On Improving the Cohesiveness of Graphs by Merging Nodes: Formulation, Analysis, and Algorithms



Summary

- **Goal:** To study the problem of improving the cohesiveness of real-world systems using graph analysis and graph algorithms
- **Formulation:** How can we mathematically formulate such a problem?
- Analysis: To analyze the problem from both theoretical and empirical aspects
- **Experiments:** To show the empirical performance of the proposed algorithm based on our analysis
- **Fast:** The proposed algorithm time-efficiently finds good node pairs by pruning unpromising node pairs and identifying a small number of promising candidate node pairs
- **Effective:** Merging the node pairs selected by the proposed algorithm effectively improves the optimization objective, and also effectively improves the cohesiveness of graphs

Motivation

Many real-world systems can be abstracted and represented as graphs • **Cohesiveness:** We love cohesive systems in the real world





Cohesive public traffic networks are convenient and robust to unexpected problems

Cohesive social networks imply good communication and tight relations

- Therefore, improving the cohesiveness of graphs is a meaningful problem
- How can we mathematically formulate such a problem?
- How (what *metric*) can we measure the cohesiveness of graphs?
- How (what operation) can we improve the cohesiveness of graphs?

Existing Research

- How does existing research formulate such a problem? What metrics and operations have researchers considered?
- **Metrics:** Maximizing the size of a cohesive subgraph model • **Operations:** Anchoring nodes (forcing nodes to stay in the considered cohesive subgraph model) or adding edges

Operation Anchoring nodes Adding edges Bhawalkar et al. 2015 Maximizing the Zhou et al. 24 Zhang et al. 2022 size of a *k*-core Metric Maximizing the Sun et al. 20 Zhang et al. 2018 Chen et al. 2 size of a k-truss

However, a realistic and interesting operation has been overlooked!

Fanchen Bu and Kijung Shin

KAIST EE & AI Email: {boqvezen97,kijungs}@kaist.ac.kr Code: bit.ly/truss_merge_code

Problem Formulation

2022	
021	
2022	

• Merging nodes: An overlooked operation, which is realistic and interesting



network more compact and reduce



In social networks, merging people can represent forming teams, which can create a more collaborative and synergic environment

- maintenance expenses • **Metric:** We use the size of a k-truss as the cohesiveness metric
- **Definition:** Given a graph G and k, the k-truss of G is the maximal subgraph such that each edge in the k-truss is in at least k-2 triangles Node engagements (neighbors) and edge interrelatedness (triangles)



- Final problem statement:
- Given: graph $G = (V, E), k \in \mathbb{N}$, and budget $b \in \mathbb{N}$
- Find: b pairs of nodes to be merged

Hardness Analysis & A Naive Algorithm

- **Theorems:** The considered problem is NP-hard and not submodular • Therefore, instead of aiming to solve the problem optimally, we aim to find a practically well-performing algorithm
- A naive algorithm: Until the budget is exhausted, we repeatedly compute # edges in the k-truss after all possible mergers and operate the best one
- But it takes prohibitive $O(b|V|^2|E|^{1.5})$ times!
- We need to repeat *b* times to use all the budget
- There are $O(|V|^2)$ node pairs in total
- Computing the number of edges in a k-truss takes $O(|E|^{1.5})$
- We aim to find good node pairs more time-efficiently
- We do not need to check all the possible node pairs • Among all the nodes, how can we quickly find promising candidate nodes that may constitute good node pairs?
- Among all the node pairs between the chosen candidate nodes, how can we quickly identify promising node pairs?

5-truss: only purple edges

- 4-truss: + green edges
- 3-truss: + blue edges

2-truss: + red edges (i.e., all the edges) The trussness of a node (or an edge) is the maximum k such that the node (or the edge) is in the k-truss

• To maximize: # edges in the k-truss after merging those b node pairs

Proposed Method: BATMAN (Best-merger seArcher for Truss MAximizatioN)

- promising node pairs between the chosen nodes
- evaluated node pairs in each category
- functions considering both positive and negative impacts

Experimental Results

- heuristic-based methods as our baselines

- RD: Randomly sampling node pairs
- component of the proposed method.







• Check fewer edges: We prove that, after merging any two nodes, the trussness of all the edges (except for those incident to a merged node) changes by at most one, and thus most edges currently with trussness lower than k-1 can be safely ignored when evaluating each node pair

• Categorize nodes and node pairs: We theoretically show the importance of nodes and node pairs with specific trussness (especially those with trussness at least k-1), and divide them into different groups based on their trussness

• Heuristics for each category: We develop efficient and effective heuristics for each category, where we first find promising nodes and then identify

• Distribute the budget to different categories: We exclude one category of node pairs that is theoretically unlikely to be helpful, and propose an adaptive way to distribute the budget based on the actual performance of the

• Ranking by score functions: We finally rank candidate node pairs by score

• With all the proposed techniques, we reduce the time complexity to $\hat{O}(b|E|^{1.5})$, where some parameters (e.g., the numbers of promising nodes and node pairs to be chosen and evaluated) set by the user are hidden in \hat{O}

Extensive experiments on fourteen real-world graphs show the superiority of the proposed algorithm (**BATMAN**) w.r.t both speed and effectiveness

Since we are the first to study this problem, we use several other

• NT: To form most new triangles consisting of the nodes in the (k-1)-truss • NE: To form most new edges between the nodes in the (k-1)-truss

We also conduct an ablation study to provide justification for each