

# 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

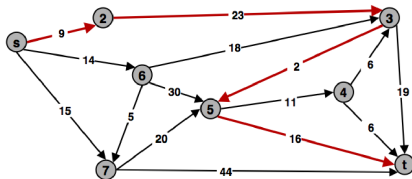
cut vertices connect two components but does not have a high degree

### 1.2 shortest path in a network

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

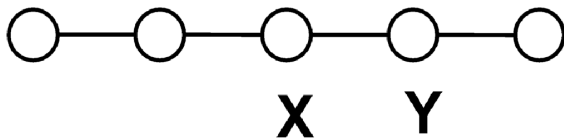
- Directed graph  $(V, E)$ .
- Source  $s \in V$ , sink  $t \in V$ .
- Arc costs  $c(v, w)$ .
- Cost of path = sum of arc costs in path.

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

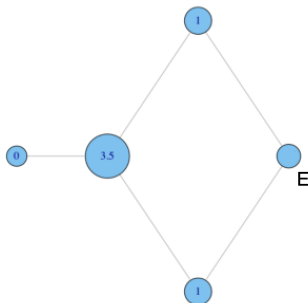
a betweenness centrality for node  $i$  is the number of nodes other than  $i$  who have to through  $i$  to interact with each other

$g_{jk}(i)$  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?

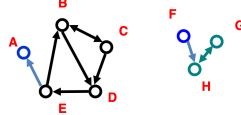
## 2.1 Connected components

- **Strongly connected components**

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

- Strongly connected components

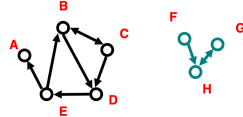
- B C D E
    - A
    - G H
    - F



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

- Weakly connected components

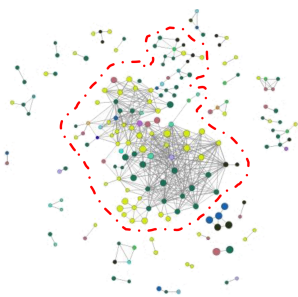
- A B C D E
    - G H F



- In undirected networks one talks simply about 'connected components'

## 2.2 Giant component

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



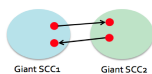
great exam question: generalize equation for betweenness for edges How many paths pass through this edge rather than the node generalize the equation to directed graphs

## 2.3 No 2 giant SCCs

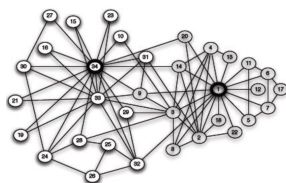
- There is a giant SCC

- There won't be 2 giant SCCs: Why not?

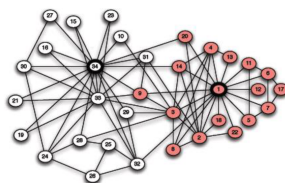
- Just takes 1 page from one SCC to link to the other SCC
  - If the components have millions of pages the likelihood of this is very large



## 2.4 Splitting Zachary Karate Club



(a) Karate club network



(b) After a split into two clubs

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

## 2.5 betweenness clustering

Algorithm

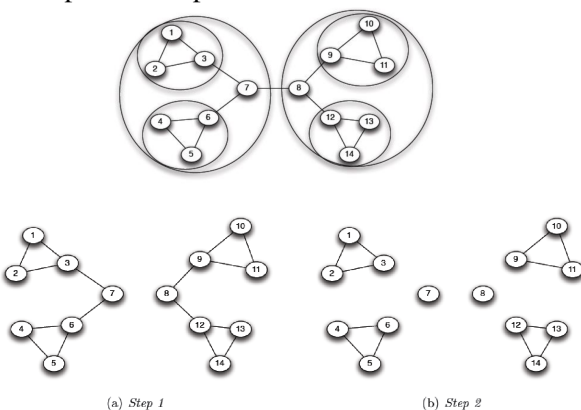
- Compute betweenness for all edges
- while (betweenness of any edge  $\geq$  threshold):
- remove edge with highest betweenness
- recalculate betweenness

Betweenness needs to be recalculated at each step

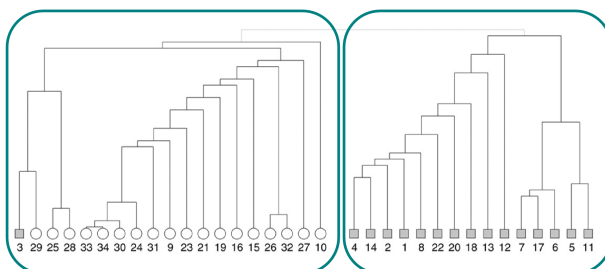
- removal of an edge can impact the betweenness of another edge
- very expensive: all pairs shortest path –  $O(N^3)$
- may need to repeat up to  $N$  times
- does not scale to more than a few hundred nodes, even with the fastest algorithms

## 2.6 betweenness clustering:

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



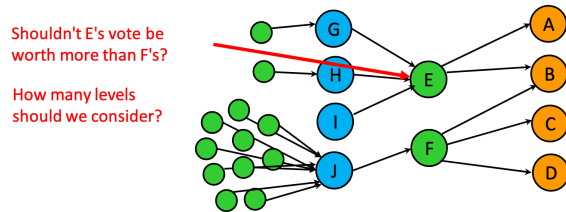
## 2.7 betweenness clustering algorithm & the karate club data set



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  $i$  ←  $x_i$

←  $\sum_{j \in B_i}$  ← Every page  $j$  that links to  $i$

←  $\frac{1}{N_j}$  ← Number of links out from page  $j$

←  $x_j$  ← Rank of page  $j$

How do we compute the rank values?

### 3.3 Iterative PageRank (simplified)

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

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

Iterate until convergence

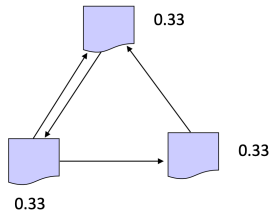
$$x_i^{(k+1)} = \sum_{j \in B_i} \frac{1}{N_j} x_j^{(k)}$$

### 3.4 Example

#### Example: Step 0

Initialize all ranks to be equal

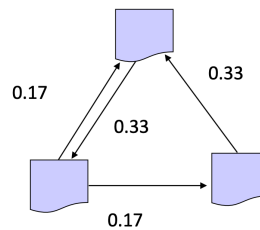
$$x_i^{(0)} = \frac{1}{n}$$



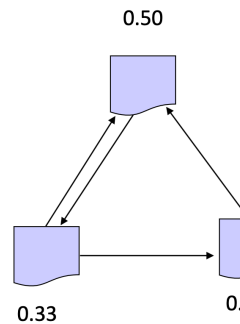
#### Example: Step 1

Propagate weights across out-edges

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

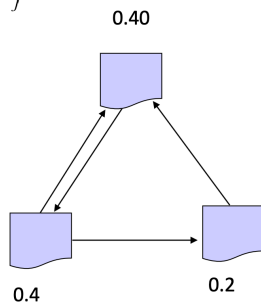


Compute weights based on in-edges



#### Example: Convergence

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



### 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  $p$

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

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  $m \times m$  matrix  $M$  to capture links:

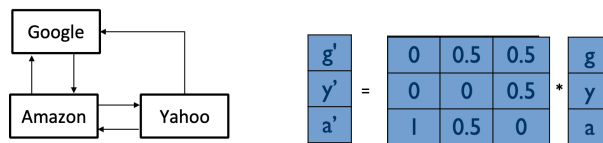
$$M(i, j) = \begin{cases} \text{if page } i \text{ is pointed to by page } j \text{ and} \\ \text{page } j \text{ has } n_j \text{ outgoing links} \\ \text{otherwise} \end{cases}$$

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

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

– Computes **principal eigenvector** via **power iteration**

### 3.7 A Brief Example



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)

	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 ...

Aside: What could be the other 200 factors?

• Note: This is entirely speculative!