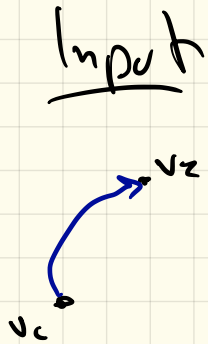


L25 - Communities

+ Influencers in Graphs.



$$G : (V, E)$$

social network

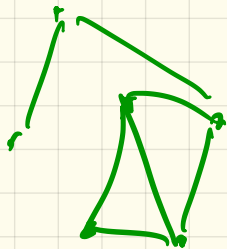
$V = \text{people (entities)}$

$E = \text{connections}$

Large Graphs

$|V| = 1$ billion

(facebook)
twitter



generally (for public) not fully available.

20
15 years ago

• Math World

Erdős-Rényi Model

Not
real
world
models

$G(n, p) = n$ nodes
each edge (i, j) exist w.p. p .

• Sociology

+ usually
draw

- Karate Club
- 30 nodes

+ small

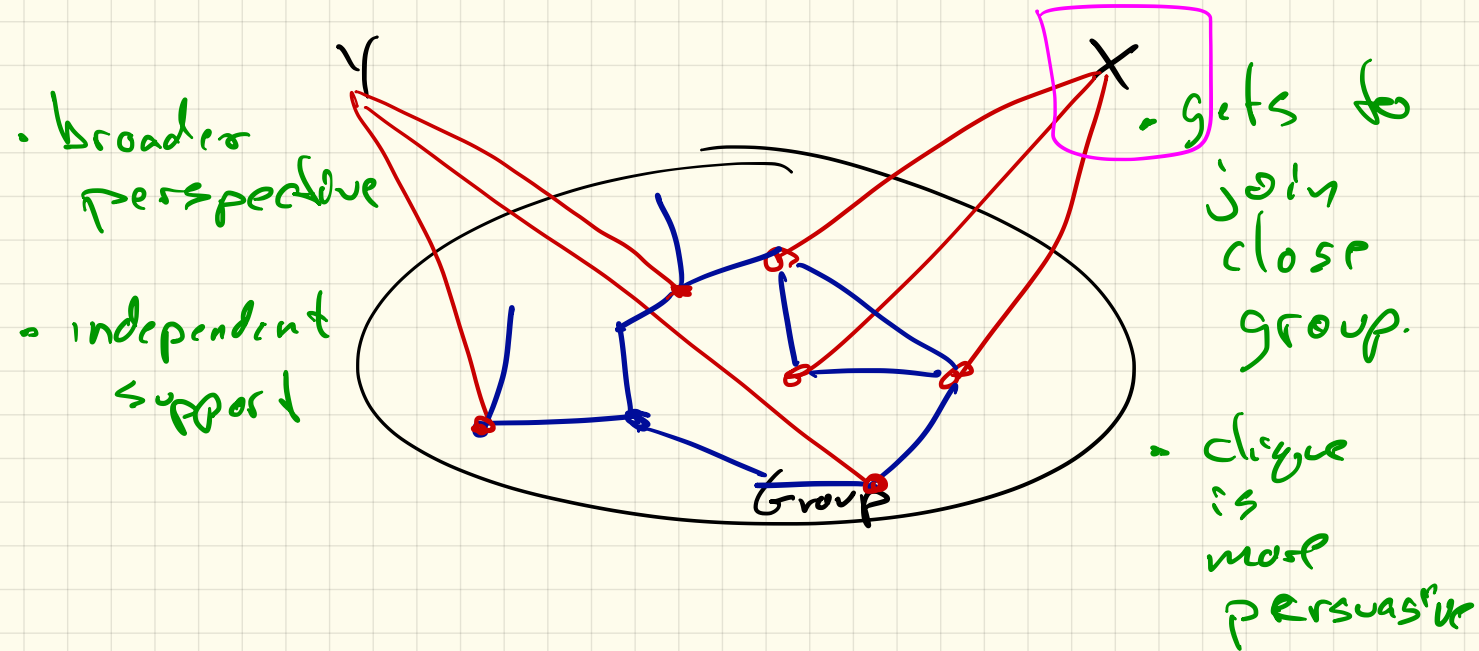
- High School

$|V| = 200$

clique

Why Do People Join Groups?

3 friends in group

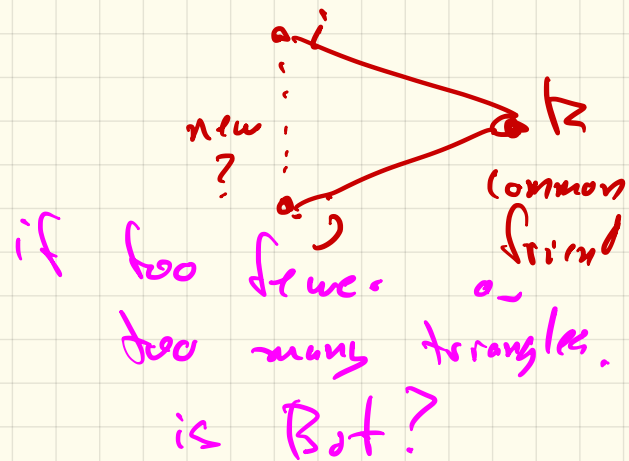


Preferential Attachment

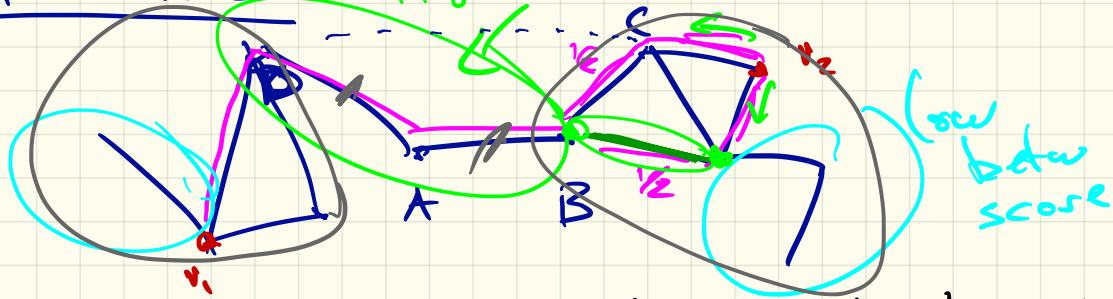
- new edges, more likely to form triangles than random.

Not Erdős-Rényi

If node i has few triangles
↳ more likely depressed



Betweenness



Betw(A, B) = fraction of shortest paths that use edge (A, B)

all pairs of $v_i, v_j \in V$

How important is edge (A, B)?

Can define Betw(v_i)

Remove high betw edges.
→ Remaining connected components

Communities are not partitions

→ tightly connected subset of graph.

→ can overlap

→ set does not need to partition V_n

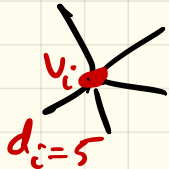
Modularity defined on subset $C \subset V$.

$$Q(C) = \left(\frac{1}{|C|} \sum_{i \in C} \sum_{j \in C} A_{ij} \right) - \left(\frac{1}{|C|} \sum_{i \in C} \sum_{j \in C} \frac{d_i d_j}{2|E|} \right)$$

(Exp frac edges in group)

• Adjacency matrix $A_{ij} = \begin{cases} 1 & \text{if edge} \\ 0 & \text{else} \end{cases}$

• Expected matrix $F_{ij} = \frac{d_i d_j}{2|E|}$



$d_i = \text{degree } v_i \equiv \# \text{ edges which include } v_i$

$$Q(C) = \frac{1}{2|E|} \left[\sum_{i \in C} \sum_{j \in C} (A_{ij} - F_{ij}) \right]$$

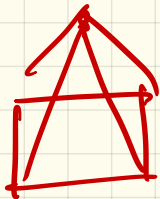
↑
regularizer

Clique in Graph $G=(V,E)$


motifs

subset $S \subset V$

when all $v_i, v_j \in S$ have
edge $(v_i, v_j) \in E$



Alg. to find all motifs
like Apriori Alg.

- ① Find all edges in G
- ② Search e_1, v_2 to check if triangle
- ③ Search  to check 4-clique