



Lab 08 – Network Data Analytics

Trimester 1 - 2019

Table of Contents

1. Centrality Analysis	3
2. Community Analysis	3
2.1. Clique Percolation Method.....	3
2.2. Efficient Implementation	4
2.3. Test with large dataset	4
3. Information Diffusion	5
3.1. Diffusion process	5
3.2. Influence maximization	5

Complete the code with TODO tag in the Jupyter notebooks.

1. Centrality Analysis

In this exercise, you will implement the pagerank centrality.

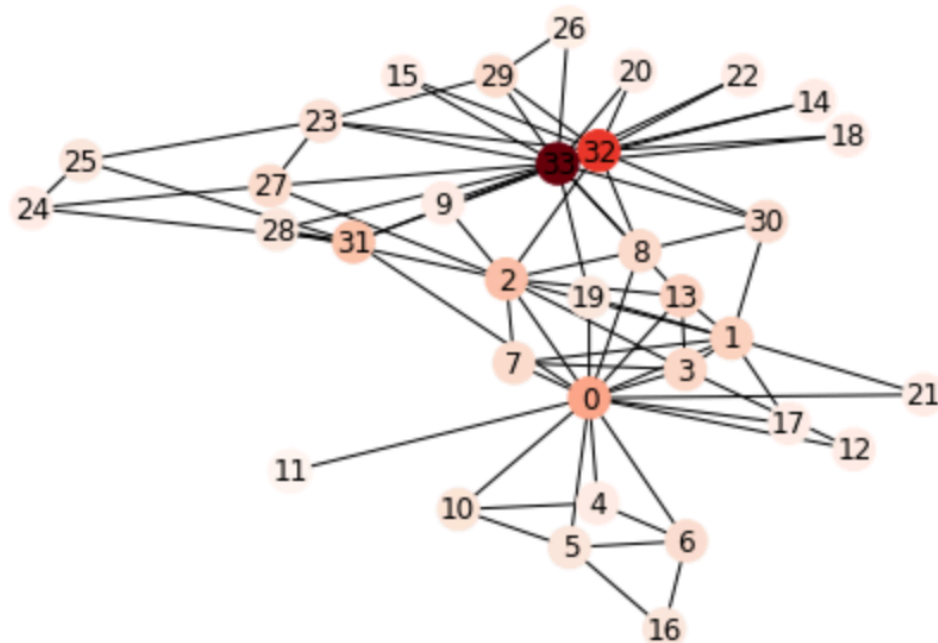
Name: Zachary's Karate Club

Type: Graph

Number of nodes: 34

Number of edges: 78

Average degree: 4.5882

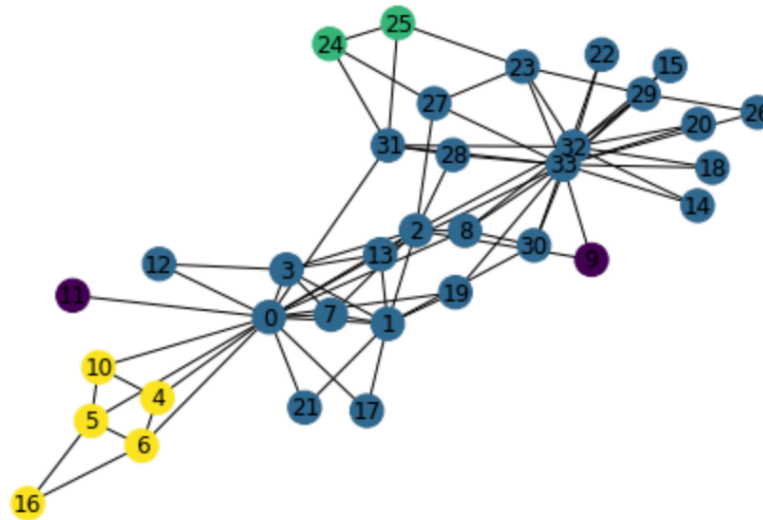


2. Community Analysis [OPTIONAL]

2.1. Clique Percolation Method

One well-known algorithm for detecting overlapping communities is called the Clique Percolation Method (CPM).

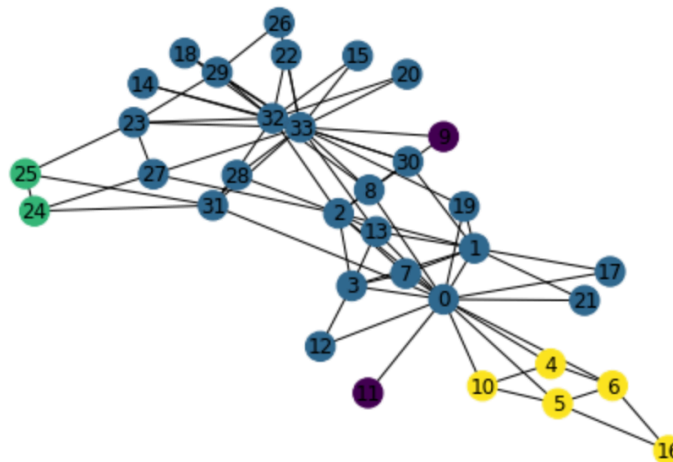
Name: Zachary's Karate Club
 Type: Graph
 Number of nodes: 34
 Number of edges: 78
 Average degree: 4.5882
 ---0.000205993652344 seconds---



2.2. Efficient Implementation

That implementation is correct but expensive---it requires $O(N^2)$ clique comparisons, where N is the number of cliques (which is often much larger than the number of nodes!). If we use a python dictionary to index which nodes belong to which cliques, then we can easily compare only those cliques that share at least one node in common. This implementation is a bit longer but should be more efficient.

---0.0001540184021 seconds---



2.3. Test with large dataset

Now we test with a real large-scale network data at <https://snap.stanford.edu/data/com-Amazon.html>

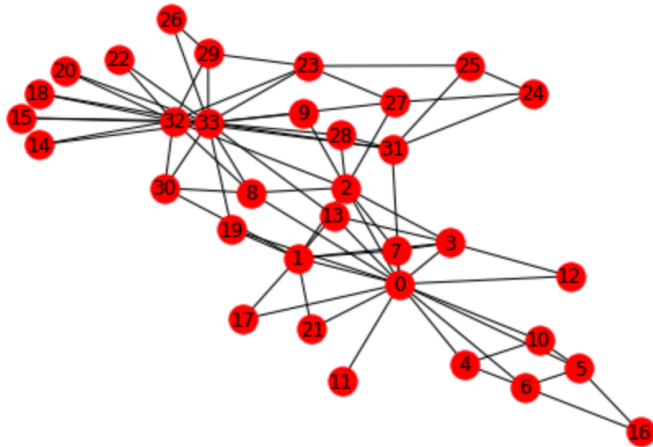
Name:
 Type: Graph
 Number of nodes: 334863
 Number of edges: 925872
 Average degree: 5.5299
 ---0.0001220703125 seconds---
 ---0.000126123428345 seconds---

3. Information Diffusion

It is also known as graph activation process, e.g. <http://ncase.me/crowds/>

Further readings:

- <https://stackoverflow.com/questions/31815454/animate-graph-diffusion-with-networkx>
- <https://stackoverflow.com/questions/27475211/animating-a-network-graph-to-show-the-progress-of-an-algorithm/>



3.1. Diffusion process

Now we implement the diffusion process. Each active node will cause other nodes in the graph to become active over time. The diffusion rule is that a node gets active if at least a certain percentage of its neighbours become active. The process continues until convergence (i.e. has no new node activated).

OPTIONAL: Can you implement a data visualization to illustrate the diffusion process?

```
diffusion(G, {0,1})
```

```
{0, 1, 2, 3, 7, 9, 11, 12, 13, 17, 19, 21}
```

3.2. Influence maximization

Now we find a minimal set of seeds that maximize the influence (i.e. the number of active nodes). The influence maximization problem is NP-hard in general. Here, we use a greedy algorithm that iteratively chooses a seed such that the gain of influence is maximal.

```
seeds = greedy(G,3)
print(seeds)
print(utility(G, seeds))
```

```
set([0, 33, 4])
```

```
34
```