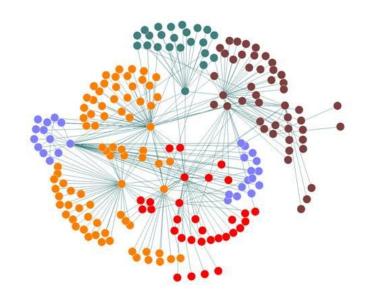


# Algorithms and Applications in Social Networks



2019/2020, Semester B Slava Novgorodov

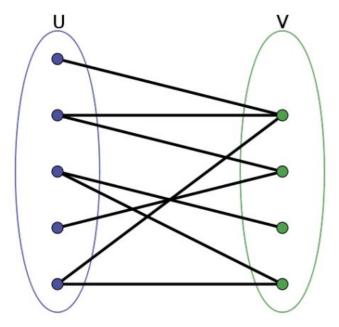
#### Lesson #3

- Bipartite graph (recap)
- Networks with Signed Edges
  - Single edge
  - Theory of Balance
  - Examples

# **Bipartite Graph**

### **Bipartite Graph**

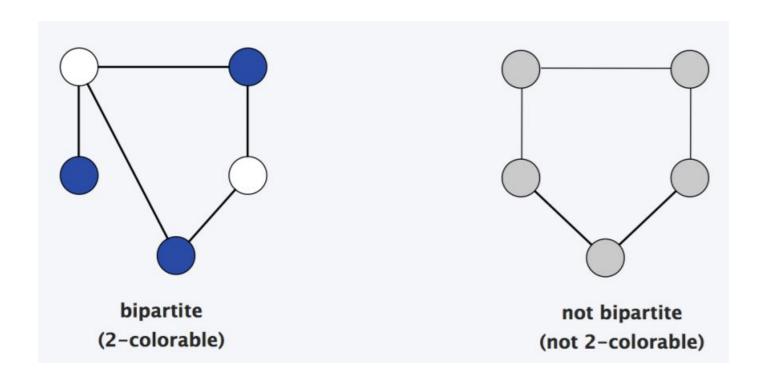
A graph whose vertices can be divided into two disjoint sets U
and V such that every edge connects a vertex in U to one in V



- A bipartite graph does not contain any odd-length cycles
- A bipartite graph can be vertex colored wtih 2 colors

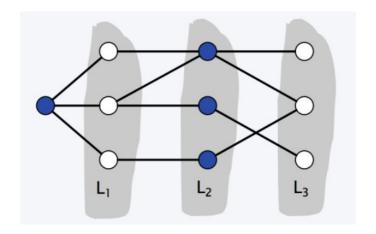
### **Testing Bipartiteness**

- Triangle not bipatite
- Graph contains an odd cycle not bipartite



### **Testing Bipartiteness**

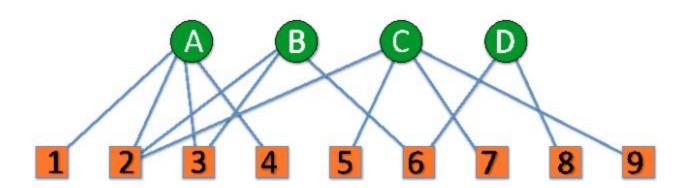
- Is given graph bipartite?
- Algorithm:
  - Select and node and perform BFS, color each layer alternate colors
  - Scan all the edges, see if any edge has nodes with the same color (one layer nodes)

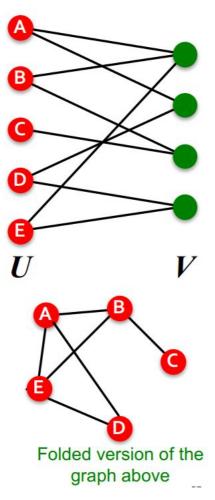


# **Usage of Bipartite Graph**

- Different types of nodes:
  - Users/Items ranking
  - Papers/Authors
  - Courses/Students

Folded network

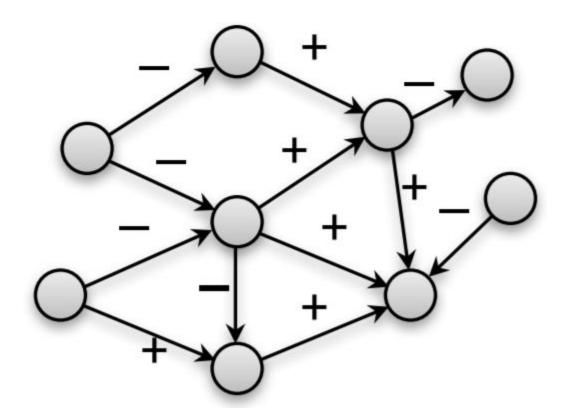




# **Networks with Signed Edges**

# **Networks with Signed Edges**

- Sometimes just "Signed Network"
- Can be directed or undirected



#### **Motivation**

Trying to model behavior of people in (online) social networks

 Relationships between people in the network can be positive or negative

People express opinion that can be positive or negative

# **Opinions of People in the Network**

#### People can express opinion:

- By action:
  - Pressing "Like"/"Dislike" button
  - Giving rating to a product/person
- By writing text:
  - Comments, review, etc

#### **Applications:**

- Recommendation systems
- Crowdsourcing





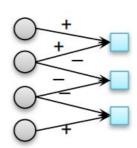




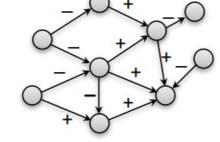
# **Types of Opinions**

#### People can express opinion about:

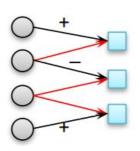
- Items:
  - Movies, hotels, purchases rating/reviews



- Other people:
  - GetTaxi drivers, AirBnB, Wikipedia



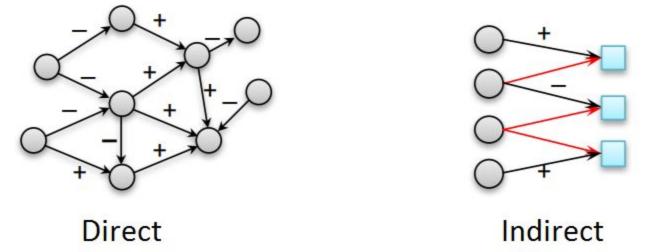
- Content generated by other people:
  - StackOverflow, Facebook



#### **Evaluation**

- Factors:
  - What drives people to give particular evaluation?

Types: Direct/Indirect



#### **Datasets**

#### Where it exists on the Web?

- Wikipedia moderators elections
  - Positive/Neagtive vote (120K votes in English)



- StackOverflow Community
  - Upvotes/Downvotes (7.5M votes)



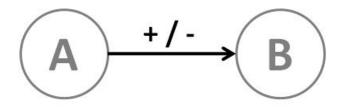
- Epinions product review
  - Ratings of product review (13M ratings)
  - 5 positive, 1-4 negative



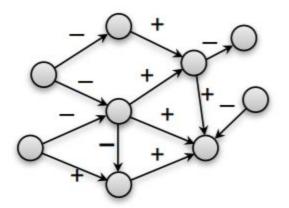
# Evaluation – two ways to analyze

#### Two ways to look on it:

Single evaluation (without network context)



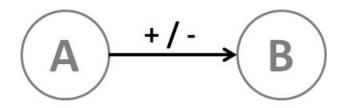
Evaluations in the context of the network



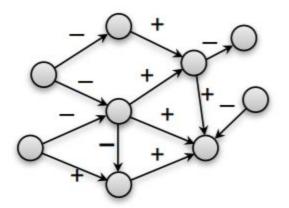
#### **Evaluation – without context**

#### Two ways to look on it:

Single evaluation (without network context)

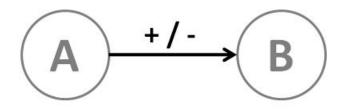


Evaluations in the context of the network



#### **Human Evaluation**

What drives human evaluation?



- Which (and whose) properties are important?
  - Properties of A?
  - Properties of B?
  - Which properties?

### **Important Properties**

#### • Status:

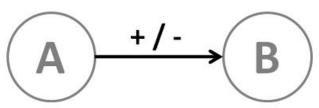
- Level of recognition, achievements, reputation in the community
  - Wikipedia: # of edits, # of new articles written
  - StackOverflow: # of answers

#### Similarity:

- Overlapping interests between A and B
  - Wikipedia: similarity of edited articles
  - StackOverflow: similarity of users evaluated

#### Relative vs. Absolute evaluation

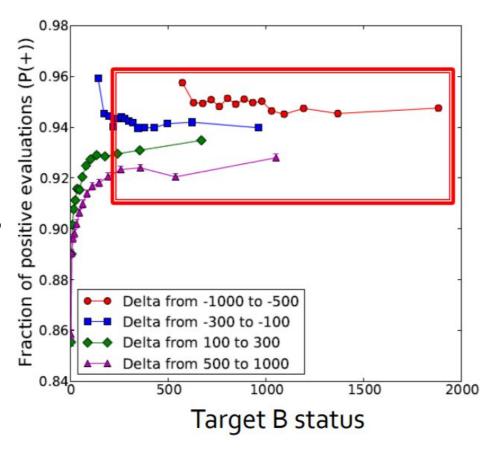
#### Two hypothesis:



- B receives a positive evaluation depends primarily on the characteristics of B
  - There is some objective criteria for user B to receive a positive evaluation
- B receives a positive evaluation depends on relationship between the characteristics of A and B
  - A compares herself to B

#### **Effect of Status**

- How does status of B affects A's evaluation?
- Status  $\Delta = S_A S_B$
- Observations:
  - P(+) doesn't dependson B's status
  - Different Δ implies
     different behavior

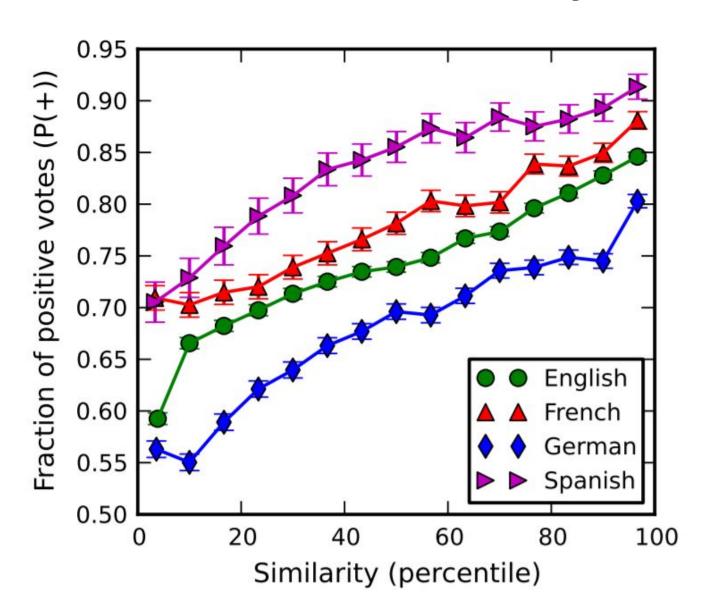


# **Effect of Similarity**

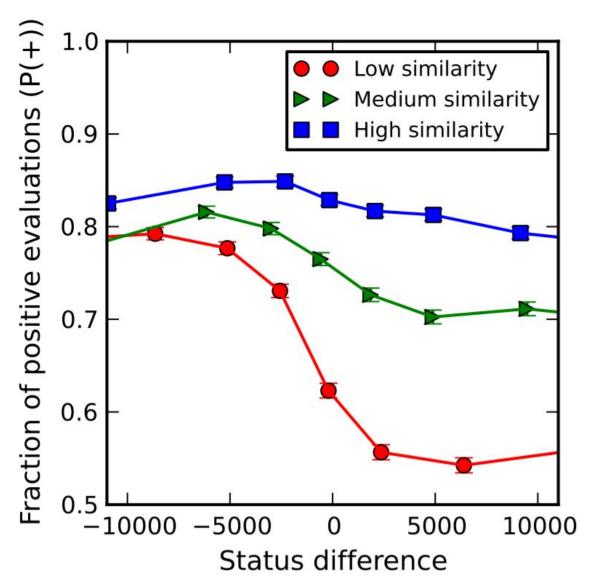
#### Two hypothesis:

- People are more supportive to other people in their domain of knowledge/area
  - "The more similar you are, the more I like you"
- People know the domain, hence know the weak point and are more harsh
  - "The more similar you are, the better I can understand your weaknesses"

# **Effect of Similarity**



# **Similarity and Status**



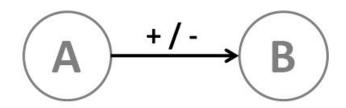
# Summary so far

- Online Social Networks and Social Media websites support (sometimes implicitly) user evaluations (e.g. Wikipedia has transparent mechanism of elections)
- Two important characteristics:
  - Status: importance of relative assessments
  - Similarity: importance of prior interactions

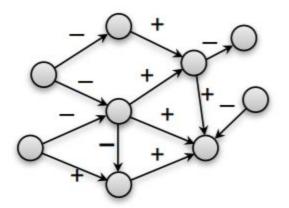
#### **Evaluation – with context**

Two ways to look on it:

Single evaluation (without network context)



Evaluations in the context of the network



# **Networks with Signed Edges**

Also called: "Signed Network"

Basic unit of investigation: Signed triangles

Can be undirected or directed:





### **Signed Networks**

Network with positive or negative relationships

- Consider a complete signed undirected graph
  - Positive edges:
    - Friendship, positive sentiment, ...
  - Negative edges:
    - Enemy, negative sentiment
- Let's focus on three connected nodes A, B, C

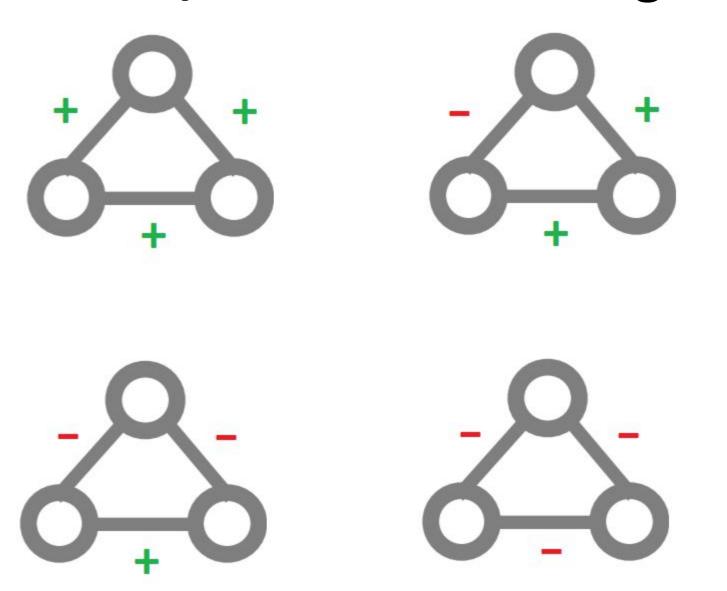
# **Theory of Structural Balance**

- Intuition (theory by Fritz Heider 1946):
  - Friend of a friend is a friend
  - Enemy of an enemy is a friend
  - Enemy of a friend is an enemy

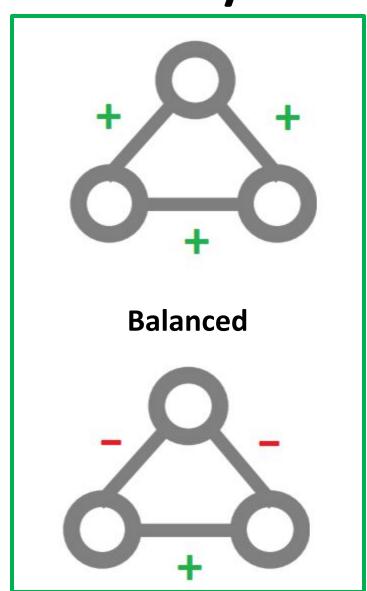
Let's have a look on a triangle in a graph

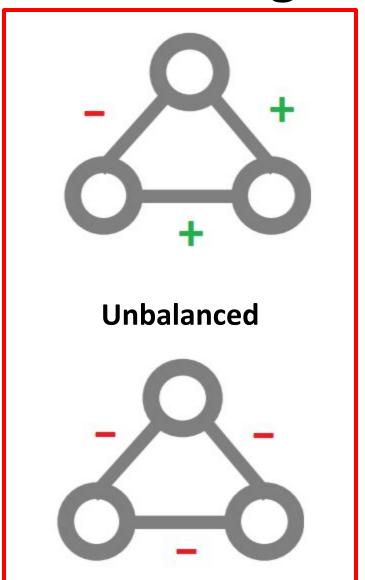


# **Balanced/Unbalanced Triangles**



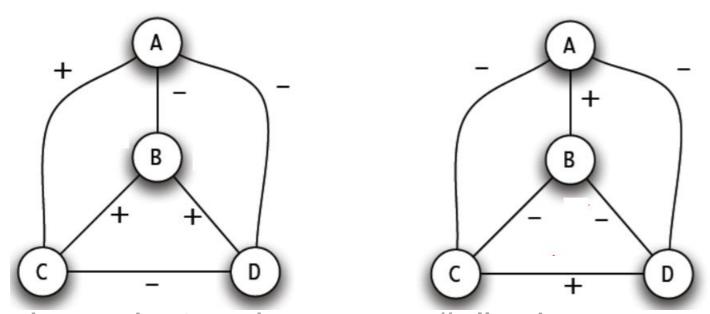
# **Balanced/Unbalanced Triangles**





# **Balanced/Unbalanced Network**

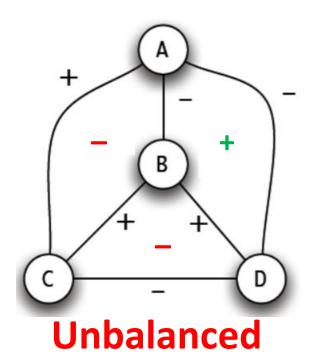
 Network is balanced if every triangle in the network is balanced.

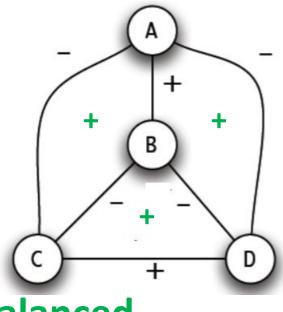


Balanced triangle – 1 or 3 "+" edges

# **Balanced/Unbalanced Network**

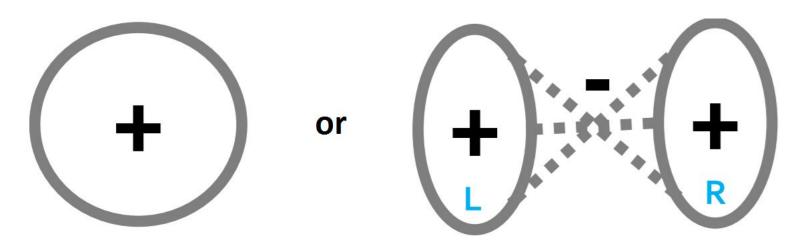
 Network is balanced if every triangle in the network is balanced.



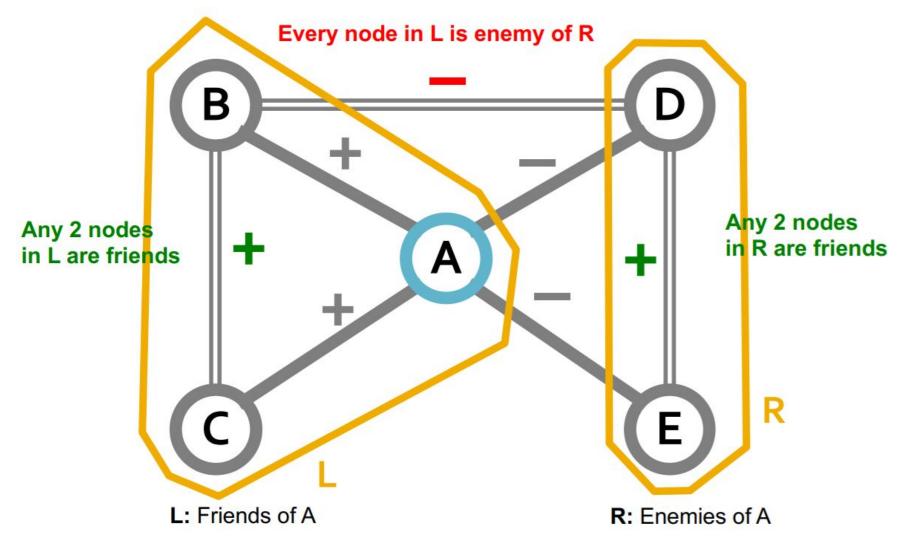


#### **Balance and Coalitions**

- If the network is balanced, then either:
  - All edges are positive, or
  - We can split the network into two parts (L and R),
    - All edges inside R are positive
    - All edges inside L are positive
    - All edges between R and L are negative

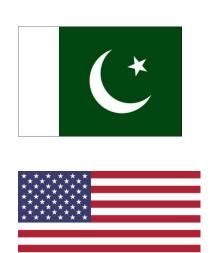


# **Analysis of Balance: Coalitions**



# **Example: International relations**

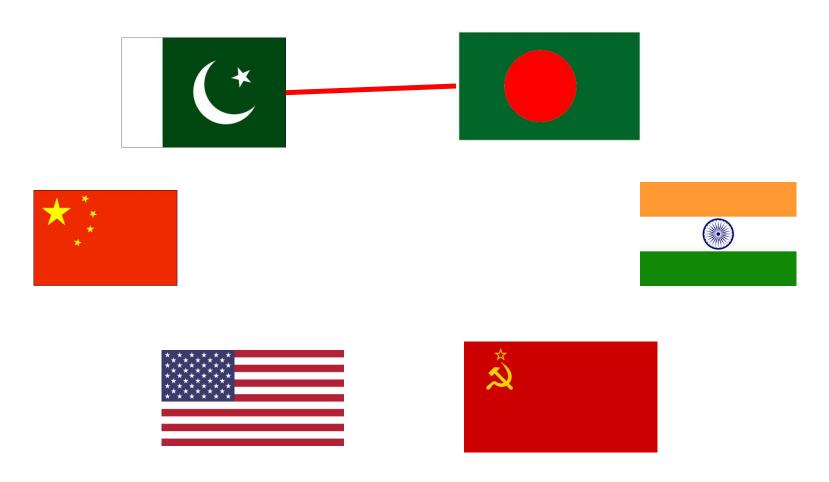
Independence of Bangladesh from Pakistan in 1971 USA supported Pakistan. Why?

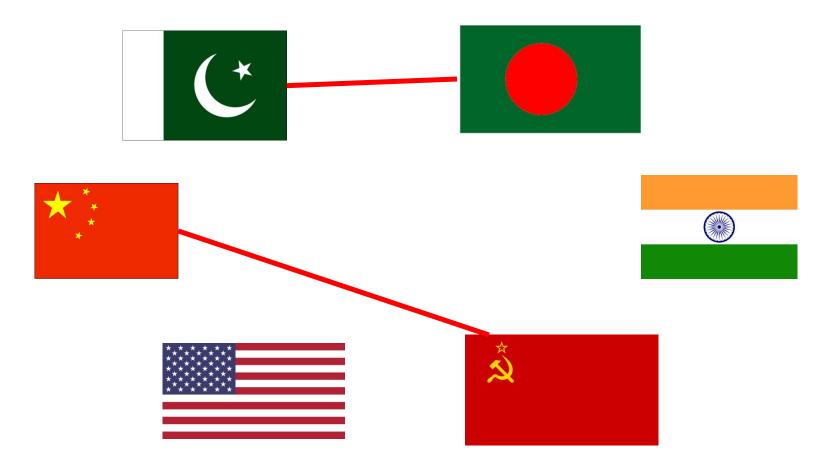




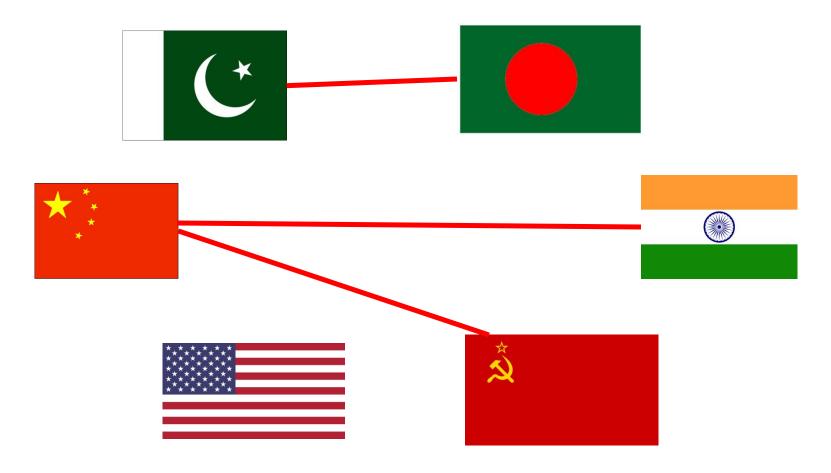


# **Example: International relations**

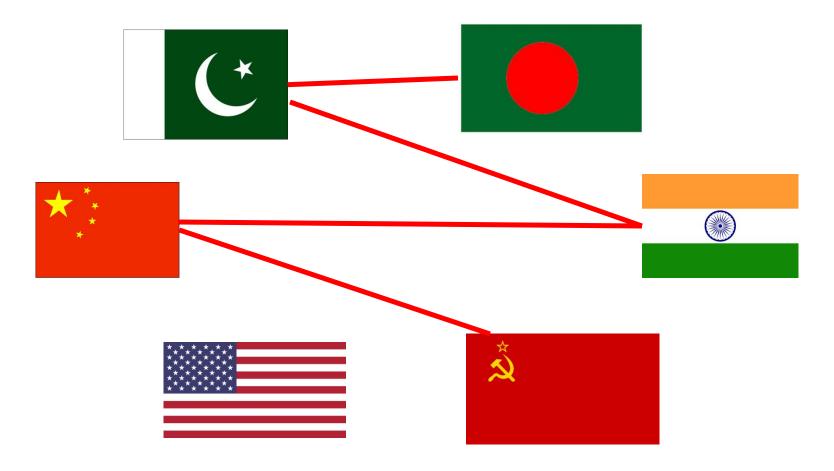




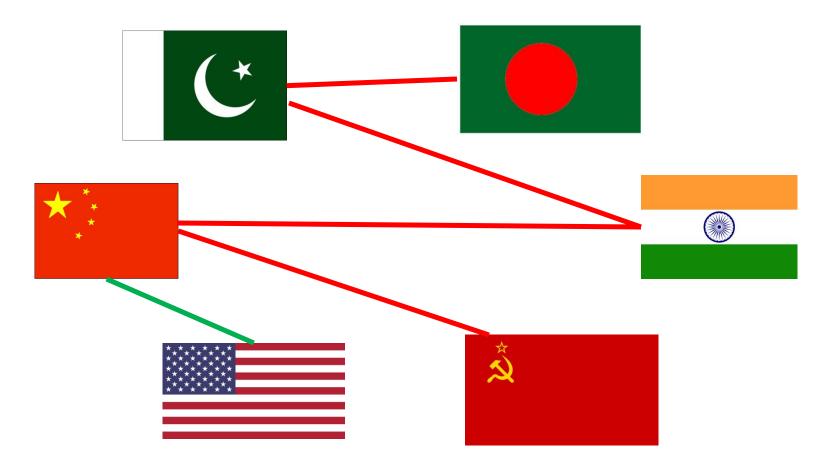
USSR is an enemy of China



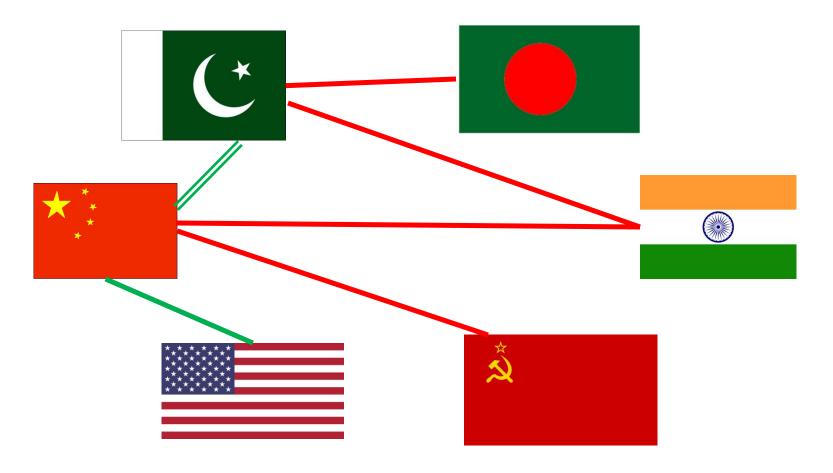
China is an **enemy** of India



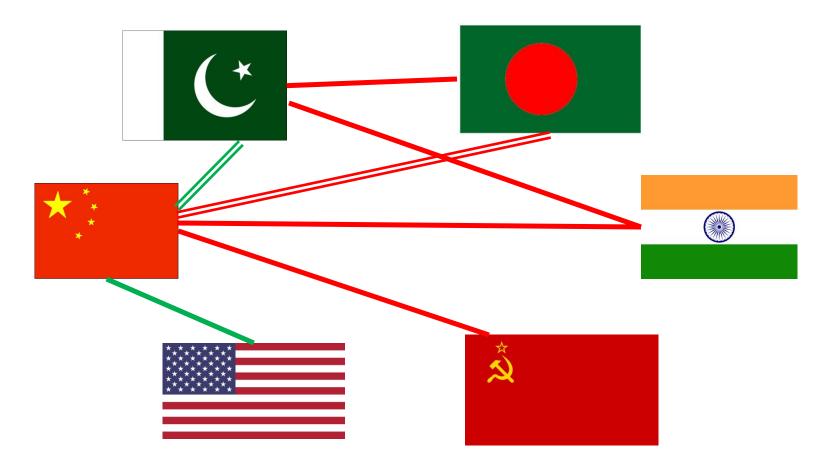
India is an enemy of Pakistan



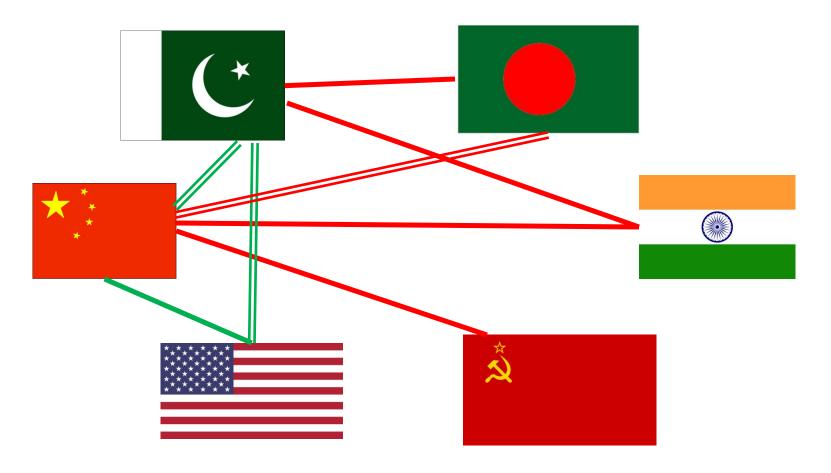
USA is a **friend** of China



Derived: China is a friend of Pakistan



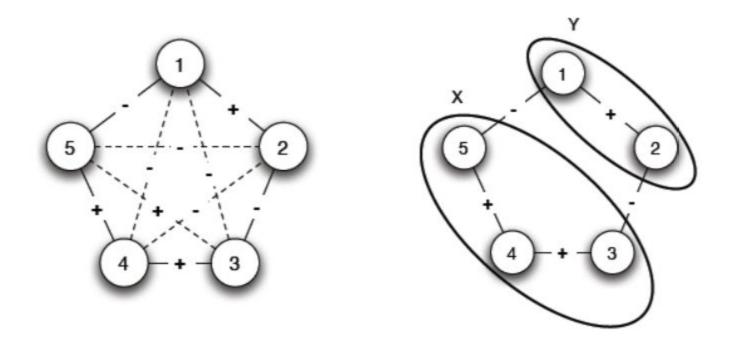
Derived: China is **vetoed** of Bangaladesh



Derived: USA supported Pakistan

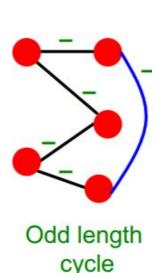
#### **Balance in General Network**

- The (general) network is balanced if:
  - We can fill all missing edges to achieve balance
  - We can divide the network into two coalitions



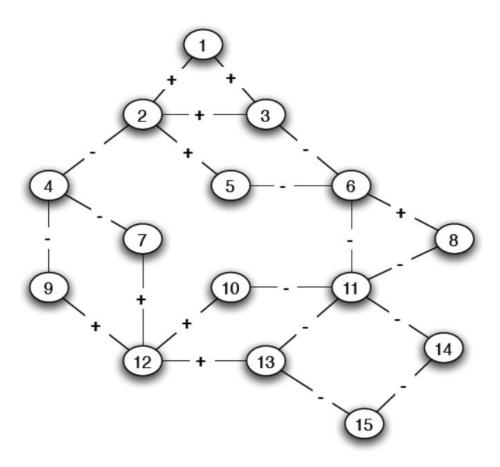
 Graph is balanced if and only if it contains no cycle with an odd number of negative edges

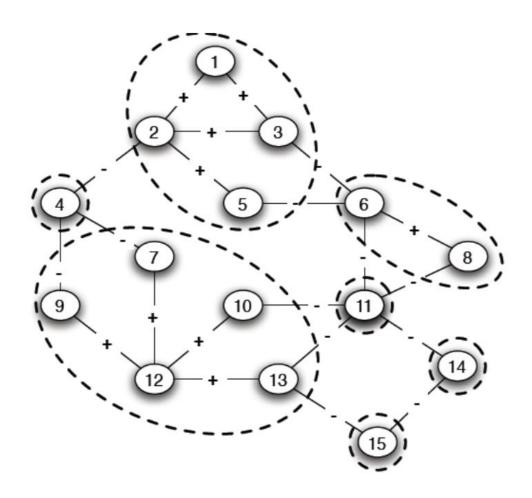
- Find connected components on +edges
  - If we find a component of nodes on +edges that contains a –edge
     Unbalanced
- For each component create a super-node
- Connect components A and B if there is a negative edge between the members
- Assign super-nodes to sides using BFS

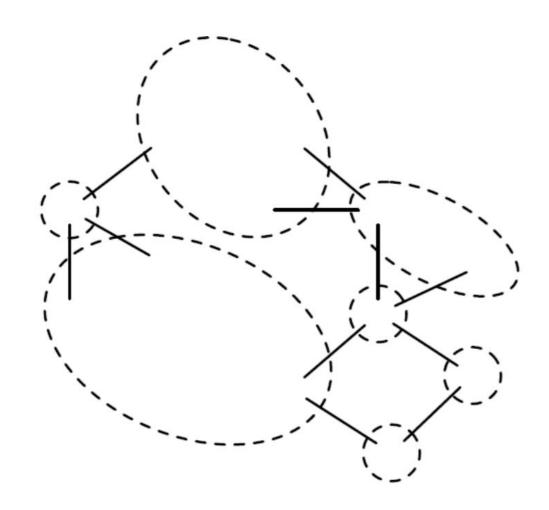


Even length

cycle







- Using BFS assign each node to a side
- Graph is unbalanced if any two connected super-nodes are assigned the same side

