# Package 'leidenAlg'

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Type Package

Title Implements the Leiden Algorithm via an R Interface
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An R interface to the Leiden algorithm, an iterative community detection algorithm on networks. The algorithm is designed to converge to a partition in which all subsets of all communities are locally optimally assigned, yielding communities guaranteed to be connected. The imple mentation proves to be fast, scales well, and can be run on graphs of millions of nodes (as long as they can fit in memory). The original implementation was constructed as a python interface here: <a href="https://github.com/vtraag/leidenalg">https://github.com/vtraag/leidenalg</a> . The algorithm was originally described in Traag, V.A., Waltman, L. & van Eck, N.J. ``From Louvain to Leiden: guaranteeing well-connected communities". Sci Rep 9, 5233 (2019) <a href="https://doi.org/10.1038/s41598-019-41695-z">https://doi.org/10.1038/s41598-019-41695-z</a> .
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Author Peter Kharchenko [aut], Viktor Petukhov [aut], Evan Biederstedt [cre, aut]
Maintainer Evan Biederstedt < evan.biederstedt@gmail.com>
R topics documented:
dendrogram.fakeCommunities
1

2 find\_partition

membership.fakeCommunities						•		 	•				•			3
papply																4
rleiden.community																5

Index 6

dendrogram.fakeCommunities

Returns pre-calculated dendrogram

#### **Description**

Returns pre-calculated dendrogram

#### Usage

```
dendrogram.fakeCommunities(obj, ...)
```

## **Arguments**

obj fakeCommunities object

... dropped

#### Value

dendrogram

find\_partition

Finds the optimal partition using the Leiden algorithm

#### **Description**

Finds the optimal partition using the Leiden algorithm

## Usage

```
find_partition(graph, edge_weights, resolution = 1, niter = 2L)
```

#### **Arguments**

graph The igraph graph to define the partition on

edge\_weights Vector of edge weights. In weighted graphs, a real number is assigned to each

(directed or undirected) edge. Refer to igraph, weighted graphs.

resolution Integer resoluiton parameter controlling communities detected (default=1.0) Higher

resolutions lead to more communities, while lower resolutions lead to fewer

communities.

niter Number of iterations that the algorithm should be run for (default=2)

leiden.community 3

#### Value

A vector of membership values

#### **Examples**

```
library(igraph)
library(leidenAlg)

g <- make_star(10)
E(g)$weight <- seq(ecount(g))
find_partition(g, E(g)$weight)</pre>
```

leiden.community

Leiden algorithm community detection

### **Description**

Detect communities using Leiden algorithm (implementation copied from https://github.com/vtraag/leidenalg)

# Usage

```
leiden.community(graph, resolution = 1, n.iterations = 2)
```

#### **Arguments**

graph on which communities should be detected

resolution resolution parameter (default=1.0) - higher numbers lead to more communities

n.iterations number of iterations that the algorithm should be run for (default=2)

#### Value

a fakeCommunities object that returns membership and dendrogram

```
membership.fakeCommunities
```

Returns pre-calculated membership factor

# Description

Returns pre-calculated membership factor

#### Usage

```
membership.fakeCommunities(obj)
```

#### **Arguments**

obj

fakeCommunities object

4 papply

#### Value

membership factor

papply

Parallel lapply: Use mclapply if n.cores>1, otherwise use regular lapply() if n.cores=1

## **Description**

Parallel, optionally verbose lapply. See ?parallel::mclapply for more info.

#### Usage

```
papply(
    ...,
    progress = FALSE,
    n.cores = parallel::detectCores(),
    mc.preschedule = FALSE
)
```

### Arguments

... Arguments fed to parallel::mclapply(...), pbapply::pblapply(...), or lapply(...)

progress Show progress bar via pbapply (default=FALSE)

n.cores Number of cores to use (default=1)

mc.preschedule See ?parllel::mclapply (default=FALSE) If TRUE then the computation is first

divided to (at most) as many jobs are there are cores and then the jobs are started, each job possibly covering more than one value. If FALSE, then one job is forked for each value of X. The former is better for short computations or large number of values in X, the latter is better for jobs that have high variance of

completion time and not too many values of X compared to mc.cores.

### Value

list, as returned by lapply

# **Examples**

```
square = function(x){ x**2 }
papply(1:10, square, n.cores=1, progress=TRUE)
```

rleiden.community 5

rleiden.community	Recursive leiden communities Constructs an n-step recursive cluster-
	ing, using leiden.community

# Description

Recursive leiden communities Constructs an n-step recursive clustering, using leiden.community

# Usage

```
rleiden.community(
  graph,
  max.depth = 2,
  n.cores = parallel::detectCores(logical = FALSE),
  min.community.size = 10,
  verbose = FALSE,
  resolution = 1,
  cur.depth = 1,
  hierarchical = TRUE,
  mc.preschedule = FALSE,
  ...
)
```

## Arguments

	graph	graph									
	max.depth	Recursive depth (default=2)									
	n.cores	integer Number of cores to use (default = parallel::detectCores(logical=FALSE)). If logical=FALSE, uses the number of physical CPUs/cores. If logical=TRUE, uses the logical number of CPUS/cores. See parallel::detectCores()									
min.community.size											
		integer Minimal community size parameter for the walktrap communities—Communities smaller than that will be merged (default=10)									
	verbose	boolean Whether to output progress messages (default=FALSE)									
	resolution	resolution parameter passed to leiden.community (either a single value, or a value equivalent to max.depth) (default=1) $\frac{1}{2}$									
	cur.depth	integer Current depth of clustering (default=1)									
	hierarchical	boolean If TRUE, calculate hierarchy on the multilevel clusters (default=TRUE)									
	mc.preschedule	boolean (default=FALSE) Parameter fed to mclapply(). If TRUE, then the computation is first divided to (at most) as many jobs are there are cores and then the jobs are started, each job possibly covering more than one value. If FALSE, then one job is forked for each value of X in mclapply(X, FUN,)									
		passed to leiden.community									

# Value

a fakeCommunities object that returns membership and dendrogram

# Index

```
dendrogram.fakeCommunities, 2
find_partition, 2
leiden.community, 3
membership.fakeCommunities, 3
papply, 4
rleiden.community, 5
```