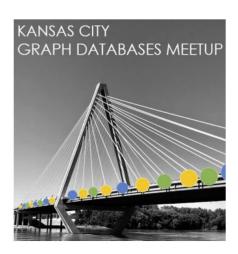
From Local Strategies to Global Patterns

Practical graph theory with Neo4j

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- Organizer of Kansas City Graph Databases Meetup
- @nsmith_piano





Takeaways

- 1. Graph theory is a powerful tool for understanding our complex world
- 2. Experimenting with Neo4j tools makes graph theory accessible
- 3. Ideas for further exploration



Small world phenomena



Power laws



Diffusion of innovations

Setup

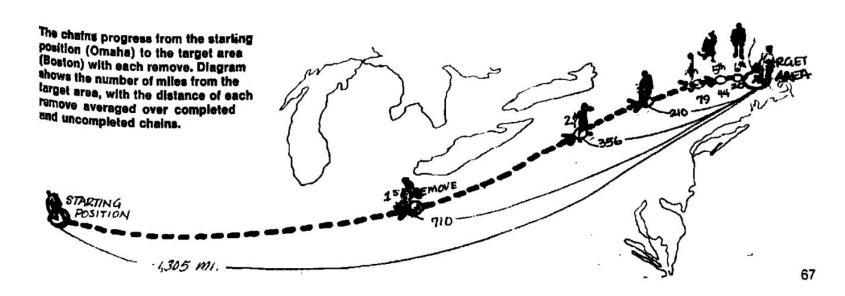
- Neo4j Desktop
- Bloom
- APOC (Awesome Procedures On Cypher)
- Graph Data Science Library
- Jupyter notebooks (Anaconda)



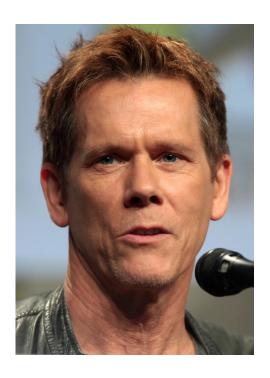
Small world phenomena

Six degrees of separation

Milgram, S. The Small World Problem. *Psychology Today*, 2, 60-67 (1967).



The Bacon number

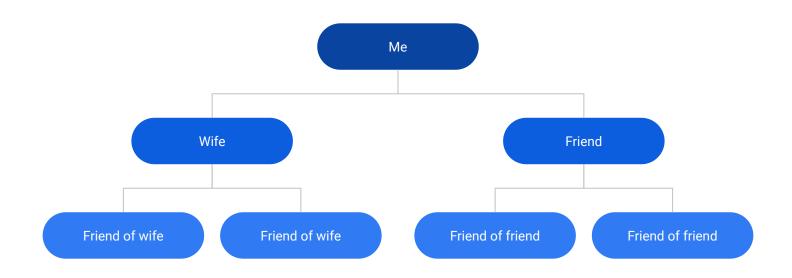






https://oracleofbacon.org/ movielinks.php

The multi-level marketer's dream

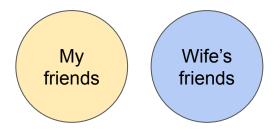


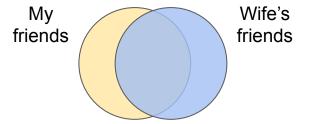
Number of new contacts grows exponentially with number of steps

Real communities overlap

Circles of friends don't usually look like this

They are more like this

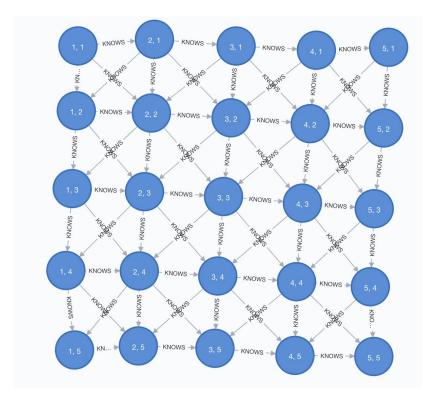




Watts-Strogatz Model

Watts, D., Strogatz, S. Collective dynamics of 'small-world' networks. *Nature* 393, 440–442 (1998).

- Create a grid where every node is connected to adjacent neighbors
- Establish connections from nodes to random non-adjacent nodes





Popularity is not distributed evenly







Preferential attachment

The more popular something is, the more likely that one of your friends will share it with you, and then you will know about it too.



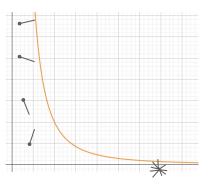
Power law distribution

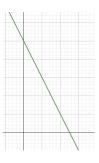
k is the measure of popularity and f(k) is fraction of items having that level of popularity

$$f(k)=rac{a}{k^c}$$

$$f(k) = ak^{-c}$$

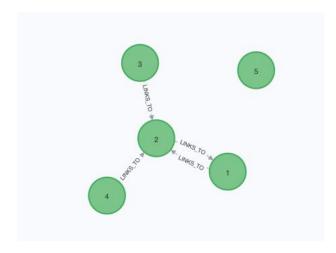
$$\log f(k) = \log a - c \, \log k$$





Web page linking simulation

- Pages are created one at a time
- Each new page looks at a random existing page
- With probability p, create a link to the existing page or the target of the existing page



Diffusion of innovations



Factors that influence adoption

- Complexity
- Observability
- Trialability
- Compatibility

Everett Rogers. Diffusion of Innovations. Free Press, fifth edition, 2003.

Product value can depend on others' adoption



Photo by Vinoth Ragunathan on Unsplash



Android Open Source project / CC BY (https://creativecommons.org/licenses/by/2.5)

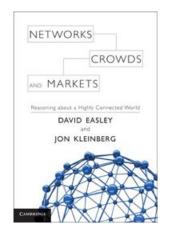
Diffusion of innovation simulation

- Set numeric rewards for matching neighbors using the incumbent technology and the new technology
- Start a few members of the graph on the new technology
- Switch members of the graph to the new technology if they have a better payoff from matching neighbors with the new technology than the old technology
- Repeat previous step until nobody is switching

Local strategies - Global patterns

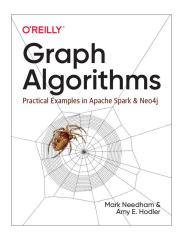


Books and resources



Networks, Crowds, and Markets David Easley and Jon Kleinberg

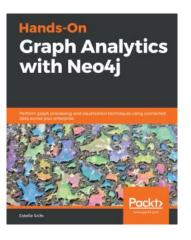
Amy Hodler resource list



Graph Algorithms

Mark Needham and

Amy E. Hodler



Hands on Graph
Analytics with Neo4j
Estelle Scifo

https://github.com/smithna/NODES2020