

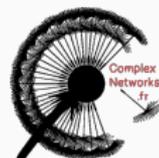
LSCPM: finding communities in Link Streams by Clique Percolation Method

Alexis BAUDIN*, Lionel TABOURIER and Clémence MAGNIEN

September 25th, 2023

TIME 2023

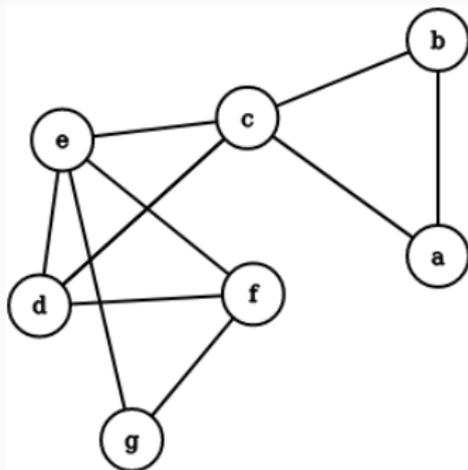
30th International Symposium on Temporal Representation and Reasoning



- 1 - Communities in graphs by Clique Percolation Method (CPM)
- 2 - Temporal communities in link streams (LSCPM)
- 3 - Experiments on real datasets
- 4 - Conclusion

1 - Communities in graphs by Clique Percolation Method (CPM)

> Definition – Graph



Graph formalism

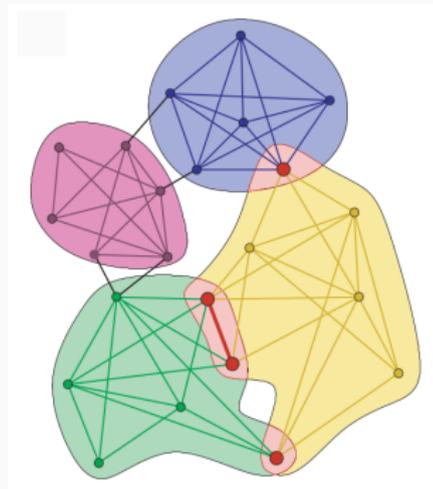
- Vertices: a, b, \dots, g
- Interactions: edges
 $\{a, b\}, \{a, c\}, \dots$

Examples

Contacts between people, link between web pages, neural activities, ...

Communities: sets of vertices

- Densely connected inside
- Sparsely connected outside



Palla et al. 2005

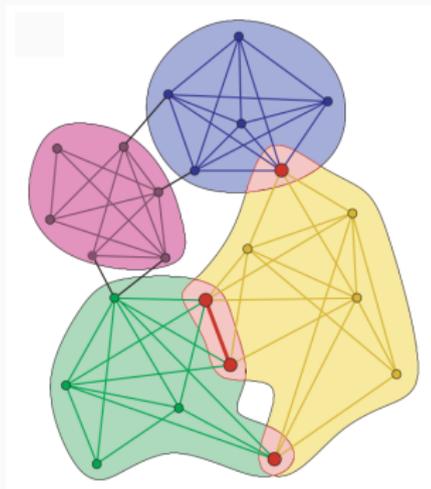
> Communities in graphs

Communities: sets of vertices

- Densely connected inside
- Sparsely connected outside

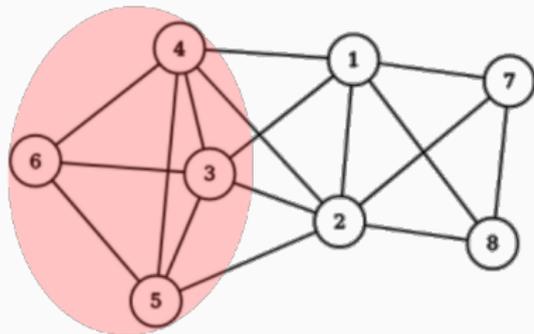
Interest:

- Locate areas of high interaction density
- Understanding the organizational structure of interactions
- Zoom in / out



Palla et al. 2005

> Clique Percolation Method in graphs (CPM)

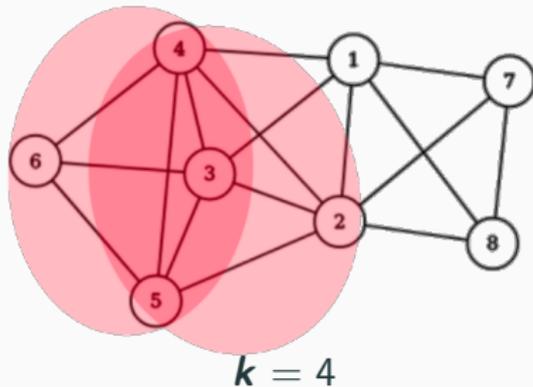


$$k = 4$$

k-clique

Set of k nodes all connected to each other.

> Clique Percolation Method in graphs (CPM)



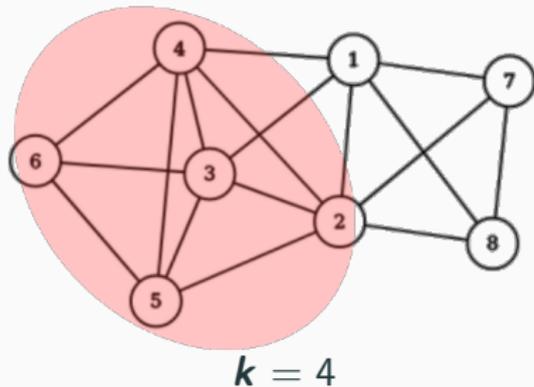
***k*-clique**

Set of k nodes all connected to each other.

Grouping rule

Two k -cliques are adjacent if they share $k - 1$ nodes.

> Clique Percolation Method in graphs (CPM)



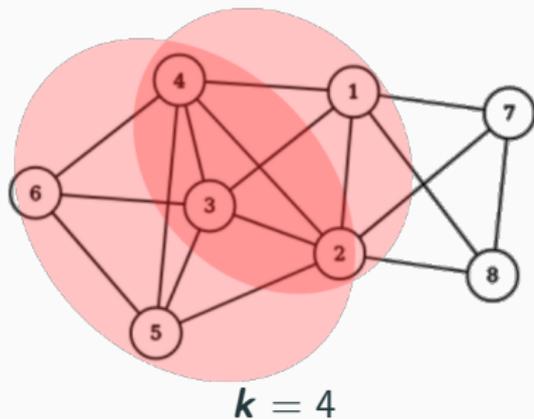
***k*-clique**

Set of k nodes all connected to each other.

Grouping rule

Two k -cliques are adjacent if they share $k - 1$ nodes.

> Clique Percolation Method in graphs (CPM)



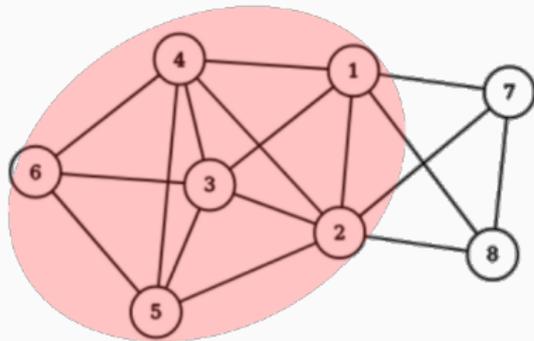
***k*-clique**

Set of k nodes all connected to each other.

Grouping rule

Two k -cliques are adjacent if they share $k - 1$ nodes.

> Clique Percolation Method in graphs (CPM)



$$k = 4$$

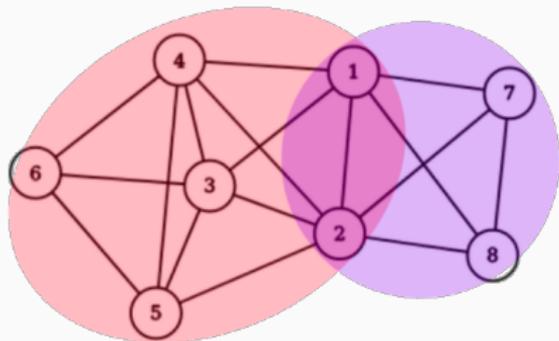
***k*-clique**

Set of k nodes all connected to each other.

Grouping rule

Two k -cliques are adjacent if they share $k - 1$ nodes.

> Clique Percolation Method in graphs (CPM)



$$k = 4$$

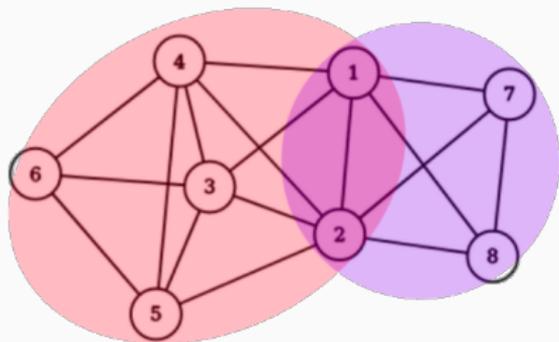
***k*-clique**

Set of k nodes all connected to each other.

Grouping rule

Two k -cliques are adjacent if they share $k - 1$ nodes.

> Clique Percolation Method in graphs (CPM)



$$k = 4$$

***k*-clique**

Set of k nodes all connected to each other.

Grouping rule

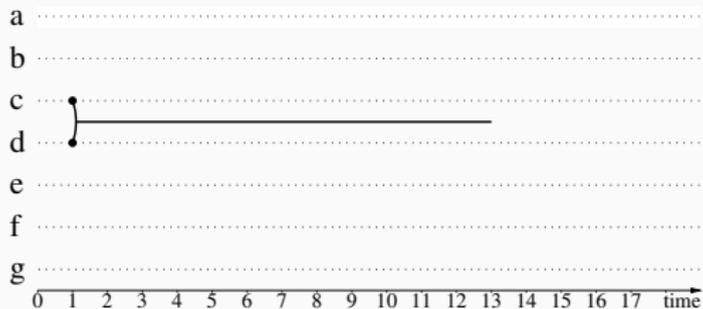
Two k -cliques are adjacent if they share $k - 1$ nodes.

Advantages of this definition of communities:

- Local definition
- Deterministic
- Communities can overlap

2 - Temporal communities in link streams (LSCPM)

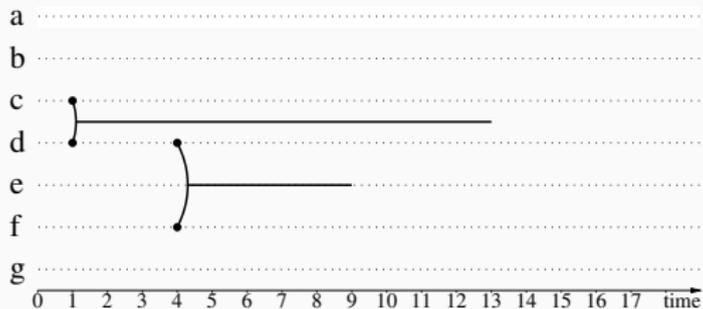
> Definition – Link stream



Link stream formalism

- Vertices: a, b, \dots, g
- Time period: $[0, 18]$
- Interactions: temporal edges
 - c, d linked over $[1, 13]$

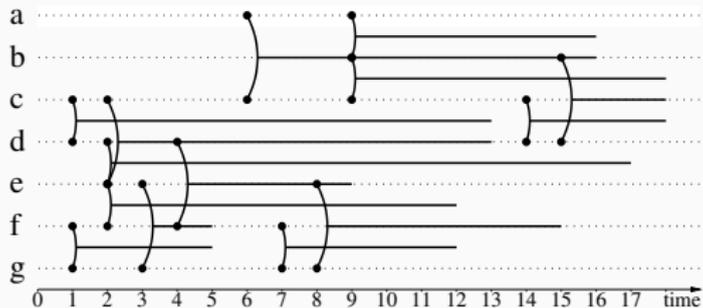
> Definition – Link stream



Link stream formalism

- Vertices: a, b, \dots, g
- Time period: $[0, 18]$
- Interactions: temporal edges
 - c, d linked over $[1, 13]$
 - d, f linked over $[4, 9]$

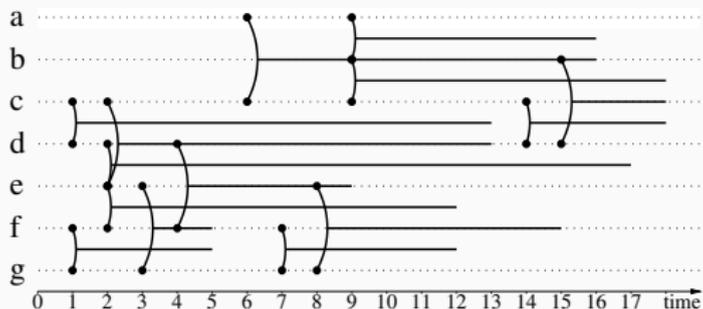
> Definition – Link stream



Link stream formalism

- Vertices: a, b, \dots, g
- Time period: $[0, 18]$
- Interactions: temporal edges
 - c, d linked over $[1, 13]$
 - d, f linked over $[4, 9]$
 - ...

> Definition – Link stream



Link stream formalism

- Vertices: a, b, \dots, g
- Time period: $[0, 18]$
- Interactions: temporal edges
 - c, d linked over $[1, 13]$
 - d, f linked over $[4, 9]$
 - ...

Advantages

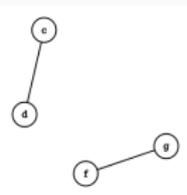
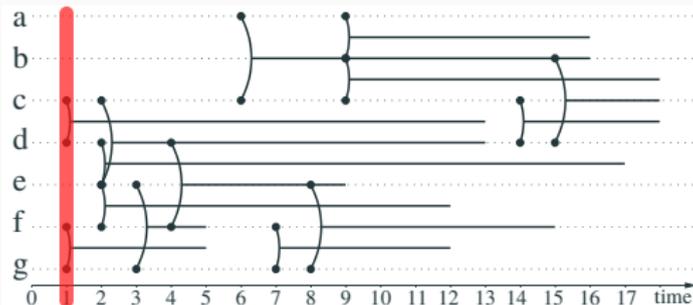
- deals directly with the stream of interactions
- no arbitrary choice of time scale
- time is continuous

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



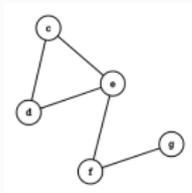
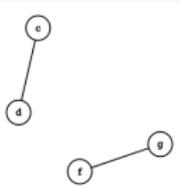
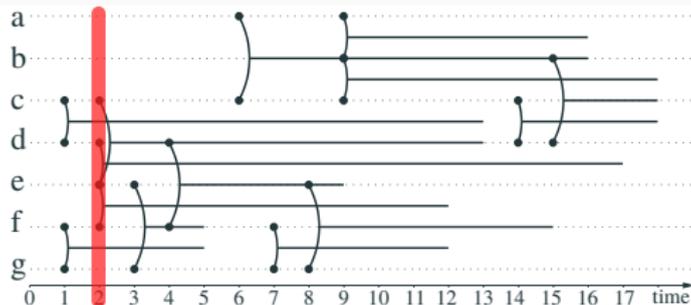
$t = 1$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



$t = 1$

→

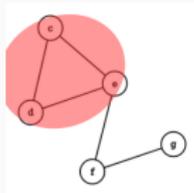
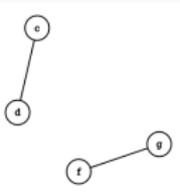
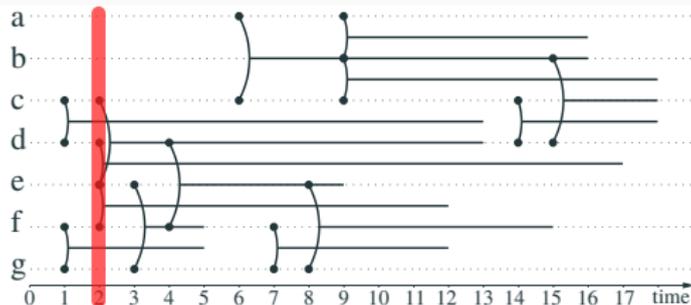
$t = 2$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



$t = 1$

→

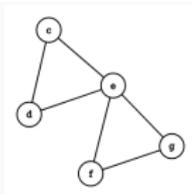
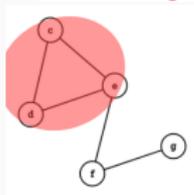
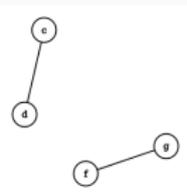
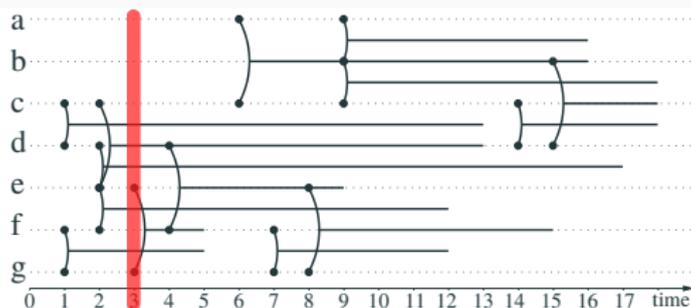
$t = 2$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



$t = 1$

→

$t = 2$

→

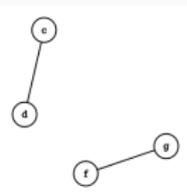
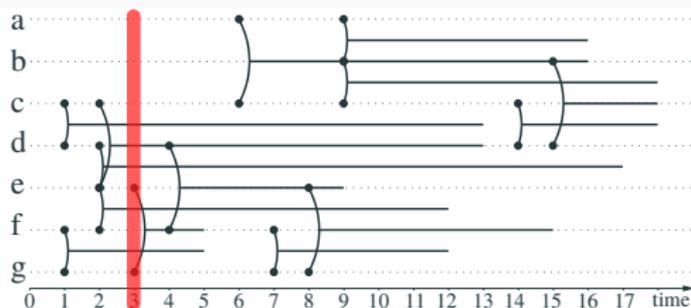
$t = 3$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

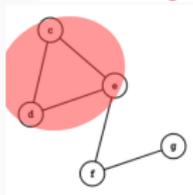
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



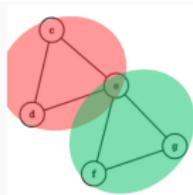
$t = 1$

→



$t = 2$

→



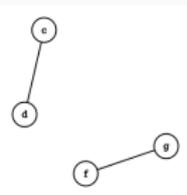
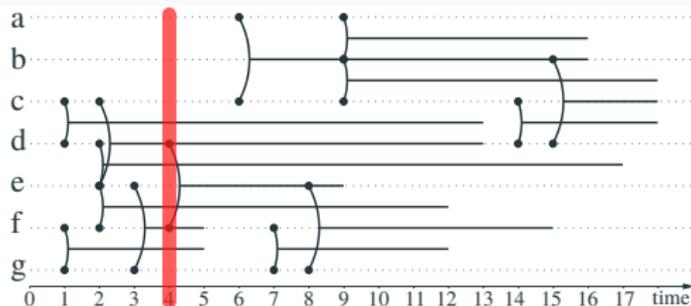
$t = 3$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

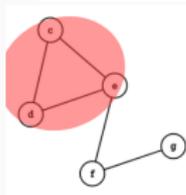
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



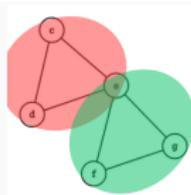
$t = 1$

→



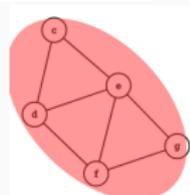
$t = 2$

→



$t = 3$

→



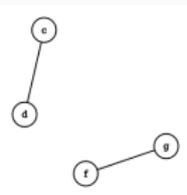
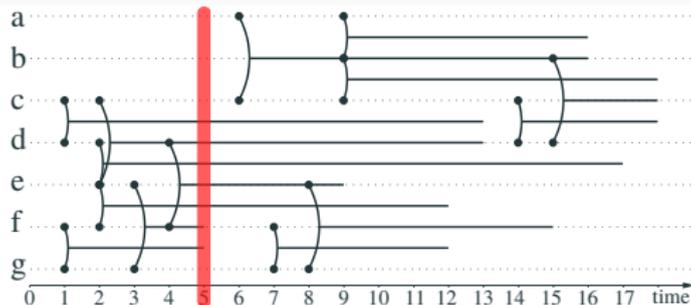
$t = 4$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

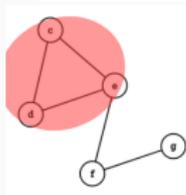
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



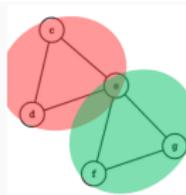
$t = 1$

→



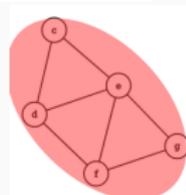
$t = 2$

→



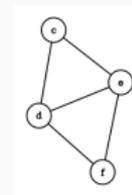
$t = 3$

→



$t = 4$

→



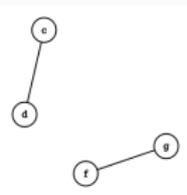
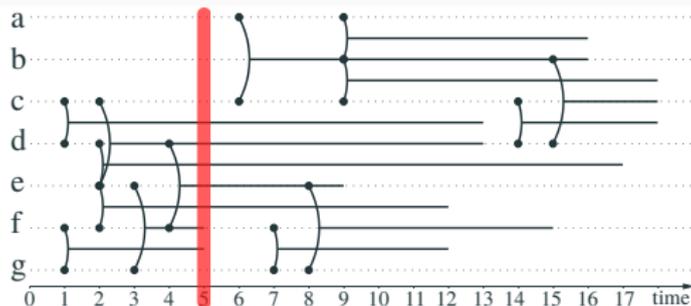
$t = 5$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

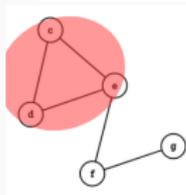
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



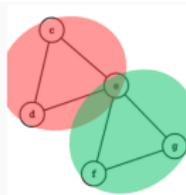
$t = 1$

→



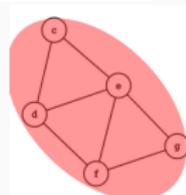
$t = 2$

→



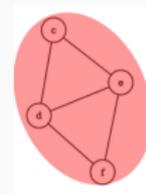
$t = 3$

→



$t = 4$

→



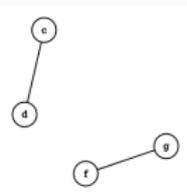
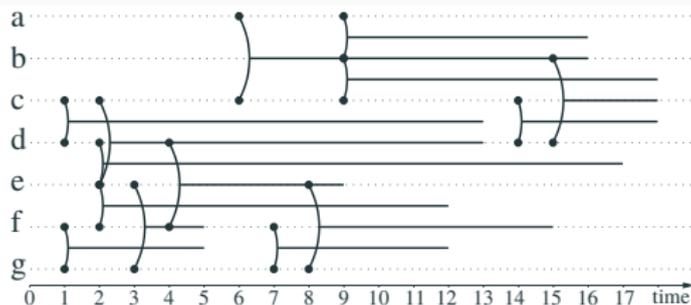
$t = 5$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

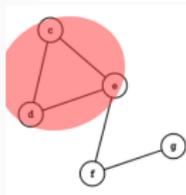
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



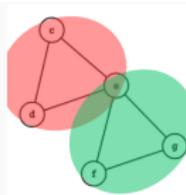
$t = 1$

→



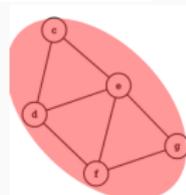
$t = 2$

→



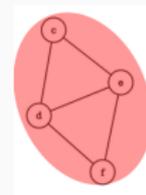
$t = 3$

→



$t = 4$

→



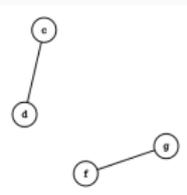
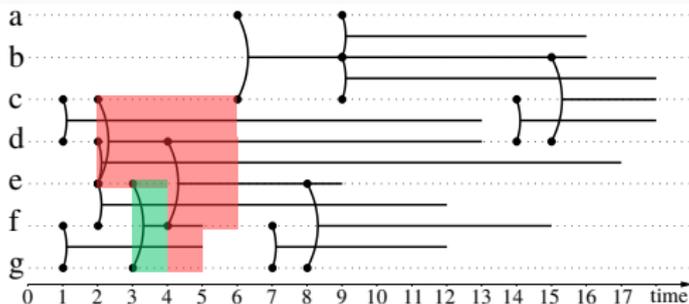
$t = 5$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

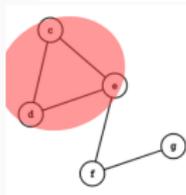
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



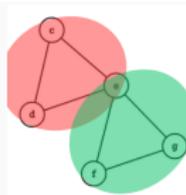
$t = 1$

→



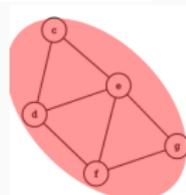
$t = 2$

→



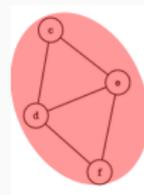
$t = 3$

→



$t = 4$

→



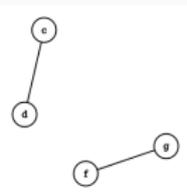
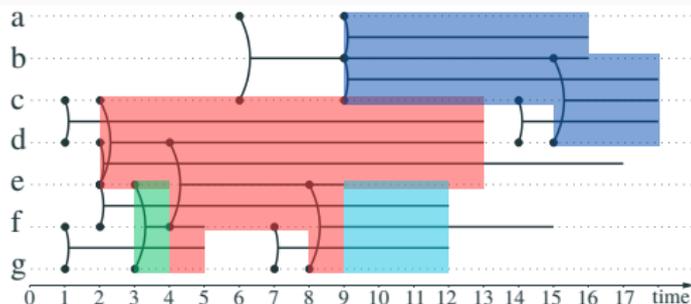
$t = 5$

> First extension of CPM to Temporal Graphs (DCPM)

CPM first extended to **temporal graphs** by *Palla et al. (2007)*

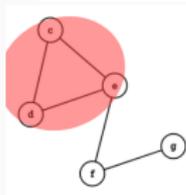
⇒ CPM communities that evolve from one time step to the next

Example with $k = 3$:



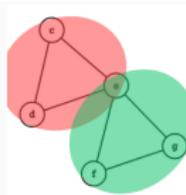
$t = 1$

→



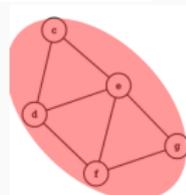
$t = 2$

→



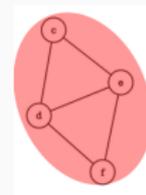
$t = 3$

→



$t = 4$

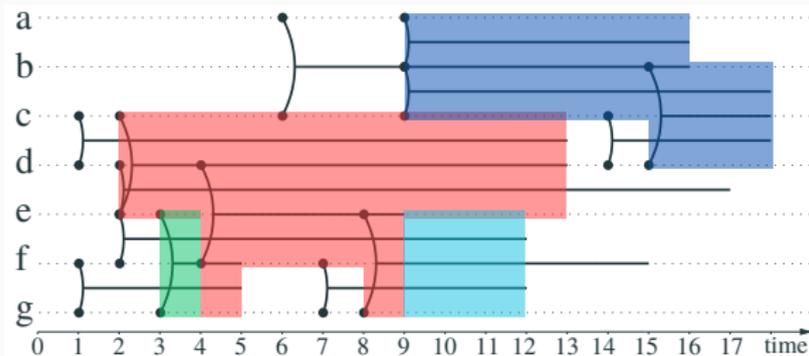
→



$t = 5$

> First extension of CPM to Temporal Graphs (DCPM)

Dynamic CPM communities (DCPM):

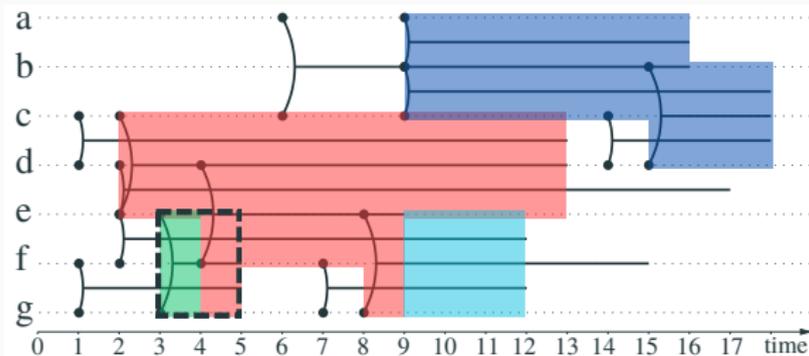


Limits of DCPM algorithm:

- Computing communities at each time step: **time consuming**;
- Some temporal data **expected to be grouped** are not.

> First extension of CPM to Temporal Graphs (DCPM)

Dynamic CPM communities (DCPM):

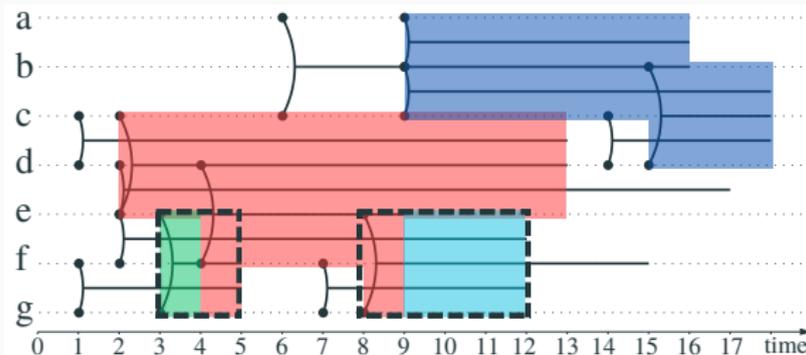


Limits of DCPM algorithm:

- Computing communities at each time step: **time consuming**;
- Some temporal data **expected to be grouped** are not.

> First extension of CPM to Temporal Graphs (DCPM)

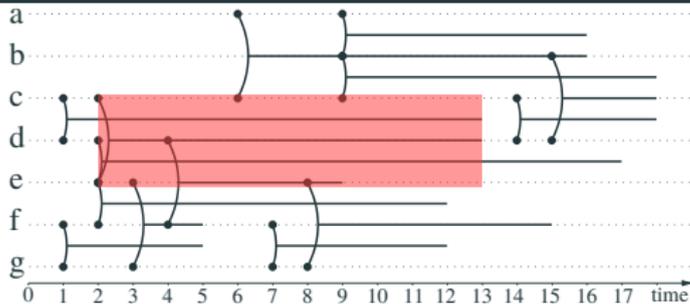
Dynamic CPM communities (DCPM):



Limits of DCPM algorithm:

- Computing communities at each time step: **time consuming**;
- Some temporal data **expected to be grouped** are not.

> Our algorithm: CPM in link streams (LSCPM)

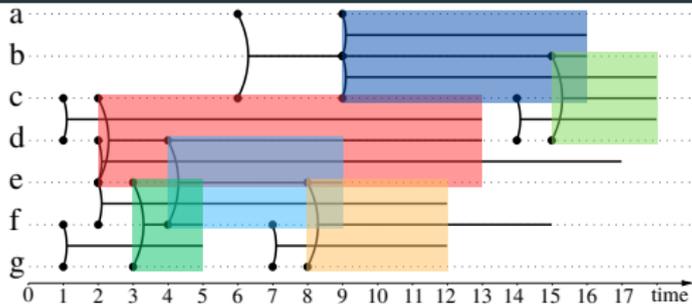


Example with $k = 3$.

k -clique in link stream

k nodes all connected to each other during a time interval $[t_0, t_1]$.

> Our algorithm: CPM in link streams (LSCPM)

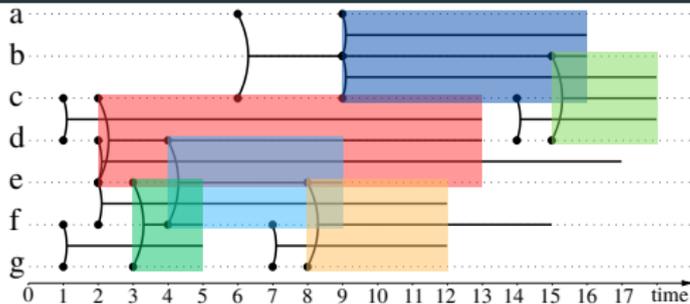


Example with $k = 3$.

k -clique in link stream

k nodes all connected to each other during a time interval $[t_0, t_1]$.

> Our algorithm: CPM in link streams (LSCPM)



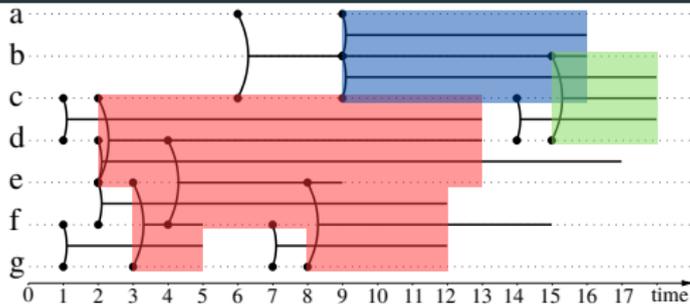
Example with $k = 3$.

k -clique in link stream
 k nodes all connected to each other during a time interval $[t_0, t_1]$.

Grouping rule

k -cliques adjacent: they share $k - 1$ nodes over a time interval.

> Our algorithm: CPM in link streams (LSCPM)



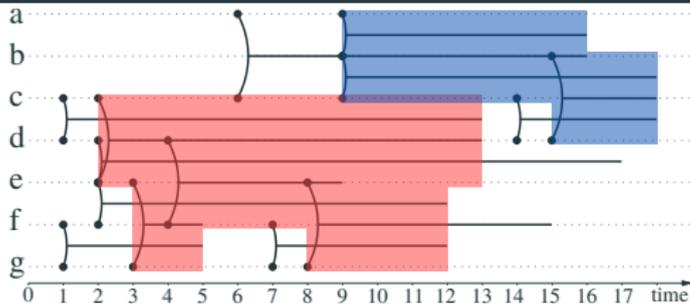
Example with $k = 3$.

k -clique in link stream
 k nodes all connected to each other during a time interval $[t_0, t_1]$.

Grouping rule

k -cliques adjacent: they share $k - 1$ nodes over a time interval.

> Our algorithm: CPM in link streams (LSCPM)



Example with $k = 3$.

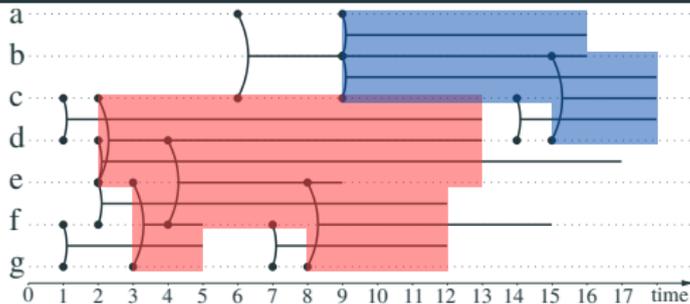
k -clique in link stream

k nodes all connected to each other during a time interval $[t_0, t_1]$.

Grouping rule

k -cliques adjacent: they share $k - 1$ nodes over a time interval.

> Our algorithm: CPM in link streams (LSCPM)



Example with $k = 3$.

k -clique in link stream

k nodes all connected to each other during a time interval $[t_0, t_1]$.

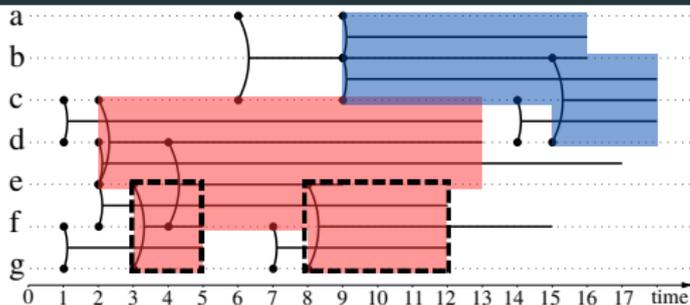
Grouping rule

k -cliques adjacent: they share $k - 1$ nodes over a time interval.

Comparing to DCPM (state of the art):

- No need to compute communities at each time step ✓
- All temporal cliques are grouped ✓

> Our algorithm: CPM in link streams (LSCPM)



Example with $k = 3$.

k -clique in link stream

k nodes all connected to each other during a time interval $[t_0, t_1]$.

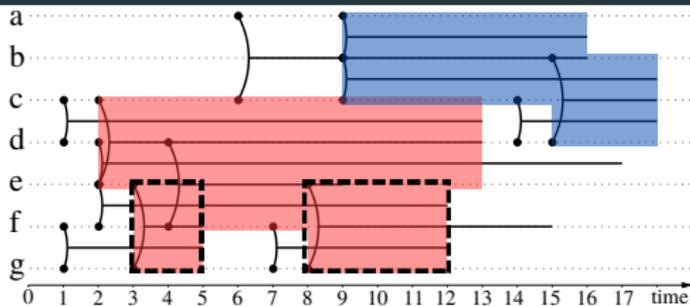
Grouping rule

k -cliques adjacent: they share $k - 1$ nodes over a time interval.

Comparing to DCPM (state of the art):

- No need to compute communities at each time step ✓
- All temporal cliques are grouped ✓

> Our algorithm: CPM in link streams (LSCPM)



Example with $k = 3$.

k -clique in link stream

k nodes all connected to each other during a time interval $[t_0, t_1]$.

Grouping rule

k -cliques adjacent: they share $k - 1$ nodes over a time interval.

Comparing to DCPM (state of the art):

- No need to compute communities at each time step ✓
- All temporal cliques are grouped ✓

→ LSCPM communities are **union** of DCPM communities

3 - Experiments on real datasets

> An algorithm efficient and consistent

Efficiency – computation times

Link stream	# links		
<i>Households</i>	2,136		
<i>Highschool</i>	5,528		
<i>Infectious</i>	44,658		
<i>Foursquare</i>	268,472		
<i>Wikipedia</i>	39,953,380		

> An algorithm efficient and consistent

Efficiency – computation times

Link stream	# links	$k = 3$		$k = 4$	
		DCPM	LSCPM	DCPM	LSCPM
<i>Households</i>	2,136	1.5s	0.1s	1.0s	0.1s
<i>Highschool</i>	5,528	3.6s	0.1s	1.9s	0.1s
<i>Infectious</i>	44,658	10min49s	1.4s	6min12s	3.3s
<i>Foursquare</i>	268,472	3h01min	9.2s	2h28min	43s
<i>Wikipedia</i>	39,953,380	-	13min44s	-	15min29s

> An algorithm efficient and consistent

Efficiency – computation times

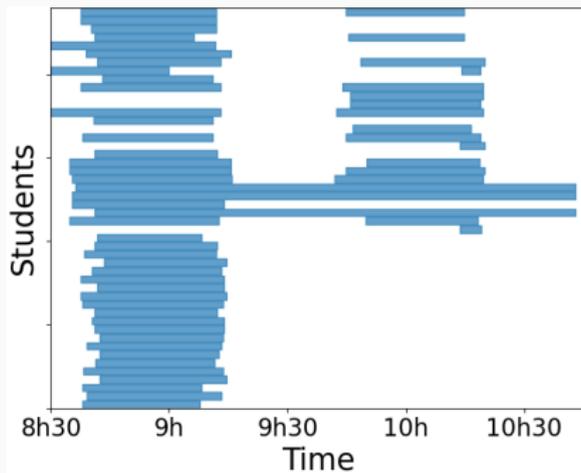
Link stream	# links	$k = 3$		$k = 4$	
		DCPM	LSCPM	DCPM	LSCPM
<i>Households</i>	2,136	1.5s	0.1s	1.0s	0.1s
<i>Highschool</i>	5,528	3.6s	0.1s	1.9s	0.1s
<i>Infectious</i>	44,658	10min49s	1.4s	6min12s	3.3s
<i>Foursquare</i>	268,472	3h01min	9.2s	2h28min	43s
<i>Wikipedia</i>	39,953,380	-	13min44s	-	15min29s

Consistency with metadata

Highschool: 70% of communities are within one class, 23% within two classes, 6% within three classes, 1% within four classes.

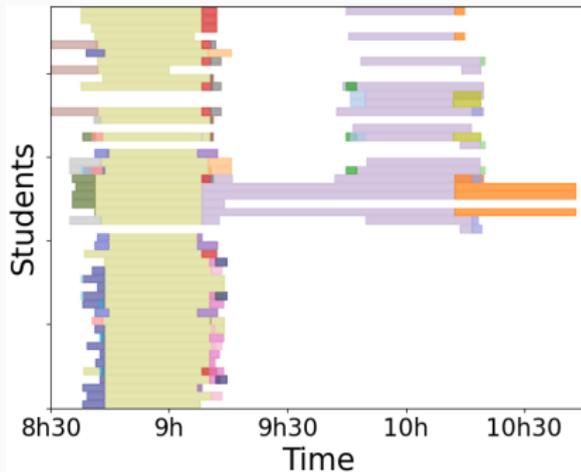
> Example of a LSCPM community

A highschool LSCPM community



> LSCPM communities are union of DCPM communities

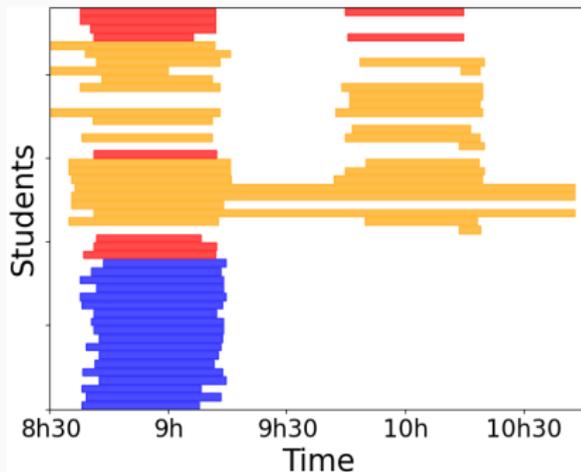
A highschool LSCPM community



Colors = DCPM communities.

→ Aggregates more information over time.

A highschool LSCPM community



Colors = classes.

→ Interpretation with metadata.

4 - Conclusion

→ Contributions

- New definition of k -clique in link streams;
- New algorithm for k -clique enumeration;
- \Rightarrow apply clique percolation to get temporal communities.

→ **Contributions**

- New definition of k -clique in link streams;
- New algorithm for k -clique enumeration;
- \Rightarrow apply clique percolation to get temporal communities.

→ **Communities obtained VS state of the art**

- Faster computed;
- Better aggregated in time.

Thanks for your attention! Any questions?

Code available at:

`https://gitlab.lip6.fr/baudin/lscpm`

Alexis Baudin – `alexis.baudin@lip6.fr`