



Report Social Network

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Introduction

This experiment focuses on detecting bot accounts inside a social network graph derived from the Facebook dataset.

The workflow includes:

- Graph loading
- Graph sampling for faster processing
- Feature extraction
- Baseline bot classification
- Two adversarial attacks: Structural Evasion & Graph Poisoning
- Performance comparison before and after attacks

Graph Construction

The original dataset contains:

- Nodes: 4039
- Edges: 88234

To ensure fast computation, the graph was reduced using BFS sampling to:

- Nodes: 800
- Edges: 7448

Feature Extraction

The following graph metrics were computed for each node:

- Degree
- Clustering Coefficient
- PageRank
- Closeness Centrality
- Betweenness Centrality
- Eigenvector Centrality
- Community ID (Louvain)

Bot Label Assignment

To simulate malicious accounts:

- 5% of the nodes (40 bots out of 800) were randomly selected as bot accounts.
These bots were used to train and test a Random Forest classifier.

Baseline Classification Result

Model used: **RandomForestClassifier (150 trees)**

Baseline Results (No Attack)

- Accuracy: 0.99375
- Model detected bots strongly before any adversarial manipulation.

Output:

Baseline Accuracy

0.99375

precision	recall	f1-score	support
0 → 0.99	1.00	1.00	760
1 → 1.00	0.88	0.93	40

Structural Evasion Attack

Bots attempt to avoid detection by **removing edges**, decreasing their visibility in the graph.

Results After Evasion Attack

- Accuracy: 0.94875
- Bots became harder to detect → the model predicted nearly all nodes as humans.

Accuracy: 0.94875

Bots F1-score drops to 0.00 (model cannot detect bots)

Graph Poisoning Attack

Bots create edges with highly-connected nodes (top 100 high-degree users) to blend with real human patterns.

Results After Poisoning Attack

- **Accuracy:** 0.95
- Model again fails to identify bots → heavy decrease in bot precision & recall.

Output:

After Graph Poisoning

Accuracy: 0.95

Bots precision = 0.00, recall = 0.00

