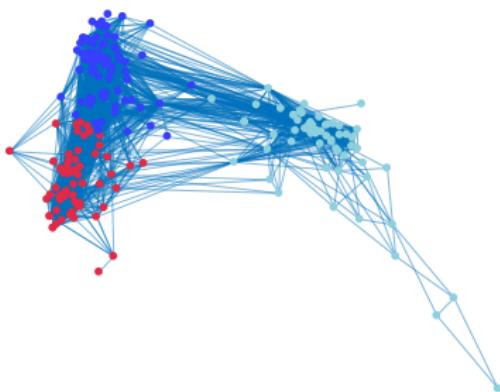


Networks and Algorithms



Barbara Ikica

Computational Social
Science seminar

29 October 2019

Motivation

Outline

Network
algorithms

Data representation

Computational complexity

Examples

Centrality indices [PR]

Community detection
[mPW]

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Main ingredients

Algorithm

"A set of mathematical instructions or rules that, especially if given to a computer, will help to calculate an answer to a problem."

(Cambridge Dictionary)



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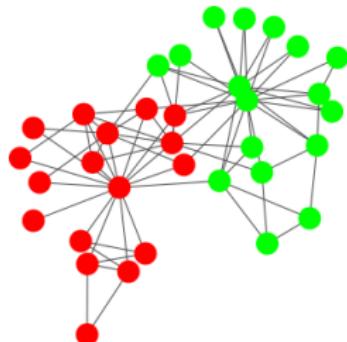
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Main ingredients

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Network

"A network is, in its simplest form, a collection of points joined together in pairs by lines."

(Newman, Networks: An Introduction, 2010)

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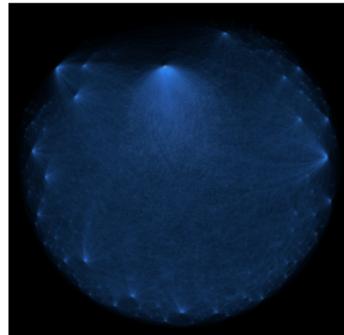
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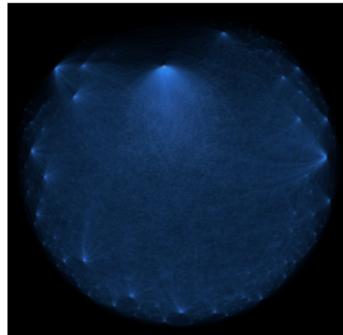
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Königsberg bridge problem

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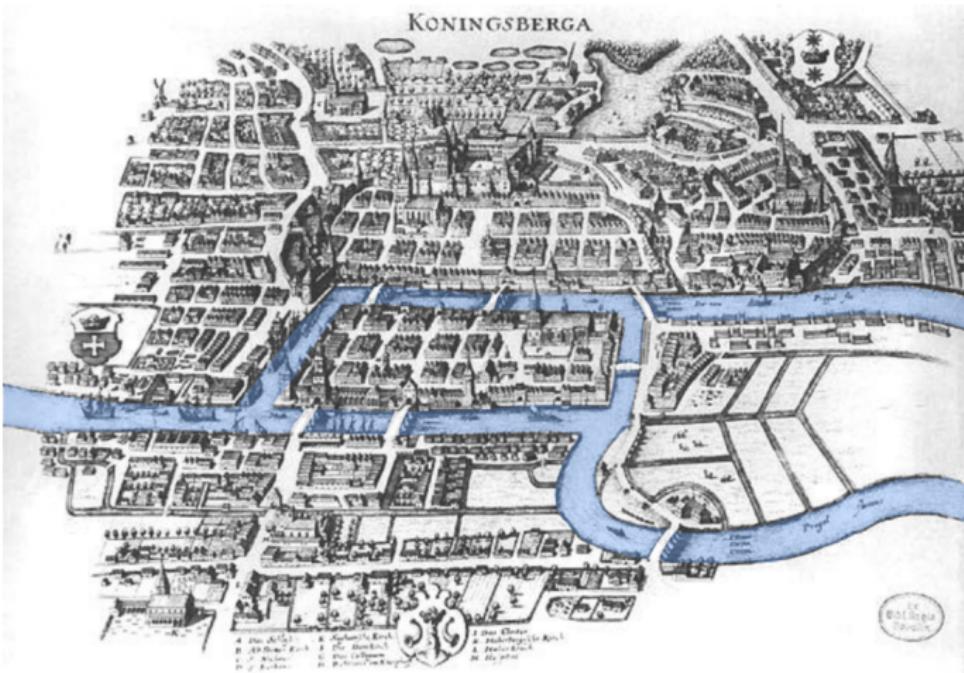
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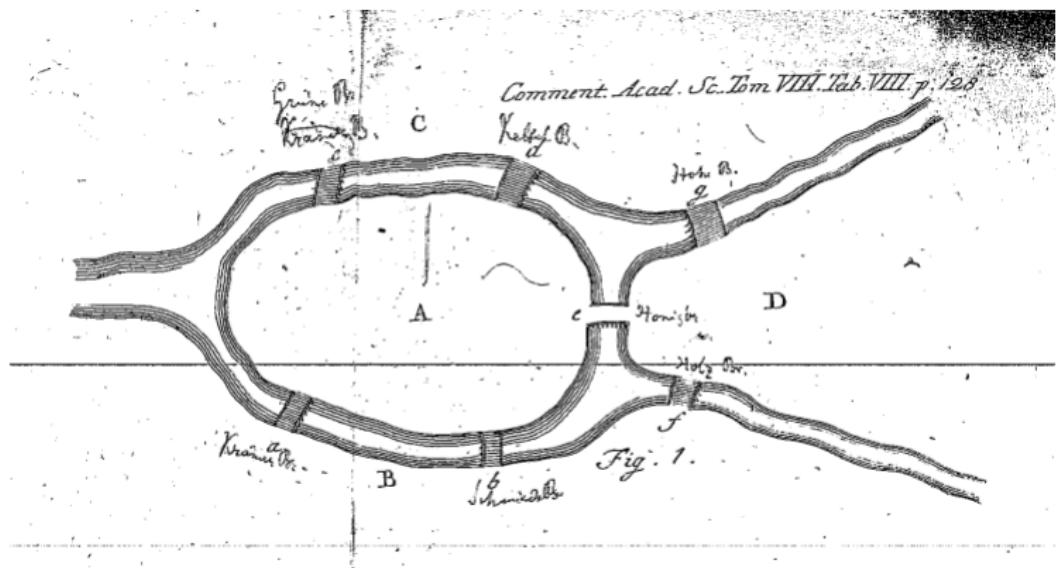
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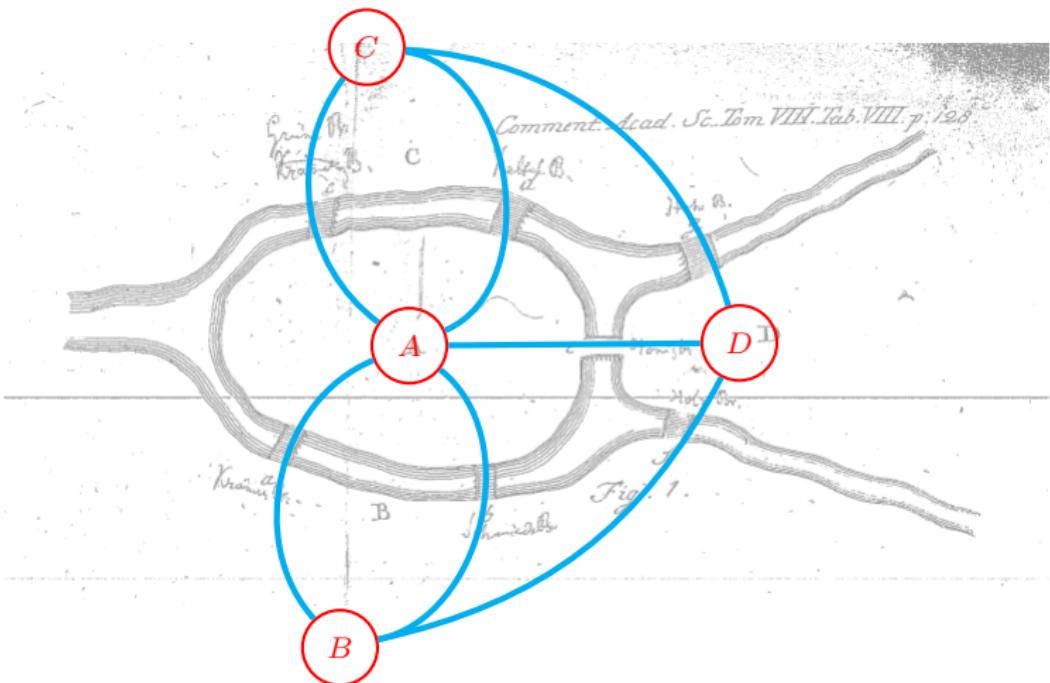
Königsberg bridge problem

Does there exist a route that crosses each of the seven bridges exactly once?



Königsberg bridge problem

Does there exist a route that crosses each of the seven bridges exactly once?



Meanwhile, in Zürich ...

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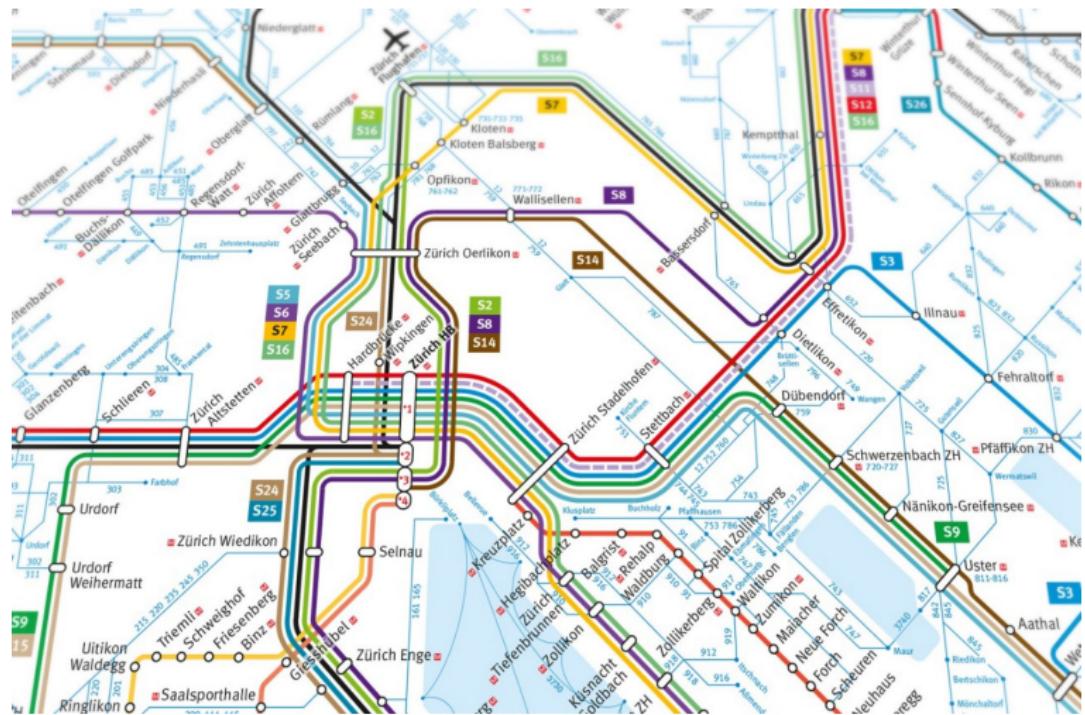
Centrality indices [PR]

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[mPW]

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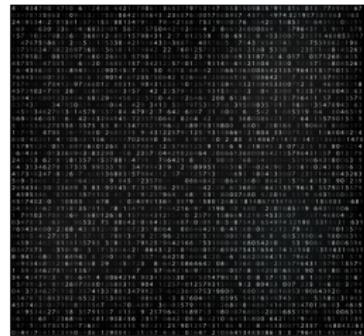
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- **Network algorithms**
 - data representation
 - computational complexity

- **Examples**
 - Centrality indices – PageRank
 - Community detection – the modified Petford–Welsh algorithm



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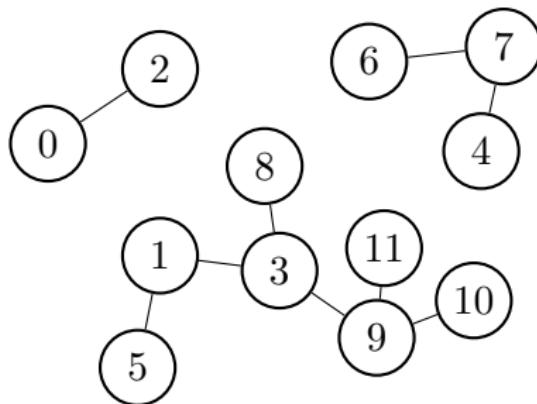
Community detection
[mPW]

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Adjacency matrix



$$A = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \end{bmatrix}$$

$$A_{ij} = \begin{cases} 1; & ij \in E, \\ 0; & \text{otherwise.} \end{cases}$$

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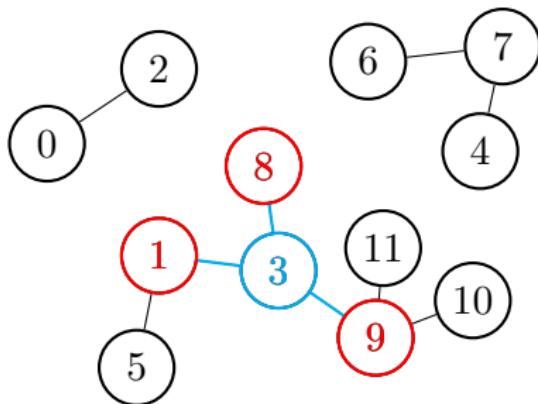
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[mPW]

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$$A = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

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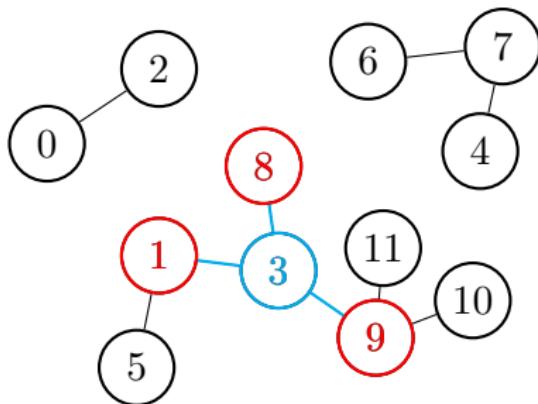
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$$A = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

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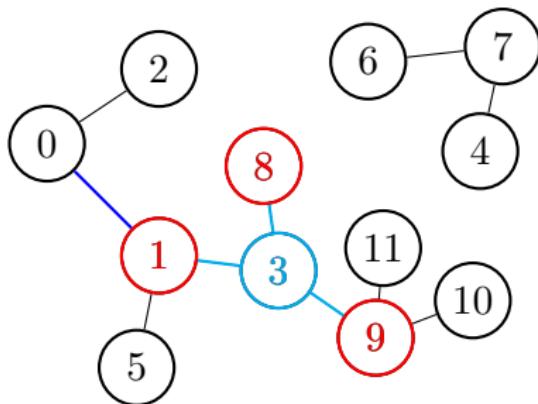
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$$A = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 \end{bmatrix}$$

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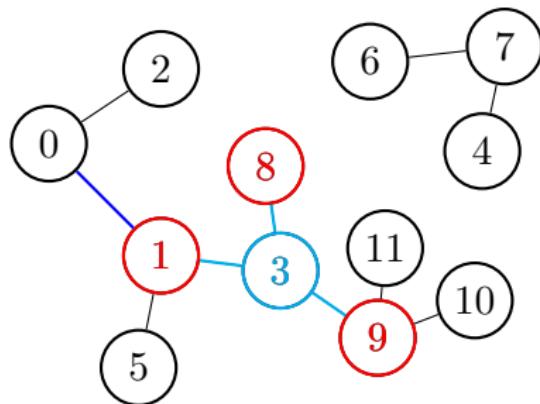
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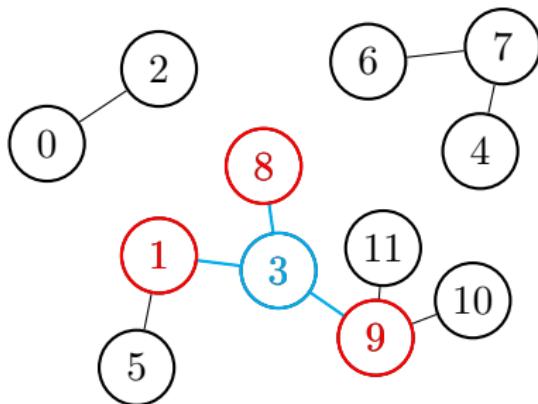
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Alternatives

- **Adjacency trees** (quick performance on average)
- **Edge lists** (compact representation)
- **Binary heaps** (efficient storage of values/weights)

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Complexity

Computational complexity

Computational resources (time, space, memory) needed to run an algorithm.

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Computational complexity

Computational resources (time, space, memory) needed to run an algorithm.

Time complexity

An estimate how the running time scales with the input.

Complexity

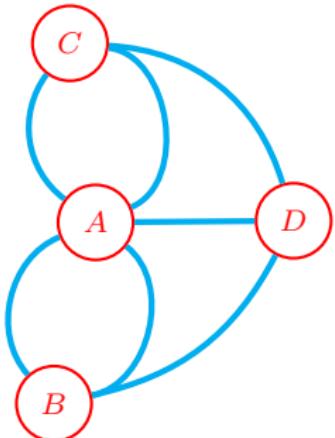
Computational complexity

Computational resources (time, space, memory) needed to run an algorithm.

Time complexity

An estimate how the running time scales with the input.

Example: finding the highest degree



Vertex degrees:

5	3	3	3
---	---	---	---

Current highest degree: 0

Complexity

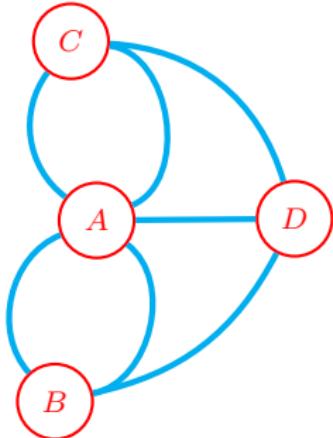
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Example: finding the highest degree



Vertex degrees:

5	3	3	3
---	---	---	---

Current highest degree: 5

Complexity

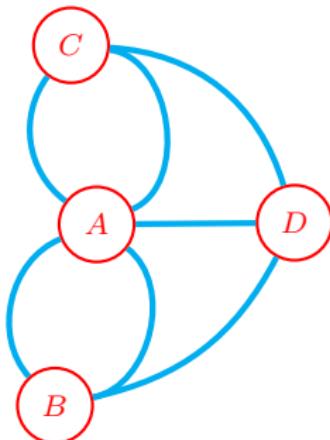
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Current highest degree: 5

Complexity

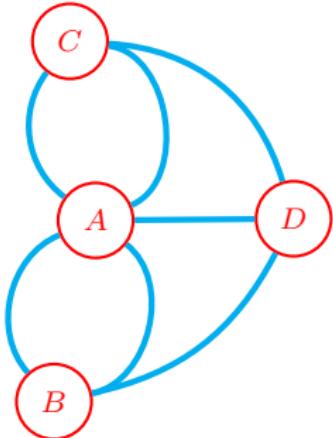
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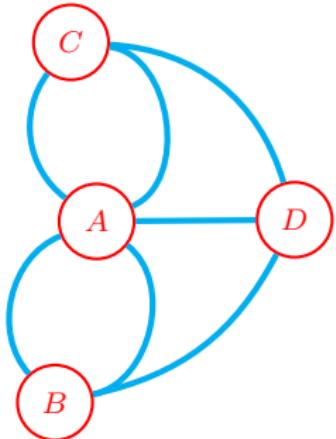
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Example: finding the highest degree



Vertex degrees:

5	3	3	3
---	---	---	---

Current highest degree: 5

Complexity

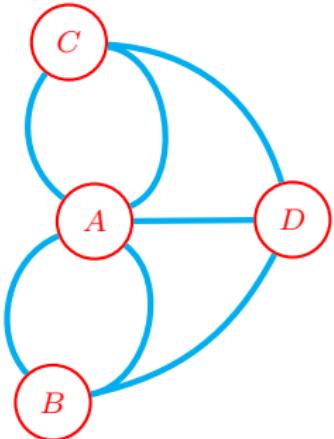
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Computational resources (time, space, memory) needed to run an algorithm.

Time complexity

An estimate how the running time scales with the input.

Example: finding the highest degree



Vertex degrees:

5	3	3	3
---	---	---	---

Highest degree:

5

Time complexity:

$$\mathcal{O}(|V|)$$

Complexity

Computational complexity

Computational resources (time, space, memory) needed to run an algorithm.

Time complexity

An estimate how the running time scales with the input.

Example: $\mathcal{O}(|V|^4)$

$ V $	Running time
1000 (test network)	1 second

Complexity

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Computational resources (time, space, memory) needed to run an algorithm.

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An estimate how the running time scales with the input.

Example: $\mathcal{O}(|V|^4)$

$ V $	Running time
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10^6	$\approx 30,000$ years

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Computational resources (time, space, memory) needed to run an algorithm.

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Example: $\mathcal{O}(|V|^4)$

$ V $	Running time
1000 (test network)	1 second
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$6 \cdot 10^9$???



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Computational resources (time, space, memory) needed to run an algorithm.

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Example: $\mathcal{O}(|V|^4)$

$ V $	Running time
1000 (test network)	1 second
10^6	$\approx 30,000$ years
$6 \cdot 10^9$???



Key takeaway

Always pre-estimate the running time (test run first, scale up appropriately).

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Closeness centrality



Centrality index

A measure of *importance, influence, or power* of a vertex/edge in a network.

Closeness centrality



Centrality index

A measure of *importance, influence, or power* of a vertex/edge in a network.

Service facility location problem

Where should we place a shopping mall to minimise the total distance to all customers in the region?

Closeness centrality



Centrality index

A measure of *importance, influence, or power* of a vertex/edge in a network.

Service facility location problem

Where should we place a shopping mall to minimise the total distance to all customers in the region?

Closeness centrality

$$c_C(u) = \left(\sum_{v \in V} d(u, v) \right)^{-1}$$



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Centrality indices [PR]

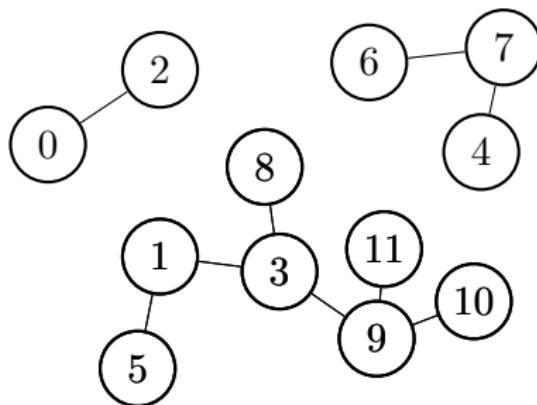
Community detection
[mPW]

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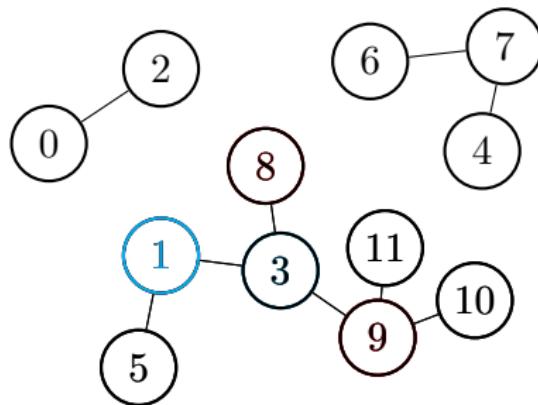
Breadth-first search



$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \end{bmatrix}$$

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Breadth-first search



$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \end{bmatrix}$$

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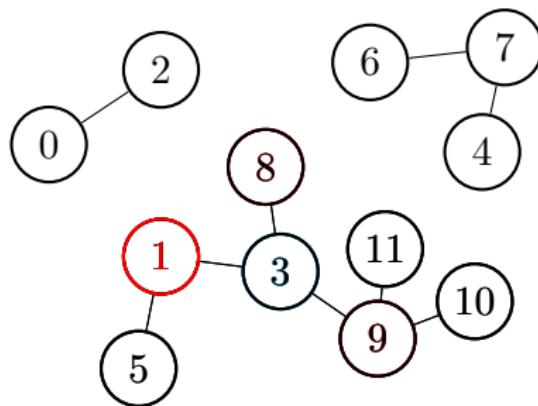
Community detection
[mPW]

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$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \end{bmatrix}$$

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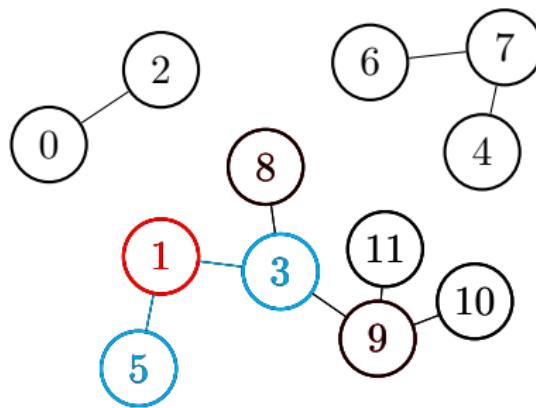
Community detection
[mPW]

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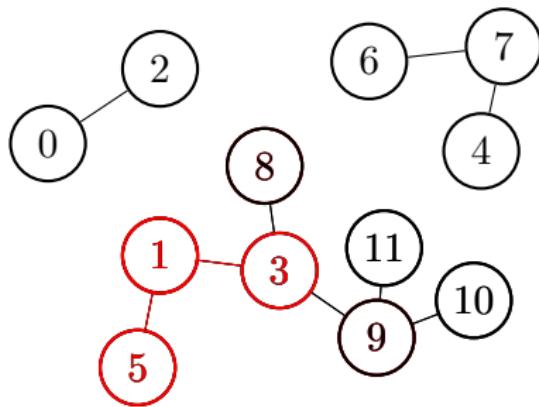
Breadth-first search



$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

$$\begin{bmatrix} -1 & 0 & -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 \end{bmatrix}$$

Breadth-first search



$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

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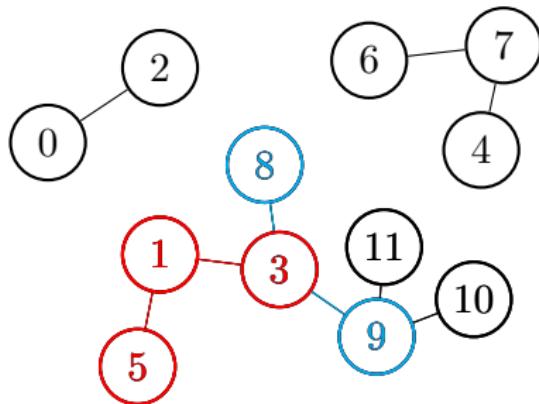
Community detection
[mPW]

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$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

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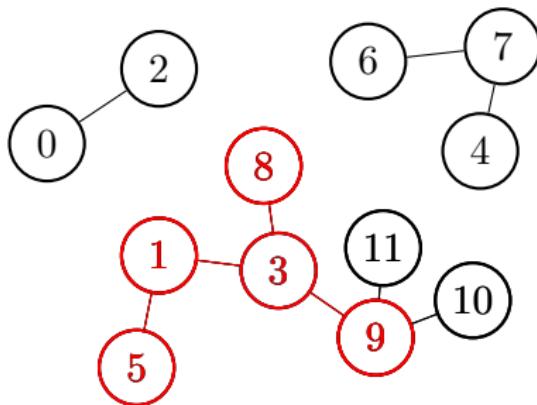
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$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

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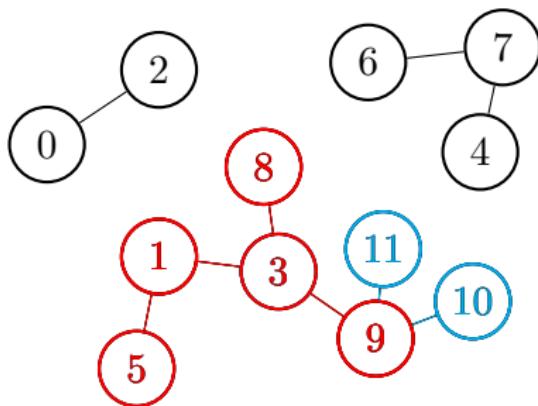
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$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

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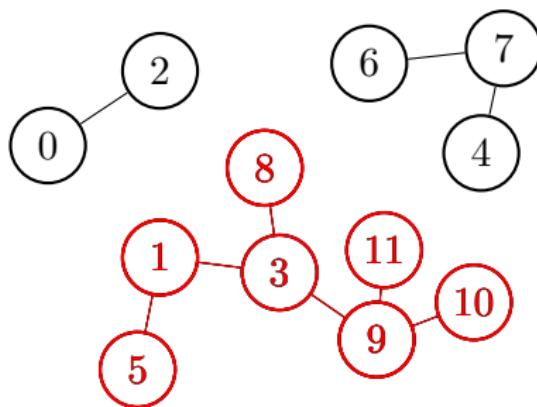
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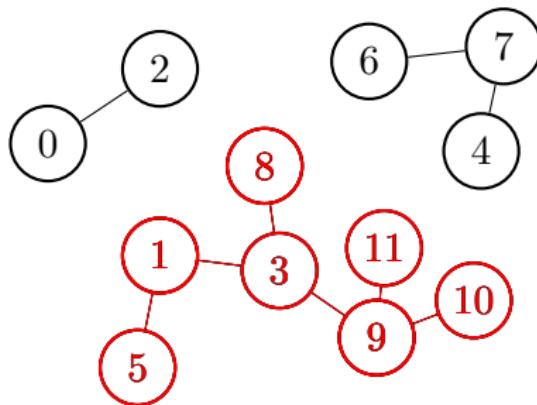
Breadth-first search



$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} -1 & 0 & -1 & 1 & -1 & 1 & -1 & -1 & 2 & 2 & 3 & 3 \end{bmatrix}$$

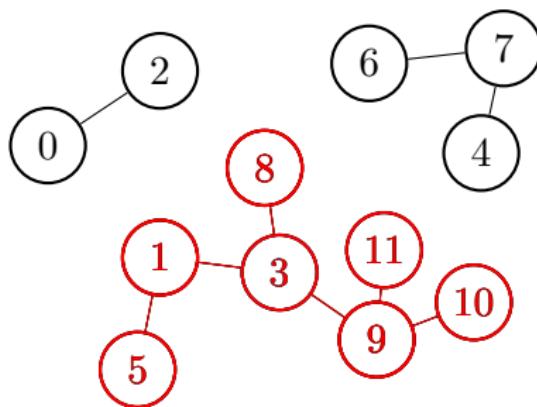
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- Recovers connected components

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- Shortest paths on weighted networks: Dijkstra's algorithm

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PageRank

PageRank

$$c_{\text{PR}}(u) = d \sum_{v \in \mathcal{N}^-(u)} \frac{c_{\text{PR}}(v)}{\deg^+(v)} + (1 - d)$$

Brin, S. & Page, L. The Anatomy of a Large-Scale Hypertextual Web Search Engine. *Computer Networks and ISDN Systems* 30(1–7) (1998), 107–117.



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Motivation for the mPW algorithm

A **proper colouring** is an assignment of colours to the vertices of a graph so that no two adjacent vertices have the same colour, i.e., $c : V \rightarrow \{1, 2, \dots, k\}$ s.t. $c(i) \neq c(j)$ for all $ij \in E$.

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A graph that has a k -colouring is said to be **k -colourable**.

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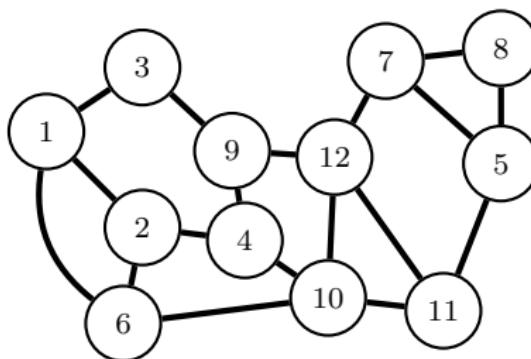
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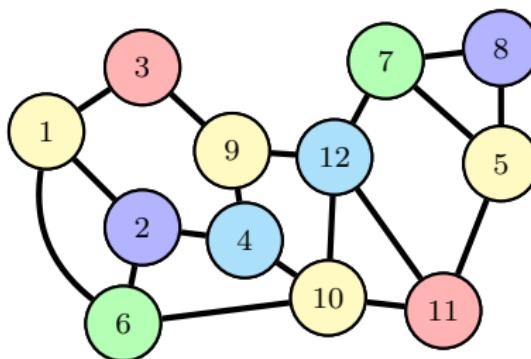
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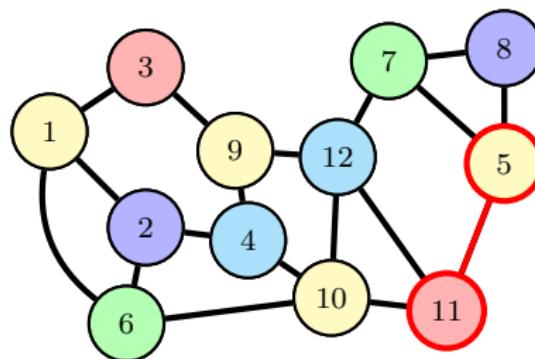
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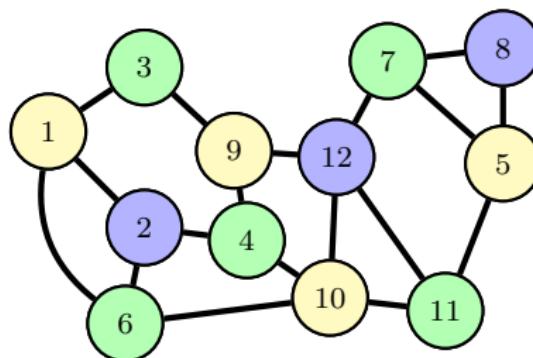
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Petford–Welsh algorithm

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Petford, A. D. & Welsh, D. J. A. A Randomised 3-Colouring Algorithm, *Discrete Math.* **74** (1989), 253–261.

Žerovník, J. A Randomized Algorithm for k -Colorability, *Discrete Math.* **131** (1994), 379–393.

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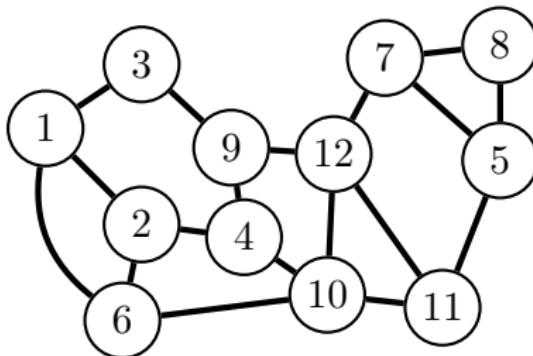
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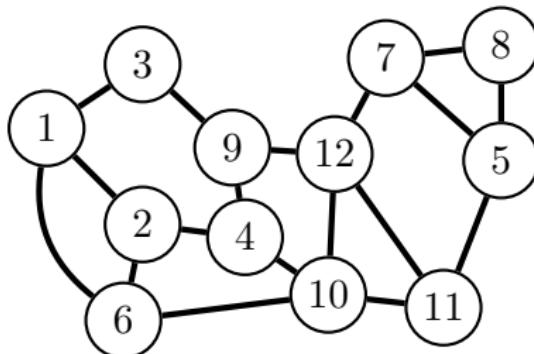
A randomised k -colouring algorithm



Petford–Welsh algorithm

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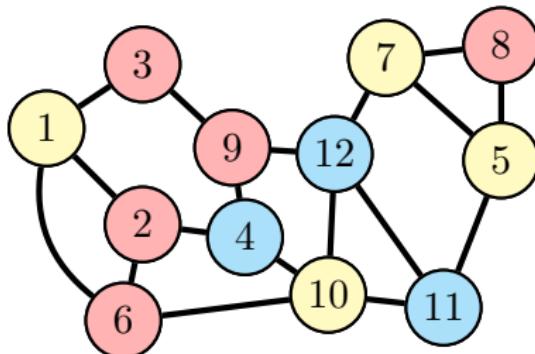
1. get initial k -colouring



Petford–Welsh algorithm

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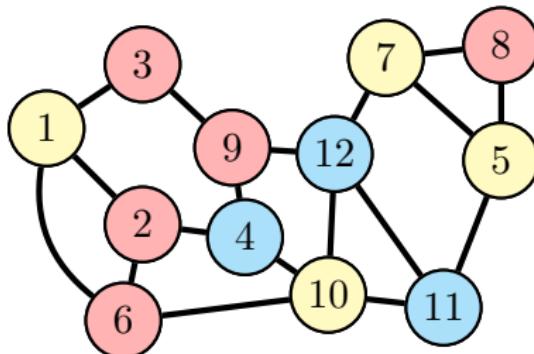
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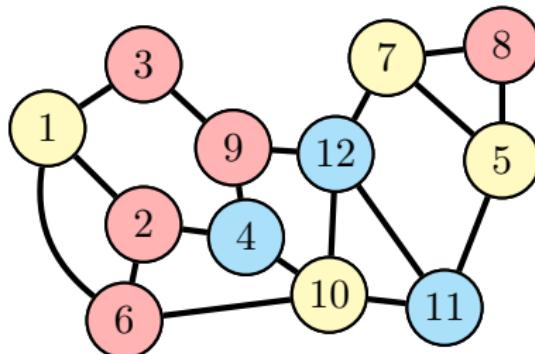
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Petford–Welsh algorithm

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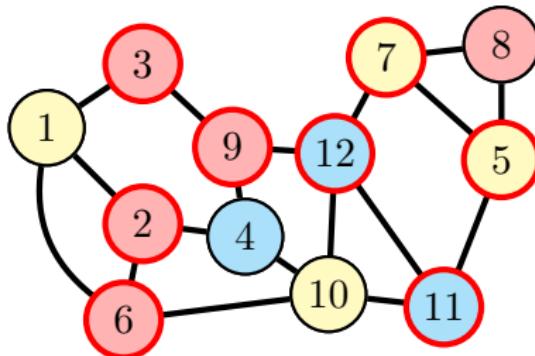
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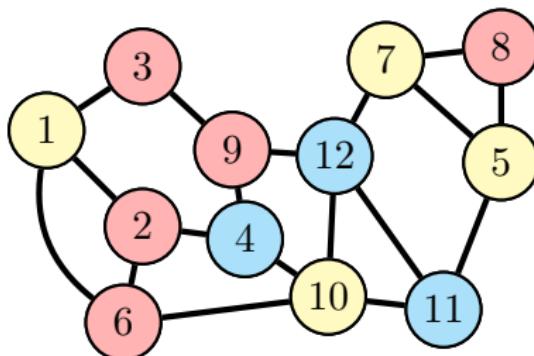
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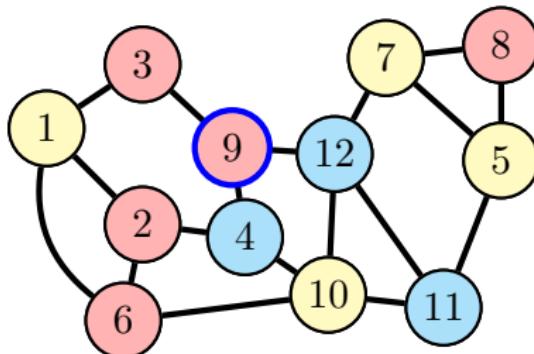
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Petford–Welsh algorithm

A randomised k -colouring algorithm

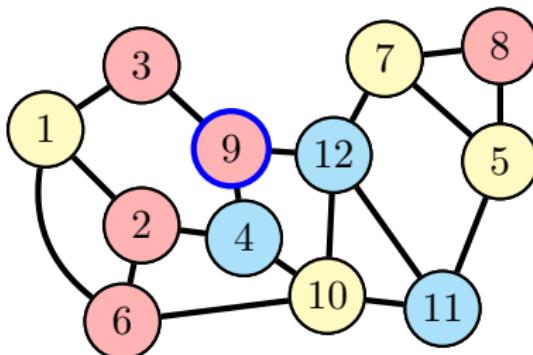
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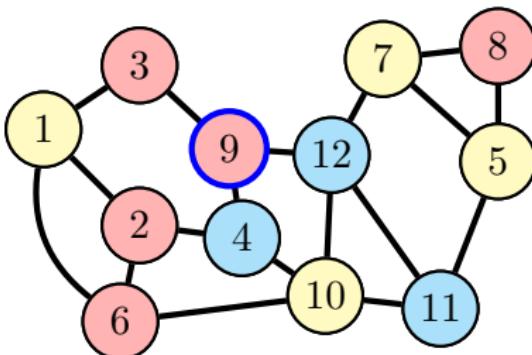
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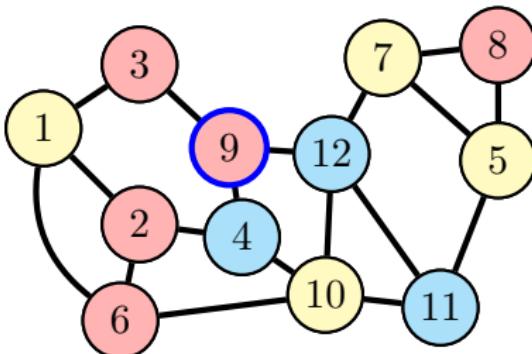
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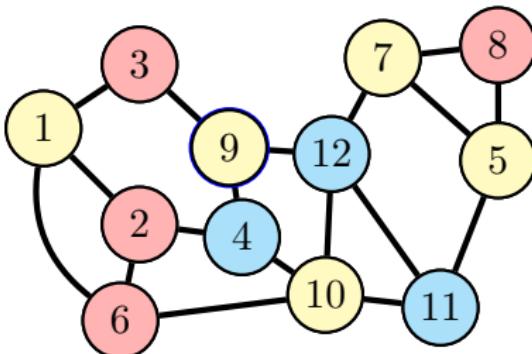
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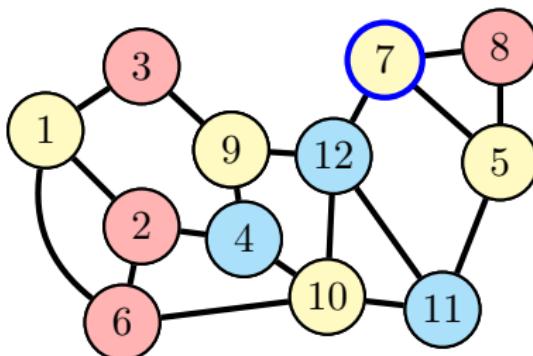
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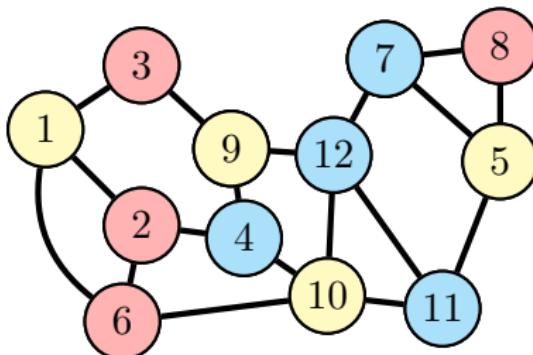
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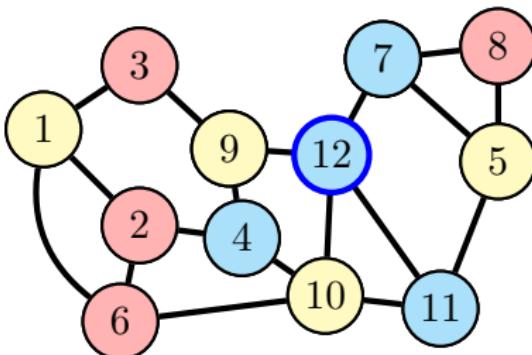
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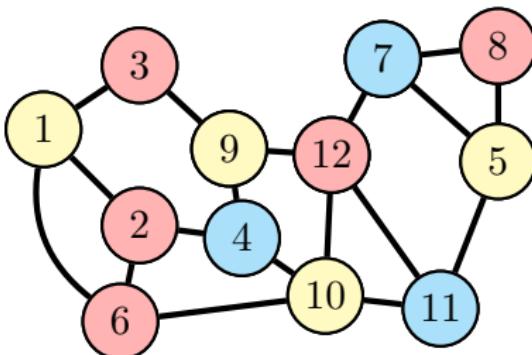
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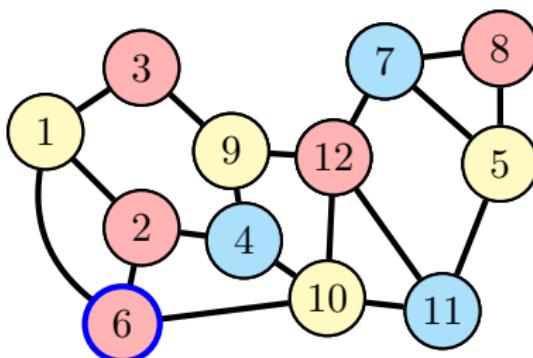
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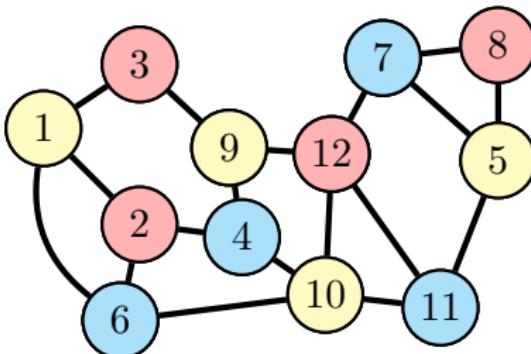
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Petford–Welsh algorithm

The Petford–Welsh algorithm ...

- ... mimics the behaviour of a physical process based on a multi-particle system in statistical mechanics (*the antivoter model* by Donnelly and Welsh),
- ... acts locally; thus, it is highly parallelisable,
- ... has the *weak convergence property*:
If $k > \chi(G)$, there is a positive probability that the algorithm finds a proper k -colouring in a finite number of steps (regardless of the initial colouring).

Petford–Welsh Algorithm

Proposition

A suitably defined parallel variant of the algorithm with a positive probability finds a proper colouring in one (parallel) step starting from any initial colouring, provided that a proper colouring exists.

Consequence

If we increase the number of steps of the algorithm, the probability of reaching a proper colouring becomes as close to 1 as desired.

Žerovník, J. & Kaufman, M. A parallel variant of a heuristical algorithm for graph coloring – Corrigendum, *Parallel Comput.* **18** (1993), 897–900.

Clustering

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Computational complexity

Examples

Centrality indices [PR]

Community detection
[mPW]

References

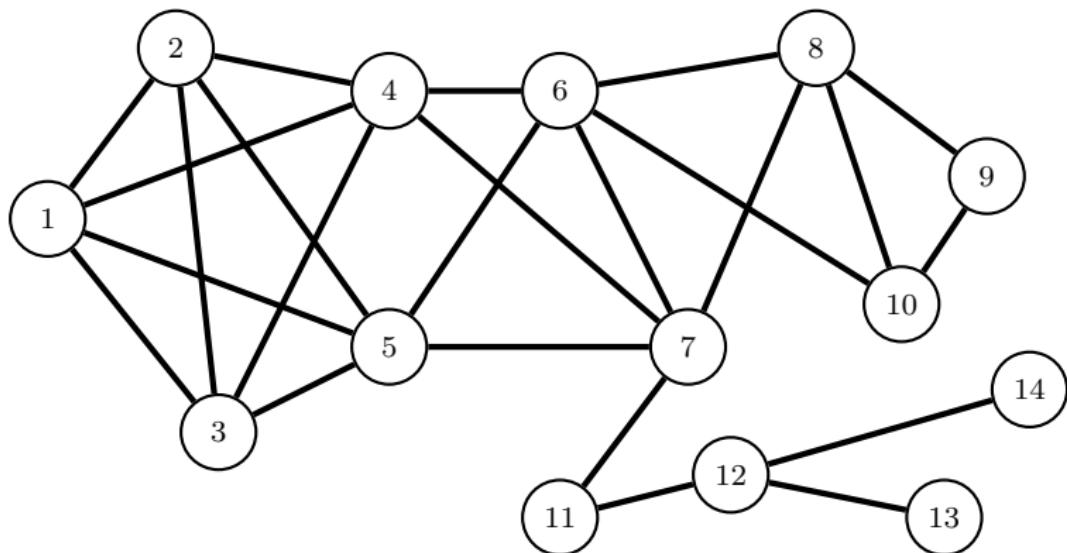
Software

Reading

Partitioning or grouping data into “similar” subsets.

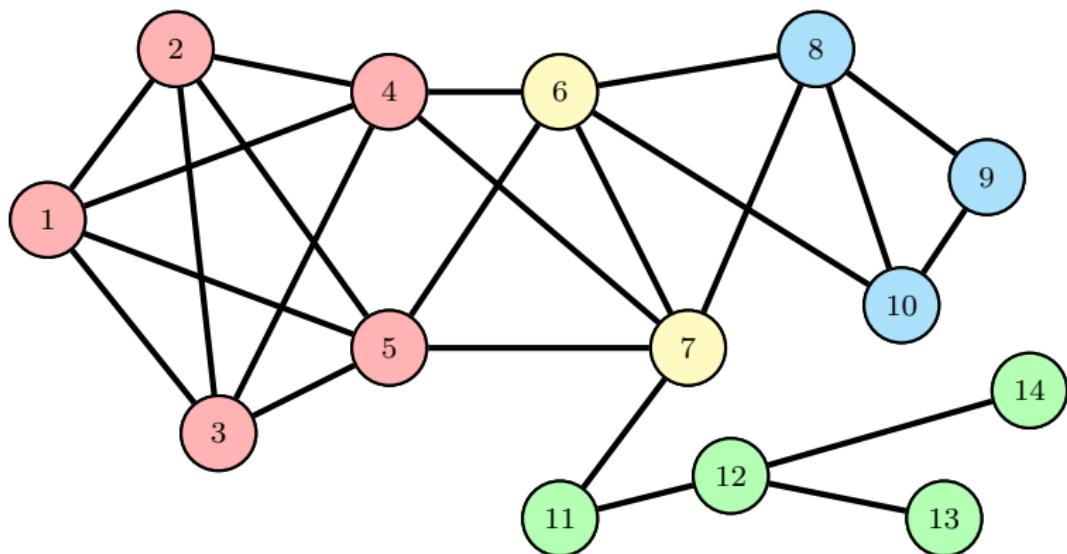
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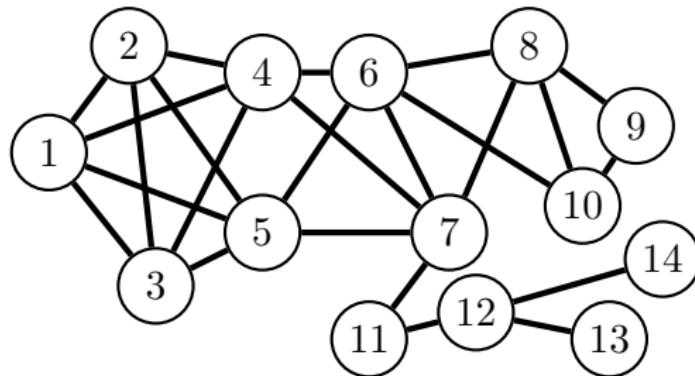
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- $C_i \neq \emptyset$ for all $1 \leq i \leq m$,
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An adaptation of the Petford–Welsh algorithm

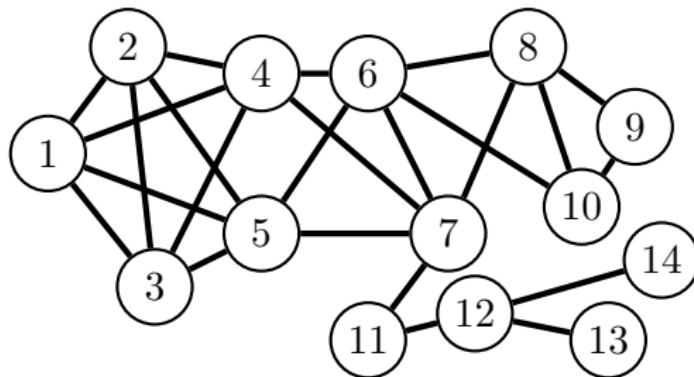
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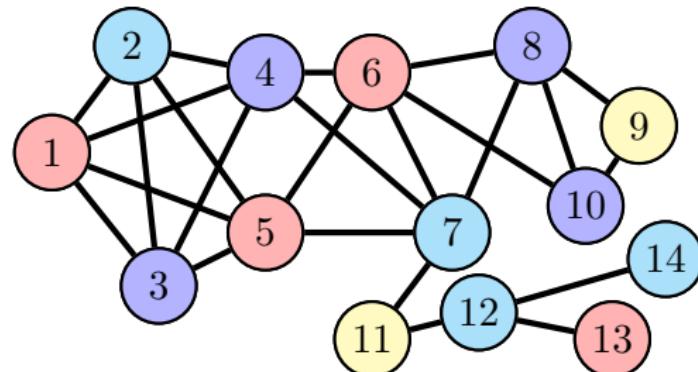
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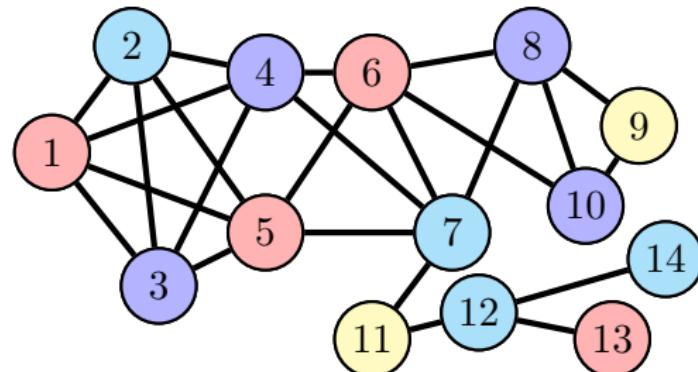
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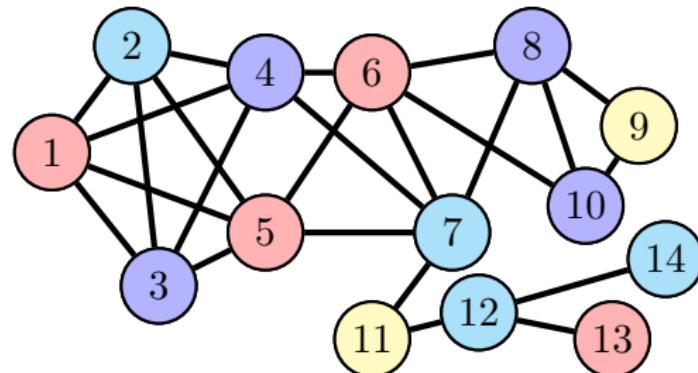
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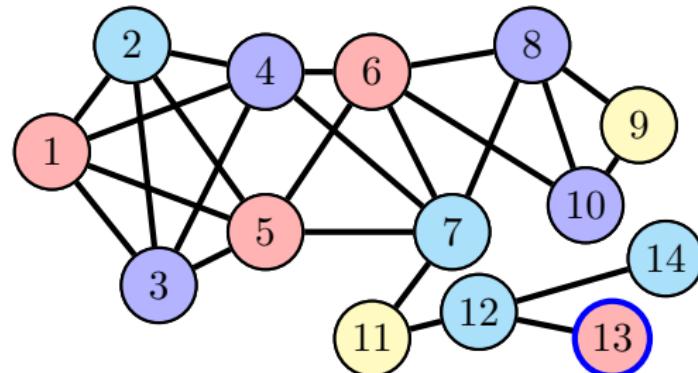
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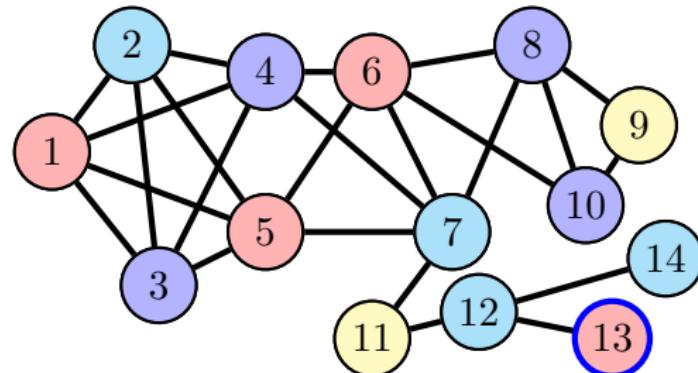
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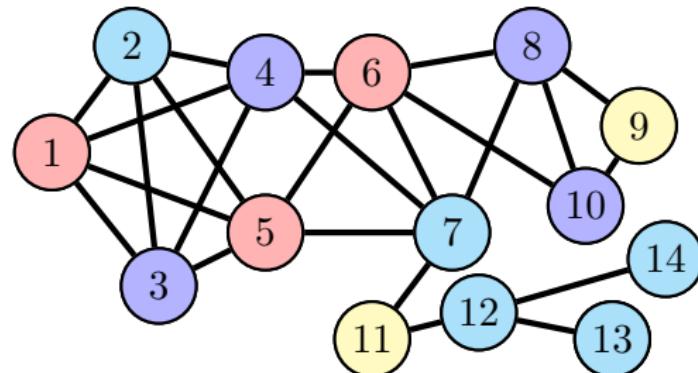
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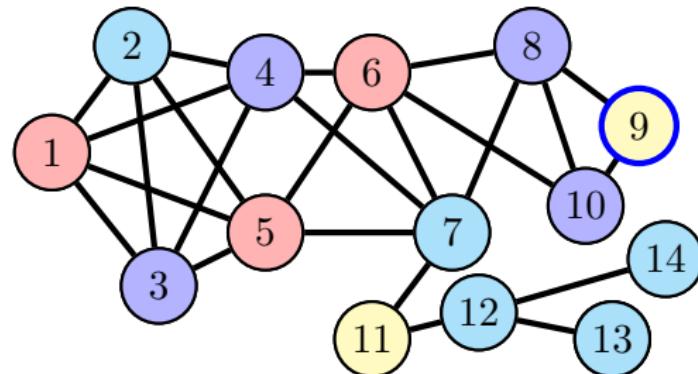
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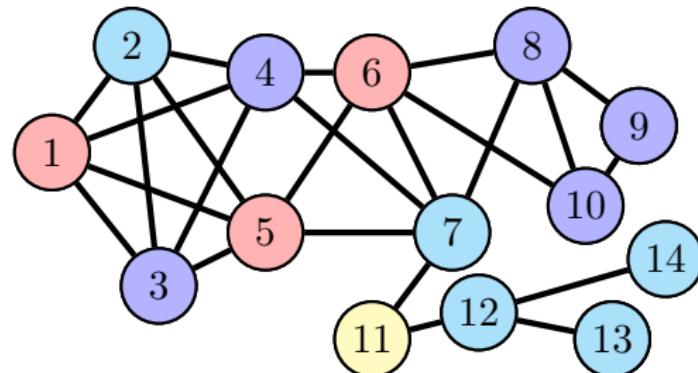
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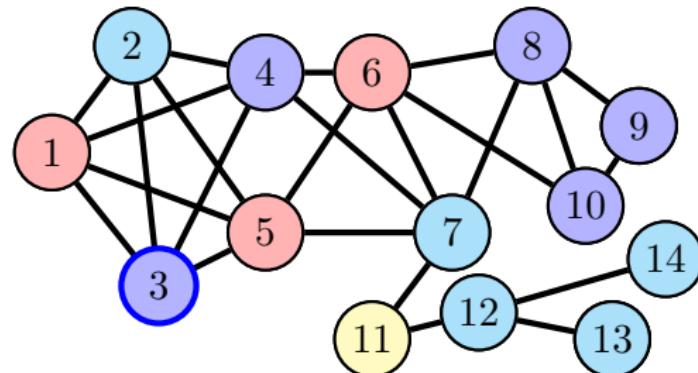
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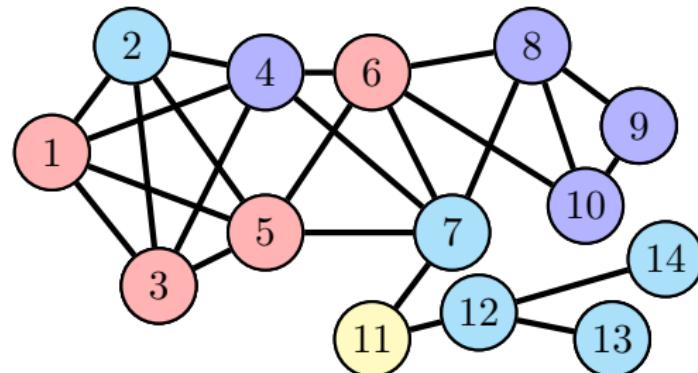
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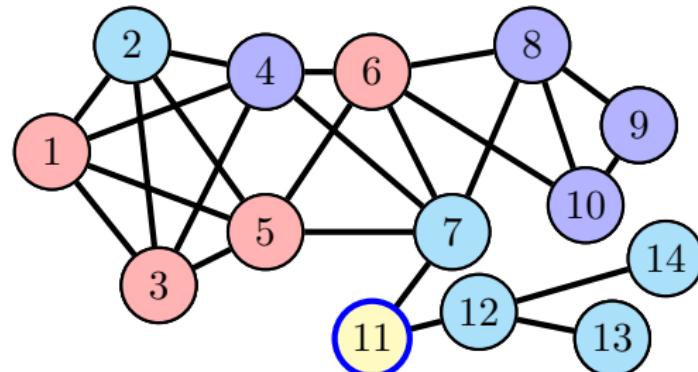
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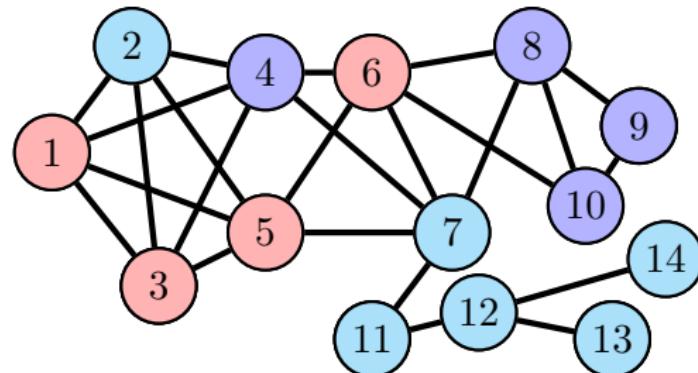
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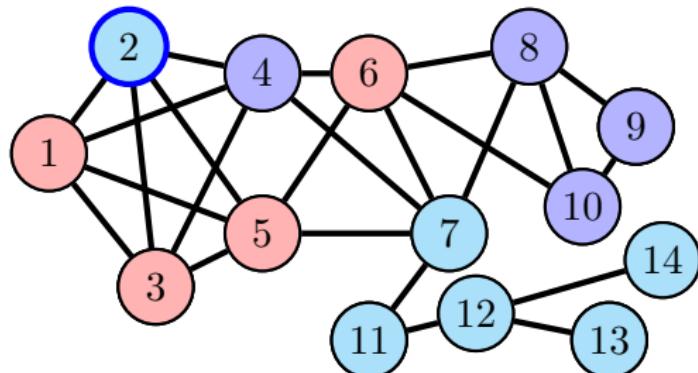
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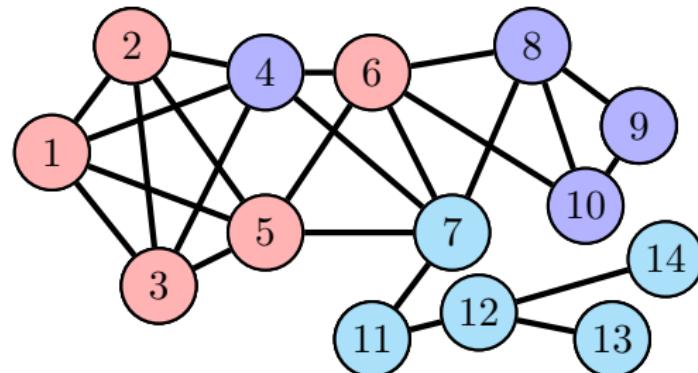
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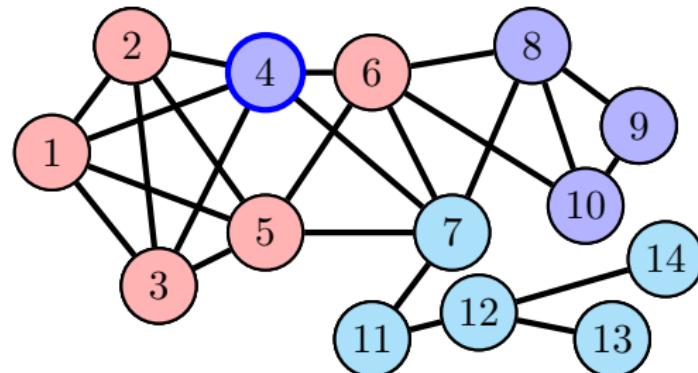
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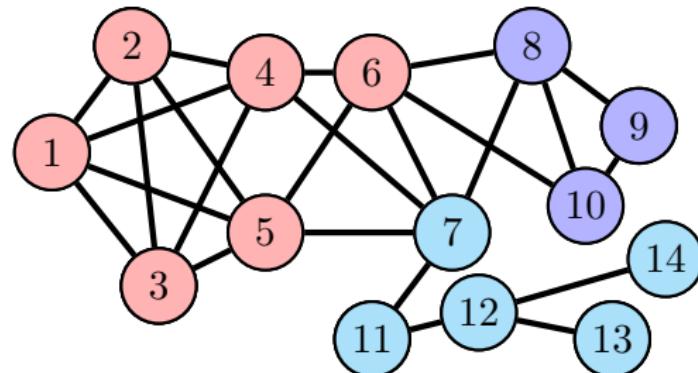
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Centrality indices [PR]

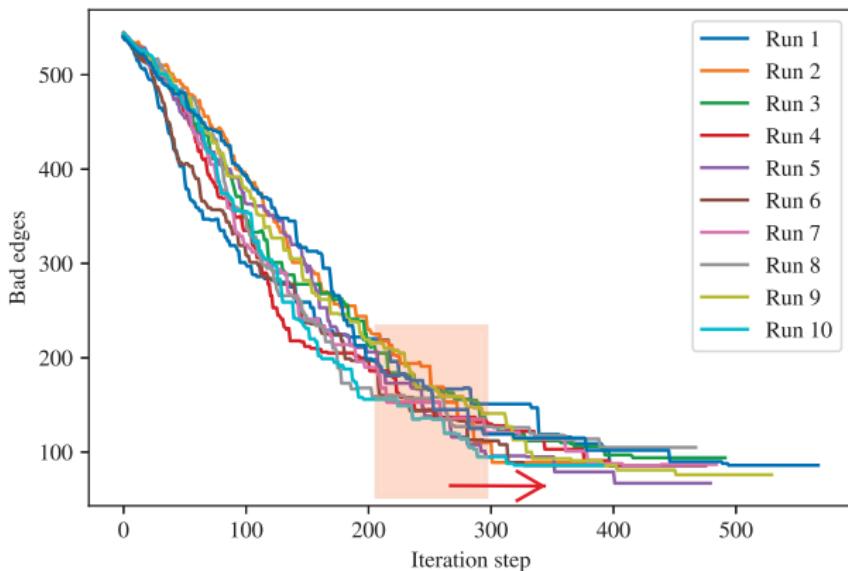
Community detection
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References

Software

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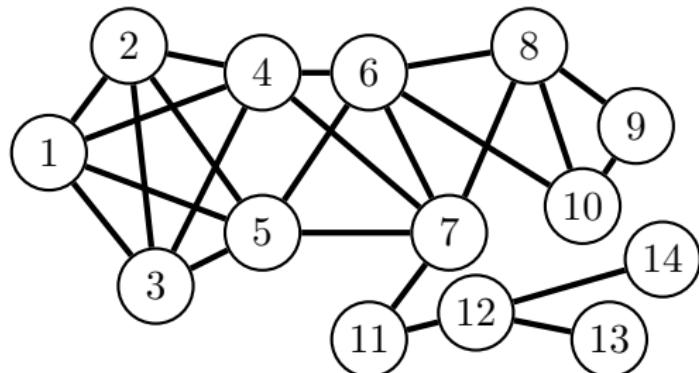
Stopping condition



$\text{Var}(\text{bad_edges}[\text{step} - l + 1 : \text{step}]) < \text{tol}$

Fine-tuning

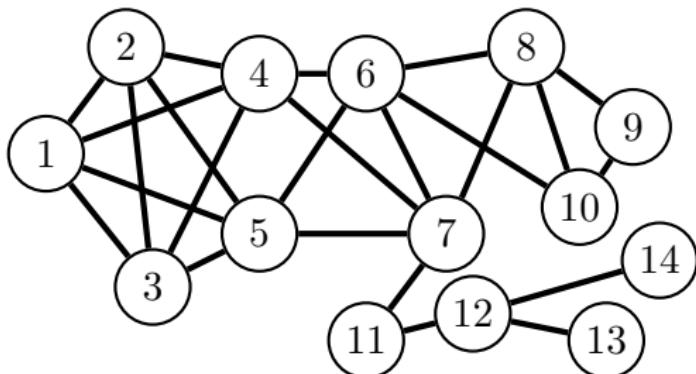
Problems



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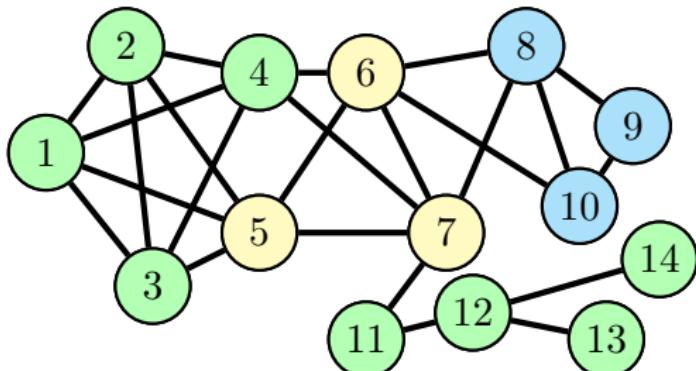
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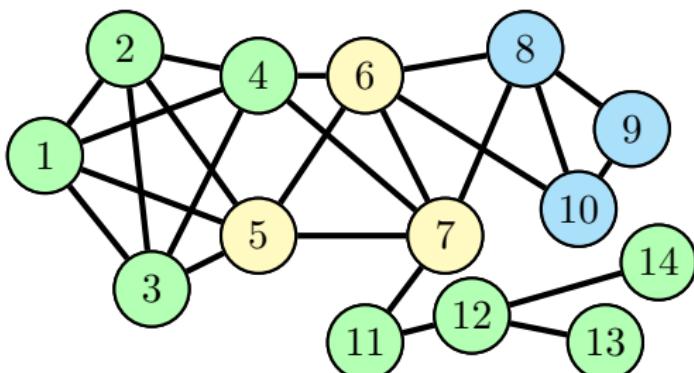
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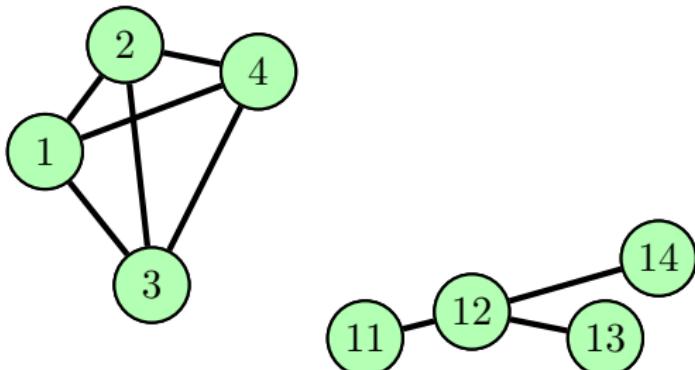
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[Average *co-membership matrix*: for each clustering solution c ,
 $C_c(i, j) = 1$ iff i and j belong to the same cluster (else 0)]



Fine-tuning

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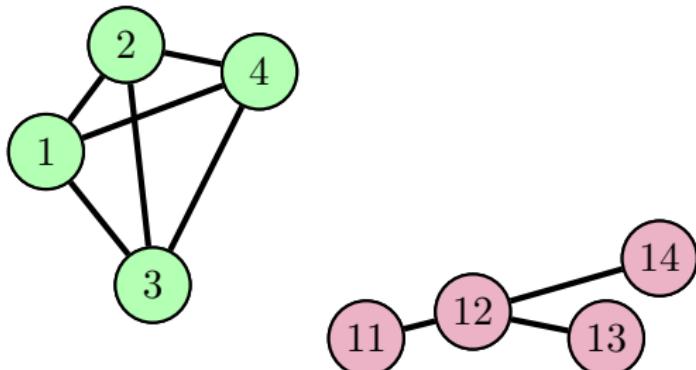
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[Average *co-membership matrix*: for each clustering solution c ,
 $C_c(i, j) = 1$ iff i and j belong to the same cluster (else 0)]



Fine-tuning

Problems

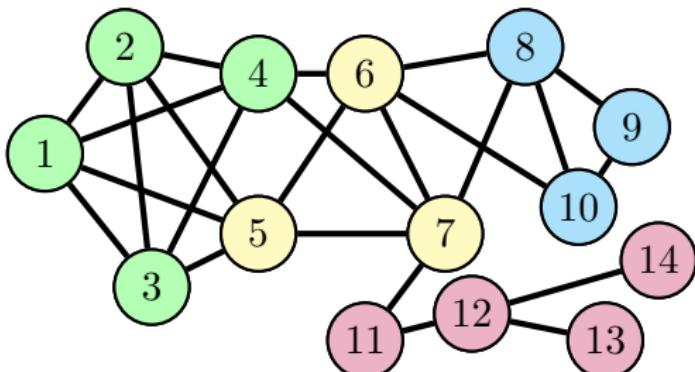
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Fine-tuning

Problems

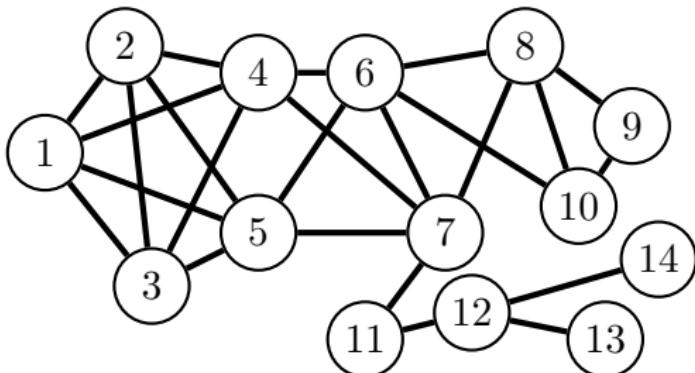
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Fine-tuning

Problems

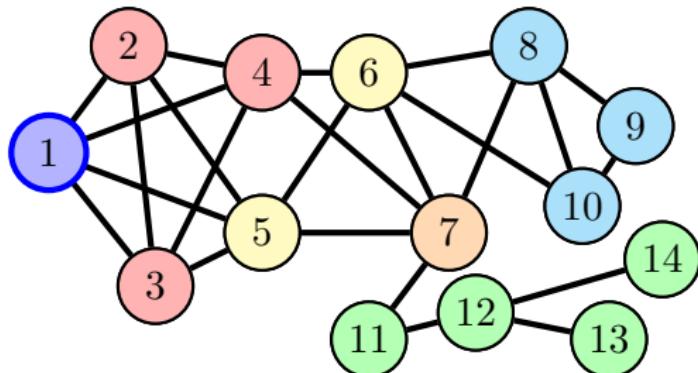
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- outliers (singleton clusters)



Fine-tuning

Problems

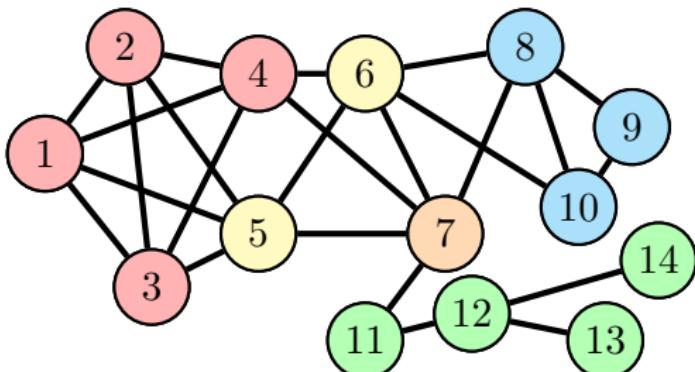
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Fine-tuning

Problems

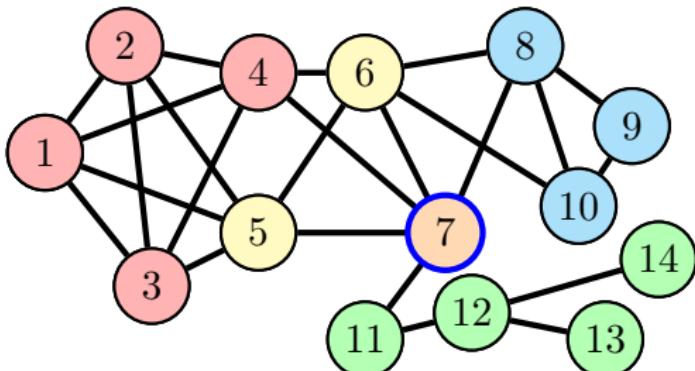
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Fine-tuning

Problems

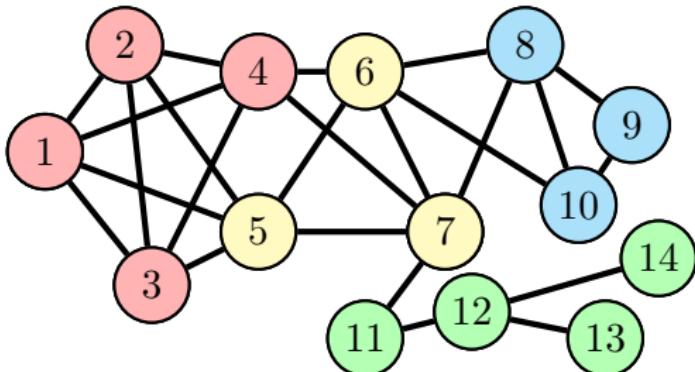
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Fine-tuning

Problems

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[Average *co-membership matrix*: for each clustering solution c ,
 $C_c(i, j) = 1$ iff i and j belong to the same cluster (else 0)]
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Quality measures

Internal indices

The clustering is judged on the basis of certain intrinsic statistical properties of the clustering itself.

Modularity, conductance, coverage

Quality measures

Internal indices

The clustering is judged on the basis of certain intrinsic statistical properties of the clustering itself.

Modularity, conductance, coverage

External indices

The clustering is compared to a user-given gold-standard clustering (using a pairwise/mapping approach).

Normalised mutual information, adjusted mutual information, adjusted Rand index, F_β score, Fowlkes–Mallows index, Jaccard index, V-measure

Quality measures / Internal indices

Modularity

$$Q = \frac{1}{2|E|} \sum_{u,v \in V} \left(a_{uv} - \frac{k_u k_v}{2|E|} \right) \delta(c_u, c_v)$$

Compares the presence of each intra-cluster edge with the probability of this edge in a random graph

Quality measures / Internal indices

Modularity

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Compares the presence of each intra-cluster edge with the probability of this edge in a random graph

Coverage

$$\gamma = \frac{\sum_{u,v \in V} a_{uv} \delta(c_u, c_v)}{\sum_{u,v \in V} a_{uv}}$$

A measure of intra-cluster density

Quality measures / Internal indices

Conductance

$$\phi = 1 - \frac{1}{|\mathcal{C}|} \sum_{C_i \in \mathcal{C}} \phi(C_i)$$

$$\phi(C_i) = \frac{\sum_{u \in C_i, v \notin C_i} a_{uv}}{\min \left\{ \sum_{u \in C_i, v \in V} a_{uv}, \sum_{u \notin C_i, v \in V} a_{uv} \right\}}$$

A measure of inter-cluster sparsity

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Normalized mutual information

$$\text{NMI}(\mathcal{C}, \mathcal{G}) = \frac{\text{MI}(\mathcal{C}, \mathcal{G})}{\sqrt{\text{H}(\mathcal{C})\text{H}(\mathcal{G})}}$$

$$\text{MI}(\mathcal{C}, \mathcal{G}) = \text{H}(\mathcal{C}) + \text{H}(\mathcal{G}) - \text{H}(\mathcal{C}, \mathcal{G})$$

$$\text{H}(\mathcal{C}_i) = - \sum_{C \in \mathcal{C}_i} \frac{|C|}{|V|} \log \frac{|C|}{|V|}$$

$$\text{H}(\mathcal{C}, \mathcal{G}) = - \sum_{C_i \in \mathcal{C}, G_j \in \mathcal{G}} \frac{|C_i \cap G_j|}{|V|} \log \frac{|C_i \cap G_j|}{|V|}$$

A measure of “information overlap” between \mathcal{C} and \mathcal{G}

Quality measures / External indices

Adjusted mutual information

$$\text{AMI} = \frac{\text{MI}(\mathcal{C}, \mathcal{G}) - \mathbb{E}[\text{MI}(\mathcal{C}, \mathcal{G})]}{\sqrt{\text{H}(\mathcal{C})\text{H}(\mathcal{G})} - \mathbb{E}[\text{MI}(\mathcal{C}, \mathcal{G})]}$$

A measure of “information overlap” between \mathcal{C} and \mathcal{G} adjusted for chance

Quality measures / External indices

Adjusted Rand index

$$\begin{aligned} \text{ARI}(\mathcal{C}, \mathcal{G}) &= \frac{\text{RI}(\mathcal{C}, \mathcal{G}) - \text{E}[\text{RI}(\mathcal{C}, \mathcal{G})]}{\max(\text{RI}(\mathcal{C}, \mathcal{G})) - \text{E}[\text{RI}(\mathcal{C}, \mathcal{G})]} = \\ &= \frac{2(TP \cdot TN - FP \cdot FN)}{(TN + FP)(FP + TP) + (TN + FN)(FN + TP)} \end{aligned}$$

A measure of the level of agreement between \mathcal{C} and \mathcal{G} as the fraction of agreeing pairs of vertices to all possible pairs of vertices

Quality measures / External indices

F_β score

$$F_\beta = \frac{(1 + \beta^2) \cdot TP}{(1 + \beta^2) \cdot TP + \beta^2 \cdot FN + FP}$$

Weighted harmonic mean of precision and recall

Quality measures / External indices

F_β score

$$F_\beta = \frac{(1 + \beta^2) \cdot TP}{(1 + \beta^2) \cdot TP + \beta^2 \cdot FN + FP}$$

Weighted harmonic mean of precision and recall

Fowlkes–Mallows index

$$FM = \sqrt{\frac{TP}{TP + FP} \cdot \frac{TP}{TP + FN}}$$

Geometric mean of precision and recall

Quality measures / External indices

Jaccard index

$$F_{\beta} = \frac{(1 + \beta^2) \cdot TP}{(1 + \beta^2) \cdot TP + \beta^2 \cdot FN + FP}$$

Quality measures / External indices

Jaccard index

$$F_\beta = \frac{(1 + \beta^2) \cdot TP}{(1 + \beta^2) \cdot TP + \beta^2 \cdot FN + FP}$$

V-measure

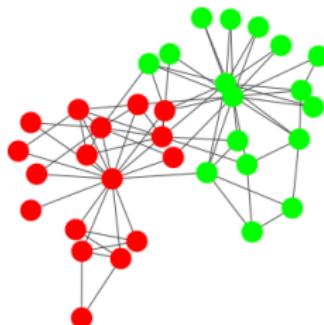
$$V_\beta = (1 + \beta) \frac{ho \cdot cp}{\beta \cdot ho + cp}$$

Harmonic mean of homogeneity ho and completeness cp of the clustering solution

Experiments

Zachary ($|V| = 34, |E| = 78$)

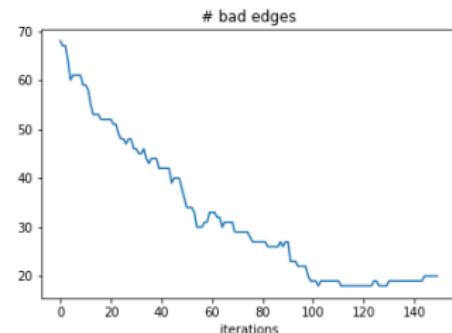
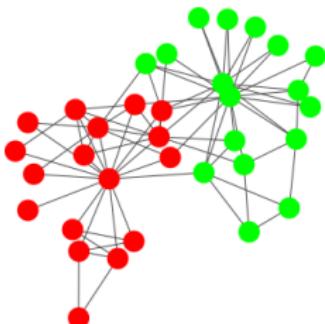
Ties amongst the members of a university karate club by Wayne Zachary.



Experiments

Zachary ($|V| = 34, |E| = 78$)

Ties amongst the members of a university karate club by Wayne Zachary.



Experiments / Zachary's karate club

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Method	NMI	ARI	ϕ	γ	Q	$ \mathcal{C} $
Edge bet.	0.517	0.392	0.424	0.692	0.401	5
Fastgreedy	0.576	0.568	0.574	0.756	0.381	3
Infomap	0.578	0.591	0.668	0.821	0.402	3
Label prop.	0.865	0.882	0.773	0.949	0.415	3
Leading eig.	0.612	0.435	0.487	0.667	0.393	4
Multilevel	0.516	0.392	0.558	0.731	0.419	4
Spinglass	0.627	0.509	0.563	0.756	0.420	4
Walktrap	0.531	0.321	0.434	0.590	0.353	5
mPW	1.000	1.000	0.773	0.949	0.403	2

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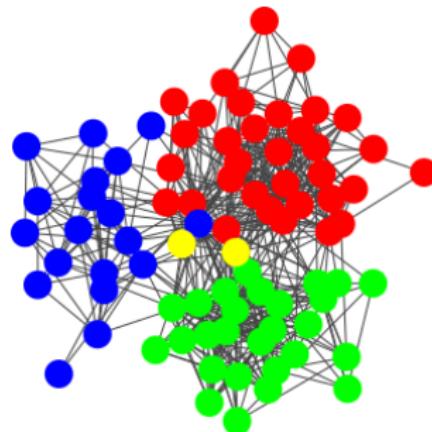
Software

Reading

Experiments

UK faculty ($|V| = 34, |E| = 78$)

The personal friendship network of a faculty of a UK university; the school affiliation of each individual is stored as a vertex attribute.



Experiments / UK faculty

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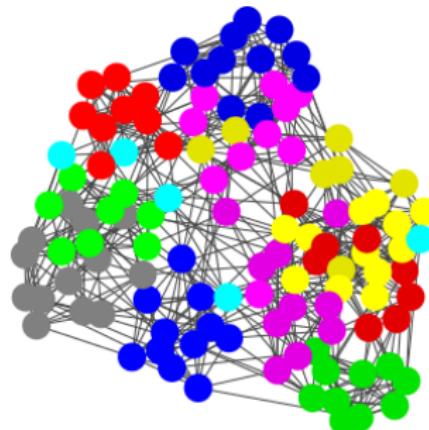
Reading

Method	NMI	ARI	ϕ	γ	Q	$ \mathcal{C} $
Edge bet.	0.796	0.825	0.513	0.827	0.413	4
Fastgreedy	0.849	0.820	0.553	0.775	0.444	4
Infomap	0.862	0.875	0.709	0.841	0.432	3
Label prop.	0.862	0.875	0.709	0.953	0.432	3
Leading eig.	0.863	0.871	0.488	0.768	0.397	4
Multilevel	0.802	0.796	0.573	0.749	0.449	4
Spinglass	0.872	0.842	0.573	0.749	0.449	4
Walktrap	0.862	0.875	0.709	0.841	0.432	3
mPW	0.911	0.918	0.741	0.953	0.432	3

Experiments

American college football ($|V| = 115, |E| = 613$)

A network of regular season games between teams divided into 12 conferences.



Experiments / American college football

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Method	NMI	ARI	ϕ	γ	Q	$ \mathcal{C} $
Edge bet.	0.880	0.778	0.533	0.710	0.600	10
Fastgreedy	0.708	0.474	0.567	0.731	0.550	6
Multilevel	0.891	0.807	0.547	0.708	0.605	10
Leading eig.	0.703	0.464	0.456	0.641	0.493	8
Infomap	0.924	0.897	0.505	0.690	0.601	12
Label prop.	0.927	0.889	0.568	0.741	0.605	11
Spinglass	0.929	0.900	0.563	0.728	0.605	11
Walktrap	0.888	0.815	0.547	0.705	0.603	10
mPW	0.936	0.900	0.600	0.780	0.603	9

Experiments

Political blogs ($|V| = 1222$, $|E| = 16714$)

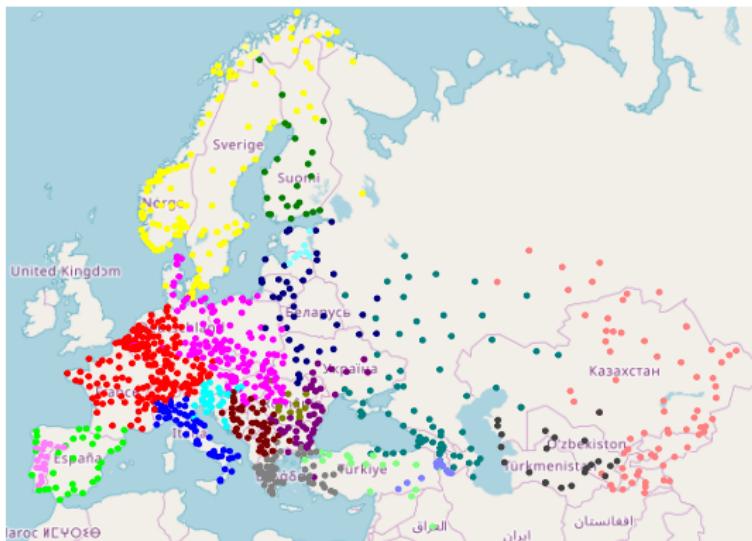
Interactions between liberal and conservative blogs over the period of two months preceding the U.S. Presidential Election of 2004.

Method	NMI	ARI	ϕ	γ	Q	$ \mathcal{C} $
Edge bet.	—	—	—	—	—	—
Fastgreedy	0.659	0.785	0.451	0.923	0.427	10
Infomap	0.523	0.651	0.250	0.899	0.423	41
Label prop.	0.723	0.813	0.857	1.000	0.426	3
Leading eig.	0.693	0.781	0.854	0.926	0.424	2
Multilevel	0.651	0.774	0.476	0.920	0.427	9
Spinglass	0.649	0.783	0.315	0.922	0.427	15
Walktrap	0.646	0.760	0.484	0.925	0.425	11
mPW	0.732	0.820	0.857	0.927	0.426	4

Experiments

International E-road network ($|V| = 1040, |E| = 1305$)

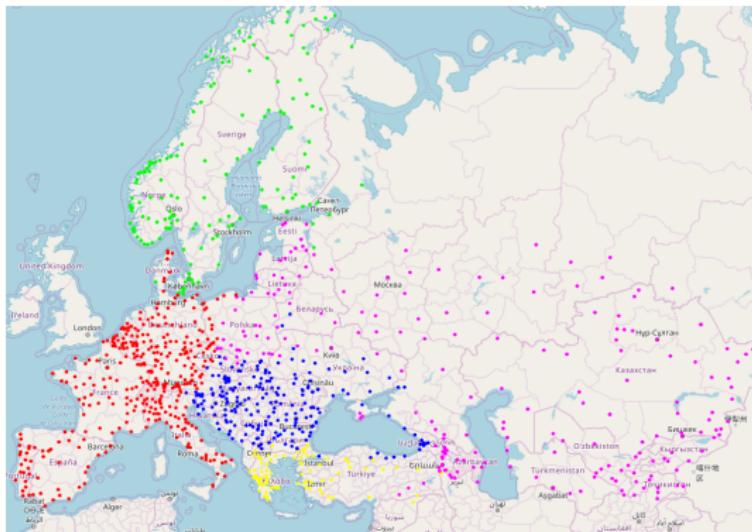
An international system for numbering and designating roads stretching throughout Europe and some parts of Central Asia.



Experiments

International E-road network ($|V| = 1040, |E| = 1305$)

An international system for numbering and designating roads stretching throughout Europe and some parts of Central Asia.



Experiments / International E-road network

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Method	ϕ	γ	Q	$ \mathcal{C} $
Edge bet.	—	—	—	—
Fastgreedy	0.860	0.917	0.861	24
Infomap	0.663	0.787	0.777	126
Label prop.	0.731	0.856	0.828	82
Leading eig.	0.794	0.887	0.835	26
Multilevel	0.873	0.921	0.867	24
Springlass	0.866	0.924	0.872	25
Walktrap	0.757	0.886	0.828	67
mPW	0.945	0.979	0.845	17

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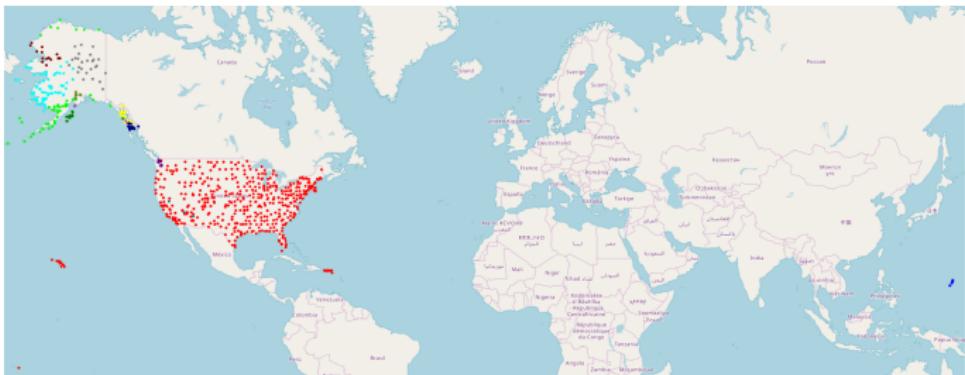
Software

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Experiments

U.S. airports ($|V| = 745, |E| = 4618$)

A network of flights between U.S. airports.



Experiments / U.S. airports

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Method	ϕ	γ	Q	$ \mathcal{C} $
Edge bet.	0.155	0.932	0.314	118
Fastgreedy	0.594	0.771	0.431	18
Infomap	0.477	0.913	0.310	49
Label prop.	0.653	0.959	0.258	20
Leading eig.	0.682	0.806	0.410	3
Multilevel	0.617	0.790	0.441	16
Spinglass	0.586	0.773	0.441	17
Walktrap	0.342	0.788	0.337	84
mPW	0.774	0.976	0.285	13

Experiments / Normalised mutual information

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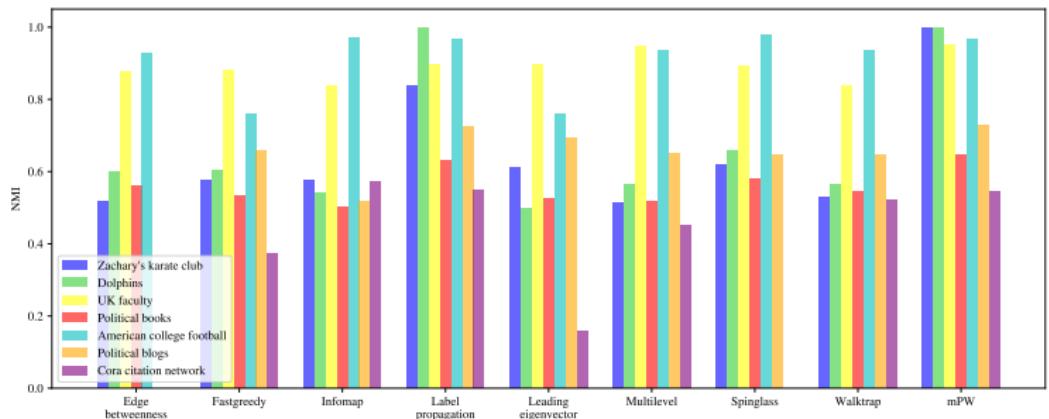
Centrality indices [PR]

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References

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Experiments / Adjusted mutual information

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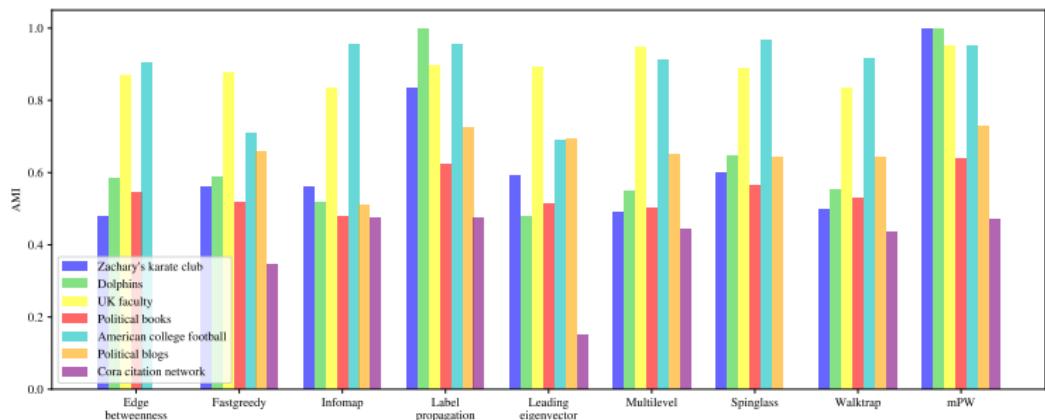
Centrality indices [PR]

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Experiments / Adjusted Rand index

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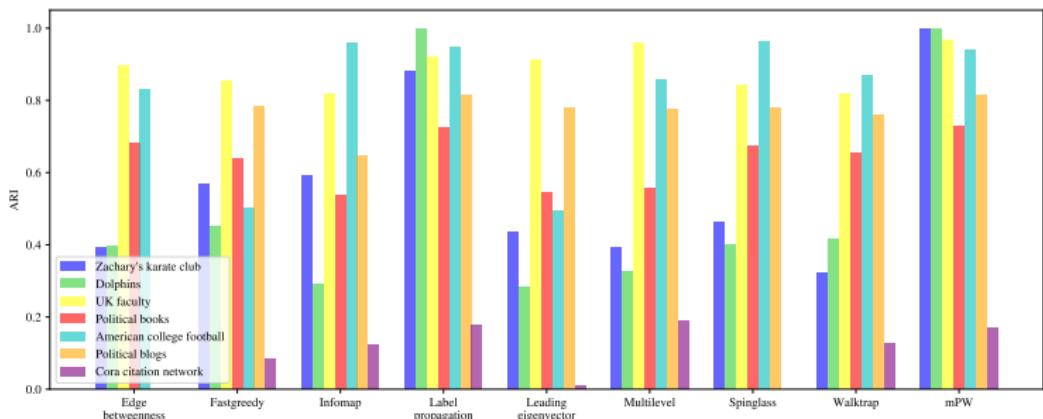
Centrality indices [PR]

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Experiments / Conductance

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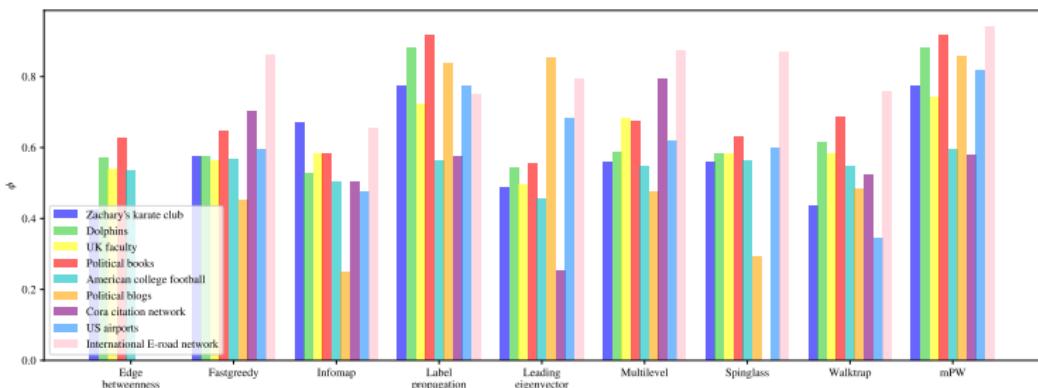
Centrality indices [PR]

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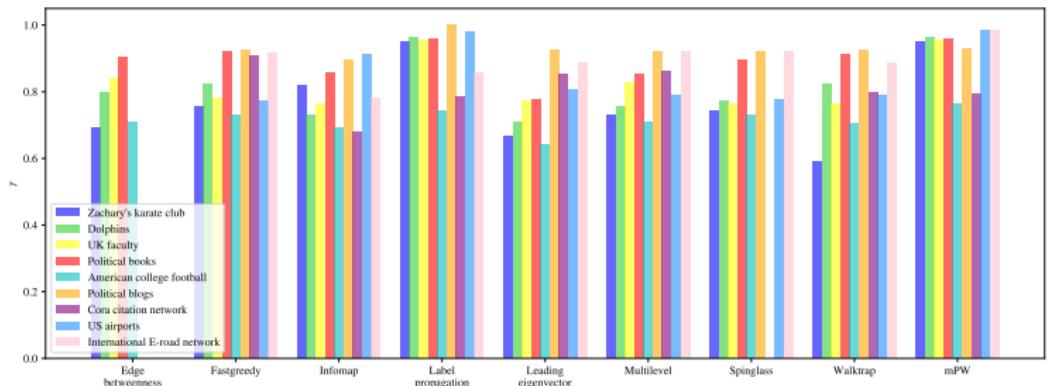
Centrality indices [PR]

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Experiments / Modularity

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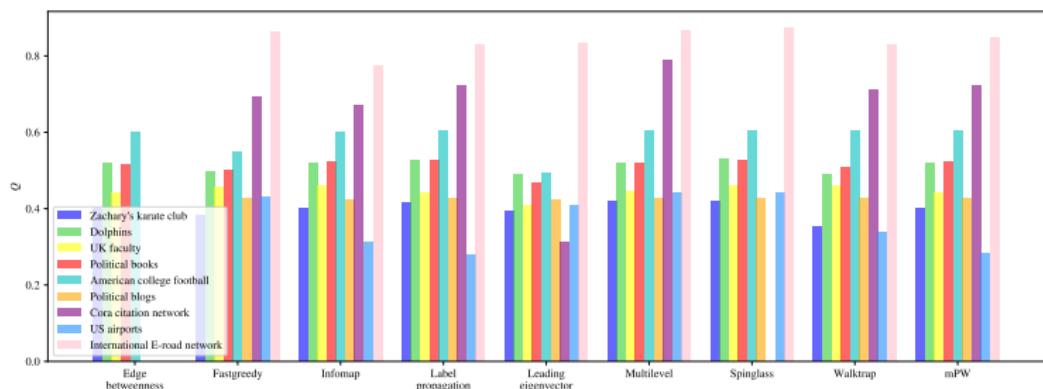
Centrality indices [PR]

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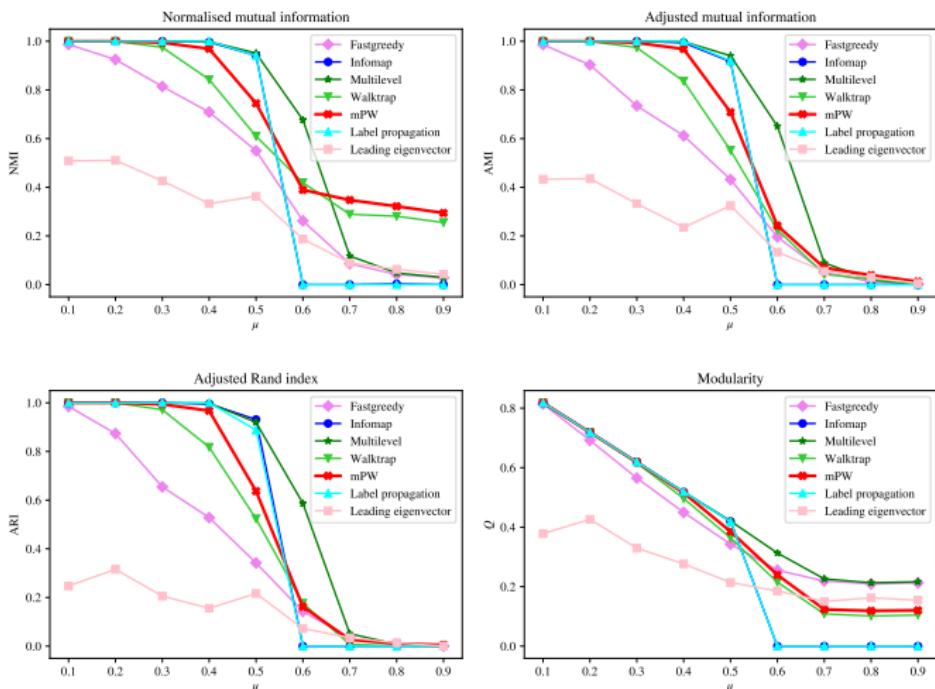
References

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LFR benchmark

$\text{LFR}(|V| = 1000, \gamma = 2, \beta = 1, \text{k_avg} = 15, \text{k_max} = 100, \text{c_min} = 50, \text{c_max} = 100)$



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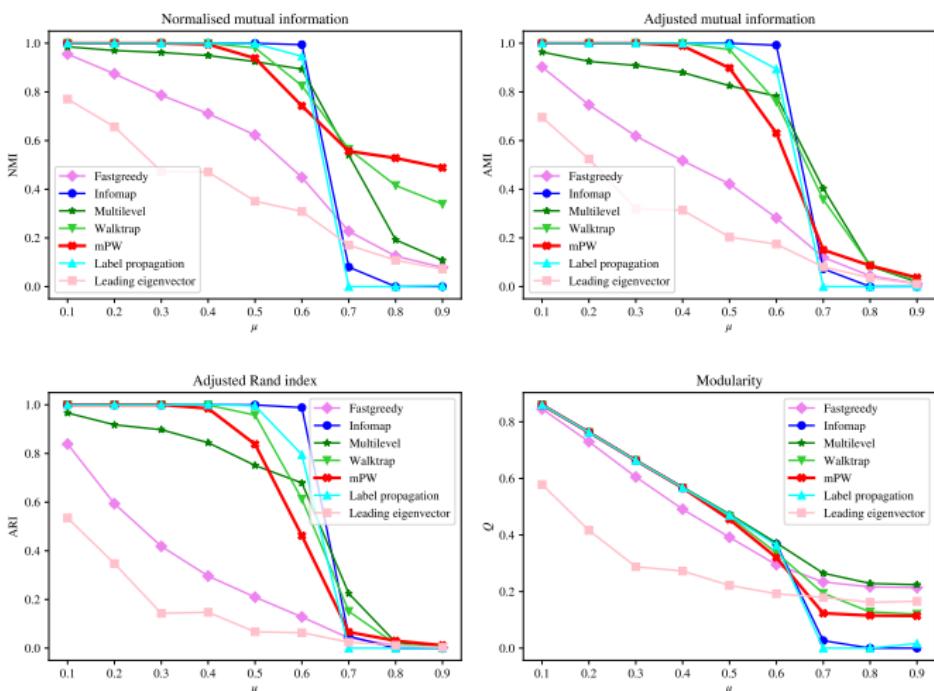
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LFR benchmark

 $LFR(|V| = 1000, \gamma = 3, \beta = 2, k_avg = 15, k_max = 50)$ 

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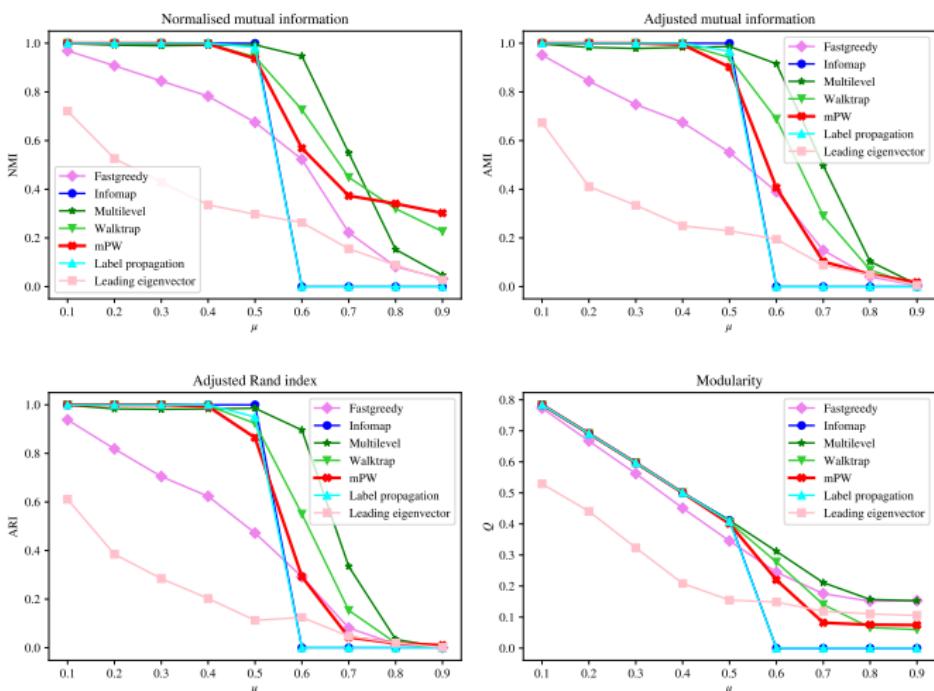
References

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LFR benchmark

$\text{LFR}(|V| = 1000, \gamma = 2, \beta = 1, \text{k_avg} = 25, \text{k_max} = 150)$



Computer resources

Network analysis and visualisation software

- **Pajek** (free; large network analysis): <http://vlado.fmf.uni-lj.si/pub/networks/pajek/>
- **Gephi** (free; (dynamic) network visualisation): <https://gephi.org/>
- **igraph** (free; R/Python/Mathematica/C/C++ network analysis package): <https://igraph.org/>
- **NetworkX** (free; Python package for complex networks): <https://networkx.github.io/>
- **SNAP** (free; Python/C++ high performance library for large networks):
<http://snap.stanford.edu/>
- **Mathematica** (commercial):
<https://reference.wolfram.com/language/guide/GraphsAndNetworks.html>
- **MATLAB** (commercial):
<https://mathworks.com/help/matlab/graph-and-network-algorithms.html>

Network datasets

- **Newman**: <http://www-personal.umich.edu/~mejn/netdata/>
- **Koblenz Network Collection**: <http://konect.uni-koblenz.de/networks/>
- **SuiteSparse Matrix Collection**: <https://sparse.tamu.edu/>
- **Network Repository**: <http://networkrepository.com/>
- **(BIO)SNAP**: <http://snap.stanford.edu/data/index.html>

Reading

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- Brandes, U. & Erlebach, T. *Network Analysis: Methodological Foundations* (Springer, Berlin, Heidelberg, 2005).
- Ikica, B. *Clustering via the Modified Petford–Welsh Algorithm*. To appear in Ars Mathematica Contemporanea (AMC).
- Ikica, B., Povh, J. & Žerovnik, J. *Clustering as a Dual Problem to Colouring*. Submitted.