Random Bipartite Networks

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Principles of Complex Systems, Vols. 1 & 2 CSYS/MATH 300 and 303, 2021-2022 | @pocsvox

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Outline

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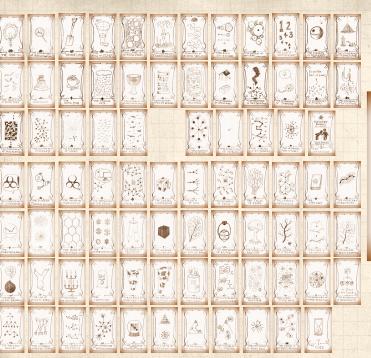
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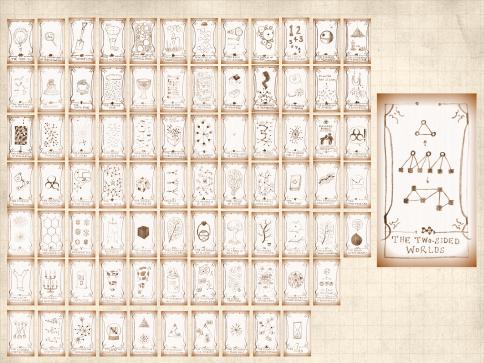
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"Flavor network and the principles of food pairing" T

Ahn et al., Nature Scientific Reports, **1**, 196, 2011. [1] The PoCSverse Random Bipartite Networks 7 of 45

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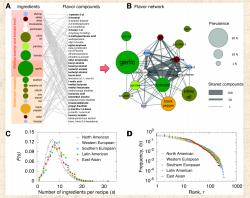


Figure 11 [Bown entwork. (A) The Impedients contained in two recipes (left column), tegether with the flavor compounds that are known to be present in the integradients (right column). Each flavor compound is laised to the Impedients that contain is, from the Impedient compounds (about in the Impedient compounds beginned reservois, in the Impedient compounds beginned reservois, in the Impedient part of the Impedient compound beginned reservois in the Impedient pack, we obtain the Impedient compounds beginned reservois in this represents the Impedient pack are in the Impedient pack ar





"Flavor network and the principles of food pairing" 🗷

Ahn et al., Nature Scientific Reports, **1**, 196, 2011. [1]

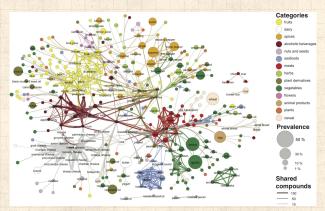


Figure 2 | The backbone of the flavor network. Each node denotes an ingredient, the node color indicates food category, and node size reflects the ingredient prevalence in recipes. Two ingredients are connected if they share a significant number of flavor compounds, link thickness representing the number of shared compounds between the two ingredients, Adjacent links are bundled to reduce the clutter. Note that the map shows only the statistically significant links, as identified by the algorithm of Refs. ³²⁶ for p-value 0.04. A drawing of the full network is too dense to be informative. We use, however, the full network in our subsequent measurements.

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"Recipe recommendation using ingredient networks"

Teng, Lin, and Adamic, Proceedings of the 3rd Annual ACM Web Science Conference, **1**, 298–307, 2012. [8] The PoCSverse Random Bipartite Networks 9 of 45

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Figure 2: Ingredient complement network. Two ingredients share an edge if they occur together more than would be expected by chance and if their pointwise mutual information exceeds a threshold.





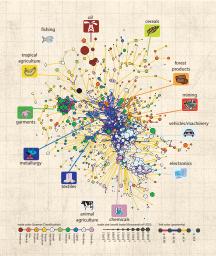
"The Product Space Conditions the Development of Nations"

Hidalgo et al., Science, **317**, 482–487, 2007. ^[6]



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Networks and creativity:

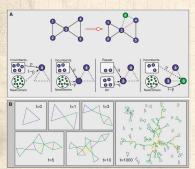


Fig. 2. Modeling the emergence of collaboration networks in creative enterprises. (A) Creation of a team with m = 3 agents. Consider, at time zero, a collaboration network comprising five agents, all incumbents (blue circles). Along with the incumbents, there is a large pool of newcomers (green circles) available to participate in new teams. Each agent in a team has a probability p of being drawn from the pool of incumbents and a probability 1 - p of being drawn from the pool of newcomers. For the second and subsequent agents selected from the incumbents' pool: (i) with probability q, the new agent is randomly selected from among the set of collaborators of a randomly selected incumbent already in the team; (ii) otherwise, he or she is selected at random among all incumbents in the network. For concreteness, let us assume that incumbent 4 is selected as the first agent in the new team (leftmost box). Let us also assume that the second agent is an incumbent, too (center-left box). In this example, the second agent is a past collaborator of agent 4, specifically agent 3 (center-right box). Lastly, the third agent is selected from the pool of newcomers; this agent becomes incumbent 6 (rightmost box). In these boxes and in the following panels and figures, blue lines indicate newcomernewcomer collaborations, green lines indicate newcomer-incumbent collaborations, vellow lines indicate new incumbent-incumbent collaborations, and red lines indicate repeat collaborations. (B) Time evolution of the network of collaborations according to the model for p=0.5, q=0.5, and m=3.

Guimerà et al., Science 2005: [5] "Team Assembly Mechanisms Determine Collaboration Network Structure and Team Performance"

- Broadway musical industry
- Scientific collaboration in Social Psychology, Economics, Ecology, and Astronomy.

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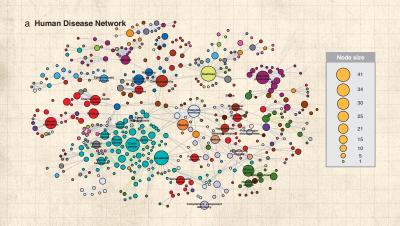


"The human disease network"

Goh et al., Proc. Natl. Acad. Sci., **104**, 8685–8690, 2007. ^[4] The PoCSverse Random Bipartite Networks 12 of 45

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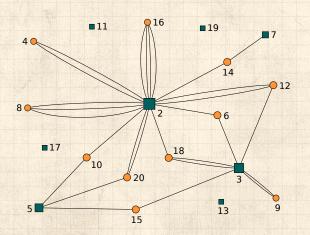
"The complex architecture of primes and natural numbers"

García-Pérez, Serrano, and Boguñá, http://arxiv.org/abs/1402.3612, 2014. [3]



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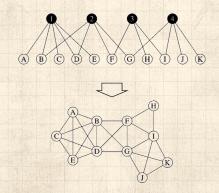


Random bipartite networks:

We'll follow this rather well cited paper:



"Random graphs with arbitrary degree distributions and their applications" Newman, Strogatz, and Watts, Phys. Rev. E, **64**, 026118, 2001. [7]

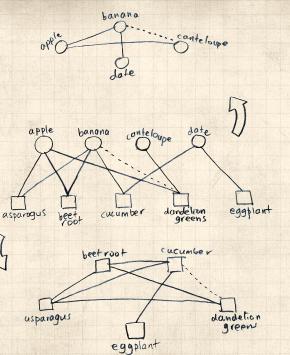


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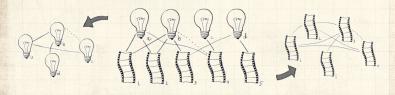


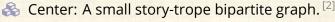
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Example of a bipartite affiliation network and the induced networks:





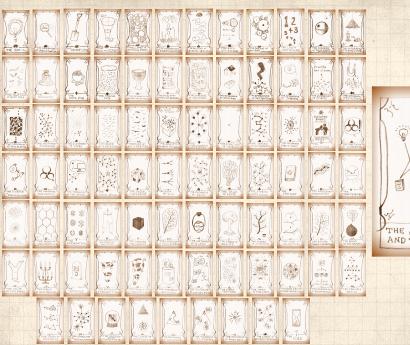
- Induced trope network and the induced story network are on the left and right.
- The dashed edge in the bipartite affiliation network indicates an edge added to the system, resulting in the dashed edges being added to the two induced networks.

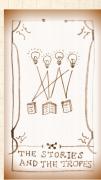
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An example of two inter-affiliated types:

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An example of two inter-affiliated types:



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An example of two inter-affiliated types:

♀ = tropes ☑.

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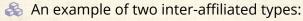
An example of two inter-affiliated types:

- = stories,
- Stories contain tropes, tropes are in stories.

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□ = stories,

♀ = tropes ☑.

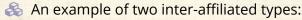
Stories contain tropes, tropes are in stories.

 $\ \ \,$ Consider a story-trope system with $N_{\ \ \ \ }$ = # stories and $N_{\ \ \ \ }$ = # tropes.

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- ♀ = tropes ☑.

Stories contain tropes, tropes are in stories.

 $\ \ \,$ Consider a story-trope system with $N_{\ \ \ \ \ }$ = # stories and $N_{\ \ \ \ }$ = # tropes.

 $\gg m_{\boxminus, \lozenge}$ = number of edges between \boxminus and \lozenge .

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Basic story



- An example of two inter-affiliated types:

 - ♀ = tropes ☑.
- Stories contain tropes, tropes are in stories.
- $\ref{eq:consider}$ Consider a story-trope system with N_{\boxminus} = # stories and N_{\lozenge} = # tropes.
- $\ \ \, \& \ \, m_{\boxplus, \Im}$ = number of edges between \boxminus and \Im .
- Let's have some underlying distributions for numbers of affiliations: $P_k^{(\boxminus)}$ (a story has k tropes) and $P_k^{(\lozenge)}$ (a trope is in k stories).

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Basic story



- An example of two inter-affiliated types:

 - ♀ = tropes ☑.
- Stories contain tropes, tropes are in stories.
- $\ref{eq:consider}$ Consider a story-trope system with N_{\boxminus} = # stories and N_{\lozenge} = # tropes.
- $\& m_{\boxminus, \lozenge}$ = number of edges between \boxminus and \lozenge .
- Let's have some underlying distributions for numbers of affiliations: $P_k^{(\boxminus)}$ (a story has k tropes) and $P_k^{(\lozenge)}$ (a trope is in k stories).
- & Average number of affiliations: $\langle k \rangle_{\blacksquare}$ and $\langle k \rangle_{\mathbb{Q}}$.

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Desig stem.

Basic story



- An example of two inter-affiliated types:

 - ♀ = tropes ☑.
- Stories contain tropes, tropes are in stories.
- \Leftrightarrow Consider a story-trope system with N_{\boxminus} = # stories and N_{\lozenge} = # tropes.
- $\iff m_{\boxminus, \lozenge}$ = number of edges between \boxminus and \lozenge .
- Let's have some underlying distributions for numbers of affiliations: $P_k^{(\boxminus)}$ (a story has k tropes) and $P_k^{(\lozenge)}$ (a trope is in k stories).
- $\ensuremath{\&}$ Average number of affiliations: $\langle k \rangle_{\blacksquare}$ and $\langle k \rangle_{\ensuremath{\heartsuit}}$.
 - $\langle k \rangle_{f f |} =$ average number of tropes per story.

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The odder

Basic story



- An example of two inter-affiliated types:

 - ♀ = tropes ☑.
- Stories contain tropes, tropes are in stories.
- $\ \ \,$ Consider a story-trope system with $N_{\ \ \ \ }$ = # stories and $N_{\ \ \ }$ = # tropes.
- $\ \ \, \& \ \, m_{\boxplus, \Im}$ = number of edges between \boxminus and \Im .
- Let's have some underlying distributions for numbers of affiliations: $P_k^{(\boxminus)}$ (a story has k tropes) and $P_k^{(\lozenge)}$ (a trope is in k stories).
- & Average number of affiliations: $\langle k \rangle_{\blacksquare}$ and $\langle k \rangle_{\mathbb{Q}}$.
 - $\langle k \rangle_{f ar B} =$ average number of tropes per story.
 - $\langle k \rangle_{\mathbb{Q}}$ = average number of stories containing a given trope.

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Basic story



- An example of two inter-affiliated types:

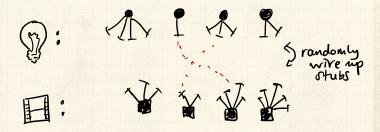
 - ♀ = tropes ☑.
- Stories contain tropes, tropes are in stories.
- \Leftrightarrow Consider a story-trope system with N_{\boxminus} = # stories and N_{\lozenge} = # tropes.
- $\implies m_{\boxminus, \lozenge}$ = number of edges between \boxminus and \lozenge .
- Let's have some underlying distributions for numbers of affiliations: $P_k^{(\boxminus)}$ (a story has k tropes) and $P_k^{(\lozenge)}$ (a trope is in k stories).
- $\ensuremath{\&}$ Average number of affiliations: $\langle k \rangle_{\blacksquare}$ and $\langle k \rangle_{\ensuremath{\mathfrak{Q}}}$.
 - $\langle k \rangle_{\blacksquare}$ = average number of tropes per story. $\langle k \rangle_{Q}$ = average number of stories containing a
 - $\langle k \rangle_{\overline{Q}}$ = average number of stories containing a given trope.

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How to build:

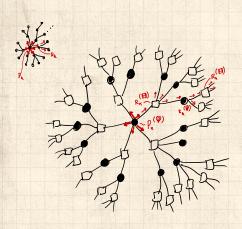


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See
Bipartite
random networks
as
Generalized
random networks
with
alternating
degree
distributions

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Usual helpers for understanding network's structure:

 $\ensuremath{\mathfrak{S}}$ Randomly select an edge connecting a $\ensuremath{\square}$ to a $\ensuremath{\mathfrak{P}}$.

& Probability the \blacksquare contains k other tropes:

$$R_k^{(\blacksquare)} = \frac{(k+1)P_{k+1}^{(\blacksquare)}}{\sum_{j=0}^{N_{\blacksquare}}(j+1)P_{j+1}^{(\blacksquare)}} = \frac{(k+1)P_{k+1}^{(\blacksquare)}}{\langle k \rangle_{\blacksquare}}.$$

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Usual helpers for understanding network's structure:

& Randomly select an edge connecting a \blacksquare to a \lozenge .

 $\ensuremath{\mathfrak{S}}$ Probability the $\ensuremath{\blacksquare}$ contains k other tropes:

$$R_k^{(\blacksquare)} = \frac{(k+1)P_{k+1}^{(\blacksquare)}}{\sum_{j=0}^{N_{\blacksquare}}(j+1)P_{j+1}^{(\blacksquare)}} = \frac{(k+1)P_{k+1}^{(\blacksquare)}}{\langle k \rangle_{\blacksquare}}.$$

 $\ensuremath{\mathfrak{S}}$ Probability the $\ensuremath{\mathfrak{P}}$ is in k other stories:

$$R_k^{({\bf Q})} = \frac{(k+1)P_{k+1}^{({\bf Q})}}{\sum_{j=0}^{N_{\bf Q}}(j+1)P_{j+1}^{({\bf Q})}} = \frac{(k+1)P_{k+1}^{({\bf Q})}}{\langle k\rangle_{\bf Q}}.$$

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Networks of and within bipartite structure:



A $P_{\text{ind},k}^{(\boxminus)}$ = probability a random \blacksquare is connected to kstories by sharing at least one \Im .

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Networks of **■** and **②** within bipartite structure:

 $P_{\mathrm{ind},k}^{(\blacksquare)}$ = probability a random \blacksquare is connected to k stories by sharing at least one \P .

 $P_{\text{ind},k}^{(Q)}$ = probability a random Q is connected to k tropes by co-occurring in at least one H.

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Networks of **■** and **②** within bipartite structure:

 $P_{\mathrm{ind},k}^{(\blacksquare)}$ = probability a random \blacksquare is connected to k stories by sharing at least one \P .

 $P_{\mathrm{ind},k}^{(\mathbb{Q})}$ = probability a random \mathbb{Q} is connected to k tropes by co-occurring in at least one \mathbb{H} .

 $R_{\mathrm{ind},k}^{(\widehat{\mathbf{V}}-\bigoplus)}$ = probability a random edge leads to a \bigoplus which is connected to k other stories by sharing at least one $\widehat{\mathbf{V}}$.

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Networks of **■** and **②** within bipartite structure:

 $P_{\mathrm{ind},k}^{(\blacksquare)}$ = probability a random \blacksquare is connected to k stories by sharing at least one \P .

 $P_{\mathrm{ind},k}^{(\mathbf{Q})}$ = probability a random \mathbf{Q} is connected to k tropes by co-occurring in at least one \mathbf{H} .

 $R_{\text{ind},k}^{(\widehat{\mathbf{V}}-\square)}$ = probability a random edge leads to a \square which is connected to k other stories by sharing at least one \mathbb{Q} .

 $R_{\text{ind},k}^{\bigoplus \mathbb{Q}}$ = probability a random edge leads to a \mathbb{Q} which is connected to k other tropes by co-occurring in at least one \boxplus .

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Networks of **■** and **②** within bipartite structure:

 $P_{\mathrm{ind},k}^{(\blacksquare)}$ = probability a random \blacksquare is connected to k stories by sharing at least one \P .

 $P_{\mathrm{ind},k}^{(\mathbf{Q})}$ = probability a random \mathbf{Q} is connected to k tropes by co-occurring in at least one \mathbf{H} .

 $R_{\mathrm{ind},k}^{(\widehat{\mathbf{V}}-\square)}$ = probability a random edge leads to a \square which is connected to k other stories by sharing at least one $\widehat{\mathbf{V}}$.

 $R_{\text{ind},k}^{\bigoplus \mathbb{Q}}$ = probability a random edge leads to a \mathbb{Q} which is connected to k other tropes by co-occurring in at least one \boxplus .

Goal: find these distributions □.

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Networks of **■** and **②** within bipartite structure:

 $P_{\mathrm{ind},k}^{(\blacksquare)}$ = probability a random \blacksquare is connected to k stories by sharing at least one \P .

 $P_{\mathrm{ind},k}^{(\mathbb{Q})}$ = probability a random \mathbb{Q} is connected to k tropes by co-occurring in at least one \mathbb{H} .

 $R_{\mathrm{ind},k}^{(\widehat{\mathbf{V}}-\square)}$ = probability a random edge leads to a \square which is connected to k other stories by sharing at least one $\widehat{\mathbf{V}}$.

 $R_{\text{ind},k}^{(\boxminus Q)}$ = probability a random edge leads to a \mathbb{Q} which is connected to k other tropes by co-occurring in at least one \square .

Goal: find these distributions □.

Another goal: find the induced distribution of component sizes and a test for the presence or absence of a giant component. The PoCSverse Random Bipartite Networks 22 of 45 Introduction

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Networks of **■** and **?** within bipartite structure:

 $P_{\mathrm{ind},k}^{(\blacksquare)}$ = probability a random \blacksquare is connected to k stories by sharing at least one \P .

 $\Re P_{\mathrm{ind},k}^{(\mathbf{Q})}$ = probability a random \mathbf{Q} is connected to k tropes by co-occurring in at least one \blacksquare .

 $R_{\text{ind},k}^{(\widehat{\mathbf{V}}-\square)}$ = probability a random edge leads to a \square which is connected to k other stories by sharing at least one $\widehat{\mathbf{V}}$.

 $R_{\text{ind},k}^{(\boxminus Q)}$ = probability a random edge leads to a \mathbb{Q} which is connected to k other tropes by co-occurring in at least one \square .

Goal: find these distributions □.

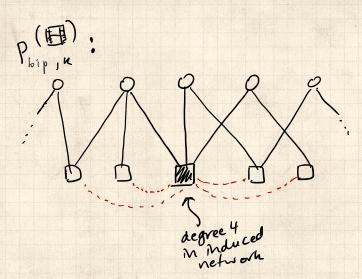
Another goal: find the induced distribution of component sizes and a test for the presence or absence of a giant component.

Unrelated goal: be 10% happier/weep less.

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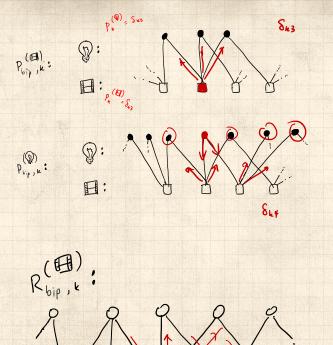


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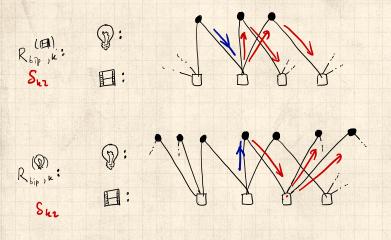




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Yes, we're doing it:

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Yes, we're doing it:

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Yes, we're doing it:

$$\ \ \ \ F_{P^{(\mathbb{Q})}}(x) = \sum_{k=0}^{\infty} P_k^{(\mathbb{Q})} x^k$$

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Yes, we're doing it:

$$\mbox{\ensuremath{\not{\&}}} \ F_{P^{(\blacksquare)}}(x) = \sum_{k=0}^{\infty} P_k^{(\blacksquare)} x^k$$

$$\mbox{\ensuremath{\&}} \ F_{R^{(\blacksquare)}}(x) = \sum_{k=0}^{\infty} R_k^{(\blacksquare)} x^k = \frac{F_{P^{(\blacksquare)}}'(x)}{F_{P^{(\blacksquare)}}'(1)}$$

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Yes, we're doing it:

$$F_{P^{(\mathbb{Q})}}(x) = \sum_{k=0}^{\infty} P_k^{(\mathbb{Q})} x^k$$

$$\mbox{\&} \ F_{R^{(\mathbf{\hat{q}})}}(x) = \sum_{k=0}^{\infty} R_k^{(\mathbf{\hat{q}})} x^k = \frac{F_{P^{(\mathbf{\hat{q}})}}'(x)}{F_{P^{(\mathbf{\hat{q}})}}'(1)}$$

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Yes, we're doing it:

$$\mbox{\&} \ F_{R^{(\mathbf{Q})}}(x) = \sum_{k=0}^{\infty} R_k^{(\mathbf{Q})} x^k = \frac{F_{P^{(\mathbf{Q})}}'(x)}{F_{P^{(\mathbf{Q})}}'(1)}$$

The usual goodness:

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Yes, we're doing it:

$$\mbox{\&} \ F_{R^{(\mathbf{Q})}}(x) = \sum_{k=0}^{\infty} R_k^{(\mathbf{Q})} x^k = \frac{F_{P^{(\mathbf{Q})}}'(x)}{F_{P^{(\mathbf{Q})}}'(1)}$$

The usual goodness:

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Yes, we're doing it:

$$\mbox{\ensuremath{\&}} \ F_{P^{(\blacksquare)}}(x) = \sum_{k=0}^{\infty} P_k^{(\blacksquare)} x^k$$

$$\ \ \& \ F_{R^{(\mathbf{Q})}}(x) = \sum_{k=0}^{\infty} R_k^{(\mathbf{Q})} x^k = \frac{F_{P^{(\mathbf{Q})}}'(x)}{F_{P^{(\mathbf{Q})}}'(1)}$$

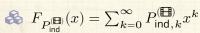
The usual goodness:

 $\red{ }$ Normalization: $F_{P^{(\blacksquare)}}(1)=F_{P^{(\lozenge)}}(1)=1.$

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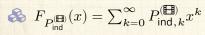




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$$\mbox{\ensuremath{\&}} \ F_{P_{\rm ind}^{(\ensuremath{\mbox{\scriptsize Q}})}}(x) = \sum_{k=0}^{\infty} P_{{\rm ind},k}^{(\ensuremath{\mbox{\scriptsize Q}})} x^k$$

$$\mbox{\ensuremath{\&}} \ F_{R_{\rm ind}^{(\mbox{\ensuremath{\lozenge}}-\mbox{\ensuremath{\square}})}(x) = \sum_{k=0}^{\infty} R_{{\rm ind},k}^{(\mbox{\ensuremath{\lozenge}}-\mbox{\ensuremath{\square}})} x^k$$

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$$\mbox{\&} \ F_{P_{\rm ind}^{(\blacksquare)}}(x) = \sum_{k=0}^{\infty} P_{{\rm ind},k}^{(\blacksquare)} x^k$$

$$\ \ \ \ F_{P_{\rm ind}^{(\bf \hat{V})}}(x) = \sum_{k=0}^{\infty} P_{{\rm ind},k}^{(\bf \hat{V})} x^k$$

$$\mbox{\ensuremath{\&}} \ F_{R_{\rm ind}^{(\mbox{\ensuremath{\lozenge}}-\mbox{\ensuremath{\square}})}}(x) = \sum_{k=0}^{\infty} R_{{\rm ind},k}^{(\mbox{\ensuremath{\lozenge}}-\mbox{\ensuremath{\square}})} x^k$$

$$\mbox{\ensuremath{\&}} \ F_{R_{\rm ind}^{(\blacksquare - \ensuremath{\mathbf{V}})}}(x) = \sum_{k=0}^{\infty} R_{{\rm ind},k}^{(\blacksquare - \ensuremath{\mathbf{V}})} x^k$$

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$$\mbox{\ensuremath{\&}} \ F_{P_{\rm ind}^{(\blacksquare)}}(x) = \sum_{k=0}^{\infty} P_{{\rm ind}\,,k}^{(\blacksquare)} x^k$$

$$\ \ \ \ F_{P_{\mathrm{ind}}^{(\mathbf{\hat{V}})}}(x) = \sum_{k=0}^{\infty} P_{\mathrm{ind},k}^{(\mathbf{\hat{V}})} x^k$$

$$\mbox{\ensuremath{\&}} \ F_{R_{\rm ind}^{(\blacksquare - \ensuremath{\mathbf{Q}})}}(x) = \sum_{k=0}^{\infty} R_{{\rm ind},k}^{(\blacksquare - \ensuremath{\mathbf{Q}})} x^k$$

So how do all these things connect?

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$$\mbox{\&} \ F_{P_{\rm ind}^{(\blacksquare)}}(x) = \sum_{k=0}^{\infty} P_{{\rm ind}\,,k}^{(\blacksquare)} x^k$$

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$$\mbox{\ensuremath{\&}} \ F_{R_{\rm ind}^{(\blacksquare - \ensuremath{\mathbb{Q}})}}(x) = \sum_{k=0}^{\infty} R_{{\rm ind},k}^{(\blacksquare - \ensuremath{\mathbb{Q}})} x^k$$

So how do all these things connect?

We're again performing sums of a randomly chosen number of randomly chosen numbers. The PoCSverse Random Bipartite Networks 27 of 45

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$$\begin{cases} \begin{cases} \begin{cases}$$

$$\ \ \ \ F_{P_{\rm ind}^{(\bf \hat{V})}}(x) = \sum_{k=0}^{\infty} P_{{\rm ind},k}^{(\bf \hat{V})} x^k$$

$$\ \, \mathop{\hbox{$\stackrel{\frown}{\belowder}}} \, F_{R_{\rm ind}^{()}}(x) = \textstyle \sum_{k=0}^{\infty} R_{{\rm ind},k}^{()} x^k$$

So how do all these things connect?

- We're again performing sums of a randomly chosen number of randomly chosen numbers.
- We use one of our favorite sneaky tricks:

$$W = \sum_{i=1}^U V^{(i)} \rightleftharpoons F_W(x) = F_U(F_V(x)).$$

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Induced distributions are not straightforward:

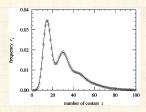


FIG. 7. The frequency distribution of numbers of co-stars of an actor in a bipartite graph with $\mu=1.5$ and $\nu=1.5$. The points are simulation results for $M=10\,000$ and $N=100\,000$. The line is the exact solution, Eqs. (89) and (90). The error bars on the numerical results are smaller than the points.

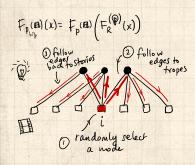
- $lap{Normalize}{}$ View this as $P_{\mathrm{ind},k}^{(\blacksquare)}$ (the probability a story shares tropes with k other stories). [7]
- Result of purely random wiring with Poisson distributions for affiliation numbers.
- $lap{Rel}$ Parameters: $N_{f eta}=10^4$, $N_{f ar Q}=10^5$, $\langle k
 angle_{f eta}=1.5$, and $\langle k
 angle_{f ar Q}=15$.

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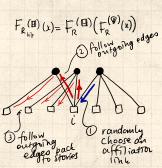
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- * i has 3 affiliations
- * i has degree 6 in induced story network



- * seems i has 3 outgoing edges
- * how depends on which edge we mittally choose
- * fine for distributions & gen. func. calculation)

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miroductic

Basic story
References



$F_{R_{lip}}(\mathbf{P})(x) = F_{R}(\mathbf{P})(x)$ $F_{R_{lip}}(\mathbf{P})(x) = F_{R}(\mathbf{P})(x)$ $F_{R_{lip}}(\mathbf{P})(x) = F_{R}(\mathbf{P})(x)$ $F_{R_{lip}}(\mathbf{P})(x) = F_{R}(\mathbf{P})(x)$

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Induced distribution for stories:

 \mathbb{R} Randomly choose a \mathbb{H} , find its tropes (U), and then find how many other stories each of those tropes are part of (V):

$$F_{P_{\mathrm{ind}}^{(\blacksquare)}}(x) = F_{P_{\mathrm{ind}}^{(\blacksquare)}}(x) = F_{P^{(\blacksquare)}}\left(F_{R^{(\lozenge)}}(x)\right)$$

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Induced distribution for stories:

Randomly choose a \square , find its tropes (U), and then find how many other stories each of those tropes are part of (V):

$$F_{P_{\mathrm{ind}}^{(\blacksquare)}}(x) = F_{P_{\mathrm{ind}}^{(\blacksquare)}}(x) = F_{P^{(\blacksquare)}}\left(F_{R^{(\lozenge)}}(x)\right)$$

Find the \blacksquare at the end of a randomly chosen affiliation edge leaving a trope, find its number of other tropes (U), and then find how many other stories each of those tropes are part of (V):

$$F_{R_{\mathrm{ind}}^{(\mathbb{Q}-\square)}}(x) = F_{R^{(\square)}}\left(F_{R^{(\mathbb{Q})}}(x)\right)$$

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Induced distribution for tropes:

Randomly choose a \mathbb{Q} , find the stories its part of (U), and then find how many other tropes are part of those stories (V):

$$F_{P_{\mathrm{ind}}^{(\mathbf{\hat{q}})}}(x) = F_{P_{\mathrm{ind}}^{(\mathbf{\hat{q}})}}(x) = F_{P^{(\mathbf{\hat{q}})}}\left(F_{R^{(\mathbf{\hat{q}})}}(x)\right)$$

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Induced distribution for tropes:

Randomly choose a \mathbb{Q} , find the stories its part of (U), and then find how many other tropes are part of those stories (V):

$$F_{P_{\mathrm{ind}}^{(\lozenge)}}(x) = F_{P_{\mathrm{ind}}^{(\lozenge)}}(x) = F_{P^{(\lozenge)}}\left(F_{R^{(\boxminus)}}(x)\right)$$

Find the \mathbb{Q} at the end of a randomly chosen affiliation edge leaving a story, find the number of other stories that use it (U), and then find how many other tropes are in those stories (V):

$$F_{R_{\mathrm{ind}}^{(\blacksquare-\P)}}(x)=F_{R^{(\P)}}\left(F_{R^{(\blacksquare)}}(x)\right)$$

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Average number of stories connected to a story through trope-space:

$$\langle k \rangle_{\textstyle \blacksquare, \mathrm{ind}} = F'_{P_{\mathrm{ind}}^{(\footnotesize \blacksquare)}}(1)$$

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Average number of stories connected to a story through trope-space:

$$\langle k \rangle_{\blacksquare, \mathrm{ind}} = F'_{P_{\mathrm{ind}}^{(\blacksquare)}}(1)$$



So:
$$\langle k \rangle_{f lue{l} , {\rm ind}} = \left. \frac{\mathrm{d}}{\mathrm{d} x} F_{P^{(\bf lue{l})}} \left(F_{R^{(\bf lay)}}(x) \right) \right|_{x=1}$$

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Average number of stories connected to a story through trope-space:

$$\langle k \rangle_{\coprod, \mathrm{ind}} = F'_{P_{\mathrm{ind}}^{(\coprod)}}(1)$$



$$\begin{split} &\operatorname{So:} \left. \langle k \rangle_{\boxminus,\operatorname{ind}} = \left. \frac{\operatorname{d}}{\operatorname{d} x} F_{P^{(\boxminus)}} \left(F_{R^{(\triangledown)}}(x) \right) \right|_{x=1} \\ &= F'_{R^{(\triangledown)}}(1) F'_{P^{(\boxminus)}} \left(F_{R^{(\triangledown)}}(1) \right) \end{split}$$

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Average number of stories connected to a story through trope-space:

$$\langle k \rangle_{\coprod, \mathrm{ind}} = F'_{P_{\mathrm{ind}}^{(\coprod)}}(1)$$



$$\begin{split} &\text{So: } \langle k \rangle_{\boxminus, \text{ind}} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{P^{(\boxminus)}} \left(F_{R^{(\lozenge)}}(x) \right) \right|_{x=1} \\ &= F'_{R^{(\lozenge)}}(1) F'_{P^{(\boxminus)}} \left(F_{R^{(\lozenge)}}(1) \right) = F'_{R^{(\lozenge)}}(1) F'_{P^{(\boxminus)}}(1) \end{split}$$

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Average number of stories connected to a story through trope-space:

$$\langle k \rangle_{\blacksquare, \mathrm{ind}} = F'_{P^{(\blacksquare)}_{\mathrm{ind}}}(1)$$

8

$$\begin{split} &\text{So: } \langle k \rangle_{\boxminus, \text{ind}} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{P^{(\boxminus)}} \left(F_{R^{(\lozenge)}}(x) \right) \right|_{x=1} \\ &= F'_{R^{(\lozenge)}}(1) F'_{P^{(\boxminus)}} \left(F_{R^{(\lozenge)}}(1) \right) = F'_{R^{(\lozenge)}}(1) F'_{P^{(\boxminus)}}(1) \end{split}$$

Similarly, the average number of tropes connected to a random trope through stories:

$$\langle k\rangle_{\rm V,ind}=F'_{R^{(\rm I\! I\! I)}}(1)F'_{P^{(\rm V\! I)}}(1)$$

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Average number of stories connected to a story through trope-space:

$$\langle k \rangle_{\boxminus,\mathrm{ind}} = F'_{P^{(\boxminus)}_{\mathrm{ind}}}(1)$$



$$\begin{split} &\operatorname{So:} \left. \langle k \rangle_{\boxminus,\operatorname{ind}} = \left. \frac{\operatorname{d}}{\operatorname{d} x} F_{P^{(\boxminus)}} \left(F_{R^{(\triangledown)}}(x) \right) \right|_{x=1} \\ &= F'_{R^{(\triangledown)}}(1) F'_{P^{(\boxminus)}} \left(F_{R^{(\triangledown)}}(1) \right) = F'_{R^{(\triangledown)}}(1) F'_{P^{(\boxminus)}}(1) \end{split}$$

Similarly, the average number of tropes connected to a random trope through stories:

$$\langle k\rangle_{{\mathbb Q}, {\rm ind}} = F'_{R^{({\mathbb H})}}(1)F'_{P^{({\mathbb Q})}}(1)$$

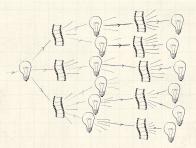
 $lap{k}$ In terms of the underlying distributions, we have: $\langle k
angle_{oxed{\mathbb{H}}, \operatorname{ind}} = rac{\langle k(k-1)
angle_{oldsymbol{\mathbb{Q}}}}{\langle k
angle_{oldsymbol{\mathbb{Q}}}} \langle k
angle_{oldsymbol{\mathbb{H}}} \ \operatorname{and} \ \langle k
angle_{oldsymbol{\mathbb{Q}}, \operatorname{ind}} = rac{\langle k(k-1)
angle_{oldsymbol{\mathbb{H}}}}{\langle k
angle_{oldsymbol{\mathbb{Q}}}} \langle k
angle_{oldsymbol{\mathbb{Q}}}$

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Spreading through bipartite networks:



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View as bouncing back and forth between the two connected populations. [2]

Actual spread may be within only one population (ideas between between people) or through both (failures in physical and communication networks).

The gain ratio for simple contagion on a bipartite random network = product of two gain ratios.



Unstoppable spreading: is this thing connected?



Always about the edges: when following a random edge toward a E, what's the expected number of new edges leading to other stories via tropes?

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
- $\text{We want to determine } \langle k \rangle_{R, \boxminus, \mathrm{ind}} = F'_{R_{\mathrm{ind}}^{(\complement \boxminus)}}(1) \text{ (and } F'_{R_{\mathrm{ind}}^{(\complement \Lsh)}}(1) \text{ for the trope side of things).}$

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
- $\text{We want to determine } \langle k \rangle_{R, \boxminus, \mathrm{ind}} = F'_{R_{\mathrm{ind}}^{(\P-\boxminus)}}(1) \text{ (and } F'_{R_{\mathrm{ind}}^{(\blacksquare-\P)}}(1) \text{ for the trope side of things).}$
- We compute with joy:

$$\langle k \rangle_{R,\boxminus,\mathrm{ind}} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\mathrm{Q}-\boxminus)}_{\mathrm{ind},k}}(x) \right|_{x=1} =$$

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
- $\text{We want to determine } \langle k \rangle_{R, \boxminus, \mathrm{ind}} = F'_{R_{\mathrm{ind}}^{(\P-\boxminus)}}(1) \text{ (and } F'_{R_{\mathrm{ind}}^{(\blacksquare-\P)}}(1) \text{ for the trope side of things).}$
- We compute with joy:

$$\langle k \rangle_{R,\boxminus,\mathrm{ind}} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R_{\mathrm{ind},k}^{(\mathrm{V}-\mathrm{le})}}(x) \right|_{x=1} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\mathrm{le})}}\left(F_{R^{(\mathrm{V})}}(x)\right) \right|_{x=1}$$

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
- $\text{We want to determine } \langle k \rangle_{R, \boxminus, \mathrm{ind}} = F'_{R_{\mathrm{ind}}^{(\P-\boxminus)}}(1) \text{ (and } F'_{R_{\mathrm{ind}}^{(\blacksquare-\P)}}(1) \text{ for the trope side of things).}$
- We compute with joy:

$$\begin{split} \langle k \rangle_{R, \boxminus, \mathrm{ind}} &= \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R_{\mathrm{ind},k}^{(\lozenge - \boxminus)}}(x) \right|_{x=1} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\lozenge)}}\left(F_{R^{(\lozenge)}}(x)\right) \right|_{x=1} \\ &= F_{R^{(\lozenge)}}'(1) F_{R^{(\trianglerighteq)}}'\left(F_{R^{(\lozenge)}}(1)\right) \end{split}$$

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
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- We compute with joy:

$$\begin{split} \langle k \rangle_{R, \boxminus, \mathrm{ind}} &= \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R_{\mathrm{ind},k}^{(\P-)}}(x) \right|_{x=1} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\P)}}\left(F_{R^{(\P)}}(x)\right) \right|_{x=1} \\ &= F_{R^{(\P)}}'(1) F_{R^{(\P)}}'\left(F_{R^{(\P)}}(1)\right) = F_{R^{(\P)}}'(1) F_{R^{(\P)}}'(1) \end{split}$$

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
- We compute with joy:

$$\begin{split} \langle k \rangle_{R, \boxminus, \mathrm{ind}} &= \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\!\lozenge\!-\!\boxminus)}_{\mathrm{ind},k}}(x) \bigg|_{x=1} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\!\lozenge\!)}_{\mathrm{l}}}(F_{R^{(\!\lozenge\!)}_{\mathrm{l}}}(x)) \right|_{x=1} \\ &= F'_{R^{(\!\lozenge\!)}_{\mathrm{l}}}(1) F'_{R^{(\!\boxminus\!)}_{\mathrm{l}}}\left(F_{R^{(\!\lozenge\!)}_{\mathrm{l}}}(1)\right) = F'_{R^{(\!\lozenge\!)}_{\mathrm{l}}}(1) F'_{R^{(\!\boxminus\!)}_{\mathrm{l}}}(1) = \frac{F''_{P^{(\!\lozenge\!)}_{\mathrm{l}}}(1)}{F'_{P^{(\!\trianglerighteq\!)}_{\mathrm{l}}}(1)} \frac{F''_{P^{(\!\trianglerighteq\!)}_{\mathrm{l}}}(1)}{F'_{P^{(\!\trianglerighteq\!)}_{\mathrm{l}}}(1)} \end{split}$$

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
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$$\begin{split} \langle k \rangle_{R,\boxminus,\mathrm{ind}} &= \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\!\!\!\ensuremath{\mathfrak{Q}}-\!\!\!\ensuremath{\mathfrak{P}})}_{\mathrm{ind},k}}(x) \right|_{x=1} = \left. \frac{\mathrm{d}}{\mathrm{d}x} F_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}\left(F_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}(x)\right) \right|_{x=1} \\ &= F'_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}(1) F'_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}\left(F_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}(1)\right) = F'_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}(1) F'_{R^{(\!\!\!\ensuremath{\mathfrak{P}})}}(1) = \frac{F''_{P^{(\!\!\!\ensuremath{\mathfrak{P}})}}(1)}{F'_{P^{(\!\!\!\ensuremath{\mathfrak{P}})}}(1)} \end{split}$$

Note symmetry.

- Always about the edges: when following a random edge toward a 🖽, what's the expected number of new edges leading to other stories via tropes?
- $\text{We want to determine } \langle k \rangle_{R, \boxminus, \mathrm{ind}} = F'_{R_{\mathrm{ind}}^{(\P-\boxminus)}}(1) \text{ (and } F'_{R_{\mathrm{ind}}^{(\blacksquare-\P)}}(1) \text{ for the trope side of things).}$
- We compute with joy:

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- Note symmetry.
- \$happiness++;



$$\langle k \rangle_{R,\boxminus,\mathrm{ind}} = \frac{\langle k(k-1) \rangle_{\boxminus}}{\langle k \rangle_{\boxminus}} \frac{\langle k(k-1) \rangle_{\lozenge}}{\langle k \rangle_{\lozenge}}$$

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$$\langle k \rangle_{R, \boxminus, \mathrm{ind}} = \frac{\langle k(k-1) \rangle_{\boxminus}}{\langle k \rangle_{\boxminus}} \frac{\langle k(k-1) \rangle_{\lozenge}}{\langle k \rangle_{\lozenge}}$$

We have a giant component in both induced networks when

$$\langle k \rangle_{R,\blacksquare,\mathrm{ind}} \equiv \langle k \rangle_{R,\mathrm{Q},\mathrm{ind}} > 1$$

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$$\langle k \rangle_{R, \boxminus, \mathrm{ind}} = \frac{\langle k(k-1) \rangle_{\boxminus}}{\langle k \rangle_{\boxminus}} \frac{\langle k(k-1) \rangle_{\lozenge}}{\langle k \rangle_{\lozenge}}$$

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See this as the product of two gain ratios.

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$$\langle k \rangle_{R, \boxminus, \mathrm{ind}} = \frac{\langle k(k-1) \rangle_{\boxminus}}{\langle k \rangle_{\boxminus}} \frac{\langle k(k-1) \rangle_{\lozenge}}{\langle k \rangle_{\lozenge}}$$

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See this as the product of two gain ratios. #excellent The PoCSverse Random Bipartite Networks 36 of 45

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$$\langle k \rangle_{R, \boxminus, \mathrm{ind}} = \frac{\langle k(k-1) \rangle_{\boxminus}}{\langle k \rangle_{\boxminus}} \frac{\langle k(k-1) \rangle_{\lozenge}}{\langle k \rangle_{\lozenge}}$$

We have a giant component in both induced networks when

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See this as the product of two gain ratios. #excellent #physics The PoCSverse Random Bipartite Networks 36 of 45

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$$\langle k \rangle_{R, \boxminus, \mathrm{ind}} = \frac{\langle k(k-1) \rangle_{\boxminus}}{\langle k \rangle_{\boxminus}} \frac{\langle k(k-1) \rangle_{\lozenge}}{\langle k \rangle_{\lozenge}}$$

We have a giant component in both induced networks when

$$\langle k \rangle_{R,\boxminus,\mathrm{ind}} \equiv \langle k \rangle_{R, \image,\mathrm{ind}} > 1$$

- See this as the product of two gain ratios. #excellent #physics
- We can mess with this condition to make it mathematically pleasant and pleasantly inscrutable:

$$\sum_{k=0}^{\infty}\sum_{k'=0}^{\infty}kk'(kk'-k-k')P_k^{(\blacksquare)}P_{k'}^{(\lozenge)}=0.$$

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meroduction



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 \mathfrak{S} Set $P_k^{(\blacksquare)} = \delta_{k3}$ and leave $P_k^{(\lozenge)}$ arbitrary.

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 \mathfrak{S} Set $P_k^{(\blacksquare)} = \delta_{k3}$ and leave $P_k^{(\lozenge)}$ arbitrary.



Each story contains exactly three tropes.

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 \mathfrak{S} Set $P_k^{(\blacksquare)} = \delta_{k3}$ and leave $P_k^{(\lozenge)}$ arbitrary.



Each story contains exactly three tropes.



 \clubsuit We have $F_{P(\mathbb{H})}(x)=x^3$ and $F_{R(\mathbb{H})}(x)=x^2$.

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- \clubsuit Set $P_k^{(\boxminus)} = \delta_{k3}$ and leave $P_k^{(\lozenge)}$ arbitrary.
- Each story contains exactly three tropes.
- $$\begin{split} & \underset{F_{P_{\mathrm{ind}}^{(\emptyset)}}(x)}{\text{Hosing } F_{P^{(\textcircled{\tiny{I}})}}(x) = F_{P^{(\textcircled{\tiny{I}})}}\left(F_{R^{(\textcircled{\tiny{I}})}}(x)\right) \text{ and } \\ & F_{P_{\mathrm{ind}}^{(\textcircled{\tiny{I}})}}(x) = F_{P^{(\textcircled{\tiny{I}})}}\left(F_{R^{(\textcircled{\tiny{I}})}}(x)\right) \text{ we have } \\ & F_{P_{\mathrm{ind}}^{(\textcircled{\tiny{I}})}}(x) = \left[F_{R^{(\textcircled{\tiny{I}})}}(x)\right]^3 \text{ and } F_{P_{\mathrm{ind}}^{(\textcircled{\tiny{I}})}}(x) = F_{P^{(\textcircled{\tiny{I}})}}\left(x^2\right). \end{split}$$

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- $\mbox{\&} \mbox{ Set } P_k^{(\blacksquare)} = \delta_{k3} \mbox{ and leave } P_k^{(\lozenge)} \mbox{ arbitrary.}$
- Each story contains exactly three tropes.
- $$\begin{split} & \text{Using } F_{P_{\text{ind}}^{(\textcircled{\tiny{\textbf{Q}}})}}(x) = F_{P^{(\textcircled{\tiny{\textbf{B}}})}}\left(F_{R^{(\textcircled{\tiny{\textbf{Q}}})}}(x)\right) \text{ and } \\ & F_{P_{\text{ind}}^{(\textcircled{\tiny{\textbf{Q}}})}}(x) = F_{P^{(\textcircled{\tiny{\textbf{Q}}})}}\left(F_{R^{(\textcircled{\tiny{\textbf{B}}})}}(x)\right) \text{ we have } \\ & F_{P_{\text{ind}}^{(\textcircled{\tiny{\textbf{B}}})}}(x) = \left[F_{R^{(\textcircled{\tiny{\textbf{Q}}})}}(x)\right]^3 \text{ and } F_{P_{\text{ind}}^{(\textcircled{\tiny{\textbf{Q}}})}}(x) = F_{P^{(\textcircled{\tiny{\textbf{Q}}})}}\left(x^2\right). \end{split}$$
- Even more specific: If each trope is found in exactly two stories then $F_{P^{(\mathbb{Q})}}=x^2$ and $F_{R^{(\mathbb{Q})}}=x$ giving $F_{P^{(\mathbb{H})}_{\mathrm{ind}}}(x)=x^3$ and $F_{P^{(\mathbb{Q})}_{\mathrm{ind}}}(x)=x^4$.

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- \clubsuit Set $P_k^{(\blacksquare)} = \delta_{k3}$ and leave $P_k^{(\heartsuit)}$ arbitrary.
- Each story contains exactly three tropes.
- $$\begin{split} & \underset{F_{P_{\mathrm{ind}}^{(\emptyset)}}(x)}{ \otimes} = F_{P^{(\boxplus)}}\left(F_{R^{(\lozenge)}}(x)\right) \text{ and } \\ & F_{P_{\mathrm{ind}}^{(\lozenge)}}(x) = F_{P^{(\lozenge)}}\left(F_{R^{(\boxplus)}}(x)\right) \text{ we have } \\ & F_{P_{\mathrm{ind}}^{(\boxminus)}}(x) = \left[F_{R^{(\lozenge)}}(x)\right]^3 \text{ and } F_{P_{\mathrm{ind}}^{(\lozenge)}}(x) = F_{P^{(\lozenge)}}\left(x^2\right). \end{split}$$
- Even more specific: If each trope is found in exactly two stories then $F_{P^{(\mathbb{Q})}}=x^2$ and $F_{R^{(\mathbb{Q})}}=x$ giving $F_{P^{(\mathbb{Q})}_{\mathrm{ind}}}(x)=x^3$ and $F_{P^{(\mathbb{Q})}_{\mathrm{ind}}}(x)=x^4$.
- \Leftrightarrow Yes for giant components \square : $\langle k \rangle_{R,\boxminus, \mathrm{ind}} \equiv \langle k \rangle_{R, \heartsuit, \mathrm{ind}} = 2 \cdot 1 = 2 > 1.$

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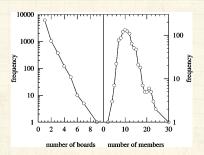


FIG. 8. Frequency distributions for the boards of directors of the Fortune 1000. Left panel: the numbers of boards on which each director sits. Right panel: the numbers of directors on each board.

Exponentialish distribution for number of boards each director sits on.

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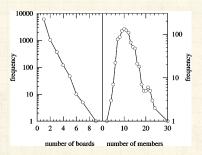


FIG. 8. Frequency distributions for the boards of directors of the Fortune 1000. Left panel: the numbers of boards on which each director sits. Right panel: the numbers of directors on each board.

Exponentialish distribution for number of boards each director sits on.

Boards typically have 5 to 15 directors.

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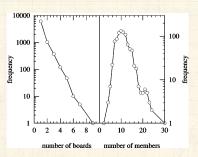


FIG. 8. Frequency distributions for the boards of directors of the Fortune 1000. Left panel: the numbers of boards on which each director sits. Right panel: the numbers of directors on each board.

Exponentialish distribution for number of boards each director sits on.

Boards typically have 5 to 15 directors.

Plan: Take these distributions, presume random bipartite structure and generate co-director network and board interlock network. The PoCSverse Random Bipartite Networks 38 of 45



Boards and Directors and more: [7]

TABLE I. Summary of results of the analysis of four collaboration networks.

Network	Clustering C		Average degree z	
	Theory	Actual	Theory	Actual
Company directors	0.590	0.588	14.53	14.44
Movie actors	0.084	0.199	125.6	113.4
Physics (arxiv.org)	0.192	0.452	16.74	9.27
Biomedicine (MEDLINE)	0.042	0.088	18.02	16.93

Random bipartite affiliation network assumption produces decent matches for some basic quantities. The PoCSverse Random Bipartite Networks 39 of 45 Introduction

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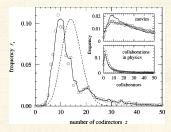


FIG. 9. The probability distribution of numbers of co-directors in the Fortune 1000 graph. The points are the real-world data, the solid line is the bipartite graph model, and the dashed line is the Poisson distribution with the same mean. Insets: the equivalent distributions for the numbers of collaborators of movie actors and physicists.



Jolly good: Works very well for co-directors.

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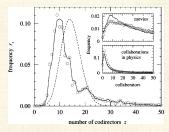


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For comparison, the dashed line is a Poisson with the empirical average degree.

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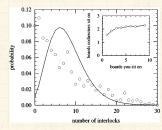


FIG. 10. The distribution of the number of other boards with which each board of directors is "interlocked" in the Fortune 1000 data. An interlock between two boards means that they share one or more common members. The points are the empirical data, the solid line is the theoretical prediction. Inset: the number of boards on which one's codirectors sit as a function of the number of boards one sits on oneself.



Wins less bananas for the board interlock network.

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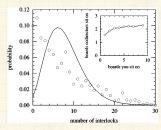


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Assortativity is the reason: Directors who sit on many boards tend to sit on the same boards.

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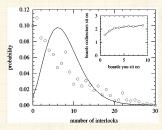


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Note: The term assortativity was not used in this 2001 paper.

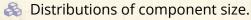
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To come:



Simpler computation for the giant component condition.

Contagion.

Testing real bipartite structures for departure from randomness.

Nutshell:

- Random bipartite networks model many real systems well.
- Crucial improvement over simple random networks.
- We can find the induced distributions and determine connectivity/contagion condition.

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