Centrality, Connected Components, and Communities

MIE223

Winter 2025

1 Centrality, Connected Components, and Communities

Note 1. centrality can be determined by degree

1.1 what does degree not capture

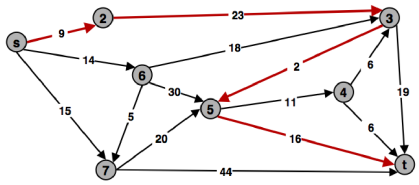
cut vertices connect two components but does not have a high degree

1.2 shortest path in a network

Shortest path network: (V, E, s, t, c) .

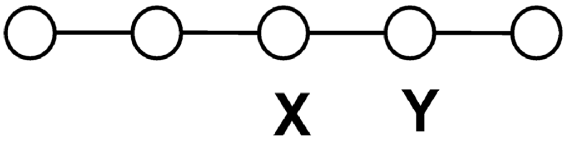
- **Directed graph (V, E).**
- **Source s ∈ V, sink t ∈ V.**
- **Arc costs c(v, w).**
- **Cost of path = sum of arc costs in path.**

Cost of path s - 2 - 3 - 5 - t
= 9 + 23 + 2 + 16
= 48.



1.3 Betweenness: centrality capturing brokerage

Intuition: how many pairs of individuals would have to go through you in order to reach one another in the minimum number of hops?



1.4 Betweenness: definition

$$C_B(i) = \sum_{j<k} g_{jk}(i)/g_{jk}$$

Where g_{jk} = the number of shortest paths connecting *jk*
$g_{jk}(i)$ = the number that vertex *i* is on.

Usually normalized by:

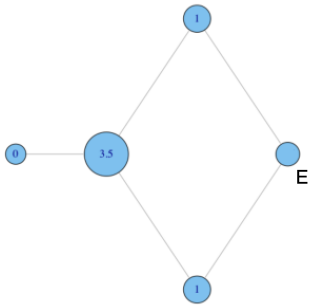
$$C_B'(i) = C_B(i)/[(n-1)(n-2)/2]$$

number of pairs of vertices excluding the vertex itself

a betweeness centrality for node i is the number of nodes other than i who have to through i to interact with each other
$g_{jk}(i)$ is a subset of g_{jk}
3 ordered pairs with 3 nodes equates to 9 paths

1.5 quiz questions

- What is the betweenness of node E?



a) 0.5
b) 1
c) 1.5
d) 2

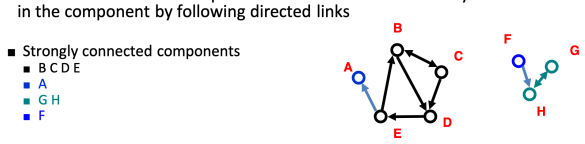
what is betweenness of node E? a) 0.5 to get from 1 to 1 you can go through 3.5 or E
q2: G high betweenness low degree, A opposite

2 Community detection

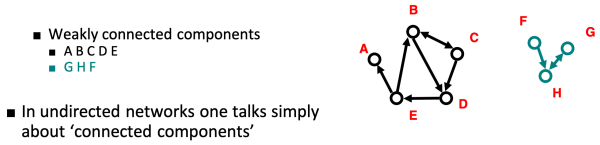
Can we discover community structure in an automated way?

2.1 Connected components

- Strongly connected components
  - Each node within the component can be reached from every other node in the component by following directed links

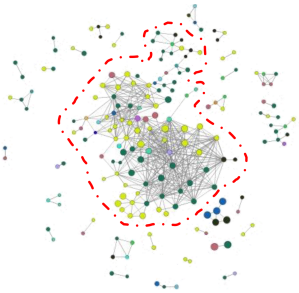


- Weakly connected components: every node can be reached from every other node by following links in either direction



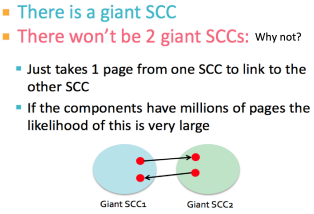
2.2 Giant component

Note 2. if the largest component encompasses a significant fraction of the graph, it is called the giant component

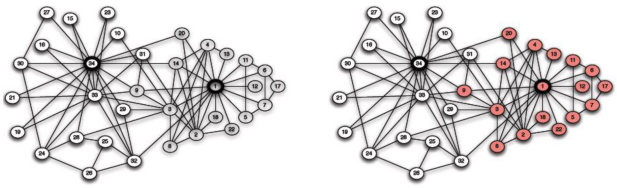


great exam question: generalize equation for betweeness for edges How many paths pass through this edge rather than the node generalize the equation to directed graphs

2.3 No 2 giant SCCs



2.4 Splitting Zachary Karate Club



(a) *Karate club network* (b) *After a split into two clubs*

do until (2 disconnected graphs) compute betweennesses first for the given graph remove edge has highest betweenness

2.5 betweenness clustering

Algorithm

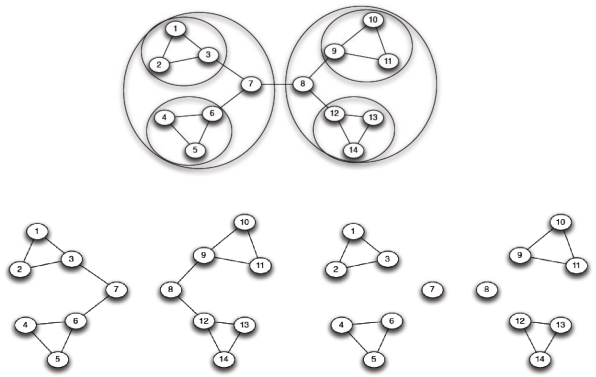
- Compute betweenness for all edges
- while (betweenness of any edge ¿ threshold):
- remove edge with highest betweenness
- recalculate betweenness

Betweenness needs to be recalculated at each step

- removal of an edge can impact the betweenness of another edge
- very expensive: all pairs shortest path – O(N^3)
- may need to repeat up to N times
- does not scale to more than a few hundred nodes, even with the fastest algorithms

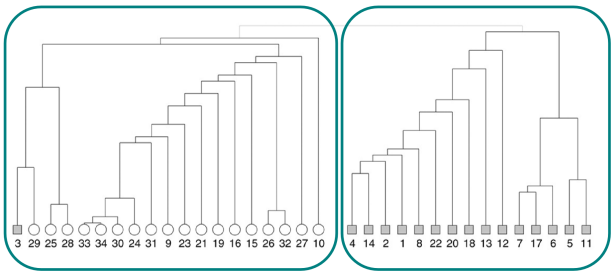
2.6 betweenness clustering:

successively remove edges of highest betweenness (the bridges, or local bridges), breaking up the network into separate components



(a) *Step 1* (b) *Step 2*

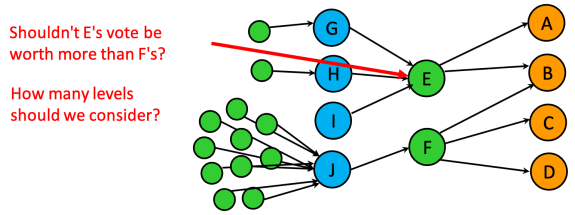
2.7 betweenness clustering algorithm & the karate club data set



dendrogram: tree diagram that shows the hierarchical relationship between objects

3 Google's PageRank

3.1 PageRank: Intuition



Imagine a contest for The Web's Best Page

- Initially, each page has one vote
- Each page votes for all the pages it has a link to
- To ensure fairness, pages voting for more than one page must split their vote equally between them
- Voting proceeds in rounds; in each round, each page has the number of votes it received in the previous round
- In practice, it's a little more complicated - but not much!

3.2 PageRank

Each page i is given a rank x_i
Goal: Assign the x_i such that the rank of each page is governed by the ranks of the pages linking to it:

$$x_i = \sum_{j \in B_i} \frac{1}{N_j} x_j$$

Rank of page *i*

How do we compute the rank values?

Every page *j* that links to *i*

Number of links out from page *j*

Rank of page *j*

3.3 Iterative PageRank (simplified)

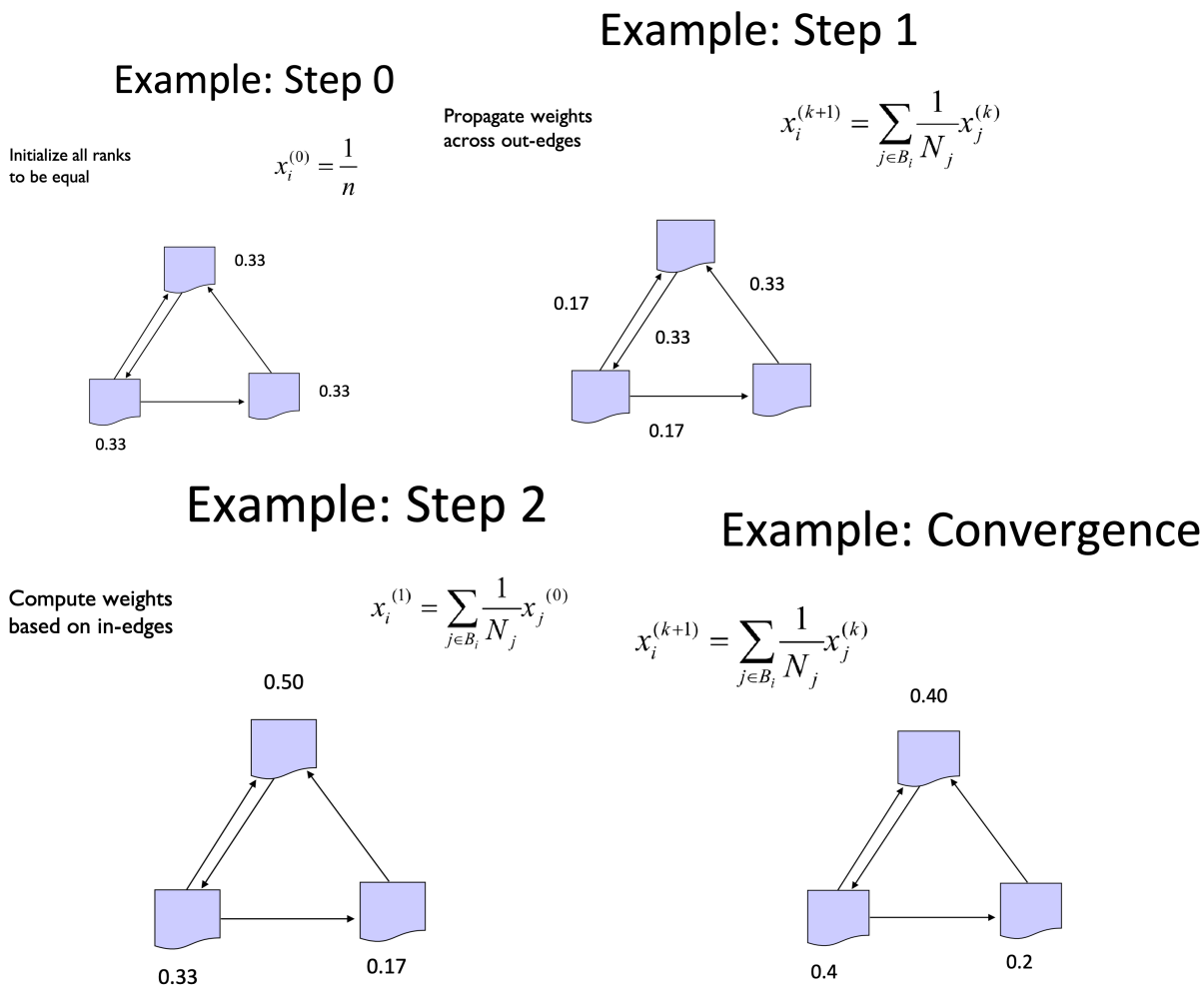
Initialize all ranks to be equal, e.g.:

$$x_i^{(0)} = \frac{1}{n}$$

Iterate until convergence

$$x_i^{(k+1)} = \sum_{j \in B_i} \frac{1}{N_j} x_j^{(k)}$$

3.4 Example



3.5 Naïve PageRank Algorithm Restated

Let

- N(p) = number outgoing links from page p
- B_p = set of pages that back-link to page p

$$PageRank(p) = \sum_{b \in B_p} \frac{1}{N(b)} PageRank(b)$$

Each page b distributes its importance to all of the pages it points to (so we scale by 1/N(b))
Page p's importance is increased by the importance of its back set

3.6 In Linear Algebra formulation

– Create an m x m matrix M to capture links:

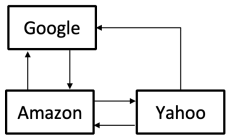
$$M(i,j) = \begin{cases} \text{if page } i \text{ is pointed to by page } j \text{ and page } j \text{ has } n_j \text{ outgoing links} \\ \text{otherwise} \end{cases}$$

– Initialize all PageRanks to 1, multiply by M repeatedly until all values converge:

$$\begin{bmatrix} PageRank(p_1') \\ PageRank(p_2') \\ \dots \\ PageRank(p_m') \end{bmatrix} = M \begin{bmatrix} PageRank(p_1) \\ PageRank(p_2) \\ \dots \\ PageRank(p_m) \end{bmatrix}$$

– Computes principal eigenvector via power iteration

3.7 A Brief Example



$$\begin{bmatrix} g' \\ y' \\ a' \end{bmatrix} = \begin{bmatrix} 0 & 0.5 & 0.5 \\ 0 & 0 & 0.5 \\ 1 & 0.5 & 0 \end{bmatrix} * \begin{bmatrix} g \\ y \\ a \end{bmatrix}$$

Running for multiple iterations:

$$\begin{bmatrix} g \\ y \\ a \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0.5 \\ 1.5 \end{bmatrix}, \begin{bmatrix} 1 \\ 0.75 \\ 1.25 \end{bmatrix}, \dots \begin{bmatrix} 1 \\ 0.67 \\ 1.33 \end{bmatrix}$$

Total rank sums to number of pages

3.8 Random Surfer Model

PageRank has an intuitive basis in random walks on graphs
Imagine a random surfer, who starts on a random page and, in each step,

- with probability d, clicks on a random link on the page
- with probability 1-d, jumps to a random page (bored?)

The PageRank of a page can be interpreted as the fraction of steps the surfer spends on the corresponding page
Transition matrix can be interpreted as a Markov Chain

3.9 Recap: PageRank

Estimates absolute ’quality’ or ’importance’ of a given page based on inbound links

- Can be computed via fixpoint iteration
- Can be interpreted as the fraction of time a ’random surfer’ would spend on the page
- Several refinements (not covered here)

An important factor for Google ranking of web pages, but not the only one
Overall ranking is based on many factors (Google: ¿200)
Aside: What could be the other 200 factors?

	Positive	Negative
On-page	Keyword in title? URL? Keyword in domain name? Page freshness Rate of change ...	Links to 'bad neighborhood' Keyword stuffing Over-optimization Hidden content (text has same color as background) Automatic redirect/refresh ...
Off-page	High PageRank Anchor text of inbound links Links from authority sites Links from well-known sites Domain expiration date ...	Fast increase in number of inbound links (link buying?) Link farming Different pages user/spider Content duplication ...

- Note: This is entirely speculative!