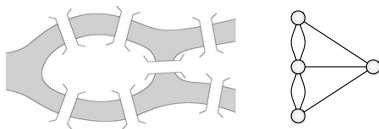# graph theory → *network science*

introduction to *network science in Python* (*NetPy*)

Lovro Šubelj
University of Ljubljana
26th September 2024

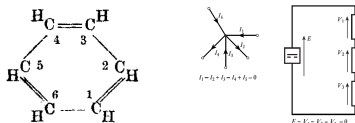# history *graph theory*

1736 seven *bridges of Königsberg* [Eul36] (Leonhard Euler)

1800s *travelling salesman* problem (William Hamilton)

1845 *electrical circuit* laws (Gustav Kirchhoff)

1857 *chemical structure* theory (August Kekulé)

1956 *shortest paths* (Edsger Dijkstra)

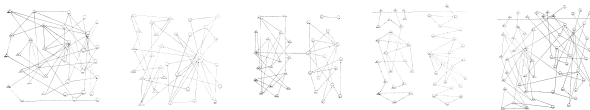1956 minimum *spanning tree* (Joseph Kruskal)

1956 maximum *flow* & minimum *cut* (Ford & Fulkerson)

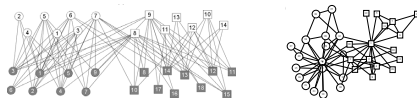1956 *signed graph* theory [CH56] (Cartwright & Harary)

1959 *random graph* theory [ER59] (Erdős & Rényi)

history *sociometry*

1934 children *sociograms* [Mor34] (Jacob Moreno)

1970 university *karate club* [Zac77] (Wayne Zachary)

1967 *small-world* experiment [Mil67] (Stanley Milgram)

1973 strength of *weak ties* [Gra73] (Mark Granovetter)

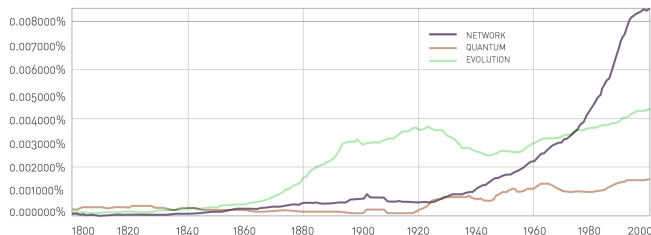1977 measures of *centrality* [Fre77] (Linton Freeman)

revolution *data*

< 2000 *small graphs* 10^2-10^3 nodes

≈ 2000 *communication networks* 10^5-10^8 nodes

≈ 2005 *online social networks* 10^8 nodes

today *Facebook graph* $> 10^9$ users

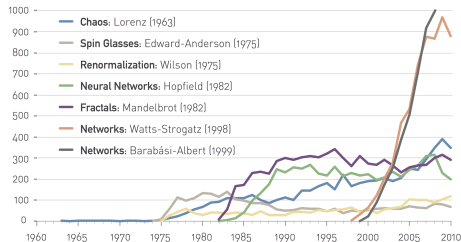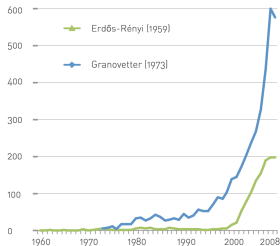today *Web graph* $> 10^{12}$ pages

revolution *models*

1959 *random graph* models [ER59]

1973 *valued graph* models [Gra73]

1998 *small-world network* structure [WS98]

1999 *scale-free network* structure [BA99]

"A key discovery of network science is that the architecture of networks emerging in various domains of science, nature, and technology are similar to each other, a consequence of being governed by the same organizing principles. Consequently we can use a common set of tools to explore these systems."

Albert-László Barabási

"Networks are ideal structures to describe problems of organized complexity."

César A. Hidalgo

"I think the 21st century will be the century of complexity."

Stephen Hawking

network *science*

problem
understanding *real networks*

means
study of *network properties*
design of *mathematical models*
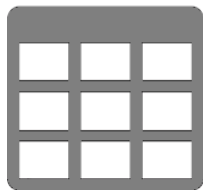*implementation* of *efficient algorithms*

goals
network *structure* and *evolution*

nodes, links, fragments, clusters, layers, networks

network *dynamics* and *processes*
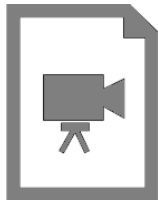
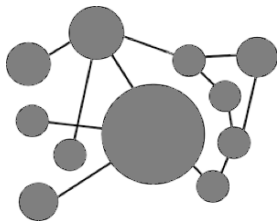spreading, diffusion, epidemics etc.

network *analysis*

data *mining*

text *mining*

computer *vision*

network *analysis*

history *references*

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