Topological parameters for hypernetworks

Rui Vilela Mendes\*

\*Technical University, Lisbon

### Def.:

Hypernetwork = Complex system with interactions represented by an Hypergraph

### Index

- Graphs, digraphs, competition networks and hypergraphs
- Degree, centrality, k-connection, path-length, clustering, etc.
- Homological notions
- Homology group calculations in hypergraphs
- Conclusions and questions

# Graphs, digraphs, competition networks and hypergraphs

- Graph = (V,E) = (Vertices, Edges)
- Digraph = a directed graph
- Graphs and digraphs represent binary relations between objects
- In Nature n-ary (n>2) relations are common and binary relations cannot adequately represent the interactions
- Example: 3 binary relations versus a conference call

# Graphs, digraphs, competition networks and hypergraphs

- (Jeffrey Johnson, 2006)
- (mother,daughter)+(daughter,father)
   +(mother,father)
- Very different from (mother, daughter, father)





 A food web is a digraph. The example: a food web of the Malaysian rain forest



- 1. Canopy leaves, fruits, flowers
- 2. Canopy animals birds, fruit-bats ...
- 3. Upper air animals birds, bats (insectivorous)
- 4. Insects
- 5. Large ground animals mammals, birds
- 6. Trunk, fruit, flowers
- 7. Middle zone animals mammals in canopy and ground
- 8. Middle zone flying birds, insectivorous bats
- 9. Ground roots, fallen fruit, leaves, trunks
- 10. Small ground animals
- 🌒 11. Fungi



#### **Competition networks as hypergraphs**



#### **Competition networks as hypergraphs**

- Hypergraphs may contain more information than competition networks
- D2 = D1 + (2,6) + (8,6) + (4,11)
- The same competition network, but



### Hypergraphs



- {E<sub>i</sub>} = hyper-edges
- Edges as simplexes





	<i>x</i> 1	<i>x</i> <sub>2</sub>	Х3	X4	X5	X6	X7
$E_I$	1		1	1			
$E_2$	1			1			
$E_3$		1	1			1	
$E_4$			1	1		1	1
$E_5$				1	1		1
$E_6$	1						



212912000

	eı	$e_2$	e3	е4	e5	е6
$X_I$	1	1				1
$X_2$			1			
X3	1		1	1		
X4	1	1		1	1	
X5					1	
X <sub>6</sub>			1	1		
X7				1	1	

# The food web hypergraph as a simplicial complex



### Some results on graphs and hypergraphs

- For any graph G with n edges, G U I<sub>n</sub> is a competition graph (I<sub>n</sub> = n new vertices)
- Competition number k(G) = minimum k such that GUI<sub>k</sub> is a competition graph
- Every graph is the intersection graph of boxes in some n-dimensional Euclidean space
- Boxicity = minimum n
- What competition graphs are interval graphs?
- Competition graphs of a digraph of a doubly partial order are interval graphs
- An interval graph together with sufficiently many isolated vertices is the competition graph of a doubly partial order

### Food web of a plankton community (Nature 451 (2008) 822-825)



- Degree (D) of a vertex = no. of hyper-edges it belongs to
- Adjacency matrix (A(H)) (a<sub>ij</sub> = no. of hyperedges that contain both vertices i and j)
- $A(H) = E E^T D$  (E = incidence matrix)
- Associated graph of H = graph with multiple links and the same A
- Walks (v<sub>1</sub>, v<sub>2</sub>,..., v<sub>n</sub>), paths and cycles
- The no. of walks of length k is the (i,j) entry of A<sup>k</sup>
- Centrality of a vertex i,  $C(i) = \sum_{k} (A_{ii}^{k})/k! (\leq e^{\lambda})$
- Centrality of the hypergraph  $C(H) = (\Sigma_i C(i))/N$

Transitivity: In graphs  $C(G) = \frac{6 \times number of triangles}{number of 2 - paths}$ In hypergraphs  $C(G) = \frac{6 \times number of hypertriangles}{number of 2 - paths}$ • Hypertriangle =  $(v_i, E_p, v_j, E_q, v_k, E_r, v_j)$  $\diamond$  2-path = ( $v_i$ ,  $E_p$ ,  $v_i$ ,  $E_q$ ,  $v_k$ )

### Competition network versus hypergraph for a marine food web



# Competition network versus hypergraph for a marine food web



2

Competition network versus hypergraph for a marine food web

### Interpretation:

 In the competition network there are 10 species (anchovy, mackerel, sharks, birds, ...) with degree 22, meaning that they compete for prey with 22 other species.

 However this does not tells us in how many competition groups each species participates. It becomes clearer in the hypergraph parameters.

 Sharks in 18, birds in 16, whereas mackerel only in 4

- Two hyper-edges are k-connected if they share k vertices
- Construct a graph (hyper-edge graph) where the nodes are the hyper-edges and the links  $L_{ii}$  are weighed by the kconnections
- The weighed path length
- Continuous clustering in the hyper-edge graph  $=\frac{1}{N(N-1)(N-2)}_{i=1}$

 $\sum L_{ii}L_{ik}$ 

Many other parameters:

 Metric Radius, diameter, eccentricity, unipolarity, centralization, dispersion, compactness
 Topological Wiener index, polarity, adjacency
 Informational Informational Wiener, autometricity

 Homology approach:
 1. Consider a (simple) hypergraph as the triangulation of an underlying manifold

2. Use the tools of algebraic topology to characterize the structure of the hypergraph





- n-dimensional oriented simplicial complex K = set of oriented simplexes up to dim. n
   σ<sup>p</sup>=[v<sub>1</sub>, ..., v<sub>1p</sub>] (-1)<sup>P</sup>σ<sup>p</sup>=[P(v<sub>1</sub>, ..., v<sub>p</sub>)]
- C<sub>p</sub>(K) = p-chain of K = Free abelian group generated by the oriented p-simplexes of K

 $c_p = \sum_i f_i \sigma_i^p f_i$  in **Z** 

Boundary operator  $\partial_p : C_p(K) \to C_{p-1}(K)$ 

$$\partial \left[ v_0, \cdots, v_p \right] = \sum_{j=0}^p (-1)^j \left[ v_0, \cdots, v_j, \cdots, v_p \right]$$

$$\bullet \quad \partial \partial = 0$$

- p-cycle group  $z_p \in Z_p(K): \partial z_p = 0$
- p-boundary group

$$b_{p} \in B_{p}(K): \quad \exists c_{p+1} \in C_{p+1}(K) \quad b_{p} = \partial c_{p+1}$$

$$p-homology group$$

$$H_{p}(K) = \frac{Z_{p}(K)}{B_{p}(K)}$$

- H<sub>p</sub>(K) is sensitive to the number of (p+1)-dimensional holes in the manifold
- holes in the manifold If K is contractible  $H_p(K) = \begin{cases} \{0\} & p \neq 0 \\ Z & p = 0 \end{cases}$  $H_p(K) = G_p \oplus T_p$
- $H_p(K) = G_p \oplus T_p$  [Z p = 0  $G_p = Z + Z + ....$  (free finitely generated Abelian group) The rank of  $G_p$  is the number of p+1 dimensional holes  $T_p = Z_{i1} + Z_{i2} + ....$  (the torsion group)

- A simple example: Three binary interactions versus a conference call
- {1,2,3}+ {1,2} + {2,3} + {3,1}+{1} + {2} + {3}  $Z_0 = Z^3$   $\partial (a{1,2}+b{2,3}+c{3,1})=(c-a){1}+(a-b){2}+(b-c){3}$  $B_0 = Z^2 \rightarrow H_0 = Z$
- $\partial (a\{1,2\}+b\{2,3\}+c\{3,1\})=0 \rightarrow a=b=c \rightarrow Z_1=Z$  $\partial \{1,2,3\}=\{2,3\}-\{1,3\}+\{1,2\} \rightarrow B_1=Z$  $H_1=\{0\}$

■ 
$$Z_2 = \{0\}$$
,  $B_2 = \{0\}$  →  $H_2 = \{0\}$ 

■ {1,2} + {2,3} + {3,1}+{1} + {2} + {3}  

$$Z_0 = Z^3$$
  
 $\partial (a{1,2}+b {2,3}+c {3,1})=(c-a){1}+(a-b){2} +(b-c){3}$   
 $B_0 = Z^2 \rightarrow H_0 = Z$   
■  $\partial (a{1,2}+b {2,3}+c {3,1})=0 \rightarrow a=b=c \rightarrow Z_1 = Z$   
 $B_1 = {0} \qquad H_1 = Z$   
=  $Z_2 = {0}, B_2 = {0} \rightarrow H_2 = {0}$ 

- Direct manual calculation of the homology groups is a hard job. Fortunately:
- PLEX (Calculations of Betti numbers) http://comptop.stanford.edu/programs/
- CHomP (Calculation of Betti numbers, homology groups and generators) http://chomp.rutgers.edu/

### GAP

http://www.linalg.org/gap.html



The plankton food web
 {2,3,4,8,10,12}
 {5,6,7,9,12}
 {2,3,4,12}
 {9,10,11}
 {3,4,12}
 {1}



- H<sub>0</sub> = Z<sup>2</sup> Generators = {1}, {9}
- H<sub>1</sub> = Z Generator = {6,5}+{5,9}+{9,10}+{10,12}+{12,6}
   H<sub>p</sub> = 0 p ≥ 2

### Also directed hypergraphs



A one-to-one correspondence between hypergraphs and (-1,0,1) matrices

# Some real world applications of hypernetworks

#### Food webs

- Collaboration networks (Estrada, Velazquez, arXiv:physics/0505137) different ranking for authors in networks and hypernetworks
- Linguistics (Zhang, Park, Proc. W. Acad. Sci. Eng. Tech. 27 (2008) 134)

 Economics: breeding environment, virtual entreprises (Volpentesta, Eur. J. Op. Res. 188 (2008) 390)

# Some real world applications of hypernetworks

 Proteomics (Ramadan, Tarafdar, Pothen, Proc. IEEE Workshop High Perfor. Comp. Bio. 2004)
 Chemistry of molecules with polycentric bonds

Chemistry of molecules with polycentric bonds (Konstantinova, Skorobogatov, Discr. Math. 235 (2001) 365)



## Conclusion

Forget about graphs and networks

Hypergraphs and hypernetworks is the name of the game



## http://label2.ist.utl.pt/vilela/

