

Assortativity and Mixing

Complex Networks

CSYS/MATH 303, Spring, 2011

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Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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Outline

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Basic idea:

- ▶ Random networks with arbitrary degree distributions cover much territory but do not represent all networks.
- ▶ Moving away from pure random networks was a key first step.
- ▶ We can extend in many other directions and a natural one is to introduce correlations between different kinds of nodes.
- ▶ Node attributes may be anything, e.g.:
 1. degree
 2. demographics (age, gender, etc.)
 3. group affiliation
- ▶ We speak of mixing patterns, correlations, biases...
- ▶ Networks are still random at base but now have more global structure.
- ▶ Build on work by Newman^[4, 5], and Boguñá and Sereno^[1].

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General mixing between node categories

- ▶ Assume types of nodes are countable, and are assigned numbers $1, 2, 3, \dots$
- ▶ Consider networks with directed edges.

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

$$a_{\mu} = \Pr(\text{an edge comes from a node of type } \mu)$$

$$b_{\nu} = \Pr(\text{an edge leads to a node of type } \nu)$$

- ▶ Write $\mathbf{E} = [e_{\mu\nu}]$, $\vec{a} = [a_{\mu}]$, and $\vec{b} = [b_{\nu}]$.
- ▶ Requirements:

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



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Notes:

► 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 $\sum_{\mu} e_{\mu\mu} = 1$.

2. Uncorrelated networks (as we have studied so far)
For these we must have independence: $e_{\mu\nu} = a_{\mu}b_{\nu}$.
3. Disassortative networks where nodes connect to nodes distinct from themselves.

- 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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Correlation coefficient:

- ▶ Quantify the level of assortativity with the following **assortativity coefficient** [5]:

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

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

- ▶ $\text{Tr } \mathbf{E}$ is the fraction of edges that are within groups.
- ▶ $\|\mathbf{E}^2\|_1$ is the fraction of edges that would be within groups if connections were random.
- ▶ $1 - \|\mathbf{E}^2\|_1$ is a normalization factor so $r_{\text{max}} = 1$.
- ▶ When $\text{Tr } e_{\mu\mu} = 1$, we have $r = 1$. ✓
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Correlation coefficient:

Notes:

- ▶ $r = -1$ 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.
- ▶ Minimum value of r occurs when all links between non-like nodes: $\text{Tr}e_{\rho\rho} = 0$.

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

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



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Scalar quantities

- ▶ Now consider nodes defined by a scalar integer quantity.
- ▶ Examples: age in years, height in inches, number of friends, ...
- ▶ $e_{jk} = \text{Pr}$ (a randomly chosen edge connects a node with value j to a node with value k).
- ▶ a_j and b_k are defined as before.
- ▶ Can now measure correlations between nodes based on this scalar quantity using standard Pearson correlation coefficient (\oplus).

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

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



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

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



Scalar quantities

- ▶ Now consider nodes defined by a scalar integer quantity.
- ▶ Examples: age in years, height in inches, number of friends, ...
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Degree-degree correlations

- ▶ Natural correlation is between the degrees of connected nodes.
- ▶ Now define e_{jk} with a slight twist:

$$e_{jk} = \Pr \left(\begin{array}{l} \text{an edge connects a degree } j + 1 \text{ node} \\ \text{to a degree } k + 1 \text{ node} \end{array} \right)$$
$$= \Pr \left(\begin{array}{l} \text{an edge runs between a node of in-degree } j \\ \text{and a node of out-degree } k \end{array} \right)$$

- ▶ Useful for calculations (as per R_k)
- ▶ **Important:** 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 $e_{jk} = e_{kj}$.

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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Assortativity and Mixing

Definition

General mixing

Assortativity by degree

Contagion

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Assortativity and Mixing

Definition

General mixing

Assortativity by degree

Contagion

References



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Degree-degree correlations

- ▶ 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

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



Degree-degree correlations

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

Error estimate for r :

- ▶ Remove edge i and recompute r to obtain r_i .
- ▶ Repeat for all edges and compute using the jackknife method (田) [2]

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

- ▶ Mildly sneaky as variables need to be independent for us to be truly happy and edges are correlated...



Degree-degree correlations

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Degree-degree correlations

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Measurements of degree-degree correlations

Assortativity and Mixing

Definition

General mixing

Assortativity by degree

Contagion

References

| | Group | Network | Type | Size n | Assortativity r | Error σ_r |
|---------------|-------|---------------------------|------------|-----------|-------------------|------------------|
| Social | 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 |
| | 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 |
| Technological | f | Email address books | directed | 16 881 | 0.092 | 0.004 |
| | g | Power grid | undirected | 4 941 | -0.003 | 0.013 |
| | h | Internet | undirected | 10 697 | -0.189 | 0.002 |
| | i | World Wide Web | directed | 269 504 | -0.067 | 0.0002 |
| Biological | j | Software dependencies | directed | 3 162 | -0.016 | 0.020 |
| | k | Protein interactions | undirected | 2 115 | -0.156 | 0.010 |
| | l | Metabolic network | undirected | 765 | -0.240 | 0.007 |
| | m | Neural network | directed | 307 | -0.226 | 0.016 |
| | n | Marine food web | directed | 134 | -0.263 | 0.037 |
| | o | Freshwater food web | directed | 92 | -0.326 | 0.031 |

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



Spreading on degree-correlated networks

- ▶ 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 $B_{k,1}$, 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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Assortativity and Mixing

Definition

General mixing

Assortativity by degree

Contagion

References



Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

- ▶ **Goal:** Find $f_{n,j} = \mathbf{Pr}$ 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_{k+1} .
- ▶ Define $\vec{B}_1 = [B_{k+1}]$.
- ▶ Plan: Find the generating function $F_j(x; \vec{B}_1) = \sum_{n=0}^{\infty} f_{n,j} x^n$.



Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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Spreading on degree-correlated networks

- ▶ Recursive relationship:

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

- ▶ First term = Pr that the first node we reach is not in the game.
- ▶ Second term involves 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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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

- ▶ Differentiate $F_j(x; \vec{B}_1)$, set $x = 1$, and rearrange.
- ▶ We use $F_k(1; \vec{B}_1) = 1$ which is true when no giant component exists. We find:

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

- ▶ Rearranging and introducing a sneaky δ_{jk} :

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



Spreading on degree-correlated networks

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

- ▶ In matrix form, we have

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

where

$$\left[\mathbf{A}_{\mathbf{E}, \vec{B}_1} \right]_{j+1, k+1} = \delta_{jk} R_k - k B_{k+1, 1} \mathbf{e}_{jk},$$

$$\left[\vec{F}'(1; \vec{B}_1) \right]_{k+1} = F'_k(1; \vec{B}_1),$$

$$\left[\mathbf{E} \right]_{j+1, k+1} = \mathbf{e}_{jk}, \text{ and } \left[\vec{B}_1 \right]_{k+1} = B_{k+1, 1}.$$



Spreading on degree-correlated networks

- ▶ 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.
- ▶ The condition is therefore:

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

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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- ▶ The condition is therefore:

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

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



Spreading on degree-correlated networks

- ▶ General condition details:

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- ▶ The above collapses to our standard contagion condition when $e_{jk} = R_j R_k$.
- ▶ When $\bar{B}_1 = \bar{B}_1$, we have the condition for a simple disease model's successful spread

$$\det [\delta_{jk} R_{k-1} - B(k-1) \mathbf{e}_{j-1, k-1}] = 0.$$

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

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



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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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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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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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- ▶ Last piece: we have to compute $F_{k-1}(1; \vec{B}_1)$.
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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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Spreading on degree-correlated networks

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References

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Spreading on degree-correlated networks

- ▶ **Truly final piece:** Find final size using approach of Gleeson^[3], 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:

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

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- ▶ Overall active fraction's evolution:

$$\phi_{t+1} = \phi_0 + (1 - \phi_0) \sum_{k=0}^{\infty} P_k \sum_{i=0}^k \binom{k}{i} \theta_{k,t}^i (1 - \theta_{k,t})^{k-i} B_{ki}$$



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- ▶ As before, these equations give the actual evolution of ϕ_t for synchronous updates.
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Insert question from assignment 9 (田)

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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Assortativity and Mixing

Definition

General mixing

Assortativity by degree

Contagion

References



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Insert question from assignment 9 (田)

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

References



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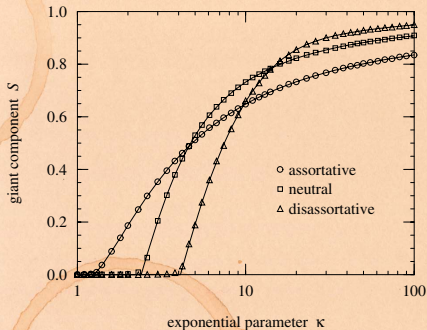
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Insert question from assignment 9 (田)



How the giant component changes with assortativity:



from Newman, 2002 [4]

- ▶ More assortative networks percolate for lower average degrees
- ▶ But disassortative networks end up with higher extents of spreading.

Assortativity and Mixing

Definition

General mixing

Assortativity by degree

Contagion

References



References I

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References II

Assortativity and
Mixing

Definition

General mixing

Assortativity by
degree

Contagion

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