# Applications of Random Networks Complex Networks, Course 303A, Spring, 2009

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Applications of Random Networks

Analysis of real networks How to build revisited Motifs

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## **Outline**

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- Problem: How much of a real network's structure is non-random?
- ▶ Key elephant in the room: the degree distribution  $P_k$ .
- First observe departure of  $P_k$  from a Poisson distribution.
- Next: measure the departure of a real network with a degree frequency N<sub>k</sub> from a random network with the same degree frequency.
- ▶ Degree frequency  $N_k$  = observed frequency of degrees for a real network.
- ▶ What we now need to do: Create an ensemble of random networks with degree frequency *N<sub>k</sub>* and then compare.

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References

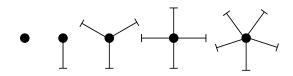
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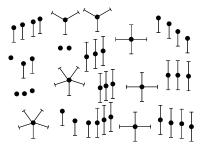


## Building random networks: Stubs

### Phase 1:

Idea: start with a soup of unconnected nodes with stubs (half-edges):





- Randomly select stubs (not nodes!) and connect them.
- Must have an even number of stubs.
- Initially allow self- and repeat connections.

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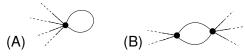
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## Phase 2:

Now find any (A) self-loops and (B) repeat edges and randomly rewire them.



- Being careful: we can't change the degree of any node, so we can't simply move links around.
- Simplest solution: randomly rewire two edges at a time.

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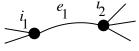


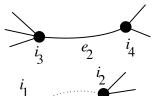
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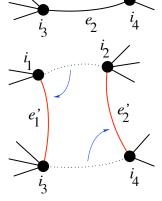




- Randomly choose two edges. (Or choose problem edge and a random edge) Check to make sure edges are disjoint.
- Rewire one end of each edge.
- Node degrees do not change.
- Works if e<sub>1</sub> is a self-loop or repeated edge.
- Same as finding on/off/on/off 4-cycles. and rotating them.

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## Phase 2:

Use rewiring algorithm to remove all self and repeat loops.

## Phase 3:

- Randomize network wiring by applying rewiring algorithm liberally.
- ▶ Rule of thumb: # Rewirings  $\simeq 10 \times \text{# edges}^{[1]}$ .

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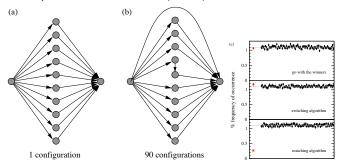
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► Example from Milo et al. (2003) [1]:



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- ▶ What if we have  $\frac{P_k}{P_k}$  instead of  $\frac{N_k}{P_k}$ ?
- Must now create nodes before start of the construction algorithm.
- Generate N nodes by sampling from degree distribution P<sub>k</sub>.
- ► Easy to do exactly numerically since *k* is discrete.
- Note: not all P<sub>k</sub> will always give nodes that can be wired together.

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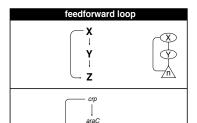
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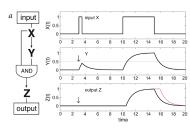
- ► Idea of motifs [2] introduced by Shen-Orr, Alon et al. in 2002.
- Looked at gene expression within full context of transcriptional regulation networks.
- Specific example of Escherichia coli.
- Directed network with 577 interactions (edges) and 424 operons (nodes).
- Used network randomization to produce ensemble of alternate networks with same degree frequency N<sub>k</sub>.
- Looked for certain subnetworks (motifs) that appeared more or less often than expected

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- Z only turns on in response to sustained activity in X.
- ► Turning off *X* rapidly turns off *Z*.
- Analogy to elevator doors.

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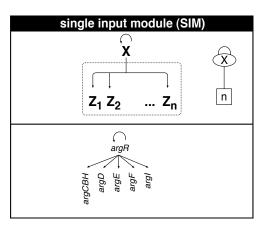
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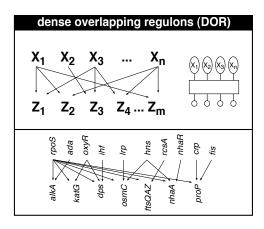


Master switch.

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## **Network motifs**



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- Note: selection of motifs to test is reasonable but nevertheless ad-hoc.
- ► For more, see work carried out by Wiggins et al. at Columbia.

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References

[1] R. Milo, N. Kashtan, S. Itzkovitz, M. E. J. Newman, and U. Alon.

On the uniform generation of random graphs with prescribed degree sequences, 2003. pdf  $(\boxplus)$ 

[2] S. S. Shen-Orr, R. Milo, S. Mangan, and U. Alon. Network motifs in the transcriptional regulation network of *Escherichia coli*.

Nature Genetics, pages 64–68, 2002. pdf (⊞)

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