

# Graph Mining Guest Lecture

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April 1, 2009

- 1 Prerequisites
  - Matrix-Vector Multiplication
  - Orthogonality
  - Vector and Matrix Norms
- 2 More on Singular Value Decomposition
  - Image Compression
  - Counting Triangles
- 3 Graph Patterns and Kronecker Graphs
- 4 From Christos powerpoint slides:
  - HITS
  - Pagerank
  - Epidemic Threshold
  - More power laws

# Matrix Vector Multiplication

Matrix  $A \in \mathbb{R}^{m \times n}$

Vector  $x \in \mathbb{R}^n$

$Ax = b$ ,  $b \in \mathbb{R}^m$

- $b_i = \sum_{j=1}^n a_{ij}x_j$  for  $i = 1 \dots m$ .
- $b = Ax = [\vec{a}_1 | \dots | \vec{a}_n]x = x_1\vec{a}_1 + \dots + x_n\vec{a}_n$ .

**A linear map**, i.e.,

“Input” in  $\mathbb{R}^n$

“Output” in  $\mathbb{R}^m$

Why is  $A$  a linear map?

# Orthogonality

## Definition (Orthogonal Vectors)

Two vectors  $v_1$  and  $v_2$  are orthogonal if their inner product is 0.

## Definition (Linear Independence)

A set of vectors  $V = \{v_1, \dots, v_n\}$ ,  $v_i \in \mathbb{R}^m$ , is said to be linearly independent if the equation  $\alpha_1 v_1 + \dots + \alpha_n v_n = 0$ ,  $\alpha_i \in \mathbb{R}$  holds if and only if  $\alpha_i = 0$ ,  $i = 1 \dots n$ .

## Theorem

*Two orthogonal vectors are independent.*



# Vector Norms

A norm is a function  $\|\cdot\| : \mathbb{R}^n \rightarrow \mathbb{R}$  with the following three properties:

- $\|x\| \geq 0$  and  $\|x\| = 0$  if  $x = 0$ .
- $\|x + y\| \leq \|x\| + \|y\|$
- $\|\alpha x\| = |\alpha| \|x\|$

2-norm ( $x \in \mathbb{R}^n$ )

$$\|x\|_2 = \sqrt{\sum_{i=1}^n |x_i|^2} = \sqrt{x^T x} \quad (1)$$

# Matrix Norms

$$A \in \mathbb{R}^{m \times n}.$$

## Definition (Frobenious norm)

$$\|A\|_F = \sqrt{\sum_{i=1}^m \sum_{j=1}^n |x_{ij}|^2} \quad (2)$$

The 2-norm induces a matrix norm:

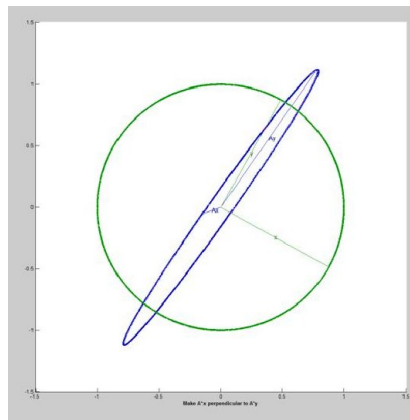
## Definition (2-norm)

$$\|A\|_2 = \sup_{x \in \mathbb{R}^n, \|x\|=1} \|Ax\| \quad (3)$$

Think! What do they express?

# SVD geometric intuition

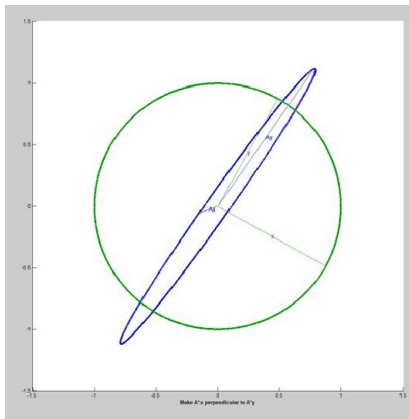
Remember: we view matrix  $A \in \mathbb{R}^{m \times n}$  as an operator!



The unit circle (sphere) is mapped in an ellipse (hyperellipse).

# SVD geometric intuition

Display in this figure  $u_1, u_2, v_1, v_2, \sigma_1, \sigma_2$ .



Play yourselves with command eigshow in MATLAB!



# SVD and dimensionality reduction

Assume  $\text{rank}(A)=r$ ,  $A \in \mathbb{R}^{m \times n}$ , thus  $A = \sum_{j=1}^r \sigma_j u_j v_j^T$ .

The following two theorems show the optimality of SVD with respect to the  $L_2$  and Frobenius norm as a dimensionality reduction tool.

## Theorem

*For any  $0 \leq k < r$  define  $A_k = \sum_{j=1}^k \sigma_j u_j v_j^T$ . The following equations hold for any matrix  $B \in \mathbb{R}^{m \times n}$  whose rank is  $k$  or less:*

$$\|A - A_k\|_2 \leq \|A - B\|_2 \quad (4)$$

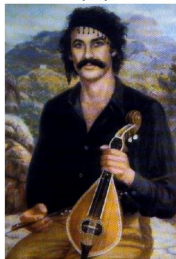
$$\|A - A_k\|_F \leq \|A - B\|_F \quad (5)$$

# Image Compression: Original Images

Original image



Original image

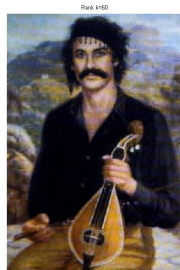
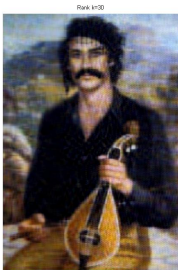


# Image Compression: Results from the first image



**Figure:** Result on first image after applying SVD for  $k=10,30$  and  $60$ .

# Image Compression: Results from second image



**Figure:** Result on second image after applying SVD for  $k=10$ ,  $30$  and  $60$ .

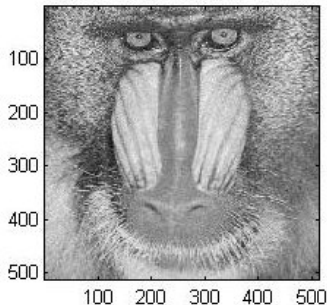
# Randomized SVD

Computing the SVD of a matrix is expensive! Lose little accuracy for speedup. READINGS:

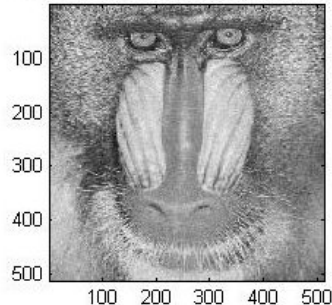
- *Fast Monte Carlo Algorithms for Finding Low Rank Approximations* by **Alan Frieze, Ravi Kannan, Santosh Vempala.**
- *Fast Monte Carlo Algorithms for Matrices II: Computing a Low Rank Approximation to a Matrix* by **P. Drineas, R. Kannan, and M.W. Mahoney.**
- *Improved Approximation Algorithms for Large Matrices via Random Projections*, **T. Sarlós.**

# Randomized SVD for image compression

Best rank  $k$  approximation



Approximating the left singular vectors



# Triangle Counting

## Theorem (EIGENTRIANGLE)

*The total number of triangles in a graph is equal to the sum of cubes of its adjacency matrix eigenvalues divided by 6, namely:*

$$\Delta(G) = \frac{1}{6} \sum_{i=1}^n \lambda_i^3 \quad (6)$$

## Theorem (EIGENTRIANGLELOCAL)

*The number of triangles  $\Delta_i$  that node  $i$  participates in, can be computed from the cubes of the eigenvalues of the adjacency matrix*

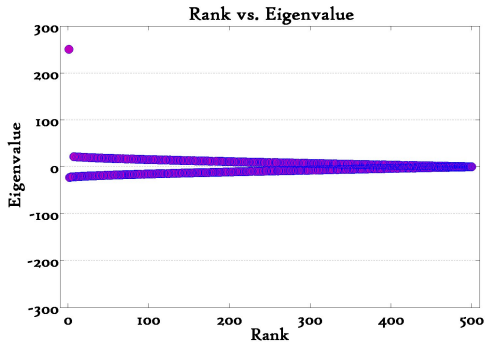
$$\Delta_i = \frac{\sum_j \lambda_j^3 u_{i,j}^2}{2} \quad (7)$$

*where  $u_{i,j}$  is the  $j$ -th entry of the  $i$ -th eigenvector.*



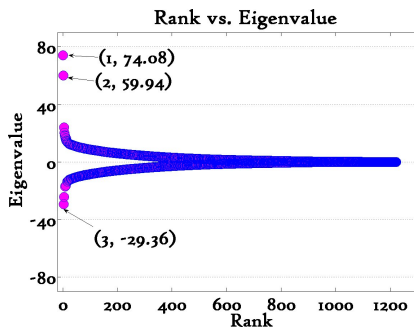
# Triangle Counting

Spectrum of random graph  $G_{n, \frac{1}{2}}$  :



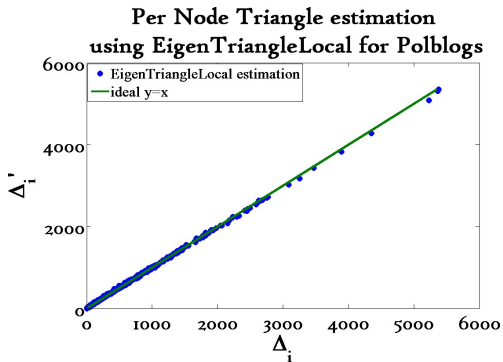
# Triangle Counting

Therefore it suffices to consider the first eigenvalue of the adjacency matrix of  $G_{n, \frac{1}{2}}$  to get a good estimate of the number of triangles. What about real world networks?



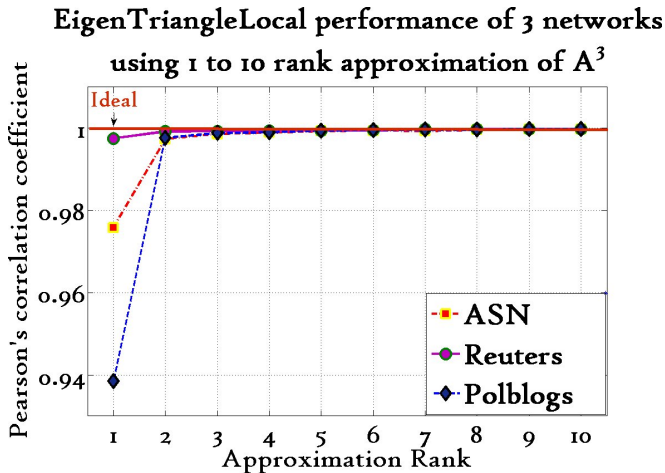
**Figure:** This figure plots the value of the eigenvalue vs. its rank for a network with  $\approx 1,2\text{K}$  nodes,  $17\text{K}$  edges.

# Triangle Counting



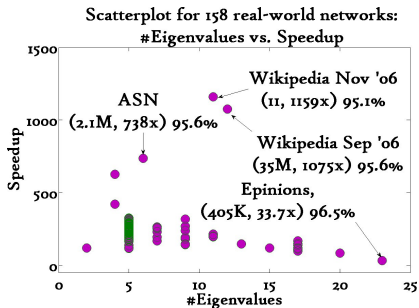
**Figure:** Local Triangle Reconstruction using a 10-rank approximation for the Political Blogs network

# Triangle Counting



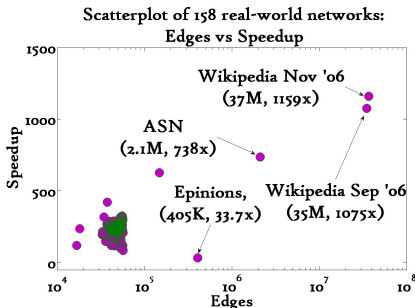
**Figure:** Local Triangle Reconstruction for three networks, Flickr, Pol Blogs and Reuters.

# Triangle Counting



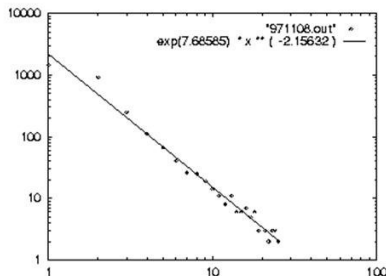
**Figure:** Scatterplots of the results for 158 networks. Speedup vs. Eigenvalues: The mean required approximation rank for 95% accuracy is 6.2. Speedups are between 33.7x and 1159x, with mean 250.

# Triangle Counting



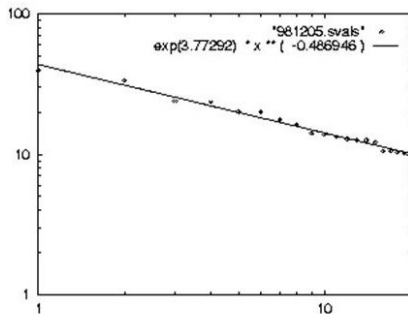
**Figure:** Speedup vs. Edges: Notice the trend of increasing speedup as the network size grows

# Degree Distribution



**Figure:** Outdegree Plot from the *Faloutsos, Faloutsos, Faloutsos* paper. Observe that the plot is linear in log-log scale. The least squares fitting gives that:  $freq = degree^{-2.15}$

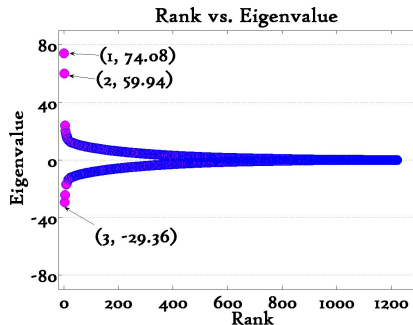
# Top-Eigenvalues



**Figure:** Top Eigenvalue Plot from the *Faloutsos, Faloutsos, Faloutsos* paper

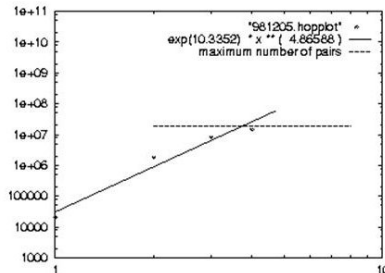


# Spectrum: Eigenvalue vs. Rank



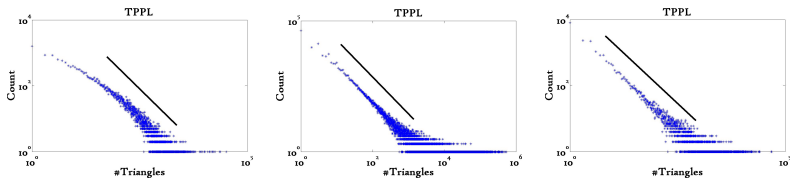
**Figure:** This figure plots the value of the eigenvalue vs. its rank for a network with  $\approx 1,2\text{K}$  nodes,  $17\text{K}$  edges.

# Hop-plot power law



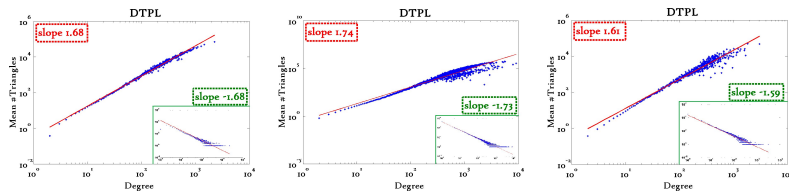
**Figure:** Hop Plot from the *Faloutsos, Faloutsos, Faloutsos* paper. Pairs of nodes as a function of hops  $N(h) = h^H$ . The least squares fitting gives that the exponent is  $H = 4.86$ .

# Triangle power laws: Participation Law



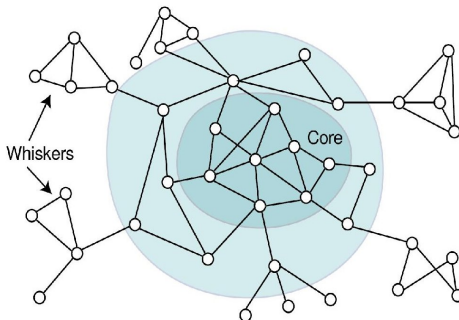
**Figure:** Triangle Participation Law for three networks HEP-TH, Flickr and Epinions. Observe the emerging power law or the power law tail.

# Triangle power laws: Degree Triangle Power Law



**Figure:** Degree Triangle Power Law for three networks Reuters, Flickr and Epinions.

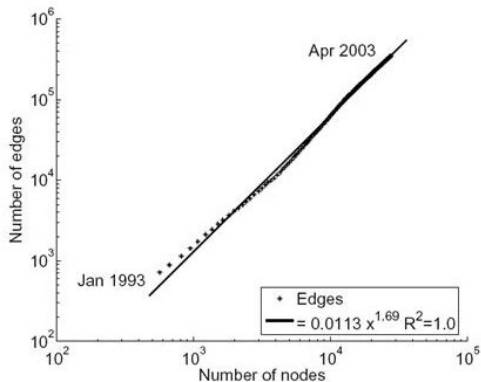
# Communities



**Figure:** Figure from the Leskovec et al. paper. Caricature of how a real world network looks like. (courtesy of J. Leskovec).

# Densification Law

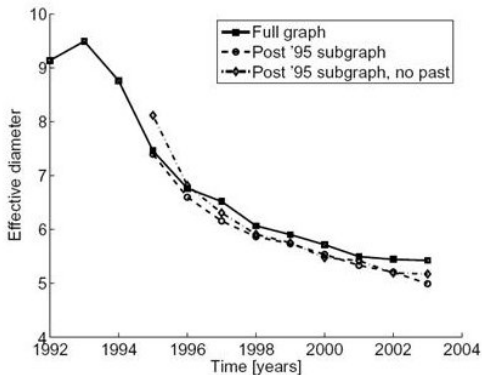
$$E(t) \propto N(t)^\alpha, \alpha = 1.69.$$



(a) arXiv

# Shrinking Diameter

.... and the shrinking diameter phenomenon.



(a) arXiv citation graph

**Figure:** Shrinking diameter phenomenon for the Arxiv citation graph.

# Kronecker Graphs in a picture

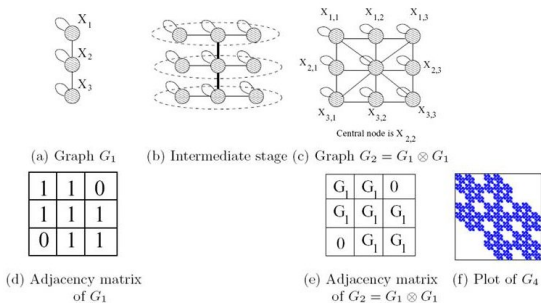


Figure: Deterministic Kronecker Graphs



# Kronecker Graphs properties

The following properties hold for deterministic Kronecker graphs:

- Power-law-tail in- and out-degrees
- Power-law-tail scree plots
- constant diameter
- perfect Densification Power Law
- communities-within-communities

Chazelle's Talk, 3:15 pm Wean Hall 7500. SCS Distinguished  
Lecture