# Leader-driven community detection

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# INTRODUCTION

- Leader-driven community detection algorithms for community detection in large-scale complex networks.
- Identify some particular nodes in the target network, called leader nodes, around which local communities can be computed.
- New way for evaluating performances of community detection algorithms

## Transforming data clustering problems into a community detection problems

- Real world complex networks exhibit a level of organization, called communities.
- A community is defined as a connected subgraph whose nodes are much linked with one each other than with nodes outside the subgraph.
- Useful in computation distribution, huge graph visualization and large-scale graph compression
- Different types of community detection algorithms are there:
  - Disjoint communities detection
  - Overlapping communities detection
  - Local community identification

# RELATED WORK

## **Community detection approaches**

Group-based approaches

Identifying groups of nodes that are highly connected or share some strong connection patterns.

- 1. High mutual connectivity(maximal clique or to a y -quasi-clique)
- 2. High internal reachability(k-clique,k-core subgraph,k-community)
- Network-based approaches

Considering the whole connection patterns in the network.

Modularity

Let  $P = \{C \mid 1, ..., C \mid k\}$  a partition of the node's set V of a graph. The modularity of the partition P is given by:

## Assumptions in modularity optimization approaches

- The best partition of a graph is the one that maximize the modularity.
- If a network has a community structure, then it is possible to find a precise partition with maximal modularity.
- If a network has a community structure, then partitions inducing high modularity values are structurally similar.

#### Seed centric

- Leader-driven algorithms constitute a special case of seed centric approaches.
- Nodes of a network are classified into two categories: leaders and followers.
- Leaders represent communities.
- An assignment step is applied to assign followers nodes to most relevant communities.

## **Community evaluation approaches**

• Evaluation on networks for which a ground-truth decomposition into communities is known.

we can use classical external clustering evaluation indices to evaluate and compare community detection algorithms

## Adjusted Rand Index (ARI):

 $Pi = \{Pi_1, \ldots, Pi_1\}, Pj = \{Pj_1, \ldots, Pj_k\}$  be two partitions of a set of nodes V.

$$ARI(P_i, P_j) = \frac{\sum_{x=1}^{l} \sum_{y=1}^{k} \binom{|P_i^x \cap P_j^y|}{2} - t_3}{\frac{1}{2}(t_1 + t_2) - t_3} \qquad t_1 = \sum_{x=1}^{l} \binom{|P_i^x|}{2}, \quad t_2 = \sum_{y=1}^{k} \binom{|P_j^y|}{2}, \quad t_3 = \frac{2t_1t_2}{n(n-1)}$$

#### Normalized Mutual Information (NMI)

We seek to quantify how much we reduce the uncertainty of the clustering of randomly picked element from V in a partition Pj if we know Pi.

# **METHODOLOGY**

#### Algorithm 2 LICOD algorithm

```
Require: G = \langle V, E \rangle a connected graph
1: L ← Ø {set of leaders}
2: for v \in V do
     if is Leader(v) then
        \mathcal{L} \leftarrow \mathcal{L} \cup \{v\}
5: end if
6: end for
7: C \leftarrow computeComumunitiesLeader(L)
8: for v \in V do
9: for c \in C do
          M[v, c] \leftarrow membership(v, c) {see equation 6}
10:
11:
       end for
12: P[v] = \mathbf{sortAndRank}(M[v])
13: end for
14: repeat
15: for v \in V do
         P^*[v] \leftarrow rankAggregate_{x \in \{v\} \cap \Gamma_G(v)}P[x]
16:
17:
         P[v] \leftarrow P^*[v]
      end for
19: until Stabilization of P^*[v] \forall v
20: for v \in V do
21: /* assigning v to communities */
       for c \in P[v] do
23:
         if |M[v,c]-M[v,P[0]]| \le \epsilon then
24:
           COM(c) \leftarrow COM(c) \cup \{v\}
25:
         end if
26: end for
27: end for
28: return C
```

## Algorithm is implemented using the igraph graph analysis toolkit

#### Function is Leader ():

Based on nodes centralities

- Degree centrality
- Betweenness centrality

A node is identified as a leader if its centrality is greater or equal to  $\sigma \in [0, 1]$  percent of its neighbors centralities.

## **Function computecommunitiesleaders**

Two leaders are grouped in the same community if the ratio of common neighbors to the total number of neighbors is above a given threshold  $\delta \in [0, 1]$ .

## Function membership(v, c)

$$membership(v,c) = \frac{1}{(min_{x \in COM(c)}SPath(v,x)) + 1}$$

## Rank aggregation approaches

- Requirement:minimum number of pairwise disagreements
- Borda's method

$$B_{L_k}(i) = \{ \operatorname{count}(j) | L_k(j) < L_k(i) \& j \in L_k \}$$
. The total Borda's score for an element is then:  $B(i) = \sum_{t=1}^k B_{L_t}(i)$ .

Kemeny optimal aggregation

si is preferred to sj ,if the majority of rankers ranks si before sj

#### **Community assignment**

Threshold epsilon controls the degree of desired overlapping

# **Datasets**

| Dataset     | # Nodes | # Edges | # Real communities |  |
|-------------|---------|---------|--------------------|--|
| Zachary     | 34      | 78      |                    |  |
| Football    | 115     | 616     | 11                 |  |
| US Politics | 100     | 411     | 2                  |  |
| Dolphin 62  |         | 159     | 2                  |  |

- Centrality metrics = [Degree centrality (dc), Betweenness centrality (BC), Eigen Vector Centrality]
- Voting method = [Borda, Local Kemeny]
- $\sigma \in [0.5, 0.6, 0.7, 0.8, 0.9, 1.0]$
- $\delta \in [0.5, 0.6, 0.7, 0.8, 0.9, 1.0]$
- epsilon ∈ [0.0, 0.1, 0.2]

# Task Driven Evaluation

- Evaluation in function of the topological features of computed communities.
- Task-driven evaluation.
  - Let T be a task where community detection can be applied.
  - Performance measure for T execution applying the community detection algorithm
  - Here we use data clustering as an evaluation task

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Table 3 Characteristics of used datasets

| Dataset     | Glass | Iris | Wine | Vehicle | Abalone |
|-------------|-------|------|------|---------|---------|
| #Instances  | 214   | 150  | 178  | 846     | 772     |
| #Attributes | 10    | 4    | 13   | 18      | 8       |
| #Classes    | 7     | 3    | 3    | 4       | 29      |