

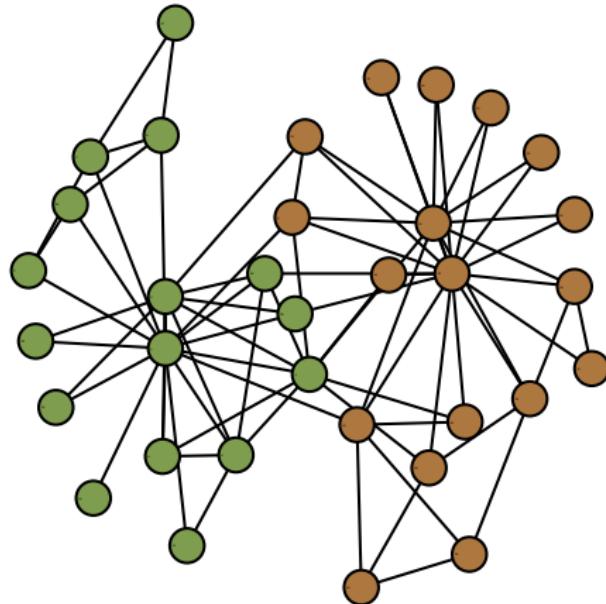
# community *structure*

introduction to *network analysis in Python* (*NetPy*)

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## community *structure*

karate club *network split* [Zac77]



## community *detection*

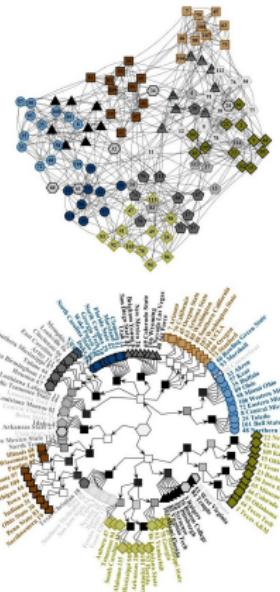
karate club *split detection* [RAK07]

# community *examples*

*most social networks* contain *communities* [GN02]



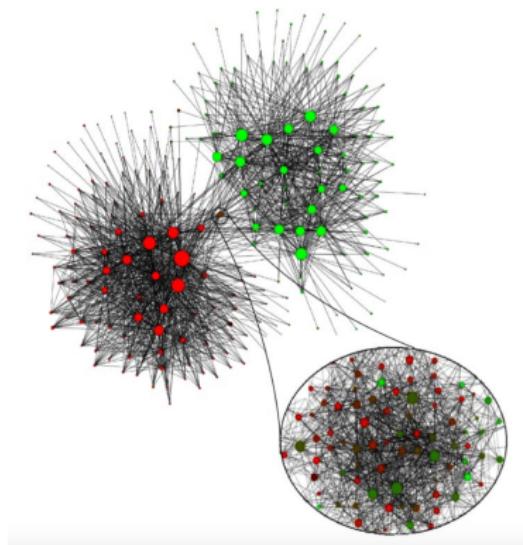
bottlenose dolphins [LSB<sup>+</sup>03]



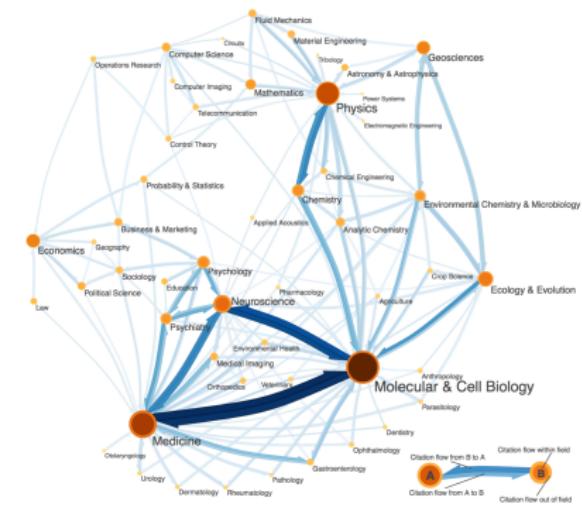
college football [GN02]

# community *examples*

many information networks contain *communities* [FLG00]



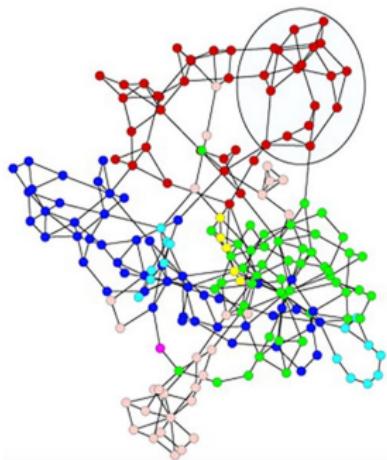
mobile communications [BGLL08]



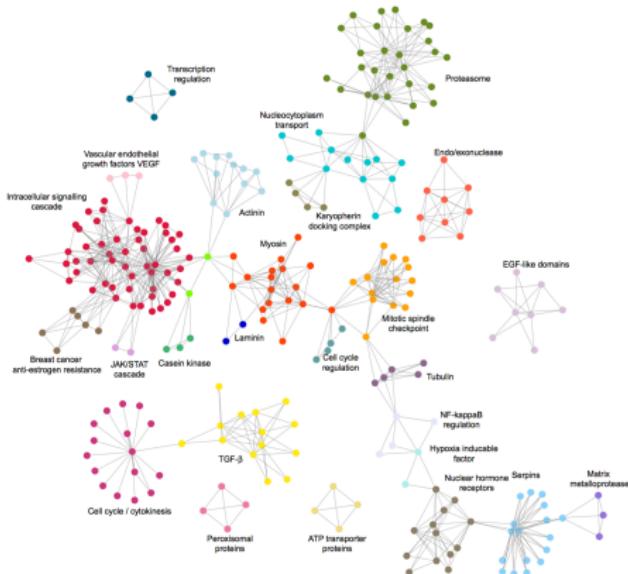
journal citations [RB08]

# community examples

many *biological networks* contain *communities* [RSM<sup>+</sup>02]



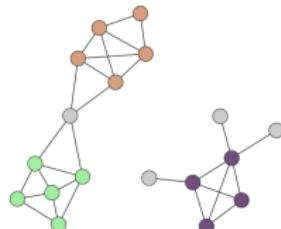
*E. coli* metabolism [RSM<sup>+</sup>02]



protein interactions [JCZB06]

## community *definition*

- *clique* is *complete subgraph of some graph*
- *community* is *dense subgraph of sparse network* [GN02]
- *strong* and *weak community*  $C$  [FLG00, RCC<sup>+</sup>04] defined as
  - $k_i^{\text{int}}$  and  $k_i^{\text{ext}}$  are *internal* and *external degree* of  $i$
$$\forall i \in C : k_i^{\text{int}} > k_i^{\text{ext}} \quad \sum_{i \in C} k_i^{\text{int}} > \sum_{i \in C} k_i^{\text{ext}}$$
- *community detection* is *not graph partitioning* [For10]



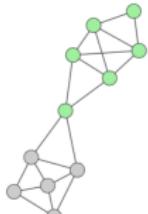
*connected communities*



*maximum clique*



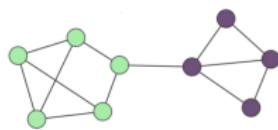
*strong* community



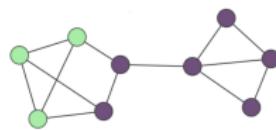
*weak* community

## community *modularity*

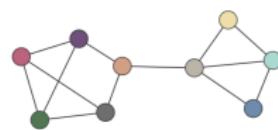
- random graphs should lack community structure
- modularity  $Q$  [GN02] of communities  $\{C\}$  defined as
$$Q = \frac{1}{2m} \sum_{ij} \left( A_{ij} - \frac{k_i k_j}{2m} \right) \delta_{c_i c_j}$$
- modularity  $Q$  popular quality/optimization function [For10]



optimal  $Q = 0.41$



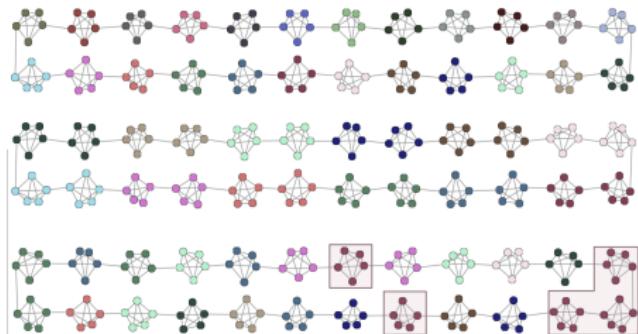
suboptimal  $Q = 0.22$



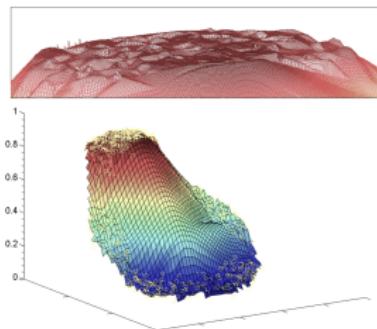
isolates  $Q = -0.12$

# community $\neg$ modularity

- modularity  $Q > 0$  also in *random graphs* [GSPA04]
- modularity  $Q$  has *resolution limit* at  $k \leq \sqrt{2m}$  [FB07]
- modularity  $Q$  lacks *clear optimum* in real networks [GdMC10]

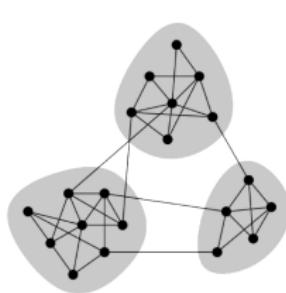


intuitive  $Q = 0.867$ , optimal  $Q = 0.871$  and random  $Q = 0.8$

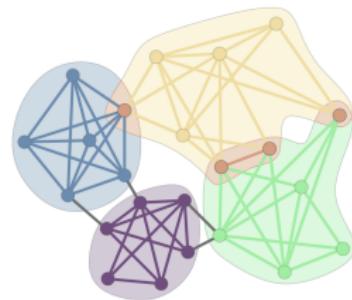


$Q$  plateau and maxima

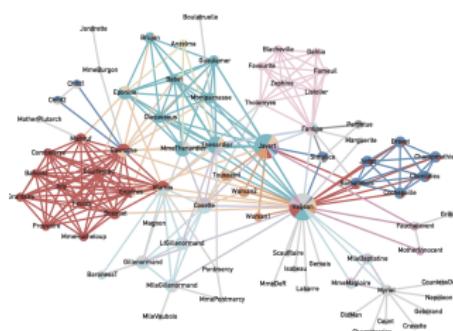
# community *overview*



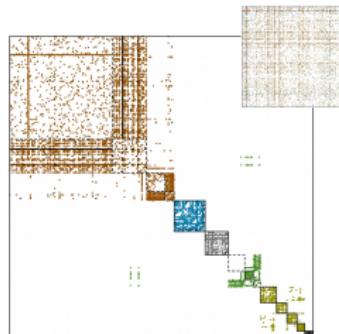
communities [GN02]



overlapping communities [PDFV05]



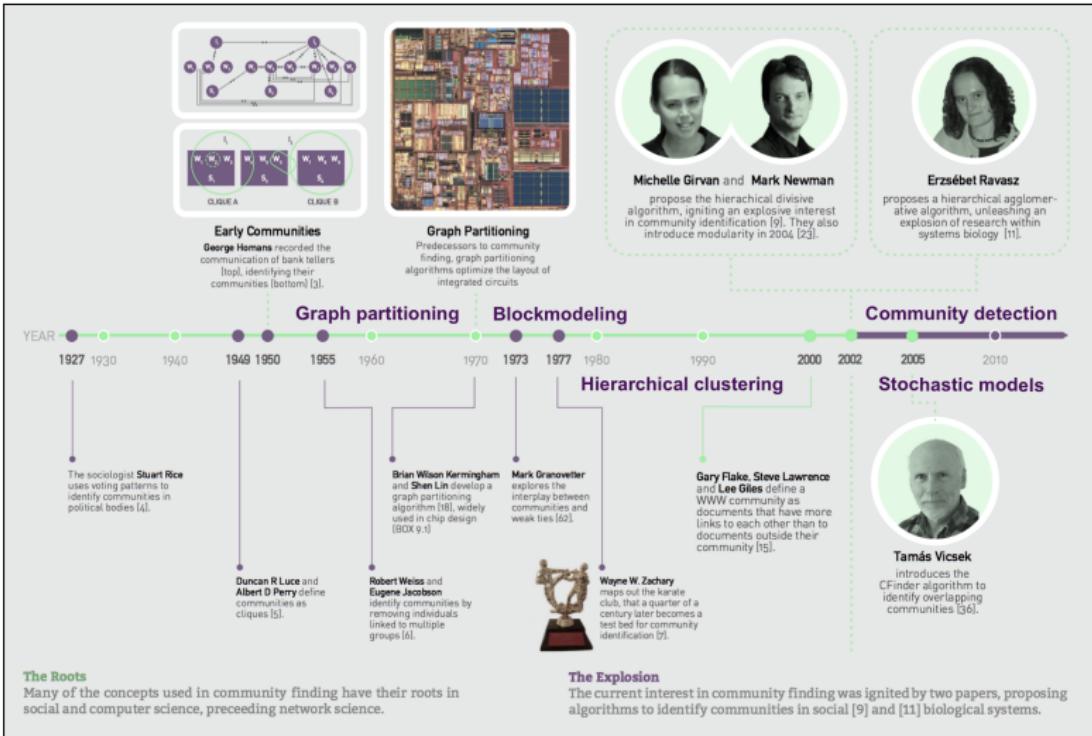
link communities [EL09, ABL10]



block models, blockmodeling etc.

javax.swing, javax.management, javax.xml, javax.print, javax.naming, javax.lang

# community *history*



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