Assortativity and Mixing

Last updated: 2023/08/22, 11:48:25 EDT

Principles of Complex Systems, Vols. 1, 2, & 3D CSYS/MATH 6701, 6713, & a pretend number, 2023-2024 | @pocsvox

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

























The PoCSverse Assortativity and Mixing 1 of 40

Definition

General mixing

Assortativity by degree

Spreading condition Triggering probability Expected size



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Random networks with arbitrary degree distributions cover much territory but do not represent all networks.

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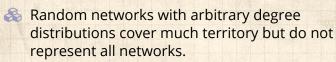
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Moving away from pure random networks was a key first step. The PoCSverse Assortativity and Mixing 5 of 40

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We can extend in many other directions and a natural one is to introduce correlations between different kinds of nodes. The PoCSverse Assortativity and Mixing 5 of 40

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Node attributes may be anything, e.g.:

- 1. degree
- 2. demographics (age, gender, etc.)
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We speak of mixing patterns, correlations, biases...

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Networks are still random at base but now have more global structure.

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Build on work by Newman [5, 6], and Boguñá and Serano. [1].

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Assume types of nodes are countable, and are assigned numbers 1, 2, 3,

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Consider networks with directed edges.

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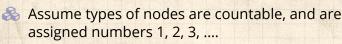
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Consider networks with directed edges.

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

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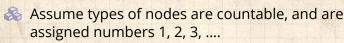
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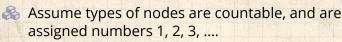
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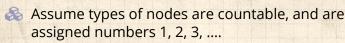
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 $\red{\$}$ Write $\mathbf{E}=[e_{\mu
u}]$, $\vec{a}=[a_{\mu}]$, and $\vec{b}=[b_{
u}]$.

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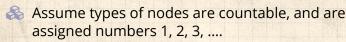
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Requirements:

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

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

> 1. Perfectly assortative networks where nodes only connect to like nodes, and the network breaks into subnetworks.

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

1. Perfectly assortative networks where nodes only connect to like nodes, and the network breaks into subnetworks.

Requires $e_{\mu\nu}=0$ if $\mu\neq\nu$ and $\sum_{\mu}e_{\mu\mu}=1$.

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$$e_{\mu\nu} = a_{\mu}b_{\nu}.$$

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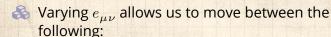
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 Disassortative networks where nodes connect to nodes distinct from themselves. The PoCSverse Assortativity and Mixing 7 of 40

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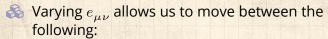
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Disassortative networks can be hard to build and may require constraints on the $e_{\mu\nu}$.

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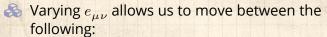
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3. Disassortative networks where nodes connect to nodes distinct from themselves.

- $\ref{Disassortative}$ Disassortative networks can be hard to build and may require constraints on the $e_{\mu\nu}$.
- Basic story: level of assortativity reflects the degree to which nodes are connected to nodes within their group.

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

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

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

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Tr E is the fraction of edges that are within groups.

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- & Tr **E** is the fraction of edges that are within groups.
- $\|E^2\|_1$ is the fraction of edges that would be within groups if connections were random.

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- $3 ||E^2||_1$ is a normalization factor so $r_{\text{max}} = 1$.
- $lap{N}$ When Tr $e_{\mu\mu}=1$, we have r=1.
- $\red{\$}$ When $e_{\mu\mu}=a_{\mu}b_{\mu}$, we have r=0. \checkmark

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Notes:



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

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Notes:



 $R_{\rm r} = -1$ is inaccessible if three or more types are present.



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

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

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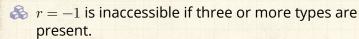
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Correlation coefficient:

Notes:



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



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

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

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Watch your step

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zzzhhhhwoooommmmmm

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NuhnuhNuhnuhNuhnuhNuhnuhNuhnuh

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Now consider nodes defined by a scalar integer quantity.

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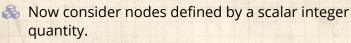
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Examples: age in years, height in inches, number of friends, ...

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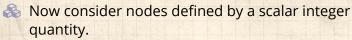
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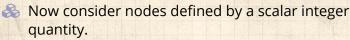
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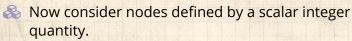
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Can now measure correlations between nodes based on this scalar quantity using standard Pearson correlation coefficient ☑: The PoCSverse Assortativity and Mixing 13 of 40

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

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

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Natural correlation is between the degrees of connected nodes.

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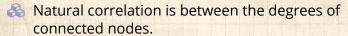
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 $\red {\Bbb R}$ Now define e_{jk} with a slight twist:

$$e_{jk} = \mathbf{Pr} \left(\begin{array}{c} \text{an edge connects a degree } j+1 \text{ node} \\ \text{to a degree } k+1 \text{ node} \end{array} \right)$$

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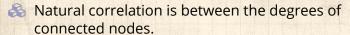
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= **Pr** $\left(\begin{array}{c}$ an edge runs between a node of in-degree j and a node of out-degree k

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 $= \mathbf{Pr} \left(\begin{array}{c} \text{an edge runs between a node of in-degree } j \\ \text{and a node of out-degree } k \end{array} \right)$

& Useful for calculations (as per R_k)

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= **Pr** $\left(\begin{array}{c}$ an edge runs between a node of in-degree j and a node of out-degree k

& Useful for calculations (as per R_k)

Must separately define P_0 as the $\{e_{jk}\}$ contain no information about isolated nodes.

The PoCSverse Assortativity and Mixing 14 of 40

General mixing

Assortativity by degree

Contagio

Spreading condition Triggering probability Expected size



Natural correlation is between the degrees of connected nodes.

 $\red {\Bbb R}$ Now define e_{jk} with a slight twist:

$$e_{jk} = \mathbf{Pr} \left(\begin{array}{c} \text{an edge connects a degree } j+1 \text{ node} \\ \text{to a degree } k+1 \text{ node} \end{array} \right)$$

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- & Useful for calculations (as per R_k)
- Must separately define P_0 as the $\{e_{jk}\}$ contain no information about isolated nodes.
- $\ \ \,$ Directed networks still fine but we will assume from here on that $e_{jk}=e_{kj}.$

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Denimon

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Notation reconciliation for undirected networks:

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

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

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

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Error estimate for *r*:



 \aleph Remove edge *i* and recompute *r* to obtain r_i .

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Error estimate for r:



 \mathbb{R} Remove edge i and recompute r to obtain r_i .



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

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

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Error estimate for r:

& Remove edge i and recompute r to obtain r_i .

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

Mildly sneaky as variables need to be independent for us to be truly happy and edges are correlated... The PoCSverse Assortativity and Mixing 16 of 40

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Measurements of degree-degree correlations

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

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disassortative

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





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"I like it"

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

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

As before, by allowing that a node of degree k is activated by one neighbor with probability B_{k1} , we can handle various problems:

The PoCSverse Assortativity and Mixing 21 of 40

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

As before, by allowing that a node of degree k is activated by one neighbor with probability B_{k1} , we can handle various problems:

1. find the giant component size.

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

As before, by allowing that a node of degree k is activated by one neighbor with probability B_{k1} , we can handle various problems:

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

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

As before, by allowing that a node of degree k is activated by one neighbor with probability B_{k1} , we can handle various problems:

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





 \mathfrak{S} Goal: Find $f_{n,j}$ = **Pr** an edge emanating from a degree j + 1 node leads to a finite active subcomponent of size n.

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 \mathfrak{S} Goal: Find $f_{n,j}$ = **Pr** an edge emanating from a degree j + 1 node leads to a finite active subcomponent of size n.

 Repeat: a node of degree k is in the game with probability B_{k1} .

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Goal: Find $f_{n,j}$ = \Pr an edge emanating from a degree j+1 node leads to a finite active subcomponent of size n.

Repeat: a node of degree k is in the game with probability B_{k1} .

Arr Define $\vec{B}_1 = [B_{k1}]$.

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Goal: Find $f_{n,j}$ = \Pr an edge emanating from a degree j+1 node leads to a finite active subcomponent of size n.

Repeat: a node of degree k is in the game with probability B_{k1} .

 $lap{A}$ Define $\vec{B}_1 = [B_{k1}]$.

Plan: Find the generating function $F_j(x; \vec{B}_1) = \sum_{n=0}^{\infty} f_{n,j} x^n$.

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Recursive relationship:

$$\begin{split} F_{j}(x;\vec{B}_{1}) &= x^{0} \sum_{k=0}^{\infty} \frac{e_{jk}}{R_{j}} (1 - B_{k+1,1}) \\ &+ x \sum_{k=0}^{\infty} \frac{e_{jk}}{R_{j}} B_{k+1,1} \left[F_{k}(x;\vec{B}_{1}) \right]^{k}. \end{split}$$

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Recursive relationship:

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First term = Pr (that the first node we reach is not in the game). The PoCSverse Assortativity and Mixing 23 of 40

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- First term = Pr (that the first node we reach is not in the game).
- Second term involves \mathbf{Pr} (we hit an active node which has k outgoing edges).

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Recursive relationship:

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

- First term = Pr (that the first node we reach is not in the game).
- Second term involves \mathbf{Pr} (we hit an active node which has k outgoing edges).
- Next: find average size of active components reached by following a link from a degree j+1 node = $F'_j(1; \vec{B}_1)$.

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

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Definition

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



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

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

 \Re We use $F_{l_{\bullet}}(1; \vec{B}_{1}) = 1$ which is true when no giant component exists. We find:

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$$R_j F_j'(1; \vec{B}_1) = \sum_{k=0}^{\infty} e_{jk} B_{k+1,1} + \sum_{k=0}^{\infty} k e_{jk} B_{k+1,1} F_k'(1; \vec{B}_1)^{\text{References}}$$

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

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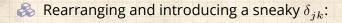
The PoCSverse Assortativity and Mixing 24 of 40 Definition

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$$R_j F_j'(1; \vec{B}_1) = \sum_{k=0}^{\infty} e_{jk} B_{k+1,1} + \sum_{k=0}^{\infty} k e_{jk} B_{k+1,1} F_k'(1; \vec{B}_1)^{\text{References}}$$



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





In matrix form, we have

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

where

$$\begin{split} \left[\mathbf{A}_{\mathbf{E},\vec{B}_1} \right]_{j+1,k+1} &= \delta_{jk} R_k - k B_{k+1,1} e_{jk}, \\ \left[\vec{F}'(1;\vec{B}_1) \right]_{k+1} &= F_k'(1;\vec{B}_1), \\ \left[\mathbf{E} \right]_{j+1,k+1} &= e_{jk}, \text{ and } \left[\vec{B}_1 \right]_{k+1} = B_{k+1,1}. \end{split}$$

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🚳 So, in principle at least:

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

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So, in principle at least:

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

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

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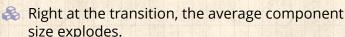




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So, in principle at least:

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

- Now: as $\vec{F}'(1; \vec{B}_1)$, the average size of an active component reached along an edge, increases, we move towards a transition to a giant component.
- Right at the transition, the average component size explodes.
- Exploding inverses of matrices occur when their determinants are 0.

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

- Now: as $\vec{F}'(1; \vec{B}_1)$, the average size of an active component reached along an edge, increases, we move towards a transition to a giant component.
- Right at the transition, the average component size explodes.
- Exploding inverses of matrices occur when their determinants are 0.
- The condition is therefore:

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

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General condition details:

$$\det\!\mathbf{A}_{\mathbf{E},\vec{B}_1} = \det\left[\delta_{jk}R_{k-1} - (k-1)B_{k,1}e_{j-1,k-1}\right] = 0.$$

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The above collapses to our standard contagion condition when $e_{ik} = R_i R_k$ (see next slide). [2]

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3 When $\vec{B}_1 = B\vec{1}$, we have the condition for a simple disease model's successful spread

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

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General condition details:

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

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General condition details:

$${\rm det} {\bf A}_{{\bf E},\vec{B}_1} = {\rm det} \left[\delta_{jk} R_{k-1} - (k-1) B_{k,1} e_{j-1,k-1} \right] = 0.$$

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When $\vec{B}_1 = \vec{1}$, we have the condition for the existence of a giant component:

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

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

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Retrieving the cascade condition for uncorrelated networks

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We'll next find two more pieces:

1. P_{trig} , the probability of starting a cascade

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We'll next find two more pieces:

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

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We'll next find two more pieces:

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

Triggering probability:



Generating function:

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

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Triggering probability:

Generating function:

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

Generating function for vulnerable component size is more complicated. The PoCSverse Assortativity and Mixing 30 of 40

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Want probability of not reaching a finite component.

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

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Definition

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Want probability of not reaching a finite component.

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



 \clubsuit Last piece: we have to compute $F_{k-1}(1; \vec{B}_1)$.

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 \clubsuit Last piece: we have to compute $F_{k-1}(1; \vec{B}_1)$.

Nastier (nonlinear)—we have to solve the recursive expression we started with when x = 1:

$$\begin{split} F_j(1;\vec{B}_1) &= \sum_{k=0}^{\infty} \frac{e_{jk}}{R_j} (1 - B_{k+1,1}) + \\ &\qquad \qquad \sum_{k=0}^{\infty} \frac{e_{jk}}{R_j} B_{k+1,1} \left[F_k(1;\vec{B}_1) \right]^k. \end{split}$$

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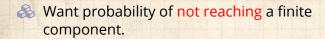
General mixing

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

Iterative methods should work here.

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

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

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

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

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

Evolution of edge activity probability:

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

$$\sum_{k=1}^{\infty} \frac{e_{j-1,k-1}}{R_{j-1}} \sum_{i=0}^{k-1} {k-1 \choose i} \theta_{k,t}^{i} (1-\theta_{k,t})^{k-1-i} B_{ki}.$$

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

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

Evolution of edge activity probability:

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

$$\sum_{k=1}^{\infty} \frac{e_{j-1,k-1}}{R_{j-1}} \sum_{i=0}^{k-1} \binom{k-1}{i} \theta_{k,t}^{i} (1-\theta_{k,t})^{k-1-i} B_{ki}.$$

Overall active fraction's evolution:

$$\phi_{t+1} = \phi_0 + (1 - \phi_0) \sum_{k=0}^{\infty} P_k \sum_{i=0}^k \binom{k}{i} \theta_{k,t}^i (1 - \theta_{k,t})^{k-i} B_{ki}. \quad \text{Pocs} \\ \text{Projected Specimen Supervisors} \\ \text{Supervisors} \\ \text{Superviso$$

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

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

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

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

 $\red subseteq \begin{center} \red & \Leftrightarrow \end{center}$ Expand ec G around $ec heta_0 = ec 0.$

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

 $\red{8}$ Contagion condition follows from $\vec{\theta}_{t+1} = \vec{G}(\vec{\theta}_t)$.

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

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

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

 $\red {\Bbb S}$ Contagion condition follows from ${ec heta}_{t+1} = {ec G}({ec heta}_t).$

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

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

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

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

 $\red {\Bbb S}$ Contagion condition follows from ${ec heta}_{t+1} = {ec G}({ec heta}_t).$

 $ext{ } ext{ } ext{Expand } ec{G} ext{ around } ec{ heta}_0 = ec{0}. ext{ }$

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

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

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

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

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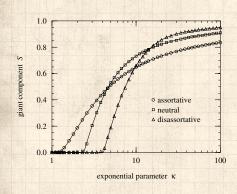
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How the giant component changes with assortativity:



from Newman, 2002 [5]

More assortative networks percolate for lower average degrees

But
disassortative
networks end up
with higher
extents of
spreading.

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

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Splsshht

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Robust-yet-Fragileness of the Death Star

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