CS 4984: Erdös-Renyi and Small World Networks

T. M. Murali

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Collective dynamics of 'small-world' networks

Duncan J. Watts 🏁 & Steven H. Strogatz

Nature **393**, 440–442 (04 June 1998) doi:10.1038/30918 Download Citation Received: 27 November 1997 Accepted: 06 April 1998 Published online: 04 June 1998

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Specifically, we require $n \gg k \gg \ln(n) \gg 1$, where $k \gg \ln(n)$ guarantees that a random graph will be connected.

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Create Random, Unweighted, Undirected Graphs

• How do we create a random unweighted, undirected graph on *n* nodes?

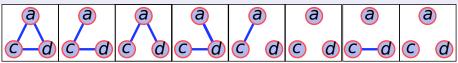
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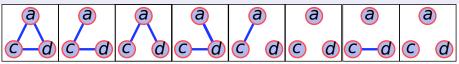
- How do we create a random unweighted, undirected graph on *n* nodes?
- Question is under-specified. There are many approaches:
 - Idea 1: From the set of all graphs of *n* nodes, pick one uniformly at random.
 - Idea 2: Specify the number of edges *m*. From the set of all graphs of *n* nodes and *m* edges, pick one uniformly at random.
 - Idea 3: Specify a probability 0 ≤ p ≤ 1. For every pair of nodes, add an edge between the nodes with probability p.

From the set of all graphs of n nodes, pick one uniformly at random.



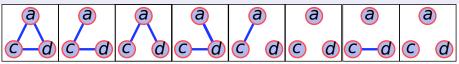
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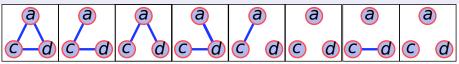


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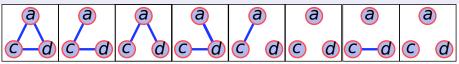
- To make a graph, we have two options for each edge: include it or exclude it.
- Therefore, there are $2^{\binom{n}{2}}$ graphs possible on *n* nodes.



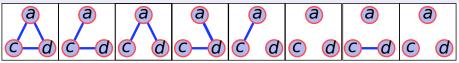
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- For every pair of nodes, add an edge with probability 1/2. Running time is $O(n^2)$.

From the set of all graphs of n nodes, pick one uniformly at random.

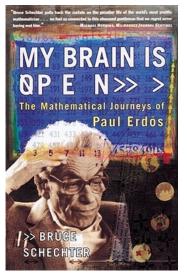
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- What is the expected number of edges in the graph? n(n-1)/4.
- On average, these graphs are very dense.





A mathematician is a device for turning coffee into theorems.

Idea 3: Specify a probability $0 \le p \le 1$.

For every pair of nodes, add an edge between the nodes with probability *p*.

- Series of papers in the 1960s setting the foundation of random graph theory.
- Framework for generating a random graph.
- G(n, p): an undirected, unweighted graph (family) with n nodes.
- To generate a graph in G(n, p):
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 - Generate a random number x between 0 and 1 under the uniform distribution. If x ≤ p, then "do something", else "do the other thing".

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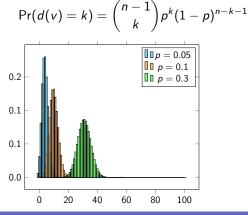
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Binomial Identities

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- The expected degree of a node is (n-1)p.
- The expected number of edges in G(n, p) is n(n-1)p/2.

Evolution of G(n, p)

- When p is close to 0, graph has many small connected components.
- When p is close to 1, graph is very dense (has almost all the edges).
- When do all nodes in the graph become connected into one component?

The evolution of the G(n, p) random graph (Video, 4 min 51 sec)

If p = 0,

If
$$p < \frac{(1-\varepsilon)}{n}$$
,
If $p > \frac{(1+\varepsilon)}{n}$,

If
$$p < \frac{(1-\varepsilon)\ln n}{n}$$
,
If $p > \frac{(1+\varepsilon)\ln n}{n}$,

If p = 1,

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, $G(n, p)$ has no edges.
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If p = 1, G(n, p) is completely connected.

If p = 0, G(n, p) has no edges.

If $p < \frac{(1-\varepsilon)}{n}$, all connected components in G(n, p) are of size log n. If $p > \frac{(1+\varepsilon)}{n}$, G(n, p) has a unique connected component containing a positive fraction of the nodes (giant component)!

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If $p > \frac{(1+\varepsilon) \ln n}{n}$, G(n,p) is connected! The average shortest path length is $\frac{\ln n}{\ln(1+\varepsilon)+\ln \ln n}$. Path lengths are logarithmic in the number of nodes!

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Clustering Coefficient 1 7 9 11 2 3 8 10 124 5 6 13

- Measures the extent of clusters/cliques around a node, on average.
- *Clustering coefficient* c(v) for a node v is the fraction of pairs of its neighbours that are themselves connected.
- Clustering coefficient c(G) of a graph G is the average of the clustering coefficients of its nodes.
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- What is the clustering coefficient of a lattice? A complete graph? 0 and 1, respectively.

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 - Hence, the clustering coefficient of G(n, p) is p < 1.

It's a small world! (Video, 1 min 36 sec)

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Criticisms

- Overestimates path lengths.
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Conclusions. Which is correct?

- Some paths in social networks are short.
- All paths between all pairs of nodes are short.
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Burning question

How do networks with small average shortest path length arise?

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▶ c(G) =



Real world networks have small average shortest path lengths (like G(n, p)) but large clustering coefficients (like ring graph).

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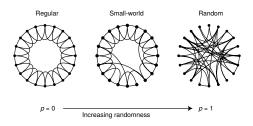
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• $c(G) = \approx 3/4$ (large).



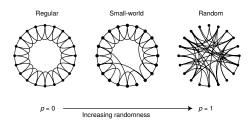
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Watts-Strogatz Model

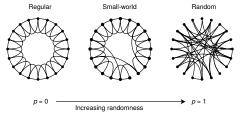


- Three parameters: *n*, number of nodes; *k*: degree of each node; *p*: rewiring probability. This *p* is different from the *p* in E-R graphs.
- Rewire regular ring graph in k/2 rounds. In round j,
 - For each node *i*, consider edge (i, i + j).
 - Pick a candidate node / uniformly at random between 1 and n.
 - With probability p, replace (i, j) with (i, l) if

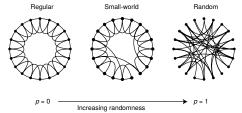
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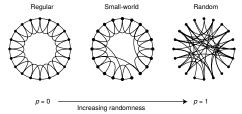
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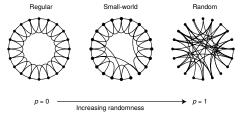
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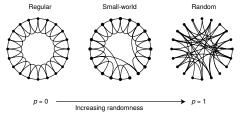
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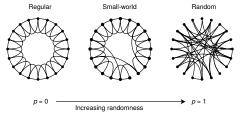
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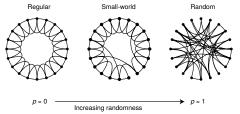
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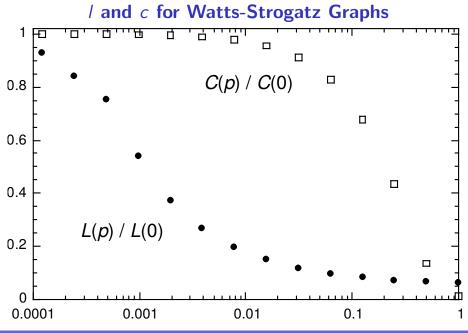


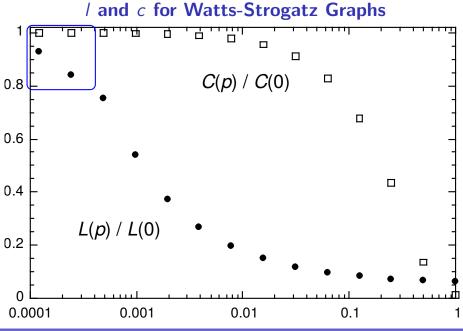
l(p): average shortest path length for ring graph rewired with prob. p. c(p): average clustering coefficient for ring graph rewired with prob. p. What is l(0)? n/2kWhat is c(0)? $\approx 3/4$ Ring lattice is large-world and highly clustered. What is l(1)? ln $n/\ln k$ What is c(1)? k/n.



l(p): average shortest path length for ring graph rewired with prob. *p*. c(p): average clustering coefficient for ring graph rewired with prob. *p*. What is l(0)? n/2kWhat is c(0)? $\approx 3/4$ Ring lattice is large-world and highly clustered. What is l(1)? ln $n/\ln k$ What is c(1)? k/n. Random graph is small-world but poorly clustered.

Are there values of p for which I(p) is small but c(p) is large?

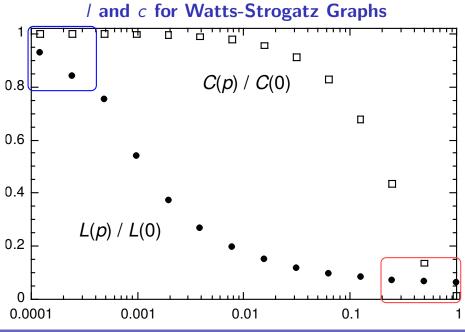




T. M. Murali

February 8 and 13, 2018

CS 4984: Computing the Brain



/ and c for Watts-Strogatz Graphs . н C(p) / C(0)0.8 0.6 0.4 L(p) / L(0)0.2 0 0.0001 0.001 0.01 0.1

Observations

- *l*(*p*) becomes small due to the addition of a small number of "long-range" edges.
- These short cuts connect nodes that would otherwise be very far apart.
- Non-linear effect on *l(p)*: Short cuts also contract the distance between neighbours of the connected nodes, their neighbours, and so on.

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Do real-world networks have small / and large c?

Actor Network

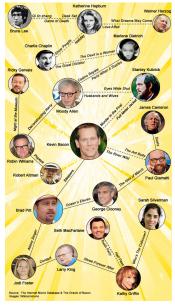


Node \equiv Edge \equiv Edge weight \equiv n =m =

T. M. Murali

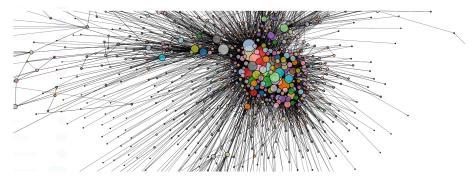
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Actor Network



Node \equiv Actor Edge \equiv Collaboration Edge weight \equiv 1 n = 225, 226 $m = (225, 226 \times 61)/2 = 6,869,393$

Power Network



 $\mathsf{Node}\equiv$

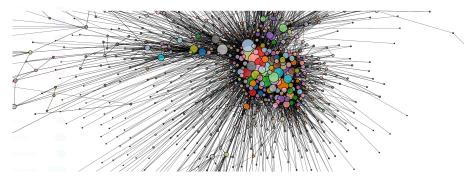
 $\mathsf{Edge} \equiv$

 $\mathsf{Edge \ weight} \equiv$

n =

m =

Power Network



Node \equiv Generators, transformers, and substations

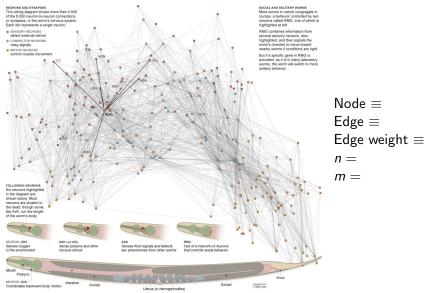
 $\mathsf{Edge} \equiv \mathsf{High-voltage} \text{ transmission line}$

Edge weight $\equiv 1$

$$n = 4,941$$

 $m = (4,941 \times 2.67)/2 = 6,596$

C elegans connectome



C elegans connectome

NEURONS AND SYNAPSES SOCIAL AND SOLITARY WORMS Most worms in nature concregate in This wiring diagram shows more than 4,500 of the 8,000 neuron-to-neuron connections, clumos, a behavior controlled by two or synapses, in the worm's nervous system. neurons called RMG, one of which is Each dot represents a single neuron: highlighted at left. . SENSORY NEURONS RMG combines information from detect external stimuli several sensory neurons, also CONNECTOR NEURONS highlighted and then signals the relay signals worm's muscles to move toward . MOTOR NEURONS nearby worms if conditions are right control muscle movement But if a specific gene in RMG is activated, as it is in many laboratory worms, the worm will switch to more solitary behavior. FOLLOWING NEURONS Six neurons highlighted in the diagram are shown below. Most neurons are located in the head though some like AVA, run the length of the worm's body. NEURON: URX ASH and ADL Senses food signals and detects Hub of a network of neurons Senses oxygen Sense poisons and other in the environment noxious stimuli sex pheromones from other worms that controls social behavior Mouth Pharyn: Anus NEURON: AVA Intestine Coordinates backward body motion Gonad Gonad 1/500 inch Uterus (in hermaphrodites)

Node \equiv Neuron Edge \equiv Synpase Edge weight \equiv 1 n = 282 $m = (282 \times 14)/2 =$ 1974

Real-world Networks are Small World

Table 1 Empirical examples of small-world networks

	L _{actual}	\mathcal{L}_{random}	Cactual	${m c}_{ m random}$
Film actors	3.65	2.99	0.79	0.00027
Power grid	18.7	12.4	0.080	0.005
<i>C. elegans</i>	2.65	2.25	0.28	0.05

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The pattern in Nature's networks (Video, 3 min 25 sec)