

# intermediacy of publications

uncovering important publications for the development of a field

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# problem & motivation

algorithmic historiography for evolution of field (**Garfield, 1964–**)

relying on **citations between publications** from **WoS/Scopus**



existing approaches include **main paths** (**Hummon & Doreian, 1989**)  
(**longest/shortest paths**) many **irrelevant**/miss **relevant** publications  
(**however**) important publications should only be **well-connected**

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"...citations are valid and valuable means of creating accurate historical descriptions of scientific fields."

# measure of intermediacy

(**setting**) select **source** & **target** publications **s** & **t**

(**method**) each citation is active/relevant with **probability p**

(**result**) importance of **publication u** called **intermediacy**  $\phi_u$

$$\phi_u = \Pr(X_{st}^u) = \Pr(X_{su}) \Pr(X_{ut})$$



**X<sub>st</sub>** – exists path **from s to t** & **X<sub>st</sub><sup>u</sup>** – exists such path **through u**

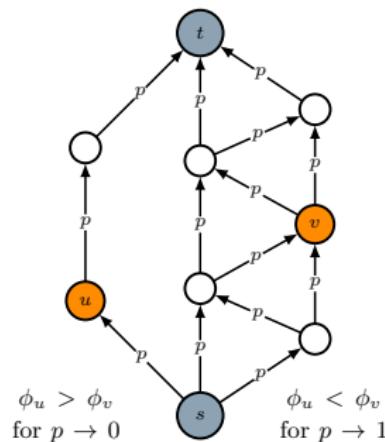
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$\phi_u = 2\phi_v \not\equiv$  publication **u** is "twice" as important as publication **v**

limit case  $p \rightarrow 0$

for  $p \rightarrow 0$  intermediacy  $\phi$  governed by  $\ell$  (**proof**)

for  $p \rightarrow 0$  if  $\ell_u < \ell_v$  then  $\phi_u > \phi_v$

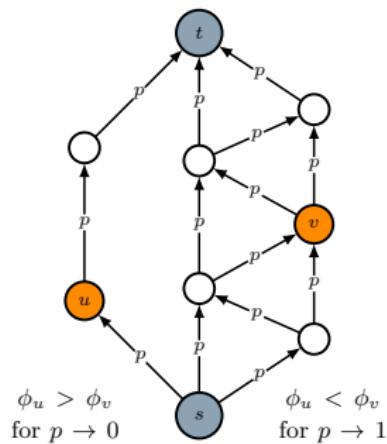


$\ell_u$  – length of **shortest paths** from  $s$  to  $t$  through  $u$

limit case  $p \rightarrow 1$

for  $p \rightarrow 1$  intermediacy  $\phi$  governed by  $\sigma$  (**proof**)

for  $p \rightarrow 1$  if  $\sigma_u < \sigma_v$  then  $\phi_u < \phi_v$

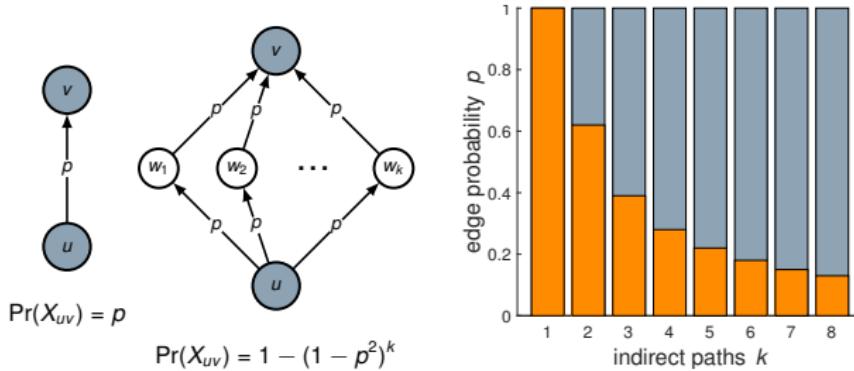


$\sigma_u$  – **number** of **edge-disjoint paths** from  $s$  to  $t$  through  $u$

# intuition for parameter $p$

for what  $p$  is **direct citation**  $\equiv$   **$k$  indirect citations**

$$\Pr(X_{uv}) = p = 1 - (1 - p^2)^k$$



$k$  – **number** of **indirect paths** from  $u$  to  $v$

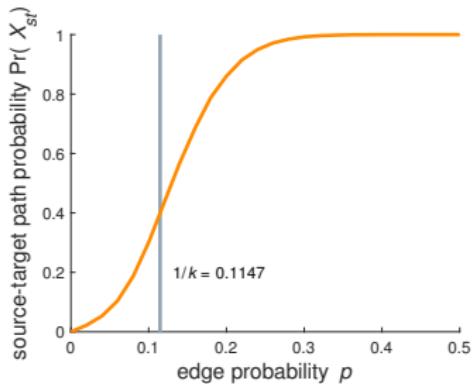
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for example  $p = 0.22 \equiv k = 5$  &  $p = 0.11 \equiv k = 10$

## choice of parameter $p$

for what  $p$  source-target path  $\Pr(\mathbf{X}_{st}) > 0 \equiv$  intermediacy  $\exists \mathbf{u} : \phi_{\mathbf{u}} > 0$

$$p \geq n/2m = 1/\langle k \rangle$$



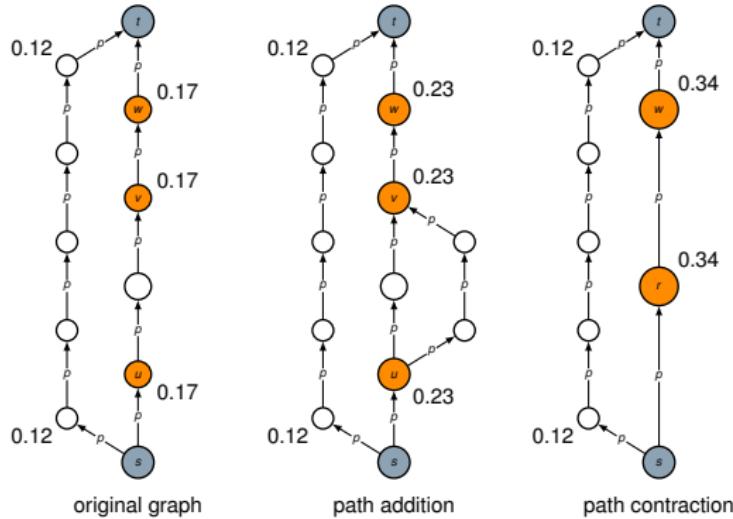
$\langle k \rangle$  – average number of citations & references

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percolation theory suggests that for  $k > 1$  probability  $\Pr(X_{st})$  is non-negligible

# properties of intermediacy

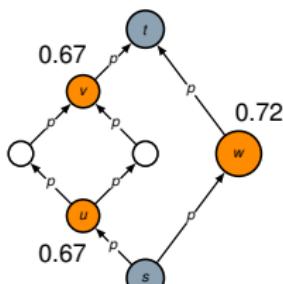
path addition & contraction increase intermediacy (**proof**)



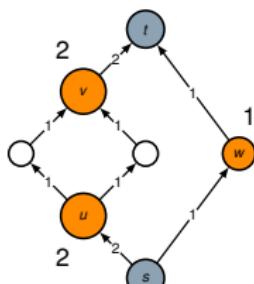
path from source to target becomes “**easier**” (**intuition**)

# alternatives to intermediacy

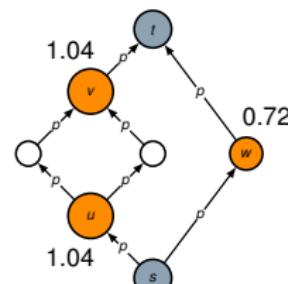
alternatives include **main paths & resistance (state of the art)**



intermediacy



main path analysis



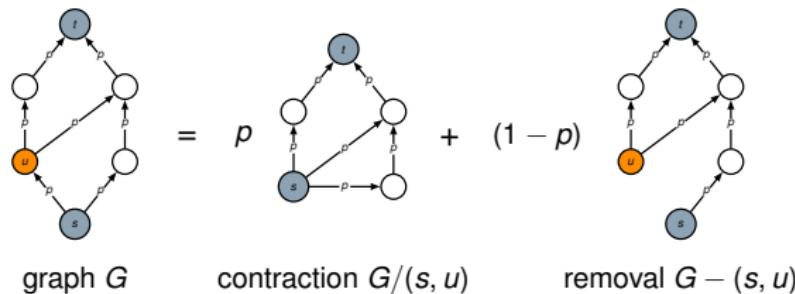
expected path count

alternatives **violate** path addition/contraction property (**examples**)

# exact algorithm

decomposition algorithm by edge **contraction** & **removal** (**Ball, 1979**)

$$\Pr(X_{st} | G) = p \Pr(X_{st} | G/(s, u)) + (1 - p) \Pr(X_{st} | G - (s, u))$$



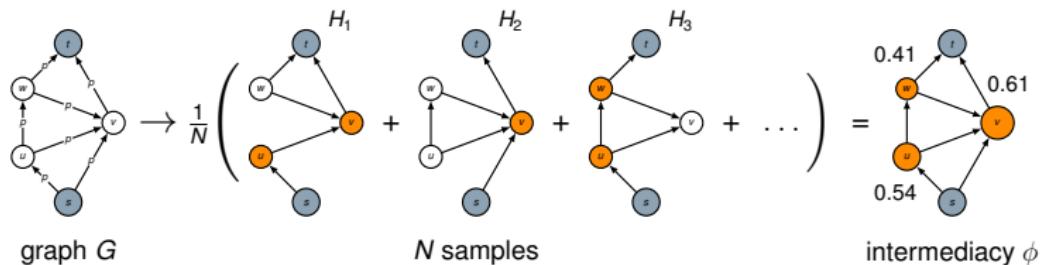
runs in **exponential time** since NP-hard even in DAG (**Johnson, 1984**)

decomposition algorithm is cute & elegant, but not useful in practice :(

# approximate algorithm

simple **Monte Carlo** simulation algorithm by edge **sampling**

$$\phi_u = \Pr(X_{st}^u \mid G) = \frac{1}{N} \sum_{k=1}^N \mathbb{I}(X_{st}^u \mid H_k)$$



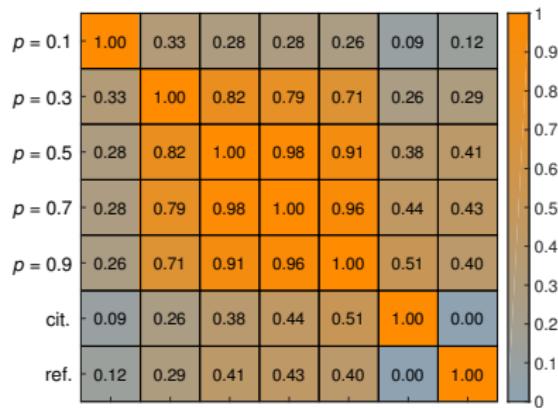
runs in quasi **linear time** using probabilistic DFS over say  **$10^6$  samples**

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$\ll$  30 min for network with 9 145 771 nodes and 81 771 723 edges :)

# intermediacy $\neq$ centrality

Spearman correlation between **intermediacy  $\phi$**  & **citations/references**



intermediacy **not correlated** with standard **centrality measures**

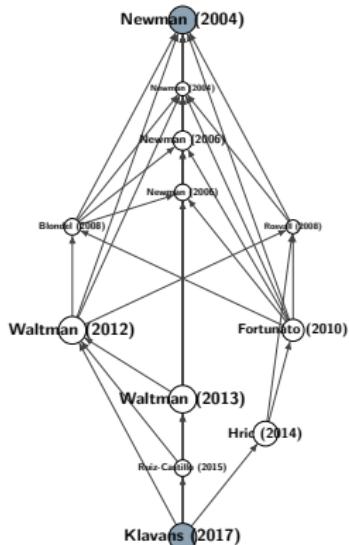
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intermediacy most useful from ordinal perspective  $\equiv$  Pearson  $<$  Spearman correlation

# modularity example

(target) Newman & Girvan (2004), [Finding and evaluating community...](#), *Phys. Rev. E* **69**(2), 026113.

(source) Klavans & Boyack (2017), [Which type of citation analysis generates...](#), *JASIST* **68**(4), 984-998.

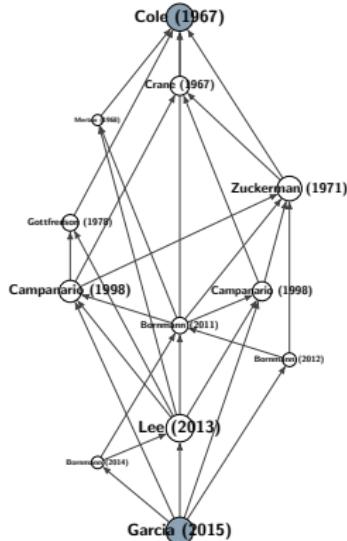


- 1 Waltman & Van Eck (2013), A smart local moving algorithm for large-scale modularity-based community detection, *EPJB* **86**, 471.
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- 3 Hric et al. (2014), Community detection in networks: Structural communities versus ground truth, *Phys. Rev. E* **90**(6), 062805.
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- 10 Rosvall & Bergstrom (2008), Maps of random walks on complex networks reveal community structure, *PNAS* **105**(4), 1118-1123.

# peer review example

(target) Cole & Cole (1967), **Scientific output and recognition**, *Am. Sociol. Rev.* 32(3), 377-390.

(source) Garcia et al. (2015), **The author-editor game**, *Scientometrics* 104(1), 361-380.



- 1 Lee et al. (2013), Bias in peer review, *JASIST* 64(1), 2-17.
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- 3 Campanario (1998), Peer review for journals as it stands today: Part 1, *Sci. Commun.* 19(3), 181-211.
- 4 Crane (1967), The gatekeepers of science: Some factors affecting the selection of articles for scientific journals, *Am. Sociol.* 2(4), 195-201.
- 5 Campanario (1998), Peer review for journals as it stands today: Part 2, *Sci. Commun.* 19(4), 277-306.
- 6 Gottfredson (1978), Evaluating psychological research reports: Dimensions, reliability, and correlates..., *Am. Psychol.* 33(10), 920-934.
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- 8 Bornmann (2012), The Hawthorne effect in journal peer review, *Scientometrics* 91(3), 857-862.
- 9 Bornmann (2014), Do we still need peer review? An argument for change, *JASIST* 65(1), 209-213.
- 10 Merton (1968), The Matthew effect in science, *Science* 159(3810), 56-63.

# small-world example

(target) Watts & Strogatz (1998), **Collective dynamics of 'small-world' networks**, *Nature* 393(6684), 440-442.

(source) Backstrom et al. (2012), **Four degrees of separation**,  
In: *Proceedings of the WebSci '12*, pp. 45-54.

- 1 Newman (2003), The structure and function of complex networks, *SIAM Rev.* **45**(2), 167-256.
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- 10 Lattanzi et al. (2011), Milgram-routing in social networks, In: *Proceedings of the WWW '11*, pp. 725-734.

# deep learning example

(target) LeCun et al. (2015), Deep learning, *Nature* 521(7553), 436-444.

(source) Silver et al. (2017), Mastering the game of Go without human knowledge, *Nature* 550(7676), 354-359.

- 1 Silver et al. (2016), Mastering the game of Go with deep neural networks and tree search, *Nature* 529(7587), 484-489.
- 2 Jouppi et al. (2017), In-datacenter performance analysis of a tensor processing unit, In: *Proceedings of the ISCA '17*, pp. 1-12.
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- 8 Han et al. (2016), EIE: Efficient inference engine on compressed deep neural network, In: *Proceedings of the ISCA '16*, pp. 243-254.
- 9 Shafiee et al. (2016), ISAAC: A convolutional neural network accelerator with in-situ analog arithmetic in crossbars, In: *Proceedings of the ISCA '16*, pp. 14-26.
- 10 Adolf et al. (2016), Fathom: Reference workloads for modern deep learning methods, In: *Proceedings of the IISWC '16*, pp. 1-10.

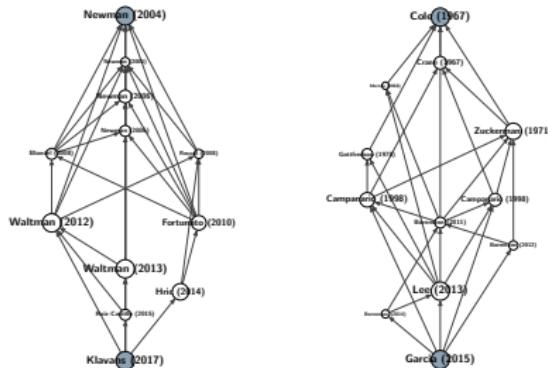
# conclusions

(proposal) measure of **importance of publications** called intermediacy

(theory) **conceptually clear & provable behavior** in limit cases

(practice) intermediacy shows **promising** results in **case studies**

(extensions) multiple sources & targets, weighted networks, etc.



**(paper)** arxiv.org/abs/**1812.08259**  
**(java)** github.com/lovre/**intermediacy**

Šubelj, Waltman, Traag & Van Eck (2020) Intermediacy of publications, *Royal Society Open Science*, 7(1), 190207.

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# **convexity in complex networks**

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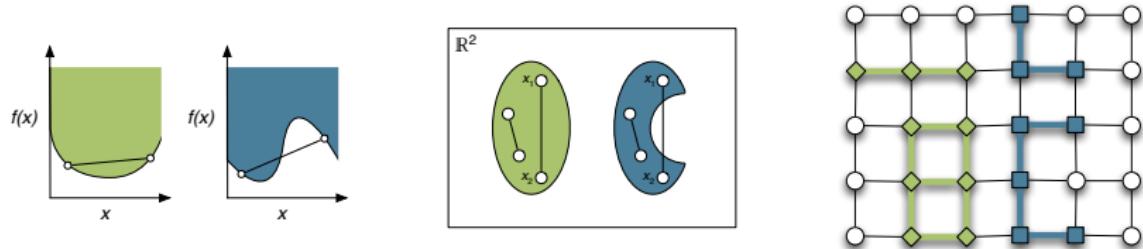
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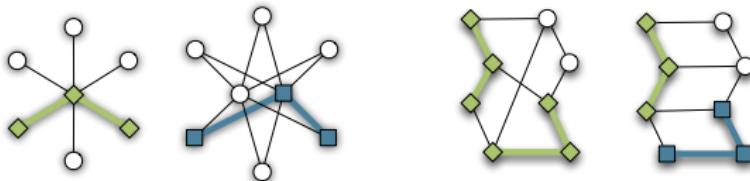
# definitions of convexity

**convex/non-convex** real functions, sets in  $\mathbb{R}^2$  & subgraphs



disconnected  $\supseteq$  connected  $\supseteq$  **induced**  $\supseteq$  isometric  $\supseteq$  **convex** subgraphs

connected subgraphs induced on simple undirected graph



# convexity **in** networks?

(**social network analysis**)  $k$ -clubs/ $k$ -clans are convex  $k$ -cliques

(**community detection**) often defined as “convex” subgraph

- **subset**  $S$  is convex if it induces convex **subgraph**
- convex **hull**  $\mathcal{H}(S)$  is smallest convex subset including  $S$

hull number =  $\min\{|S| : \mathcal{H}(S) \text{ includes } n \text{ nodes}\}$  (**Everett & Seidman, 1985**)

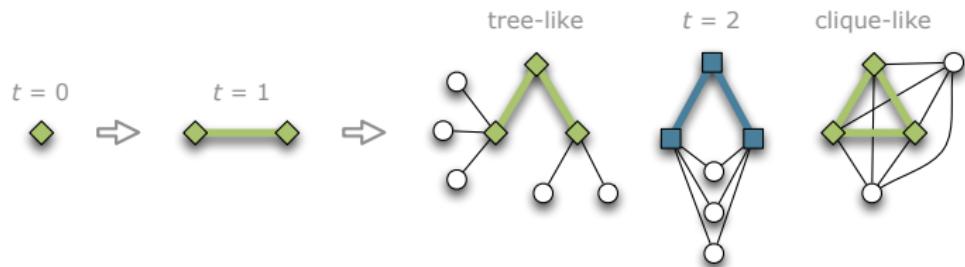
↑ hull number measures how **quickly** convex subsets can grow

↓ how **slowly** randomly grown convex subsets expand

# expansion of convex subsets

**grow** subset  $S$  by one node & **expand**  $S$  to convex hull  $\mathcal{H}(S)$

- $S = \{\text{random node } i\}$
- until  $S$  contains  $n$  nodes:
  1. select  $i \notin S$  via random edge
  2. expand  $S = \mathcal{H}(S \cup \{i\})$

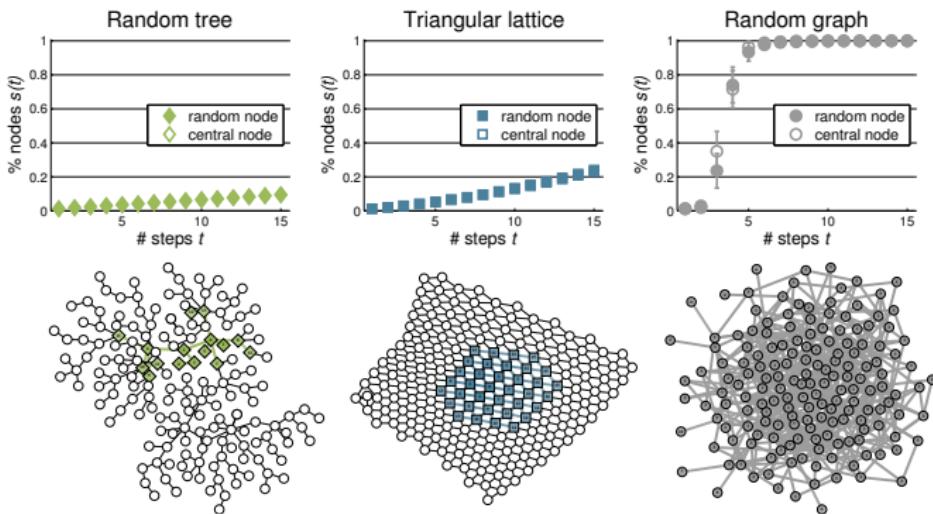


$S$  quantifies (locally) **tree-like/clique-like** structure of graphs

# convex expansion in graphs

$s(t)$  = average fraction of nodes in  $S$  after  $t$  expansion steps

$s(t) = (t + 1)/n$  in **convex** &  $s(t) \gg (t + 1)/n$  in **non-convex** graphs

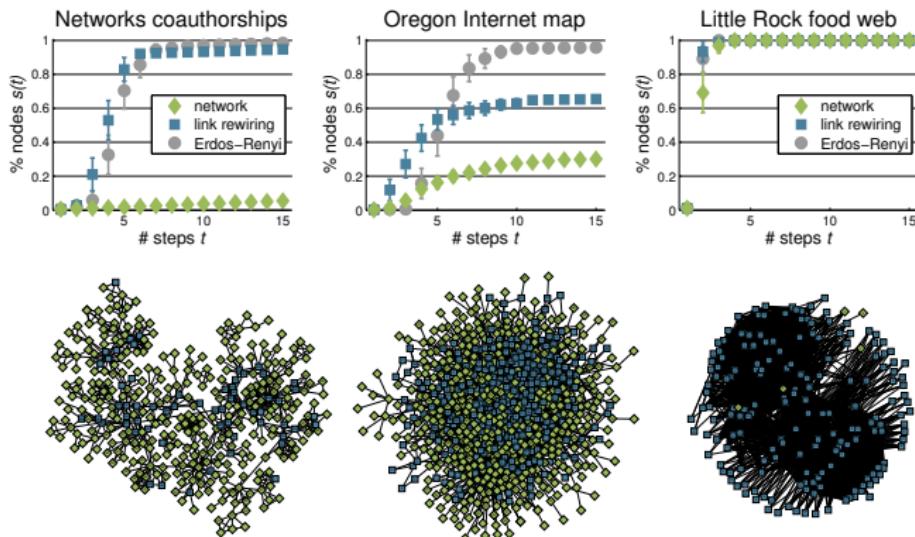


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# convex expansion in networks

$s(t)$  = average fraction of nodes in  $S$  after  $t$  expansion steps

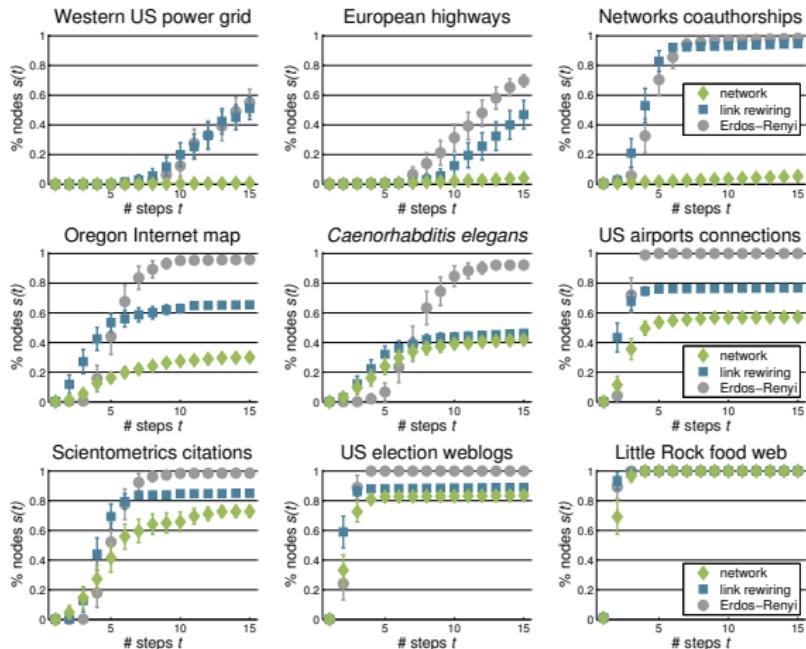
$s(t) = (t + 1)/n$  in **convex** &  $s(t) \gg (t + 1)/n$  in **non-convex** networks



$s(t)$  quantifies (locally) **tree-like/clique-like** structure of networks

# convex expansion in networks

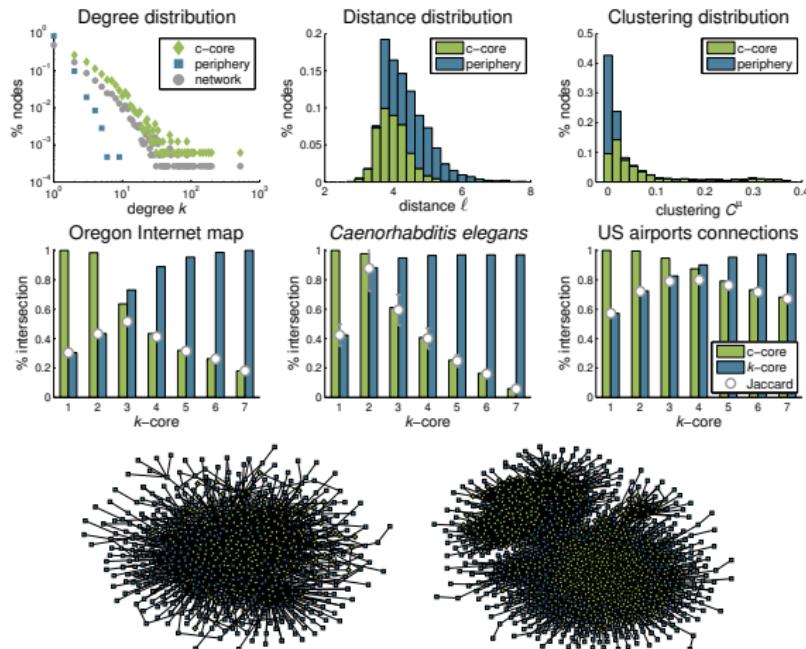
**convex** infrastructure and collaboration & **non-convex** food web



random **graphs** fail to reproduce convexity in empirical **networks**

# when/why expansion settles?

(when)  $S$  extends to c-core (why) smallest convex subset  $\supseteq S$



core-periphery networks have **convex** periphery & **non-convex** c-core

# global measure $c$ -convexity

$$X_c = 1 - \sum_{t=1}^{n-1} \sqrt[c]{\max(\Delta s(t) - 1/n, 0)} \quad X_c \geq X_c^{\text{RW}} \geq X_c^{\text{ER}}$$

$X_c$  highlights **tree-like**/**clique-like** networks (cliques connected tree-like)

	$X_1$	$X_1^{\text{RW}}$	$X_1^{\text{ER}}$	$X_{1,1}$	$X_{1,1}^{\text{RW}}$	$X_{1,1}^{\text{ER}}$
Western US power grid*	0.95	0.32	0.24	0.91	0.10	0.01
European highways*	0.66	0.23	0.27	0.44	-0.02	0.06
Networks coauthorships	0.91	0.09	0.06	0.83	-0.05	-0.09
Oregon Internet map	0.68	0.36	0.06	0.53	0.20	-0.09
<i>Caenorhabditis elegans</i>	0.57	0.54	0.07	0.43	0.40	-0.13
US airports connections	0.43	0.24	0.00	0.30	0.16	-0.07
Scientometrics citations	0.24	0.16	0.02	0.04	0.00	-0.13
US election weblogs	0.17	0.12	0.00	0.06	0.04	-0.08
Little Rock food web	0.03	0.03	0.02	-0.06	-0.02	-0.02

$X_c$  measures **global** & **regional** (periphery) convexity in networks

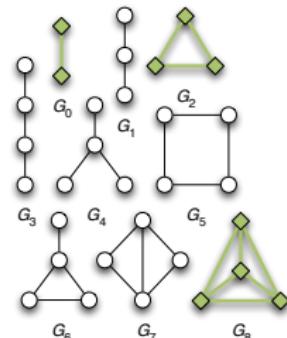
# probability of convex subgraphs

$P$  = probability that random  $G_{1-8}$  convex

$$P \leq P^{\text{ER}}$$

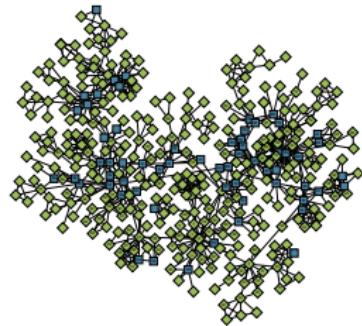
$P$  highlights locally **tree-like/clique-like** networks & random graphs

	$P$	$P^{\text{ER}}$	$\ln n / \ln \langle k \rangle$
Western US power grid	77.0%	99.4%	8.66
European highways	83.2%	97.6%	7.54
Networks coauthorships	53.3%	71.3%	3.77
Oregon Internet map	56.0%	86.4%	4.40
<i>Caenorhabditis elegans</i>	77.8%	97.6%	5.79
US airports connections	5.5%	12.9%	2.38
Scientometrics citations	30.5%	89.2%	4.30
US election weblogs	2.7%	6.0%	2.15
Little Rock food web	2.2%	0.3%	1.59



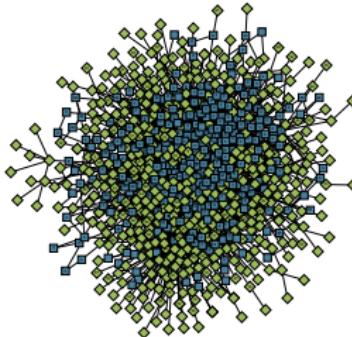
$P$  measures **local** (up to **4 nodes**) convexity in networks

# types of network convexity



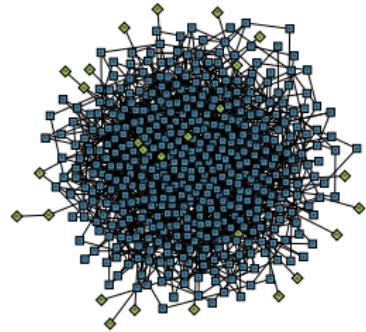
**global** convexity

tree/clique-like  
networks



**regional** convexity

core-periphery  
networks etc.



**local** convexity

random graphs  
 $< \ln n / \ln \langle k \rangle$

**c-convexity**  $\neq$  standard measures & **c-core**  $\neq$   $k$ -cores

**to be continued...**

(paper) arxiv.org/abs/**1608.03402**

(c++) github.com/t4c1/**graph-convexity**

Marc & Šubelj (2018) Convexity in complex networks, *Network Science*, 6(2), 176-203.

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# **convex skeletons** of **networks**

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# corrected measure of $c$ -convexity

$$X_s = s - \sum_{t=1}^{sn-1} \sqrt[c]{\max(s\Delta s(t) - 1/n, 0)} \quad s = \text{fraction of nodes in LCC}$$

$X_s$  highlights **tree-like/clique-like** networks & synthetic graphs

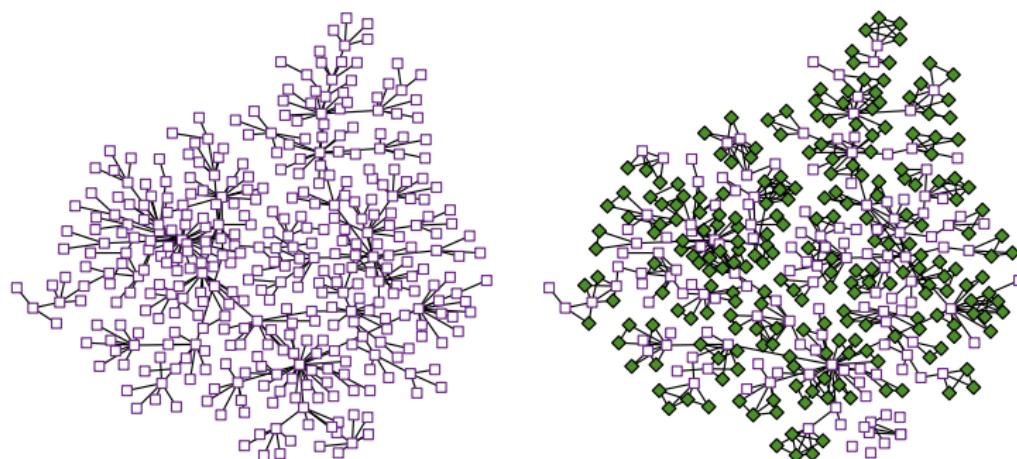
	$n$	$\langle k \rangle$	$X_s$		$n$	$\langle k \rangle$	$X_s$
Jazz musicians	198	27.70	0.12		2500	10.00	0.00
Network scientists	379	4.82	0.85	Random graphs	1000	10.00	0.01
Computer scientists	239	4.75	0.64		225	10.00	0.03
<i>Plasmodium falciparum</i>	1158	4.15	0.43	Triangular lattice	225	5.48	0.23
<i>Saccharomyces cerevisiae</i>	1458	2.67	0.68	Rectangular lattice	225	3.73	0.13
<i>Caenorhabditis elegans</i>	3747	4.14	0.56	Core-periphery graph	3747	4.48	0.39
AS (January 1, 1998)	3213	3.50	0.66		2500	5.97	1.00
AS (January 1, 1999)	531	4.58	0.49	Convex graphs	1000	5.97	1.00
AS (January 1, 2000)	3570	3.94	0.59		225	6.01	1.00
Little Rock Lake	183	26.60	0.02				
Florida Bay (wet)	128	32.42	0.03	convex graphs are random trees of cliques			
Florida Bay (dry)	128	32.91	0.03				

$X_s$  measures **global** & **regional** convexity in (disconnected) networks

# convex skeletons of networks

convex skeleton = largest high- $X_S$  subnetwork (every  $S$  is convex)

**spanning tree** & **convex skeleton** of network scientists coauthorships



convex skeleton is **tree** of **cliques** extracted by edge removal

# statistics of convex skeletons

$$\langle C \rangle = \frac{1}{n} \sum_i \frac{2t_i}{k_i(k_i - 1)} \quad \langle \sigma \rangle = \frac{2}{n(n-1)} \sum_{i < j} \sigma_{ij} \quad Xs = \dots$$

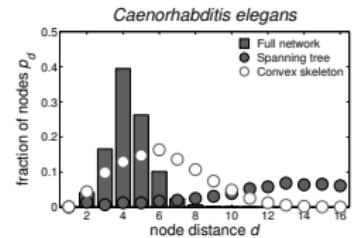
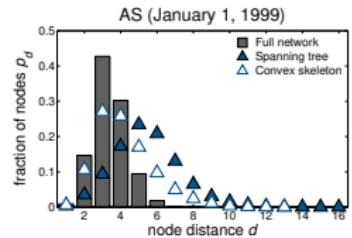
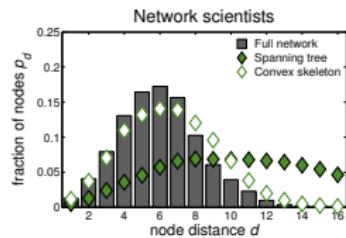
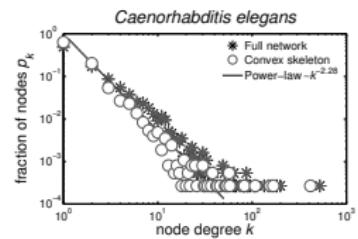
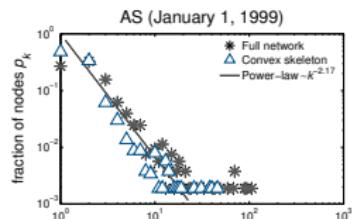
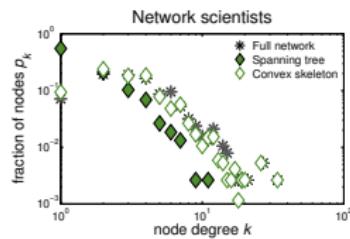
statistics of **convex skeletons** & **spanning trees** of networks

	clustering $\langle C \rangle$			geodesics $\langle \sigma \rangle$			convexity $X_s$		
	N	CS	ST	N	CS	ST	N	CS	ST
Jazz musicians	0.62	0.81	0.00	9.71	1.97	1.00	0.12	0.84	1.00
Network scientists	0.74	0.75	0.00	2.66	1.47	1.00	0.85	0.95	1.00
Computer scientists	0.48	0.54	0.00	4.08	1.42	1.00	0.64	0.95	1.00
<i>Plasmodium falciparum</i>	0.02	0.07	0.00	3.71	1.77	1.00	0.43	0.95	1.00
<i>Saccharomyces cerevisiae</i>	0.07	0.10	0.00	2.58	1.19	1.00	0.68	0.88	1.00
<i>Caenorhabditis elegans</i>	0.06	0.12	0.00	6.79	3.03	1.00	0.56	0.85	1.00
AS (January 1, 1998)	0.18	0.21	0.00	3.87	2.32	1.00	0.66	0.91	1.00
AS (January 1, 1999)	0.18	0.27	0.00	3.54	2.05	1.00	0.49	0.95	1.00
AS (January 1, 2000)	0.20	0.25	0.00	4.81	3.07	1.00	0.59	0.90	1.00
Little Rock Lake	0.32	0.69	0.00	22.13	4.32	1.00	0.02	0.82	1.00
Florida Bay (wet)	0.33	0.79	0.00	9.17	1.37	1.00	0.03	0.92	1.00
Florida Bay (dry)	0.33	0.82	0.00	9.37	1.65	1.00	0.03	0.93	1.00

**convex skeleton** is generalization of **spanning tree** retaining **clustering**

# distributions of convex skeletons

node distributions of **convex skeletons** & **spanning trees** of networks

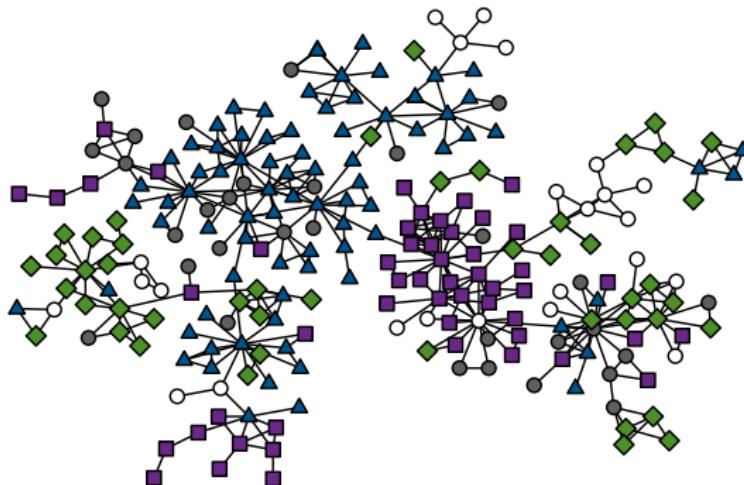


**convex skeletons** retain distributions in contrast to **spanning trees**

# convex skeletons of coauthorships

convex skeleton  $\sim$  network abstraction technique

**convex skeleton** of Slovenian **computer scientists** coauthorships

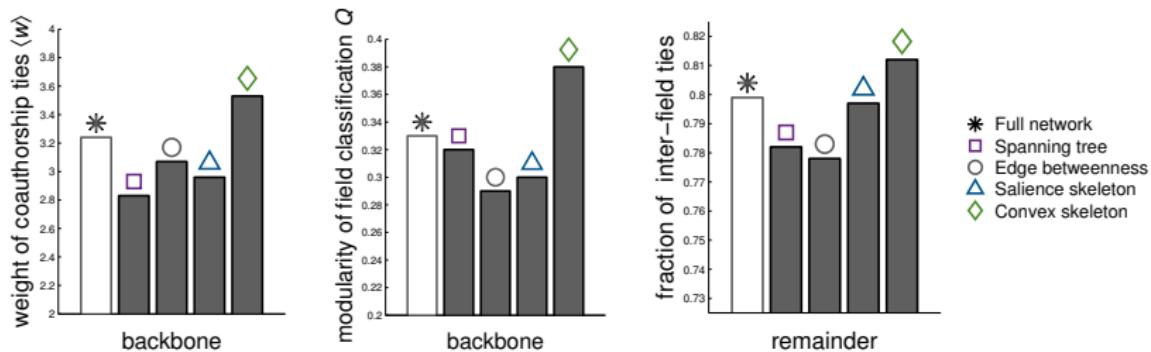


computer theory (◆), information systems (■), intelligent systems (▲),  
programming technologies (○) & other (●)

# network backbones of coauthorships

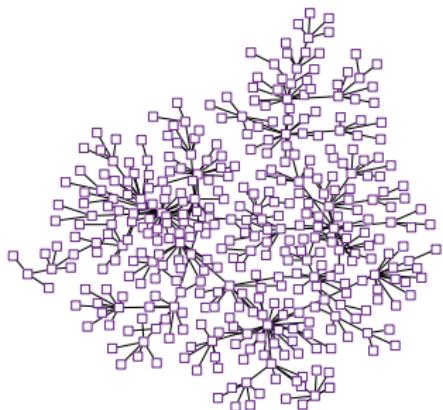
convex skeleton  $\gg$  high-betweenness & high-salience skeletons

properties of **backbones** of Slovenian **computer scientists** coauthorships



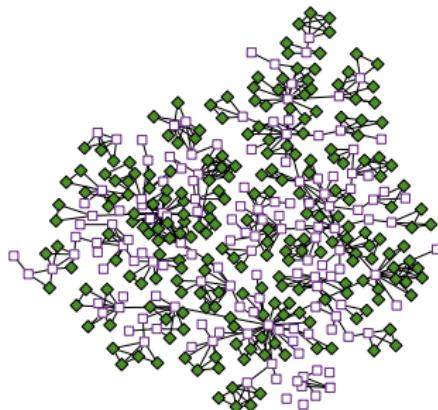
**convex skeletons** increase properties in contrast to **other backbones**

# convex skeletons of networks



spanning **tree**

tree w/o cliques



**convex** skeleton

tree w/ cliques

**convex skeleton**  $\gg$  backbones & **c-centrality**  $\neq$  centralities

**thank you!**

(paper) arxiv.org/abs/**1709.00255**

(c++) github.com/t4c1/**convex-skeleton**

Šubelj (2018) Convex skeletons of complex networks, *Journal of the Royal Society Interface*, **15**(145), 20180422.

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