Marden Clustering Algorithm

```
1: function APPLYALG(network G<sub>orig</sub>)
        allClusters \leftarrow []
 2:
 3:
        {\tt G} \leftarrow {\tt G}_{\tt orig}
        \mathtt{change} \leftarrow \mathsf{true}
 4:
        while change do
 5:
            L \leftarrow \text{list of G's nodes in order of highest to lowest node degree}
 6:
 7:
            C \leftarrow []
            while L not empty do
 8:
                mark all nodes of G as unchecked
 9:
                \mathtt{seed} \leftarrow \mathrm{first} \ \mathrm{element} \ \mathrm{of} \ \mathtt{L}
10:
                seedAdjList \leftarrow list of nodes adjacent to seed
11:
                cluster \leftarrow [seed]
12:
                cluster ← FINDCLUSTERS(seed, seed, seedAdjList, cluster)
13:
                remove all nodes in cluster from L
14:
                add cluster to C
15:
            end while
16:
            G_{new} \leftarrow \text{condensed} network of G where the nodes are the clusters in C
17:
            if G == G_{new} then
18:
                change \leftarrow false
19:
                append [C] to allClusters
20:
            else
21:
22:
                G \leftarrow G_{new}
            end if
23:
24:
        end while
        return allClusters
25:
26: end function
27: function FINDCLUSTERS(n, seed, seedAdjList, cluster)
        for each node nAdj adjacent to n do
28:
            if nAdj is unchecked then
29:
                mark nAdj as checked
30:
                score \leftarrow FINDScore(nAdj, seed, seedAdjList)
31:
                if score \ge 0 then
32:
                    add nAdj to cluster
33:
                    FINDCLUSTERS(nAdj, seedAdjList, cluster)
34:
                end if
35:
            end if
36:
        end for
37:
        return cluster
38:
39: end function
40: function FINDSCORE(n, seed, seedAdjList)
41:
        score \leftarrow 0
        \mathtt{seedAdj} \leftarrow \mathtt{false}
42:
        for each node nAdj adjacent to n do
43:
            if nAdj in seedAdjList then
44:
                score ← score+weight of edge connecting nAdj and n
45:
            end if
46:
            if nAdj == seed then
47:
                \mathtt{seedAdj} \leftarrow \mathrm{true}
48:
49:
            end if
        end for
50:
        if seedAdj and n in seedAdjList then
51:
            score ← score+weight of edge connecting n and seed
52:
        end if
53:
54:
        return score
55: end function
```