4.5 Small World Phenomenon


Stanley Milgram


Kevin Bacon

Small World Phenomenon

Small world phenomenon. Six handshakes away from anyone.

An experiment to quantify effect. [Stanley Milgram, 1960s]

- You are given personal info of another person.
- Goal: deliver message.
- Restriction: can only forward to someone you know by first name.
- Outcome: message delivered with average of 5 intermediaries.

e.g., occupation and age

Applications of Small World Phenomenon

Sociology applications.

- Looking for a job.
- Marketing products or ideas.
- Formation and spread of fame and fads.
- Train of thought followed in a conversation.
- Defining representative-ness of political bodies.
- Kevin Bacon game (movies, rock groups, facebook, etc.).

Other applications.

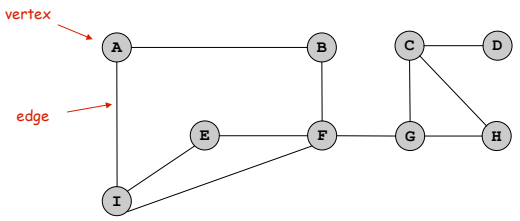
- Electronic circuits.
- Synchronization of neurons.
- Analysis of World Wide Web.
- Design of electrical power grids.
- Modeling of protein interaction networks.
- Phase transitions in coupled Kuramoto oscillators.
- Spread of infectious diseases and computer viruses.
- Evolution of cooperation in multi-player iterated Prisoner's Dilemma.

Reference. Duncan J. Watts, *Small Worlds: The Dynamics of Networks between Order and Randomness*, Princeton University Press, 1999.

Graph Data Type

Application demands a new data type.

- Graph = data type that represents pairwise connections.
- Vertex = element.
- Edge = connection between two vertices.



Graph Applications

graph	vertices	edges
communication	telephones, computers	fiber optic cables
circuits	gates, registers, processors	wires
mechanical	joints	rods, beams, springs
hydraulic	reservoirs, pumping stations	pipelines
financial	stocks, currency	transactions
transportation	street intersections, airports	highways, airway routes
scheduling	tasks	precedence constraints
software systems	functions	function calls
internet	web pages	hyperlinks
games	board positions	legal moves
social relationship	people, actors	friendships, movie casts
neural networks	neurons	synapses
protein networks	proteins	protein-protein interactions
chemical compounds	molecules	bonds

Internet Movie Database

Input format. Movie followed by list of performers, separated by slashes.

```
% more movies.txt
...
Tin Men (1987)/DeBoy, David/Blumenfeld, Alan/... /Geppi, Cindy/Hershey, Barbara
Tirez sur le pianiste (1960)/Heymann, Claude/.../Berger, Nicole (I)
Titanic (1997)Paxton, Bill/DiCaprio, Leonardo/.../Winslet, Kate
Titus (1999)/Weisskopf, Hermann/Rhys, Matthew/.../McEwan, Geraldine
To All a Good Night (1980)/George, Michael (II)/.../Gentile, Linda
To Be or Not to Be (1942)/Verebes, Ernö (I)/.../Lombard, Carole (I)
To Be or Not to Be (1983)/Brooks, Mel (I)/.../Bancroft, Anne
To Catch a Thief (1955)/París, Manuel/Grant, Cary/.../Kelly, Grace
To Die For (1989)/Bond, Steve (I)/Jones, Duane (I)/.../Maddalena, Julie
To Die For (1995)/Smith, Kurtwood/Kidman, Nicole/.../Tucci, Maria
To Die Standing (1990)/Sacha, Orlando/Anthony, Gerald/.../Rose, Jamie
To End All Wars (2001)/Kimura, Sakae/Ellis, Greg (II)/.../Sutherland, Kiefer
To Kill a Clown (1972)/Alda, Alan/Clavering, Eric/Lamberts, Heath/Danner, Blythe
To Live and Die in L.A. (1985)/McGroarty, Pat/Williams, Donnie/.../Dafoe, Willem
...
```

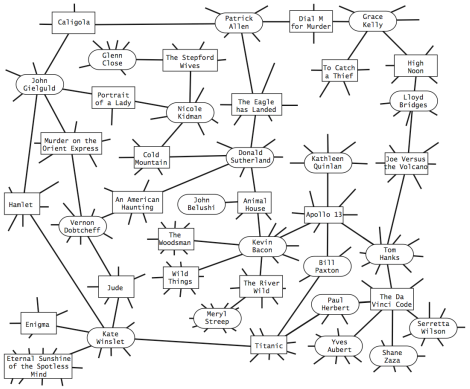
http://www.imdb.com/interfaces

Internet Movie Database

Q. How to represent the movie-performer relationships?

A. Use a graph.

- Vertex: performer or movie.
- Edge: connect performer to movie.

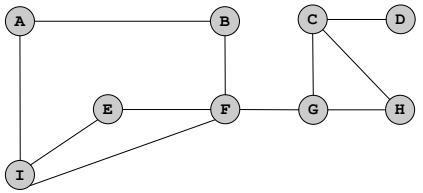


Graph API

Graph data type.

public class Graph (graph with String vertices)

	Graph()	*create an empty graph*
	Graph(In in)	*read graph from input stream*
void	addEdge(String v, String w)	*add edge v-w*
Iterable<String>	adjacentTo(String v)	*neighbors of v*

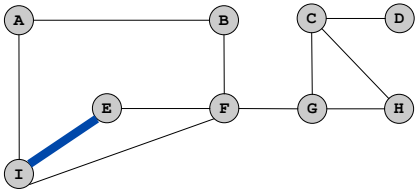



```
% more tiny.txt
A/B/I
B/A/F
C/D/G/H
D/C
E/F/I
F/B/E/G
G/C/F/H
H/C/G
```

Graph Representation

Graph representation: use a symbol table.

- Key = name of vertex (e.g., performer or movie).
- Value = set of neighbors.



Symbol Table

Key	Value
A	B I
B	A F
C	D G H
D	C
E	I F
F	E B G I
G	C F H
H	C G
I	A E F

String SET

Set Data Type

Set data type. Unordered collection of distinct keys.

```
public class SET<Key extends Comparable>
```

	SET()	*create a set*
boolean	isEmpty()	*is the set empty?*
void	add(Key key)	*add key to the set*
boolean	contains(Key key)	*is* key *in the set?*

Q. How to implement?

A. Identical to symbol table, but ignore values.

Graph Implementation

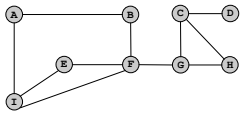
```
public class Graph {
   private ST<String, SET<String>> st;

   public Graph() {
      st = new ST<String, SET<String>>();
   }

   public void addEdge(String v, String w) {
      if (!st.contains(v)) addVertex(v);
      if (!st.contains(w)) addVertex(w);
      st.get(v).add(w);    ← add w to v's set of neighbors
      st.get(w).add(v);    ← add v to w's set of neighbors
   }

   private void addVertex(String v) {
      st.put(v, new SET<String>()); ← add new vertex v
   }                                  with no neighbors

   public Iterable<String> adjacentTo(String v) {
      return st.get(v);
   }
}
```


Graph Implementation (continued)

Second constructor. To read graph from input stream.

```
public Graph(In in) {
   st = new ST<String, SET<String>>();
   while (!in.isEmpty()) {
      String line = in.readLine();
      String[] names = line.split("/");
      for (int i = 1; i < names.length; i++)
         addEdge(names[0], names[i]);
   }
}
```

```
In in = new In("tiny.txt");
Graph G = new Graph(G);
```




```
% more tiny.txt
A/B/I
B/A/F
C/D/G/H
D/C
E/F/I
F/B/E/G
G/C/F/H
H/C/G
```

Graph Client Warmup: Movie Finder

Performer and movie queries.

- Given a performer, find all movies in which they appeared.
- Given a movie, find all performers.

```
public class MovieFinder {
   public static void main(String[] args) {

      In in    = new In(args[0]);
      Graph G = new Graph(in);

      while (!StdIn.isEmpty()) {
         String v = StdIn.readLine();
         for (String w : G.adjacentTo(v))
            StdOut.println(v);
      }

   }
}
```

← read in graph from a file

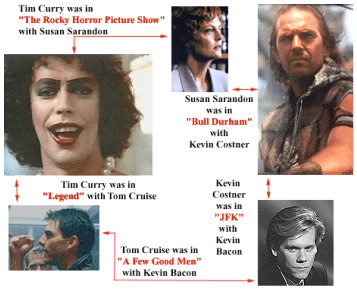
← process queries

Graph Client Warmup: Movie Finder

```
% java MovieFinder action.txt
Bacon, Kevin
Death Sentence (2007)
River Wild, The (1994)
Tremors (1990)

Roberts, Julia
Blood Red (1989)
I Love Trouble (1994)
Mexican, The (2001)
Ocean's Eleven (2001)

Tilghman, Shirley
```

```
% java MovieFinder mpaa.txt
Bacon, Kevin
Air I Breathe, The (2007)
Air Up There, The (1994)
Animal House (1978)
Apollo 13 (1995)
Balto (1995)
Beauty Shop (2005)
Big Picture, The (1989)
…
Sleepers (1996)
Starting Over (1979)
Stir of Echoes (1999)
Telling Lies in America (1997)
Trapped (2002)
Tremors (1990)
We Married Margo (2000)
Where the Truth Lies (2005)
White Water Summer (1987)
Wild Things (1998)
Woodsman, The (2004)
```


Kevin Bacon Numbers



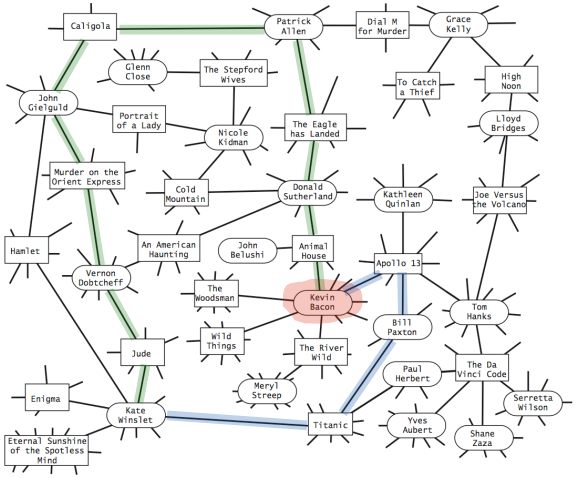
Kevin Bacon Game

Game. Given a performer, find (shortest) chain of movies connecting them to Kevin Bacon.

Performer	Was in	With
Kevin Kline	French Kiss	Meg Ryan
Meg Ryan	Sleepless in Seattle	Tom Hanks
Tom Hanks	Apollo 13	Kevin Bacon
Kevin Bacon		

Computing Bacon Numbers

How to compute. Find shortest path in performer-movie graph.



Path Finder API

Path finder API.

public class PathFinder	(data type to compute shortest paths)	
	PathFinder(Graph G, String s)	process graph G with source s
int	**distanceTo(String v)**	return shorest distance between s and v
void	**showPath(String v)**	print shortest path between s and v

Design principles.

- Decouple graph algorithm from graph data type.
- Avoid feature creep.

Computing Bacon Numbers: Java Implementation

```
public class Bacon {
   public static void main(String[] args) {

      In in = new In(args[0]);                    <-- read in the graph from a file
      Graph G = new Graph(in);

      String s = "Bacon, Kevin";                  <-- create object to
      PathFinder finder = new PathFinder(G, s);       return shortest paths

      while (!StdIn.isEmpty()) {                  <-- process queries
         String actor = StdIn.readLine();
         finder.showPathFrom(actor);
      }
   }
}
```

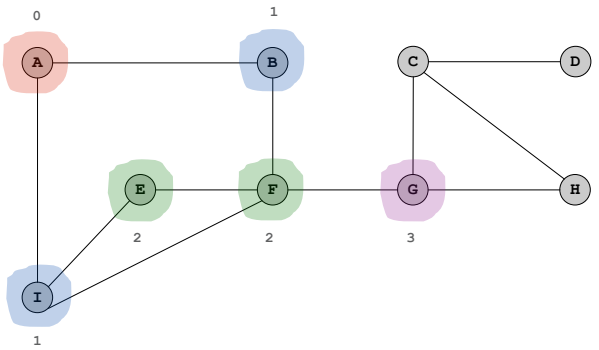
```
% java Bacon top-grossing.txt
Stallone, Sylvester
Rocky III (1982)
Tamburro, Charles A.
Terminator 2: Judgment Day (1991)
Berkeley, Xander
Apollo 13 (1995)
Bacon, Kevin
```

```
% java Bacon top-grossing.txt
Goldberg, Whoopi
Sister Act (1992)
Grodénchik, Max
Apollo 13 (1995)
Bacon, Kevin

Tilghman, Shirley
```


Computing Shortest Paths

To compute shortest paths:

- Source vertex is at distance 0.
- Its neighbors are at distance 1.
- Their remaining neighbors are at distance 2.
- Their remaining neighbors are at distance 3.
- ...



Breadth First Search

Goal. Given a vertex `s`, find shortest path to every other vertex `v`.

BFS from source vertex `s`

Put `s` onto a FIFO queue.

Repeat until the queue is empty:

- dequeue the least recently added vertex `v`
- add each of `v`'s unvisited neighbors to the queue, and mark them as visited.

Key observation. Vertices are visited in increasing order of distance from `s` because we use a FIFO queue.

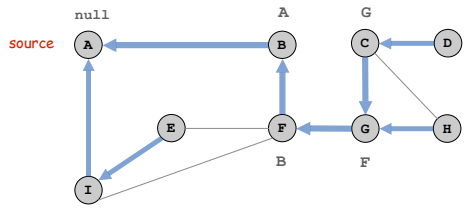
Breadth First Searcher: Preprocessing

```
public class PathFinder {
   private ST<String, String>  prev = new ST<String, String>();
   private ST<String, Integer> dist = new ST<String, Integer>();

   public PathFinder(Graph G, String s) {
      Queue<String> q = new Queue<String>();
      q.enqueue(s);
      dist.put(s, 0);
      while (!q.isEmpty()) {
         String v = q.dequeue();
         for (String w : G.adjacentTo(v)) {
            if (!dist.contains(w)) {
               q.enqueue(w);
               dist.put(w, 1 + dist.get(v));
               prev.put(w, v);
            }
         }
      }
   }
```


Breadth First Searcher: Printing the Path

To print shortest path: follow `prev[]` from vertex `v` back to source `s`.

- Print `v`, `prev[v]`, `prev[prev[v]]`, …, `s`.
- Ex: shortest path from `C` to `A`: `C - G - F - B - A`



key	prev	dist
A	-	0
B	A	1
C	G	4
D	C	5
E	I	2
F	B	2
G	F	3
H	G	4
I	A	1

symbol tables

```
public void showPath(String v) {
   while (prev.contains(v)) {
      StdOut.println(v);
      v = prev.get(v);
   }
}
```


Running Time Analysis

Analysis. BFS scales to solve huge problems.

data File	movies	performers	edges	read input	build graph	BFS	show
G.txt	1,288	21,177	28K	0.26 sec	0.52 sec	0.32 sec	0 sec
PG13.txt	2,538	70,325	100K	0.31 sec	0.99 sec	0.72 sec	0 sec
action.txt	14,938	139,861	270K	0.72 sec	2.8 sec	2.0 sec	0 sec
mpaa.txt	21,861	280,624	610K	2.1 sec	7.5 sec	5.5 sec	0 sec
all.txt	285,462	933,864	3.3M	15 sec	56 sec	39 sec	0 sec

60MB

data as of April 9, 2007

Data Analysis

Exercise. Compute histogram of Kevin Bacon numbers.
Input. 285,462 movies, 933,864 actors.

Bacon #	Frequency
0	1
1	2,249
2	218,088
3	561,161
4	111,149
5	7,905
6	903
7	100
8	14
∞	32,294

Buzz Mauro, Jessica Drizd, Pablo Capussi
Argentine short film *Sweet Dreams* (2005)

Fred Ott, solo actor in
Fred Ott Holding a Bird (1894)

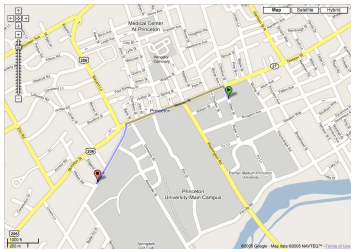
data as of April 9, 2007

Applications of Breadth First Search

More BFS applications.

- Particle tracking.
- Image processing.
- Crawling the Web.
- Routing Internet packets.
- ...

Extensions. Google maps.



Conclusions

Linked list. Ordering of elements.
Binary tree. Hierarchical structure of elements.
Graph. Pairwise connections between elements.

Data structures.

- Queue: linked list.
- Set: binary tree.
- Symbol table: binary tree.
- Graph: symbol table of sets.
- Breadth first searcher: graph + queue + symbol table.

Importance of data structures.

- Enables us to build and debug large programs.
- Enables us to solve large problems efficiently.