IS459 BDA Assignment 2

Question 1

How large are the communities (connected components)?

The graph used here to analyze the connected components is formed by connecting the nodes of each author (source author) with the node of another author (destination author) that they interacted with on the HardwareZone PC Gaming Forum. As a form of data pre-processing, I've also removed the edges where the source author = destination author, which was created when an author comments on his/her own post (lines 54-58 of assignment_2.py).

By applying the connectedComponents() function on the graph, we notice that out of 4661 distinct authors on HardwareZone, 4536 of them are interconnected with each other, and there are many other smaller connected components with 3 or less authors in it, as seen in this DataFrame below. (lines 75-80 of assignment_2.py)

+	++
component	count
0	4536
146028888069	3
309237645317	3
403726925835	3
678604832774	3
962072674307	2
721554505738	
420906795018	
154618822659	
103079215112	
712964571139	
146028888072	
1039382085635	
1047972020225	
223338299403	
850403524613	
1073741824000	
197568495629	
180388626436	
1039382085636	1
+	++

As such, I would conclude that in general, the 4661 authors on HardwareZone are rather **closely connected with one another** as a majority (4536 authors) are connected to one another in one single connected component. There are a total of **111** connected components in the community, where **110** of these connected components contain **less than or equal to 3 authors**.

What are the key words of the community (frequent words)?

In order to get the frequent keywords, I've retrieved a list of stopwords from https://countwordsfree.com/stopwords and downloaded it as a text file, and uploaded it to HDFS so that I'm able to read it on assignment_2.py. By tokenizing every word in content and removing it if it's a stopword, I've gathered the following list of common keywords, sorted in descending order.

Attached below is a list of the top 50 keywords, sorted in descending order.

(lines 82-96 of assignment_2.py)

++	dont 3729 played 2739
word count	26421
++	win 3643 skill 2729
click 55389	leh 3279 hard 2677
expand 54721	long 3241 moi 2663
play 18883	start 3233 la 2637
game 18780	build 3172 damn 2600
time 10367	jin 3167 ppl 2596
playing 7458 liao 7241	guys 3152 drop 2592
good 7137	ur 3118 gagt 2589
lol 6643	https 3098 damage 2538
don 5799	player 3022 turn 2492
buy 5350	P = 2,05
server 5285	5 2420
players 5270	free 2906 ^{fun 2430}
team 5088	join 2881 dun 2397
guild 4029	add 2859 feel 2395
level 4027	
people 3919	
games 3869	deck 2825 Only showing top 50 rows
	http 2851 ++

Question 2

How cohesive are the communities (Average # of triangles over every user in a community)?

(lines 101-106 of assignment_2.py) By applying the triangleCount() function on the graph, we're able to get the total number of triangles formed for each author. We can then sum up the number of triangles, which is **264211899**.

```
id| count|
            29 | 98790 |
   77309411361 | 98790 |
 137438953476 | 21677
 146028888066 | 249869 |
 146028888086 | 21945 |
 206158430228 | 52650
 231928233998
                 1540
 377957122049
 412316860436 | 153181 |
 463856467978
 695784701974|200648|
 790273982468
 798863917073 | 60470 |
 936302870530 | 144192 |
 1013612281857
|1039382085640|156297|
|1228360646667|131571|
                              sum(count)
1348619730949 | 19306 |
264211899 |
only showing top 20 rows
```

In order to determine the cohesiveness of the community, we can then find out the average number of triangles across all the authors on the HardwareZone PC Gaming Forum, which is an average of **56685** triangles. Hence, we can conclude that the community in the HardwareZone PC Gaming Forum is indeed cohesive.

```
>>> totalTriangles
264211899
>>> avgTriangles = totalTriangles / author_df.count()
>>> avgTriangles
56685.6680969749
```

Question 3

Is there any strange community? (Open) – E.g., younger generation or older generation?

(lines 111-120 of assignment_2.py) For this question, I've crawled additional data of the Join Date of every author on HardwareZone. The Join Date can also be a good gauge of the "age" of the author on the HardwareZone PC Gaming Forum, and for this question, we'll be making the following assumptions:

- An author is considered younger generation if he/she joined after 2011 (Year >= 2011)
- An author is considered older generation if he/she joined before 2011 (Year < 2011)

First, we can gather the data and create a dataframe as seen below (left image), with a data frame of the author and the year they've joined HardwareZone.

```
author|year|
  pebblesontheway 2021
          BalaKype 2021
CircuitBreakerKia|2021
             Lummyz | 2021 |
             semc88 | 2021
      bigdaddy1234|2021|
          Leftyaof | 2021 |
            hhkjss|2021|
          bendoggo | 2021 |
 Mortgage Advisor | 2021 |
        goldtoes68|2021|
           REIT-FI | 2021 |
           Gss2021 | 2021 |
       malabuyaola|2021|
            Chavvo | 2021 |
       mocha_latte|2021|
            Ajrail|2021|
           maychua | 2021 |
          LubbyLub | 2021 |
         MeSoFancy | 2020
only showing top 20 rows
```

	count
year	count
+	2701
2008	
2010	
2012	
2007	
2009	
2011	
2015	
2005	
2013	234
2006	233
2004	229
2014	195
2000	182
2016	179
2001	142
2017	138
2003	120
2018	
2002	
2019	93
2020	
2021	
+	
	•

Next, we can then find out the number of authors who joined every year and create a dataframe for that as well (right image).

From the image above, we can tell that there's actually more authors under the older generation category (2692 authors), as compared to the younger generation category (1969 authors). Hence, I'll conclude that there's more authors from the older generation, based on the assumption mentioned above.