

Measures of centrality

Last updated: 2022/08/28, 08:34:20 EDT

Principles of Complex Systems, Vols. 1, 2, & 3D
CSYS/MATH 300, 303, & 394, 2022-2023 | @pocsvox

Prof. Peter Sheridan Dodds | @peterdodds

Computational Story Lab | Vermont Complex Systems Center
Santa Fe Institute | University of Vermont



The PoCSverse
Measures of
centrality
1 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References



Licensed under the *Creative Commons Attribution-NonCommercial-ShareAlike 3.0 License*.

These slides are brought to you by:

Sealie & Lambie
Productions



The PoCSverse
Measures of
centrality
2 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

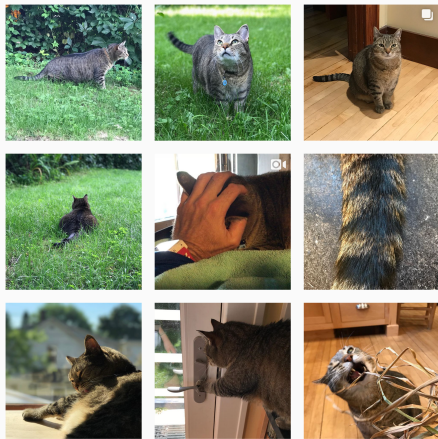
Nutshell



References



These slides are also brought to you by:

Special Guest Executive Producer



 On Instagram at [pratchett_the_cat](https://www.instagram.com/pratchett_the_cat) 

The PoCverse
Measures of
centrality
3 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References



Outline

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

The PoCSverse
Measures of
centrality
4 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

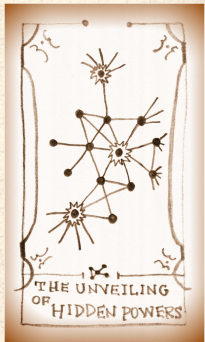
Eigenvalue centrality

Hubs and Authorities


Nutshell

References





How big is my node?

 **Basic question:** how 'important' are specific nodes and edges in a network?

The PoCSverse
Measures of
centrality
6 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality

Hubs and Authorities

Nutshell

References

How big is my node?

 **Basic question:** how 'important' are specific nodes and edges in a network?

 An important node or edge might:

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality

Hubs and Authorities

Nutshell

References


How big is my node?


 **Basic question:** how 'important' are specific nodes and edges in a network?

 An **important node** or **edge** might:

1. **handle** a relatively large amount of the network's traffic (e.g., cars, information);


How big is my node?


 **Basic question:** how 'important' are specific nodes and edges in a network?

 An **important node** or **edge** might:

1. **handle** a relatively large amount of the network's traffic (e.g., cars, information);
2. **bridge** two or more distinct groups (e.g., liason, interpreter);


How big is my node?


 **Basic question:** how 'important' are specific nodes and edges in a network?

 An **important node** or **edge** might:


1. **handle** a relatively large amount of the network's traffic (e.g., cars, information);
2. **bridge** two or more distinct groups (e.g., liason, interpreter);
3. be a **source** of important ideas, knowledge, or judgments (e.g., supreme court decisions, an employee who 'knows where everything is').

How big is my node?


 **Basic question:** how 'important' are specific nodes and edges in a network?


 An **important node** or **edge** might:

1. **handle** a relatively large amount of the network's traffic (e.g., cars, information);
2. **bridge** two or more distinct groups (e.g., liason, interpreter);
3. be a **source** of important ideas, knowledge, or judgments (e.g., supreme court decisions, an employee who 'knows where everything is').


 So how do we quantify such a slippery concept as importance?


How big is my node?

 **Basic question:** how 'important' are specific nodes and edges in a network?


 An **important node** or **edge** might:

1. **handle** a relatively large amount of the network's traffic (e.g., cars, information);
2. **bridge** two or more distinct groups (e.g., liason, interpreter);
3. be a **source** of important ideas, knowledge, or judgments (e.g., supreme court decisions, an employee who 'knows where everything is').

 So how do we quantify such a slippery concept as importance?

 We generate ad hoc, reasonable measures, and examine their utility ...

Centrality

 One possible reflection of importance is **centrality**.

The PoCSverse
Measures of
centrality
7 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Centrality

- One possible reflection of importance is **centrality**.
- Presumption is that nodes or edges that are (in some sense) in the middle of a network are important for the network's function.

Background




Centrality measures

- Degree centrality
- Closeness centrality
- Betweenness
- Eigenvalue centrality
- Hubs and Authorities

Nutshell

References

Centrality

-  One possible reflection of importance is **centrality**.
-  Presumption is that nodes or edges that are (in some sense) in the middle of a network are important for the network's function.
-  Idea of centrality comes from social networks literature ^[7].

Background

Centrality measures

- Degree centrality
- Closeness centrality
- Betweenness
- Eigenvalue centrality
- Hubs and Authorities

Nutshell

References

Centrality





Background

Centrality measures

Degree centrality
Closeness centrality
Betweenness
Eigenvalue centrality
Hubs and Authorities

Nutshell

References

-  One possible reflection of importance is **centrality**.
-  Presumption is that nodes or edges that are (in some sense) in the middle of a network are important for the network's function.
-  Idea of centrality comes from social networks literature ^[7].
-  Many flavors of centrality ...
 1. Many are topological and quasi-dynamical;
 2. Some are based on dynamics (e.g., traffic).

Centrality


Background


Centrality measures


Degree centrality
Closeness centrality
Betweenness
Eigenvalue centrality
Hubs and Authorities


Nutshell

References


 One possible reflection of importance is **centrality**.

 Presumption is that nodes or edges that are (in some sense) in the middle of a network are important for the network's function.


 Idea of centrality comes from social networks literature ^[7].


 Many flavors of centrality ...


1. Many are topological and quasi-dynamical;
2. Some are based on dynamics (e.g., traffic).


 We will define and examine a few ...

Centrality


 One possible reflection of importance is **centrality**.


 Presumption is that nodes or edges that are (in some sense) in the middle of a network are important for the network's function.

 Idea of centrality comes from social networks literature ^[7].

 Many flavors of centrality ...

1. Many are topological and quasi-dynamical;
2. Some are based on dynamics (e.g., traffic).

 We will define and examine a few ...

 (Later: see centrality useful in identifying communities in networks.)

Outline

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

The PoCSverse
Measures of
centrality
8 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality


Hubs and Authorities

Nutshell


References




Degree centrality


 Naively estimate importance by **node degree**. [7]


Degree centrality


 Naively estimate importance by **node degree**.^[7]

 **Doh:** assumes linearity
(If node i has twice as many friends as node j , it's twice as important.)

Degree centrality

 Naively estimate importance by **node degree**.^[7]

 **Doh:** assumes linearity
(If node i has twice as many friends as node j , it's twice as important.)

 **Doh:** doesn't take in any non-local information.

Outline

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

The PoCSverse
**Measures of
centrality**
10 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality
Betweenness

Eigenvalue centrality
Hubs and Authorities

Nutshell

References



Closeness centrality



Idea: Nodes are more central if they can reach other nodes 'easily.'

The PoCSverse
Measures of
centrality
11 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality


Hubs and Authorities

Nutshell

References

Closeness centrality

 **Idea:** Nodes are more central if they can reach other nodes 'easily.'

 Measure average shortest path from a node to all other nodes.

The PoCSverse
Measures of
centrality
11 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness




Eigenvalue centrality

Hubs and Authorities

Nutshell




References

Closeness centrality


-  **Idea:** Nodes are more central if they can reach other nodes 'easily.'
-  Measure average shortest path from a node to all other nodes.
-  Define **Closeness Centrality** for node i as

$$\frac{N - 1}{\sum_{j, j \neq i} (\text{shortest distance from } i \text{ to } j)}.$$




Closeness centrality

-  **Idea:** Nodes are more central if they can reach other nodes 'easily.'
-  Measure average shortest path from a node to all other nodes.
-  Define **Closeness Centrality** for node i as



$$\frac{N - 1}{\sum_{j, j \neq i} (\text{shortest distance from } i \text{ to } j)}.$$

-  Range is 0 (no friends) to 1 (single hub).




Closeness centrality

-  **Idea:** Nodes are more central if they can reach other nodes 'easily.'
-  Measure average shortest path from a node to all other nodes.
-  Define **Closeness Centrality** for node i as




$$\frac{N - 1}{\sum_{j, j \neq i} (\text{shortest distance from } i \text{ to } j)}.$$

-  Range is 0 (no friends) to 1 (single hub).
-  Unclear what the exact values of this measure tells us because of its ad-hocness.




Closeness centrality

-  **Idea:** Nodes are more central if they can reach other nodes 'easily.'
-  Measure average shortest path from a node to all other nodes.
-  Define **Closeness Centrality** for node i as





$$\frac{N - 1}{\sum_{j, j \neq i} (\text{shortest distance from } i \text{ to } j)}.$$

-  Range is 0 (no friends) to 1 (single hub).
-  Unclear what the exact values of this measure tells us because of its ad-hocness.
-  General problem with simple centrality measures: what do they exactly mean?

Closeness centrality

-  **Idea:** Nodes are more central if they can reach other nodes 'easily.'
-  Measure average shortest path from a node to all other nodes.
-  Define **Closeness Centrality** for node i as

$$\frac{N - 1}{\sum_{j, j \neq i} (\text{shortest distance from } i \text{ to } j)}.$$

-  Range is 0 (no friends) to 1 (single hub).
-  Unclear what the exact values of this measure tells us because of its ad-hocness.
-  General problem with simple centrality measures: what do they exactly mean?
-  Perhaps, at least, we obtain an ordering of nodes in terms of 'importance.'

Outline

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

The PoCSverse
Measures of centrality
12 of 33

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References



Betweenness centrality



Betweenness centrality is based on coherence of shortest paths in a network.

The PoCSverse
Measures of
centrality
13 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness



Eigenvalue centrality

Hubs and Authorities




Nutshell

References





Betweenness centrality

-  **Betweenness centrality** is based on coherence of shortest paths in a network.
-  **Idea:** If the quickest way between any two nodes on a network disproportionately involves certain nodes, then they are 'important' in terms of global cohesion.






Betweenness centrality

-  **Betweenness centrality** is based on coherence of shortest paths in a network.
-  **Idea:** If the quickest way between any two nodes on a network disproportionately involves certain nodes, then they are 'important' in terms of global cohesion.
-  For each node i , count how many shortest paths pass through i .







Betweenness centrality

-  **Betweenness centrality** is based on coherence of shortest paths in a network.
-  **Idea:** If the quickest way between any two nodes on a network disproportionately involves certain nodes, then they are 'important' in terms of global cohesion.
-  For each node i , count how many shortest paths pass through i .
-  In the case of ties, divide counts between paths.








Betweenness centrality

-  **Betweenness centrality** is based on coherence of shortest paths in a network.
-  **Idea:** If the quickest way between any two nodes on a network disproportionately involves certain nodes, then they are 'important' in terms of global cohesion.
-  For each node i , count how many shortest paths pass through i .
-  In the case of ties, divide counts between paths.
-  Call frequency of shortest paths passing through node i the betweenness of i , B_i .

Betweenness centrality

-  **Betweenness centrality** is based on coherence of shortest paths in a network.
-  **Idea:** If the quickest way between any two nodes on a network disproportionately involves certain nodes, then they are 'important' in terms of global cohesion.
-  For each node i , count how many shortest paths pass through i .
-  In the case of ties, divide counts between paths.
-  Call frequency of shortest paths passing through node i the betweenness of i , B_i .
-  Note: Exclude shortest paths between i and other nodes.

Betweenness centrality

-  **Betweenness centrality** is based on coherence of shortest paths in a network.
-  **Idea:** If the quickest way between any two nodes on a network disproportionately involves certain nodes, then they are 'important' in terms of global cohesion.
-  For each node i , count how many shortest paths pass through i .
-  In the case of ties, divide counts between paths.
-  Call frequency of shortest paths passing through node i the betweenness of i , B_i .
-  Note: Exclude shortest paths between i and other nodes.
-  Note: works for weighted and unweighted networks.



Consider a network with N nodes and m edges (possibly weighted).

The PoCSverse
Measures of
centrality
14 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality


Betweenness



Eigenvalue centrality


Hubs and Authorities



Nutshell



References


 Consider a network with N nodes and m edges (possibly weighted).



 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.



 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.


 Traditionally use Floyd-Warshall  algorithm.



 Consider a network with N nodes and m edges (possibly weighted).



 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.


 Traditionally use Floyd-Warshall  algorithm.

 Computation time grows as $O(N^3)$.


 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.


 Traditionally use Floyd-Warshall  algorithm.


 Computation time grows as $O(N^3)$.


 See also:


1. Dijkstra's algorithm  for finding shortest path between two specific nodes,

 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths ↗ between all pairs of nodes.



 Traditionally use Floyd-Warshall ↗ algorithm.



 Computation time grows as $O(N^3)$.


 See also:

1. Dijkstra's algorithm ↗ for finding shortest path between two specific nodes,
2. and Johnson's algorithm ↗ which outperforms Floyd-Warshall for sparse networks:
 $O(mN + N^2 \log N)$.



 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.


 Traditionally use Floyd-Warshall  algorithm.



 Computation time grows as $O(N^3)$.



 See also:


1. Dijkstra's algorithm  for finding shortest path between two specific nodes,
2. and Johnson's algorithm  which outperforms Floyd-Warshall for sparse networks:
 $O(mN + N^2 \log N)$.

 Newman (2001) ^[4, 5] and Brandes (2001) ^[1] independently derive equally fast algorithms that also compute betweenness.



 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.


 Traditionally use Floyd-Warshall  algorithm.


 Computation time grows as $O(N^3)$.


 See also:


1. Dijkstra's algorithm  for finding shortest path between two specific nodes,
2. and Johnson's algorithm  which outperforms Floyd-Warshall for sparse networks:
 $O(mN + N^2 \log N)$.


 Newman (2001) ^[4, 5] and Brandes (2001) ^[1] independently derive equally fast algorithms that also compute betweenness.


 Computation times grow as:

 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths ↗ between all pairs of nodes.


 Traditionally use Floyd-Warshall ↗ algorithm.

 Computation time grows as $O(N^3)$.


 See also:



1. Dijkstra's algorithm ↗ for finding shortest path between two specific nodes,
2. and Johnson's algorithm ↗ which outperforms Floyd-Warshall for sparse networks:
 $O(mN + N^2 \log N)$.



 Newman (2001) ^[4, 5] and Brandes (2001) ^[1] independently derive equally fast algorithms that also compute betweenness.


 Computation times grow as:


1. $O(mN)$ for unweighted graphs;



 Consider a network with N nodes and m edges (possibly weighted).


 **Computational goal:** Find $\binom{N}{2}$ shortest paths  between all pairs of nodes.


 Traditionally use Floyd-Warshall  algorithm.

 Computation time grows as $O(N^3)$.

 See also:

1. Dijkstra's algorithm  for finding shortest path between two specific nodes,
2. and Johnson's algorithm  which outperforms Floyd-Warshall for sparse networks:
 $O(mN + N^2 \log N)$.

 Newman (2001) ^[4, 5] and Brandes (2001) ^[1] independently derive equally fast algorithms that also compute betweenness.

 Computation times grow as:

1. $O(mN)$ for unweighted graphs;
2. and $O(mN + N^2 \log N)$ for weighted graphs.

Shortest path between node i and all others:

The PoCSverse
Measures of
centrality
15 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Shortest path between node i and all others:

 Consider unweighted networks.

The PoCSverse
Measures of
centrality
15 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality


Hubs and Authorities

Nutshell

References

Shortest path between node i and all others:

 Consider unweighted networks.

 Use **breadth-first search**:

The PoCSverse
Measures of
centrality
15 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.

The PoCSverse
Measures of
centrality
15 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.

The PoCSverse
Measures of
centrality
15 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.

The PoCSverse
Measures of
centrality
15 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.
6. Label newly reached nodes as being at distance d .

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.
6. Label newly reached nodes as being at distance d .
7. Repeat steps 3 through 6 until all nodes are visited.

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.
6. Label newly reached nodes as being at distance d .
7. Repeat steps 3 through 6 until all nodes are visited.



Record which nodes link to which nodes moving out from i (former are 'predecessors' with respect to i 's shortest path structure).

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.
6. Label newly reached nodes as being at distance d .
7. Repeat steps 3 through 6 until all nodes are visited.



Record which nodes link to which nodes moving out from i (former are 'predecessors' with respect to i 's shortest path structure).



Runs in $O(m)$ time and gives $N - 1$ shortest paths.

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.
6. Label newly reached nodes as being at distance d .
7. Repeat steps 3 through 6 until all nodes are visited.



Record which nodes link to which nodes moving out from i (former are 'predecessors' with respect to i 's shortest path structure).



Runs in $O(m)$ time and gives $N - 1$ shortest paths.



Find all shortest paths in $O(mN)$ time

Shortest path between node i and all others:



Consider unweighted networks.



Use **breadth-first search**:

1. Start at node i , giving it a distance $d = 0$ from itself.
2. Create a list of all of i 's neighbors and label them being at a distance $d = 1$.
3. Go through list of most recently visited nodes and find all of their neighbors.
4. Exclude any nodes already assigned a distance.
5. Increment distance d by 1.
6. Label newly reached nodes as being at distance d .
7. Repeat steps 3 through 6 until all nodes are visited.



Record which nodes link to which nodes moving out from i (former are 'predecessors' with respect to i 's shortest path structure).

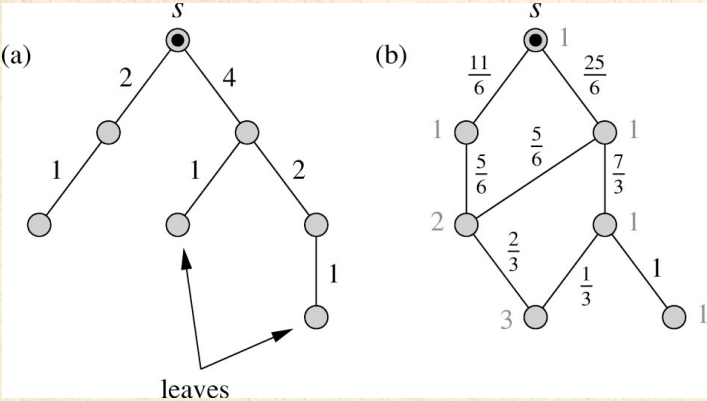


Runs in $O(m)$ time and gives $N - 1$ shortest paths.



Find all shortest paths in $O(mN)$ time

Newman's Betweenness algorithm: [4]



Newman's Betweenness algorithm: ^[4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$
(c for count).

The PoCSverse
Measures of
centrality
17 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Newman's Betweenness algorithm: ^[4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.

The PoCSverse
Measures of
centrality
17 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Newman's Betweenness algorithm: ^[4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.
3. Record # equal shortest paths reaching each node.

The PoCSverse
Measures of
centrality
17 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Newman's Betweenness algorithm: ^[4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.
3. Record # equal shortest paths reaching each node.
4. Move through nodes according to their distance from i , starting with the furthest.

Newman's Betweenness algorithm: [4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.
3. Record # equal shortest paths reaching each node.
4. Move through nodes according to their distance from i , starting with the furthest.
5. Travel **back towards i** from each starting node j , along shortest path(s), adding 1 to every value of $c_{i\ell}$ at each node ℓ along the way.

Newman's Betweenness algorithm: [4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.
3. Record # equal shortest paths reaching each node.
4. Move through nodes according to their distance from i , starting with the furthest.
5. Travel **back towards i from each starting node j** , along shortest path(s), adding 1 to every value of $c_{i\ell}$ at each node ℓ along the way.
6. Whenever more than one possibility exists, apportion **according to total number of short paths** coming through predecessors.

Newman's Betweenness algorithm: [4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.
3. Record # equal shortest paths reaching each node.
4. Move through nodes according to their distance from i , starting with the furthest.
5. Travel **back towards i from each starting node j** , along shortest path(s), adding 1 to every value of $c_{i\ell}$ at each node ℓ along the way.
6. Whenever more than one possibility exists, apportion **according to total number of short paths** coming through predecessors.
7. Exclude starting node j and i from increment.

Newman's Betweenness algorithm: [4]

1. Set all nodes to have a value $c_{ij} = 0, j = 1, \dots$ (c for count).
2. Select one node i and find **shortest paths** to all other $N - 1$ nodes using breadth-first search.
3. Record # equal shortest paths reaching each node.
4. Move through nodes according to their distance from i , starting with the furthest.
5. Travel **back towards i from each starting node j** , along shortest path(s), adding 1 to every value of $c_{i\ell}$ at each node ℓ along the way.
6. Whenever more than one possibility exists, apportion **according to total number of short paths** coming through predecessors.
7. Exclude starting node j and i from increment.
8. Repeat steps 2–8 for every node i and obtain **betweenness** as $B_j = \sum_{i=1}^N c_{ij}$.

Newman's Betweenness algorithm: [4]



For a **pure tree network**, c_{ij} is the number of nodes beyond j from i 's vantage point.

The PoCSverse
Measures of
centrality
18 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness



Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Newman's Betweenness algorithm: [4]

-  For a **pure tree network**, c_{ij} is the number of nodes beyond j from i 's vantage point.
-  Same algorithm for computing drainage area in river networks (with 1 added across the board).

The PoCSverse
Measures of
centrality
18 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness




Eigenvalue centrality

Hubs and Authorities

Nutshell

References




Newman's Betweenness algorithm: [4]

-  For a **pure tree network**, c_{ij} is the number of nodes beyond j from i 's vantage point.
-  Same algorithm for computing drainage area in river networks (with 1 added across the board).
-  For **edge betweenness**, use exact same algorithm but now

Newman's Betweenness algorithm: [4]

- For a **pure tree network**, c_{ij} is the number of nodes beyond j from i 's vantage point.
- Same algorithm for computing drainage area in river networks (with 1 added across the board).
- For **edge betweenness**, use exact same algorithm but now
 - j indexes edges,

Newman's Betweenness algorithm: [4]

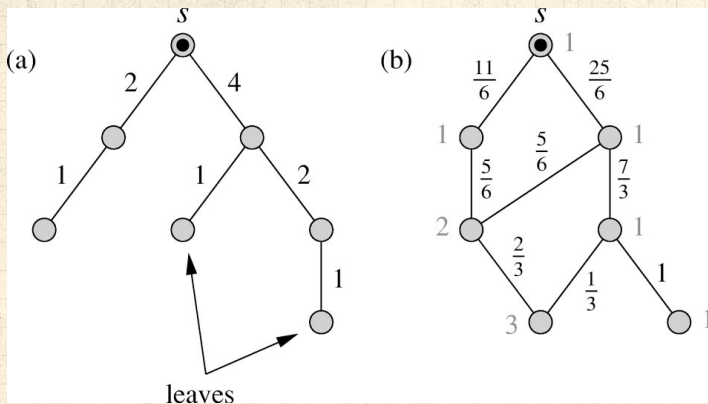
-  For a **pure tree network**, c_{ij} is the number of nodes beyond j from i 's vantage point.
-  Same algorithm for computing drainage area in river networks (with 1 added across the board).
-  For **edge betweenness**, use exact same algorithm but now
 1. j indexes edges,
 2. and we add one to each edge as we traverse it.

Newman's Betweenness algorithm: [4]

- For a **pure tree network**, c_{ij} is the number of nodes beyond j from i 's vantage point.
- Same algorithm for computing drainage area in river networks (with 1 added across the board).
- For **edge betweenness**, use exact same algorithm but now
 - j indexes edges,
 - and we add one to each edge as we traverse it.
- For both algorithms, computation time grows as

$$O(mN).$$

Newman's Betweenness algorithm: [4]



Outline

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

The PoCSverse
Measures of centrality
20 of 33

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References



Important nodes have important friends:

The PoCverse
Measures of
centrality
21 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Important nodes have important friends:



Define x_i as the 'importance' of node i .

The PoCSverse
Measures of
centrality

21 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality


Hubs and Authorities

Nutshell

References

Important nodes have important friends:

 Define x_i as the 'importance' of node i .

 Idea: x_i depends (somehow) on x_j
if j is a neighbor of i .

The PoCverse
Measures of
centrality

21 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness




Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Important nodes have important friends:

-  Define x_i as the 'importance' of node i .
-  Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
-  **Recursive:** importance is transmitted through a network.

Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

- Assume further that constant of proportionality, c , is independent of i .

Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

- Assume further that constant of proportionality, c , is independent of i .
- Above gives $\vec{x} = c\mathbf{A}^T\vec{x}$

Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

- Assume further that constant of proportionality, c , is independent of i .
- Above gives $\vec{x} = c\mathbf{A}^T\vec{x}$ or $\mathbf{A}^T\vec{x} = c^{-1}\vec{x} = \lambda\vec{x}$.

Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

- Assume further that constant of proportionality, c , is independent of i .
- Above gives $\vec{x} = c\mathbf{A}^T\vec{x}$ or $\mathbf{A}^T\vec{x} = c^{-1}\vec{x} = \lambda\vec{x}$.
- Eigenvalue equation based on adjacency matrix ...

Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

- Assume further that constant of proportionality, c , is independent of i .
- Above gives $\vec{x} = c\mathbf{A}^T\vec{x}$ or $\mathbf{A}^T\vec{x} = c^{-1}\vec{x} = \lambda\vec{x}$.
- Eigenvalue equation based on adjacency matrix ...
- Note: Lots of despair over size of the largest eigenvalue. [7]


Important nodes have important friends:

- Define x_i as the 'importance' of node i .
- Idea: x_i depends (somehow) on x_j if j is a neighbor of i .
- Recursive:** importance is transmitted through a network.
- Simplest possibility is a linear combination:

$$x_i \propto \sum_j a_{ji} x_j$$

- Assume further that constant of proportionality, c , is independent of i .
- Above gives $\vec{x} = c\mathbf{A}^T\vec{x}$ or $\mathbf{A}^T\vec{x} = c^{-1}\vec{x} = \lambda\vec{x}$.
- Eigenvalue equation based on adjacency matrix ...
- Note: Lots of despair over size of the largest eigenvalue. ^[7] Lose sight of original assumption's non-physicality.

Important nodes have important friends:

 So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.

The PoCverse
Measures of
centrality
22 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality


Hubs and Authorities

Nutshell

References

Important nodes have important friends:

 So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.

 But which eigenvalue and eigenvector?

The PoCverse
Measures of
centrality
22 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Important nodes have important friends:

 So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.

 But which eigenvalue and eigenvector?

 We, the people, would like:

The PoCverse
Measures of
centrality
22 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.

The PoCverse
Measures of
centrality
22 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.
4. Entries of \vec{x} to be non-negative.

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.
4. Entries of \vec{x} to be non-negative.
5. λ to actually mean something ...

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.
4. Entries of \vec{x} to be non-negative.
5. λ to actually mean something ...
6. Values of x_i to mean something
(what does an observation that $x_3 = 5x_7$ mean?)
(maybe only ordering is informative ...)

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.
4. Entries of \vec{x} to be non-negative.
5. λ to actually mean something ...
6. Values of x_i to mean something
(what does an observation that $x_3 = 5x_7$ mean?)
(maybe only ordering is informative ...)

7. λ to equal 1 would be nice ...

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.
4. Entries of \vec{x} to be non-negative.
5. λ to actually mean something ...
6. Values of x_i to mean something
(what does an observation that $x_3 = 5x_7$ mean?)
(maybe only ordering is informative ...)
7. λ to equal 1 would be nice ...
8. Ordering of \vec{x} entries to be robust to reasonable modifications of linear assumption

Important nodes have important friends:



So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.



But which eigenvalue and eigenvector?



We, the people, would like:

1. A unique solution.
2. λ to be real.
3. Entries of \vec{x} to be real.
4. Entries of \vec{x} to be non-negative.
5. λ to actually mean something ... (maybe too much)
6. Values of x_i to mean something
(what does an observation that $x_3 = 5x_7$ mean?)
(maybe only ordering is informative ...)
(maybe too much)
7. λ to equal 1 would be nice ... (maybe too much)
8. Ordering of \vec{x} entries to be robust to reasonable modifications of linear assumption (maybe too much)

Important nodes have important friends:

- So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.
- But which eigenvalue and eigenvector?
- We, the people, would like:
 1. A unique solution.
 2. λ to be real.
 3. Entries of \vec{x} to be real.
 4. Entries of \vec{x} to be non-negative.
 5. λ to actually mean something ... (maybe too much)
 6. Values of x_i to mean something (what does an observation that $x_3 = 5x_7$ mean?) (maybe only ordering is informative ...) (maybe too much)
 7. λ to equal 1 would be nice ... (maybe too much)
 8. Ordering of \vec{x} entries to be robust to reasonable modifications of linear assumption (maybe too much)
- We rummage around in bag of tricks and pull out the Perron-Frobenius theorem ...

Important nodes have important friends:

- So: solve $\mathbf{A}^T \vec{x} = \lambda \vec{x}$.
- But which eigenvalue and eigenvector?
- We, the people, would like:
 1. A unique solution. ✓
 2. λ to be real. ✓
 3. Entries of \vec{x} to be real. ✓
 4. Entries of \vec{x} to be non-negative. ✓
 5. λ to actually mean something ... (maybe too much)
 6. Values of x_i to mean something
(what does an observation that $x_3 = 5x_7$ mean?)
(maybe only ordering is informative ...)
(maybe too much)
 7. λ to equal 1 would be nice ... (maybe too much)
 8. Ordering of \vec{x} entries to be robust to reasonable modifications of linear assumption (maybe too much)
- We rummage around in bag of tricks and pull out the Perron-Frobenius theorem ...

Perron-Frobenius theorem: ↗ If an $N \times N$ matrix A has non-negative entries then:

The PoCSverse
Measures of
centrality
23 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Perron-Frobenius theorem: ↗ If an $N \times N$ matrix A has non-negative entries then:

1. A has a real eigenvalue $\lambda_1 \geq |\lambda_i|$ for $i = 2, \dots, N$.

The PoCSverse
Measures of
centrality
23 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Perron-Frobenius theorem:  If an $N \times N$ matrix A has non-negative entries then:

1. A has a real eigenvalue $\lambda_1 \geq |\lambda_i|$ for $i = 2, \dots, N$.
2. λ_1 corresponds to left and right 1-d eigenspaces for which we can choose a basis vector that has non-negative entries.

The PoCSverse
Measures of
centrality
23 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Perron-Frobenius theorem: If an $N \times N$ matrix A has non-negative entries then:

1. A has a real eigenvalue $\lambda_1 \geq |\lambda_i|$ for $i = 2, \dots, N$.
2. λ_1 corresponds to left and right 1-d eigenspaces for which we can choose a basis vector that has non-negative entries.
3. The dominant real eigenvalue λ_1 is bounded by the minimum and maximum row sums of A :

$$\min_i \sum_{j=1}^N a_{ij} \leq \lambda_1 \leq \max_i \sum_{j=1}^N a_{ij}$$

Perron-Frobenius theorem: If an $N \times N$ matrix A has non-negative entries then:

1. A has a real eigenvalue $\lambda_1 \geq |\lambda_i|$ for $i = 2, \dots, N$.
2. λ_1 corresponds to left and right 1-d eigenspaces for which we can choose a basis vector that has non-negative entries.
3. The dominant real eigenvalue λ_1 is bounded by the minimum and maximum row sums of A :

$$\min_i \sum_{j=1}^N a_{ij} \leq \lambda_1 \leq \max_i \sum_{j=1}^N a_{ij}$$

4. All other eigenvectors have one or more negative entries.

Perron-Frobenius theorem: If an $N \times N$ matrix A has non-negative entries then:

1. A has a real eigenvalue $\lambda_1 \geq |\lambda_i|$ for $i = 2, \dots, N$.
2. λ_1 corresponds to left and right 1-d eigenspaces for which we can choose a basis vector that has non-negative entries.
3. The dominant real eigenvalue λ_1 is bounded by the minimum and maximum row sums of A :

$$\min_i \sum_{j=1}^N a_{ij} \leq \lambda_1 \leq \max_i \sum_{j=1}^N a_{ij}$$

4. All other eigenvectors have one or more negative entries.
5. The matrix A can make toast.



Perron-Frobenius theorem: ↗ If an $N \times N$ matrix A has non-negative entries then:

1. A has a real eigenvalue $\lambda_1 \geq |\lambda_i|$ for $i = 2, \dots, N$.
2. λ_1 corresponds to left and right 1-d eigenspaces for which we can choose a basis vector that has non-negative entries.
3. The dominant real eigenvalue λ_1 is bounded by the minimum and maximum row sums of A :

$$\min_i \sum_{j=1}^N a_{ij} \leq \lambda_1 \leq \max_i \sum_{j=1}^N a_{ij}$$

4. All other eigenvectors have one or more negative entries.
5. The matrix A can make toast.
6. Note: Proof is relatively short for symmetric matrices that are strictly positive ^[6] and just non-negative ^[3].

Other Perron-Frobenius aspects:

 Assuming our network is irreducible , meaning there is only one component, is reasonable:

The PoCverse
Measures of
centrality
24 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness



Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Other Perron-Frobenius aspects:

 Assuming our network is irreducible , meaning there is only one component, is reasonable: just consider one component at a time if more than one exists.

The PoCverse
Measures of
centrality
24 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness




Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Other Perron-Frobenius aspects:

-  Assuming our network is irreducible , meaning there is only one component, is reasonable: just consider one component at a time if more than one exists.
-  Irreducibility means largest eigenvalue's eigenvector has strictly non-negative entries.

The PoCSverse
Measures of
centrality
24 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness





Eigenvalue centrality

Hubs and Authorities






Nutshell

References

Other Perron-Frobenius aspects:

-  Assuming our network is irreducible , meaning there is only one component, is reasonable: just consider one component at a time if more than one exists.
-  Irreducibility means largest eigenvalue's eigenvector has strictly non-negative entries.
-  Analogous to notion of ergodicity: every state is reachable.

Other Perron-Frobenius aspects:

-  Assuming our network is irreducible , meaning there is only one component, is reasonable: just consider one component at a time if more than one exists.
-  Irreducibility means largest eigenvalue's eigenvector has strictly non-negative entries.
-  Analogous to notion of ergodicity: every state is reachable.
-  (Another term: **Primitive** graphs and matrices.)

Outline

Background

Centrality measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

The PoCSverse
Measures of
centrality
25 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Generalize eigenvalue centrality to allow nodes to have two attributes:

The PoCSverse
Measures of
centrality
26 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Generalize eigenvalue centrality to allow nodes to have two attributes:

1. **Authority:** how much knowledge, information, etc., held by a node on a topic.

The PoCVerse
Measures of
centrality
26 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Generalize eigenvalue centrality to allow nodes to have two attributes:

1. **Authority**: how much knowledge, information, etc., held by a node on a topic.
2. **Hubness (or Hubosity or Hubbishness or Hubtasticness)**: how well a node 'knows' where to find information on a given topic.

The PoCSverse
Measures of
centrality
26 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality

Hubs and Authorities


Nutshell

References


Hubs and Authorities

 Generalize eigenvalue centrality to allow nodes to have two attributes:


1. **Authority**: how much knowledge, information, etc., held by a node on a topic.
2. **Hubness (or Hubosity or Hubbishness or Hubtasticness)**: how well a node 'knows' where to find information on a given topic.


 Original work due to the legendary Jon Kleinberg. ^[2]

Hubs and Authorities


 Generalize eigenvalue centrality to allow nodes to have two attributes:

1. **Authority**: how much knowledge, information, etc., held by a node on a topic.
2. **Hubness (or Hubosity or Hubbishness or Hubtasticness)**: how well a node 'knows' where to find information on a given topic.


 Original work due to the legendary Jon Kleinberg. ^[2]


 Best hubs point to best authorities.


Hubs and Authorities

 Generalize eigenvalue centrality to allow nodes to have two attributes:


1. **Authority**: how much knowledge, information, etc., held by a node on a topic.
2. **Hubness (or Hubosity or Hubbishness or Hubtasticness)**: how well a node 'knows' where to find information on a given topic.

 Original work due to the legendary Jon Kleinberg. ^[2]


 Best hubs point to best authorities.


 **Recursive**: Hubs authoritatively link to hubs, authorities hubbishly link to other authorities.


Hubs and Authorities


 Generalize eigenvalue centrality to allow nodes to have two attributes:

1. **Authority**: how much knowledge, information, etc., held by a node on a topic.
2. **Hubness (or Hubosity or Hubbishness or Hubtasticness)**: how well a node 'knows' where to find information on a given topic.


 Original work due to the legendary Jon Kleinberg. ^[2]

 Best hubs point to best authorities.


 **Recursive**: Hubs authoritatively link to hubs, authorities hubbishly link to other authorities.


 **More**: look for dense links between sets of 'good' hubs pointing to sets of 'good' authorities.


Hubs and Authorities


 Generalize eigenvalue centrality to allow nodes to have two attributes:

1. **Authority**: how much knowledge, information, etc., held by a node on a topic.
2. **Hubness (or Hubosity or Hubbishness or Hubtasticness)**: how well a node 'knows' where to find information on a given topic.

 Original work due to the legendary Jon Kleinberg. ^[2]

 Best hubs point to best authorities.

 **Recursive**: Hubs authoritatively link to hubs, authorities hubbishly link to other authorities.

 **More**: look for dense links between sets of 'good' hubs pointing to sets of 'good' authorities.

 Known as the HITS algorithm  (Hyperlink-Induced Topics Search).

Hubs and Authorities



Give each node two scores:

The PoCSverse
Measures of
centrality

27 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i

The PoCSverse
Measures of
centrality
27 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i

The PoCSverse
Measures of
centrality
27 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.

The PoCSverse
Measures of
centrality
27 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell

References

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.



New story I: a good authority is linked to by good hubs.

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.



New story I: a good authority is linked to by good hubs.



Means x_i should increase as $\sum_{j=1}^N a_{ji} y_j$ increases.

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.



New story I: a good authority is linked to by good hubs.



Means x_i should **increase** as $\sum_{j=1}^N a_{ji} y_j$ **increases**.



Note: indices are ji meaning j has a directed link to i .

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.



New story I: a good authority is linked to by good hubs.



Means x_i should **increase** as $\sum_{j=1}^N a_{ji} y_j$ **increases**.



Note: indices are ji meaning j has a directed link to i .



New story II: good hubs point to good authorities.

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.



New story I: a good authority is linked to by good hubs.



Means x_i should **increase** as $\sum_{j=1}^N a_{ji} y_j$ **increases**.



Note: indices are ji meaning j has a directed link to i .



New story II: good hubs point to good authorities.



Means y_i should **increase** as $\sum_{j=1}^N a_{ij} x_j$ **increases**.

Hubs and Authorities



Give each node two scores:

1. x_i = **authority score** for node i
2. y_i = **hubtasticness score** for node i



As for eigenvector centrality, we connect the scores of neighboring nodes.



New story I: a good authority is linked to by good hubs.



Means x_i should **increase** as $\sum_{j=1}^N a_{ji} y_j$ **increases**.



Note: indices are ji meaning j has a directed link to i .



New story II: good hubs point to good authorities.



Means y_i should **increase** as $\sum_{j=1}^N a_{ij} x_j$ **increases**.



Linearity assumption:

$$\vec{x} \propto A^T \vec{y} \text{ and } \vec{y} \propto A \vec{x}$$

Hubs and Authorities

The PoCSverse
Measures of
centrality
28 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality


Betweenness

Eigenvalue centrality

Hubs and Authorities

Nutshell


References

 So let's say we have

$$\vec{x} = c_1 A^T \vec{y} \text{ and } \vec{y} = c_2 A \vec{x}$$


where c_1 and c_2 must be positive.

Hubs and Authorities

 So let's say we have

$$\vec{x} = c_1 A^T \vec{y} \text{ and } \vec{y} = c_2 A \vec{x}$$


where c_1 and c_2 must be positive.

 Above equations combine to give

$$\vec{x} = c_1 A^T c_2 A \vec{x}$$


where $\lambda = c_1 c_2 > 0$.

Hubs and Authorities

 So let's say we have


$$\vec{x} = c_1 A^T \vec{y} \text{ and } \vec{y} = c_2 A \vec{x}$$

where c_1 and c_2 must be positive.


 Above equations combine to give

$$\vec{x} = c_1 A^T c_2 A \vec{x} = \lambda A^T A \vec{x}.$$

where $\lambda = c_1 c_2 > 0$.

 **It's all good:** we have the heart of singular value decomposition before us ...

We can do this:

 $A^T A$ is symmetric.

The PoCSverse
Measures of
centrality
29 of 33

Background

Centrality
measures

Degree centrality

Closeness centrality

Betweenness


Eigenvalue centrality


Hubs and Authorities

Nutshell




References

We can do this:





 $A^T A$ is symmetric.

 $A^T A$ is semi-positive definite so its eigenvalues are all ≥ 0 .






We can do this:

-  $A^T A$ is symmetric.
-  $A^T A$ is semi-positive definite so its eigenvalues are all ≥ 0 .
-  $A^T A$'s eigenvalues are the square of A 's singular values.







We can do this:

-  $A^T A$ is symmetric.
-  $A^T A$ is semi-positive definite so its eigenvalues are all ≥ 0 .
-  $A^T A$'s eigenvalues are the square of A 's singular values.
-  $A^T A$'s eigenvectors form a joyful orthogonal basis.








We can do this:

-  $A^T A$ is symmetric.
-  $A^T A$ is semi-positive definite so its eigenvalues are all ≥ 0 .
-  $A^T A$'s eigenvalues are the square of A 's singular values.
-  $A^T A$'s eigenvectors form a joyful orthogonal basis.
-  Perron-Frobenius tells us that only the dominant eigenvalue's eigenvector can be chosen to have non-negative entries.

We can do this:

-  $A^T A$ is symmetric.
-  $A^T A$ is semi-positive definite so its eigenvalues are all ≥ 0 .
-  $A^T A$'s eigenvalues are the square of A 's singular values.
-  $A^T A$'s eigenvectors form a joyful orthogonal basis.
-  Perron-Frobenius tells us that only the dominant eigenvalue's eigenvector can be chosen to have non-negative entries.
-  So: linear assumption leads to a solvable system.

We can do this:



-  $A^T A$ is symmetric.
-  $A^T A$ is semi-positive definite so its eigenvalues are all ≥ 0 .
-  $A^T A$'s eigenvalues are the square of A 's singular values.
-  $A^T A$'s eigenvectors form a joyful orthogonal basis.
-  Perron-Frobenius tells us that only the dominant eigenvalue's eigenvector can be chosen to have non-negative entries.
-  So: linear assumption leads to a solvable system.
-  What would be very good: find networks where we have independent measures of node 'importance' and see how importance is actually distributed.

Nutshell:






Measuring centrality is well motivated if hard to carry out well.

Nutshell:

-  Measuring centrality is well motivated if hard to carry out well.
-  We've only looked at a few major ones.






Nutshell:

-  Measuring centrality is well motivated if hard to carry out well.
-  We've only looked at a few major ones.
-  Methods are often taken to be more sophisticated than they really are.







Nutshell:

- Measuring centrality is well motivated if hard to carry out well.
- We've only looked at a few major ones.
- Methods are often taken to be more sophisticated than they really are.
- Centrality can be used pragmatically to perform diagnostics on networks (see structure detection).

Nutshell:

-  Measuring centrality is well motivated if hard to carry out well.
-  We've only looked at a few major ones.
-  Methods are often taken to be more sophisticated than they really are.
-  Centrality can be used pragmatically to perform diagnostics on networks (see structure detection).
-  Focus on nodes rather than groups or modules is a homo narrativus constraint.




Nutshell:

-  Measuring centrality is well motivated if hard to carry out well.
-  We've only looked at a few major ones.
-  Methods are often taken to be more sophisticated than they really are.
-  Centrality can be used pragmatically to perform diagnostics on networks (see structure detection).
-  Focus on nodes rather than groups or modules is a homo narrativus constraint.
-  Possible that better approaches will be developed.

References I

- [1] U. Brandes.
A faster algorithm for betweenness centrality.
[J. Math. Sociol., 25:163–177, 2001. pdf](#)
- [2] J. M. Kleinberg.
Authoritative sources in a hyperlinked environment.
[Proc. 9th ACM-SIAM Symposium on Discrete Algorithms, 1998. pdf](#)
- [3] K. Y. Lin.
An elementary proof of the perron-frobenius theorem for non-negative symmetric matrices.
[Chinese Journal of Physics, 15:283–285, 1977. pdf](#)

References II

- [4] M. E. J. Newman.
Scientific collaboration networks. II. Shortest paths, weighted networks, and centrality.
[Phys. Rev. E, 64\(1\):016132, 2001. pdf](#) 
- [5] M. E. J. Newman and M. Girvan.
Finding and evaluating community structure in networks.
[Phys. Rev. E, 69\(2\):026113, 2004. pdf](#) 
- [6] F. Ninio.
A simple proof of the Perron-Frobenius theorem for positive symmetric matrices.
[J. Phys. A.: Math. Gen., 9:1281-1282, 1976. pdf](#) 

- [7] S. Wasserman and K. Faust.
Social Network Analysis: Methods and
Applications.
Cambridge University Press, Cambridge, UK, 1994.