# 14: Clique Finding

Machine Learning and Real-world Data (MLRD)

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## Last session: betweenness centrality

- You implemented betweenness centrality.
- This let you find "gatekeeper" nodes in the Facebook network.
- We will now turn to the task of finding clusters in networks.

# Clustering and Classification

- Clustering: automatically grouping data according to some notion of closeness or similarity.
- Classification (e.g., sentiment classification): assigning data items to predefined classes.
- Clustering: groupings can emerge from data, unsupervised.
- Clustering for documents, images etc: anything where there's a notion of similarity between items.
- Most famous technique for hard clustering is k-means: very general (also variant for graphs).
- Also soft clustering: clusters have graded membership

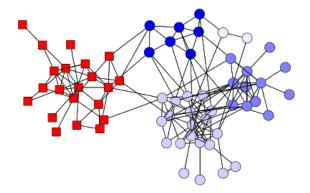
# Agglomerative vs. divisive clustering

- agglomerative clustering works bottom-up.
- divisive clustering works top-down, by splitting.
- Newman-Girvan method a form of divisive clustering.
- Criterion for breaking links is edge betweenness centrality.

# Dolphin data: different clustering layers

■ squares vs circles: first split

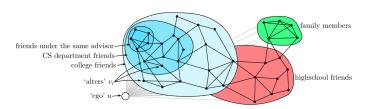
■ shades of blue: further splits



# Facebook circles dataset: McAuley and Leskovec (2012)

- Profile and network data from 10 Facebook ego-networks.
- An ego network is a network emanating from one person.
- Circles are defined as Facebook friends in a particular social group.
- Gold-standard circles are manually identified by the egos themselves.

## Facebook Circles task



- Complete network consists of 4,039 nodes in 193 circles.
- Average: 19 circles per ego, each circle with average of 22 alters.
- You will cluster only a small network derived from one ego.

# Doing the full Facebook Circles task

25% of circles are contained completely within another circle 50% overlap with another circle 25% have no members in common with any other circle

Requires more sophisticated methods than Newman-Girvan:

- Nodes may be in multiple circles, so we need soft clustering.
- Use sociological/demographic data from outside the network data.

## Evaluating simple clustering

- Assume data sets with gold standard or ground truth clusters.
- But: unlike classification, we don't have labels for clusters, number of clusters found may not equal true classes.
- purity: assign label corresponding to majority class found in each cluster, then count correct assignments, divide by total elements (cf accuracy).

```
http://nlp.stanford.edu/IR-book/html/
htmledition/evaluation-of-clustering-1.html
```

■ But best evaluation (if possible) is extrinsic: use the system to do a task and evaluate that.

## Newman-Girvan method

**while** number of connected subgraphs < specified number of clusters (and there are still edges):

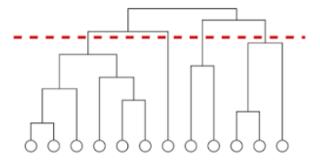
- 1 calculate edge betweenness for every edge in the graph
- 2 remove edge(s) with highest betweenness
- 3 recalculate number of connected components

#### Note:

■ Treatment of tied edges: either remove all (today) or choose one randomly.

## Newman-Girvan Method: Stopping Criterion

- The image below is called a dendrogram.
- Either: stop at prespecified level (tick).
- Or: complete process and choose best level by 'modularity' (Newman, 2004; starred tick).



# Edge betweenness centrality

- Previously:  $\sigma(s, t|v)$  the number of shortest paths between s and t going through node v.
- Now:  $\sigma(s,t|e)$  the number of shortest paths between s and t going through edge e.
- Algorithm only changes in the bottom-up (accumulation) phase:  $\delta(v)$  much as before, but  $c_B[(v,w)]$  is now

# Edge Betweenness (Brandes 2008)

#### Edge betweenness

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output: betweenness c_B[q] for q \in V \cup E (initialized to 0)
```

## Final Task

#### Task 12:

- Determine connected components
- Change code for betweenness centrality (from node to edge)
- Implement the Newman-Girvan method to discover clusters in the network provided.

## Code for determining connected components

- Today's graph is disconnected: there are five connected components.
- Finding connected components: depth-first search, start at an arbitrary node and mark the other nodes you reach.
- Repeat with unvisited nodes, until all are visited.
- Implementation hint: depth-first, so use recursion (the program stack stores the search state).