

Multilayer stream graphs

JFLI Workshop - 2019

Pimprenelle Parmentier

M1 student

Riken AIP

pimprenelle.parmentier@polytechnique.edu

Supervisors :

Tiphaine Viard (Riken AIP)

Benjamin Renoust (Institute for Dataability Science, Osaka University)

Jean-François Baffier (JSPS)

Introduction

Graphs : interactions (edges) between individuals (nodes).

$$G = (V, E)$$

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A few examples :

- social interactions
- IP network
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⇒ More complex systems : How to deal with...

- different types of nodes and/or different types of links ?
- time-dependence ?

Building a new object

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 - applicable
 - interesting results

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- generalizing the first two existing notions :
 - multilayer graphs
 - stream graphs

Multilayer graphs : complex structures

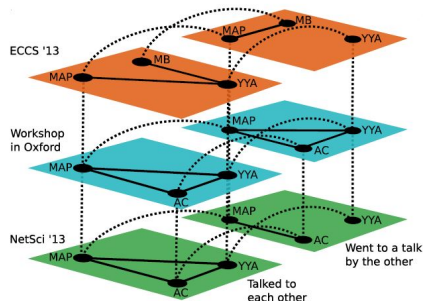
$$M = (V_M, E_M, V, L)$$

$V = \{MAP, MB, YYA, AC\}$

$L = \{\text{conferences, relationship types}\}$

$V_M = \{(\text{MAP/ECCS'13/Talk to each other}), \text{etc} \}$

$E_M = \{\text{Edges between elements of } V_M\}$



Different types of interaction
Different types of nodes } \rightarrow **More complex structures**

Stream Graphs : time-dependence

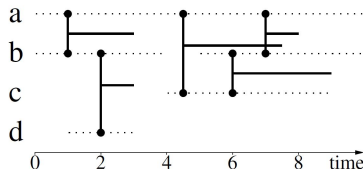
$$S = (T, V, W, E)$$

$$T = [0, 10]$$

$$V = \{a, b, c, d\}$$

$$W = \{(t, u) | u \text{ appears at } t\}$$

$$E = \{(t, (u, v)) | (u, v) \text{ appears at } t\}$$

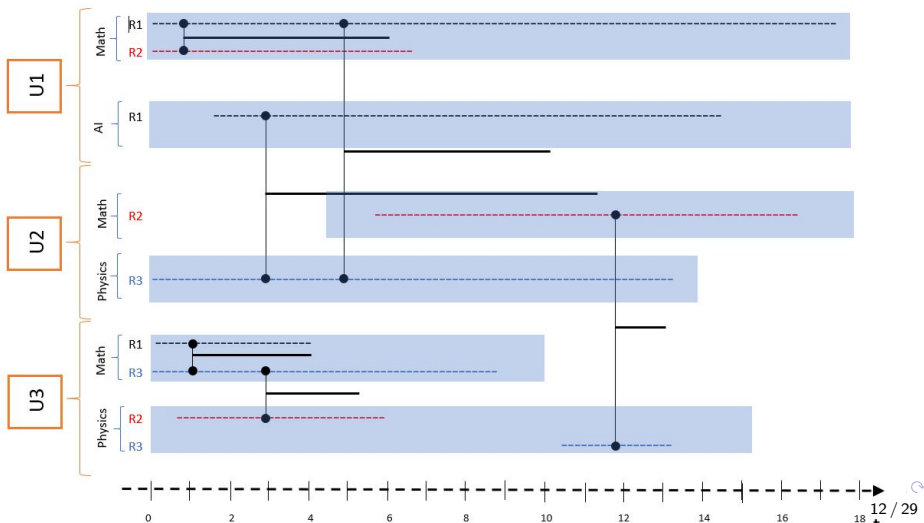


- nodes can appear or disappear in function of continuous time
- links can appear or disappear in function of continuous time

→ **Model interactions over time**

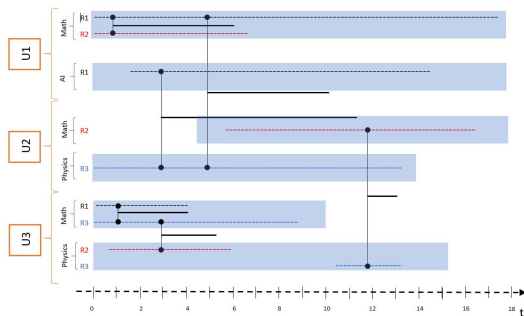
The multilayer stream graph

$$G = (T, T_M, V, W_M, E_M, \mathcal{L})$$



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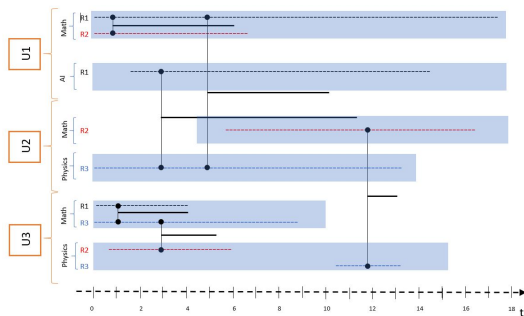
$$G = (T, T_M, V, W_M, E_M, \mathcal{L})$$



$$T = [0, 18]$$

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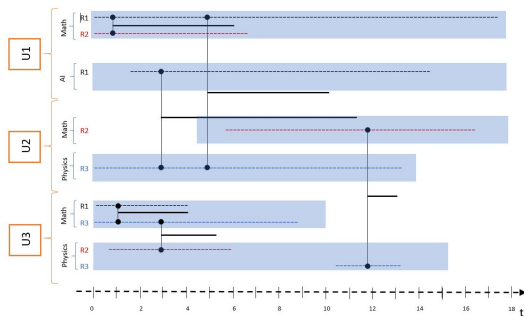


$$T = [0, 18]$$

$$\mathcal{L} = \{Uni, Dept\}$$

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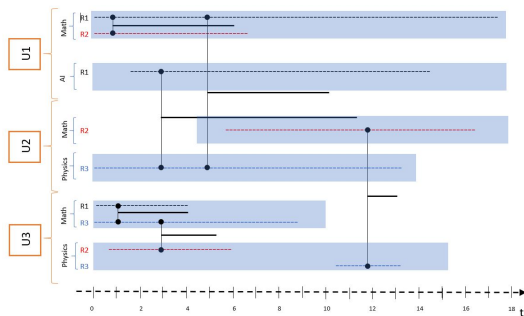
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$$V = \{R1, R2, R3\}$$

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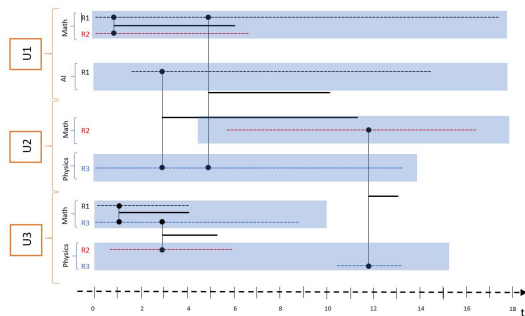
$$\mathcal{L} = \{Uni, Dept\}$$

$$V = \{R1, R2, R3\}$$

$$T_M = \{([0, 10], (U3, Math)), \dots\}$$

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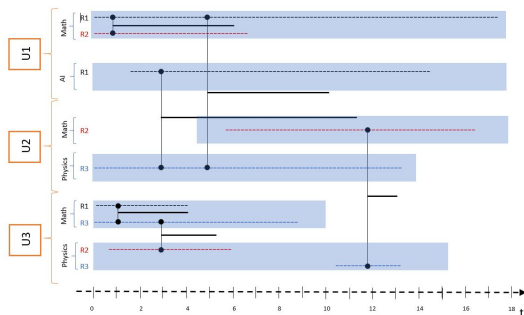
$$V = \{R1, R2, R3\}$$

$$T_M = \{([0, 10], (U3, Math)), \dots\}$$

$$W_M = \{(t, (R1, U1, Math)) | t \in [0, 18]), \dots\}$$

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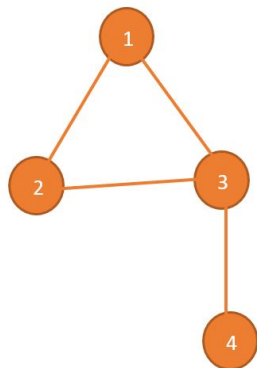
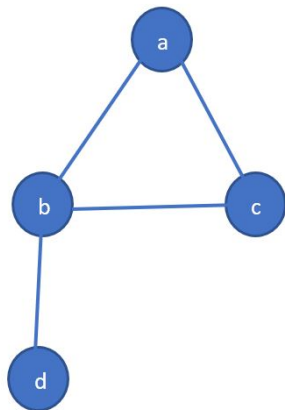
$$T_M = \{([0, 10], (U3, Math)), \dots\}$$

$$W_M = \{(t, (R1, U1, Math)) | t \in [0, 18]\}, \dots\}$$

$$E_M = \{(t, (R1, U1, Math), (R2, U2, Math)) | t \in [1, 6]\}, \dots\}$$

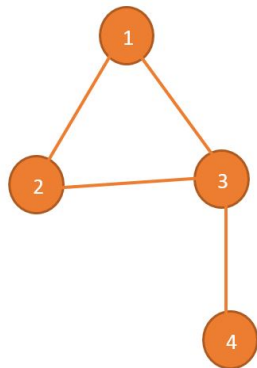
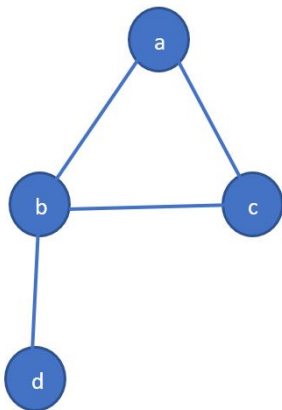
Isomorphism

G_1 and G_2 are **isomorphic** if we can find a bijection which map the nodes of G_1 to the nodes of G_2



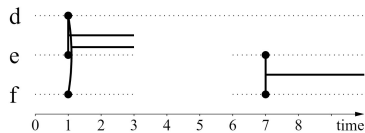
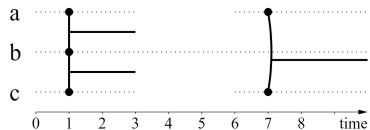
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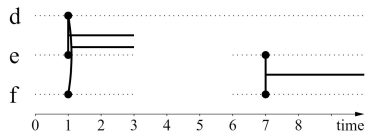
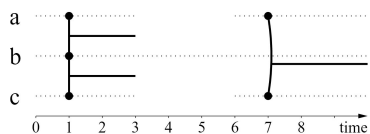


$$a \rightarrow 2, b \rightarrow 3, c \rightarrow 1, d \rightarrow 4$$

Isomorphism

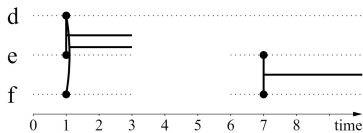
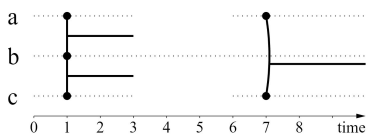


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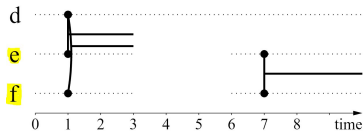
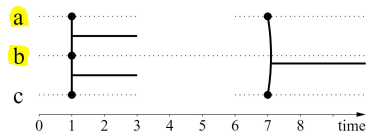


$$a \rightarrow f, b \rightarrow d, c \rightarrow e$$

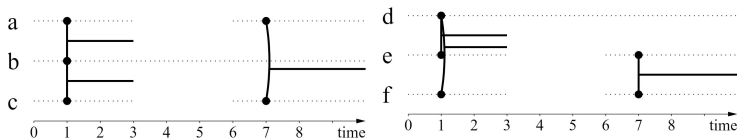
Isomorphism



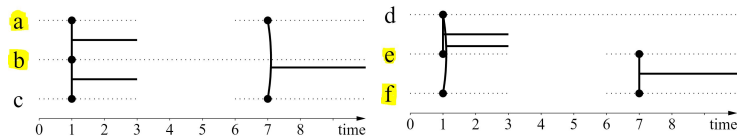
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Isomorphism



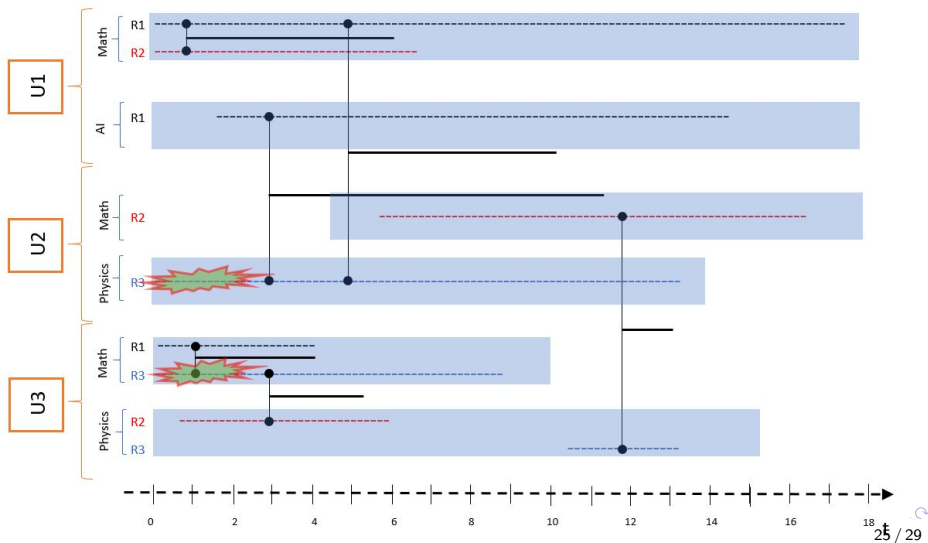
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There is no bijection that respects layer structure.

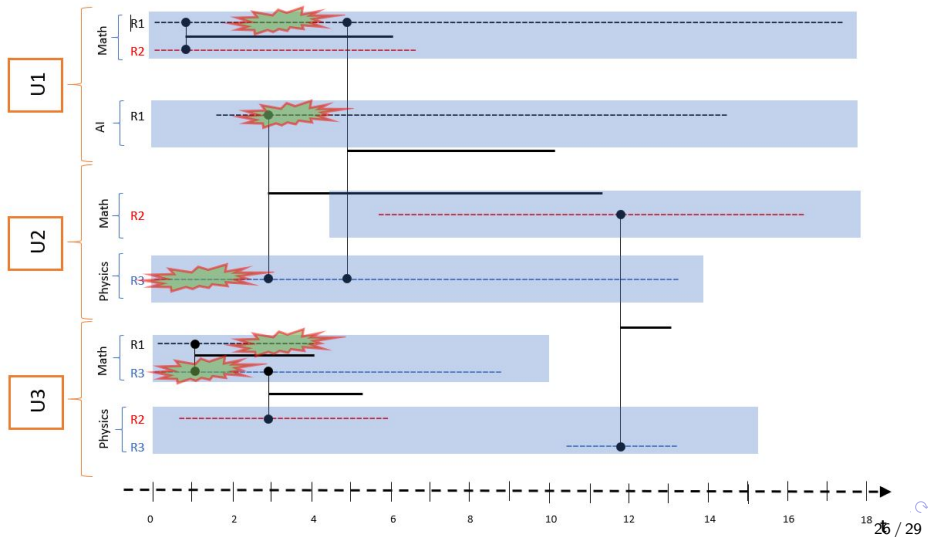
Possibilities : diffusion

Find the "decisive" times and and nodes/links/layer : stop a diffusion, find a weakness in the network...



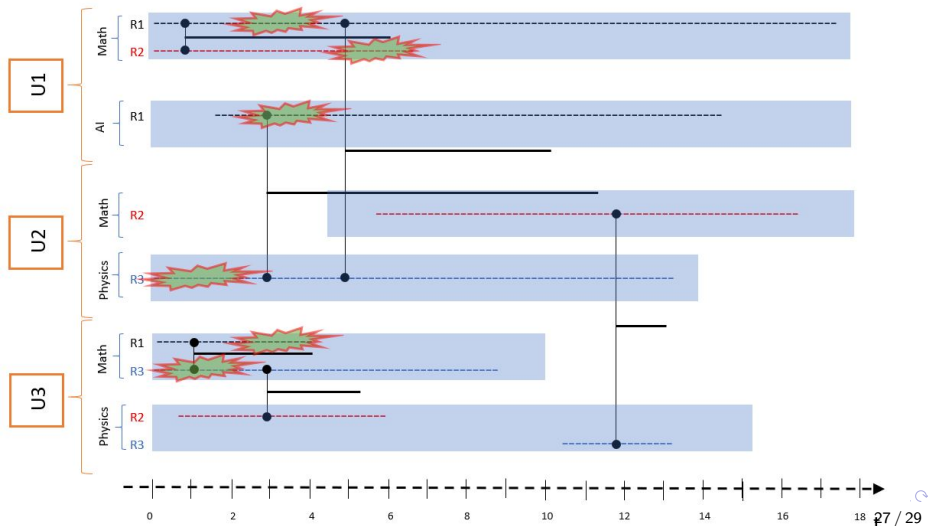
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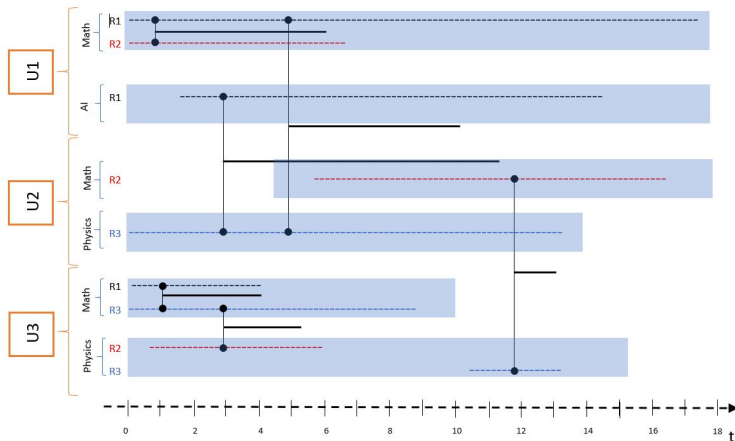
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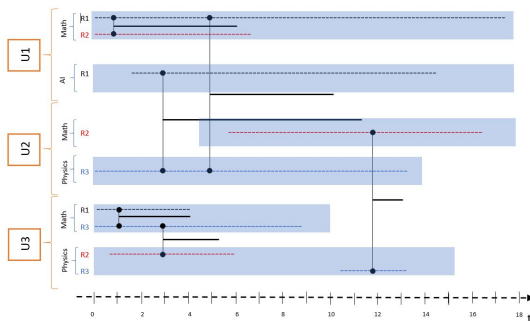


Possibilities : influence

Measure "influence" : find a "precursory", find which parameter are "important" and which are not (ex : most of researchers who won the price P worked in dept D in university U at time T) ...



Thank you !



- **Multilayer stream graphs** are graphs with nodes and edges of different types and can change with time
- What we have done : formal object $\mathbf{G} = (\mathbf{T}, \mathbf{T}_M, \mathbf{V}, \mathbf{W}_M, \mathbf{E}_M, \mathcal{L})$
- What we are doing : computational object, visualization
- Next step : **measure of "influence"**
- Tracks for the future : **study of diffusion**