Community detection

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In this practical we consider algorithms for partitioning the nodes of the input graph.

Exercise 1 — *Simple bechmark*
Implement an algorithm to generate the following random graph.

- The graph has 400 nodes partition into 4 clusters of 100 nodes.
- Each pair of nodes in the same cluster is connected with a probability p
- Each pair of nodes in different clusters is connected with a probability $q \leqslant p$

Draw the obtained graphs for various values of p and q using a software of your choice. For instance: `https://networkx.github.io/documentation/stable/reference/drawing`

What is the effect of increasing or decreasing $\frac{p}{q}$ on the community structure?

Exercise 2 — *Label propagation*
Implement the label propagation algorithm.
Run your program on the benchmark graphs generated for Exercise 1. Draw the graph and color the nodes nodes using a different color for each community.

Exercise 3 — *Experimental evaluation*
Compare (i) the Label Propagation you have implemented in exercise 2 and (ii) the Louvain algorithm (implementation available here: `https://sourceforge.net/projects/louvain/` and here: `https://github.com/jlguillaume/louvain`). For this you will need to design your own experiments:

- evaluate the scalability of the two programs using graphs of different sizes and report the running time and memory consumption.
- evaluate the accuracy of the algorithms using the benchmark made in question 1, the LFR benchmark `https://github.com/eXascaleInfolab/LFR-Benchmark_UndirWeightOvp` (consider only undirected, unweighted graphs with non-overlapping communities) and some metrics to compare partitions.

Which algorithm(s) perform(s) the best?

Exercise 4 — *New algorithm (optional)*
Suggest your own community detection method and implement it.
Explain your algorithm: the intuition behind it and the implementation issues.
Add it in the experimental evaluation (exercise 3).