

# Subgraphs and Community Structure of Networks

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Saptarshi Ghosh

Department of CSE, IIT Kharagpur

Social Computing course, CS60017

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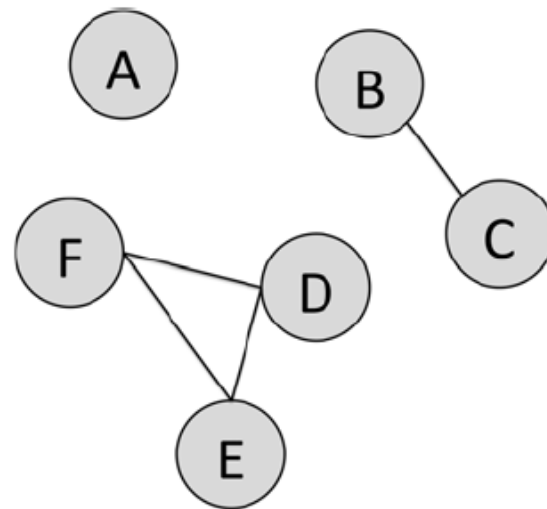
# Subgraphs

- A subset of nodes and edges in a network
- Given a (social) network, what are some subgraphs of interest?

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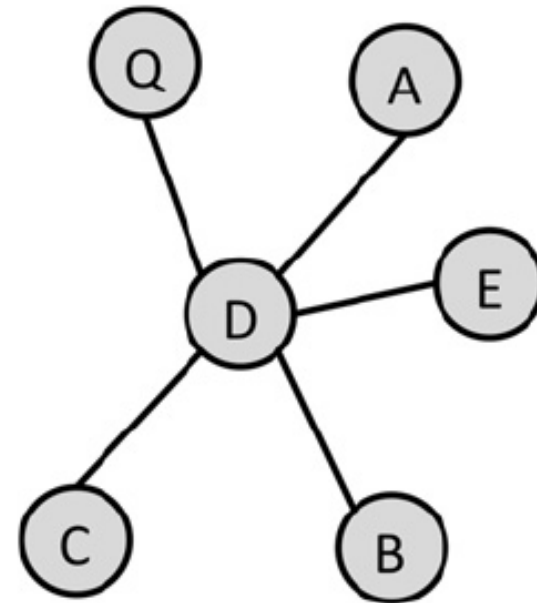
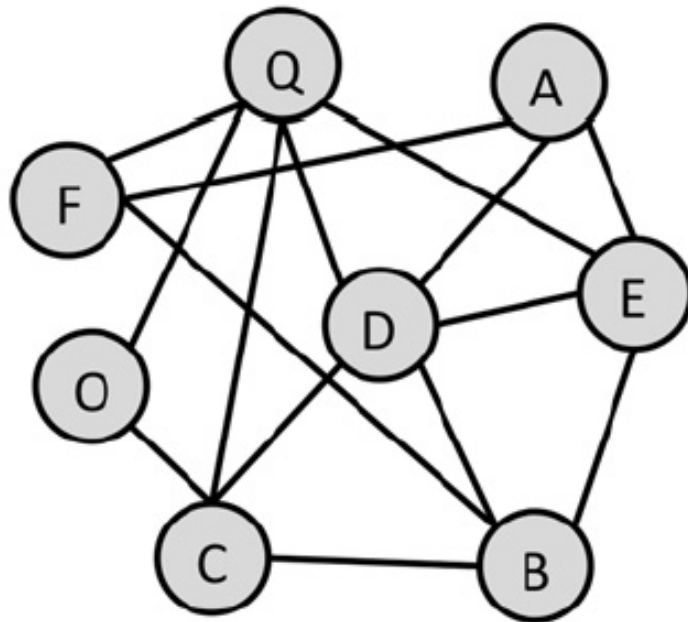
# Subgraphs

- A subset of nodes and edges in a network
- Given a (social) network, what are some subgraphs of interest?
  - Singletons: Isolated nodes
  - Connected components
  - Triads or triangles
  - Larger cliques



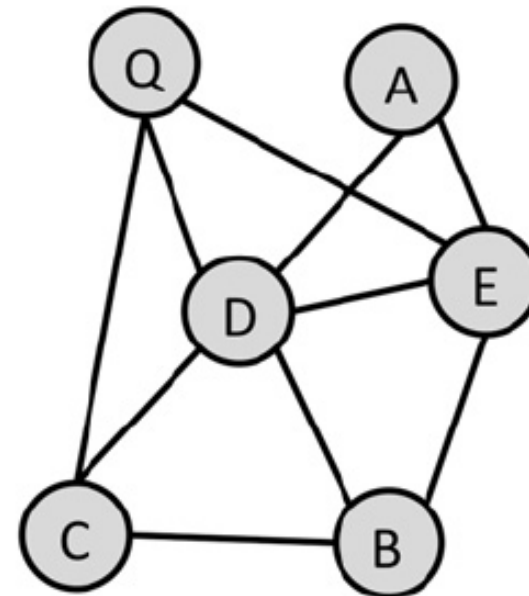
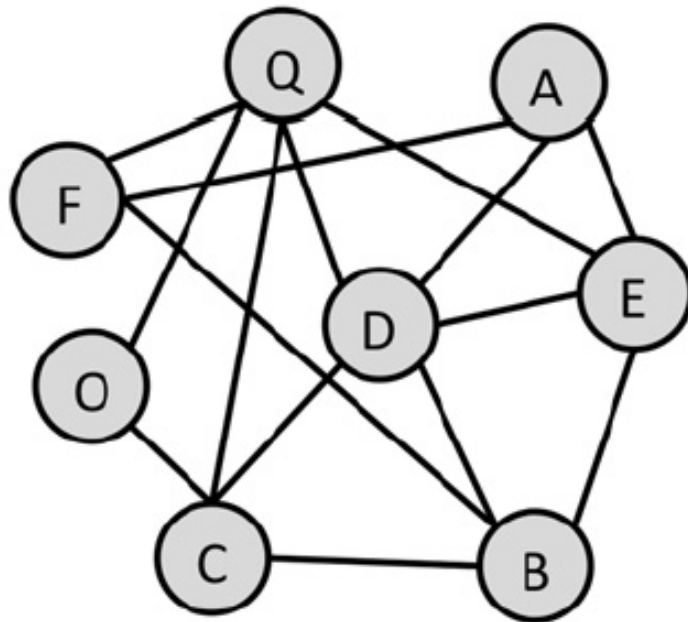
# Egocentric networks

- From the perspective of a node (user)
- **1-degree egocentric network**: a node and all its connections to its neighbors



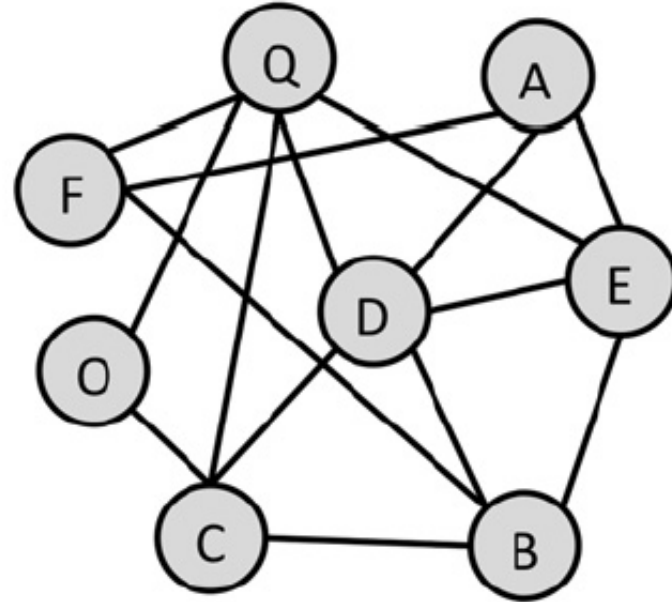
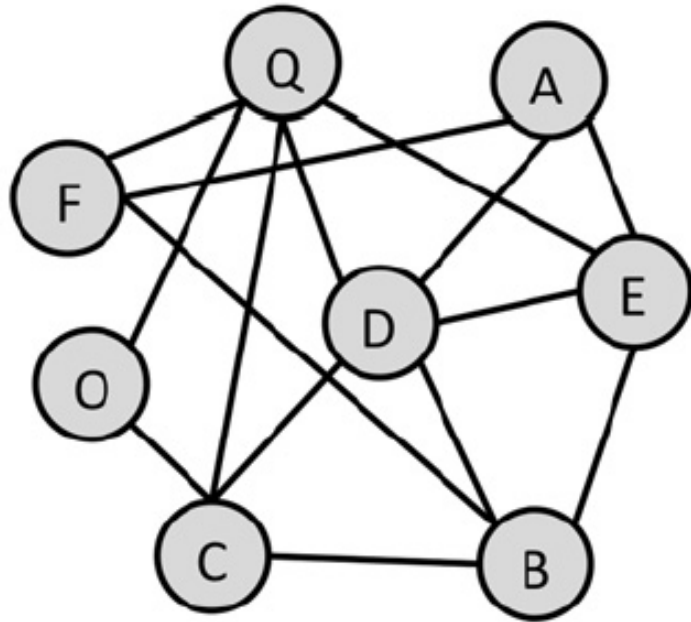
# Egocentric networks

- **1.5-degree egocentric network**: a node, all its connections to its neighbors, and the connections among the neighbors



# Egocentric networks

- **2-degree egocentric network**: a node, all its neighbors, all neighbors of neighbors, and the connections among all these nodes



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# Communities

- Community or network cluster
    - Typically a group of nodes having more and / or better interactions among its members, than between its members and the rest of the network
  - No unique formal definition
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# COMMUNITY DETECTION

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# Community detection algorithms

- Lot of applications – identifying similar nodes, close friends, recommendation, ...
- Challenging
  - Communities are not well-defined
  - Number of communities in a network is not known

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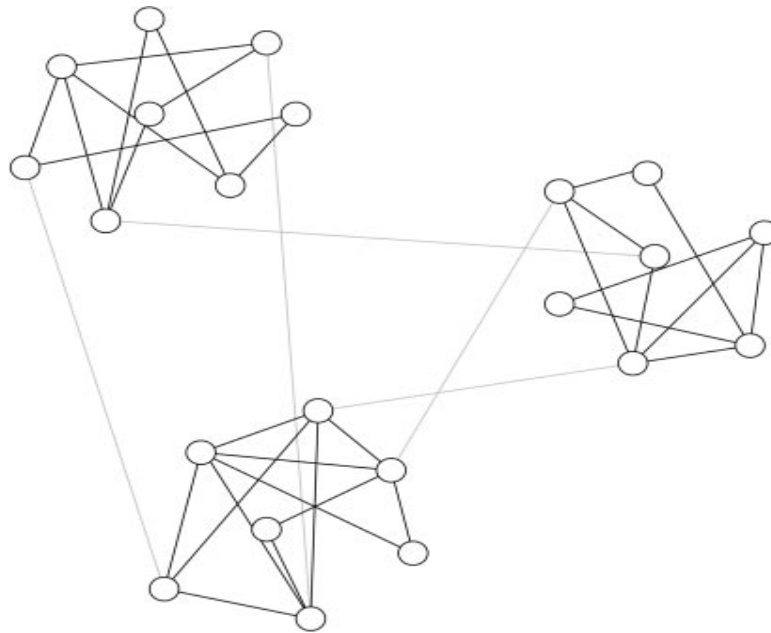
# Two broad types of algorithms

- Detection of disjoint communities
    - Each community is a partition of the network
  - Detection of overlapping communities
    - A node can be members of multiple communities
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# Algorithm by Girvan & Newman

- Community structure in social and biological networks, PNAS, 2002
- Focus on edges that are most “between” communities



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# Edge betweenness

- Edge betweenness of an edge  $e$ : fraction of shortest paths between all pairs of vertices, which run through  $e$
  - Edges between communities are likely to have high betweenness centrality
  - Progressively remove edges having high betweenness centrality, to separate communities from one another
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# Girvan-Newman algorithm

1. Compute betweenness centrality for all edges
  2. Remove the edge with highest betweenness centrality
  3. Re-compute betweenness centrality for all edges affected by the removal
  4. Repeat steps 2 and 3 until no edges remain
- 
- Time complexity
    - Graph of  $n$  vertices and  $m$  edges: betweenness centrality of all edges can be computed in  $O(mn)$  time
    - Hence, worst case time complexity:  $O(m^2n)$
-

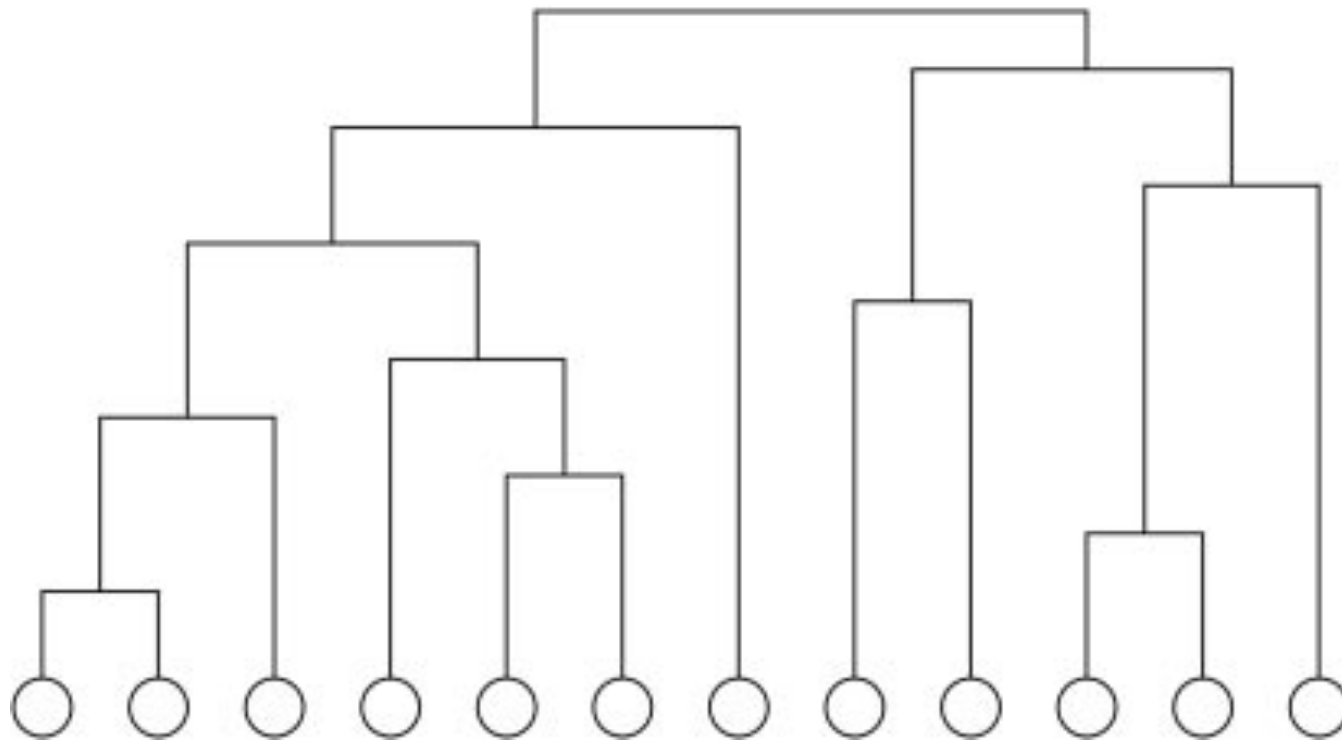
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# How many communities?

- Community structure of a graph is hierarchical, with smaller communities nested within larger ones
  - Represented as a **hierarchical clustering tree: dendrogram**
  - A “slice” through the tree at any level gives a certain number of communities
  - Which level to slice at?
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# An example dendrogram



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# Hierarchical clustering algorithms

- **Agglomerative** algorithms (bottom-up)
    - Clusters / communities iteratively merged if their similarity is sufficiently high
  - **Divisive** algorithms (top-down)
    - Clusters / communities iteratively split by removing edges
  - Both can be represented by dendrograms
  - Need some way to decide at what level to slice the dendrogram – **what is a good community structure?**
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# Objective functions for CD

- Community or network cluster
    - Typically a group of nodes having more and / or better interactions among its members, than between its members and the rest of the network
  - Typical CD algorithms
    - Choose an **objective function** that captures the above intuition
    - Optimize the objective function using heuristics or approximation algorithms
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# OBJECTIVE FUNCTIONS FOR COMMUNITY DETECTION

Empirical Comparison of Algorithms for Network  
Community Detection, Leskovec et al., WWW 2010

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# Various objective functions

- Two criteria of interest for measuring how well a particular set  $S$  of nodes represents a community
    - Number of edges among the nodes within  $S$
    - Number of edges between nodes in  $S$  and rest of network
  - Two types of objective functions
    - Single criterion – considers any one of the above criteria
    - Multi criterion – considers both the above criteria
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## Multi-criterion scores

- Consider both the criteria for measuring quality of a set  $S$  of nodes
- Lower values of  $f(S)$  signify a more community-like set of nodes

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# Notations

- $G = (V, E)$  is the network.
  - $n = |V|$  = number of nodes
  - $m = |E|$  = number of edges
  - $d(u) = k_u$  = degree of node  $u$
  
  - $S$ : set of nodes
  - $n_s$  = number of nodes in  $S$
  - $m_s$  = number of edges **within  $S$**  (both nodes in  $S$ )
  - $c_s$  = number of edges **on the boundary of  $S$**
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# Expansion

$$f(S) = \frac{c_S}{n_S}$$

- Number of edges per node in  $S$ , that points outside the set  $S$

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## Internal density

$$f(S) = 1 - \frac{m_S}{n_S(n_S - 1)/2}$$

- Internal edge density of the set S
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## Cut Ratio

$$f(S) = \frac{c_S}{n_S(n - n_S)}$$

- Fraction of all possible edges leaving the set S
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# Conductance

$$f(S) = \frac{c_S}{2m_S + c_S}$$

- Fraction of total edge volume that points outside the cluster
  - Edge volume = sum of node-degrees
  - Effectively, ratio between number of edges inside S and the number of edges leaving S
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## Normalized Cut

$$f(S) = \frac{c_S}{2m_S + c_S} + \frac{c_S}{2(m - m_S) + c_S}$$

- What does this measure physically signify?

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# Maximum Out Degree Fraction (ODF)

$$\max_{u \in S} \frac{|\{(u, v) : v \notin S\}|}{d(u)}$$

- Maximum fraction of edges of a node in  $S$ , that points outside the set  $S$
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## Average ODF

$$f(S) = \frac{1}{n_S} \sum_{u \in S} \frac{|\{(u, v) : v \notin S\}|}{d(u)}$$

- Average fraction of edges of nodes in  $S$ , that points outside  $S$
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## Flake ODF

$$f(S) = \frac{|\{u: u \in S, |\{(u, v): v \in S\}| < d(u)/2\}|}{n_S}$$

- Fraction of nodes in  $S$  that have fewer edges pointing inside  $S$ , than to outside  $S$
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# Observations by Leskovec et al.

- Internal density and Maximum-ODF are not good measures for community quality
    - Does not show much variation, except for very small communities
  - Cut ratio has high variance
    - communities of similar sizes can have very different numbers of edges pointing outside
  - Flake-ODF prefers larger communities
  - Conductance, expansion, normalized cut, average-ODF all exhibit qualitatively similar behavior
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# Single-criterion scores

- Consider only one of the two criteria for measuring quality of a set  $S$  of nodes
  - Two simple single-criterion scores:
    - **Volume**: Sum of degrees of the nodes in  $S$
    - **Edges Cut**:  $c_s$ : Number of edges needed to be removed to disconnect nodes in  $S$  from the rest of the network
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# Modularity-based measures

- A set of nodes is a good community if the number of edges within the set is significantly **more than what can be expected by random chance**

- Modularity  $Q = \frac{1}{4m} (m_S - E(m_S))$

- Number of edges within set  $S$ , minus expected number of edges within the set  $S$
  - The  $1/4m$  factor is merely conventional
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# Modularity ratio

$$\frac{m_S}{E(m_S)}$$

- Alternative measure of how well set  $S$  represents a community
  - Ratio of the number of edges among nodes in  $S$ , and expected number of such edges in null model
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# Expected number of edges

- Null model: Erdos-Renyi random network having the same node degree sequence as the given network
  - Realised in practice using Configuration Model
  - Expected to have no community structure
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# Mathematical definition of Modularity

- For two particular nodes  $i$  and  $j$ :
  - Number of edges between the nodes:  $A_{ij}$
  - Degrees:  $k_i, k_j$
  - Expected number of links between  $i$  and  $j$ :  $k_i k_j / 2m$
- Do the nodes  $i$  and  $j$  have more edges than expected by random chance?

$$A_{ij} - k_i k_j / 2m$$

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# Modularity for a given network

$$Q = \frac{1}{2m} \sum_{ij} \left( A_{ij} - \frac{k_i k_j}{2m} \right) \delta(C_i, C_j)$$

- The delta function is 1 if both nodes  $i$  and  $j$  are in the same community ( $C_i = C_j$ ), 0 otherwise

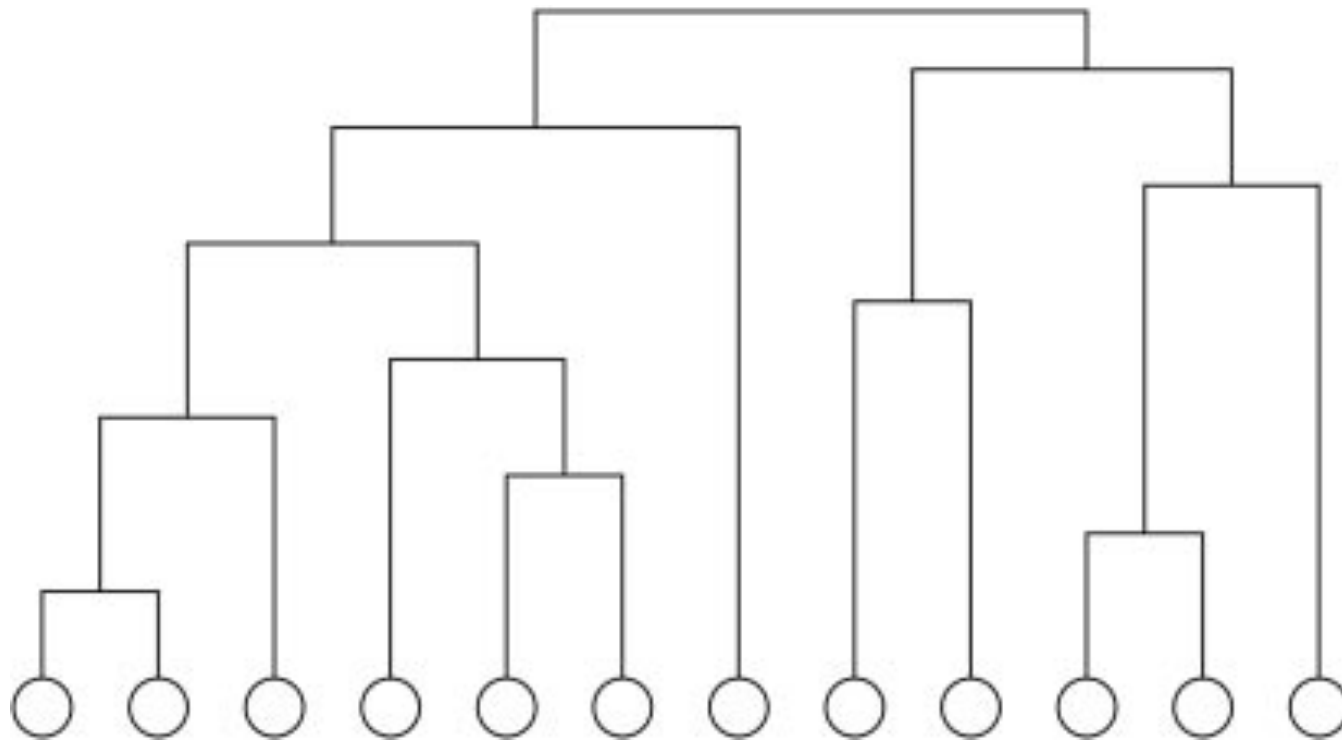
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# Using modularity for CD

- Modularity can be used to decide at which level to slice the dendrogram
  - Optimize modularity
    - Exhaustive maximization is NP-hard
    - Heuristics and approximations used
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# An example dendrogram



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# Greedy algorithm for maximizing $Q$

- Fast algorithm for detecting community structure in networks, Newman, PRE 69(6), 2004
  - Greedy agglomerative hierarchical clustering
    - Start with  $n$  clusters, each containing a single node
    - Add edges such that the new partitioning gives the maximum increase (minimum decrease) of modularity wrt the previous partitioning
    - A total of  $n$  partitionings found, with number of clusters varying from  $n$  to 1
    - Select the partitioning having highest modularity
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# Most popular Q optimization algorithm

- Louvain algorithm:

- <https://perso.uclouvain.be/vincent.blondel/research/louvain.html>

- Optimization in two steps

- Step 1: look for small communities - optimizing Q locally
    - Step 2: aggregate nodes in the same community and build a new network whose nodes are the communities
    - Repeat iteratively until a maximum of modularity is attained and a hierarchy of communities is produced
    - Time: approx  $O(n \log n)$
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## For reading

- Many subsequent works have suggested improvements for maximizing modularity
    - Reducing time complexity
    - Normalizing with number of edges to minimize bias towards larger communities
    - ...
  - Read “Community detection in graphs” by Fortunato, Physics Reports, 2010.
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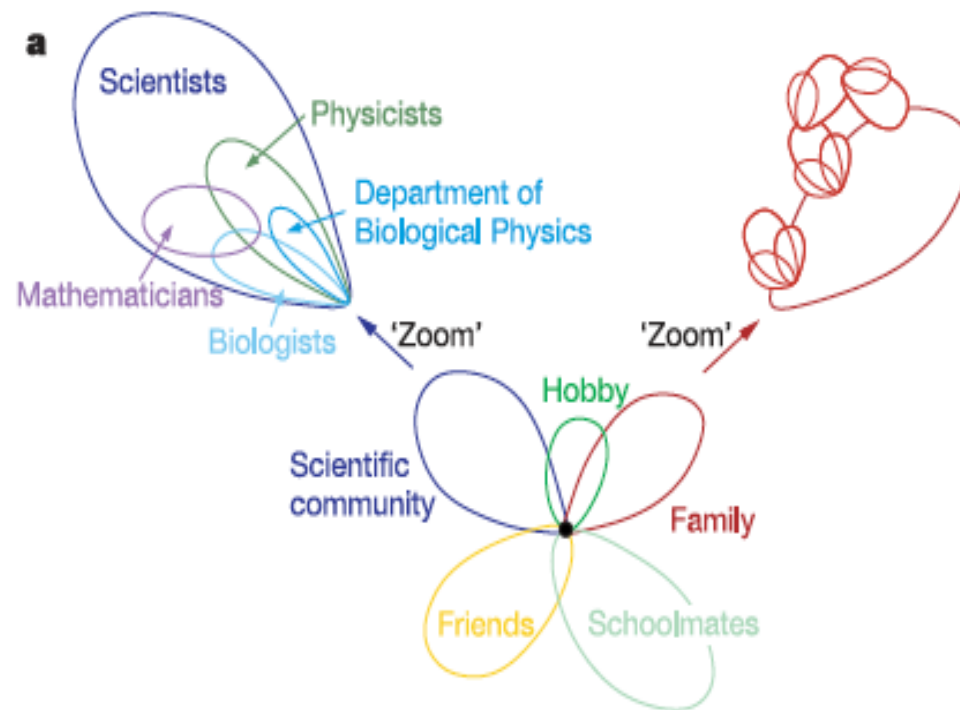
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# OVERLAPPING COMMUNITY DETECTION

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# Overlapping communities

- Nodes in real networks are often parts of multiple overlapping communities



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# Two algorithms

- Clique Percolation Method
  - Uncovering the overlapping community structure of complex networks in nature and society, Palla et al., Nature Letters, vol. 435, 2005
- Link communities
  - Link communities reveal multiscale complexity in networks, Ahn et al., Nature Letters, vol. 466, 2010

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# Clique Percolation Method

- Concept:
    - Internal edges of communities likely to be part of cliques
    - Inter-community edges unlikely to be part of cliques
  - Adjacent  $k$ -cliques: two  $k$ -cliques are adjacent if they share  $k-1$  nodes
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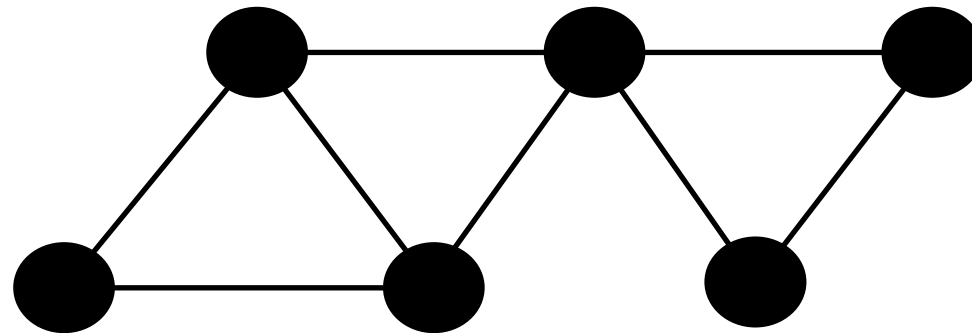
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# k-Clique Communities

## ■ Adjacent k-cliques

Two k-cliques are adjacent when they share **k-1** nodes

k = 3

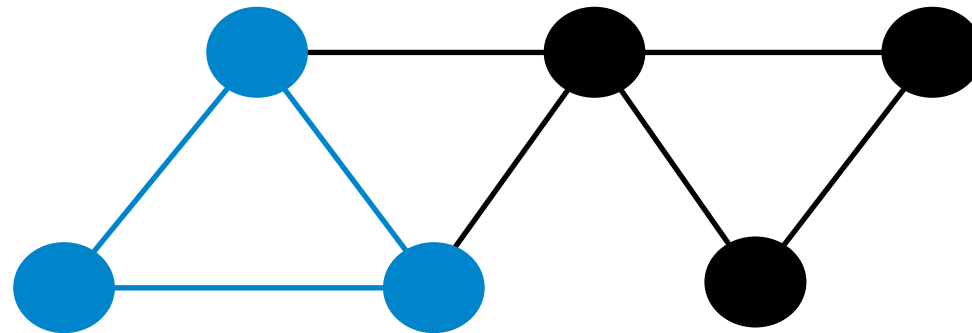


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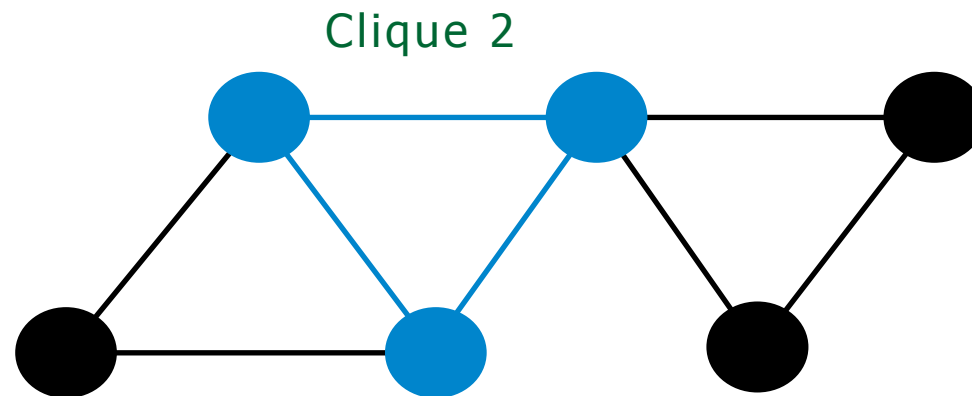
Clique 1

# k-Clique Communities

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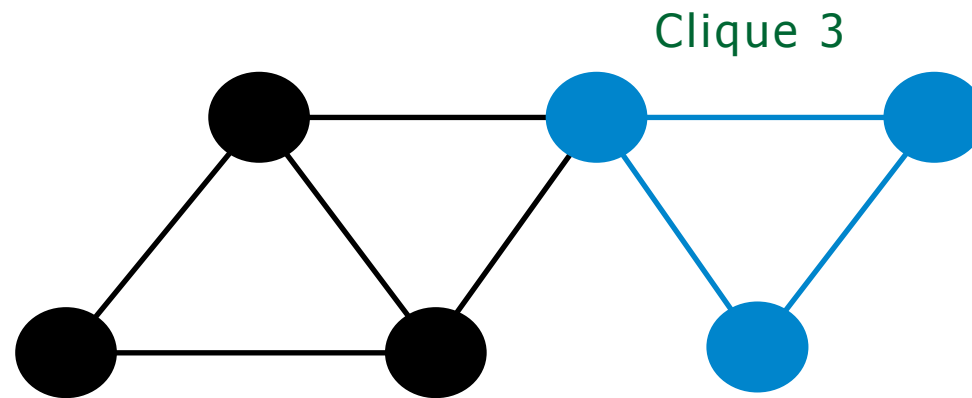
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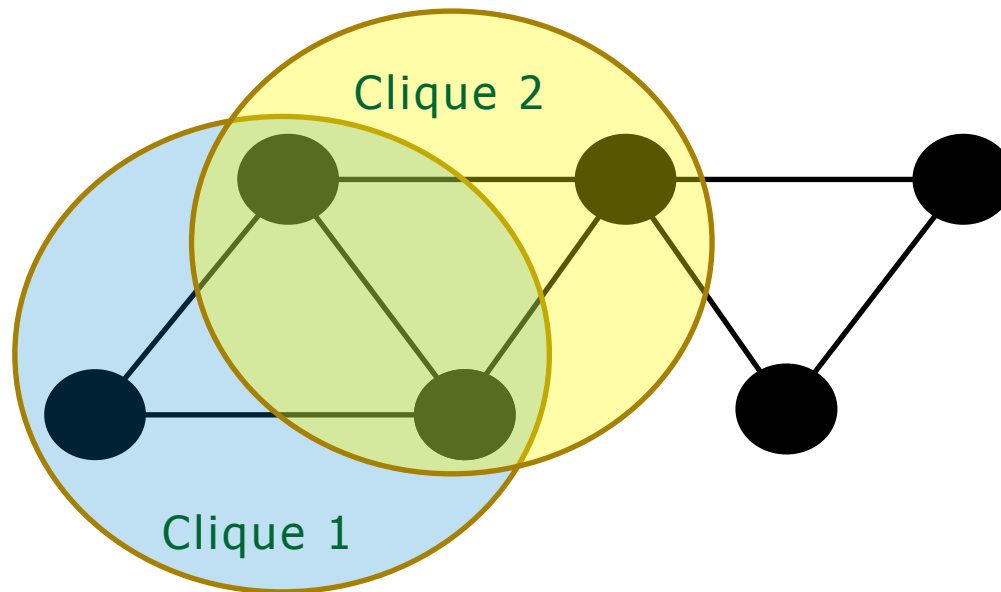


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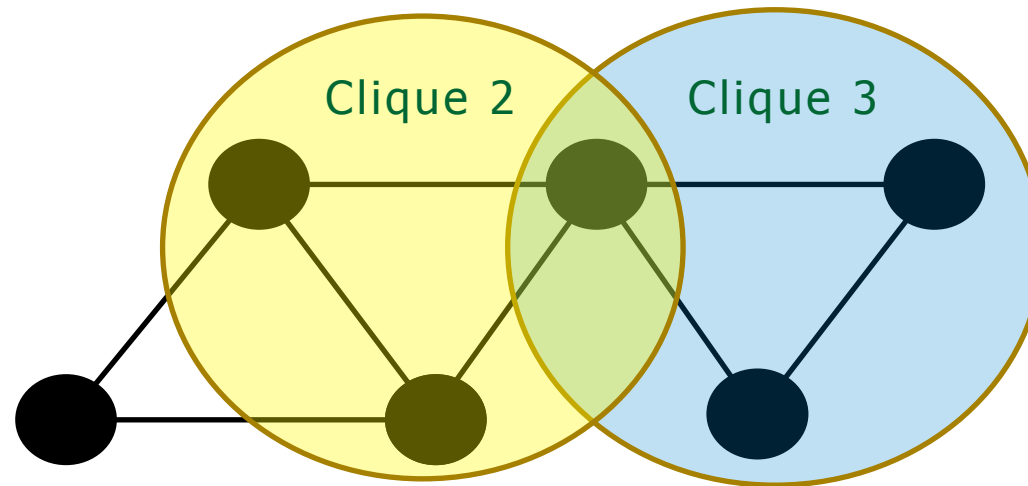


# k-Clique Communities

## ■ Adjacent k-cliques

Two k-cliques are adjacent when they share **k-1** nodes

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# k-Clique Communities

- **k-clique community**

Union of all k-cliques that can be reached from each other through a series of adjacent k-cliques

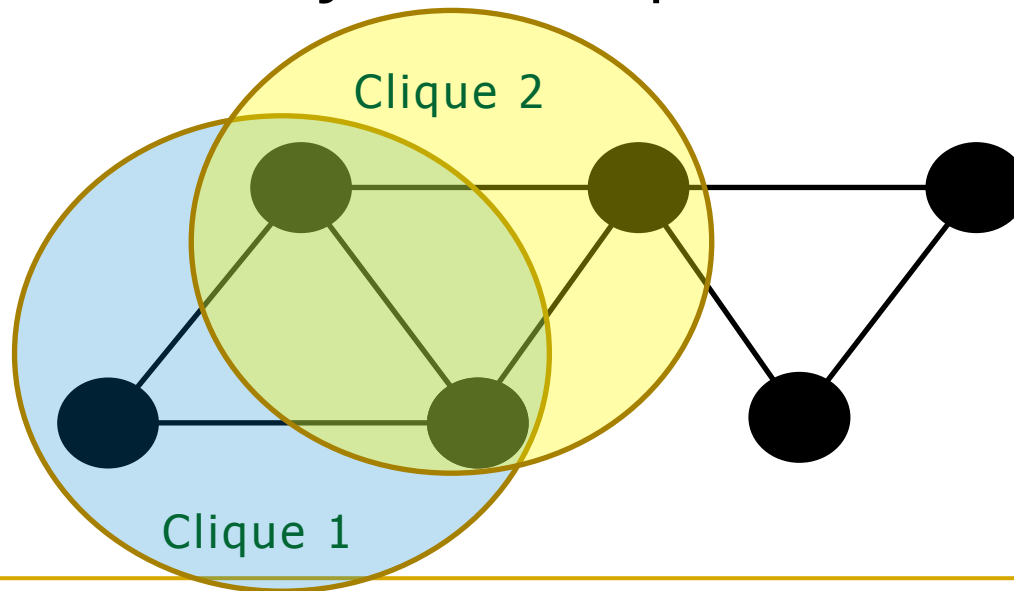
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# k-Clique Communities

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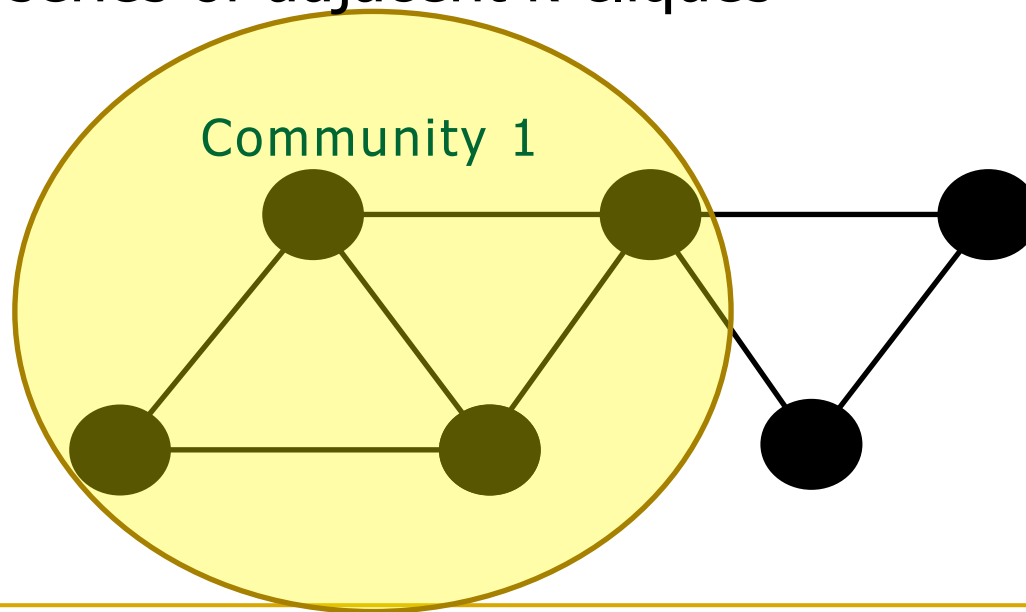


# k-Clique Communities

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Union of all k-cliques that can be reached from each other through a series of adjacent k-cliques

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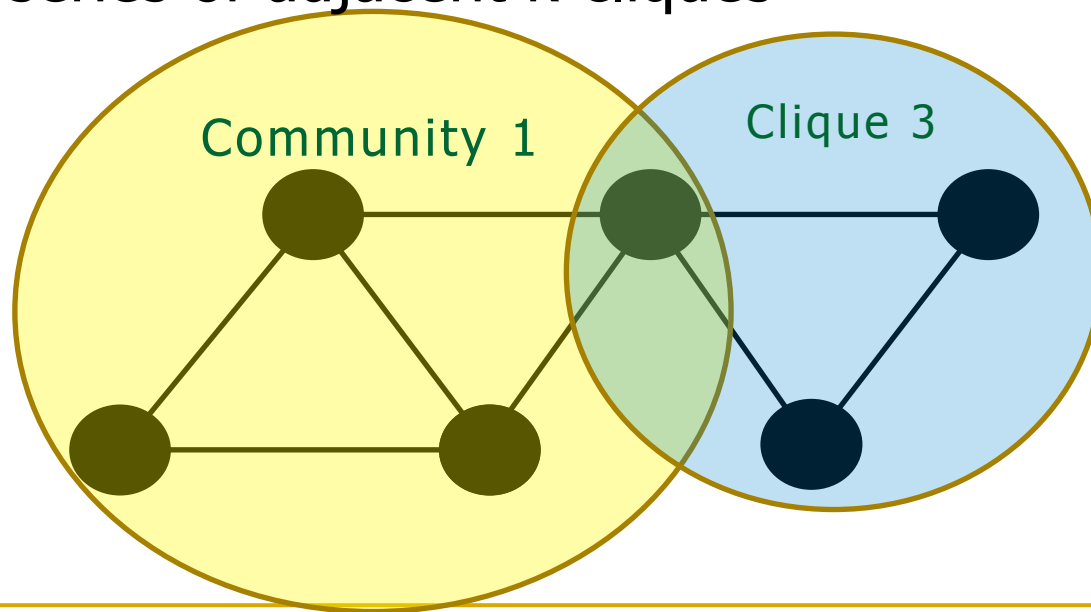


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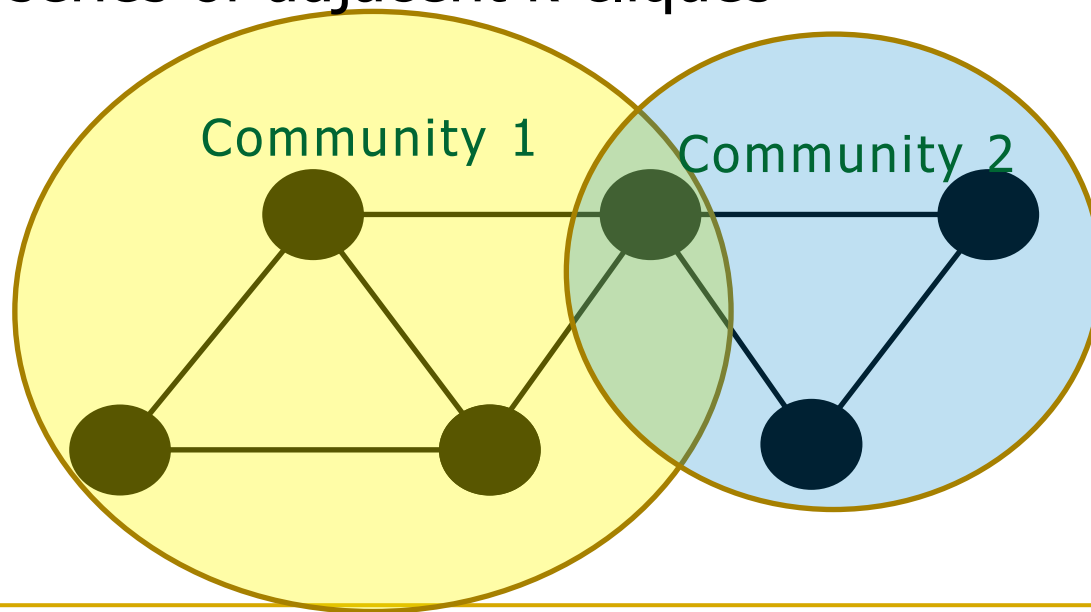


# k-Clique Communities

## ■ k-clique community

Union of all k-cliques that can be reached from each other through a series of adjacent k-cliques

$k = 3$





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# Algorithm

- Locate maximal cliques
- Convert from cliques to k-clique communities

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# Locate Maximal Cliques

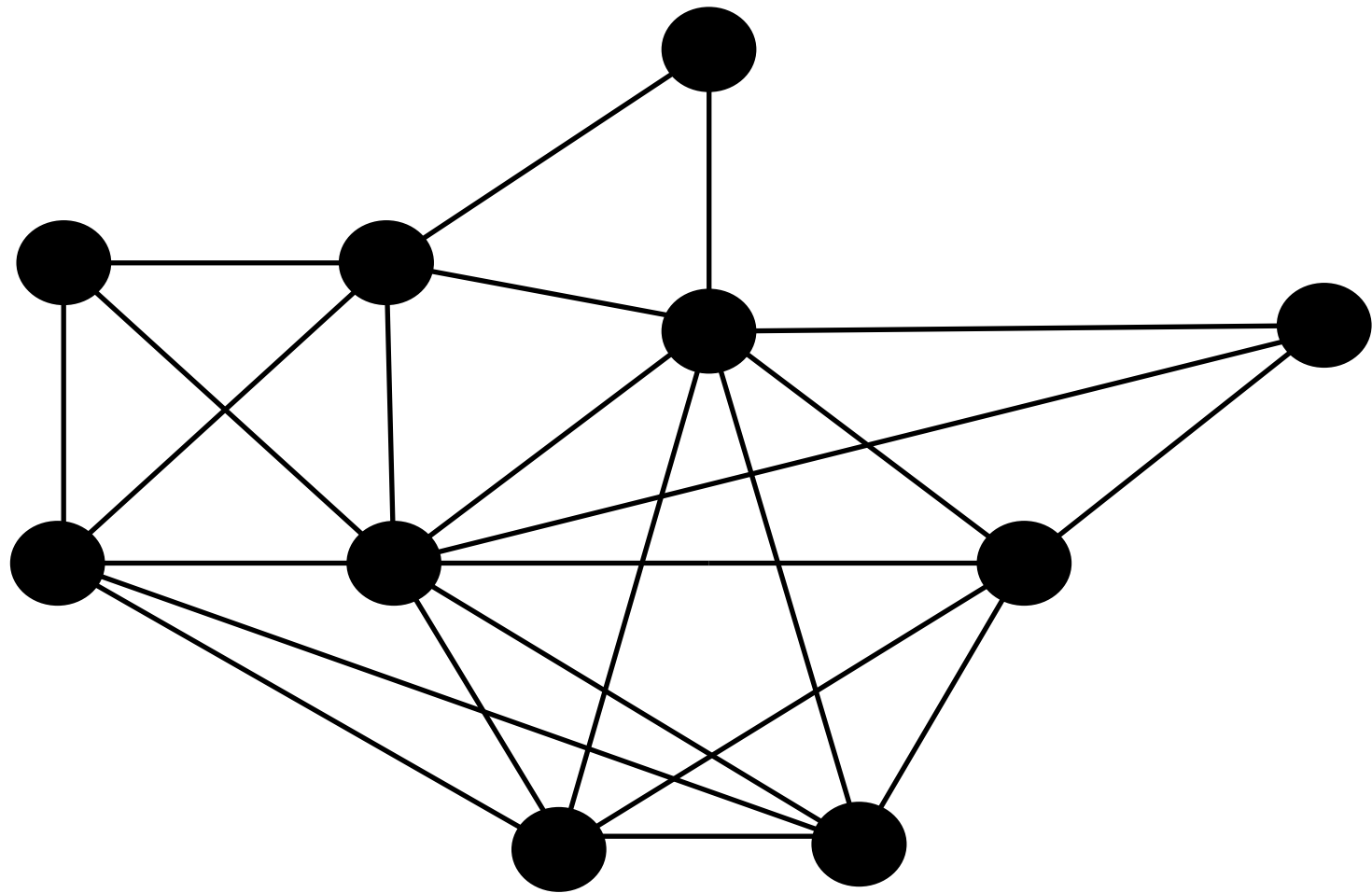
- Largest possible clique size can be determined from degrees of vertices
  - Starting from this size, find all cliques, then reduce size by 1 and repeat
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# Algorithm

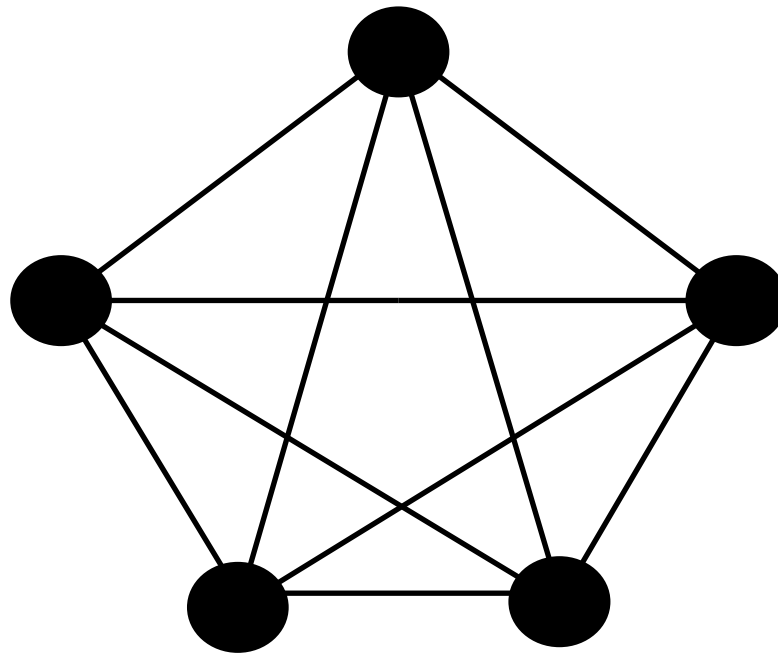
- Locate maximal cliques
- Convert from cliques to k-clique communities

# Cliques to k-Clique Communities



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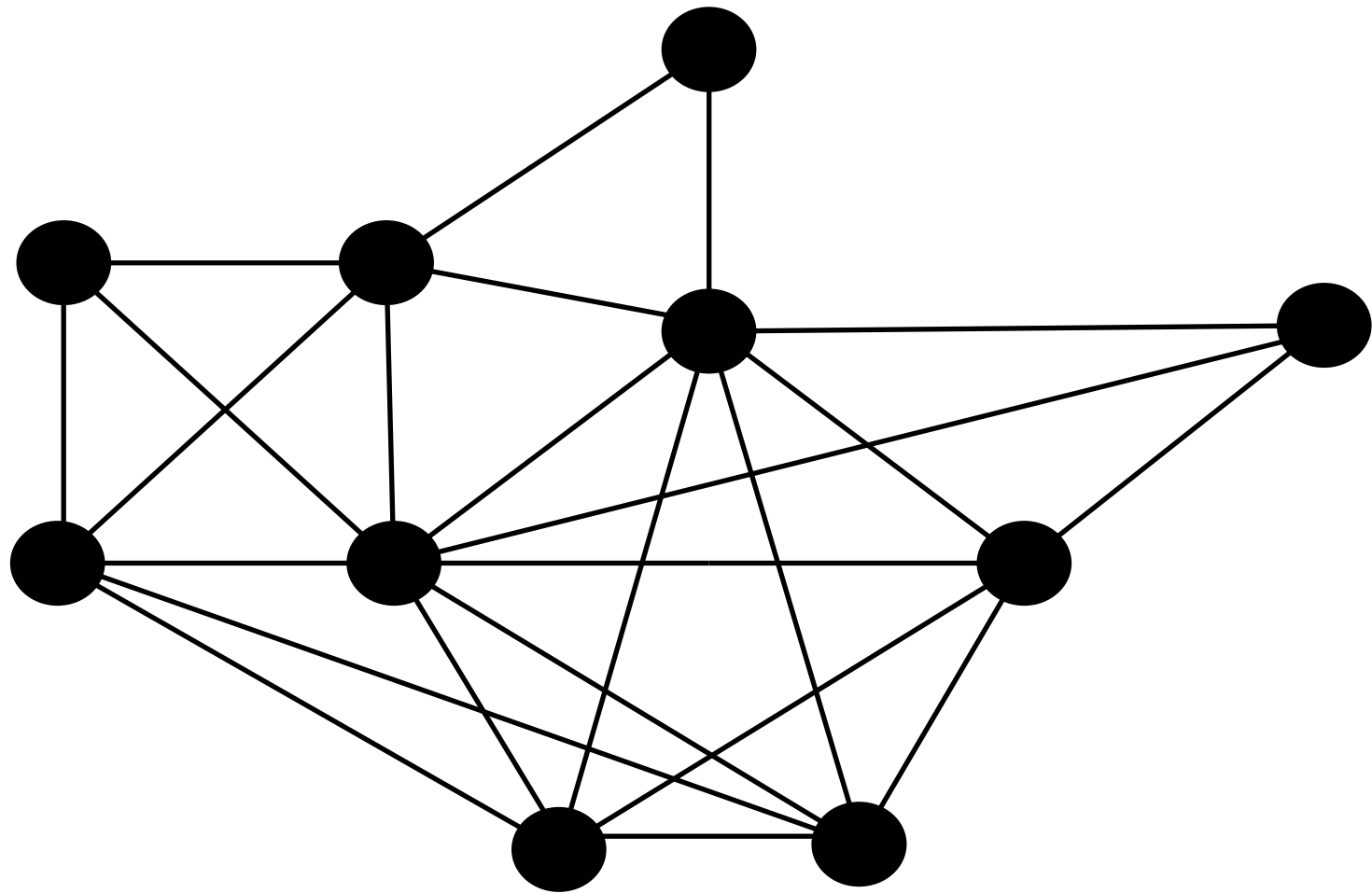
# Cliques to k-Clique Communities



Clique 1: 5-clique

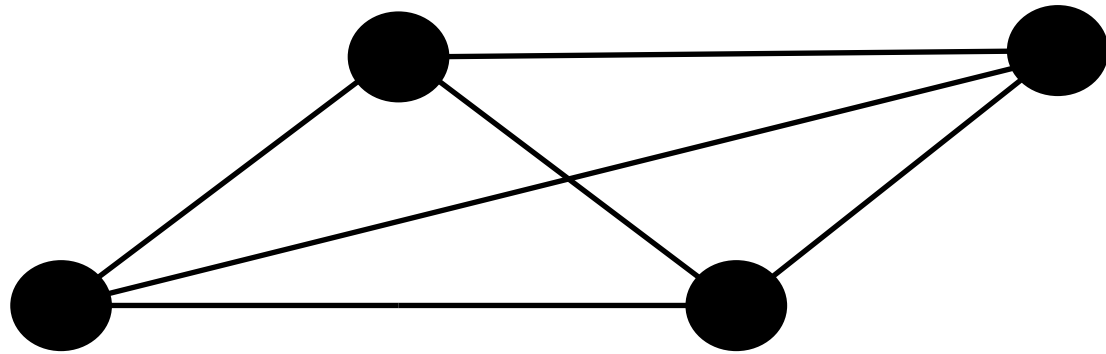
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# Cliques to k-Clique Communities



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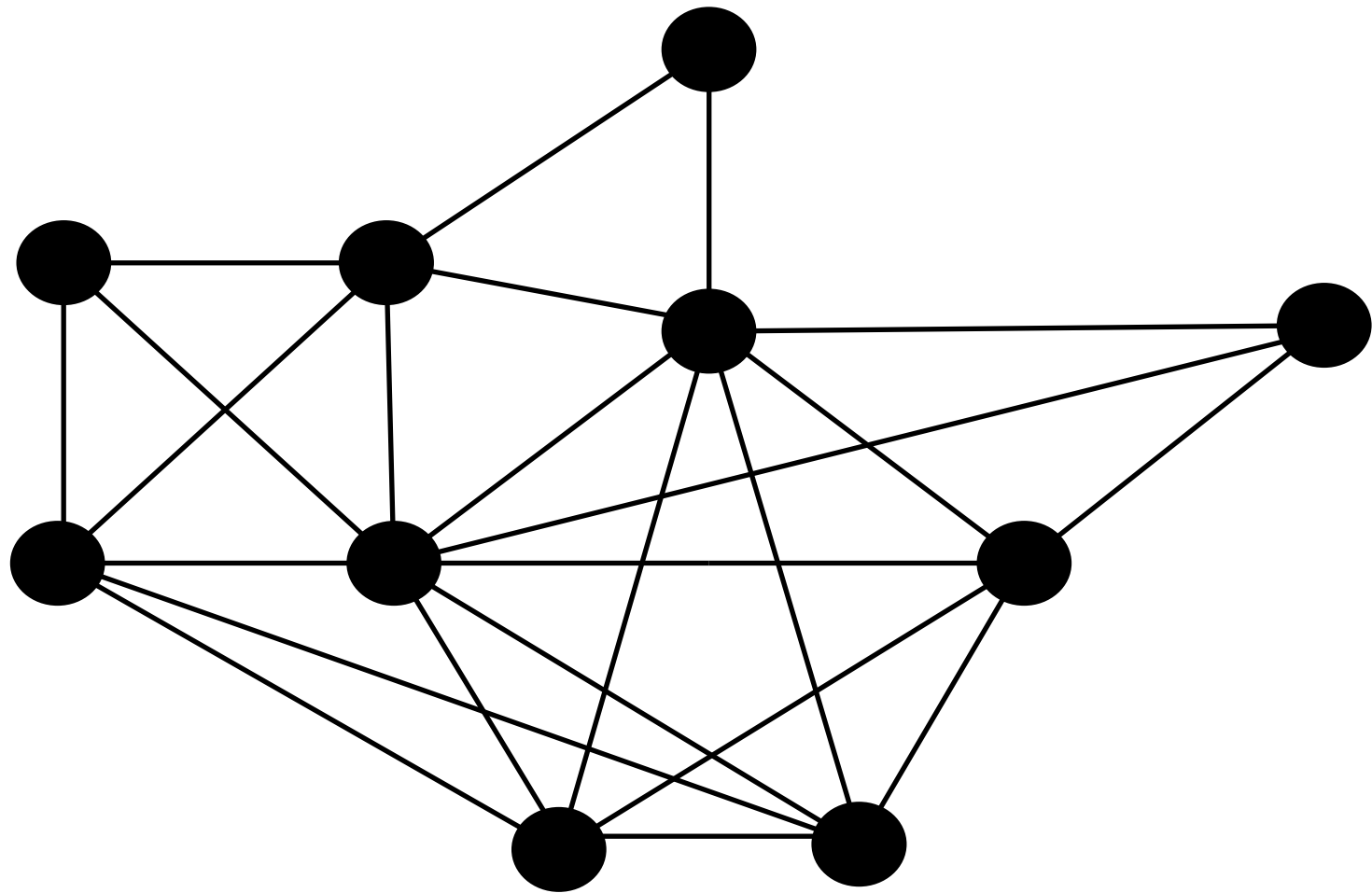
# Cliques to k-Clique Communities



Clique 2: 4-clique

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# Cliques to k-Clique Communities

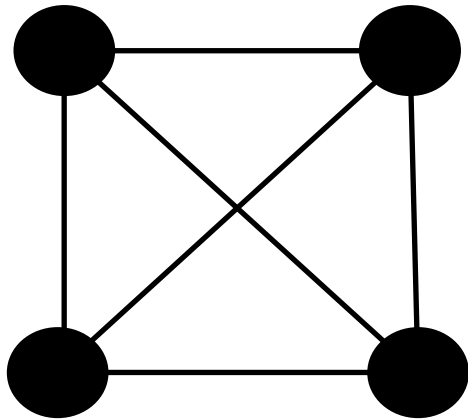




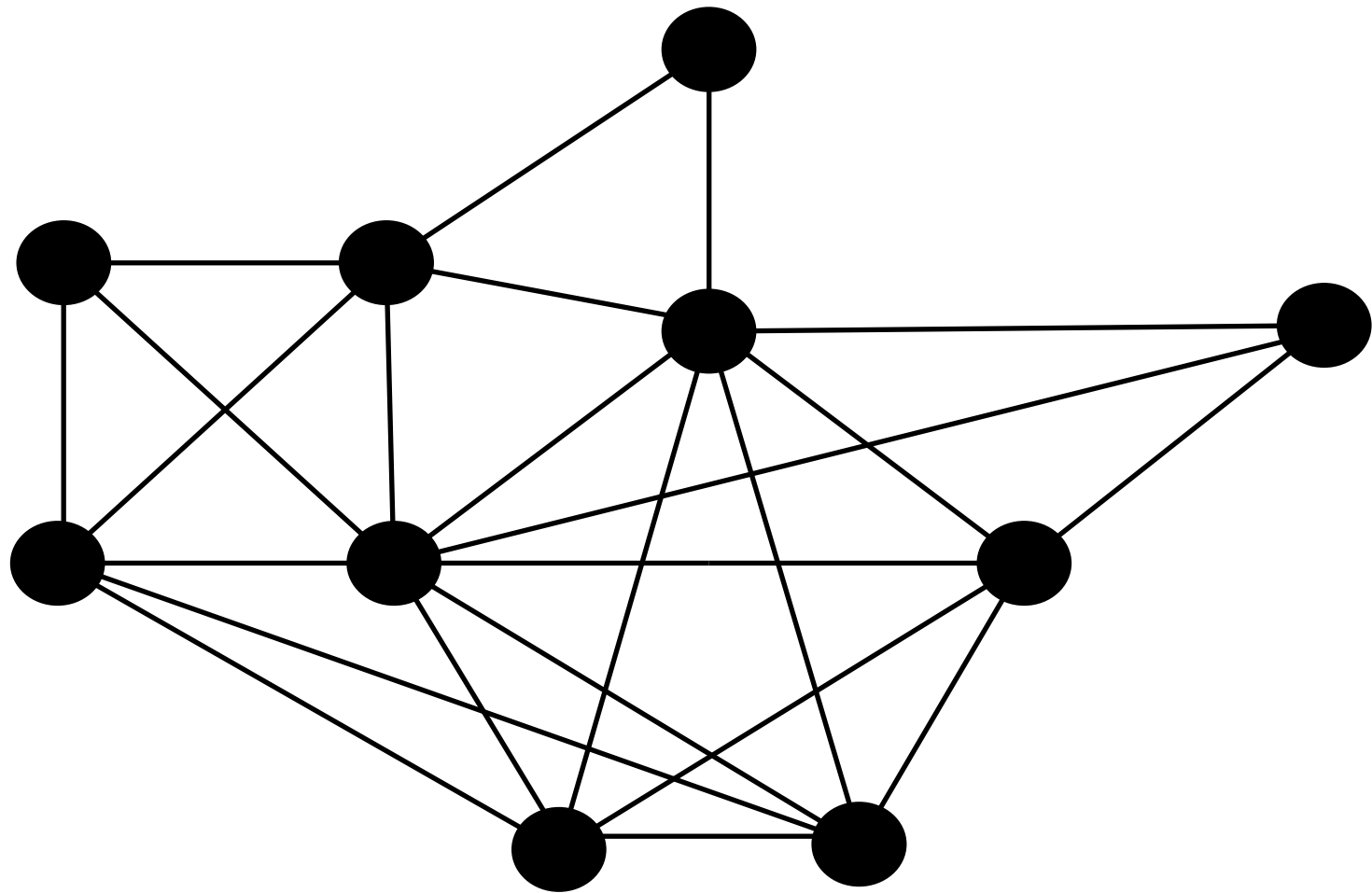
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# Cliques to k-Clique Communities

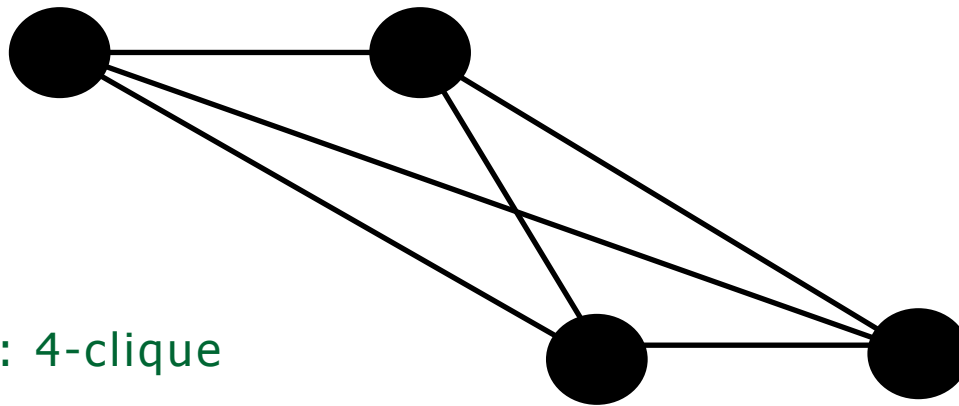
Clique 3: 4-clique



# Cliques to k-Clique Communities

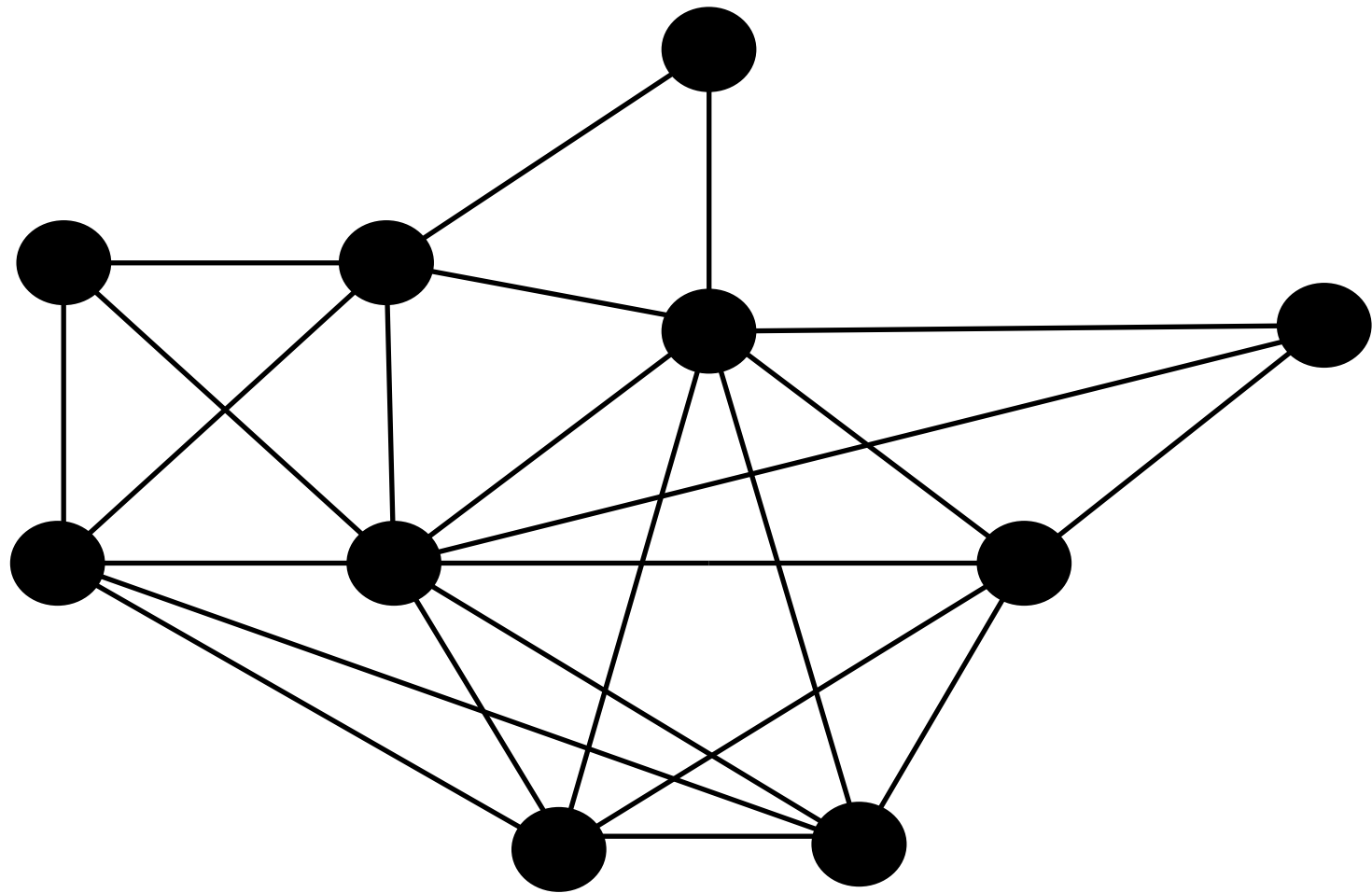


# Cliques to k-Clique Communities



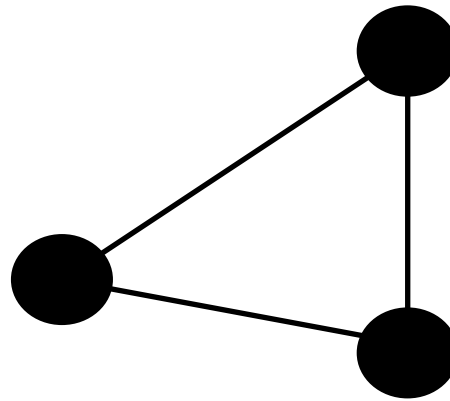
Clique 4: 4-clique

# Cliques to k-Clique Communities



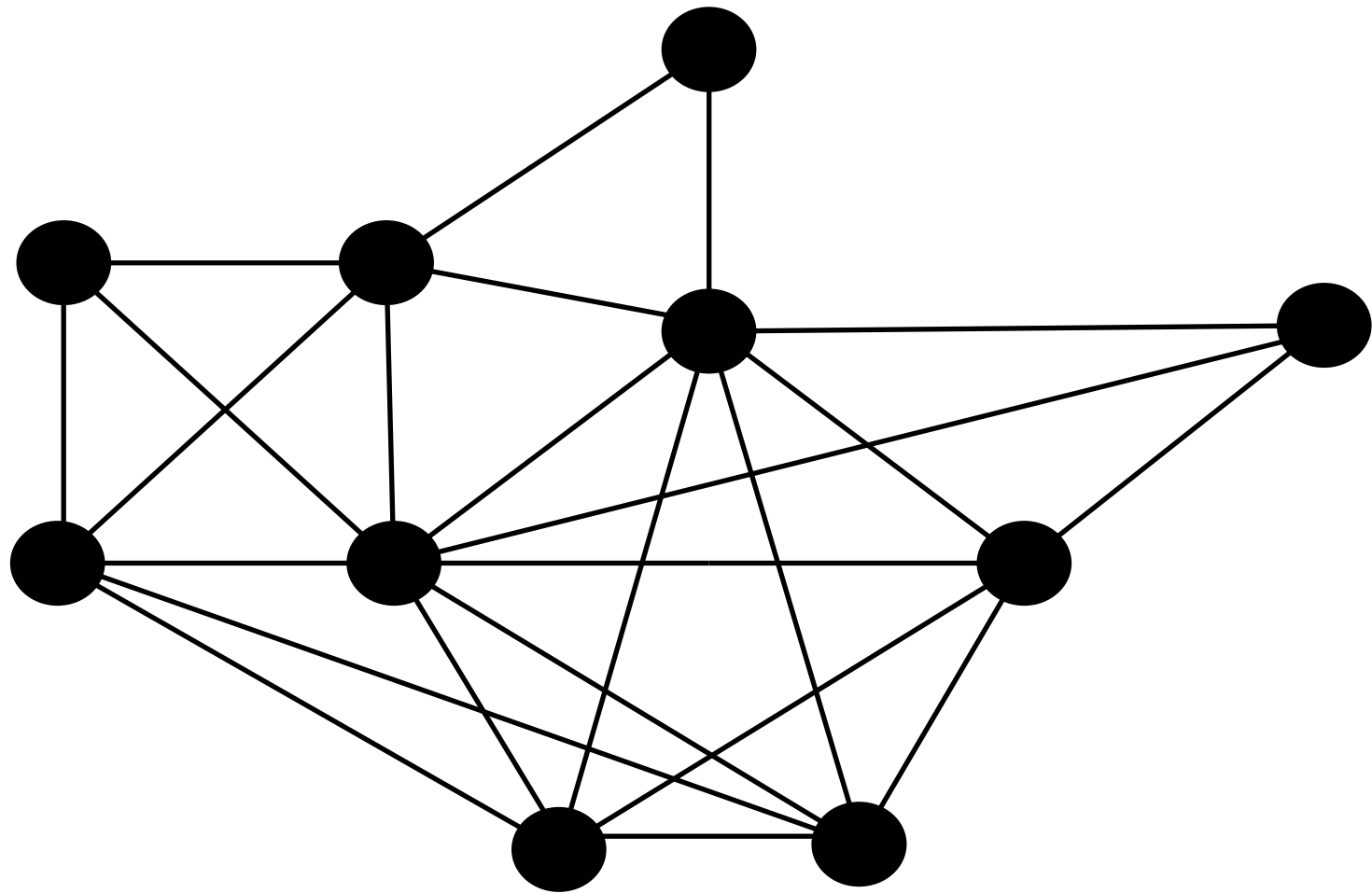
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# Cliques to k-Clique Communities



Clique 5: 3-clique

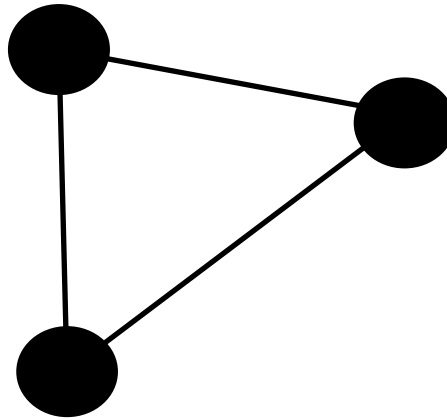
# Cliques to k-Clique Communities



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# Cliques to k-Clique Communities

Clique 6: 3-clique



# Cliques to k-Clique Communities

	1	2	3	4	5	6
1	5					
2		4				
3			4			
4				4		
5					3	
6						3



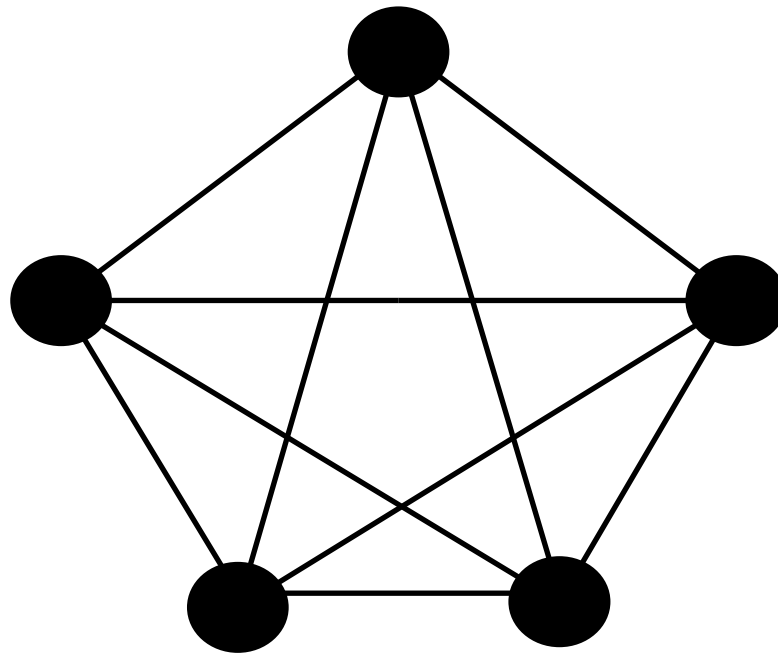
# Cliques to k-Clique Communities

Clique-Clique overlap matrix

	1	2	3	4	5	6
1	5	3	1	3	1	2
2	3	4	1	1	1	2
3	1	1	4	2	1	2
4	3	1	2	4	0	1
5	1	1	1	0	3	2
6	2	2	2	1	2	3

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# Cliques to k-Clique Communities

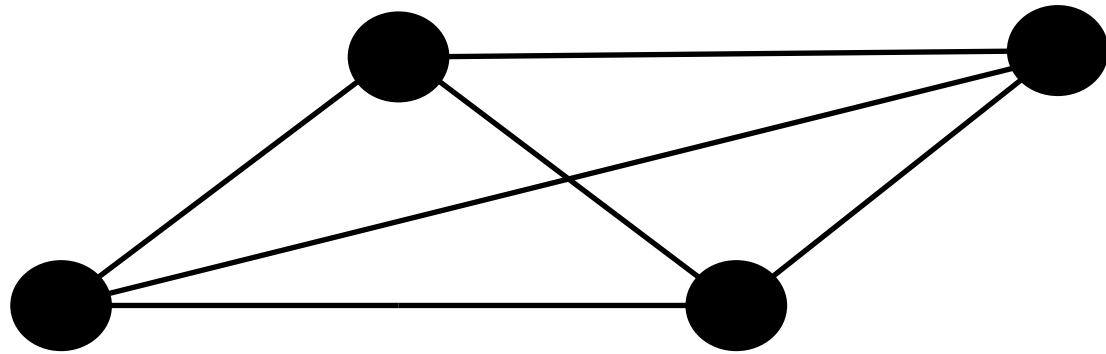


Clique 1: 5-clique

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# Cliques to k-Clique Communities



Clique 2: 4-clique

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# Cliques to k-Clique Communities

Clique-Clique overlap matrix

	1	2	3	4	5	6
1	5	3	1	3	1	2
2	3	4	1	1	1	2
3	1	1	4	2	1	2
4	3	1	2	4	0	1
5	1	1	1	0	3	2
6	2	2	2	1	2	3

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# Cliques to $k$ -Clique Communities

- For a given value of  $k$ ,  $k$ -clique communities:
    - Connected clique components in which neighboring cliques are linked to each other by at least  $k-1$  common nodes
  - How to find  $k$ -clique communities from the clique-clique overlap matrix?
    - Erase every diagonal element smaller than  $k$
    - Erase every off-diagonal element smaller than  $k-1$
    - Replace remaining elements by 1
    - Carry out a component analysis of this matrix
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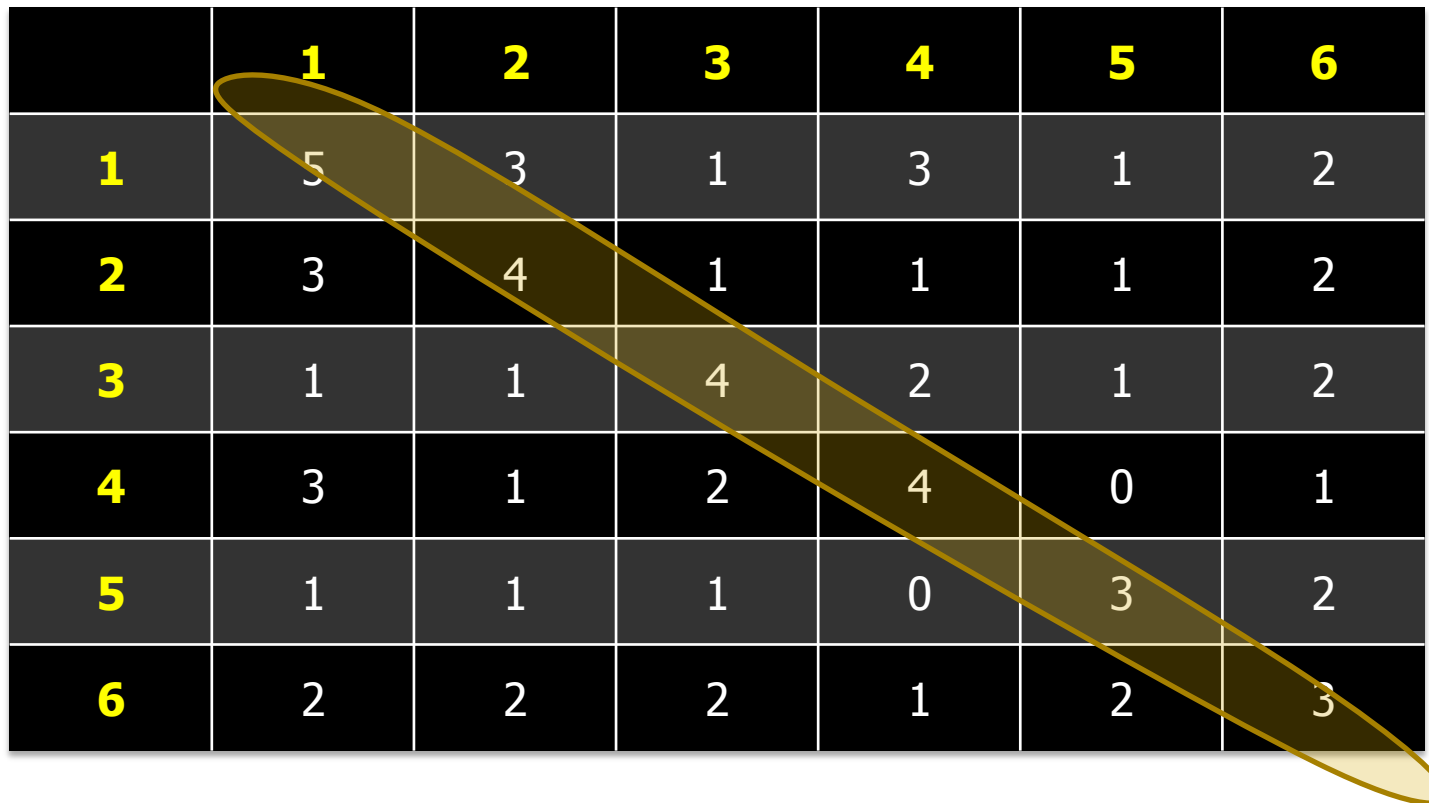
# Cliques to k-Clique Communities

k=4

	1	2	3	4	5	6
1	5	3	1	3	1	2
2	3	4	1	1	1	2
3	1	1	4	2	1	2
4	3	1	2	4	0	1
5	1	1	1	0	3	2
6	2	2	2	1	2	3

# Cliques to k-Clique Communities

$k=4$



	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1</b>	5	3	1	3	1	2
<b>2</b>	3	4	1	1	1	2
<b>3</b>	1	1	4	2	1	2
<b>4</b>	3	1	2	4	0	1
<b>5</b>	1	1	1	0	3	2
<b>6</b>	2	2	2	1	2	3

# Cliques to k-Clique Communities

$k=4$

	1	2	3	4	5	6
1	5	3	1	3	1	2
2	3	4	1	1	1	2
3	1	1	4	2	1	2
4	3	1	2	4	0	1
5	1	1	1	0	0	2
6	2	2	2	1	2	0

Delete if less than  $k$



# Cliques to k-Clique Communities

k=4

	1	2	3	4	5	6
1	5	3	1	3	1	2
2	3	4	1	1	1	2
3	1	1	4	2	1	2
4	3	1	2	4	0	1
5	1	1	1	0	0	2
6	2	2	2	1	2	0

# Cliques to k-Clique Communities

$k=4$

	1	2	3	4	5	6
1	5	3	1	3	1	2
2	3	4	1	1	1	2
3	1	1	4	2	1	2
4	3	1	2	4	0	1
5	1	1	1	0	0	2
6	2	2	2	1	2	0

# Cliques to k-Clique Communities

$k=4$

	1	2	3	4	5	6
1	5	3	0	3	0	0
2	3	4	0	0	0	0
3	0	0	4	0	0	0
4	3	0	0	4	0	0
5	0	0	0	0	0	0
6	0	0	0	0	0	0

Delete if less than  $k-1$

# Cliques to k-Clique Communities

k=4

	1	2	3	4	5	6
1	5	3	0	3	0	0
2	3	4	0	0	0	0
3	0	0	4	0	0	0
4	3	0	0	4	0	0
5	0	0	0	0	0	0
6	0	0	0	0	0	0

# Cliques to k-Clique Communities

k=4

	1	2	3	4	5	6
1	1	1	0	1	0	0
2	1	1	0	0	0	0
3	0	0	1	0	0	0
4	1	0	0	1	0	0
5	0	0	0	0	0	0
6	0	0	0	0	0	0

Change all non-zeros to 1

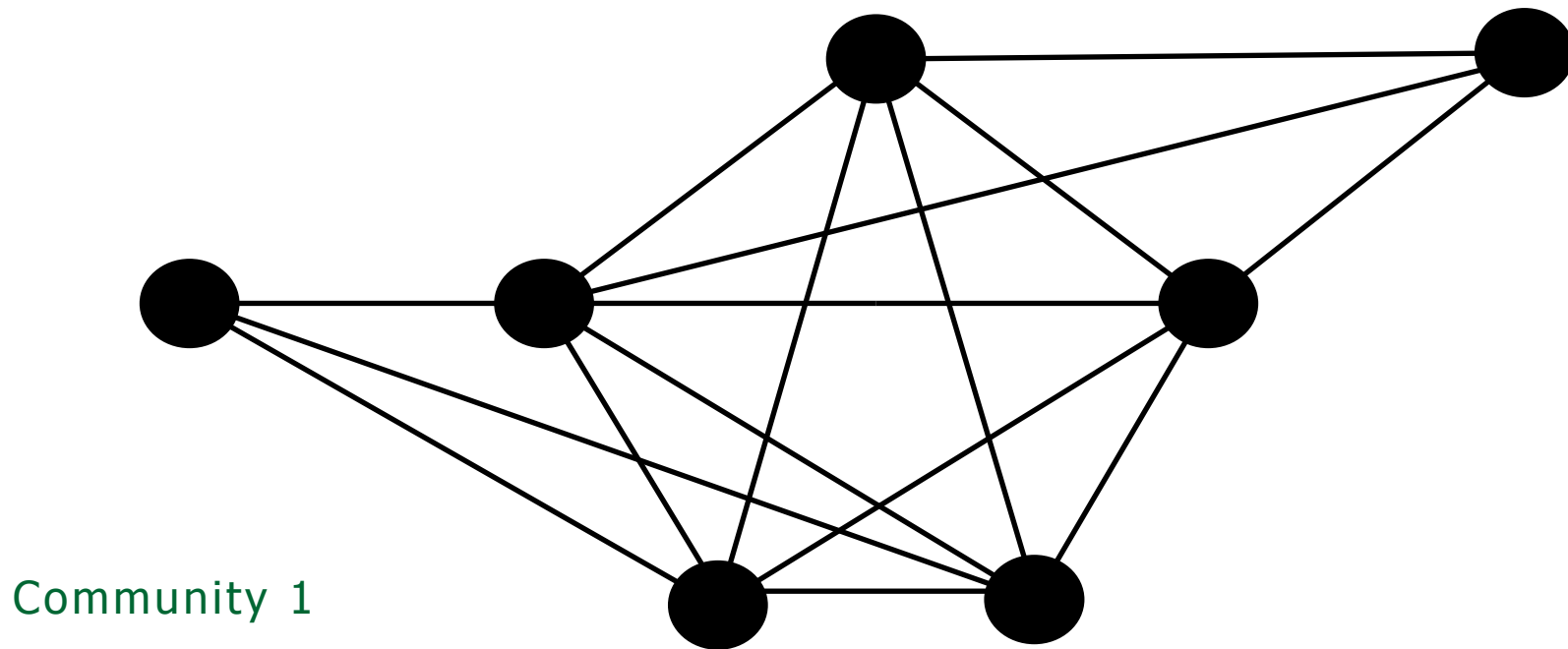
# Cliques to k-Clique Communities

k=4

	1	2	3	4	5	6
1	1	1	0	1	0	0
2	1	1	0	0	0	0
3	0	0	1	0	0	0
4	1	0	0	1	0	0
5	0	0	0	0	0	0
6	0	0	0	0	0	0

# Cliques to k-Clique Communities

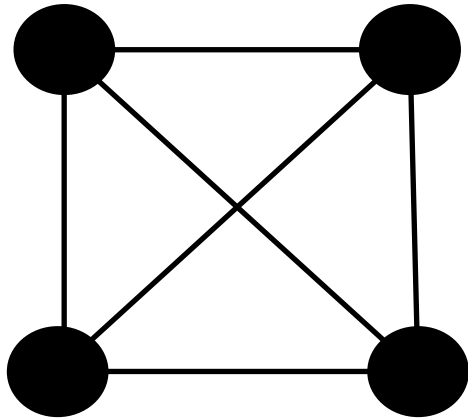
$k=4$



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# Cliques to k-Clique Communities

$k=4$



Community 2

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# Clique Percolation Method: Analysis

- Believed to be non-polynomial
  - No closed formula can be given
  - However, claimed to be efficient on real systems
  - Limitations
    - Fail to give meaningful covers for graph with few cliques
    - With too many cliques, might give a trivial community structure
-

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# Link communities

- A node might belong to multiple communities
    - For a person: family, co-workers, friends, ...
  - A link often exists for one dominant reason
    - Two people are in the same family, or are co-workers
  - Link community: a set of closely inter-related links
-

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# Identifying Link communities

- Hierarchical clustering with a similarity between links to build a dendrogram
    - Each leaf of the dendrogram is a link from the original network
    - Branches of the dendrogram are link communities
  - Slice the dendrogram at a suitable level
  - Each link placed in a single community
  - Each node inherits membership of the communities of all its links
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# Similarity measure between links

- Node  $i$  and its neighboring nodes:  $n_+(i)$
- Similarity measured only between pairs of links which share a node
- Similarity between  $e_{ik}$  and  $e_{jk}$ :

$$S(e_{ik}, e_{jk}) = |n_+(i) \cap n_+(j)| / |n_+(i) \cup n_+(j)|.$$

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# Which level to slice the dendrogram?

- Measure: Partition density  $D$ 
  - Total number of links in network:  $m$
  - $\{P_1, P_2, \dots, P_C\}$ : partition of links into  $C$  subsets
  - $P_c$  has  $n_c$  nodes and  $m_c$  links

$$D_c = \frac{m_c - (n_c - 1)}{n_c(n_c - 1)/2 - (n_c - 1)}$$

- Partition density is average of  $D_c$  weighted by the fraction of links in  $P_c$

$$D = \frac{2}{M} \sum_c m_c \frac{m_c - (n_c - 1)}{(n_c - 2)(n_c - 1)}$$

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# **DIFFERENT TYPES OF GROUPS IN A SOCIAL NETWORK**

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# Different methods to identify groups

- Identifying groups based on network structure – community detection algorithms
  - How about identifying groups based on content, e.g., text or profile attributes?
  - Deep Twitter Diving: Exploring Topical Groups in Microblogs at Scale, Bhattacharya et al., CSCW 2014
-

# Identified topical groups in Twitter

Topical Groups = Experts + Seekers

Experts: Users who have expertise on the topic

Seekers: Users who are interested in the topic



@BarackObama  
Expert on Politics

@BarackObama  
Seeker on Basketball





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# Identifying topical groups at scale

- Crawled data for first 38 million users in Twitter
- 88 Million lists, 1.5 Billion social links
- Identified 36 thousand topical groups

# Diversity: Topics and Group Size

No. of seekers	Number of experts					
	< 100	100 – 500	500 – 1K	1K – 5K	5K – 10K	> 10K
< 1K	(5416) <i>geology, karate, malaria, neurology, tsunامي, psychiatry, radiology, pediatrics, dermatology, dentistry</i>	(132) <i>volleyball, philosophers, tarot, perfume, florists, copy-writers, taxi, esperanto</i>				
1K – 5K	(915) <i>biology, chemistry, swimmers, astrophysics, multimedia, semiconductor, renewable-energy, breast-cancer, judaism</i>	(428) <i>painters, astrology, sociology, geography, forensics, anthropology, genealogy, archaeology, gluten, diabetes, neuroscience</i>	(17) <i>architects, insurance, second-life, police, progressives, creativity</i>			
5K – 10K	(166) <i>malware, gnu, robot, chicago-sports, gospel-music, space-exploration, wall-street</i>	(202) <i>horror, agriculture, atheism, attorneys, furniture, art-galleries, ubuntu</i>	(34) <i>psychology, poetry, catholic, hospitals, autism, jazz</i>	(2) <i>coffee, dealers</i>		
10K – 50K	(174) <i>ipod, ipad, virus, Liverpool-FC, choreographers, heavy-metal, backstreet-boys, world-cup,</i>	(312) <i>olympics, physics, theology, earthquake, opera, makeup, Adobe, wrestlers, typography, american-idol</i>	(146) <i>tennis, linux, astronomy, yoga, animation, manga, doctors, realtors, wildlife, rugby, forex, php, java,</i>	(67) <i>law, history, beer, golf, librarians, theatre, military, poker, conservatives, vegan</i>		
50K–100K	(7) <i>bbc-radio, UK-celebs, christian-leaders, superstars</i>	(61) <i>hackers, programmers, bicycle, GOP, fantasy-football, NCAA, wwe, sci-fi</i>	(35) <i>medicine, cyclists, investors, recipes, NHL, xbox, triathlon, Google</i>	(37) <i>hotels, museums, hockey, architecture, charities, weather, space</i>		
> 100K	(3) <i>headlines, brits</i>	(49) <i>pop-culture, gospel, BBC, reality-tv, bollywood</i>	(58) <i>religion, actresses, gadgets, graphic-design, directors, lifestyle, gossip, commentators, youtube</i>	(140) <i>books, government, comedy, environment, baseball, soccer, hollywood, iphone, economics, money</i>	(25) <i>fashion, education, wine, photography, radio, restaurants, science, SEO</i>	(17) <i>music, tech, business, politics, food, sports, celebs, health, media, bloggers, travel, writers</i>

# A Small Number of Very Popular Groups

No. of seekers	Number of experts					
	< 100	100 – 500	500 – 1K	1K – 5K	5K – 10K	> 10K
< 1K	(5416) <i>geology, karate, malaria, neurology, tsunامي, psychiatry, radiology, pediatrics, dermatology</i>	(132) <i>volleyball, philosophers, tarot, perfume, florists, copy-writers, taxi, esperanto</i>				
1K – 5K	(915) <i>industry, astrophysics, media, renewal, breast-cancer</i>	(37) <i>hotels, museums, hockey, architecture, charities, weather, space</i>				
5K – 10K	(166) <i>robot, gospel-exploration</i>	(140) <i>books, government, comedy, environment, baseball, soccer, hollywood, iphone, economics, money</i>	(25) <i>fashion, education, wine, photography, radio, restaurants, science, SEO</i>	(17) <i>music, tech, business, politics, food, sports, celebs, health, media, bloggers, travel, writers</i>		
10K – 50K	(174) <i>virus, choreography, metal, world-cup</i>					
50K – 100K	(7) <i>blatant celebs, leaders, superstars</i>	GOP, fantasy-football, NCAA, wwe, sci-fi	xbox, triathlon, Google	architecture, charities, weather, space		
> 100K	(3) <i>headlines, brits</i>	(49) <i>pop-culture, gospel, BBC, reality-tv, bollywood</i>	(58) <i>religion, actresses, gadgets, graphic-design, directors, lifestyle, gossip, commentators, youtube</i>	(140) <i>books, government, comedy, environment, baseball, soccer, hollywood, iphone, economics, money</i>	(25) <i>fashion, education, wine, photography, radio, restaurants, science, SEO</i>	(17) <i>music, tech, business, politics, food, sports, celebs, health, media, bloggers, travel, writers</i>

# Thousands of Specialized Niche Groups

No. of seekers	Number of experts					
	< 100	100 – 500	500 – 1K	1K – 5K	5K – 10K	> 10K
< 1K	(5416) <i>geology, karate, malaria, neurology, tsunami, psychiatry, radiology, pediatrics, dermatology, dentistry</i>	(132) <i>volleyball, philosophers, tarot, perfume, florists, copy-writers</i>				
1K – 5K	(915) <i>biology, chemistry, astrophysics, media, semiconductor, renewable-energy, breast-cancer, judaism</i>	(5416) <i>geology, karate, malaria, neurology, tsunami, psychiatry, radiology, pediatrics, dermatology, dentistry</i>	(132) <i>volleyball, philosophers, tarot, perfume, florists, copy-writers, taxi, esperanto</i>			
5K – 10K	(166) <i>malware, robot, chicago, gospel-music, exploration, wall</i>	(915) <i>biology, chemistry, swimmers, astrophysics, multi-media, semiconductor, renewable-energy, breast-cancer, judaism</i>	(428) <i>painters, astrology, sociology, geography, forensics, anthropology, genealogy, archaeology, gluten, diabetes, neuroscience</i>			
10K – 50K	(174) <i>ipod, virus, Liverpool, choreographers, metal, backstreet, world-cup,</i>					
50K – 100K	(7) <i>bbc-radio, celebs, ch, leaders, superstar</i>					
> 100K	(3) <i>headlines, brits</i>	(49) <i>pop-culture, gospel, BBC, reality-tv, bollywood</i>	(58) <i>religion, actresses, gadgets, graphic-design, directors, lifestyle, gossip, commentators, youtube</i>	(140) <i>books, government, comedy, environment, baseball, soccer, hollywood, iphone, economics, money</i>	(25) <i>fashion, education, wine, photography, radio, restaurants, science, SEO</i>	(17) <i>music, tech, business, politics, food, sports, celebs, health, media, bloggers, travel, writers</i>

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# Breaking the Twitter stereotype

- Twitter stereotype

- ❑ Popular news on few topics such as sports, entertainment, politics, technology
- ❑ Celebrity gossip, current news, and chatter

- Breaking the stereotype

- ❑ Majority of the population discuss few popular topics, but
  - ❑ Smaller groups interested in thousands of niche, specialized topics
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# Detecting topical groups

- We followed content-based approach to identify topical groups
  - Could community detection algorithms be used on the social network to detect them?
  - Applied BGLL / Louvain algorithm on the Twitter subscription network to identify communities
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# Detecting topical groups

- Louvain largely unable to detect topical groups, especially the smaller ones (on niche topics)
  - Communities detected by Louvain fare better on structural measures like cut-ratio, conductance
  - Topical groups do not have good structural quality
    - Poor values for standard community quality metrics such as cut-ratio and conductance
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# Why do groups form?

- “Common Identity and Bond Theory”
    - Prentice et. al. “Asymmetries in Attachments to Groups and to Their Members: Distinguishing Between Common-Identity and Common-Bond Groups”, Personality and Social Psychology Bulletin, 1994
  - Identity based groups
  - Bond based groups
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# Common Identity and Bond Theory

## **Identity Based Groups**

**Low** Reciprocity

**Low** Personal Interactions

**High** Topicality of discussions

Examples:

Fans at a football match,  
Attendees at a conference

## **Bond Based Groups**

**High** Reciprocity

**High** Personal Interactions

**Low** Topicality of discussions

Examples:

Family, personal friends

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# Analysis of 50 topical groups

- Low reciprocity among members
  - Few one-to-one interactions
  - Most tweets posted by experts are related to topic
  - → Topical groups are identity-based which are difficult to detect via community detection algorithms
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