

# Structural Evolution and User Migration in Dynamic Interest Graphs: A Case Study of MyAnimeList (2006-2018)

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# Content

## 1. Introduction & Framework

Motivation: Physics of taste & "Phase transitions" in communities. Data source & `project_cda` pipeline. Graph construction (Bipartite projection).

## 2. General Network Characteristics

Macro-evolution of the topology (2006–2018). The "Densification vs. Diameter" paradox. Global metrics stability.

## 3. Clustering & Community Dynamics

Community detection (Leiden algorithm). The "Fission" process: Structural separation of interests. Visualizing the landscape of subcultures.

## 4. Stochastic Baselines: The Random Walker

Defining the Null Hypothesis (Markovian motion). Real User Trajectories vs. Random Walks. Quantifying "Intent" (Divergence from stochasticity).

## 5. Predictive Modeling (ML)

Feature engineering: Topological vs. Semantic features. Forecasting user migration. Final Verdict: Deterministic Flow vs. Random Diffusion.

**1. Motivation & Problem Formulation.**

**Methodology & Computational Framework.**

# Dynamics of Digital Affinity Networks

## Motivation & Significance:

- **Shift in Social Fabric:** Modern social structures are increasingly driven by *Affinity* (shared interests) rather than *Geography*.
- **Emergence of Order:** How do individual, stochastic choices aggregate into stable, thermodynamic-like structures?
- **Stability vs. Plasticity:** What forces hold a community together (cohesion) versus what forces drive them apart (segregation)?
- **The "Digital Petri Dish":** MAL (2006–2018) allows us to observe these "phase transitions" in a closed system — from a homogeneous core to a heterogeneous, multi-cluster state.
- **Gap in Research:** Existing studies often analyze *static* snapshots. We focus on the **temporal evolution** of taste and the mechanics of user migration.

## System Definition:

- Modeled as a **Dynamic Bipartite Graph**, where edges represent timestamped ratings.

## Research Questions:

- **Macro-Topology:** How does the structural complexity evolve during hyper-scaling? (Does the network fracture or coalesce? densify, or expand?)
- **Mechanics of Segregation:** Why do clusters detach? What defines the "surface tension" between communities that prevents them from merging back?
- **Micro-Dynamics (user navigation):** Is the flow of users between clusters a random diffusion or a directed motion driven by structural properties? Can we predict migration between taste clusters?

# Graph Construction & Computational Pipeline

## Data Processing:

- **Source:** ~85k active users, ~6.5k titles (filtered for bot activity and signal sufficiency).
- **Computational Core:** Developed custom modular framework `project_cda` (part of MARS\_1.0 repo).
- **Performance:** Leveraged `igraph` C-core for vectorized graph operations and `json` for streaming large-scale interaction logs.

## Projection Topology (Bipartite → Monopartite):

- **Anime-Anime Network ( $I-I$ ):**
  - Edge Weight: **Jaccard Similarity** ( $J > 0.05$ ).
  - **Goal:** Sparse, meaningful topology; preventing the "hairball" effect.
- **User-User Network ( $U-U$ ):**
  - Edge Weight: Co-rated items count ( $w > 3$ ).
  - **Hub Removal:** Explicit exclusion of "Super-Hubs" (e.g., *Death Note*) to mitigate artificial clique percolation.

## Result:

- A series of time-sliced networks ( $G_{2006}, \dots, G_{2018}$ ) with controlled density ( $\rho \approx 0.2$ ), optimized for community detection algorithms.

## **2. Topological Evolution of Projected Networks**

# Methodology – The Metrics of Topology

## The Analytical Approach

We calculated a comprehensive suite of graph metrics to investigate the network. Moved beyond simple "counts" to understand the **Topological Shape** of the ecosystem.

## Key Metrics Selected for Analysis

Focused on three core dimensions to define the network's evolution:

- **Global Connectivity (Density & Diameter)** - to determine if the network is becoming a "tight ball" (Small World) or unravelling into a "long filament" (Sprawl).
- **Navigability (Average Path Length)** - to measure the "friction" or social cost for a user to discover new content or people.
- **Local Cohesion (Clustering & Assortativity)** - to see if the network is integrated or fractured into isolated "echo chambers" and "genre bubbles."

# Anime Network – The Growth Paradox

## The Data: Explosive Volume

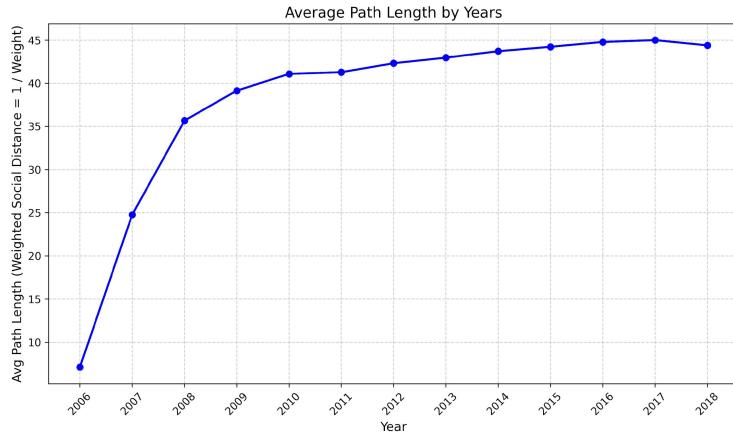
- Nodes (Anime Titles): Increased from **732** to **6,129** ( $\uparrow$  737%)
- Edges (Connections): Increased from  $\sim 64\text{k}$  to  $\sim 819\text{k}$  ( $\uparrow$  1,180%)
- Graph Density: Collapsed from **0.239** to **0.044** ( $\downarrow$  82%)

## The Paradox: "Hollowing Out"

- The Observation: We added over 700,000 new connections, yet the network became **less** connected.
- The Reason: The number of anime titles grew so fast that connections couldn't keep up.
- The Shift: The network transitioned from a "**Small Village**" (where everyone knows everyone) to a "**Sprawling Metropolis**" (where people stay in their own neighborhoods).

# Anime Topology – Evidence of “Elongation”

The “Small World” Has Stretched into “Long Corridors”

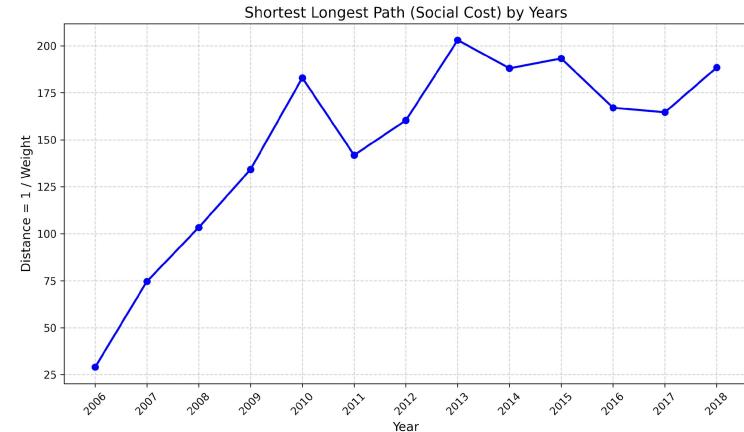


## The Friction Spike

**Metric:** Average Path Length

**The Shift:** In 2006, it took **7 hops** to connect two random anime. By 2018, it took **44 hops**.

**Meaning:** Global shortcuts have disappeared. Navigating between genres now requires passing through dozens of intermediate titles.



## The Sprawl

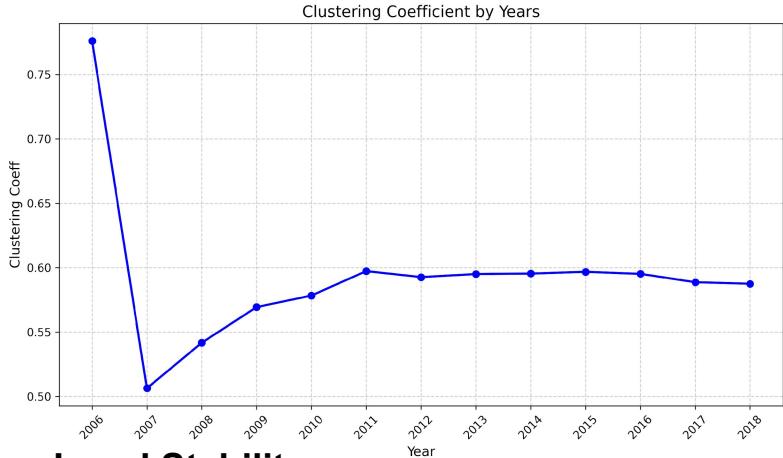
**Metric:** Network Diameter (The “Width” of the Graph)

**The Shift:** The distance between the two furthest points widened from **29 to 188**.

**Meaning:** The graph has physically stretched. Distinct taste clusters are now mathematically very far apart.

# Anime Internal Structure – The “Rich Club Core”

High Local Cohesion & The Power Law

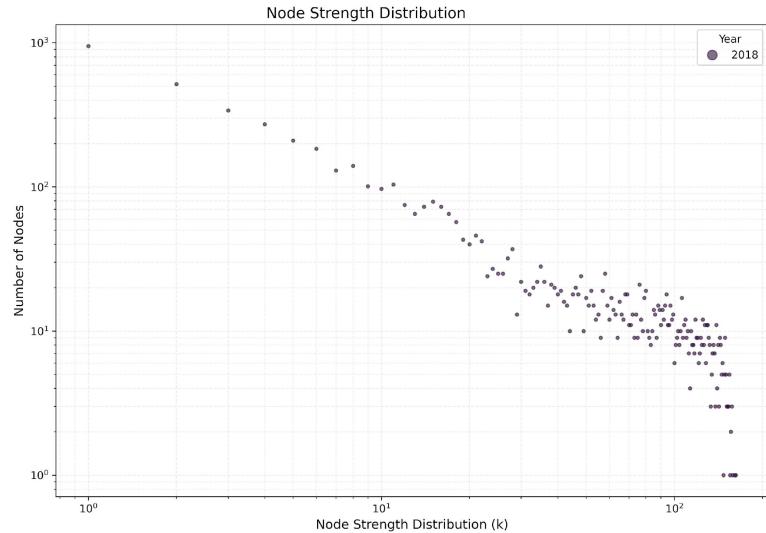


## Local Stability

**Metric:** Clustering Coefficient

**The Trend:** After an initial drop, the line stabilized at a high value of **~0.59**.

**Meaning:** Despite the global sprawl, local neighborhoods remain tight. If you watch Anime A and Anime B, there is a high probability they are linked. The graph is built of sturdy "bubbles," not random noise.



## The Backbone

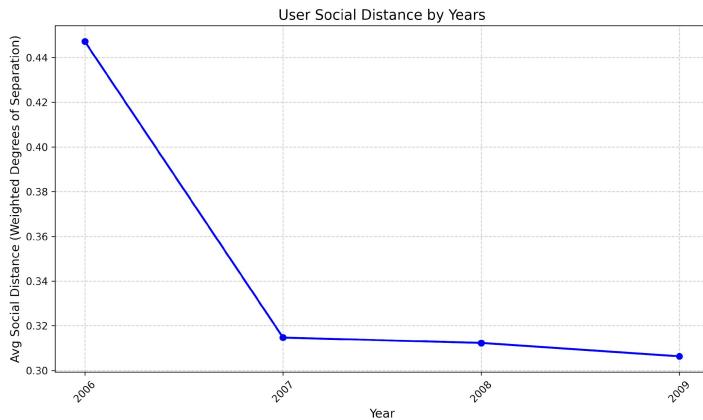
**Metric:** Node Strength Distribution (Log-Log Plot)

**The Trend:** The data follows a strict downward straight line.

**Meaning:** This confirms a **Power Law** distribution. The network is dominated by a number of "Mega-Hubs" (very popular shows) that have thousands of times more connections than the average title.

**Insight:** Rich Club Effect - a rigid backbone of "Central Hubs" gives structure to the entire network.

# User Network – “Shrinking World” Phenomenon

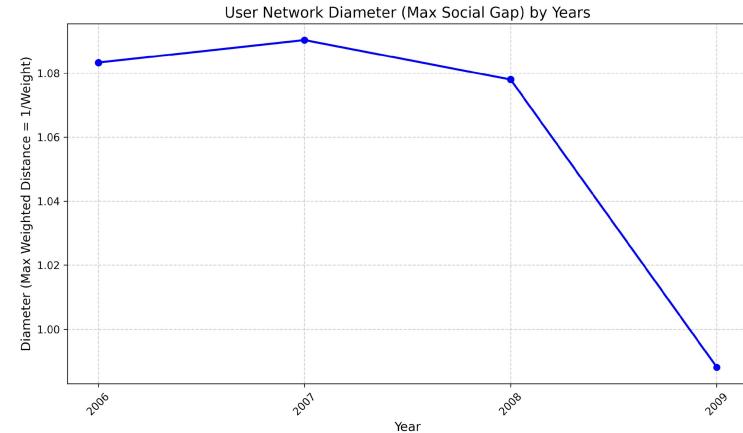


## Social Distance Collapsed

**Metric:** Average Social Distance (How "far" one user is from another).

**The Trend:** The line drops sharply from **0.45 to 0.31**.

**Meaning:** Unlike the anime graph, navigation got easier. As the community grew, users created shortcuts (friendships) that pulled everyone closer together.



## The Gap Closed

**Metric:** Network Diameter (The "widest" gap between two users).

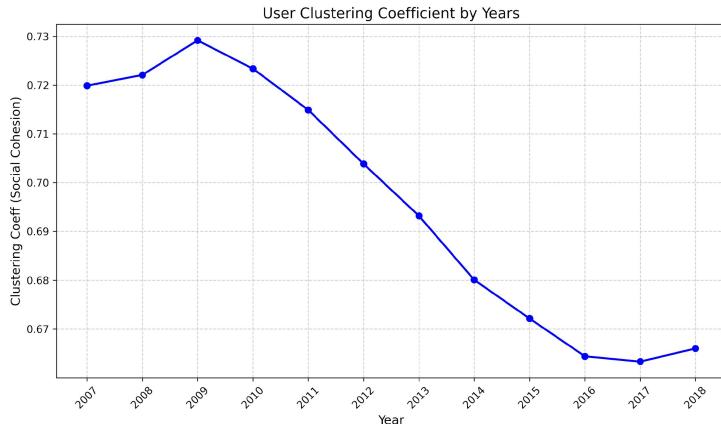
**The Trend:** The diameter shrank from **1.08 to less than 1.0**.

**Meaning:** There are no "isolated islands" of fans. Even the most distant groups (e.g., specific language speakers or niche fans) are integrating into the main core.

**Insight:** Global Integration - while the content library expanded and fragmented, the human community became a tighter, faster moving "Global Village".

# User Topology – The “Super-User” Glue

Highly Integrated "Global Village"

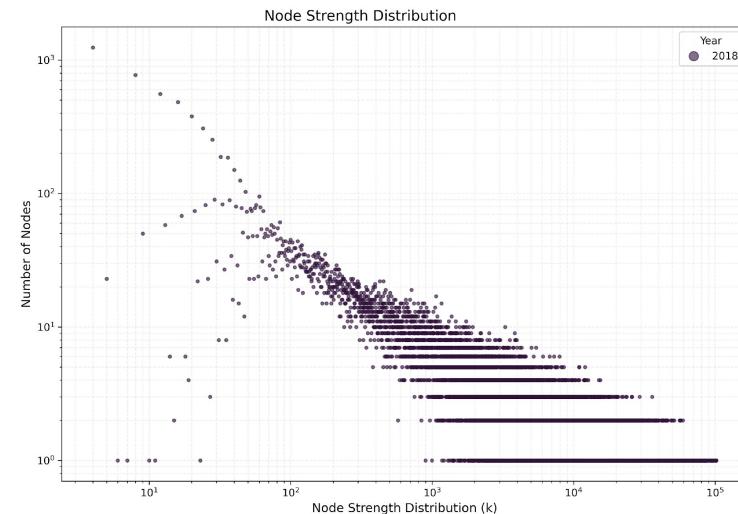


## Tight Friend Groups

**Metric:** Clustering Coefficient (Social Cohesion)

**The Trend:** Peaked at **0.73** and remains very high at **0.66**.

**Meaning:** This is incredibly high for a social network. It proves the community isn't just a crowd of strangers; it is built on overlapping friend circles.



## The "Super-Users"

**Metric:** Node Strength Distribution

**The Trend:** A straight diagonal line (Power Law).

**Meaning:** The network relies on a few "Super-Users" (Influencers). These few people have thousands of times more connections than the average user, acting as the "glue" that connects all the smaller friend groups together.

**Insight:** Structure - the community stays connected because "Super-Users" bridge the gap between

# Conclusion – Two Opposite Paths

Feature	Anime Graph (Content)	User Graph (Community)
Trend	Expansion & Divergence	Densification & Convergence
Navigation	Harder (Path: 7.1 -> 44.4)	Easier (Path: 0.45 -> 0.31)
Diameter	Widening (Niches forming)	Shrinking (Subgroups integrating)
Topology	Elongated "Genre Silos"	Integrated "Small World"

## Content Graph: Expansion & Fragmentation

**The Shift:** The library didn't just grow; it **stretched**.

**The Consequence:** The ecosystem elongated into specialized, distant silos. Navigating from one genre to another is now mathematically difficult (High Friction).

## User Graph: Densification & Integration

**The Shift:** The community didn't fracture; it **tightened**.

**The Consequence:** New users acted as bridges. The social world "shrank," creating a hyper-connected environment where trends move instantly (Low Friction).

## The Structural Paradox

**Core Insight:** We have built a sprawling, labyrinthine content library, but it is populated by a highly unified, 'Small World' community.

## **3. Mesoscale Analysis & Structural Validation**

# Experimental Setup & The Algorithm Battle

- **The Candidates:** Evaluated 5 algorithms (Leiden, Infomap, Eigenvector, LPA) on annual snapshots (2006–2018).
- **Evaluation Metrics: Structural:** Modularity (Q), **Semantic:** Genre Purity & Source Purity. **Usability:** Stability of Cluster Count ( $N$ ).
- **The Granularity Trade-off: Label Propagation:** Underfitting ( $Q \approx 0.03$ ). Too simple. **Eigenvector:** Unstable (Clusters fluctuated 4→108). **Infomap:** Hyper-segmentation. Excellent semantic purity (0.63), but produced ~150 micro-clusters.
- **Verdict:** We need macro-communities, not micro-fragments.

Algorithm	Modularity, Q	Genre Purity	Source Purity	Average N
Label Propagation	0.033	0.31	0.35	~ 6
Leading Eigenvector	0.301	0.50	0.45	~ 34
Infomap, T = {10, 25, 50}	max Q = 0.345	~0.62	0.54	30-150
Leiden, gamma = [0.5, 0.6, ..., 5.0]	<b>opt Q = 0.358</b>	0.57	0.53	<b>~ 6 - 15</b>

# The Winner: Leiden Algorithm ( $\gamma = \sim 1.0$ )

**Selection: Leiden Algorithm** (Modularity Optimization).

**Why  $\gamma = 1.0$ ? The "Golden Mean":**

- **Structural Integrity:** High Modularity ( $Q \approx 0.36$ ), comparable to best performers.
- **Semantic Alignment:** Genre Purity (0.57) remains competitive with Infomap.
- **Interpretability:** Consistently yields ~10 stable macro-communities.

**Strategic Decision:**

- Prioritized **structural interpretability** over maximal semantic purity.
- Goal: Tracking migration between distinct "Continents" (Macro-genres), not "Villages" (Micro-tags).

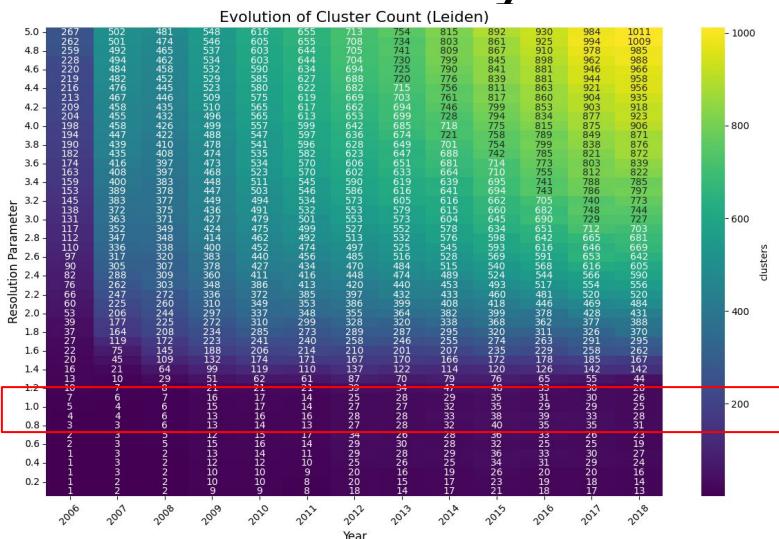
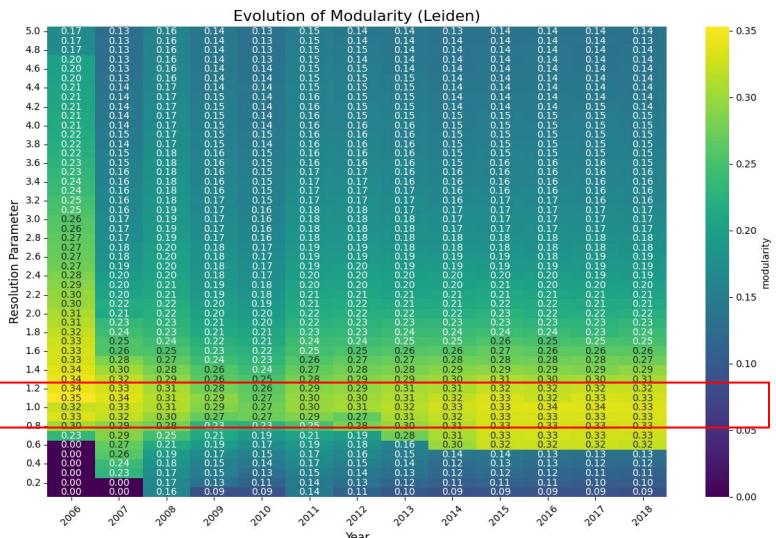
## Robustness Check: Parameter Sensitivity

## Sensitivity Analysis:

- Performed a parameter sweep for resolution  $y \in [0.1, 3.0]$  across all years.

### **Results (The "Plateau" Effect):**

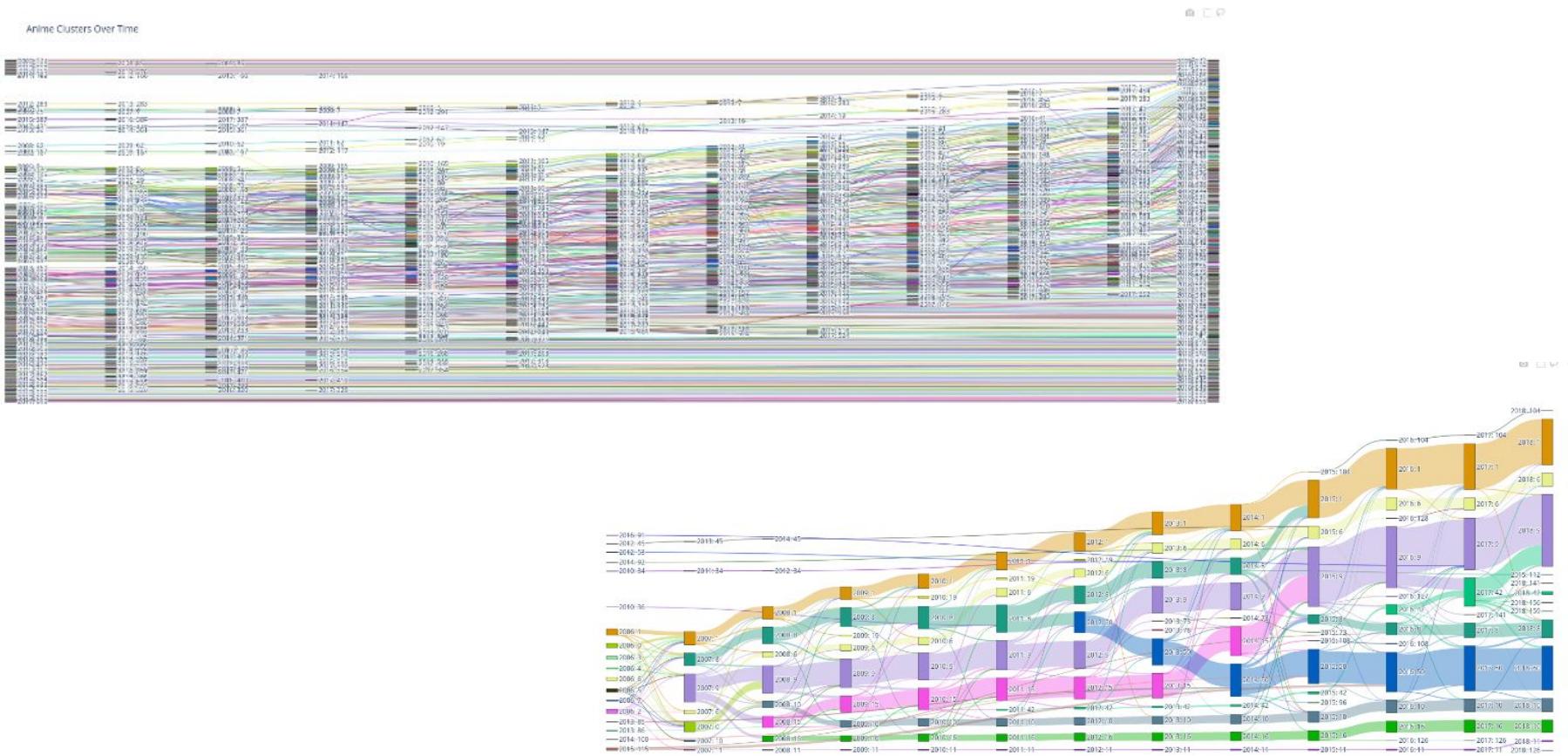
- **Modularity:** Remains robust and high in the range  $\gamma \in [0.8, 1.2]$ .
  - **Cluster Count:** Stabilizes around ~10 communities in the same range.



## Conclusion:

- The detected structure is **topologically real**, not an artifact of a specific parameter point.
  - Higher resolutions ( $\gamma > 1.5$ ) lead to artificial splintering of the network.

## Leiden vs. Infomap: Sankey diagrams



## **4 . Temporal Dynamics & User Migration**

**Modeling. The Random Walker Approach**

# Random Walker experiment. Simulation Protocol

**The Question:** Is user migration driven purely by network topology?

- *Hypothesis:* Users follow the "path of least resistance" (strongest edge weights).

**The Agent: Random Walker (Null Model)**

- Operates under **Markovian Neutrality**: No memory, no taste, only structure.

**Experimental Setup:**

1. **Initialization:** Spawn  $K=100$  stochastic agents for every user at their 2006 position.
2. **Propagation:** Agents navigate the evolving graph snapshot by snapshot ( $G_t \rightarrow G_{t+1}$ ).
3. **Consensus:** The "Predicted Community"  $c^{t+1}$  is determined by **Majority Vote** of the 100 agents.

**Goal:**

- Treat the Random Walker as a baseline classifier.
- Compare simulated trajectories ( $T_{sim}$ ) vs. empirical user history ( $T_{user}$ ).

# The Verdict: Structure != Destiny

## Results: Total Divergence

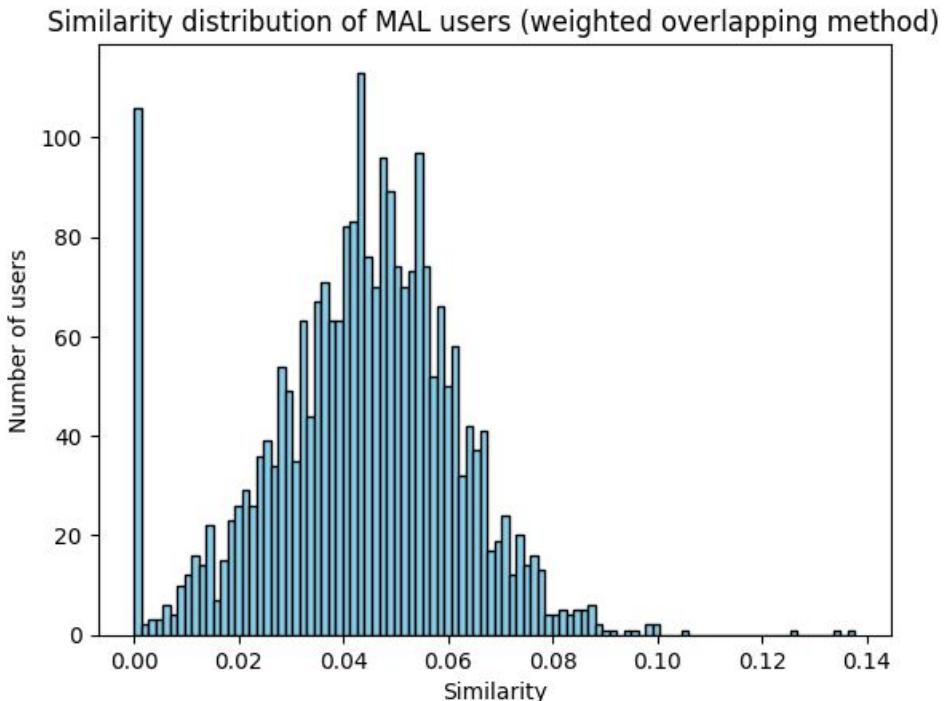
- **Mean Jaccard Similarity:** 0.0435 ( $\pm 0.0184$ ).
- Users share only  $\approx 4.3\%$  of their path with the topological agent.

## Interpretation:

- Structure defines **Possibilities** (neighbors), not **Probabilities** (choices).
- The "Gravity" of structural hubs fails to capture human nuance.

## Conclusion:

- Passive diffusion model **fails**.
- User migration is an **active choice** driven by latent factors (content, trends).
- $\Rightarrow$  **Next Step:** Supervised Machine Learning.



## 5. User Graph. Analysis of User Migration between Communities

# Predicting User Migration: Problem Formulation

## 1. Research Subject & Model

- **Dynamic Social Network:** The MAL user network is modeled as an **evolving graph**  $G_t = (V_t, E_t)$ .
- **Nodes ( $V$ ):** Unique users.
- **Weighted Edges ( $E_t$ ):** Social proximity based on shared consumption history (Affinity Network).
- **Focus:** Analyzing **transitions** between consecutive temporal snapshots ( $t$  and  $t + 1$ ).

## 2. Formalizing the Task

User migration prediction (change in community membership) is formalized as a **binary classification problem**.

- $C(u, t)$ : Community assignment of user  $u$  at time  $t$ .
- **Target Variable ( $y_u$ ):**

$$y_u = \begin{cases} 1 & \text{if } C(u, t+1) \neq C(u, t) \\ 0 & \text{if } C(u, t+1) = C(u, t) \end{cases}$$

## 3. Prediction Method

- **Features:** Features extracted at time  $t$  are utilized to predict the state  $y_u$  at time  $t + 1$ .

# Constructing User Yearly Graphs (2006–2018)

**Goal:** To build a series of yearly user graphs  $G_{2006}$  to  $G_{2018}$  for dynamic analysis.

To reveal genuine community structure and migration patterns, we apply three levels of **filtering**:

- **User filtering** excludes users who have watched very few anime (e.g., only 1–5 titles) or extremely many titles (e.g., binge-watchers who have watched thousands). Such users either contribute little information or create overly dense connections that obscure real community structure.
- **Anime filtering** removes overly popular titles, such as Naruto or One Piece, which are watched by a large fraction of users. These titles create super-connected hubs, making many users appear connected even if they have little else in common, which can mask meaningful migration patterns.
- **Edge filtering** removes weak connections by requiring users to share at least a minimum number of anime titles (default threshold = 3). This ensures that only significant user overlaps are included.

# Community Detection and Tracking Over Time

## 1. The Core Task & Objective

- **Goal:** To partition social actors (users) into densely connected groups, and track changes in community membership over time to analyze user migration.
- **Objective Function:** Algorithms optimize **modularity**, a quality function that quantifies how much more densely connected nodes are *within* communities compared to connections *between* them.

## 2. Algorithm Selection: The Leiden Algorithm

## 3. Advantages of Leiden

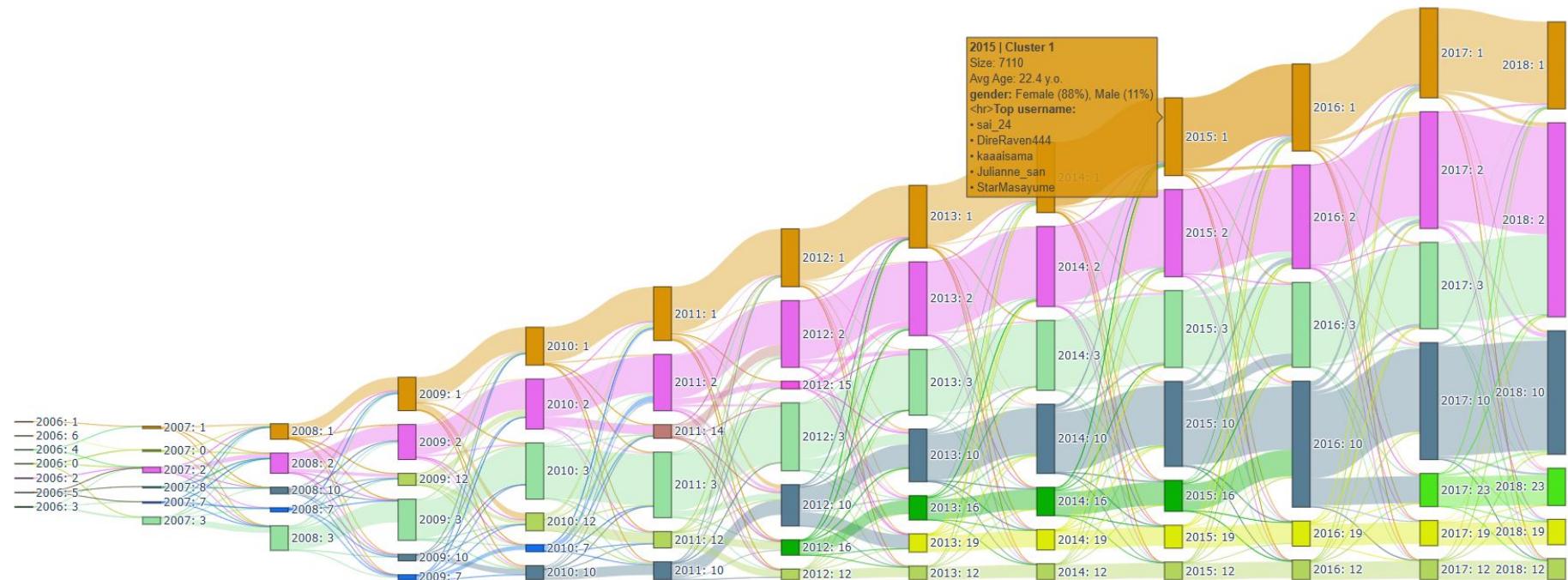
- **Scalability & Efficiency:** Near-linear scalability allows effective handling of large network sizes.
- **Quality Guarantee:** Introduces a refinement phase that **ensures all resulting communities are well-connected**, which is critical for interpreting membership as genuine social behavior.
- **Reliability:** Detected communities are more structurally meaningful and interpretable units for migration analysis.

## 4. Setting the Resolution Parameter

Leiden is a hierarchical algorithm, where the resolution parameter controls the size of detected communities:

- **Setting:** We set the resolution parameter = 1.
- **Rationale:** This choice provides **balanced community granularity**, avoiding overly coarse clusters (resolution  $< 1$ , macro-genres) that merge distinct groups while preventing excessively fine clusters (resolution  $> 1$ , niche noise). This setting captures meaningful structures suitable for migration analysis.

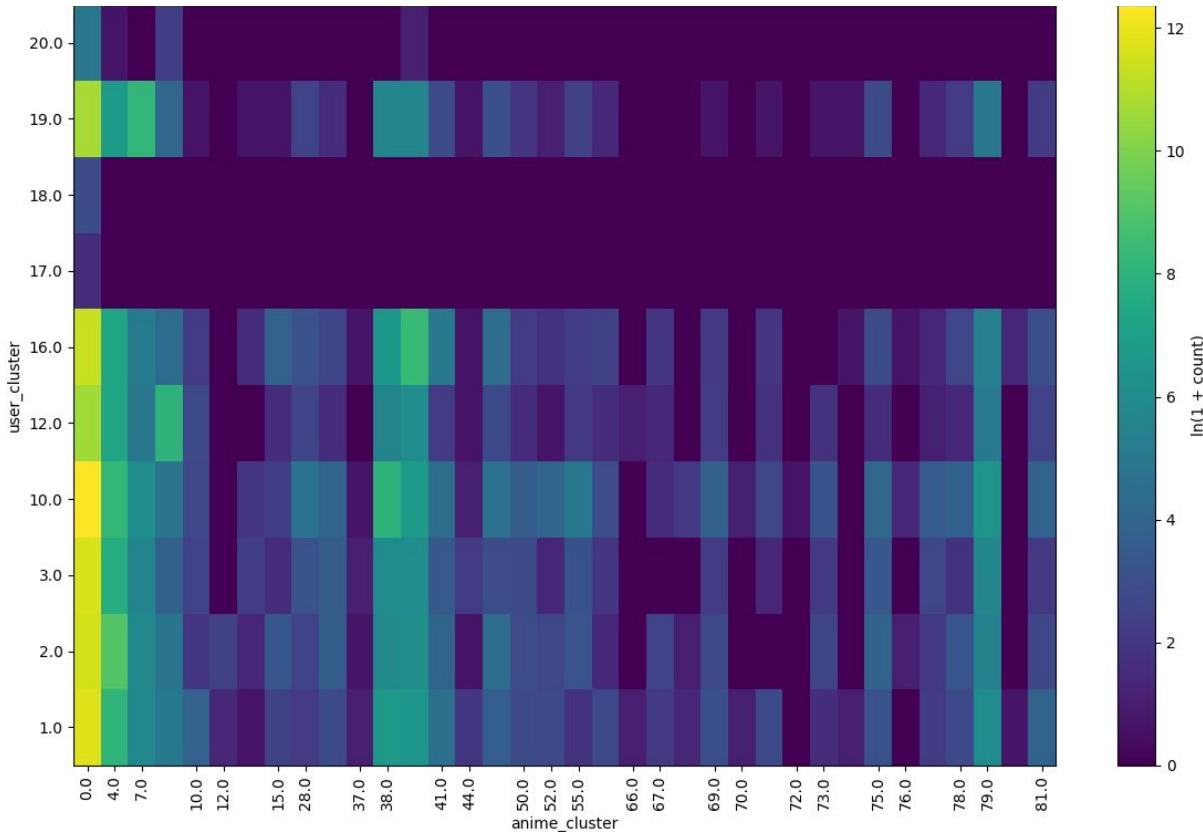
# Community Detection. User Graph Evolution.



# Bridging Topology and Semantics

To connect community structure (topology) with user preference (semantics), we built a **correlation matrix** between the detected user communities and specific anime genre clusters.

- The matrix is based on historical rating data, revealing which **anime categories dominate** within each user group.
- **Preference Profiling:** Uncover **community-specific preference profiles** (e.g., this user group prefers "Sci-Fi" and "Mecha").
- **Driving Factors:** Explore the **content-driven factors** underlying user migration, showing *what* content motivates users to shift communities.



# Multidimensional Feature Space for Migration Prediction

To capture the factors driving migration, we constructed a comprehensive, per-user, per-year feature vector describing the user's state at time  $t$ . This vector integrates static, structural, and dynamic signals for predictive modeling.

## Feature Categories

### (1) Graph Structure (Global & Local)

- **Key Metrics:** Degree, Weighted Strength, PageRank, and K-core decomposition.
- **Rationale:** Measures user **centrality and influence** within the overall graph topology.

### (2) Local Cohesion

- **Key Metric:** Weighted Clustering Coefficient.
- **Rationale:** Low values indicate **weak neighborhood integration** and a potentially **higher migration risk**.

### (3) Community Embeddedness

- **Key Metric:** Intra-Community Ratio (ICR), defined as the fraction of a user's edges that connect to nodes within the same community.
- **Rationale:** Quantifies the **boundary position** of a user—how strongly they are tied to their group.

### (4) Temporal Dynamics

- **Key Metrics:** Delta features (delta\_degree, delta\_ICR, etc.).
- **Rationale:** Represents the year-over-year **change (trajectory)** in structural metrics, capturing evolving engagement.

### (5) Demographics & Activity

- **Key Metrics:** Static attributes (gender, age, location) integrated with dynamic indicators (watched titles, rating fluctuations over time).
- **Rationale:** Provides non-topological context and reflects changes in **overall engagement level**.

# Predictive Modeling: Why CatBoost?

We utilize **CatBoost**, a state-of-the-art gradient boosting algorithm on decision trees, due to its optimal fit for the complexities of our network data:

- **Native Handling of Heterogeneous Data:** CatBoost natively processes **categorical features** (like community membership, gender, country) alongside continuous graph metrics, avoiding complex and sparse one-hot encoding.
- **Robustness and Scale Invariance:** Highly effective with features of **widely different scales** (e.g., PageRank vs. Gender) and efficiently handles **missing values**.
- **Captures Non-Linear Interactions:** Tree-based boosting automatically captures the complex, non-linear relationships between structural position, community boundaries, and user activity dynamics.
- **Imbalanced Target Handling:** Allows for customized loss functions and class weighting to effectively manage the rare nature of **migration events**.
- **High Interpretability:** Supports native calculation of **Feature Importance** and SHAP values, crucial for understanding the structural and dynamic factors driving user migration.

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# Model Performance and Interpretation

Considering the task complexity, dataset size, and class imbalance, the CatBoost model demonstrates good performance.

**Discrimination:** ROC AUC = 0.915, indicating ability to separate migrating and non-migrating users.

## Classification metrics:

Non-migration (0): precision 0.93, recall 0.92, F1 0.93

Migration (1, minority): precision 0.64, recall 0.68, F1 0.66

**Overall accuracy:** 0.88, despite class imbalance (~17% migration).

**Confusion matrix:** correctly detects 6,151 migrating users with controlled false positives (3,417).

The model effectively captures behavioral and network-driven patterns, making it suitable for early-warning migration detection. Thresholds can be adjusted to favor recall or precision depending on practical needs.

# Model Interpretation: Feature Drivers of Migration

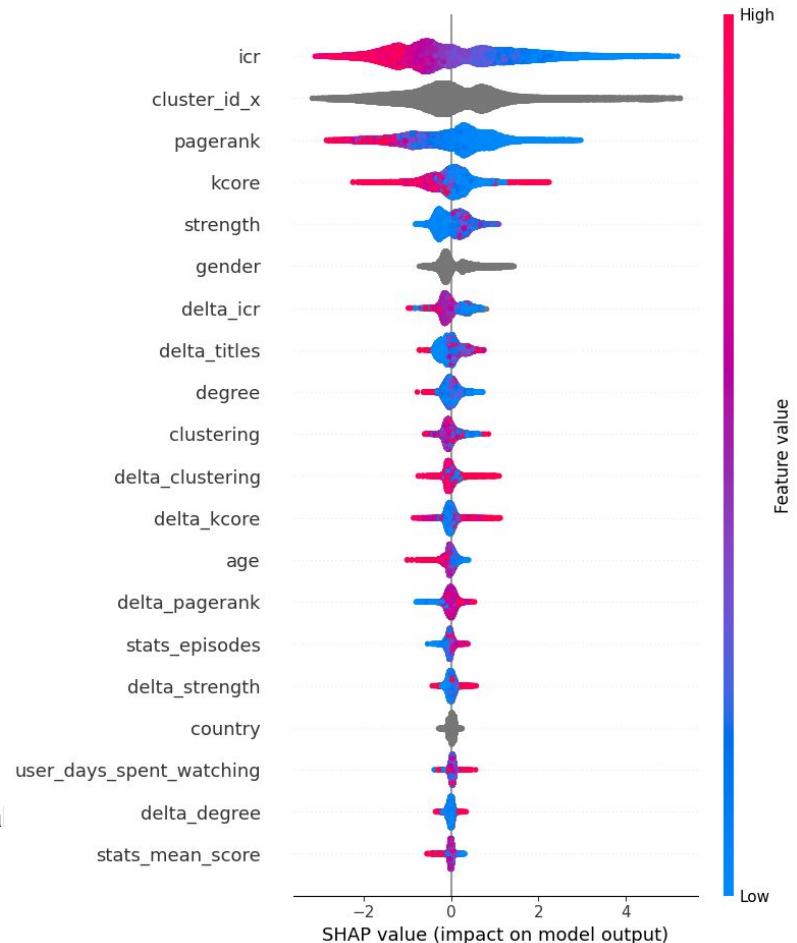
**Stabilizing Force (High ICR):** A high ICR value strongly contributes to a prediction of non-migration (0). This confirms that topological integration—having a high density of connections within the community—acts as a powerful anchoring effect. The user has too much invested social capital within the group to easily leave.

**The Role of Global Influence (PageRank):** Highly influential users (high PageRank) are less likely to migrate. This suggests that the accumulated social capital creates a significant inertia against change.

**Community Instability:** The current community assignment itself proved to be a strong predictor. This implies that baseline migration risks differ significantly across fandoms.

**Behavioral Stability:** Demographically, older users show lower migration propensities. This aligns with general sociological findings that older cohorts exhibit more stable preferences and lower rates of behavioral change than younger users.

**Our investigation into user migration confirms that complex social behavior cannot be captured by singular metrics or simplistic topological models.**



Last slide...