# **Extras**A quick Graph Theory Introduction

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#### Outline

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- 1. What are graph objects?
- 2. How do we **define** a graph object **mathematically**?
- 3. What are **typical graph problems**?

#### In this lecture

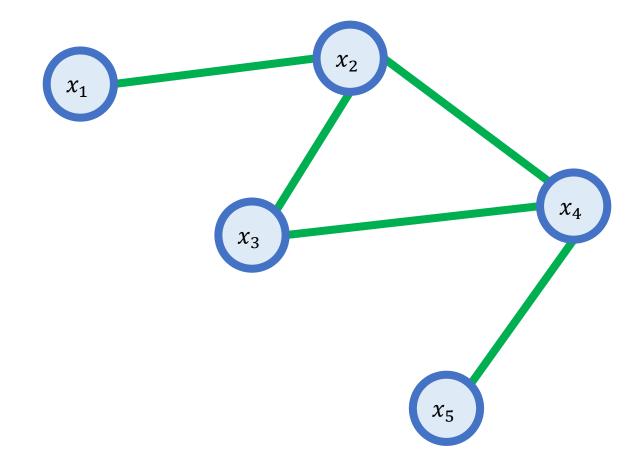
- Introduction to graph theory
- Definitions for key concepts
- Typical problems in Graph Theory
- A few practical applications for graph theory (social networks, neural networks, transport networks, etc.)

#### Graph theory

#### Definition (graph theory):

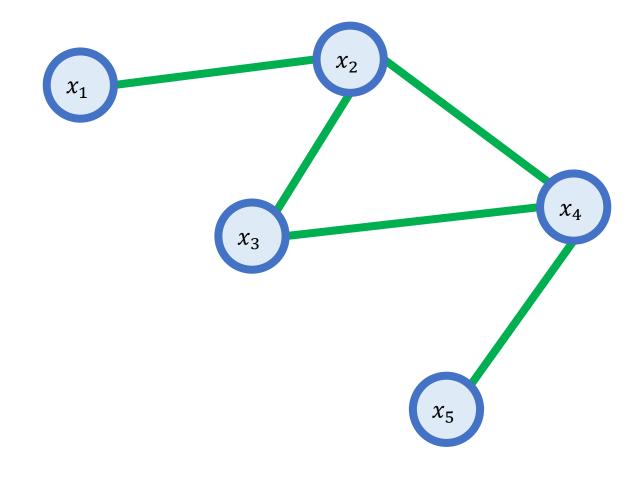
In mathematics, graph theory is the study of graphs objects, which are mathematical structures used to model pairwise relations between objects.

Graphs are one of the principal objects of study in **discrete mathematics**.



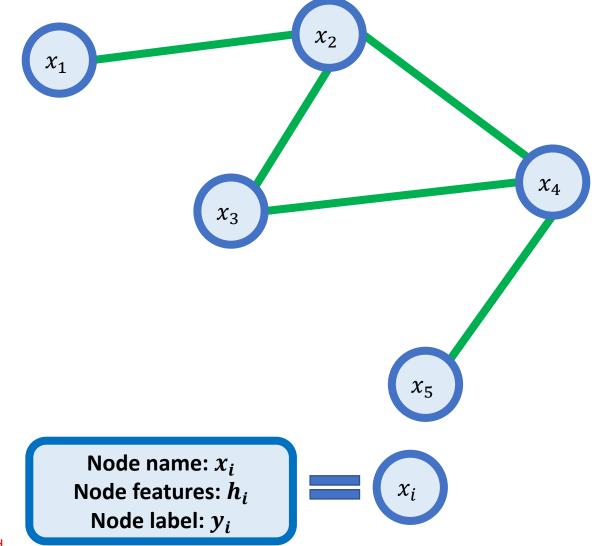
#### Graphs: a general and minimal definition

- **Definition (graph):** A **graph** is a mathematical object, defined by an ordered pair G = (V, E), with
- $V = \{x_1, x_2, ..., x_N\}$  a set of N vertices (also called **nodes** or **points**),
- And E a set of edges (also called links or lines), defined as a subset of  $\{(i,j) \mid \forall i \in [1,N], \forall j \in [1,N]\}$ .



#### Nodes definition and attributes

- Definition (nodes): A node  $x_i$  is a point in the graph.
- A **node** has a **name**  $x_i$ , which is used for indexing and differs from one node to another.
- A node may also have attributes, for instance:
  - Some **node features**, defined, for instance, as a vector  $h_i \in \mathbb{R}^F$ , with F elements,
  - Some **node label**  $y_i$ , defining a class for the node.

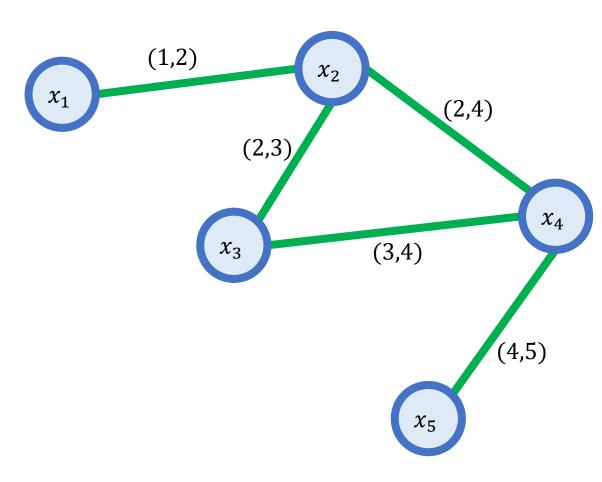


#### Edges definition

- Definition (edges): An edge (i, j) defines a connection from node  $x_i$  to node  $x_j$ .
- If edge  $(i, j) \in E$ , then nodes  $x_i$  and  $x_j$  are connected in the graph G.

In our example, we have

$$E = \{(1,2), (2,3), (2,4), (3,4), (4,5)\}$$



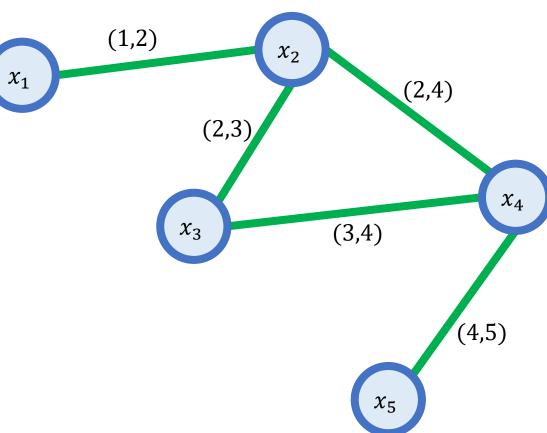
#### Undirected graph definition

- **Definition (undirected graph):** A graph *G* is **undirected**, if connections go both ways.
- Undirected property: "if node  $x_i$  is connected to node  $x_j$ , then node  $x_j$  is also connected to node  $x_i$ ".
- Our example is an undirected graph, and the edges set writes as

$$E = \{(1,2), (2,1), (2,3), (3,2), (2,4), (4,2), (3,4), (4,3), (4,5), (5,4)\}$$

Or, to avoid redundancy,

$$E = \{(1,2), (2,3), (2,4), (3,4), (4,5)\}$$



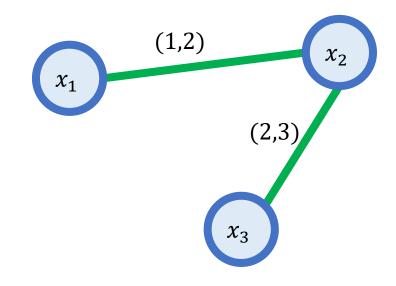
### Examples of an undirected graph

#### facebook

- An examples of an undirected graph is... Facebook!
- A node x<sub>i</sub> simply consists of a Facebook user, and its features are user data.
- If two users *i* and *j* are friends, then there exist an **edge** (*i*, *j*) connecting both users.
- Undirected property: "if node  $x_i$  is connected to node  $x_j$ , then node  $x_j$  is also connected to node  $x_i$ ".

Node name:  $x_i$  = User ID

Node features:  $h_i$  = (user first name, user family name, date of birth, age, etc.)

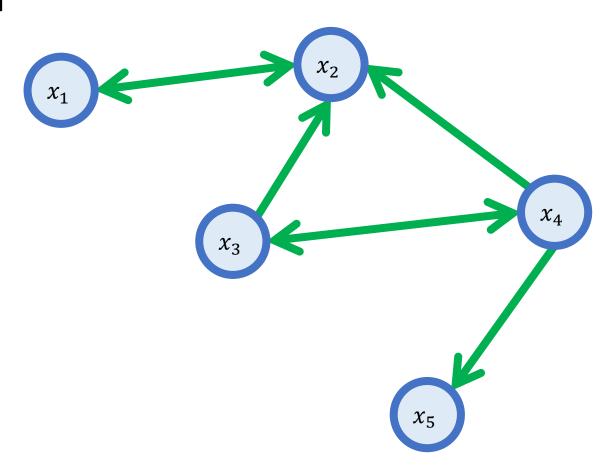


### Directed graph definition

- **Definition (directed graph):** A graph *G* is **directed**, if the undirected property does not hold.
- Undirected property: "if node  $x_i$  is connected to node  $x_j$ , then node  $x_j$  is also connected to node  $x_i$ ".

 Our example is a directed graph, and our edges set writes as

$$E = \{(1,2), (2,1), (3,2), (4,2), (3,4), (4,3), (4,5)\}$$



#### Examples of a directed graph

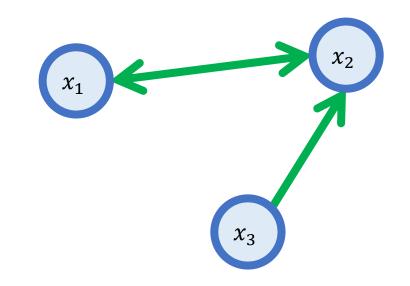
- An examples of a directed graph is...
   Twitter/Instagram!
- As before, a  $node x_i$  consists of a Twitter user, and its features are user data.

 On Twitter, the undirected property does not hold: you can follow people, but they do not have to follow you back.



Node name:  $x_i$  = User ID

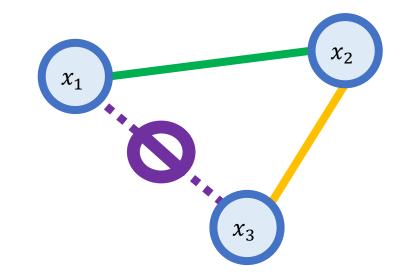
Node features:  $h_i$  = (user first name, user family name, date of birth, age, etc.)



• Definition (adjacency matrix): The adjacency matrix of a graph G, is the square matrix A, with general term  $a_{ij}$ 

general term 
$$a_{ij}$$

$$a_{ij} = \begin{cases} 1 & if \ (i,j) \in E \\ 0 & otherwise \end{cases}$$



• In our example, we have

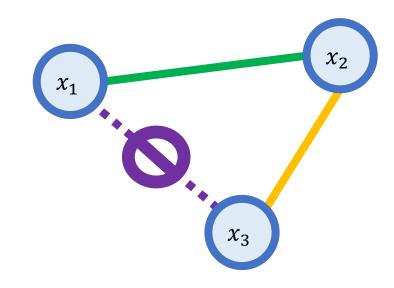
$$A = \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$

 Property (adjacency matrix in undirected graphs):

The **adjacency matrix** of an undirected graph G is **symmetric**.

• In our example, we have

$$A = \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$



Property (adjacency matrix in undirected graphs):

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$$A = \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$

#### **Definition (Hermitian matrix):**

A real-valued matrix A is **Hermitian** if and only if  $a_{ij} = \overline{a_{ji}}$ . (a.k.a. symmetric matrix)

#### **Theorem (Spectral Theorem):**

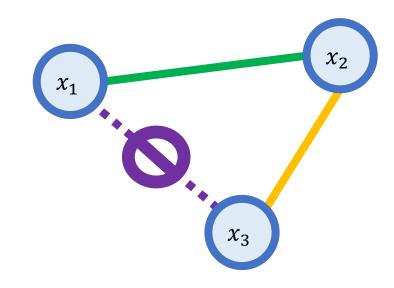
A Hermitian matrix is **unitarily diagonalizable** (i.e. it admits a basis of orthonormal vectors) with **real eigenvalues**.

 Property (adjacency matrix in undirected graphs):

The **adjacency matrix** of an undirected graph G is **symmetric**.

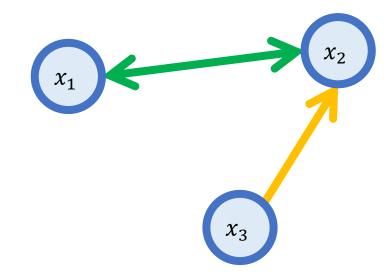
• In our example, we have

$$A = \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$



 Property (adjacency matrix in directed graphs):

The adjacency matrix of a directed graph G is not necessarily symmetric.



• In our example, we have

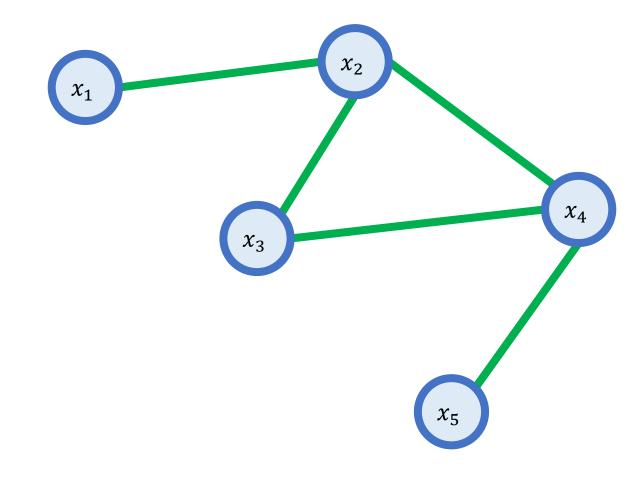
$$A = \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$$

#### Degree of a node and degree matrix

• Definition (degree matrix): The degree matrix of an <u>undirected</u> graph G, is the diagonal square matrix D, with general term  $d_{ii}$   $d_{ii}$  = number of nodes connected to node  $x_i$ 

In practice, we call  $d_{ii}$  the **degree** of the node  $x_i$ .

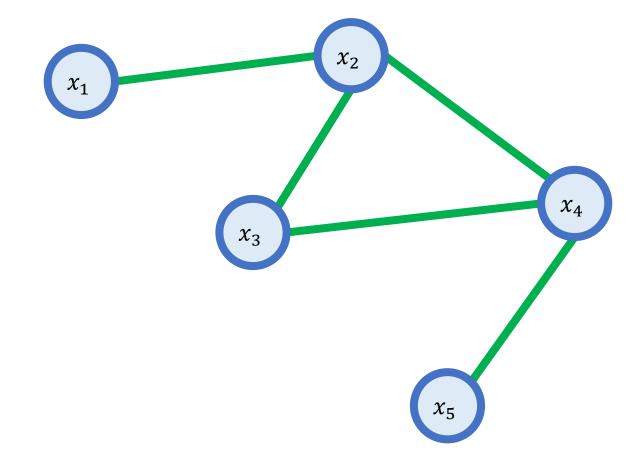
In the Facebook example, the degree of node  $x_i$  is simply the number of friends of user  $x_i$ .



#### Degree of a node and degree matrix

• **Definition (degree matrix):** The **degree matrix** of an <u>undirected</u> graph G, is the diagonal square matrix D, with general term  $d_{ii} = degree \ of \ node \ x_i$ 

$$D = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 3 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

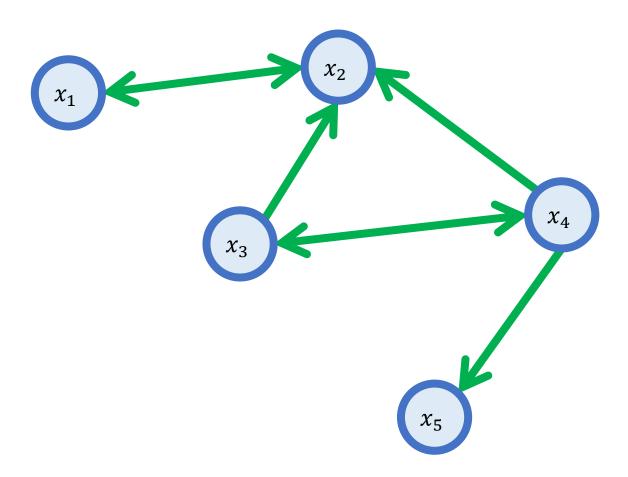


## In-degree/out-degree of a node

• **Note:** this is applicable only for directed graphs.

• Definition (in-degree of a node): The in-degree  $d_{ii}^+$  of node i of a directed graph G is the number of edges incoming to node  $x_i$ .

• In our example, the in-degree of node  $x_2$  is 3.

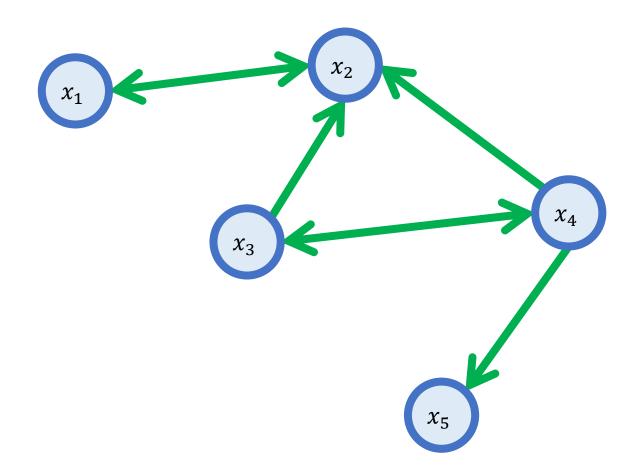


## In-degree/out-degree of a node

 Note: this is applicable only for directed graphs.

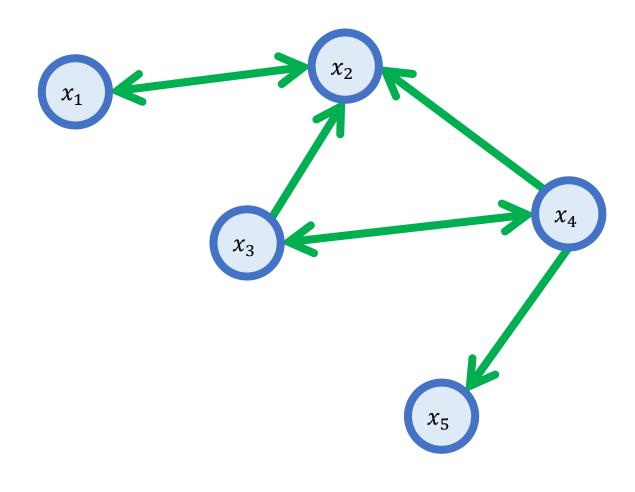
• Definition (out-degree of a node): The out-degree  $d_{ii}^-$  of node i of a directed graph G is the number of edges outgoing from node  $x_i$ .

• In our example, the out-degree of node  $x_2$  is 1.



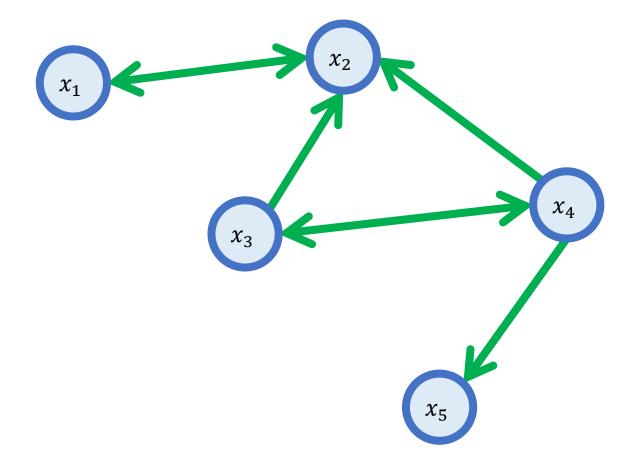
## In-degree/out-degree of a node

- **Note:** this is applicable only for directed graphs.
- In our Twitter example,
  - the in-degree is the number of accounts following user  $x_i$ ,
  - and the out-degree the number of accounts that user  $x_i$  follows.
- Definition (degree of a node): The degree of a node  $x_i$  in an directed graph G, is the sum of its in- and out-degrees.



#### Degree of a graph

- Definition (degree of a graph): The degree of a graph *G* is the sum of all nodes degrees.
- Undirected:  $\sum_i d_{ii} = Tr(D)$
- Directed:  $\sum_i d_{ii} = \sum_i (d_{ii}^+ + d_{ii}^-)$



## Laplacian matrix (undirected graphs)

Definition (Laplacian matrix):

The Laplacian matrix of a graph is defined as L = D - A.

(Following our previous notation, we have D denoting the degree matrix of the graph, and A its adjacency matrix)

- The Laplacian matrix L has very interesting properties:
  - Some of these I will list as challenges in the next slide (only for the braves, who feel like practicing!)
  - Some others properties, we will discuss in the next lectures.

Challenge question #1 (easy):

Consider an undirected graph G, with a Laplacian matrix L. Prove that **every row sum** and **column sum** of L is **zero**.

#### Challenge question #2 (medium):

Prove that the Laplacian matrix L of an undirected graph G is **symmetric** and **positive semidefinite** (i.e. all its eigenvalues are positive).

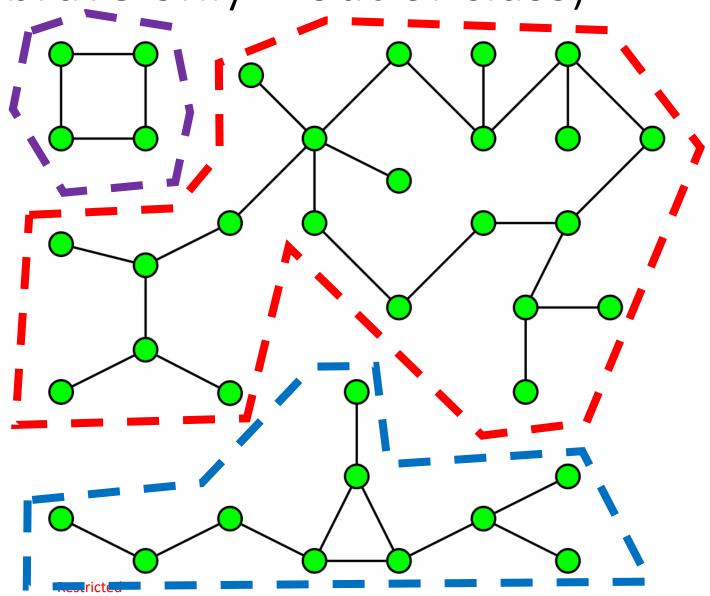
Challenge question #3 (good luck!):

Consider an undirected graph G, with a Laplacian matrix L. Prove that the number of connected <u>components</u> in the graph is the dimension of the nullspace of matrix L, and the algebraic multiplicity of its 0 eigenvalue.

- **Definition (component of a graph):** a **component** is a set of nodes in the graph (also called a subgraph), in which
  - 1. All nodes in the subgraph are connected to each other.
  - 2. None of the nodes in the subgraph are connected to any of the nodes in the supergraph (i.e. the other nodes in the graph, which are not part of the subgraph).

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The graph, in our example on the right, has three components, in red, blue and purple.

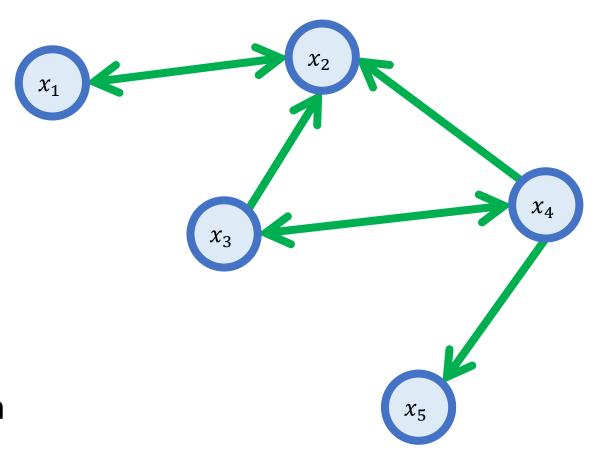


### Reachability in a graph

• **Definition (reachability):** A node  $x_j$  is **reachable** from node  $x_i$ , if and only if **there exists a sequence** 

$$((k_1, k_2), (k_2, k_3), ... (k_{m-1}, k_m)),$$
 such that

- $k_1 = x_i$
- $k_m = x_i$
- And  $\forall t \in [1, m-1], (k_t, k_{t+1}) \in E$
- In our example,  $x_5$  is reachable from  $x_3$ . The converse is not true.

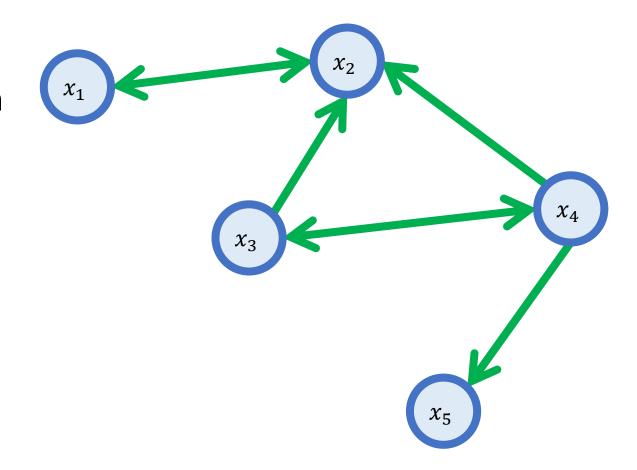


### Distances in a graph: hops/jumps

• Definition (hop-distance): Consider a node  $x_j$  reachable from  $x_i$ . The hop-distance  $d(x_i \rightarrow x_j)$  from node  $x_i$  to node  $x_j$  is the length of the smallest sequence

$$((k_1, k_2), (k_2, k_3), ... (k_{m-1}, k_m)),$$
 such that

- $k_1 = x_i$
- $k_m = x_i$
- And  $\forall t \in [1, m-1], (k_t, k_{t+1}) \in E$
- In our example, the hop-distance from  $x_4$  to  $x_1$  is 2.



#### Distances in a graph: hops/jumps

**2nd-degree connections** - People who are connected to your 1st-degree connections. You'll see a **2nd** degree icon next to their name in search results and on their profile. You can send them an invitation by clicking the Connect button on their profile page, or by contacting them through an InMail. **Learn more about InMail.** 



Jun Liu • 2nd
Assistant Professor, Singapore University of Technology and Design
Singapore

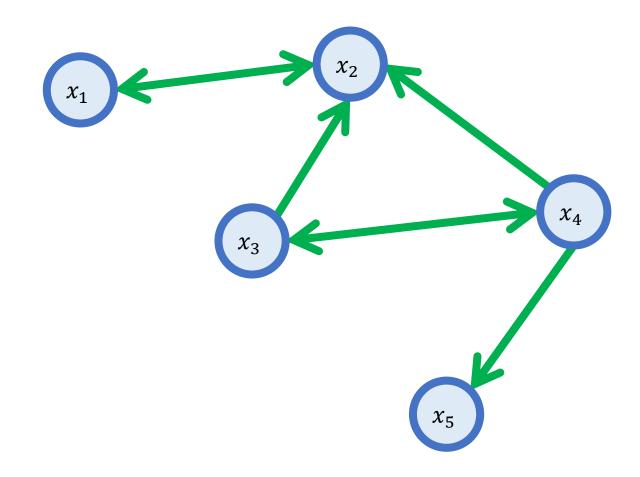


Tianruo Shen, Pranav Agarwal, and 8 other shared connections

### Distances in a graph: hops/jumps

Note: in directed graphs,

- We must to take into account the direction of the edges!
- Reachability might exist from  $x_i$  to  $x_j$ , but not from  $x_j$  to  $x_i$ !
- Number of hops to get from  $x_i$  to  $x_j$  is not necessarily the same as the number of hops to get from  $x_j$  to  $x_i$ !



#### Edge attributes

#### We have seen earlier that:

- A **node** has a **name**  $x_i$ , which is used for indexing and differs from one node to another.
- A node may also have attributes, for instance:
  - Some **node features**, defined as a vector  $h_i$ ,
  - Some **node label**  $y_i$ , defining a class for the node.

- An edge (i, j) may also have attributes, for instance:
  - Some edge features, defined as a vector  $e_{ii} \in \mathbb{R}^{F'}$ , with F' elements,
  - Some **edge label**  $l_{ij}$ , defining a class for the edge.
- Open question: Could you think of possible edge attributes for our Facebook/Twitter/Instagram examples?

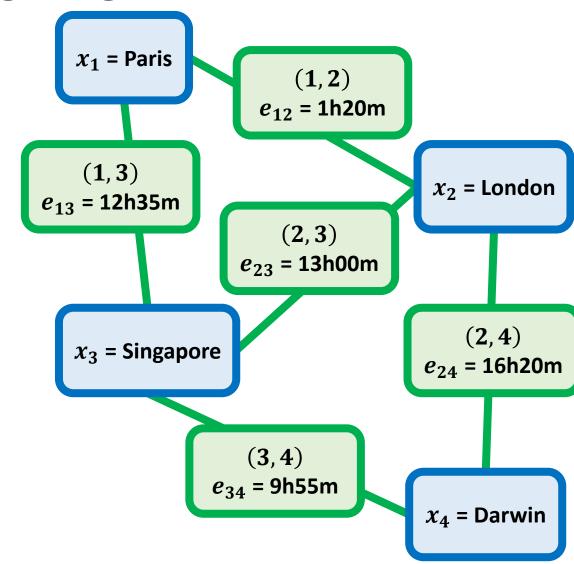
#### Some illustrative examples

 On top of the examples we have seen so far (mostly social networks, such as Facebook, Twitter, LinkedIn,...)

• Here are a few examples of graphs and some interesting underlying problems, which could be investigated.

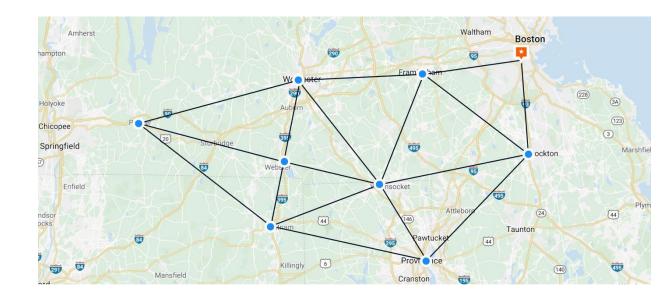
## Distances in a graph: using edge features

- It is very common for the edge features to carry an information related to the distance between the nodes connected by this edge.
- This information can be used to define a distance metric between two nodes.
- Typical problem: define the shortest path/distance between two places.



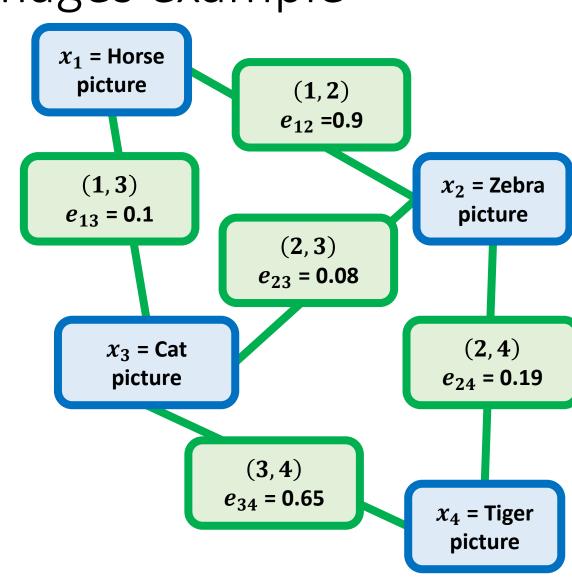
#### Traveling salesman problem

- Consider a fully connected graph (i.e. a graph with all possible edges drawn).
- Edges weight  $e_{ij}$  consists of the amount of time needed to go from node  $x_i$  to node  $x_i$ .
- What is the best sequence to visit all nodes, starting from  $x_1$  and ending in  $x_1$ ?
- It should **minimize** the sum of visited edges.

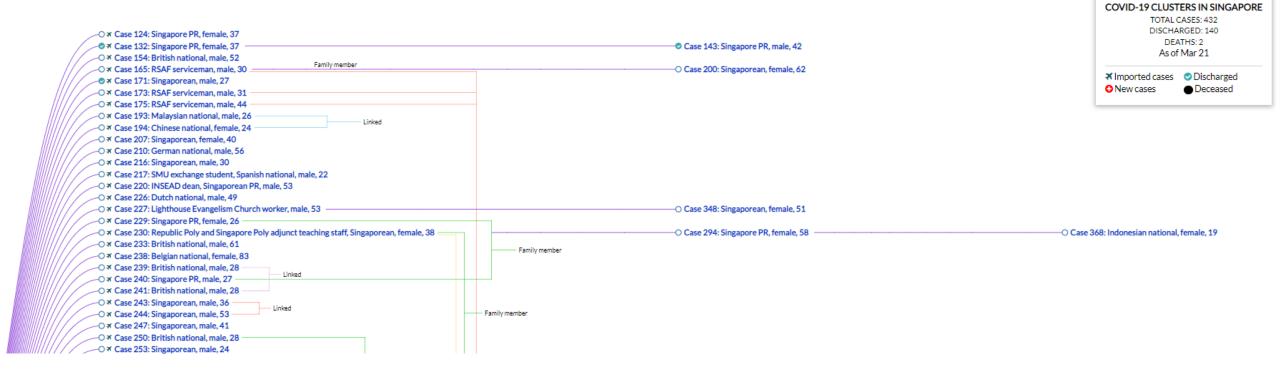


## Distances in a graph: an images example

- In computer vision, you might also need to compute a similarity between pictures of a same dataset.
- This similarity measure (e.g. triplet loss) can also be interpreted as a distance measure on edges connecting images (nodes).



#### COVID-19 contagion graph



#### COVID-19 contagion graph

- Nodes are all Singaporean individuals
- Nodes names: person's name
- Nodes features: age, work, address, etc.
- Node labels: (infected, not infected)
- Edges indicate contact links between individuals

- Edge features could be details related to the contact between individuals (work/leisure, cluster address, etc.)
- Edge might be directed, to indicate the contagion direction
- Edge labels are 1 if this contact led to an infection from one person/node to another, and 0 otherwise.

#### COVID-19 contagion graph

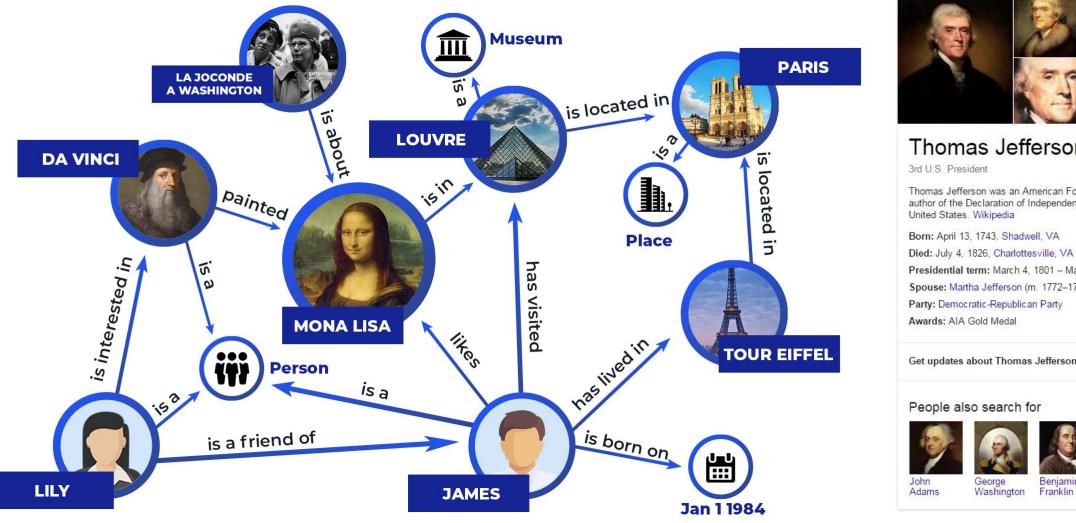
Many application for such a COVID-19 contagion graph.

- Contact tracing: reconstructing the contagion links in the graph as close to the reality as possible.
- Confinement and social distancing: limiting the number of edges between nodes, to prevent contagion.

- Finding patient zero: consists of looking for the one infected node that can reach all other infected nodes through infected edges.
- Contagion inference: attempt to predict the next infected person based on current graph state.

• Etc.

### Knowledge graphs: a.k.a. Wikipedia





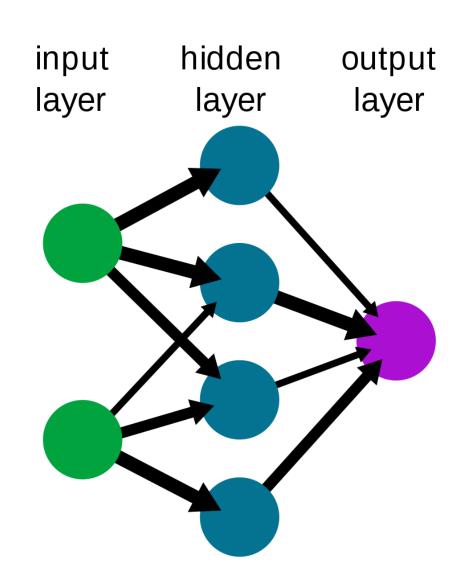
Alexander

Hamilton

James

#### Neural Networks are graphs as well?!

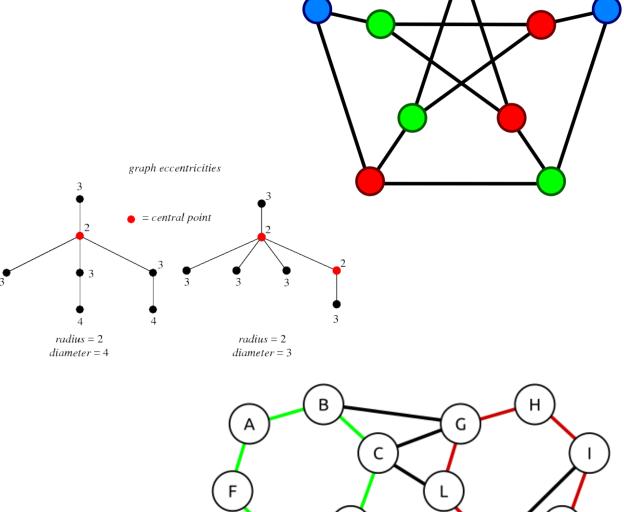
- Yes, neural networks can also be modeled as directed graphs...
  - Nodes = neurons
  - Nodes features = logits, input/output nodes values, etc.
  - Edges = node connections (might be erased by dropout)
  - Edges features = weights, activation functions, propagation rules, etc.
  - Forward propagation and backpragation mechanisms...



## More problems on Graph Theory

Graph theory has many more open problems, which are currently unsolved.

- Graph coloring
- Radius and diameter of a graph
- Graph cycles detection
- Many other optimization problems on graphs...
- Stochasticity on Graphs...

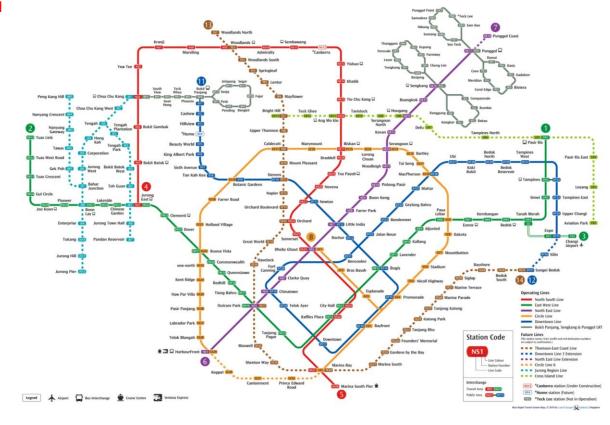


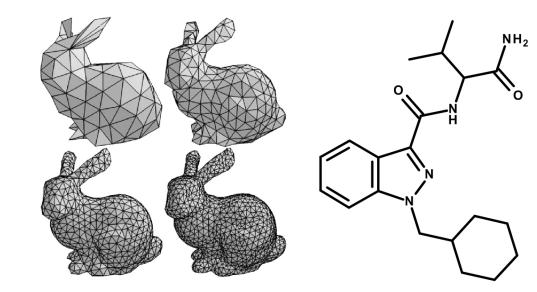
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#### Conclusion

#### In this lecture

- Introduction to graph theory
- Definitions for key concepts
- A few practical applications for graph theory (social networks, neural networks, transport networks, molecular structures, 3D mappings, etc.)
- Answers to challenges: [Luxburg] U. von Luxburg, A Tutorial on Spectral Clustering. (refer to Chapter 3 of paper)





#### Learn more about these topics

Out of class, for those of you who are curious

- [Bondy1976] Bondy et al., "Graph Theory with applications", 1976.
- [Bondy2008] Bondy and Murty, "Graph Theory, 2008.
- [Medium1] A Gentle Introduction To Graph Theory, 2017. https://medium.com/basecs/a-gentle-introduction-to-graph-theory-77969829ead8

• [MiniMetro] MiniMetro game (Web Demo) https://www.coolmathgames.com/0-mini-metro-london

## Let us practice a bit

Have a look at the practice exercises we have prepared!