# COMPLEX NETWORKS

# WHOAMI

- Rémy Cazabet
- Associate Professor (Maître de conférences)
  - Université Lyon I
  - LIRIS, DM2LTeam (Data Mining & Machine Learning)
- Computer Scientist => Network Scientist
- Member of IXXI

# RESOURCES

- Website of the course:
  - http://cazabetremy.fr/Teaching/ComplexNetworks.html
  - Slides, Cheat sheets, notebooks, etc.

- Contact me: remy.cazabet@univ-lyon I.fr
- I don't have a way to contact you:
  - Please send an email to the address above with: I)your name, 2)the master you are in (Physics, Computer science, Cognitive science, etc.)

# E-LEARNING

- No live streaming (unless needed)
- Recording of classes will be available
- Discord channel, join with: <a href="https://discord.gg/vBbPDMAz">https://discord.gg/vBbPDMAz</a>
  - Ask questions that can be helpful to others, about exams, difficult points, etc.

# CLASS OVERVIEW

- Network Science is multi/inter/trans/disciplinary:
  - Students from different Master:
    - Computer Science (CompSci)
    - Complex Systems (Physics, Biology) (CompSys)
    - Cognitive Science (CogSci)
- CompSys+CogSci
  - 24h lectures
  - → 3\*2h practicals (TD)
- CompSci
  - ▶ 32h lectures

# EVALUATION

- 60%= Project.
  - In group of 2 or 3.
  - Apply class content to analyse a network of your choice
  - More details later

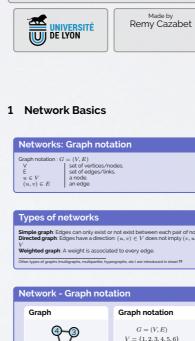
- 40%=Scientific article presentation
  - During a class or during the first week of January (last class for CompSys)

# LECTURES

- Most lectures with me. Some lectures with Christophe Crespelle.
- From next session, lectures with me:
  - Ist half: Theory, me talking on slides
  - ▶ 2<sup>nd</sup> half: You experimenting on computers
    - Please try to bring a computer with battery,
  - Please install on your computer:
    - Gephi: https://gephi.org software to manipulate and visualize networks
    - Python, and some libraries: networkx, sklearn, seaborn (for now) cdlib, tnetwork (for later)
    - Also for python: Jupyter notebook.
    - In case of problems with your computer, all the python work can also be done using google colab (<a href="https://colab.research.google.com">https://colab.research.google.com</a>) an online python notebook.

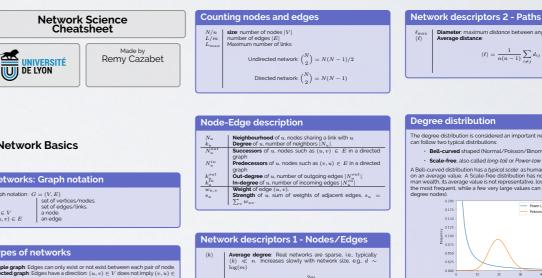
# LECTURES

- No need to write down definitions, etc.
  - Slides, Cheatsheet
- Questions welcomed



 $E = \{(0, 1), (0, 5), (0, 4),$ (1, 2), (1, 3), (1, 4), (1, 5),

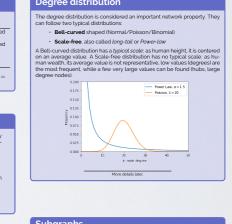
(5,4), (4,4), (2,3)}

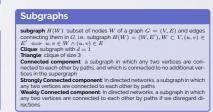


 $d = L/L_{\text{max}}$ 

Walk Sequences of adjacent edges or nodes (e.g., B.A.B.A.C.E is a valid

Paths - Walks - Distance





# COMPLEX NETWORKS

(NETWORK SCIENCE)

WHAT?
WHY?
WHY NOW?
WHAT FOR?

# SCIENCE

- Science: understanding how things work
  - The human body, the motion/characteristics of objects, societies, etc.
- Step I: understand properties of things and rules applying to them
  - Fall of objects, classifications of species, etc.
  - Macro-scale properties: temperature, pression

# SCIENCE

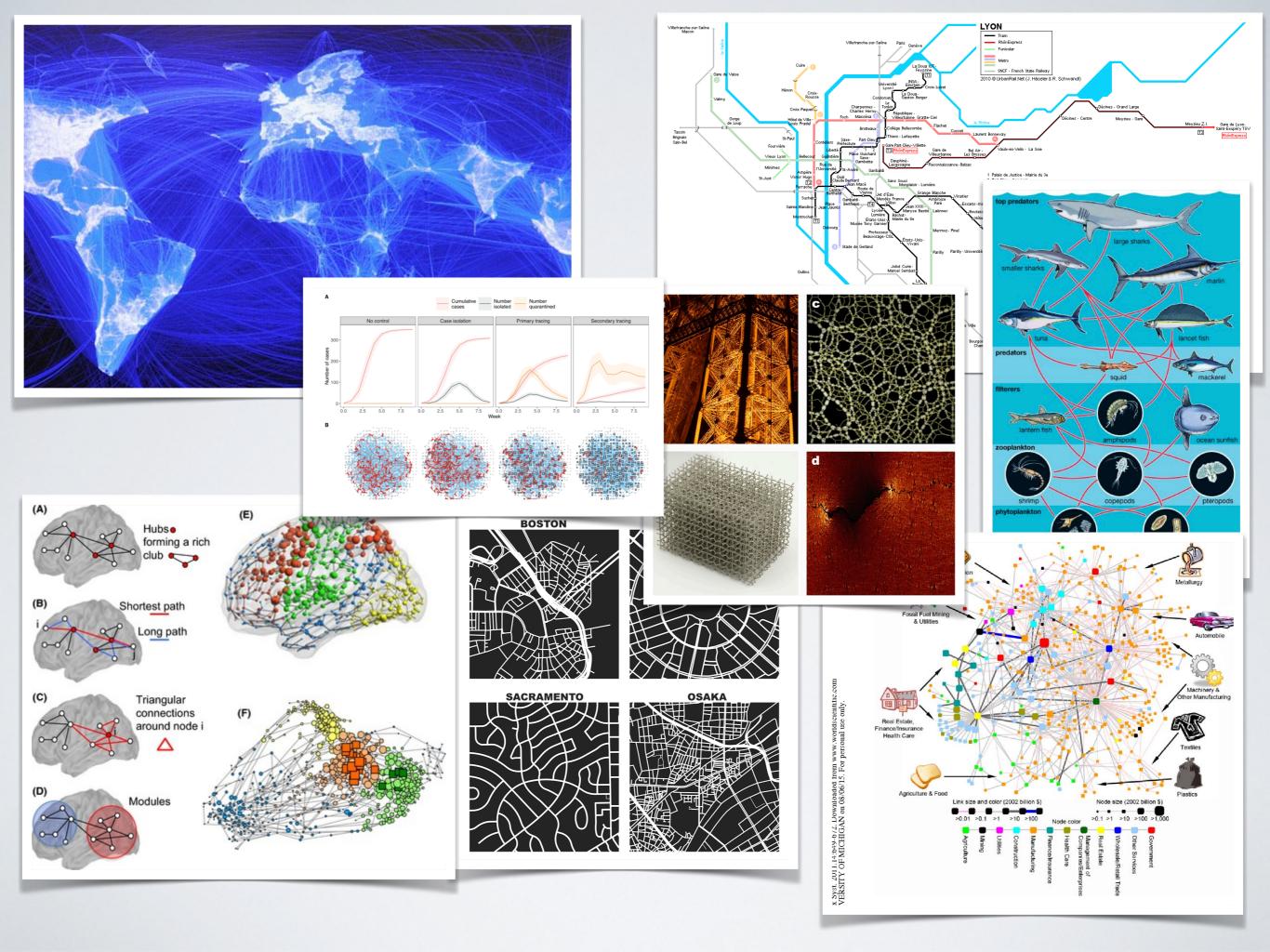
- 2) Great success of the 19/20 centuries: Reductionism
- To understand things, I need to understand what they are made of:
  - A human body: organs, vessels => cells => DNA, proteins & stuff => Nucleotides . . . .
  - Objects: Organic compounds => atoms => protons/electrons/neutrons => stuff
- => Now we know. And then what ?

# SCIENCE

- 3) Two situations:
  - The system is homogeneous and/or has a regular structure
    - => You can explain it with a bunch of equations
  - The system is heterogeneous and/or has a complex structure
    - => Understanding each component is not enough to understand the system
    - Understanding each neuron tells you little about how the brain works.
    - Understanding how each individual works/behave tells you little about societies
    - etc.
- => The structure/relations/interactions matters.
  - Networks represent structures

# COMPLEX SYSTEMS

- Complex systems: Systems composed of multiple parts in interactions
- · Complex networks model the interactions between the parts
  - A common framework applicable to many systems
  - =>Many networks share similar characteristics
  - =>Similar processes shape the networks

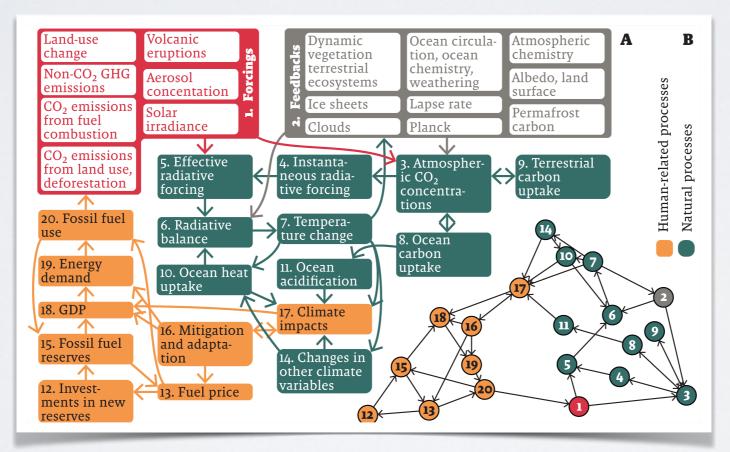


### 2021 Nobel Prize in physics:

Syukuro Manabe, Klaus Hasselmann, and Giorgio Parisi

For the discovery of the interplay of disorder and fluctuations in physical systems from atomic to planetary scales.

For the physical modelling of Earth's climate, quantifying variability and reliably predicting global warming



# WHO?

### Network scientists:

- Physicists
- Computer scientists
- Mathematicians
- Sociologists
- > => Work on similar problems, with converging vocabularies and references

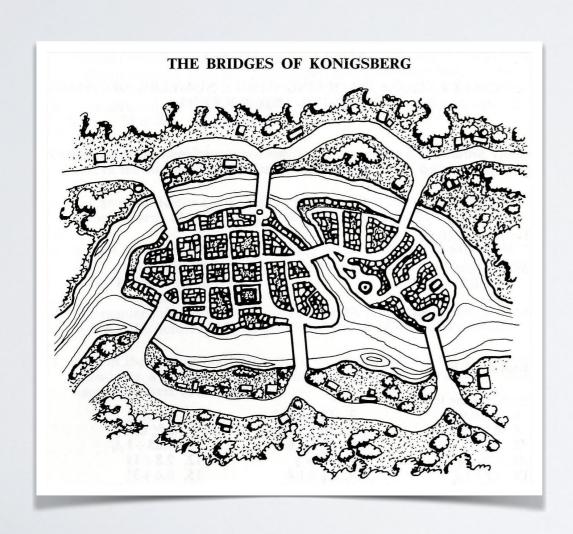
### Applied network scientists

- Geographers, biologists, social scientists, economists, etc.
- =>Experts of i)their domain, and ii)complex networks analysis

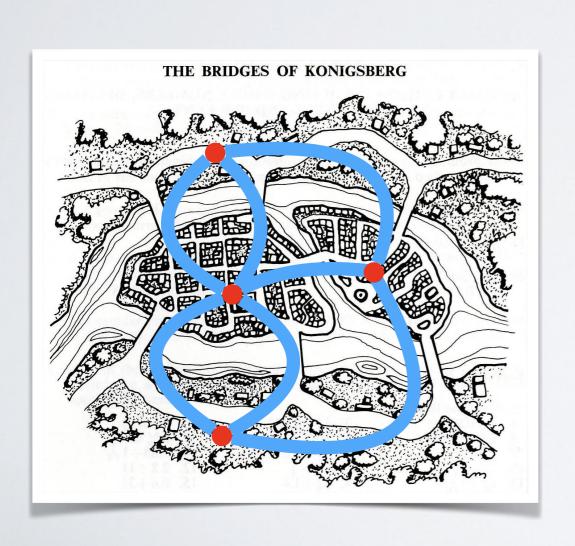
# TO CONCLUDE

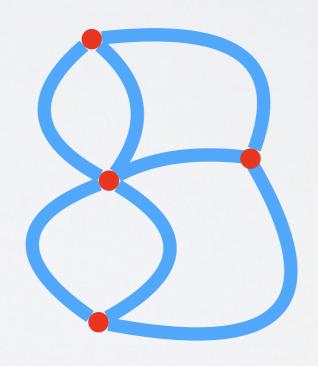
• Complex Network Analysis is/should be/will become (in my opinion) one of the basic tools of the modern scientist (and Data scientist), much as statistics.

• Graph theory: 1736 - Euler and the bridges of konigsberg



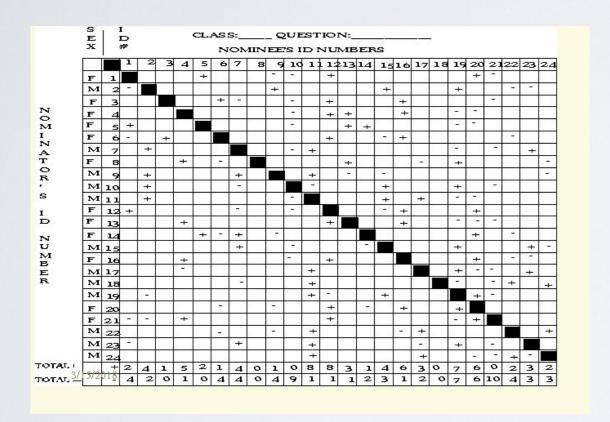
Can one walk across the seven bridges and never cross the same bridge twice?

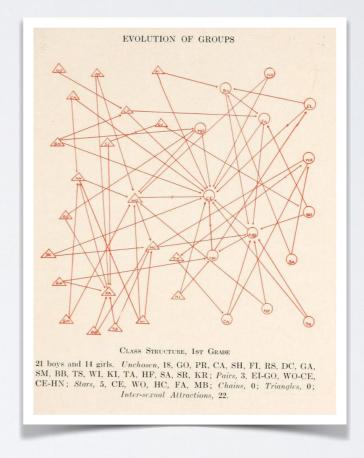




Answer: No

• Social networks: 1934 - Jacob Moreno





Sociomatrix

Sociograms

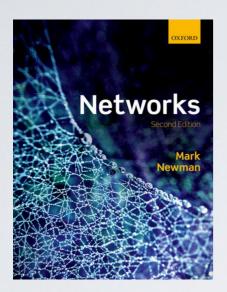
# KEY PUBLICATIONS

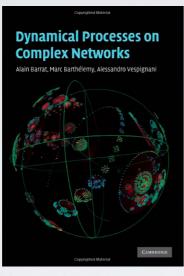
- 1998: Watts & Strogatz Small-World:
  - 2nd Most cited paper of the year in Nature
- 1999: Barabasi & Albert scale-free networks:
  - Most cited paper of the year in Science
- 2002: Girvan & Newman Community detection:
  - Most cited paper of the year in PNAS
- 2004: Barabasi & Oltvai Network Biology:
  - Most cited paper (ever) in Nature genetics
- 2010: Kwak et al. What is Twitter, a Social Network or a News Media?
  - Most cited paper (ever) of the WWW conference

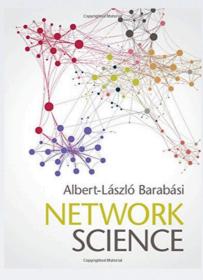
• ...

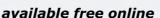
### Materials

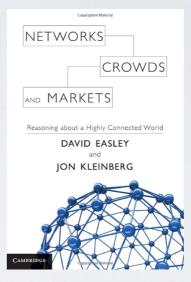
### Lecture books



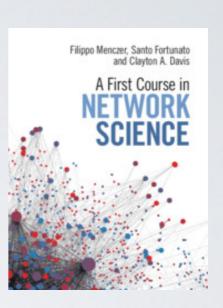




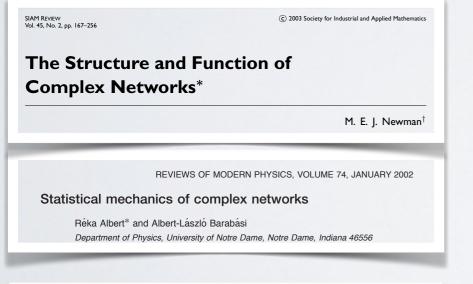




available free online

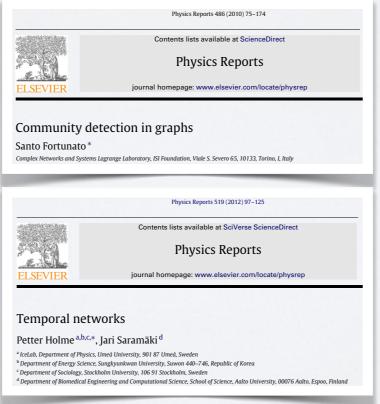


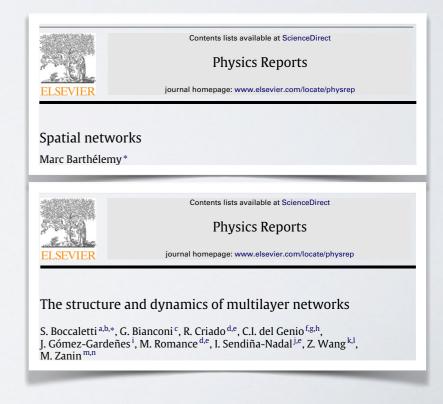
### Reviews





Marc Barthélemy $^1,$  Alain Barrat $^2,$ Romualdo Pastor-Satorras $^3,$  and Alessandro Vespignani $^2$ 

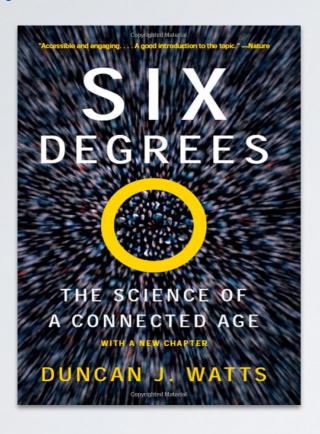


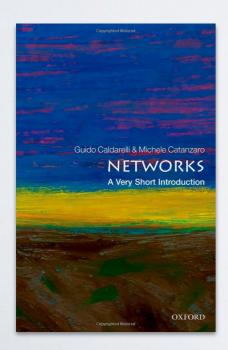


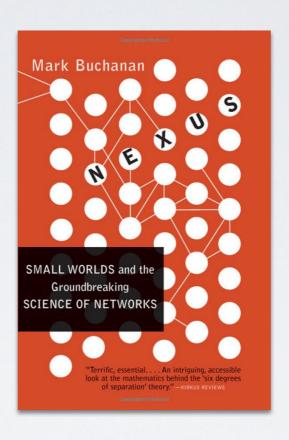
...and many more...all of them on arXiv.org!

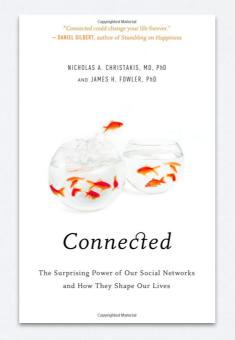
### Materials

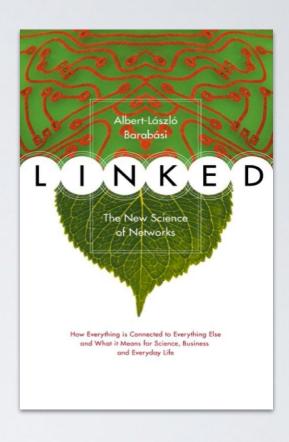
### Pop-science books

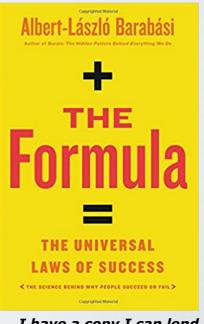








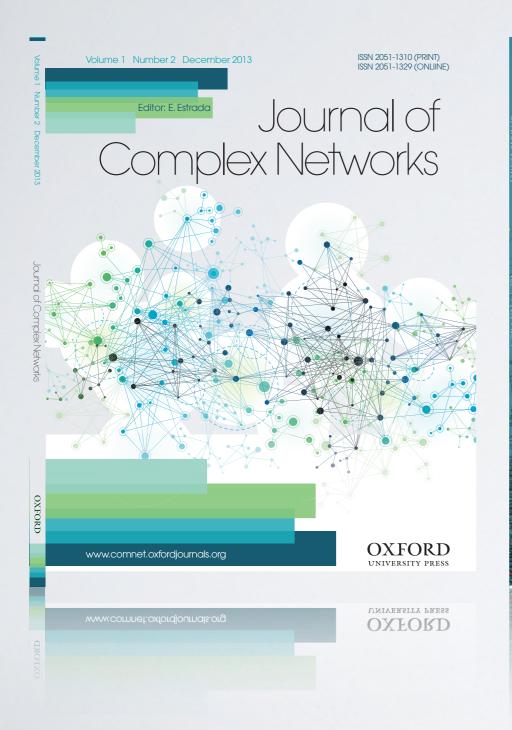


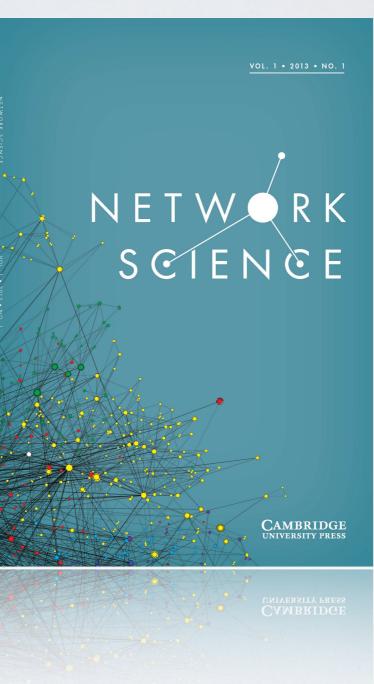


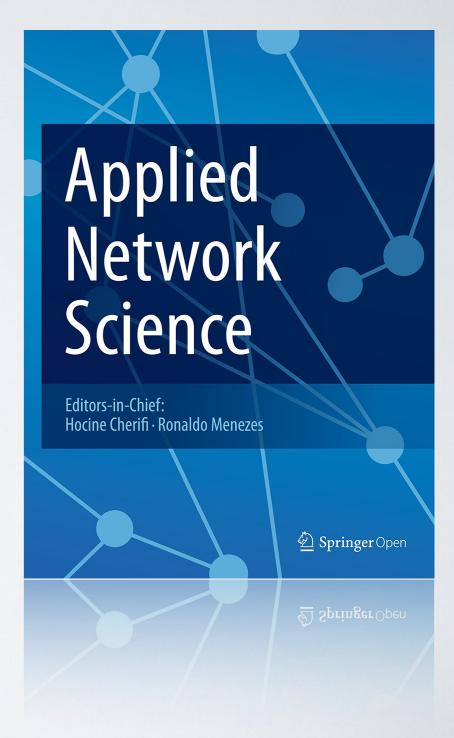
I have a copy I can lend

### Materials

### Specific Journals







# CONFERENCES

- NetSci, NetSci X The Network Science Society (Since 2006)
- International Conference on Complex Networks and their Applications (Since 2011)
- CompleNet International Conference on Complex Networks (Since 2009)
- France:
  - MARAMI (Modèles & Analyse des Réseaux : Approches Mathématiques & Informatiques) (Since 2009)

# PROGRAM

Day	Time	Room	Group	Topic
Tuesday Nov.16	8h00-10h00	В	All	Introduction, Describing Networks
Thursday Nov. 18	10h15-12h15	С	All	Centralities, Gephi, networkx intro
Tuesday Nov. 23	08h00-10h00	В	All	Teacher: Christophe Crespelle. Phase transition in ER random graphs
Thursday Nov. 25	8h00-10h00	С	CS only	(practicals)Data to Network: Scientometric Networks PDF
Thursday Nov. 25	10h15-12h15	С	All	Random Graph Models II, Community Structure
Tuesday Nov. 30	08h00-10h00	В	All	Teacher: Christophe Crespelle. Community detection algorithms.
Thursday Dec. 2	8h00-10h00	С	CS only	(practicals)Data to Network: Movies PDF
Thursday Dec. 2	10:15-12:15	С	All	Community Evaluation, Hypergraphs, Multigraphs, etc.
Tuesday Dec. 7	08h00-10h00	В	All	Visualization - Assortativity
Thursday Dec. 9	8h00-10h00	С	CS only	(practicals)Data to Network: Project
Thursday Dec. 9	10h15-12h15	С	All	Dynamic Networks
Tuesday Dec. 14	8h00-10h00	В	All	Spatial Networks
Thursday Dec. 16	8h00-10h00	С	CS only	(practicals)Data to Network: Project + Optional
Thursday Dec. 16	10h15-12h15	С	All	Spreading Processes
Tuesday Jan. 4	8h00-10h00	В	All	Machine Learning on graphs (Link Prediction, Node Classification)
Thursday Jan. 6	10h15-12h15	С	All	End of article presentations
Tuesday Jan. 11	8h00-10h00	В	Info only	Teacher: Christophe Crespelle. Betweenness centrality and graph editing
Thursday Jan. 13	10h15-12h15	B1	Info only	Graph Embedding
Tuesday Jan. 18	8h00-10h00	В	Info only	Graph Convolutional Networks
Thursday Jan. 20	10h15-12h15	B1	Info only	TBA

# INTERNSHIPS

Graph Analysis for illegal activity tracking in Bitcoin transaction network

http://cazabetremy.fr/rRessources/Bitcoin\_Internship.pdf

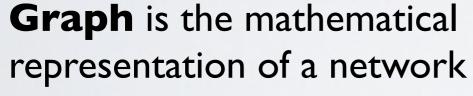
Contact me before the end of the week!

# GRAPHS & NETWORKS

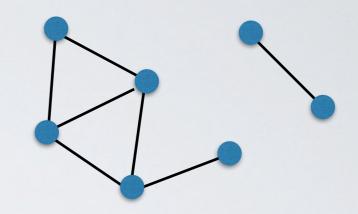
# GRAPHS & NETWORKS

### **Network** often refers to real systems

- www,
- social network
- · metabolic network.
- Language: (Network, node, link)



· Language: (Graph, vertex, edge)



Vertex	Edge
person	friendship
neuron	synapse
Website	hyperlink
company	ownership
gene	regulation

In most cases we will use the two terms interchangeably.

# GRAPH REPRESENTATION

# NETWORK REPRESENTATIONS

### **Networks: Graph notation**

```
\begin{array}{c|c} \text{Graph notation}: G = (V, E) \\ \text{V} & | \text{set of vertices/nodes.} \\ \text{E} & | \text{set of edges/links.} \\ u \in V & | \text{a node.} \\ (u, v) \in E & | \text{an edge.} \end{array}
```

### **Network - Graph notation**

# Graph 4 3 2 1 5

### **Graph notation**

$$G = (V, E)$$

$$V = \{1, 2, 3, 4, 5, 6\}$$

$$E = \{(1, 2), (1, 6), (1, 5), (2, 4), (2, 3), (2, 5), (2, 6), (6, 5), (5, 5), (4, 3)\}$$

# NETWORK REPRESENTATIONS

- $\cdot G = (V, E)$ 
  - Often encoded as edge list or adjacency list
- Software: custom data structure and manipulation
  - add\_nodes([i,j]), add\_edge(i,j), ...
- Libraries in many languages
  - Networkx (python)
  - igraph (python, C, R)
  - Graph-tools (python, C)

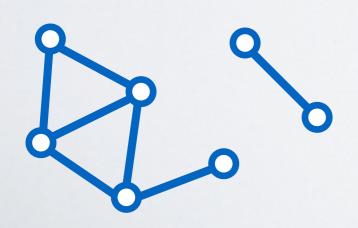
```
1 2
2 3
2 4
3 4
4 5
4 7
5 6
5 8
9 10
```

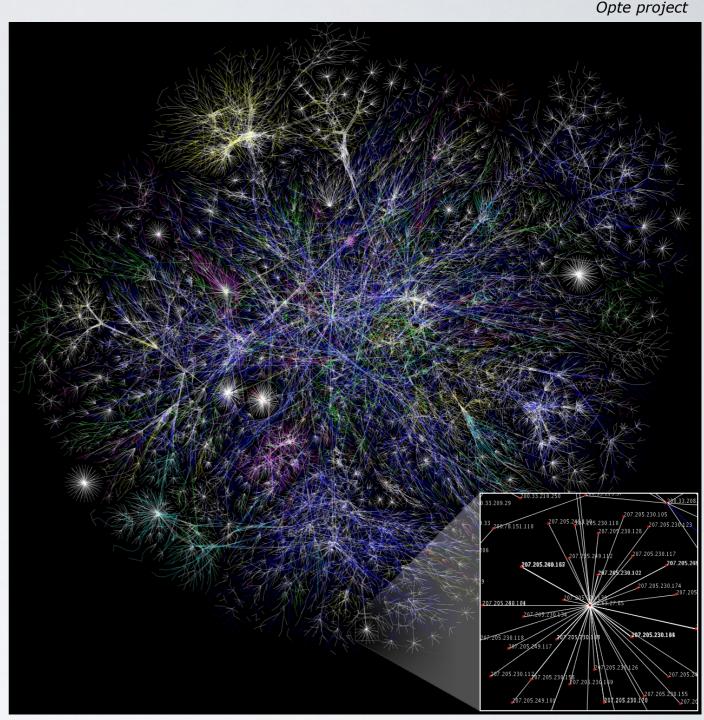
```
1 2 1 3 4 3 4 2 4 4 2 3 5 7 5 4 6 8 6 5 7 4 8 5 9 10 10 9
```

# Types of Networks

$$G=(V, E)$$
  
 $(u,v) \in E \equiv (v,u) \in E$ 

- The directions of edges do not matter
- Interactions are possible between connected entities in both directions





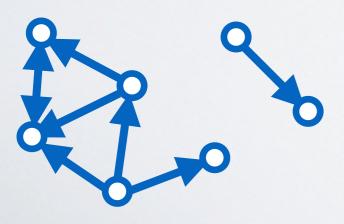
The Internet: Nodes - routers, Links - physical wires

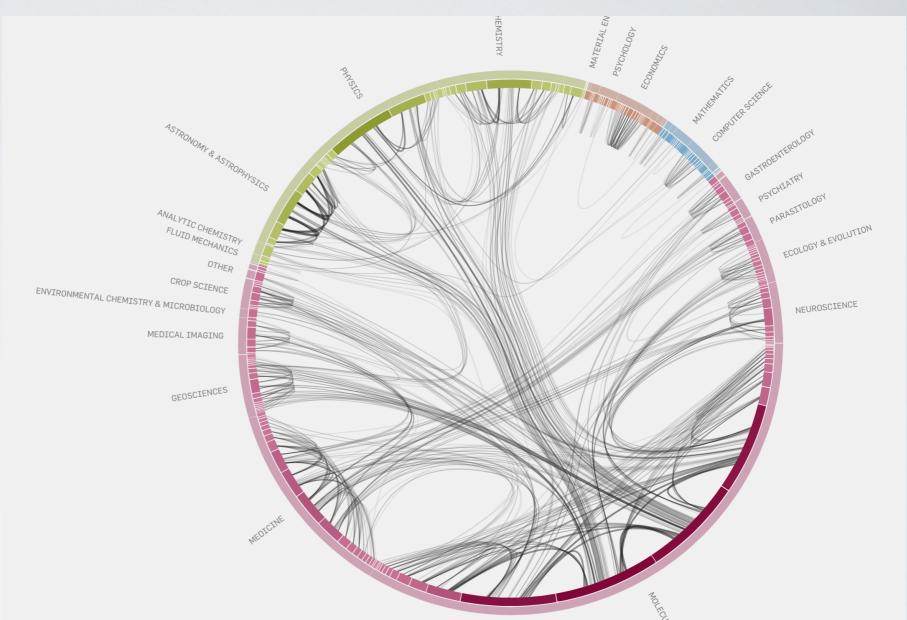
### Directed networks

Moritz Stefaner, eigenfactor.com

$$G=(V, E)$$
  
 $(u,v) \in E \neq (v,u) \in E$ 

- The directions of edges matter
- Interactions are possible between connected entities only in specified directions





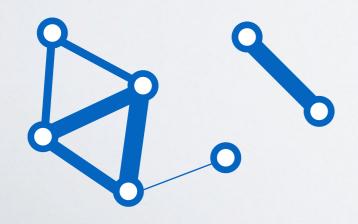
Citation network: Nodes - publications, Links - references

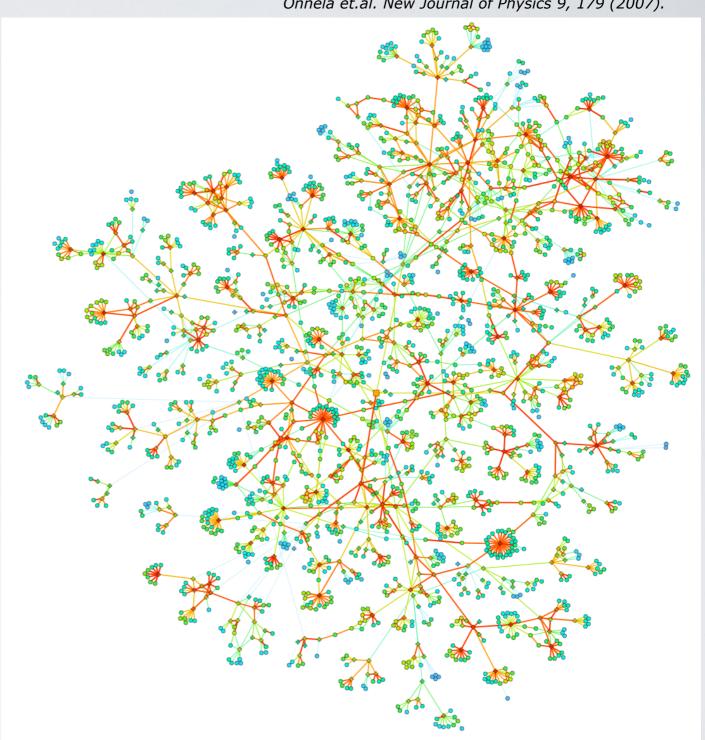
## Weighted networks

Onnela et.al. New Journal of Physics 9, 179 (2007).

$$G=(V, E, w)$$
  
 $w: (u,v) \in E \Rightarrow R$ 

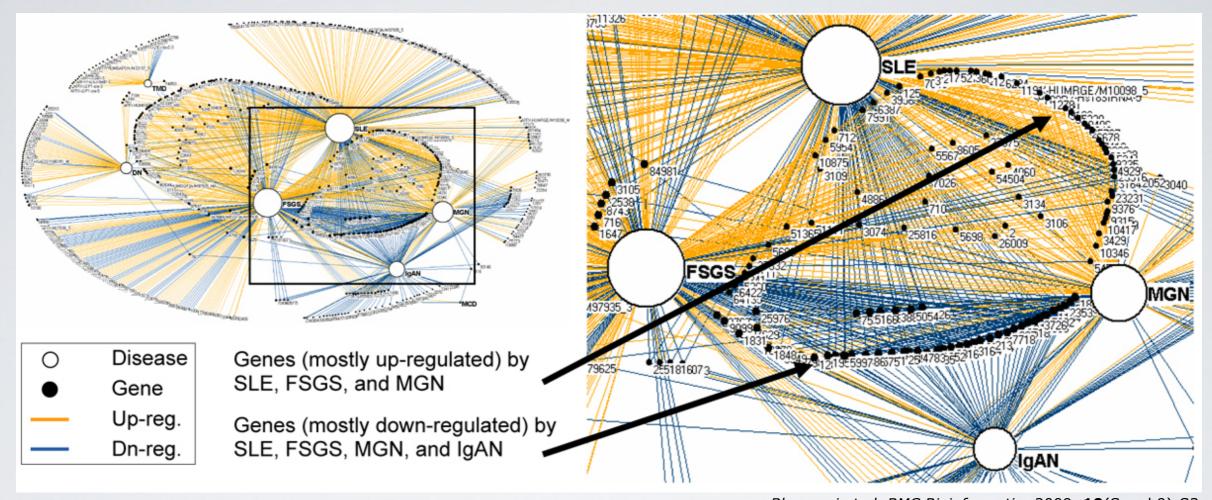
 Strength of interactions are assigned by the weight of links





Social interaction network: Nodes - individuals Links - social interactions

### Bipartite network



Bhavnani et.al. BMC Bioinformatics 2009, 10(Suppl 9):S3

#### Gene-desease network:

Nodes - Desease (7)&Genes (747) Links - gene-desease relationship

$$U \cap V = \emptyset$$

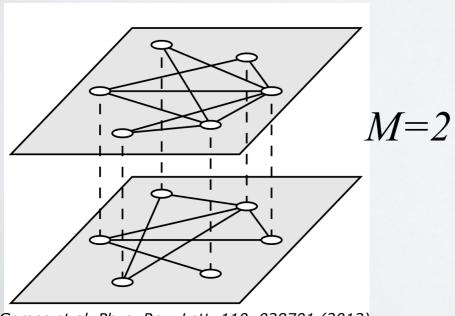
G=(U, V, E)

$$\forall (u,v) \in E, u \in U \text{ and } v \in V$$

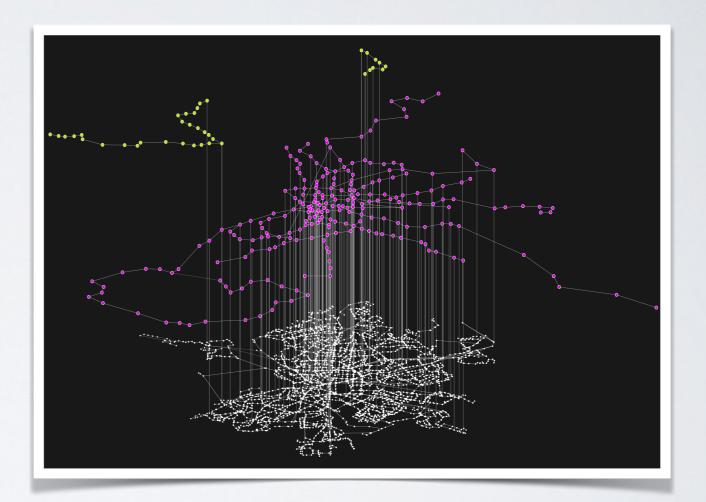
## Multiplex and multilayer networks

$$G=(V, E_i), i=1...M$$

- Nodes can be present in multiple networks simultaneously
- These networks are connected (can influence each other) via the common nodes



Gomes et.al. Phys. Rev. Lett. 110, 028701 (2013)



[Mendez-Bermudez et al. 2017]

## Temporal and evolving networks

$$G=(V, E_t), (u,v,t,d) \in E_t$$
  
t - time of interaction (u,v)  
d - duration of interaction (u,v,t)

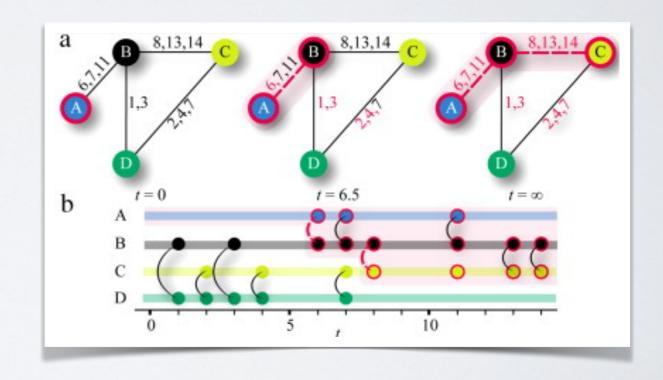
Temporal links encode time varying interactions

$$G = (V_{t'}, E_{t'})$$

$$v(t) \in V_{t'}$$

$$(u, v, t) \in E_{t'}$$

 Dynamical nodes and links encode the evolution of the network



Mobile communication network Nodes - individuals Links - calls and SMS

## NETWORK REPRESENTATIONS

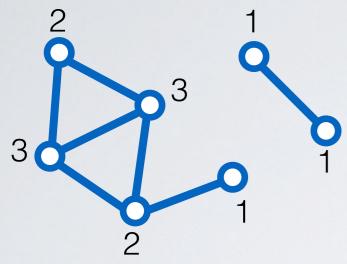
### Node-Edge description

$N_u$	<b>Neighbourhood</b> of $u$ , nodes sharing a link with $u$ .
$k_u$	<b>Degree</b> of $u$ , number of neighbors $ N_u $ .
$N_u^{out}$	<b>Successors</b> of $u$ , nodes such as $(u,v) \in E$ in a directed
$\alpha$	graph
$N_u^{in}$	<b>Predecessors</b> of $u$ , nodes such as $(v, u) \in E$ in a directed
	graph
$k_{u}^{out}$	Out-degree of $u$ , number of outgoing edges $ N_u^{out} $ .
$k_u^{in}$	In-degree of $u$ , number of incoming edges $ N_u^{in} $
$\overline{w_{u,v}}$	<b>Weight</b> of edge $(u, v)$ .
$s_u$	<b>Strength</b> of $u$ , sum of weights of adjacent edges, $s_u =$
	$\sum_{v} w_{uv}$ .

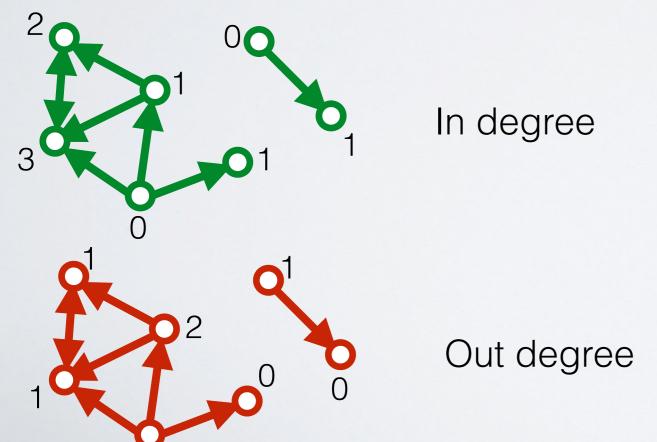
## Node degree

#### Number of connections of a node

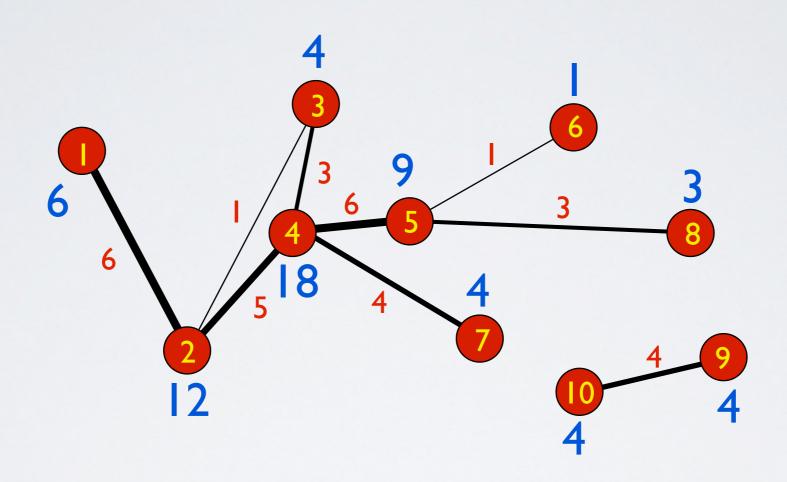
Undirected network



Directed network



## Weighted degree: strength



## DESCRIPTION OF GRAPHS

## DESCRIPTION OF GRAPHS

- · When confronted with a graph, how to describe it?
- How to compare graphs?
- What can we say about a graph?

## SIZE

### Counting nodes and edges

 $N/n \ L/m \ L_{max}$ 

**size**: number of nodes |V|. number of edges |E| Maximum number of links

Undirected network: 
$${N \choose 2} = N(N-1)/2$$

Directed network: 
$$\binom{N}{2} = N(N-1)$$

# SIZE

	#nodes (n)	#edges (m)
Wikipedia HL	2M	30M
Twitter 2015	288M	60B
Facebook 2015	1.4B	400B
Brain c. Elegans	280	6393
Roads US	2M	2.7M
Airport traffic	3k	31k

#### Network descriptors - Nodes/Edges

Average degree: Real networks are sparse, i.e., typically  $\langle k \rangle \ll n$ . Increases slowly with network size, e.g.,  $\langle k \rangle \sim \log(m)^a$ 

$$\langle k \rangle = \frac{2m}{n}$$

**Density**: Fraction of pairs of nodes connected by an edge in G.

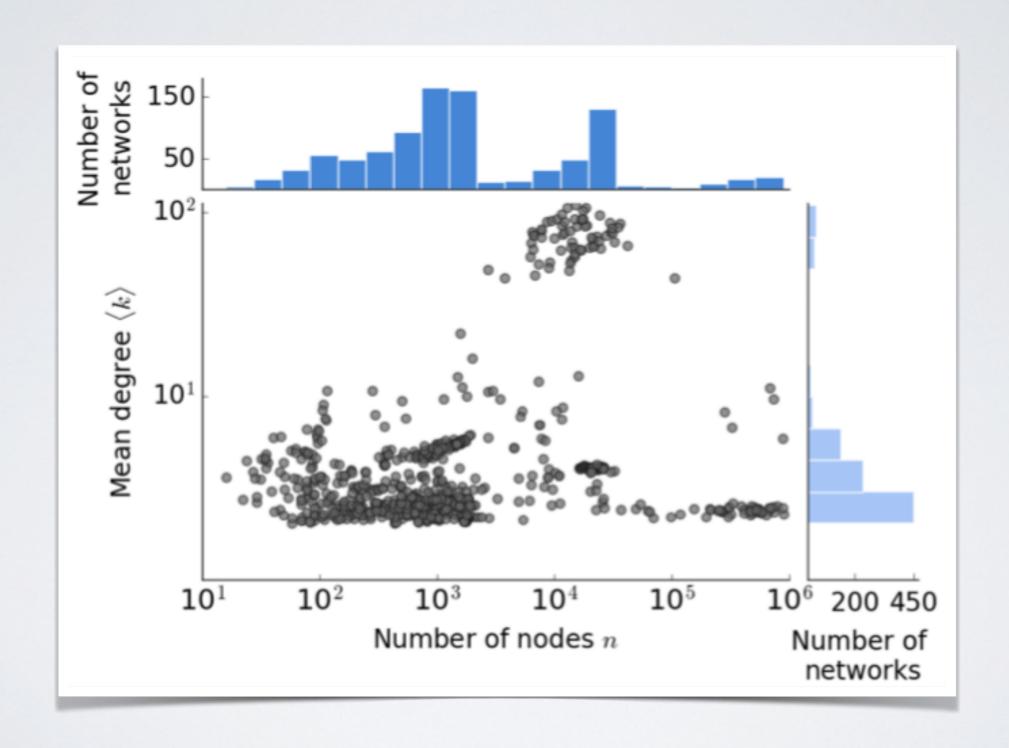
$$d = L/L_{\text{max}}$$

<sup>a</sup>Leskovec, Kleinberg, and Faloutsos 2005.

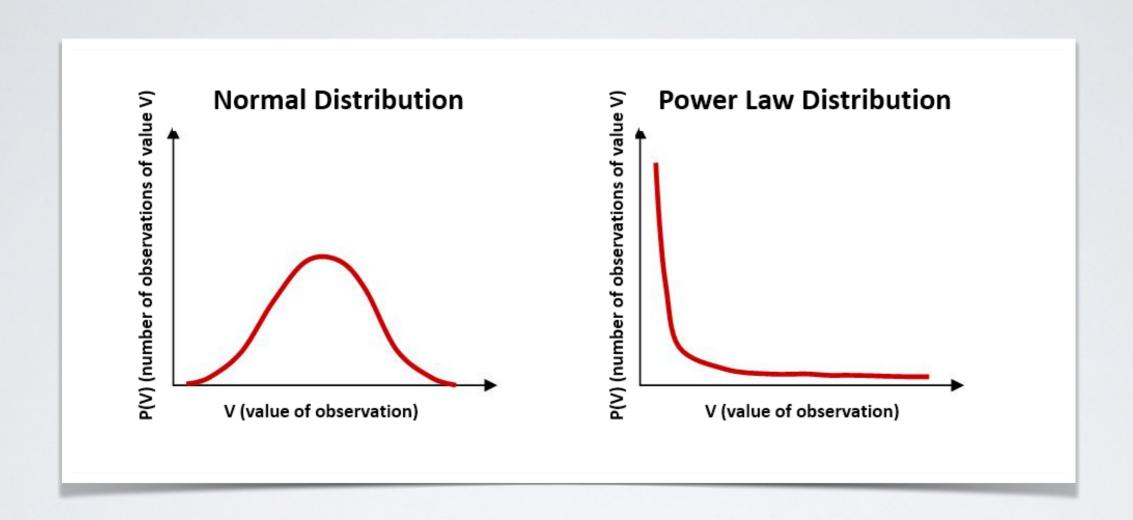
	#nodes	#edges	Density	avg. deg
Wikipedia	2M	30M	1.5x10 <sup>-5</sup>	30
Twitter 2015	288M	60B	1.4x10 <sup>-6</sup>	416
Facebook	1.4B	400B	4x10 <sup>-9</sup>	570
Brain c.	280	6393	0,16	46
Roads Calif.	pads Calif. 2M		6x10 <sup>-7</sup>	2,7
Airport	3k	31k	0,007	21

Beware: density hard to compare between graphs of different sizes

- · It has been observed that:
  - When graphs increase in size, the average degree increases
    - (Density on the contrary, decreases)
  - This increase is very slow
- Think of friends in a social network



## DEGREE DISTRIBUTION



PDF (Probability Distribution Function)

## DEGREE DISTRIBUTION

- In a fully random graph (Erdos-Renyi), degree distribution is (close to) a normal distribution centered on the average degree
- · In real graphs, in general, it is not the case:
  - A high majority of small degree nodes
  - A small minority of nodes with very high degree (Hubs)
- Often modeled by a power law
  - More details later in the course

## SUBGRAPHS

#### Subgraphs

**Subgraph** H(W) (induced subgraph): subset of nodes W of a graph G=(V,E) and edges connecting them in G, i.e., subgraph  $H(W)=(W,E'),W\subset V,(u,v)\in E'\iff u,v\in W\land (u,v)\in E$ 

**Clique**: subgraph with d=1

Triangle: clique of size 3

**Connected component**: a subgraph in which any two vertices are connected to each other by paths, and which is connected to no additional vertices in the supergraph

**Strongly Connected component**: In directed networks, a subgraph in which any two vertices are connected to each other by paths

**Weakly Connected component**: In directed networks, a subgraph in which any two vertices are connected to each other by paths if we disregard directions

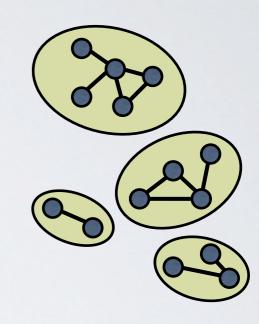
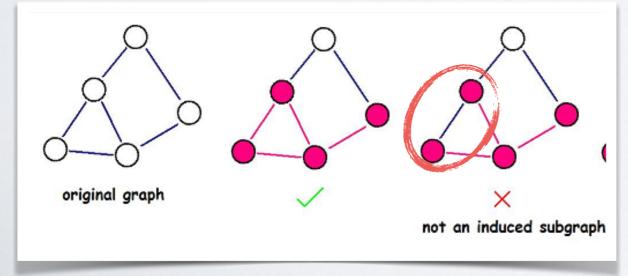
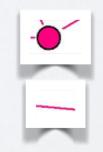


Figure after Newman, 2010





Nodes/Edges in the subgraph

- Clustering coefficient or triadic closure
- Triangles are considered important in real networks
  - Think of social networks: friends of friends are my friends
  - # triangles is a big difference between real and random networks

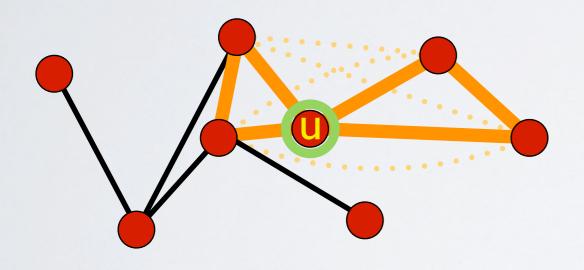
### Triangles counting

 $\delta_u$  - triads of u: number of triangles containing node u  $\Delta$  - number of triangles in the graph total number of triangles in the graph,  $\Delta=\frac{1}{3}\sum_{u\in V}\delta_u$ .

Each triangle in the graph is counted as a triad once by each of its nodes.

 $\delta_u^{\max}$  - triads potential of u: maximum number of triangles that could exist around node u, given its degree:  $\delta_u^{\max} = \tau(u) = \binom{k_i}{2}$   $\Delta^{\max}$  - triangles potential of G: maximum number of triangles that could exist in the graph, given its degree distribution:  $\Delta^{\max} = \frac{1}{3} \sum_{u \in V} \delta^{\max}(u)$ 

 $C_u$  - **Node clustering coefficient:** density of the subgraph induced by the neighborhood of u,  $C_u = d(H(N_u))$ . Also interpreted as the fraction of all possible triangles in  $N_u$  that exist,  $\frac{\delta_u}{\delta_u^{\max}}$ 



Edges: 2

Max edges: 4\*3/2=6

 $C_{\mu} = 2/6 = 1/3$ 

Triangles=2
Possible triangles=
$$\begin{pmatrix} 4 \\ 2 \end{pmatrix}$$
=6
$$C_u$$
=2/6=1/3

 $\langle C \rangle$  - Average clustering coefficient: Average clustering coefficient of all nodes in the graph,  $\bar{C}=\frac{1}{N}\sum_{u\in V}C_u$ .

Be careful when interpreting this value, since all nodes contributes equally, irrespectively of their degree, and that low degree nodes tend to be much more frequent than hubs, and their C value is very sensitive, i.e., for a node u of degree 2,  $C_u \in 0,1$ , while nodes of higher degrees tend to have more contrasted scores.

 $C^g$  - Global clustering coefficient: Fraction of all possible triangles in the graph that do exist,  $C^g=rac{3\Delta}{\Delta^{max}}$ 

#### • Global CC:

- In random networks, GCC = density
  - =>very small for large graphs

Network	Size	$\langle k \rangle$	С	$C_{rand}$	Reference
WWW, site level, undir.	153 127	35.21	0.1078	0.00023	Adamic, 1999
Internet, domain level	3015-6209	3.52-4.11	0.18-0.3	0.001	Yook et al., 2001a,
					Pastor-Satorras et al., 2001
Movie actors	225 226	61	0.79	0.00027	Watts and Strogatz, 1998
LANL co-authorship	52 909	9.7	0.43	$1.8 \times 10^{-4}$	Newman, 2001a, 2001b, 2001c
MEDLINE co-authorship	1 520 251	18.1	0.066	$1.1 \times 10^{-5}$	Newman, 2001a, 2001b, 2001c
SPIRES co-authorship	56 627	173	0.726	0.003	Newman, 2001a, 2001b, 2001c
NCSTRL co-authorship	11 994	3.59	0.496	$3 \times 10^{-4}$	Newman, 2001a, 2001b, 2001c
Math. co-authorship	70 975	3.9	0.59	$5.4 \times 10^{-5}$	Barabási et al., 2001
Neurosci. co-authorship	209 293	11.5	0.76	$5.5 \times 10^{-5}$	Barabási et al., 2001
E. coli, substrate graph	282	7.35	0.32	0.026	Wagner and Fell, 2000
E. coli, reaction graph	315	28.3	0.59	0.09	Wagner and Fell, 2000
Ythan estuary food web	134	8.7	0.22	0.06	Montoya and Solé, 2000
Silwood Park food web	154	4.75	0.15	0.03	Montoya and Solé, 2000
Words, co-occurrence	460.902	70.13	0.437	0.0001	Ferrer i Cancho and Solé, 2001
Words, synonyms	22 311	13.48	0.7	0.0006	Yook et al., 2001b
Power grid	4941	2.67	0.08	0.005	Watts and Strogatz, 1998
C. Elegans	282	14	0.28	0.05	Watts and Strogatz, 1998
- Control of the cont					

# PATH RELATED SCORES

#### Paths - Walks - Distance

**Walk**: Sequences of adjacent edges or nodes (e.g., **1.2.1.6.5** is a valid walk)

Path: a walk in which each node is distinct.

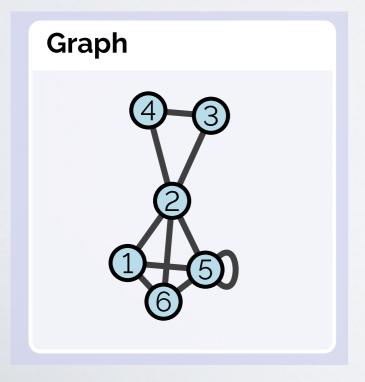
Path length: number of edges encountered in a path

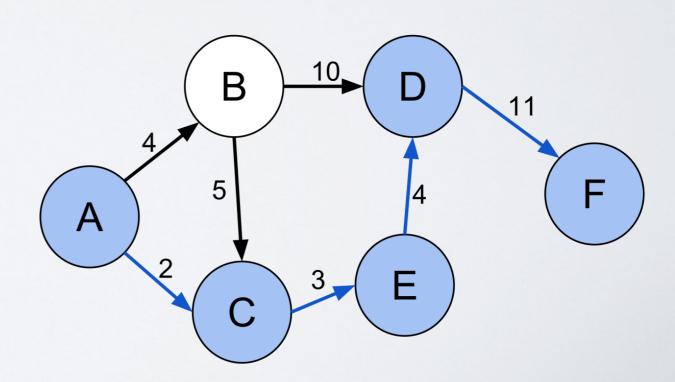
Weighted Path length: Sum of the weights of edges on a path

**Shortest path**: The shortest path between nodes u, v is a path of minimal path length. Often it is not unique.

Weighted Shortest path: path of minimal weighted path length.

 $\ell_{u,v}$ : **Distance**: The distance between nodes u,v is the length of the shortest path





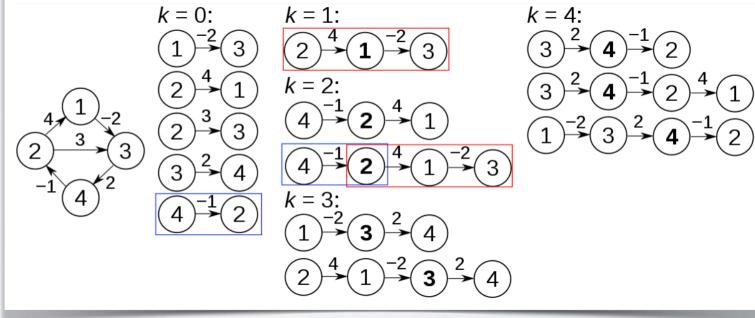
## All shortest path algorithm

finding shortest paths in a weighted graph with positive or negative edge weights (but with no negative cycles)

Checking and updating all paths going through nodes k=1, 2, 3, ..., N by assuming that:

```
shp(i,j,k)=
min(shp(i,j,k-1)), shp(i,k,k-1)+shp(k,j,k-1))
```

Complexity:  $O(n^3)$ 



## PATH RELATED SCORES

### **Network descriptors 2 - Paths**

 $\ell_{\max} \langle \ell \rangle$ 

**Diameter**: maximum *distance* between any pair of nodes. **Average distance**:

$$\langle \ell \rangle = \frac{1}{n(n-1)} \sum_{i \neq j} d_{ij}$$

## AVERAGE PATH LENGTH

- The famous 6 degrees of separation (Milgram experiment)
  - (More on that next slide)
- Not too sensible to noise
- Tells you if the network is "stretched" or "hairball" like

# SIDE-STORY: MILGRAM EXPERIMENT

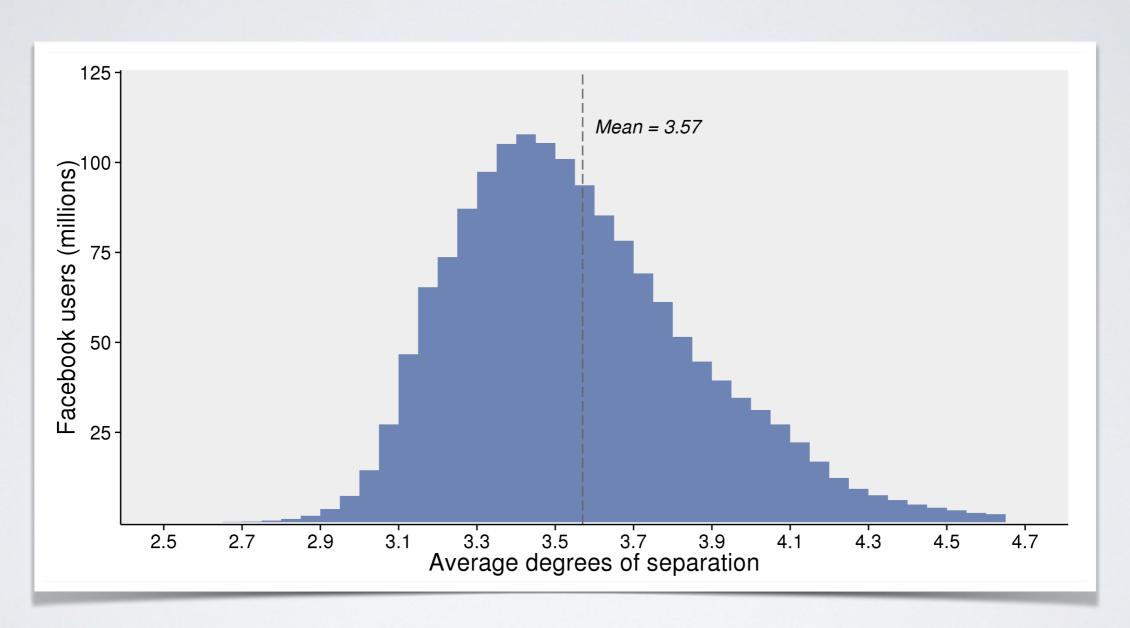
- Small world experiment (60's)
  - Give a (physical) mail to random people
  - Ask them to send to someone they don't know
    - They know his city, job
  - They send to their most relevant contact
- Results: In average, 6 hops to arrive



# SIDE-STORY: MILGRAM EXPERIMENT

- Many criticism on the experiment itself:
  - Some mails did not arrive
  - Small sample
  - **)**
- · Checked on "real" complete graphs (giant component):
  - MSN messenger
  - Facebook
  - The world wide web
  - **)**

# SIDE-STORY: MILGRAM EXPERIMENT



Facebook

## SMALL WORLD

#### **Small World Network**

A network is said to have the **small world** property when it has some structural properties. The notion is not quantitatively defined, but two properties are required:

- Average distance must be short, i.e.,  $\langle \ell \rangle \approx \log(N)$
- Clustering coefficient must be high, i.e., much larger than in a random network , e.g.,  $C^g\gg d$ , with d the network density

More on this during the random network class

# CORE-PERIPHERY: CORENESS

Goal: To identify dense cores of high degree nodes in networks

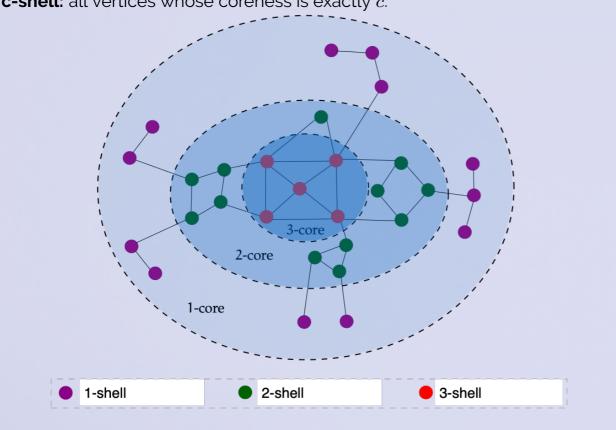
#### **Cores and Shells**

Many real networks are known to have a core-periphery structure, i.e., there is a densely connected core at its center and a more peripheral zone in which nodes are loosely connected between them and to the core.

**k-core**: The k-core (core of order k) of G(V, E) is the largest subgraph H(C) such as all nodes have at least a degree k, i.e.,  $\forall u \in C, k_u^H \leq k$ , with  $k_u^H$  the degree of node u in subgraph H. coreness: A vertex u has coreness k if it belongs to the k-core but not to

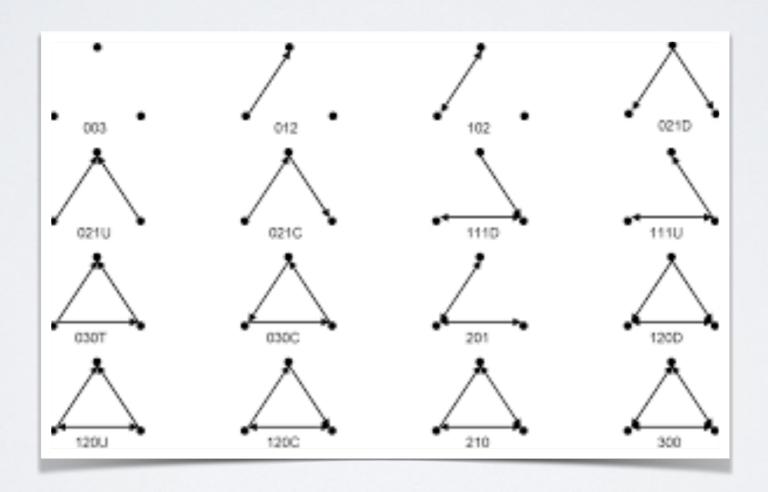
the k+1-core.

**c-shell**: all vertices whose coreness is exactly c.

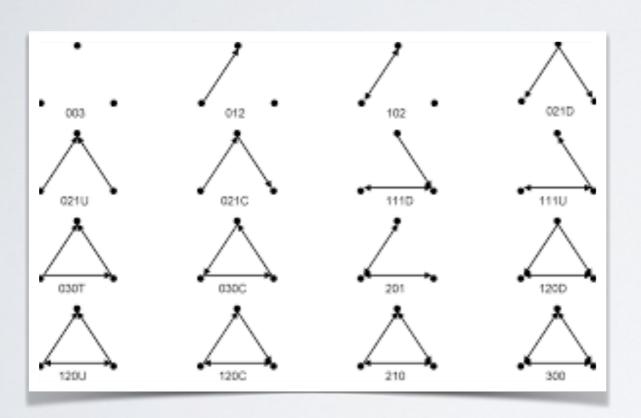


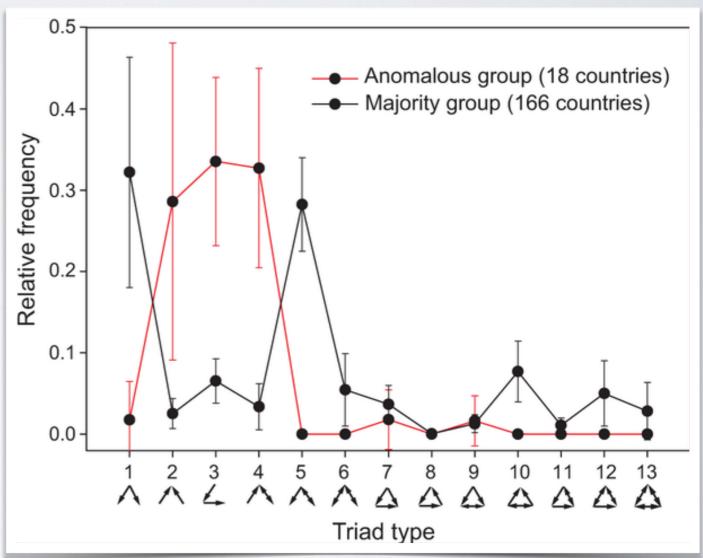
 A k-core of G can be obtained by recursively removing all the vertices of degree less than k, until all vertices in the remaining graph have at least degree k.

# TRIADS COUNTING

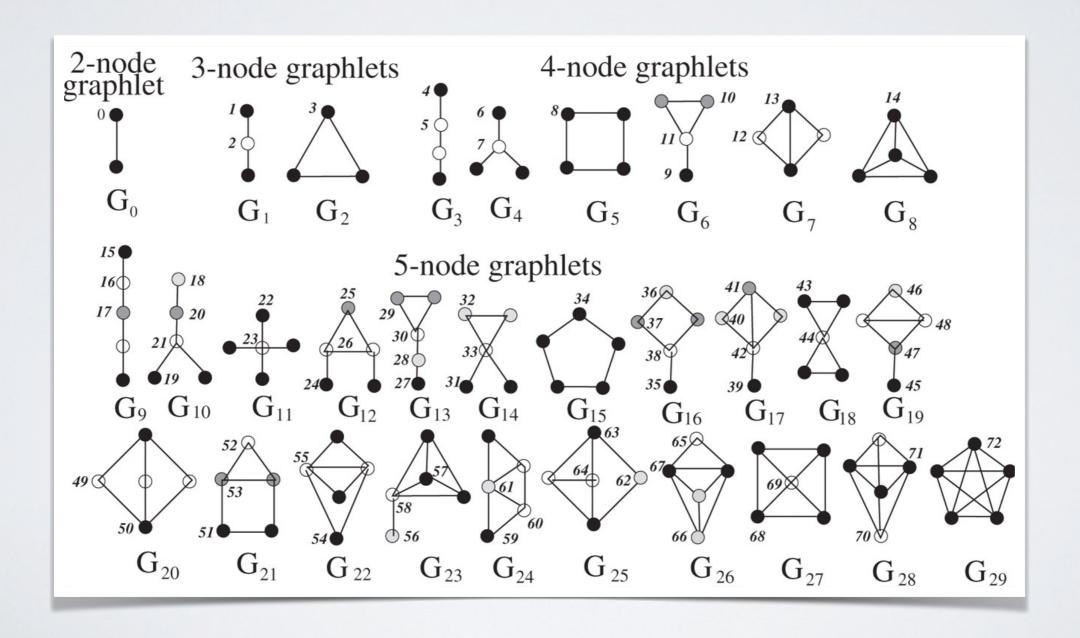


## TRIADS COUNTING





## GRAPHLETS



# GRAPHS AS MATRICES

#### **Matrices in short**

Matrices are mathematical objects that can be thought as *tables* of numbers. The size of a matrix is expressed as  $m \times n$ , for a matrix with m rows and n columns. The order (row/column) is important.

 $M_{ij}$  is a notation representing the element on **row** m and **column** j.

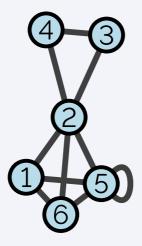
## ADJACENCY MATRIX

## A - Adjacency matrix

The most natural way to represent a graph as a matrix is called the Adjacency matrix A. It is defined as a square matrix, such as the number of rows (and the number of columns) is equal to the number of nodes N in the graph. Nodes of the graph are numbered from 1 to N, and there is an edge between nodes i and j if the corresponding position of the matrix  $A_{ij}$  is not 0.

- A value on the diagonal means that the corresponding node has a self-loop
- the graph is **undirected**, the matrix is **symmetric**:  $A_{ij} = A_{ji}$  for any i,j.
- In an **unweighted** network, and edge is represented by the value 1.
- In a **weighted** network, the value  $A_{ij}$  represents the **weight** of the edge (i,j)

### Graph



## A - Adjacency Mat.

$$\begin{pmatrix} 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 0 \end{pmatrix}$$

## ADJACENCY MATRIX

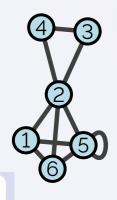
## Typical operations on A

Some operations on Adjacency matrices have straightforward interpretations and are frequently used

**Multiplying** A by **itself** allows to know the number of walks of a given length that exist between any pair of nodes:  $A_{ij}^2$  corresponds to the number of walks of length 2 from node i to node j,  $A_{ij}^3$  to the number of walks of length 3, etc.

**Multiplying** A by a **column vector** W of length  $1 \times N$  can be thought as setting the i th value of the vector to the ith node, and each node sending its value to its neighbors (for undirected graphs). The result is a column vector with N elements, the ith element corresponding to the sum of the values of its neighbors in W. This is convenient when working with **random walks** or **diffusion** phenomenon.

#### Graph



#### A - Adjacency Mat.

$$\begin{pmatrix} 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 0 \end{pmatrix}$$

### $A^2$

$$\begin{pmatrix} 3 & 2 & 1 & 1 & 3 & 2 \\ 2 & 5 & 1 & 1 & 3 & 2 \\ 1 & 1 & 2 & 1 & 1 & 1 \\ 1 & 1 & 1 & 2 & 1 & 1 \\ 3 & 3 & 1 & 1 & 4 & 3 \\ 2 & 2 & 1 & 1 & 3 & 3 \end{pmatrix}$$

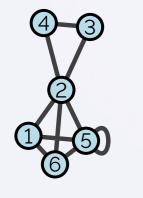
## LAPLACIAN

## **Graph Laplacian**

The **Graph Laplacian**, or **Laplacian Matrix** of a graph is a variant of the Adjacency matrix, often used in *Graph theory* and *Spectral Graph Theory*. It is defined as D-A, with D the *Degree matrix* of the graph, defined as a  $N \times N$  matrix with  $D_{ii} = k_i$  and zeros everywhere else.

Intuitively, Laplace operator is a generalization of the second derivative, and is defined in discrete situations, for each value, as the sum of differences between the value and its "neighbors". e.g., in time, the  $2^{\rm nd}$  derivative acceleration is the difference between current speed and previous speed. In a B&W picture, it's the difference between the greylevel on current pixel and the greylevel of 4 or 8 closest pixels, and perform edge detection. On a graph, with W a column vector representing values on nodes, LW computes for each node the difference to neighbors.

#### Graph



### ${\cal A}$ - Adjacency Mat.

$$\begin{pmatrix} 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 0 \end{pmatrix}$$

### D - Degree Matrix

$$\begin{pmatrix} 3 & 0 & 0 & 0 & 0 & 0 \\ 0 & 5 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 5 & 0 \\ 0 & 0 & 0 & 0 & 0 & 3 \end{pmatrix}$$

### L - Laplacian

$$\begin{pmatrix}
3 & -1 & 0 & 0 & -1 & -1 \\
-1 & 5 & -1 & -1 & -1 & -1 \\
0 & -1 & 2 & -1 & 0 & 0 \\
0 & -1 & -1 & 2 & 0 & 0 \\
-1 & -1 & 0 & 0 & 4 & -1 \\
-1 & -1 & 0 & 0 & -1 & 3
\end{pmatrix}$$

## SPECTRAL GRAPH THEORY

## Spectral properties of A

**Spectral Graph Theory** is a whole field in itself, and beyond the scope of this class. A few elements for those with a *linear algebra* background:

- The adjacency matrix of an undirected simple graph is symmetric, and therefore has a complete set of real eigenvalues and an orthogonal eigenvector basis.
- The set of eigenvalues of a graph is the spectrum of the graph.
- Eigenvalues are denoted as  $\lambda_0 \leq \lambda_1 \leq \lambda_2 \leq \dots \lambda_n$
- The largest eigenvalue  $\lambda_0$  lies between the average and maximum degrees
- The number of closed walks of length k in G equals  $\sum_{i=0}^n \lambda_i^k$
- A graph is bipartite if and only if its spectrum is symmetric (i.e., if  $\lambda$  is an eigenvalue, then so is  $-\lambda$
- If G is connected, then the diameter of G is strictly less than its number of distinct eigenvalues

## SPECTRAL GRAPH THEORY

## Spectral properties of L

Eigenvalues of the Laplacian have many applications, such as spectral clsutering, graph matching, embedding, etc. Assuming G undirected with eigenvalues  $\lambda_0 \leq \lambda_1 \leq \lambda_2 \leq \ldots \lambda_n$ , here are some interesting properties:

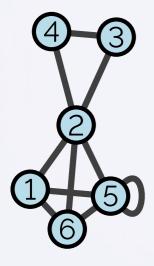
- The smallest eigenvalue  $\lambda_i$  equals 0
- The number of O eigenvalues gives the number of connected components

# RANDOM WALK MATRIX

## Random Walk matrix

Another useful matrix of a graph is the **Random Walk Transition Matrix** R. It is the column normalized version of the adjacency matrix.  $R_{ij}$  can be understood as the probability for a random walker located on node i to move to j.

### Graph



## A - Adjacency Mat.

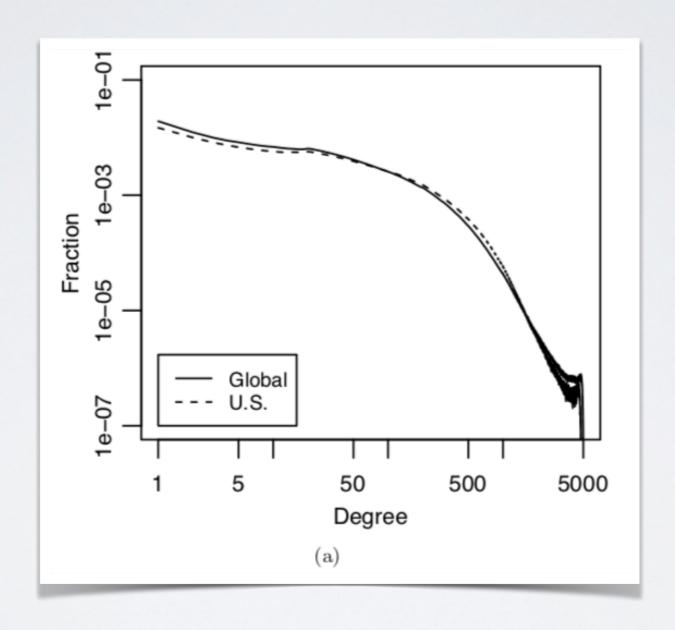
$$\begin{pmatrix} 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 0 \end{pmatrix}$$

### Random W. mat.

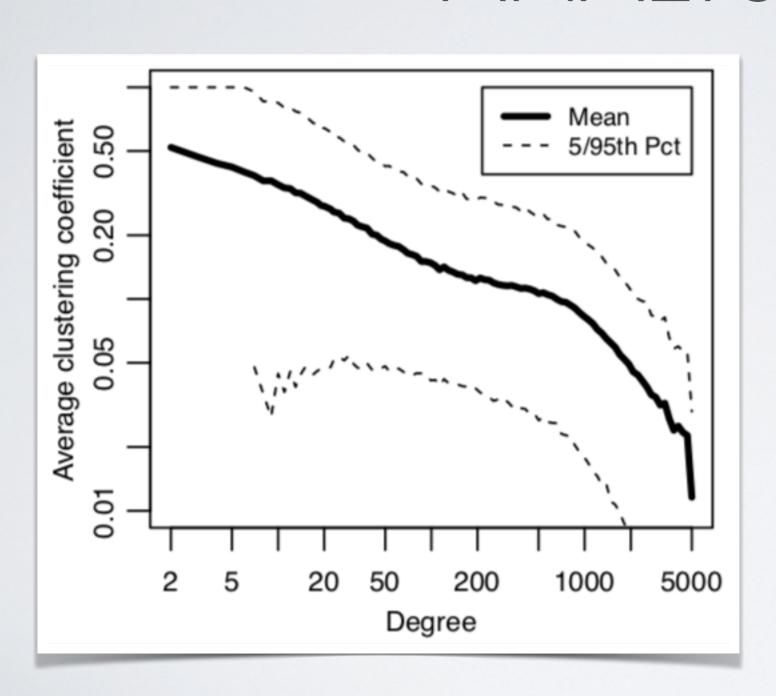
$$\begin{pmatrix} 0 & \frac{1}{5} & 0 & 0 & \frac{1}{4} & \frac{1}{3} \\ \frac{1}{3} & 0 & \frac{1}{2} & \frac{1}{2} & \frac{1}{4} & \frac{1}{3} \\ 0 & \frac{1}{5} & 0 & \frac{1}{2} & 0 & 0 \\ 0 & \frac{1}{5} & \frac{1}{2} & 0 & 0 & 0 \\ \frac{1}{3} & \frac{1}{5} & 0 & 0 & \frac{1}{4} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{5} & 0 & 0 & \frac{1}{4} & 0 \end{pmatrix}$$

- Source: [The Anatomy of the Facebook Social Graph, Ugander et al. 2011]
- The Facebook friendship network in 2011

- 72 IM users (nodes) (active in the last 28 days)
- 68B edges
- Average degree: 190 (average # friends)
- Median degree: 99
- Connected component: 99.91%



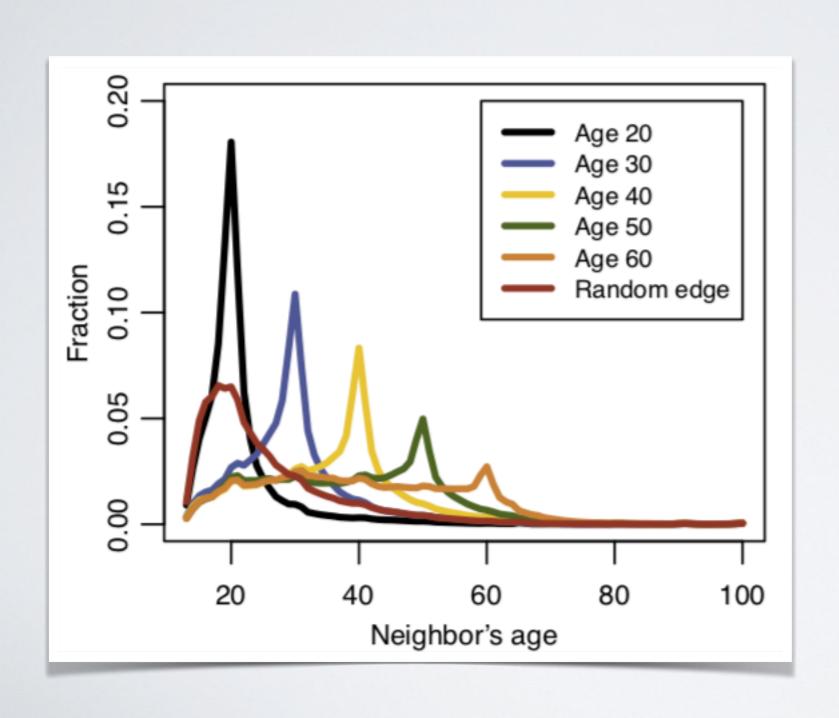
Degree distribution



Clustering coefficient

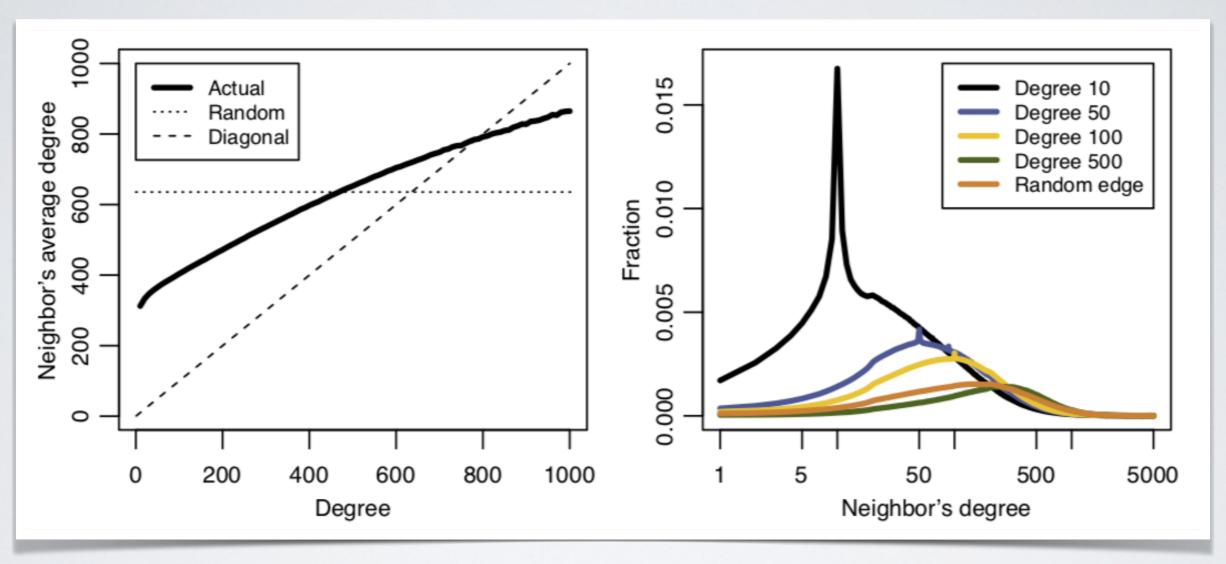
By degree

Median user: 0.14:
14% of users with a common friend are friends



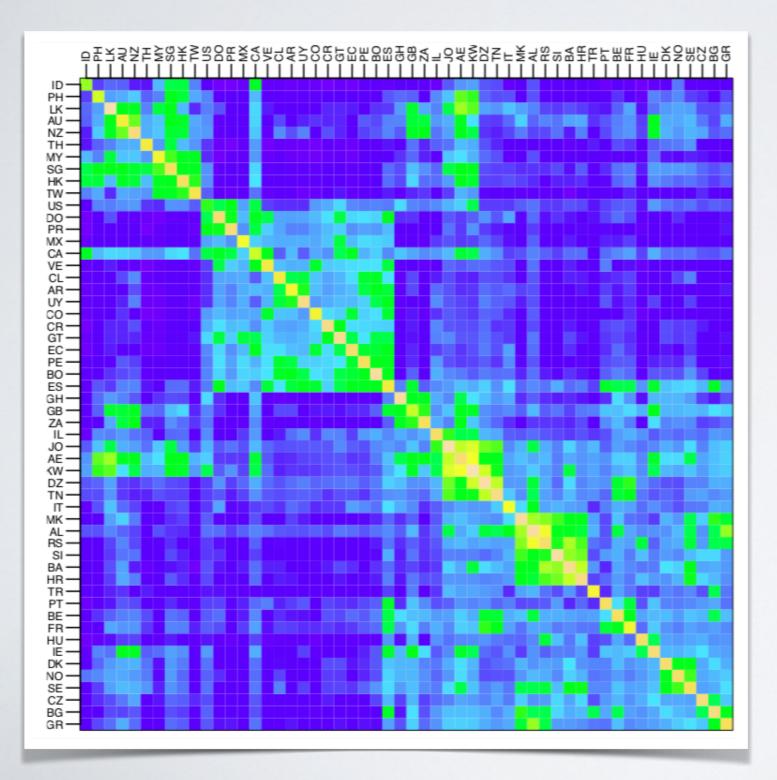
Age homophily

(More next class)



My friends have more Friends than me!

Many of my friends have the Same # of friends than me!



Country similarity

84.2% percent of edges are within countries

(More in the community detection class)