

# Finding the Bias and Prestige of Nodes in Networks based on Trust Scores

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- Data Networks (please read as Social Networks)
- Trust and Bias in social platforms

# Trust Networks

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- *Positive* ratings represent trust, friend, etc.
- *Negative* ratings represent mistrust, foe, etc.
- Example
  - P2P networks
  - Epinions rating reviews
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- Example
  - P2P networks
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- Basic question: How to rank nodes?

# Ranking

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- Demands only positive edge weights
- Ranking on a signed graph
  - Eigentrust, Pagetrust
- Solution does not guarantee convergence
- Removes negative weights

# Neutral Ratings

- Neutral ratings are marked with edge weight 0
- Very different from a no-edge
- Consider node A with only 1 negative in-link
- Consider node B with 1 negative in-link and 100 neutral in-links
- Node B has more **prestige** than node A



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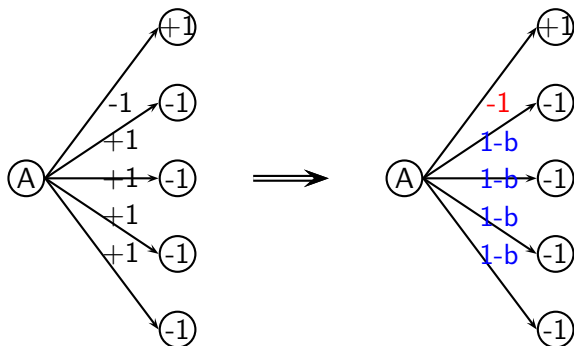
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- Bias is the average difference of the weight that a node assigns to another to the actual rating of that other node
- Thus, deserve is the expected weight of an incoming edge coming from an unbiased node
- How to identify and remove bias from nodes?

## Removing Bias

- If a node weights another node which has negative rating positively, then it is positively biased
- Thus, the amount of this positive bias should be removed from the positive edge weights
- However, if this node weights some other negatively, then nothing should be done to that edge weight



# Effect of Bias

- An auxiliary variable to capture the **effect** of bias

$$X_{kj} = \begin{cases} 0 & \text{if } (\textit{bias}(k) \times w_{kj}) \leq 0 \\ |\textit{bias}(k)| & \text{otherwise} \end{cases}$$

- If edge weight and bias are oppositely signed, then no correction is needed
- Otherwise, the amount of bias needs to be corrected

$$w'_{kj} = w_{kj}(1 - X_{kj})$$

# Formulae for Bias and Deserve

- Bias of a node  $i$  is defined in terms of deserve of all its neighbours  $j$ , i.e., where  $ij$  is an edge

$$bias(i) = \frac{1}{2|d^o(i)|} \sum_{j \in d^o(i)} (w_{ij} - deserve(j))$$



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- Deserve of a node  $j$  is defined in terms of (corrected) edge weights of all its neighbours  $i$ , i.e., where  $ij$  is an edge

$$deserve(j) = \frac{1}{|d^i(j)|} \sum_{k \in d^i(j)} (w_{kj}(1 - X_{kj}))$$

# Computing Bias and Deserve

- Iterative algorithm
- Start with random values of deserve
- Compute bias using these
- In next iteration, update deserve
- Then update bias again
- So on

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- So, if error tolerance is  $\epsilon$ , the number of iterations needed is only **logarithmic**, i.e.,  $\log_2(1/\epsilon)$
- Running time needed per iteration is  $O(m)$  for a graph with  $m$  edges

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THANK YOU!