## Graph algorithms

Graph algorithms

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- Counting triangles
- An interlude: probabilistic counters
- Computing distances [and geometric centralities] in large graphs using HyperBall
- HyperBall on Facebook (a Milgram-like experiment)
- Other applications of distances (in particular: robustness)

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## Counting triangles

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- i.e., the fraction of triples (y<sub>1</sub>, x, y<sub>2</sub>) formed by two edges that form themselves a triangle.
- Social networks exhibit a relatively large clustering coefficient, compared to their diameter.

#### Local vs. global clustering coefficient

As we said, the *local clustering coefficient* of a vertex x is

$$cc(x) = \frac{|\{\{y, z\}| y, z \in N(x), y \neq z, y \in N(z)\}|s|}{\binom{d(x)}{2}}$$

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A related notion is that of global clustering coefficient

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- How can one efficiently compute or approximate the local/global clustering coefficient?
- Here we consider the local case

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## Triangles of an edge

Define, for every edge yz

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$$cc(x) = \frac{T(x)}{2\binom{d(x)}{2}}$$

because T(x) counts every triangle twice...

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The problem thus can be reduced to computing, for every edge yz,

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Recall the notion of Jaccard coefficient:

$$J(A,B) = \frac{|A \cap B|}{|A \cup B|}$$

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Equivalently:

$$\frac{1}{J(A,B)} = \frac{|A \cup B|}{|A \cap B|} = \frac{|A| + |B| - |A \cap B|}{|A \cap B|} = \frac{|A| + |B|}{|A \cap B|} - 1.$$

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Hence

$$|A \cap B| = \frac{|A| + |B|}{1 + \frac{1}{J(A,B)}}.$$

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#### Jaccard coefficient through min-wise permutations

So the problem is further reduced to computing, for every edge yz,

$$J(yz) = J(N(y), N(z)),$$

after which

$$T(yz)=\frac{d(y)+d(z)}{1+\frac{1}{J(yz)}}.$$

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Theorem

Let  $A, B \subseteq \Omega = \{0, 1, ..., M - 1\}$ , and let  $\Pi$  be the set of all M! permutations of  $\Omega$ . If  $\pi$  is drawn uniformly at random from  $\Pi$ 

 $P[\min(\pi(A)) = \min(\pi(B))] = J(A, B).$ 

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So, the idea to compute J(N(y), N(z)) is:

- generate a random permutation (i.e., renumbering)  $\pi$  of the nodes
- compute min  $\pi(N(y))$  and min  $\pi(N(z))$
- $\bullet\,$  if the two values coincide, count +1

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Repeat the above procedue many times, and use the fraction of +1's to estimate J(N(y), N(z)).

## The algorithm (outline)

Some further notes:

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• we have a counter per edge C[yz] (to count the number of +1's): we keep them on external memory

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  - first pass: generate the permutation  $\pi$  and compute the minima min  $\pi N(-)$  (kept in central memory)
  - second pass: increment the counters
- we use hashing instead of permutations (equivalent, provided that the probability of collision is negligible).

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Counting triangles

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for K times do

Counting triangles

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# The algorithm (1)

for K times do generate a hash function  $h: V_G \to \mathbf{N}$ 

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for K times do generate a hash function  $h: V_G \rightarrow \mathbf{N}$ for each  $x \in V_G$  do

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for K times do
generate a hash function h: V_G \to \mathbf{N}
for each x \in V_G do
M[x] \leftarrow \min_{y \in N(x)} h(y)
end for
```

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```
for K times do
generate a hash function h: V_G \to \mathbb{N}
for each x \in V_G do
M[x] \leftarrow \min_{y \in N(x)} h(y)
end for
for each x \in V_G do
for each y \in N(x) do
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            C[xy] \leftarrow C[xy] + 1
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   end for
end for
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Counting triangles

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 $\begin{array}{l} \text{for each } x \in V_G \ \text{do} \\ \mathcal{T}(x) \leftarrow 0 \\ \text{for each } y \in \mathcal{N}(x) \ \text{do} \end{array}$ 

#### Counting triangles

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for each  $x \in V_G$  do  $T(x) \leftarrow 0$ for each  $y \in N(x)$  do read C[xy] from disk

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for each 
$$x \in V_G$$
 do  
 $T(x) \leftarrow 0$   
for each  $y \in N(x)$  do  
read  $C[xy]$  from disk  
 $T(xy) \leftarrow (d(x) + d(y))/(1 + K/C[xy])$ 

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read  $C[xy]$  from disk  
 $T(xy) \leftarrow (d(x) + d(y))/(1 + K/C[xy])$   
 $T(x) \leftarrow T(xy)$   
end for  
 $cc(x) \leftarrow T(x)/(d(x)^2 - d(x))$   
end for

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#### An interlude: probabilistic counters

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• an *approximate counter* is like a counter (with primitives "increment()" and "value()") that uses exponentially less bits than a standard counter and returns only approximate values, with some probabilistic guarantee [pioneer: Morris 1978]

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- a probabilistic counter is like a set (with primitives "add(x)" and "size()"):

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- an *approximate counter* is like a counter (with primitives "increment()" and "value()") that uses exponentially less bits than a standard counter and returns only approximate values, with some probabilistic guarantee [pioneer: Morris 1978]
- a probabilistic counter is like a set (with primitives "add(x)" and "size()"): it is called a counter because it can be used to count the number of *distinct* elements in a stream [pioneer: Flajolet 1985].

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• "add(x)" to add an element  $x \in \Omega$  to A

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- "add(x)" to add an element  $x \in \Omega$  to A
- "size()" to get the (approximate) |A|

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With  $|\Omega|$  bits you can realize an *exact* (non-approximate) version of this.

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With  $|\Omega|$  bits you can realize an *exact* (non-approximate) version of this.

Probabilistic counters "in the marketplace" use much less (e.g.,  $\log |\Omega|$  or  $\log \log |\Omega|$  bits), and give only probabilistic guarantees on the value ("the value differs from the real size more than  $\epsilon$ % with probability not larger than...")

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• size vs. accuracy tradeoff

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- size vs. accuracy tradeoff
- "quantity" of randomness needed

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- size vs. accuracy tradeoff
- "quantity" of randomness needed
- simplifying assumptions they take for granted.

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SQC

• We choose a hash function  $h:\Omega \to \{0,\ldots,2^\ell-1\}$ 

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- "size()": see below.

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Let n = |A|. About n/2 of them are odd (i.e., have 0 trailing zeroes), about n/4 end with 10, about n/8 end with 100...

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... Unbiased estimator.

Basic (standard) solution to improve concentration: make T runs (with different choices of h), and average!

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Basic (standard) solution to improve concentration: make T runs (with different choices of h), and average! Variance reduces from  $\sigma^2$  to  $\sigma^2/T$ 

Accuracy vs. time! [Or space, if you run the T solutions in parallel]

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## Tricks (2): Splitting trick

An interlude: probabilistic counters

• Fix a splitting (hash) function  $s: \Omega \to \{0, \dots, k-1\}$  that divides the universe into k sub-universes of (approximately) equal size  $\Omega_0, \dots, \Omega_{k-1}$ 

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- Accuracy vs. space

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## DF (HyperLogLog) counters

Durand-Flajolet counters (2003) represent  $\Omega$  in  $\ell = \log \log |\Omega|$  bits.

• It uses a log  $|\Omega|$  splitting...

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standard error 
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standard error 
$$\approx \frac{1.30}{m}$$

if  $pprox m \log \log |\Omega|$  bits are used

• "cardinalities up to 10<sup>9</sup> can be approximated with up to 2% of error in 1.5KB of memory!"

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