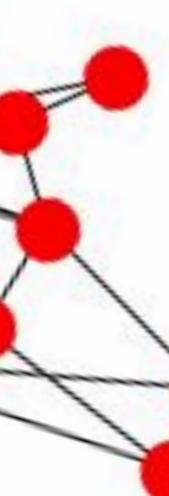
DMSN Tutorial 1: Networks and Random Graphs Naomi Arnold https://narnolddd.github.io/

Session will start at 9:05, see you soon! :-)



About me

PhD student in the Networks Group

Email

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Webpage

https://narnolddd.github.io



Naomi Arnold

PhD Student

- Queen Mary University of London I maintain the FETA (Framework for Evolving Topology Analysis) codebase with Richar which can be used for generating graphs from different growth models, and for model 🖸 Email (paper describing the background and process here). 💟 Twitter

- in LinkedIn
- Instagram
- G Github

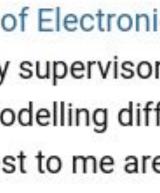
Naomi Arnold

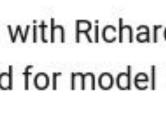
I am Naomi Arnold, a PhD student within the Networks group in the School of Electroni Engineering and Computer Science at Queen Mary University of London. My supervisor Richard Clegg and Raul Mondragon. My research interests are broadly in modelling diff social and information systems as evolving graphs. Specific areas of interest to me are

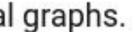
- Network growth models: model selection and changepoint detection.
- Tools for temporal networks.

I am also a contributor to the Raphtory software for the analysis of temporal graphs.

News







Housekeeping

- Asking questions -- "raise hand" feature
- Chat channels -- bear in mind that moderators can see these
- Session recordings -- each session will be recorded
 Tutorial materials -- will be uploaded after end of each
- Tutorial materials -- will be session

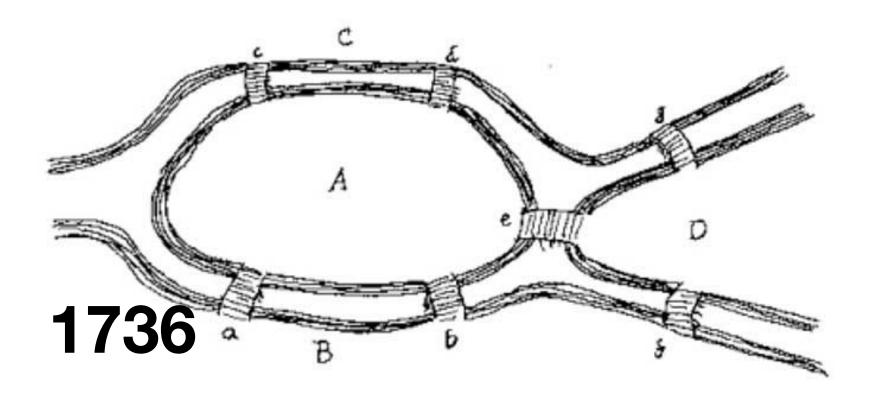
In this tutorial:

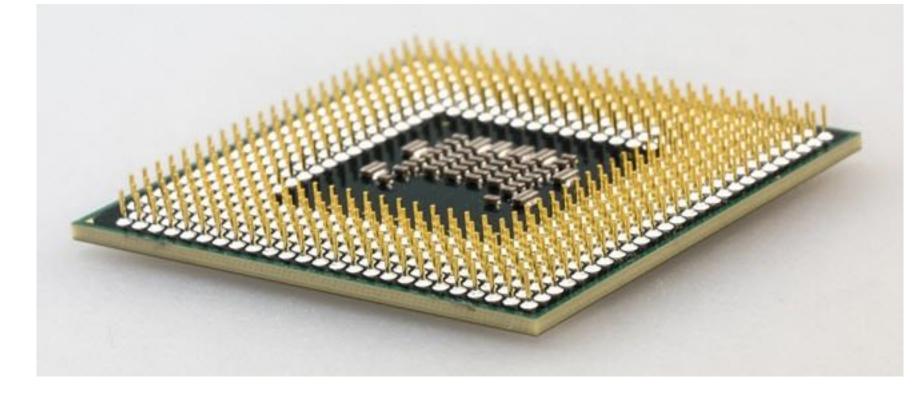
• Recap on concepts and metrics covered in the lecture

- See some of the key similarities and differences between random graphs and real networks

• Get to grips with the Erdos-Renyi random graph model

A (very) brief history of network science









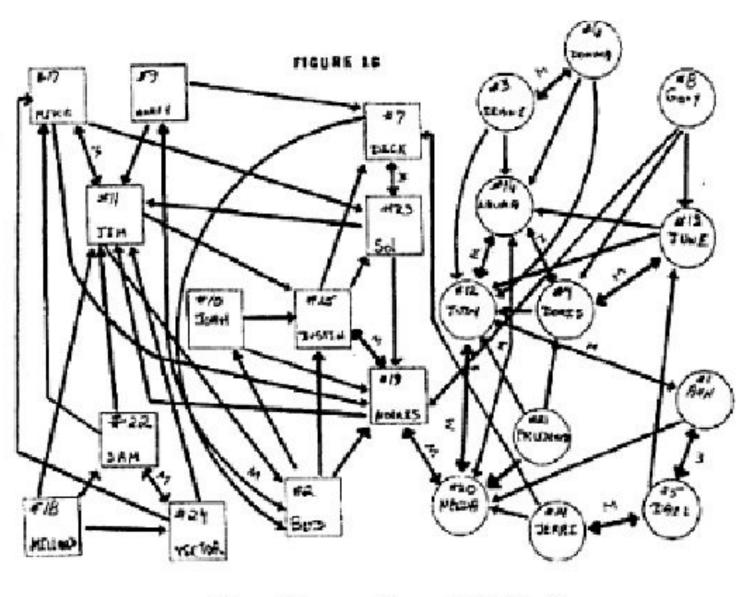


Figure 3.3 1933

Moreno's 1933 Sociogram

Availability of rich datasets Computing power

If you could draw one edge per second and didn't take breaks, it would take **12,600** years to draw the Facebook graph





Network Science is Interdisciplinary

- Social sciences: made first use of 'sociograms' as networks, and drive a lot of the motivation for network science
- Mathematics/Physics: development of graph theory, models for dynamics on/of networks (often using theory from particle physics!)
- Computer Science: developing and implementing algorithms for networks, working with scalability challenges of big data
- Field specific applications: epidemiologists studying disease prevention/vaccination, Internet network operators, social network

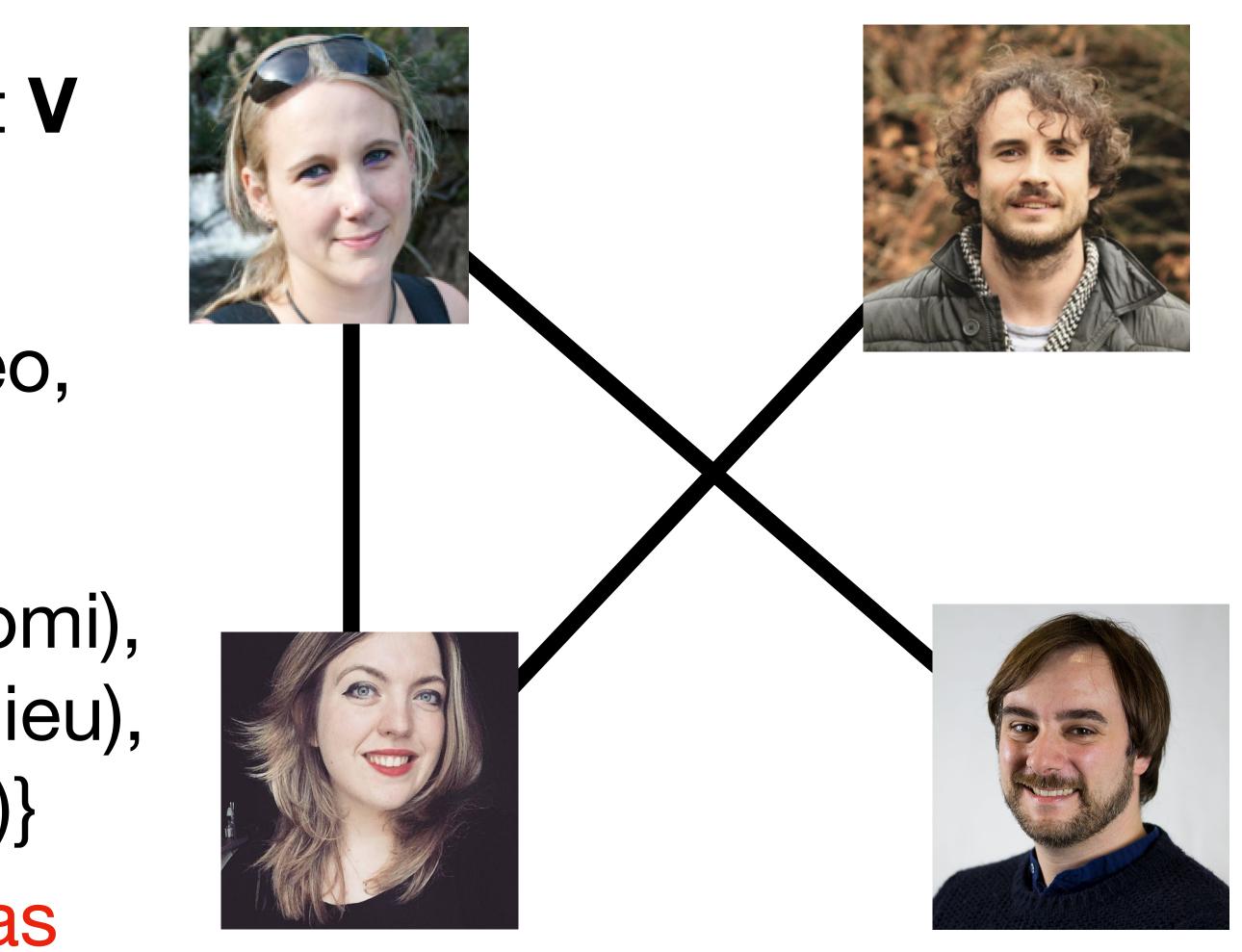
(Undirected) Graph

A graph is a tuple (V,E) of a set V of vertices and E of edges

Vertex (node) set: {Laurissa, Teo, Naomi, Mathieu}

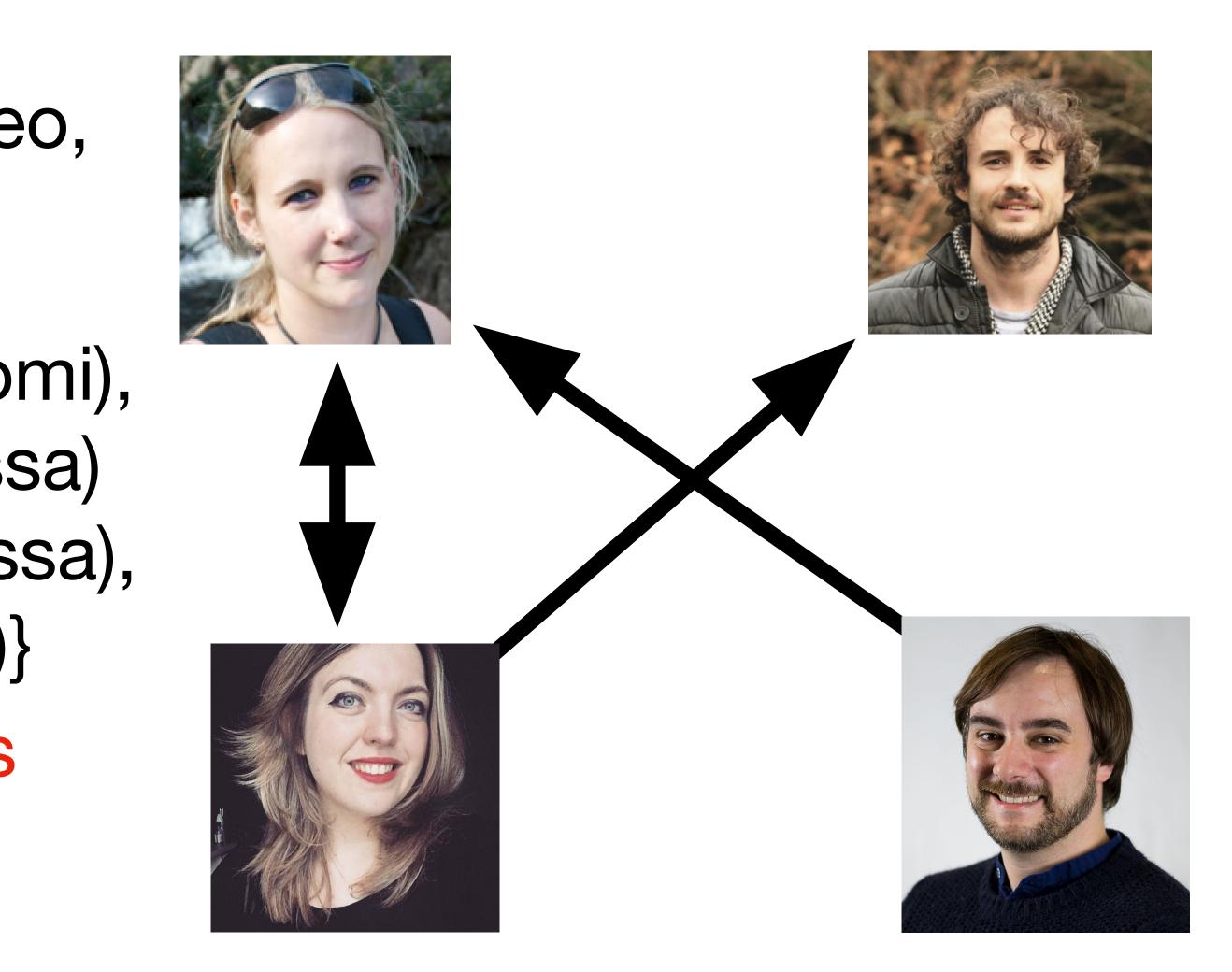
Edge (link) set: { (Laurissa, Naomi), (Laurissa, Mathieu), (Naomi, Teo)}

Here, order doesn't matter as graph is **undirected**



Directed Graph

- Vertex (node) set: {Laurissa, Teo, Naomi, Mathieu}
- Edge (link) set: { (Laurissa, Naomi), (Naomi, Laurissa) (Mathieu, Laurissa), (Naomi, Teo)}
 - Here, order **does** matter as graph is **directed**

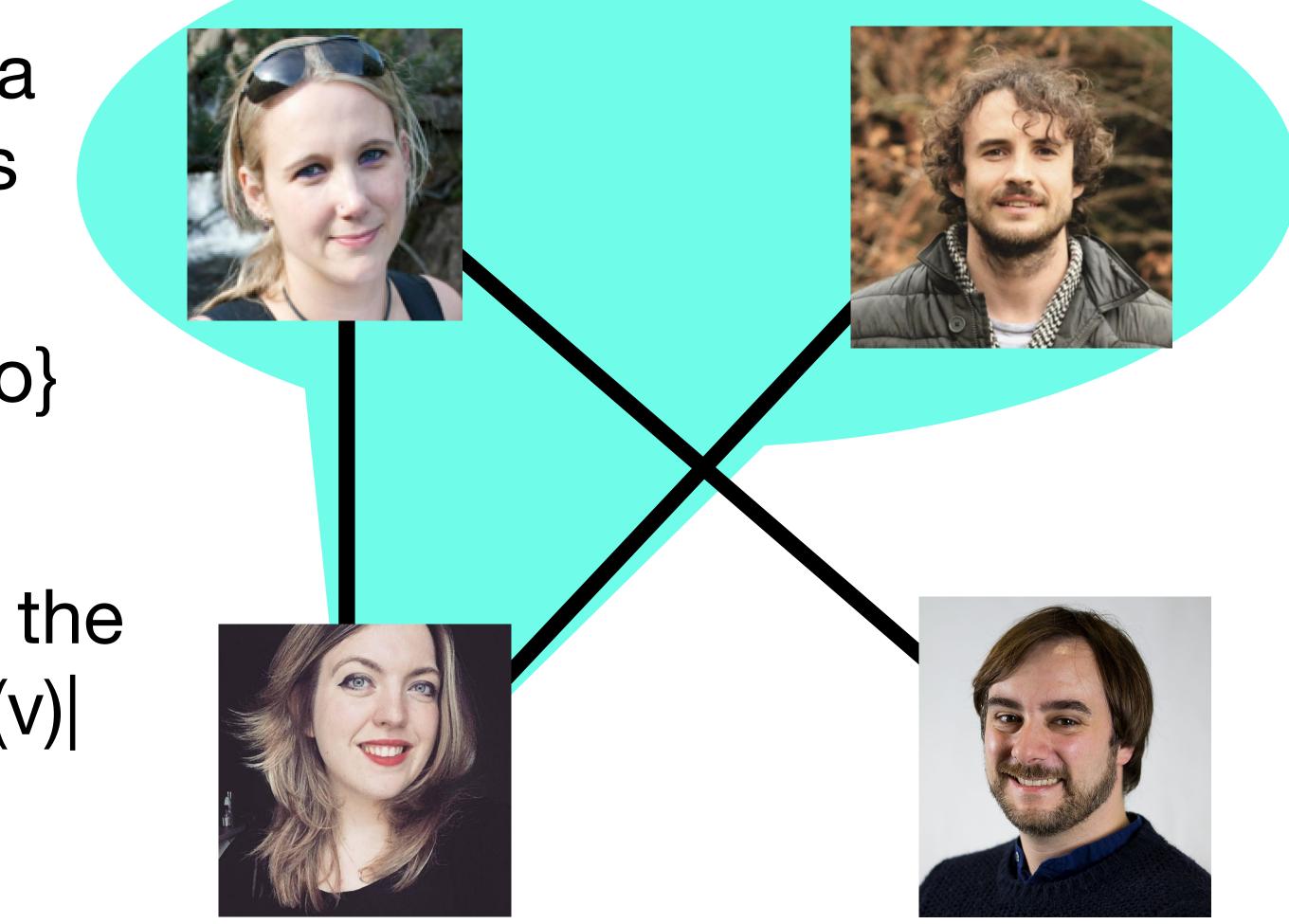


How do we measure graphs? How do we compare them?

Neighbourhood and Degree

- The **neighbourhood** N(v) of a vertex v is the set of vertices adjacent to V
- e.g. N(Naomi) = {Laurissa, Teo}

The **degree** k(v) of a vertex v is the size of the neighbourhood: |N(v)| e.g. k(Naomi) =2



Degree Sequence/Average Degree

The degree sequence of a graph is the list of the vertex degrees for that graph e.g. 2, 2, 1, 1

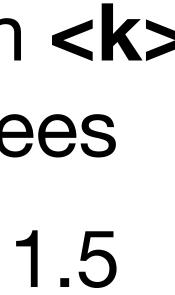
The average degree of a graph <k> is the mean of the node degrees

e.g. $\langle k \rangle = (2 + 2 + 1 + 1)/4 = 1.5$

(also equal to 2*|edges|/|nodes|... why?)









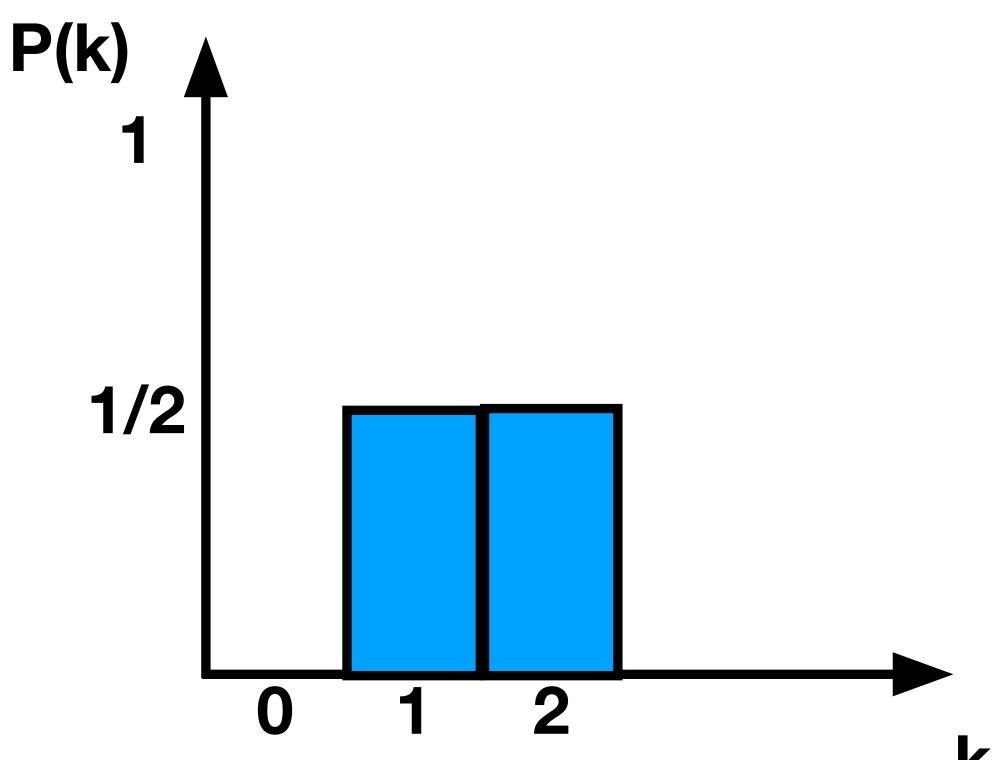


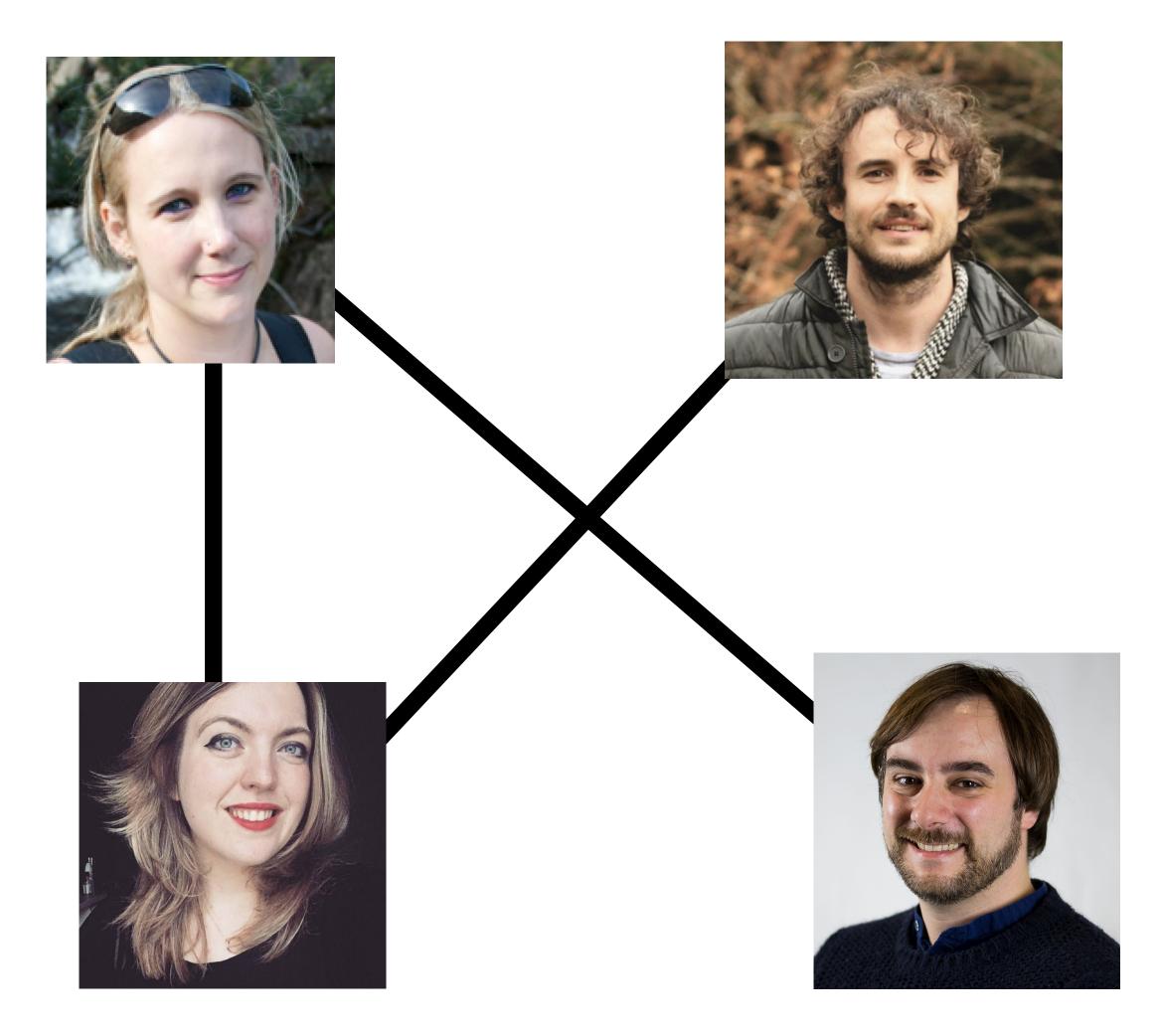




Degree distribution

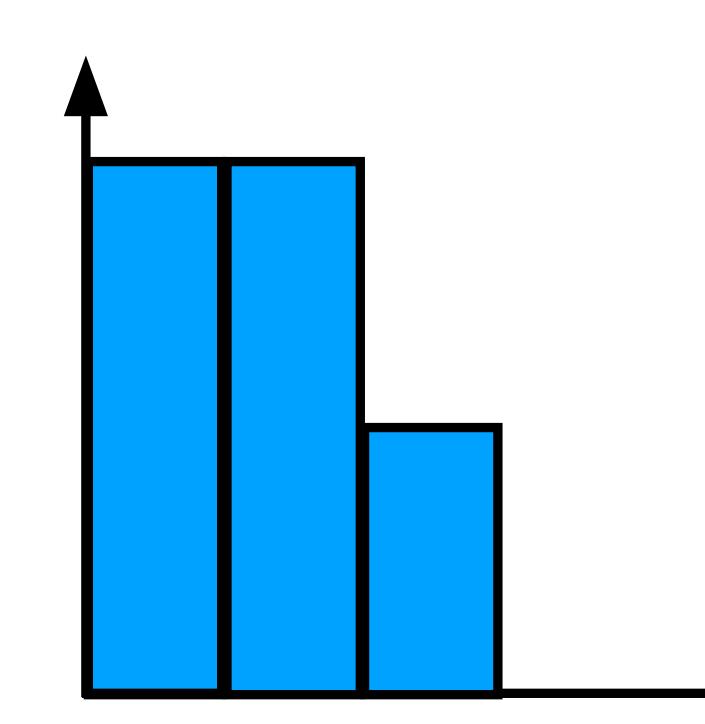
The degree distribution **P(k)** is the proportion of nodes with degree **equal to k**

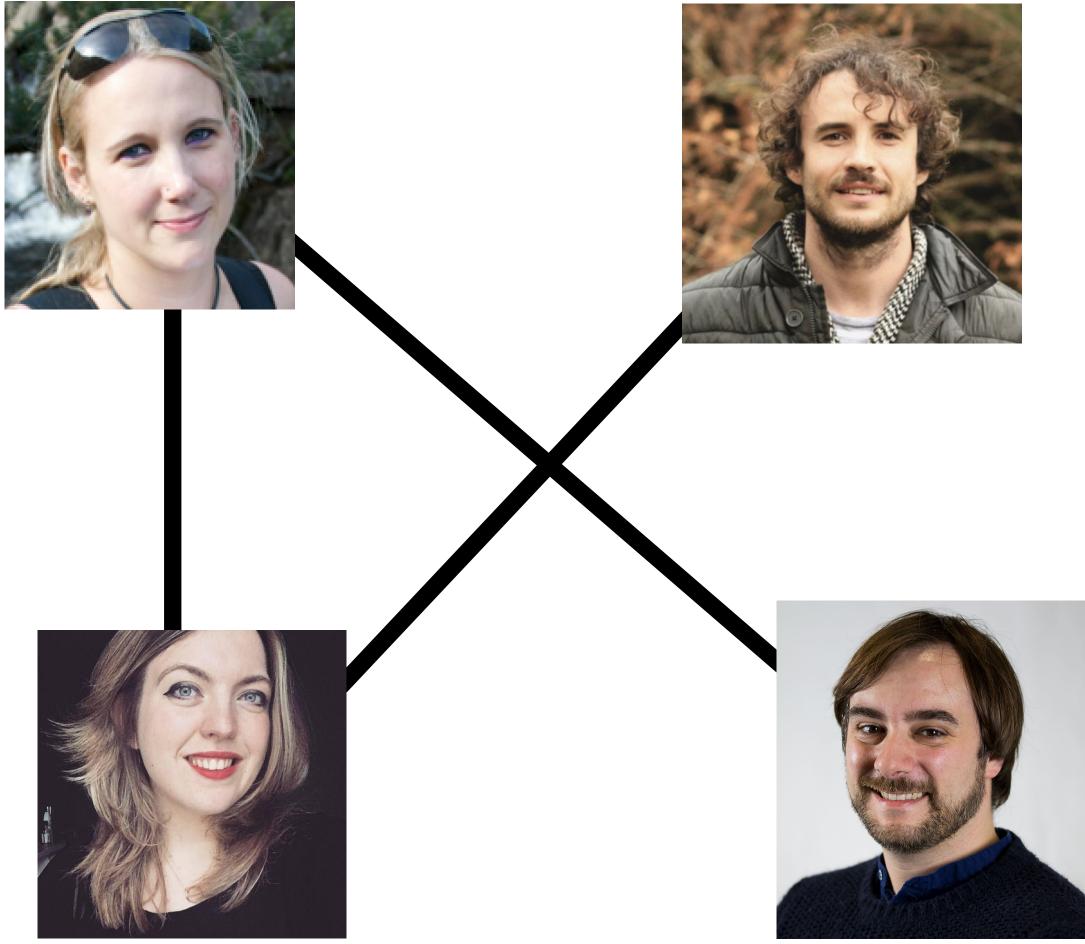




Degree distribution

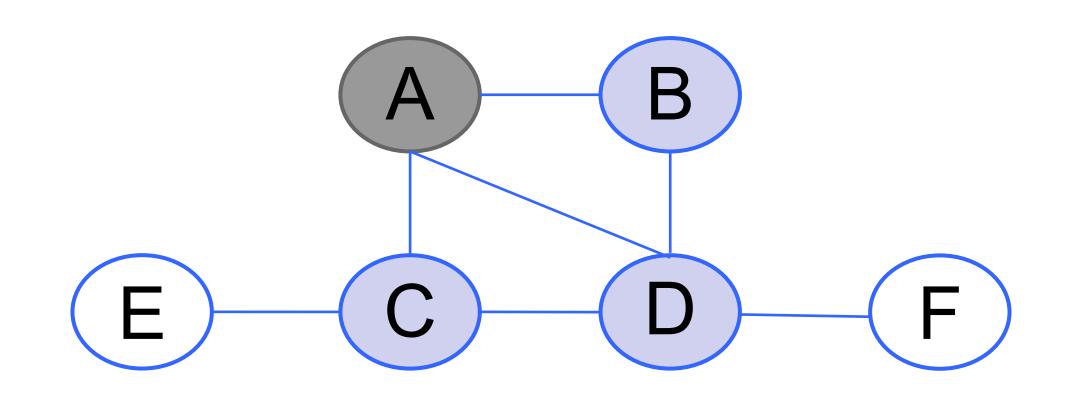
... but it's common to look at the proportion of nodes with degree greater than or equal to k







CLUSTERING COEFFICIENT



The clustering coefficient defines the proportion of A's neighbours (N(A)) which are connected by an edge (are friends).

The number of triangles in which A is involved wrt to the ones it could be involved in.







FORMALLY: CLUSTERING COEFFICIENT

Local Clustering Coefficient

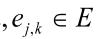
$$C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i},$$

Network Clustering Coefficient

$$CG = \frac{1}{N} \sum_{i} C_i$$







Proportion of my friends who are also friends with my other friends...

The average all all the node's local clustering coefficients

FORMALLY: CLUSTERING COEFFICIENT

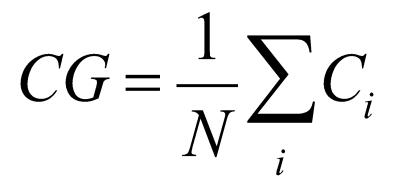
Local Clustering Coefficient

Network Clustering Coefficient



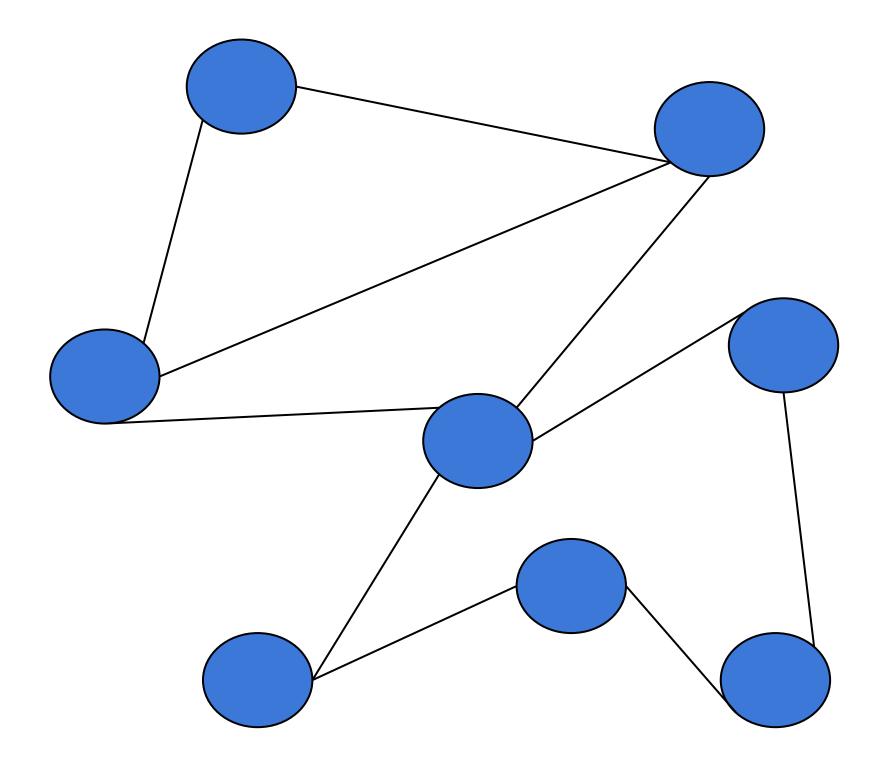


$C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$





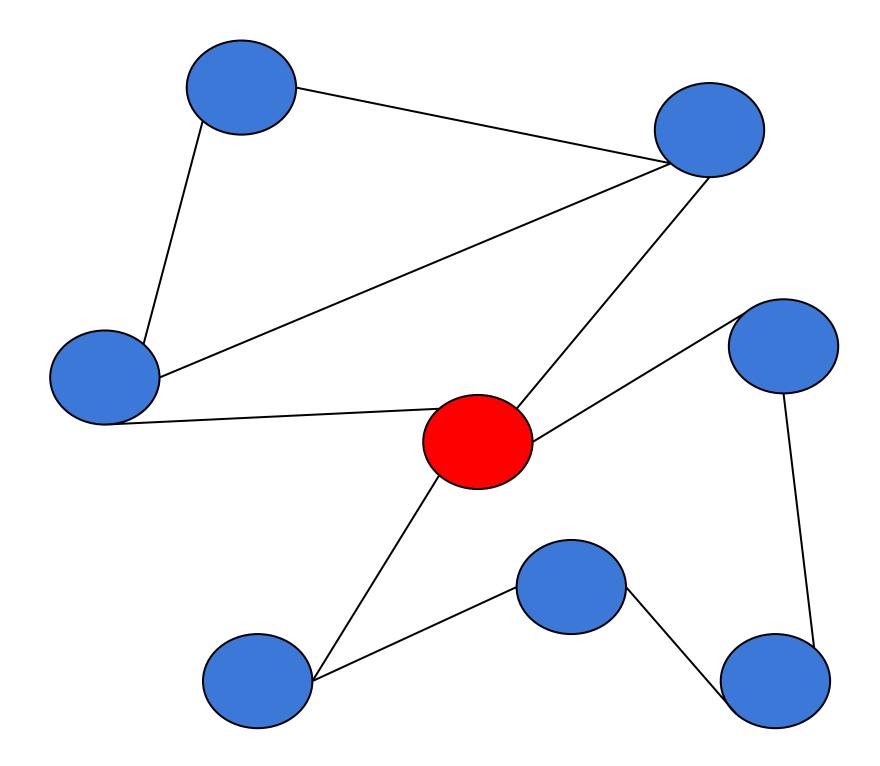










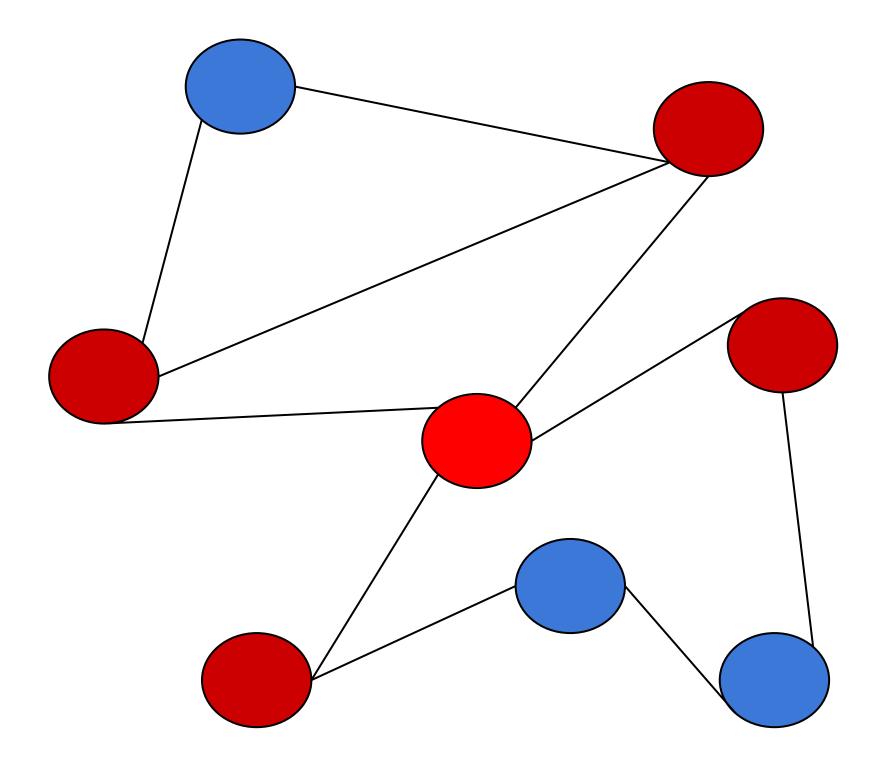




Degree = 4







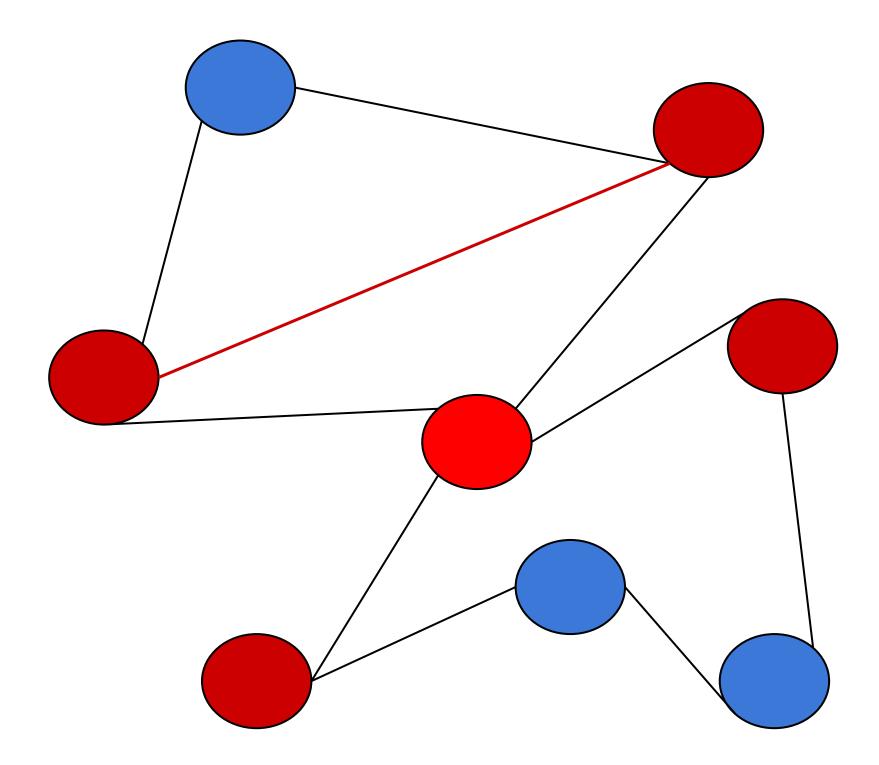


Degree = 4

Links between neighbours = 1







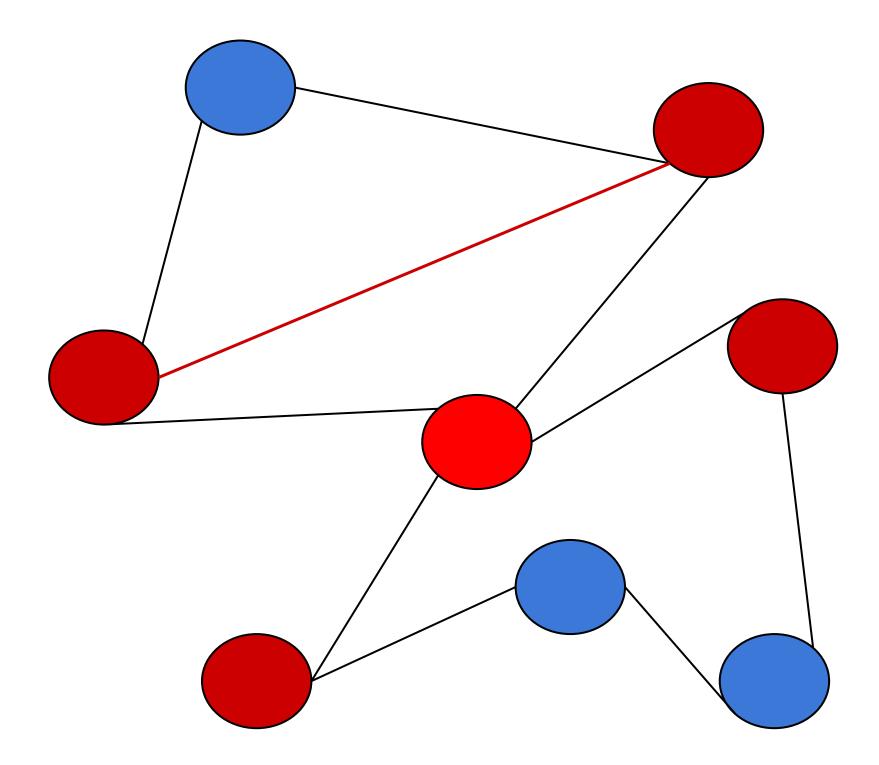


Degree = 4

Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$







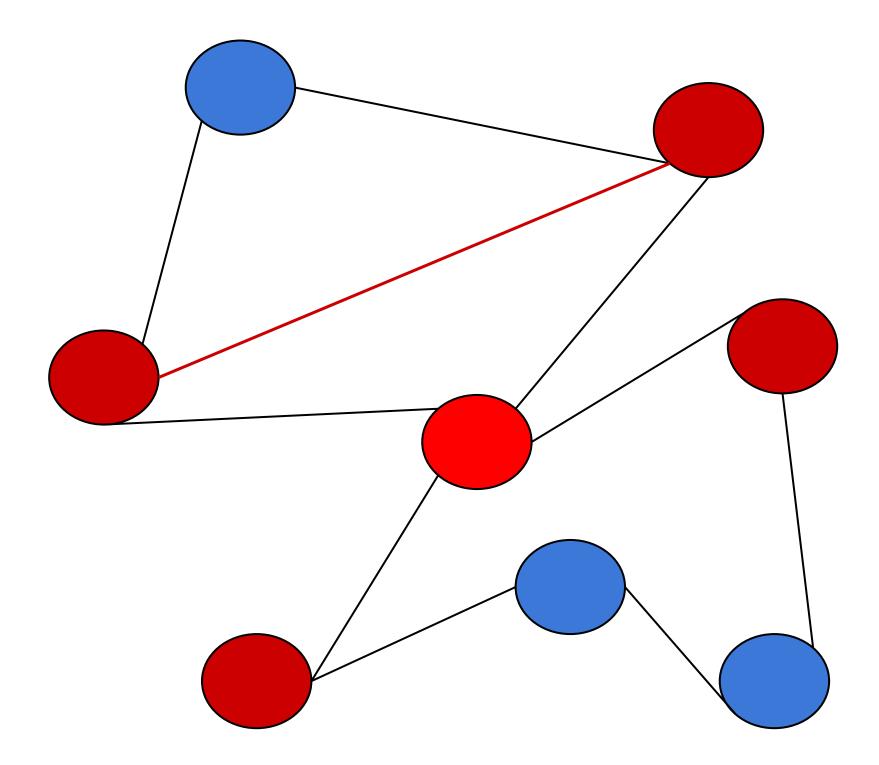


Degree = 4

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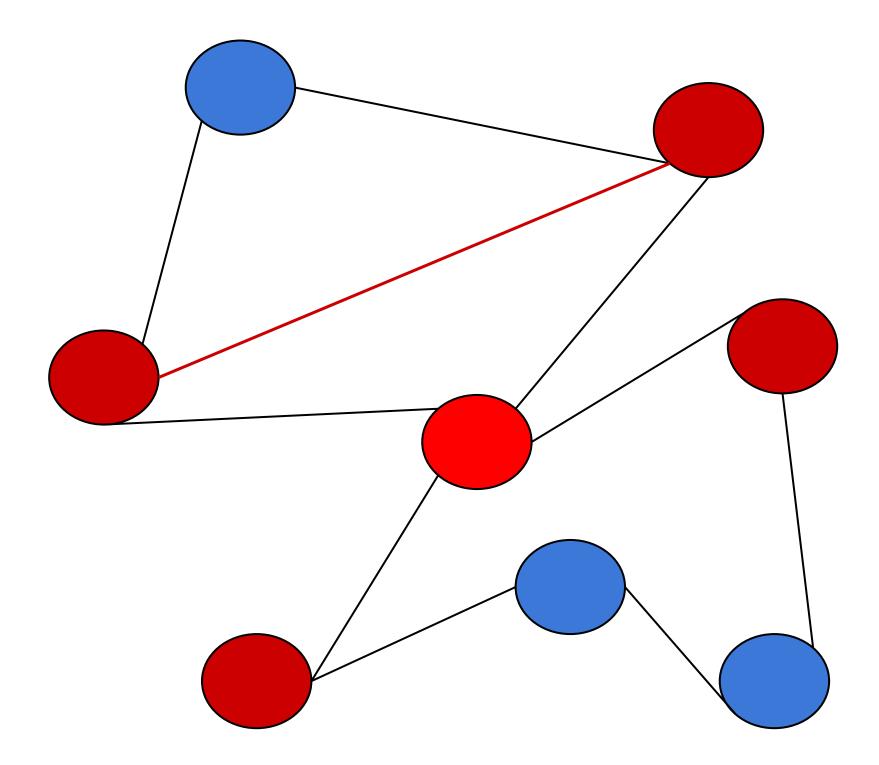




Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$



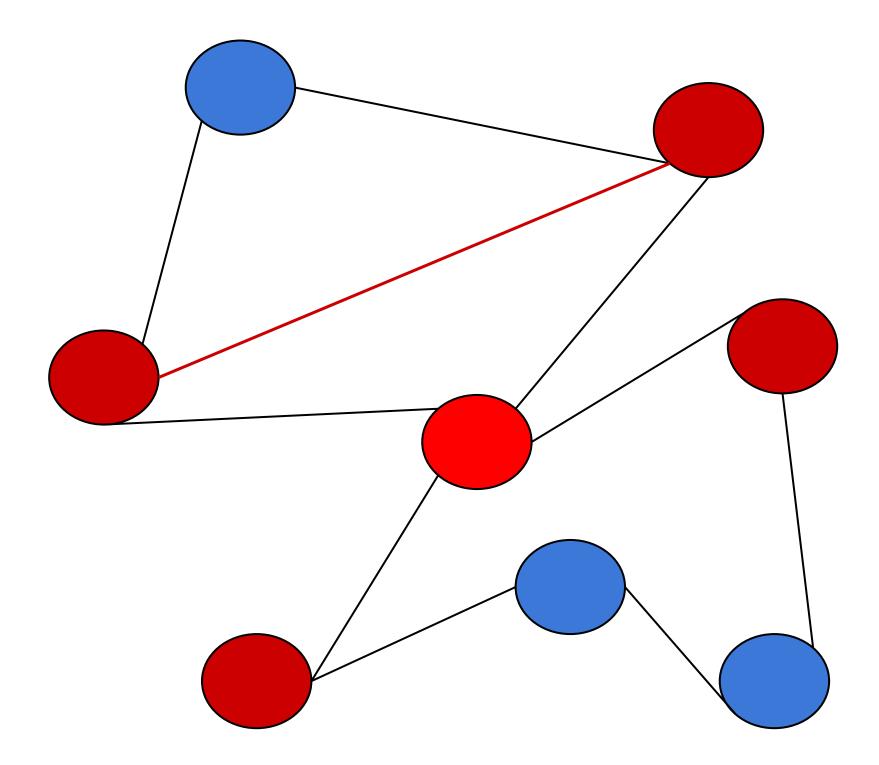






Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$





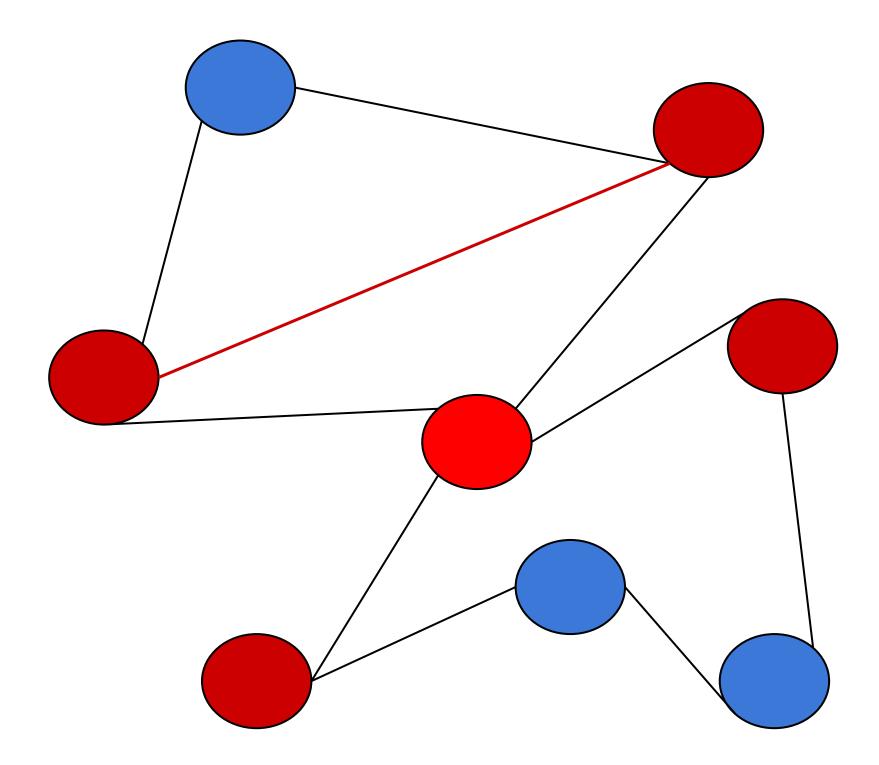




Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k \cdot (k - 1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$ 2 * 1



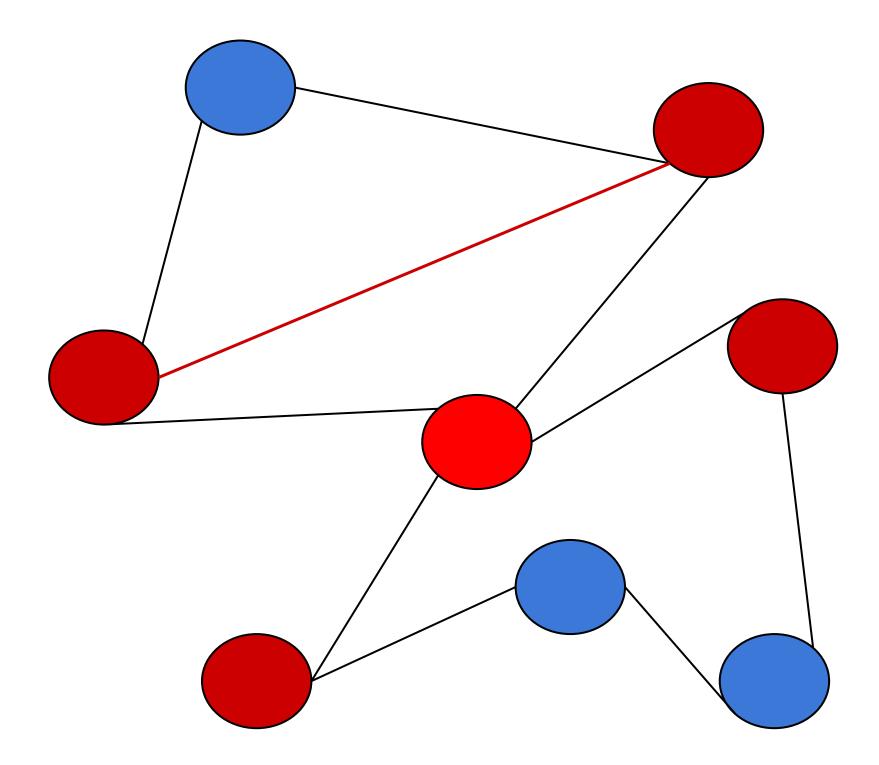






Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$ 4



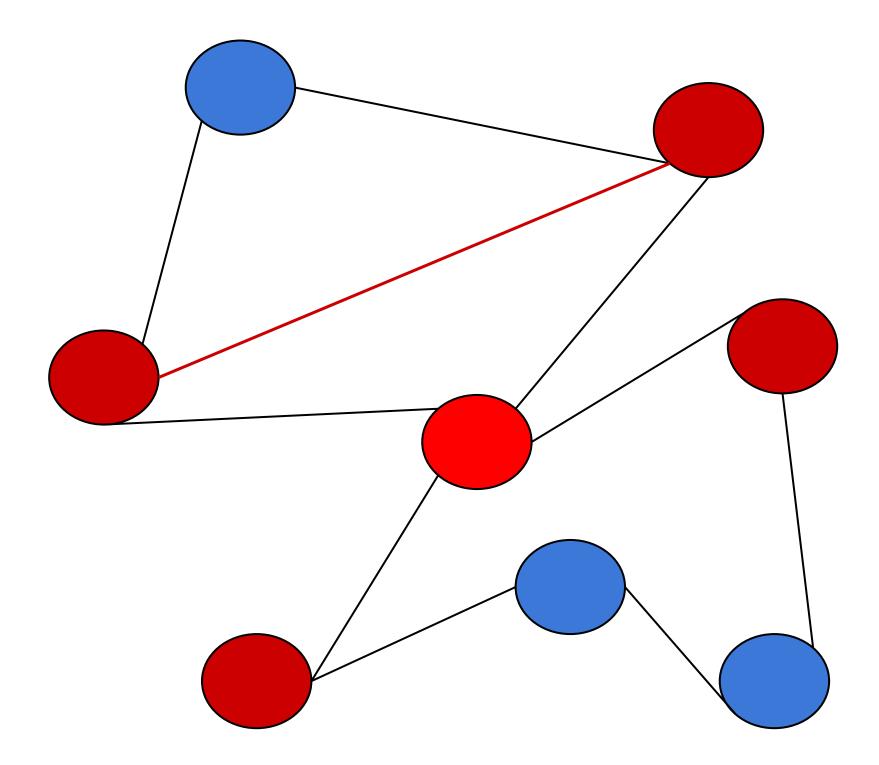






Degree = 4Links between neighbours = 1 $2 \mid \{e_{jk},$ $: v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$ $C_i = \frac{1}{l_r}$ 4 * 3



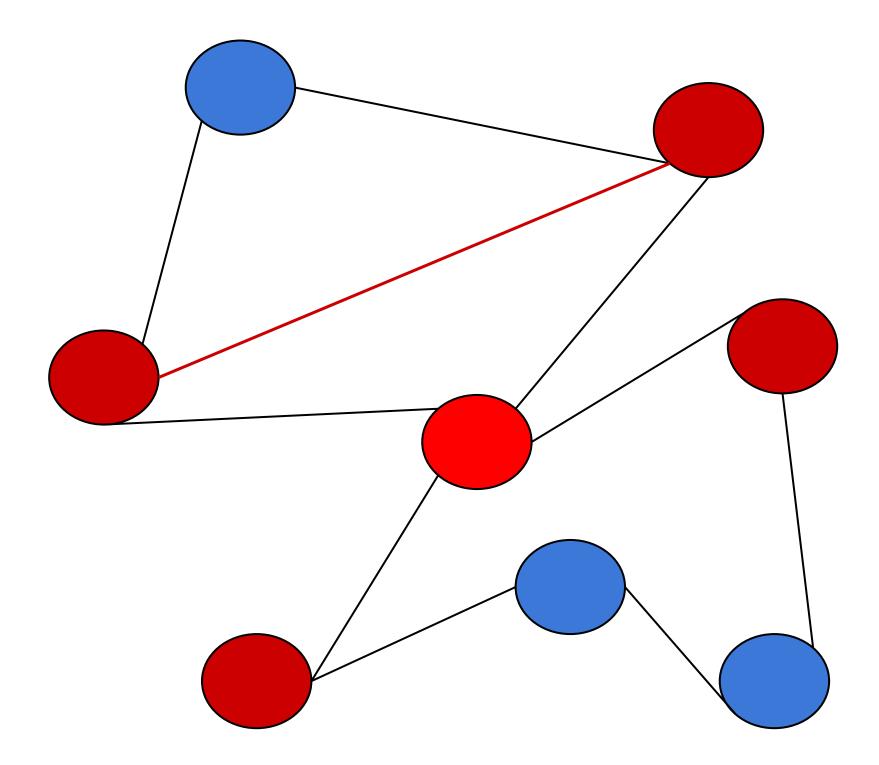






Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$ 12



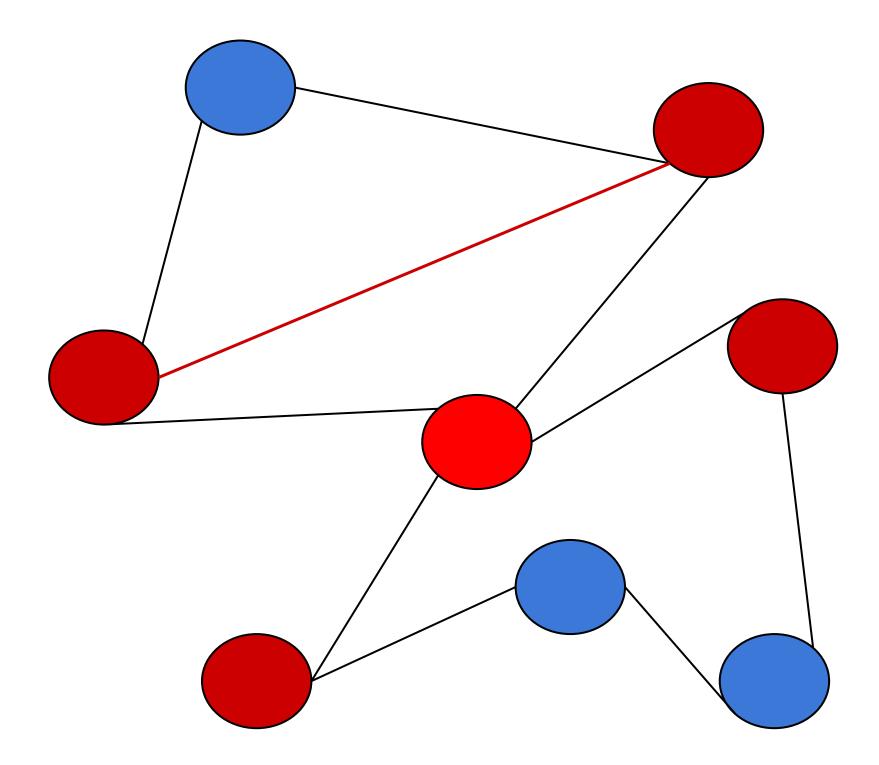






Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$ Ο



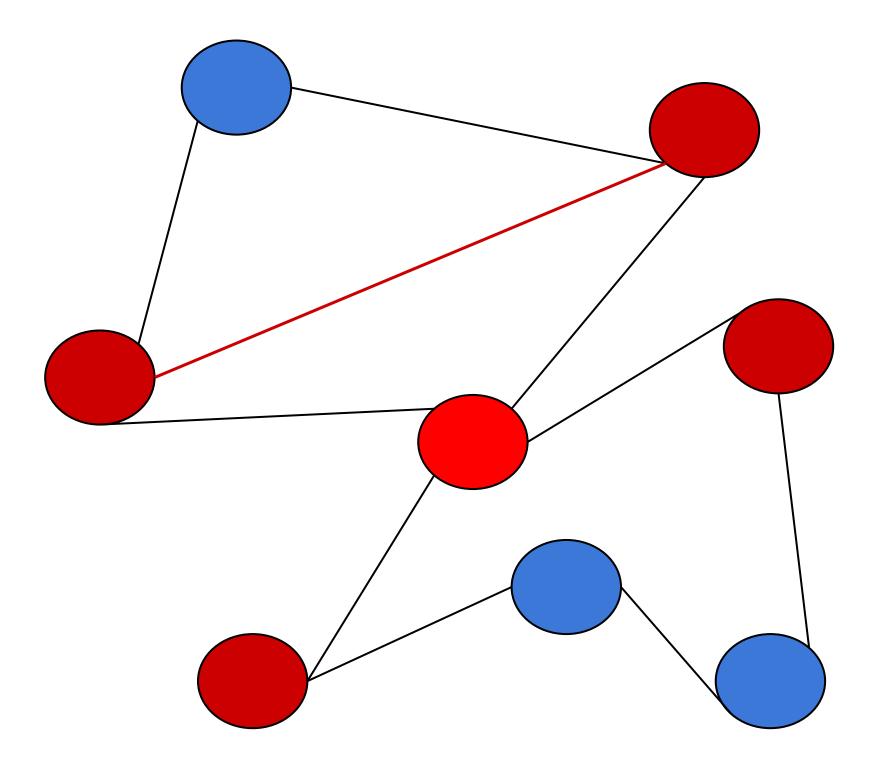






Degree = 4Links between neighbours = 1 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$ $C_i =$ О





Fraction of possible interconnections between my neighbour!





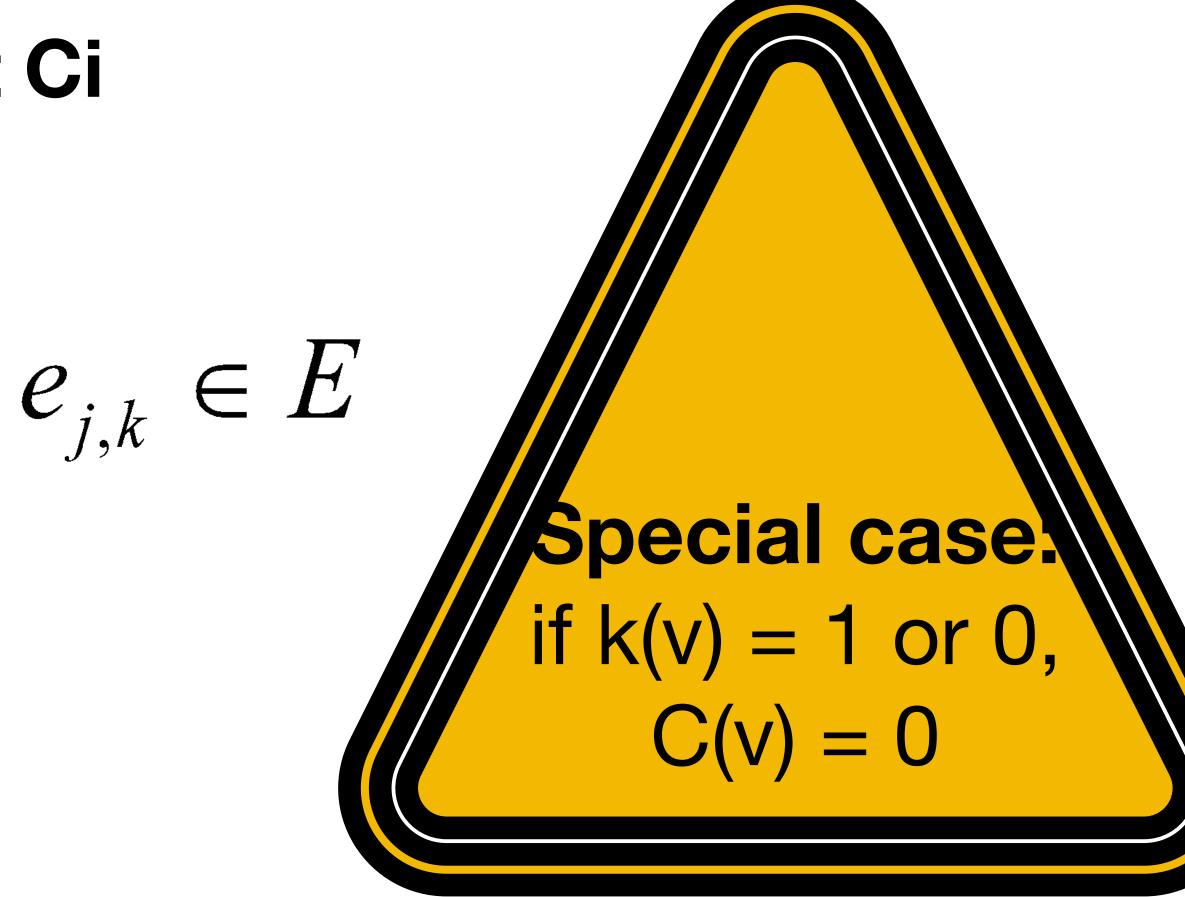


Clustering Coefficient

Node clustering coefficient Ci

 $C_{i} = \frac{2 |\{e_{jk}\}|}{k_{i}(k_{i}-1)} : v_{j}, v_{k} \in N_{i}, e_{j,k} \in E$

Proportion of possible interconnections between neighbours

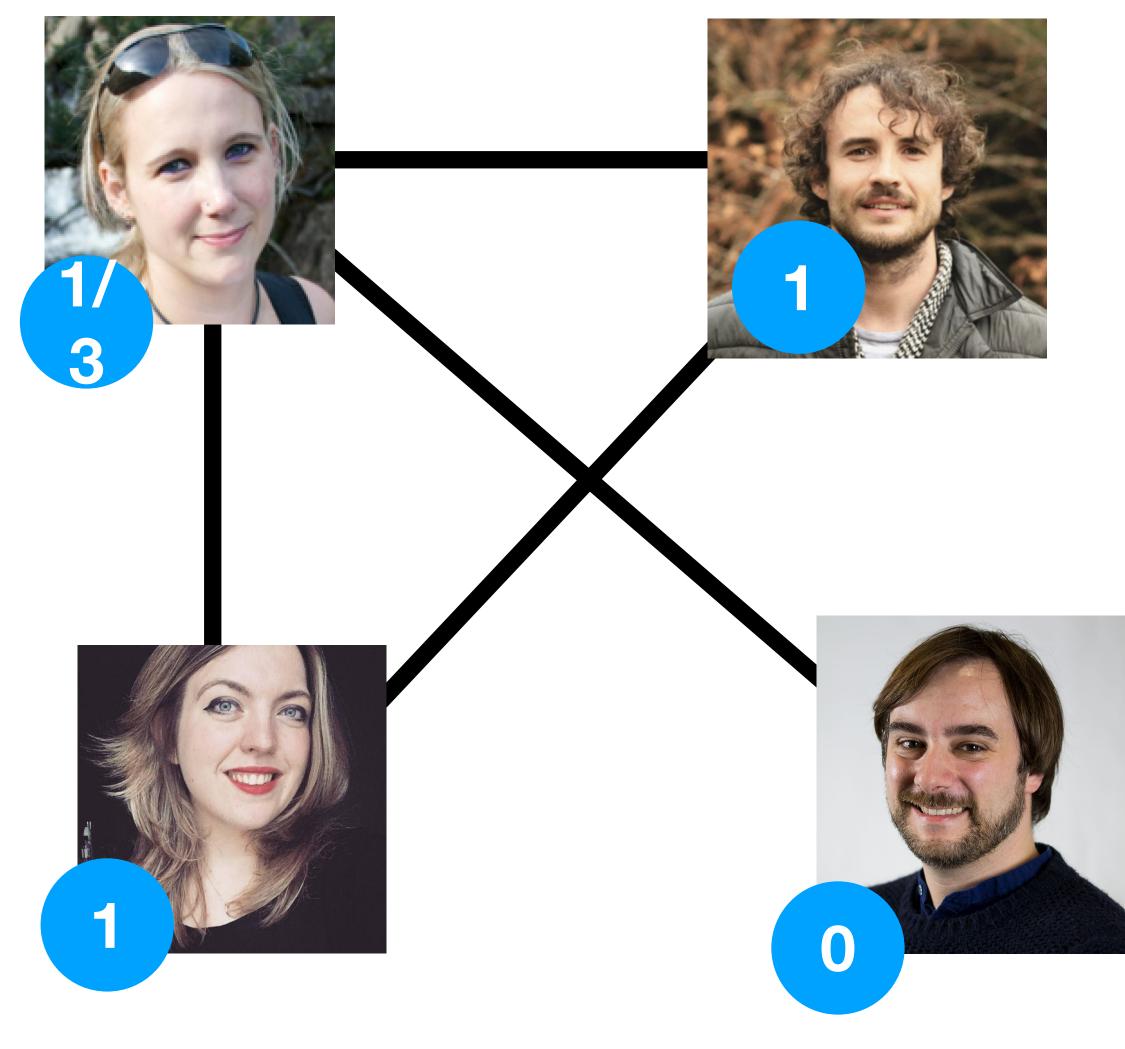


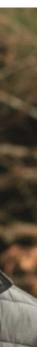


Clustering Coefficient

What is Laurissa's clustering coefficient? Numerator: Only one pair of Laurissa's neighbours are connected (Naomi, Teo), so <u>2*1</u>

Denominator: Laurissa's degree is 3, so $3^{*}2 = 6$ So C(Laurissa) = $\frac{2/6}{1/3}$ Average clustering C(G) = 7/12





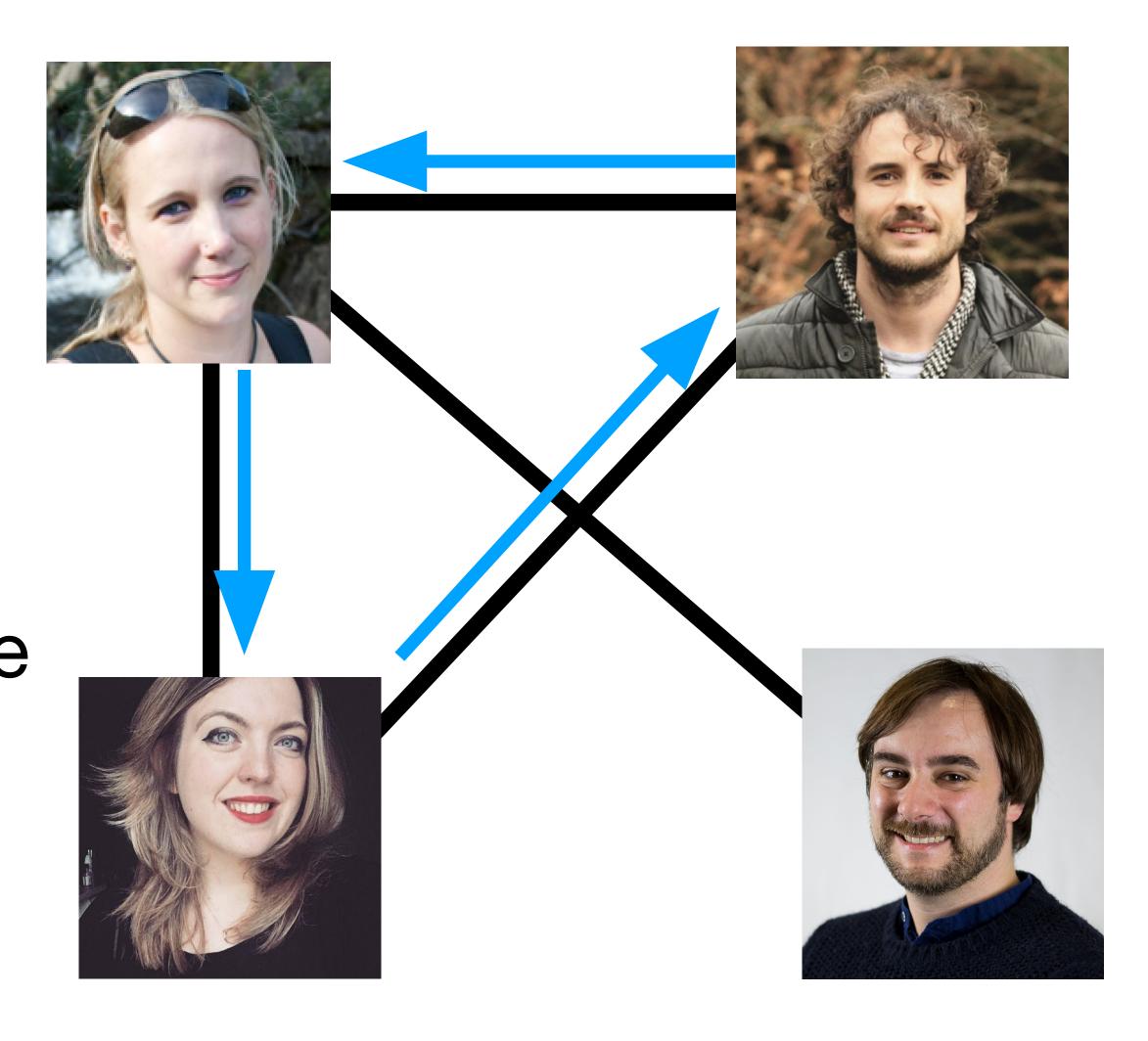
Paths and Cycles

A **path** is a sequence of nodes where each consecutive pair of nodes is linked by an edge

Teo, Laurissa, Naomi

A cycle is a path where the start node is also the end node

Teo, Laurissa, Naomi, Teo



Paths and Cycles

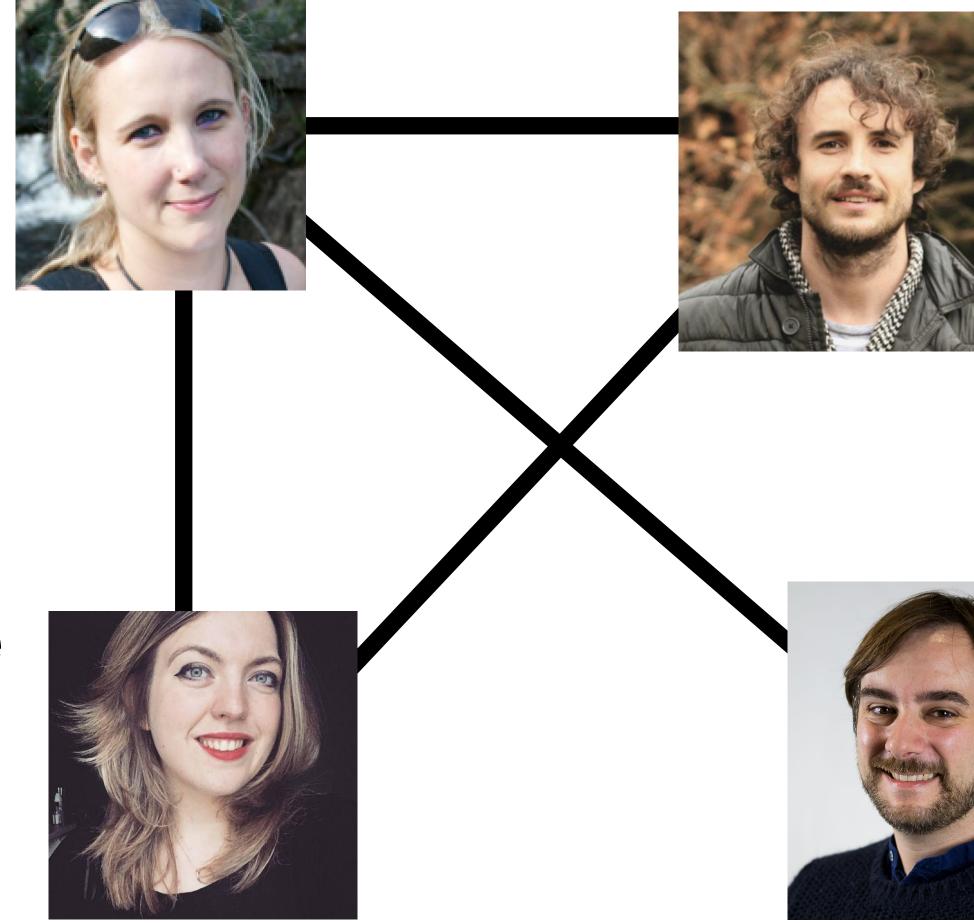
The **distance** d(u,v) between two nodes is the length of the shortest path connecting them

d(Teo, Mathieu) = 2

The **diameter** of a graph is the largest distance between a pair of nodes in the graph d(G) = 2

Often more meaningful to look at average path length



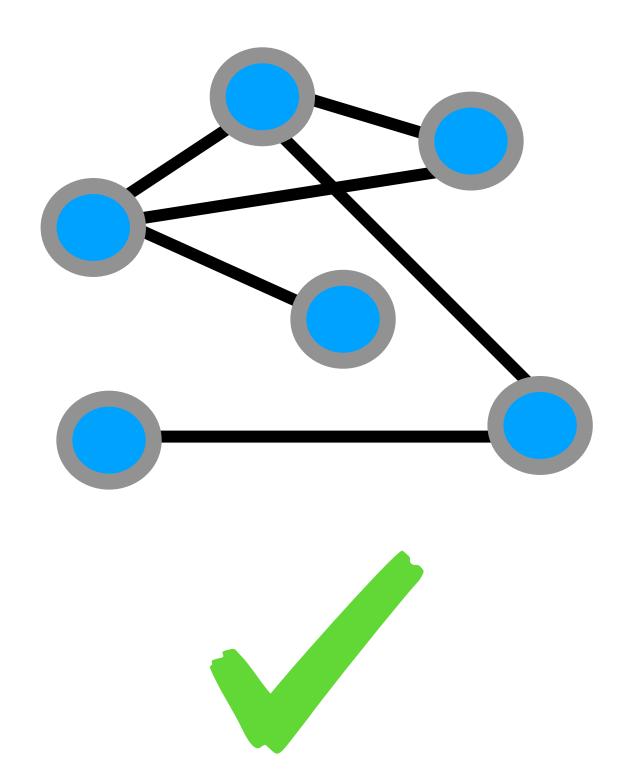


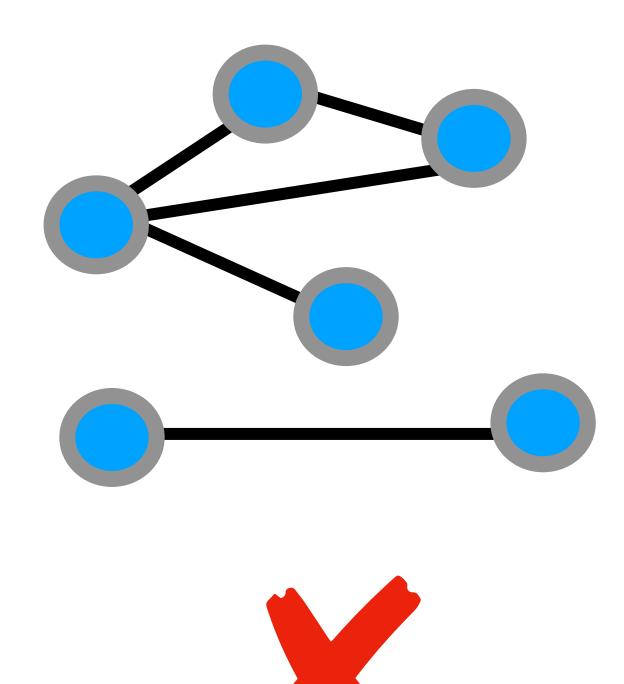


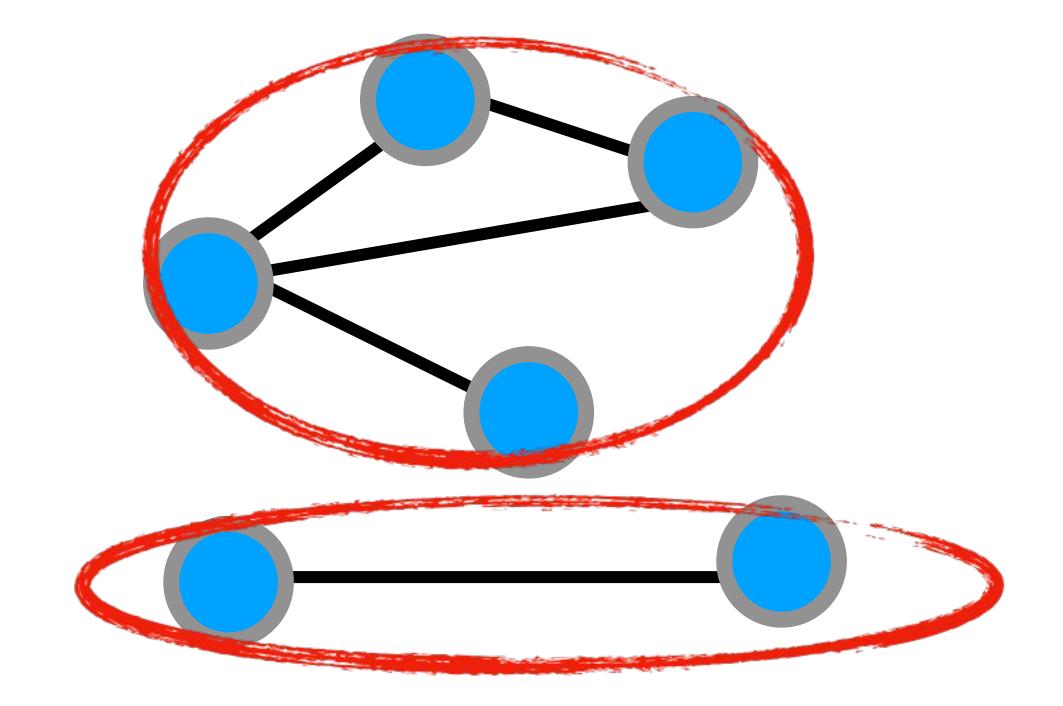


Connected Graph

A graph is **connected** if there is a path between every pair of vertices







Connected Components

A connected component of a graph G is a subgraph in which: 1. Any two vertices are connected by paths 2. There are **no edges** to other vertices in G.

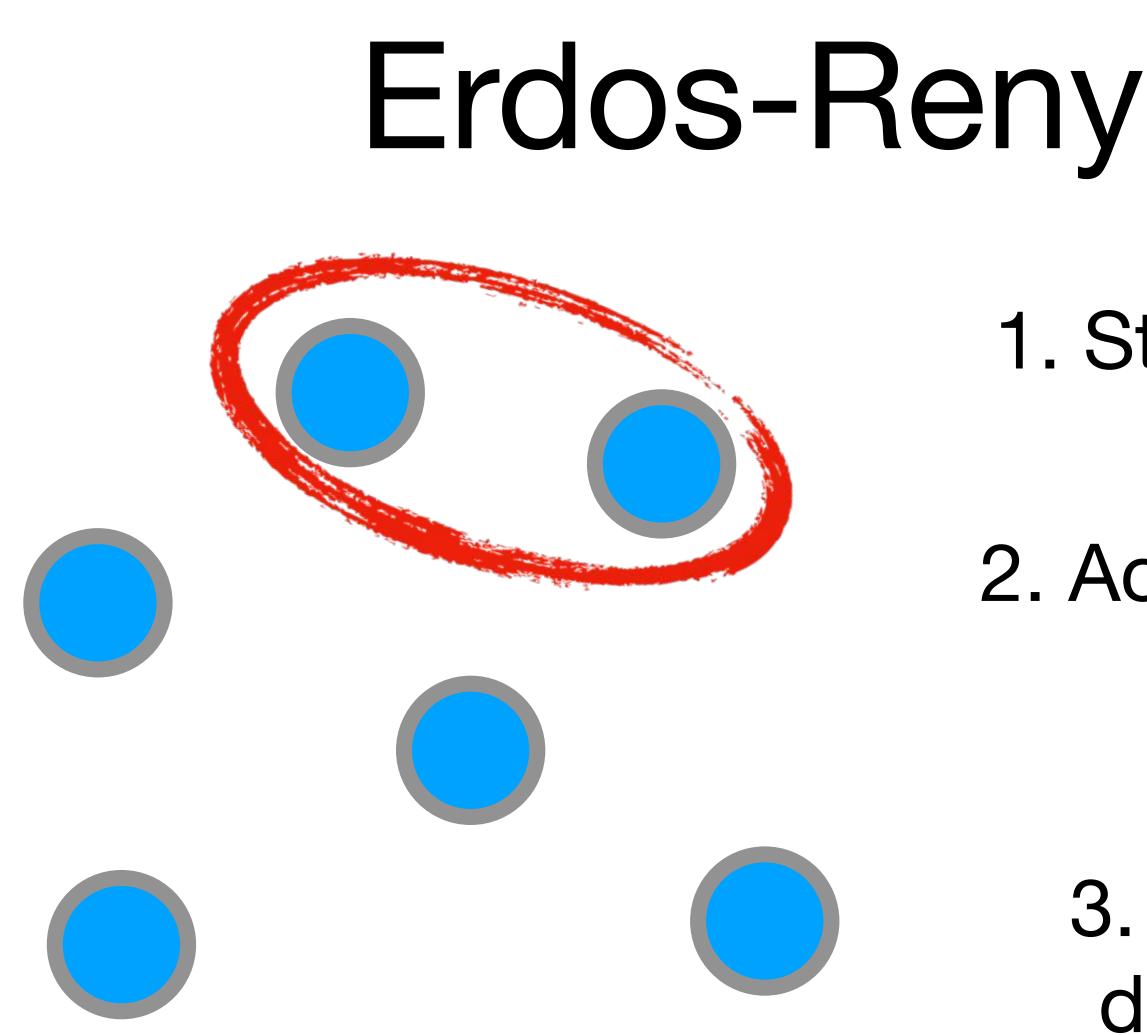
Questions?

Erdos-Renyi Random Graph Model

- compare
- "Is the value of this network metric unusual?" Want a null model
- look at?

• Want to model real networks, have some baseline to

• What is the very simplest model formulation we can



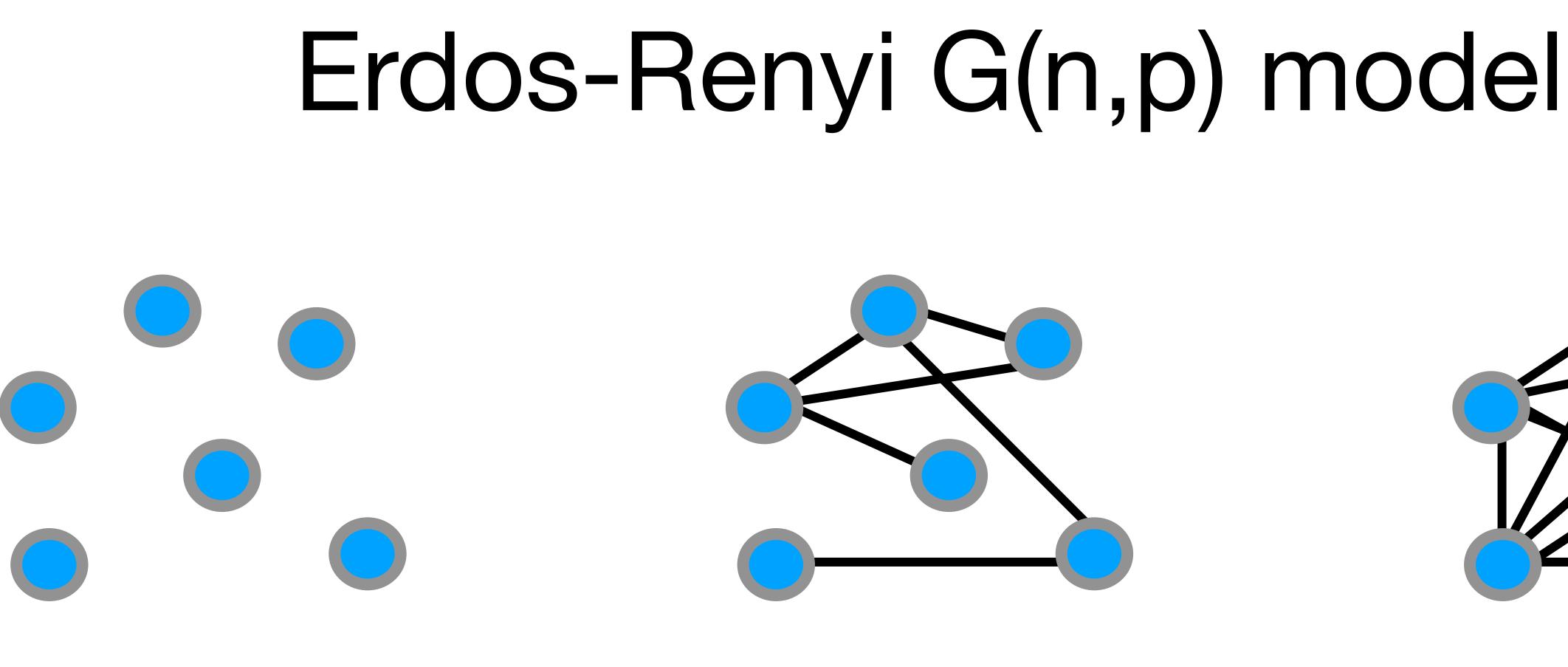
Erdos-Renyi G(n,p) Model

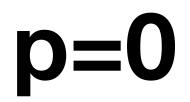
- Start with an empty graph of n nodes
- 2. Acquire a biased coin with head probability **p**

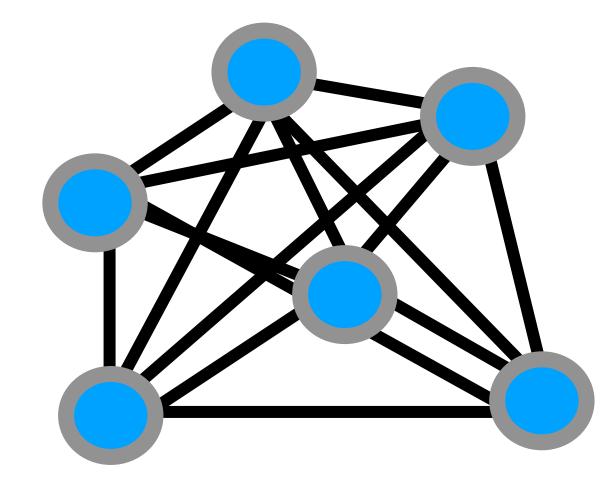
 For each pair of nodes, do a coin toss. If heads, draw an edge between them. If not, move on.

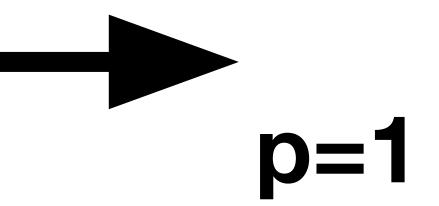












Increasing **p**

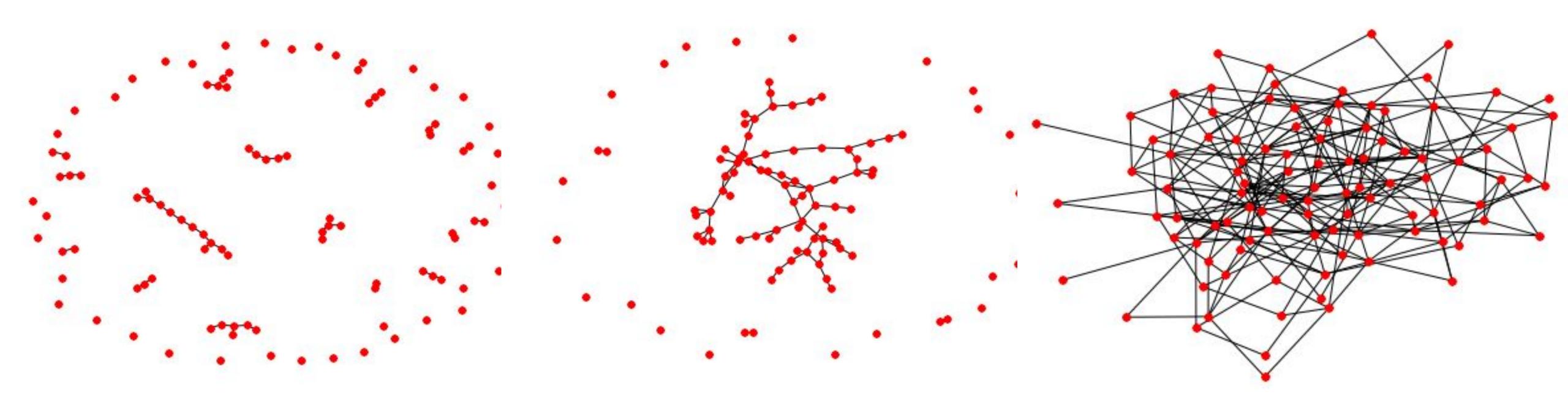
Average degree of ER networks For each node, there are n-1 others in the graph it could connect to. Each of those connections can happen with probability p (If you were a fan of Probability and Matrices, this is a binomial with n-1 trials

n-1

and success probability p)

So average degree is (n-1)p, or approximately **np**

What do ER graphs look like?

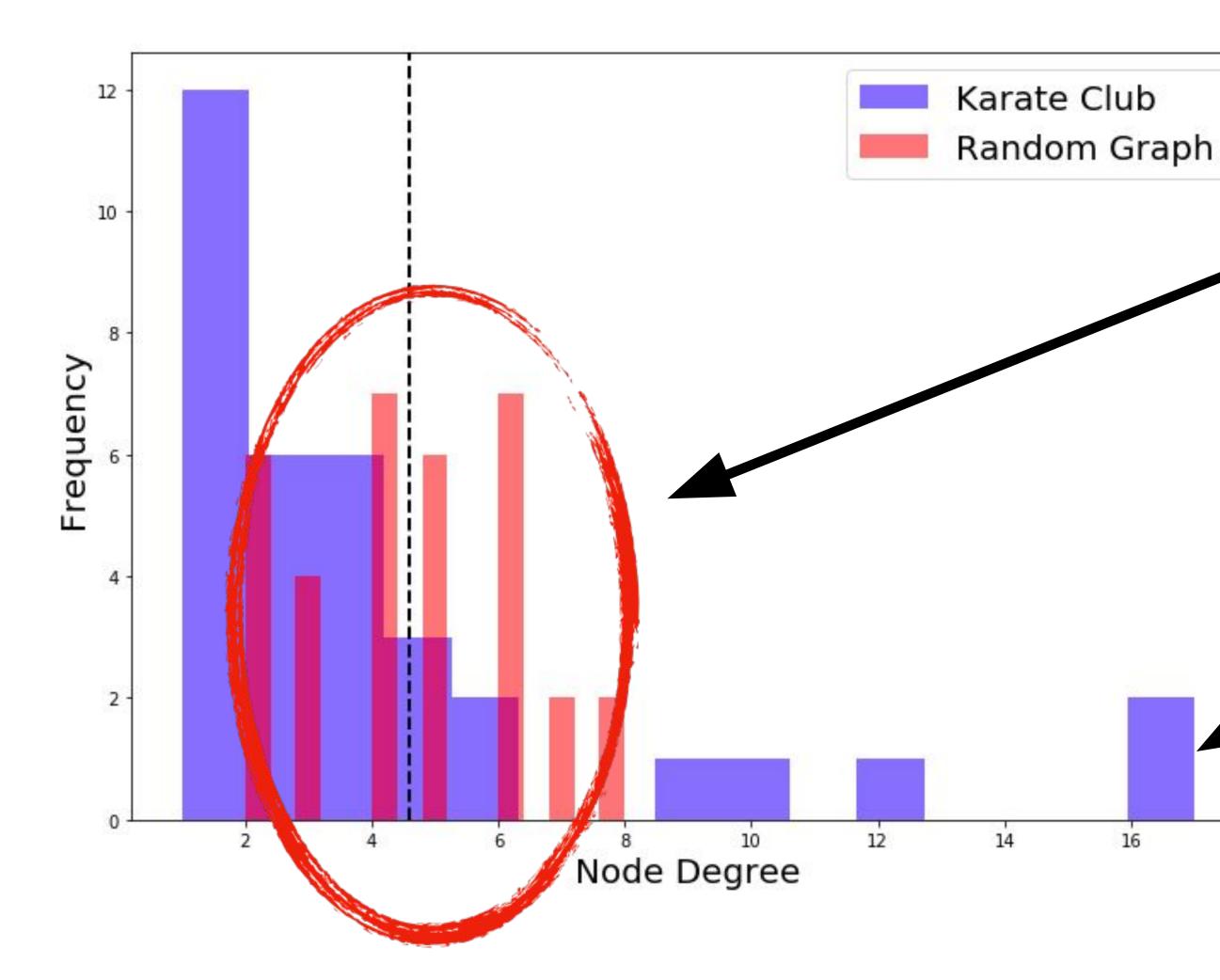


Very disconnected graph, only tiny connected components

A giant component appears, no/very few cycles

Whole graph is connected, some cycles present

Random Graphs vs Real Networks

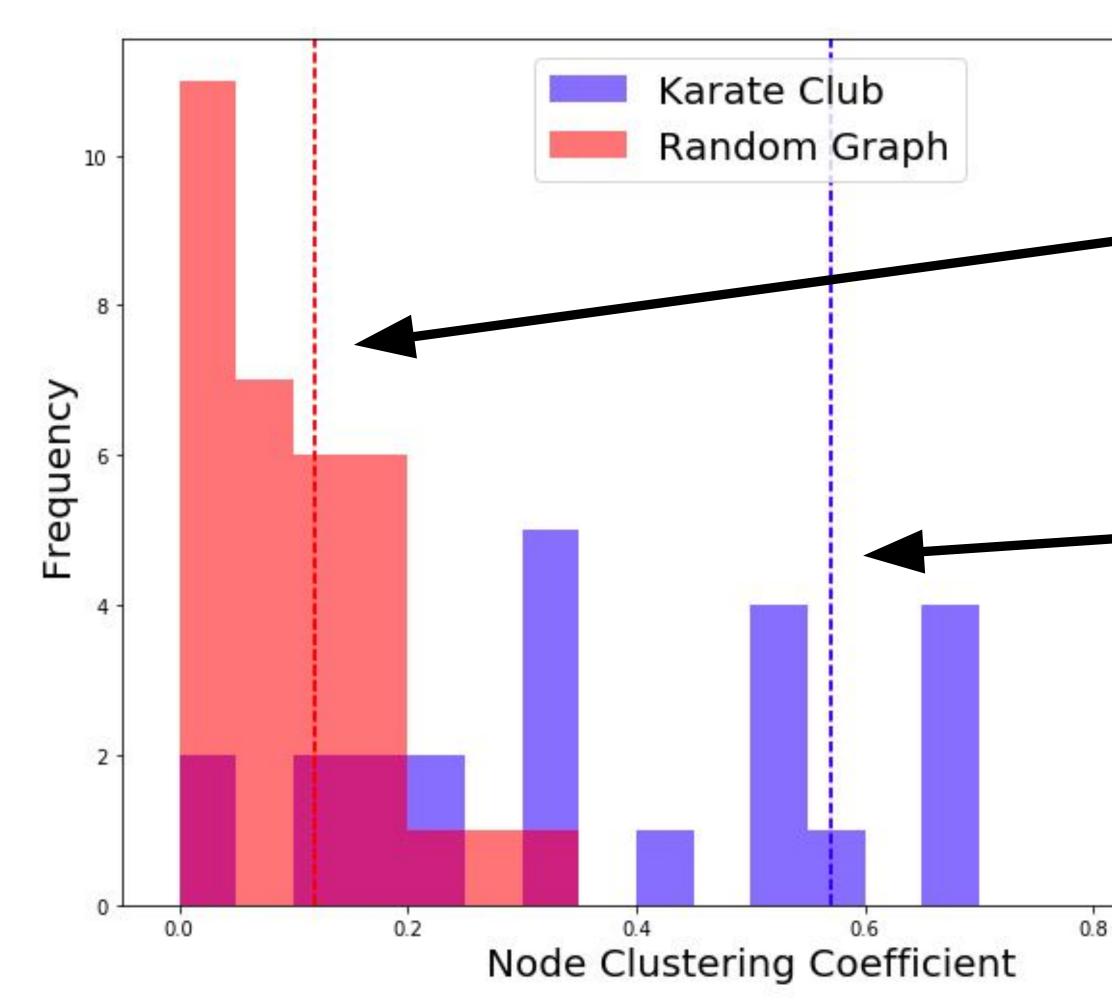


Random: node degrees all clustered round the average value

Real: small number of high degree nodes, large number of low degree nodes

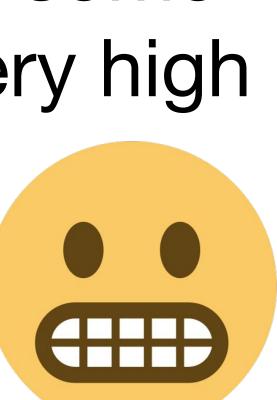


Random Graphs vs Real Networks



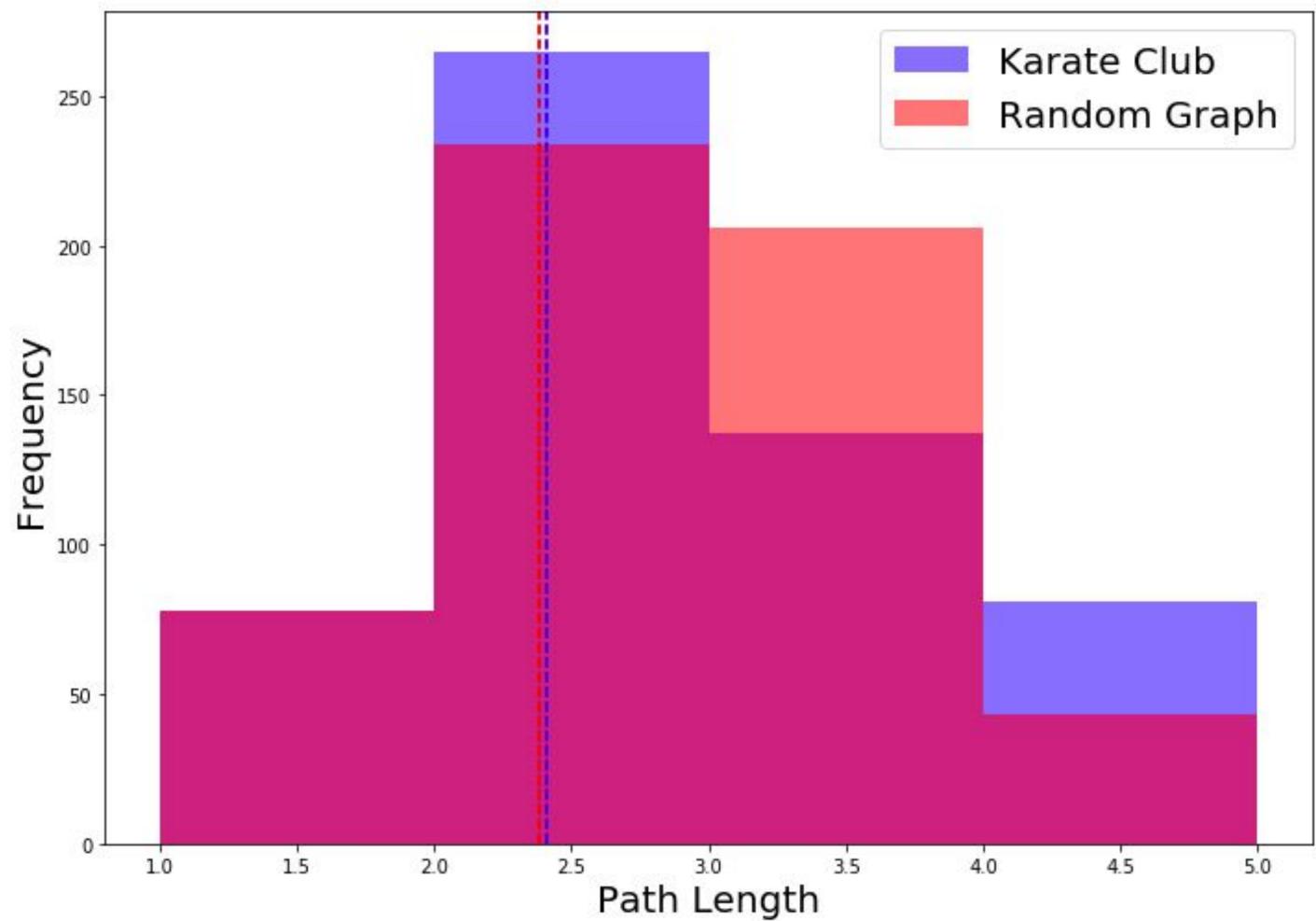
Random: very low average clustering coefficent

___Real: much higher average clustering coefficient, with some nodes having very high values



1.0

Random Graphs vs Real Networks



Fairly spot on with almost the same average path length for each!





Summary: Random Graphs vs Real Networks

	Real Social Networks	Random Graphs	?
Degree Distribution	Heavy Tailed (most nodes have low degree, small few with high degree)	Light tailed (all nodes have close to the average degree)	?
Clustering Coefficient	High	Low	?
Path Lengths	Low	Low	?
?	?	?	?

Real Networks

Random Graphs

Thank you for listening! What are your questions?

