

# **Graph Mining: Laws, Generators** and Tools

Christos Faloutsos CMU



# Thank you!

• Sharad Mehrotra



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# **Outline**

- Problem definition / Motivation
- Static & dynamic laws; generators
- Tools: CenterPiece graphs; Tensors
- Other projects (Virus propagation, e-bay fraud detection)
- Conclusions

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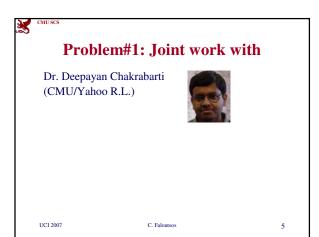
# Motivation

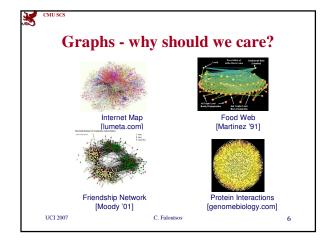
Data mining: ~ find patterns (rules, outliers)

- Problem#1: How do real graphs look like?
- Problem#2: How do they evolve?
- Problem#3: How to generate realistic graphs TOOLS
- Problem#4: Who is the 'master-mind'?
- Problem#5: Track communities over time

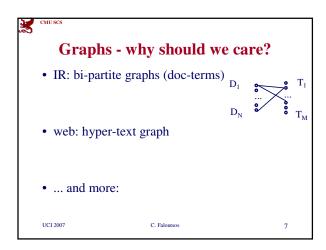
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# Graphs - why should we care?

- network of companies & board-of-directors members
- 'viral' marketing
- web-log ('blog') news propagation
- computer network security: email/IP traffic and anomaly detection
- ...

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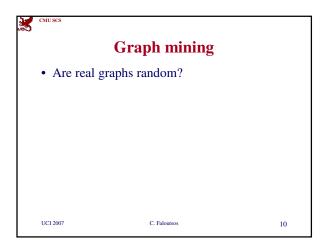
# Problem #1 - network and graph mining

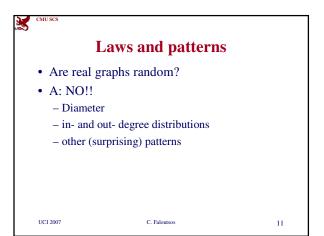


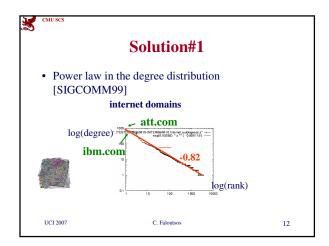
- How does the Internet look like?
- How does the web look like?
- What is 'normal'/'abnormal'?
- which patterns/laws hold?

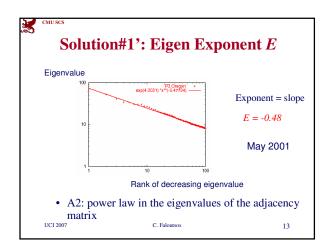
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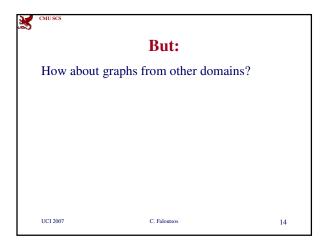
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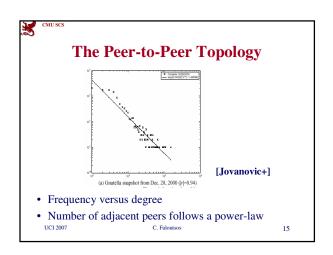


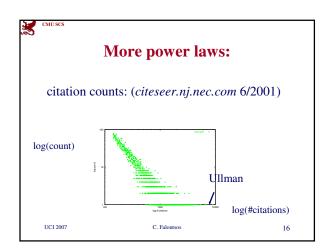


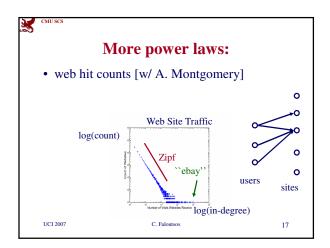


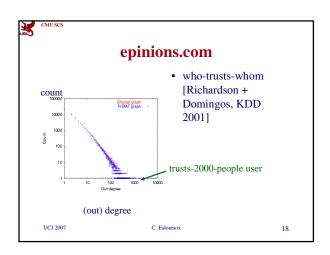














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## **Problem#2: Time evolution**

• with Jure Leskovec (CMU/MLD)

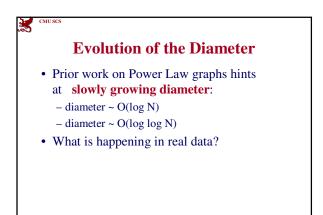


• and Jon Kleinberg (Cornell – sabb. @ CMU)



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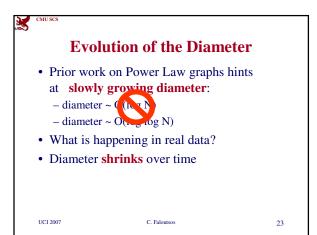
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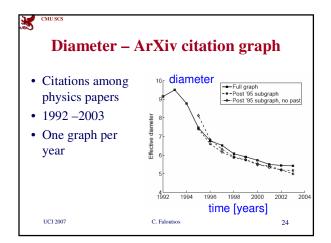


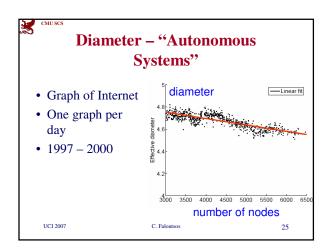
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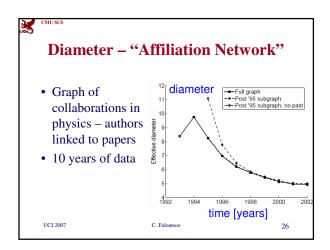
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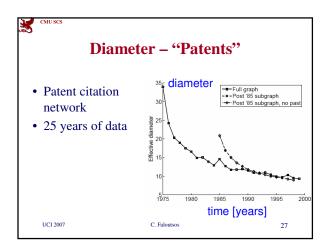
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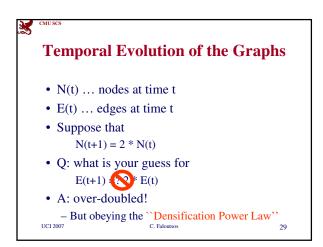


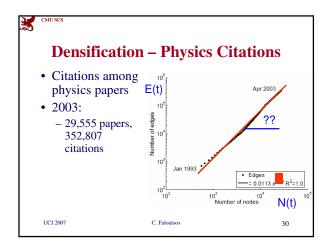


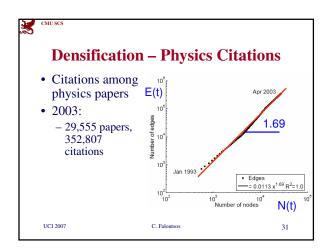


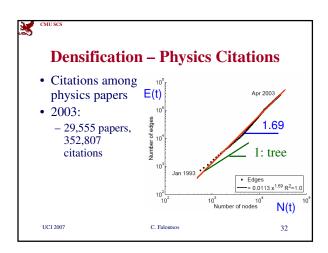


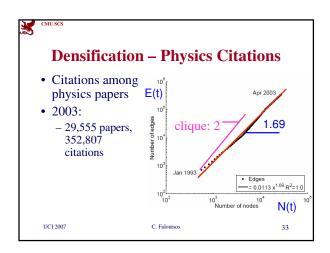
# Temporal Evolution of the Graphs • N(t) ... nodes at time t • E(t) ... edges at time t • Suppose that N(t+1) = 2 \* N(t) • Q: what is your guess for E(t+1) =? 2 \* E(t)

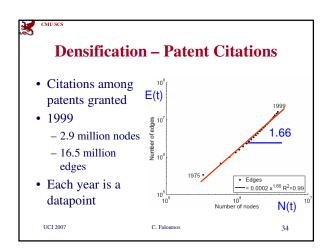


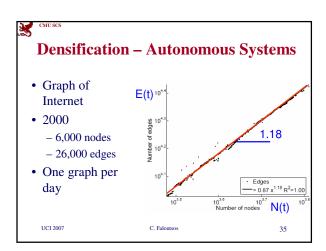


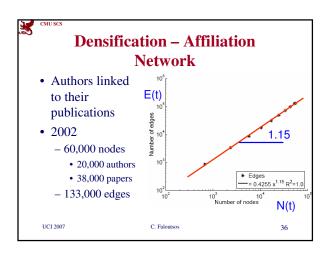














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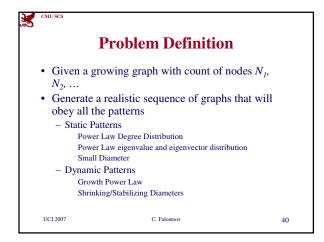
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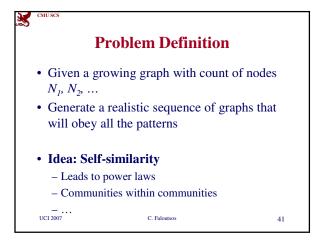
## **Problem#3: Generation**

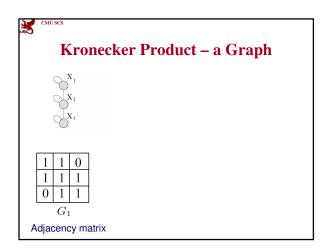
- Given a growing graph with count of nodes N<sub>I</sub>,
   N<sub>2</sub>,...
- Generate a realistic sequence of graphs that will obey all the patterns

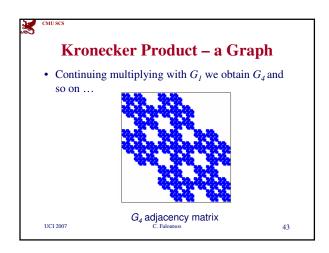
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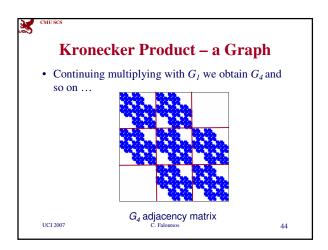
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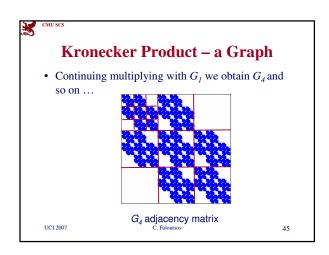




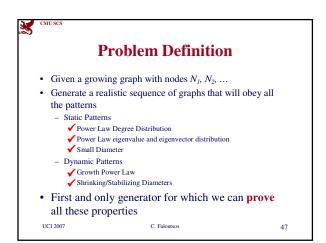


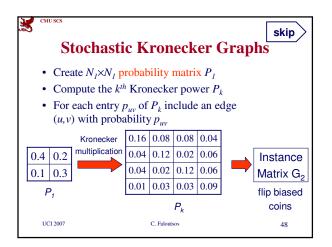












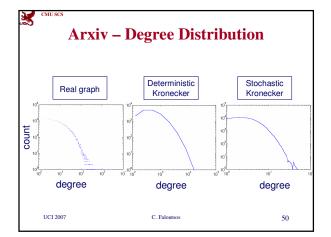


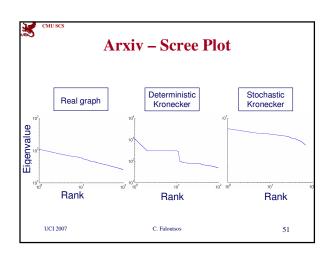
# **Experiments**

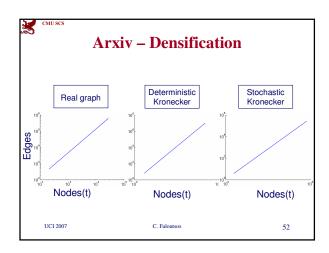
- How well can we match real graphs?
  - Arxiv: physics citations:
    - 30,000 papers, 350,000 citations
    - 10 years of data
  - U.S. Patent citation network
    - 4 million patents, 16 million citations
    - 37 years of data
  - Autonomous systems graph of internet
    - Single snapshot from January 2002
    - 6,400 nodes, 26,000 edges
- We show both static and temporal patterns

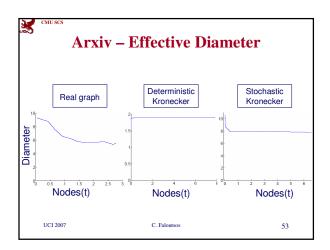
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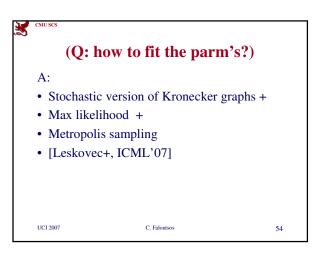
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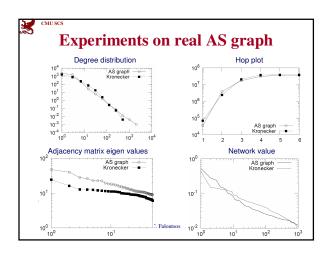


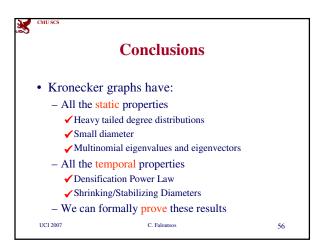


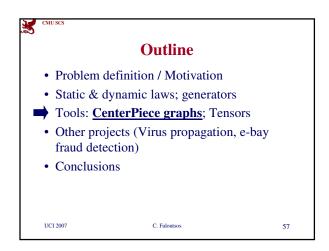


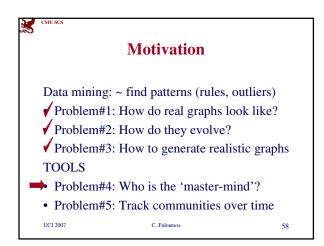


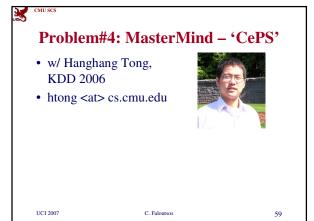


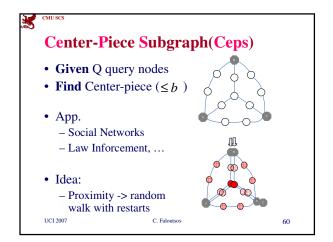


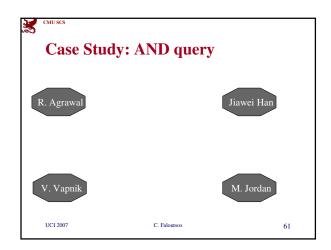


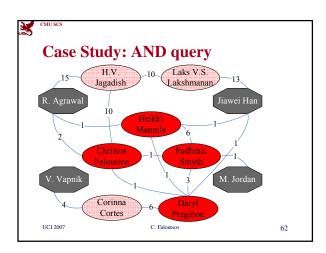


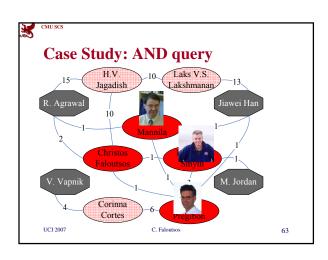


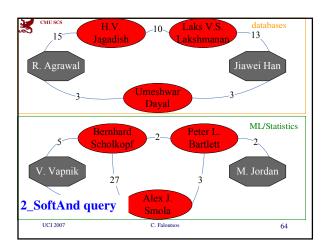


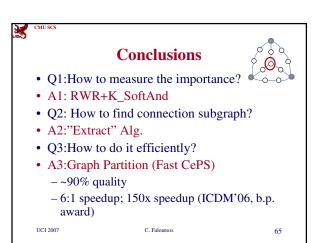


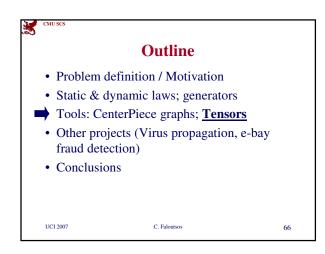


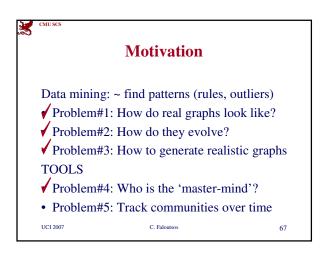


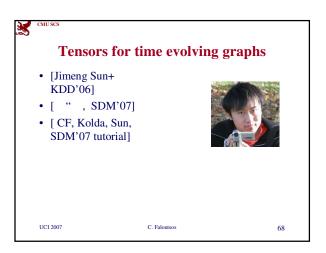


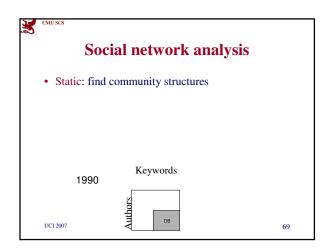


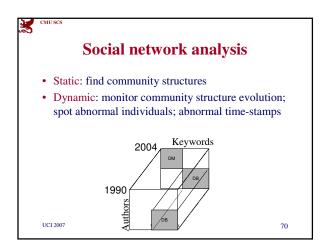


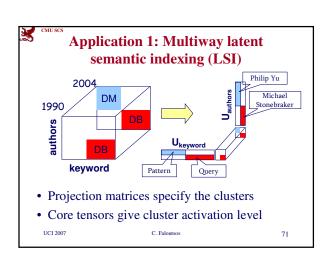


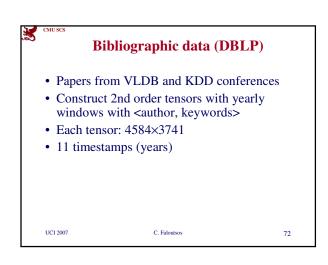


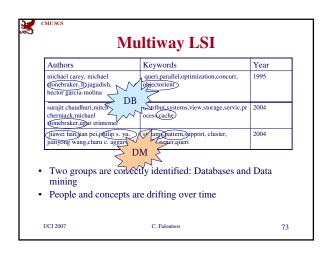


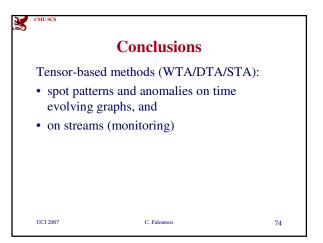


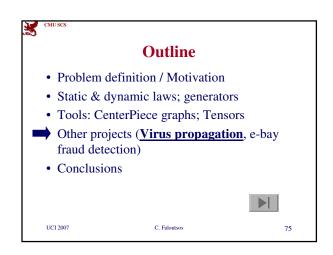














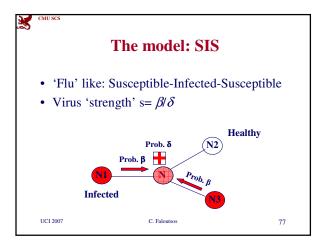
# Virus propagation

- How do viruses/rumors propagate?
- Will a flu-like virus linger, or will it become extinct soon?

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# Epidemic threshold $\tau$

of a graph: the value of  $\tau$ , such that if strength  $s = \beta / \delta < \tau$  an epidemic can not happen Thus,

- given a graph
- compute its epidemic threshold

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# Epidemic threshold $\tau$

What should  $\tau$  depend on?

- avg. degree? and/or highest degree?
- and/or variance of degree?
- and/or third moment of degree?
- and/or diameter?







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# **Epidemic threshold**

• [Theorem] We have no epidemic, if

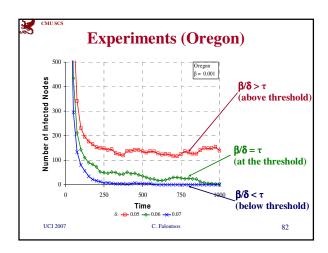
$$\beta/\delta < \tau = 1/\lambda_{l,A}$$

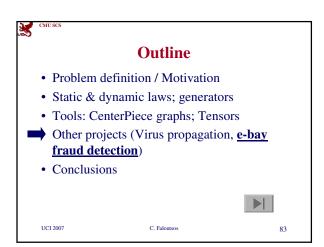
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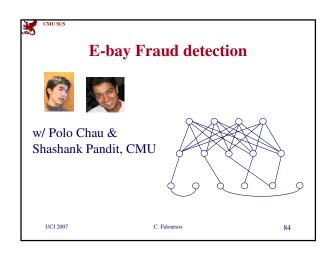
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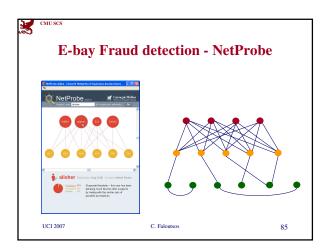
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# Epidemic threshold • [Theorem] We have no epidemic, if recovery prob. $\beta/\delta < \tau = 1/\lambda_{1,A}$ attack prob. largest eigenvalue of adj. matrix A Proof: [Wang+03]











## OVERALL CONCLUSIONS

- Graphs pose a wealth of fascinating problems
- self-similarity and power laws work, when textbook methods fail!
- New patterns (shrinking diameter!)
- New generator: Kronecker

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# 'Philosophical' observation

Graph mining brings together:

- ML/AI / IR
- Stat, Num. analysis,
- Systems (DB (Gb/Tb), Networks )
- sociology, epidemiology
- physics, ++...

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#### References

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- Hanghang Tong, Christos Faloutsos <u>Center-Piece</u> <u>Subgraphs: Problem Definition and Fast</u> <u>Solutions</u>, KDD 2006, Philadelphia, PA

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- Jure Leskovec, Deepayan Chakrabarti, Jon Kleinberg, Christos Faloutsos *Realistic*, *Mathematically Tractable Graph Generation and Evolution, Using Kronecker Multiplication* (ECML/PKDD 2005), Porto, Portugal, 2005.

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- Jimeng Sun, Dacheng Tao, Christos Faloutsos <u>Beyond Streams and Graphs: Dynamic Tensor</u> <u>Analysis</u>, KDD 2006, Philadelphia, PA

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