

# Popularity versus Similarity in Growing Networks

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# Preferential Attachment (PA)

- *Popularity is attractive*
- If new connections in a growing network prefer popular (high-degree) nodes, then the network has a power-law distribution of node degrees
  - This result can be traced back to 1924 (Yule)

# Issues with PA

- Zero clustering
- PA *per se* is ***impossible*** in real networks
  - It requires global knowledge of the network structure to be implemented
- The popularity preference should be exactly a linear function of the node degree
  - Otherwise, no power laws

# One solution to these problems

- Mechanism:
  - New node selects an existing edge uniformly at random
  - And connects to its both ends
- Results:
  - No global intelligence
  - Effective linear preference
  - Power laws
  - Strong clustering
- Dorogovtsev *et al.*, PRE 63:062101, 2001

# One problem with this solution

- It does not reflect reality
- It could not be validated against growth of real networks

# No model that would:

- Be simple and universal (like PA)
  - Potentially describing (as a base line) evolution of many different networks
- Yield graphs with observable properties
  - Power laws, strong clustering, to start with
  - But many other properties as well
- Not require any global intelligence
- Be ***validated***

# Validation of growth mechanism

- State of the art
  - Here is my new model
  - The graphs that it produces have power laws!
  - ~~– And strong clustering!!~~
  - And even X!!!
- Almost never the growth mechanism is validated ***directly***
- PA was validated directly for many networks, because it is so simple

# Paradox with PA validation

- Dilemma
  - PA was validated
  - But PA is impossible
- Possible resolution
  - PA is an emergent phenomenon
  - A consequence of some other underlying processes



# Popularity versus Similarity

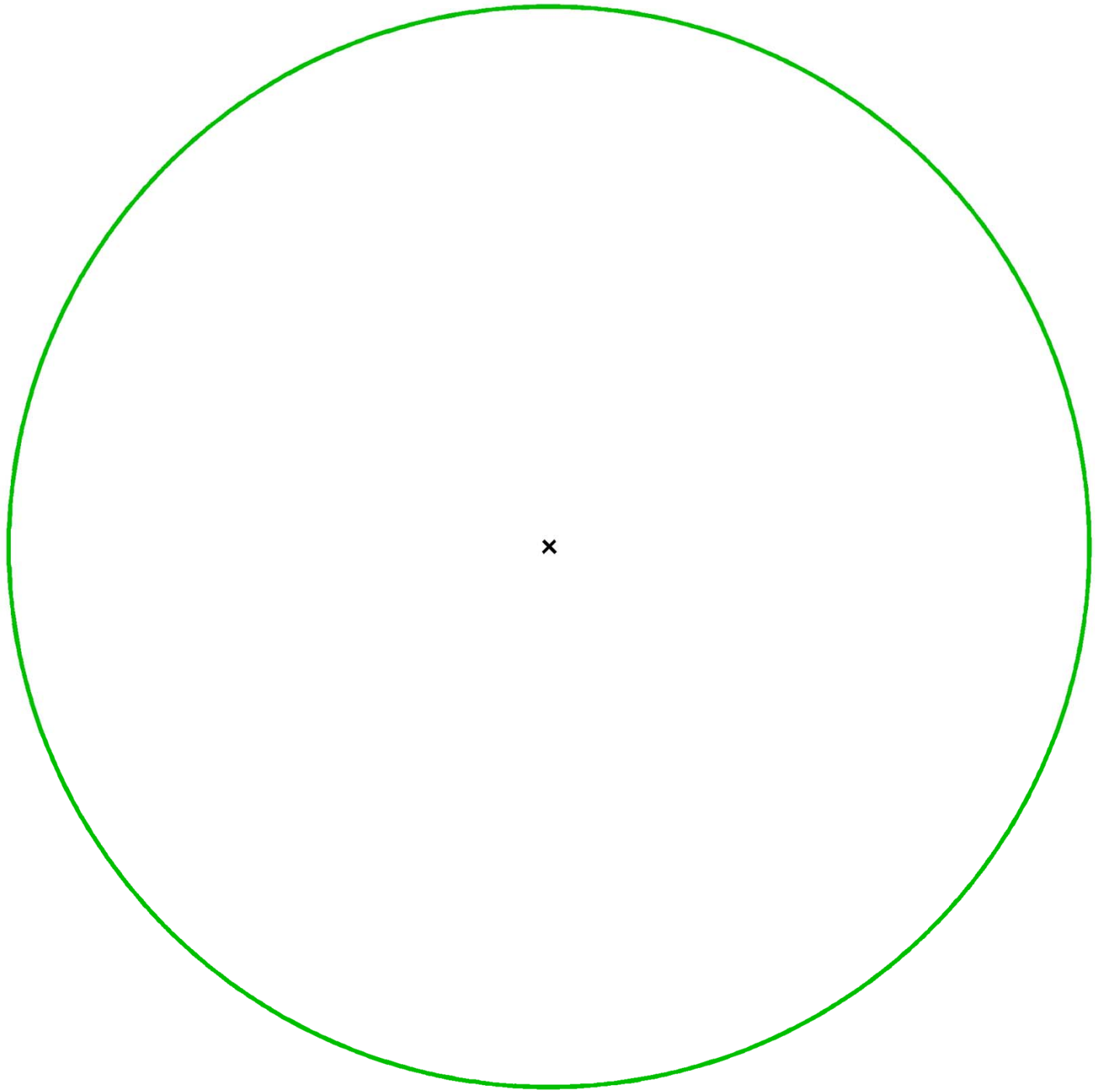
- Intuition
  - I (new node) connect to you (existing node) not only if you are popular (like Google or Facebook), but also if you are similar to me (like Tartini or free soloing) — homophily
- Mechanism
  - New connections are formed by trade-off optimization between popularity and similarity

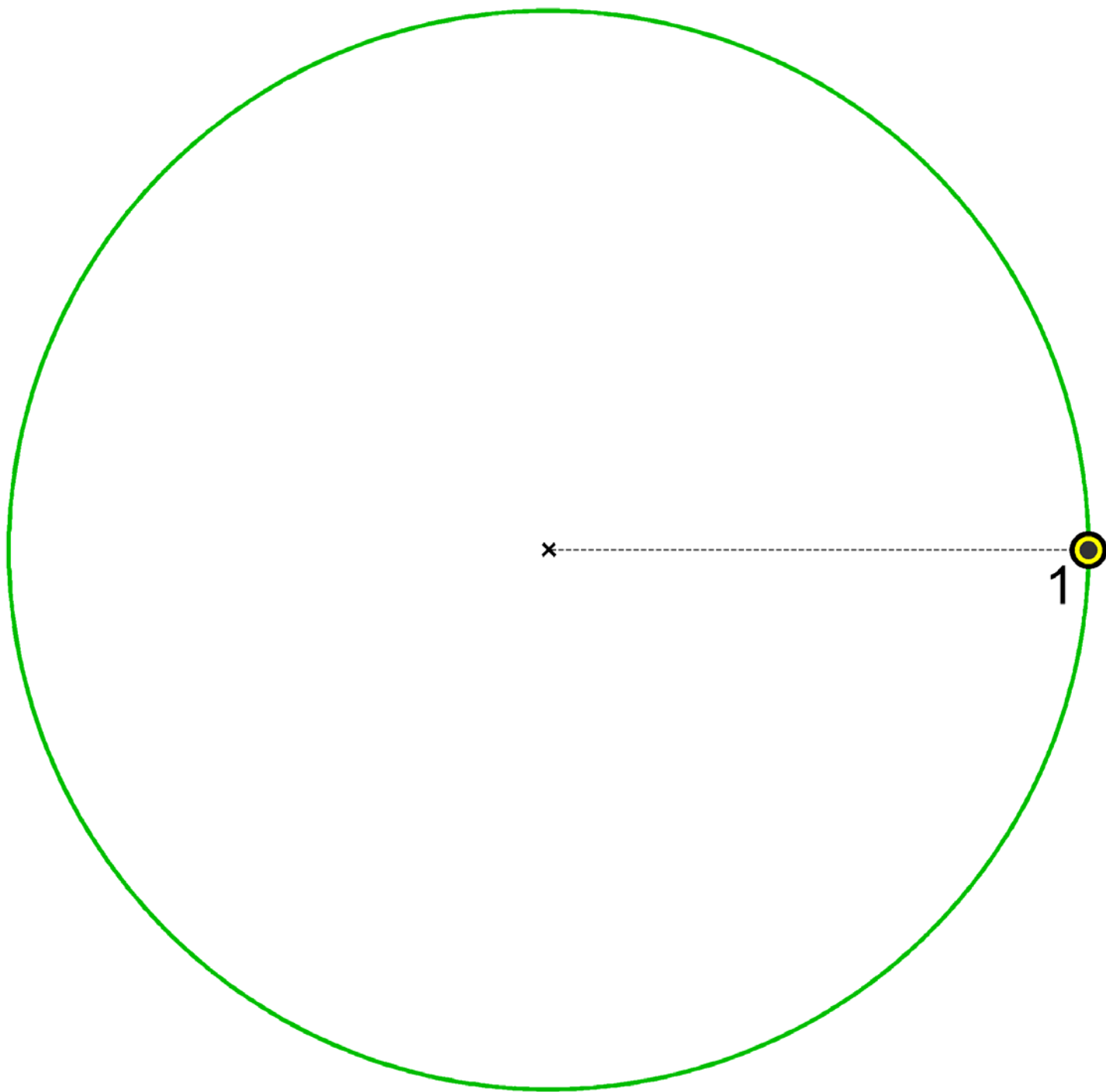
# Mechanism (growth algorithm)

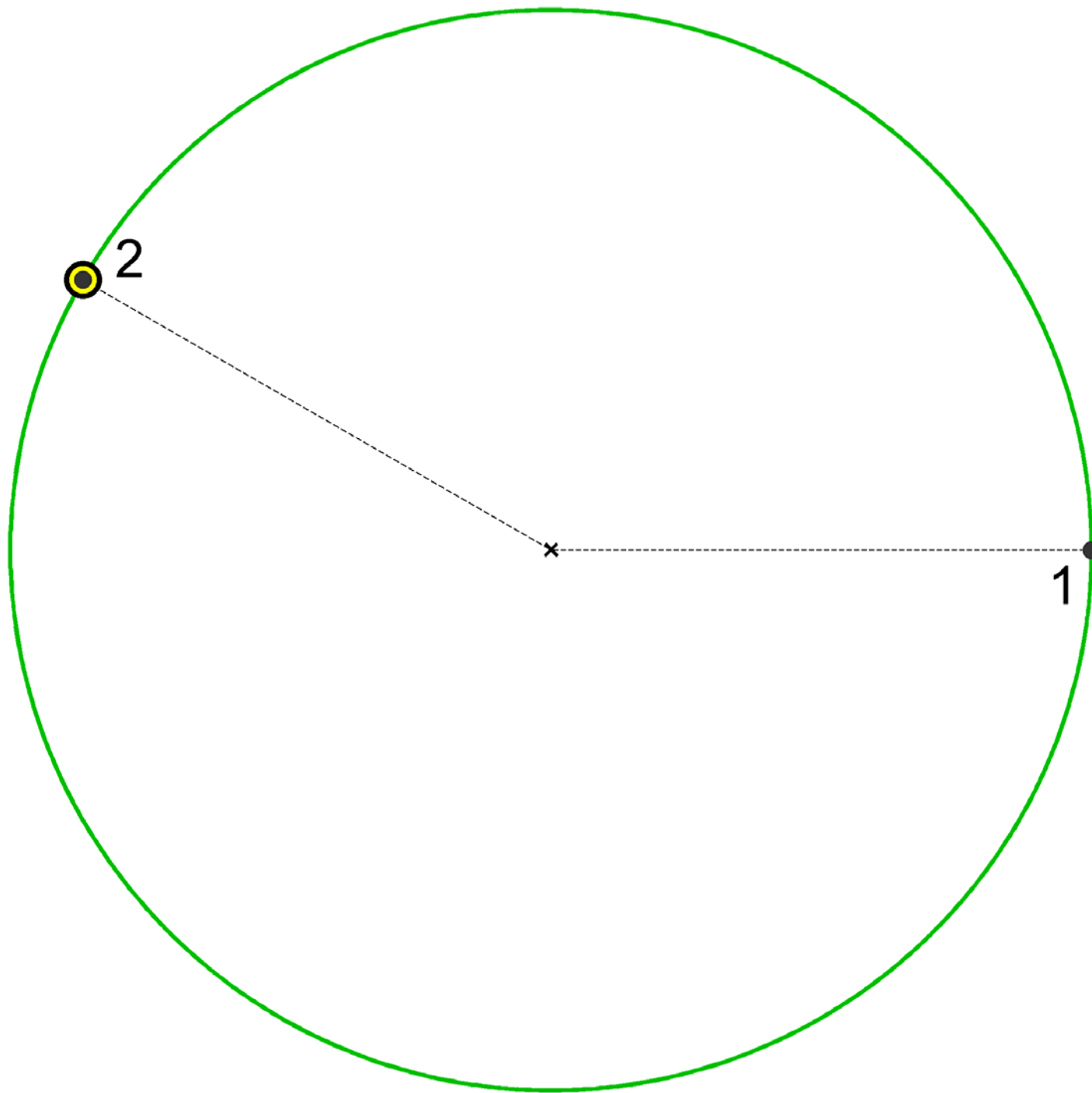
- Nodes  $t$  are introduced one by one
  - $t @ 1, 2, 3, \dots$
- Measure of popularity
  - Node's birth time  $t$
- Measure of similarity
  - Upon its birth, node  $t$  gets positioned at a random coordinate  $\theta_t$  in a “similarity” space
  - The similarity space is a circle
  - $\theta$  is random variable uniformly distributed on  $[0, 2\pi]$
  - Measure of similarity between  $t$  and  $s$  is  $\theta_{st} @ |\theta_s - \theta_t|$

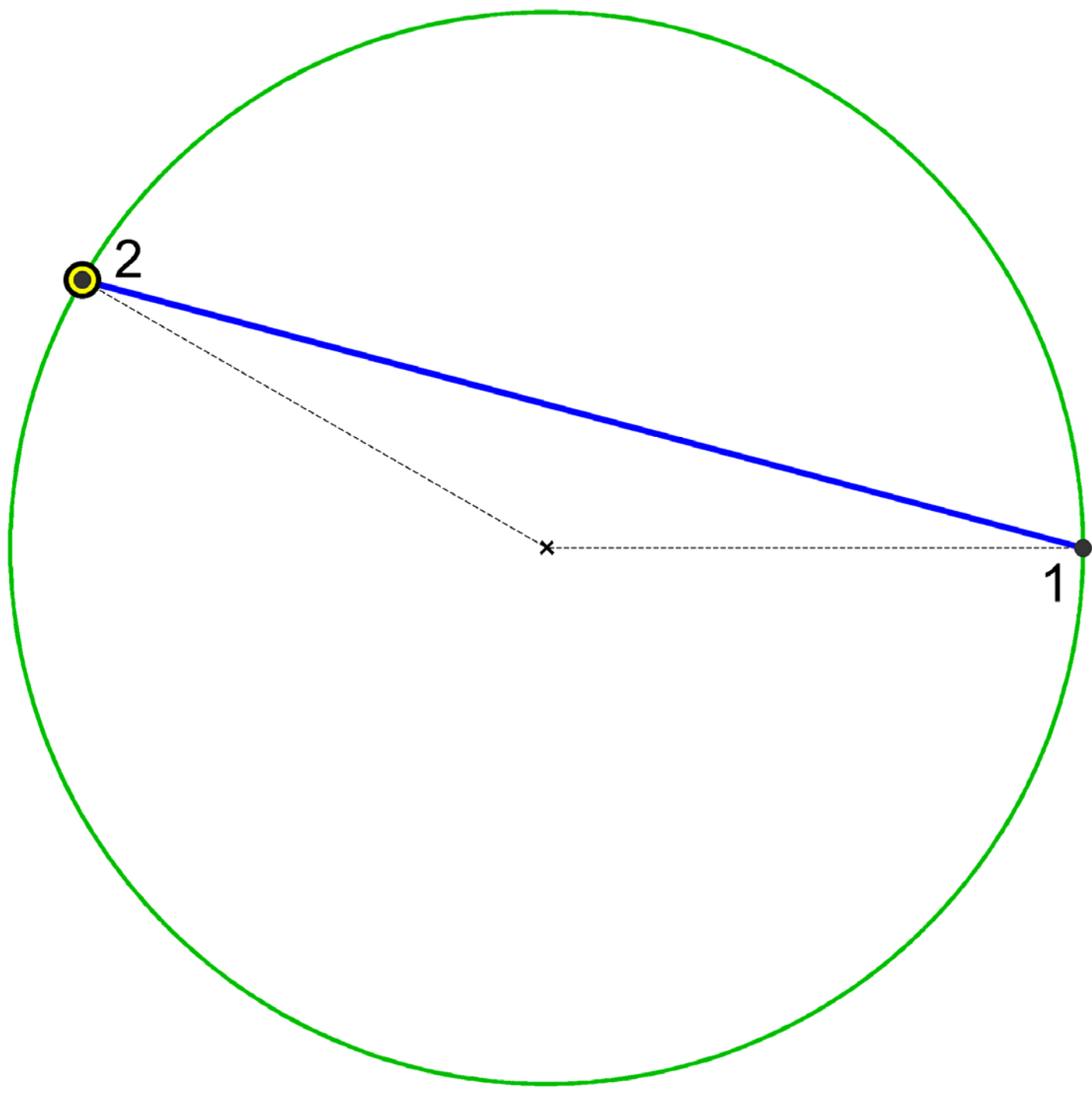
# Mechanism (contd.)

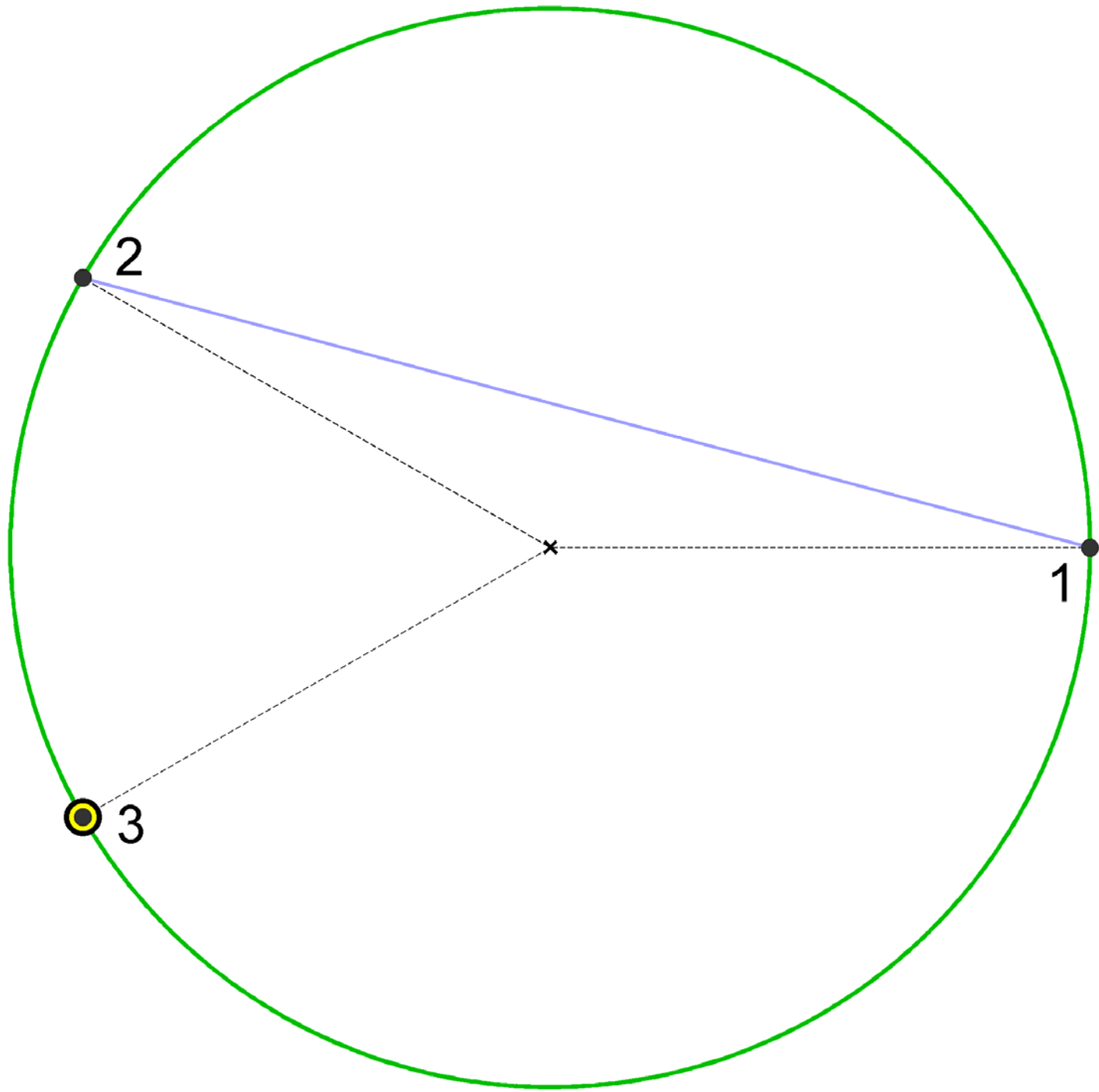
- New connections
  - New node  $t$  connects to  $m$  existing nodes  $s$ ,  $s \sim t$ , minimizing  $s\theta_{st}$
  - That is, maximizing the product between popularity and similarity



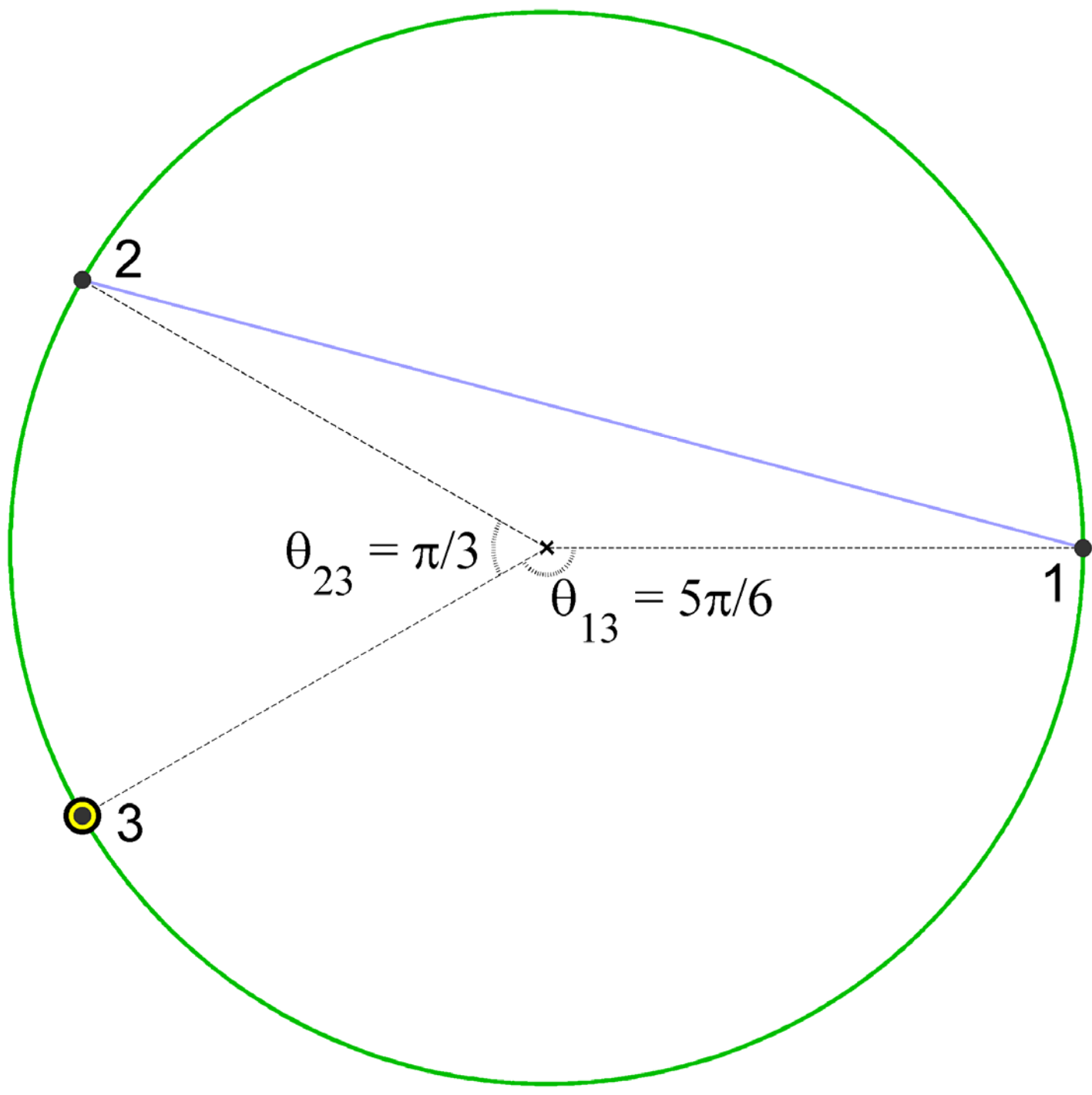


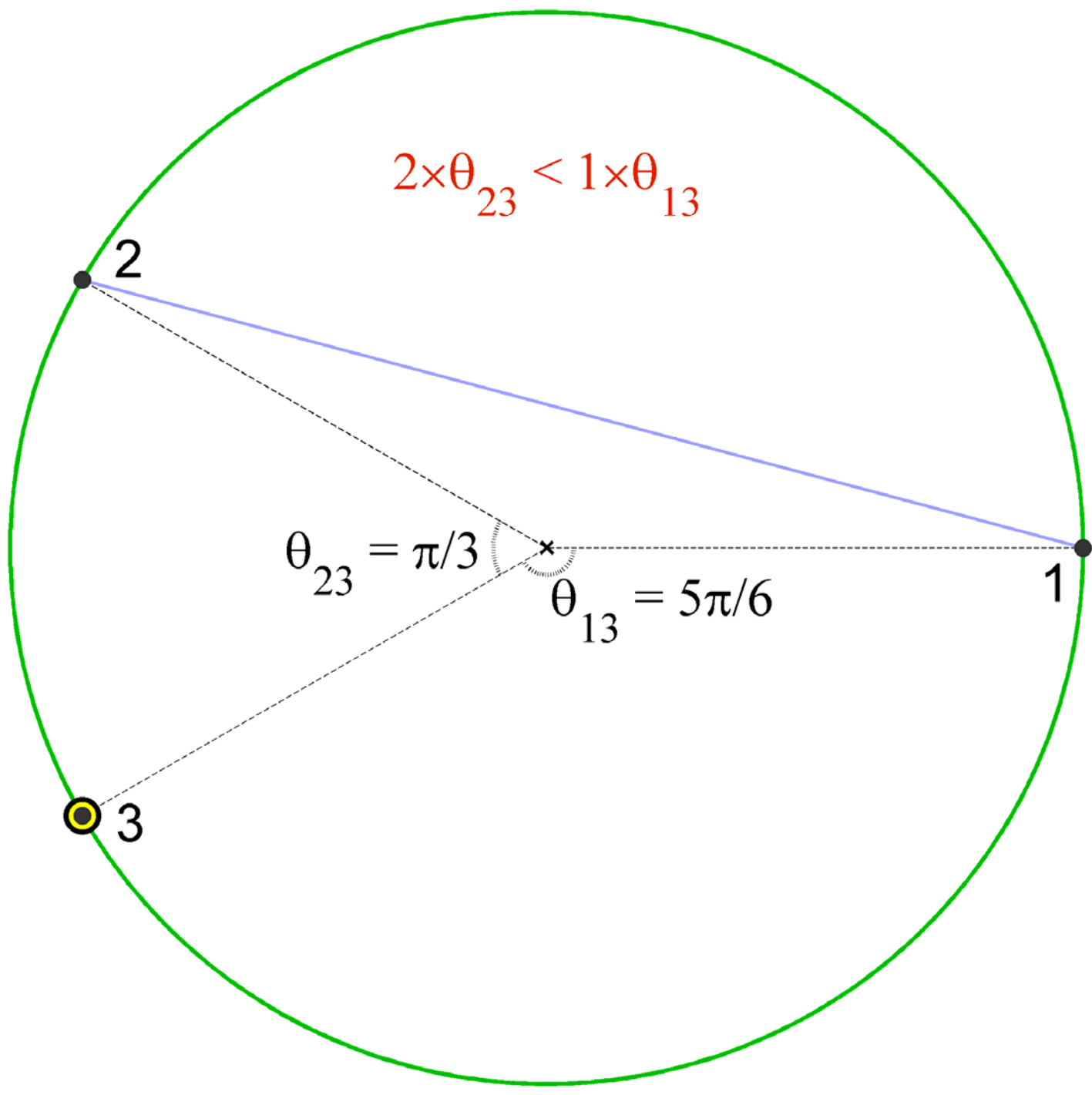












$$2 \times \theta_{23} < 1 \times \theta_{13}$$

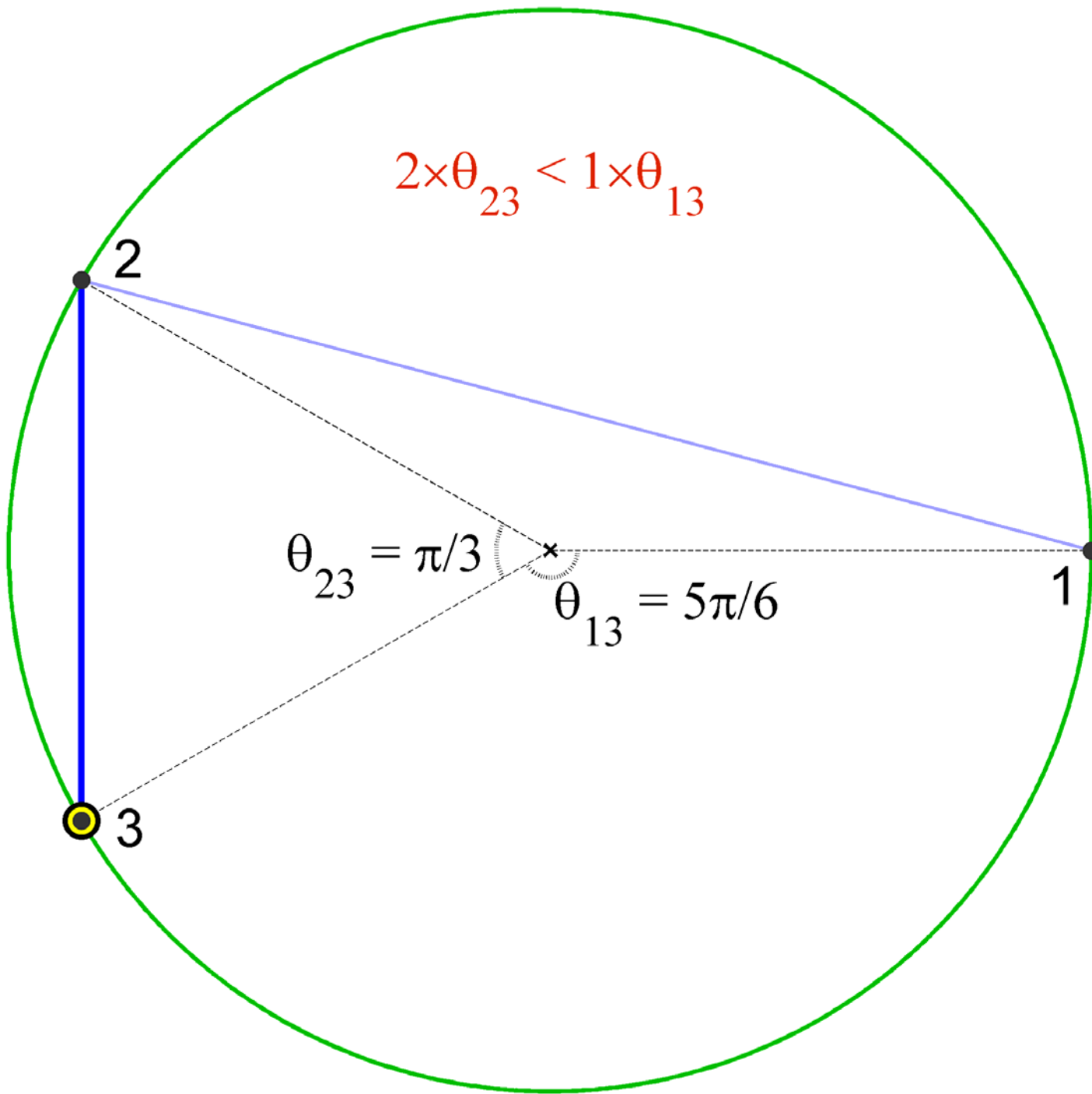
$$\theta_{23} = \pi/3$$

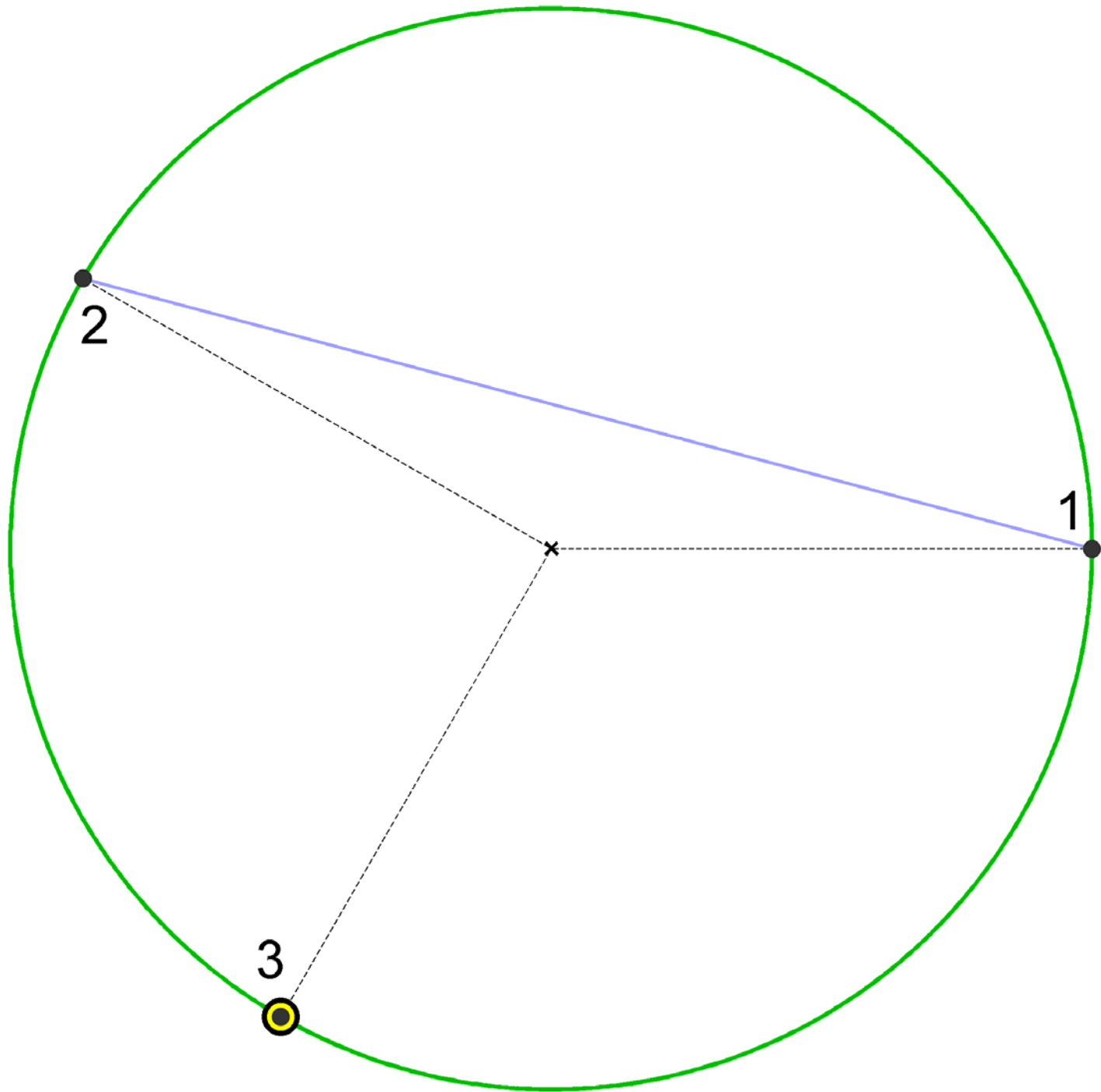
$$\theta_{13} = 5\pi/6$$

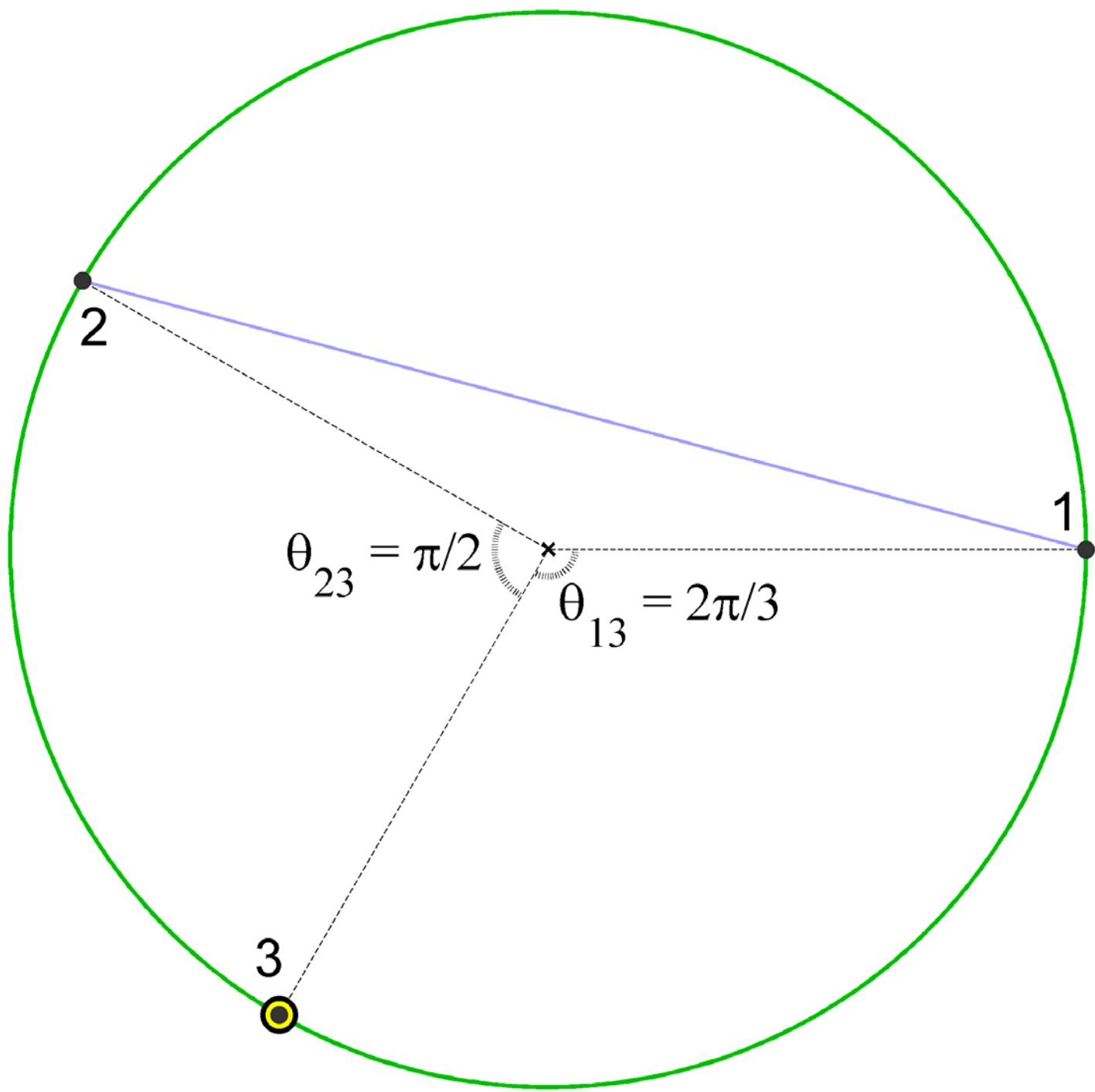
2

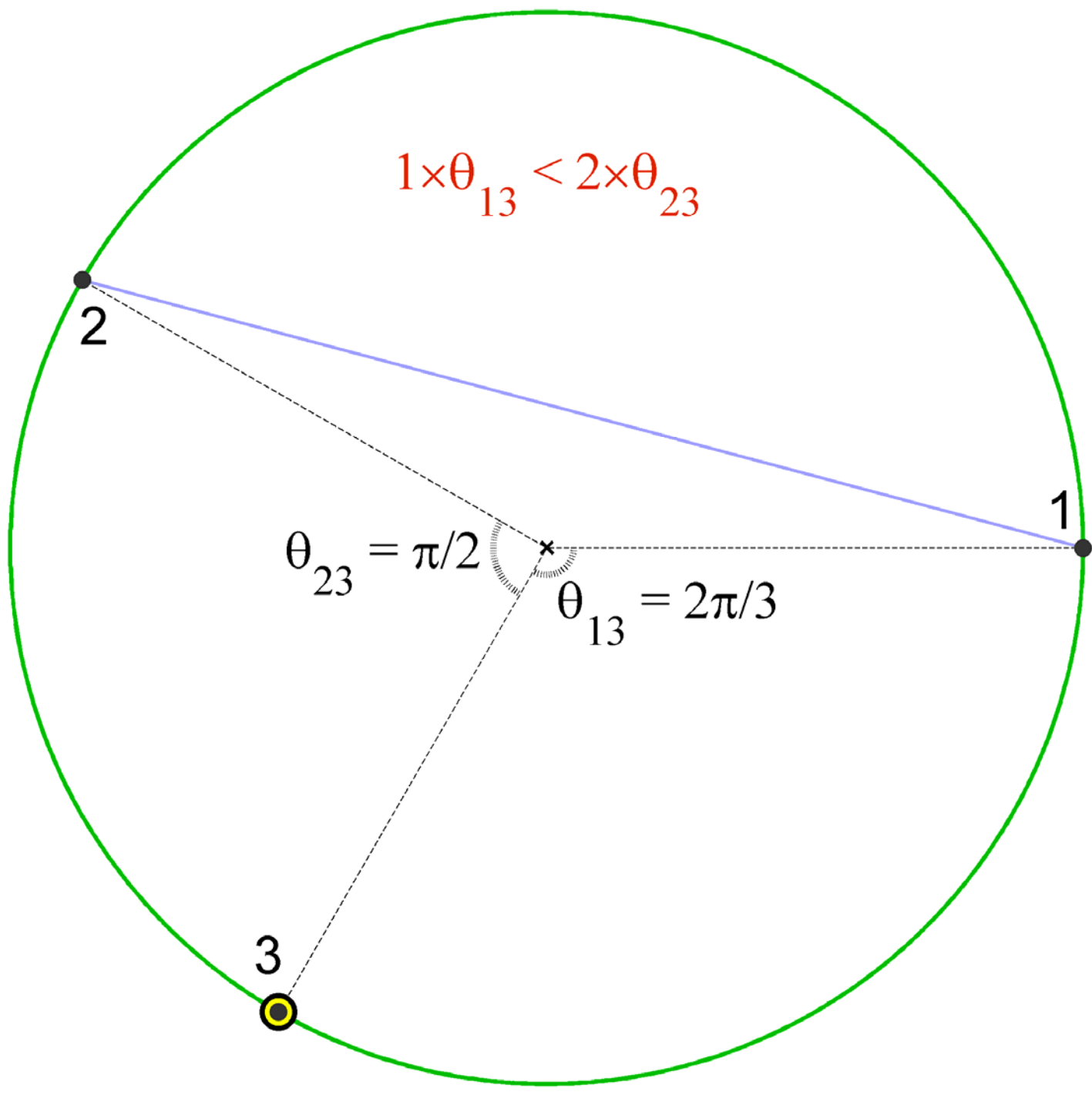
1

3









$$1 \times \theta_{13} < 2 \times \theta_{23}$$

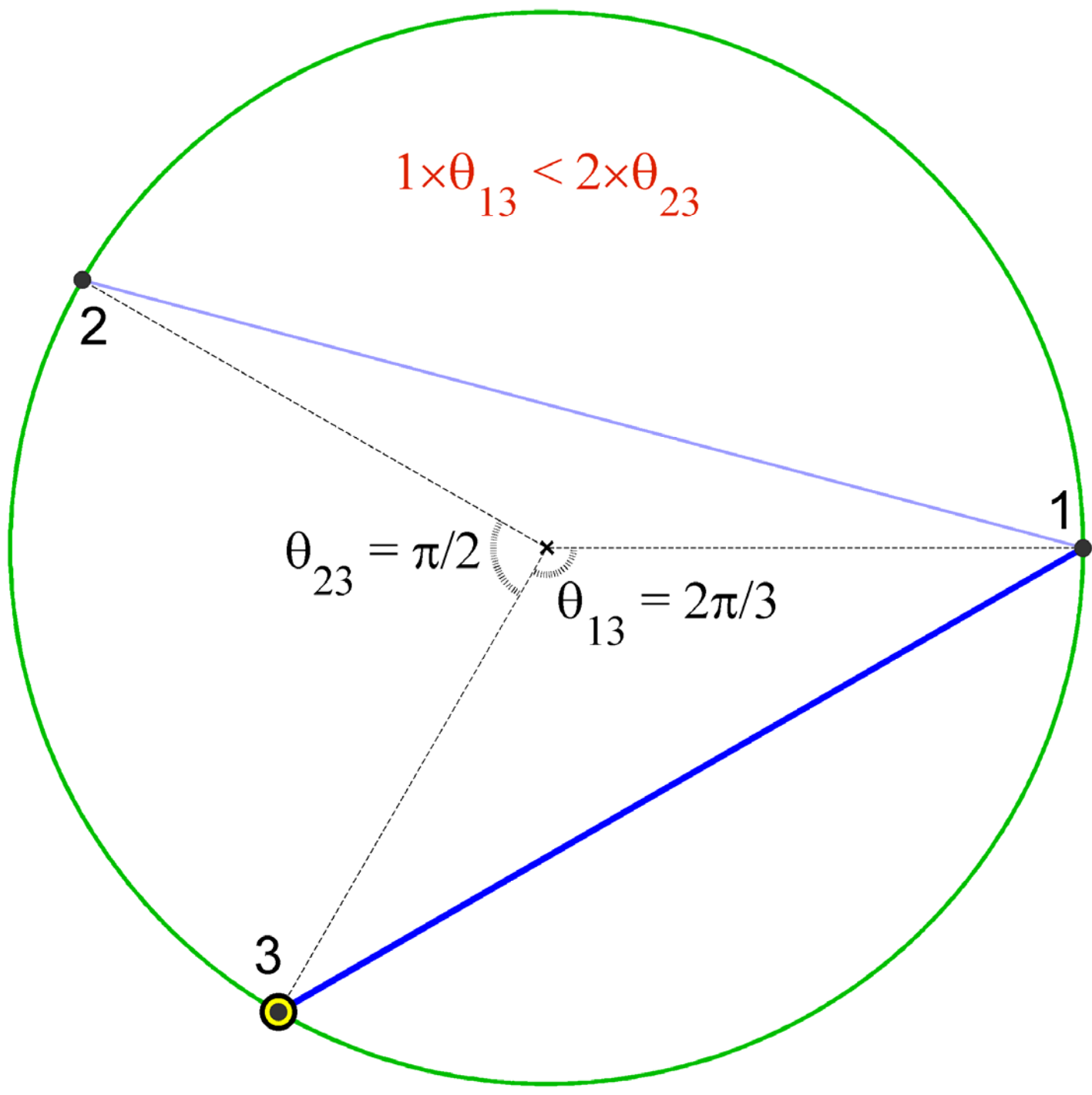
$$\theta_{23} = \pi/2$$

$$\theta_{13} = 2\pi/3$$

2

1

3



$$1 \times \theta_{13} < 2 \times \theta_{23}$$

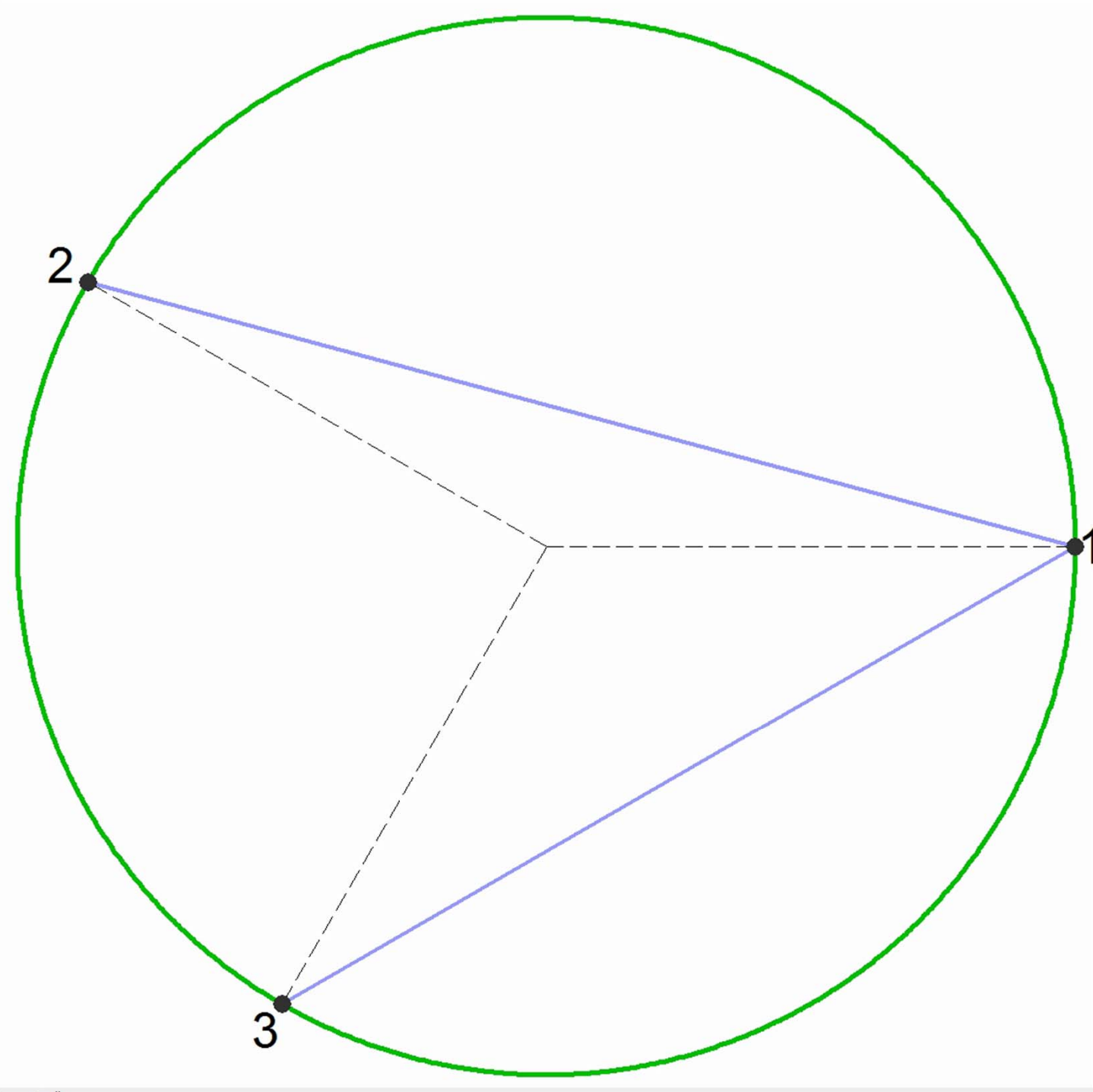
$$\theta_{23} = \pi/2$$

$$\theta_{13} = 2\pi/3$$

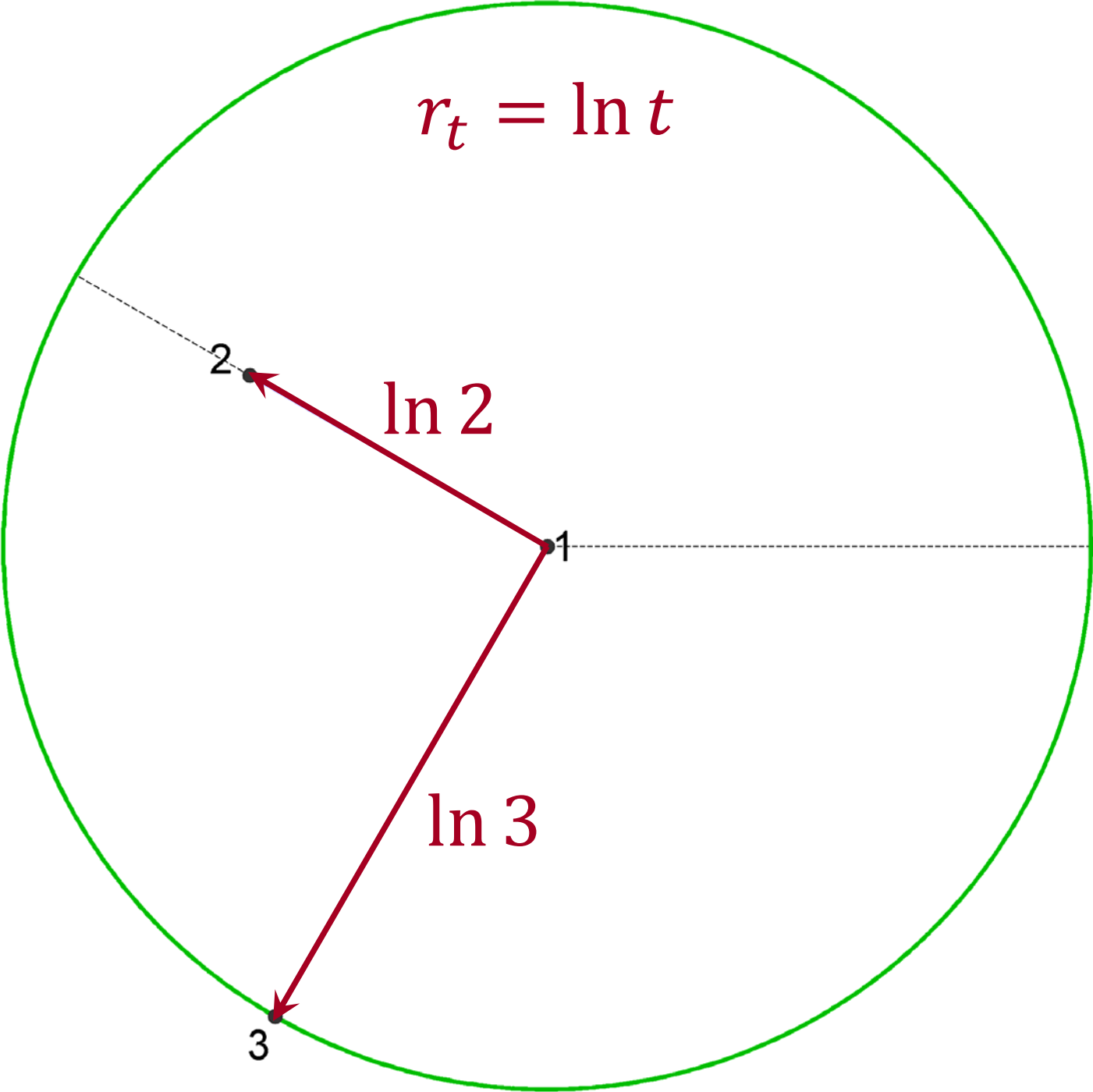
2

1

3







New node  $t$  connects to  $m$  existing nodes  $s$  that minimize

$$s\theta_{st}$$

$$st \frac{\theta_{st}}{2}$$

$$\ln \left( st \frac{\theta_{st}}{2} \right)$$

$$= r_s + r_t + \ln \frac{\theta_{st}}{2}$$

$\approx x_{st}$  — the *hyperbolic* distance  
between  $s$  and  $t$

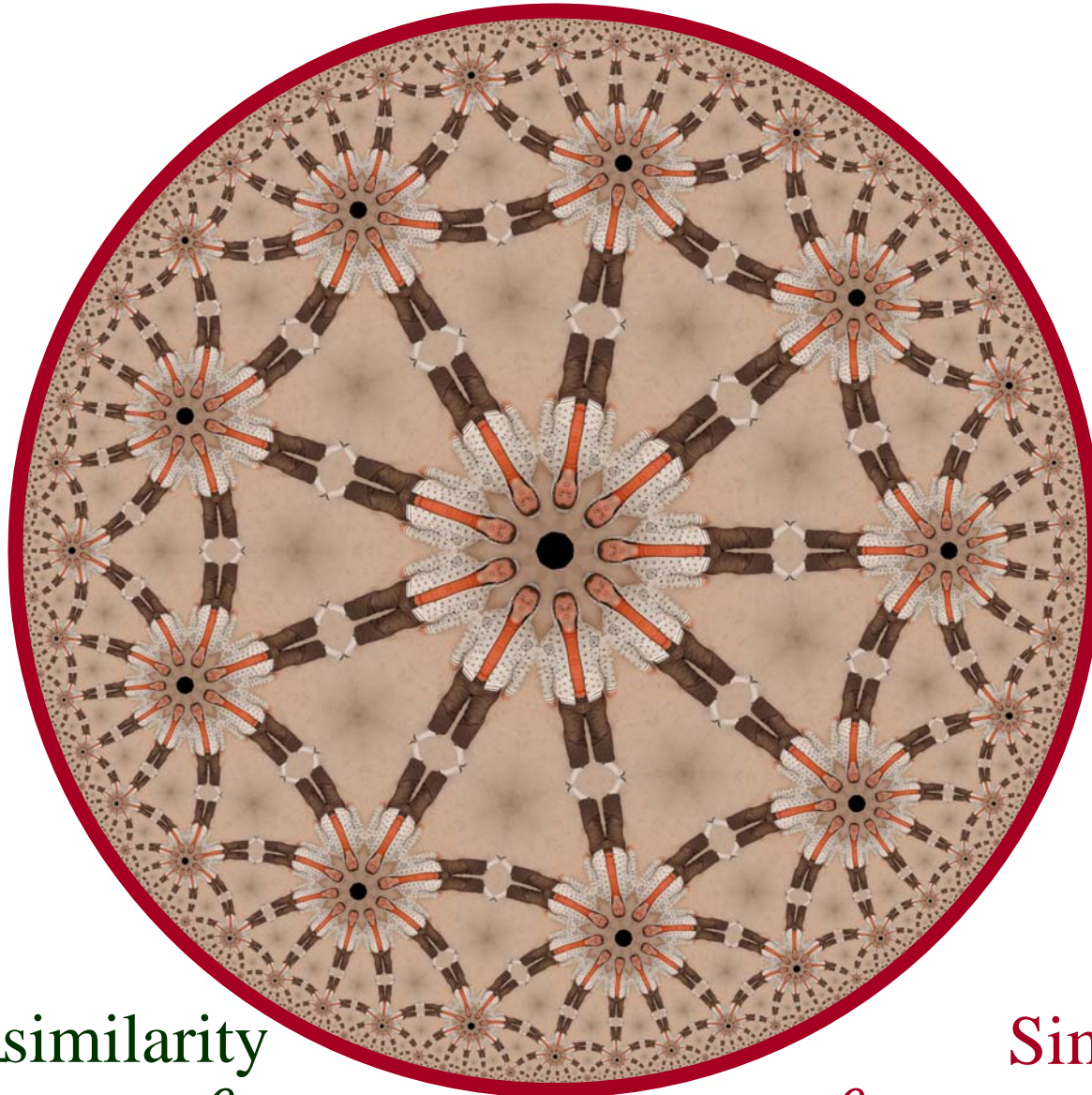
New nodes connects to  $m$  hyperbolically closest nodes

The expected distance to the  $m$ 'th closest node from  $t$  is

$$R_t = r_t - \ln \frac{2r_t}{\pi m} \text{ — average degree is fixed to } 2m$$

$$R_t = r_t \text{ — average degree grows logarithmically with } t \\ \text{if } j \sim 2$$

New node  $t$  is located at radial coordinate  $r_t \sim \ln t$ ,  
and connects to all nodes within distance  $R_t \sim r_t$

$H^2$  $\partial H^2$ 

Popularityfismilarity

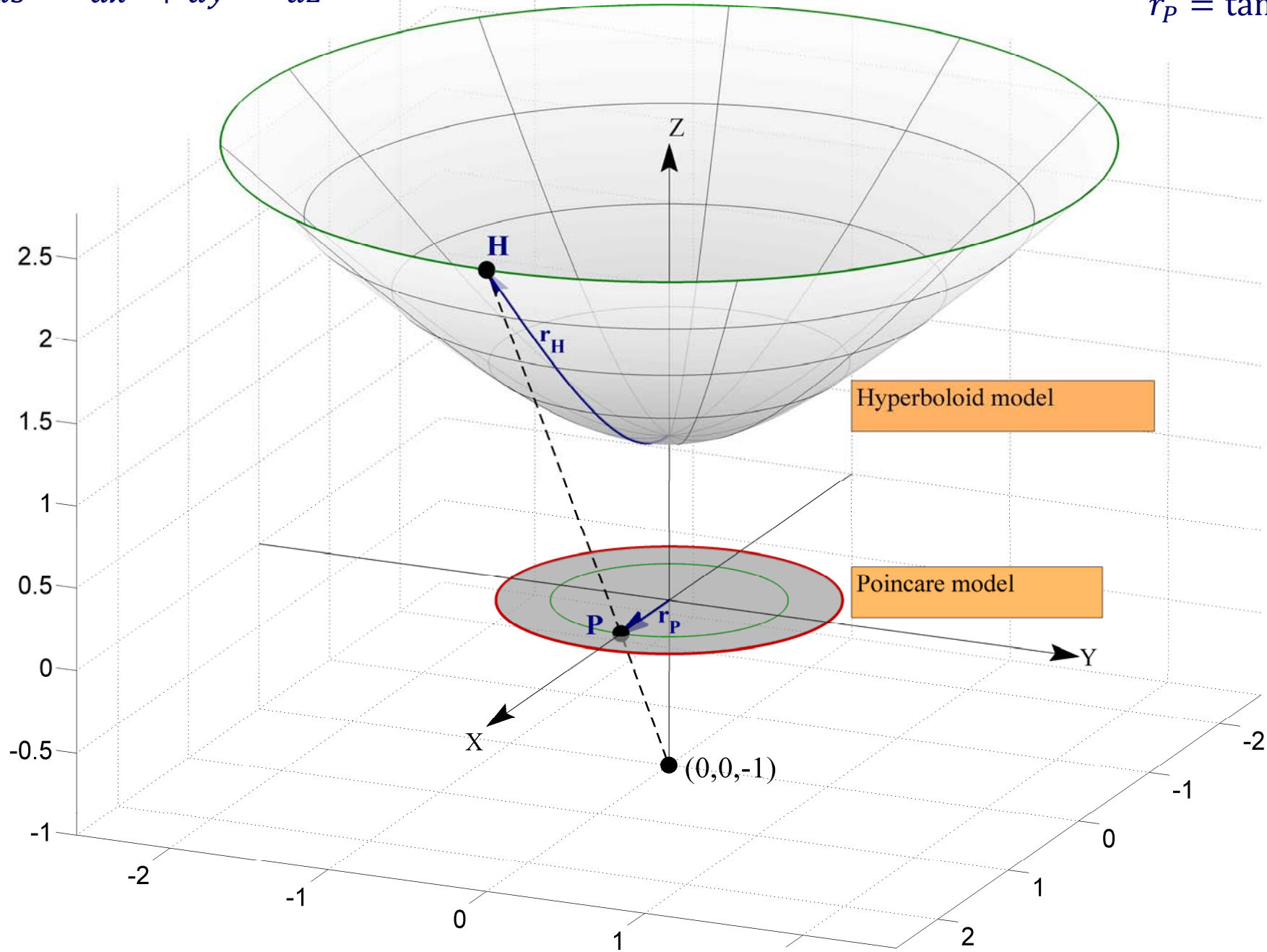
$$x_{st} \approx r_s + r_t + \ln \sin \frac{\theta_{st}}{2}$$

Similarity only

$$d_{st} = \sin \frac{\theta_{st}}{2} = \sqrt{(1 - \cos \theta_{st})/2}$$

$$ds^2 = dx^2 + dy^2 - dz^2$$

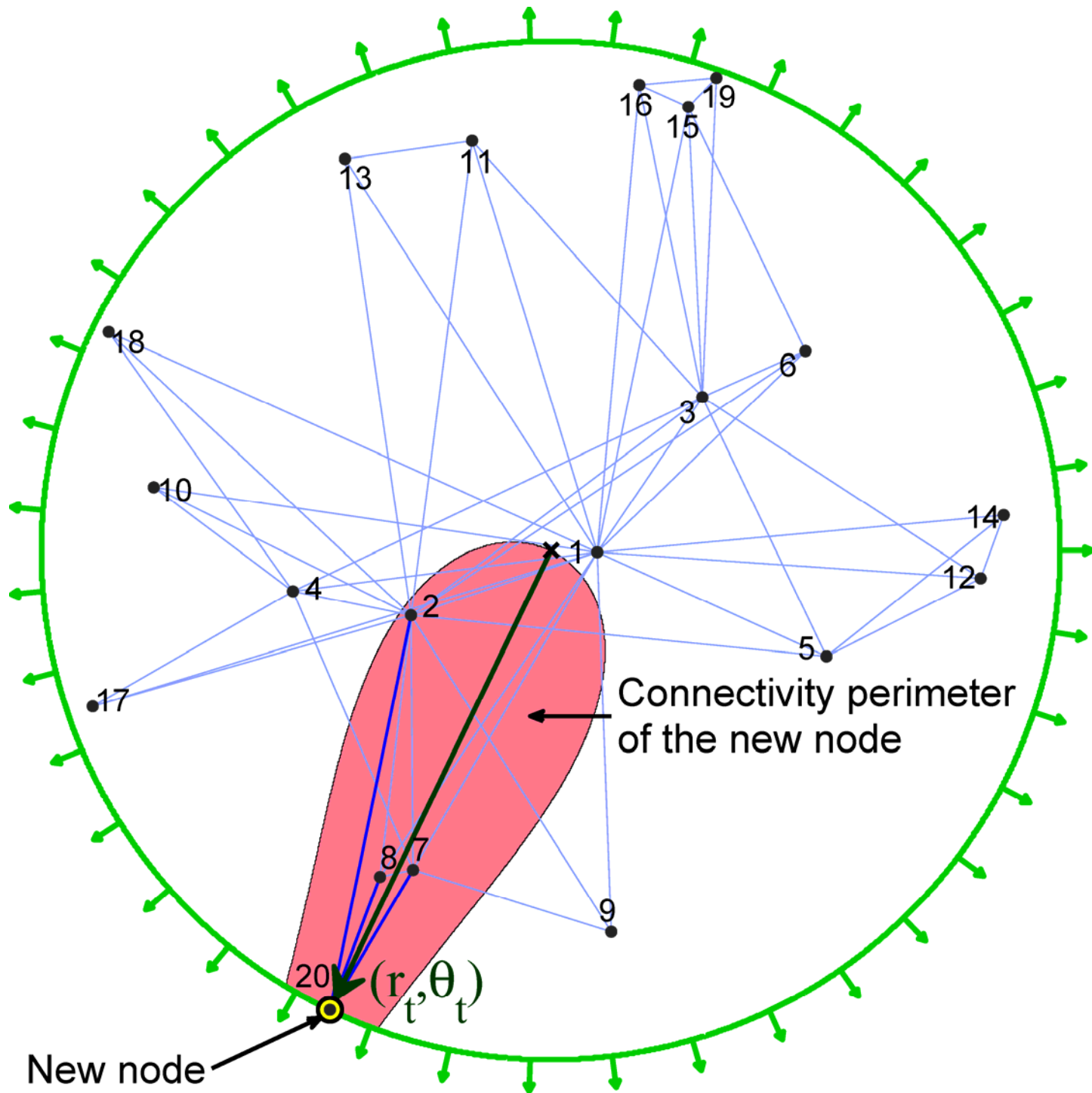
$$r_P = \tanh \frac{r_H}{2}$$

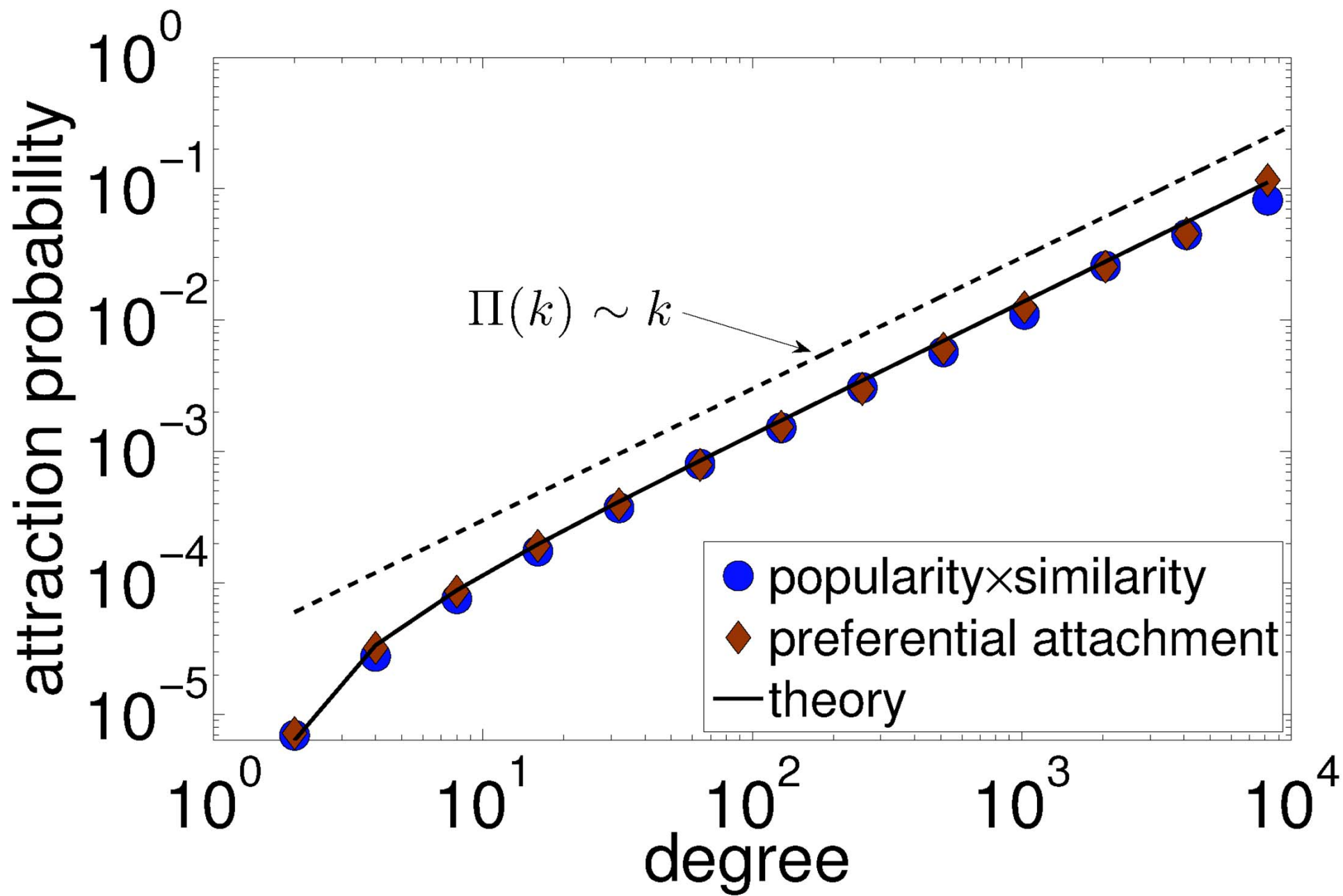


$$ds^2 = dx^2 + dy^2 + dz^2$$

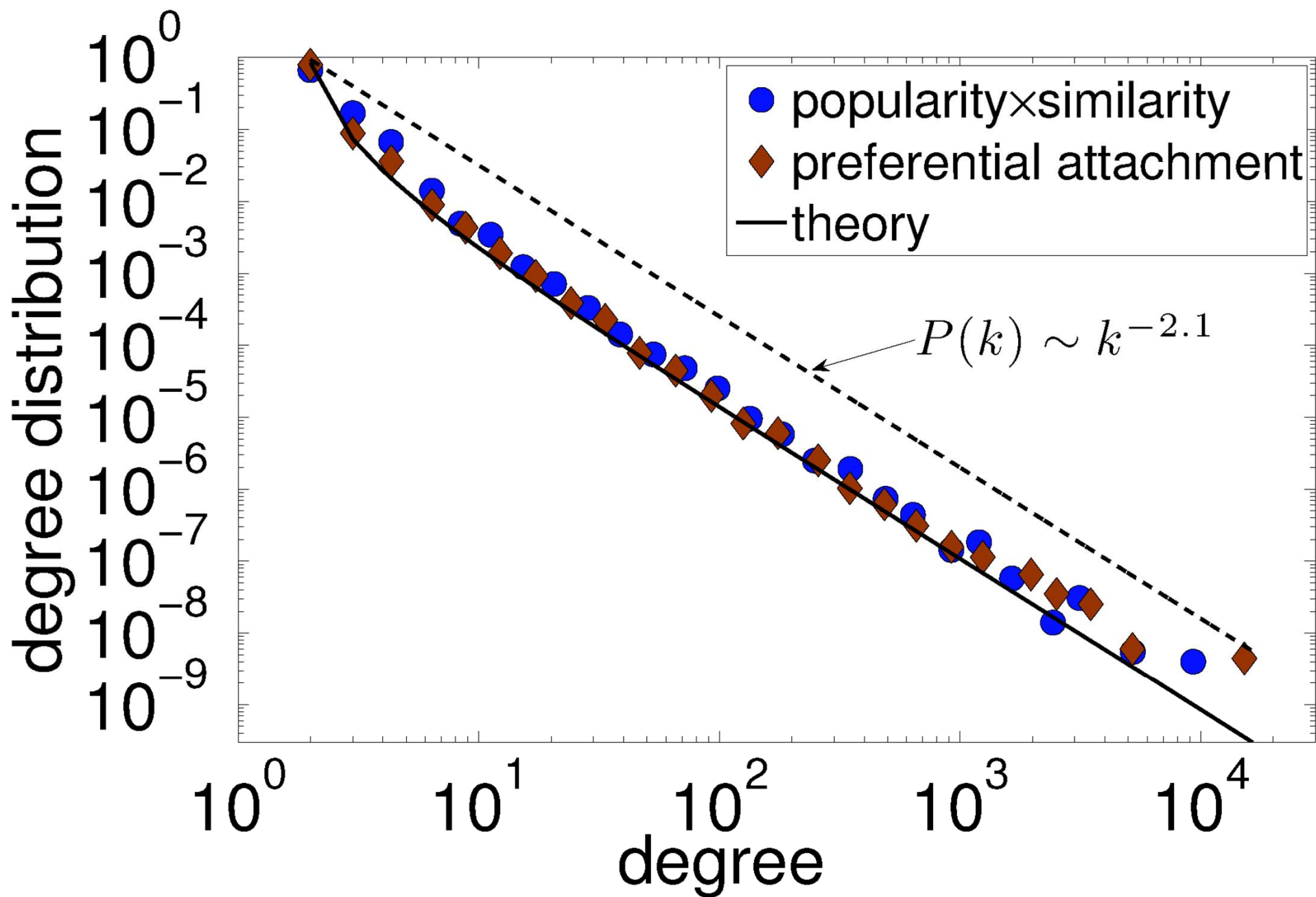
$$r_E = -iE(ir_H, 2)$$









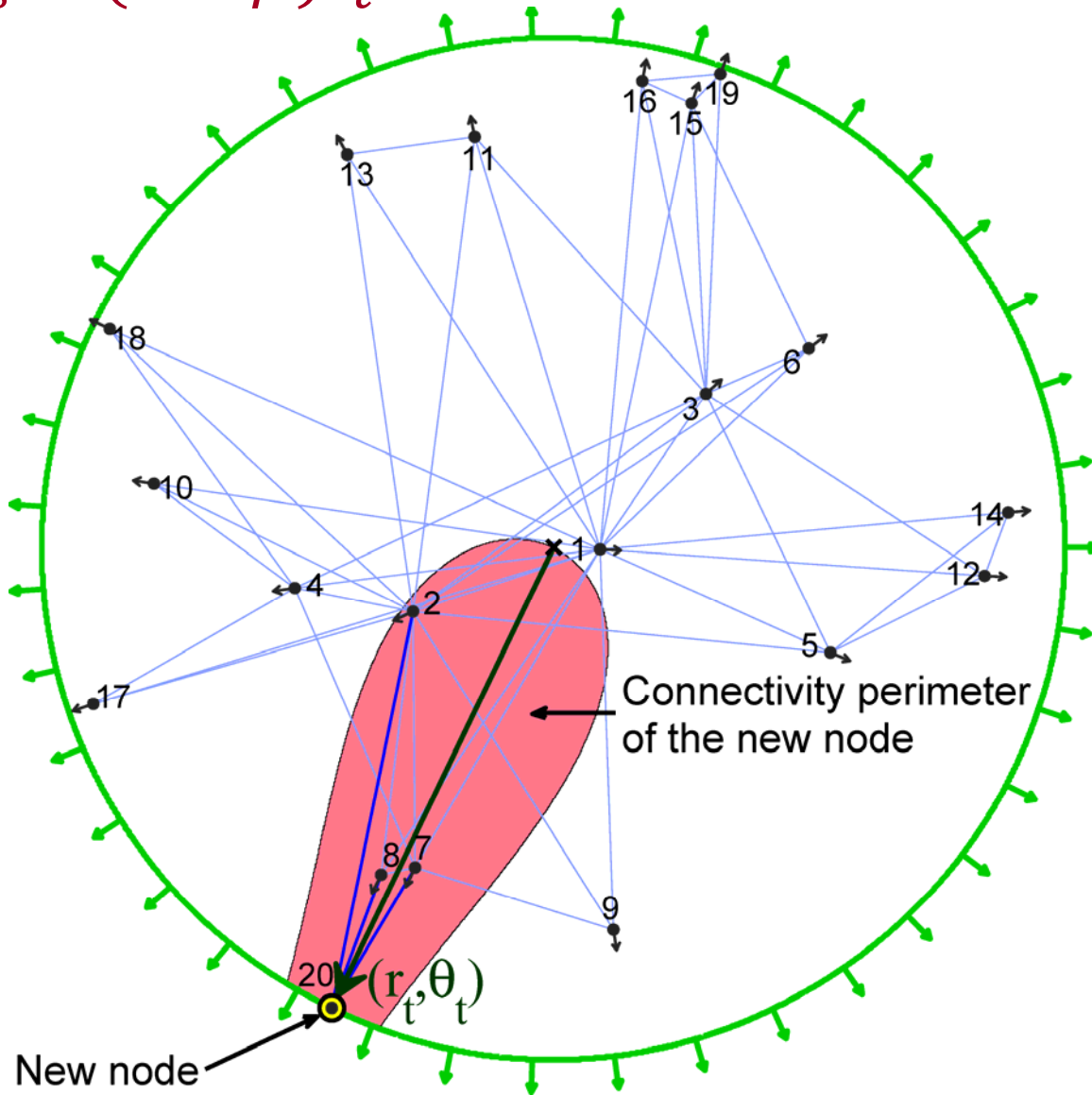


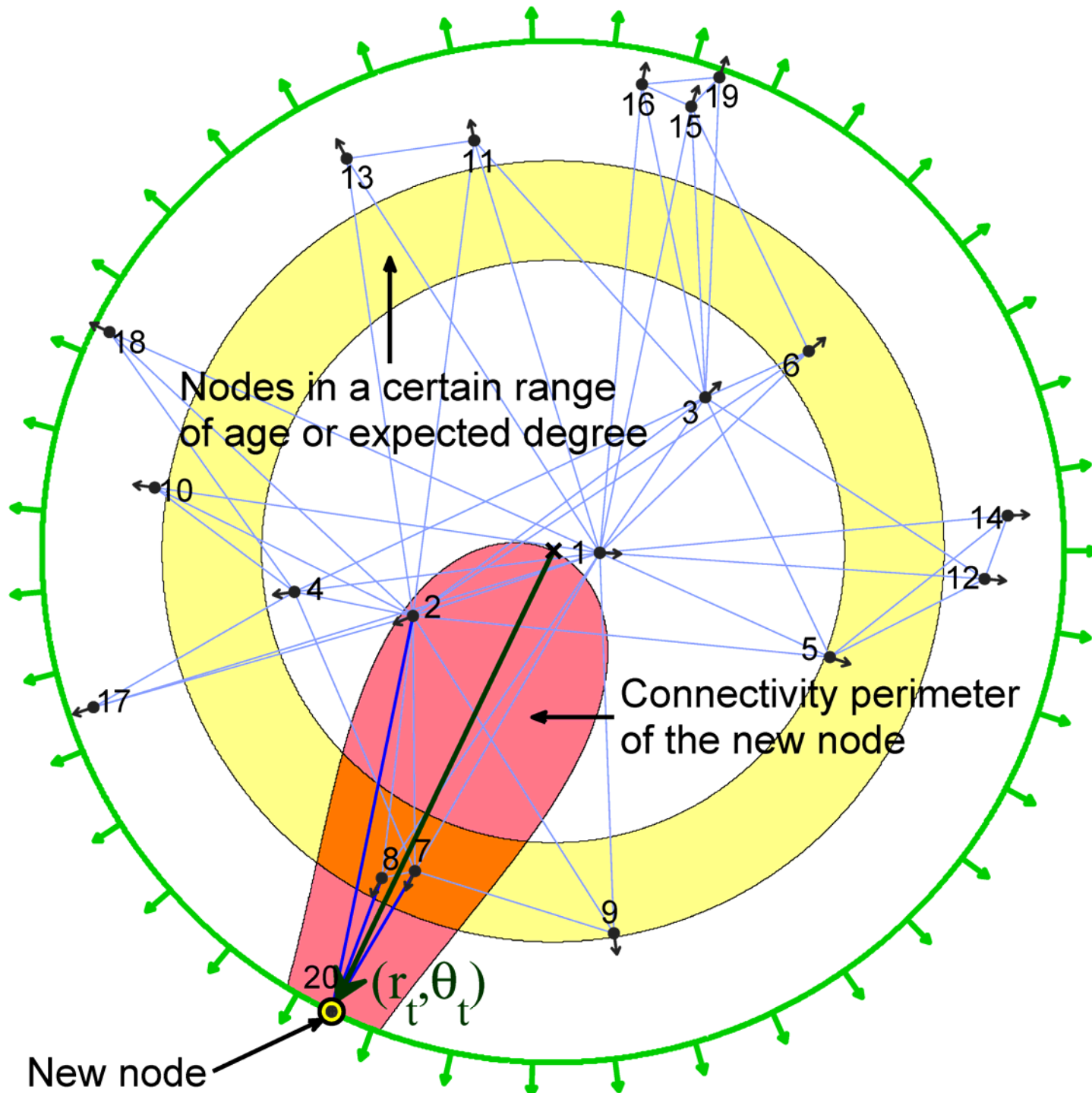
$$r_s(t) = \beta r_s + (1 - \beta)r_t$$

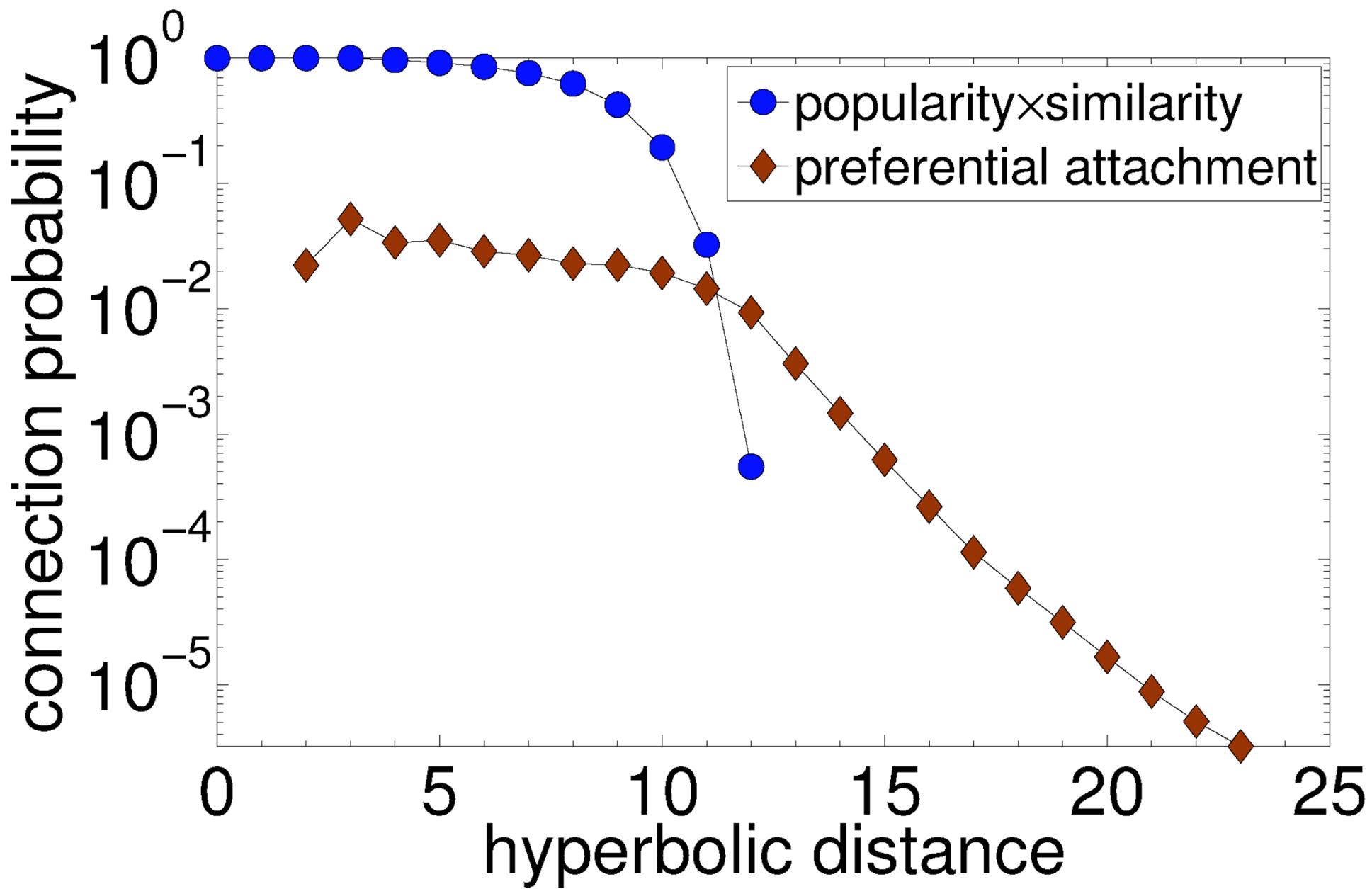
$$s < t$$

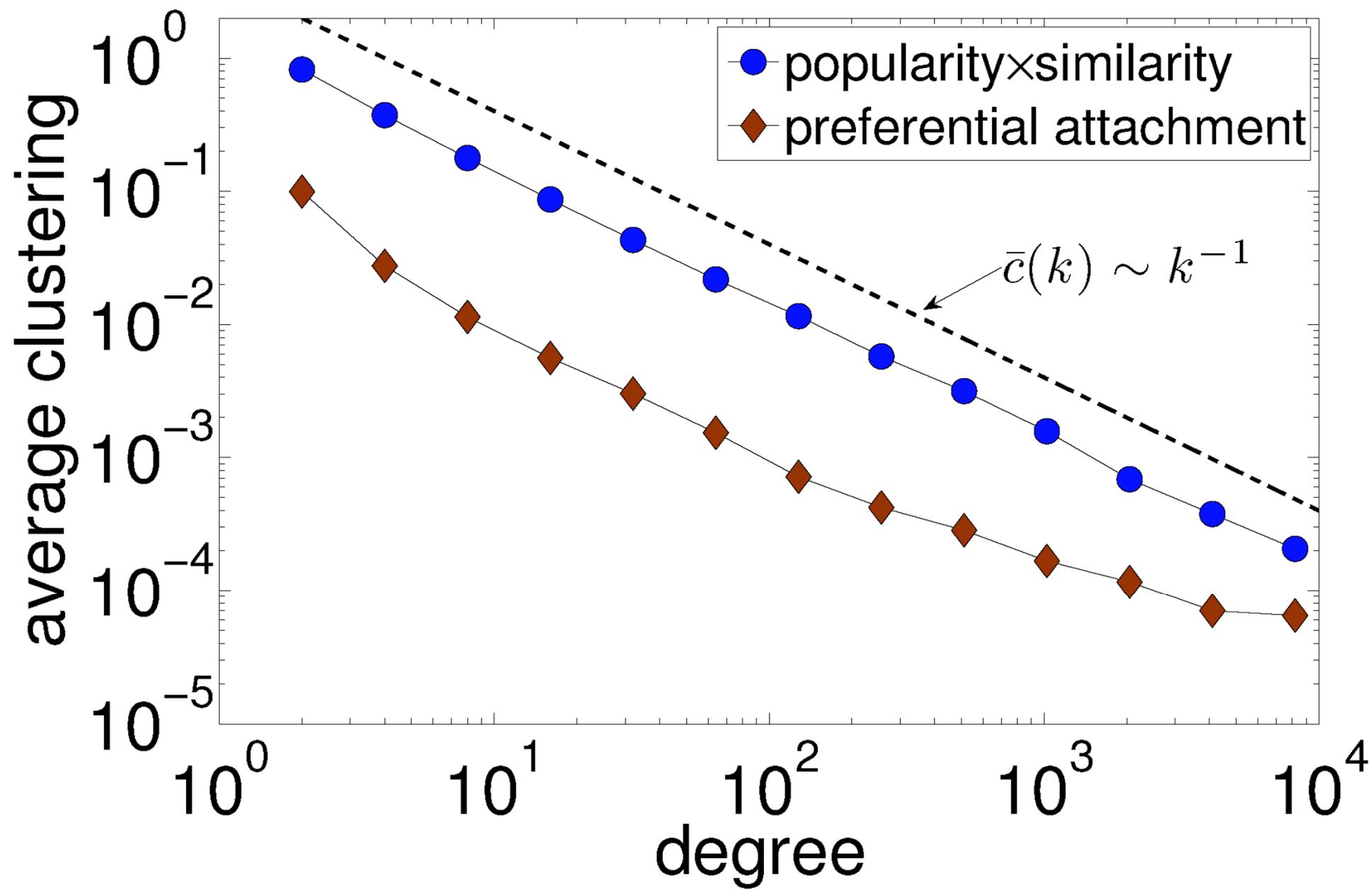
$$0 < \beta \leq 1$$

$$\gamma = 1 + \frac{1}{\beta}$$
$$P(k) \sim k^{-\gamma}$$









# Clustering

- Probability of new connections from  $t$  to  $s$  so far

$$p(x_{st}) = \Theta(R_t - x_{st})$$

- If we smoothen the threshold

$$p(x_{st}) = \frac{1}{1 + e^{\frac{x_{st} - R_t}{T}}} \xrightarrow{T \rightarrow 0} \Theta(R_t - x_{st})$$

- Then average clustering linearly decreases with  $T$  from maximum at  $T = 0$  to zero at  $T = 1$
- Clustering is always zero at  $T > 1$
- The model becomes identical to PA at  $T \rightarrow \infty$

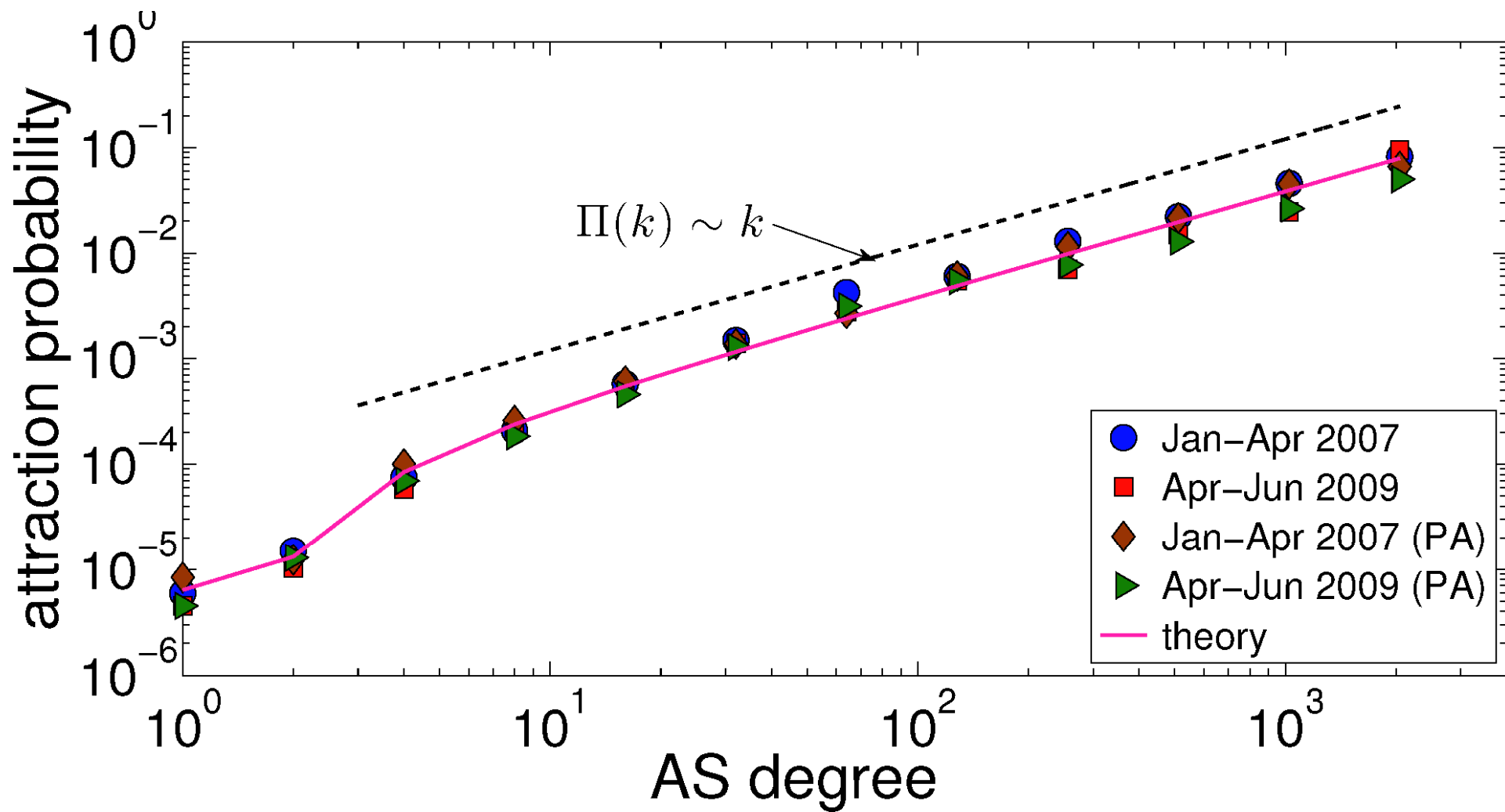
# Validation

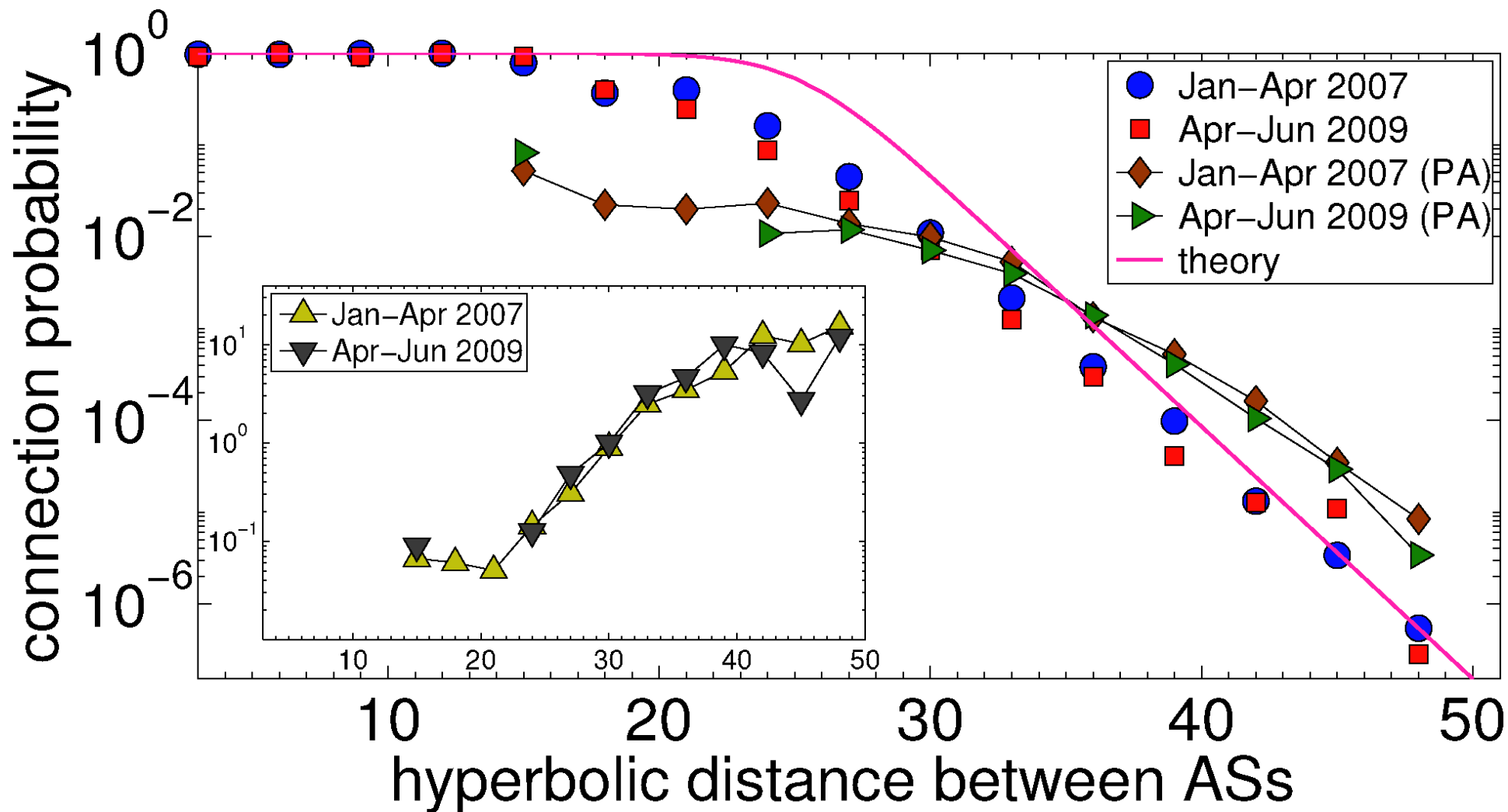
- Take a series of historical snapshots of a real network
- Infer angular/similarity coordinates for each node
- Test if the probability of new connections follows the model theoretical prediction

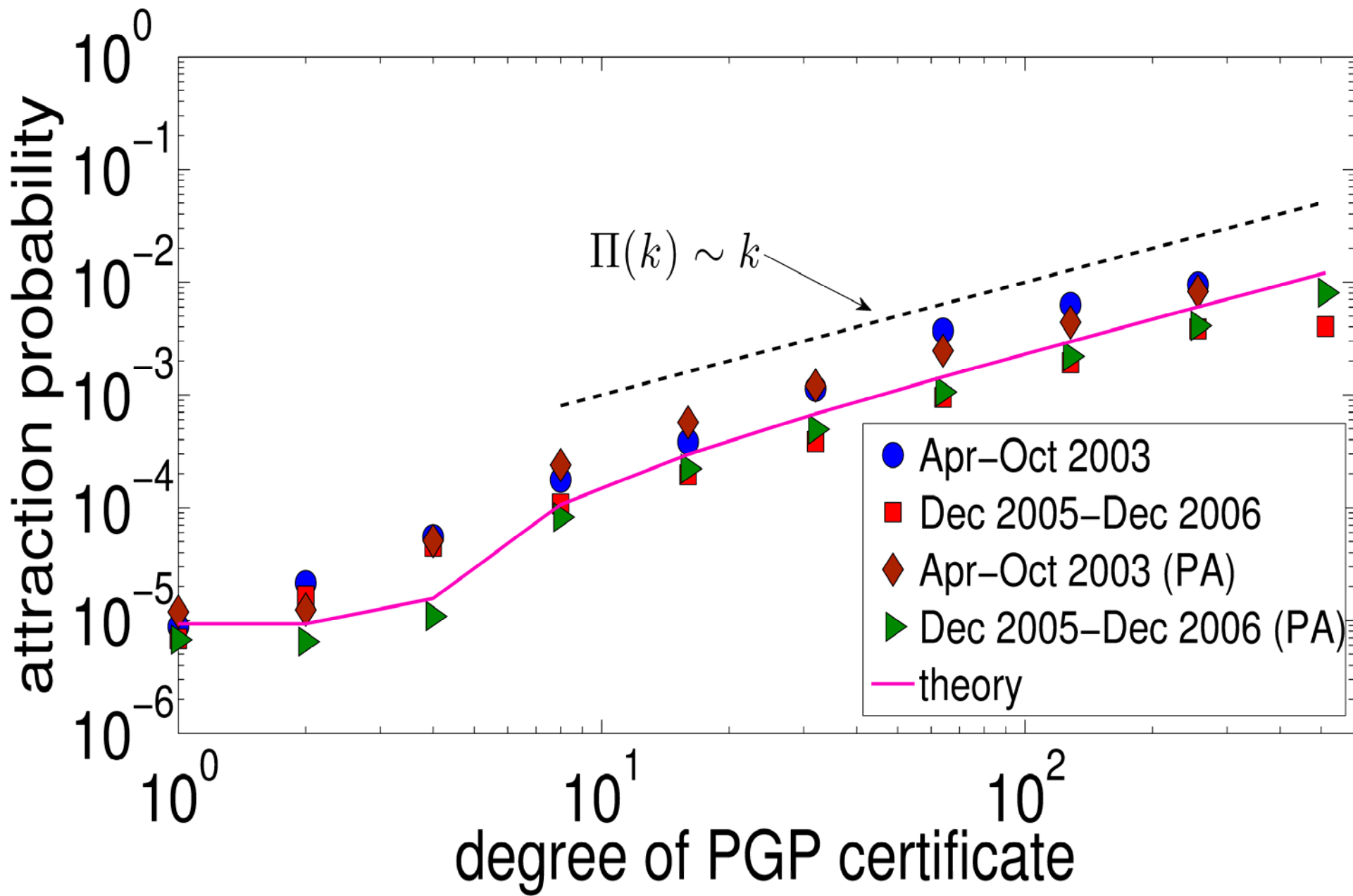
# Learning similarity coordinates

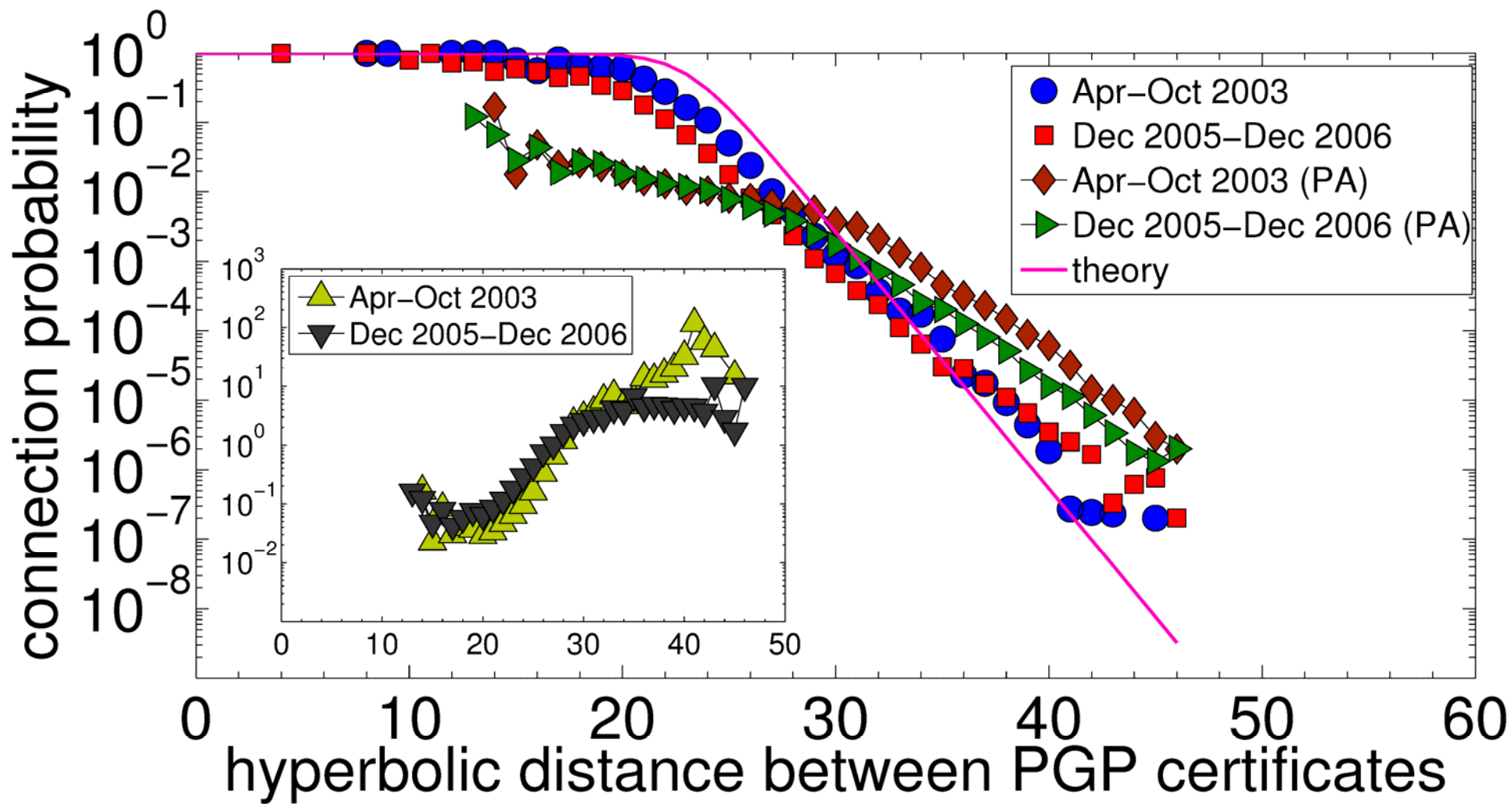
- Take a historical snapshot of a real network
- Apply a maximum-likelihood estimation method (e.g., MCMC) using the static hyperbolic model
- Metropolis-Hastings example
  - Assign random coordinates to all nodes
  - Compute current likelihood  $L_c = \prod_{i < j} p(x_{ij})^{a_{ij}} [1 - p(x_{ij})]^{1 - a_{ij}}$
  - Select a random node
  - Move it to a new random angular coordinate
  - Compute new likelihood  $L_n$
  - If  $L_n > L_c$ , accept the move
  - If not, accept it with probability  $L_n / L_c$
  - Repeat

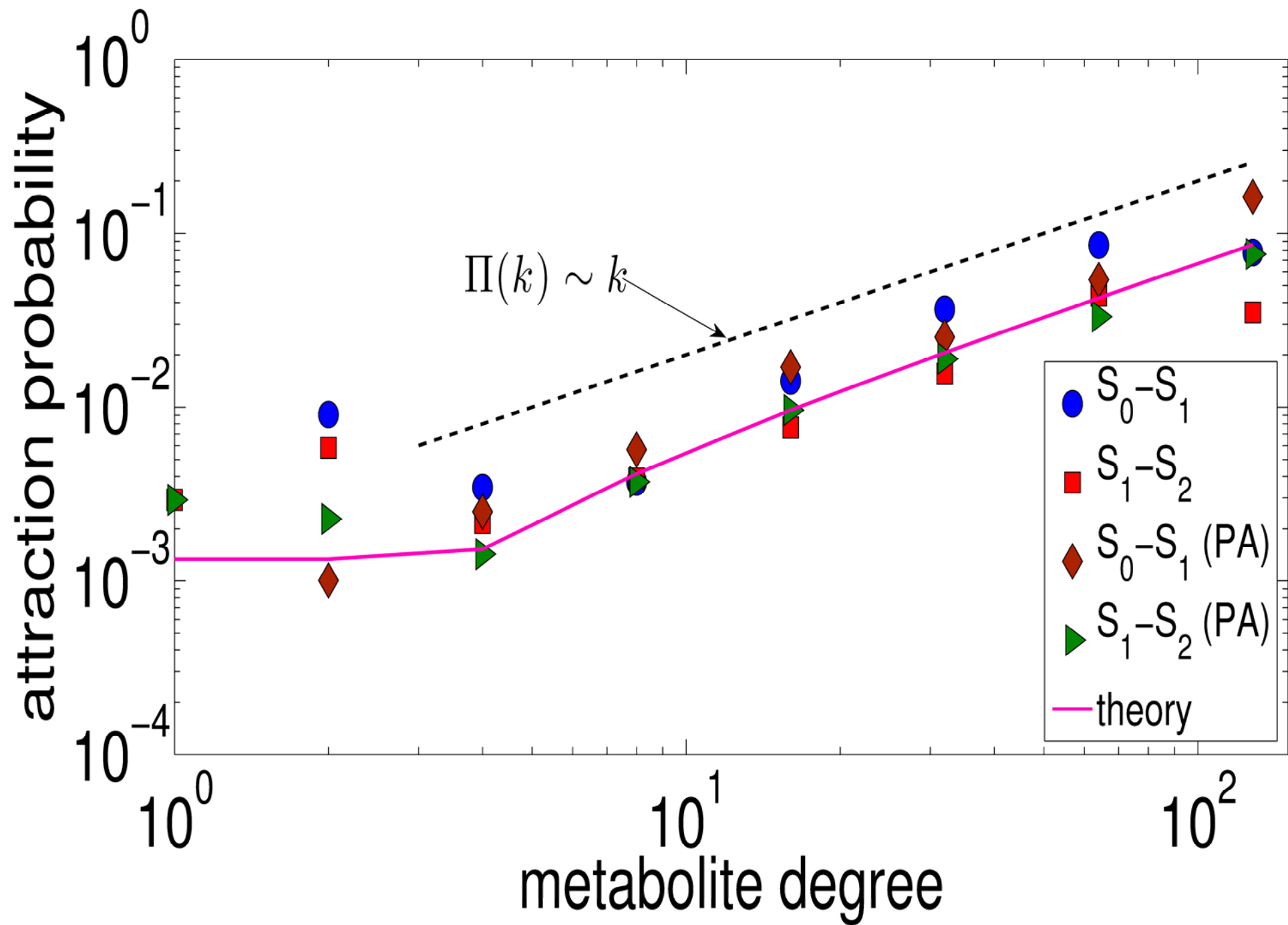


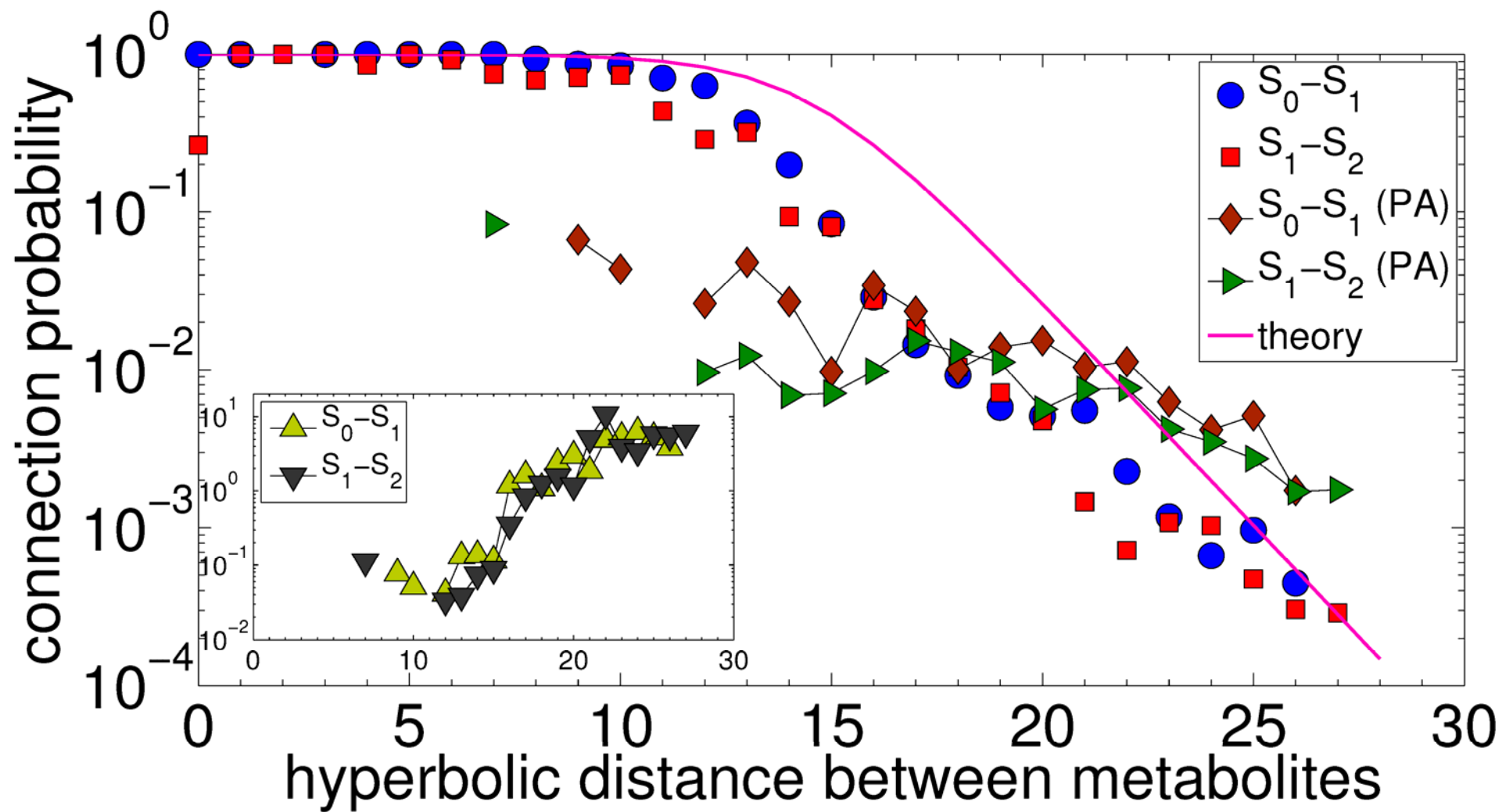












# Popularity is similarity optimization

- Explains PA as an emergent phenomenon
- Resolves all major issues with PA
- Generates graphs similar to real networks across many vital metrics
- *Directly* validates against some real networks
  - Technological (Internet)
  - Social (web of trust)
  - Biological (metabolic)

# PSO compared to PA

- PA just ignores similarity, which leads to severe aberrations
  - Probability of similar connections is badly underestimated
  - Probability of dissimilar connections is badly overestimated
- If the connection probability is correctly estimated, then one immediate application is *link prediction*



# Link prediction

- Suppose that some network has zero temperature
- Then one can predict links with 100% accuracy!
  - Because the connection probability is either 0 or 1

# Non-zero temperature

- Link prediction is worse than 100%, but it must be still accurate since the connection probability is close to the step function
- No global intelligence is required
  - At zero temperature, new nodes connect to *exactly* the closest nodes
  - Non-zero temperature models reality where this hyperbolic proximity knowledge cannot be exact, and where it is mixed with errors and noise
- PA is an infinite-temperature regime with similarity forces reduced to nothing but noise

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