

Assortativity and Mixing

Complex Networks | @networksvox
CSYS/MATH 303, Spring, 2016

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Definition

General mixing

Assortativity by degree

Contagion

Spreading condition
Triggering probability
Expected size

References

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COcoNuTS

Sealie & Lambie Productions



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Basic idea:

- ❁ Random networks with arbitrary degree distributions cover much territory but do not represent all networks.
- ❁ Moving away from pure random networks was a key first step.
- ❁ We can extend in many other directions and a natural one is to introduce correlations between different kinds of nodes.
- ❁ Node attributes may be anything, e.g.:
 1. degree
 2. demographics (age, gender, etc.)
 3. group affiliation
- ❁ We speak of mixing patterns, correlations, biases...
- ❁ Networks are still random at base but now have more global structure.
- ❁ Build on work by Newman^[5, 6], and Boguñá and Serano.^[11]

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General mixing between node categories

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- Consider networks with directed edges.

$$c_{\mu\nu} = \Pr \left(\begin{array}{l} \text{an edge connects a node of type } \mu \\ \text{to a node of type } \nu \end{array} \right)$$

$$a_{\mu} = \Pr(\text{an edge comes from a node of type } \mu)$$

$$b_{\nu} = \Pr(\text{an edge leads to a node of type } \nu)$$

- Write $E = [c_{\mu\nu}]$, $\vec{a} = [a_{\mu}]$ and $\vec{b} = [b_{\nu}]$.

- Requirements:

$$\sum_{\mu, \nu} c_{\mu\nu} = 1, \quad \sum_{\nu} c_{\mu\nu} = a_{\mu}, \quad \text{and} \quad \sum_{\mu} c_{\mu\nu} = b_{\nu}.$$

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Notes:



Varying $e_{\mu\nu}$ allows us to move between the following:

1. **Homophily assortative networks** where nodes only connect to like nodes, and the network breaks into subnetworks.
Requires $e_{\mu\nu} = 0$ if $\mu \neq \nu$ and $\sum_{\mu} e_{\mu\mu} = 1$.
2. **Uncorrelated networks** (as we have studied so far)
For these we must have independence:
 $e_{\mu\nu} = a_{\mu} b_{\nu}$.
3. **Disassortative networks** where nodes connect to nodes distinct from themselves.



Disassortative networks can be hard to build and may require constraints on the $e_{\mu\nu}$.



Basic story: level of assortativity reflects the degree to which nodes are connected to nodes within their group.

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Varying $e_{\mu\nu}$ allows us to move between the following:

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Correlation coefficient:

- Quantify the level of assortativity with the following **assortativity coefficient** [6]:

$$r = \frac{\sum_{\mu} e_{\mu\mu} - \sum_{\mu} a_{\mu} b_{\mu}}{1 - \sum_{\mu} a_{\mu} b_{\mu}} = \frac{\text{Tr } E - \|E^2\|_1}{1 - \|E^2\|_1}$$

where $\|\cdot\|_1$ is the 1-norm = sum of a matrix's entries.

- $\text{Tr } E$ is the fraction of edges that are within groups.
- $\|E^2\|_1$ is the fraction of edges that would be within groups if connections were random.
- $1 - \|E^2\|_1$ is a normalization factor so $r_{\max} = 1$.
- When $\text{Tr } e_{\mu\mu} = 1$, we have $r = 1$. ✓
- When $e_{\mu\mu} = \frac{1}{n} k_{\mu}^2$, we have $r = 0$. ✓

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 $r = -1$ is inaccessible if three or more types are present.

 Disassortative networks simply have nodes connected to unlike nodes—no measure of how unlike nodes are.

 Minimum value of r occurs when all links between non-like nodes: $\text{Tr } e_{\mu\mu} = 0$.



$$r_{\min} = \frac{-\|E^2\|_1}{1 - \|E^2\|_1}$$

where $-1 \leq r_{\min} < 0$.

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Watch your step

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zzzhhhhwoooommmmm

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Everything is connected

Scalar quantities

Now consider nodes defined by a scalar integer quantity.

Examples: age in years, height in inches, number of friends, ...

$c_{jk} = \text{Pr}$ (a randomly chosen edge connects a node with value j to a node with value k).

a_j and b_k are defined as before.

Can now measure correlations between nodes based on this scalar quantity using standard Pearson correlation coefficient r :

$$r = \frac{\sum_{j,k} jk(c_{jk} - a_j b_k)}{\sigma_a \sigma_b} = \frac{\langle jk \rangle - \langle j \rangle_a \langle k \rangle_b}{\sqrt{\langle j^2 \rangle_a - \langle j \rangle_a^2} \sqrt{\langle k^2 \rangle_b - \langle k \rangle_b^2}}$$

This is the observed normalized deviation from randomness in the product jk .

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⊗ Natural correlation is between the degrees of connected nodes.

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⊗ Useful for calculations (as per R_k)

⊗ **Important** Must separately define P_0 as the $\{e_{j,k}\}$ contain no information about isolated nodes.

⊗ Directed networks still fine but we will assume from here on that $e_{j,k} = e_{k,j}$

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Notation reconciliation for undirected networks:

$$r = \frac{\sum_{j,k} jk(e_{jk} - R_j R_k)}{\sigma_R^2}$$

where, as before, R_k is the probability that a randomly chosen edge leads to a node of degree $k + 1$, and

$$\sigma_R^2 = \sum_j j^2 R_j - \left[\sum_j j R_j \right]^2.$$

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Error estimate for r :

 Remove edge i and recompute r to obtain r_i .

 Repeat for all edges and compute using the jackknife method  [3]

$$\sigma_r^2 = \sum_i (r_i - r)^2.$$

 Mildly sneaky as variables need to be independent for us to be truly happy and edges are correlated...



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Measurements of degree-degree correlations

	Group	Network	Type	Size n	Assortativity r	Error σ_r
Social	a	Physics coauthorship	undirected	52 909	0.363	0.002
	a	Biology coauthorship	undirected	1 520 251	0.127	0.0004
	b	Mathematics coauthorship	undirected	253 339	0.120	0.002
	c	Film actor collaborations	undirected	449 913	0.208	0.0002
	d	Company directors	undirected	7 673	0.276	0.004
	e	Student relationships	undirected	573	-0.029	0.037
	f	Email address books	directed	16 881	0.092	0.004
Technological	g	Power grid	undirected	4 941	-0.003	0.013
	h	Internet	undirected	10 697	-0.189	0.002
	i	World Wide Web	directed	269 504	-0.067	0.0002
	j	Software dependencies	directed	3 162	-0.016	0.020
Biological	k	Protein interactions	undirected	2 115	-0.156	0.010
	l	Metabolic network	undirected	765	-0.240	0.007
	m	Neural network	directed	307	-0.226	0.016
	n	Marine food web	directed	134	-0.263	0.037
	o	Freshwater food web	directed	92	-0.326	0.031

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-  Social networks tend to be assortative (homophily)
-  Technological and biological networks tend to be disassortative



Hot lava

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"I like it" 

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 Next: Generalize our work for random networks to degree-correlated networks.

 As before, by allowing that a node of degree k is activated by one neighbor with probability $B_{k,1}$, we can handle various problems:

1. find the giant component size.
2. find the probability and extent of spread for simple disease models.
3. find the probability of spreading for simple threshold models.



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 Repeat: a node of degree k is in the game with probability B_{k+1} .

 Define $B_{\mathbf{1}} = [B_{k+1}]$.

 **Plan:** Find the generating function

$$F_j(x; B_{\mathbf{1}}) = \sum_{n=0}^{\infty} f_{n,j} x^n.$$



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 Recursive relationship:

$$F_j(x; \vec{B}_1) = x^0 \sum_{k=0}^{\infty} \frac{e_{jk}}{R_j} (1 - B_{k+1,1}) + x \sum_{k=0}^{\infty} \frac{e_{jk}}{R_j} B_{k+1,1} [F_k(x; \vec{B}_1)]^k.$$

 **First term** = \Pr (that the first node we reach is not in the game).

 **Second term** involves \Pr (we hit an active node which has k outgoing edges).

 **Next**: find average size of active components reached by following a link from a degree $j+1$ node = $F_j(1; \vec{B}_1)$.

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☿ Differentiate $F_j(x; \vec{B}_1)$, set $x = 1$, and rearrange.

☿ We use $F_k(1; \vec{B}_1) = 1$ which is true when no giant component exists. We find:

$$R_j F'_j(1; \vec{B}_1) = \sum_{k=0}^{\infty} c_{jk} B_{k+1,1} + \sum_{k=0}^{\infty} k c_{jk} B_{k+1,1} F'_k(1; \vec{B}_1)$$

☿ Rearranging and introducing a sneaky δ_{jk} :

$$\sum_{k=0}^{\infty} (\delta_{jk} B_k - k B_{k+1,1} c_{jk}) F'_k(1; \vec{B}_1) = \sum_{k=0}^{\infty} c_{jk} B_{k+1,1}$$

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Spreading on degree-correlated networks

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 We use $F_k(1; \vec{B}_1) = 1$ which is true when no giant component exists. We find:

$$R_j F'_j(1; \vec{B}_1) = \sum_{k=0}^{\infty} e_{jk} B_{k+1,1} + \sum_{k=0}^{\infty} k e_{jk} B_{k+1,1} F'_k(1; \vec{B}_1).$$

 Rearranging and introducing a sneaky δ_{jk} :

$$\sum_{k=0}^{\infty} (\delta_{jk} R_k - k B_{k+1,1} e_{jk}) F'_k(1; \vec{B}_1) = \sum_{k=0}^{\infty} e_{jk} B_{k+1,1}.$$

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In matrix form, we have

$$\mathbf{A}_{\mathbf{E}, \vec{B}_1} \vec{F}'(1; \vec{B}_1) = \mathbf{E} \vec{B}_1$$

where

$$[\mathbf{A}_{\mathbf{E}, \vec{B}_1}]_{j+1, k+1} = \delta_{jk} R_k - k B_{k+1, 1} e_{jk},$$

$$[\vec{F}'(1; \vec{B}_1)]_{k+1} = F'_k(1; \vec{B}_1),$$

$$[\mathbf{E}]_{j+1, k+1} = e_{jk}, \text{ and } [\vec{B}_1]_{k+1} = B_{k+1, 1}.$$

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So, in principle at least:

$$\vec{F}'(1; \vec{B}_1) = \mathbf{A}_{\mathbf{E}, \vec{B}_1}^{-1} \mathbf{E} \vec{B}_1.$$

Now, as $\vec{F}'(1; \vec{B}_1)$, the average size of an active component reached along an edge, increases, we move towards a transition to a giant component.

Right at the transition, the average component size explodes.

Exploding inverses of matrices occur when their determinants are 0.

The condition is therefore:

$$\det \mathbf{A}_{\mathbf{E}, \vec{B}_1} = 0$$

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General condition details:

$$\det A_{\mathbf{E}, \tilde{B}_1} = \det [\delta_{jk} R_{k-1} - (k-1) B_{k,1} e_{j-1, k-1}] = 0.$$

The above collapses to our standard contagion condition when $e_{jk} = R_j R_k$ (see next slide).

When $B_j = B1$, we have the condition for a simple disease model's successful spread

$$\det [\delta_{jk} R_{k-1} - B(k-1) e_{j-1, k-1}] = 0$$

When $B_j = 1$, we have the condition for the existence of a giant component:

$$\det [\delta_{jk} R_{k-1} - (k-1) e_{j-1, k-1}] = 0.$$

Bonusville: We'll find a much better version of this set of conditions later ...

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We'll next find two more pieces:

1. P_{trig} , the probability of starting a cascade
2. S , the expected extent of activation given a small seed.

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Triggering probability:

 Generating function:

$$H(x; \vec{B}_1) = x \sum_{k=0}^{\infty} P_k \left[F_{k-1}(x; \vec{B}_1) \right]^k.$$



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- Want probability of **not reaching** a finite component.

$$\begin{aligned} P_{\text{trig}} = S_{\text{trig}} &= 1 - H(1; \vec{B}_1) \\ &= 1 - \sum_{k=0}^{\infty} P_k [F_{k-1}(1; \vec{B}_1)]^k. \end{aligned}$$

- Last piece: we have to compute $F_{k-1}(1; \vec{B}_1)$.
- Nastier (nonlinear)—we have to solve the recursive expression we started with when $x = 1$:

$$F_j(1; \vec{B}_1) = \sum_{k=0}^{\infty} \frac{P_k}{R_j} (1 - B_{k+1,1}) + \sum_{k=0}^{\infty} \frac{P_k}{R_j} B_{k+1,1} [F_k(1; \vec{B}_1)]^k.$$

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 **Truly final piece:** Find final size using approach of Gleeson^[4], a generalization of that used for uncorrelated random networks.

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 Need to compute $\theta_{j,t}$, the probability that an edge leading to a degree j node is infected at time t .

 Evolution of edge activity probability:

$$\theta_{j,t+1} = G_j(\theta_t) = \phi_0 + (1 - \phi_0) \times$$

$$\sum_{k=1}^{\infty} \frac{P_{j-1,k-1}}{B_{j-1}} \sum_{l=0}^{k-1} \binom{k-1}{l} \theta_{k,t}^l (1 - \theta_{k,t})^{k-1-l} B_{kl}$$

 Overall active fraction's evolution:

$$\phi_{t+1} = \phi_0 + (1 - \phi_0) \sum_{k=0}^{\infty} P_k \sum_{l=0}^k \binom{k}{l} \theta_{k,t}^l (1 - \theta_{k,t})^{k-l} B_{kl}$$



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Spreading on degree-correlated networks

As before, these equations give the actual evolution of ϕ_t for synchronous updates.

Contagion condition follows from $\bar{\theta}_{t+1} = \bar{G}(\bar{\theta}_t)$.

Expand G around $\bar{\theta}_0 = \bar{0}$.

$$\theta_{j,t+1} = G_j(\bar{0}) + \sum_{k=1}^{\infty} \frac{\partial G_j(\bar{0})}{\partial \theta_{k,t}} \theta_{k,t} + \frac{1}{2!} \sum_{k=1}^{\infty} \frac{\partial^2 G_j(\bar{0})}{\partial \theta_{k,t}^2} \theta_{k,t}^2 + \dots$$

If $G_j(\bar{0}) \neq 0$ for at least one j , always have some infection.

If $G_j(\bar{0}) = 0 \forall j$, want largest eigenvalue

$$\left[\frac{\partial G_j(\bar{0})}{\partial \theta_{k,t}} \right] \geq 1.$$

Condition for spreading is therefore dependent on eigenvalues of this matrix:

$$\frac{\partial G_j(\bar{0})}{\partial \theta_{k,t}} = \frac{c_{j-1,k-1}}{R_{j-1}} (k-1) B_{k-1}$$

Insert question from assignment 9



Spreading on degree-correlated networks

- As before, these equations give the actual evolution of ϕ_t for synchronous updates.
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$$\theta_{j,t+1} \approx G_j(\vec{0}) + \sum_{k=1}^{\infty} \frac{1}{k!} \frac{\partial^k G_j(\vec{0})}{\partial \theta_{k,t}^k} \theta_{k,t}^k + \dots$$

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Assortativity by degree

Contagion

Spreading condition

Triggering probability

Expected size

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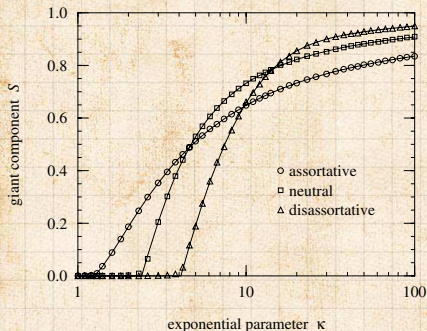
$$\theta_{j,t+1} = G_j(\vec{0}) + \sum_{k=1}^{\infty} \frac{\partial G_j(\vec{0})}{\partial \theta_{k,t}} \theta_{k,t} + \frac{1}{2!} \sum_{k=1}^{\infty} \frac{\partial^2 G_j(\vec{0})}{\partial \theta_{k,t}^2} \theta_{k,t}^2 + \dots$$

- If $G_j(\vec{0}) \neq 0$ for at least one j , always have some infection.
- If $G_j(\vec{0}) = 0 \forall j$, want largest eigenvalue $\left[\frac{\partial G_j(\vec{0})}{\partial \theta_{k,t}} \right] > 1$.
- Condition for spreading is therefore dependent on eigenvalues of this matrix:

$$\frac{\partial G_j(\vec{0})}{\partial \theta_{k,t}} = \frac{e_{j-1,k-1}}{R_{j-1}} (k-1) B_{k1}$$



How the giant component changes with assortativity:



More assortative networks percolate for lower average degrees



But disassortative networks end up with higher extents of spreading.

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from Newman, 2002 [5]



Toy guns don't pretend blow up things ...

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Splsshht

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Robust-yet-Fragileness of the Death Star

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CocoNuTS

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