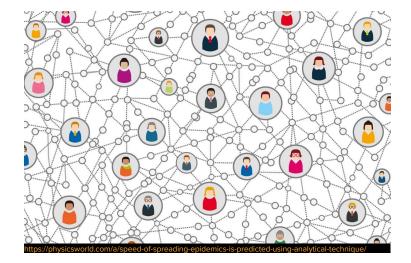
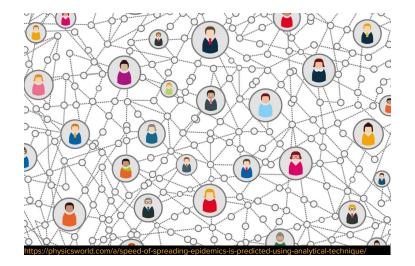
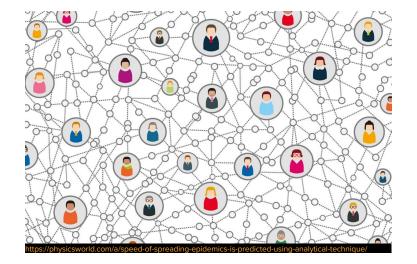
Stopping Disease Spreading with Non-Backtracking Eigenvalues

Leo Torres PhD candidate Network Science Institute, Northeastern University



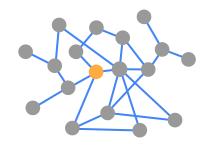


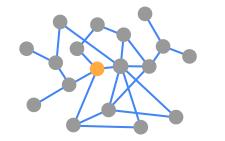
How to stop the **spread** of **disease**?

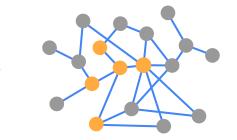


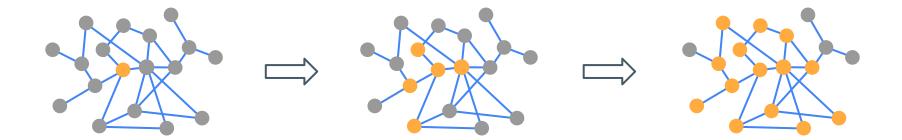
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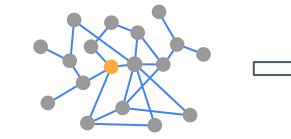
Consider a graph **G**, where each node is a person and each link is a connection along which disease may spread. How to **modify the graph** in order to **stop the spread?**

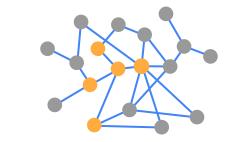


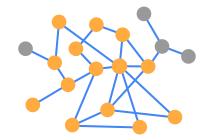


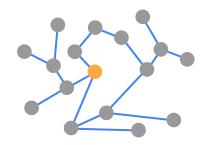


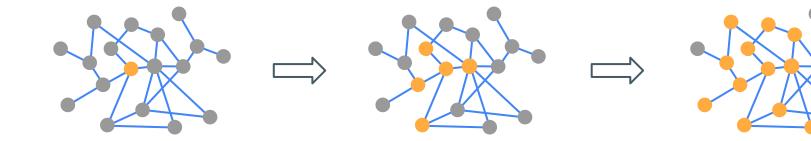


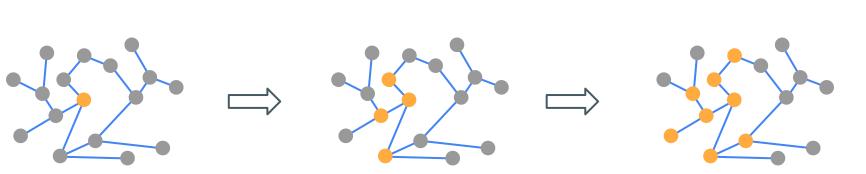


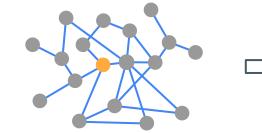


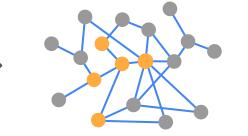


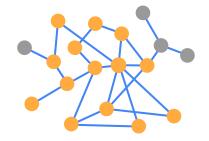






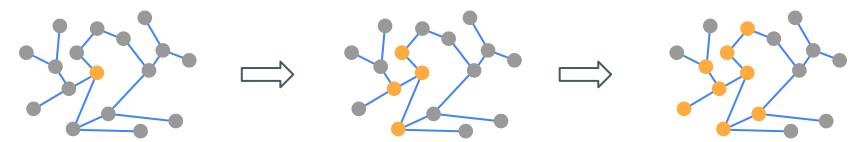


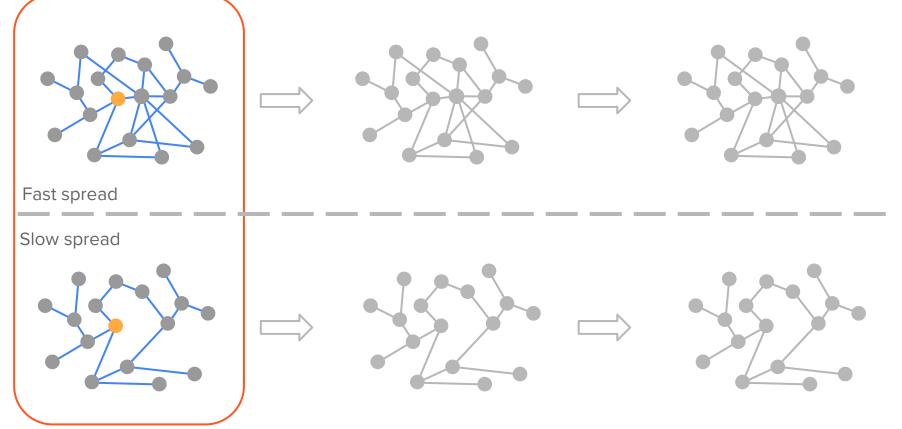


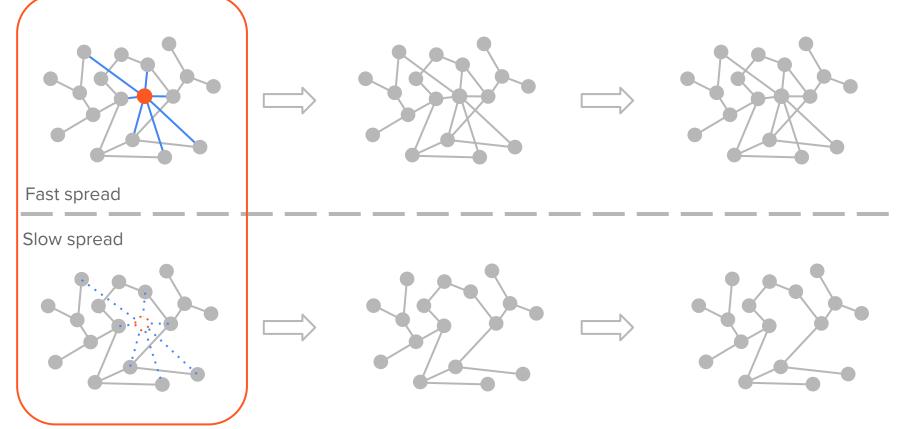


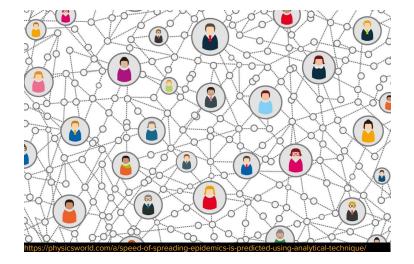
Fast spread

Slow spread

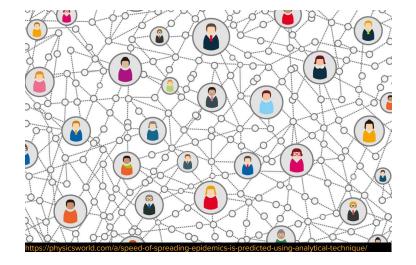








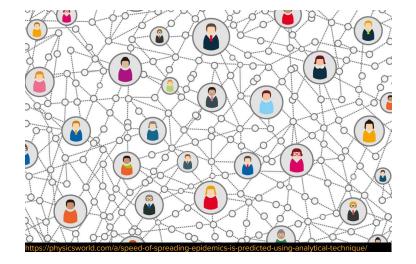
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 \int

Which nodes should we remove in order to slow the spread?



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"node immunization"

Given a graph **G**,

1. Rank the nodes

- 2. Pick the first one
- 3. Remove it (immunize it)
- 4. Repeat

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Different ways of **ranking the nodes**:

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Different ways of **ranking the nodes**:

- Degree (number of edges)
- PageRank
- Eigenvector centrality
- Coreness (k-core index)
- Collective Influence [1]
- NetShield [2]

[1] Morone, F, et al. "Collective influence algorithm to find influencers via optimal percolation in massively large social media." Scientific Reports 6 (2016): 30062.[2] Chen, C, et al. "Node immunization on large graphs: Theory and algorithms." TKDE 28.1 (2015): 113-126.

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Different ways of ranking the nodes:

- Degree (number of edges)
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- Eigenvector centrality
- Coreness (k-core index)
- Collective Influence [1]
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- This talk

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Road Map

1.

3.

- Disease spreads over networks
- 2. X The network's structure determines the spread
 - Change the structure by removing (immunizing) nodes
- 4. Many different ways of doing it
- 5. Node immunization with non-backtracking eigenvalues
- 6. R_0 and the epidemic threshold
- 7. Non-backtracking matrix
- 8. Eigenvalue perturbation
- 9. Experiments

Epidemic Threshold

"This [...] allows to define the concept of **epidemic threshold:** only if $R_0 > 1$ (i.e. if a single infected individual generates on average more than one secondary infection), an infective agent can cause an outbreak of [substantial] size [...]. If $R_0 < 1$ (i.e. if a single infected individual generates less than one secondary infection), the relative size of the epidemic is negligibly small, [...]."

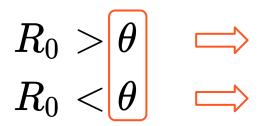
Pastor-Satorras, Romualdo, et al. "Epidemic processes in complex networks." Reviews of modern physics 87.3 (2015): 925.



These are the classical definitions, valid for a setting where anyone can contact anyone else.

Epidemic Threshold on Networks

In the case of networks, the *epidemic threshold* depends on the network structure.

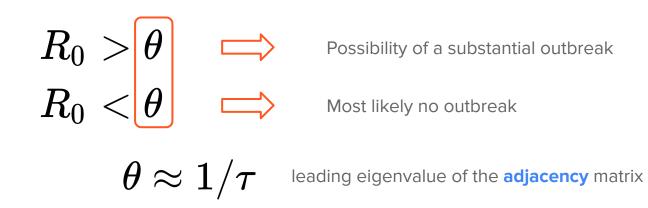


Possibility of a substantial outbreak

Most likely no outbreak

Epidemic Threshold on Networks

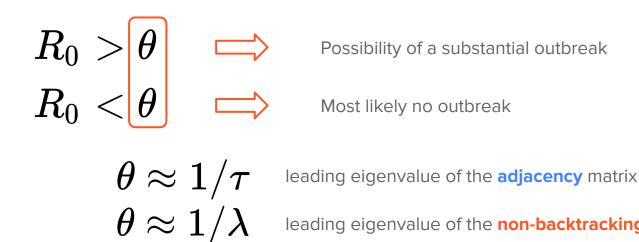
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Chakrabarti, Deepayan, et al. "Epidemic thresholds in real networks." ACM Transactions on Information and System Security (TISSEC) 10.4 (2008): 1-26.

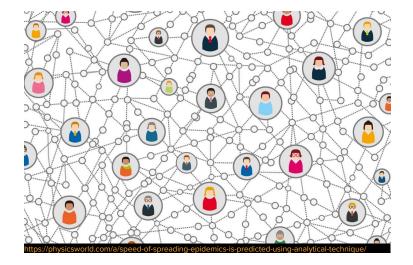
Epidemic Threshold on Networks

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leading eigenvalue of the non-backtracking matrix

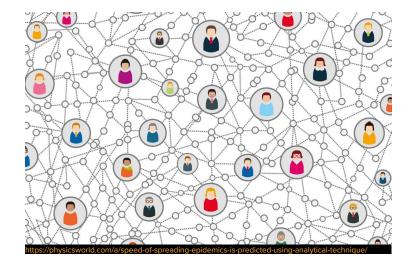
Karrer, Brian, Mark EJ Newman, and Lenka Zdeborová. "Percolation on sparse networks." Physical review letters 113.20 (2014): 208702.



Which nodes should we remove in order to slow the spread?



Which nodes should we remove in order to increase the epidemic threshold?

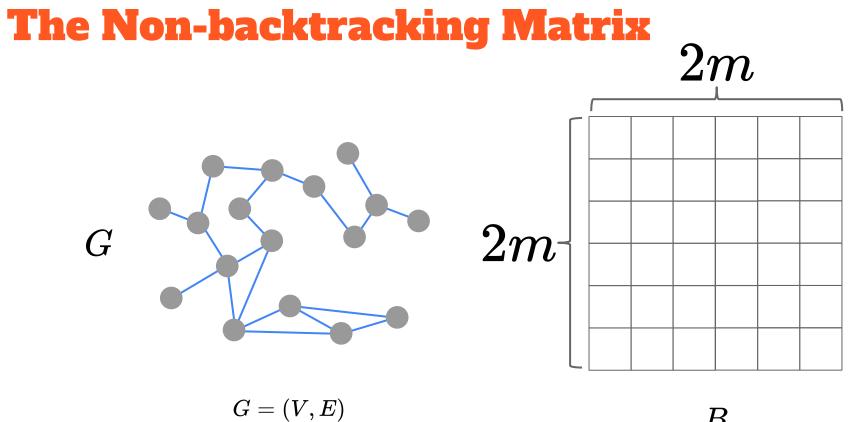


Which nodes should we remove in order to slow the spread?



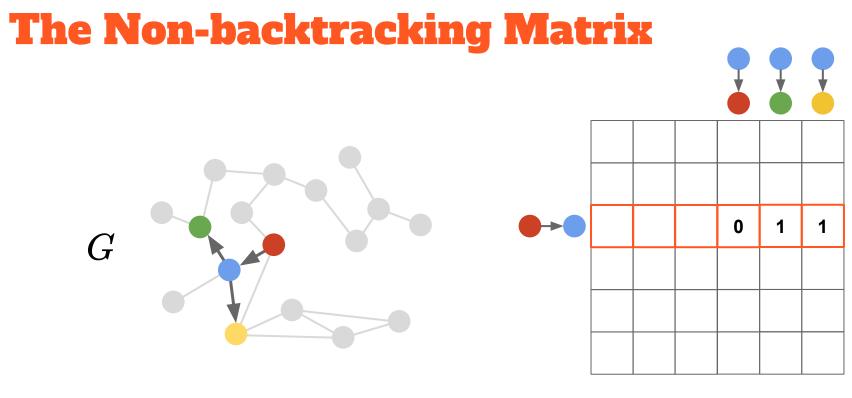
Which nodes should we remove in order to increase the epidemic threshold?

Which nodes should we remove in order to decrease the leading eigenvalue?



|E| = m

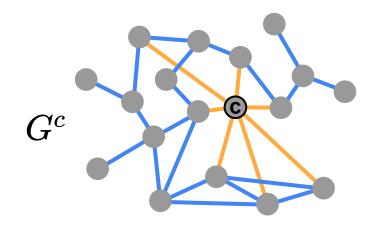
B

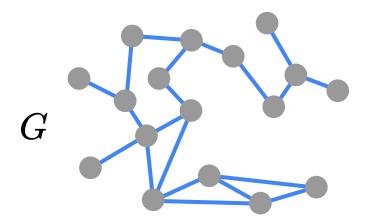


G = (V, E)|E| = m

B

Some notation

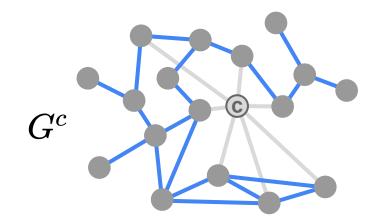


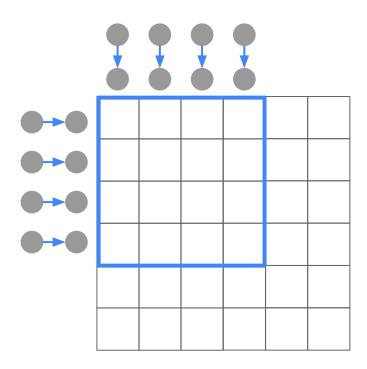


 B^c,λ_1^c

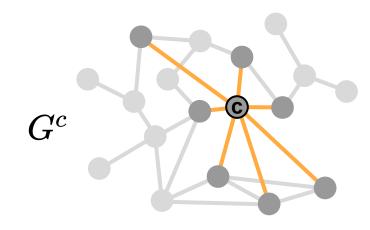
 B,λ_1

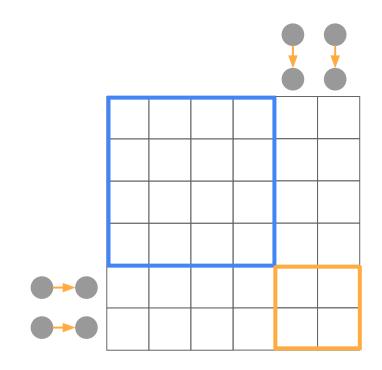
Block Matrix



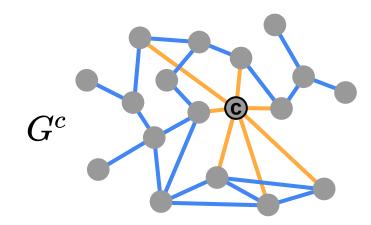


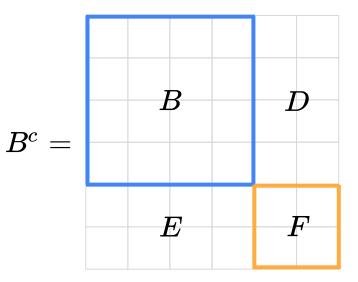
Block Matrix



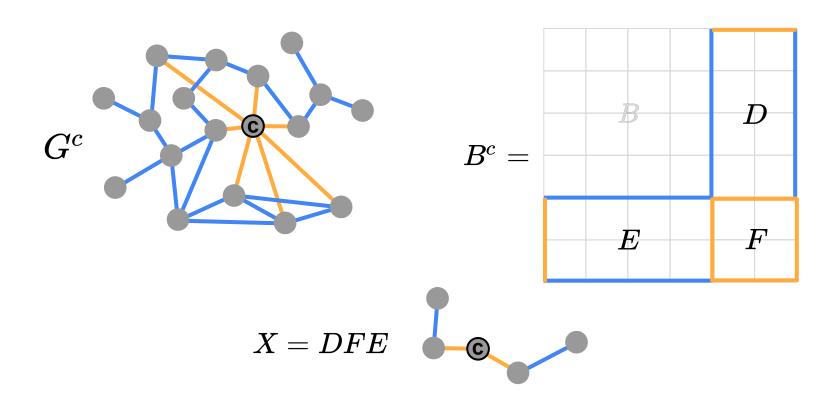


Block Matrix

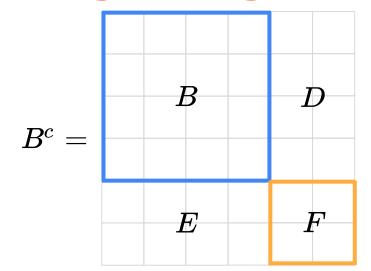




The X Matrix



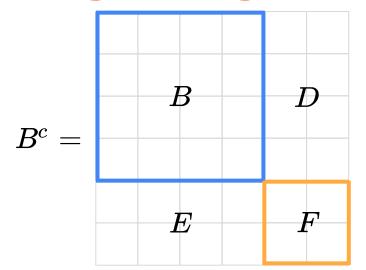
Solving for eigenvalues



Solve:

$$\det\left(B^{c}-tI
ight)=0$$

Solving for eigenvalues

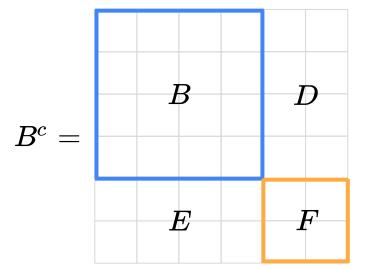


Solve:

$$\det\left(B^{c}-tI
ight)=0$$

$$\det \left(B^c - tI\right) = t^{2d} \det \left(B - tI\right) \det \left(I + \frac{YX}{t^2}\right) \qquad Y = (B - tI)^{-1}$$

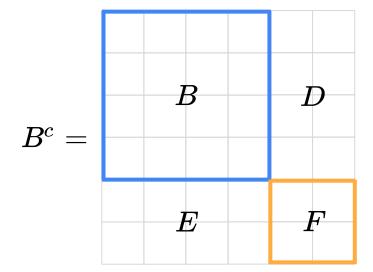
First Approximation



Solve:

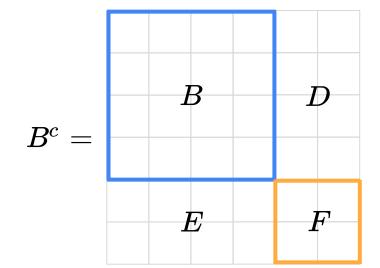
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Solve: $\det\left(I+rac{YX}{t^2}
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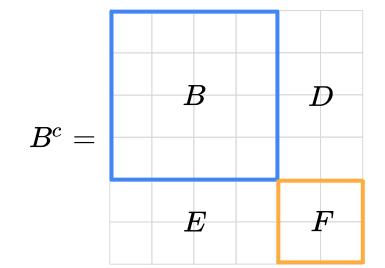
 $egin{aligned} X &= DFE \ Y &= \left(B - tI
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Solve: $\det\left(I+\frac{YX}{t^2}\right)=0$

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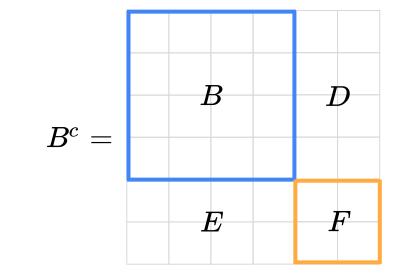
 $\det\left(I+rac{YX}{t^2}
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 $\det\left(I + \frac{YX}{t^2}\right) = 1 + \frac{1}{t^2} Tr(YX) + \dots$

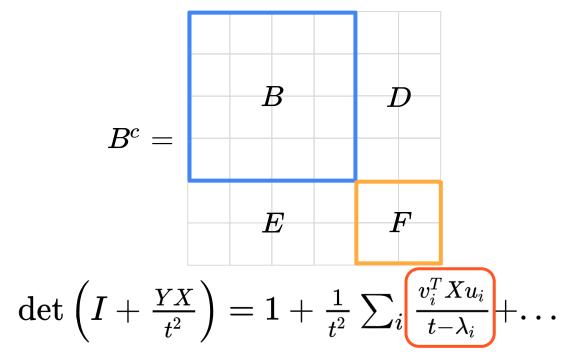


Solve: $\det\left(I+rac{YX}{t^2}
ight)=0$

 $egin{aligned} X &= DFE \ Y &= \left(B - tI
ight)^{-1} \end{aligned}$

 $\det\left(I+rac{YX}{t^2}
ight)=1+rac{1}{t^2}\sum_irac{v_i^TXu_i}{t-\lambda_i}+\dots$

Second Approximation

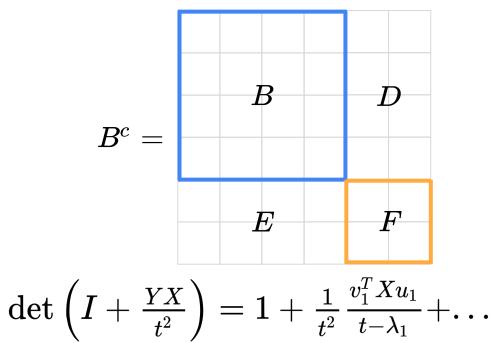


Solve:

$$\det\left(I+rac{YX}{t^2}
ight)=0$$

 $egin{aligned} X &= DFE \ Y &= \left(B - tI
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Solving for eigenvalues

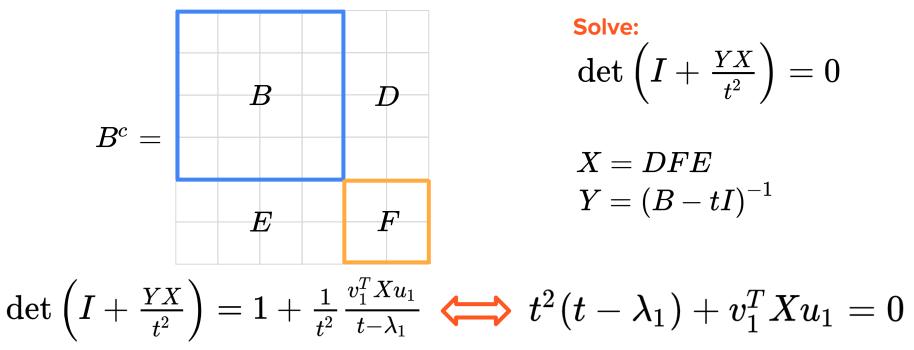


Solve:

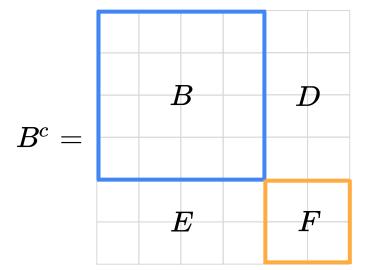
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Solving for eigenvalues

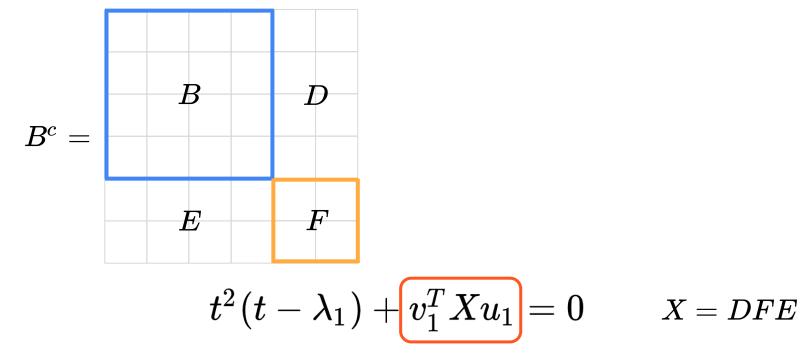


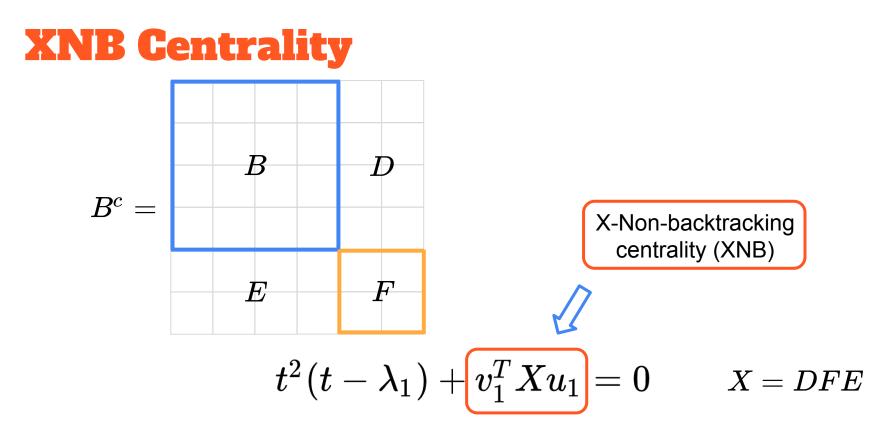
Third Approximation



$$t^2(t-\lambda_1)+v_1^TXu_1=0 \qquad X=DFE$$

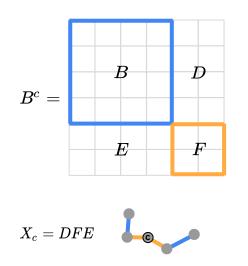
Third Approximation





XNB for different target nodes

1. Choose a target node ${\boldsymbol{\mathsf{c}}}$



XNB for different target nodes

1. Choose a target node ${f c}$

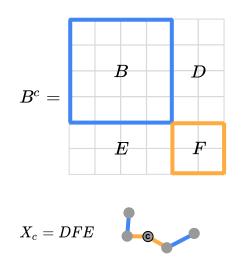
2. Compute $u_p v_p$ and XNB

 $B^{c} = \begin{bmatrix} B & D \\ B & D \\ E & F \end{bmatrix}$ $X_{c} = DFE$

 $XNB(c) = v_1^T X_c u_1$

XNB for different target nodes

1. Choose a target node ${\bf c}$



2. Compute u_{i}, v_{i} , and XNB

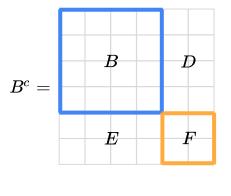
3. Alternative way

 $\mathbf{2}$

$$XNB(c) = v_1^T X_c u_1 \qquad \qquad XNB(c) = \left(\sum_i a_{ci} v_1^i
ight)^2 - \sum_i a_{ci} \left(v_1^i
ight)^2$$

Xdeg for different target nodes

1. Choose a target node ${\bf c}$



$$X_c = DFE$$

2. Compute $u_{\eta}v_{\eta}$ and XNB

$$XNB(c) = v_1^T X_c u_1$$

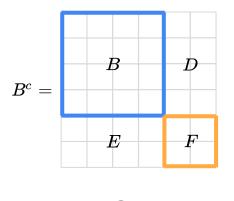
3. Alternative way

$$XNB(c) = \left(\sum_i a_{ci} v_1^i
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$$Xdeg(c) = 1^T X_c 1$$

Xdeg for different target nodes

1. Choose a target node ${\boldsymbol{\mathsf{c}}}$



$$X_c = DFE$$

2. Compute $u_p v_p$ and XNB

 $XNB(c) = v_1^T X_c u_1$

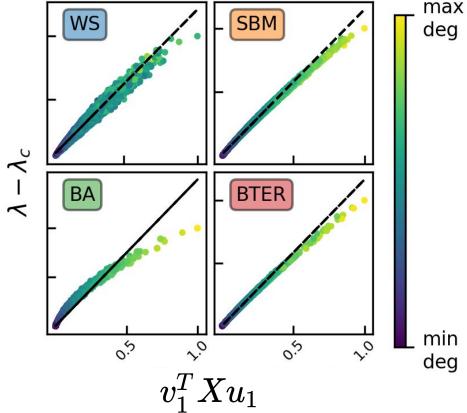
X deg(c)

3. Alternative way

$$XNB(c) = ig(\sum_i a_{ci} v_1^iig)^2 - \sum_i a_{ci} ig(v_1^iig)^2
onumber v_1^i$$
 is the NB-centrality

$$egin{aligned} &=1^T X_c 1 & Xdeg(c) = ig(\sum_i a_{ci} \overline{d'_i}ig)^2 - \sum_i a_{ci} ig(d'_iig)^2 \ &d'_i = deg(i) - 1 \end{aligned}$$

XNB and the true change in eigenvalue



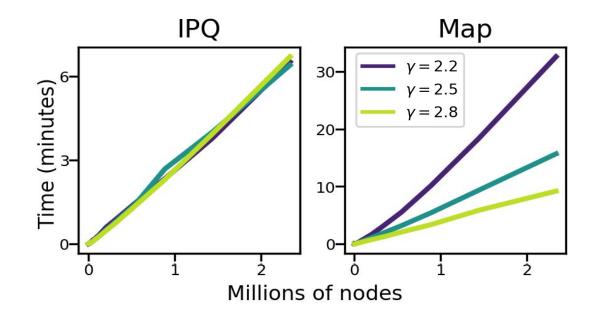
The **XNB** centrality is highly correlated to the change in the leading eigenvalue, and therefore to the change in the epidemic threshold. Ranking nodes by their XNB values is sure to produce an effective node immunization strategy.

Algorithm: Immunization with XNB

Input: graph *G*, integer *p* **Output:** removed, an ordered list of nodes removed $\leftarrow \emptyset$ **XNB** [i] \leftarrow XCent (G, i) for each node i **while** length(removed) < *p* **do** node $\leftarrow \max_i \text{XNB}[i]$ foreach i in G.neighbors[node] do G.neighbors[i].remove(node) foreach i in G.neighbors[node] do foreach j in G.neighbors[i] do **XNB** $[j] \leftarrow XCent(G, i)$ $G.neighbors[node] \leftarrow \emptyset$ removed.append(node) return removed

This algorithm can be implemented using one of two data structures: an indexed priority queue (IPQ), or a hash table (a.k.a. dictionary, Map). Each version is more efficient on different types of networks.

Algorithm: Scalability



Immunization on graphs with heterogeneous degree distribution (e.g. a few large hubs). Smaller γ means larger hubs. Real graphs typically have $2 < \gamma < 3$.

Algorithm: Baselines

C.	degree	NS	CI	Xdeg	NB	XNB
${f BA}\ {f 2\%}\ {f 3\%}$	$62.76 \\ 68.84 \\ 72.42$	61.44 66.94 70.09	62.88 68.97 72.56	$62.90 \\ 68.99 \\ 72.57$	$\begin{array}{c} 62.92 \\ 69.01 \\ 72.59 \end{array}$	$62.91 \\ 69.01 \\ 72.59$
$\begin{array}{c} 1\%\\ \text{BTER} \ 2\%\\ 3\%\end{array}$	$6.28 \\ 10.60 \\ 14.31$	$6.40 \\ 10.72 \\ 14.40$	$6.41 \\ 10.80 \\ 14.55$	$\begin{array}{c} 6.45 \\ 10.85 \\ 14.61 \end{array}$	$6.46 \\ 10.86 \\ 14.63$	$6.46 \\ 10.86 \\ 14.63$
${{\rm SBM}}\ {{\rm 2\%}}\ {{\rm 3\%}}$	$3.31 \\ 6.00 \\ 8.52$	$3.41 \\ 6.16 \\ 8.66$	$3.40 \\ 6.19 \\ 8.76$	$3.43 \\ 6.23 \\ 8.80$	$3.44 \\ 6.25 \\ 8.82$	$3.44 \\ 6.25 \\ 8.82$
${f WS}{{2\%}\over{3\%}}$	$ 1.41 \\ 2.52 \\ 3.66 $	$1.17 \\ 2.09 \\ 2.94$	$1.50 \\ 2.97 \\ 4.41$	$1.52 \\ 2.98 \\ 4.41$	$1.63 \\ 3.11 \\ 4.57$	$1.63 \\ 3.11 \\ 4.58$

Table 1: Average percentage eigen-drop (larger is better) on synthetic graphs after removing 1%, 2%, and 3% of the nodes using different strategies.

	p = 1			p = 10			p = 100		
	degree	CI	Xdeg	degree	CI	Xdeg	degree	CI	Xdeg
AS-1	0.74	0.74	2.35	6.70	13.51	15.43	71.65	78.26	75.92
AS-2	2.02	2.02	4.00	17.09	22.36	28.17	87.60	89.61	87.02
Social-Slashdot	0.95	1.02	1.02	4.63	6.06	6.94	23.65	28.11	30.30
Social-Twitter	2.18	2.18	1.98	13.21	13.97	13.68	41.10	42.88	43.39
Transport-California	0.00	0.00	0.65	2.65	0.65	2.65	5.09	5.09	7.80
Transport-Sydney	0.00	0.00	0.00	0.00	0.00	6.50	0.00	7.37	9.49
Web-NotreDame	9.34	9.34	9.34	12.10	13.79	13.79	14.37	14.37	19.22

Table 2: Average percentage eigen-drop on real networks (larger is better) when removing p = 1, 10, or 100 nodes. Xdeg is effective and has log-linear time in the number of nodes. Details about the sizes of these datasets are in Table 3 of the appendix.

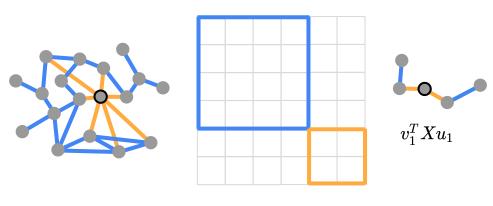
	p = 1			p = 10			p = 100		
	degree	CI	Xdeg	degree	CI	Xdeg	degree	CI	Xdeg
AS-1	0.74	0.74	2.35	6.70	13.51	15.43	71.65	78.26	75.92
AS-2	2.02	2.02	4.00	17.09	22.36	28.17	87.60	89.61	87.02
Social-Slashdot	0.95	1.02	1.02	4.63	6.06	6.94	23.65	28.11	30.30
Social-Twitter	2.18	2.18	1.98	13.21	13.97	13.68	41.10	42.88	43.39
Transport-California	0.00	0.00	0.65	2.65	0.65	2.65	5.09	5.09	7.80
Transport-Sydney	0.00	0.00	0.00	0.00	0.00	6.50	0.00	7.37	9.49
Web-NotreDame	9.34	9.34	9.34	12.10	13.79	13.79	14.37	14.37	19.22

Table 2: Average percentage eigen-drop on real networks (larger is better) when removing p = 1, 10, or 100 nodes. Xdeg is effective and has log-linear time in the number of nodes. Details about the sizes of these datasets are in Table 3 of the appendix.

	p = 1			p = 10			p = 100		
	degree	CI	Xdeg	degree	CI	Xdeg	degree	CI	Xdeg
AS-1	0.74	0.74	2.35	6.70	13.51	15.43	71.65	78.26	75.92
AS-2	2.02	2.02	4.00	17.09	22.36	28.17	87.60	89.61	87.02
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- 1. Diseases spread on networks!
- 2. Node immunization: remove node to slow the spread
- 3. Epidemic threshold *∽* leading non-backtracking eigenvalue
- 4. **XNB** is a great way to rank nodes for immunization

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https://arxiv.org/abs/2002.12309