

Sociology and CS

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Sociology Problems

- Problem 1
 - How close are people connected?
 - “Small World”
- Problem 2
 - Who is the most connected?
 - “Connector”

Small World

Problem 1

How close are people connected? (Problem Understanding)

- Are people
 - closely connected,
 - not closely connected,
 - isolated into groups,
 - ...

Degree of Separation

- The number of connections to reach another person

Milgram’s Experiment

- Stanley Milgram, psychologist
- Experiment in the late 1960's
 - Chain letter to gather data
 - Stockbroker in Boston
 - 160 people in Omaha, Nebraska
 - Given a packet
 - Add name and forward it to another person who might be closer to the stockbroker
- Partial “social network”

Small World

- Six degrees of separation
- Everyone is connected to everyone by a few people—about 6 on the average.
 - Obama might be 6 connections away from you
- “Small world” phenomenon

Bacon Number

- Number of connections to reach actor Kevin Bacon
- <http://oracleofbacon.org/>
- Is a connection in this network different from the one in Milgram’s experiment?

Problem Formulation

- Given (input)
- Find (output)
- Simplification
 - don’t care about ...

Problem Formulation

- Given (input)
 - People
 - Connections/links/friendships
- Find (output)
 - the average number of connections between two people
- Simplification
 - don’t care about how long/strong/... the friendships are

Problem Formulation

- Formulate it into a **graph** problem (abstraction)
- Given (input)
 - People
 - Connections
- Find (output)
 - the average number of connections between two people

Problem Formulation

- Formulate it into a **graph** problem (abstraction)
- Given (input)
 - People \rightarrow vertices
 - Connections \rightarrow edges
- Find (output)
 - the average number of connections between two people \rightarrow ?

Problem Formulation

- Formulate it into a **graph** problem (abstraction)
- Given (input)
 - People -> **vertices**
 - Connections -> **edges**
- Find (output)
 - the average number of connections between two people -> **average shortest path length**

Algorithm

- Ideas?

Algorithm

- Shortest Path
 - Dijkstra's algorithm
- Limitations?

Algorithm

- Shortest Path
 - Dijkstra's algorithm
- Limitations? Single-source
- All-pair Shortest Path
 - Floyd's algorithm
- This could be an overkill, why?

Algorithm

- Unweighted edges
 - Each edge has the same weight of 1
- Simpler algorithm?

Algorithm

- Breadth-first search (BFS)

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 - Data structure to remember visited vertices

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- Breadth-first search (BFS)
 - Data structure to remember visited vertices
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 - $\text{ShortestPath}(x,y) = \text{shortestPath}(y,x)$

Implementation

- Which data structure to represent a graph (vertices and edges)?

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 - Adjacency matrix
 - Adjacency list
 - Tradeoffs?

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 - Adjacency matrix
 - Adjacency list
 - Tradeoffs?
 - Time
 - Space

Adjacency Matrix vs List

- Time
 - Speed of what?

Adjacency Matrix vs List

- Time
 - Speed of key operations in the algorithm
 - Algorithm:
 - Key operation:

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 - Algorithm: **BFS**
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- Space
 - Amount of data in the problem
 - Number of people/vertices
 - Number of friends/edges each person has

Connector

Problem 2

Revolutionary War

- Spreading the word that the British is going to attack
- Paul Revere vs William Dawes
 - Revere was more successful than Dawes
 - History books remember Revere more

Who is the most connected? (Problem understanding)

- What does that mean?

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Who is the most connected?

- What does that mean?
 - The person with the most friends?
 - Phone book experiment
 - 250 random surnames
 - Number of friends with those surnames
 - Number of friends have a wide range
 - Random sample: 9 -118
 - Conference in Princeton: 16 - 108

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 - How to formulate it into a **graph** problem?

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- What does that mean?
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 - How to formulate it into a **graph** problem?
 - Output: the vertex with the highest degree

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Who is the most connected?

- What does that mean?
 - The person with the most friends?
 - Are all friends equal?
 - You have 100 friends
 - Michelle Obama has only one friend:
 - Barack Obama, who has a lot of friends
 - Not just how many, but who you know

Milgram's Experiment

- 24 letters get to the stockbroker at home
 - 16 from Mr. Jacobs
- The rest get to the stockbroker at work
 - Majority from Mr. Brown and Mr. Jones
- Overall, half of the letters came through the three people
- But Milgram started from a random set of people
- What does this suggest?

Milgram's Experiment

- Average degree of separation is six, but:
 - A small number of special people connect to many people in a few steps
 - Small degree of separation
 - The rest of us are connected to those special people
- Called "Connectors" by Gladwell

Getting a Job experiment

- Mark Granovetter, sociologist
- Experiment in 1974
 - 19%: formal means—advertisements, headhunters
 - 20%: apply directly
 - 56%: personal connection

Getting a Job experiment

- Personal connection
 - 17%: see often
 - 56%: see occasionally
 - 28%: see rarely
- What does this suggest?

Getting a Job experiment

- Personal connection
 - 17%: see often → **friends**
 - 56%: see occasionally → **acquaintances**
 - 28%: see rarely → **almost strangers?**
- What does this suggest?
 - Getting jobs via acquaintances
 - Why?

Getting a Job experiment

- Personal connection
 - 17%: see often → **friends**
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- What does this suggest?
 - Getting jobs via acquaintances
 - connect you to a different world
 - might have a lot connections
 - "The Strength of Weak Ties"

Who is the most connected?

- "Connector"
 - How many friends does one have?
 - What kind of friends does one have?
- How do you find Connectors?
- How do you formulate it into a **graph** problem?

Problem Formulation

- Given (input)
 - People → **vertices**
 - Connections → **edges**
- Find (output)
 - Person with the "best" **Connector score**
 - Part of the algorithm is to define the Connector score
- Simplification
 - Don't care about how strong/long/... the friendships/connections are

Algorithm 1: Connector Score

- Motivation:
 - "Friends" who are closer have higher scores
- Friends of
 - distance 1, score = ?
 - distance 2, score = ?
 - distance 3, score = ?
 - distance **d**, score = ?

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 - “Friends” who are closer have higher scores
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 - distance 1, score = ?
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 - distance d , score = $1/d, 1/d^2, \dots$

Algorithm 1: Adding the scores

- How to enumerate the people so that we can add the scores?

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- How to enumerate the people so that we can add the scores?
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 - Is $\text{score}(x, y)$ the same as $\text{score}(y, x)$?

Algorithm 2: Connector Score

- Motivation:
 - Degree of separation (number of connections) to other people is small
- Connector score:
 - Ideas?

Algorithm 2: Connector Score

- Motivation:
 - Degree of separation (number of connections) to other people is small
- Connector score:
 - Average degree of separation from a person to every other person

Algorithm 2: Adding the scores

- How to enumerate the people so that we can add the scores?

Algorithm 1 vs 2

- How do you compare the two algorithms?

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■ Changing Algorithm 1 slightly will yield Algorithm 2, how?

Algorithm 1 vs 2

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■ Changing Algorithm 1 slightly will yield Algorithm 2, how?

■ Algorithm 1 is more flexible, why? But?

Algorithm 3: Connector Score

- Motivation:
 - “bridge”
 - If the person is not there, it takes a longer path for two people to connect
- Connector Score:
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 - “bridge”
 - If the person is not there, it takes a longer path for two people to connect
- Connector Score (“betweenness”):
 - Number of times the person appears on the shortest path between all pairs
 - For one pair, what if multiple shortest paths of the same length (ties)?

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 - “bridge”
 - If the person is not there, it takes a longer path for two people to connect
- Connector Score (“betweenness”):
 - Number of times the person appears on the shortest path between all pairs
 - For one pair, what if multiple shortest paths of the same length exist (ties)?
 - Fractional score for each person/vertex

Summary

- Problem 1: **Degree of Separation**—how close are we from each other?
- Problem 2: **Connector**—who is the most connected?
 - Algorithm 1: score = $1/d$
 - Algorithm 2: score = degree of separation
 - Length (not vertices) of shortest path is needed
 - Algorithm 3: score = betweenness
 - Vertices (not length) on the shortest path are needed

Can Sociology Help CS?

Search Engines

- How do they rank pages?

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 - Most search engines in 1990's

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 - PageRank algorithm (1998) → Google

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 - PageRank algorithm (1998) → Google
 - User data: click data

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 - Are all incoming links equal?
 - How **important** are they? (recursive)

Key Ideas of PageRank

- How to use link structure to score web pages?
 - If a web page is important
 - What can we say about the number of incoming links?
 - Are all incoming links equal?
 - How important are they? (recursive)
 - How many **outgoing links** do they have?

Key Ideas of PageRank

- How to use link structure to score web pages?
 - If a web page is important
 - What can we say about the **number of incoming links**?
 - Are all incoming links equal?
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 - A link is similar to a vote/recommendation

Key Ideas of PageRank

- How to use link structure to score web pages?
 - If a web page is important
 - What can we say about the **number of incoming links**?
 - Are all incoming links equal?
 - How **important** are they? (recursive)
 - How many **outgoing links** do they have?
 - A link is similar to a vote/recommendation
 - Is this similar to finding the “Connector?”

PageRank

- PageRank(p) $\sim=$
 - Sum $\sum_{i \in \text{incoming}(p)} \frac{\text{PageRank}(i)}{\#\text{outgoing}(i)}$

Reading Assignment

- How and why does the Dijkstra's shortest path algorithm work?

Reading Assignment

- Handout on “Representation of Spatial Objects”
 - P. Rigaux, M. Scholl & A. Voisard
 - *Spatial Databases with Application to GIS*
 - Morgan Kaufmann, 2002
- How and why does the Dijkstra's shortest path algorithm work?