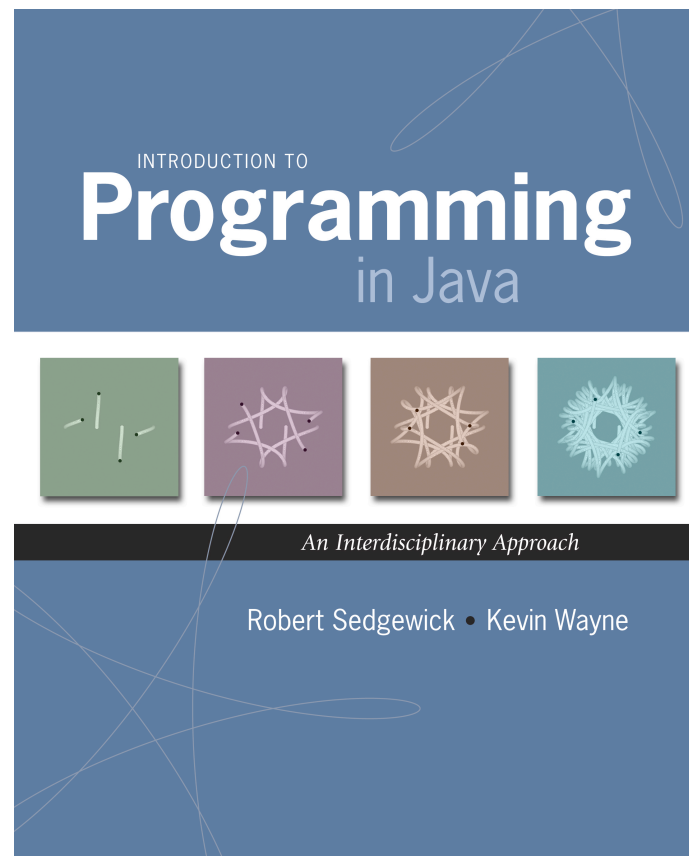


4.5 Small World Phenomenon



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. e.g., occupation and age
- Restriction: can only forward to someone you know by first name.
- Outcome: message delivered with average of 5 intermediaries.



Stanley Milgram



Kevin Bacon

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.

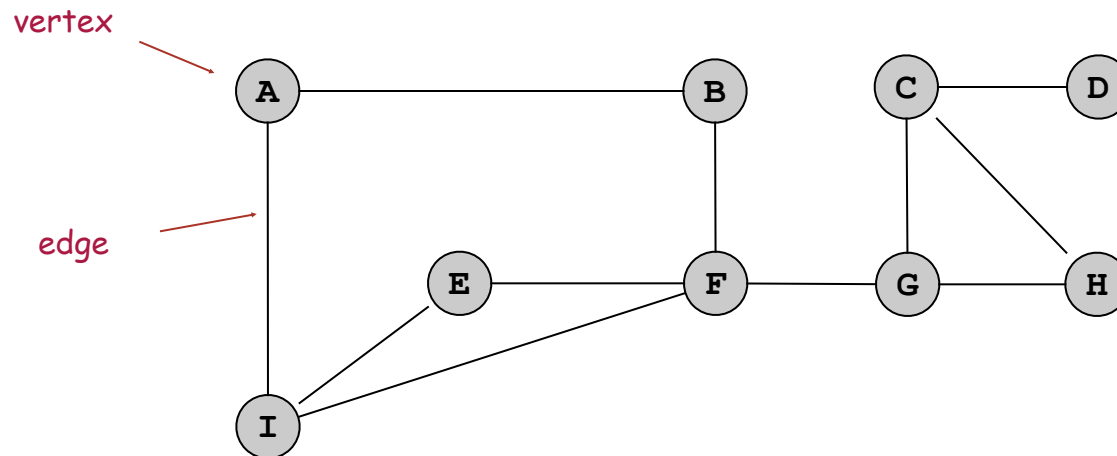
- Electronic circuits.
- Synchronization of neurons.
- Analysis of World Wide Web.
- Design of electrical power grids.
- Modeling of protein interaction networks.
- Phase transitions in coupled Kuramoto oscillators.
- Spread of infectious diseases and computer viruses.
- Evolution of cooperation in multi-player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

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

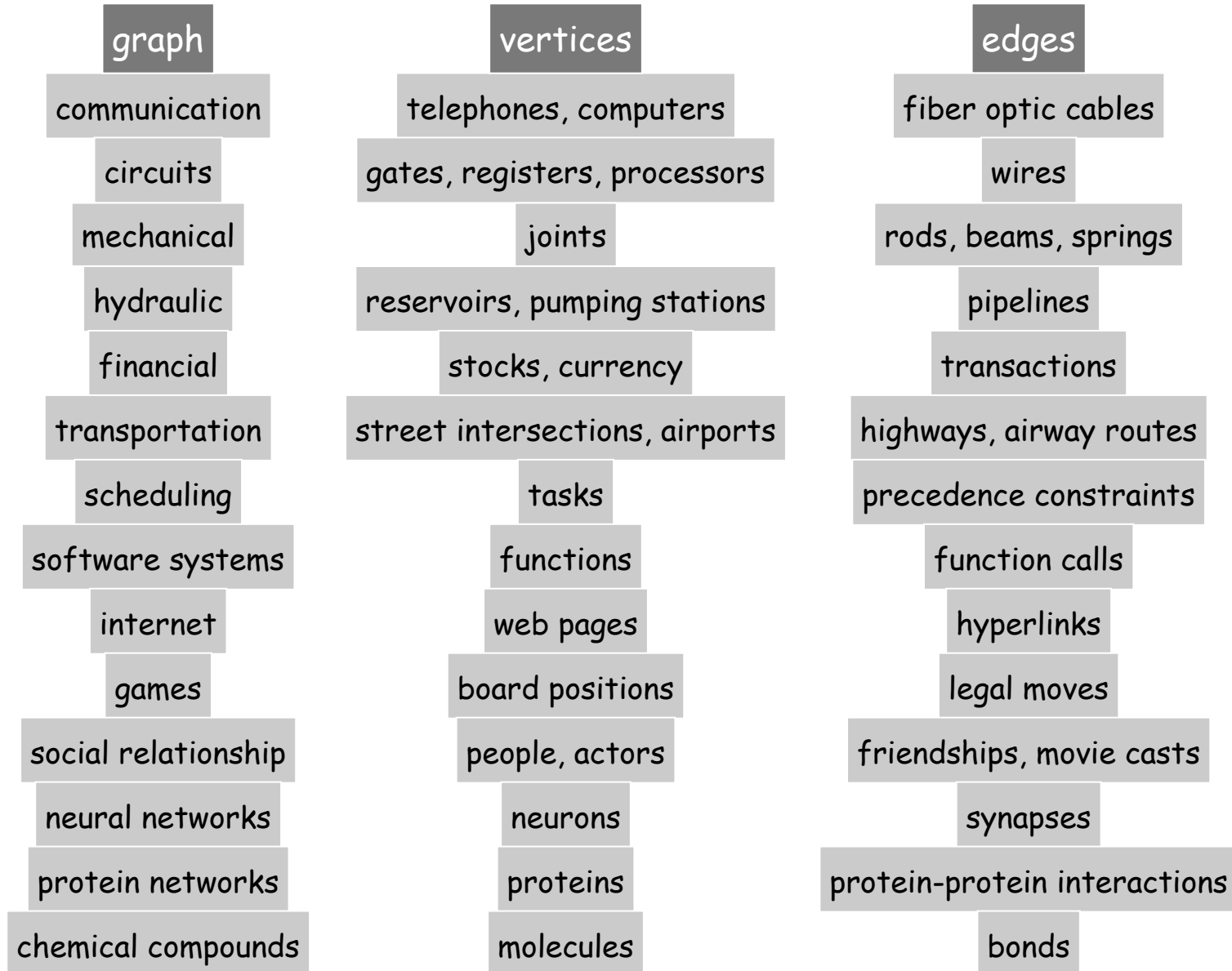
Graph Data Type

Application demands a new data type.

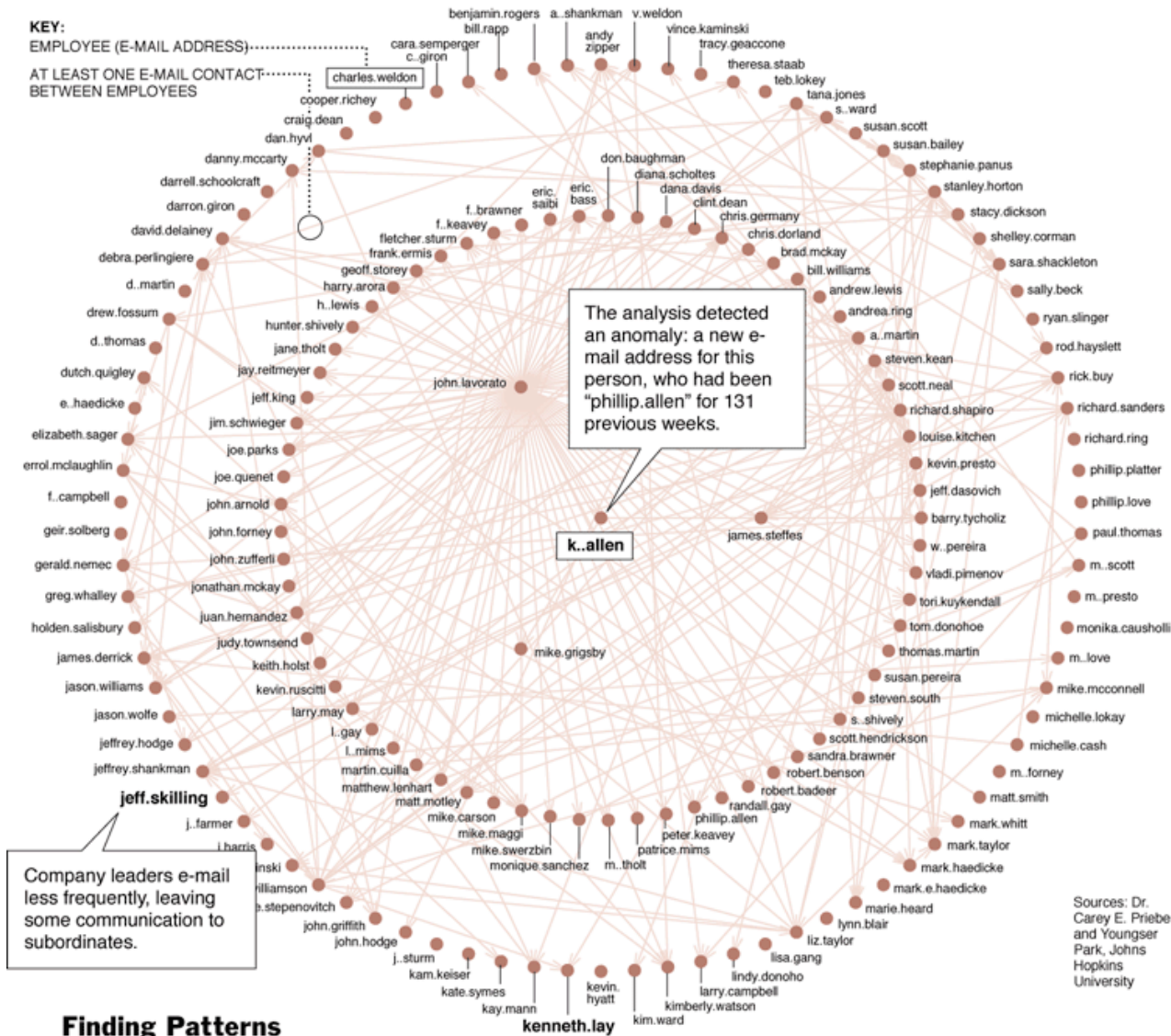
- **Graph** = data type that represents pairwise connections.
- Vertex = element.
- Edge = connection between two vertices.



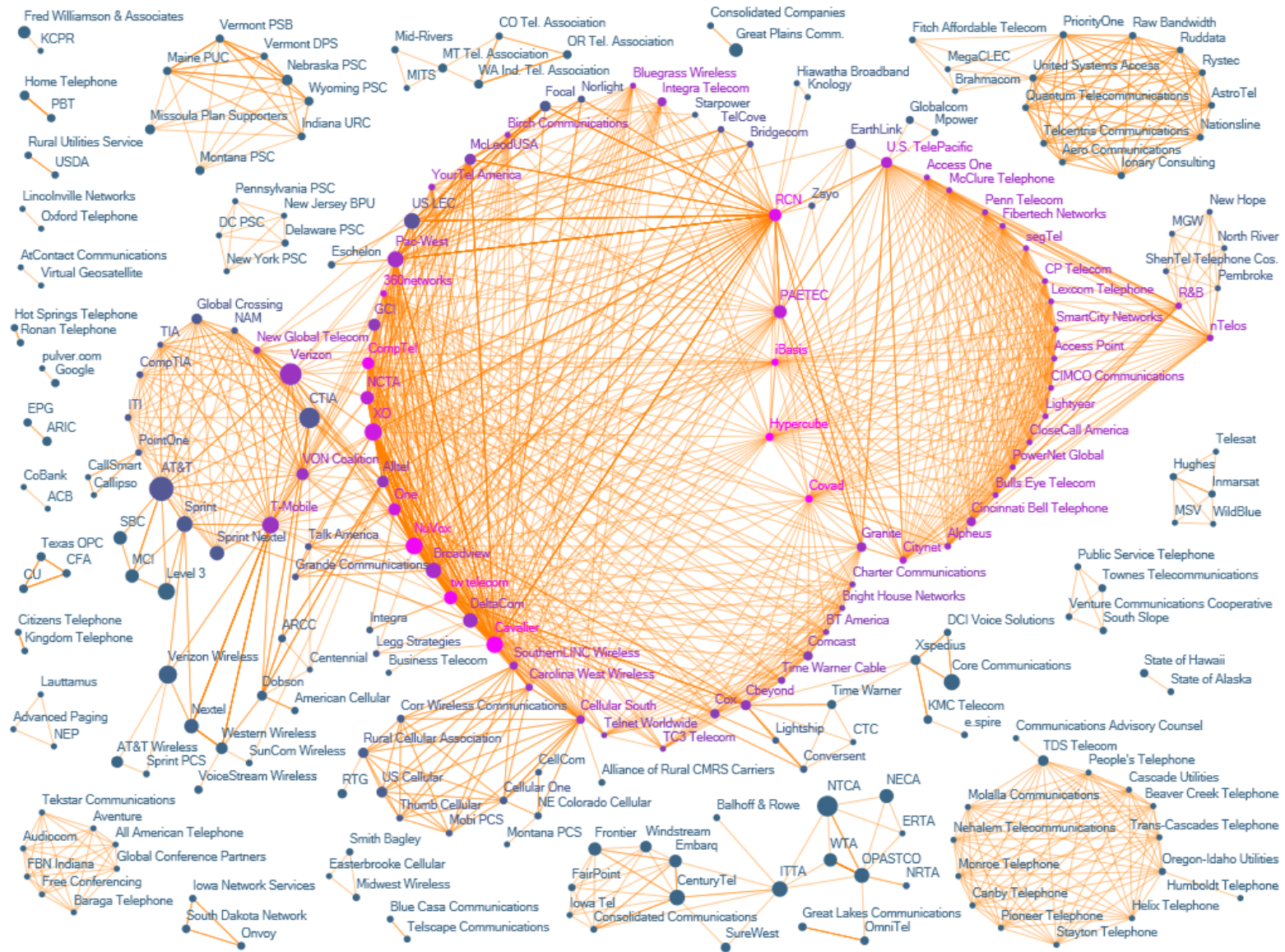
Graph Applications



One Week of Enron Emails

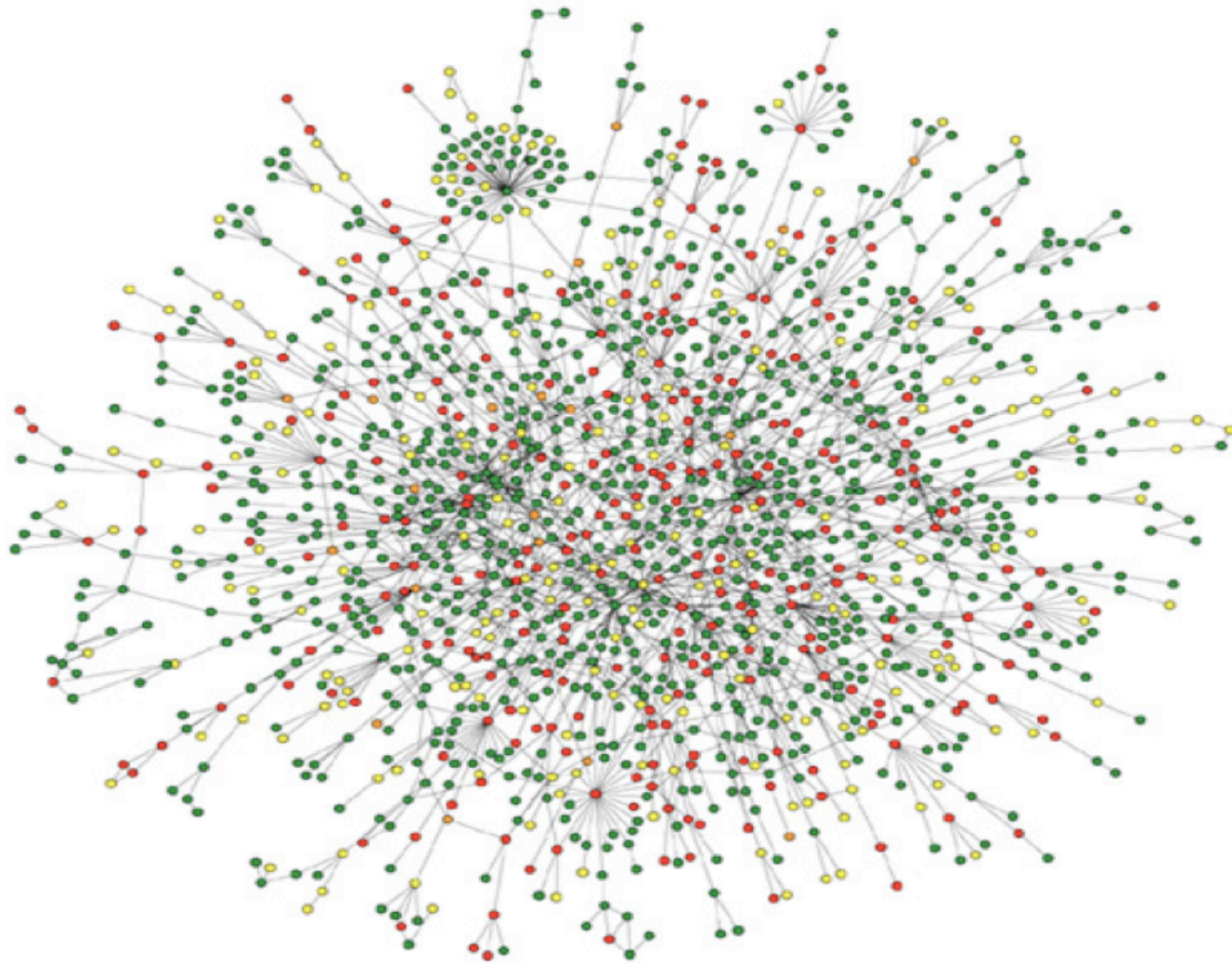


FCC Lobbying Graph



“The Evolution of FCC Lobbying Coalitions” by Pierre de Vries in JoSS Visualization Symposium 2010

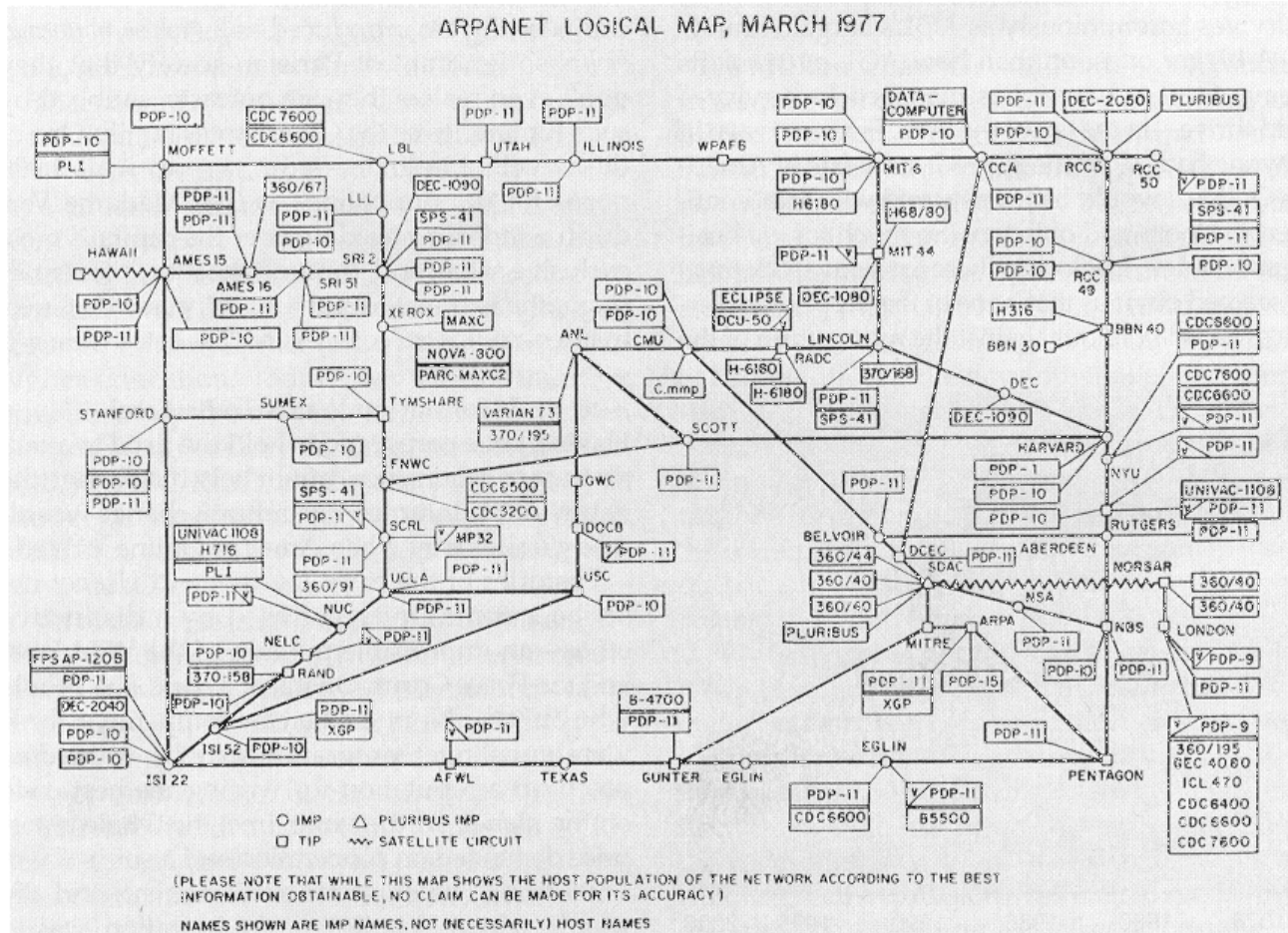
Protein Interaction Network



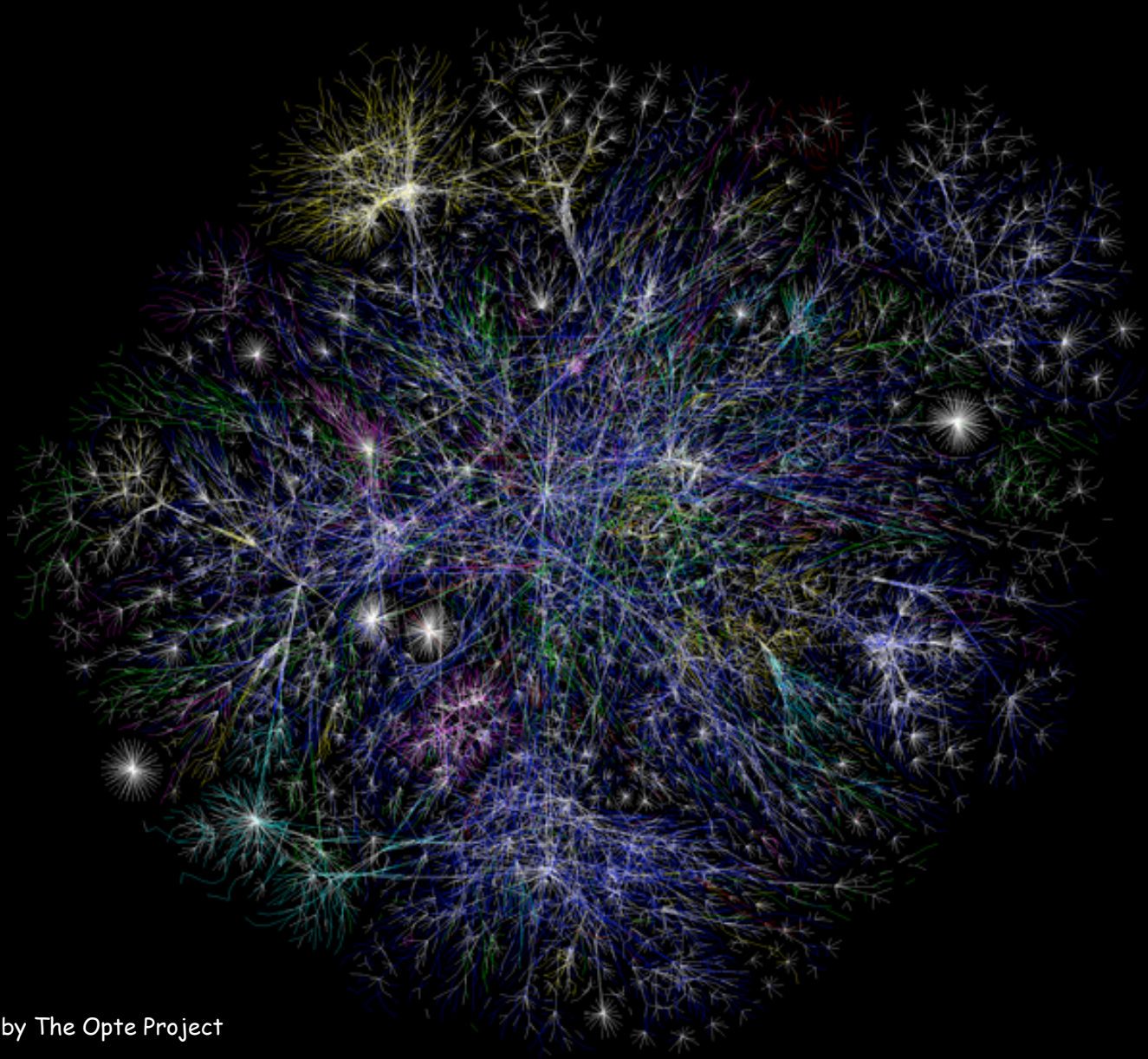
Reference: Jeong et al, Nature Review | Genetics

ARPANET

ARPANET LOGICAL MAP, MARCH 1977



The Internet



The Internet as mapped by The Opte Project
<http://www.opte.org>

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
...
```

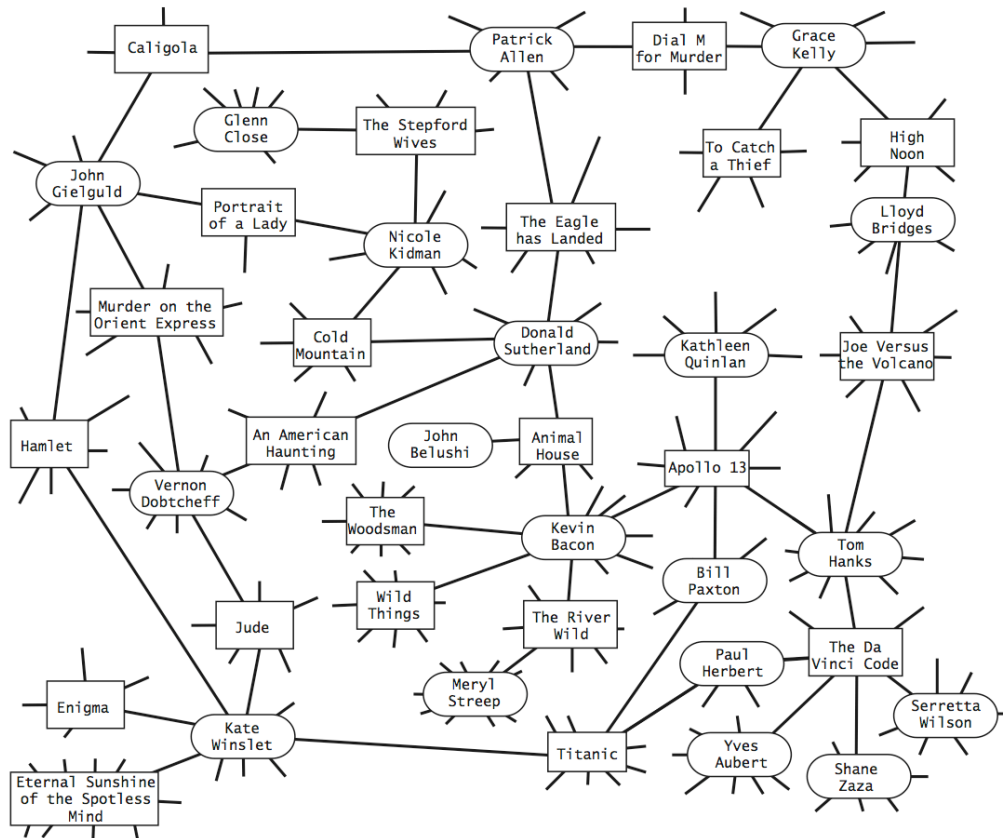
<http://www.imdb.com/interfaces>

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

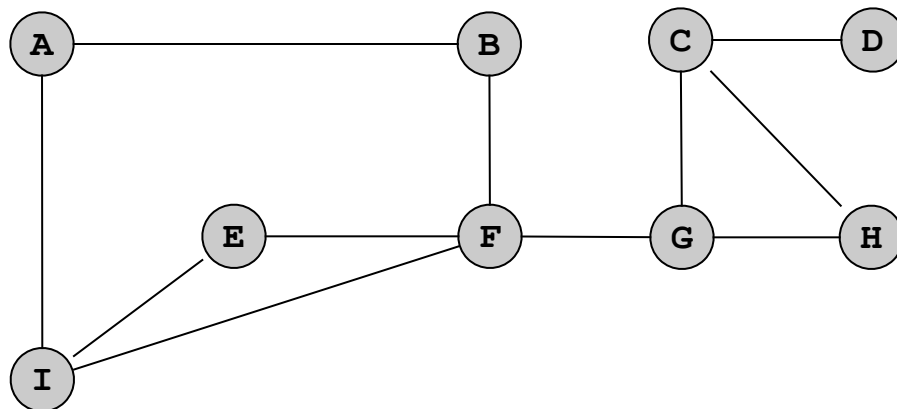
```
    void addEdge(String v, String w)
```

add edge v-w

```
    Iterable<String> adjacentTo(String v)
```

neighbors of v

to support use with foreach



```
% more tiny.txt
```

```
A/B/I
```

```
B/A/F
```

```
C/D/G/H
```

```
D/C
```

```
E/F/I
```

```
F/B/E/G/I
```

```
G/C/F/H
```

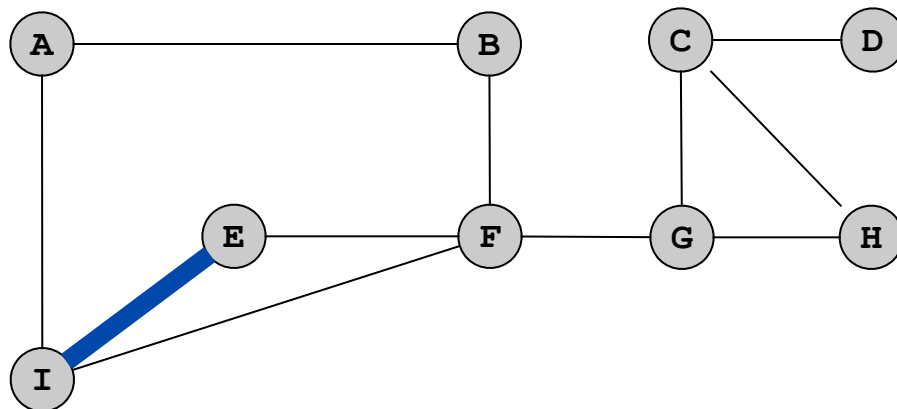
```
H/C/G
```

```
I/A/E/F
```


Graph Representation

Graph representation: use a **symbol table**.

- Key = name of vertex.
- Value = set of neighbors.



String	SET<String>
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

symbol table

Set Data Type

Set data type. Unordered collection of distinct keys.

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

SET()	<i>create a set</i>
boolean isEmpty()	<i>is the set empty?</i>
void add(Key key)	<i>add key to the set</i>
boolean contains(Key key)	<i>is key in the set?</i>

Note: Implementations should also implement the Iterable<Key> interface to enable clients to access keys in sorted order with foreach loops

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
    }

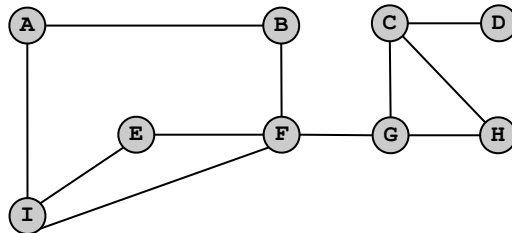
    public Iterable<String> adjacentTo(String v) {
        return st.get(v);
    }
}
```

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, in);
```



```
% more tiny.txt
```

```
A/B/I
B/A/F
C/D/G/H
D/C
E/F/I
F/B/E/G/I
G/C/F/H
H/C/G
I/A/E/F
```

Graph Client: 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]);    ← read in graph from a file
        Graph G = new Graph(in);

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


Graph Client: 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)

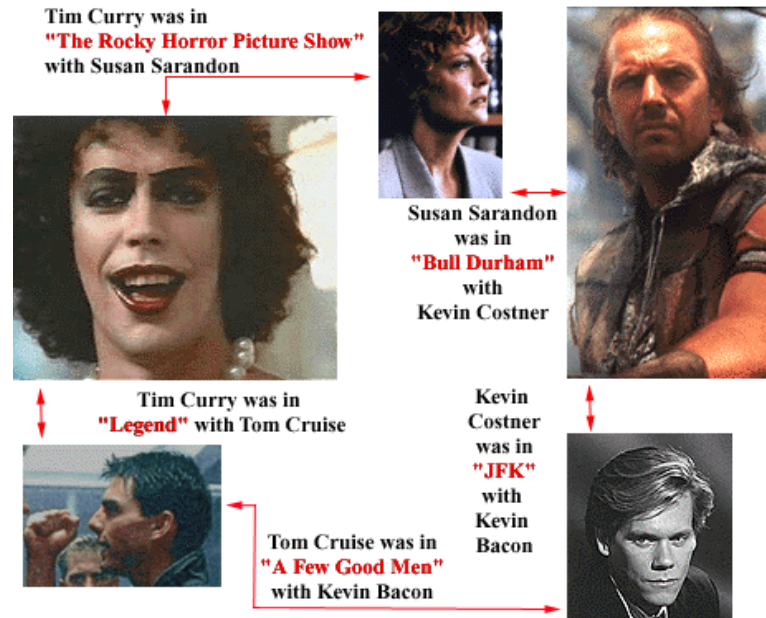
Tilghman, Shirley

```
% 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



Oracle of Kevin Bacon

The screenshot shows a web browser window titled "The Oracle of Bacon" with the URL `http://www.oracleofbacon.org/cgi-bin/movie/links?game=0&firstname=Kevin+Baco`. The page features a header with a classical statue on the left and a photo of Kevin Bacon on the right, with the title "THE ORACLE OF BACON" in the center. A left sidebar contains navigation links: "Help", "Credits", "How it Works", "Contact Us", and "Other games »". Below these is a copyright notice: "© 1999-2008 by Patrick Reynolds. All rights reserved." The main content area displays a vertical flowchart of connections:

- Buzz Mauro (green box) was in Sweet Dreams (2005) (blue box)
- Sweet Dreams (2005) (blue box) with Tatiana Ramirez (green box)
- Tatiana Ramirez (green box) was in Interior de un silencio, El (2005) (blue box)
- Interior de un silencio, El (2005) (blue box) with Andres Suarez (green box)
- Andres Suarez (green box) was in Carlita's Secret (2004) (blue box)
- Carlita's Secret (2004) (blue box) with Paula Lemes (I) (green box)
- Paula Lemes (I) (green box) was in Frost/Nixon (2008) (blue box)
- Frost/Nixon (2008) (blue box) with Kevin Bacon (green box)

At the bottom, a search interface shows "Kevin Bacon" in the first input field, "to" in the middle, "Buzz Mauro" in the second input field, and buttons for "Find link" and "More options >>".

Kevin Bacon Game

Game. Given an actor or actress, find chain of movies connecting them to Kevin Bacon.

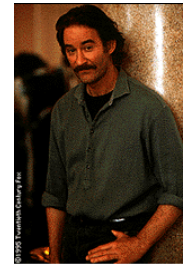
Actor	Was in	With
Whoopi Goldberg	Ghost	Patrick Swayze
Patrick Swayze	Dirty Dancing	Jennifer Gray
Jennifer Gray	Ferris Beuller's Day Off	Matthew Broderick
Matthew Broderick	The Road to Wellville	John Cusack
John Cusack	Bullets Over Broadway	Dianne West
Dianne West	Footloose	Kevin Bacon
Kevin Bacon		



Harrison Ford was in "Raiders of the Lost Ark" with Karen Allen



Karen Allen was in "Animal House" with Kevin Bacon



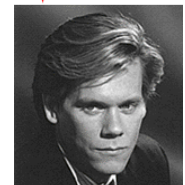
Kevin Kline was in "French Kiss" with Meg Ryan



Meg Ryan was in "Sleepless in Seattle" with Tom Hanks

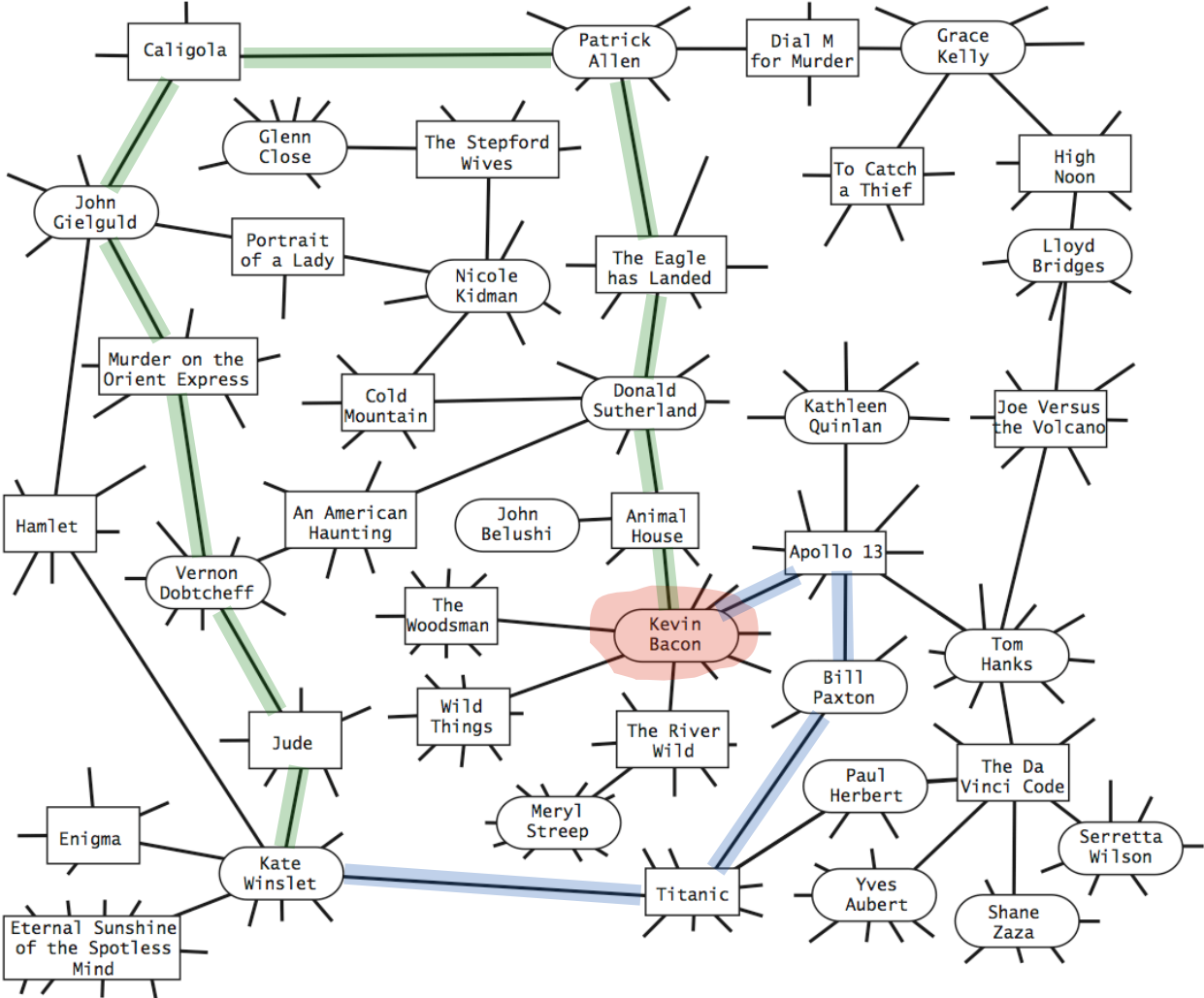


Tom Hanks was in "Apollo 13" with Kevin Bacon



Computing Bacon Numbers

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



PathFinder API

PathFinder API.

```
public class PathFinder
```

```
    PathFinder(Graph G, String s)
```

constructor

```
    int distanceTo(String v)
```

*length of shortest path
from s to v in G*

```
    Iterable<String> pathTo(String v)
```

*shortest path
from s to v in G*

Design principles.

- Decouple graph algorithm from graph data type.
- Avoid feature creep: don't encrust Graph with search features; instead make a new datatype.

Computing Bacon Numbers: Java Implementation

```
public class Bacon {  
    public static void main(String[] args) {  
  
        In in = new In(args[0]);  
        Graph G = new Graph(in);  
  
        String s = "Bacon, Kevin";  
        Pathfinder finder = new Pathfinder(G, s);  
  
        while (!StdIn.isEmpty()) {  
            String performer = StdIn.readLine();  
            for (String v : finder.pathTo(s))  
                StdOut.println(v);  
        }  
    }  
}
```

← read in the graph from a file

← create object to return shortest paths

← process queries

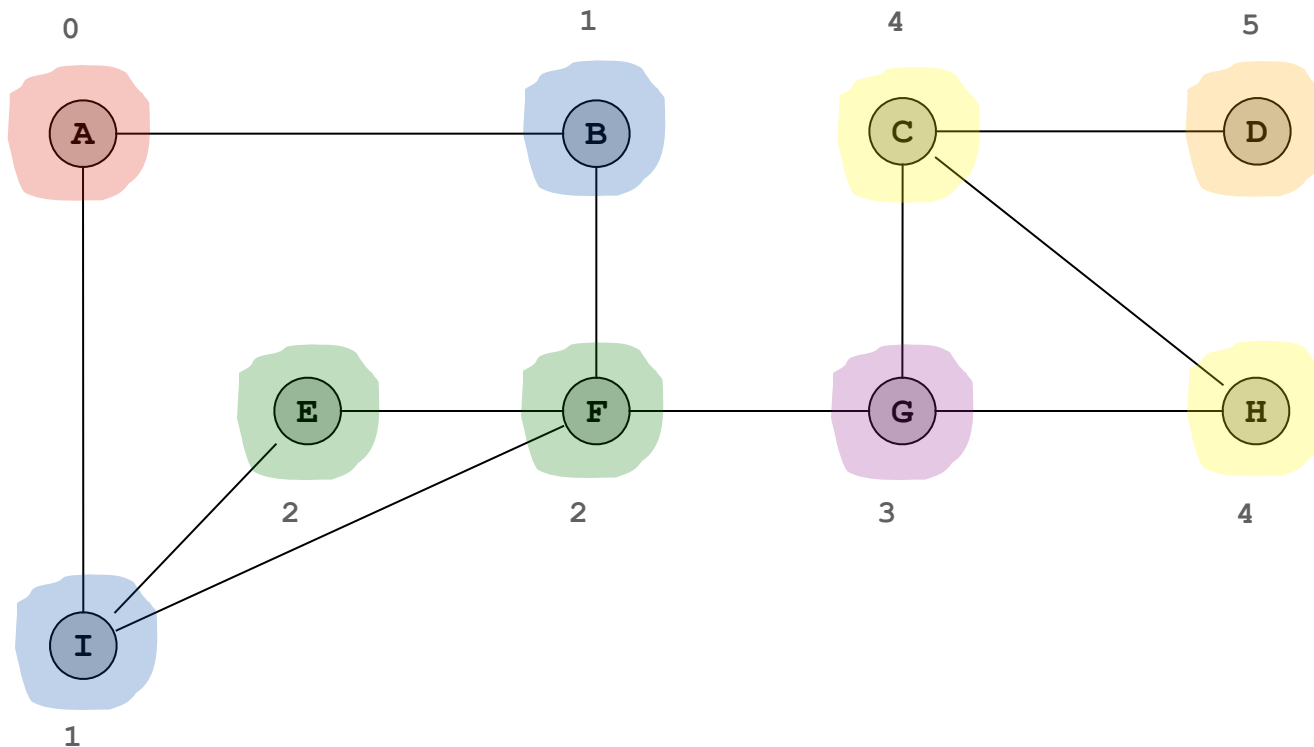
```
% java Bacon top-grossing.txt  
Stallone, Sylvester  
Rocky III (1982)  
Tamburro, Charles A.  
Terminator 2: Judgment Day (1991)  
Berkeley, Xander  
Apollo 13 (1995)  
Bacon, Kevin
```

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

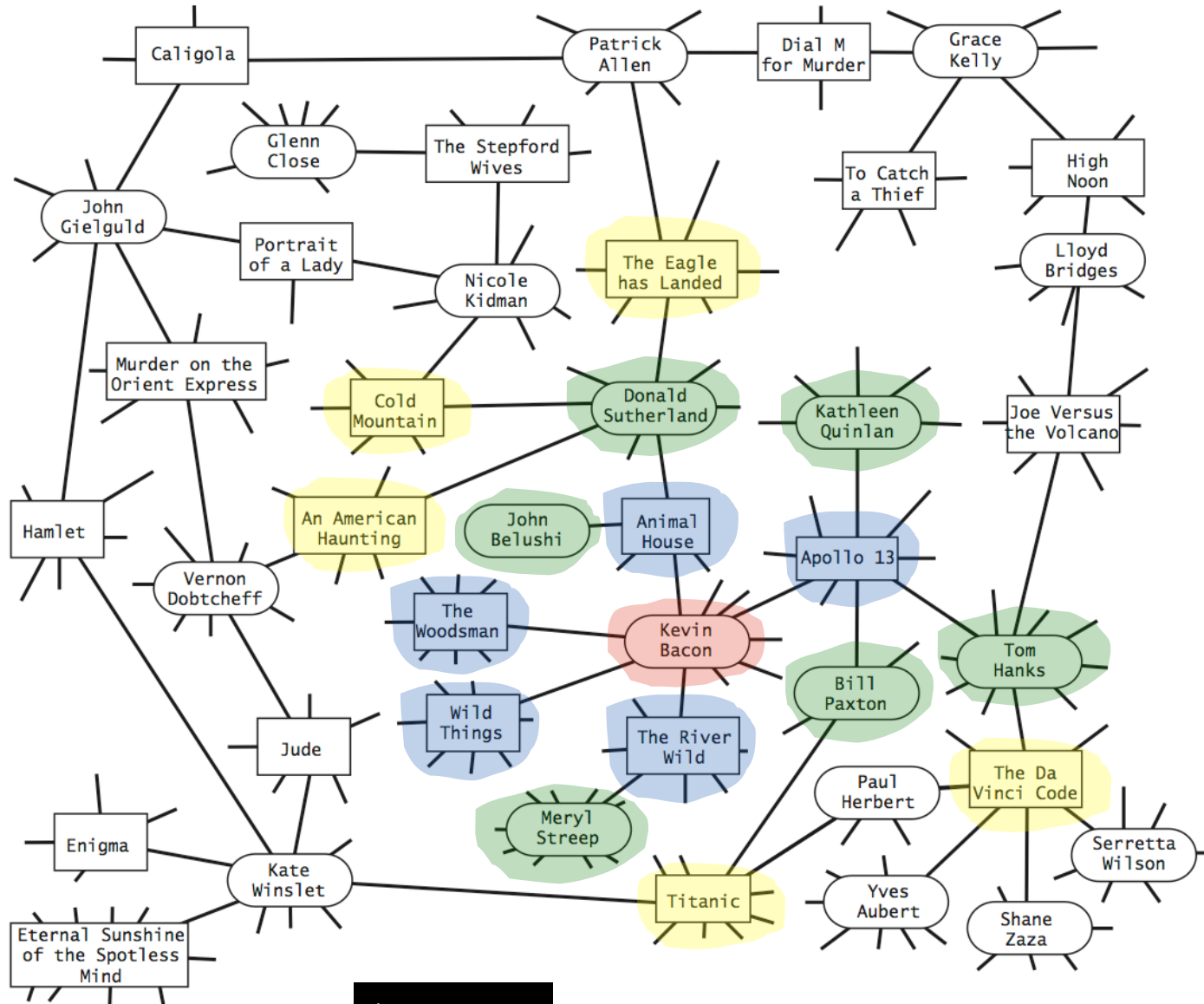
Computing Shortest Paths

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.
- ...



Computing Shortest Paths



distance = 3

Breadth First Search

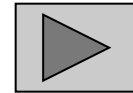
Goal. Given a vertex s , find shortest path to every other vertex v .

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

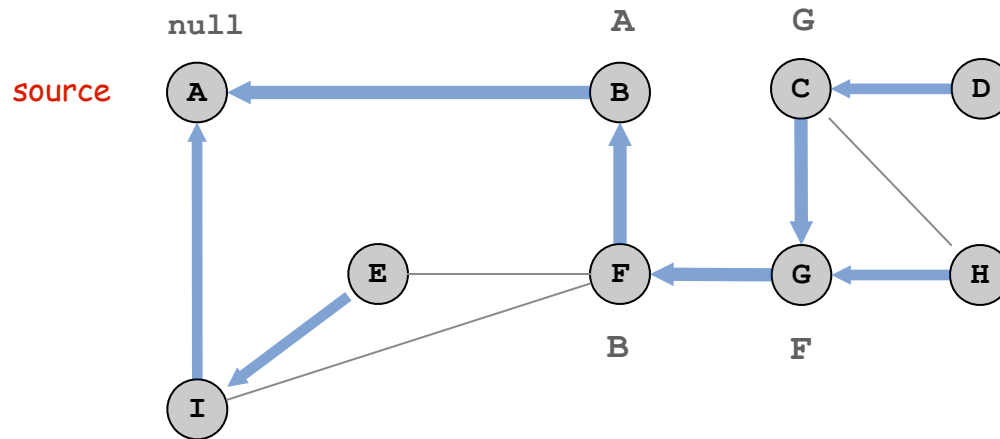
```
public class Pathfinder {
    private ST<String, String> prev = new ST<String, String>();
    private ST<String, Integer> dist = new ST<String, Integer>();

    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: Finding the Path

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

- Consider vertices: `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 Iterable<String> pathTo(String v) {  
    Stack<String> path = new Stack<String>();  
    while (dist.containsKey(v)) {  
        path.push(v);  
        v = prev.get(v);  
    }  
    return path;  
}
```

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)

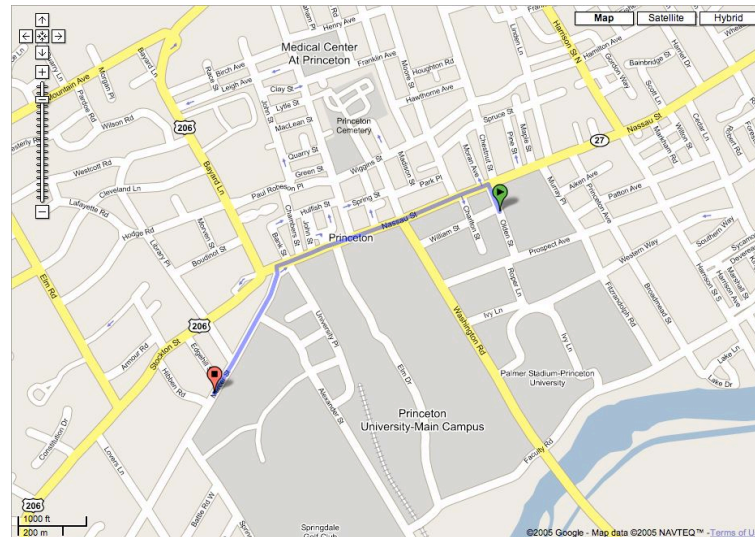
data as of April 9, 2007

Applications of Breadth First Search

More BFS applications.

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

Extensions. Google maps.



Erdős Numbers

Erdős Numbers

Paul Erdős. Legendary, brilliant, prolific mathematician who wrote over 1500 papers!

What's your Erdős number?

- Co-authors of a paper with Erdős: 1.
- Co-authors of those co-authors: 2.
- And so on ...



Paul Erdős (1913-1996)

Erdős #	Frequency
0	1
1	502
2	5,713
3	26,422
4	62,136
5	66,157
6	32,280
7	10,431
8	3,214
9	953
10	262
11	94
12	23
13	4
14	7
15	1
∞	4 billion +

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.