Discovering conflicting groups in signed networks





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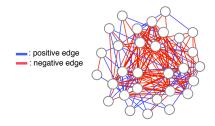




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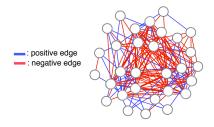
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 Given a signed network, e.g., social networks with edge sign indicating agree/disagree.



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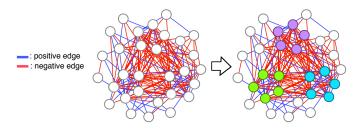
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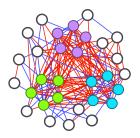
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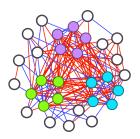
- People form groups with like-minded or those with common enemies.
- Our goal: find the conflicting groups with mostly + intra-group edges and mostly - inter-group edges.

Challenge: existence of neutral nodes



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- Neutral nodes might behave differently to both the conflicting groups or to themselves.
- Methods partitioning the entire network such as signed clustering
 [5] and correlation clustering
 [1] are not efficient.

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where $E(S_{h}, S_{\ell}) = \{(i, j) \in E : i \in S_{h}, j \in S_{\ell}\}$ and $E(S_{h}) = E(S_{h}, S_{h}).$
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- Many balanced edges and few imbalanced edges.
- Normalized by the total group size.
- Express Eq (1) as

$$\max_{S_1 \cap S_2 = \emptyset} \frac{\sum_{h \in [k]} \sum_{(i,j) \in E(S_h)} A_{i,j} + \sum_{h \neq \ell \in [k]} \sum_{(i,j) \in E(S_h,S_\ell)} (-A_{i,j})}{|\bigcup_{h \in [k]} S_h|}$$
(2)

► Then, rewrite Eq (2) as

$$\max_{x \in \{-1,0,1\}^n} \frac{x^T A x}{x^T x} \tag{3}$$

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- ▶ Provided with a $O(n^{1/2})$ -approx randomized algorithm.
- ▶ Cons: $x \in \{-1, 0, 1\}^n$ can only represent k = 2 conflicting groups.

► Extend Eq (2) as

$$\max_{S_1, \cdots, S_k} \frac{\sum_{h \in [k]} \sum_{(i,j) \in E(S_h)} A_{i,j} + \frac{1}{k-1} \sum_{h \neq \ell \in [k]} \sum_{(i,j) \in E(S_h, S_\ell)} (-A_{i,j})}{|\bigcup_{h \in [k]} S_h|} \tag{4}$$

► The weighting is to prevent inter-group edges from dominating Eq (4).

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- ▶ Notice the numerator of Eq (4) can be rewritten as $\langle A, X L_k X^T \rangle_F$,
 - where $L_k = kI_k \mathbf{1}_{k \times k}$ is the Laplacian of a clique of size k and
 - ▶ $X \in \{0,1\}^{n \times k}$ is the group indicator with $X_{i,:} = (I_k)_{j,:}$ if $i \in S_j$.

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- ▶ By expressing Eq (4) in terms of the eigendecomposition of L_k , ...

Rewrite Eq (4) as $\max_{Y \in \mathbb{R}^{n \times (k-1)} \setminus \{\mathbf{0}\}} \frac{Tr(Y^T A Y)}{Tr(Y^T Y)}$

subject to
$$Y_{i,j} = \begin{cases} c_j(k-j), & \text{if } i \in S_j \\ 0, & \text{if } i \in \cup_{h=1}^{j-1} S_h \text{ or } i \notin \cup_{h \in [k]} S_h \\ -c_j, & \text{if } i \in \cup_{h=j+1}^k S_h \end{cases}$$
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 (6)

- ▶ Let $A^{(0)} = A$ and $A^{(j-1)}$ results from removing $\bigcup_{h \in [i-1]} S_h$ from G.
- After equation (6) is solved, we know $S_j = \{i : x_i^* = k j\}$.
- Repeat the same process to decide the remaining S_{j+1}, \cdots, S_k .

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- ▶ Repeat the same process to decide the remaining S_{i+1}, \dots, S_k .

Our approach: Spectral Conflicting Groups

Algorithm 1: SCG(A, k)

return S_1, \ldots, S_{ν} :

Our approach: Solve-Max-DRQ

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▶ APX-Hard [2] for k = 2 and practical $\mathcal{O}(n^{1/2})$ -approx by 2PC [3].

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- ▶ APX-Hard [2] for k = 2 and practical $\mathcal{O}(n^{1/2})$ -approx by 2PC [3].
- ▶ Our approach is based on rounding the leading eigenvector of $A^{(j-1)}$ to a vector in $\{k-j,0,-1\}^n$.

```
Algorithm 1: Solve-Max-DRQ(A, q)Input : Square and symmetric matrix A, and positive integer q.Output: The rounded vector r \in \{0, -1, q\}^n.v \leftarrow the leading eigenvector of A;(d_1, r_1) \leftarrow \operatorname{Round}(v, q);// d_1 = \sin \theta(v, r_1)(d_2, r_2) \leftarrow \operatorname{Round}(-v, q);// d_2 = \sin \theta(v, r_2)if d_1 \leq d_2 then r \leftarrow r_1;else r \leftarrow r_2;return r;
```

Deterministic Rounding: Minimum Angle (MA)

- ▶ Rounded $r = \operatorname{argmin}_{u \in \{q,0,-1\}^n} \sin \theta(v, u)$.
- ▶ Guaranteed to finish in $\mathcal{O}(n^2)$.
- ▶ For practical consideration, implement an $\mathcal{O}(n)$ algorithm.

```
Algorithm 2: MA(v, q)
\{i_k\}_{k=1}^n \leftarrow \text{Sort } v \text{ and return the indexes such that } v_{i_1} \geq \cdots \geq v_{i_n};
(d, u^*) \leftarrow (\infty, 0):
(k_1, k_2) \leftarrow (0, n+1);
while k_1 < k_2 do
      u_1 \leftarrow \text{set the } i_{k_1+1}\text{-th element of } u^* \text{ to } q;
     u_2 \leftarrow \text{set the } i_{k_2-1}\text{-th element of } u^* \text{ to } -1;
     if \min\{\sin\theta(v, u_1), \sin\theta(v, u_2)\} \ge d then break;
     if \sin \theta(v, u_1) < \sin \theta(v, u_2) then
       (k_1, d, u^*) \leftarrow (k_1 + 1, \sin \theta(v, u_1), u_1;
     else (k_2, d, u^*) \leftarrow (k_2 - 1, \sin \theta(v, u_2), u_2);
end
return (d, u^*);
```

Randomized Rounding (R)

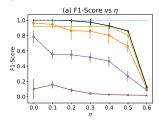
- ▶ Generalize the randomized approach of 2PC [3].
- ► Round v to r by setting $r_i = \begin{cases} q, & \text{w.p. } |v_i|/q \\ -1, & \text{w.p. } |v_i| \end{cases}$.
- ▶ It gives a $\mathcal{O}(qn^{1/2})$ -approx to the Max-DRQ problem, which is tight upto a factor of q.

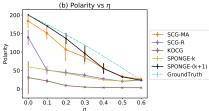
Experiment Results

Real-world networks:

	Bitcoin	WikiVote	Referendum	Slashdot	WikiConflict	Epinions	Wikipolitics
V	5 881	7 115	10 884	82 140	116 717	131 580	138 587
E	21 492	100 693	251 406	500 481	2 026 646	711 210	715 883
$ E_{-} / E $	0.2	0.2	0.1	0.2	0.6	0.2	0.1
SCG-MA	14.6	45.5	84.9	37.8	102.6	88.8	57.5
SCG-R	5.0	9.7	39.8	7.3	16.2	39.4	5.5
KOCG [4]	4.4	5.5	8.8	2.6	4.5	8.7	4.8
SPONGE-k [5]	5.0	15.8	41.5	_	_	_	_
SPONGE-(k+1) [5]	0.8	1.0	1.0	_	_	_	_

Synthetic:





Summary

- ► An efficient optimization framework to find conflicting groups.
 - By rewriting the objective and analyzing the eigenspaces of the Laplacian of a clique of size k, finding each conflicting group reduces to solving a discrete optimization problem.
 - Present approximation algorithms with provable guarantee.
- Future works:
 - ▶ Is it possible to improve $\mathcal{O}(n^{1/2})$ -approx by other approach?
 - What causes the empirical difference in real and synthetic graphs?

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