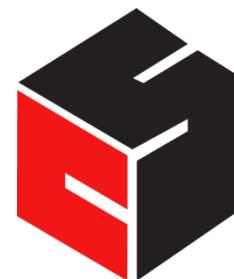


# **INTRODUCTION TO DATA SCIENCE**

**JOHN P DICKERSON**

**Lecture #13 – 10/8/2019**

**CMSC320**  
**Tuesdays & Thursdays**  
**5:00pm – 6:15pm**



**COMPUTER SCIENCE**  
UNIVERSITY OF MARYLAND

# AND NOW!

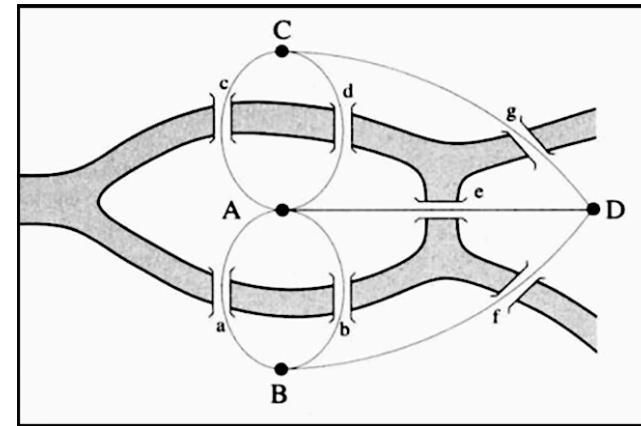
## Graph Processing

- Representing graphs
- Centrality measures
- Community detection

## Natural Language Processing

- Bag of Words, TF-IDF, N-grams
- (If we get to this today ...)

Thank you to: Sukumar Ghosh (Iowa), Lei Tang (Yahoo!),  
Huan Liu (ASU), Zico Kolter (CMU)

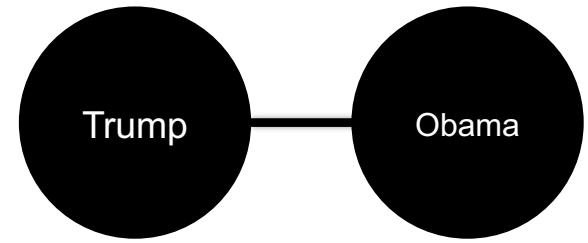
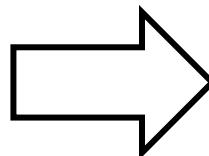


# NETWORKS? GRAPHS?

**Networks** are systems of interrelated objects

**Graphs** are the mathematical models used to represent networks

In data science, we will use algorithms on graphs to answer questions about real-world networks.

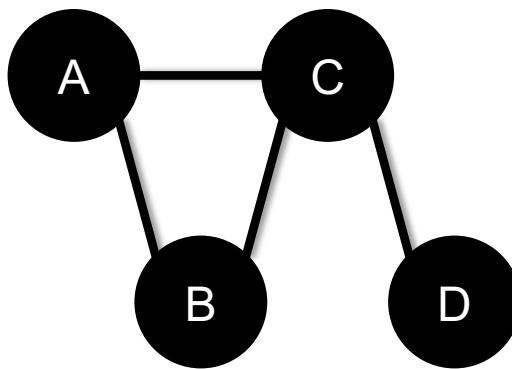


# GRAPHS

Nodes = Vertices  
Edges = Arcs

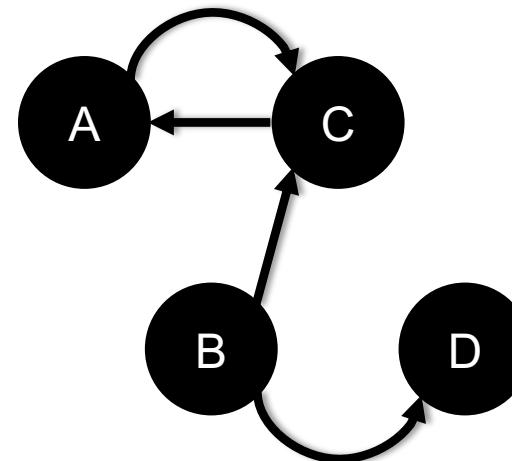
A **graph**  $G = (V, E)$  is a set of **vertices**  $V$  and **edges**  $E$

Edges can be undirected or directed



$$V = \{A, B, C, D\}$$

$$E = \{(A,B), (B,C), (C,D), (A,C)\}$$



$$V = \{A, B, C, D\}$$

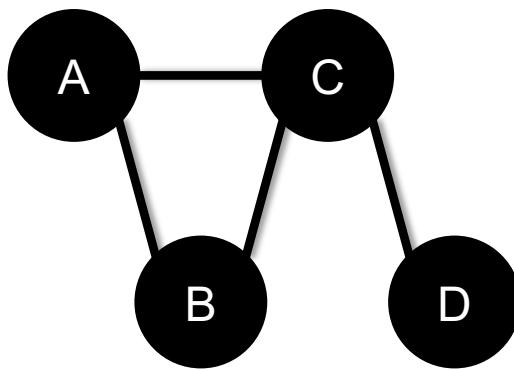
$$E = \{(A,C), (C,A), (B,C), (B,D), (D,B)\}$$

Examples of directed vs undirected graphs ????????????

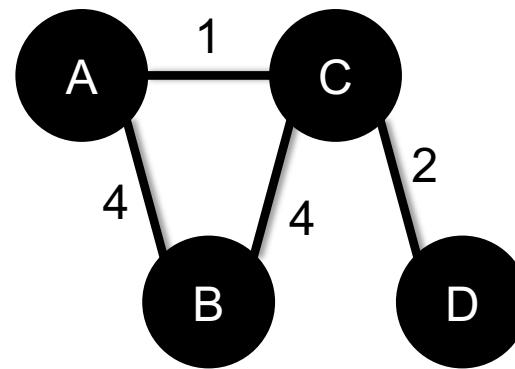
# GRAPHS

Edges can be unweighted or weighted

- Unweighted → all edges have unit weight



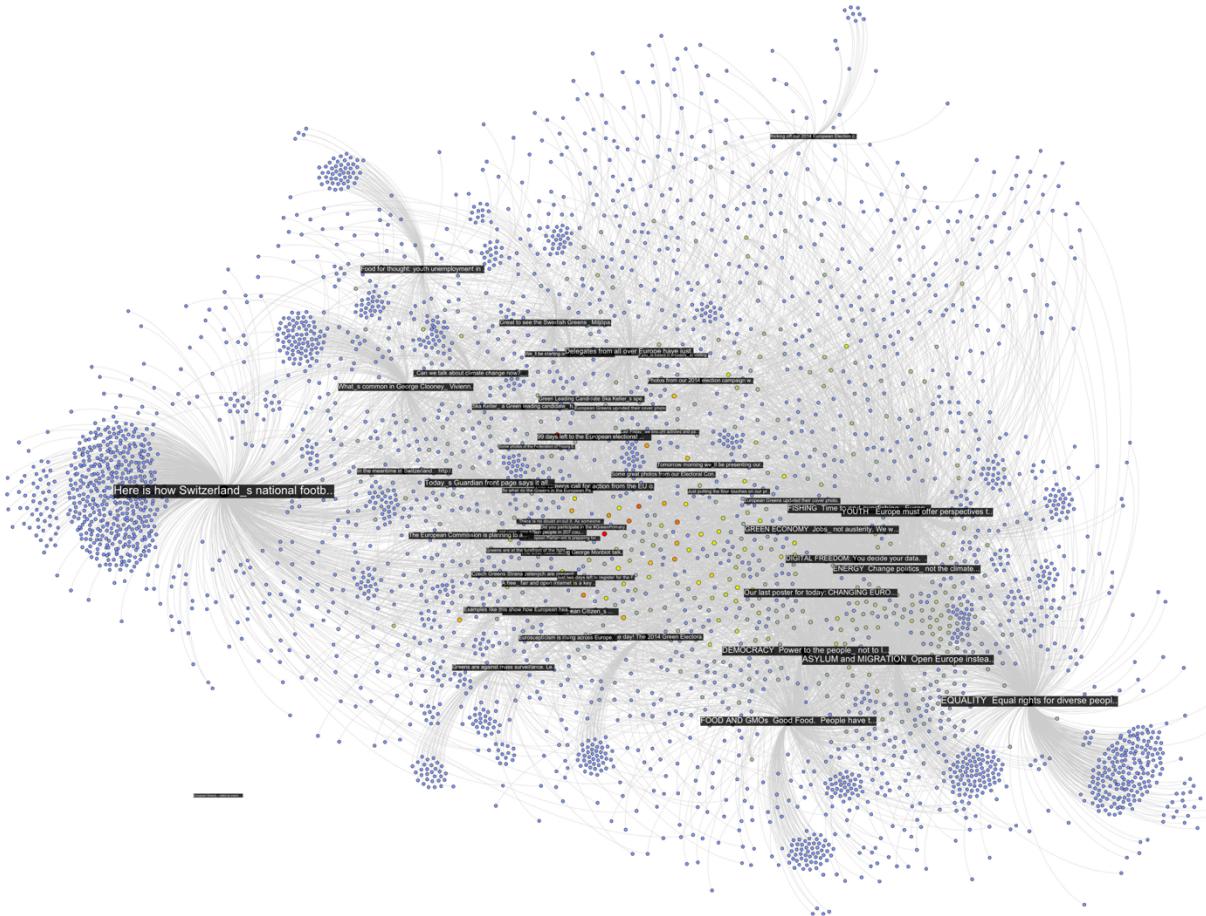
Unweighted



Weighted

Examples of unweighted and weighted graphs ????????????

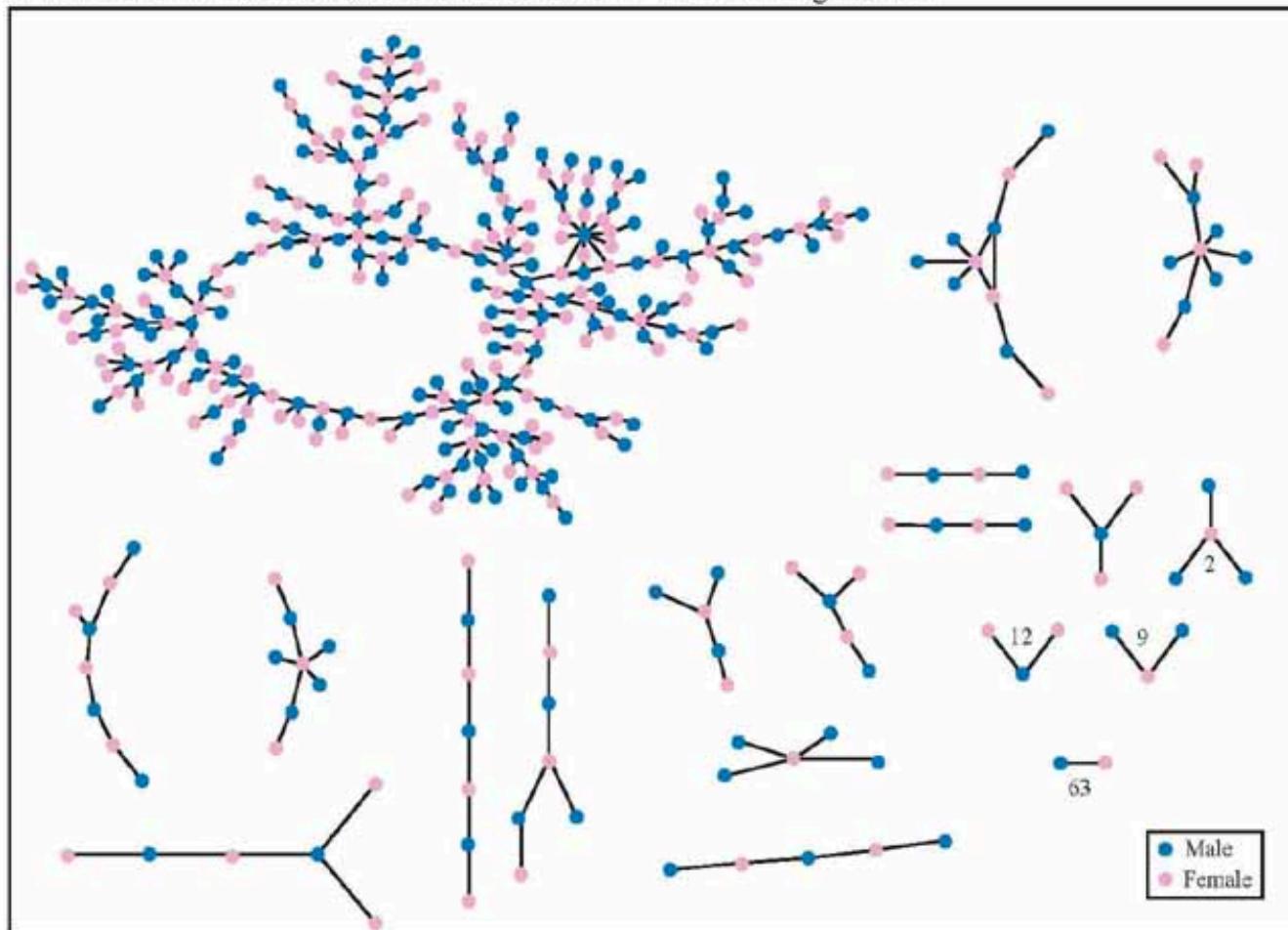
# GRAPHS AND THE NETWORKS THEY REPRESENT



Facebook posts (in black), and users liking or commenting on those posts

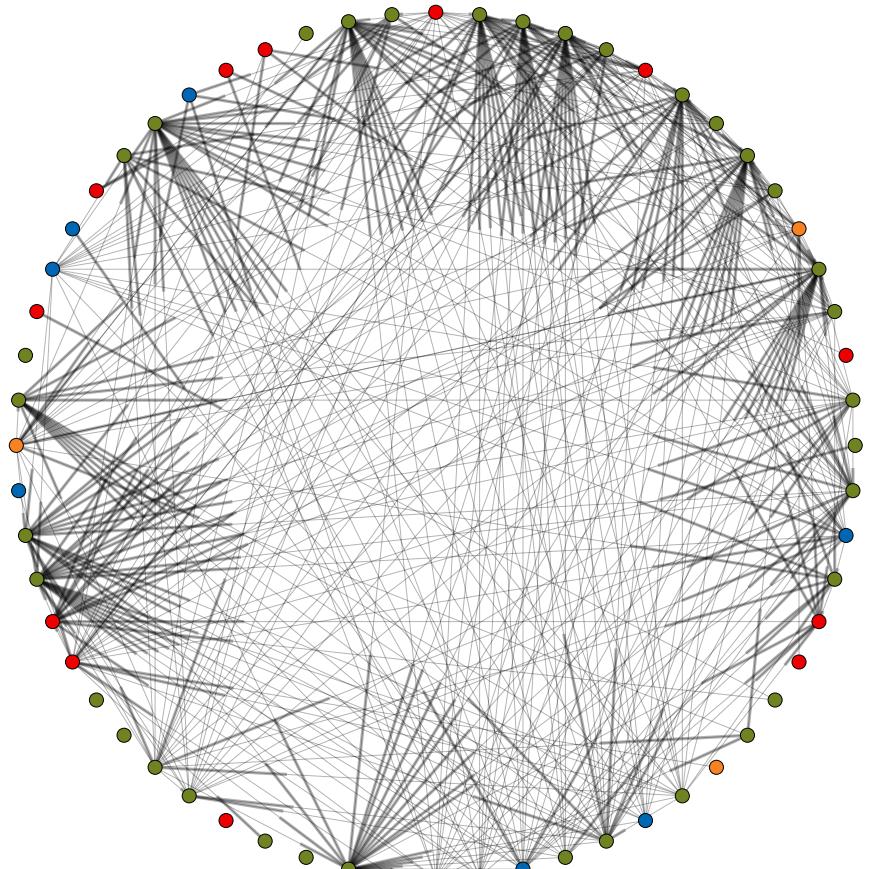
# GRAPHS AND THE NETWORKS THEY REPRESENT

The Structure of Romantic and Sexual Relations at "Jefferson High School"

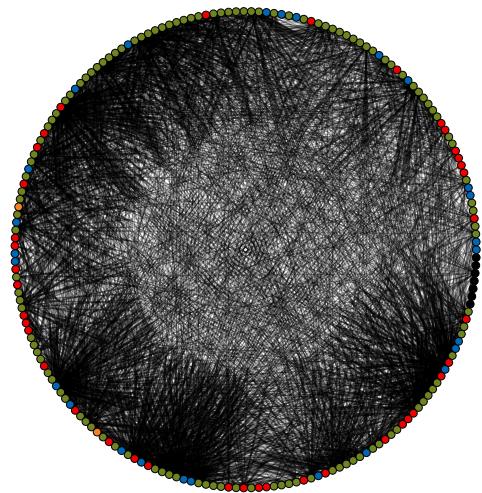


Each circle represents a student and lines connecting students represent romantic relations occurring within the 6 months preceding the interview. Numbers under the figure count the number of times that pattern was observed (i.e. we found 63 pairs unconnected to anyone else).

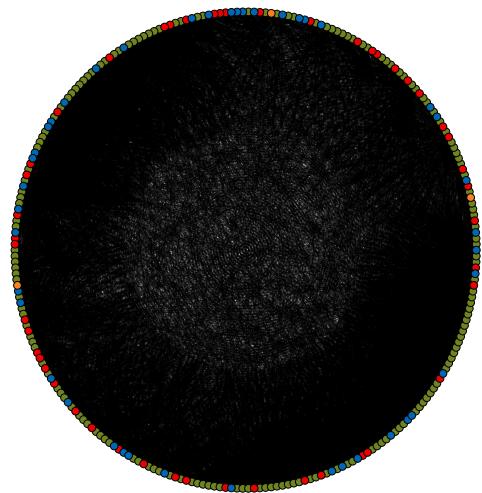
# GRAPHS AND THE NETWORKS THEY REPRESENT



UNOS, 2010-12-08



UNOS, 2012-09-10



UNOS, 2014-06-30

# NETWORKX

**NetworkX is a Python library for storing, manipulating, and analyzing (small- and medium-sized) graphs**

- Uses Matplotlib for rendering
- <https://networkx.github.io/>
- conda install -c anaconda networkx

```
import networkx as nx

G=nx.Graph()
G.add_node("spam")
G.add_edge(1,2)

print(list(G.nodes()))
print(list(G.edges())) [(1, 2)
```

```
[1, 2, 'spam']
[(1, 2)]
```

# STORING A GRAPH

Three main ways to **represent** a graph in memory:

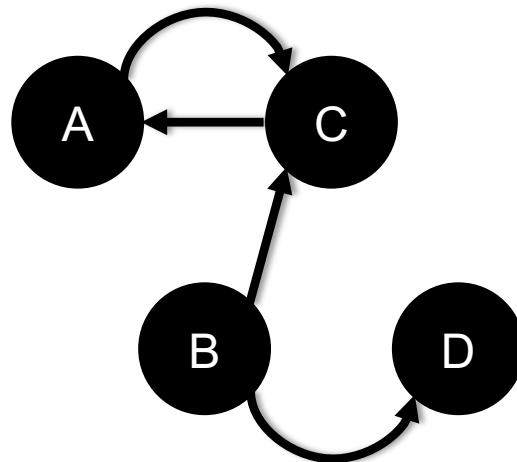
- **Adjacency lists**
- **Adjacency dictionaries**
- **Adjacency matrix**

The storage decision should be made based on the expected use case of your graph:

- **Static analysis only?**
- **Frequent updates to the structure?**
- **Frequent updates to semantic information?**

# ADJACENCY LISTS

For each vertex, store an array of the vertices it connects to



Vertex	Neighbors
A	[C]
B	[C, D]
C	[A]
D	[]

Pros: ????????

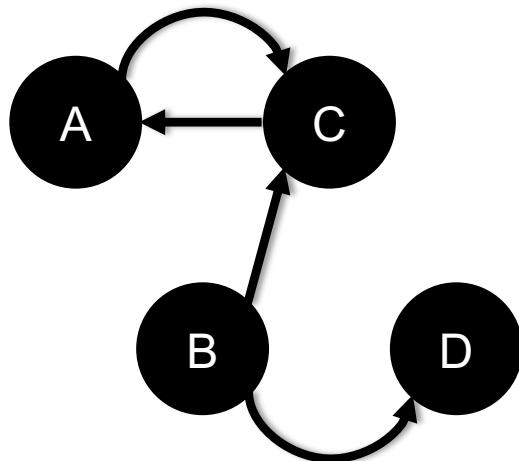
- Iterate over all outgoing edges; easy to add an edge

Cons: ????????

- Checking for the existence of an edge is  $O(|V|)$ , deleting is hard

# ADJACENCY DICTIONARIES

For each vertex, store a dictionary of vertices it connects to



Vertex	Neighbors
A	{C: 1.0}
B	{C: 1.0, D: 1.0}
C	{A: 1.0}
D	{}

Pros: ??????????

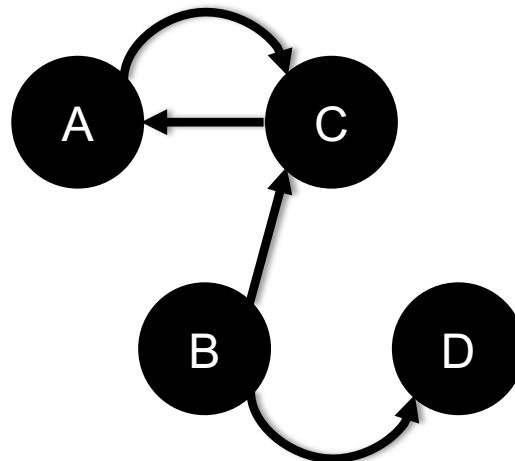
- $O(1)$  to add, remove, query edges

Cons: ??????????

- Overhead (memory, caching, etc)

# ADJACENCY MATRIX

Store the connectivity of the graph in a matrix



	A	B	C	D
A	0	0	1	0
B	0	0	0	0
C	1	1	0	0
D	0	1	0	0

Cons: ??????????

- $O(|V|^2)$  space regardless of the number of edges

Almost always stored as a **sparse matrix**

# NETWORKX STORAGE

**NetworkX uses an adjacency dictionary representation**

- Built-ins for reading from/to SciPy/NumPy matrices

```
# Make a directed 3-cycle
G=nx.DiGraph()
G.add_edges_from([('A','B'), ('B', 'C'), ('C', 'A')])

# Get all out-edges of vertex 'B'
print(G['B'])

# Loop over vertices
for v in G.nodes(): print(v)

# Loop over edges
for u,v in G.edges(): print(u, v)
```

# ASIDE: GRAPH DATABASES

Traditional relational databases store relations between entities directly in the data (e.g., foreign keys)

- Queries search data, JOIN over relations

Graph databases directly relate data in the storage system using edges (relations) with attached semantic properties

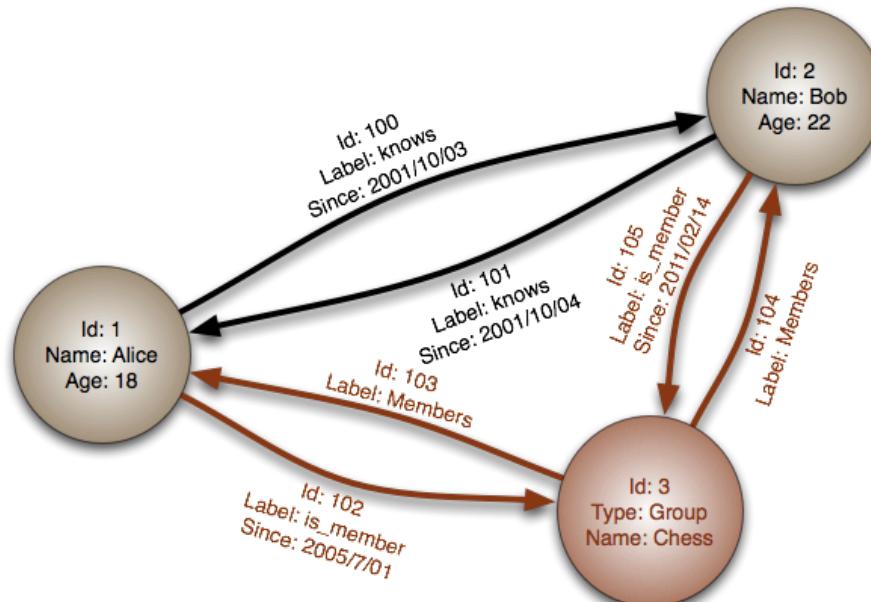
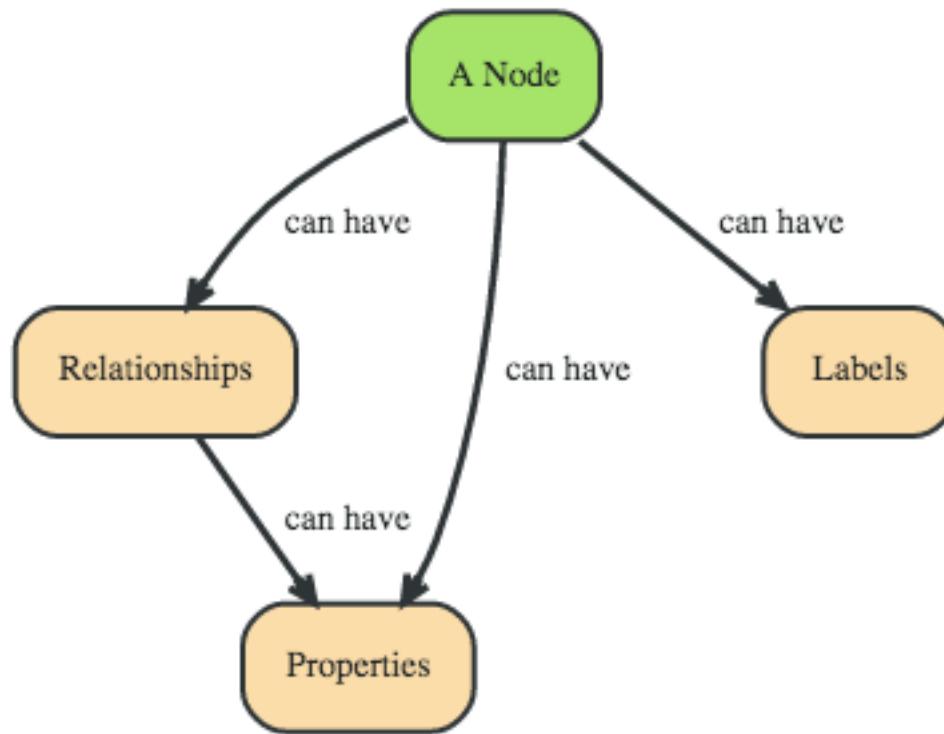


Image thanks to Wikipedia

# EXAMPLE GRAPH DATABASE

Two **people**, John and Sally, are **friends**.

Both John and Sally have **read** the **book**, Graph Databases.



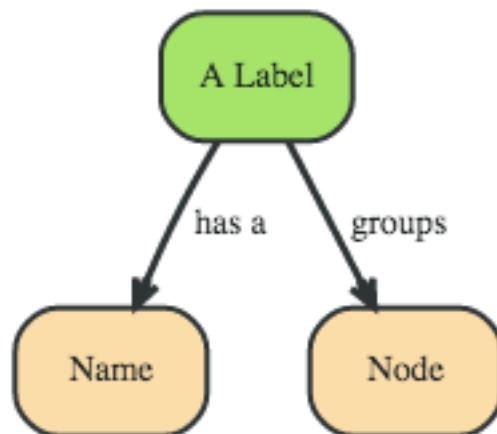
**Nodes ??????????**

- John
- Sally
- Graph Databases

# EXAMPLE GRAPH DATABASE

Two **people**, John and Sally, are **friends**.

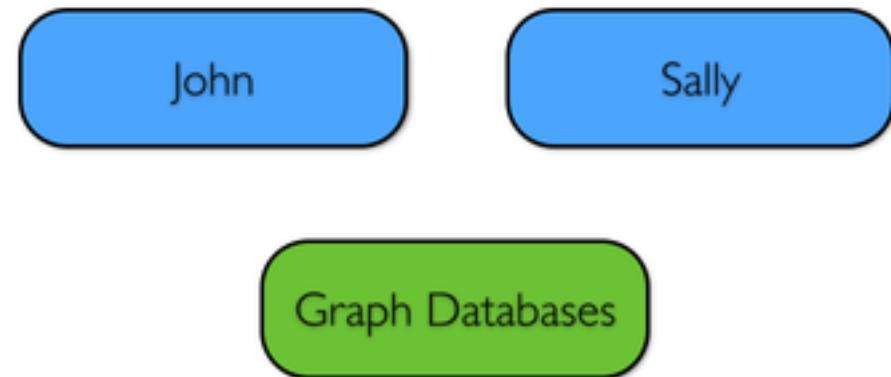
Both John and Sally have **read** the **book**, Graph Databases.



A named construct that **groups** nodes into sets

Labels ??????????

- Person
- Book



Next: assign labels to the nodes

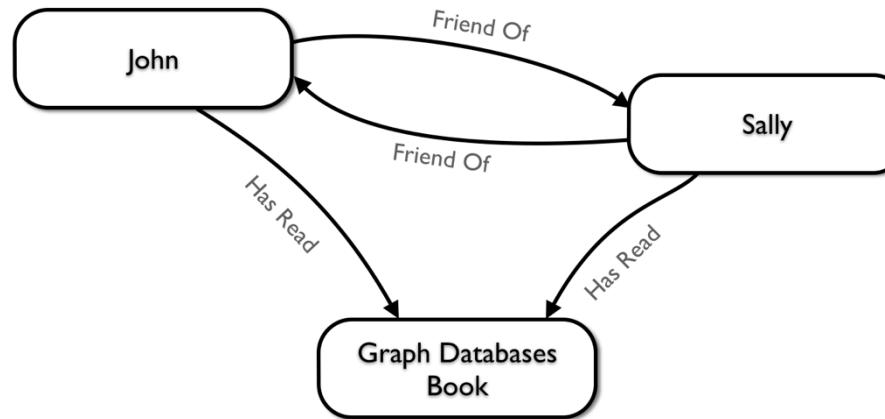
# EXAMPLE GRAPH DATABASE

Two **people**, John and Sally, are **friends**.

Both John and Sally have **read** the **book**, Graph Databases.

Relationships ????????

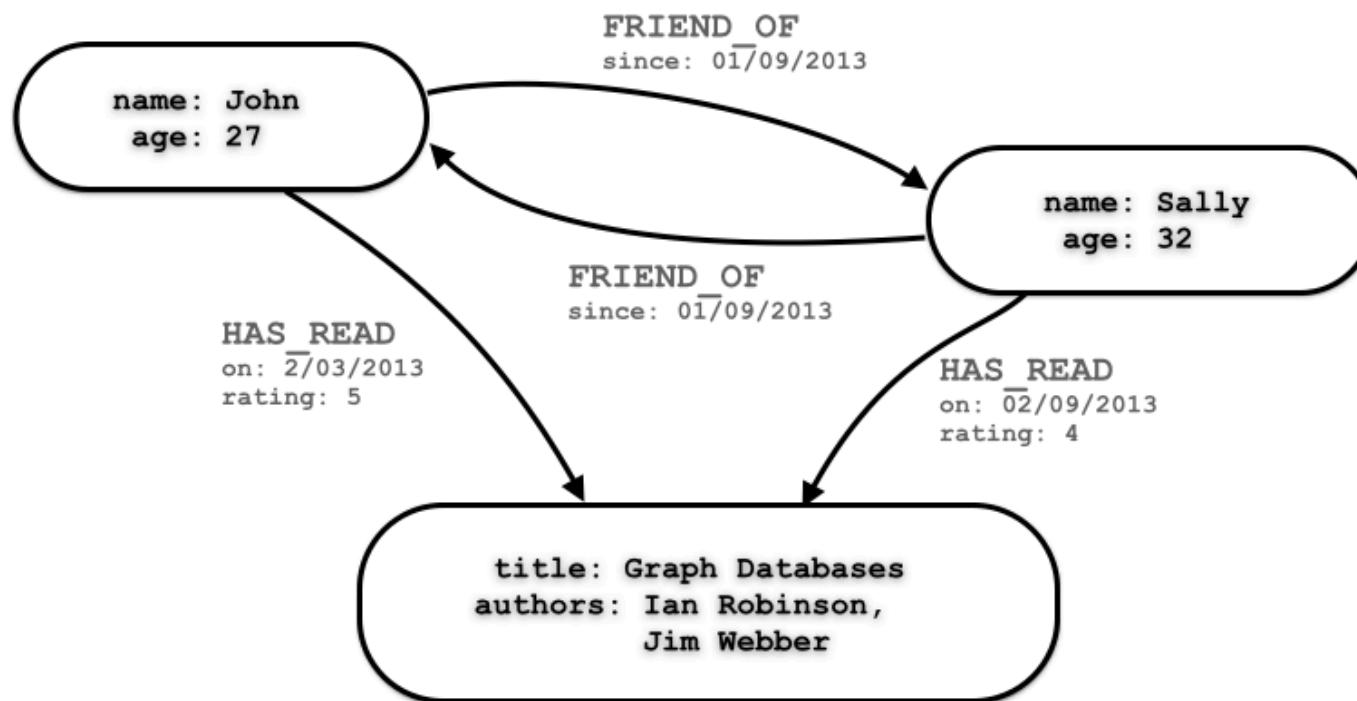
- John is a **friend of** Sally; Sally is a **friend of** John
- John has **read** Graph Databases; Sally has **read** Graph Databases



# EXAMPLE GRAPH DATABASE

Can associate **attributes** with entities in a key-value way

- Attributes on nodes, relations, labels



# EXAMPLE GRAPH DATABASE

**Querying graph databases needs a language other than SQL**

**Recall: graph databases explicitly represent relationships**

- Adhere more to an object-oriented paradigm
- May be more suitable for managing ad-hoc data
- May scale better, depending on the query types (no JOINs)

```
# When did Sally and John become friends?  
MATCH (sally:Person { name: 'Sally' })  
MATCH (john:Person { name: 'John' })  
MATCH (sally)-[r:FRIEND_OF]-(john)  
RETURN r.since AS friends_since
```

Cypher query



# BULBFLOW

**Many graph databases out there:**

- List found here: [https://en.wikipedia.org/wiki/Graph\\_database](https://en.wikipedia.org/wiki/Graph_database)

**neo4j and Titan are popular, easy-to-use solutions**

- <https://neo4j.com/>
- <http://titan.thinkaurelius.com/>



**Bulbflow is a Python framework that connects to several backing graph-database servers like neo4j**

- <http://bulbflow.com/>
- <https://github.com/espeed/bulbs>

# THE VALUE OF A VERTEX



# IMPORTANCE OF VERTICES

**Not all vertices are equally important**

## **Centrality Analysis:**

- Find out the most important node(s) in one network
- Used as a feature in classification, for visualization, etc ...

## **Commonly-used Measures**

- Degree Centrality
- Closeness Centrality
- Betweenness Centrality
- Eigenvector Centrality

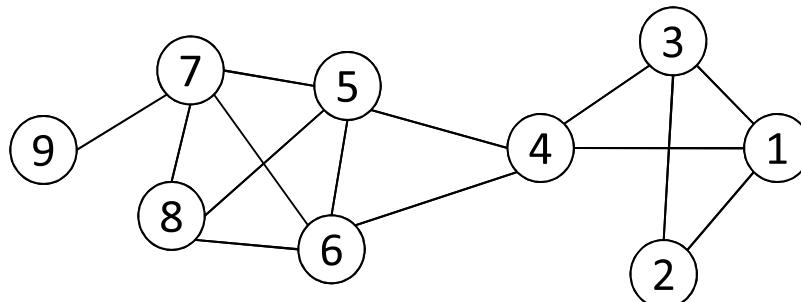
# DEGREE CENTRALITY

The importance of a vertex is determined by the number of vertices adjacent to it

- The larger the degree, the more important the vertex is
- Only a small number of vertex have high degrees in many real-life networks

**Degree Centrality:**  $C_D(v_i) = d_i = \sum_j A_{ij}$

**Normalized Degree Centrality:**  $C'_D(v_i) = d_i / (n - 1)$



For vertex 1, degree centrality is 3;  
Normalized degree centrality is  
 $3/(9-1)=3/8.$

# CLOSENESS CENTRALITY

“Central” vertices are important, as they can reach the whole network more quickly than non-central vertices

Importance measured by how **close** a vertex is to other vertices

Average Distance:  $D_{avg}(v_i) = \frac{1}{n-1} \sum_{j \neq i}^n g(v_i, v_j)$

Closeness Centrality:

$$C_C(v_i) = \left[ \frac{1}{n-1} \sum_{j \neq i}^n g(v_i, v_j) \right]^{-1} = \frac{n-1}{\sum_{j \neq i}^n g(v_i, v_j)}$$

# CLOSENESS CENTRALITY

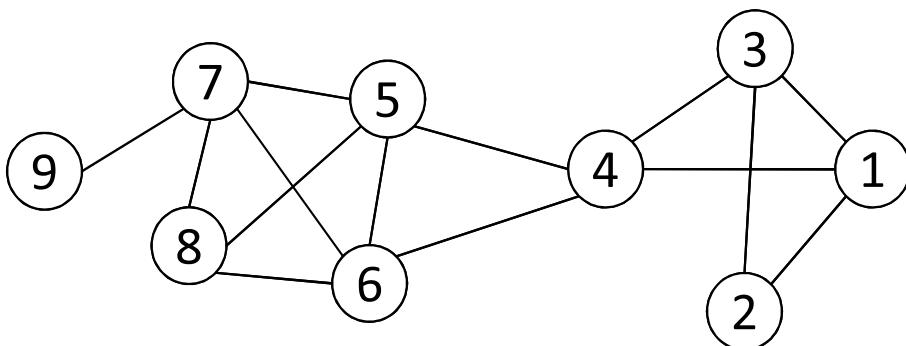


Table 2.1: Pairwise geodesic distance

Node	1	2	3	4	5	6	7	8	9
1	0	1	1	1	2	2	3	3	4
2	1	0	1	2	3	3	4	4	5
3	1	1	0	1	2	2	3	3	4
4	1	2	1	0	1	1	2	2	3
5	2	3	2	1	0	1	1	1	2
6	2	3	2	1	1	0	1	1	2
7	3	4	3	2	1	1	0	1	1
8	3	4	3	2	1	1	1	0	2
9	4	5	4	3	2	2	1	2	0

$$CC(3) = \frac{9 - 1}{1 + 1 + 1 + 2 + 2 + 3 + 3 + 4} = 8/17 = 0.47,$$

$$CC(4) = \frac{9 - 1}{1 + 2 + 1 + 1 + 1 + 2 + 2 + 3} = 8/13 = 0.62.$$

Vertex 4 is more central than vertex 3

# BETWEENNESS CENTRALITY

Vertex **betweenness** counts the number of shortest paths that pass through one vertex

Vertices with high betweenness are important in communication and information diffusion

Betweenness Centrality:  $C_B(v_i) = \sum_{v_s \neq v_i \neq v_t \in V, s < t} \frac{\sigma_{st}(v_i)}{\sigma_{st}}$

$\sigma_{st}$  : The number of shortest paths between s and t

$\sigma_{st}(v_i)$  : The number of shortest paths between s and t that pass  $v_i$

# BETWEENNESS CENTRALITY

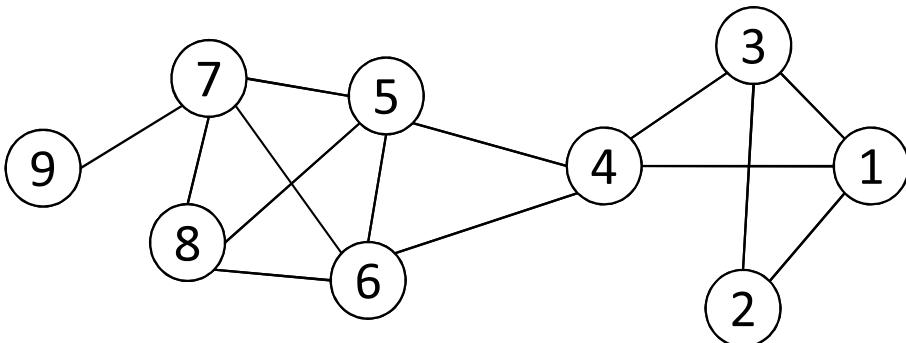


Table 2.2:  $\sigma_{st}(4)/\sigma_{st}$

	$s = 1$	$s = 2$	$s = 3$
$t = 5$	1/1	2/2	1/1
$t = 6$	1/1	2/2	1/1
$t = 7$	2/2	4/4	2/2
$t = 8$	2/2	4/4	2/2
$t = 9$	2/2	4/4	2/2

$\sigma_{st}$  : The number of shortest paths between s and t

$\sigma_{st}(v_i)$  : The number of shortest paths between s and t that pass  $v_i$

$$C_B(v_i) = \sum_{v_s \neq v_i \neq v_t \in V, s < t} \frac{\sigma_{st}(v_i)}{\sigma_{st}}$$

What is the betweenness centrality for node 4 ??????????

# EIGENVECTOR CENTRALITY

A vertex's importance is determined by the **importance of the friends** of that vertex

If one has many important friends, he should be important as well.

$$C_E(v_i) \propto \sum_{v_j \in N_i} A_{ij} C_E(v_j)$$

$$\mathbf{x} \propto A\mathbf{x} \quad \rightarrow \quad A\mathbf{x} = \lambda \mathbf{x}.$$

The centrality corresponds to the top eigenvector of the adjacency matrix  $\mathbf{A}$ .

A variant of this eigenvector centrality is the PageRank score.

# **NETWORKX: CENTRALITY**

**Many other centrality measures implemented for you!**

- <https://networkx.github.io/documentation/development/reference/algorithms.centrality.html>

**Degree, in-degree, out-degree**

**Closeness**

**Betweenness**

- Applied to both edges and vertices; hard to compute

**Load: similar to betweenness**

**Eigenvector, Katz (provides additional weight to close neighbors)**

# **STRENGTH OF RELATIONSHIPS**



# **WEAK AND STRONG TIES**

**In practice, connections are not of the same strength**

**Interpersonal social networks are composed of strong ties (close friends) and weak ties (acquaintances).**

**Strong ties and weak ties play different roles for community formation and information diffusion**

**Strength of Weak Ties [Granovetter 1973]**

- Occasional encounters with distant acquaintances can provide important information about new opportunities for job search

# CONNECTIONS IN SOCIAL MEDIA

**Social media allows users to connect to each other more easily than ever.**

- One user might have thousands of friends online
- Who are the most important ones among your 300 Facebook friends?

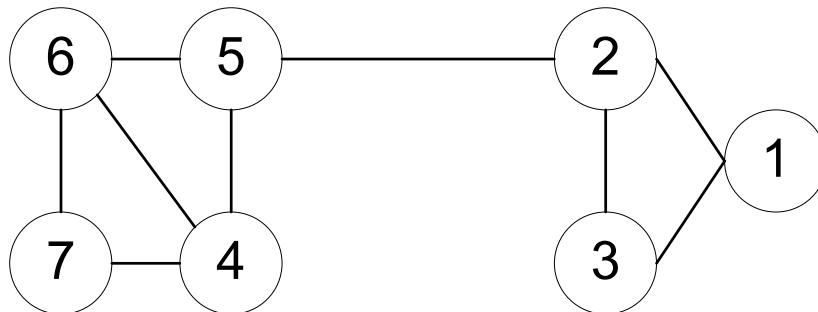
**Imperative to estimate the strengths of ties for advanced analysis**

- Analyze network topology
- Learn from User Profiles and Attributes
- Learn from User Activities

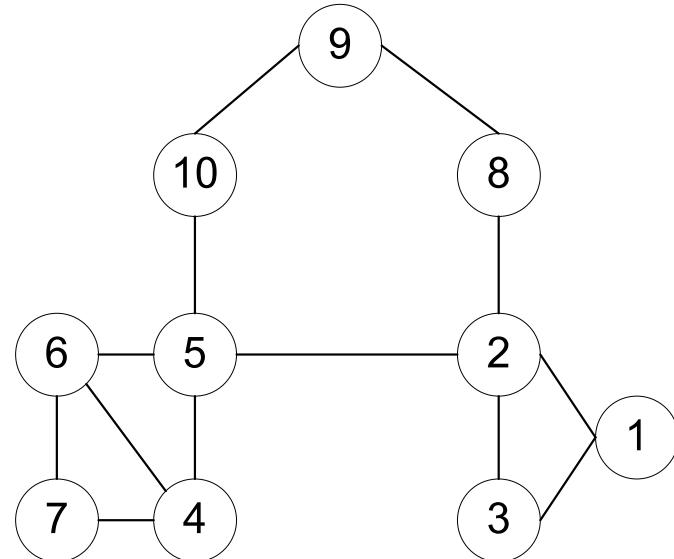
# LEARNING FROM NETWORK TOPOLOGY

**Bridges** connecting two different communities are weak ties

An edge is a bridge if its removal results in disconnection of its terminal vertices



Bridge edge(s) ?????



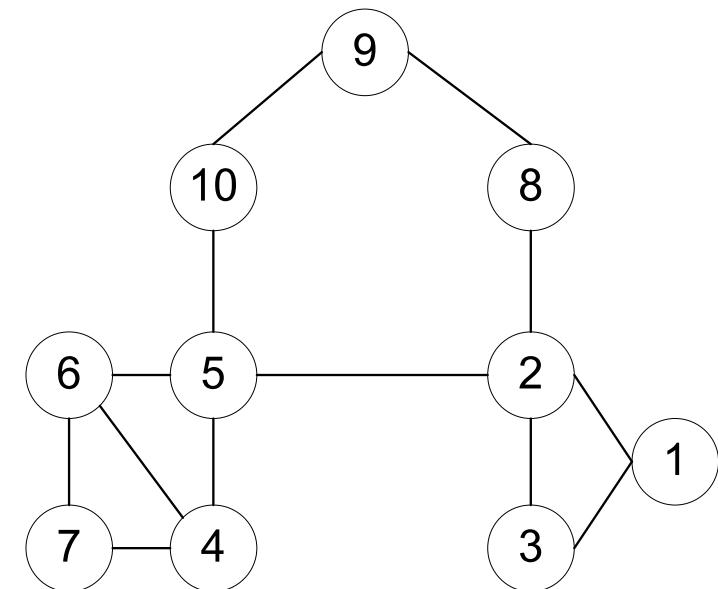
Bridge edge(s) ?????

# “SHORTCUT” BRIDGE

Bridges are rare in real-life networks

Idea: relax the definition by checking if the distance between two terminal vertices increases if the edge is removed

- The larger the distance, the weaker the tie is



Example:

- $d(2,5) = 4$  if  $(2,5)$  is removed
- $d(5,6) = 2$  if  $(5,6)$  is removed
- $(5,6)$  is a stronger tie than  $(2,5)$

# NEIGHBORHOOD OVERLAP

Tie strength can be measured based on neighborhood overlap; the larger the overlap, the stronger the tie is.

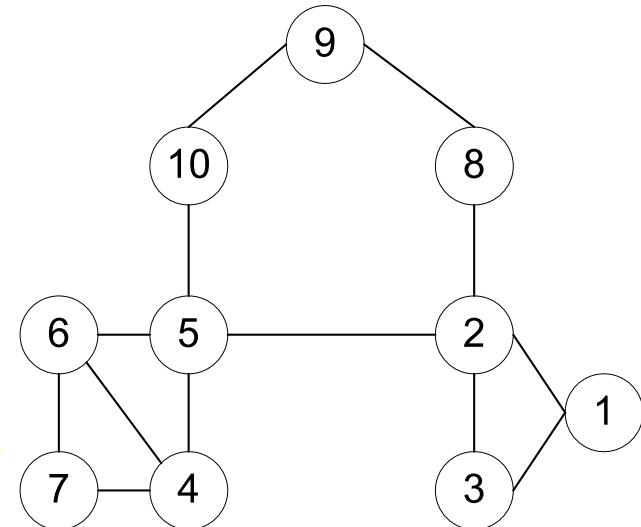
$$\begin{aligned}overlap(v_i, v_j) &= \frac{\text{number of shared friends of both } v_i \text{ and } v_j}{\text{number of friends who are adjacent to at least } v_i \text{ or } v_j} \\&= \frac{|N_i \cap N_j|}{|N_i \cup N_j| - 2}.\end{aligned}$$

(-2 in the denominator is to exclude  $v_i$  and  $v_j$ )

**Example:**

$$overlap(2, 5) = 0,$$

$$overlap(5, 6) = \frac{|\{4\}|}{|\{2, 4, 5, 6, 7, 10\}| - 2} = 1/4$$



# LEARNING FROM PROFILES AND INTERACTIONS

**Twitter: one can follow others without followee's confirmation**

- The real friendship network is determined by the frequency two users talk to each other, rather than the follower-followee network
- The real friendship network is more influential in driving Twitter usage

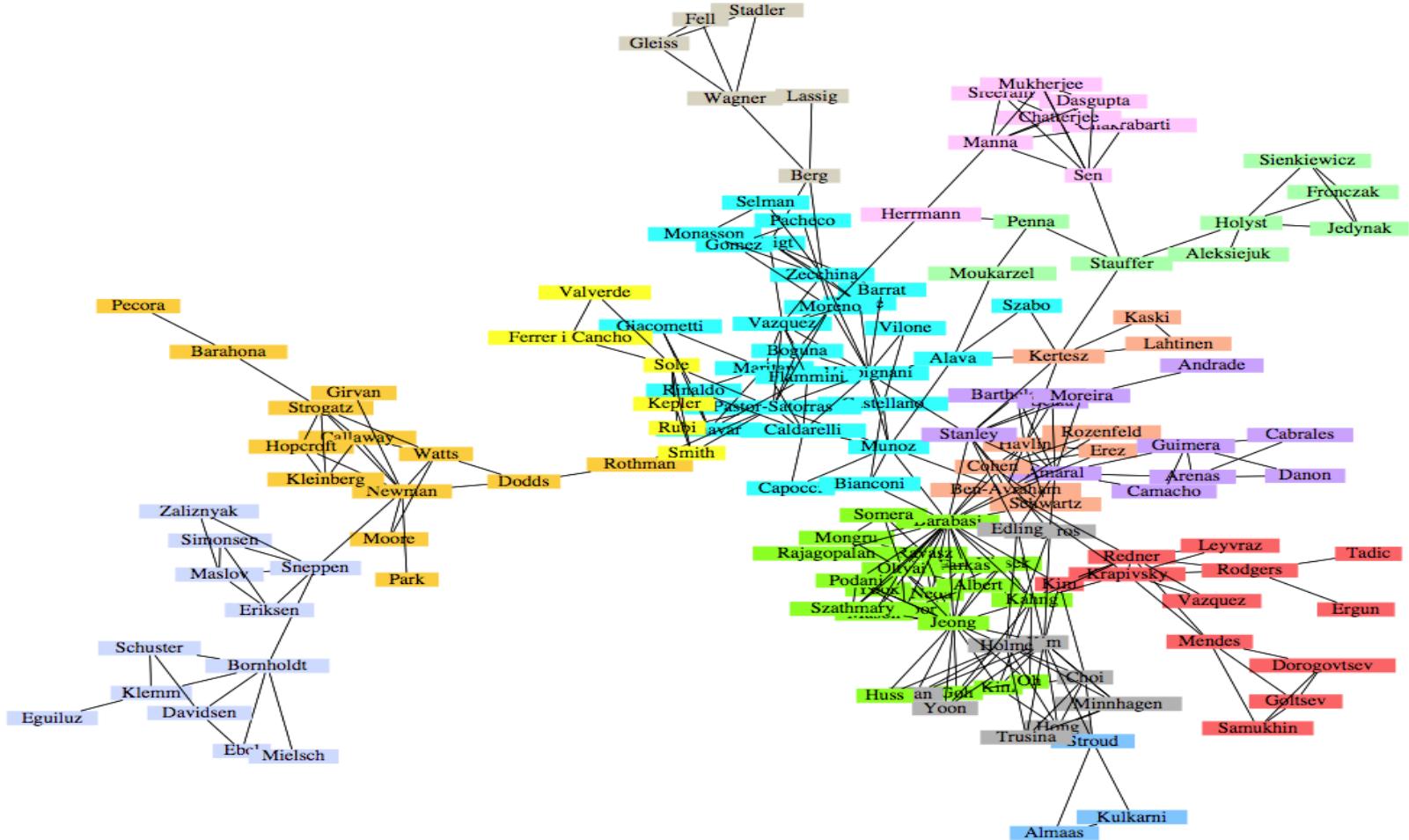
**Strengths of ties can be predicted accurately based on various information from Facebook**

- Friend-initiated posts, message exchanged in wall post, number of mutual friends, etc.

**Learning numeric link strength by maximum likelihood estimation**

- User profile similarity determines the strength
- Link strength in turn determines user interaction
- Maximize the likelihood based on observed profiles and interactions

# COMMUNITY DETECTION



A co-authorship network of **physicists** and **mathematicians**  
(Courtesy: Easley & Kleinberg)

# WHAT IS A COMMUNITY?

Informally: “tightly-knit region” of the network.

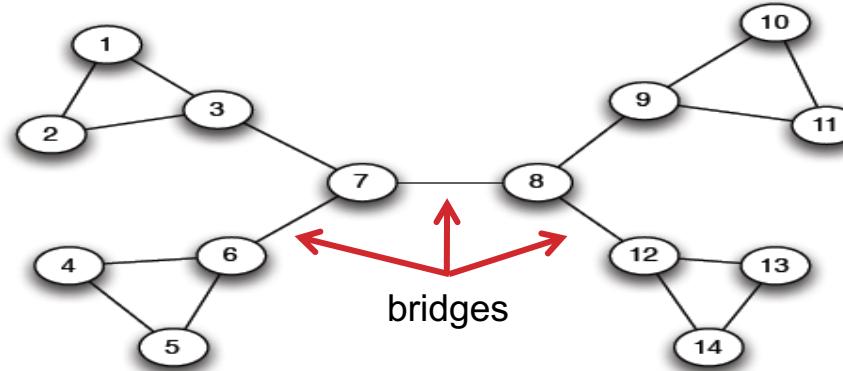
- How do we identify this region?
- How do we separate tightly-knit regions from each other?

It depends on the definition of **tightly knit**.

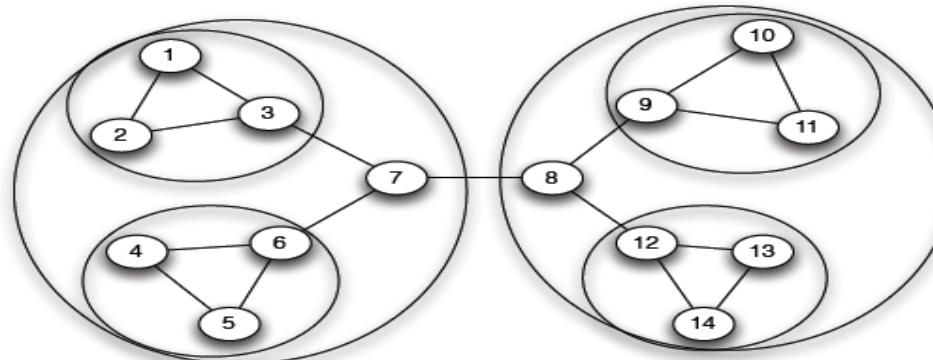
- Regions can be nested
- Examples ??????????
- How do bridges fit into this ??????????



# WHAT IS A COMMUNITY?



(a) *A sample network*



(b) *Tightly-knit regions and their nested structure*

An example of a nested structure of the communities  
(Courtesy: Easley & Kleinberg)

# COMMUNITY DETECTION

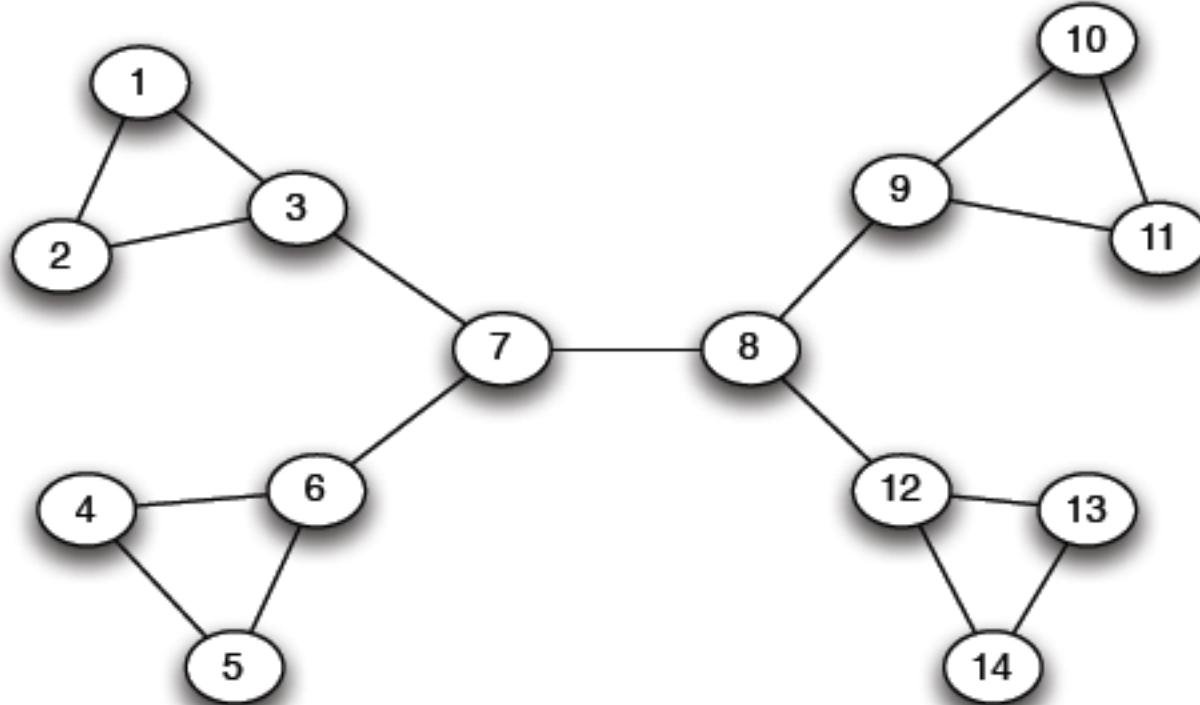
## Girvan-Newman Method

- Remove the edges of highest betweenness first.
- Repeat the same step with the remainder graph.
- Continue this until the graph breaks down into individual nodes.

As the graph breaks down into pieces, the tightly knit community structure is exposed.

Results in a **hierarchical partitioning** of the graph

# GIRVAN-NEWMAN METHOD



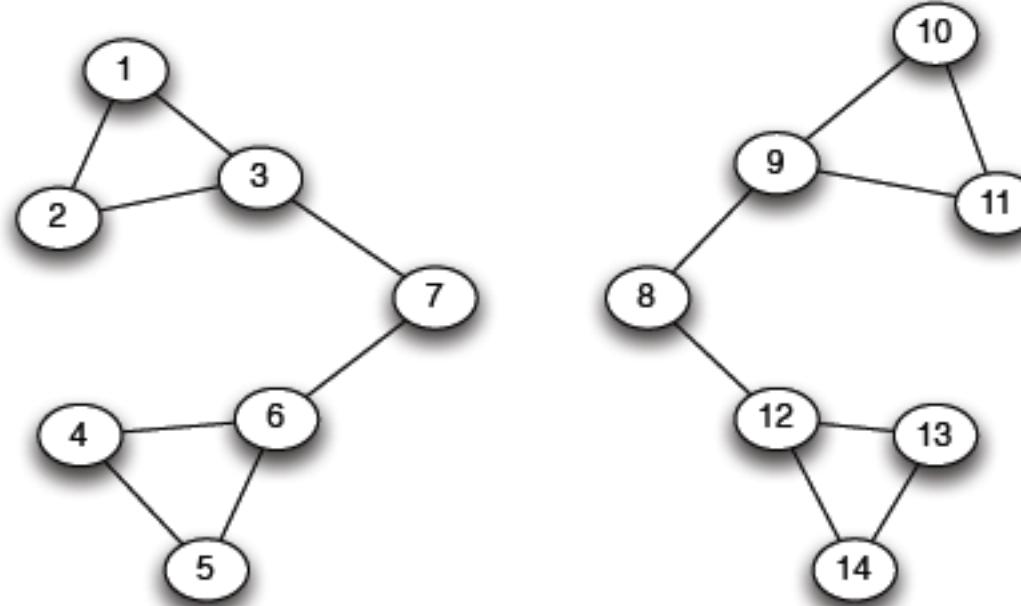
$$\text{Betweenness}(7-8) = 7 \cdot 7 = 49$$

$$\text{Betweenness}(1-3) = 1 \cdot 12 = 12$$

$$\text{Betweenness}(3-7) = \text{Betweenness}(6-7) =$$

$$\text{Betweenness}(8-9) = \text{Betweenness}(8-12) = 3 \cdot 11 = 33$$

# GIRVAN-NEWMAN METHOD



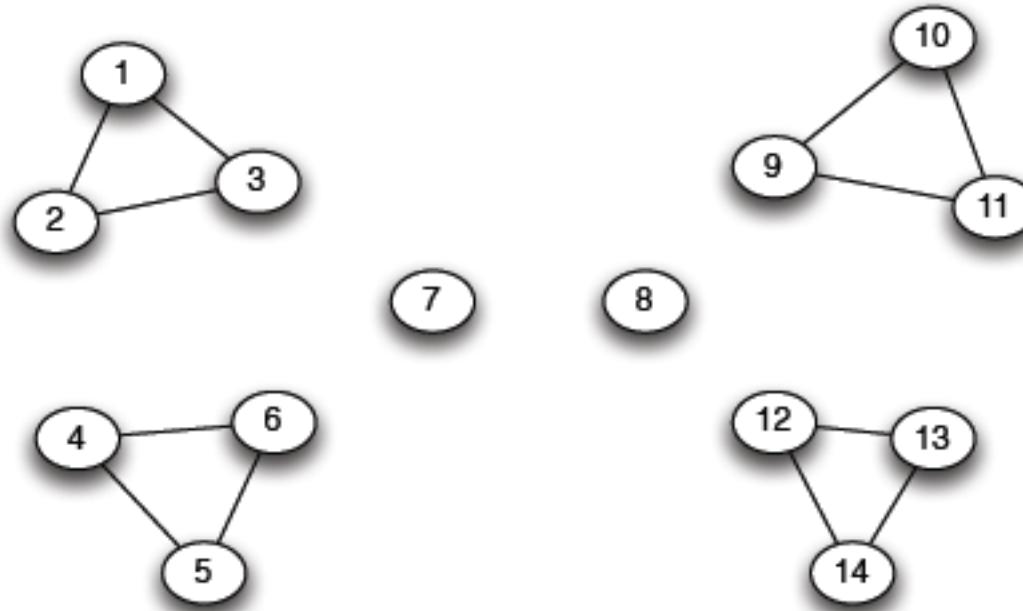
(a) *Step 1*

$$\text{Betweenness}(1-3) = 1*5=5$$

$$\text{Betweenness}(3-7) = \text{Betweenness}(6-7) =$$

$$\text{Betweenness}(8-9) = \text{Betweenness}(8-12) = 3*4 = 12$$

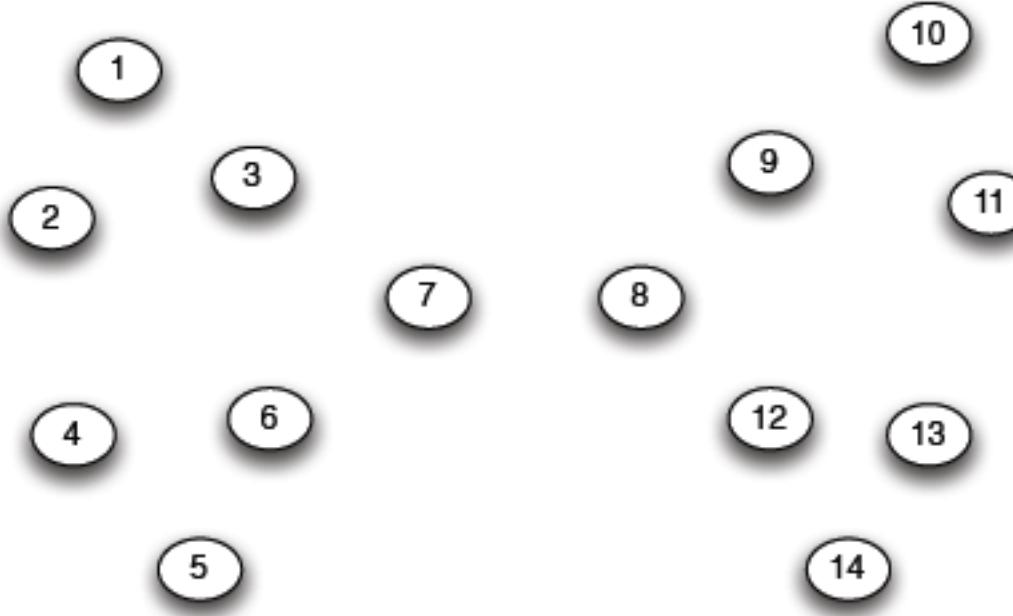
# GIRVAN-NEWMAN METHOD



(b) *Step 2*

?????????????????????  
Betweenness of every edge = 1

# GIRVAN-NEWMAN METHOD



```
G=nx.Graph()
```

```
# Returns an iterator over partitions at  
# different hierarchy levels  
nx.girvan_newman(G)
```

# NETWORKX: VIZ

Can render via Matplotlib or GraphViz

```
import matplotlib.pyplot as plt

G=nx.Graph()
nx.draw(G, with_labels=True)

# Save to a PDF
plt.savefig("my_filename.pdf")
```

Many different layout engines, aesthetic options, etc

- <https://networkx.github.io/documentation/networkx-1.10/reference/drawing.html>
- <https://networkx.github.io/documentation/development/gallery.html>

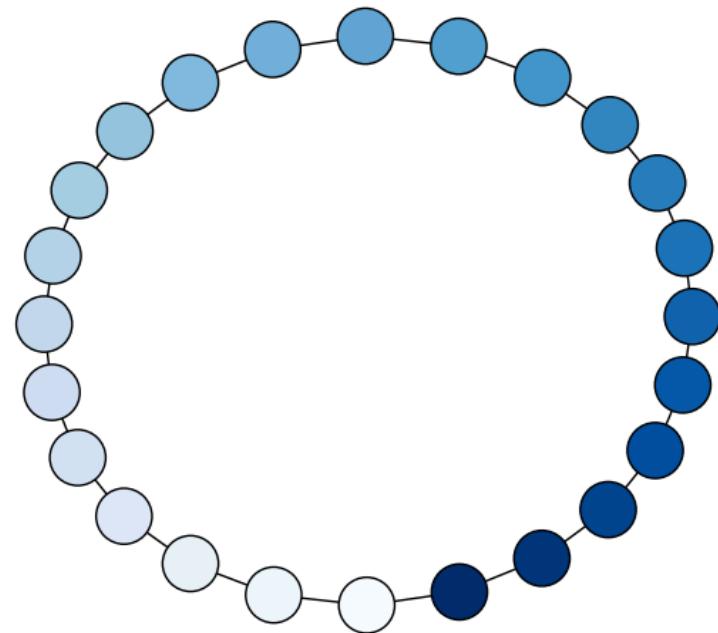
# NETWORKX: VIZ

```
# Cycle with 24 vertices
G=nx.cycle_graph(24)

# Compute force-based layout
pos=nx.spring_layout(G,
                      iterations=200)

# Draw the graph
nx.draw(G,pos,
        node_color=range(24),
        node_size=800,
        cmap=plt.cm.Blues)

# Save as PNG, then display
plt.savefig("graph.png")
plt.show()
```



# NETWORKX: VIZ

```
# Branch factor 3, depth 5
G = nx.balanced_tree(3, 5)

# Circular layout
pos = graphviz_layout(G,
                       prog='twopi', args='')

# Draw 8x8 figure
plt.figure(figsize=(8, 8))
nx.draw(G, pos,
        node_size=20,
        alpha=0.5,
        node_color="blue",
        with_labels=False)

plt.axis('equal')
plt.show()
```

