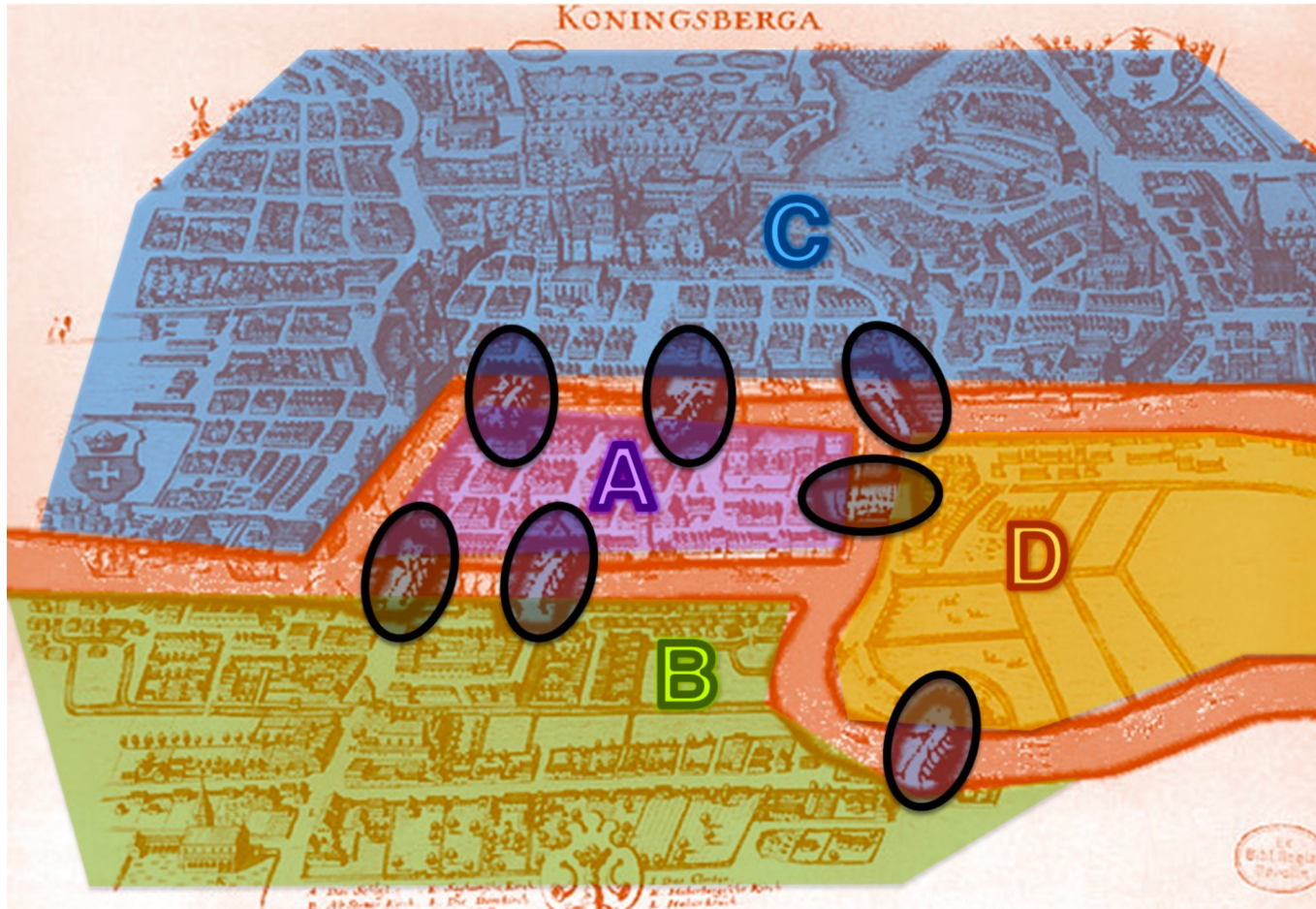


Network Science

#2 Graphs

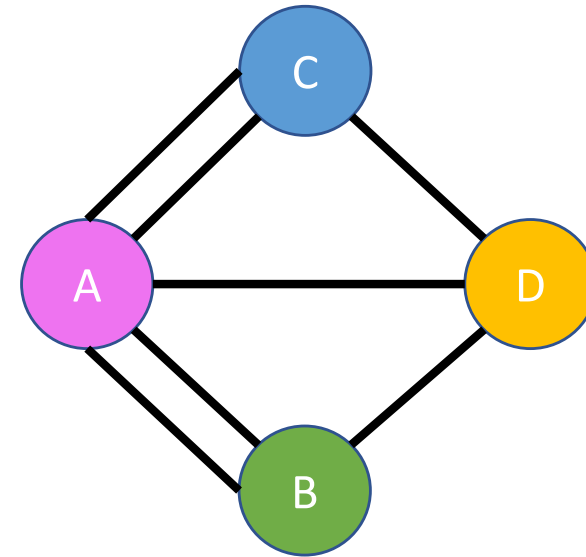
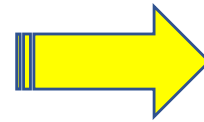
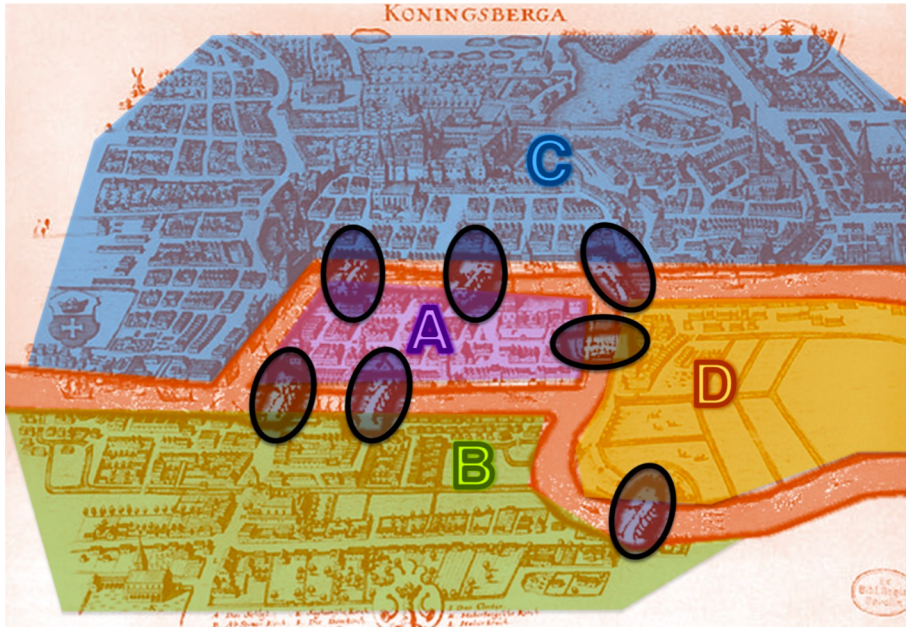
© 2020 T. Erseghe

Euler & the 7 bridges of Königsberg (1736)



How to walk through the city by crossing each bridge only once?

Networks as graphs



Graph $\mathcal{G} (\mathcal{V}, \mathcal{E})$

- ❑ **Vertices** (set \mathcal{V}) : nodes, users, elements
- ❑ **Edges** (set \mathcal{E}): links, arcs, hops, connections

Modelling aspects

- ❑ “Network, nodes, links” = technology
- ❑ “Graph, vertices, edges” = mathematics
- ❑ Design choices for what nodes and links are
 - ❑ graph structure can be a given
 - ❑ or it can be the focus of the model itself

Directed versus undirected

- ❑ A connection relationship can have a privileged direction or can be mutual
- ❑ Either a **directed** or an **undirected** link



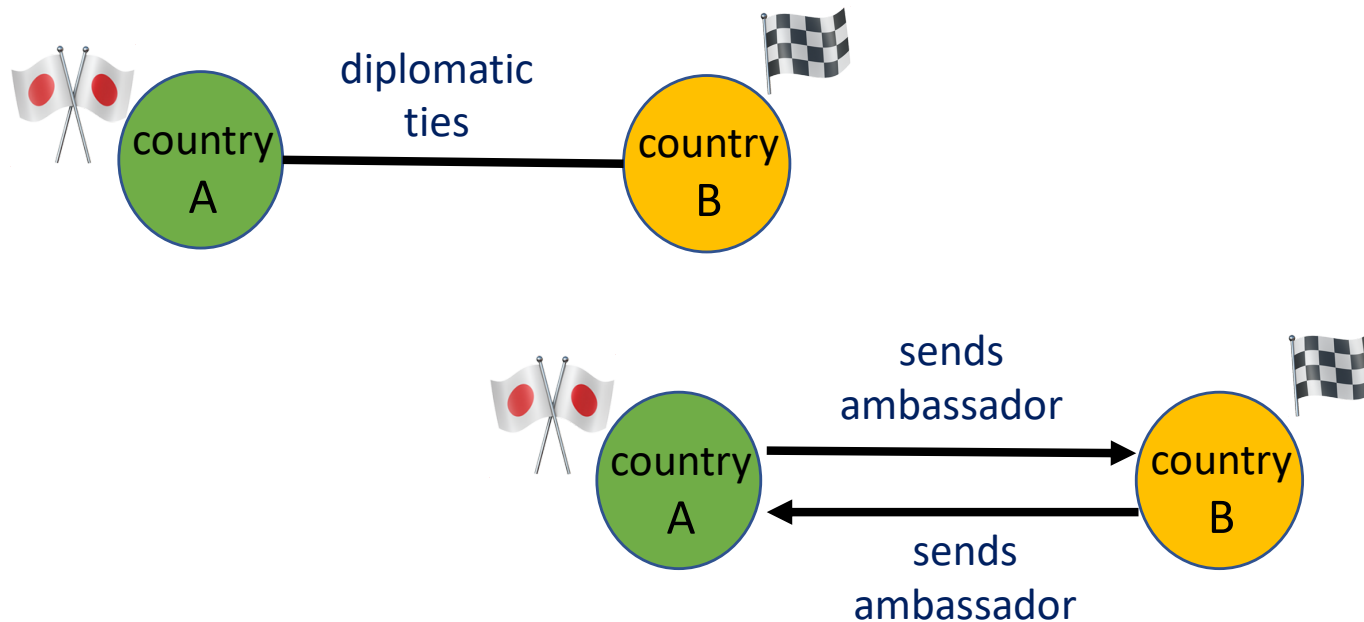
- ❑ If the network has only (un)directed links, it is also called itself (un)directed network
- ❑ Certain networks can have both types

Some examples

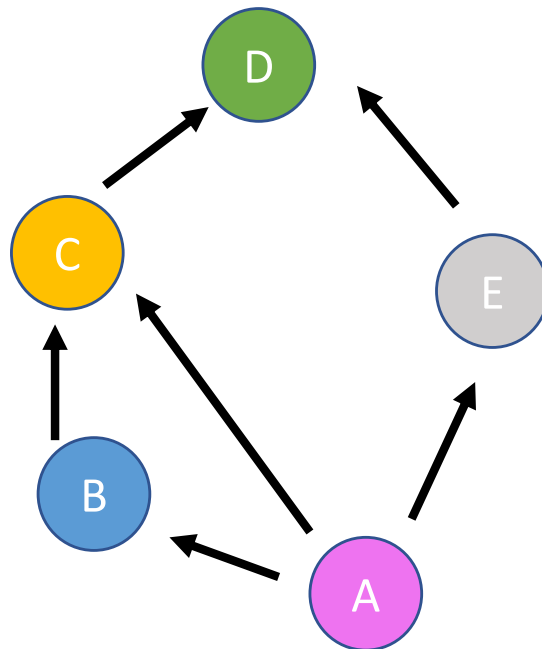
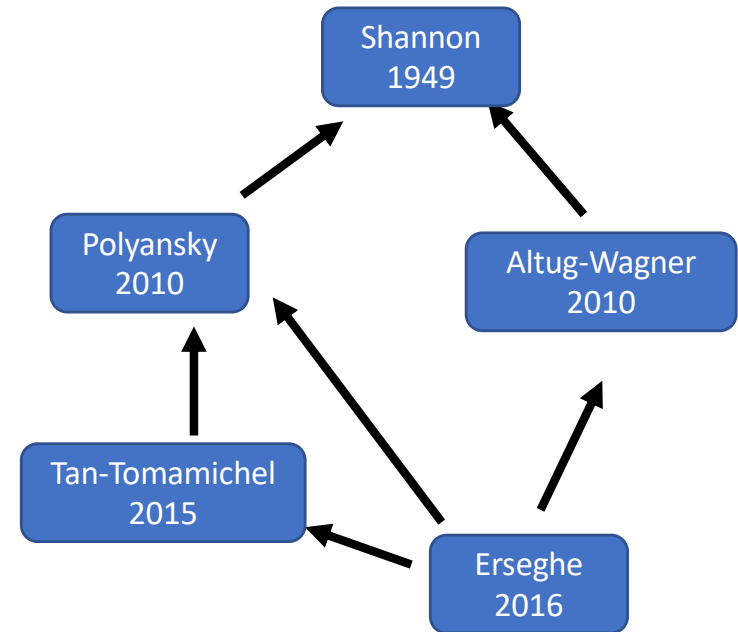
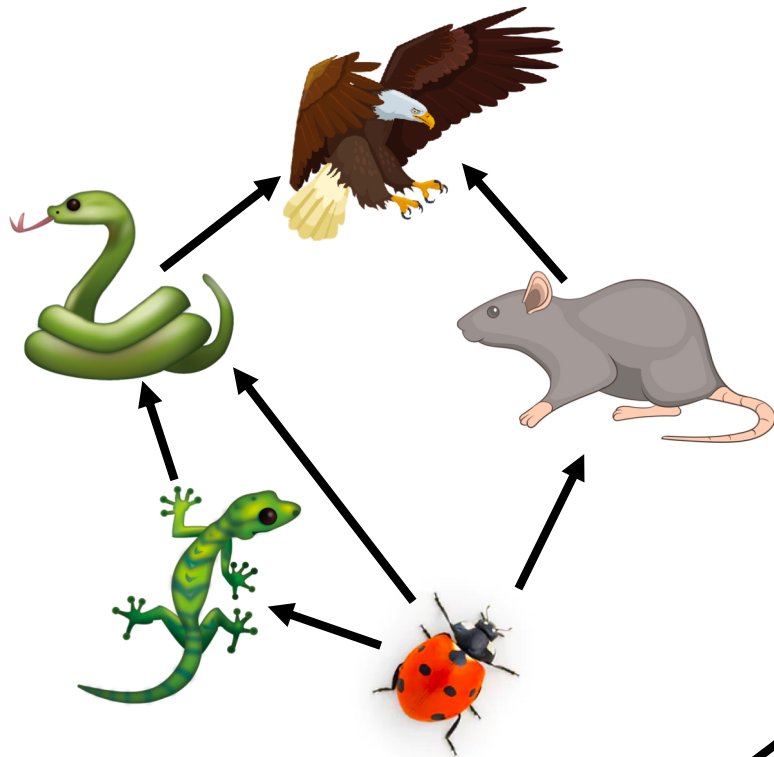
network	nodes and links	type
the Internet	Hosts and connections	undirected
the web	Webpages and links	directed
electrical grid	Power stations and cables	undirected
social network	Users and friendship	undirected
citation network	Papers and references	directed
movie network	Actors and co-starring	undirected
metabolism	Compounds and reactions	directed
protein network	Proteins and bindings	undirected
genealogy	People and parenthood	directed

Directed versus undirected

- At first glance **undirected** → **directed** by duplicating links, but not necessarily quite the same though



Generality of representation



Useful terms

□ Path

a sequence of interconnected nodes (meaning each pair of nodes adjacent in the sequence are connected by a link)



□ Path length

of links involved in the path (if the path involves n nodes then the path length is $n-1$)

□ Shortest path (between any two nodes)

the path with the minimum length, which is called the **distance**

□ Diameter (of the network)

the highest distance in the network

Useful terms

❑ Algorithms

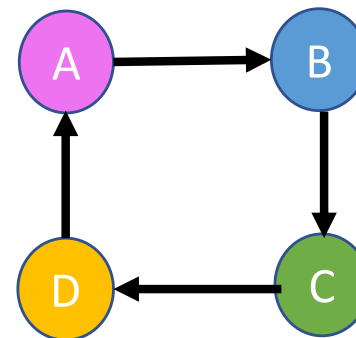
available to compute distances: **Dijkstra**,
Bellman-Ford, **BFS**

❑ Average path length

average distance between all nodes pairs (apply an algorithm to all node couples, and take the average)

❑ Cycle

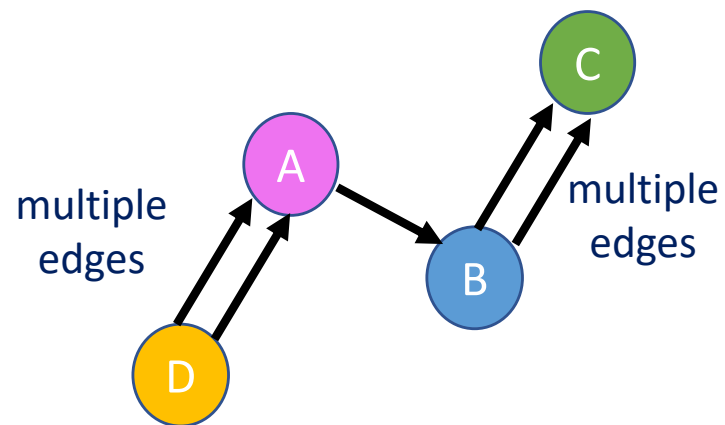
path where starting and ending nodes coincide



Multi-graphs

❑ Multi-graphs (or pseudo-graphs)

Some network representations require **multiple** links (e.g., number of citations from one author to another)

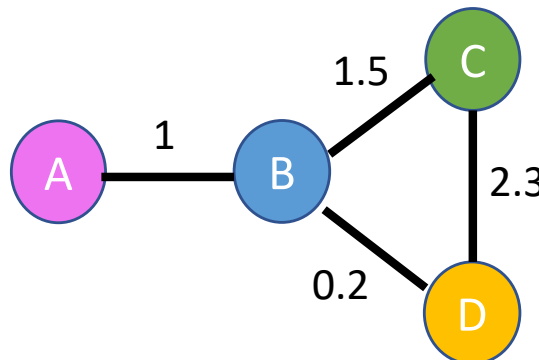


Weighted graph

□ Weighted graph

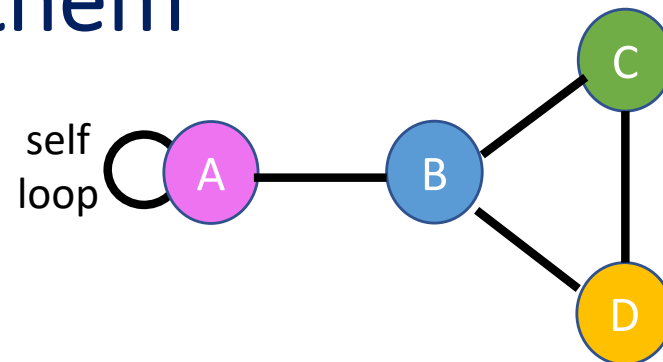
Sometimes a **weight** w_{ij} is associated to a link $(i,j) \in \mathcal{E}$, e.g., to underline that the links are not identical (strong/weak relationships)

Can be seen as a generalization of multi-graphs (weight = # of links)



Self-interactions

- ❑ In many networks nodes do not interact with themselves
if $j \in \mathcal{V}$ then $(j,j) \notin \mathcal{E}$
- ❑ To account for self-interactions, we add **loops** to represent them



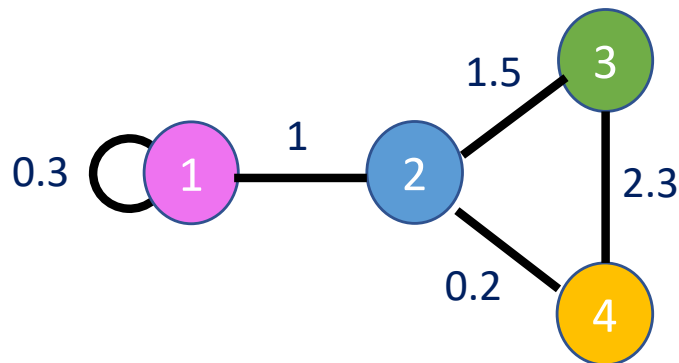
Adjacency matrix

- An adjacency matrix $A = [a_{ij}]$ associated to graph $\mathcal{G} (\mathcal{V}, \mathcal{E})$ has

entries $a_{ij} = 0$ for $(i,j) \notin \mathcal{E}$ (not a connection)

if nodes i and j are **connected** then $a_{ij} \neq 0$

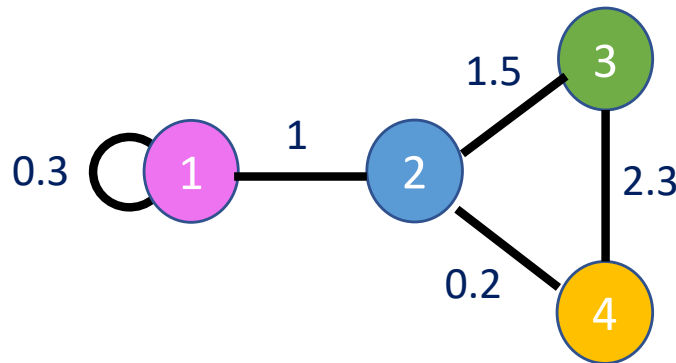
in **plain** graphs $a_{ij} = 1$ for $(i,j) \in \mathcal{E}$



$$A = \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0.2 \\ 0 & 1.5 & 0 & 2.3 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix}$$

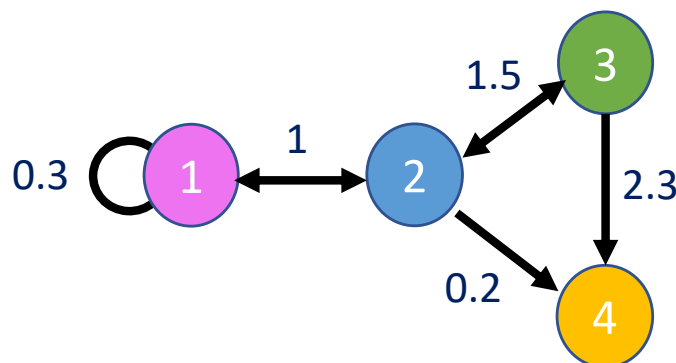
Symmetries

- Undirected graph = **symmetric** matrix



$$A = \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0.2 \\ 0 & 1.5 & 0 & 2.3 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix}$$

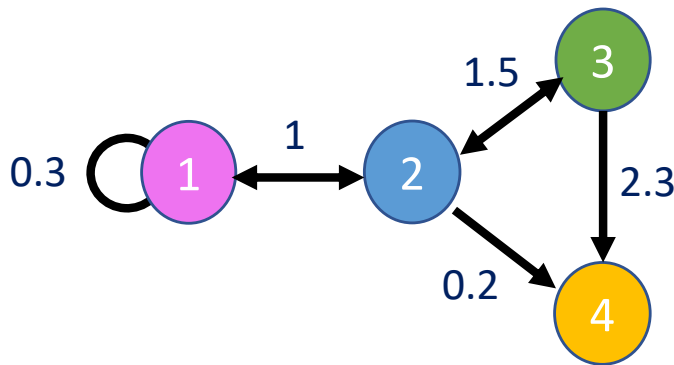
- Directed graph = **asymmetric** matrix



$$A = \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0 \\ 0 & 1.5 & 0 & 0 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix}$$

Convention

- The weight a_{ij} is associated to
 - i th row
 - j th column
 - directed edge $j \rightarrow i$ starting from node j and leading to node i

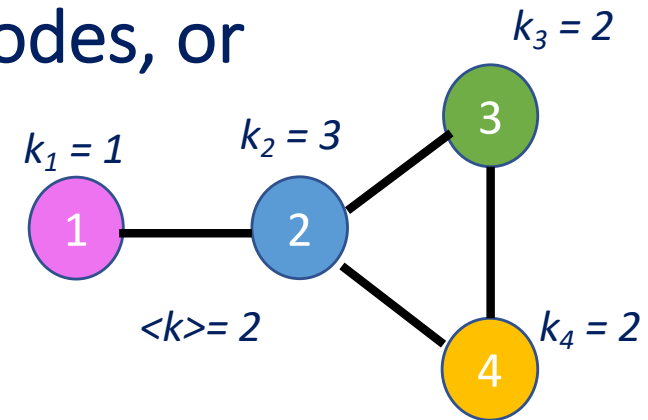


$$A = \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0 \\ 0 & 1.5 & 0 & 0 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix}$$

The matrix A is shown with a dashed red diagonal line. The elements a_{42} , a_{43} , a_{24} , and a_{34} are circled in red.

Degree

- The **degree** k_i of node i in an **undirected** networks is
the # of links i has to other nodes, or
the # of nodes i is linked to



- The # of nodes is $N = |\mathcal{V}|$
- The # of edges is $L = |\mathcal{E}| = \frac{1}{2} \sum_i k_i$
- The **average** degree is $\langle k \rangle = \sum_i k_i / N = 2L / N$

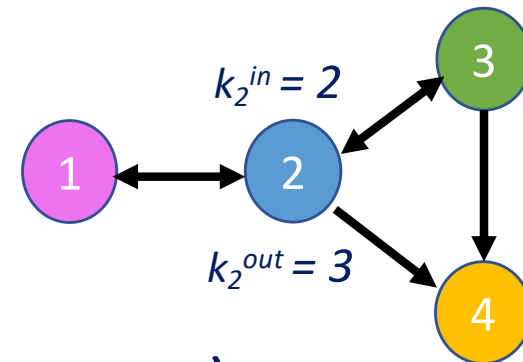
Degree

- For **directed** networks we distinguish between

in-degree k_i^{in} = # of entering links

out-degree k_i^{out} = # of exiting links

total degree $k_i = k_i^{in} + k_i^{out}$



(undirected: $k_i^{in} = k_i^{out}$ due to the symmetry)

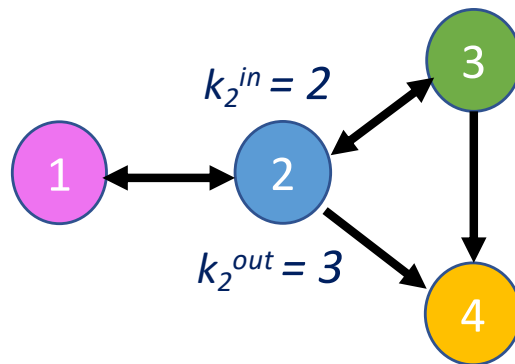
- The # of links is $L = \sum_i k_i^{in} = \sum_i k_i^{out}$

(no need for factor $\frac{1}{2}$)

The average # of links is $\langle k \rangle = L / N$

Adjacency matrix & degree

- The in (out) degree can be obtained by **summing** the adjacency matrix over rows (columns)



no self-loops in this case!!!

$$A = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \end{bmatrix}$$

$k_2^{\text{in}} = 2$

$k_2^{\text{out}} = 3$

- A few useful **linear algebra** expressions

$$k^{\text{in}} = A \cdot \mathbf{1}$$

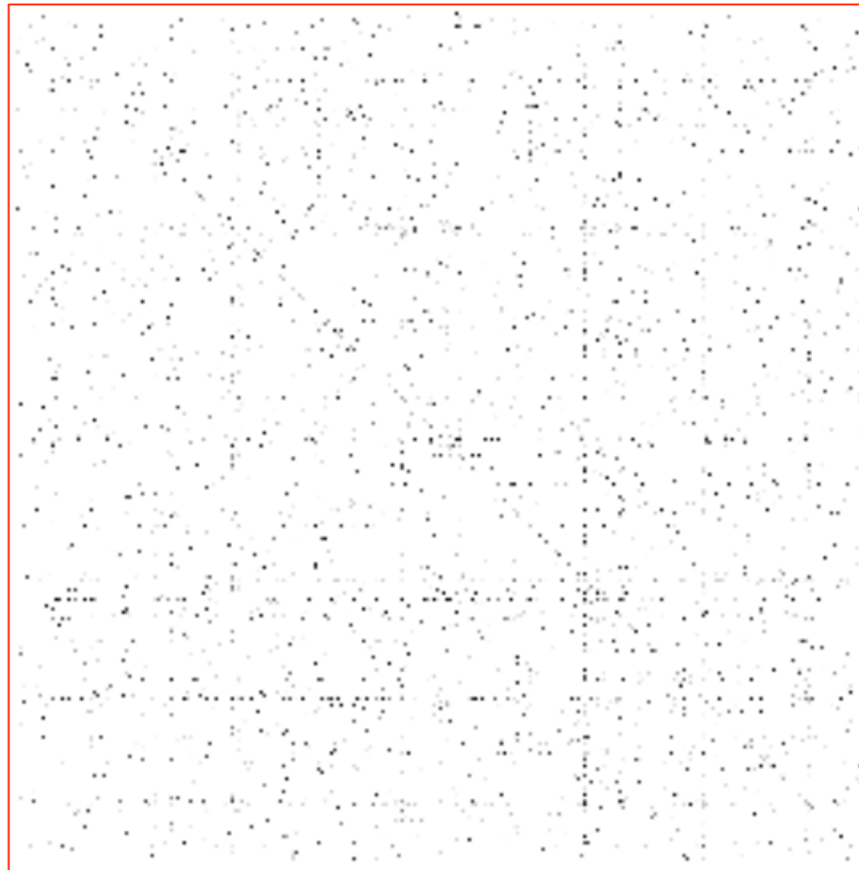
$$k^{\text{out}} = A^T \cdot \mathbf{1} = (\mathbf{1}^T \cdot A)^T$$

Real networks are sparse

- The adjacency matrix is typically sparse

good for tractability !

$A =$



protein
interaction
network

Real networks are sparse

- ❑ **Complete** graphs: the maximum # of links out of N nodes is

$$L_{\max} = \begin{matrix} \frac{1}{2}N(N-1) & \text{undirected} \\ N(N-1) & \text{directed} \end{matrix}$$

- ❑ The maximum average degree is

$$\langle k \rangle_{\max} = N-1 = \begin{matrix} 2 L_{\max} / N & \text{undirected} \\ L_{\max} / N & \text{directed} \end{matrix}$$

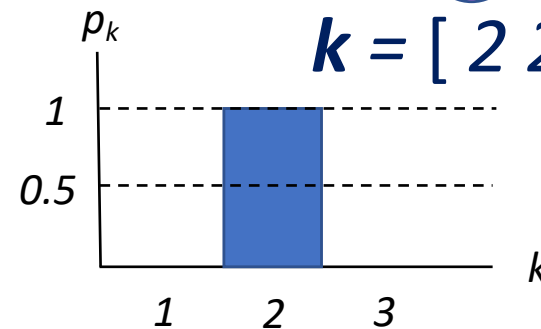
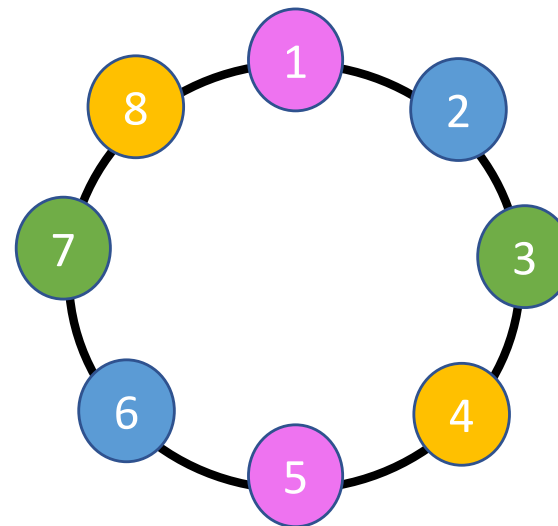
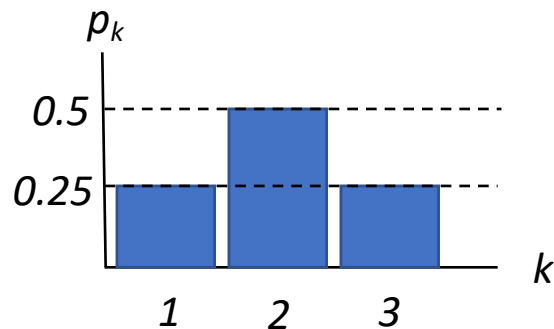
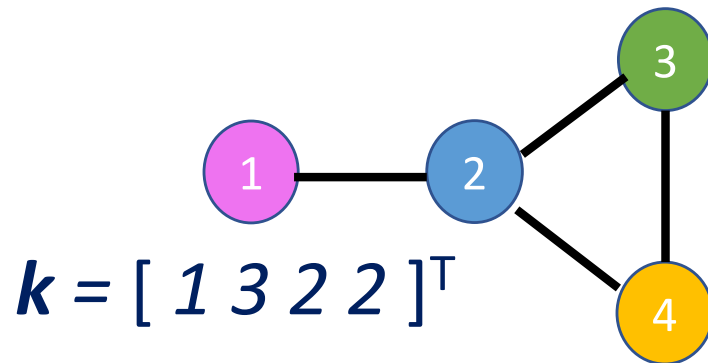
- ❑ In real networks $L \ll L_{\max}$ and $\langle k \rangle \ll N-1$

network	type	N	L	$\langle k \rangle$
www	directed	3.2×10^5	1.5×10^6	4.60
Protein	directed	1870	4470	2.39
Co-authorships	undirected	23133	93439	8.08
Movie actors	undirected	7×10^5	29×10^6	83.7

Degree distribution

□ Degree distribution p_k , a probability distr.

p_k is the fraction of nodes that have degree exactly equal to k (i.e., # of nodes with that degree / N)

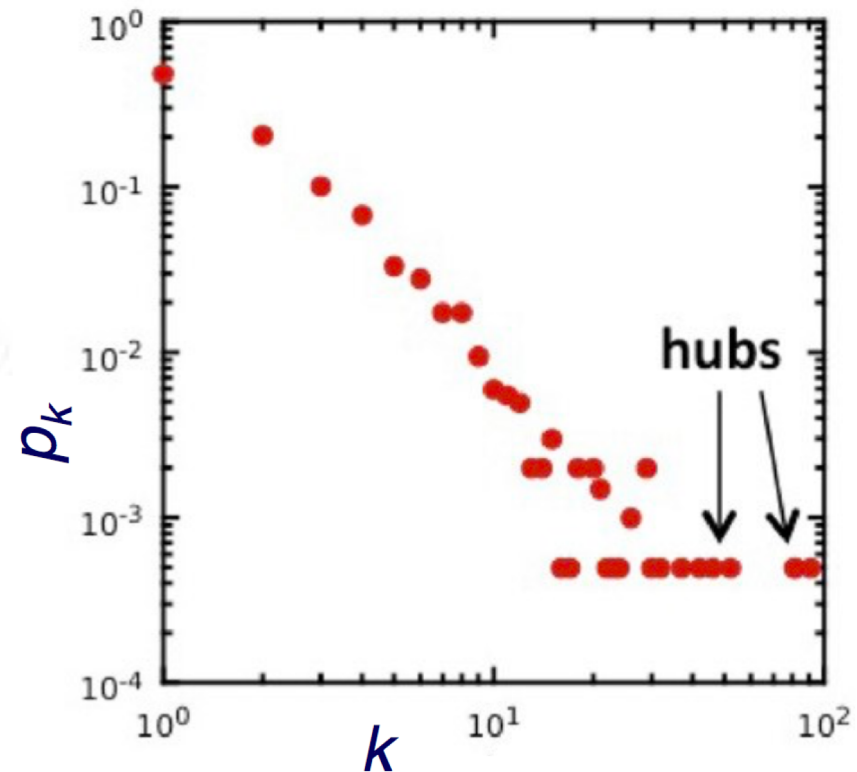
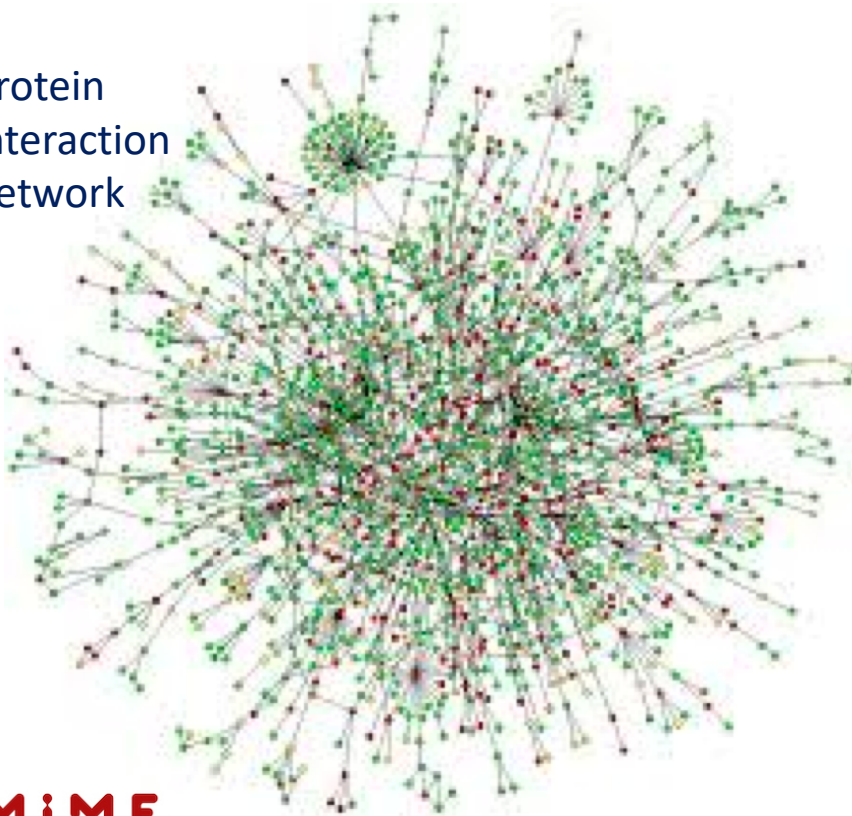


Degree distribution

- In real world (large) networks, degree distribution is typically **heavy-tailed**

nodes with high degree = **hubs**

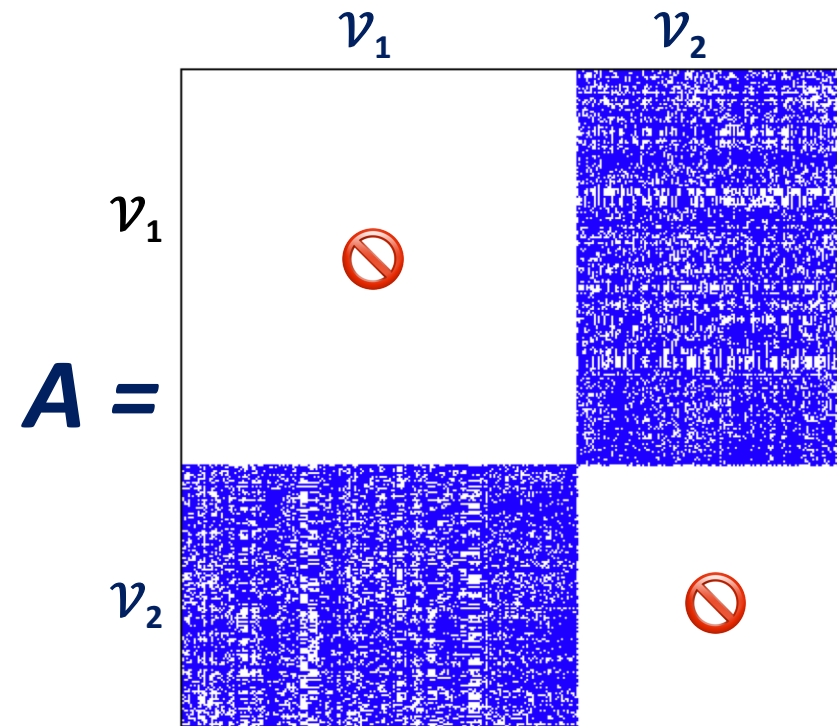
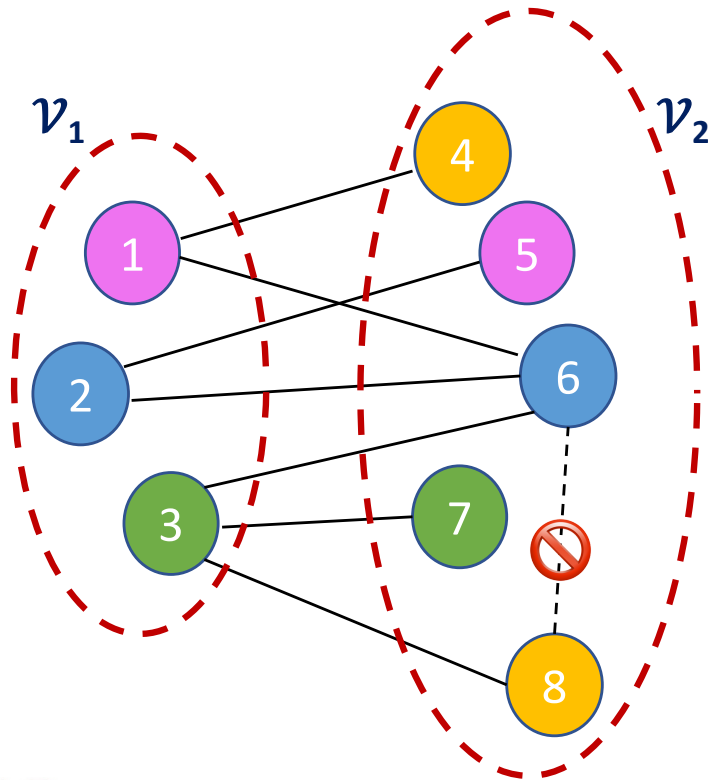
protein
interaction
network



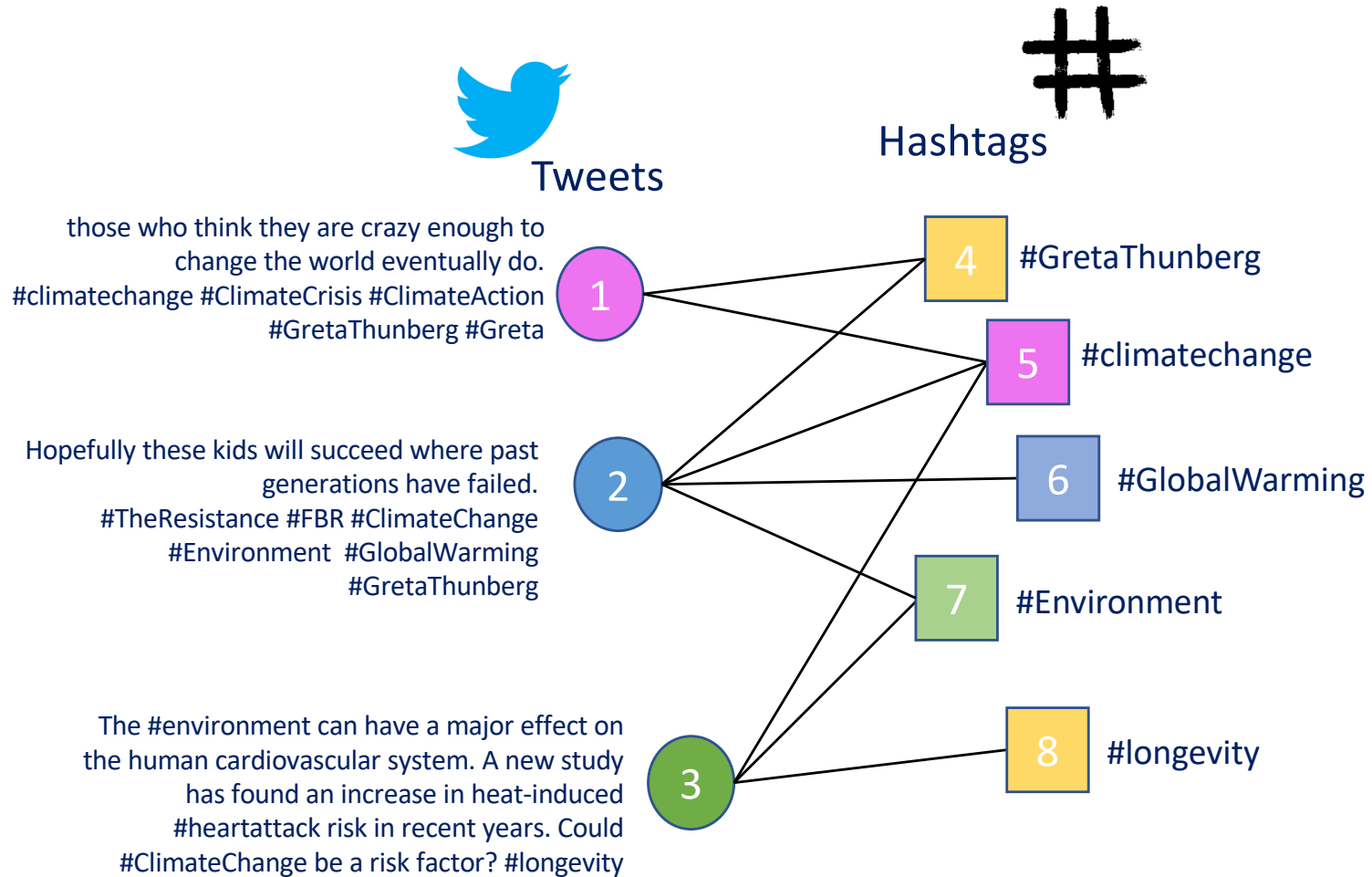
Bipartite graphs

- Connections are available only between the subsets \mathcal{V}_1 and \mathcal{V}_2

$(i,j) \in \mathcal{E}$ if and only if $i \in \mathcal{V}_1$ and $j \in \mathcal{V}_2$, or $j \in \mathcal{V}_1$ and $i \in \mathcal{V}_2$

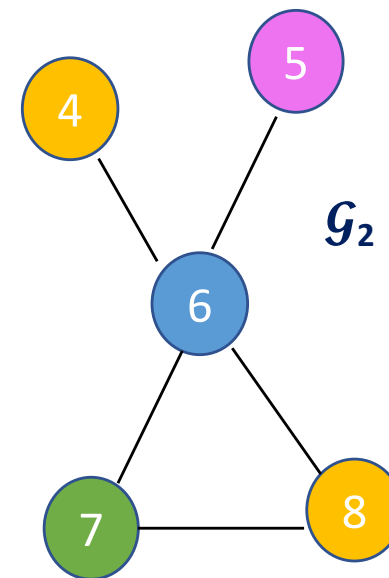
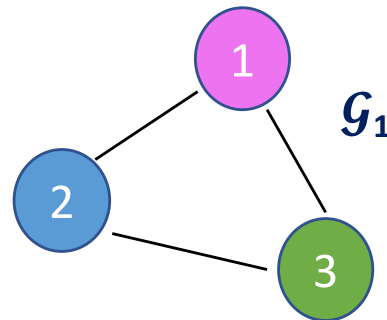
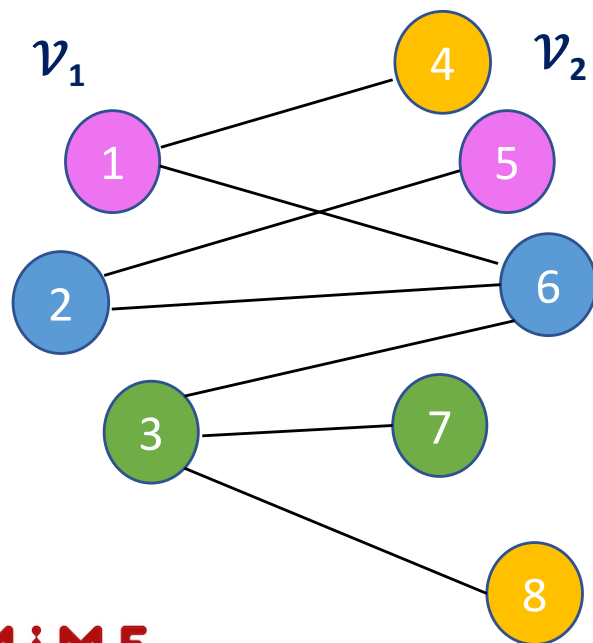


Bipartite graph example



Projections

- For a bipartite graph $\mathcal{G}(\mathcal{V}_1 \cup \mathcal{V}_2, \mathcal{E})$, the **projection** on \mathcal{V}_1 is the graph $\mathcal{G}_1(\mathcal{V}_1, \mathcal{E}_1)$ where $(i, j) \in \mathcal{E}_1$ if and only if i and j have a common neighbour k i.e., a node $k \in \mathcal{V}_2$ such that $(i, k) \in \mathcal{E}$ and $(k, j) \in \mathcal{E}$



Projections

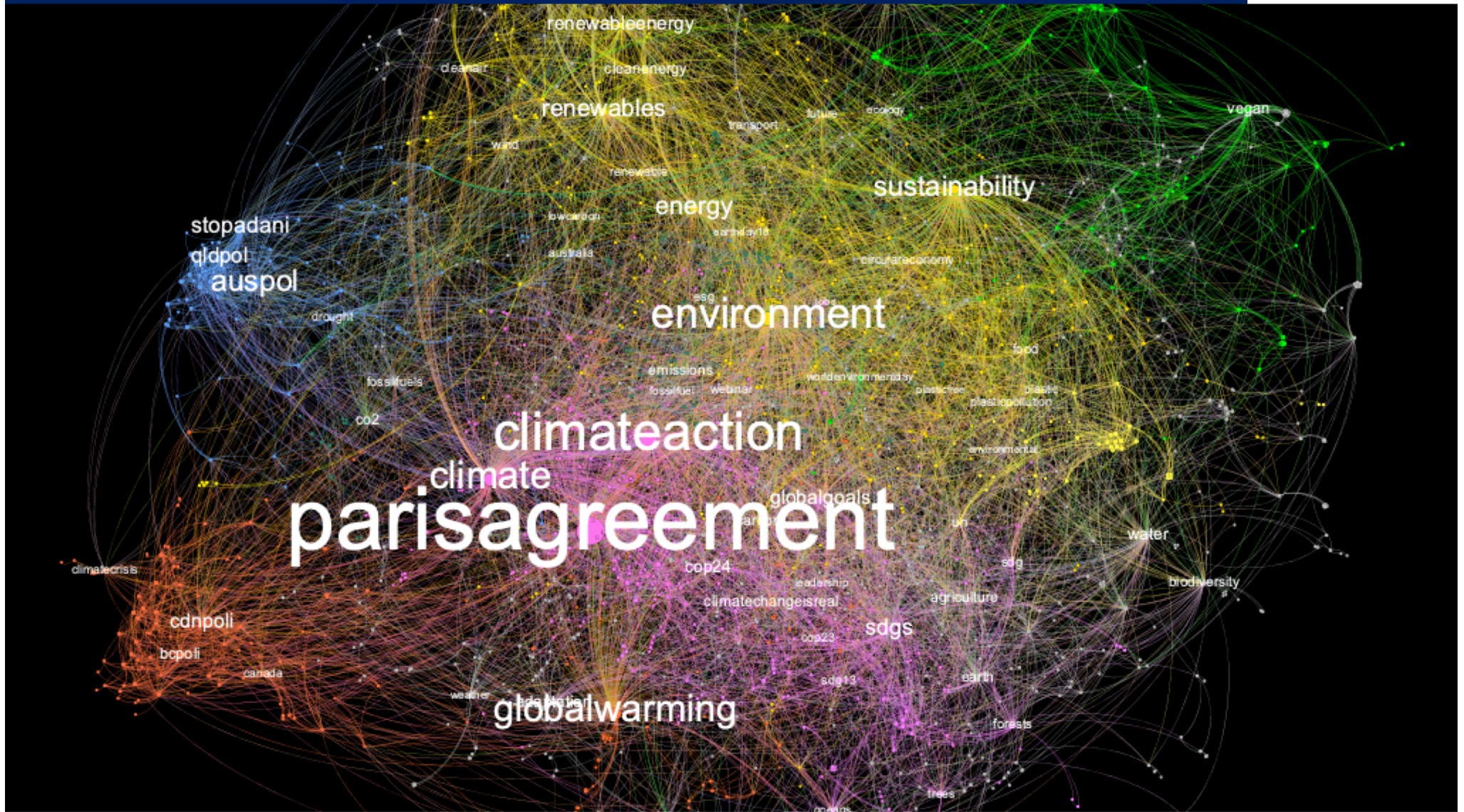
- The two projections on \mathcal{V}_1 and \mathcal{V}_2 can be obtained by inspecting the squared adjacency matrix A^2

$$A^2 = \begin{bmatrix} 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 2 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 2 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 3 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 3 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \end{bmatrix}$$

of common neighbors of $i=6$ and $j=5$

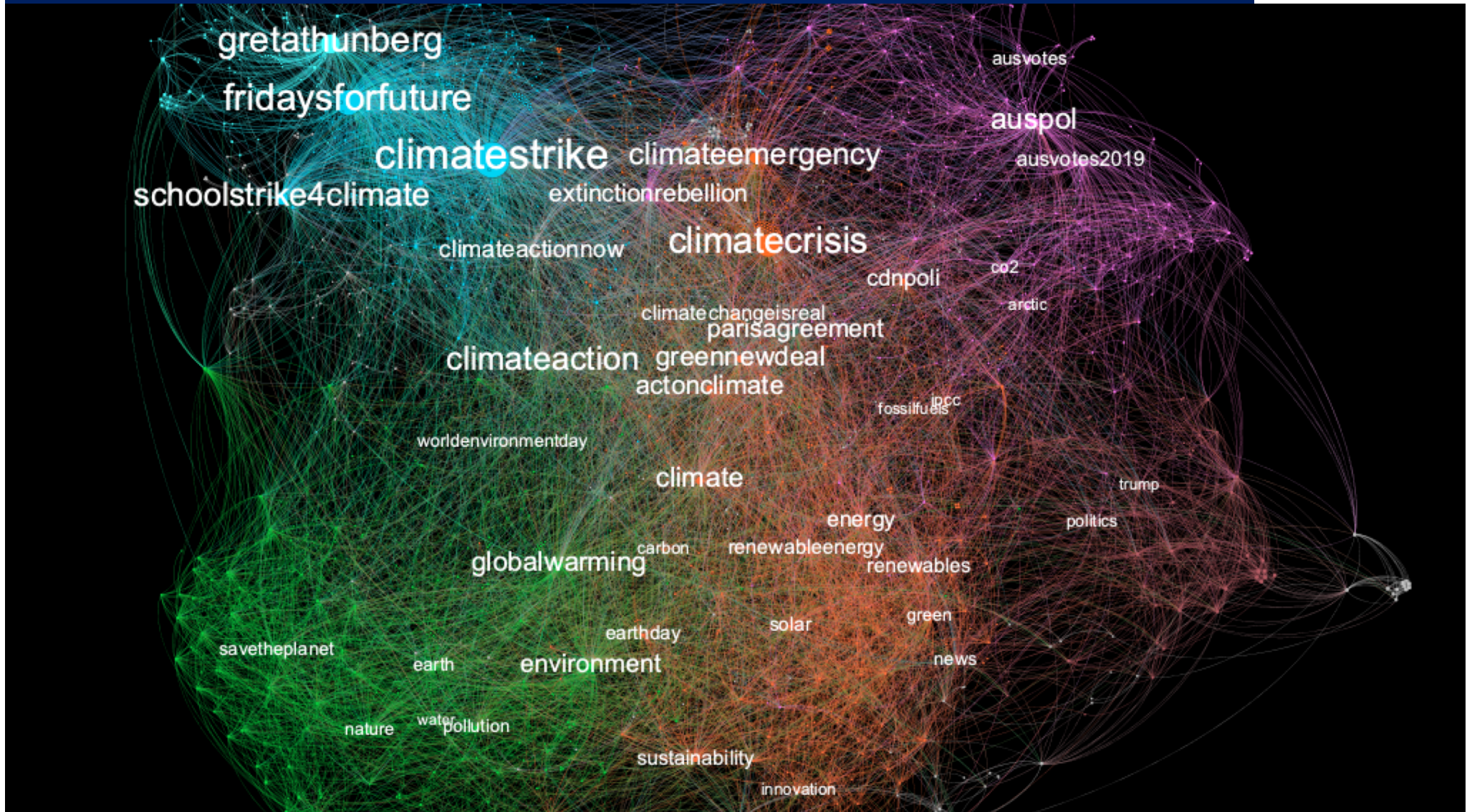
of neighbors of $i=6$

Projection example



#climateaction tweets before Greta Thunberg

Projection example



#climateaction tweets after Greta Thunberg

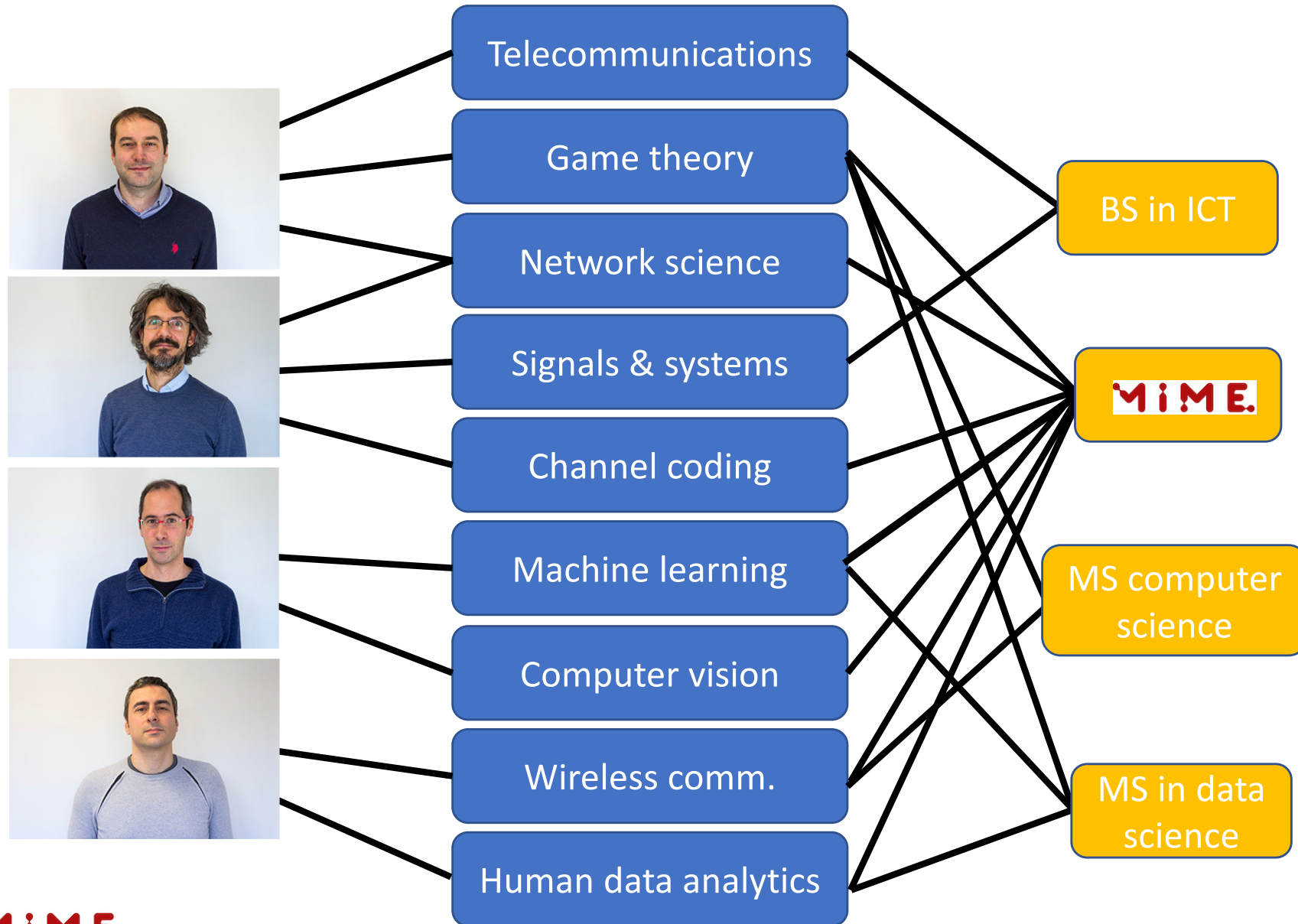
Meaning of projections

- Bipartite graphs are useful to represent **memberships**/relationships, e.g., groups (\mathcal{V}_1) to which people (\mathcal{V}_2) belong

examples: actors/movies, students/classes, authors/conferences

from a mathematical viewpoint **being part of the same group** can be interpreted in both ways, e.g., “actors in the same movie” or “movies sharing the same actor”

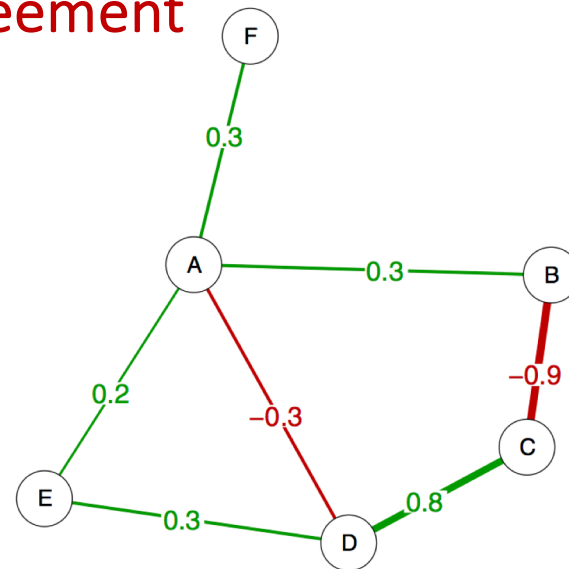
Tri-partite graphs



Signed graphs

□ Edges can have signed values

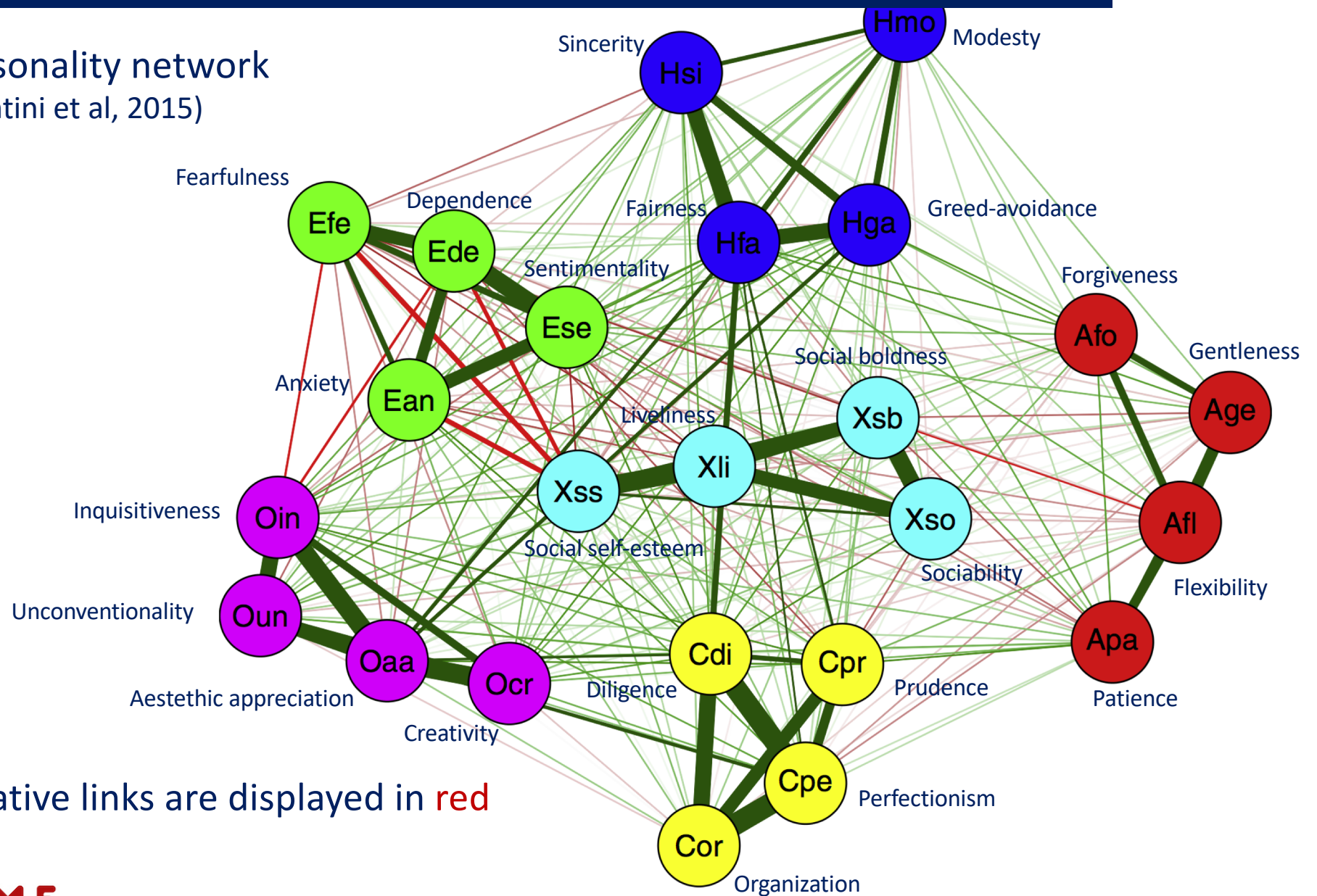
positive if there is an agreement between nodes
negative if there's a disagreement



□ This is typical of correlation networks

Signed graph example

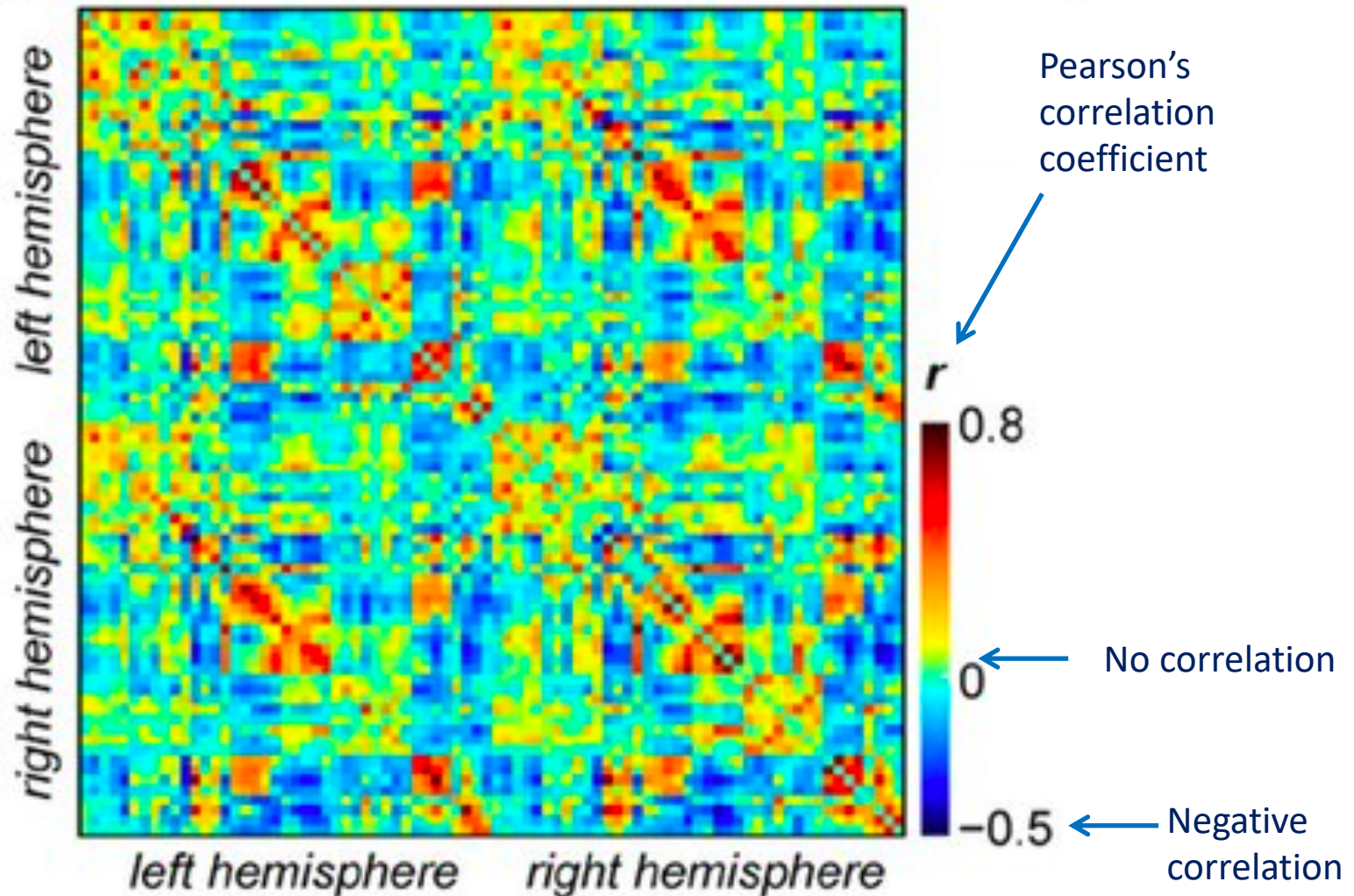
A personality network
(Costantini et al, 2015)



Negative links are displayed in red

Signed graph example (cont'd)

An fMRI adjacency matrix
(fMRI = functional magnetic resonance imaging)



Connectivity

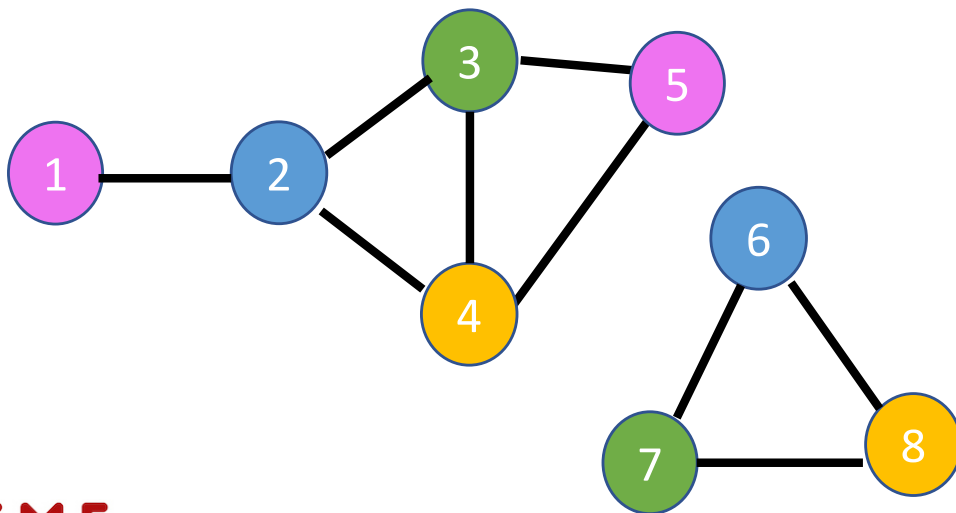
❑ Connected graph (undirected)

for all couples (i,j) there exists a path connecting them

if **disconnected**, we count the # of connected components (e.g., use BFS and iterate)

❑ Giant component (the biggest one)

❑ Isolates (the other ones)



$A =$

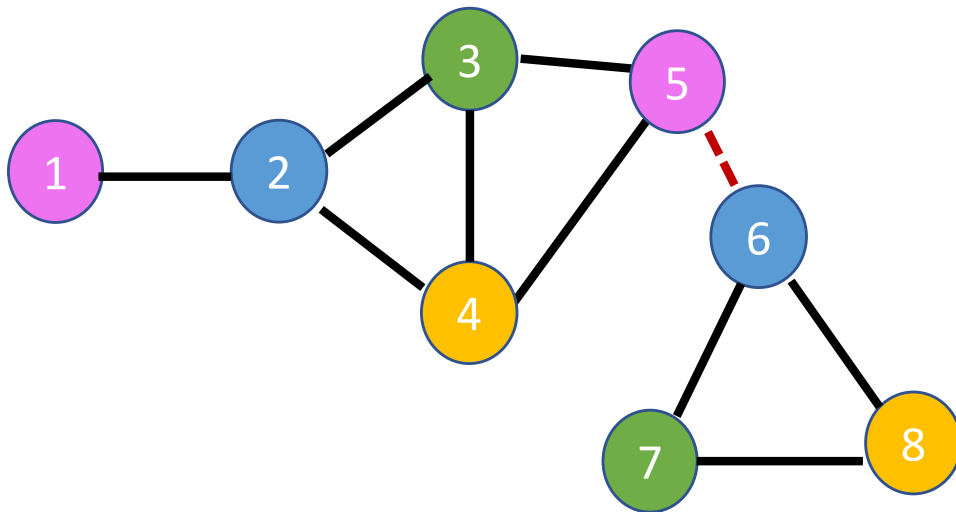
0	1	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0
0	1	0	1	1	0	0	0	0
0	1	1	0	1	0	0	0	0
0	0	1	1	0	0	0	0	0
0	0	0	0	0	0	1	1	1
0	0	0	0	0	1	0	1	1
0	0	0	0	0	1	1	0	1

block-diagonal matrix

Connectivity

□ A **bridge** is a link between two connected components

its removal would make the network disconnected



$A =$

0	1	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0
0	1	0	1	1	0	0	0	0
0	1	1	0	1	0	0	0	0
0	0	1	1	0	1	0	0	0
0	0	0	0	0	1	0	1	1
0	0	0	0	0	1	0	1	1
0	0	0	0	0	1	1	0	0

Connectivity in directed nets

For directed networks we distinguish between

- ❑ **Strongly** connected components

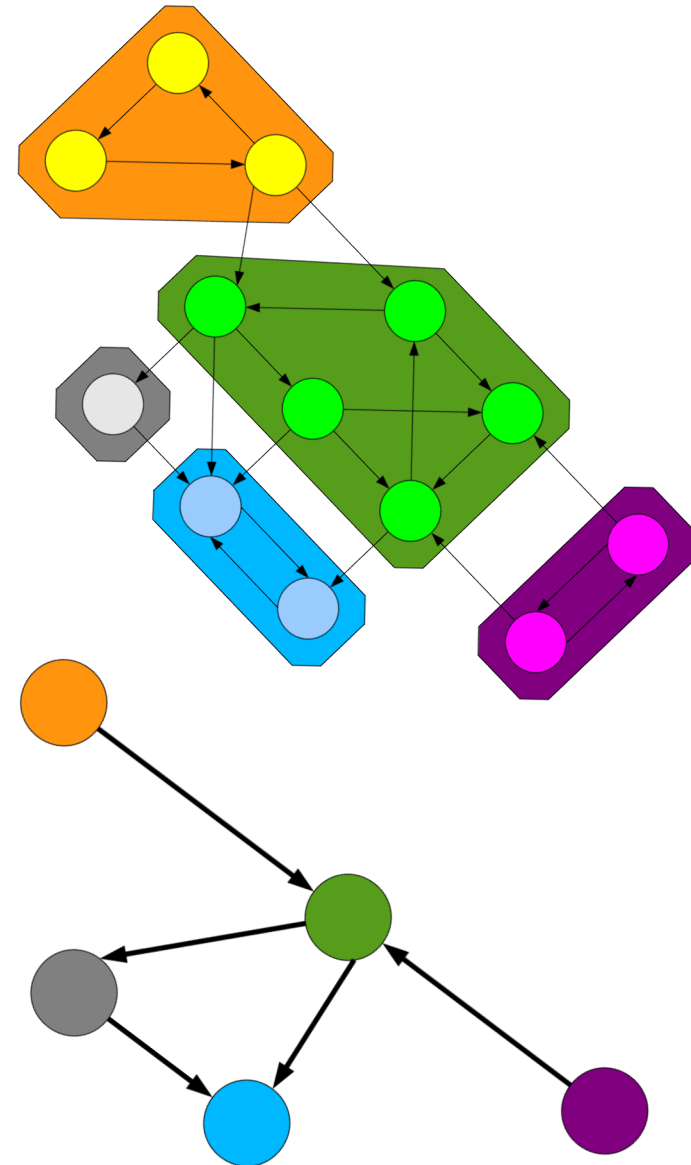
where $i \rightarrow j$ and $j \rightarrow i$ for all choices of (i, j) in the component

- ❑ **Weakly** connected components

connected in the undirected sense (i.e., disregard link directions)

Condensation graph

- ❑ Strong connectivity induces a **partition** in disjoint **strongly connected** sets $\mathcal{V}_1, \mathcal{V}_2, \dots, \mathcal{V}_K$
- ❑ By reinterpreting the sets as nodes we obtain a **condensation graph** \mathcal{G}^* where $i \rightarrow j$ is an edge if a connection exists between sets $\mathcal{V}_i \rightarrow \mathcal{V}_j$



Properties of \mathcal{G}^*

- \mathcal{G}^* does not contain **cycles**

otherwise the sets in the cycle would be strongly connected

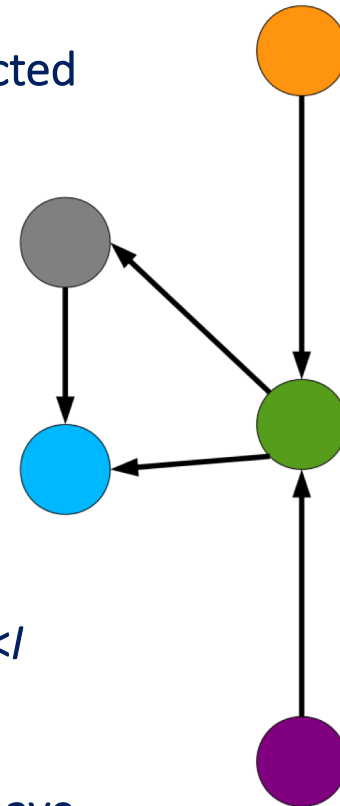
- \mathcal{G}^* has at least one **root** and one **leaf**

and every node in the graph can be reached from one of the roots

- \mathcal{G}^* allows a particular **reordering**

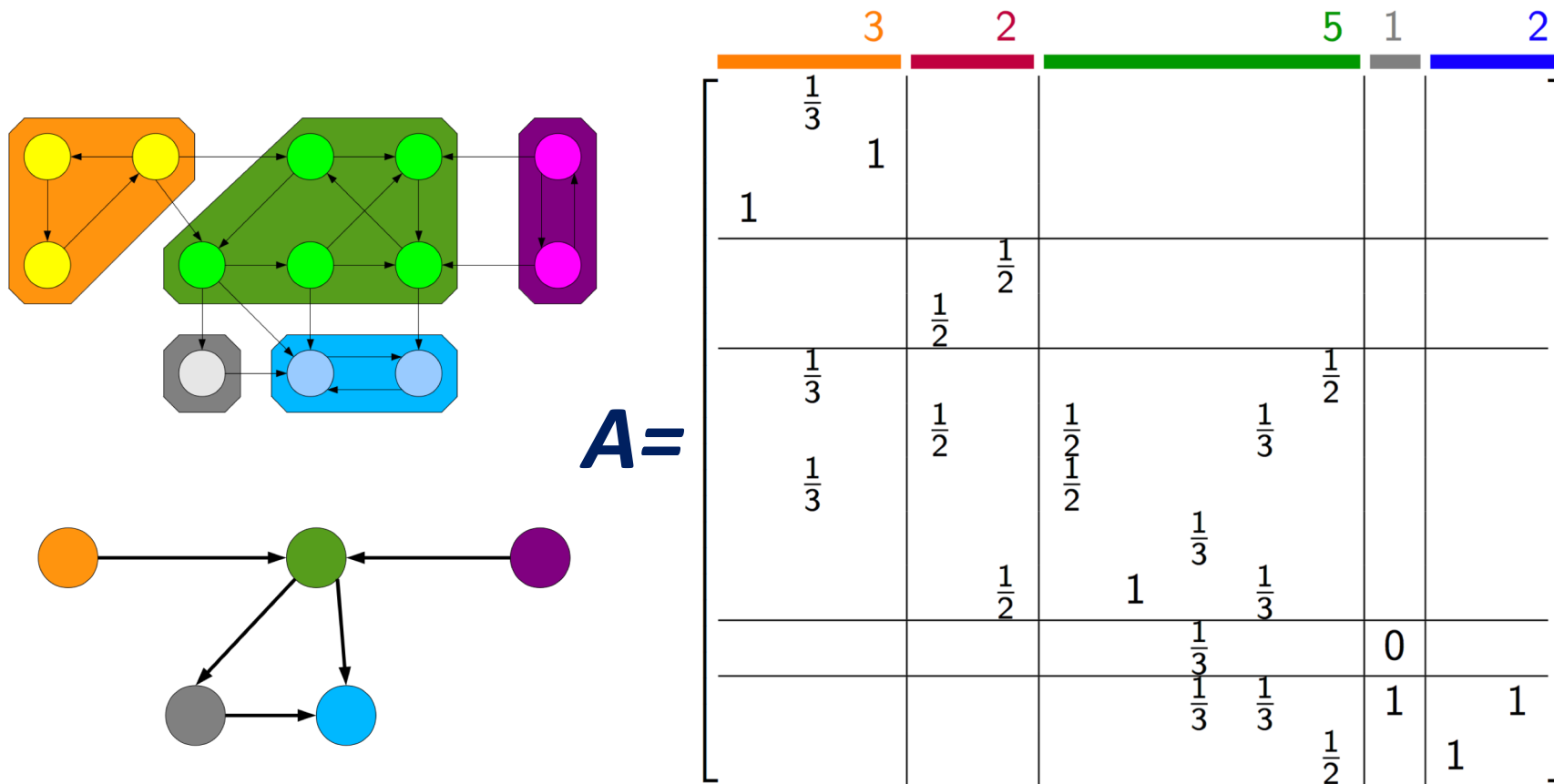
where node n_i does not reach any of the nodes n_j with $j < i$

procedure: identify a root n_1 and remove it from the network, then identify a new root; cycle until all nodes have been selected



Condensation graph

- The **condensation graph** ordering induces a block-lower-triangular matrix structure on the adjacency matrix



blocks in the diagonal are **irreducible** = no block-diagonal form !

Readings

□ A.L. Barabási, Network science

<http://barabasi.com/networksciencebook>

Ch.2 “Graph theory”