



# Introduction

CE642: Social and Economic Networks

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# Welcome!

## ■ Introduction

- My name: [Maryam Ramezani](#)

- I graduated from Sharif University of Technology

- B.Sc. Thesis: Social Networks Analysis and Modeling Tool

- M.Sc. Thesis: Community Detection in Social Networks by Using Information from Diffusion Network

- PhD. Thesis: Diffusion in Social Networks Based on Partial Information

# Course overview

- The course goal
  - To read some recent and interesting papers on complex networks
  - Understand the underlying techniques
  - Think about interesting problems
- Prerequisites:
  - Mathematical background on algorithm, graph theory, probabilities, linear algebra
  - The course will be more “theoretical”, but your project may be more “practical”.
  - You should be able to write non-trivial programs (in Python), you will work with Gephi and NetworkX too.
- Style
  - Both slides and blackboard

# Course overview

- The course is self-contained.
- No single topic is too hard by itself.
- But we will cover and touch upon **many topics** and this is what makes the course hard.
- Website: <https://sut-ce-courses.github.io/socialnetwork/>
  - Slides will be posted after the class
  - Papers and pointers to additional literature
- Quera Page: <https://quera.org/course/20942>
  - Password: 8031404

# Topics

- Graph Theory
- Graph-searching Algorithms
- Network metrics
- Motif and Graph Clustering
- Community Detection Algorithms
- Random walk
- Graph models
- Game on Network
- Diffusion and Epidemics on Complex Networks

# Topics

- Link Prediction
- Recommendation Systems
- Influence Maximization
- Outbreak Detection
- Representation Learning on Graphs
- Network Inference
- Message Passing and Node Classification
- Graph Convolutional Networks
- Knowledge Graphs and Meta Paths
- Fairness on Graph

# Grading

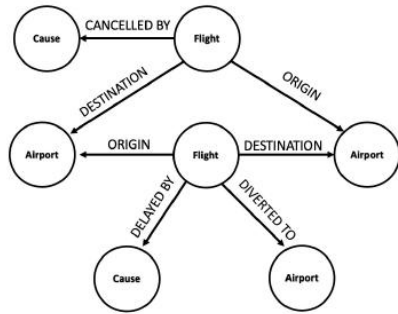
- Final grade (23 Points) will be composed of:
  - Homework: 7 Points
    - 4 written and coding assignments- Penalty: 10 days delayed then per hour - 0.5%
  - Review Quiz: 0.5 Points (1403/12/07)
  - Research Study: 3 Points
    - 4 series (1403/12/19 ,1404/01/26, 1404/02/23, 1404/03/13)
  - Midterm Exam: 5 Points (1404/02/02)
  - Final Exam: 5 Points (1404/04/03)
  - Research Project (Groups of 3): 2.5 Points (1404/04/13)

# Why Graphs?

Graphs are a general language for describing and analyzing entities with relations/interactions



# Many Type of Data are Graphs (1)

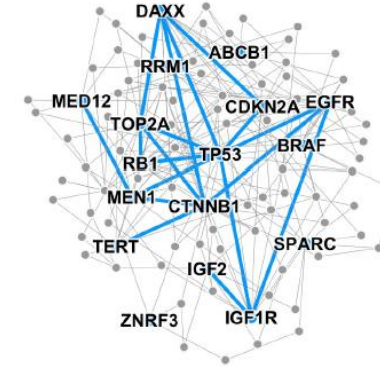


Event Graphs



Image credit: [SalientNetworks](#)

Computer Networks



Disease Pathways

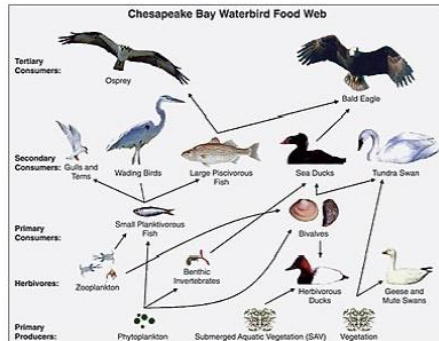


Image credit: [Wikipedia](#)

Food Webs



Image credit: [Pinterest](#)

Particle Networks



Image credit: [visitlondon.com](#)

Underground Networks

# Many Type of Data are Graphs (2)



Image credit: [Medium](#)

**Social Networks**

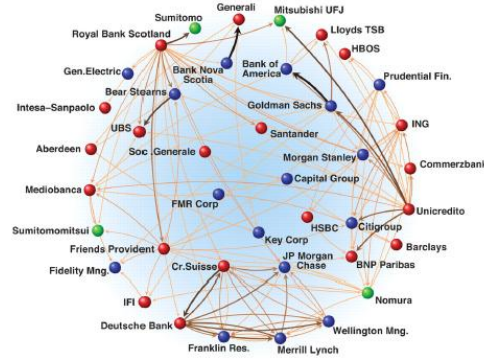


Image credit: [Science](#)

**Economic Networks**

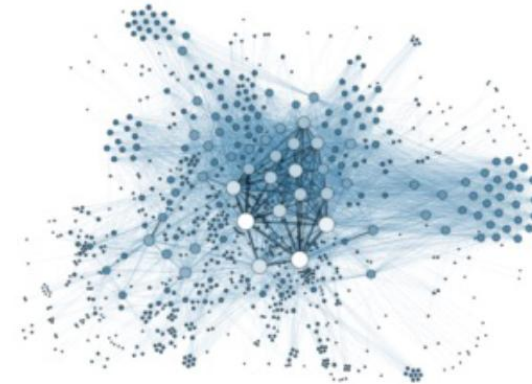


Image credit: [Lumen Learning](#)

**Communication Networks**



**Citation Networks**



Image credit: [Missoula Current News](#)

**Internet**

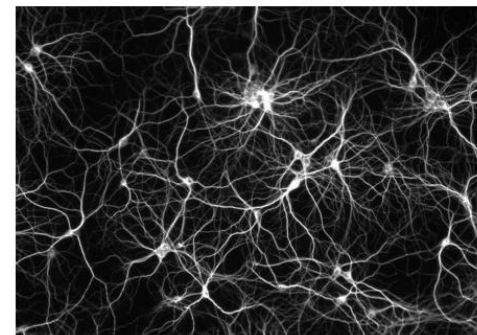


Image credit: [The Conversation](#)

**Networks of Neurons**

# Many Type of Data are Graphs (3)

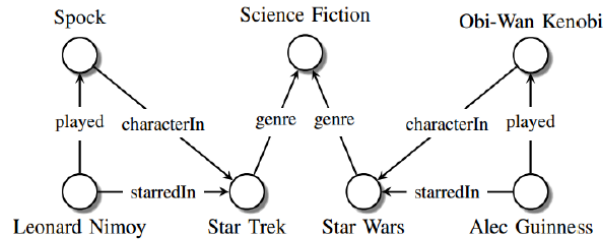


Image credit: [Maximilian Nickel et al](#)

**Knowledge Graphs**

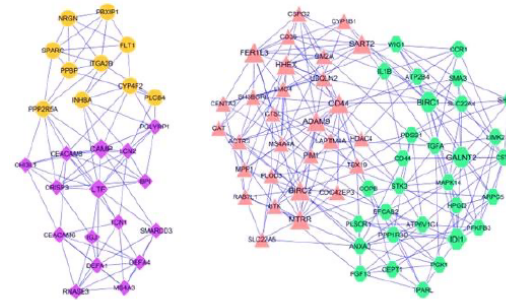


Image credit: [ese.wustl.edu](#)

**Regulatory Networks**

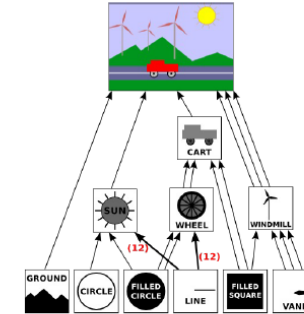


Image credit: [math.hws.edu](#)

**Scene Graphs**

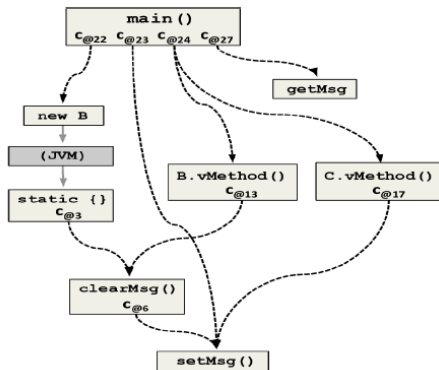


Image credit: [ResearchGate](#)

**Code Graphs**

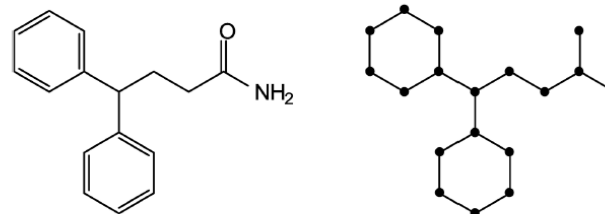


Image credit: [MDPI](#)

**Molecules**

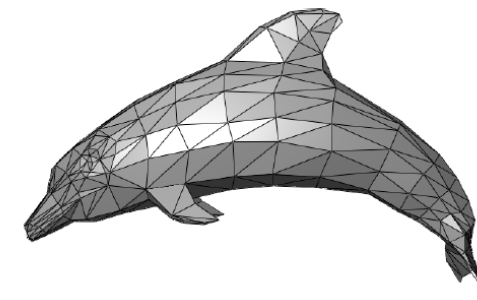
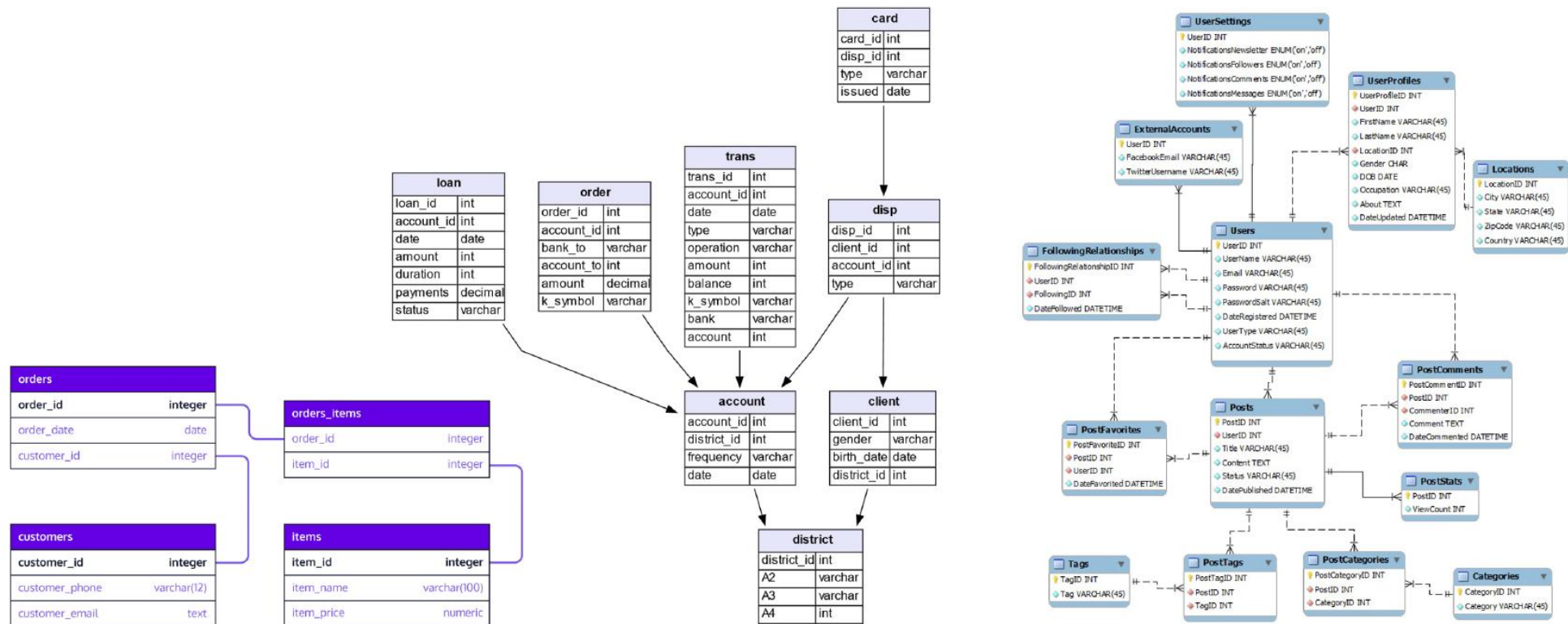


Image credit: [Wikipedia](#)

**3D Shapes**



# Databases are Graphs!

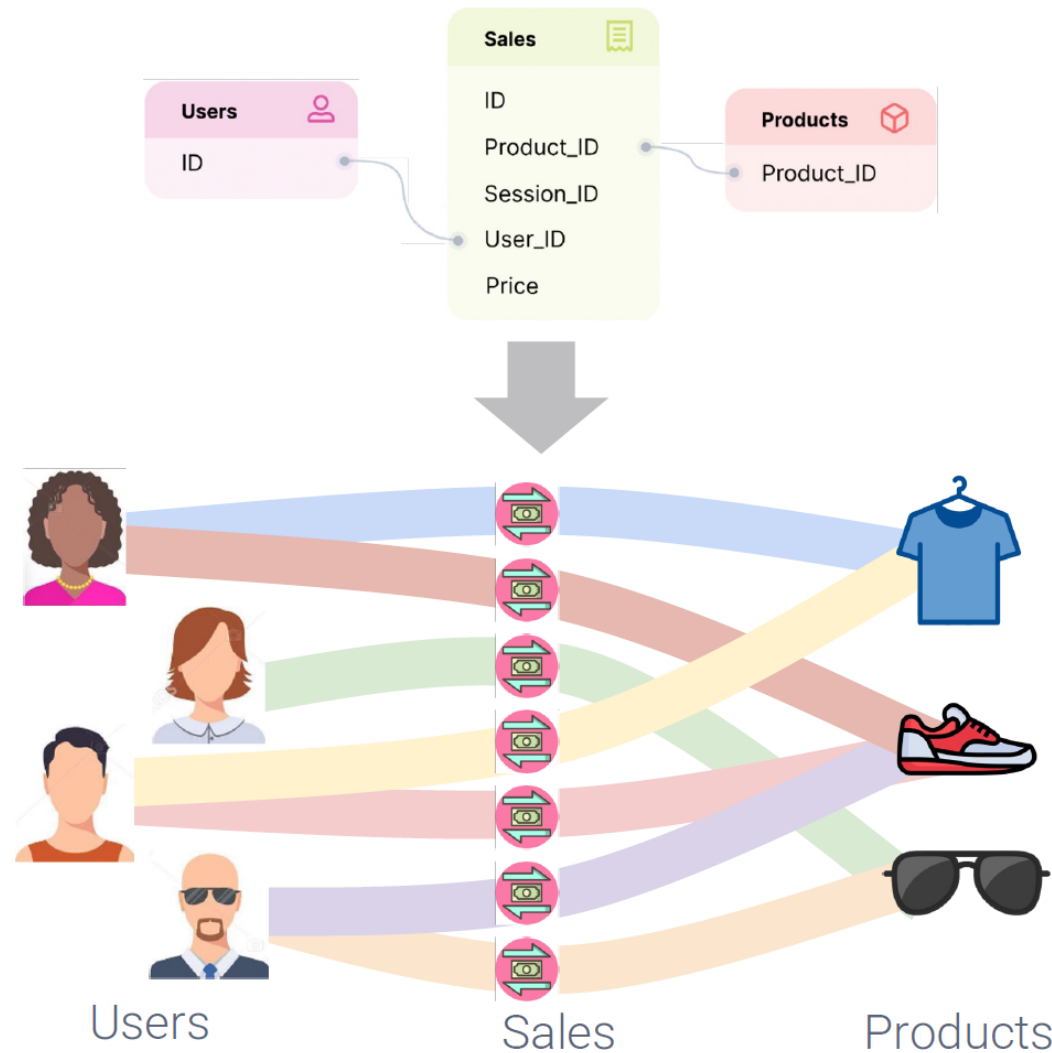


Commerce

Finance

Social Media

# Relational Deep Learning

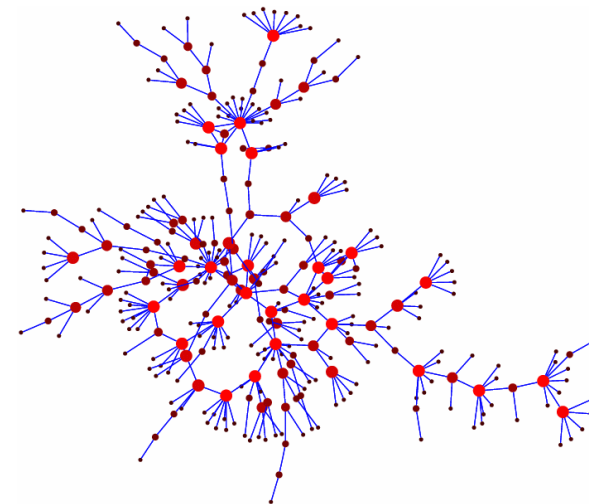


# What is a network?

- Network: a collection of **entities** that are interconnected with **links**.
  - **people** that are **friends**
  - **computers** that are **interconnected**
  - **web pages** that **point** to each other
  - **proteins** that **interact**
- In mathematics, networks are called **graphs**, the entities are **nodes**, and the links are **edges**

# Networks in the past

- Graphs have been used in the past to model existing networks (e.g., networks of highways, social networks)
  - Usually these networks were small
  - Network can be studied visual inspection can reveal a lot of information



# Networks now

- More and larger networks appear
  - Products of technological advancement
    - e.g., Internet, Web
  - Result of our ability to collect more, better, and more complex data
    - e.g., gene regulatory networks
- Networks of thousands, millions, or billions of nodes
  - impossible to visualize



# Understanding large graphs

- What are the statistics of real life networks?
- Can we explain how the networks were generated?

# Measuring network properties

- Around 1999
  - Watts and Strogatz, Dynamics and small-world phenomenon
  - Faloutsos, On power-law relationships of the Internet Topology
  - Kleinberg et al., The Web as a graph
  - Barabasi and Albert, The emergence of scaling in real networks

# Real network properties

- Most nodes have only a small number of neighbors (degree), but there are some nodes with very high degree (**power-law degree distribution**)
  - **scale-free** networks
- If a node **x** is connected to **y** and **z**, then **y** and **z** are likely to be connected
  - high **clustering coefficient**
- Most nodes are just a few edges away on average.
  - **small world** networks
- Networks from very diverse areas (from internet to biological networks) have similar properties
  - Is it possible that there is a unifying underlying generative process?

# Generating random graphs

- Classic graph theory model (Erdős-Renyi)
  - each edge is generated independently with probability  $p$
- Very well studied model but:
  - most vertices have about the same degree
  - the probability of two nodes being linked is independent of whether they share a neighbor
  - the average paths are short

# Modeling real networks

- Real life networks are not “random”
- Can we define a model that generates graphs with statistical properties similar to those in real life?
  - a flurry of models for random graphs

# Processes on networks

- Why is it important to understand the structure of networks?
- Epidemiology: Viruses propagate much faster in **scale-free networks**
- Vaccination of random nodes does not work, but targeted vaccination is very effective

# Web search

- First generation search engines: the Web as a collection of documents
  - Suffered from spammers, poor, unstructured, unsupervised content, increase in Web size
- Second generation search engines: the Web as a network
  - use the anchor text of links for annotation
  - good pages should be pointed to by many pages
  - good pages should be pointed to by many good pages
    - PageRank algorithm, Google!

# The future of networks

- Networks seem to be here to stay
  - More and more systems are modeled as networks
  - Scientists from various disciplines are working on networks (physicists, computer scientists, mathematicians, biologists, sociologist, economists)
  - There are many questions to understand.



# Mathematical Tools

- Graph theory
- Probability theory
- Linear Algebra



Any Question?