

# **Session II**

## **Community Detection and Centrality**

# Community Detection

Based on the slides for Data Driven SNA  
by Kaltenbrunner & Gómez

# Community structure

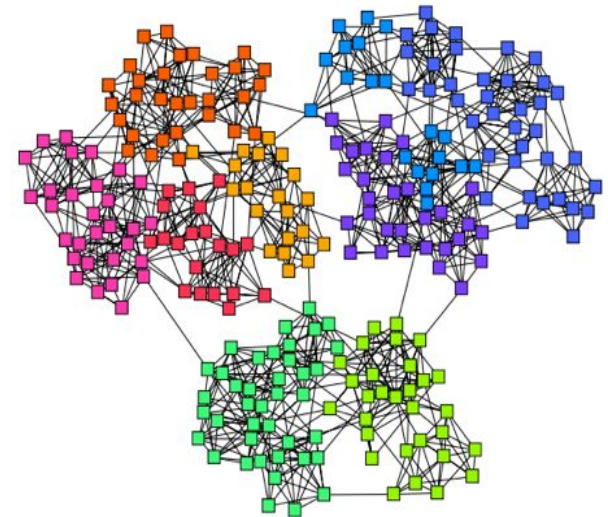
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## Definition

Vertices in networks are often found to cluster into tightly-knit groups with a high density of within-group edges and a lower density of between-group edges.

## Applications

- Identify groups of users who are more likely to interact with each other
- Identify customer with similar interests (purchasing history)
- Graph Compression
- Classification of vertices



# Finding Communities

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Given a graph  $G=\langle V, E \rangle$

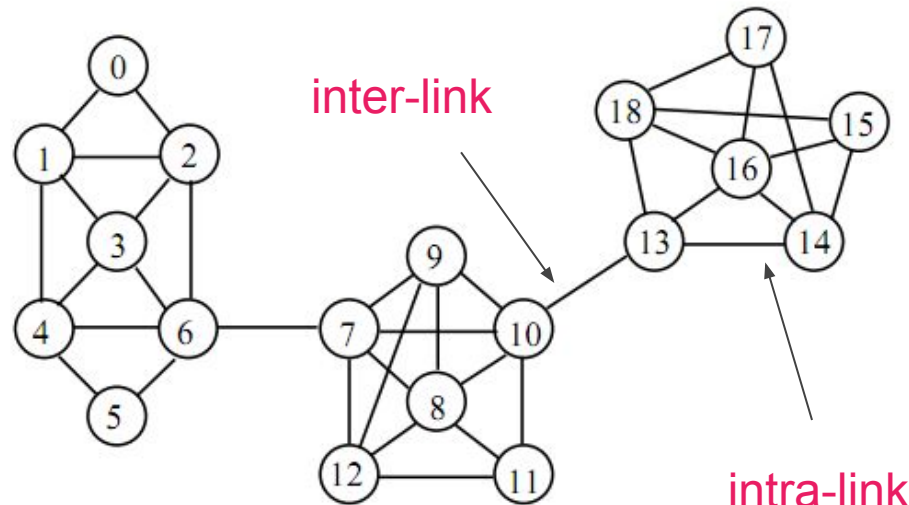
- Community detection problem: find modules and their hierarchical organization
- What do we miss?
  - Define what is “a community”
  - Design algorithms that will find set of nodes which lead to “good communities”
  - Why just “good”??
  - Evaluate different results

# Community

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## Definition

- There is no universally accepted definition of community
- Informally, a community  $C$  is a subset of nodes of  $V$  such that there are more edges inside the community than edges linking vertices of  $C$  with the rest of the graph



# Community

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## Properties

Intra cluster density:

$$\delta_{int}(\mathcal{C}) = \frac{\# \text{ internal edges of } \mathcal{C}}{n_c(n_c - 1)/2}.$$

Inter cluster density:

$$\delta_{ext}(\mathcal{C}) = \frac{\# \text{ inter-cluster edges of } \mathcal{C}}{n_c(n - n_c)}.$$

$$\delta_{ext}(\mathcal{C}) \ll 2m/n(n-1) \ll \delta_{int}(\mathcal{C})$$

Community detection makes only sense  
on sparse graphs

## Notation

$V$  set of nodes

$E$  set of edges

$n$   $|V|$

$m$   $|E|$

$\mathcal{C}$  Subset of  $V$

$n_c$   $|\mathcal{C}|$

# Local community: Clique

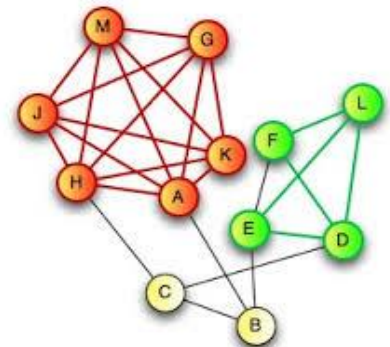
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## Definition

Subset of  $V$  such that all the vertices are adjacent to each other

## Properties

- Triangles are really frequent in real networks
- Finding cliques in a graph is NP Complete
- However efficient algorithms for sparse graphs exist (e.g. Bron-Kerbosch algorithm)
- Too strict definition for Communities



# Local community: Pseudo-clique

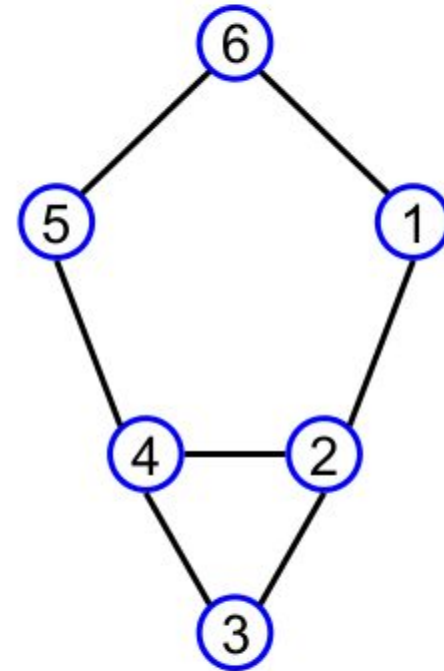
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**k-clique:** Subset of vertices  $C$ : for every node  $i, j$   $d(i, j) \leq k$  in  $G$

**k-club:** Subset of vertices  $C$ :  $\text{diam}(G[C]) \leq k$

## Examples

- 1-clique and 1-club  $(2, 3, 4)$
- 2-clique:  $\{1, 2, 3, 4, 5\}, \{1, 2, 4, 5, 6\}$
- 2-club:  $\{1, 2, 4, 5, 6\}$





# Global community

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## Properties

- A graph has a community structure if it is different from a random graph
- A random graph is not expected to have any community structure: any two vertices have the same probability to be adjacent
- We can define a null model and use it to investigate whether a graph under consideration exhibits a community structure

# Graph partition

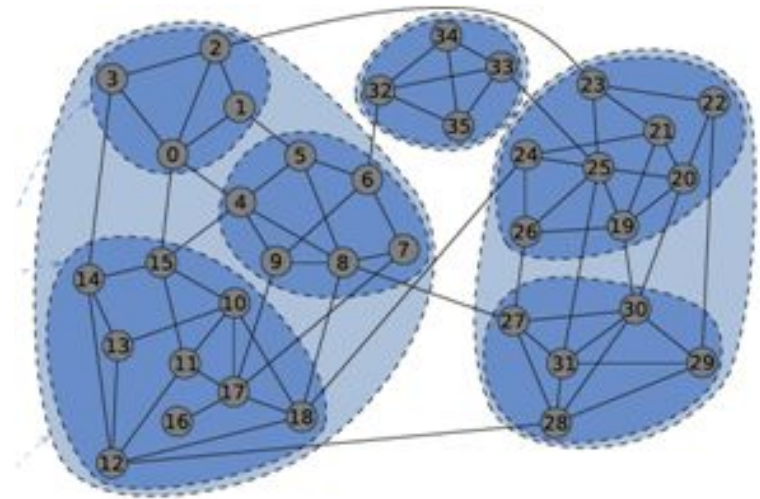
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## Definition

Division of a graph in clusters (communities), such that each vertex belongs to (at least) one cluster

## Applications

- Hierarchical organization (communities can be embedded within other communities)
- Nodes can be shared between different communities (overlapping communities)



# Modularity

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## Definition

The most popular quality function  $Q = \frac{1}{2m} \sum_{ij} (A_{ij} - P_{ij}) \delta(C_i, C_j),$

(density of edges in a subgraph vs density in a null model graph)

## Applications

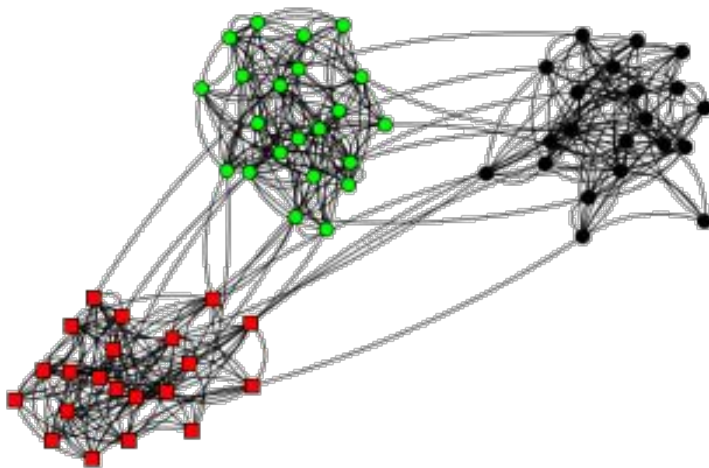
- The  $\delta$ -function yields one if vertices  $i$  and  $j$  are in the same community, zero otherwise.
- $P_{ij}$  represents the expected number of edges between vertices  $i$  and  $j$  in the null model (which is arbitrary)
- $A_{ij}$  is the actual number of edges.

# Modularity

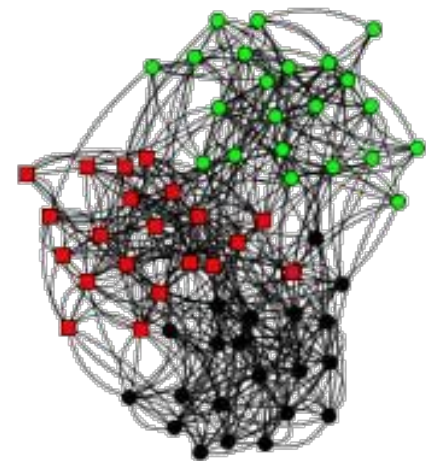
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## Example

- In a random graph (Erdős-Rényi model), we expect that any possible partition would lead to  $Q=0$
- Typically, in non-random graphs modularity takes values between 0.3 and 0.7.



$Q = 0.60$  clear community structure



$Q = 0.37$  fuzzy communities

# Hierarchical Clustering

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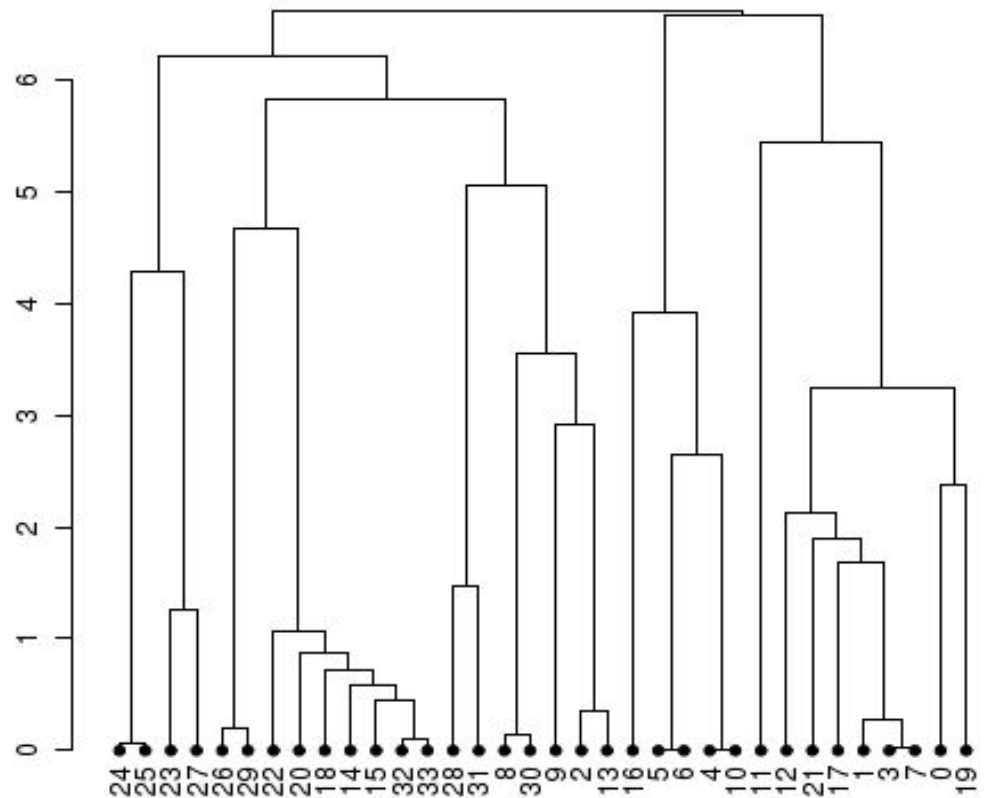
- Widely used in social network analysis
  - No need to specify the number of clusters
  - Graph may have a hierarchical structure
- Hierarchical Clustering aim at identifying groups of vertices with high similarity (not focusing on connectedness)
  - Define a similarity measure between vertices
  - Compute the  $n \times n$  similarity matrix
  - **Agglomerative algorithms:** (bottom up) clusters are merged if their similarity is sufficiently high
  - **Divisive algorithms:** (top-down) clusters are iteratively split by removing edges connecting vertices with low similarity

# Hierarchical Clustering: Merging Clusters

Merging Clusters criteria:

- Minimum od single linkage  
 $\max \{ d(a, b) : a \in A, b \in B \}.$
- Maximum or Complete linkage  
 $\min \{ d(a, b) : a \in A, b \in B \}.$
- Average linkage

$$\frac{1}{|A||B|} \sum_{a \in A} \sum_{b \in B} d(a, b).$$



Drawback of the hierarchical procedure: it does not provide a way to discriminate which level better represents the community structure of the graph

# Girvan-Newman Method

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## Definition [Girvan 2002]

Divisive method that detect edges that connect different communities and remove them until clusters are disconnected

## Steps

1. Compute Edge centrality
2. Remove the edge with the highest centrality
3. Update Centralities
4. If number of edges  $|E| > 0$ , go to step 2

# Girvan-Newman Method

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- Instead of trying to construct a measure which tells us which edges are most central to communities, we focus instead on those edges which are least central
- If a network contains communities or groups that are only loosely connected by a few inter-group edges, then all shortest paths between different communities must go along one of these few edges



# Girvan-Newman Method

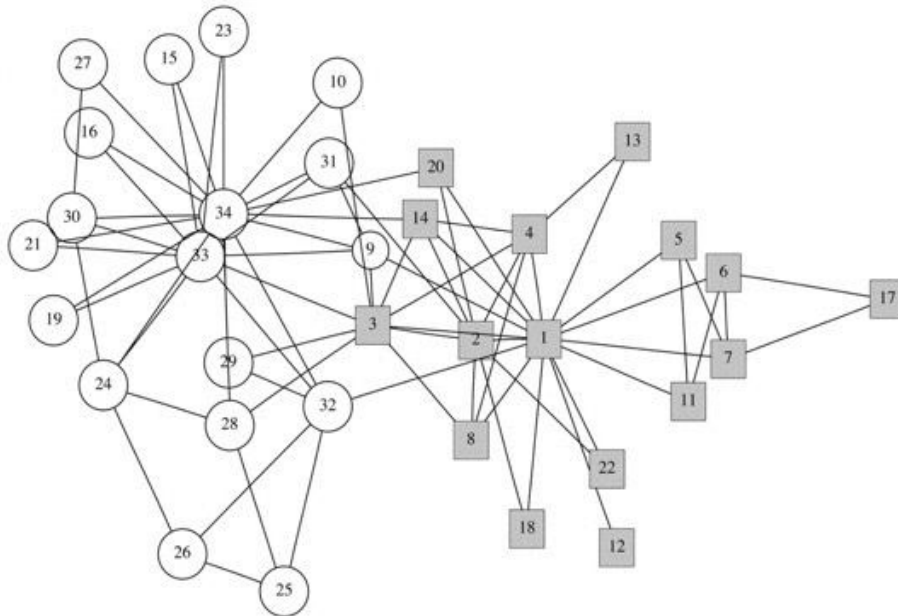
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- Edge Betweenness  $O(mn)$

number of shortest path between all vertex pair that run along the considered edge

- The edges connecting communities will have high edge betweenness
- Which partition is the best?
- Answer: Compute modularity

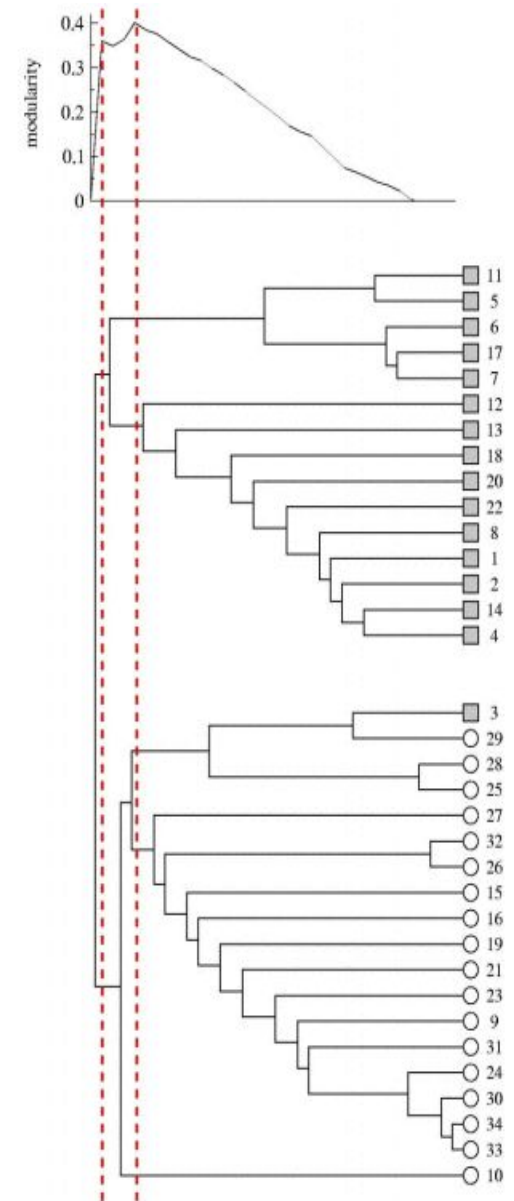
# Girvan-Newman Method



Optimal community structure for Zachary's Karate club



Modularity without recalculating



# Modularity optimization

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If high modularity indicate goods partition, why not simply optimize Modularity over all partitions to find the best one?

$$Q = \sum_i (e_{ii} - a_i^2)$$

- $e_{ii}$  is the fraction of edges in the network that connect vertices in the group  $i$ .
- $a_i$  is the fraction of edges that connect vertices in the group  $i$  with every other group (including group  $i$ ).

Answer: The search-space is exponential in  $|V|$

# Modularity optimization: Approximate Solution

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Greedy algorithm [Newman 2004]

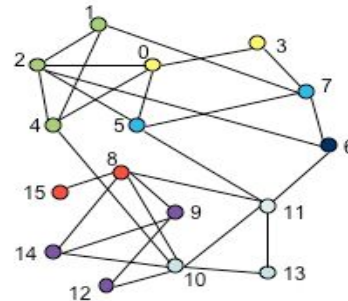
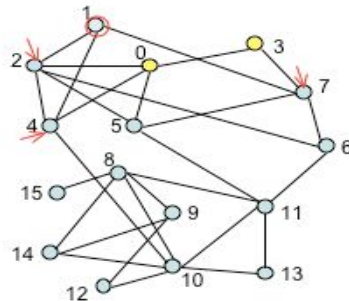
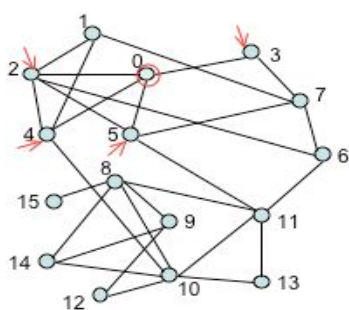
- **Agglomerative clustering:** we repeatedly join communities together in pairs, choosing at each step the join that results in the greatest increase (or smallest decrease) in  $Q$
- Note: joining communities that are not connected cannot result in an increase in  $Q$ . => This limits the number of tentative joins to  $(m)$

# Louvain Method

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## Steps [Blondel 2008]

1. Initially, each node belongs to its own community ( $n$  nodes  $\Rightarrow$   $n$  communities)
2. Pass through each node with a standard order. To each node, assign the community of their neighbor as long as this leads to an increase in modularity.
3. This step is repeated many times until a local modularity maximum is found.



After 1 iteration

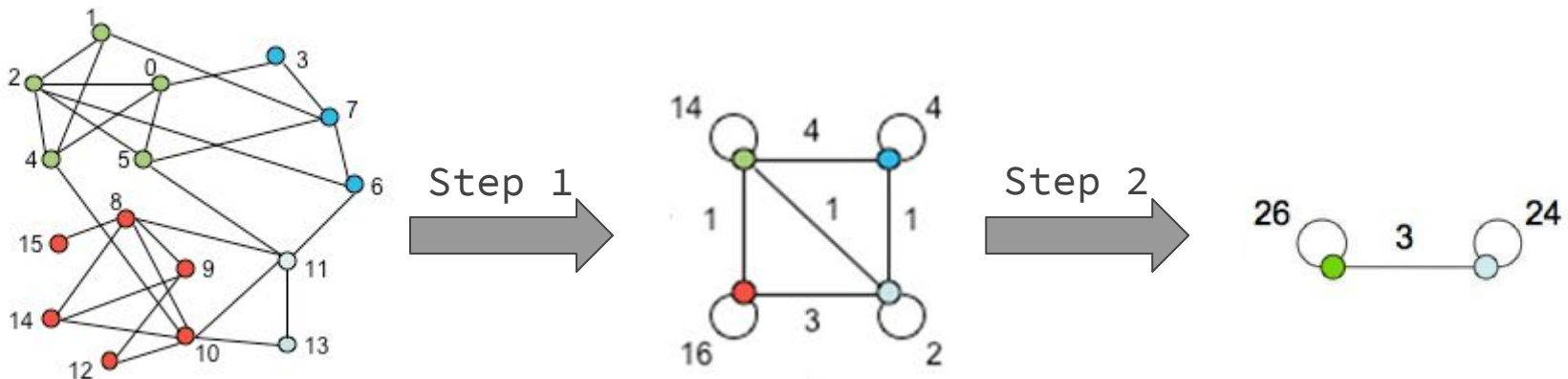
After 4 iterations

# Louvain Method

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## Folding

- Create new graph in which nodes correspond to the communities detected in the previous step.
- Edge weights between community nodes are defined by the number of inter-community edges.
- Folding ensures rapid decrease in the number of nodes that need to be examined and thus enables large-scale application of the method.



# Louvain Method

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## Observations

- The output is also a hierarchy
- The method works for weighted graphs, and so modularity has to be generalized to

$$Q^w = \frac{1}{2W} \sum_{ij} \left( W_{ij} - \frac{s_i s_j}{2W} \right) \delta(C_i, C_j)$$

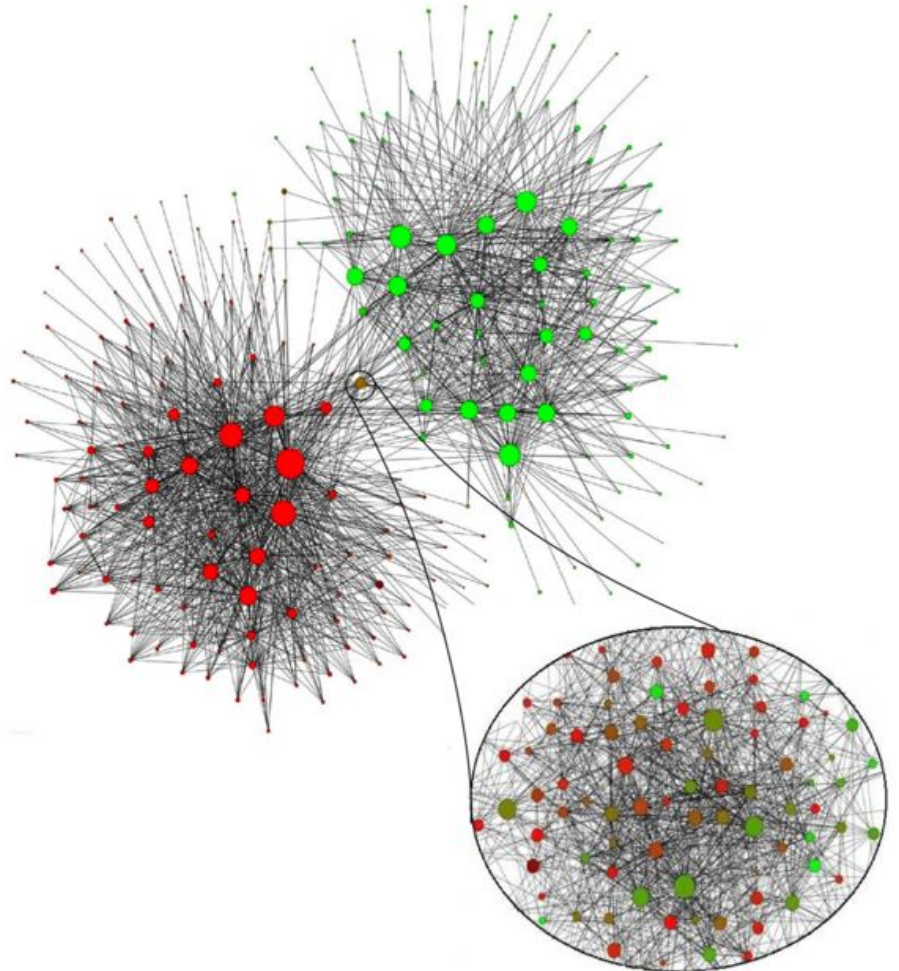
where  $W_{ij}$  is the weight of undirected edge  $(i, j)$ ,  
 $W = \sum_{ij} W_{ij}$  and  $s_i = \sum_k W_{ik}$ .

# Louvain Method

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## Example

- Cell phone operator from Belgium
- 2.6 million customers
- 260 assemblages with over 100 customers, 36 with over 10,000
- 6 assemblage levels
- French and Dutch segments are almost independent





# Conclusions

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- Social networks are typically formed by communities of nodes.
- A community is a group of nodes with many edges between them and few edges with the rest of the nodes of the network.
- There are methods to detect communities, in this course we will use the **Louvain Method**:
  - Good results
  - Very fast

# Centrality

# Motivation

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- People influence each other
- Interactions among individuals affect the thoughts, feelings and actions of others
- Can you measure the potential of a person in a social network to influence others?



Source: Mashable

# Degree centrality

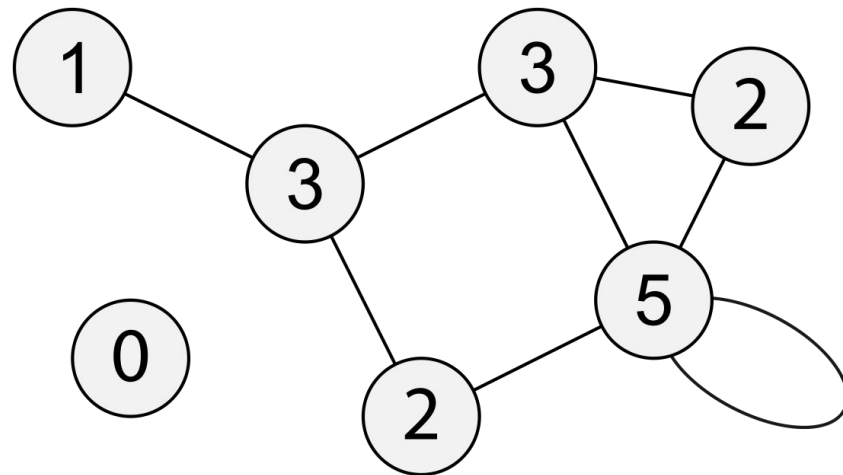
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## Motivation

Identify the nodes with the highest number of links to other nodes

## Method

- Node degree



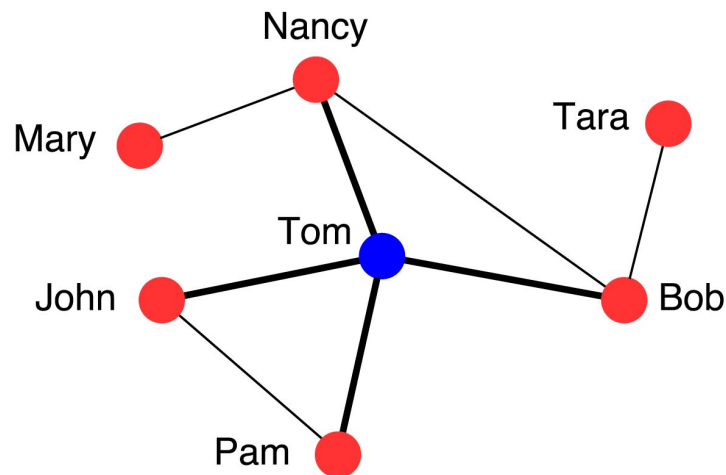
Source: Wikipedia

# Degree centrality

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## Friendship paradox

- By choosing nodes at random, Tom has the same chance to be picked as everybody else
- By choosing links at random, Tom has a higher chance to be picked than everybody else
- By following links, the chance to hit a hub increases
- Avg. degree of a node = 2.29
- Avg. degree of the neighbors of a node =  $2.83 > 2.29$
- Our friends have more friends than we do, on average



# Closeness centrality

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## Motivation

- In a diffusion model, it is often interpreted as the arrival time of something flowing through the network
- It measures the accessibility of one node to another.

## Method

- It is the sum of the distances in a network from all the nodes in the network, where the distance from one node to another is defined as the length of the shortest path from one node to another.

# Betweenness centrality

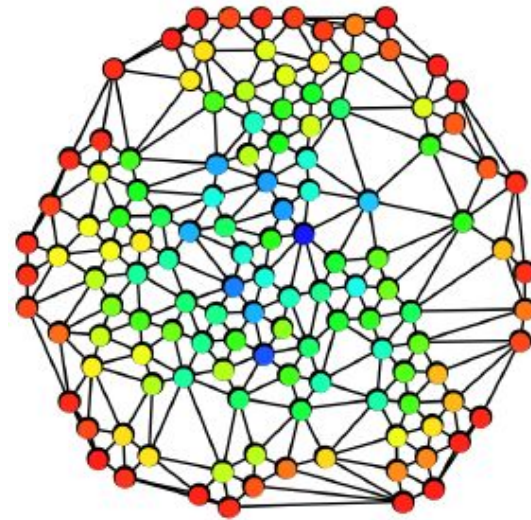
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## Motivation

- Frequency that a node occurs on the shortest path between two others

## Method

- Node  $i$ :  $C_B(i) = \sum_{s \neq i \neq t \in V} \sigma_{st}(i) / \sigma_{st}$
- $\sigma_{st}(i)$  number of different shortest paths between nodes  $s, t$
- $\sigma_{st}$  number of different shortest paths between nodes  $s, t$  containing  $i$



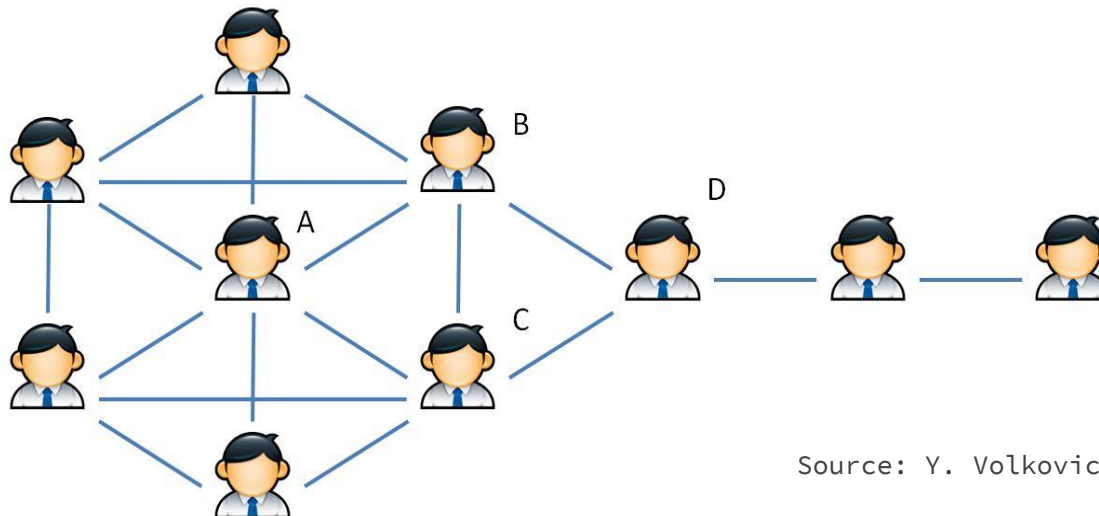
Source: Wikipedia

# Comparison

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## Central nodes

- Degree centrality:
- Closeness centrality:
- Betweenness centrality:



Source: Y. Volkovich

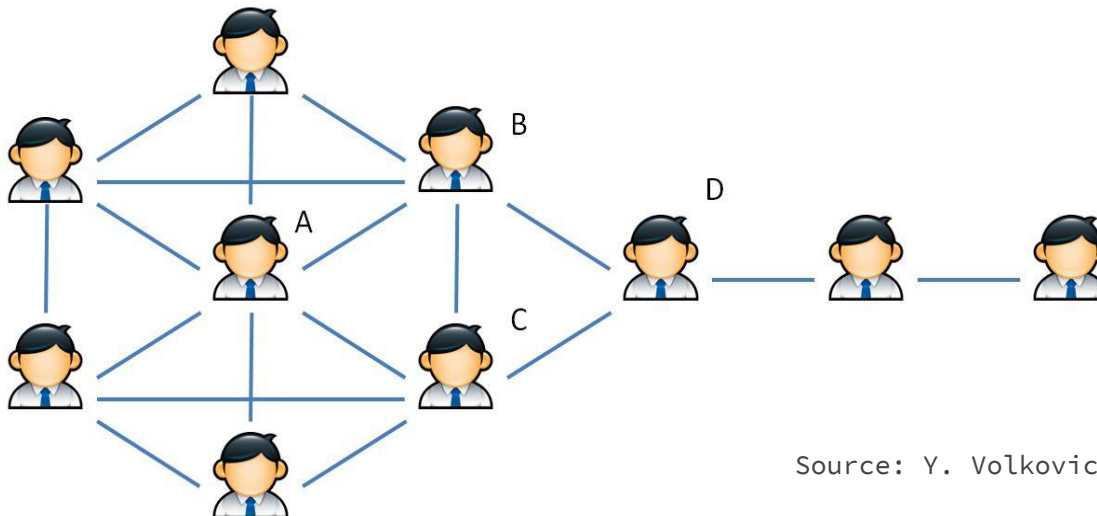


# Comparison

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## Central nodes

- Degree centrality: USER A
- Closeness centrality: USERS B,C
- Betweenness centrality: USER D



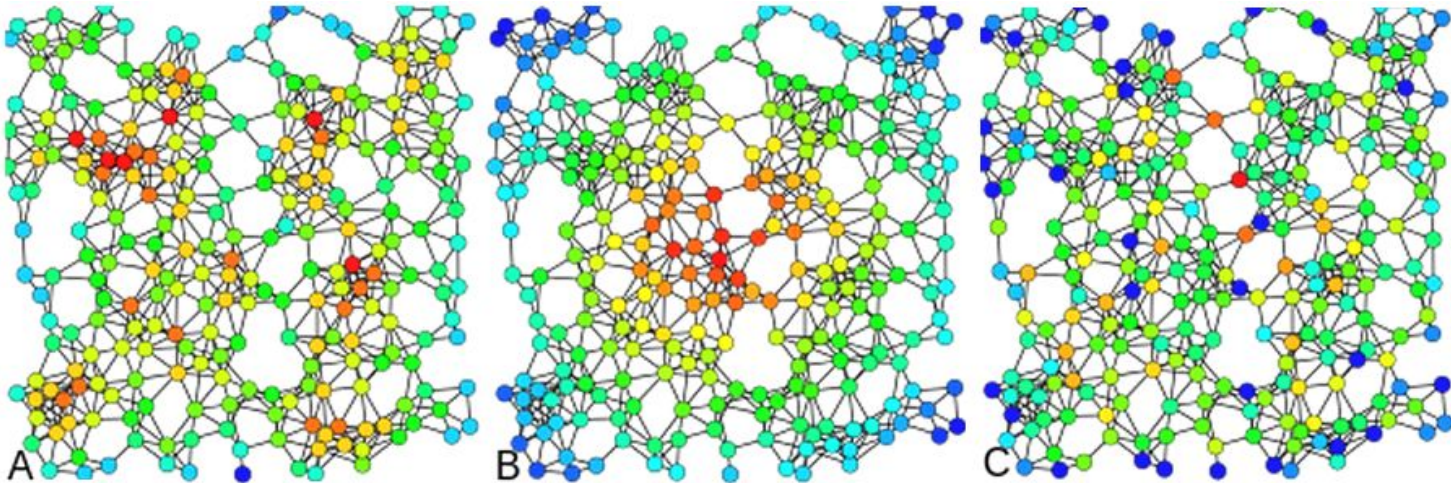
Source: Y. Volkovich

# Comparison

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## Central nodes

- Degree centrality: Graph A
- Closeness centrality: Graph B
- Betweenness centrality: Graph C



Source: Wikipedia

# Pagerank [Brin 1998]

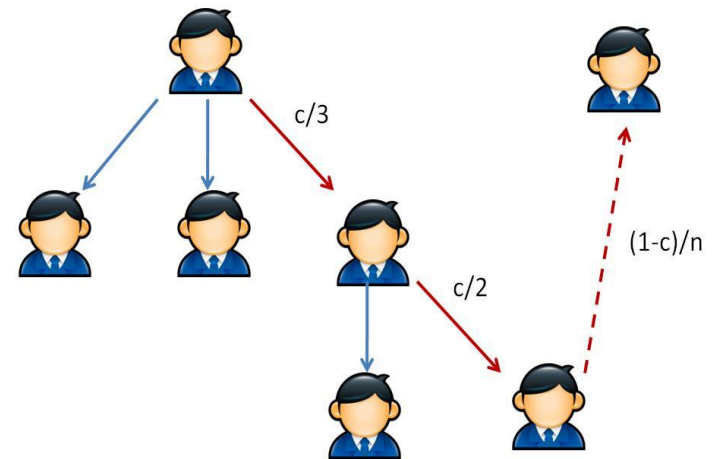
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## Motivation

- Google-defined popularity metrics for web ranking
- A random walk is simulated where at each step a jump is made to a random node with a probability  $(1-c)$

$$PR^*(i) = c \sum_{j \rightarrow i} \frac{1}{d_j^*} PR^*(j) + \frac{1-c}{N^*},$$

- $PR^*(i)$  PageRank
- $d_j^*$  Outdegree node  $j$
- $N^*$  Number of nodes



Source: Y. Volkovich

# K-core decomposition

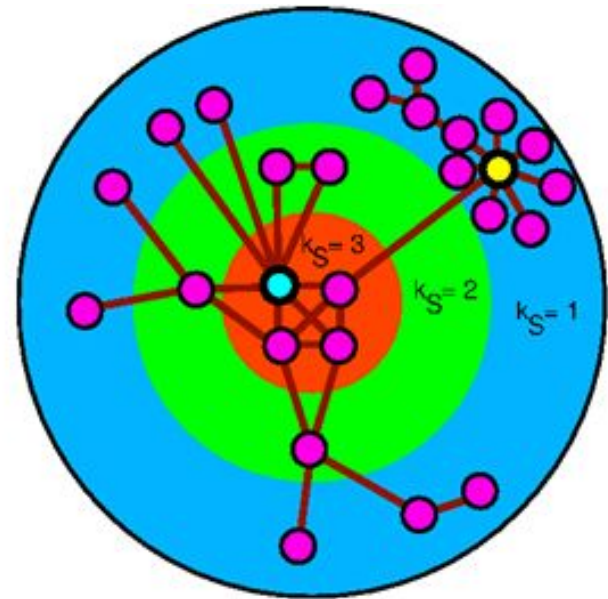
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## Motivation

- Detect nodes that are globally efficient to infect other nodes
- Discard local hubs (with many isolated contacts)

## Method

- Larger sub-graph where each node has at least  $k$  direct neighbours



Source: Wikipedia

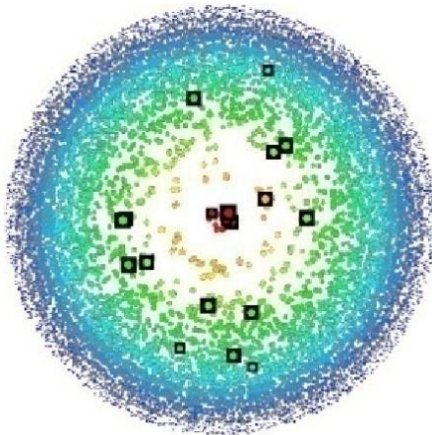
# K-core decomposition

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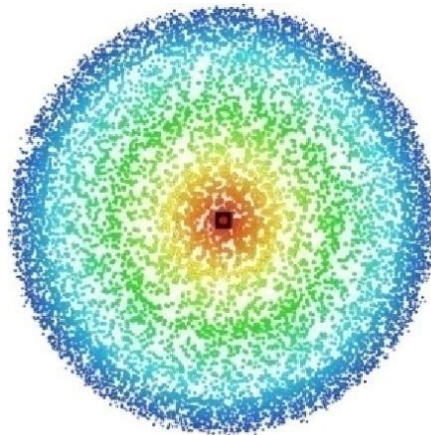
## K-index

- Maximum k-shell that a node belongs to contacts)

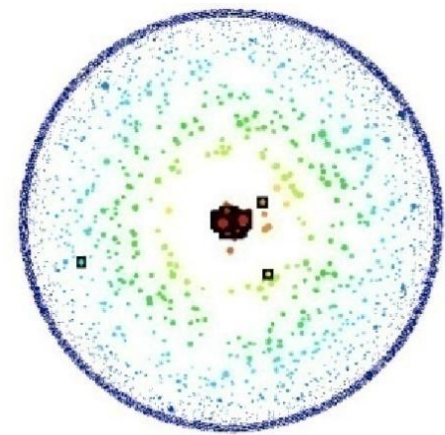
## Examples



Physicists



Actors



Mails

# Conclusions

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Duncan Watts. Challenging the influential hypothesis

- The detection of influencers always happens a posteriori
- Influence might be based non-repeatable anecdotal data
- Influence might occur by accident
- Anyone can be influential
- Someone can be influential on one issue but not on another
- Influence exploitation probably leads to loss of influence

In short...

- There are nodes with more potential for influence than others
- But there's no guarantee they will exploit their capabilities

# References

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- Blondel, V. D., Guillaume, J. L., Lambiotte, R., & Lefebvre, E. (2008). Fast unfolding of communities in large networks. *Journal of Statistical Mechanics: Theory and Experiment*, 2008(10), P10008.
- Brin, S., & Page, L. (1998). The anatomy of a large-scale hypertextual web search engine. *Computer networks and ISDN systems*, 30(1-7), 107-117.
- Girvan, M., & Newman, M. E. (2002). Community structure in social and biological networks. *Proceedings of the national academy of sciences*, 99(12), 7821-7826.
- Newman, M. E. (2004). Fast algorithm for detecting community structure in networks. *Physical review E*, 69(6), 066133.



# Homework

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Read the following paper:

Grandjean, M., & Jacomy, M.  
(2019). *Translating Networks:  
Assessing correspondence between  
network visualisation and  
analytics*. In *Digital  
Humanities*.

<https://reticular.hypotheses.org/1745>

