

C: Clustering
L: Avg path

coeff (# of edges btw
len (the nearest)
neighbors of a node)

$$L_r \sim \frac{\log N}{\log(\frac{K}{N} - 1)}$$

small

$$C_r \sim \frac{K}{N^2}$$

small

$$\lambda = \frac{L}{L_r} \sim 1$$

} for small world

$$\gamma = \frac{C}{C_r} \geq 1$$

} networks

$$\rightarrow \sigma = \frac{\gamma}{\lambda} \geq 1 \text{ for small world}$$

$$E_{\text{glob}} \sim \frac{1}{L}$$

} ie global efficiency
inverse to path
len since low means

$$E_{\text{loc}} \sim C$$

} path

it's easy to send long dist
messages. Local efficiency prop
to C since high clustering
means easy to send messages
to neighbors.

Small world networks are
efficient w.r.t. info
transmission since L small

→ E_{glob} high & C high

→ E_{loc} high. This is also
considering that small world
networks are rel. sparse.