

Roll NO

Social Network Analysis

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Tests.

Pg 1

(a)	$\begin{pmatrix} 1 & 0 & 0 \\ 1 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$	Connectivity Adjacency matrix	$\begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$
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(b) Erdos-Random Network model connects nodes with fixed probability & generates random graphs without considering node properties.

(c) C. Non equilibrium. (Q. 6) Optimal combination of strategies for both players. unilateral change of strat reduces chances of winning.

(d) B. Assortative mixing. Preference of individuals to connect with similar ones like same interest, Age group, Profession, in social networks.

(e) D. Because it quantifies how often a node lies on the shortest path between nodes. Centrality measures frequency at which node appears on shortest paths. Definition

(f) K. Presence of many nodes with high degrees that maintain connectivity.

(g) A. No. of intra community edges expected in random with same degree.

(h) B. (2/5)  
Jaccard co-eff. =  $\frac{\text{Intersection}}{\text{Size of Union of neigh. sets}} = \frac{(20)}{(A \cup B \cup C \cup D) 5} = \frac{2}{5}$  sentence

Nodes in ICM are activated based on independent edge probabilities. But (Pg 2)  
(1) (A) LTM uses threshold dependent on sum of neighbor influences.

(j) (B) As connected nodes are dissimilar it leads to less accurate feat. aggregation & poor classif. performance.

(Q2) strategy to identify individuals for most effectively use limited vaccines for minimizing infections

(1) Identify individuals that might act as bridges to spread across groups using Betweenness centrality.

(2) Vaccinate individuals with high degree of connectivity.  $\rightarrow$  high No. of direct contacts using Degree centrality.

This minimizes spread within and across groups effectively.

(Q3) combining link prediction algorithm with node embedding to generate recommendations

(1) use Node2Vec to capture structural & semantic relationships in network

(2) predict potential collaboration within existing network using link prediction



(3) Homophily in context of collaboration Pg 2  
among researchers.

While generating recommendation for collaborations, use the factor that the suggested researcher be from a different field but complimenting disciplines, can create a crosswalk to suggest which disciplines other than own are complimentary for collaboration; for each researcher looking to collaborate.

Q. 4. (a) Girvan - Newman Algorithm for community detection. - Iteratively removes edges with highest betweenness centrality to discover community structure

(b) It identifies and removes edges that act as bridges b/w communities by using edges ~~with~~ betweenness centrality

(c) Computational limitation of Girvan is its high cost of computation, which becomes prohibitive for large networks

(d) For optimizing modularity Louvain method uses hierarchical clustering -> As a scalar alternative

Q.5

(a) Introduction in PageRank algorithm. (Pg 4)

- Node importance is determined based on number of quality links of a Node

(b) In a surfer based Page-Rank algorithm

(d) damping factor. accounts for probability ~~that~~ of a random surfer continuing following links & preferring link

(c) Problem with nodes that have no outgoing links. is they disrupt convergence ranks of such dangling nodes can be redistributed to other nodes to ensure convergence of Algorithm.

Q. (6)

Player 1	Player 2	
	strat A	strat B.
strat U	(3, 2)	(0, 1)
strat L	(2, 0)	(2, 3).

Nash equilibrium

= optimal

= best strategy

(combo for both

players.

Any one switching will only do worse.

- continued in  
next pg.



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# Finding Nash equilibria -

(Pg 5)

identifying if a player outcome can improve

(a) by changing strategy.

(1) Player 1's strategy "U" vs Player 2's A.

if player 1 switching from U to L,

		Player 2	
		A	B
Player 1	U	(3, 2)	(0, 1)
	L	(2, 0)	(2, 3)

Player 1 switching from U to L,  
 payoff decreases from (3 to 2)  
 Player 2 switching from A to B  
 decreases payoff from (2 to 1)

(U, A) is a Nash equilibrium

(2) U vs B. (0, 1)  
 Player 2 from B to A,  
 increases payoff ~~0 to 3~~  
 X doesn't qualify

Player 2 switching from B to A payoff  
 increases 1 to 2. X Nash.

(3) (L, A). Player 1 switch L to U  
 P. off 2  $\rightarrow$  3 X doesn't qualify  
 Player 1 A to B. increases. doesn't  
 P. off 0  $\rightarrow$  3 X an.

(4) (L, B) Player 1 sw. from (L to U)  $\rightarrow$  Nash  
 payoff decreases 2 to 0. Billion  
 Player 2 sw from B to A, 3  $\rightarrow$  0

Q6. (Continued)

Pg 6

(a) So, pure strategy Nash equilibria are (U, A), and (L, B)

where unilateral change of strategy reduces chances of payoff for both players.

(b) When player 1 chooses U with prob  $P$   
Player 2's strategy A payoff.

$$(P, 2) + (1-P) \cdot 0 = 2P$$

Player 2's strategy B payoff.

$$P \cdot 1 + (1-P) \cdot 3 = 3 - 2P$$

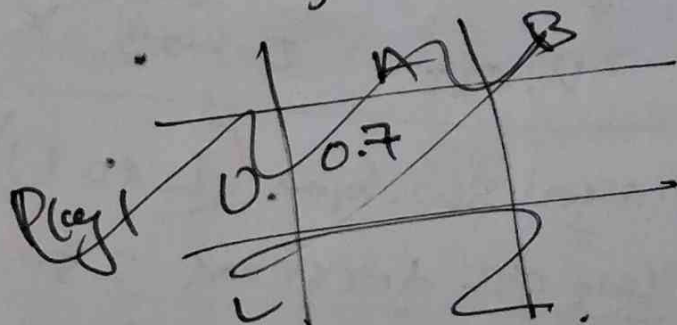
(c) when  $P = 0.7$ ,  $2P = 1.4$

Payoff for player 2  
with strategy A.

$$\text{Payoff for Player 2} = 3 - 2P$$

$$\text{with strat. B} = 3 - 1.4$$

$$\text{Pay}_2 = 1.6$$



Page 7.

(7)

GNN

- Layer 0

$$h_A^{(0)} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}, h_C^{(0)} = \begin{pmatrix} 0 \\ 3 \end{pmatrix} \quad h_B^{(0)} = \begin{pmatrix} 2 \\ 2 \end{pmatrix}$$

Aggregation of neighbours features

Step 1

= Avg of initial feature vectors

$$h^{(0)}_{NB} = \frac{1}{3} [(1, 1) + (0, 3) + (2, 2)]$$

$$= \frac{1}{3} [(3, 6)] = (1, 2)$$

Step 2 Transformation

$$h^{(1)}_{NB} = W \cdot h^{(0)}_{NB}$$

Transf weight  
matrix

$$= \begin{pmatrix} 0.5 & 0 \\ 0.1 & 0.2 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

$$= \begin{pmatrix} 0.5 \times 1 + 0.2 \\ 0.1 \times 1 + 0.2 \times 2 \end{pmatrix} = \begin{pmatrix} 0.5 + 0 \\ 0.1 + 0.4 \end{pmatrix}$$

$$= \begin{pmatrix} 0.5 \\ 0.5 \end{pmatrix}$$

Step 3 Activation

$$\sigma \left( \begin{pmatrix} 0.5 & 0 \\ 0.1 & 0.2 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix} \right) \leq h^{(1)}_{NB}$$

$$= \sigma \left( \begin{pmatrix} 0.5 & 0 \\ 0.1 & 0.2 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \end{pmatrix} \right) \left( (1, 1) + (0, 3) + (2, 2) \right)$$



Q1 re-answered with justification Page 8  
(Q1) with justification Ans (D).  
(e) ↑ For identifying critical nodes in a

network, betweenness centrality is more relevant because it quantifies how often a node lies on the shortest path b/w other nodes as this indicates the nodes importance in communication & information flow across the network.

(f) Ans. "C" Presence of many nodes with high degrees that maintain connectivity gives scale-free networks & their robustness because hubs are critical for network connectivity & random failure affects less connected nodes. but the hubs & targeted attacks on hubs make them vulnerable. Presence of high No. of

(g) Ans "A" High modularity indicates strong community structure with dense intra community connections, which is ~~one of~~ important goal in community detection. hence optimization finds Partition with high No. of intra community edges.