Measures of centrality

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Outline

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);
 - 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 ...

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Background

Centrality

measures

Betweenness

Nutshell

References

Hubs and Authoritie

Degree 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.)

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Background Centrality measures

References

Degree centrality

Closeness centrality

other nodes.

other nodes 'easily.'

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.

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◆) q (→ 2 of 31

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Background

Centrality measures Betweenness

References

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•9 a (→ 4 of 31

$\overline{\sum_{i,j\neq i}}$ (shortest distance from i to j).

💫 Idea: Nodes are more central if they can reach

Measure average shortest path from a node to all

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

Define Closeness Centrality for node i as

- 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.'

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centrality

Background

Centrality

measures

Betweenness

Nutshell

References

UM |OS

PoCS

@pocsvox

Measures of

Background

Centrality

measures

Nutshell

References

UM |OS

PoCS

@pocsvox

centrality

Measures of

Background

Centrality

measures

Nutshell

References

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Closeness centrality

•9 q (→ 7 of 31

Degree centrality

少 Q (~ 5 of 31

Degree centrality

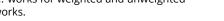
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Betweenness centrality is based on coherence of shortest paths in a network.

& 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 .
- \mathbb{A} Note: Exclude shortest paths between i and other nodes.
- Note: works for weighted and unweighted networks.



- Consider a network with nodes and edges (possibly weighted).
- & Computational goal: Find $\binom{N}{2}$ shortest paths \square 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:

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

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Background Centrality

measures Degree centrality Closeness central

Betweenness Hubs and Authoritie

Nutshell

References

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Measures of centrality

Background

Centrality measures Degree centrality Closeness centra

Betweenness Hubs and Authoritie

Nutshell References

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Measures of centrality

Background Centrality measures Degree centrality

Betweenness

Nutshell

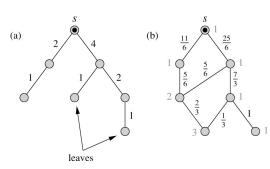
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Newman's Betweenness algorithm: [4]



Newman's Betweenness algorithm: [4]

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Measures of

Background

Centrality

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Hubs and Authoriti

Nutshell

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centrality

Measures of

Background

Centrality

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Measures of

Background

Centrality

measures

Betweenness

References

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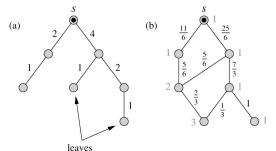
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•9 q (→ 15 of 31

Degree centrality Closeness centralit

•9 q (> 14 of 31

References



Perron-Frobenius theorem: \square 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, ..., 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*:

$$\min\nolimits_i \sum_{j=1}^N a_{ij} \leq \lambda_1 \leq \max\nolimits_i \sum_{j=1}^N a_{ij}$$

- entries.



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Measures of

Background

Centrality

measures

Nutshell

References

Degree centrality

Eigenvalue centrality

•9 q (→ 21 of 31

PoCS @pocsvox

Measures of centrality Background

Centrality measures Degree centrality Closeness centra

Nutshell

References

W | |

•9 a (№ 22 of 31

PoCS

Measures of centrality

Background Centrality measures Degree centrality

Nutshell

References

Newman's Betweenness algorithm: [4]

- 1. Set all nodes to have a value $c_{ij} = 0$, j = 1, ...(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 $B_i = \sum_{i=1}^{N} c_{ij}$.

Newman's Betweenness algorithm: [4]

- For a pure tree network, c_{ij} is the number of nodes beyond *j* from *i*'s vantage point.
- 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.
- For both algorithms, computation time grows as

O(mN).

Important nodes have important friends:

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

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

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

- \clubsuit So: solve $\mathbf{A}^{\mathsf{T}}\vec{x} = \lambda \vec{x}$.
- But which eigenvalue and eigenvector?
- & We, the people, would like:
 - 1. A unique solution. 🗸
 - 2. λ to be real. \checkmark 3. Entries of \vec{x} to be real. \checkmark
 - 4. Entries of \vec{x} to be non-negative. \checkmark
 - 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
- & We rummage around in bag of tricks and pull out the Perron-Frobenius theorem ...

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centrality

Measures of

Background

measures

Nutshell

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PoCS

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centrality

Measures of

Background

Centrality

measures

Nutshell

References

Degree centrality Closeness centralit

Eigenvalue centrality

夕 Q № 17 of 31

Degree centrality Closeness central

Background Centrality measures Degree centrality Eigenvalue centrality

References

Nutshell

- A 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).



少 Q (~ 20 of 31

- 4. All other eigenvectors have one or more negative
- 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 \(\overline{\pi} \), 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.)

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Give each node two scores:

1. x_i = authority score for node i2. 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 $\sum_{i=1}^{N} a_{ii}y_i$ increases.

 \aleph 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 $\sum_{i=1}^{N} a_{ij} x_j$ increases.

& Linearity assumption:

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

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So let's say we have

$$\vec{x} = c_1 A^T \vec{y}$$
 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^TA is symmetric.
- A^TA is semi-positive definite so its eigenvalues are all ≥ 0 .
- A^TA 's eigenvalues are the square of A's singular values.
- A^TA '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.

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Background Centrality measures

Hubs and Authorities

Nutshell

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centrality

Measures of

Background

Centrality

measures

Hubs and Authorities

References

.... |S

PoCS

@pocsvox Measures of

Background

measures

Hubs and Authorities

Nutshell References

◆) q (~ 26 of 31

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References

carry out well.

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

We've only looked at a few major ones.

Possible that better approaches will be developed.

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PoCS

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Measures of

Background

Hubs and Authoritie Nutshell

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Background

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少 q (~ 30 of 31

@pocsvox

Background

measures

Degree centralit

Hubs and Authoritie

Nutshell

References

Background

Centrality measures Degree centrality Closeness central

Hubs and Authoritie Nutshell

References

UM O

W |S ◆) q (→ 29 of 31

夕 Q (~ 31 of 31



◆) q (~ 27 of 31

