# **SMA**

For exhaustive content, read: http://faculty.ucr.edu/~hanneman/nettext/

- Customer Network Lifetime Value = Customer Lifetime Value + Customer
  Influence Value
  - b/c Customer brings in more business (Influence Value) than just
    'his' business and that should be catered

# - Clustering coefficient of a user:

 Probability that two randomly selected friends of the user are friends with each other.

# - Degree Centrality:

- Number of edges connected to a node
- Normalised Degree Centrality: DegreeCentrality/ (n-1) [where n = # nodes]
- In Degree / Out Degree (similar concepts) for directed networks
- A large degree centrality does not imply strong ties. Strength of ties flattens out

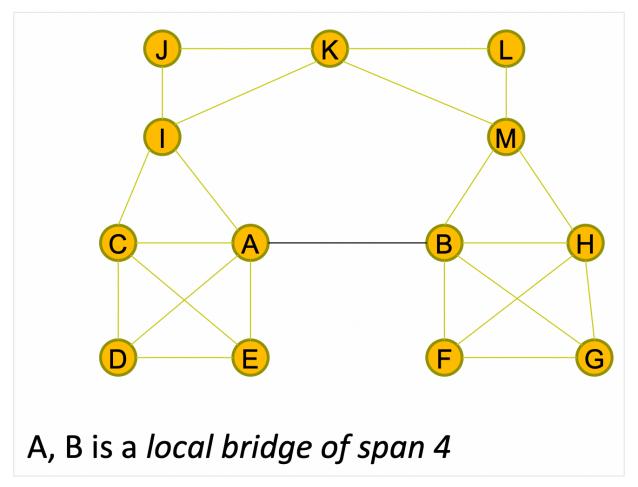
# - Degree Centrality Metric for Overall Network

- d\* = highest degree in the network
- di = degree of Node i
- -N = # nodes
- $xi = d^* di$
- x\_max = Theoretical Max of xi (edge node of StarNetwork)
  - $x_max = [(n-1) (n-1)] + (n-1)*[(n-1) 1]$
  - $x_max = 0 + (n-1)*(n-2)$
  - $x_max = (n-2)*(n-2)$
- Network Degree Centrality
  - $(Cd = (sum[i = 1 -> N](xi))/x_max)$

# - Betweenness Centrality:

- 'Interaction and exchange of information between two groups/ communities/clusters
- Nodes with high betweenness are important in transmitting new information, ideas & opportunities to a wide audience
- Local Bridge
  - A-B is a local bridge of span 'X' iff the second shortest route between A-B (should the A-B link be severed) is of length 'X'

- DEFINITION. ????
- SIGNIFICANCE ????
- See video?



- Betweenness Centrality of a Node:

$$b_{i} = \sum_{s, t (s \neq i \neq t)} \frac{g_{st}(i)}{g_{st}}$$

- Betweenness Centrality of a Network:
  - $yi = b^* bi$
  - y\_max = Theoretical max vale of numerator (for a star network)

$$Cb = \frac{\sum_{i=1}^{N} y_i}{y_{max}}$$

# - Closeness Centrality:

- How close a node is to all others
- = 1/(Sum of shortest distance from a node to all others
- In a Star Network:
  - Closeness of central node (c\*): 1/(n-1)
  - Closeness of peripheral node (ci): 1/[1 + 2\*(n-2)] = 1/ (2n - 3)
  - $c_{max} = (c^* ci) = [1/(n-1) 1/(n-1)] + (n-1)^*[1/(n-1) 1/(2n-3)]$
  - $c_max = 0 + (n-1)*[2n 3 (n-1)]/(n-1)(2n-3)$
  - $c_max = (n-2)/(2n 3)$
- Thus, Denominator of any Network level Closeness:
  - $c_max = (n-2)/(2n 3)$

Closeness centrality of node 
$$i$$
:  $c_i = \frac{1}{\sum_{j \ (j \neq i)} l_{ij}} = \frac{1}{(N-1)\bar{d}_i}$ 

Where  $l_{ij}$  is the distance between nodes i and j.

 $\bar{d}_i$  is the average geodesic length from node i to all other nodes.

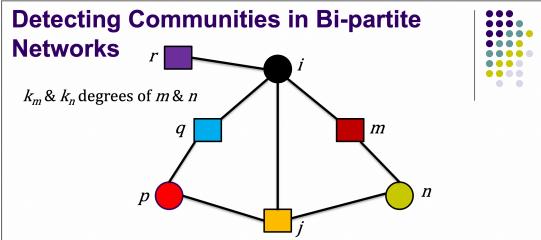
# - Eigenvector Centrality:

- One's importance is partly determined by "the company one keeps"
- If one has many important friends, s/he should be importantJ
- Eigenvector centrality considers not only your degree, but your friends' degree

- Eg: PageRank
  - In order to ensure we don't reach 0-vectors when transitions matrices are disconnected, we transition Matrix
  - $A^* = (1-p)A + p^*B$  [B = np.ones(shape of A)]
  - Indicates there's a small probability that people start randomly no matter what

# - Community Detection

- Cluster similar users together
- Girvan-Newman Algo (Divisive Algo) [Uni-variate Network]
  - Cut link with Highest betweenness centrality
  - Recalculate Betweenness for all remaining links
  - Repeat till network completely disjoint
- Clustering in Bi-partite network
  - Cut links with lowest clustering coefficient.
  - Aliter, Separate into 2 uni-modal networks and apply Girvan-Newman
    - Easier but information Loss



For a pair of nodes, i and j, let m and n be neighbors of i and j respectively  $q_{ijmn} = 1$  if m and n are connected, 0 otherwise.  $\theta_{ijmn}$  has the opposite definition. Edge clustering coefficient C(i, j) =

# squares that currently include *i-j* / possible # squares that include *i-j* 

$$\sum_{m=1}^{k_i} \sum_{n=1}^{k_j} q_{ijmn}$$

$$\frac{\sum_{m=1}^{k_i} \sum_{n=1}^{k_j} \theta_{ijmn} + \sum_{m=1}^{k_i} (k_m - 1) + \sum_{n=1}^{k_j} (k_n - 1) - \sum_{m=1}^{k_i} \sum_{n=1}^{k_j} q_{ijmn}}{\sum_{m=1}^{k_i} \sum_{n=1}^{k_j} q_{ijmn}}$$

# - Cliques / Cores

- N Clique
  - A network on n fully connected nodes

Usually spammers/fake accounts are all densely/fully connected

### - K - Cores

- A node must be connected to all but k other actors in the group
- Feeling of belongingness depends on number of connections
- If an actor has ties to a sufficient number of members of a group, they may feel tied to that group -- even if they don't know many, or even most members.
- It may be that identity depends on connection, rather than on immersion in a sub-group.
- Hypothesis: Spammers have larger k-cores than non spammers
- Hypothesis: Spammers have larger n-cliques than non spammers
- Hypothesis: Spammers have higher network density

# - Homophily (Similarity)

- Connect similar people together
- Social Influence v/s Homophily
  - If sales driven by Influence
    - Invest big money in small set of Influencers
  - If sales driven by homophily
    - Invest small money in big set of grass-roots
- Tests for Homophility:
  - p(Becoming friends in t+1 where attributes were same in t) > p(Becoming friends in t+1 where attributes were different in t)
  - p(Break friendships in t+1 where attributes were same in t) < p(Break friendships in t+1 where attributes were different in t)</li>
- Checking which is dominant:

Homophily:  $C(X_t, G_{t+1}) > C(X_t, G_t)$ 

Social influence:  $C(X_{t+1}, G_t) > C(X_t, G_t)$ 

# Relational autocorrelation $C(X,G) = \chi^2 = \frac{N.(ad - bc)^2}{(a+b)(c+d)(a+c)(b+d)}$

	Improved Outcome	Didn't improve	Total
Treatment	36	14	50
No Treatment	30	25	55
Total	66	39	105

$$\chi^{2} = ?$$

$$\chi^2 = \frac{105*(36*25-30*14)^2}{50*55*66*39} = 3.42$$