Community evolution in dynamic networks

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Networks are everywhere

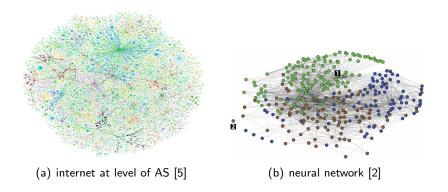


Figure 1: Technological and biological networks.

It's important to study communities because...

We want to understand why communities form, how to detect communities, and long-term behaviour of communities.

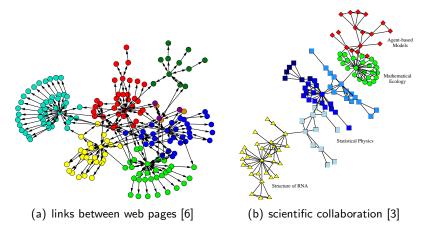


Figure 2: Community members have more in common with each other.

Research questions

- What characteristics of community evolution are common across information, social, and technological networks?
- How do we model and make predictions about communities in real-world networks?



Communities are tightly connected nodes

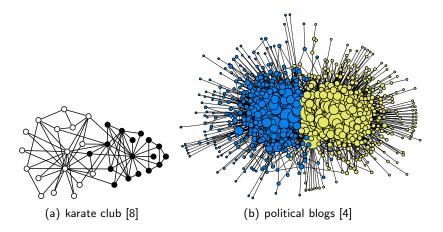


Figure 3: More connections between nodes within community than to nodes outside of community.

Community tracking as a problem of object matching

t t+1 t+2

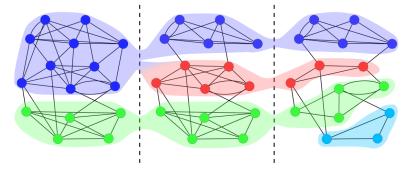


Figure 4: Infer communities across time [1].

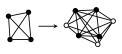
Communities evolve according to a life-cycle



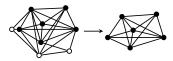
(a) birth



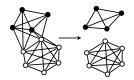
(b) death



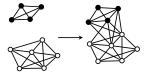
(c) growth



(d) contract



(e) split



(f) merge

Figure 5: Events in the life-cycle of communities [7].

Evolution of communities

Datasets on real-world dynamic networks

Scientific collaboration

- arXiv physics, computer science, maths
- GP genetic programming

Autonomous systems of the internet

- DIMES similar to RouteViews
- Katrina subset of RouteViews around Hurricane Katrina

Communities mostly have power-law lifespan ...

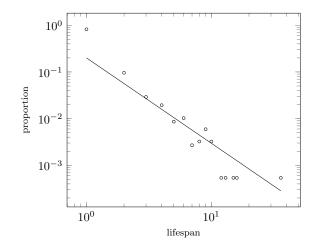


Figure 6: DIMES: lifespan follows a power-law of the form $\ell \sim k^{-\gamma}$.

... and sometimes exponential lifespan

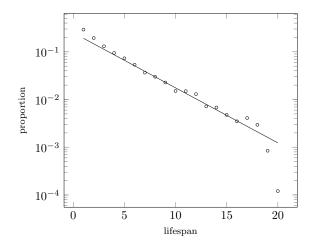


Figure 7: arXiv: lifespan follows an exponential law $\ell \sim \exp(-\lambda k)$.

Lifetime growth rates are non-uniform

lifetime growth rate
$$= H = -\sum_k {\sf Pr}(k) \log {\sf Pr}(k)$$

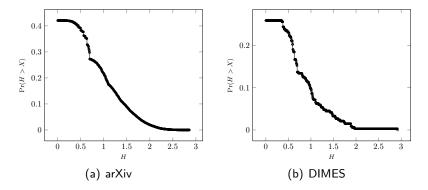


Figure 8: A stagnant majority and a tiny minority of "super attractors".

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Evolution of communities

Simulate a network with split and merge events

- node represents a community
- start with c communities at time t = 1
- add m communities at each time $t \ge 2$
- p is probability of split or merge at time t

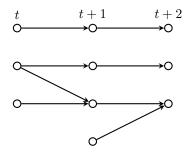


Figure 9: Communities in one time step split or merge with communities in the next time step.

Communities have small probability of split or merge

• window of interest is $p \in [0, 0.3]$

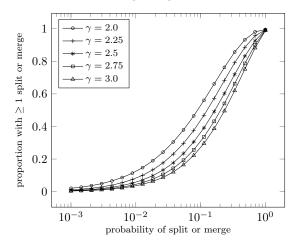
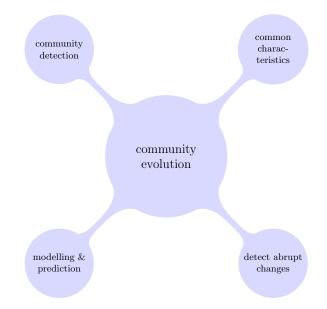


Figure 10: The proportion of communities with at least one split or merge as a function of p.

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Evolution of communities

Future work



Thank you

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