visited. This way the crawler traverses the web graph following hyperlinks. It saves a copy of each document it visits.

Selection policy

Selection policy determines which link to crawl first. Generally the web graph is traversed in a breadth first way to avoid being lost at infinite depth. As the number of documents is huge, the selection strategy becomes critical also to select which document to crawl and which documents not to crawl. Generally page importance measures like Page Rank are used as a selection policy.

Re-visit policy

The crawler needs to crawl frequently to keep the search results up-to-date. The revisit policy determines how frequently the crawling process should be restarted. There is a cost associated with an outdated copy of a document. The mostly used cost functions are freshness (is the stored copy outdated?) and age (how old is the stored copy).

There may be two revisit policies:

Uniform policy Revisit all the documents in the collection with same frequency

Proportional policy Revisit documents that change frequently more often

It is interesting to note that proportional policy often incurs more freshness cost. The reason being, pages in the web either keep static or change so frequently that even the proportional policy cannot keep them up to date.

Politeness Policy

Being a bot, crawlers can retrieve documents much faster than humans. This way a crawler can easily overwhelm a website in terms of network resources, server overload etc. and degrade its performance. The politeness policy restricts a crawler so that these things do

not happen. Different approaches in the politeness policy are listed below:

Respect the robot exclusion principle:

Do not crawl the portion of the web page indicated not to be crawled in the robots.txt file.

- Do not create multiple TCP connections with the same server
- Introduce a delay between two subsequent requests

Indexing

The documents crawled by the search engine are stored in an index for efficient retrieval. The documents are first parsed, and then tokenized, stop-word removed and stemmed. After that they are stored in an inverted index. The process is discussed below.

Tokenization

This stem extracts word tokens (index terms) from running text. For example, given a piece of text: "Places to be visited in Delhi" it outputs [places, to, be, visited, in, Delhi].

Stop-word eliminator

Stop-words are those words that do not have any disambiguation power. Common examples of stop words are articles, prepositions etc. In this step, stop words are removed from the list of tokens. For example, given the list of token generated by tokenizer, it strips it down to: [places, visited, Delhi].

Stemmer

The remaining tokens are then stemmed to their root form (e.g. visit → visited). For example, after stemming the list of tokens becomes this: [place, visit, Delhi].

Inverted index

The ordinary index would contain for each document, the index terms within it. But the inverted index stores for each term the list of documents where they appear. The benefit of using an inverted index comes from the fact that in IR we are interested in finding the documents that contain the index terms in the query. So, if we have an inverted index, we do not have to scan through all the documents in collection in search of the term. Often a hash-table is associated with the inverted index so that searching happens in $O(1)$ time.

Inverted index may contain additional information like how many times the term appears in the document, the offset of the term within the document etc.

Example Say there are three documents.

Doc1 Milk is nutritious

Doc2 Bread and milk tastes good

Doc1 Brown bread is better

After stop-word elimination and stemming, the inverted index looks like:

milk	1,2
nutritious	1
bread	2,3
taste	2
good	2
brown	3
better	3

Ranking

When the user gives a query, the index is consulted to get the documents most relevant to the query. The relevant documents are then ranked according to their degree of relevance, importance etc. Ranking is discussed elaborately in the subsequent chapters.

Relevance Feedback

Relevance feedback is one of the classical ways of refining search engine rankings. It works in the following way: Search engine firsts generate an initial set of rankings. Users select the relevant documents within this ranking. Based on the information in the documents a more appropriate ranking is presented (for example, the query may be expanded using the terms contained in the first set of relevant documents).

Sometimes users do not enough domain knowledge to form good queries. But they can select relevant documents from a list of documents on the documents a show to him. For example, when the user fires a query 'matrix', initially documents on both the topics (movie and maths) are retrieved. Then say, the user selects the maths documents as relevant. This feedback can be used to refine the search and retrieve more documents from mathematics domain.

Types of relevance feedback

Explicit User gives feedback to help system to improve.

Implicit User doesn't know he is helping e.g. "similar pages" features in Google.

Pseudo User doesn't do anything! Top 'k' judgments are taken as relevant. Being fully automated it has always this risk that results may drift completely away from the intended document set.

Issues with relevance feedback

The user must have sufficient knowledge to form the initial query.

This does not work too well in cases like: Misspellings, CLIR, and mismatch in user's and document's vocabulary (Burma vs. Myanmar).

Relevant documents has to be similar to each other (they need to cluster) while similarity between relevant and non-relevant documents should be small. That is why this technique does not work too well for inherently disjunctive queries (Pop stars who once worked at Burger King) or generic topics (tigers) who often appear as disjunction of more specific concepts.

Long queries generated may cause long response time.

Users are often reluctant to participate in explicit feedback. [Spink et al. (2000): Only 4% users participate. 70% doesn't go beyond first page.]

In web, click stream data could be used as indirect relevance feedback (discussed in a later chapter: conclusion).

III. Searching the Web: Link Analysis and Anchor Text

In the last chapter we discussed theoretical models of IR and their practical applications. They all share a commonality. All the models rank the documents based on the similarity of them with the query and for doing this they use features from the document only. This approach was suitable for information retrieval from a well-controlled collection of documents like research papers or library catalog. But the scenario in the case of Web Search is substantially different.

Difference between Web IR and Traditional IR

But in the case of ranking of web documents, using features only within the document is not sufficient. One reason is, as the number of documents is very huge in case of web, a large number of documents are often very relevant to the query which cannot be further ranked based only on the internal features of the document.

As the web is growing really fast, the search process must be scalable, algorithms must be efficient and storage should be used properly, queries should be handled quickly (hundreds of thousands per second). In web, thousands of documents would match the query but only the top few are those who count. A Web IR system must avoid junk results at top (Brin and Page, 1998). So, "very high precision is important even at the expense of recall".

The web is a huge set of totally uncontrolled heterogeneous set of documents. There are many languages and many different document formats involved. Anyone can publish anything in the web. Not all documents are of same importance. For example, a random blog and the BBC website cannot be treated in the same way.

Search engines take a very big role in routing traffic towards a webpage. As there is virtually no control over what people can

put on the web, a malicious user may put random interesting words in his page (probably do things to make these terms not easily visible to the visitor) and get a high ranking in any term-frequency based ranking method. Meta fields like “keywords” are often used for this purpose as they are not directly visible. This makes clear that we cannot rely only on the document to get its rank.

In this chapter we discuss two features specific to web that can be exploited to carry on Web IR. One is Link Analysis and another is Anchor Text.

Link Analysis

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Fortunately, web gives us a unique way to measure the importance of a document. In web, documents are often connected using hyperlinks. If a page B has a link to page A, then we say page A has a backlink from page B. We can view back-links as a type of endorsement. The more backlinks a page has, the more important the page is. While a rank in gift wopages has similar relevance to the query, the more important page should be ranked higher. In the next section we formalize the notions.

Web as a graph

Web is a collection of hyperlinked documents. We can view the web as a directed graph where each page¹ is a node and a hyperlink from one page to another is captured by a directed edge

. If page A has a link to page B, then there should be a directed edge from node A to node B. Every page has a number of forward edges (out edges) and backlinks (in edges). Page A has a backlink from page B if there is a hyperlink to page A from page B. Backlink can be viewed as a type of endorsement and the count of backlinks is regarded as a measure of importance of a page. This idea was used earlier in the field of citation analysis.

But deciding the importance of a page based on backlink count pose another problem in terms of link farms. Link farms are a group of web pages that link to each other. In this way any malicious creator of web page can have high backlink count by setting up another number of web pages each having a hyperlink to that page. The algorithm PageRank solves this problem by not only counting the backlinks but also noting the page from which the link is coming from.

PageRank algorithm

PageRank is a link analysis algorithm that estimates the importance of a document by analyzing the link structure of a hyperlinked set of documents. It is named after Larry Page (co-founder of Google).

This simple backlink count was sufficient for well controlled document collection of citation analysis. But in web, there is hardly any control. Millions of pages can be automatically created and linked with each other to manipulate the backlink count (Page et al., 1998). As web consists of conflicting profit making ventures, any evaluation strategy which counts replicable features of web pages is bound to be manipulated.

PageRank extends the idea of backlink by “not counting links from all pages equally, and by normalizing by the number of links on a page.” (Brin and Page, 1998). Here, we assume page A has pages T_1, \dots, T_n which point to it (i.e., are citations). The parameter d is a damping factor which can be set between 0 and 1. We usually set d to 0.85. Also $C(A)$ is defined as the number of links going out of page A (a normalizing factor). The PageRank of a page A is a value in the

$$PR(A) = \frac{1-d}{N} + d \left(\frac{PR(T_1)}{C(T_1)} + \dots + \frac{PR(T_n)}{C(T_n)} \right)$$

Calculation of PageRank

Although the expression for PageRank is a recursive one, it is calculated in an iterative way. At first all the pages are given uniform PageRank (= $1/N$ where N is the number of pages in collection). With every iteration, the PageRank values are approximated by Equation 3.1. After a point of time the process converges.

Disadvantage of PageRank

PageRank favors older pages than newer ones. The older pages are expected to have more number of citations from important pages than a page just introduced. Therefore, page rank should not be used as a stand alone metric. It should be used as a parameter only.

Different Types of Page Ranking Algorithms:

1. The First-In, First-Out (FIFO) Page Replacement Algorithm

Another low-overhead paging algorithm is the FIFO (First-In, First-Out) algorithm. To illustrate how this works, consider a supermarket that has enough shelves to display exactly k different products. One day, some company introduces a new convenience food— instant, freeze-dried, organic yogurt that can be reconstituted in a microwave oven. It is an immediate success, so our finite supermarket has to get rid of one old product in order to stock it.

One possibility is to find the product that the supermarket has been stocking the longest (i.e., something it began selling 120 years ago) and get rid of it on the grounds that

no one is interested any more. In effect, the supermarket maintains a linked list of all the products it currently sells in the order they were introduced. The new one goes on the back of the list; the one at the front of the list is dropped.

As a page replacement algorithm, the same idea is applicable. The operating system maintains a list of all pages currently in memory, with the page at the head of the list the oldest one and the page at the tail the most recent arrival. On a page fault, the page at the head is removed and the new page added to the tail of the list. When applied to stores, FIFO might remove mustache wax, but it might also remove flour, salt, or butter. When applied to computers the same problem arises. For this reason, FIFO in its pure form is rarely used.

2.The Second Chance Page Replacement Algorithm

A simple modification to FIFO that avoids the problem of throwing out a heavily used page is to inspect the *R* bit of the oldest page. If it is 0, the page is both old and unused, so it is replaced immediately. If the *R* bit is 1, the bit is cleared, the page is put onto the end of the list of pages, and its load time is updated as though it had just arrived in memory. Then the search continues.

The operation of this algorithm, called **second chance**, is shown in Fig. -1(a) we see pages *A* through *H* kept on a linked list and sorted by the time they arrived in memory.

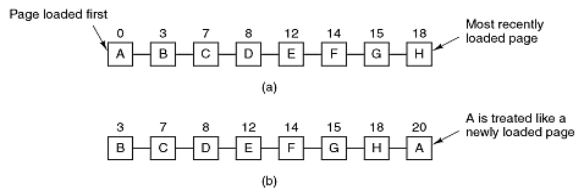


Figure 2.Operation of second chance. (a) Pages sorted in FIFO order. (b) Page list if a page fault occurs at time 20 and A has its *R* bit set. The numbers above the pages are their loading times.

Suppose that a page fault occurs at time 20. The oldest page is *A*, which arrived at time 0, when the process started. If *A* has the *R* bit cleared, it is evicted from memory, either by being written to the disk (if it is dirty), or just abandoned (if it is clean). On the other hand, if the *R* bit is set, *A* is put onto the end of the list and its "load time" is reset to the current time (20). The *R* bit is also cleared. The search for a suitable page continues with *B*.

What second chance is doing is looking for an old page that has not been referenced in the previous clock interval. If all the pages have been referenced, second chance degenerates into pure FIFO. Specifically, imagine that all the pages in Fig. 1-1(a) have their *R* bits set. One by one, the operating system moves the pages to the end of the list, clearing the *R* bit each time it appends a page to the end of

the list. Eventually, it comes back to page *A*, which now has its *R* bit cleared. At this point *A* is evicted. Thus the algorithm always terminates.

3.The Clock Page Replacement Algorithm

Although second chance is a reasonable algorithm, it is unnecessarily inefficient because it is constantly moving pages around on its list. A better approach is to keep all the page frames on a circular list in the form of a clock, as shown in Fig 2. A hand points to the oldest page.

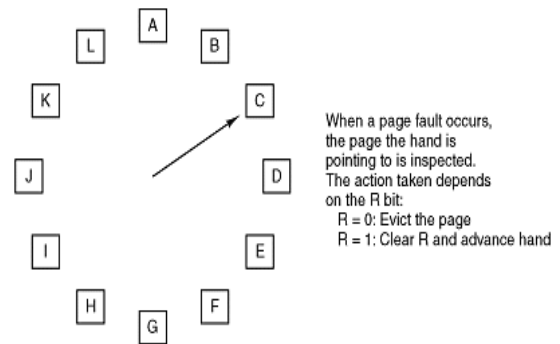


Figure 3.The clock page replacement algorithm.

When a page fault occurs, the page being pointed to by the hand is inspected. If its *R* bit is 0, the page is evicted, the new page is inserted into the clock in its place, and the hand is advanced one position. If *R* is 1, it is cleared and the hand is advanced to the next page. This process is repeated until a page is found with *R* = 0. Not surprisingly, this algorithm is called **clock**. It differs from second chance only in the implementation.

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PAGE RANKING ALGORITHMS IN INFORMATION RETRIEVA

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