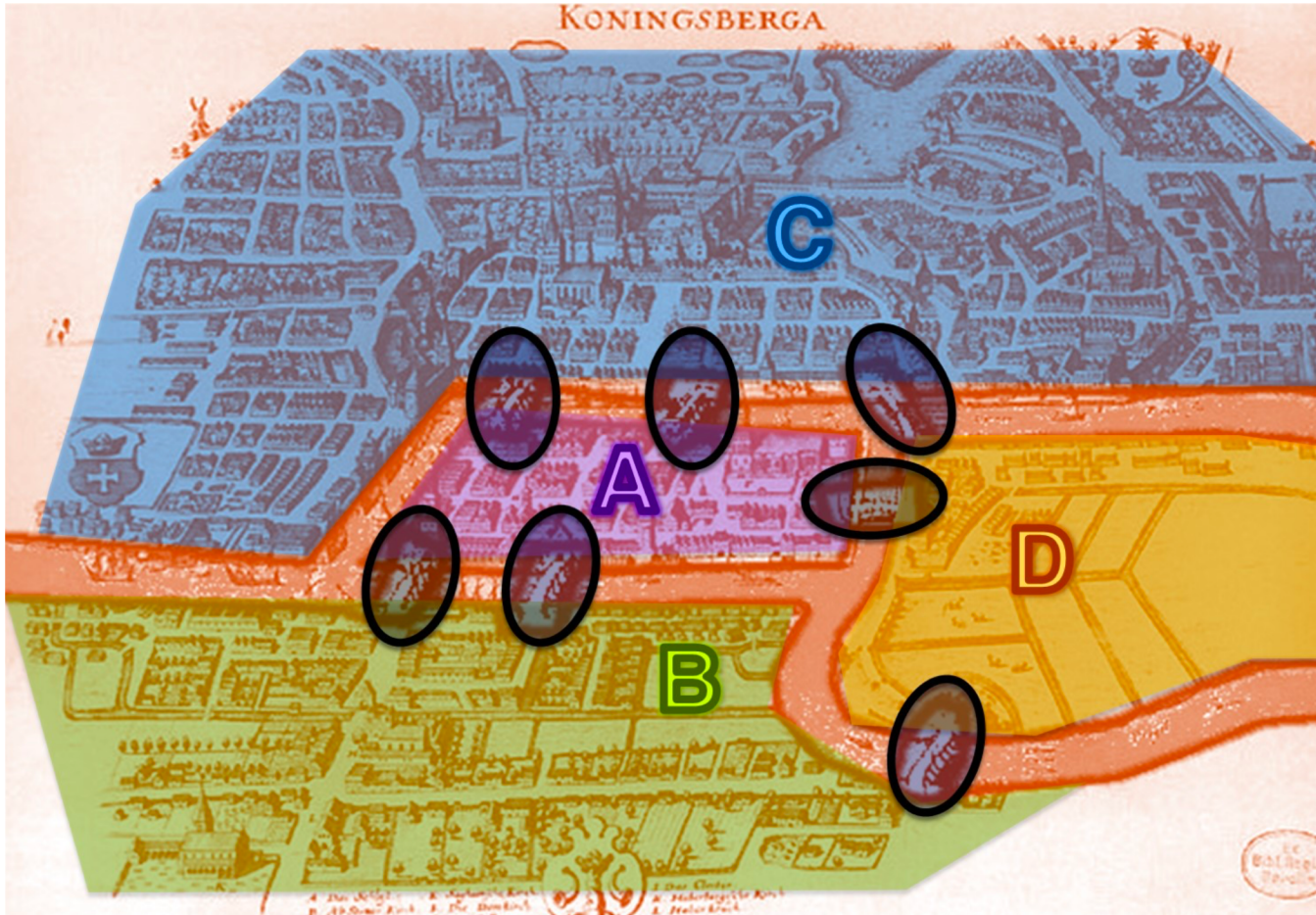


Social Network Analysis

#3 Graphs

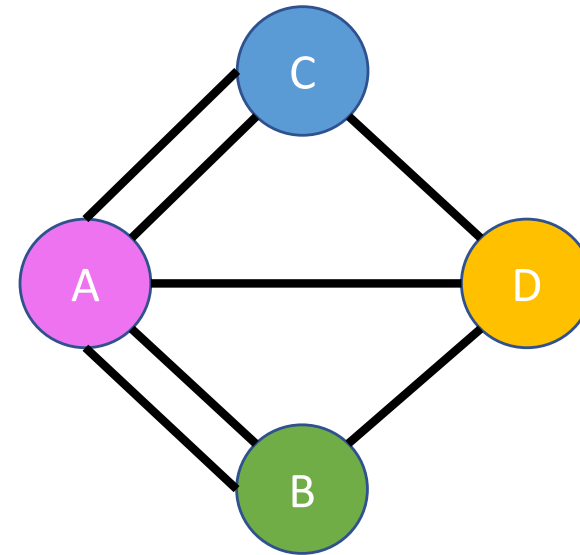
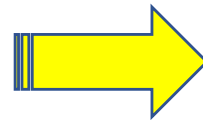
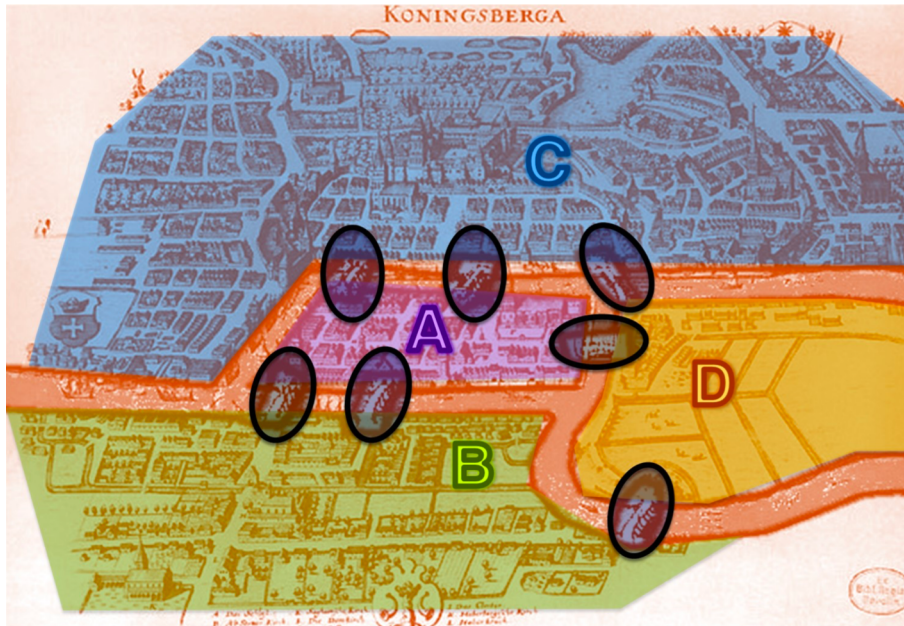
© 2020 T. Erseghe

Euler & the 7 bridges of Königsberg (1736)



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

Networks as graphs



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

□ Vertices (set \mathcal{V}) : nodes, people, concepts

□ Edges (set \mathcal{E}): links, relations, associations

↑
mathematics

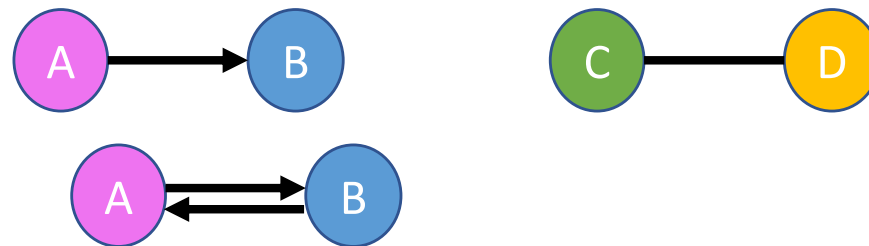
↑
technology

↑
*social
psychology*

↑
*social
cognition*

Directed versus undirected

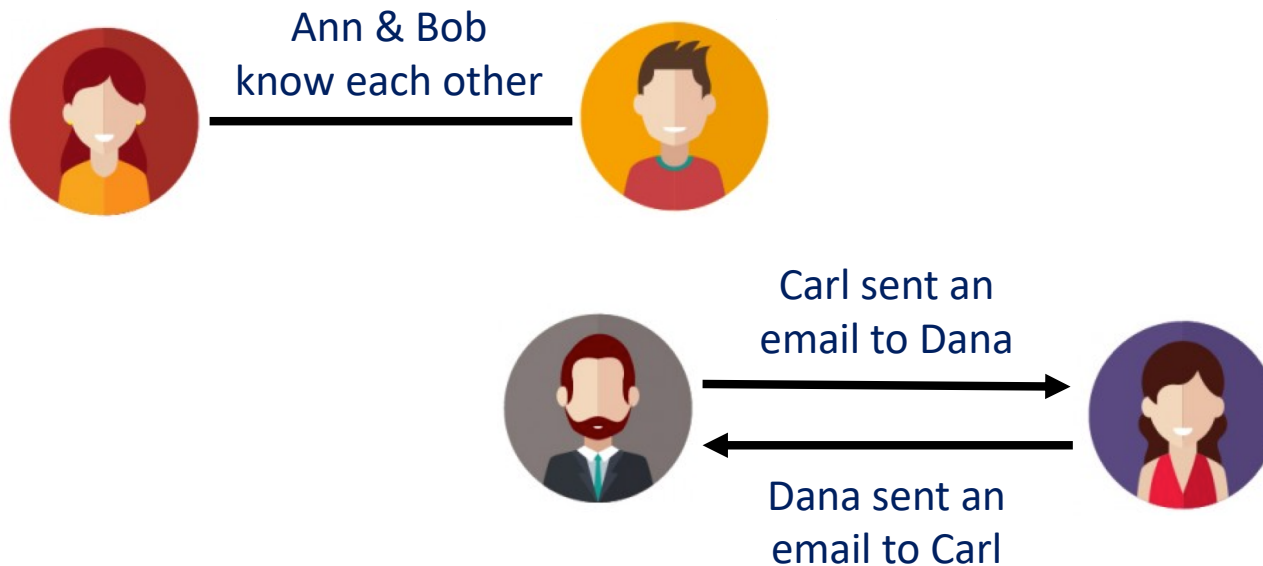
- ❑ A connection relationship can have a privileged direction or can be mutual
- ❑ Either a **directed** or an **undirected** link



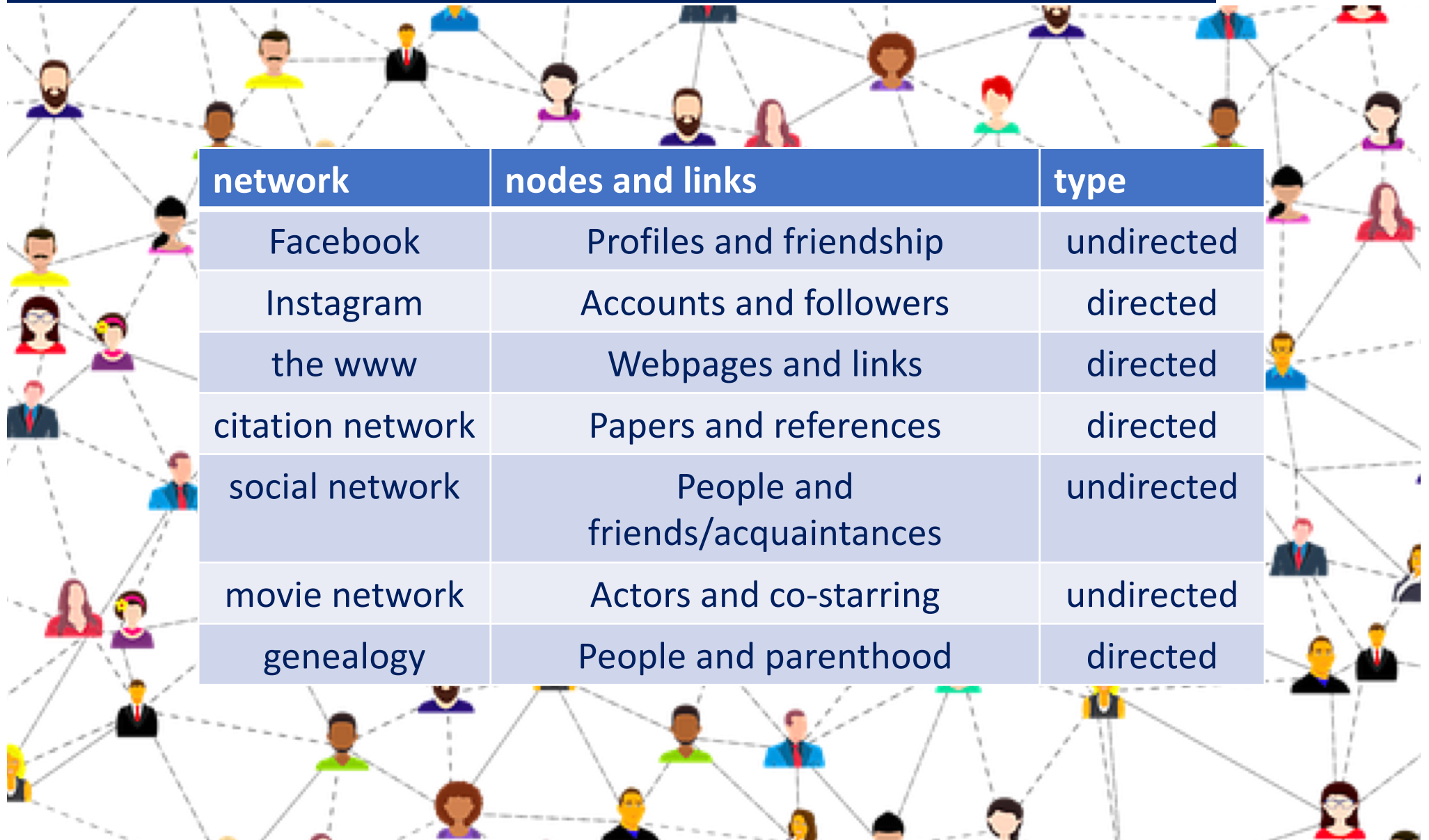
- ❑ If the network has only (un)directed links, it is also called itself (un)directed network
- ❑ Certain networks can have both types

Directed versus undirected

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

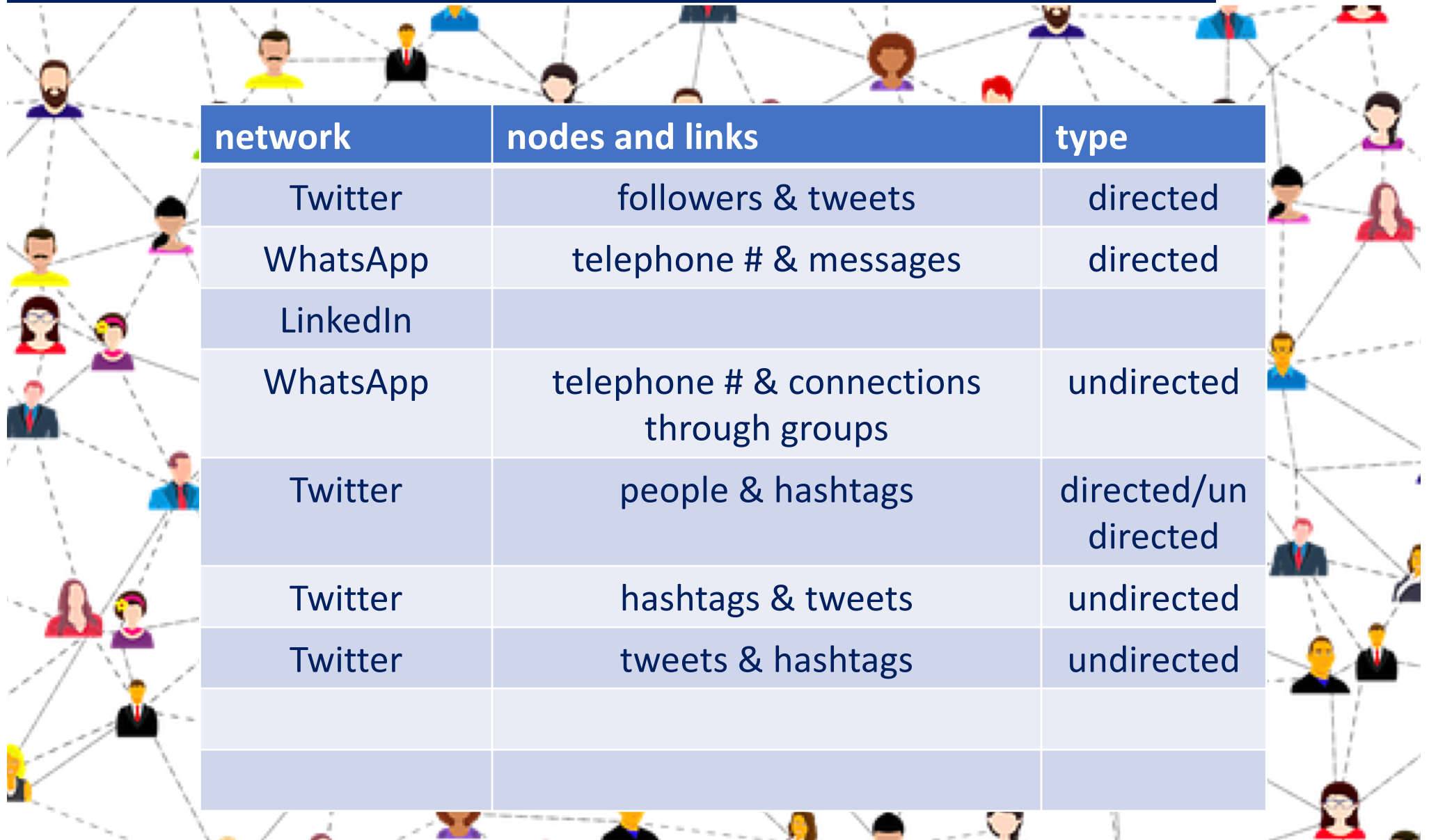


Some examples



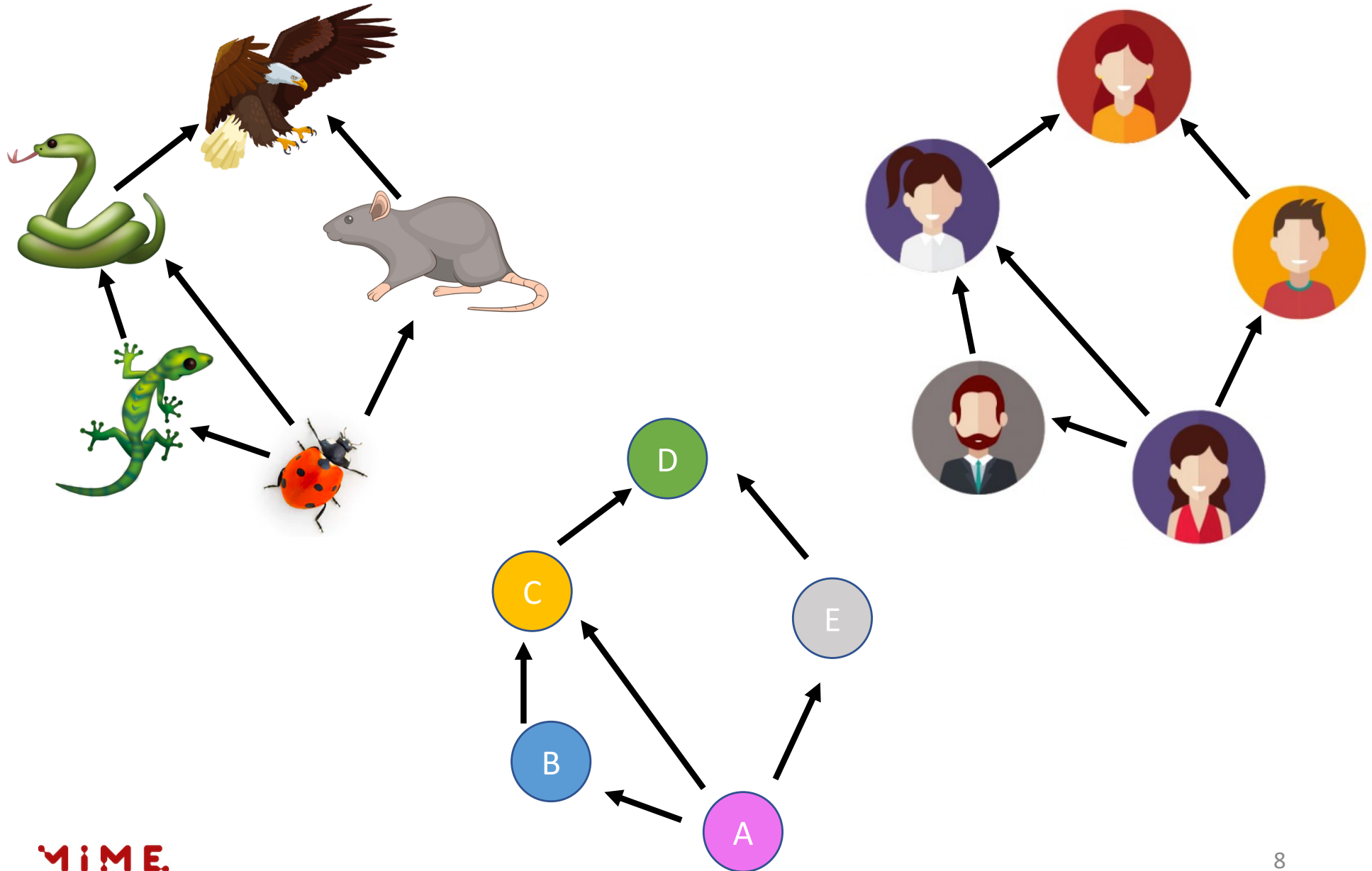
network	nodes and links	type
Facebook	Profiles and friendship	undirected
Instagram	Accounts and followers	directed
the www	Webpages and links	directed
citation network	Papers and references	directed
social network	People and friends/acquaintances	undirected
movie network	Actors and co-starring	undirected
genealogy	People and parenthood	directed

Can U think of other social nets?



network	nodes and links	type
Twitter	followers & tweets	directed
WhatsApp	telephone # & messages	directed
LinkedIn		
WhatsApp	telephone # & connections through groups	undirected
Twitter	people & hashtags	directed/undirected
Twitter	hashtags & tweets	undirected
Twitter	tweets & hashtags	undirected

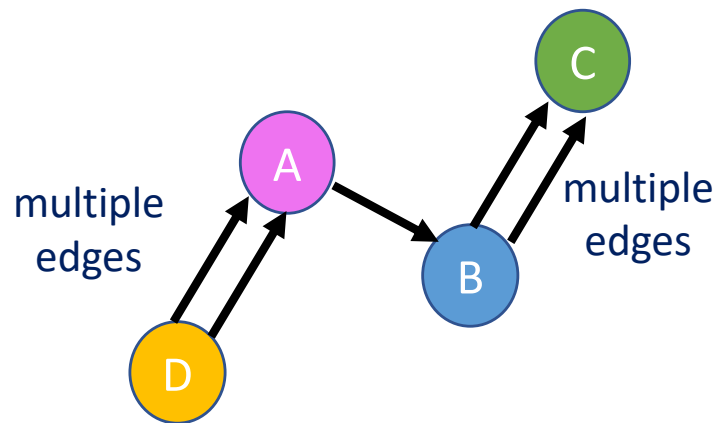
Generality of representation



Multi-graphs

□ Multi-graphs (or pseudo-graphs)

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

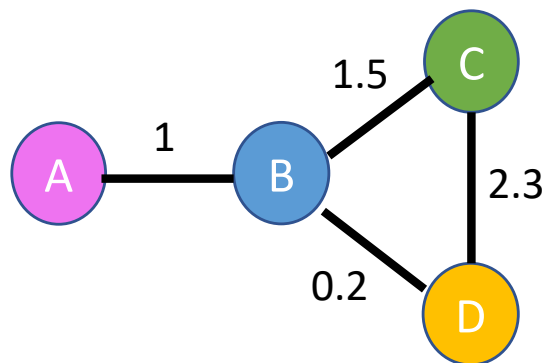


Weighted graph

□ Weighted graph

Sometimes a **weight** is associated to a link, e.g., to underline that the links are not identical (strong/weak relationships)

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

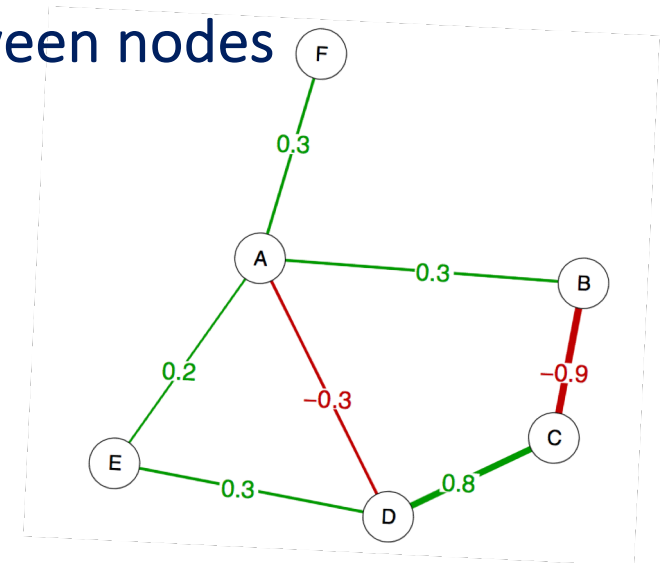


e.g., **strength of a tie**
0.2 = weak (acquaintances)
1 = strong (friends)
1.5 = stronger (close friends)
2.3 = very strong (best friends)

Signed graphs

- Edges can have signed values

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



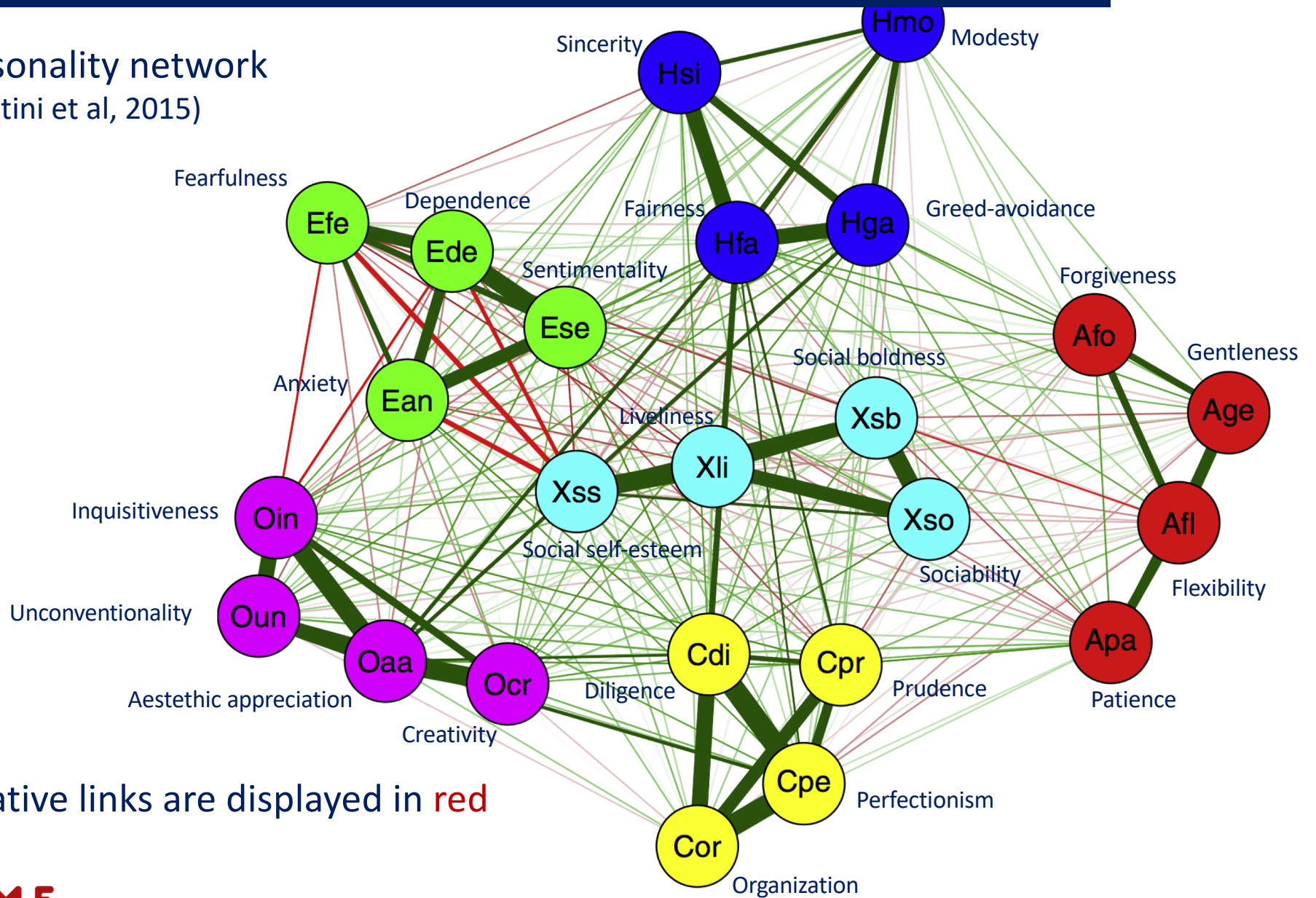
- This is typical of correlation networks

correlation = a measure of similarity

- More difficult to handle

Example

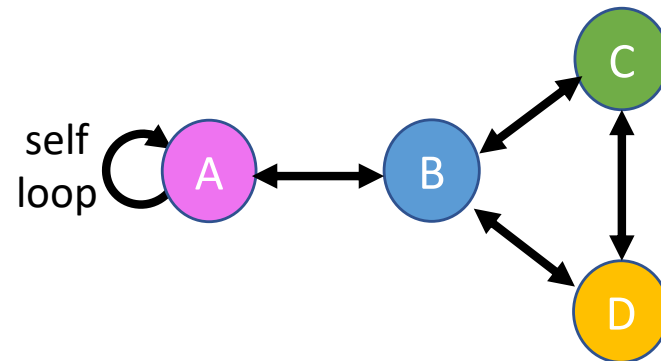
A personality network
(Costantini et al, 2015)



Negative links are displayed in red

Self-interactions

- ❑ In many networks nodes do not interact with themselves
- ❑ To account for self-interactions, we add **loops** to represent them

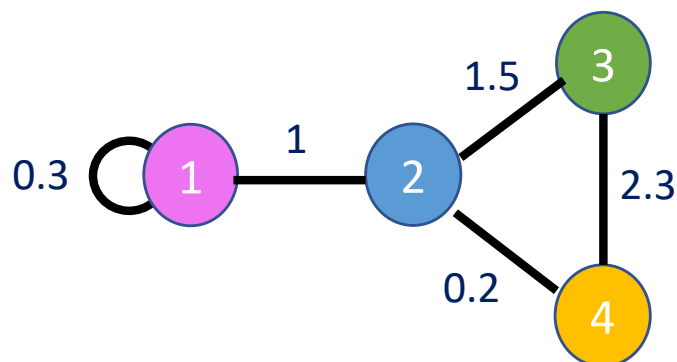


Adjacency matrix

- An adjacency matrix $A = [a_{ij}]$ associated to graph \mathcal{G} has
- i is the row index j is the column index

entries $a_{ij} = 0$ if nodes i and j are **not connected**
if nodes i and j are **connected** then $a_{ij} \neq 0$

in **plain** (binary) graphs $a_{ij} = \{1, 0\}$



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

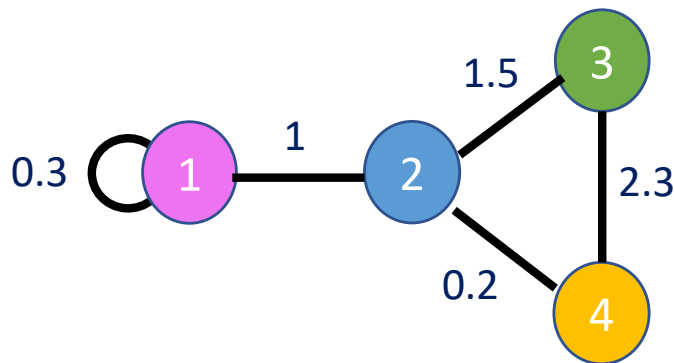
← row 1

↑ column 2

this is a_{12}

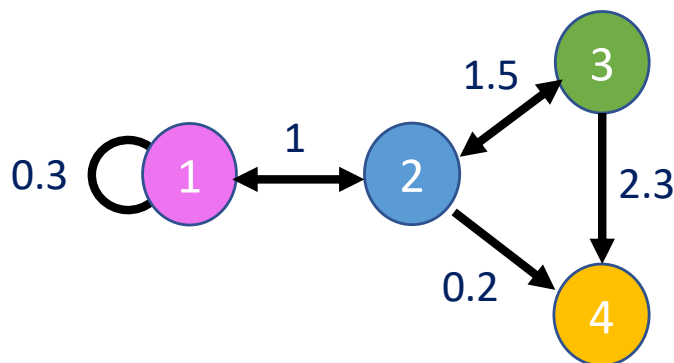
Symmetries

□ Undirected graph = **symmetric** matrix



$$A = \begin{matrix} \begin{matrix} \text{to} \\ \text{1} \\ \text{2} \\ \text{3} \\ \text{4} \end{matrix} & \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0.2 \\ 0 & 1.5 & 0 & 2.3 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix} \\ \begin{matrix} \text{1} \\ \text{2} \\ \text{3} \\ \text{4} \\ \text{from} \end{matrix} & \end{matrix}$$

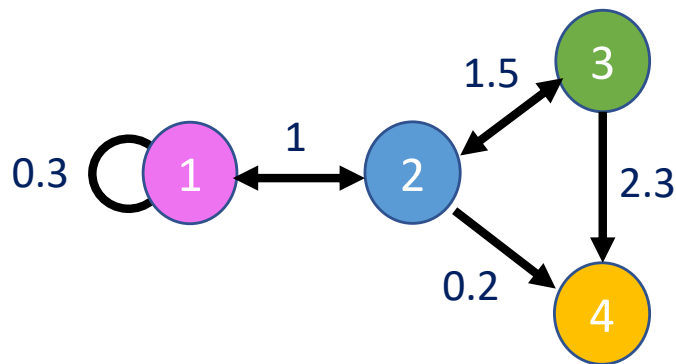
□ Directed graph = **asymmetric** matrix



$$A = \begin{matrix} \begin{matrix} \text{to} \\ \text{1} \\ \text{2} \\ \text{3} \\ \text{4} \end{matrix} & \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0 \\ 0 & 1.5 & 0 & 0 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix} \\ \begin{matrix} \text{1} \\ \text{2} \\ \text{3} \\ \text{4} \\ \text{from} \end{matrix} & \end{matrix}$$

Convention

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

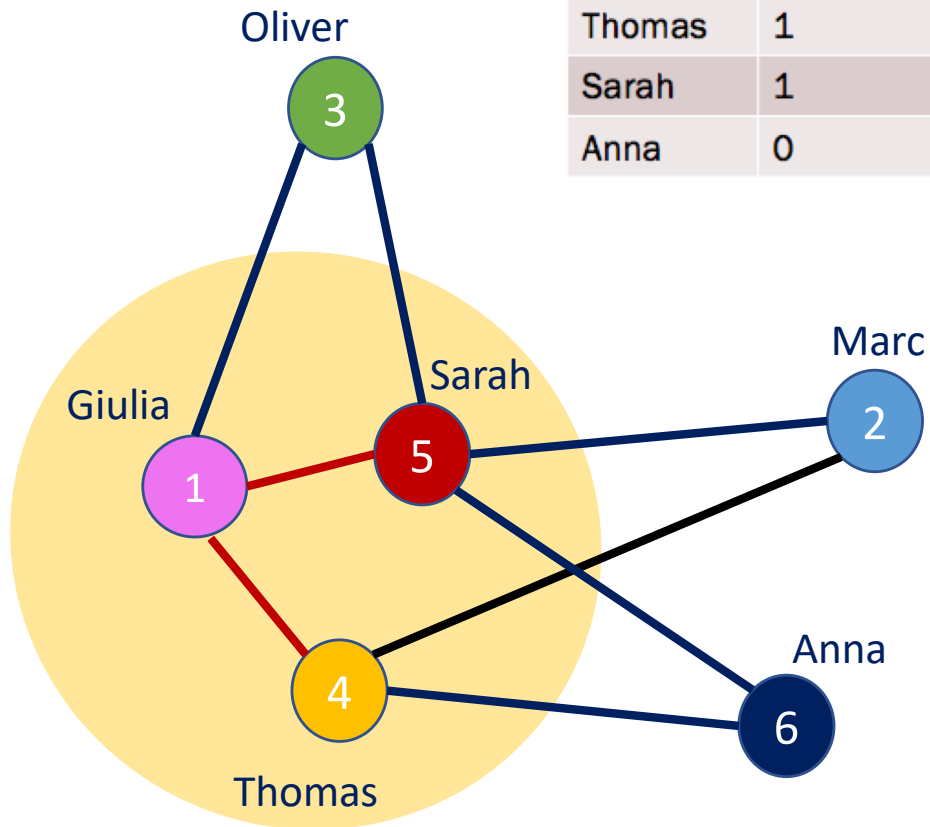


$$A = \begin{bmatrix} 0.3 & 1 & 0 & 0 \\ 1 & 0 & 1.5 & 0 \\ 0 & 1.5 & 0 & 0 \\ 0 & 0.2 & 2.3 & 0 \end{bmatrix}$$

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

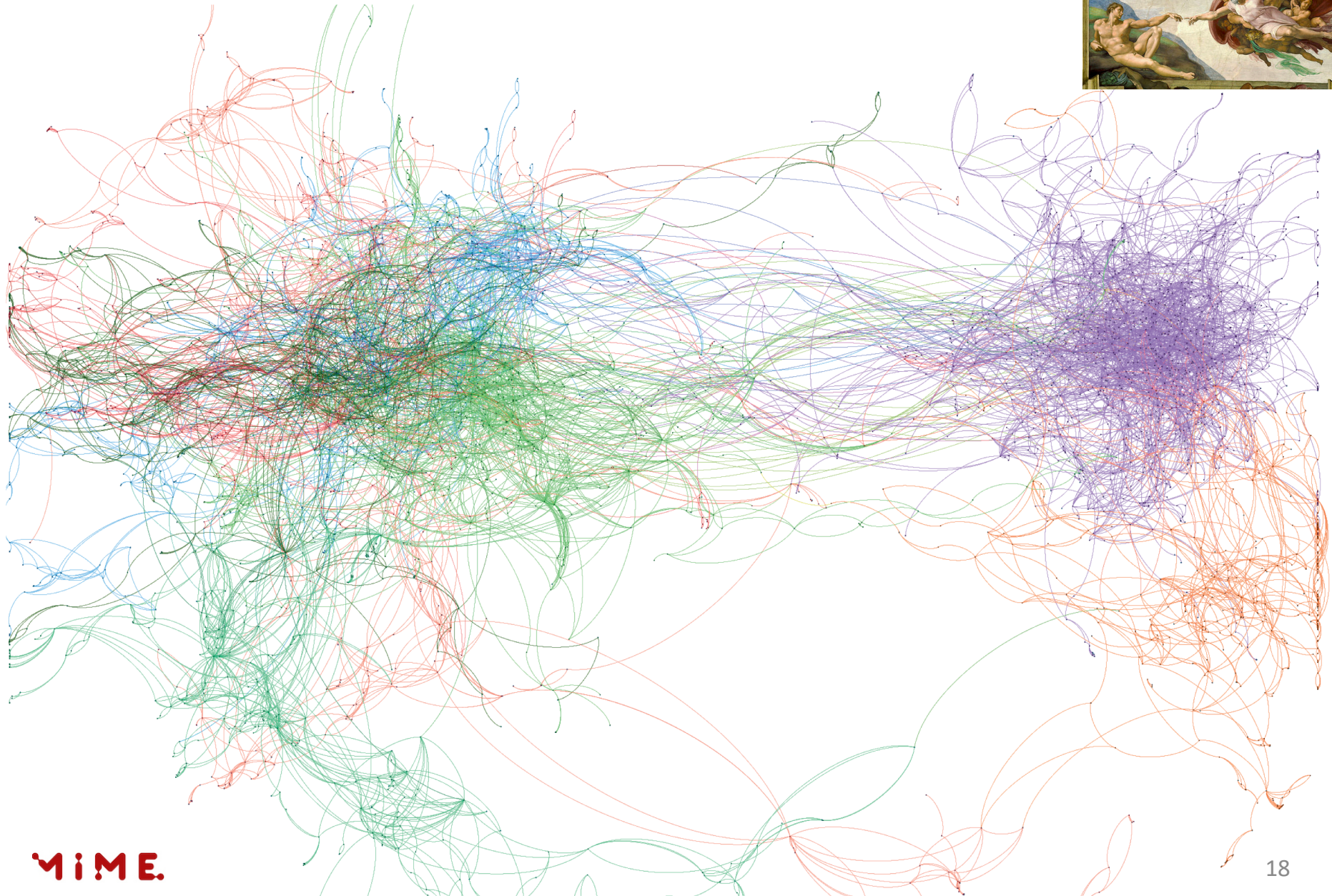
Example

	Giulia	Marc	Oliver	Thomas	Sarah	Anna
Giulia	X					
Marc	0	X				
Oliver	1	0	X			
Thomas	1	1	0	X		
Sarah	1	1	1	0	X	
Anna	0	0	0	1	1	X



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

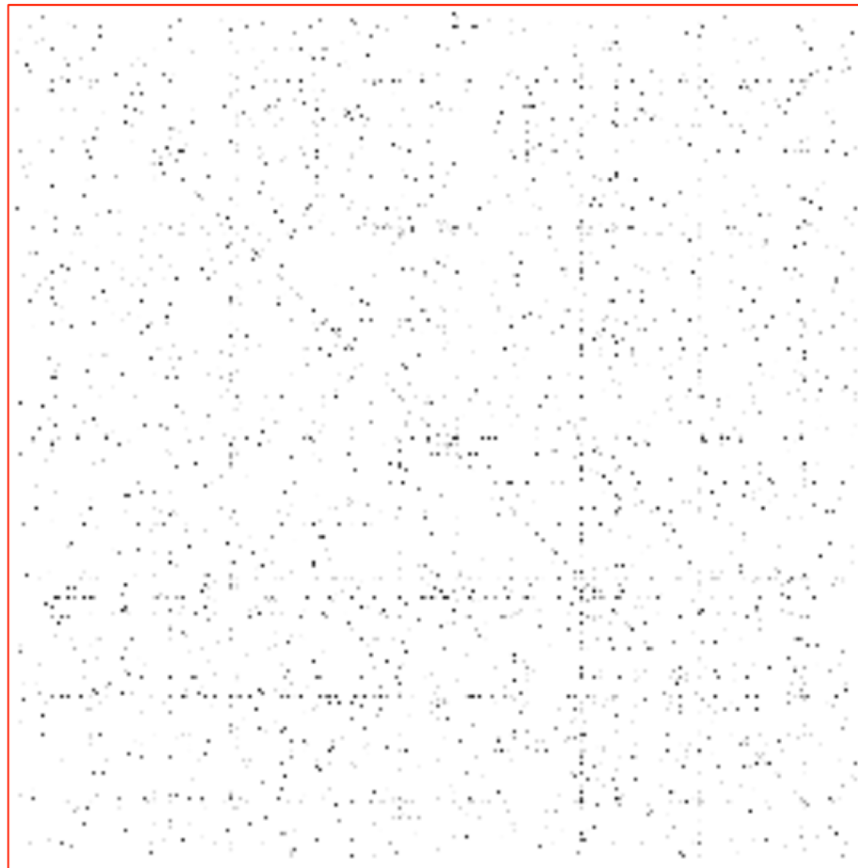
Graph plots do not always carry relevant info



Real networks are sparse

- The adjacency matrix is typically sparse
good for tractability !

$A =$

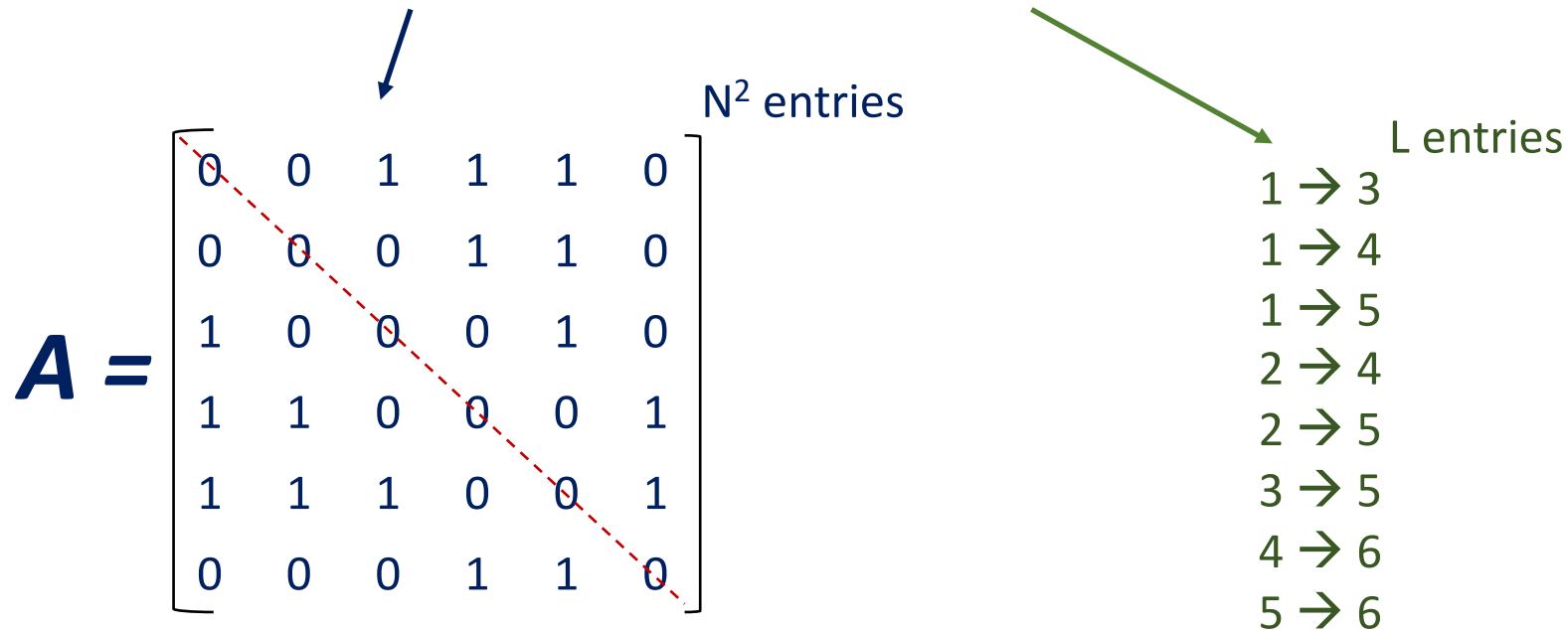


A question 4 u

- ❑ So, what's the take-away so far?

Storing network data

Adjacency matrix **versus** edge list

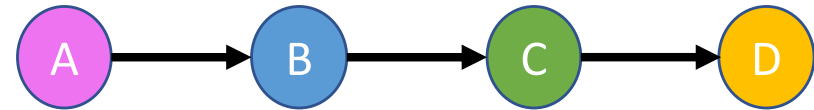


Which one do U think is better?

Useful terms

□ Path

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

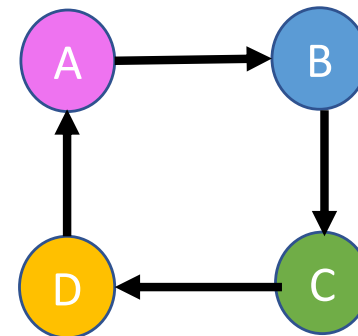


□ Path length

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

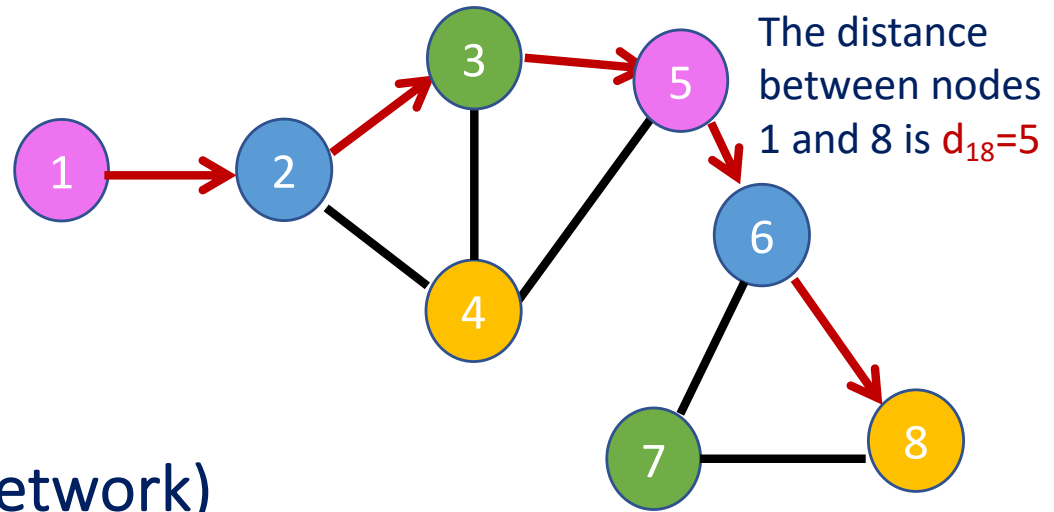
□ Cycle

path where starting and ending nodes coincide



Useful terms

- Shortest path (between any two nodes)
the path with the minimum length, which is called the **distance**



it is **not** unique!

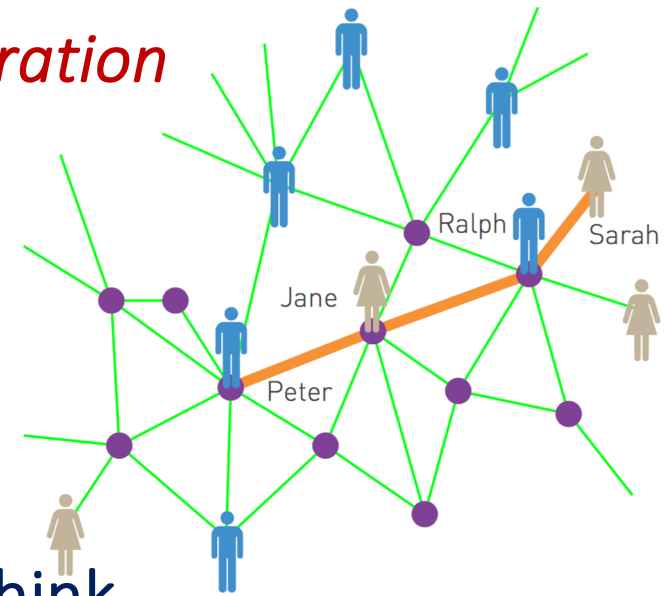
- **Diameter** (of the network)
the highest distance in the network

The diameter is $d=5$

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

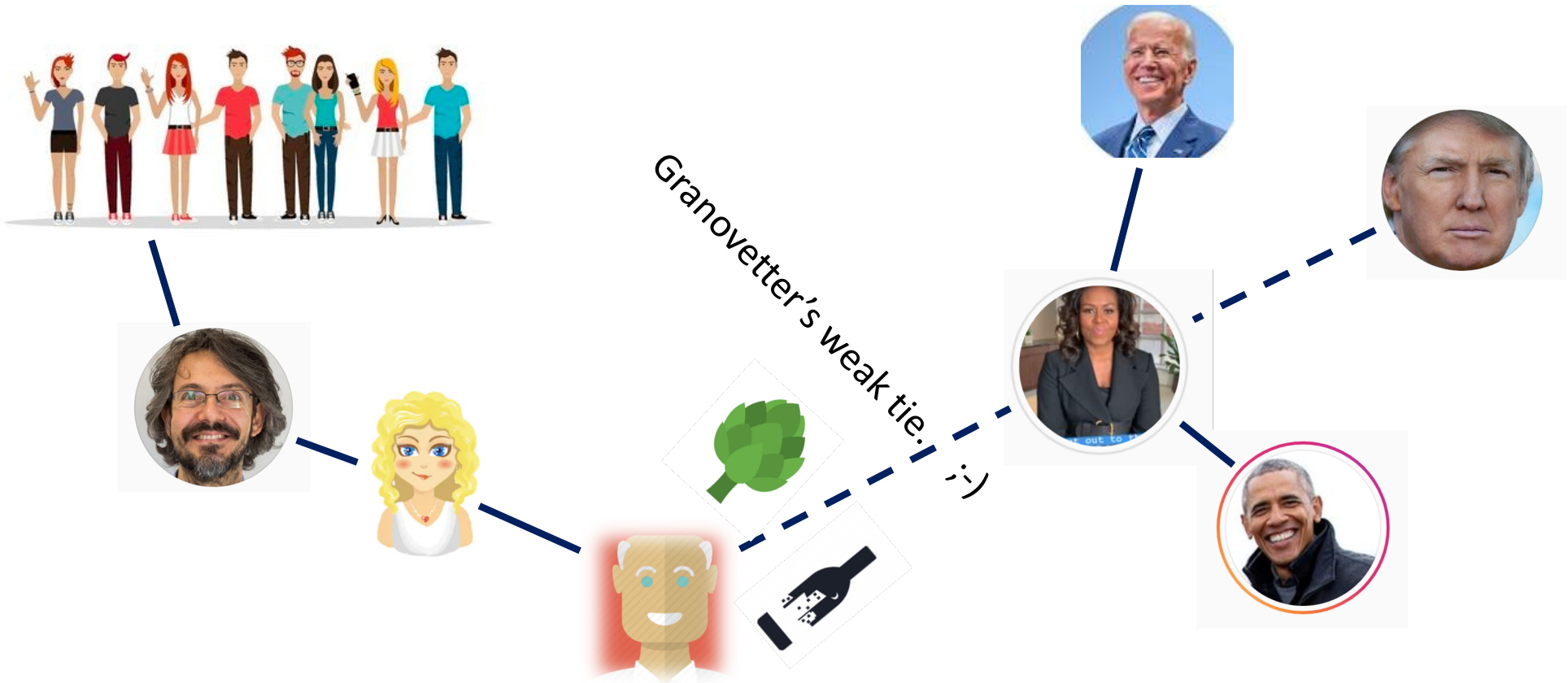
Small world

- ❑ **Average path length**
average distance between all nodes pairs (apply an algorithm to all node couples, and take the average)
- ❑ In real networks distance between two randomly chosen nodes is generally **short**
- ❑ Milgram [1967]: *6 degrees of separation*



- ❑ What does this mean?
We are more connected than we think

We & the US



Connectivity

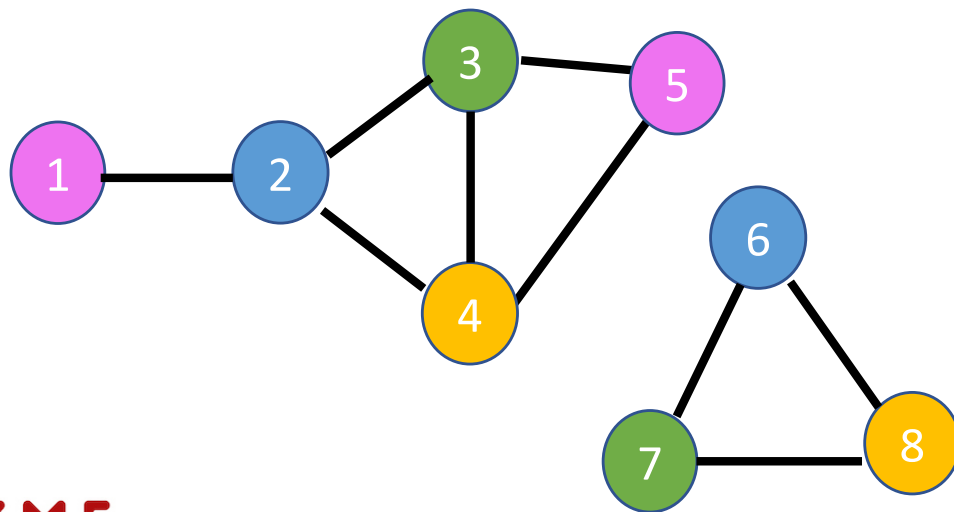
❑ Connected graph (undirected)

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

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

❑ Giant component (the biggest one)

❑ Isolates (the other ones)



$A =$

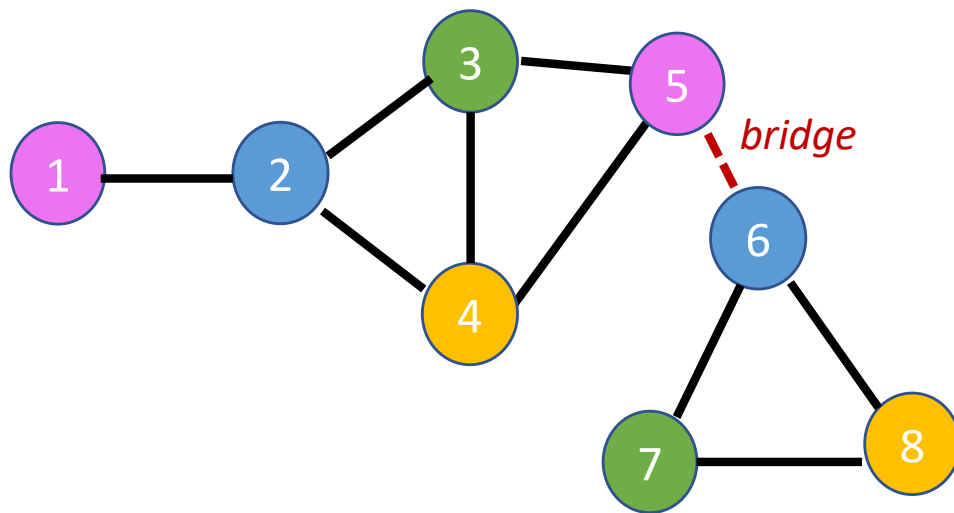
0	1	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0
0	1	0	1	1	0	0	0	0
0	1	1	0	1	0	0	0	0
0	0	1	1	0	0	0	0	0
0	0	0	0	0	0	1	1	1
0	0	0	0	0	1	0	1	1
0	0	0	0	0	1	1	0	1

block-diagonal matrix

Bridges (ideal definition)

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

its removal would make the network disconnected

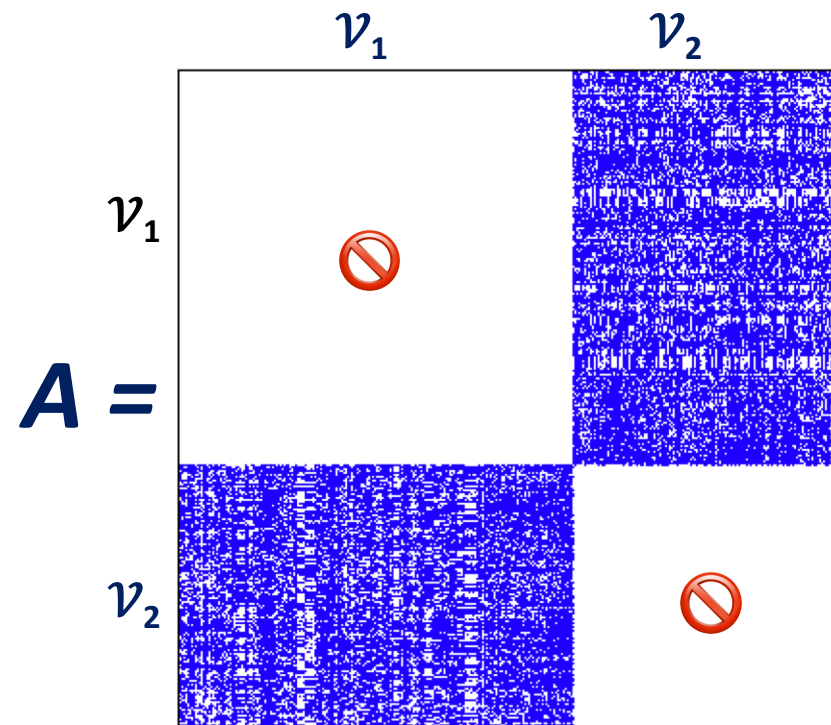
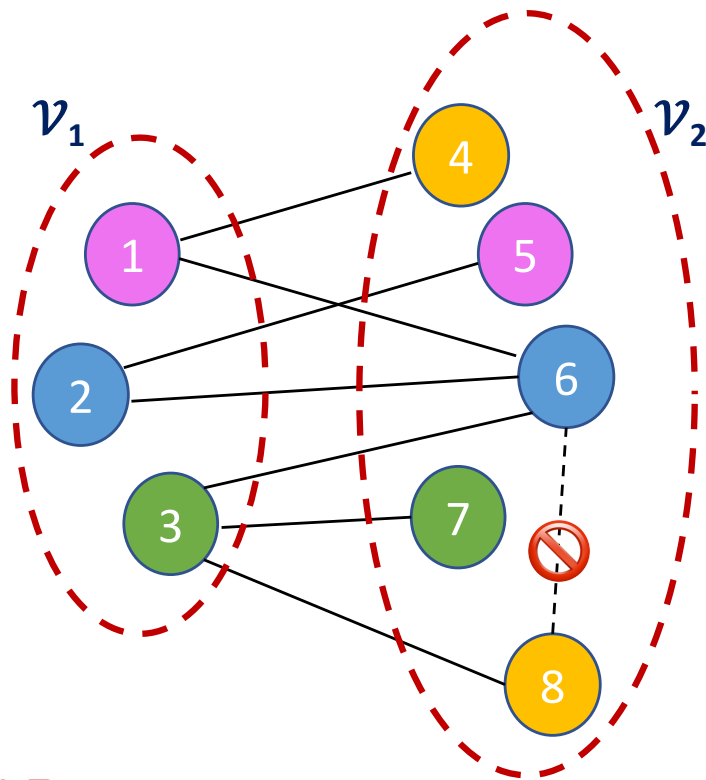


$A =$

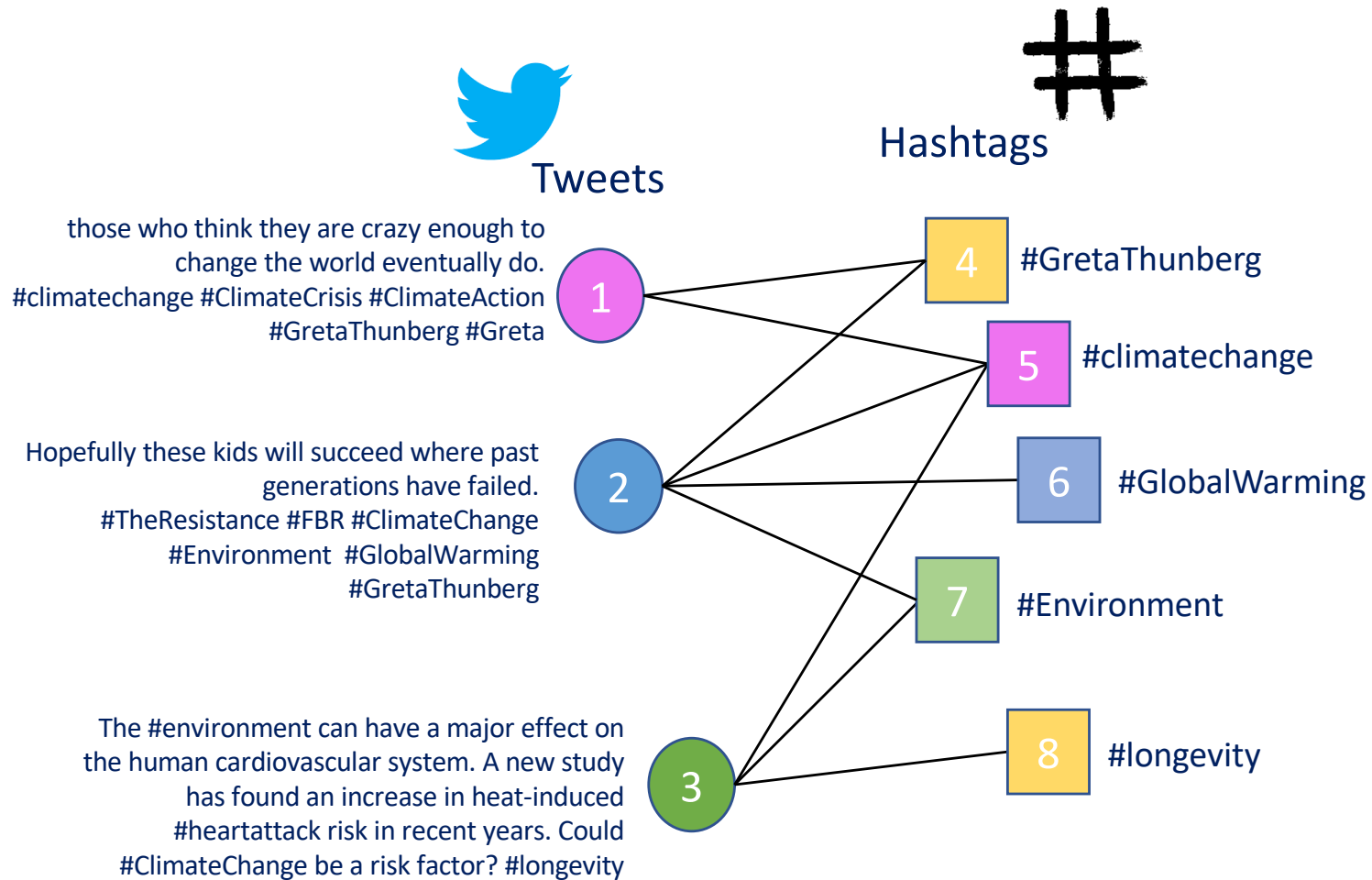
0	1	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0
0	1	0	1	1	0	0	0	0
0	1	1	0	1	0	0	0	0
0	0	1	1	0	1	0	0	0
0	0	0	0	0	1	0	1	1
0	0	0	0	0	1	0	1	1
0	0	0	0	0	1	1	0	0

Bipartite graphs

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



Example



Meaning

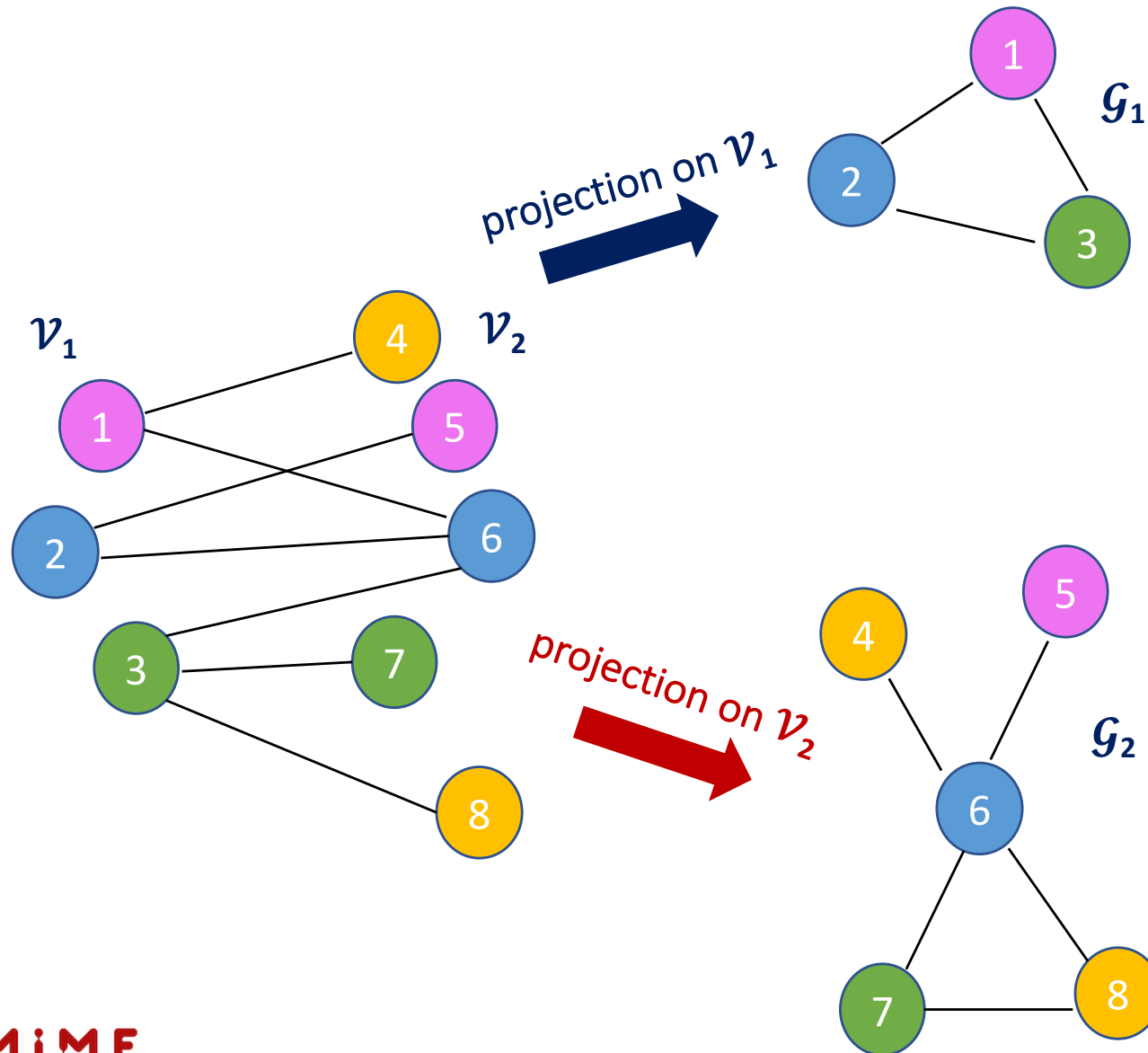
- Bipartite graphs are useful to represent **memberships**/relationships, e.g., groups (\mathcal{V}_1) to which people (\mathcal{V}_2) belong

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

- We can build separate networks (**projections**) for \mathcal{V}_1 and \mathcal{V}_2 (sometimes this is useful)

in the **movies/actors** example being linked can be interpreted in two ways: “**actors in the same movie**” (projection on \mathcal{V}_2), or “**movies sharing the same actor**” (projection on \mathcal{V}_1)

Example



Nodes are linked if they have a **common neighbour** in \mathcal{V}_2

PS: we say that nodes i and j have a common neighbour k if both i and j are connected to k

Nodes are linked if they have a **common neighbour** in \mathcal{V}_1

A bit of maths

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

$$A^2 = \begin{bmatrix} 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ \text{row 6} \rightarrow 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 2 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 2 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 3 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 3 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \end{bmatrix}$$

Annotations for the right-hand matrix:

- # of common neighbors of $i=6$ and $j=5$ (points to the value 3 in row 6, column 5)
- # of neighbors of $i=6$ (points to the value 1 in row 6, column 6)
- row 6 (points to the entire row 6)
- column 5 (points to the entire column 5)
- A_1 (points to the top-left 3x3 submatrix)
- A_2 (points to the bottom-right 4x4 submatrix)

Today take-aways

- ❑ (un)Directed graphs
- ❑ Weighted and signed graphs
- ❑ Adjacency matrix
- ❑ Giant component, isolates, bridges
- ❑ Bipartite graphs and projections