## Network Generation Models using concept of Friends of Friends

Aniket Mohanty (12040200) Md Arsad (12040880)

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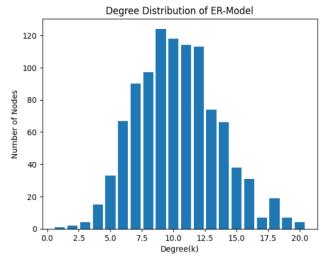
#### Three Important Characteristics of real World network

- Small world effect: small Diametre and radius
- Scale free propertiy: follow power law Degree distribution  $p_k \sim k^{-\alpha}$
- high clustering coefficient: High link between Neighbour of nodes  $C_i = \frac{2L}{k_i(k_i-1)}$

## Analyze the Properties of Existing Model

number of nodes : 1024 number of edges : 5291 Average degree: 10.333984375

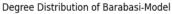
Average clustering coefficient: 0.011224258360708035

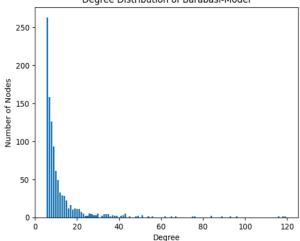


#### Barabasi-Model

number of nodes : 1024 number of edges : 6108 Average degree: 11.9296875

Average clustering coefficient: 0.04372936342936496





### Our Proposed Model

- Work on the basis of these two common observations ginenumerate
  - A person makes new connection via someone he/she already knows i.e., chances to make new connection among friends of friends is more.
  - A person does not make all of its friends at once, rather it is done in multiple steps in iterative fashion

### Approach

- In first iteration, at each timestep, a new node is added to the network with one link that connects new node to any one of the existing nodes with uniform probability.
- In subsequent iterations, each node is allowed to make one new connection with friends of friends either randomly or based on the degree or based on the common neighborhood
- Repeat second step till average degree of network reaches to the average degree provided by user

### 1. Random Selection among friends of friends

The probability for a node i to connect to a node j is given by

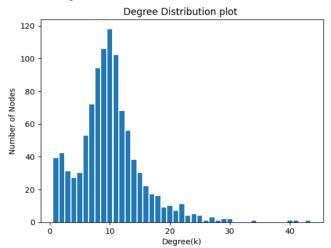
$$p_{ij} = \begin{cases} \frac{1}{|\Gamma_2(i)|} & \text{if } j \in \Gamma_2(i) \\ 0 & \text{otherwise} \end{cases}$$

Here,  $|\Gamma_2(i)|$  is cardinality of the set of nodes, which are at distance 2 from node i

avrage degree : 10.001953125 Number of nodes: 1024 Number of edges: 5121

Average clustering coefficient: 0.48970958293158273

Number of triangles: 7562.0



## 2. Preferential Attachment among friends of friends

• The probability for a node i to connect to a node j is given by

$$p_{ij} = \begin{cases} \frac{|N(j)|}{\sum_{k \in \Gamma_{\mathbf{2}}(i)} |N(k)|} & \forall j \in \Gamma_{\mathbf{2}}(i) \\ 0 & \text{otherwise.} \end{cases}$$

Here,  $|\Gamma_2(i)|$  is cardinality of the set of nodes, which are at distance 2 from node i

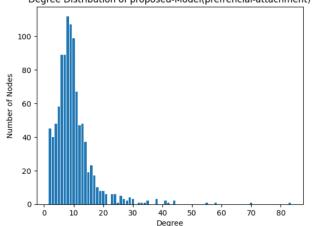
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average degree initionally 1.998046875 avrage degree: 10.001953125
```

Number of nodes: 1024 Number of edges: 5121

Average clustering coefficient: 0.5802815269981706

Number of triangles: 9723.0





## 3. Common Neighborhood Based Selection among friends of friends

• The probability for a node i to connect to a node j is given by

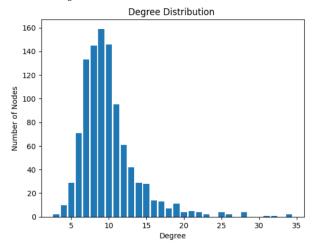
$$p_{ij} = \begin{cases} \frac{|N(i) \cap N(j)|}{\sum_{k \in \Gamma_{\mathbf{2}}(i)} |N(i) \cap N(k)|} & \forall j \in \Gamma_{\mathbf{2}}(i) \\ 0 & \text{otherwise.} \end{cases}$$

Here,  $|\Gamma_2(i)|$  is cardinality of the set of nodes, which are at distance 2 from node i

avrage degree : 10.001953125 number of nodes: 1024 number of edges : 5121

Average clustering coefficient: 0.6496832071191555

Number of triangles: 9724.0



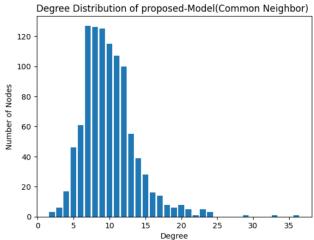
# 4. Models allowing connection among friends of friends as well as others

with fraction f make connection within Friends of Friends and with fraction (1-f) connect to the other nodes which are at distance more than 2

- This method can controll the clustring coefficient.
- ullet if fraction f o 0 , this model follow almost ER-Model
- ullet if f 
  ightarrow 1 , this model follow Friends of Friends Model
- The probability for a node i to connect to a node j is given by

$$p_{ij} = \begin{cases} f \times \frac{|N(i) \cap N(j)|}{\sum_{k \in \Gamma_{\mathbf{2}}(i)} |N(i) \cap N(k)|} & \forall j \in \Gamma_{\mathbf{2}}(i) \\ (1 - f) \times \frac{1}{N - 1 - |N(i) \cup \Gamma_{\mathbf{2}}(i)|} & \forall j \in S(i) \\ 0 & \text{otherwise.} \end{cases}$$

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avrage degree 10.001953125
number of nodes: 1024
number of edges : 5121
Average clustering coefficient: 0.35113335224515657
Number of triangles: 5170.0
```



## Thank You