Key Concepts & Measures in SNA

Global Structure of Networks

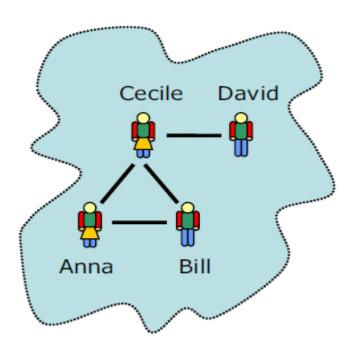
- A Social network can be represented as a graph G = (V, E)
- V finite set of vertices
- E finite set of edges such that E ⊆ V × V

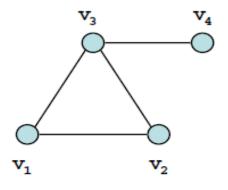
$$M := (m_{i,j})_{n*n}$$
 where $n = |V|, m_{i,j} = \begin{cases} 1 & (v_i, v_j) \in E \\ 0 & otherwise \end{cases}$

For weighted (valued) graphs, its characteristic matrix is defined as

$$m_{i,j} = \begin{cases} w(e) \middle| (v_i, v_j) \in E \\ 0 \middle| otherwise \end{cases}$$

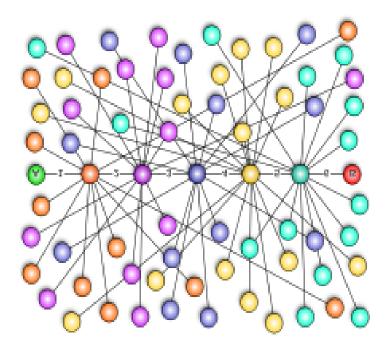
Social Network represented as Graph





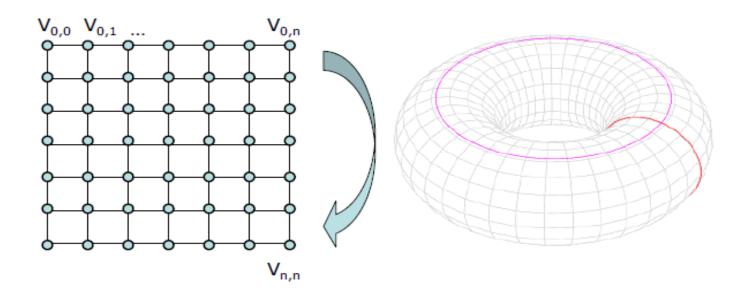
	v_1	\mathbf{v}_{2}	v_3	v_4
$\mathbf{v_{1}}$	0	1	1	0
\mathbf{v}_{2}	1	0	1	0
\mathbf{v}_{3}	1	1	0	1
$\mathbf{v_4}$	0	0	1	0

- Major breakthrough in SNA -American psychologist Stanley Milgram proposed the structure of social networks
- Milgram observation "no matter where we live, the world around us seems to be *small*"
- He showed that on average Americans are no more than six steps apart from each other (six degrees of separation)



- characteristic path length size of the average shortest path of the network (called by milgram)
- Geodesic (shortest path between two vertices v_s and v_t) a path that begins at the vertex v_s and ends in the vertex v_t and contains the least possible number of vertices
- Longest geodesic in the graph is called the diameter of the graph (maximum number of steps required between any 2 nodes)
- average shortest path average of the length of the geodesics between all pairs of vertices in the graph
- Impossible for unconnected graph

 Certain structures does not have small world property (2D lattice model) [characteristic path length of network size 'n' - 2/3 *√n]



The 2D lattice model of networks (left). By connecting the nodes on the opposite borders of the lattice we get a toroidal lattice (right).

Clustering

- Friends are likely to know each other as well and tend to socialize in groups
- Other than that, other friends know each other because we introduced them to each other
- Clustering for a single vertex =

Actual number of edges between neighbors of a vertex

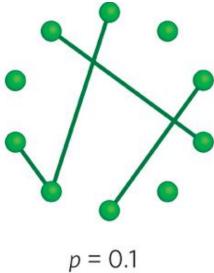
Possible number of possible edges between neighbors (no. of traiangles A is involved wrt ones it could be involved in)

- averaging clustering over all vertices -> clustering coefficient
- clustering coefficient = 0 (for a tree as there are no triads)
- It would never be the case that our friends are friends with each other

Random Graph Model

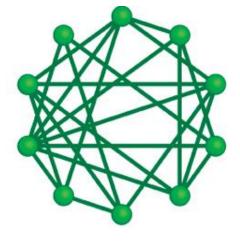
- Proposed by Hungarian mathematicians Erd"os and R'enyi
- A random graph can be generated by taking a set of vertices with no edges connecting them
- Subsequently, edges are added by picking pairs of nodes with equal probability
- This way we create a graph where each pair of vertices will be connected with an equal probability
- higher probability—results in random graphs with small characteristic path length and most likely exhibit some clustering

Random Graphs

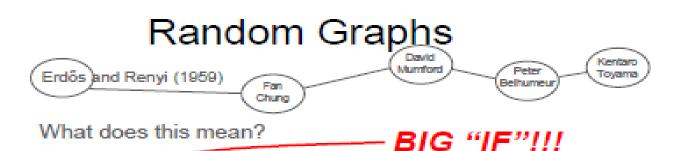




p = 0.25



p = 0.5



- If connections between people can be modeled as a random graph, then...
 - Because the average person easily knows more than one person (k >> 1),
 - We live in a "small world" where within a few links, we are connected to anyone in the world.
 - Erdős and Renyi computed average path length between connected nodes to be: ln k

- ER random graphs are generative models center point interest in knowing the process of growing complex networks in physics
- Researchers study the emergence of complex global structures from systems that are defined solely through elementary interactions

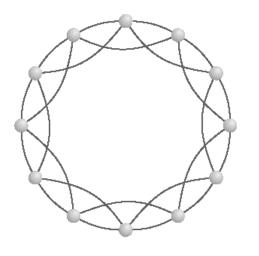
Alpha Model Networks

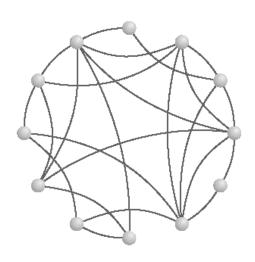
- In 1999, mathematicians Steven Strogatz and DuncanWatts presented alpha-model of networks
- Number of mutual friends shared by any two nodes determines the likelihood of a new tie
- Parameter alpha (number of friends) influence on the probability of a tie
- Alpha model generates graphs with small path lengths and relative large clustering coefficients

Beta Network Model

- alpha-model later simplified by authors so-called beta-model
- It achieves same results through less intuitive process
- It is Generative, one-dimensional toroidal lattice
- Every node connected to its neighbors and also its neighbors neighbors
- A random edge rewired keeping one end of edge fixed and other end rewired to another randomly selected node
- This process repeated until every link rewired with a probability of beta
- choosing beta appropriately, it can generate small path lengths and relatively large clustering coefficients network

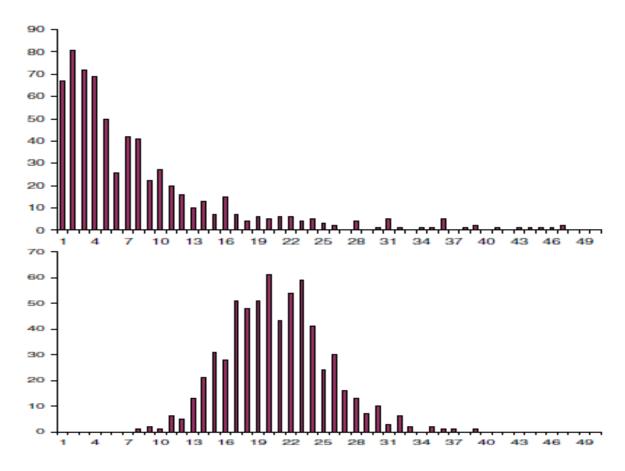
Rewired





Scale free Networks

- alpha and beta models fail to recreate scale-free characteristic of degree distribution
- Degree distribution of networks diagram showing how many nodes in the network have a certain number of neighbors (degrees)
- In toroidal lattice, all nodes have an equal number of neighbors
- In alpha and beta models and random graphs shows normal distribution
- However, in real social networks, the higher the degree least likely to occur



The degree distribution of a real world scale-free network (upper part) and the degree distribution of a random network of the same size (lower part)

- steepness of the distribution shows majority of nodes have much fewer connections except few hubs of the network
- Barabasi discovered that exact correlation is a power law i.e. $p(d) = d^{-k}$, where k > 0 is a parameter of the distribution
- He also gave a generative model to reproduce it

- Barab'asi started with a single node and add nodes in every step
- when adding new nodes it is linked to the node to an already existing node
- probability of linking determined by how many edges the node already has (the rich get richer)
- a node that has already attracted more edges will have larger probability to attract connections in subsequent rounds
- Barab'asi showed that the resulting networks have short characteristic path lengths, a large clustering coefficient and a degree distribution that approaches a power law