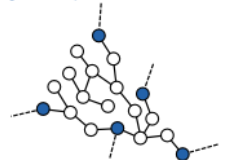


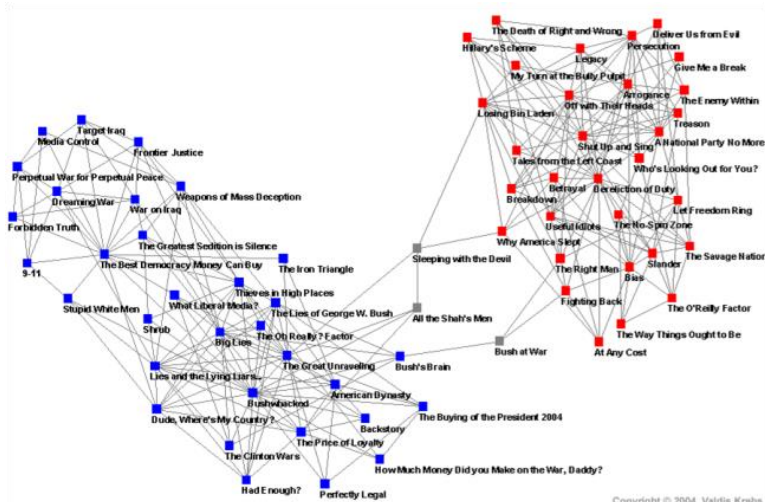
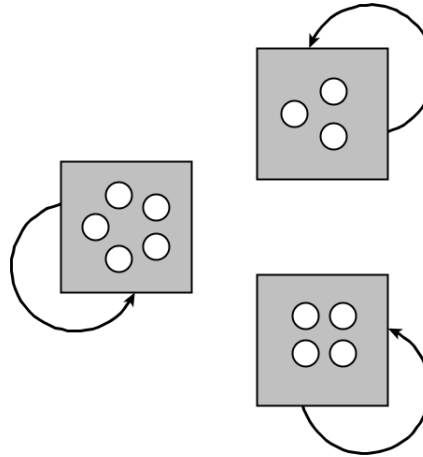
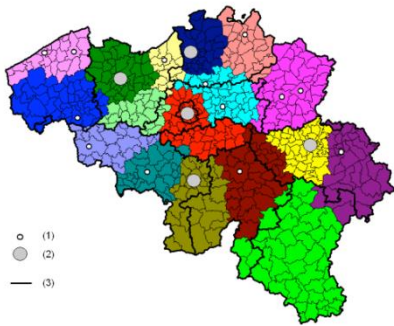
Community detection and Role extraction in Networks

A. Browet

Université catholique de Louvain
EPL - ICTEAM

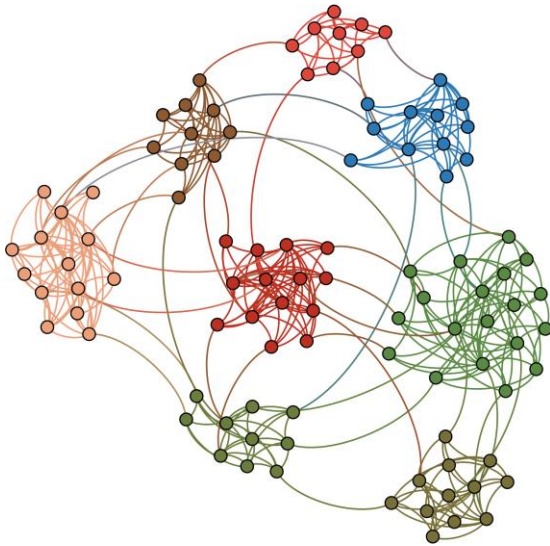


Networks Topology Community Structures



Networks Topology

Community Structures



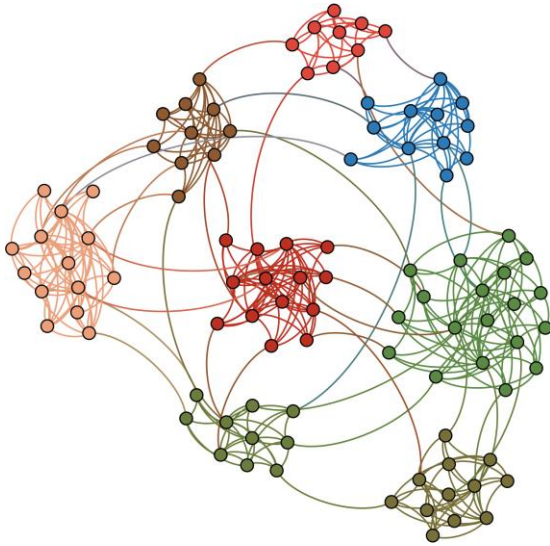
$$H(\sigma) = -H_0 - \sum_{i,j \in V} \left[\alpha_{ij} A(i,j) - \beta_{ij} \right] \delta(\sigma_i, \sigma_j)$$

 Reichardt & Bornholdt (2006)

	Unweighted network	Weighted network
Reichardt & Bornholdt	$\alpha_{ij} = 1$	$\alpha_{ij} = w(i,j)$
	$\beta_{ij} = \gamma_{RB} p_{ij}$	$p_{ij} = \frac{m n_c^2}{n^2}$
Newman & Girvan (modularity)	$\alpha_{ij} = 1$ $\beta_{ij} = \frac{k_i^{out} k_j^{in}}{m}$	$\alpha_{ij} = w(i,j)$ $\beta_{ij} = \frac{s_i^{out} s_j^{in}}{m_w}$
Traag et al. (CPM)	$\alpha_{ij} = 1$	$\alpha_{ij} = w(i,j)$
	$\beta_{ij} = \gamma_{CPM}$	
Ronhovde & Nussinov	$\alpha_{ij} = 1 + \gamma_{RN}$	$\alpha_{ij} = w(i,j) + \gamma_{RN}$
	$\beta_{ij} = \gamma_{RN}$	
Raghavan et al. (label propagation)	$\alpha_{ij} = w(i,j)$	$\beta_{ij} = 0$

Networks Topology


Community Structures



$$H_M(\sigma) = q_{out}H(q_{out}) + \sum_{k=1}^m q_{k,in}H(q_{k,in}).$$

 Rosvall & Bergstrom (2008)

$$H_S(\sigma) = -\log \sum_{j=f}^{\min(F,m)} \frac{\binom{F}{j} \binom{M-F}{m-j}}{\binom{M}{m}}$$


 Aldecoa & Marin (2011)

Community Detection Algorithm

- Simulated annealing (SA)

 *Kirkpatrick, Gelatt & Vecchi (1983)*


- Label propagation (LP)

 *Raghavan, Albert & Kumara (2007)*

- Fast modularity

 *Clauset, Newman & Moore (2004)*

- Louvain Method (LM)

 *Blondel, Guillaume, Lambiotte, et al. (2008)*

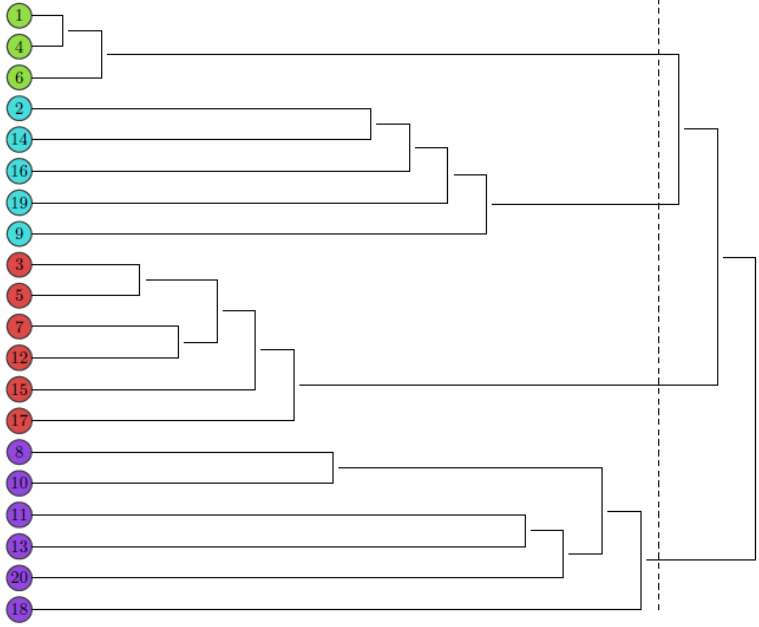
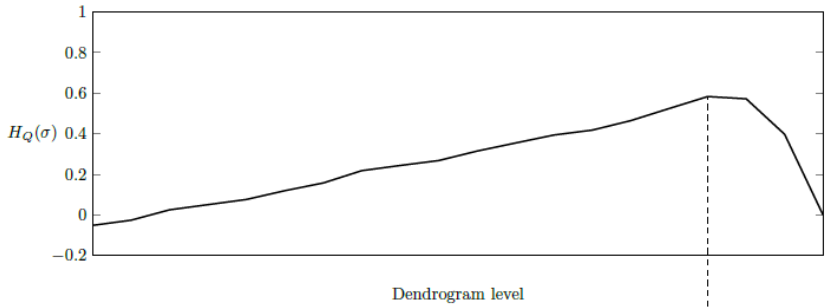
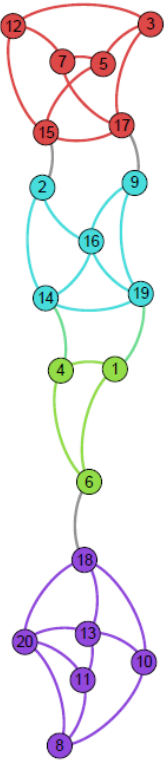
- Fast modularity (+ TCER)

 *Schuetz & Caflich (2008)*

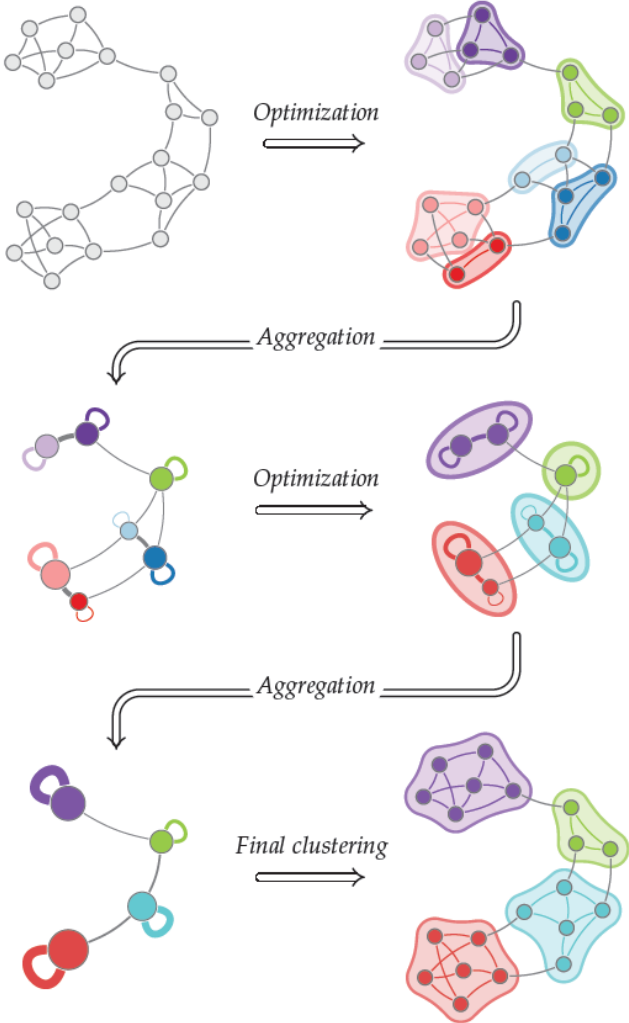
- Infomap

 *Rosvall & Bergstrom (2010)*

Community Detection Algorithm



Community Detection Algorithm



Fast community extraction

Input : a graph $G(V, E)$

Output : a community partition matrix $C \in \mathbb{R}^{k \times n}$

Initialize $C = I_n, C_t = 0, G_t = G$

while $C_t \neq I$ **do**

$C_t \leftarrow \text{ASSIGN}(G_t)$

$C_t \leftarrow \text{POSITIVE}(C_t, G_t)$

while $\exists i \in V_t, c \in C_t$ with $\Delta H(c_i \rightarrow i \rightarrow c) > 0$ **do**

$C_t \leftarrow \text{MAXIMAL}(C_t, G_t)$

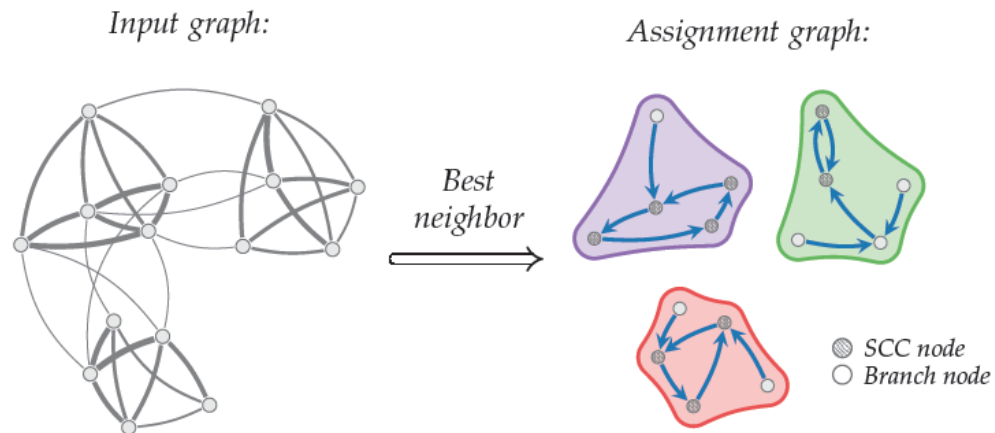
$C_t \leftarrow \text{POSITIVE}(C_t, G_t)$

$G_t \leftarrow \text{AGGREGATE}(G_t, C_t)$

$C = C_t C$

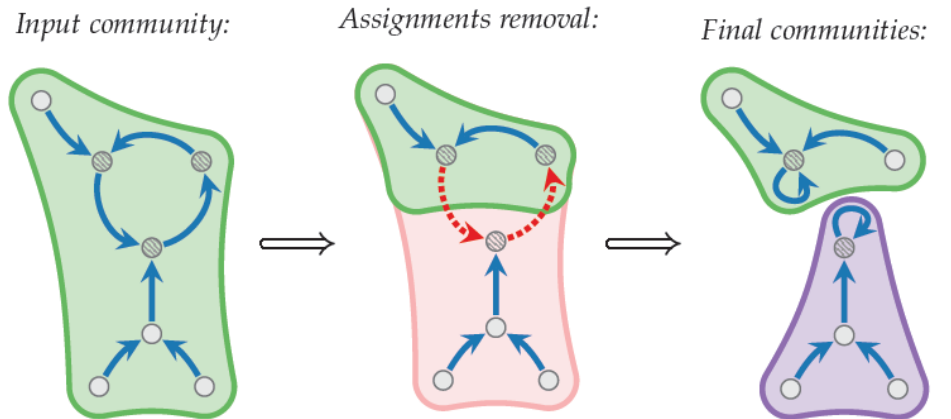
Fast community extraction

```
function ASSIGN( $G(V, E)$ )  
  for all  $i \in V$  do  
     $a(i) = \arg \max_j \Delta H(i \rightarrow j)$   
  end for  
   $T \leftarrow \text{graph}(V, \{(i, a(i)) \forall i\})$   
   $C_t \leftarrow \text{WCC}(T)$   
return  $C_t$ 
```



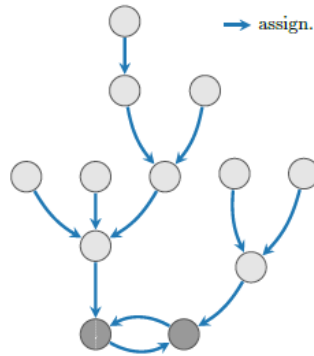
Fast community extraction

```
function POSITIVE( $C_t, G(V, E)$ )  
  for all  $i \in V$  do  
     $g(i) = -\Delta H(c_i \rightarrow i \rightarrow \{\})$   
  while  $\exists i \in c_i$  with  $g(i) < 0$  do  
     $c_1, c_2 \leftarrow \text{SPLIT}(c_i)$   
    for all  $j \in c_1 \cup c_2$  do  
       $g(j) = -\Delta H(c_j \rightarrow j \rightarrow \{\})$ .  
     $C_t = C_t \setminus \{c_i\} \cup \{c_1, c_2\}$   
return  $C_t$ 
```

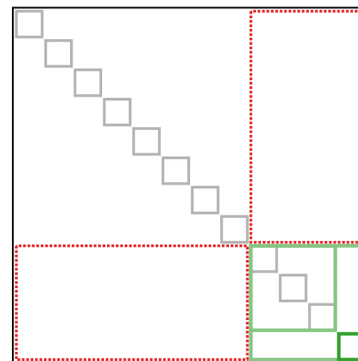
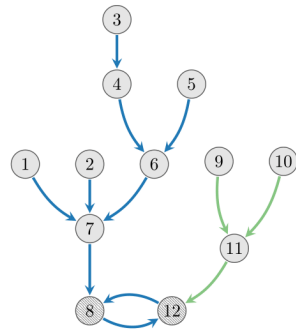
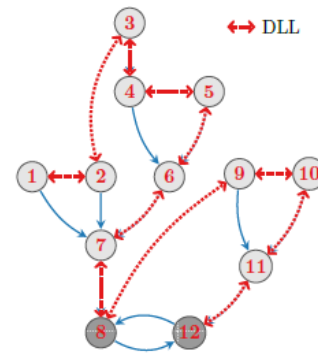


Fast community extraction

Assignment graph:



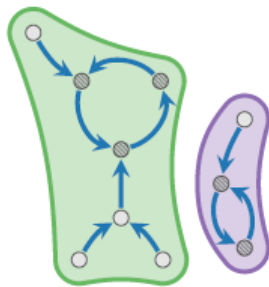
Linked list ordering:



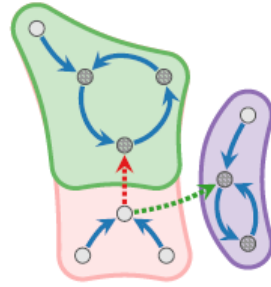
Fast community extraction

```
function MAXIMAL( $C_t, G(V, E)$ )  
   $C = C_t$   
  for all  $i \in V$  do  
     $c_i^* = \arg \max_c \Delta H(c_i \rightarrow i \rightarrow c)$   
  
  for all  $i \in V$ , if  $c_i^* \neq c_i$  do  
    draw  $p(i)$  uniform  $\in [0, 1]$   
    if  $p(i) < p$  then  
       $b(i) = \text{branch}(i)$   
      if  $\Delta H(c_i \rightarrow b(i) \rightarrow c_i^*) > 0$  then  
         $a(i) = \arg \max_{j \in c_i^*} \Delta H(i \rightarrow j)$   
         $C \leftarrow \text{insert}(b(i), c_i^*)$   
  
  return  $C$ 
```

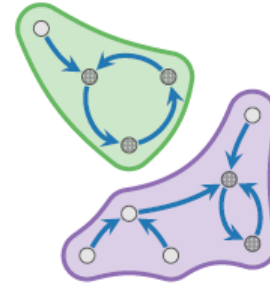
Input communities:



Optimal correction:



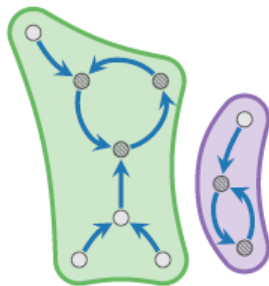
Final communities:



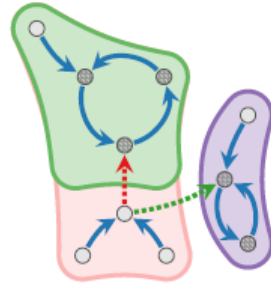
Fast community extraction

```
function MAXIMAL( $C_t, G(V, E)$ )  
   $C = C_t$   
  for all  $i \in V$  do  
     $c_i^* = \arg \max_c \Delta H(c_i \rightarrow i \rightarrow c)$   
  
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       $b(i) = \text{branch}(i)$   
      if  $\Delta H(c_i \rightarrow b(i) \rightarrow c_i^*) > 0$  then  
         $a(i) = \arg \max_{j \in c_i^*} \Delta H(i \rightarrow j)$   
         $C \leftarrow \text{insert}(b(i), c_i^*)$   
  
  return  $C$ 
```

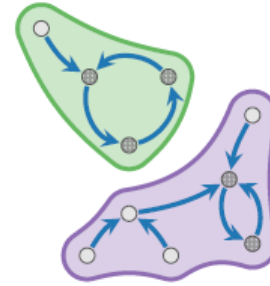
Input communities:



Optimal correction:



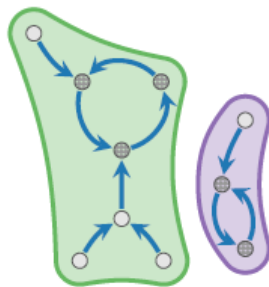
Final communities:



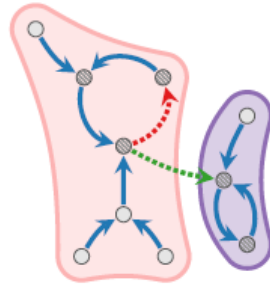
Fast community extraction

```
function MAXIMAL( $C_t, G(V, E)$ )  
   $C = C_t$   
  for all  $i \in V$  do  
     $c_i^* = \arg \max_c \Delta H(c_i \rightarrow i \rightarrow c)$   
  
  for all  $i \in V$ , if  $c_i^* \neq c_i$  do  
    draw  $p(i)$  uniform  $\in [0, 1]$   
    if  $p(i) < p$  then  
       $b(i) = \text{branch}(i)$   
      if  $\Delta H(c_i \rightarrow b(i) \rightarrow c_i^*) > 0$  then  
         $a(i) = \arg \max_{j \in c_i^*} \Delta H(i \rightarrow j)$   
         $C \leftarrow \text{insert}(b(i), c_i^*)$   
  
  return  $C$ 
```

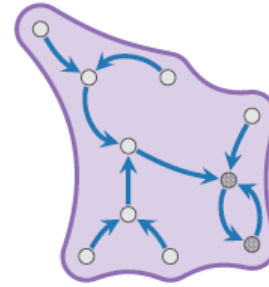
Input communities:



Optimal correction:



Final community:



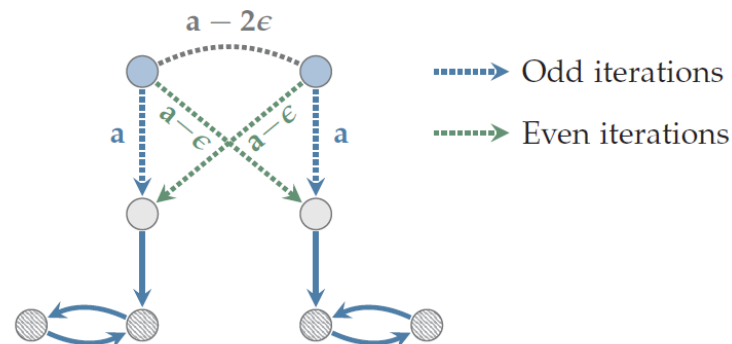
Fast community extraction

```

function MAXIMAL( $C_t, G(V, E)$ )
   $C = C_t$ 
  for all  $i \in V$  do
     $c_i^* = \arg \max_c \Delta H(c_i \rightarrow i \rightarrow c)$ 
  for all  $i \in V$ , if  $c_i^* \neq c_i$  do
    draw  $p(i)$  uniform  $\in [0, 1]$ 
    if  $p(i) < p$  then
       $b(i) = \text{branch}(i)$ 
      if  $\Delta H(c_i \rightarrow b(i) \rightarrow c_i^*) > 0$  then
         $a(i) = \arg \max_{j \in c_i^*} \Delta H(i \rightarrow j)$ 
         $C \leftarrow \text{insert}(b(i), c_i^*)$ 

  return  $C$ 

```



Performance & Accuracy

LFR benchmark model



Lancichinetti, Fortunato & Radicchi (2008)

$$k_i \sim k^{-\tau_1} \quad n_c \sim n^{-\tau_2}$$

$$\langle k_{int} \rangle = (1 - \mu_T) \langle k \rangle,$$

$$\langle k_{ext} \rangle = \mu_T \langle k \rangle.$$

$$s_i^{int} = (1 - \mu_W) k_i^\beta,$$

$$s_i^{ext} = \mu_W k_i^\beta.$$

$$\langle w^{int} \rangle = \frac{(1 - \mu_W) \langle s \rangle}{(1 - \mu_T) \langle k \rangle} = \frac{(1 - \mu_W)}{(1 - \mu_T)} \langle k \rangle^{\beta-1},$$

$$\langle w^{ext} \rangle = \frac{\mu_W \langle s \rangle}{\mu_T \langle k \rangle} = \frac{\mu_W}{\mu_T} \langle k \rangle^{\beta-1},$$

Normalized mutual information



Danon, Diaz-Guilera, Duch, et al. (2005)

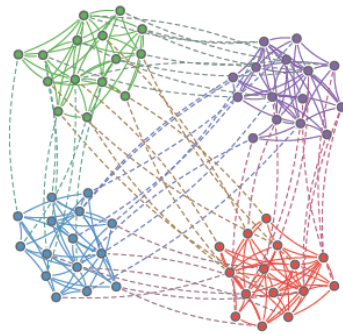
$$NMI(X, Y) = \frac{2 I(X, Y)}{H(X) + H(Y)}.$$

Performance & Accuracy

LFR benchmark model



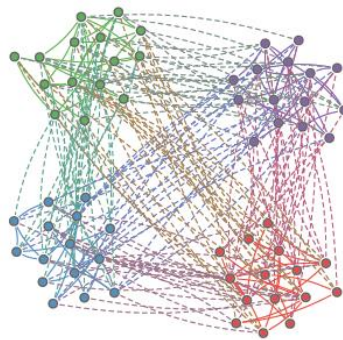
Lancichinetti, Fortunato & Radicchi (2008)



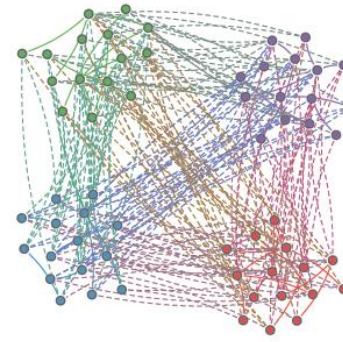
(a) $\mu_T = 0.2$



(b) $\mu_T = 0.4$

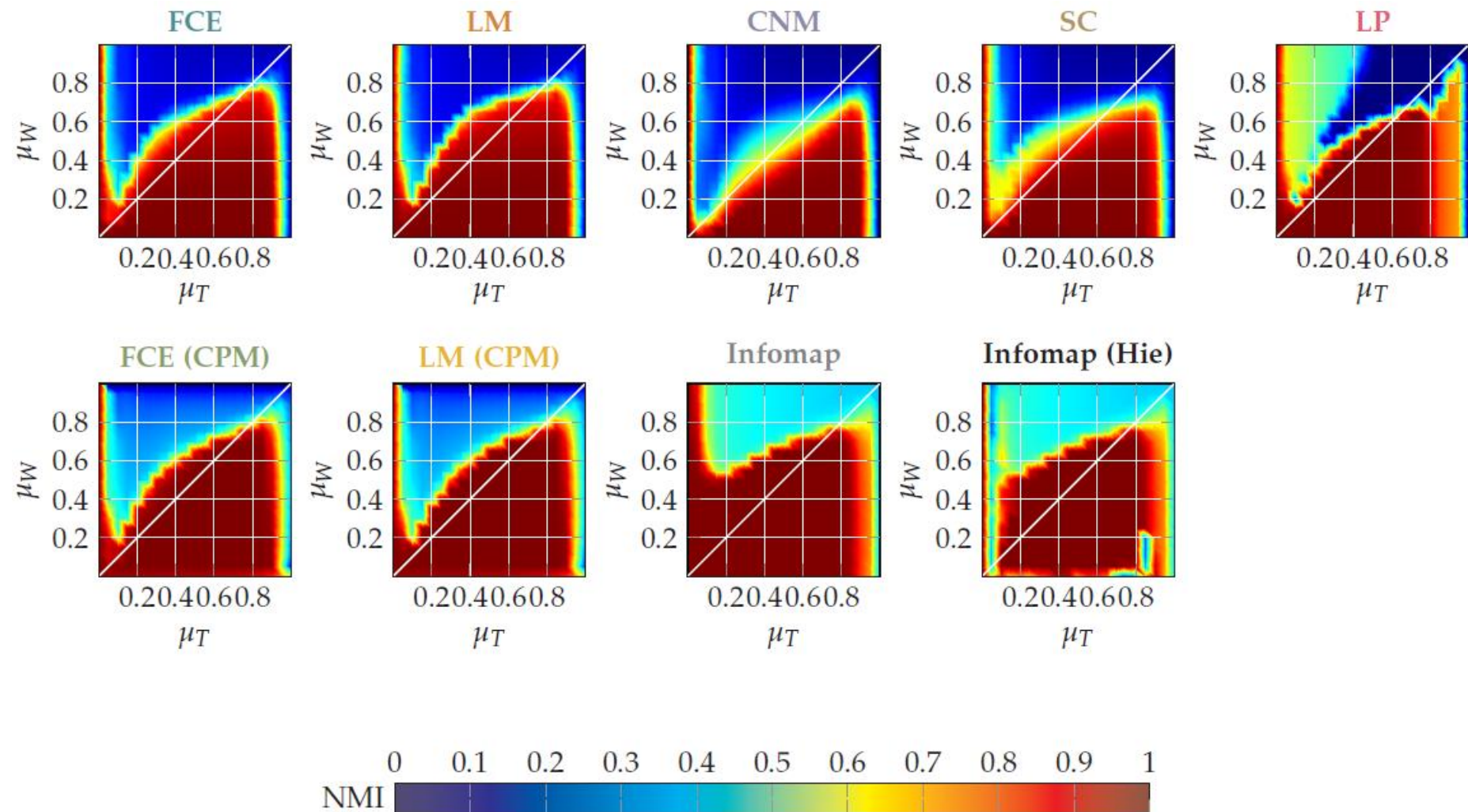


(c) $\mu_T = 0.6$

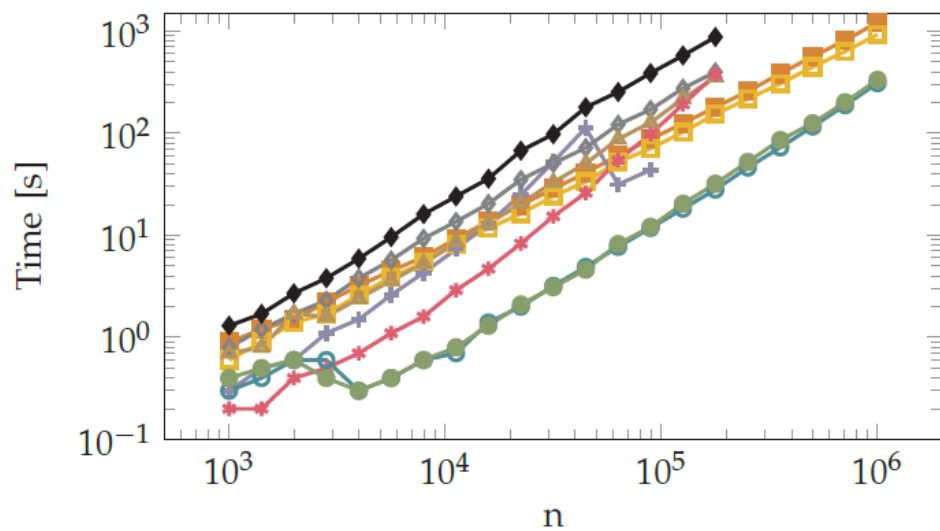
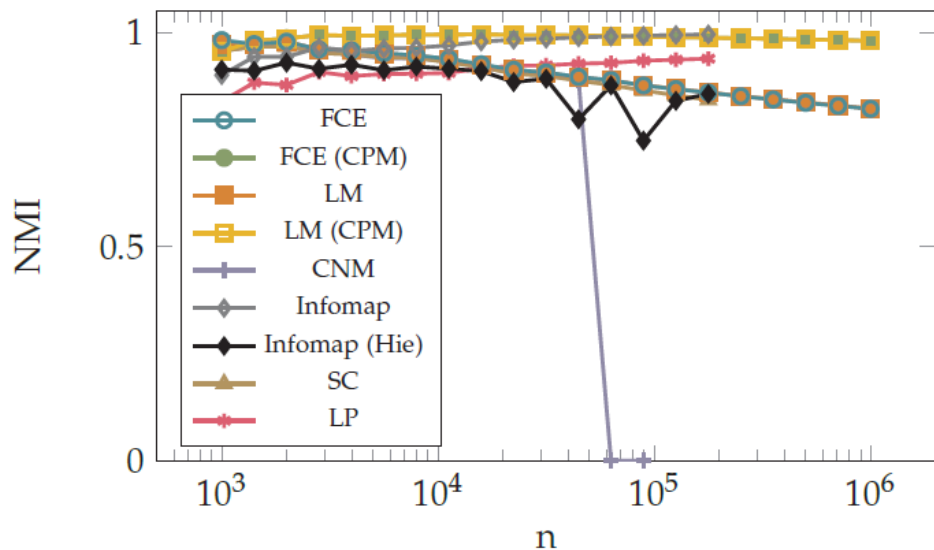


(d) $\mu_T = 0.8$

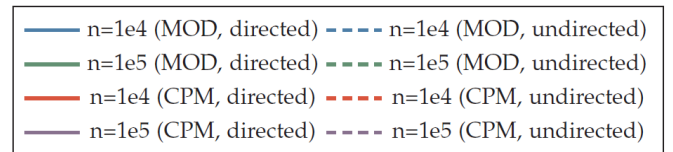
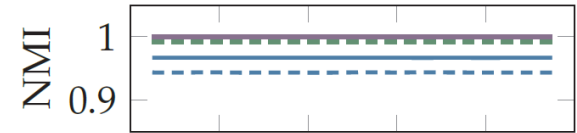
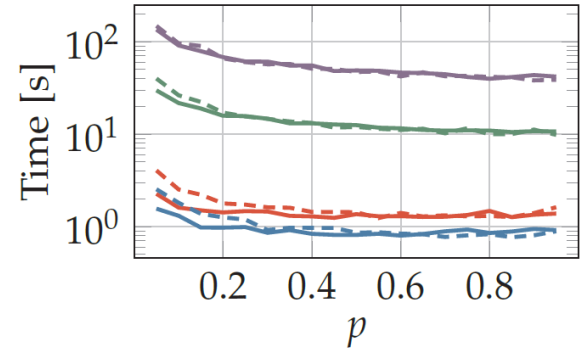
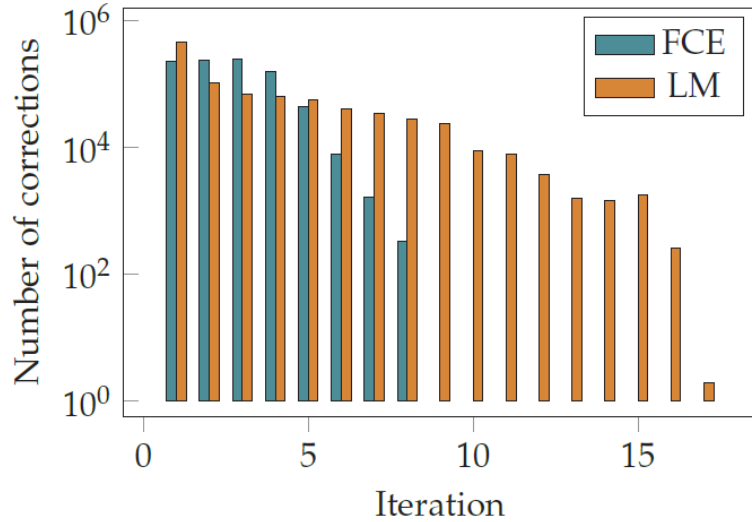
Performance & Accuracy



Performance & Accuracy



Performance & Accuracy



Application to image processing

$$w(i, j) = \begin{cases} e^{-\frac{d(i,j)^2}{\sigma_x^2}} e^{-\frac{|F(i)-F(j)|^2}{\sigma_f^2}} & \text{if } d(i, j) < d_{max}, \\ 0 & \text{otherwise} \end{cases}$$

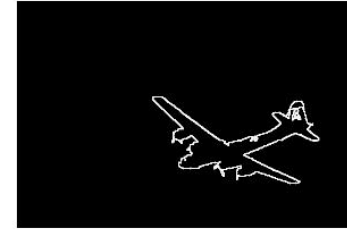
$$Q_{\Lambda}(\sigma) = \frac{1}{m} \sum_{i,j \in V} \left[W - \frac{S\Lambda S}{m} \right]_{(i,j)} \delta(\sigma_i, \sigma_j)$$



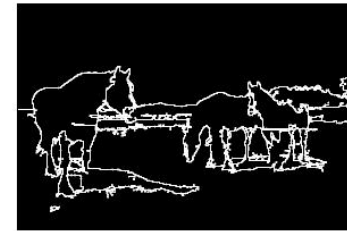
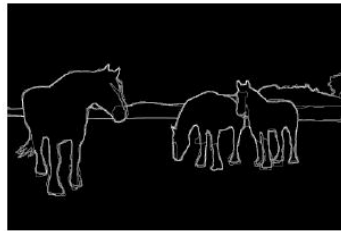
Input picture



Human benchmark



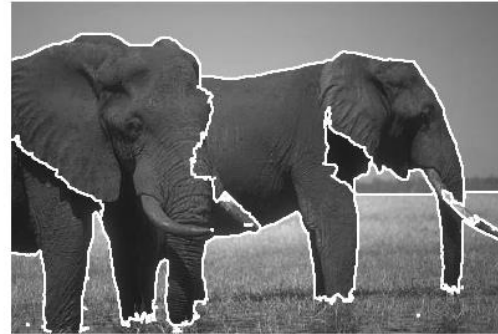
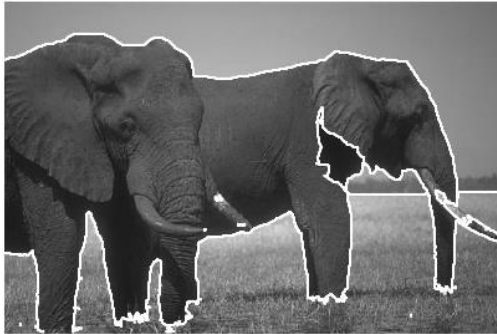
FCE segmentation



Application to image processing

$$w(i, j) = \begin{cases} e^{-\frac{d(i, j)^2}{\sigma_x^2}} e^{-\frac{|F(i) - F(j)|^2}{\sigma_f^2}} & \text{if } d(i, j) < d_{max}, \\ 0 & \text{otherwise} \end{cases}$$

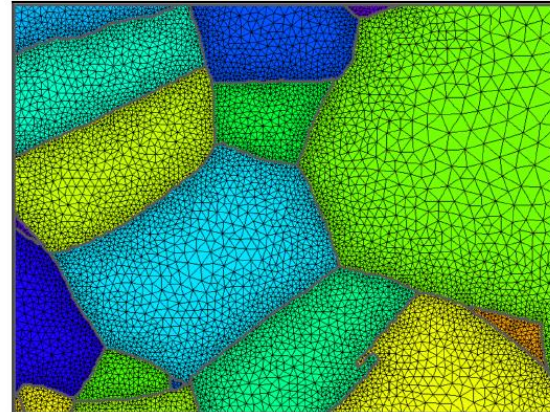
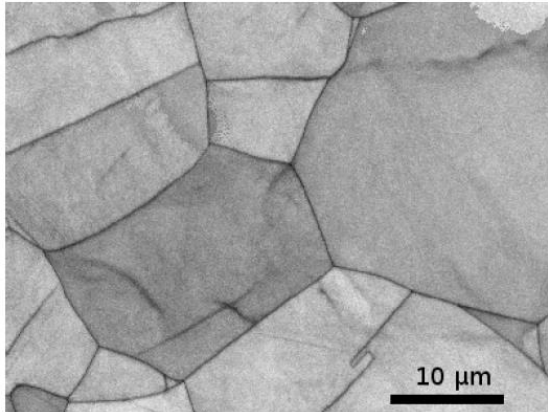
$$Q_{\Lambda}(\sigma) = \frac{1}{m} \sum_{i, j \in V} \left[W - \frac{S \Lambda S}{m} \right]_{(i, j)} \delta(\sigma_i, \sigma_j)$$



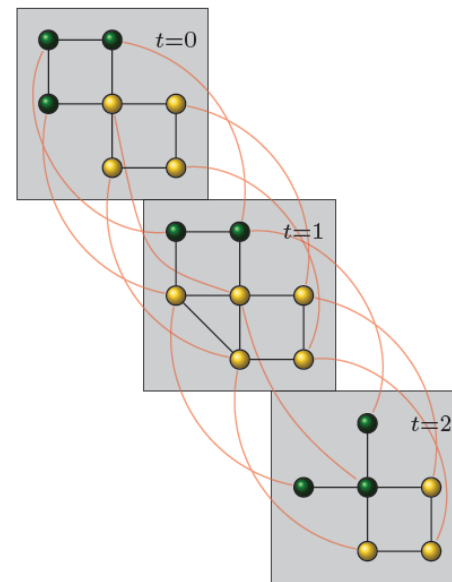
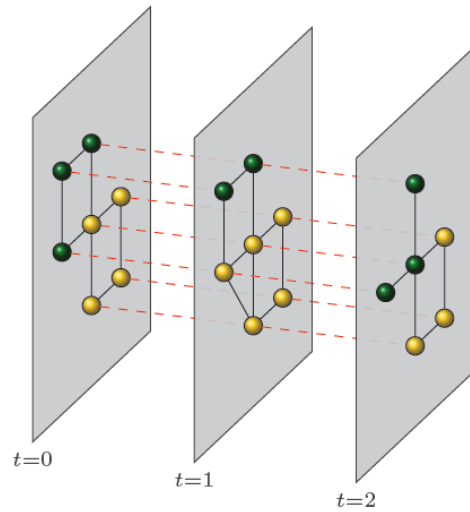
Application to image processing

$$w(i, j) = \begin{cases} e^{-\frac{d(i, j)^2}{\sigma_x^2}} e^{-\frac{|F(i) - F(j)|^2}{\sigma_f^2}} & \text{if } d(i, j) < d_{max}, \\ 0 & \text{otherwise} \end{cases}$$

$$Q_{\Lambda}(\sigma) = \frac{1}{m} \sum_{i, j \in V} \left[W - \frac{S \Lambda S}{m} \right]_{(i, j)} \delta(\sigma_i, \sigma_j)$$



Application to video tracking

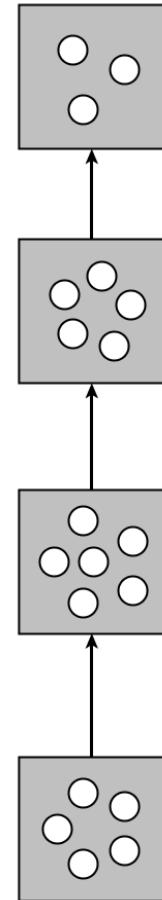
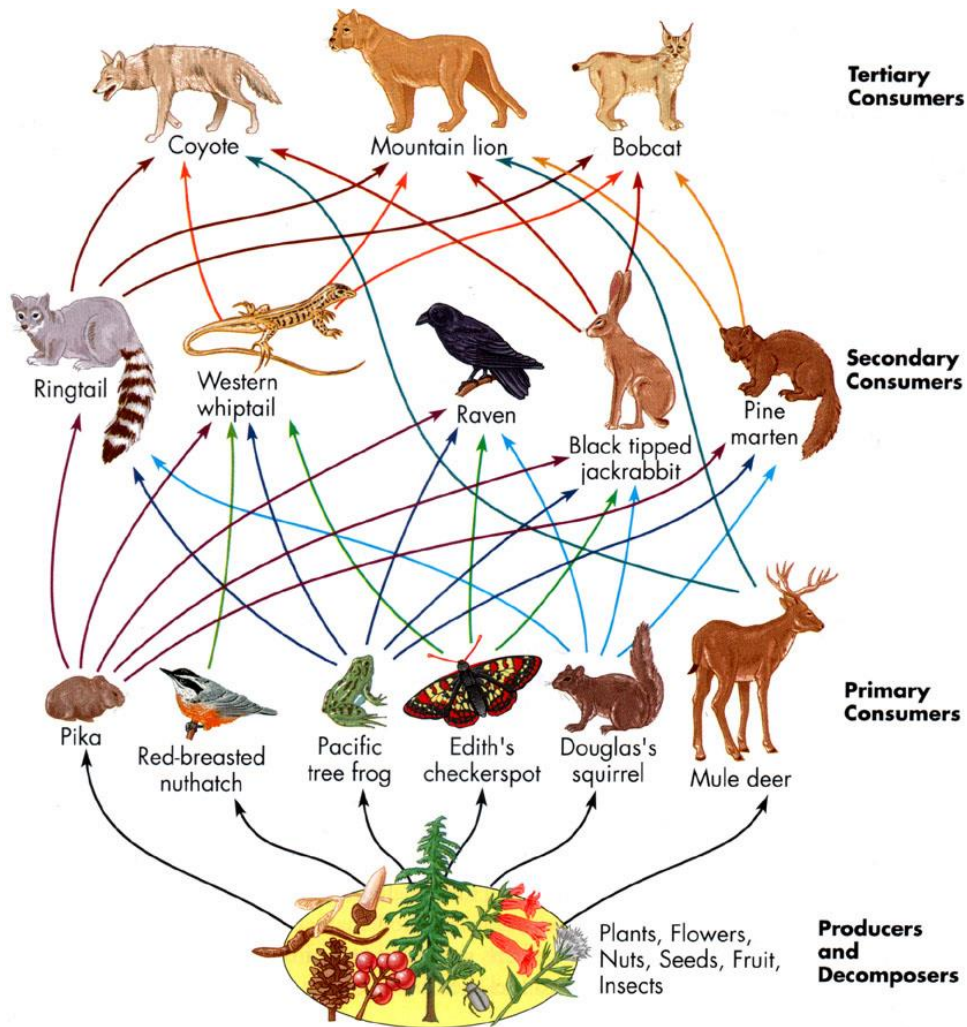


Application to video tracking



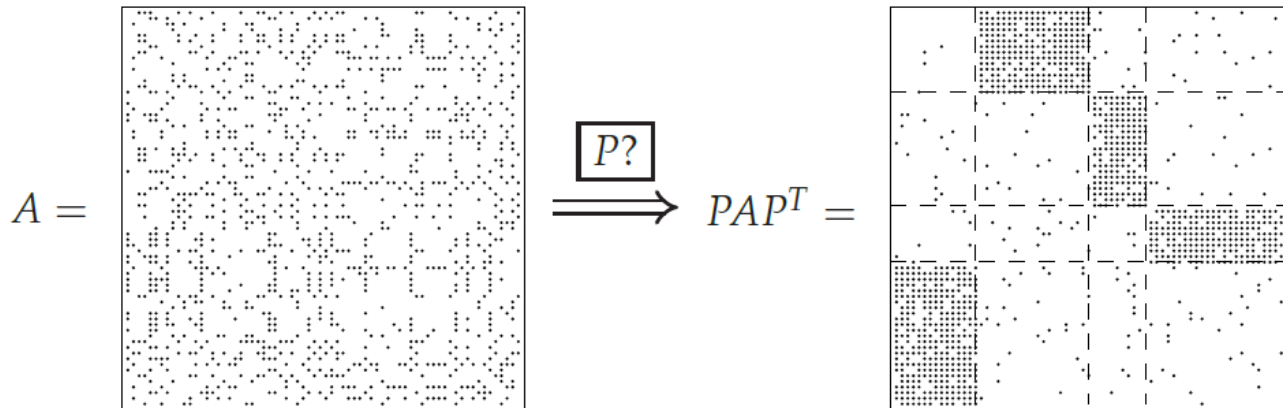
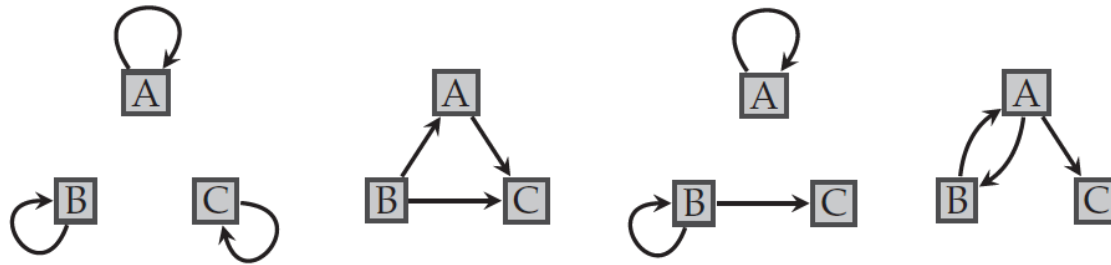
Networks Topology

Role Structure



Networks Topology

Role Structure



Role modeling

Pairwise node similarity



Bondel, Gajardo, Heymans, et al. (2004)

$$S_{k+1} = \frac{A S_k A^T + A^T S_k A}{\|A S_k A^T + A^T S_k A\|_F}.$$



Cooper & Barahona (2011)

$$X = \left[\beta A \mathbf{1} \mid \dots \mid (\beta A)^{l_{\max}} \mathbf{1} \mid \beta A^T \mathbf{1} \mid \dots \mid (\beta A^T)^{l_{\max}} \mathbf{1} \right]$$

$$S_A^{CB}(i, j) = \frac{x_i x_j^T}{\|x_i\| \|x_j\|}.$$



Leicht, Holme & Newman (2006)

$$S_A^L(i, j) = \delta(i, j) + \frac{m\lambda}{k_i^{\text{out}} k_j^{\text{in}}} \sum_{l=1}^{\infty} \left(\frac{\alpha}{\lambda}\right)^l [A^l](i, j)$$

Role modeling

Pairwise node similarity

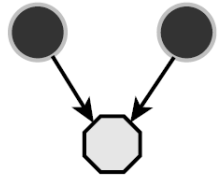
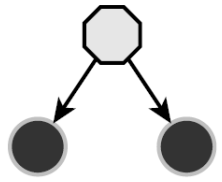
- ✓ Groups of nodes sharing similar neighborhood patterns in the graph



$l = 1$

coming/outgoing edges

pattern: I
 $A^T A$

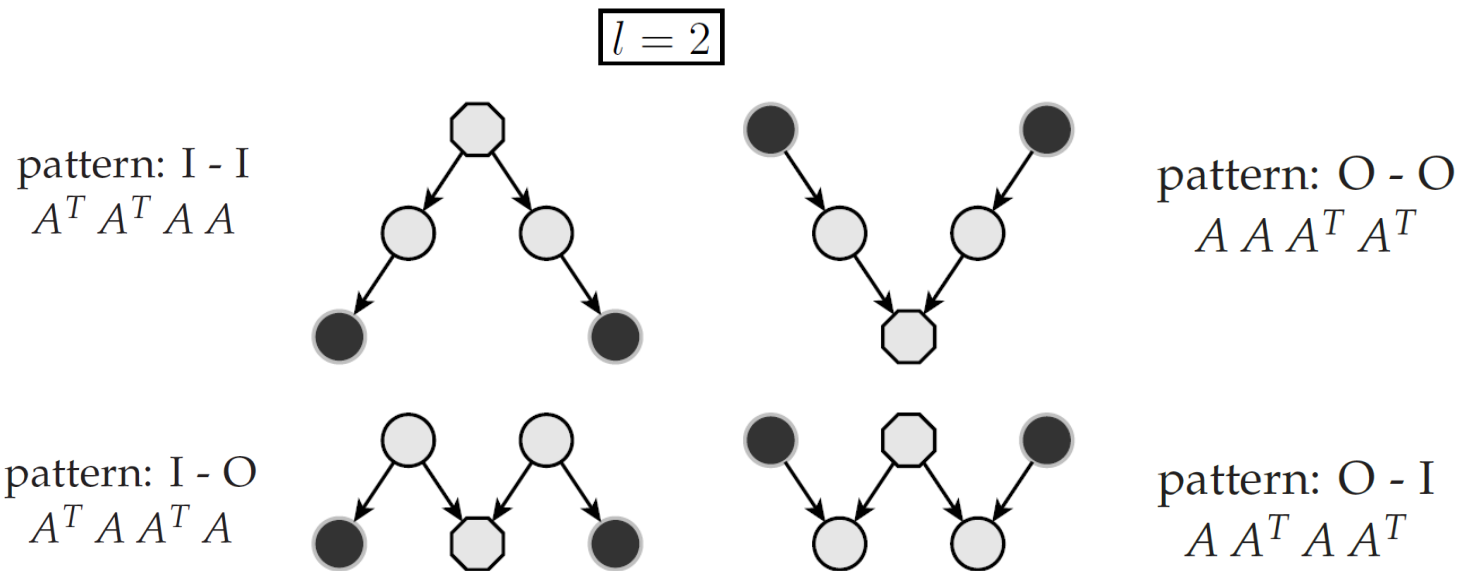


pattern: O
 $A A^T$

$$T_1 = A A^T + A^T A$$

Role or Block modeling

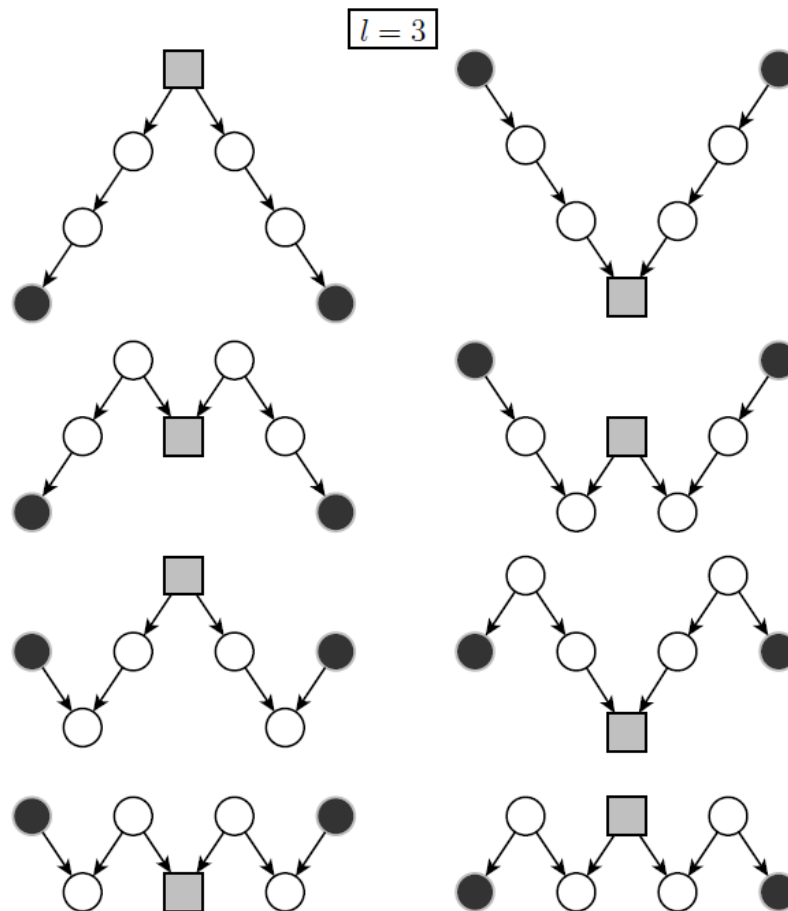
- ✓ Groups of nodes sharing similar neighborhood patterns in the graph



$$T_2 = AAA^T A^T + AA^T AA^T + A^T AA^T A + A^T A^T AA.$$

Role or Block modeling

- ✓ Groups of nodes sharing similar neighborhood patterns in the graph



Role or Block modeling

Pairwise Similarity Measure

- ✓ Groups of nodes sharing similar neighborhood patterns in the graph

$$S = \sum_{\ell=1}^{\infty} \beta^{2(\ell-1)} T_{\ell}.$$

$$\Gamma_A : \mathbb{R}^{n \times n} \rightarrow \mathbb{R}^{n \times n} : \Gamma_A[X] = AXA^T + A^T XA$$

$$T_1 = \Gamma_A [I],$$

$$T_2 = \Gamma_A [T_1] = \Gamma_A^2 [I],$$

$$T_3 = \Gamma_A [T_2] = \Gamma_A^3 [I],$$

$$S = \sum_{\ell=1}^{\infty} \beta^{2(\ell-1)} \Gamma_A^{\ell} [I],$$

Role or Block modeling

Pairwise Similarity Measure

- ✓ Groups of nodes sharing similar neighborhood patterns in the graph

$$S = \sum_{\ell=1}^{\infty} \beta^{2(\ell-1)} \Gamma_A^\ell [I],$$

$$\Gamma_A : \mathbb{R}^{n \times n} \rightarrow \mathbb{R}^{n \times n} : \Gamma_A[X] = AXA^T + A^T XA$$

$$S_{k+1} = \Gamma_A [I] + \cdots + (\beta^2)^k \Gamma_A^{k+1} [I] + (\beta^2)^{k+1} \Gamma_A^{k+1} [S_0]$$



$$S_{k+1} = \Gamma_A [I + \beta^2 S_k]$$

Pairwise Similarity Measure

$$S_{k+1} = \Gamma_A [I] + \dots + (\beta^2)^k \Gamma_A^{k+1} [I] + (\beta^2)^{k+1} \Gamma_A^{k+1} [S_0]$$

Converges if $\rho(\beta^2 \Gamma_A [\cdot]) < 1$

$$\Gamma_A [X] = AXA^T + A^T XA \quad \longrightarrow \quad \text{vec}(\Gamma_A [X]) = (A \otimes A + A^T \otimes A^T) \text{vec}(X)$$

$$\rho(\beta^2 (A \otimes A + A^T \otimes A^T)) < 1$$

$$\beta^2 < \frac{1}{\rho(A \otimes A + A^T \otimes A^T)}$$

Sufficient condition : $\beta^2 \leq \frac{1}{\rho(A + A^T)^2}$

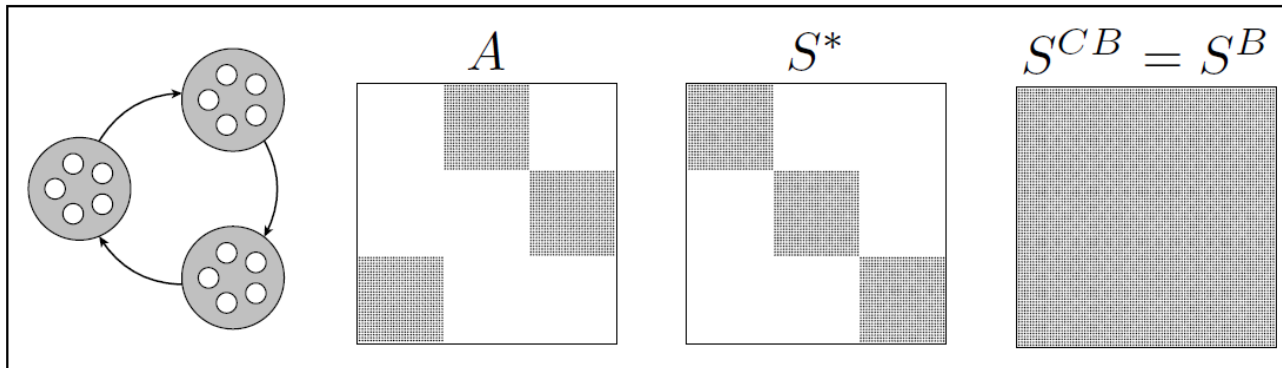
Pairwise Similarity Measure

Fixed point solution

$$S_0 = 0 \quad S_1 = AA^T + A^T A$$

$$S_{k+1} = S_1 + \beta^2 \Gamma_A [S_k]$$

$$\text{vec}(S^*) = \left[I - \beta^2 \left(A \otimes A + (A \otimes A)^T \right) \right]^{-1} \text{vec}(S_1)$$



× Exact solution: intractable

× Power method: expensive $O(n^3)$

Low rank Approximation

$$S_k^{(r)} = X_k X_k^T, \quad X_k \in \mathbb{R}^{n \times r}$$

$$S_{k+1}^{(r)} = \Pi^{(r)} \left[\underbrace{S_1^{(r)} + \beta^2 \Gamma_A [S_k^{(r)}]} \right] = X_{k+1} X_{k+1}^T$$



Rank $3r$

$$S_1 = A A^T + A^T A = [A \mid A^T] [A \mid A^T]^T$$

Truncated SVD $[A \mid A^T] \approx U_1 \Sigma_1 V_1^T$

$$\begin{aligned} S_1^{(r)} &= \Pi^{(r)} \left[[A \mid A^T] [A \mid A^T]^T \right] \\ &= U_1 \Sigma_1^2 U_1^T = X_1 X_1^T \quad X_1 = U_1 \Sigma_1 \end{aligned}$$

Low rank Approximation

Iterative solutions

$$S_{k+1}^{(r)} = \Pi^{(r)} \left[S_1^{(r)} + \beta^2 \Gamma_A \left[S_k^{(r)} \right] \right] = X_{k+1} X_{k+1}^T$$

$$\begin{aligned} S_1^{(r)} + \beta^2 \Gamma_A \left[S_k^{(r)} \right] &= X_1 X_1^T + \beta^2 A X_k X_k^T A^T + \beta^2 A^T X_k X_k^T A \\ &= Y_k Y_k^T \end{aligned}$$

$$Y_k = [X_1 \mid \beta A X_k \mid \beta A^T X_k]$$

Low rank Approximation

Iterative solutions

$$X_{k+1}X_{k+1}^T = \Pi^{(r)} [Y_k Y_k^T]$$

$$Y_k = [X_1 \mid \beta A X_k \mid \beta A^T X_k]$$

QR factorization $Y_k = Q_k R_k$

(keep the first r columns of Q_k)

$$X_{k+1} = Q_k \mathcal{U}_k \Omega_k$$

Truncated SVD $R_k \approx \mathcal{U}_k \Omega_k \mathcal{V}_k$

Existence of Fixed Point solution and Guaranteed local convergence of the sequence for sufficiently small β !



Stewart, Error and perturbation bounds for subspaces associated with certain eigenvalue problems [1973]

Low rank Projection Convergence

Δ small symmetric perturbation and $S^{(r)}$ low rank fixed point solution

$$f(S) = S_1^{(r)} + \beta^2 \Gamma_A [S] \quad S^{(r)} = \Pi^{(r)} (f(S^{(r)})) \quad S^{(r)} = U \Sigma^2 U^T$$

$$[U \ V]^T f(S^{(r)}) [U \ V] = \begin{bmatrix} \Sigma^2 & \\ & \sigma^2 \end{bmatrix}$$

$$f(S^{(r)} + \Delta) = f(S^{(r)}) + \beta^2 \Gamma_A [\Delta]$$

$$[U \ V]^T \left(f(S^{(r)}) + \beta^2 \Gamma[\Delta] \right) [U \ V] = \begin{bmatrix} E_{11} & E_{21}^T \\ E_{21} & E_{22} \end{bmatrix}$$

Low rank Projection Convergence

$$[U \ V]^T \left(f(S^{(r)}) + \beta^2 \Gamma[\Delta] \right) [U \ V] = \begin{bmatrix} E_{11} & E_{21}^T \\ E_{21} & E_{22} \end{bmatrix}$$

There exists $Q \in \mathbb{R}^{n \times r}$ such that UQ is an invariant subspace if

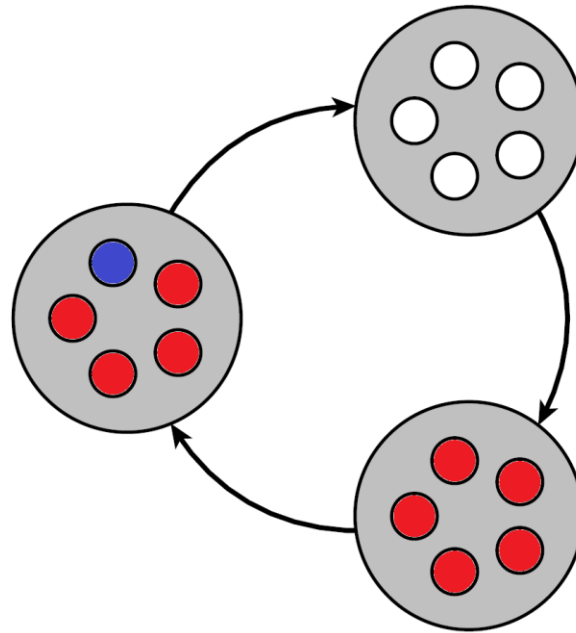
$$0 \leq 4\beta^2 \|\Gamma[\Delta]\|_F \leq \Sigma_{r,r}^2 - \sigma_{1,1}^2$$

It implies that $\left\| S^{(r)} - \Pi^{(r)} \left[f(S^{(r)} + \Delta) \right] \right\|_F \leq \gamma \|\Delta\|_F$

$$\gamma < 1 \quad \text{if} \quad \beta^2 < \frac{1}{\|A \otimes A + A^T \otimes A^T\|_2 \left(\frac{4\|\Sigma^2\|}{\Sigma_{r,r}^2 - \sigma_{1,1}^2} + 1 \right)}$$

Erdos-Reyni random graphs with a block stucture

$$G_B(V_B, E_B)$$



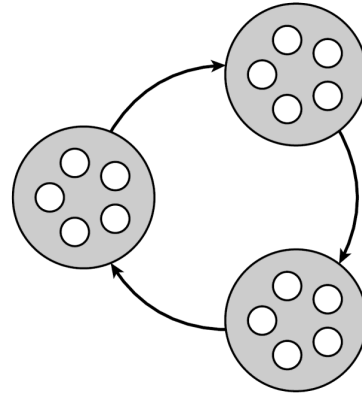
$$i, j \in V_A$$

$$(i, j) \in E_A \text{ w.p. } p_{int}$$

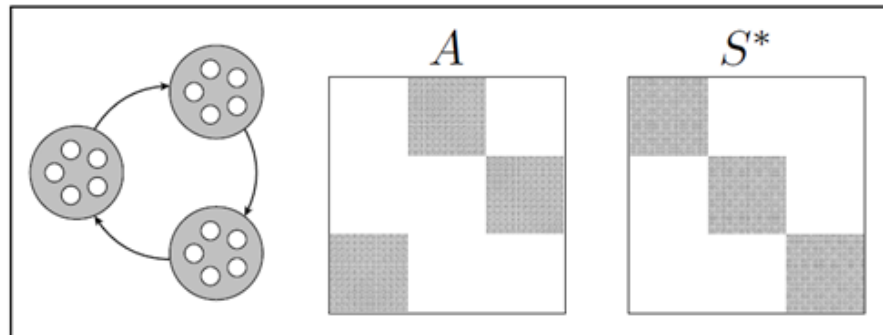
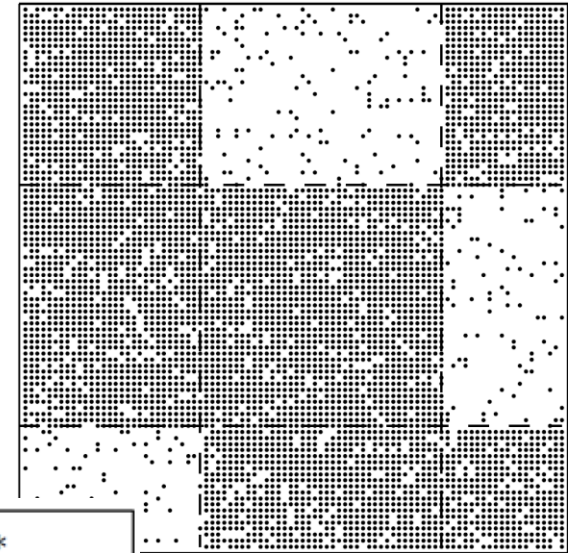
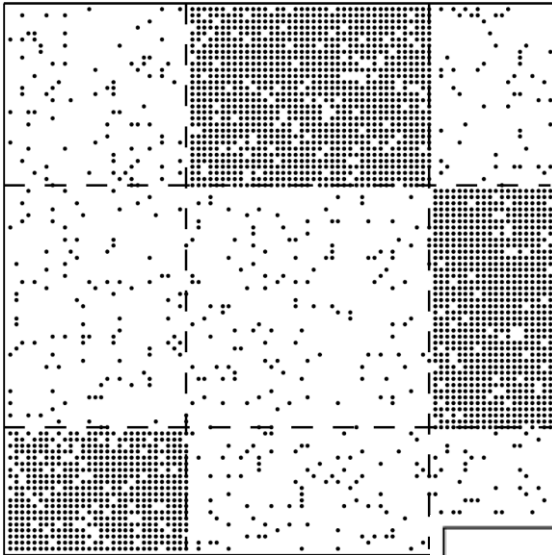
$$\text{if } (R(i), R(j)) \notin E_B$$

Erdos-Reyni random graphs with a block structure

$p_{in} \gg p_{out}$



$p_{in} \ll p_{out}$

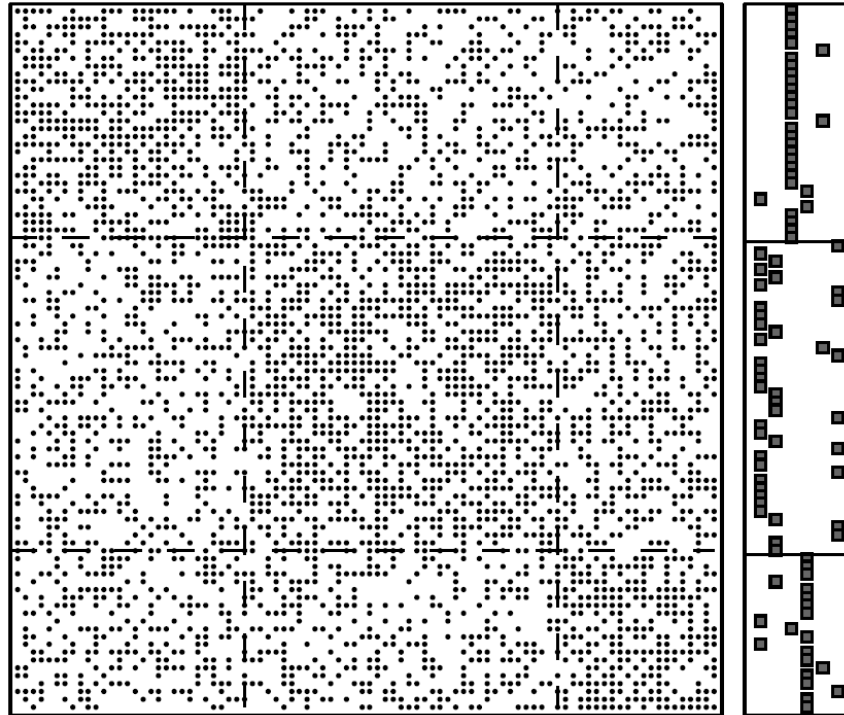
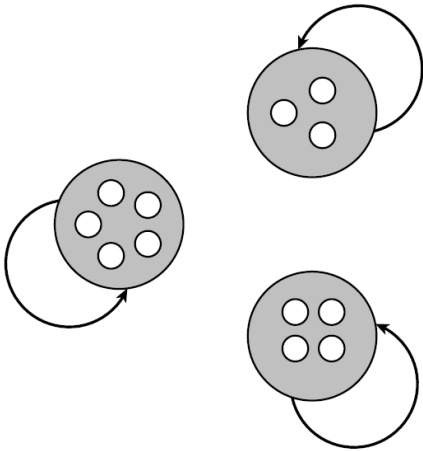


Erdos-Reyni random graphs

Results

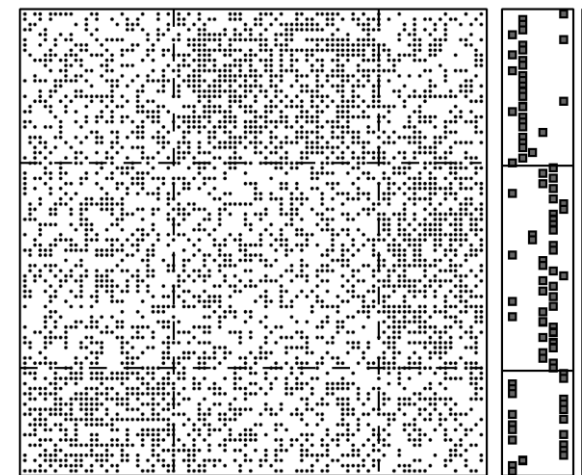
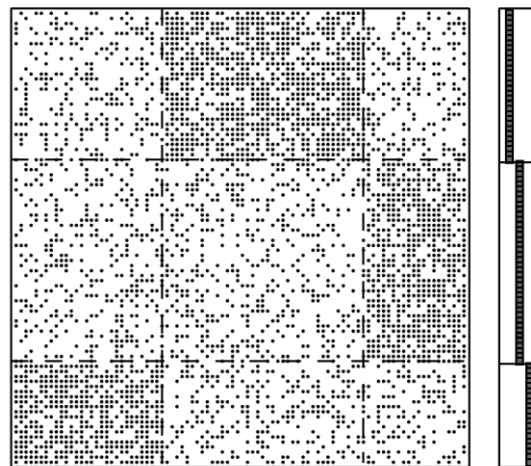
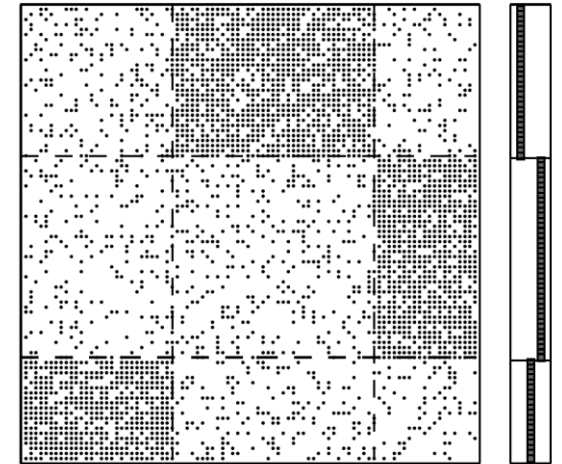
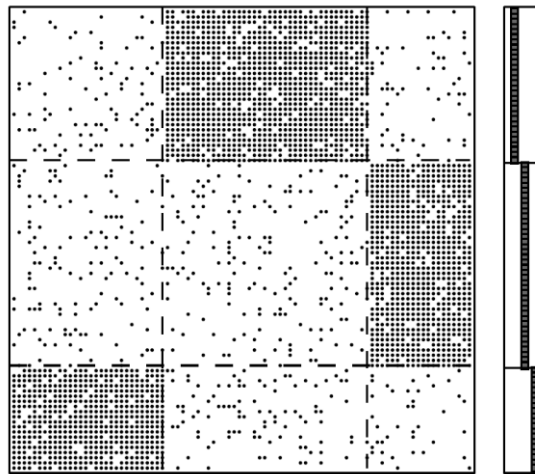
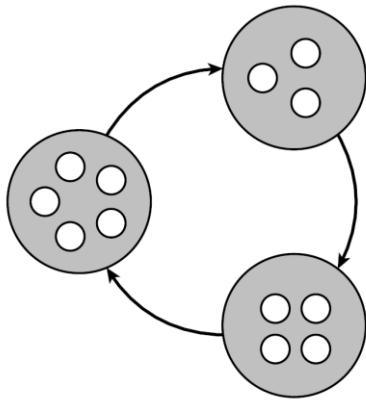
$$P_{\text{no cycle}} = 0.058$$

$$P_{\text{out}} = 0.024$$



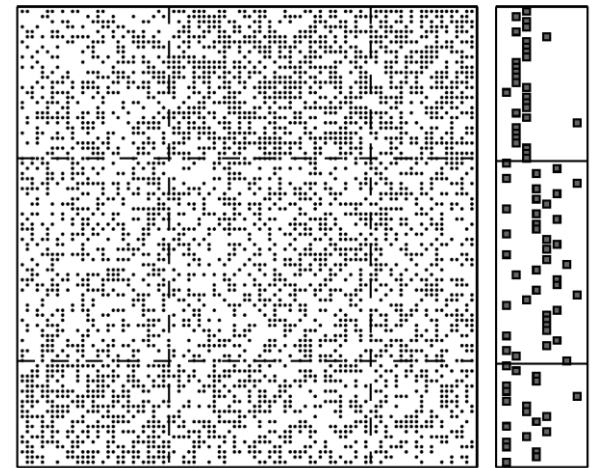
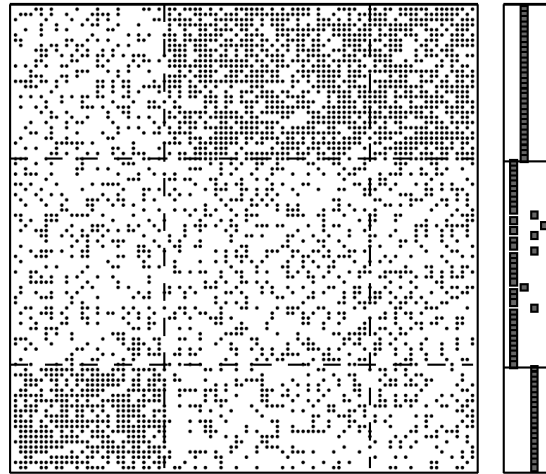
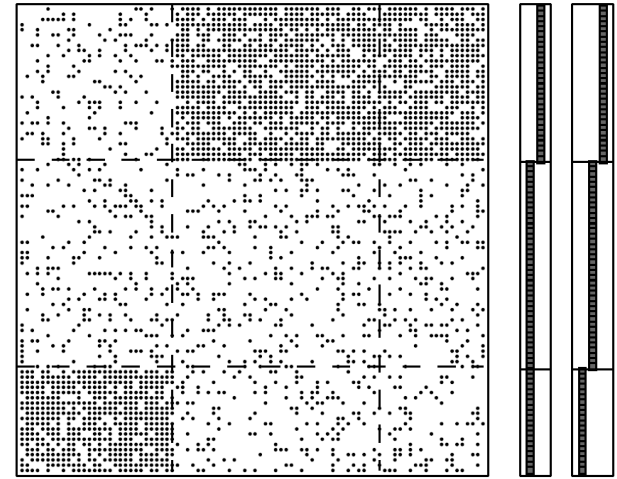
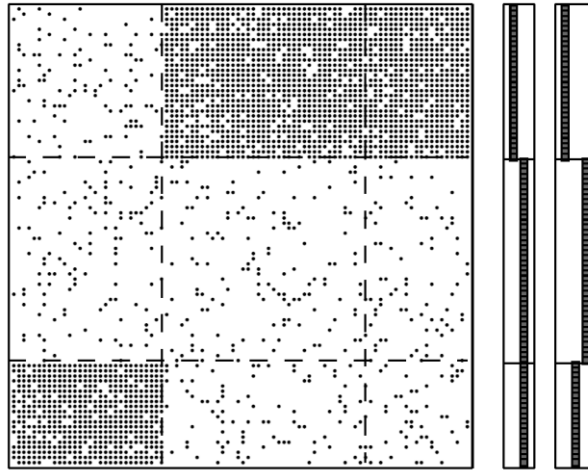
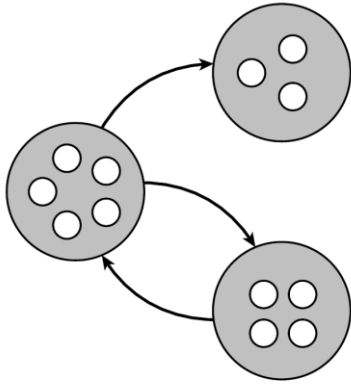
Erdos-Reyni random graphs

Results



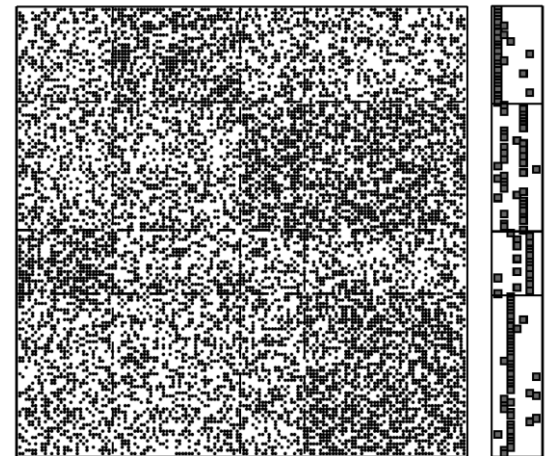
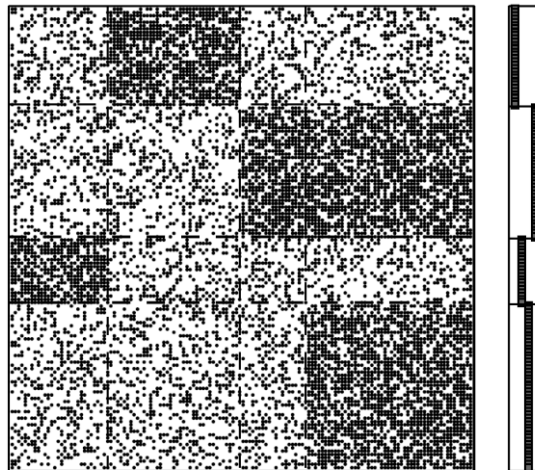
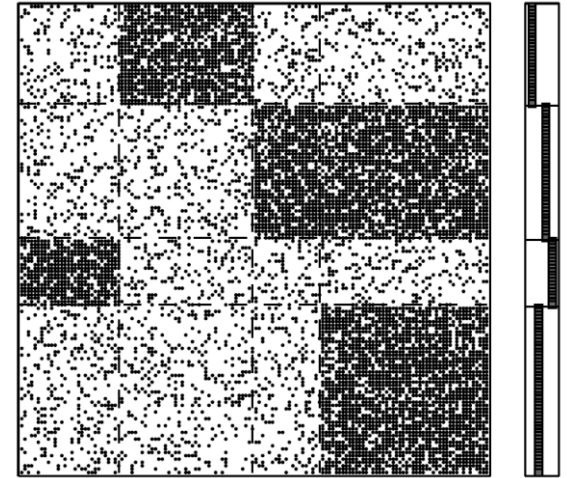
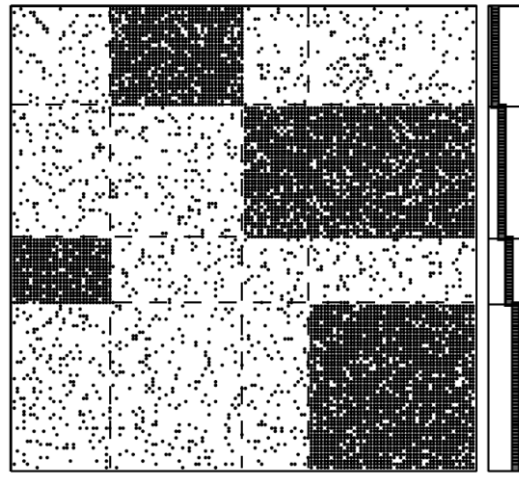
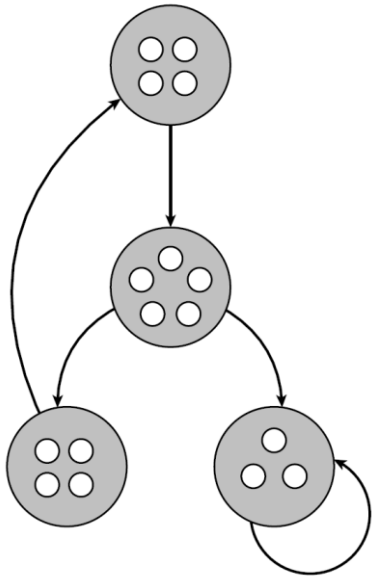
Erdos-Reyni random graphs

Results



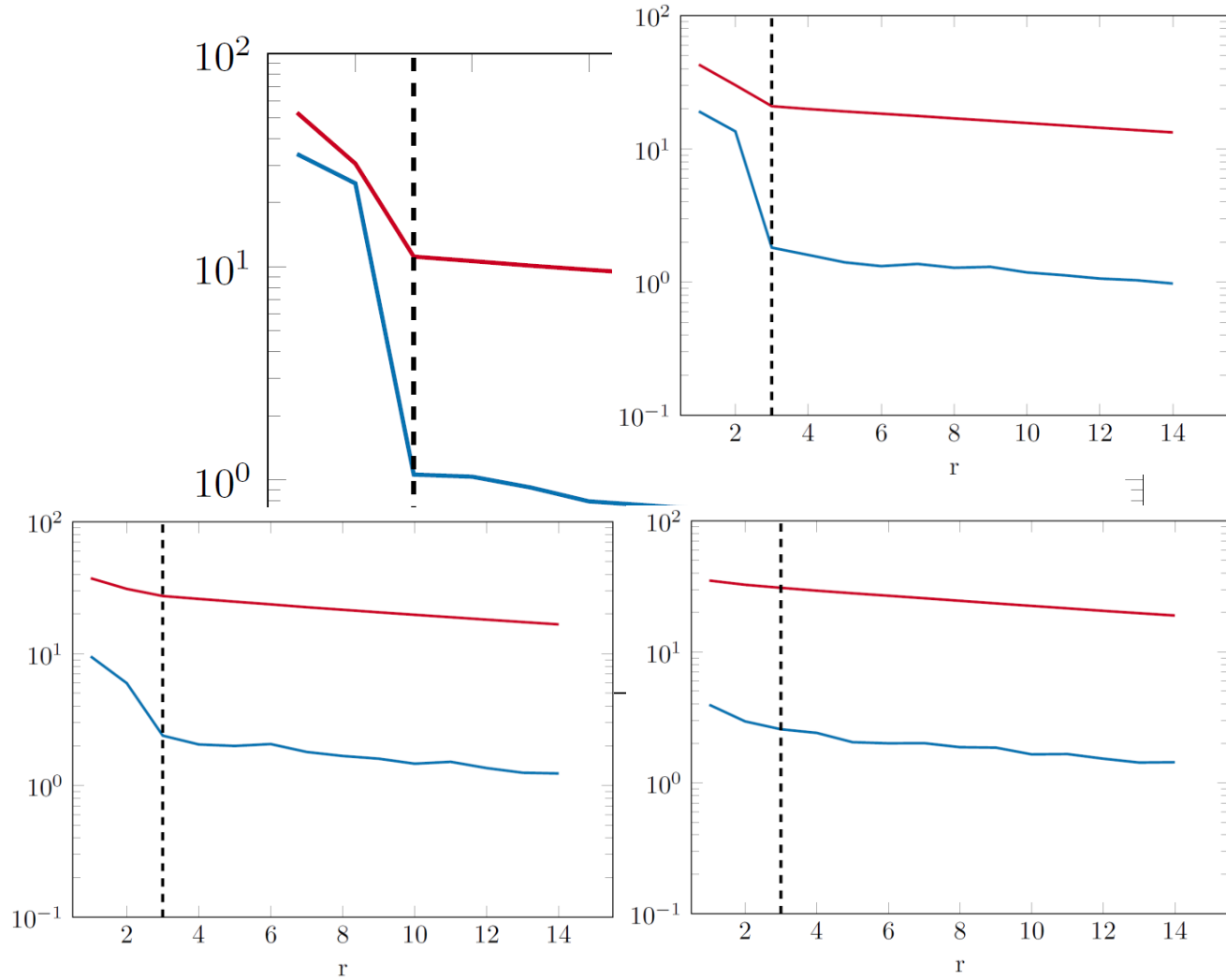
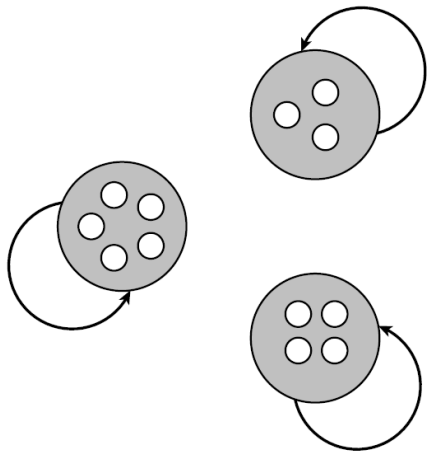
Erdos-Reyni random graphs

Results



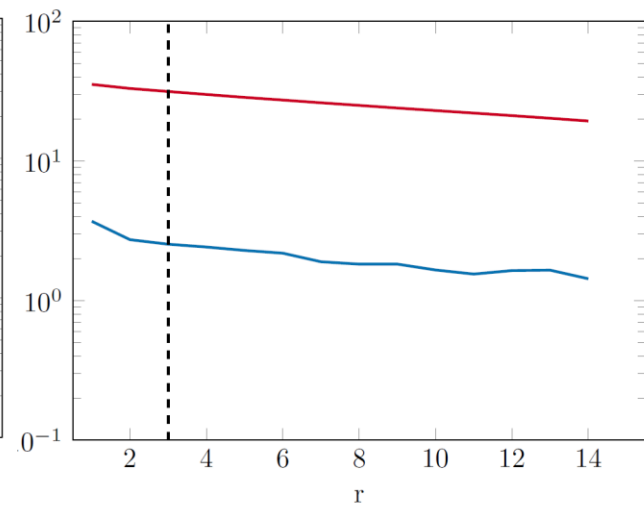
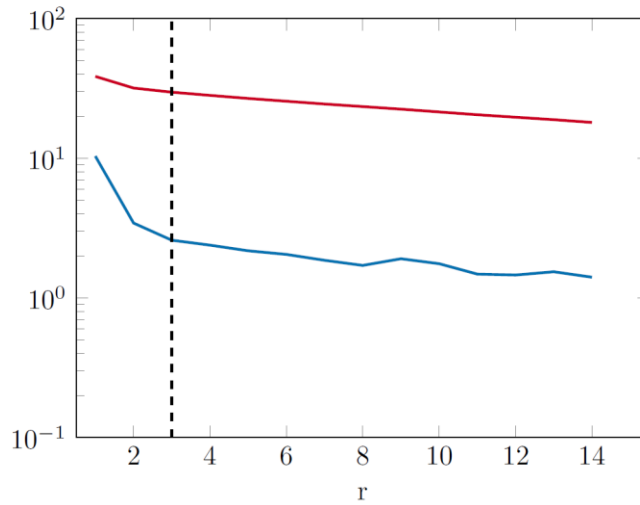
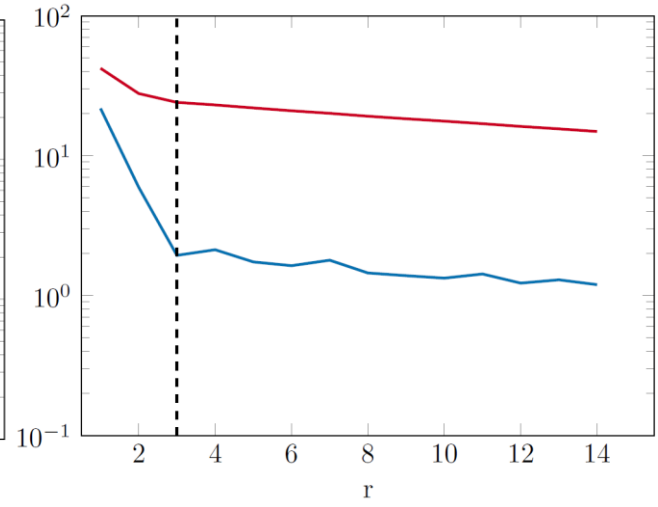
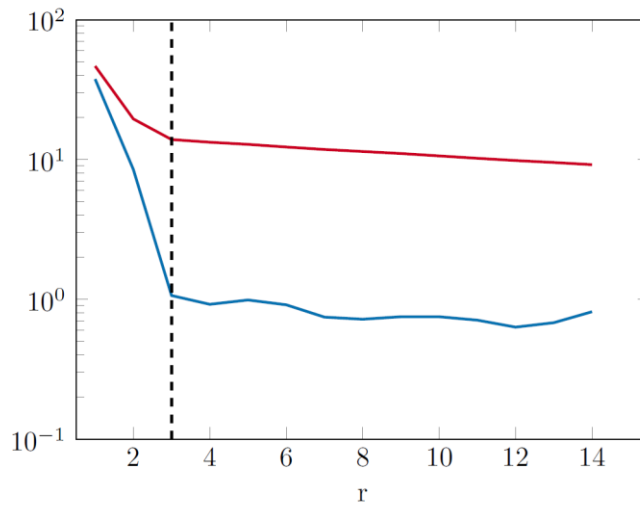
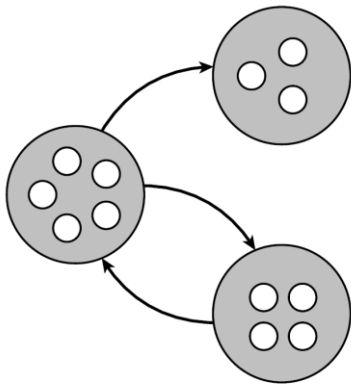
Erdos-Reyni random graphs

Results



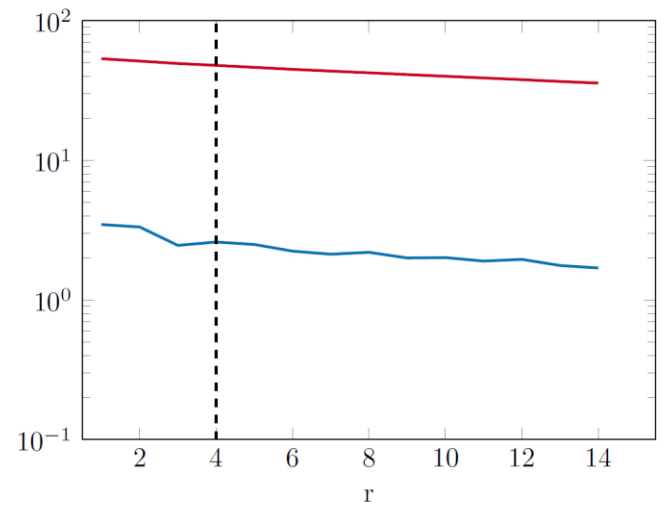
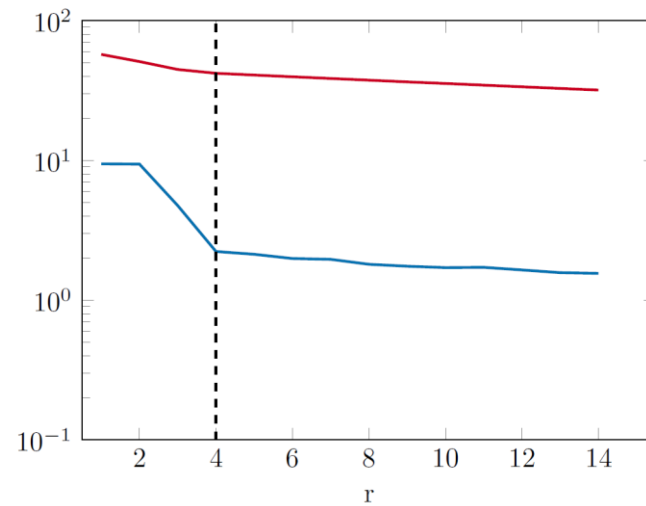
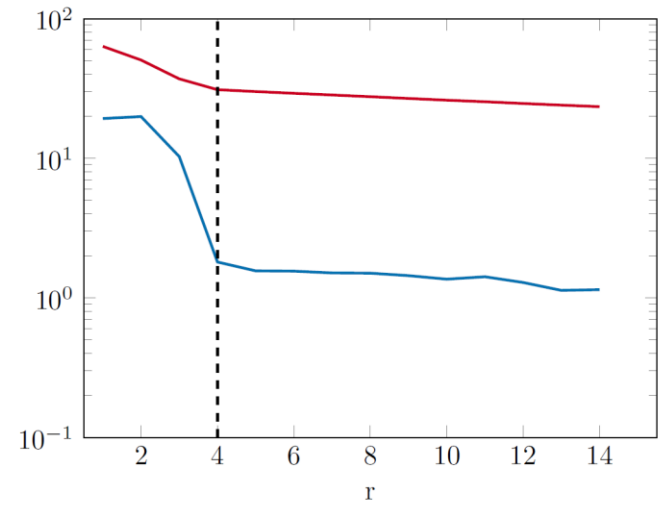
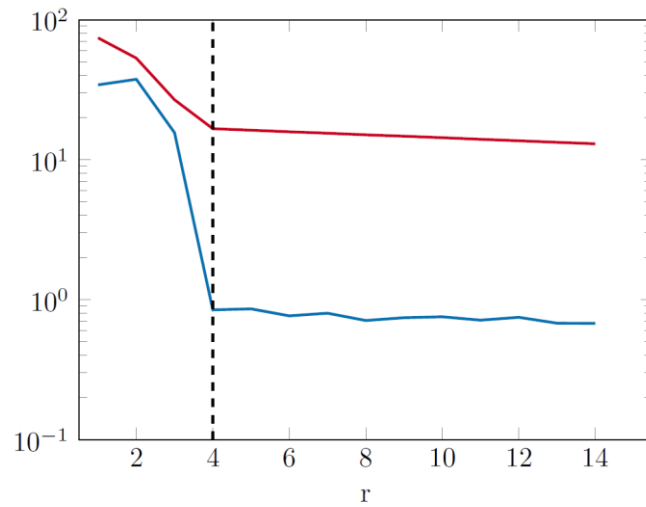
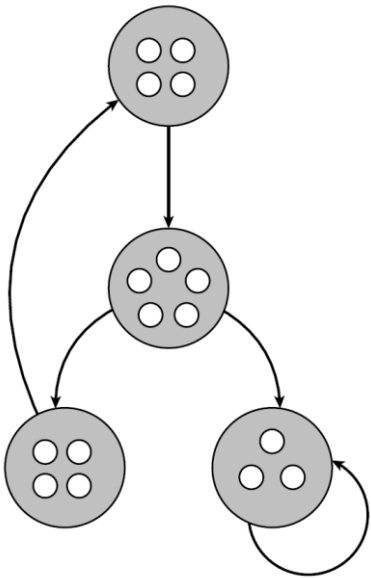
Erdos-Reyni random graphs

Results



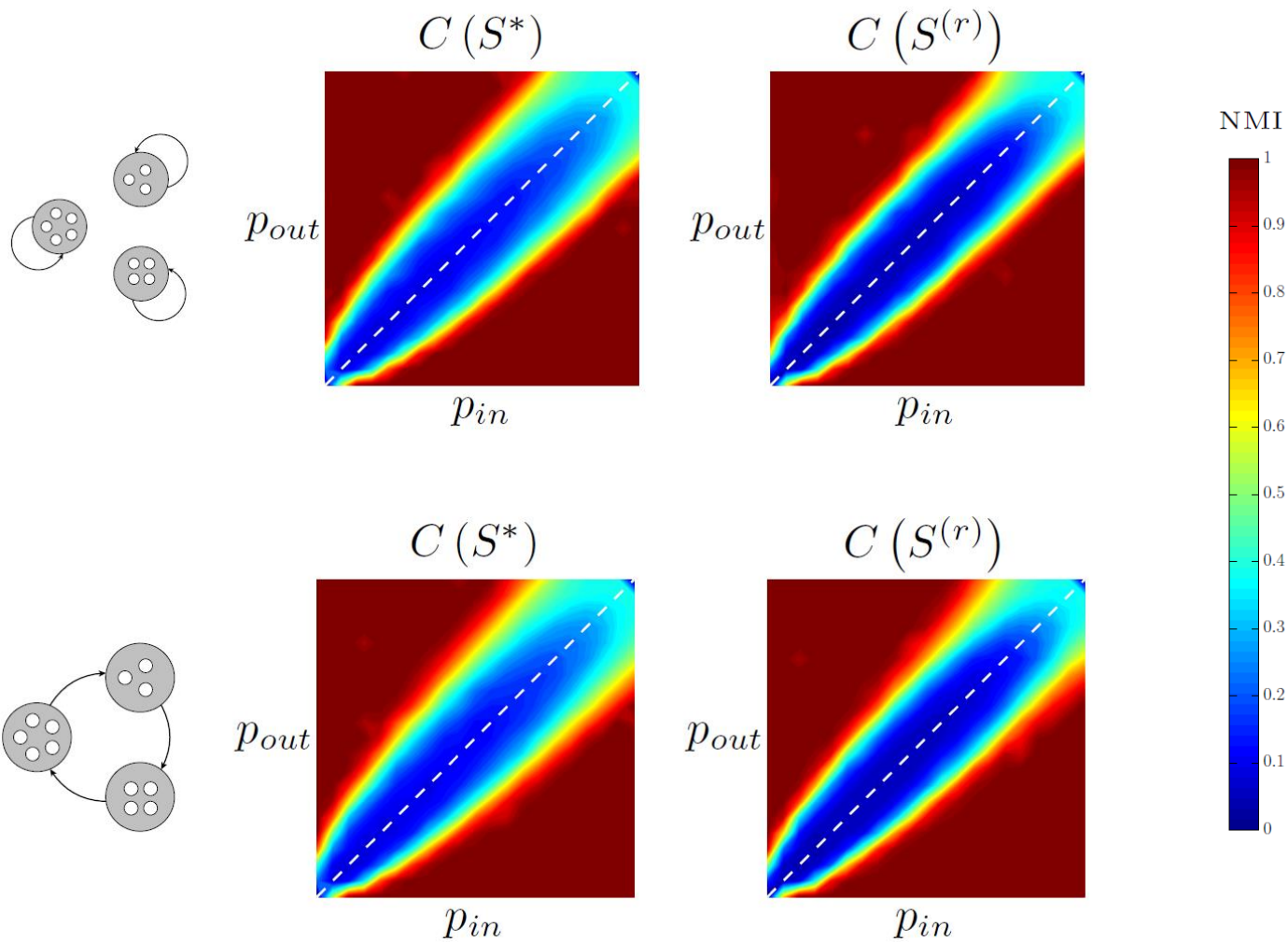
Erdos-Reyni random graphs

Results



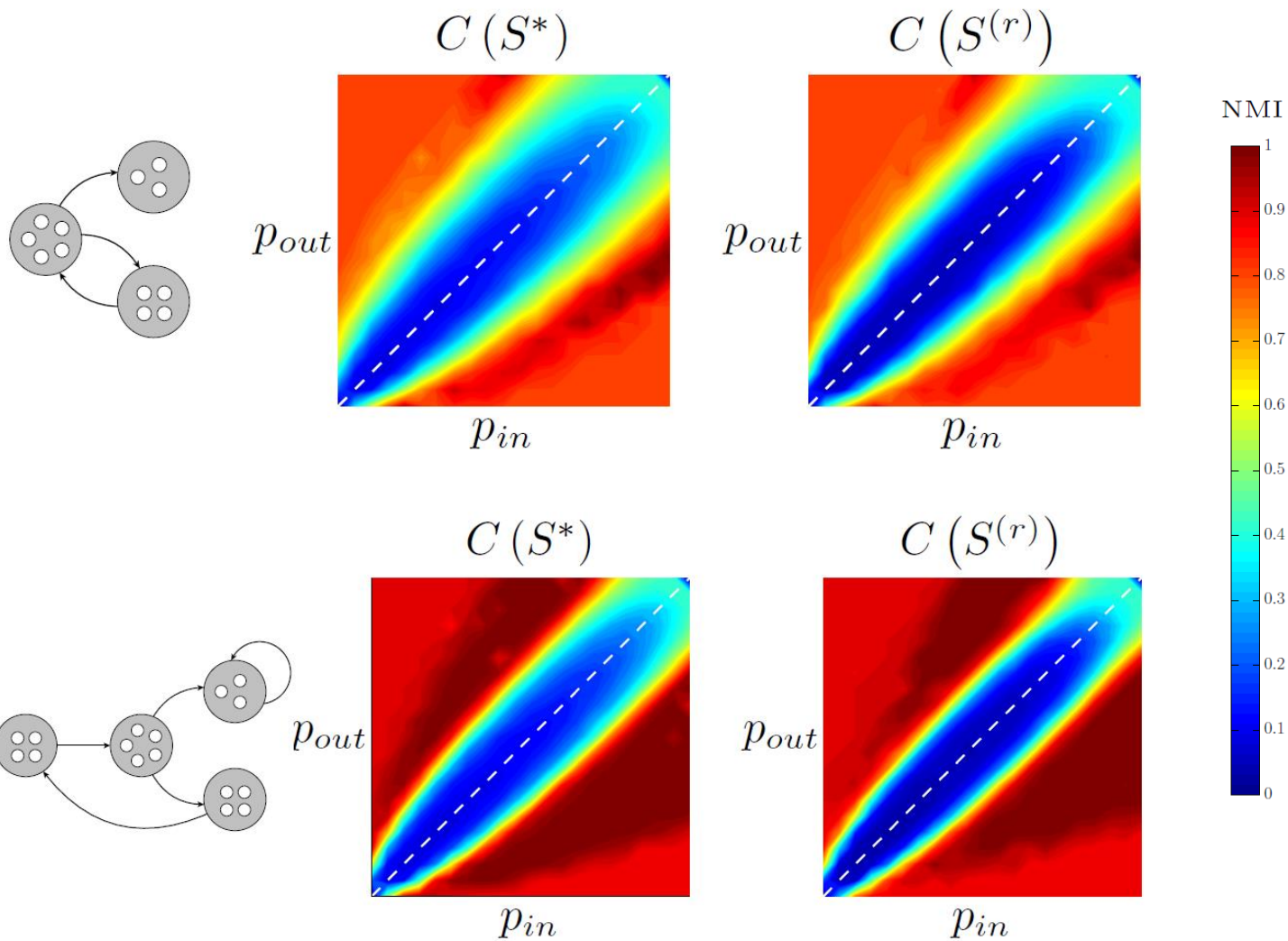
Erdos-Reyni random graphs

Results



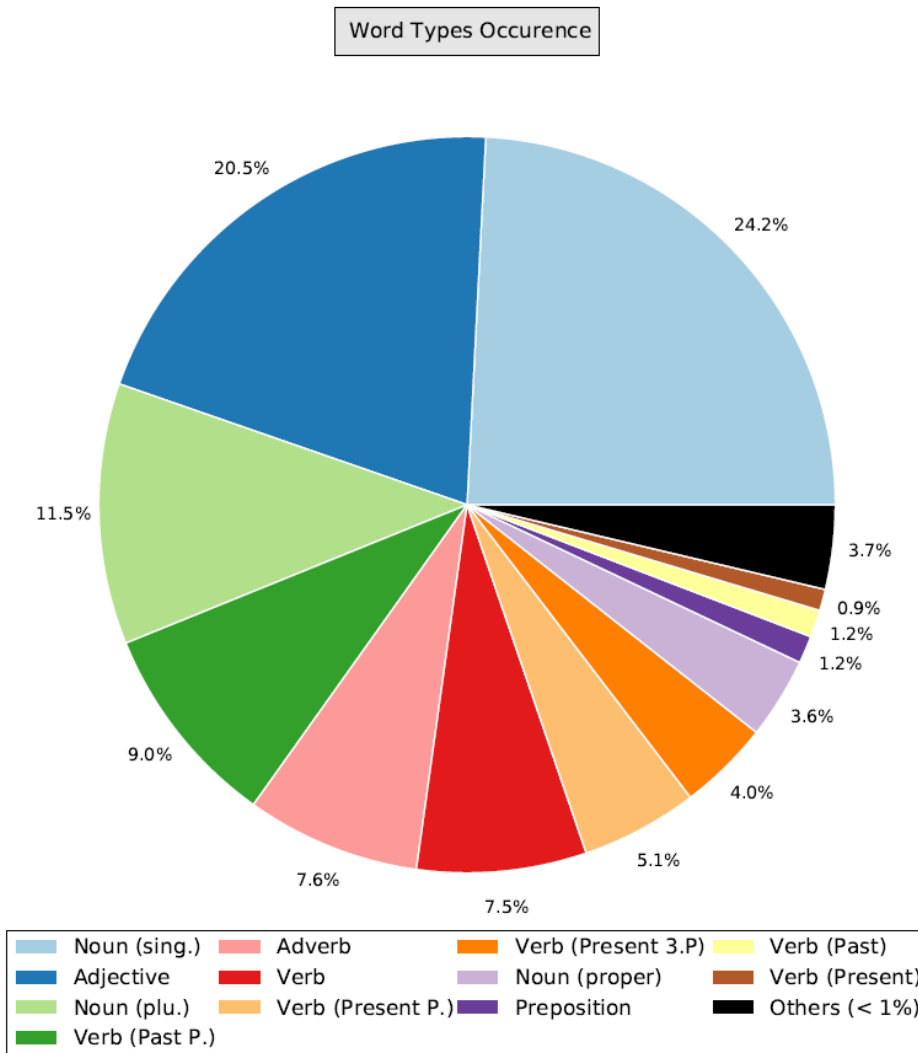
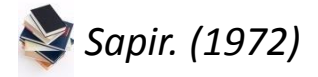
Erdos-Reyni random graphs

Results

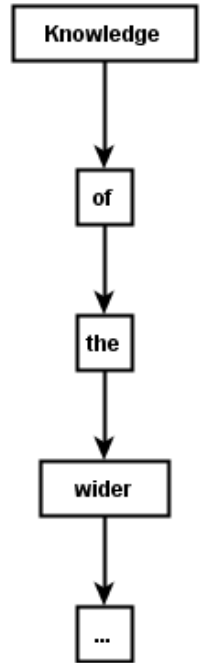


Words graph

« Language, an introduction to the study of speech »



Noun (singular)



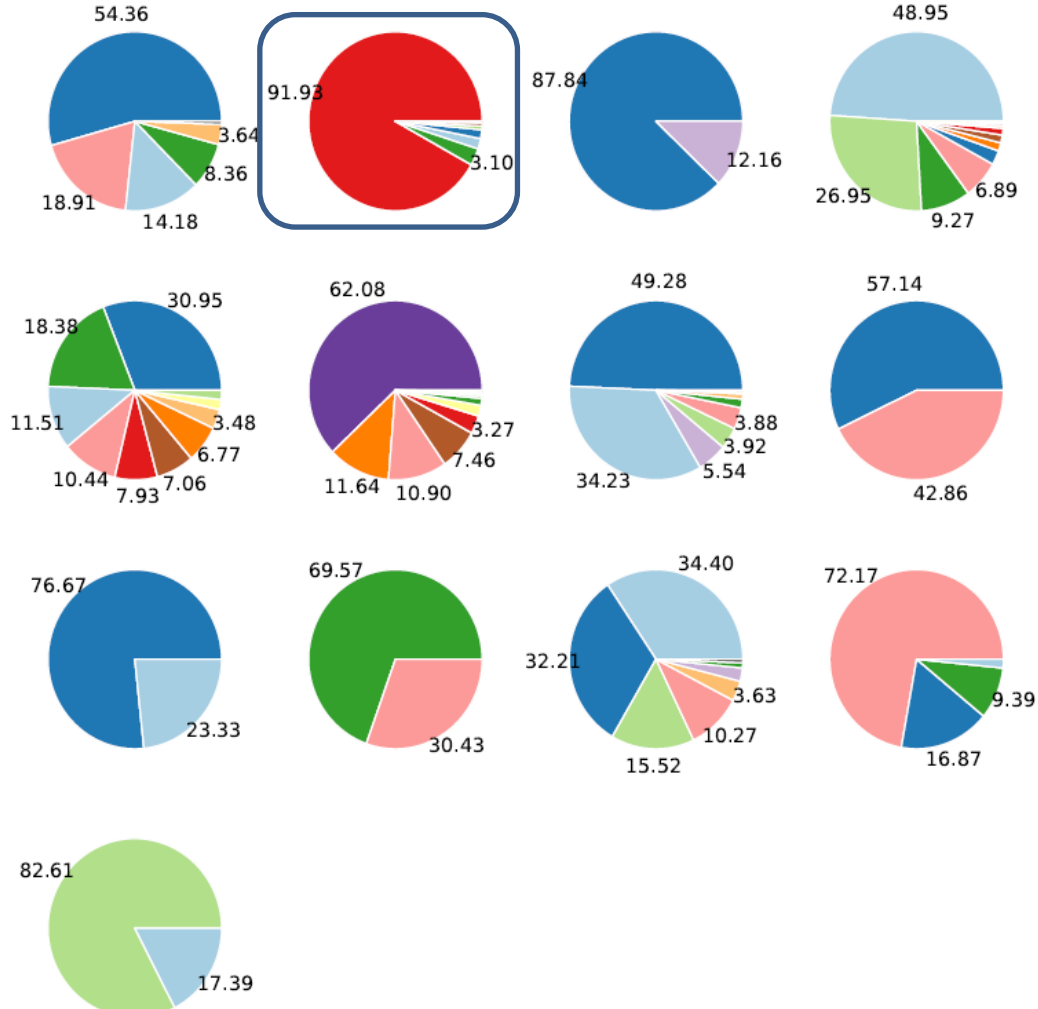
Preposition

Determinant

Adjective

*Python lib: NLTK
+ Stanford PoS Tagger*

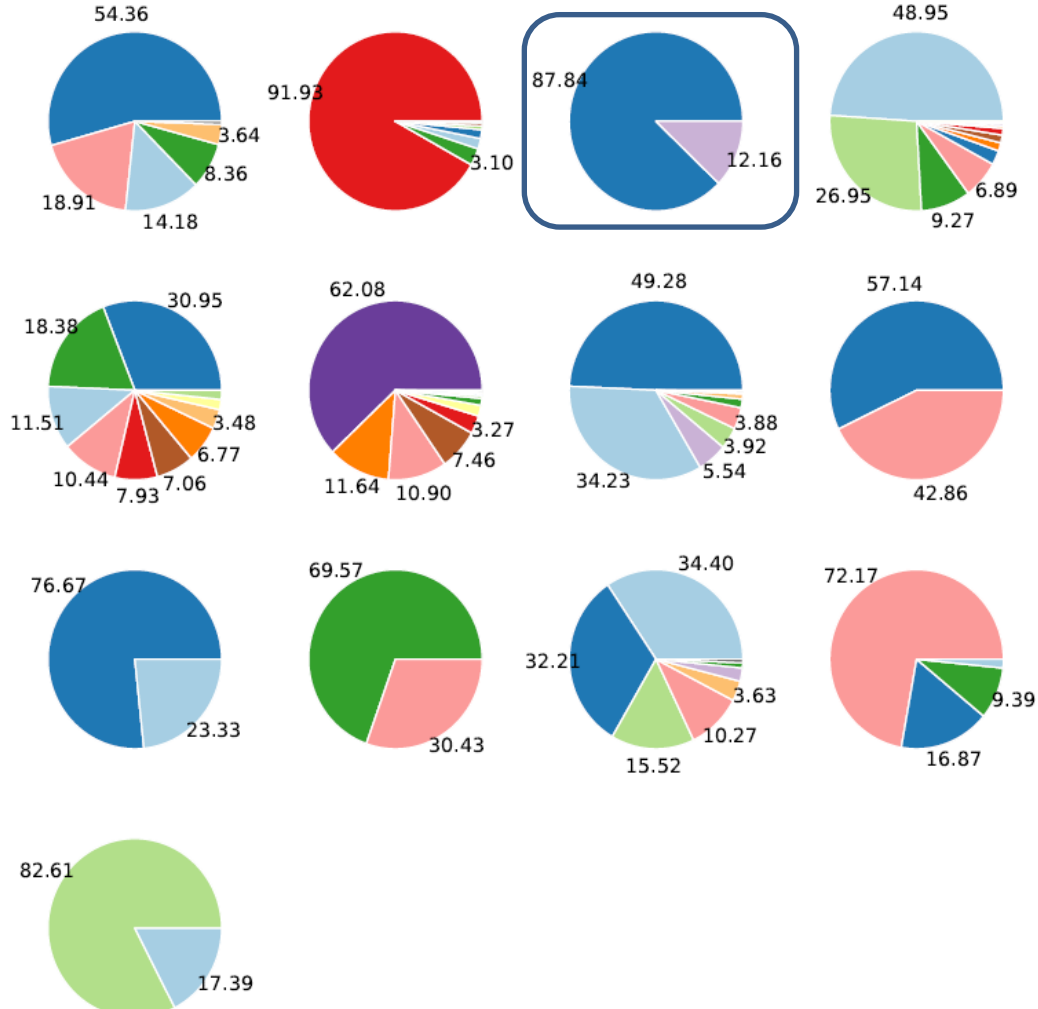
Words graph



-
- Cluster 2
-
- be (582)
 - say (128)
 - go (37)
 - become (33)
 - him (28)
 - show (24)
 - believe (23)
 - me (17)
 - animate (17)
 - indicate (16)
 - look (15)
 - fall (14)
 - observe (14)
 - serve (12)
 - run (12)
-



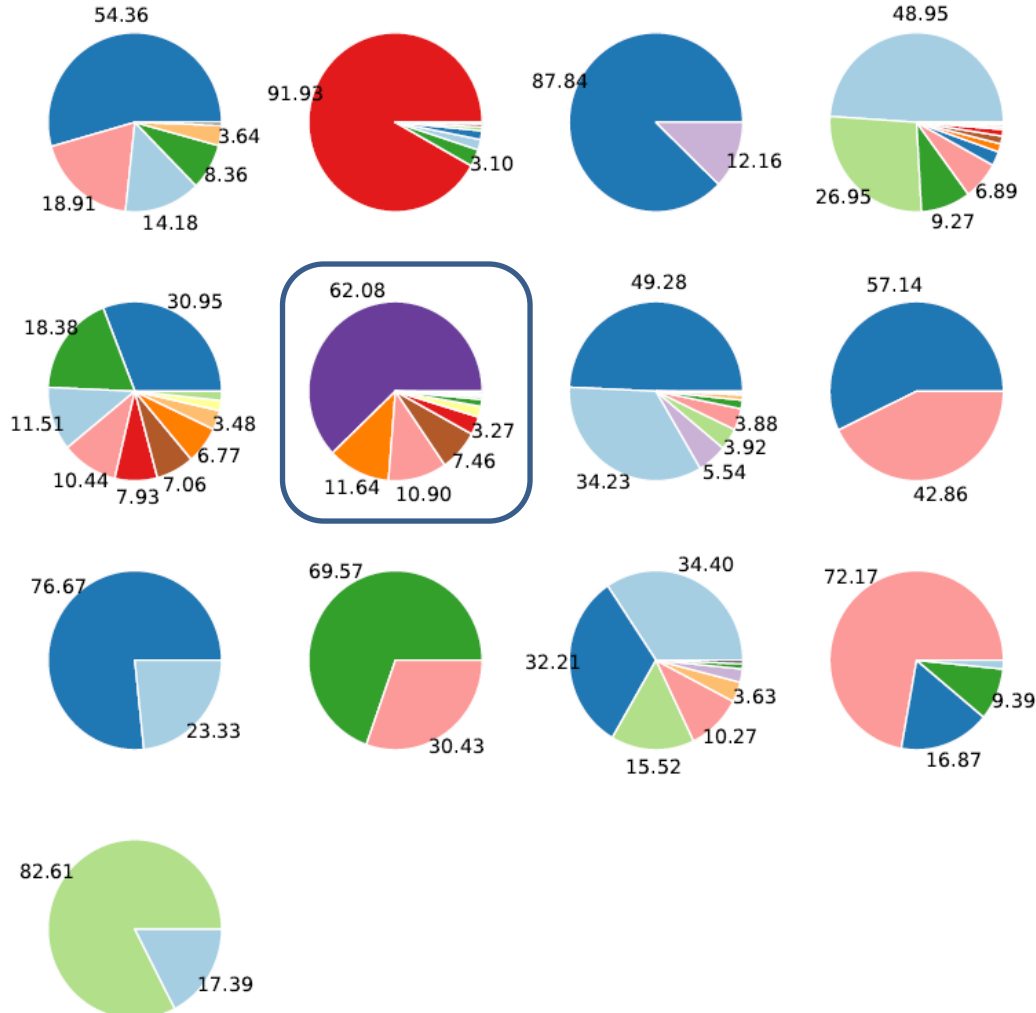
Words graph



-
- Cluster 3
-
- greek (48)
 - elusive (10)
 - cambodgian (9)
 - archaic (7)
 - satisfying (5)
 - grouped (4)
 - siamese (4)
 - nowhere (4)
 - inclusive (4)
 - explicit (4)
 - religious (4)
 - infixes (4)
 - treated (4)
 - formless (4)
 - syllabic (3)
-



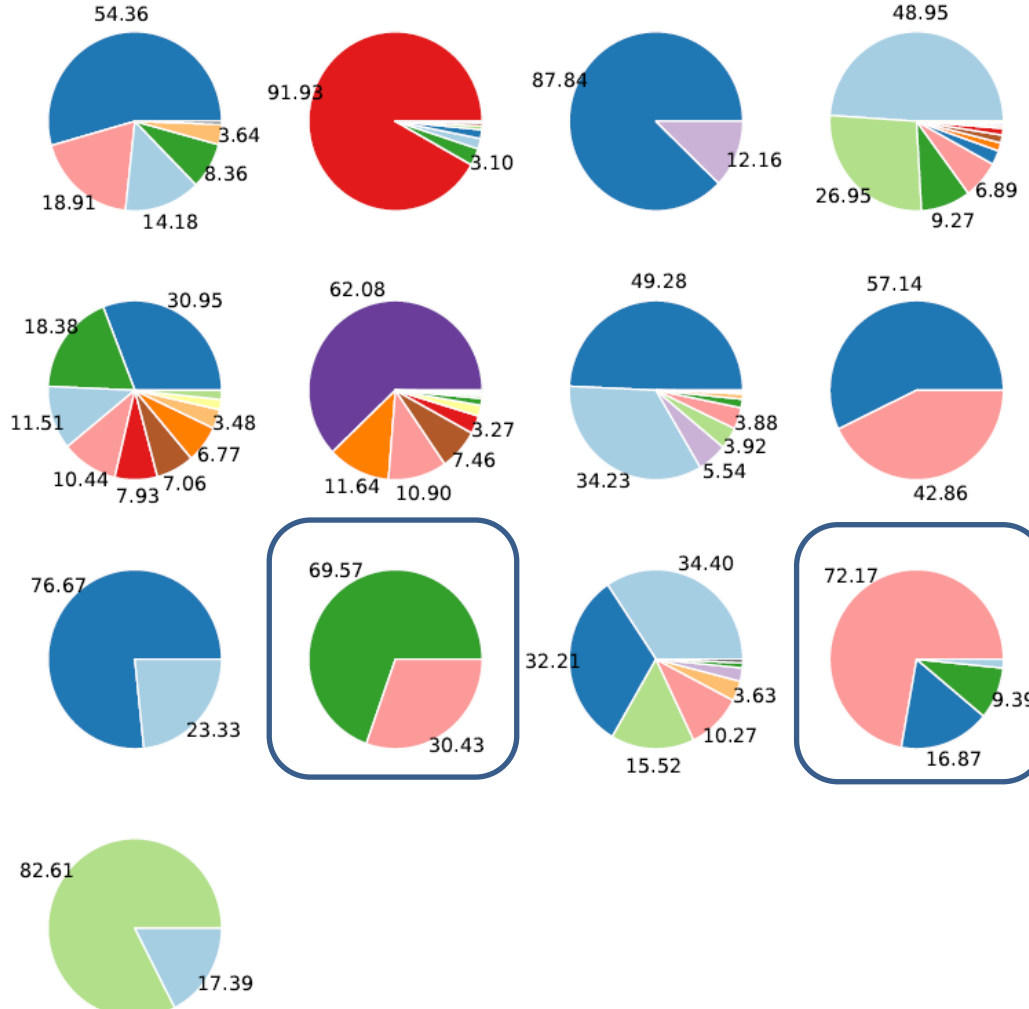
Words graph



Cluster 6

of (3636)
to (1820)
in (1647)
is (1557)
and (1514)
that (1220)
as (1100)
or (795)
are (766)
not (607)
by (411)
with (391)
but (387)
for (366)
have (364)

Words graph



Cluster 10	Cluster 12
looked (16)	only (137)
conveniently (7)	still (64)
enormously (4)	too (60)
rapidly (4)	entirely (34)
eliminated (4)	never (33)
termed (4)	hardly (31)
barely (4)	identical (25)
obsolete (3)	really (22)
sleeping (3)	clear (16)
swept (2)	concerned (15)
subdivided (2)	red (13)
multiplied (2)	obvious (12)
diffused (2)	indicated (11)
tired (2)	constantly (10)
abundantly (1)	done (10)



Take Home

- ✓ Efficient and highly parallelizable algorithm for community detection
- ✓ Role Extraction or Block Modeling generalized community detection
- ✓ The pairwise node similarity measure allows to extract such roles
- ✓ Accurate low rank approximation for large graphs

