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A model for social networks

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Abstract

Social networks are organized into communities with dense internal connections, giving rise to high values of the clustering coefficient. In addition, these networks have been observed to be assortative, i.e., highly connected vertices tend to connect to other highly connected vertices, and have broad degree distributions. We present a model for an undirected growing network which reproduces these characteristics, with the aim of producing efficiently very large networks to be used as platforms for studying sociodynamic phenomena. The communities arise from a mixture of random attachment and implicit preferential attachment. The structural properties of the model are studied analytically and numerically, using the k-clique method for quantifying the communities.
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1. Introduction

The recent substantial interest in the structural and functional properties of complex networks (for reviews, see Refs. [1–3]) has been partially stimulated by attempts to understand the characteristics of social networks, such as the small-world property and high degree of clustering [4]. Before this, social networks have been intensively studied by social scientists [5–7] for several decades in order to understand both local phenomena, such as clique formation and their dynamics, as well as network-wide processes, such as transmission of information. Within the framework of complex networks, studies have concentrated on the structural analysis of various types of social networks, such as those related to sexual contacts [8], professional collaboration [4,9,10] and Internet dating [11], as well as models of collective behaviour and various sociodynamic phenomena [12–14]. One feature of particular interest has been to evaluate and detect community structure in networks [15–18], where the developed methodologies have found applications in various other fields such as systems biology [19]. Communities can, roughly speaking, be defined as sets of vertices with dense internal connections, such that the inter-community connections are relatively sparse. In everyday social life or professional collaborations, people tend to form communities, the existence of which is a prominent

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characteristic of social networks and has far reaching consequences on the processes taking place on them, such as propagation of information and opinion formation.

It is evident that theoretical studies of processes and collective behaviour taking place on social networks would benefit from realistic social network models. Essential characteristics for social networks are believed to include assortative mixing [20,21], high clustering, short average path lengths, broad degree distributions [22–24], and the existence of community structure. Here, we propose a new model that exhibits all the above characteristics. So far, different approaches have been taken to define social network models [20,23,25–30]. To our knowledge, of the above [23] exhibits community structure, high clustering and assortativity,[1] but based on visualizations given in the paper their community structure appears very different from the proposed model. Our model belongs to the class of growing network models, i.e., all edges are generated in connection with new vertices joining the network. Network growth is governed by two processes: (1) attachment to random vertices, and (2) attachment to the neighbourhood of the random vertices ("getting to know friends of friends"), giving rise to implicit preferential attachment. These processes then, under certain conditions, give rise to broad degree distributions, high clustering coefficients, strong positive degree–degree correlations and community structure.

This paper is structured as follows: first, we motivate the model based on real-world observations, followed by description of the network growth algorithm. Next, we derive approximate expressions for the degree distribution and clustering spectrum and compare our theoretical results to simulations. We also present numerical results for the degree–degree correlations. We then address the issue of community structure using the k-clique method [18]. Finally, we conclude with a brief summary of our results.

2. Model

2.1. Motivation for the model

Our basic aim has been to develop a model which (a) captures the salient features of real-world social networks, and (b) is as simple as possible, and simple enough to allow approximate analytical derivations of the fundamental characteristics, although one of the desired structural characteristics (positive degree–degree correlations) makes exact derivations rather difficult. The resulting network is of interest rather than the growth mechanism.

To satisfy the first criterion, we have set the following requirements for the main characteristics of networks generated by our model: (i) due to limited social resources, the degree distribution $p(k)$ should have a steep tail [22]; (ii) average path lengths should grow slowly with network size; (iii) the networks should exhibit high average clustering; (iv) the networks should display positive degree–degree correlations, i.e., be assortative; (v) the networks should contain communities with dense internal connections.

Requirement (i) is based on the observation that many social interaction networks display power-law-like degree distributions but may display a cutoff at large degrees [9,10]. In some cases, degree exponents beyond the commonly expected range $2 < \gamma \leqslant 3$ have been observed, e.g., in the PGP web of trust [23] a power-law like tail with exponent $\gamma = 4$ has been observed. Similar findings have also been made in a study based on a very large mobile phone call dataset [24]. In light of these data, we will be satisfied with a model that produces either steep power laws or a cutoff at high degrees. In the case of everyday social networks, common sense tells us that even in very large networks, no person can have tens of thousands of acquaintances. Hence, if the degree distribution is to be asymptotically scale-free $p(k) \propto k^{-\gamma}$, the value of the exponent γ should be above the commonly observed range of $2 < \gamma \leqslant 3$ such that in networks of realistic sizes, $N \geqslant 10^6$ vertices, the maximum degree is limited,[2] $k_{max} \sim 10^2$. As detailed later, such power-law distributions can be attributed to growth processes mixing random and preferential attachment.

Requirement (ii), short average path lengths, is a common characteristic observed in natural networks, including social networks. Requirements (iii) high clustering, (iv) assortativity, and (v) existence of

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[1]The model presented in Ref. [27] also exhibits community structure and high clustering, but weak assortativity, with assortative mixing coefficients of the order 0.01.

[2]For networks with a scale-free tail of the degree distribution, $k_{max} \sim N^{1/(\gamma-1)}$.

communities are also based on existing observations, and can be attributed to "local" edge formation, i.e., edges formed between vertices within short distances. The degree of clustering is typically measured using the average clustering coefficient $\langle c \rangle$, defined as the network average of $c(k) = 2E/k(k-1)$, where E is the number of triangles around a vertex of degree k and the factor $\frac{1}{2}k(k-1)$ gives the maximum number of such triangles. A commonly utilized measure of degree–degree correlations is the average nearest-neighbour degree spectrum $k_{nn}(k)$—if $k_{nn}(k)$ has a positive slope, high-degree vertices tend to be connected to other high-degree vertices, i.e., the vertex degrees in the network are assortatively mixed (see, e.g., Ref. [31]). For detecting and characterizing communities, several methods have been proposed [15–19]. In social networks, each individual can be assigned to several communities, and thus we have chosen to investigate the community structure of our model networks using a method which allows membership in several communities [18].

To satisfy the second criterion, we have chosen a growing network model, since this allows using the rate equation approach [32,33], and because even very large networks can be produced using a simple and quick algorithm. It has been convincingly argued [26] that since the number of vertices in a social network changes at a very slow rate compared to edges, a realistic social network model should feature a fixed number of vertices with a varying number and configuration of edges. However, as our focus is to merely provide a model generating substrate networks for future studies of sociodynamic phenomena, the time scales of which can be viewed to be much shorter than the time scales of changes in the network structure, a model where the networks are grown to desired size and then considered static is suitable for our purposes.

2.2. Model algorithm

The algorithm consists of two growth processes: (1) random attachment; and (2) implicit preferential attachment resulting from following edges from the randomly chosen initial contacts. The local nature of the second process gives rise to high clustering, assortativity and community structure. As will be shown below, the degree distribution is determined by the number of edges generated by the second process for each random attachment. The algorithm of the model reads as follows[3]:

(1) start with a seed network of N_0 vertices;
(2) pick on average $m_r \geqslant 1$ random vertices as initial contacts;
(3) pick on average $m_s \geqslant 0$ neighbours of each initial contact as secondary contacts;
(4) connect the new vertex to the initial and secondary contacts;
(5) repeat steps 2–4 until the network has grown to desired size (Fig. 1).

The analytical calculations detailed in the next section use the expectation values for m_r and m_s. For the implementation, any non-negative distributions of m_r and m_s can be chosen with these expectation values. If the distribution for the number of secondary contacts has a long tail, it will often happen that the number of attempted secondary contacts is higher than the degree of the initial contact so that all attempted contacts cannot take place, which will bias the degree distribution towards smaller degrees. We call this the *saturation* effect, since it is caused by all the neighbours of an initial contact being used up, or saturated. However, for the distributions of m_s used in this paper the saturation effect does not seem to have much effect on the degree distribution.

For appreciable community structure to form, it is essential that the number of links made to the neighbours of an initial contact varies, instead of always linking to one or all of the neighbours, and that sometimes more than one initial contact are chosen, to form "bridges between communities". Here, we use the discrete uniform distributions $n_{2nd} \sim U[0, k]$, $k = 1, 2, 3$ for the number of secondary contacts n_{2nd}, while for the number of initial contacts n_{init} we usually fix the probabilities to be $p_1 = 0.95$ for picking one contact and $p_2 = 0.05$ for picking two. This results in sparse connectivity between the communities. The uniform distributions for n_{2nd}

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[3]Our network growth mechanism bears some similarity to the Holme–Kim model, designed to produce scale-free networks with high clustering [34]. In the HK model, the networks are grown with two processes: preferential attachment and triangle formation by connections to the neighbourhood. However, the structural properties of networks generated by our model differ considerably from HK model networks (e.g., in terms of assortativity and community structure).
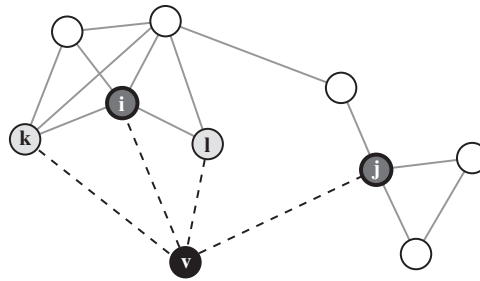
Fig. 1. Growth process of the network. The new vertex v links to one or more randomly chosen initial contacts (here i, j) and possibly to some of their neighbours (here k, l). Roughly speaking, the neighbourhood connections contribute to the formation of communities, while the new vertex acts as a bridge between communities if more than one initial contact was chosen.
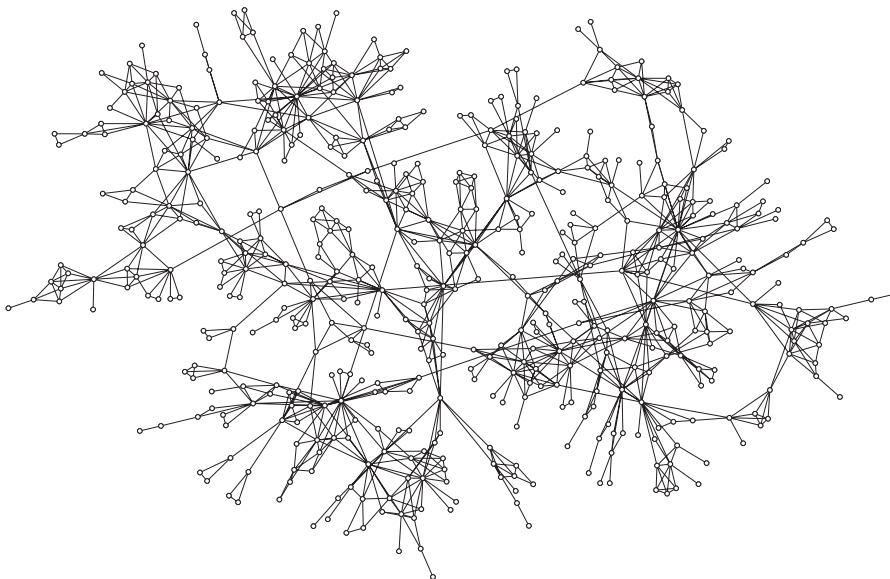

Fig. 2. A visualization of a small network with $N = 500$ indicates strong community structure with communities of various sizes clearly visible. The number of initial contacts is distributed as $p(n_{init} = 1) = 0.95$, $p(n_{init} = 2) = 0.05$, and the number of secondary contacts from each initial contact $n_{2nd} \sim U[0, 3]$ (uniformly distributed between 0 and 3). The network was grown from a chain of 30 vertices. Visualization was done using Himmeli [35].

were chosen for simplicity, but allowing larger n_{2nd} would allow for larger cliques and stronger communities to form (Fig. 2).

2.3. Vertex degree distribution

We will use the standard mean-field rate equation method [32] to derive an approximative expression for the vertex degree distribution. For growing network models mixing random and preferential attachment, power-law degree distributions $p(k) \sim k^{\gamma}$ with exponents $2 < \gamma < \infty$ have been derived in e.g., Refs. [36–38].[4] Since in our model the newly added links always emanate from the new vertex, the lower bound for the degree exponent is 3; by contrast, if links are allowed to form between existing vertices in the network, the exponent can also have values between 2 and 3 (see, e.g., Ref. [37]).

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[4]The same result is found for generalized linear preferential attachment kernels $\pi_k \propto k + k_0$, where k_0 is a constant, since mixing random and preferential attachment can be recast as preferential attachment with a shifted kernel.

If no degree correlations were present, choosing a vertex on the other end of a randomly selected edge would correspond to linear preferential selection. In this model network correlations are present, leading to a bias from pure preferential attachment. Qualitatively, this can be explained as follows: a low-degree vertex will have on the average low-degree neighbours. Therefore, starting from a low-degree vertex, which are the most numerous in the network, and proceeding to the neighbourhood, we are more likely to reach low-degree vertices than their proportion in the network would imply. Hence, the hubs gain fewer links than they would with pure preferential attachment. Due to degree–degree correlations, then, the simulated curves will not closely match the theory, but at high values of k the theoretical distributions can be viewed as an upper limit to the average maximum degrees.

We first construct the rate equation which describes how the degree of a vertex changes on average during one time step of the network growth process. The degree of a vertex v_i grows via two processes: (1) a new vertex directly links to v_i (the probability of this happening is m_r/t, since there are altogether $\sim t$ vertices at time t, and m_r random initial contacts are picked); (2) vertex v_i is selected as a secondary contact. In the following derivations we assume that the probability of (2) is linear with respect to vertex degree, i.e., following a random edge from a randomly selected vertex gives rise to implicit preferential attachment. Note that in this approximation we neglect the effects of correlations between the degrees of neighbouring vertices. On average m_s neighbours of the m_r initial contacts are selected to be secondary contacts. These two processes lead to the following rate equation for the degree of vertex v_i:

$$\frac{\partial k_i}{\partial t} = m_r \left(\frac{1}{t} + m_s \frac{k_i}{\sum k} \right) = \frac{1}{t} \left(m_r + \frac{m_s}{2(1+m_s)} k_i \right), \tag{1}$$

where we substituted $2m_r(1+m_s)t$ for $\sum k$, based on the facts that the average initial degree of a vertex is $k_{init} = m_r(1+m_s)$, and that the contribution of the seed to the network size can be ignored. Separating and integrating (from t_i to t, and from k_{init} to k_i), we get the following time evolution for the vertex degrees:

$$k_i(t) = B \left(\frac{t}{t_i} \right)^{1/A} - C, \tag{2}$$

where $A = 2(1+m_s)/m_s$, $B = m_r(A+1+m_s)$, and $C = Am_r$.

From the time evolution of vertex degree $k_i(t)$ we can calculate the degree distribution $p(k)$ by forming the cumulative distribution $F(k)$ and differentiating with respect to k. Since in the mean field approximation the degree $k_i(t)$ of a vertex v_i increases strictly monotonously from the time t_i the vertex is initially added to the network, the fraction of vertices whose degree is less than $k_i(t)$ at time t is equivalent to the fraction of vertices that were introduced after time t_i. Since t is evenly distributed, this fraction is $(t - t_i)/t$. These facts lead to the cumulative distribution

$$F(k_i) = P(\tilde{k} \leqslant k_i) = P(\tilde{t} \geqslant t_i) = \frac{1}{t}(t - t_i). \tag{3}$$

Solving for $t_i = t_i(k_i, t) = B^A(k_i + C)^{-A}t$ from (2) and inserting it into (3), differentiating $F(k_i)$ with respect to k_i, and replacing the notation k_i by k in the resulting equation, we get the probability density distribution for the degree k as

$$p(k) = AB^A(k + C)^{-2/m_s - 3}, \tag{4}$$

where A, B and C are as above. Hence, in the limit of large k, the distribution becomes a power law $p(k) \propto k^{-\gamma}$, with $\gamma = 3 + 2/m_s$, $m_s > 0$, leading to $3 < \gamma < \infty$. In the model, $\gamma = 3$ can never be reached due to the random component of attachment. When the importance of the random connection is diminished with respect to the implicit preferential component by increasing m_s, however, the theoretical degree exponent approaches the limit 3, the value resulting from pure preferential attachment.

2.4. Clustering spectrum

The dependence of the clustering coefficient on vertex degree can also be found by the rate equation method [33]. Let us examine how the number of triangles E_i around a vertex v_i changes with time. The triangles

around v_i are mainly generated by two processes: (1) vertex v_i is chosen as one of the initial contacts with probability m_r/t, and the new vertex links to some of its neighbours (we assume m_s on average, although sometimes this is limited by the number of neighbours the initial contact has, i.e., saturation); (2) the vertex v_i is selected as a secondary contact, and a triangle is formed between the new vertex, the initial contact and the secondary contact. Note that triangles can also be generated by selecting two neighbouring vertices as the initial contacts, but in the first approximation the contribution of this is negligible. These two processes are described by the rate equation

$$\frac{\partial E_i(k_i, t)}{\partial t} = \frac{m_r m_s}{t} + m_r m_s \frac{k_i}{\sum k} = \frac{\partial k_i}{\partial t} + \frac{m_r(m_s - 1)}{t}, \tag{5}$$

where the second right-hand side is obtained by applying Eq. (1). Integrating both sides with respect to t, and using the initial condition $E_i(k_{init}, t_i) = m_r(1 + m_s)$, we get the time evolution of triangles around a vertex v_i as

$$E_i(t) = k_i(t) + m_r(m_s - 1) \ln\left(\frac{t}{t_i}\right) - m_r. \tag{6}$$

We can now make use of the previously found dependence of k_i on t_i for finding $c_i(k)$. Solving for $\ln(t/t_i)$ in terms of k_i from (2), inserting it into (6) to get $E_i(k_i)$, and dividing $E_i(k_i)$ by the maximum possible number of triangles, $k_i(k_i - 1)/2$, we arrive at the clustering coefficient:

$$c_i(k_i) = \frac{2E_i(k_i)}{k_i(k_i - 1)} = 2\frac{k_i + D \ln(k_i + C) - F}{k_i(k_i - 1)}, \tag{7}$$

where $C = Am_r$, $D = C(m_s - 1)$, and $F = D \ln B + m_r$. For large values of degree k, the clustering coefficient thus depends on k as $c(k) \sim 1/k$.

2.5. Comparison of theory and simulations

Fig. 3 displays the degree distributions averaged over 100 runs for networks of size $N = 10^6$ for various parametrizations, together with analytical curves calculated using Eq. (4). The analytical distributions asymptotically approach power laws with exponents $p(k) \propto k^{-\gamma}$ (from top to bottom) $\gamma = 5, 4.33, 5$, and 7. The tails of the simulated distributions fall below the theoretical predictions due to degree correlations, as explained earlier. The degree–degree correlations were confirmed as the cause of the deviation by replacing the attachment to secondary contacts by pure random preferential attachment, after which the simulated and
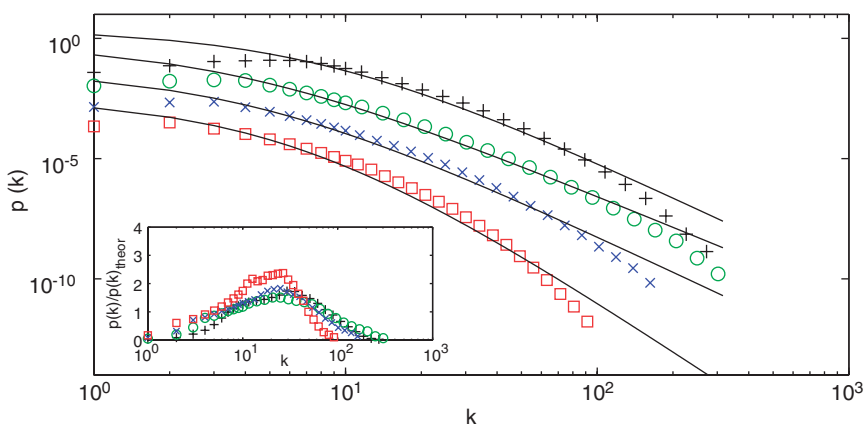

Fig. 3. Degree distributions of simulated networks of size $N = 10^6$, averaged over 100 runs each. Due to degree–degree correlations in the network, linking to the neighbourhood of a vertex does not strictly lead to preferential attachment, which causes the distributions to fall below the theoretical power laws (solid lines) at large k. Curves are vertically translated a decade apart for clarity. Inset: the ratio of simulated values to theoretical ones. Markers correspond to different parameter values: (+): number of initial contacts n_{init} from the discrete uniform distribution $U[1, 3]$, number of secondary contacts n_{2nd} from $U[0, 2]$. (○): $p(n_{init} = 1) = 0.95$, $p(n_{init} = 2) = 0.05$, $n_{2nd} \sim U[0, 3]$. (×): $p(n_{init} = 1) = 0.95$, $p(n_{init} = 2) = 0.05$, $n_{2nd} \sim U[0, 2]$. (□): $p(n_{init} = 1) = 0.95$, $p(n_{init} = 2) = 0.05$, $n_{2nd} \sim U[0, 1]$.

theoretical slopes matched very closely (not shown). Note that the parameter values shown here were chosen for simplicity, and they could be tuned for different qualities.

The top panel of Fig. 4 displays averaged values of the clustering coefficient $c(k)$ for the same networks, together with analytical curves calculated using Eq. (7). We see that the predictions match the simulated results well, and the $c(k) \sim 1/k$-trend is clearly visible. The corresponding network-averaged clustering coefficients are (top to bottom) $\langle c \rangle = 0.30, 0.58, 0.54$ and 0.43, i.e., the degree of clustering is relatively high. Of these parameter sets, (∘) allows the largest number of links from each initial contact, therefore giving the largest average clustering. Higher clustering coefficients could be obtained by increasing the possible number of secondary contacts.
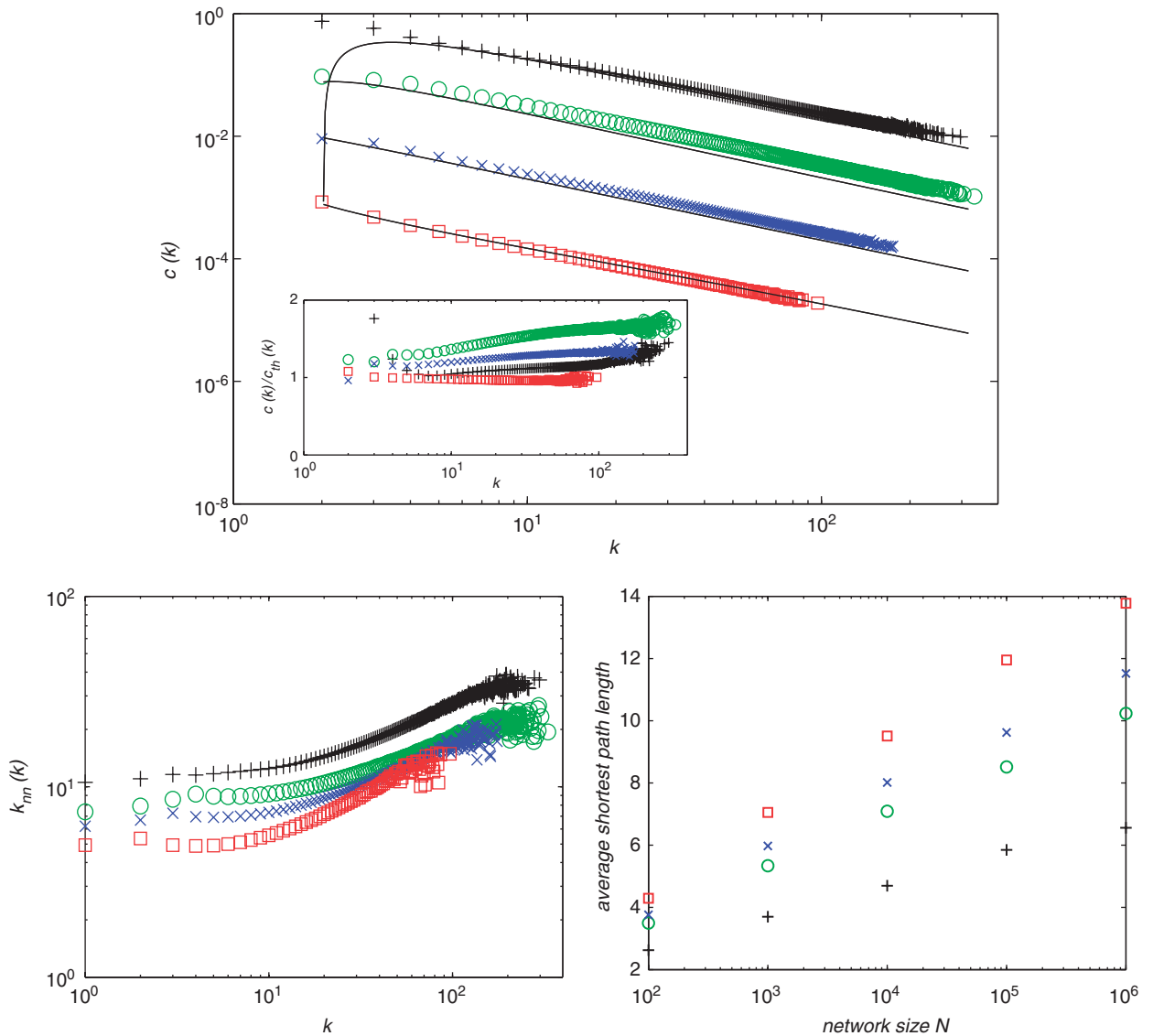

Fig. 4. Top: clustering coefficient $c(k)$, averaged over 100 iterations for networks of size $N = 10^6$. Predictions for $c(k)$ (solid lines) agree well with simulated results. Curves are vertically translated a decade apart for clarity. Inset: the ratio of simulation results to theory. Bottom left: average nearest-neighbour degree $k_{nn}(k)$ for the same networks, displaying a signature of assortative mixing. Bottom right: average shortest path lengths grow logarithmically with network size. (+): number of initial contacts from $U[1,3]$, secondary contacts from $U[0,2]$. Markers correspond to the same parameters as in Fig. 3.

2.6. Degree– degree correlations and average shortest path lengths

Next, we investigate the degree–degree correlations of our model networks. Social networks are often associated with assortative mixing [20] related to vertex degrees, i.e., high-degree vertices tend to connect to other high-degree vertices. This tendency can be formulated in terms of a conditional probability $P(k'|k)$ that an edge connected to a vertex of degree k has a vertex of degree k' at its other end [31]. A quantity more suitable for numerical investigations is the average nearest-neighbour degree $k_{nn}(k) = \sum_{k'} k' P(k'|k)$. If $k_{nn}(k)$ is an increasing function of k, the network is assortatively mixed in terms of vertex degrees. The bottom left panel in Fig. 4 shows $k_{nn}(k)$ averaged over 100 networks, displaying a clear signature of assortative mixing. Another measure of degree–degree correlations is the assortativity coefficient r [20], which is the Pearson correlation coefficient of vertex degrees at either end of an edge. For the model networks generated with the parameters used in this paper, the coefficients are $(+) : 0.18$, $(\circ) : 0.10$, $(\times) : 0.10$, and $(\square) : 0.09$. For different co-authorship networks, for example, the assortativity coefficient has been found to range from 0.12 to 0.36 [20].

Qualitatively, the presence of positive degree–degree correlations can be attributed to the neighbourhood connections, as well as the high degree of clustering. Consider a situation where a new vertex attaches to one initial contact v_i and m_s of its neighbours, so that the degree of all the vertices in question is increased by one. Hence, positive correlations are induced between the degrees of v_i and its m_s neighbours. In addition, because of the high clustering, there is a large probability of connections between the m_s neighbours. This gives rise to positive degree correlations between the m_s vertices.

It is commonly observed in real-life networks that average path lengths are short with respect to network size [4]. Together with high clustering, this is called the small world effect. Typically in model networks, the shortest path lengths are found to grow logarithmically with network size. This is also the case in our model (Fig. 4, bottom right panel).

2.7. Community structure

The emergence of communities in the networks generated by our model can be attributed to the effects of the two types of attachment. Roughly speaking, attachment to the secondary contacts tends to enlarge existing communities; the new vertex creates triangles with the initial contact and its nearest neighbours. If the internal connections within an existing community are dense, the secondary contacts tend to be members of the same community, and thus this community grows. On the other hand, new vertices joining the network may attach to several initial contacts (with our parametrizations, two or three). If they belong to different communities, the new vertex assumes the role of a "bridge" between these. However, no edges are added between the vertices already in the network. Therefore, the maximum size of a clique, i.e., a fully connected subgraph, to be found in the network is limited by the maximum number of edges added per time step. In this model the number of added edges varies, allowing for fairly large cliques to form while average vertex degree is kept small. Visualizations of our model networks with proper parametrization exhibit clear evidence of community structure, as shown in Fig. 2.

In order to quantify the community structure, we have utilized the *k-clique* method of Palla et al. [18,39] and the free software package CFinder they provide. In this approach, the definition of communities is based on the observation that a typical community consists of several fully connected subgraphs (cliques) that tend to share many of their vertices. Thus, a *k-clique-community* is defined as a union of all *k*-cliques that can be reached from each other through a series of adjacent *k*-cliques (where adjacency means sharing $k - 1$ vertices). This definition determines the communities uniquely, and one of its strengths is that it allows the communities to overlap, i.e., a single vertex can be a member of several communities. For social networks, this is especially justified.

We have found that the size distributions of *k*-clique-communities in our model networks are broad, and appear power-law-like (Fig. 5). The slopes of the log–log plots were seen not to depend on the network size N. In the case of 3-cliques, a very large community spans roughly half of the vertices in any network generated with these parameters. Similar large 3-cliques can be observed in many other networks with communities as well, e.g., in the datasets provided with the CFinder package: a snapshot of the co-authorship network of the
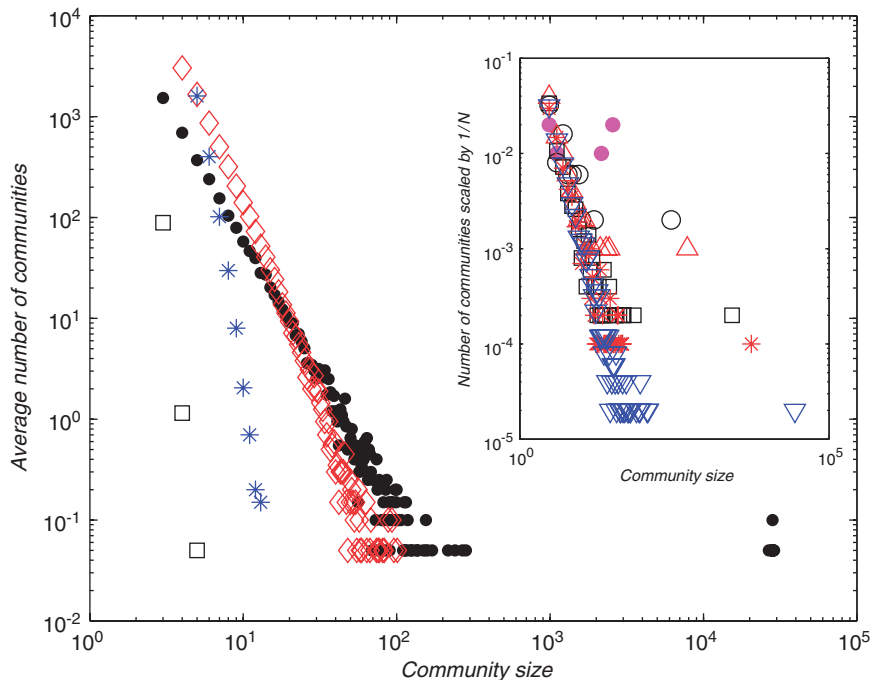
Fig. 5. The average number of k-clique-communities ($\bullet$: $k = 3$, $\diamond$: $k = 4$, $*$: $k = 5$) of each size found in our model network with $N = 50\,000$, number of initial connections $p(n_{init} = 1) = 0.95$, $p(n_{init} = 2) = 0.05$, and number of secondary connections from $U[0, 3]$, averaged over 20 networks. In the case of 3-cliques, large communities spanning roughly half the network are seen. The community size distributions are broad, and their log–log plots appear power-law-like, although the cumulative distributions (not shown) show some deviation. Approximate slopes of the log–log plots are $k = 3$: 3 (excluding the supercommunities), $k = 4$: 4, and $k = 5$: 10. A very large 3-clique-community spans roughly half of the vertices in any network generated with these parameters. In the corresponding randomized networks, where edges were shuffled keeping the degree distribution intact, there were only a few adjacent triangles, and no 4-cliques at all ($\square$: 3-clique-communities found in the randomized networks). The inset shows the effect of network size N on the 3-clique-community size distribution for $N = 100, 500, 1000, 5000, 10\,000, 50\,000$. As all data fit on the same line when scaled by $1/N$, the network size does not affect the slope. Note that different choices of parameters would allow larger cliques and larger k-clique-communities to form.

Los Alamos e-print archives, where 54% of the roughly 30 000 vertices belong to the largest 3-clique-community; in the word association network of the South Florida Free Association norms (67%), and in the protein-protein interaction network of the *Saccharomyces cerevisiae* (17%). The requirements for a 3-clique-community are not very strict, and it is not surprising that one community can span most of the network. With these choices of parameters, no such supercommunities arise with $k > 3$.

Comparison of the resulting community size distributions with randomized networks, where the edges of the networks were scrambled keeping the degree distributions intact, makes it evident that community structure is present in the model networks (Fig. 5). Community sizes depend on (i) how the communities are defined and detected, as different methods divide the networks into differently sized communities, and (ii) what type of social networks are investigated, as different types of networks can be expected to display different community structures. Although analysis of the community structure of empirical social networks is a relevant question, we will leave it for future work. We attempt to provide a generic model that can be tuned for desired qualities.

3. Summary

In this paper we have developed a model which produces very efficiently networks resembling real social networks in that they have assortative degree correlations, high clustering, short average path lengths, broad degree distributions and prominent community structure. The model is based on network growth by two processes: attachment to random vertices and attachment to their neighbourhood. Theoretical approximations

for the degree distribution and clustering spectrum have been derived and compared with simulation results. The observed deviations can be attributed to degree correlations. Visualizations of the networks and quantitative analysis show significant community structure. In terms of communities defined using the k-clique method, the analysed community size distributions display power-law-like tails. These types of features are also present in many real-life networks, making the model well suited for simulating dynamic phenomena on social networks.

Acknowledgements

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