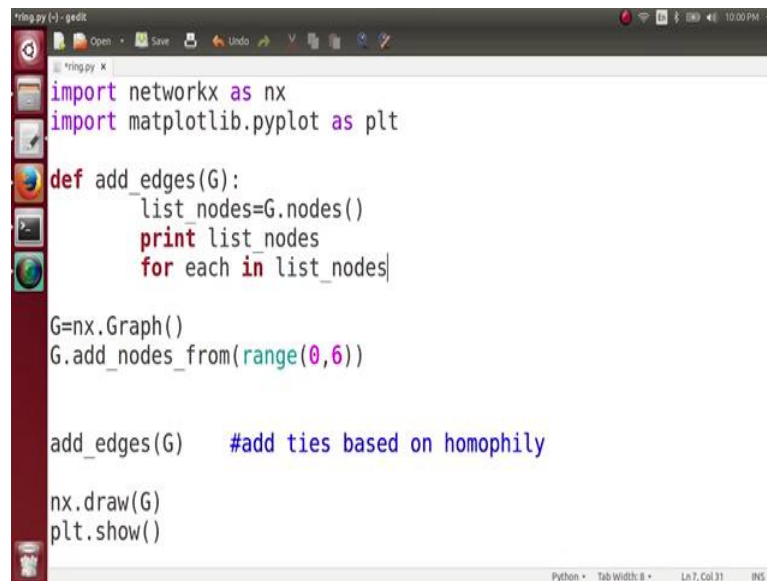


Social Networks
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How to go Viral on Web
Lecture - 152
Making homophily based edges

(Refer Slide Time: 00:07)



```
ring.py x
import networkx as nx
import matplotlib.pyplot as plt

def add_edges(G):
    list_nodes=G.nodes()
    print list_nodes
    for each in list_nodes:
        G.add_edges_from([(each, each+1), (each, each+2), (each, each-1), (each, each-2)])

G=nx.Graph()
G.add_nodes_from(range(0,6))

add_edges(G) #add ties based on homophily

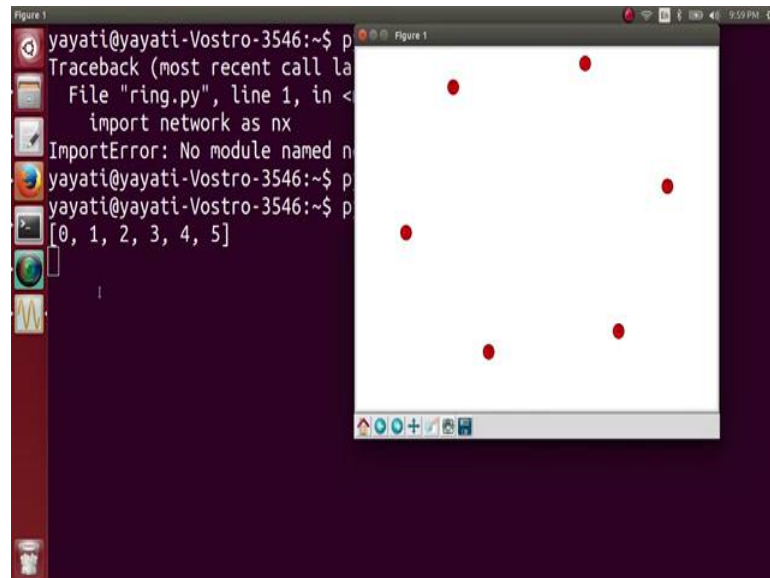
nx.draw(G)
plt.show()
```

Next what we are going to do is, we want to add the edges corresponding to the homophily on this network and we have seen that according to the homophily, we are going to connect each node to 2 nodes towards its left and 2 nodes towards its right. And, we have also seen that when we were portraying this network, drawing this network the nodes were not in any particular order. So, for the time being to test the validity of the code I will simply change the number of nodes to 6.

So, we will be having 6 nodes number from 0 to 5 and next what I am going to do is I have to add homophily based edges to it. So, I call a function `add_edges(G)` here. So, what this function is going to do is add ties based on homophily to this network and how do I do that. So, that is simple. So, what I have to do? I have to connect node 0 to 2 nodes towards its right which are 1 and 2 and 2 nodes towards its left you can see that those 2 nodes are node minus 1 and minus 2, rather goes nodes are this node number 6 here and that node number 5. So, how do we do that?

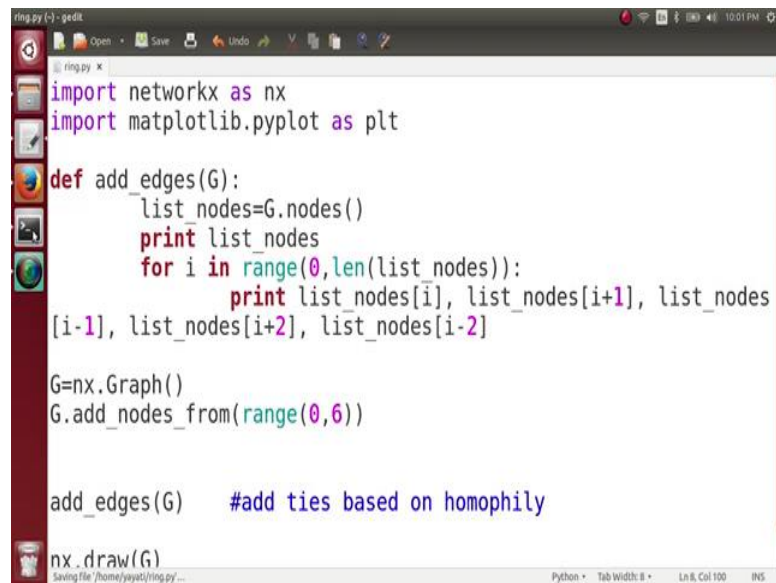
So, what we can simply do is we obtain a list of a. So, let me define the function here, define add edges and I will pass the graph G here and what I do is I obtain a list of nodes here; list of nodes equals to G.node which are simply the list_nodes equals to G.nodes which are simply the nodes in this graph G. And, we can actually print these list_nodes and see what it is giving to us.

(Refer Slide Time: 02:03)



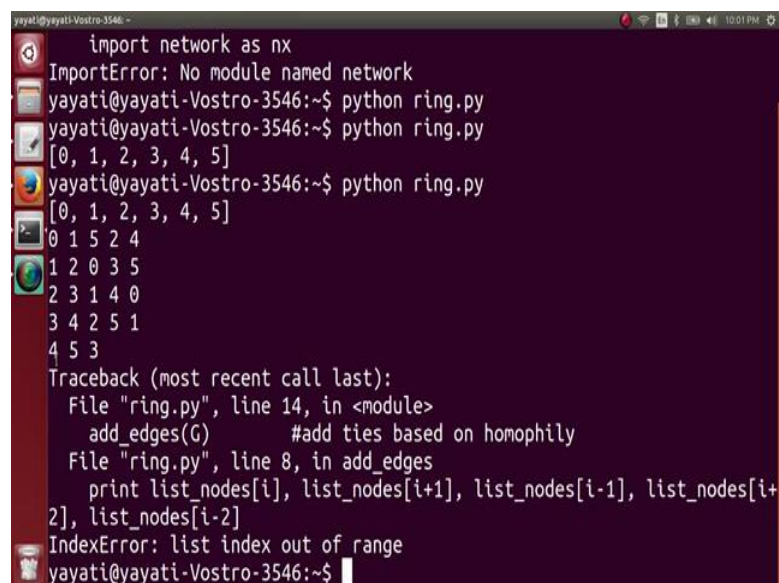
So, when I execute this code, we can see that we got here 5 nodes 0, 1, 2, 3, 4, 5 well and fine. Now, what we have to do is ok, we have to connect each node. So, we have to take every element in this list_nodes and every element is to be connected to 2 elements towards its left and 2 elements towards its right.

(Refer Slide Time: 02:39)

A screenshot of a text editor window titled 'ring.py - gedit'. The editor contains a Python script. The script imports 'networkx as nx' and 'matplotlib.pyplot as plt'. It defines a function 'add_edges(G):' which gets a list of nodes from 'G.nodes()', prints it, and then loops through the nodes from index 0 to the length of the list. Inside the loop, it prints the node at index 'i' and its neighbors at 'i+1', 'i-1', 'i+2', and 'i-2'. Below the function, it creates a 'nx.Graph()' object 'G', adds nodes from 0 to 6, calls 'add_edges(G)' with a comment '#add ties based on homophily', and finally calls 'nx.draw(G)'. The status bar at the bottom indicates 'Python', 'Tab Width: 8', 'Ln 8, Col 100', and 'RHS'.

So, how do we do that is for each in list_nodes, what do I want is I will print each and rather now each in list.node for i a for i in range. So, we need to index in this is here for i in range 0 to length of list_nodes ok. We are going to print, this we are going to print list_nodes[i] right and where this list_nodes[i] should be connected to is list_nodes[i + 1], list_nodes[i - 1], list_nodes[i + 2] and list_nodes[i - 2] right. So, this thing is very clear. So, we have seen previously whenever the in this is of a list goes in minus it starts back from 0. So, let us see whether it is working or not.

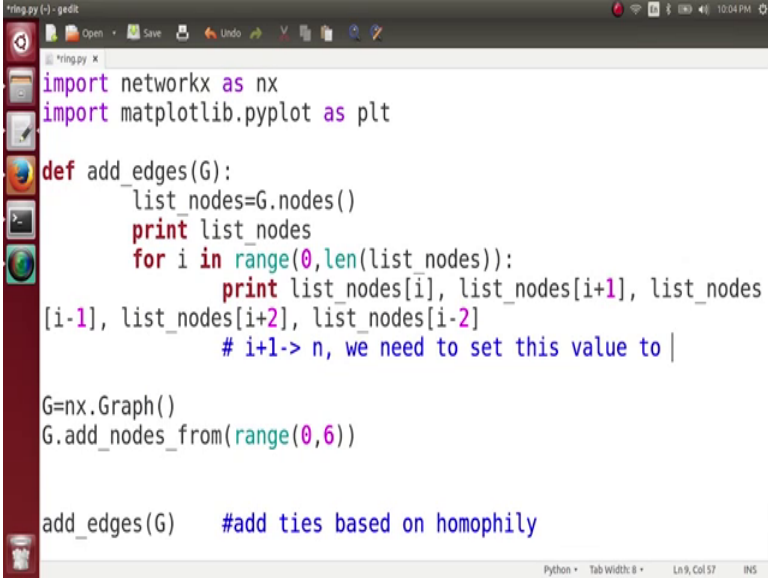
(Refer Slide Time: 03:47)

A screenshot of a terminal window with a dark background. It shows the execution of a Python script 'ring.py'. The first two runs of 'python ring.py' output the list '[0, 1, 2, 3, 4, 5]'. The third run results in a 'Traceback (most recent call last):' error. The error message indicates that in 'ring.py' at line 14, the 'add_edges(G)' function was called. Inside this function, at line 8, there was a 'print' statement that caused an 'IndexError: list index out of range'. The error specifically points to the access of 'list_nodes[i-2]' when 'i' is 0. The prompt 'yayati@yayati-Vostro-3546:~\$' is visible at the bottom.

So, let us see what is it printing. So, you can see here 0 gets connected to 1 5 2 and 4, 1 gets connected to 2 0 3 and 5, 2 gets connected to 3 4 1 and 0, 3 gets connected to 4 5 2 and 1. Little bit problem with 4, it gets connected to 5 3 and then 4 gets connected to 5 and then 3 and then 5 3 and then 4 plus 2 is 6 ok. So, you so, you note the problem here. So, here when the index of a list whenever the index of a list goes in minus there is no problem, it starts up from the last element, but there is no element named as `list_nodes[i + 2]`.

So, what we can do here is little bit of manipulation is required here. So, `list_nodes[i]` we can use and there can be a little bit problem with this `i + 1` and `i + 2`, `i - 1` and `i - 2` are perfectly fine. So, with `i + 1` and `+ 2` there is a little bit of problem. So, we will just resolve that ok. How do we resolve that? When will `i + 1` first problem, you can say that `i + 1` will create problem when you go to this element.

(Refer Slide Time: 05:31)



```

import networkx as nx
import matplotlib.pyplot as plt

def add_edges(G):
    list_nodes=G.nodes()
    print list_nodes
    for i in range(0,len(list_nodes)):
        print list_nodes[i], list_nodes[i+1], list_nodes
        [i-1], list_nodes[i+2], list_nodes[i-2]
        # i+1-> n, we need to set this value to |

G=nx.Graph()
G.add_nodes_from(range(0,6))

add_edges(G) #add ties based on homophily

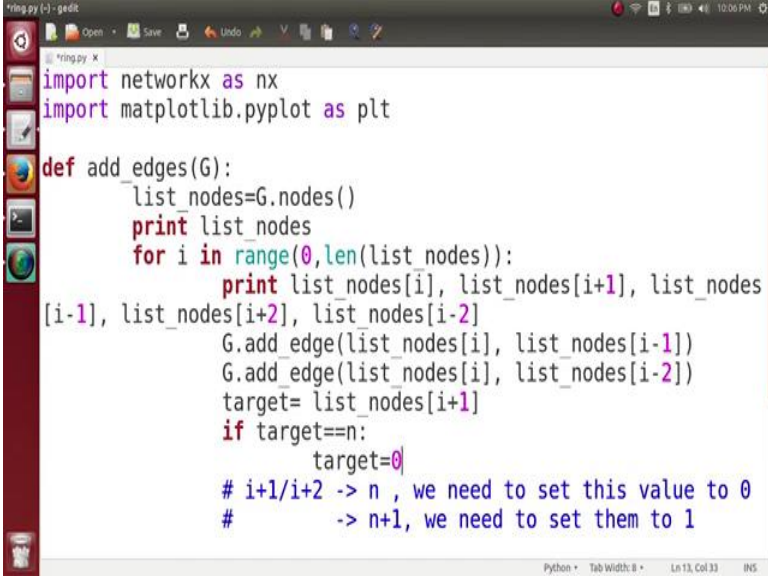
```

So, the last element of my list will be `n - 1`, where `n` is the number of nodes. The last element is `n` minus 1 and it will create problem when it has to connect to `list_nodes[5 + 1]` which is `n`. And, there is no list notes of `i + 1` because the length of the list is total length. So, we cannot access this element here. So, we can simply put a loop here.

So, what we are going to do is whenever are and then also now this one thing here before doing that `list_nodes[i]` is actually nothing, but `i` right `list_nodes` of 0 is 0 `list_nodes[1]` is 1 and so on. So, whenever my `list_nodes[i + 2]`. So, whenever `i + 1` has a danger,

whenever $i + 1$ has a danger of becoming n , whenever $i + 1$ has a danger of becoming n we need to set this value to what we go back from the starting.

(Refer Slide Time: 06:57)



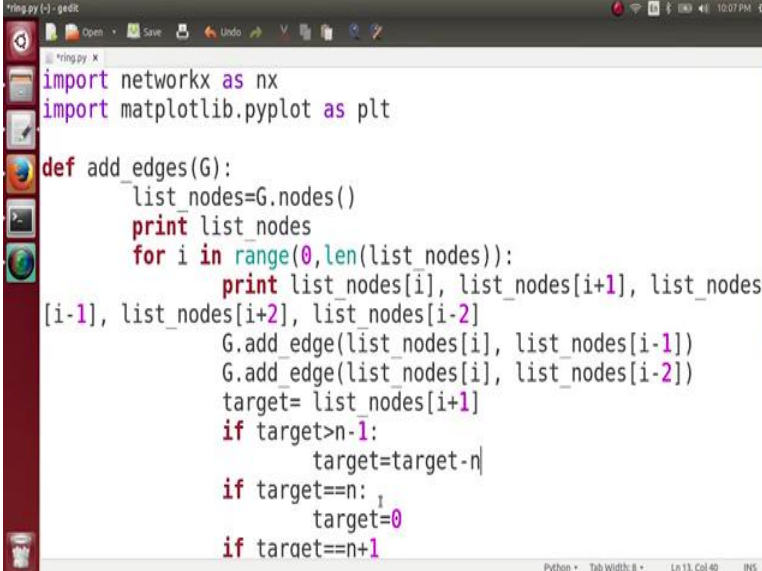
```
ring.py - gedit
import networkx as nx
import matplotlib.pyplot as plt

def add_edges(G):
    list_nodes=G.nodes()
    print list_nodes
    for i in range(0,len(list_nodes)):
        print list_nodes[i], list_nodes[i+1], list_nodes
[i-1], list_nodes[i+2], list_nodes[i-2]
        G.add_edge(list_nodes[i], list_nodes[i-1])
        G.add_edge(list_nodes[i], list_nodes[i-2])
        target= list_nodes[i+1]
        if target==n:
            target=0
        # i+1/i+2 -> n , we need to set this value to 0
        # -> n+1, we need to set them to 1
```

So, whenever it is n it has to be set back to 0 and whenever $i + 2$ it tends to become ok, it can be n or whenever $i + 1$ or it can also be $i + 2$ whenever they tend to become n we tend to set that value to 0. And, whenever these two values they tend to become $n + 1$ we need to set them to 1, who let us quickly see how we can set it. So, we can know that this node $list_nodes[i]$ has to be connected to $list_nodes[i + 1]$, $[i + 2]$, $[i - 1]$ and $[i - 2]$, $[i - 1]$ and $[i - 2]$ are perfectly fine.

So, there can be a problem when we are connecting them to $i + 1$ and $i + 2$. So, what we are going to do is, what we have to actually do is we have to `G.add_edge`. And, from where to we have to `add_edge(list_nodes[i], list_nodes[i - 1])` can be simply added and `list_nodes[i] 2 nodes of i - 2` can be simply added. And, now what we are going to do is let us say target list node of $i + 1$ and what we are going to do is, if target equals to equals to n what we will do is target equals to 0 and rather ok.

(Refer Slide Time: 09:13)



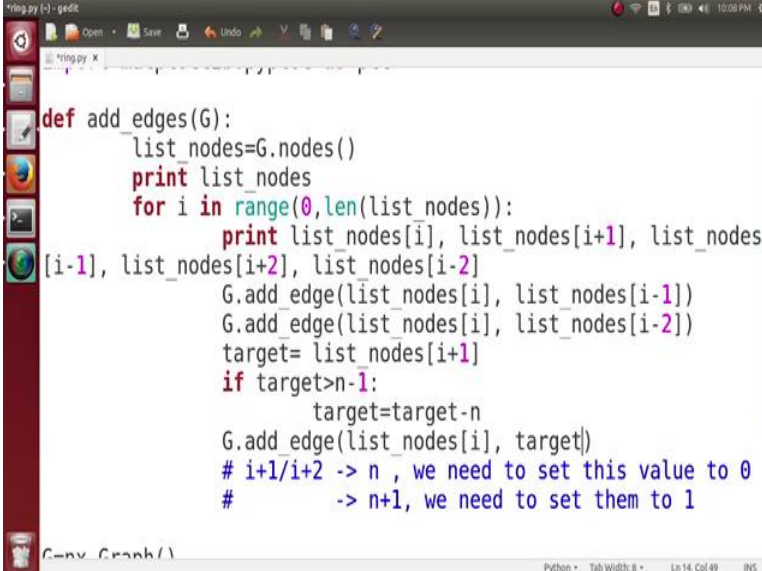
```
ring.py - gedit
import networkx as nx
import matplotlib.pyplot as plt

def add_edges(G):
    list_nodes=G.nodes()
    print list_nodes
    for i in range(0,len(list_nodes)):
        print list_nodes[i], list_nodes[i+1], list_nodes
[i-1], list_nodes[i+2], list_nodes[i-2]
        G.add_edge(list_nodes[i], list_nodes[i-1])
        G.add_edge(list_nodes[i], list_nodes[i-2])
        target= list_nodes[i+1]
        if target>n-1:
            target=target-n
        if target==n:
            target=0
        if target==n+1
```

And then if target equals to equals to n plus 1, what we are going to do is target equals to 1; we can simply it. So, we can write both of these statements as 1 statement; what can that be? We can write if target is greater than n - 1, what we are going to set the target to be? So, target is going to be set to, then I write target equals to n - target. So, if target is greater than n - 1, now if target is n it should be set to 0 and if target is n plus 1 it should be set to 1.

So, target is nothing, but target minus n. So, can I do target equals to target minus n, what will we do if target is n it will set target is 0 and if target is n + 1 target will be set to 1 ok. So, target equals to list_nodes[i + 1] and then this happens.

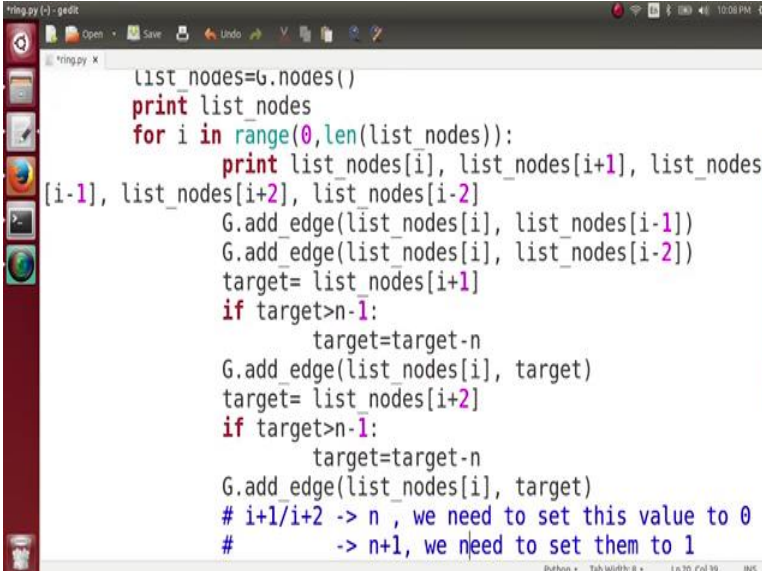
(Refer Slide Time: 10:27)



```
def add_edges(G):
    list_nodes=G.nodes()
    print list_nodes
    for i in range(0,len(list_nodes)):
        print list_nodes[i], list_nodes[i+1], list_nodes[i-1], list_nodes[i+2], list_nodes[i-2]
        G.add_edge(list_nodes[i], list_nodes[i-1])
        G.add_edge(list_nodes[i], list_nodes[i-2])
        target= list_nodes[i+1]
        if target>n-1:
            target=target-n
        G.add_edge(list_nodes[i], target)
        # i+1/i+2 -> n , we need to set this value to 0
        #         -> n+1, we need to set them to 1
```

And then what I can simply do is `G.add_edge` from `list_nodes[i]` to `target` right and now this `target` can be `list_nodes[i + 1]` and this `target` is also going to be `list_nodes[i + 2]`.

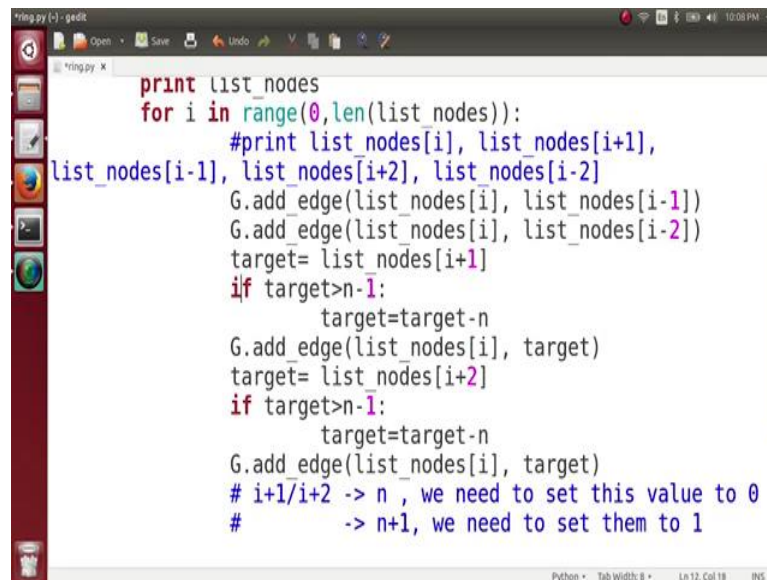
(Refer Slide Time: 10:53)



```
list_nodes=G.nodes()
print list_nodes
for i in range(0,len(list_nodes)):
    print list_nodes[i], list_nodes[i+1], list_nodes[i-1], list_nodes[i+2], list_nodes[i-2]
    G.add_edge(list_nodes[i], list_nodes[i-1])
    G.add_edge(list_nodes[i], list_nodes[i-2])
    target= list_nodes[i+1]
    if target>n-1:
        target=target-n
    G.add_edge(list_nodes[i], target)
    target= list_nodes[i+2]
    if target>n-1:
        target=target-n
    G.add_edge(list_nodes[i], target)
    # i+1/i+2 -> n , we need to set this value to 0
    #         -> n+1, we need to set them to 1
```

So, essentially going to replace this whole thing with `if target equals to list_node[i] 2` and then this code remains the same and, then `G.add_edge(list_nodes[i], target)` right and then we can comment this statement.

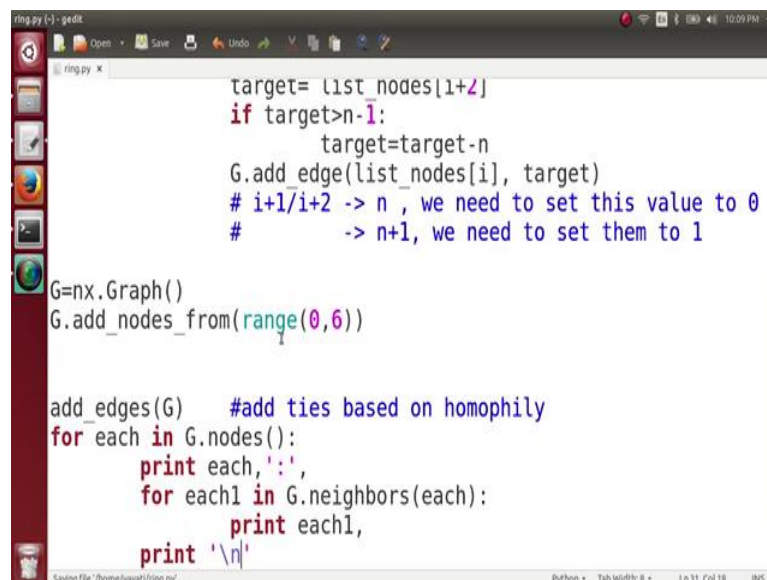
(Refer Slide Time: 11:09)



```
ring.py - gedit
ring.py x
print list_nodes
for i in range(0, len(list_nodes)):
    #print list_nodes[i], list_nodes[i+1],
    list_nodes[i-1], list_nodes[i+2], list_nodes[i-2]
    G.add_edge(list_nodes[i], list_nodes[i-1])
    G.add_edge(list_nodes[i], list_nodes[i-2])
    target= list_nodes[i+1]
    if target>n-1:
        target=target-n
    G.add_edge(list_nodes[i], target)
    target= list_nodes[i+2]
    if target>n-1:
        target=target-n
    G.add_edge(list_nodes[i], target)
# i+1/i+2 -> n , we need to set this value to 0
#         -> n+1, we need to set them to 1
```

Now, to see whether this code is working fine or not, what I am going to do here is I am going to look at the neighbors of each nodes.

(Refer Slide Time: 11:13)



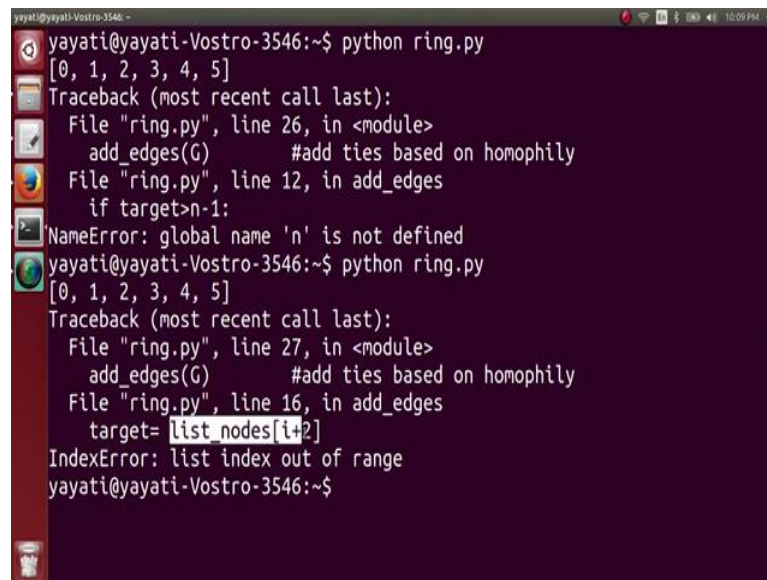
```
ring.py - gedit
ring.py x
target= list_nodes[i+2]
if target>n-1:
    target=target-n
G.add_edge(list_nodes[i], target)
# i+1/i+2 -> n , we need to set this value to 0
#         -> n+1, we need to set them to 1

G=nx.Graph()
G.add_nodes_from(range(0,6))

add_edges(G) #add ties based on homophily
for each in G.nodes():
    print each, ': ',
    for each1 in G.neighbors(each):
        print each1,
    print '\n'
```

So, for each in G.nodes, I am going to print each comma and then for each 1 in G.neighbors I am going to look at all the neighbors of this node each here. And, I am going to print this neighbors one by one, print each1 then I print the new line here; let us now execute this code and see ok.

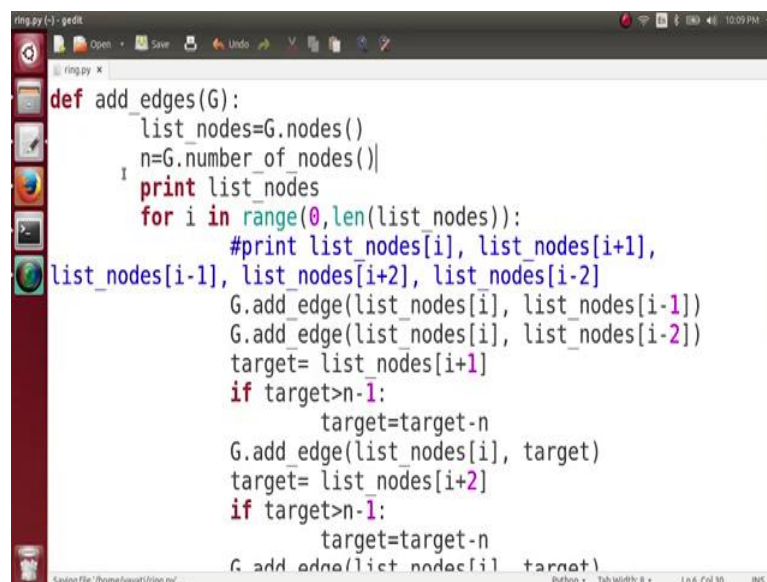
(Refer Slide Time: 11:53)



```
yayati@yayati-Vostro-3546:~$ python ring.py
[0, 1, 2, 3, 4, 5]
Traceback (most recent call last):
  File "ring.py", line 26, in <module>
    add_edges(G)      #add ties based on homophily
  File "ring.py", line 12, in add_edges
    if target>n-1:
NameError: global name 'n' is not defined
yayati@yayati-Vostro-3546:~$ python ring.py
[0, 1, 2, 3, 4, 5]
Traceback (most recent call last):
  File "ring.py", line 27, in <module>
    add_edges(G)      #add ties based on homophily
  File "ring.py", line 16, in add_edges
    target= list_nodes[i+2]
IndexError: list index out of range
yayati@yayati-Vostro-3546:~$
```

So, we get an error name n is not define. So, we have again and again used n here and we have not define what is n. So, it is easy what is n as we have discuss, n is nothing but the number of nodes in the network.

(Refer Slide Time: 12:09)



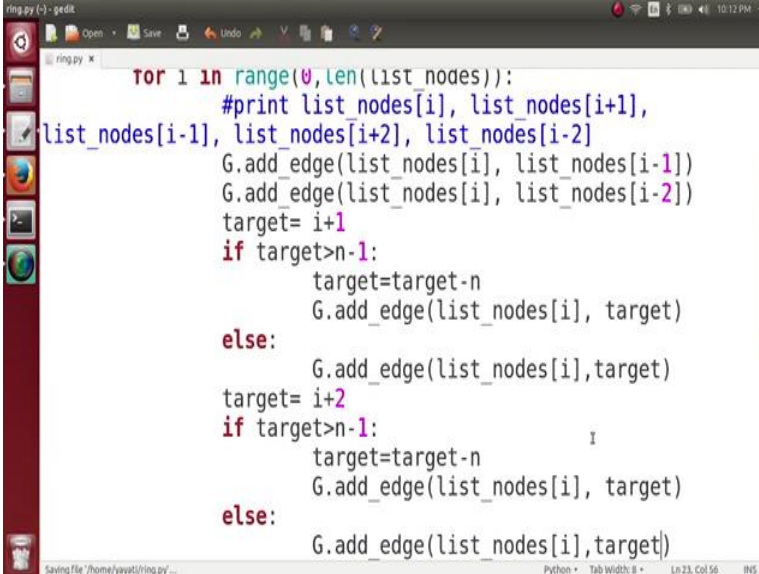
```
def add_edges(G):
    list_nodes=G.nodes()
    n=G.number_of_nodes()
    print list_nodes
    for i in range(0,len(list_nodes)):
        #print list_nodes[i], list_nodes[i+1],
        list_nodes[i-1], list_nodes[i+2], list_nodes[i-2]
        G.add_edge(list_nodes[i], list_nodes[i-1])
        G.add_edge(list_nodes[i], list_nodes[i-2])
        target= list_nodes[i+1]
        if target>n-1:
            target=target-n
        G.add_edge(list_nodes[i], target)
        target= list_nodes[i+2]
        if target>n-1:
            target=target-n
        G.add_edge(list_nodes[i], target)
```

So, n is G.number_of_nodes ok, here is again some problem target equals to list_nodes[i + 2] line number 16 ok. So, what is going to happen here is when we obtain the target equals to list_node[i + 1] just simply showing as an error here. Now, what can we do

here is will be here is remover. So, we will node add list_nodes[i] is namely nothing, but i until and unless this value here becomes in negative.

So, list_nodes[i - 1] did not be i - 1, it can go back and start from the last element in list, but list_nodes[i] is essentially going to be i. Now, what I can do here is instead of list_nodes[i + 1]. So, the maximum index in this list is n sorry n - 1. So, if it the here becomes the value n so, it cannot determine the value for list underscore nodes n. So, what I am going to do here is target = i + 1.

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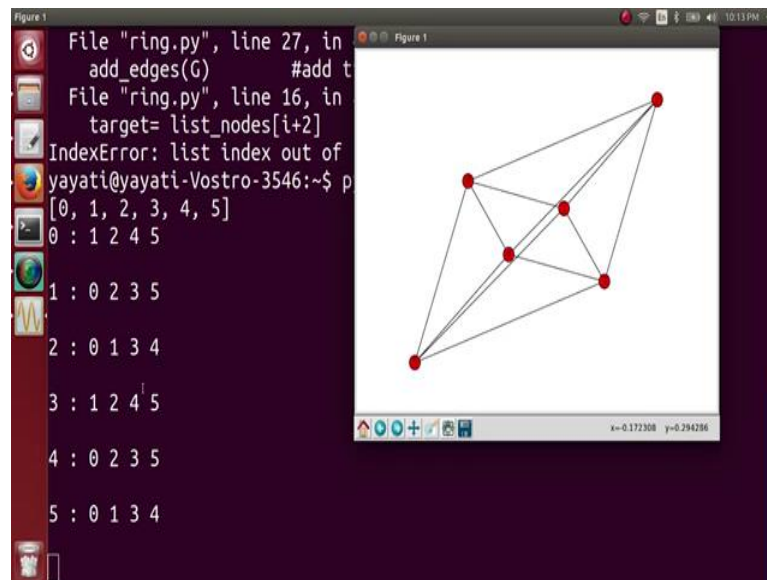


```
ring.py (-) - gedit
ring.py x
for i in range(0, len(list_nodes)):
    #print list_nodes[i], list_nodes[i+1],
    list_nodes[i-1], list_nodes[i+2], list_nodes[i-2]
    G.add_edge(list_nodes[i], list_nodes[i-1])
    G.add_edge(list_nodes[i], list_nodes[i-2])
    target= i+1
    if target>n-1:
        target=target-n
        G.add_edge(list_nodes[i], target)
    else:
        G.add_edge(list_nodes[i],target)
    target= i+2
    if target>n-1:
        target=target-n
        G.add_edge(list_nodes[i], target)
    else:
        G.add_edge(list_nodes[i],target)
```

Saving file /home/jayati/ring.py ... Python Tab Width: 8 Ln 23, Col 56 RWS

So, if target = i + 1. So, now, if target is greater than n - 1 we are going to change the target to target minus n and then we are going to add the edge. Otherwise what we are going to do is, else G.add_edge otherwise there was no problem and we can simply add an edge from list_nodes[i] to target. And, similarly here so, what I am going to do here is target = i + 2 and if target is greater than n - 1, this things happens, else we can simply put an edge from list_nodes[i] to target without changing target. So, that has now run this code and see ok.

(Refer Slide Time: 14:51)



So, we say here we got a graph here 0 is connected to 1 2 and then back towards 4 and 5, 1 is connected to 2 3 0 and 5, 2 is connected to 0 1 3 4, 3 is connected to 1 4 3 is connected to 1 2 4 5, 4 is connected to ok; little bit problem with 4 here. 4 should be connected to 3 2 0 and 5 right, yeah 4 is connected to 3 2 0 and 5 perfectly fine. And, 5 should be connected to 2 towards its left which are 3 and 4, 2 towards 6 right which are 0 and 1. So, this is perfectly fine. So, we have created the homophily based links.

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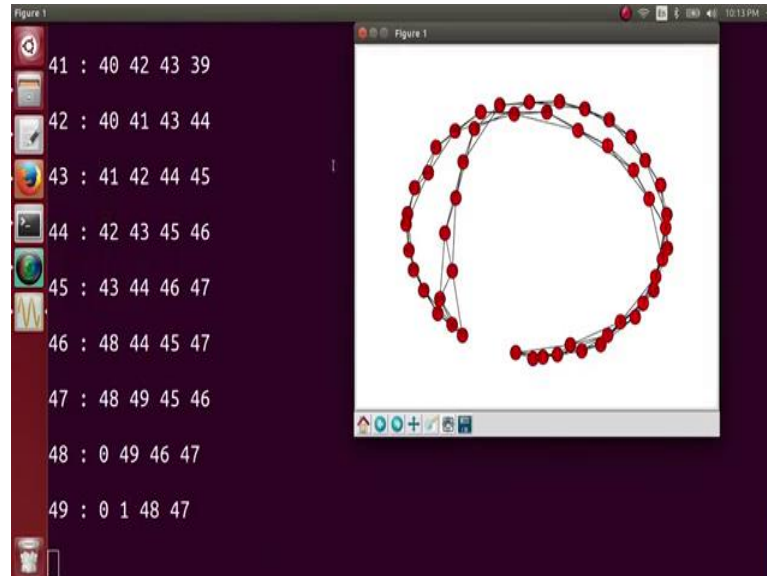
```
ring.py (-) - gedit
File Edit View Settings Help
ring.py x
G.add_edge(list_nodes[i], target)
else:
    G.add_edge(list_nodes[i],target)
# i+1/i+2 -> n , we need to set this value to 0
#         -> n+1, we need to set them to 1

G=nx.Graph()
G.add_nodes_from(range(0,50))

add_edges(G) #add ties based on homophily
for each in G.nodes():
    print each,':',
    for each1 in G.neighbors(each):
        print each1,
    print '\n'
```

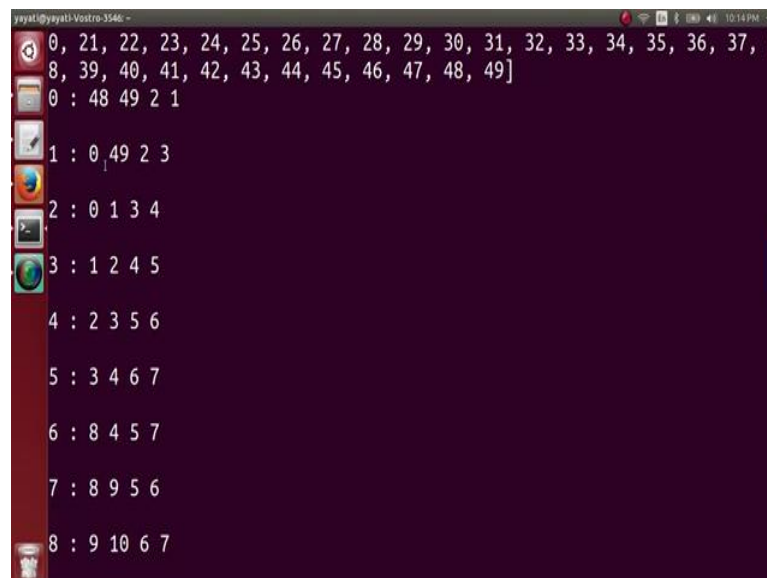
And, what we can do is we wanted a graph here for 0 to, let us say we want 50 nodes here. So, we I will make it 50 here and then we can execute it and see.

(Refer Slide Time: 15:47)



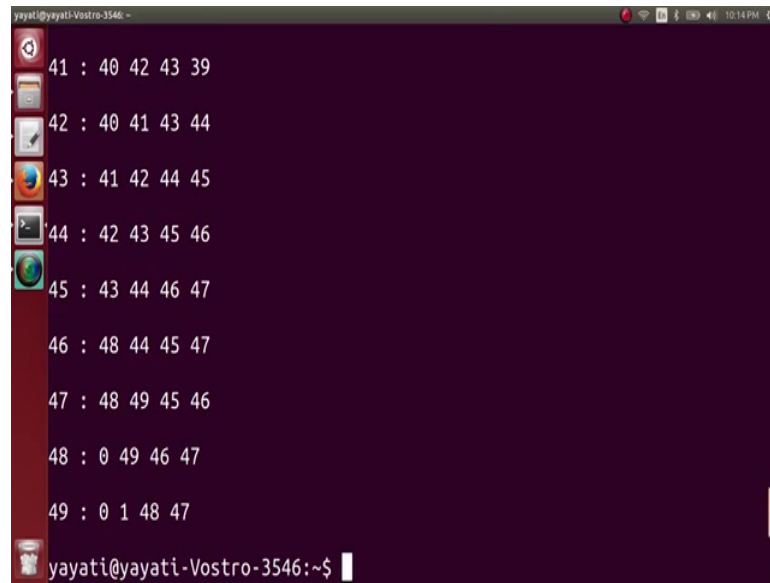
It might look here that this graph is ok, you cannot see a complete cycle here, but you can test the edges here and ensure that they all are correct.

(Refer Slide Time: 15:57)



So, you can see that 0, 1 is 0 is connected to 1 to 48 and 49, 1 is connected to 2 3 0 and 49, 2 is connected to 0 1 3 4.

(Refer Slide Time: 16:11)



```
yayati@yayati-Vostro-3546:~$  
41 : 40 42 43 39  
42 : 40 41 43 44  
43 : 41 42 44 45  
44 : 42 43 45 46  
45 : 43 44 46 47  
46 : 48 44 45 47  
47 : 48 49 45 46  
48 : 0 49 46 47  
49 : 0 1 48 47  
yayati@yayati-Vostro-3546:~$
```

The image shows a terminal window with a dark purple background. On the left side, there is a vertical dock with several application icons. The terminal displays a list of nodes (41 through 49) and their neighbors, separated by a colon. The neighbors are listed in a way that suggests a cycle: 41 connects to 40, 42, 43, and 39; 42 connects to 40, 41, 43, and 44; 43 connects to 41, 42, 44, and 45; 44 connects to 42, 43, 45, and 46; 45 connects to 43, 44, 46, and 47; 46 connects to 48, 44, 45, and 47; 47 connects to 48, 49, 45, and 46; 48 connects to 0, 49, 46, and 47; 49 connects to 0, 1, 48, and 47. The prompt 'yayati@yayati-Vostro-3546:~\$' is visible at the bottom.

So, you can verify all these edges. So, verifying all these edges you conform that we are getting a perfect cycle here, where every node is connected to 2 nodes towards its left and 2 nodes towards its right.