

# APPLICATIONS



OF DATA SCIENCE

# Introduction to Networks

## Applications of Data Science - Class 7

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# Why Networks?

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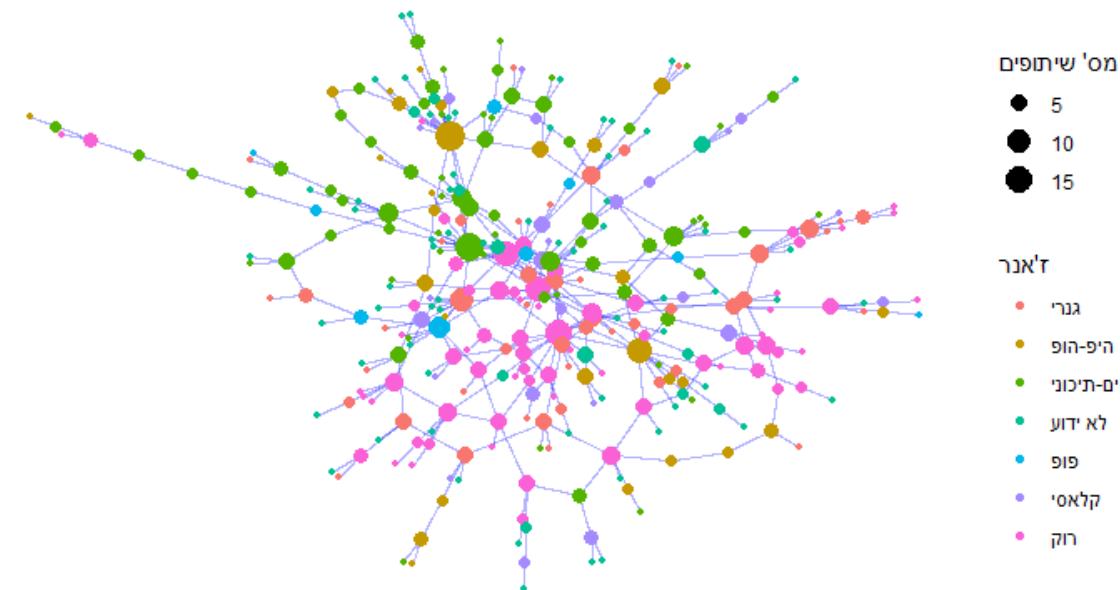
# Because this

A	B	C	D
url	loc	artist	song
1 http://pizmonet.co.il/wiki/2.1.2000	1	ASF אמדורסקי	חלום כהה
2 http://pizmonet.co.il/wiki/2.1.2000	2	דנה אינטראנסיונל	עד סוף הזמן
3 http://pizmonet.co.il/wiki/2.1.2000	3	רוקפור ואביב גפן	שוב לא שקט
4 http://pizmonet.co.il/wiki/2.1.2000	4	ישראל אשdotות נברי שחורה	שה לה לה
5 http://pizmonet.co.il/wiki/2.1.2000	5	מיכל אמדורסקי	אין לי מה לומר
6 http://pizmonet.co.il/wiki/2.1.2000	6	ישראל אשdotות נברי שחורה	זמן קסם
7 http://pizmonet.co.il/wiki/2.1.2000	7	ASF אמדורסקי	15 דקות
8 http://pizmonet.co.il/wiki/2.1.2000	8	אביתר בנאי	חולן
9 http://pizmonet.co.il/wiki/2.1.2000	9	מייקה קרני	אלול בין ברום
10 http://pizmonet.co.il/wiki/2.1.2000	10	רוקפור	הכעס
11 http://pizmonet.co.il/wiki/2.1.2000	11	מייקה קרני	תגיד עבשין
12 http://pizmonet.co.il/wiki/2.1.2000	12	חחשלמלות	לונדון
13 http://pizmonet.co.il/wiki/2.1.2000	13	שב"ק ס'	הנה זה בא
14 http://pizmonet.co.il/wiki/2.1.2000	14	מיכל אמדורסקי	אל תך עבשין
15 http://pizmonet.co.il/wiki/2.1.2000	15	אליזון	הכל בשבייל
16 http://pizmonet.co.il/wiki/2.1.2000	16	נבריל יידר	הכוס הכהולה
17 http://pizmonet.co.il/wiki/2.1.2000	17	בתיה	קצת מנק
18 http://pizmonet.co.il/wiki/2.1.2000	18	ריטה	כמה אירוני
19 http://pizmonet.co.il/wiki/2.1.2000			

Can only get you so far.

# Divided they sing

שיתופי פעולה במוסיקה הישראלית בשנות ה-2000



כל צומת הוא אמן או להקה, כל קשר מסמן לפחות שיר אחד משותף, שהגיע ליותר הפזמוןים בראשת ג' בשנות האלפיים, רק הקומפוננט הגדול מוצע

# Networks Overview

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# A Network

A network, is comprised of:

- Nodes (vertices, points, actors), joined together in pairs by
- Edges (links, connections, ties)

Many types of networks:

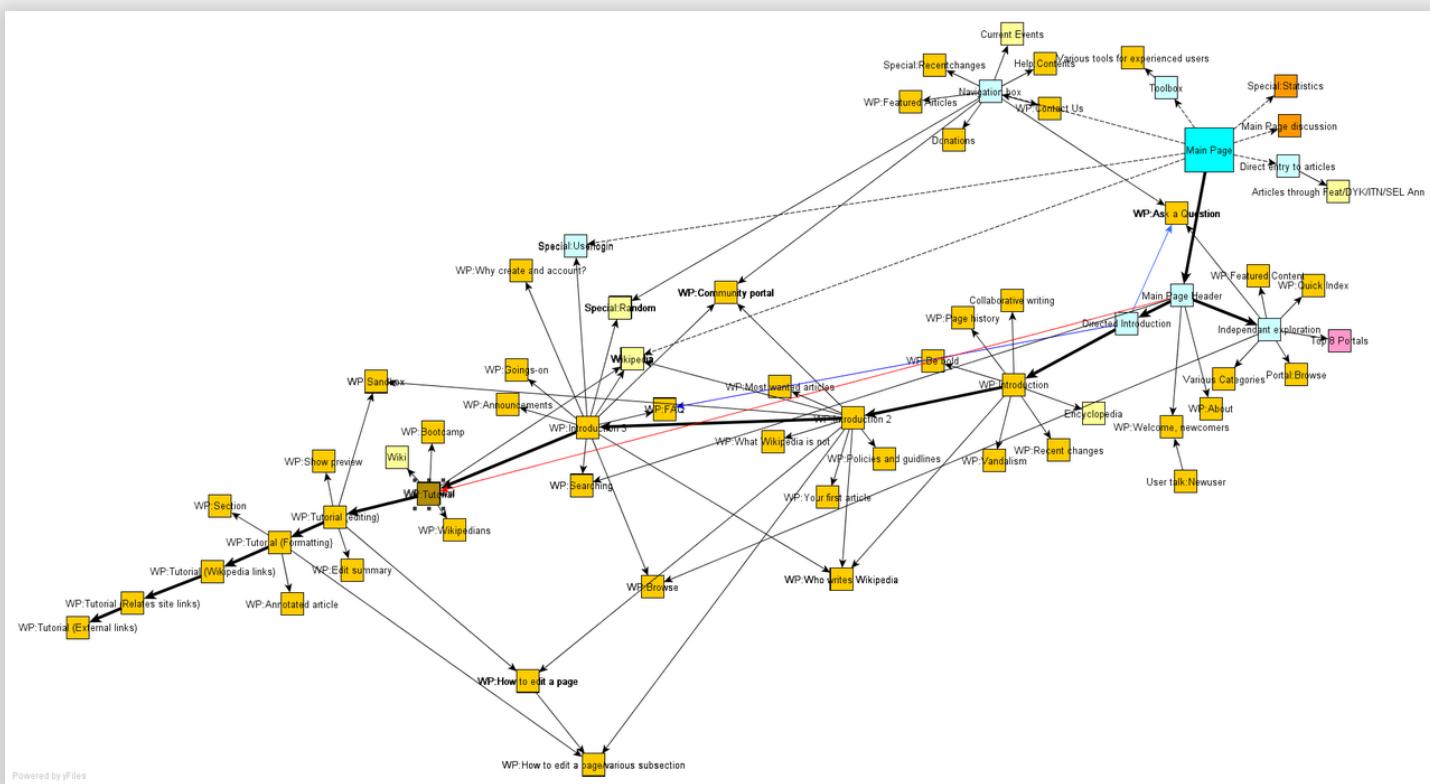
- Physical networks: telephone lines, roads, airline routes, rivers
- Information networks: WWW, citation networks
- Social networks: Facebook, Twitter, but not just: this class, Marriage between Royal Houses
- Biological networks: "food webs" (what eats what?), metabolical networks

# Physical Networks



מערכת להסעת המוניים במטרופולין תל אביב

# Information Networks



## [Wikipedia Main Page Site Map](#)

# Social Networks

מושפט | TheMarker

## חשיפה: הרשימה שכל עורך דין חייב להכיר

מי החברים של השופטים? קרוביו המשפחה שלהם? לקוחות מהעברית? מקרובים? ■ הרשימה הפנימית נחשפת: התיקים והאנשים שאסור לשופטים לטפל בהם - מחשש לניגוד עניינים

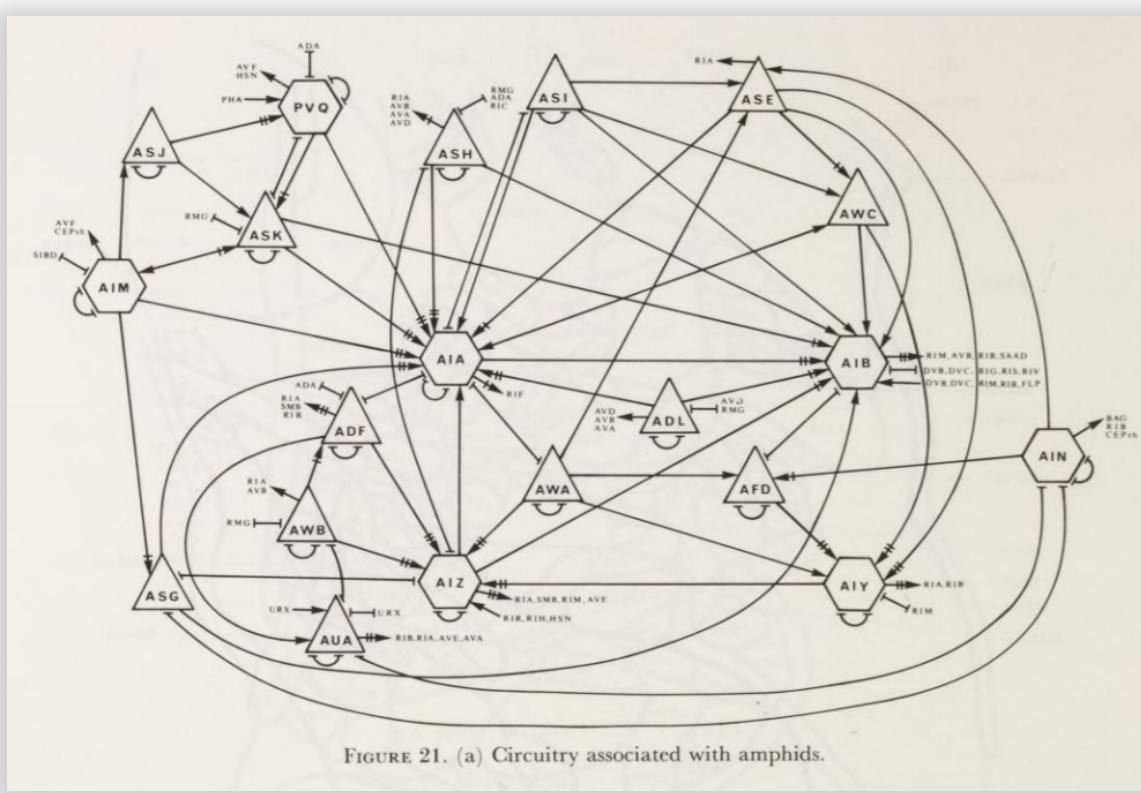
46

46



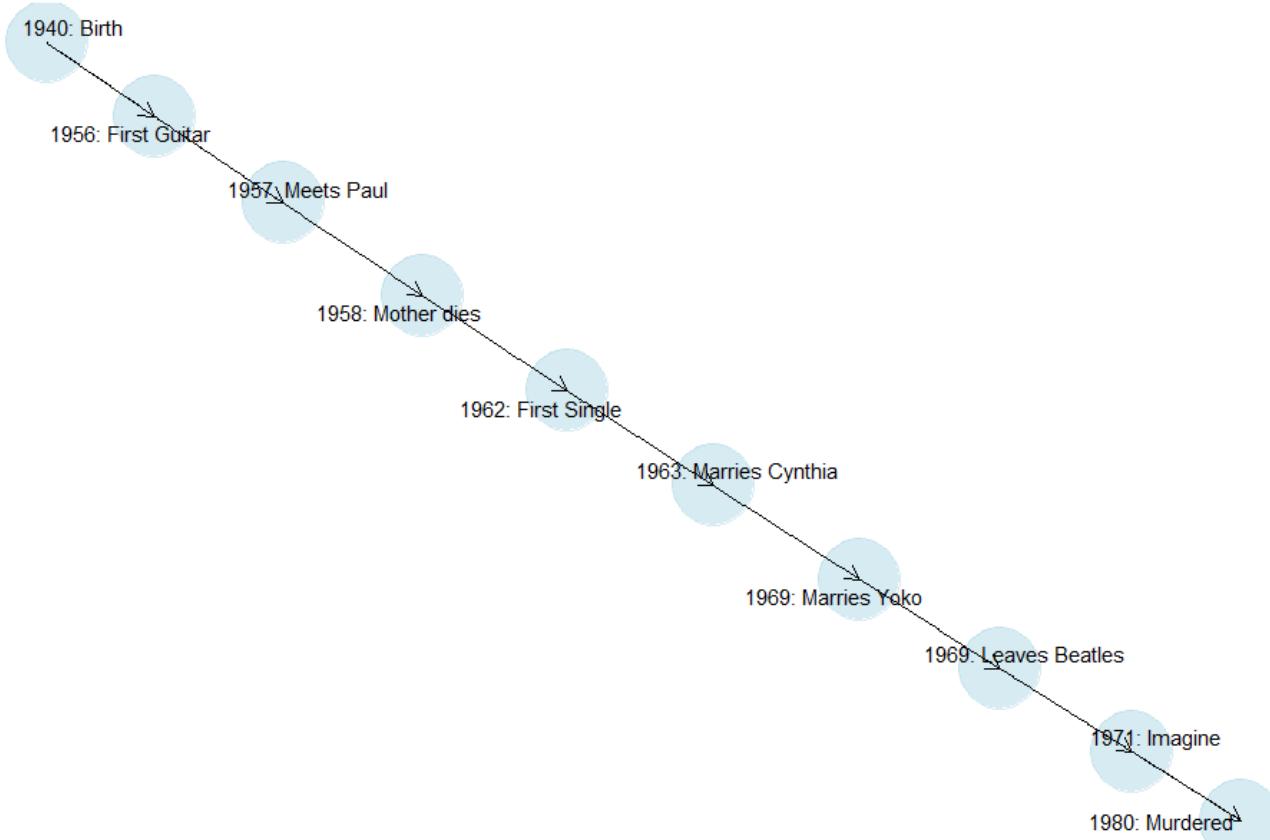
חשיפה: הרשימה שכל עורך דין חייב להכיר

# Biological Networks

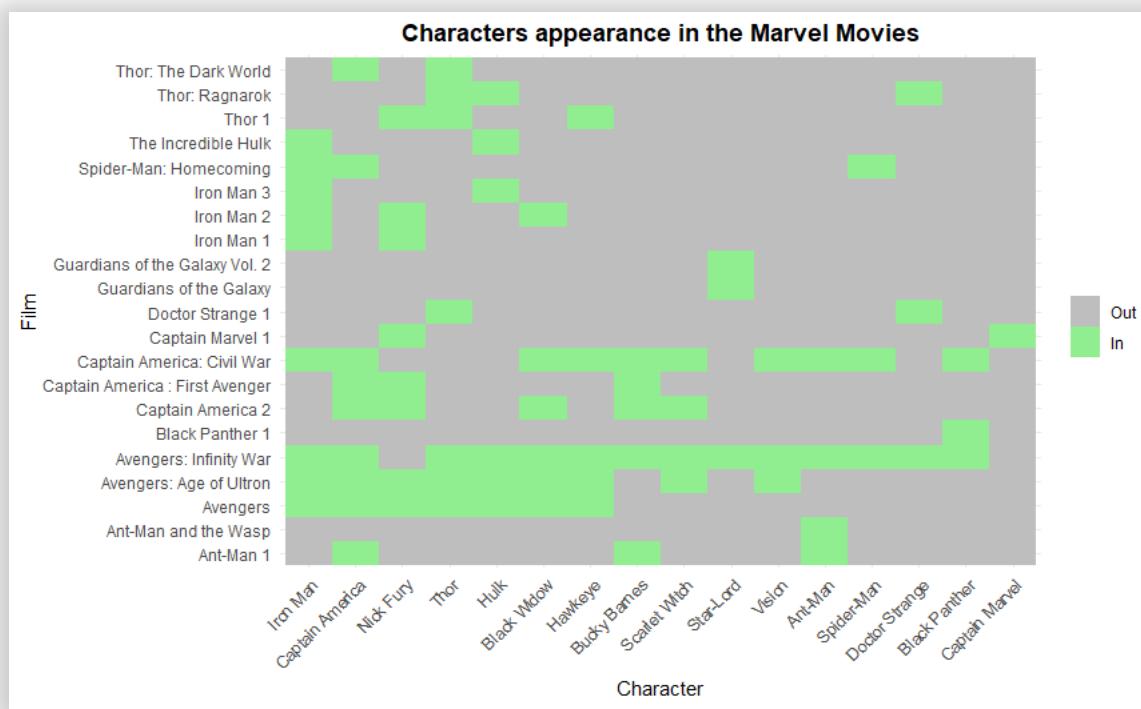


## The structure of the nervous system of the nematode *Caenorhabditis elegans*

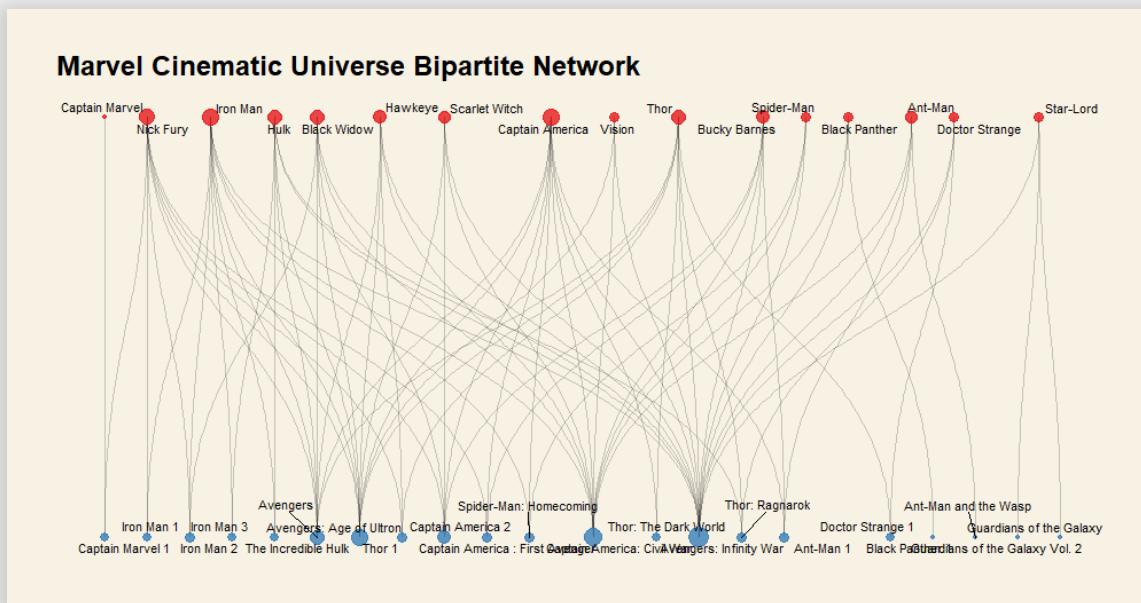
# Harder to classify Networks



# Bipartite Networks



# Bipartite Networks



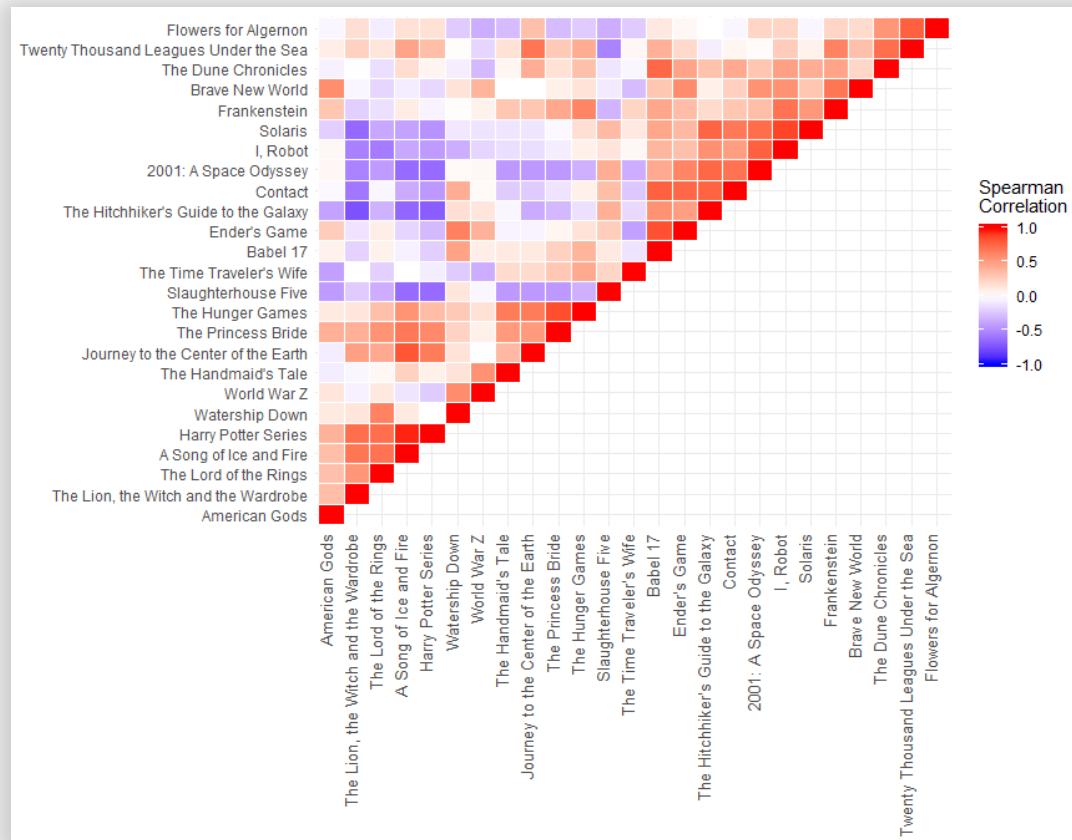
[Adapted from: Which Marvel Characters and Movies are the Most Central? / Félix Luginbühl](#)

# Similarity Networks

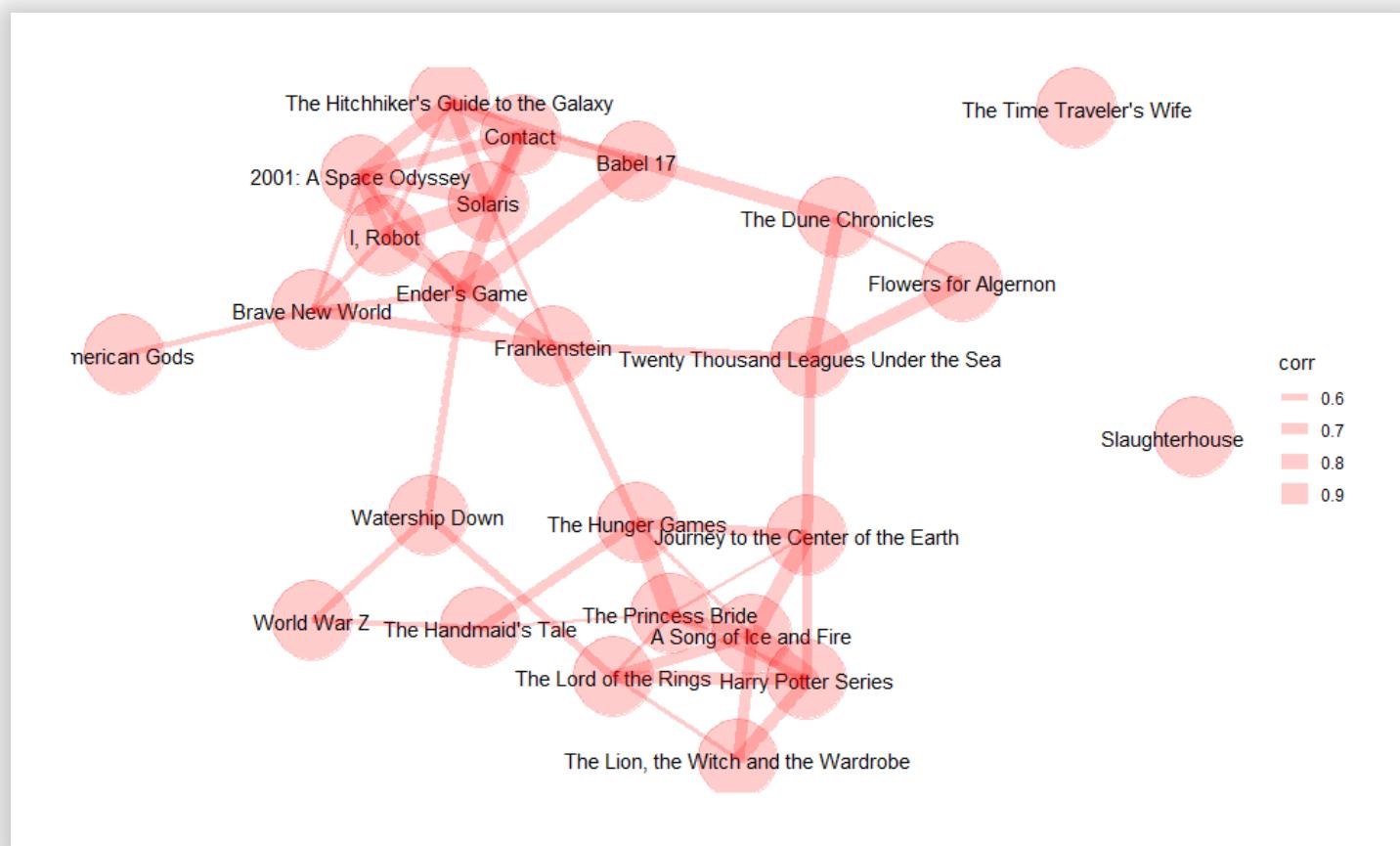
	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	book	frequency	date	author	century	quarter	ciauthor	geobots	anbattles	romance	magic	time_trav	interplane	multi_spe
2	Frankenstein	6	1818	Mary Shelley	1	1	2	1	1	3	0	0	0	0
3	Twenty Thousand Leagues Under the Sea	7	1870	Jules Verne	1	3	1	0	1	1	0	0	0	0
4	Journey to the Center of the Earth	2	1874	Jules Verne	1	3	1	0	2	2	0	0	0	0
5	The Time Machine	6	1895	H. G. Wells	1	4	1	0	2	3	0	3	0	0
6	The War of the Worlds	3	1898	H. G. Wells	1	4	1	0	3	1	0	0	2	3
7	Princess of Mars	2	1917	Edgar Rice	2	5	1	0	3	3	2	0	2	3
8	The Skylark of Space	2	1919	E. E. Doc S.	2	5	1	0	1	2	0	0	3	3
9	Last and First Men	3	1930	Olaf Stapledon	2	6	1	2	2	0	0	0	0	3
10	Brave New World	6	1932	Aldous Huxley	2	6	1	2	1	0	0	0	0	0
11	Swastika Night	2	1937	Katharine	2	6	2	0	0	0	0	0	0	0
12	The Space Trilogy	2	1938	C. S. Lewis	2	6	1	0	1	0	0	0	2	2
13	The Foundation Trilogy	8	1942	Isaac Asimov	2	6	1	3	2	1	0	0	3	0
14	Chronicles of the Lensmen	2	1948	E. E. Doc S.	2	6	1	1	3	0	0	0	3	2



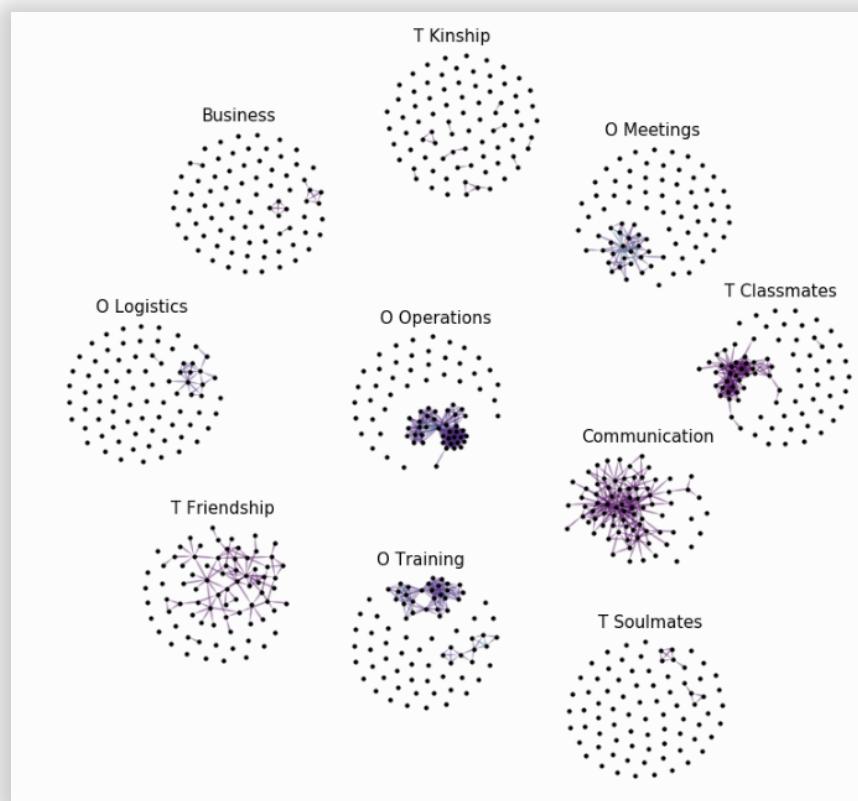
# Similarity Networks



# Similarity Networks

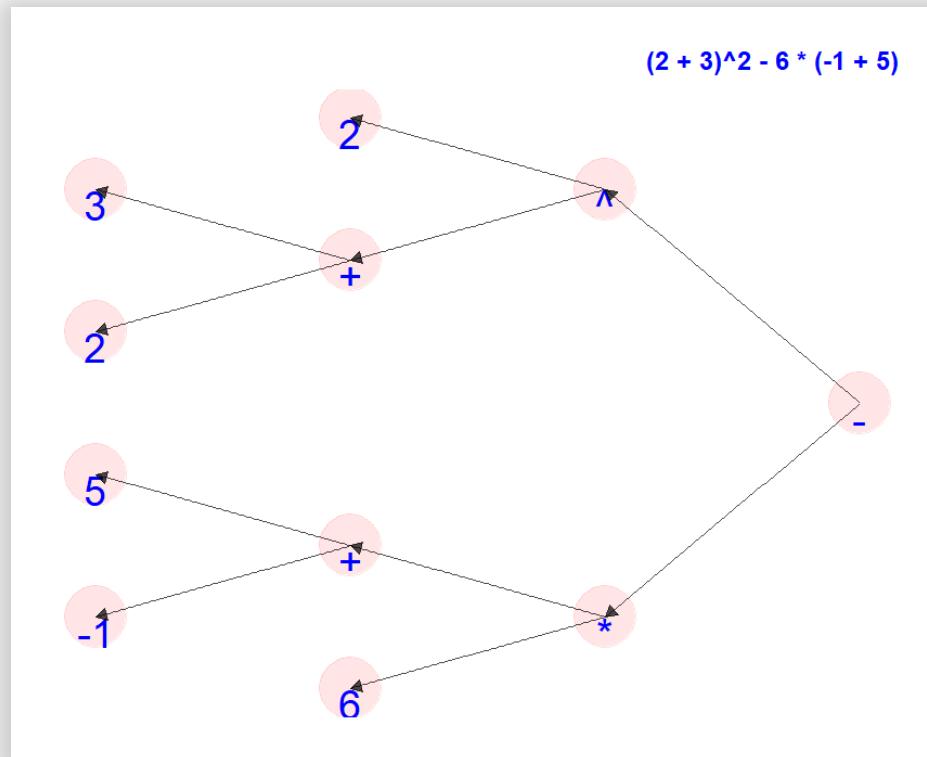


# Multilayer Networks



[Strategies for Combating Dark Networks \(a.k.a Noordin Mohammad Top's terrorist network of South East Asia\)](#)

# Trees



💡 Does this remind you of anything?

# Networks Properties

- Directed/Not: Do the edges have orientation?
- Weighted edges/Not: Do the edges have weight/strength/length?
- Connected/Not: Can you "get to" any node from any node?
- Self-edges/Not: Can a node be linked to itself?
- Acyclic/Not: Are there cycles? Can you get from one node to itself not by a self-loop?
- Time-varied/Not: Does the network change over time?

# The networks we've seen

Network	Directed	Weighted	Connected	Self-edges	Acyclic	Time-Variied
Israeli Artists Coops						
Gush Dan Trains						
Wikipedia Site Map						
Israeli Judges Connections						
Worm Nervous System						
John Lennon Timeline						
Marvel Cinematic Universe						
Sci-Fi Books						
Noordin Terrorist Net						
Math Expression						

# The networks we've seen

Network	Directed	Weighted	Connected	Self-edges	Acyclic	Time-Varied
Israeli Artists Coops			✓			✓
Gush Dan Trains			✓			
Wikipedia Site Map	✓		weakly		✓	
Israeli Judges Connections						✓
Worm Nervous System	✓	✓	weakly	✓		
John Lennon Timeline	✓		weakly		✓	👤
Marvel Cinematic Universe			✓			✓
Sci-Fi Books		✓				
Noordin Terrorist Net						
Math Expression	✓		weakly		✓	

# Typical Questions About Networks

## Macro:

- Is the network connected?
- Is the network dense or sparse?
- What is the maximum/average shortest path? small world effect
- Is the network homophilic for attribute X?
- Are there interesting communities in the network?
- Will a "message" percolate through the whole network? How fast?
- Can we model the network to give insight on how it developed?  
Predict how it *will* develop?

# Typical Questions About Networks

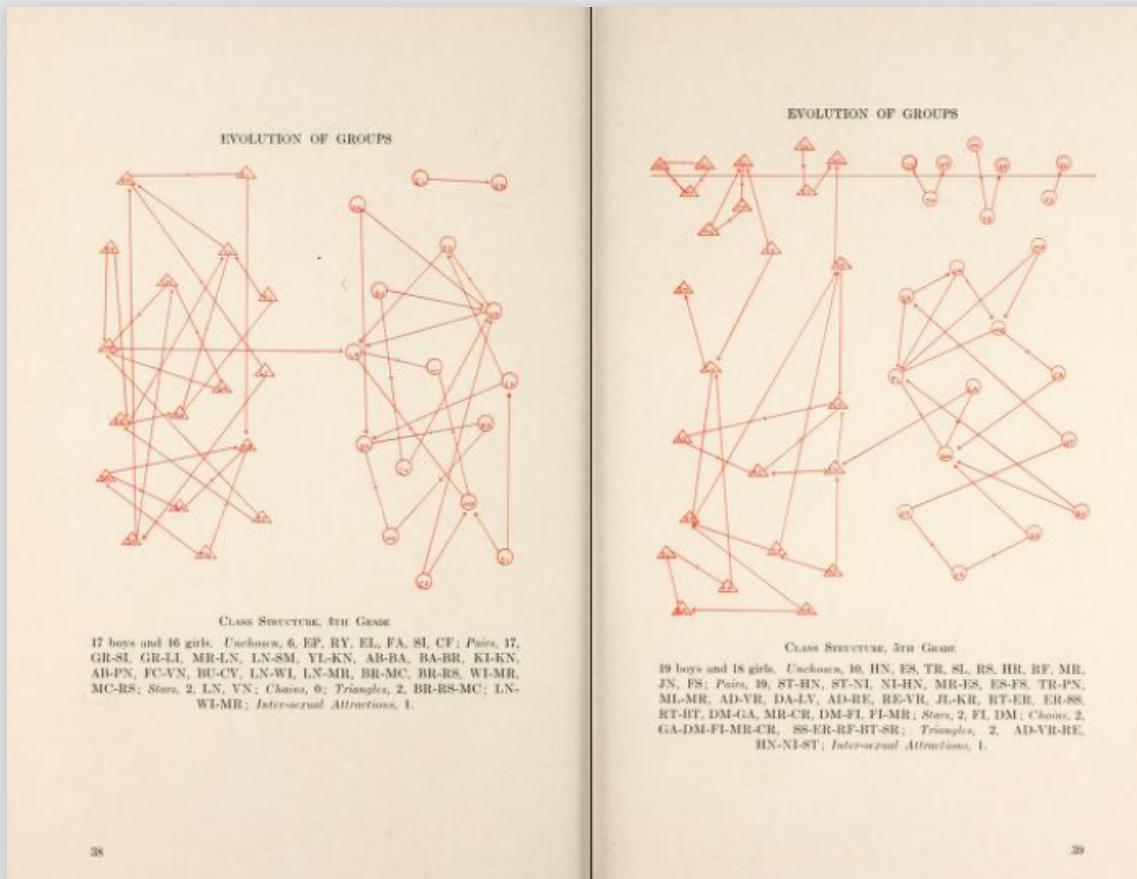
## Micro:

- Which is the "best connected" node?
- Which is the "most important" node? Not necessarily the same thing
- Is there a node or edge which "break" the network?
- Is there a path between node A and node B?
- What is the shortest path between node A and node B?
- Are nodes A and B likely to connect?
- What node should we recommend connect with node A?
- Can we predict missing attribute "X" for node A?

# Obtaining Networks

- Surveys, Interviews, Questionnaires, Observations (Moreno's schoolchildren)
- Archives, sometimes historical (Padgett's families of Florence)
- Snowball Sampling (Drug users' ego networks)
- Web Scraping (Adamic's political blogs)
- Web APIs (Twitter)
- Co-occurrence matrices (Marvel's cinematic universe)
- Any tabular dataset? (Sci-Fi books)
- Just really hard work (Milgram's Small world experiment)

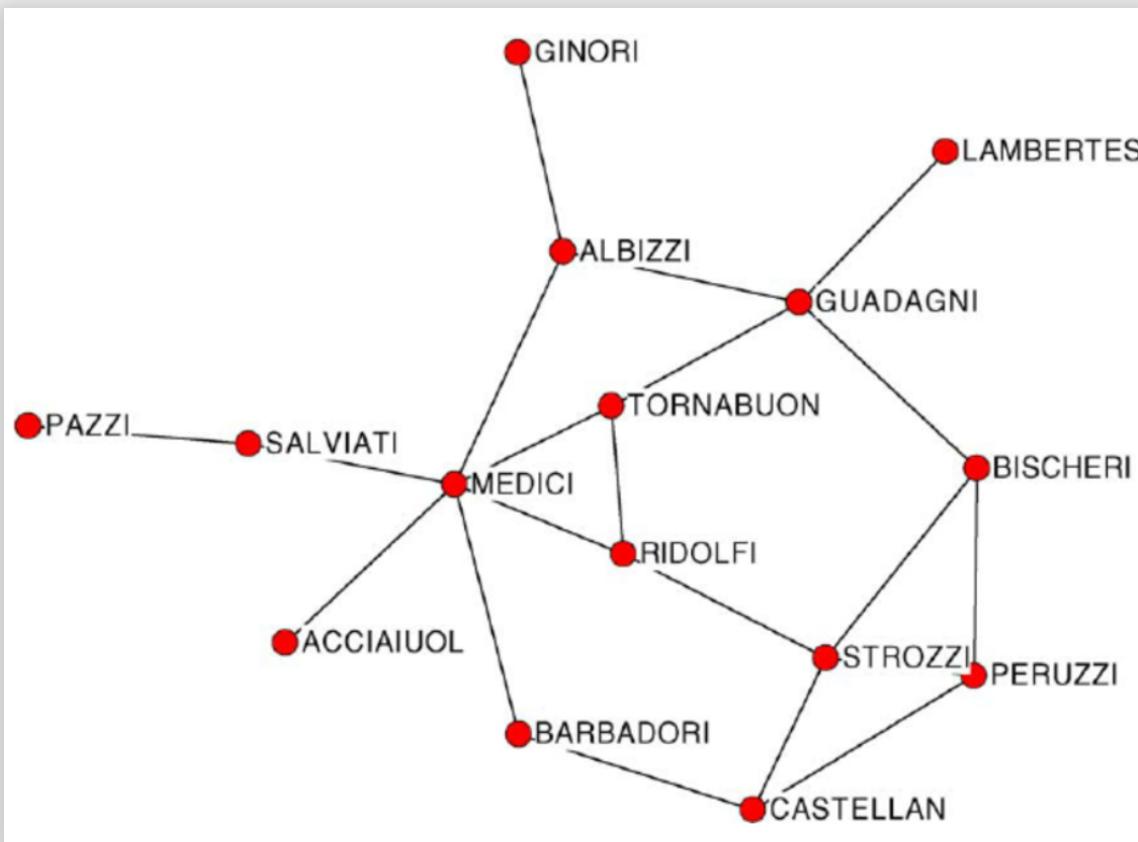
# Moreno's Sociograms



38

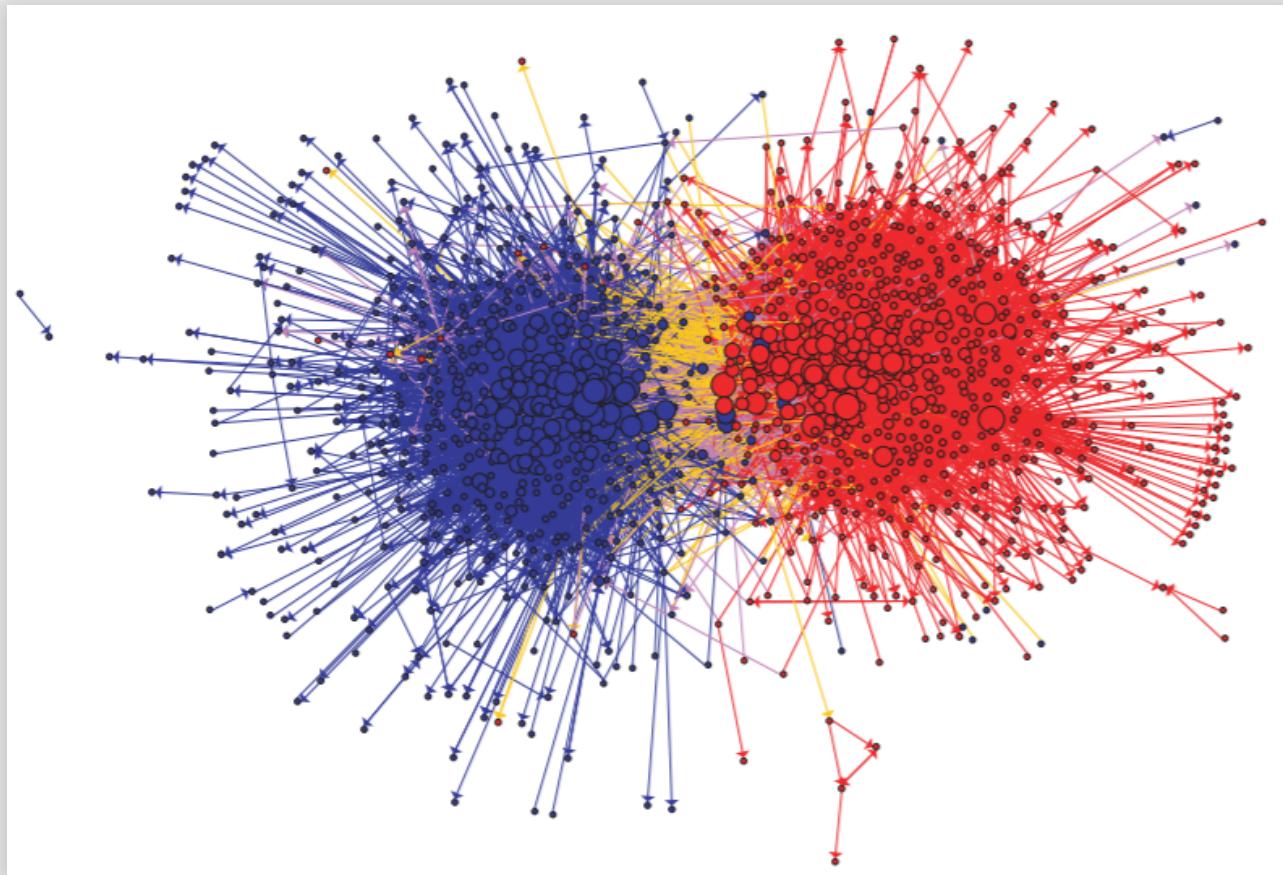
39

# Padgett's Families of Florence



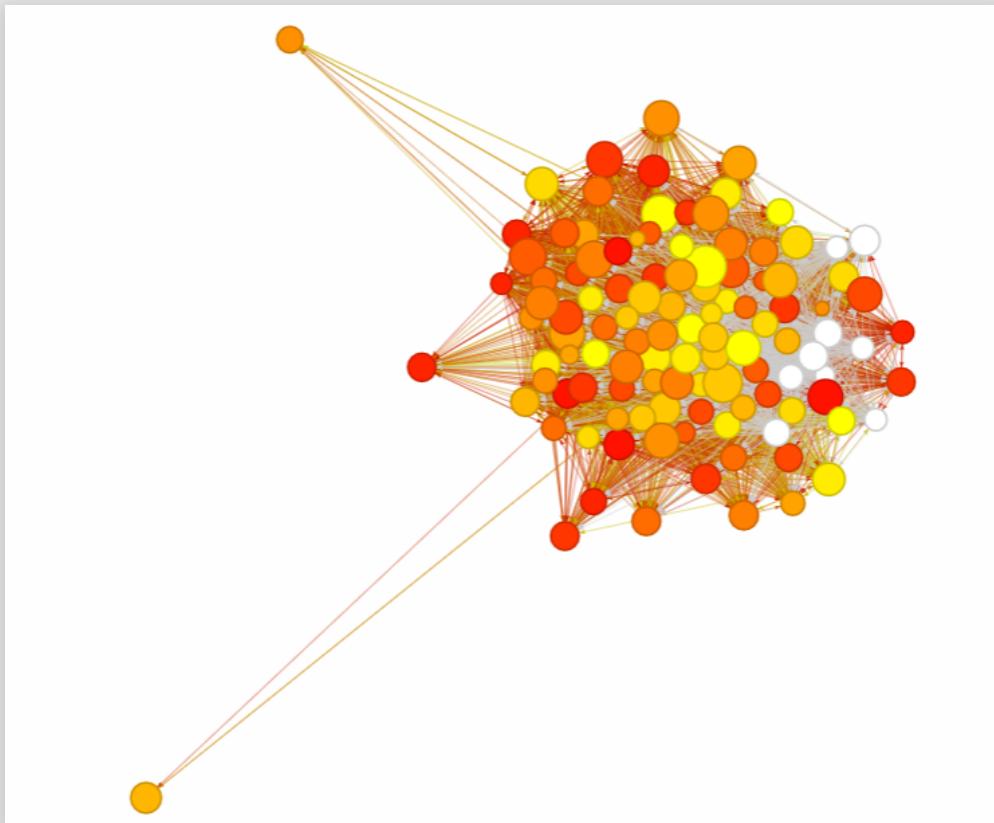
[CASOS Data Sets](#)

# Adamic Political Blogsphere



[The Political Blogosphere and the 2004 U.S. Election: Divided They Blog](#)

# RuPaul's Drag Race Twitterverse by Rank



You better (Net)Work!

# Milgram's Small World Experiment



[Wikipedia](#)

# The Adjacency Matrix

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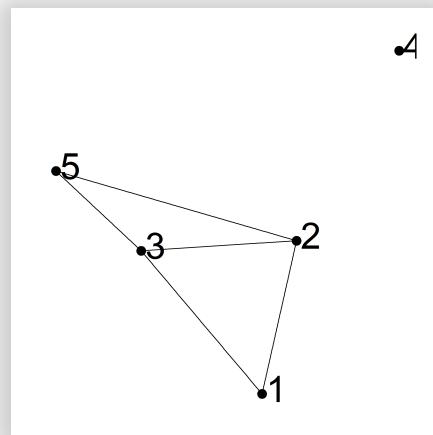
# Undirected Networks

The Adjacency matrix  $A$  of an unweighted network is defined as a  $n \times n$  matrix with elements  $A_{ij}$  such that:

$$A_{i,j} = \begin{cases} 1 & \text{if there is an edge between nodes } i \text{ and } j \\ 0 & \text{otherwise} \end{cases}$$

- The adjacency of a simple undirected network would be symmetric and contain only zeros on its diagonal
- If the network has multiedges - if there are  $q$  edges between elements  $i$  and  $j$  - then  $A_{ij} = q$
- If the network has self-edges - if there is an edge between element  $i$  and itself - then  $A_{ii} = 2$  (useful convention)

So this unweighted, undirected network:

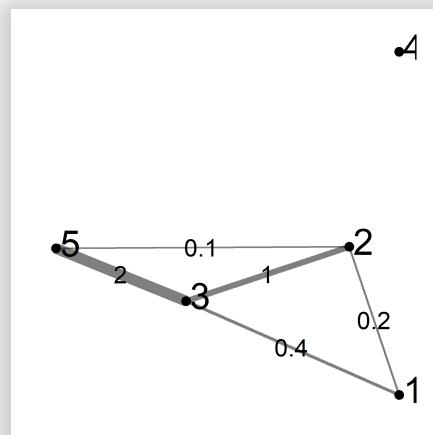


Would be represented as  $A_{5 \times 5}$ :

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

For an undirected *weighted* network,  $A_{ij}$  would contain the weight.

- The higher the weight - the stronger the connection
- (In absolute value - because a weight needs not be positive)



$$\begin{bmatrix} 0 & 0.2 & 0.4 & 0 & 0 \\ 0.2 & 0 & 1 & 0 & 0.1 \\ 0.4 & 1 & 0 & 0 & 2 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0.1 & 2 & 0 & 0 \end{bmatrix}$$

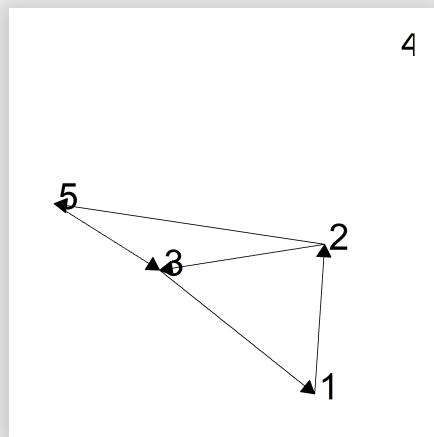
# Directed Networks (a.k.a DiGraph)

The Adjacency matrix  $A$  of an unweighted network is defined as a  $n \times n$  matrix with elements  $A_{ij}$  such that:

$$A_{i,j} = \begin{cases} 1 & \text{if there is an edge from node } j \text{ to node } i \\ 0 & \text{otherwise} \end{cases}$$

Note the convention from *column* index to *row* index can be confusing.

So this unweighted, directed network:



Would be represented as  $A_{5 \times 5}$ :

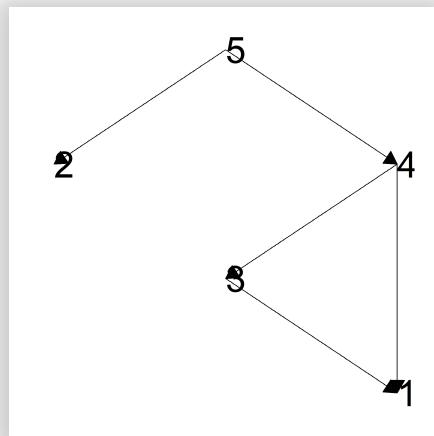
$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{bmatrix}$$

# Directed Acyclic Graphs (DAG)

- If the network is directed and has no cycles, it is possible to draw the network such that all edges point downward, from a higher-numbered node into a lower-numbered node.
- If the network can be drawn where any edge from  $j$  to  $i$  implies that  $j > i$ , its adjacency matrix is *upper triangular*
- Since the diagonal contains only zeros (why) it is *strictly triangular*
- The other direction also holds (iff)

Is the network from previous page acyclic? Try both directions.

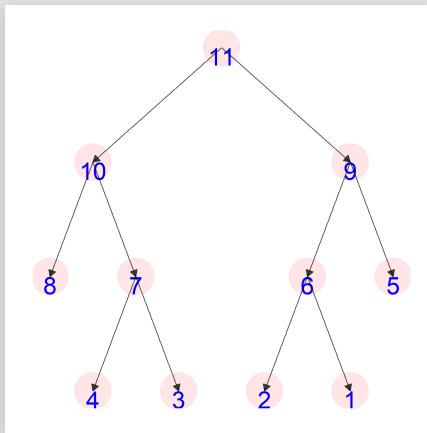
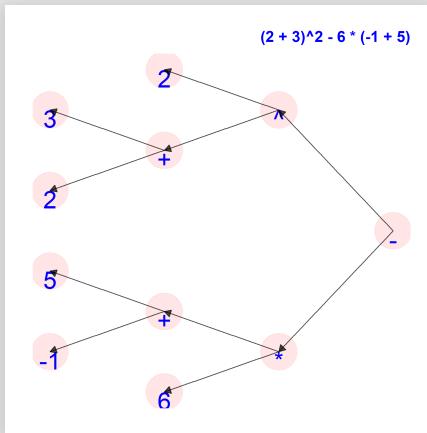
For example, this acyclic network can be numbered so that its adjacency matrix is strictly triangular:



Would be represented as  $A_{5 \times 5}$ :

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

# Example: the Math Expression Parse Tree



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

# Bipartite Networks

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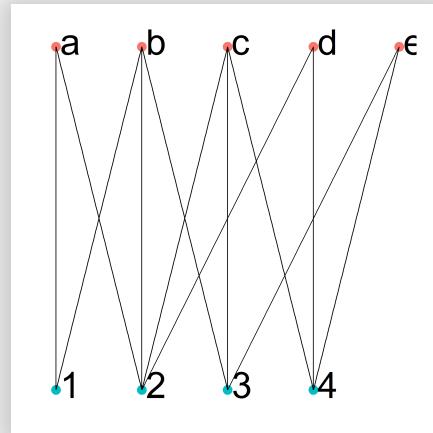
# Incidence Matrix

We can write an Adjacency Matrix for a Bipartite Network (a.k.a *Two-Mode Network*) but a more compact representation exists: the Incidence Matrix.

If  $n$  items belong to  $g$  groups, the incidence matrix representing this bipartite network is  $B_{g \times n}$  with elements  $B_{ij}$  such that:

$$B_{i,j} = \begin{cases} 1 & \text{if item } j \text{ belongs to group } i \\ 0 & \text{otherwise} \end{cases}$$

So this unweighted, undirected bipartite network of 5 items belonging to 4 groups:



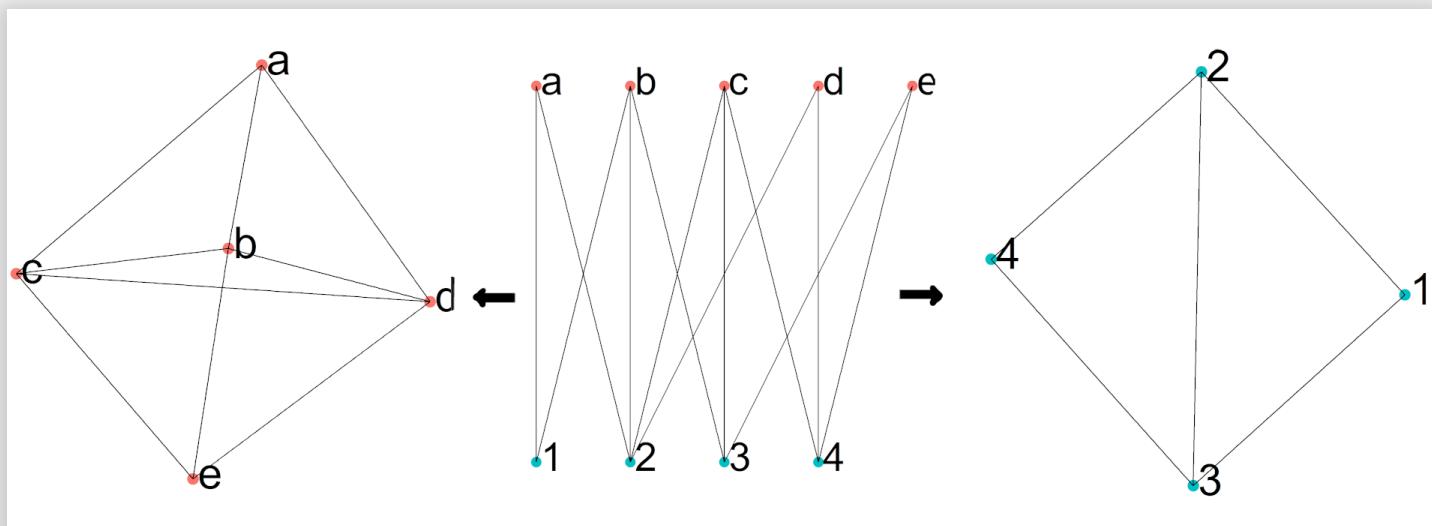
Would be represented as  $B_{4 \times 5}$ :

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

# Bipartite Networks Projections

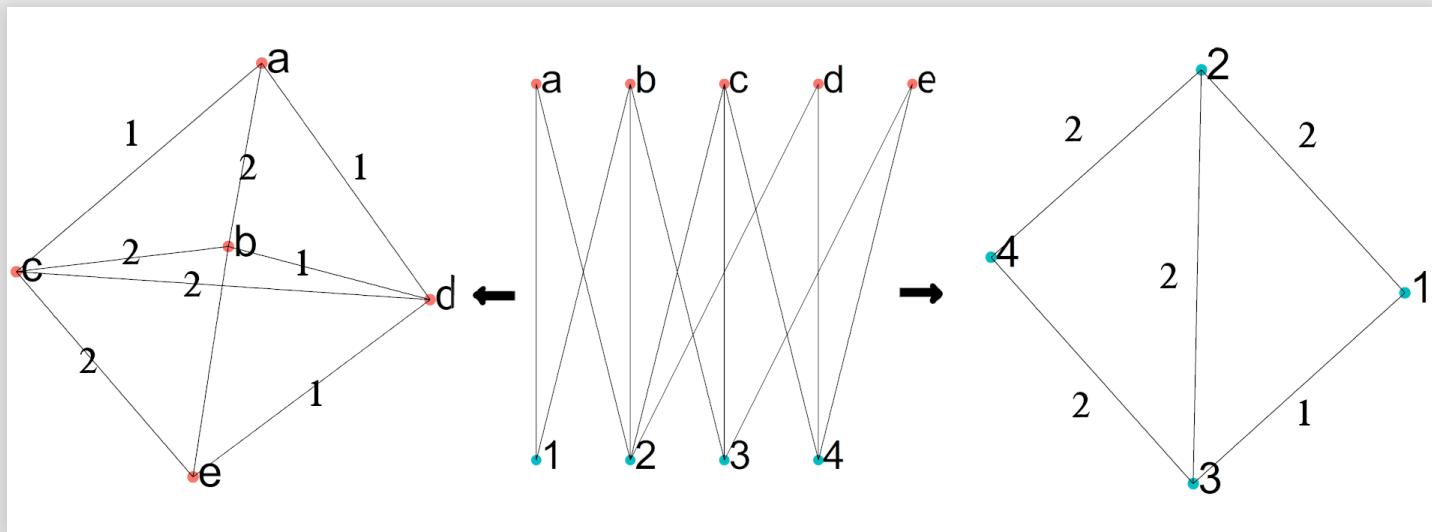
We can manually "project" a two-mode  $g$  groups x  $n$  items network into a one-mode undirected unweighted network of only  $g$  groups or only  $n$  items:

- If two items share a group - draw an edge between them.
- If two groups share an item - draw an edge between them.



However, this representation results in a loss of information.

For example, we could add for each pair of items (groups) how many groups (items) they share, with a weighted edge:



What does it mean in terms of incidence matrix  $B$ ?

Exploiting the fact that  $B$  contains only zeros and ones, the number of groups shared by two items  $i$  and  $j$ , i.e. their *weight*:

$$w(i, j) = \sum_{k=1}^g B_{ki} B_{kj} = \sum_{k=1}^g B_{ik}^\top B_{kj}$$

And if we treat  $w(i, j)$  as elements of matrix  $P_{n \times n}$  we could write:

$$P = B^\top B$$

And  $P$  is *almost* the adjacency matrix of the items graph we've manually built. On its diagonal for each item  $i$  there is the total number of groups it belongs to:

$$P_{ii} = w(i, i) = \sum_{k=1}^g B_{ki} B_{ki} = \sum_{k=1}^g B_{ki}^2 = \sum_{k=1}^g B_{ki}$$

And so, if we wanted a proper weighted adjacency matrix, we would need to put zeros on  $P$ 's diagonal.

How would we reach the  $P'_{g \times g}$  adjacency matrix of the groups network?

# Example: The Marvel Cinematic Universe Bipartite Network

```
import pandas as pd
import numpy as np

marvel = pd.read_csv("../data/marvel_incidence_matrix.csv")
```

```
marvel.shape
```

```
## (21, 17)
```

```
marvel.iloc[:4, :5]
```

```
##                                     Film  Iron Man  Captain America  Nick Fury  Thor
## 0           Iron Man 1             1                 0              1          0
## 1   The Incredible Hulk          1                 0              0          0
## 2           Iron Man 2             1                 0              1          0
## 3             Thor 1             0                 0              0              1          1
```

## Get $B$ of Marvel Films x Characters:

```
B = marvel.iloc[:, 1: ].values  
B.shape
```

```
## (21, 16)
```

## Get $P$ of Marvel characters:

```
P = B.transpose() @ B  
P.shape
```

```
## (16, 16)
```

```
P[:5, :5]
```

```
## array([[9, 5, 4, 3, 5],  
##         [5, 9, 4, 4, 3],  
##         [4, 4, 8, 3, 2],  
##         [3, 4, 3, 7, 4],  
##         [5, 3, 2, 4, 6]], dtype=int64)
```

Why  $P[1, 1] = 9$ ? Because Iron Man appears in 9 films.

```
marvel['Iron Man'].sum()
```

```
## 9
```

Why  $P[1, 2] = 5$ ? Because Iron Man and Captain America appear together in 5 films.

```
marvel['Film'][ (marvel['Iron Man'] == 1) & (marvel['Captain Americ
```

```
## 5          Avengers
## 10         Avengers: Age of Ultron
## 12         Captain America: Civil War
## 15         Spider-Man: Homecoming
## 18         Avengers: Infinity War
## Name: Film, dtype: object
```

Putting zero in the diagonal to make  $P$  an actual adjacency matrix:

```
np.fill_diagonal(P, 0)
```

# Degree and Density

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# Undirected Networks

The degree of a node in an undirected unweighted network is the number of edges connected to it (NOT number of its neighbors!).

The weighted degree of a node in an undirected weighted network is the sum of edges weights connected to it.

In terms of adjacency matrix  $A$ :

$$\deg(i) = k_i = \sum_{j=1}^n A_{ij}$$

💡 Does this definition work for networks with multiedges or self-edges?

For an unweighted network: if  $m$  is the number of edges, there are  $2m$  ends of edges. This is also the sum of the nodes degrees:

$$2m = \sum_{i=1}^n k_i = \sum_{ij} A_{ij}$$

💡 How would you define  $m$  to make this definition "work" for a weighted network?

This means that the average degree  $c$  of an unweighted undirected network is:

$$c = \frac{2m}{n}$$

The *density* of a network is defined as the fraction of existing edges from potential edges:

$$\rho = \frac{m}{\binom{n}{2}} = \frac{2m}{n(n-1)}$$

Which means the density for large networks is roughly the ratio of average degree to network size:

$$\rho = \frac{c}{n-1} \propto \frac{c}{n}$$

- If we could prove somehow that as  $n \rightarrow \infty \rho \rightarrow 0$ , we'd call such network *sparse*. Alternatively, if  $\rho$  remains non-zero, we'd call such a network *dense*
- We can write  $c = \rho n$ . For some networks the average degree does not change. This means that as  $n$  grows  $\rho$  shrinks at rate  $1/n$ , and the network is called *extremely sparse*



Think of an example of a network for which the average degree should remain constant as  $n$  grows.

# Directed Networks

When adding directions to edges, we talk about the *in-degree* and *out-degree* of a node, as the number of ingoing or outgoing edges connected to it:

$$k_i^{\text{in}} = \sum_{j=1}^n A_{ij} \quad k_j^{\text{out}} = \sum_{i=1}^n A_{ij}$$

The number of edges  $m$  equals the sum of in- or out-degrees:

$$m = \sum_{i=1}^n k_i^{\text{in}} = \sum_{j=1}^n k_j^{\text{out}} = \sum_{ij} A_{ij}$$

The average in-degree is the average out-degree:

$$c_{\text{in}} = \frac{1}{n} \sum_{i=1}^n k_i^{\text{in}} = \frac{1}{n} \sum_{j=1}^n k_j^{\text{out}} = c_{\text{out}}$$

This means that the average degree  $c$  of an unweighted directed network is:

$$c = \frac{m}{n}$$

Which means the definition of density  $\rho$  remains the same for directed networks **in terms of average degree**:

$$\rho = \frac{m}{n(n-1)} = \frac{c}{n-1}$$

# Example: The Marvel Cinematic Universe Characters Network

Let's convert the weighted undirected adjacency matrix  $P$  into unweighted:

```
P[P > 0] = 1  
P[:4, :4]
```

```
## array([[0, 1, 1, 1],  
##         [1, 0, 1, 1],  
##         [1, 1, 0, 1],  
##         [1, 1, 1, 0]], dtype=int64)
```

Get the list of degrees:

```
k = P.sum(axis=0)  
k
```

```
## array([14, 14, 10, 14, 14, 14, 14, 14, 14, 13, 14, 13, 13, 13, 13, 13, 1],  
##        dtype=int64)
```

No. of nodes  $n$ :

```
n = P.shape[0]
m = np.triu(P).sum()
print('n nodes: %d; m edges: %d' % (n, m))
```

```
## n nodes: 16; m edges: 101
```

Average degree:

```
k.mean()
```

```
## 12.625
```

See that the simple definition is equivalent:

```
2 * m / n
```

```
## 12.625
```

Density  $\rho$ :

```
k.mean() / (n - 1)
```

```
## 0.8416666666666667
```

We can see that most characters are connected to most characters (16 overall). One character, however, is connected to only 1 character:

```
characters = marvel.columns[1:]
characters[np.argmax(k)]
```

```
## 'Captain Marvel'
```

is connected with:

```
characters[np.argmax(P[np.argmax(k), :])]
```

```
## 'Nick Fury'
```

# Walks and Paths

APPLICATIONS



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# Unweighted, Directed and Undirected Networks

A *walk* in a network is a route from node A to node B along the edges.

A *path* is a walk which does not intersect itself.

Walks and paths are extremely important in algorithms answering questions regarding a network's structure and the flow of information it. Of particular importance is the *shortest path* between two nodes.

Shortest?

The *length* of a walk/path of an unweighted network is the number of edges traversed along the walk (NOT number of nodes!)

For example, exploiting the fact that  $A$  contains only zeros and ones, we can easily compute the number of all walks of length 2 between two nodes:

$$N_{ij}^{(2)} = \sum_{k=1}^n A_{ik} A_{kj} = [A^2]_{ij}$$

(the  $ij$ -th element of the "squared" matrix  $A^2$ )

Similarly the number of walks of length 3 between two nodes:

$$N_{ij}^{(3)} = \sum_{k,l=1}^n A_{ik} A_{kl} A_{lj} = [A^3]_{ij}$$

And in general, the number of walks of length  $r$  between two nodes:

$$N_{ij}^{(r)} = [A^r]_{ij}$$

# Shortest Paths

The shortest path (a.k.a *geodesic path*) between two nodes is the path of minimum length between the two nodes.

The *shortest distance* (a.k.a *geodesic distance*) is the length of the shortest path, in other words the smallest value of  $r$  such that  $[A^r]_{ij} > 0$ .

Why is it not called "the shortest walk"? Must it be unique?

What is the shortest distance between nodes which are not connected?

The *diameter* of a network is the maximal shortest distance between any pair of nodes.

What is the meaning of the diameter in networks we've seen?

# Components

APPLICATIONS



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# Undirected Networks

- Some parts of a network are disconnected from each other
- A *component* is a subset of nodes such that there exists at least one path between each pair of nodes in the subset
- No other node in the network can be added and preserve this property
- A singleton node is a single component
- A network in which every pair of nodes are connected, has a single component and is said to be *connected*
- The adjacency matrix of a disconnected network *can be* written in block diagonal form

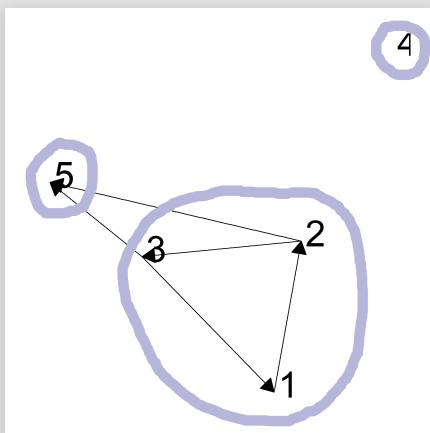
How many components are there in the Sci-Fi books network? Is it connected?

What is an easy way of making the network "more" or "less" connected?

# Directed Networks

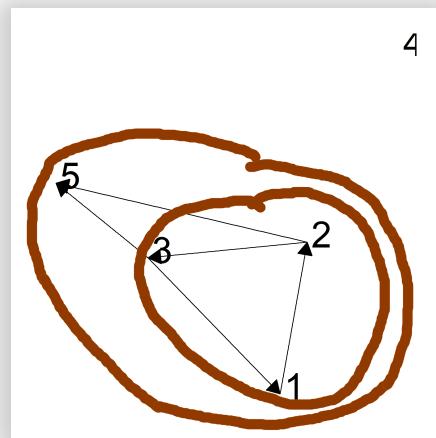
Type I Definition:

- *weakly connected* components: a subset of nodes such that there exists at least one directed path between each pair of nodes in the subset, direction can be either way
- *strongly connected* components: a subset of nodes such that there exists at least one directed path between each pair of nodes, in both direction



## Type II Definition:

- *out-component* of node  $i$ : subset of all nodes reachable by a directed path from node  $i$  including  $i$  itself
- *in-component* of node  $i$ : subset of all nodes from which node  $i$  can be reached by a directed path, including  $i$  itself



The out-component of node 2 (or 1, or 3) is {1, 2, 3, 5}.

The in-component of node 2 (or 1, or 3) is {1, 2, 3}

# The Graph Laplacian

APPLICATIONS



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# Undirected, Weighted and Unweighted Networks

A different matrix representation of a network which proves useful in many situations is the Laplacian  $L_{n \times n}$ :

$$L_{i,j} = \begin{cases} k_i & \text{if } i = j \\ -1 & \text{if } i \neq j \text{ and there is an edge between nodes } i \text{ and } j \\ 0 & \text{otherwise} \end{cases}$$

Where  $k_i$  is node  $i$ 's degree as defined before.

In other words:

$$L_{ij} = k_i \delta_{ij} - A_{ij}$$

Where  $\delta_{ij}$  is the *Kronecker delta*, which is 1 if  $i = j$  and 0 otherwise.

In other words:

$$L = D - A$$

Where  $A$  is defined as before, and  $D$  the diagonal matrix with nodes degrees along the diagonal.