

# Signed Networks

## Introduction

Signed networks are graphs where edges can have positive (+) or negative (-) weights, representing relationships such as friendship/enmity, trust/distrust, or agreement/disagreement. These networks provide a richer representation of social and economic interactions than traditional unsigned networks.

## Basic Concepts

### 1. Signed Network Structure

**Definition:** A signed network is a graph  $G = (V, E, \sigma)$  where:

- $V$  is the set of nodes
- $E$  is the set of edges
- $\sigma : E \rightarrow \{+1, -1\}$  is the sign function

**Edge Types:**

- **Positive edges** (+1): Friendship, trust, agreement
- **Negative edges** (-1): Enmity, distrust, disagreement

### 2. Adjacency Matrix Representation

**Signed Adjacency Matrix:**

$$A_{ij} = \begin{cases} +1 & \text{if } (i, j) \text{ is a positive edge} \\ -1 & \text{if } (i, j) \text{ is a negative edge} \\ 0 & \text{if no edge exists} \end{cases}$$

# Balance Theory

## 1. Structural Balance

**Definition:** A signed network is balanced if it can be partitioned into two groups such that all positive edges are within groups and all negative edges are between groups.

**Mathematical Definition:** A triangle is balanced if the product of its edge signs is positive:

$$\sigma_{ij} \cdot \sigma_{jk} \cdot \sigma_{ki} = +1$$

## 2. Balance Conditions

**Triangle Types:**

1. **+++**: All positive edges (balanced) - "Friend of friend is friend"
2. **++-**: One positive, two negative edges (balanced) - "Enemy of enemy is friend"
3. **+-+**: Two positive, one negative edge (unbalanced) - "Two friends with common enemy"
4. **---**: All negative edges (unbalanced) - "Three mutual enemies"

## 3. Balance Index

**Definition:** Fraction of balanced triangles in the network.

**Mathematical Definition:**

$$B = \frac{\text{Number of balanced triangles}}{\text{Total number of triangles}}$$

**Python Implementation:** `python def calculate_balance_index(G): """Calculate balance index for signed network""" triangles = [c for c in nx.enumerate_all_cliques(G) if len(c) == 3]`

```
if not triangles:
    return None

balanced = 0
for triangle in triangles:
```

```


a, b, c = triangle
# Product of three edge signs
product = (G[a][b]['sign'] * G[b][c]['sign'] *
           G[c][a]['sign'])
if product == 1:
    balanced += 1

return balanced / len(triangles)

```

...

## Centrality Measures

 **CRITICAL WARNING:** *Standard centrality measures (betweenness, closeness, eigenvector) were designed for unsigned networks and **DO NOT work properly for signed networks!** Always use specialized signed network methods.*

### Issues with Standard Centrality

#### Problems:

1. **Shortest Paths:** How to define "shortest" when edges have different signs?
2. **Path Meaning:** A path through enemies is fundamentally different from a path through friends
3. **Edge Treatment:** Standard algorithms treat all edges equally, ignoring signs
4. **Existence:** Some measures (like eigenvector centrality) may not even exist for signed networks!

#### Example of Failure: python

```

# X WRONG - These ignore edge signs completely!
betweenness = nx.betweenness centrality(G) # Treats all edges
equally
closeness = nx.closeness centrality(G) # Ignores sign meaning
eigenvector = nx.eigenvector centrality(G) # May not exist!

```

## 1. Signed Degree Centrality

**Definition:** Net degree considering both positive and negative connections.

**Mathematical Definition:**

$$d_i^{net} = d_i^+ - d_i^-$$

where:

- $d_i^+$  is the positive degree of node  $i$
- $d_i^-$  is the negative degree of node  $i$

**Python Implementation:** ```python def signed\_degree\_centrality(G): """Calculate signed degree centrality""" centrality = {}

```
for node in G.nodes():
    pos_degree = sum(1 for _, _, data in G.edges(node, data=True)
                     if data.get('sign', 1) == 1)
    neg_degree = sum(1 for _, _, data in G.edges(node, data=True)
                     if data.get('sign', 1) == -1)

    centrality[node] = {
        'positive_degree': pos_degree,
        'negative_degree': neg_degree,
        'net_degree': pos_degree - neg_degree
    }

return centrality
```

...

**Interpretation:**

- High positive net degree: Well-liked, influential
- High negative net degree: Controversial, many enemies
- Near zero: Balanced relationships

## 2. Walk-Based Centrality (RECOMMENDED PRIMARY METHOD)

✅ **RECOMMENDED:** Walk-based centrality is the most reliable method for signed networks. It properly accounts for how influence propagates along all paths with signs multiplying.

**Reference:** Liu et al. (2020) "A simple approach for quantifying node centrality in signed and directed social networks"

**Key Innovation:** Instead of shortest paths, consider ALL walks where effects propagate and signs multiply.

### ***Direct Effect Formula***

The direct effect of node  $i$  on node  $j$  is:

$$a_{ij} = \frac{\sigma_{ij}}{d_j}$$

where:

- $\sigma_{ij}$  is the sign of edge  $(i, j)$  (+1 or -1)
- $d_j$  is the degree of node  $j$

**Intuition:** Effect is stronger when target has fewer connections.

### ***Indirect Effects and Sign Propagation***

For a walk  $i \rightarrow k \rightarrow j$ , the indirect effect is:

$$\text{effect}(i \rightarrow j \text{ via } k) = a_{ik} \times a_{kj}$$

### **Sign Propagation Rules:**

- $(+) \times (+) = +$  : Positive influence through positive intermediary
- $(+) \times (-) = -$  : Positive becomes negative through negative intermediary
- $(-) \times (-) = +$  : Negative through negative (enemy of enemy)

### **Total Effect (TE)**

**Definition:** Sum of effects along ALL walks up to length  $n$ :

$$TE_{ij}^{(n)} = \sum_{l=1}^n \sum_{\text{walks of length } l} \text{effect along walk}$$

Total Effect of node  $i$  on whole network:

$$TE_i = \sum_{j=1}^N TE_{ij}^{(n)}$$

**Interpretation:** Overall influence magnitude, regardless of sign.

### **Net Effect (NE)**

**Definition:** Positive effects minus negative effects:

$$NE_{ij}^{(n)} = E_{ij}^{(n)+} - E_{ij}^{(n)-}$$

Net Effect of node  $i$ :

$$NE_i = \sum_{j=1}^N NE_{ij}^{(n)}$$

**Interpretation:**

- $NE_i > 0$ : Predominantly positive influence
- $NE_i < 0$ : Predominantly negative influence
- $NE_i \approx 0$ : Balanced positive and negative influence

### **Python Implementation**

```
def signed_walk_effect(G, max_steps=3):  
    """  
    Calculate walk-based centrality for signed networks.  
  
    Returns total effect and net effect for each node.  
    This is the RECOMMENDED method for signed networks.  
    """
```

```

nodes = list(G.nodes())
n = len(nodes)
node_to_idx = {node: i for i, node in enumerate(nodes)}

# Initialize direct effect matrix
A = np.zeros((n, n))
for u, v, data in G.edges(data=True):
    i, j = node_to_idx[u], node_to_idx[v]
    sign = data.get('sign', 1)
    degree_v = G.degree(v)
    if degree_v > 0:
        A[i, j] = sign / degree_v
        # For undirected graphs
        A[j, i] = sign / degree_v

# Calculate cumulative effects up to max_steps
total_effect = np.eye(n) # Start with self-effect
current = A.copy()

for step in range(1, max_steps + 1):
    total_effect += current
    current = current @ A # Matrix multiplication for next
step

# Calculate metrics for each node
results = {}
for i, node in enumerate(nodes):
    row_sum = np.sum(total_effect[i, :]) # Total effect
    exerted

    # Separate positive and negative effects
    positive_effect = np.sum(total_effect[i, :]
[total_effect[i, :] > 0])
    negative_effect = np.sum(np.abs(total_effect[i, :]
[total_effect[i, :] < 0]))
    net_effect = positive_effect - negative_effect

    results[node] = {
        'total_effect': row_sum,
        'net_effect': net_effect,
        'positive_effect': positive_effect,
        'negative_effect': negative_effect

```

```

    }

    return results

```

**Usage Example:** ```python

## Calculate walk-based centrality (RECOMMENDED)

```
centrality = signed_walk_effect(G, max_steps=3)
```

## Find most influential nodes

```


most_influential = max(centrality.items(), key=lambda x: x[1]['total_effect'])
most_positive = max(centrality.items(), key=lambda x: x[1]['net_effect'])

print(f"Most influential: {most_influential[0]}") print(f"Most positive influence:
{most_positive[0]}") ```

```

---

### 3. Signed Betweenness Centrality (Approximation Only)

 **WARNING:** No consensus on "correct" signed betweenness in literature. Use approximations with caution or prefer walk-based methods.

**Challenge:** Standard betweenness assumes all paths are equally "good" for communication.

#### Approach: Structure-Weighted Approximation

```
def signed_betweenness_approximation(G):
```



```

"""
Approximate betweenness for signed networks.

WARNING: This is an approximation with limitations.
Consider using walk-based centrality instead.
"""

# Create unsigned version for path counting
G_unsigned = nx.Graph()
G_unsigned.add_nodes_from(G.nodes())
G_unsigned.add_edges_from(G.edges())

# Calculate standard betweenness
betweenness = nx.betweenness centrality(G_unsigned)

# Weight by local sign environment
weighted_betweenness = {}
for node in G.nodes():
    pos_edges = sum(1 for _, _, d in G.edges(node, data=True)
                    if d.get('sign', 1) == 1)
    neg_edges = sum(1 for _, _, d in G.edges(node, data=True)
                    if d.get('sign', 1) == -1)
    total_edges = pos_edges + neg_edges

    if total_edges > 0:
        sign_ratio = (pos_edges - neg_edges) / total_edges
        weighted_betweenness[node] = betweenness[node] * (1 +
sign_ratio) / 2
    else:
        weighted_betweenness[node] = 0.0

return weighted_betweenness

```

---

#### 4. Signed Closeness Centrality

**Challenge:** What is "distance" through negative edges?

**Solution:** Harmonic Closeness with Positive Edges Only

```

def signed_closeness_harmonic(G):
    """
    Harmonic closeness using only positive edges.

    Only considers reachability through friendly relationships.
    """
    # Create subgraph with only positive edges
    G_positive = nx.Graph()
    G_positive.add_nodes_from(G.nodes())
    for u, v, data in G.edges(data=True):
        if data.get('sign', 1) == 1:
            G_positive.add_edge(u, v)

    closeness = {}
    for node in G.nodes():
        harmonic_sum = 0.0
        for target in G.nodes():
            if node != target:
                try:
                    distance = nx.shortest_path_length(G_positive,
node, target)

                    harmonic_sum += 1.0 / distance
                except nx.NetworkXNoPath:
                    pass # No path through positive edges

        n = len(G.nodes())
        closeness[node] = harmonic_sum / (n - 1) if n > 1 else 0


    return closeness

```

### Interpretation:

- High closeness: Well-connected through friendly relationships
- Low closeness: Isolated or only reachable through enemies

## 5. Signed Eigenvector Centrality

 **CRITICAL WARNING:** Eigenvector centrality *may not exist* for signed networks! The Perron-Frobenius theorem does NOT apply when adjacency matrix has negative entries.

### When Eigenvector Centrality Fails:

1. No dominant positive eigenvalue
2. Multiple eigenvalues with same magnitude
3. Complex eigenvalues with imaginary components
4. Eigenvector with mixed signs (no clear interpretation)

### Mathematical Definition:

$$x_i = \frac{1}{\lambda} \sum_j A_{ij} x_j$$

where  $A_{ij}$  can be positive or negative.

### Python Implementation with Safety Checks:

```
def signed_eigenvector_centrality(G, tol=1e-6):
    """
    Calculate eigenvector centrality for signed networks.

    WARNING: May not exist! Always check return status.

    Returns
    -----
    centrality : dict or None
        Centrality values if computable, None otherwise
    status : str
        Status message explaining result
    """
    nodes = list(G.nodes())
    n = len(nodes)
```

```

if n == 0:
    return None, "Empty graph"

# Build signed adjacency matrix
A = nx.adjacency_matrix(G, nodelist=nodes,
weight='sign').toarray()

# Find eigenvalues
try:
    eigenvalues, eigenvectors = np.linalg.eig(A)
    eigenvalues = eigenvalues.real
except:
    return None, "Failed to compute eigenvalues"

# Find largest eigenvalue by magnitude
max_idx = np.argmax(np.abs(eigenvalues))
lambda_max = eigenvalues[max_idx]

# Check 1: Dominant eigenvalue?
sorted_eigs = sorted(np.abs(eigenvalues), reverse=True)
if len(sorted_eigs) > 1 and np.abs(sorted_eigs[0] -
sorted_eigs[1]) < tol:
    return None, "No dominant eigenvalue (multiple with same
magnitude)"

# Check 2: Positive eigenvalue?
if lambda_max <= 0:
    return None, f"No positive dominant eigenvalue ( $\lambda$ =
{lambda_max:.4f})"

# Get eigenvector
eigenvector = eigenvectors[:, max_idx].real

# Check 3: All same sign?
if np.all(eigenvector >= 0) or np.all(eigenvector <= 0):
    eigenvector = np.abs(eigenvector)
    eigenvector = eigenvector / eigenvector.sum()
    centrality = {node: eigenvector[i] for i, node in
enumerate(nodes)}
    return centrality, f"Success ( $\lambda$ = {lambda_max:.4f})"
else:
    return None, "Eigenvector has mixed signs"

```

```
# Usage
centrality, status = signed_eigenvector_centrality(G)
if centrality is None:
    print(f"Cannot compute: {status}")
    print("Using walk-based centrality instead")
    centrality = signed_walk_effect(G)
```

**Reference:** Bonacich & Lloyd (2004) "Calculating status with negative relations"

### Comparison: Which Centrality to Use?

Measure	Best For	Reliability	Recommendation
<b>Walk-Based (TE/NE)</b>	Overall influence, signed impact	✅✅✅ Always works	<b>PRIMARY METHOD</b>
<b>Signed Degree</b>	Quick assessment	✅✅✅ Always works	Good supplement
<b>Signed Eigenvector</b>	Friend-of-friend influence	⚠️ May not exist	Check first, use cautiously
<b>Signed Betweenness</b>	Bridge identification	⚠️ Approximation only	Use with caution
<b>Signed Closeness</b>	Reachability	⚠️ Multiple definitions	Use specific interpretation

**Primary Recommendation:** Use **walk-based centrality** (total effect and net effect) as your primary measure, supplemented with signed degree for quick insights.

## Community Detection

 **CRITICAL WARNING:** Standard

`nx.algorithms.community.modularity()` does NOT work for signed networks! It completely ignores edge signs.

## 1. Signed Modularity

**The Problem:** Standard Newman modularity treats all edges equally.

**Correct Formula:** Gómez et al. signed modularity with parameter  $\alpha$ :

$$Q_{signed} = \alpha \cdot Q(G^+) + (1 - \alpha) \cdot Q(G^-)$$

Where:

- $Q(G^+)$ : Modularity for positive edges (want within communities)
- $Q(G^-)$ : Modularity for negative edges (want between communities)
- $\alpha \in [0, 1]$ : Balance parameter (typically 0.5)

**Python Implementation:**

```
def signed_modularity(G, communities, alpha=0.5):
    """
    Calculate signed modularity correctly.

    Parameters
    -----
    G : networkx.Graph
        Signed network with 'sign' edge attribute
    communities : dict
        Node to community assignment
    alpha : float (0 to 1)
        Balance between positive (1.0) and negative (0.0) edges
        Default 0.5 = equal weight

    Returns
    -----
    float
        Signed modularity value

    References
```

```

-----
Gómez et al. (2009), Traag & Bruggeman (2009)
"""

# Separate into positive and negative subgraphs
G_pos = nx.Graph()
G_neg = nx.Graph()
G_pos.add_nodes_from(G.nodes())
G_neg.add_nodes_from(G.nodes())

m_pos = 0
m_neg = 0


for u, v, data in G.edges(data=True):
    sign = data.get('sign', 1)
    if sign > 0:
        G_pos.add_edge(u, v)
        m_pos += 1
    else:
        G_neg.add_edge(u, v)
        m_neg += 1

# Calculate Q for positive edges (want within communities)
Q_pos = 0.0
if m_pos > 0:
    for comm_id in set(communities.values()):
        nodes_in_comm = [n for n, c in communities.items()
                           if c == comm_id]
        subgraph = G_pos.subgraph(nodes_in_comm)
        l_c = subgraph.number_of_edges()
        d_c = sum(G_pos.degree(n) for n in nodes_in_comm)
        Q_pos += (l_c / m_pos) - (d_c / (2 * m_pos)) ** 2

# Calculate Q for negative edges (want between communities)
Q_neg = 0.0
if m_neg > 0:
    between_edges = sum(1 for u, v in G_neg.edges()
                          if communities[u] != communities[v])
    Q_neg = between_edges / m_neg

return alpha * Q_pos + (1 - alpha) * Q_neg

```

 **Known Issue:** As the number of negative ties increases, the density of positive ties is neglected more (Esmailian & Jalili, 2015).

## 2. Signed Spectral Clustering

**Algorithm:** `python def signed_spectral_clustering(G, num_communities=2):`  
"""Spectral clustering for signed networks""" nodes = list(G.nodes()) n = len(nodes)

```
# Create signed adjacency matrix
A = nx.adjacency_matrix(G, weight='sign').toarray()

# Compute signed Laplacian
D = np.diag(np.sum(np.abs(A), axis=1))
L = D - A

# Find eigenvectors
eigenvalues, eigenvectors = np.linalg.eigh(L)

# Use Fiedler vector (second smallest eigenvalue)
fiedler_vector = eigenvectors[:, 1]

# Partition based on sign
communities = {}
for i, node in enumerate(nodes):
    communities[node] = 0 if fiedler_vector[i] < 0 else 1

return communities
```

...

## 3. Community Quality Metrics

```
def analyze_community_quality(G, communities):
    """Analyze quality of detected communities in signed
    network"""
    internal_pos = 0 # Good
    internal_neg = 0 # Bad
    external_pos = 0 # Bad
    external_neg = 0 # Good
```



```

for u, v, data in G.edges(data=True):
    sign = data['sign']
    same_community = (communities[u] == communities[v])

    if same_community:
        if sign == 1:
            internal_pos += 1
        else:
            internal_neg += 1
    else:
        if sign == 1:
            external_pos += 1
        else:
            external_neg += 1

    good_edges = internal_pos + external_neg
    bad_edges = internal_neg + external_pos
    quality = good_edges / (good_edges + bad_edges) if (good_edges
+ bad_edges) > 0 else 0

return {
    'internal_positive': internal_pos,
    'internal_negative': internal_neg,
    'external_positive': external_pos,
    'external_negative': external_neg,
    'quality_score': quality
}

```

---

## Link Prediction

### Balance-Based Prediction

**Principle:** Predict signs that maximize structural balance.

**Algorithm:**

```
def predict_edge_sign(G, node1, node2):
```

```

"""
Predict edge sign using balance theory.

Returns
-----
predicted_sign : int (1 or -1)
    Predicted sign
confidence : float
    Prediction confidence
"""

# Find common neighbors
neighbors1 = set(G.neighbors(node1))
neighbors2 = set(G.neighbors(node2))
common_neighbors = neighbors1.intersection(neighbors2)

if len(common_neighbors) == 0:
    return None, 0.0

vote_positive = 0
vote_negative = 0

for neighbor in common_neighbors:
    sign1 = G[node1][neighbor]['sign']
    sign2 = G[node2][neighbor]['sign']

    # Balance rule: if signs match → predict positive
    if sign1 * sign2 == 1:
        vote_positive += 1
    else:
        vote_negative += 1

predicted_sign = 1 if vote_positive > vote_negative else -1
confidence = max(vote_positive, vote_negative) /
(vote_positive + vote_negative)

return predicted_sign, confidence

```

**Example:** `` A ---?--- B \ / (+)\ / (+) \ / C

Prediction: A-B should be POSITIVE Reasoning: (+)(+)(+) = + (balanced triangle)

Confidence: 100% (1 common neighbor, 1 vote) ``

---

## Applications

### 1. Social Networks

#### *Online Social Networks*

- **Positive edges:** Friends, followers, likes
- **Negative edges:** Blocks, unfriends, dislikes
- **Applications:** Recommendation systems, sentiment analysis

#### *Political Networks*

- **Positive edges:** Alliances, agreements
- **Negative edges:** Conflicts, disagreements
- **Applications:** Political analysis, conflict resolution

### 2. Economic Networks

#### *Trade Networks*

- **Positive edges:** Trade agreements, partnerships
- **Negative edges:** Trade disputes, sanctions
- **Applications:** Economic modeling, policy analysis

### 3. Biological Networks

#### *Protein Interaction Networks*

- **Positive edges:** Activating interactions
- **Negative edges:** Inhibiting interactions
- **Applications:** Drug discovery, disease understanding

#### *Gene Regulatory Networks*

- **Positive edges:** Gene activation
  - **Negative edges:** Gene repression
  - **Applications:** Gene therapy, disease treatment
-

## Complete Analysis Example

```
import networkx as nx
import numpy as np

# Create signed network
G = nx.Graph()
G.add_edges_from([
    ('A', 'B', {'sign': 1}),
    ('B', 'C', {'sign': 1}),
    ('C', 'A', {'sign': 1}), # Community 1: all friends
    ('D', 'E', {'sign': 1}),
    ('E', 'F', {'sign': 1}), # Community 2: friends
    ('A', 'D', {'sign': -1}),
    ('B', 'E', {'sign': -1}),
    ('C', 'F', {'sign': -1}) # Between communities: enemies
])

# 1. Calculate balance index
balance_idx = calculate_balance_index(G)
print(f"Balance Index: {balance_idx:.3f}")

# 2. Calculate centrality (USE WALK-BASED - RECOMMENDED)
centrality = signed_walk_effect(G, max_steps=3)
print("\nTop 3 by Total Effect:")
sorted_nodes = sorted(centrality.items(),
                       key=lambda x: x[1]['total_effect'],
                       reverse=True)[:3]
for node, metrics in sorted_nodes:
    print(f" {node}: TE={metrics['total_effect']:.3f}, "
          f"NE={metrics['net_effect']:.3f}")

# 3. Detect communities
communities = signed_spectral_clustering(G, num_communities=2)
print(f"\nCommunities: {communities}")

# 4. Calculate CORRECT signed modularity
Q_signed = signed_modularity(G, communities, alpha=0.5)
print(f"Signed Modularity: {Q_signed:.3f}")

# 5. Evaluate community quality
```

```

quality = analyze_community_quality(G, communities)
print(f"Community Quality: {quality['quality_score']:.3f}")

# 6. Link prediction
for node1 in ['A', 'D']:
    for node2 in ['B', 'E']:
        if not G.has_edge(node1, node2):
            pred_sign, conf = predict_edge_sign(G, node1, node2)
            if pred_sign:
                sign_str = '+' if pred_sign == 1 else '-'
                print(f"Predict {node1}-{node2}: {sign_str} "
                      f"(confidence: {conf:.2%})")

```

---

## Key Takeaways

1. **✗ Standard centrality measures DON'T work** - they ignore edge signs completely
  2. **✓ Use walk-based centrality** (total effect & net effect) as primary method
  3. **✗ Standard modularity FAILS** - use signed modularity with  $\alpha$  parameter
  4. **⚠ Eigenvector centrality may NOT EXIST** - always check before computing
  5. **Balance theory predicts** stable network configurations
  6. **Always cite proper papers** - don't cite unsigned network methods
- 

## References

### Critical Papers for Signed Networks

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