#### IOWA STATE UNIVERSITY

**CPR E 525 Final Project** 

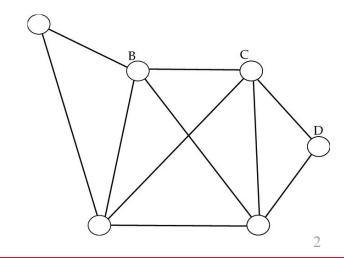
# FINDING THE NUMBER OF CLIQUES IN A GRAPH

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# Cliques in a graph

- a subset of vertices in an undirected graph
- every 2 distinct vertices are adjacent

(subgraph in a graph connected by an edge)



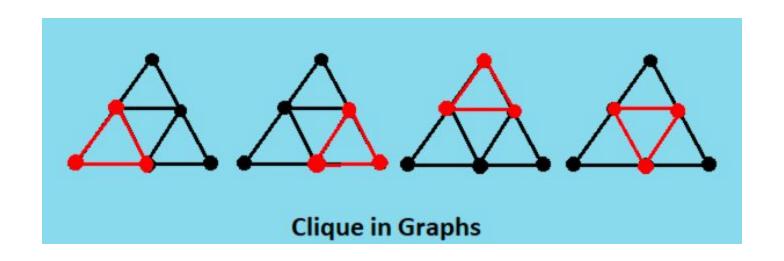


Image reference - https://iq.opengenus.org/clique-in-graphs

## What is the clique problem?

- computational problem of finding cliques in a graph
- has several different formulations depending on which cliques, and what information about the cliques, should be found.

#### Common formulations of the clique problem:

- finding a maximum clique,
- finding a maximum weight clique in a weighted graph,
- listing all maximal cliques, and
- solving the decision problem of testing whether a graph contains a clique larger than a given size.

#### Uses

- data mining
- mathematical problems
- construction of graphs
- spam detection

#### Uses

#### Data mining

- elements of a system and their relationships are modeled as a graph
- graph based data mining is useful for studying unstructured/partially structured data
- cliques are used to identify "tightly knit" clusters
- this provides insights into a variety of different application settings

Reference - Balasundaram B., Pajouh F.M. (2013) Graph Theoretic Clique Relaxations and Applications. In: Pardalos P., Du DZ., Graham R. (eds) Handbook of Combinatorial Optimization. Springer, New York, NY. https://doi.org/10.1007/978-1-4419-7997-1\_9

# **Applications**

- Internet graph
- Call graph
- Stock market graphs
- Social network
  - Social network analysis
- Biological networks
  - Protein interaction networks

# Applications of clique (Examples)

- Consider a social network, where the graph's vertices represent people, and the graph's edges represent mutual acquaintance. Then a **clique represents a subset of people who all know each other**, and algorithms for finding cliques can be used to **discover these groups of mutual friends**.
- Bioinformatics Ben-Dor, Shamir & Yakhini (1999) model the **problem of clustering gene expression**data as one of finding the minimum number of changes needed to transform a graph describing the data into a graph formed as the disjoint union of cliques.
- Electrical engineering Prihar (1956) uses cliques to analyze communications networks
- Paull & Unger (1959) use them to design efficient circuits for computing partially specified Boolean functions.
- Computational chemistry Kuhl, Crippen & Friesen (1983) use cliques to model the positions in which two chemicals will bind to each other.

## Algorithm used

#### Clique of fixed size

One can test whether a graph G contains a k-vertex clique, and find any such clique that it contains, using a brute force algorithm.

- This algorithm examines each subgraph with k vertices and checks to see whether it forms a clique.
- the problem may be solved in polynomial time whenever k is a fixed constant.
- when k does not have a fixed value, but instead may vary as part of the input to the problem, the time is exponential.

## How the program works

#### Input?

An undirected binary weighted graph -

The first line contains two integers N and E,

N - the number of vertices

E - the number of edges in the graph

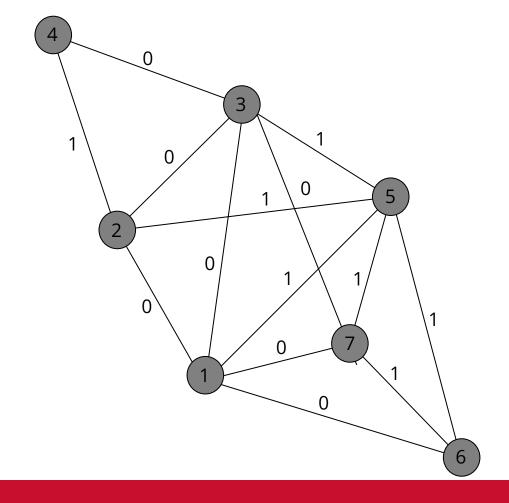
E lines contain 3 integers (2 vertices and a weight) each, representing an edge between these two vertices with a binary weight (0 or 1)

To find - the number of cliques of sizes 3 and 4

## Program input

```
sanjita@hpc-class:~/525-project — ssh sanjita@hpc-class.its.iastate.e
```

#### Graph of the Input



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## MPI parallelization for a clique of size 3

```
void find_3_cliques(vector<int> &count_vec, vector<int> &edges, int procID,
int start,int n,vector<vector<int>>> &graph,int numOfProc){
    for(int j=start+procID;j<=n;j=j+numOfProc){</pre>
        edges.push_back(j);
        for(int k=j+1; k<=n; k++){
            edges.push back(k);
            for(int m=k+1;m<=n;m++){
                edges.push_back(m);
                int ret_val = check_for_cliques(edges,graph);
                if(ret_val != -1){
                     type_of_increment(count_vec,3,ret_val);
                edges.pop back();
            edges.pop_back();
        edges.pop back();
```

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## MPI parallelization for a clique of size 4

```
void find_4_cliques(vector<int> &count_vec, vector<int> &edges, int procID,
int start,int n,vector<vector<int>>> &graph,int numOfProc) {
    edges.clear();
    for(int i=start+procID;i<=n;i = i+numOfProc){</pre>
        edges.push_back(i);
        for(int j=i+1;j<=n;j++){
            edges.push_back(j);
            for(int k=j+1;k<=n;k++){
                edges.push_back(k);
                for(int l=k+1; l<=n; l++){
                     edges.push_back(l);
                    int ret_val = check_for_cliques(edges,graph);
                    if(ret_val != -1){
                         type_of_increment(count_vec,4,ret_val);
                    edges.pop_back();
                edges.pop back();
            edges.pop_back();
        edges.pop_back();
```

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### Program output

```
sanjita@hpc-class:~/525-project - ssh sanjita@hpc-class.its.iastate.edu
          1st col - size of clique
          2nd col - weight of clique
          3rd col - number of such cliques
```

## Program output

#### Future Work

#### Extensions to current project

When dealing with bigger graphs -

- Can find the maximal cliques
- Can work on increasing the speed

Any ideas on what else could be done?

#### References

- [1] Balasundaram B., Pajouh F.M. (2013) Graph Theoretic Clique Relaxations and Applications. In: Pardalos P., Du DZ., Graham R. (eds) Handbook of Combinatorial Optimization. Springer, New York, NY. https://doi.org/10.1007/978-1-4419-7997-1\_9
- [2] https://mathworld.wolfram.com/Clique.html
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