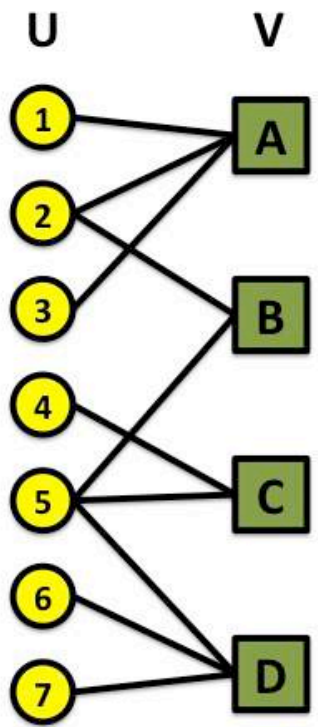
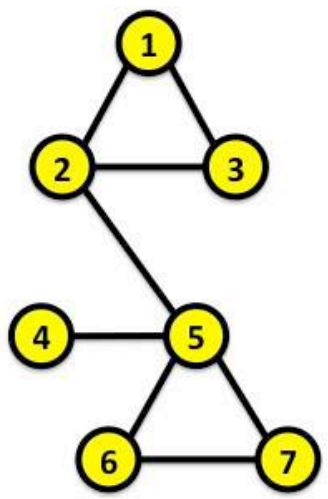


BIPARTITE NETWORKS

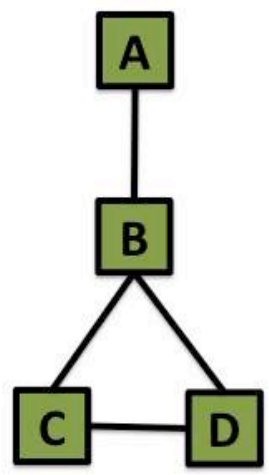
BIPARTITE GRAPHS

bipartite graph (or **bigraph**) is a [graph](#) whose nodes can be divided into two [disjoint sets](#) U and V such that every link connects a node in U to one in V ; that is, U and V are [independent sets](#).

Projection U



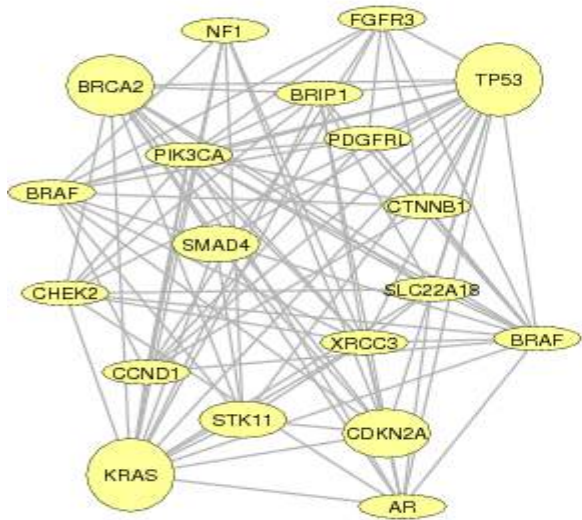
Projection V



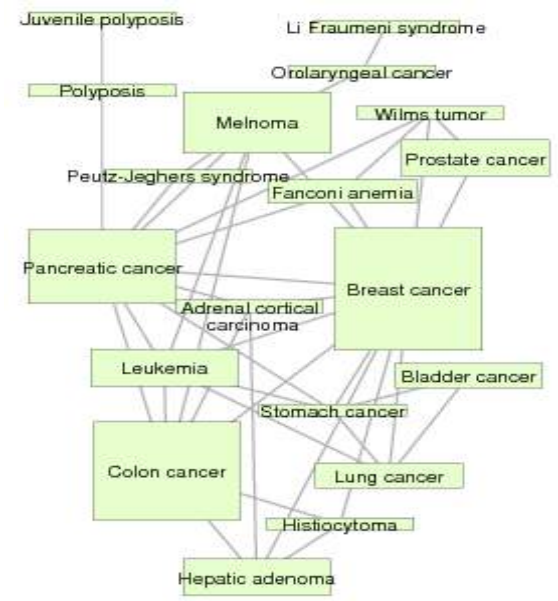
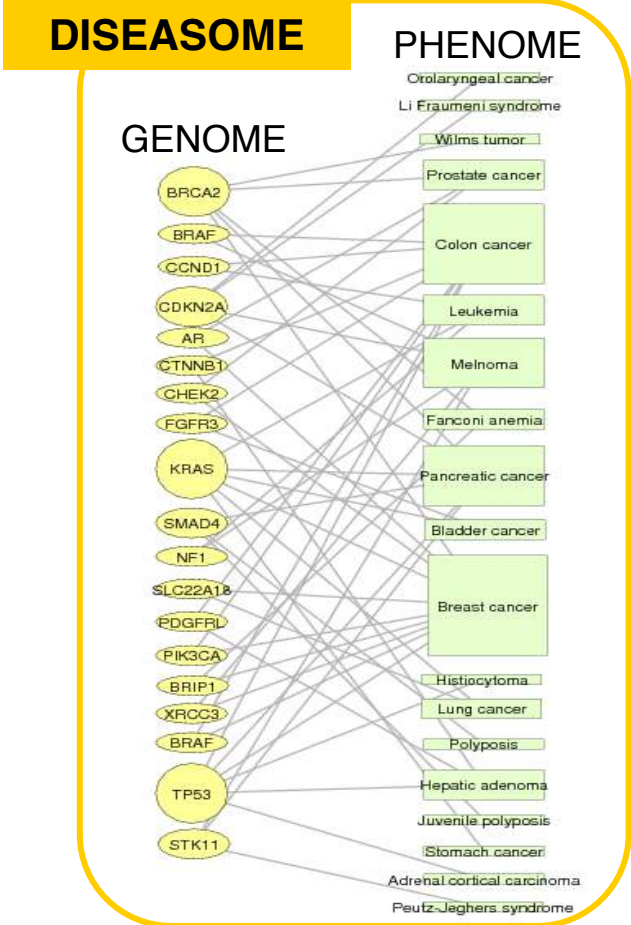
Examples:

- Hollywood actor network
- Collaboration networks
- Disease network (diseasome)

GENE NETWORK – DISEASE NETWORK



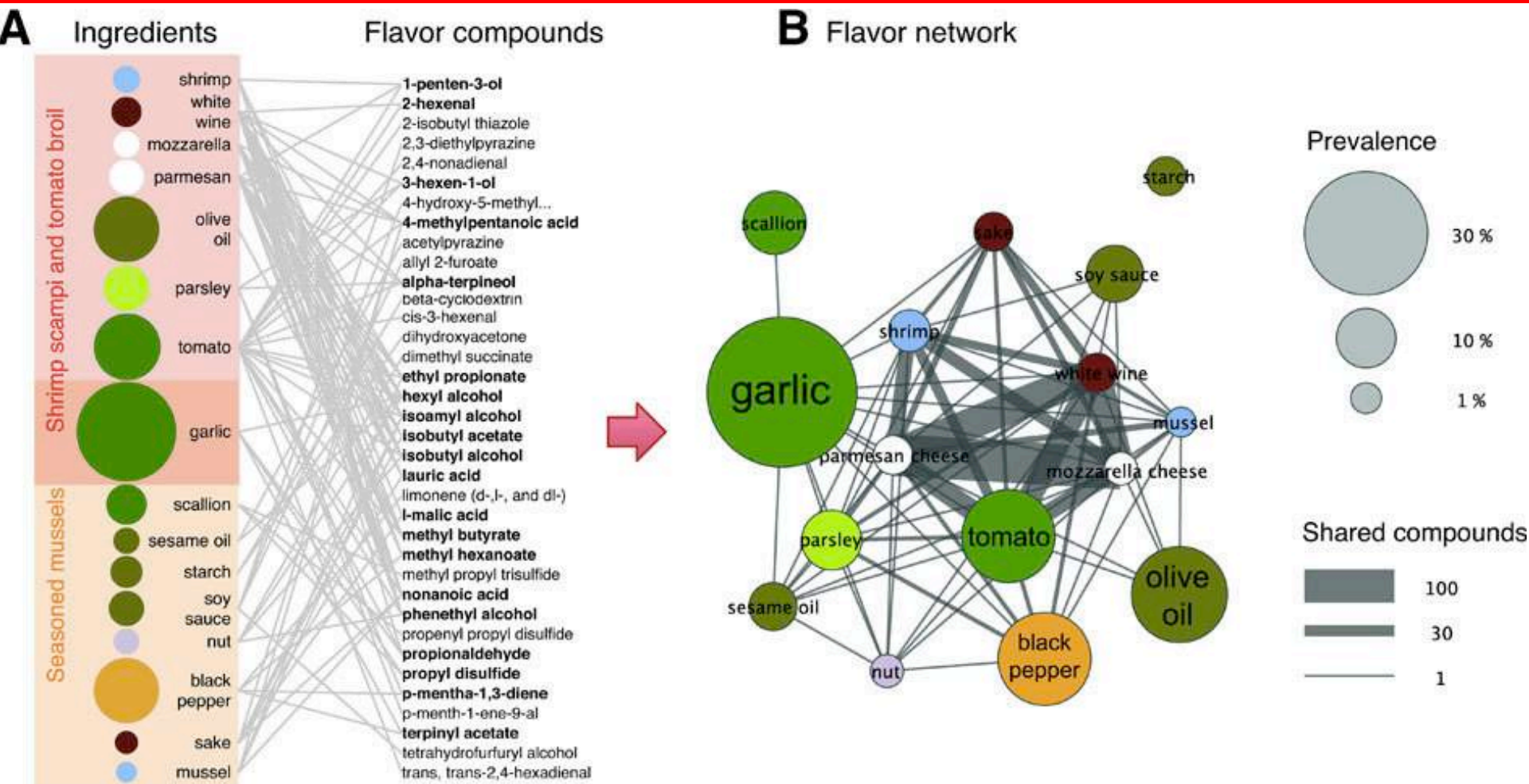
Gene network



Disease network

Goh, Cusick, Valle, Childs, Vidal & Barabási, PNAS (2007)

Ingredient-Flavor Bipartite Network



Y.-Y. Ahn, S. E. Ahnert, J. P. Bagrow, A.-L. Barabási Flavor network and the principles of food pairing, *Scientific Reports* 196, (2011).

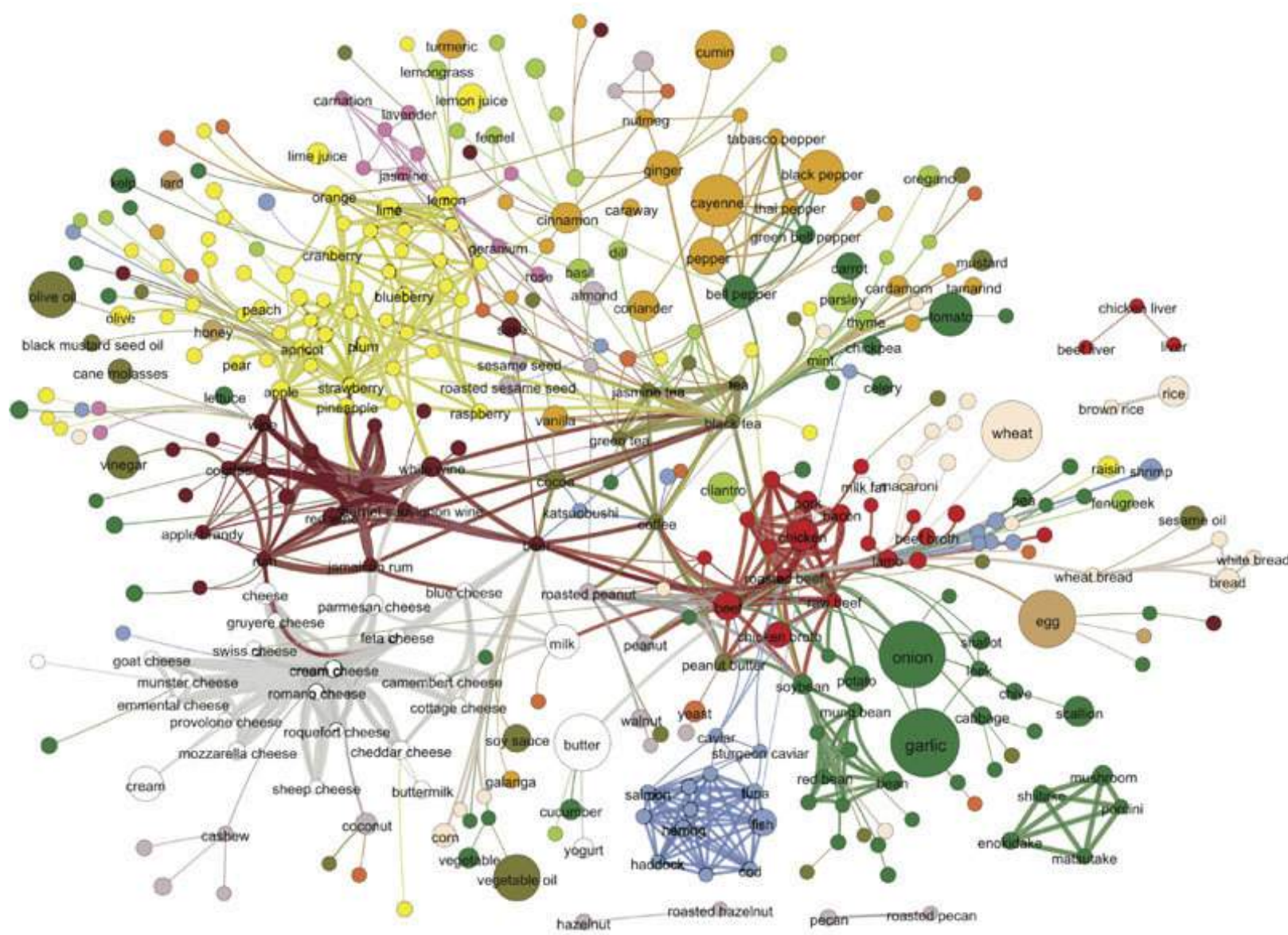
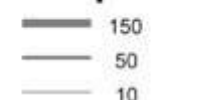
Categories

- fruits
- dairy
- spices
- alcoholic beverages
- nuts and seeds
- seafoods
- meats
- herbs
- plant derivatives
- vegetables
- flowers
- animal products
- plants
- cereal

Prevalence



Shared compounds



Q6: Paths

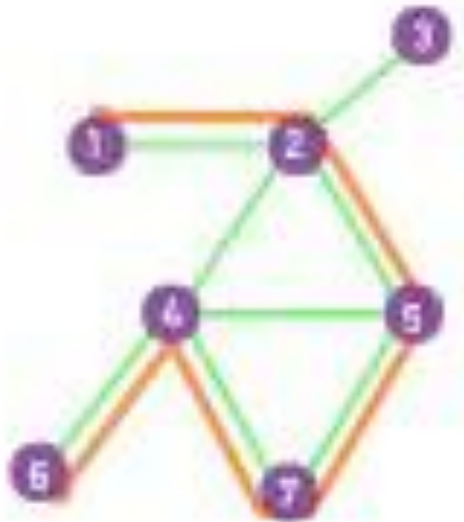
PATHOLOGY

PATHS

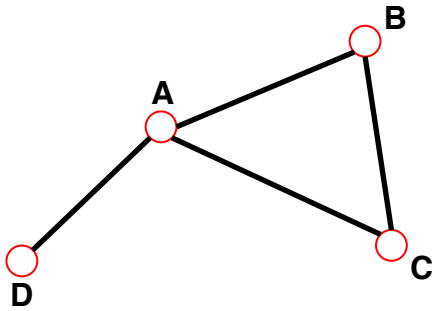
A *path* is a sequence of nodes in which each node is adjacent to the next one

P_{i_0, i_n} of length n between nodes i_0 and i_n is an ordered collection of $n+1$ nodes and n links

$$P_n = \{i_0, i_1, i_2, \dots, i_n\} \quad P_n = \{(i_0, i_1), (i_1, i_2), (i_2, i_3), \dots, (i_{n-1}, i_n)\}$$

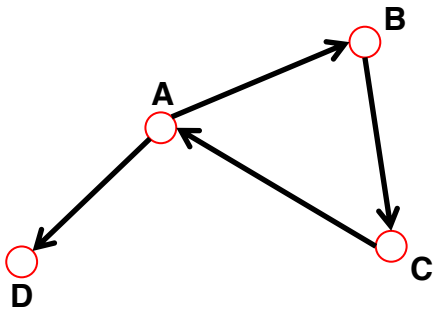


- In a directed network, the path can follow only the direction of an arrow.



The *distance (shortest path, geodesic path)* between two nodes is defined as the number of edges along the shortest path connecting them.

*If the two nodes are disconnected, the distance is infinity.



In **directed graphs** each path needs to follow the direction of the arrows.

Thus in a digraph the distance from node A to B (on an AB path) is generally different from the distance from node B to A (on a BCA path).

N_{ij} , number of paths between any two nodes i and j :

Length $n=1$: If there is a link between i and j , then $A_{ij}=1$ and $A_{ij}=0$ otherwise.

Length $n=2$: If there is a path of length two between i and j , then $A_{ik}A_{kj}=1$, and $A_{ik}A_{kj}=0$ otherwise.

The number of paths of length 2:

$$N_{ij}^{(2)} = \sum_{k=1}^N A_{ik}A_{kj} = [A^2]_{ij}$$

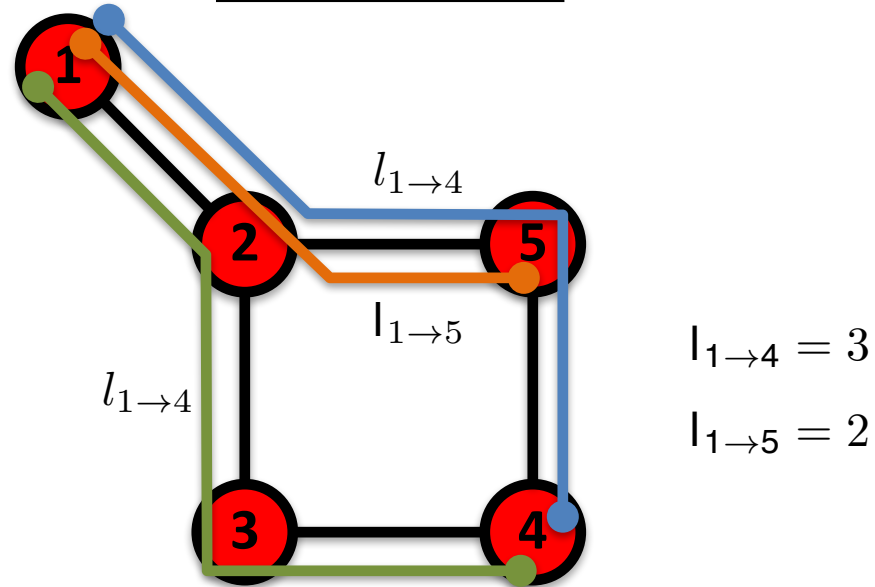
Length n : In general, if there is a path of length n between i and j , then $A_{i_1k_1} \dots A_{k_{n-1}j}=1$ and $A_{i_1k_1} \dots A_{k_{n-1}j}=0$ otherwise.

The number of paths of length n between i and j is*

$$N_{ij}^{(n)} = [A^n]_{ij}$$

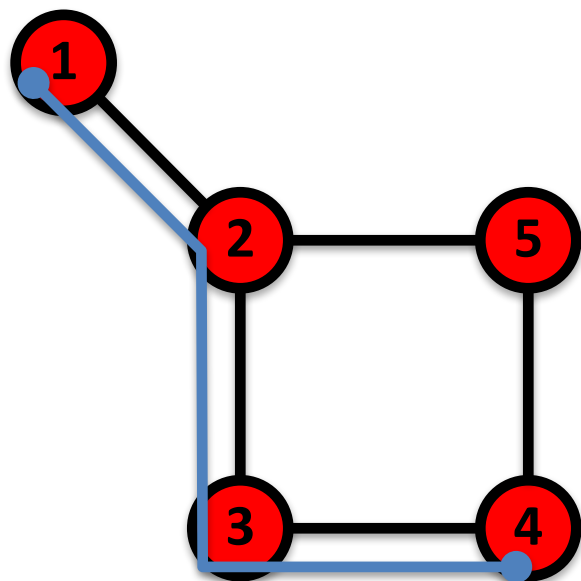
* holds for both directed and undirected networks.

Shortest Path



The path with the shortest length between two nodes (distance).

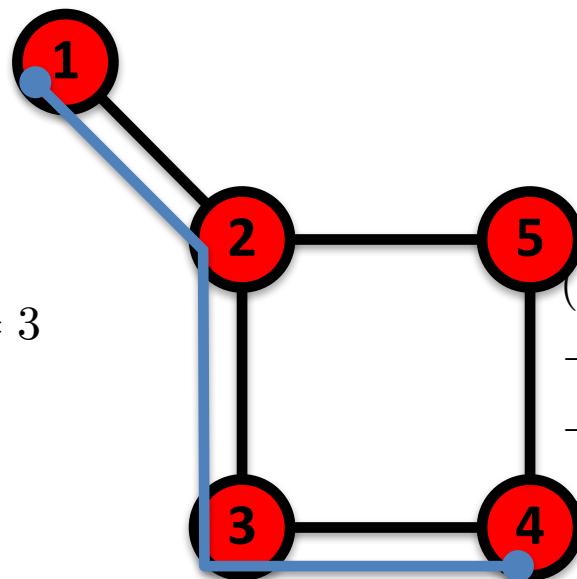
Diameter



The longest shortest path in a graph

Average Path Length

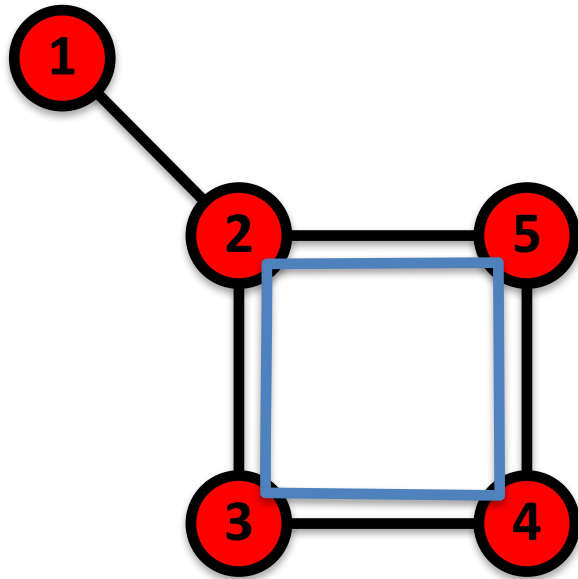
$$l_{1 \rightarrow 4} = 3$$



$$\begin{aligned} & (l_{1 \rightarrow 2} + l_{1 \rightarrow 3} + l_{1 \rightarrow 4} + \\ & + l_{1 \rightarrow 5} + l_{2 \rightarrow 3} + l_{2 \rightarrow 4} + \\ & + l_{2 \rightarrow 5} + l_{3 \rightarrow 4} + l_{3 \rightarrow 5} + \\ & + l_{4 \rightarrow 5}) / 10 = 1.6 \end{aligned}$$

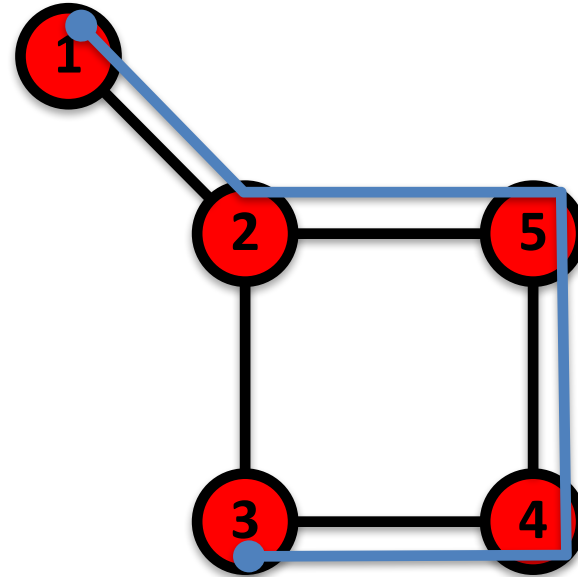
The average of the shortest paths for all pairs of nodes.

Cycle



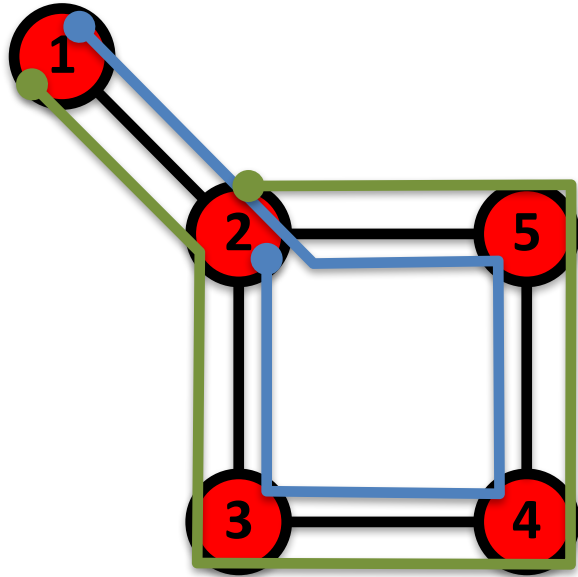
A path with the same start and end node.

Self-avoiding Path



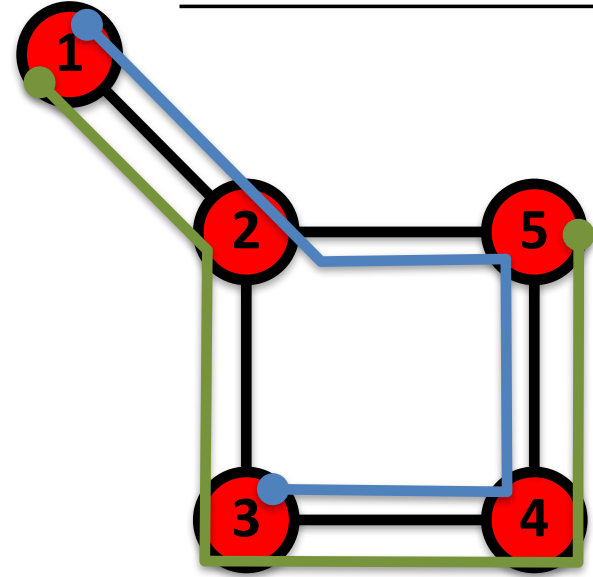
A path that does not intersect itself.

Eulerian Path



A path that traverses each link exactly once.

Hamiltonian Path

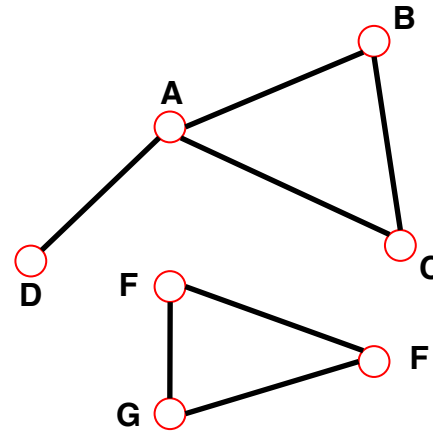
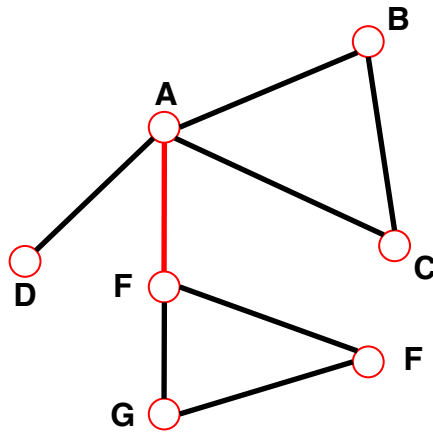


A path that visits each node exactly once.

CONNECTEDNESS

CONNECTIVITY OF UNDIRECTED GRAPHS

Connected (undirected) graph: any two vertices can be joined by a path.
A disconnected graph is made up of two or more connected components.

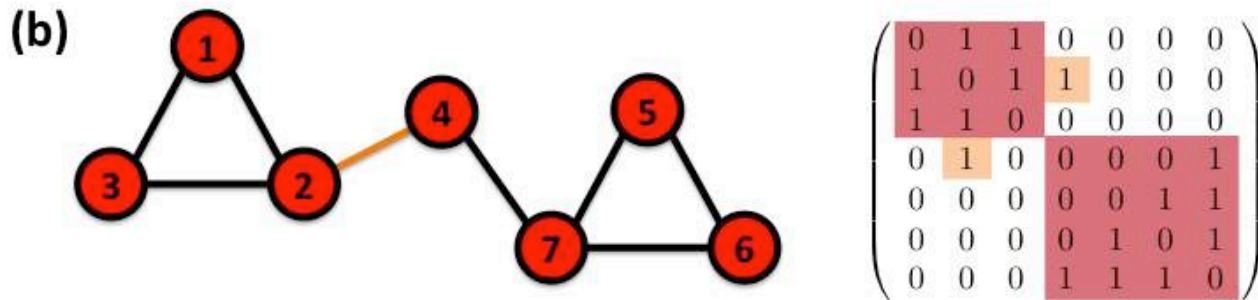
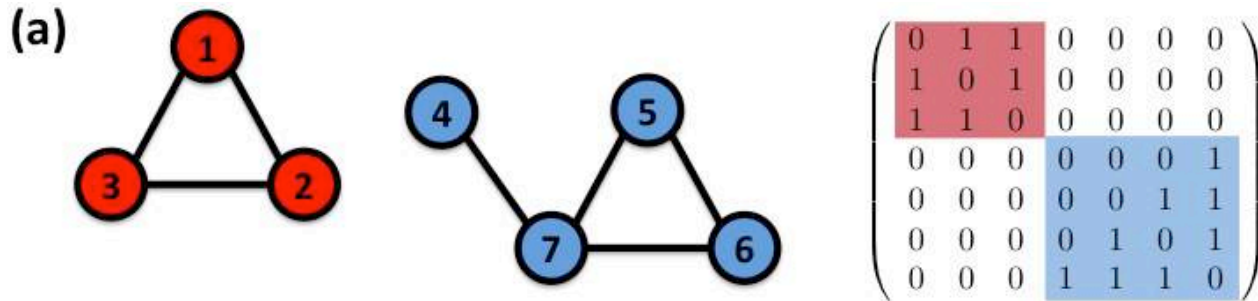


Largest Component:
Giant Component

The rest: **Isolates**

Bridge: if we erase it, the graph becomes disconnected.

The adjacency matrix of a network with several components can be written in a block-diagonal form, so that nonzero elements are confined to squares, with all other elements being zero:

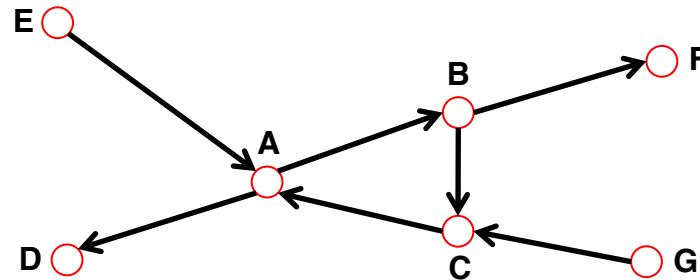
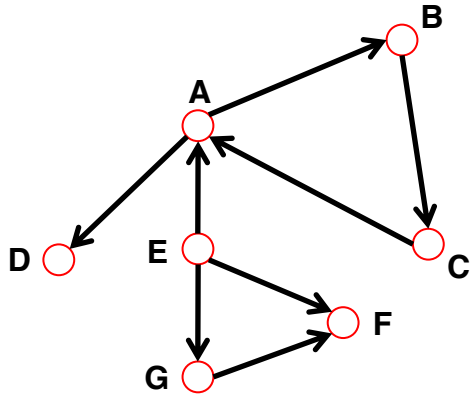


CONNECTIVITY OF DIRECTED GRAPHS

Strongly connected directed graph: has a path from each node to every other node **and vice versa** (e.g. AB path and BA path).

Weakly connected directed graph: it is connected if we disregard the edge directions.

Strongly connected components can be identified, but not every node is part of a nontrivial strongly connected component.



In-component: nodes that can reach the scc,

Out-component: nodes that can be reached from the scc.

FINDING THE CONNECTED COMPONENTS OF A NETWORK

1. Start from a randomly chosen node i and perform a BFS (BOX 2.5). Label all nodes reached this way with $n = 1$.
2. If the total number of labeled nodes equals N , then the network is connected. If the number of labeled nodes is smaller than N , the network consists of several components. To identify them, proceed to step 3.
3. Increase the label $n \rightarrow n + 1$. Choose an unmarked node j , label it with n . Use BFS to find all nodes reachable from j , label them all with n . Return to step 2.