

Three actors playing together in most movies

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Abstract

Your abstract goes here... problem - graph; possible algorithms for solving; the algorithm we propose algorithm - some tweaks for the specific problem at hand, that significantly improve processing time; we give a suprisingly simple enhancements...

Keywords

graph, triangles count

1 Introduction

The IMDB dataset provides data about actors, movies and relations between them. Based on this dataset a number of interesting properties can be extracted from the data. The point, however, is doing this in efficient manner.

In section 1 we examine the problem, its input and expected output. In section ?? we look at a standard approach for solving the problem - using the well known Misra-Gries streaming algorithm. We present the running time and space usage for various input sizes. In the next section we turn our attention to our algorithm that improves on many of shortcomings of Misra-Gries. Further. Section ?? explores a way of improving our algorithm performance - running it in parallel. In section 3.5, we compare the two approaches, their running time, space usage, how they differ and why.

2 Problem Description

The **goal** is to find the three actors, whose movie count they have played together in is maximized among he whole dataset.

Input is a list of actors, movies and actor-movie pair, for each actor that has played in a movie.

Output is a list of actors with the desired property, on an empty list if no three actors have played together in the same movie.

3 Algorithm

The algorithm we are presenting works on two main steps:

- Build the data structure - the efficiency of the algorithm is determined by the data structure it runs on. On the other hand, the data structure is specifically designed to solve this problem.
- Traverse data structure and output result - the algorithm works by looping through all the actors and finding the most promising connections.

3.1 Notations

Let $G = (V, E)$ be a weighted, directed simple graph and let $n = |V|$ and $m = |E|$.

A vertex v denotes an actor. Any edge e between vertices v_1 and v_2 denotes a set of movies these two actors have played together. Weight of the edge, $W(e)$ denotes the size of that set. An edge is always directed from the actor with lower Id to the actor with higher Id.

Denote by $A(v)$ the set of adjacent edges to vertex v .

$SET(e)$ is the set of (two) vertices adjacent to an edge e .

$Unique(v_1, v_2, \dots, v_n)$ - returns a set of unique elements.

$MovieCount$ denotes the biggest number found so far of common movies between any given three actors.

3.2 Data structure

As mentioned in the previous section, the algorithm starts by first building the data structure. The data structure is a graph, where vertices represent actors and edges between them represent the movie(s) these actors played together in.

Figure 1 represents the data structure. To clearly illustrate the problem, the picture above represents a multi-graph, i.e. there can be multiple edges between two vertices. This is not the case of the actual data structure, however, as multiple edges are collapsed into a single one, where the weight is the sum of the weights of the original edges. The weight of an edge is the initially 1 - a single movie common to two actors (vertices). The edge contains sorted list of the movies common for two actors adjacent to the specific edge.

After the structure is constructed, the actual data processing takes place.

3.3 Pseudocode

Main algorithm we implemented is `FindThreeActors`. After constructing the graph, we iterate over all vertices (actors). We find for each vertex all subsets of size of two of the set of adjacent edges to that vertex. We take an advantage of the fact that if an actor 1 played together in the same movie "A" with an actor 2 and the actor 1 played together with an actor 3 in the movie "A", that means that the actor 2 and the actor 3 had to

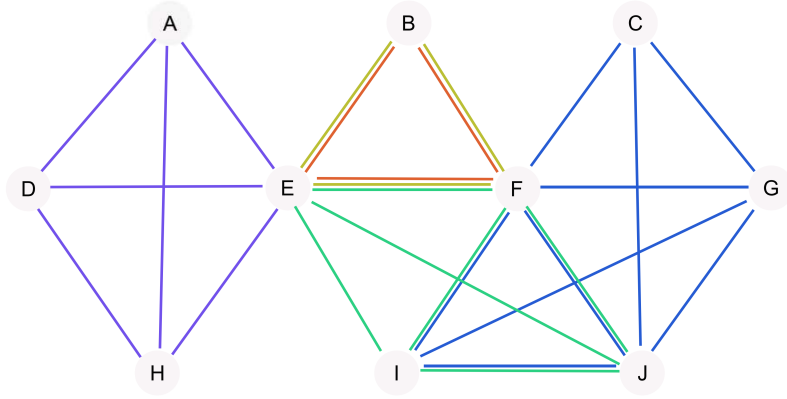


Figure 1: Graph Example

play together in the movie "A". So we decided not to look for triangles in traditional way, but we look for pairs of edges having movies in common being adjacent to a specific vertex.

We examine each pair of edges and we find the number of common movies that actors played in together (this is a common set of the subsets - the movies from two edges). We do that only if minimal weight of edges is higher than found (by now) maximum number of movies that actors played together.

If the solution is better than the already found, we save it. We continue searching and at the end, we remove any references to the adjacent edges to the analysed vertex. This will make future iterations faster, since less edges need to be examined. We go to the next iteration.

Pseudocode for the algorithm is presented below:

```

Algorithm 2: FindThreeActors(graph)
1 moviesCount  $\leftarrow$  0;
2 {a1,a2,a3};
3 FOR  $v \in V$  DO
4   FOR  $i \leftarrow 0$  to size of  $A(v)$  DO
5      $e1 \leftarrow A(v)[i]$ ;
6     IF MoviesCount < W(e1) THEN
7       FOR  $j \leftarrow i + 1$  to size of  $A(v)$  DO
8          $e2 \leftarrow A(v)[j]$ ;

```

```

9         IF MoviesCount < W(e2) THEN
10             count ← CommonMovieSubsetCount(e1, e2);
11             IF moviesCount < count THEN
12                 movieCount ← count;
13                 {a1,a2,a3} ← Unique(SET(e1), SET(e2));
14             END IF
15         END IF
16     END FOR
17 END IF
18 END FOR
19 END FOR
20 RETURN moviesCount, {a1,a2,a3};

```

We designed CommonMovieSubsetCount that returns number of items that are common in 2 subset given as arguments. We take advantage of the fact that the lists are sorted and we iterate over all the items in both list in linear time. The pseudocode is present below:

Algorithm 3: CommonMovieSubsetCount(movies1, movies2)

```

1 count ← 0;
2 p1 ← 0;
3 p2 ← 0;
4 WHILE p1 < W(movies1) AND p2 < W(movies2)
5     IF movies1[p1] = movies2[p2] THEN
6         INCREMENT(count);
7         INCREMENT(p1);
8         INCREMENT(p2);
9     ELSE IF movies1[p1] < movies2[p2]
10        INCREMENT(p1);
11    ELSE IF movies1[p1] > movies2[p2]
12        INCREMENT(p2);
13 END IF
14 RETURN count;

```

3.4 Parallelism

Since the IMDB database is enormous and building graph for such an amount of data, requires lots of RAM, we wanted to split the problem and make computations on separate parts in parallel. We took care of not losing any data and not processing any data more times than once. The other important thing was to split data into parts that require the same amount of work for CPU.

Each separate group contains specific number of actors and edges coming out from them. The division is done by creating a list of edges (an edge contains 2 actors and a movie these 2 actors played together), where there is no repetition of edges (an edge is always

directed from an actor with higher Id to an actor with lower Id). We sorted the list according to the Id of the first actor (in this actor with lower Id in an edge). We noticed that since an edge goes to the actor with higher Id, vertices with lower Ids have much more edges going out from it than getting in, so we could not just pick the first x actors from the list. To split data evenly, we just picked every ??? actor from the sorted list we have. That guarantees that workload on every part of data is similar.

We claim that we have no repetition of processing data. It is shown on the picture below.... All three vertices are connected to each other and we put them in three different groups (red, blue and green). In group red we have a vertex A and two edges coming out from this vertex. In blue group we have a vertex B and one edge coming out from it. In group green we have only vertex C without any edges. We can see that the presented triple will be analysed only once when we will process the vertex A in group red.

The presented division allows us to run computations in parallel. Each thread results in a triplet and number of movies actors played together. After finishing computing all the data, we just need to aggregate the results and find the triplet that played in the most number of movies. The picture !!!!!

3.5 Analysis

By not choosing to implement a traditional triangles counting, we avoided to examine three times the same triple of the actors and the number of their common movies they played in. To be able to avoid this, we constructed a special data structure and by consolidating edges, we saved used space to save the data. In the worst case scenario, when each actor played together with another one (it is not realistic situation though) we will have n vertices and $n*(n - 1)/2$ edges.

Complexity of the algorithm highly depends on degree of vertices. The higher it is, the longer computation time is needed. It is related to the process of looking for subsets of size two for each vertex. The complexity of the algorithm is $\sum_{i=1}^n \binom{k_i}{2}$ where k_i is size of

$A(v_i)$, $v \in V$, which we can reduce to $\sum_{i=1}^n k_i^2$.

Comparison with Misra-Gries...

4 Experiments

Some experiments were conducted to verify the correctness of the algorithm and its running time. The results were compared with the "naive" approach - a brute force algorithm that checks any possible combinations. TO BE CONTINUED...

5 Conclusion

5.1 This is the conclusion text

5.2 Future Work

6 References