

# Numerical Methods for Data Science: Spectral Network Analysis, Part I

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Three threads from “lay of the land” to current research:

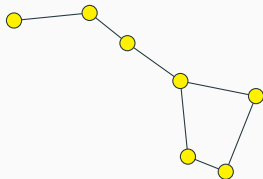
- Monday: Latent Factor Models
- Wednesday: Scalable Kernel Methods
- Friday: Spectral Network Analysis
  - 1:30-2:30: Network spectra, optimization, and dynamics
  - 3:00-4:00: Network densities of states

Slides posted on web page (linked from my Cornell page).

# Basics of Networks

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# Networks and Graphs

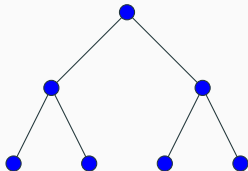


A graph (network) consists of

- Node (or vertex) set  $\mathcal{V}$
- Edges  $\mathcal{E} \subset \mathcal{V} \times \mathcal{V}$ 
  - *Undirected* if  $(u, v) \in \mathcal{E} \implies (v, u) \in \mathcal{E}$
- Optional *edge weights*  $\mathcal{E} \mapsto \mathbb{R}$

Can also add node weights or edge/node attributes.

## Example Networks: Classic CS



Often small and/or highly structured:

- Finite state automata
- Search trees and DAGs
- Graphical models (correlated random variables)

Mostly not the topic for today.

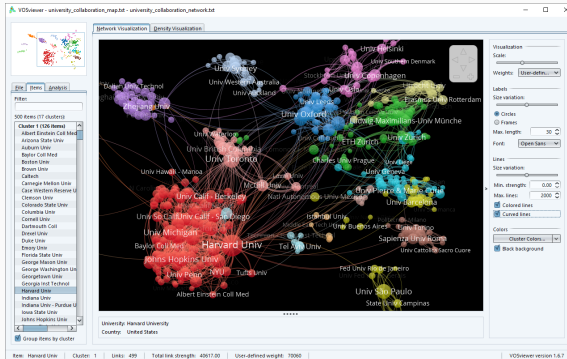
# Example Networks: Physical



Connected to physical objects in 2D/3D:

- Rivers, roads, transportation
- Circuits and other electrical networks
- Pipe flow networks
- Computer networks

# Example Networks: Citations



<http://www.vosviewer.com/>

Often directed, some very high-degree nodes, “small world”:

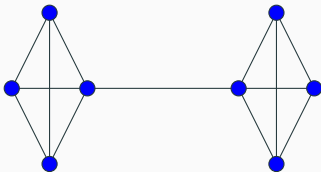
- Web pages, citation networks
- Purchase networks

Lots of others as well!

- Friendship networks
- Interaction networks (phone calls, etc)
- Food webs
- Protein interactions
- ...

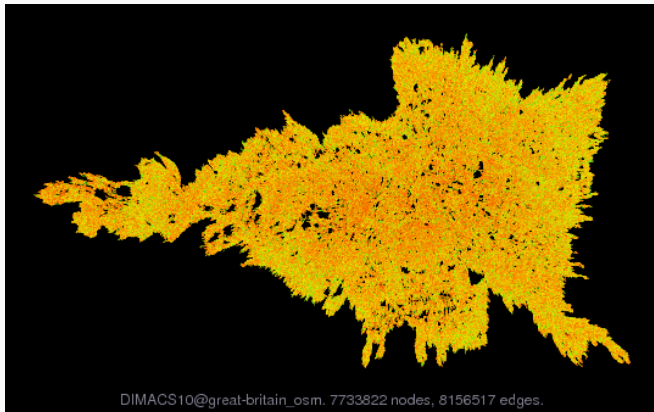


# The Big Questions: Connectedness



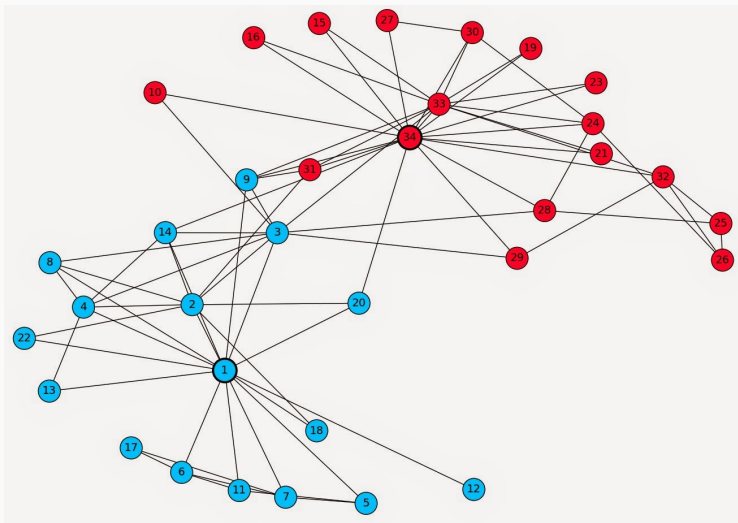
How “well-connected” is the network?

# The Big Questions: Geometric Embedding



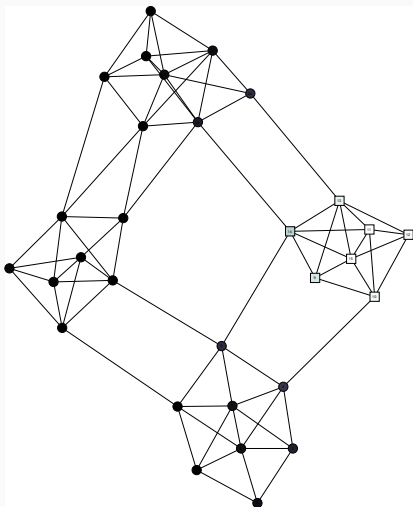
Is there an underlying geometry to the network?

# The Big Questions: Centrality and Ranking



Who are important players?

# The Big Questions: Clustering and Communities



What are the natural clusters or communities?

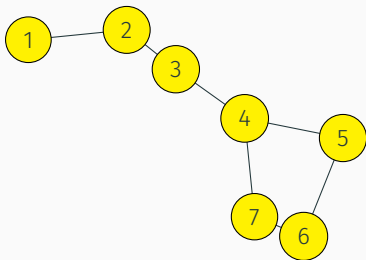
# The Big Questions

One might ask many more questions:

- Graph alignment: Can we map between similar structures?
- Link prediction: Can we extrapolate the pattern?
- Cascade analysis: How does information spread?
- ...

Common approach: map to a linear algebra problem!

# From Networks to Matrices



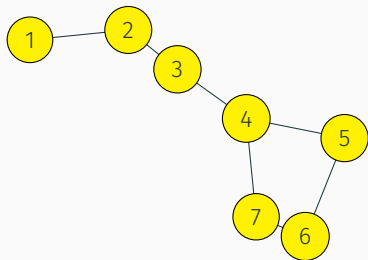
$$\begin{bmatrix} & 1 & & & & & \\ 1 & & 1 & & & & \\ & 1 & & 1 & & & \\ & & 1 & & 1 & & 1 \\ & & & 1 & & 1 & \\ & & & & 1 & & 1 \\ & & & 1 & & 1 & \end{bmatrix}$$

Adjacency  $A$ ; unweighted is

$$a_{uv} = \begin{cases} 1, & (u, v) \in \mathcal{E} \\ 0, & \text{otherwise} \end{cases}$$

Degree  $d_u = \sum_v a_{uv}$  is total adjacent edges (edge weight).  
Distinguish in/out in directed case.

# From Networks to Matrices

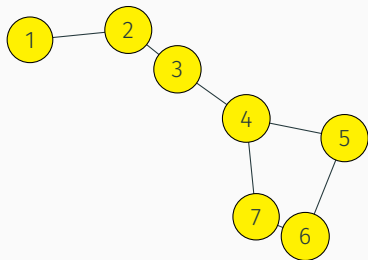


$$\begin{bmatrix} 1 & -1 & & & & & \\ & 1 & -1 & & & & \\ & & 1 & -1 & & & \\ & & & 1 & -1 & & \\ & & & & 1 & -1 & \\ & & & & & 1 & -1 \\ & & -1 & & & & 1 \end{bmatrix}$$

Differencing matrix (unweighted case)

$$g_{ew} = \begin{cases} 1, & e = (w, v) \\ -1, & e = (u, w) \\ 0, & \text{otherwise} \end{cases}$$

# From Networks to Matrices



$$\begin{bmatrix} 1 & -1 & & & & & \\ -1 & 2 & -1 & & & & \\ & -1 & 2 & -1 & & & \\ & & -1 & 3 & -1 & & -1 \\ & & & -1 & 2 & -1 & \\ & & & & -1 & 2 & -1 \\ & & & -1 & & -1 & 2 \end{bmatrix}$$

Laplacian  $L = G^T G = D - A$ ; unweighted is

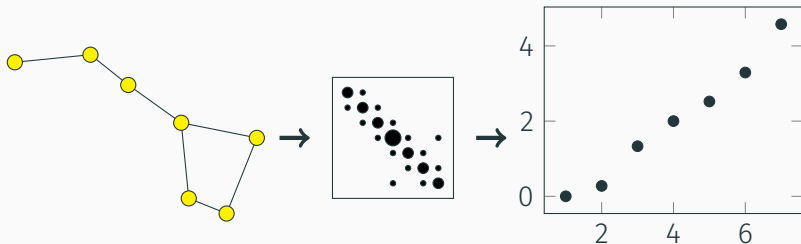
$$l_{uv} = \begin{cases} \text{degree } d_u, & u = v \\ -1, & (u, v) \in \mathcal{E} \\ 0, & \text{otherwise} \end{cases}$$



# A Bestiary of Matrices

- Adjacency matrix:  $A$
- Laplacian matrix:  $L = D - A$
- Unsigned Laplacian:  $L = D + A$
- Random walk matrix:  $P = AD^{-1}$  (or  $D^{-1}A$ )
- Normalized adjacency:  $\bar{A} = D^{-1/2}AD^{-1/2}$
- Normalized Laplacian:  $\bar{L} = I - \bar{A} = D^{-1/2}LD^{-1/2}$
- Modularity matrix:  $B = A - \frac{dd^T}{2n}$
- Motif adjacency:  $W = A^2 \odot A$

# Spectral Network Analysis



Three stories of why eigenstuff matters:

- Dynamics and diffusion
- Measure and counting
- Kernels and geometry

# Story 1: Dynamics and Diffusion

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# The Random Walker

Graph with adjacency  $A$  ( $a_{ij}$  denotes edge  $j$  to  $i$ ),

$$p_{ij} = a_{ij}/d_j = \text{probability of step } j \rightarrow i$$

Let  $w_j(t)$  denote probability a walker is at node  $j$  at time  $t$ ; then

$$w(t+1) = Pw(t) = P^t w(0)$$

Equations for a discrete time Markov chain  $\equiv$  power iteration

# The Random Walker

Suppose  $P$  diagonalizable and the walk is ergodic. Then

$$P = V\Lambda V^{-1}, \quad P^t = V\Lambda^t V^{-1}$$

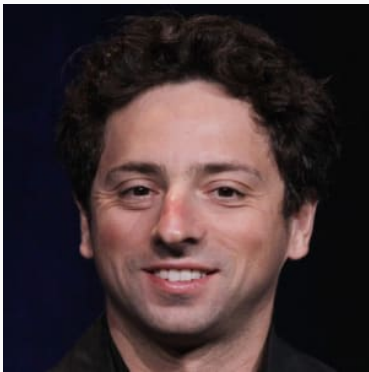
with  $\lambda_1 = 1$  and  $|\lambda_j| < 1$  for  $j \neq 1$ .

Let  $w^\infty$  denote the stationary distribution; then

$$\|P^t - (w^\infty)e/n^T\| \leq C|\lambda_2|^t$$

where  $e$  is the vector of all ones. Rate of convergence determined by second-largest eigenvalue modulus  $|\lambda_2|$ .

## Random Walker to Random Surfer

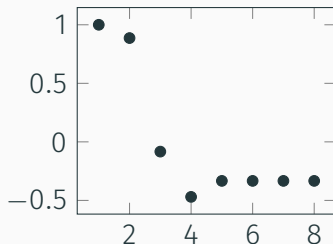
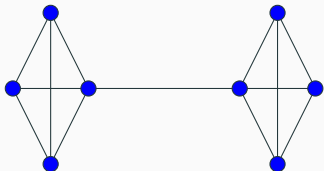


PageRank: Random walk + “teleport” with probability  $\alpha$

$$w(t+1) = (1 - \alpha)Pw(t) + \alpha w^{\text{ref}}$$

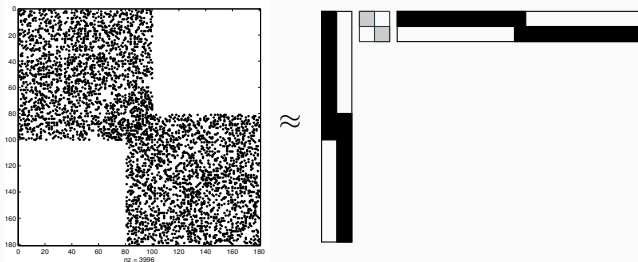
Get a nice spectral gap  $(1 - \alpha)$ , fast convergence to stationarity.

# Convergence Fast and Slow



- Eigenvalue at 1: stationary state
- Size of  $|\lambda_2|$  determines convergence
- What do the other eigenvalues mean?
- Interpreting two eigenvalues near 1 in dumbbell:
  - Distribution rapidly approaches 2D subspace initially
  - Then slower relaxation to equilibrium
- Corresponds to *metastable states* (c.f. Simon-Ando theory)

# Dynamics in a Block Model

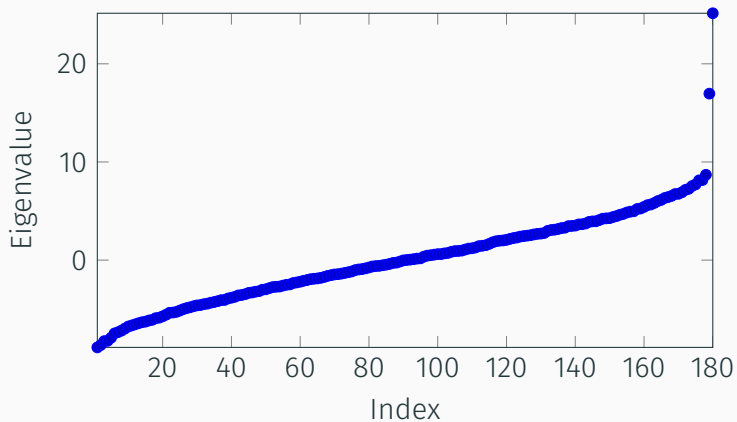


Composite model:  $A \approx S \text{diag}(\beta) S^T$ ,  $S \in \{0, 1\}^{n \times c}$

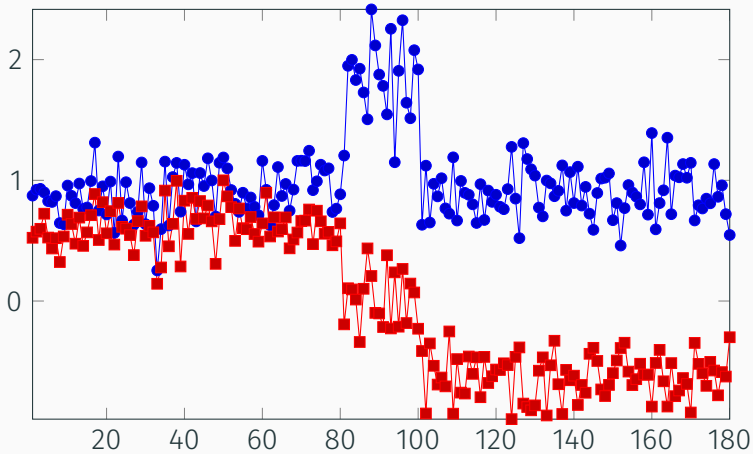
- Motivation: possibly-overlapping random graphs
- Columns of  $S$  are one basis for range space
- Want to go from some general basis back to  $S$



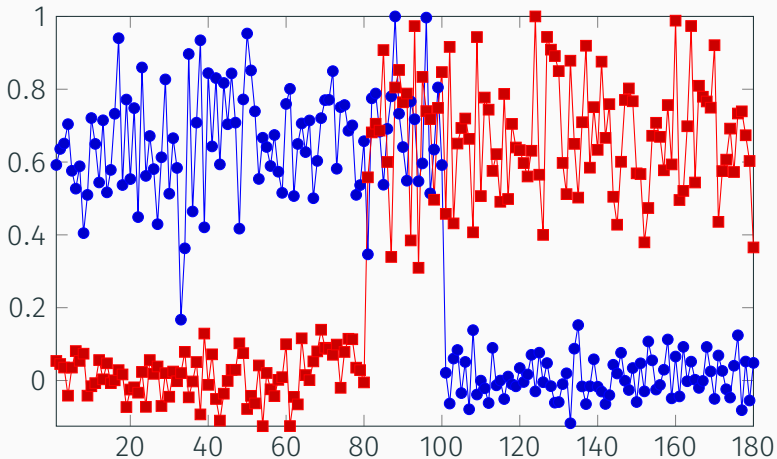
## Spectrum for a Block Model Sample



# Dominant Vectors



## Same Space, Different Basis



# And Beyond!

Many variations:

- Path counting and power of  $A$
- Continuous time walks and  $\exp(-tL)$
- Hub/authority importance, HITS, and SVD power iteration
- ...

All involve linear time-invariant systems.

## Story 2: Measure and Counting

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# Measurement by Quadratic Forms

Indicate  $V' \subseteq V$  by  $s \in \{0, 1\}^n$ . Measure subgraph:

$$s^T A s = |E'| = \text{internal edges}$$

$$s^T D s = \text{edges incident on subgraph}$$

$$s^T L s = \text{edges between } V' \text{ and } \bar{V}'$$

$$s^T B s = \text{“surprising” internal edges}$$

$$\text{Modularity matrix is } B = A - \frac{d d^T}{2n}$$

# Graph Bisection

Idea: Find  $s \in \{0, 1\}^n$  such that  $e^T s = n/2$  to

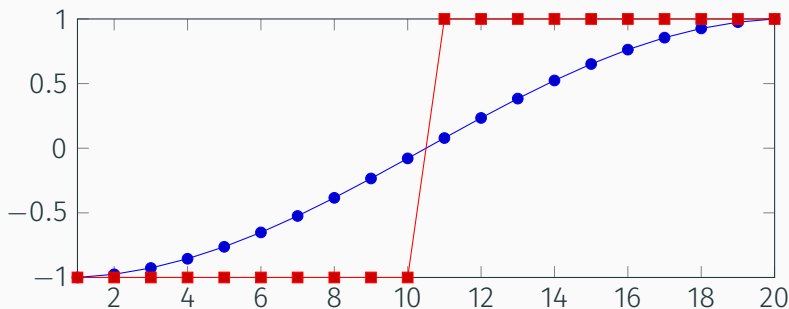
- minimize  $s^T L s$  (min cut)
- maximize  $s^T B s$  (max modularity)

Equivalently: Find  $\bar{s} \in \{\pm 1\}^n$  such that  $e^T \bar{s} = 0$  to

- minimize  $\bar{s}^T L \bar{s} = s^T L s$  or
- maximize  $\bar{s}^T B \bar{s} = s^T B s$

Oops — NP hard!

# Relax!



Hard:  $\min \bar{s}^T L \bar{s}$  s.t.  $e^T \bar{s} = 0$ ,  $\bar{s} \in \{\pm 1\}^n$ .

Easy:  $\min v^T L v$  s.t.  $e^T v = 0$ ,  $v \in \mathbb{R}^n$ ,  $\|v\|^2 = n$ .



# Cheeger Inequality

Relaxation gives half of *Cheeger inequality*

$$h(G) \geq \lambda_2 \geq \frac{h^2(G)}{2}$$

where

$$h(G) = \min \left\{ \frac{|\partial A|}{|A|} : A \subset \mathcal{V}, 0 < |A| \leq \frac{1}{2}|\mathcal{V}| \right\}$$

Relation between bottlenecks and  $\lambda_2$ .

Also relevant to mixing picture from dynamics story!

# Rayleigh Quotients

$$\frac{s^T A s}{s^T s} = \text{mean internal degree in subgraph}$$

$$\frac{s^T L s}{s^T s} = \text{edges cut between } V' \text{ and } \bar{V}'$$

$$\frac{s^T A s}{s^T D s} = \text{fraction of incident edges internal to } V'$$

$$\frac{s^T L s}{s^T D s} = \text{fraction of incident edges cut}$$

$$\frac{s^T B s}{s^T s} = \text{mean “surprising” internal degree in subgraph}$$

$$\frac{s^T B s}{s^T D s} = \text{mean fraction of internal degree that is surprising}$$

# Rayleigh Quotients and Eigenvalues

Basic connection ( $M$  spd):

$$\frac{x^T K x}{x^T M x} \text{ stationary at } x \iff Kx = \lambda Mx$$

Easy despite lack of convexity.

But small variations kill us:

$$\max_{x \neq 0} \frac{x^T A x}{\|x\|_2^2} = \lambda_{\max}(A), \text{ but}$$

$$\max_{x \neq 0} \frac{x^T A x}{\|x\|_1^2} = 1 - \omega^{-1}$$

where  $\omega$  is the max clique size (Motzkin-Strauss).

# Rayleigh Quotients and Eigenproblems

Decompose:

$$W^T M W = I \text{ and } W^T K W = \Lambda = \text{diag}(\lambda_1, \dots, \lambda_n).$$

For any  $x \neq 0$ ,

$$\frac{x^T K x}{x^T M x} = \sum_{j=1}^n \lambda_j z_j^2, \text{ where } z = \frac{W^{-1}x}{\|W^{-1}x\|_2}.$$

So

$$\frac{s^T K s}{s^T M s} \approx \lambda_{\max} \implies s \approx \sum_{\lambda_j \approx \lambda_{\max}} w_j z_j.$$

So look at invariant subspaces for extreme eigenvalues.

## Story 3: Kernels and Geometry

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# Classical Multi-Dimensional Scaling

Data: square distances between points:

$$\begin{aligned}[D^{(2)}]_{ij} &= d_{ij}^2 = \|u_i - u_j\|^2 \\ &= \|u_i\|^2 - 2\langle u_i, u_j \rangle + \|u_j\|^2 \\ r_i &\equiv \|u_i\|^2 \\ D^{(2)} &= r^{(2)}e^T - 2UU^T + e(r^{(2)})^T\end{aligned}$$

Double centering:

$$B = -\frac{1}{2}JD^{(2)}J = UU^T, \quad J \equiv I - \frac{1}{n}ee^T$$

Decompose  $B = XX^T$  (e.g. via eigs) to get coordinates for data.  
Note that  $B$  looks like a kernel matrix / Gram matrix.

# Resistance Distance

Think of resistors on each edge, consider net flow between source at node  $i$  and sink at node  $j$ :

$$d_{ij}^2 = (e_i - e_j)L^\dagger(e_i - e_j)$$

This acts like a squared distance — find coordinates!

$$L = V\Lambda V^T \implies L^\dagger = V \begin{bmatrix} 0 & & & \\ & \lambda_2^{-1} & & \\ & & \ddots & \\ & & & \lambda_n^{-1} \end{bmatrix} V^T$$

Truncate to get a low-dimensional embedding.



# Leveraging Geometry

General idea:  $M$  a kernel matrix / Gram matrix over data

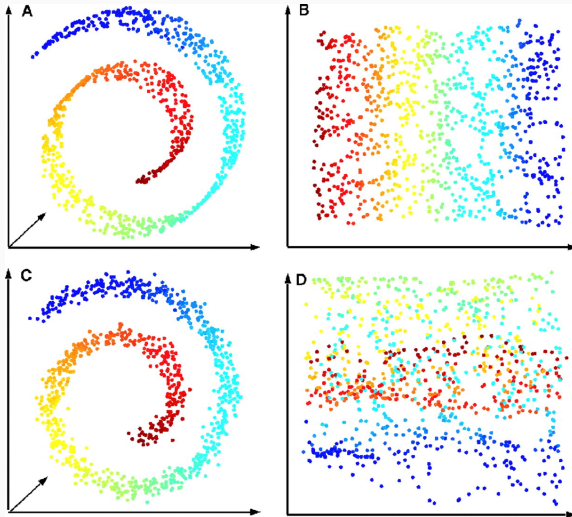
- Eigendecomposition:  $M = V\Lambda V^T$
- Coordinates for  $i$ :  $(v_{ij}\sqrt{\lambda_j})_{j=1}^n$
- Truncate to get low-dimensional embedding

Then do processing over geometry

- Graph layout (use as node coordinates)
- Geometric partitioning (e.g. inertial methods)
- Geometric clustering ( $k$ -means)

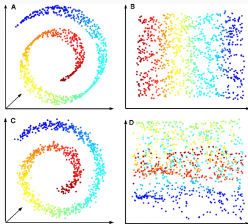
Other than resistance distance, useful metrics?

# Beyond Resistance



What if we don't believe global geometry?

# Isomap Idea



Distance matrix for points:

- Ordinary pairwise distance nearby
- Graph distance far away

And then apply MDS.

# Summary and Preview

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# The Three Stories

Three stories of why eigenstuff matters:

- Dynamics and diffusion
- Measure and counting
- Kernels and geometry

So far, focus is the *extreme* eigenpairs:

- Metastable states in dynamics story
- Relaxed solutions in measure/counting story
- Reconstructed coordinates in geometric story

What about the interior of the spectrum?

# The Missing Link

