Betweenness

Introduction to Network Science Carlos Castillo Topic 18



Sources

- Networks, Crowds, and Markets Ch 3.6B
- Barabási 2016 Section 9.3.2
- P. Boldi and S. Vigna: Axioms for Centrality in Internet Mathematics 2014.
- Esposito and Pesce: Survey of Centrality 2015.
- C. Castillo: Other centrality slides 2016

Types of centrality measure

- Spectral
 - HITS
 - PageRank

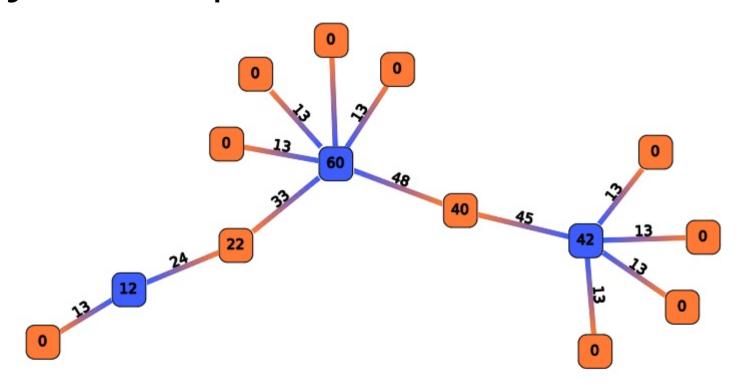
Non-spectral

- Degree
- Closeness and harmonic closeness
- Betweenness

Betweenness

Node and Edge Betweenness

A node/edge has high betweenness if it participates in many shortest-paths

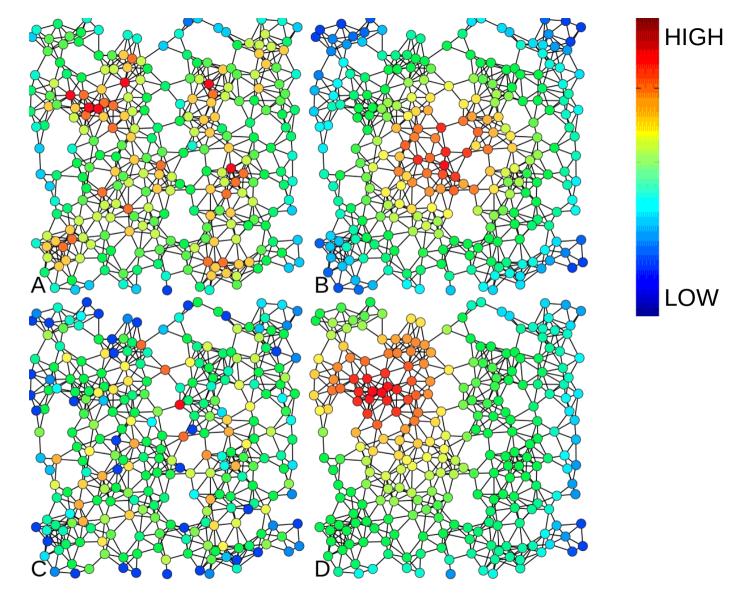


A: Degree

B: Closeness

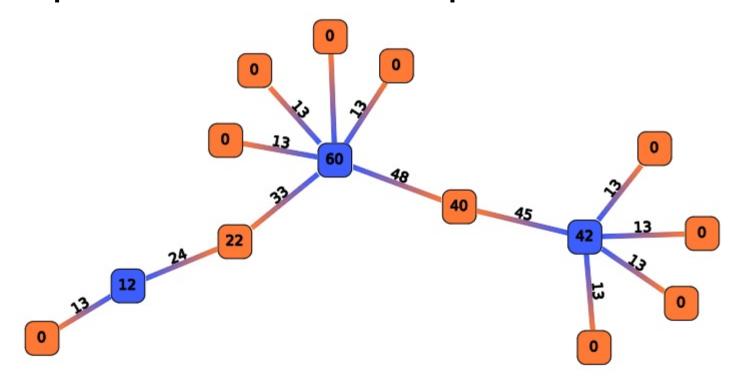
C: Betweenness

D: PageRank



Edge Betweenness

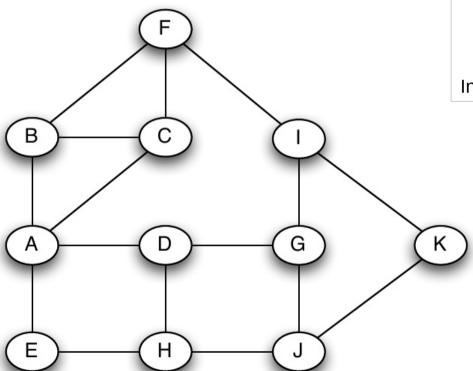
An **edge** has high betweenness if it is part of many shortest-paths ... how to compute this efficiently?



Algorithm [Brandes, Newman]

- For every node u in V
 - Layer the graph performing a BFS from u
 - For every node v in V, $v\neq u$, sorted by layer
 - Assign to v a number s(v) indicating how many shortest paths from u arrive to v
 - For every node v in V, $v\neq u$, sorted by reverse layer
 - Score to distribute = 1 + score from children
 - Add score to parent edges in proportion to s(v)
- In the end divide all edge scores by two

Example

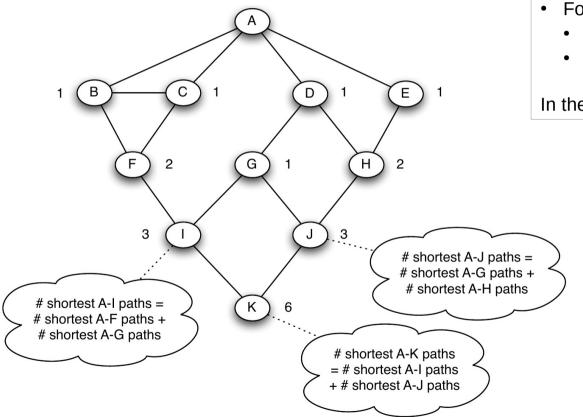


For every node u in V

- Layer the graph performing a BFS from u
- For every node v in V, v≠u, sorted by layer
 - Assign to v a number s(v) indicating how many shortest paths from u arrive to v
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Example



For every node u in V

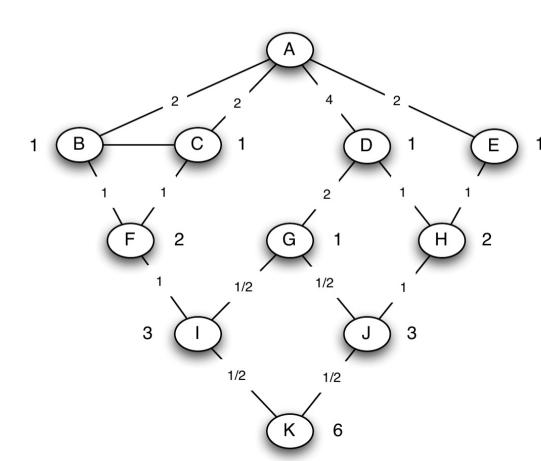
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All nodes in layer 1 get s(v)=1

Remaining nodes: simply add s(.) of their parents

Example



For every node u in V

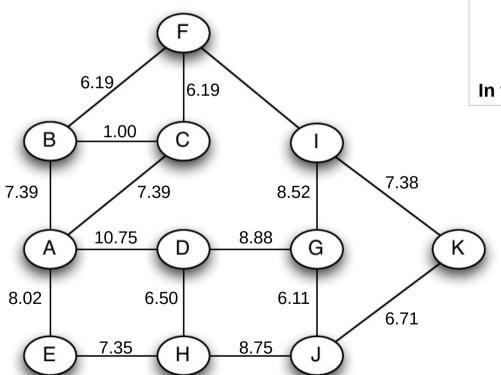
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 - Score to distribute = 1 + score from children
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In the end divide all edge scores by two

Nodes without children distribute a score of 1

Other nodes distribute 1 + whatever they receive from their children

Result



For every node u in V

- Layer the graph performing a BFS from u
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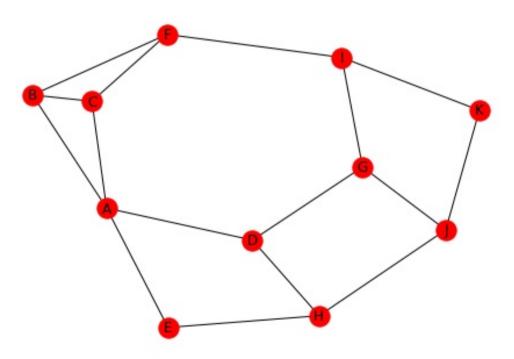
In the end divide all edge scores by two

Computed using NetworkX (edge betweenness)

NetworkX code

```
import networkx as nx
g = nx.Graph()
g.add_edge("A", "B")
g.add edge("A", "C")
g.add edge("A", "D")
g.add edge("A", "E")
g.add edge("B", "C")
g.add edge("B", "F")
g.add edge("C", "F")
g.add edge("D", "G")
g.add edge("D", "H")
g.add edge("E", "H")
g.add edge("F", "I")
g.add_edge("G", "I")
g.add edge("G", "J")
g.add edge("H", "J")
g.add edge("I", "K")
g.add edge("J", "K")
nx.edge betweenness(g, normalized=False)
```

nx.draw_spring(g, with_labels=True)



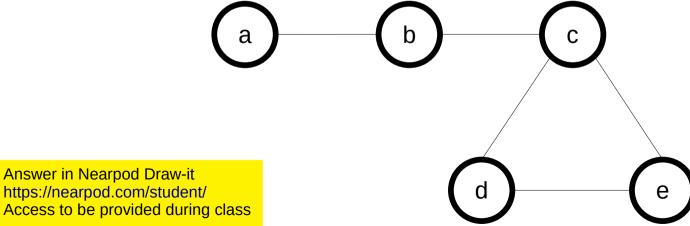
Exercise

Try to compute it by inspection first

Then use the algorithm; you should get the same results For every node u in V

- Layer the graph performing a BFS from u
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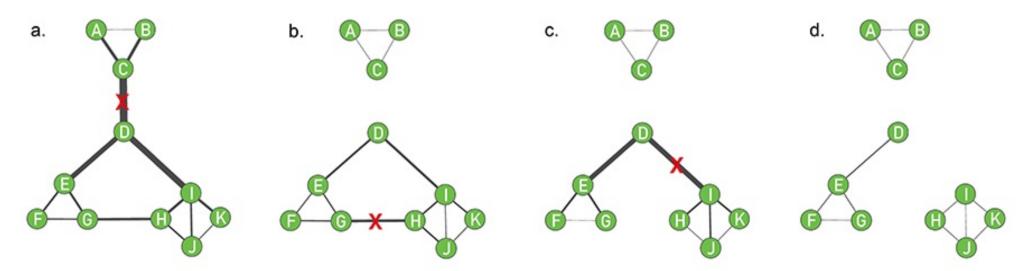


Fractional values?

 In a graph with cycles, you may get fractional values of the edge betweenness for an edge

Application: the Girvan-Newman algorithm

- Repeat:
 - Compute edge betweenness
 - Remove edge with larger betweenness



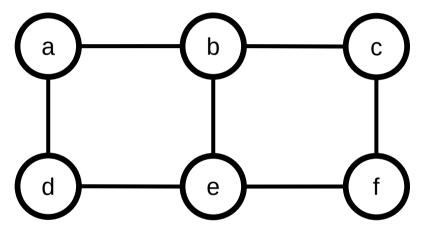
Summary

Things to remember

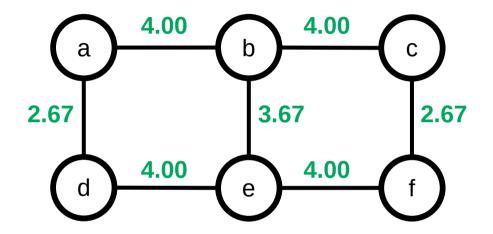
- Closeness and harmonic closeness
- Node and edge betweenness
- Practice running the Brandes-Newman algorithm on small graphs
- Write code to execute the Brandes-Newman algorithm

Practice on your own

 Compute edge betweenness on this graph



Practice on your own (cont.)



If you don't get this result, check: https://www.youtube.com/watch?v=uYjWbp8VC7c

Two constructive problems

- 1.Sketch a graph of N nodes in which a node, which you should mark with an asterisk (*), should have betweenness approximately equal to N and closeness approximately 1/N for large N . Explain briefly.
- 2.Sketch a graph of N nodes in which a node, which you should mark with an asterisk (*), should have betweenness approximately equal to N and closeness approximately 2/N² for large N. Explain briefly.

Do not use a concrete N . Use a general N , for instance by using the ellipsis (. . .) to denote multiple nodes.