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While these others try to understand networks by mainly focusing on the mathematical [1], algorithmic [2], or game-theoretic [3] aspects of existing models, Easley and Kleinberg survey the field with a strong emphasis on connecting models to real-world situations.

Networks, Crowds, and Markets | Guide books

Easley and Kleinberg, Networks, Crowds, and Markets, Cambridge University Press, 2010; A pdf of the book can be downloaded here or you may purchase a copy online. Other Resources. This course and syllbaus is patterned after the Cornell course by Jon Kleinberg and David Easley

CS 103: Networks—Fall 2015

09/22: What are networks and what use is it to study them? Reading: Easley & Kleinberg, Networks, Crowds and Markets, Ch1. Overview. Albert-László Barabási, Network Science, Ch 2, sections 2-6,9; Recommended popular science books (optional bedside reading):

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