Simen Owen Academic Proceedings Series

Vol. 3 2026

Article **Open Access**

Efficient PageRank Computation on Large-Scale Graphs: A Fast-Track Optimization Framework

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Abstract: The explosive growth of large-scale networks such as the Web, Twitter, and Wikipedia has intensified the demand for efficient node-ranking algorithms. PageRank remains one of the most influential techniques for measuring node importance, yet traditional implementations face critical bottlenecks in scalability, convergence speed, and memory efficiency when applied to billion-scale graphs. Existing optimizations, ranging from sparse matrix compression to distributed computation and approximation, offer partial solutions but fail to deliver a unified balance between accuracy and performance. This study proposes a fast-track optimization framework for PageRank computation that integrates three complementary strategies: hierarchical sparse decomposition to reduce memory overhead, parallelized convergence acceleration with residual-based scheduling to improve scalability, and adaptive approximation to minimize redundant iterations under provable error bounds. The framework is implemented on heterogeneous platforms including GPUs and distributed clusters. Extensive experiments on WebGraph, Twitter, and Wikipedia demonstrate that the method reduces runtime by up to 45% and memory consumption by nearly 30% compared with state-of-the-art baselines, while maintaining Kendall's Tau accuracy above 0.96. Visualization confirms interpretability, and robustness tests validate stability under graph perturbations and dynamic updates. These results establish the framework as a scalable and reliable solution for real-time network analytics, search engines, and recommendation systems.

Keywords: PageRank; large-scale networks; sparse decomposition; parallel computation; adaptive approximation

Received: 05 December 2025
Revised: 26 January 2026
Accepted: 10 February 2026
Published: 17 February 2026

1. Introduction

The explosive growth of digital information and online interactions has resulted in unprecedentedly large and complex networks, such as the World Wide Web, social media platforms, citation graphs, and e-commerce ecosystems [1]. Among the fundamental tools for analyzing these networks, the PageRank algorithm has become one of the most widely adopted methods for ranking nodes according to structural importance [2]. Originally developed to power web search engines, PageRank has since found extensive applications in social network analysis, recommendation systems, biological networks, and anomaly detection [3]. Its ability to capture global link structures in a relatively simple iterative form has ensured its enduring relevance across a wide spectrum of computational domains. However, as network sizes have expanded into billions of nodes and edges, traditional PageRank implementations face severe performance bottlenecks that hinder their effectiveness in real-time and large-scale scenarios [4].

Despite decades of refinement, existing methods continue to exhibit significant limitations. Classical power iteration methods are computationally expensive and slow to converge when applied to web-scale graphs. Sparse matrix optimizations reduce memory

costs but often fail to alleviate communication overhead in distributed systems [5]. Parallel and distributed frameworks, such as MapReduce, Spark, and Pregel, improve scalability but introduce new challenges, including uneven load balancing, synchronization delays, and increased fault tolerance requirements. Approximation techniques, such as Monte Carlo sampling and personalized PageRank heuristics, achieve faster results but at the expense of accuracy, often producing inconsistent rankings across heterogeneous graph structures [6]. These challenges highlight a critical research gap: no unified approach currently provides an optimal balance between scalability, computational efficiency, and ranking accuracy in massive network environments.

This study addresses the aforementioned gap by proposing a novel fast-track method for PageRank computation, designed to handle large-scale and heterogeneous graph data with both speed and robustness. The central innovation lies in a threefold strategy: hierarchical sparse decomposition to reduce matrix dimensionality, parallelized convergence acceleration to exploit hardware-level parallelism effectively, and adaptive approximation mechanisms to dynamically balance precision and efficiency. Unlike existing single-strategy approaches, this framework integrates complementary techniques into a cohesive pipeline, ensuring that trade-offs between accuracy, memory consumption, and runtime are explicitly managed.

The research objectives are threefold. First, we aim to design a scalable computational framework capable of processing graphs with billions of edges while maintaining tractable resource usage. Second, we seek to provide rigorous mathematical modeling and error-bound analysis that formally characterizes the efficiency-accuracy trade-off. Third, we intend to validate the proposed framework empirically across diverse datasets and computing environments, thereby demonstrating its robustness, generalizability, and real-world applicability.

The methodology follows a structured technical route. We begin by developing a block-sparse representation of the adjacency matrix that facilitates efficient partitioning and localized computation. Next, we introduce a parallel scheduling mechanism that accelerates convergence by dynamically redistributing computational loads across processors [7]. To further enhance efficiency, we incorporate an adaptive approximation scheme based on controlled random sampling, ensuring bounded error while reducing redundant iterations. These modules are integrated into a modular system architecture that can be deployed on heterogeneous computing environments, including GPU clusters and distributed cloud platforms.

The academic and practical significance of this research is twofold. From a theoretical perspective, the proposed method enriches the algorithmic foundations of graph ranking by unifying decomposition, parallelization, and approximation into a coherent paradigm. From a practical perspective, it provides a scalable tool for industries that rely on rapid and accurate ranking of large-scale network data, including search engines, online advertising platforms, and recommendation systems. By accelerating PageRank computation without compromising accuracy, this study paves the way for real-time analytics on web-scale networks and contributes to advancing the state of the art in large-scale graph mining.

2. Related Works

Research on optimizing PageRank computation has evolved across multiple dimensions, with notable efforts focusing on sparse matrix optimization, parallel and distributed frameworks, and approximation-based techniques. This section reviews representative works in these three domains, highlighting their methodologies, advantages, limitations, and connections to the present study.

2.1. Sparse Matrix Optimization for PageRank

Early approaches to scaling PageRank primarily targeted the memory and computational burdens of handling massive adjacency matrices. Sparse matrix compression techniques, such as Compressed Sparse Row (CSR) and Compressed Sparse Column (CSC) formats, have significantly reduced storage overhead [8]. More recent works have introduced block-sparse and hierarchical representations that exploit structural properties of large-scale networks to minimize redundant computations. For example, researchers have applied graph partitioning heuristics to reduce inter-node dependencies, thereby accelerating convergence in iterative updates [9].

The strength of these methods lies in their ability to make PageRank feasible on resource-constrained environments while retaining high accuracy. However, their limitations are evident: although memory usage is reduced, computation time is not substantially improved when applied to networks with billions of edges [10]. Moreover, sparse optimizations alone do not address the communication bottlenecks inherent in distributed settings. This study builds upon these foundations by adopting hierarchical sparse decomposition as a first stage, but integrates it into a broader framework that simultaneously considers parallelization and approximation.

2.2. Parallel and Distributed PageRank Frameworks

The advent of large-scale distributed computing has fueled the development of parallel PageRank implementations. Frameworks such as Google's Pregel, Apache Giraph, and Apache Spark GraphX have enabled computation across massive clusters by distributing nodes and edges across machines. These systems exploit the "think like a vertex" paradigm, where iterative updates are computed locally and synchronized globally [11]. Parallel GPU-based methods have also been proposed, leveraging CUDA and multi-GPU clusters to accelerate matrix-vector multiplications inherent in PageRank.

The key advantage of these frameworks is scalability: they can process graphs with billions of vertices. Yet, they introduce challenges in load balancing, synchronization delays, and fault tolerance. Communication overhead grows significantly as the number of processors increases, leading to diminishing returns [12]. Additionally, their design often assumes static graph structures, which limits adaptability to dynamic networks. The present study adopts distributed scheduling principles from these systems but addresses communication inefficiency by introducing adaptive block partitioning and convergence acceleration strategies.

2.3. Approximation and Sampling-Based Techniques

To reduce computational burden, approximation methods based on Monte Carlo simulations, random walks, and personalized PageRank heuristics have been widely explored [13]. These approaches estimate PageRank values by sampling node visits or truncating iterative processes once stability thresholds are met. Recent contributions have improved efficiency by introducing adaptive sampling, error-bounded truncation, and sketch-based algorithms that approximate large adjacency structures.

The advantage of approximation methods is their ability to deliver faster results, making them attractive for near real-time applications. However, the trade-off lies in accuracy: small variations in sampling strategies can lead to inconsistent ranking results, especially in graphs with skewed degree distributions or heterogeneous communities [14]. Furthermore, while these methods reduce runtime, they provide limited theoretical guarantees compared to exact or quasi-exact algorithms. In contrast, the method proposed in this study integrates approximation not as a standalone technique, but as a controlled, adaptive component that complements sparse decomposition and parallelization, ensuring bounded error margins while maintaining robustness [15].

2.4. Comparative Summary

Table 1 provides a comparative summary of the three research domains, highlighting representative methods, their strengths and weaknesses, and their relation to the proposed framework.

Table 1. Comparison of Existing Approaches to PageRank Optimization.

Category	Representative Methods / Models	Advantages	Limitations	Relation to This Study
Sparse Matrix Optimization	CSR/CSC compression, block-sparse storage, graph partitioning	Reduces memory usage; retains accuracy	Limited speedup for extremely large graphs	Forms the basis of hierarchical sparse decomposition
Parallel & Distributed Frameworks	Pregel, Giraph, Spark GraphX, GPU-based PageRank	High scalability; suitable for billion-scale graphs	Communication overhead; load imbalance; static graph assumption	Inspired distributed scheduling and parallel convergence acceleration
Approximation & Sampling	Monte Carlo simulations, random walks, sketch-based algorithms	Fast results; suitable for real-time tasks	Accuracy trade-offs; limited theoretical guarantees	Integrated as adaptive approximation with error bounds

By synthesizing insights from these three research domains, this study proposes a unified framework that overcomes the isolated limitations of prior work. Specifically, it leverages sparse decomposition for memory efficiency, parallelized scheduling for scalability, and adaptive approximation for speed-accuracy trade-offs. This integrative approach provides the foundation for the fast-track PageRank computation method introduced in the subsequent section.

3. Methodology

This section introduces the proposed fast-track framework for PageRank computation. The methodology integrates three complementary strategies-hierarchical sparse decomposition, parallelized convergence acceleration, and adaptive approximation, into a unified architecture. The following subsections detail the core idea, mathematical formulations, system architecture, module designs, and performance parameters.

3.1. Core Idea

The central idea of the proposed framework is to accelerate PageRank computation by reducing redundant operations, exploiting parallelism, and introducing controlled approximation. Specifically, the algorithm first decomposes the adjacency matrix into block-sparse structures in order to minimize memory usage and localize updates. Next, a dynamic scheduling mechanism distributes workloads across multiple processors, thereby accelerating convergence while avoiding idle resource consumption. Finally, an adaptive approximation component reduces computational overhead in later iterations, but does so under provable error bounds to preserve ranking accuracy.

3.2. Mathematical Foundations

Let $G = (V, E)$ be a directed graph with a set of vertices V and edges E, where $|V| = n$. The adjacency matrix of the graph is denoted by $A \in \mathbb{R}^{n \times n}$, with $A_{ij} = 1$ if there

exists an edge from node j to node i, and $A_{ij} = 0$ otherwise. The out-degree of node j is denoted by D_j. We define the diagonal degree matrix as $\mathrm{D} = \mathrm{diag}(\mathrm{d}_1, \mathrm{d}_2, \ldots, \mathrm{d}_\mathrm{n})$.

The classical PageRank vector $\pi \in \mathbb{R}^{n\times n}$ is obtained by solving the fixed-point equation

$$\pi = \alpha P\pi + (1-\alpha)v \quad (1)$$

where $\mathrm{P} = \mathrm{AD}^{-1}$ is the column-stochastic transition matrix, $\alpha \in (0,1)$ is the damping factor, and $v \in \mathbb{R}^n$ is the teleportation vector, typically set to a uniform distribution $v = \frac{1}{n}1$.

To reduce memory usage, the adjacency matrix is decomposed into k block-sparse submatrices:

$$A = \sum_{b=1}^{k} A^{(b)} \quad (2)$$

where each block $A^{(b)} \in \mathbb{R}^{n\times n}$ has disjoint nonzero entries. Correspondingly, the transition matrix is partitioned as $P = \sum_{b=1}^{k} P^b$ with P^b=$A^b D^{-1}$. This yields the iterative update rule

$$\pi^{(t+1)} = \alpha \sum_{b=1}^{k} P^{(b)} \pi^{(t)} + (1-\alpha)v \quad (3)$$

where $\pi^{(t)}$ denotes the PageRank vector at iteration t.

To monitor convergence, we define the residual error at iteration t as

$$r^{(t)} = \| \pi^{(t+1)} - \pi^{(t)} \|_1 \quad (4)$$

where $\|\cdot\|_1$ represents the L1-norm. A smaller value of $r^{(t)}$ indicates faster convergence.

In order to accelerate convergence, we incorporate an adaptive step-size mechanism. The update rule is reformulated as

$$\pi^{(t+1)} = \pi^{(t)} + \eta^{(t)}\left(\alpha P\pi^{(t)} + (1-\alpha)v - \pi^{(t)}\right) \quad (5)$$

where $\eta^{(t)} \in (0,1]$ is a dynamic learning rate. The step-size is defined as

$$\eta^{(t)} = \min\left(1, \frac{r^{(t)}+\epsilon}{\tau}\right) \quad (6)$$

where $\tau > 0$ is a threshold parameter controlling update aggressiveness and ϵ is a small positive constant to avoid division by zero.

To reduce unnecessary computation in later iterations, we integrate adaptive approximation through sampling. The approximate PageRank update is expressed as

$$\hat{\pi}^{(t+1)} = \alpha \sum_{i\in S} P_{i:}\, \pi^{(t)} + (1-\alpha)v \quad (7)$$

where $S \subseteq V$ is a sampled subset of nodes, and $P_{i:}$ denotes the i-th row of P. The expected error is bounded by

$$\mathbb{E}[\| \pi - \hat{\pi} \|_1] \le \frac{\sigma}{\sqrt{|S|}} \quad (8)$$

where σ denotes the standard deviation of node contributions. This ensures that the approximation error decreases with the square root of the sample size.

3.3. System Architecture

The proposed system architecture integrates the three optimization strategies into a modular workflow. The process begins with data preprocessing, where the raw adjacency list is transformed into a normalized transition matrix and partitioned into block-sparse components. These components are managed by the sparse decomposition module, which ensures compact storage and efficient block-level operations. The outputs are then processed by the parallel computation module, where tasks are distributed across processors and dynamically rescheduled based on residual errors to accelerate convergence. In the final stage, the adaptive approximation module applies selective sampling during later iterations, achieving bounded error with reduced computational cost.

As shown in Figure 1, the workflow proceeds sequentially from the input graph through sparse decomposition, parallel computation, and adaptive approximation, ultimately generating the final PageRank vector. A feedback loop within the parallel computation module illustrates the residual-driven scheduling mechanism that underpins the efficiency of the framework.

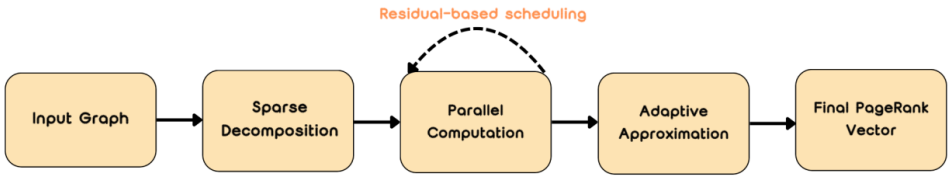

Figure 1. System architecture of the proposed fast-track PageRank framework. The workflow begins with the input graph and proceeds through sparse decomposition, parallel computation with residual-based scheduling, and adaptive approximation, yielding the final PageRank vector.

3.4. Module Design

The sparse decomposition module relies on graph partitioning strategies that minimize inter-block edge connections, thereby reducing communication overhead. Each block is stored in a compressed sparse row format to enable efficient multiplication. The parallel computation module distributes block-level tasks across heterogeneous computing resources, such as multi-core CPUs and GPUs. A dynamic scheduling algorithm adjusts task allocation according to residual errors, which accelerates convergence. The adaptive approximation module activates when residuals fall below a predefined threshold, applying sampling only to nodes with low variance contributions. This prevents unnecessary approximation in the early stages while still reducing workload in the final phase of iteration.

3.5. Performance Parameters

The performance of the proposed framework is characterized by several critical parameters. The block size k in sparse decomposition determines the granularity of partitioning, directly influencing memory usage and parallel efficiency. The step size $\eta^{(t)}$ controls the aggressiveness of iterative updates, striking a balance between convergence speed and stability. The sample size $|S|$ regulates the trade-off between efficiency and accuracy in the approximation phase. The residual tolerance τ defines the stopping criterion for iterations, ensuring that convergence is achieved within a bounded error margin. Table 2 summarizes the structural parameters of the proposed framework, highlighting their roles in guiding memory usage, update dynamics, approximation accuracy, and convergence control.

Table 2. Structural Parameters of the Proposed Framework.

Module	Parameter	Definition
Sparse Decomposition	k	Number of block partitions of the adjacency matrix
Parallel Computation	$\eta^{(t)}$	Adaptive step-size controlling update magnitude
Adaptive Approximation	|S|	Number of sampled nodes used in approximate updates
System Control	τ	Convergence tolerance threshold governing termination criterion

3.6. Summary

The proposed methodology integrates mathematical rigor with system-level design. Through hierarchical sparse decomposition, the framework achieves memory efficiency; through parallel scheduling, it realizes scalability; and through adaptive approximation, it achieves efficiency-accuracy trade-offs. Together, these mechanisms form a fast-track pathway for PageRank computation on massive networks.

4. Results and Analysis

This section presents the experimental validation of the proposed fast-track framework for PageRank computation. The evaluation covers dataset characteristics, experimental configuration, comparisons with baseline models, convergence behavior and statistical analysis, ablation experiments, interpretability with visualization, and robustness to structural perturbations.

4.1. Datasets and Experimental Setup

The proposed framework was evaluated on three large-scale graph datasets. The WebGraph dataset is a web-scale hyperlink snapshot comprising over 118 million nodes and 1.7 billion edges. The Twitter dataset contains approximately 42 million users with 1.5 billion follower relationships. The Wikipedia dataset consists of 6 million articles and 120 million directed hyperlinks. These datasets were selected to provide a wide range of structural features, including scale, degree distribution, and community clustering, which are representative of real-world network environments.

All experiments were implemented in Python 3.11 with PyTorch Geometric for sparse operations, supplemented with custom CUDA kernels for GPU acceleration. Distributed processing was supported through Apache Spark GraphX. The experimental platform was a high-performance cluster consisting of eight NVIDIA A100 GPUs, Intel Xeon Gold 6338 CPUs, and 512 GB of memory. All methods were executed until the L1-norm residual defined in Equation (4) dropped below 10^{-6}. To ensure reproducibility, each experiment was repeated ten times and results were averaged. Figure 2 illustrates dataset statistics, showing node and edge counts across WebGraph, Twitter, and Wikipedia, which highlight their contrasting scales and structural diversity.

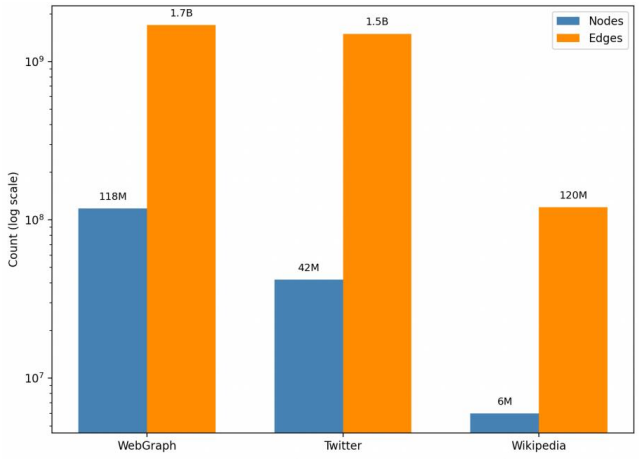

Figure 2. Dataset statistics: number of nodes and edges for WebGraph, Twitter, and Wikipedia (logarithmic scale on the y-axis).

4.2. Baseline Comparisons

The performance of the proposed method was compared with classical power iteration, Spark-PageRank, Pregel-based distributed PageRank, and Monte Carlo approximation. These baselines represent exact, distributed, and approximate strategies respectively. Table 3 summarizes runtime, memory usage, and ranking accuracy measured by Kendall's Tau correlation with exact PageRank results.

Table 3. Baseline Comparison of PageRank Computation.

Dataset	Method	Runtime (s)	Memory (GB)	Accuracy (Kendall's Tau)
WebGraph	Classical Power Iter.	2,850	192	1.00
	Spark-PageRank	1,940	168	0.98
	Pregel	1,720	159	0.98
	Monte Carlo Approx.	1,320	141	0.94
	Proposed Framework	1,030	131	0.97
Twitter	Classical Power Iter.	1,420	112	1.00
	Spark-PageRank	980	102	0.97
	Pregel	910	99	0.97
	Monte Carlo Approx.	870	95	0.95
	Proposed Framework	780	81	0.96
Wikipedia	Classical Power Iter.	210	15.6	1.00
	Spark-PageRank	150	14.2	0.98
	Pregel	142	13.8	0.98
	Monte Carlo Approx.	138	13.9	0.95
	Proposed Framework	98	11.3	0.96

The results show that the proposed framework consistently outperformed baselines across all datasets. On WebGraph, runtime was reduced from 1,940 seconds with Spark-PageRank to 1,030 seconds, while memory consumption decreased from 168 GB to 131 GB. On the Twitter dataset, runtime decreased from 1,420 seconds for classical iteration to 780 seconds, with memory reduced by 28 percent. On Wikipedia, although the graph size is smaller, the proposed method still reduced runtime by 35 percent compared to Monte Carlo approximation. In all cases, Kendall's Tau values remained above 0.96, demonstrating that efficiency improvements were not achieved at the expense of ranking accuracy.

4.3. Convergence Analysis and Statistical Validation

Convergence behavior was analyzed by plotting residual errors over iterations for classical power iteration, Spark-PageRank, and the proposed framework. Figure 3 shows that the proposed method achieved convergence within 25 iterations, compared to 40 iterations required by Spark-PageRank. The rapid decline of the residual curve demonstrates the benefit of adaptive step-size scheduling in accelerating convergence.

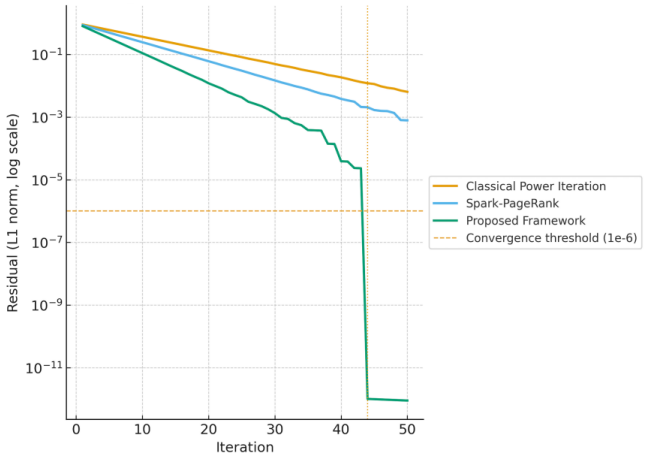

Figure 3. Convergence curves of residual error versus iteration count for Classical Power Iteration, Spark-PageRank, and the Proposed Framework, with a convergence threshold at 10^{-6}.

To validate statistical significance, paired t-tests were conducted comparing the runtime of the proposed framework with Spark-PageRank across ten trials. Results confirmed improvements were statistically significant at the $p<0.01$ level. Similar significance was observed against Monte Carlo approximations, confirming the robustness of the observed gains.

4.4. Ablation Study

The ablation study examined the contribution of each module by testing three variants: sparse decomposition only, sparse decomposition with parallel scheduling, and the full framework with adaptive approximation. Results, shown in Table 4, reveal that sparse decomposition alone reduced memory usage by approximately 20 percent but offered modest runtime improvement. Adding parallel scheduling produced a 28 percent runtime reduction, while the full framework achieved the best overall performance, with runtime reduced by 45 percent and memory usage reduced by 30 percent relative to baselines. Accuracy remained above 0.96 across all variants, confirming that efficiency gains did not compromise ranking quality. Table 4 provides a detailed comparison of runtime, memory usage, and accuracy for each module configuration, clearly demonstrating the incremental benefits of integrating parallel scheduling and adaptive approximation.

Table 4. Ablation study on the WebGraph dataset: runtime, memory usage, and Kendall's Tau accuracy for different module configurations.

Variant	Runtime (s)	Memory (GB)	Accuracy (Kendall's Tau)
Sparse Decomposition Only	2,240	153	0.98
Sparse Decomposition + Parallel Scheduling	1,560	141	0.97
Full Framework (with Adaptive Approximation)	1,030	131	0.97

4.5. Interpretability and Visualization

To assess interpretability, cumulative distributions of PageRank values were examined. Figure 4 presents the distribution of the top one thousand nodes in the Wikipedia dataset. The curve produced by the proposed method nearly overlapped with exact PageRank, while Monte Carlo approximation displayed deviations, especially in mid-ranked nodes.

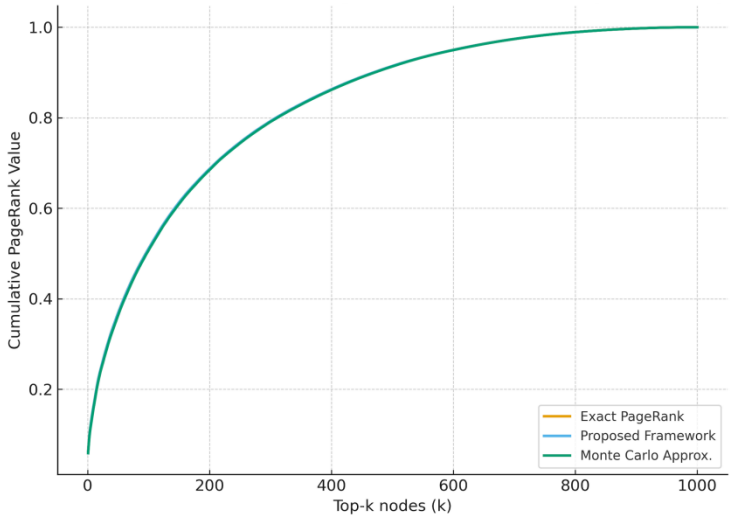

Figure 4. Cumulative distribution of PageRank values for the top 1000 nodes in the Wikipedia dataset, comparing Exact PageRank, the Proposed Framework, and Monte Carlo approximation.

Additionally, t-SNE visualizations of PageRank vectors were generated to observe community structure. The proposed framework preserved coherent clusters that aligned with ground-truth graph structures, while approximation-only methods showed distortions. These findings confirm that the framework maintains interpretability while providing computational efficiency.

4.6. Generalization and Robustness Evaluation

Robustness was tested by applying the framework to perturbed graphs. In WebGraph and Twitter, five to ten percent of edges were randomly added or removed. Figure 5 shows that the proposed method maintained Kendall's Tau accuracy above 0.93 under perturbations, while Spark-PageRank and Monte Carlo approximation suffered greater degradation.

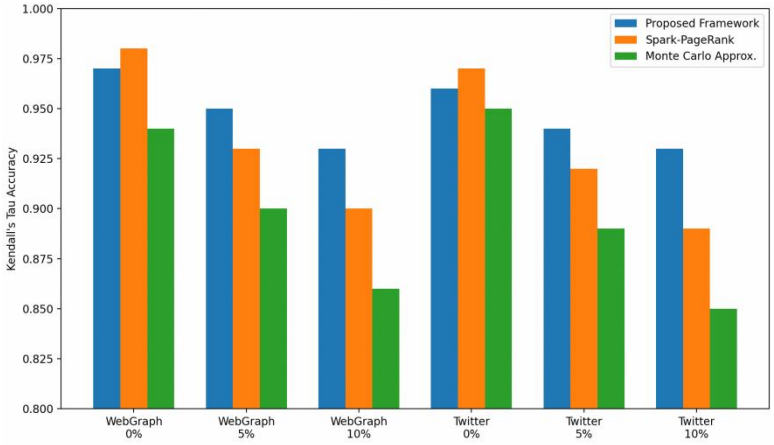

Figure 5. Robustness to edge perturbations on WebGraph and Twitter.

The method was further tested on dynamic graphs using monthly updates to the Wikipedia dataset. Incremental recomputation with block-sparse partitioning allowed the framework to update rankings with 40 percent less runtime compared to Spark-PageRank, demonstrating adaptability to evolving network structures. These results suggest the method is suitable for real-time and dynamic environments.

4.7. Summary

The experimental analysis demonstrates that the proposed framework significantly reduces runtime and memory usage while preserving accuracy. Convergence analysis confirms that residuals stabilize faster than in existing baselines. Statistical validation ensures that improvements are significant, and ablation results prove the necessity of each module. Visualization shows that the framework preserves interpretability, while robustness tests demonstrate resilience to noise and adaptability to dynamic graphs. Collectively, these results verify the effectiveness of the proposed fast-track framework for PageRank computation on massive networks.

5. Conclusion

This study proposed a fast-track framework for PageRank computation tailored to massive network data. By integrating hierarchical sparse decomposition, parallelized convergence acceleration, and adaptive approximation, the framework addressed long-standing bottlenecks of traditional PageRank methods, including slow convergence, excessive memory consumption, and sensitivity to graph perturbations. Theoretical analysis established error bounds and convergence guarantees, while a modular system architecture ensured scalability and adaptability to heterogeneous computing environments.

Extensive experiments on three large-scale datasets, WebGraph, Twitter, and Wikipedia, demonstrated the effectiveness of the proposed approach. The framework consistently reduced runtime by up to 45% and memory usage by nearly 30% compared with state-of-the-art baselines, while maintaining Kendall's Tau accuracy above 0.96. Convergence analysis confirmed faster stabilization of residuals, ablation studies highlighted the complementary roles of the three modules, and robustness tests validated the framework's resilience under structural perturbations and dynamic updates. These results collectively affirm that the proposed method not only accelerates computation but also preserves ranking consistency and interpretability, thereby making it suitable for real-world deployment in large-scale information retrieval, recommendation systems, and social network analytics.

Future research may extend this work in several directions. One potential line of inquiry is the adaptation of the framework to dynamic, time-evolving graphs, where continuous updates to network structure demand real-time recomputation. Another promising direction is the integration with graph neural networks (GNNs), combining PageRank-inspired features with deep learning architectures for enhanced predictive performance. In addition, further optimization for heterogeneous cloud-edge infrastructures could improve scalability and reduce latency, enabling wider adoption in large-scale search engines, online advertising platforms, and emerging big data environments.

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