#### Betweenness

#### Social Networks Analysis and Graph Algorithms

Prof. Carlos "ChaTo" Castillo — <a href="https://chato.cl/teach">https://chato.cl/teach</a>



#### 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

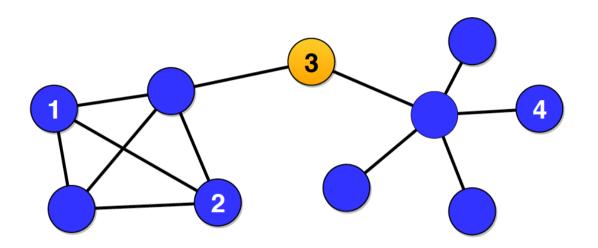
- Non-spectral
  - Degree
  - Closeness and harmonic closeness
  - Betweenness
- Spectral
  - HITS
  - PageRank

#### Betweenness

#### **Definitions**

The **betweenness of an edge** is the number of shortest paths that cross that edge

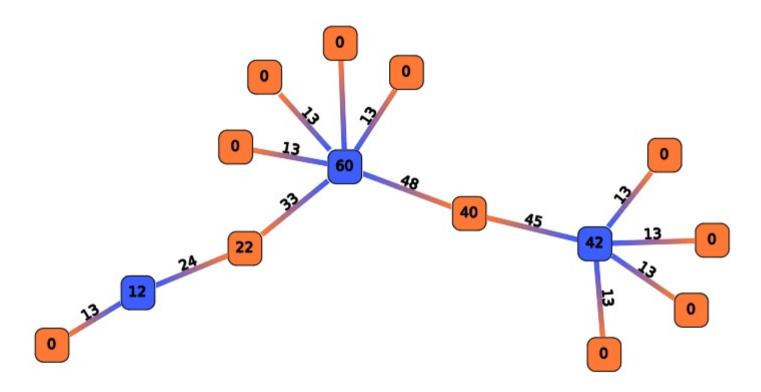
The **betweenness of a node** is the number of shortest paths that cross that node



There are 20 shortest paths that cross through node 3. Why?

The shortest path between nodes 1 and 2 does not cross node 3, but the shortest path between nodes 1 and 4 does cross node 3.

Here, nodes and edges are labeled with their betweenness.

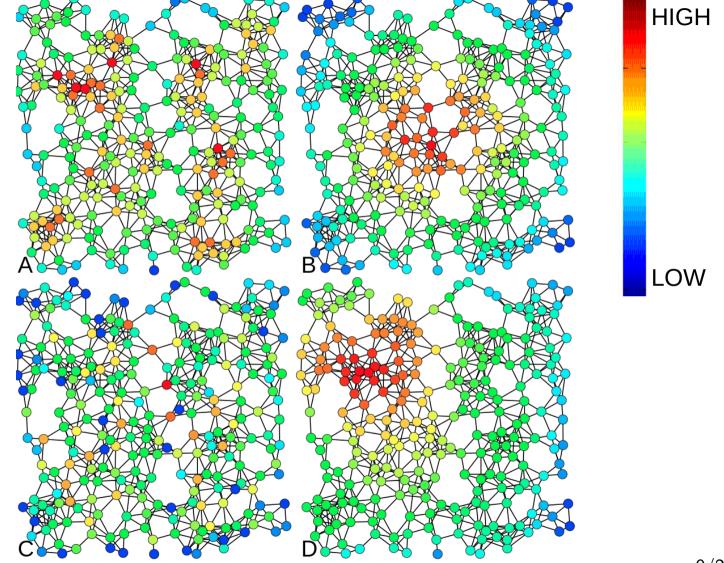


A: Degree

**B**: Closeness

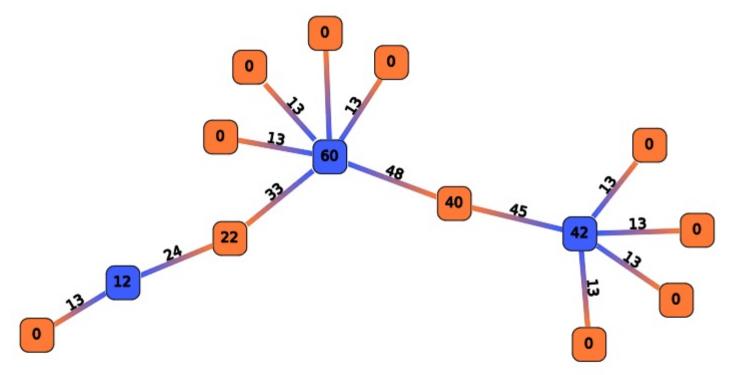
C: Betweenness

D: PageRank



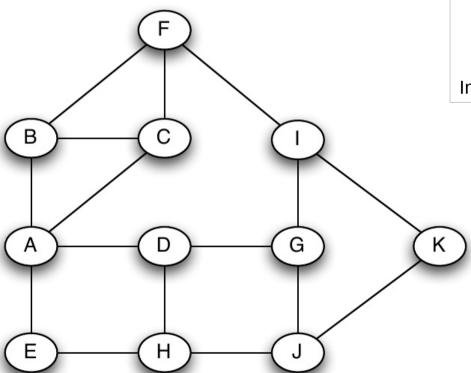
### **Edge Betweenness**

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



## Algorithm [Brandes, Newman]

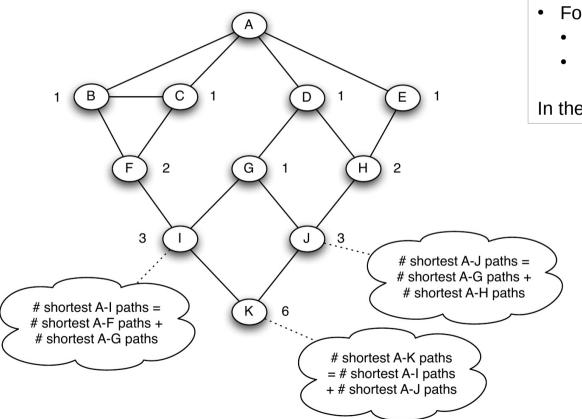
- For every node u in V
  - $^-$  Layer the graph performing a BFS from u
  - For every node v in V,  $v \neq u$ , sorted by layer
    - Assign to v a number s(v) indicating how many shortest paths from u arrive to v
  - For every node v in V,  $v \neq u$ , sorted by reverse layer
    - Score to distribute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



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
- For every node v in V, v≠u, sorted by reverse layer
  - Score to distribute = 1 + score from children
  - Add score to distribute to parent edges in proportion to s(v)

In the end divide all edge scores by two



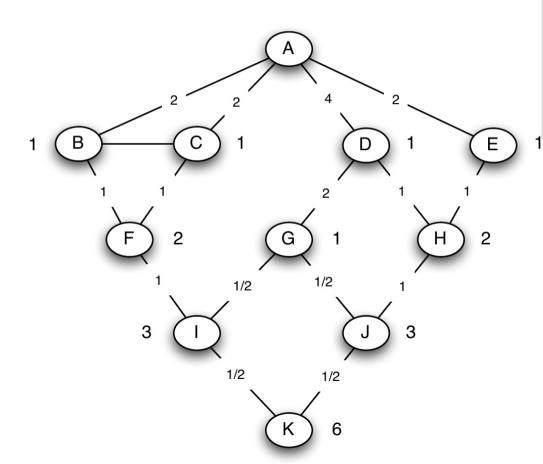
For every node u in V

- 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
- For every node v in V, v≠u, sorted by reverse layer
  - Score to distribute = 1 + score from children
  - Add score to distribute to parent edges in proportion to s(v)

In the end divide all edge scores by two

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

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



For every node u in V

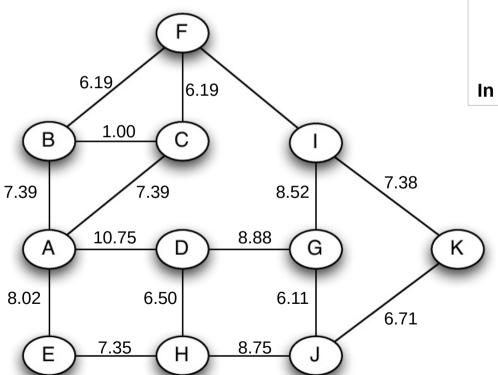
- Layer the graph performing a BFS from u
- For every node v in V, v≠u, sorted by layer
  - Assign to v a number s(v) indicating how many shortest paths from u arrive to v
- For every node v in V, v≠u, sorted by rev. layer
  - Score to distribute = 1 + score from children
  - Add score to distribute to parent edges in proportion to s(v)

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
- 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
- For every node v in V, v≠u, sorted by reverse layer
  - Score to distribute = 1 + score from children
  - Add score to distribute to parent edges in proportion to s(v)

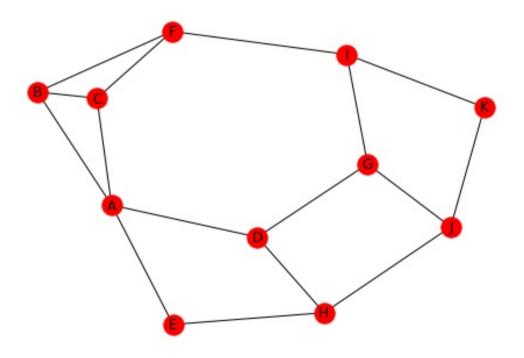
In the end divide all edge scores by two

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)



#### **E**xercise

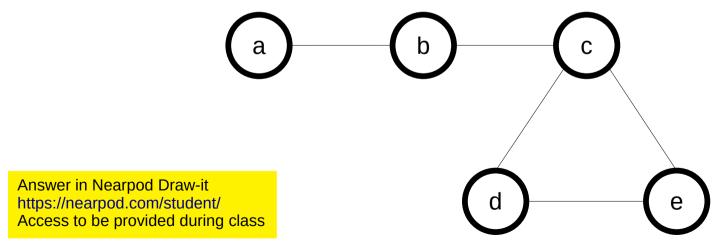
Try to compute it by inspection first

Then use the algorithm; you should get the same results

For every node u in V

- Layer the graph performing a BFS from u
- 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
- For every node v in V, v≠u, sorted by reverse layer
  - Score to distribute = 1 + score from children
  - Add score to distribute to parent edges in proportion to s(v)

In the end divide all edge scores by two



#### Fractional values?

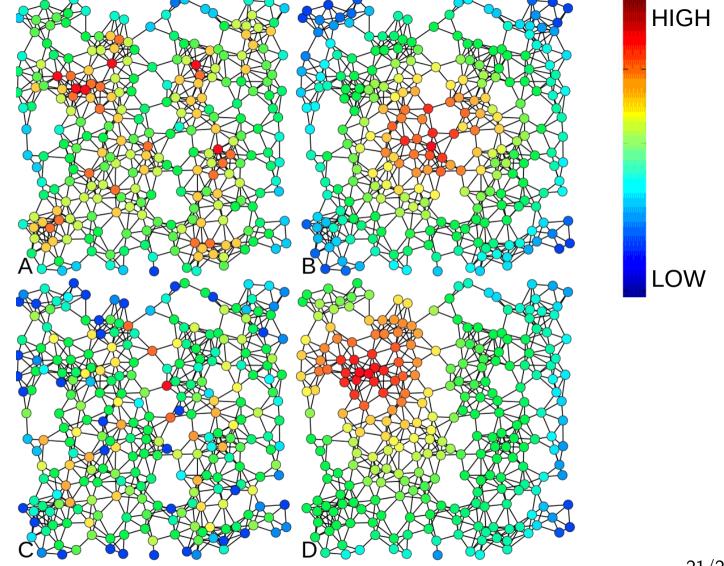
In a graph with cycles, you may get fractional
 values of the edge betweenness for an edge

A: Degree

**B**: Closeness

C: Betweenness

D: PageRank



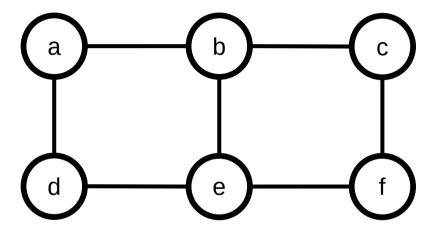
# Summary

#### Things to remember

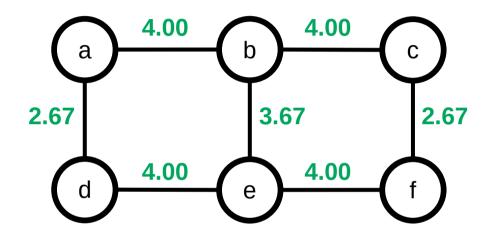
- Closeness and harmonic closeness
- Node and edge betweenness
- Practice running the Brandes-Newman algorithm on small graphs
- Write code to execute the Brandes-Newman algorithm

#### 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  $2/N^2$  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.