

# Multivariate Heavy Tails and Large Networks

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# Networks with MVHT distributions

□ MVHT distributions ubiquitous in networks

❖ in-degree, out-degree, reciprocated degree, labels, aggregate weights, ...

Q: How to model, generate, estimate, classify, learn network structures?

Q: What effect does MVHT distributions have on answers to above questions?

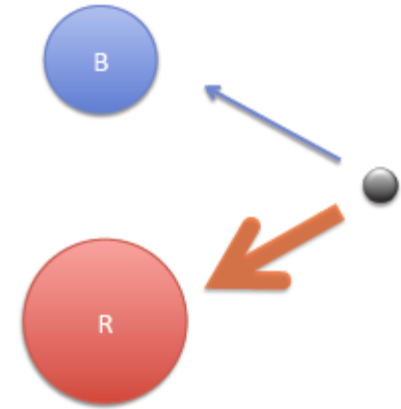
# Outline

- competition in growing networks
- statistical inference in large networks
- reciprocity in large networks

# Network growth

## Cumulative advantage (CA)

- ❖ “rich gets richer”
  - ❖ wealth (edge) attaches to nodes in proportion to function  $f$  of their wealth (degrees)  
(wealth accumulates in prop
  - ❖ linear cumulative advantage (LCA)  
generates power laws
1. developed efficient algorithms to generate networks with  $10^6 - 10^7$  nodes
    - ❖ studied network structure for different CA functions
  2. studied competition under LCA

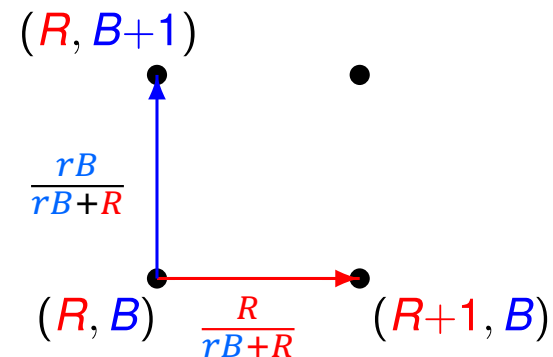
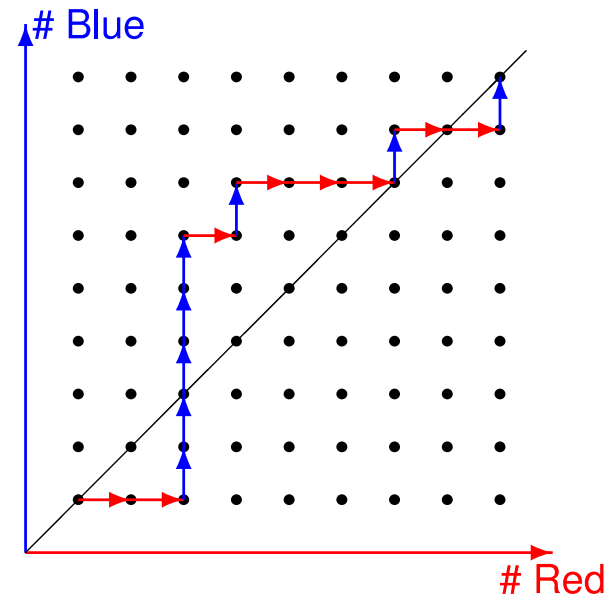


# Competition under cumulative advantage (to appear J. Stat Mech.)

- duration of competition?
  - ❖ time taken for winner to emerge
- intensity of competition?
  - ❖ total # changes in leadership
- impact of inherent fitness?
- effect of cumulative function  $f$ ?

# Model under LCA

- two competitors
- state  $(R, B)$  in 2D lattice
  - ❖ each time,  $R$  or  $B$  increase by 1
  - ❖ transition rule, relative fitness  $r \geq 1$  for  $B$
  - ❖ generalized Pólya's urn model

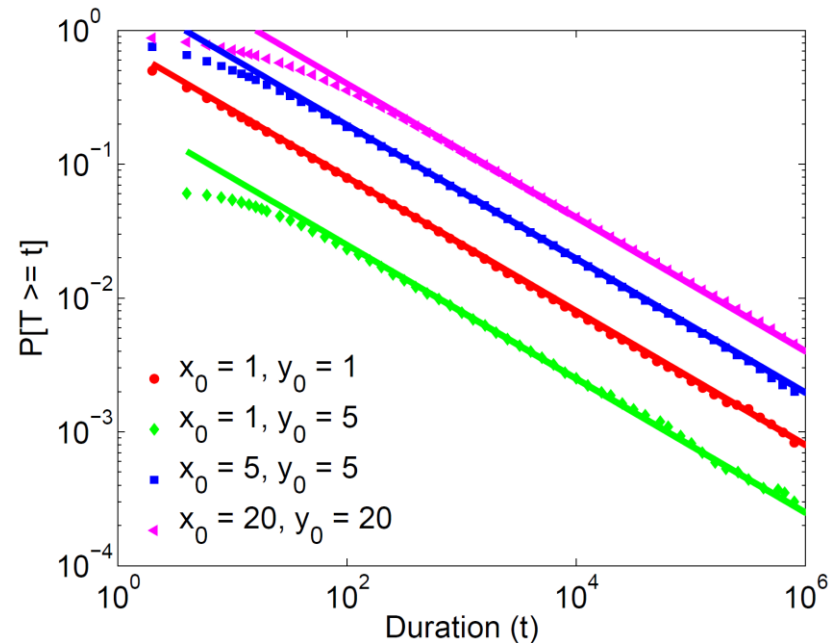


# Equal fitness, $r = 1$

- derived joint PMF for duration, intensity
- duration, intensity both exhibit heavy tails

$$P(\text{duration} > t) \propto t^{-1/2}$$

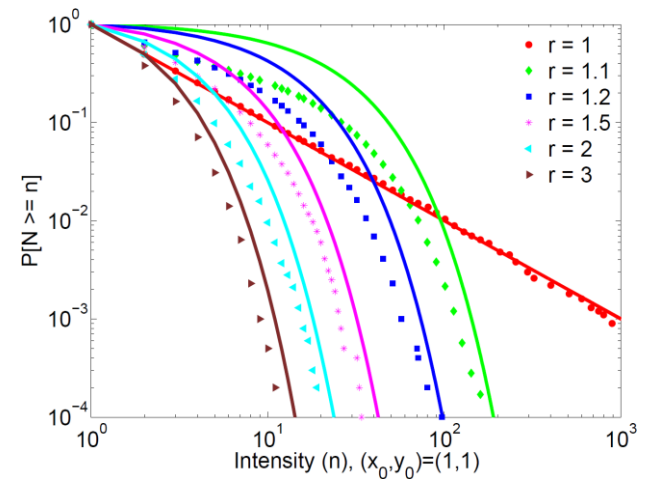
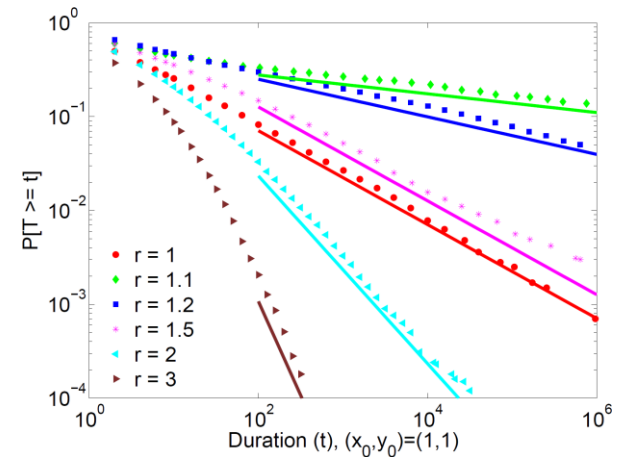
$$P(\text{intensity} > n) \propto n^{-1}$$



# Different fitness, $r > 1$

- intensity exponentially tailed
- duration heavy tailed
- $P(\text{duration} > t) = \Omega(t^{-(r-1)b_0})$ 
  - ❖ discontinuity at  $r = 1$
  - ❖ **tail much heavier** at  $r = 1 + \varepsilon$  than  $r = 1$

Competition  
becomes less intense,  
but much longer





# Nonlinear cumulative advantage

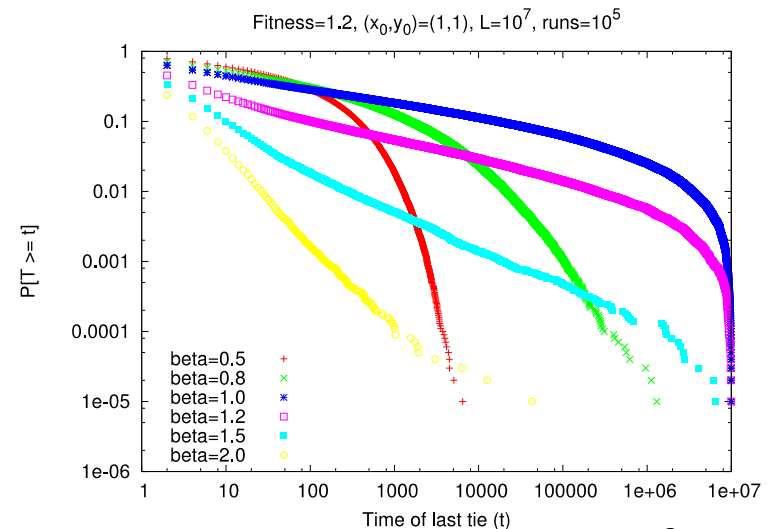
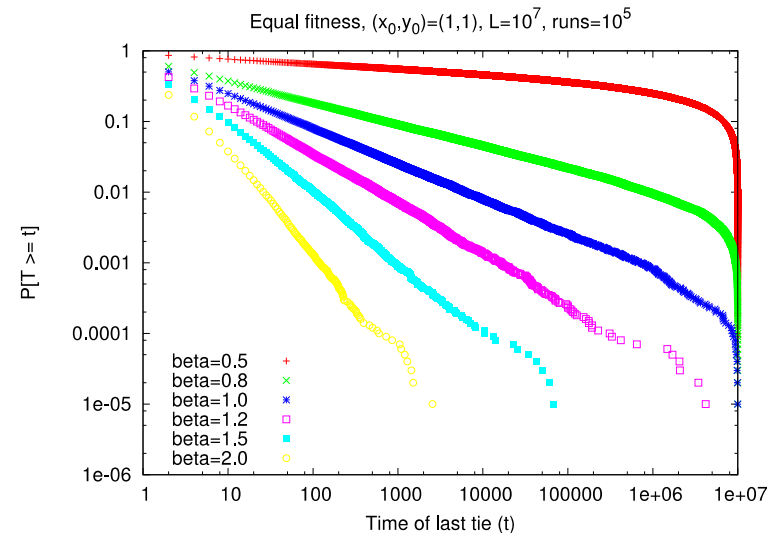
□ model:

$$\frac{(rB)^\beta}{(rB)^\beta + R^\beta}, \quad \frac{R^\beta}{(rB)^\beta + R^\beta}$$

□ equal fitness: power-law for  $\beta > 1/2$

$$\lim_{t \rightarrow \infty} \frac{\log \mathbb{P}(\text{dur.} > t)}{\log t} = \left( \frac{1}{2} - \beta \right)^+$$

□ conjecture: different fitness: power law for  $\beta > 1$ , light tailed for  $1/2 < \beta < 1$



# Summary

- ❑ (semi-)complete analysis of two party competition
- ❑ joint heavy tail distribution of duration/competition for equally fit parties
- ❑ surprising phase transition when one party becomes “slightly” more fit
  - ❖ intensity has lighter (exponential) tail
  - ❖ duration has heavier tail

## Questions:

- ❑ 3+ parties
- ❑ parameter estimation
- ❑ non-linear CA rules

# Inferring graph characteristics using random walks

Murai, Ribeiro, Towsley

# Estimating joint degree distribution in directed graphs: random walks (RWs)

- ❑ networks extremely large,  $10^6 - 10^7$  nodes
- ❑ sampling methods desirable/necessary
- ❑ random walk based methods standard for undirected networks

**Q:** adapt to directed graphs?

- ❑ transform digraph to undirected graph, degree distr.

$$\pi(l) = P(\text{degree} = l)$$

- ❑ collect samples using RW

$$S_1, S_2, \dots, S_n, \quad S_k = (i_k, o_k)$$

- ❑ generate asymptotically unbiased estimates of  $\pi_{i,j} = P(\text{indegree} = i, \text{outdegree} = j)$

# Pros/Cons RW-based sampling

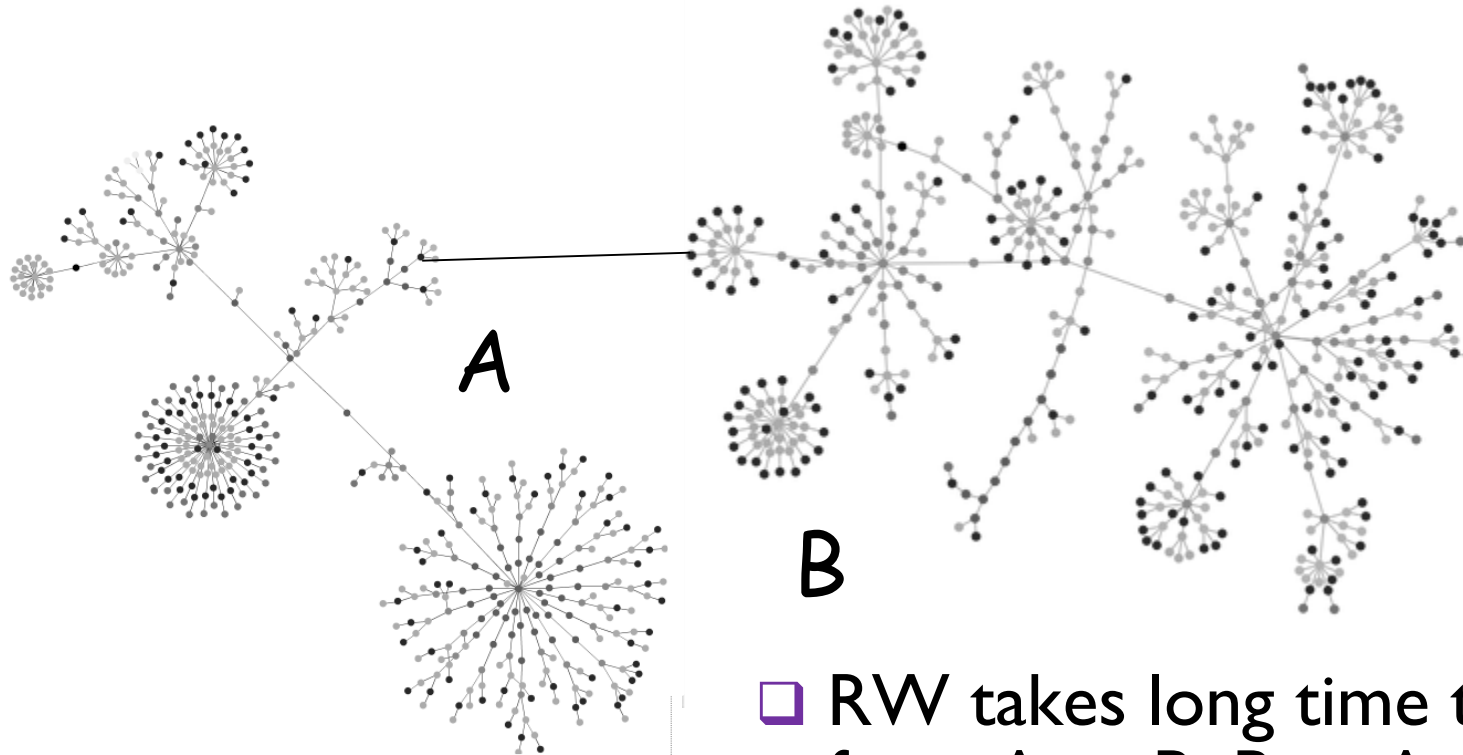
## Pros

- ❑ samples in proportion to degree
  - ❖ good for heavy-tailed degree distributions (analytical, empirical)
- ❑ inexpensive
  - ❖ neighbors visible in many networks  
(Twitter, Facebook, ...)

## Cons

- ❑ mixing times, dependence among samples
  - ❖ in contrast to uniform node sampling

# Loosely connected components



Combine advantages of uniform vnode & RWs?

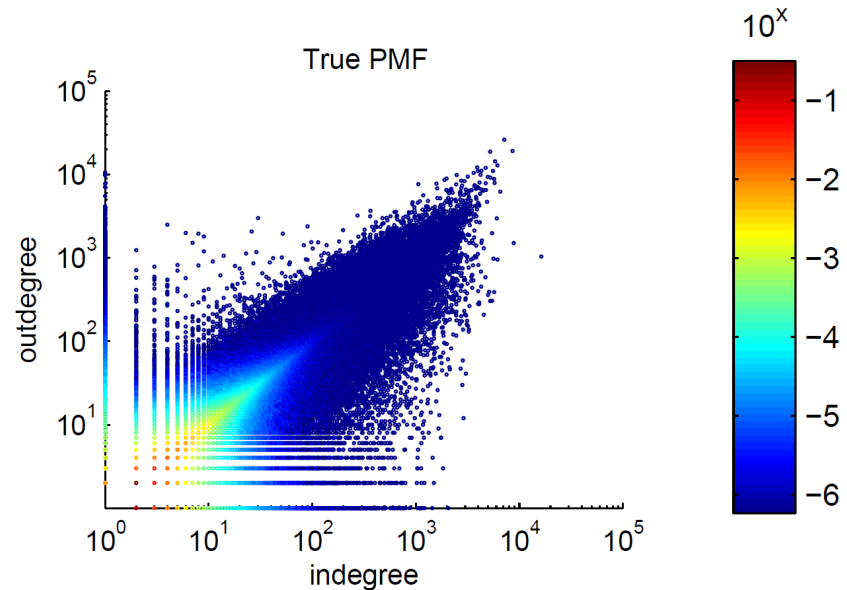
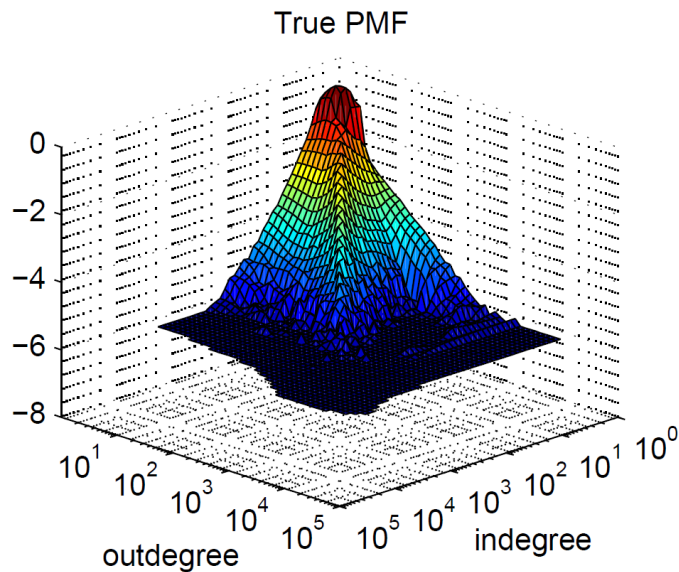
- ❑ RW takes long time to get from A to B; B to A
  - ❖ inexpensive
- ❑ uniform samples both A and B subgraphs
  - ❖ expensive

# Frontier sampling

- multiple coupled RWs - Frontier sampling  
treat as virtual random walker
- mixing time decreases with number of walkers
- estimate combines initial uniform samples + RW samples
  - ❖ asymptotically unbiased

# Flickr network: example

- ❑ 1.8M nodes
- ❑ 23M edges
- ❑ marginal heavy tails, strongly dependent



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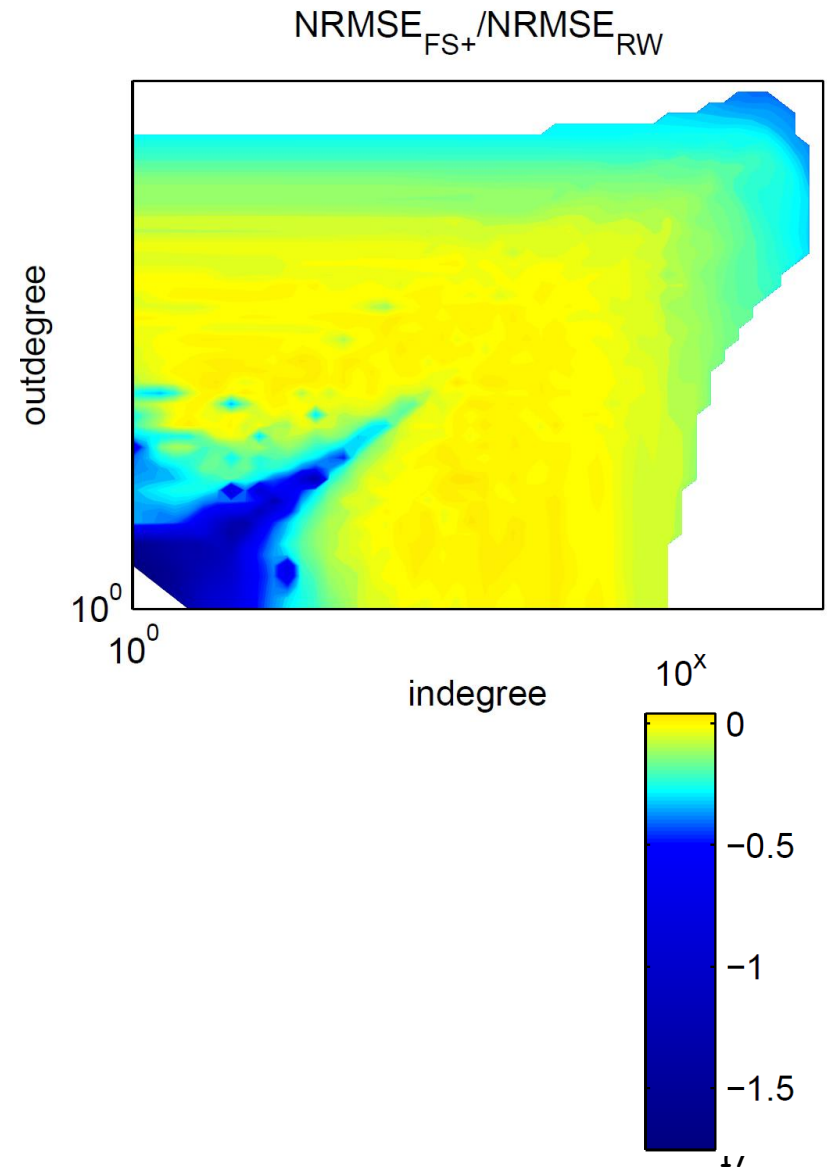


# Flickr, $B = 0.1$ , FS vs RW

- ❑ FS, RW comparable for tail
- ❑ FS exhibits low error for head

Why?

- ❑ largest component 70% of network
- ❑ many small components  
→ more low degree nodes



# Summary

- ❑ frontier sampling superior to other RW-based sampling methods
- ❑ well suited to networks with heavy tailed degree distributions
- ❑ extend to other network inferencing problems
- ❑ promote to network/data scientists

## Missing:

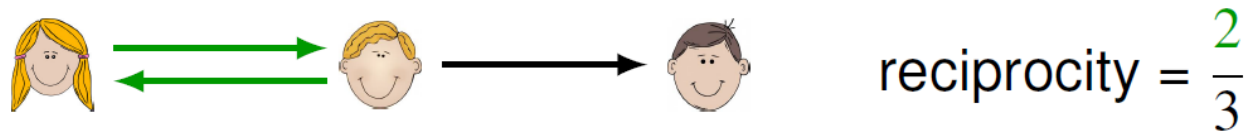
- ❑ better theoretical foundation

# Reciprocity in directed networks

B. Jiang, D. Towsley (UMass),  
Z. Zhang (U.Minn)

# Motivation

- reciprocity measures fraction of reciprocal edges



- important characteristic of directed networks
  - ❖ invites interpretation as network organizational principle,
  - ❖ e.g. reciprocal or anti-reciprocal

- nontrivial reciprocity observed in many real networks

	Google+	Swedish Wiki	Spanish Wiki
observed	34%	21%	15%
random	0	0	0
structural max	47%	28%	36%
ratio	73%	75%	42.5%

- how to interpret these numbers?
- most real social networks are reciprocal
- informative to compare with maximum reciprocity

# Degree bi-sequence

- degree bi-sequence  $(d^+, d^-)$  of digraph
  - ❖ out-degree sequence:  $d^+ = (d_1^+, \dots, d_n^+)$
  - ❖ in-degree sequence:  $d^- = (d_1^-, \dots, d_n^-)$
- graphic bi-sequence: realizable by digraph

# Maximum reciprocity problem

Given graphic bi-sequence  $(d^+, d^-)$

maximize: reciprocity of  $G$

subject to:  $G$  has degree bi-sequence  
 $(d^+, d^-)$

- Max # reciprocal edges  $\rho(d^+, d^-)$  upper bounded by

$$\rho(d^+, d^-) \leq \beta(d^+, d^-) = \sum_i \min\{d_1^+, d_1^-\}$$

- characterized for different random graph models exhibiting MVHT

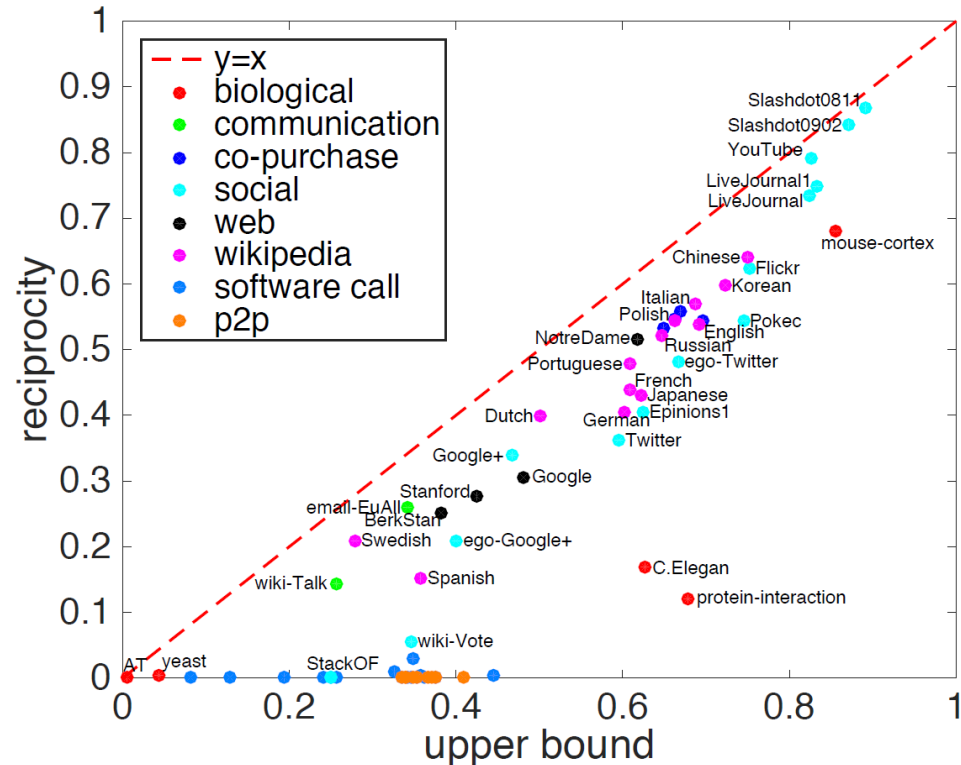
# Empirical study

## Datasets

- major directed social networks
- directed networks of other categories

## Reciprocity varies widely

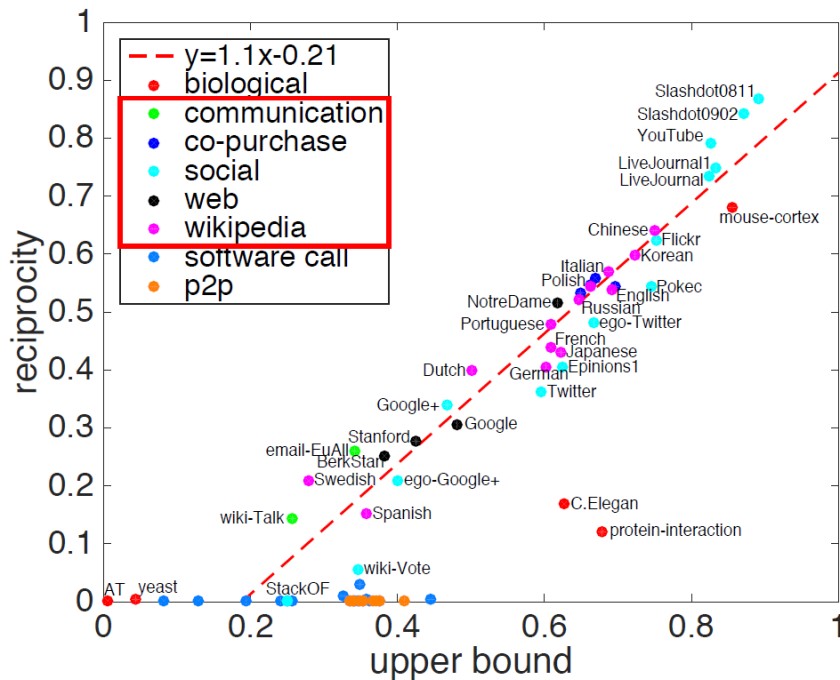
- P2P: 0
- Slashdot: 90%
- high for social & Wiki
- low for P2P & software call



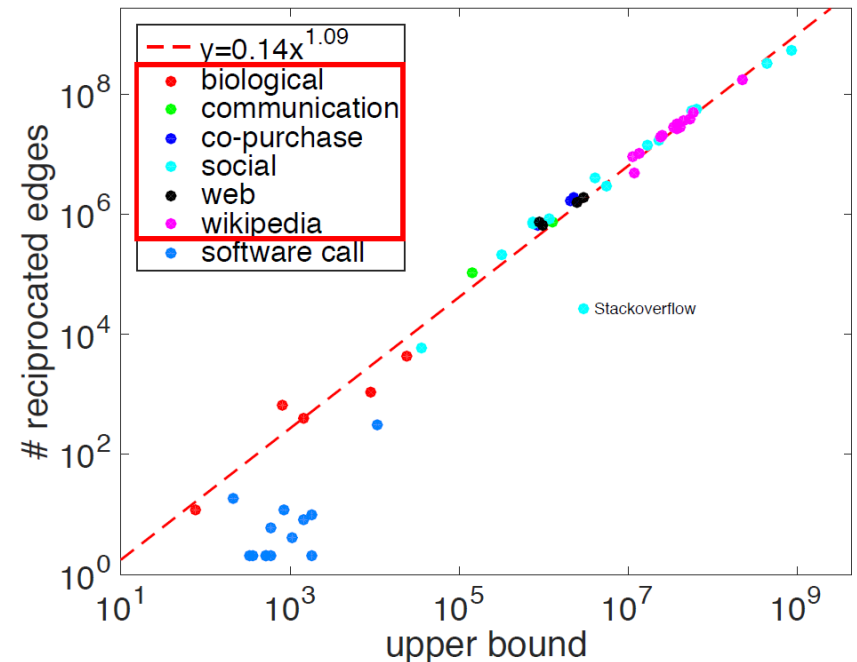


# Strong linear relationship

## Reciprocity

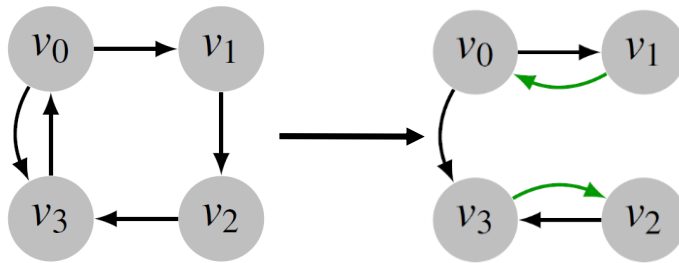


## # reciprocated edges

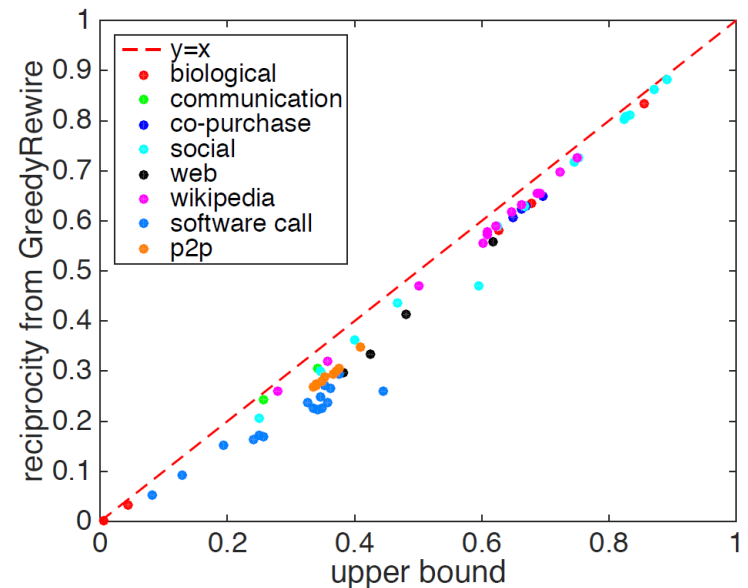
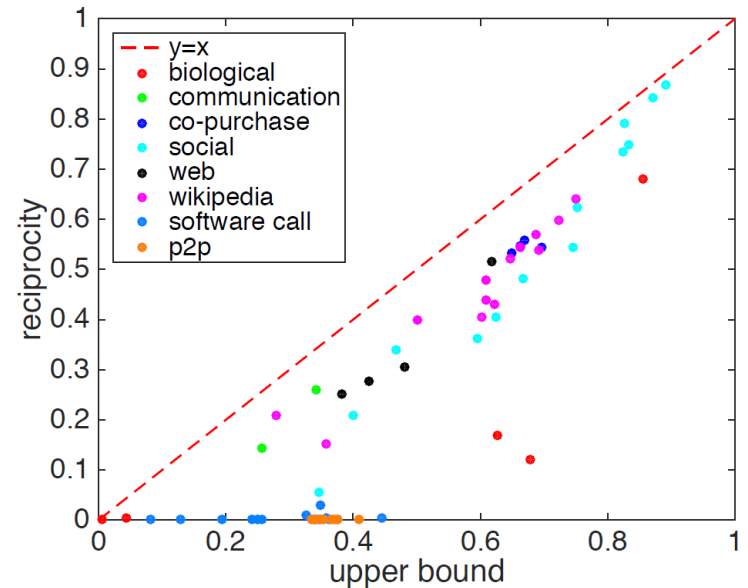


# Tighter upper bound

- identified 4 node suboptimal motifs
- developed rules to increase reciprocity



- suboptimal 3-paths major source of loss in reciprocity



# Future plans

- network exploration as multi-armed bandit problem
  - ❖ potential terrorists
  - ❖ donors to political parties
  - ❖ rewards exhibit MVHT behavior – how to exploit?
- principled network characterization
  - ❖ clustering, leveraging observed empirical MVHT behavior