

# Topic mash II: assortativity, resilience, link prediction

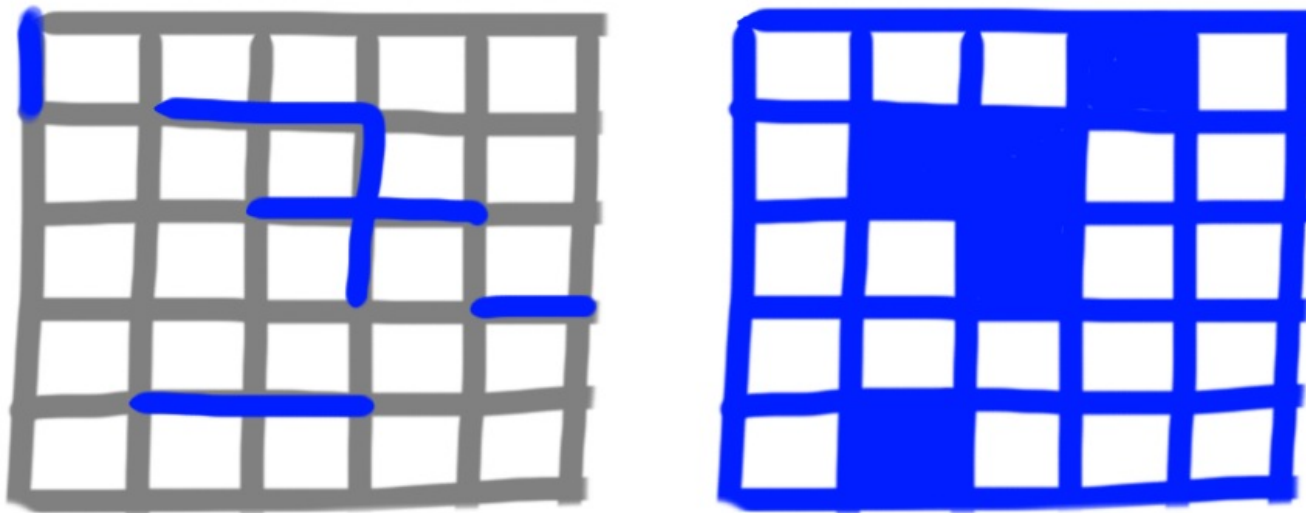
CS224W

# Outline

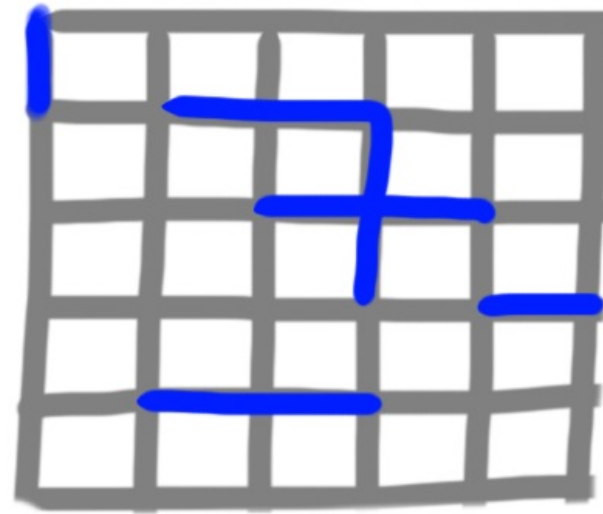
- Node vs. edge percolation
- Resilience of randomly vs. preferentially grown networks
- Resilience in real-world networks

# network resilience

- Q: If a given fraction of nodes or edges are removed...
  - how large are the connected components?
  - what is the average distance between nodes in the components
- Related to percolation (previously studied on lattices):



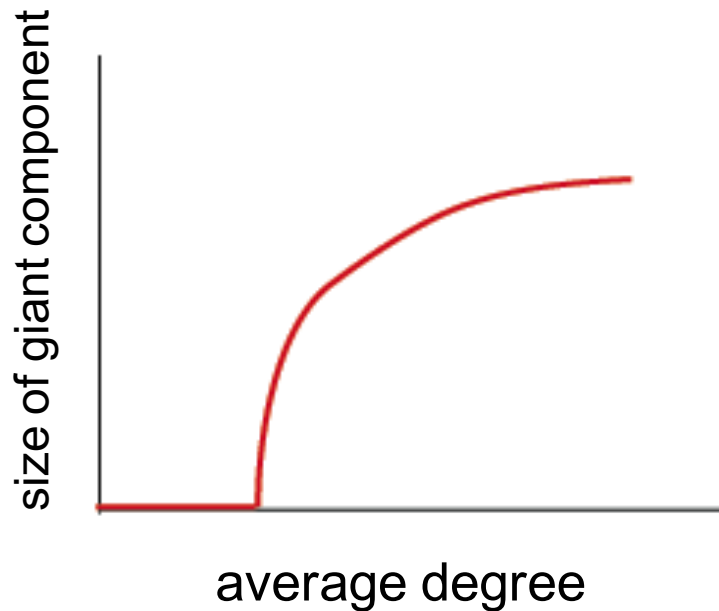
# edge percolation



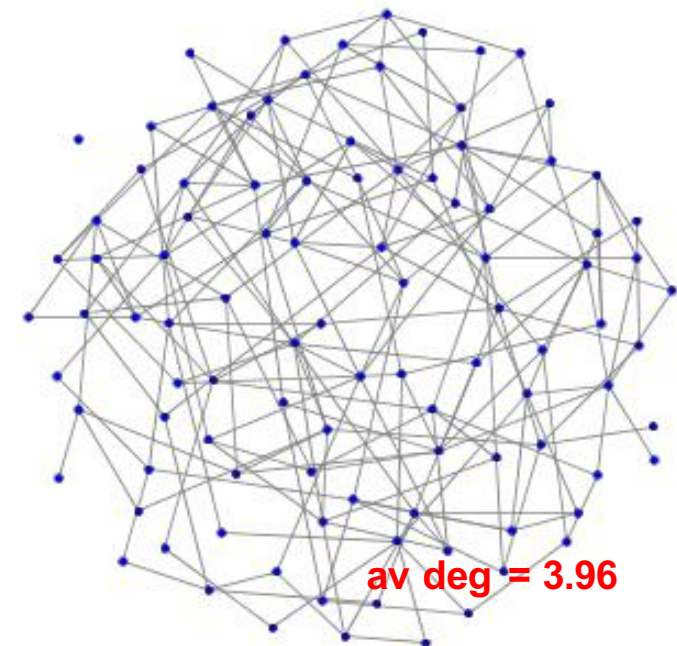
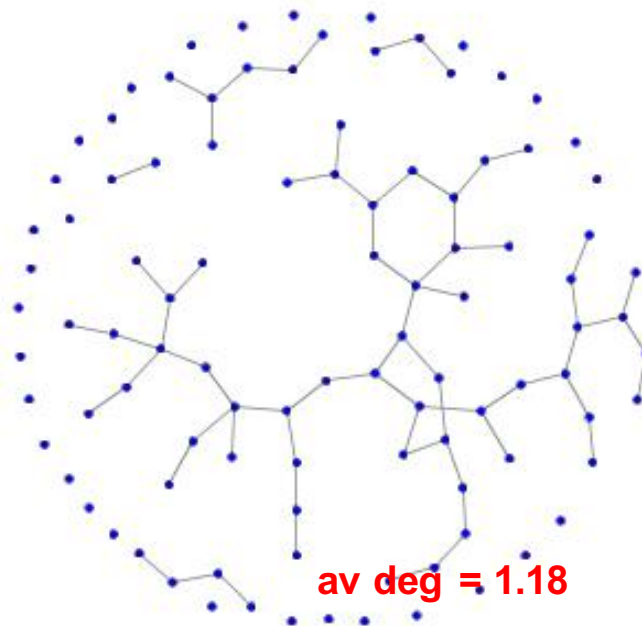
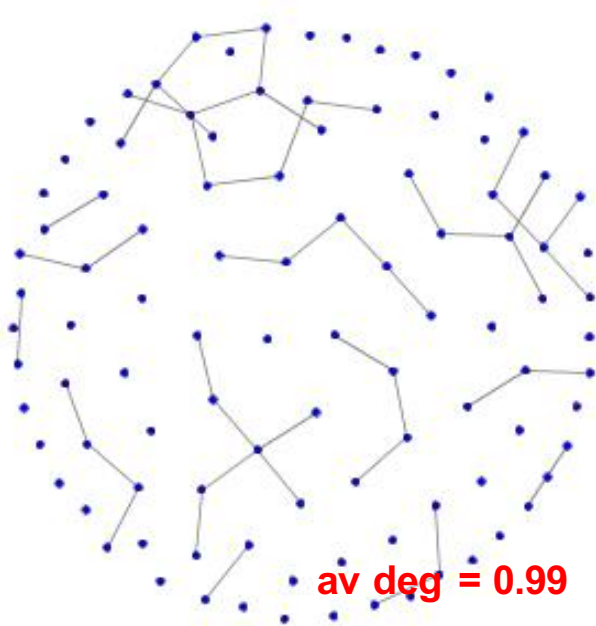
## ■ Edge removal

- bond percolation: each edge is removed with probability  $(1-p)$ 
  - corresponds to random failure of links
- targeted attack: causing the most damage to the network with the removal of the fewest edges
  - strategies: remove edges that are most likely to break apart the network or lengthen the average shortest path
  - e.g. usually edges with high betweenness

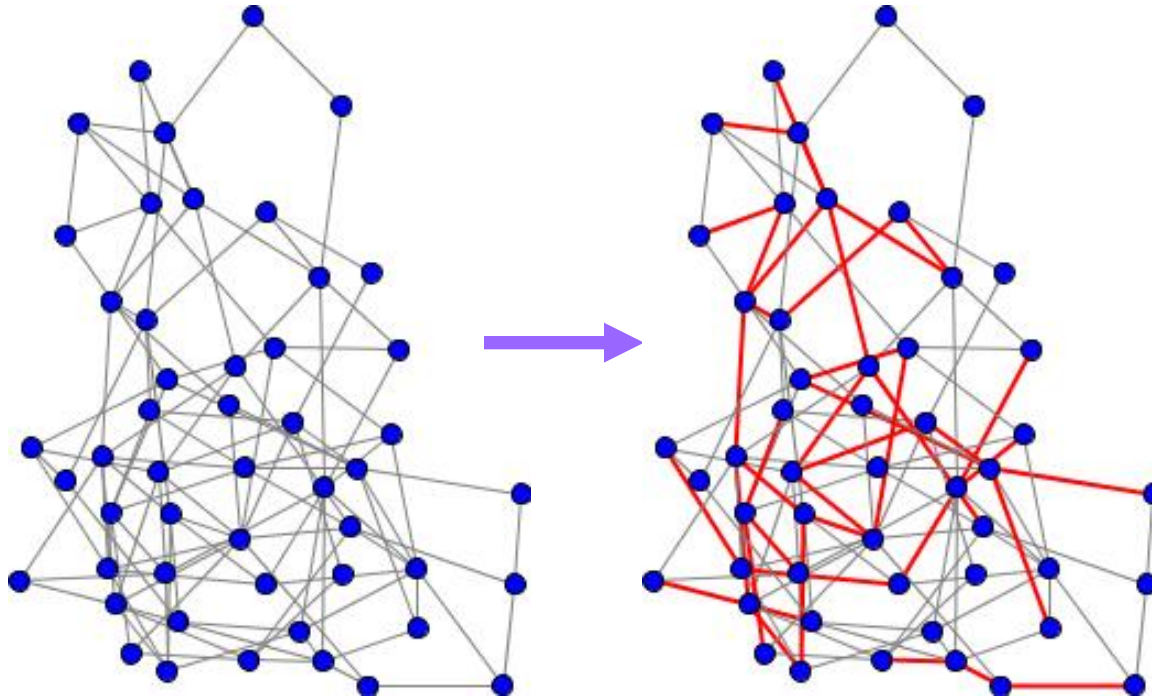
# reminder: percolation in ER graphs



- As the average degree increases to  $z = 1$ , a giant component suddenly appears
- Edge removal is the opposite process – at some point the average degree drops below 1 and the network becomes disconnected

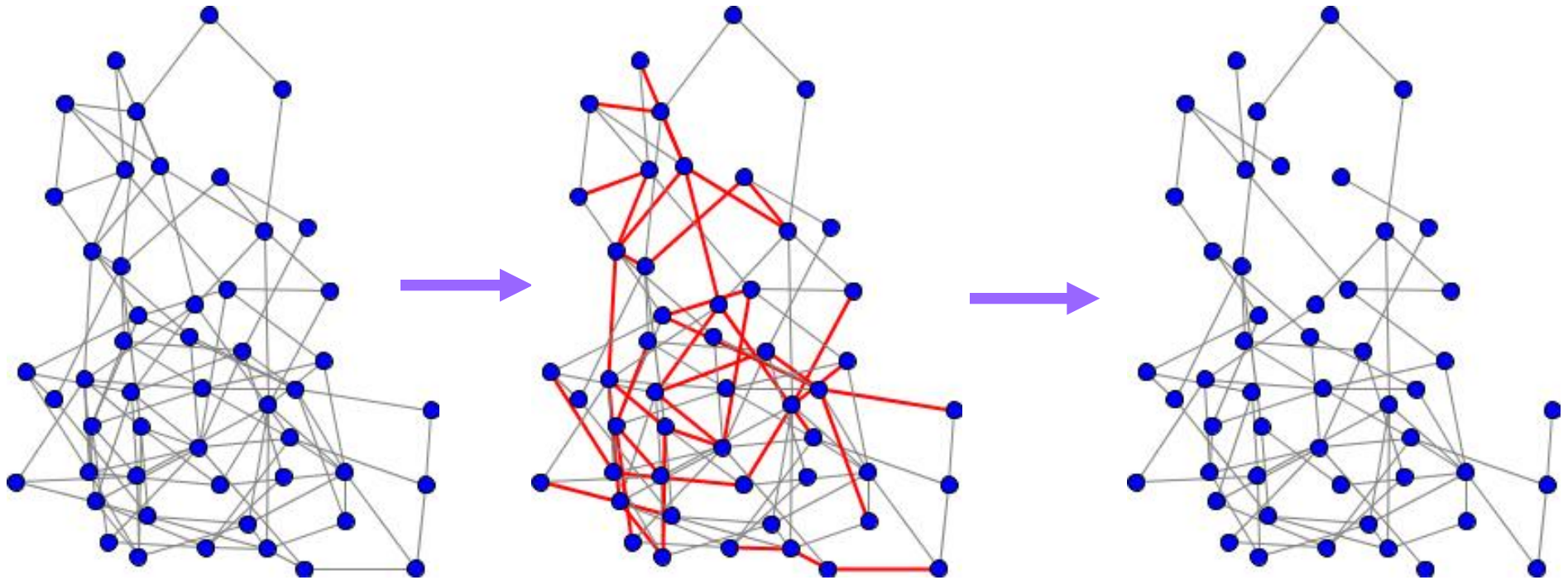


# Quiz Q:



In this network each node has average degree 4.64, if you removed 25% of the edges, by how much would you reduce the giant component?

# edge percolation

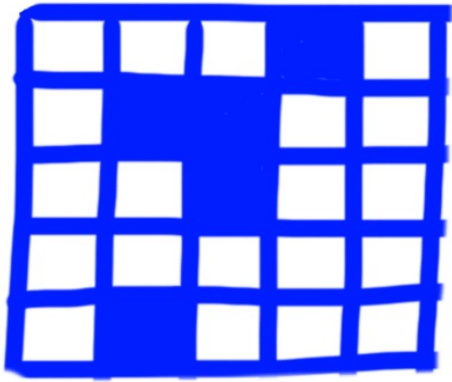


50 nodes, 116 edges, average degree 4.64

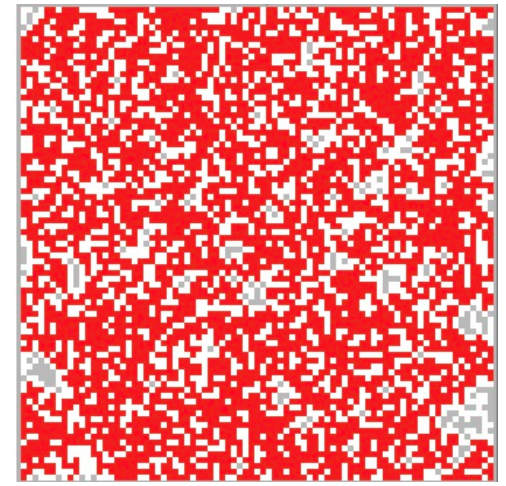
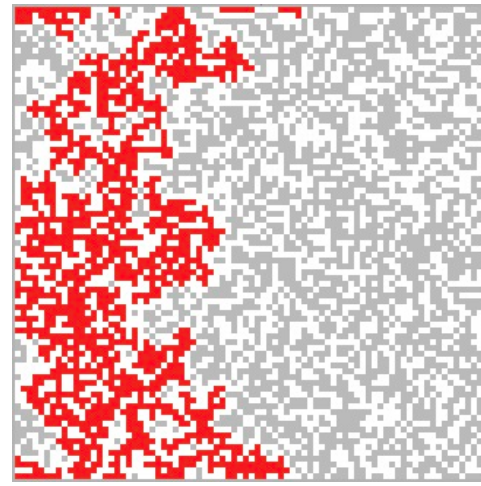
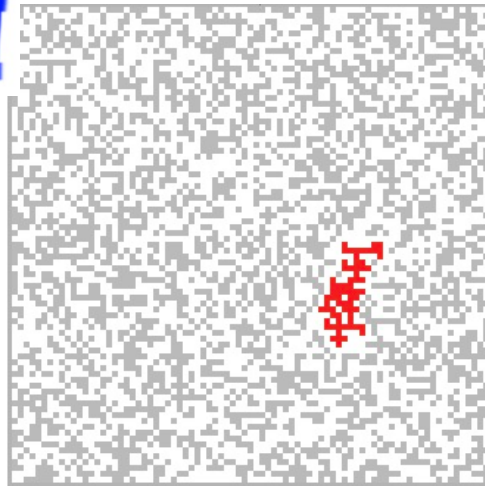
after 25 % edge removal

76 edges, average degree 3.04 – still well above  
percolation threshold

# node removal and site percolation



Ordinary Site Percolation on Lattices:  
Fill in each site (site percolation) with probability  $p$

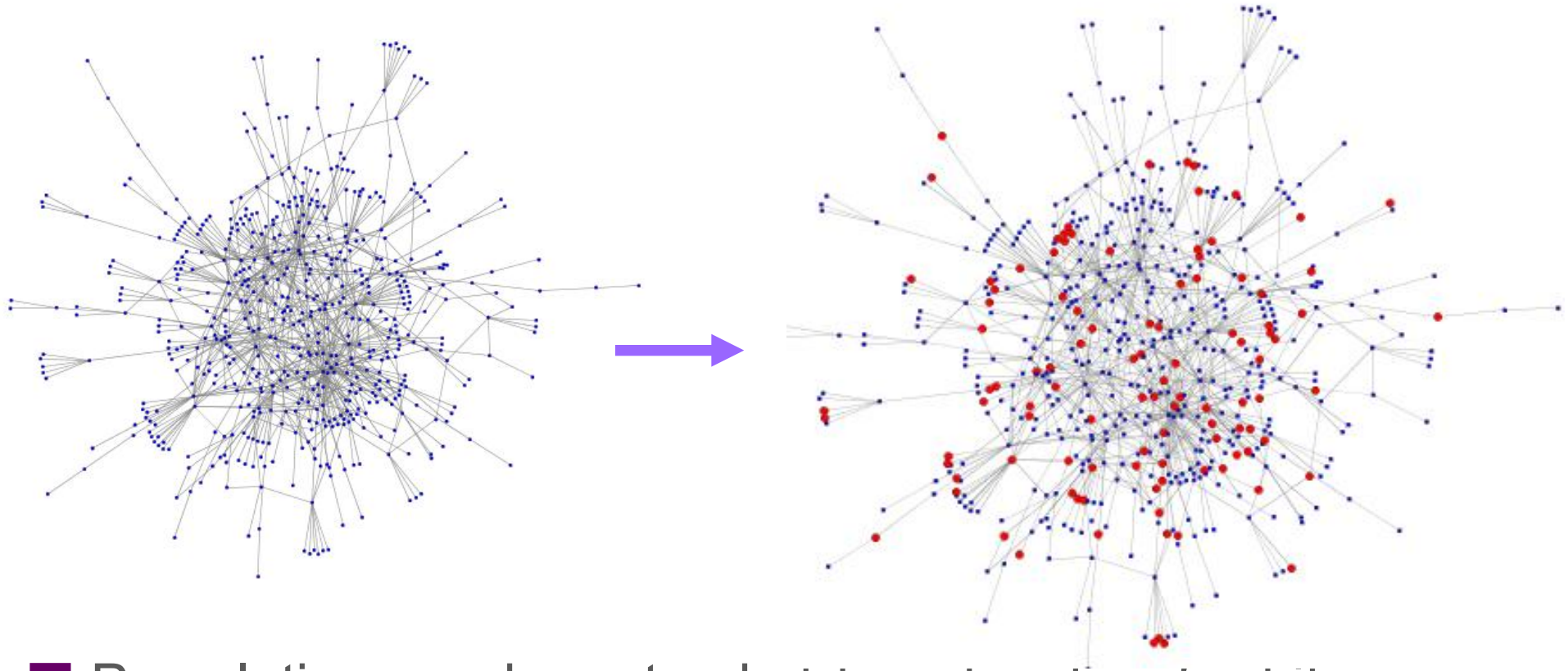


- **low  $p$** : small islands
- **$p$  critical**: giant component forms, occupying finite fraction of infinite lattice.
- **$p$  above critical value**: giant component occupies an increasingly larger portion of the graph

<http://web.stanford.edu/class/cs224w/NetLogo/LatticePercolation.nlogo>



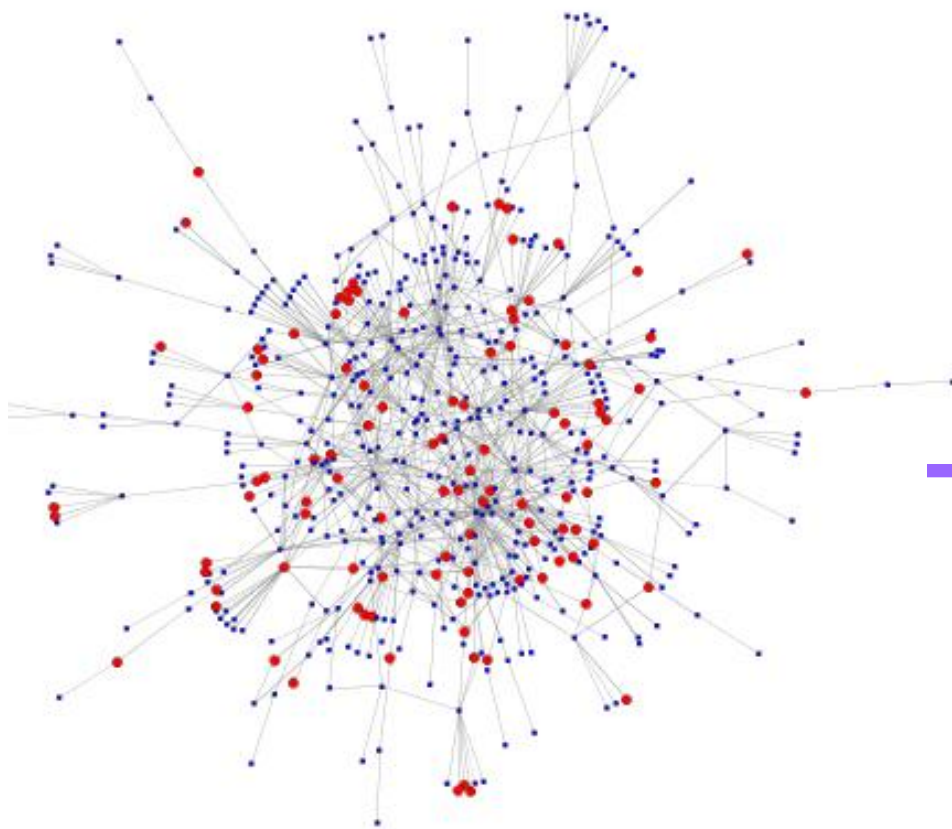
# Percolation on networks



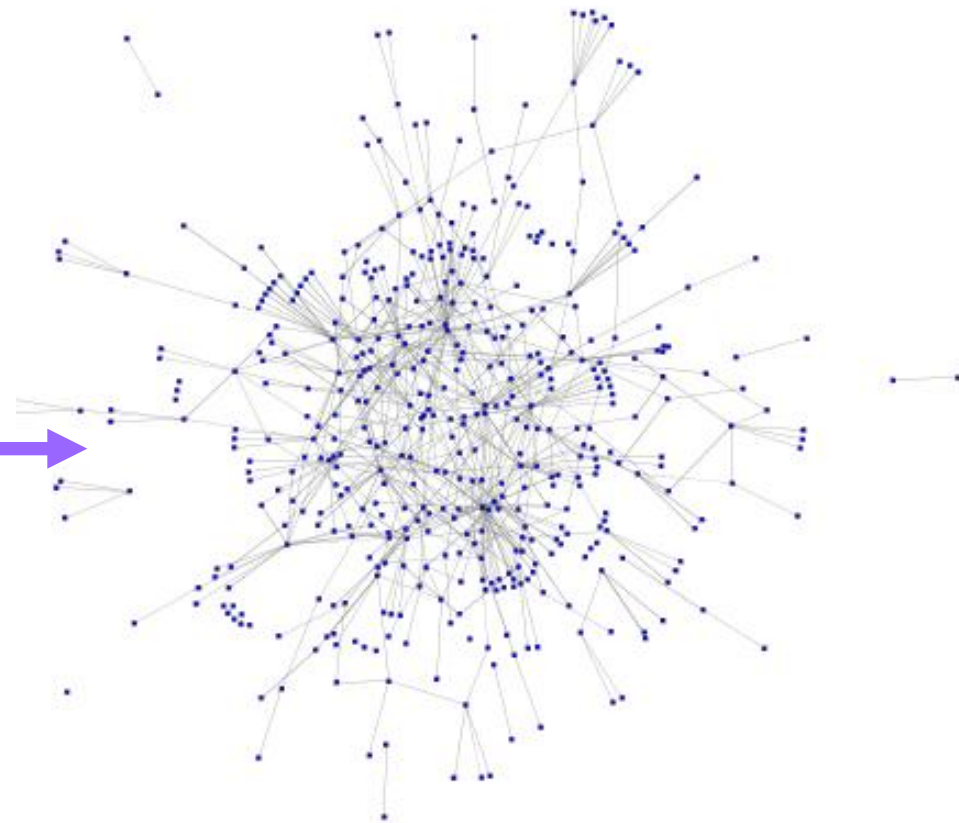
- Percolation can be extended to networks of arbitrary topology.
- We say the network percolates when a giant component forms.

# Random attack on scale-free networks

- Example: gnutella filesharing network, 20% of nodes removed at random



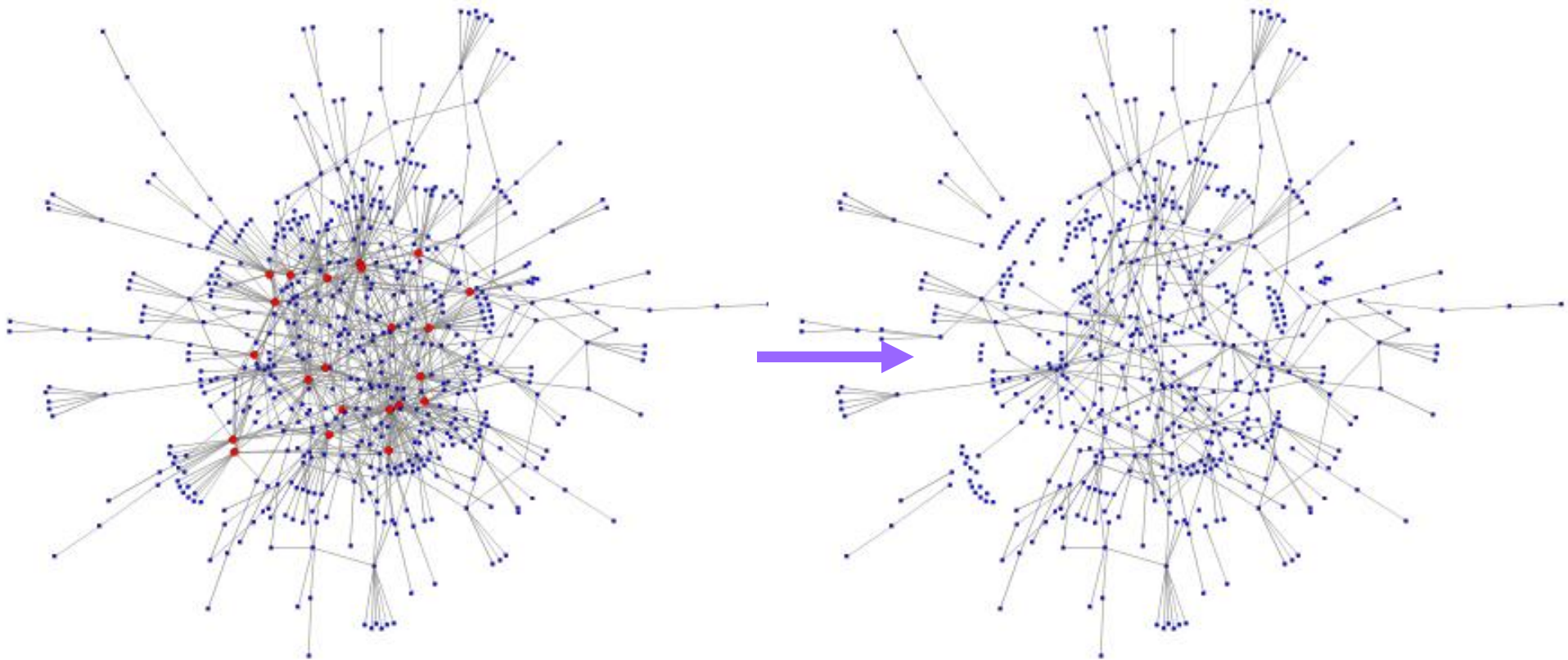
574 nodes in giant component



427 nodes in giant component

# Targeted attacks on power-law networks

- ❑ Power-law networks are vulnerable to targeted attack
- ❑ Example: same gnutella network, 22 most connected nodes removed (2.8% of the nodes)

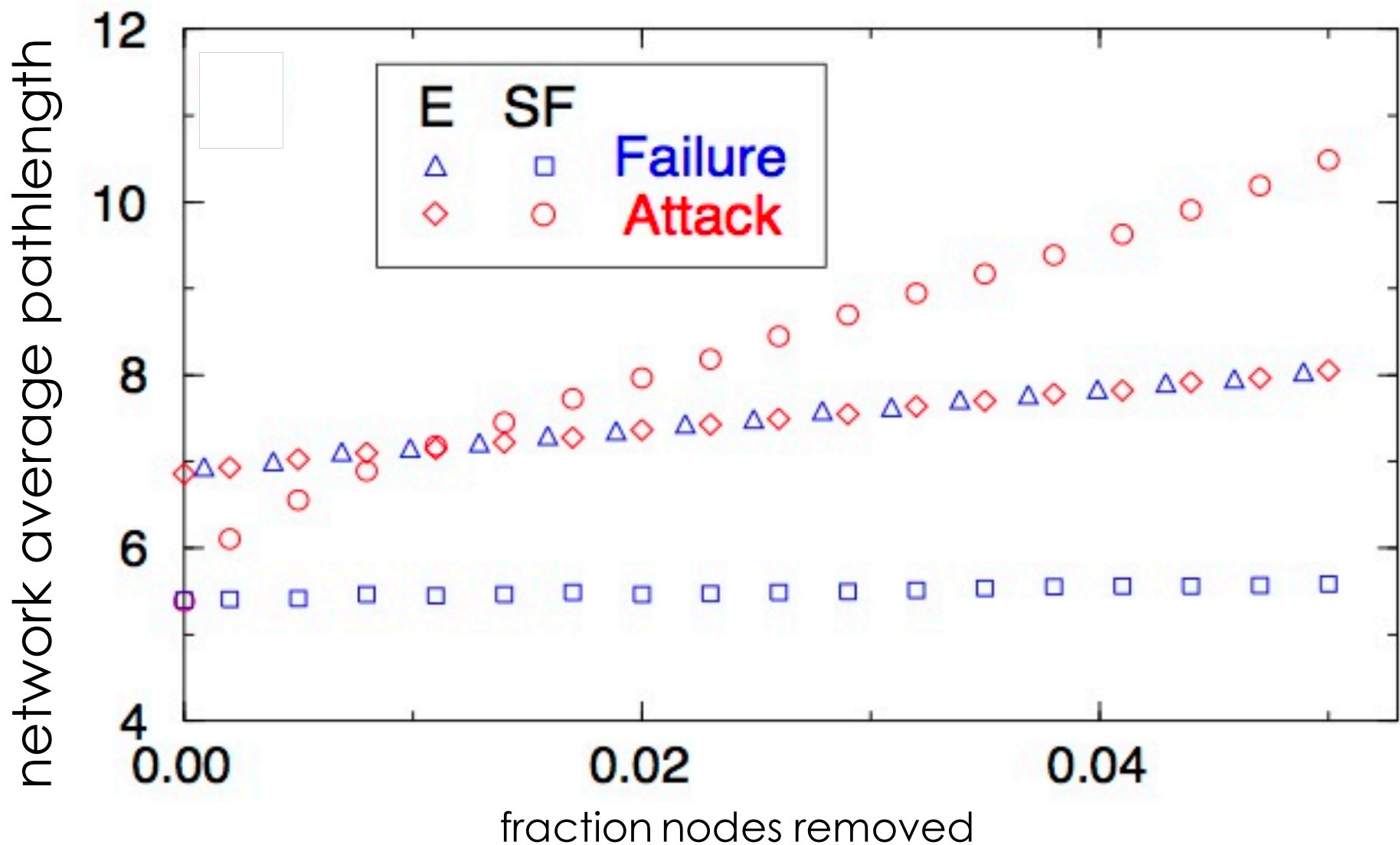


574 nodes in giant component

301 nodes in giant component

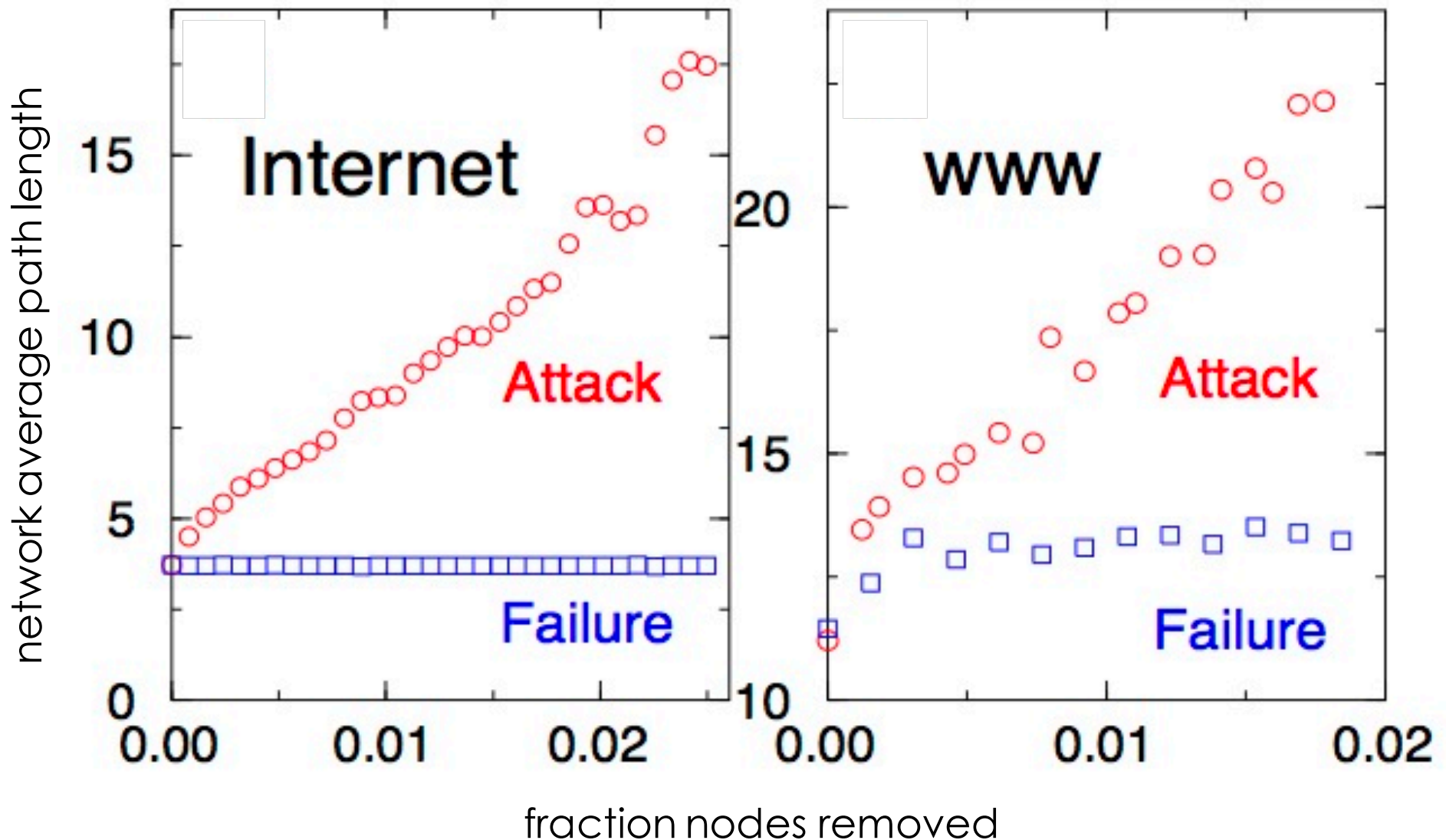


# effect on path length



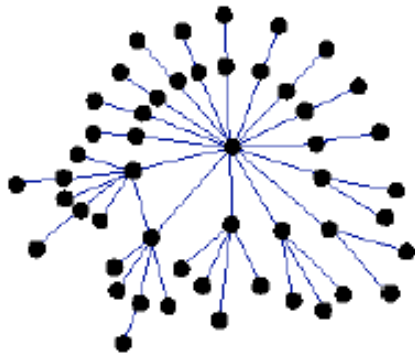
Source: Error and attack tolerance of complex networks. Réka Albert, Hawoong Jeong and Albert-László Barabási. Nature 406, 378-382(27 July 2000); <http://www.nature.com/nature/journal/v406/n6794/abs/406378A0.html>

# applied to empirical networks

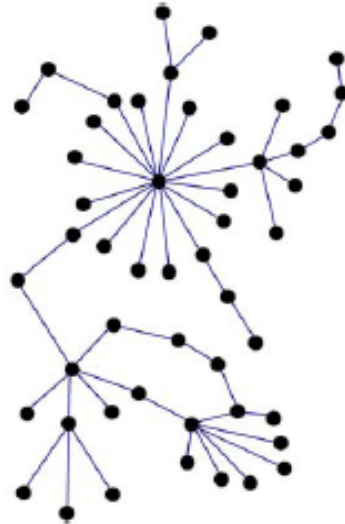


# Assortativity

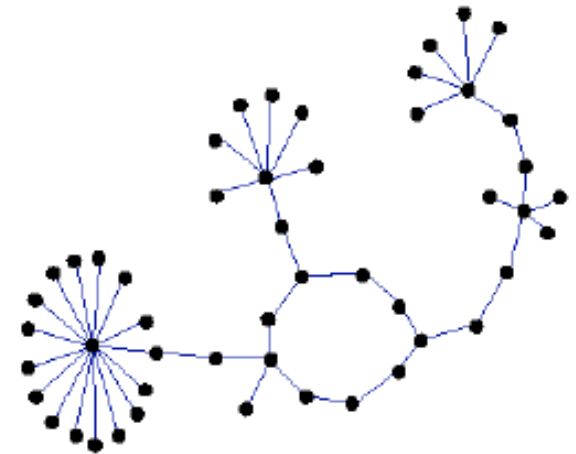
- ▣ Social networks are assortative:
  - ▣ the gregarious people associate with other gregarious people
  - ▣ the loners associate with other loners
- ▣ The Internet is disassortative:



Assortative:  
hubs connect to hubs



Random



Disassortative:  
hubs are in the  
periphery

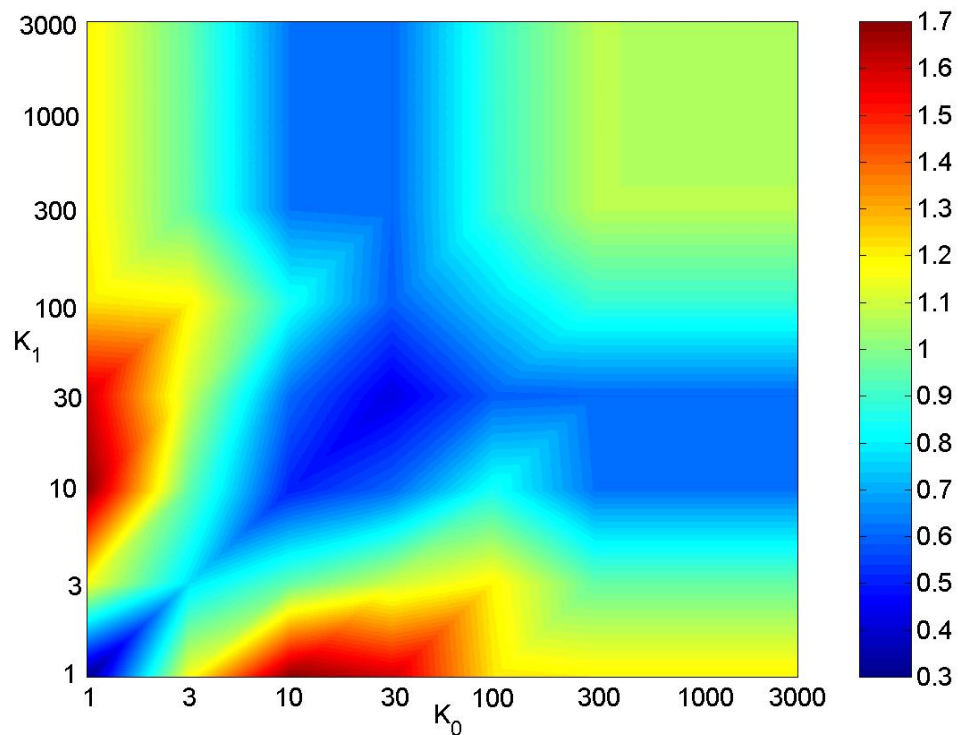
# Correlation profile of a network

- Detects preferences in linking of nodes to each other based on their connectivity
- Measure  $N(k_0, k_1)$  – the number of edges between nodes with connectivities  $k_0$  and  $k_1$
- Compare it to  $N_r(k_0, k_1)$  – the same property in a properly randomized network



# Degree correlation profiles: 2D

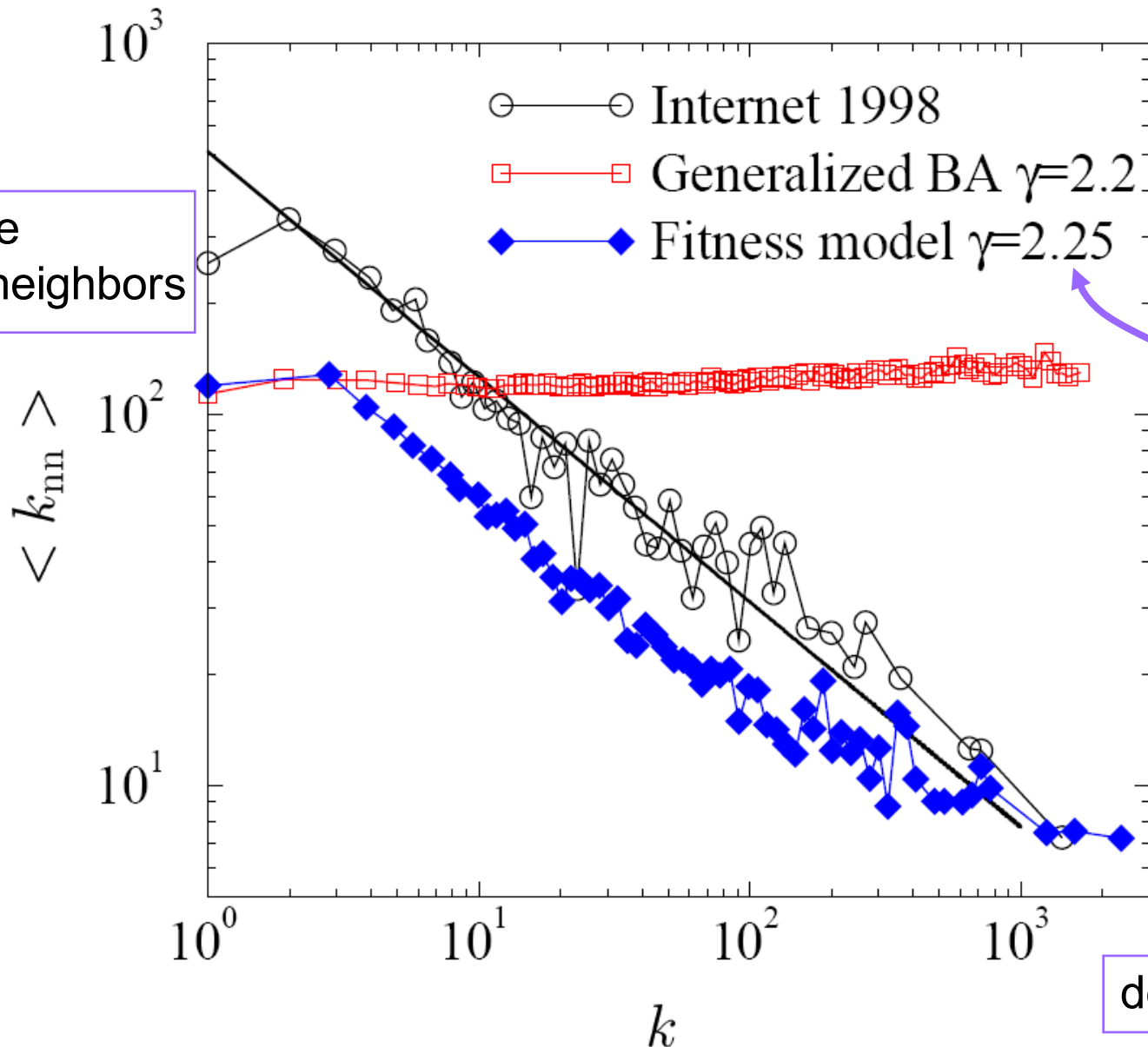
## Internet



source: Sergei Maslov

# Average degree of neighbors

▣ Pastor-Satorras and Vespignani: 2D plot



# Single number

▣  $\text{cor}(\text{deg}(i), \text{deg}(j))$  over all edges  $\{ij\}$

$$\rho_{internet} = -0.189$$

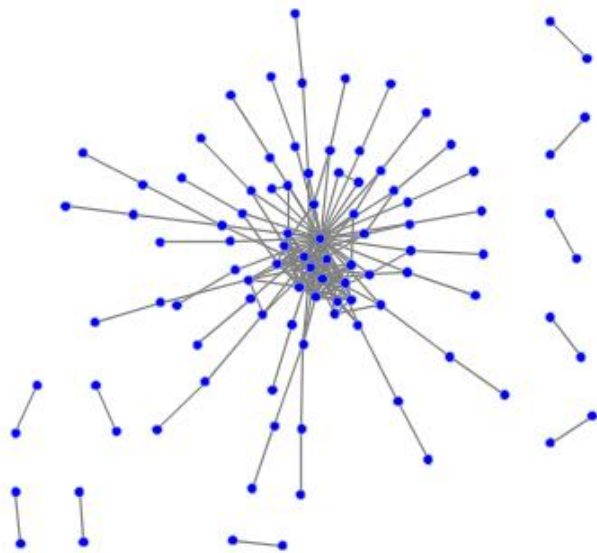
The Pearson correlation coefficient of nodes on each side on an edge

# assortative mixing more generally

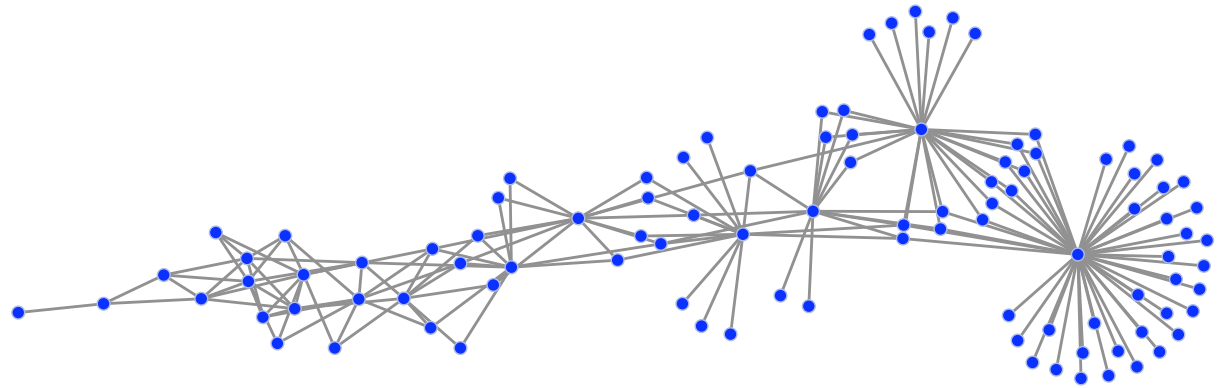
- Assortativity is not limited to degree-degree correlations other attributes
  - social networks: race, income, gender, age
  - food webs: herbivores, carnivores
  - internet: high level connectivity providers, ISPs, consumers
  
- Tendency of like individuals to associate = 'homophily'

# QUIZ Q:

will a network with positive or negative degree assortativity be more resilient to attack?



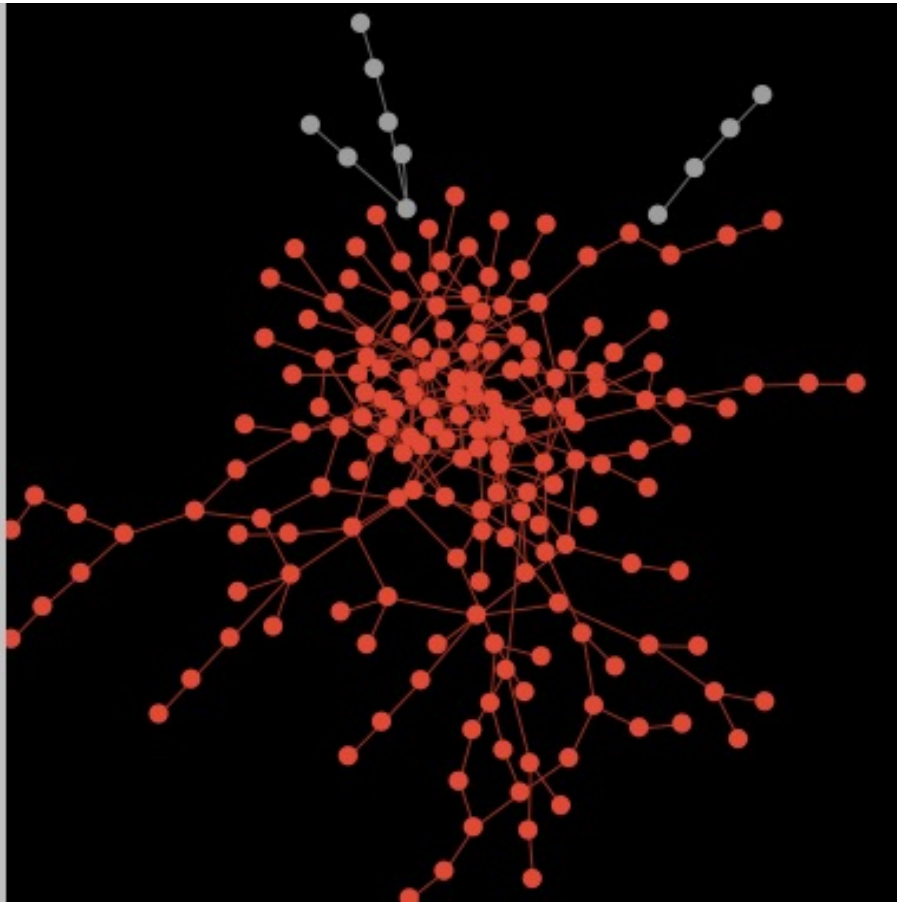
assortative



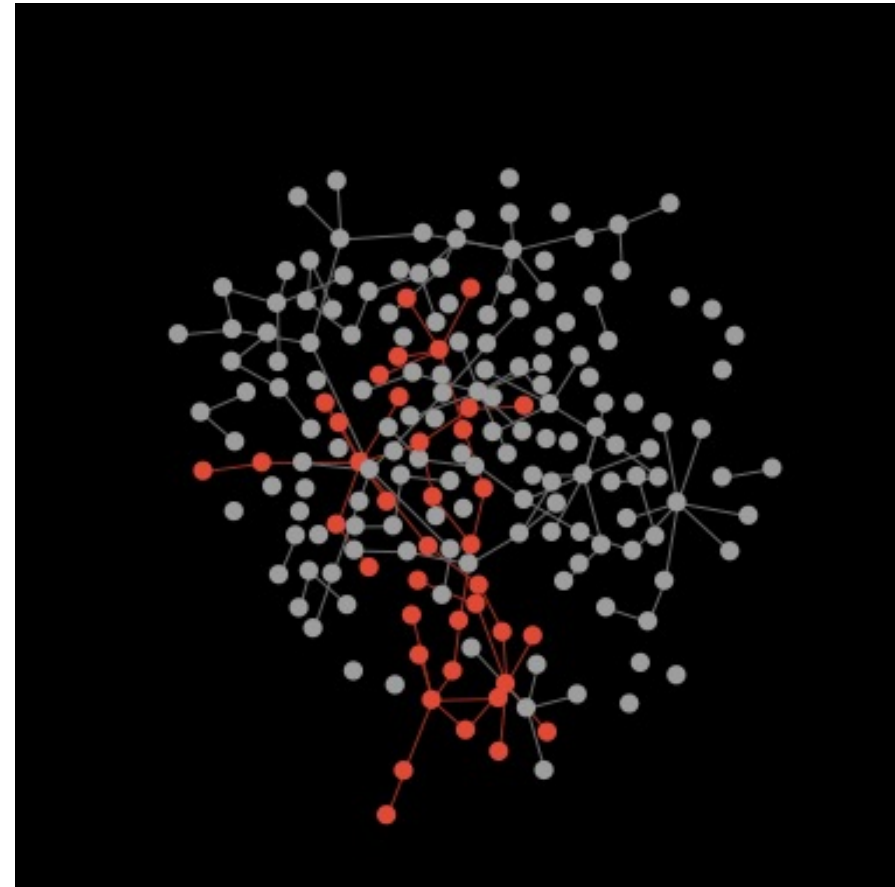
disassortative

# Assortativity and resilience

assortative



disassortative



<http://web.stanford.edu/class/cs224w/NetLogo/AssortativeResilience.nlogo>

# Is it really that simple?

□ Internet?

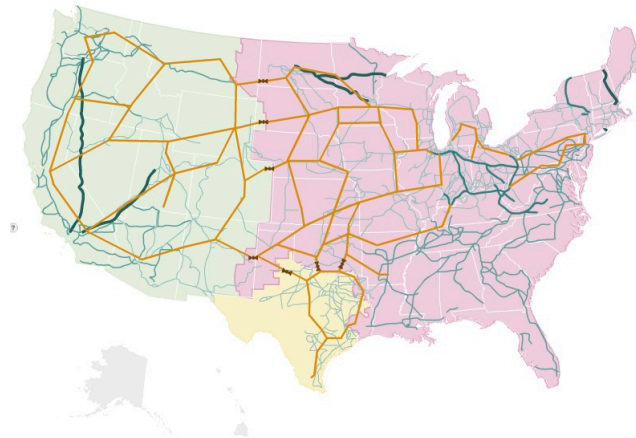
□ terrorist/criminal networks?

# Power grid

- Electric power flows simultaneously through multiple paths in the network.
- For visualization of the power grid, check out NPR's interactive visualization:

<http://www.npr.org/templates/story/story.php?storyId=11099739>

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# Cascading failures

- Each node has a **load** and a **capacity** that says how much load it can tolerate.
- When a node is removed from the network its load is redistributed to the remaining nodes.
- If the load of a node exceeds its capacity, then the node fails

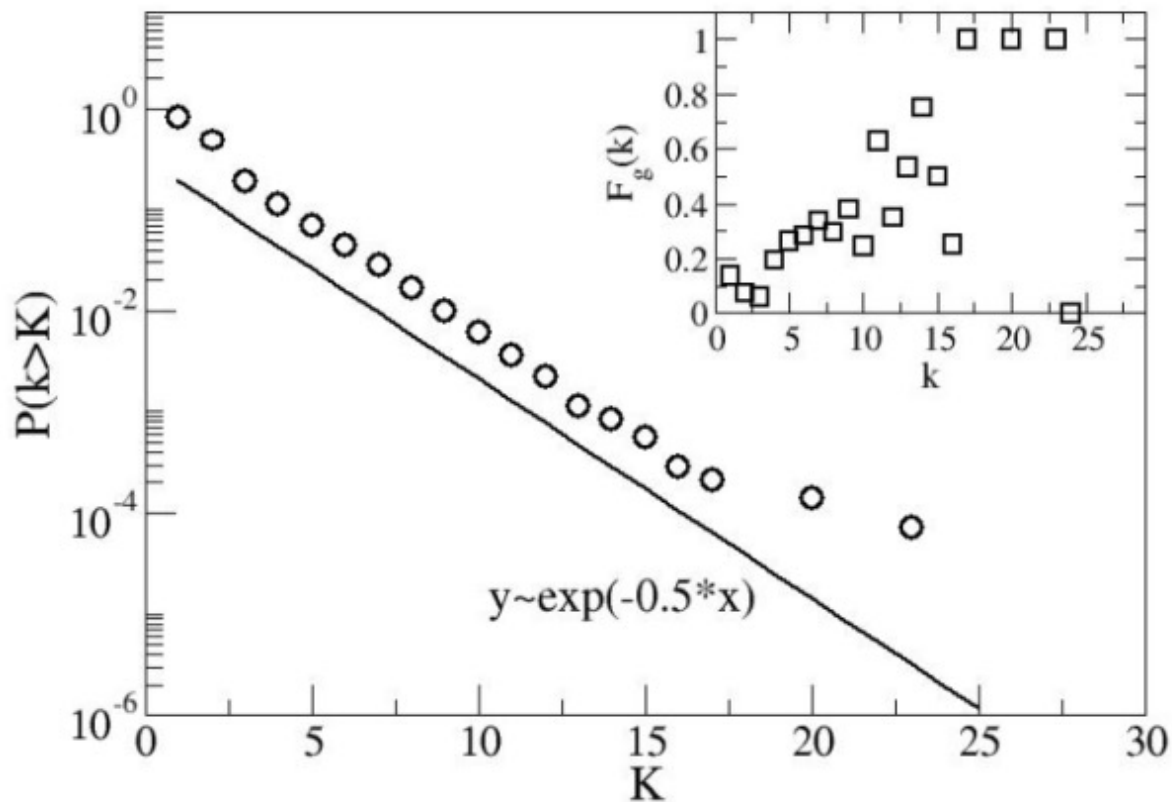
# Case study: US power grid

## **Modeling cascading failures in the North American power grid**

R. Kinney, P. Crucitti, R. Albert, and V. Latora, Eur. Phys. B, 2005

- Nodes: generators, transmission substations, distribution substations
- Edges: high-voltage transmission lines
- 14099 substations:
  - $N_G$  1633 generators,
  - $N_D$  2179 distribution substations
  - $N_T$  the rest are transmission substations
- 19,657 edges

# Degree distribution is exponential



$$P(k > K) \approx \exp(-0.5K)$$

# Efficiency of a path

- efficiency  $e$   $[0,1]$ , 0 if no electricity flows between two endpoints, 1 if the transmission lines are working perfectly
- harmonic composition for a path

$$e_{path} = \left[ \sum_{edges} \frac{1}{e_{edge}} \right]^{-1}$$

- path A, 2 edges, each with  $e=0.5$ ,  $e_{path} = 1/4$
- path B, 3 edges, each with  $e=0.5$   $e_{path} = 1/6$
- path C, 2 edges, one with  $e=0$  the other with  $e=1$ ,  $e_{path} = 0$
- simplifying assumption: electricity flows along most efficient path

# Efficiency of the network

- Efficiency of the network:
  - average over the most efficient paths from each generator to each distribution station

$$E = \frac{1}{N_G N_D} \sum_{i \in G_G} \sum_{j \in G_D} \epsilon_{ij}$$

$\epsilon_{ij}$  is the efficiency of the most efficient path between  $i$  and  $j$

# capacity and node failure

- Assume capacity of each node is proportional to initial load

$$C_i = \alpha L_i(0) \quad i = 1, 2..N$$

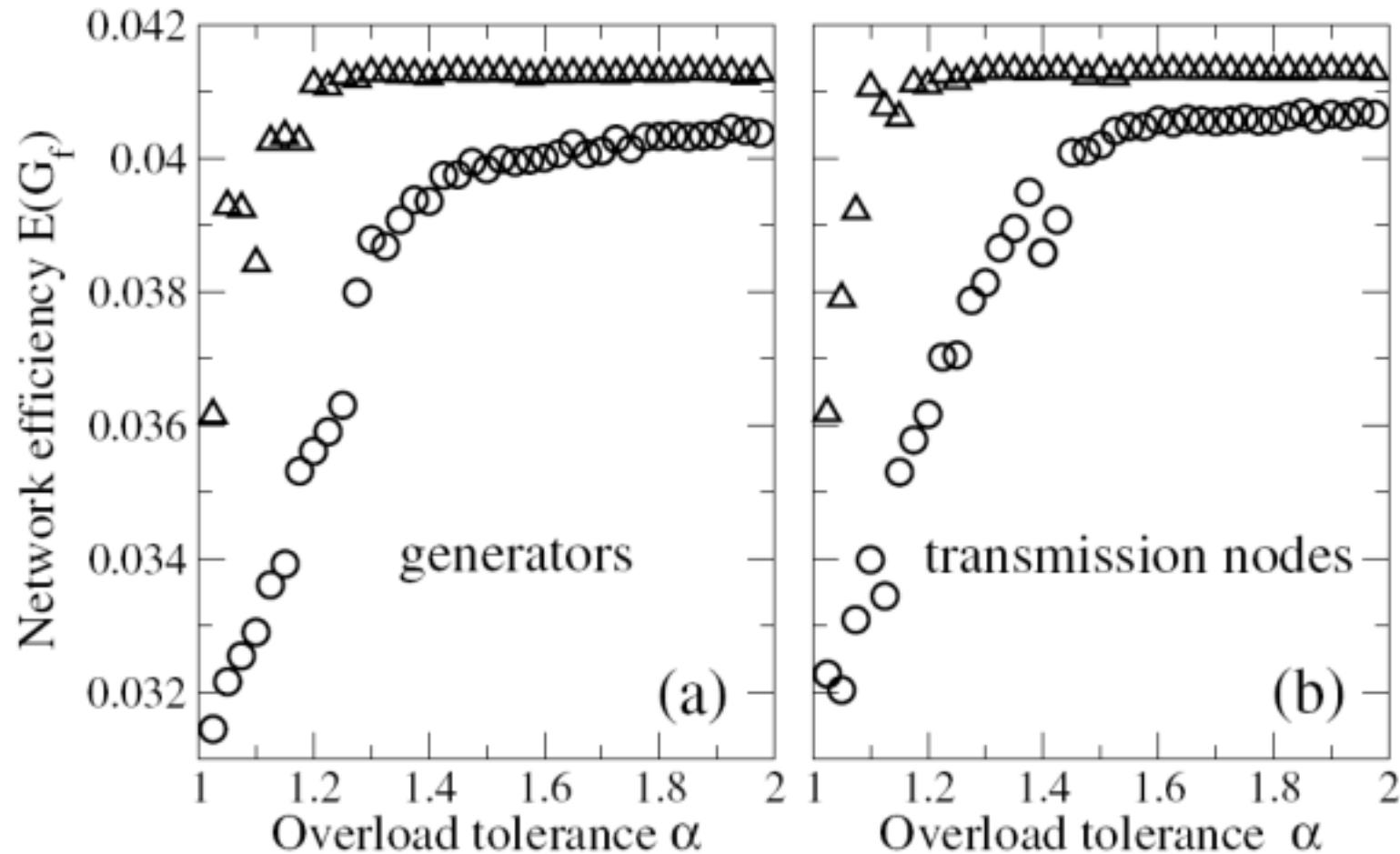
- L represents the weighted betweenness of a node
- Each neighbor of a node is impacted as follows

$$e_{ij}(t + 1) = \begin{cases} e_{ij}(0) / \frac{L_i(t)}{C_i} & \text{if } L_i(t) > C_i \\ e_{ij}(0) & \text{if } L_i(t) \leq C_i \end{cases} \quad \text{load exceeds capacity}$$

- Load is distributed to other nodes/edges
- The greater  $\alpha$  (reserve capacity), the less susceptible the network to cascading failures due to node failure

# power grid structural resilience

- efficiency is impacted the most if the node removed is the one with the highest load



- highest load generator/transmission station removed

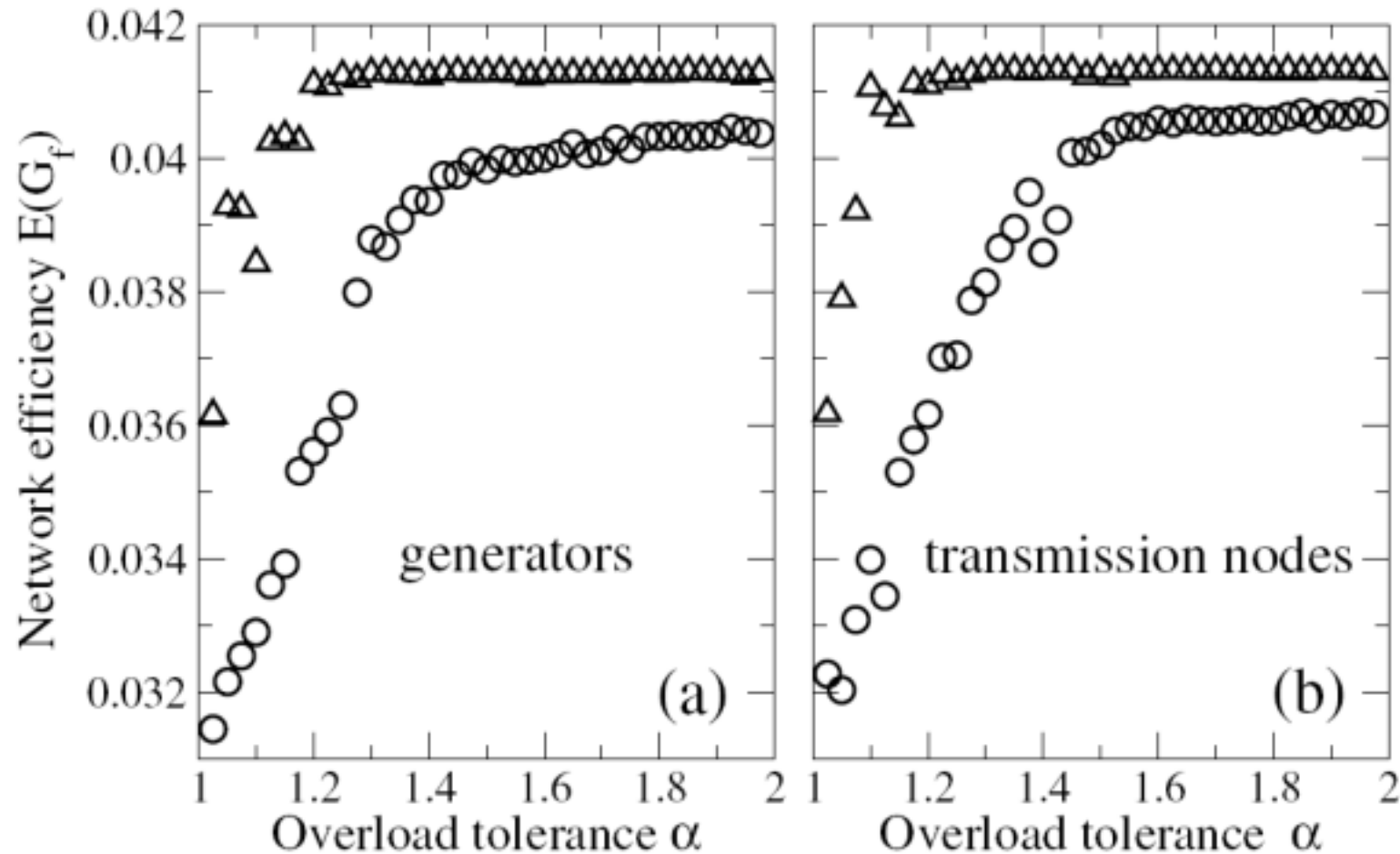
## Quiz Q:

- Approx. how much higher would the capacity of a node need to be relative to the initial load in order for the network to be efficient? (remember capacity  $C = \alpha * L(0)$ , the initial load).



# power grid structural resilience

- efficiency is impacted the most if the node removed is the one with the highest load



- highest load generator/transmission station removed

# recap: network resilience

- ▣ resilience depends on topology
- ▣ also depends on what happens when a node fails
  - ▣ e.g. in power grid load is redistributed

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# Link Prediction and Network Inference

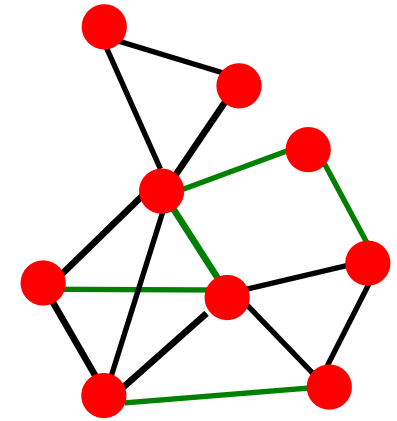
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# Link Prediction in Networks

## □ The link prediction task:

- Given  $G[t_0, t'_0]$  a graph on edges up to time  $t'_0$ , **output** of links (not in  $G[t_0, t'_0]$ ) that are predicted to appear in  $G[t_1, t'_1]$



$G[t_0, t'_0]$   
 $G[t_1, t'_1]$

## □ Evaluation:

- $n = |E_{new}|$ : # new edges that appear during the test period  $[t_1, t'_1]$
- Take top  $n$  elements of  $L$  and count correct edges

# Link Prediction via Proximity

## □ Predict links in an evolving collaboration network

	training period			Core		
	authors	papers	collaborations <sup>1</sup>	authors	$ E_{old} $	$ E_{new} $
astro-ph	5343	5816	41852	1561	6178	5751
cond-mat	5469	6700	19881	1253	1899	1150
gr-qc	2122	3287	5724	486	519	400
hep-ph	5414	10254	47806	1790	6654	3294
hep-th	5241	9498	15842	1438	2311	1576

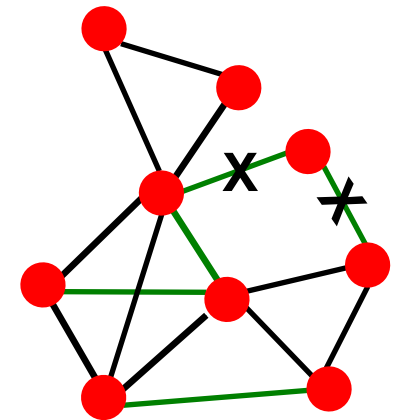
## □ **Core:** Because network data is very sparse

- Consider only nodes with degree of at least 3
  - Because we don't know enough about these nodes to make good inferences

# Link Prediction via Proximity

## Methodology:

- For each pair of nodes  $(x,y)$  compute score  $c(x,y)$ 
  - For example,  $c(x,y)$  could be the # of common neighbors of  $x$  and  $y$
- Sort pairs  $(x,y)$  by the decreasing score  $c(x,y)$ 
  - Note:** Only consider/predict edges where both endpoints are in the core ( $\text{deg.} \geq 3$ )
- Predict top  $n$  pairs as new links**
- See which of these links actually appear in  $G[t_1, t'_1]$**



# Link Prediction via Proximity

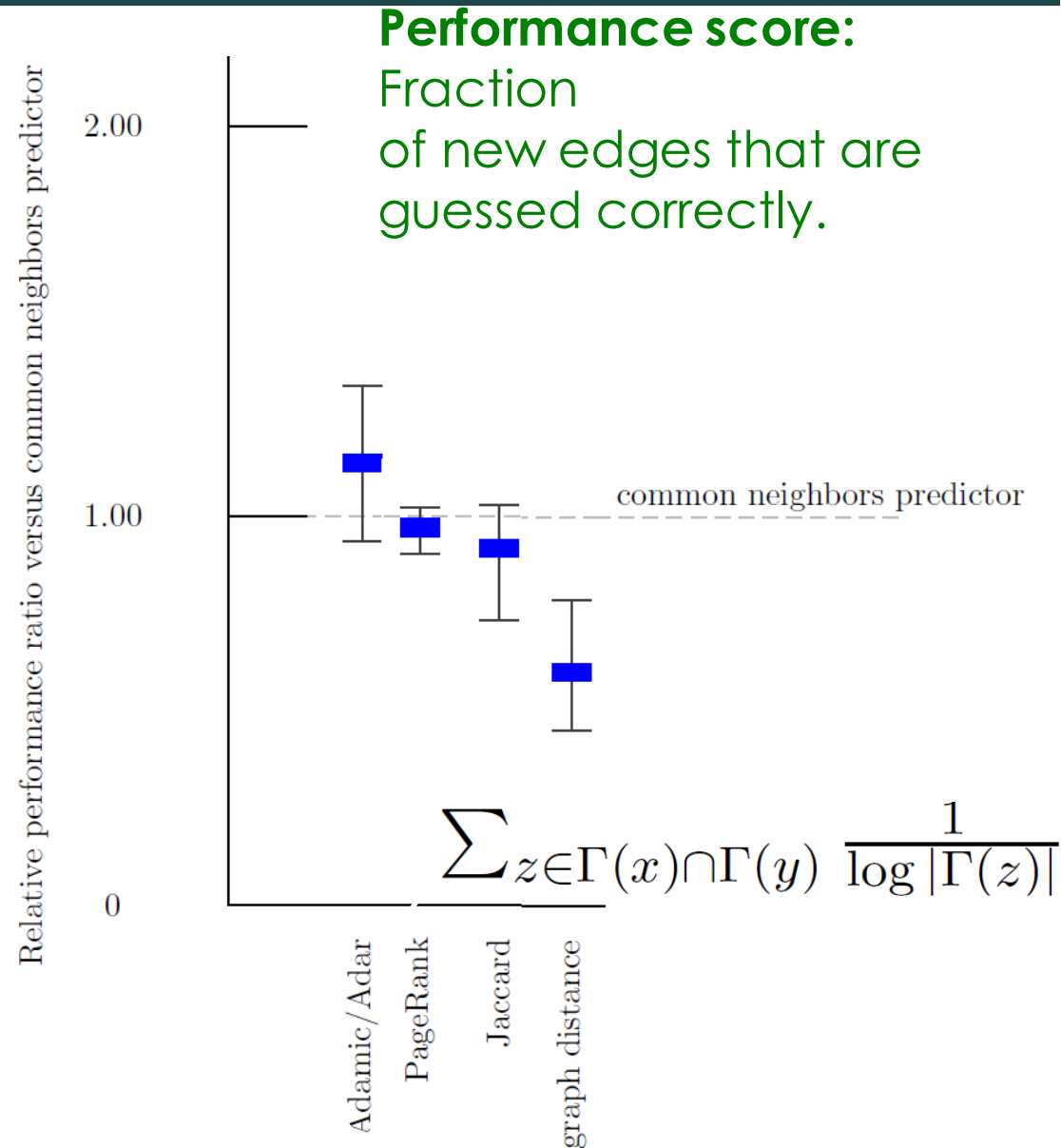
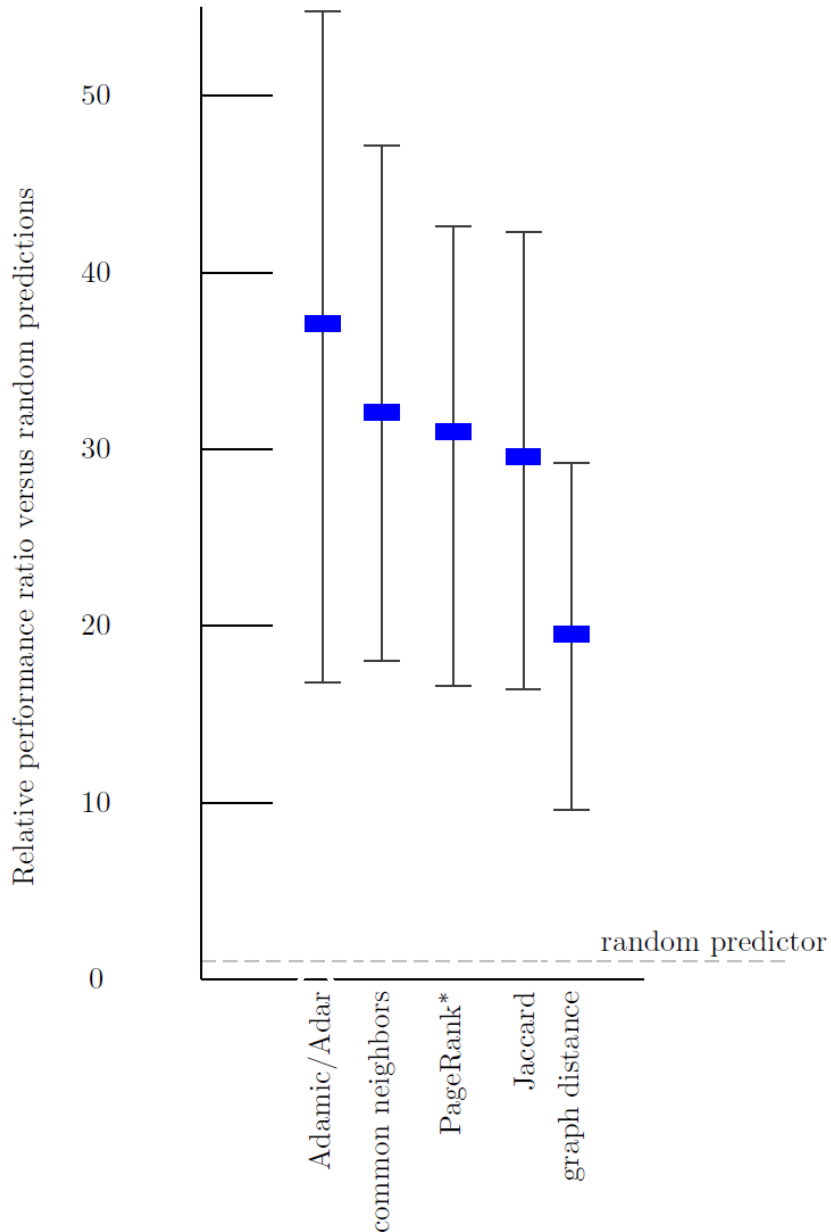
## □ Different scoring functions $c(x, y) =$

- **Graph distance:** (negated) Shortest path length
- **Common neighbors:**  $|\Gamma(x) \cap \Gamma(y)|$
- **Jaccard's coefficient:**  $|\Gamma(x) \cap \Gamma(y)| / |\Gamma(x) \cup \Gamma(y)|$
- **Adamic/Adar:**  $\sum_{z \in \Gamma(x) \cap \Gamma(y)} 1 / \log |\Gamma(z)|$
- **Preferential attachment:**  $|\Gamma(x)| \cdot |\Gamma(y)|$   $\Gamma(x)$  ... neighbors of node  $x$
- **PageRank:**  $r_x(y) + r_y(x)$ 
  - $r_x(y)$  ... stationary distribution score of  $y$  under the random walk:
    - with prob. 0.15, jump to  $x$
    - with prob. 0.85, go to random neighbor of current node

## □ Then, for a particular choice of $c(\cdot)$

- For every pair of nodes  $(x, y)$  compute  $c(x, y)$
- Sort pairs  $(x, y)$  by the decreasing score  $c(x, y)$
- **Predict top  $n$  pairs as new links**

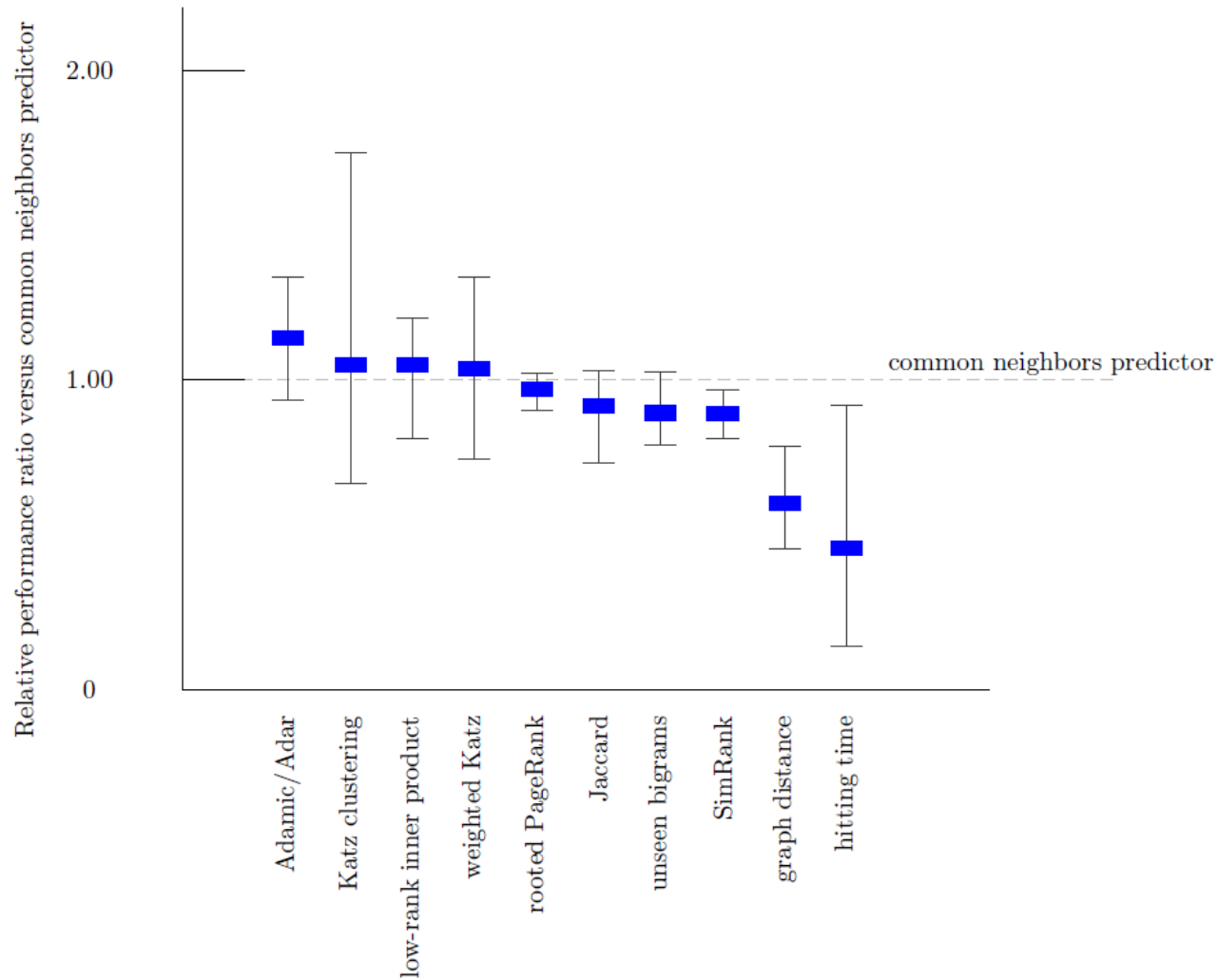
# Results: Improvement





# Results: Common Neighbors

## Improvement over #common neighbors



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# Supervised Random Walks for Link Prediction



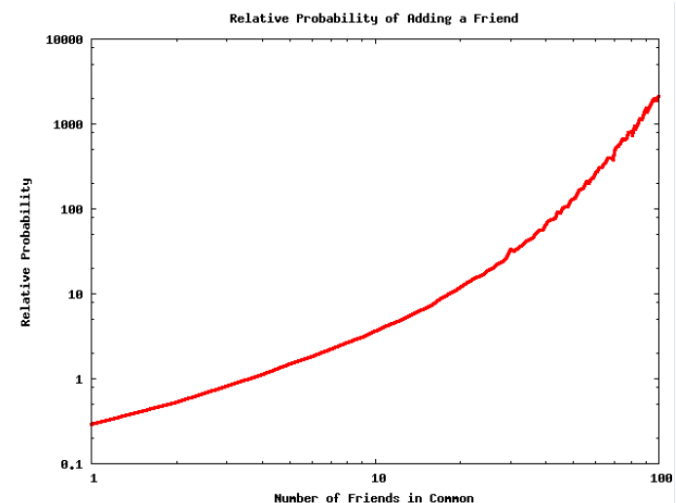
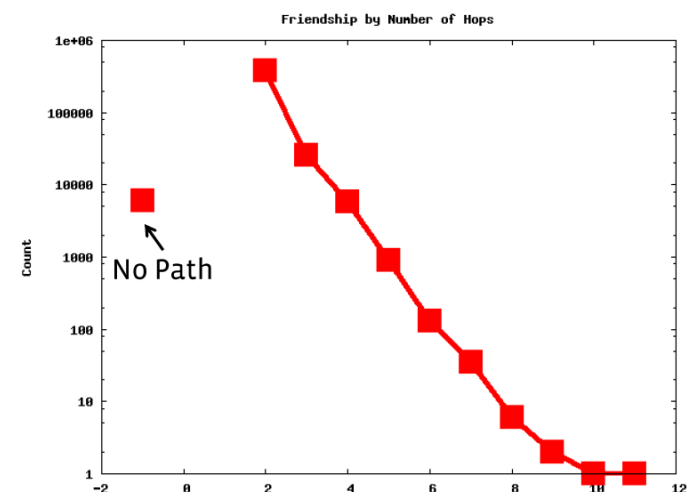
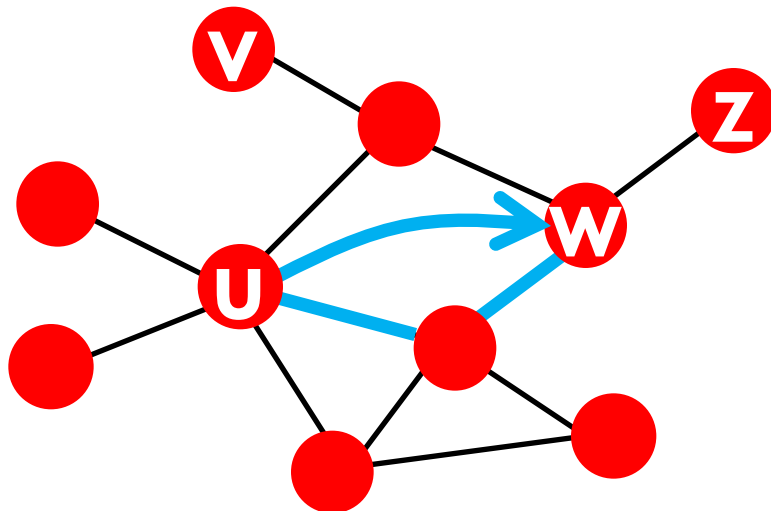
# Supervised Link Prediction

Can we learn to predict new friends?

Facebook's People You May Know

Let's look at the FB data:

- 92% of new friendships on FB are friend-of-a-friend
- More mutual friends helps



# Supervised Link Prediction

- **Goal: Recommend a list of possible friends**

- **Supervised machine learning setting:**

- **Labeled training examples:**

- For every user  $s$  have a list of others she will create links to  $\{d_1 \dots d_k\}$  **in the future**

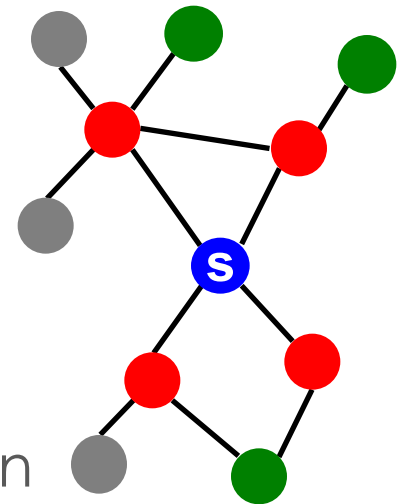
- Use FB network from May 2012 and  $\{d_1 \dots d_k\}$  are the new friendships you created since then

- These are the “positive” training examples

- Use all other users as “negative” example

- **Task:**

- For a given node  $s$ , **score** nodes  $\{d_1 \dots d_k\}$  **higher** than any other node in the network



● “positive” nodes

● “negative” nodes

**Green nodes**

are the nodes

to which **s**

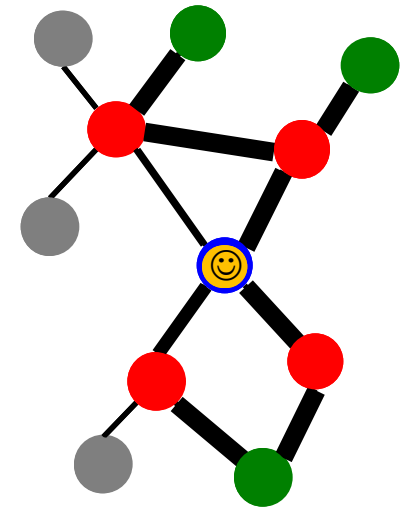
creates links in

the future

# Supervised Link Prediction

## How to combine node/edge features and the network structure?

- Estimate **strength** of each friendship  $(u, v)$  using:
  - Profile of user  $u$ , profile of user  $v$
  - Interaction history of users  $u$  and  $v$
- This creates a **weighted graph**
- Do **Personalized PageRank from  $s$**  and measure the “**proximity**” (the visiting prob.) of any other node  $w$  from  $s$
- Sort nodes  $w$  by decreasing “**proximity**”



- “positive” nodes
- “negative” nodes

# Supervised Random Walks

- Let  $s$  be the starting node
- Let  $f_{\beta}(u, v)$  be a function that assigns **strength  $a_{uv}$  to edge  $(u, v)$**

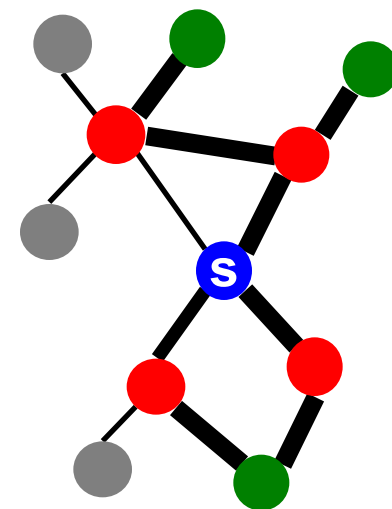
$$a_{uv} = f_{\beta}(u, v) = \exp(-\sum_i \beta_i \cdot x_{uv}[i])$$

- $x_{uv}$  is a feature vector of  $(u, v)$

- Features of node  $u$
- Features of node  $v$
- Features of edge  $(u, v)$

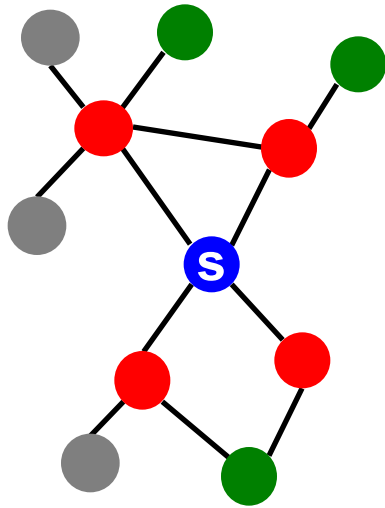
- Note:  $\beta$  is the weight vector we will later estimate!**

- Do **Random Walk with Restarts** from  $s$  where transitions are according to edge strengths  $a_{uv}$

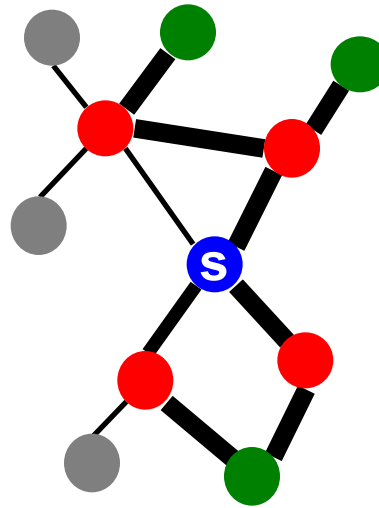
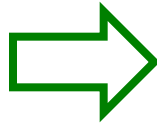


- “positive” nodes
- “negative” nodes

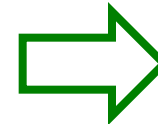
# SRW: Prediction



Network



Set edge strengths  
 $a_{uv} = f_{\beta}(u, v)$



*Random Walk with Restarts* on the weighted graph. Each node  $w$  has a PageRank proximity  $p_w$



Sort nodes  $w$  by the decreasing PageRank score  $p_w$



Recommend top  $k$  nodes with the highest proximity  $p_w$  to node  $s$

□ How to estimate edge strengths?

□ How to set parameters  $\beta$  of  $f_{\beta}(u, v)$ ?

□ **Idea:** Set  $\beta$  such that it (correctly) predicts the known future links

# Personalized PageRank

□  $a_{uv}$  .... Strength of edge  $(u, v)$

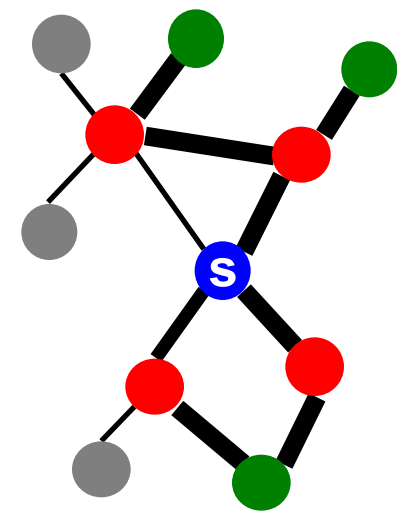
□ Random walk transition matrix:

$$Q'_{uv} = \begin{cases} \frac{a_{uv}}{\sum_w a_{uw}} & \text{if } (u, v) \in E, \\ 0 & \text{otherwise} \end{cases}$$

□ PageRank transition matrix:

$$Q_{ij} = (1 - \alpha)Q'_{ij} + \alpha \mathbf{1}(j = s)$$

□ Where with prob.  $\alpha$  we jump back to node  $s$



● “positive” nodes  
● “negative” nodes

□ Compute PageRank vector:  $p = p^T Q$

□ Rank nodes  $w$  by decreasing  $p_w$



# The Optimization Problem

- Positive examples

$$D = \{d_1, \dots, d_k\}$$

- Negative examples

$$L = \{\textit{other nodes}\}$$

- What do we want?

$$\min_{\beta} F(\beta) = \|\beta\|^2$$

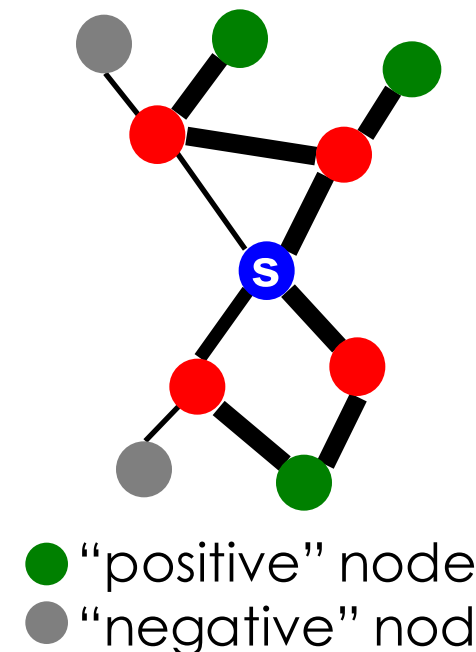
such that

$$\forall d \in D, l \in L : p_l < p_d$$

- Note:

- Exact solution to this problem may not exist
- So we make the constraints “soft” (i.e., optional)

We prefer small weights  $\beta$  to prevent overfitting



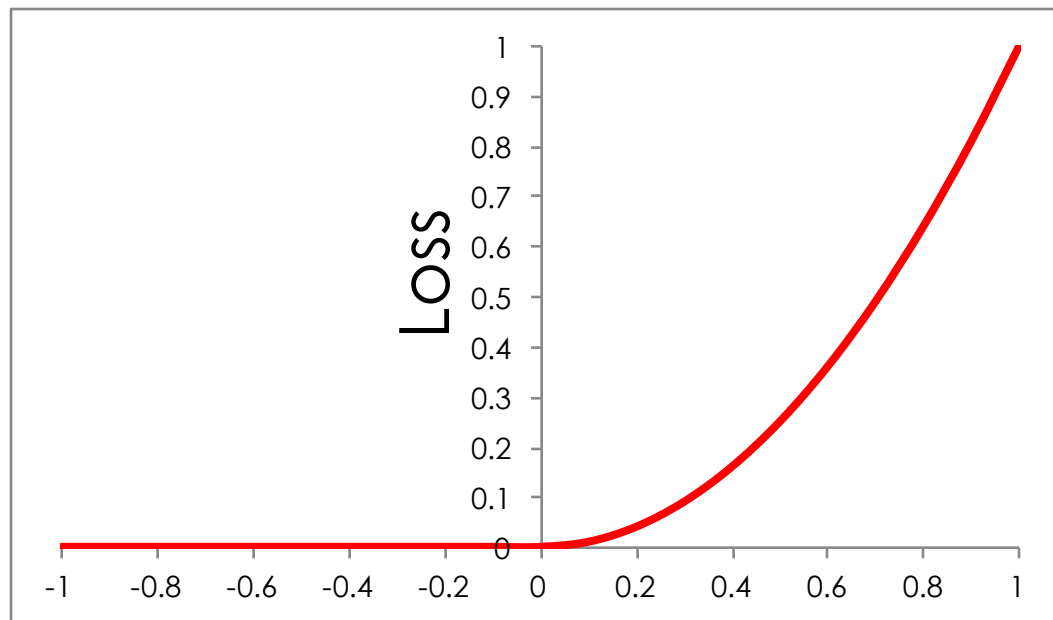
Every positive example has to have higher PageRank score than every negative example

# Making Constraints “Soft”

## Want to minimize:

$$\min_{\beta} F(\beta) = \sum_{d \in D, l \in L} h(p_l - p_d) + \lambda \|\beta\|^2$$

Loss:  $h(x) = 0$  if  $x < 0$ , or  $x^2$  else



$p_l < p_d$      $p_l = p_d$      $p_l > p_d$

Penalty for violating the constraint that  $p_d > p_l$

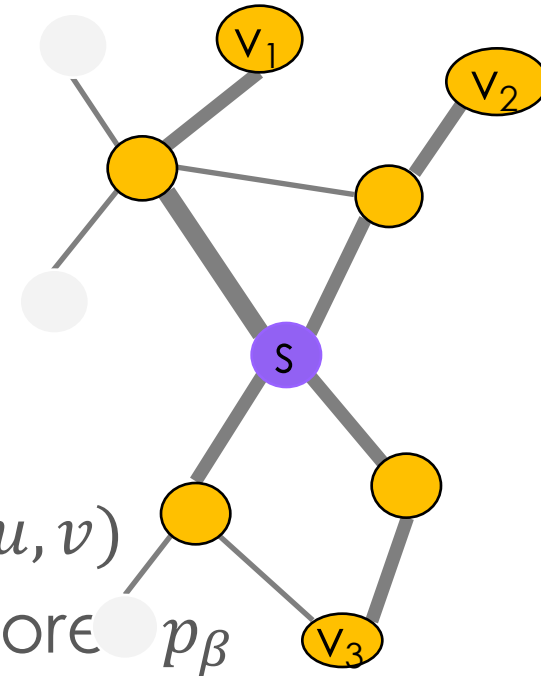
# Solving the problem: Intuition

## How to minimize $F$ ?

$$\min_{\beta} F(\beta) = \sum_{d \in D, l \in L} h(p_l - p_d) + \lambda \|\beta\|^2$$

## Both $p_l$ and $p_d$ depend on $\beta$

- Given  $\beta$  assign edge weights  $a_{uv} = f_{\beta}(u, v)$
- Using  $Q = [a_{uv}]$  compute PageRank score  $p_{\beta}$
- Rank nodes by the decreasing score



## Goal: Want to find $\beta$ such that $p_l < p_d$

# Solving the Problem: Intuition

## How to minimize $F(\beta)$ ?

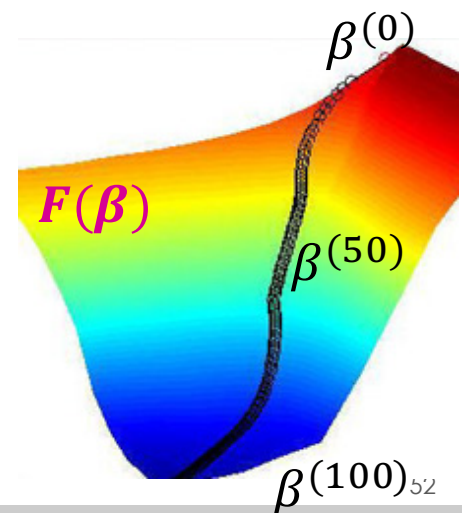
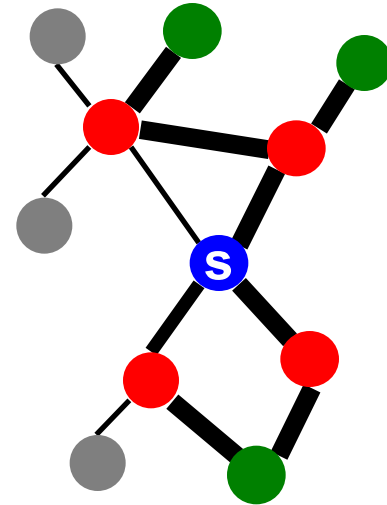
$$\min_{\beta} F(\beta) = \sum_{d \in D, l \in L} h(p_l - p_d) + \lambda \|\beta\|^2$$

## Idea:

- Start with some random  $\beta^{(0)}$
- Evaluate the derivative of  $F(\beta)$  and do a small step in the opposite direction

$$\beta^{(t+1)} = \beta^{(t)} - \eta \frac{\partial F(\beta^{(t)})}{\partial \beta}$$

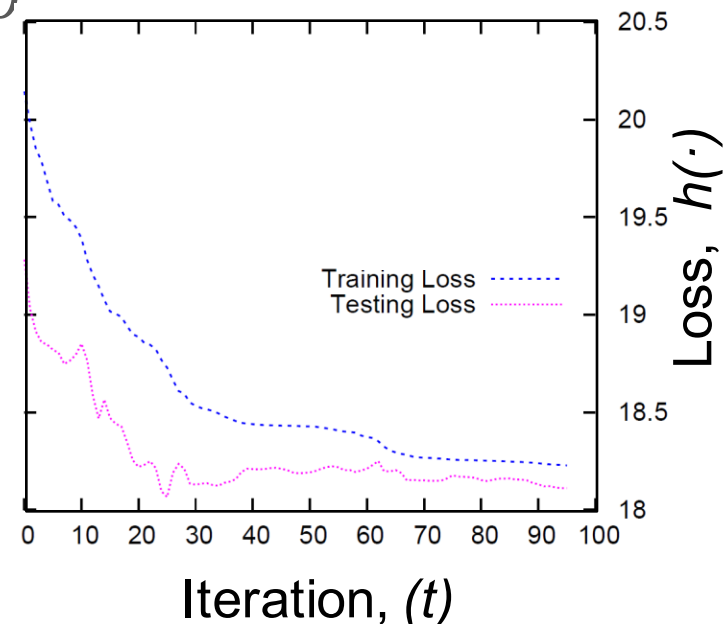
- Repeat until convergence



# Optimizing $F(\beta)$

## □ To optimize $F(\beta)$ , use gradient descent:

- Pick a random starting point  $\beta^{(0)}$
- Using current  $\beta^{(t)}$  compute edge strengths and the transition matrix  $Q$
- Compute PageRank scores  $p$
- Compute the gradient with respect to weight vector  $\beta^{(t)}$
- Update  $\beta^{(t+1)}$



# Data: Facebook

## Facebook Iceland network

- 174,000 nodes (55% of population)
- Avg. degree 168
- Avg. person added 26 friends/month

## For every node $s$ :

### Positive examples:

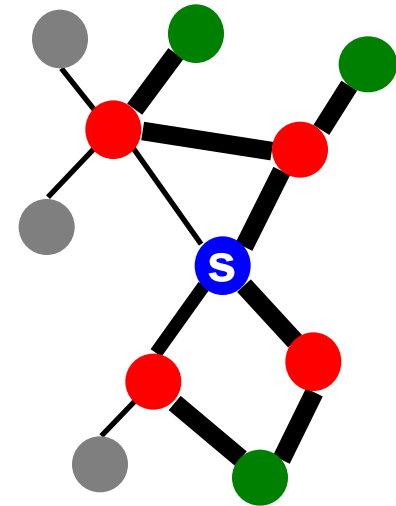
- $D = \{ \text{new friendships } s \text{ created in Nov '09} \}$

### Negative examples:

- $L = \{ \text{other nodes } s \text{ did not create new links to} \}$

### Limit to friends of friends:

- On avg. there are 20,000 FoFs (maximum is 2 million)!



# Experimental setting

## ▣ Node and Edge features for learning:

- ▣ **Node:** Age, Gender, Degree
- ▣ **Edge:** Age of an edge, Communication, Profile visits, Co-tagged photos

## ▣ Evaluation:

### ▣ Precision at top 20

- ▣ We produce a list of 20 candidates
  - ▣ By taking top 20 nodes  $x$  with highest PageRank score  $p_x$
- ▣ Measure to what fraction of these nodes  $s$  actually links to

# Results: Facebook Iceland

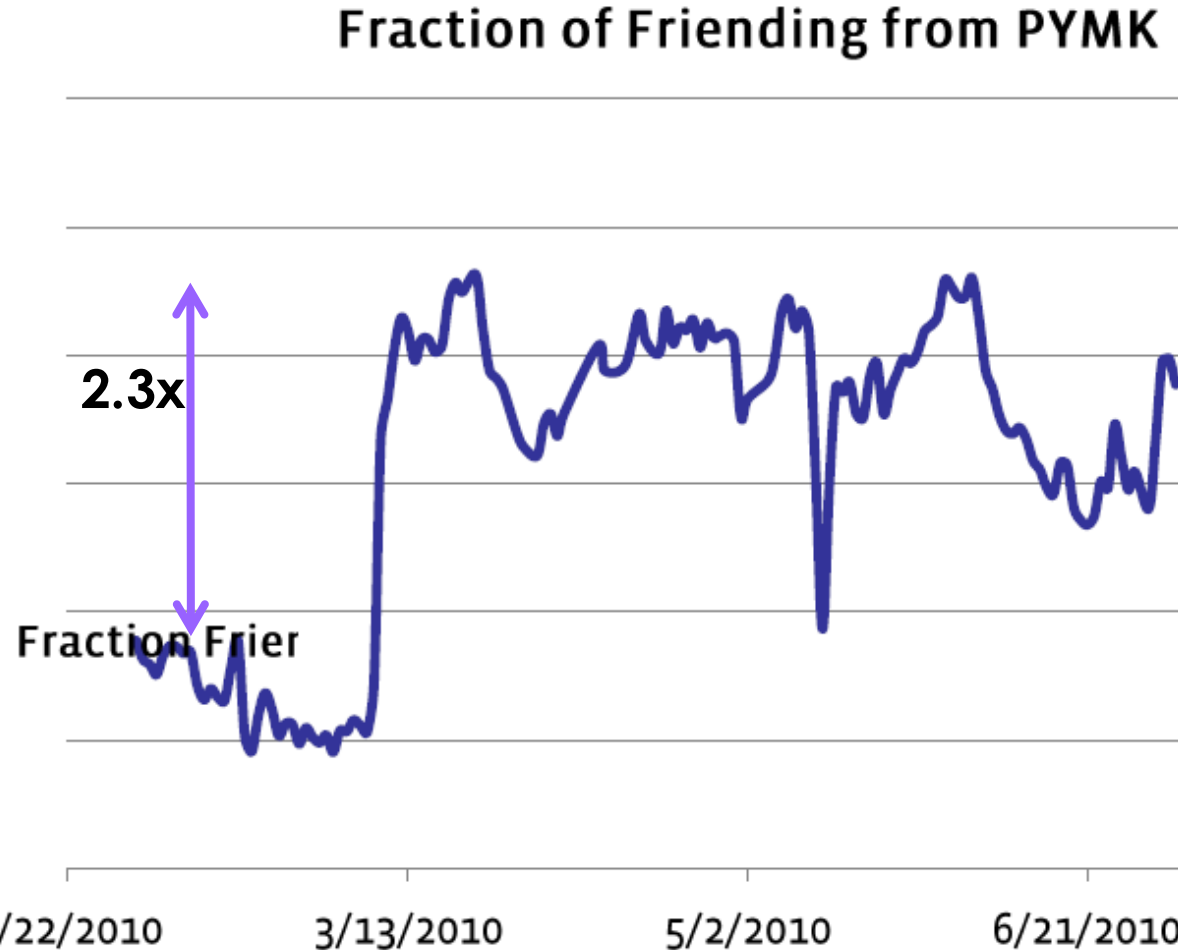
- ▣ **Facebook:** Predict future friends
  - ▣ Adamic-Adar already works great
  - ▣ Supervised Random Walks (SRW) gives slight improvement

Learning Method	Prec@Top20
Random Walk with Restart	6.80
Adamic-Adar	7.35
Common Friends	7.35
Degree	3.25
SRW: one edge type	6.87
SRW: multiple edge types	<b>7.57</b>



# Results: Facebook

- 2.3x improvement over previous FB-PYMK (People You May Know)



# Results: Co-Authorship

## ▣ Arxiv Hep-Ph collaboration network:

- ▣ Poor performance of unsupervised methods
- ▣ SRW gives a boost of 25%!

Learning Method	Prec@Top20
Random Walk with Restart	3.41
Adamic-Adar	3.13
Common Friends	3.11
Degree	3.05
SRW: one edge type	4.24
SRW: multiple edge types	<b>4.25</b>

# Topic mash-up write-up

- Network structure matters to resilience
  - and assortativity too
- Link prediction is an interesting and useful task