Abstract: A prototype console application has been implemented to detect social networks and clustering transactional type of the graphs. Several algorithms have been implemented to run against the given databases such as Girvan-Newman, Markov chain, etc. The application is able to map a graph with any given delimiter, in any text format furthermore there is an option to connect to database if necessary. The results of the algorithms are plotted and displayed after the run. The coloring logic has been implemented in a fairly naive and greedy colormap. The application is scalable and modularized.

Introduction

World Wide Web, blogging platforms, instant messaging and Facebook can be characterized by the interplay between rich information content, the millions of individuals and organizations who create and use it, and the technology that supports it. This thesis will cover recent research on the structure and analysis of large social and transaction networks and on models and algorithms that abstract their basic properties. Unusual ways have been explored how to practically analyze large scale network data and how to reason about it through models for network structure. Topics include methods for network community detection, their connection with transactional graphs. [1]

Community detection and analysis is an important methodology for understanding the organization of various real-world networks and has applications in problems as diverse as consensus formation in social communities. Currently used algorithms that identify the community structures in large-scale real-world networks require a priori information such as the number and sizes of communities or are computationally expensive. I intend to rely more on algorithms, which use the network structure as their guide instead of this priori information. Finding community structures in networks is another step towards understanding the complex systems they represent. Social networks are represented by people as nodes and their relationships by edges. [2]

Girvan-Newman algorithm

NetworkX [4]

NetworkX is a Python package for the creation, manipulation, and study of the structure, dynamics, and functions of complex networks. It supports a variety of features for complex networks.

* Data structures for graphs, digraphs, and multigraphs
* Many standard graph algorithms
* Network structure and analysis measures
* Generators for classic graphs, random graphs, and synthetic networks
* Nodes can be "anything" (e.g., text, images, XML records)
* Edges can hold arbitrary data (e.g., weights, time-series)
* Open source 3-clause BSD license
* Well tested with over 90% code coverage
* Additional benefits from Python include fast prototyping, easy to teach, and multi-platform

Sixtep software:

The software has been released in 2007 by network theory researchers and CRM advisors. It is able to load a graph and visualize it. Several algorithms are implemented to clusterize or detect communities such as the Newman-Girvan algorithm or the Markov chain model. The UI representation of the graph is user friendly; the location of the nodes can be easily modified by clicking one by one or select a targeted area. Several built-in functions help to make the graph more interpretable. The user can select unique modules like clusters or communities and display only the selected ones. The source code of the software cannot be accessed, but the export function made it possible to use the calculated clusters and communities. Sadly, it was not enough to provide the information about the edges between the clusters, however valuable data can be found while exploring that area.

3 algorithms included:

* Markov chain clustering
* Maximized modularity
* Community detection

Community detection, clique problem: wikipedia

In computer science, the clique problem is the computational problem of finding cliques (subsets of vertices, all adjacent to each other, also called complete subgraphs) in a graph. It has several different formulations depending on which cliques, and what information about the cliques, should be found. Common formulations of the clique problem include finding a maximum clique (a clique with the largest possible number of vertices), finding a maximum weight clique in a weighted graph, listing all maximal cliques (cliques that cannot be enlarged), and solving the decision problem of testing whether a graph contains a clique larger than a given size.

The clique problem arises in the following real-world setting. 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. Along with its applications in social networks, the clique problem also has many applications in bioinformatics, and computational chemistry.

Most versions of the clique problem are hard. The clique decision problem is NP-complete (one of Karp's 21 NP-complete problems). The problem of finding the maximum clique is both fixed-parameter intractable and hard to approximate. And, listing all maximal cliques may require exponential time as there exist graphs with exponentially many maximal cliques. Therefore, much of the theory about the clique problem is devoted to identifying special types of graph that admit more efficient algorithms, or to establishing the computational difficulty of the general problem in various models of computation.

To find a maximum clique, one can systematically inspect all subsets, but this sort of brute-force search is too time-consuming to be practical for networks comprising more than a few dozen vertices. Although no polynomial time algorithm is known for this problem, more efficient algorithms than the brute-force search are known. For instance, the Bron–Kerbosch algorithm can be used to list all maximal cliques in worst-case optimal time, and it is also possible to list them in polynomial time per clique.

Technology:

Data sources:

Social:

* Iwiw
* Facebook
* Karate club graph

Transaction:

* Otp transaction graph

Experiences:

The networkx implementations of the algorithms have been used for the python script. The code of the algorithms can be found in the coloring.py file. The colormap and the coloring logic is self-implemented and it can be found in the Utils.py file.

The Newman-Girvan algorithm is fairly slow on medium sized graphs, but the result is more accurate and all the nodes are classified.

Karate Club [5]

A social network of a karate club was studied by Wayne W. Zachary. The network became a popular example of community structure in networks after its use by Michelle Girvan and Mark Newman. It captures 34 members of a karate club, documenting links between pairs of members who interacted outside the club. During the study a conflict arose between the administrator and instructor, which led to the split of the club into two. Half of the members formed a new club around the instructor; members from the other part found a new instructor or gave up karate. Based on collected data Zachary correctly assigned all but one member of the club to the groups they actually joined after the split. The coloring of the graph represents the two new community.



Figure 1: The well known karate club community is divided into 2 main part due to a conflict of interest.

Maximized modularity:

A képen égbolt látható

Automatikusan generált leírás

This algorithm finds communities in graph using Clauset-Newman-Moore greedy modularity maximization. This method currently does not consider edge weights. Greedy modularity maximization begins with each node in its own community and joins the pair of communities that most increases modularity until no such pair exists.

Source code:

<https://networkx.org/documentation/stable/_modules/networkx/algorithms/community/modularity_max.html>

Markov-chain: [4]



The MCL algorithm is short for the Markov Cluster Algorithm, a fast and scalable unsupervised cluster algorithm for graphs (also known as networks) based on simulation of (stochastic) flow in graphs. The algorithm was invented/discovered by Stijn van Dongen at the Centre for Mathematics and Computer Science (also known as CWI) in the Netherlands.

Community detection

Girvan-Newman:



The Girvan-Newman algorithm for the detection and analysis of community structure relies on the iterative elimination of edges that have the highest number of shortest paths between nodes passing through them. By removing edges from the graph one-by-one, the network breaks down into smaller pieces, so-called communities. The algorithm was introduced by Michelle Girvan and Mark Newman. The idea was to find which edges in a network occur most frequently between other pairs of nodes by finding edges betweenness centrality. The edges joining communities are then expected to have a high edge betweenness. The underlying community structure of the network will be much more fine-grained once the edges with the highest betweenness are eliminated which means that communities will be much easier to spot.

The Girvan-Newman algorithm can be divided into four main steps:

1. For every edge in a graph, calculate the edge betweenness centrality.
2. Remove the edge with the highest betweenness centrality.
3. Calculate the betweenness centrality for every remaining edge.
4. Repeat steps 2-4 until there are no more edges left.

Clique maximization:

For each node n, a maximal clique for n is a largest complete subgraph containing n. The largest maximal clique is sometimes called the maximum clique.

This function returns an iterator over cliques, each of which is a list of nodes. It is an iterative implementation, so should not suffer from recursion depth issues.

This function accepts a list of nodes and only the maximal cliques containing all of these nodes are returned. It can considerably speed up the running time if some specific cliques are desired.

To obtain a list of all maximal cliques, use list(find\_cliques(G)). However, be aware that in the worst-case, the length of this list can be exponential in the number of nodes in the graph. This function avoids storing all cliques in memory by only keeping current candidate node lists in memory during its search.

This implementation is based on the algorithm published by Bron and Kerbosch (1973) [6], as adapted by Tomita, Tanaka and Takahashi (2006) [7] and discussed in Cazals and Karande (2008) [8].

This algorithm ignores self-loops and parallel edges, since cliques are not conventionally defined with such edges.



Figure 2 It is important to determine the size of the cliques should be detected. For example, a clique with size 3 has lower importance than 5 or above.

Source Coloring:

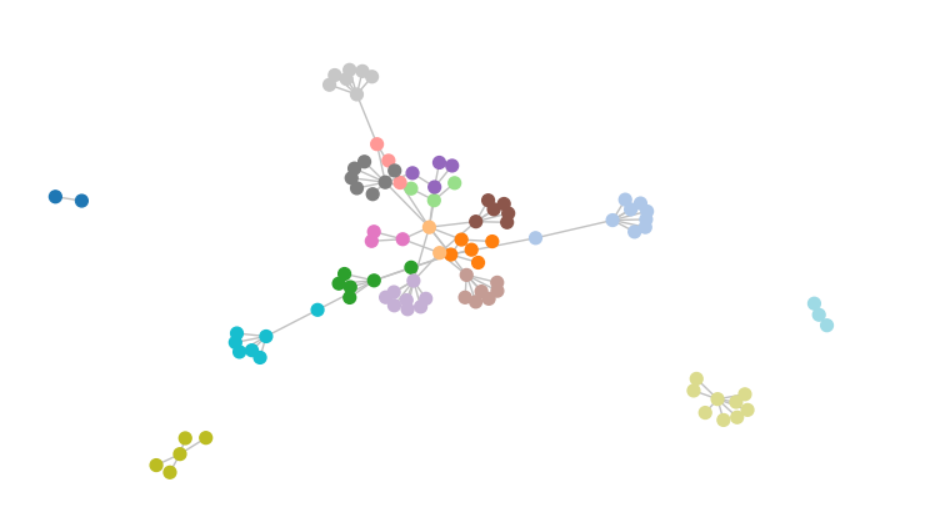
A képen narancs látható

Automatikusan generált leírás

The following figure is a result of a Newman-Girvan run on a graph made by facebook anonymized data. There are 100 nodes and several edges represented.



Transaction graphs:



Matek!

GRAPH DATABASE!!!!

Patterns!

Efficiency, solutions, etc.

Further studies:

Make a ui to represent small graphs, but the software should provide opportunity to manually color graph nodes, modify the location of the nodes.

This solution is scalable and modularized which makes further implementation more easier. The code and be found in the github repository liked below:

<https://github.com/daniellanikov/Community-detector>

References:

[1] <https://snap.stanford.edu/>

[2] Usha Nandini Raghavan, Réka Albert and Soundar Kumara, 2007, Near linear time algorithm to detect community structures in large-scale networks

[3] <https://networkx.org/>

[4] <https://github.com/guyallard/markov_clustering>

[5] Zachary, W. W., 1977, An Information Flow Model for Conflict and Fission in Small Groups

[6] Bron, C. and Kerbosch, J, 1973, Algorithm 457: finding all cliques of an undirected graph

[7] Etsuji Tomita, Akira Tanaka, Haruhisa Takahashi, 2006, The worst-case time complexity for generating all maximal cliques and computational experiments

[8] F. Cazals, C. Karande, 2008, A note on the problem of reporting maximal cliques

[9]