

## Week 1

Page No.

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`random.randrange(1, 10)` -  $[1, 10)$  int

`random.random()`  $\rightarrow [0, 1)$  between

`random.randint(a, b)`  $\rightarrow [a, b]$  int

`d.items()` - list of  $\star$   
tuples having key, value

- Total graphs for  $n$  nodes -  $2^{n \times n}$
- $\log n$  steps from one point to other, 6 degrees of separation

Week 2 - Zachary Karate - 34 nodes, 78 edges  
Synonymy Graph  
web graph  
link prediction - fb

### N/w datasets

Friendship n/w (undirected)

Road ( " )

Email (directed)

Citation ( " )

Collaboration (undirected)

### Formats

CSV  $\leftarrow$   $\begin{matrix} \text{adj list} \\ \text{Adjlist} \end{matrix}$

AML

PageRank

GraphML

GEXF - xml

+ gephi

### Degree Distribution

$n \times \text{degree}(k) = \text{dictionary of } P(1, 16)$   
 $2: 5$

2. Density =  $\frac{\text{edges present}}{\text{total possible edges}}$

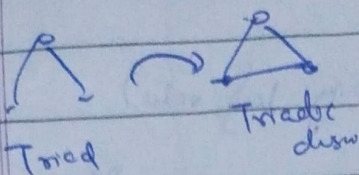
3. Clustering coeff =  $\frac{\text{actual friendship b/w neighbours (node)}}{\text{true possible b/w neighbours}}$



connect edge graph  
 $n \log n$  edges for ~~cent~~

Date: / /

### Week 3 Granovetter's strength of weak ties

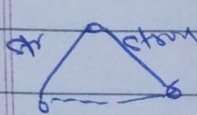


Completely connected  $\Rightarrow$  clust coeff = 1

~~X~~  $cc = 0$  If  $cc \downarrow \Rightarrow$  suicide

$$\text{Neighbourhood overlap} = \frac{\text{Common friends}}{\text{Total friends (don't count edge nodes)}}$$

$\Rightarrow$  local bridge - edge without triad,  $\Rightarrow$  weak tie



Strong Tie  $\Rightarrow$  Talk more  $\Rightarrow$  not a local bridge  $\Rightarrow$  high neighbourhood overlap

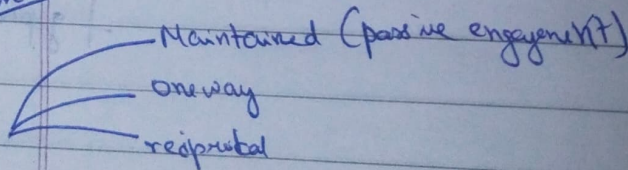
$\Rightarrow$  Embedness = no. of common friends

(If  $\uparrow$  emb  $\Rightarrow \uparrow$  Trust)

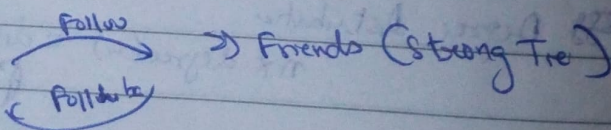
High embedness preferred  $\begin{cases} \text{Yes} \Rightarrow \text{Trust} \\ \text{No bcz structural hole, monopoly (Brokers)} \end{cases}$

Closure & brokerage both are imp)

Facebook



Twitter



No. of DMs stay constant irrespective of follow

Communities  $\begin{cases} \text{max within \& less across} \\ \text{valid partitioning} \end{cases}$

If you chop the highways  $\Rightarrow$  Valid Partitioning

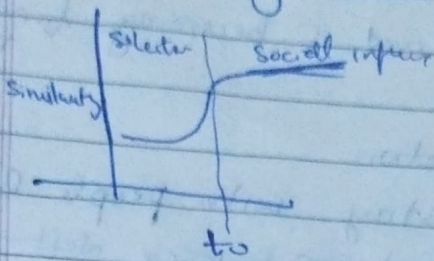


Weekly

Selection vs Social influence

Wikipedia works? - Tall page in Backlog

Similarity measure =  $\frac{\text{pgs edited by both}}{\text{Total by both}}$

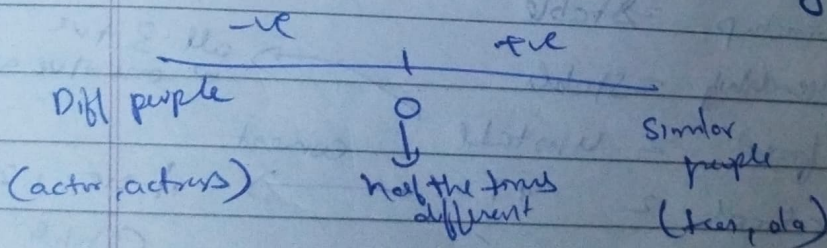


If friendship across older and child groups is less than half  $\Rightarrow$  Homophily (different grp have less friendship)

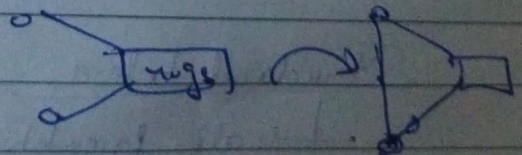
Homophily =  $1 - \frac{\text{Friendship across present}}{\text{Total expected no. of friendship}}$

$\uparrow$  pos  $\Rightarrow$  more homophily

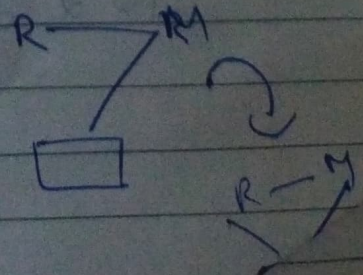
$\rightarrow$  If -ve  $\Rightarrow$  Heterophily



Focal closure



Membership class





$(1-p)^k = B \text{ and } C \text{ not becoming friends on having } k \text{ common friends}$

$1 - (1-p)^k = B \text{ and } C \text{ becoming friends with } k \text{ common friends}$

## Week 5 Spatial Segregation

- We prefer to stay with people like you
- Unhappy  $\rightarrow$  move to  $\rightarrow$  happier state

(threshold)

## Schelling Model

similar  $\approx 25\% \Rightarrow q = \text{threshold}$   
if 8 neighbors

$\Rightarrow$  Spatial seg does not always induce clusters (community)

3 friendship  $\approx$  Stable

1 friendship  $\approx$  Stable

2 friend  $\approx$  unstable

3 isolated  $\approx$  d1

$\rightarrow$  all 3 +ve  
or one +ve and 2 -ve

convert

$\rightarrow$  1 +ve, 2 -ve  
Stable

## Structural balance

$\rightarrow$  all friendship +ve

$\rightarrow$  2 clusters with + within (intra)  
- across (inter)



→ get blunders of edge 2 more it connects 2 communities  
 → Girvan Newman Algo - find blunders and drop the one with max  
 Graph - ↑ resolution → less communities  
 Weeks 4 & 5 later.

Week 6

Web Graph - Larry Page & Sergey Brin

- 2 ques (1) How to collect? → random walking  
 (2) How it solves prob 3 of who is IMP? (Page Rank)  
 a) Gold coin Distribution (equal sharing)  
 b) Random Walking → one coin as you move  
 equal share → random dropping  
 2 aspect (1) Coin rich  
 (2) He not have more people to distribute

\* Degree and PageRank are not correlated  
 \* Google crawl web pages and do coin dropping  
 \* Teleported

Week 7

3 Types of Follow → smiling (action)  
 → product  
 → info of interest

why do we follow → explicit benefit (get free part)  
 → informational

→ Social reinforcement - many people change ideas

Diffusion

2 factors (1) Payoff (2) Choice lay people

pa → payoff  
 (1-p)b

for A →  $p \geq \frac{b}{b+a}$   
 A's final fraction

Diffusion Problem? People scared for new

- (1) ↑ payoff  
 (2) Key People focus



→ get blunders of edge  $\Rightarrow$  more it connects & communities  
 → Girvan Newman Algo - find blunders and deep the one with max  
 Ceph -  $\uparrow$  resolution  $\Rightarrow$  less communities  
 Week 4 & 5 later.

## Week 6

Web Graph - Larry Page & Sergey Brin

- 2 ques (1) How to collect?  $\rightarrow$  random walking  
 (2) How it solves prob 3 of who is IMP? (Page Rank)  
 a) Gold coin Distribution (equal sharing)  
 b) Random Walking  $\rightarrow$  one coin as you move  
 equal share  $\approx$  random dropping

2 aspect (1) Coin rxh  
 (2) He not have more people to distribute

\* Degree and PageRank are not correlated  
 \* Google crawl webpages and do coin dropping  
 Week 7

3 Types of Follow  $\rightarrow$  smoking (action)  
 $\rightarrow$  product  
 $\rightarrow$  info of interest

why do we follow  $\rightarrow$  explicit benefit (get free part)  
 $\rightarrow$  informational

$\rightarrow$  Social reinforcement - many people (famous) change ideas

$\rightarrow$  Diffusion

2 factors (1) Payoff  
 $\begin{matrix} p & a \\ \swarrow & \searrow \\ \text{fract} & \text{payoff} \end{matrix}$   
 $(1-p)b$

$$\text{for A} \rightarrow p \geq \frac{b}{b+a}$$

$\swarrow$  fract  $\quad$   $\searrow$  fract

Diffusion Problem? People scared for new  
 (1)  $\uparrow$  se Payoff  
 (2) Key People focus



If strong density n/w, difficult to diffuse

Cluster density

$\rho$  = if in a cluster atleast  $D$  fraction of neighbors are in cluster itself  
10 friends, 3 in cluster  $\Rightarrow$  cluster density = 0.3

$q$  = threshold for every node to adopt

Claim 1

Idea sent cascade if any cluster have density  $> 1-q$

Claim 2

If idea catch cascade,  $\Rightarrow$  there exist a cluster with density  $> 1-q$   
Incomplete cascade  $\Rightarrow$  cluster of density  $> 1-q$

Collective Action (for Revolting)

If threshold of people attained  $\Rightarrow$  revolt

## Week 8

Better-rated lists = Better rated plans  
Hub  $\rightarrow$  Authority

Repeated Improvement - because  
+ you point to good  
+ good point to you

PageRank eg  $\rightarrow$  converge  
conservation of energy

Big vector + small vector = close to big vector  
(30, 70) + (5, 3) = (35, 73)

Eigen vector - linearly independent

1

$$A^k(v) = \sum_i x_i^k v_i + \sum_j x_j^k v_j \quad (x_i, x_j > 0)$$

Big vector      small vector

and is a linear combination of big vector

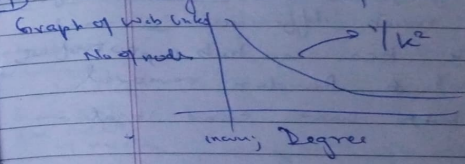
Page Rank by Matrix Mult

Markov mat = every col sum = 1  
highest eigen val = 1

## Week 9

Degree Dist<sup>n</sup> of Real world n/w

①



Central limit theorem

sum of few random variables  $\rightarrow$  Bell curve

②

Song downloads

③

telephone calls (no. of calls v. time)

Powerlaw  $\Rightarrow f(k) = \frac{1}{k^2}$  (2 to 3)

Detect  $\rightarrow f(k) = \frac{1}{k^2}$   
 $\Rightarrow \log \log y = -\alpha \cdot x$



Reason of Powerlaw - Preferential Attachment  
a new person attracted to someone having many friends

Node with high deg attract more - Rich get richer

Rich get Richer = Matthew effect - Preferential Attachment

Attack Survivability

Real world  $n/p$

- Forced removal (selective) - remaining high degree nodes
- Random removal - removing nodes at random

graph becomes disconnected fast

Random  $n/p$

\* But not much difference in random network bcs no hubs, no preferential

Selective removal & Random removal both have same iteration

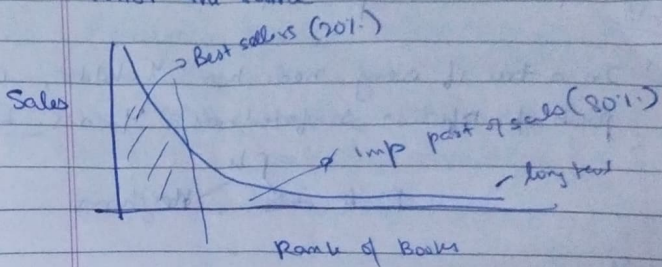
Barabasi Albert Model = Rich-getting richer phenomenon

Erdos Renyi - Random Graph implementation

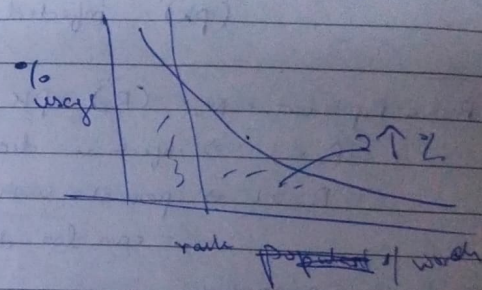
RLR adds more!

WEEK 10

When history is removed, 1st rank (richest) is not the same



Eng → Zipf's law for popular words



long tail phenomena → popular words have less no. and not popular have more

Social Contagion

Spread of Idea	vs	Disease
choice		no choice
visible		Invisible

Factor → ① Pathogen  
② Network



Pathogen also derives the N/w

If fast flu  $\Rightarrow$  Dense N/w

If HIV  $\Rightarrow$  Sparse N/w

branching model

At level 1 In a tree if every node has 4 children, prob of infection  $\Rightarrow$  infected nodes =  $4 \times 0.5 = 2$   
 $= pk$   
 prob ~~of~~  $\rightarrow$  Neighbors

At many levels

Branching model:  
 on  $i$ th level  $\rightarrow k =$  total people  
 $(pk)^i =$  infected people

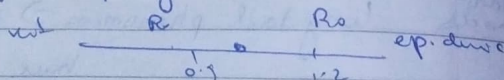
Basic Reproductive No. ( $R_0$ ) =  $pk$

$R_0 < 1 \Rightarrow$  infection dies ultimately with  $p=0$

$R_0 > 1 \Rightarrow$  persists with +ve prob

- can also die but w/ +ve prob

knife edge property



SIR Model (Measles)

SIS (common cold)

SIR

Comes to an end

SIS

Forever

but in one case if all become susceptible - it dies forever

In SIR Model, many of reproduces are not present

Percolation Model - water pipe

Pg 193

If  $R_0 < 1$   $q^* \geq 0 = q_n$   
 prob(disease present at  $i$ th level)

$R_0 > 1 \Rightarrow q^* > 0$  (+ve prob)

$$q_n = 1 - (1 - pq_n)^k$$

Week 11

2 people connected by at avg 6 links  
 6 hops

Milgram's Expt proved it

Watts - Strogatz Model

email - small world

Reason  $\rightarrow$  Homophily + weak ties are reason for SW

$\rightarrow$  Rewiring prob - for making outside for of connections

$\rightarrow$  Decentralised search - local search

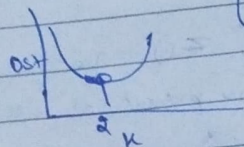
$\rightarrow$  Prob of putting a edge to far away node =  $\frac{1}{d(u,v)^k}$

$\uparrow$  dist  $\Rightarrow$   $\downarrow$  prob of edge b/w them



Mapping Designing road layout in city  
Use small world n/w with  $p = \text{rewiring prob.}$

Ideal  $k = ?$



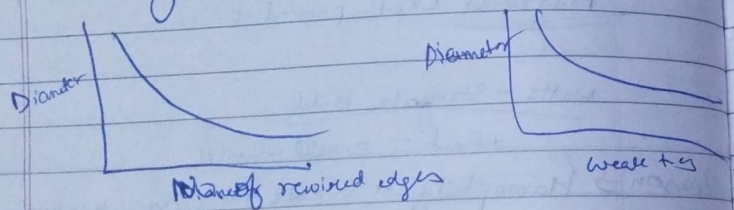
$k=2$  ideally

For  $2D > k=2$   
 $1D, k=1$

dist b/w random nodes in  $(n^{\frac{1}{2}} \text{ nodes})$  small world  
 $\propto \log N$

Week 12

We can add random edges rather than  
rewiring to reduce the diameter



Myopic = Decentralised search

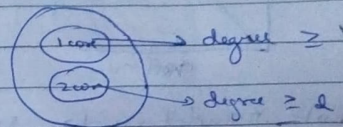
Node knows only dist of neighbour  
to target

As nodes  $\uparrow$  se, myopic search time  
in a log plot -  
logarithmic all  $N$ 's

3 factors to get viral

- ① Quality of message
- ② Structure of n/w
- ③ Key  $p$  nodes

Right key nodes?  $\rightarrow$  core nodes - densely connected



$k$ -shell decomposition

- making core buckets

1-core =  $B_1 \cup B_2 \cup B_3$

2-core =  $B_2 \cup B_3$

3-core =  $B_3$

Caching cascade model

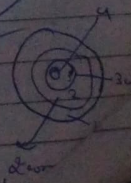
& set of people - check Influential Power

Independent cascade  $\rightarrow$  whether infection  
passed or not

Telling core nodes?

- ① Calculate influential power of all taking one as  
seed - time consuming

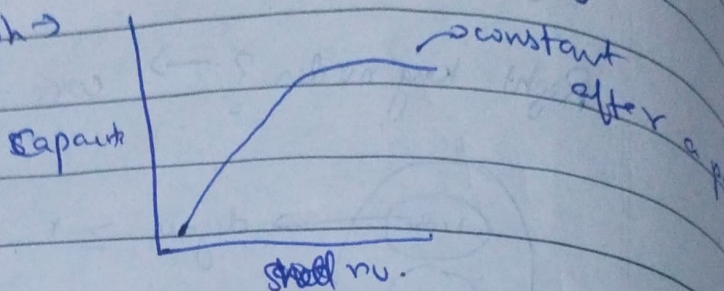
- ② Try by calculate core no.  
CORENESS = Degree





Pseudo-core

- Take a graph, calculate cascade capacity of each shell (influential power)
- Plot  $x = \text{shell no.}$ ,  $y = \text{capacity}$

Graph  $\rightarrow$ 

$\rightarrow$  It is not mandatory to go extreme inner core - rather can influence outer core too. (more in no.)

$\Rightarrow$  lot more people from outer core which can help  $\geq$  pseudo-core

Granovetter - Weak Ties

Girvan - B/wness for bridge

Milgram - small world search algo

Watts & Strogatz  $\Rightarrow$  Hubs + weak ties

$\downarrow$   
email = small world

collaborative local network