

Inverse Problems in Evolving Graphs

Andrew Fraser

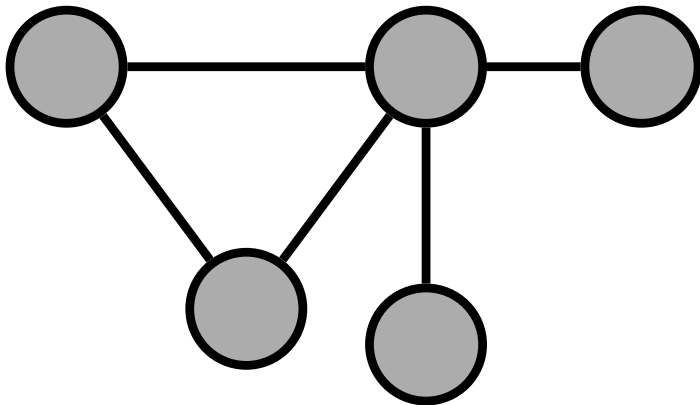
6 December 2021

Outline

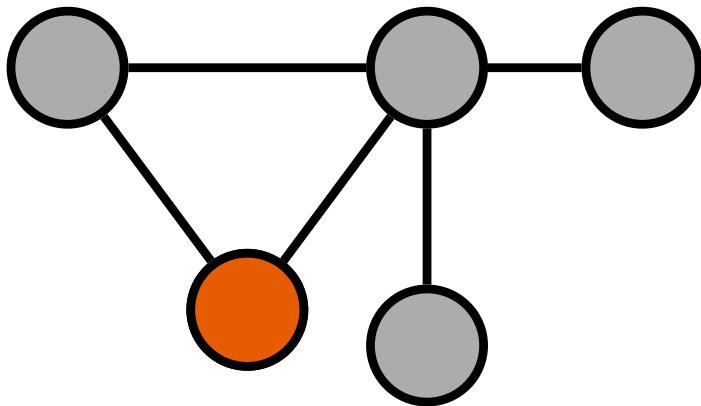
1. Introduction to evolving graphs
2. Introduction to the inverse problem¹
3. My approach and results

¹Grindrod Peter and Higham Desmond J. 2010, Evolving graphs: dynamical models, inverse problems and propagation

Graphs

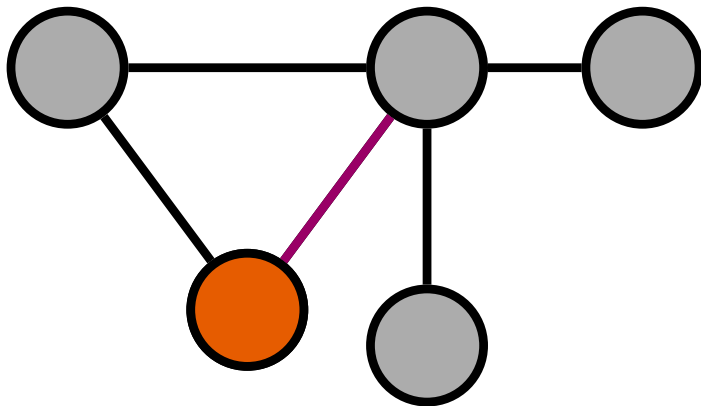


Graphs



Vertex: Someone/something with connections.

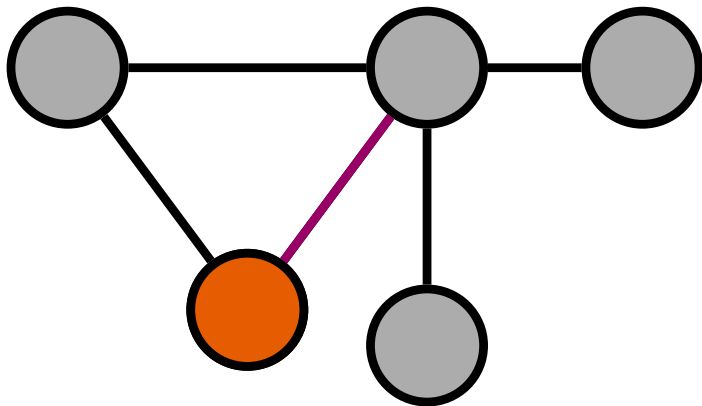
Graphs



Vertex: Someone/something with connections.

Edge: A connection between two vertices.

Graphs

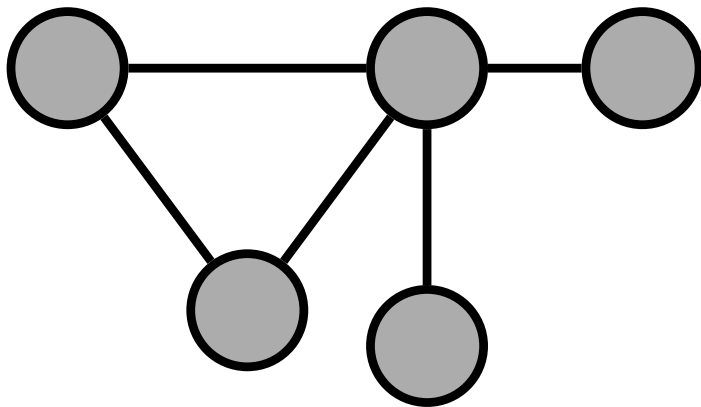


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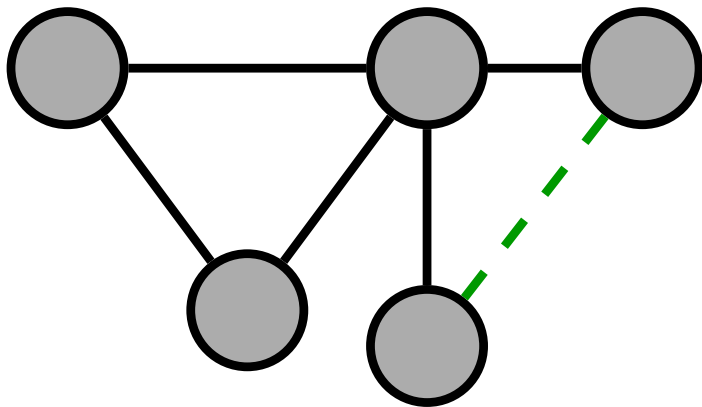
Edge: A connection between two vertices.

Examples: Social media, airport network, the internet

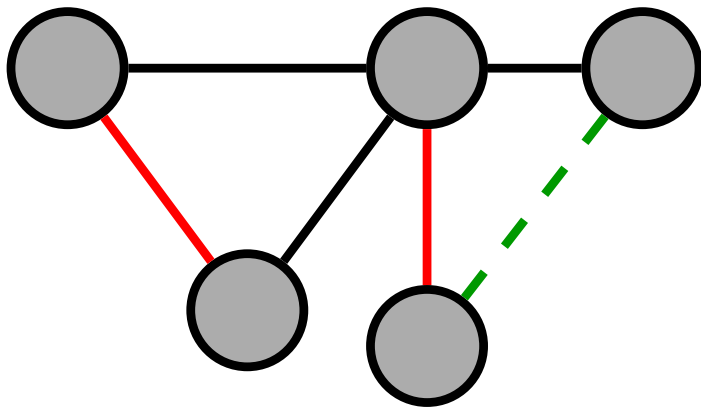
Evolving Graphs



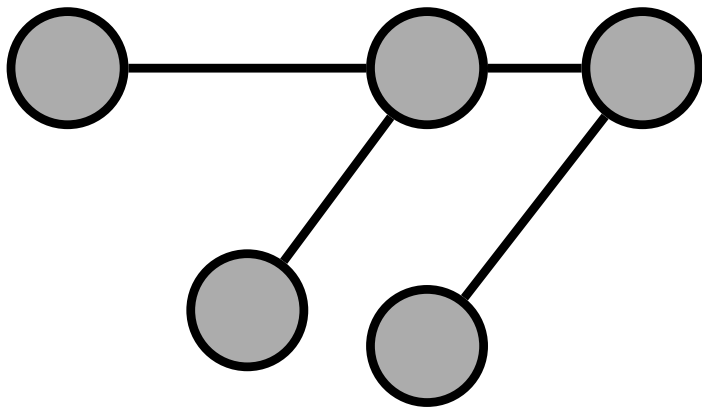
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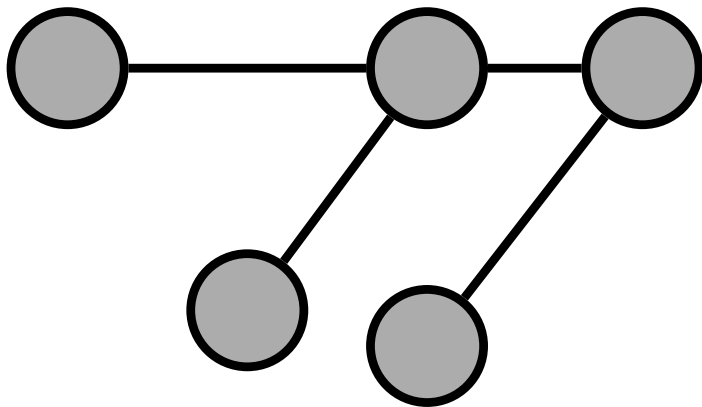
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Evolving Graphs



Evolving Graphs



We assign each edge two probabilities:

Birth Rate: $\hat{\alpha}(e)$, the probability that the edge will appear.

Death Rate: $\hat{\omega}(e)$, the probability that the edge will disappear.

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$i_v =$ the integer assigned to vertex v

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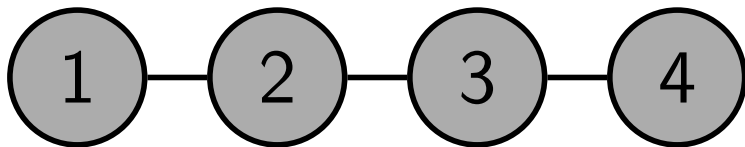
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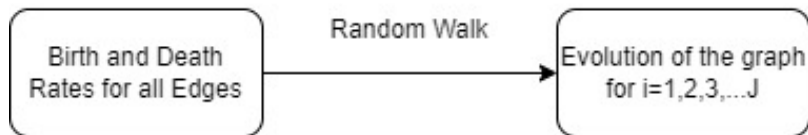
$$\hat{\omega}(e) = \omega(|i_u - i_v|)$$



$$\text{Range of } (v_1, v_4) = |1 - 4| = 3$$

$$\text{Range of } (v_2, v_3) = |2 - 3| = 1$$

Problem to Solve



Forward Problem: Given a graph, $\hat{\alpha}$, and $\hat{\omega}$: compute states of the graph for $i = 1, 2, \dots, J$

Inverse Problem: Given a graph and J states of the graph: compute $\hat{\alpha}$ and $\hat{\omega}$.

Defining the Inverse Problem

EVOLVING GRAPH MODEL

Input: A graph G , J states of the graph F , and a matrix R containing the frequencies of each edge in F

Question: What mapping on the integers q minimizes $\sum_{v_1, v_2 \in G} R[v_1][v_2](q(v_1) - q(v_2))^2$?

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Big problem: $q^T \Delta_R q$ is a nonlinear (quadratic) inverse problem.

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My solution: convert to optimization, perform gradient descent

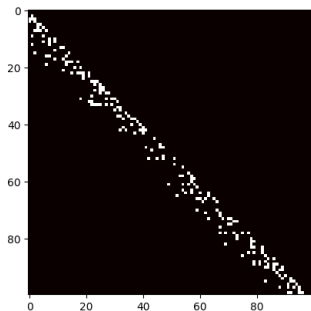
Derivative: $q^T (A + A^T)$

Compute the derivative and take a step towards it, then repeat.

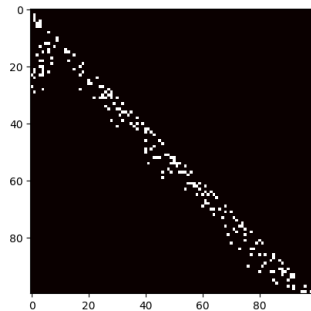
Runtime: $O(sn^2)$, where s is the number of steps to converge

Results: Model-Based Test

Original Mapping:

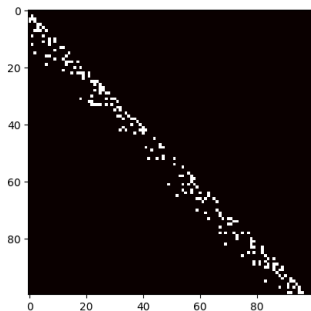


Gradient Descent:

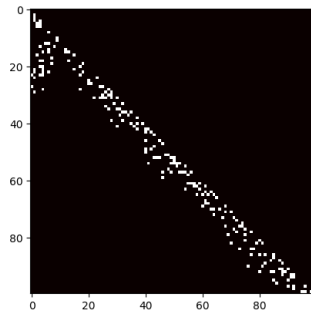


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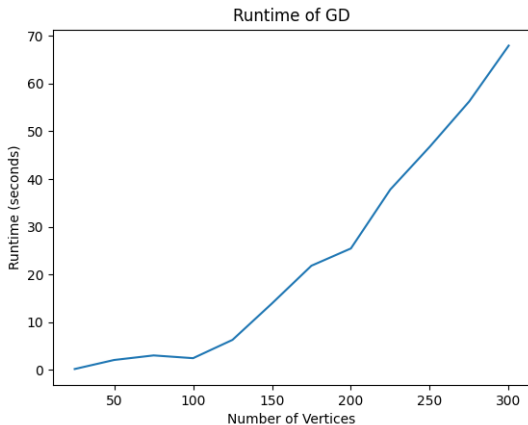


Original Error: $\approx 1.2\text{M}$

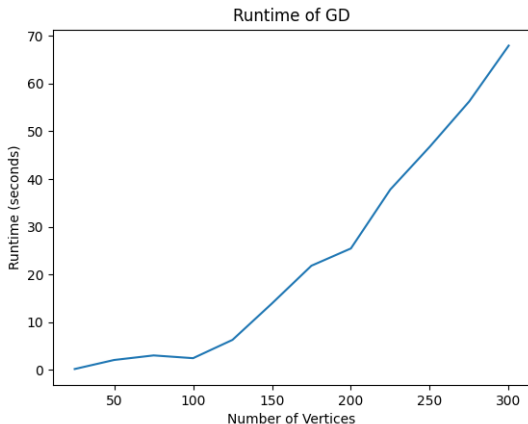
Gradient Descent Error: $\approx 1.6\text{M}$

Results: On Real Data?

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Most large internet models have millions of vertices and **tens of millions** of edges.

This is nowhere near feasible on large graphs!

Next Steps

- ▶ Investigate into applying fourier transforms
- ▶ Find smaller dataset applications
- ▶ Experiment with parameters of gradient descent

Thank you!

Questions?