

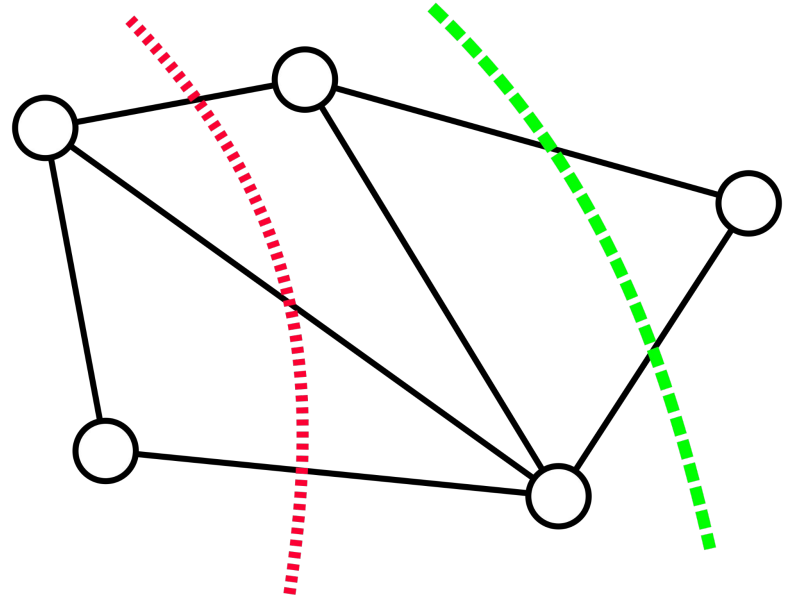
# Community Detection

## Lecture 2

E0: 259

# Cuts

- Red line - cut has 3 edges
- Green line - cut has 2 edges.
- Intuition - similar to edge betweenness
- Intuition from max flow, min cut theorem



# Cut based Partition Definitions

$$G = (V, E), V = V_1 + V_2,$$

$$cut(V_1, V_2) = \sum_{i \in V_1, j \in V_2} e_{ij},$$

$$Vol(V_1) = \sum_{i \in V_1} k_i$$

*Ratio Cut:*

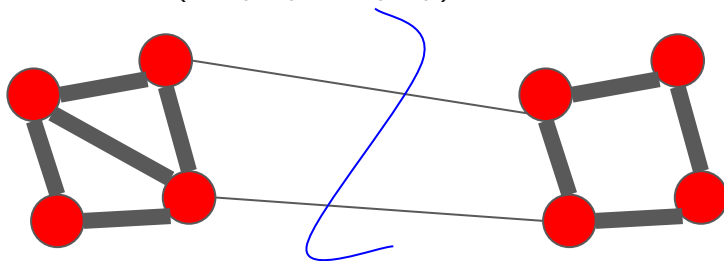
$$Q = \frac{cut(V_1, V_2)}{\|V_1\|} + \frac{cut(V_1, V_2)}{\|V_2\|}$$

*Normalized cut:*

$$Q = \frac{cut(V_1, V_2)}{Vol(V_1)} + \frac{cut(V_1, V_2)}{Vol(V_2)}$$

*Conductance:*

$$Q = \frac{cut(V_1, V_2)}{\min(Vol(V_1), Vol(V_2))}$$

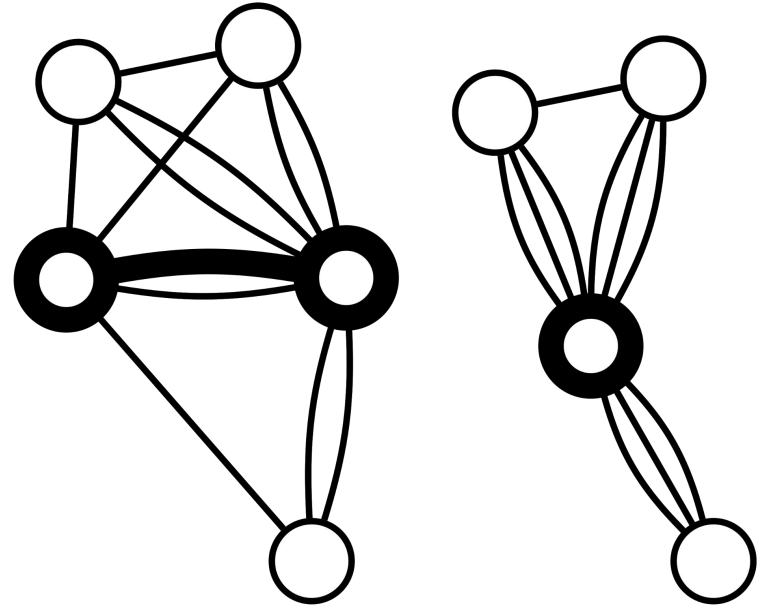


# Graph Partitioning Problem

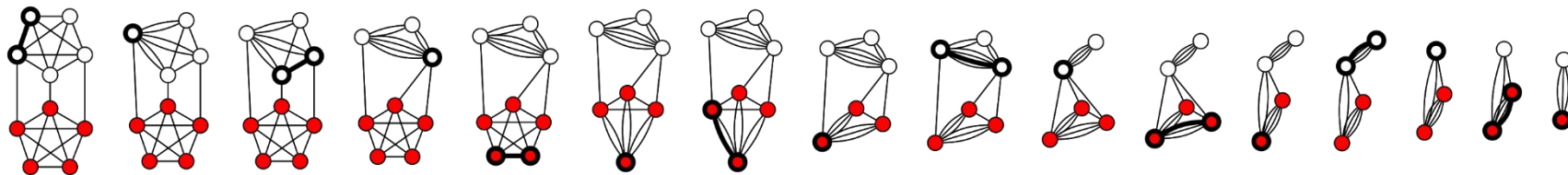
- NP hard
- Different approximation algorithms
- We will focus on randomized algorithms and spectral decomposition based algorithms

# Randomized Algorithm - Karger's Algorithm

- Pick an edge at random
- Merge the nodes, retain edges
- Repeat until only two nodes left.
- Edges between these two represent a cut.



# One run of Karger's algorithm



# Properties of Karger's Algorithm

$$P(\textit{cut} = \textit{mincut}) = \frac{2}{n^2}$$

Run the algorithm  $\Omega(n^2)$  times and pick minimum cut!

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**Algorithm 1** Karger's Min Cut Algorithm

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**Input:**  $G = (V, E)$

**Output:** set of edges which is min cut

$mincut = \phi$

$mincut_k = \infty$

for  $i = 1 : \Omega(N^2)$

$cut_G = G$

while  $|nodes(cut_G)| > 2$

pick random  $e \in E \in cut_G$ ,

$cut_G = merge(cut_G, e)$

if  $|cut_G(E)| < mincut_k$

$mincut_k = |edges(cut_G)|$

$mincut = edges(cut_G)$

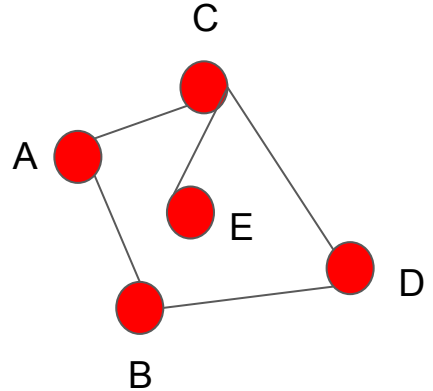
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# Spectral Decomposition Algorithms

- Any graph can be represented via an adjacency matrix
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$$\begin{array}{ccccc} A & B & C & D & E \\ \left( \begin{array}{ccccc} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{array} \right) & \begin{array}{l} A \\ B \\ C \\ D \\ E \end{array} \end{array}$$



# A Simple Idea and Some Linear Algebra

- Let  $G = (V, E)$
- Consider a partition  $V = V_1 + V_2$
- $\forall i \in V_1, s_i = +1$   
 $\forall i \in V_2, s_i = -1$
- For any edge  $e_{ij}$ , what can we say about  $(s_i - s_j)^2$ ?
- if  $i$  and  $j$  belong to same partition ,  $(s_i - s_j)^2 = 0$ ,
- else,  $(s_i - s_j)^2 = 4$

- So what is  $cut(V_1, V_2)$ , i.e., number of edges going from nodes in  $V_1$  to  $V_2$ ?
- $cut(V_1, V_2) = \frac{1}{4} \sum_{e_{ij}} (s_i - s_j)^2$
- Definition:  $\delta_{ij} = 0$  if  $i \neq j$ , 1 otherwise
- Can we rewrite the size of the cut in terms of the adjacency matrix and the Kronecker delta function?
- Lets give it a shot

- $\frac{1}{4} \sum_{e_{ij}} (s_i - s_j)^2 = \frac{1}{8} \sum_{i,j} A_{ij} (s_i - s_j)^2$
- $= \frac{1}{8} \sum_{i,j} A_{ij} (s_i^2 + s_j^2 - 2s_i s_j)$
- Therefore,  $cut(V_1, V_2) = \frac{1}{4} \sum_{i,j} (k_i \delta_{ij} s_i^2 - A_{ij} s_i s_j)$
- $= \frac{1}{4} \sum_{i,j} (k_i \delta_{ij} - A_{ij}) s_i s_j$
- $= \frac{1}{4} \sum_{i,j} (D_{ij} - A_{ij}) s_i s_j$

# The Graph Laplacian

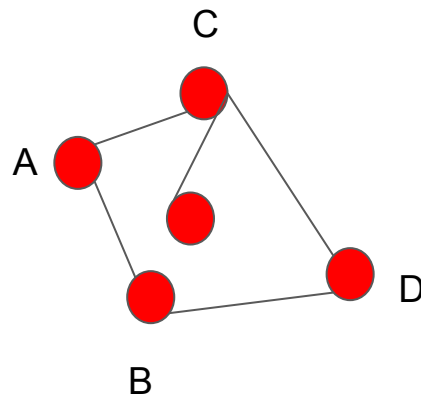
- $L = D - A$

- $A =$

$$\begin{array}{ccccc} & A & B & C & D & E \\ \begin{pmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{pmatrix} & A & B & C & D & E \end{array}$$

- $L =$

$$\begin{array}{ccccc} & A & B & C & D & E \\ \begin{pmatrix} 2 & -1 & -1 & 0 & 0 \\ -1 & 2 & 0 & -1 & 0 \\ -1 & 0 & 3 & -1 & -1 \\ 0 & -1 & -1 & 2 & 0 \\ 0 & 0 & -1 & 0 & 1 \end{pmatrix} & A & B & C & D & E \end{array}$$



# Balanced Min Cut with Graph Laplacian

- $\mathbf{L} = \mathbf{D} - \mathbf{A}$
- $cut(V_1, V_2) = \frac{1}{4} \sum_{i,j} (D_{ij} - A_{ij}) s_i s_j = \frac{\mathbf{s}^T \mathbf{L} \mathbf{s}}{4}$
- We want a minimum cut!
- $\min \frac{\mathbf{s}^T \mathbf{L} \mathbf{s}}{4}$
- let us also seek equal number of nodes in each partition to keep it balanced
- constraint:  $\sum_i s_i = 0, s_i = \pm 1$
- Integer minimization problem, can't guarantee quick computation, a.k.a NP hard!

# Solve an Easier Problem that is a Good Approximation

- Take away constraint that  $s_i = \pm 1$  and allow it to take any real number value.
- $\min \frac{\mathbf{x}^T \mathbf{L} \mathbf{x}}{4}$
- keep following constraints
- constraints: (i)  $\sum_i x_i = 0, x_i \in R$ , (ii)  $\sum_i x_i^2 = n$
- If we can find  $x_i$  efficiently, then set  $s_i = \text{sign}(x_i)$

# High School Math to the Rescue!

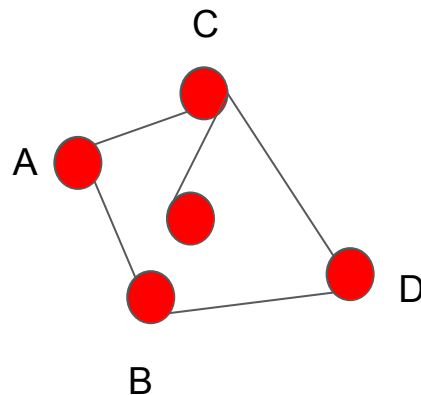
- Lagrange multipliers:  $\min \frac{\mathbf{x}^T \mathbf{L} \mathbf{x}}{4} - \lambda(\mathbf{x}^T \mathbf{x} - \mathbf{n}), \mathbf{x}^T \mathbf{e} = 0$
- How do you solve this? (i) Differentiate w.r.t  $\mathbf{x}$ , (ii) Differentiate w.r.t  $\lambda$  and set each to 0.
- (i) gives  $\mathbf{L} \mathbf{x} = \lambda \mathbf{x}$  - the Eigenvalue problem!!
- what is the smallest eigenvalue and eigenvector?
- consider  $\mathbf{x}_i = \mathbf{e}$
- what is  $\mathbf{L} \mathbf{e}$ ?



# The Graph Laplacian

- $\mathbf{L} =$

$$\begin{array}{ccccc} & A & B & C & D & E \\ \begin{pmatrix} 2 & -1 & -1 & 0 & 0 \\ -1 & 2 & 0 & -1 & 0 \\ -1 & 0 & 3 & -1 & -1 \\ 0 & -1 & -1 & 2 & 0 \\ 0 & 0 & -1 & 0 & 1 \end{pmatrix} & A & B & C & D & E \end{array}$$



- so  $\mathbf{L}\mathbf{e} = \mathbf{0}$ , but  $\mathbf{e}^T\mathbf{e} \neq 0$ , so this solution doesn't work!
- What do we do now?

## Let's look at the second smallest eigenvalue

- Calculate second smallest eigenvalue and eigenvector,  $\lambda_2$  and  $\mathbf{x}_2$
- Minimize Rayleigh-Ritz quotient
- $\min_{\mathbf{x} \perp \mathbf{x}_1} \frac{\mathbf{x}^T \mathbf{L} \mathbf{x}}{\mathbf{x}^T \mathbf{x}}$
- note  $\mathbf{x}_2^T \mathbf{x}_1 = \mathbf{x}_2^T \mathbf{e} = 0$

# Spectral Graph Partitioning Algorithm

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**Algorithm 1** Spectral Graph Partitioning Algorithm

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**Input:**  $G = (V, E)$  and adjacency matrix  $A$

**Output:** class indicator vector  $\mathbf{s}$

compute  $\mathbf{L} = \mathbf{D} - \mathbf{A}$

compute second smallest eigenvector

for min cut: solve  $\mathbf{L}\mathbf{x} = \lambda\mathbf{x}$

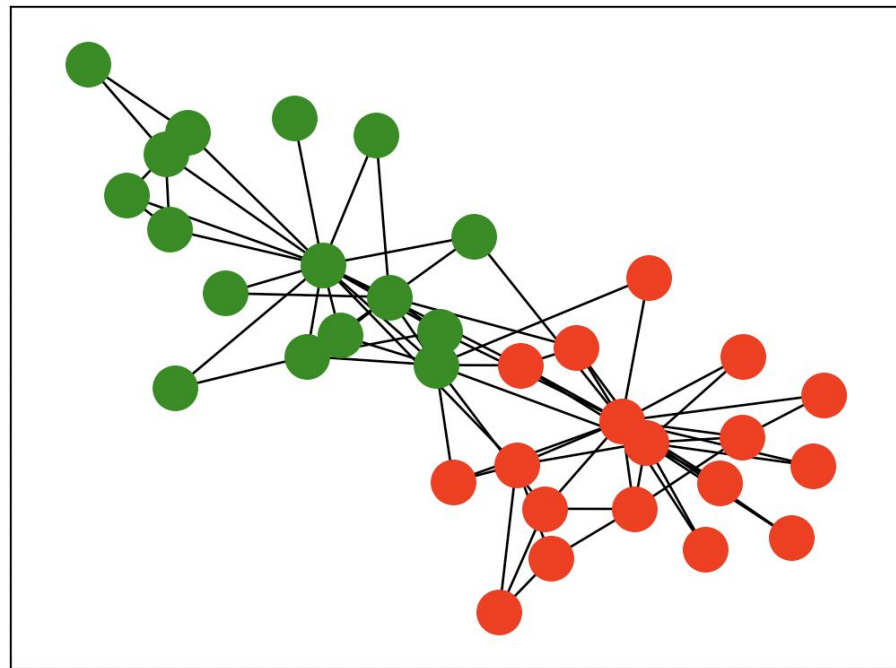
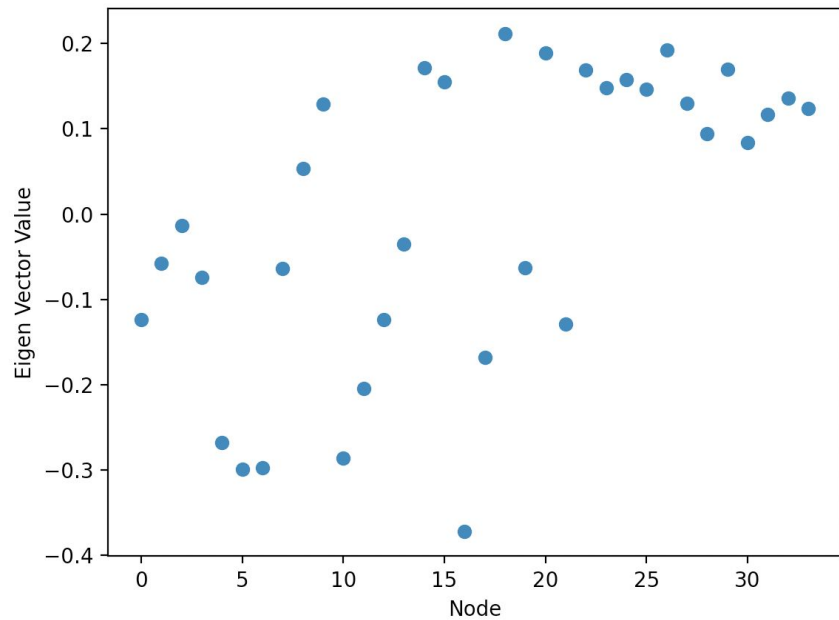
for normalized cut: solve  $\mathbf{L}\mathbf{x} = \lambda\mathbf{D}\mathbf{x}$

$\mathbf{s} = \text{sign}(\mathbf{x}_2)$

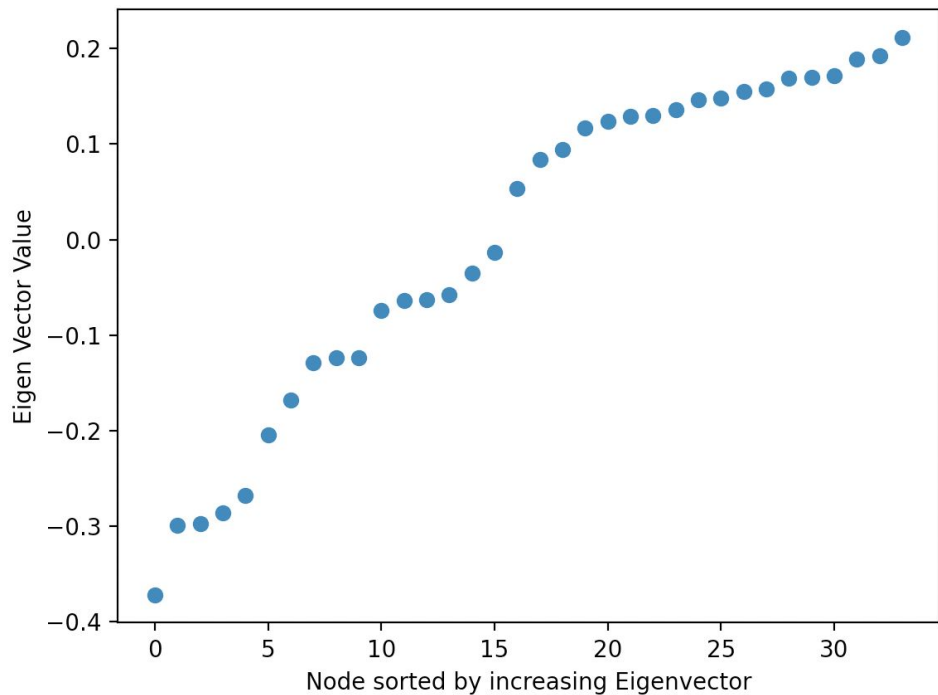
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But this gives us only 2 partitions - need to do iteratively!

## Spectral Partitioning for Zachary Karate Club

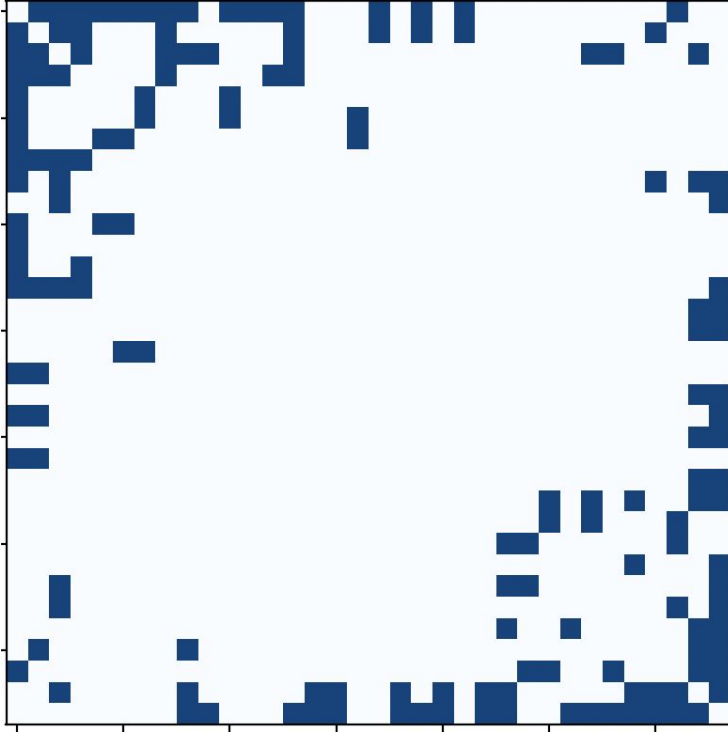


## Spectral Partitioning for Zachary Karate Club

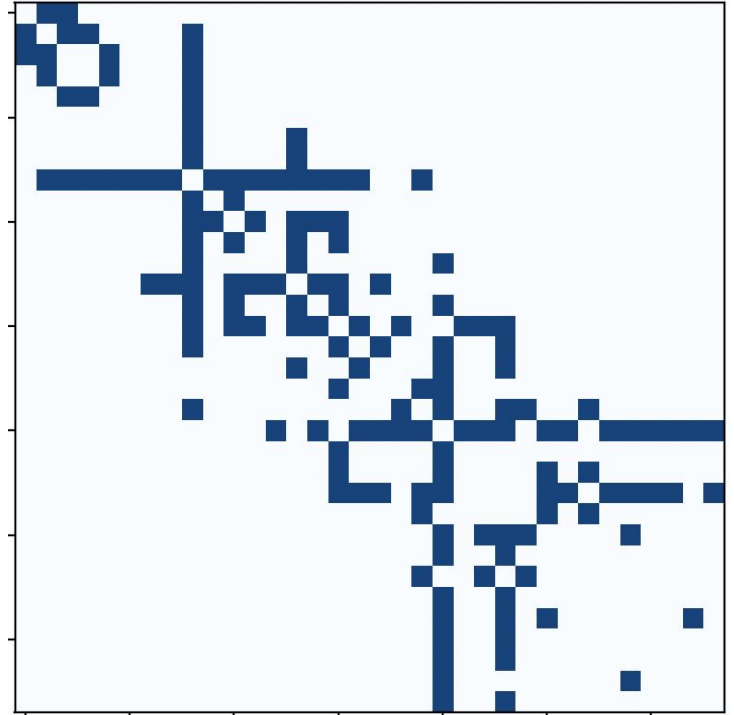


- Can look for jumps in the values
- These intuitively represent sub clusters or communities

# Adjacency Matrix For Zachary Karate Club



Original Adjacency Matrix



After Sorting by Fiedler Vector