



Community Detection in Graphs through Correlation

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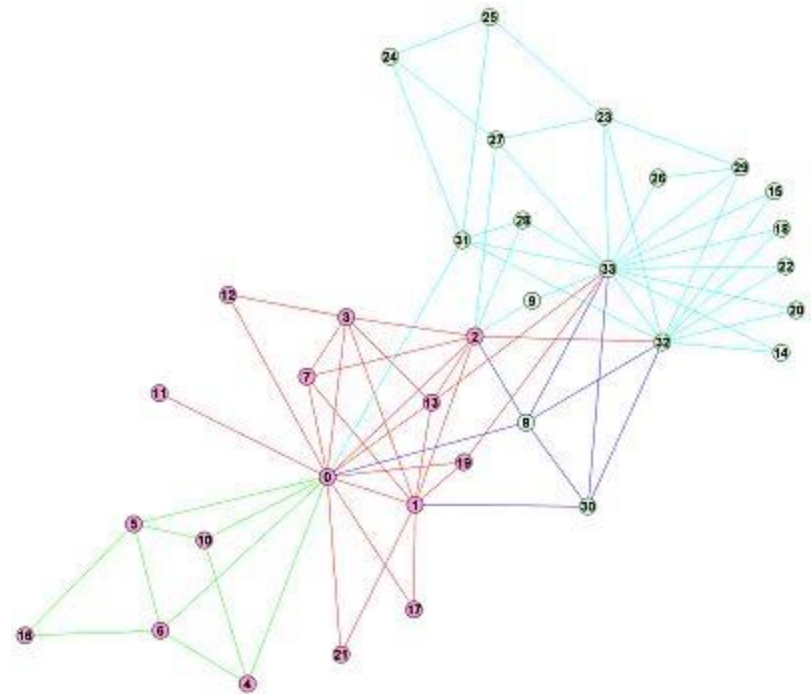
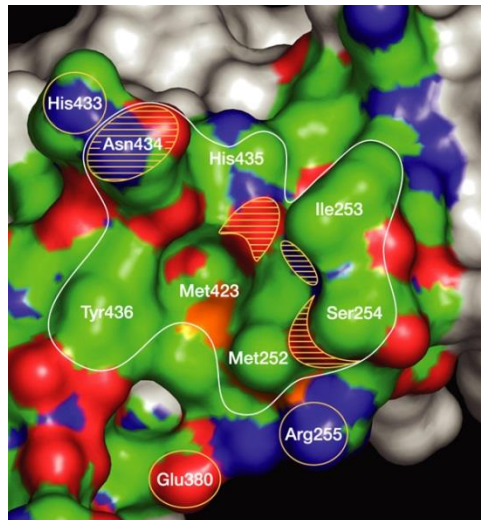
W. Nick Street, University of Iowa

Yanchi Liu, New Jersey Institute of Technology

Haibing Lu, Santa Clara University

Community Detection

- What and why?



Related Work

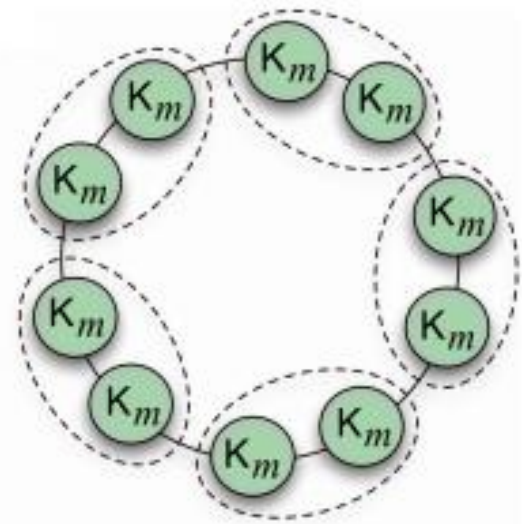
- Methods
 - Cut-based (M. Girvan and M. E. J. Newman, 2002)
 - Spectral-based (U. Luxburg, 2007)
 - Density-based (S. Mancoridis, et al., 1998)
 - Modularity-based (A. Clauset, et al., 2004)
 - Statistical-inference-based (M. E. J. Newman, 2013)
- Goal
 - More connections inside each community
 - Fewer connections across different communities

Opportunities for improvement

- Feature selection
 - Spectral-based
- Objective function
 - Cut-based
 - **Modularity-based (Our focus in this paper)**
 - Statistical-inference-based
- Search procedure
 - Greedy search
 - EM
 - Simulated annealing

Major problem of modularity

- Resolution problem
(Lancichinetti & Fortunato 2011)
 - K_m is an m-clique
 - The detected communities are marked by circles with dash lines.
- Multi-resolution
(Reichardt & Bornholdt 2006)
 - Further divide each detected community
 - Bias (Xiang et al. 2012)
 - Merge small communities
 - Split large communities



Connection with itemset search

- Graph communities: number of internal edges is **greater than expected** under assumption of **random partition**
- Correlated itemsets: occur **more than expected** under the assumption of item **independence**
- Connection: modularity = leverage

Correlated Itemsets (Duan, et al. 2014)

Given: itemset $S = \{I_1, I_2, \dots, I_m\}$ with m items in a dataset with n transactions

- True probability: $tp_s = P(S)$
- Expected probability: $ep_s = \prod_{i=1}^m P(I_i)$
- Correlation measure: $M_s = f(tp_s, ep_s)$
 - Chi-square: $\frac{(tp_s - ep_s)^2}{ep_s}$
 - Probability ratio / Lift: $\frac{tp_s}{ep_s}$
 - Leverage: $tp_s - ep_s$
 - Likelihood ratio: $\frac{tp_s^{tp_s} * (1 - tp_s)^{1 - tp_s}}{ep_s^{tp_s} * (1 - ep_s)^{1 - tp_s}}$

Correlated itemset example

t1: Beef, Chicken, Milk

t2: Beef, Cheese

t3: Cheese, Boots

t4: Beef, Chicken, Cheese

t5: Beef, Chicken, Clothes, Cheese, Milk

- For the itemset {Beef, Chicken}

- $tp = \frac{3}{5}, ep = \frac{4}{5} * \frac{3}{5}, Leverage = tp - ep = \frac{3}{25}$

Modularity Function

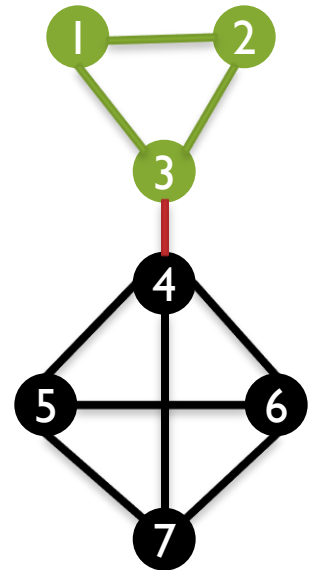
$$Q = \frac{1}{2m} \sum_{i \in G, j \in G} \left(w_{ij} - \frac{k_i * k_j}{2m} \right) * \delta(v_i, v_j)$$

- n : the number of nodes
- m : the number of links
- w_{ij} : the edge between node i and j
- k_i : the degree of node i
- $\delta(v_i, v_j)$: the Kronecker delta function
 - $\delta(v_i, v_j) = 1$ when v_i and v_j are in the same community
 - $\delta(v_i, v_j) = 0$ otherwise

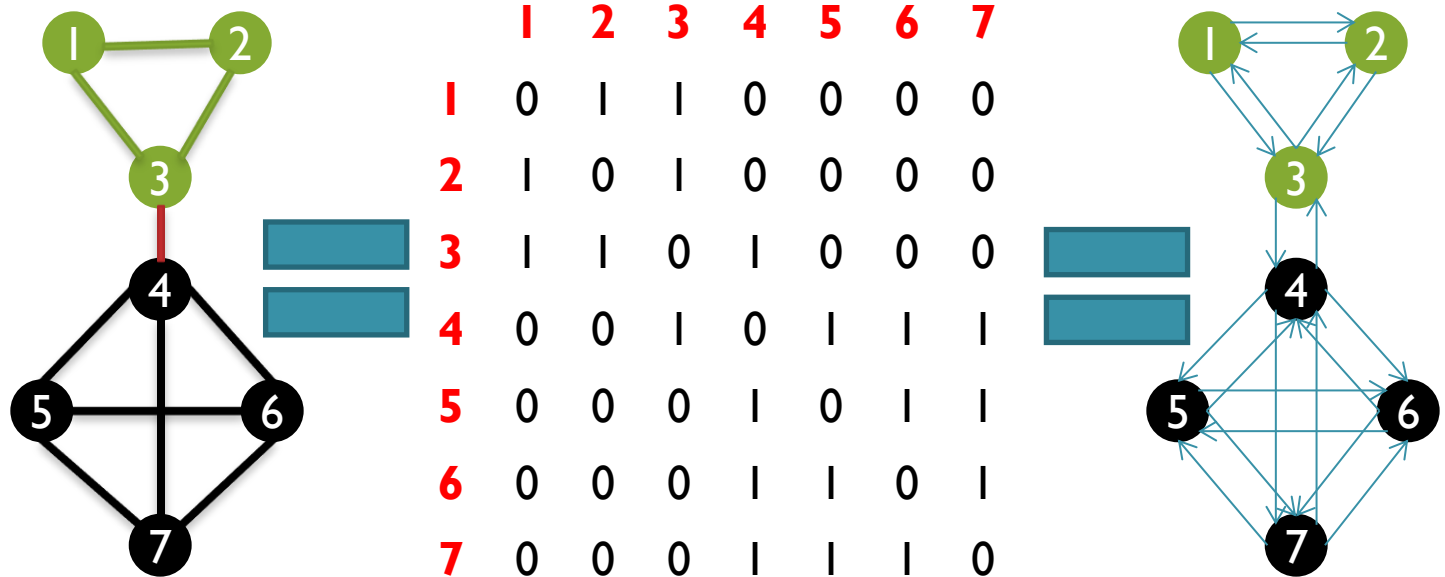
Transforming modularity function

For partition $\{G_1, G_2, \dots, G_l\}$ on graph G

- k_i : degree of node i
- $k_i^{internal}$: number of nodes in the same group of node i that connect to node i
- For the green partition:
 - $\sum_{i \in G_p} k_i = (2 + 2 + 3) = 7$
 - $\sum_{i \in G_p} k_i^{internal} = (2 + 2 + 2) = 6$
 - Total number of edges: $m = 10$



Transforming modularity function



For the green partition:

- (1) $\sum_{i \in G_p} k_i = (2 + 2 + 3) = 7$
- (2) $\sum_{i \in G_p} k_i^{internal} = (2 + 2 + 2) = 6$
- (3) Total number of edges: $m = 10$

The probability of the edge

- (1) Both ends in the green partition:
 $6/20 = \sum_{i \in G_p} k_i^{internal} / 2m$
- (2) Started from the green partition:
 $7/20 = \sum_{i \in G_p} k_i / 2m$
- (3) Ended in the green partition:
 $7/20 = \sum_{i \in G_p} k_i / 2m$

Transforming modularity function

If we randomly select an edge from the doubly-directed graph,

- The true probability of the edge in G_p :

$$tp = \frac{\sum_{i \in G_p} k_i^{internal}}{2m}$$

- Probability the edge started from G_p : $\frac{\sum_{i \in G_p} k_i}{2m}$

- Probability the edge ended in G_p : $\frac{\sum_{j \in G_p} k_j}{2m}$

- The expected probability of the edge in G_p under the assumption of independence:

$$ep = \frac{\sum_{i \in G_p} k_i}{2m} * \frac{\sum_{j \in G_p} k_j}{2m}$$

Transforming modularity function

For partition $\{G_1, G_2, \dots, G_l\}$ on graph G

- $Q = \frac{1}{2m} \sum_{i \in G, j \in G} \left(w_{ij} - \frac{k_i * k_j}{2m} \right) * \delta(v_i, v_j)$
- We define Q_p as the partial modularity for the group p where

$$Q_p = \frac{1}{2m} \sum_{i \in G_p, j \in G} \left(w_{ij} - \frac{k_i * k_j}{2m} \right) * \delta(v_i, v_j)$$

- $Q = \sum_{p=1}^l Q_p$

Transforming modularity function

- Partial modularity

- $Q_p = \frac{\sum_{i \in G_p} k_i^{internal}}{2m} - \frac{\sum_{i \in G_p} k_i}{2m} * \frac{\sum_{j \in G_p} k_j}{2m}$

- If we randomly select an edge from the doubly-directed graph,

- The true probability of the edge in G_p :

$$tp_p = \frac{\sum_{i \in G_p} k_i^{internal}}{2m}$$

- Expected probability of the edge in G_p under the assumption of independence:

$$ep_p = \frac{\sum_{i \in G_p} k_i}{2m} * \frac{\sum_{j \in G_p} k_j}{2m}$$

Transforming modularity function

- Connecting correlation with modularity
 - For a given partition G_p , partial modularity $Q_p = tp_p - ep_p$
 - For a given itemset S , leverage = $tp_s - ep_s$
- For any correlation function $f(tp, ep)$, the partial modularity function can be changed accordingly.
 - Chi-square: $\frac{(tp_s - ep_s)^2}{ep_s}$
 - Probability ratio / Lift: $\frac{tp_s}{ep_s}$
 - Leverage: $tp_s - ep_s$
 - Likelihood ratio: $\frac{tp_s^{tp_s} * (1 - tp_s)^{1 - tp_s}}{ep_s^{tp_s} * (1 - ep_s)^{1 - tp_s}}$

Outline

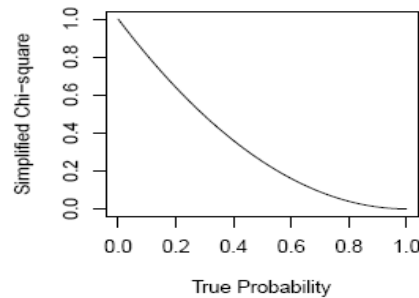
- Basic concepts
 - Correlated itemset search
 - Modularity function
- Connecting modularity with leverage in correlated itemset search
- Upper bound analysis
- Evaluation

Upper bound analysis

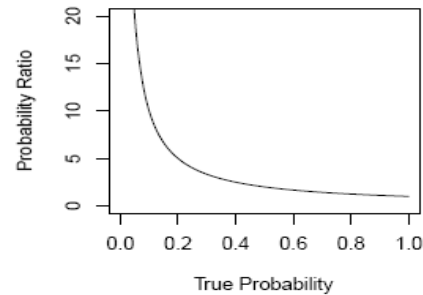
- Correlation Property
 - The correlation function monotonically increases with the decrease of ep when tp remains the same.
- Understanding the bias to the community size
 - Given a group G_p with fixed $tp = \frac{\sum_{i \in G_p} k_i^{internal}}{2m}$
 - Partial modularity has the highest possible value when $ep = \frac{\sum_{i \in G_p} k_i}{2m} * \frac{\sum_{j \in G_p} k_j}{2m}$ reaches its lowest value tp^2

Upper bound analysis

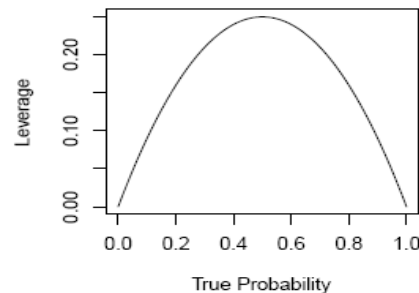
- The highest possible partial modularity:
 $f(tp, ep = tp^2)$



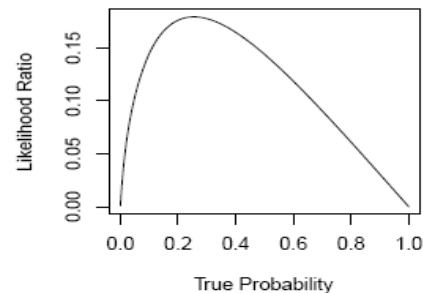
(a) Simplified χ^2



(b) Probability Ratio



(c) Leverage



(d) Likelihood Ratio

Outline

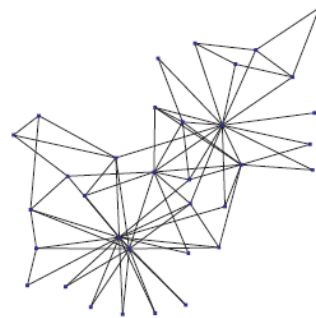
- Basic concepts
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Experiments

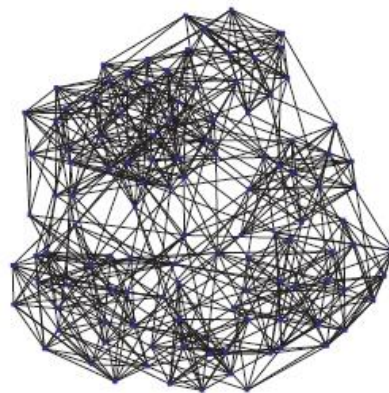
- Modify the objective function
- Greedy search (hierarchical clustering)
- Baseline:
 - Modularity-based methods (Leverage)
- Datasets:
 - Real life
 - Simulated with LFR model (Lancichinetti et al. 2008)
- Evaluation measures:
 - Rand Index (Rand 1971), Jaccard, F-measure, Normalized mutual information (Danon 2005)

Real life datasets

- Karate club: two equal size communities

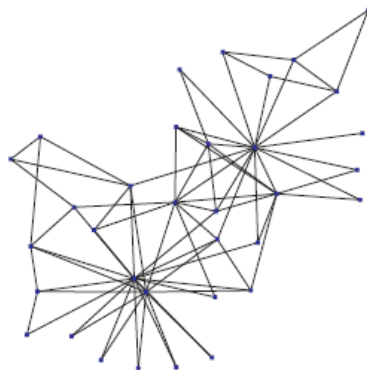


- College football: 12 equal size communities

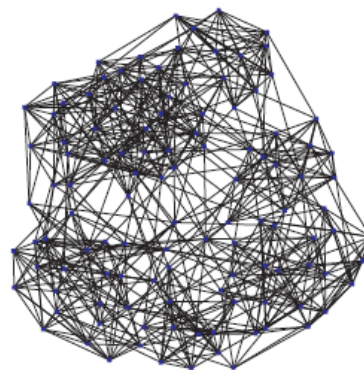


Real life datasets

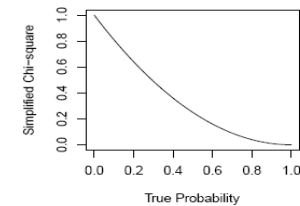
Data Set	Measure	NMI	Jaccard	RI	F-measure	DNC	ANC
Karate	χ^2	0.4852	0.2842	0.6453	0.4426	7	2
	PR	0.3868	0.0945	0.5561	0.1728	14	2
	Leverage	0.6925	0.6833	0.8414	0.8118	3	2
	LR	0.5385	0.3958	0.6952	0.5671	5	2
Football	χ^2	0.9141	0.7571	0.9793	0.8618	14	12
	PR	0.6864	0.0829	0.9240	0.1531	55	12
	Leverage	0.6977	0.3622	0.8807	0.5317	6	12
	LR	0.9086	0.7897	0.9812	0.8825	12	12



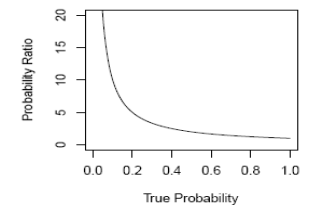
(a) Karate



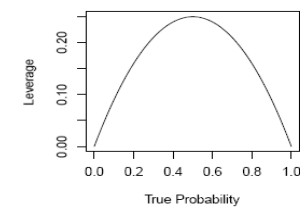
(b) Football



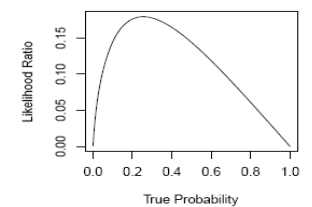
(a) Simplified χ^2



(b) Probability Ratio



(c) Leverage

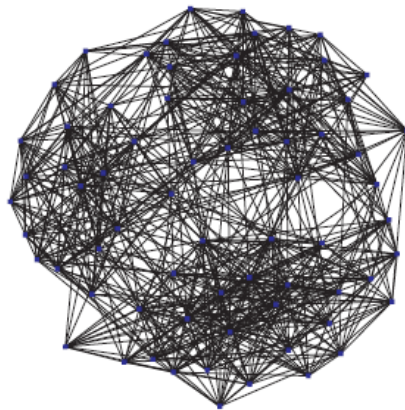


(d) Likelihood Ratio

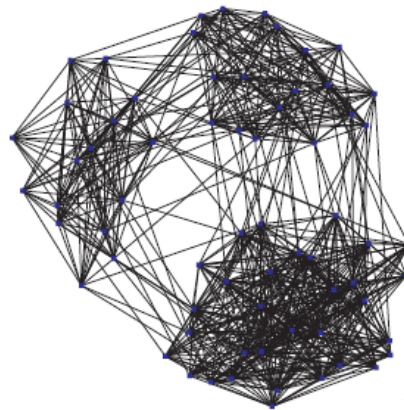
Simulated datasets

- Parameters:

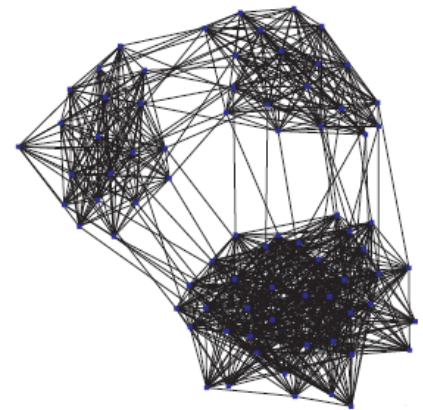
- Minimal community size: 50, 500, or 5000
- Community structure ratio β : 5, 10, or 20



(a) β is 5



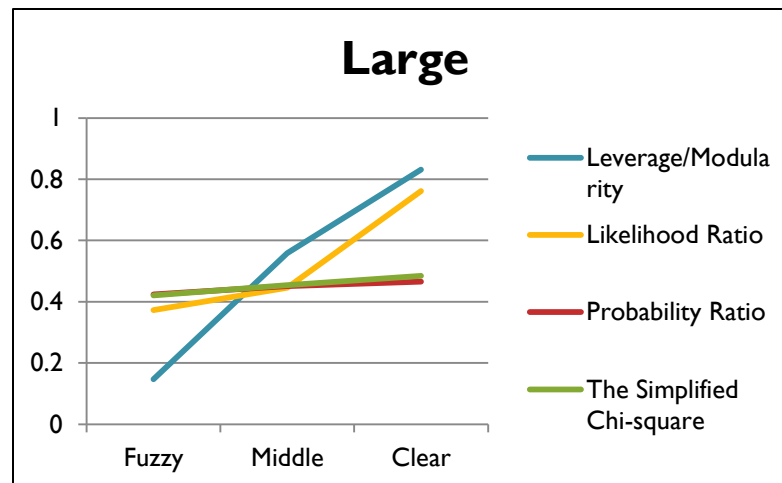
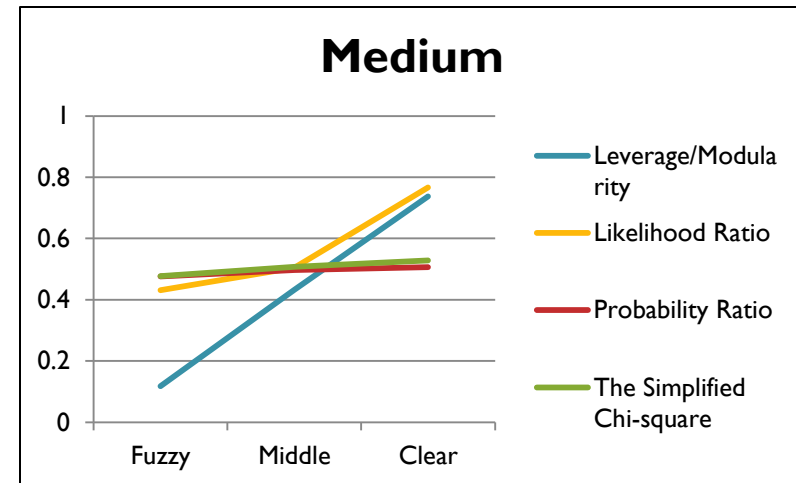
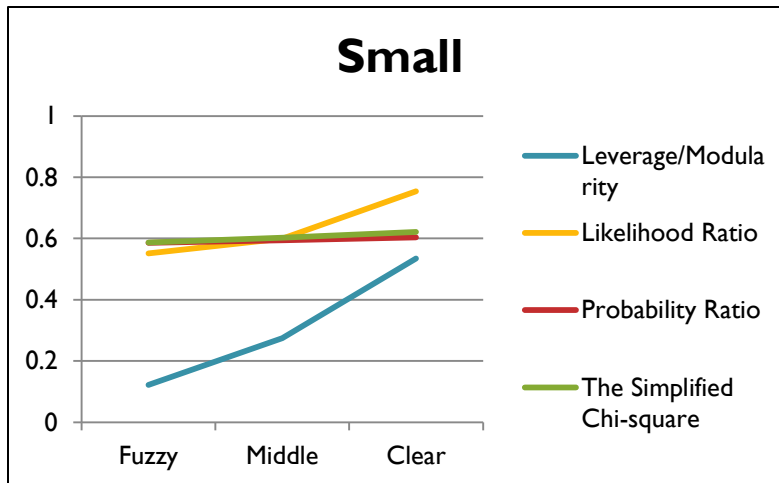
(b) β is 10



(c) β is 20

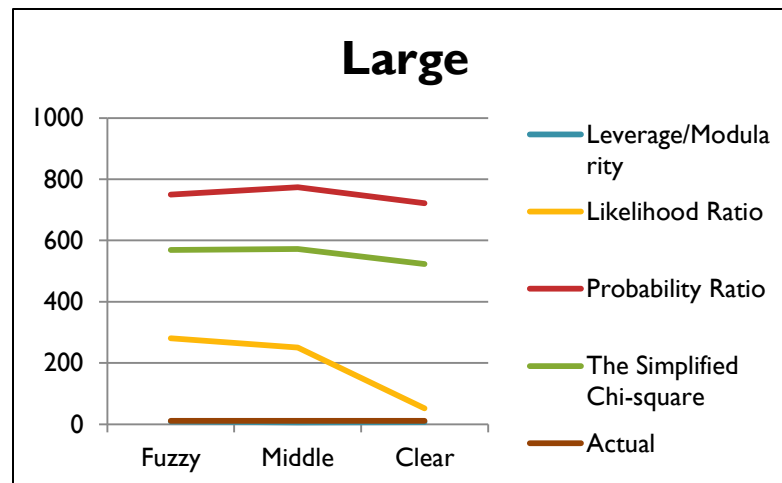
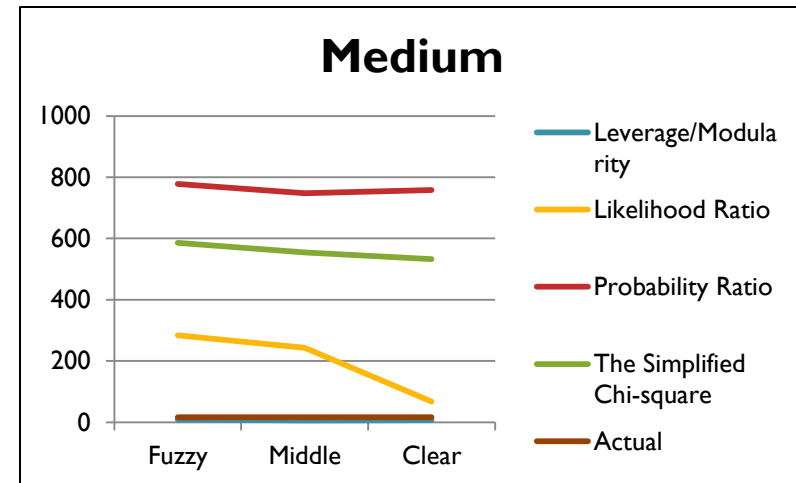
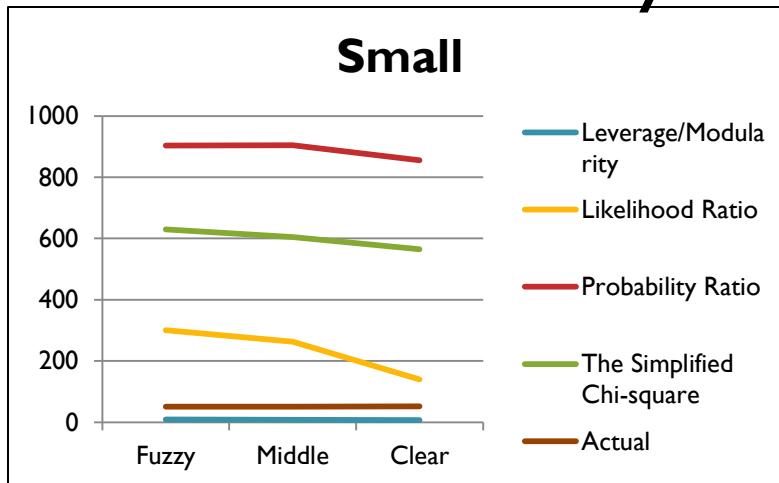
Experiments

- NMI when fixing Min-community-size



Experiments

- Number of detected groups when fixing Min-community-size



Summary

- Connection between community detection and correlation search
- Conclusion
 - Modularity is good only when there are large and clear communities
 - Likelihood ratio is robust to any type of communities
 - Probability ratio partitions the whole graph into small communities with 2 or 3 objects

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