

# Milgram's experiment in various networks

K.Malarz and K.Kułakowski

Faculty of Physics & Nuclear Techniques

AGH University of Science & Technology

Kraków, Poland

# 1 Introduction

- sociology (the strength of weak ties, terrorism)
- computer science (Internet, WWW)

## 1.1 Milgram's experiment

A group of individuals was asked to send a letter to a target person in Boston via an acquaintance who was supposed to be closer to the target, than the sender.

The mean length of the letter chain was less than seven.

## 1.2 Small world

- $d \equiv$  the mean length of the shortest path between two vertices
- The growth of  $d$  slower than any positive power of  $N$  is called a small-world effect.
- By definition, a network is a small world if it shows the small-world effect.

## 1.3 Dictionary

- **a graph**  $\equiv$  a set of nodes and a set of edges
- **a simple graph**  $\equiv$  a graph without loops and without multiple edges
- **a forest**  $\equiv$  a graph without cycles
- **a tree**  $\equiv$  a compact forest
- **a classical random graph (CRG)**  $\equiv$  Erdős–Rényi and/or Gilbert model

By **growing** we mean adding subsequent nodes to an already existing graph with  $m$  links:

- $m = 1 \rightarrow$  trees
- $m = 2 \rightarrow$  simple graphs

$P(q)$  = probability that a new node will be attached to existing node  $q$

- for **exponential** networks  $P(q)$  is uniform
- for **scale-free** (preferential, Albert–Barabási) networks  $P(q)$  is proportional to the node degree (i.e. its number of edges)

- a network containing  $N$  nodes is fully characterized by its **connectivity matrix  $\mathbf{C}$** :  
 $c_N(i, j) = 1$  if the nodes  $i, j$  are linked together, and  $c_N(i, j) = 0$  elsewhere
- in a **distance matrix  $\mathbf{S}$** , the matrix element  $s_N(i, j)$  is the number of links along the shortest path from  $i^{\text{th}}$  to  $j^{\text{th}}$



## 1.4 Search strategy

- In this kind of contact experiments, to find an appropriate next person in the path is a nontrivial task, and several strategies are possible.
- One of the most obvious is to find a person most connected, i.e. a neighbouring node with the highest degree (**MCNS**).

- This strategy has been shown to be effective in networks with power-law degree distribution, but not in random graphs.
- **Here we ask, how the MCNS is effective in the exponential networks.**

## 2 Numerical approach

For growing networks the starting point is a matrix **S** for the tree of linked together two nodes:

$$\mathbf{S} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

Selecting a node to link a new node is equivalent to select a number *q* of column/row of the matrix.

## 2.1 Trees

$$\forall 1 \leq i \leq N : s_{N+1}(N+1, i) = s_{N+1}(i, N+1) = s_N(q, i) + 1 \quad (1a)$$

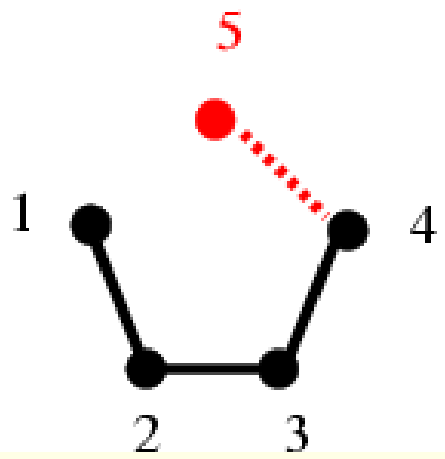
and

$$s_{N+1}(N+1, N+1) = 0 \quad (1b)$$

# Distance matrix evolution for trees:

0	1	2	3
1	0	1	2
2	1	0	1
3	2	1	0

0	1	2	3	4
1	0	1	2	3
2	1	0	1	2
3	2	1	0	1
4	3	2	1	0



## 2.2 Simple graphs

In simple graphs cyclic paths are possible and the distance matrix  $\mathbf{S}$  is to be rebuilt when adding each node. The  $(N + 1)^{\text{th}}$  node is added to existing nodes  $p$  and  $q \neq p$ :

$$\begin{aligned} & \forall 1 \leq i, j \leq N : s_{N+1}(i, j) \\ &= \min \left( s_N(i, j), s_N(i, p) + 2 + s_N(q, j), \right. \\ & \quad \left. s_N(i, q) + 2 + s_N(p, j) \right). \end{aligned} \quad (2a)$$

For new,  $(N + 1)^{\text{th}}$ , column/row

$$\begin{aligned}\forall 1 \leq i \leq N : s_{N+1}(N + 1, i) &= s_{N+1}(i, N + 1) \\ &= \min(s_N(p, i), s_N(q, i)) + 1\end{aligned}\tag{2b}$$

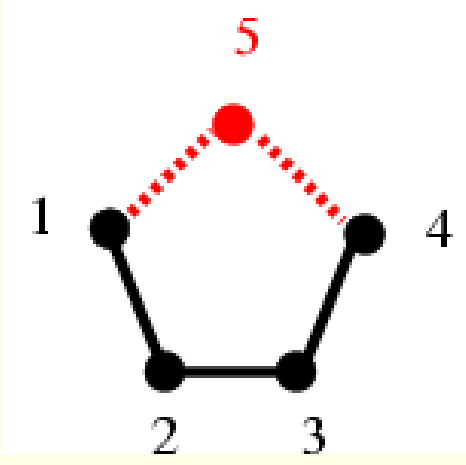
and again for the diagonal element

$$s_{N+1}(N + 1, N + 1) = 0\tag{2c}$$

# Distance matrix evolution for simple graphs:

0	1	2	3
1	0	1	2
2	1	0	1
3	2	1	0

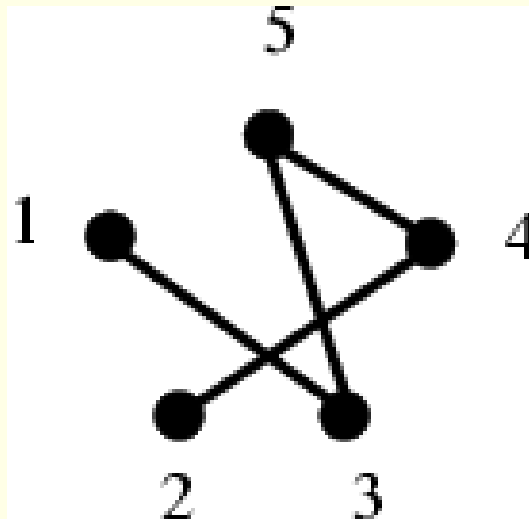
0	1	2	2	1
1	0	1	2	2
2	1	0	1	2
2	2	1	0	1
1	2	2	1	0





## 2.3 CRG

$$N = 5, L = 4, p = \frac{2L}{N(N-1)} = 0.4$$



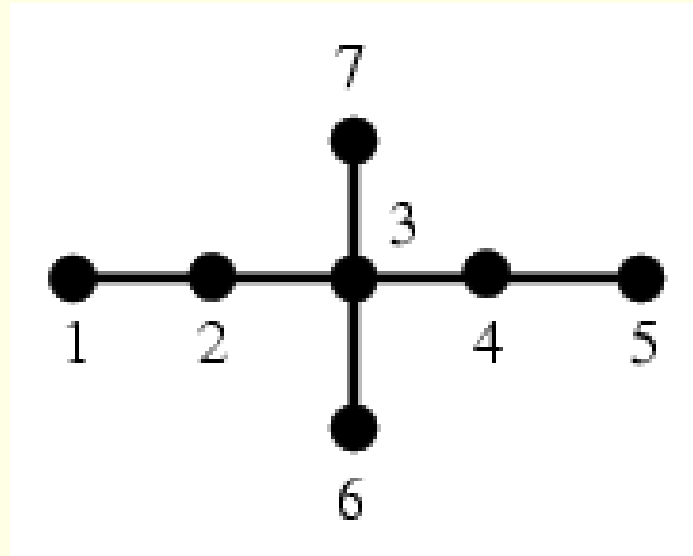
- We start the simulation with an  $N \times N$  matrix with all non-diagonal elements equal to  $N$ .
- We go through all non-diagonal elements of  $\mathbf{S}$  and set  $s(i, j < i)$  equal to one with the probability  $p$ .
- The matrix  $\mathbf{S}$  is kept symmetric.
- Each time, when a new edge is added, we have to rebuild the whole matrix  $\mathbf{S}$  due to link

between nodes  $i^{\text{th}}$  and  $j^{\text{th}}$ :

$$\forall 1 \leq m, n \leq N : s(m, n) = \min (s(m, n), s(m, i) + 1 + s(j, n), s(m, j) + 1 + s(i, n)). \quad (3)$$

- After such a procedure the matrix  $\mathbf{S}_{N \times N}$  contains elements equal to  $N$  only if graph is not connected.

## 2.4 The Kertész list



1	2	2	3	3	3	3	4	4	5	6	7
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## 2.5 Network characteristics

In a connected graph, nodes can be characterised locally (with their degree  $k$ ) or globally (e.g. with their average length path  $\xi$  to other nodes).

Here we investigate how  $\xi$  depends on  $k$ .

- $k_i$  is # of '1' in  $i^{\text{th}}$  row/column,
- $\xi_i \equiv [N^{-1} \sum_{j=1}^N s_N(i, j)],$
- $d = [N^{-2} \sum_{i=1}^N \sum_{j=1}^N s_N(i, j)] = [N^{-1} \sum_{i=1}^N \xi_i],$
- $\xi(k) \equiv$  an average of  $\xi_i$  for nodes with given degree  $k = k_i,$

where  $[\dots]$  is an average over  $N_{\text{run}}$  different matrices.

### 3 Results

Each network contains at least a thousand of nodes ( $N = 10^3$ ).

The results are typically averaged over  $N_{\text{run}} = 10^7$ ,  $10^3$  and 100 different networks for trees, simple graphs and CRG, respectively.

## 3.1 Degree distribution

### 3.1.1 CRG

The degree distribution for CRG follows the

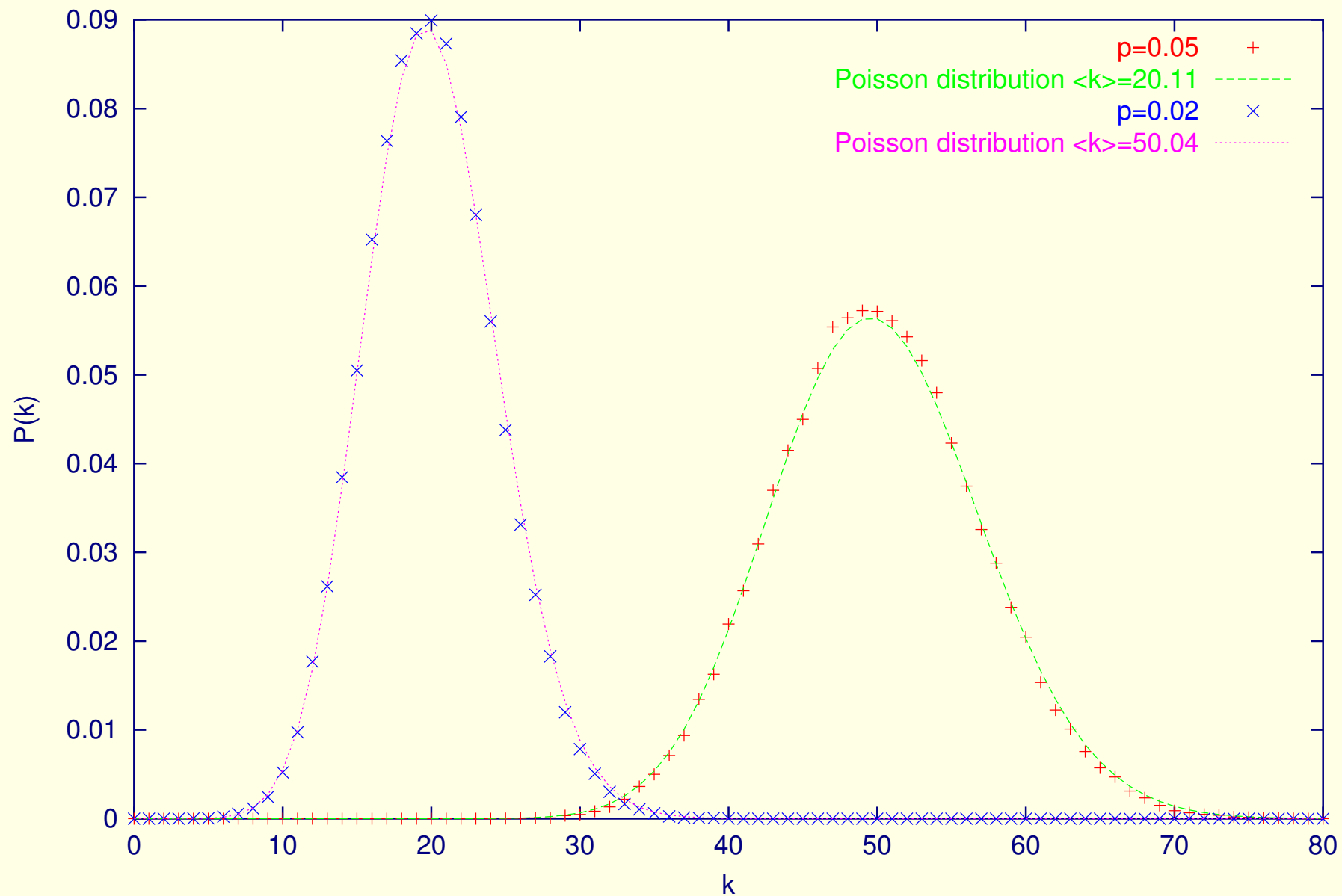
Poisson distribution  $P(k) = \exp(-\langle k \rangle) \cdot \langle k \rangle^k / k!$ ,

with  $\langle k \rangle \approx 20$  and  $\langle k \rangle \approx 50$  for  $p = 0.02$  and

$p = 0.05$ , respectively.



classical random graphs,  $N=10^3$ ,  $N_{\text{run}}=10$

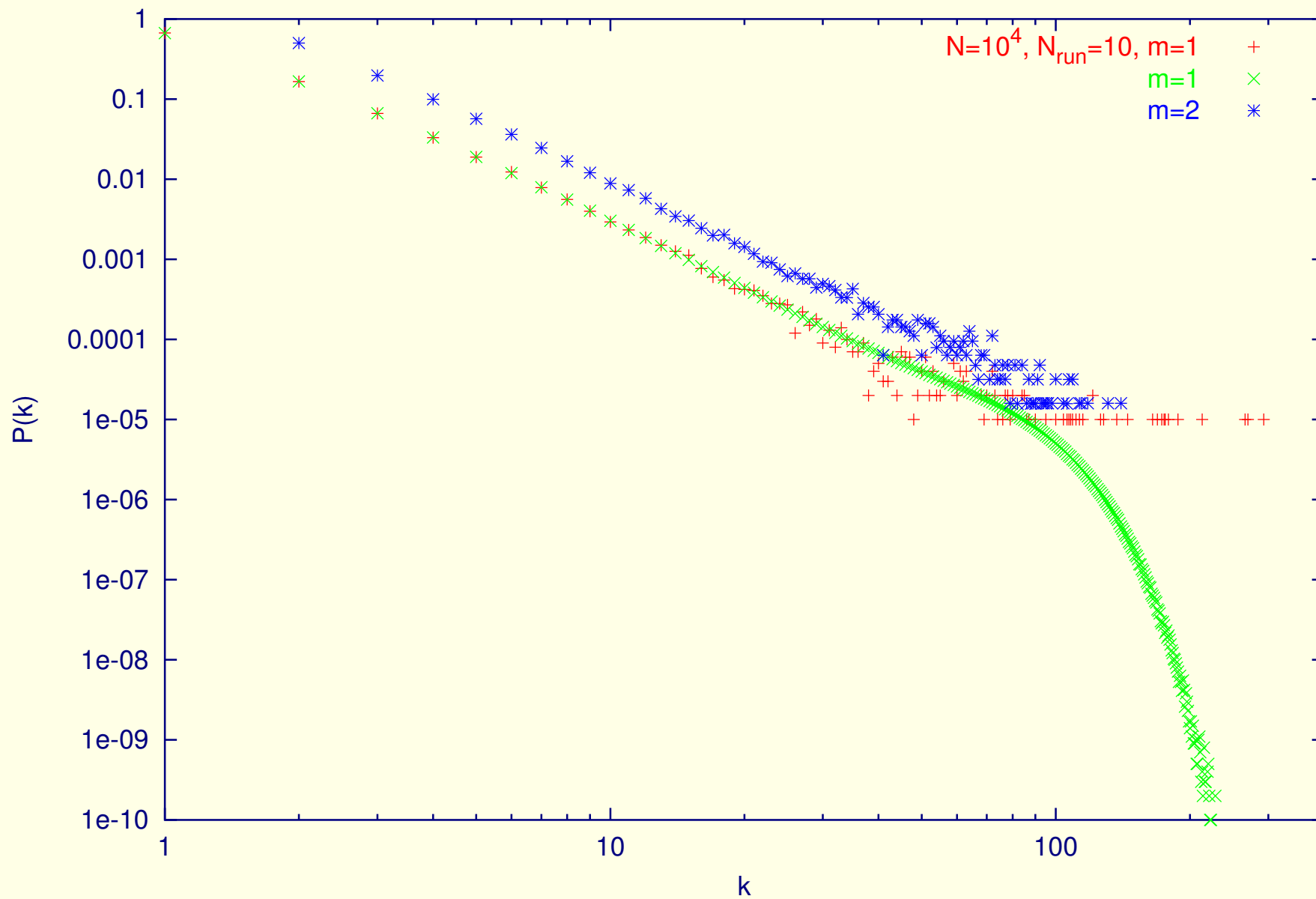


## 3.1.2 Scale-free networks

For the scale-free networks we reproduce

$P(k) \propto k^{-\gamma}$  with  $\gamma \approx 2.7$ , while the theoretical value is 3.0. The numerical reduction of  $\gamma$  is known to be caused by the finite-size effect.

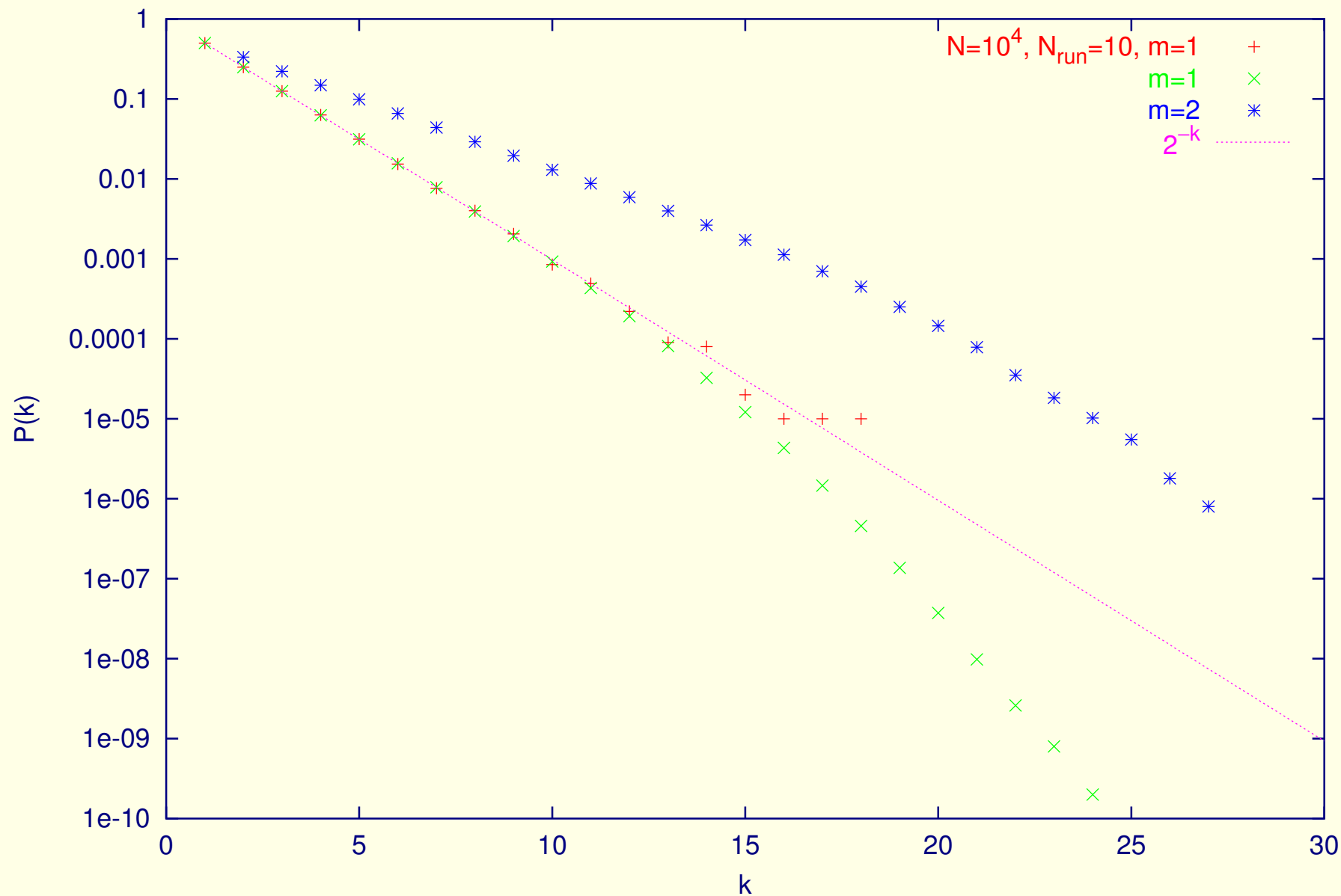
scale-free networks,  $N=10^3$ ,  $N_{run}=10^7$  ( $m=1$ ),  $N_{run}=10^4$  ( $m=2$ )



### 3.1.3 Exponential networks

For the exponential trees the node degree distribution is verified to be  $P(k) = 2^{-k}$ .

exponential networks,  $N=10^3$ ,  $N_{run}=10^7$  ( $m=1$ ),  $N_{run}=10^3$  ( $m=2$ )



## 3.2 Small-world effect

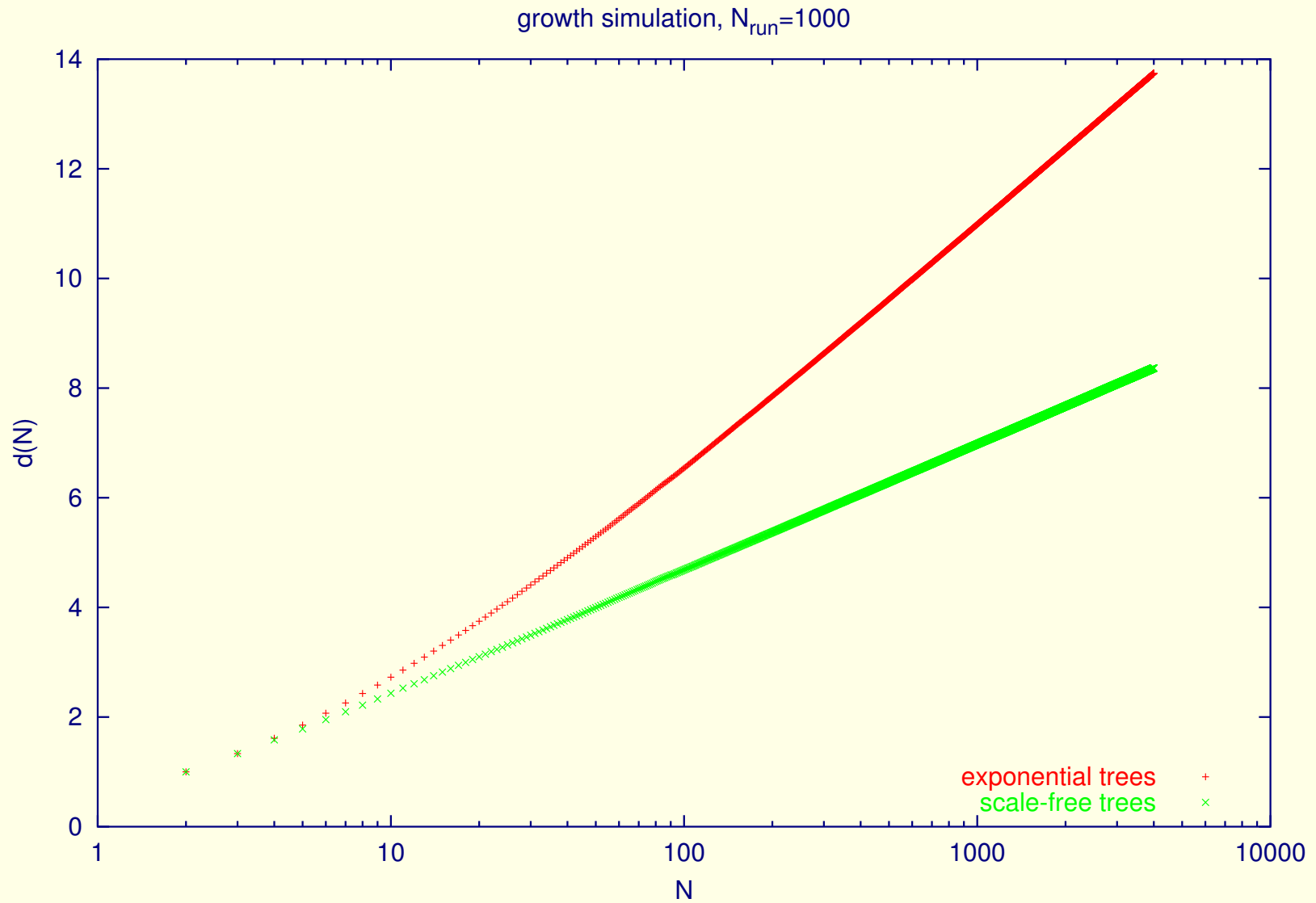


Table 1: The mean distance  $d(N) = a \ln N + b$  for different evolving exponential networks.

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$m$	1	2
$a$	2.00	0.71
$b$	-2.84	0.16

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Table 2: The mean distance  $d(N) = a \ln N + b$  for different evolving scale-free networks.

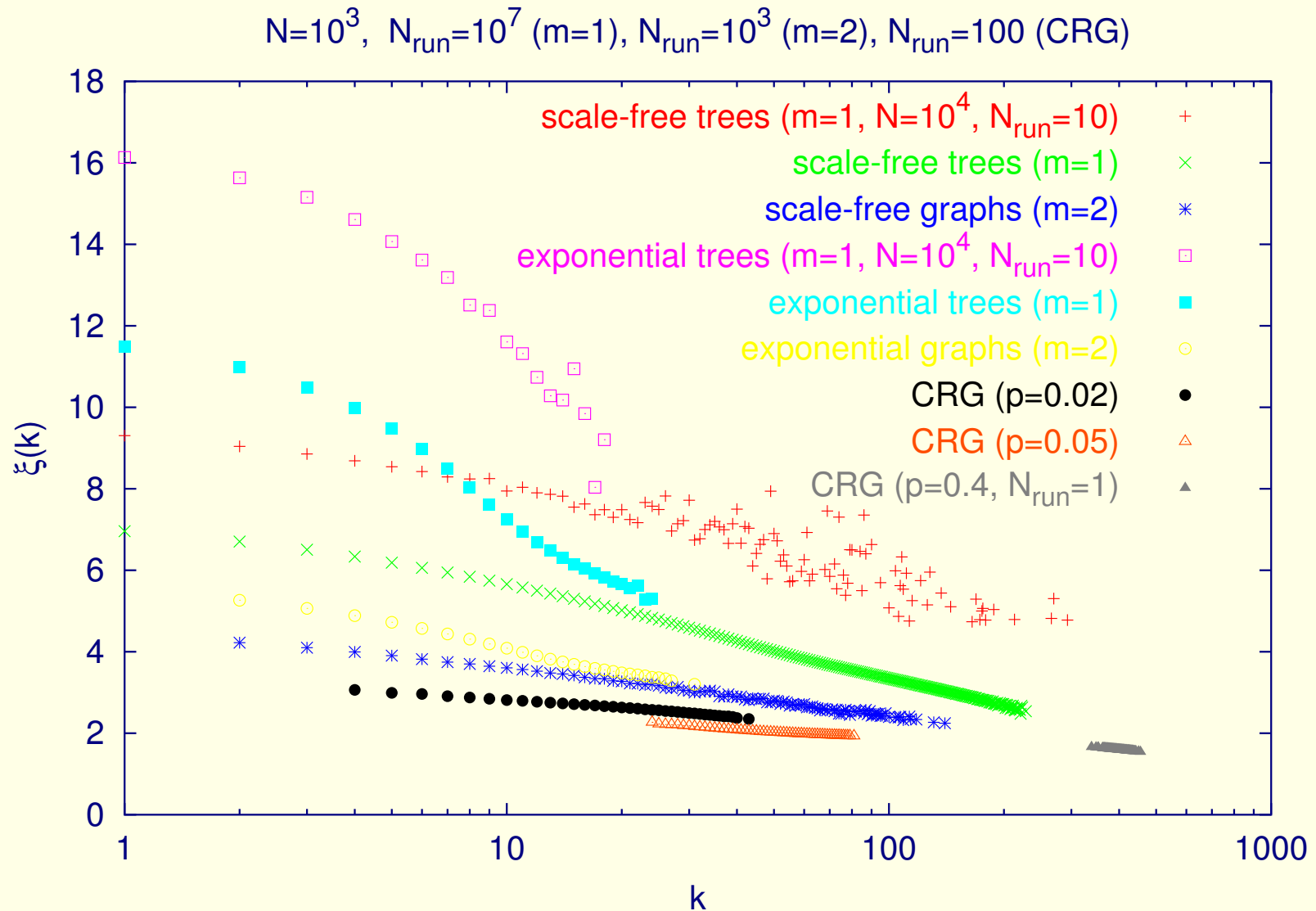
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$m$	1	2
$a$	1.00	0.48
$b$	-0.08	0.83

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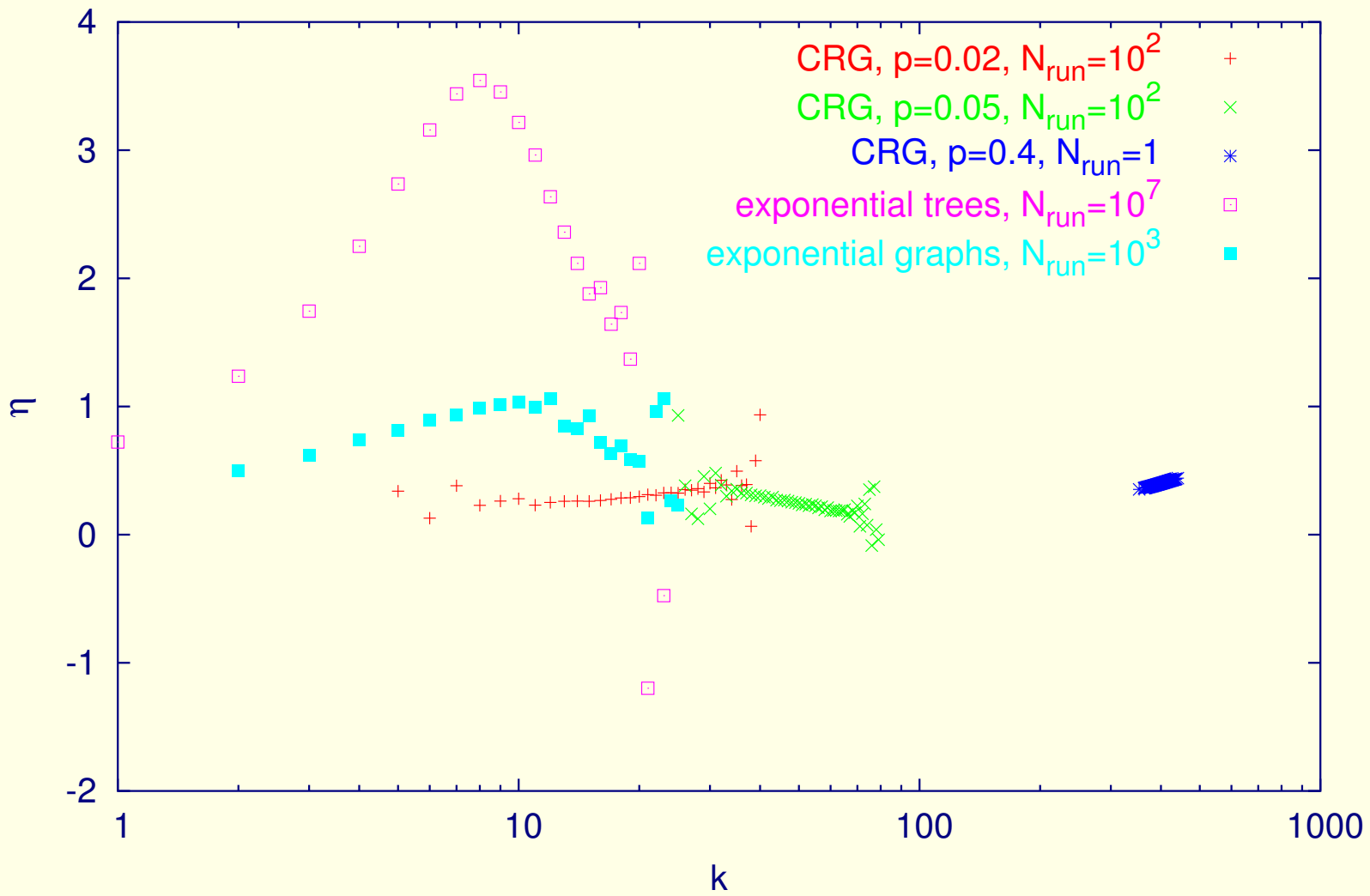
# 3.3 Effectiveness of MCNS



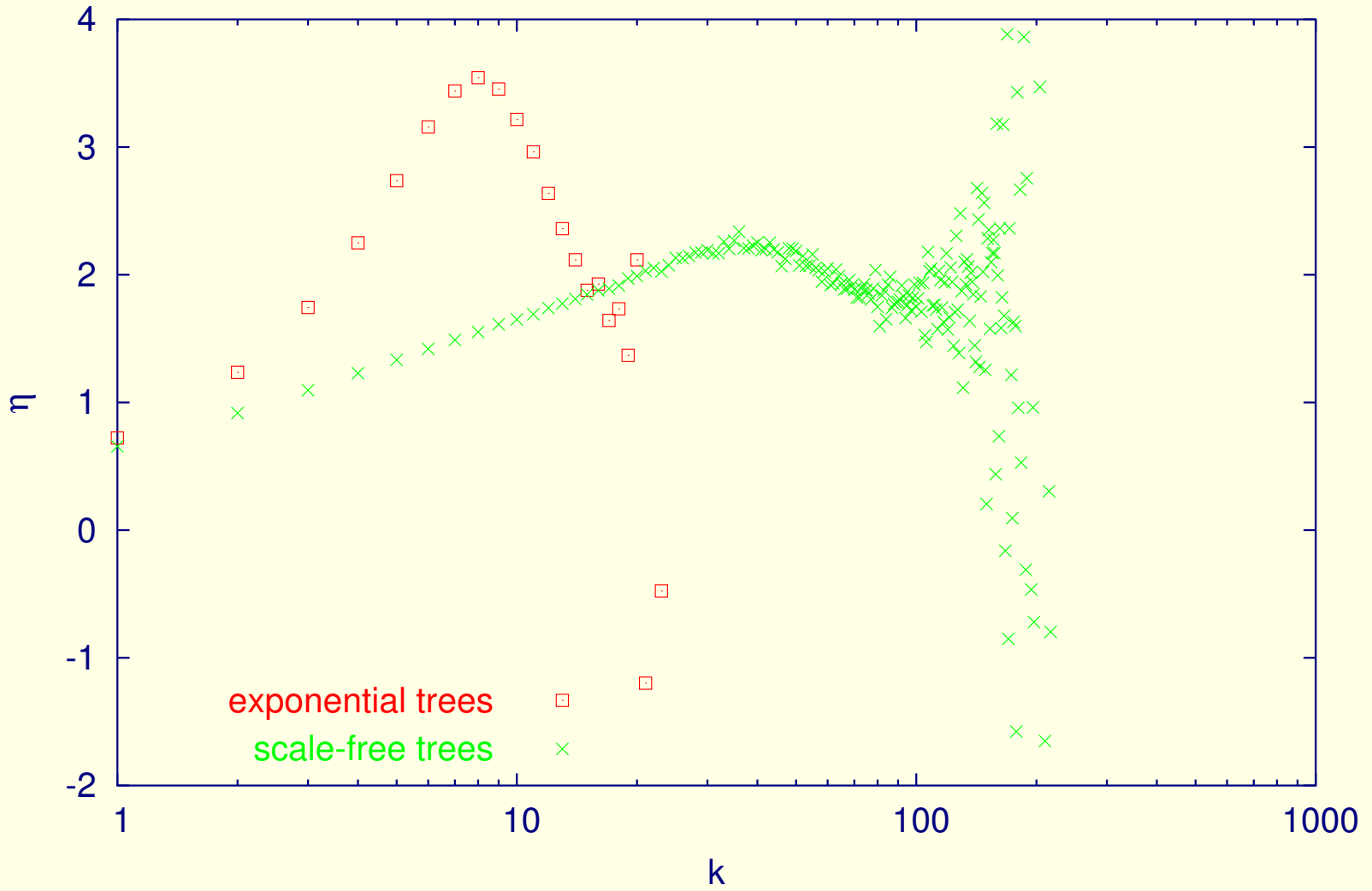
The slope of the curve  $\xi(k)$  brings an information, how this strategy is effective for a given network. The effectiveness of MCNS for nodes of given  $k$  can be evaluated by an index

$$\eta = -\frac{\partial \xi}{\partial \ln k}. \quad (4)$$

(a)  $N=1000$



(b)  $N=1000, N_{\text{run}}=10^7$



## 4 Conclusions

- For the random graphs the mean distance  $\xi$  practically does not depend on  $k$ , and the index  $\eta$  is close to zero.
- MCNS works better for scale-free networks than for CRG.
- The new result is that MCNS applied in an exponential tree is even more effective, than in the scale-free tree.

- In the scale-free networks, local fluctuations of the degree are enhanced by subsequent linkings.
- The multiple centres of high degree can be created, and the growing concentrates on these centres.
- Then, MCNS can be misleading, as it leads always to a local centre; however, sometimes the target is somewhere else.

- This enhancement is absent in the exponential networks, and that is why MCNS works better there. We note that this argumentation works well for trees.
- For other systems, there is more than one path between each pair of nodes, and any educated but general strategy cannot replace the knowledge where the target is.

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