# A Temporal Model and Distance Metrics for Network Analysis 

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SICSA Workshop on Modelling and Analysis of Networked and Distributed Systems 17th June 2010, University of Stirling


## Some Real Networks


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* ${ }^{*}$ : $A$ MBRIDGE


## Temporal Graph



图图 UNIVERSITY OF (4) CAMBRIDGE

## Temporal Graph






CAMBRIDGE

## Temporal Graph


－Static
－Shortest path（A，G）$=[\mathrm{A}, \mathrm{B}, \mathrm{D}, \mathrm{E}, \mathrm{G}]$
－Shortest path length $(A, G)=4$ hops

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## Temporal Graph


-Static

- Shortest path (A,G) = $[A, B, D, E, G]$
- Shortest path length $(\mathrm{A}, \mathrm{G})=4$ hops
-Temporal
-Shortest path (A,G) = [A,C,B,D,E,F,G]
-Shortest path length $(A, G)=6$ hops
-Time=3 seconds



## Temporal Metrics

- $d_{i j} \quad$ Shortest Temporal Path Length
- $d_{i j}^{*} \quad$ Shortest Path with temporal constraints
- $E_{i j}=\frac{1}{d_{i j}}$ Temporal Efficiency


## Temporal Metrics

－Average Temporal $L=\frac{1}{N(N-1)} \sum_{i j} d_{i j}$
－Average Temporal $L^{*}=\frac{1}{N(N-1)} \sum_{i j} d_{i j}^{*}$
－Average Efficiency $E_{g l o b}=\frac{1}{N(N-1)} \sum_{i j} E_{i j}$

## Does it really matter?

- Infocom 2005 conference environment
- Bluetooth colocation scans
- 5 Minute Windows
- Measure 24 hours starting 12am

|  |  |  |  |  | Static |  | Temporal |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Day | N | <k> | Activity | Contacts | L | Eglob | L* | L | Eglob |
| 1 | 37 | 25.73 | $6 \mathrm{pm}-12 \mathrm{pm}$ | 3668 | 1.291 | 0.856 | 4.090 | 19h 39m | 0.003 |
| 2 | 39 | 28.31 | 12am-12pm | 8357 | 1.269 | 0.870 | 4.556 | 9h 6m | 0.024 |
| 3 | 38 | 22.32 | 12am-12pm | 4217 | 1.420 | 0.798 | 4.003 | 10h 32m | 0.018 |
| 4 | 39 | 21.44 | 12am-5pm | 3024 | 1.444 | 0.781 | 4.705 | 9h 55m | 0.013 |

## Temporal Small World

- Investigate speed of evolution of temporal graphs vs. communication efficiency
- Intuition: Slowly evolving graphs should be slow for data communication


## Static SW Model

- Static
- High local clustering
- Some nodes provide short cut links

Regular


Small-world


Increasing randomness

Random

$p=1$
[Watts\&Strogatz 1998]

## Static Clustering Coefficient

$$
\begin{gathered}
C=\frac{\sum_{i} C_{i}}{N} \quad C_{i}=\frac{2 \sum_{j, k} a_{j k}}{\left[\left(\sum_{j} a_{i j}\right) *\left(\left(\sum_{j} a_{i j}\right)-1\right)\right]} \\
\text { For all } j, k \text { such as } a_{i, j}=1 \text { and } a_{j, k}=1 \\
C_{A}=2 / 3
\end{gathered}
$$

## Static Small World

- Graphs which both are locally clustered but with small average delay
- High local clustering => Lattice
- Small average delay => Random



## Temporal SW Model

- $N$ Random Walkers with Prob Jumping $P_{j}$



## Temporal SW Model

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## Temporal SW Model

- $N$ Random Walkers with Prob Jumping $P_{j}$



## Temporal Correlation Coefficient

$$
\begin{aligned}
& C=\frac{\sum_{i} C_{i}}{N} \quad C_{i}=\frac{1}{T-1} \sum_{t=1}^{T-1} \frac{\sum_{j} a_{i j}(t) a_{i j}(t+1)}{\sqrt{\left[\sum_{j} a_{i j}(t)\right]\left[\sum_{j} a_{i j}(t+1)\right]}} \\
& C_{A}=1 / 2
\end{aligned}
$$

## Temporal Small World

- Graphs which evolve slowly over time can still exhibit high communication efficiency
- Highly temporal-clustering => non-jumping model
- Low temporal-delay => fully-jumping model



## Small-world Behaviour in Real Data



## Summary of Talk

- Temporal Graphs \& Distance Metrics
- Static shortest paths overestimate available hops and hence underestimate shortest path length
- Temporal Small World:
- Contrary to intuition, slowly evolving graphs can be very efficient for data dissemination
- Future Work
- Identifying important nodes
- Malware propogation
- Best nodes for patching
- Spectral Analysis


## Questions?

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## Further Reading

Small World Behavior in Time-Varying Graphs, J. Tang, S. Scellato, M. Musolesi, C. Mascolo, V. Latora, Physical Review E, Vol. 81 (5), 055101, May 2010.

Characterising Temporal Distance and Reachability in Mobile and Online Social Networks, J. Tang, M. Musolesi, C. Mascolo, V. Latora, ACM SIGCOMM Computer Communication Review (CCR). Vol. 40 (1), pp. 118-124. Jan 2010.

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