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# Denser than the Densest Subgraph: Extracting Optimal Quasi-Cliques with Quality Guarantees

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# Denser than the densest

- Densest subgraph problem is very popular in practice. However, not what we want for many applications.
- $\delta$ =edge density,  $D$ =diameter,  $\tau$ =triangle density

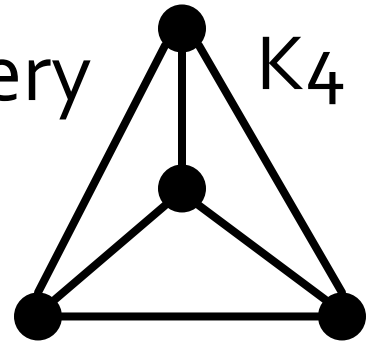
	densest subgraph				optimal quasi-clique			
	$\frac{ S }{ V }$	$\delta$	$D$	$\tau$	$\frac{ S }{ V }$	$\delta$	$D$	$\tau$
Dolphins	0.32	0.33	3	0.04	0.12	0.68	2	0.32
Football	1	0.09	4	0.03	0.10	0.73	2	0.34
Jazz	0.50	0.34	3	0.08	0.15	1	1	1
Celeg. N.	0.46	0.13	3	0.05	0.07	0.61	2	0.26

# Graph mining applications

- Thematic communities and spam link farms [Gibson, Kumar, Tomkins '05]
- Graph visualization [Alvarez-Hamelin et al. '05]
- Real time story identification [Angel et al. '12]
- Motif detection [Batzoglou Lab '06]
- Epilepsy prediction [Iasemidis et al. '01]
- Finding correlated genes [Horvath et al.]
- Many more ..

# Measures

- Clique: each vertex in  $S$  connects to every other vertex in  $S$ .
- $\alpha$ -Quasi-clique:  
the set  $S$  has at least  $\alpha|S|(|S|-1)/2$  edges.
- $k$ -core: every vertex connects to at least  $k$  other vertices in  $S$ .



# Measures

- $\delta(S) = \frac{e[S]}{\binom{|S|}{2}}$  *Density*
- $d(S) = \frac{2e[S]}{|S|}$  *Average degree*
- $t(S) = \frac{t[S]}{\binom{|S|}{3}}$  *Triangle Density*

# Contributions

- General framework which subsumes popular density functions.
- Optimal quasi-cliques.
- An algorithm with additive error guarantees and a local-search heuristic.
- Variants
  - Top-k optimal quasi-cliques
  - Successful team formation

# Contributions

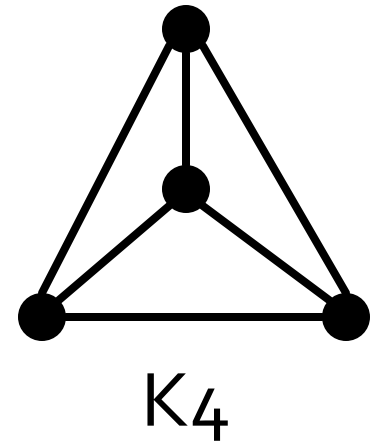
- Experimental evaluation
  - Synthetic graphs
  - Real graphs
- Applications
  - Successful team formation of computer scientists
  - Highly-correlated genes from microarray datasets

First, some related work.



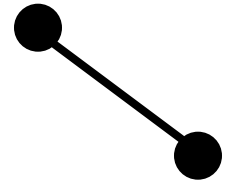
# Cliques

- Maximum clique problem:  
find clique of maximum possible size.  
NP-complete problem
- Unless  $P=NP$ , there cannot be a polynomial time algorithm that approximates the maximum clique problem within a factor better than  $O(n^{1-\varepsilon})$  for any  $\varepsilon>0$  [Håstad '99].



# (Some) Density Functions

- $\delta(S) = \frac{e[S]}{\binom{|S|}{2}}$  A single edge achieves always maximum possible  $\delta(S)$



- $d(S) = \frac{e[S]}{|S|}$  Densest subgraph problem

- $d(S) = \frac{e[S]}{|S|}, |S|=k$  k-Densest subgraph problem

- $d(S) = \frac{e[S]}{|S|}, |S| \geq k (|S| \leq k)$  DalkS (Damks)

# Densest Subgraph Problem

- Maximize average degree
- Solvable in polynomial time
  - Max flows (Goldberg)
  - LP relaxation (Charikar)
- Fast  $\frac{1}{2}$ -approximation algorithm (Charikar)

# k-Densest subgraph

- k-densest subgraph problem is NP-hard
- Feige, Kortsatz, Peleg  
Bhaskara, Charikar, Chlamtac, Vijayraghavan  
Asahiro et al.  
Andersen  
Khuller, Saha [approximation algorithms],  
Khot [no PTAS].

# Quasicliques

- A set  $S$  of vertices is  $\alpha$ -quasiclique if

$$e[S] \geq \alpha \binom{|S|}{2}$$

- [Uno '10] introduces an algorithm to enumerate all  $\alpha$ -quasicliques.

# Edge-Surplus Framework

- For a set of vertices  $S$  define

$$f_{\alpha}(S) = g(e[S]) - \alpha h(|S|)$$

where  $g, h$  are both strictly increasing,  $\alpha > 0$ .

- Optimal  $(\alpha, g, h)$ -edge-surplus problem  
Find  $S^*$  such that  $f_{\alpha}(S^*) \geq f_{\alpha}(S)$ .

# Edge-Surplus Framework

- When  $g(x)=h(x)=\log(x)$ ,  $\alpha=1$ , then Optimal  $(\alpha, g, h)$ -edge-surplus problem becomes  $\max \log \frac{e[S]}{|S|}$ , which is the densest subgraph problem.
- $g(x)=x$ ,  $h(x)=0$  if  $x=k$ , o/w  $+\infty$  we get the  $k$ -densest subgraph problem.

# Edge-Surplus Framework

- When  $g(x)=x$ ,  $h(x)=x(x-1)/2$  then we obtain

$\max_{S \subseteq V, |S| \geq 2} e[S] - \alpha \binom{|S|}{2}$ , which we define as the optimal quasiclique (OQC) problem.

- Theorem 1: Let  $g(x)=x$ ,  $h(x)$  concave. Then the optimal  $(\alpha, g, h)$ -edge-surplus problem is poly-time solvable.
  - However, this family is not well suited for applications as it returns most of the graph.



# Hardness of OQC

- Conjecture: finding a planted clique  $C$  of size  $n^{\frac{1}{2}-\delta}$ ,  $\delta > 0$  in a random binomial graph  $G\left(n, \frac{1}{2}\right)$  is hard.

- Let  $f(S) = e[S] - \frac{2}{3} \binom{|S|}{2}$ . Then,

$$f(C) = \frac{1}{3} \binom{n^{\frac{1}{2}-\delta}}{2} > 0,$$

$$E[f(S)] = -\frac{1}{6} \binom{|S|}{2} < 0.$$

# Multiplicative approximation algorithms

- Notice that in general the optimal value can be negative.
- We can obtain guarantees for a shifted objective but introduces large additive error making the algorithm *almost* useless, i.e., *except for very special graphs*.
- Other type of guarantees more suitable.

# Optimal Quasicliques

- Additive error approximation algorithm
  - $G_n \leftarrow G$
  - For  $k \leftarrow n$  downto 1
    - Let  $v$  be the smallest degree vertex in  $G_k$ .
    - $G_{k-1} \leftarrow G_k - \{v\}$
  - Output  $\bar{S} \leftarrow \operatorname{argmax}_{1 \leq k \leq n} f_\alpha(G_k)$

Theorem:  $f_\alpha(\bar{S}) \geq f_\alpha(S^*) - \frac{\alpha}{2} \text{"small"} \times |\bar{S}|$

Running time:  $O(n+m)$ . However it would be nice to have running time  $O(|\text{output}|)$ .

# Optimal Quasicliques

## Local Search Heuristic

1. Initialize  $S$  with a random vertex.
2. For  $t=1$  to  $T_{\max}$ 
  1. Keep expanding  $S$  by adding at each time a vertex  $v \notin S$  such that  $f_{\alpha}(S \cup v) \geq f_{\alpha}(S)$ .
  2. If not possible see whether there exist  $v \in S$  such that  $f_{\alpha}(S - \{v\}) \geq f_{\alpha}(S)$ .
    1. If yes, remove it. Go back to previous step.
    2. If not, stop and output  $S$ .

# Experiments

	Vertices	Edges	Description
Dolphins	62	159	Biological Network
Polbooks	105	441	Books Network
Adjnoun	112	425	Adj. and Nouns in 'David Copperfield'
Football	115	613	Games Network
Jazz	198	2 742	Musicians Network
Celegans N.	297	2 148	Biological Network
Celegans M.	453	2 025	Biological Network
Email	1 133	5 451	Email Network
AS-22july06	22 963	48 436	Auton. Systems
Web-Google	875 713	3 852 985	Web Graph
Youtube	1 157 822	2 990 442	Social Network
AS-Skitter	1 696 415	11 095 298	Auton. Systems
Wikipedia 2005	1 634 989	18 540 589	Web Graph
Wikipedia 2006/9	2 983 494	35 048 115	Web Graph
Wikipedia 2006/11	3 148 440	37 043 456	Web Graph

# Experiments

	S			$\delta$			D			$\tau$		
	densest subgraph	opt. quasi-clique		densest subgraph	opt. quasi-clique		densest subgraph	opt. quasi-clique		densest subgraph	opt. quasi-clique	
		GREEDY	LS		GREEDY	LS		GREEDY	LS		GREEDY	LS
Dolphins	19	13	8	0.27	0.47	0.68	3	3	2	0.05	0.12	0.32
Polbooks	53	13	16	0.18	0.67	0.61	6	2	2	0.02	0.28	0.24
Adjnoun	45	16	15	0.20	0.48	0.60	3	3	2	0.01	0.10	0.12
Football	115	10	12	0.09	0.89	0.73	4	2	2	0.03	0.67	0.34
Jazz	99	59	30	0.35	0.54	1	3	2	1	0.08	0.23	1
Celeg. N.	126	27	21	0.14	0.55	0.61	3	2	2	0.07	0.20	0.26
Celeg. M.	44	22	17	0.35	0.61	0.67	3	2	2	0.07	0.26	0.33
Email	289	12	8	0.05	1	0.71	4	1	2	0.01	1	0.30
AS-22july06	204	73	12	0.40	0.53	0.58	3	2	2	0.09	0.19	0.20
Web-Google	230	46	20	0.22	1	0.98	3	2	2	0.03	0.99	0.95
Youtube	1874	124	119	0.05	0.46	0.49	4	2	2	0.02	0.12	0.14
AS-Skitter	433	319	96	0.41	0.53	0.49	2	2	2	0.10	0.19	0.13
Wiki '05	24555	451	321	0.26	0.43	0.48	3	3	2	0.02	0.06	0.10
Wiki '06/9	1594	526	376	0.17	0.43	0.49	3	3	2	0.10	0.06	0.11
Wiki '06/11	1638	527	46	0.17	0.43	0.56	3	3	2	0.31	0.06	0.35

	DS	M1	M2	DS	M1	M2	DS	M1	M2	DS	M1	M2
Wiki '05 K	24.5	451	321	.26	.43	.48	3	3	2	.02	.06	.11
Youtube	1.9K	124	119	0.05	0.46	0.49	4	2	2	.02	.12	.14



# Constrained Optimal Quasiclques

- Given a set of vertices  $Q$

$$\max_{Q \subseteq S \subseteq V} f_\alpha(S) = \max_{Q \subseteq S \subseteq V} e[S] - \alpha \binom{|S|}{2}$$

- Lemma: NP-hard problem.
- Observation: Easy to adapt our efficient algorithms to this setting.
  - Local Search: Initialize  $S$  with  $Q$  and never remove a vertex if it belongs to  $Q$
  - Greedy: Never peel off a vertex from  $Q$

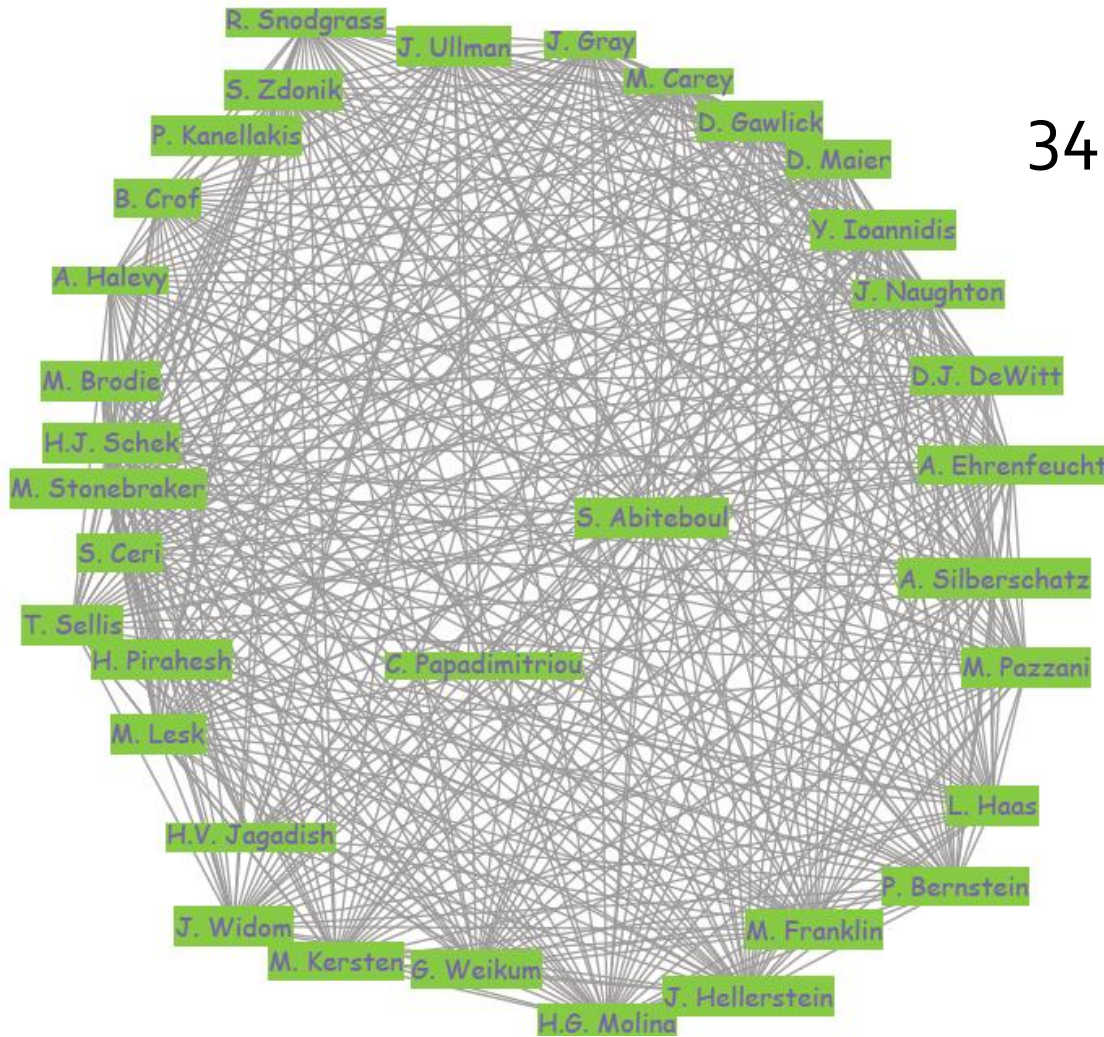


# Application 1

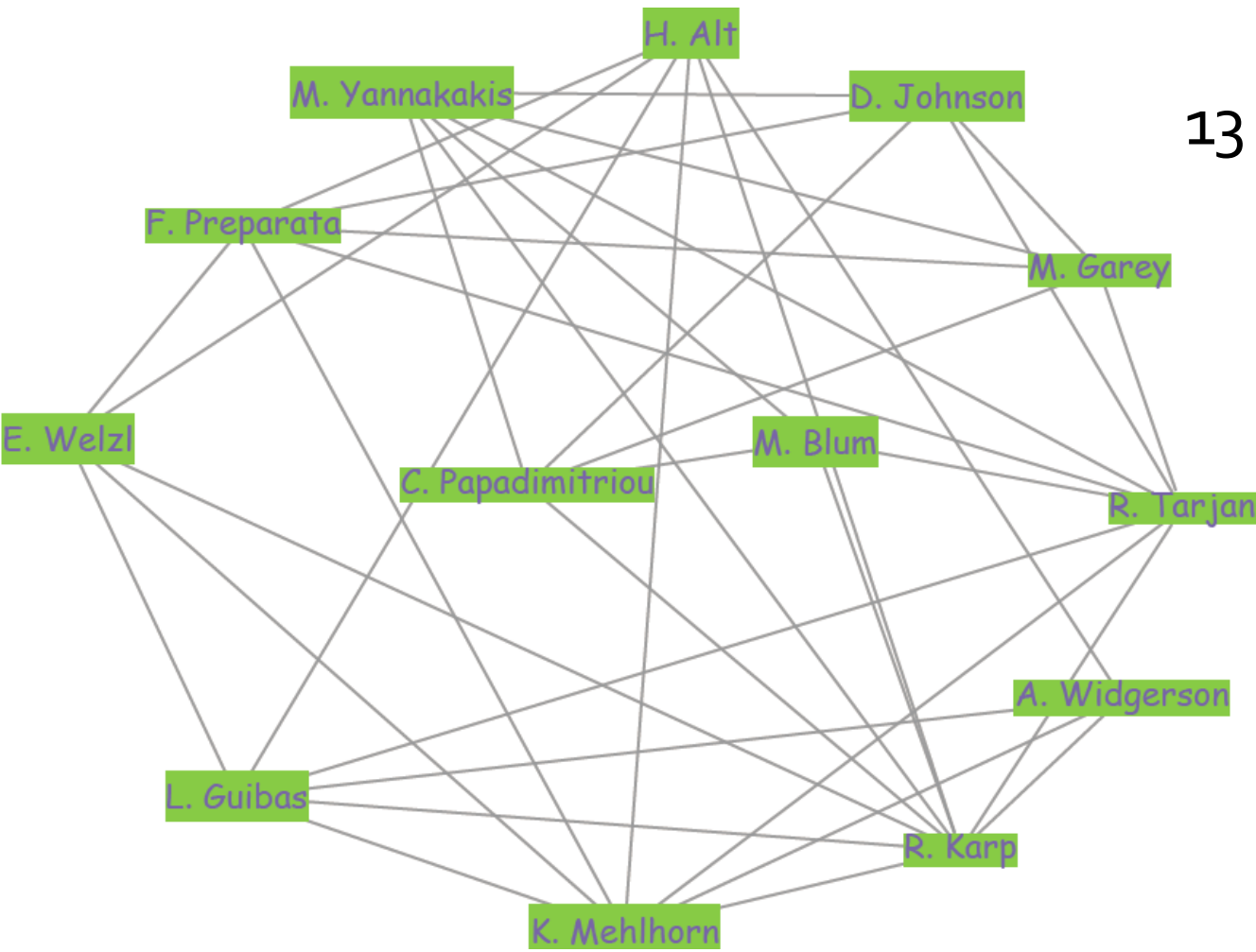
- Suppose that a set  $Q$  of scientists wants to organize a workshop. How do they invite other scientists to participate in the workshop so that the set of all participants, including  $Q$ , have similar interests ?

# Query 1, Papadimitriou and Abiteboul

34 vertices,  $\delta(S) = 0.81$



# Query 2, Papadimitriou and Blum

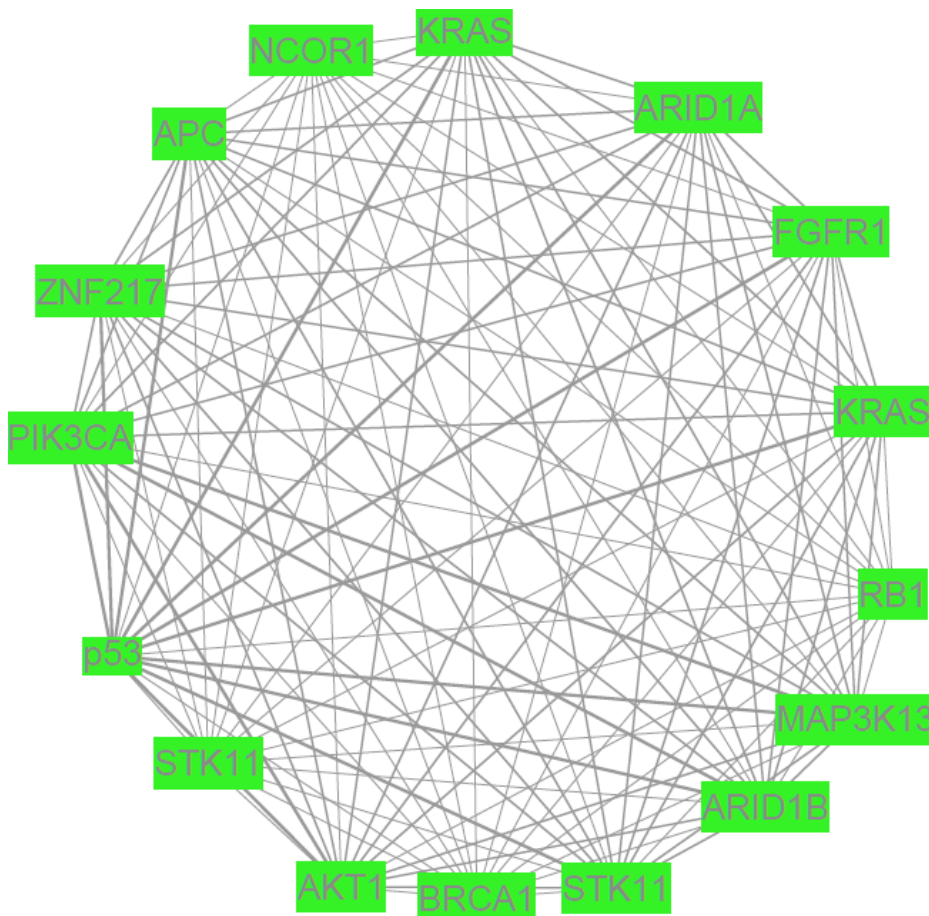


13 vertices,  $\delta(S)=0.49$

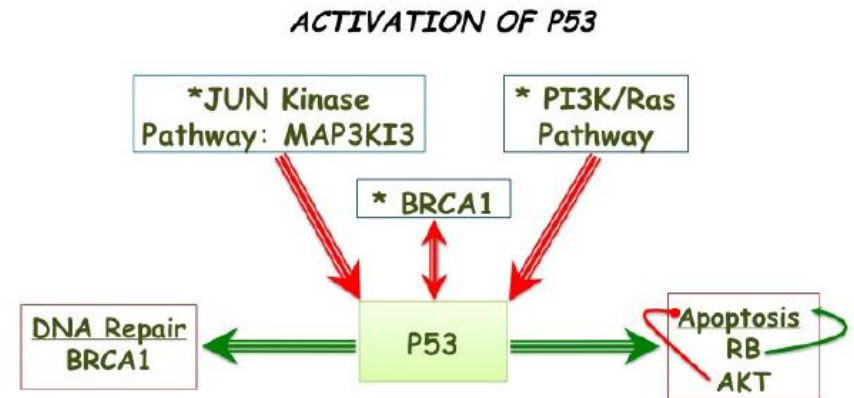
# Application 2

- Given a microarray dataset and a set of genes  $Q$ , find a set of genes  $S$  that includes  $Q$  and they are all highly correlated.
- Co-expression network
  - Measure gene expression across multiple samples
  - Create correlation matrix
  - Edges between genes if their correlation is  $> \rho$ .
- A dense subgraph in a co-expression network corresponds to a set of highly correlated genes.

# Query, p53



KDD'13



# Future Work

- Hardness
- Analysis of local search algorithm
- Other algorithms with additive approximation guarantees
- Study the natural family of objectives

$$\max_{S \subseteq V, |S| \geq 2} e[S] - \alpha |S|^\gamma, \gamma > 1$$

# Thank you!

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