

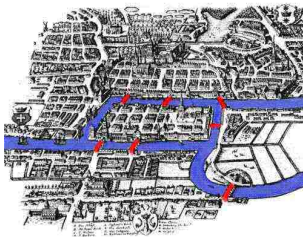
Networks and Graphs

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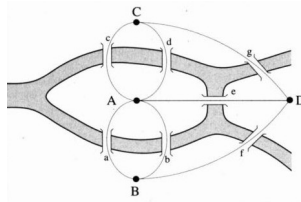


Franqui lecture, May 21st 2010

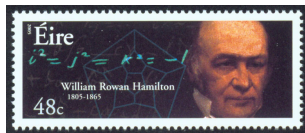
Graph theory started with Euler who was asked to find a nice walk across the seven Königsberg bridges



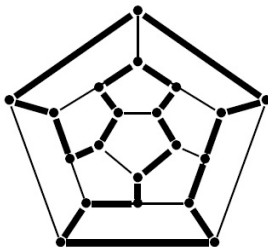
The (Eulerian) walk should cross over each of the seven bridges exactly once



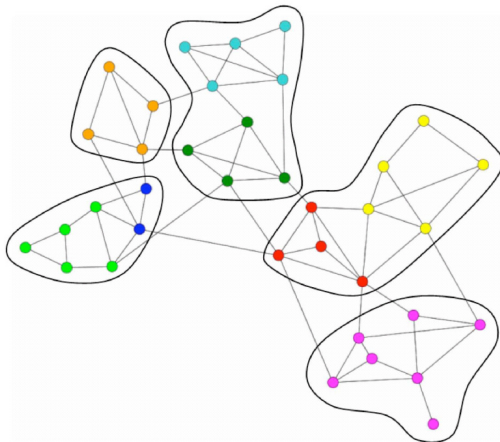
Another early bird was Sir William Rowan Hamilton (1805-1865)



In 1859 he developed a toy based on finding a path visiting all cities in a graph exactly once and sold it to a toy maker in Dublin. It never was a big success.

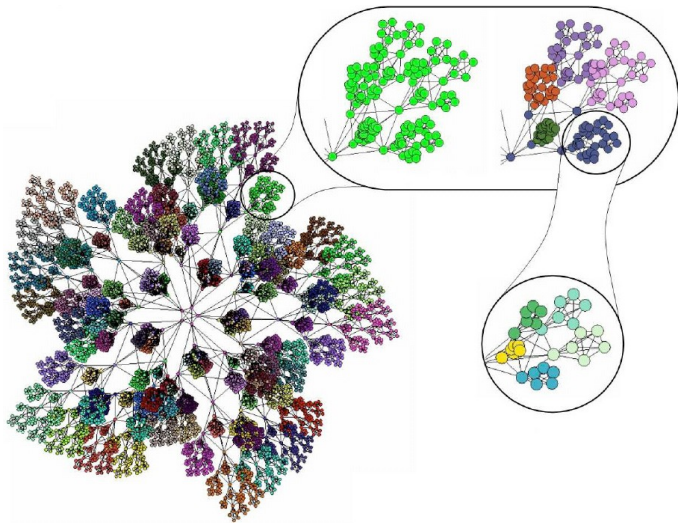


But now graph theory is used for finding communities in networks



where we want to detect hierarchies of substructures

and their sizes can become quite big ...



It is also used for ranking (ordering) hyperlinks

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1. [The Matrix](#) - Wikipedia, the free encyclopedia

The **Matrix** is a 1999 American science fiction-action film directed by Larry and Andy Wachowski; starring Keanu Reeves, Laurence Fishburne, Carrie-Anne Moss, ...

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2. [Matrix](#) (mathematics) - Wikipedia, the free encyclopedia

In mathematics, a **matrix** (plural matrices, or less commonly matrixes) is a rectangular array of numbers, such as: $\begin{bmatrix} 1 & 9 & 13 \\ 20 & 55 & \dots \end{bmatrix}$

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and for finding similarities between elements in a database

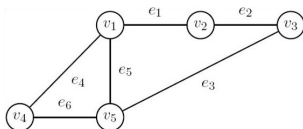
or by your GPS to find the shortest path home ...



What we will cover in this course

- ▶ Some basics about graphs
- ▶ Reminder of Perron-Frobenius
- ▶ A number of applications including :
 - ▶ ranking in a large graphs
 - ▶ similarity in large graphs
 - ▶ optimizing your PR
 - ▶ telephone network applications
 - ▶ clustering in large graphs

A graph $G = (V, E)$ is a pair of **vertices** (or nodes) V and a set of **edges** E , assumed finite i.e. $|V| = n$ and $|E| = m$.



Here $V(G) = \{v_1, v_2, \dots, v_5\}$ and $E(G) = \{e_1, e_2, \dots, e_6\}$.

An edge $e_k = (v_i, v_j)$ is **incident** with the vertices v_i and v_j .

We focus on **simple** graphs (no self-loops or multiple edges) :



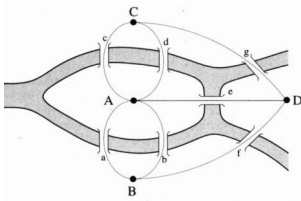
Some properties

The **degree** $d(v)$ of a vertex V is its number of incident edges

A self-loop counts for 2 in the degree function.

The sum of the degrees of a graph $G = (V, E)$ equals $2|E|$

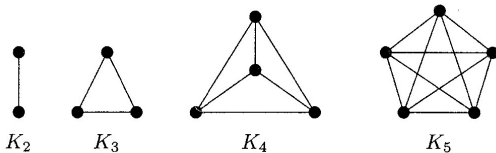
Corollary The number of vertices of odd degree is even (Euler !)



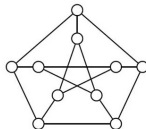
Euler walks exist iff there are at most two vertices of odd degree

Special graphs

A **complete** graph K_n is a simple graph with all $B(n, 2) := \frac{n(n-1)}{2}$ possible edges, like the matrices below for $n = 2, 3, 4, 5$.



A **k -regular** graph is a simple graph with vertices of equal degree k



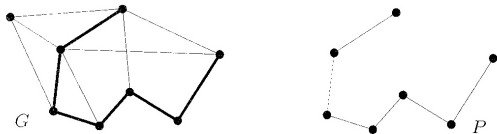
Walking in a graph

A **walk** of **length** k from node v_0 to node v_k is a non-empty graph $P = (V, E)$ of the form

$$V = \{v_0, v_1, \dots, v_k\} \quad E = \{(v_0, v_1), \dots, (v_{k-1}, v_k)\}$$

where edge j connects nodes $j - 1$ and j (i.e. $|V| = |E| + 1$).

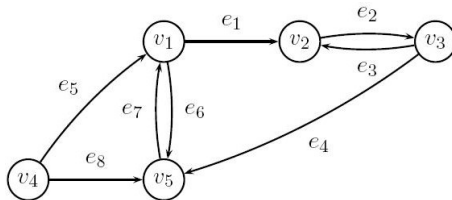
A **path** is a walk with all different nodes (and hence edges).



A **cycle** is a walk with different nodes except for $v_0 = v_k$.

Directed graphs

In a directed graph or **digraph**, each edge has a direction.

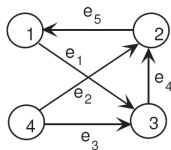
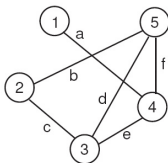


For $e = (v_s, v_t)$, v_s is the **source** node and v_t is the **terminal** node.

Each node v has an **in-degree** $d_{in}(v)$ and an **out-degree** $d_{out}(v)$.

Representing graphs

A graph $G = (V, E)$ is often represented by its **adjacency matrix**. It is an $n \times n$ matrix A with $A(i, j) = 1$ iff $(i, j) \in E$. For the graphs



the adjacency matrices are

$$A_1 = \begin{bmatrix} 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 1 & 0 \end{bmatrix}$$

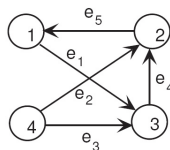
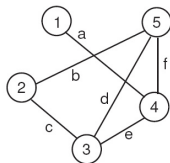
$$A_2 = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \end{bmatrix}$$

A graph can also be represented by its $n \times m$ **incidence matrix** T .

For an undirected graph $T(i, k) = T(j, k) = 1$ iff $e_k = (v_i, v_j)$.

For a directed graph $T(i, k) = -1$; $T(j, k) = 1$ iff $e_k = (v_i, v_j)$.

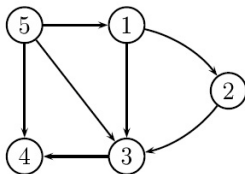
For the graphs



the incidence matrices are

$$T_1 = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 0 \\ 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 \end{bmatrix} \quad T_2 = \begin{bmatrix} -1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 & -1 \\ 1 & 0 & 1 & -1 & 0 \\ 0 & -1 & -1 & 0 & 0 \end{bmatrix}$$

One can also use a sparse matrix representation of A and T .
This is in fact nothing but a **list** of edges, organized e.g. by nodes.



$$V(1) = \{2, 3\}$$

$$V(2) = \{3\}$$

$$V(3) = \{4\}$$

$$V(4) = \emptyset$$

$$V(5) = \{1, 3, 4\}$$

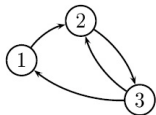
Notice that the **size** of the representation of a graph is thus **linear** in the number of edges in the graph (i.e. in $m = |E|$).

Proposition $(A^k)_{ij}$ is the number of walks of length k from i to j

Proof Trivial for $k=1$; by induction for larger k .

The element (i, j) of $A^{k+1} = A^k \cdot A$ is the sum of the walks of length k to nodes that are linked to node j via the adjacency matrix A .

One verifies this in the following little example



$$A = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \end{bmatrix}, \quad A^2 = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

Corollary In a simple undirected graph one has the identities

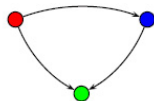
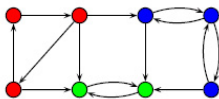
$$\text{tr}(A) = 0, \text{tr}(A^2)/2 = |E| \text{ and } \text{tr}(A^3)/6 = |\text{triangles in } G|.$$

Exercise What is the complexity of counting this ?

Connected components

In a directed graph $G = (V, E)$, u and v are **strongly connected** if there exists a walk from u to v and from v to u .

This is an equivalence relation and hence leads to equivalence classes, which are called the **connected components** of the graph G .



The graph reduced to its connected components is **acyclic** (why ?)

This shows up in many applications, e.g. in the dictionary graph.

The connected components are the groups of words that use each other in their definition (see later).

Proposition Let A be a non-negative matrix. Then the spectral radius $\rho(A) := \max_i |\lambda_i|$ of A is also an eigenvalue of A .

Unicity

If A is irreducible then its multiplicity is 1; the corresponding eigenvector x is “unique” and strictly positive (PageRank !)

Convergence

If, moreover, the matrix is **primitive**, i.e. $\text{GCD}(\text{cycle-lengths})=1$, then the second eigenvalue is strictly less than $\rho(A)$

A non-negative matrix A is **irreducible** if there does not exist a permutation P such that $P^T A P$ is block triangular.

The adjacency matrix A of a graph is irreducible iff the graph is **strongly connected**

Some references

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