

# Graph and Matrices

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# Introduction

- The information in a graph expressed in a variety of ways in matrix form

E.g. Sociomatrix, incidence matrix

- Sociomatrix – adjacency matrix represents whether two nodes are adjacent or not
- The sociomatrix for a graph (for a nondirectional relation) is symmetric
- Example of a sociomatrix : friendship relation between 4 friends

# Incidence Matrix

	$n_1$	$n_2$	$n_3$	$n_4$
$n_1$	-	0	0	0
$n_2$	0	-	1	0
$n_3$	0	1	-	0
$n_4$	0	0	0	-

- Incidence matrix,  $I$  - records which lines are incident with which nodes
- Incidence matrix has nodes indexing the rows, and lines indexing the columns
- Incidence matrix is binary, as it records whether a line incident with a node or it is not
- It is not necessarily square matrix
- For digraph the entries are choice-based (if  $i$  node in row chooses  $j$  node in column the entry in the cell is 1 otherwise 0)
- So the entry for  $i$  and  $j$  may be different from  $j$  and  $i$

# Matrix Operations

- Permutations
- A permutation of a set of objects is any reordering of the objects (possible reordering )
- It is used in the study of cohesive subgroups
- Important in constructing block-models and in evaluating the goodness-of-fit of blockmodels

	$n_1$	$n_2$	$n_3$	$n_4$	$n_5$
$n_1$	-	0	1	0	1
$n_2$	0	-	0	1	0
$n_3$	1	0	-	0	1
$n_4$	0	1	0	-	0
$n_5$	1	0	1	0	-

	X permuted				
	$n_5$	$n_1$	$n_3$	$n_2$	$n_4$
$n_5$	-	1	1	0	0
$n_1$	1	-	1	0	0
$n_3$	1	1	-	0	0
$n_2$	0	0	0	-	1
$n_4$	0	0	0	1	-

- Reordering rows and cols of the matrix, helps to discover patterns, identify subsets

# Transpose

- Transpose of a sociomatrix is analogous to reversing the direction of the ties between the actors
- For non-directional relations, transpose is identical to original matrix
- Matrix multiplication is a very important operation in social network analysis
- It can be used to study walks and reachability in a graph

# Powers of the Matrix

- Power of the matrix and Boolean matrix multiplication is also used in social network analysis
- Studying powers of the matrix  $X$  used to find walk of specific length
- For example, elements of  $X^3$  counts the number of walks of length 3 between each pair of nodes
- Also used to find walks of longer lengths
- It is also used to find the reachability matrix  $\mathbf{X}^{[R]} = \{x_{ij}^{[R]}\}$ , says that each pair of nodes whether they are reachable, or not
- The entries tell us total number of directed walks from row node  $n^i$ , to column node  $n^j$

# Geodesic and distances

- The first power  $p$  for which the  $(i, j)$  element is non-zero gives the length of the shortest path and is equal to  $d(i, j)$

$$d(i, j) = \min_p x_{ij}^{[p]} > 0.$$

- If the graph is connected or if the digraph is at least strongly connected, the diameter of the graph is then the largest entry in the distance matrix; otherwise, the diameter is infinite or undefined

# Example

	$\mathbf{X}$					
	$n_1$	$n_2$	$n_3$	$n_4$	$n_5$	$n_6$
$n_1$	-	1	0	0	1	0
$n_2$	0	-	1	0	0	1
$n_3$	0	1	-	0	0	0
$n_4$	0	0	0	-	1	0
$n_5$	0	0	0	0	-	1
$n_6$	0	1	0	0	0	-

	$\mathbf{X}^2$					
	$n_1$	$n_2$	$n_3$	$n_4$	$n_5$	$n_6$
$n_1$	0	0	1	0	0	2
$n_2$	0	2	0	0	0	0
$n_3$	0	0	1	0	0	1
$n_4$	0	0	0	0	0	1
$n_5$	0	1	0	0	0	0
$n_6$	0	0	1	0	0	1

	$\mathbf{X}^3$					
	$n_1$	$n_2$	$n_3$	$n_4$	$n_5$	$n_6$
$n_1$	0	3	0	0	0	0
$n_2$	0	0	2	0	0	2
$n_3$	0	2	0	0	0	0
$n_4$	0	1	0	0	0	0
$n_5$	0	0	1	0	0	1
$n_6$	0	2	0	0	0	0

	$\mathbf{X}^4$					
	$n_1$	$n_2$	$n_3$	$n_4$	$n_5$	$n_6$
$n_1$	0	0	3	0	0	3
$n_2$	0	4	0	0	0	0
$n_3$	0	0	2	0	0	2
$n_4$	0	0	1	0	0	1
$n_5$	0	2	0	0	0	0
$n_6$	0	0	2	0	0	2

	$\mathbf{X}^5$					
	$n_1$	$n_2$	$n_3$	$n_4$	$n_5$	$n_6$
$n_1$	0	6	0	0	0	0
$n_2$	0	0	4	0	0	4
$n_3$	0	4	0	0	0	0
$n_4$	0	2	0	0	0	0
$n_5$	0	0	2	0	0	2
$n_6$	0	4	0	0	0	0

- For Example : From  $N_1$  to  $N_6$ , the shortest path is 1, though there exist 2 and 3.
- The diameter (largest entry in the distance matrix) is 6



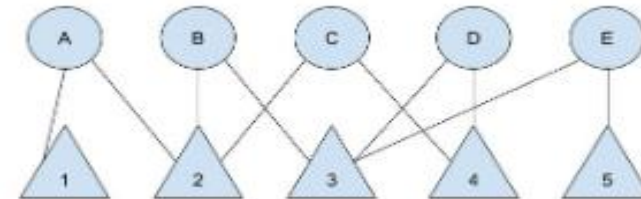
# Computing Nodal Degrees

- For a nondirectional relation, the nodal degrees are equal to either the row sums or the column sums.

## Indegree & Outdegree of directed graph:

- Indegree - Summing over columns (that is, lines) gives the number of lines incident with the node
- Outdegree - Summing over rows (that is, lines) gives the number of lines originate from the node

	1	2	3	4	5
<i>A</i>	1	1	0	0	0
<i>B</i>	0	1	1	0	0
<i>C</i>	0	1	0	1	0
<i>D</i>	0	0	1	1	0
<i>E</i>	0	0	1	0	0



# Computing Density

- The density of a graph, digraph, or valued (di)graph can be calculated as the sum of all entries in the matrix, divided by the possible number of entries

$$\Delta = \frac{\sum_{i=1}^g \sum_{j=1}^g x_{ij}}{g(g-1)}$$