

Graph Theory

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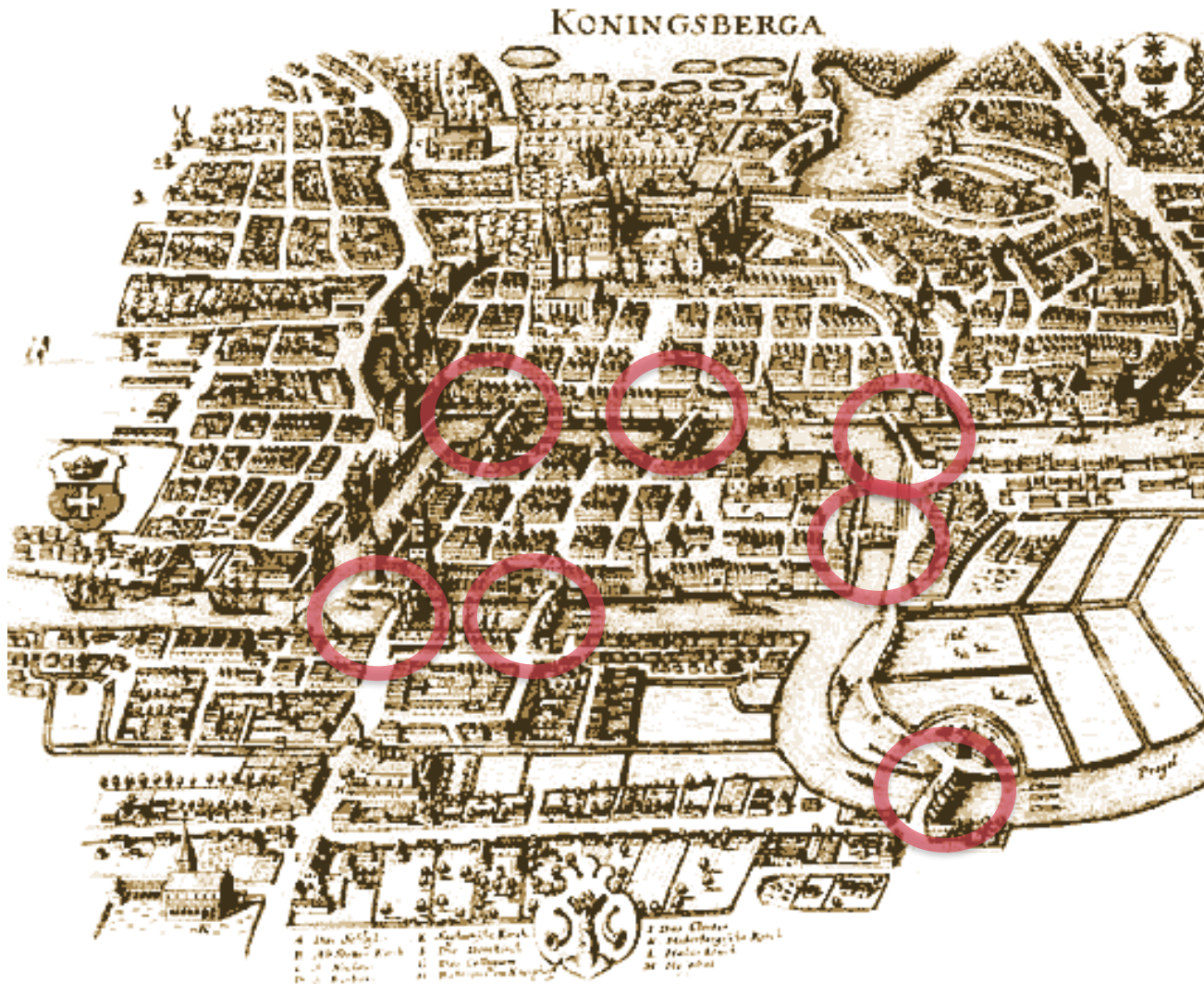
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www.paccanarolab.org

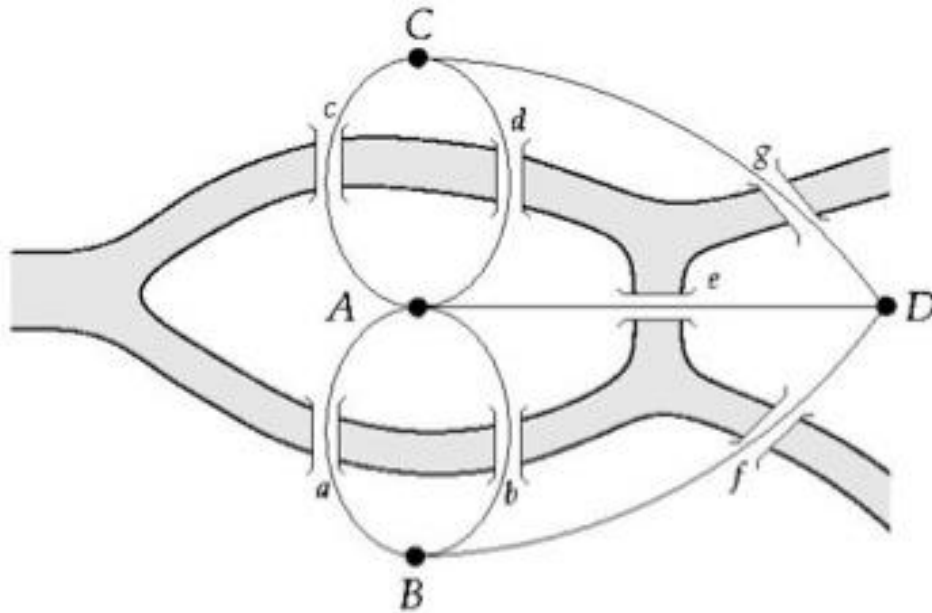
Some material and images are from (or adapted from):

A. Barabási, and M. Pósfai. Network science, Cambridge University Press, 2016

The Bridges of Königsberg



1735 Euler
*Can one walk
across the seven
bridges and never
cross the same
bridge twice?*



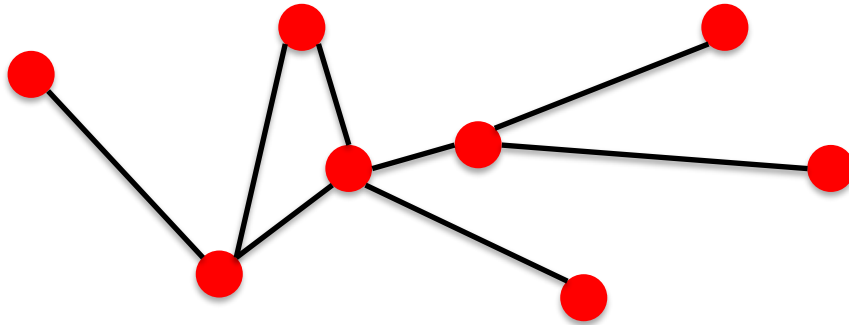
Euler's theorem (1735):

- If a graph has more than two nodes of odd degree, there is no path.
- If a graph is connected and has no odd degree nodes, it has at least one path.

1. Some problems become more treatable if they are represented as a graph (abstraction).

2. The existence of the path is a property of the graph.

Basic definitions



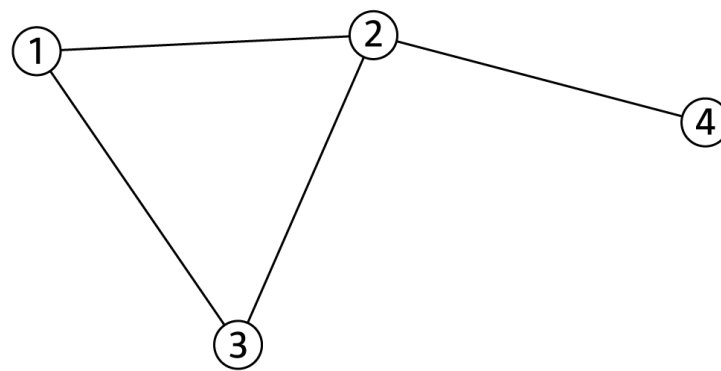
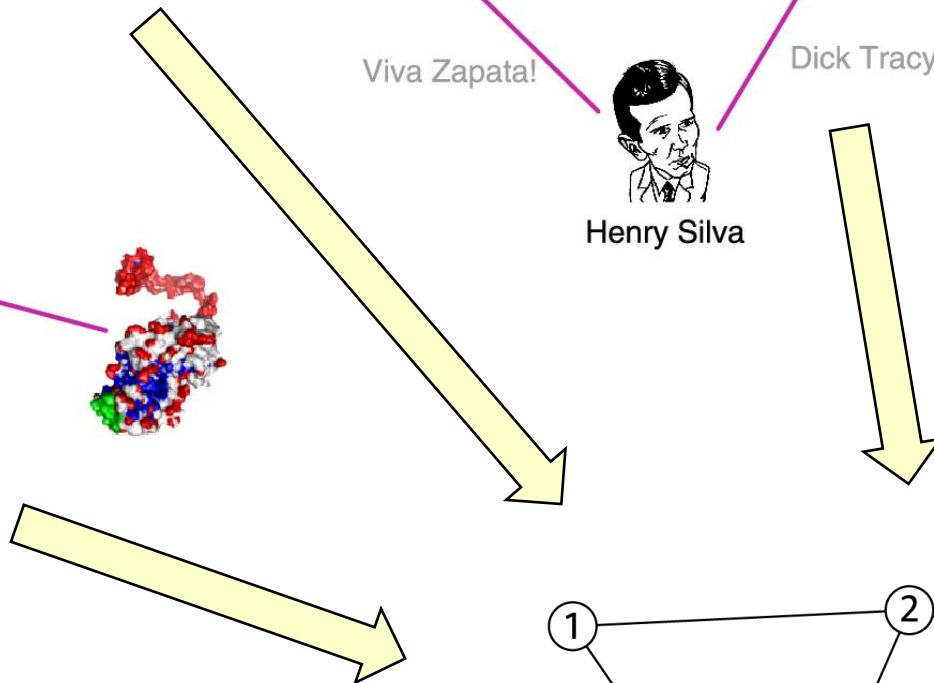
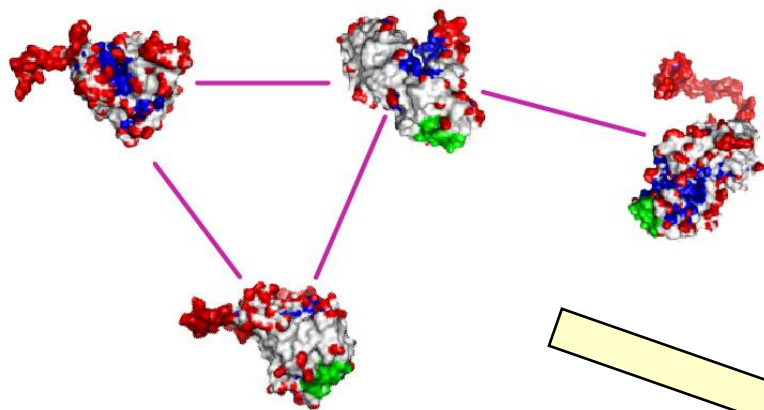
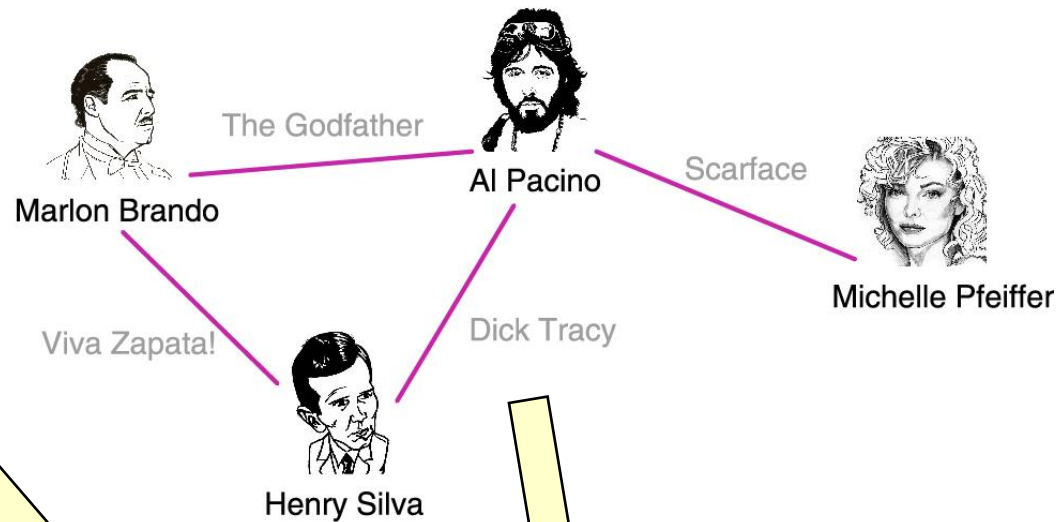
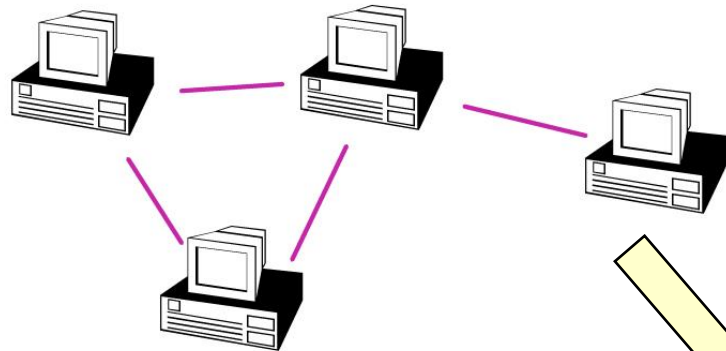
Nodes, vertices – N
Links, edges – L

(Network, node, link)

Network: refers to real systems (www, social network, metabolic network)

(Graph, vertex, edge)

Graph: mathematical representation of a network (web graph, social graph)



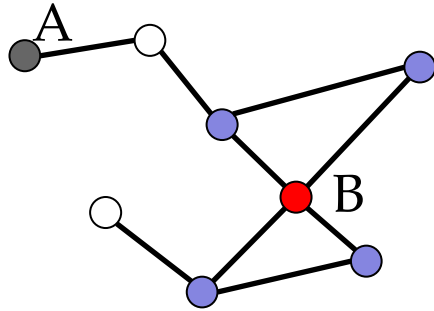
$N = 4$
 $L = 4$

Remember...

- The choice of the network representation determines our ability to use network theory successfully.
- In many cases, the representation is by no means unique.
- This choice will determine **the question** we can study.

Node Degree, k

Undirected

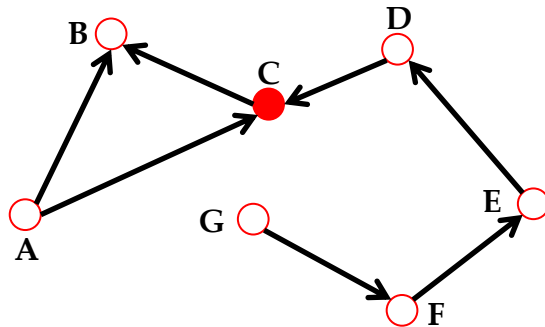


Node degree: the number of links connected to the node.

$$k_B = 4$$

$$L = \frac{1}{2} \sum_{i=1}^N k_i$$

Directed



Directed networks: **in-degree** and **out-degree**.

The (total) degree is the sum of in- and out-degree.

$$k_C^{in} = 2 \quad k_C^{out} = 1 \quad k_C = 3$$

Source: a node with $k^{in} = 0$

Sink: a node with $k^{out} = 0$

$$L = \sum_{i=1}^N k_i^{in} = \sum_{i=1}^N k_i^{out}$$

Some stats...

BRIEF STATISTICS REVIEW

Four key quantities characterize a sample of N values x_1, \dots, x_N :

Average (mean):

$$\langle x \rangle = \frac{x_1 + x_2 + \dots + x_N}{N} = \frac{1}{N} \sum_{i=1}^N x_i$$

The n^{th} moment:

$$\langle x^n \rangle = \frac{x_1^n + x_2^n + \dots + x_N^n}{N} = \frac{1}{N} \sum_{i=1}^N x_i^n$$

Standard deviation:

$$\sigma_x = \sqrt{\frac{1}{N} \sum_{i=1}^N (x_i - \langle x \rangle)^2}$$

Distribution of x :

$$p_x = \frac{1}{N} \sum_i \delta_{x, x_i}$$

where p_x follows

$$\sum_i p_x = 1 \quad \left(\int p_x dx = 1 \right)$$

Average Degree

Undirected: $\langle k \rangle \equiv \frac{1}{N} \sum_{i=1}^N k_i = \frac{2L}{N}$

Directed: $\langle k^{in} \rangle \equiv \frac{1}{N} \sum_{i=1}^N k_i^{in}$ $\langle k^{out} \rangle \equiv \frac{1}{N} \sum_{i=1}^N k_i^{out}$

$$\langle k^{in} \rangle = \langle k^{out} \rangle = \frac{L}{N}$$

$$k_i = k_i^{in} + k_i^{out}$$

N – the number of nodes in the graph

Examples used in the Barabasi book

NETWORK	NODES	LINKS	DIRECTED UNDIRECTED	N	L	$\langle k \rangle$
Internet	Routers	Internet connections	Undirected	192,244	609,066	6.34
WWW	Webpages	Links	Directed	325,729	1,497,134	4.60
Power Grid	Power plants, transformers	Cables	Undirected	4,941	6,594	2.67
Mobile Phone Calls	Subscribers	Calls	Directed	36,595	91,826	2.51
Email	Email addresses	Emails	Directed	57,194	103,731	1.81
Science Collaboration	Scientists	Co-authorship	Undirected	23,133	93,439	8.08
Actor Network	Actors	Co-acting	Undirected	702,388	29,397,908	83.71
Citation Network	Paper	Citations	Directed	449,673	4,689,479	10.43
E. Coli Metabolism	Metabolites	Chemical reactions	Directed	1,039	5,802	5.58
Protein Interactions	Proteins	Binding interactions	Undirected	2,018	2,930	2.90

Degree distribution

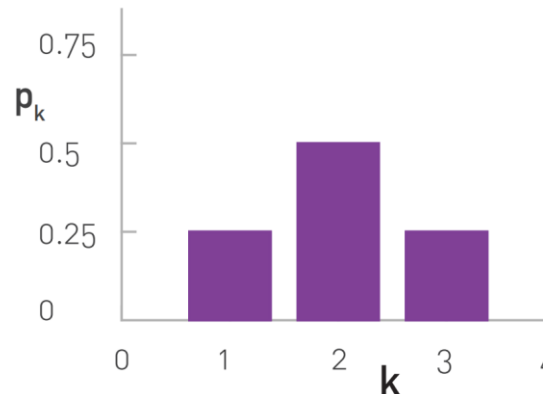
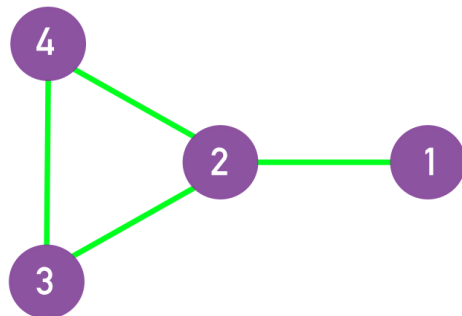
The degree distribution, p_k , provides the probability that a randomly selected node in the network has degree k .

$$p_k = \frac{N_k}{N}$$

The form of p_k determines many phenomena

N_k number of nodes of degree k

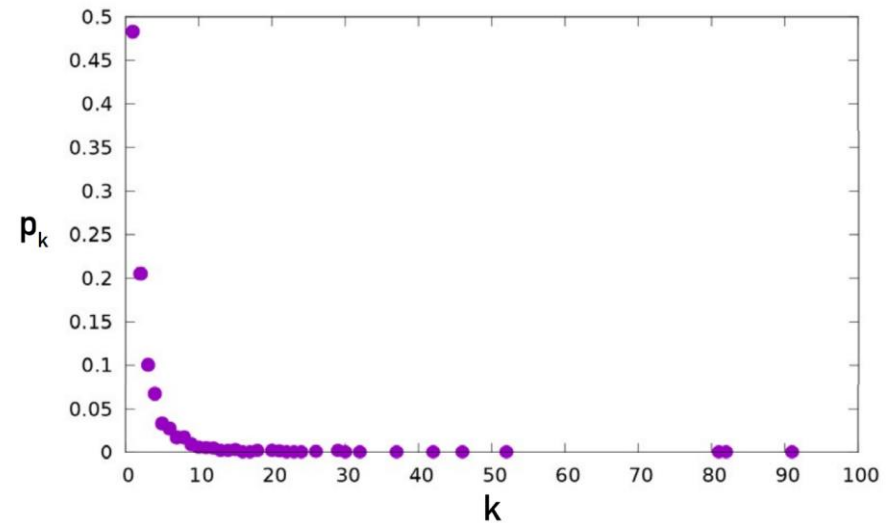
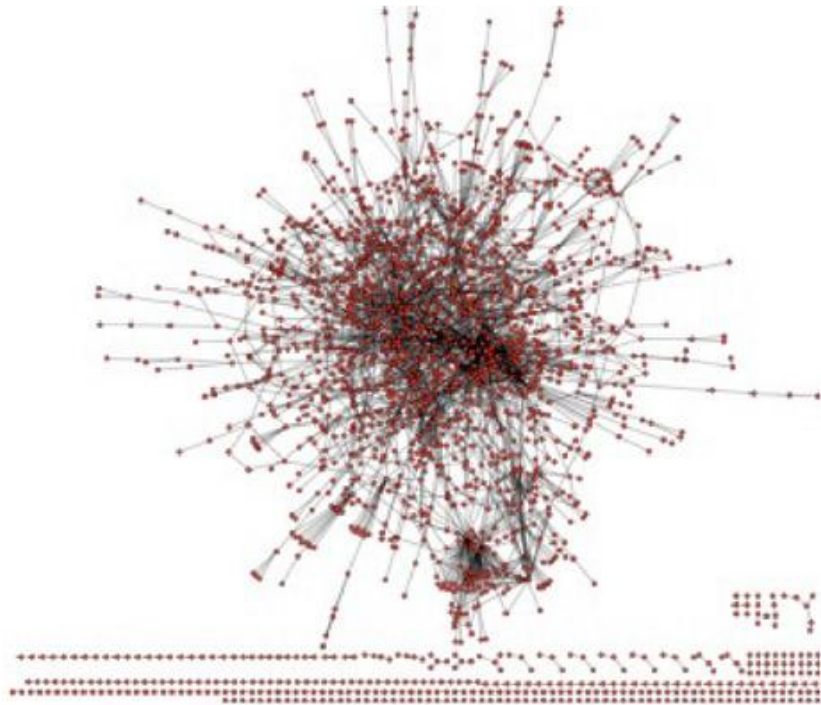
It is a normalized histogram $\sum_{k=1}^{\infty} p_k = 1$



$$\langle k \rangle = \sum_{k=0}^{\infty} k p_k$$

$$N_k = N p_k$$

A real world example – protein protein interaction network



Adjacency matrix

*We consider
networks without
self-loops*

Undirected network: binary matrix $N \times N$

- $A_{ij} = A_{ji} = 1$ if i is connected to j
- $A_{ij} = 0$ otherwise

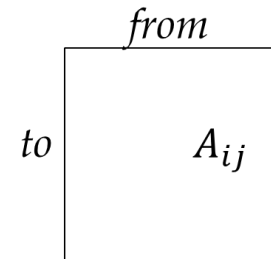
$$k_i = \sum_{j=1}^N A_{ji} = \sum_{i=1}^N A_{ji}$$

$$L = \frac{1}{2} \sum_{ij} A_{ij}$$

$$\langle k \rangle = \frac{2L}{N}$$

Directed network: binary matrix $N \times N$

- $A_{ij} = 1$ if there is a link from j to i
- $A_{ij} = 0$ otherwise



$$k_i^{\text{in}} = \sum_{j=1}^N A_{ij}$$

$$k_i^{\text{out}} = \sum_{j=1}^N A_{ji}$$

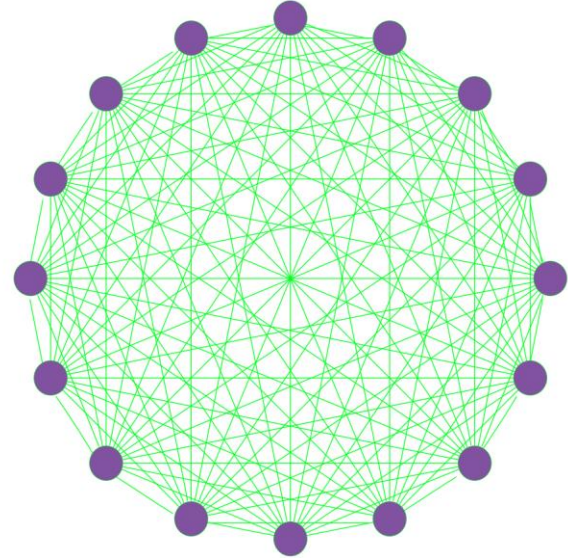
$$L = \sum_{ij} A_{ij}$$

$$\langle k^{\text{in}} \rangle = \langle k^{\text{out}} \rangle = \frac{L}{N}$$

Weighted networks: $A_{ij} = w_{ij}$

Max number of links

$$L_{max} = \binom{N}{2} = \frac{N(N-1)}{2}$$

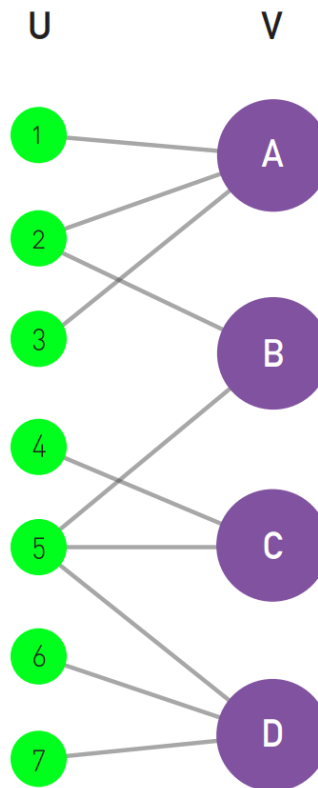


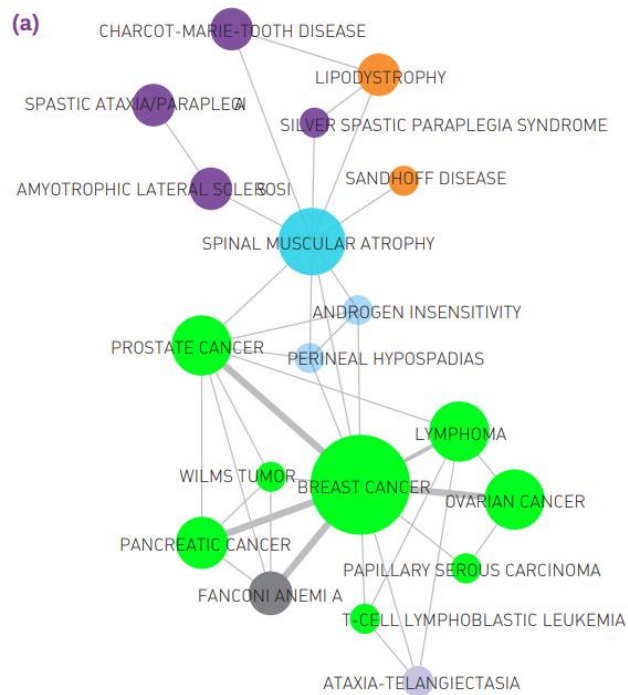
Real networks are sparse: only a fraction of the possible links are present

Bipartite networks

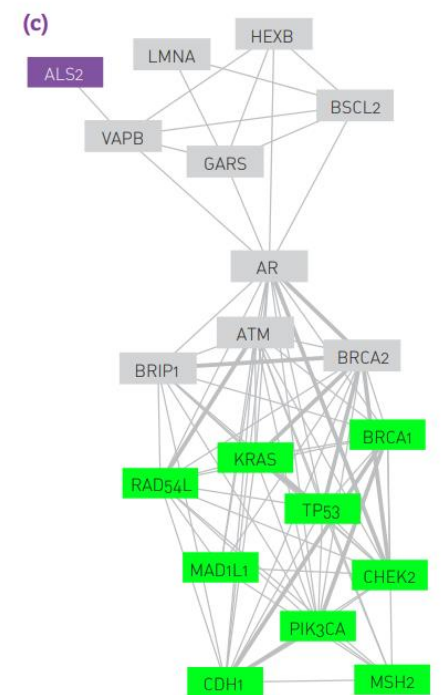
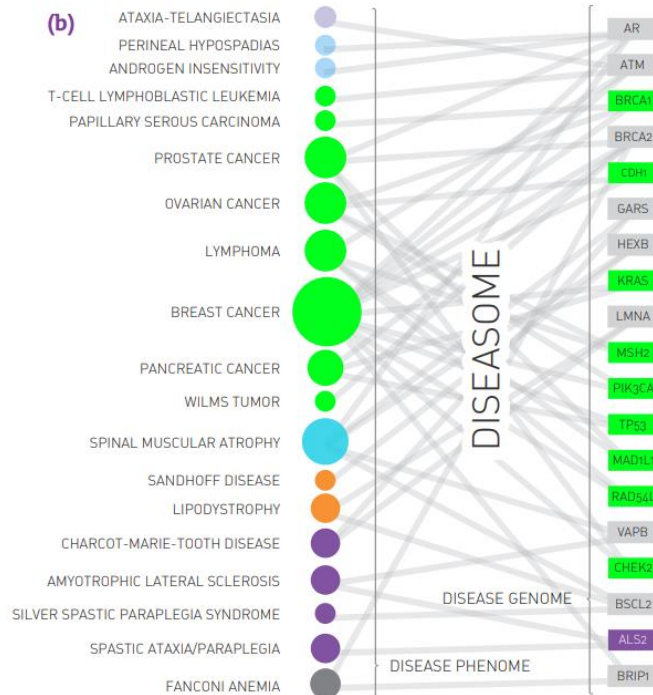
A network whose nodes are divided into 2 disjoint sets U and V such that each link connects a U-node to a V-node.

2 projections

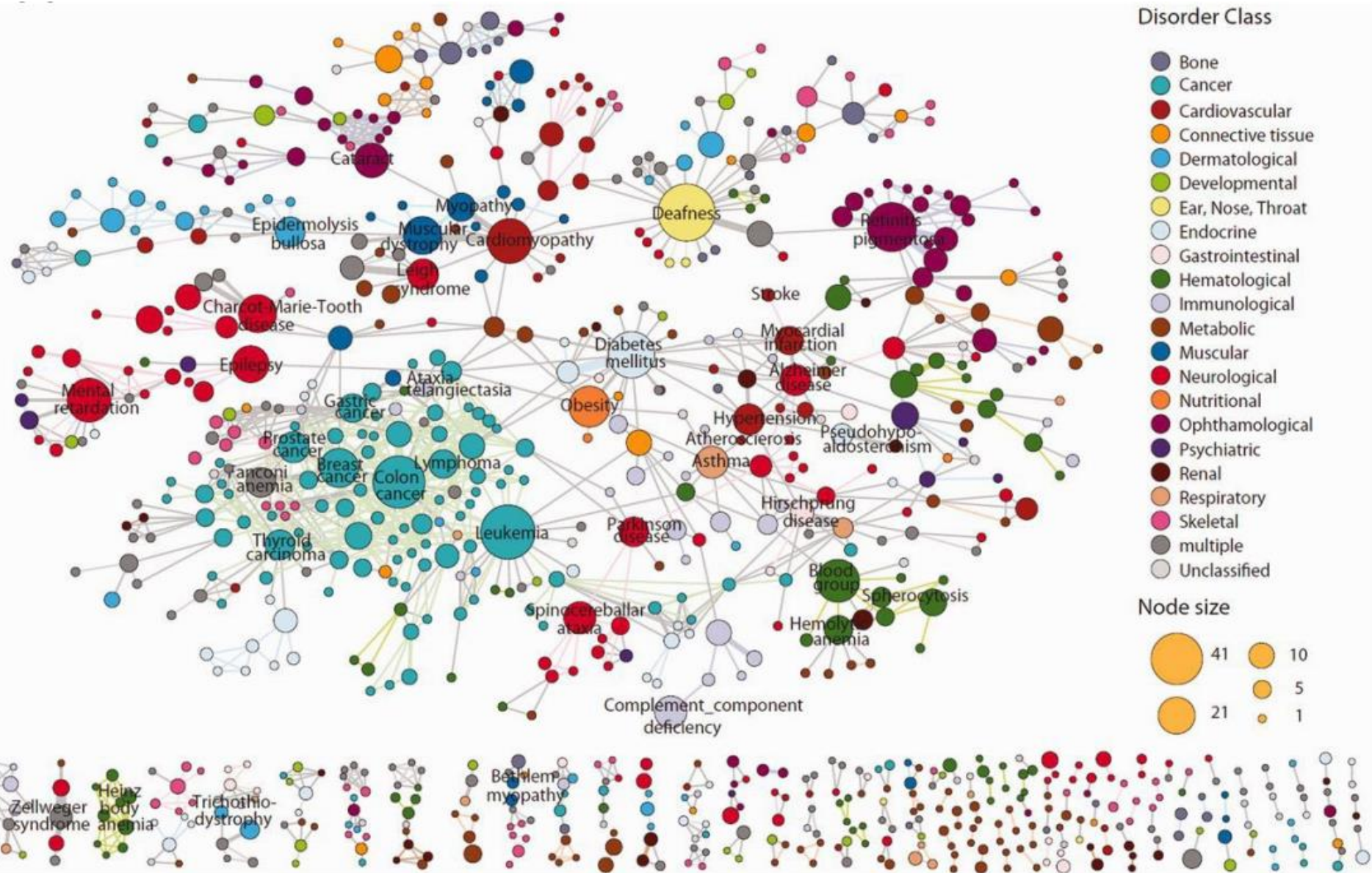




HUMAN DISEASE NETWORK



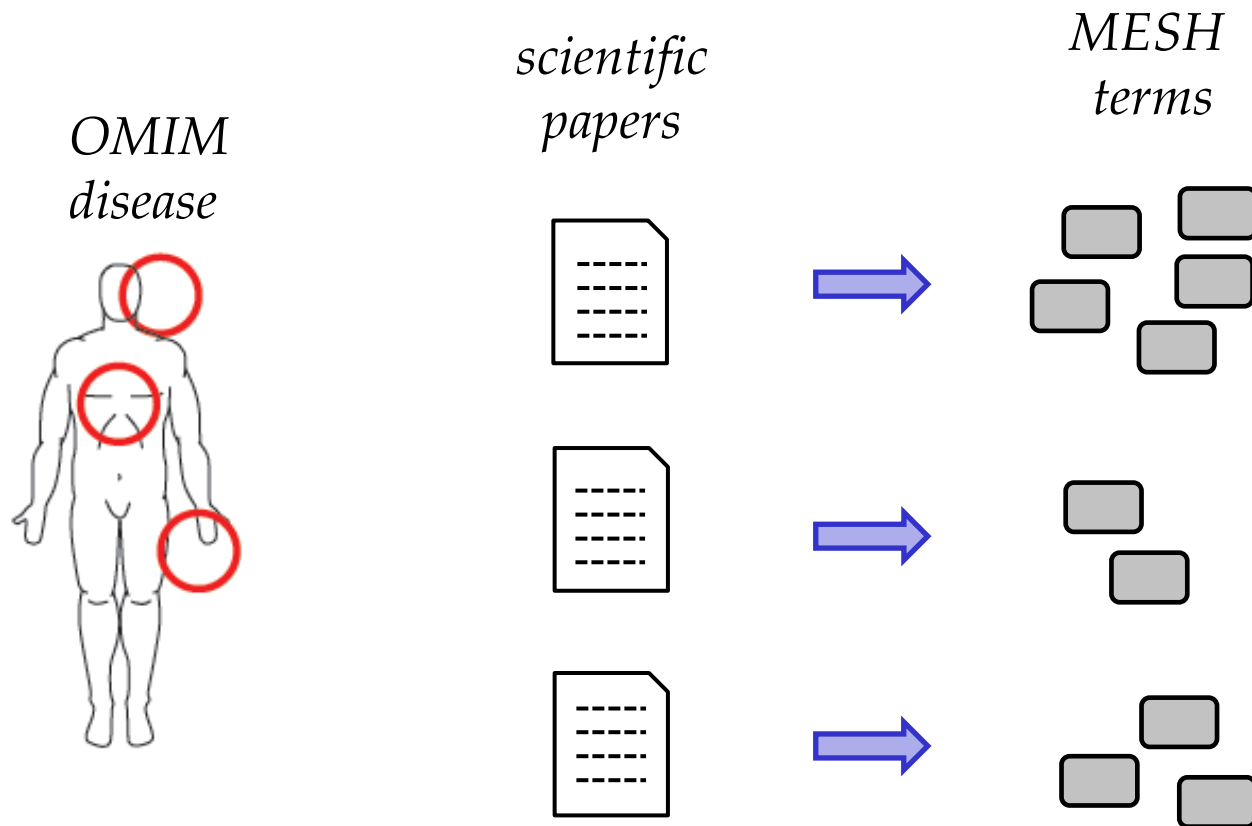
DISEASE GENE NETWORK



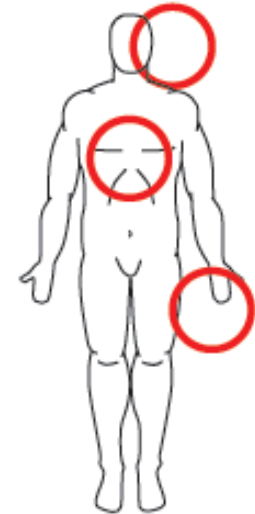
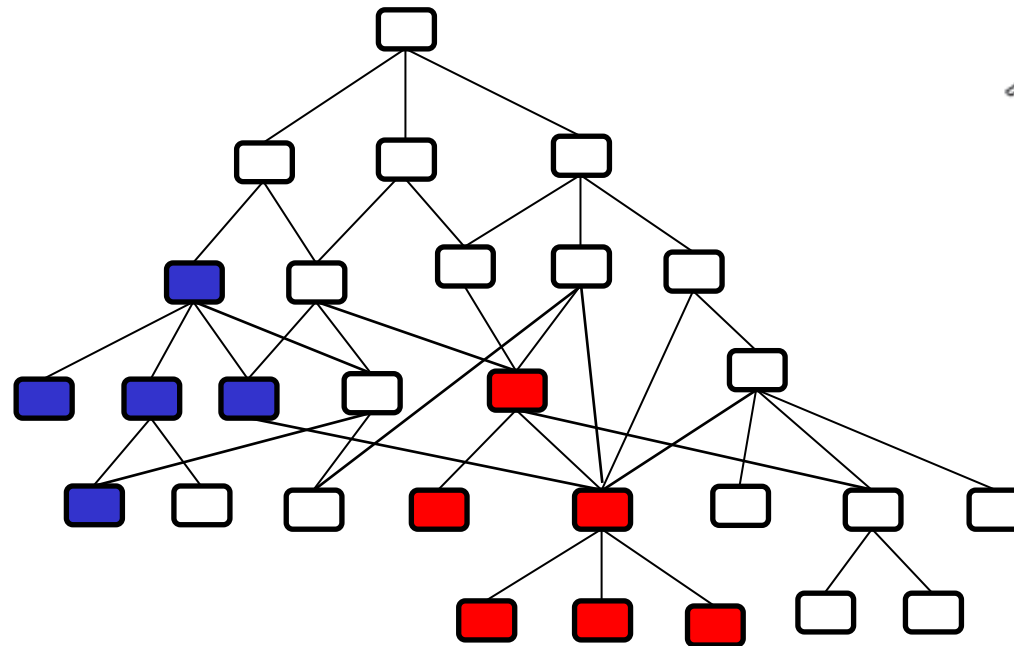
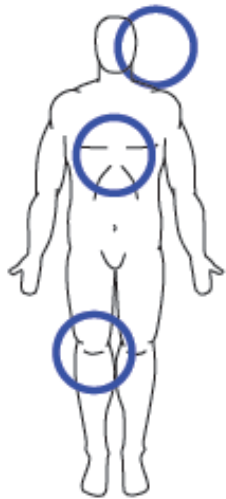
Defining a distance between diseases

[Caniza, Romero, Paccanaro, *Nature Scientific Reports*, 2015]

STEP 1: Translate a genetic disease into a set of MeSH terms



STEP 2: quantify a distance between two sets of terms on an ontology

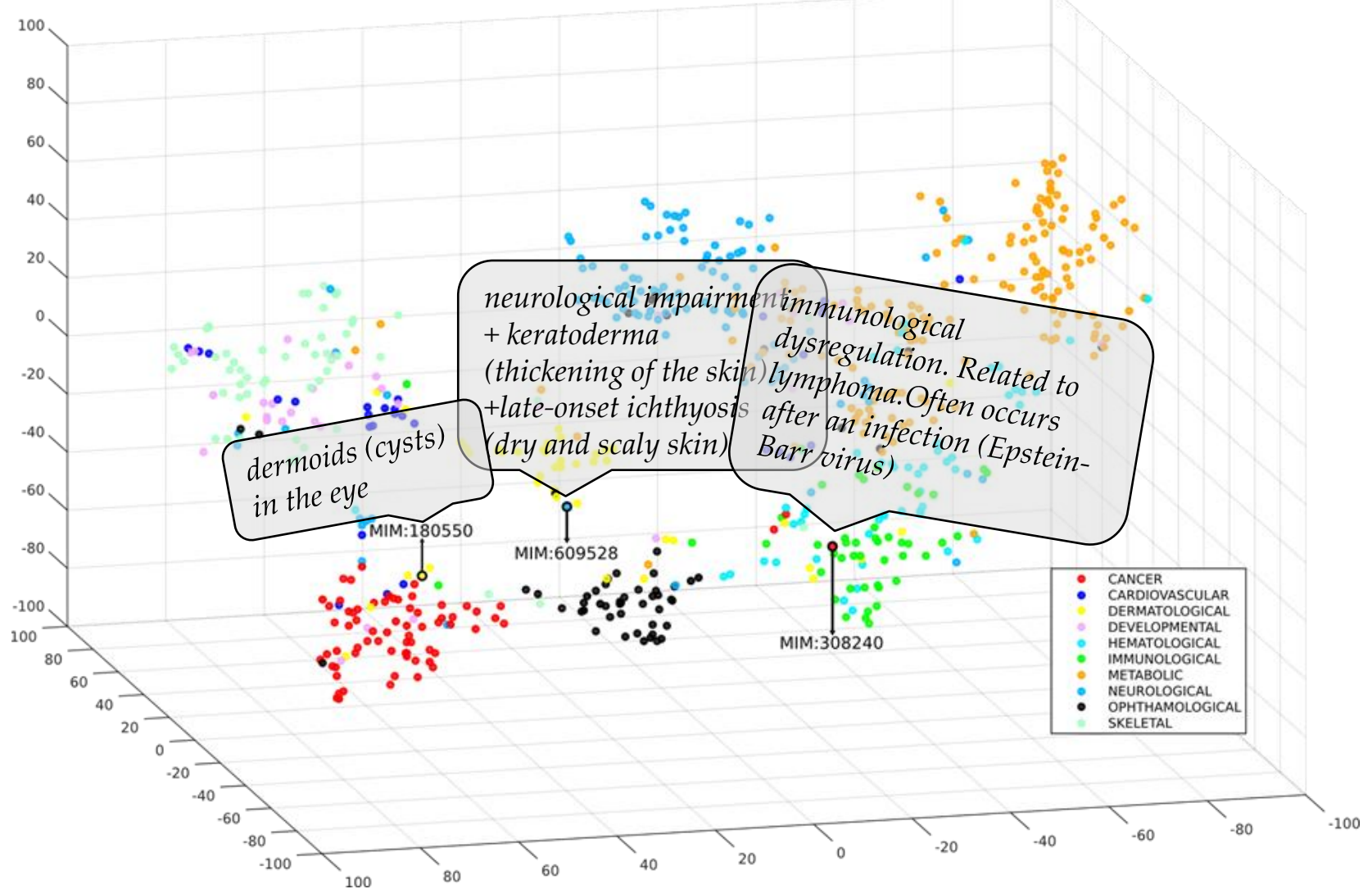


Luckily ☺, we had developed a measure for that !

(Yang et al, *Bioinformatics*, 2012; Caniza et al, *Bioinformatics*, 2014)

Embedding diseases in 3D

[Caniza, Romero, Paccanaro, *Nature Scientific Reports*, 2015]



MIM:180550 - Ring Dermoid of Cornea – cancer/dermatological/ophthalmological

MIM:609528 - Cerebral dysgenesis, neuropathy, ichthyosis, and palmoplantar keratoderma syndrome – neurol./dermatol.

MIM:308240 - Lymphoproliferative syndrome – cancer/immunological

Paths & distances

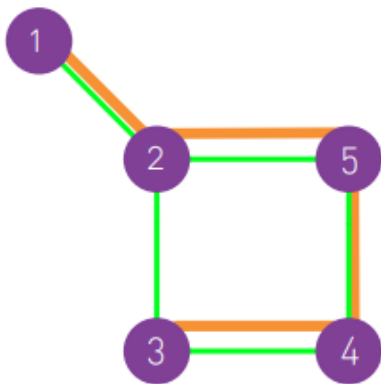
Path: a route along the links of the network.

Path length: the number of links in the path.

Distance between two nodes: length of the **shortest path** between the nodes

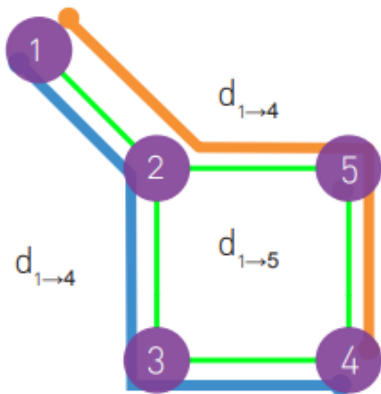
Undirected network: $d_{ij} = d_{ji}$, always

Directed network: $d_{ij} \neq d_{ji}$, in general



Path

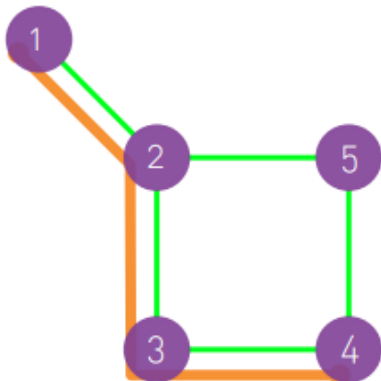
A sequence of nodes such that each node is connected to the next node along the path by a link. Each path consists of $n+1$ nodes and n links. The length of a path is the number of its links, counting multiple links multiple times. For example, the orange line $1 \rightarrow 2 \rightarrow 5 \rightarrow 4 \rightarrow 3$ covers a path of length four.



$$d_{1 \rightarrow 4} = 3$$

Shortest Path (Geodesic Path, d)

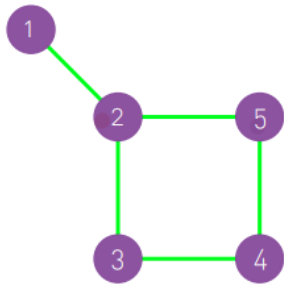
The path with the shortest distance d between two nodes. We also call d the distance between two nodes. Note that the shortest path does not need to be unique: between nodes 1 and 4 we have two shortest paths, $1 \rightarrow 2 \rightarrow 3 \rightarrow 4$ (blue) and $1 \rightarrow 2 \rightarrow 5 \rightarrow 4$ (orange), having the same length $d_{1,4} = 3$.



$$d_{1 \rightarrow 4} = 3 = d_{\max}$$

Diameter (d_{\max})

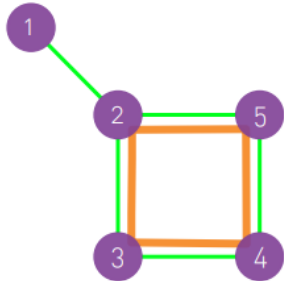
The longest shortest path in a graph, or the distance between the two furthest nodes. In the graph shown here the diameter is between nodes 1 and 4, hence $d_{\max} = 3$.



$$\langle d \rangle = [d_{1 \rightarrow 2} + d_{1 \rightarrow 3} + d_{1 \rightarrow 4} + d_{1 \rightarrow 5} + d_{2 \rightarrow 3} + d_{2 \rightarrow 4} + d_{2 \rightarrow 5} + d_{3 \rightarrow 4} + d_{3 \rightarrow 5} + d_{4 \rightarrow 5}] / 10 = 1.6$$

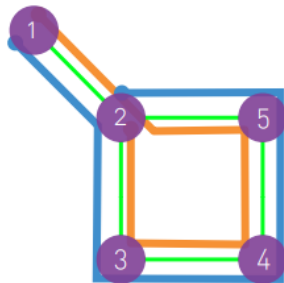
Average Path Length ($\langle d \rangle$)

The average of the shortest paths between all pairs of nodes. For the graph shown on the left we have $\langle d \rangle = 1.6$, whose calculation is shown next to the figure.



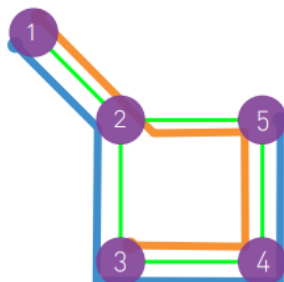
Cycle

A path with the same start and end node. In the graph shown on the left we have only one cycle, as shown by the orange line.



Eulerian Path

A path that traverses each link exactly once. The image shows two such Eulerian paths, one in orange and the other in blue.



Hamiltonian Path

A path that visits each node exactly once. We show two Hamiltonian paths in orange and in blue.

Number of shortest paths

Note that: the number of paths of length 2 between i and j is

$$N_{ij}^{(2)} = \sum_{k=1}^N A_{ik} A_{kj} = A_{ij}^2$$

The number of paths of length d between i and j is

$$N_{ij}^{(d)} = \sum_{k=1}^N A_{ij}^d$$

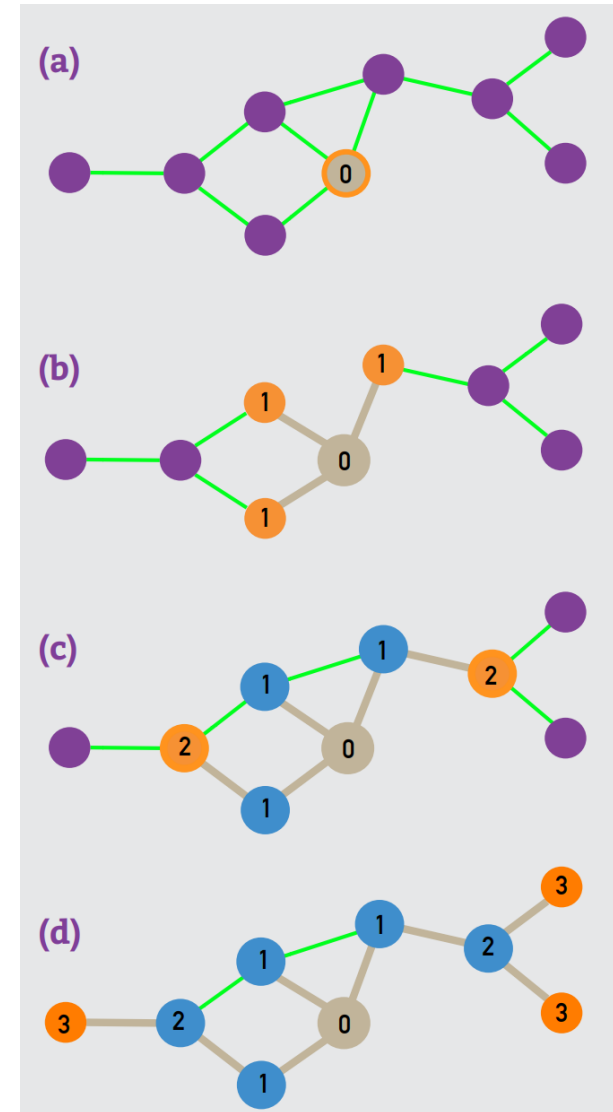
works for both undirected
and directed networks

Distance between nodes i and j is the smallest d for which $N_{ij}(d) > 0$

Breadth first search (BFS) algorithm

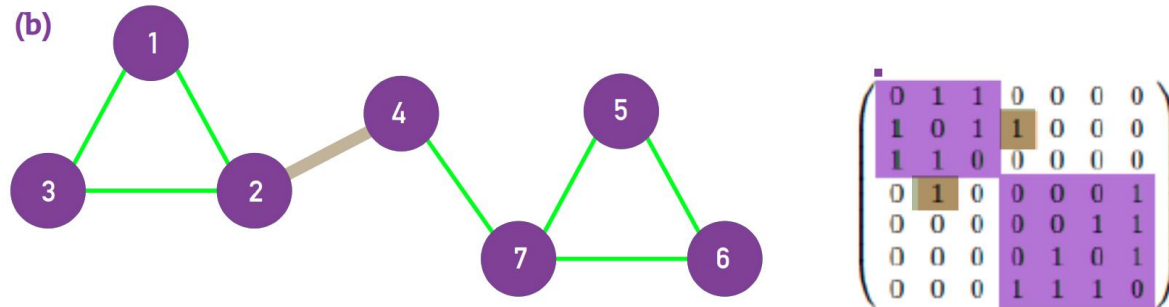
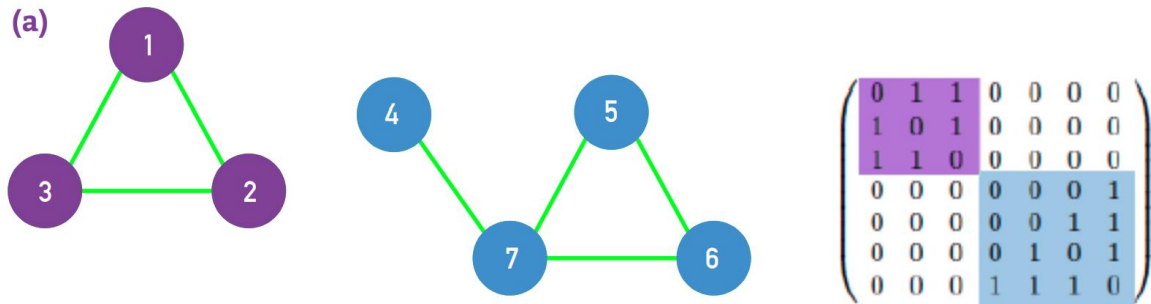
To find the shortest path between node i and j :

1. Start at node i , that we label with “0”.
2. Find the nodes directly linked to i . Label them distance “1” and put them in a queue.
3. Take the first node, labeled n , out of the queue ($n = 1$ in the first step). Find the unlabeled nodes adjacent to it in the graph. Label them with $n + 1$ and put them in the queue.
4. Repeat step 3 until you find the target node j or there are no more nodes in the queue.
5. The distance between i and j is the label of j . If j does not have a label, then $d_{ij} = \infty$.



Connectedness

- Connected/disconnected components (or clusters)
- Bridges



Components are efficiently identified using BFS

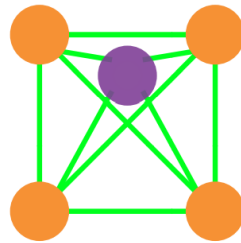
Clustering Coefficient

It captures the degree to which the neighbours of a node link to each other

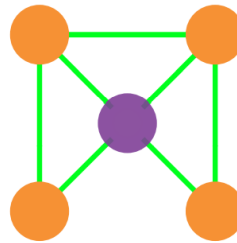
Clustering coefficient for node i
with degree k_i , where there are L_i
links between its neighbours:

$$C_i = \frac{2L_i}{k_i(k_i - 1)}$$

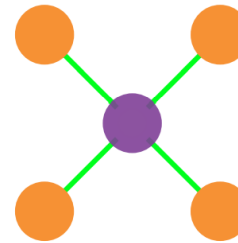
*probability that
two neighbours of
a node are linked*



$$C_i = 1$$



$$C_i = 1/2$$



$$C_i = 0$$

Average clustering coefficient:

$$\langle C \rangle = \frac{1}{N} \sum_{i=1}^N C_i$$

*probability that two
neighbours of a randomly
selected node are linked*

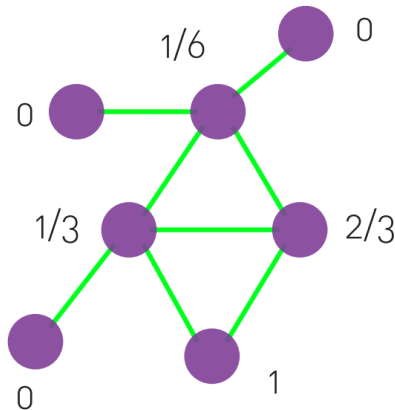
Global clustering coefficient

(aka ratio of transitive triplets)

L_i is the **number of triangles** that a node i participates in.

Connected triplet is an ordered set of three nodes ABC such that A connects to B and B connects to C.

Global clustering coefficient: $C_{\Delta} = \frac{3 \times \text{Number Of Triangles}}{\text{Number Of Connected Triples}}$

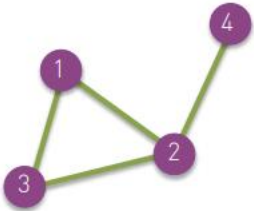


$$\langle C \rangle = \frac{13}{42} \approx 0.310$$

$$C_{\Delta} = \frac{3}{8} = 0.375$$

A summary of the most common network types

Undirected



$$A_{ij} = \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{pmatrix}$$

$$A_{ii} = 0 \quad A_{ij} = A_{ji}$$

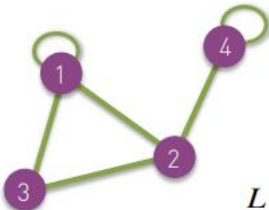
$$L = \frac{1}{2} \sum_{i,j=1}^N A_{ij} \quad \langle k \rangle = \frac{2L}{N}$$

Undirected Network

A network whose links do not have a defined direction.

Examples: Internet, power grid, science collaboration networks.

Self-loops



$$A_{ij} = \begin{pmatrix} 1 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix}$$

$$\exists i, A_{ii} \neq 0 \quad A_{ij} = A_{ji}$$

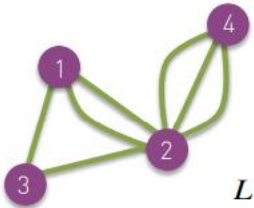
$$L = \frac{1}{2} \sum_{i,j=1, i \neq j}^N A_{ij} + \sum_{i=1}^N A_{ii} \quad ?$$

Self-loops

In many networks nodes do not interact with themselves, so the diagonal elements of the adjacency matrix are zero, $A_{ii} = 0, i = 1, \dots, N$. In some systems self-interactions are allowed; in such networks, self-loops represent the fact that node i interacts with itself.

Examples: WWW, protein interactions.

Multigraph (undirected)



$$A_{ij} = \begin{pmatrix} 0 & 2 & 1 & 0 \\ 2 & 0 & 1 & 3 \\ 1 & 1 & 0 & 0 \\ 0 & 3 & 0 & 0 \end{pmatrix}$$

$$A_{ii} = 0 \quad A_{ij} = A_{ji}$$

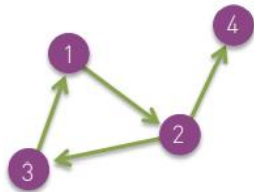
$$L = \frac{1}{2} \sum_{i,j=1}^N A_{ij} \quad \langle k \rangle = \frac{2L}{N}$$

Multigraph/Simple Graphs

In a multigraph nodes are permitted to have multiple links (or parallel links) between them. Hence A_{ii} can be any positive integer. Networks that do not allow multiple links are called *simple*.

Multigraph Examples: Social networks, where we distinguish friendship, family and professional ties.

Directed



$$A_{ij} = \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

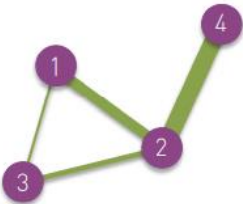
$$L = \sum_{i,j=1}^N A_{ij} \quad A_{ij} \neq A_{ji} \quad \langle k \rangle = \frac{L}{N}$$

Directed Network

A network whose links have selected directions. Examples: WWW, mobile phone calls, citation network.

Weighted

(undirected)



$$A_{ij} = \begin{pmatrix} 0 & 2 & 0.5 & 0 \\ 2 & 0 & 1 & 4 \\ 0.5 & 1 & 0 & 0 \\ 0 & 4 & 0 & 0 \end{pmatrix}$$

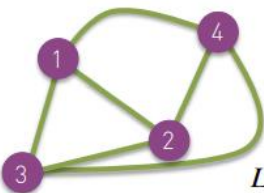
$$A_{ii} = 0 \quad A_{ij} = A_{ji} \quad \langle k \rangle = \frac{2L}{N}$$

Weighted Network

A network whose links have a defined weight, strength or flow parameter. The elements of the adjacency matrix are $A_{ij} = w_{ij}$ if there is a link with weight w_{ij} between them. For unweighted (binary) networks, the adjacency matrix only indicates the presence ($A_{ij} = 1$) or the absence ($A_{ij} = 0$) of a link. Examples: Mobile phone calls, email network.

Complete Graph

(undirected)



$$A_{ij} = \begin{pmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 0 \end{pmatrix}$$

$$A_{ii} = 0 \quad A_{i \neq j} = 1 \quad L = L_{\max} = \frac{N(N-1)}{2} \quad \langle k \rangle = N-1$$

Complete Graph (Clique)

In a complete graph, or a clique, all nodes are connected to each other.

Examples: Actors in the cast of the same movie, as they are all linked to each other in the actor network.