

Structural Differences Between Random Graphs and Small World, Scale-Free Graphs

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Abstract

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1 Introduction

This project investigates the structural differences between random graphs and small-world, scale-free graphs and in particular, Albert-Barabási graphs.

Later, we will use an SIRD model as a vehicle to explore whether these structural differences can affect a random process. Traditionally a project that contains an SIRD model would focus on the model as its core concept. Alternatively we will only use it as a simple lens to investigate the differences between graph structures. Therefore, little time will be afforded to the mathematics behind the SIRD simulation, more time will be afforded to how it computes on our graphs. Random graphs were chosen as the comparison because they are random they are free of overarching structures that are present in other types of graph.

The motivation for this project stems from my deep interest in graph theory. Additionally, with the recent COVID-19 pandemic I wanted to explore if it is how the way populations are internally structured which lead to a significant difference in the spread of disease.

2 Literature Review

2.1 Graph Theory

Graph Theory is the study of networks where vertices are connected by edges (The words 'node' and 'vertex' will be used interchangeably as will 'network' and graph however graph will be used for more abstract representations). A simple graph contains no self loops and there can only be one edge between each pair of nodes. We will only be focusing on simple graphs in this project and any graph mentioned can be assumed to be a simple graph. A strict definition of simple graphs is as follows: Let G be a graph, G is an ordered pair $G = (V, E)$ comprising V : a set of vertices and $E \subseteq \{\{x, y\} | x, y \in V \text{ and } x \neq y\}$: a set of edges which are unordered pairs of vertices (Bender and Williamson 2010).

2.2 Random Graphs

In 1959, Paul Erdős and Alfréd Rényi published their paper 'On Random Graphs' (Erdős and Renyi 1959). Independently, Edgar Nelson Gilbert published his paper 'Random Graphs' (Gilbert 1959). Both papers describe how to create a graph using probabilities which became a very useful tool for solving problems in graph theory. In particular, problems in which they aimed to prove the existence of certain graphs held various properties or to provide a strong definition for what it meant for a property to hold for almost all graphs.

However, Erdős' and Gilbert's models differed in how they worked. The Erdős-Rényi model works as follows; to generate a random graph $G(N, M)$ where N is the number of nodes in the graph and M is the total number of edges to be added, randomly pick M pairs of vertices from the set of all combinations of two vertices, ignoring repeats and draws edges between them. In this model the average degree is easily calculated. However, it is rare that the number of

edges will be exact which brings on to the Gilbert model. For the Gilbert Model we define the random graph G as such; $G(N, p)$ where N is the total number of nodes and p is the probability of joining two vertices together and works as follows: draw N nodes for the graph, select a vertex pair, generate a random number between 0 and 1, if the number exceeds p draw an edge between those two vertices, repeat for all vertex pairs once. For the rest of this paper we will use 'random graph' to refer to Gilbert model random graphs as they better represent real networks because the number of edges is not fixed.

2.3 Small World Graphs

In May 1967, the Professor of Psychology at the Graduate School and University Center of the City University of New York, Stanley Milgram ran an experiment to see if a person living in Omaha, Nebraska could send a parcel to a stockbroker in Boston, Massachusetts that they had never met personally by asking the subjects to give the parcel to someone they thought may know the recipient (Milgram 1967). In his experiment he found the average path length to reach the stockbroker was 5.5, which created the term six degrees of separation. However, Milgram's experiment had flaws which puts the exact number into doubt. This idea of having such a small average path length for a numerous amount of nodes the hallmark of a small world graph.

A Small world graph is formally defined by the following property: $L \propto \log N$ where L is the average shortest path length of the network and N is the total number of nodes (Watts and Strogatz 1998). Several models exist to generate small world graphs such as the Watts-Strogatz Model.

2.4 Scale Free Graphs

In networks that appear in the real world such as the internet and social groups, there exist nodes known as "hubs" (nodes that have a significantly higher degrees than the average of the graph). This is an important property encapsulated in Scale-Free Graphs.

Scale-free Graphs are formally defined by the following power law: $P(k) \sim k^{-\gamma}$, k is the degree of a vertex, $P(k)$ is the probability of a node having degree k and γ is a parameter determined by the graph typically $2 < \gamma < 3$ (Onnela et al. 2007).

2.5 Barabasi-Albert Model

In 1999, Albert-László Barabási and Réka Albert developed the Albert-Barabási Model which generates small world, scale free graphs by a process of preferential attachment (Barabási and Albert 1999). The model works as such: define two parameters N (The number nodes the graph at the end of the process will have) and e (the number of edges added for each new node) take a seed graph (A graph we start with originally that the model will grow from), add one new node to the graph, using preferential attachment add e edges from the new node to nodes on

the seed graph (With no loops or self loops), continue until there are N nodes on the graph.

'Preferential attachment' describes a 'rich get richer effect' that means the higher the degree of the node the more likely it will gain a new edge. This is described by the following formula $\prod(k_i) = \frac{k_i}{\sum_j k_j}$ where k_i is the degree of node i .

2.6 SIRD Model

SIRD stands for Susceptible, Infected, Recovered and Dead which are the four states each individual in the model can take. There are many ways of implementing a model like this such as a virus having specific infection 'power' and mortality rates or having the infection be determined entirely by the individual. SIRD models vary massively in the assumptions they make, we will be assuming a discrete SIRD model with a constant infection rate, constant recovery rate and total immunity after a node has been infected once.

3 Mathematical Methods

3.1 Graph Theory

3.1.1 Degrees

We will provide some key definitions and results from Graph Theory which will be useful for the further topics (Barabási 2013).

Degree: The number of edges attached to a node (Commonly written as k_i denoting the degree k of node i).

We can calculate the number of edges L of a graph from the sum of the degrees that is:

$$L = \frac{1}{2} \sum_{i=1}^N k_i$$

Average degree:

$$\langle k \rangle = \frac{1}{N} \sum_{i=1}^N k_i = \frac{2L}{N}$$

($\langle k \rangle$ and \bar{k} will be used interchangeably, but $\langle k \rangle$ will be more common) Degree distribution: The probability distribution of the degrees of the graph will be very relevant in the later sections, so we will define it here as p_k which is the

probability a node has degree k .

As p_k is a probability we must normalize it with the following condition:

$$\sum_{k=1}^{\infty} p_k = 1$$

For a network with N nodes where N_k is the number of nodes with degree k

$$p_k = \frac{N_k}{N}$$

With this we can redefine $\langle k \rangle$ as:

$$\langle k \rangle = \sum_{k=0}^{\infty} k p_k$$

3.1.2 Adjacency Matrix

Graphs can also be represented by adjacency matrices. We define the matrix A , entry $A_{i,j} = 1$ if there is an edge between node i and node j else $A_{i,j} = 0$. For an undirected graph A is symmetrical.

3.1.3 L_{\max}

The total number of edges L for a graph is bounded by L_{\max} and $L = 0$

$$L_{\max} = \frac{N(N-1)}{2}$$

We can see this by the most edges a simple graph can have is if it is a complete graph and complete graphs have $\frac{N(N-1)}{2}$ therefore a non-complete graph must have fewer edges.

Most real networks are sparse that is $L \ll L_{\max}$

3.1.4 Paths

A path is an ordered list of nodes describing a walk from each node to another. A Path length is the number of nodes contained in a path. The shortest path is the path between node i and node j with the smallest possible path length and is usually denoted as $d_{i,j}$ or just d . The diameter of a graph is defined as the longest shortest path of a graph and is denoted as d_{\max} .

The average shortest path length is defined as the average of the shortest paths between all pairs of nodes and is denoted as $\langle d \rangle$ and is calculated as such:

$$\langle d \rangle = \frac{1}{N(N-1)} \sum_{i,j=1,N|i \neq j} d_{i,j}$$

3.1.5 Clustering Coefficient

The clustering coefficient captures the degree to which the neighbours of a given node link to each other (Barabási 2013); For a node i with degree k_i the local clustering coefficient is defined as (Watts and Strogatz 1998).

$$C_i = \frac{2L_i}{k_i(k_i - 1)}$$

Where L_i is the number of links between the k_i neighbours of node i . C_i is between 0 and 1

C_i represents the proportion that the neighbours of node i are connected
We can define the average clustering coefficient of a graph as such:

$$\langle C \rangle = \frac{1}{N} \sum_{i=1}^N C_i$$

$\langle C \rangle$ can also be interpreted as the probability two neighbours of a randomly selected node link to each other

3.2 Random Graphs

For a random graph $G(N, p)$ we will define some key behaviours and values.

3.2.1 Number of Edges

We can begin by defining the probability of a random graph having exactly L edges: Firstly, there are $\frac{N(N-1)}{2}$ pairs of nodes to which we can draw edges between, then the probability that L of the attempts to connect the $\frac{N(N-1)}{2}$ pairs of nodes have resulted in an edge is p^L . Then, the probability that the remaining $\frac{N(N-1)}{2} - L$ attempts have not resulted in an edge is $(1-p)^{\frac{N(N-1)}{2} - L}$. Finally there is $\left(\frac{N(N-1)}{2}\right)$ different ways to draw L edges between $\frac{N(N-1)}{2}$ pairs of nodes. Taking the product of these factors we gain:

$$p_L = \binom{\frac{N(N-1)}{2}}{L} p^L (1-p)^{\frac{N(N-1)}{2} - L}$$

Which is clearly a binomial distribution, therefore the mean number of edges $\langle L \rangle$ is given by np which for this example is equal to $p \frac{N(N-1)}{2}$. We also obtain the average degree of the random graph:

$$\langle k \rangle = \frac{2\langle L \rangle}{N} = p(N-1)$$

Note that $N-1$ is the maximum degree a node can have in this graph.

3.2.2 Degree distribution

Similarly to the case of edges above, we can construct a binomial distribution for the degrees of the random graph. The probability a randomly chosen node will have degree k will be a product of three terms defined as follows: The probability the node has k edges is p^k , the probability the remaining $N - 1 - k$ edges are missing is $(1 - p)^{N-1-k}$. The number of ways a node can have degree k from degree $N - 1$ is $\binom{N-1}{k}$ thus.

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

Using the properties of the binomial distribution we see that the average degree is $p(N - 1)$ and the variance is $p(N - 1)(1 - p)$

3.2.3 The Poisson Approximation

Most real networks are sparse that is $\langle k \rangle \ll N$ in these cases the degree distribution is well approximated with:

$$p_k = e^{-\langle k \rangle} \frac{\langle k \rangle^k}{k!}$$

Using this approximation can be very useful for a number of reasons, firstly the variance and other key characteristics only depend on a single value, that being $\langle k \rangle$. It also suggests an interesting detail, because it does not rely on N , the degree distributions of graphs of varying sizes, but the small average degree are in fact identical to each other. It also makes further calculations easier. However, it must be firmly stated that the approximation only holds for sparse graphs and typically small graphs (those where N is less than 1000) are not sparse enough for this approximation to hold. This approximation will be used later but the requirements for it to hold must be remembered.

3.3 Small World Graphs

3.3.1 Diameter And Average Shortest Path

Considering a random network with an average degree $\langle k \rangle$, a node will have on average (Barabási 2013):

$\langle k \rangle$ nodes at distance 1 ($d = 1$)
 $\langle k \rangle^2$ nodes at distance 2 ($d = 2$)
 $\langle k \rangle^3$ nodes at distance 3 ($d = 3$)

...

$\langle k \rangle^d$ nodes at distance d (d)

Precisely the expected number of nodes up to distance d from our starting node is $N(d) = 1 + \langle k \rangle + \langle k \rangle^2 + \langle k \rangle^3 + \dots + \langle k \rangle^d$ which is equal to $\frac{\langle k \rangle^{d+1} - 1}{\langle k \rangle - 1}$. We have to set an upper bound on $N(d)$ as cannot be greater than N , so we set $N(d_{\max}) \approx N$. Assuming $\langle k \rangle \gg 1$ we can disregard the (-1) term in the

numerator and denominator to obtain: $\langle k \rangle^{d_{\max}} \approx N$ therefore the diameter of the network follows $d_{\max} \approx \frac{\log N}{\log \langle k \rangle}$. Here we have the definition of the small world effect, the previous equation describes the scaling of the diameter however the average shortest path length $\langle d \rangle$ is better approximated by the previous equation as the diameter is easily increased by rare extremely long shortest path lengths. Generally $\log N \ll N$ which suggest the average shortest path length is orders of magnitude smaller than the size of the network which gives the definition of small: $\langle d \rangle \propto \log N$, with the $\frac{1}{\langle k \rangle}$ term correcting for denser networks having a smaller distance between nodes.

3.3.2 Clustering Coefficient

We define C_i as the local clustering coefficient of node i . To calculate the local clustering coefficient we need the expected number of edges E_i between the nodes k_i neighbours. In a random graph the probability that two of i 's neighbours link to each other is p .

There are $\frac{k_i(k_i-1)}{2}$ possible edges between k_i neighbours of node i , the expected value of E_i is:

$$\langle E_i \rangle = p \frac{k_i(k_i - 1)}{2}$$

Therefore the local clustering coefficient of a random network is

$$C_i = \frac{2\langle E_i \rangle}{k_i(k_i - 1)} = p = \frac{\langle k \rangle}{N}$$

From this we glean, for a fixed average degree, the larger the network the smaller a nodes clustering is and the local clustering coefficient of a node is independent of the nodes degree.

3.4 Scale-Free Graphs

3.4.1 Degree Distribution

Scale-Free Graphs follow a power law, that is $p_k \sim k^{-\gamma}$ where p_k is the probability of having degree k . We will now show the discrete formalism of the power law (Barabási 2013).

Proof.

Assuming: $k \in \mathbb{N}$

$p_k = Ck^{-\gamma}$ where C is a constant

C is determined by the normalization condition:

$$\sum_{k=1}^{\infty} p_k = 1$$

Using line 2 we obtain

$$C \sum_{k=1}^{\infty} k^{-\gamma} = 1$$

Thus

$$C = \frac{1}{\sum_{k=1}^{\infty} k^{-\gamma}} = \frac{1}{\zeta(\gamma)}$$

Where $\zeta(s)$ is the Riemann Zeta Function, page 7 of Network Science

$$\therefore p_k = \frac{k^{-\gamma}}{\zeta(\gamma)} \quad (4.1)$$

Therefore the average degree of a scale-free graph is:

$$\begin{aligned} \bar{k} &= \sum_{k=1}^{\infty} kp_k \\ \therefore \bar{k} &= \sum_{k=1}^{\infty} k \frac{k^{-\gamma}}{\zeta(\gamma)} \end{aligned} \quad (4.2)$$

We can also define a Continuum formalism for the power law distribution because for analytic calculations it is useful to let the degree k be any positive real number as follows (Barabási 2013). We can do this as 'the power law is a slowly varying function of k for large k ' (Yang 2013):

Assuming: $k \in \mathbb{R}^+$

$$p(k) = Ck^{-\gamma}$$

Using the normalization condition:

$$\begin{aligned} \int_{k_{\min}}^{\infty} p(k) dk &= 1 \\ \therefore C &= \frac{1}{\int_{k_{\min}}^{\infty} k^{-\gamma} dk} = (\gamma - 1)k_{\min}^{\gamma-1} \\ \therefore p(k) &= (\gamma - 1)k_{\min}^{\gamma-1}k^{-\gamma} \end{aligned} \quad (4.3)$$

Where k_{\min} is the smallest degree for which the power law holds.

Note only the integral of $p(k)$ holds any precise interpretation in the continuum formalism

□

We would now like to calculate k_{\max} this represents the expected size of the largest hub in the network.

We assume in a network of N nodes we expect at most one node in the (k_{\max}, ∞) range such that

$$\int_{k_{\max}}^{\infty} p(k) dk = \frac{1}{N}$$

Using result (4.3) we get the result:

$$k_{\max} = k_{\min} N^{\frac{1}{\gamma-1}} \quad (4.4)$$

See APPENDIX Proofs section Scale Free number 1

This means that k_{\max} has a polynomial dependence on N , so there can be a order of magnitude difference between k_{\min} and k_{\max} .

3.4.2 Moments of the Distribution

We can extend this to talk about the 'moments' of the degree distribution with the following formula (Papoulis and Unnikrishna Pillai 2002):

$$\langle f(x) \rangle = \sum f(x) P(x)$$

Applying this to degree distribution we gain the following, the n^{th} moment is defined as:

$$\langle k^n \rangle = \sum_{k_{\min}}^{\infty} k^n p_k \approx \int_{k_{\min}}^{\infty} k^n p(k) dk$$

Where k_{\min} is the smallest degree such that the distribution holds

Now the interpretation of these moments are important. $n = 1$ gives us the mean degree. $n = 2$ allows us to calculate the variance of the degree distribution via the formula: $\sigma^2 = \langle k^2 \rangle - \langle k \rangle^2$. $n = 3$ gives us the skewness of the degree distribution. Now we apply this to our scale-free graph to gain insights to its moments.

$$\langle k^n \rangle = \int_{k_{\min}}^{k_{\max}} k^n p(k) dk = C \frac{k_{\max}^{n-\gamma+1} - k_{\min}^{n-\gamma+1}}{n-\gamma+1}$$

Where k_{\max} is the largest hub in the network

A proof of the above integral will be in the APPENDIX Proofs section Scale Free number 2

Let us allow k_{\min} to stay fixed and to investigate the behaviour of $\langle k^n \rangle$ we will take the limit as $k_{\max} \rightarrow \infty$ doing, so we see that the values of $\langle k^n \rangle$ are dictated

by the $n - \gamma - 1$ term. If $n - \gamma - 1 \leq 0$ then $k_{\max}^{n-\gamma-1}$ will tend to 0 as k_{\max} increases, therefore all moments that satisfy $n \leq \gamma - 1$ are finite. Conversely, if $n - \gamma - 1 > 0$ then $\langle k^n \rangle$ goes to infinity as $k_{\max} \rightarrow \infty$ so for all moments larger than $\gamma - 1$ diverge.

For most scale-free graphs $2 < \gamma < 3$ and thus as $N \rightarrow \infty$ the first moment $\langle k \rangle$ is finite but $\langle k^2 \rangle$ and $\langle k^3 \rangle$ will go to infinity. Thus, we can see with the divergence of $\langle k^2 \rangle$ the variance (and standard deviation) can be arbitrarily large, if we picked a node at random we know very little about its degree. "Hence networks with $\gamma < 3$ do not have a meaningful internal scale but are scale free" (Barabási 2013). As an example to concrete this in his 1993 paper Barabási found the degree k of a randomly chosen node in the WWW was 4.6 ± 1546 which shows that despite $\langle k^2 \rangle$ only diverges in the $N \rightarrow \infty$ limit that the standard deviation $\sigma \gg \langle k \rangle$.

3.4.3 Average Shortest Path Length

The average shortest path length $\langle d \rangle$ depends on the network size N and the degree exponent γ described in the following formula (Bollobás* and Riordan 2004)(Cohen and Havlin 2003):

$$\langle d \rangle \sim \begin{cases} \text{const.} & \gamma = 2 \\ \ln \ln N & 2 < \gamma < 3 \\ \frac{\ln N}{\ln \ln N} & \gamma = 3 \\ \ln N & \gamma > 3 \end{cases}$$

Let us discuss the implication of the behaviours described above (Barabási 2013):

For γ the degree of the largest hub k_{\max} grows linearly with network size N . Which forces the network into a 'hub and spoke' configuration where all the nodes are close together because they all connect to a central hub. The average shortest path length does not depend on N . This is known as an Anomalous regime

For $2 < \gamma < 3$ the average shortest path length grows much slower than the $\ln N$ derived for random networks, this is referred to as an ultra-small world regime (Cohen and Havlin 2003). The hubs massively reduce the average path length. For $\gamma = 3$ Here the 2nd moment of the degree distribution now longer diverges, we regain the $\ln N$ dependence from the random networks but the $\ln \ln N$ shrinks the average path length under that of a similarly sized random networks.

For $\gamma > 3$ At this point $\langle k^2 \rangle$ is finite and the average shortest path length follows the small world effect from random graphs. Hubs at this point are not sufficiently large to have an impact on the average shortest path length. (Note to expand on later large scale free graphs where $\gamma < 2$ do not exist as simple graphs, this may allow our assumption of $\gamma > 1$)

3.5 Albert-Barabasi model

3.5.1 Description of the model

TODO

3.5.2 Degree Distribution

The Albert-Barabási model produces scale free graphs. The degree distribution of it is: $p_k \sim k^{-3}$ (Barabási 2013).

3.5.3 Diameter And Average Shortest Path Length

From (3.4.3) and because $\gamma = 3$ our diameter follows for $m > 1$ and large N :

$$\langle d \rangle \sim \frac{\log N}{\log \log N}$$

The average shortest path length scales similarly.

3.5.4 Clustering Coefficient

The average clustering coefficient of the Albert-Barabási model follows (ibid.):

$$\langle C \rangle \sim \frac{(\log N)^2}{N}$$

3.6 SIRD Model

TODO

4 Analysis

4.1 Theoretical difference

TODO

4.2 Physical difference

TODO

5 Evaluation

TODO

6 APPENDIX

6.1 Problems With Milgram's Study

TODO

6.2 Proofs

6.2.1 Graph Theory

TODO

6.2.2 Random Graphs

TODO

6.2.3 Small World Graphs

TODO

6.2.4 Scale-Free Graphs

Proof 1: note is this assumption valid

$$\int_{k_{\max}}^{\infty} p(k) dk = \frac{1}{N}$$

$$\text{Result (4.3): } p(k) = (\gamma - 1)k_{\min}^{\gamma-1}k^{-\gamma}$$

Note: $(\gamma - 1)k_{\min}^{\gamma-1}$ is a constant which we will call C

Thus

$$C \int_{k_{\max}}^{\infty} k^{-\gamma} dk = \frac{1}{N}$$

$$C \left[\frac{1}{1-\gamma} k^{1-\gamma} \right]_{k_{\max}}^{\infty} = \frac{1}{N}$$

Assuming $\gamma > 1$

$$\lim_{k \rightarrow \infty} \frac{1}{1-\gamma} k^{1-\gamma} = 0$$

$$\therefore C \frac{k_{\max}^{1-\gamma}}{\gamma-1} = \frac{1}{N}$$

$$(\gamma - 1)k_{\min}^{\gamma-1} \frac{k_{\max}^{1-\gamma}}{\gamma-1} = \frac{1}{N}$$

$$k_{\max}^{1-\gamma} = \frac{1}{Nk_{\min}^{\gamma-1}}$$

$$k_{\max}^{\gamma-1} = Nk_{\min}^{\gamma-1}$$

$$k_{\max} = (Nk_{\min}^{\gamma-1})^{\frac{1}{\gamma-1}}$$

$$\therefore k_{\max} = k_{\min} N^{\frac{1}{\gamma-1}} \quad \square$$

Proof 2:

$$\langle k^n \rangle = \int_{k_{\min}}^{k_{\max}} k^n p(k) dk$$

$$\text{Result (4.3): } p(k) = (\gamma - 1) k_{\min}^{\gamma-1} k^{-\gamma}$$

$$\langle k^n \rangle = \int_{k_{\min}}^{k_{\max}} (\gamma - 1) k_{\min}^{-\gamma} k^n k^{-\gamma} dk$$

Again $(\gamma - 1) k_{\min}^{-\gamma}$ is a constant we will call C

$$\langle k^n \rangle = C \int_{k_{\min}}^{k_{\max}} k^n k^{-\gamma} dk$$

$$\langle k^n \rangle = C \int_{k_{\min}}^{k_{\max}} k^{n-\gamma} dk$$

$$\langle k^n \rangle = C \left[\frac{1}{n - \gamma + 1} k^{n-\gamma+1} \right]_{k_{\min}}^{k_{\max}}$$

$$\langle k^n \rangle = C \frac{k_{\max}^{n-\gamma+1} - k_{\min}^{n-\gamma+1}}{n - \gamma + 1}$$

6.3 Python

This project is written in the Python programming language as it is the language I am most familiar with and has very useful modules for graph analysis. All the code to create these graphs is completely doable without 3rd party libraries however as this project focuses on more complicated topics than just graph creation I will be using a 3rd party library to simplify creating graphs and manipulating them as detailed below.

6.4 Networkx

To begin we should explain the software that this project is based most heavily on. Networkx is a module for the Python programming language that allows for the creation and manipulation of graphs (Hagberg, Schult, and Swart 2008).

6.5 Creating Graphs

First we need to show how to create a graph using the software.

```
1  import networkx
2  import numpy
3  G = networkx.Graph()
4
5  G.add_node('A')
6  G.add_node('B')
7  G.add_node('C')
8  G.add_edge('A', 'B')
9  G.add_edge('C', 'B')
```

The above code does the following: it imports the Networkx package for us to use, creates a 'graph' object called G, creates nodes A, B, C, then adds two edges between A and B and B and C.

However that is too cumbersome for normal use so the Networkx package provides functions such as:

```
networkx.complete_graph(5)
```

to generate a complete graph with 5 nodes in one line, but we still have very fine control of the graph as in the first example.

6.6 Creating Random Graphs

To create a random graph on a piece of paper it is quite simple: Select N nodes to add to the graph and p probability, draw N nodes on the paper, then go through every possible pair of nodes in the graph and draw an edge between them if when picking a random real number from $[0,1]$ it is less than p . Networkx implements a function `networkx.gnp_random_graph` to create a random graph using the following code:

```

1 import networkx
2 import itertools
3 def gnp_random_graph(n, p, seed=None):
4     edges = itertools.combinations(range(n), 2)
5     G = networkx.Graph()
6     G.add_nodes_from(range(n))
7     if p <= 0:
8         return G
9     if p >= 1:
10        return networkx.complete_graph(n, create_using=G)
11
12    for e in edges:
13        if seed.random() < p:
14            G.add_edge(*e)
15    return G

```

Figure 1: The Random Graph Function

Let us explain, the function takes n (The total number of nodes) and p (The probability of drawing an edge between a pair of nodes) as parameters. The `itertools.combinations(range(n), 2)` creates a list of every combination of 2 numbers up to n i.e. (0,1), (0,2), (1,2) and so on, then to graph G we add n nodes, if $p = 0$ then there are 0 edges in the graph, so it stays empty and if $p = 1$ then every node is attached to every other node, so it becomes a complete graph, if neither of those are true then we loop through all the possible combinations of nodes and choose a random number from $[0, 1]$ and if that is less than p we add an edge between those nodes.

6.7 Creating Barabasi-Albert Graphs

First let us describe how to create Barabasi-Albert Graphs on a piece of paper. To create a Barabasi-Albert Graph we must first start with a "seed" graph (An already drawn graph that we will grow using the Barabasi-Albert Model) then we will define two more parameters n for the total number of nodes we want this new graph to have and m the number of edges we will add each iteration of the model. The algorithm works in the following way: take your "seed" graph and assign each node on the graph a probability p according to its degree k using the formula $p(k_i) = \frac{k_i}{\sum_j k_j}$ we then randomly select m unique nodes according to the probabilities calculated (this can be done by label each node 1 to n then write on a piece of paper that label for each node, then fold the paper a number of times proportional to its probability for example folding 0.2 twice but 0.2 five times then randomly choosing the papers), add 1 new node to the graph and draw an edge from this new node to each of the randomly preexisting nodes, repeat this until we have n nodes on the graph.

As Barabasi-Albert graphs are the main focus of this project we will now show how they are created in networkx.

```

615 def barabasi_albert_graph(n, m, seed=None, initial_graph=None):
616     if m < 1 or m >= n:
617         raise nx.NetworkXError(
618             f"Barabási-Albert network must have m >= 1 and m < n, m = {m}, n = {n}"
619         )
620
621     if initial_graph is None:
622         # Default initial graph : star graph on (m + 1) nodes
623         G = star_graph(m)
624     else:
625         if len(initial_graph) < m or len(initial_graph) > n:
626             raise nx.NetworkXError(
627                 f"Barabási-Albert initial graph needs between m={m} and n={n} nodes"
628             )
629         G = initial_graph.copy()
630
631     # List of existing nodes, with nodes repeated once for each adjacent edge
632     repeated_nodes = [n for n, d in G.degree() for _ in range(d)]
633     # Start adding the other n - m0 nodes.
634     source = len(G)
635     while source < n:
636         # Now choose m unique nodes from the existing nodes
637         # Pick uniformly from repeated_nodes (preferential attachment)
638         targets = _random_subset(repeated_nodes, m, seed)
639         # Add edges to m nodes from the source.
640         G.add_edges_from(zip([source] * m, targets))
641         # Add one node to the list for each new edge just created.
642         repeated_nodes.extend(targets)
643         # And the new node "source" has m edges to add to the list.
644         repeated_nodes.extend([source] * m)
645
646         source += 1
647     return G

```

Figure 2: The Barabasi-Albert Graph Function

This is the Barabási-Albert function from Networkx. It takes 4 parameters, n, m , `seed`, and `initial_graph`. n and m are simply the same as explained above, `seed` is for the random functions later so we can control the behaviour, `initial_graph` is where we input our 'seed graph' for the model to build on (If no graph is provided then it uses a Star graph with $(m+1)$ nodes). The function then creates a list of nodes: `repeated_nodes` where each node is repeated equal to its degree (A node with degree 5 is repeated 5 times) then takes random samples from this list to create the preferential attachment then finally returns the Barabási-Albert graph.

6.8 Gaining Information From Graphs

Methods in networkx allow us to extract key information from the graph objects such as `G.number_of_edges` which returns the number of edges that are contained in graph G or `networkx.all_neighbours(G,n)` which returns all the neighbours of node n in graph G .

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