



INTERNATIONAL INSTITUTE OF
INFORMATION TECHNOLOGY

H Y D E R A B A D

BRICS – Efficient Techniques for Estimating the Farness-Centrality in Parallel

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Why Graphs?

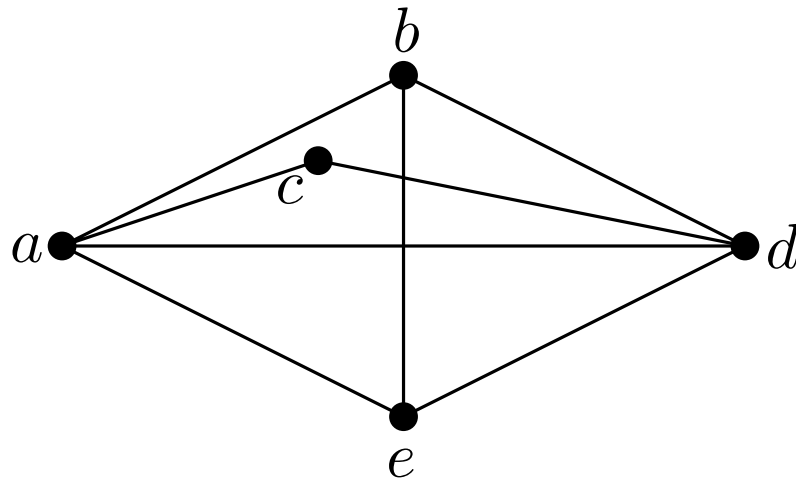
Farness Centrality

For a node v in graph $G(u,v)$, it is the sum of the shortest distances from node v to all other nodes in the graph.

$$farness[u] = \sum_{v \in V} d(u, v)$$

Farness Centrality

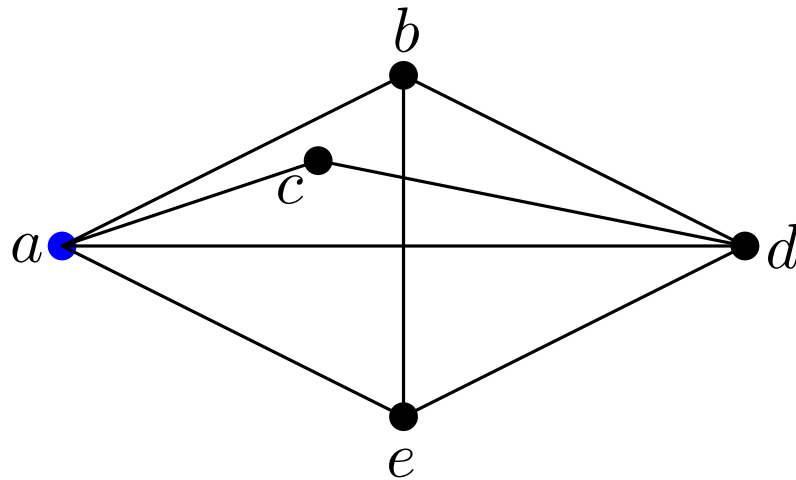
Example



	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	FC
<i>a</i>						
<i>b</i>						
<i>c</i>						
<i>d</i>						
<i>e</i>						

Farness Centrality

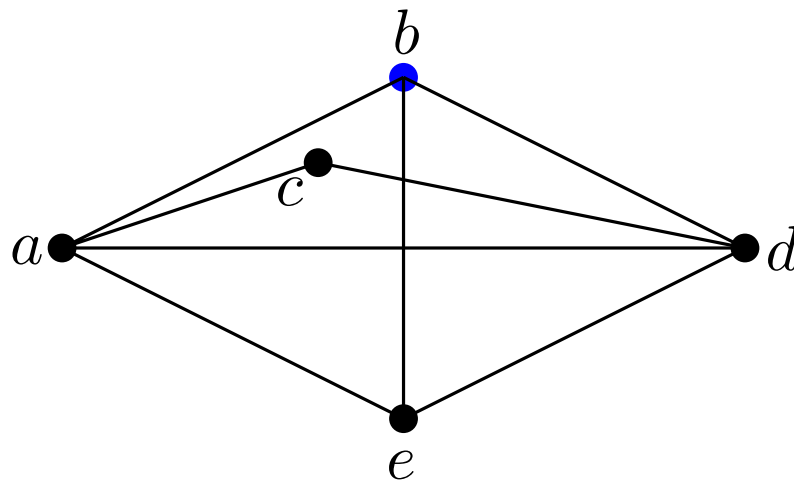
Example



	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	FC
<i>a</i>	0	1	1	1	1	4
<i>b</i>						
<i>c</i>						
<i>d</i>						
<i>e</i>						

Farness Centrality

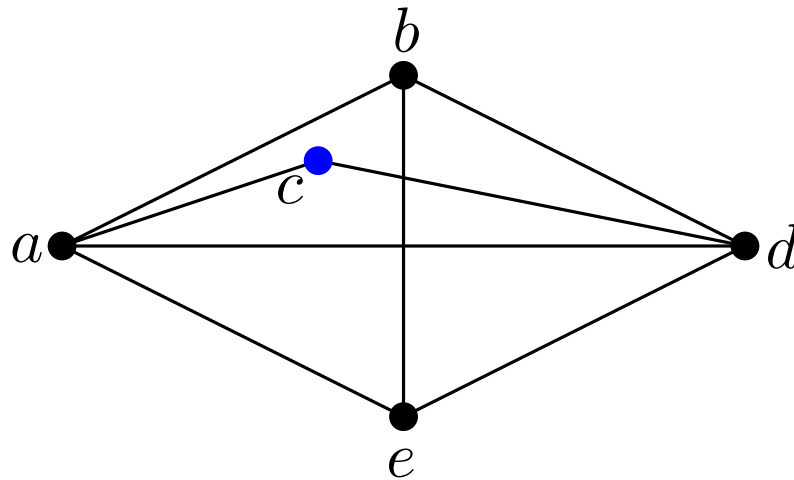
Example



	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	FC
<i>a</i>	0	1	1	1	1	4
<i>b</i>	1	0	2	1	1	5
<i>c</i>						
<i>d</i>						
<i>e</i>						

Farness Centrality

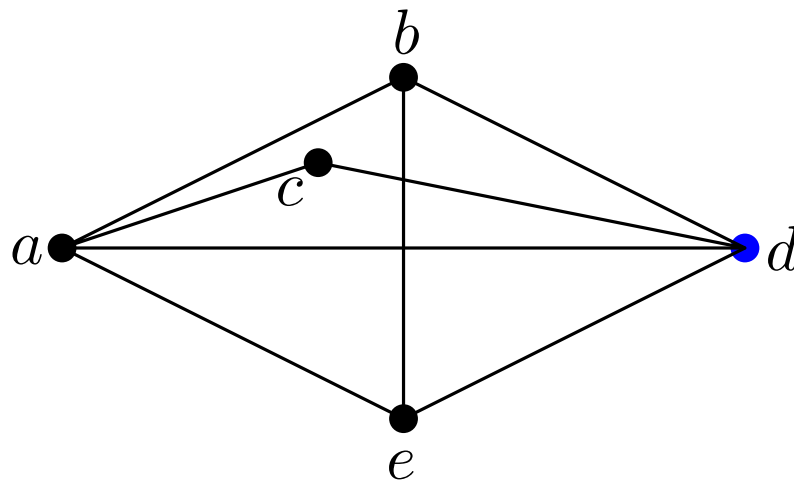
Example



	a	b	c	d	e	FC
a	0	1	1	1	1	4
b	1	0	2	1	1	5
c	1	2	0	1	2	6
d						
e						

Farness Centrality

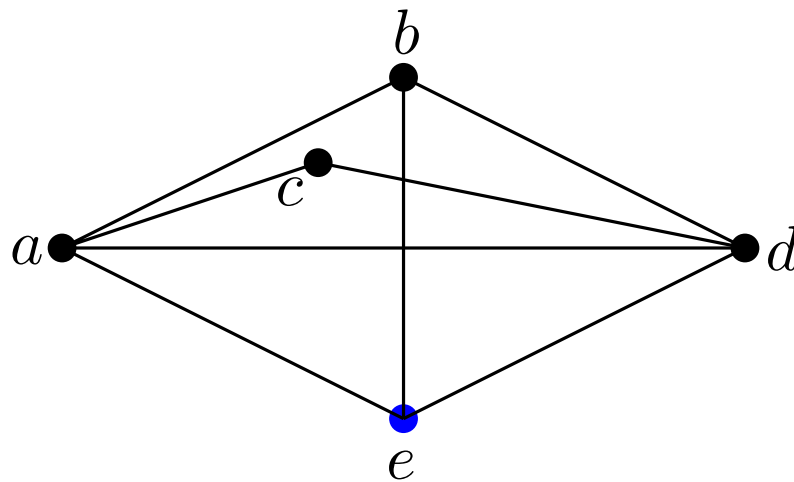
Example



	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	FC
<i>a</i>	0	1	1	1	1	4
<i>b</i>	1	0	2	1	1	5
<i>c</i>	1	2	0	1	2	6
<i>d</i>	1	1	1	0	1	4
<i>e</i>						

Farness Centrality

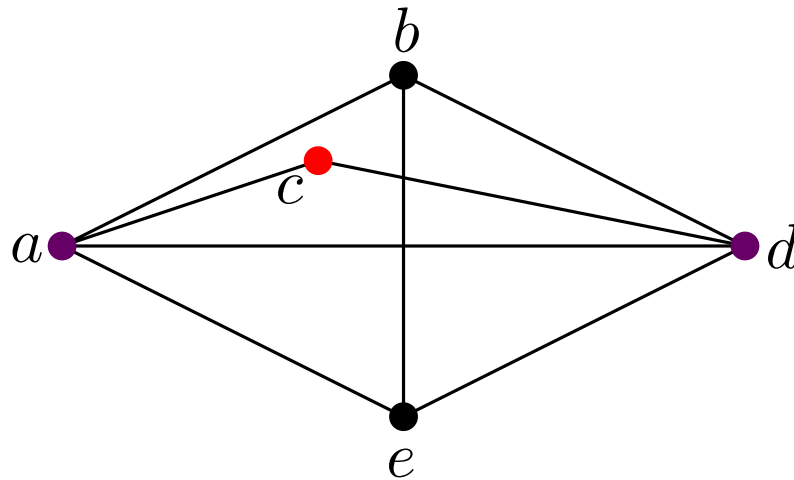
Example



	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	FC
<i>a</i>	0	1	1	1	1	4
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<i>c</i>	1	2	0	1	2	6
<i>d</i>	1	1	1	0	1	4
<i>e</i>	1	1	2	1	0	5

Farness Centrality

Example

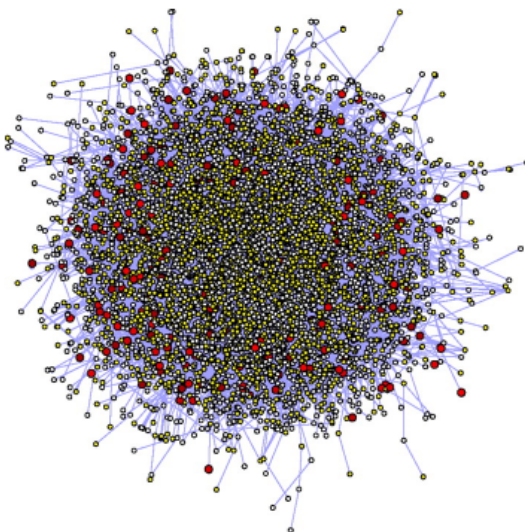


	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	FC
<i>a</i>	0	1	1	1	1	4
<i>b</i>	1	0	2	1	1	5
<i>c</i>	1	2	0	1	2	6
<i>d</i>	1	1	1	0	1	4
<i>e</i>	1	1	2	1	0	5

Why Approximate FC?

- Time complexity:
 - FC: $O(nm)$
 - Approx FC: $O(km)$

10M nodes graph

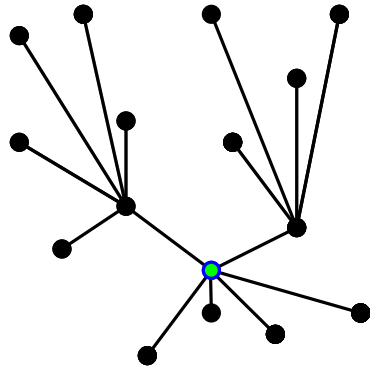


- FC: 2 - 3 days
- Approx FC: 3 - 5 Hrs

Related Work

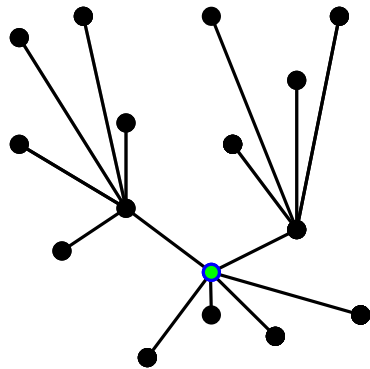
- Eppstein et al: Random-K, first randomized Approximation of Centrality.(1999)
- Cohen et al: Hybrid method of sampling and pivoting to estimate the closeness centrality.
- Sariyuce et al: BADIO framework for computing exact betweenness centrality.

Approaches

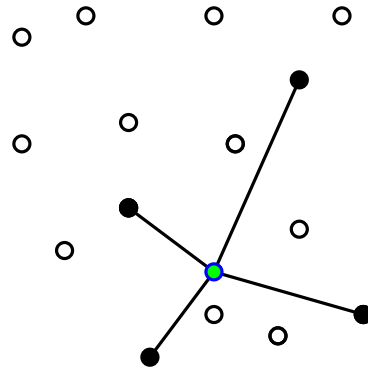


Exact FC

Approaches

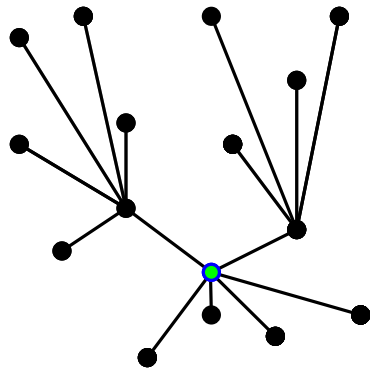


Exact FC

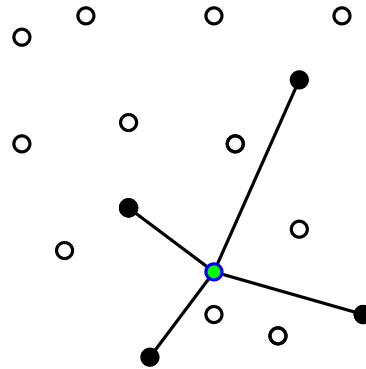


Approx FC(Random-K)

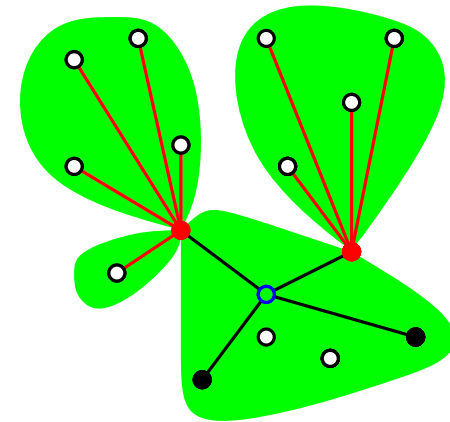
Approaches



Exact FC



Approx FC(Random-K)



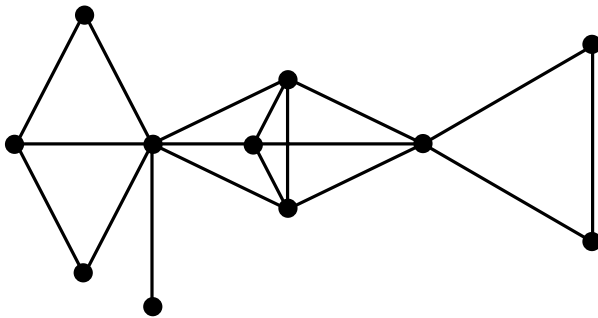
Our Approach(BRICS)

BRICS-FrameWork

- BCT
- Redundant Nodes 3D & 4D
- Identical Nodes
- Chaining

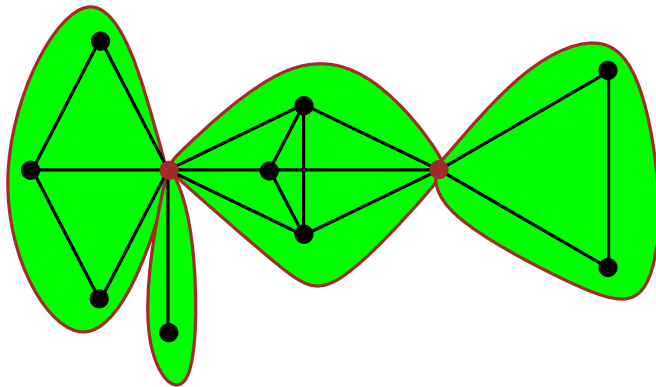
BCC based approach

Graph G



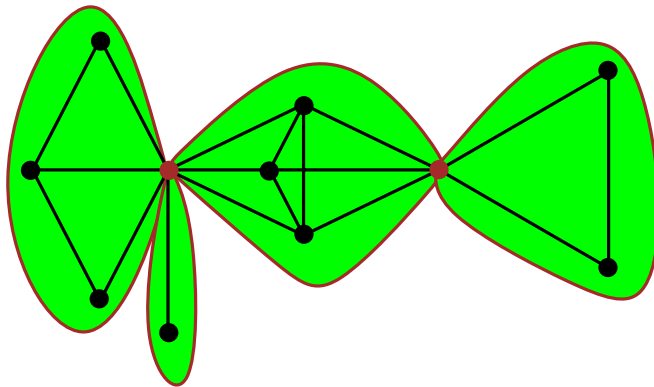
BCC based approach

$BCC(G)$

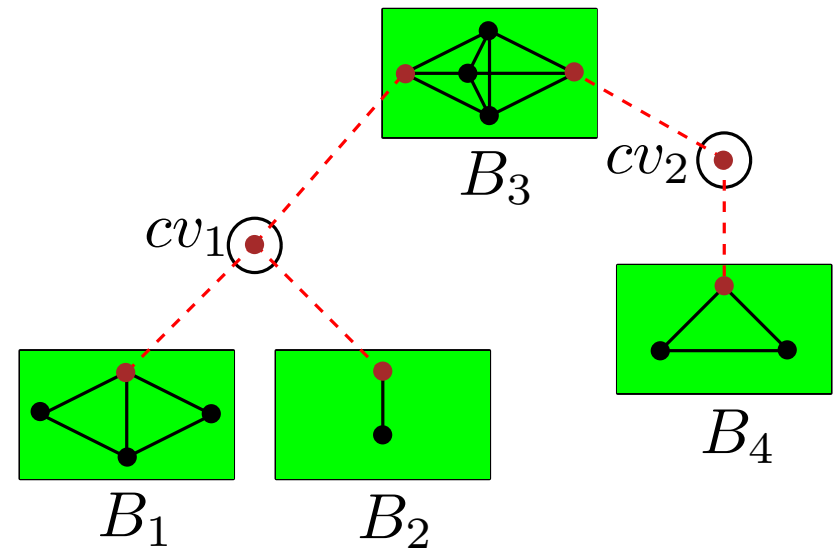


BCC based approach

$BCC(G)$

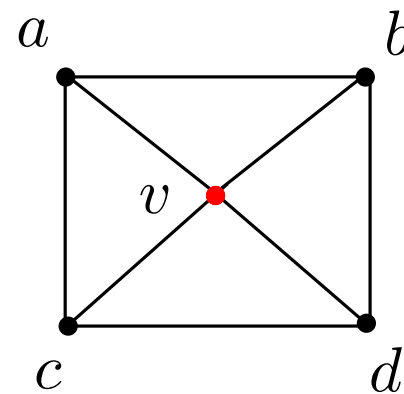
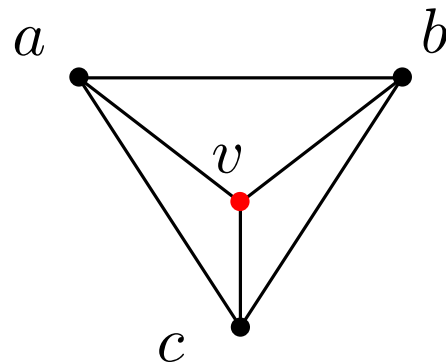


$BCT(G)$



Our Techniques

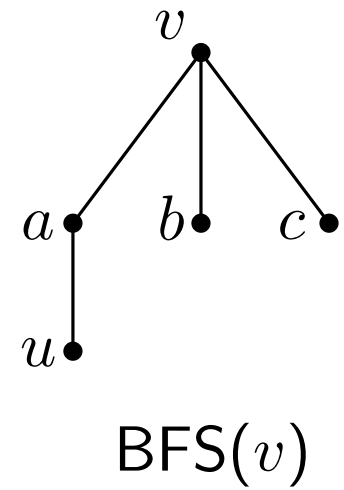
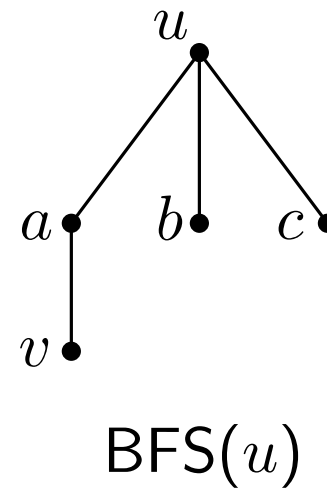
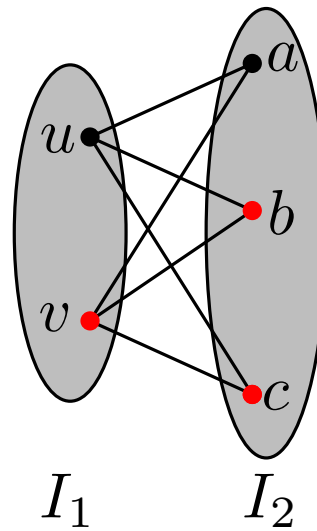
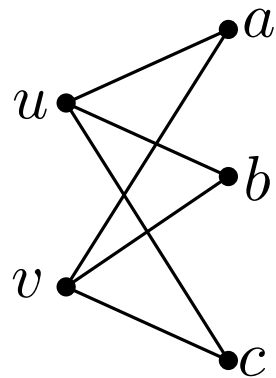
Redundant Nodes



No shortest path pass through v , unless v is source/destination in R3, similarly in R4.

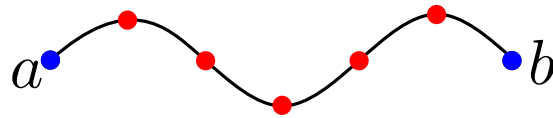
Our Techniques

Identical Nodes



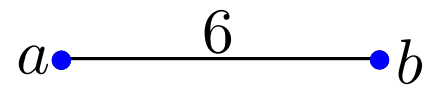
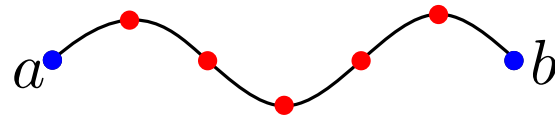
Our Techniques

Chain Nodes



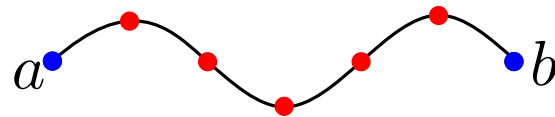
Our Techniques

Chain Nodes

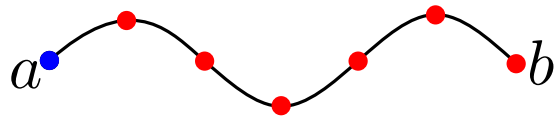


Our Techniques

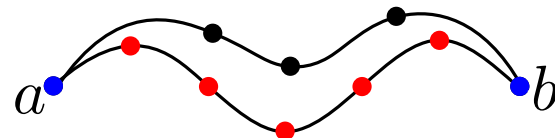
Chain Nodes



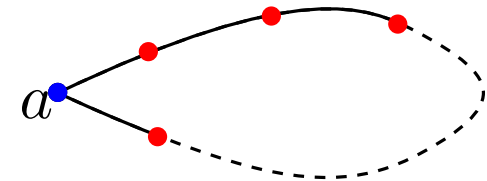
Type-1



Type-2

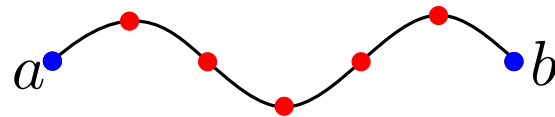


Type-3

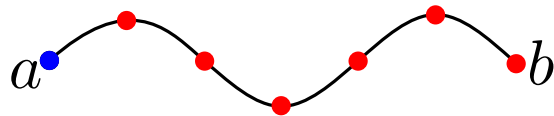


Our Techniques

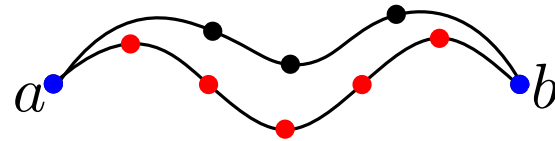
Chain Nodes



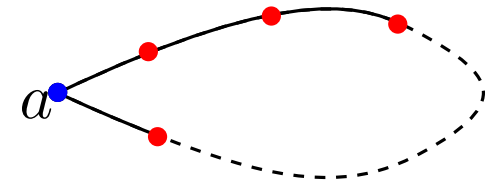
Type-1



Type-2



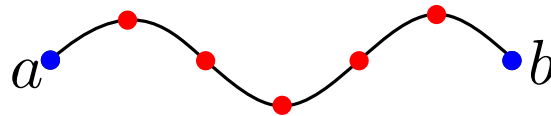
Type-3



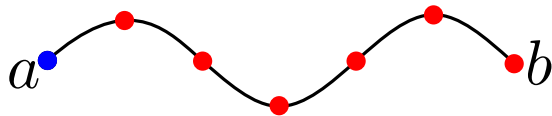
All the redundant nodes can be removed directly from Graph G .

Our Techniques

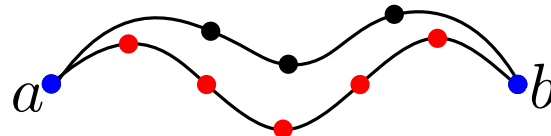
Chain Nodes



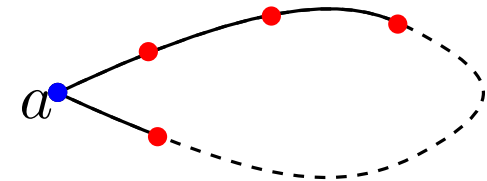
Type-1



Type-2



Type-3

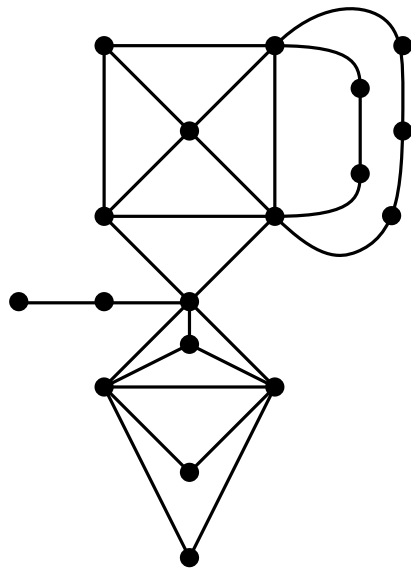


All the redundant nodes can be removed directly from Graph G .

Upto 60% of total chains are of Type-2 and 80% are redundant nodes.

Putting Together

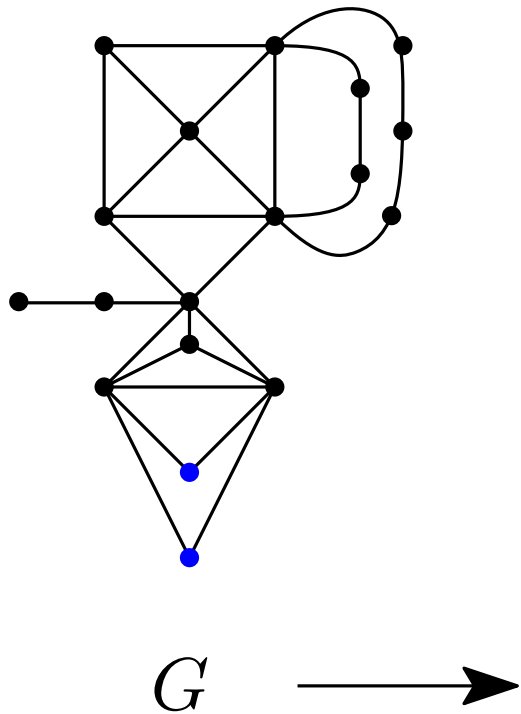
Procedure



G

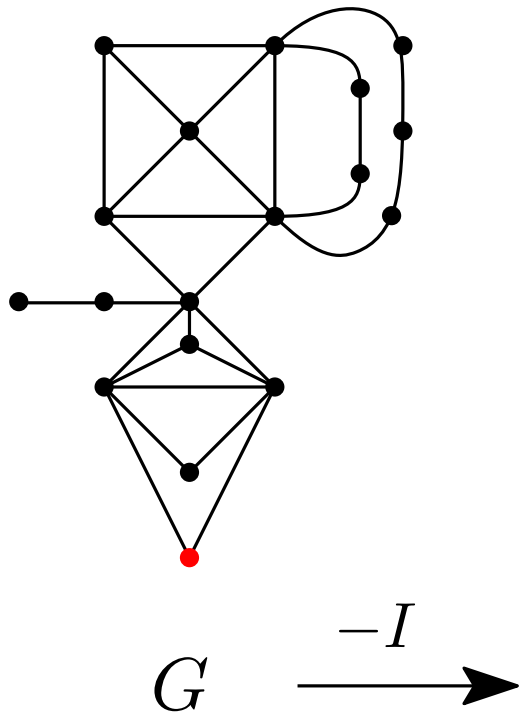
Putting Together

Procedure



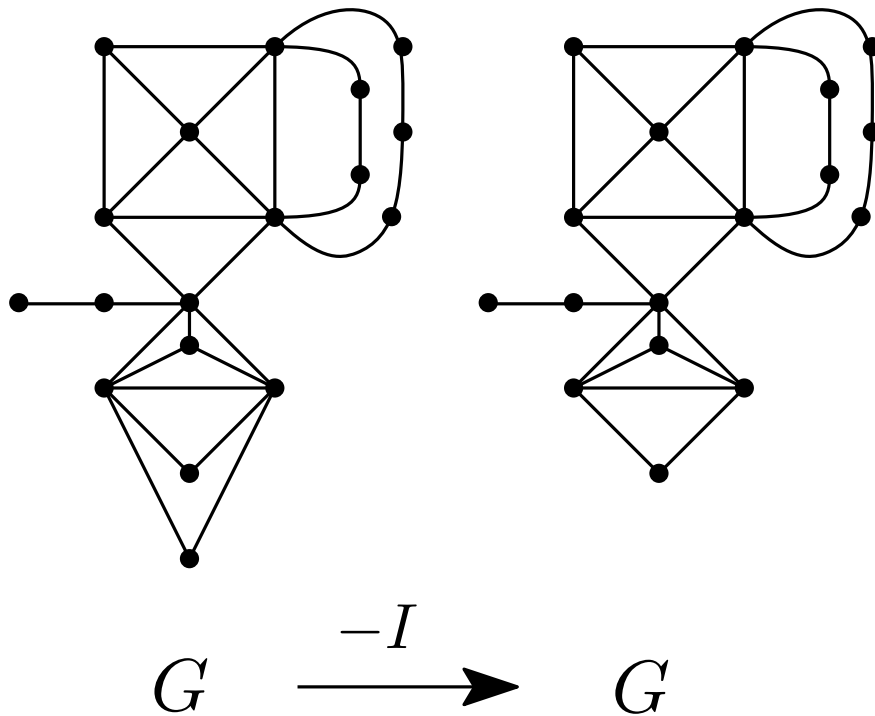
Putting Together

Procedure



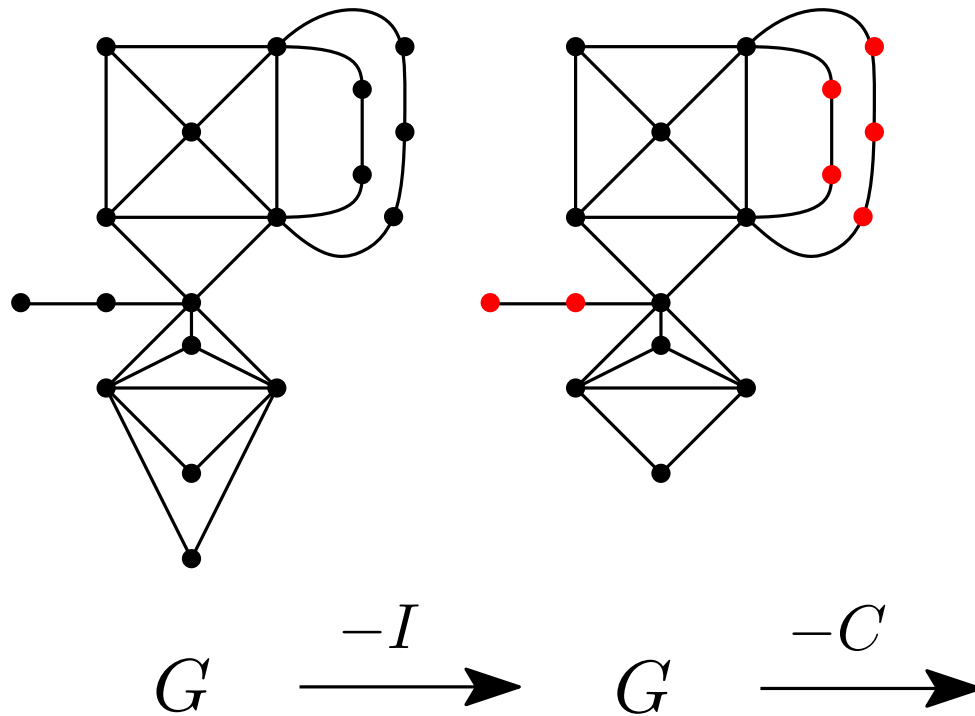
Putting Together

Procedure



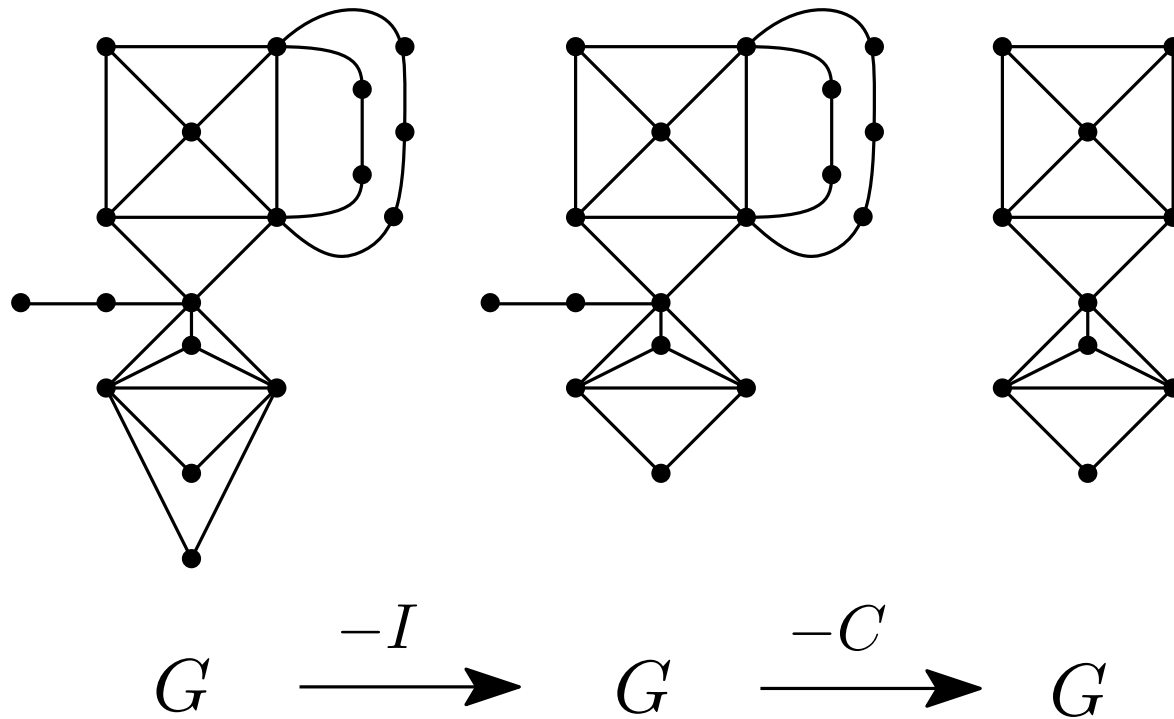
Putting Together

Procedure



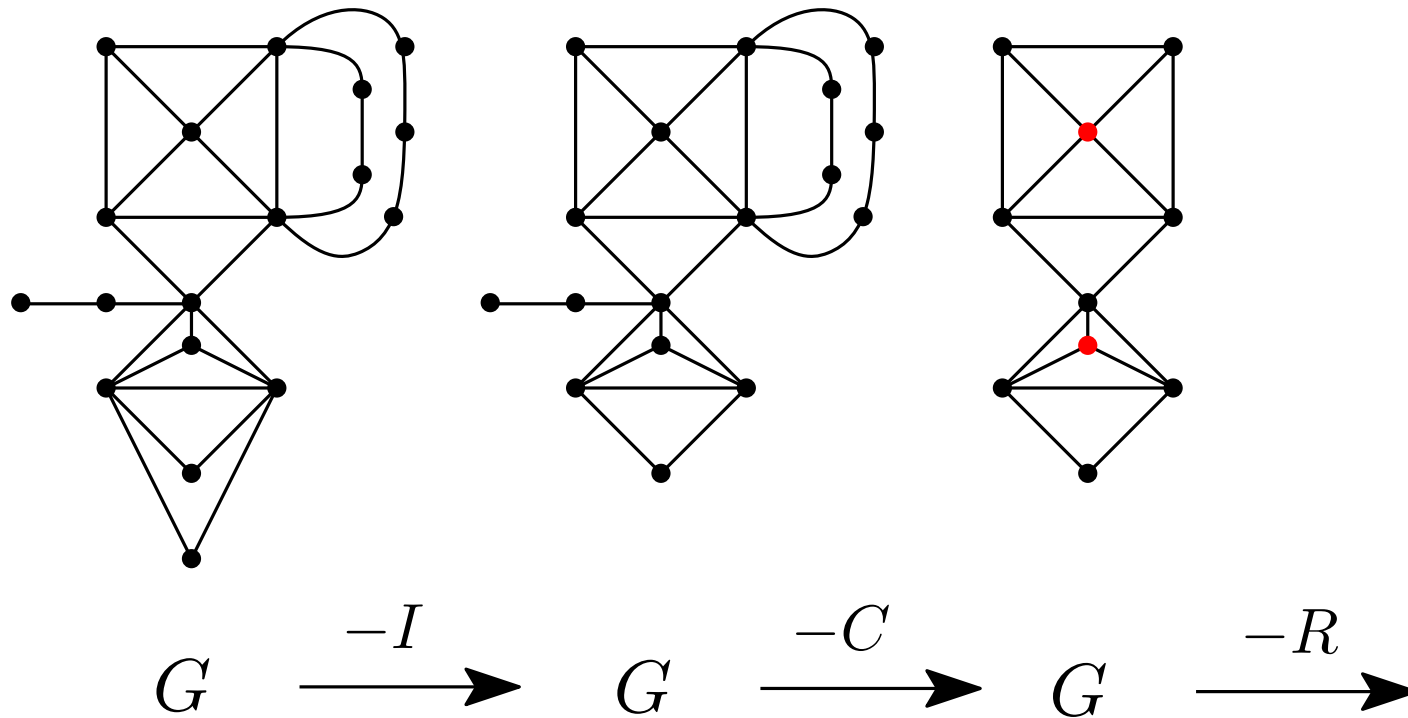
Putting Together

Procedure



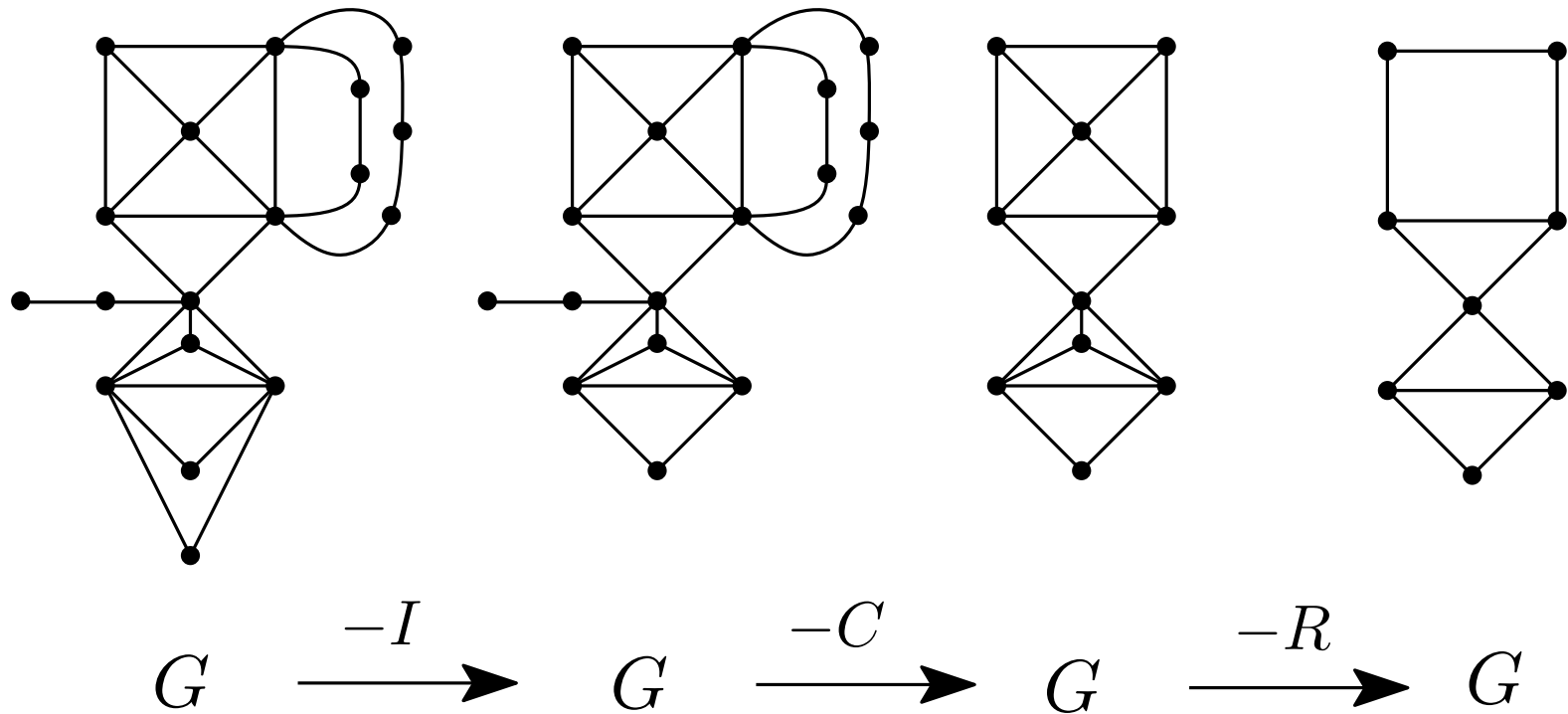
Putting Together

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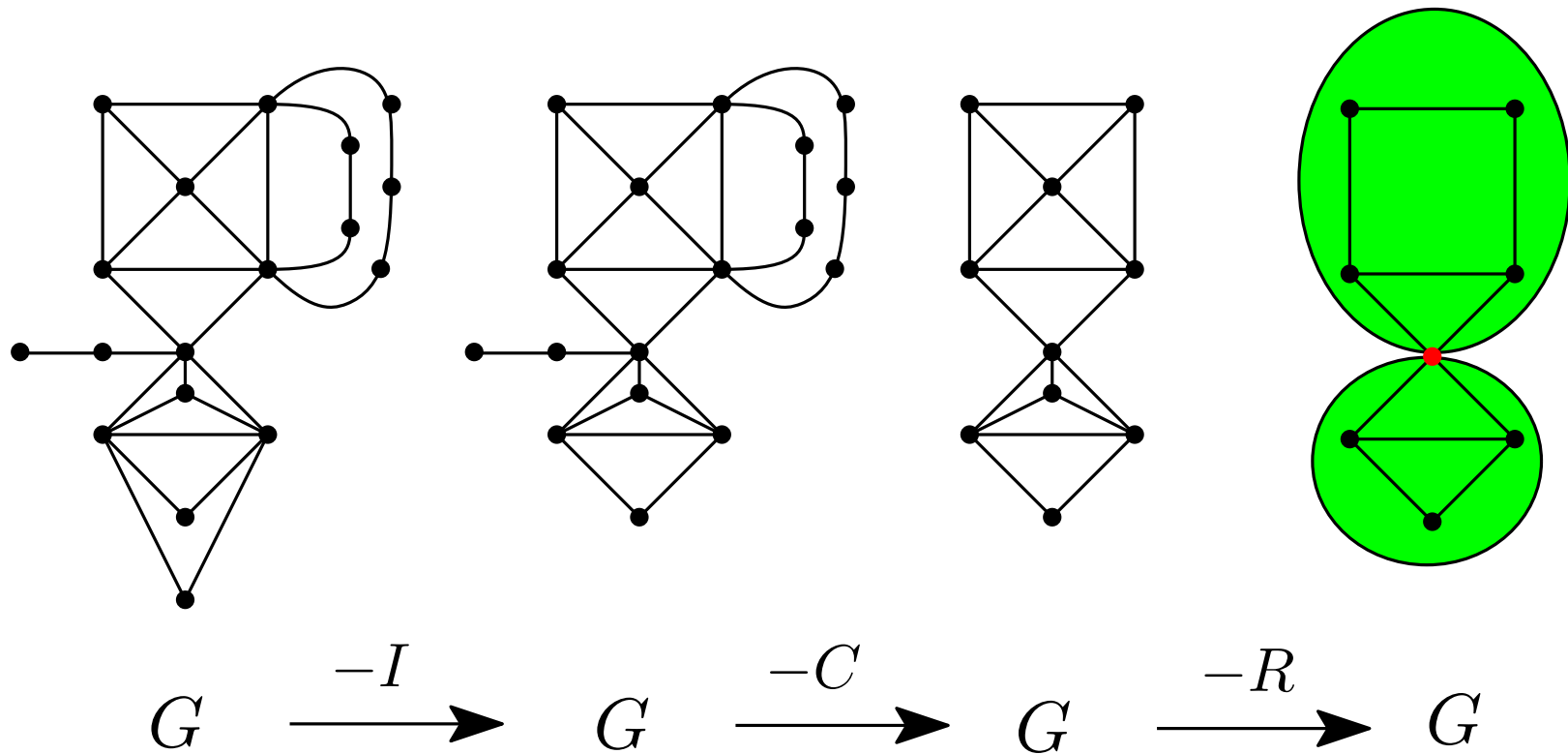
Putting Together

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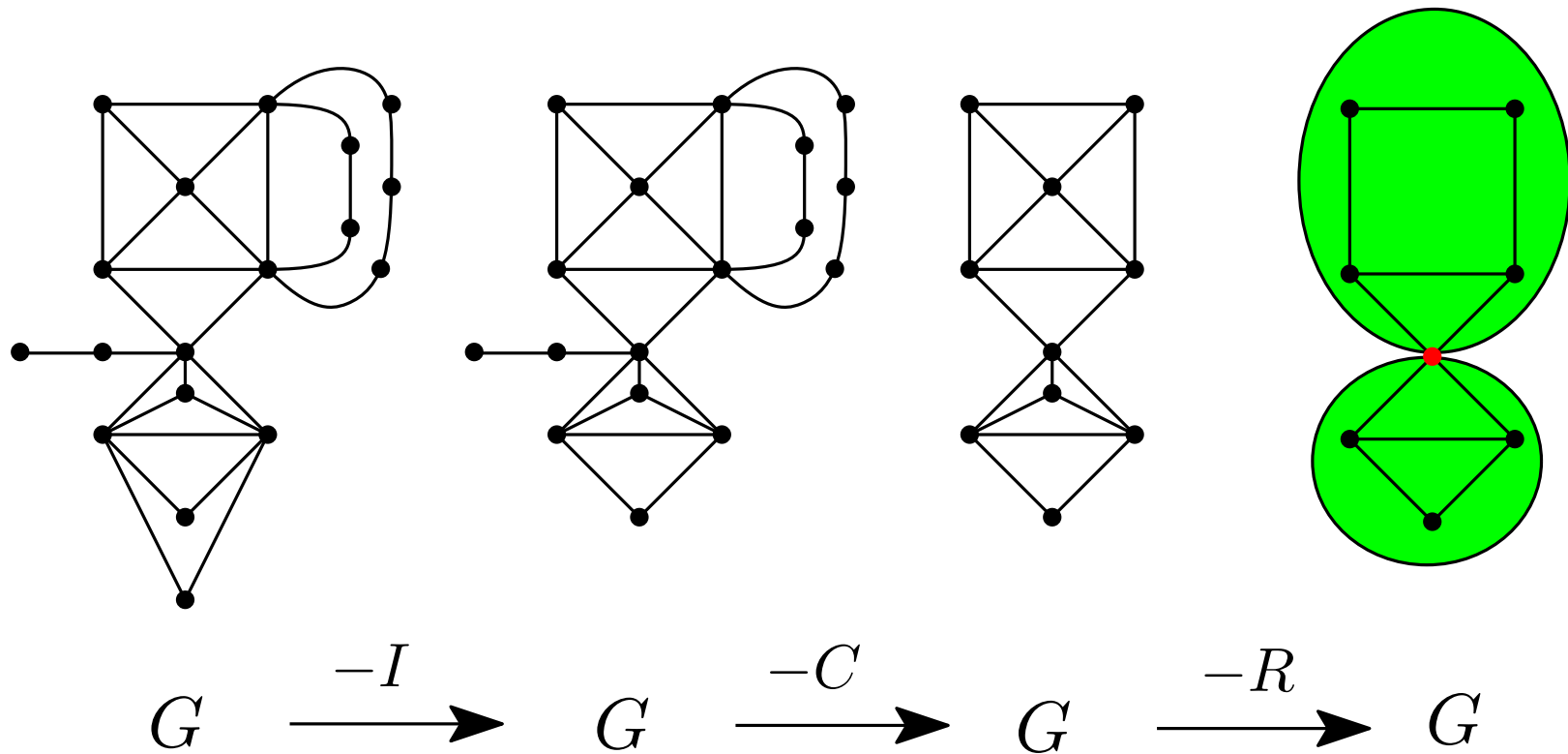
Putting Together

Procedure



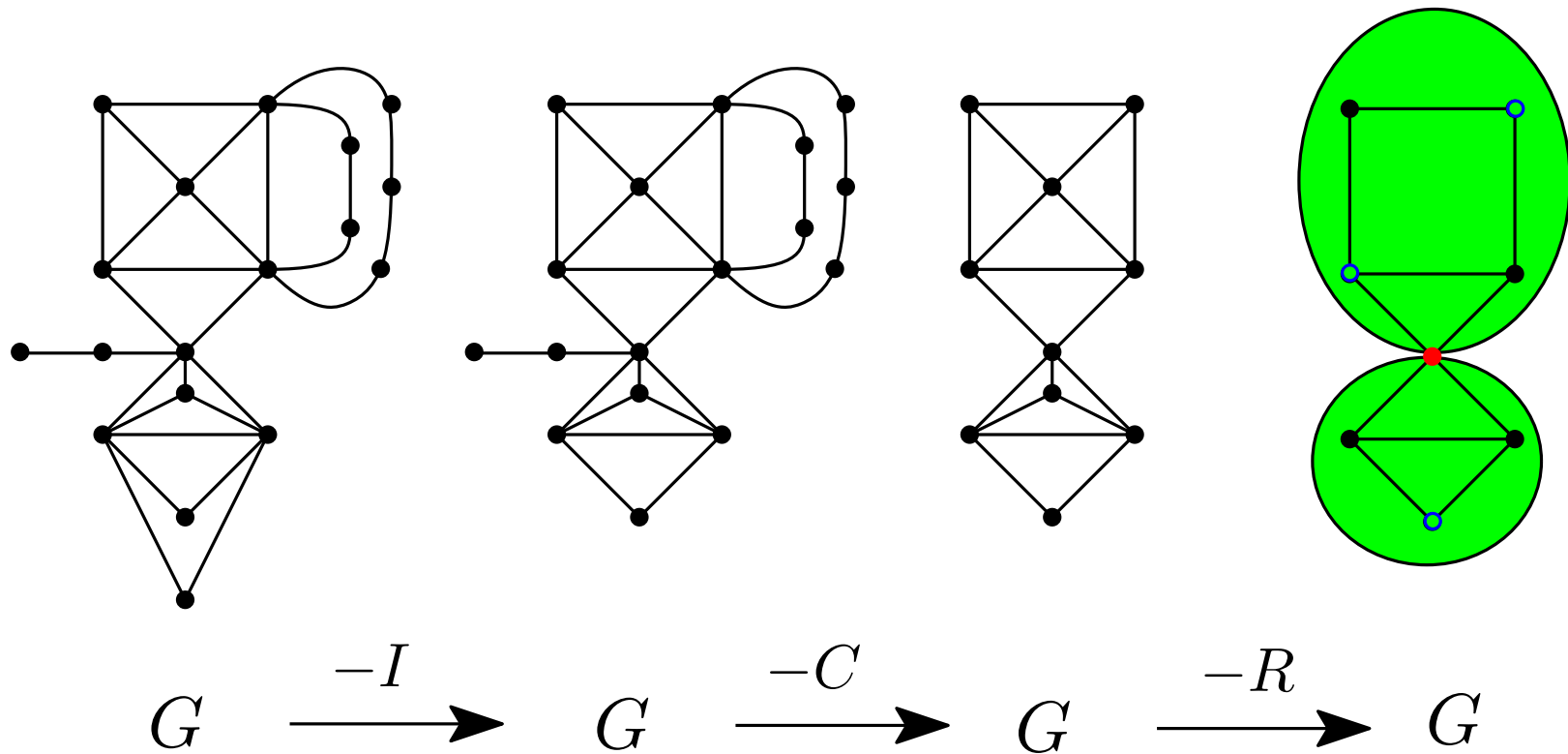
Putting Together

Procedure



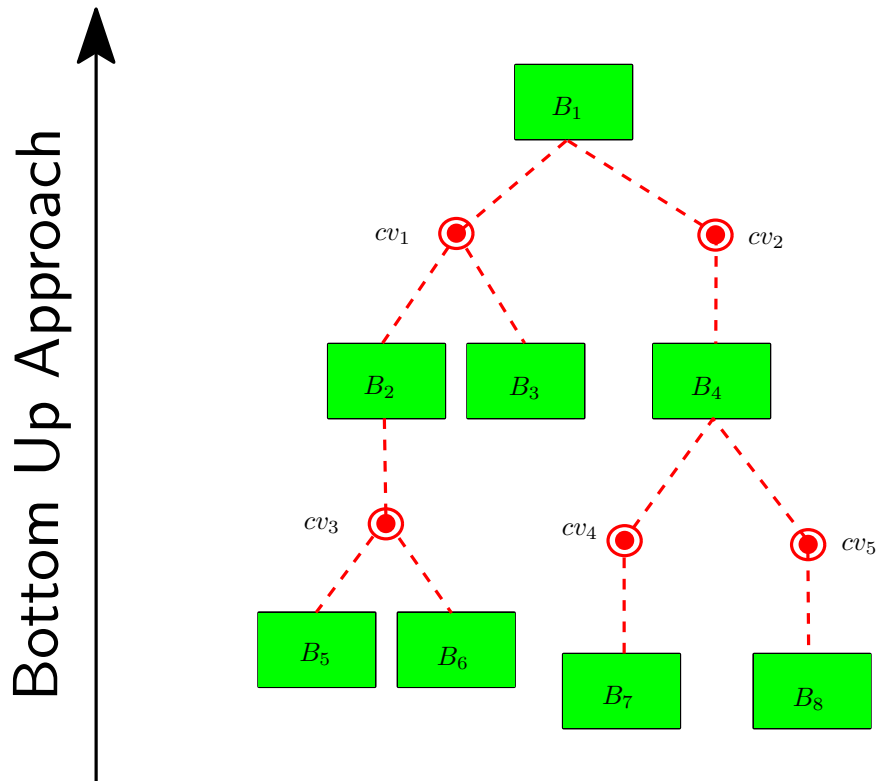
Putting Together

Procedure



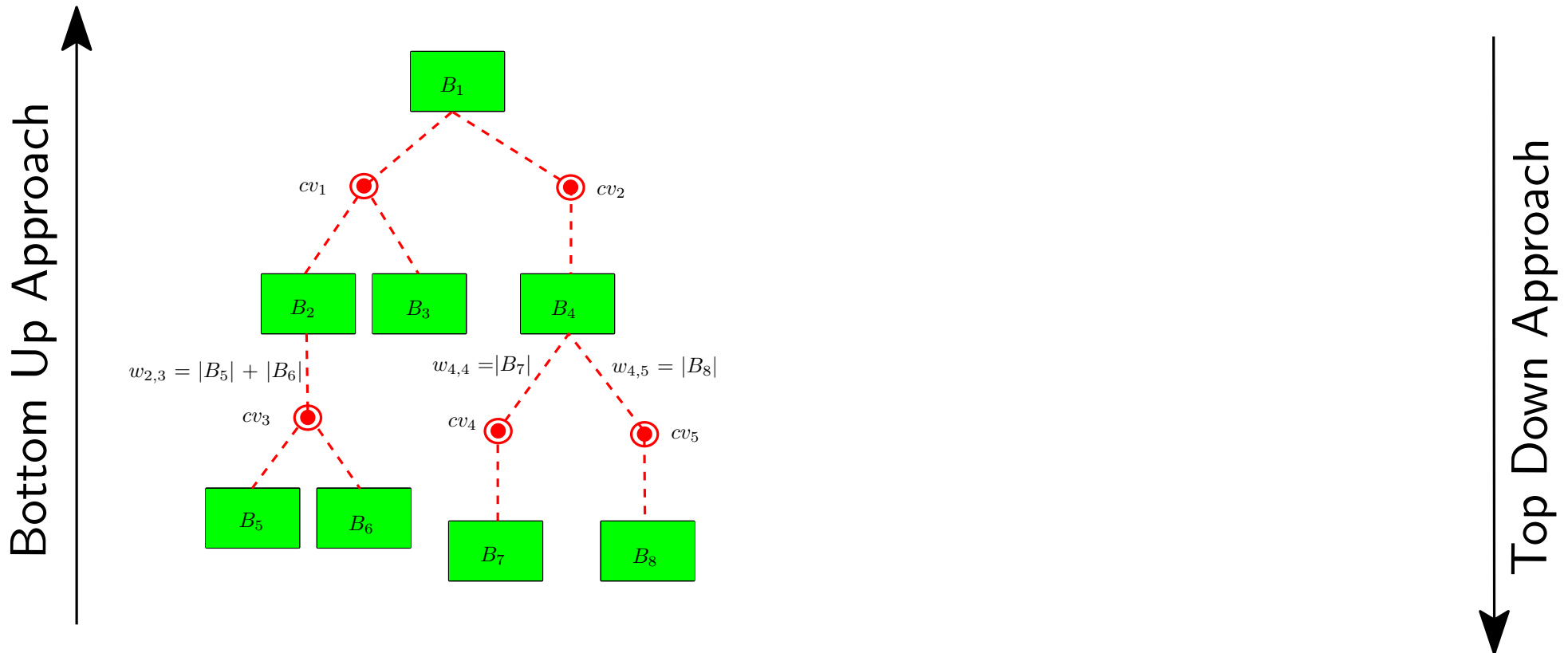
Putting Together

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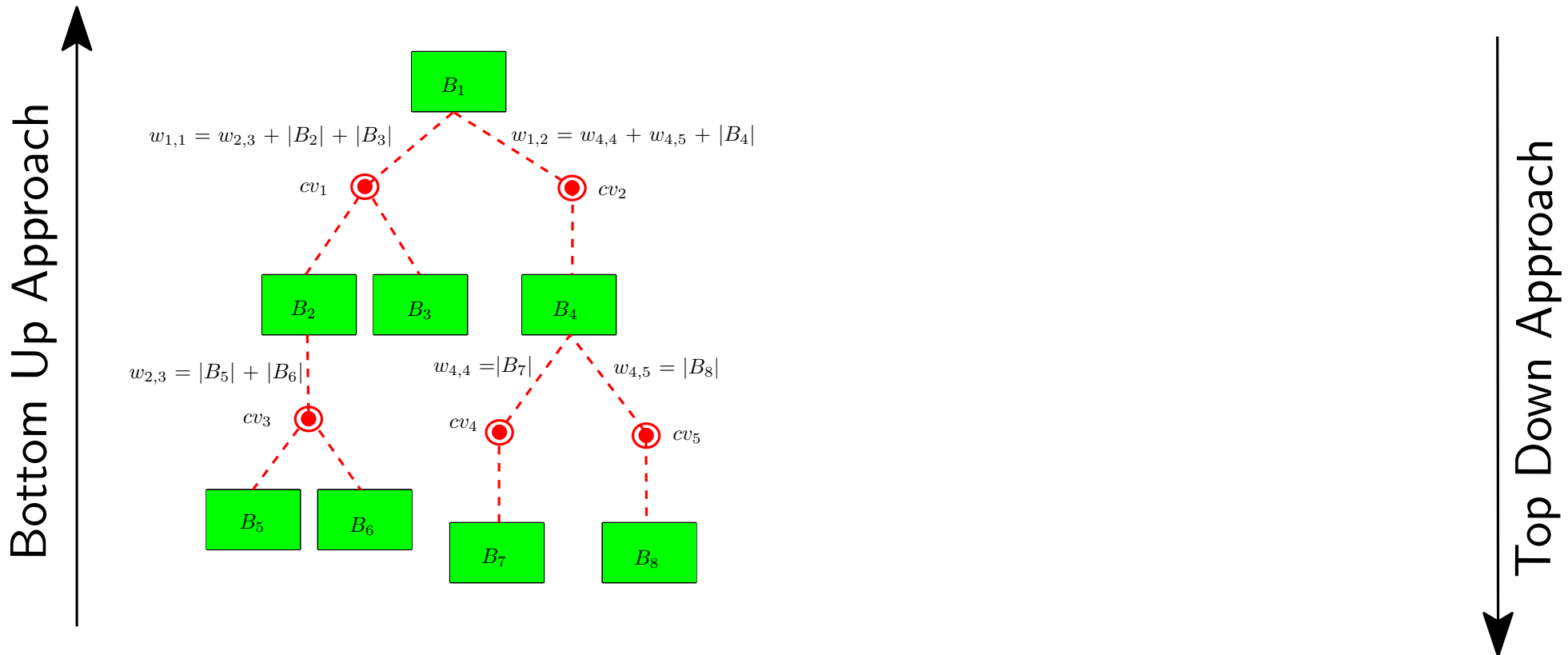
Putting Together

Procedure



Putting Together

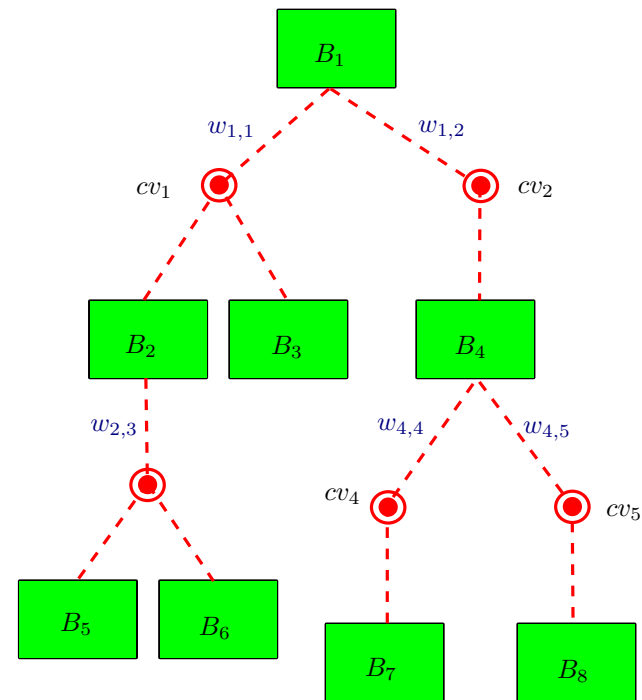
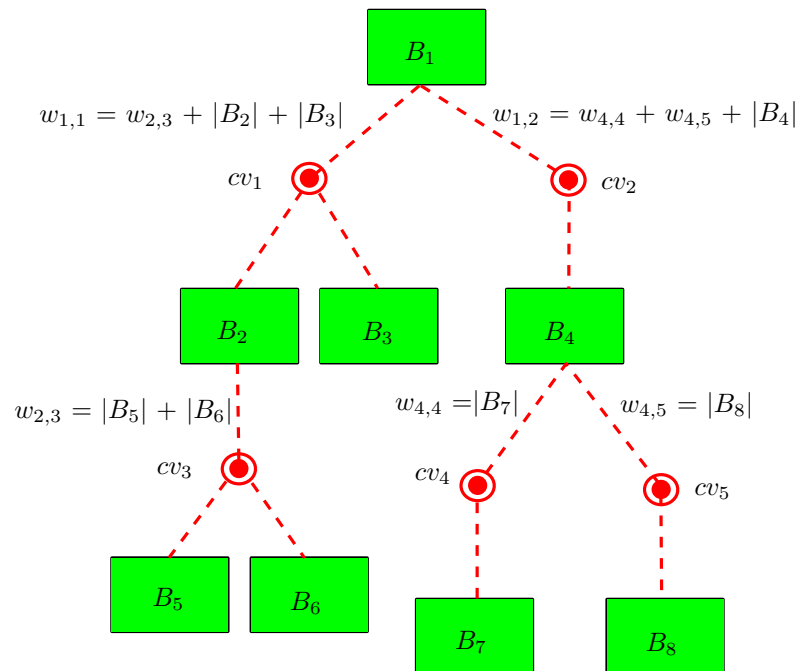
Procedure



Putting Together

Procedure

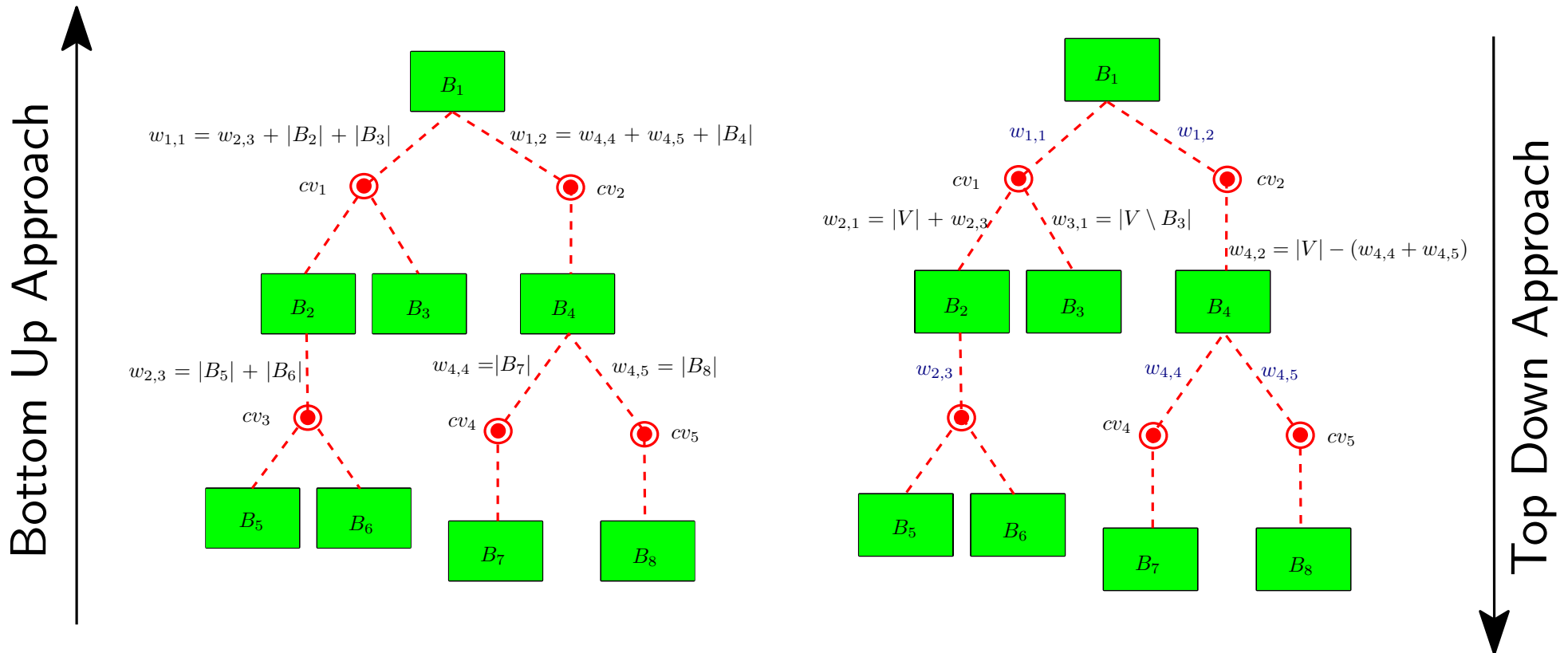
Bottom Up Approach



Top Down Approach

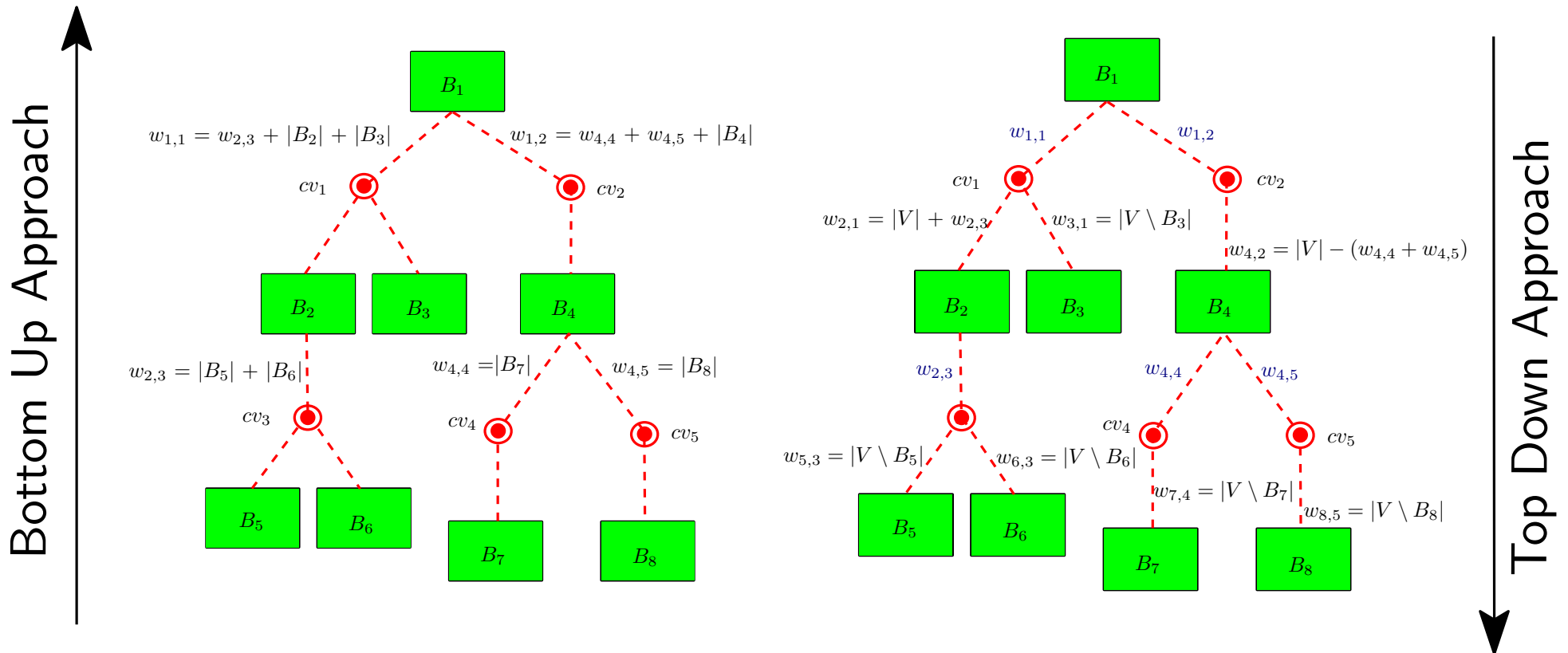
Putting Together

Procedure



Putting Together

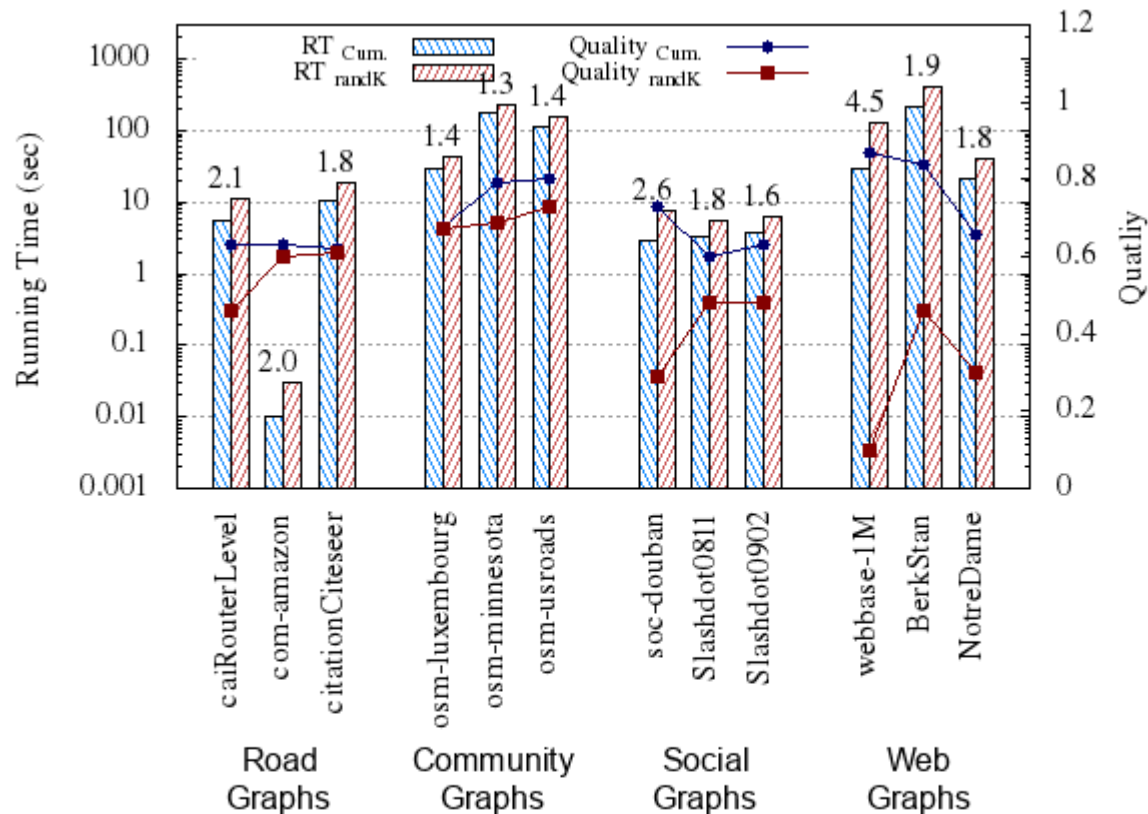
Procedure



Results

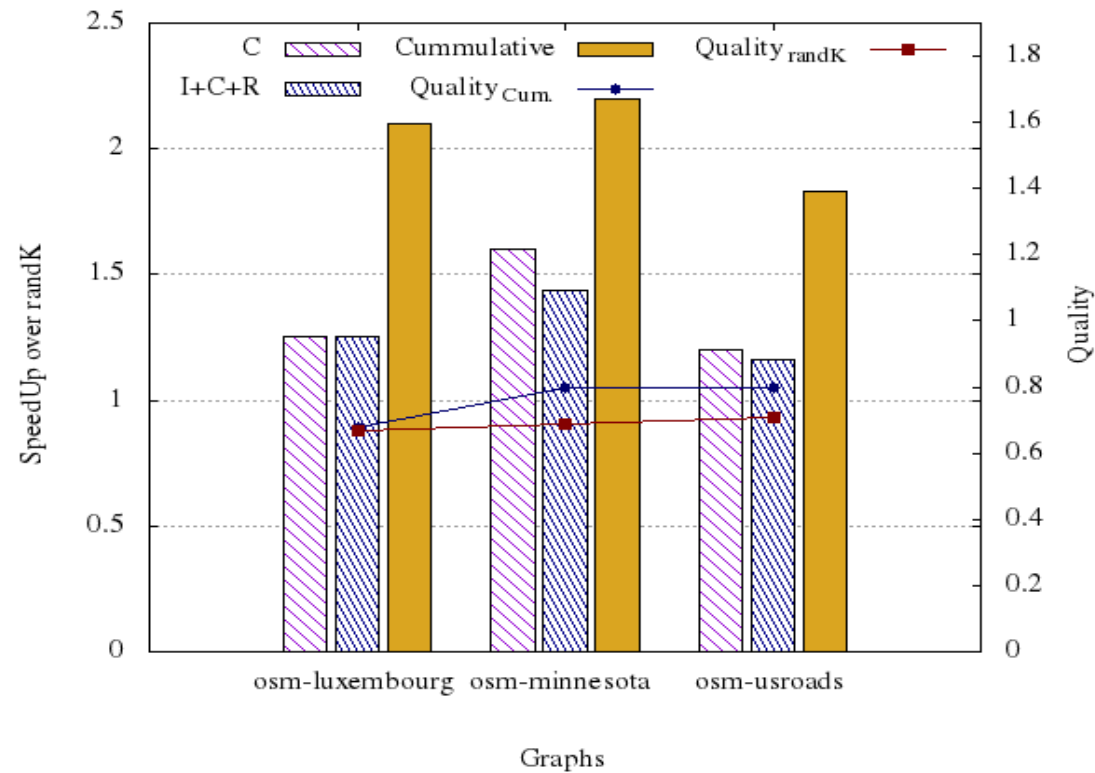
Speed up Vs Quality

$$\text{Quality} = \frac{\sum_{v \in V} AR(v)}{n} \text{ where } AR(v) = \frac{farness_estimated(v)}{farness_actual(v)}$$



Results

Profiling for Road Networks

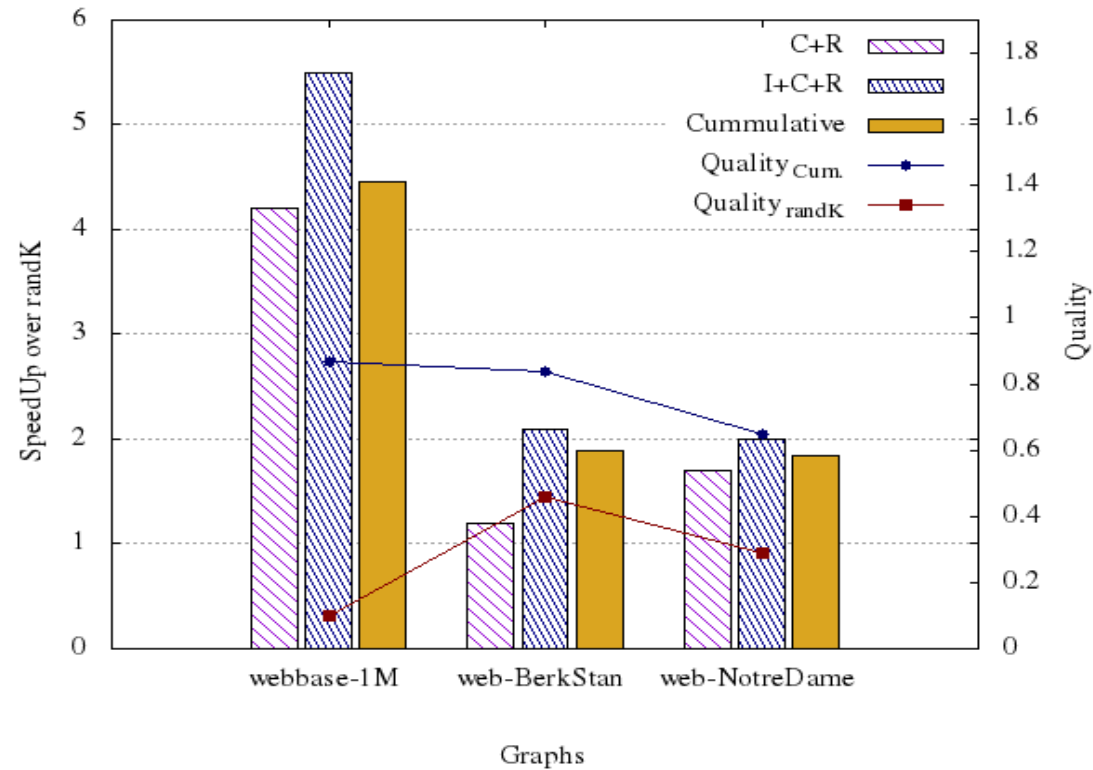


I & R < 1% C: 70 - 85% and Largest BiCC 90%

Distribution of BiCC: Skewed, Slightly better quality

Results

Profiling for Web graphs

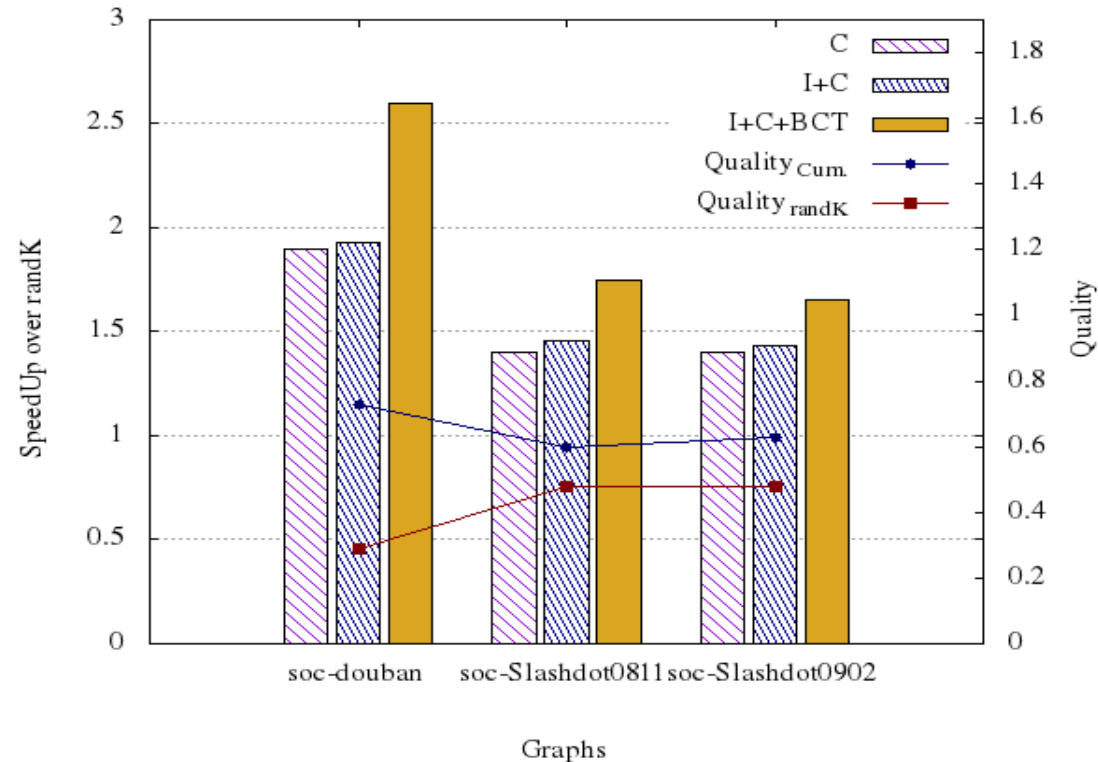


I: 44 %, C: 54%, R: 2.4 % and Large BiCC 27.3 % Nodes

Distribution of BiCC: nearly balanced, better quality

Results

Profiling for Social graphs

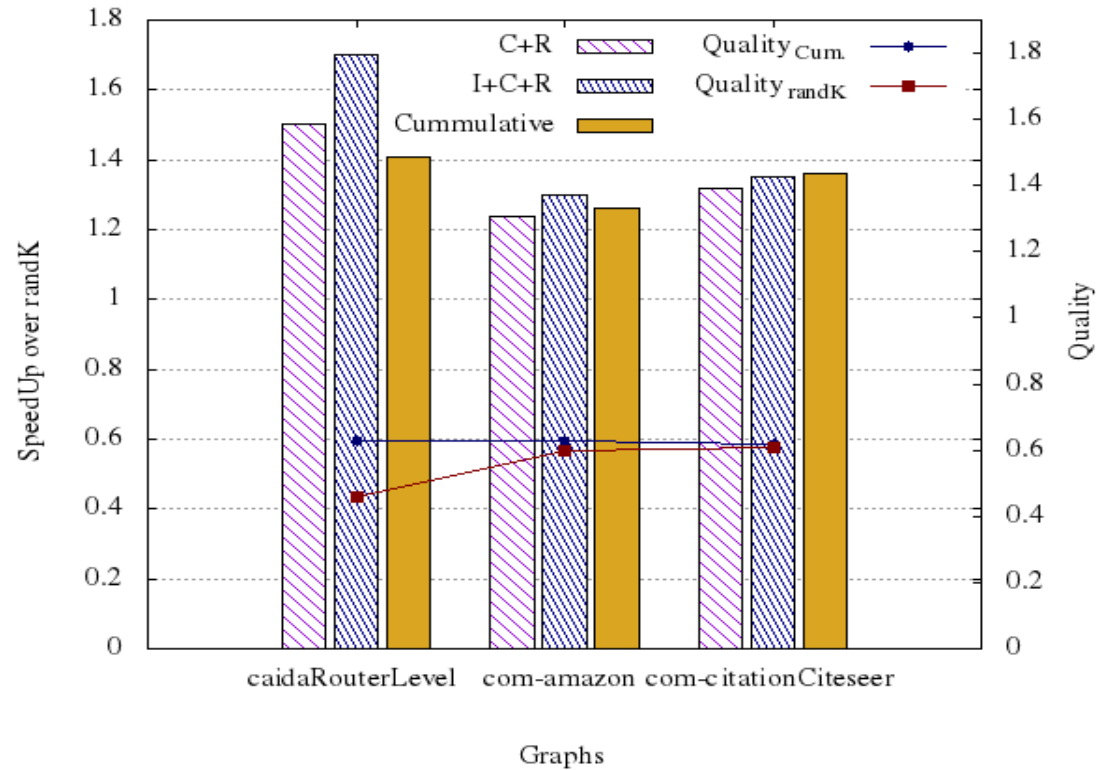


$I \ \& \ C \leq 40 \%$ but $R < 1\%$ and Large BiCC: 72 %

Distribution of BiCC: Skewed, Slightly better quality

Results

Profiling for Community graphs



$I, C \ \& \ R \leq 40 \%$ and Large BiCC: 80 %

Distribution of BiCC: Skewed, Slightly better quality

Thank You

Questions???