

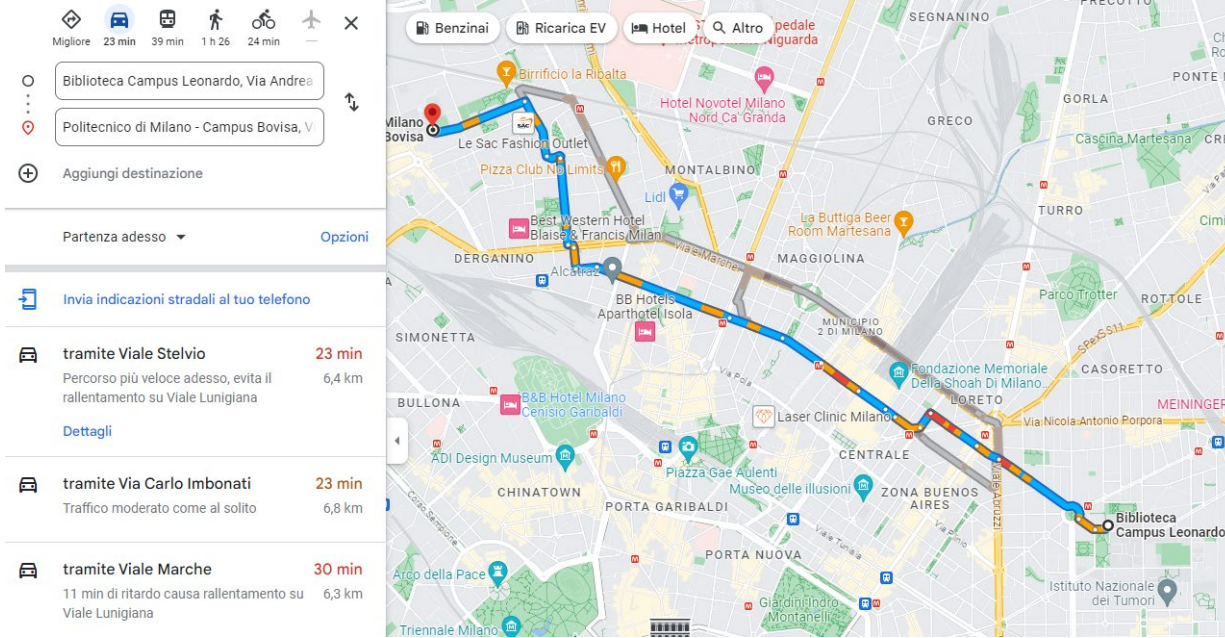
QUANTIFYING NETWORK PROPERTIES

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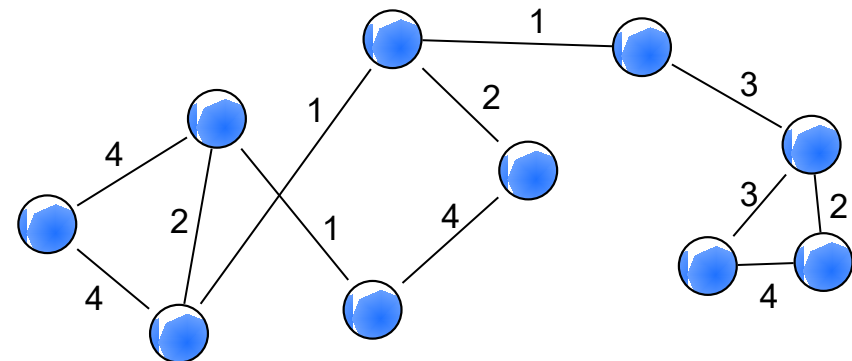


If the network is **weighted**, the **shortest path** connecting $i \rightarrow j$ is the path with the **smallest** total weight $d_{ij} = w_{ih_1} + w_{h_1h_2} + \dots + w_{h_nj}$.

Remark: contrary to the above, often a **large weight** models a **strong relationship**, affinity, proximity, etc. (messages through a social network, trade relationships, etc.).

d_{ij} should be the **largest** total weight connecting $i \rightarrow j$.

To use shortest path algorithms, replace $w_{ij} \rightarrow 1/w_{ij}$.



CLUSTERING (or TRANSITIVITY) COEFFICIENT

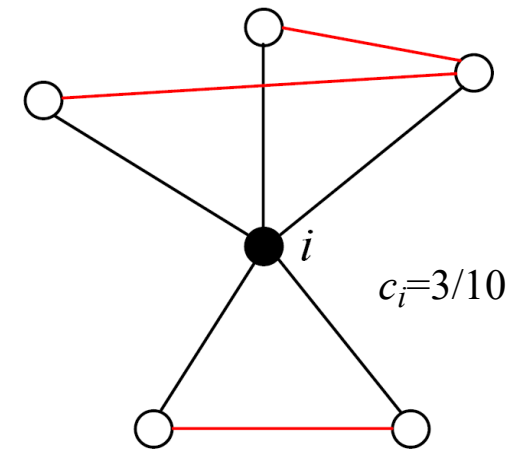
It quantifies the “local link density” by **counting the triangles** in the network.

How frequently, if we have the links $j \leftrightarrow i$ and $i \leftrightarrow l$, then we also have $j \leftrightarrow l$ (thus the **triangle** j, i, l) ? (Or: how frequently two friends of mine are also friends each other?)

The (local) **clustering coefficient** $0 \leq c_i \leq 1$ of node i is:

$$c_i = \frac{\# \text{triangles connected to } i}{\# \text{triples } j, i, l \text{ centered on } i} = \frac{e_i}{k_i(k_i - 1)/2}$$

where $k_i > 1$ is the degree of i , and e_i the number of links **directly connecting** neighbours of i (at most $k_i(k_i - 1)/2$) [conventionally, $c_i = 0$ if $k_i \leq 1$].

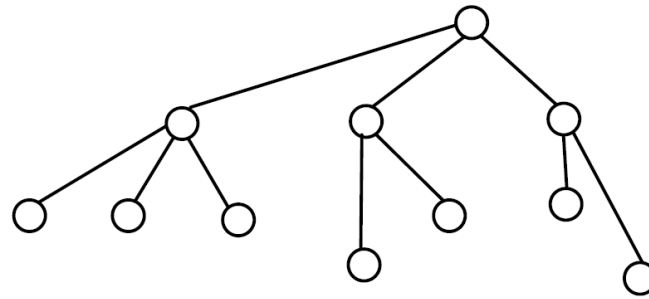


“ego-network” of node i

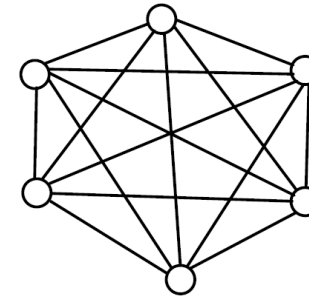
Large c_i , large (local) **redundancy**

Small c_i , large (local) **influence** of i

The (global) **clustering coefficient** C is the average c_i : $C = \langle c_i \rangle = \frac{1}{N} \sum_i c_i$



tree network: $C = 0$



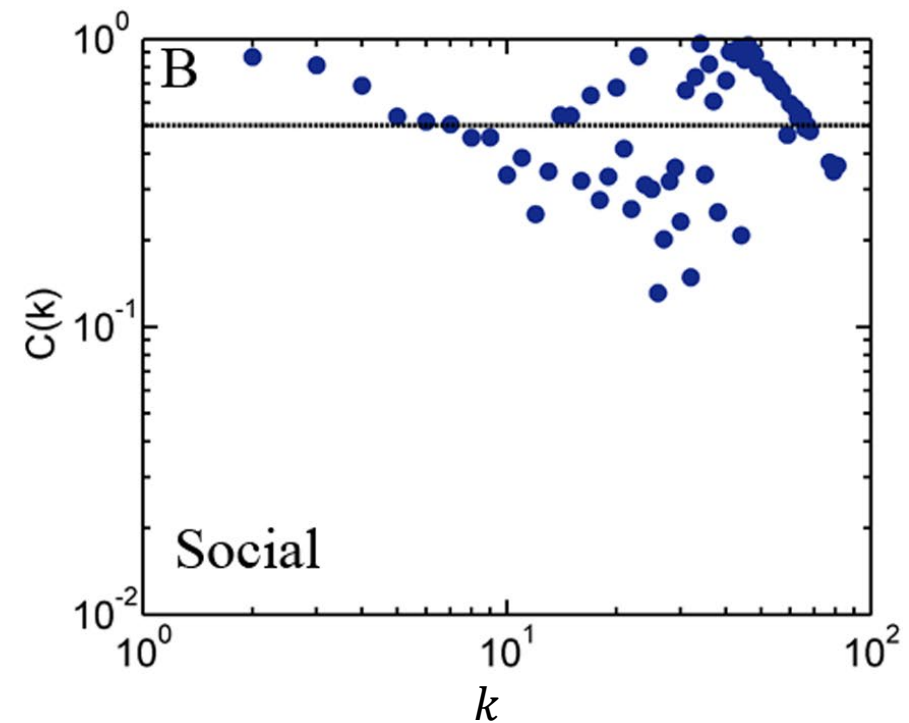
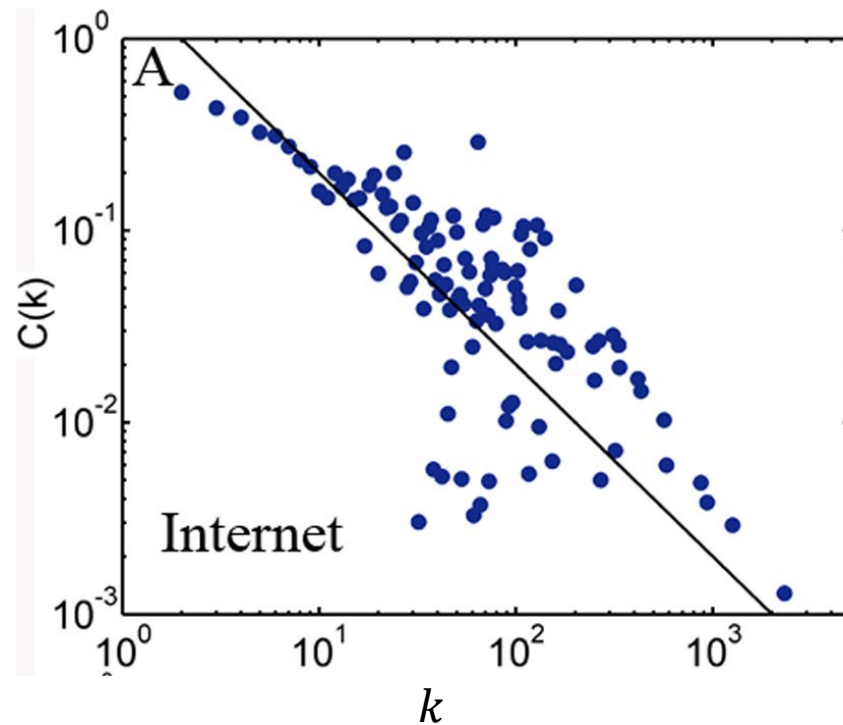
complete network: $C = 1$

Network	Size	Clustering coefficient	Average path length
Internet, domain level [13]	32711	0.24	3.56
Internet, router level [13]	228298	0.03	9.51
WWW [14]	153127	0.11	3.1
E-mail [15]	56969	0.03	4.95
Software [16]	1376	0.06	6.39
Electronic circuits [17]	329	0.34	3.17
Language [18]	460902	0.437	2.67
Movie actors [5, 7]	225226	0.79	3.65
Math. co-authorship [19]	70975	0.59	9.50
Food web [20, 21]	154	0.15	3.40
Metabolic system [22]	778	-	3.2

A more refined analysis: clustering coefficient c_i vs. degree k_i .

Grouping together the N_k nodes with the same degree $k_i = k$:

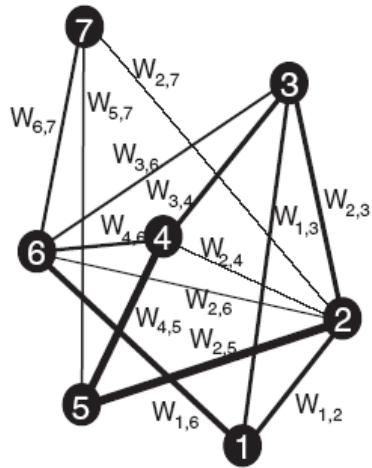
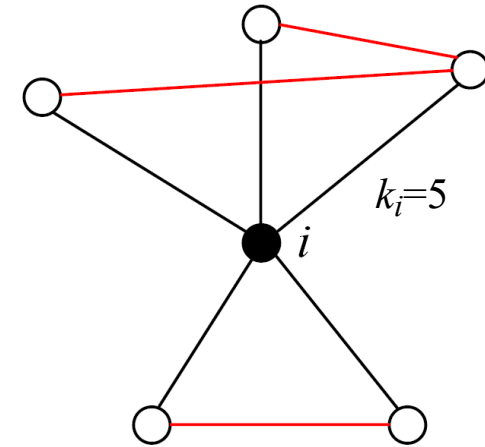
$$C(k) = \frac{1}{N_k} \sum_{i|k_i=k} c_i$$



DEGREE AND STRENGTH OF A NODE

In an **undirected** network, the **degree** k_i of node i is the **number of links** connected to i (=the **number of neighbors** of i):

$$k_i = \sum_j a_{ij}$$



In a (undirected) **weighted network**, the **strength** s_i of node i is the **total weight** of the **links** connected to i :

$$s_i = \sum_j w_{ij}$$

If the network is **directed**, we must distinguish among **in-**, **out-**, and **total degree**, and **in-**, **out-**, and **total strength** of node i .

The **degree distribution** $P(k)$ of a network specifies the fraction of nodes having exactly degree k (=the **probability that a randomly selected node has degree k**):

$$P(k) = \frac{\# \text{ nodes with degree } k}{N} , \quad \sum_k P(k) = 1$$

It is often more practical to consider the **cumulative degree distribution**:

$$\bar{P}(k) = \frac{\# \text{ nodes with degree } \geq k}{N} = \sum_{h=k}^{k_{\max}} P(h) , \quad \bar{P}(k_{\min}) = 1$$

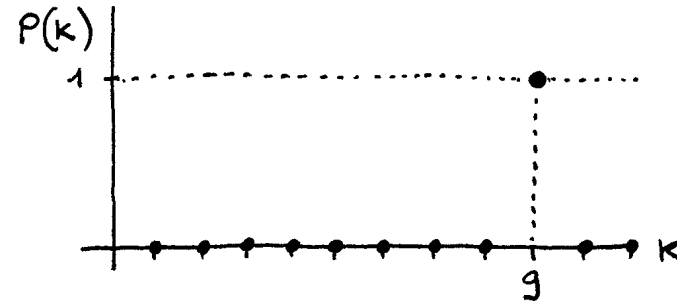
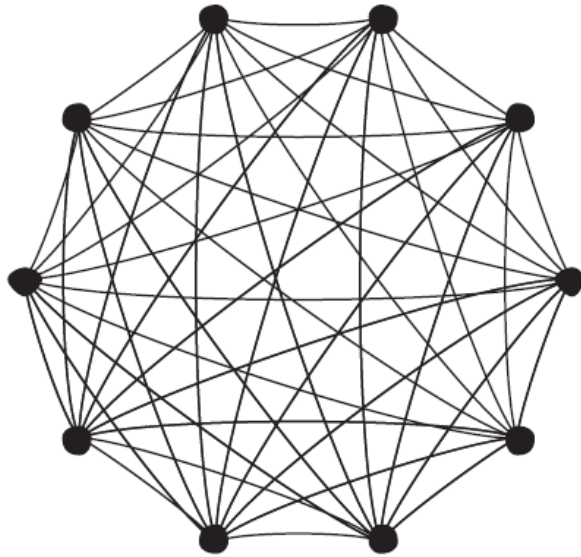
The **r -moments** of the degree distribution $P(k)$ are:

$$\langle k^r \rangle = \sum_k k^r P(k) , \quad r = 1, 2, \dots$$

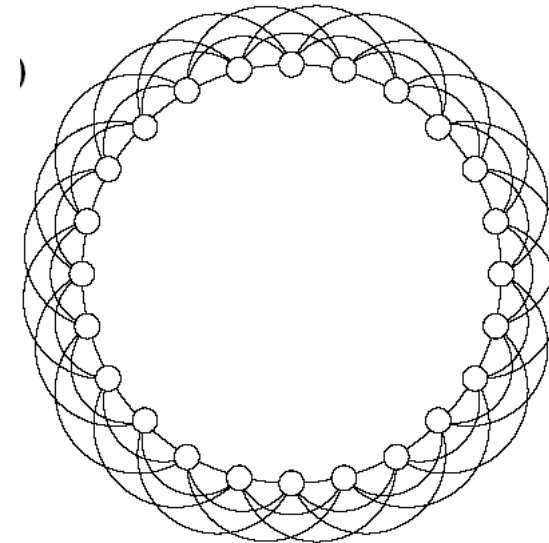
The first moment ($r = 1$) is the **average degree** $\langle k \rangle = \sum_k k P(k) = \frac{1}{N} \sum_i k_i = \frac{2L}{N}$.

In a (strictly) **homogeneous** network all nodes have the same degree...

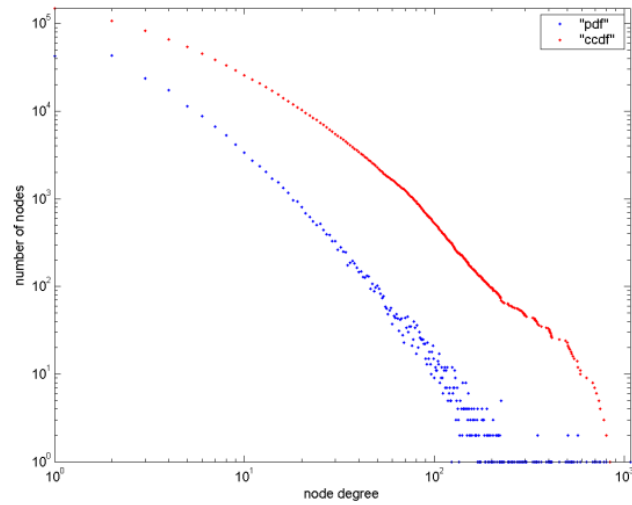
Example: a **complete** (=all-to-all) network with $N = 10$ and $k_i = \langle k \rangle = 9 \quad \forall i$.



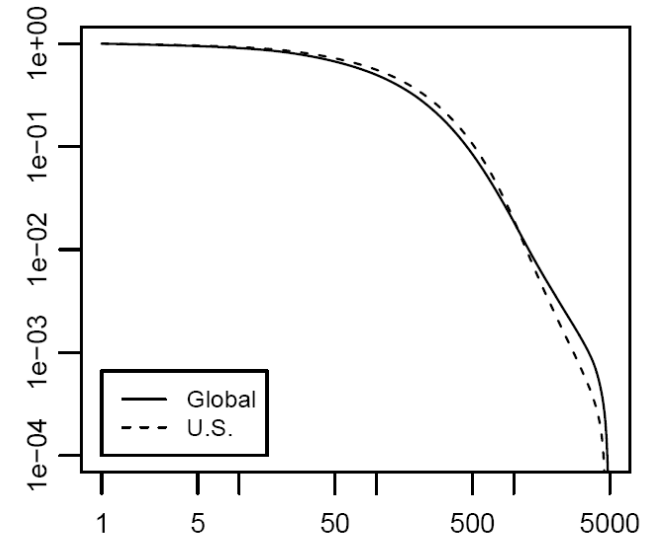
Example: a **homogeneous** network with $P(6) = 1$.



...but the degree distribution of **real-world networks** is typically very different.

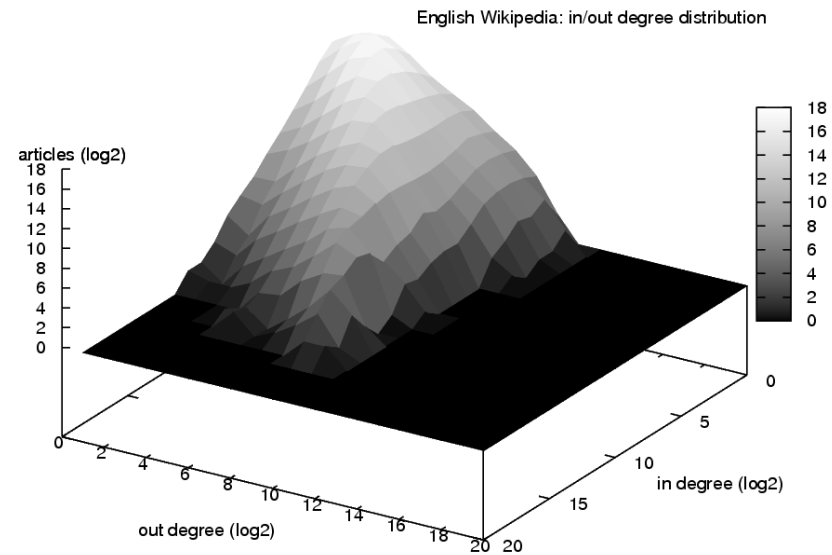


Internet



Facebook

Wikipedia (directed)



The **degree distribution of nearest neighbours** $Q(h)$ specifies the fraction of nodes' neighbours having exactly degree h (=the **probability that a randomly selected link ends at a node of degree h**):

It is not $P(k)$ but it is biased towards highest degrees:

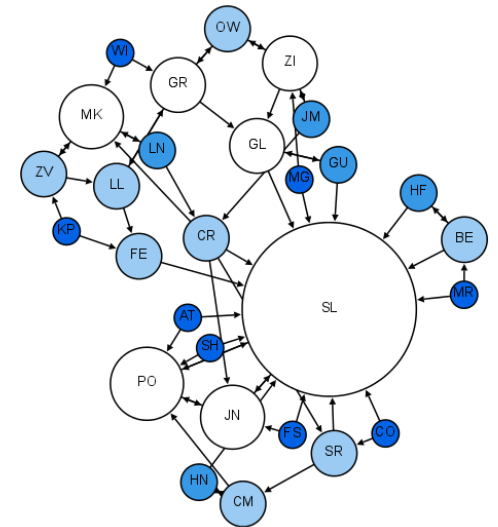
$$Q(h) = \frac{\text{n. of links from nodes of degree } h}{\text{n. of links from nodes of any degree}} = \frac{h(P(h)N)}{\sum_k k(P(k)N)} = \frac{hP(h)}{\langle k \rangle}$$

Thus the **average degree of nearest neighbours** k_{nn} is:

$$k_{nn} = \sum_h hQ(h) = \sum_h \frac{h^2 P(h)}{\langle k \rangle} = \frac{\langle k^2 \rangle}{\langle k \rangle} = \frac{\langle k \rangle^2 + \sigma^2}{\langle k \rangle} = \langle k \rangle + \frac{\sigma^2}{\langle k \rangle}$$

which is larger than $\langle k \rangle$ provided $\sigma^2 \neq 0$ (non strictly homogeneous network).

The "**friendship paradox**" (*my friends have more friends than I have*): applications in finding hub nodes.



https://commons.wikimedia.org/wiki/File:Moreno_Sociogram_2nd_Grade.png

CORRELATED NETWORKS

A network is (degree-) **correlated** if the probability $Q(h|k)$ that the neighbour of a degree- k node has degree h **does depend** on k .

Correlations can be captured by the **average nearest neighbours degree** function:

$$k_{nn}(k) = \sum_h hQ(h|k)$$

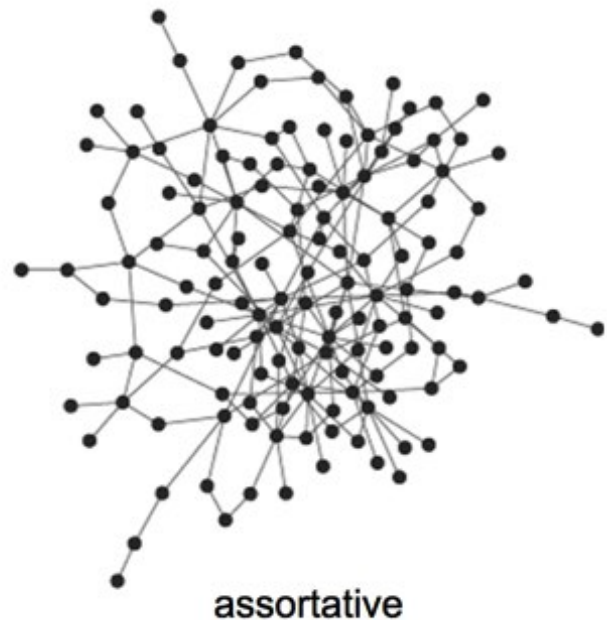
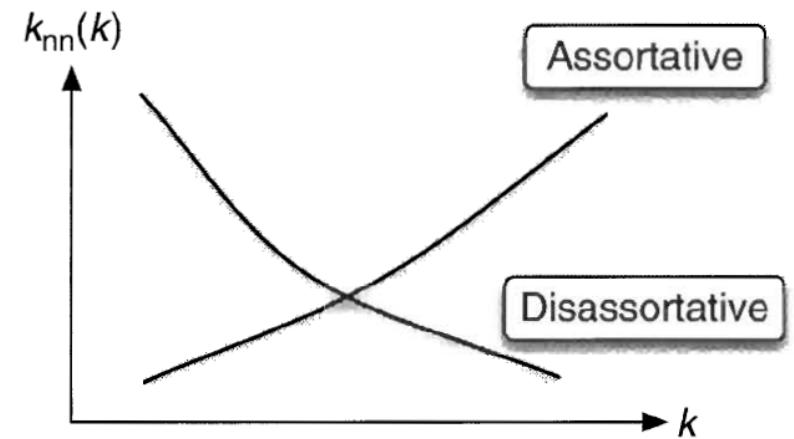
which in practice is computed by

$$k_{nn}(k) = \frac{1}{N_k} \sum_{i|k_i=k} \frac{1}{k} \sum_j a_{ij} k_j$$

where N_k is the number of nodes with degree k ($\sum_k N_k = N$).

In an assortative [disassortative] network, high-degree nodes tend to connect to high-degree [low-degree] nodes.

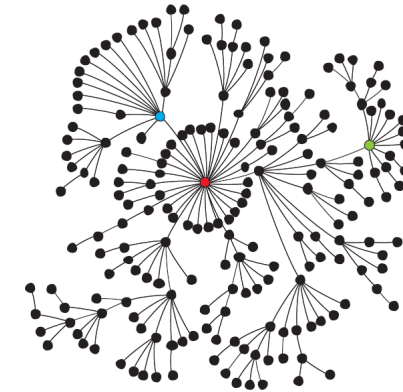
Examples: social [technological] networks are typically assortative [disassortative].



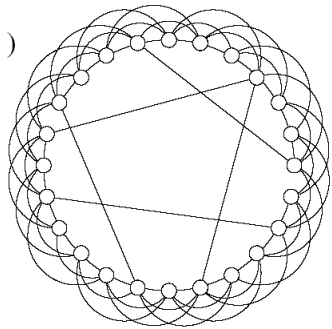
Hao, Li, Plos One, 2011

Two artificial networks with resp. assortative and disassortative patterns.

REMARK: The term "complex network" is mostly used to define graphs with non-trivial features, including:

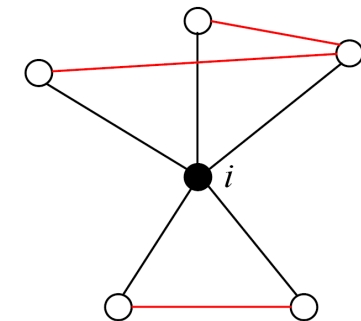


- The *degree distribution is broad*: the network has *no characteristic scale* (scale-free networks).



- The *average shortest path increases slowly* (=logarithmically) with the number of nodes (small-world property).

- The *clustering coefficient is much larger* than in randomly generated networks.



The above features are found in most **real-world networks**, and have **important effects** on a number of (static and dynamic) network properties.