



## A Connected World

Data Analysis for Real World  
Network Data

Introduction  
08.12.2022

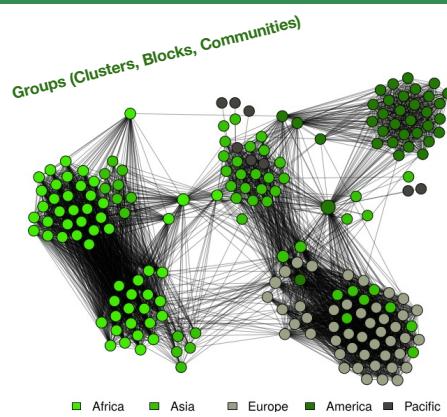
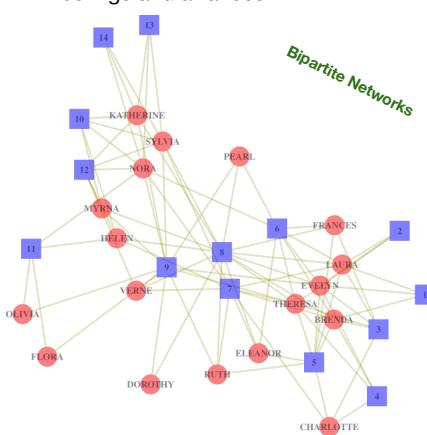
De Nicola, Fritz, Kauermann | 08 December 2022

1

## Networks ≠ Networks

### Networks ≠ Networks

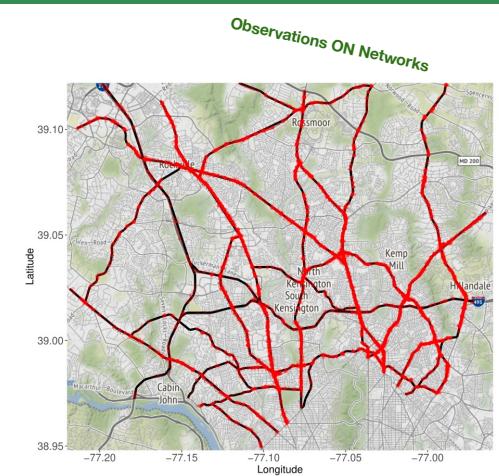
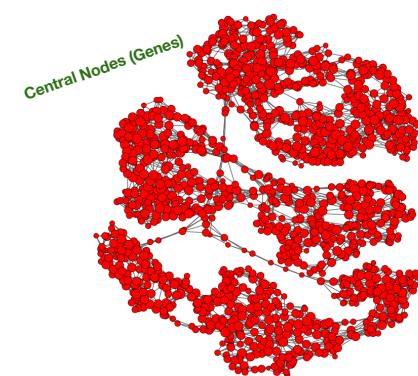
Meetings and alliances ...



3

### Networks ≠ Networks

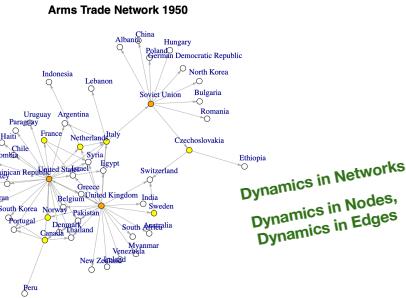
... Ig interactions and road grids



Latitude  
39.10  
39.05  
39.00  
38.95  
-77.20  
-77.15  
-77.10  
-77.05  
-77.00  
Longitude

## Networks ≠ Networks

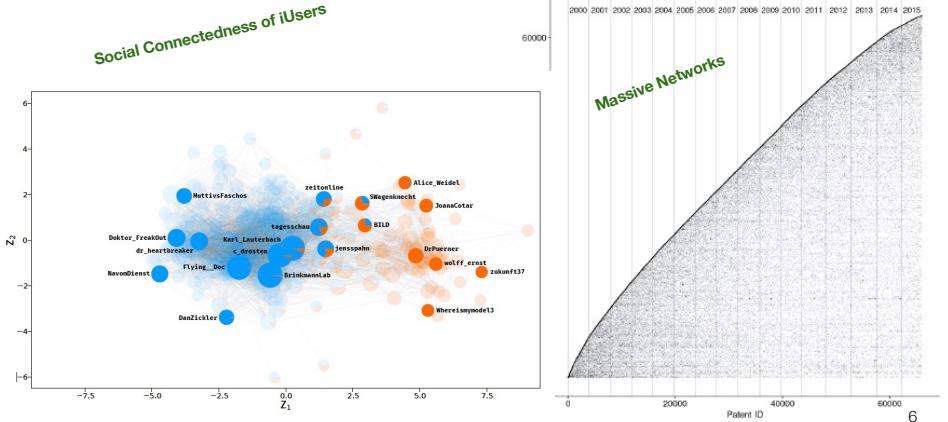
### Arms Trading Networks



5

## Networks ≠ Networks

### ... Twitter Network and patent collaboration



## Networks ≠ Networks

### Ubiquity of networks?

*In recent years there has been an explosion of network data — that is, measurements that are either of or from a system conceptualized as a network — from seemingly all corners of science. (Kolaczyk [106])*

*Empirical studies and theoretical modeling of networks have been the subject of a large body of recent research in statistical physics and applied mathematics. (Newman and Girvan [83])*

*Networks have in recent years emerged as an invaluable tool for describing and quantifying complex systems in many branches of science. (Clauset, Moore and Newman [38])*

*Prompted by the increasing interest in networks in many fields [...]. (Bickel and Chen [19])*

*Networks are fast becoming part of the modern statistical landscape. (Wolfe and Olhede [155])*

*The rapid increase in the availability and importance of network data [...]. (Caron and Fox [32])*

*Network analysis is becoming one of the most active research areas in statistics. (Gao, Lu and Zhou [79])*

*Networks are ubiquitous in science. (Fienberg [74])*

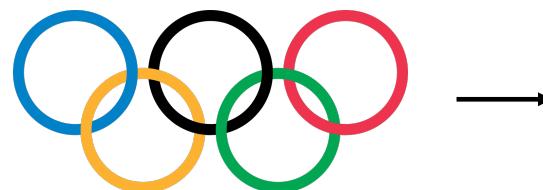
*Networks are ubiquitous in science and have become a focal point for discussion in everyday life. (Goldenberg, Zheng, Fienberg, and Airola [84])*

7

## Networks ≠ Graphs

### What do those networks have in common?

- Units, actors, agents, or nodes  $\Rightarrow \mathcal{N} = \{X_1, \dots, X_n\}$
- Ties between them  $\Rightarrow \mathcal{E} = \{(i, j); i, j \in \mathcal{N}\}$
- Edges are generally directed or undirected (focus now lies on the undirected case)
- Formalization of networks:
  - We use graphs to represent networks as a mathematical object
  - Graphs are a natural way to represent networks graphically

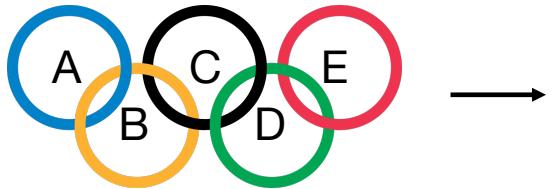


8

## Networks $\neq$ Graphs

What do those networks have in common?

- Units, actors, agents, or nodes  $\Rightarrow \mathcal{N} = \{X_1, \dots, X_n\}$
- Ties between them  $\Rightarrow \mathcal{E} = \{(i, j); i, j \in \mathcal{N}\}$
- Edges are generally directed or undirected (focus now lies on the undirected case)
- Formalization of networks:
  - We use graphs to represent networks as a mathematical object
  - Graphs are a natural way to represent networks graphically

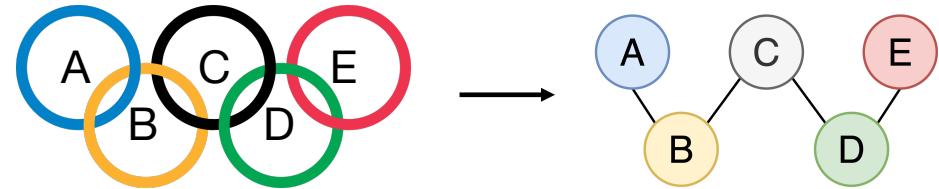


9

## Networks $\neq$ Graphs

What do those networks have in common?

- Units, actors, agents, or nodes  $\Rightarrow \mathcal{N} = \{X_1, \dots, X_n\}$
- Ties between them  $\Rightarrow \mathcal{E} = \{(i, j); i, j \in \mathcal{N}\}$
- Edges are generally directed or undirected (focus now lies on the undirected case)
- Formalization of networks:
  - We use graphs to represent networks as a mathematical object
  - Graphs are a natural way to represent networks graphically

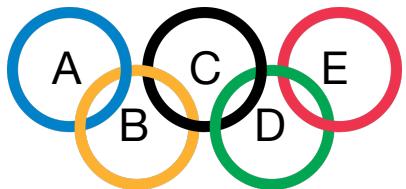


10

## Networks $\neq$ Graphs

What do those networks have in common?

- Units, actors, agents, or nodes  $\Rightarrow \mathcal{N} = \{X_1, \dots, X_n\}$
- Ties between them  $\Rightarrow \mathcal{E} = \{(i, j); i, j \in \mathcal{N}\}$
- Edges are generally directed or undirected (focus now lies on the undirected case)
- Formalization of networks:
  - We use graphs to represent networks as a mathematical object
  - Graphs are a natural way to represent networks graphically



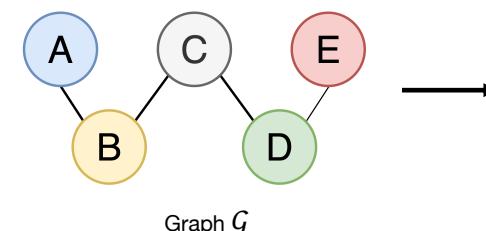
$$\begin{aligned} \mathcal{N} &= \{A, B, C, D, E\} \\ \mathcal{E} &= \{(A, B), (B, C), \\ &\quad (C, D), (D, E)\} \end{aligned}$$

11

## Adjacency Matrix

Alternative representation of networks?

1. Graphs as tuples are not handy
2. Matrices are easier to handle



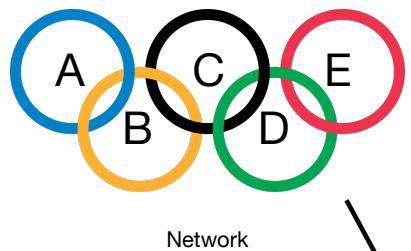
$$A \begin{pmatrix} & B & C & D & E \\ A & - & 1 & 0 & 0 & 0 \\ B & 1 & - & 1 & 0 & 0 \\ C & 0 & 1 & - & 1 & 0 \\ D & 0 & 0 & 1 & - & 1 \\ E & 0 & 0 & 0 & 1 & - \end{pmatrix}$$

Adjacency Matrix  $y$

$$y_{ij} = \begin{cases} 1, & \text{if } (i, j) \in \mathcal{E} \\ 0, & \text{else} \end{cases}$$

12

## Networks $\Rightarrow$ Graphs $\Rightarrow$ Adjacency Matrix



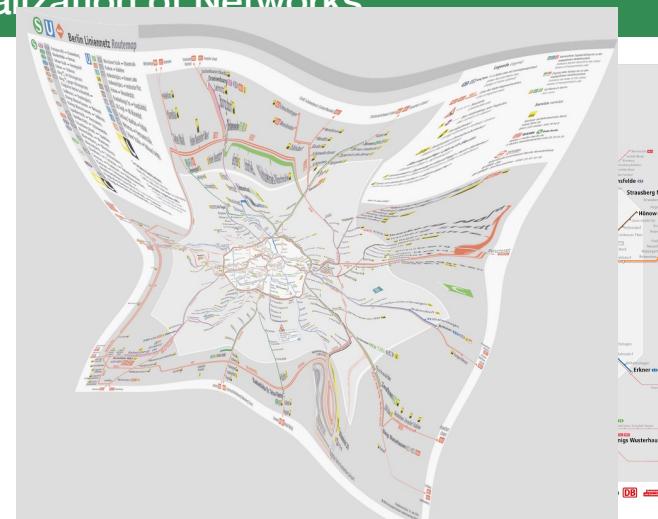
$$\text{Adjacency Matrix } y$$

$$\begin{array}{c|ccccc} & A & B & C & D & E \\ \hline A & - & 1 & 0 & 0 & 0 \\ B & 1 & - & 1 & 0 & 0 \\ C & 0 & 1 & - & 1 & 0 \\ D & 0 & 0 & 1 & - & 1 \\ E & 0 & 0 & 0 & 1 & - \end{array}$$

$$\begin{aligned} \mathcal{N} &= \{A, B, C, D, E\} \\ \mathcal{E} &= \{(A, B), (B, C), \\ &\quad (C, D), (D, E)\} \\ \text{Graph } \mathcal{G} & \end{aligned}$$

13

## Visualization of Networks



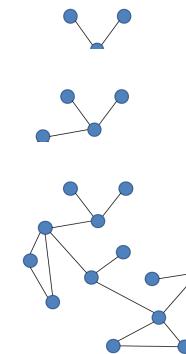
14

## Research Questions in/on Networks

### Research Questions

#### Selected Network Topics:

- Systemic Risks in Networks,
  - Spreading Diseases
  - Bank Failure
- Changing Actors in a Network
  - Traffic System
  - International Trade
- Changing Links in a Network,
  - Social Networks
  - Employment Networks
- Growing Network Size
- Network Traffic,
- Etc.



## Research Questions

- Research Questions are heterogeneous
- We focus in this course on a very few questions, namely
  - "Mutual dependence of edges"
    - *Is the friend of a friend my friend?*
  - "Latent Space of edges"
    - *Are two friends lying together in a social space?*

## Visualizing Networks

### Visualizing Networks

	Acciaiuoli	Albizzi	Barbadori	Bischeri	Castellani	Ginori
Acciaiuoli	0	0	0	0	0	0
Albizzi	0	0	0	0	0	0
Barbadori	0	0	0	0	1	1
Bischeri	0	0	1	0	0	0
Castellani	0	0	1	0	0	0
Ginori	0	0	1	0	0	0

- How can we visualize the network?
- What structural information does this matrix give us?

### Visualizing Networks

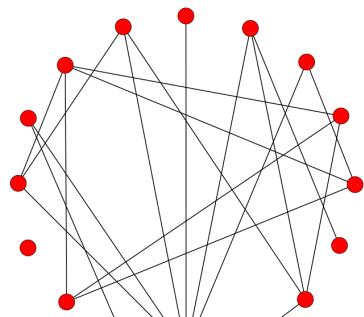
	Acciaiuoli	Albizzi	Barbadori	Bischeri	Castellani	Ginori
Acciaiuoli	0	0	0	0	0	0
Albizzi	0	0	0	0	0	0
Barbadori	0	0	0	0	1	1
Bischeri	0	0	1	0	0	0
Castellani	0	0	1	0	0	0
Ginori	0	0	1	0	0	0

- **How can we visualize the network?**
- What structural information does this matrix give us?

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect” )
  - Define requirements for “nice graphs”
  - Drawing Conventions: Hard Constraints
    - Only use Straight line
  - Aesthetics: Soft Constraints
    - No intersecting ties

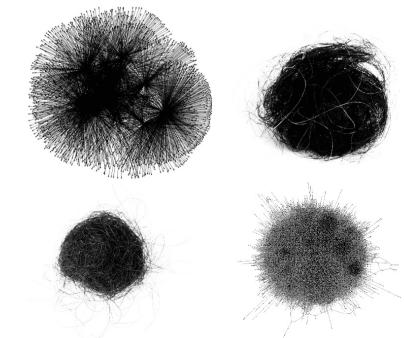


21

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect” )
  - Define requirements for “nice graphs”
  - Drawing Conventions: Hard Constraints
    - Only use Straight line
  - Aesthetics: Soft Constraints
    - No intersecting ties

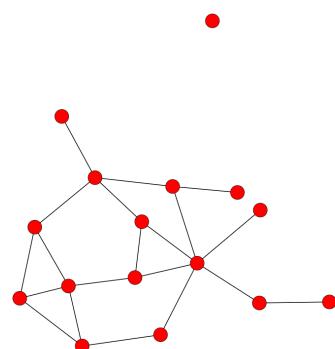


22

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect” )
  - Define requirements for “nice graphs”
  - Drawing Conventions: Hard Constraints
    - Only use Straight line
  - Aesthetics: Soft Constraints
    - No intersecting ties
2. Step: Algorithms to find “good” visualizations
  - **Kamada-Kawai** (MDS-based)
  - Fruchterman-Reingold (Analogy to physical systems)



23

## Visualizing Networks

	Munich	Berlin	Frankfurt	Düsseldorf
Munich	0	517	304	486
Berlin	517	0	424	477
Frankfurt	304	424	0	182
Düsseldorf	486	477	182	0

Distance matrix of cities

Haversine formula

MDS



24

## Visualizing Networks

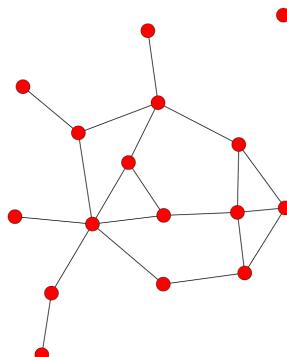
How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

- Define requirements for “nice graphs”
- Drawing Conventions: Hard Constraints
  - Only use Straight line
- Aesthetics: Soft Constraints
  - No intersecting ties

2. Step: Algorithms to find “good” visualizations

- **Kamada-Kawai** (MDS-based)
- Fruchterman-Reingold (Analogy to physical systems)



25

## Visualizing Networks

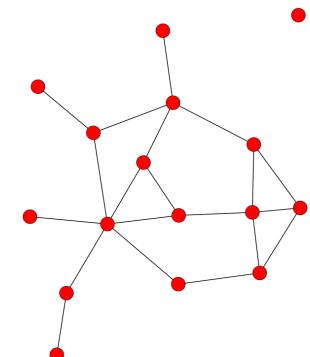
How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

- Define requirements for “nice graphs”
- Drawing Conventions: Hard Constraints
  - Only use Straight line
- Aesthetics: Soft Constraints
  - No intersecting ties

2. Step: Algorithms to find “good” visualizations

- Kamada-Kawai (MDS-based)
- **Fruchterman-Reingold** (Analogy to physical systems)



26

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

- Define
  - Drawin
  - Only
  - Aesthe
  - No ir
- 
- Three small network graph visualizations showing nodes as brown dots and edges as dashed lines, illustrating the “Hair-Ball Effect”. The nodes are arranged in a roughly circular pattern, with many edges crossing each other.

2. Step: Algorithms to find “good” visualizations

- Kamada-Kawai (MDS-based)
- **Fruchterman-Reingold** (Analogy to physical systems)



27

Source: Kobourov, 2012

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

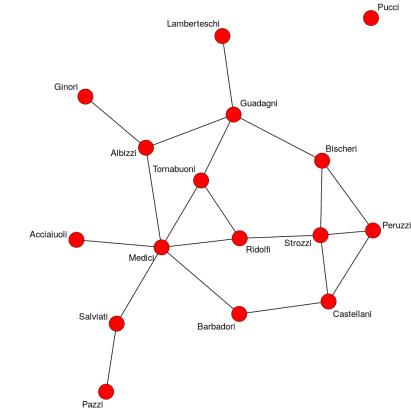
- Define requirements for “nice graphs”
- Drawing Conventions: Hard Constraints
  - Only use Straight line
- Aesthetics: Soft Constraints
  - No intersecting ties

2. Step: Algorithms to find “good” visualizations

- Kamada-Kawai (MDS-based)
- Fruchterman-Reingold (Analogy to physical systems)

3. Step: Additional data can be represented

- Label, size, shape, color of the nodes



28

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

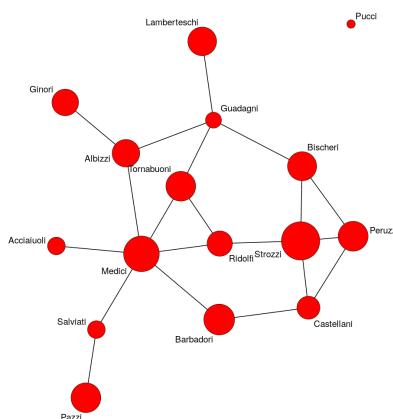
- Define requirements for “nice graphs”
- Drawing Conventions: Hard Constraints
  - Only use Straight line
- Aesthetics: Soft Constraints
  - No intersecting ties

2. Step: Algorithms to find “good” visualizations

- Kamada-Kawai (MDS-based)
- Fruchterman-Reingold (Analogy to physical systems)

3. Step: Additional data can be represented

- Label, size, shape, color of the nodes



29

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

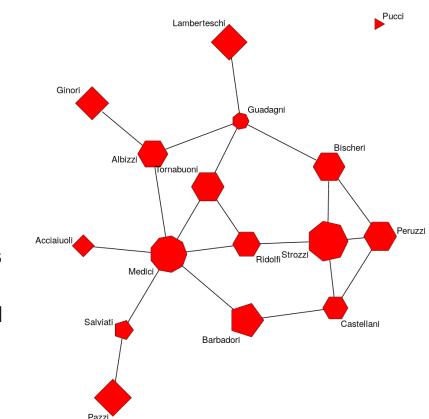
- Define requirements for “nice graphs”
- Drawing Conventions: Hard Constraints
  - Only use Straight line
- Aesthetics: Soft Constraints
  - No intersecting ties

2. Step: Algorithms to find “good” visualizations

- Kamada-Kawai (MDS-based)
- Fruchterman-Reingold (Analogy to physical systems)

3. Step: Additional data can be represented

- Label, size, shape, color of the nodes



30

## Visualizing Networks

How to place nodes and edges in space?

1. Step: Cycle Layout (“Hair-Ball Effect”)

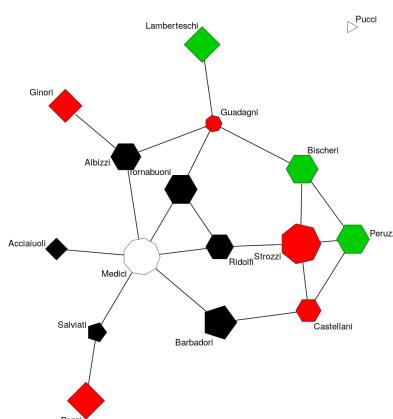
- Define requirements for “nice graphs”
- Drawing Conventions: Hard Constraints
  - Only use Straight line
- Aesthetics: Soft Constraints
  - No intersecting ties

2. Step: Algorithms to find “good” visualizations

- Kamada-Kawai (MDS-based)
- Fruchterman-Reingold (Analogy to physical systems)

3. Step: Additional data can be represented

- Label, size, shape, color of the nodes

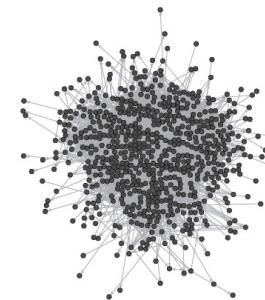


31

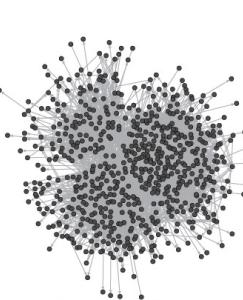
## Limitations in Visualizing Networks

- Large Networks are difficult to draw

- Dependent of the Algorithm we “see” the one ore other thing



(a) standard spring embedder



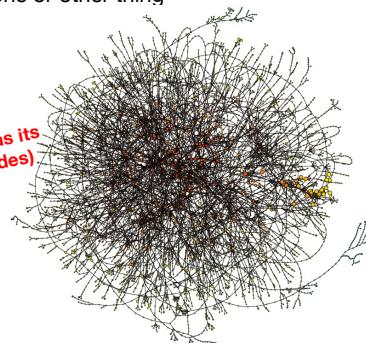
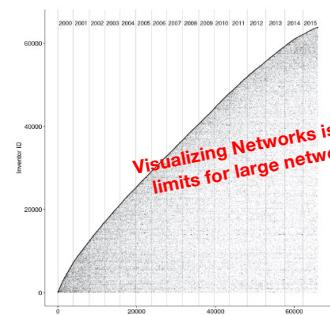
(b) stress minimization

Source: Network Science, Brandes & Sedlmair. Springer Verlag

32

## Limitations in Visualizing Networks

- Large Networks are difficult to draw
- Dependent of the Algorithm we “see” the one or other thing



33

## Describing Networks

### Descriptives of Networks: Global

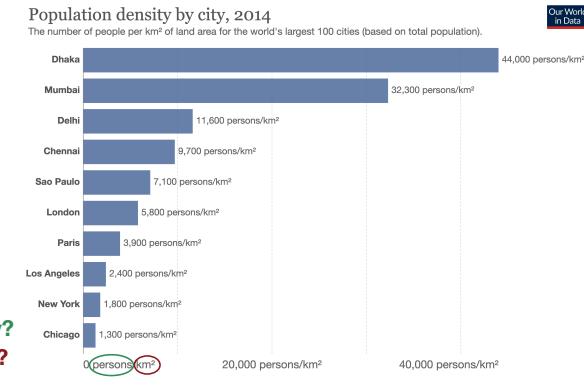
	Acciaiuoli	Albizzi	Barbadori	Bischeri	Castellani	Ginori
Acciaiuoli	0	0	0	0	0	0
Albizzi	0	0	0	0	0	0
Barbadori	0	0	0	0	1	1
Bischeri	0	0	1	0	0	0
Castellani	0	0	1	0	0	0
Ginori	0	0	1	0	0	0

- How can we visualize the network?
- What structural information does this matrix give us?

35

### Descriptives of Networks: Global

How to compare more or less dense cities?



36

## Descriptives of Networks: Global

How can we translate this to networks?

**How many?**  $\Rightarrow$  How many ties are observed?  $\Rightarrow$  Number of edges:  $\sum_{i < j} y_{ij}$

**Per space?**  $\Rightarrow$  How many ties are possible?  $\Rightarrow$  Possible edges:  $\binom{n}{2} = \frac{n(n-1)}{2}$

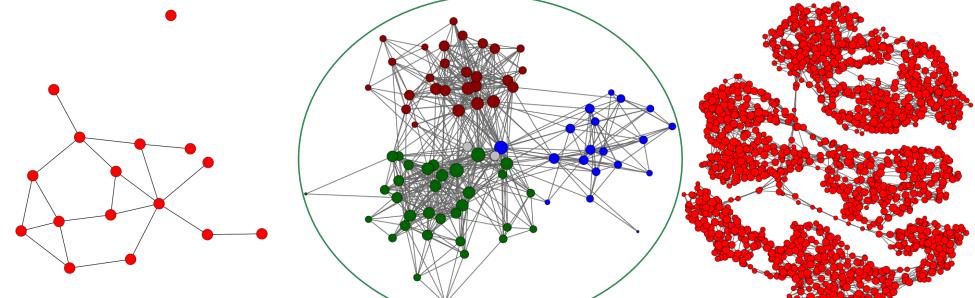
### Density of graph $\mathcal{G}$

The density of an undirected graph is the frequency of realized edges relative to potential edges

$$den(\mathcal{G}) = \frac{\sum_{i < j} y_{ij}}{\binom{n}{2}}$$

37

## Descriptives of Networks: Global



Marriage (0.166)

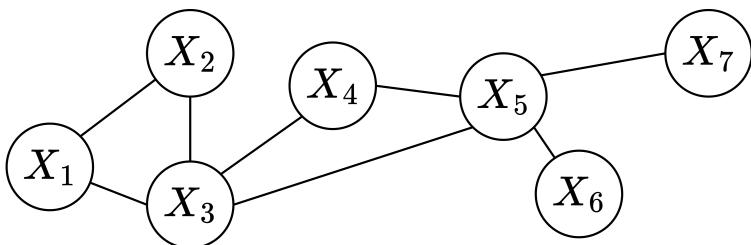
Friendships (0.178)

Ig Interaction (0.007)

38

## Descriptives of Networks: Degree

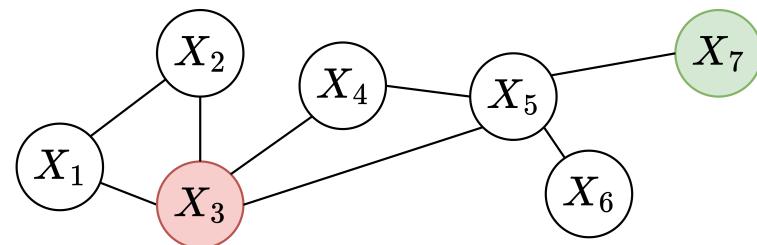
How can we describe the local position of a node? (more vs. less central)



39

## Descriptives of Networks: Degree

How can we describe the local position of a node? (more vs. less central)



40

# Descriptives of Networks: Degree

How can we translate this to a measure?

**How many?**  $\Rightarrow$  How many ties are observed?  $\Rightarrow$  Number of edges:  $\sum_{j \neq i} y_{ij}$

Degree of node  $X_i$  in graph  $\mathcal{G}$

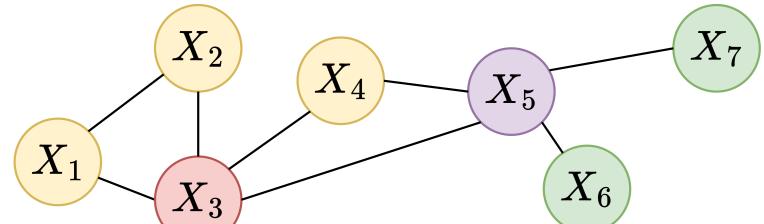
The degree of node  $X_i$  in an undirected graph is the frequency of realized edges

$$\deg(X_i) = \sum_{j \neq i} y_{ij}$$

41

## Descriptives of Networks: Degree

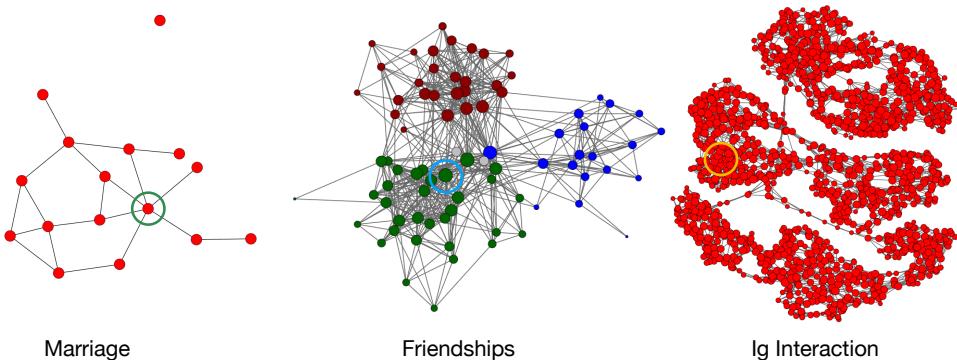
How can we describe the local position of a node? (more vs. less central)



$$\deg(X_i) = \sum_{j \neq i} y_{ij}$$

42

## Descriptives of Networks: Degree



Which actors of each networks are the most “central”?

43

## Descriptives of Networks: Centrality

How can we translate this to a global measure of “centralization”?

How much vary the degrees around the maximal degree?

## Degree centrality of graph $G$

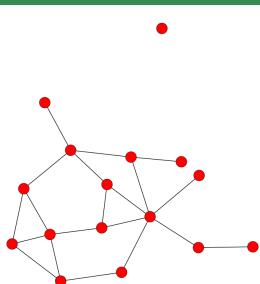
The degree centrality of an undirected graph  $G$  is given by:

$$\deg(\mathcal{G}) = \frac{\sum_{i=1}^n |\maxdeg(\mathcal{G}) - \deg_{\mathcal{G}}(X_i)|}{(n-1)(n-2)},$$

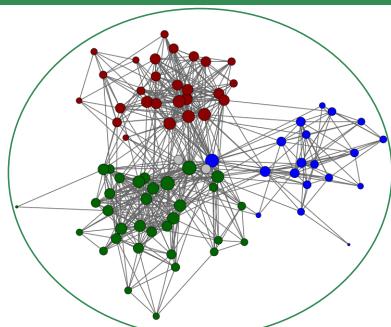
where the denominator relates to the maximal absolute deviation of the nominator possible.

44

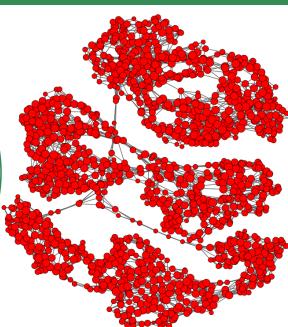
## Descriptives of Networks: Centrality



Marriage (0.233)



Friendships (0.334)

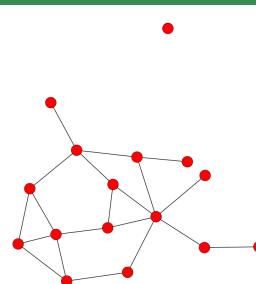


Ig Interaction) (0.006)

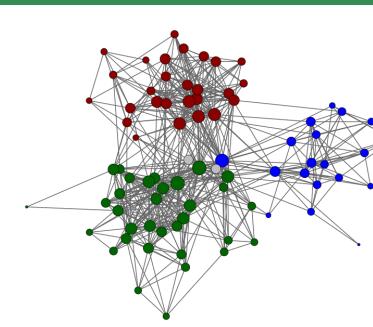
Which network is the most “centralized”?

45

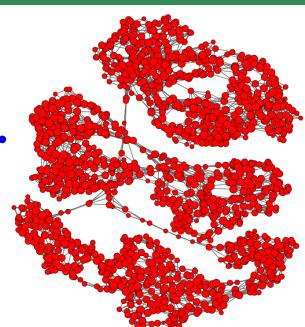
## Descriptives of Networks: Centrality



Marriage (0.233)



Friendships (0.334)



Ig Interaction) (0.006)

There are **HUNDREDS** of different centrality measures  
There are HUNDREDS of further measures

46

## Modelling Networks

### Modelling Networks

- We denote with  $Y \in \{0, 1\}^{n \times n}$  the network, represented as adjacency matrix.
- We assume that  $Y$  is a **matrix valued random variable** with model  $P(Y = y)$
- Sample Size
  - $N = 1 \Rightarrow$  one network, no repetition
  - $N = n \Rightarrow$  each of the  $n$  actors contributes
  - $N = n * (n - 1) / 2 \Rightarrow$  each edge contributes
- This is a mathematical as well as a conceptual question

# Modelling Networks

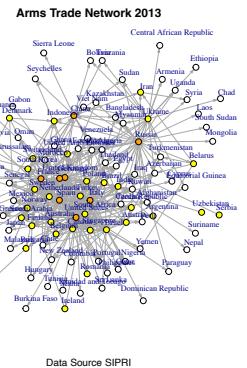
N = 1

The observed network is given.

Why should we apply probability models in the form  $P(Y = y)$  if  $y$  is NOT a realization of a random process

The approach  $P(Y = y)$  allows to uncover the “driving forces” or edges

*In what way is the network 2013 different to other years ?*



# Modelling Networks

$$N = n$$

## Actor/node focus

What drives an actor to build links/edges to other actors

## *Who is the global player, and why?*



# Modelling Networks

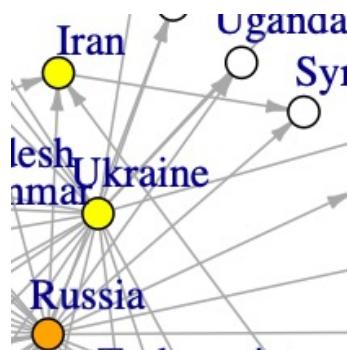
$$N = n(n - 1)/2$$

## Edge focus

What influences the existence of a link

## Mutual dependence of links

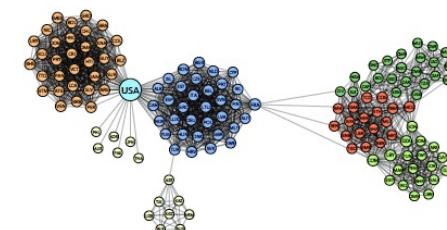
*Is the friend of a friend a friend?*



# Modelling Networks

Latent Space

- Nodes connect due to their local distance
  - Nodes connect due to some latent model



## Modelling Networks

- The probability model is useful, even though networks do not follow the classical statistical paradigm of i.i.d. data.
- The probability model itself is conceptually very questionable.
- There is no realistic asymptotics in network data analysis.
- Confidence intervals as well as variance estimates are not rigorously justifiable.
- Still: The models are very useful.

## Outline of Course

- Models based on Edge Behavior (Exponential Random Graph Models)

Cornelius Fritz

- Models based on Latent Spaces

Giacomo de Nicola