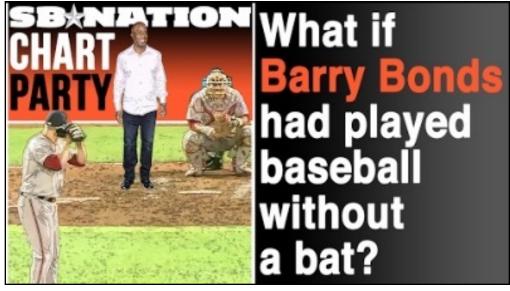
NETWORK ANALYSIS

CS 448B | Fall 2025

MANEESH AGRAWALA

1



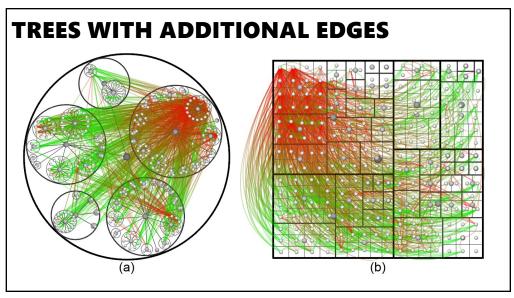
LAST TIME: NETWORK VISUALIZATION

5

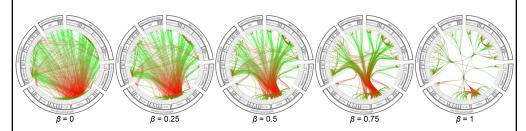
Edge crossings and occlusions! Poor scalability...

HIERARCHICAL EDGE BUNDLING

7



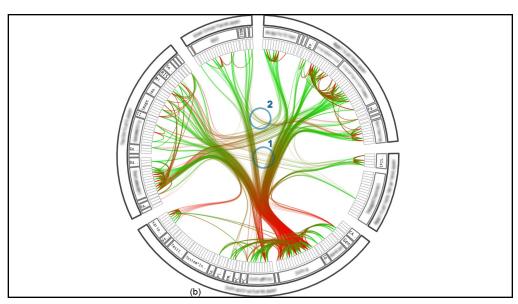
HIERARCHICAL EDGE BUNDLING

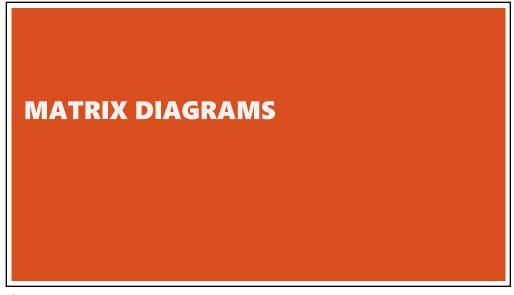


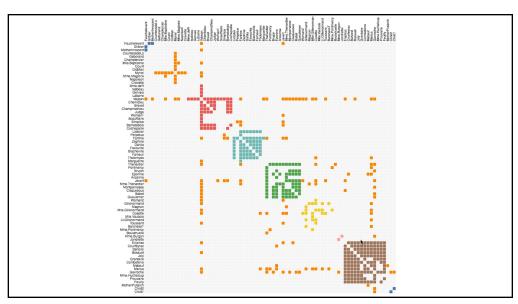
Given a tree with additional *adjacency* edges (usually between leaves)

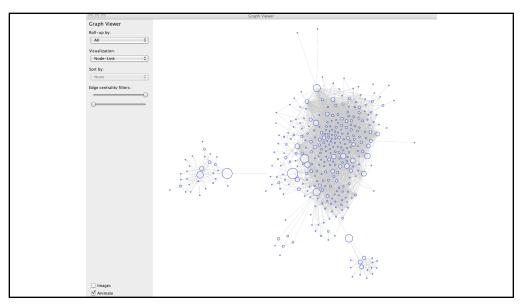
Bundle edges with varying amounts of tension – helping to reveal common connections between subtrees

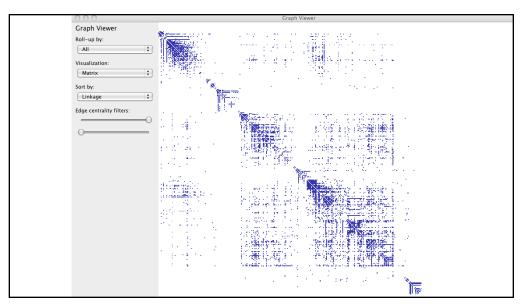
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SUMMARY: TREES AND NETWORKS

Tree Layout

Indented / Node-Link / Enclosure / Layers Focus+Context techniques for scale

Graph Layout

Sugiyama Layout
Force-Directed Layout
Attribute-Driven Layout
Constraint Layout
Arc Diagrams
Matrix Diagrams

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ANNOUNCEMENTS

FINAL PROJECT

Design Reviews Dec 1 and Dec 3

Data analysis/explainer

Analyze dataset in depth & make a visual explainer

Deliverables

An article with multiple different interactive visualizations Short video (2 min) demoing and explaining the project

Schedule

Project proposal: Today!

Design Review and Feedback: 10th week of quarter, 12/1 and 12/3

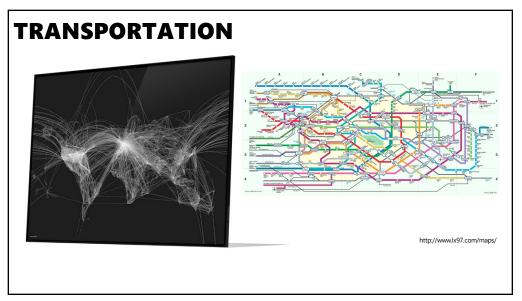
Final code and video: Sun 12/7 8pm

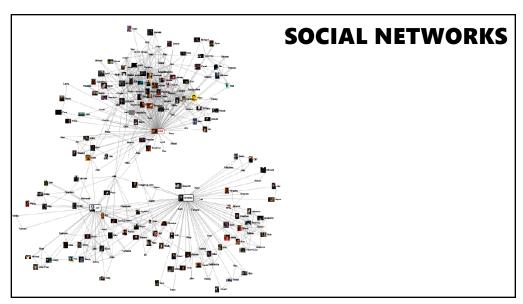
Grading

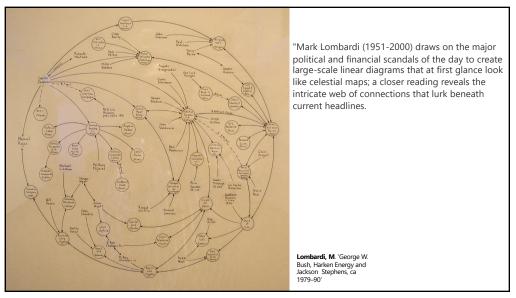
Groups of up to 3 people, graded individually Clearly report responsibilities of each member

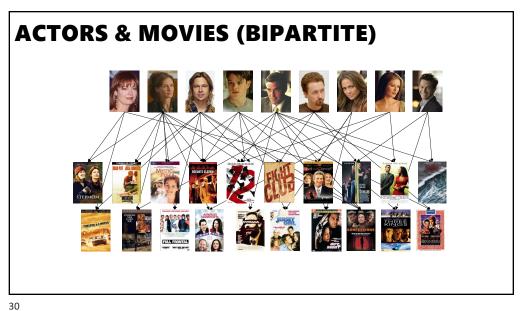
22

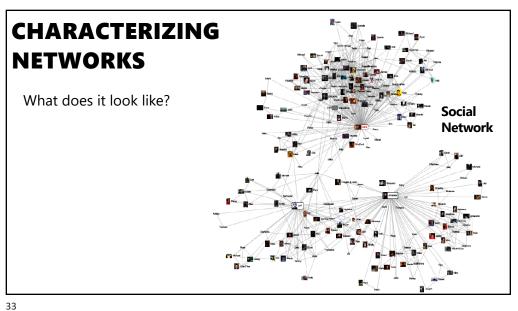
NETWORK ANALYSIS

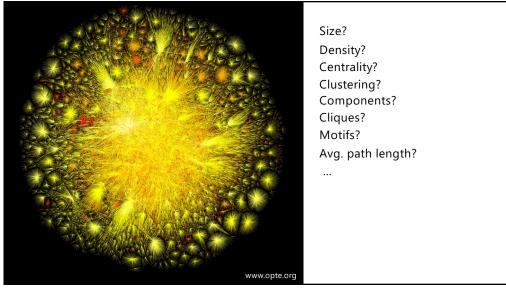












NETWORK ANALYSIS TASKS [Pretorius 2013]

Structure-based: relationships and connectivity

Attribute-based: properties associated with node or link

Browsing: follow paths in the data

Estimation: summarization and temporal changes

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NETWORK ANALYSIS TASKS [Pretorius 2013]

Structure-based: relationships and connectivity

Find all the friends of friends of Kermit

Find all the people who are friends of Animal and Gonzo

Find shortest path between two people: Six degrees of separation

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Estimation: summarization and temporal changes

How does Miss Piggy's friend group change over the course of a year

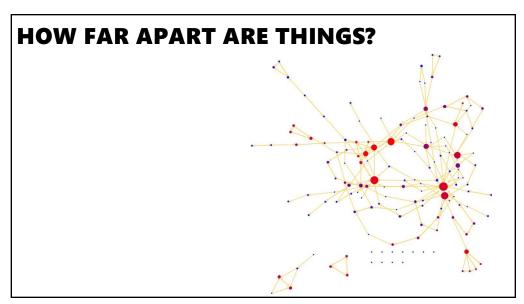
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Learning Objectives

TODAY

- 1. Measures of importance/centrality
- 2. Extracting community structure
- 3. Simulating network models



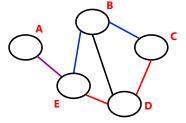


DISTANCE: SHORTEST PATHS

Shortest path (geodesic path)

The shortest sequence of links connecting two nodes Not always unique

A and C are connected by 2 shortest paths $\begin{array}{l} A-E-B-C \\ A-E-D-C \end{array}$

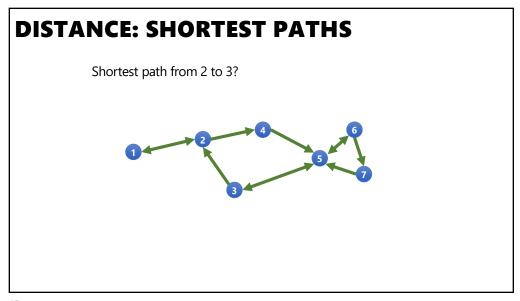


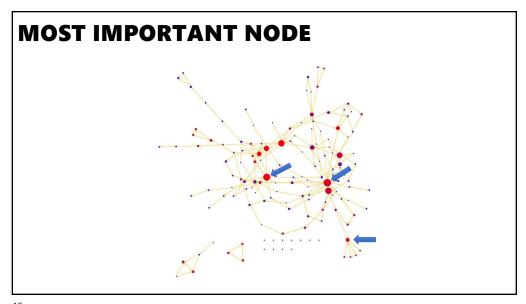
43

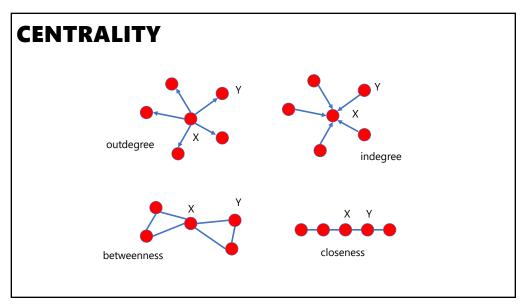
DISTANCE: SHORTEST PATHS

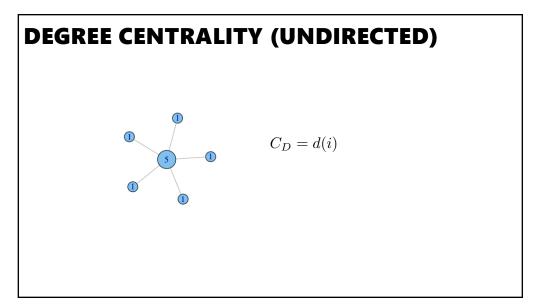
Shortest path from 2 to 3: 1

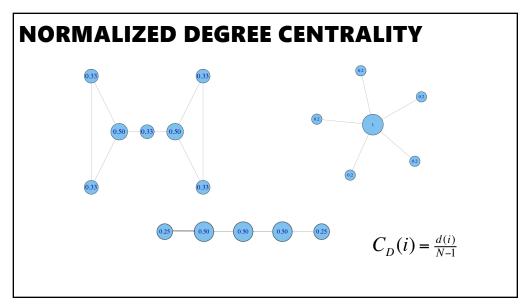












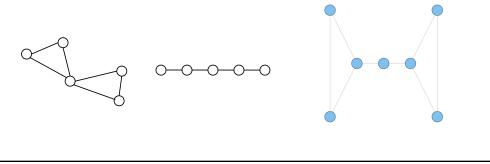
WHEN IS DEGREE NOT SUFFICIENT?

Does not capture

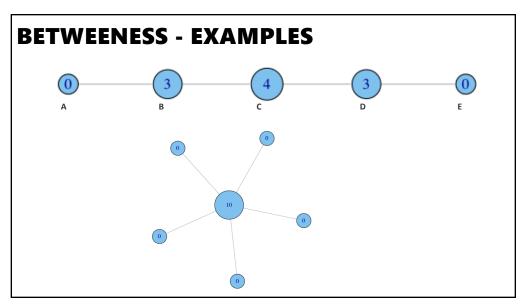
Ability to broker between groups
Likelihood that information originating anywhere in the network reaches you

BETWEENESS

Assuming nodes communicate using the most direct (shortest) route, how many pairs of nodes have to pass information through target node?



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BETWEENESS - DEFINITION

$$C_B(i) = \sum_{j,k \neq i,j < k} g_{jk}(i) / g_{jk}$$

 g_{jk} = the number of shortest paths connecting jk $g_{jk}(i)$ = the number of shortest paths containing i.

Normalization:

$$C_B(i) = C_B(i)/[(n-1)(n-2)/2]$$



number of pairs of vertices excluding the vertex itself

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WHEN ARE C_d, AND C_b NOT SUFFICIENT?

Does not capture

Likelihood that information originating anywhere in the network reaches you

CLOSENESS - DEFINITION

e.g., which node is closest to the center of the graph

Closeness Centrality:

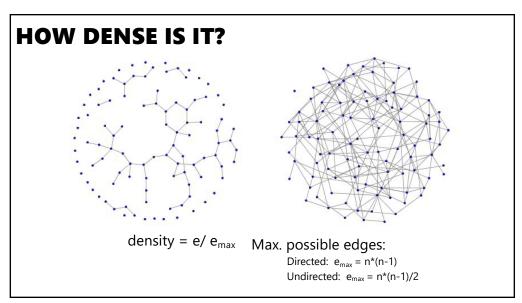
$$C_c(i) = \left[\sum_{j=1, j \neq i}^{N} d(i, j)\right]^{-1}$$

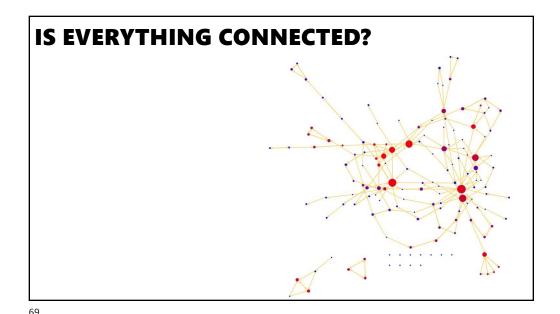
Normalized Closeness Centrality

$$C_C'(i) = (C_C(i))/(N-1) = \frac{N-1}{\sum_{j=1, j \neq i}^{N} d(i, j)}$$

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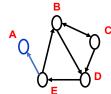
CONNECTED COMPONENTS - DIRECTED

Strongly connected components

Each node in component can be reached from every other node in component by following directed links

BCDE

G H

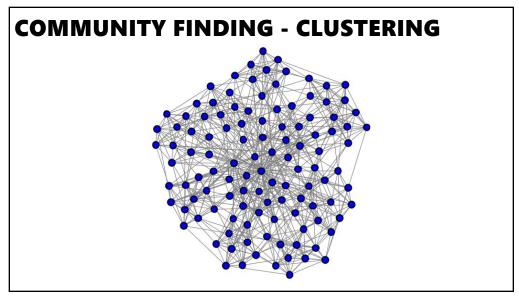




Weakly connected components

Each node can be reached from every other node by following links in either direction

A B C D E G H F



HIERARCHICAL CLUSTERING

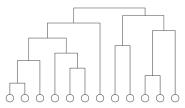
Process

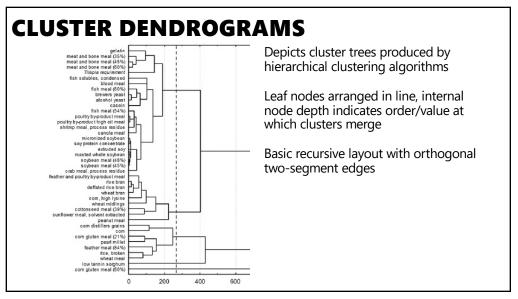
Calculate affinity weights W for all pairs of vertices

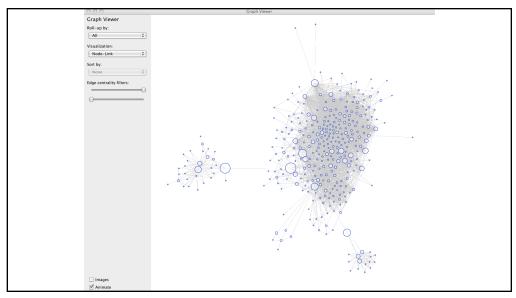
Start: *N* disconnected vertices

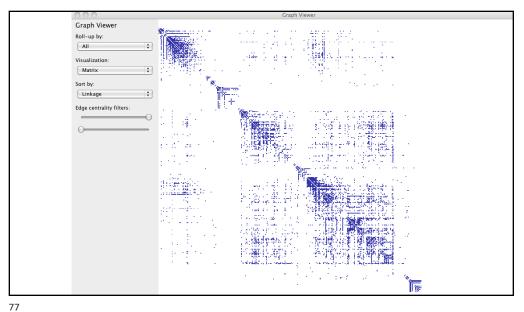
Add edges (one by one) between pairs of vertices/clusters in order of decreasing weight (use closest distance to compare clusters)

Result: nested components





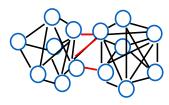




BETWEENESS CLUSTERING

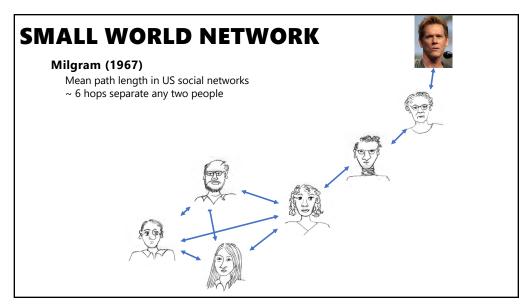
Girvan and Newman 2002 iterative algorithm:

Compute C_b of all edges Remove edge *i* where $C_b(i) = \max(C_b)$ Recalculate betweenness



SIMULATING NETWORK MODELS

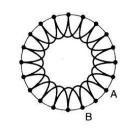
99



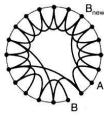
SMALL WORLD NETWORK

Watts and Strogatz 1998

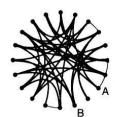
a few random links in otherwise structured graph make network a small world



regular lattice: my friend's friend is always my friend



small world: mostly structured with a few random connections



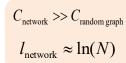
random graph: all connections random

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DEFINING SMALL WORLD PHENOMENA

Properties

high clustering low mean shortest path



Examples

neural network of C. elegans semantic networks of languages actor collaboration graph food webs

SUMMARY

Structural analysis

Centrality
Community structure

Network analysis applicable in many domains