## Structure detection methods

Complex Networks CSYS/MATH 303, Spring, 2011

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### Structure detection methods

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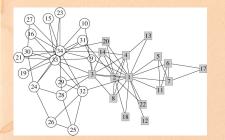
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▲ Zachary's karate club<sup>[10, 7]</sup>

#### The issue:

how do we elucidate the internal structure of large networks across many scales?

#### Structure detection methods

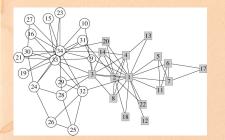
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▲ Zachary's karate club <sup>[10, 7]</sup>

 Possible substructures: hierarchies, cliques, rings, ...
 Plus:

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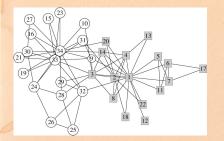
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- Plus: All combinations of substructures.

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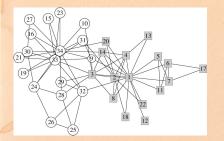
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- Possible substructures: hierarchies, cliques, rings, ...
- Plus: All combinations of substructures.
- Much focus on hierarchies...

#### The issue:

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#### Bottom up:

 Idea: Extract hierarchical classification scheme for N objects by an agglomeration process.

- Note: evidently works for non-networked data.
   Procedure:
  - 1. Order pair-based distances.
  - Sequentially add links between nodes based on closeness.
  - Use additional criteria to determine when clusters are meaningful.
- Clusters gradually emerge, likely with clusters inside
- Gall above property Modularity

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### Bottom up:

- Idea: Extract hierarchical classification scheme for N objects by an agglomeration process.
- Need a measure of distance between all pairs of objects.
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- Call above property Modularity.

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#### Bottom up problems:

Tend to plainly not work on data sets with known modular structures.

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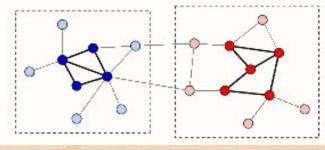
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### Bottom up problems:

- Tend to plainly not work on data sets with known modular structures.
- Good at finding cores of well-connected (or similar) nodes...

but fail to cope well with peripheral, in-between nodes.



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### Top down:

- Idea: Identify global structure first and recursively uncover more detailed structure.
- Basic objective: find dominant components that has significantly more links within than without, as compared to randomized version.
- We'll first work through "Finding and evaluating community structure in networks" by Newman a Girvan (PRE, 2004). <sup>[7]</sup>
  - "Scientific collaboration networks. II. Shortest paths, weighted networks, and centrality" by Newman (PRE, 2001).<sup>[5, 6]</sup>
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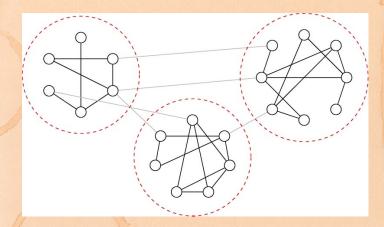
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 Idea: Edges that connect communities have higher betweenness than edges within communities.

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One class of structure-detection algorithms:

- 1. Compute edge betweenness for whole network.
- 2. Remove edge with highest betweenness.
- Recompute edge betweenness
   Repeat steps 2 and 3 until all edges are remove
- 5 Record when
- components appear as
- 6 Generate dendogram
- revealing hierarch
- structure.

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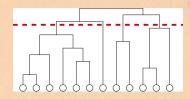
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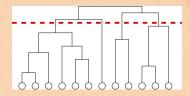
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Red line indicates appearance of four (4) components at a certain level.

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### Key element:

- Recomputing betweenness.
- Reason: Possible to have a low betweenness in I that connect large communities if other links carry majority of shortest paths.

#### When to stop?:

- How do we know which divisions are meaningful?
- Modularity measure: difference in fraction of within component nodes to that expected for randomized version:

 $Q = \sum_{i} [e_{ii} - (\sum_{j} e_{ij})^{2}] = \text{Tr}\mathbf{E} - ||\mathbf{E}^{2}||_{1},$ where  $e_{ij}$  is the fraction of edges between identified communities *i* and *j*.

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#### Test case:

Generate random community-based networks.

Add edges randomly within and across communitie

 $\langle k \rangle_{\rm in} = 6$  and  $\langle k \rangle_{\rm out} = 2$ 

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#### Test case:

- Generate random community-based networks.
- $\triangleright$  *N* = 128 with four communities of size 32.

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#### Test case:

- Generate random community-based networks.
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Example:

 $\langle k \rangle_{\rm in} = 6$  and  $\langle k \rangle_{\rm out} = 2$ .

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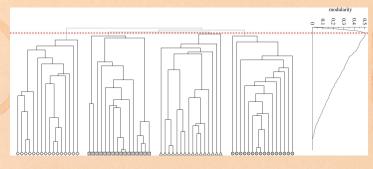
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• Maximum modularity  $Q \simeq 0.5$  obtained when four communities are uncovered.

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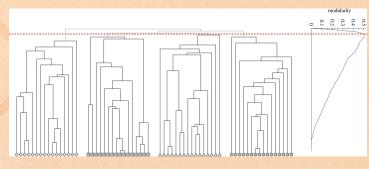
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- Maximum modularity  $Q \simeq 0.5$  obtained when four communities are uncovered.
- Further 'discovery' of internal structure is somewhat meaningless, as any communities arise accidentally.

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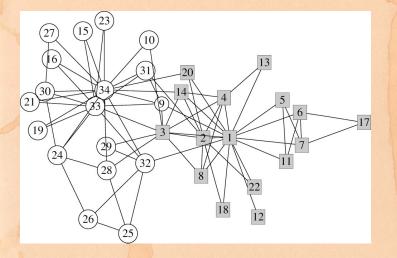
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Factions in Zachary's karate club network.<sup>[10]</sup>

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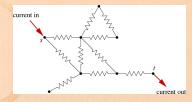
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#### Unit resistors on each edge.

s (source) and t (sinf set up unit currents in s and out at t. Measure absolute current along each edge t.  $|t_{c.st}|$ .

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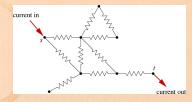
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Sum  $|I_{i,j}|$  over all pairs of nodes to obtain electronic betweenness for edge (. (Equivalent to random walk betweenness.) Electronic betweenness for edge between nodes ( and ):  $B_{ij}^{abc} = a_{ij} |V_i - V_j|$ .







- Unit resistors on each edge.
- For every pair of nodes s (source) and t (sink), set up unit currents in at s and out at t.

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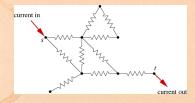
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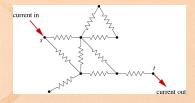
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(Equivalent to random walk betweenness.)
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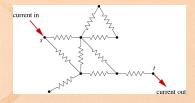
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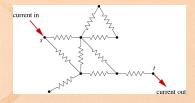
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Final words

- Sum  $|I_{\ell,st}|$  over all pairs of nodes to obtain electronic betweenness for edge  $\ell$ .
- (Equivalent to random walk betweenness.)





- Unit resistors on each edge.
- For every pair of nodes s (source) and t (sink), set up unit currents in at s and out at t.
- Measure absolute current along each edge l, |I<sub>l,st</sub>|.

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- Sum  $|I_{\ell,st}|$  over all pairs of nodes to obtain electronic betweenness for edge  $\ell$ .
- (Equivalent to random walk betweenness.)
- Electronic betweenness for edge between nodes i and j:

$$B_{ij}^{\text{elec}} = a_{ij}|V_i - V_j|.$$



Define some arbitrary voltage reference.

# Between connected nodes, $R_{ij} = 1 = a_{ij} = 1/a$ Between unconnected nodes, $R_{ij} = \infty = 1/a$

 $\mathbf{a}_{i}(\mathbf{V}, \mathbf{V}) = V_{i} \sum_{j} a_{ij} - \sum_{j} a_{ij} V_{j}$  $= V_{i}k_{i} - \sum_{j} a_{ij} V_{j} = \sum_{j} [k_{i}\delta_{ij} V_{j} - a_{ij} V_{j}]$  $= [(\mathbf{K} - \mathbf{A})\vec{V}]_{i}$ 

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- Define some arbitrary voltage reference.
- Kirchoff's laws: current flowing out of node *i* must balance:

$$\sum_{j=1}^{N} \frac{1}{R_{ij}} (V_j - V_i) = \delta_{is} - \delta_{it}.$$

Between connected nodes, R<sub>ij</sub> =
 Between unconnected nodes, R<sub>i</sub>
 We can therefore write

 $= V_i \sum_j a_{ij} - \sum_j a_{ij} V_j$  $= V_i k_i - \sum_j a_{ij} V_j = \sum_j [k_i \delta_{ij} V_j - a_{ij} V_j]$  $= [(\mathbf{K} - \mathbf{A}) \vec{V}]_i$ 

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$$\sum_{j=1}^{N} a_{ij}(V_i - V_j) = \delta_{is} - \delta_{it}.$$

Some gentle jiggery pokery on the left hand side:  $\sum_{j} a_{ij}(V_i - V_j)$ 

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 $\mathbf{L} = \mathbf{K} - \mathbf{A}$  is a beast of some utility—known as the Laplacian.

 Solve for voltage vector V by LU decomposition (Gaussian elimination).

Do not compute an inverse!

 Note: voltage offset is arbitrary so no unique solutio
 Presuming network has one component, null space of K A is one dimensional.

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- Note: voltage offset is arbitrary so no unique solution.
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- ► In fact,  $\mathcal{N}(\mathbf{K} \mathbf{A}) = \{c\vec{1}, c \in R\}$  since  $(\mathbf{K} \mathbf{A})\vec{1} = \vec{0}$ .

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### Random walk betweenness:

- Asking too much: Need full knowledge of network to travel along shortest paths.
- One of many alternatives: consider all random wa between pairs of nodes *i* and *j*.
   Walks starts at node *i*, traverses the network randomly, ending as soon as it reaches *j*.
- Record the number of times an edge is followed by a
  - onsider all pairs of nodes
- Random walk betweenness of an edge absolute difference in probability a random walk travels on way versus the other along the edge.
  - Equivalent/to electronic betweenness

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## Alternate betweenness measures:

#### Random walk betweenness:

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- Random walk betweenness of an edge = absolute difference in probability a random walk travels one way versus the other along the edge.

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- Equivalent to electronic betweenness.

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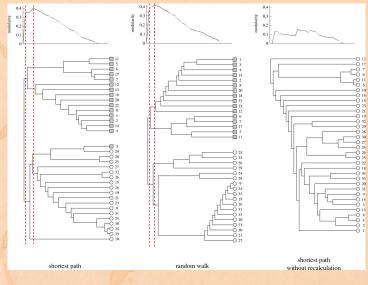
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## Hierarchy by division



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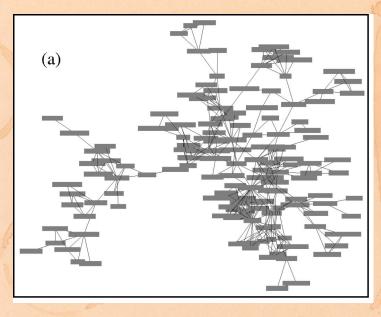
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 Third column shows what happens if we don't recompute betweenness after each edge removal.



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## Scientists working on networks



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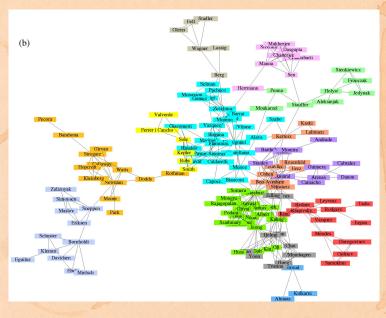
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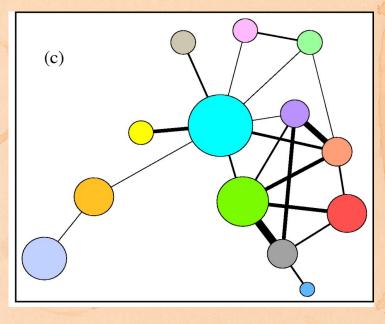
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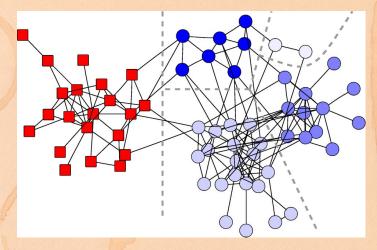
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## Dolphins!



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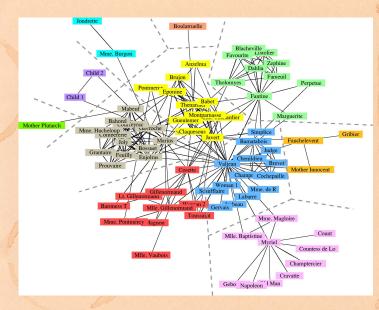
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### Les Miserables



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 "Extracting the hierarchical organization of complex systems"
 Sales-Pardo *et al.*, PNAS (2007)<sup>[8, 9]</sup>

 As for Newman and Girvan approach, aim is to find partitions with maximum modularity;

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Consider all partitions of networks into m groups

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- "Extracting the hierarchical organization of complex systems"
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- Consider all partitions of networks into m groups
- As for Newman and Girvan approach, aim is to find partitions with maximum modularity:

$$\boldsymbol{Q} = \sum_{i} [\boldsymbol{e}_{ii} - (\sum_{j} \boldsymbol{e}_{ij})^{2}] = \mathrm{Tr} \boldsymbol{\mathsf{E}} - ||\boldsymbol{\mathsf{E}}^{2}||_{1}$$

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Final words



 Consider partition network, i.e., the network of all possible partitions.

 Detn: Two partitions are connected if they differ on by the reassignment of a single node.
 Look for local maxima in partition network.

Construct an affinity matrix with entries A<sub>i</sub>

A<sub>ij</sub> = Pr random walker on modularity network ends up at a partition with i and j in the same group.

I. topological overlap between i and j =

atching neighbors for *i* and j divided by maximi

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- Consider partition network, i.e., the network of all possible partitions.
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Construct an affinity matrix with entries A<sub>ij</sub>.
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 C.f. topological overlap between *i* and *j* =

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Pr random walker on modularity network

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- C.f. topological overlap between *i* and *j* =
   # matching neighbors for *i* and *j* divided by maximum of k<sub>i</sub> and k<sub>j</sub>.

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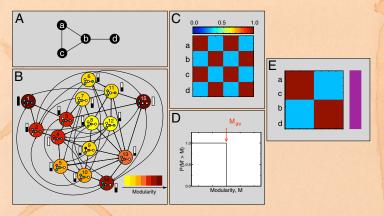
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 A: Base network; B: Partition network; C: Coclassification matrix; D: Comparison to random networks (all the same!); E: Ordered coclassification matrix;

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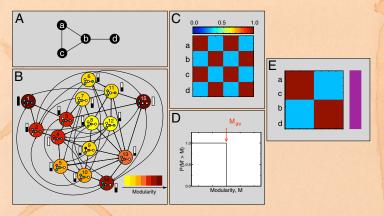
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A: Base network; B: Partition network; C: Coclassification matrix; D: Comparison to random networks (all the same!); E: Ordered coclassification matrix; Conclusion: no structure...

 Method obtains a distribution of classification hierarchies.

 Idea is to weight possible hierarchies according to their basin of attraction's size in the partition netwo
 Next step: Given affinities, now need to sort nodes into modules, submodules, and so on.
 Idea: bermute nodes to minimize following cost

Use simulated annealing (slow).
 Observation) should achieve same results for more general cost function: C = <sup>N</sup>/<sub>N</sub> ∑<sup>N</sup><sub>i=1</sub> ∑<sup>N</sup><sub>i=1</sub> A<sub>i</sub>f(|i − f)

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$$C = \frac{1}{N} \sum_{i=1}^{N} \sum_{j=1}^{N} A_{ij} |i-j|.$$

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- Use simulated annealing (slow).
- ► Observation: should achieve same results for more general cost function:  $C = \frac{1}{N} \sum_{i=1}^{N} \sum_{j=1}^{N} A_{ij} f(|i j|)$  where *f* is a strictly monotonically increasing function of 0, 1, 2, ...

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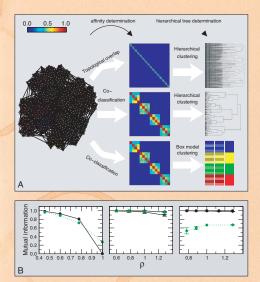
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$$\langle k \rangle = 16$$

 3 tiered hierarchy.



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# Structure detection Shuffling for structure methods Overview • Define cost matrix as **T** with entries $T_{ij} = f(|i - j|)$ . Hierarchy by aggregation Hierarchy by shuffling Final words UNIVERSITY 2 a a 31 of 55

- Define cost matrix as **T** with entries  $T_{ij} = f(|i j|)$ .
- ► Weird observation: if  $T_{ij} = (i j)^2$  then **T** is of rank 3, independent of *N*.

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- Define cost matrix as **T** with entries  $T_{ij} = f(|i j|)$ .
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Discovered by numerical inspection...

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- Define cost matrix as **T** with entries  $T_{ij} = f(|i j|)$ .
- Weird observation: if  $T_{ij} = (i j)^2$  then **T** is of rank 3, independent of *N*.
- Discovered by numerical inspection...
- The eigenvalues are

$$\lambda_1 = -\frac{1}{6}n(n^2 - 1),$$
  
 $\lambda_2 = +\sqrt{nS_{n,4}} + S_{n,2},$  and  
 $\lambda_3 = -\sqrt{nS_{n,4}} + S_{n,2}.$ 

where

$$S_{n,2} = \frac{1}{12}n(n^2 - 1)$$
, and  
 $S_{n,4} = \frac{1}{240}n(n^2 - 1)(3n^2 - 7)$ 

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#### Eigenvectors

$$(\vec{v}_1)_i = \left(i - \frac{n+1}{2}\right),$$
  
 $(\vec{v}_2)_i = \left(i - \frac{n+1}{2}\right)^2 + \sqrt{S_{n,4}/n}, \text{ and}$   
 $(\vec{v}_3)_i = \left(i - \frac{n+1}{2}\right)^2 - \sqrt{S_{n,4}/n}.$ 

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#### Eigenvectors

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Remarkably,

 $T = \lambda_1 \hat{\mathbf{v}}_1 \hat{\mathbf{v}}_1^{\mathrm{T}} + \lambda_2 \hat{\mathbf{v}}_2 \hat{\mathbf{v}}_2^{\mathrm{T}} + \lambda_3 \hat{\mathbf{v}}_3 \hat{\mathbf{v}}_3^{\mathrm{T}}.$ 

The next step: figure out how to capitalize

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#### Eigenvectors

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The next step: figure out how to capitalize on this...

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#### Table 1. Top-level structure of real-world networks

Network	Nodes	Edges	Modules	Main modules
Air transportation	3,618	28,284	57	8
E-mail	1,133	10,902	41	8
Electronic circuit	516	686	18	11
Escherichia coli KEGG	739	1,369	39	13
E. coli UCSD	507	947	28	17

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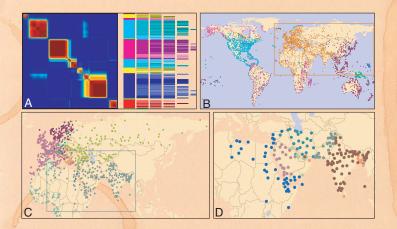
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# Shuffling for structure



Modules found match up with geopolitical units.

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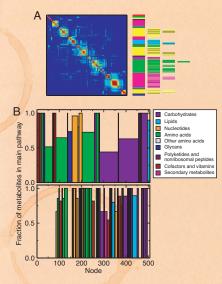
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## Shuffling for structure



 Modularity structure for metabolic network of E. coli (UCSD reconstruction).

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 "Detecting communities in large networks" Capocci et al.(2005)<sup>[1]</sup>

Consider normal matrix K<sup>-1</sup>A, random walk matrix A<sup>T</sup>K<sup>-1</sup>, Laplacian K – A, and AA<sup>T</sup>.
 Basic observation is that eigenvectors associated with secondary eigenvalues reveal evidence of

Build on Kleinberg's HITS algorithm

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- "Detecting communities in large networks" Capocci *et al.*(2005)<sup>[1]</sup>
- ► Consider normal matrix  $\mathbf{K}^{-1}A$ , random walk matrix  $A^{\mathrm{T}}\mathbf{K}^{-1}$ , Laplacian  $\mathbf{K} \mathbf{A}$ , and  $AA^{\mathrm{T}}$ .

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- "Detecting communities in large networks" Capocci et al.(2005)<sup>[1]</sup>
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- Basic observation is that eigenvectors associated with secondary eigenvalues reveal evidence of structure.
- Build on Kleinberg's HITS algorithm.

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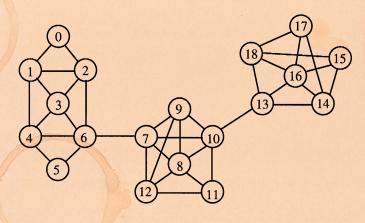
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Example network:



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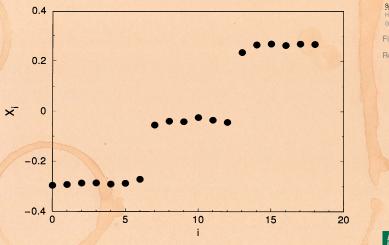
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Second eigenvector's components:



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- Network of word associations for 10616 words.
- Average in-degree of 7.
- Using 2nd to 11th evectors of a modified version of AA<sup>T</sup>:

#### Table 1

Words most correlated to science, literature and piano in the eigenvectors of  $Q^{-1}WW^{T}$ 

Science	1	Literature	1	Piano	1	
Scientific	0.994	Dictionary	0.994	Cello	0.993	
Chemistry	0.990	Editorial	0.990	Fiddle	0.992	
Physics	0.988	Synopsis	0.988	Viola	0.990	
Concentrate	0.973	Words	0.987	Banjo	0.988	
Thinking	0.973	Grammar	0.986	Saxophone	0.985	
Test	0.973	Adjective	0.983	Director	0.984	
Lab	0.969	Chapter	0.982	Violin	0.983	
Brain	0.965	Prose	0.979	Clarinet	0.983	
Equation	0.963	Topic	0.976	Oboe	0.983	
Examine	0.962	English	0.975	Theater	0.982	

Values indicate the correlation.

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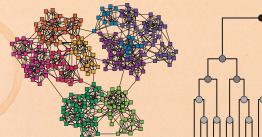
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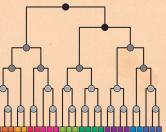
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Idea: Shades indicate probability that nodes in left and right subtrees of dendogram are connected.

r consensus dendogram

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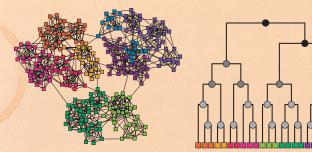
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- Idea: Shades indicate probability that nodes in left and right subtrees of dendogram are connected.
- Handle: Hierarchical random graph models.

consensus dendogram

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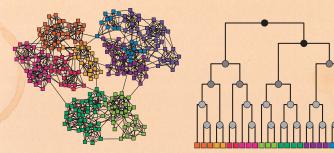
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- Idea: Shades indicate probability that nodes in left and right subtrees of dendogram are connected.
- Handle: Hierarchical random graph models.
- Plan: Infer consensus dendogram for a given real network.

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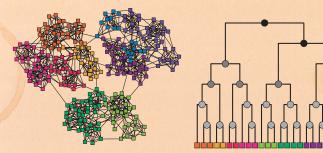
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- Idea: Shades indicate probability that nodes in left and right subtrees of dendogram are connected.
- Handle: Hierarchical random graph models.
- Plan: Infer consensus dendogram for a given real network.
- Obtain probability that links are missing (big problem...).

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## Hierarchies and missing links

### Model also predicts reasonably well

- 1. average degree,
- 2. clustering,
- 3. and average shortest path length.

#### Table 1 Comparison of original and resampled networks

Network	$\langle k \rangle_{\rm real}$	$\langle k \rangle_{samp}$	C <sub>real</sub>	C <sub>samp</sub>	$d_{\rm real}$	d <sub>samp</sub>	
T. pallidum	4.8	3.7(1)	0.0625	0.0444(2)	3.690	3.940(6)	
Terrorists	4.9	5.1(2)	0.361	0.352(1)	2.575	2.794(7)	
Grassland	3.0	2.9(1)	0.174	0.168(1)	3.29	3.69(2)	

Statistics are shown for the three example networks studied and for new networks generated by resampling from our hierarchical model. The generated networks closely match the average degree  $\langle k \rangle$ , clustering coefficient C and average vertex-vertex distance *d* in each case, suggesting that they capture much of the structure of the real networks. Parenthetical values indicate standard errors on the final digits.

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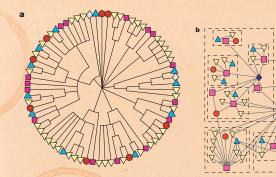
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# Hierarchies and missing links



Consensus dendogram for grassland species.

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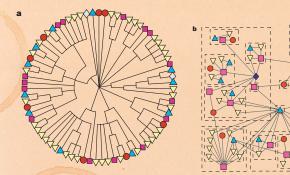
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# Hierarchies and missing links



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- Consensus dendogram for grassland species.
- Copes with disassortative and assortative communities.



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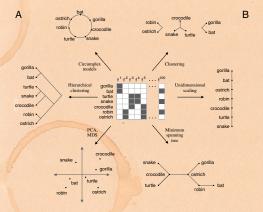
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### "The discovery of structural form" Kemp and Tenenbaum, PNAS (2008)<sup>[4]</sup>





Form

Structure

Data

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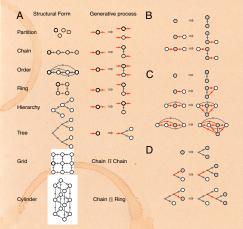
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 Top down description of form.

 Node replacement graph grammar: parent node becomes two child nodes.
 B-D: Growing chains, orders, and trace

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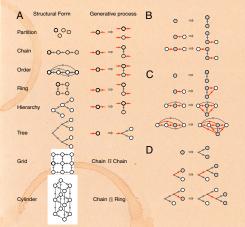
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- Node replacement graph grammar: parent node becomes two child nodes.

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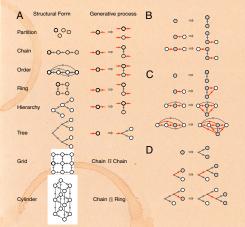
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- Top down description of form.
- Node replacement graph grammar: parent node becomes two child nodes.
- B-D: Growing chains, orders, and trees.

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## Example learned structures:



Brever White

Rehnquis

Kennedy Thomas

Blackmun Stevens Souter

B

Marchall

Brennan

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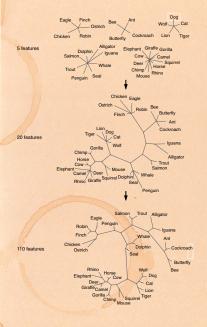
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 Biological features; Supreme Court votes; perceived color differences; face differences; & distances between cities.



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### Effect of adding features on detected form.

Straight partition

simple tree

#### complex tree

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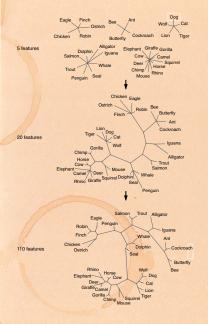
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 Effect of adding features on detected form.

> Straight partition ↓ simple tree ↓ complex tree

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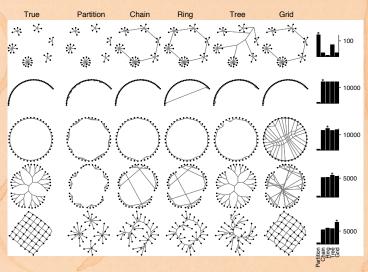
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#### Performance for test networks.



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## Final words:

### Modern science in three steps:

1. Find interesting/meaningful/important phenomena involving spectacular amounts of data.

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## Final words:

### Modern science in three steps:

- 1. Find interesting/meaningful/important phenomena involving spectacular amounts of data.
- 2. Describe what you see.

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## Final words:

### Modern science in three steps:

- 1. Find interesting/meaningful/important phenomena involving spectacular amounts of data.
- 2. Describe what you see.
- 3. Explain it.

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## Structure detection methods

Overview

#### Methods

Hierarchy by aggregation Hierarchy by division Hierarchy by shuffling Spectral methods Hierarchies & Missing Links General structure detection

Final words



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## Structure detection methods

Overview

#### Methods

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## **References IV**

## Structure detection methods

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