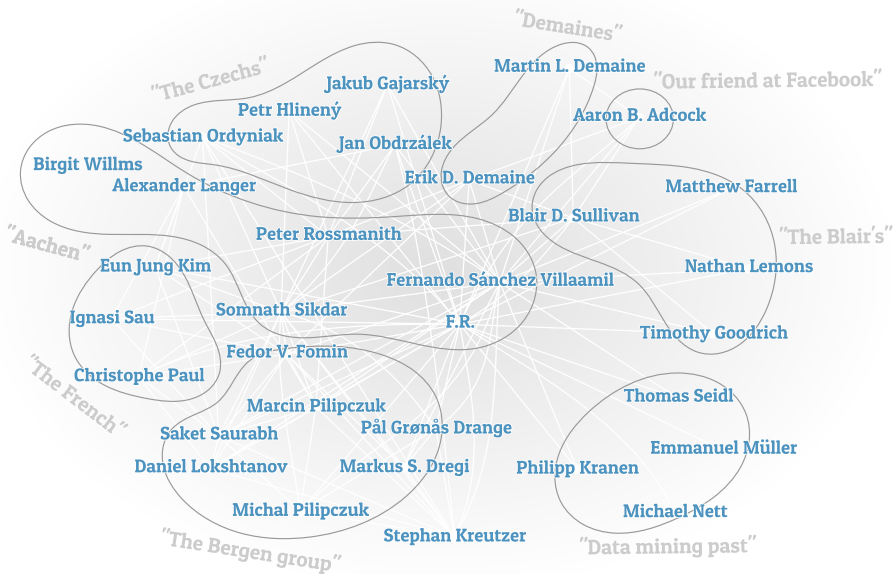


Structural Sparseness and Complex Networks

Felix Reidl

Dec 4th 2015



The City & the City

by China Miéville

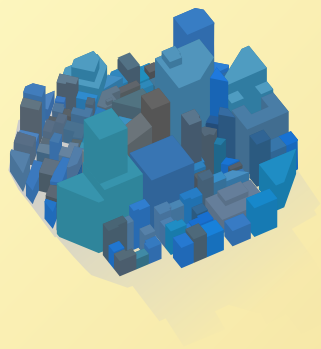
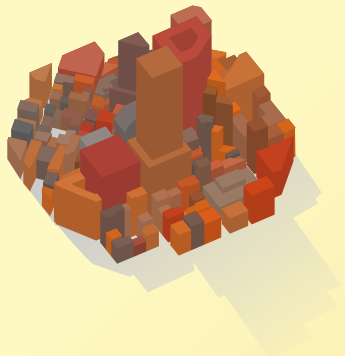


The City & the City



The City & the City





Scale-free

WQO

Centrality

Similarity

Embeddings

Ramsey

Networks

**Model
checking**

Models

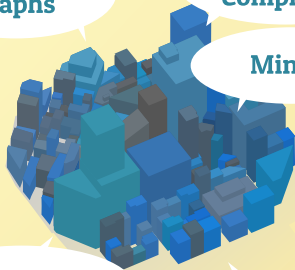
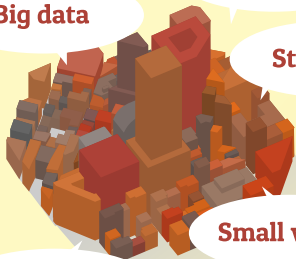
**Random
graphs**

**Algorithmic
Complexity**

Big data

Statistics

Minors



Clustering

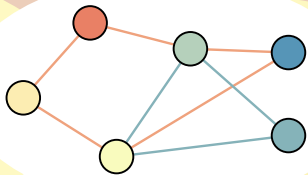
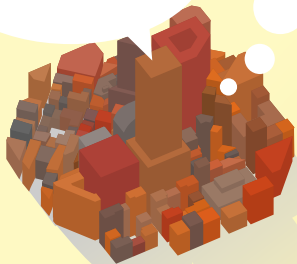
Small world

Decompositions

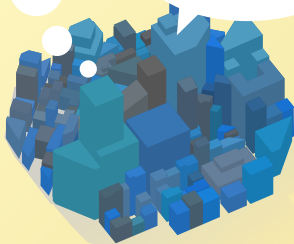
Graph classes

Visualisation

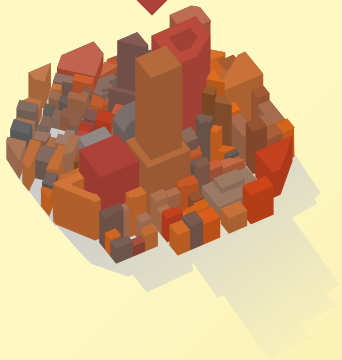
**Complex
Networks**



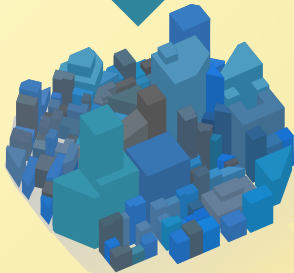
**Sparse
Graphs**



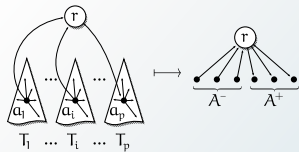
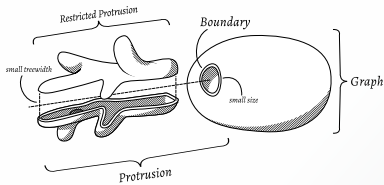
Complex City



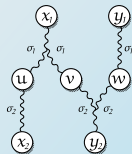
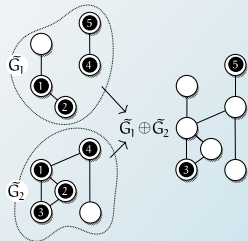
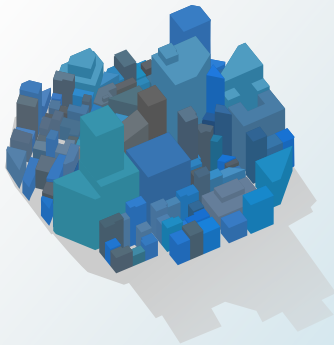
Sparse City







Sparse City



What sparse city cares about

How many colours do I need to colour a graph?

How dense can a graph get until a complete subgraph on k vertices appears?

Can I efficiently answer questions framed in a certain logic?

How often does this small graph fit into this large graph?

What problems are efficiently solvable?

Can my graph be decomposed in a nice manner?

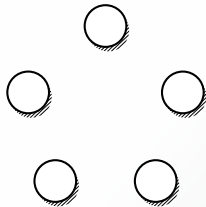


Sparse City

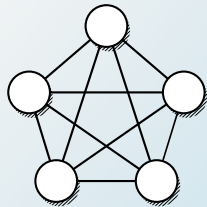


Sparseness

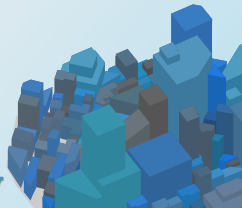
“Not too many edges”



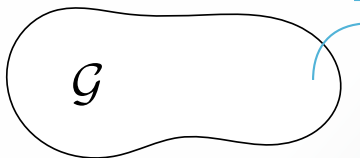
Sparseness
somewhere here



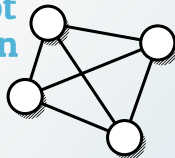
Sparse City




Forbidden substructures

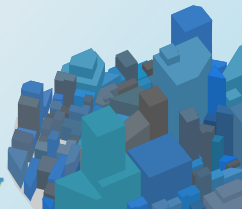


All graphs
that do not
contain

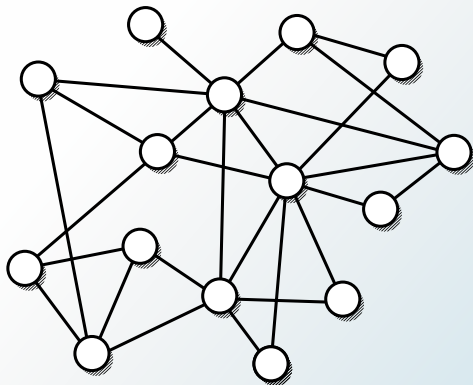


as a 'substructure'.

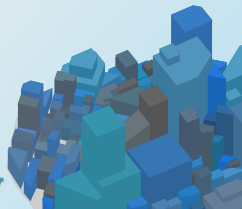
- Very nice for proofs:
if we find , we have a contradiction.
- Structural sparseness!?



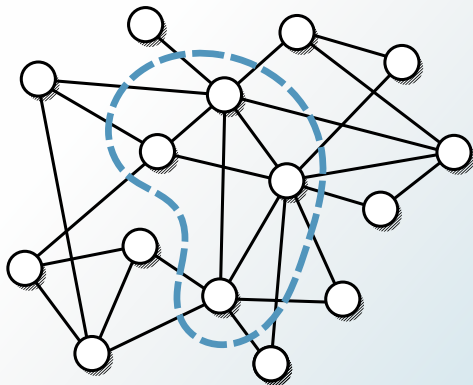
Substructures



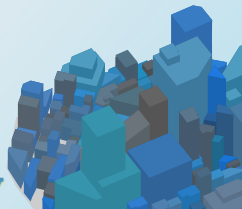
Sparse City



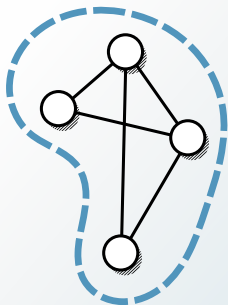
Substructures



Sparse City

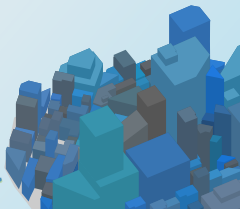


Substructures

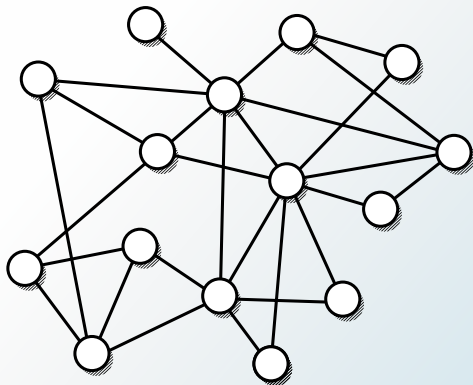


(Induced) Subgraph

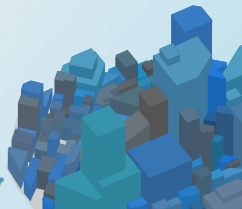
Sparse City



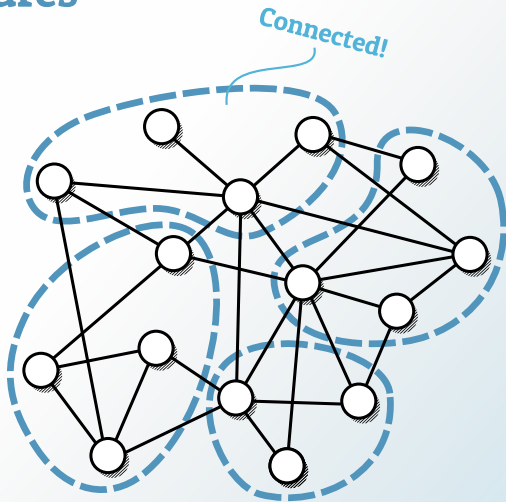
Substructures



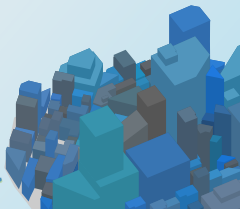
Sparse City



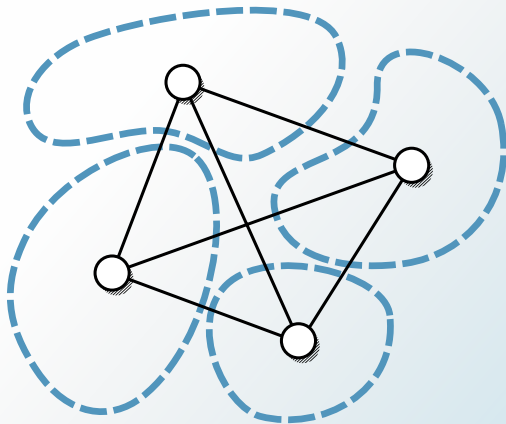
Substructures



Sparse City

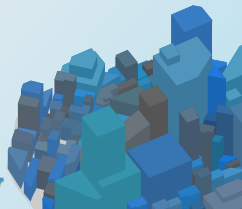


Substructures

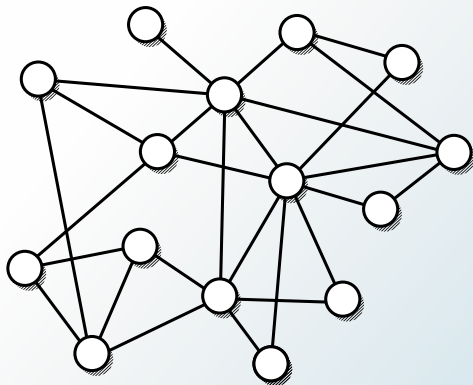


Minor

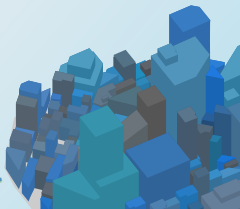
Sparse City



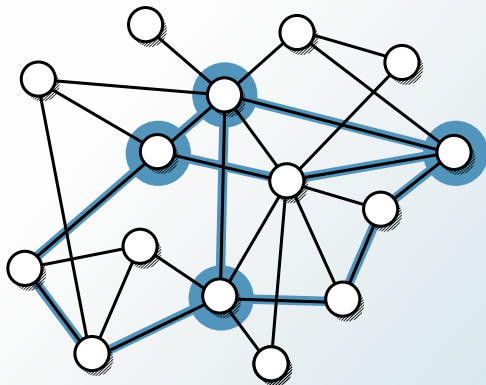
Substructures



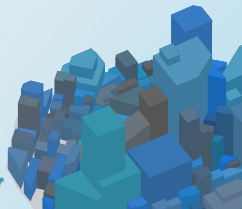
Sparse City



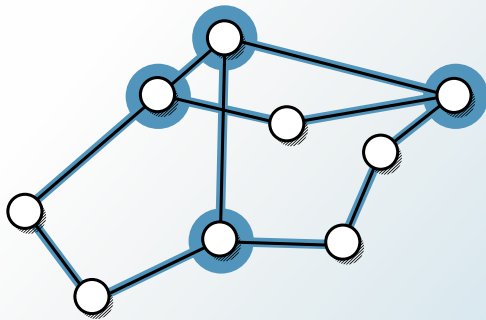
Substructures



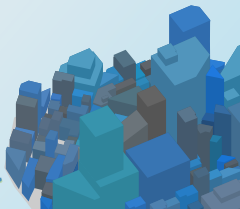
Sparse City



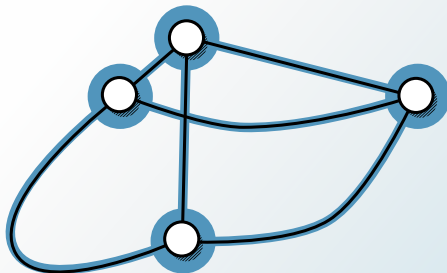
Substructures



Sparse City

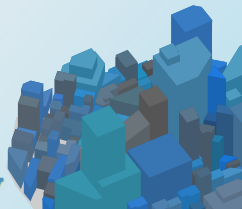


Substructures

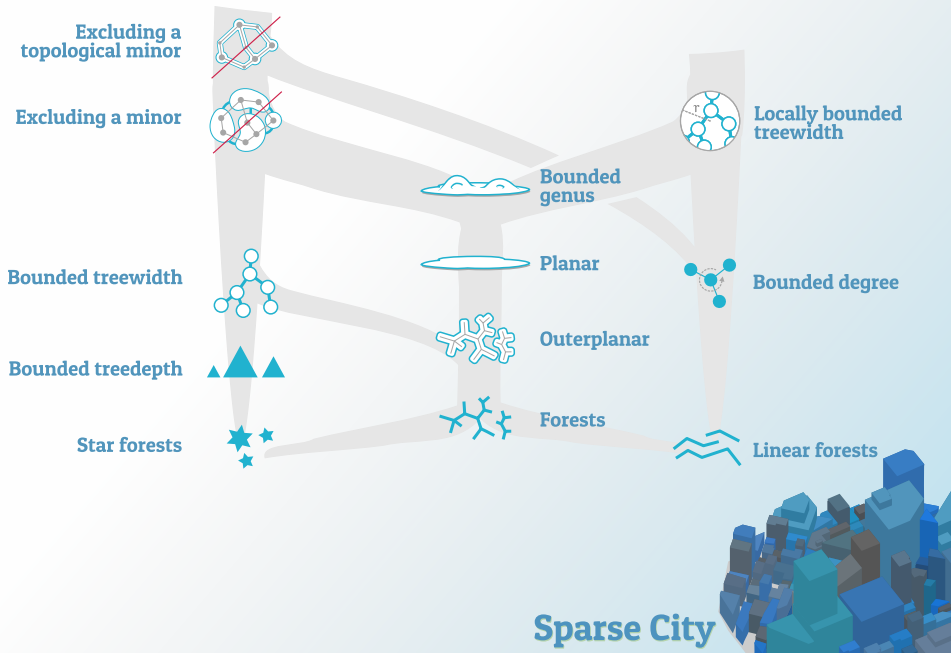


Topological minor

Sparse City

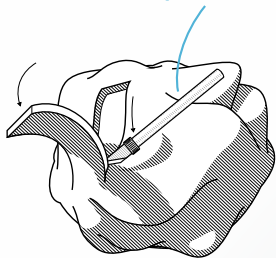


Hierarchy (Part I)



Kernelisation

Polynomial-time scalpel



Apply exhaustively



The hard part



Input size n

Parameter k

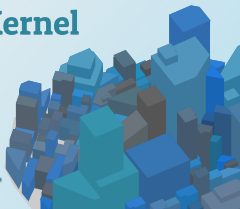
Instance of
parametrised problem

Input size $f(k)$

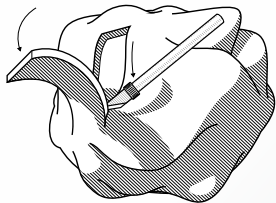
Parameter k'

Kernel

Sparse City



Kernelisation



Input size n

Parameter k

**Instance of
parametrised problem**

Apply exhaustively



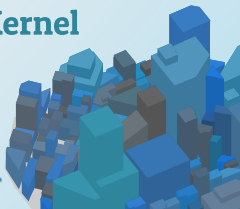
Kernel size

Input size $f(k)$

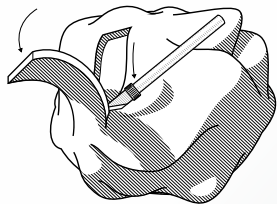
Parameter k'

Kernel

Sparse City



Kernelisation



Input size n

Parameter k

Instance of
parametrised problem

Apply exhaustively



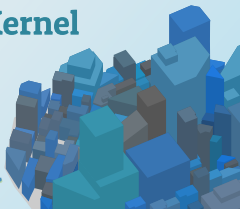
Linear kernel

Input size $c \cdot k$

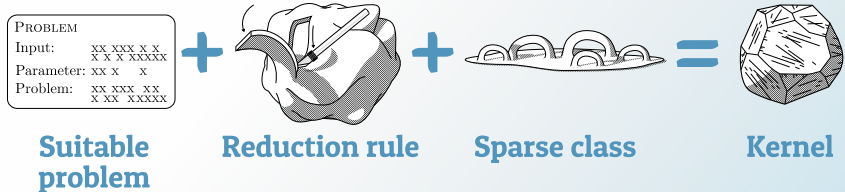
Parameter $k' \leq k$

Kernel

Sparse City



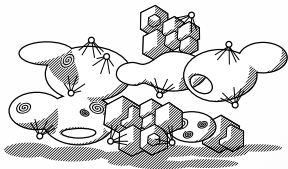
Meta-Kernelisation



Sparse City

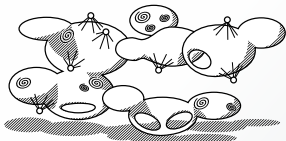


Pushing it up



**H-Topological-
Minor-Free**

Treewidth-bounding



H-Minor-Free

Contraction-bidimensional



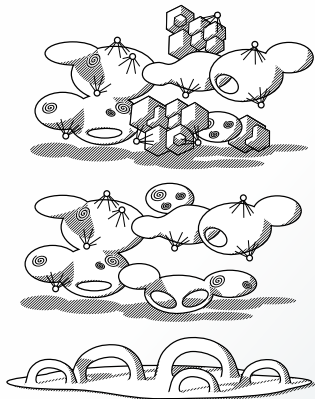
Bounded Genus

Quasi-Coverable

Sparse City



Running out of problems



H-Topological-
Minor-Free

Treewidth-bounding



H-Minor-Free

Contraction-bidimensional



Bounded Genus

Quasi-Coverable

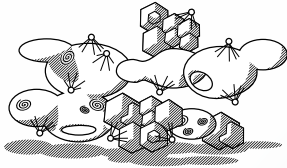
Many problems

Few problems

Sparse City

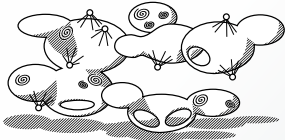


Structural parametrisation



**H-Topological-
Minor-Free**

Treewidth-t modulator



H-Minor-Free

Treewidth-t modulator



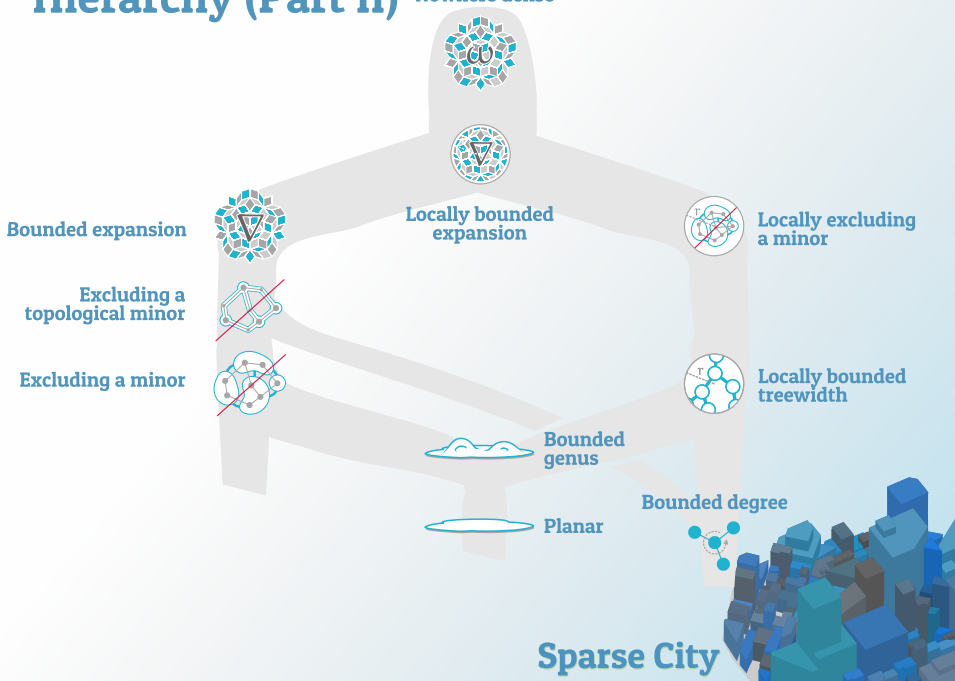
Bounded Genus

Treewidth-t modulator

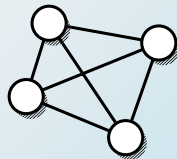
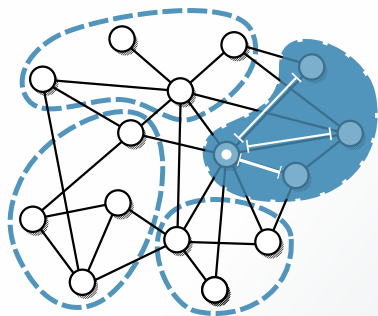
Sparse City



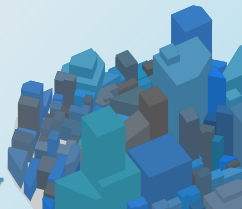
Hierarchy (Part II) Nowhere dense



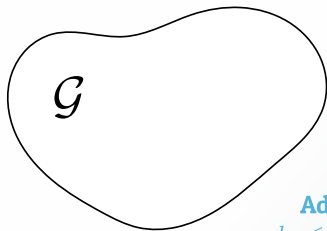
Shallow minors



Sparse City



Bounded expansion classes



All r -shallow
minors appearing in
this class have density
at most $f(r)$.

Same for r -shallow topological minors.

Same for r -shallow immersions.

Admits low-treewidth colourings.

$$wcol_r \leq f(r)$$

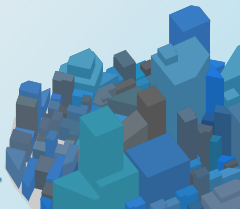
$$col_r \leq f(r)$$

$f(r)$ -quasi-wide

- 'Depth-dependent sparseness'
- Robust!

We can do interesting things
without increasing the expansion
by too much.

Sparse City

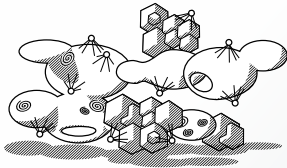


Structural parametrisation



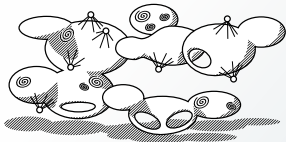
Bounded expansion /
nowhere dense

Treewidth-t modulator



H-Topological-
Minor-Free

Treewidth-t modulator



H-Minor-Free

Treewidth-t modulator



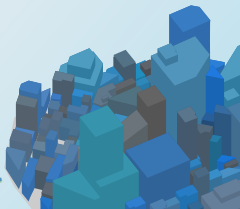
Bounded Genus

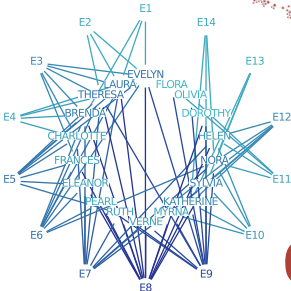
Sparse City



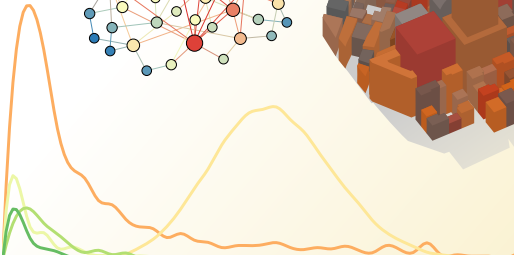
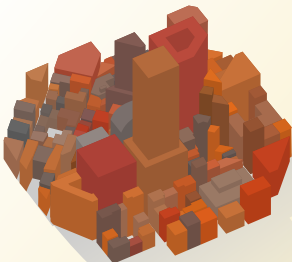
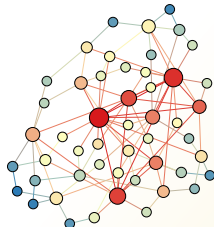
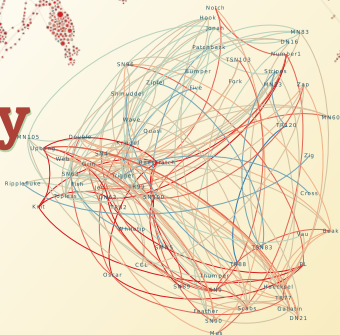
Summary

- **Bounded expansion/nowhere dense classes have extremely good algorithmic properties!**
 - **Extension of meta-kernelisation**
 - **Linear kernel for Dominating Set**
- } Thesis
- **First-Order model checking in linear time**
Dvořák, Král, Thomas / Grohe, Kreutzer, Siebertz
 - **Many nice structural properties**
Some new ones in my thesis...





Complex City



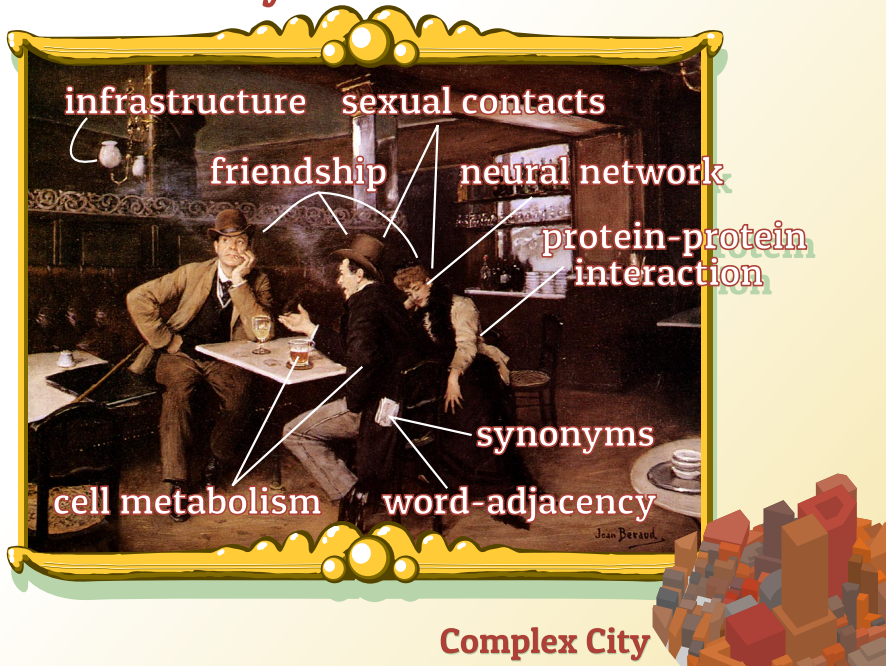
Complex networks

- **Social networks since ~1920**
- **Networks are everywhere**
- **Very easy to collect nowadays!**
- **Commonalities?**



Complex City

Networks everywhere



Complex City

What complex city cares about

Density

Degree distribution

Clustering coefficient

Diameter

Centrality indices

Core decomposition

Community structure

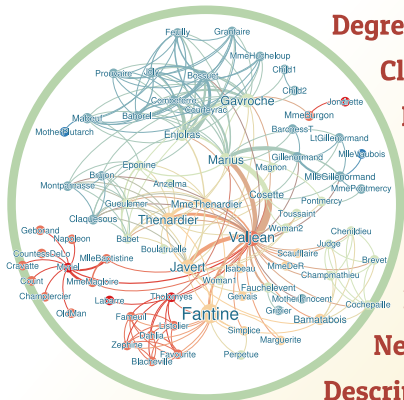
Frequent subgraphs

Network similarity

Descriptive modelling

Generative modelling

Complex City



What complex city cares about

Density

Degree distribution

Clustering coefficient

Diameter

Centrality indices

Core decomposition

Community structure

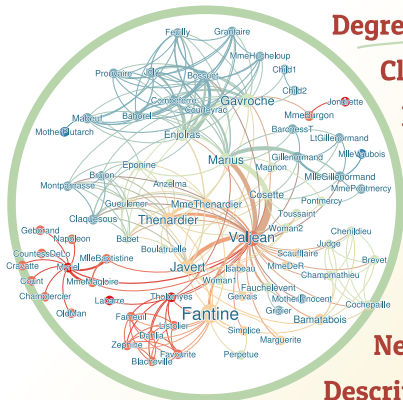
Frequent subgraphs

Network similarity

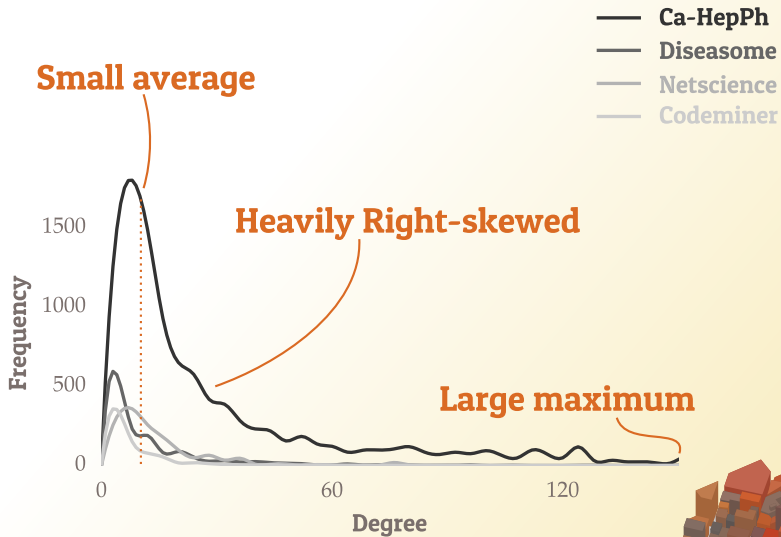
Descriptive modelling

Generative modelling

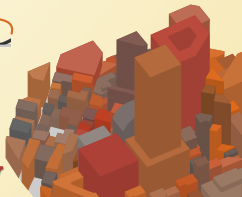
Complex City



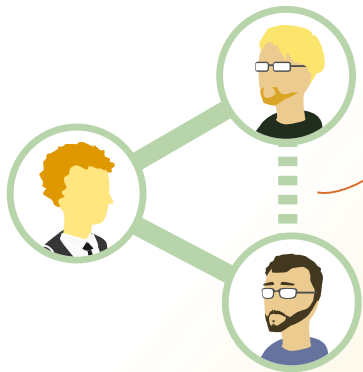
Degree distribution



Complex City

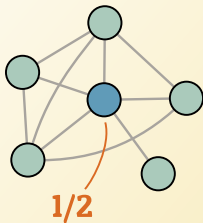


Clustering coefficient



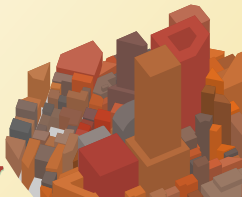
Are friends of mine
more likely to be friends?

$\frac{\text{\#edges between friends}}{\text{pairs of friends}}$



- Most networks exhibit high clustering

Complex City

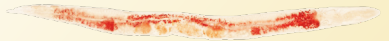


Centrality indices

Which node in here is important?

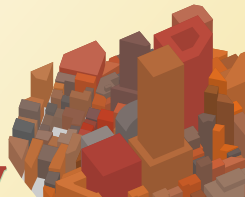


- Only use network!
- Many different measures, no consensus
- Several measures based around neighbourhood sizes, e.g.



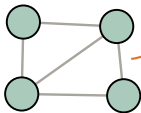
$$c_H(v) = \sum_{u \in G} d(v, u)^{-1}$$

Complex City



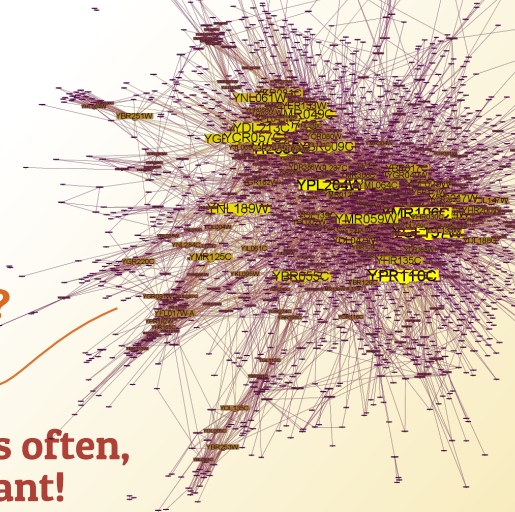
Frequent subgraphs

How often is this

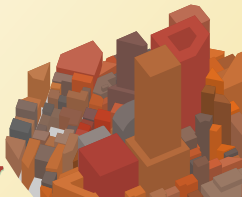


contained in this?

- If a subgraph appears often, it probably is important!
- Network similarity measure
- Expensive to compute!



Complex City



Descriptive modelling

$$Pr[\|G\| \geq \xi k] \leq \left(\frac{e\beta D^2}{2n\xi k e^{D^2/2n}} \right)^{\xi k}$$

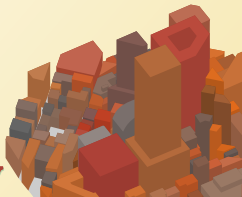
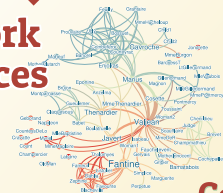
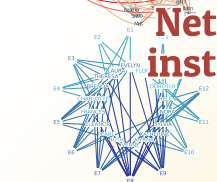
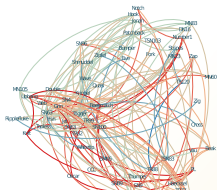
Mathematical
Theory

Network model

- Random network
- Tunable parameters
- Replicates some statistics

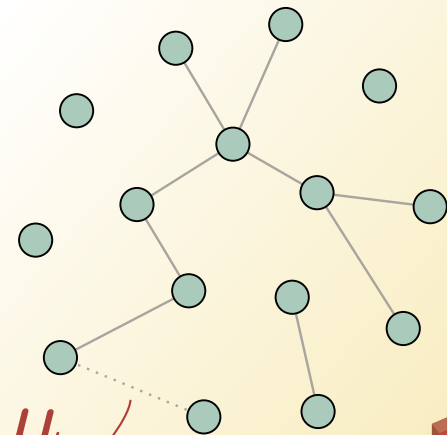
Network
instances

Complex City



The Erdős–Rényi model

- Well-understood
- Nice properties
- No clustering
- Unrealistic degree distribution



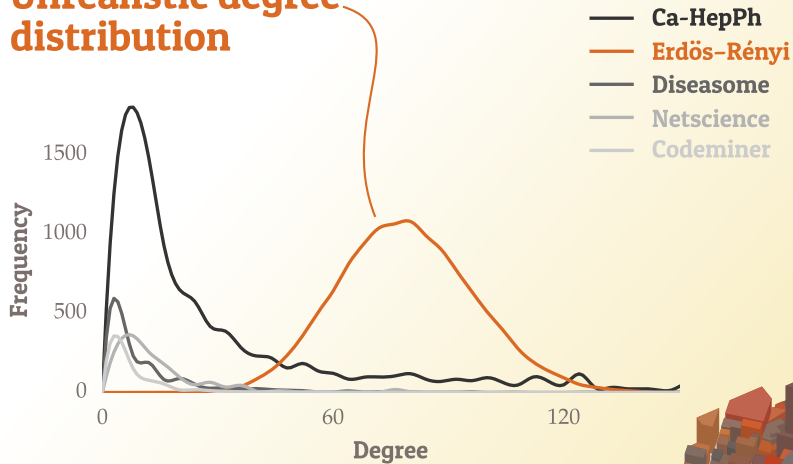
$$\frac{\mu}{n}$$

Complex City

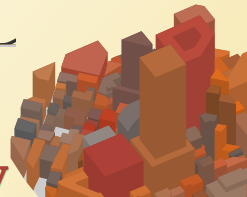


The Erdős–Rényi model

- **Unrealistic degree distribution**

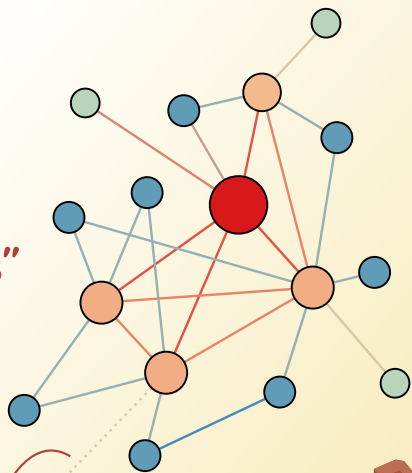


Complex City



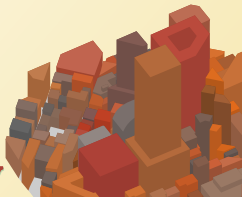
The Chung-Lu model

- Close to E.-R.
- Prescribe degree distribution
- No "further assumptions"
- No clustering



$$\frac{w_{\text{green}} w_{\text{orange}}}{2m}$$

Complex City



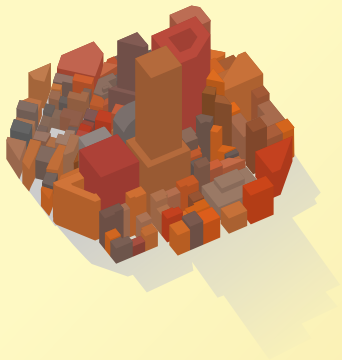
Summary

- **Very large data sets (millions of nodes)**
- **From very different areas**
- **A lot of algorithmic questions**
- **Need very efficient algorithms!**

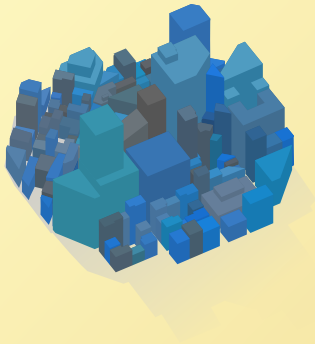


Complex City

- **Work with sparse graphs**
- **Need efficient algorithms**
- **Have interesting problems**



- **Work with sparse graphs**
- **Have efficient algorithms**
- **Like interesting problems**



Complex Networks

Sparse graphs

arxiv

dblp

dblp

1000

500

0

Publications

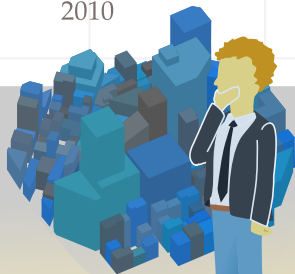
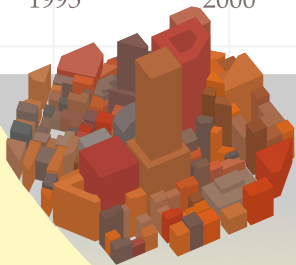
1995

2000

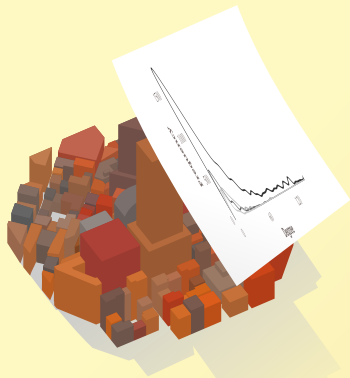
2005

2010

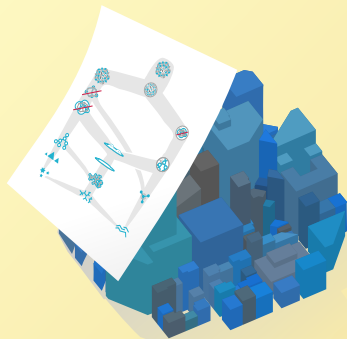
Year



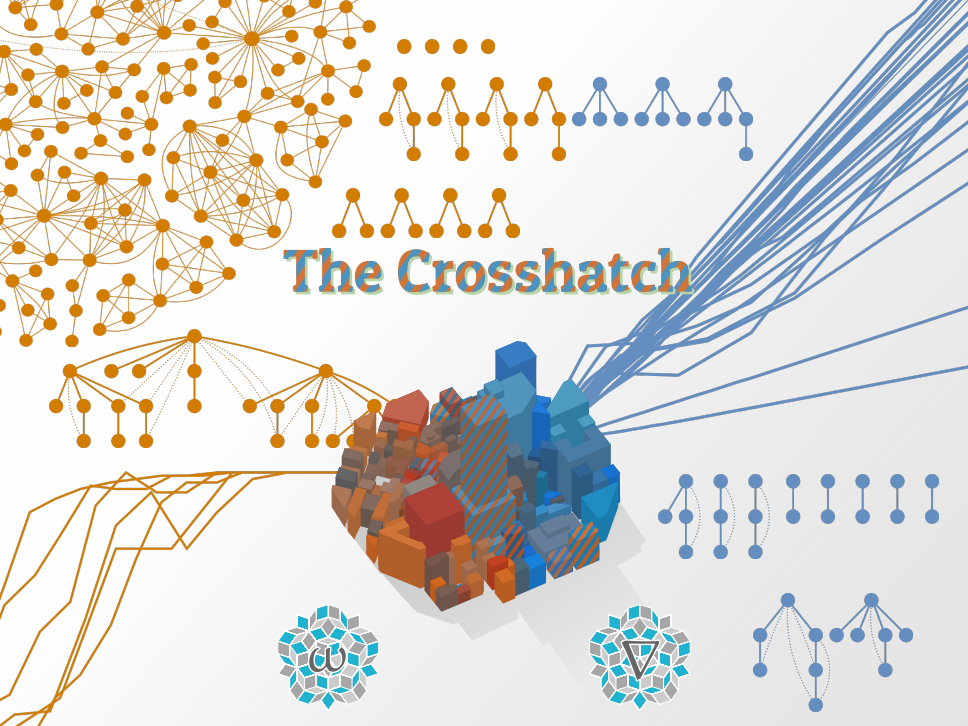
Sparse



**Structurally
sparse**



The Crosshatch



A small overlap

Sparse Erdős-Rényi

- $G(n, \mu/n)$ has bounded expansion a.a.s.

Nešetřil, Osona de Mendez, Wood

- Maybe Chung-Lu does, too?

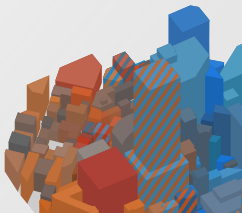
What about
other models?

For which
degree distributions?

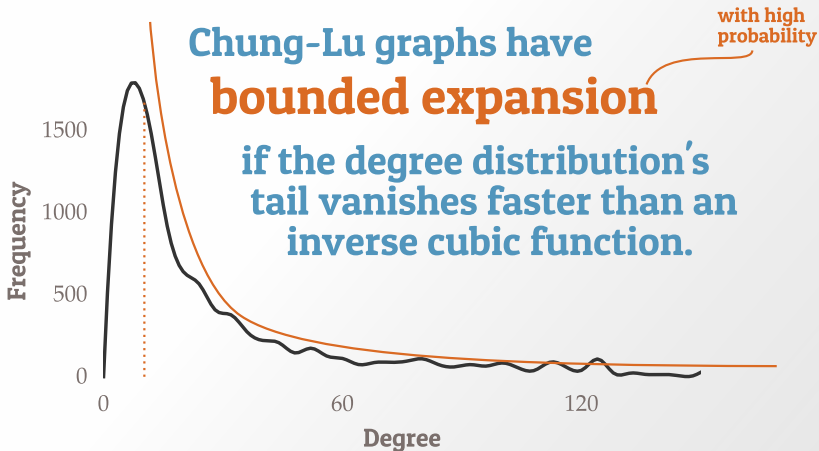
Do those appear in
the real world?

Can we even
test that?

The Crosshatch

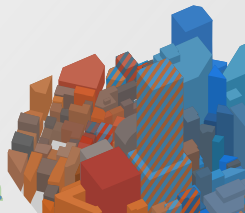


A tale of tails



- **Proof idea:** couple occurrences of shallow top. minors to subgraphs in a different Chung-Lu graph, bound probability of dense subgraph in that graph.

The Crosshatch



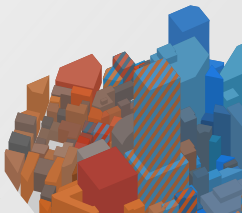
Phase transition of Chung-Lu

- Degree distribution with tail-bound $\frac{1}{h(d)}$:

$$h(d) = \begin{cases} \Omega(d^{3+\epsilon}) & \text{bounded expansion} \\ \Theta(d^{3+o(1)}) & \text{nowhere dense} \\ O(d^{3-\epsilon}) & \text{somewhere dense} \end{cases}$$

- Proof idea for lower bounds: more coupling.
- The same works for the so-called 'configuration model'
- Also works for similar models with non-vanishing clustering

The Crosshatch



Tail-bounds for real networks?

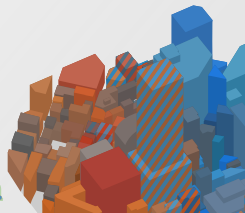
- Famous claim: real degree distributions follow power law $\sim \frac{1}{d^\gamma}$
small gamma: tail does not vanish fast enough
- Rigorous statistical tests: almost never pure power law, but exponential cut-off
Clauset, Shalizi, Newman

tail vanishes quick enough

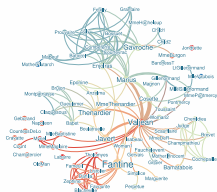


Let's see for ourselves!

The Crosshatch



Real structural sparseness



**Statistical test
of degree distribution**

**Tail looks
subcubic**



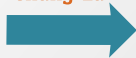
Cannot decide



**Tail looks
supercubic**

**Compare density
to Chung-Lu w/ same
degree distribution**

**Denser than
Chung-Lu**



Cannot decide



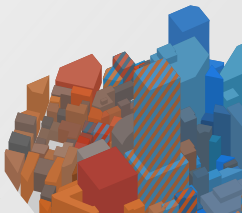
**Sparser than
Chung-Lu**



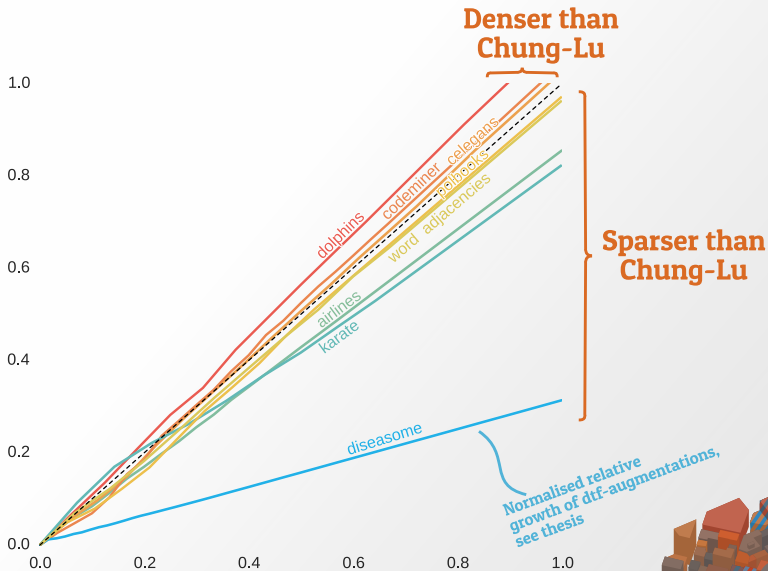
Structurally sparse!



The Crosshatch



Chung-Lu vs. real network



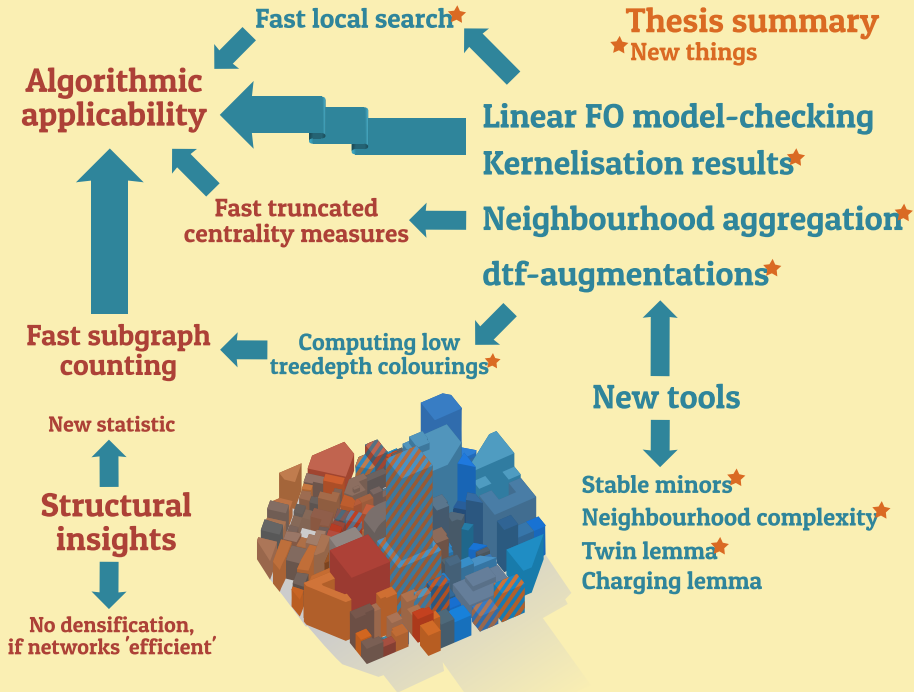
The Crosshatch





I think most complex networks are structurally sparse.

Hello?



Open questions and future work

Apply low treedepth colourings to practical problem.

What about other network models?

Fix attachment models.

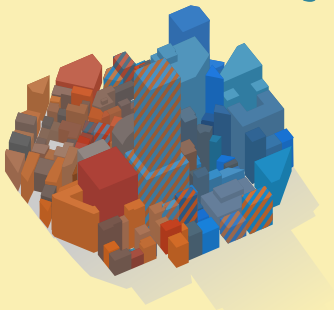
Collect interesting network problems!

Kernel for r -Dominating Set in nowhere dense classes?

Kernel for other problems under natural parametrisation.

Neighbourhood complexity of nowhere dense classes?

Better bounds for dtf-augmentations.



THANKS!

Questions?

