Core Decomposition of Uncertain Graphs

Francesco Bonchi (Yahoo Labs, Barcelona)
Francesco Gullo (Yahoo Labs, Barcelona)
Andreas Kaltenbrunner (Barcelona Media)
Yana Volkovich (Cornell Tech, Barcelona Media)

Introduction

Core Decomposition of Uncertain Graphs

Introduction

Core Decomposition of Uncertain Graphs

Dense subgraphs

finding dense subgraphs is a fundamental primitive in many graph problems

Dense subgraphs

finding dense subgraphs is a fundamental primitive in many graph problems

 different definitions of dense subgraphs: cliques, n-cliques, n-clans, k-plexes, k-cores, etc.

Dense subgraphs

finding dense subgraphs is a fundamental primitive in many graph problems

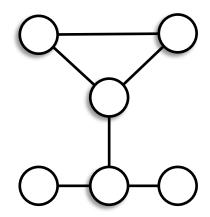
 different definitions of dense subgraphs: cliques, n-cliques, n-clans, k-plexes, k-cores, etc.

most of them are computationally prohibitive:
NP-hard or at least quadratic

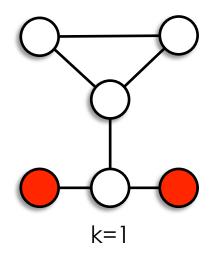
- core decomposition is particularly appealing:
 - it can be computed in linear time
 - it relates to many definitions of dense subgraphs

- G = (V, E) is an undirected graph
- **k-core** of G is a maximal subgraph H = (C, E|C) such that $\forall v \in C : deg_H(v) \ge k$

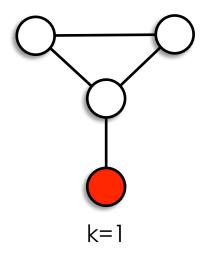
- G = (V, E) is an undirected graph
- **k-core** of G is a maximal subgraph H = (C, E|C) such that $\forall v \in C : deg_H(v) \ge k$



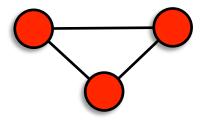
- G = (V, E) is an undirected graph
- **k-core** of G is a maximal subgraph H = (C, E|C) such that $\forall v \in C : deg_H(v) \ge k$



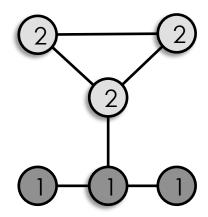
- G = (V, E) is an undirected graph
- **k-core** of G is a maximal subgraph H = (C, E|C) such that $\forall v \in C : deg_H(v) \ge k$



- G = (V, E) is an undirected graph
- **k-core** of G is a maximal subgraph H = (C, E|C) such that $\forall v \in C : deg_H(v) \ge k$



- G =(V,E) is an undirected graph
- **k-core** of G is a maximal subgraph H = (C, E|C) such that $\forall v \in C : deg_H(v) \ge k$



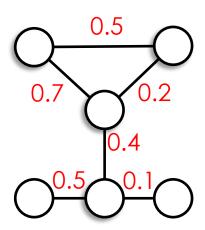
core index of a vertex v is the highest order of a core that contains v

Introduction

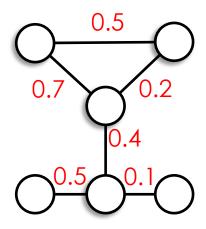
Core Decomposition of Uncertain Graphs

- Many real live networks are associated with uncertainty:
 - data collection process
 - employed machine-learning methods
 - privacy-preserving reasons
- biological networks, protein-interaction networks
- social networks

Edges in an uncertain graph are associated with a probability of existence



Edges in an uncertain graph are associated with a probability of existence

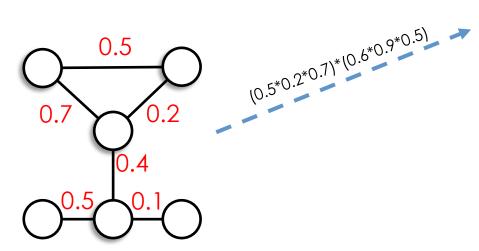


Uncertain graph is a generative model for deterministic graphs

• G = (V, E, p) be an uncertain graph:

p: $E \rightarrow (0, 1]$ is a function that assigns a probability

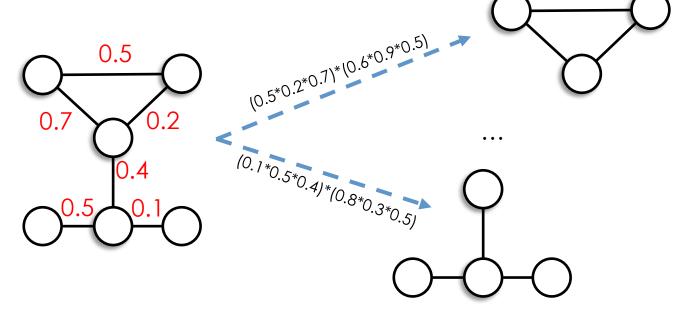
of existence to each edge.



• G = (V, E, p) be an uncertain graph:

p: $E \rightarrow (0, 1]$ is a function that assigns a probability

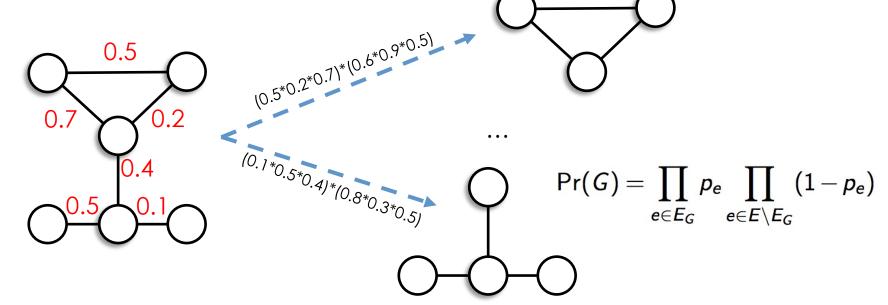
of existence to each edge.



• G = (V, E, p) be an uncertain graph:

p: $E \rightarrow (0, 1]$ is a function that assigns a probability

of existence to each edge.



Introduction

Core Decomposition of Uncertain Graphs

Introduction

Core Decomposition of Uncertain Graphs

We want to extend the graph tool of core decomposition to the context of uncertain graphs.

The fact that core decomposition can be performed in linear time in deterministic graphs does not guarantee efficiency in uncertain graphs.

The fact that core decomposition can be performed in linear time in deterministic graphs does not guarantee efficiency in uncertain graphs.

Are any two vertices connected?

The fact that core decomposition can be performed in linear time in deterministic graphs does not guarantee efficiency in uncertain graphs.

- Are any two vertices connected?
 - in deterministic graph: a simple scan of the graph

The fact that core decomposition can be performed in linear time in deterministic graphs does not guarantee efficiency in uncertain graphs.

- Are any two vertices connected?
 - in deterministic graph: a simple scan of the graph
 - in uncertain graph: computing the probability that two vertices are connected is a #P-complete problem

- uncertain graph G = (V, E, p)
- threshold of uncertainty $\eta \in [0, 1]$

Probabilistic (k, η)-core of G is a maximal subgraph H = (C, E | C, p) such that $\forall v \in C : Pr[deg_H(v) \ge h] \ge \eta$

- uncertain graph G = (V, E, p)
- threshold of uncertainty $\eta \in [0, 1]$

Probabilistic (k, η)-core of G is a maximal subgraph H = (C, E | C, p) such that $\forall v \in C : Pr[deg_H(v) \ge h] \ge \eta$

e.g.
$$Pr[deg(v) \ge 2] = Pr[deg(v) = 2] + [deg(v) = 3] =$$

$$= (0.1*0.5*0.6+0.1*0.4*0.5+0.5*0.4*0.9) + (0.5*0.1*0.4)$$

$$d_v = 3$$

- uncertain graph G = (V, E, p)
- threshold of uncertainty $\eta \in [0, 1]$

Probabilistic (k, \eta)-core of G is a maximal subgraph H = (C, E | C, p) such that $\forall v \in C : Pr[deg_H(v) \ge h] \ge \eta$

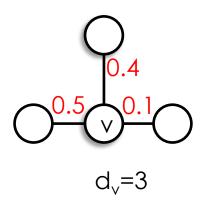
$$\Pr[deg(v) \ge k] = \sum_{i=k}^{d_v} \Pr[deg(v) = i] = 1 - \sum_{i=0}^{k-1} \Pr[deg(v) = i]$$

3

This probability is monotonically non-increasing with k

■ η -degree of any vertex $v \in V$ is defined as η -deg(v) = max { $k \in [0..d_v] \mid Pr[deg(v) \ge k] \ge \eta$ }

■ η -degree of any vertex $v \in V$ is defined as η -deg(v) = max { $k \in [0..d_v] \mid Pr[deg(v) \ge k] \ge \eta$ }



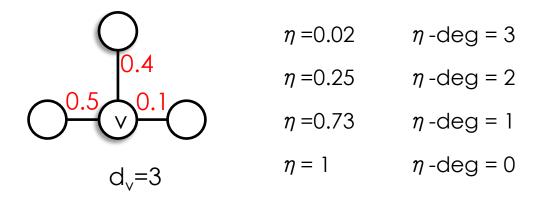
$$\eta = 0.02$$
 $\eta - \deg = 3$

$$\eta = 0.25$$
 $\eta - \text{deg} = 2$

$$\eta = 0.73$$
 $\eta - \text{deg} = 1$

$$\eta = 1$$
 η -deg = 0

■ η -degree of any vertex $v \in V$ is defined as η -deg(v) = max { $k \in [0..d_v] \mid Pr[deg(v) \ge k] \ge \eta$ }



• We use η -degree to define (k, η) -core decomposition in a similar manner as degree in deterministic case.

• We have proven uniqueness and existence of (k, η) -core decomposition of G.

■ Since naïve computation of η -degrees leads to exponential time complexity, we defined a dynamic-programming method for (k, η) -core decomposition.

- We have shown the running time of (k, η) -core decomposition is $O(m\Delta)$, where
 - m is the number of edges
 - lacktriangle Δ is the maximum η -degree over all vertices

• We have derived a fast-to-compute lower bound on the η -degree to speed up (k, η) -core computations.

Applications

- 1. Task-driven team formation
- 2. Influence-maximization problem

1. Task-driven team formation problem

- A collaboration graph:
 - vertices are individuals
 - edges exhibit a probabilistic topic model representing the topic(s) of past collaborations

1. Task-driven team formation problem

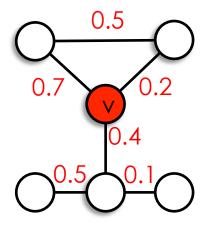
- A collaboration graph:
 - vertices are individuals
 - edges exhibit a probabilistic topic model representing the topic(s) of past collaborations
- A query is a pair (T,Q):
 - T is a set of terms describing a new task
 - Q is a set of vertices

1. Task-driven team formation problem

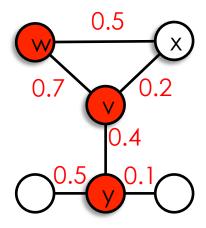
- A collaboration graph:
 - vertices are individuals
 - edges exhibit a probabilistic topic model representing the topic(s) of past collaborations
- A query is a pair (T,Q):
 - T is a set of terms describing a new task
 - Q is a set of vertices
- The goal is to find an answer set of vertices A, such that A⊇Q is a good team for the task described by T.

- Independent cascade (IC) model:
 - Links have associated probability;
 - Every active node v has a single chance of activating each currently inactive neighbor w with probability p_{vw}

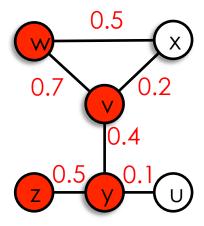
- Independent cascade (IC) model:
 - Links have associated probability;
 - Every active node v has a single chance of activating each currently inactive neighbor w with probability p_{vw}



- Independent cascade (IC) model:
 - Links have associated probability;
 - Every active node v has a single chance of activating each currently inactive neighbor w with probability p_{vw}



- Independent cascade (IC) model:
 - Links have associated probability;
 - Every active node v has a single chance of activating each currently inactive neighbor w with probability p_{vw}



■ Finding a set S, |S| = s, of vertices that maximizes the expected spread $\sigma(S)$ is a **NP-hard** problem

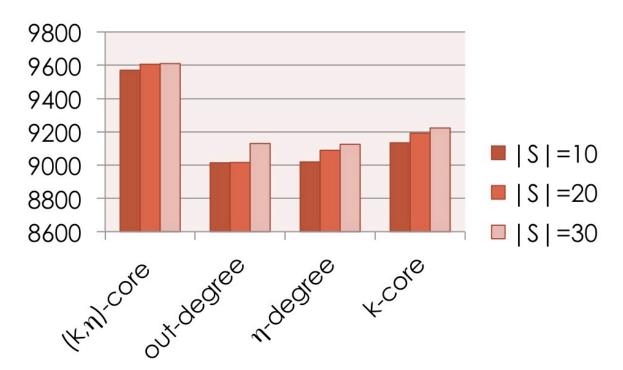
- Finding a set S, |S| = s, of vertices that maximizes the expected spread $\sigma(S)$ is a **NP-hard** problem
- GREEDY algorithm adds the vertex bringing the largest marginal gain in the objective function.

- Finding a set S, |S| = s, of vertices that maximizes the expected spread $\sigma(S)$ is a **NP-hard** problem
- GREEDY algorithm adds the vertex bringing the largest marginal gain in the objective function.
- We reduce the input graph G by some rule and run the GREEDY algorithm.

- Finding a set S, |S| = s, of vertices that maximizes the expected spread $\sigma(S)$ is a **NP-hard** problem
- GREEDY algorithm adds the vertex bringing the largest marginal gain in the objective function.
- We reduce the input graph G by some rule and run the GREEDY algorithm.
- On deterministic graph k-core index is a direct indicator of the expected spread of any vertex (experimentally observed).

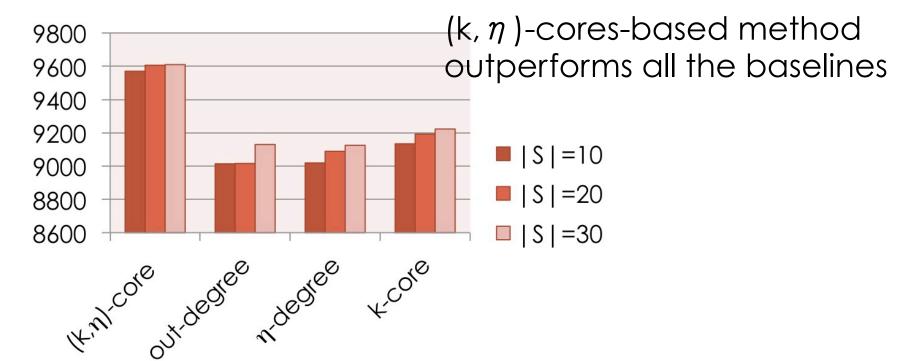
Influence-maximization experiment

Small directed graph from Twitter with influence probabilities learned from past propagations of URLs (|V| = 21882, |E| = 372005).



Influence-maximization experiment

Small directed graph from Twitter with influence probabilities learned from past propagations of URLs (|V| = 21882, |E| = 372005).



We have extended the graph tool of core decomposition to the context of uncertain graphs.

• We have defined the (k, η) -core concept, and devised efficient algorithms for computing a (k, η) -core decomposition.

We have extensively evaluated our definitions and methods on a number of real-world datasets and applications.

• We plan to investigate the relationship between (k, η) -cores and other definitions of (probabilistic) dense subgraphs.

Questions?

