

Introduction to Networks

Jim Bagrow

NetSci 2012 School

June 18, 2012

Outline

Part I

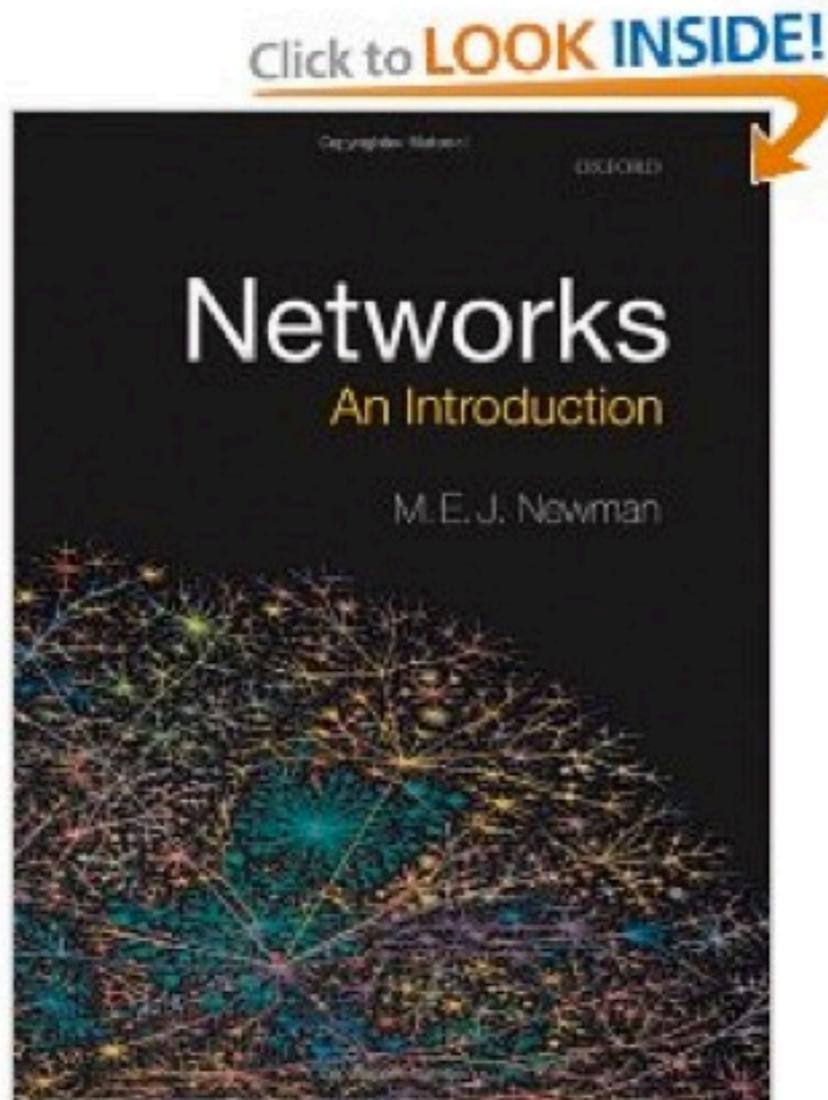
- History
- Network examples/data
- Why study networks?
- Network quantifiers
(**jargon!**)
- Types of networks
- Random network models

Part II

- Getting started on a computer
- Network search
- Network robustness
- Dynamics on networks

slides will be on
bagrow.com

Good reference



Networks: An Introduction [Hardcover]

[Mark Newman](#) (Author)

★★★★☆ (8 customer reviews) |  Like (56)

List Price: ~~\$85.00~~

Price: **\$65.45** ✓ Prime

You Save: **\$19.55 (23%)**

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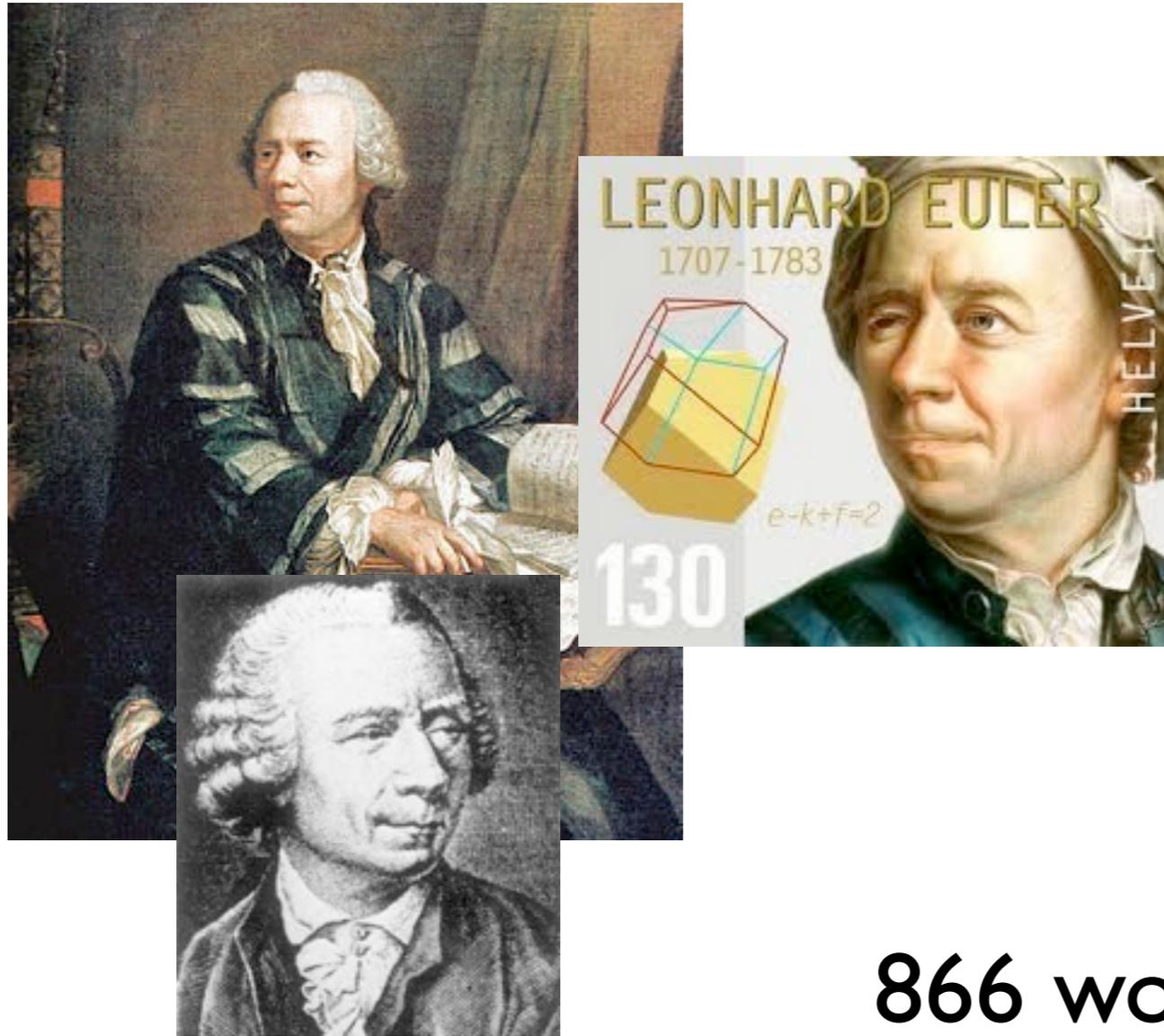
Part I



History



Leonhard Euler



Swiss mathematician

- Exceptionally prolific and influential
- He introduced **functions!**
 - First to write $f(x)$

866 works, first publication age 19

[The Euler Archive](#)

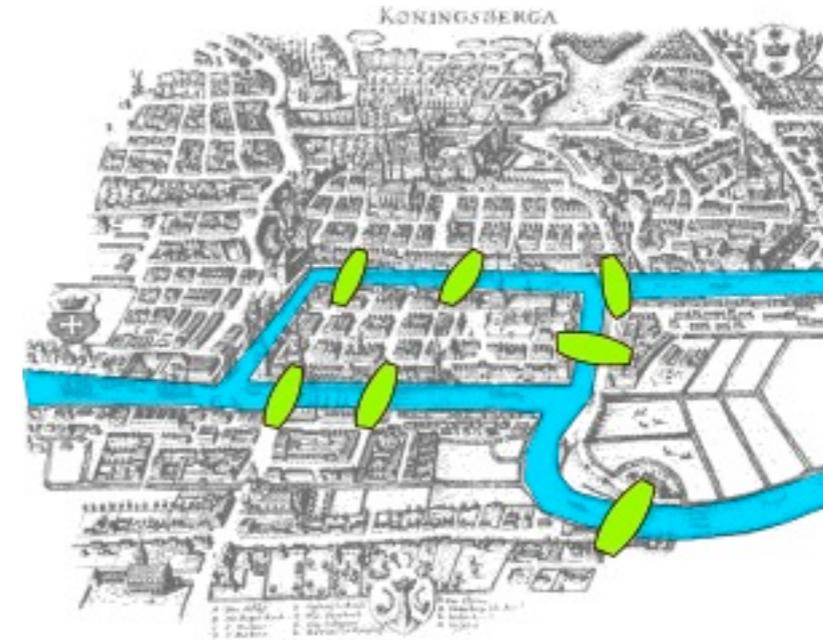
Seven bridges



Seven bridges



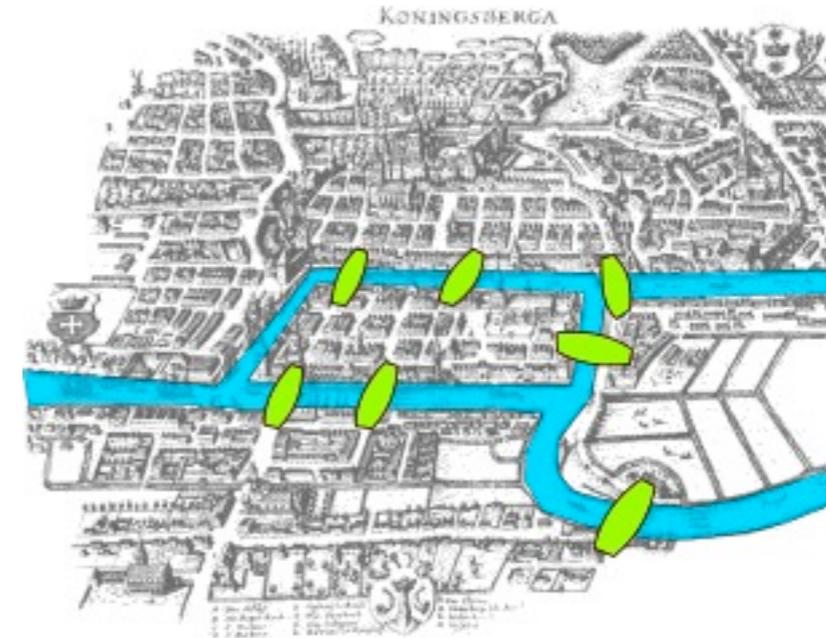
Königsberg



Seven bridges

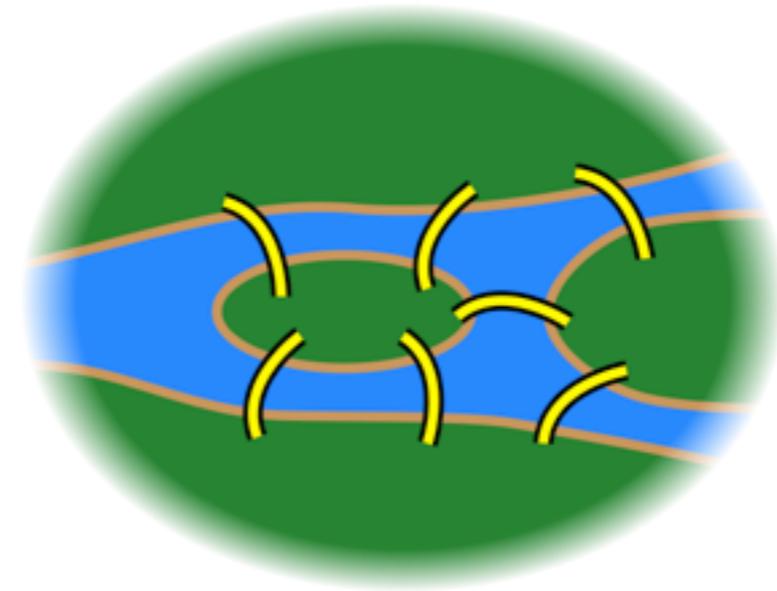
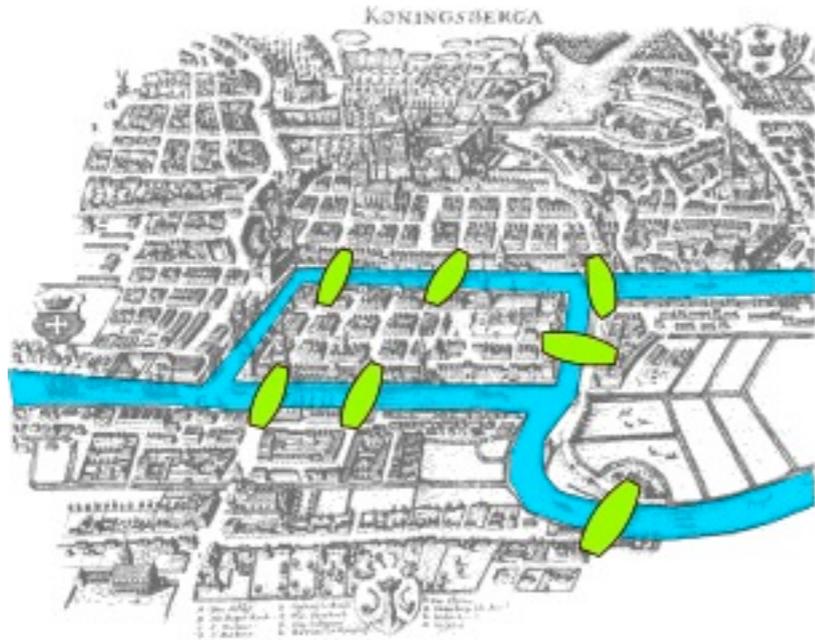


Königsberg



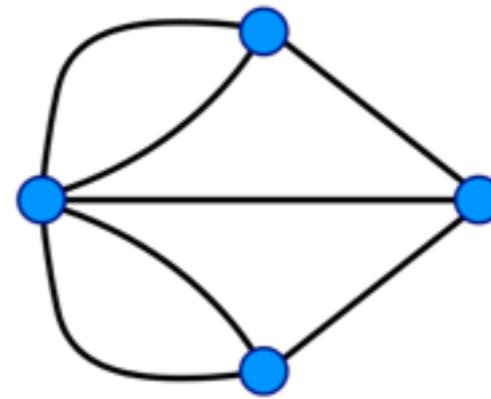
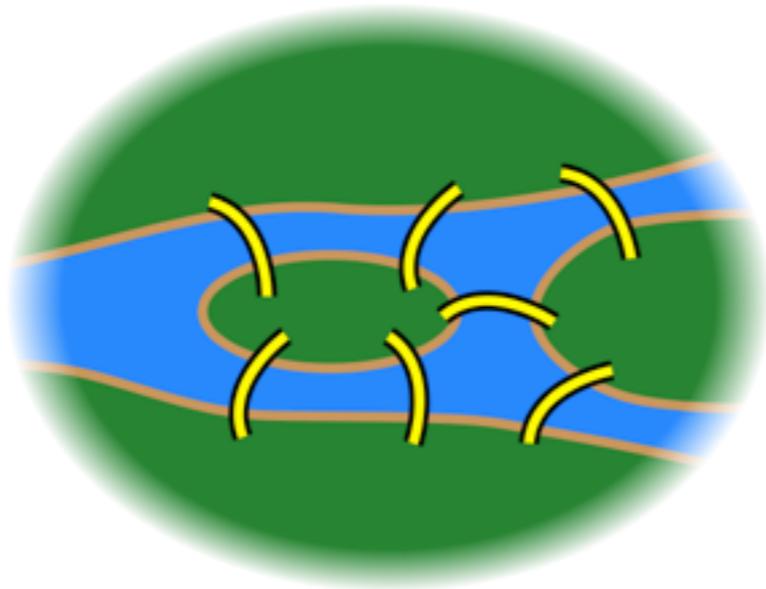
“Can I walk through the city and cross each of the seven bridges **exactly once**?”

Seven bridges



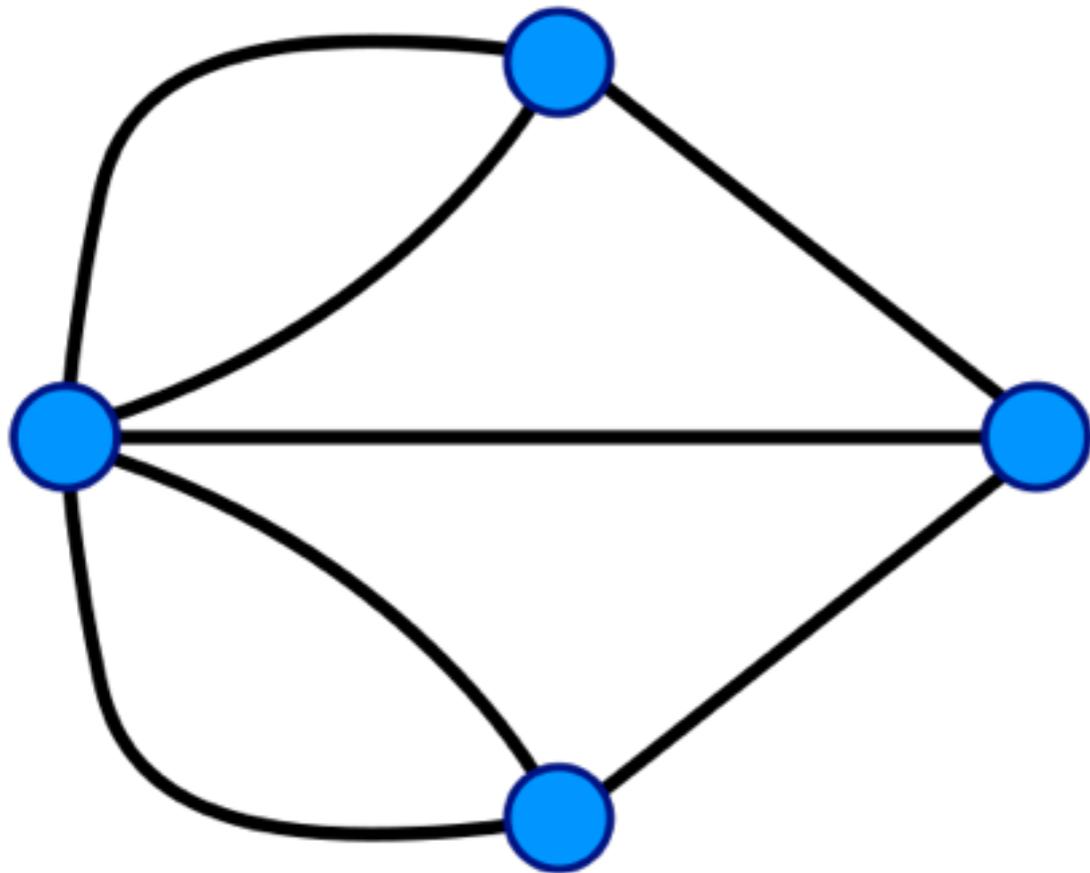
Abstract away details

Seven bridges



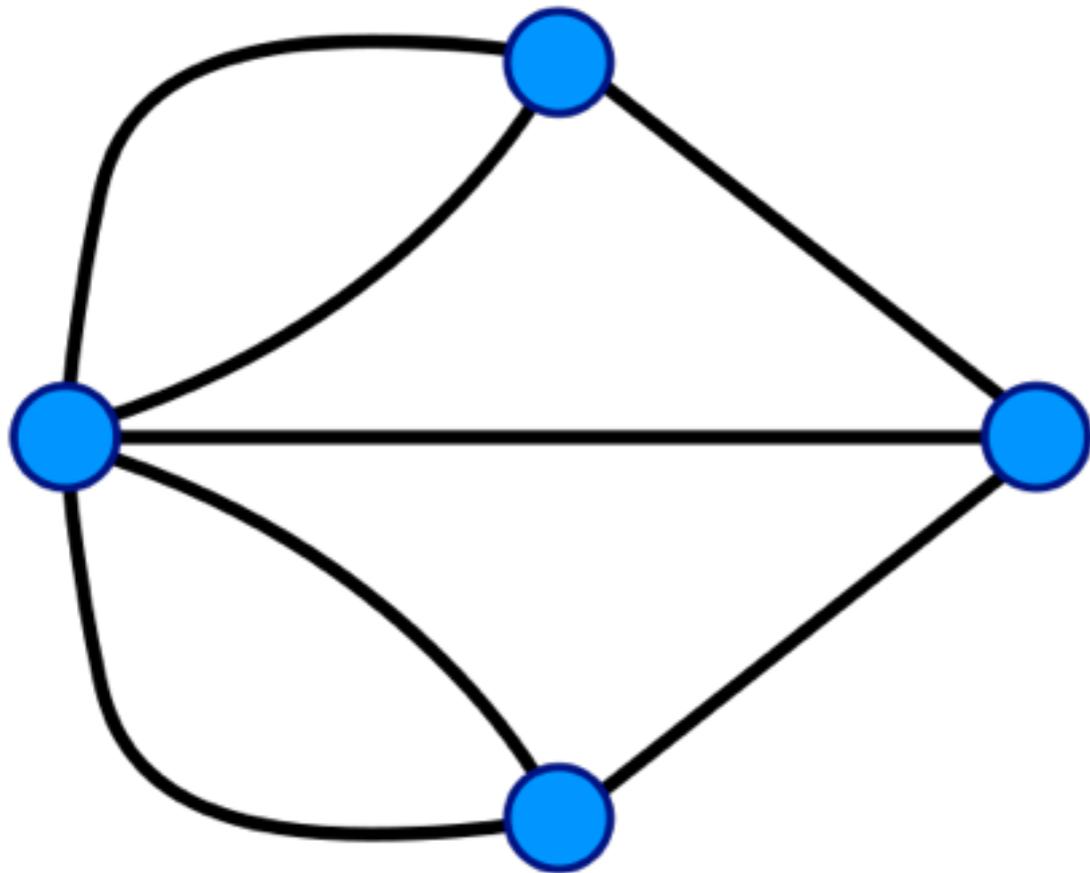
Seven bridges

Graph theory!



Seven bridges

Graph theory!



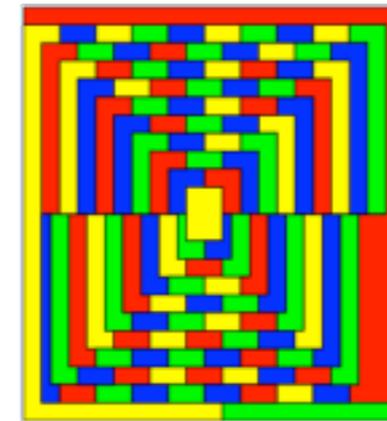
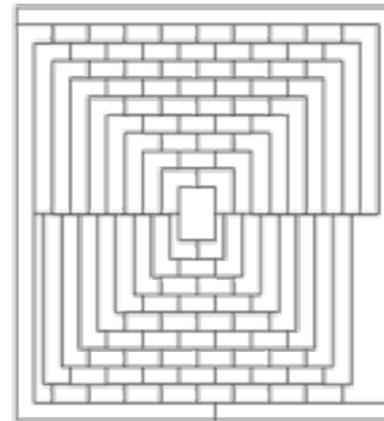
A **graph** is an object consisting of:

● **nodes** (vertices)

— **links** (edges) between those nodes

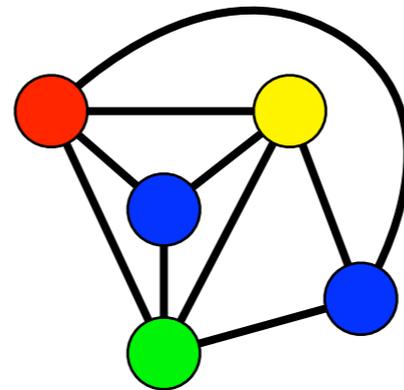
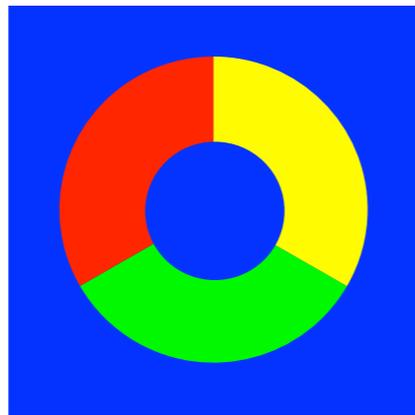
Four-color theorem

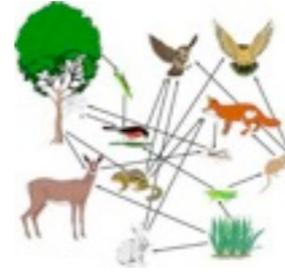
“To color any **map** of countries without adjacent countries sharing the same color requires only **four colors**”



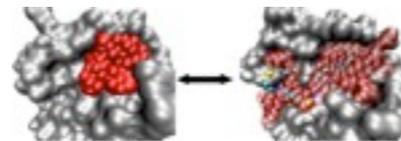
Four-color theorem

“To color any **map** of countries without adjacent countries sharing the same color requires only **four colors**”





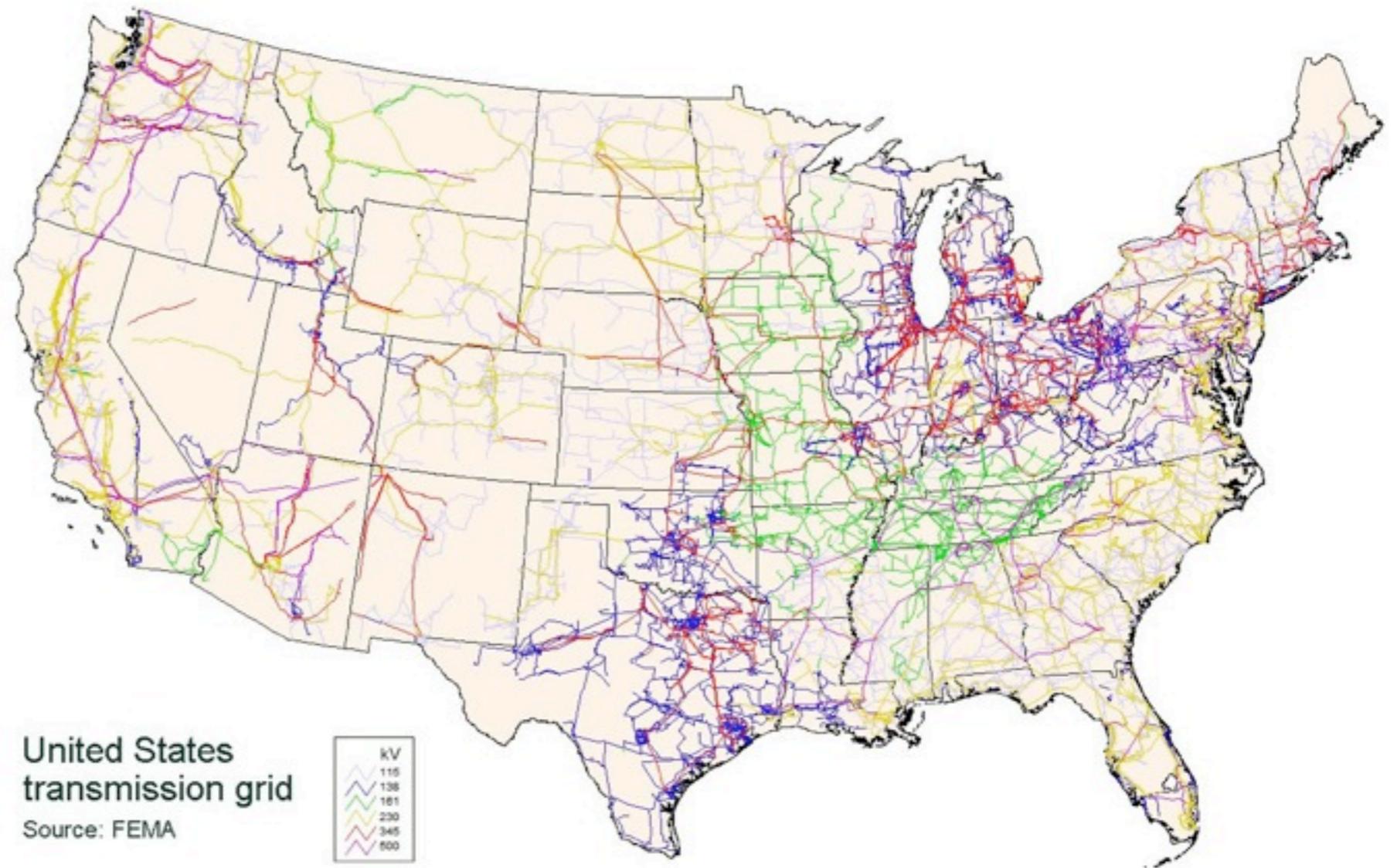
Examples of networks and network data



Technology & Infrastructure

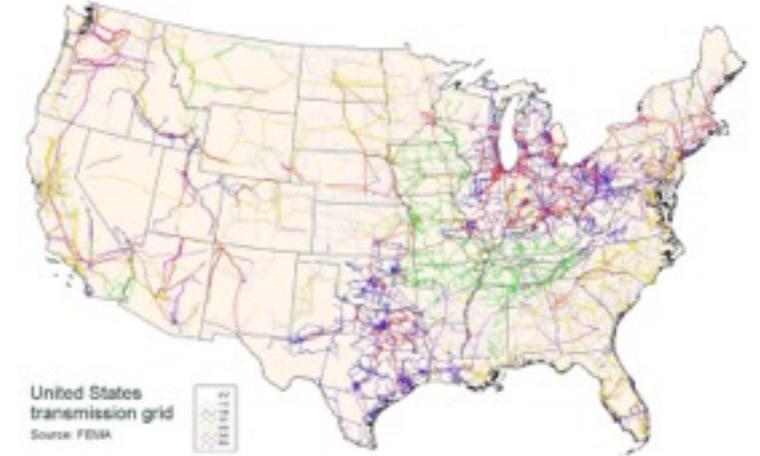


Power grid



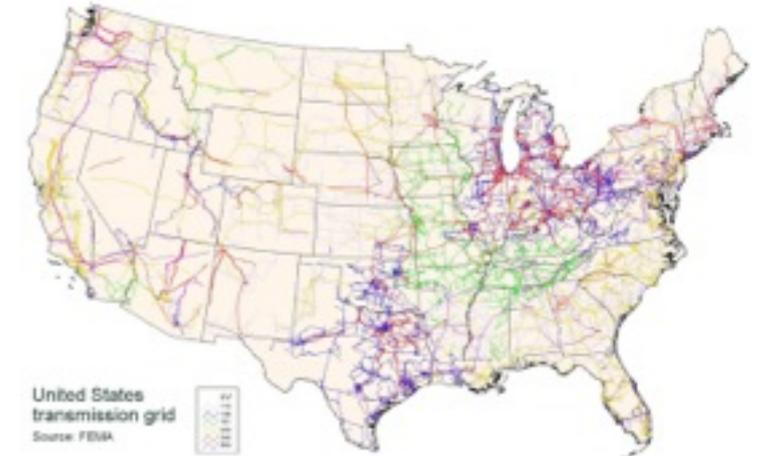
Power grid

Nodes: power
generators/
consumers



Power grid

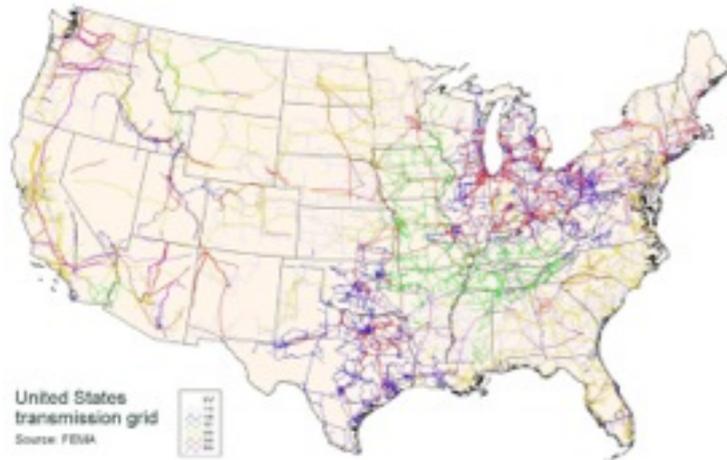
Nodes: power generators/
consumers



Links:
transmission
lines



Power grid



Understand **cascading failures**
and **blackouts**

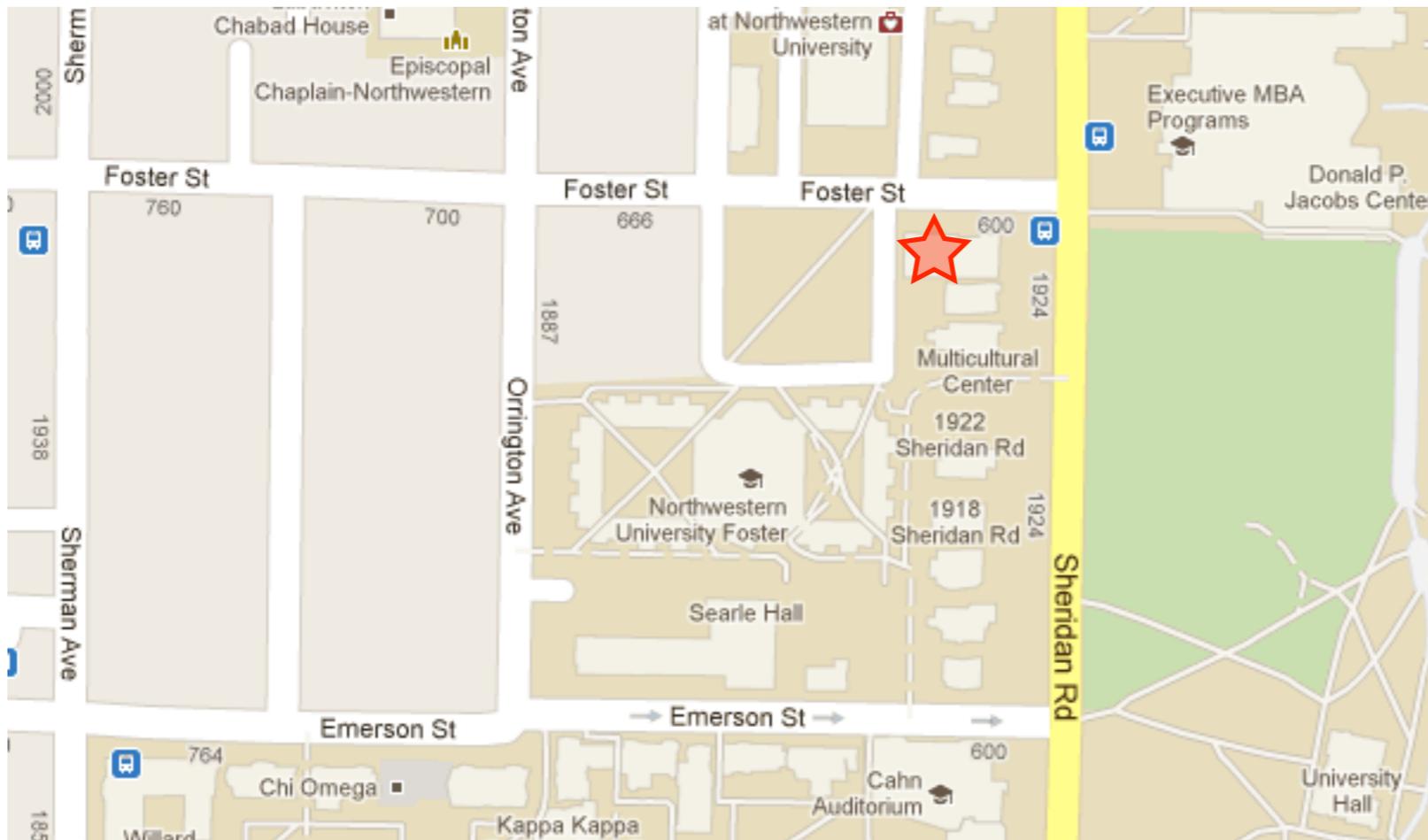


Road networks



International roads 1990

Road networks



Build network?

Road networks

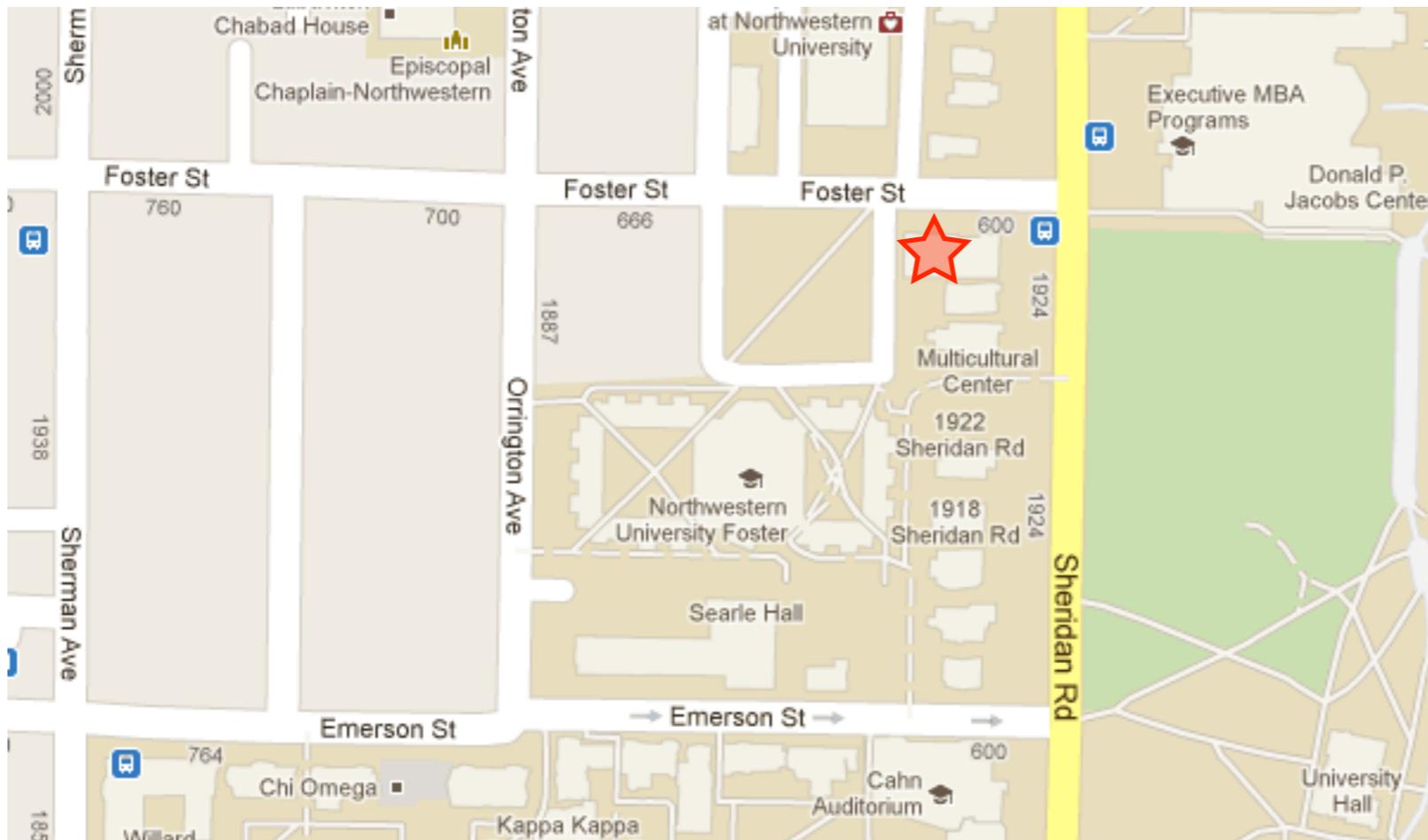


Build network?

Each **node** represents an **intersection**

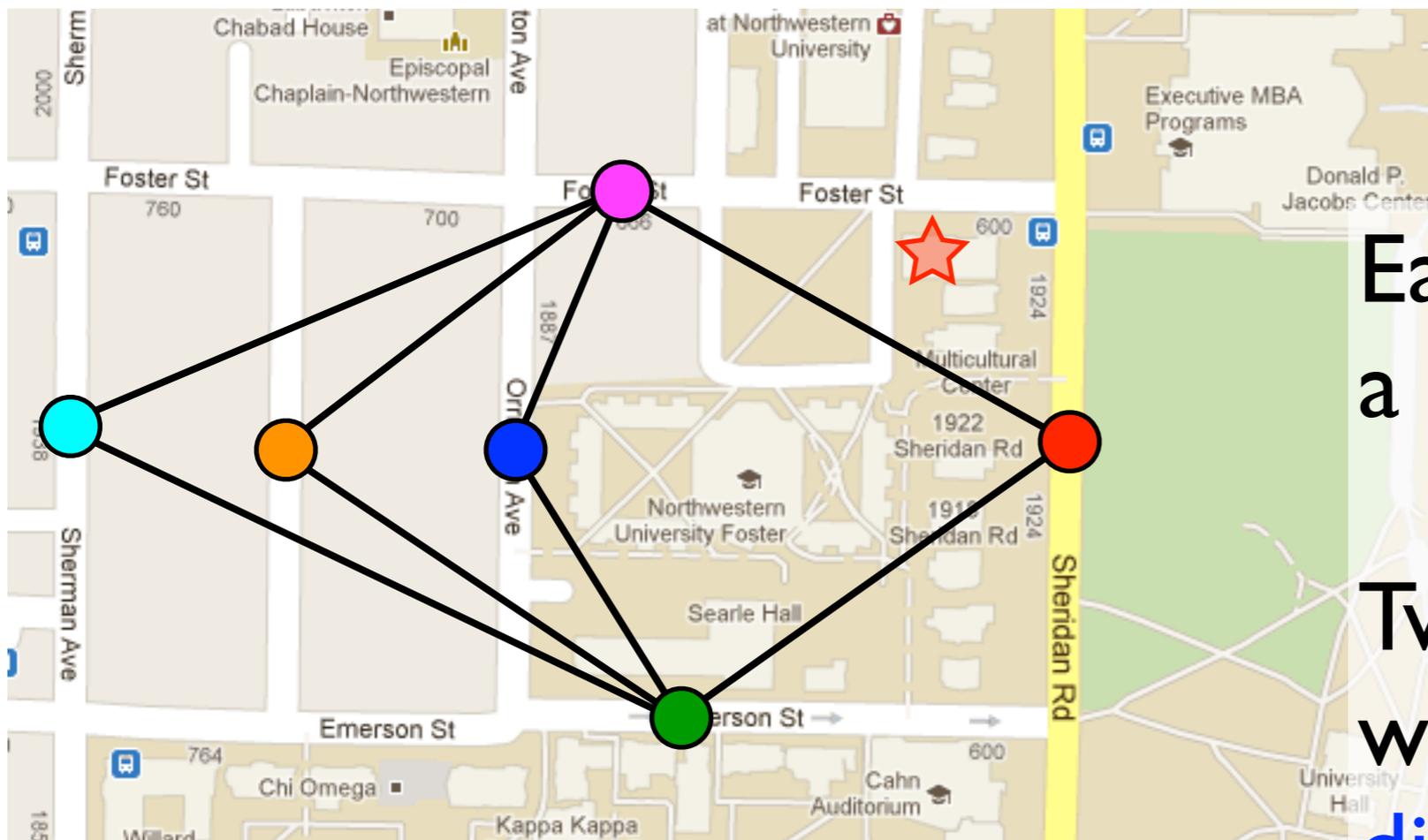
Roads connecting intersections form **links**

Road networks



Alternative

Road networks

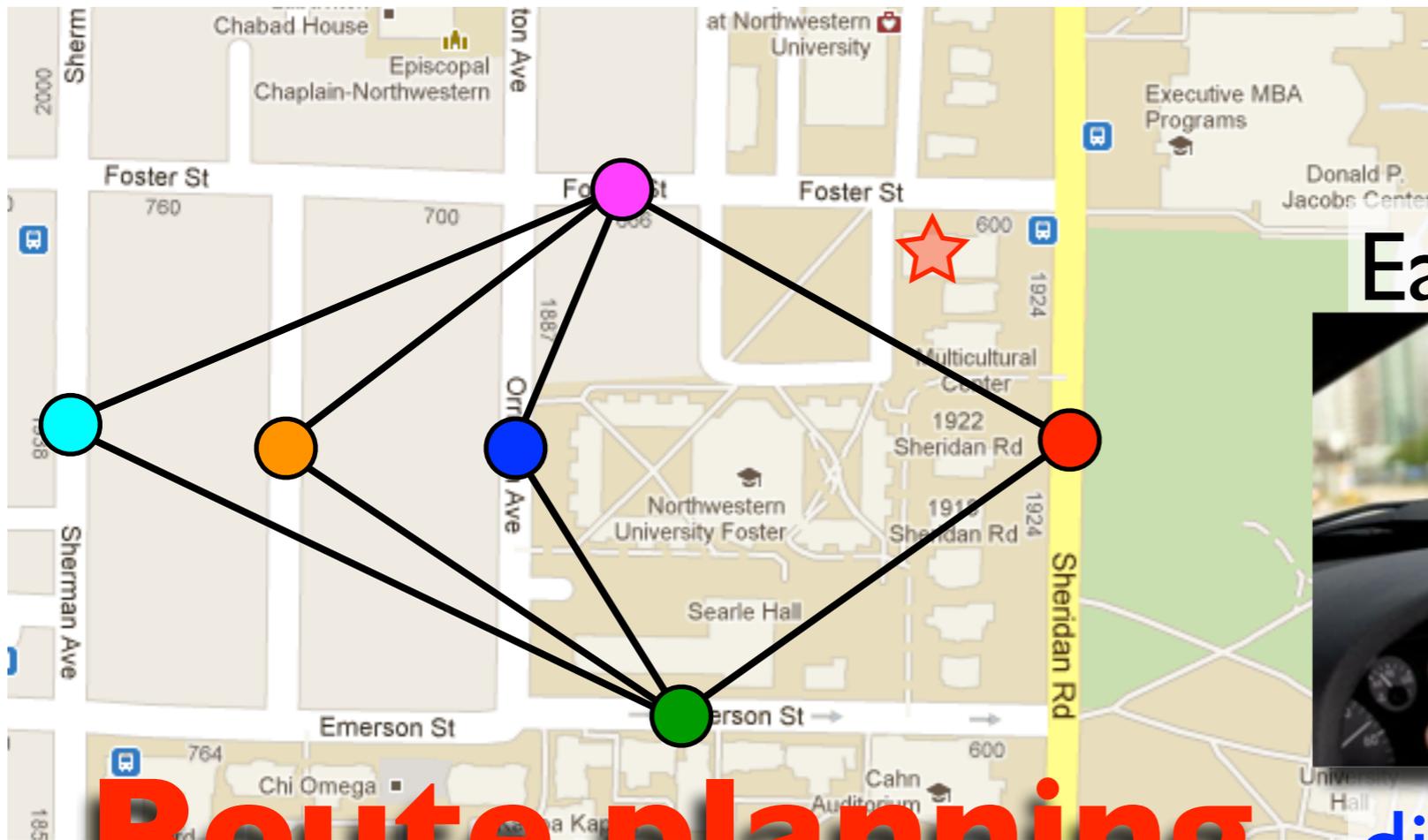


Alternative

Each node represents a **road**

Two roads are linked when you can **drive directly** from one to the other

Road networks



Alternative

Each node represents



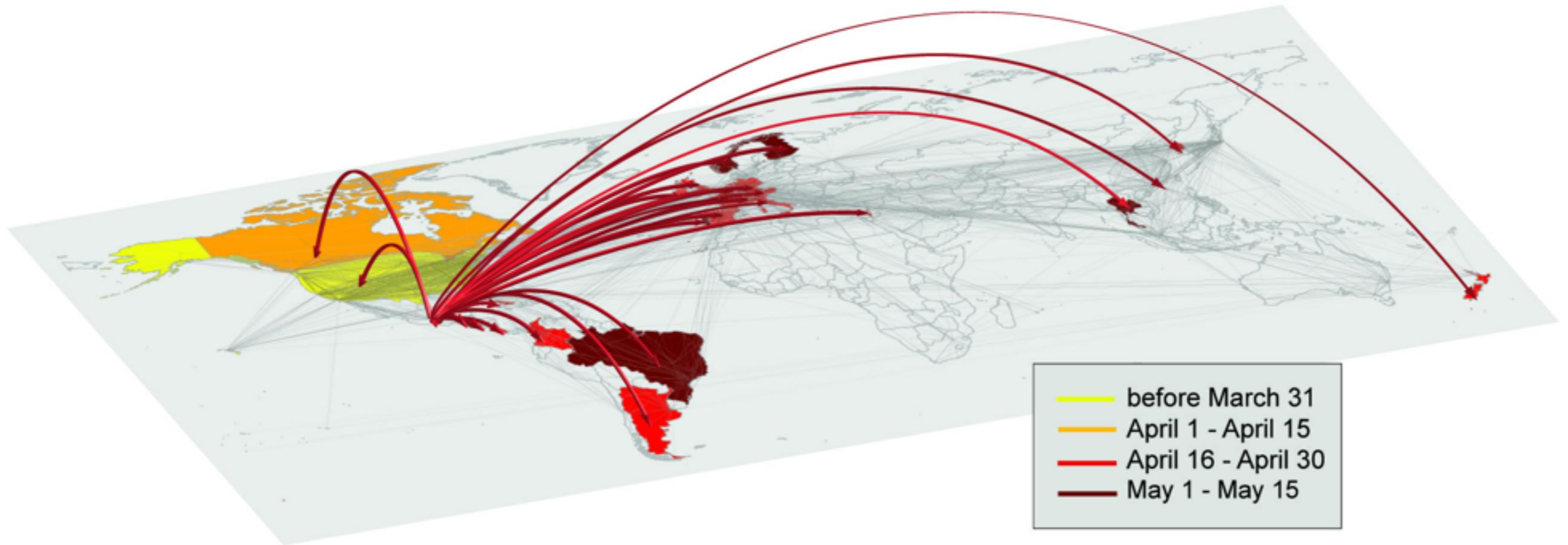
linked
drive

directly from one to
the other

Route planning

google maps

Air travel



Air travel

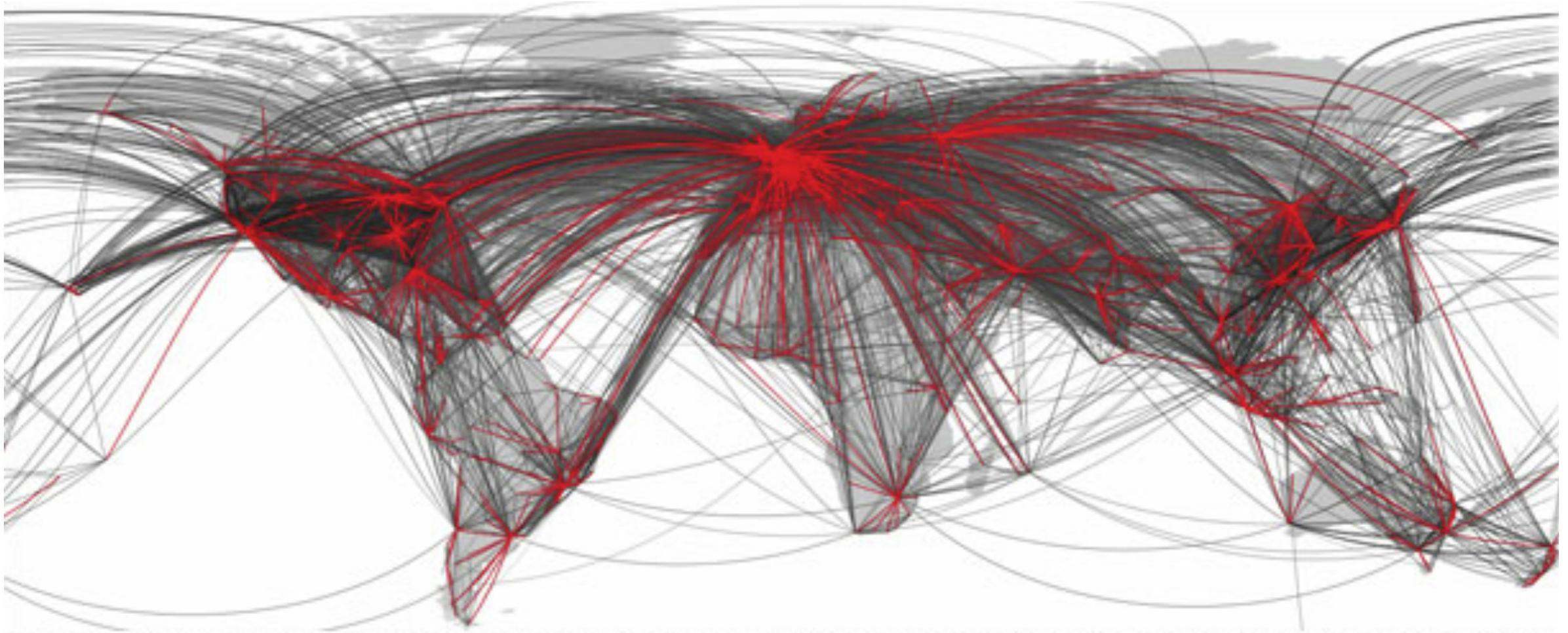


nodes = airports

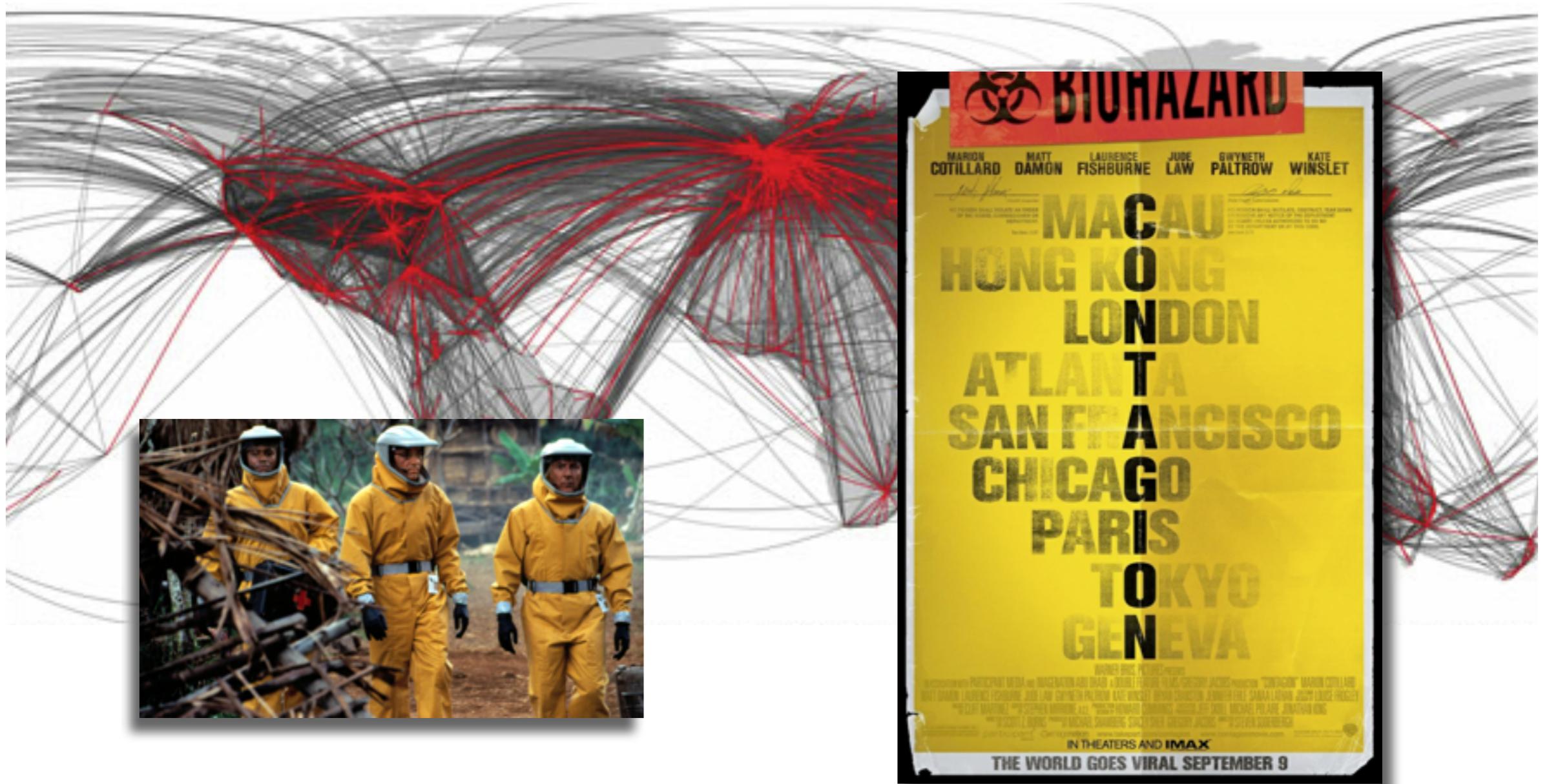


links = direct flights
between airports

Air travel

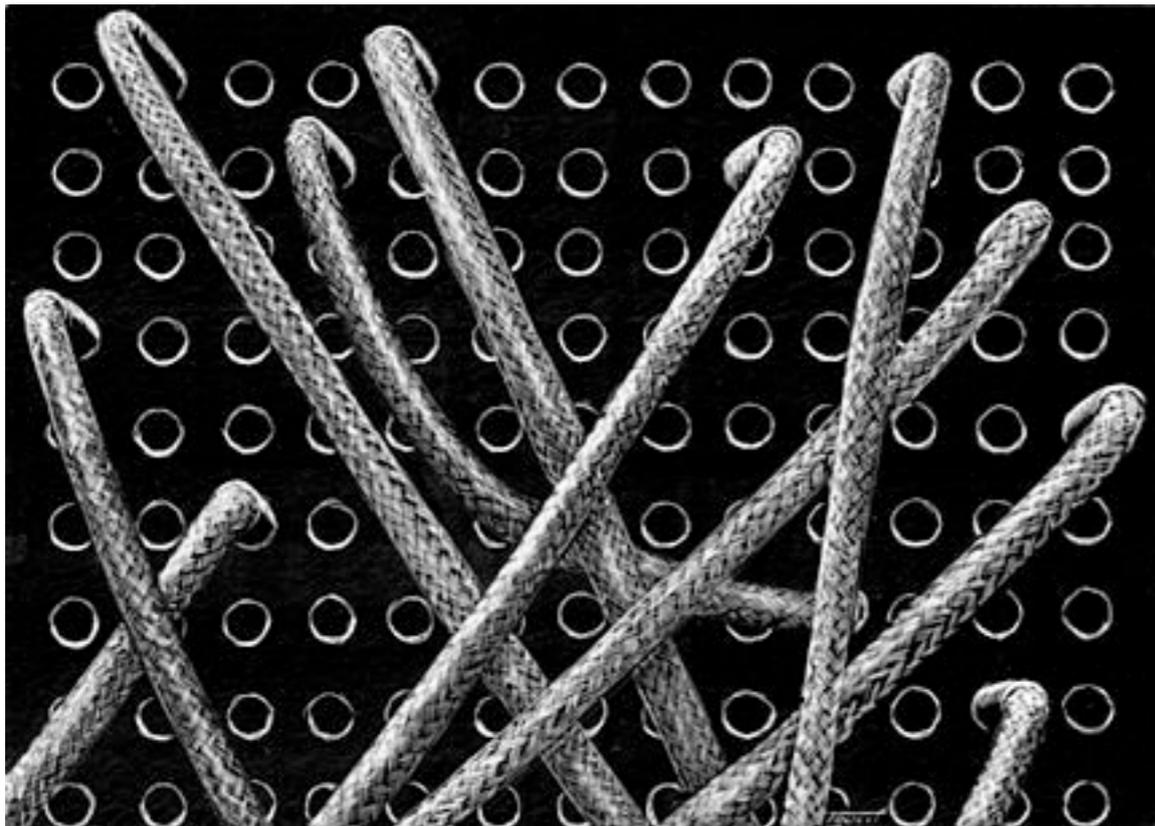


Air travel

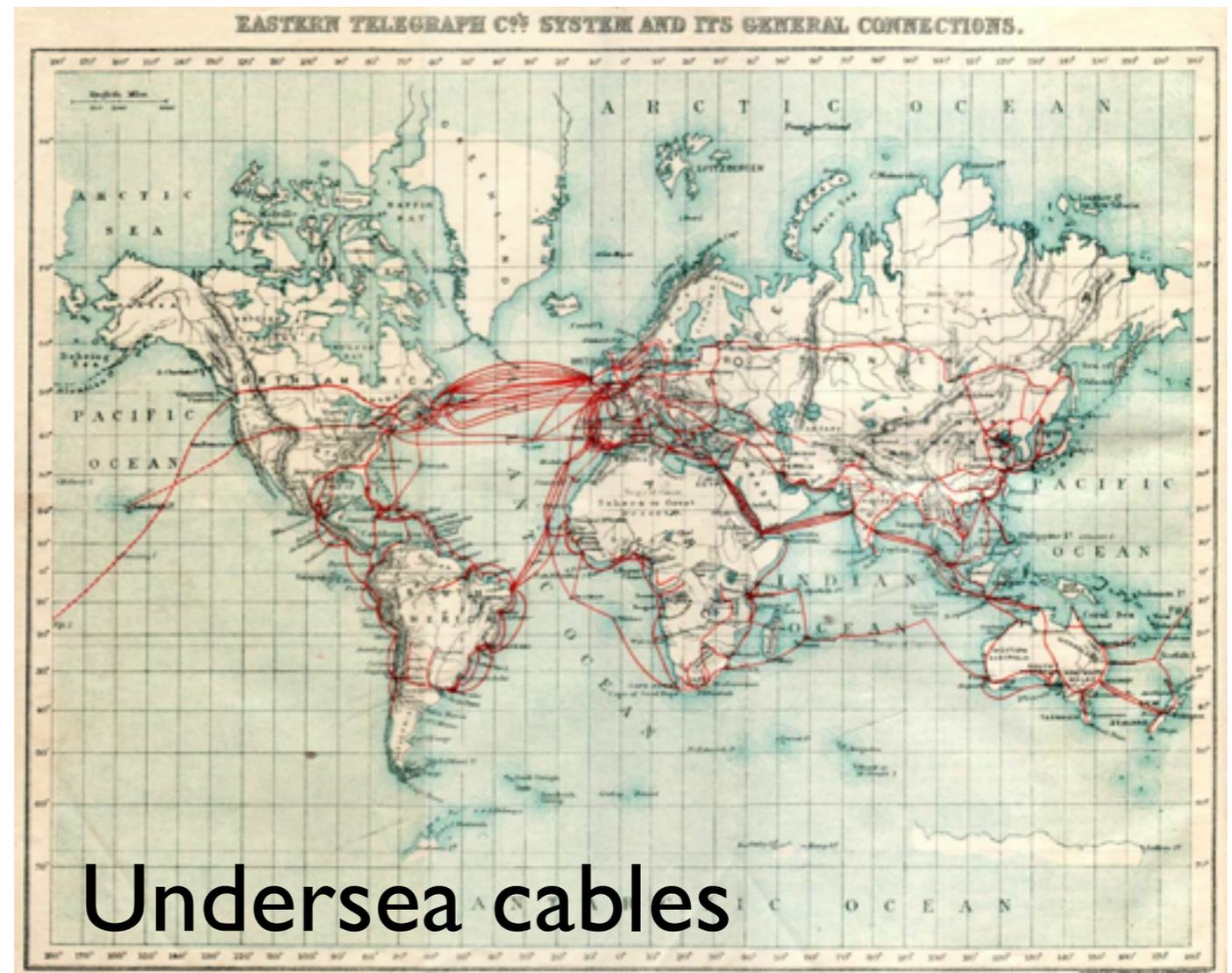
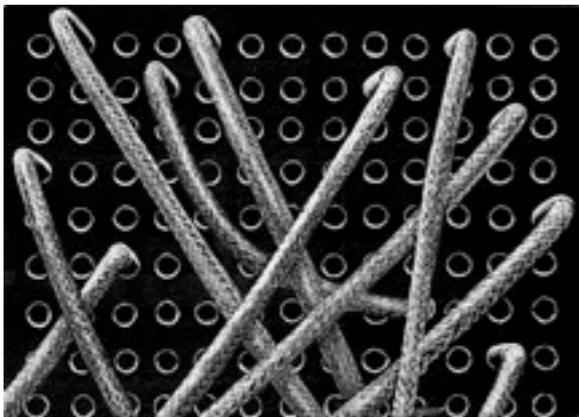


Disease spreading

Telecommunications



Telecommunications



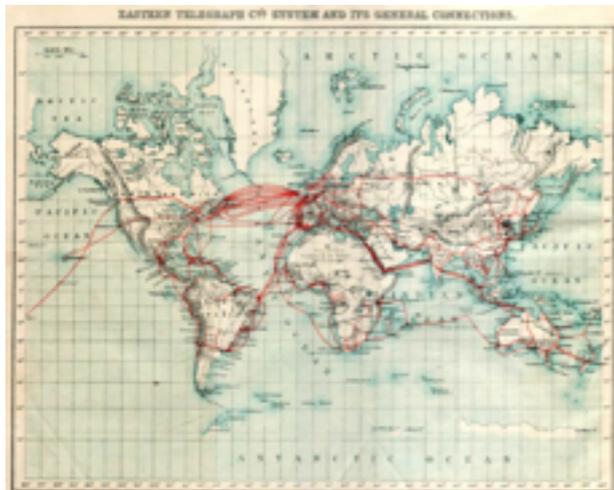
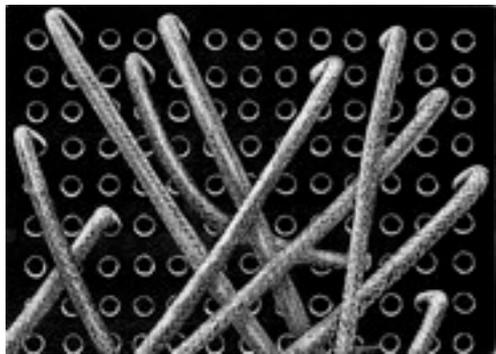
Morse Telegraph Key
(circa 1844)



Undersea cables

1901!

Telecommunications



How many lines do we need for our phone calls?

Agner Krarup Erlang

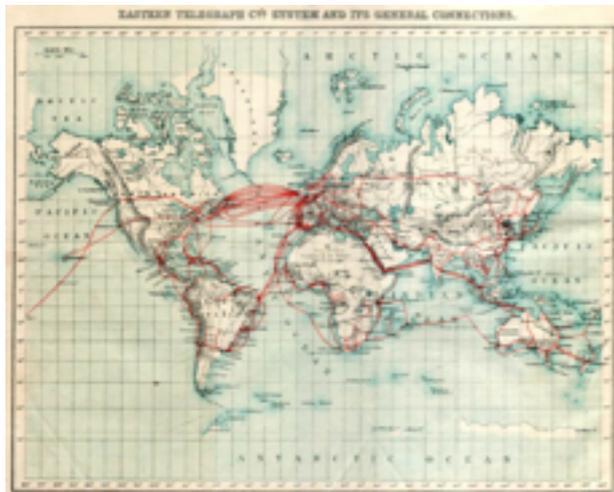
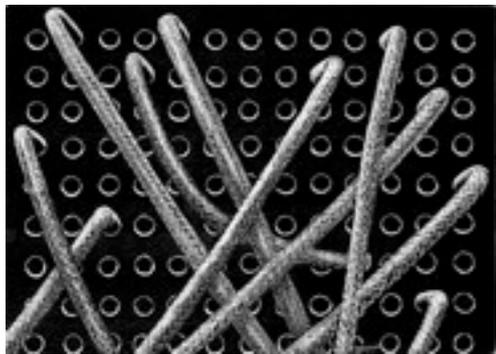


Born January 1, 1878
Lønborg, [Denmark](#)

Died February 3, 1929

Occupation [Mathematician](#), [statistician](#), and [engineer](#)

Telecommunications



How many lines do we need for our phone calls?



Queueing Theory

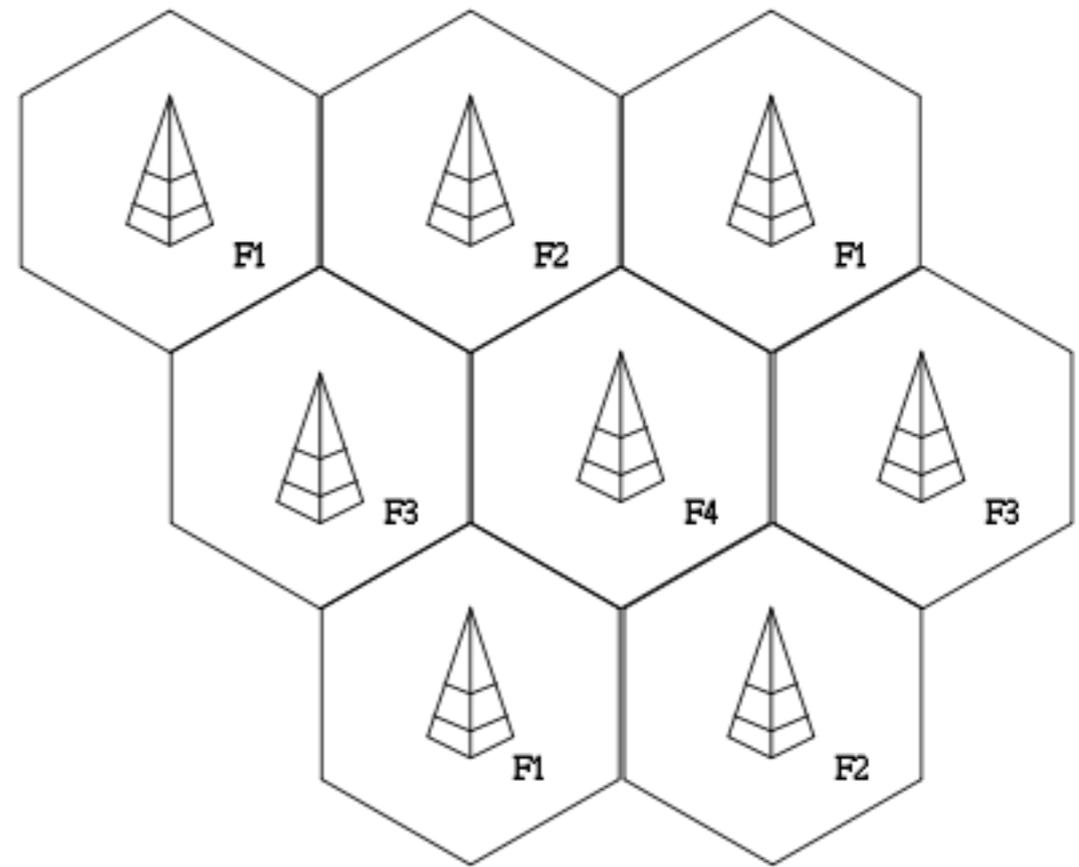
Agner Krarup Erlang



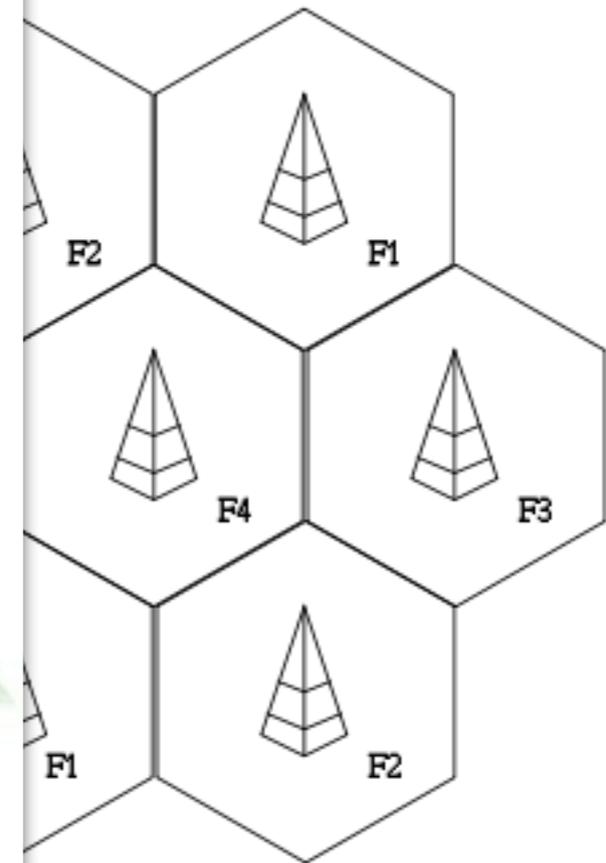
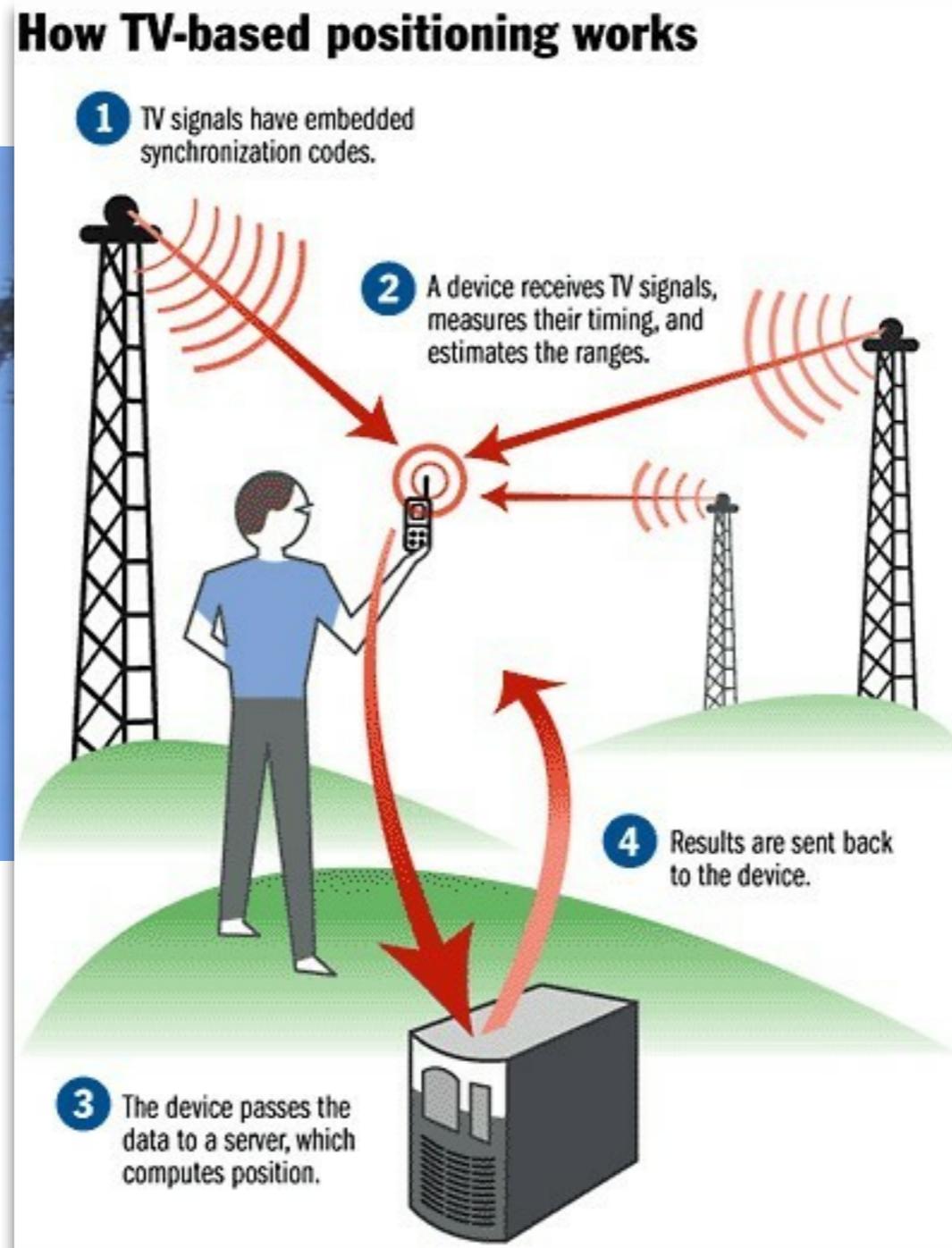
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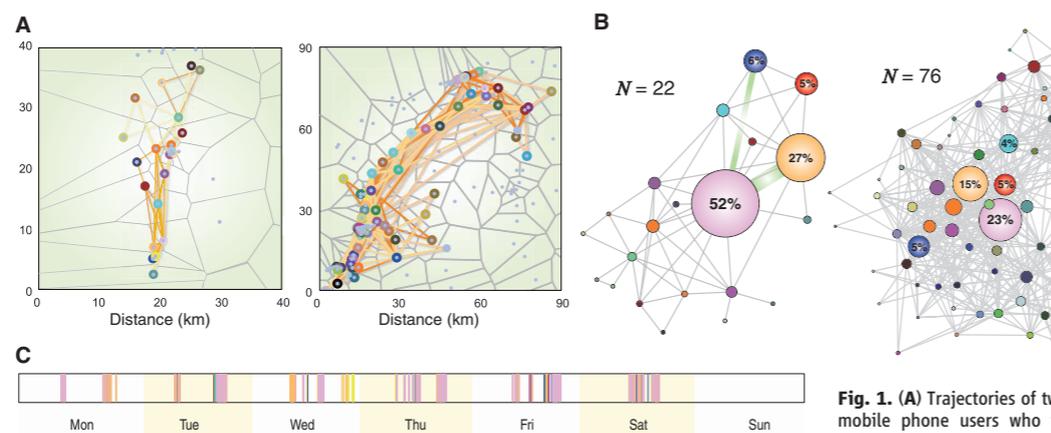
Mobile phones



Mobile phones



Mobile phone data

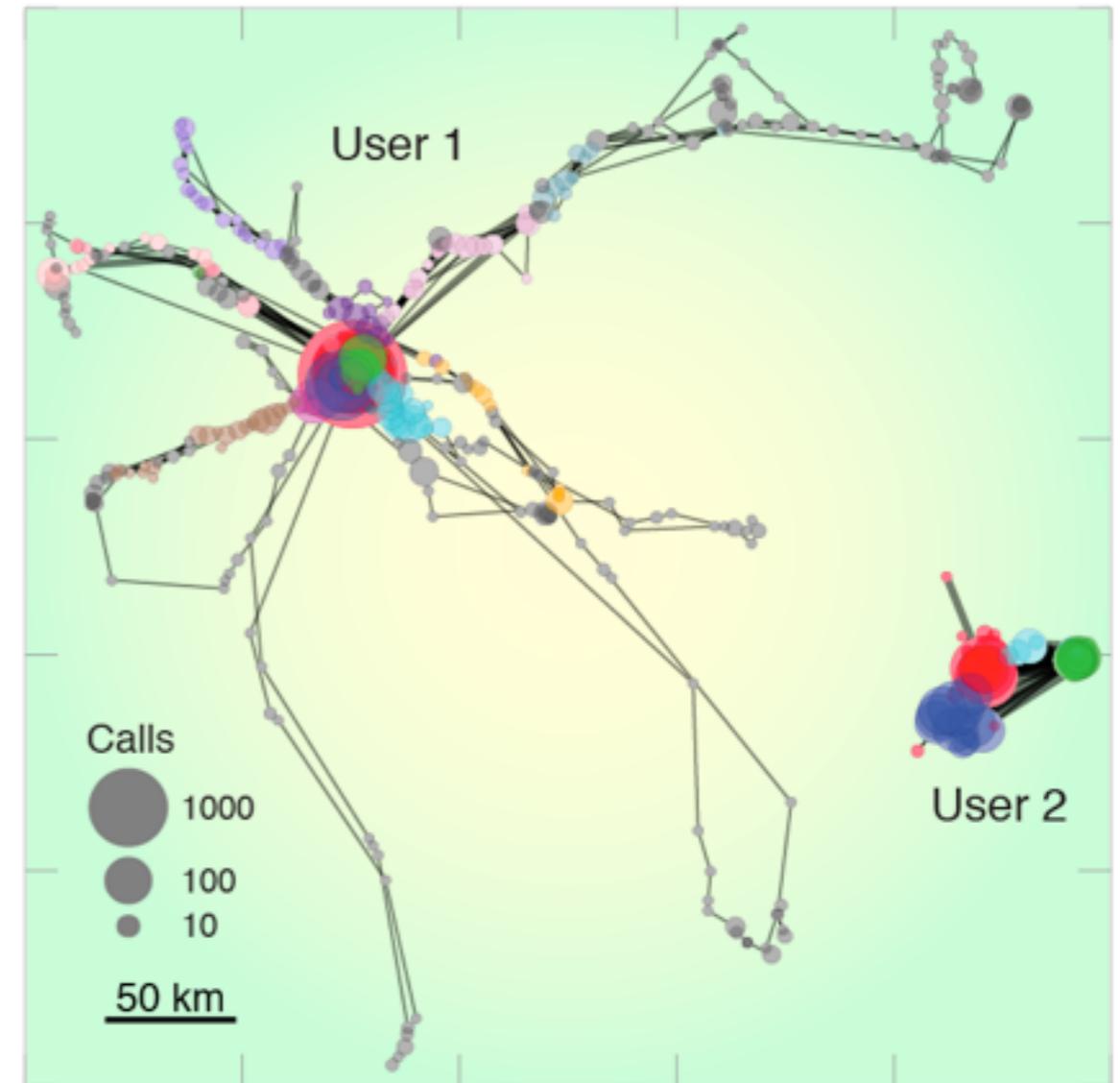
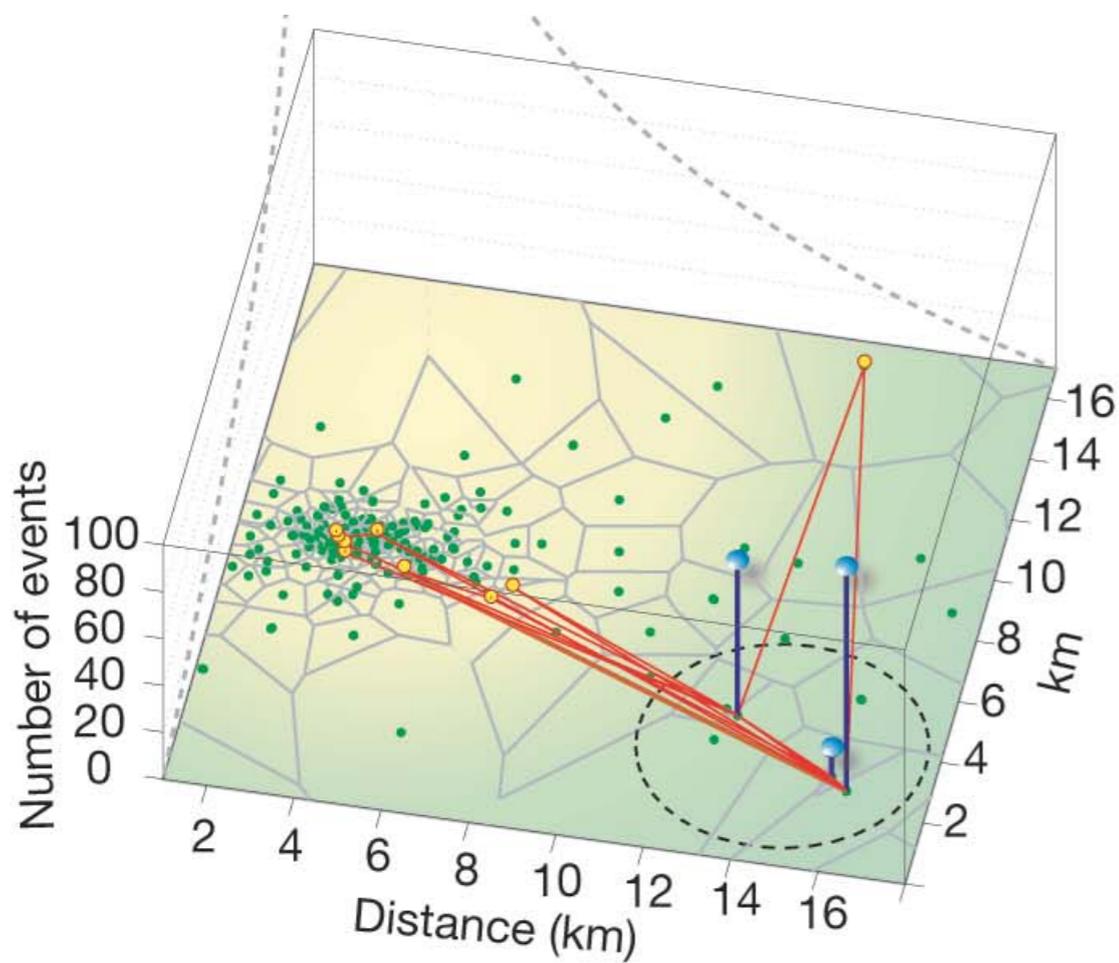


Mobile phone data

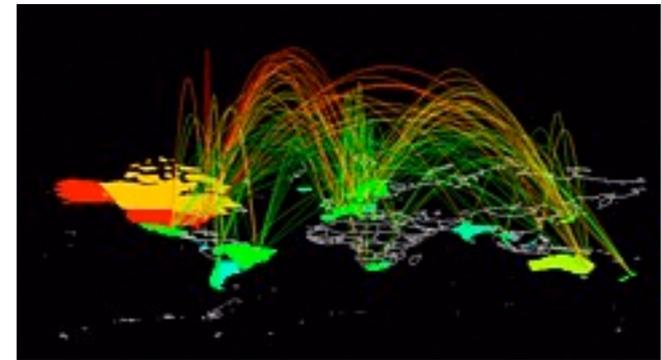
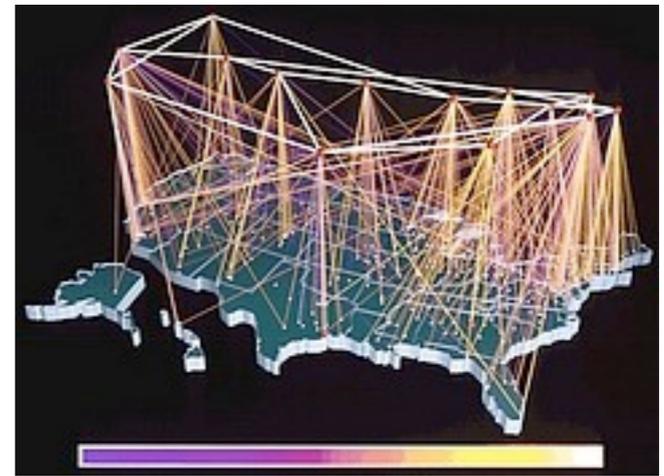
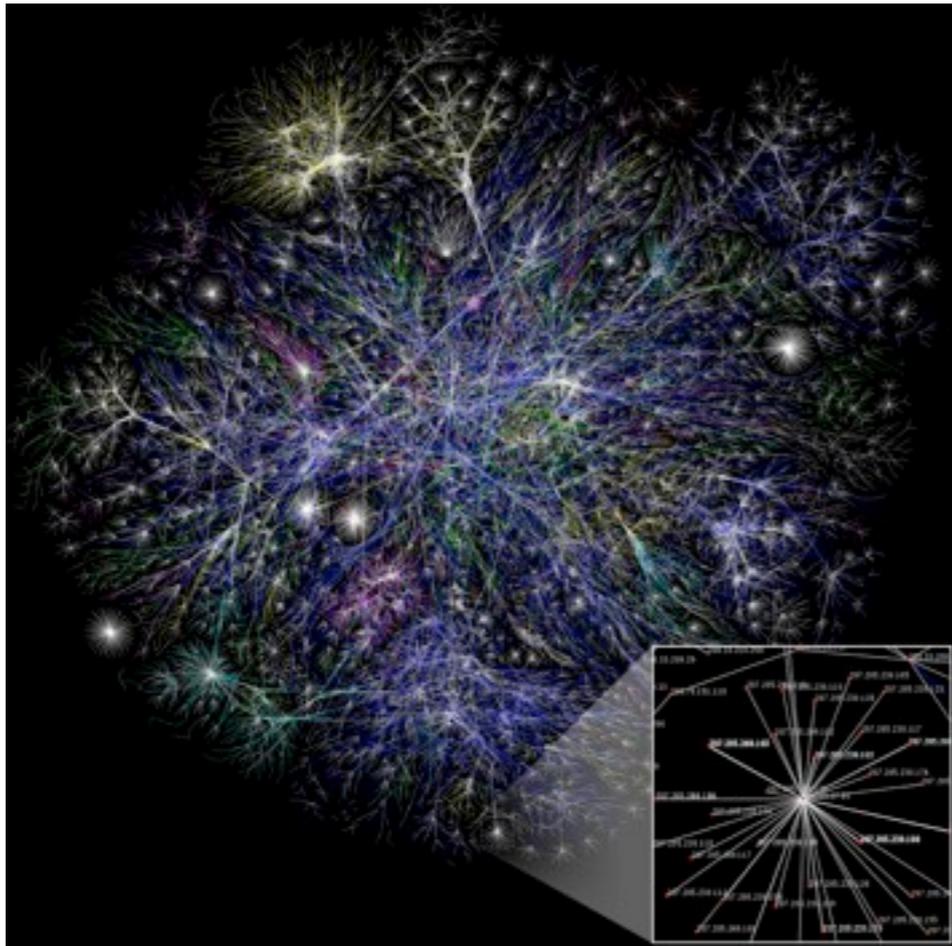


Fig. 1. (A) Trajectories of mobile phone users who

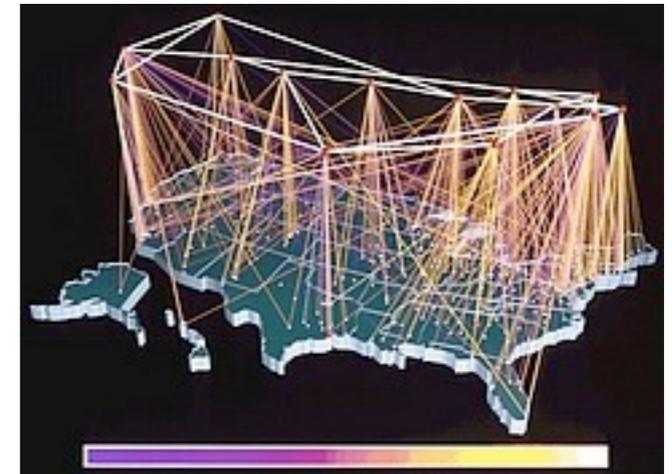
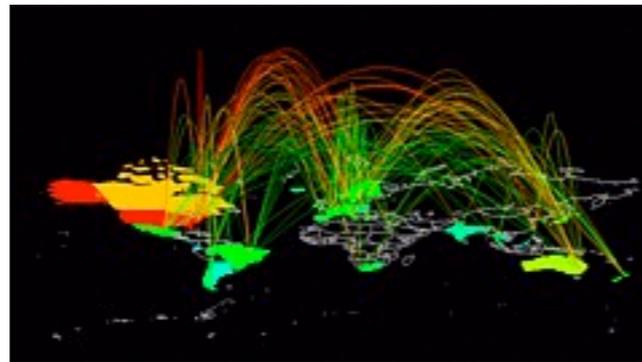
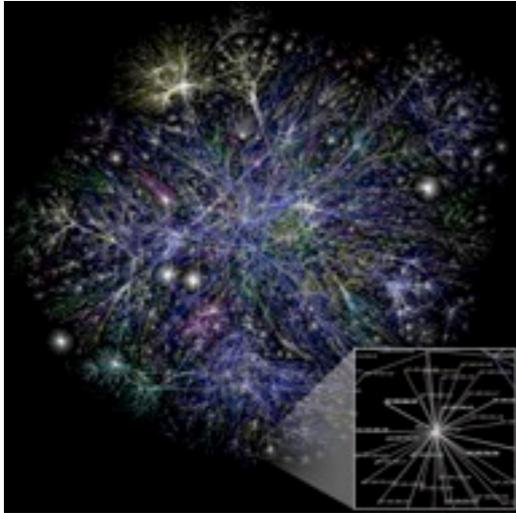
Human mobility



Internet



Internet



Nodes

Computers, routers,
subnetworks, etc.

Links

Connect nodes that **share data**

Web

WWW sits **on top of** the Internet



First web server

Nodes

Web pages



Links

[Hyperlinks](#)



Web

Novelty of the **web** led to the **explosion** of networks research in the late 90s

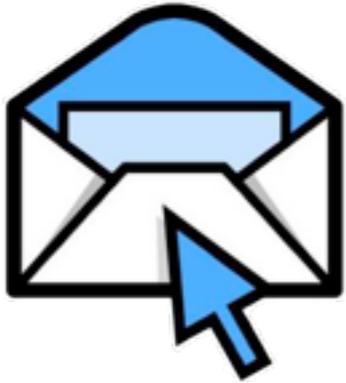
First web server

Links

Hyperlinks

<http://www>

Email



MIME-Version: 1.0

Date: Fri, 30 Mar 2012 12:34:07 -0500

Subject: Re: Eqs

From: Jim Bagrow <bagrowjp@gmail.com>

To: Dirk Brockmann <brockmann@northwestern.edu>

...

Email



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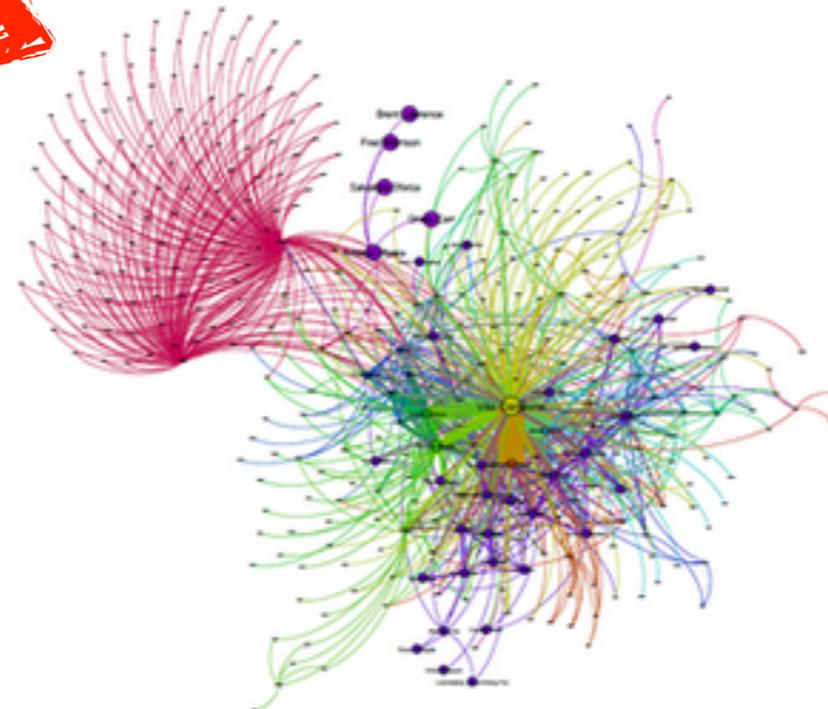
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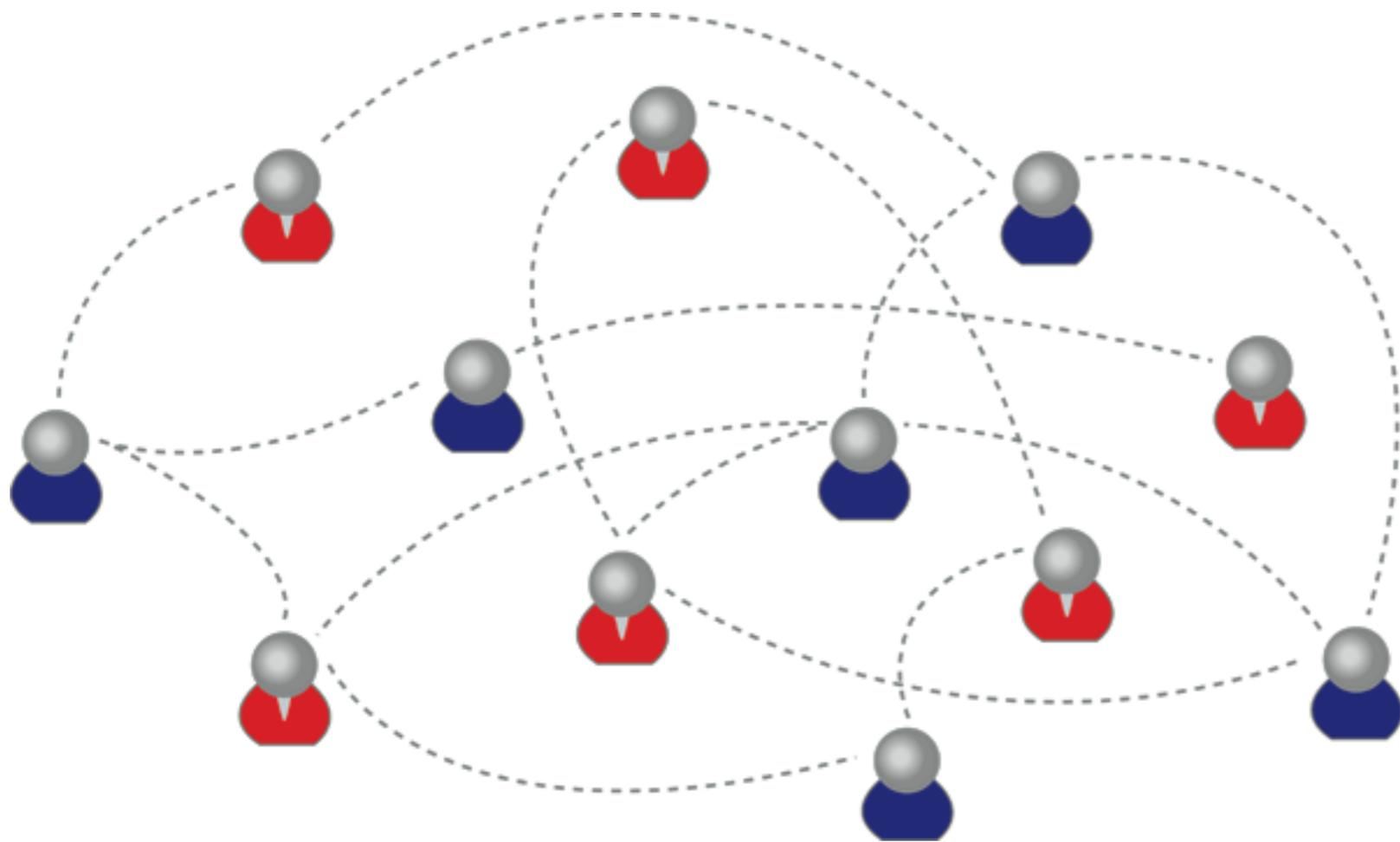
From: Jim Bagrow <bagrowjp@gmail.com>

To: Dirk Brockmann <brockmann@northwestern.edu>

...



Social networks



Nodes

People

Links

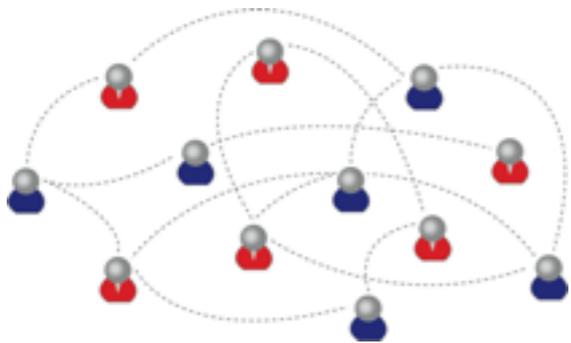
Relationships
between people

Huge area

Information spreading

Disease spreading

Sociology

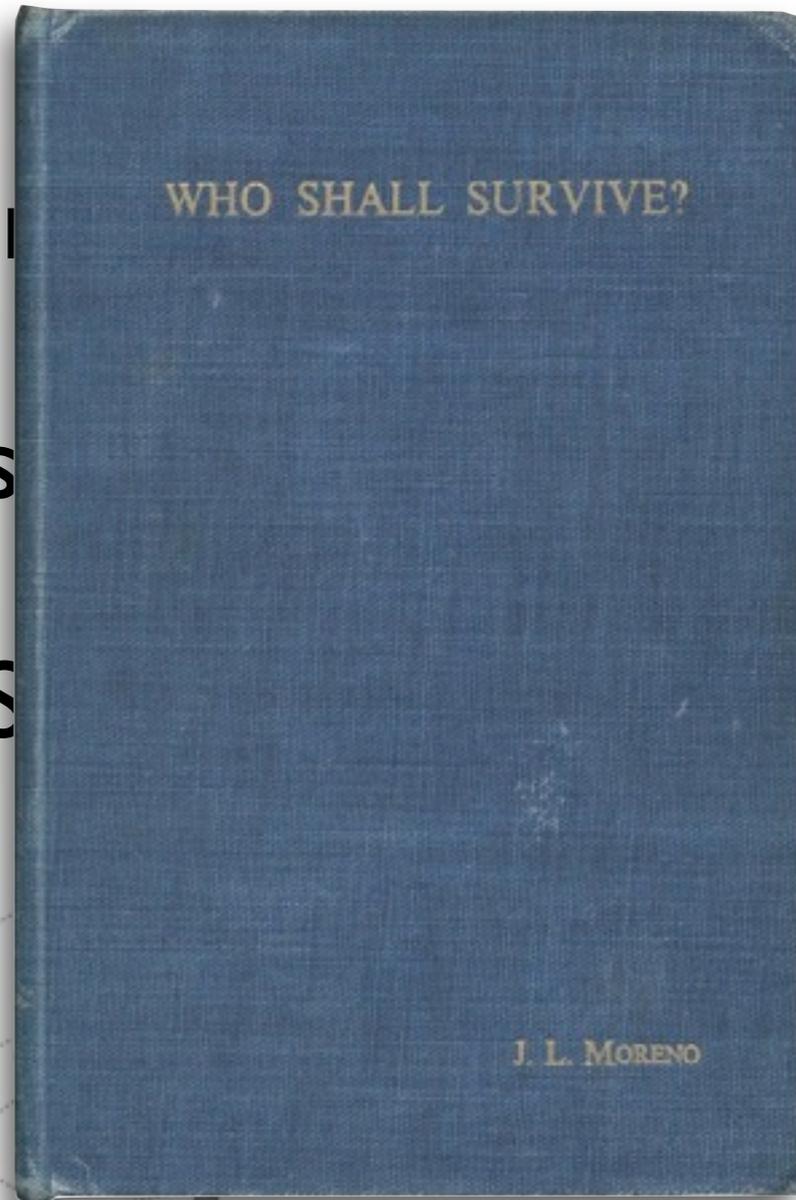
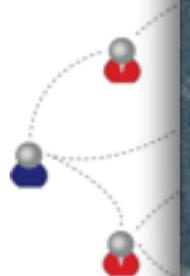


Huge area

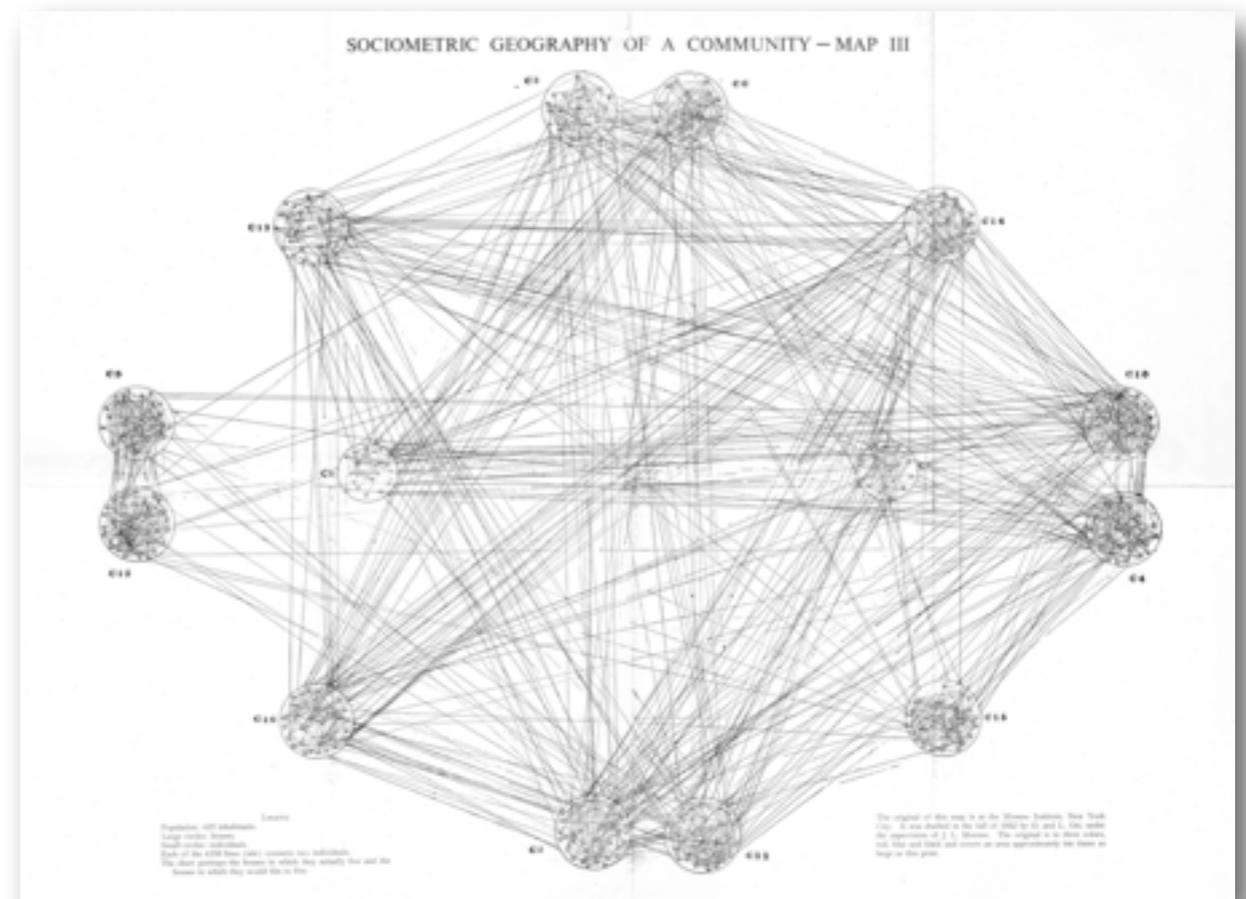
Info

Dis

S



1934, 1953 (2nd ed)



1932

Huge area

Applications

Information spreading

Disease spreading

Sociology

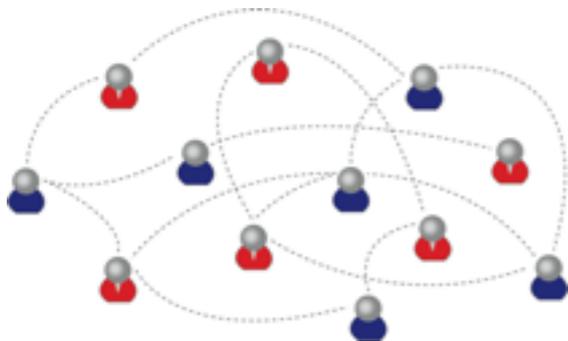
Marketing

Vaccine distribution

Social media

Emergency response

....



Huge area

Applications

Information spreading

Disease spreading

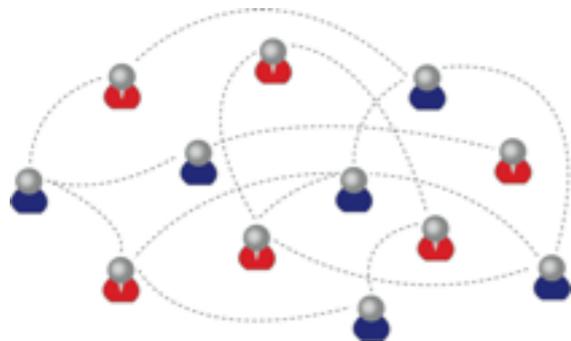
Sociology

Marketing

Vaccine distribution

Social media

Emergency response



See next
NetSci school
session

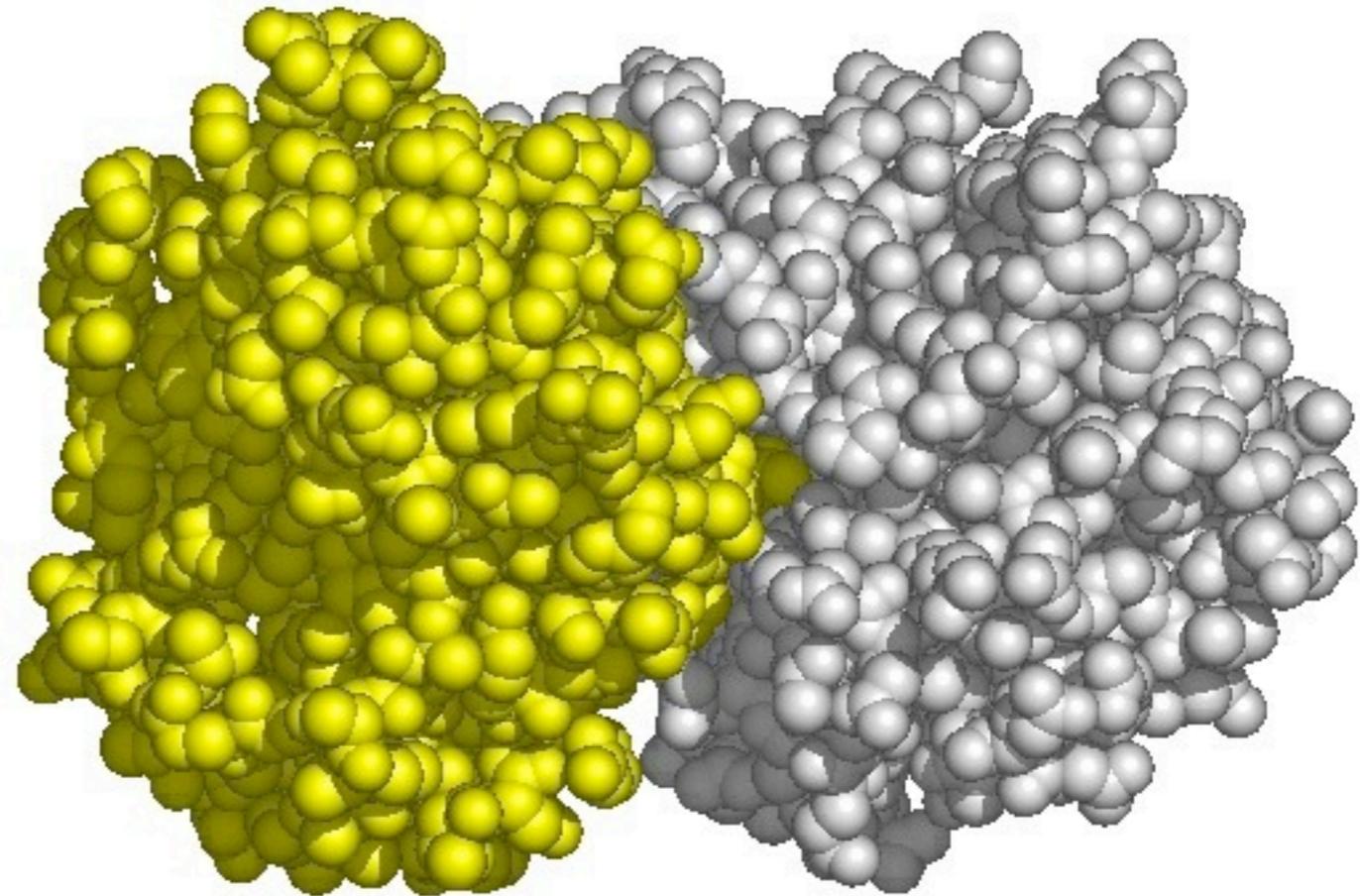


Biological networks

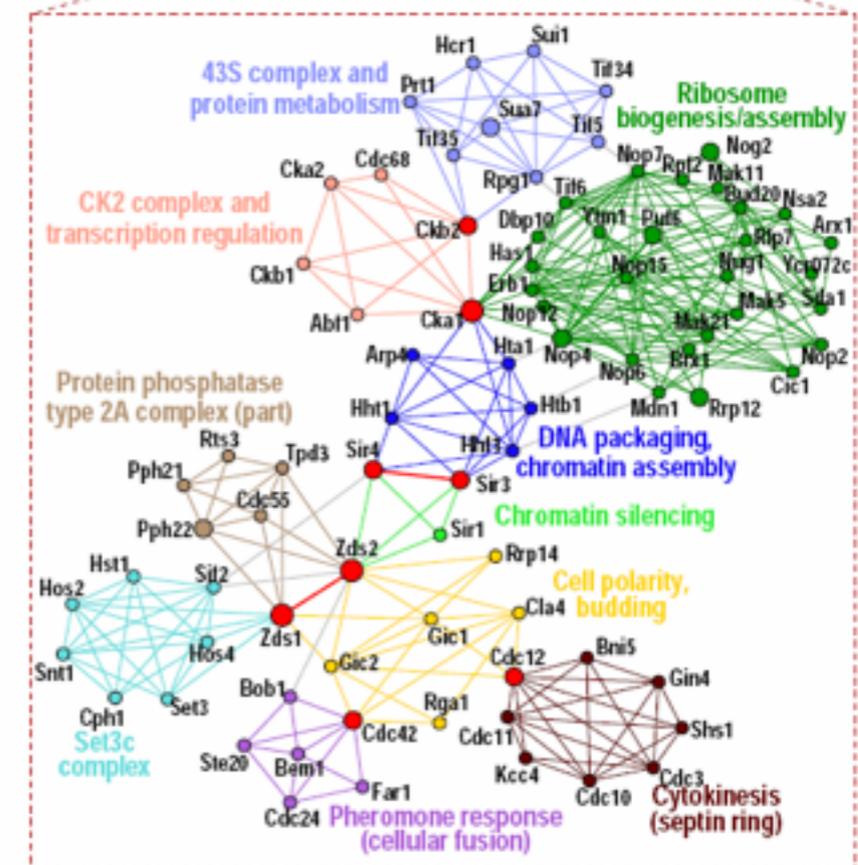
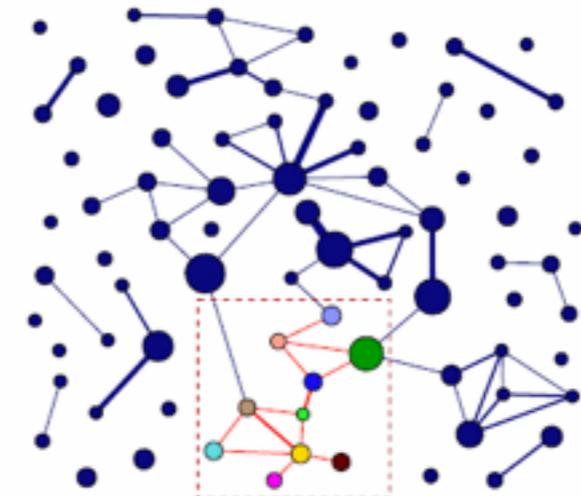
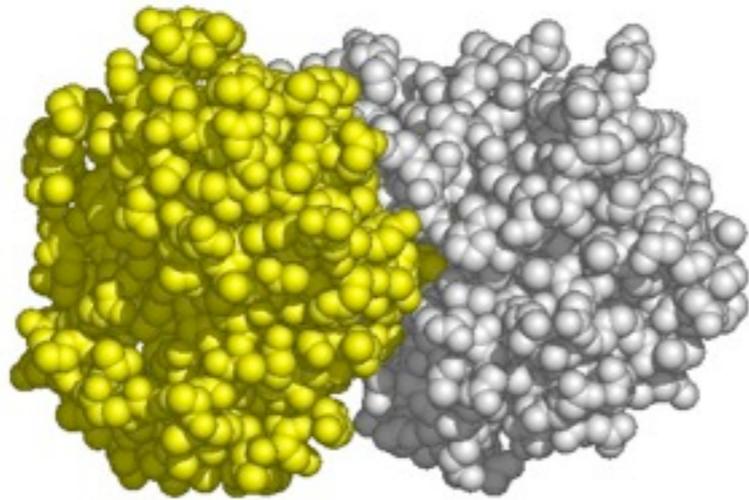
Another **HUGE** area

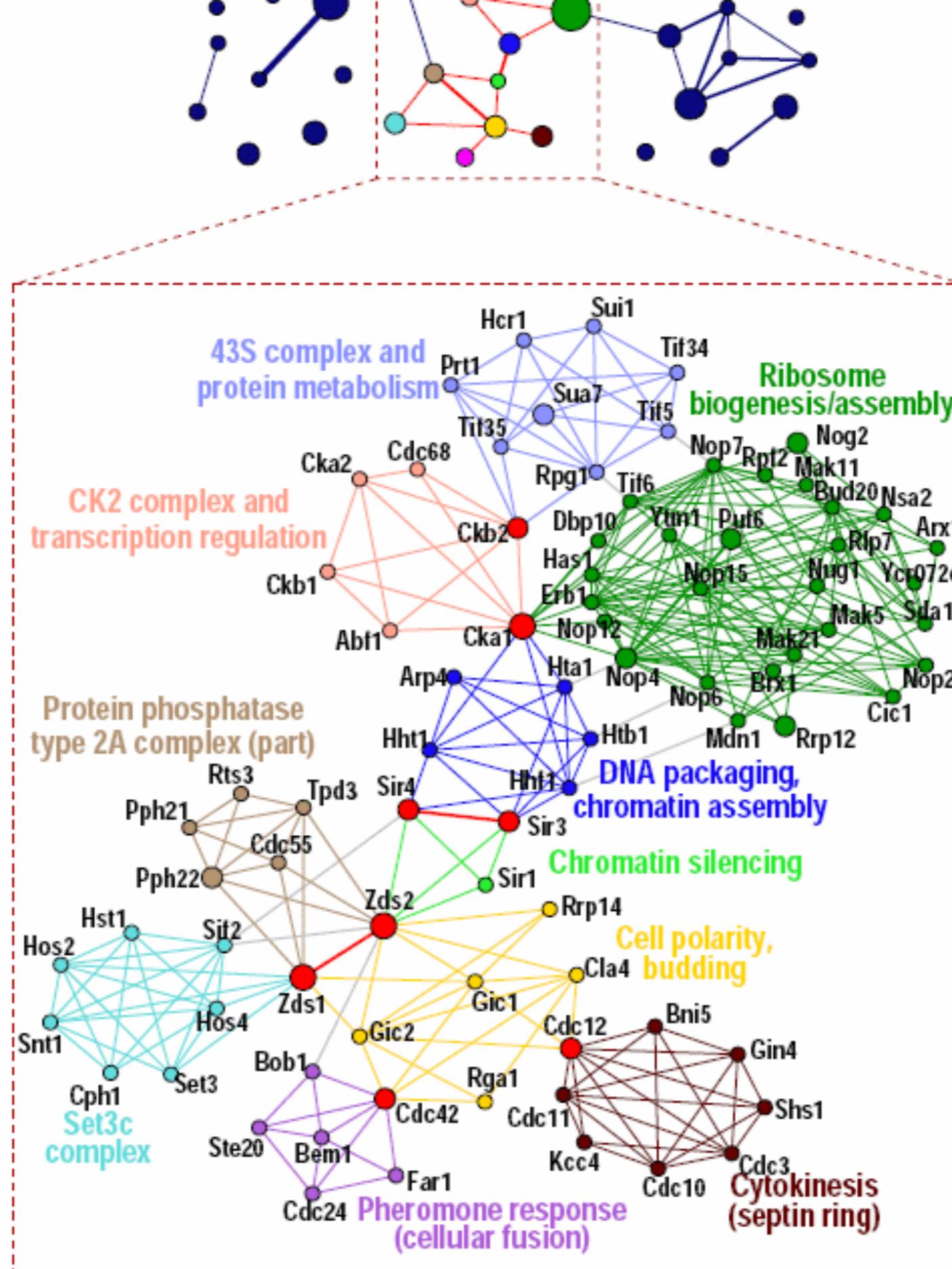
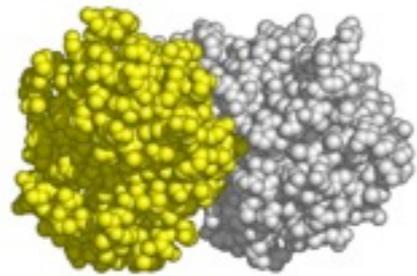
Systems biology

Protein-Protein
Interaction
networks



PPI networks



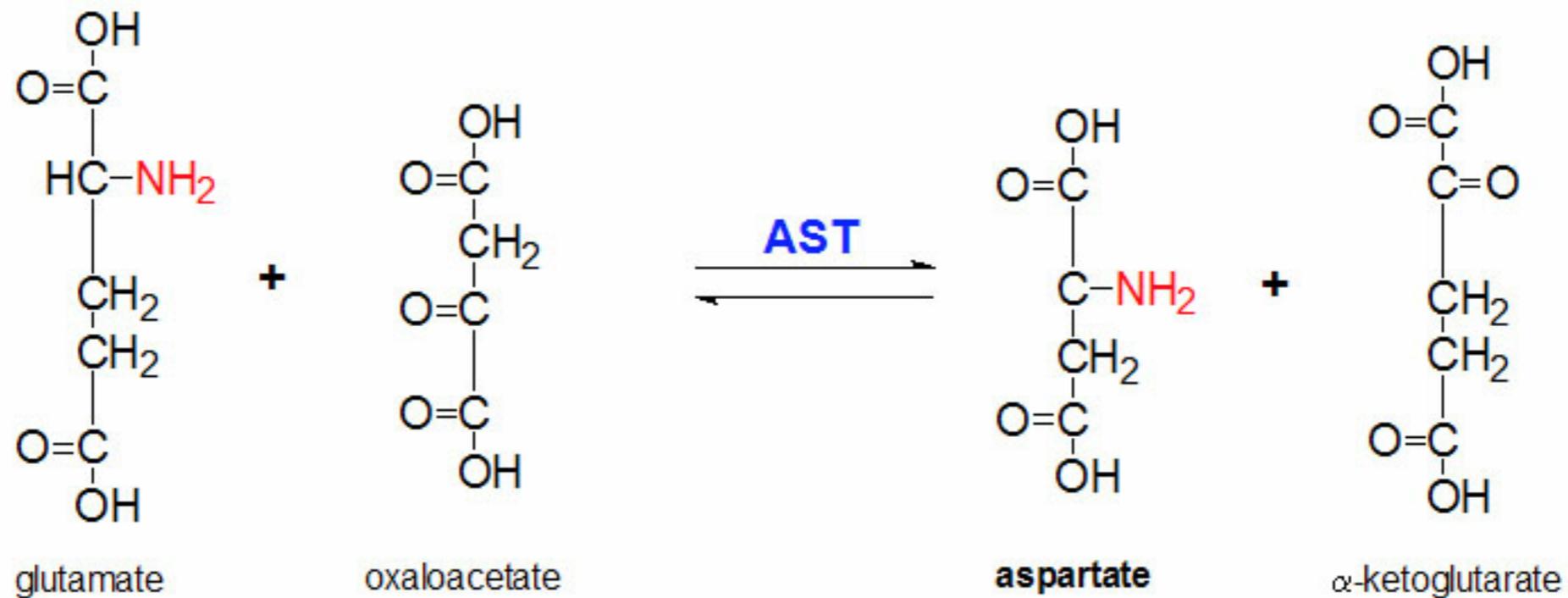


Metabolic networks

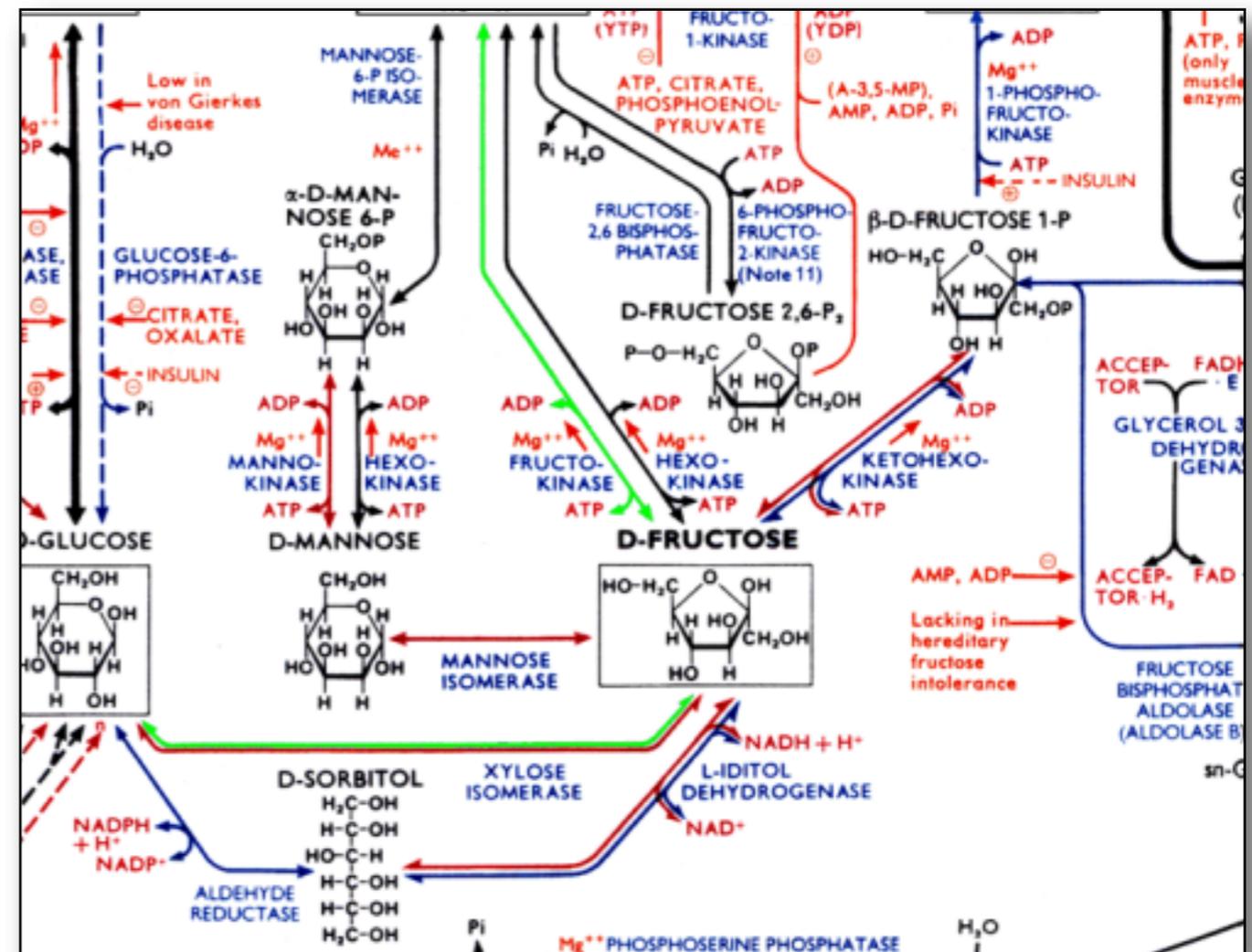
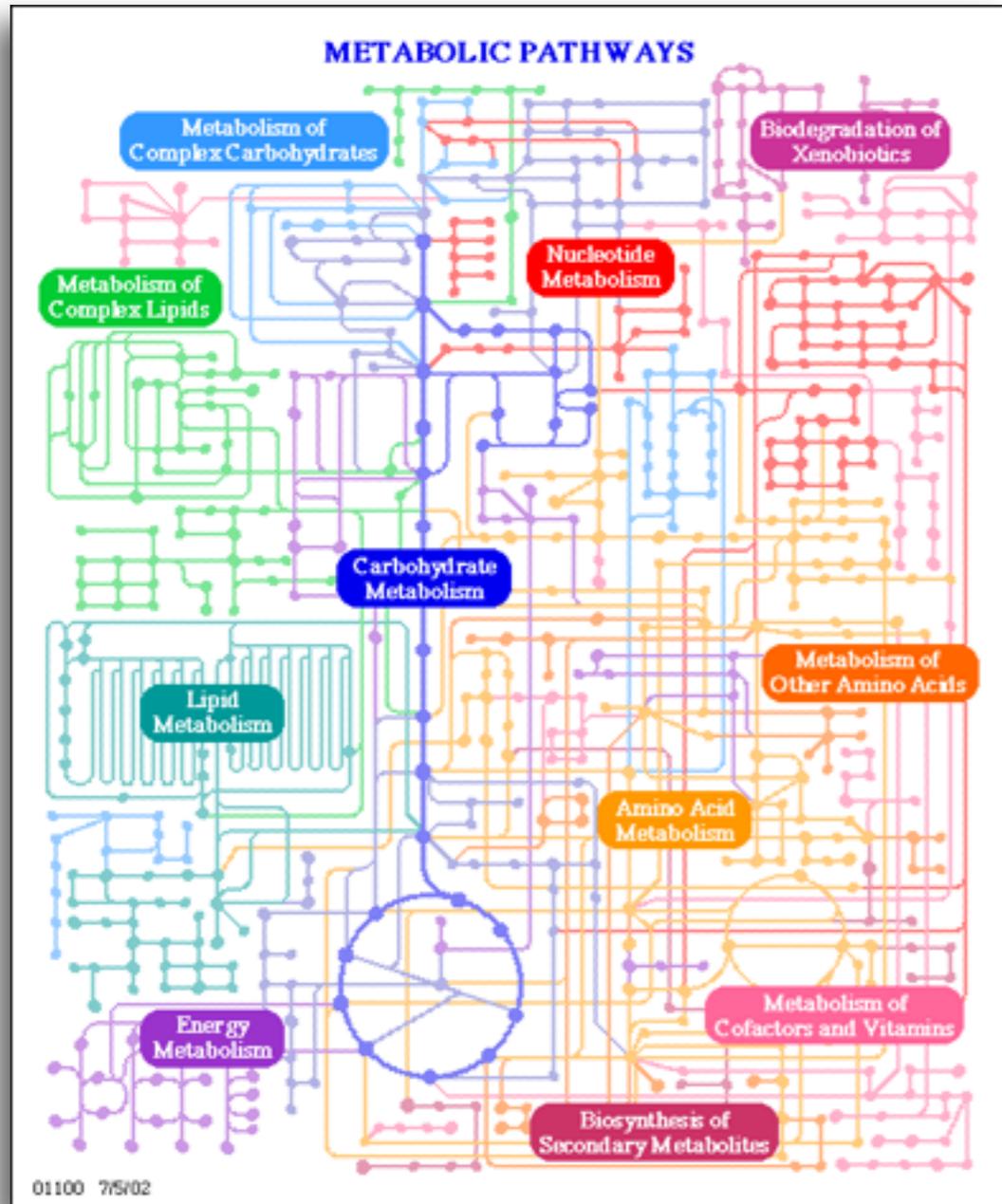
Metabolic networks

nodes: Metabolites (chemicals)

links: Reactions involving metabolites



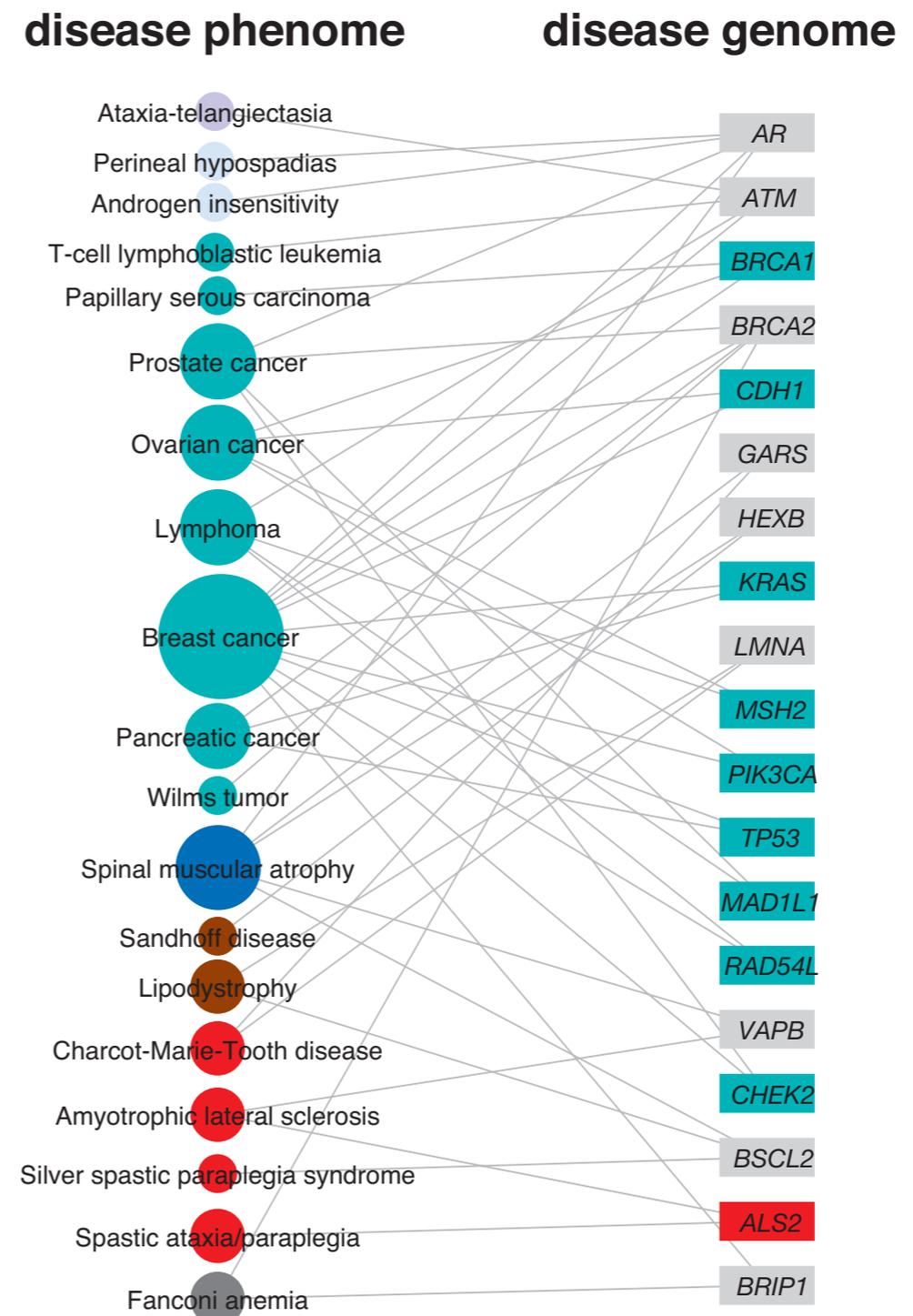
Metabolic networks

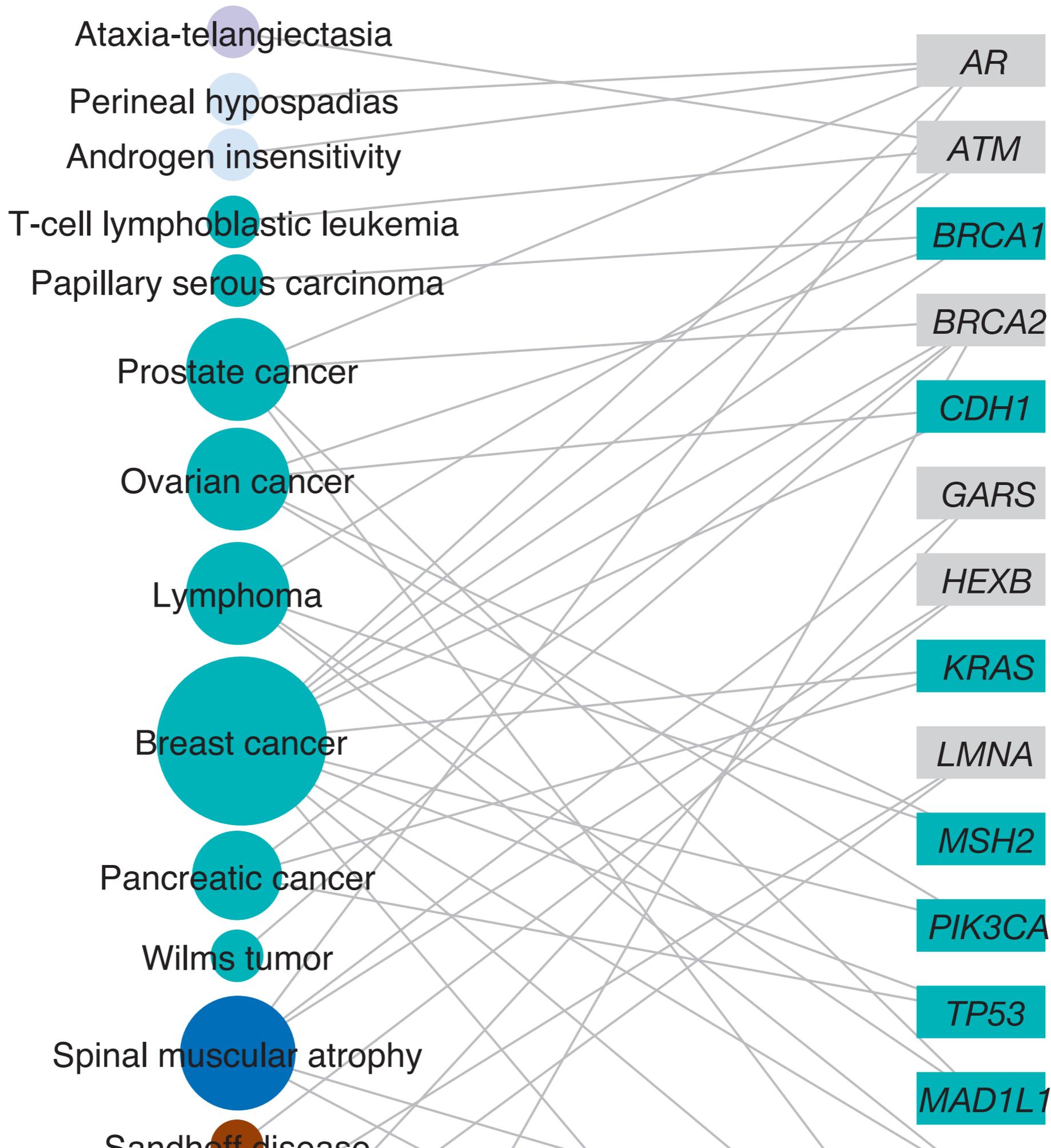


“Diseaseome”

“Diseaseome”

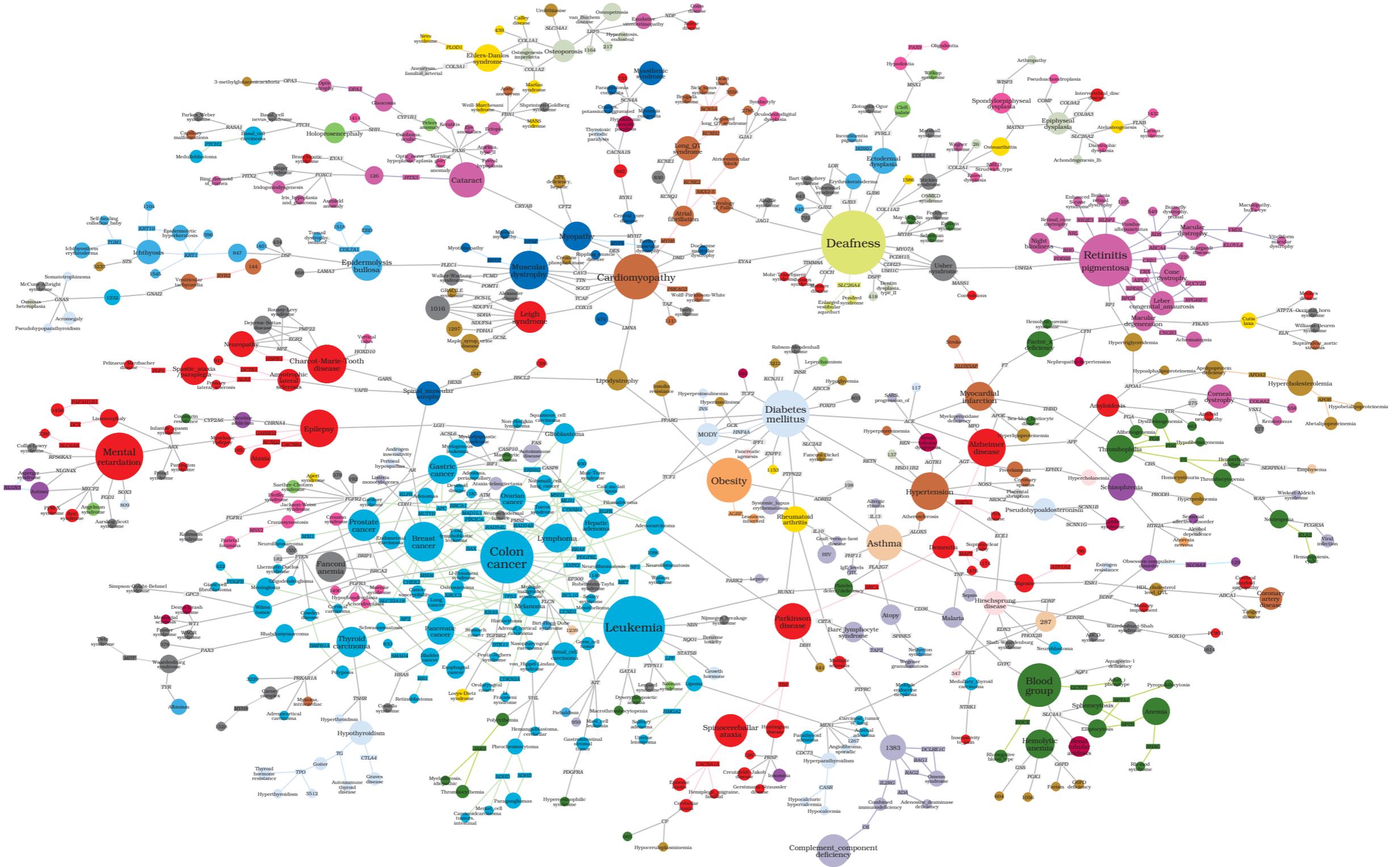
Network between
diseases and **genes**
associated with those
diseases





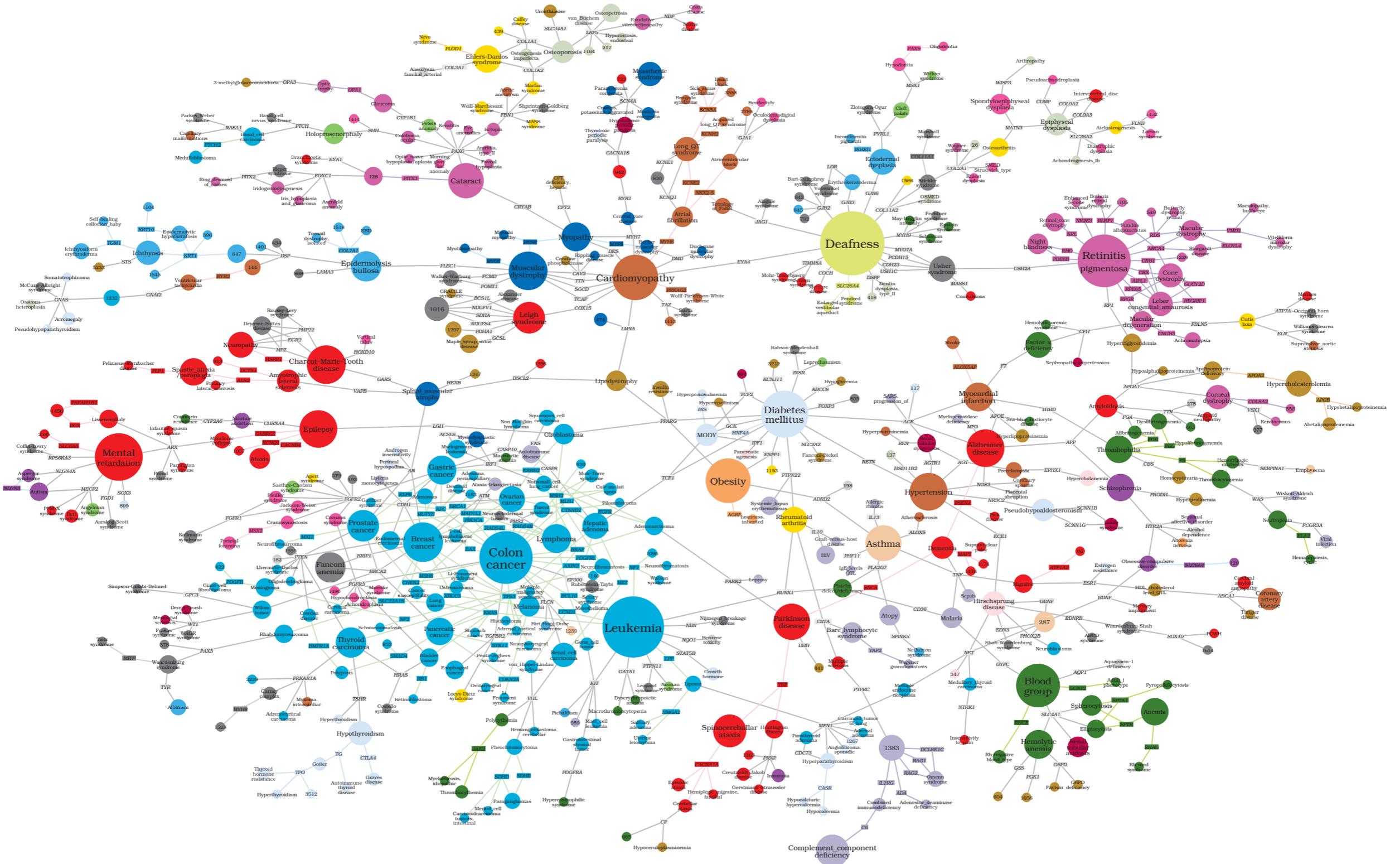
The human disease network

Goh K-I, Cusick ME, Valle D, Childs B, Vidal M, Barabási A-L (2007) *Proc Natl Acad Sci USA* 104:8685-8690

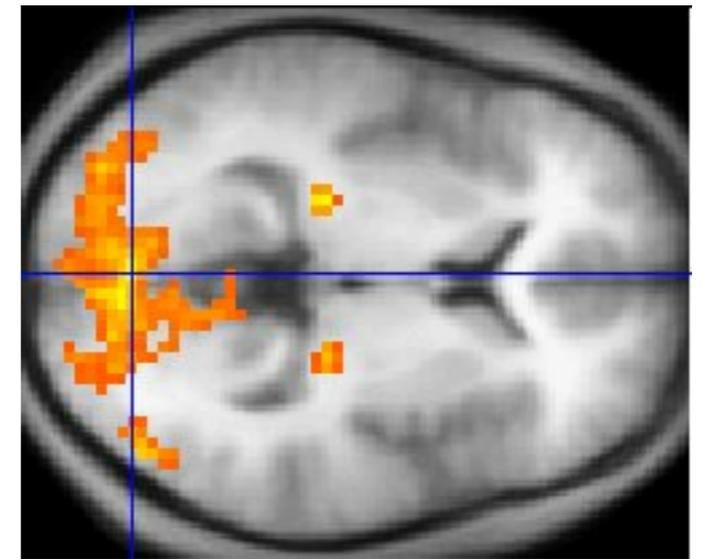
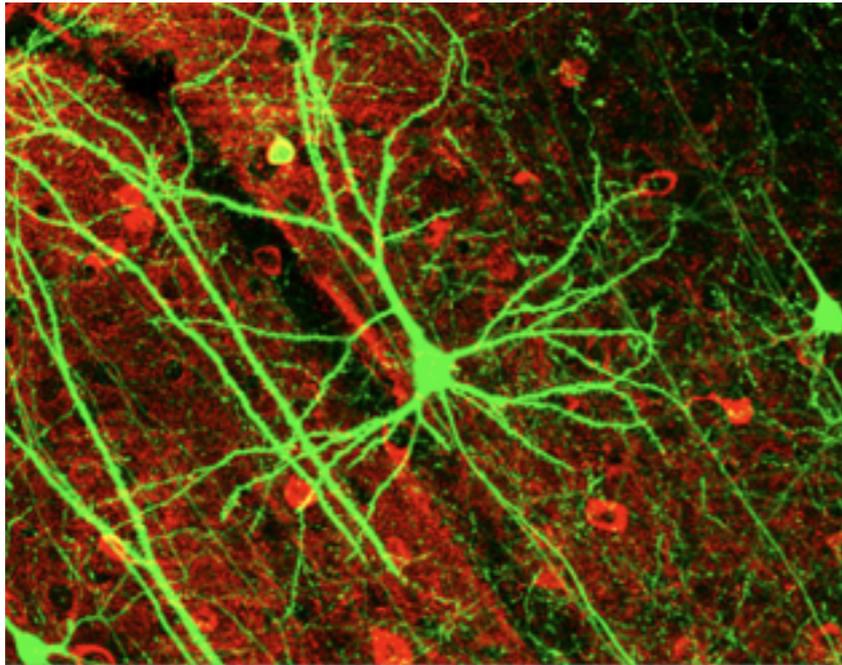


The human disease network

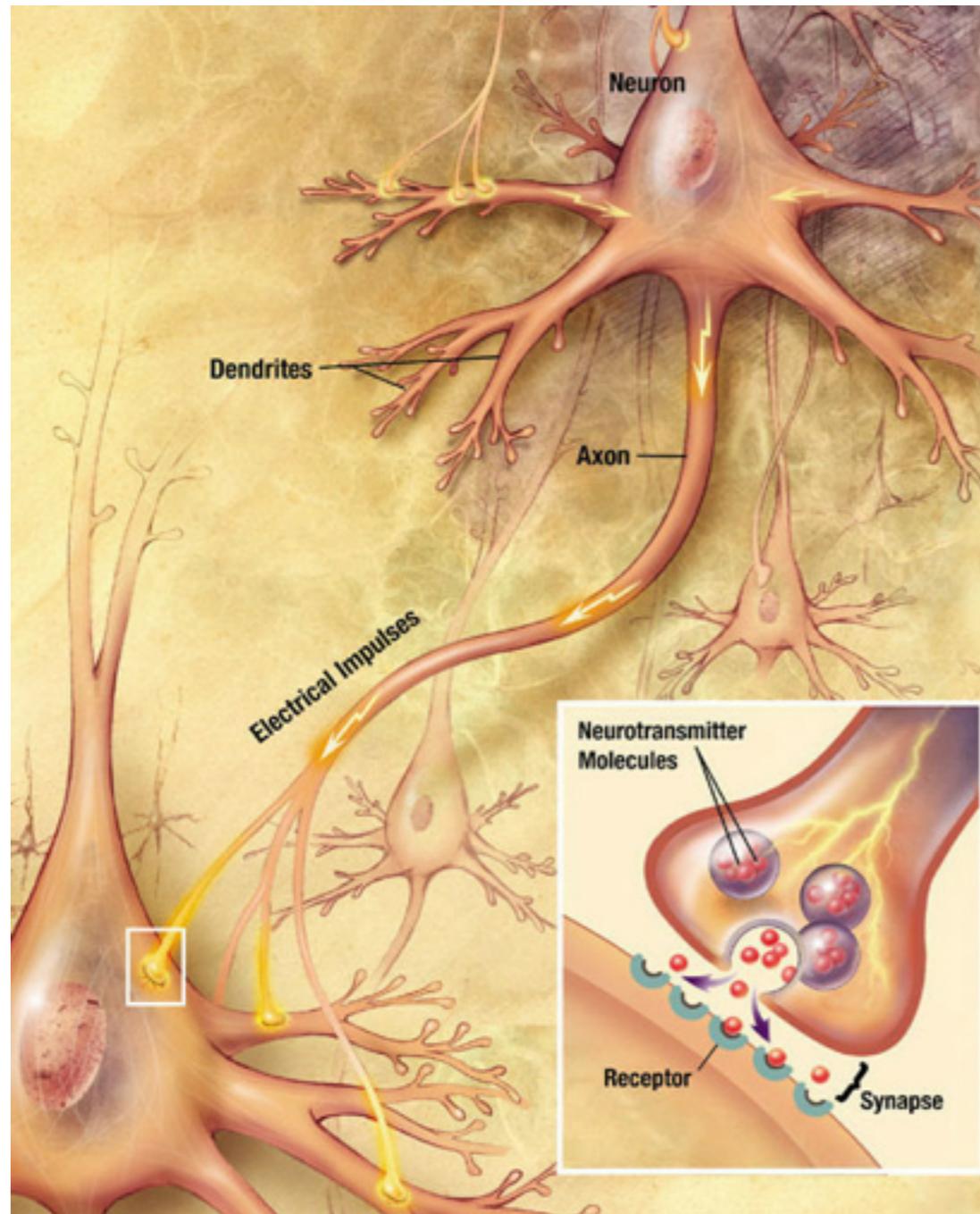
Goh K-I, Cusick ME, Valle D, Childs B, Vidal M, Barabási A-L (2007) *Proc Natl Acad Sci USA* 104:8685-8690



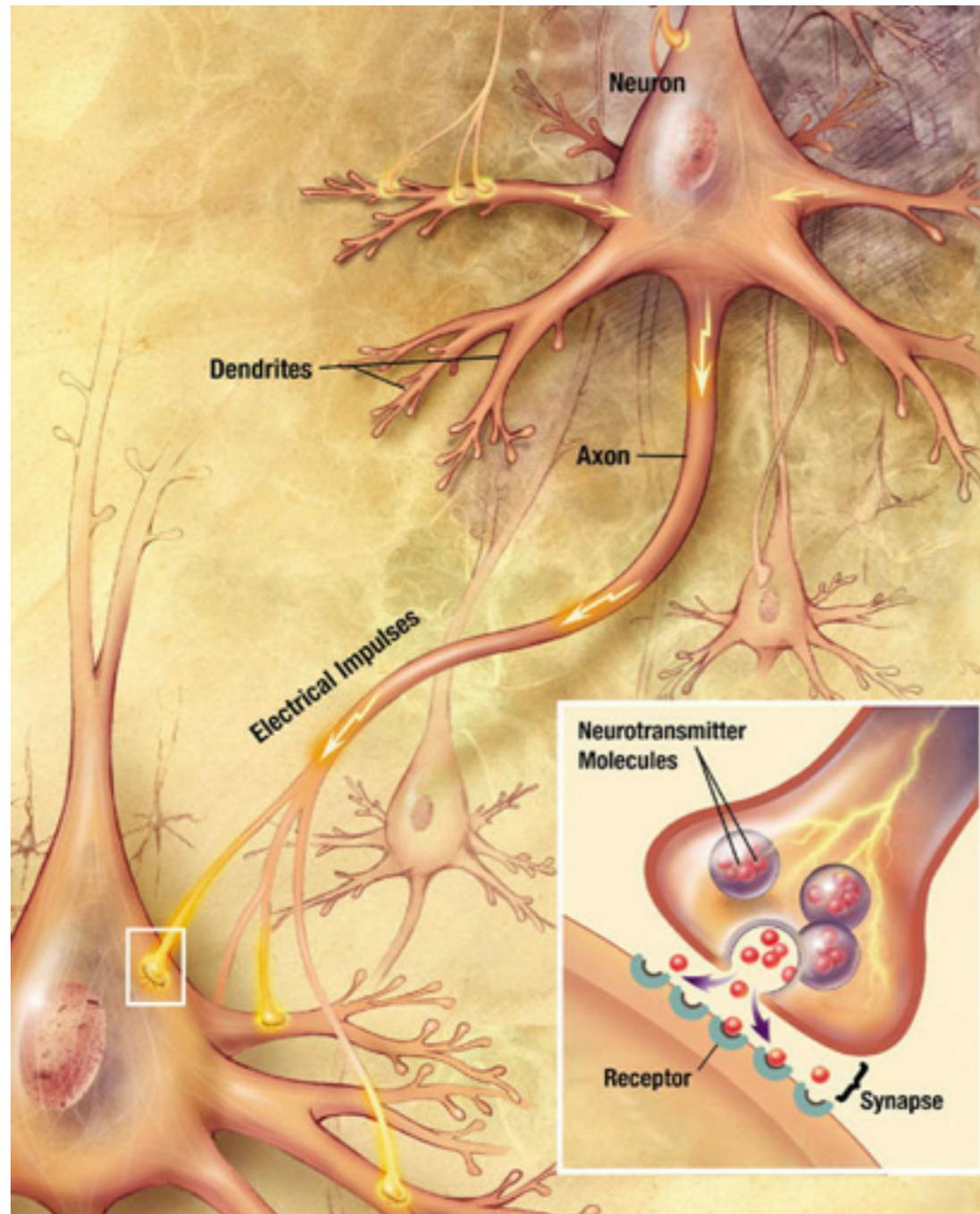
Neuroscience



Neuroscience



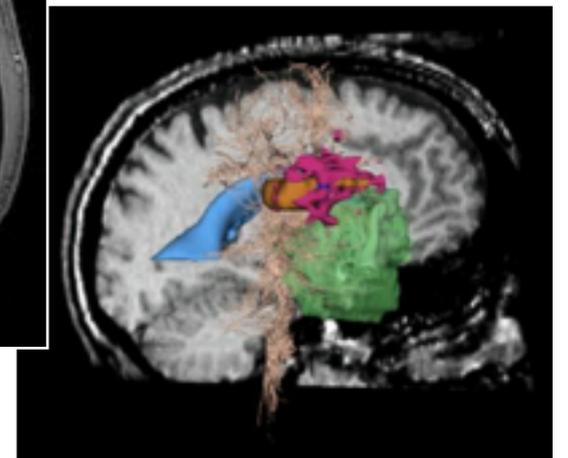
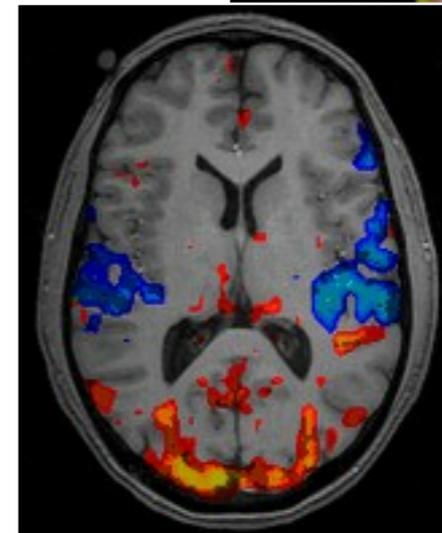
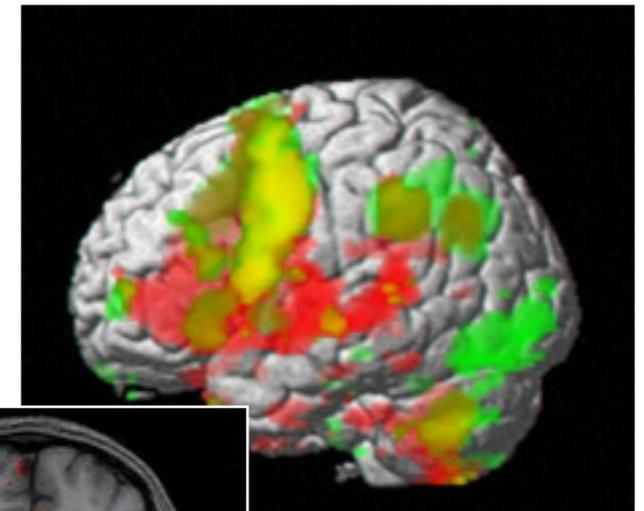
Neuroscience



Network between
neurons transmitting
electrochemical
signals

Neuroscience

Networks from **Neuroimaging**

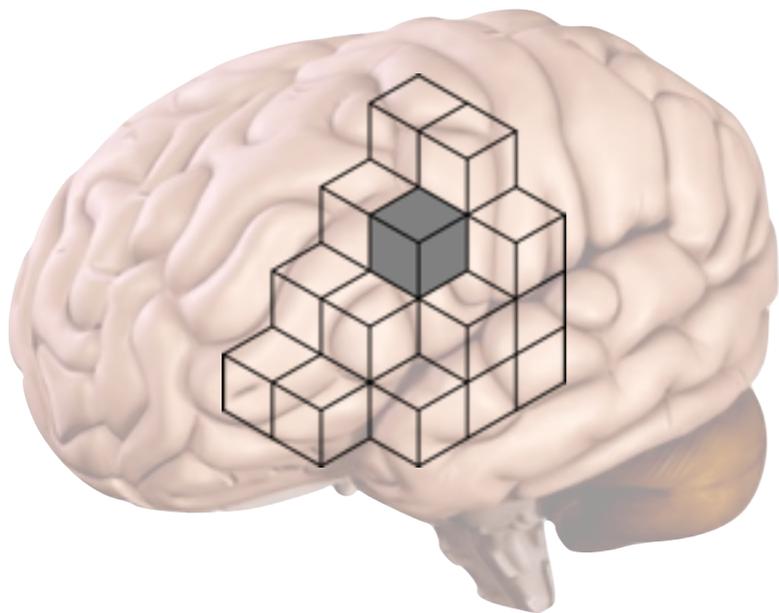


Neuroscience

Networks from **Neuroimaging**

fMRI

Divide the brain
into **voxels**



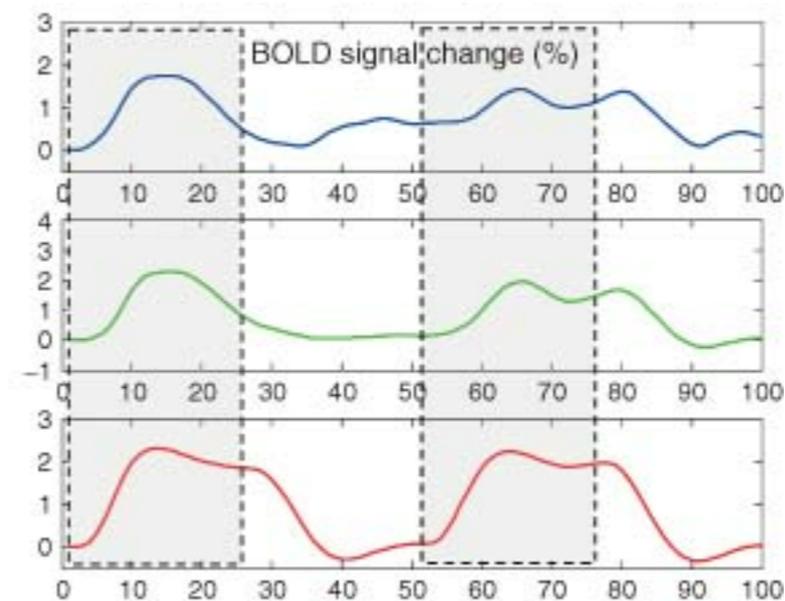
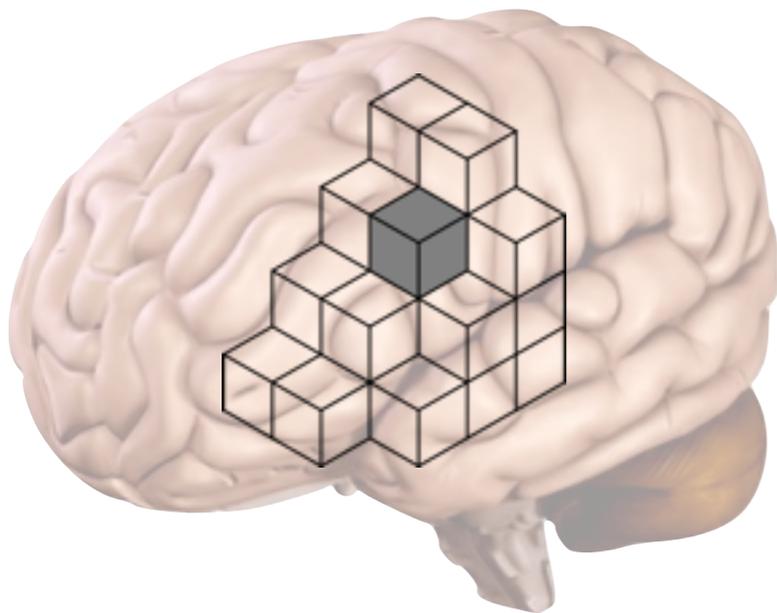
Neuroscience

Networks from **Neuroimaging** **fMRI**

Divide the brain
into **voxels**



Measure time series of
blood flow inside each
voxel (BOLD)

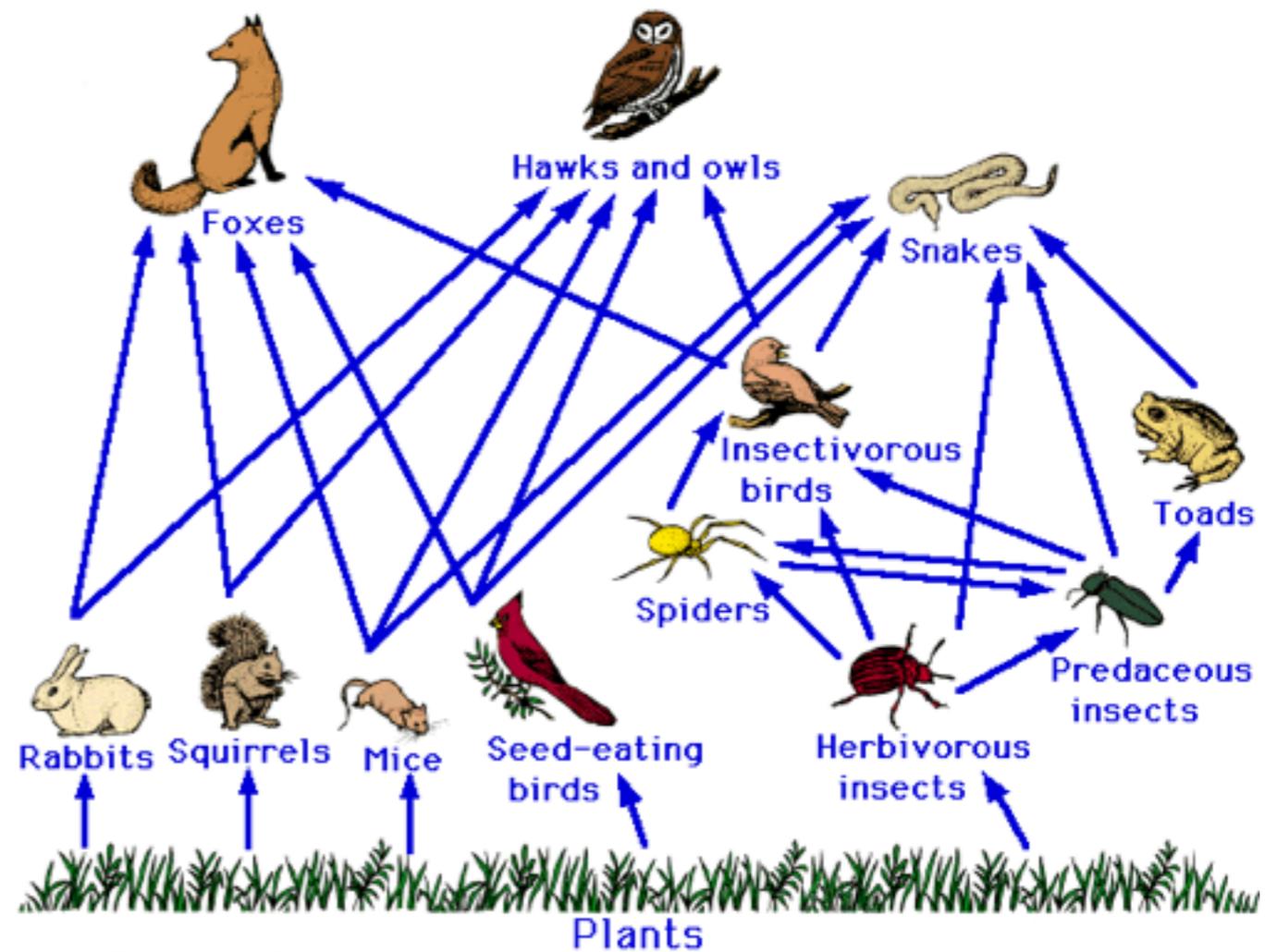


Ecology

Food webs

Ecology

Food webs

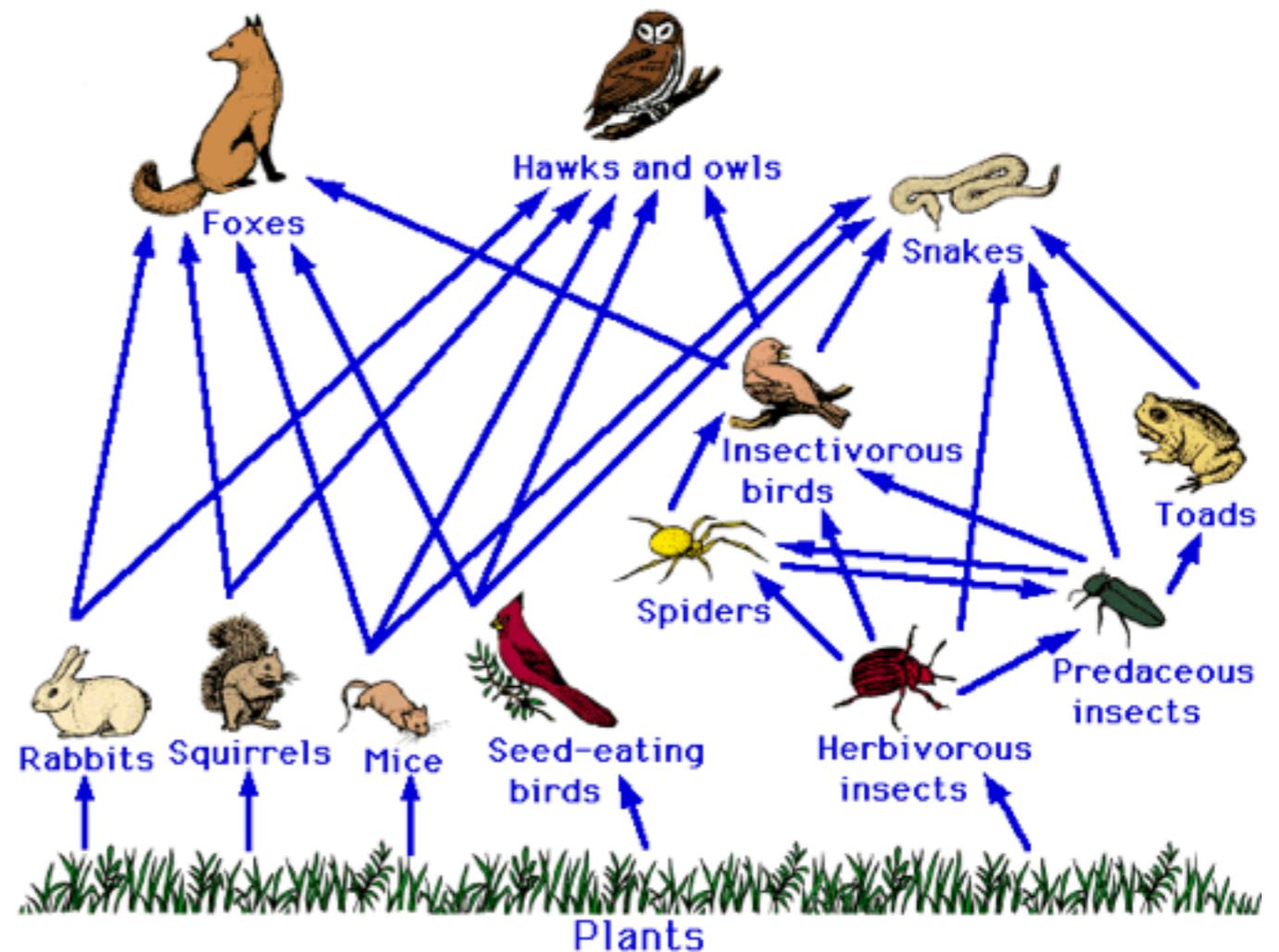


Ecology

Food webs

Nodes:

Organisms
(compartments)



Ecology

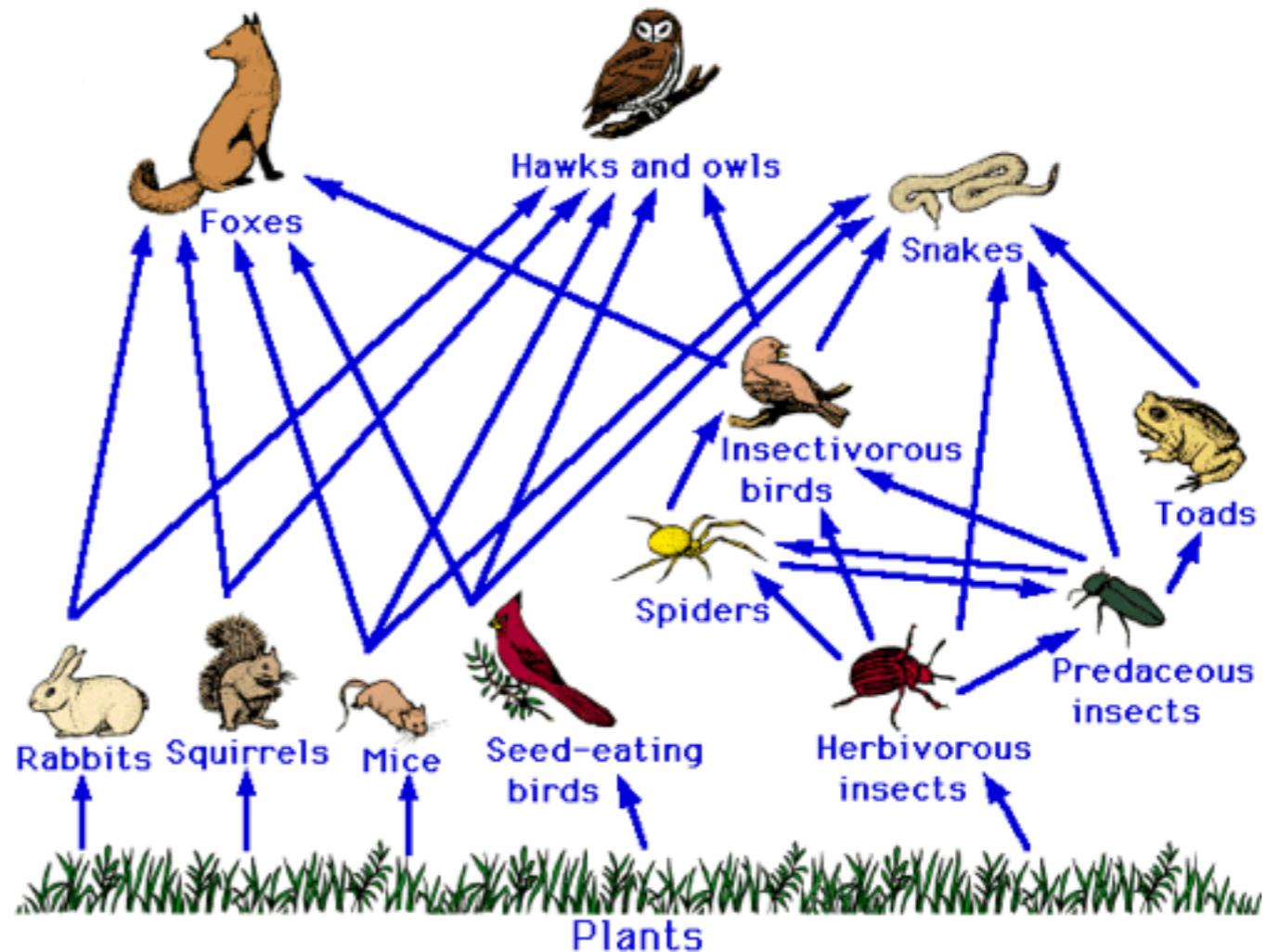
Food webs

Nodes:

Organisms
(compartments)

Links:

Organisms
exchange carbon



Ecology

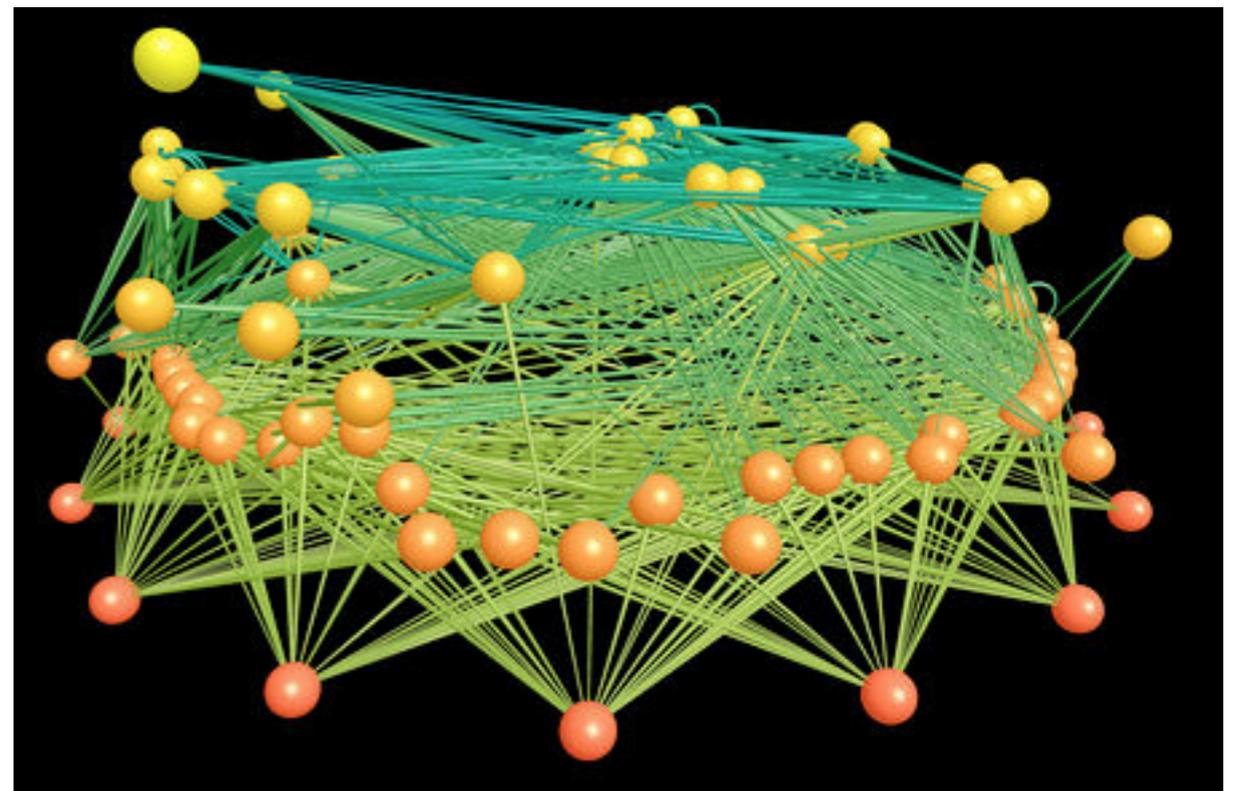
Food webs

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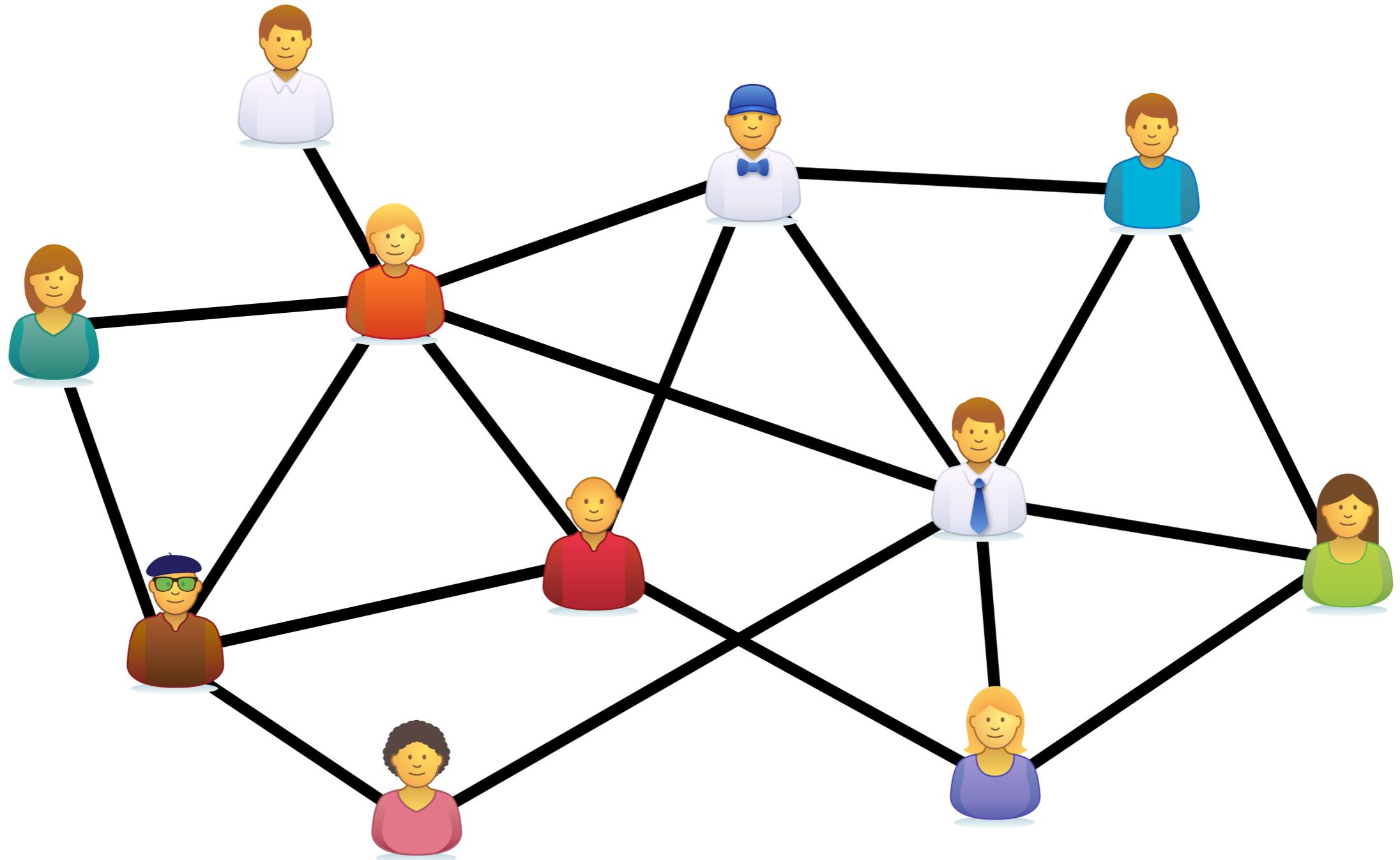
Links:

Organisms
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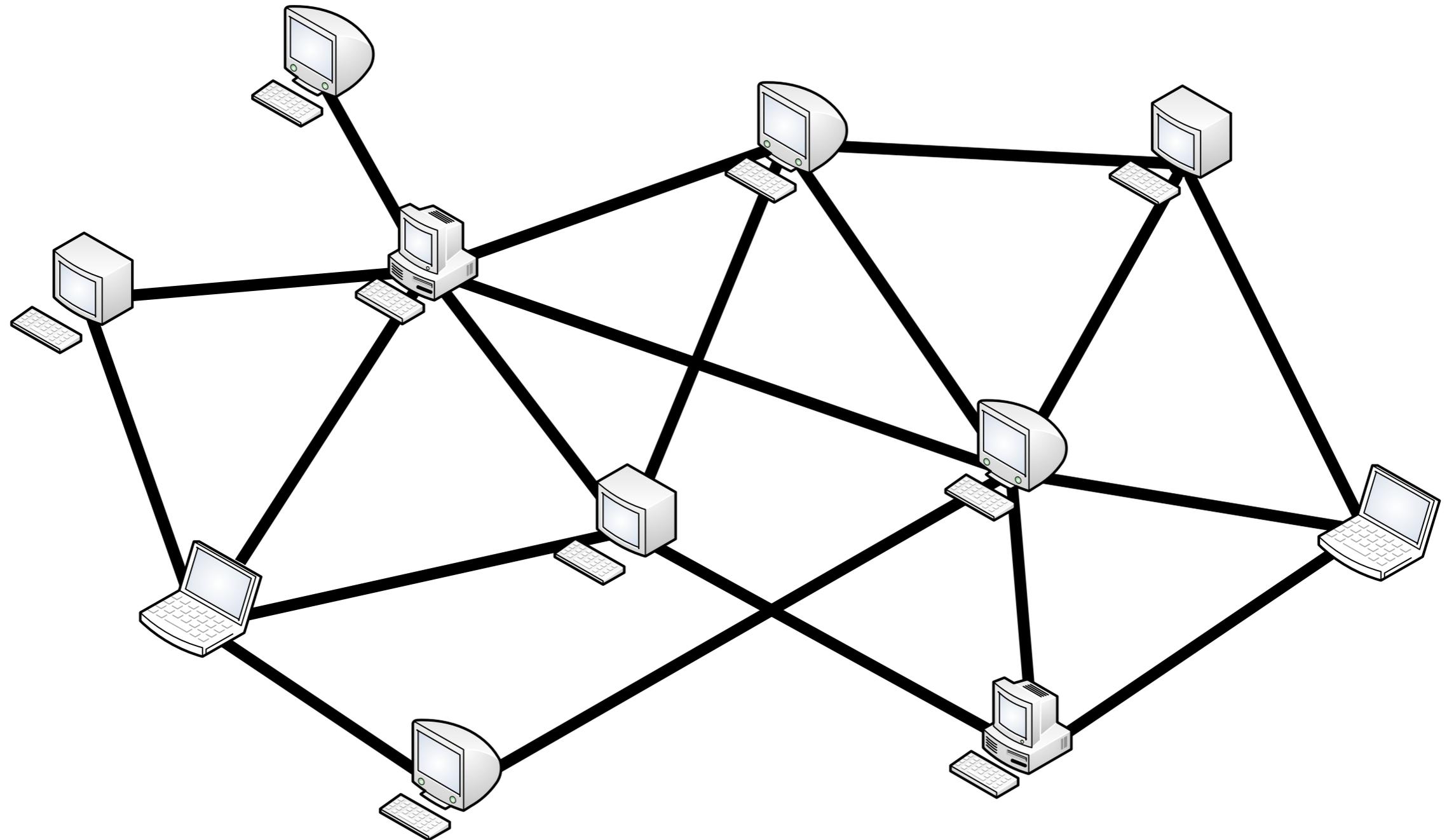


Summary so far

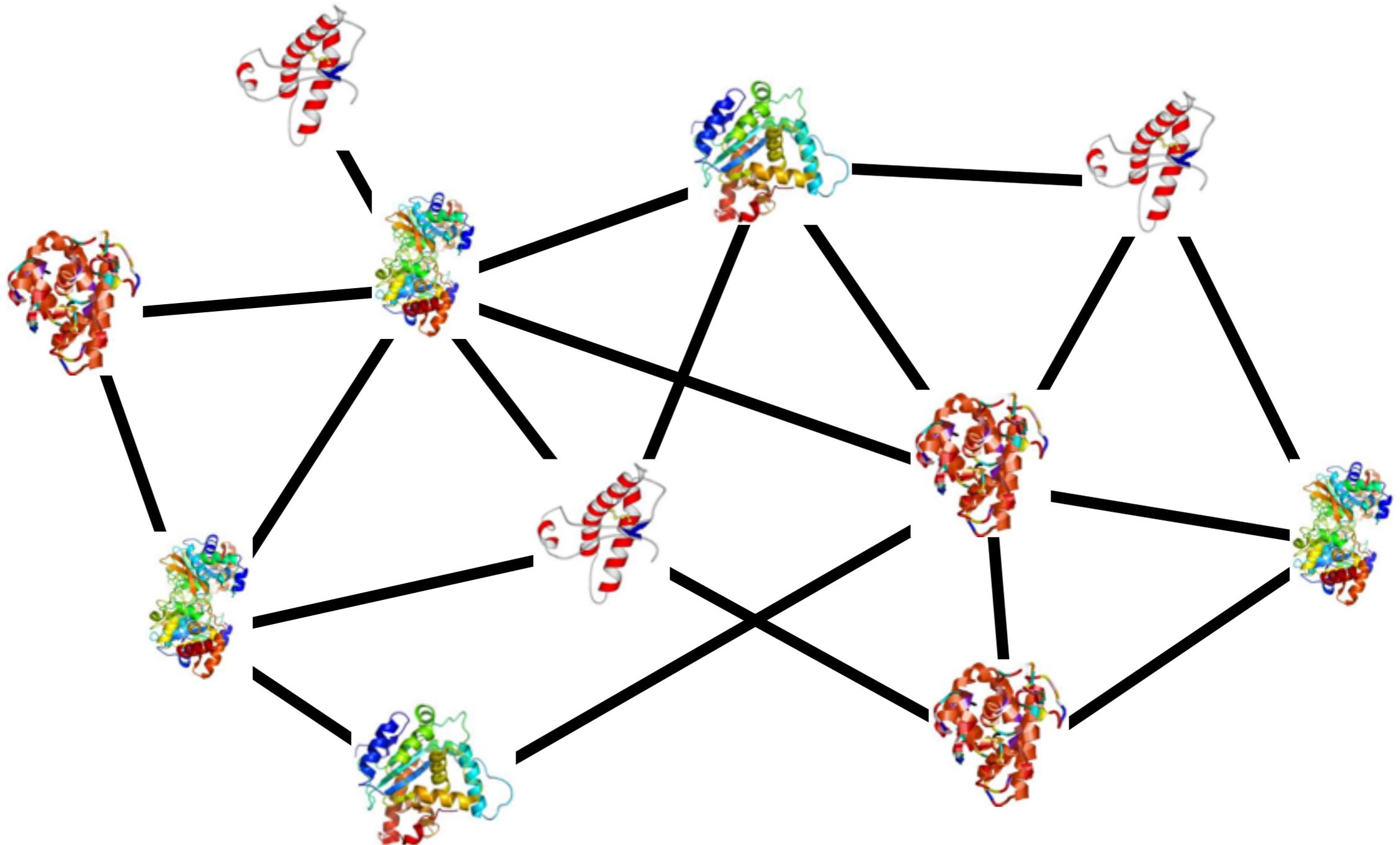
Networks



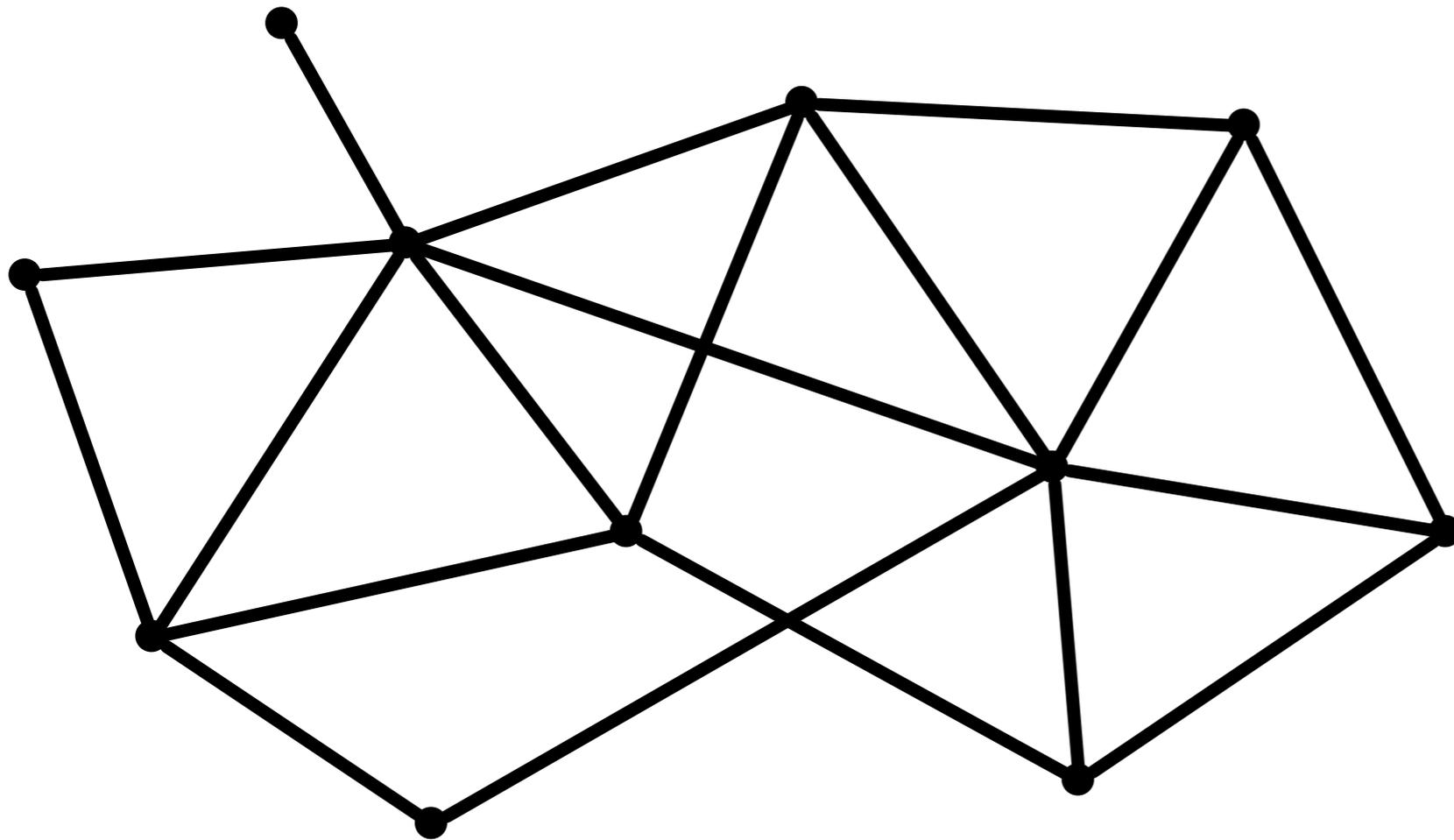
Networks



Networks



Networks

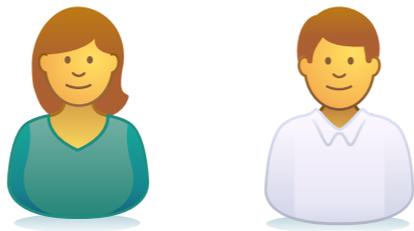


very
general

objects and the
relationships
between them

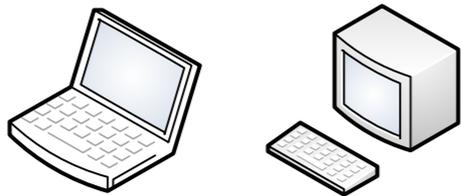
Networks

objects

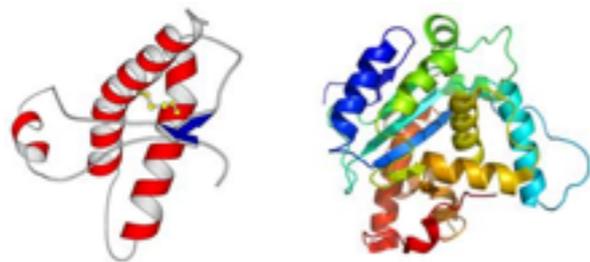


relationships

friendship, family, sexual



transmit data, shared
power



bind together, signal
transduction

Networks

objects



relationships

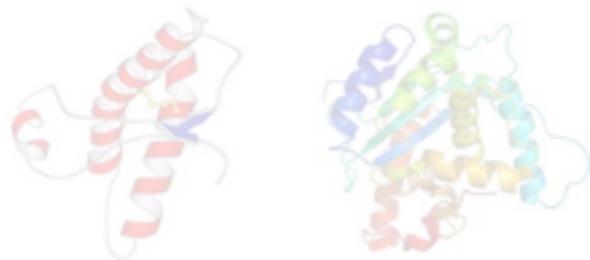
friendship, family, sexual

nodes



transmit data, shared
power

links



bind together, signal
transduction

Why study networks?

Why study networks?

Simple components



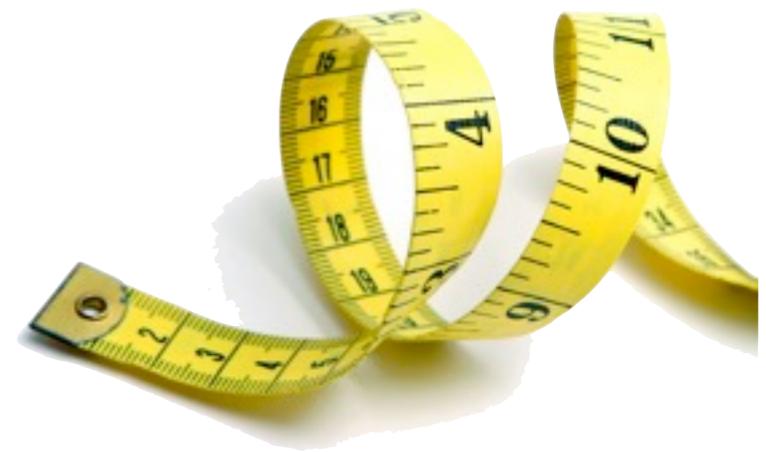
Interacting



Complex systems

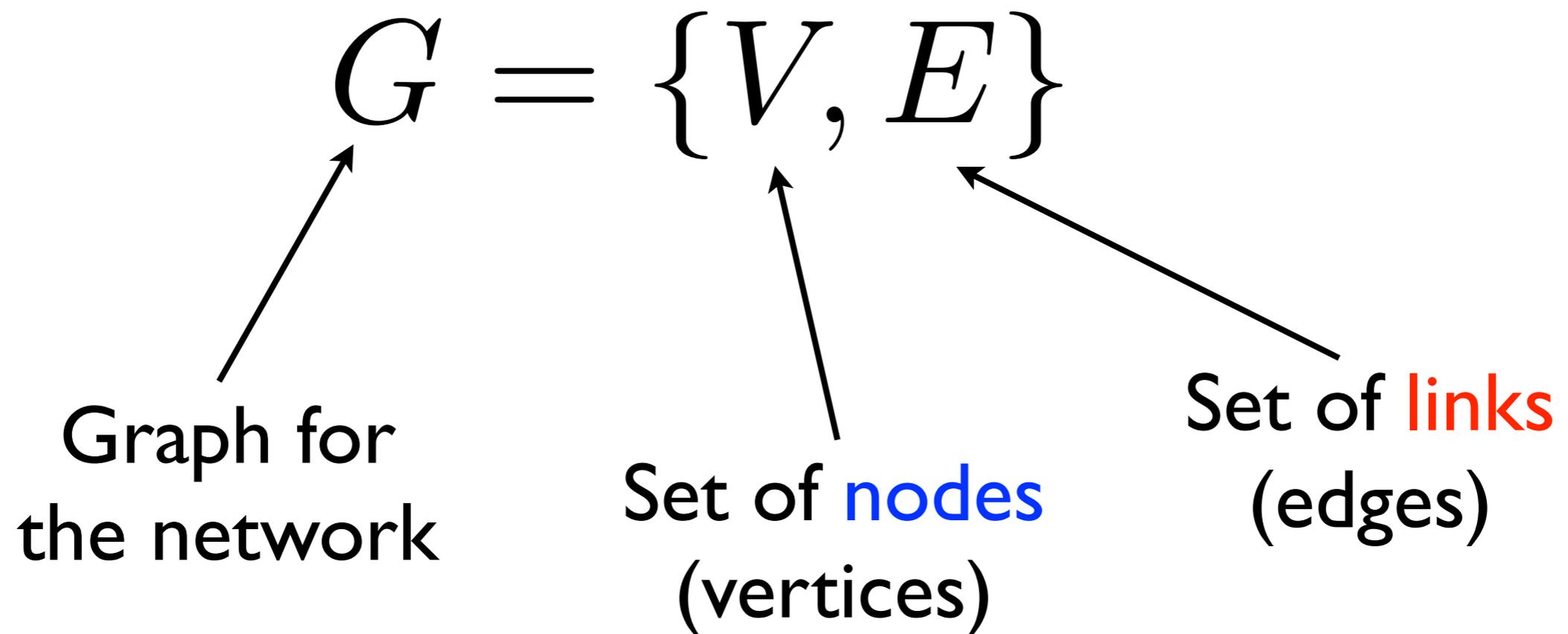
Network Quantifiers

(**Advanced** terminology)



(and some major results)

Networks and graphs

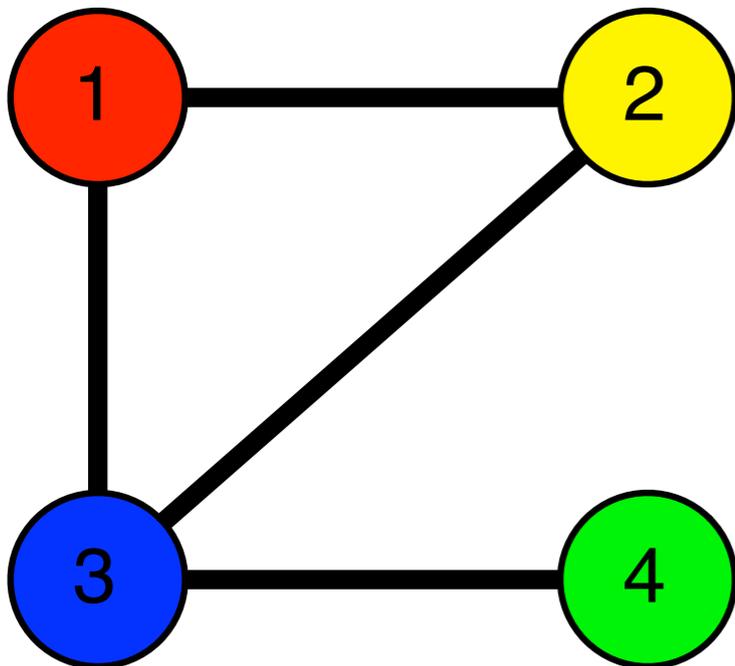


Adjacency matrix

Matrix of 1's and 0's
storing which nodes
are connected

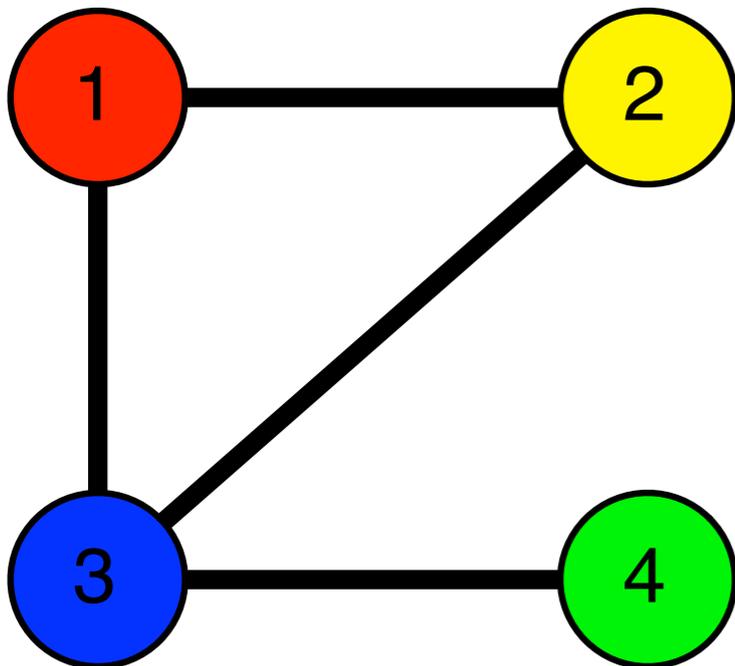
Adjacency matrix

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Adjacency matrix

Matrix of 1's and 0's
storing which nodes
are connected



	1	2	3	4
1	0	1	1	0
2	1	0	1	0
3	1	1	0	1
4	0	0	1	0

Adjacency matrix

	1	2	3	4
1	0	1	1	0
2	1	0	1	0
3	1	1	0	1
4	0	0	1	0

 = A

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For a network with N nodes, A is $N \times N$

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$$\sum_j A_{ij} = \text{number of neighbors of } i = k_i$$

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Degree of node i

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$$\sum_i k_i$$

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Degree of node i

$$\sum_i k_i = \sum_i \sum_j A_{ij}$$

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Degree of node i

$$\sum_i k_i = \sum_i \sum_j A_{ij} = \text{twice the number of links}$$

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$$\sum_i k_i = \sum_i \sum_j A_{ij} = \text{twice the number of links}$$

M links $\rightarrow M = \frac{1}{2} \sum_{i,j} A_{ij}$

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Degree of node i

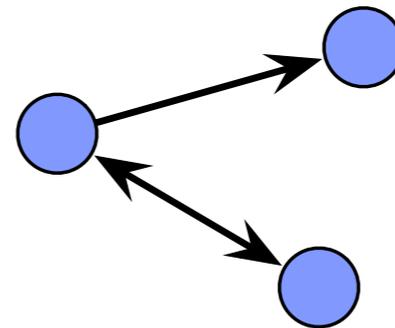
$$\sum_i k_i = \sum_i \sum_j A_{ij} = \text{twice the number of links}$$

M links $\rightarrow M = \frac{1}{2} \sum_{i,j} A_{ij}$ **N** nodes

Generalizations

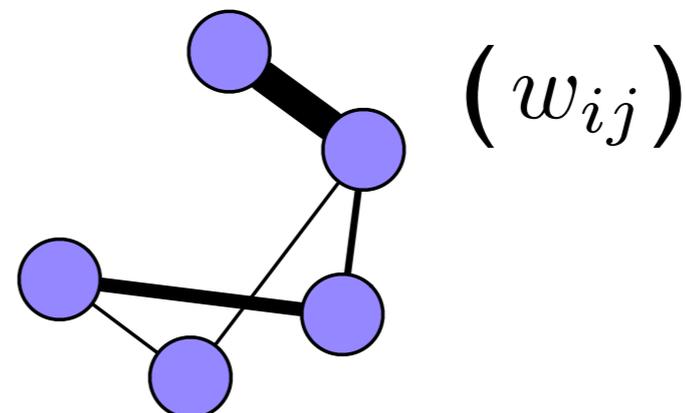
A does not have to be **symmetric**

$A_{ij} \neq A_{ji} \longrightarrow$ **directed** network



Elements of A don't have to be 1's and 0's

weighted network



Degree **distribution**

Degree—(perhaps) most
fundamental property of a node

Degree **distribution**

Degree—(perhaps) most fundamental property of a node

What happens if I ask a **random** node, “**what’s your degree?**”

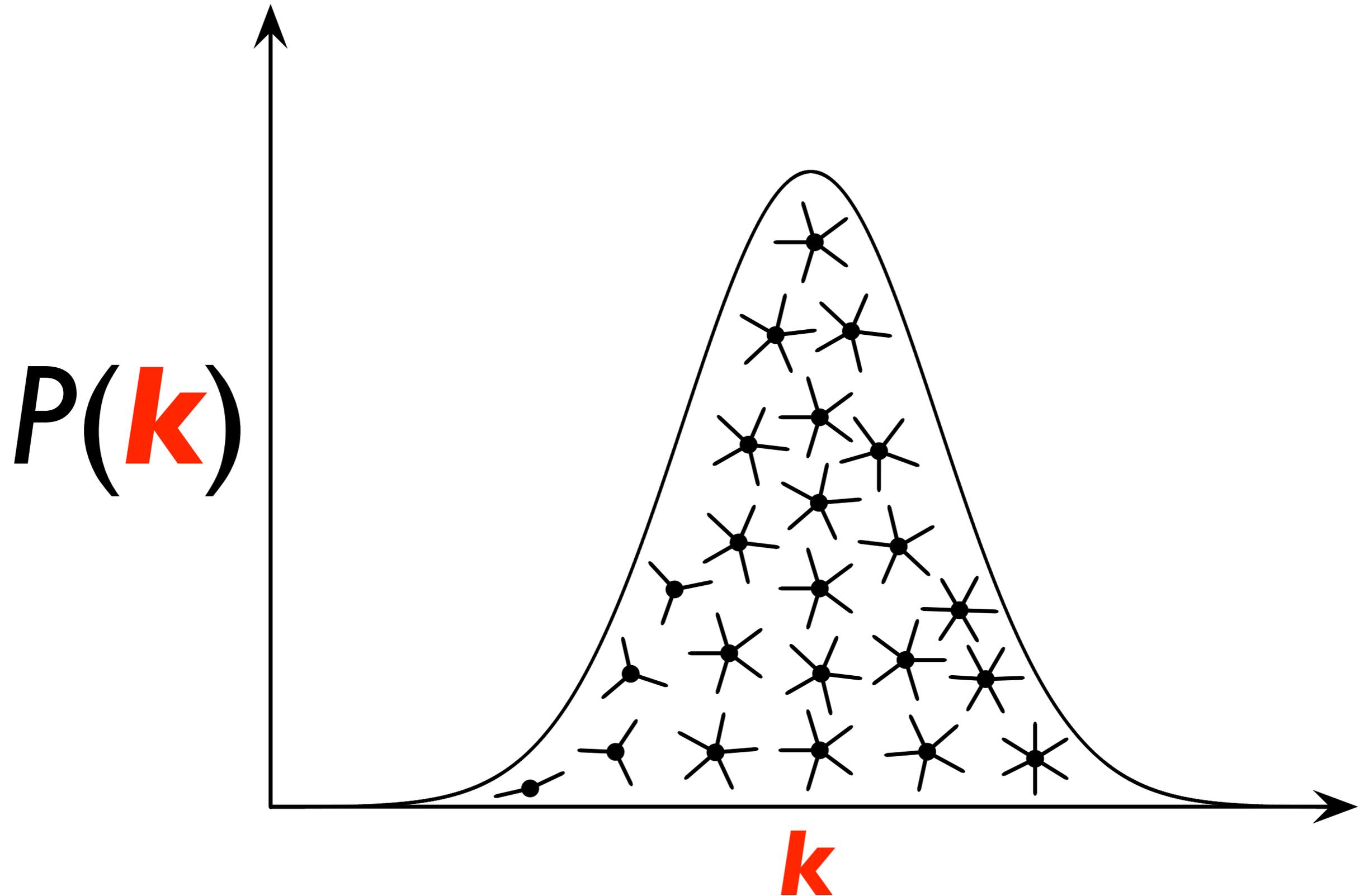


Degree **distribution**

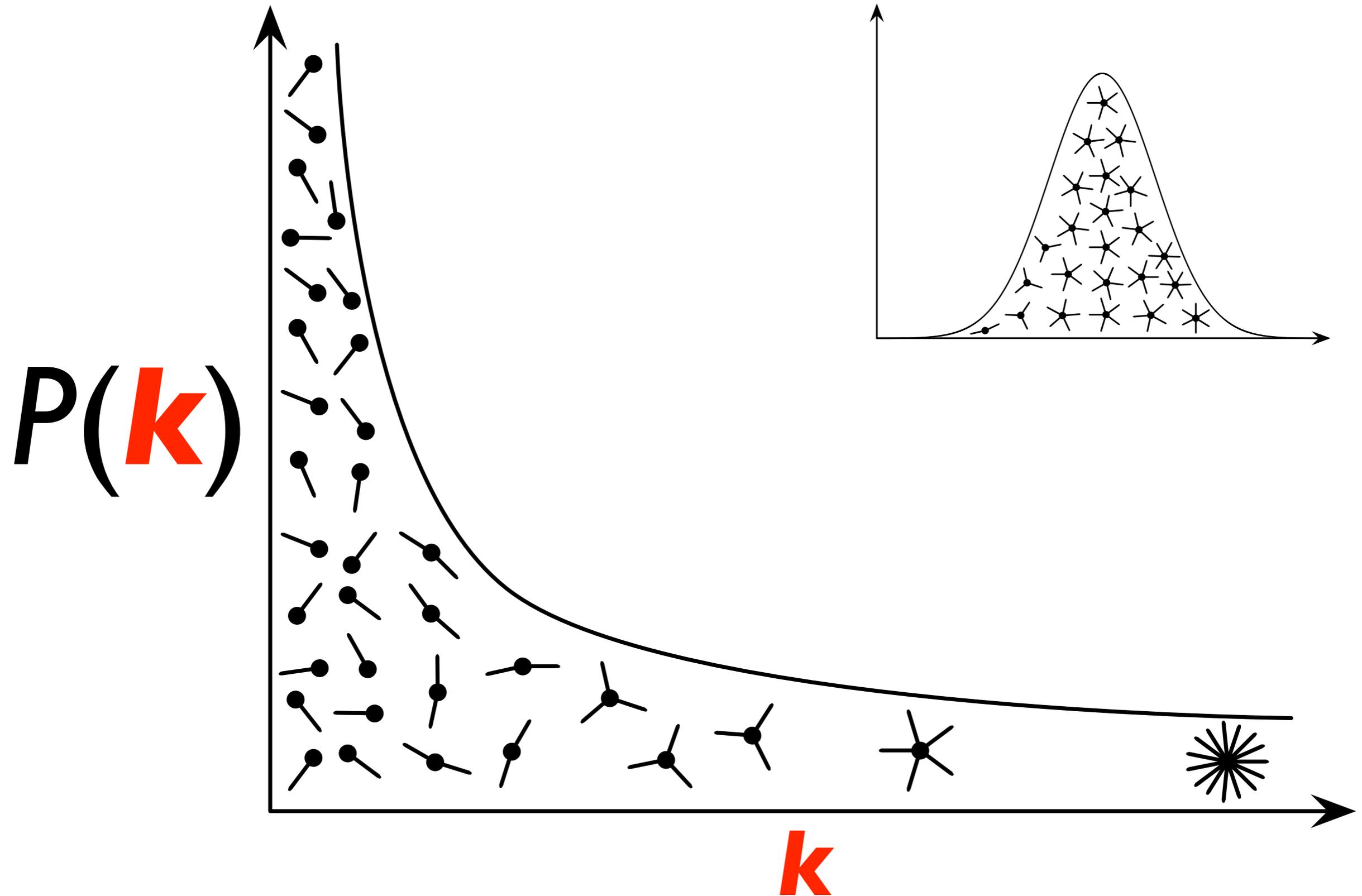
$P(k)$

Probability that a
random node has
degree **k**

Degree **distribution**



scale-free network

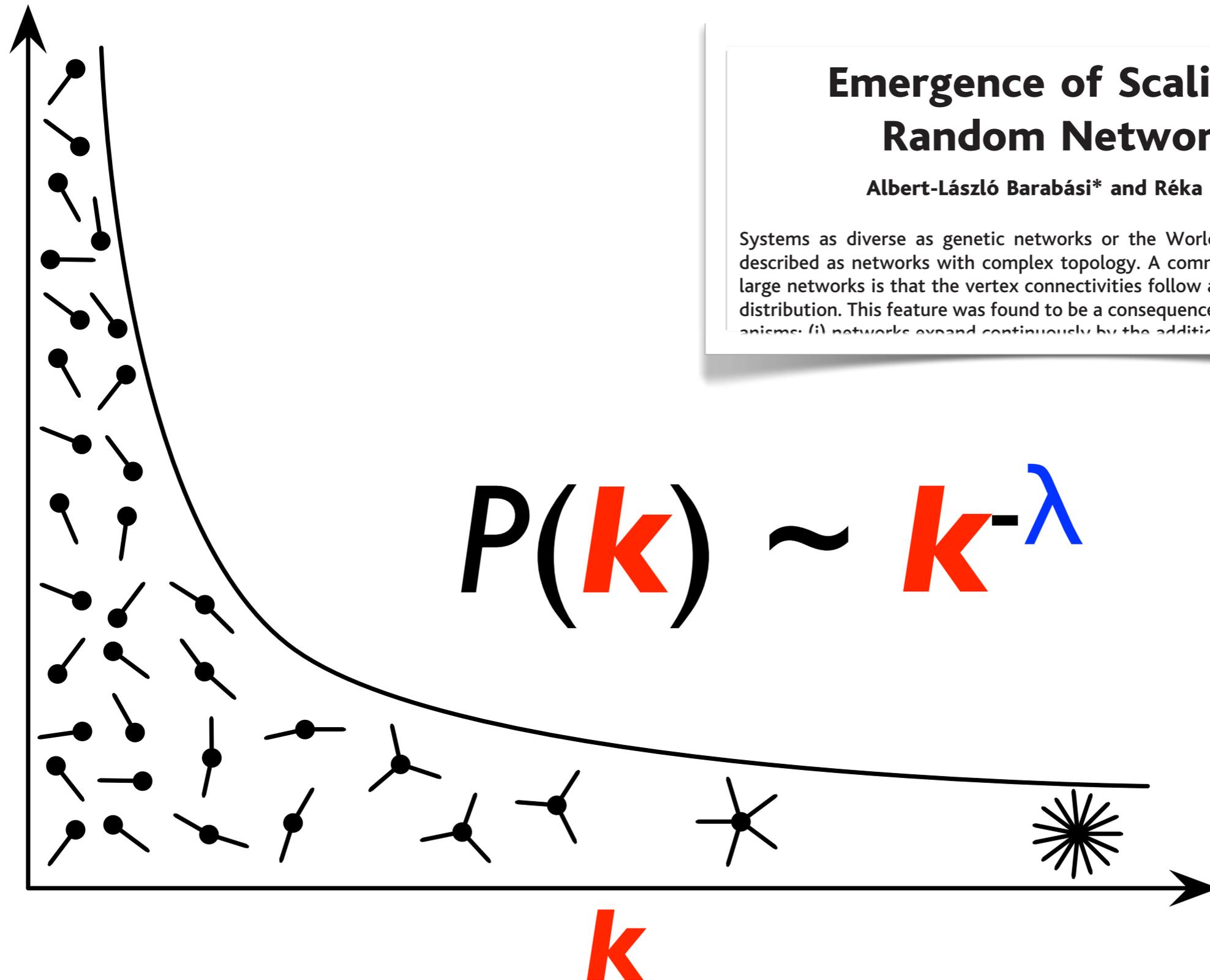


scale-free network

Emergence of Scaling in Random Networks

Albert-László Barabási* and Réka Albert

Systems as diverse as genetic networks or the World Wide Web are best described as networks with complex topology. A common property of many large networks is that the vertex connectivities follow a scale-free power-law distribution. This feature was found to be a consequence of two generic mechanisms: (i) networks expand continuously by the addition of new vertices, and

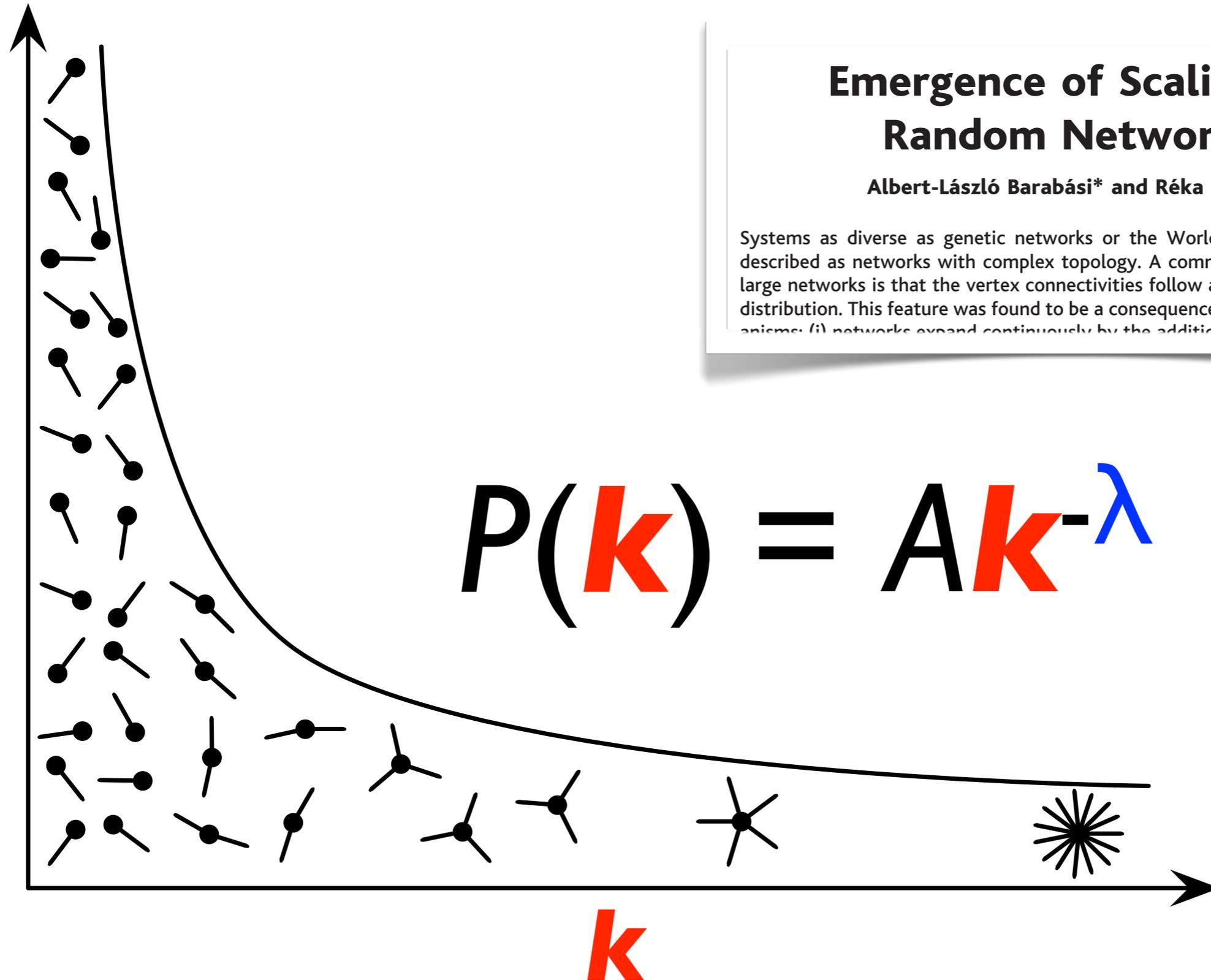


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Aside: log-log axes

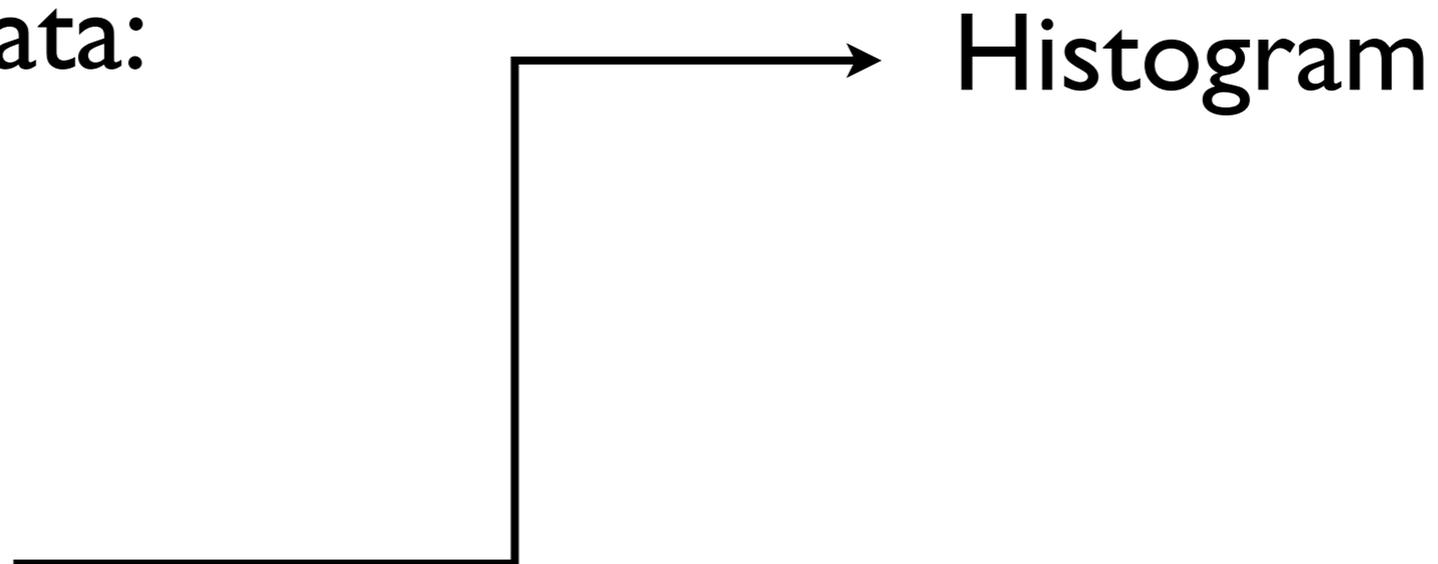
Some random data:

```
1.29766326467
1.27551208591
3.02324018927
1.57103746721
9.83447258547
1.73299464231
1.7323287015
5.38670711152
1.59810623031
1.49517306783
:
```

Aside: log-log axes

Some random data:

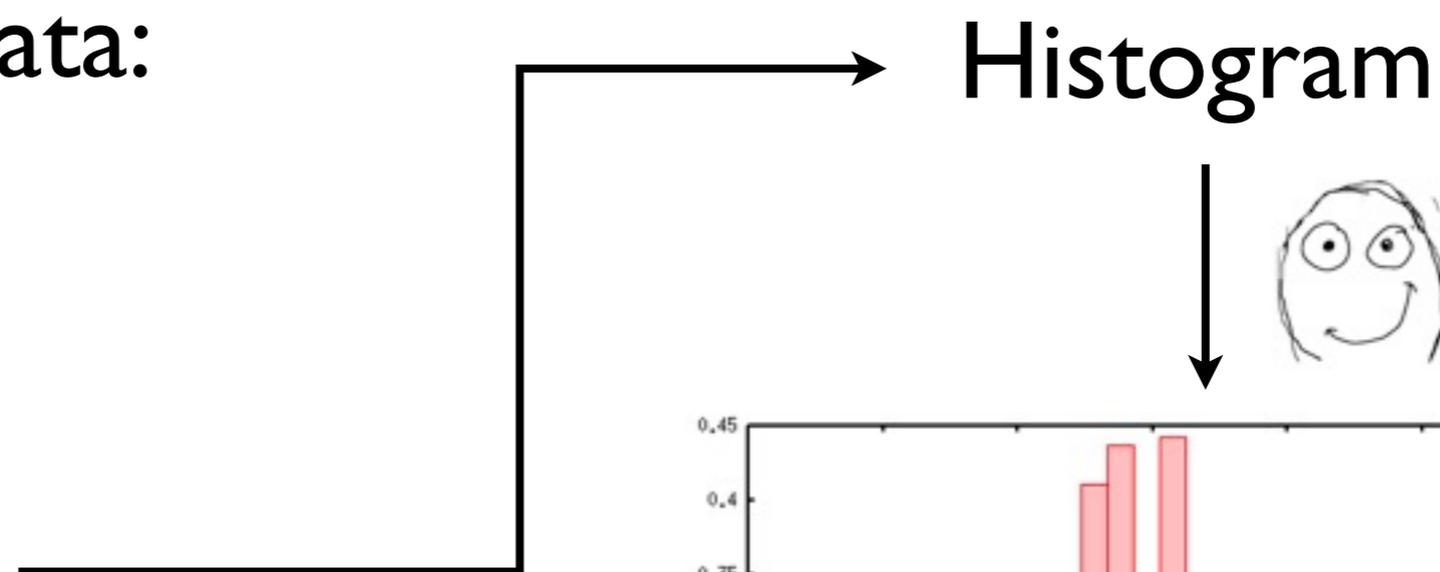
```
1.29766326467  
1.27551208591  
3.02324018927  
1.57103746721  
9.83447258547  
1.73299464231  
1.7323287015  
5.38670711152  
1.59810623031  
1.49517306783  
⋮
```



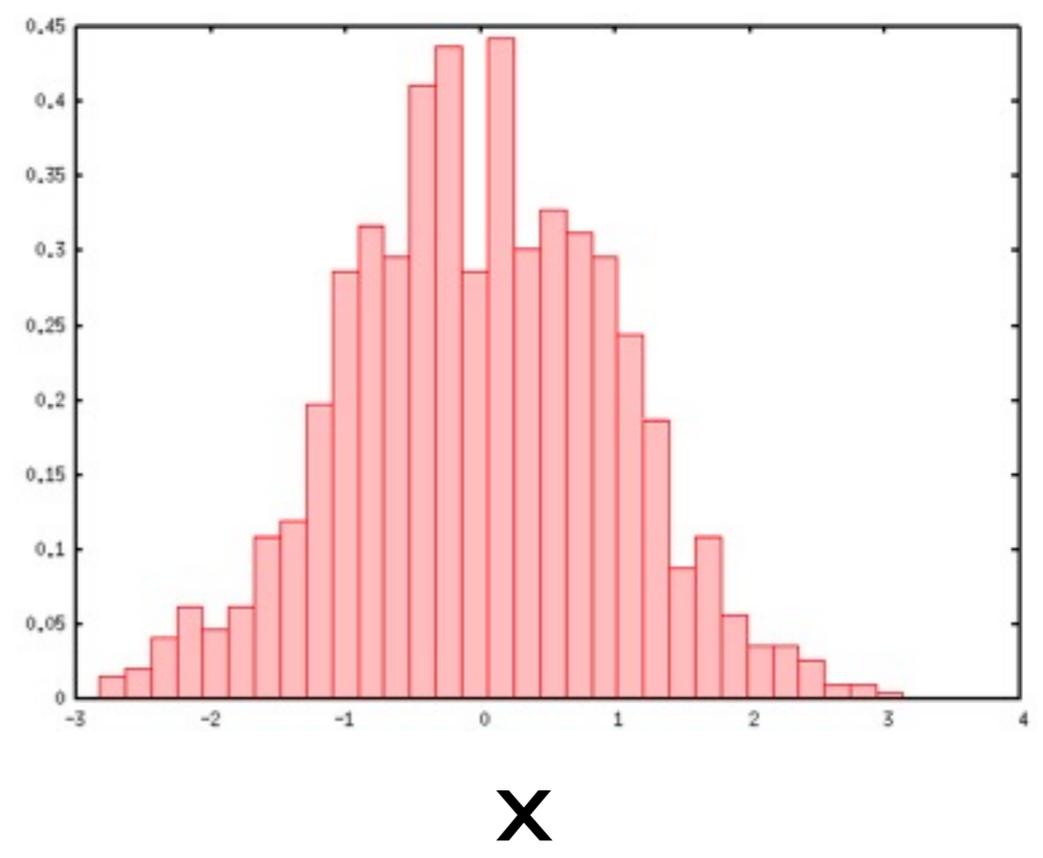
Aside: log-log axes

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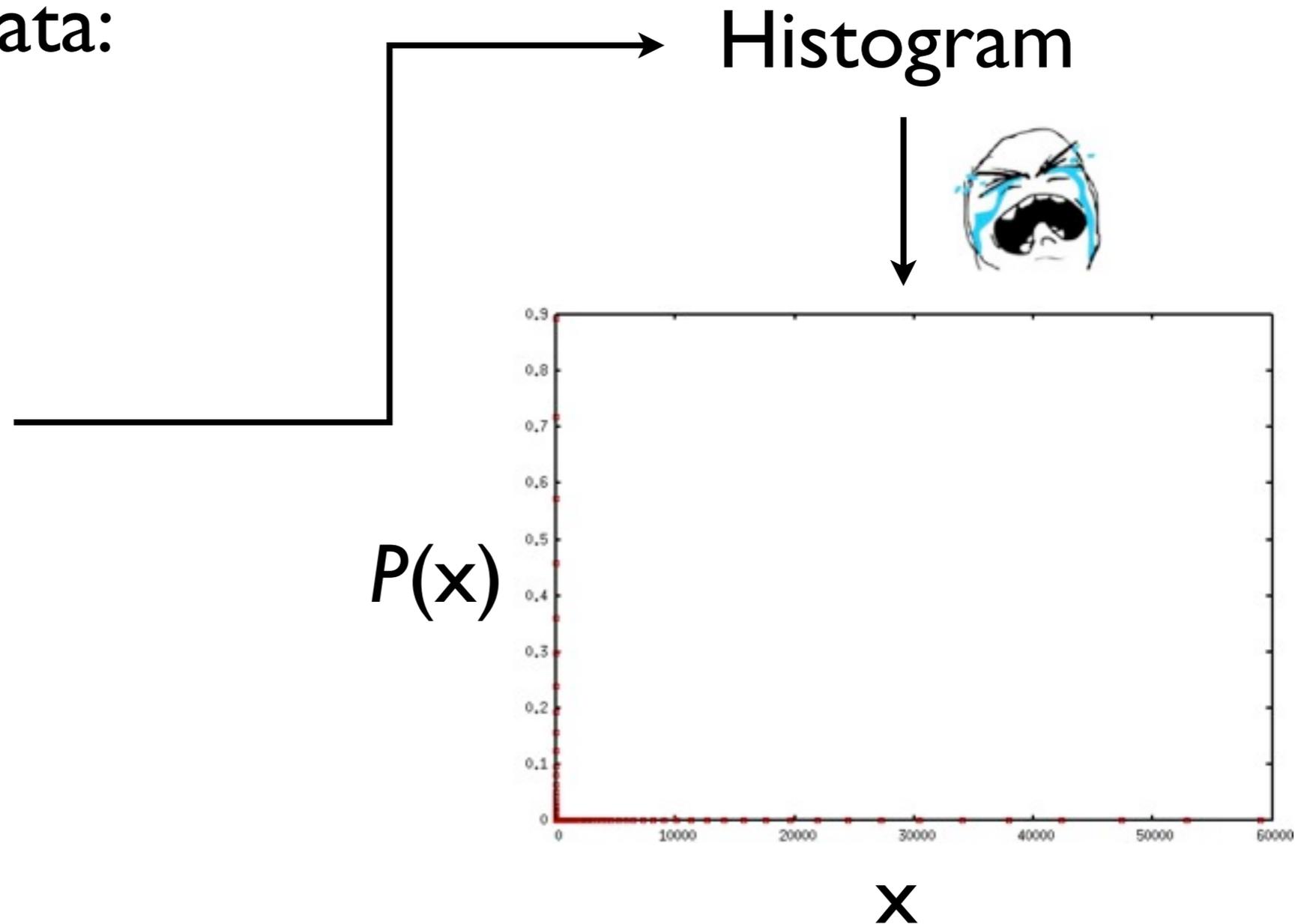
$P(x)$



Aside: log-log axes

Some random data:

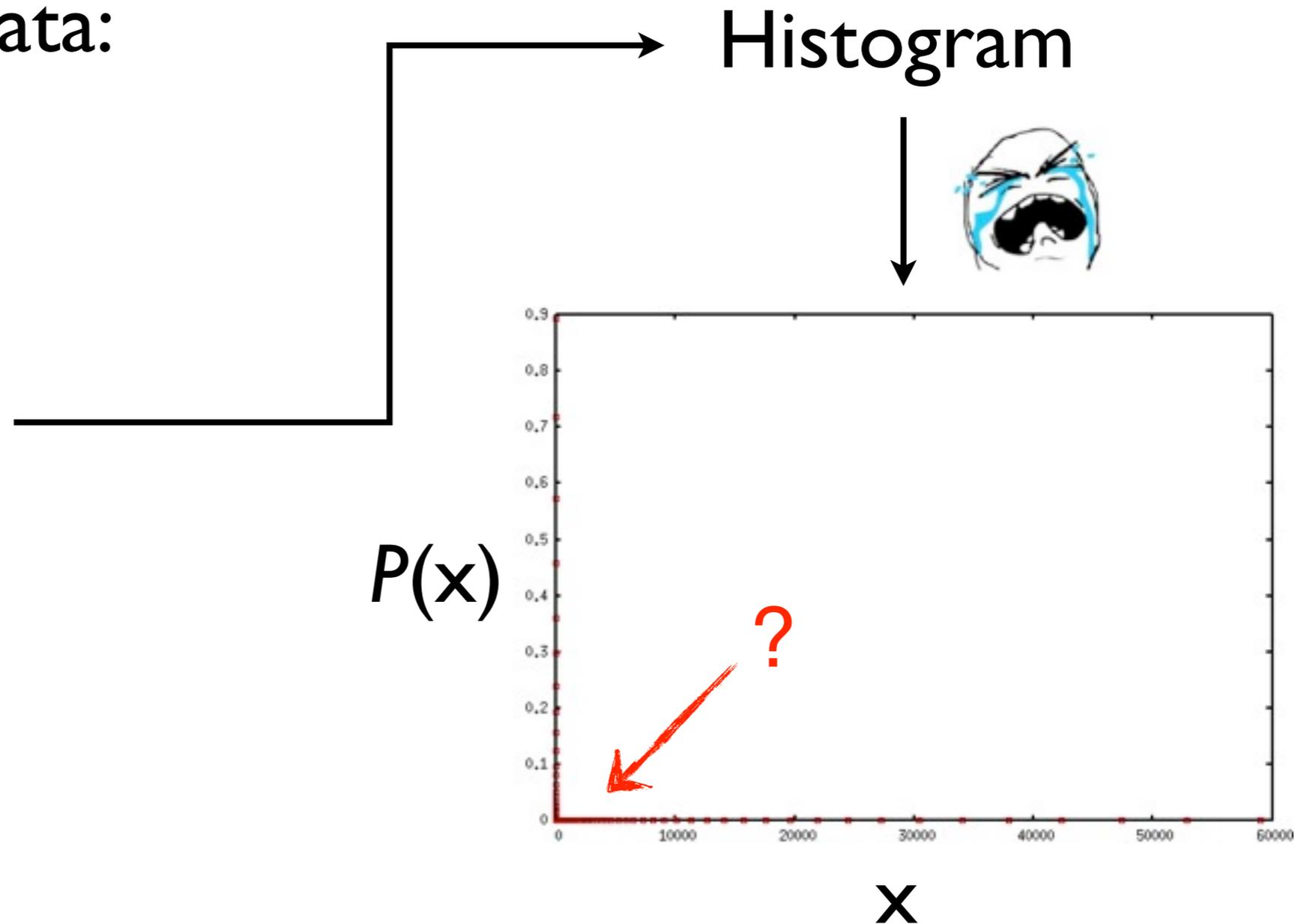
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Aside: log-log axes

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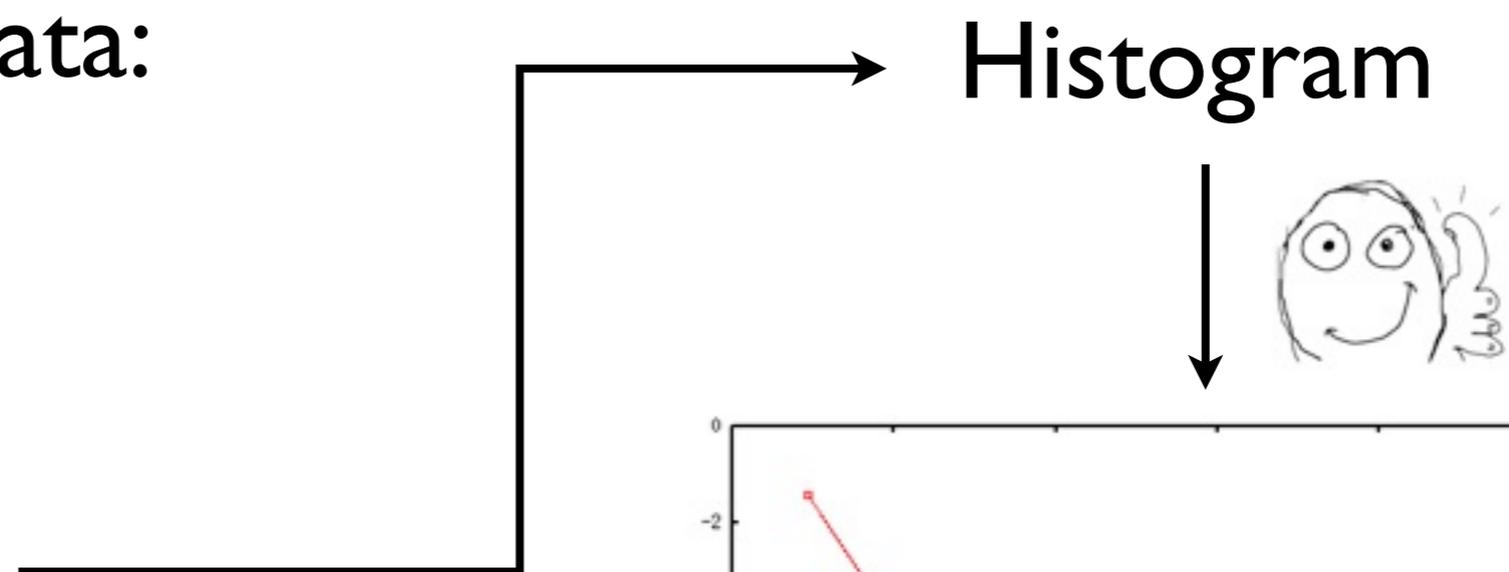
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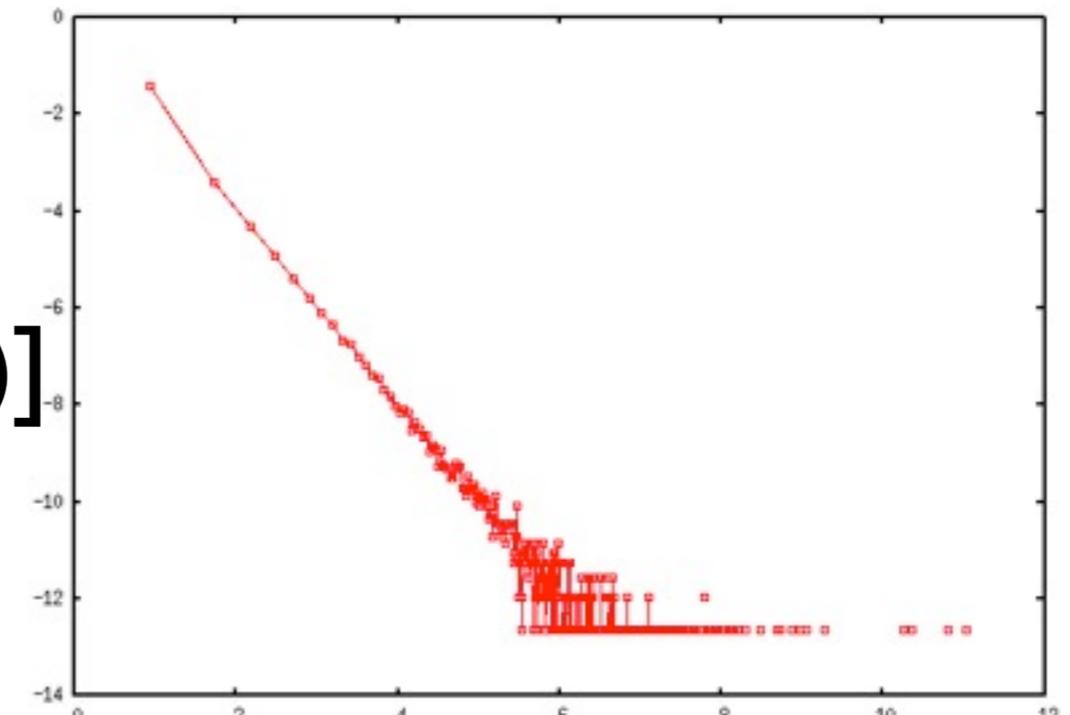
Aside: log-log axes

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5.38670711152
1.59810623031
1.49517306783
⋮



$\log[P(x)]$



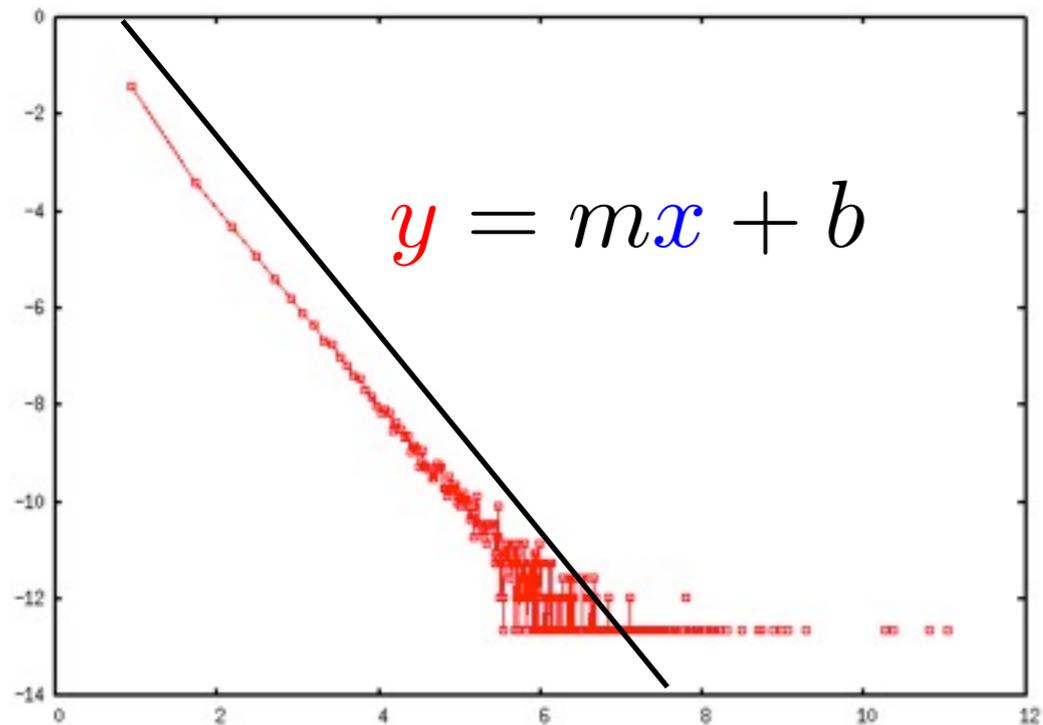
$\log(x)$

Aside: log-log axes

power law

$$y = Ax^b$$

Why?



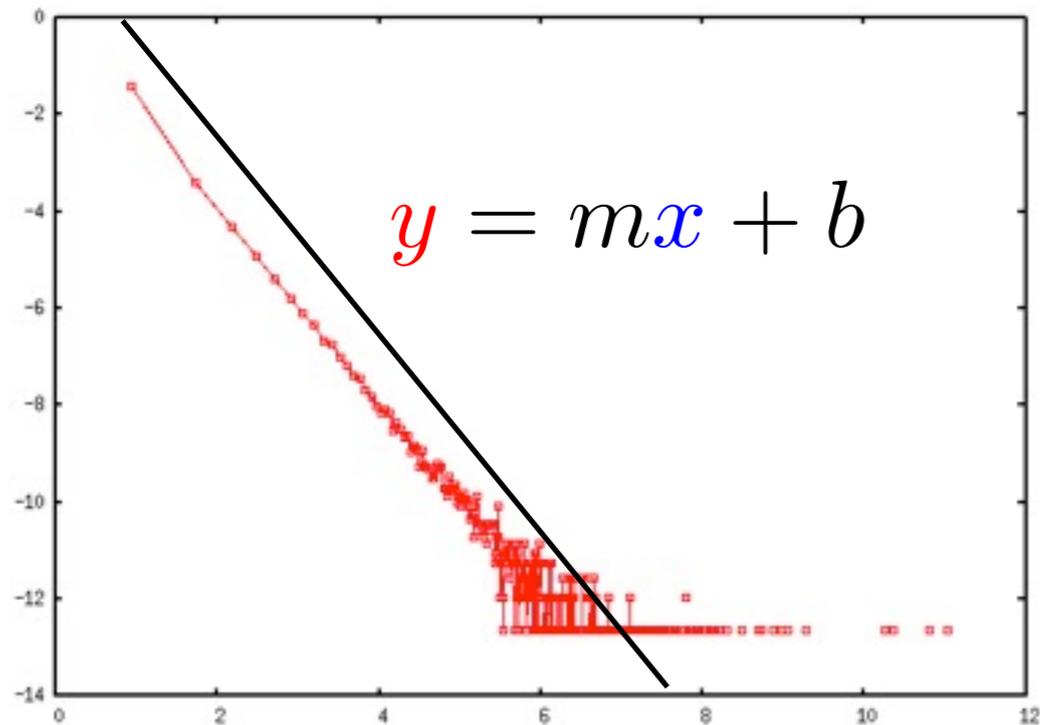
Aside: log-log axes

power law

$$y = Ax^b$$

$$\log(y) = \log(Ax^b)$$

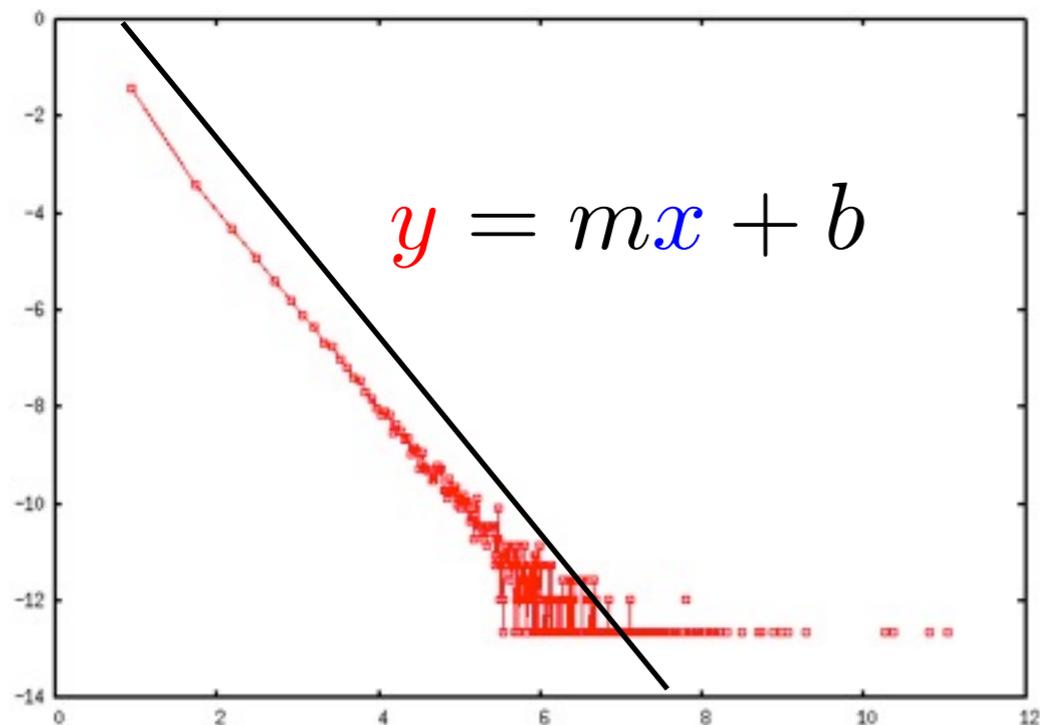
Why?



Aside: log-log axes

power law

Why?



$$y = Ax^b$$

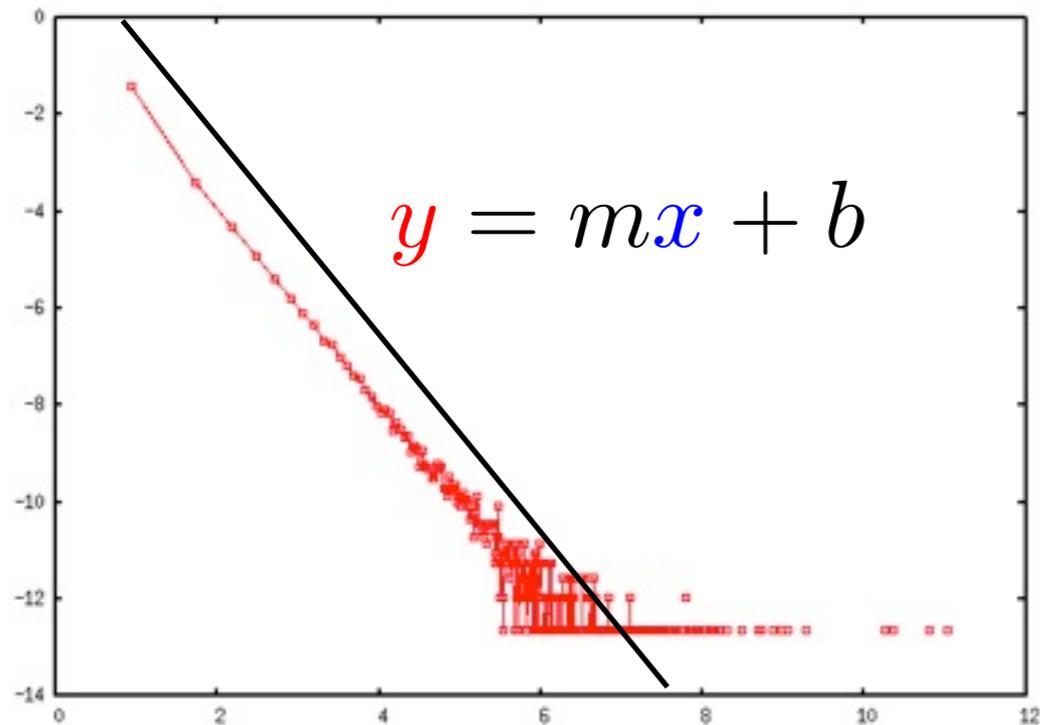
$$\log(y) = \log(Ax^b)$$

$$\log(y) = \log(A) + b \log(x)$$

Aside: log-log axes

power law

Why?



$$y = Ax^b$$

$$\log(y) = \log(Ax^b)$$

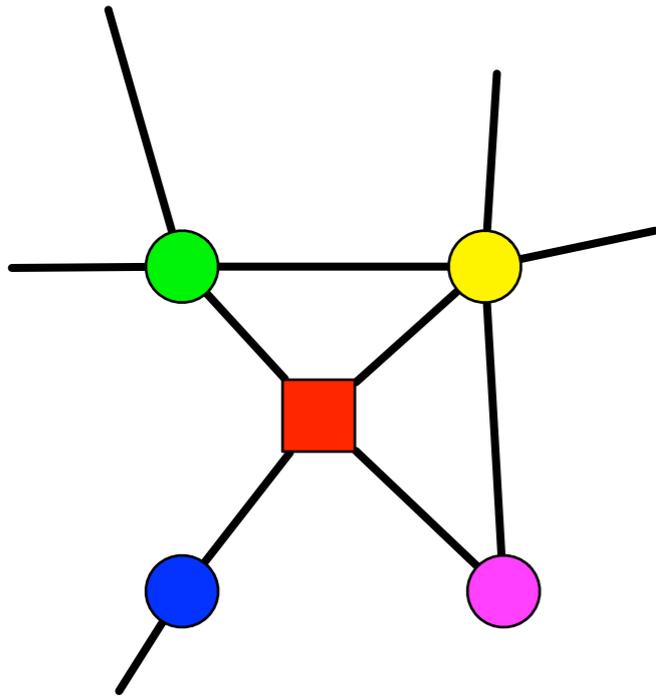
$$\log(y) = \log(A) + b \log(x)$$

$$y' = A' + bx'$$

What **causes** these **power**
laws?

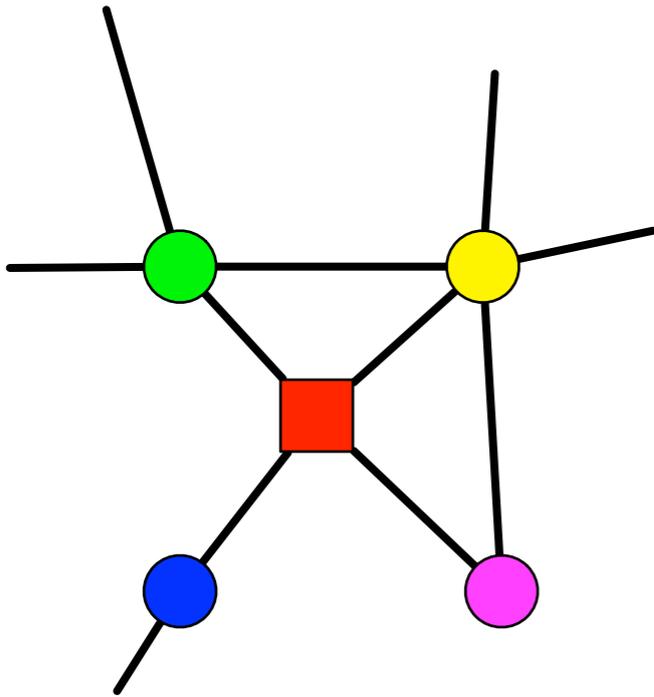


Neighborhoods



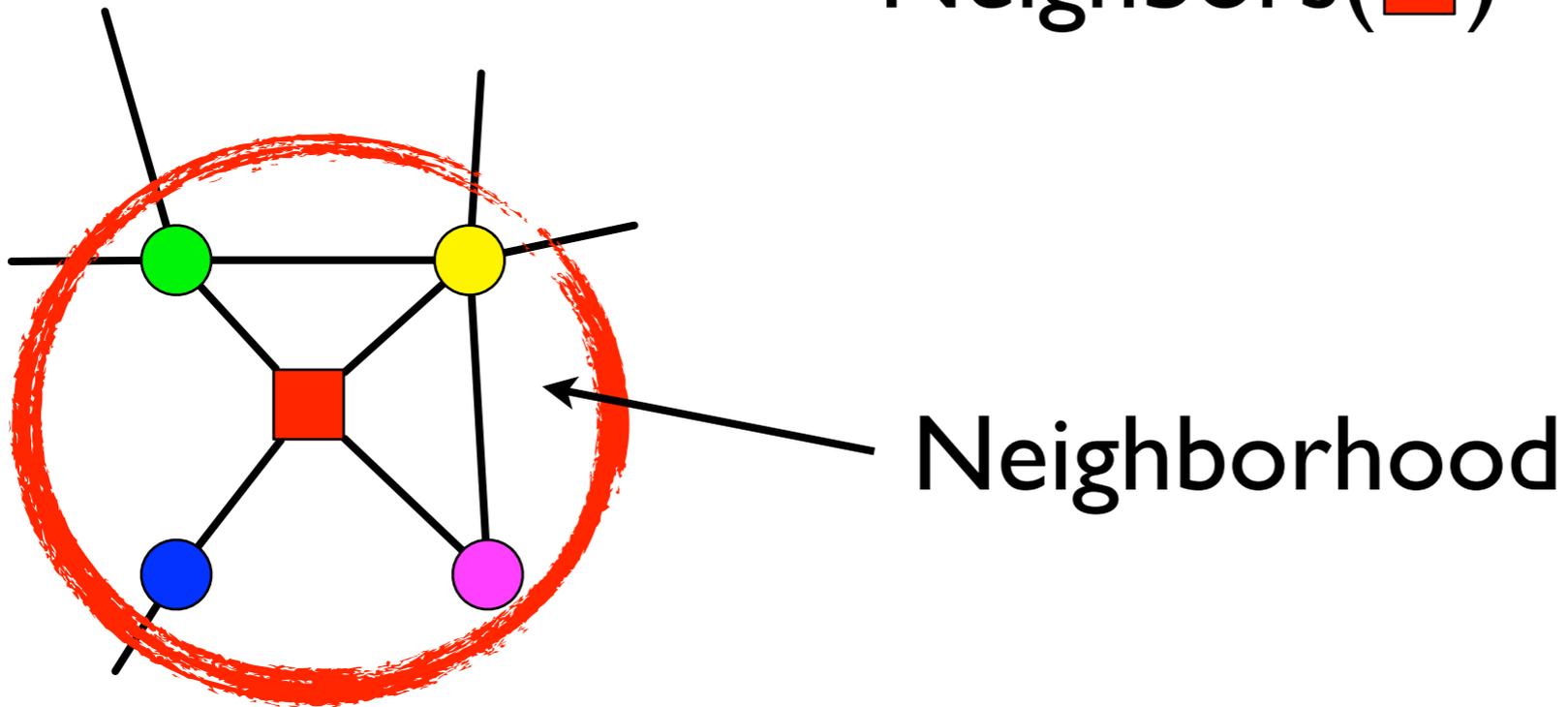
Neighborhoods

Neighbors(■) = { ● ● ● ● }



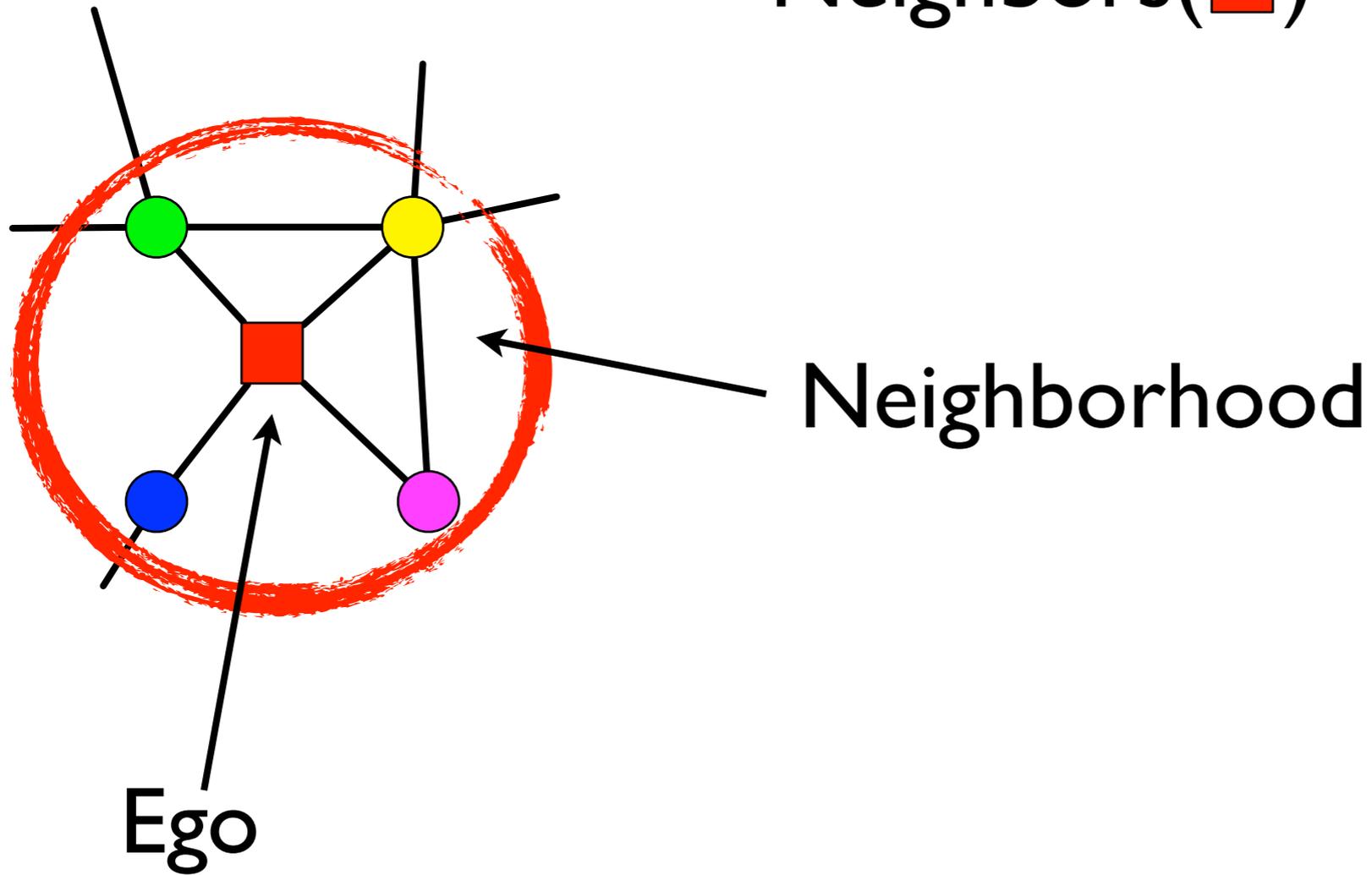
Neighborhoods

$$\text{Neighbors}(\blacksquare) = \{ \bullet \quad \bullet \quad \bullet \quad \bullet \}$$



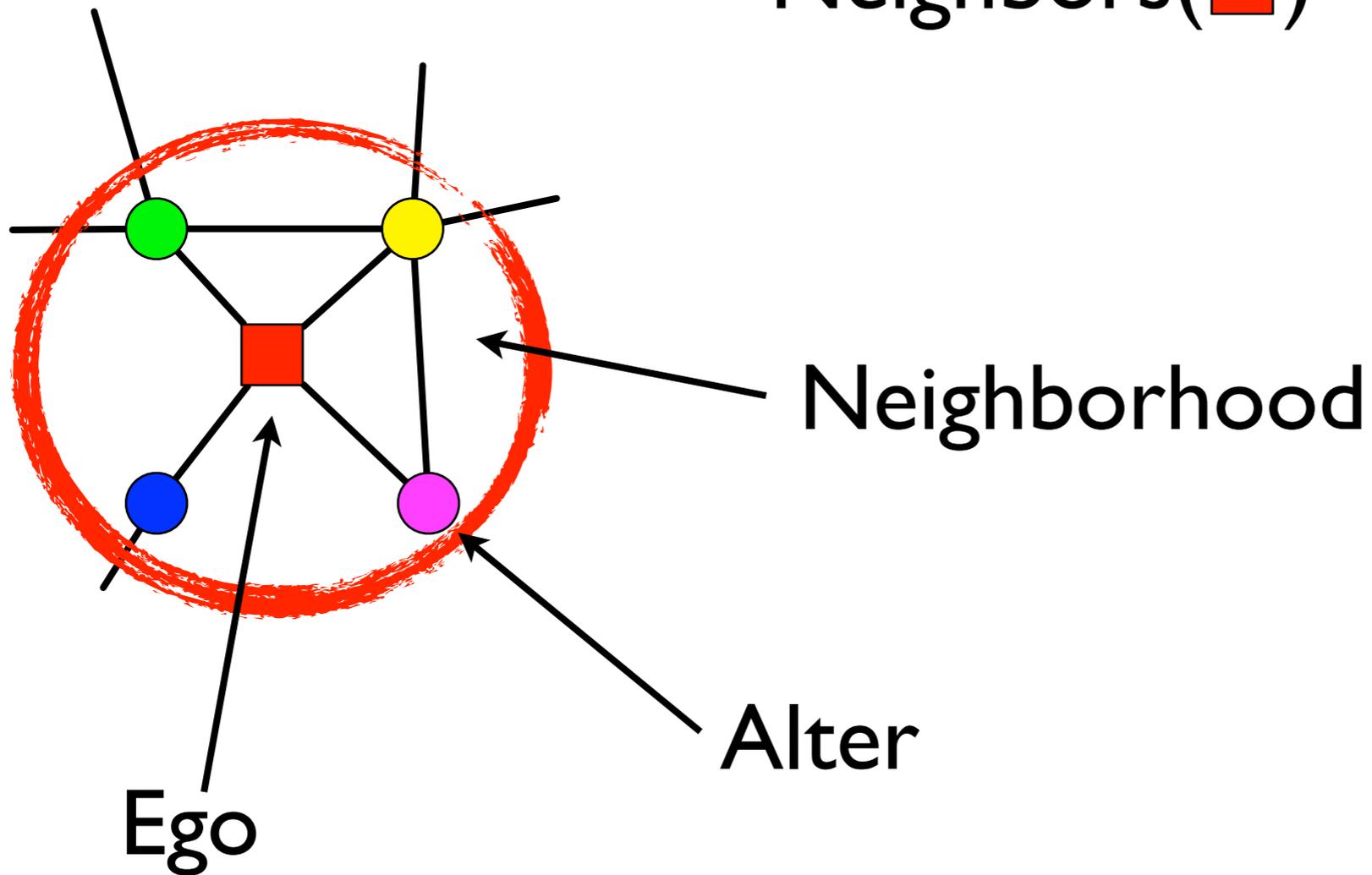
Neighborhoods

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Neighborhoods

$$\text{Neighbors}(\blacksquare) = \{ \bullet \quad \bullet \quad \bullet \quad \bullet \}$$



Clustering coefficient



Collective dynamics of 'small-world' networks

Duncan J. Watts* & Steven H. Strogatz

*Department of Theoretical and Applied Mechanics, Kimball Hall,
Cornell University, Ithaca, New York 14853, USA*



Feature of network
neighborhoods

Clustering coefficient



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Feature of network
neighborhoods



Clustering coefficient



How many **triangles**
are in the neighborhood?

Clustering coefficient



How many **triangles**
are in the neighborhood?

How many triangles **are**
possible?

Clustering coefficient



How many **triangles**
are in the neighborhood?

How many triangles **are**
possible?

$$C_i = \frac{\text{number of triangles}}{\text{maximum number of triangles}} = \frac{T_i}{\frac{k_i(k_i-1)}{2}}$$

Clustering coefficient



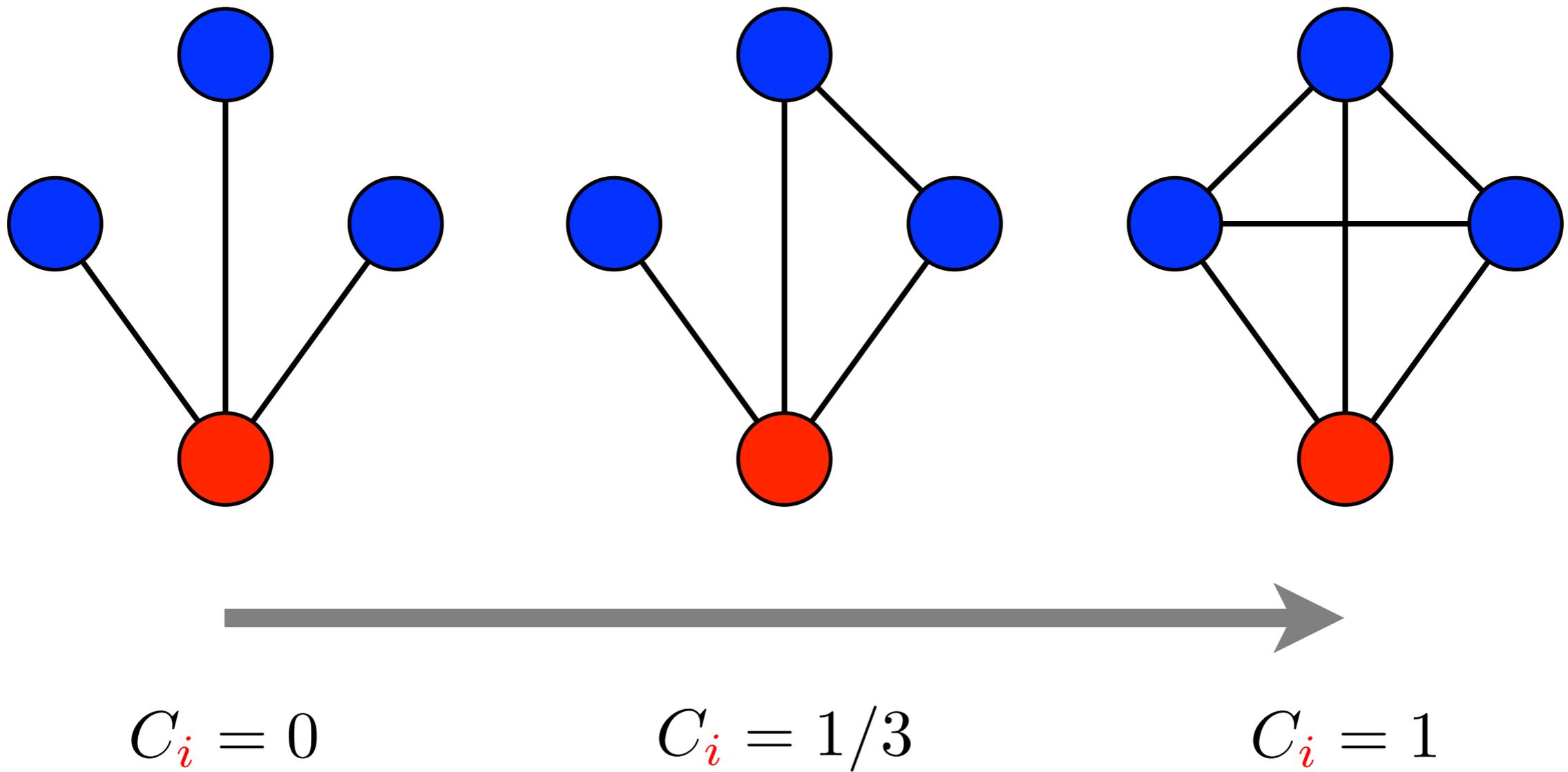
How many **triangles**
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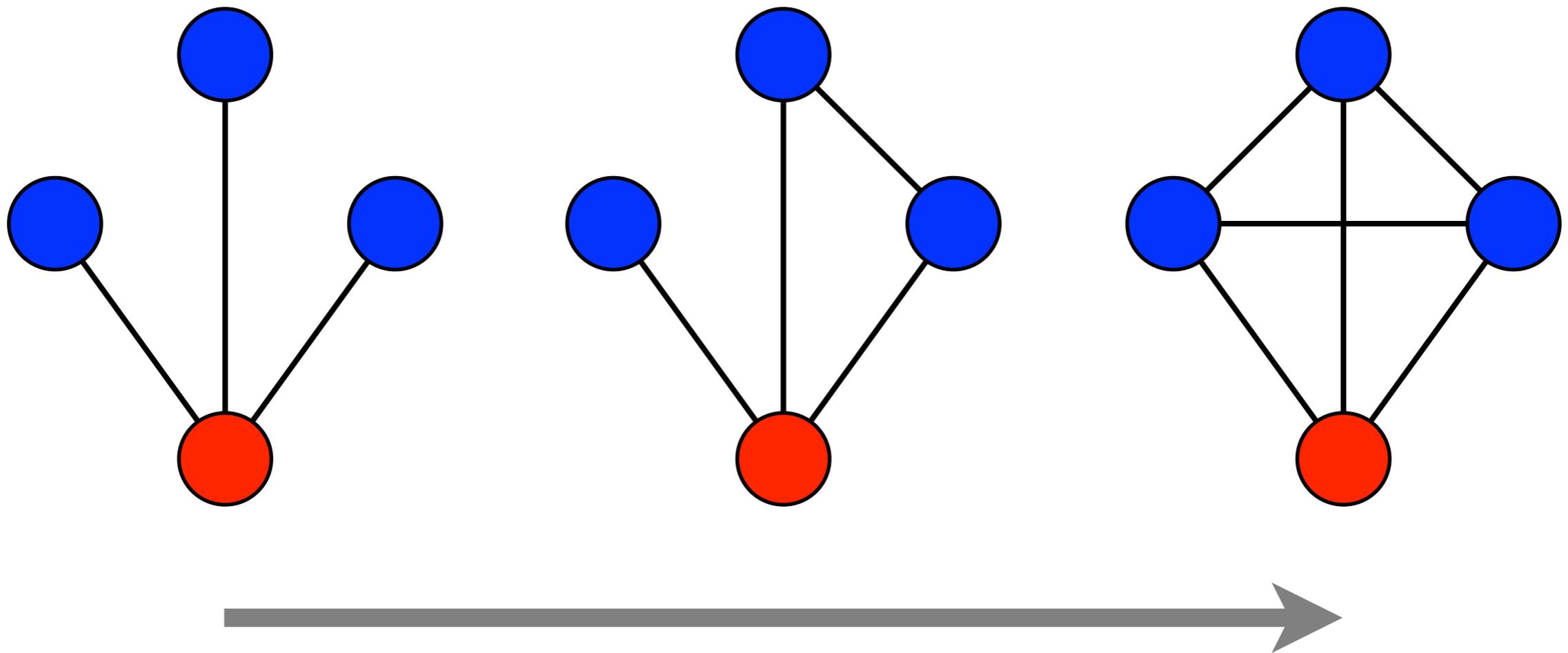
$$C_i = \frac{\text{number of triangles}}{\text{maximum number of triangles}} = \frac{T_i}{\frac{k_i(k_i-1)}{2}}$$

$$C = \frac{1}{N} \sum_i C_i$$

Clustering coefficient



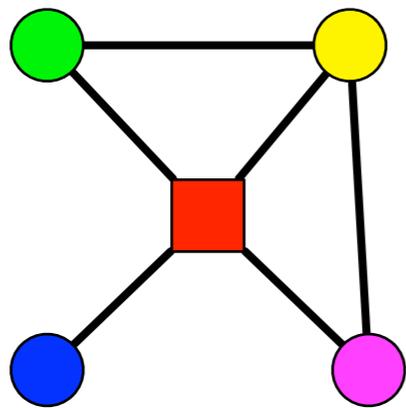
Clustering coefficient



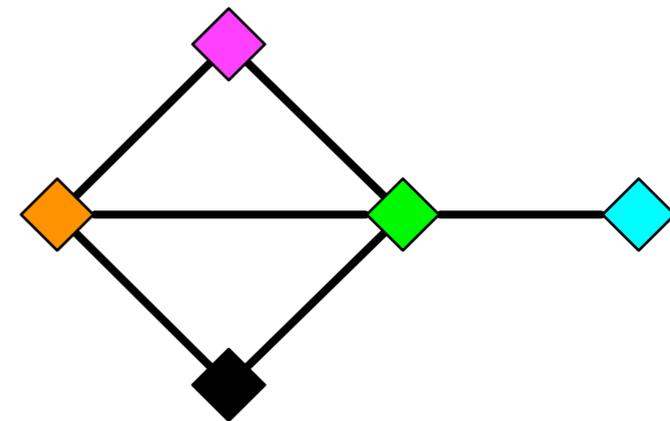
Real networks \Rightarrow **more triangles** than expected!

Motifs

Motifs

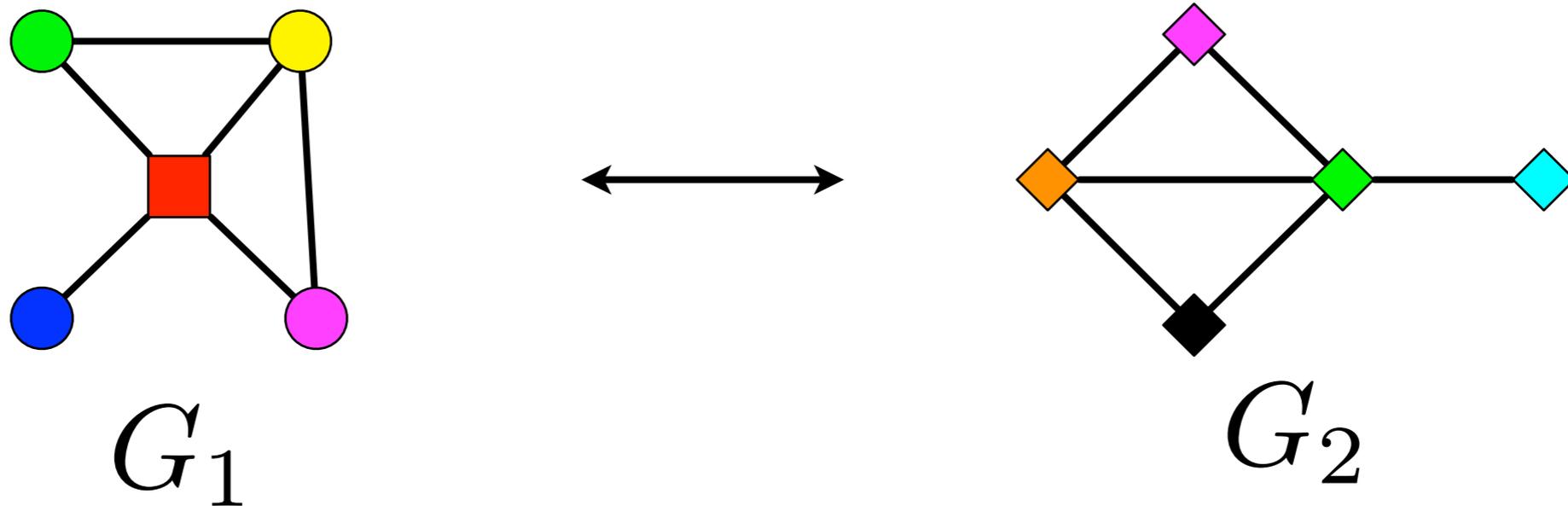


G_1



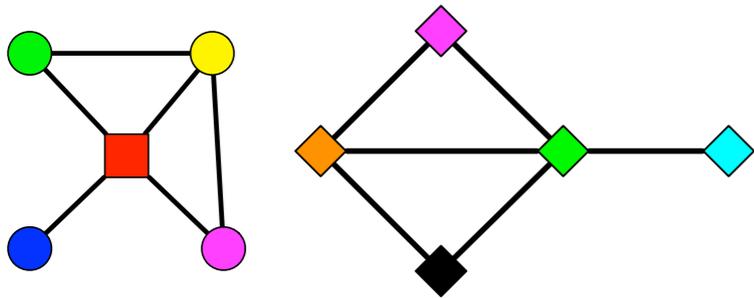
G_2

Motifs



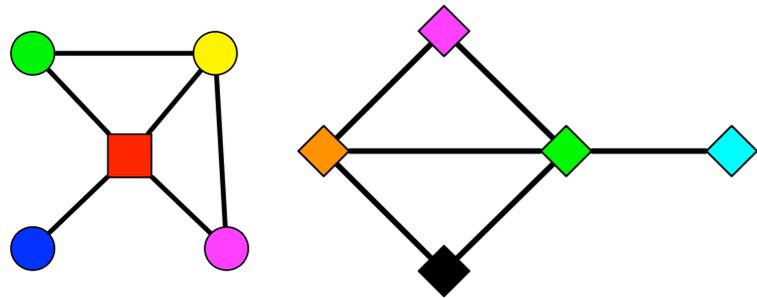
G_1 and G_2 are **isomorphic!**

Motifs



Motifs: **Frequently** occurring
isomorphic **subgraphs**

Motifs



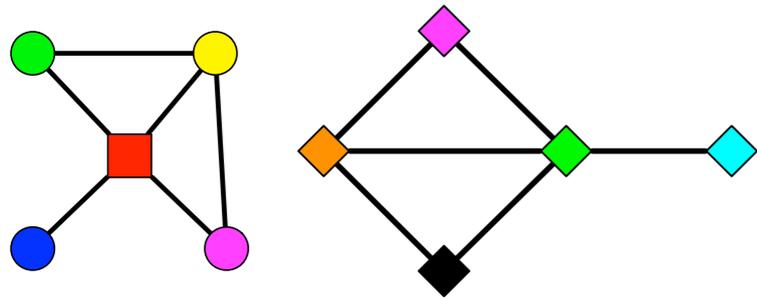
Motifs: **Frequently** occurring isomorphic **subgraphs**

Network Motifs: Simple Building Blocks of Complex Networks

R. Milo,¹ S. Shen-Orr,¹ S. Itzkovitz,¹ N. Kashtan,¹ D. Chklovskii,²
U. Alon^{1*}

Indicate the network possesses non-trivial **structure**

Motifs

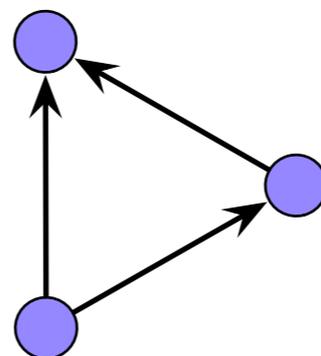


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Indicate the network possesses non-trivial **structure**



feedforward loop

Assortativity

How do links form in the network?

Assortativity

How do links form in the network?

Do **similar** nodes connect to one another (homophily)?

Assortativity

How do links form in the network?

Do **similar** nodes connect to one another (homophily)?

Do links form between **different** nodes?

Assortativity

How do links form in the network?

Example: **degree**

r = assortativity coefficient

Measures correlation in degrees of linked nodes

$$-1 \leq r \leq 1$$

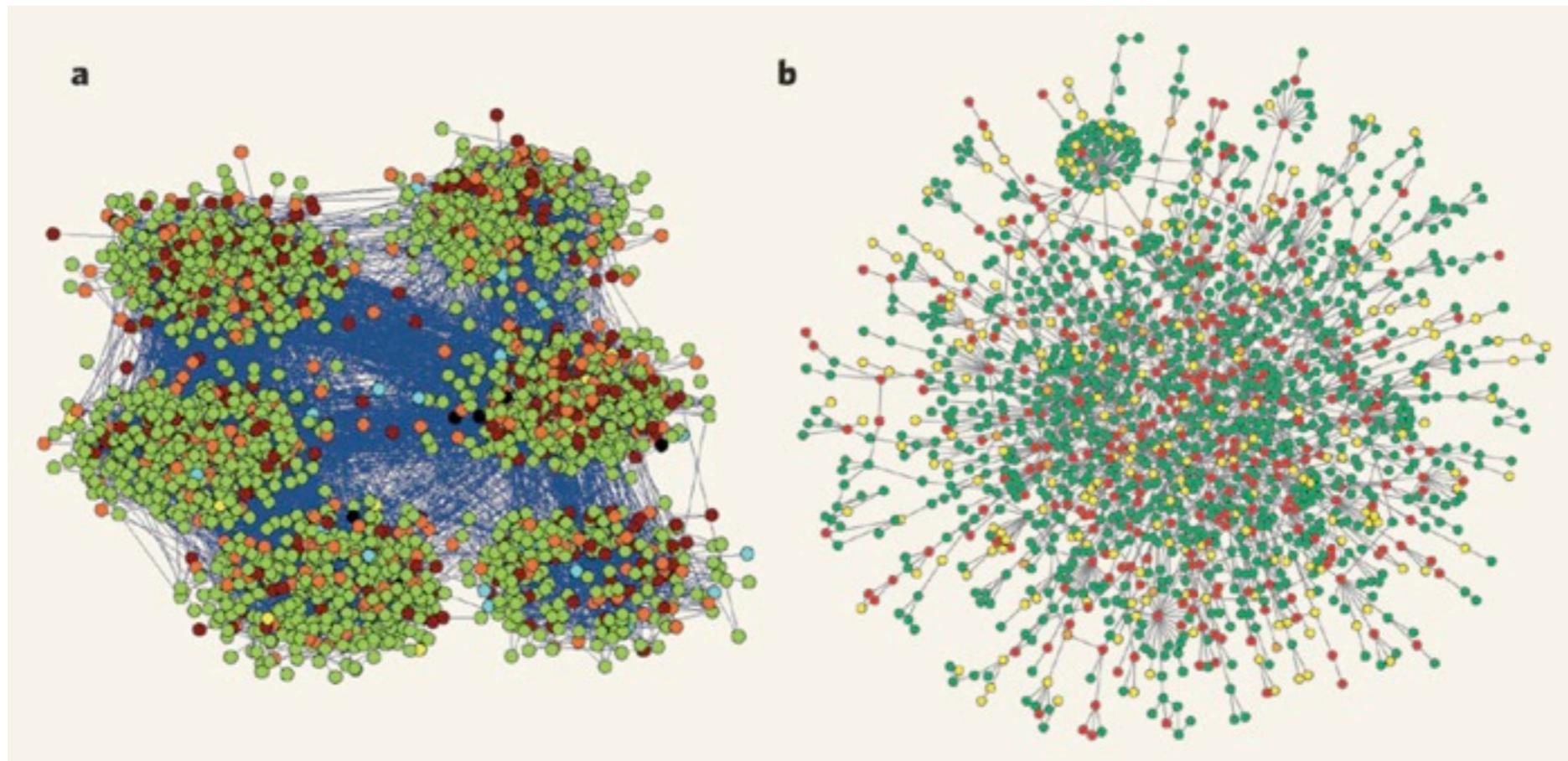
Dissortative

Assortative

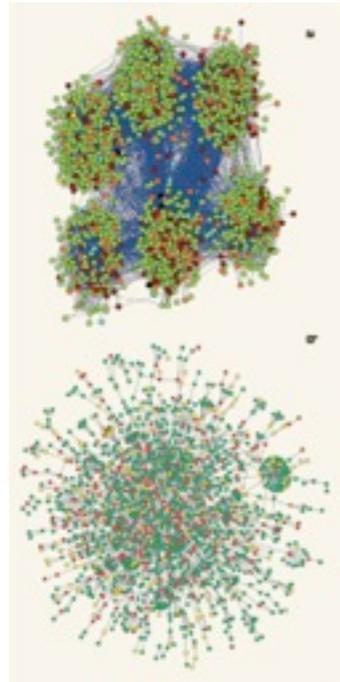
Assortativity

Assortative

Dissortative



Assortativity



	network	n	r
real-world networks	physics coauthorship ^a	52 909	0.363
	biology coauthorship ^a	1 520 251	0.127
	mathematics coauthorship ^b	253 339	0.120
	film actor collaborations ^c	449 913	0.208
	company directors ^d	7 673	0.276
	Internet ^e	10 697	-0.189
	World-Wide Web ^f	269 504	-0.065
	protein interactions ^g	2 115	-0.156
	neural network ^h	307	-0.163
	food web ⁱ	92	-0.276

Distances and Networks

Networks aren't thought of as existing
in **ordinary space**

Distances and Networks

Networks aren't thought of as existing
in **ordinary space**

Space lets us tell how far
apart things are

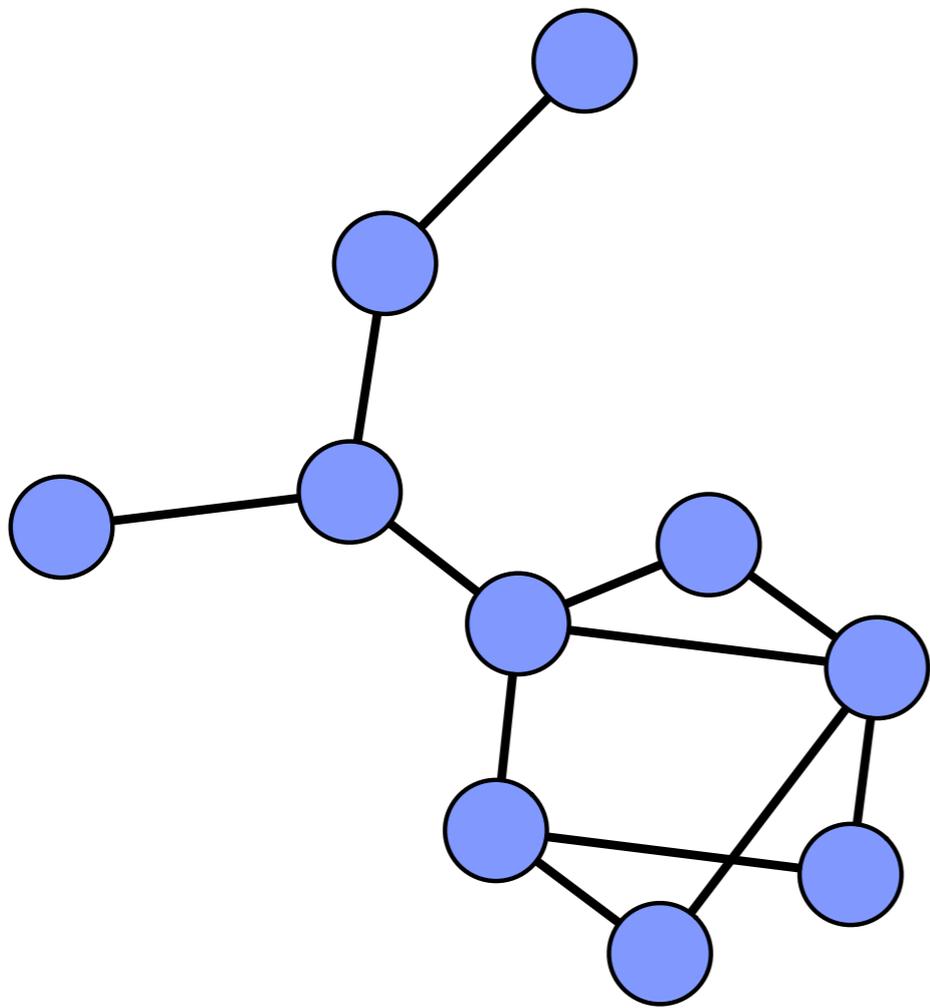
Distances and Networks

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in **ordinary space**

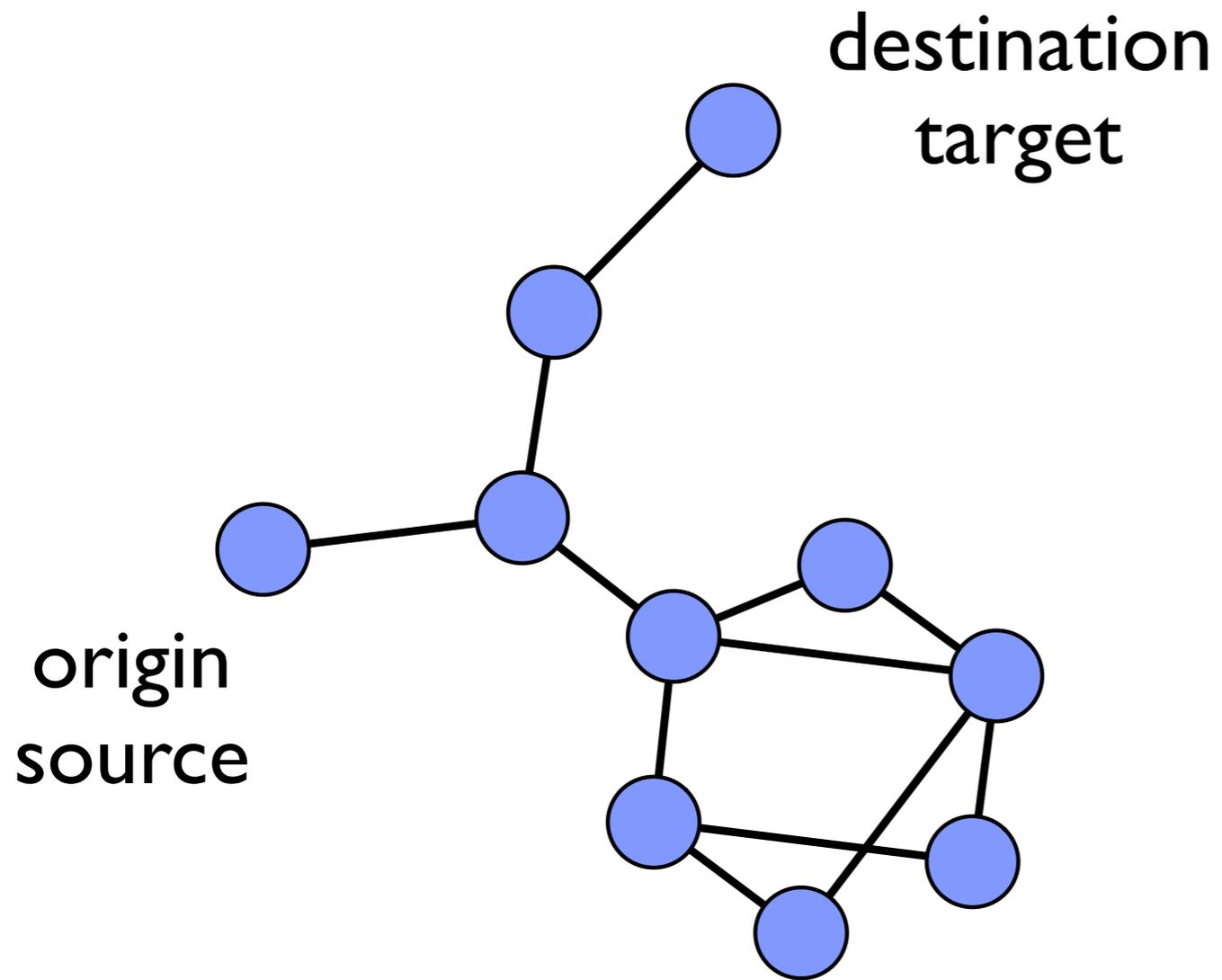
Space lets us tell how far
apart things are

How to measure **distance**
in a network?

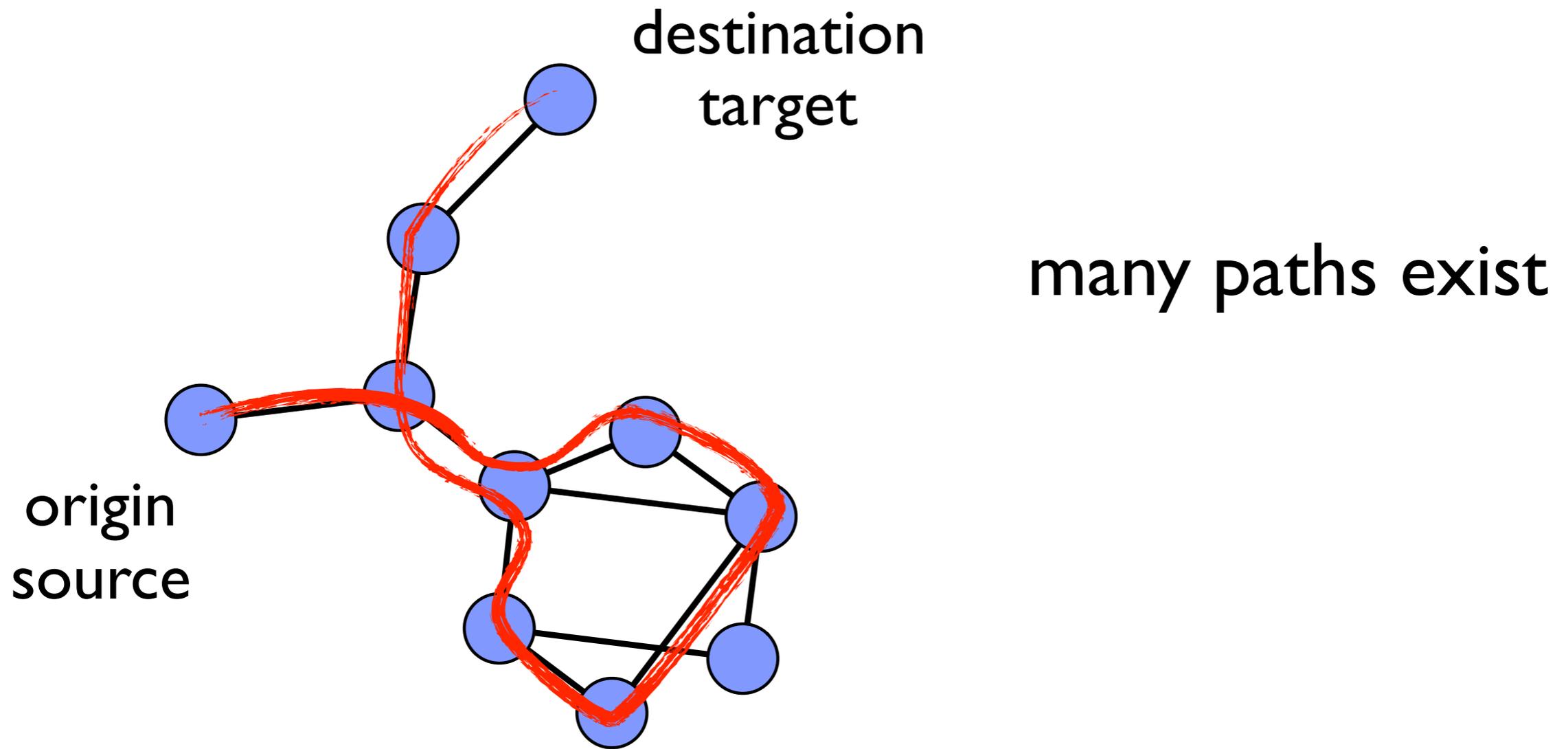
Paths



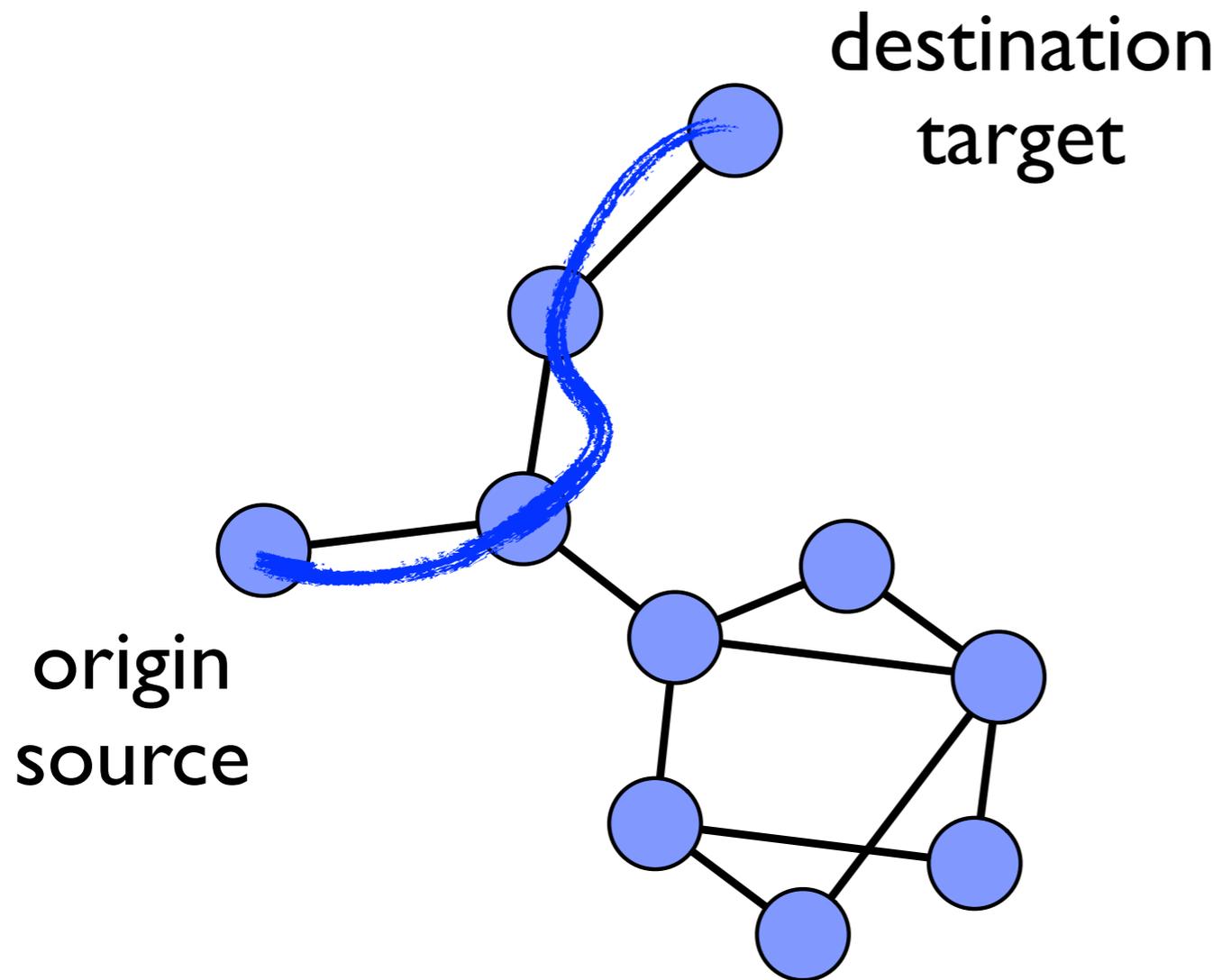
Paths



Paths



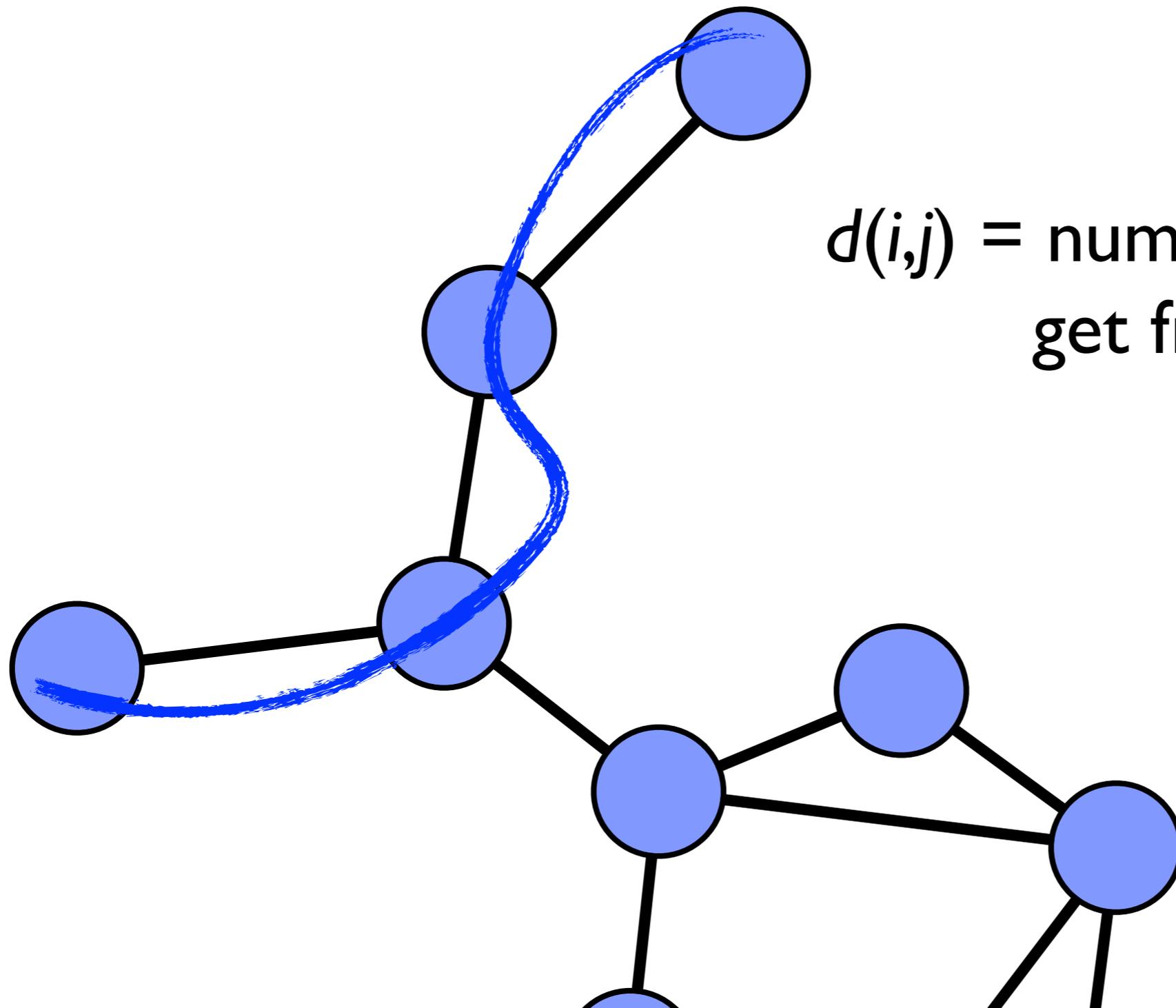
Paths



many paths exist

we want the
shortest path

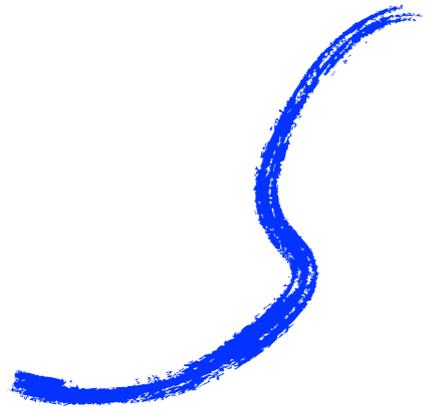
Path Length



$d(i,j)$ = number of **hops** to get from i to j

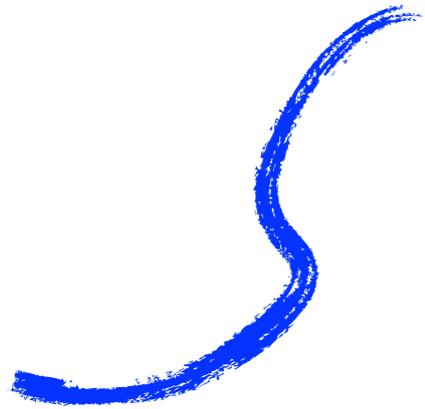
$$d = 3$$

Set of **all** paths



Compute shortest path from a node to **every other** node

Set of **all** paths

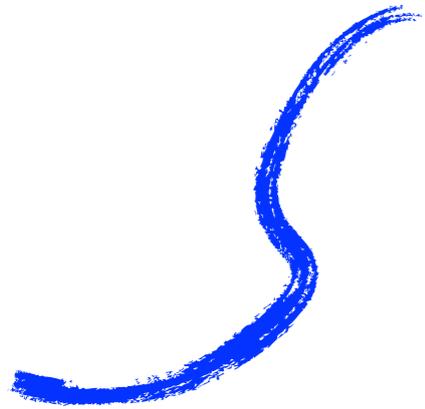


Compute shortest path from a node to **every other** node

Eccentricity of a node

Longest shortest path starting from that node

Set of **all** paths



Compute shortest path from a node to **every other** node

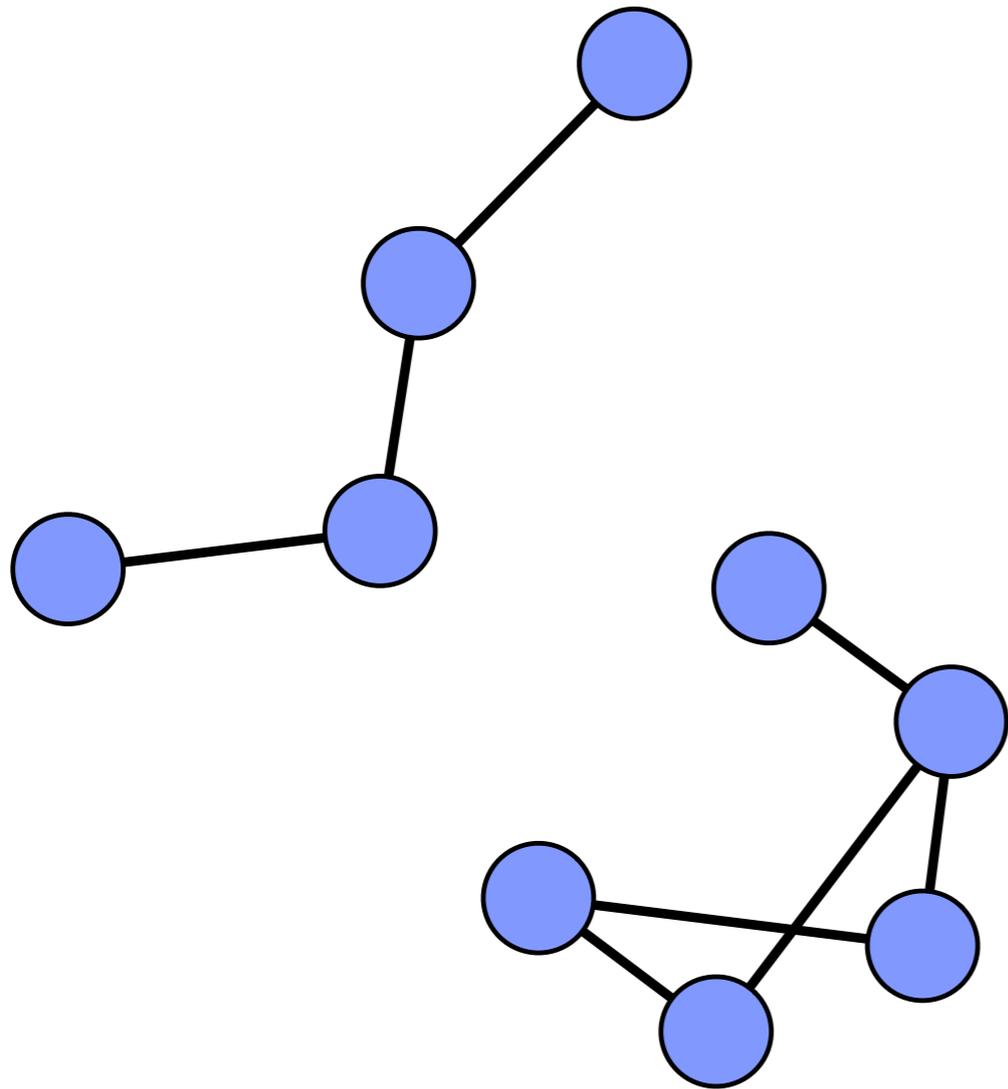
Eccentricity of a node

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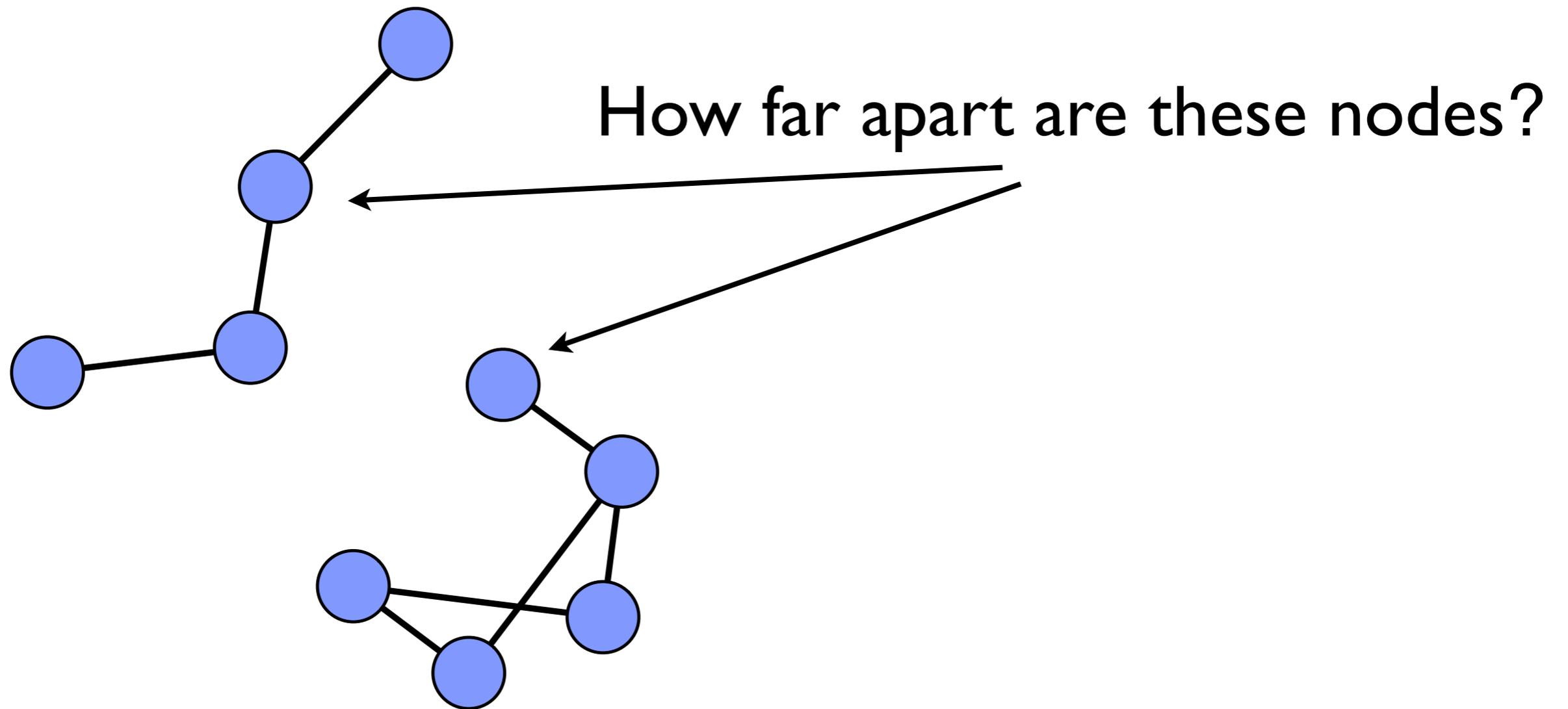
Diameter of a network

Longest of **all** shortest paths

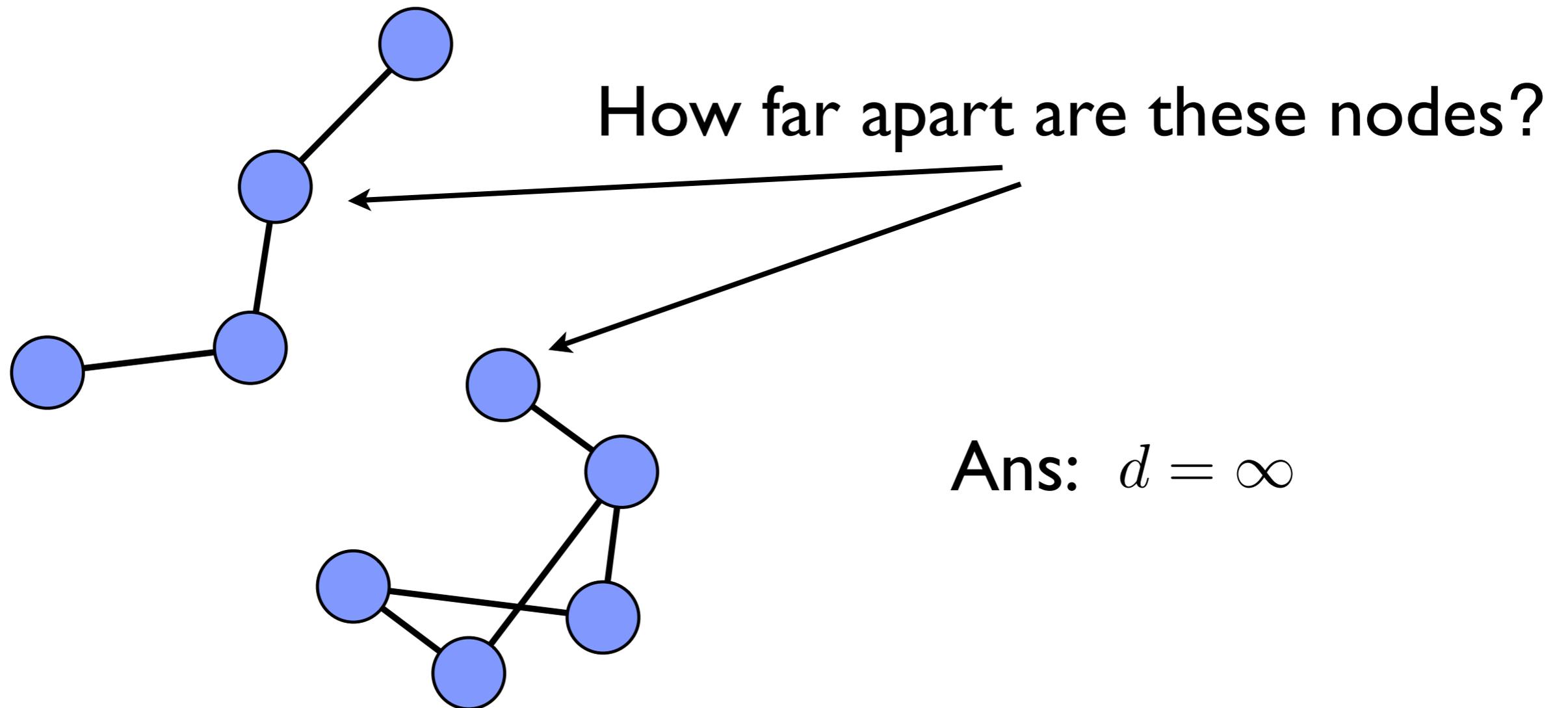
How big can distances be?



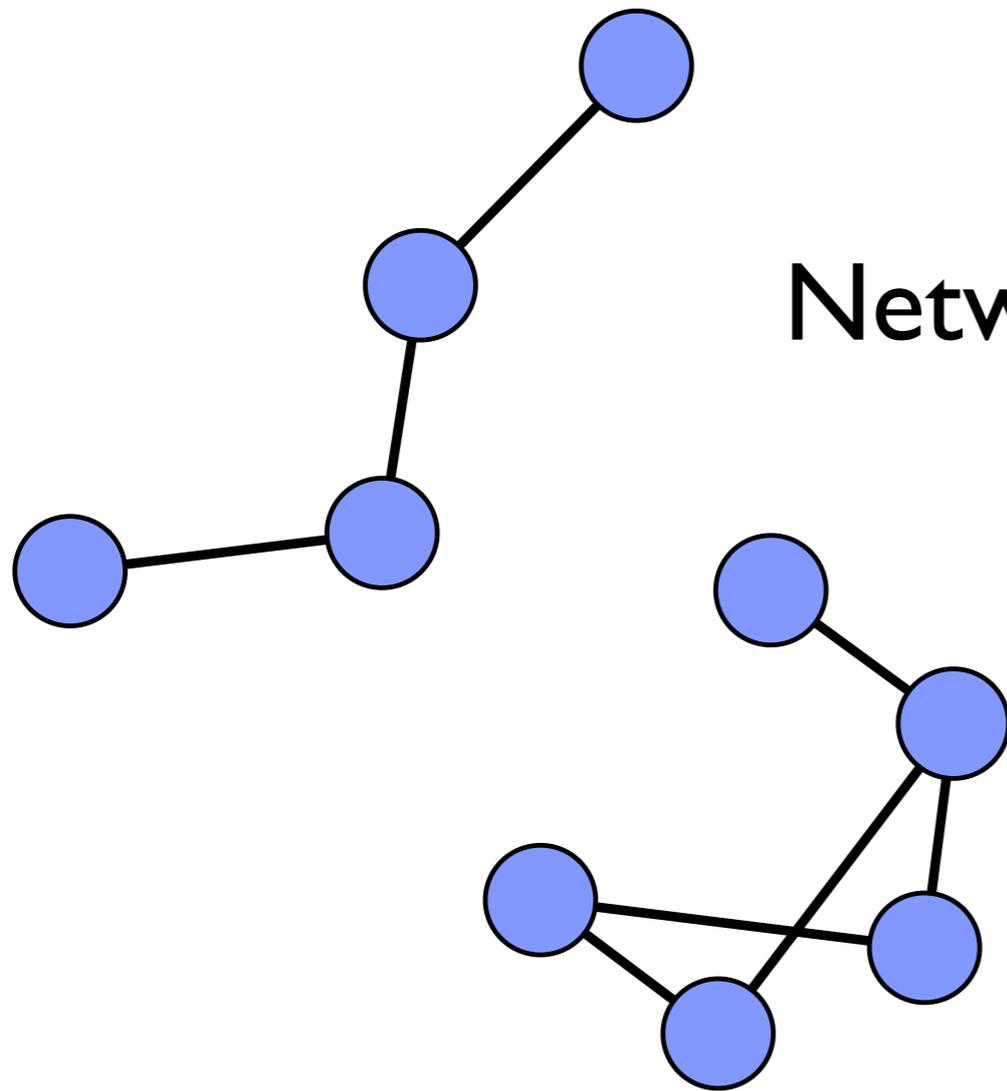
How big can distances be?



How big can distances be?

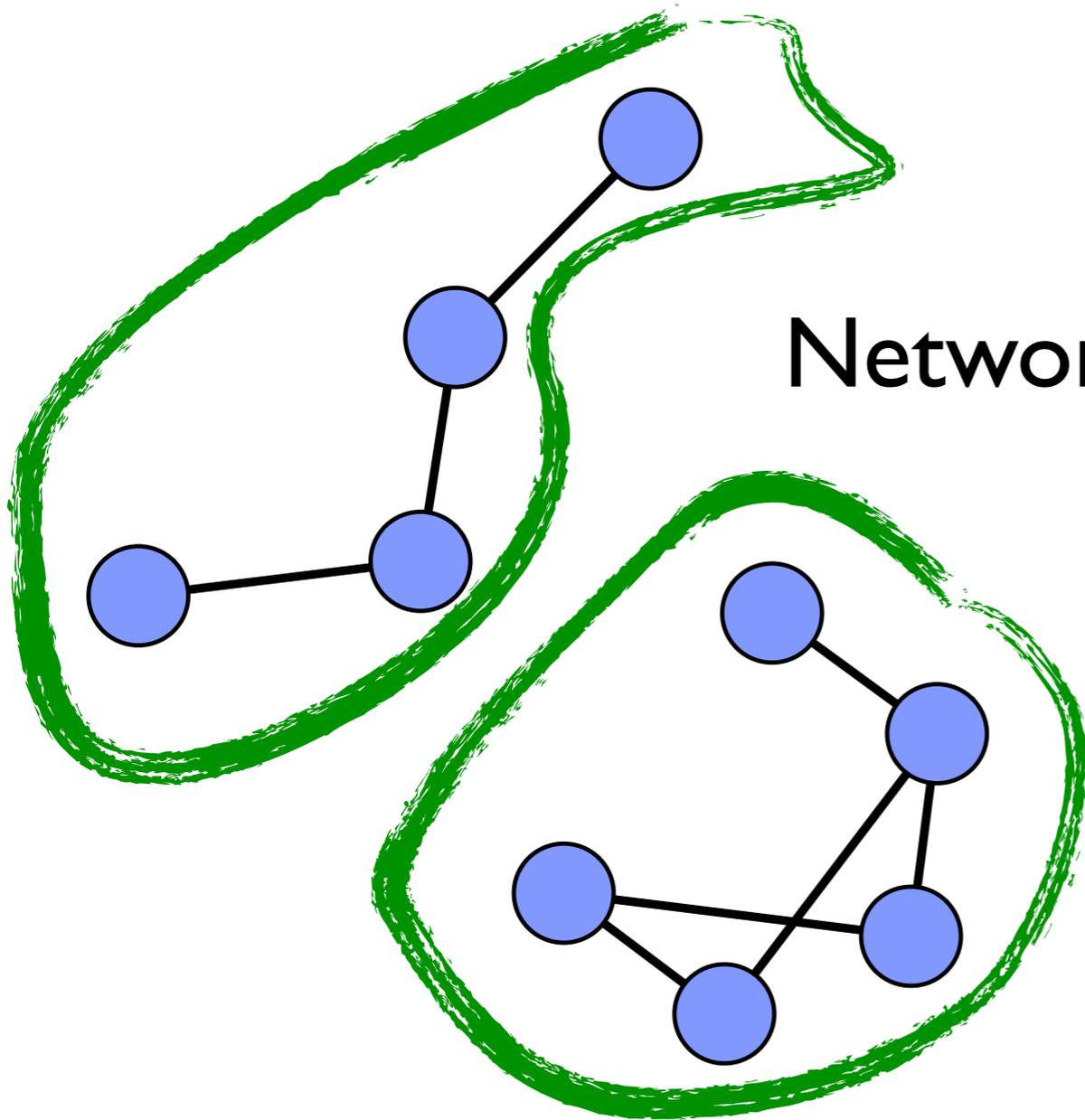


How big can distances be?



Networks can be **disconnected**
or **disjoint**

How big can distances be?



Networks can be **disconnected**
or **disjoint**

Components

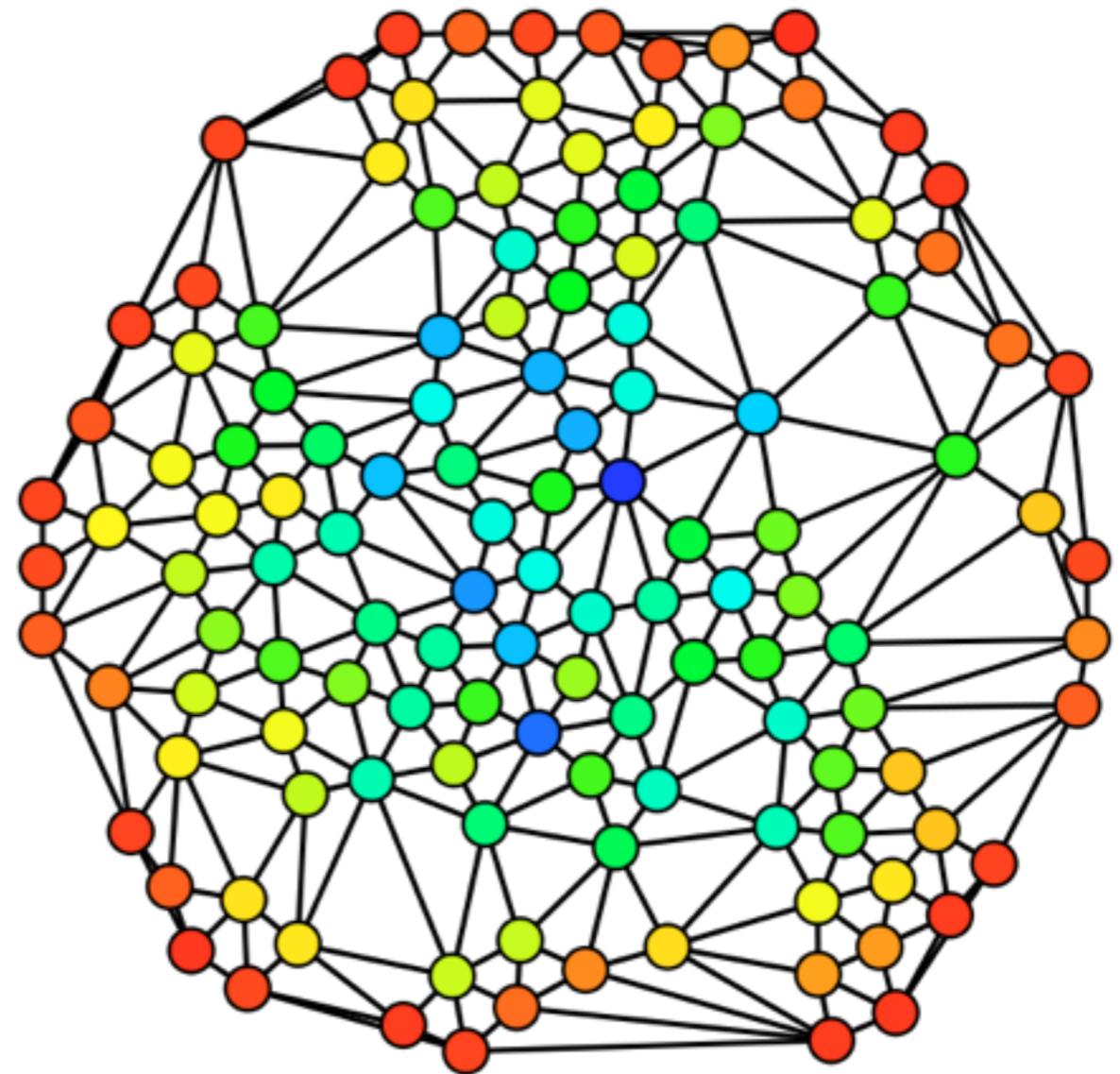
(Connected components)

Centrality

What nodes are “**important**”?

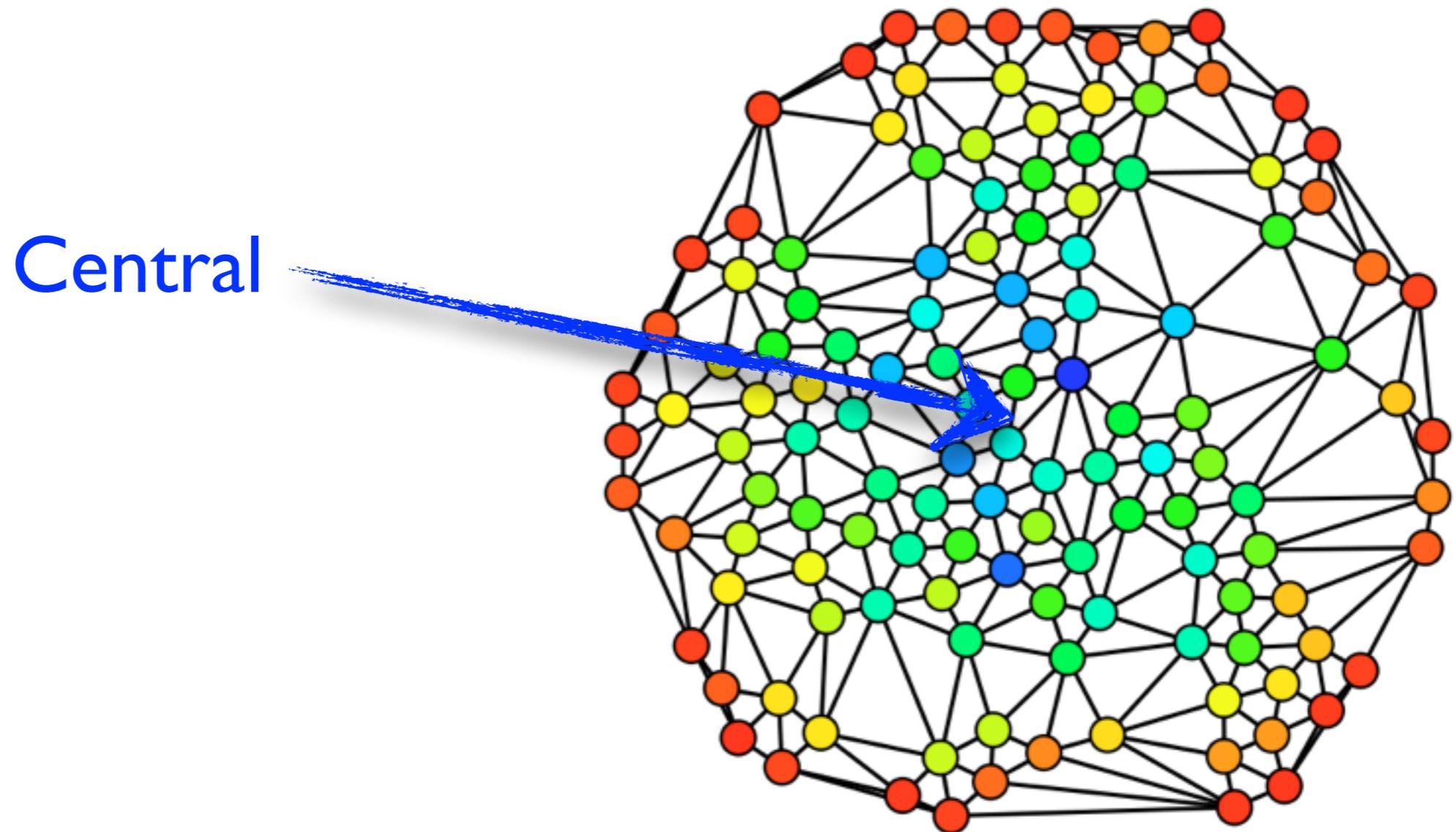
Centrality

What nodes are “**important**”?



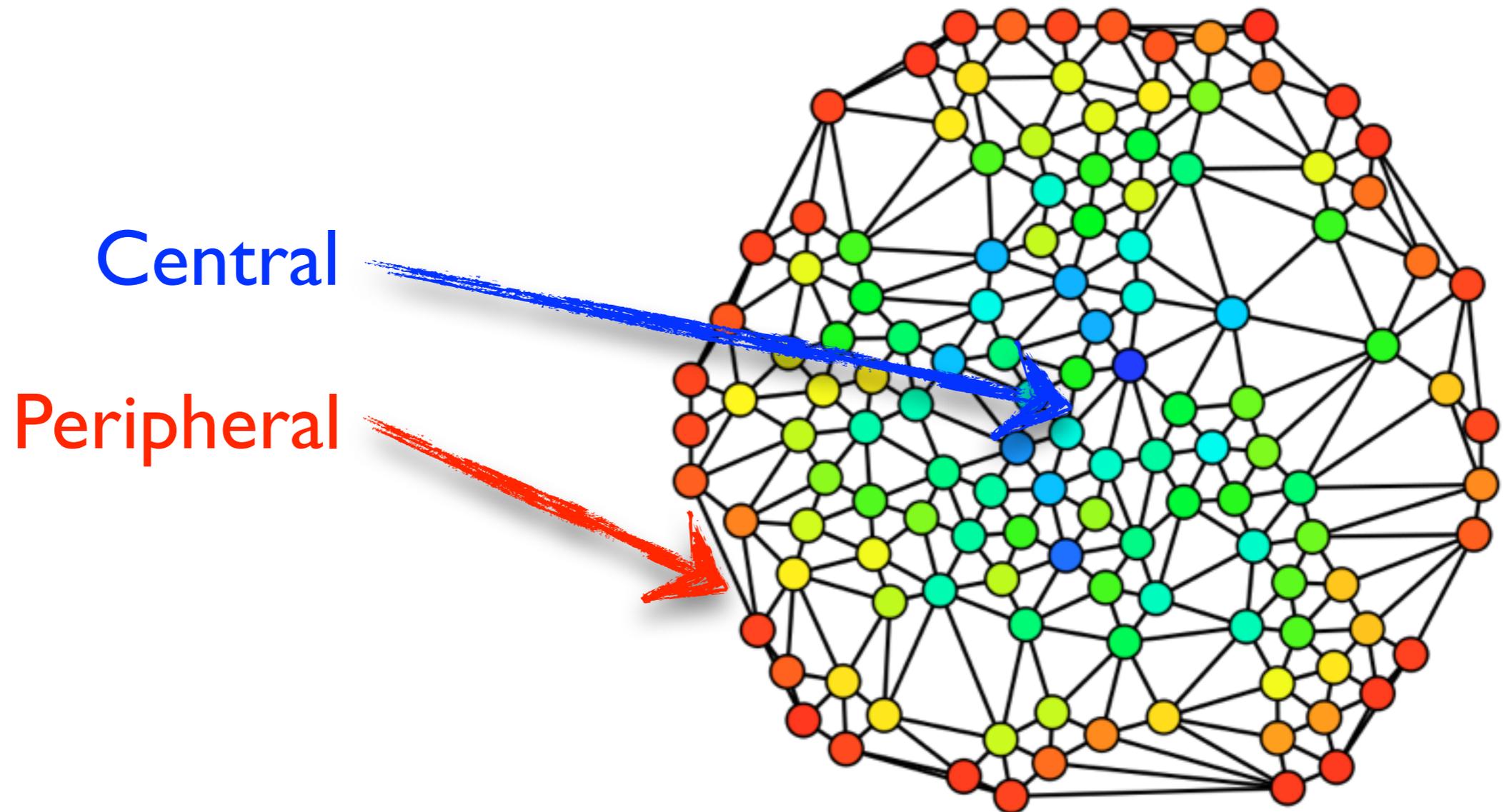
Centrality

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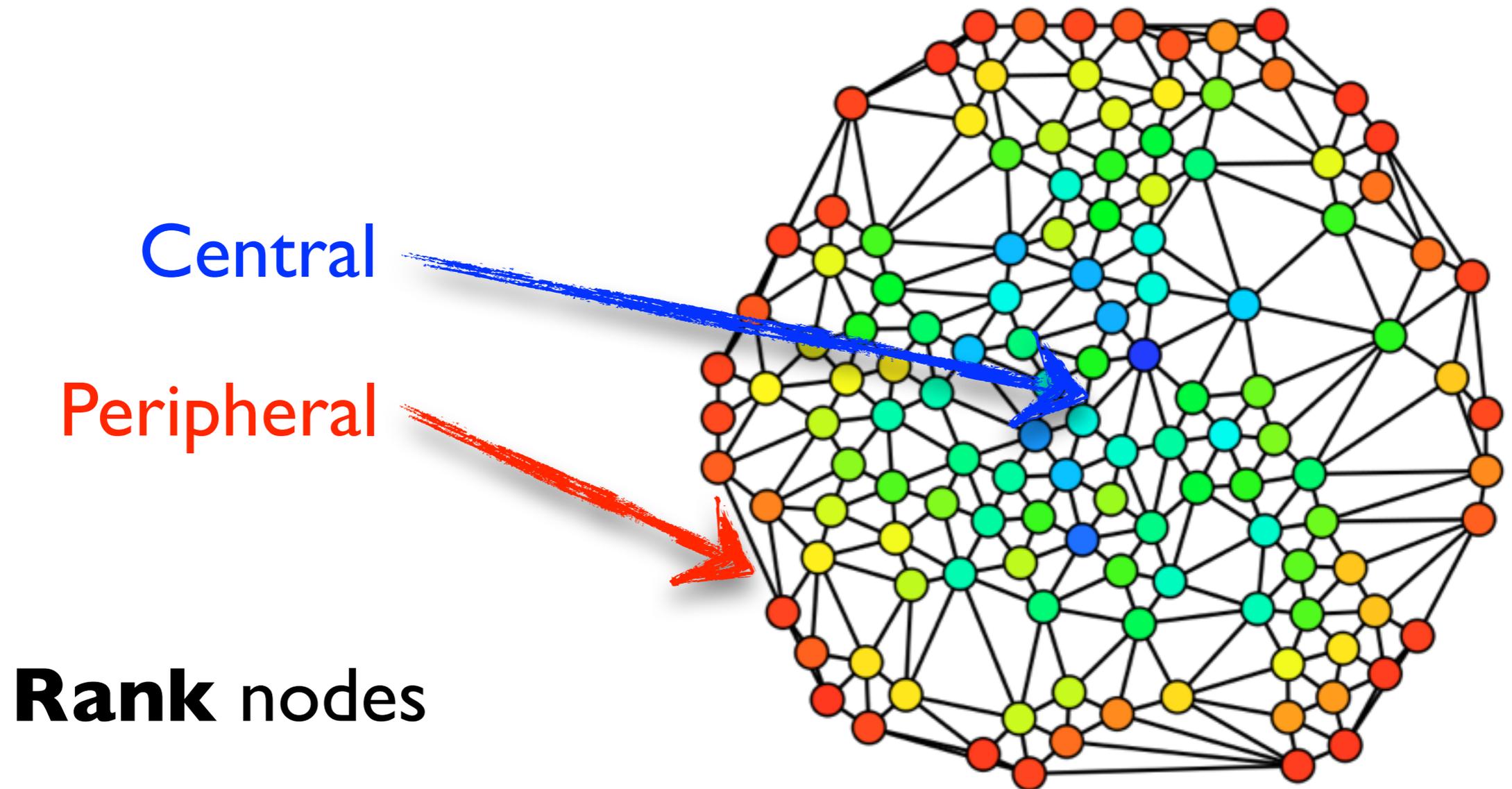
Centrality

What nodes are “**important**”?



Centrality

What nodes are “**important**”?



Centrality

Rank nodes

Centrality

Rank nodes

Degree centrality: rank nodes by their degree

Hubs are most central

Centrality

Rank nodes

Degree centrality: rank nodes by their degree

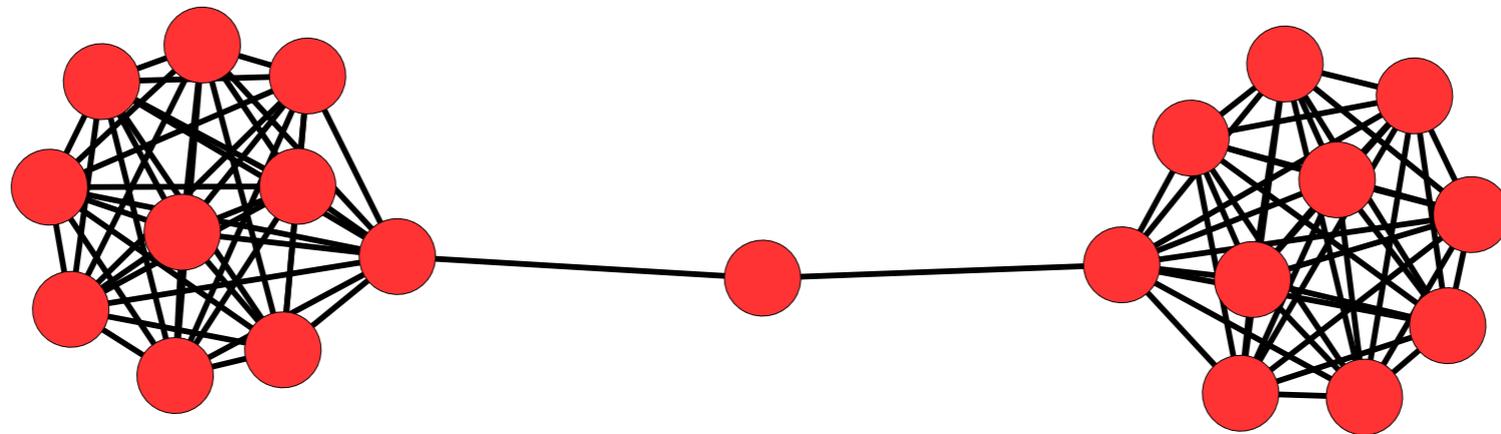
Hubs are most central

Betweenness centrality: rank nodes (or links) by **number of shortest paths**

Centrality

Rank nodes

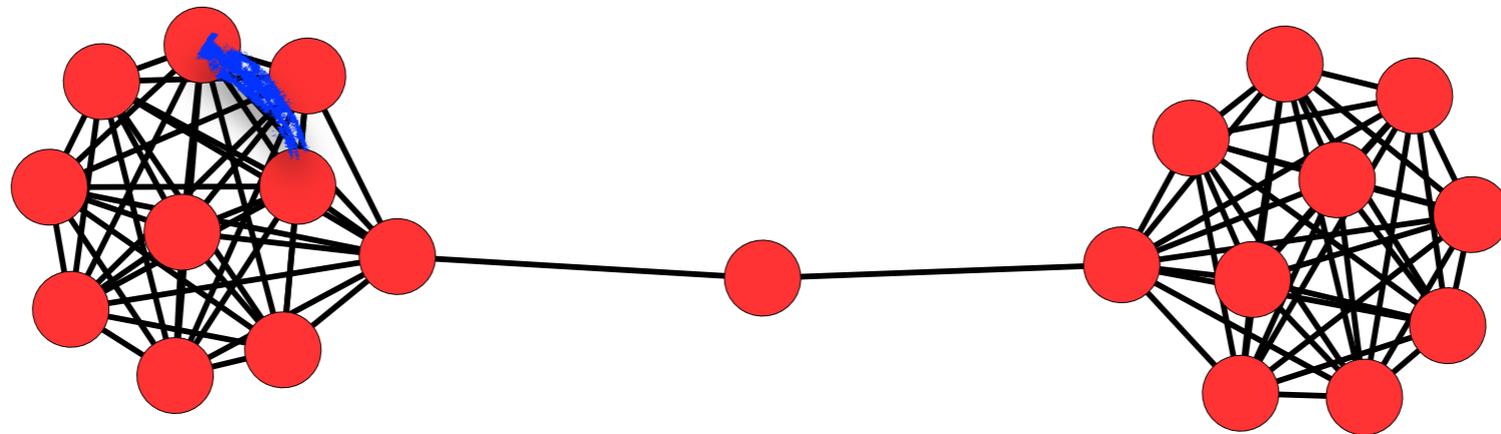
Betweenness centrality: rank nodes (or links) by **number of shortest paths**



Centrality

Rank nodes

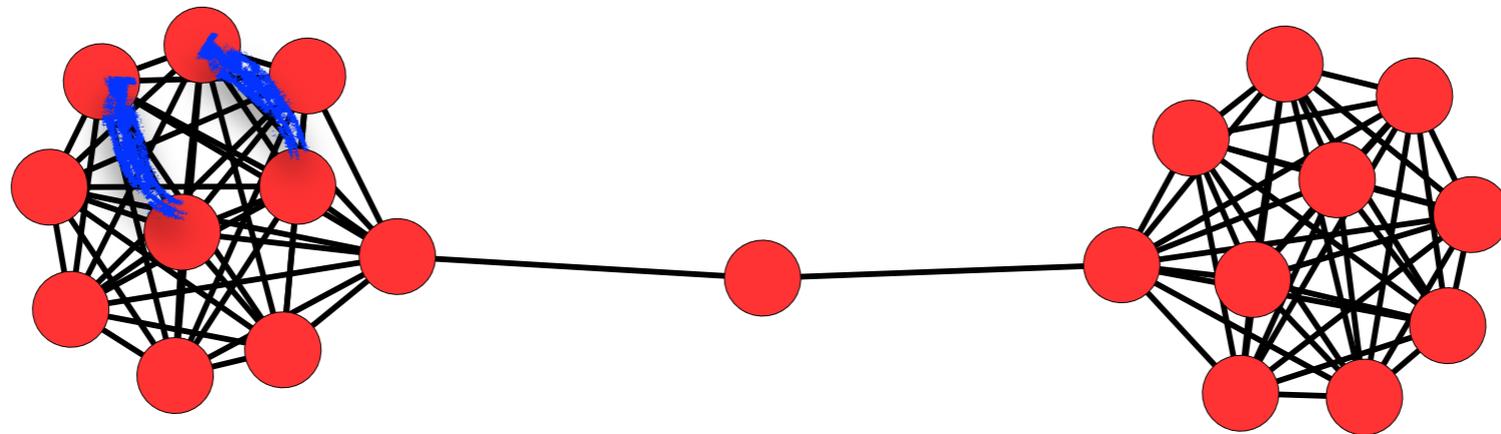
Betweenness centrality: rank nodes (or links) by **number of shortest paths**



Centrality

Rank nodes

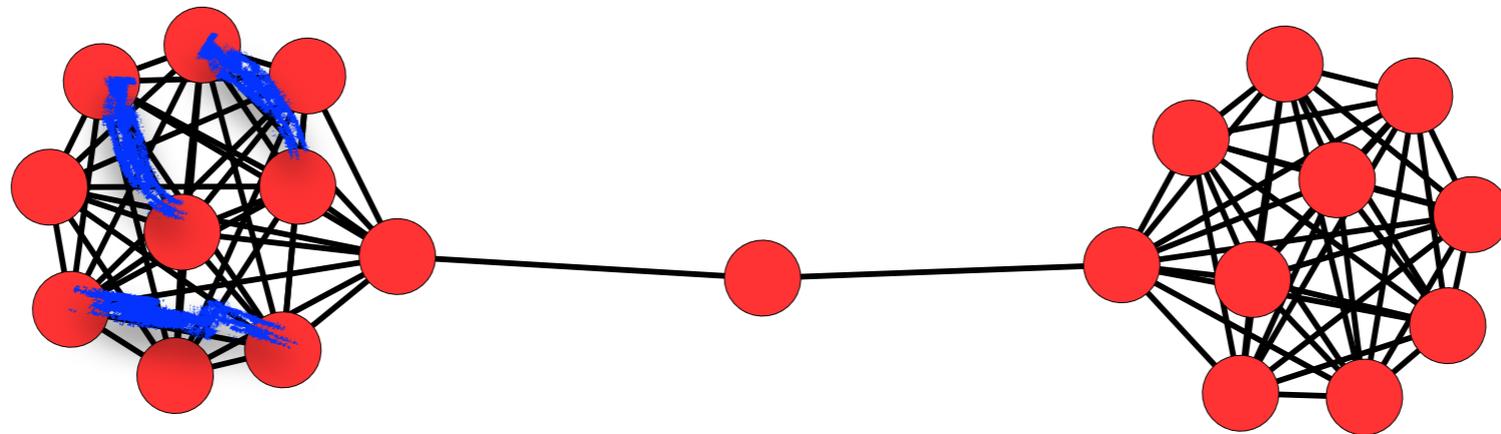
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Centrality

Rank nodes

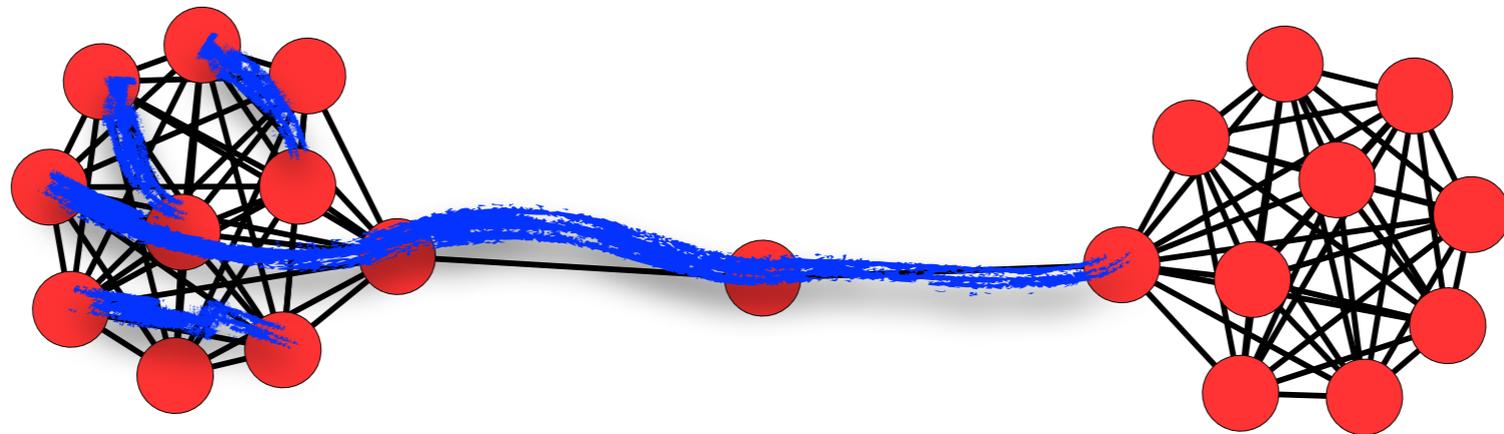
Betweenness centrality: rank nodes (or links) by **number of shortest paths**



Centrality

Rank nodes

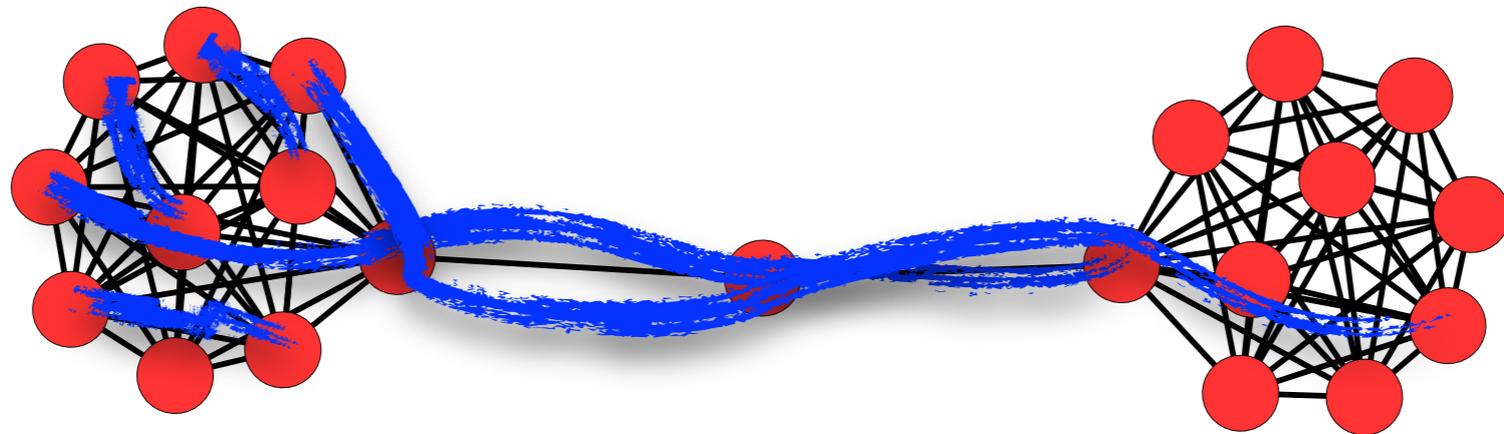
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Centrality

Rank nodes

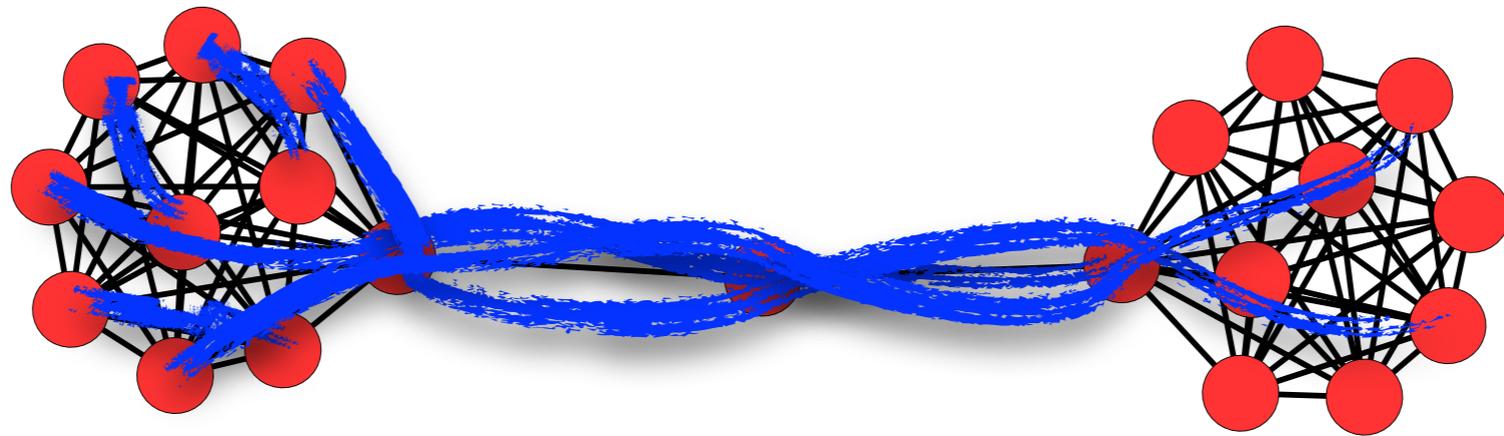
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Centrality

Rank nodes

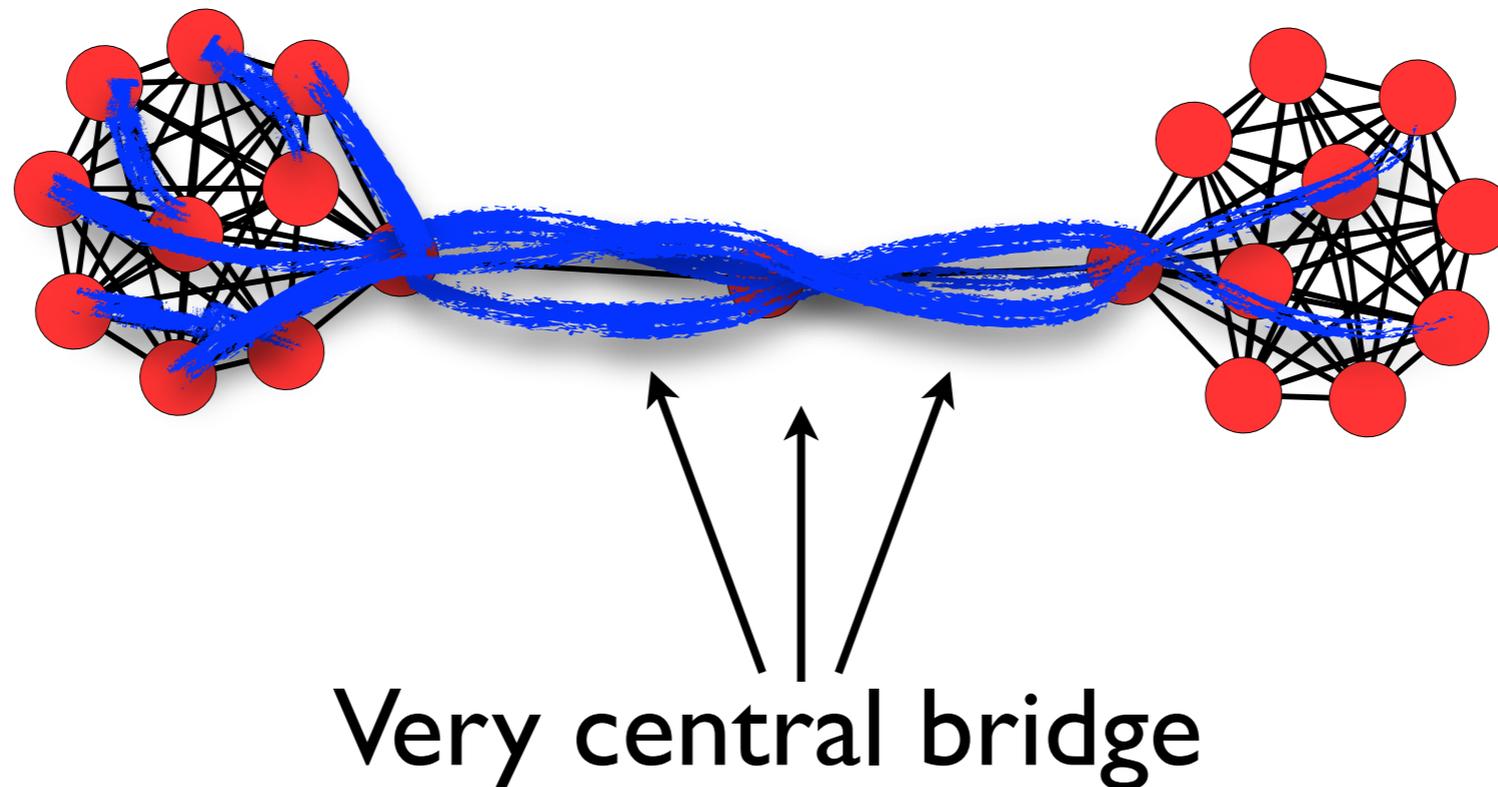
Betweenness centrality: rank nodes (or links) by number of shortest paths



Centrality

Rank nodes

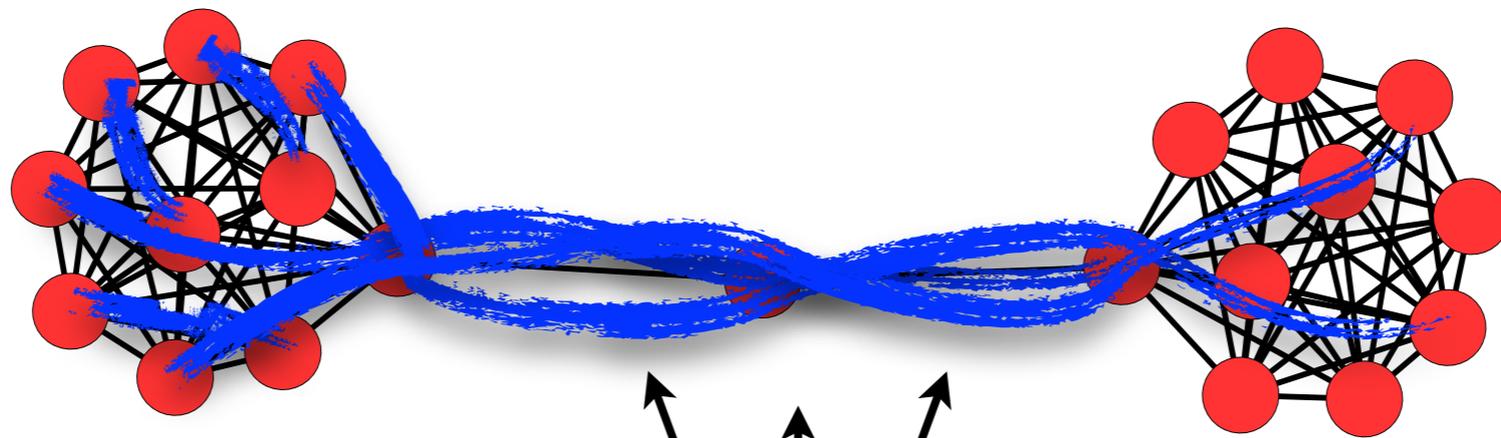
Betweenness centrality: rank nodes (or links) by **number of shortest paths**



Centrality

Rank nodes

Betweenness centrality: rank nodes (or links) by number of shortest paths



but **low** degree centrality!!

Centrality

Rank nodes

PageRank

Centrality

Rank nodes

PageRank → 

Centrality

Rank nodes

PageRank → 

Random **web surfer**

Centrality

Rank nodes

PageRank → 

Random **web surfer**

“If I move around at random, where will I tend to **find myself**?”

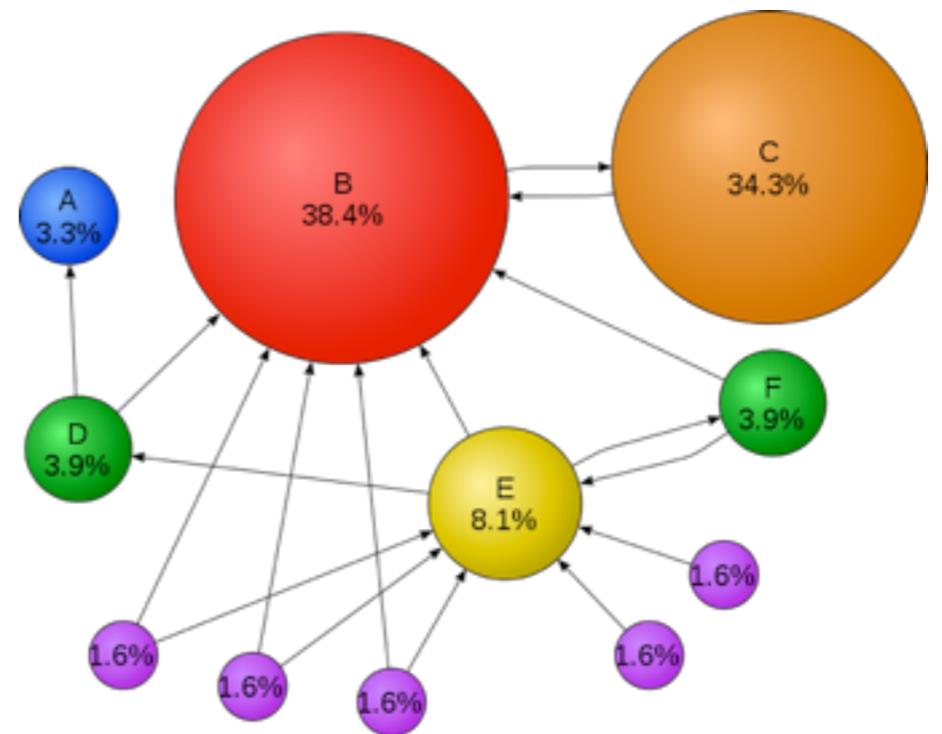
Centrality

Rank nodes

PageRank → 

Random **web surfer**

“If I move around at random, where will I tend to **find myself**?”



Sparse and **dense** networks

Sparse and dense networks

Sparse network has a sparse adjacency matrix
(**mostly zeros**)

Sparse and dense networks

Sparse network has a sparse adjacency matrix
(**mostly zeros**)

typical degree $\ll N$

Sparse and dense networks

Sparse network has a sparse adjacency matrix
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typical degree $\ll N$

max degree $\ll N$

Sparse and dense networks

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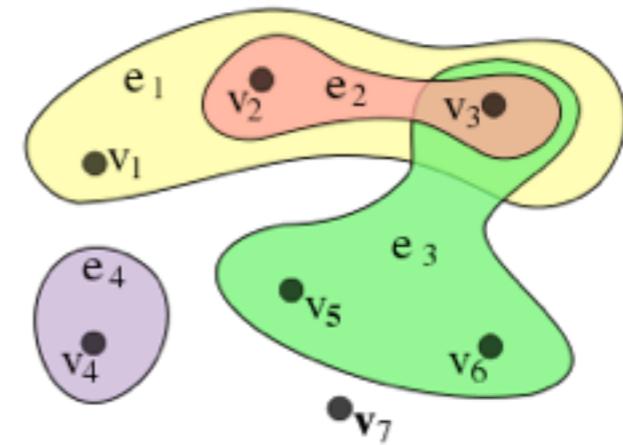
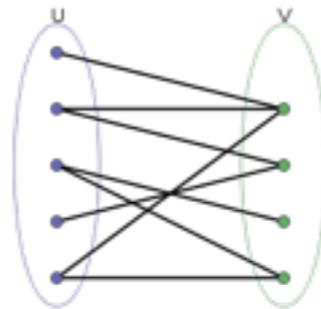
typical degree $\ll N$

max degree $\ll N$



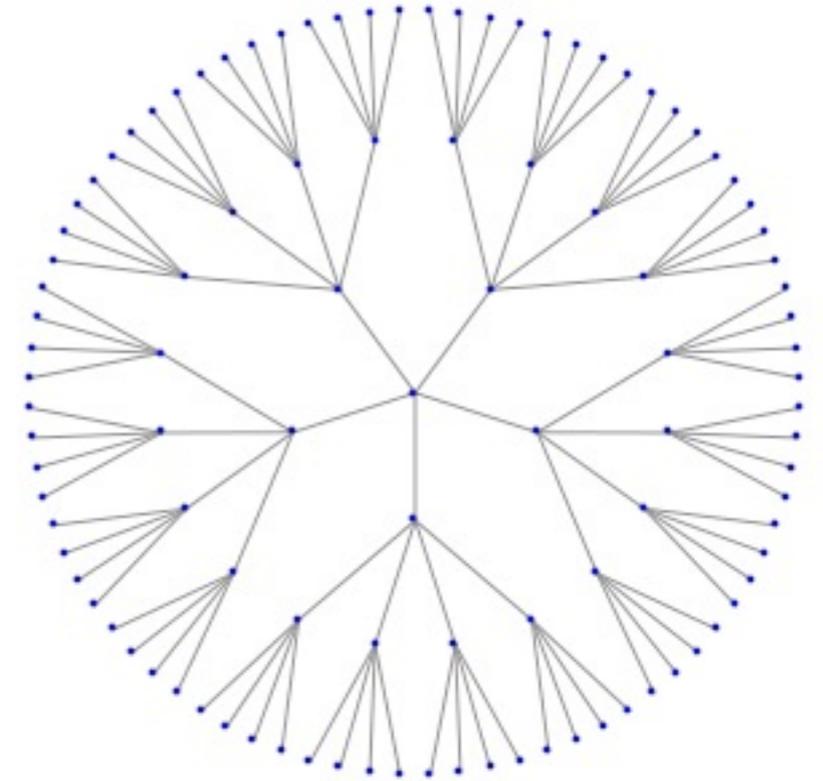
“**dense**” is sometimes abused

Types of networks and subnetworks



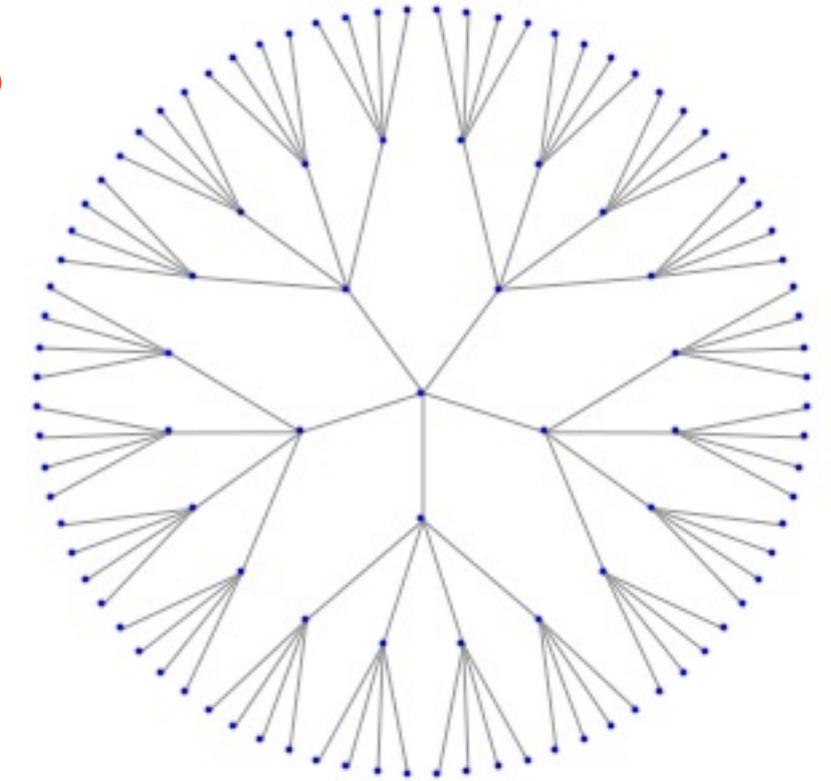
Network **zoology**

Trees Networks with **no loops**

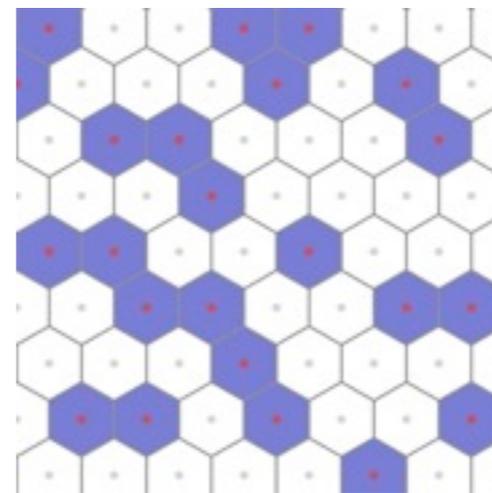
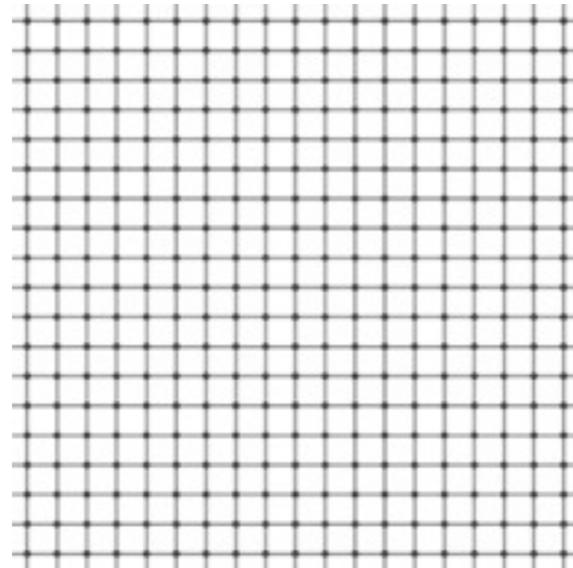


Network **zoology**

Trees Networks with **no loops**

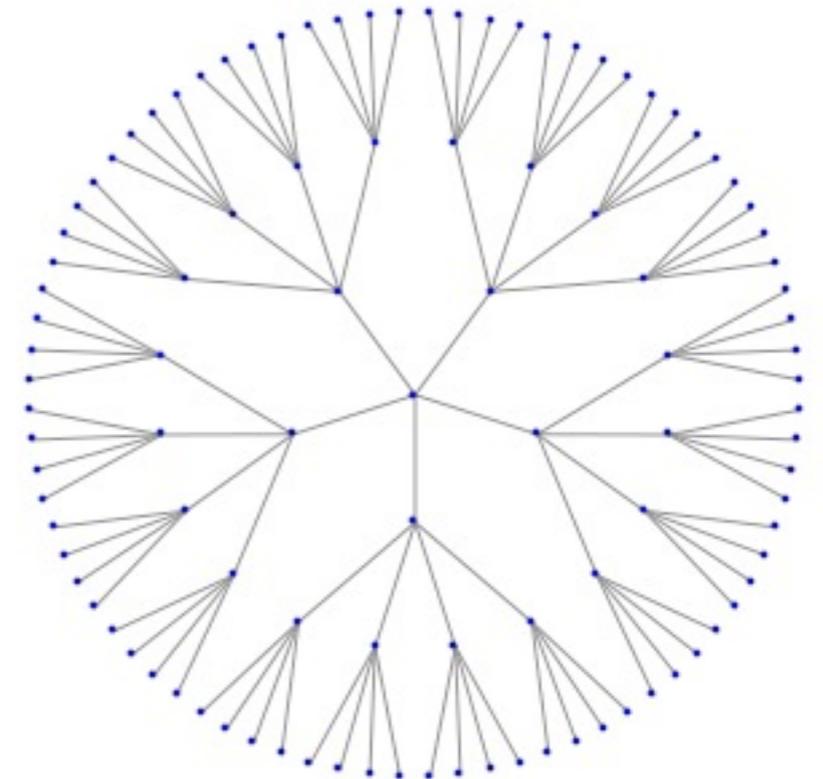


Lattices

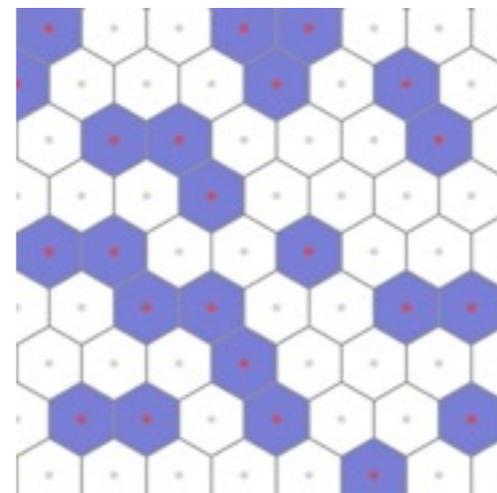
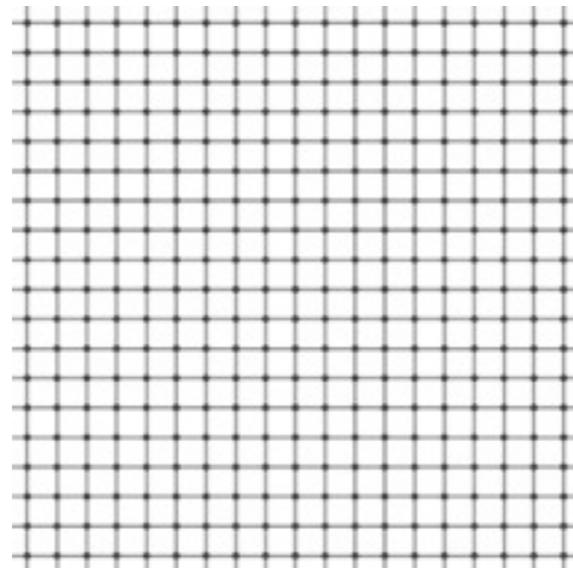


Network **zoology**

Trees Networks with **no loops**



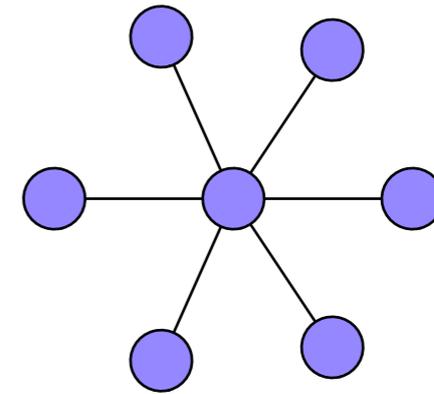
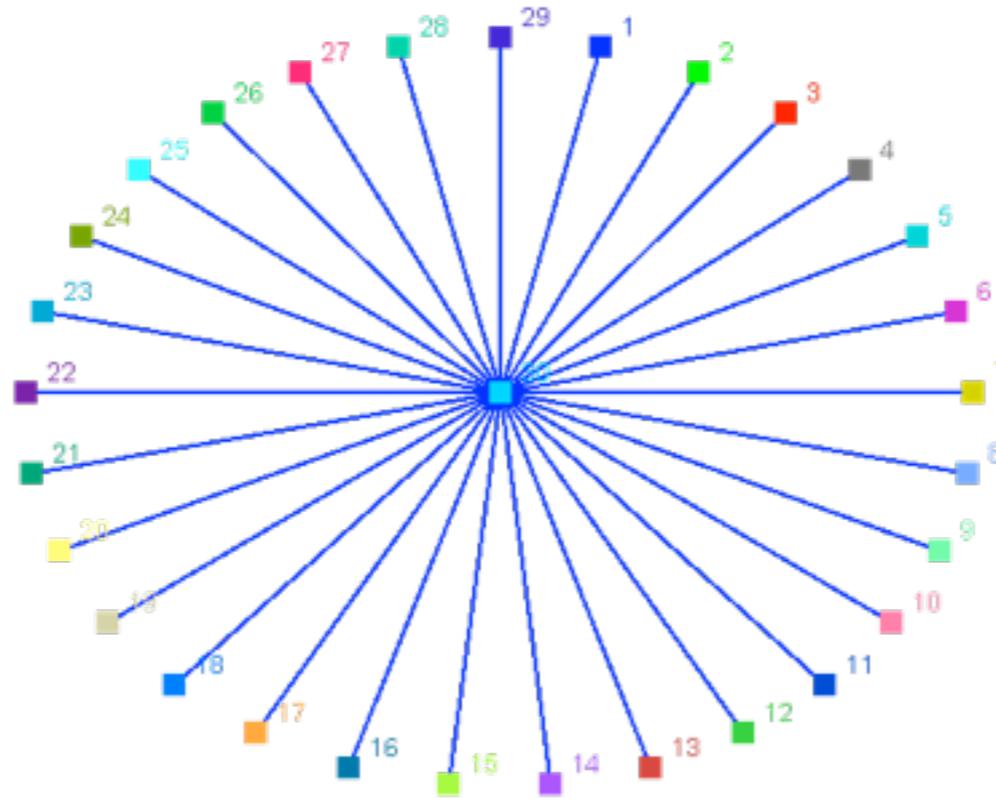
Lattices



Regular Every node has the same degree

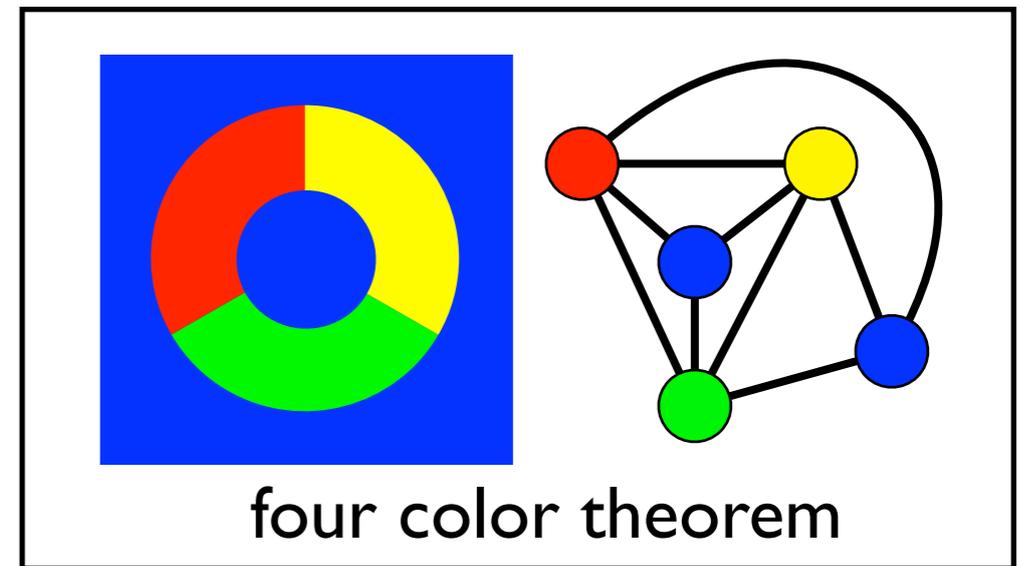
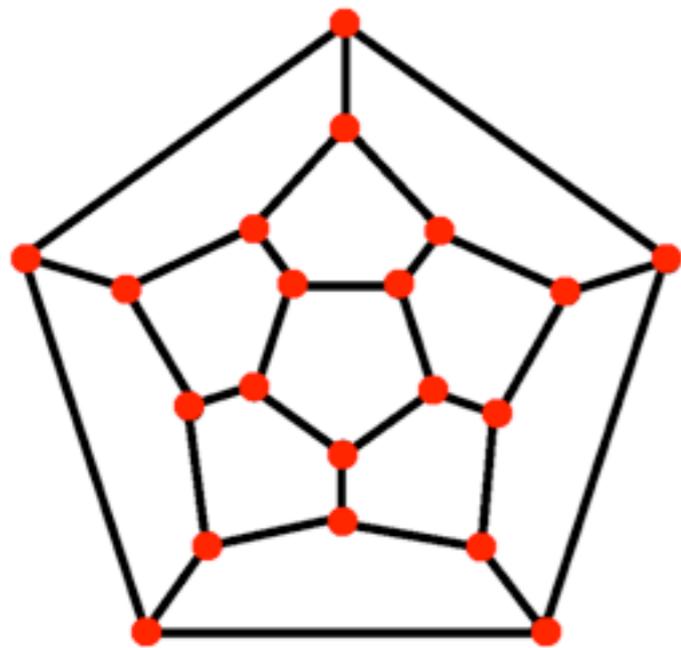
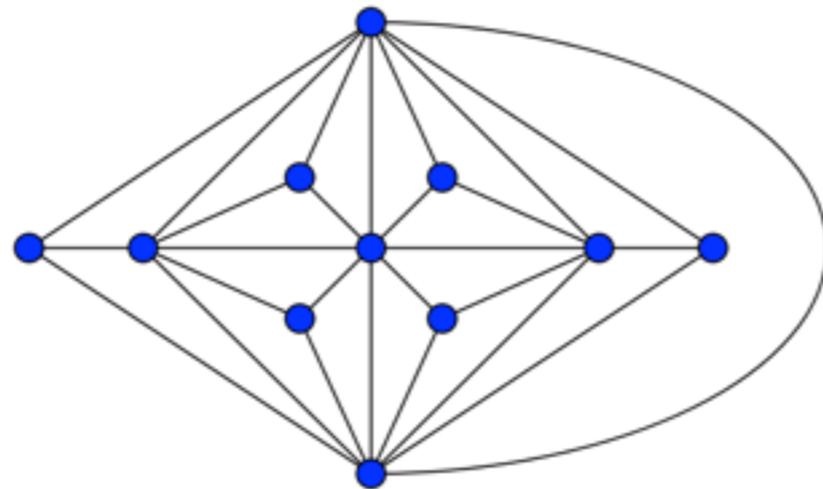
Network **zoology**

Star graph



Network **zoology**

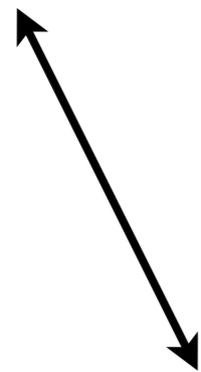
Planar graph



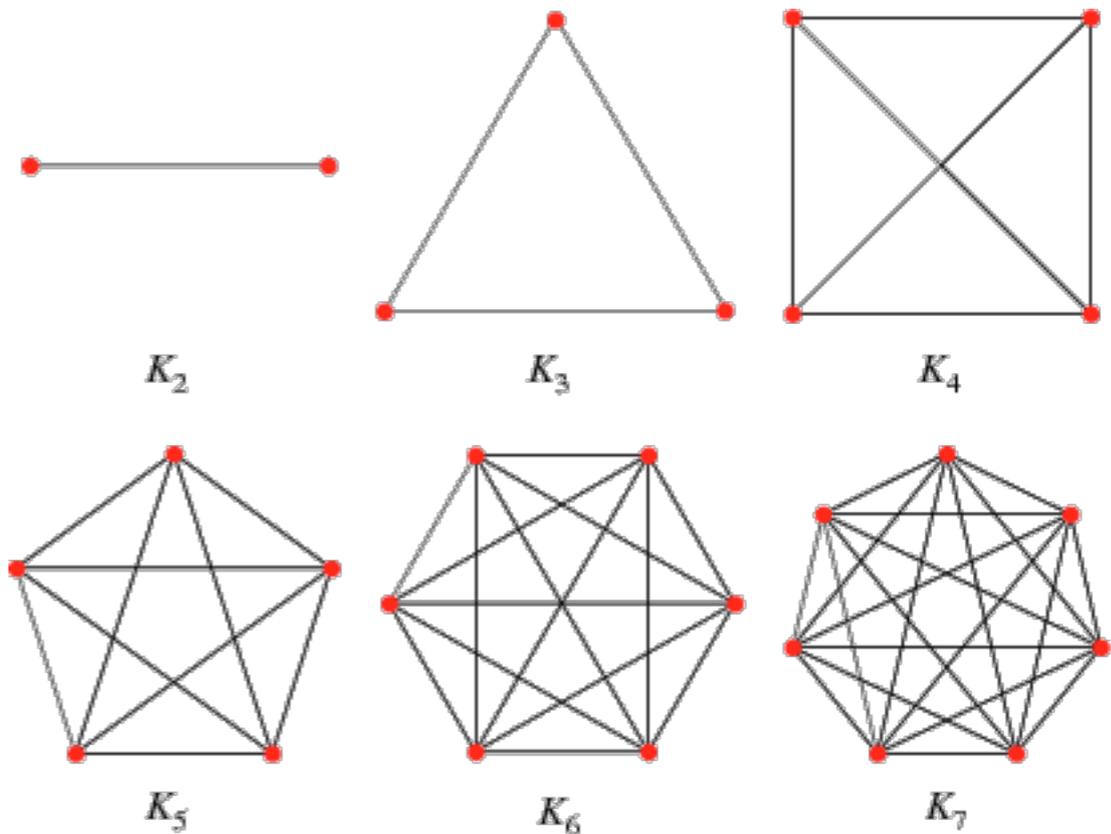
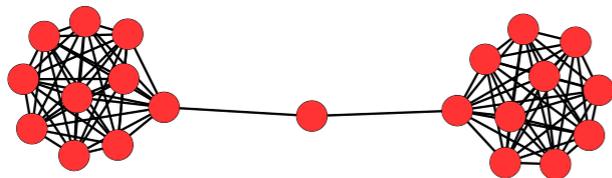
All nodes can be embedded
in a 2D plane such that **no**
links cross

Network **zoology**

Complete graph



Clique



Network **zoology**

Bipartite graph

Network **zoology**

Bipartite graph

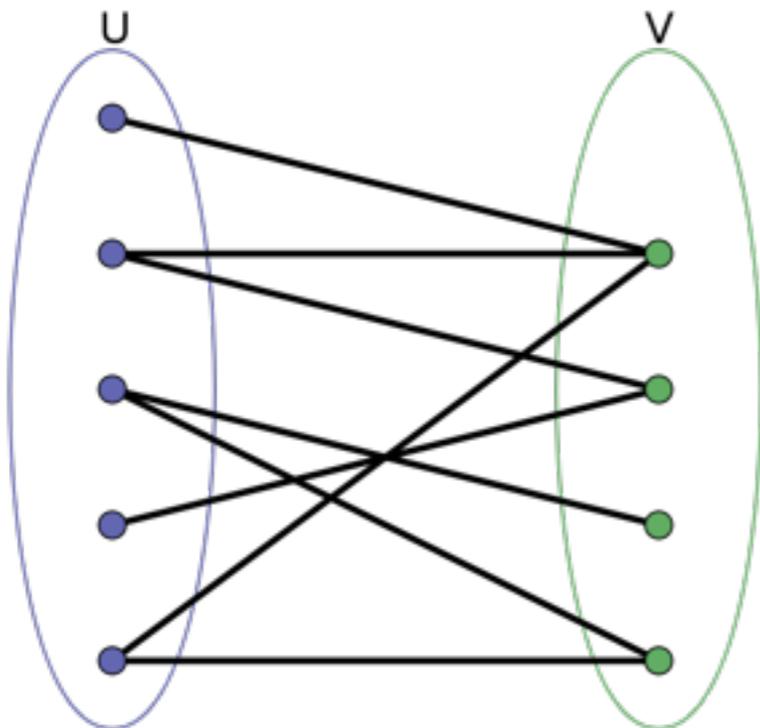
Two **types** of nodes

Network **zoology**

Bipartite graph

Two **types** of nodes

Links only between nodes of **different types**

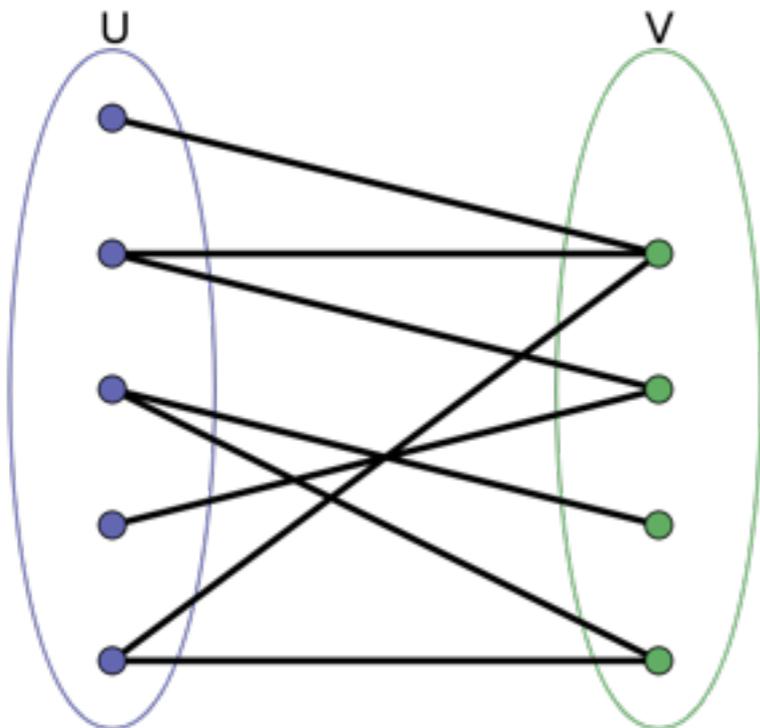


Network **zoology**

Bipartite graph

Two **types** of nodes

Links only between nodes of **different types**



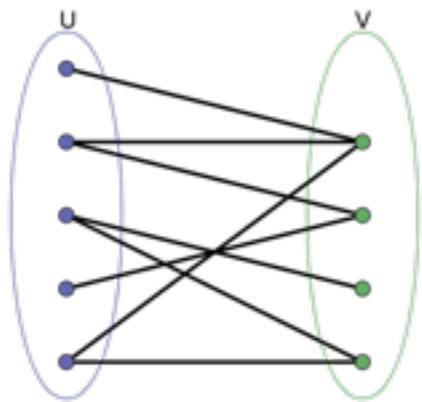
Movies \longleftrightarrow Actors

Enzymes \longleftrightarrow Metabolites

Scientists \longleftrightarrow Papers

Network **zoology**

Bipartite **projection**

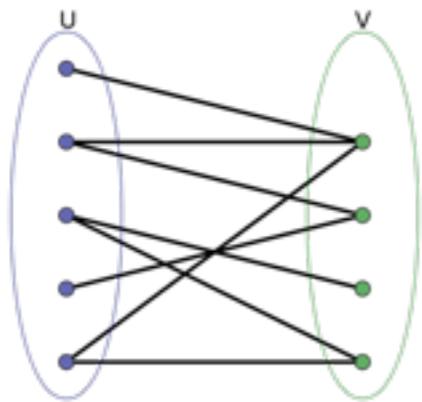


Movies \longleftrightarrow Actors

Network **zoology**

Bipartite **projection**

Link nodes in one group that have **common neighbors** in the other group

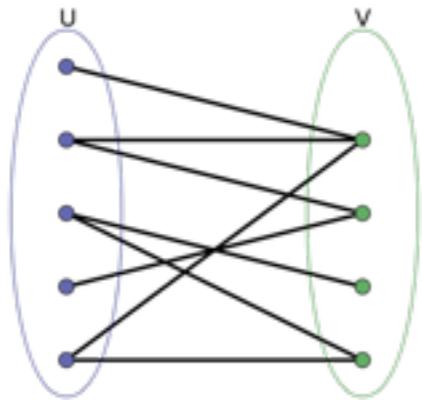


Movies \longleftrightarrow Actors

Network **zoology**

Bipartite **projection**

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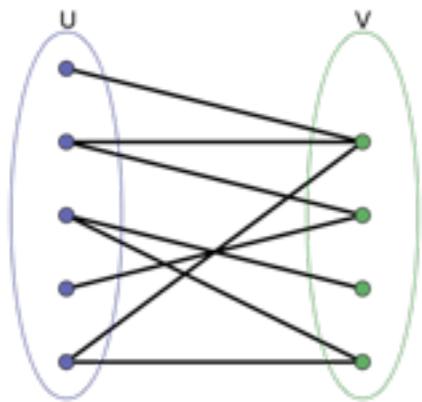
Movies \longleftrightarrow Actors

“**Movies** that star the same actor(s)”

Network **zoology**

Bipartite **projection**

Link nodes in one group that have **common neighbors** in the other group



Movies \longleftrightarrow Actors

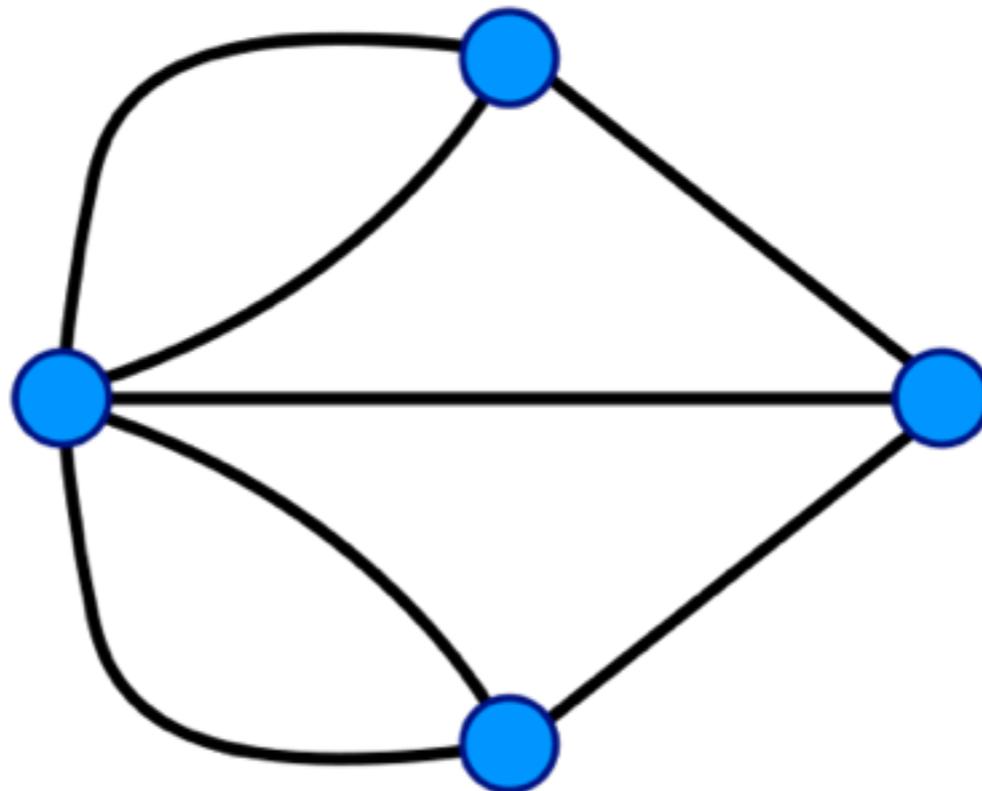
“**Movies** that star the same actor(s)”

“**Actors** that appeared in the same movie(s)”

Network **zoology**

Multigraphs

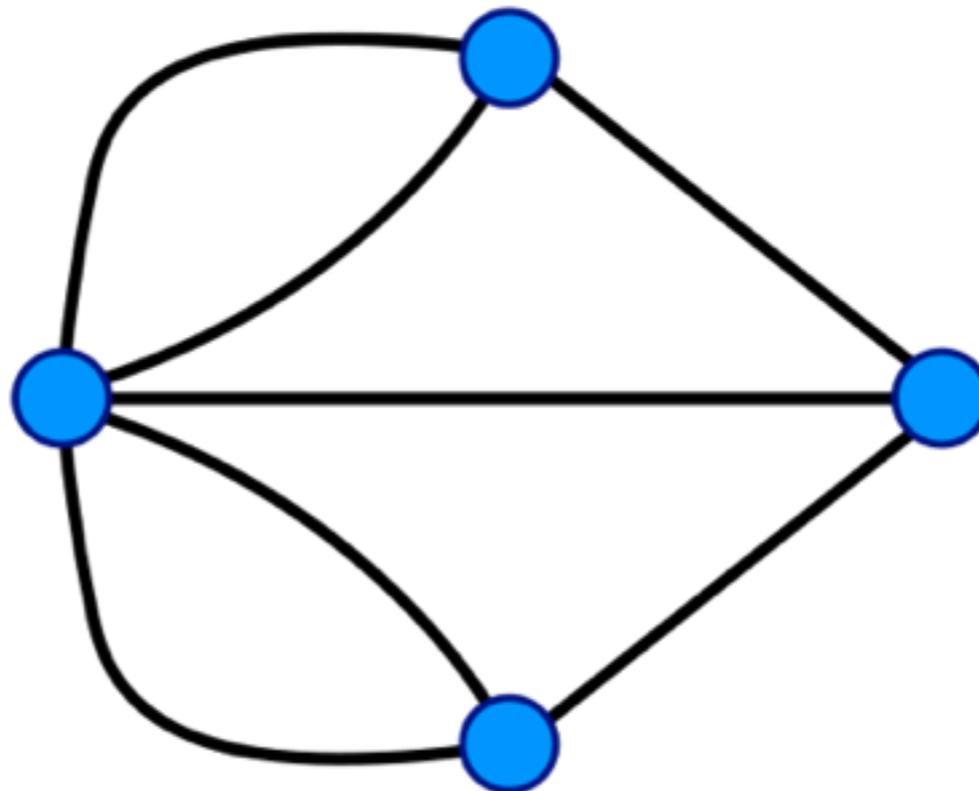
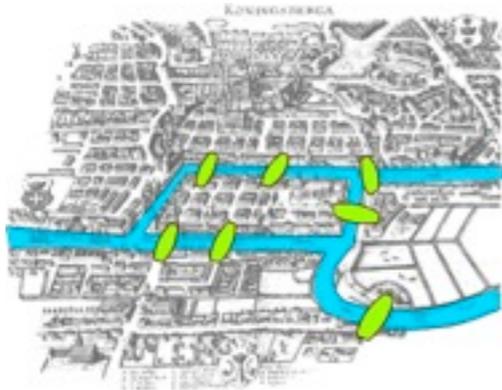
More than one link between
node pairs



Network **zoology**

Multigraphs

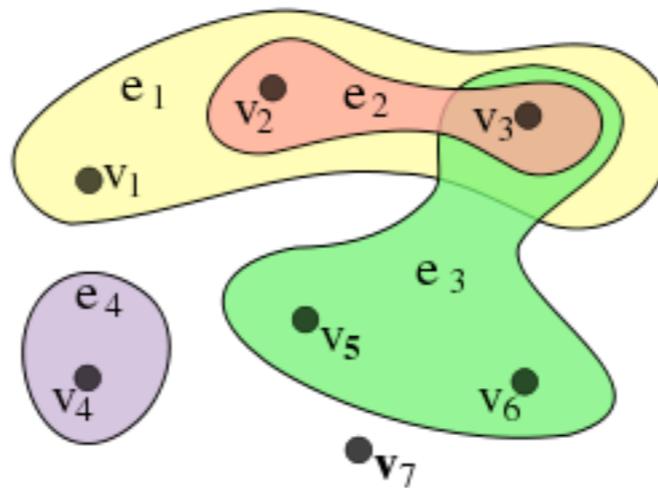
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Network **zoology**

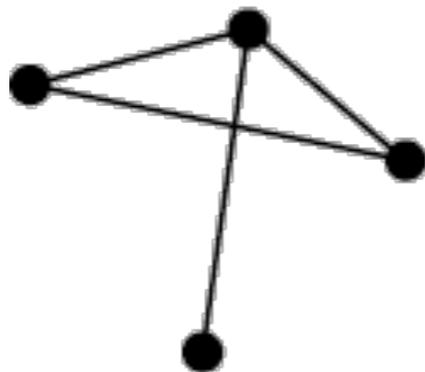
Hypergraphs

Links between **more than**
two nodes

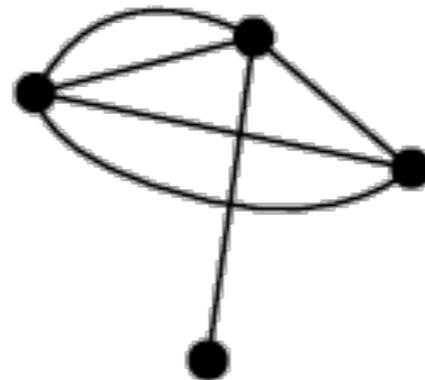


Network **zoology**

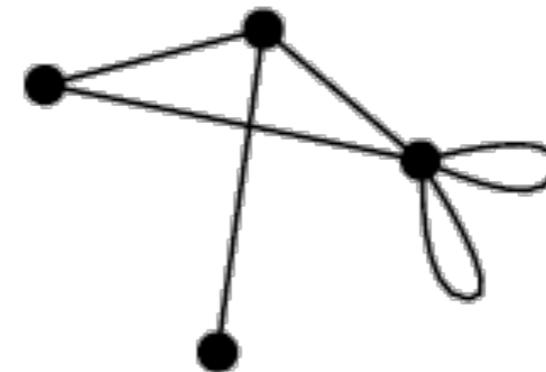
Etc.



simple graph

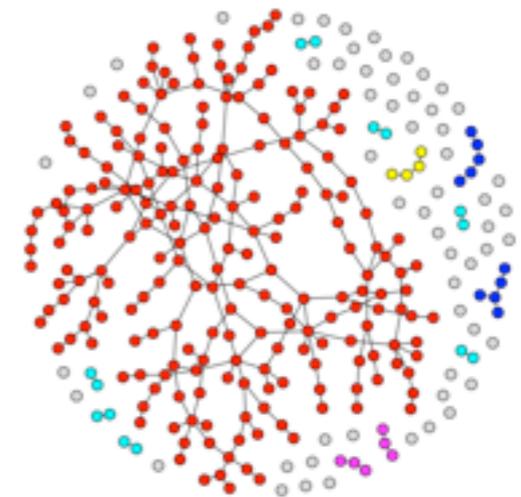


*nonsimple graph
with multiple edges*



*nonsimple graph
with loops*

Random network models



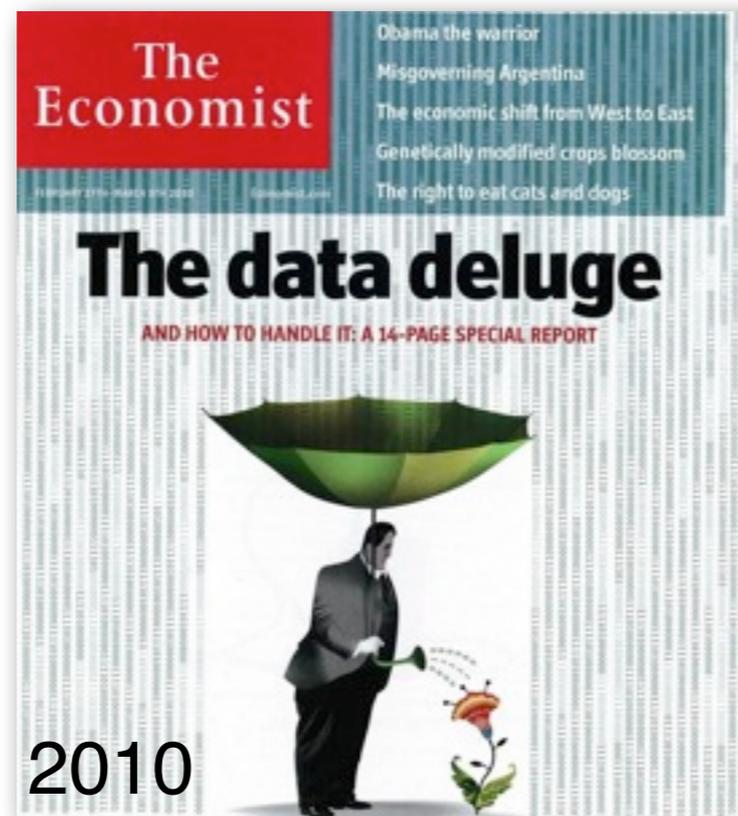
Modeling networks

Modeling networks

So much data
nowadays



Google



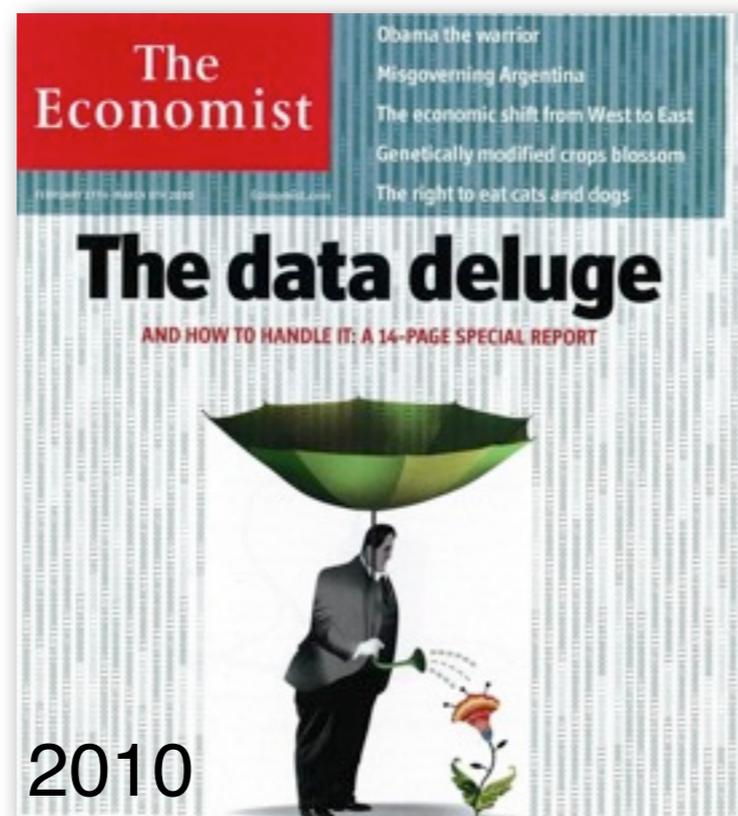
Modeling networks

So much data
nowadays

Why turn to **models**?



Google



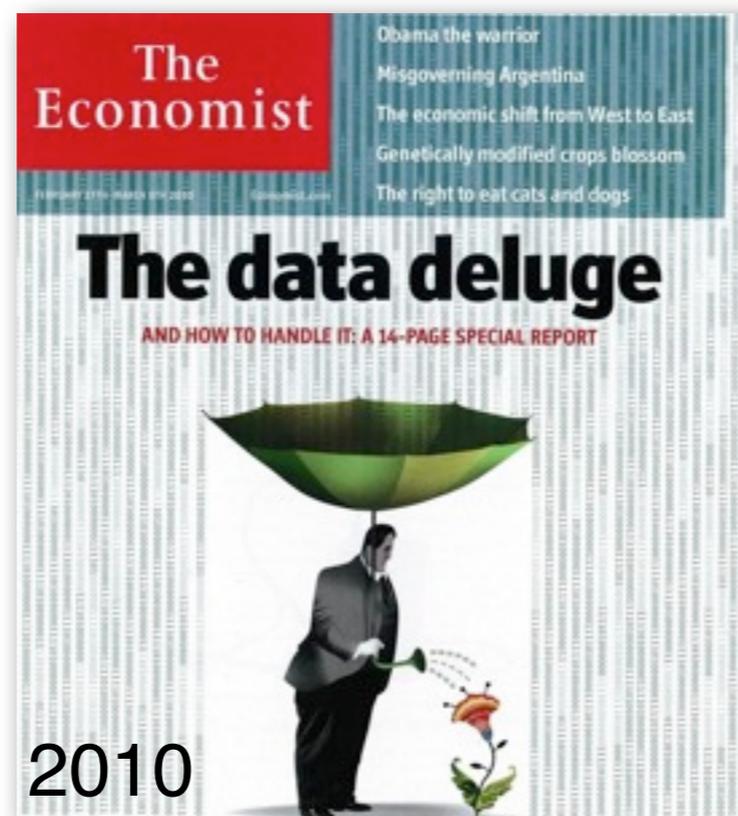
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Why turn to **models**?



Google



A1. Wasn't **always**
this much data

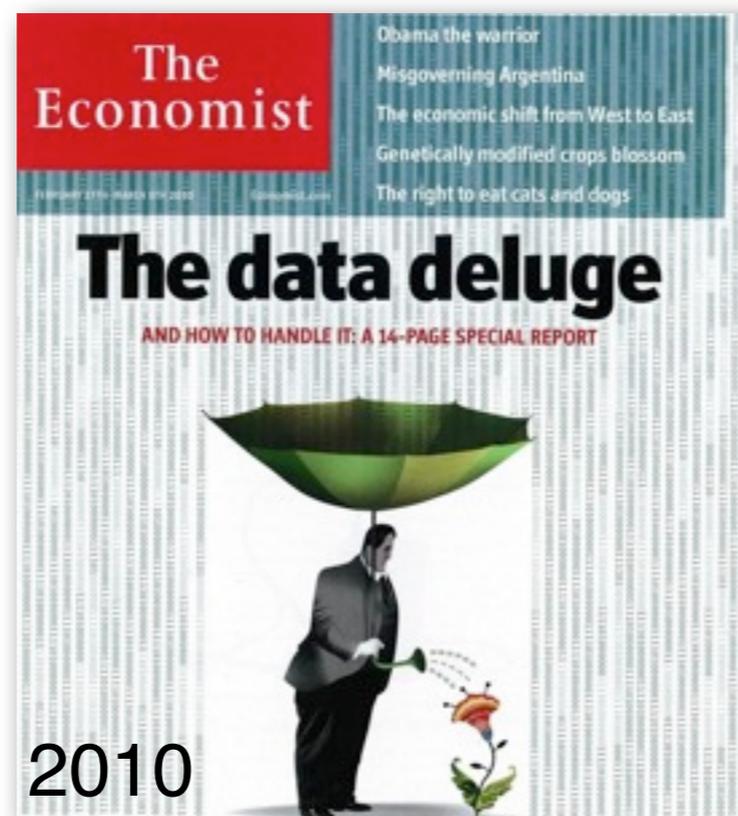
Modeling networks

So much data
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Why turn to **models**?



Google



A1. Wasn't **always**
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A2.

Modeling networks

Why turn to **models**?

A2.

Modeling networks

Why turn to **models**?

A2. To try to understand
underlying **principles**
or organizing **laws**

Modeling networks

Why turn to **models**?

A2. To try to understand
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Build **simplified** networks
preserving/destroying certain
features or properties

Modeling networks

Why turn to **models**?

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Build **simplified** networks
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What's similar/
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reduced networks
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Modeling networks

Why turn to **models**?

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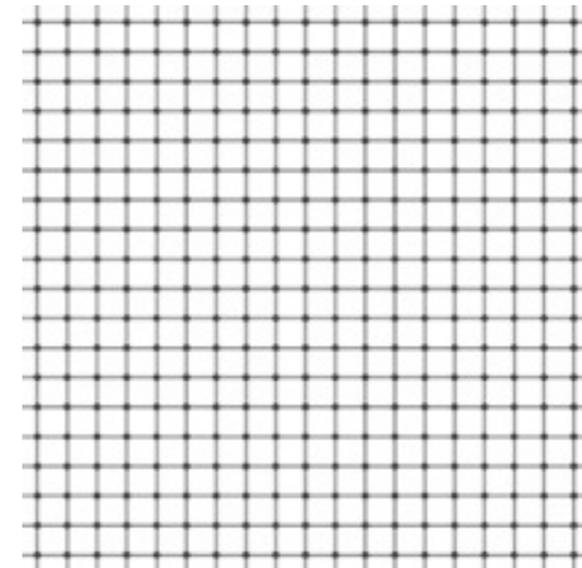
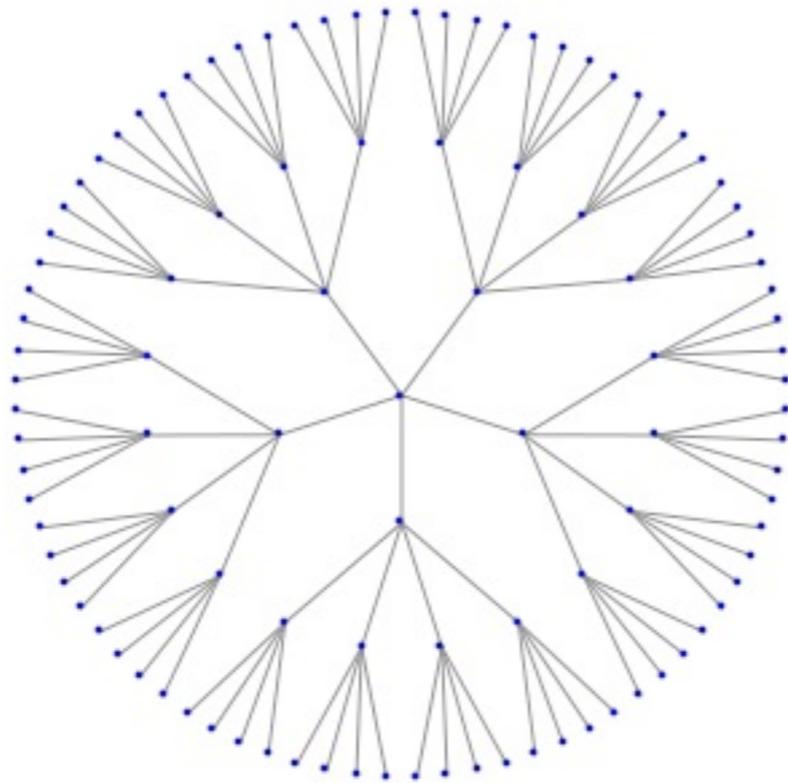
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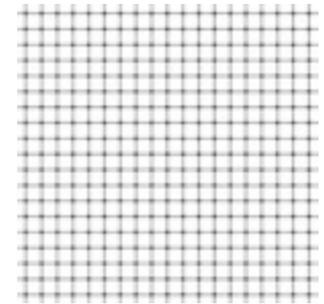
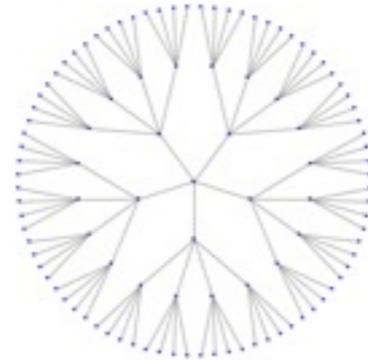
Trees and lattices

Simple models



Trees and lattices

Simple models



Completely regular or **ordered**

Randomness

replace **overwhelming details** with simple
probabilistic rules (coin flips)

Random graphs

1736 Graph theory



Euler

Random graphs

1736 Graph theory



Euler

1959 Random graph theory



Erdős



Rényi



Gilbert

Erdős-Rényi Graph

1. Start with an **empty graph** of N nodes

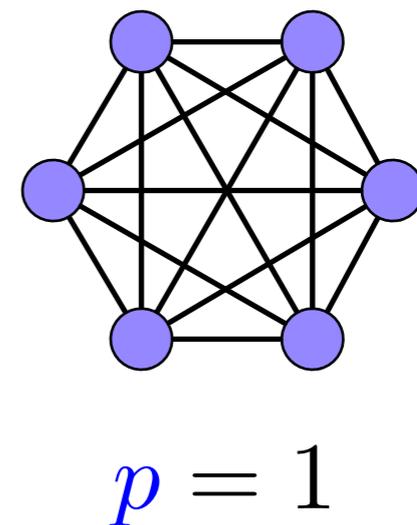
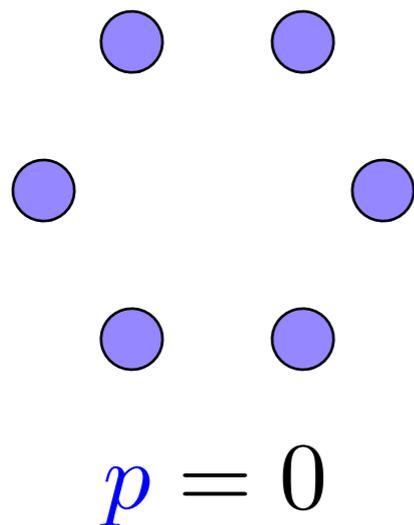
Erdős-Rényi Graph

1. Start with an **empty graph** of N nodes
2. Look at **every pair** of nodes:
With probability p connect that pair with a link

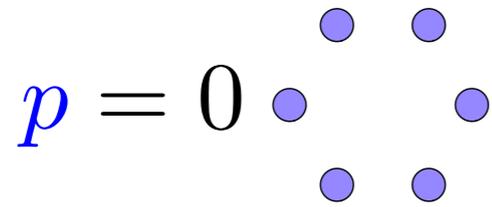


Erdős-Rényi Graph

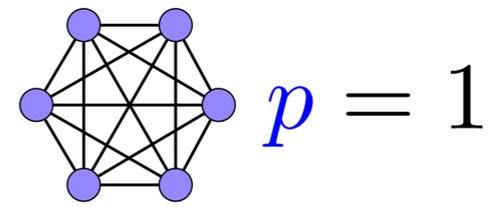
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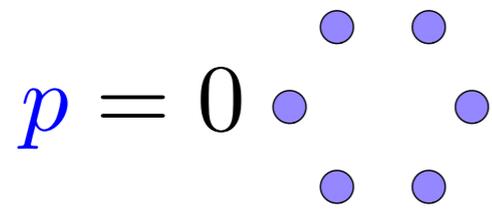
Erdős-Rényi Graph



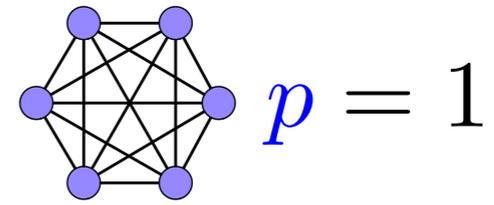
?



Erdős-Rényi Graph

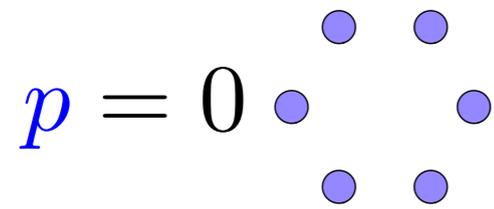


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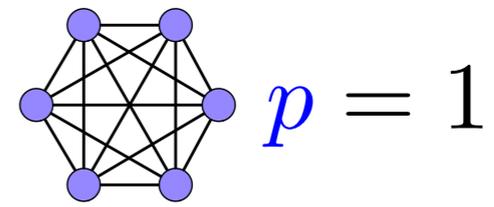


If $Np < 1$

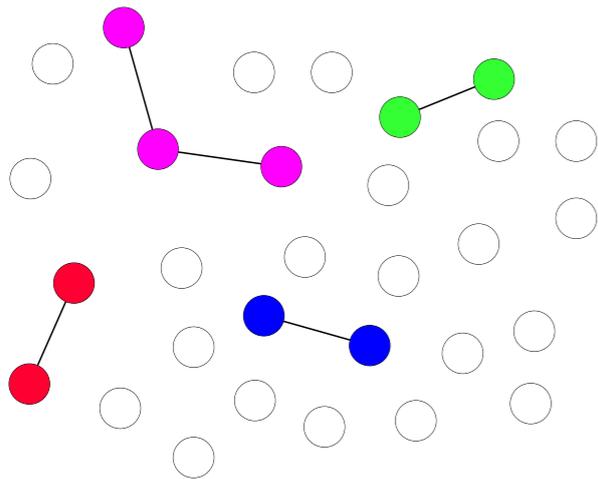
Erdős-Rényi Graph



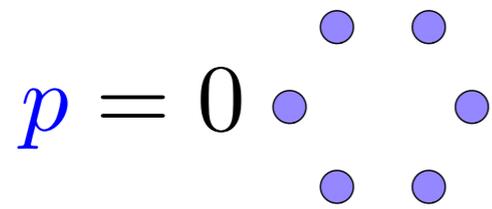
?



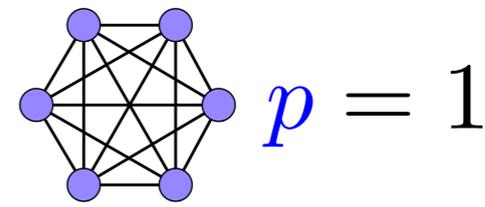
If $Np < 1$



Erdős-Rényi Graph

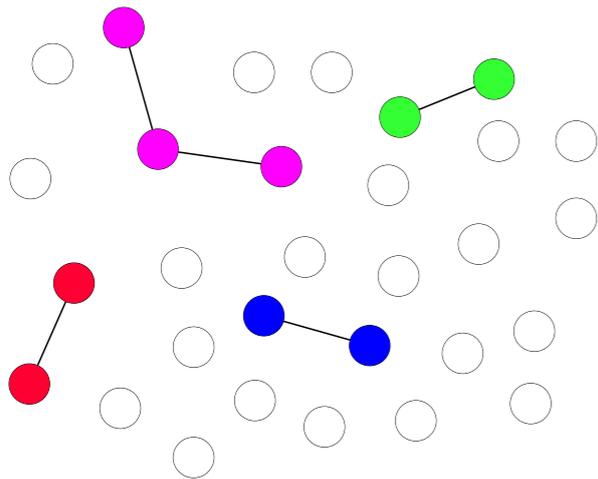


?

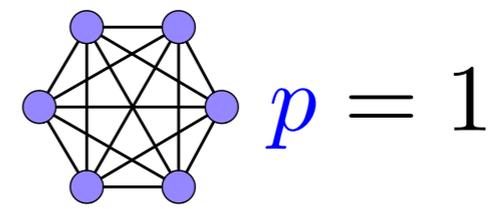
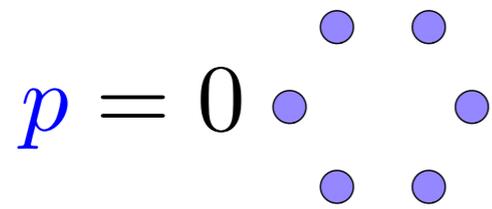


If $Np < 1$

If $Np = 1$



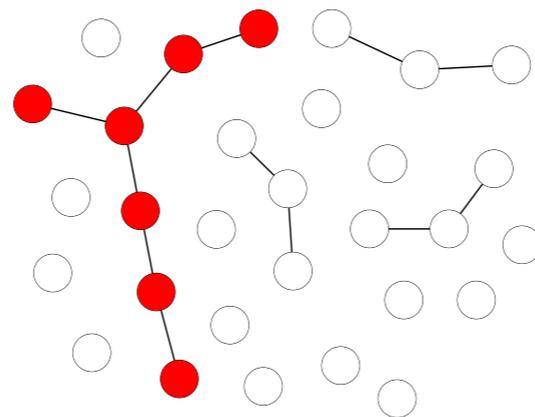
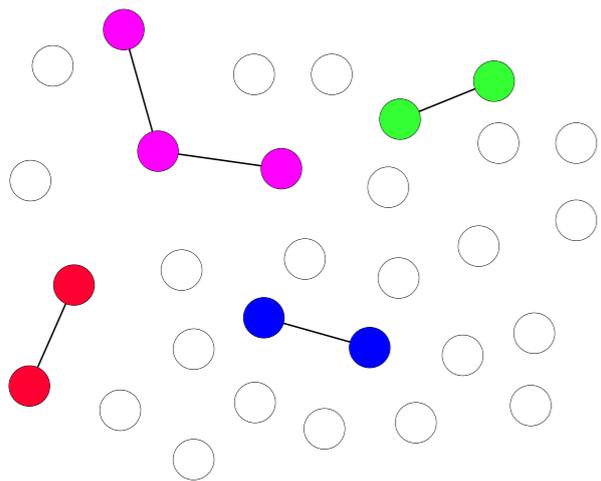
Erdős-Rényi Graph



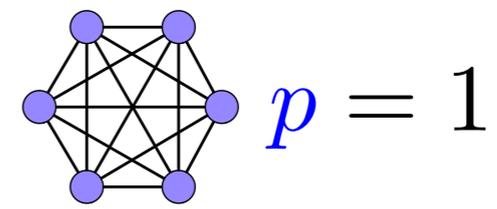
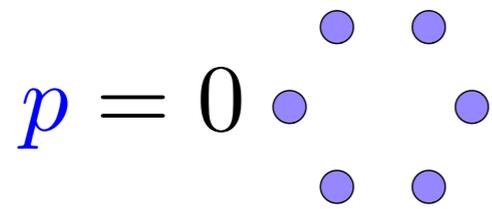
?

If $Np < 1$

If $Np = 1$



Erdős-Rényi Graph

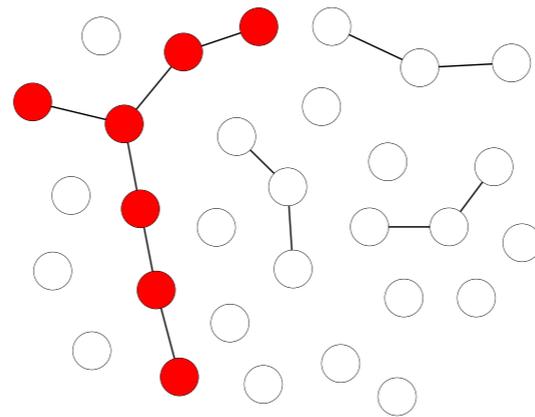
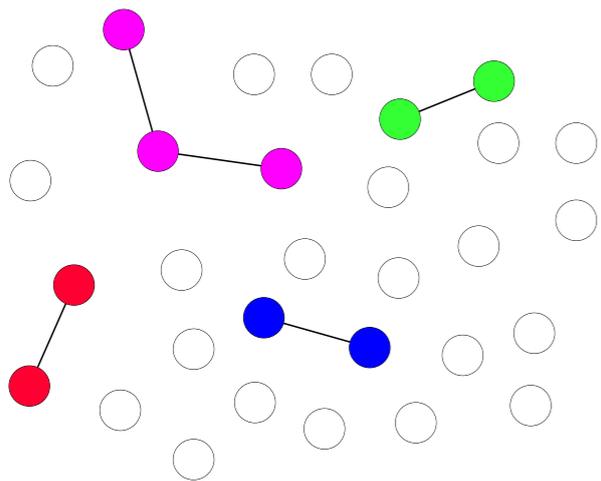


?

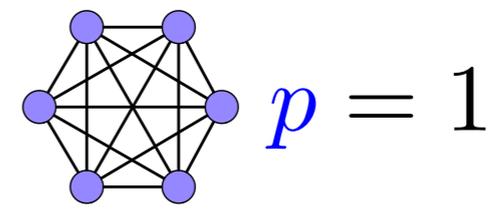
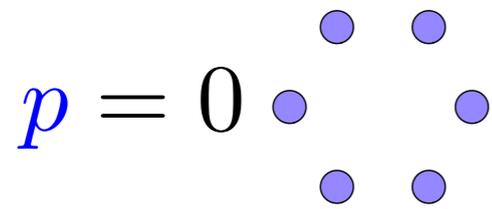
If $Np < 1$

If $Np = 1$

If $Np > 1$



Erdős-Rényi Graph

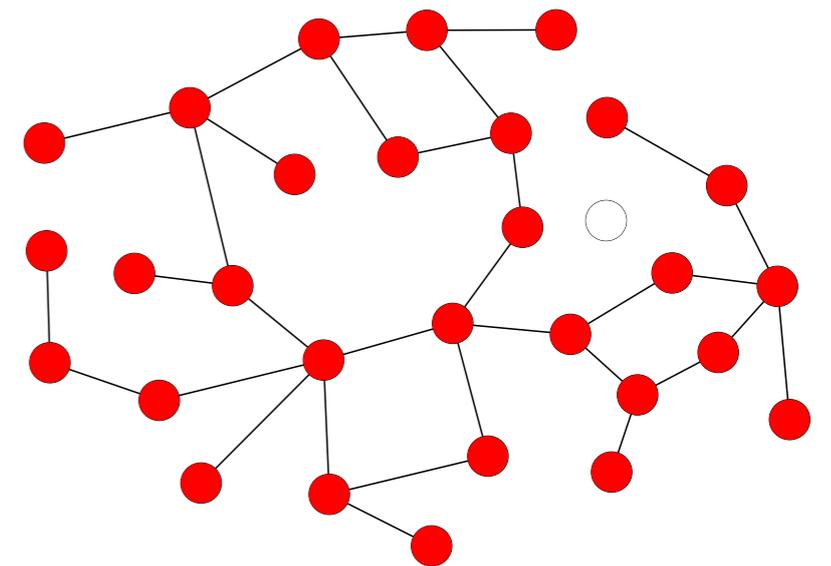
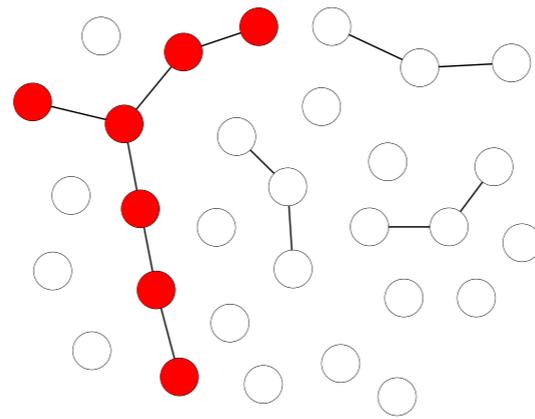
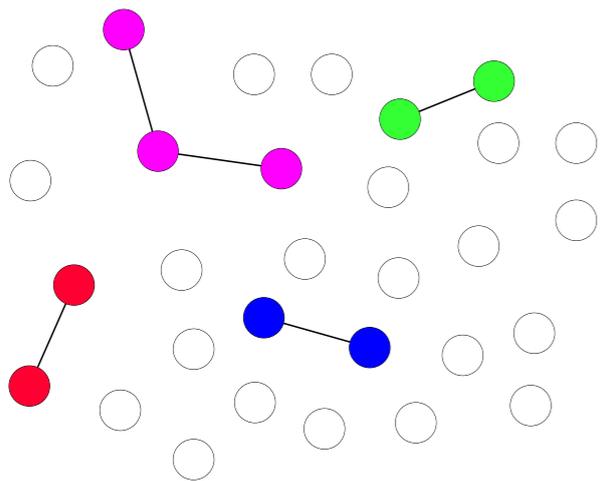


?

If $Np < 1$

If $Np = 1$

If $Np > 1$



Erdős-Rényi Graph

Degree distribution

Erdős-Rényi Graph

Degree distribution

Np looks important

Erdős-Rényi Graph

Degree distribution

Np looks important \longrightarrow What is it?

Erdős-Rényi Graph

Degree distribution

Np looks important



What is it?



average degree

Erdős-Rényi Graph

Degree distribution

Np looks important



What is it?



$$\langle k \rangle = (N-1)p$$

well.....



average degree

Erdős-Rényi Graph

Degree distribution

Np looks important



What is it?



well.....



average degree

$$\langle k \rangle = (N-1)p$$

$$P(k) = \binom{N-1}{k} p^k (1-p)^{N-1-k}$$

Erdős-Rényi Graph

Degree distribution

Np looks important



What is it?



well.....

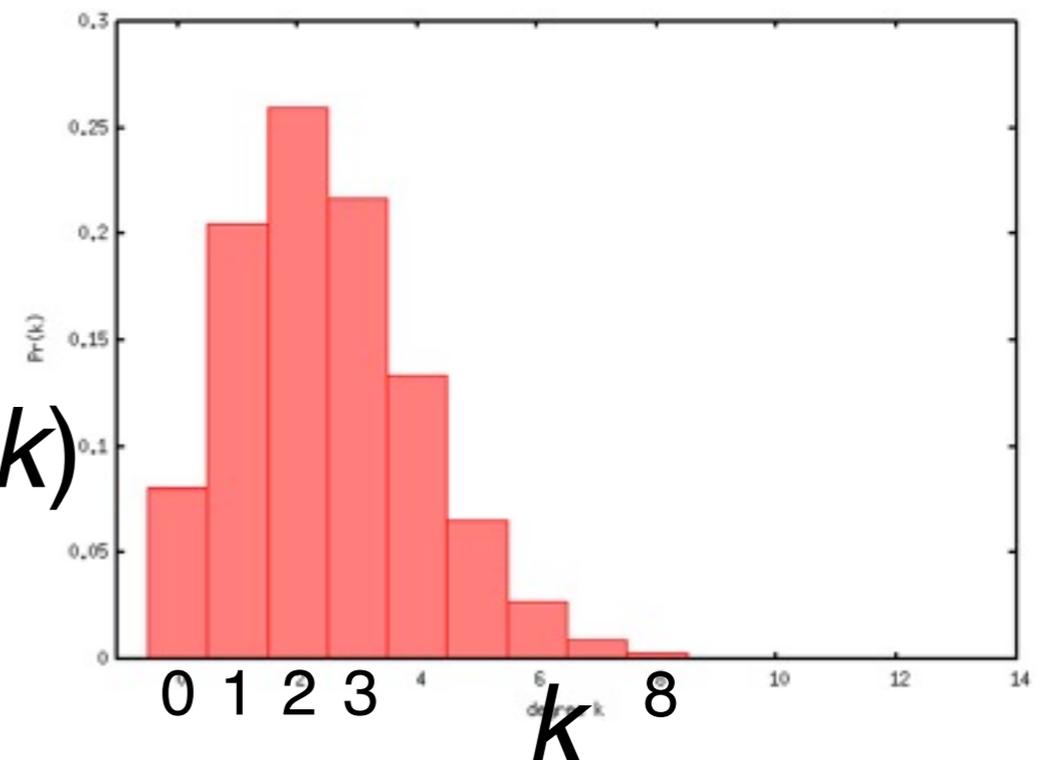
average degree



$$\langle k \rangle = (N-1)p$$

$$P(k) = \binom{N-1}{k} p^k (1-p)^{N-1-k}$$

$P(k)$



Erdős-Rényi Graph

Degree distribution

Np looks important \longrightarrow

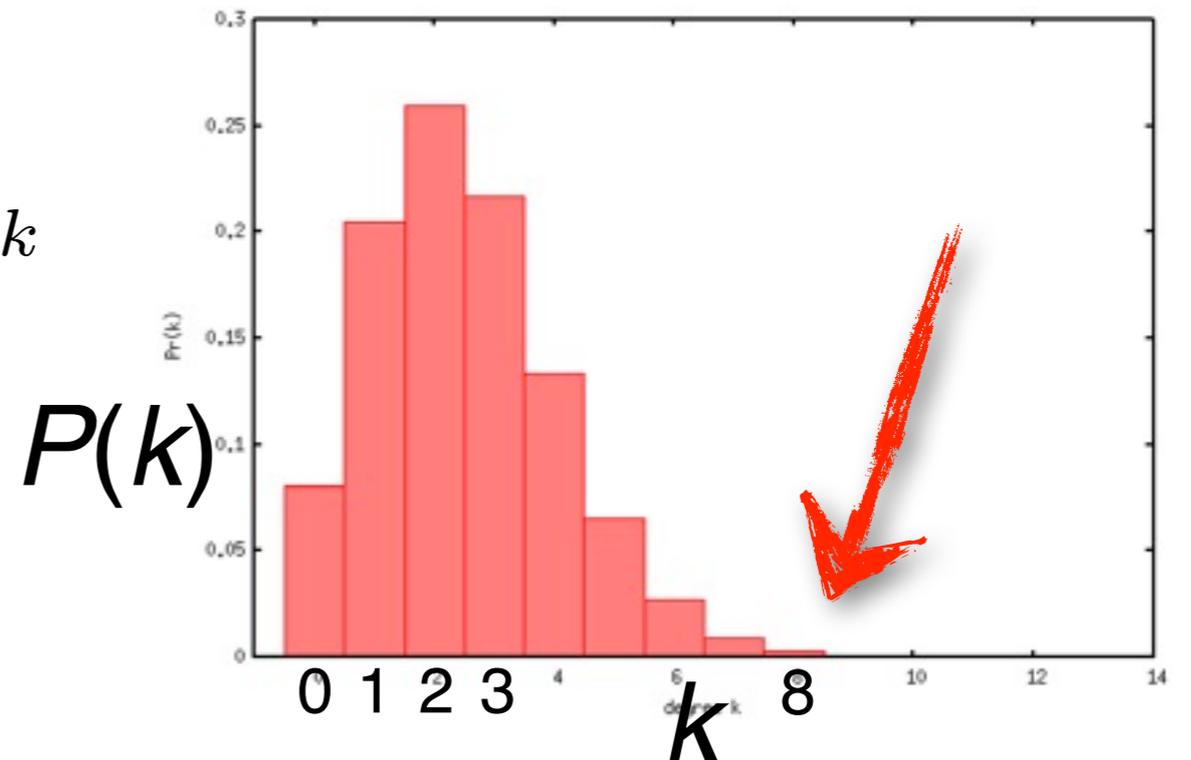
What is it?

well.....

\downarrow
average degree

$$\langle k \rangle = (N-1)p$$

$$P(k) = \binom{N-1}{k} p^k (1-p)^{N-1-k}$$



Watts-Strogatz

Entering the **modern era**, 1998

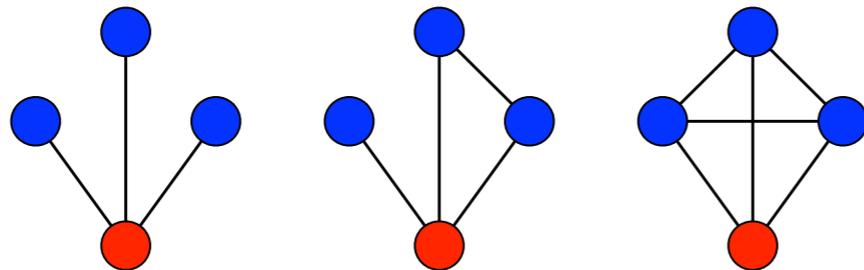


Collective dynamics of 'small-world' networks

Duncan J. Watts* & Steven H. Strogatz

*Department of Theoretical and Applied Mechanics, Kimball Hall,
Cornell University, Ithaca, New York 14853, USA*

Recall:



Introduced
clustering coefficient

Watts-Strogatz Model

Besides triangles, they were interested in **distances**

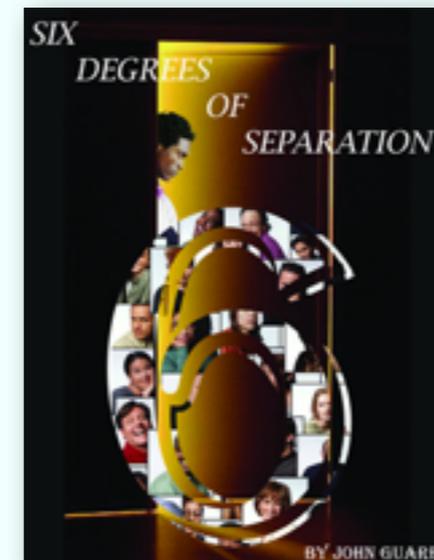
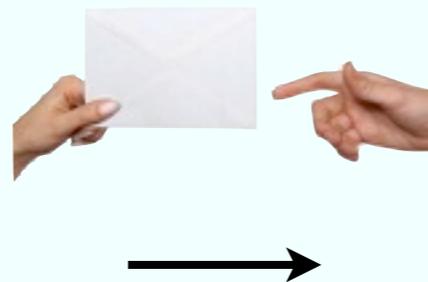


Watts-Strogatz Model

Besides triangles, they were interested in **distances**



1960s **Milgram** asked “How far apart are we?”

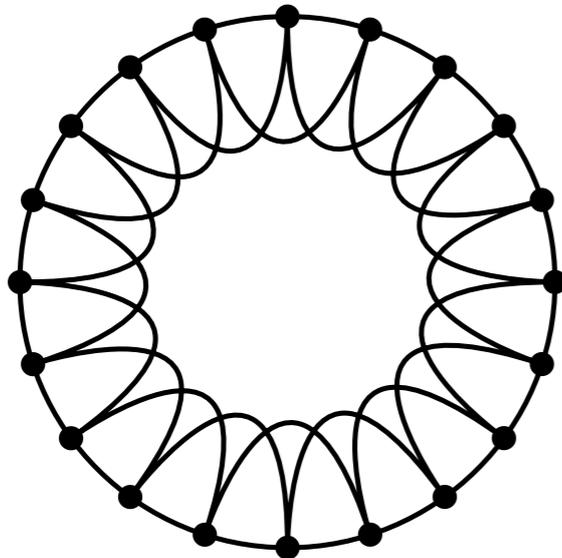


Watts-Strogatz Model

Besides triangles, they were interested in **distances**



Regular

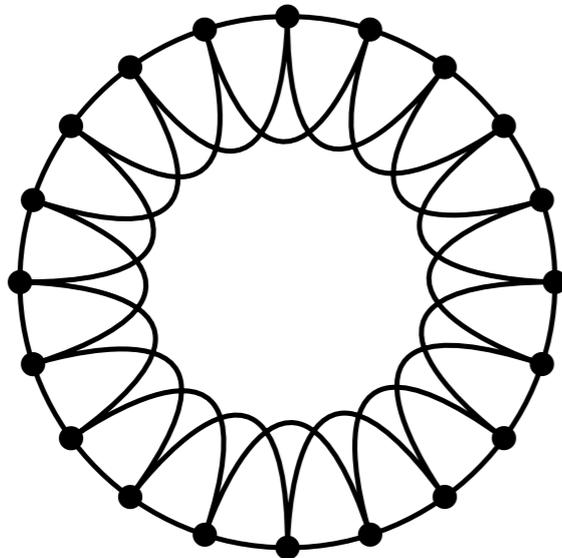


Watts-Strogatz Model

Besides triangles, they were interested in **distances**



Regular



$p = 0$



$p = 1$

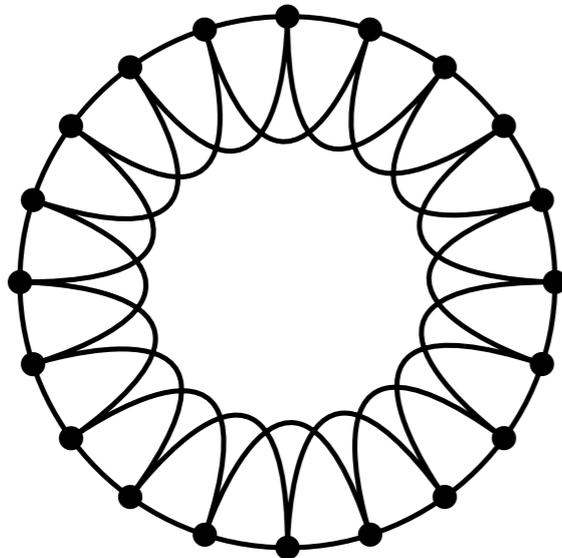
Increasing randomness

Watts-Strogatz Model

Besides triangles, they were interested in **distances**

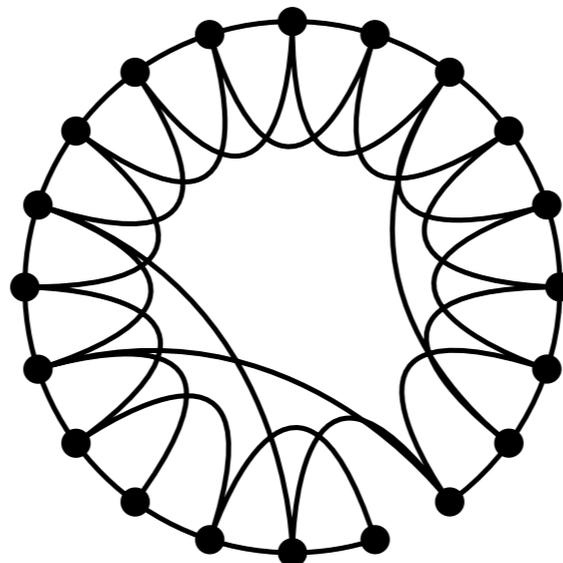


Regular

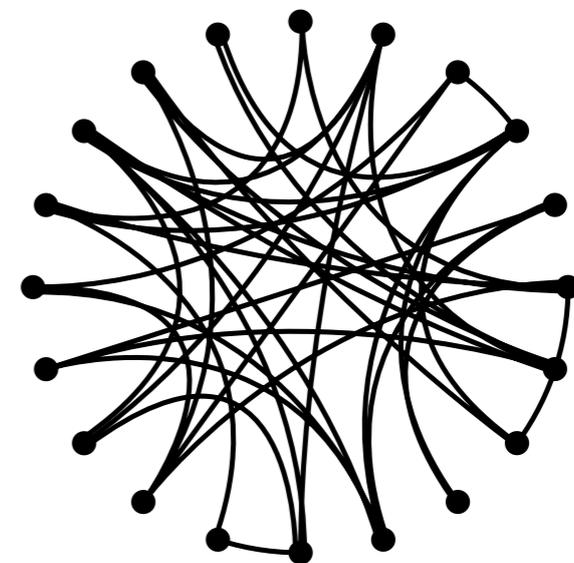


$p = 0$

Small-world



Random

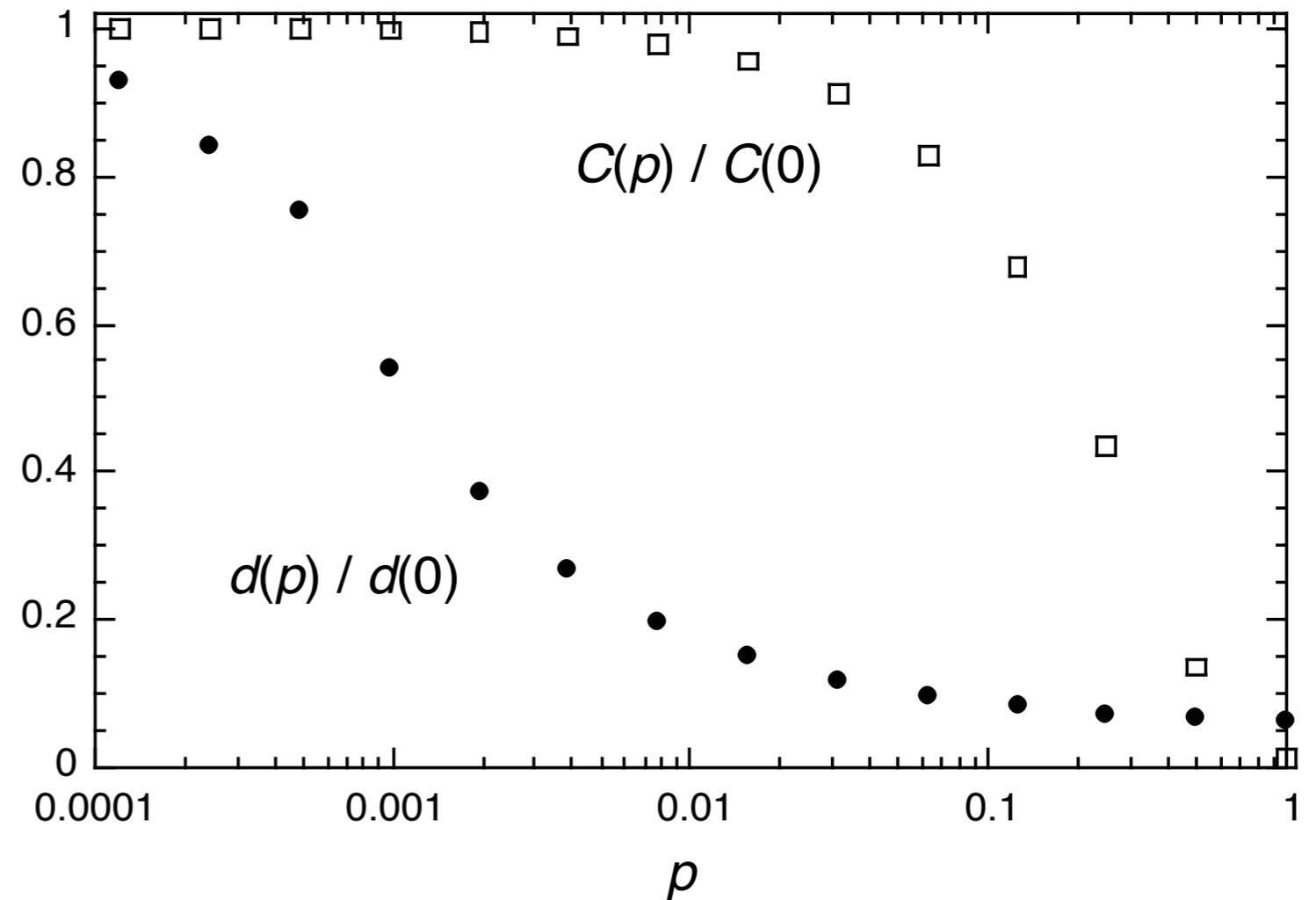
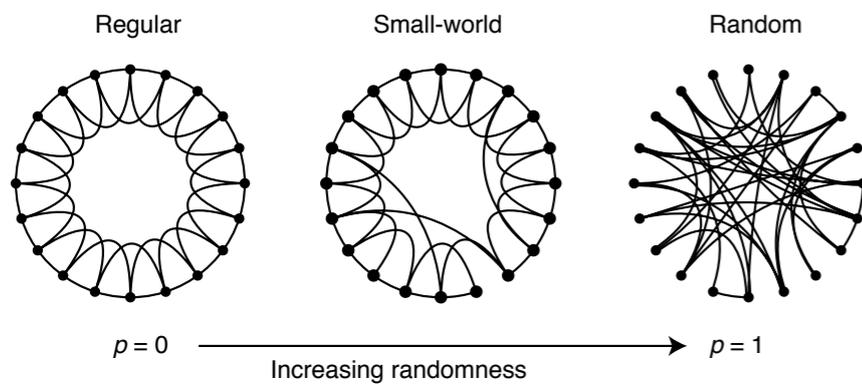


$p = 1$

Increasing randomness

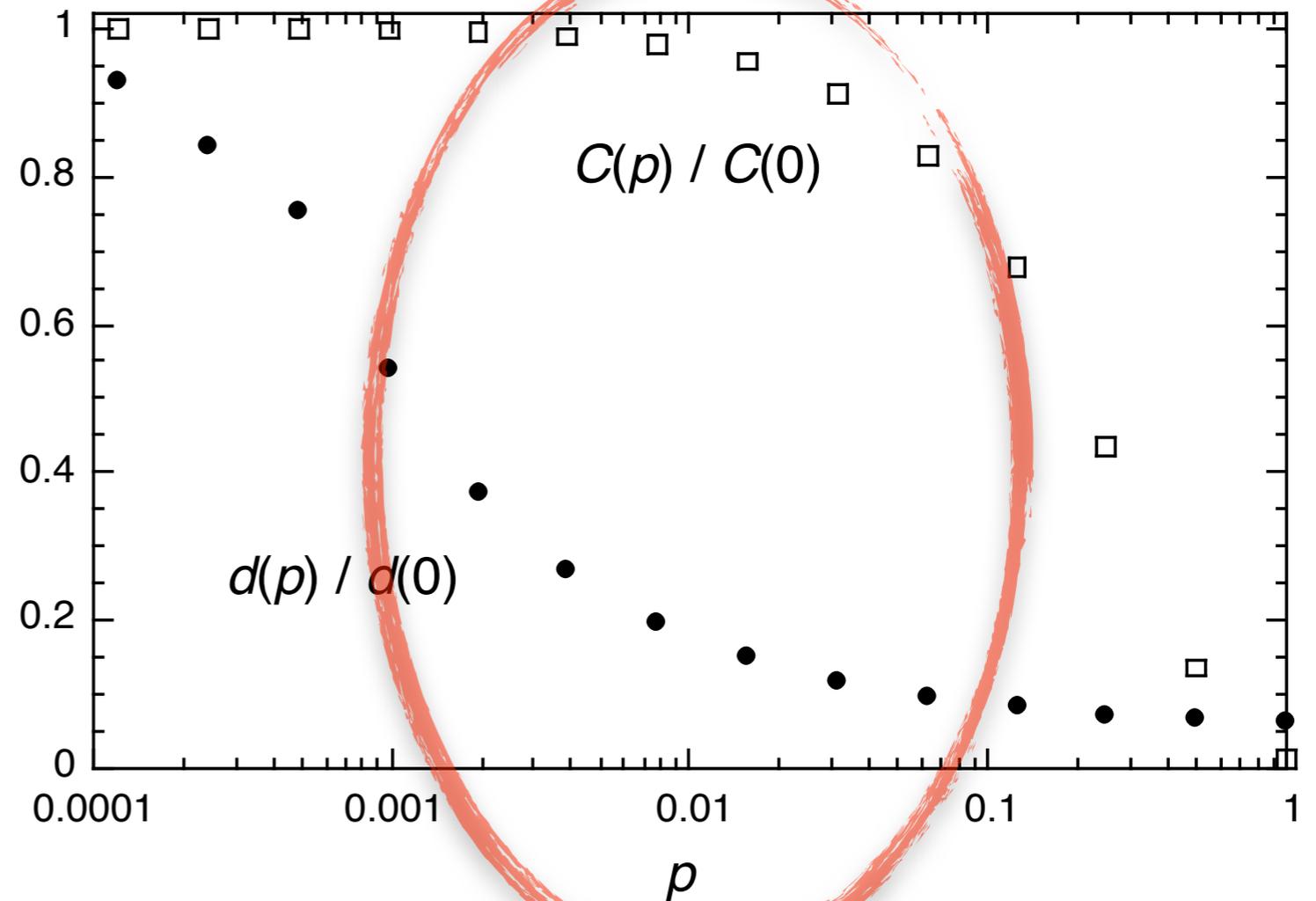
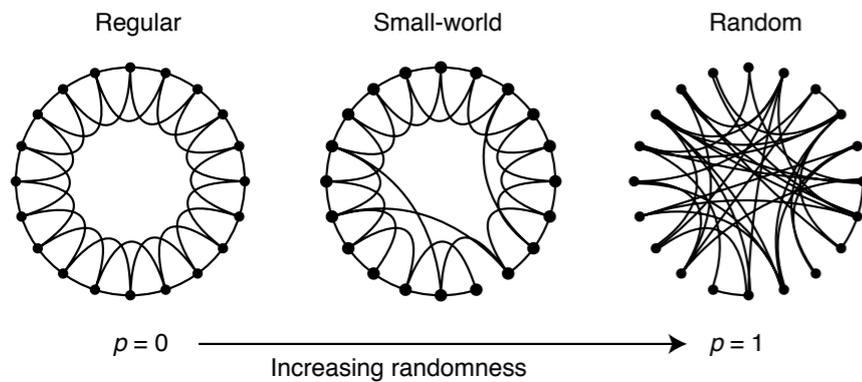
Watts-Strogatz Model

Besides triangles, they were interested in **distances**



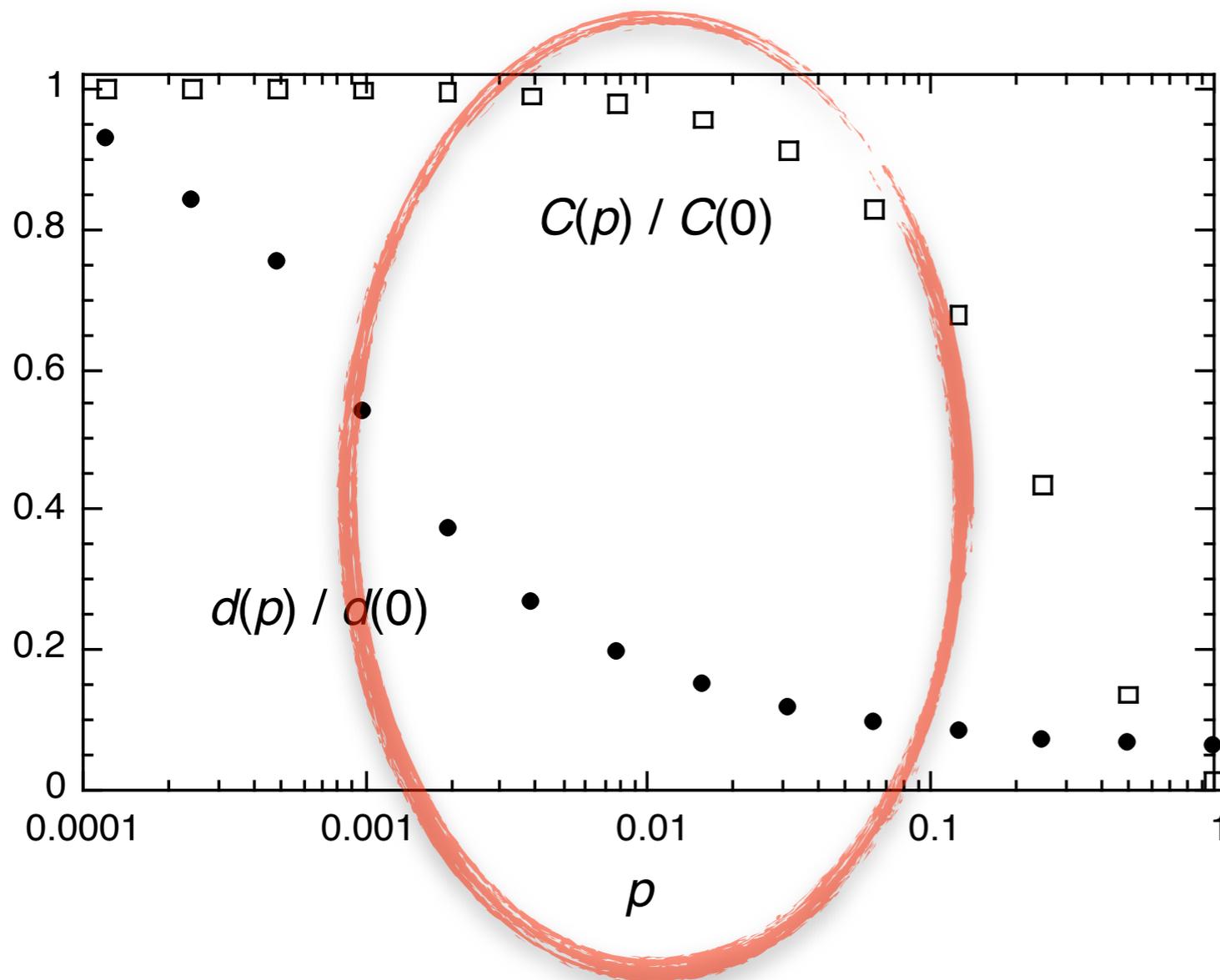
Watts-Strogatz Model

Besides triangles, they were interested in **distances**



Watts-Strogatz Model

Besides triangles, they were interested in **distances**



Small-world:

Diameter much smaller than number of nodes N

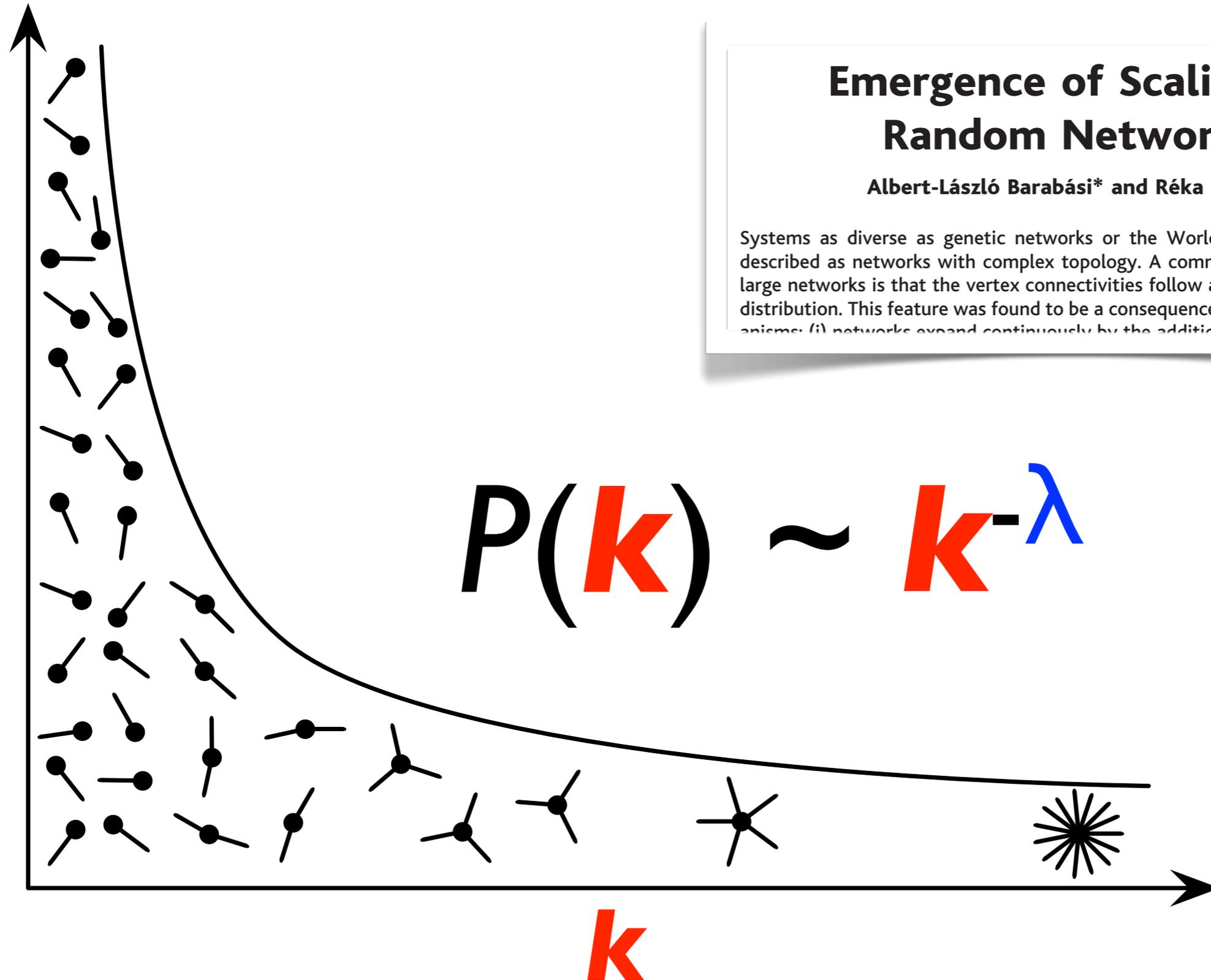
$$D \sim \log(N)$$

Scale-free networks

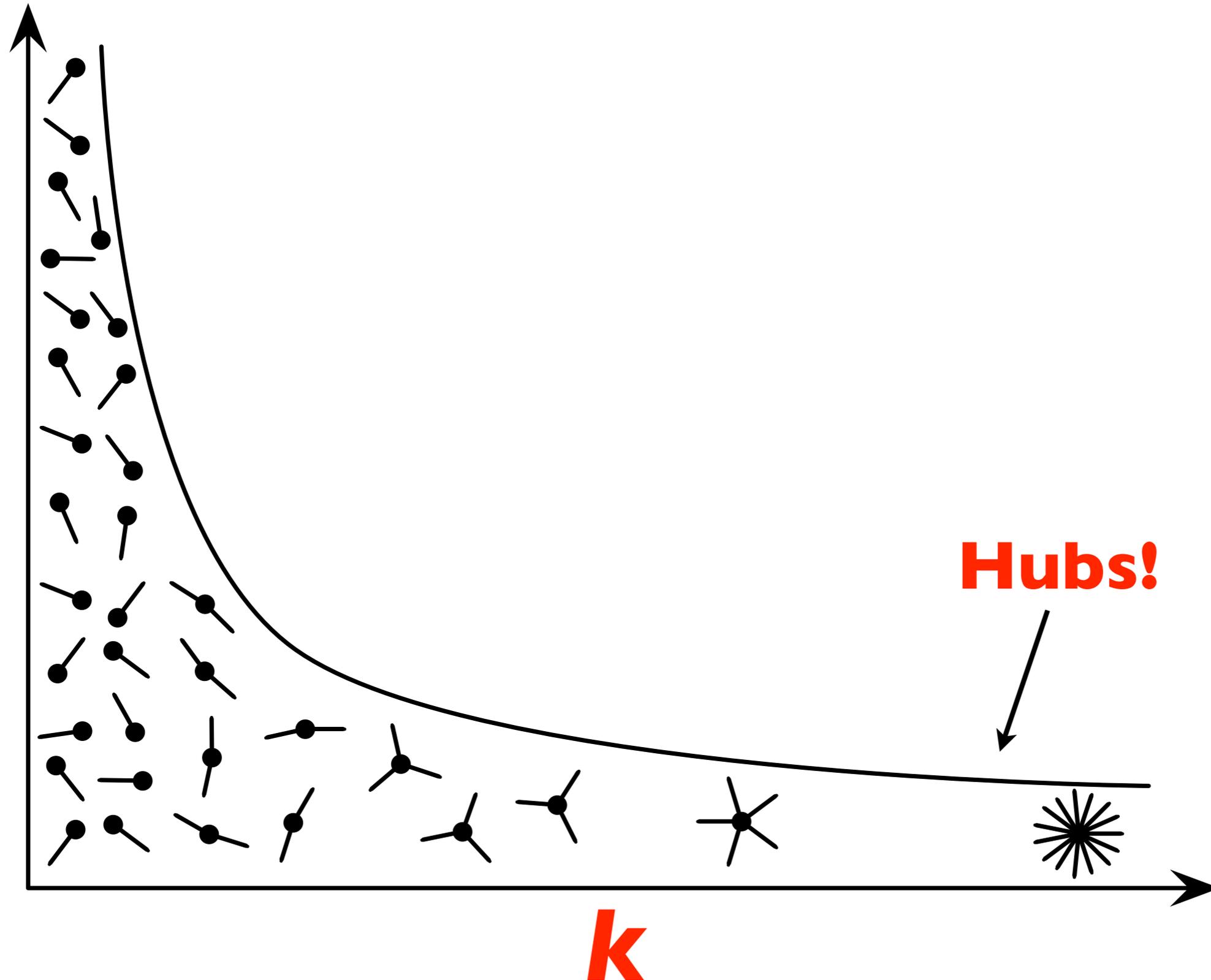
Emergence of Scaling in Random Networks

Albert-László Barabási* and Réka Albert

Systems as diverse as genetic networks or the World Wide Web are best described as networks with complex topology. A common property of many large networks is that the vertex connectivities follow a scale-free power-law distribution. This feature was found to be a consequence of two generic mechanisms: (i) networks expand continuously by the addition of new vertices, and



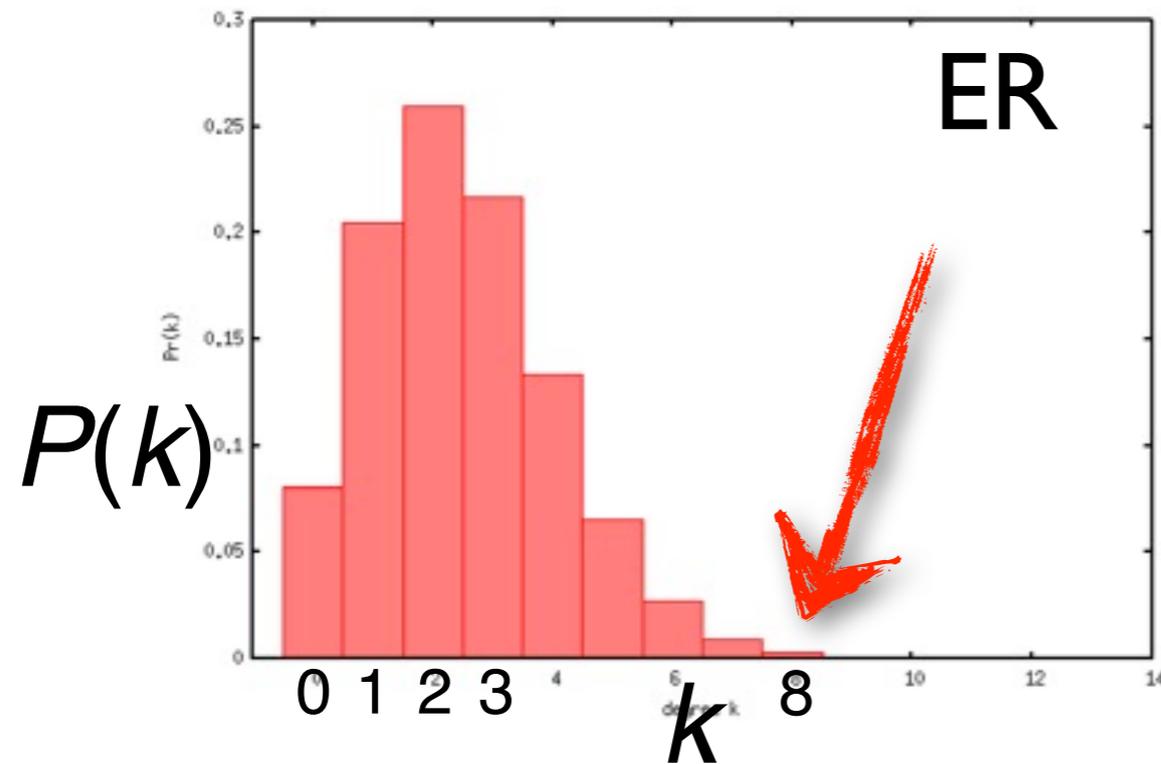
Scale-free networks



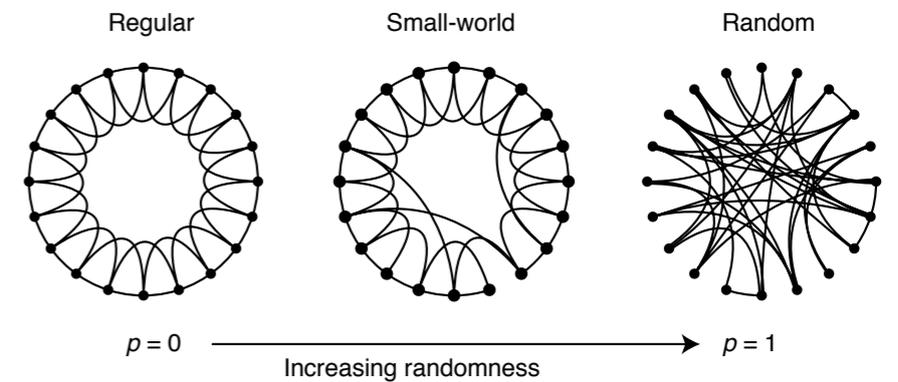
Scale-free networks

Hubs!

Earlier models \longrightarrow No hubs



WS



Barabási-Albert Model



Barabási-Albert Model



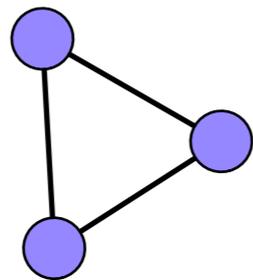
Growing network model

Barabási-Albert Model



Growing network model

1. start with a **seed graph**



Barabási-Albert Model

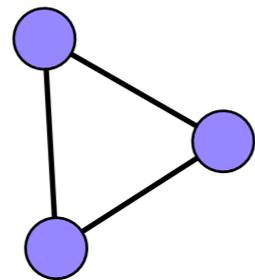


Growing network model



1. start with a **seed graph**

2. give **birth** to a new node



Barabási-Albert Model

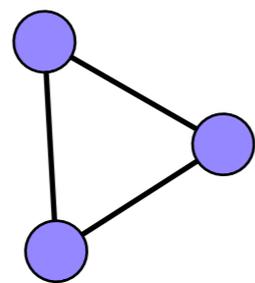


Growing network model



1. start with a **seed graph**

2. give **birth** to a new node



3. **attach** node to graph

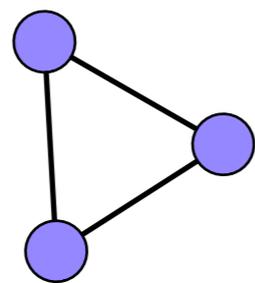
Barabási-Albert Model



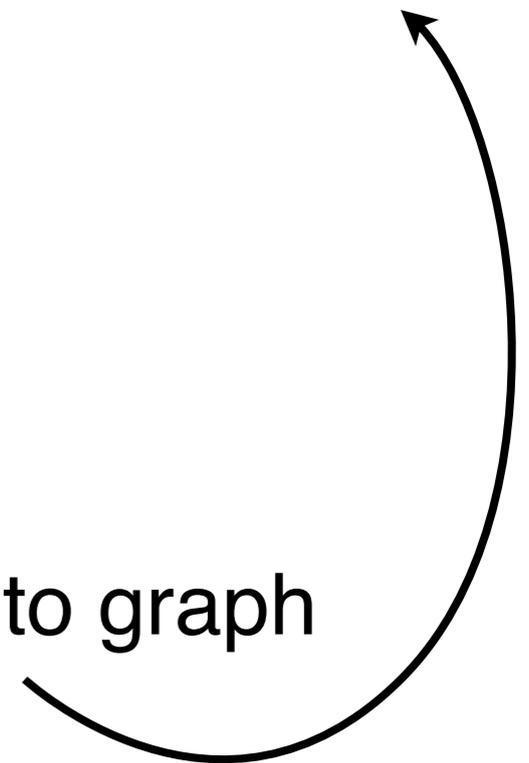
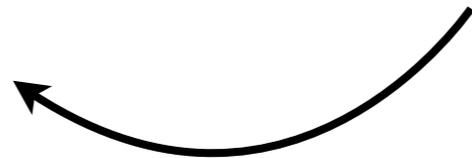
Growing network model

1. start with a **seed graph**

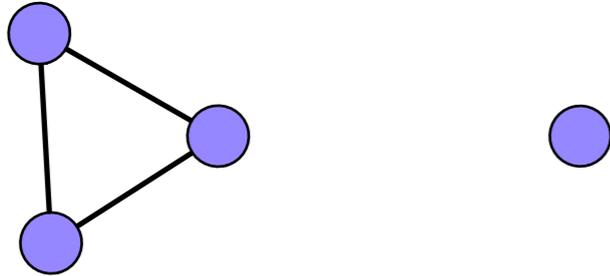
2. give **birth** to a new node



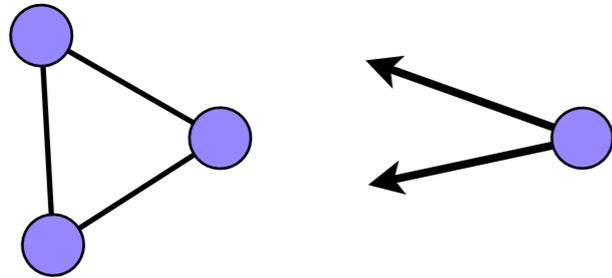
3. **attach** node to graph



Barabási-Albert Model

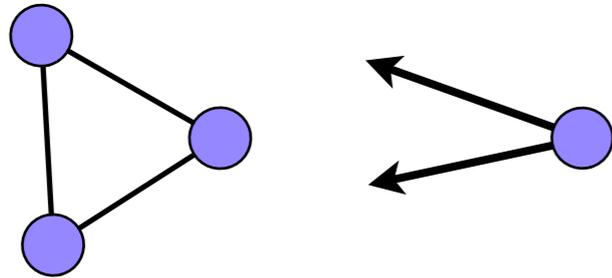


Barabási-Albert Model



Each timestep new node **attaches** to **m** existing node

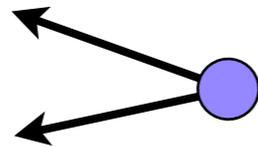
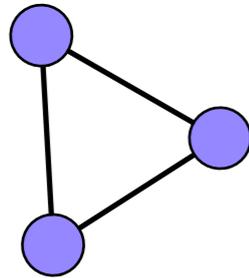
Barabási-Albert Model



Each timestep new node **attaches** to **m** existing node

How?

Barabási-Albert Model



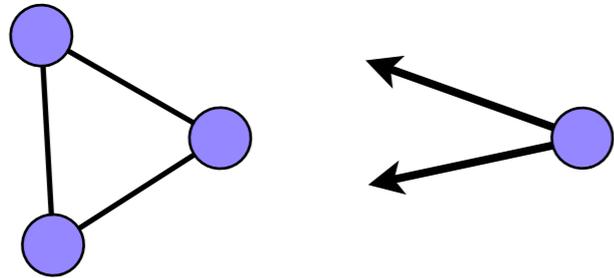
Each timestep new node **attaches** to m existing node

How?

Rich-get-richer \longrightarrow

**Preferential
Attachment**

Barabási-Albert Model



Each timestep new node **attaches** to **m** existing node

How?

Rich-get-richer \longrightarrow

Preferential Attachment

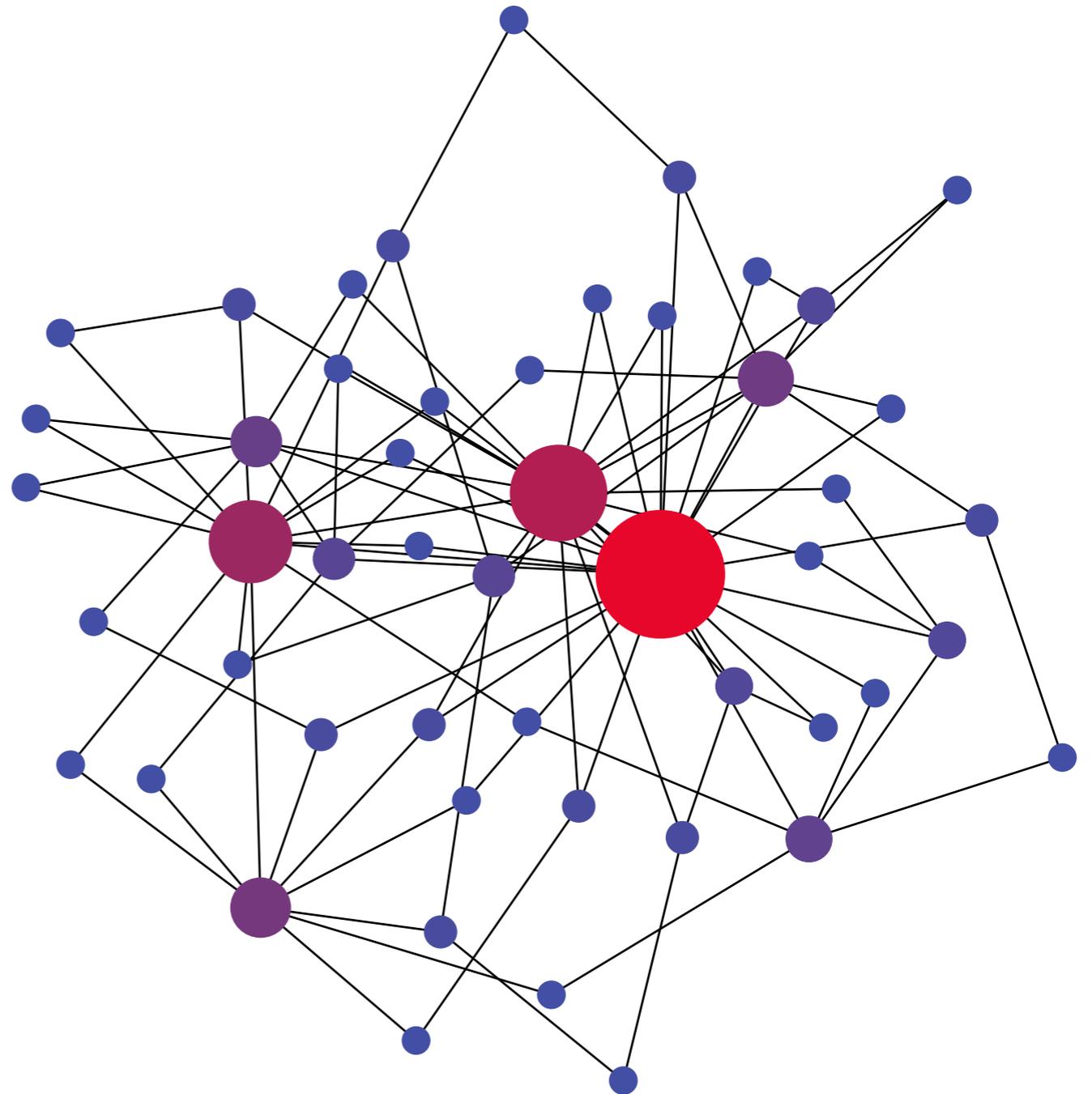
Link to **existing node i**
with probability:

$$P_{\text{attach}}(i) = \frac{k_i}{\sum_j k_j}$$

Barabási-Albert Model

Preferential Attachment

$$P_{\text{attach}}(i) = \frac{k_i}{\sum_j k_j}$$



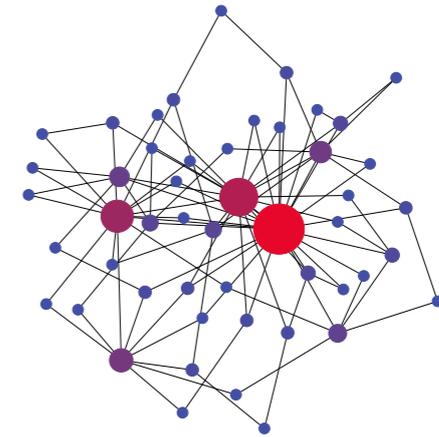
Barabási-Albert Model

**Preferential
Attachment**

+

Growth

=



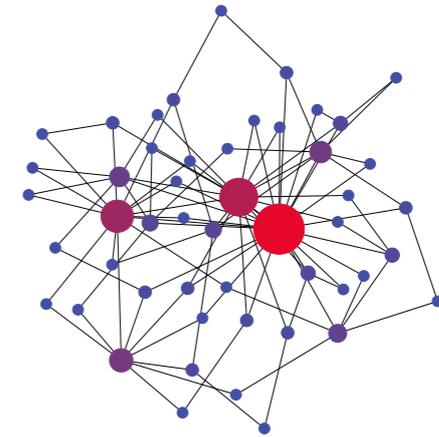
Barabási-Albert Model

**Preferential
Attachment**

+

Growth

=



Not the first:
1955!

ON A CLASS OF SKEW DISTRIBUTION FUNCTIONS

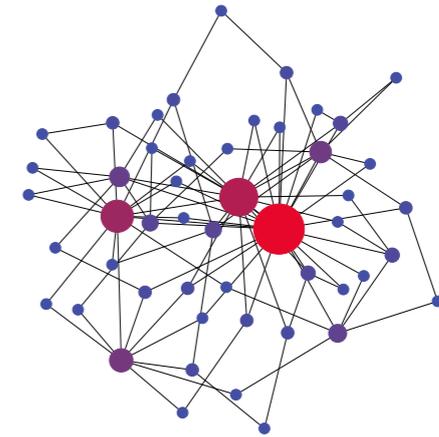
By HERBERT A. SIMON†
Carnegie Institute of Technology



Barabási-Albert Model

Preferential Attachment

+ **Growth** =



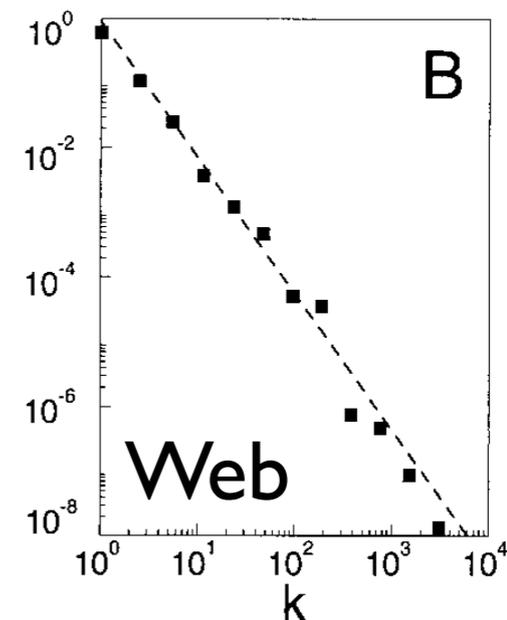
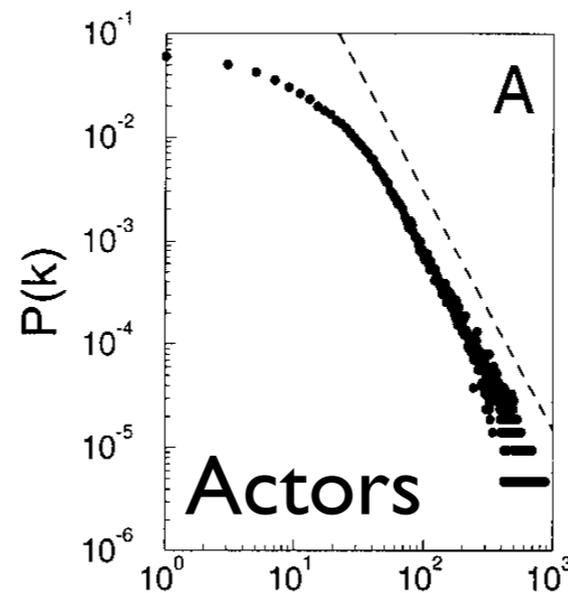
Not the first:
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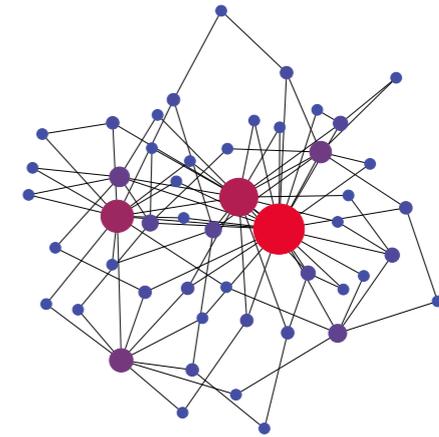
But they found
it in **new**
systems



Barabási-Albert Model

Preferential Attachment

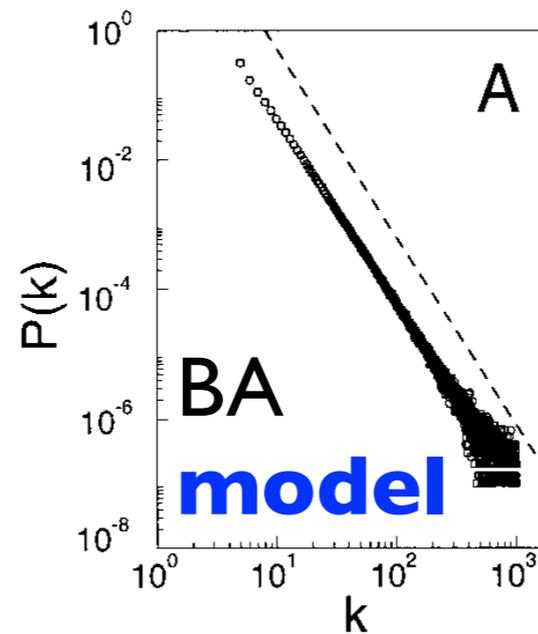
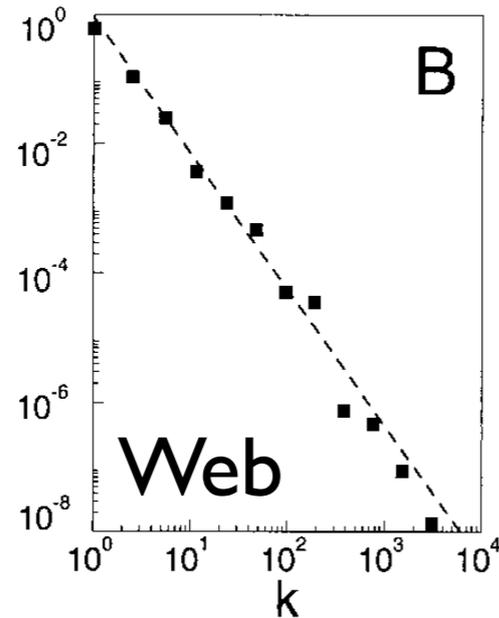
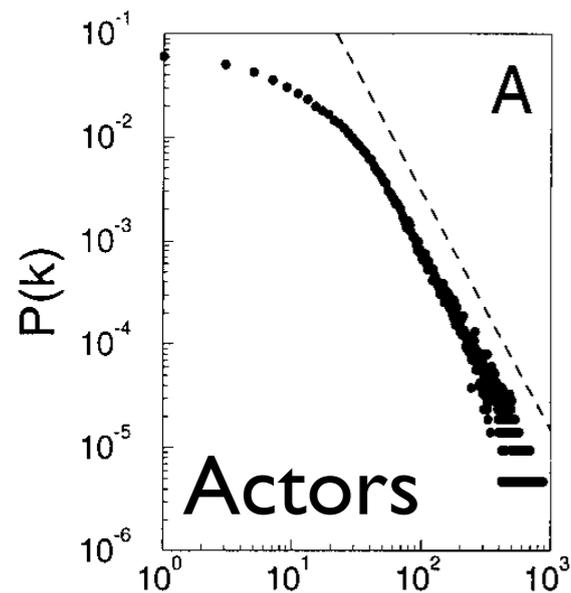
+ **Growth** =



Not the first:
1955!

ON A CLASS OF SKEW DISTRIBUTION FUNCTIONS

By HERBERT A. SIMON†
Carnegie Institute of Technology



Heavy-tailed,
scale-free,
power-law,
degree distributions

Where does **PA** come from?

Preferential Attachment

$$P_{\text{attach}}(i) = \frac{k_i}{\sum_j k_j}$$

Where does **PA** come from?

Preferential Attachment

$$P_{\text{attach}}(i) = \frac{k_i}{\sum_j k_j}$$

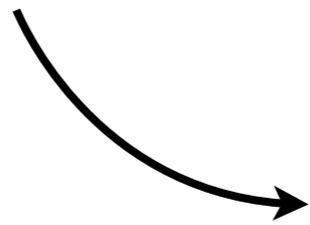


Where does **PA** come from?

Preferential Attachment



$$P_{\text{attach}}(i) = \frac{k_i}{\sum_j k_j}$$



Requires global information

Krapivsky-Redner Model

Redirection model

Krapivsky-Redner Model

Redirection model



Krapivsky-Redner Model

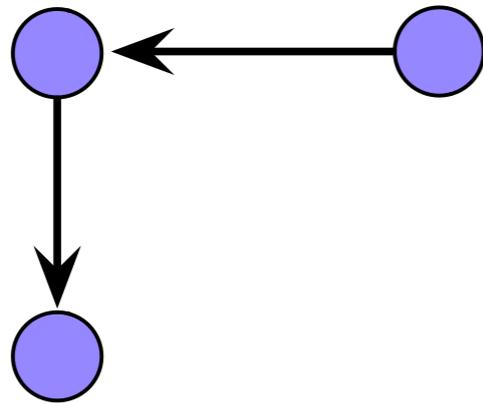
Redirection model



New node: pick a **random** node and attach

Krapivsky-Redner Model

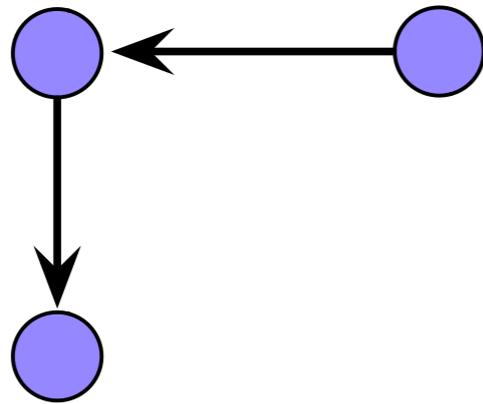
Redirection model



New node: pick a **random** node and attach

Krapivsky-Redner Model

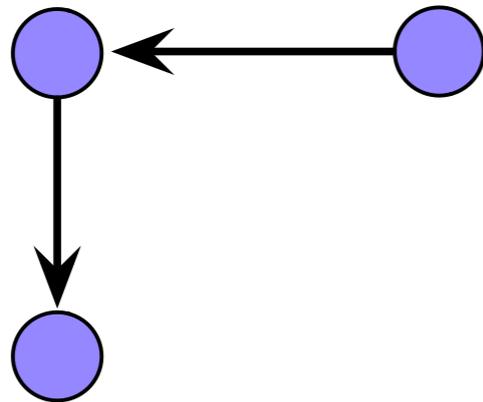
Redirection model



Then, flip a coin

Krapivsky-Redner Model

Redirection model

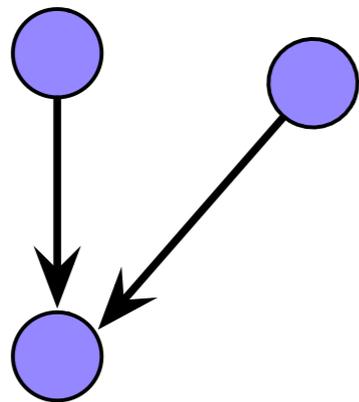


Then, flip a coin

With prob p you
redirect the new link
to an **ancestor**

Krapivsky-Redner Model

Redirection model

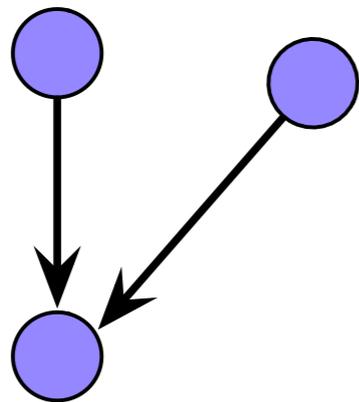


Then, flip a coin

With prob p you
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Krapivsky-Redner Model

Redirection model



Then, flip a coin

With prob p you
redirect the new link
to an **ancestor**

Continue

Krapivsky-Redner Model

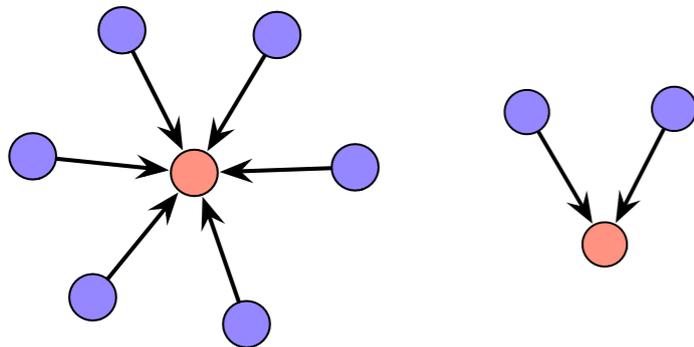
Redirection model

Nodes with more descendants
are **more likely** to gain **new**
descendants through redirection

Krapivsky-Redner Model

Redirection model

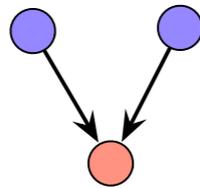
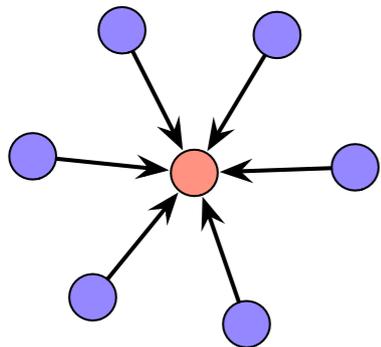
Nodes with more descendants
are **more likely** to gain **new**
descendants through redirection



Krapivsky-Redner Model

Redirection model

Nodes with more descendants
are **more likely** to gain **new**
descendants through redirection



Rich-get-richer is **automatic!**

One more

Configuration model

Configuration model

Generate degrees:



Configuration model

Generate degrees:



5

2

1

3

1

2

Configuration model

Make empty **stubs**

5

2

1

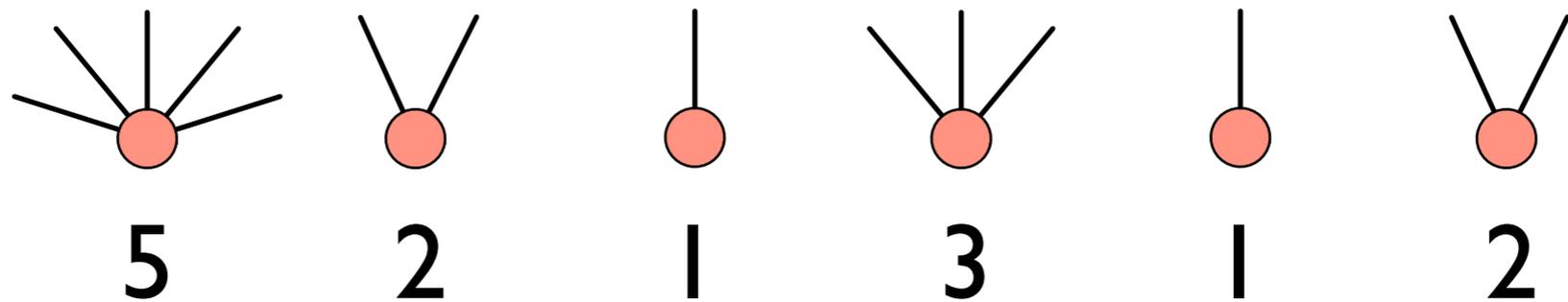
3

1

2

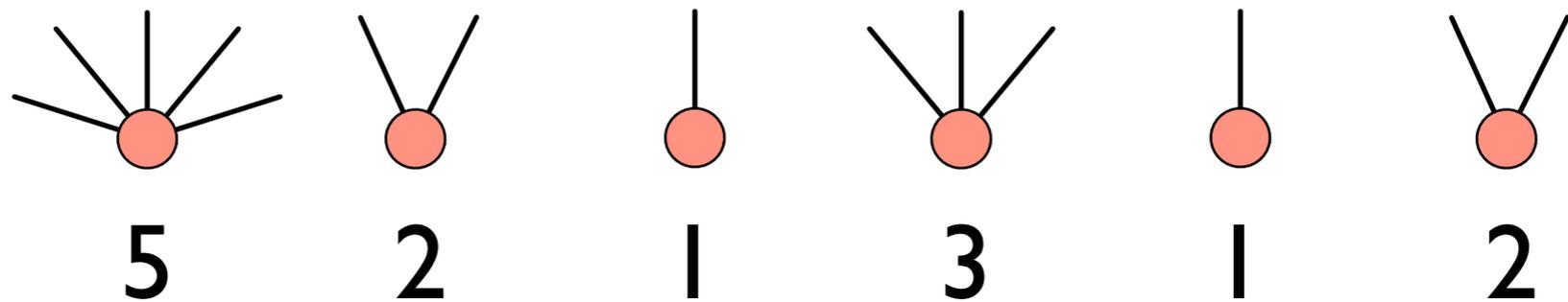
Configuration model

Make empty **stubs**



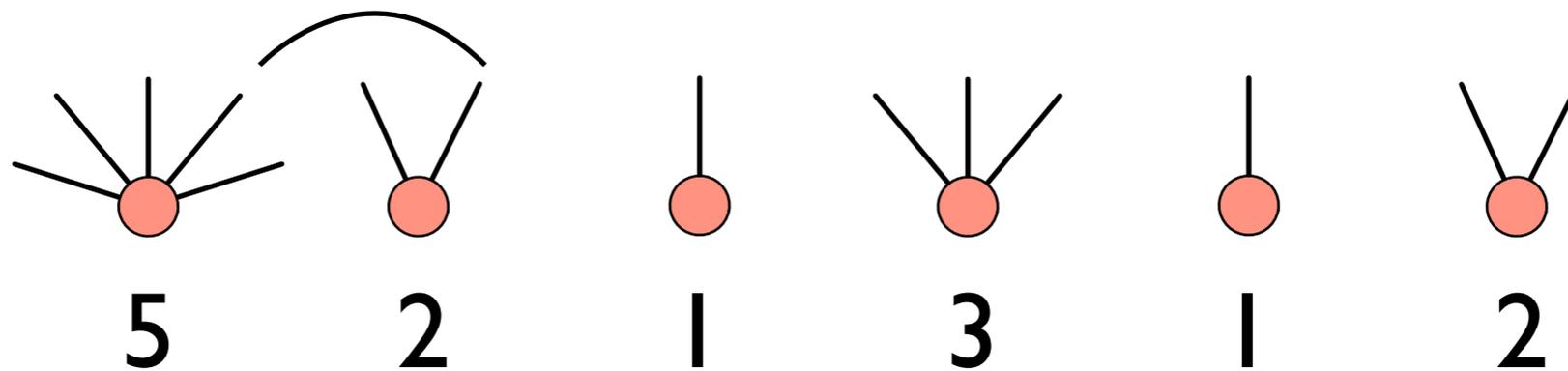
Configuration model

Randomly drop **links** between stubs



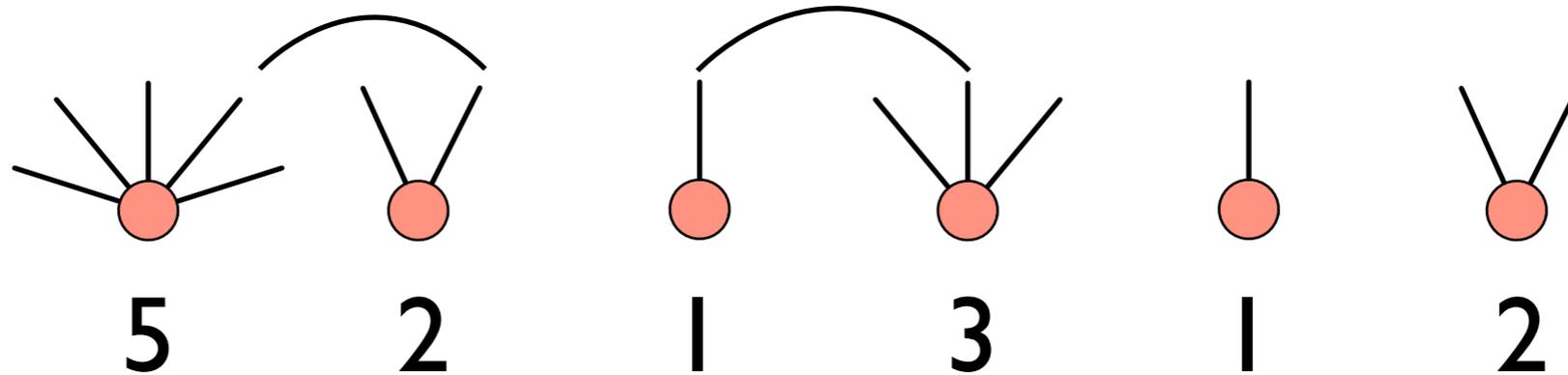
Configuration model

Randomly drop **links** between stubs



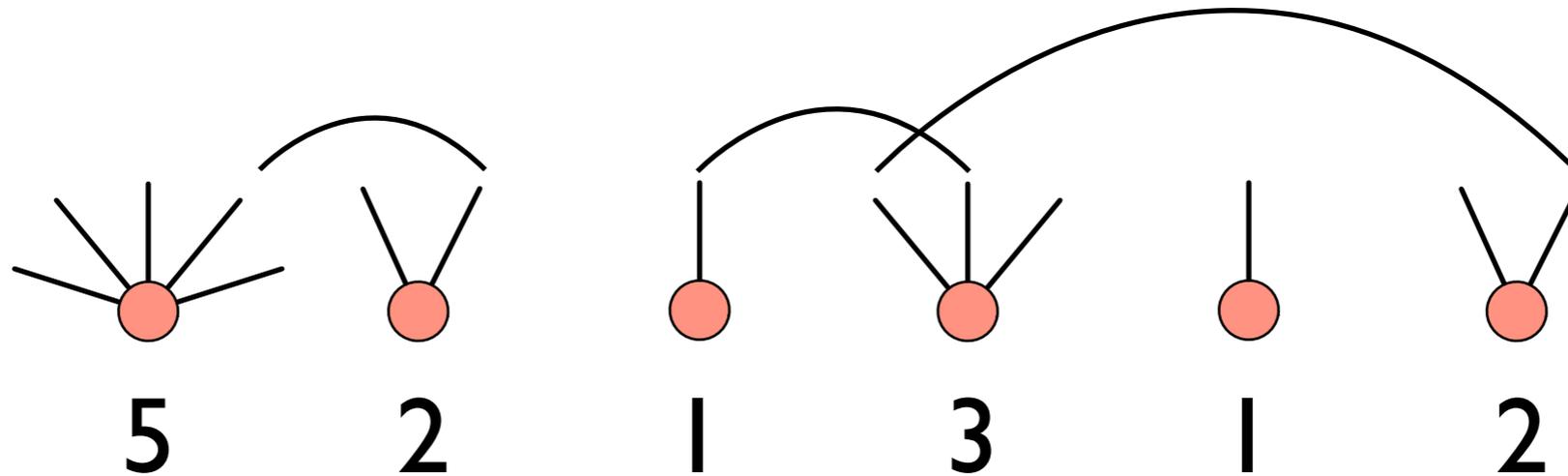
Configuration model

Randomly drop **links** between stubs

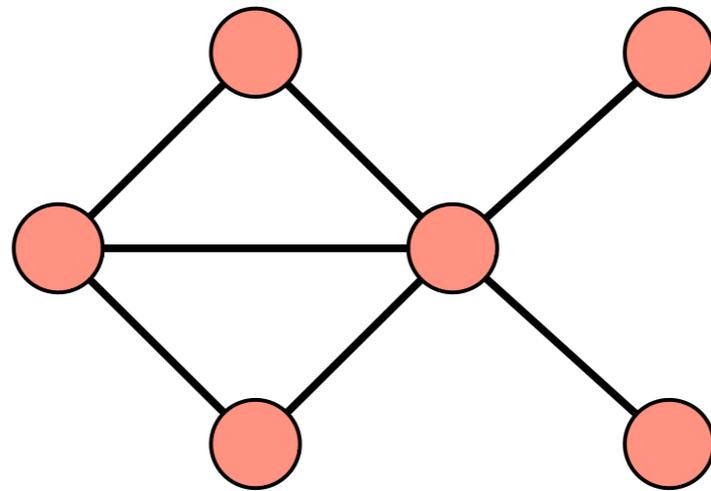


Configuration model

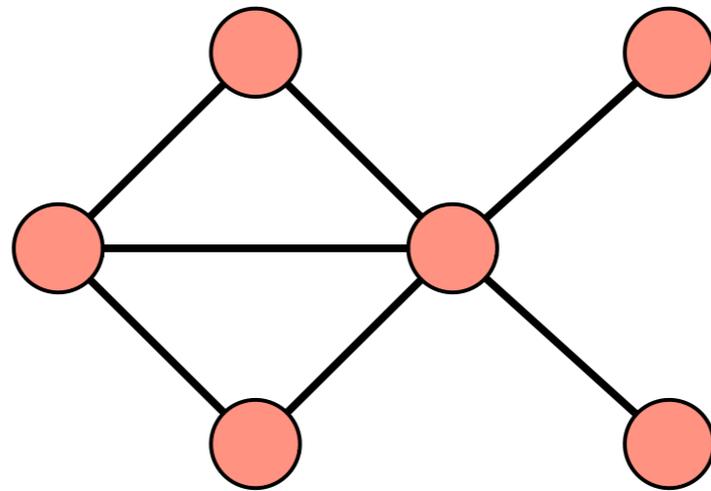
Randomly drop **links** between stubs



Configuration model

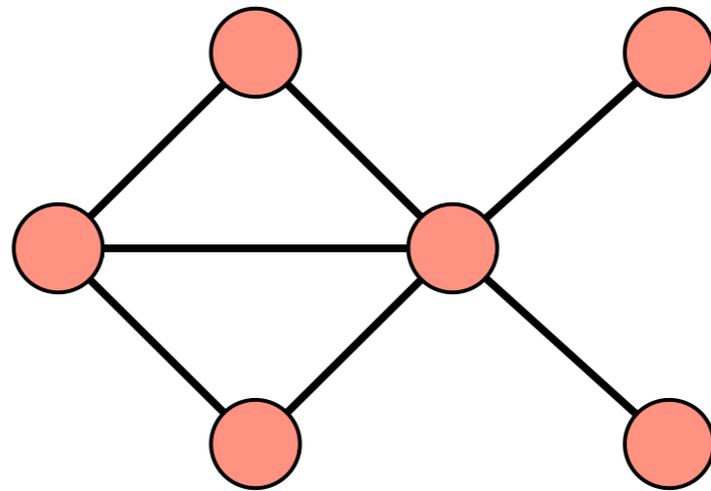


Configuration model



Doesn't just **preserve** degree distribution
but **degree sequence**

Configuration model

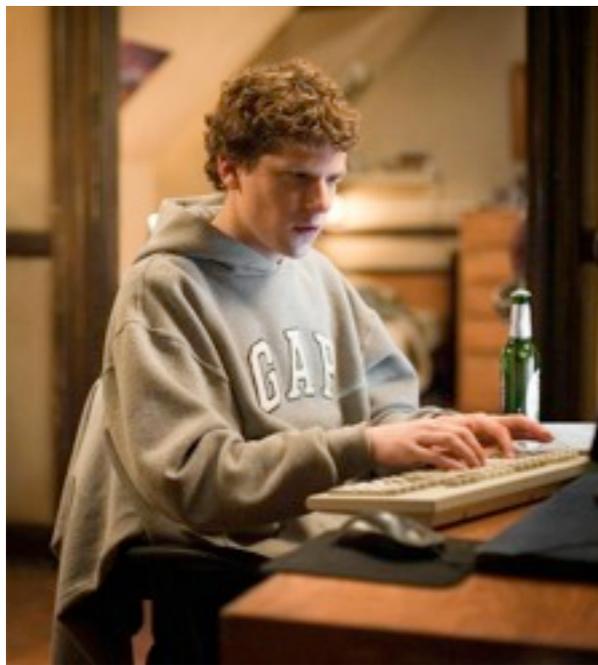


Doesn't just **preserve** degree distribution
but **degree sequence**

Useful **null model**: all structure
destroyed except degrees

Part II

Getting started on a computer



```
druser-ar-x 2 khong khong 4996 2007-10-21 00:54 uidna/  
druser-ar-x 2 khong khong 4996 2007-11-24 10:03 umare/  
druser-ar-x 1 khong khong 4996 2007-10-21 00:54 wallpaper/  
l"114) ls  
backup Desktop download eggdrop hl.py photo sh snapshot uidna  
bin Dev dump games levels.pixelman pix programming tex umare/  
bt document dshelper flex mount  
l"115) ls -F  
backup/ Dev/ dshelper/ hl.py pix/ tex/  
bin/ document/ eggdrop/ levels.pixelman programming/ uidna/  
bt/ download/ games/ mount/ sh/ umare/  
Desktop/ dump/ flex/ photo/ snapshot/ wallpaper/  
l"116) cd programming/python/  
l"programming/python17) ls  
concol1.py except.py on_doc.txt testman.py web.py  
dl-mod/ fscrcrate.py pygame scpy ucPython-demo-2.8.7.1.tar.bz2  
evrlog.txt glade pytext wscclass.py  
examples/ lsrcod.py temp.out wscclass.py  
l"programming/python18) ls -F  
concol1.py= except.py= on_doc.txt= testman.py= web.py=  
dl-mod/ fscrcrate.py= pygame/ scpy/ ucPython-demo-2.8.7.1.tar.  
evrlog.txt glade/ pytext/ wscclass.py=  
examples/ lsrcod.py= temp.out= wscclass.py=  
l"programming/python19)
```



Demo time

Demo time

NetworkX

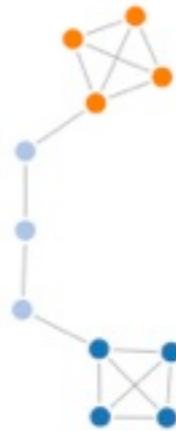
[NetworkX Home](#) | [Download](#) | [Developer Zone](#) | [Documentation](#) | [Blog](#) »

High productivity software for complex networks

NetworkX is a Python language software package for the creation, manipulation of the structure, dynamics, and functions of complex networks.

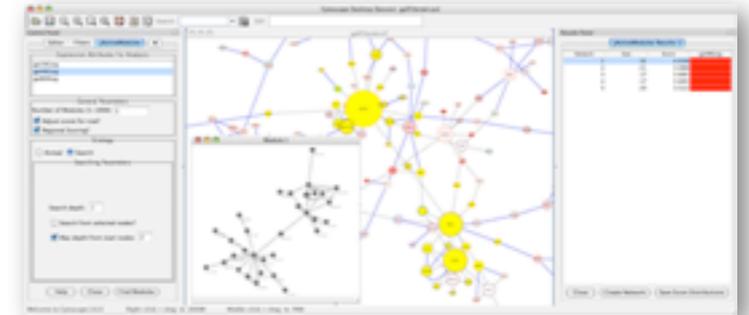
Quick Example

```
>>> import networkx as nx
>>> G=nx.Graph()
>>> G.add_node("spam")
>>> G.add_edge(1,2)
>>> print(G.nodes())
[1, 2, 'spam']
>>> print(G.edges())
[(1, 2)]
```



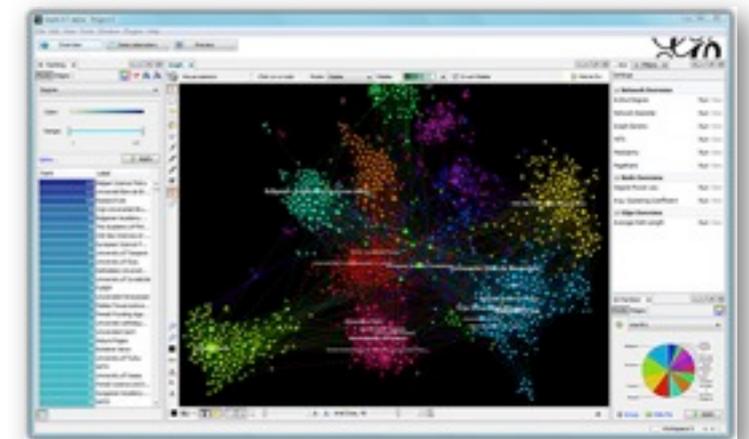
networkx.lanl.gov
python.org

Cytoscape



cytoscape.org

Gephi



gephi.org

Network search



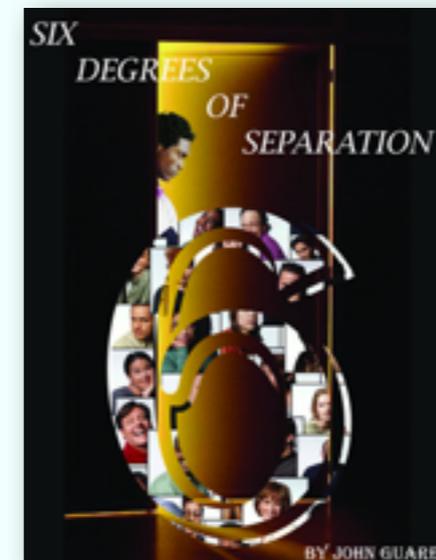
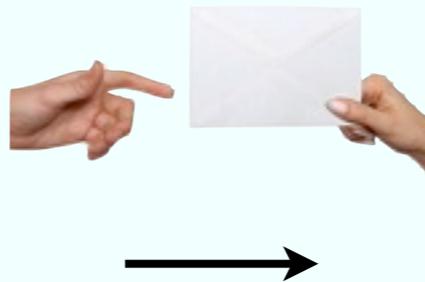
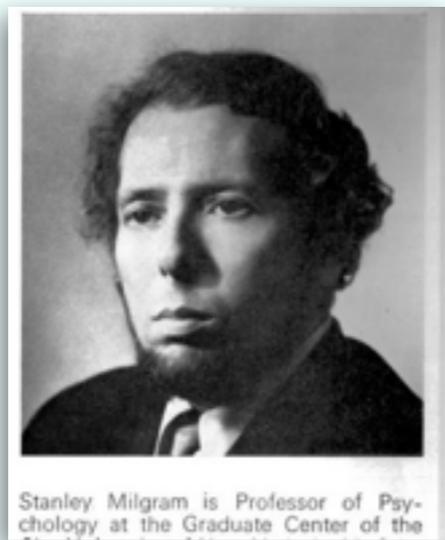
How to find stuff

Recall

How to find stuff

Recall

1960s **Milgram** asked “How far apart are we?”



Network search

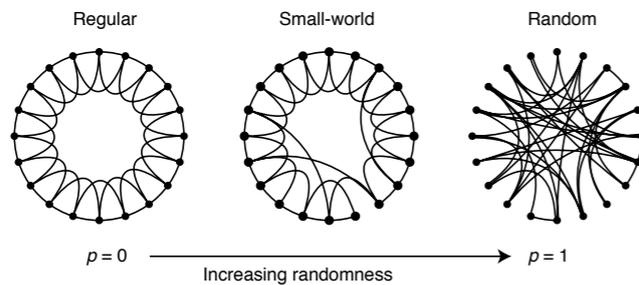
Can I **find things** on a network with only **local information**?

Network search

Can I **find things** on a network with only **local information**?



small world

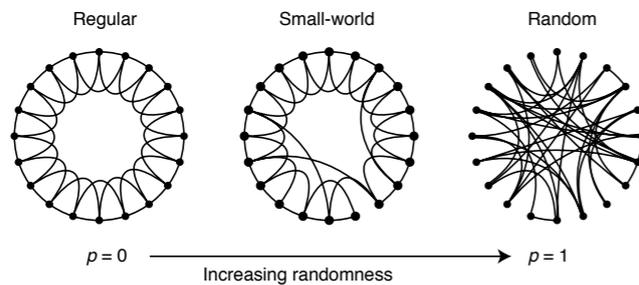


Network search

Can I **find things** on a network with only **local information**?



small world



Kleinberg

Network search



Kleinberg

Navigation in a small world

It is easier to find short chains between points in some ne

The small-world phenomenon — the principle that most of us are linked by short chains of acquaintances — was tions follow an inverse-square distributi there is a decentralized algorithm th achieves a very rapid delivery time; T

Networks exist in space



Network search

Navigation in a small world

It is easier to find short chains between points in some networks

The small-world phenomenon — the principle that most of us are linked by short chains of acquaintances — was first described by Stanley Milgram in 1967. His experiments showed that in a social network, the number of connections between two people follows an inverse-square distribution. This means that there is a decentralized algorithm that achieves a very rapid delivery time; T



Algorithmic analysis of the
Milgram letter passing
experiment

How **long** does it take to send a letter from a source to target with only local information?

Network search

Navigation in a small world

It is easier to find short chains between points in some networks

The small-world phenomenon — the principle that most of us are linked by short chains of acquaintances — was first described by Stanley Milgram in his 1967 paper "Small-world phenomena". It follows an inverse-square distribution, and there is a decentralized algorithm that achieves a very rapid delivery time; this is the basis of the Kleinberg model.



Algorithmic analysis of the
Milgram letter passing
experiment

Kleinberg
model

Network search

Navigation in a small world

It is easier to find short chains between points in some networks

The small-world phenomenon — the principle that most of us are linked by short chains of acquaintances — was first described by Stanley Milgram in his 1967 paper "Small-world phenomena". It is a phenomenon that has been observed in many real-world networks, including social networks, the Internet, and biological networks. The small-world phenomenon is characterized by the fact that the average distance between any two nodes in the network is much smaller than the diameter of the network. This is achieved by the presence of a few long-range connections, which act as shortcuts between distant parts of the network. The small-world phenomenon has been studied extensively in the context of network search, and it has been shown that there is a decentralized algorithm that achieves a very rapid delivery time; this algorithm is known as the "greedy" algorithm.



Algorithmic analysis of the
Milgram letter passing
experiment

Kleinberg
model

1) 2D lattice

Network search

Navigation in a small world

It is easier to find short chains between points in some networks

The small-world phenomenon — the principle that most of us are linked by short chains of acquaintances — was first described by Stanley Milgram in 1967. His experiments showed that the average number of steps to reach any person in the world is surprisingly small, around six. This is often referred to as the "six degrees of separation" concept. The small-world phenomenon is a key feature of many real-world networks, including social networks, the Internet, and biological networks. It is characterized by a high clustering coefficient and a short average path length. The small-world phenomenon is a key feature of many real-world networks, including social networks, the Internet, and biological networks. It is characterized by a high clustering coefficient and a short average path length.



Algorithmic analysis of the
Milgram letter passing
experiment

Kleinberg
model

1) 2D lattice

2) Add one **long-range** link to each node

Network search

Navigation in a small world

It is easier to find short chains between points in some networks

The small-world phenomenon — the principle that most of us are linked by short chains of acquaintances — was first described by Stanley Milgram in 1967. His experiments showed that the average number of steps to reach any person in a social network is surprisingly small. This is because connections follow an inverse-square distribution, and there is a decentralized algorithm that achieves a very rapid delivery time; T



Algorithmic analysis of the
Milgram letter passing
experiment

Kleinberg
model

1) 2D lattice

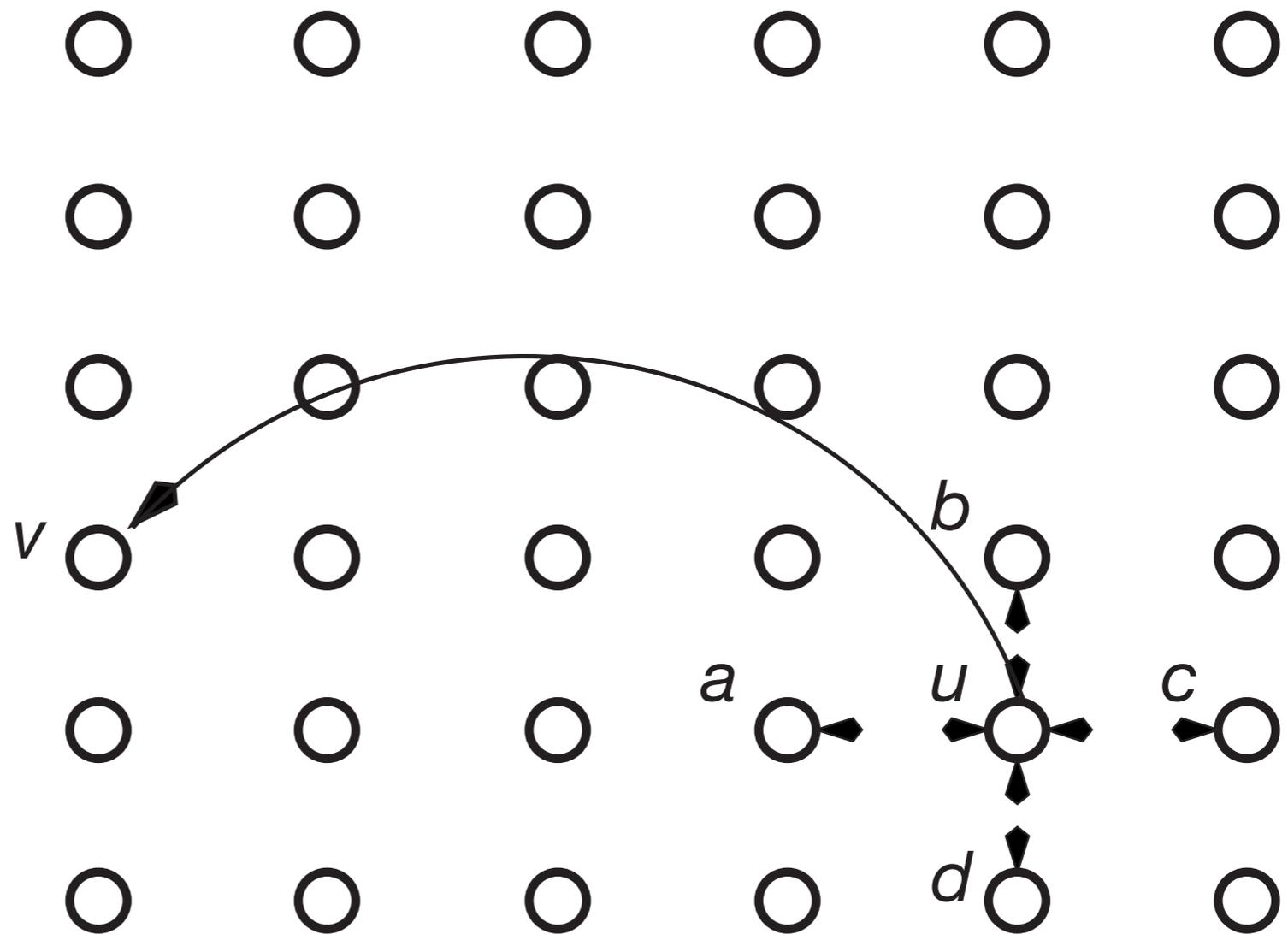
2) Add one **long-range** link to each node

3) Each node is a person and only **knows**
the location of five neighbors

Network search

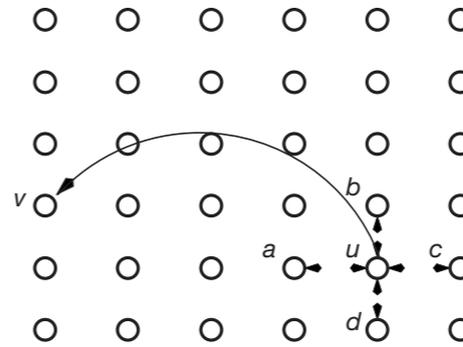
Kleinberg
model

Models **local**
neighbors and
long-distance
friendships



Network search

Kleinberg
model

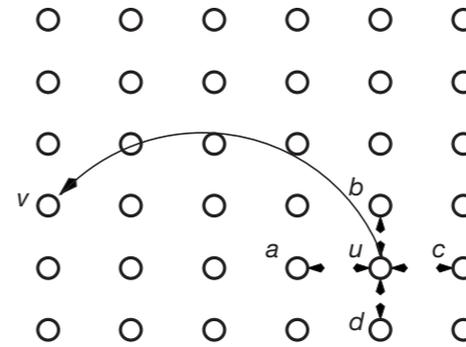


Models **local**
neighbors and
long-distance
friendships

Long-range links

Network search

Kleinberg
model



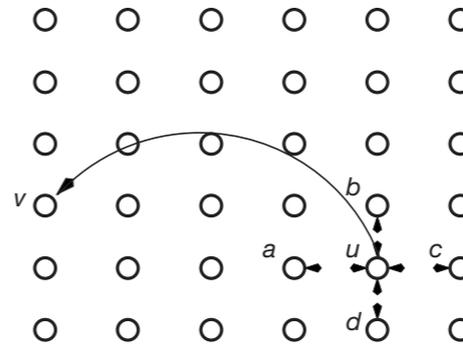
Models **local**
neighbors and
long-distance
friendships

Long-range links

Neighbor at **distance** r linked
with probability:

Network search

Kleinberg
model



Models **local**
neighbors and
long-distance
friendships

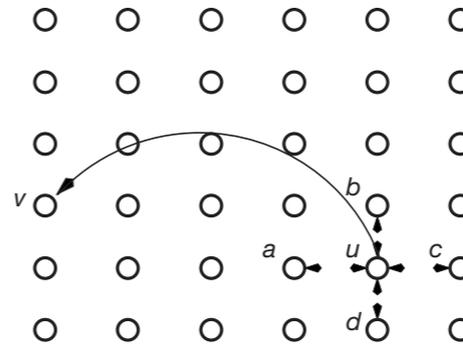
Long-range links

Neighbor at **distance** r linked
with probability:

$$P_{\text{link}}(r) = \frac{r^{-\alpha}}{\sum_l l^{-\alpha}}$$

Network search

Kleinberg
model



Long-range links

Neighbor at **distance** r linked
with probability:

$$P_{\text{link}}(r) = \frac{r^{-\alpha}}{\sum_{\ell} \ell^{-\alpha}}$$

α “clustering exponent”

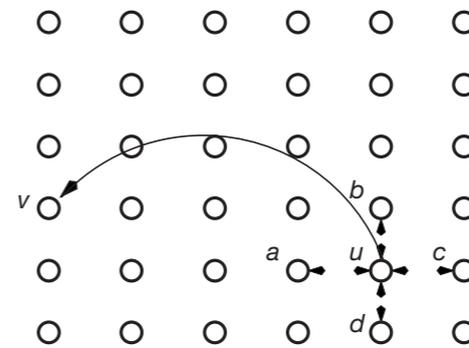
$$\alpha = 0$$

$$\alpha \rightarrow \infty$$

Network search

Kleinberg
model

$$P_{\text{link}}(r) = \frac{r^{-\alpha}}{\sum_l l^{-\alpha}}$$



Navigation

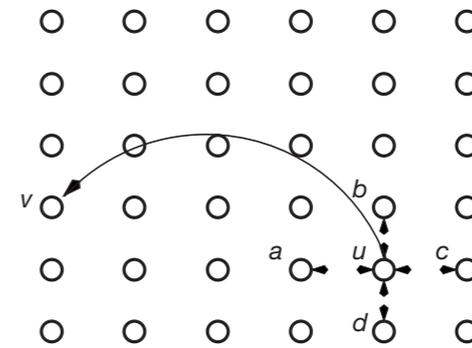
Pass message from source to
target along **neighbors**

Only told location of **target**

Network search

Kleinberg
model

$$P_{\text{link}}(r) = \frac{r^{-\alpha}}{\sum_l l^{-\alpha}}$$



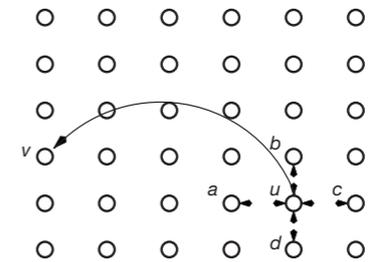
Only told location of target

Use **greedy** algorithm:

Each message holder sends message
to neighbor **closest** to the target

Network search

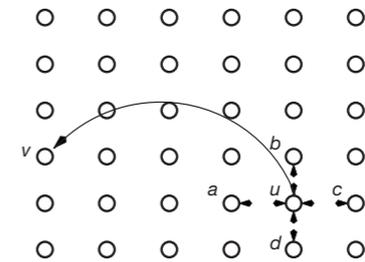
Kleinberg
model



How many times T must the message
be passed?

Network search

Kleinberg
model



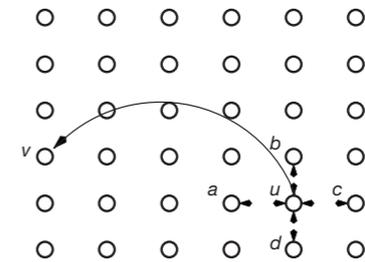
How many times T must the message
be passed?

$$\alpha \rightarrow \infty$$

No long-range
links: **slow**

Network search

Kleinberg
model



How many times T must the message
be passed?

$$\alpha \rightarrow \infty$$

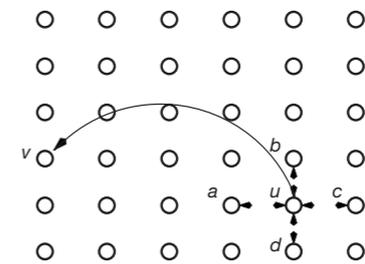
No long-range
links: **slow**

$$\alpha = 0$$

Long-range links
too long: **slow**

Network search

Kleinberg
model



How many times T must the message
be passed?

$$\alpha \rightarrow \infty$$

No long-range
links: **slow**

?

$$\alpha = 0$$

Long-range links
too long: **slow**

Network search

Kleinberg
model

How many times T must the message
be passed?



Greedy navigation is fastest when $\alpha = 2$

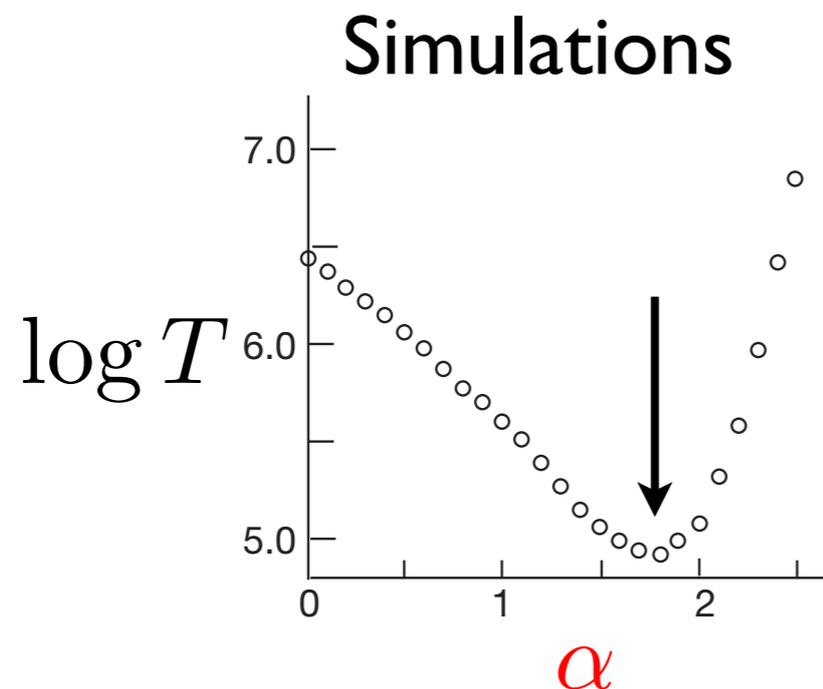
Network search

Kleinberg
model

How many times T must the message
be passed?



Greedy navigation is fastest when $\alpha = 2$



Network search

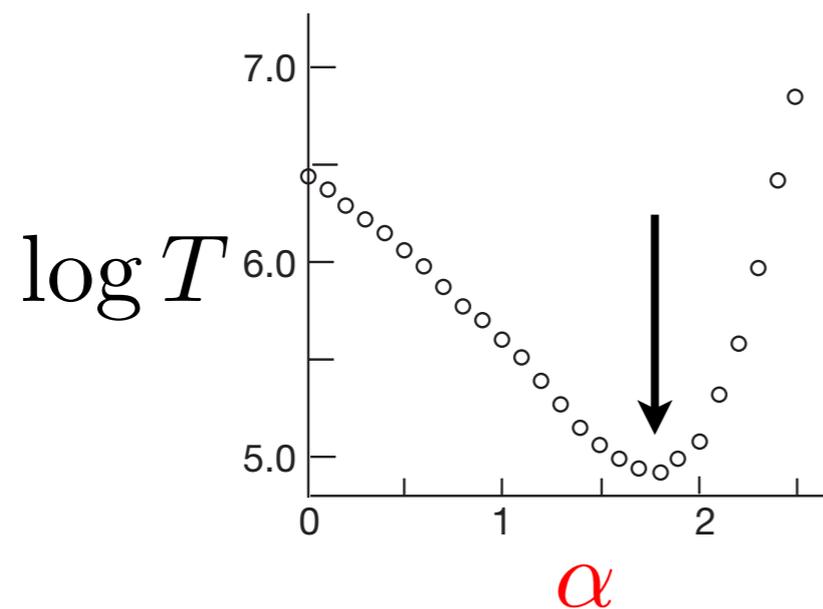
Kleinberg
model

How many times T must the message
be passed?



Greedy navigation is fastest when $\alpha = 2$

Simulations



Proof

$$T \geq CN^\beta, \quad \text{for } \alpha \neq 2$$

$$T \geq C (\log N)^\gamma, \quad \text{for } \alpha = 2$$

Network search

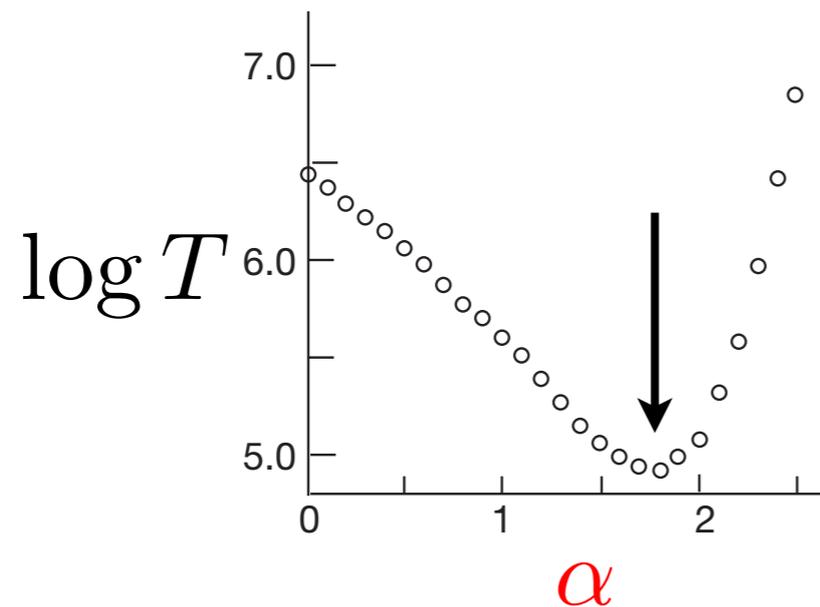
Kleinberg
model

How many times T must the message
be passed?



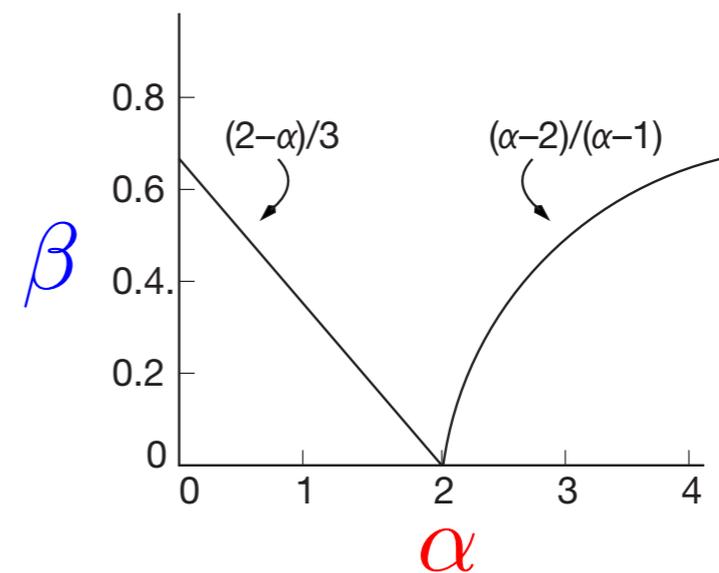
Greedy navigation is fastest when $\alpha = 2$

Simulations



Proof

$$T \geq CN^\beta,$$



The strength of weak ties

Algorithms are fine but there are also **sociological aspects** to navigation/
message passing

Q: **which links** are used to navigation?

The strength of weak ties

Granovetter, 1973



How do people **find jobs**?

The strength of weak ties

Granovetter, 1973



How do people **find jobs**?

Not from **best** friends—they have the same info you do!

The strength of weak ties

Granovetter, 1973



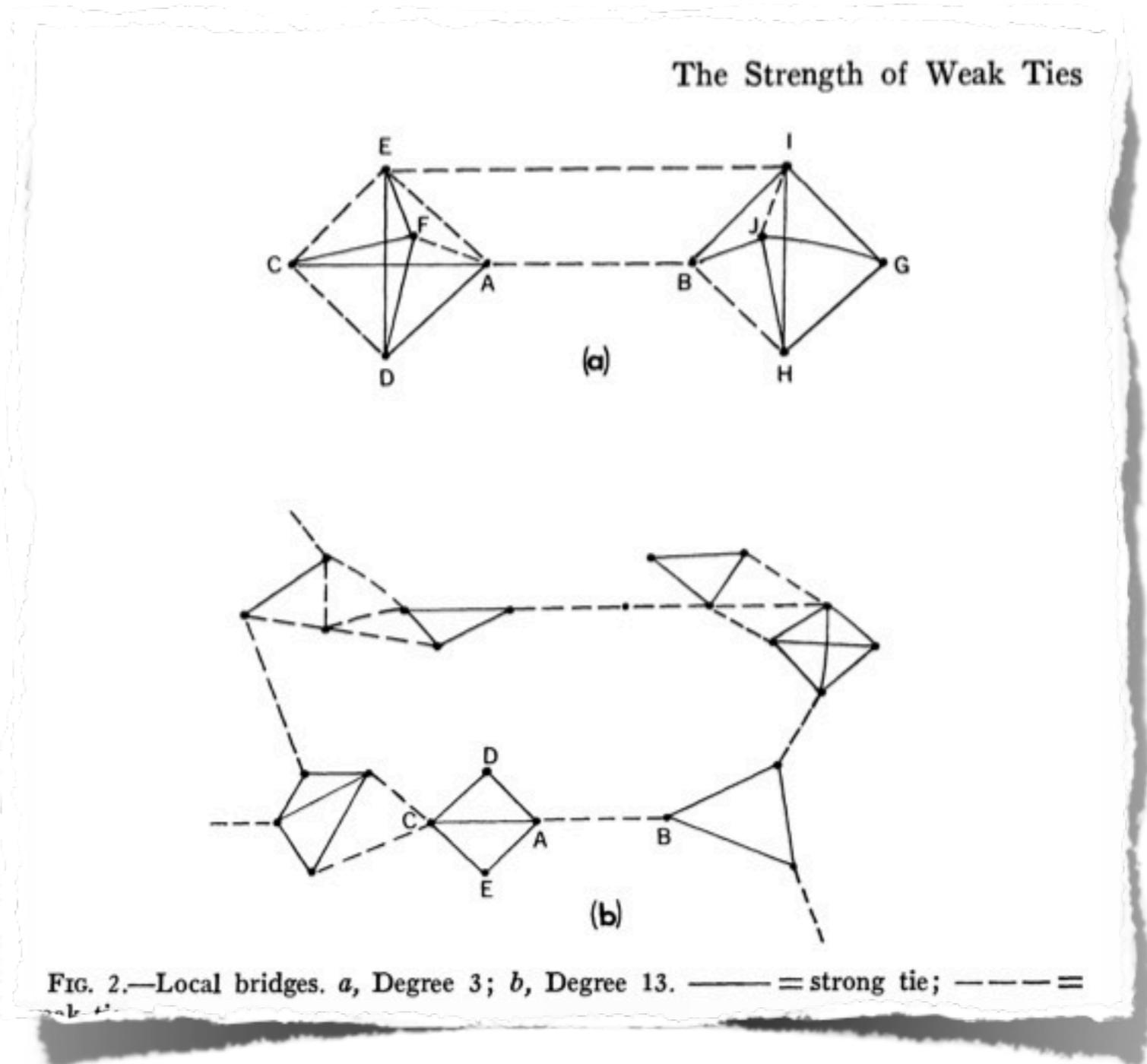
How do people **find jobs**?

Not from **best** friends—they have the same info you do!

Infrequent contacts—new pools of info

The strength of weak ties

Granovetter, 1973

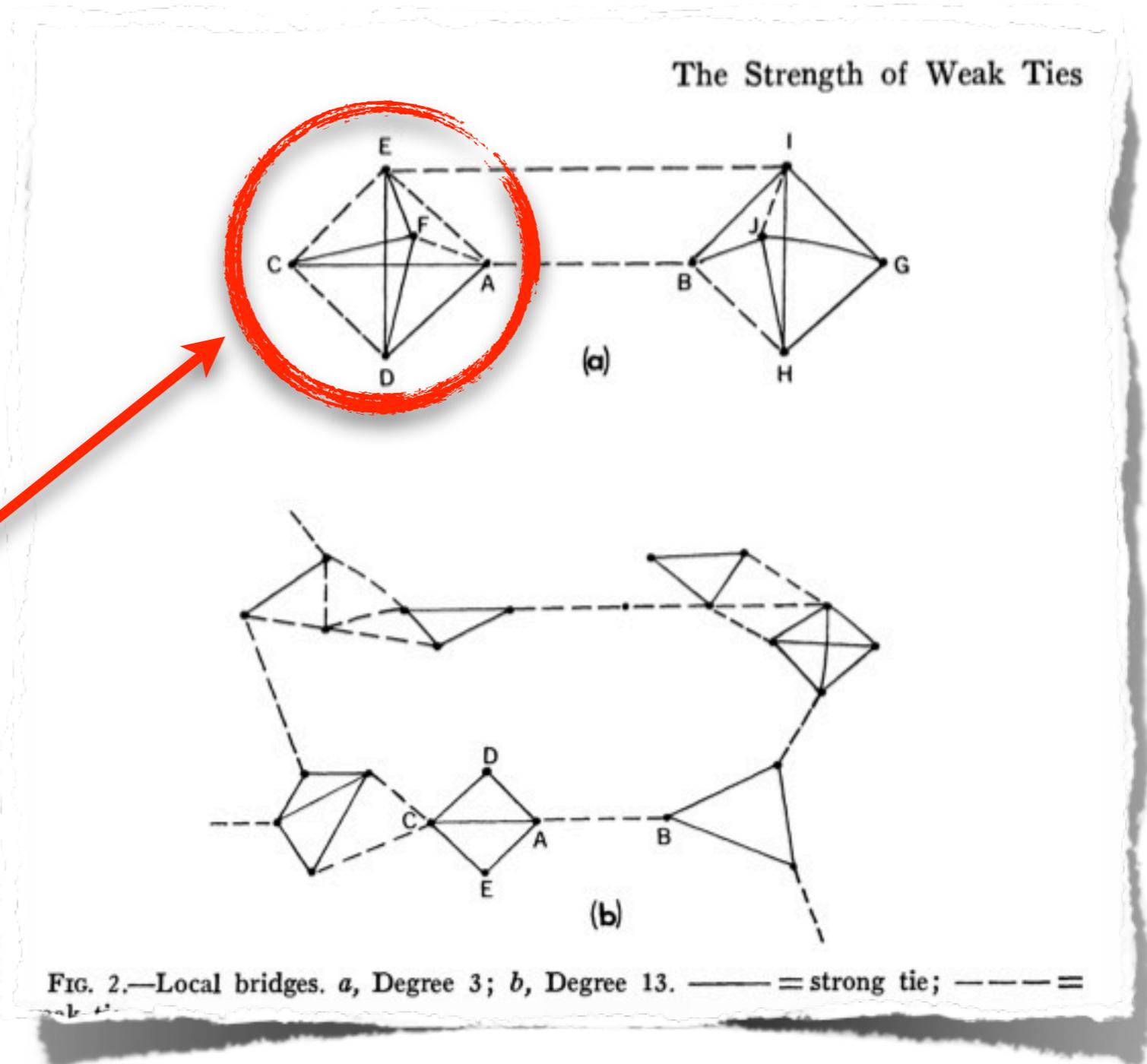
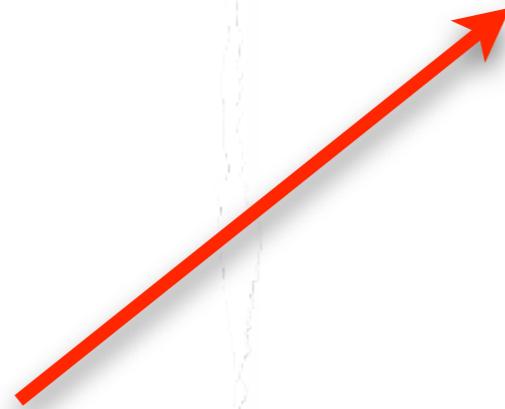


The strength of weak ties

Granovetter, 1973



communities



The strength of weak ties

Modern validation → **Mobile phones**

The strength of weak ties

Modern validation → **Mobile phones**

Structure and tie strengths in mobile communication networks

J.-P. Onnela^{*†‡}, J. Saramäki^{*}, J. Hyvönen^{*}, G. Szabó^{§¶}, D. Lazer^{||}, K. Kaski^{*}, J. Kertész^{||}

^{*}Laboratory of Computational Engineering, Helsinki University of Technology, P.O. Box 9203, FI-02015 TKK, Clarendon Laboratory, Oxford University, Oxford OX1 3PU, United Kingdom; [§]Department of Physics and Center for Science and Innovation, University of Notre Dame, South Bend, IN 46556; [¶]Center for Cancer Systems Biology, Dana-Farber Cancer Institute, Boston, MA 02115; ^{||}John F. Kennedy School of Government, Harvard University, Cambridge, MA 02138; and ^{||}Theoretical Physics, Budapest University of Technology and Economics, H1111, Budapest, Hungary



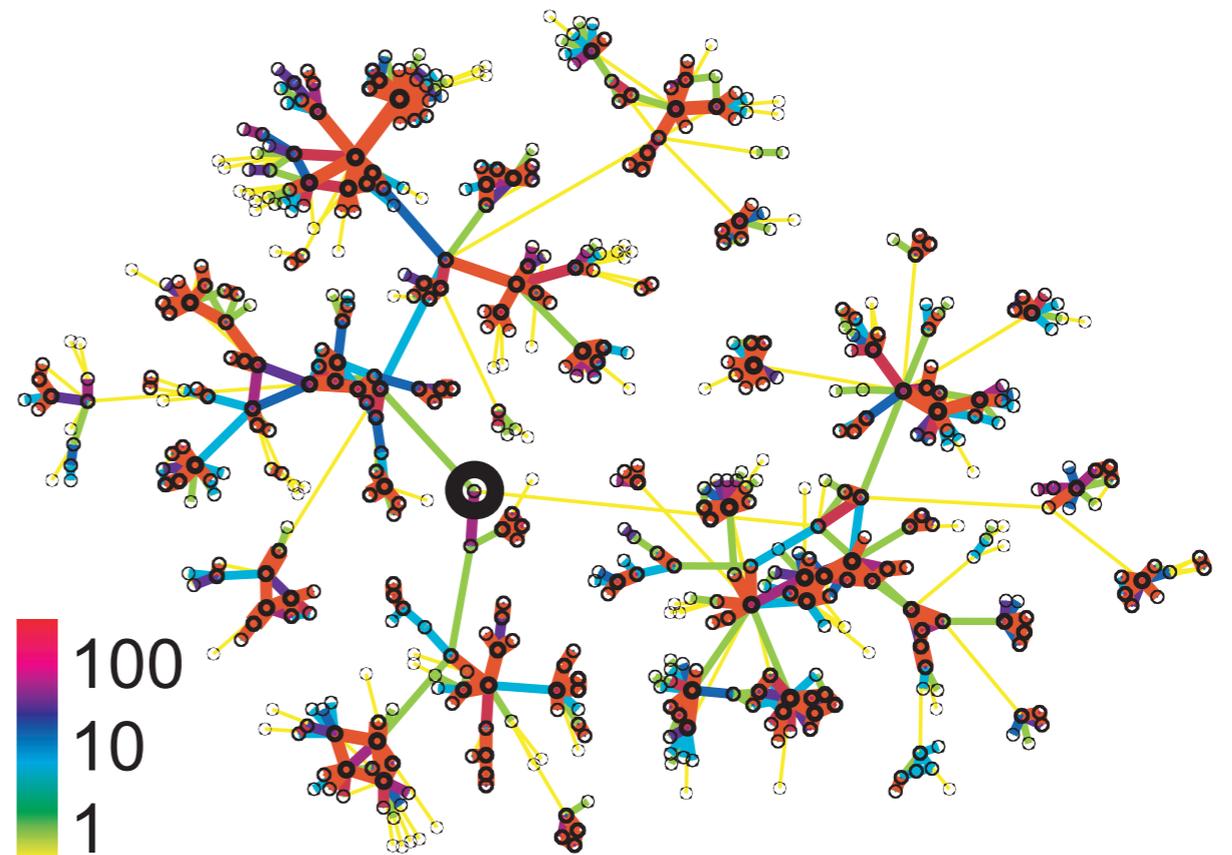
The strength of weak ties

Modern validation → **Mobile phones**

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^{*}Laboratory of Computational Engineering, Helsinki University of Technology, P.O. Box 9203, FI-02015 TKK, Clarendon Laboratory, Oxford University, Oxford OX1 3PU, United Kingdom; [§]Department of Physics and Center for Science and Technology, University of Notre Dame, South Bend, IN 46556; [¶]Center for Cancer Systems Biology, Dana-Farber Cancer Institute, Boston, MA 02115; ^{||}John F. Kennedy School of Government, Harvard University, Cambridge, MA 02138; and ^{||}Theoretical Physics, Budapest University of Technology and Economics, H1111, Budapest, Hungary



Network **robustness**



Network **robustness**

Networks are composed of many simple interacting **elements**

Network **robustness**

Networks are composed of many simple interacting **elements**



Elements can **fail**

Network **robustness**

Networks are composed of many simple interacting **elements**

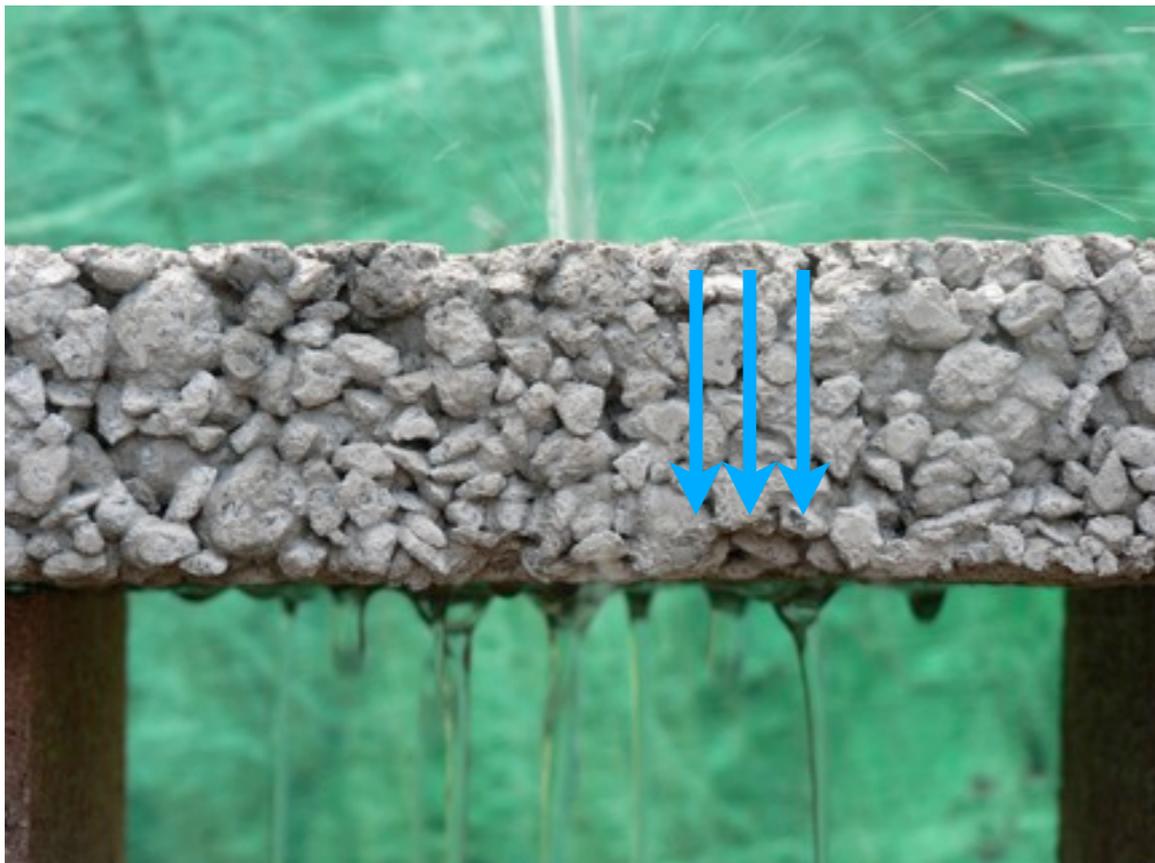


Elements can **fail**

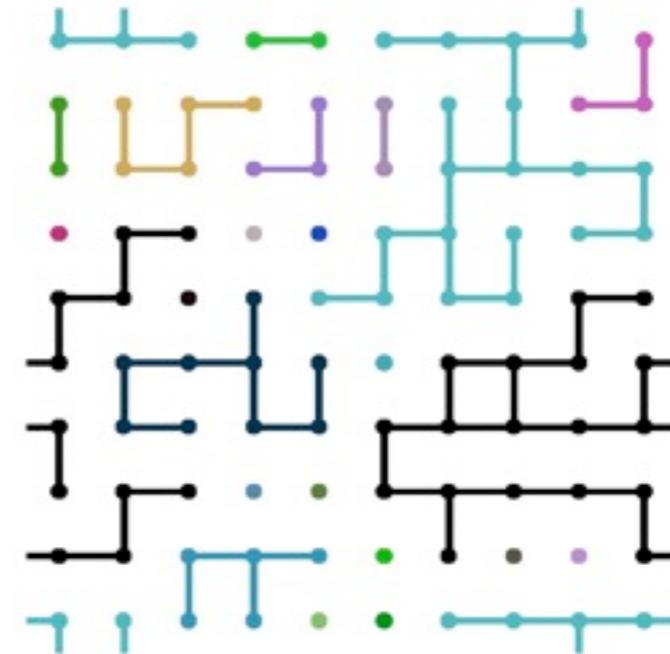
How do **networks** fail?

Percolation

Model fluid percolating through porous soil



Model soil with **lattice**

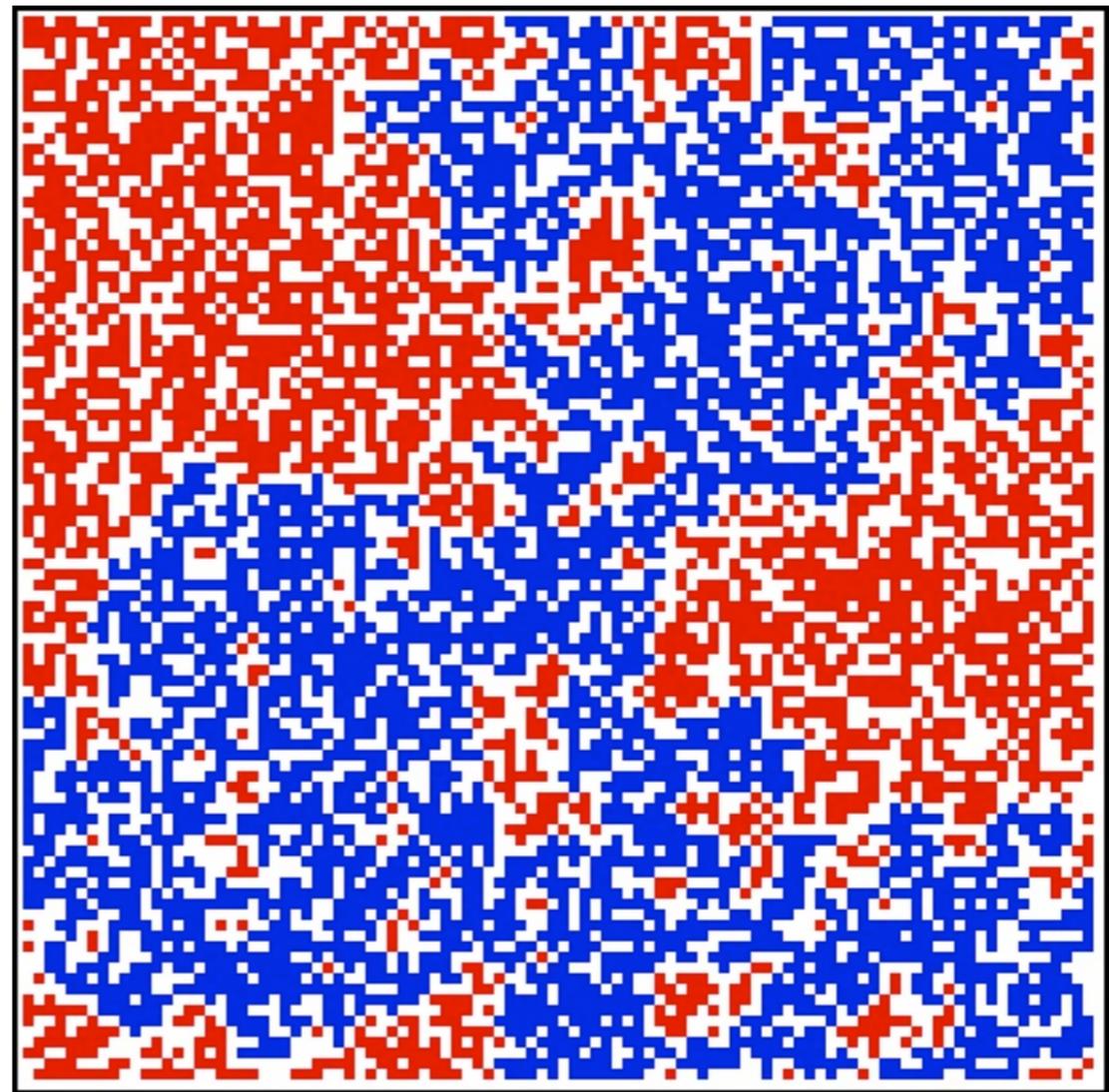


Blockages \longrightarrow Cut links (bonds)

Percolation

How many bonds should I cut until water won't flow?

In other words,
when is there a
spanning
cluster?



Percolation

In the context of **networks**

Have a random graph:

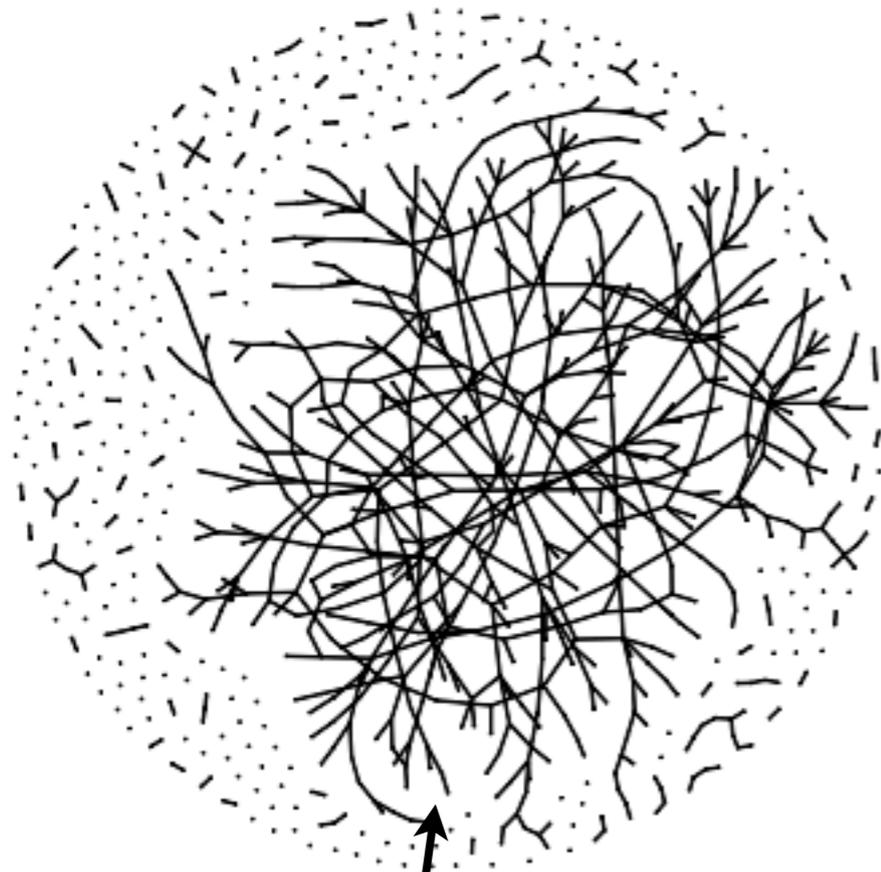
- Random **nodes fail** (site percolation)
 - Random **links fail** (bond percolation)
- p

Does the network lose **global connectivity**?

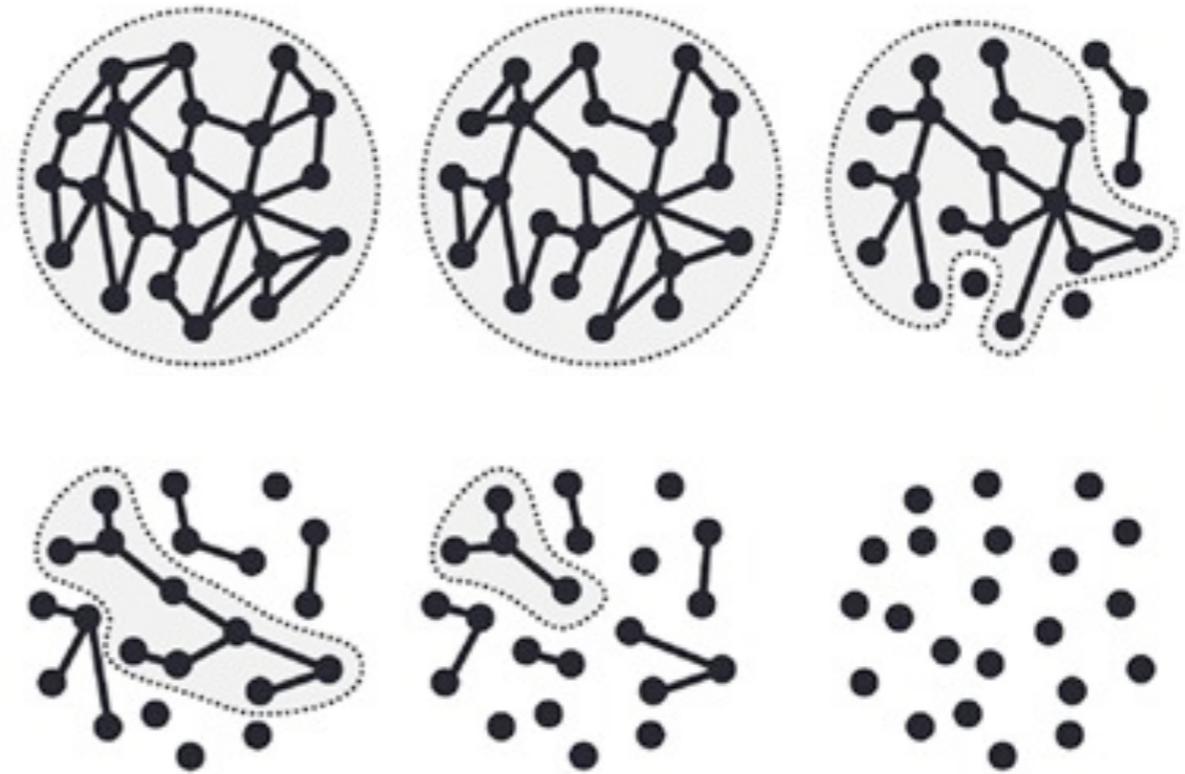
No spanning cluster → No **Giant Connected Component** (GCC)

Percolation

How do networks respond to random failures?

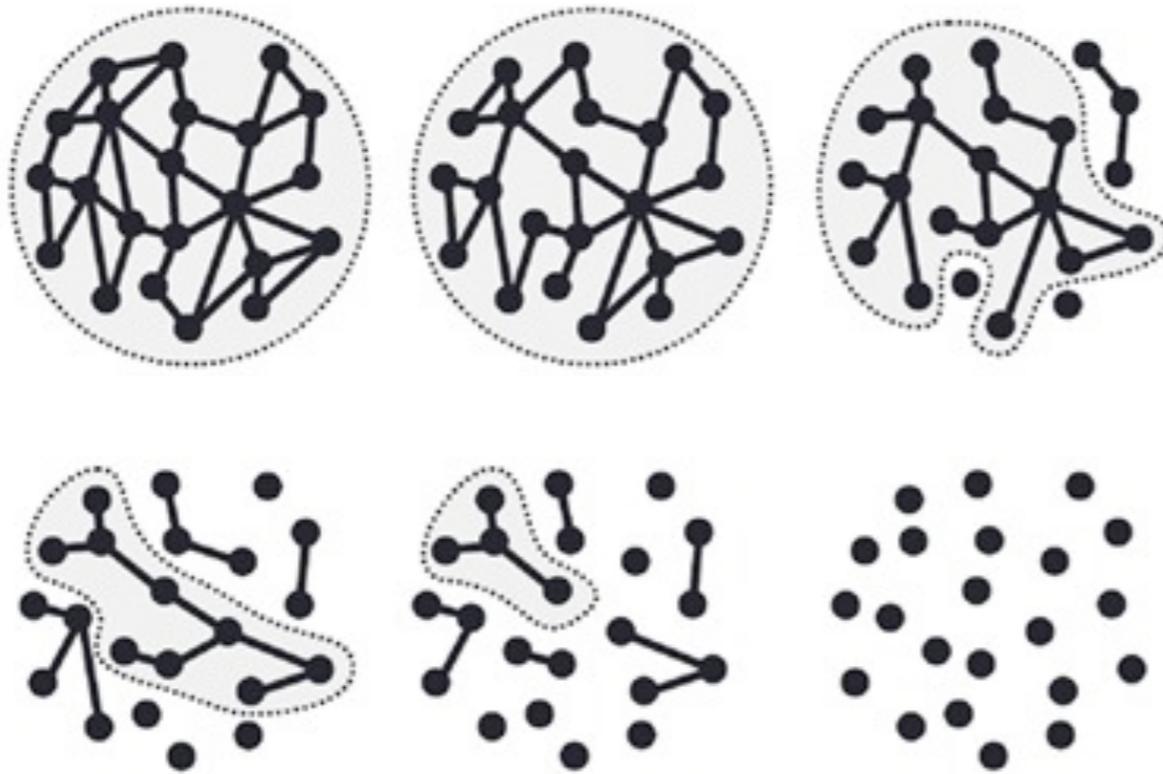


GCC



Percolation

How do networks respond
to random failures?



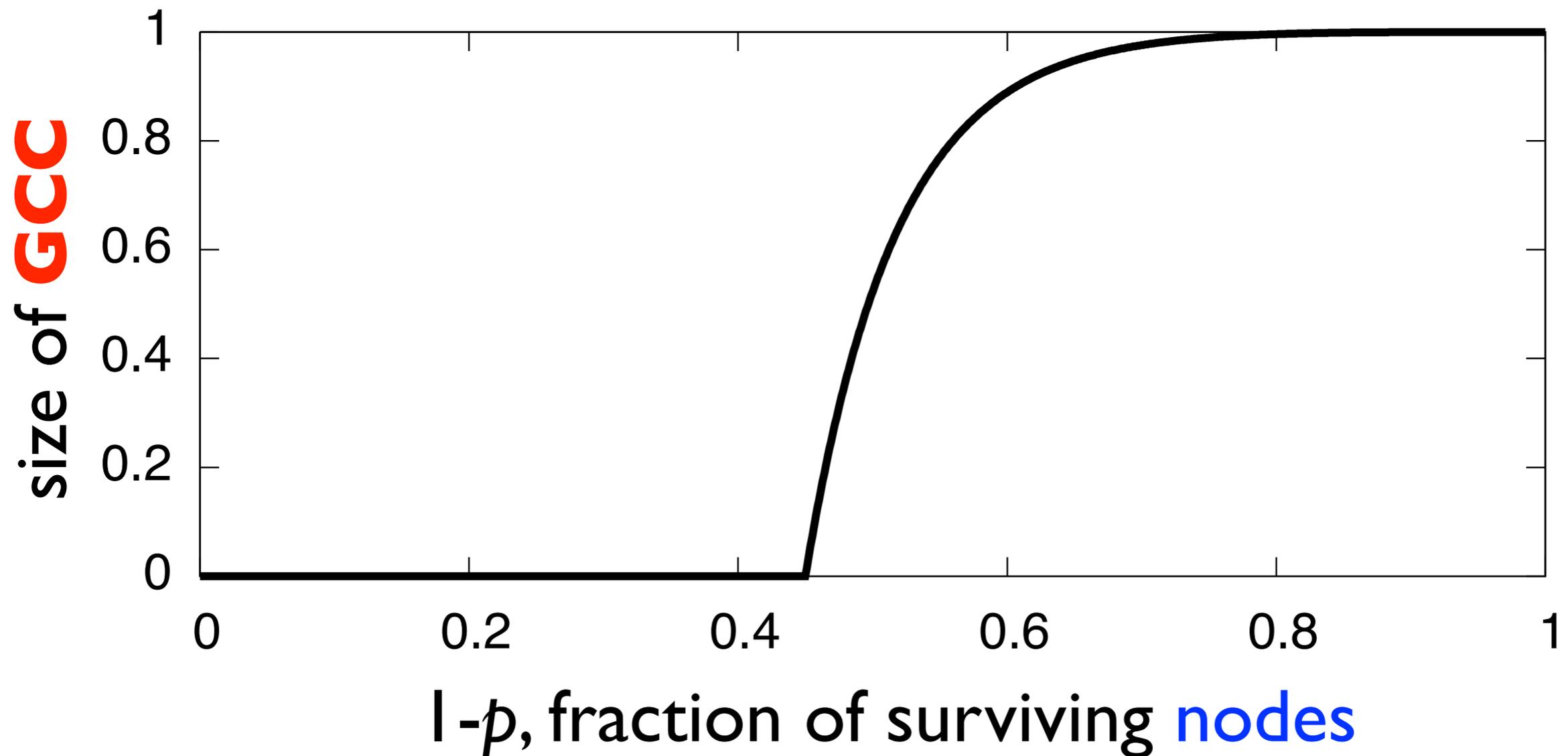
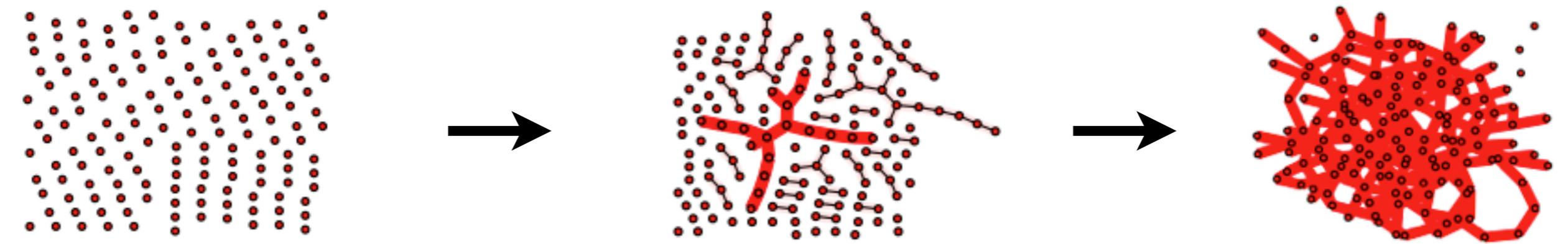
Is global damage
gradual or **sudden**?

Percolation

Many systems show a **sharp transition** in connectivity

Percolation transition

Percolation

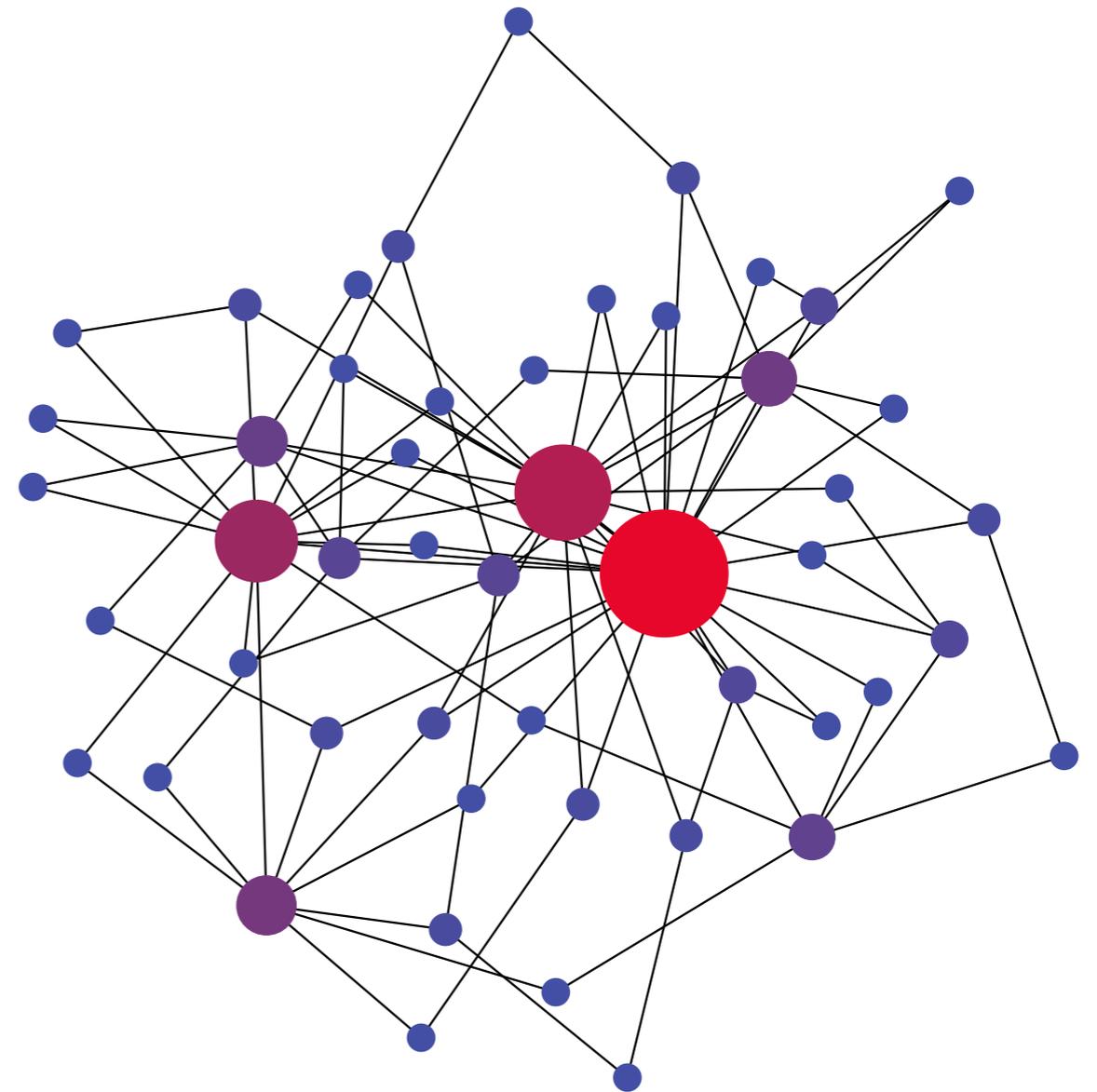


**Some networks are
special**

Some networks are special

Scale-free graphs

Hubs!

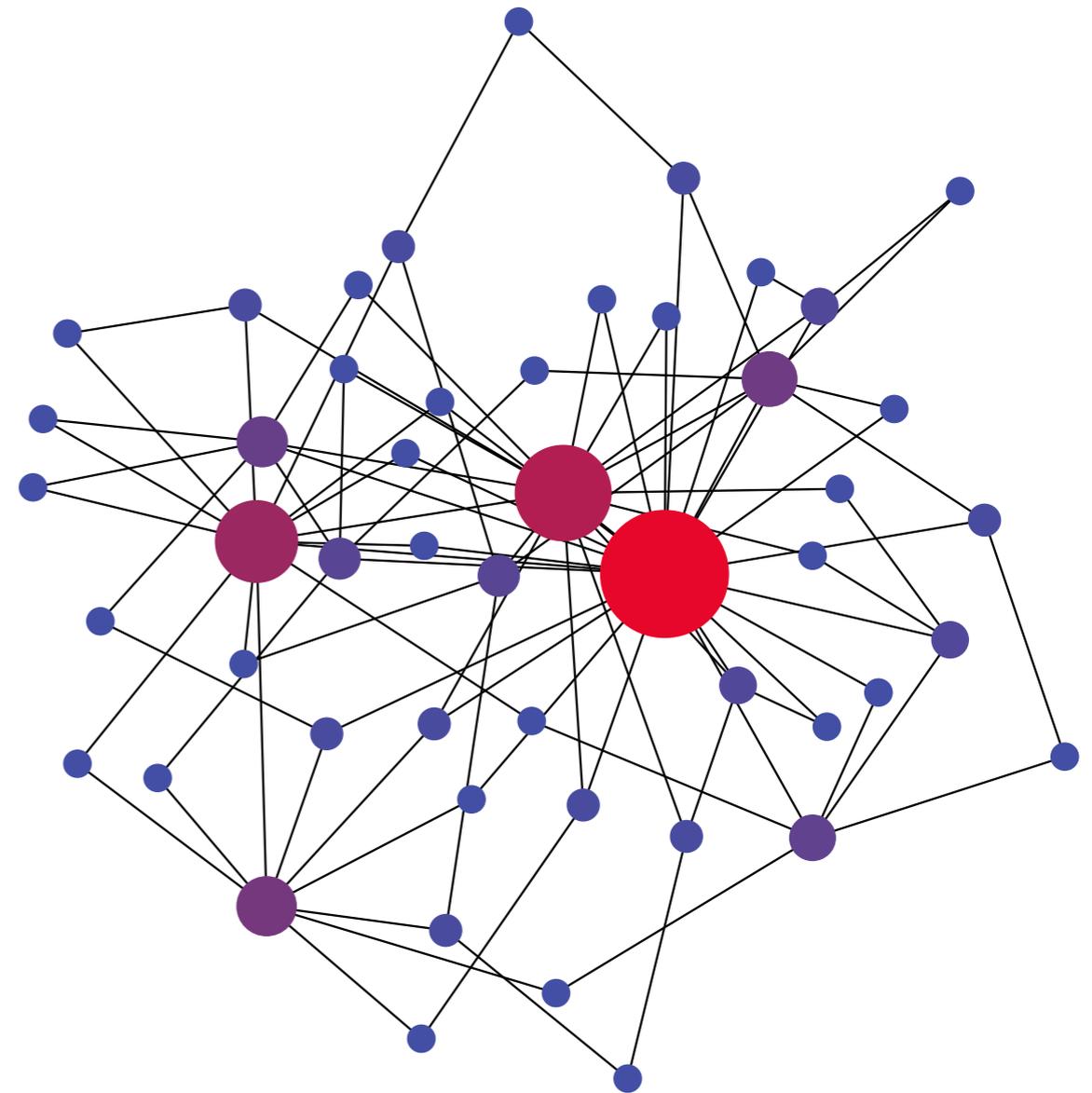


Some networks are special

Scale-free graphs

Hubs!

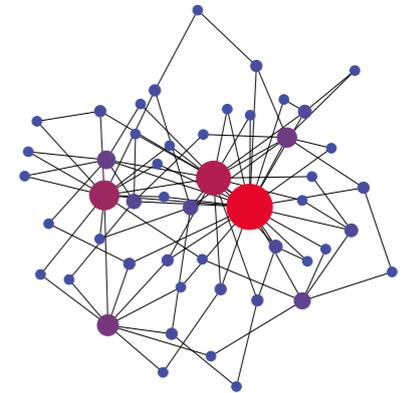
Imagine I randomly remove nodes from a very large scale-free network



Some networks are special

Scale-free graphs

Hubs!



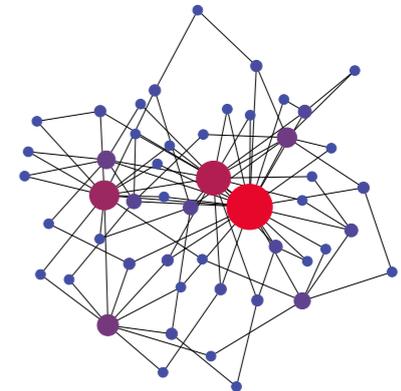
Imagine I randomly remove nodes from a very large scale-free network

Unlikely I'll hit all the hubs

Some networks are special

Scale-free graphs

Hubs!



Imagine I randomly remove nodes from a very large scale-free network

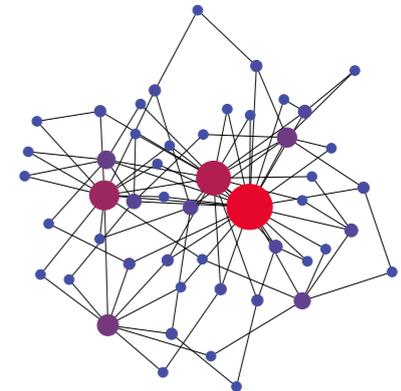
Unlikely I'll hit all the hubs

Hubs do a disproportionate job gluing the network together

Some networks are special

Scale-free graphs

Hubs!



Imagine I randomly remove nodes from a very large scale-free network

Unlikely I'll hit all the hubs

Hubs do a disproportionate job gluing the network together

Very unlikely I can make the network fall apart

Some networks are special

Scale-free graphs are **robust** against random failures!

Error and attack tolerance of complex networks

Réka Albert, Hawoong Jeong & Albert-László Barabási

Department of Physics, 225 Nieuwland Science Hall, University of Notre Dame, Indiana 46556, USA

Nature, 2000

Resilience of the Internet to Random Breakdowns

Reuven Cohen,^{1,*} Keren Erez,¹ Daniel ben-Avraham,² and Shlomo Havlin¹
Minerva Center and Department of Physics, Bar-Ilan University, Ramat-Gan 52900, Israel
²*Physics Department and Center for Statistical Physics (CISP), Clarkson University, Potsdam, New York 13699-5820*

(Received 11 July 2000; revised manuscript received 31 August 2000)

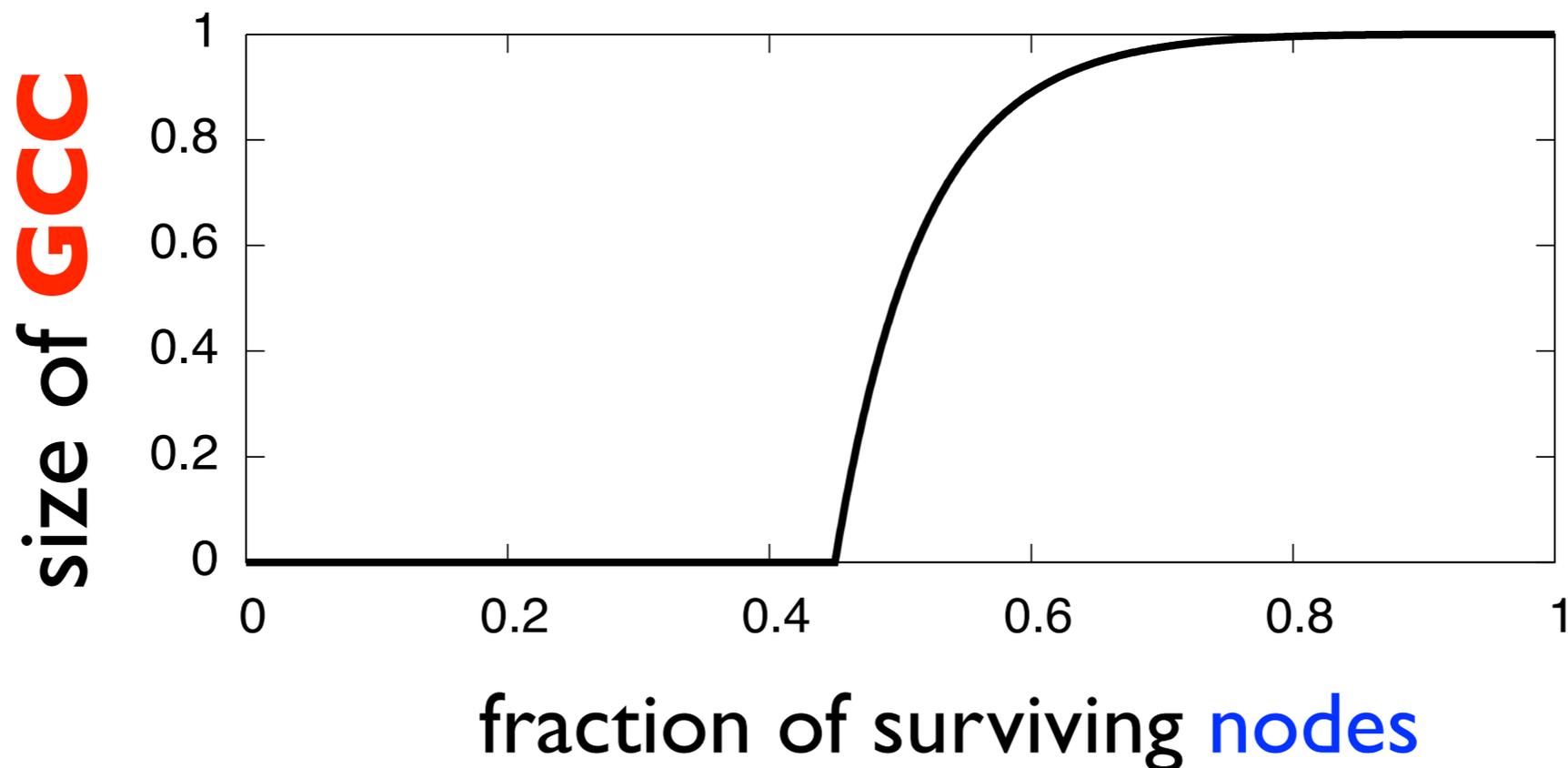
Phys Rev Lett, 2000

Some networks are special

Scale-free graphs are **robust** against
random failures!

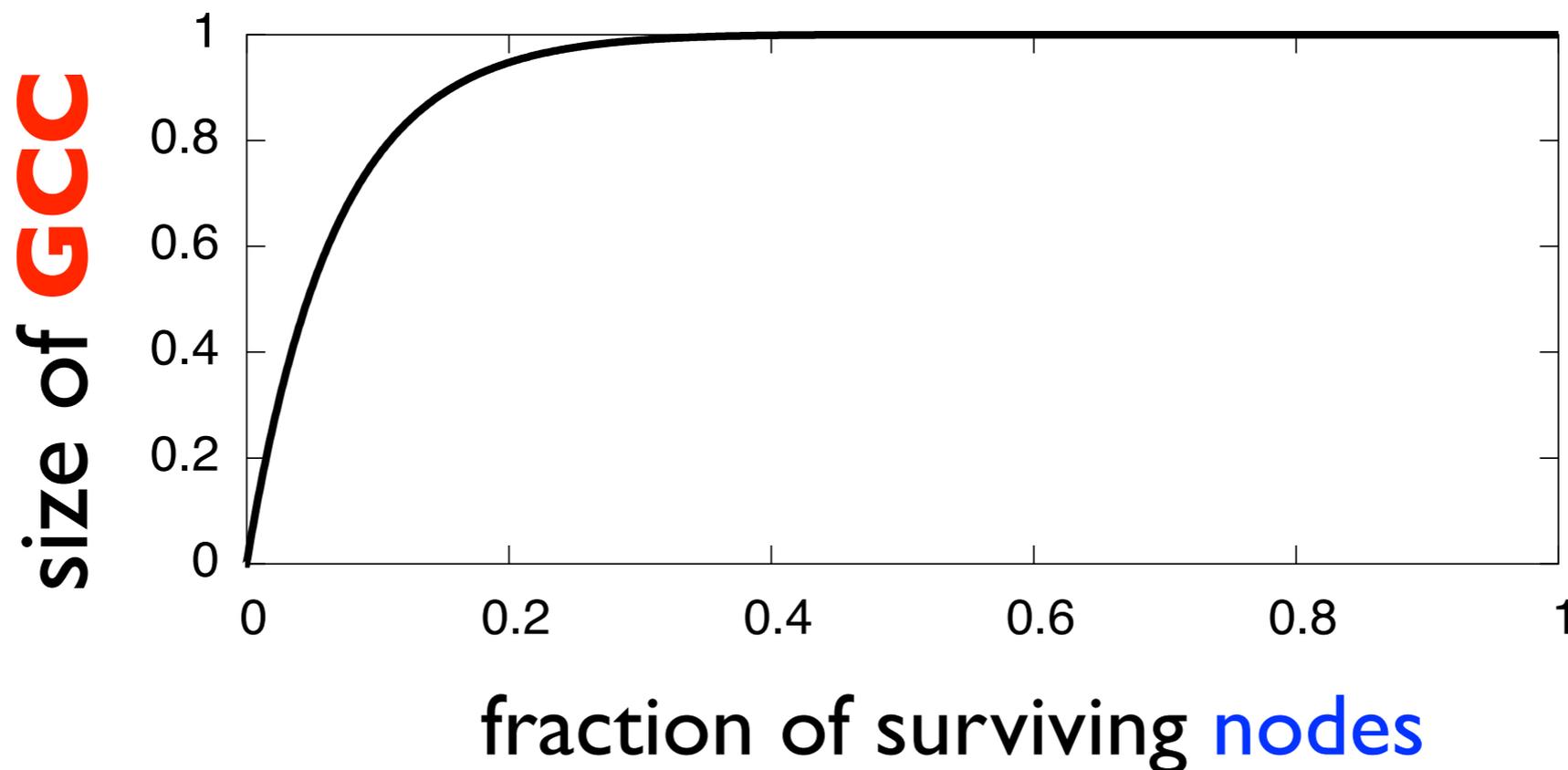
Some networks are special

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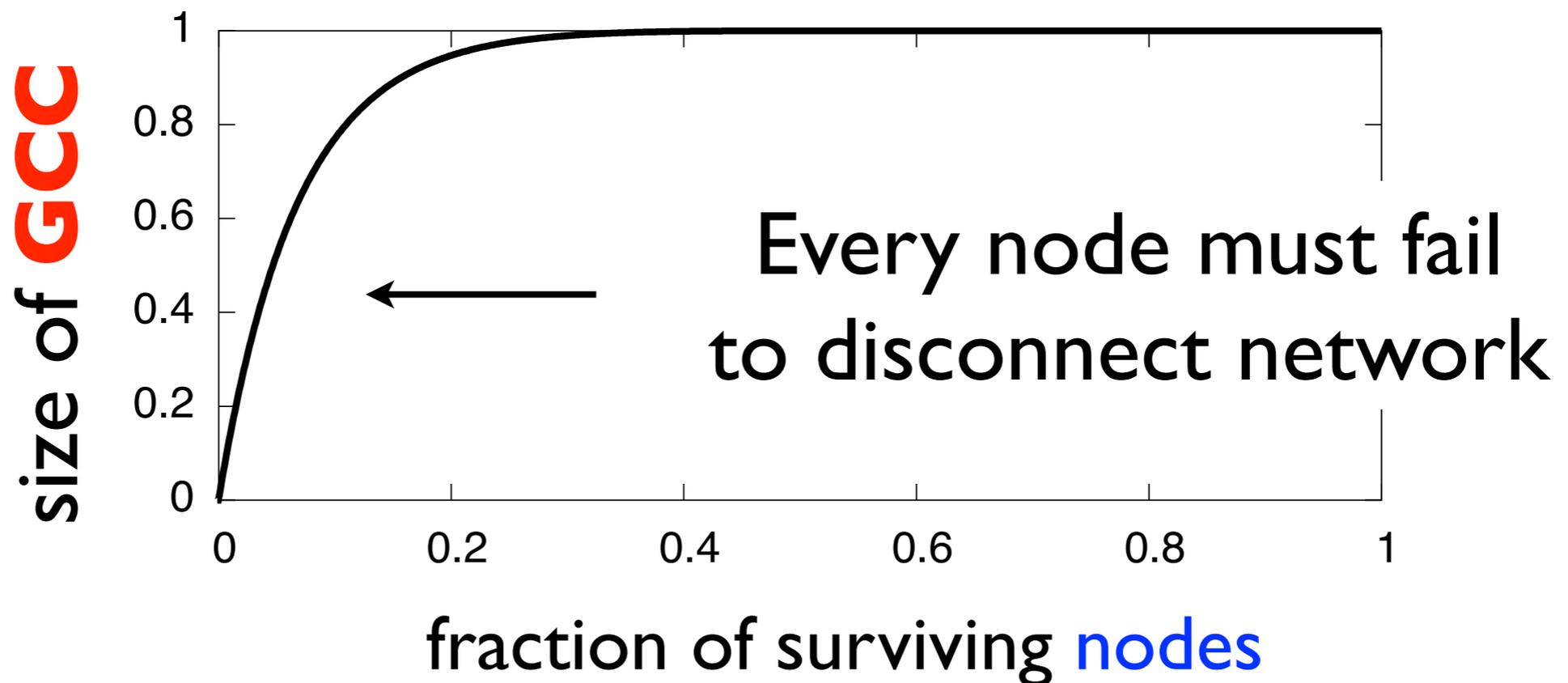
Some networks are special

Scale-free graphs are **robust** against random failures!



Some networks are special

Scale-free graphs are **robust** against random failures!



But there's a **price**

Scale-free networks robust to **random failures**

Do failures need to be **random**?

But there's a **price**

Scale-free networks robust to **random failures**

Do failures need to be **random**?

Attack the network

But there's a **price**

Scale-free networks robust to **random failures**

Do failures need to be **random**?

Attack the network

Attack the hubs

But there's a **price**

Scale-free networks robust to **random failures**

Do failures need to be **random**?

Attack the network

Attack the hubs

Hubs are **more likely** to fail

But there's a **price**

Scale-free networks robust to **random failures**

But there's a **price**

Scale-free networks robust to **random failures**

Scale-free networks **especially vulnerable** to **targeted attacks!**

But there's a **price**

Scale-free networks robust to **random failures**

Error and attack tolerance of complex networks

Réka Albert, Hawoong Jeong & Albert-László Barabási

Department of Physics, 225 Nieuwland Science Hall, University of Notre Dame, Indiana 46556, USA

Nature, 2000

Breakdown of the Internet under Intentional Attack

Reuven Cohen,^{1,*} Keren Erez,¹ Daniel ben-Avraham,² and Shlomo Havlin¹

¹*Minerva Center and Department of Physics, Bar-Ilan University, Ramat-Gan, Israel*

²*Department of Physics, Clarkson University, Potsdam, New York 13699-5820*

(Received 17 October 2000)

Phys Rev Lett, 2001

Scale-free networks **especially vulnerable** to **targeted attacks!**

Deleting a **small number of hubs** will **drastically disconnect** the network

Percolation is a huge area

Tons of results and variants

Percolation is a huge area

Tons of results and variants

Explosive percolation

Cascading failures

....

Percolation is a huge area

Tons of results and variants

Explosive percolation

Cascading failures

....

Lots of applications

Percolation is a huge area

Tons of results and variants

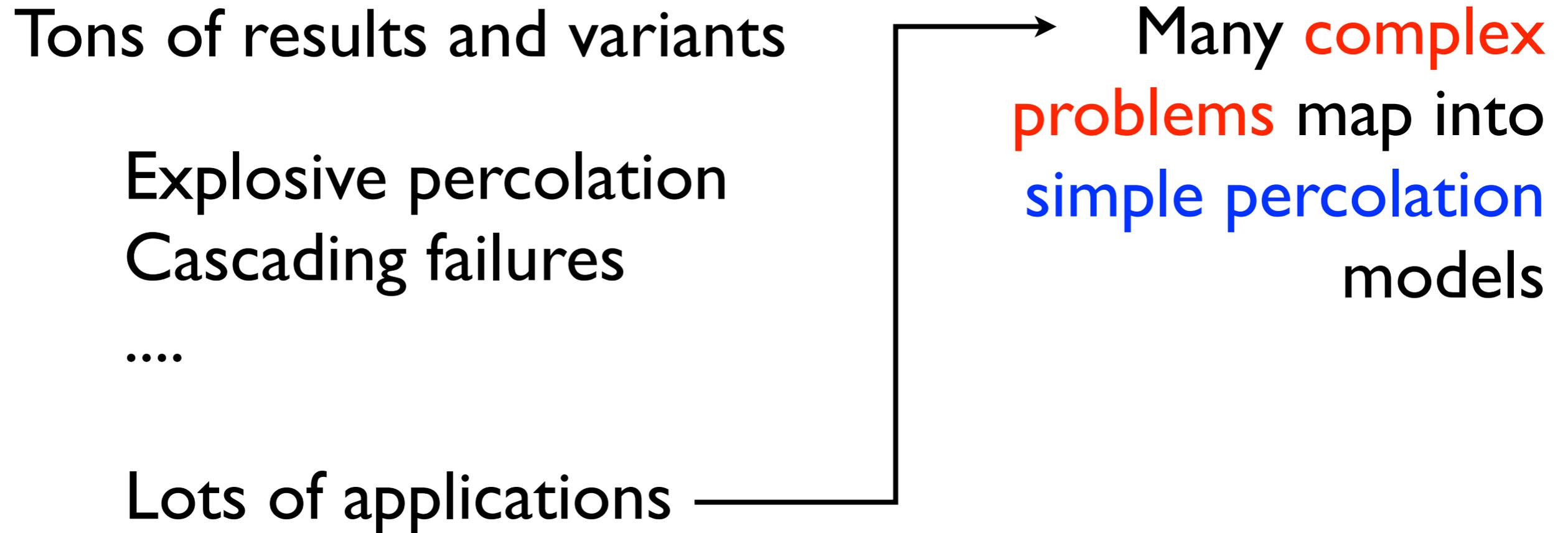
Explosive percolation

Cascading failures

....

Lots of applications

Many **complex problems** map into **simple percolation models**



```
graph LR; A[Tons of results and variants] --- B[Explosive percolation]; B --- C[Cascading failures]; C --- D[....]; D --- E[Lots of applications]; E --- F[Many complex problems map into simple percolation models];
```

Percolation is a huge area

Tons of results and variants

Explosive percolation

Cascading failures

....

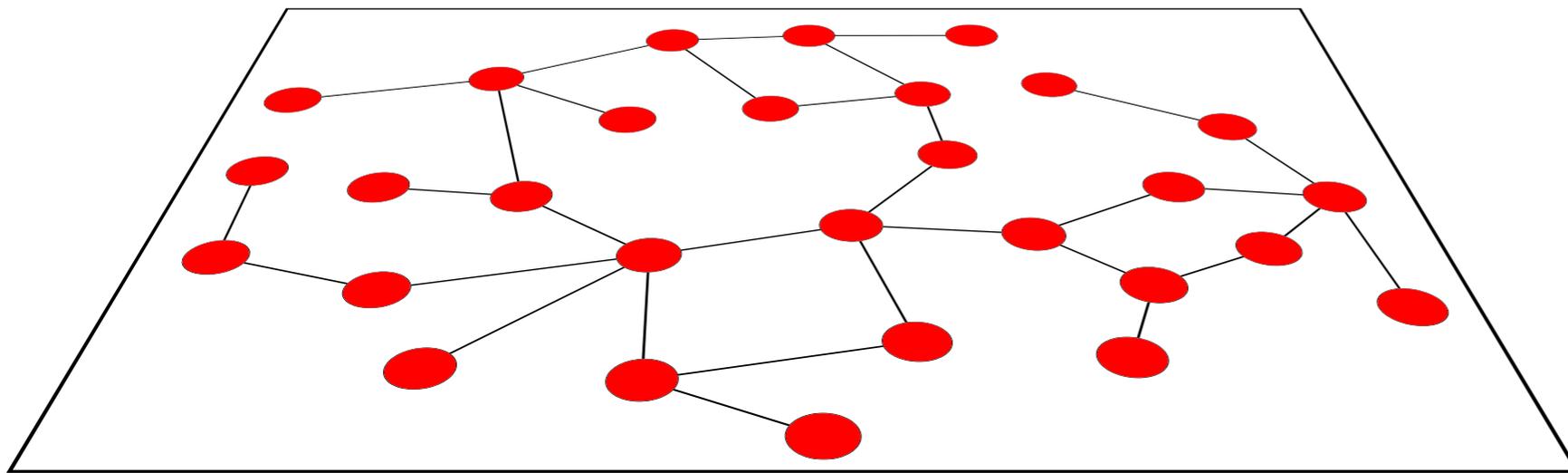
Lots of applications

Many **complex problems** map into **simple percolation models**

Epidemics /
Vaccinations

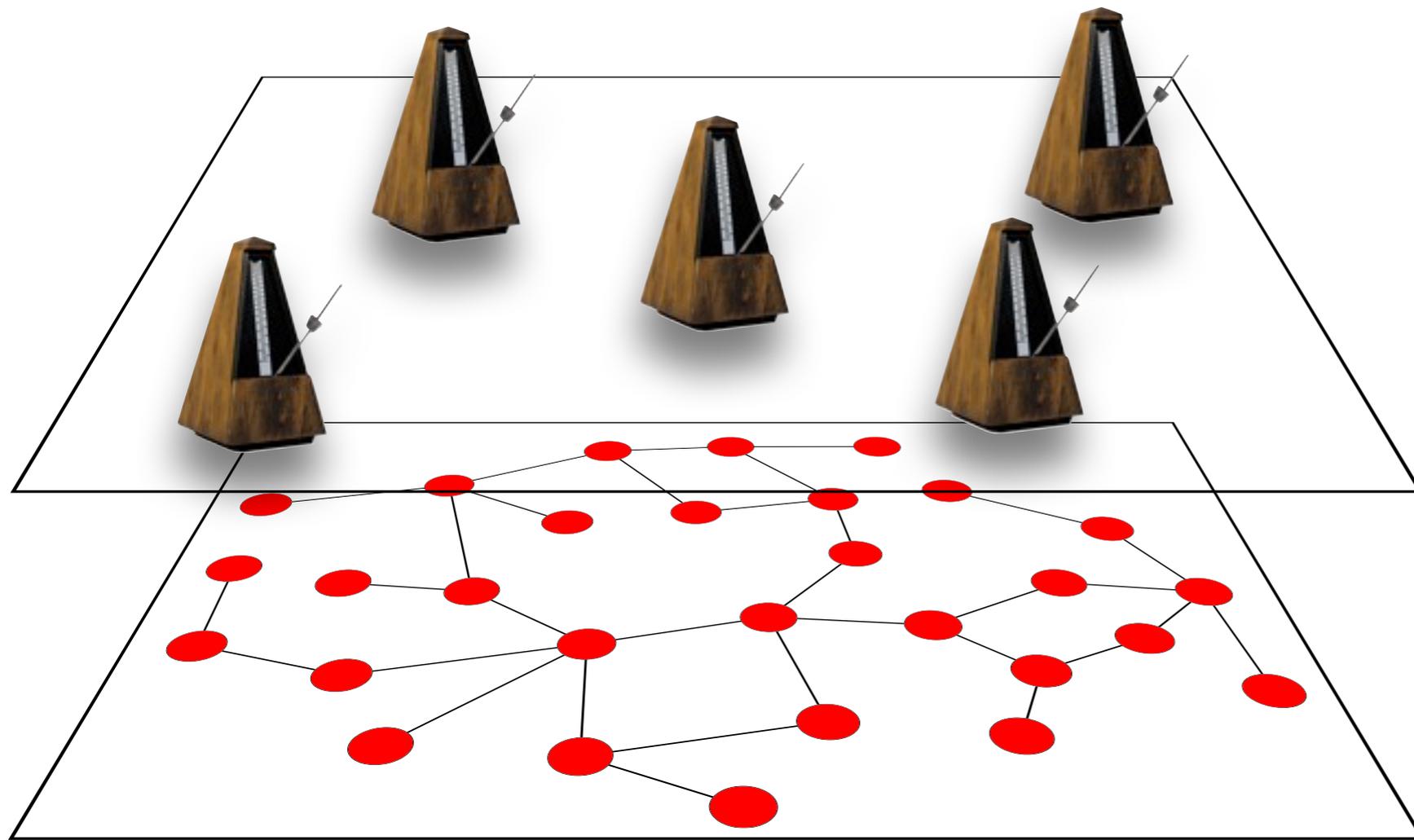
Dynamics on networks

Dynamics on networks



Network substrate

Dynamics on networks



Dynamical system
on top

Network substrate

Dynamics on networks

Oscillators at each node,
coupled with neighbors → Can they
synchronize?

Dynamics on networks

Oscillators at each node, coupled with neighbors \longrightarrow Can they **synchronize?**

HUGE
area

REVIEWS OF MODERN PHYSICS, VOLUME 77, JANUARY 2005

The Kuramoto model: A simple paradigm for synchronization phenomena

Juan A. Acebrón*

Departamento de Automática, Universidad de Alcalá, Crta. Madrid-Barcelona, km 31.600, 28871 Alcalá de Henares, Spain

L. L. Bonilla[†]

Grupo de Modelización y Simulación Numérica, Universidad Carlos III de Madrid, Avenida de la Universidad 30, 28911 Leganés, Spain

Conrad J. Pérez Vicente[‡] and Félix Ritort[§]

Department de Física Fonamental, Universitat de Barcelona, Diagonal 647, 08028 Barcelona, Spain

Renato Spigler^{||}

Dipartimento di Matematica, Università di Roma Tre, Largo S. Leonardo Murialdo 1, 00146 Roma, Italy

Dynamics on networks

Dynamics on networks

Something simple \longrightarrow **Spreading**

Dynamics on networks

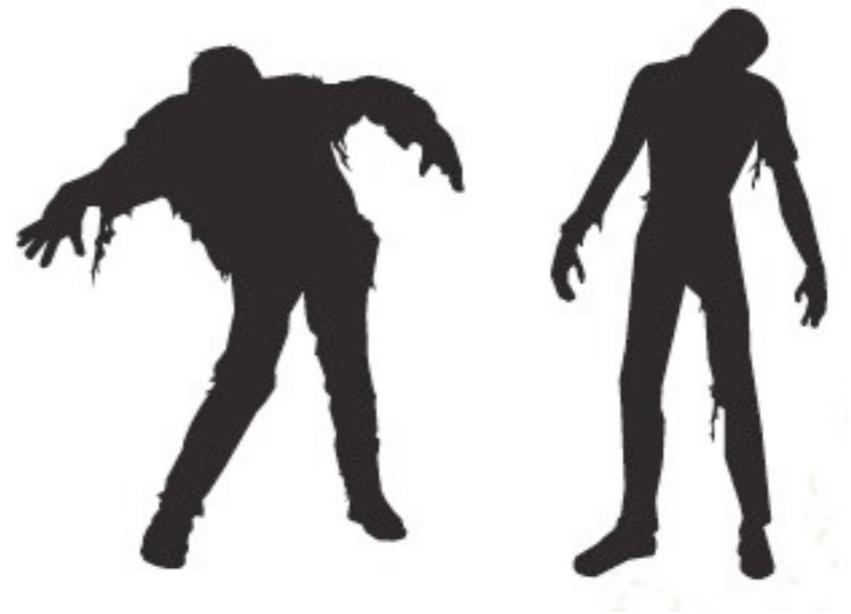
Something simple \longrightarrow **Spreading**

Disease outbreak
viral marketing
information cascade

Dynamics on networks

Something simple \longrightarrow **Spreading**

Disease outbreak
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information cascade



Dynamics on networks

Something simple \longrightarrow **Spreading**

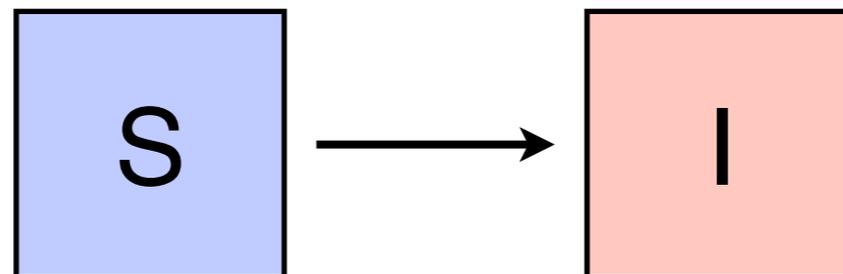
Disease outbreak
viral marketing
information cascade



Mathematical epidemiology

Compartmental models No network...

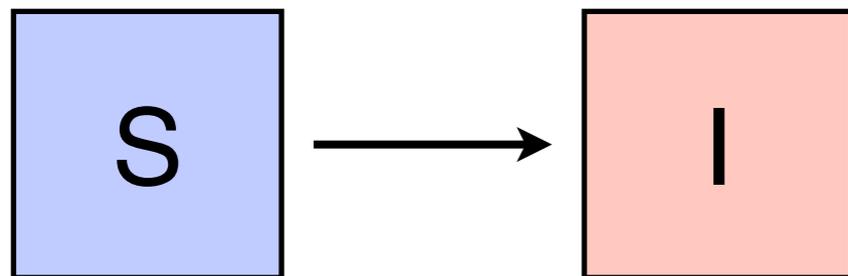
SI model People are **Susceptible**
or **Infected**



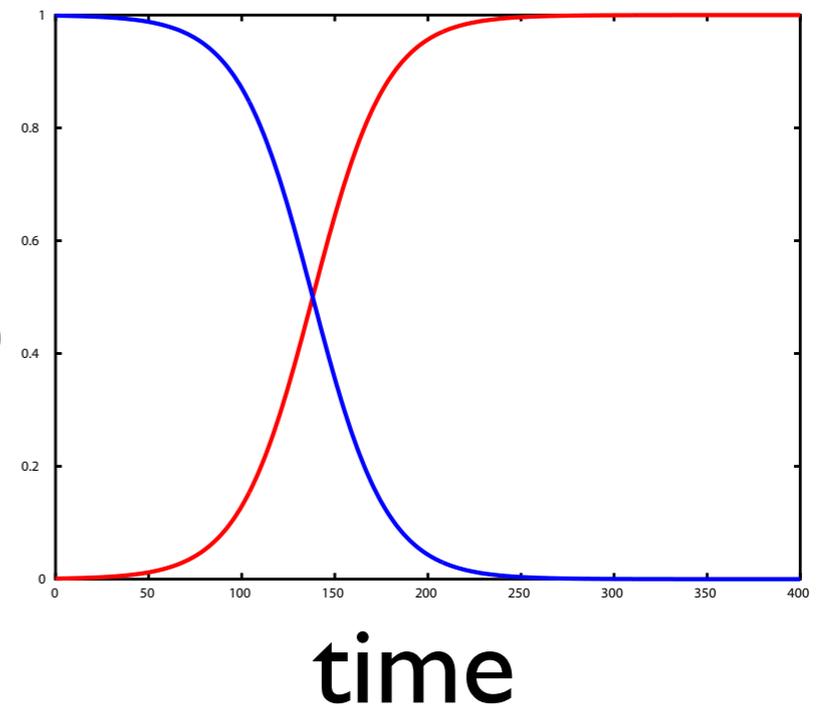
Mathematical epidemiology

Compartmental models No network...

SI model People are **Susceptible**
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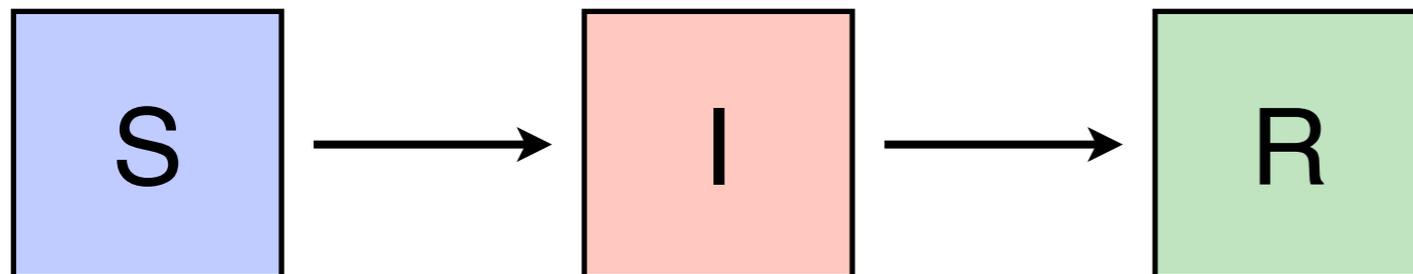
fraction
pop



Mathematical epidemiology

Compartmental models No network...

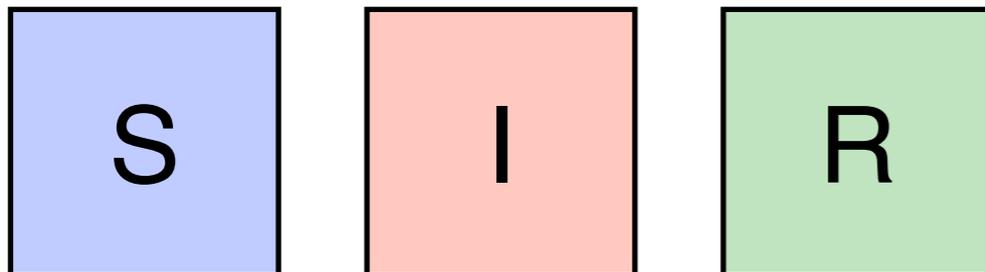
SIR model People are **Susceptible**,
Infected, or **Recovered**



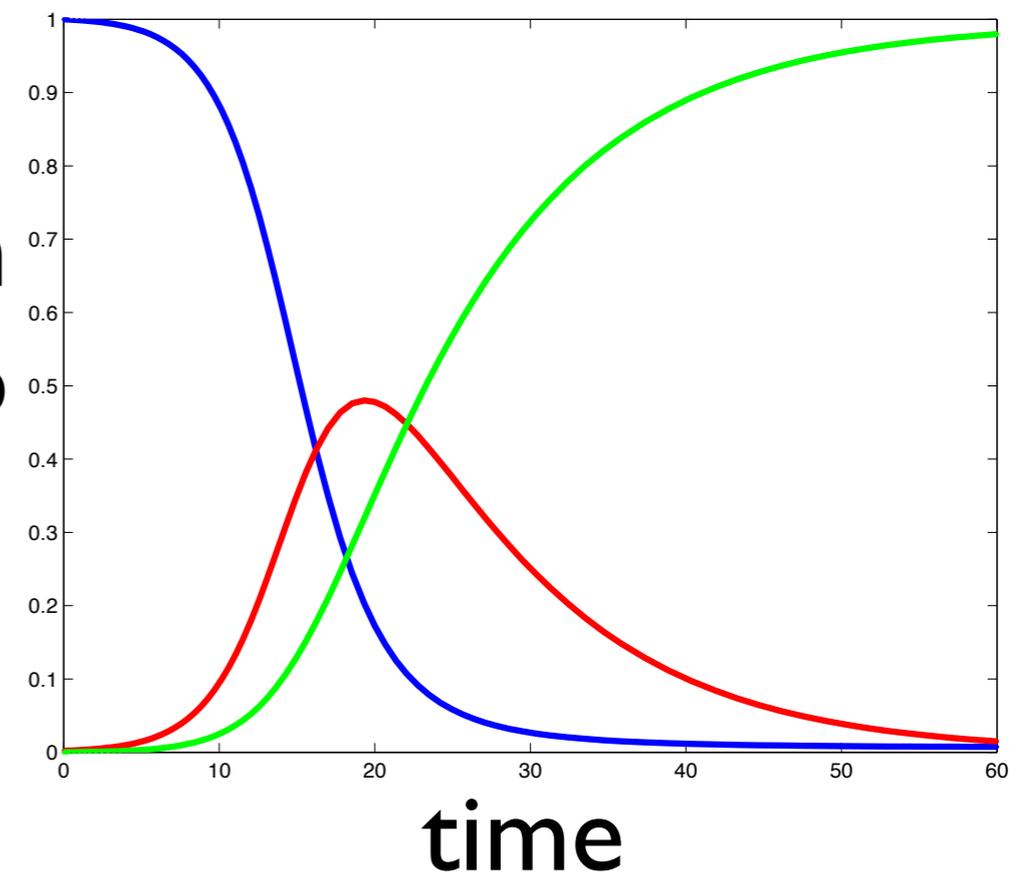
Mathematical epidemiology

Compartmental models No network...

SIR model



fraction
pop



Network epidemics

SI on a **network**

Unlike compartments, an outbreak
might not infect **everyone**

If the network is **disconnected**

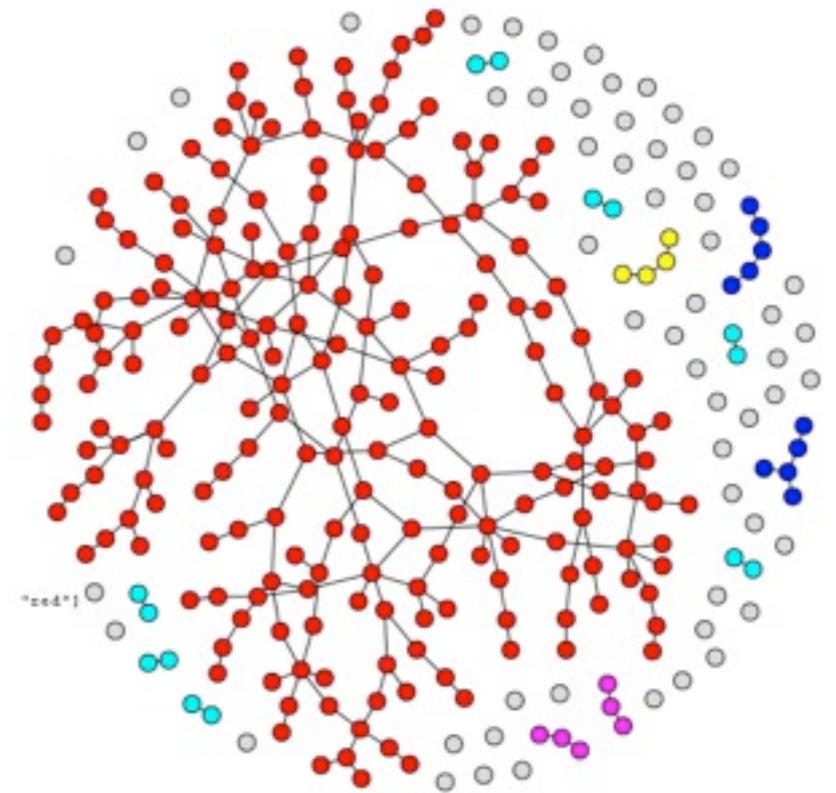


Percolation

Network epidemics

SI on a **network**

Distribution of **component sizes** tells us how big outbreak will be
(more than just GCC)



Network epidemics

SIR on a **network**

People recover after a certain **time**

An infected node might recover **before**
coming into **contact** with a neighbor

ϕ Transmission probability

Network epidemics

SIR on a **network**

ϕ Transmission probability

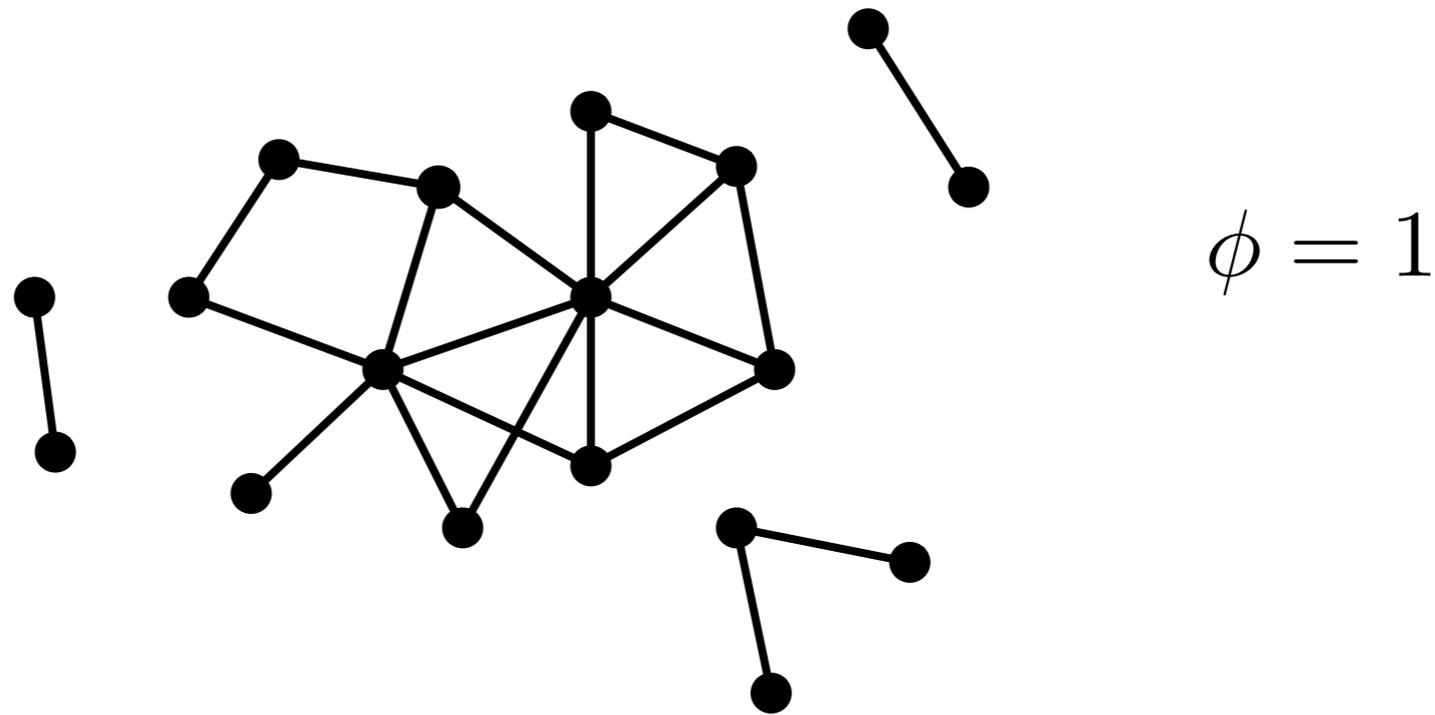
Disease not being transmitted = cut link

Random disease = **bond percolation**

Network epidemics

SIR on a **network** ϕ Transmission probability

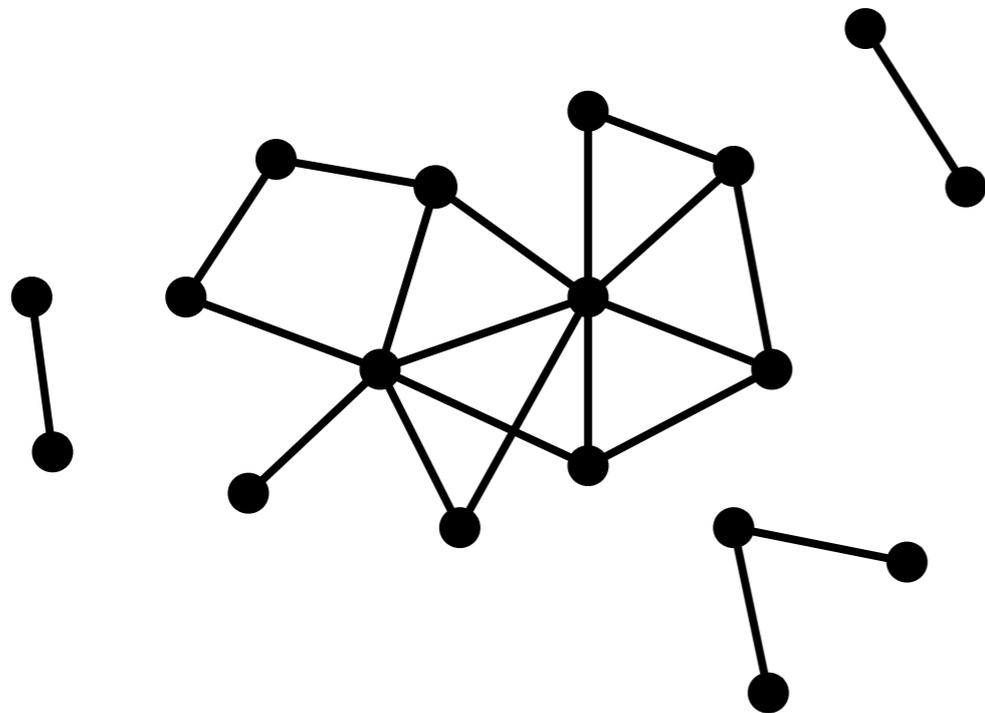
Random disease = **bond percolation**



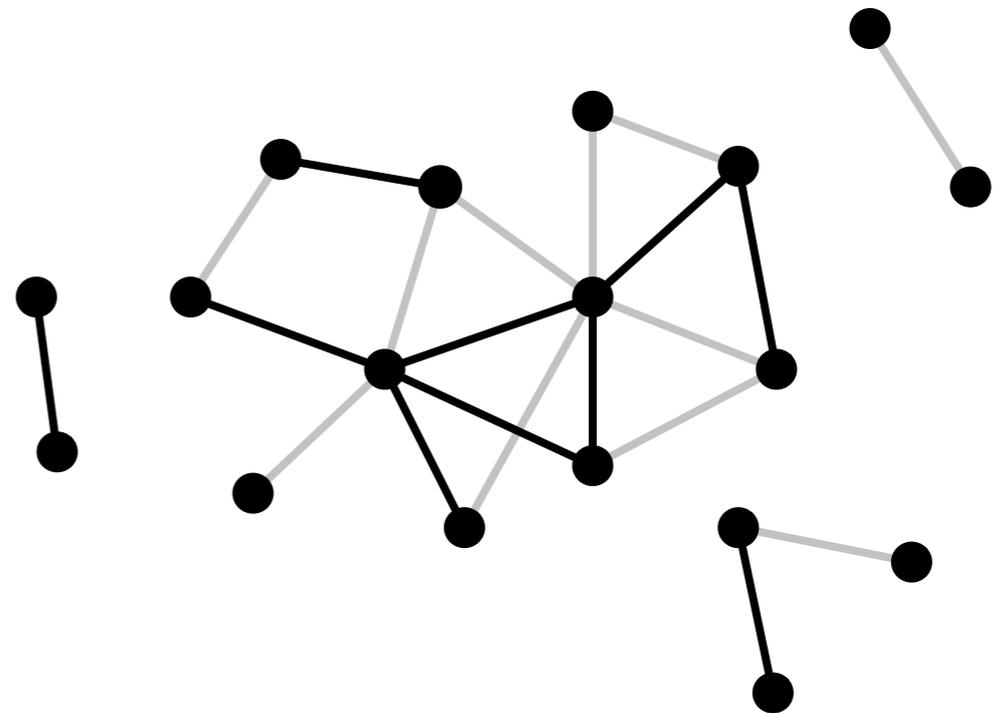
Network epidemics

SIR on a **network** ϕ Transmission probability

Random disease = **bond percolation**



$\phi = 1$

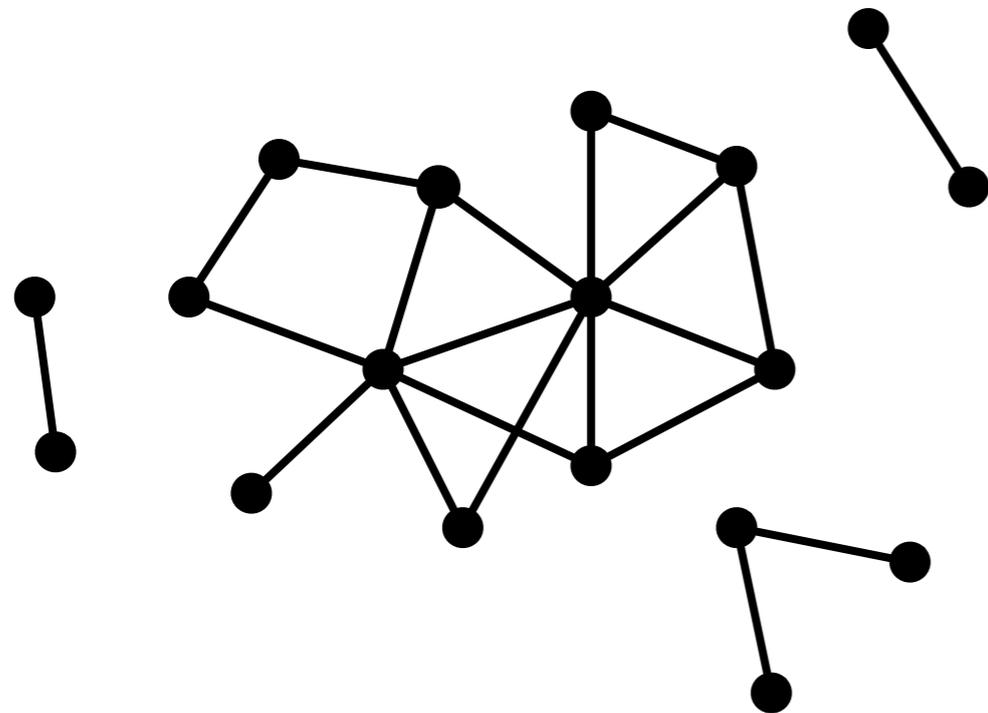


$\phi = 0.5$

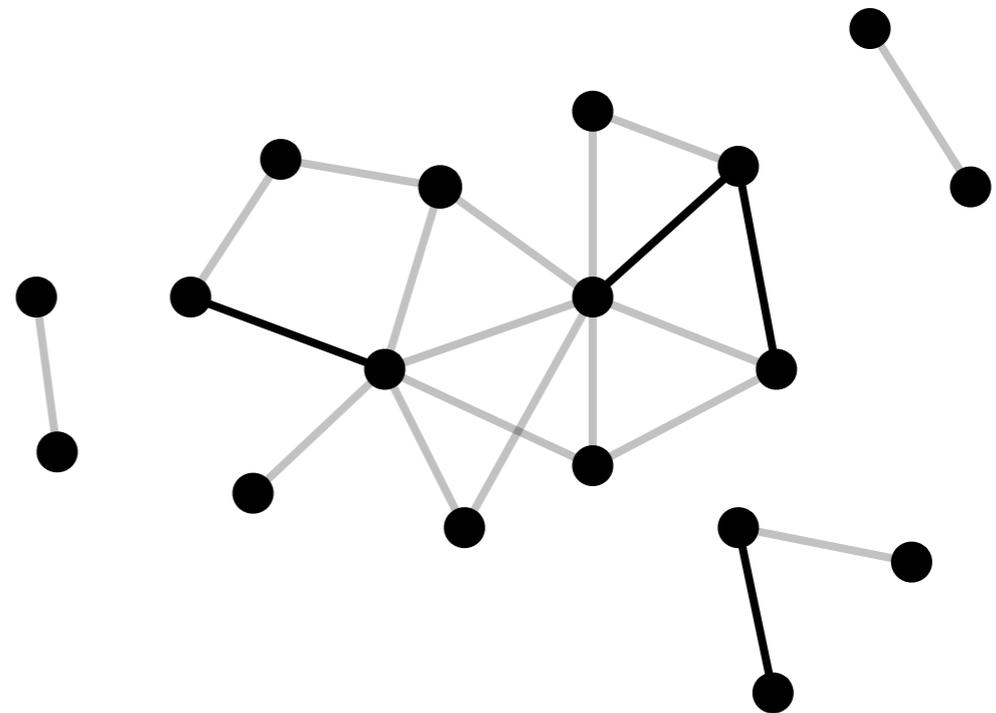
Network epidemics

SIR on a **network** ϕ Transmission probability

Random disease = **bond percolation**



$\phi = 1$



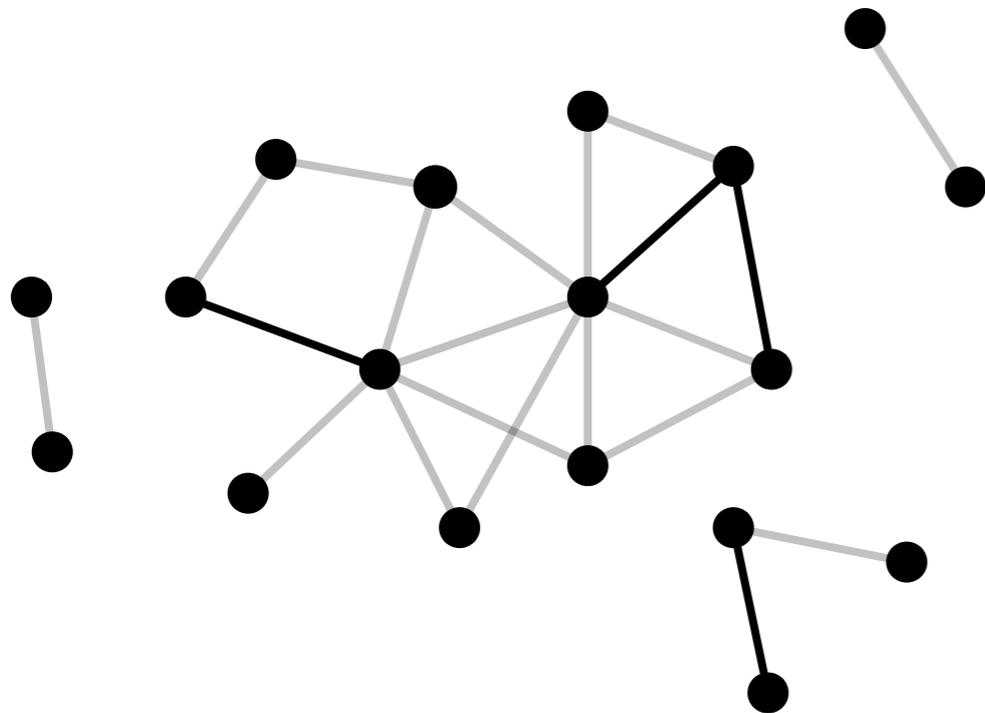
$\phi = 0.2$

Network epidemics

SIR on a **network**

ϕ Transmission probability

Random disease = **bond percolation**



$$\phi = 0.2$$

Expected statistics of
bond percolation clusters

Teach us about **expected
behavior** of SIR model
on the network

Network epidemics

What if network is connected?

Network epidemics

What if network is connected?

Deleting nodes = vaccinating people

Network epidemics

What if network is connected?

Deleting nodes = vaccinating people

Limited number of vaccines: who to vaccinate?

Network epidemics

What if network is connected?

Deleting nodes = vaccinating people

Limited number of vaccines: who to vaccinate?

Attack the **hubs**!

Shatter the network = prevent **large** outbreak

Network epidemics

How to find the hubs when you don't know the network



Network epidemics

How to find the hubs when you don't know the network



1. Pick someone at **random**
2. Ask who their **friends** are
3. Vaccinate **friends**

Network epidemics

How to find the hubs when you don't know the network



1. Pick someone at **random**
2. Ask who their **friends** are
3. Vaccinate **friends**

Mimics Krapivsky-
Redner **redirection**

Network epidemics

How to find the hubs when you don't know the network



1. Pick someone at **random**
2. Ask who their **friends** are
3. Vaccinate **friends**

Mimics Krapivsky-
Redner **redirection**

Vaccines distributed by
**preferential
attachment**

Communities

Mesososcopic Structure



Mesososcopic Structure



local

global

Mesososcopic Structure



local

motifs

navigation

global

degree

mixing

hierarchy

degree

clustering

modules

distribution

robustness

Mesososcopic Structure



local

global

modules

Mesososcopic Structure



local

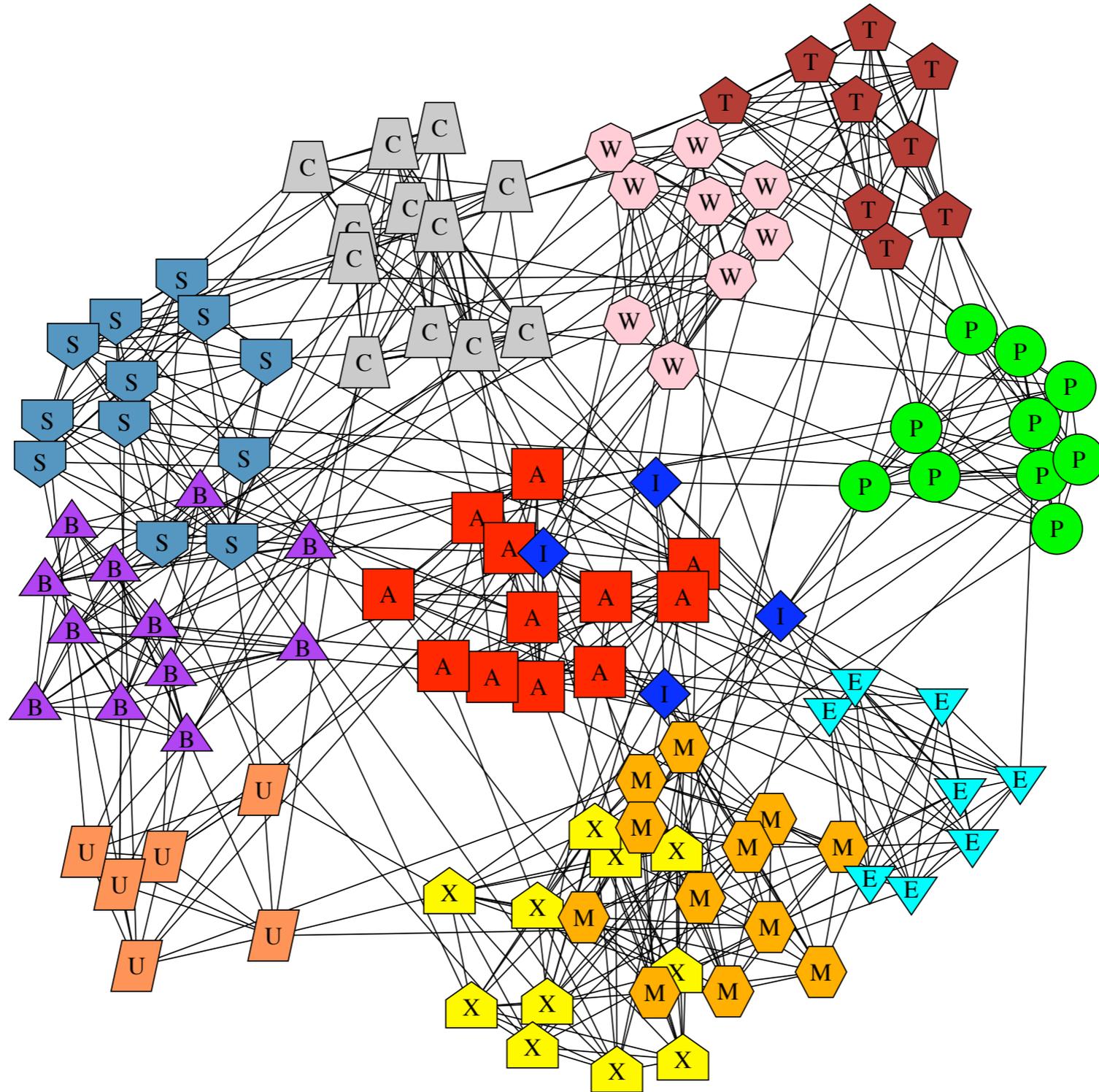
global

modules

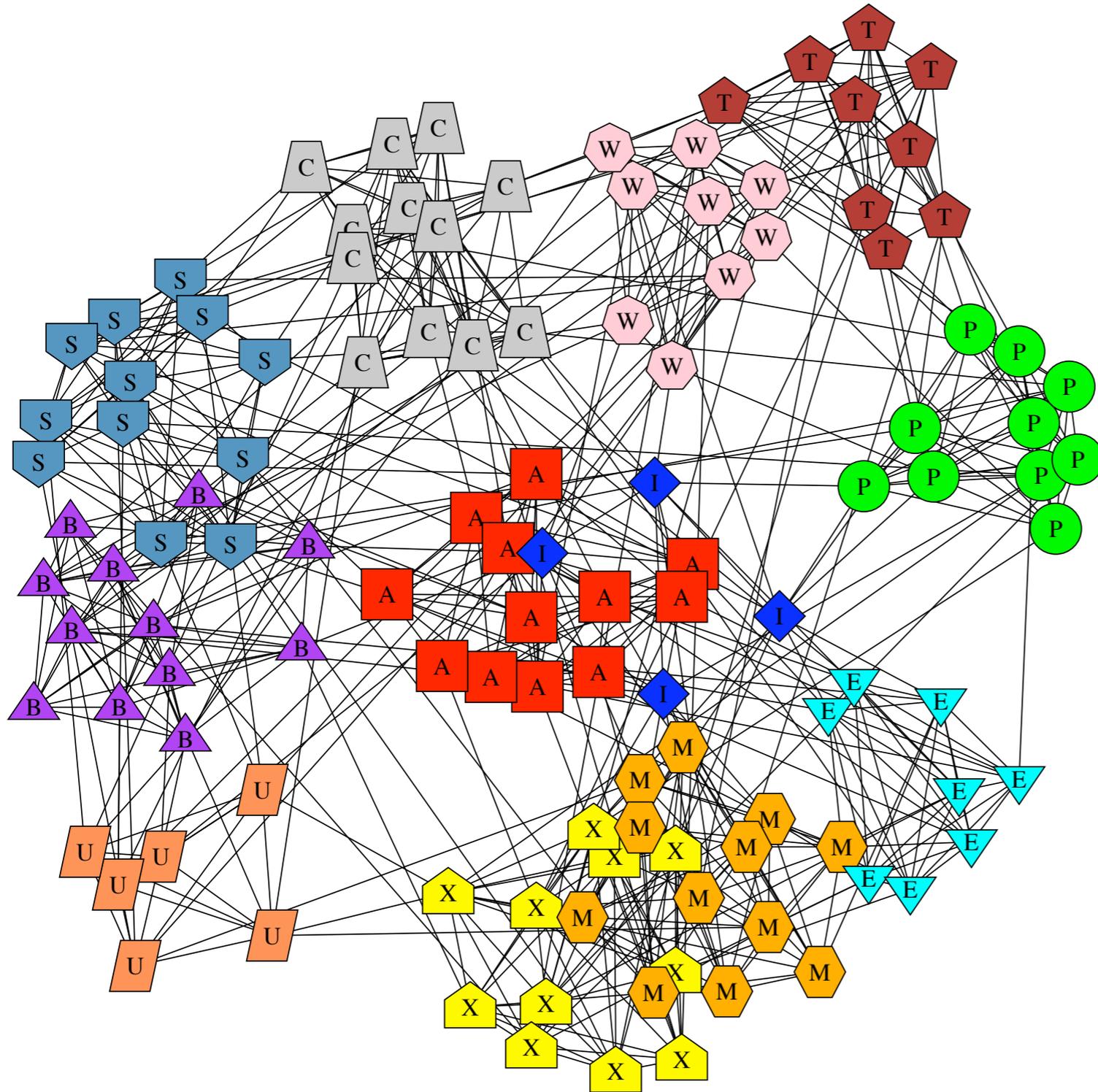


communities

Mesososcopic Structure



Mesososcopic Structure



Communities

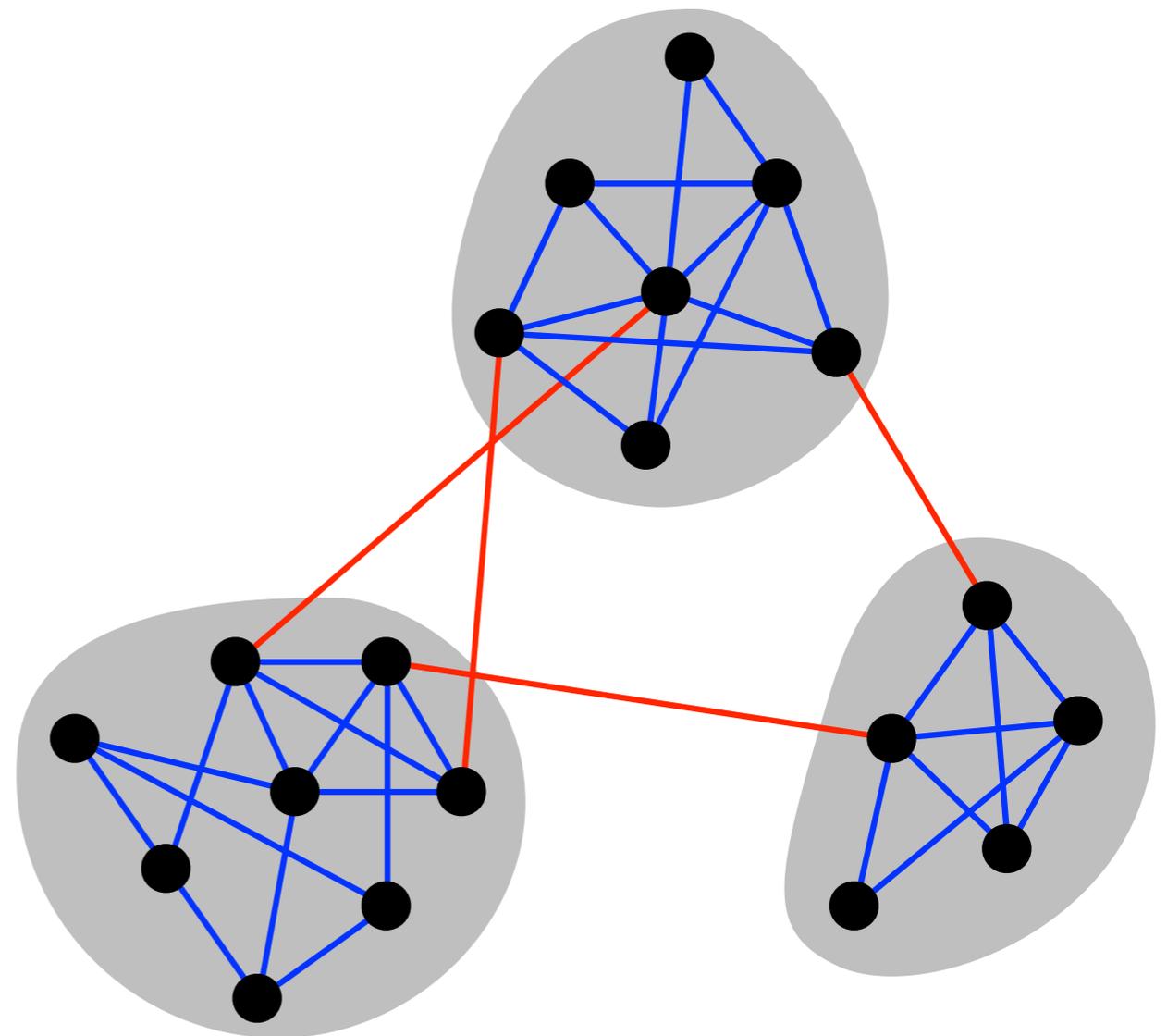
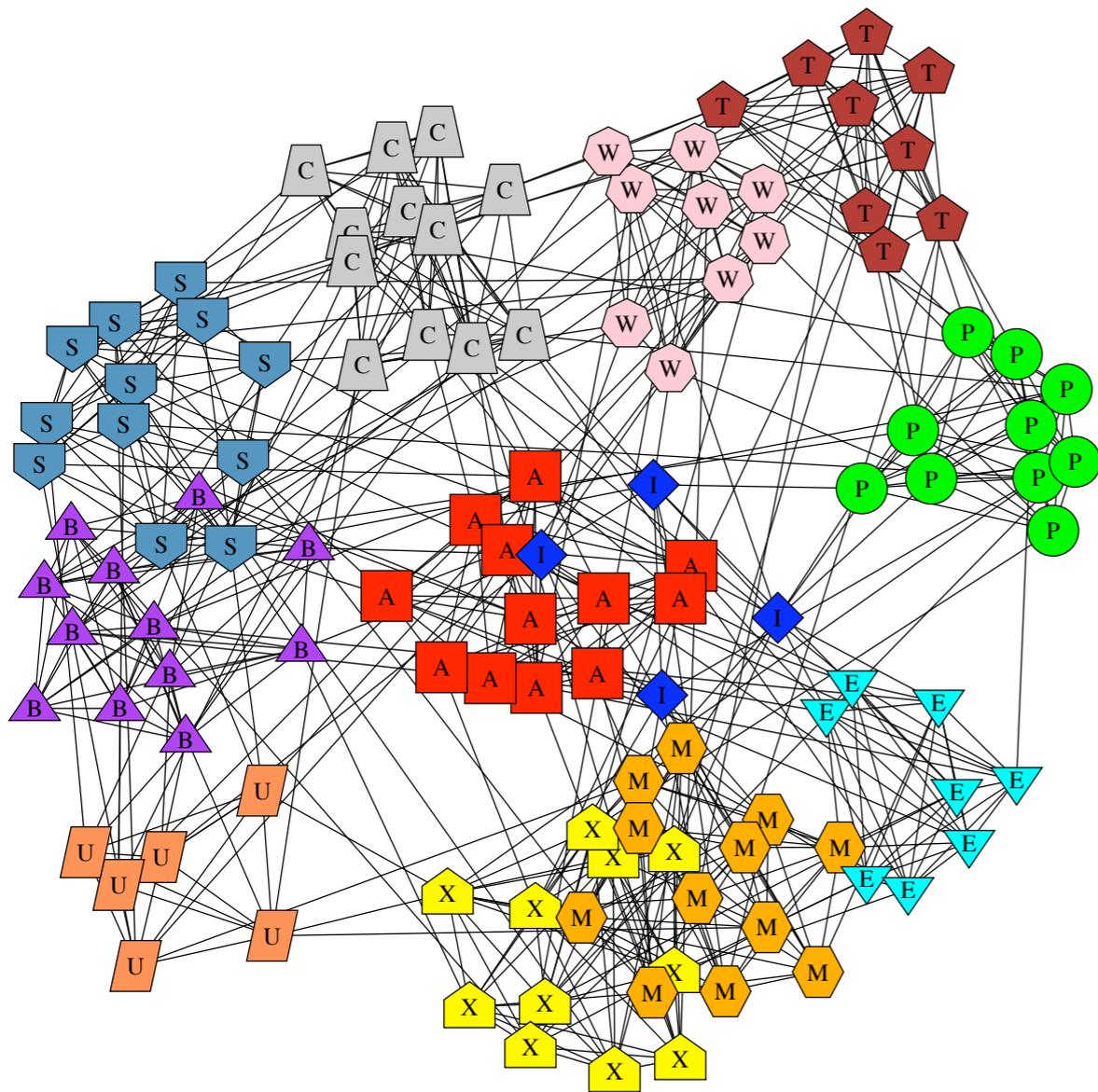
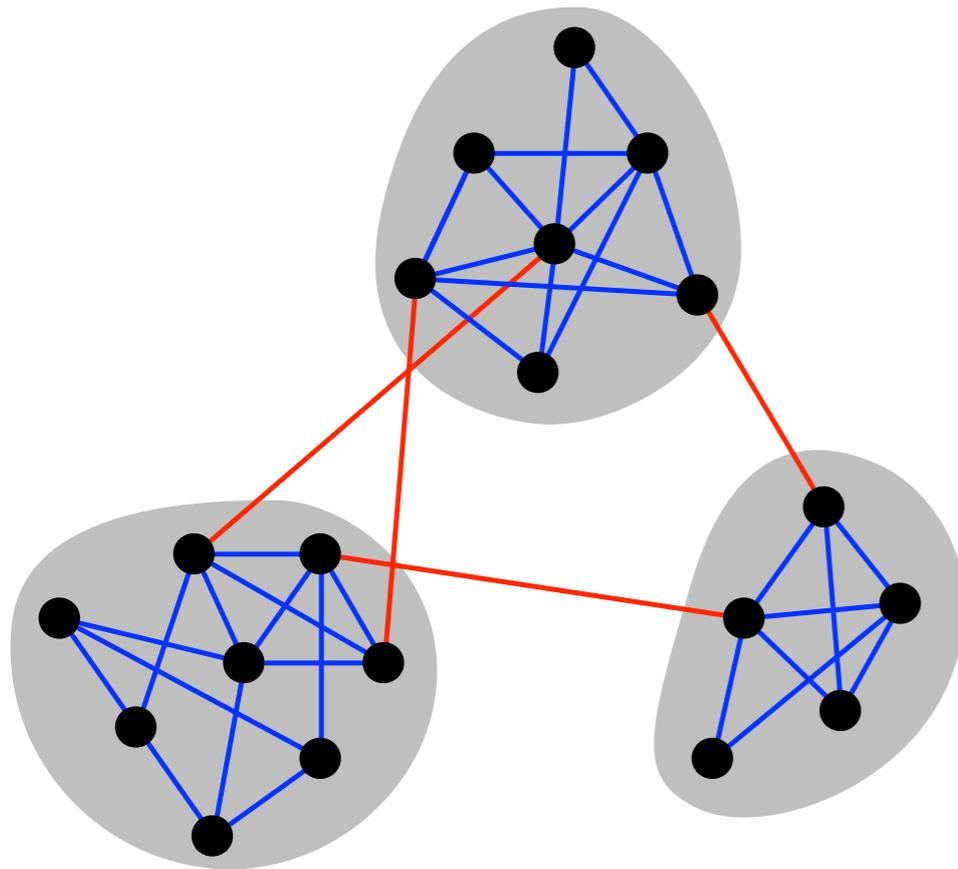


Illustration. Newman, PNAS **103**, 8577-8582 (2006).

Communities

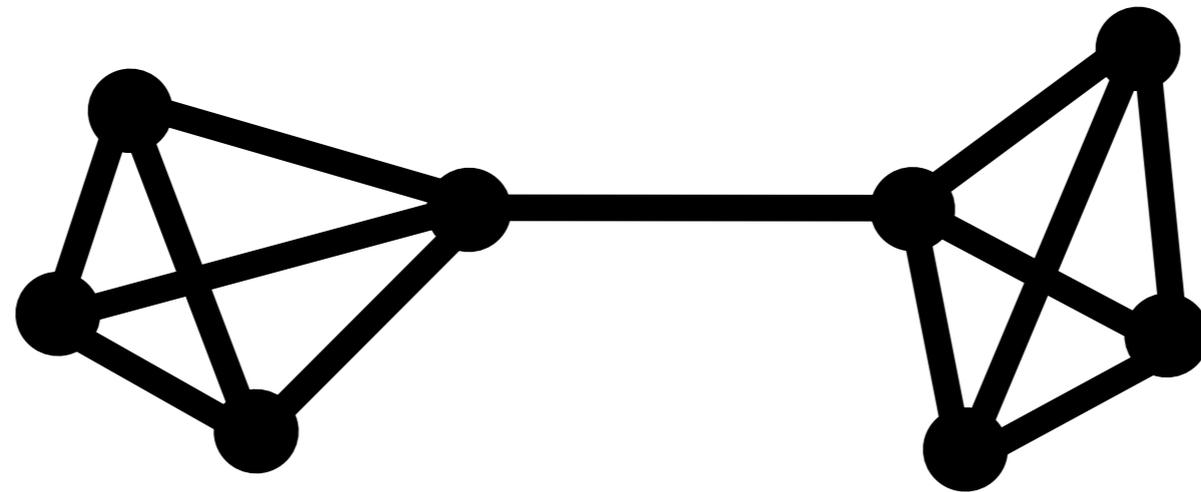


No **precise** definition

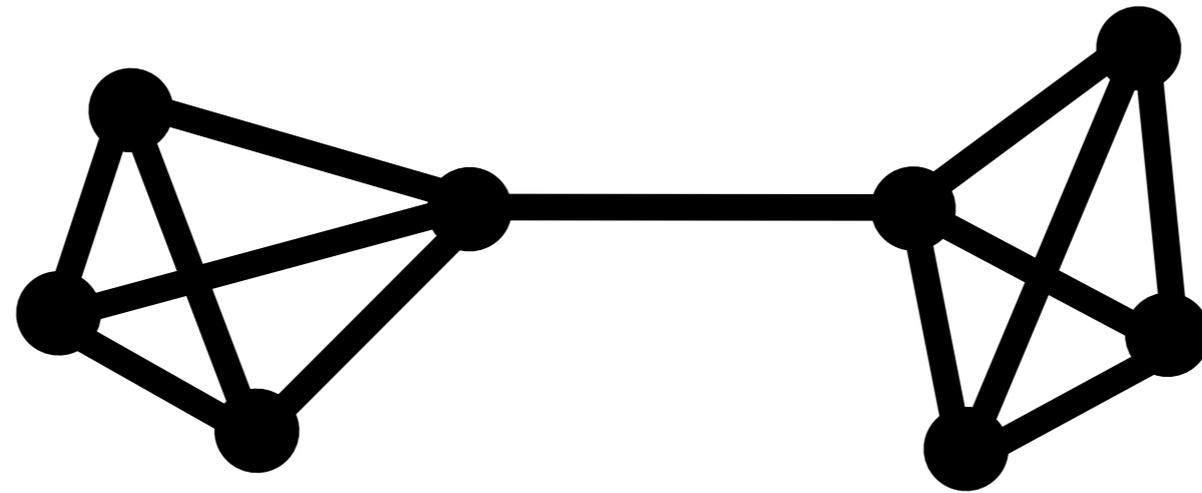
groups of nodes with

- many **internal links**
- few **external links**

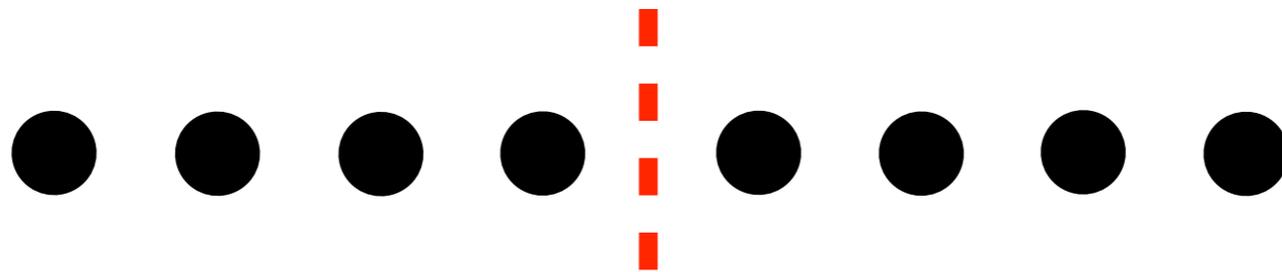
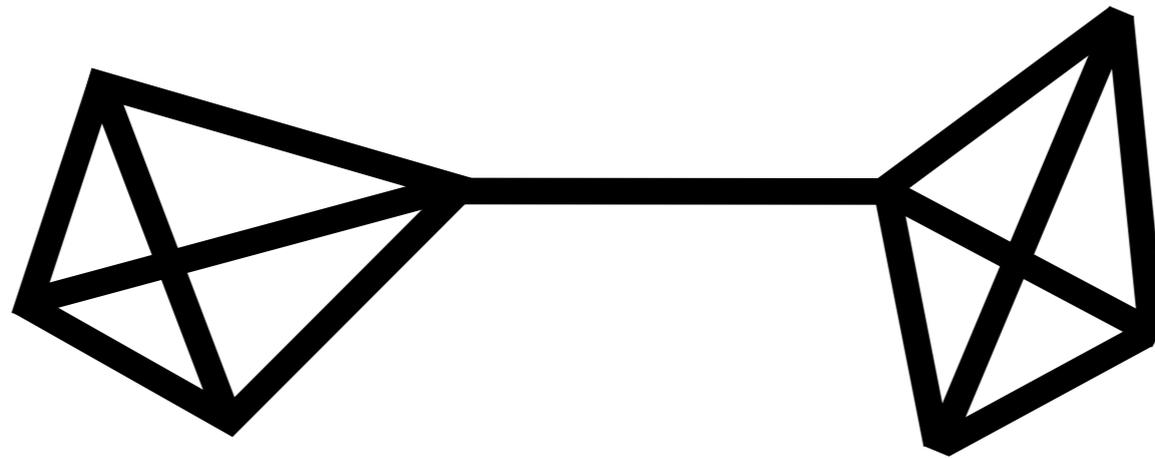
Community problem



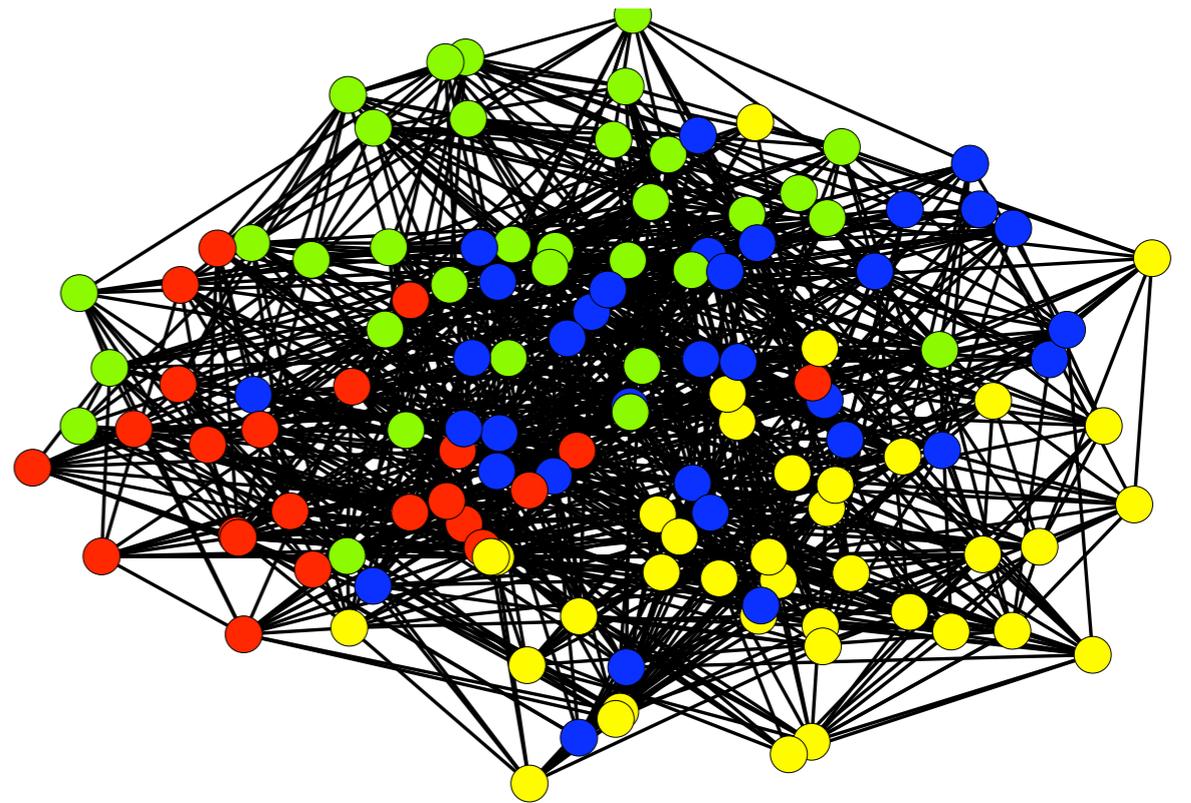
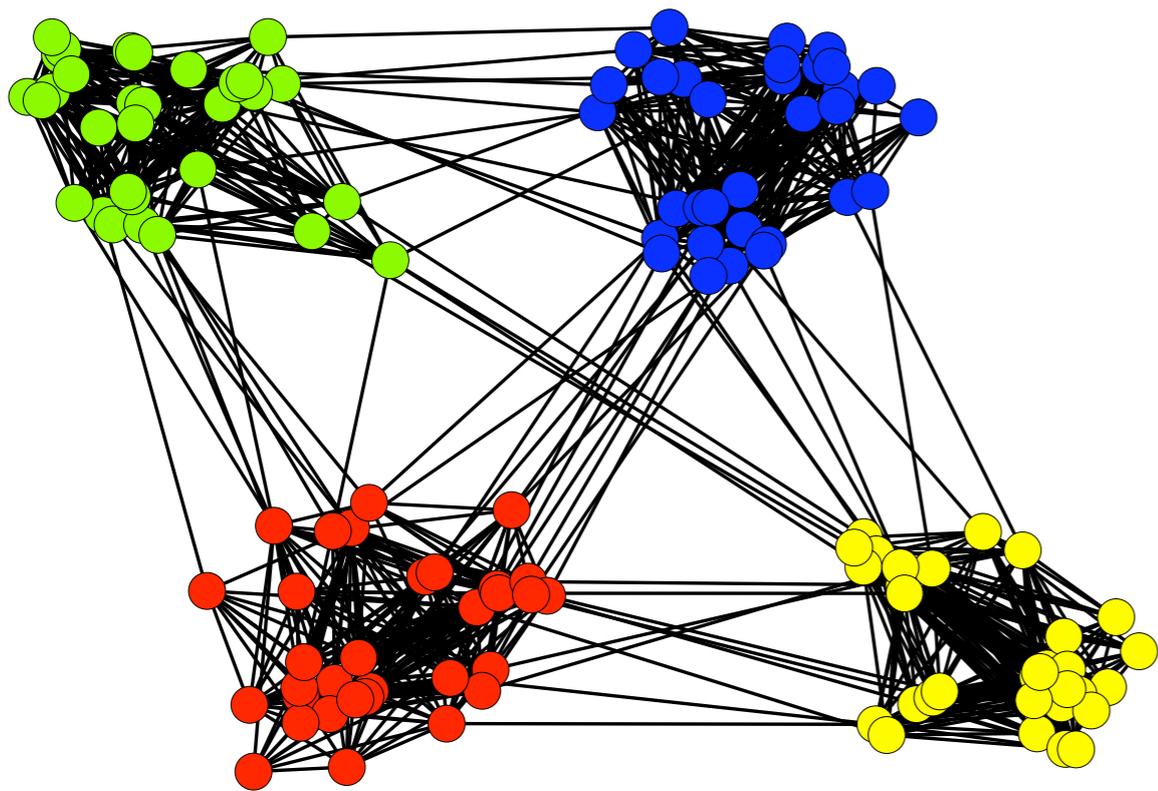
Community problem



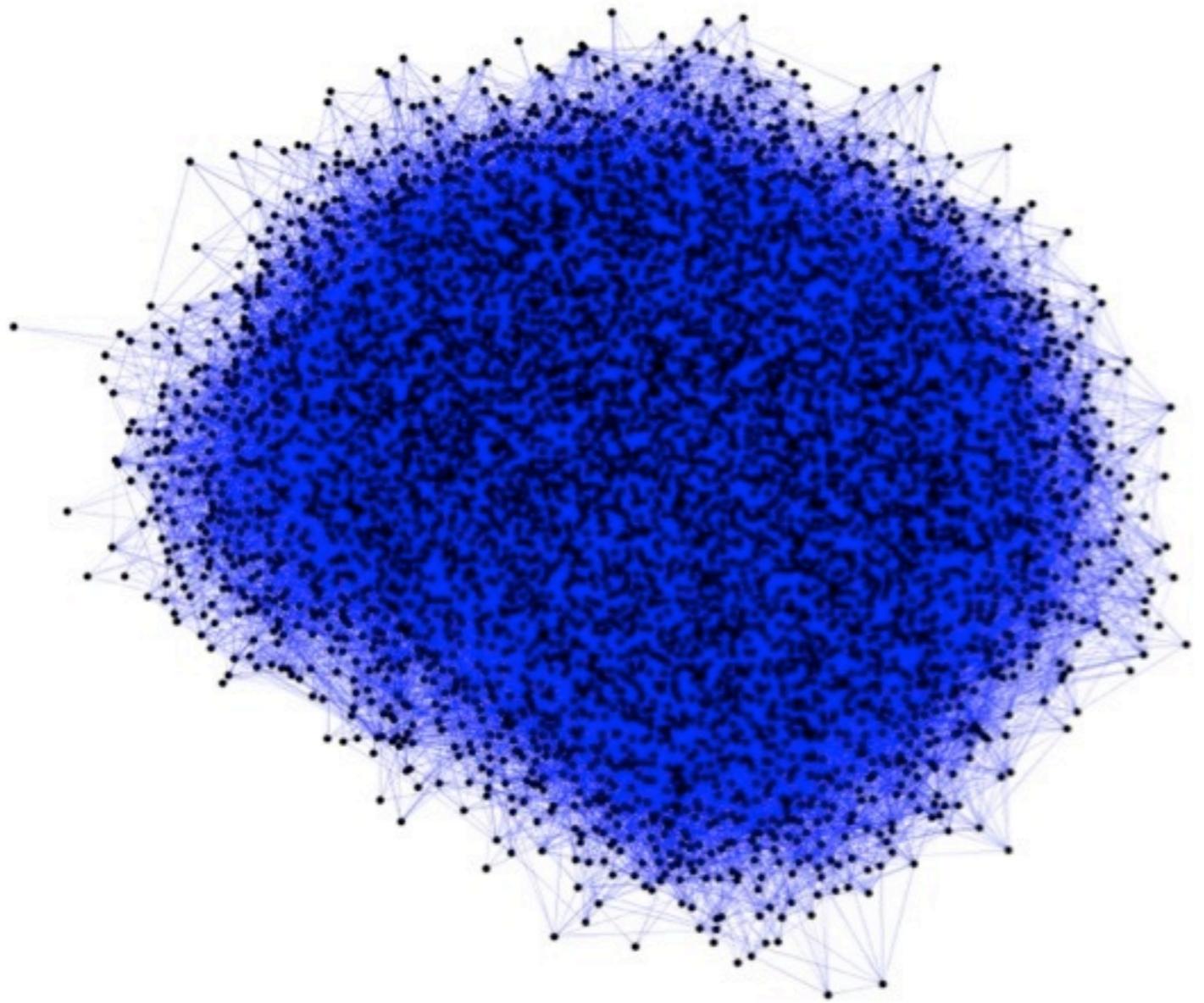
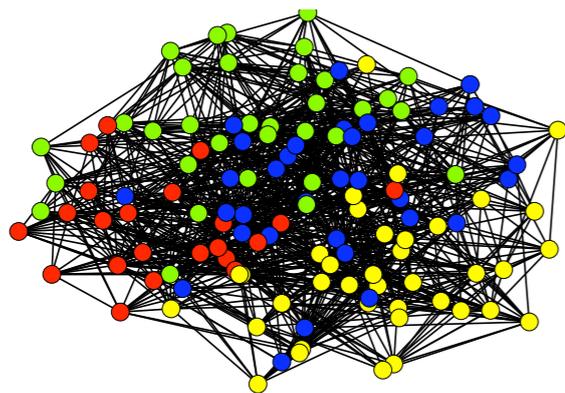
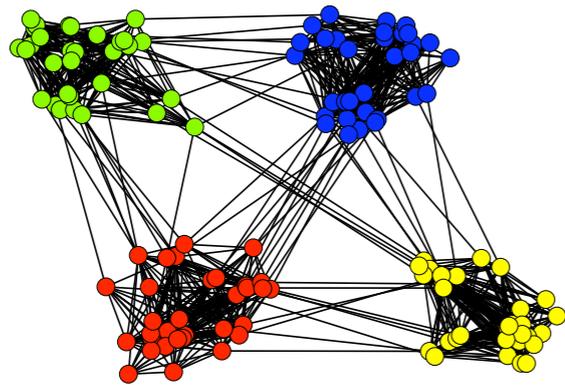
Community problem



Not so easy!



Not so easy!



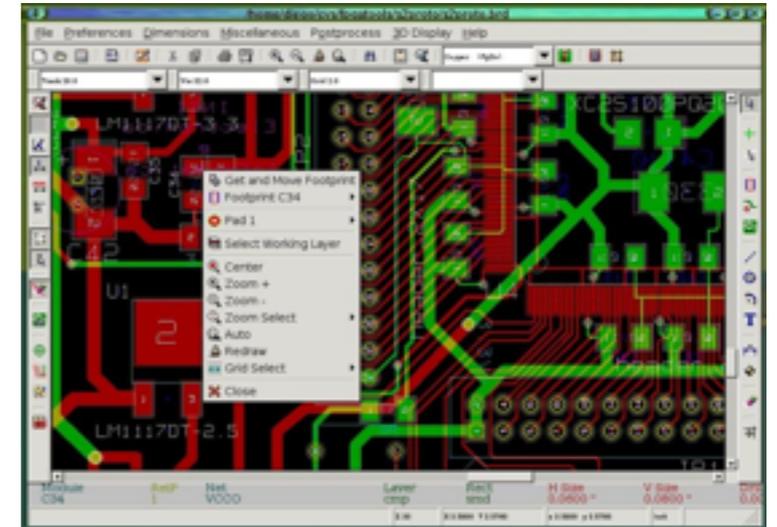
Why?

Why?

Why?

Optimization

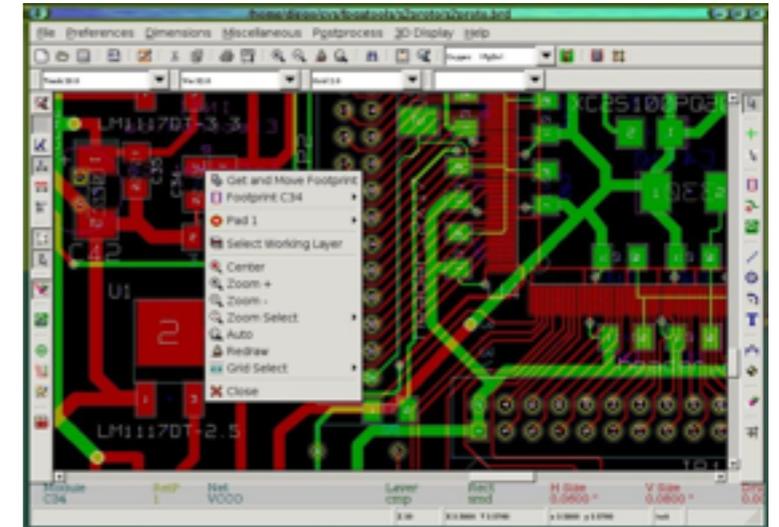
Circuit boards
Load balancing
Disease spreading



Why?

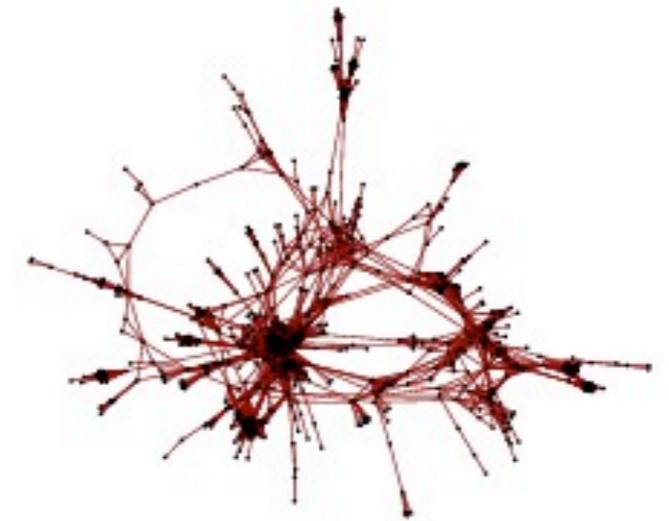
Optimization

Circuit boards
Load balancing
Disease spreading



Biology

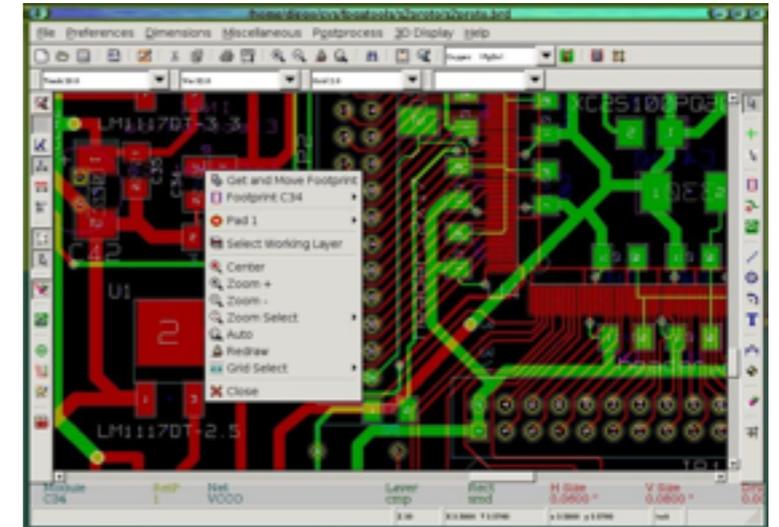
Protein complexes
Functional modules
Neuronal clusters



Why?

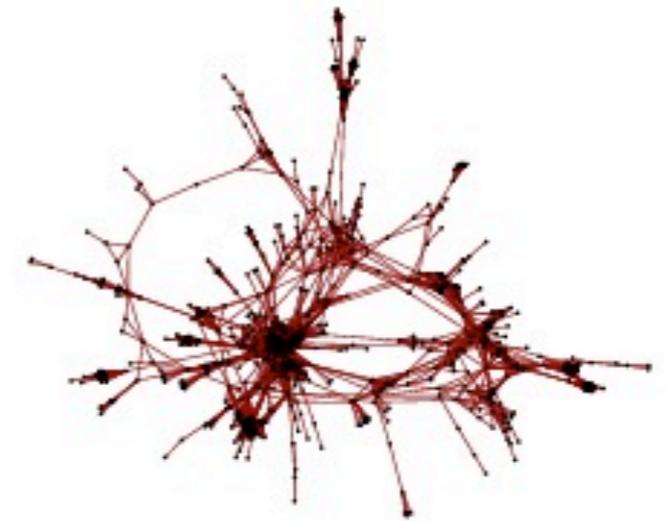
Optimization

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Biology

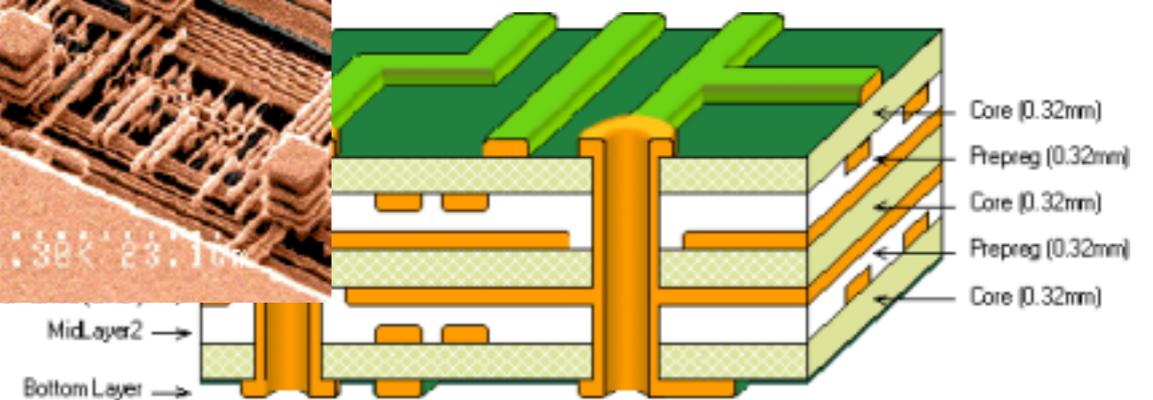
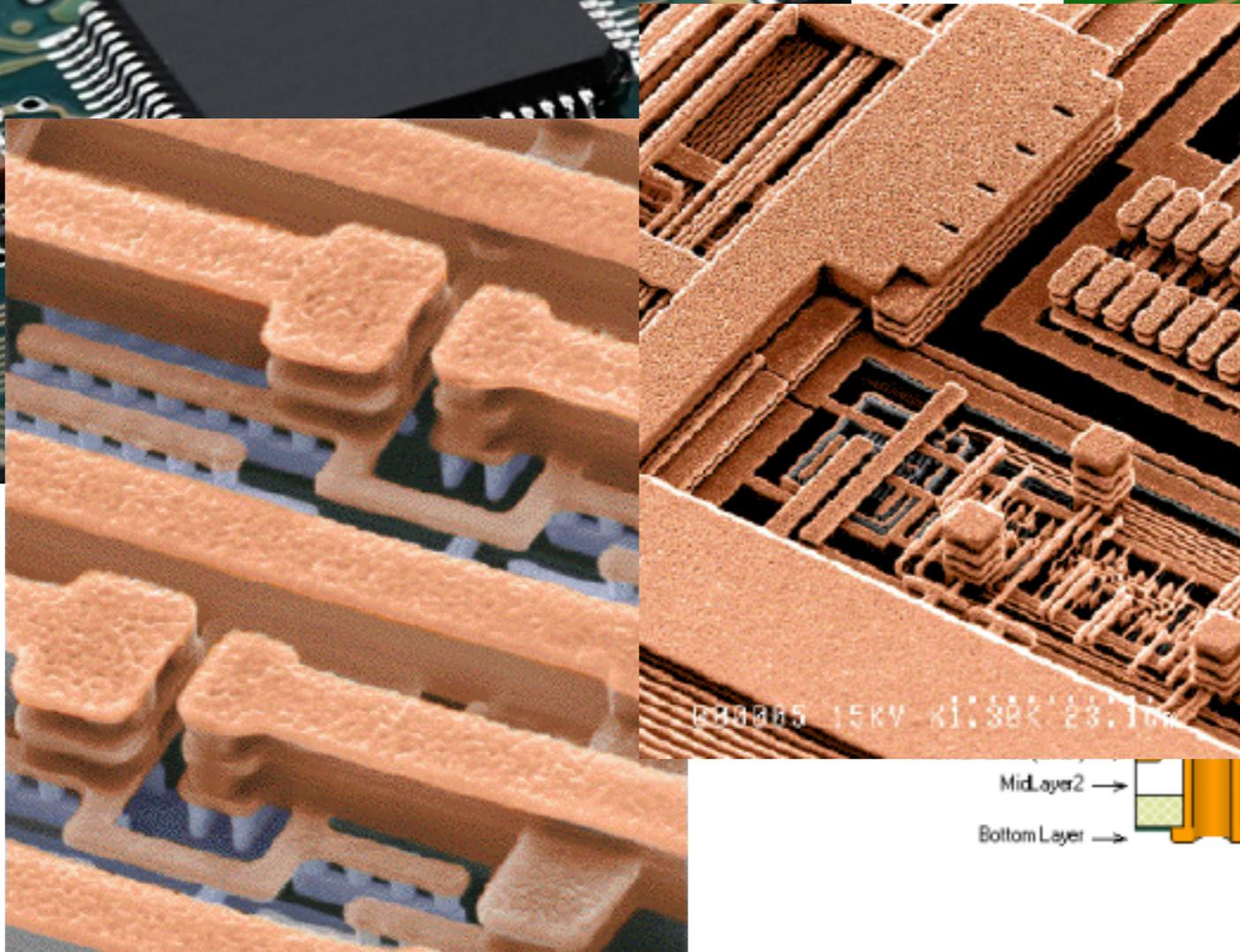
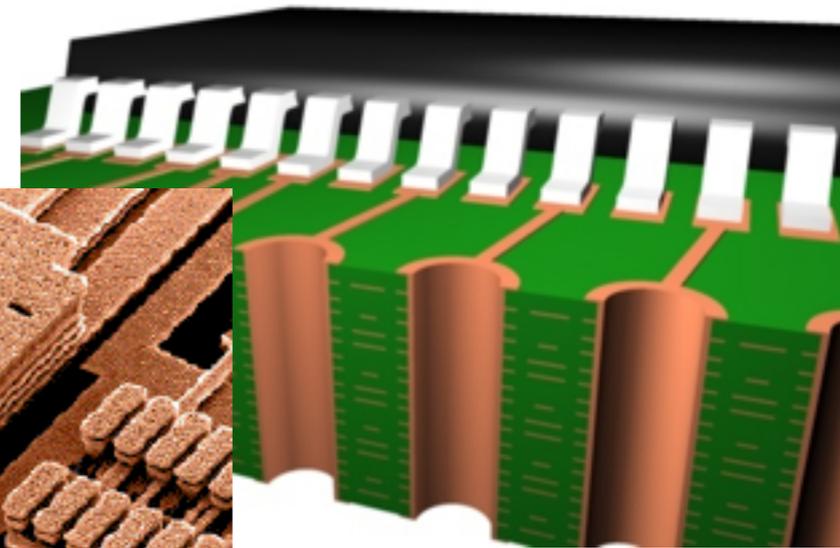
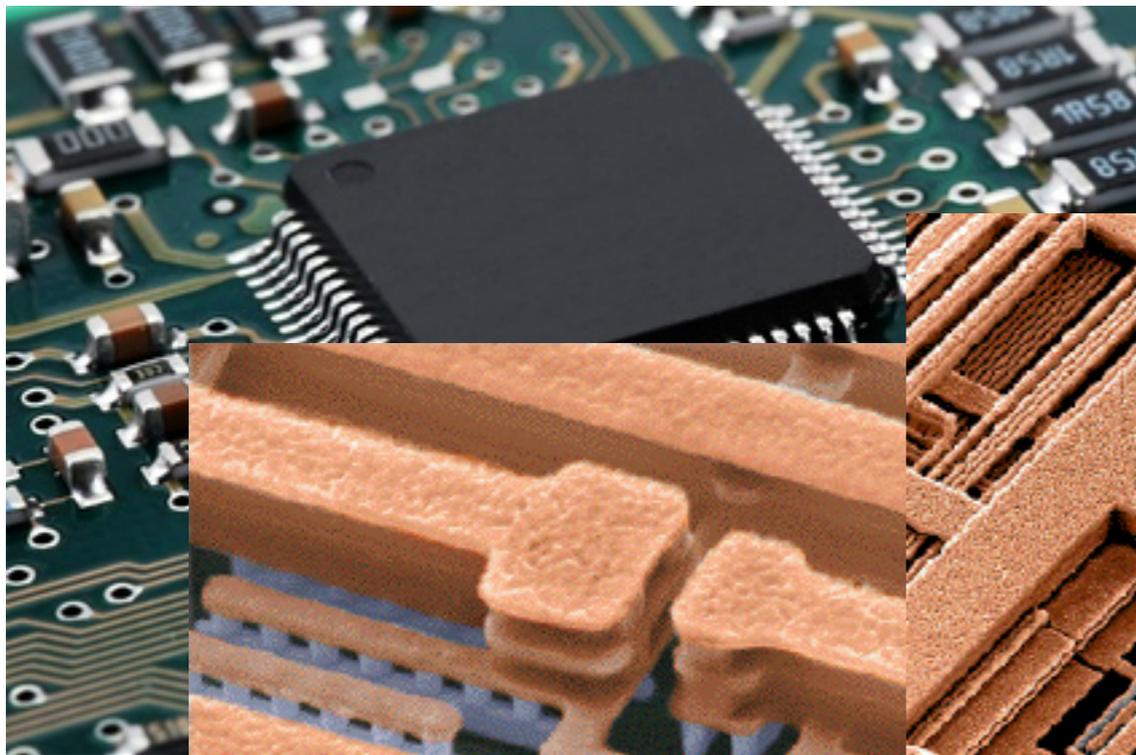
Protein complexes
Functional modules
Neuronal clusters



Inferring hidden
relationships

Dynamics

Circuit Boards



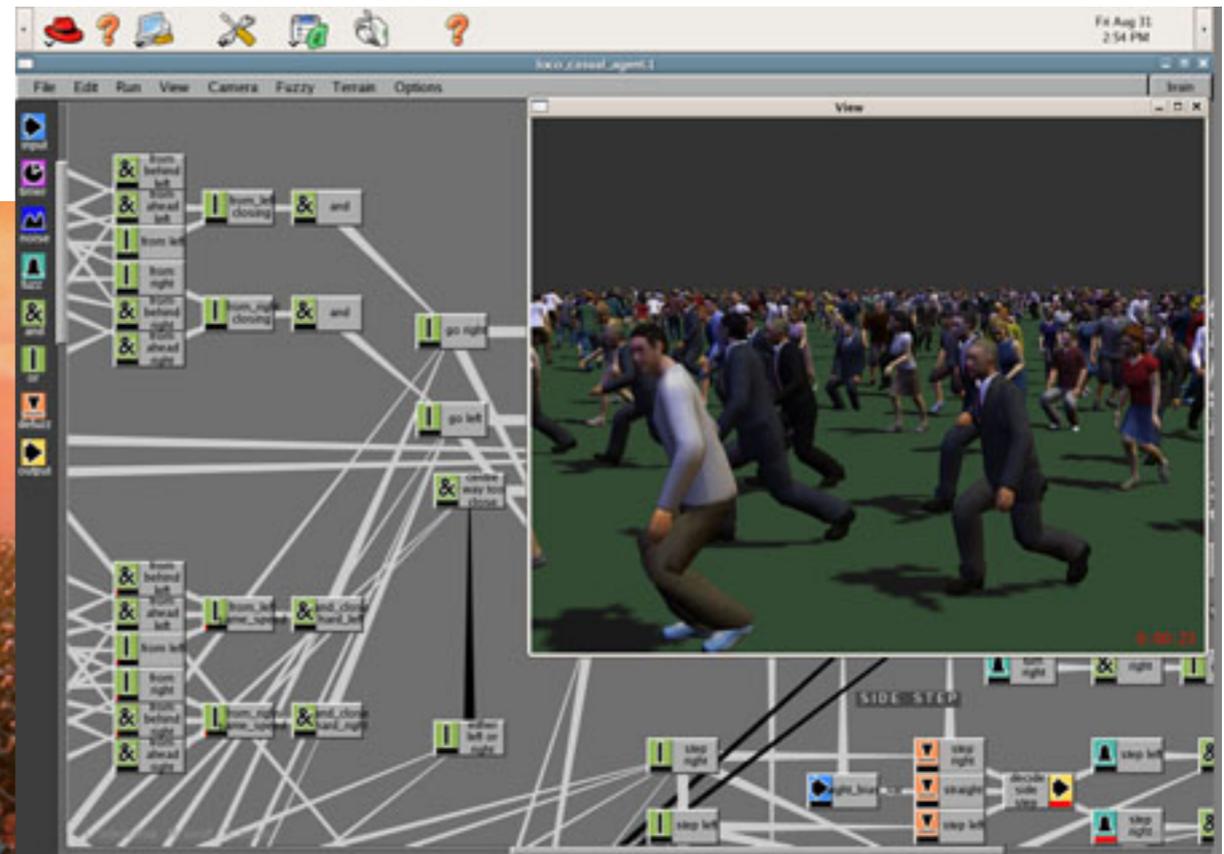
Distributed Computing

Lord of the Rings



Distributed Computing

Lord of the Rings



Distributed Computing



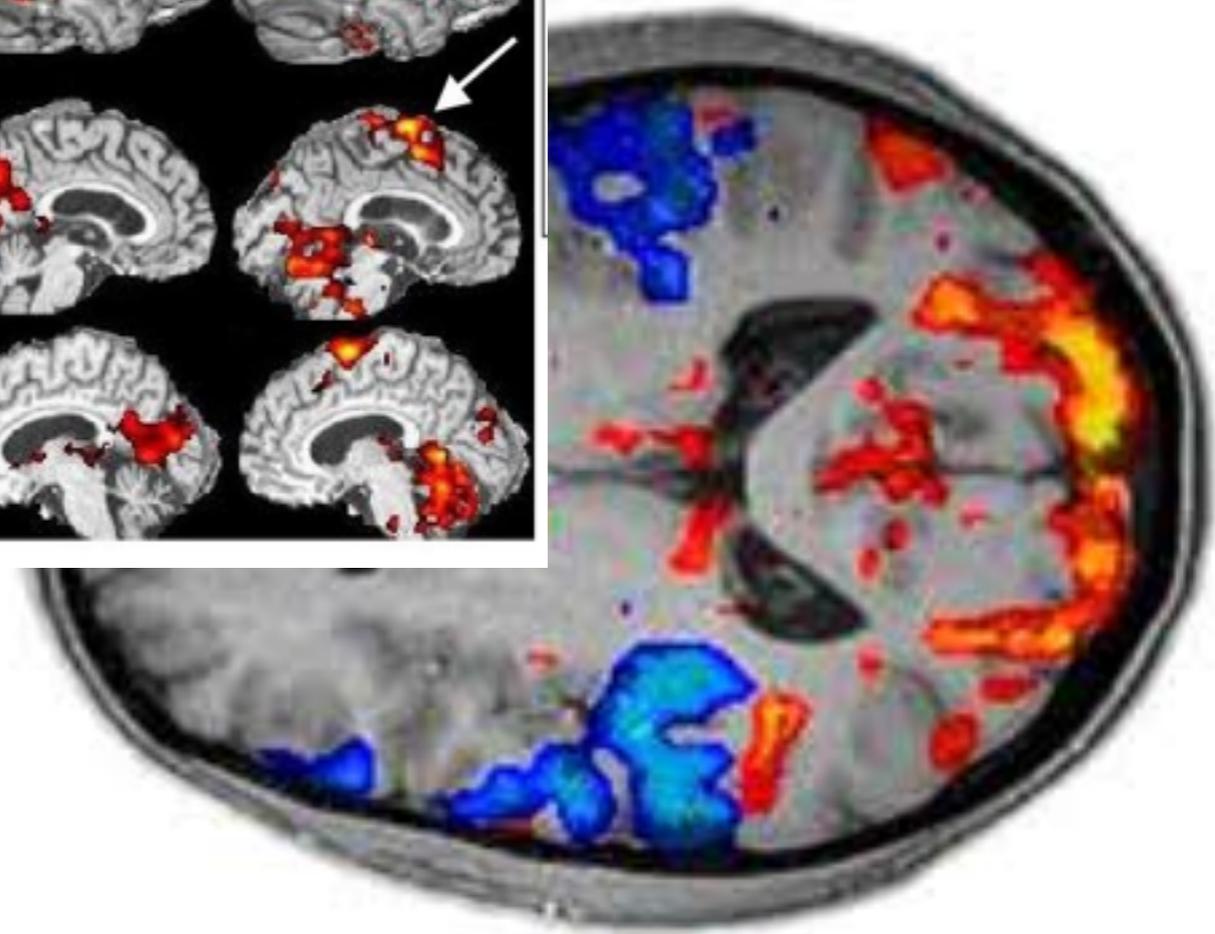
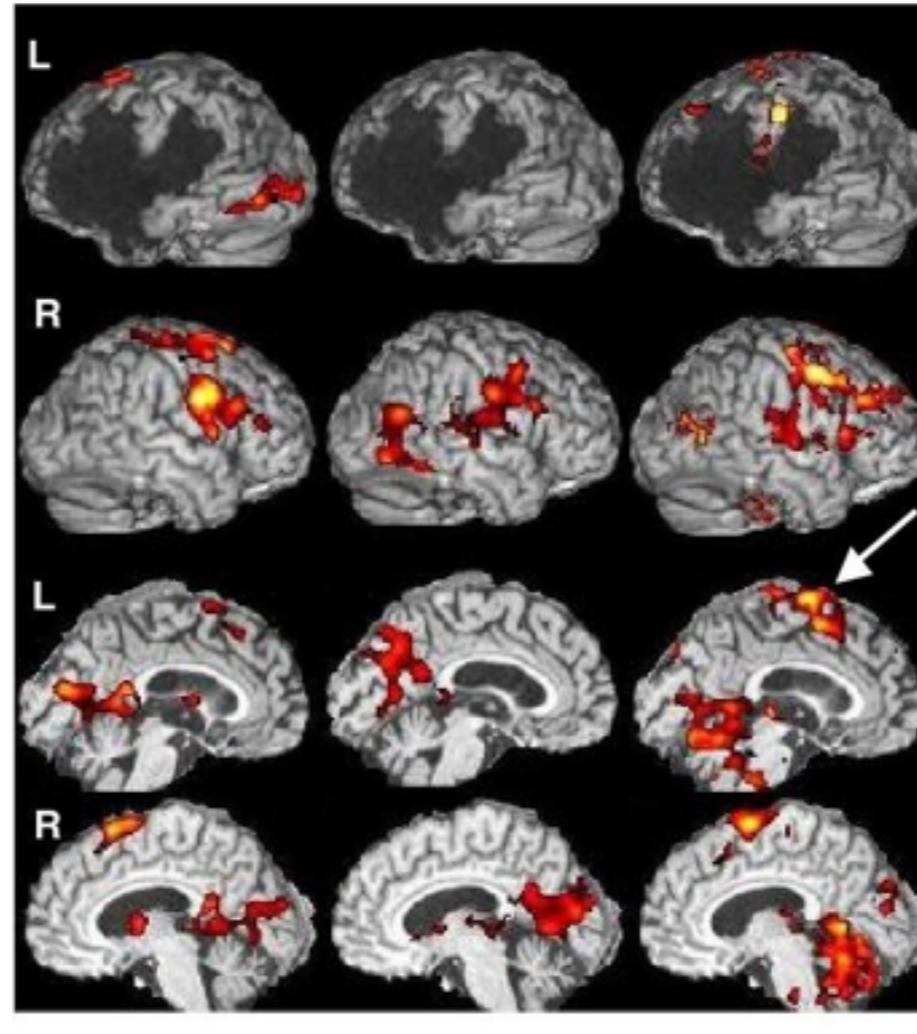
Life Sciences



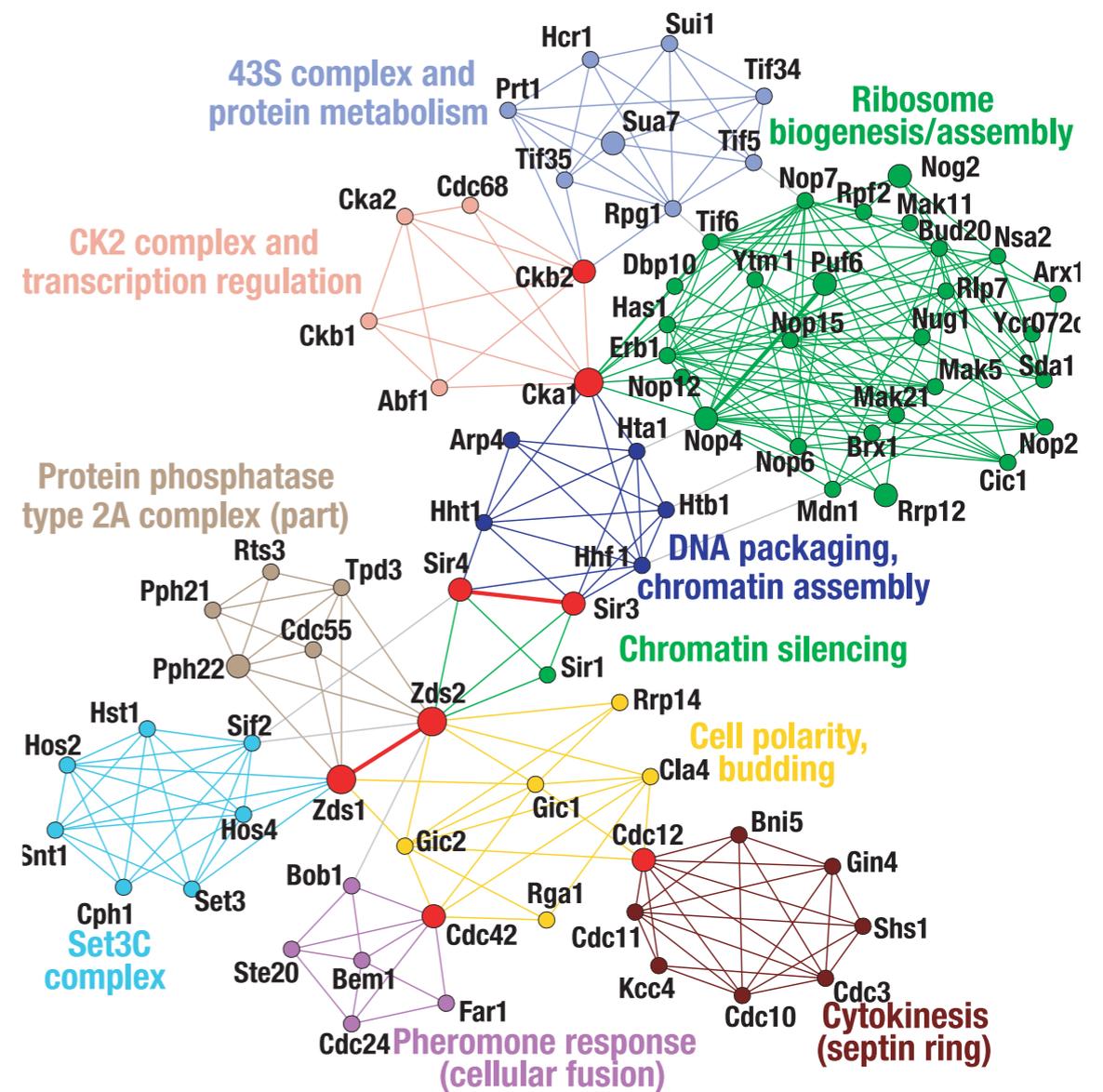
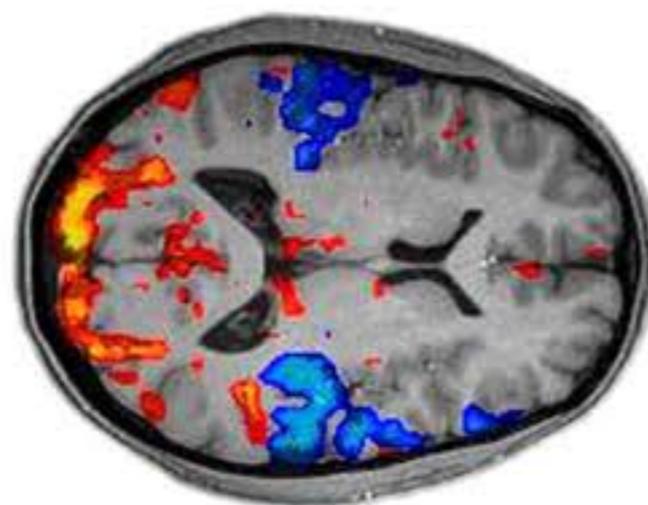
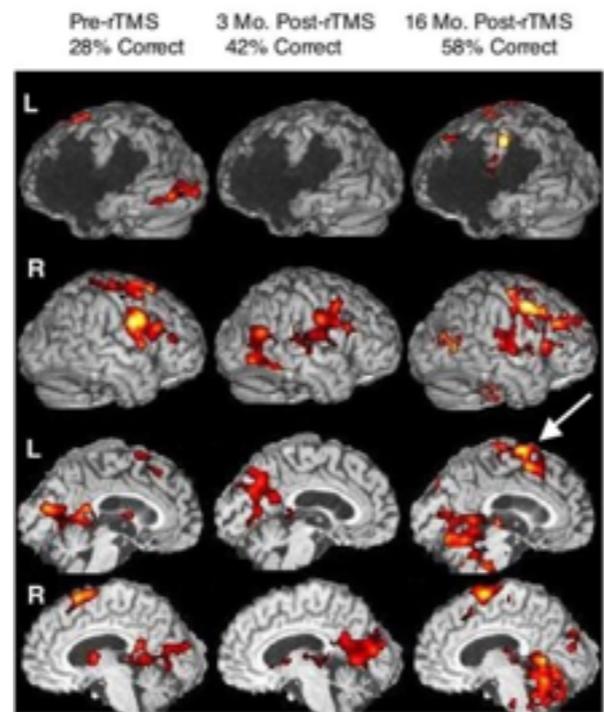
Life Sciences



Pre-rTMS 28% Correct 3 Mo. Post-rTMS 42% Correct 16 Mo. Post-rTMS 58% Correct



Life Sciences



(Palla et al., 2005)



Summary

Outline

Part I

- History
- Network examples/data
- Why study networks?
- Network quantifiers (jargon!)
- Types of networks
- Random network models

Part II

- Getting started on a computer
- Network search
- Network robustness
- Dynamics on networks

slides will be on
bagrow.com