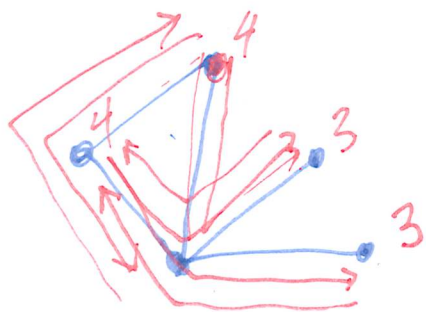


Clustering Coefficient.

$$CC = \frac{6 \cdot \# \text{triangles}}{\# \text{paths of length 2}}$$



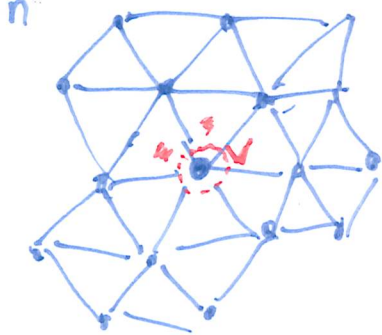
#triangles = 4.

#paths of length 2 = 14.

Triangular

Lattice

n vertices



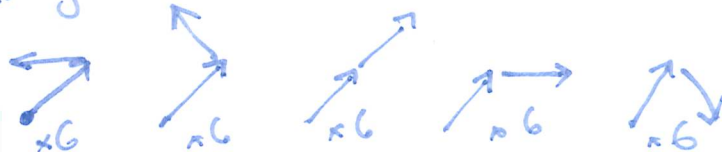
approximation - "ignore boundary"

"assume that behaviour same if we look at internal vertex"

#triangles.

$$= \frac{6n}{3} = 2n$$

#paths of length two starting at v



$$= 30$$

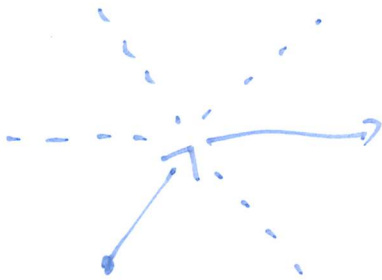
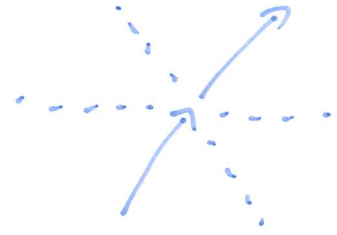
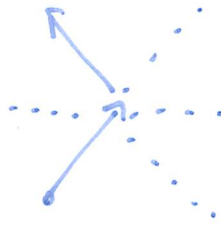
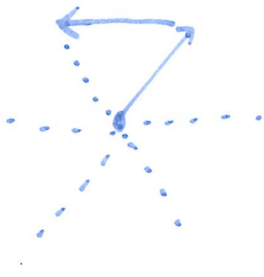
#paths of length two = $30n$

$$CC = \frac{12n}{30n} = 0.4.$$

#triangles

6 triangles incident with each vertex.

Overcount by factor of 3
Because each Δ counted 3 times.

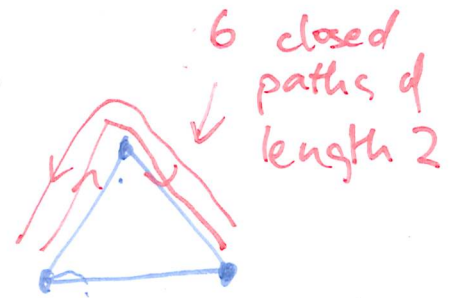


2/5 cases
0.4

also an edge.

$$CC = \frac{\# \text{ two paths (which are closed)}}{\# \text{ two paths}}$$

$$= \frac{6 \cdot \# \text{ triangles}}{\# \text{ two paths}}$$



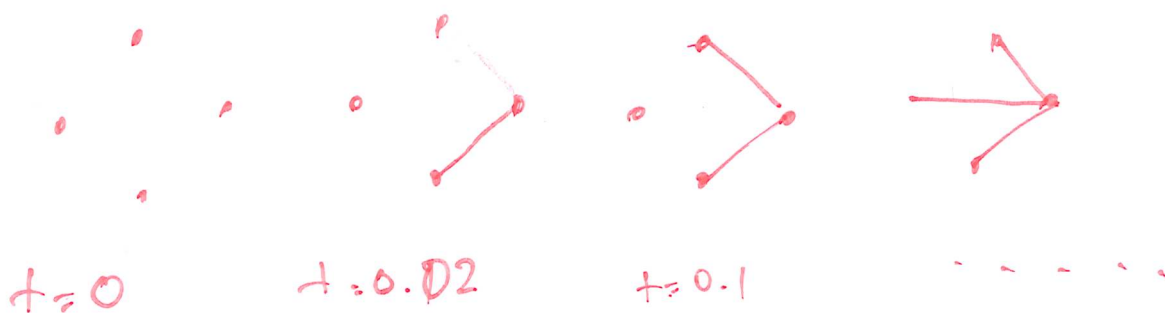
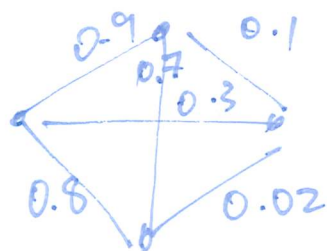
Random Graph Process

n vertices

on each edge place $\cdot \text{rand}()$

\cdot uniformly chosen real
in $[0, 1]$.

\cdot "time" at which
edge appears.



stop at time t :

\cdot each edge has probability t of being
present. $\xrightarrow{t \in [0, 1]}$

Erdős - Renyi

- n vertices
- each pair joined indep. with probability p .



Degree.

expected degree

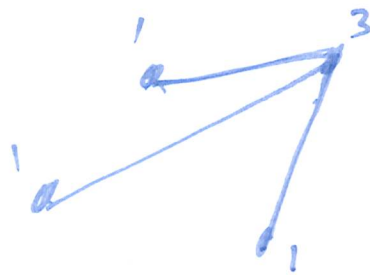
$$c = (n-1)p$$

Clustering Coefficient = $\frac{\# \text{triangles}}{\# \text{two paths}} = \frac{n^3 p^3}{n^3 p^2} \sim p.$

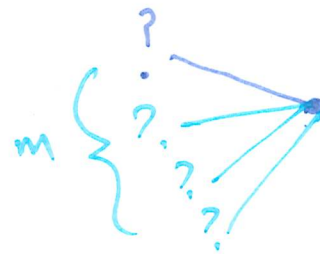
Preferential attachment m edge model

time step i :

add vertex
and edge



present graph



prob joins vertex i

$$= \frac{d_i}{\sum_i d_i}$$

Pro: "realistic", power-law degree distribution
• analysis not too bad.