

# Kronecker Graph Model

# Motivation

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- How do we model real networks?
- Real networks exhibit surprising properties:
  - Heavy tails for in and out degree distributions
  - Small Diameters
  - Densification and shrinking diameter over time

# Main Idea

- Generate self-similar graphs recursively
- Begin with an *initiator* graph  $K_1$  with  $N_1$  vertices and  $E_1$  edges
- Recursively generate successively larger self-similar graphs  $K_2, K_3, \dots$  such that the  $k^{\text{th}}$  graph  $K_k$  has  $N_k = N_1^k$  vertices
- To do this we can use the Kronecker Product of two matrices

# Kronecker Product of Matrices

- Given two matrices **A** and **B** of sizes  $m \times n$  and  $p \times q$  respectively,
- The Kronecker product  $A \otimes B$  is the  $mp \times nq$  block matrix:

$$A \otimes B = \begin{bmatrix} a_{11}\mathbf{B} & \cdots & a_{1n}\mathbf{B} \\ \vdots & \ddots & \vdots \\ a_{m1}\mathbf{B} & \cdots & a_{mn}\mathbf{B} \end{bmatrix},$$

([https://en.wikipedia.org/wiki/Kronecker\\_product](https://en.wikipedia.org/wiki/Kronecker_product))

# Kronecker Product of Matrices

- More explicitly, this gives:

$$\mathbf{A} \otimes \mathbf{B} = \begin{bmatrix} a_{11}b_{11} & a_{11}b_{12} & \cdots & a_{11}b_{1q} & \cdots & \cdots & a_{1n}b_{11} & a_{1n}b_{12} & \cdots & a_{1n}b_{1q} \\ a_{11}b_{21} & a_{11}b_{22} & \cdots & a_{11}b_{2q} & \cdots & \cdots & a_{1n}b_{21} & a_{1n}b_{22} & \cdots & a_{1n}b_{2q} \\ \vdots & \vdots & \ddots & \vdots & & & \vdots & \vdots & \ddots & \vdots \\ a_{11}b_{p1} & a_{11}b_{p2} & \cdots & a_{11}b_{pq} & \cdots & \cdots & a_{1n}b_{p1} & a_{1n}b_{p2} & \cdots & a_{1n}b_{pq} \\ \vdots & \vdots & & \vdots & \ddots & & \vdots & \vdots & & \vdots \\ \vdots & \vdots & & \vdots & & \ddots & \vdots & \vdots & & \vdots \\ a_{m1}b_{11} & a_{m1}b_{12} & \cdots & a_{m1}b_{1q} & \cdots & \cdots & a_{mn}b_{11} & a_{mn}b_{12} & \cdots & a_{mn}b_{1q} \\ a_{m1}b_{21} & a_{m1}b_{22} & \cdots & a_{m1}b_{2q} & \cdots & \cdots & a_{mn}b_{21} & a_{mn}b_{22} & \cdots & a_{mn}b_{2q} \\ \vdots & \vdots & \ddots & \vdots & & & \vdots & \vdots & \ddots & \vdots \\ a_{m1}b_{p1} & a_{m1}b_{p2} & \cdots & a_{m1}b_{pq} & \cdots & \cdots & a_{mn}b_{p1} & a_{mn}b_{p2} & \cdots & a_{mn}b_{pq} \end{bmatrix}.$$

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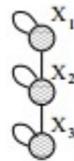
# Kronecker Product of Graphs

- Given graphs  $G$  and  $H$  with adjacency matrices  $A(G)$  and  $A(H)$  respectively, the Kronecker Product  $G \otimes H$  is defined as the graph with adjacency matrix  $A(G) \otimes A(H)$

# Observation on Edges

- The edge  $(X_{ij}, X_{kl}) \in G \otimes H$  iff  $(X_i, X_j) \in G$  and  $(X_k, X_l) \in H$
- This follows from the definition of the Kronecker Product

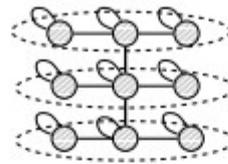
# Example



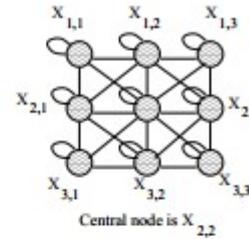
(a) Graph  $K_1$

1	1	0
1	1	1
0	1	1

(d) Adjacency matrix  
of  $K_1$



(b) Intermediate stage



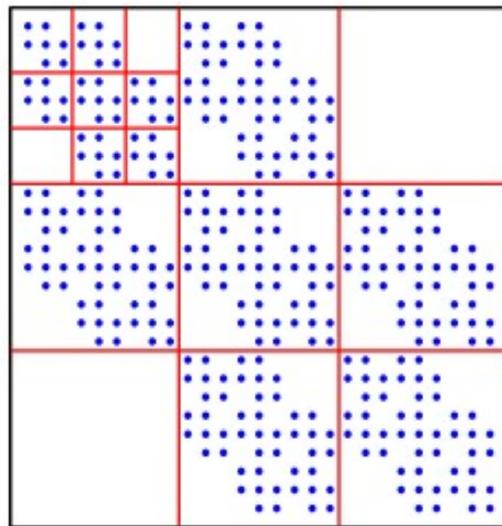
(c) Graph  $K_2 = K_1 \otimes K_1$

$K_1$	$K_1$	0
$K_1$	$K_1$	$K_1$
0	$K_1$	$K_1$

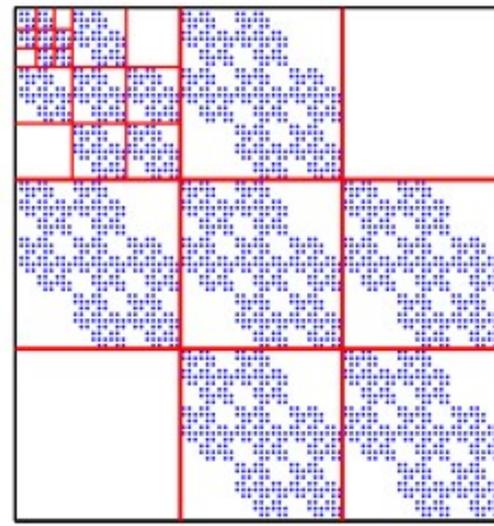
(e) Adjacency matrix  
of  $K_2 = K_1 \otimes K_1$

*Example of Kronecker multiplication:* Top: a “3-chain” initiator graph and its Kronecker product with itself. Each of the  $X_i$  nodes gets expanded into 3 nodes, which are then linked using Observation 1. Bottom row: the corresponding adjacency matrices. See Figure 2 for adjacency matrices of  $K_3$  and  $K_4$ .

# Example 2



(a)  $K_3$  adjacency matrix ( $27 \times 27$ )



(b)  $K_4$  adjacency matrix ( $81 \times 81$ )

# Definitions

- The  $k^{\text{th}}$  power of  $K_1$  is defined as the matrix  $K_1^{[k]}$ , (abbreviated  $K_k$ ) such that:

$$K_1^{[k]} = K_k = K_1 \otimes K_1 \otimes K_1 \otimes \dots \otimes K_1 = K_{k-1} \otimes K_k$$

- Kronecker Product of order  $k$  is defined by the adjacency matrix  $K_1^{[k]}$ , where  $K_1$  is the Kronecker initiator adjacency matrix

- The self-similarity of Kronecker graphs is evident in the examples.
- To produce  $K_k$  from  $K_{k-1}$ , we “expand” each vertex in  $K_{k-1}$  by converting it into a copy of  $K_1$  and joining the copies according to the adjacencies in  $K_{k-1}$ .

- We can imagine this process as positing that communities within the graph grow recursively, with vertices in the community recursively getting expanded into miniature copies of the community. Vertices in the sub-community then link among themselves and also to vertices from other communities.

- The self similarity of Kronecker Graphs can be seen in the examples
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