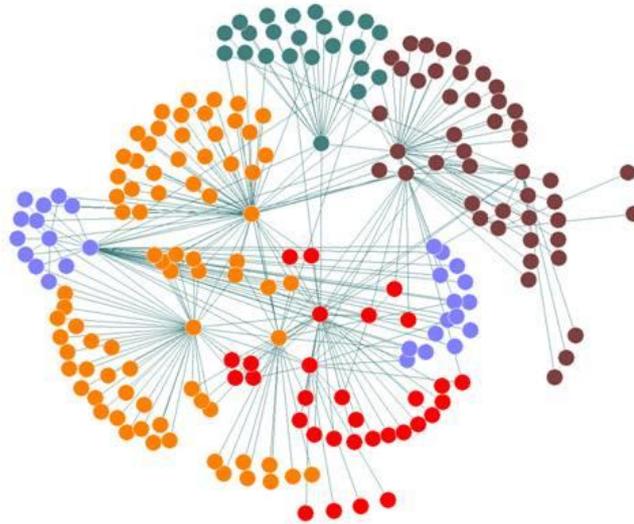




# Algorithms and Applications in Social Networks



2025/2026, Semester A

Slava Novgorodov

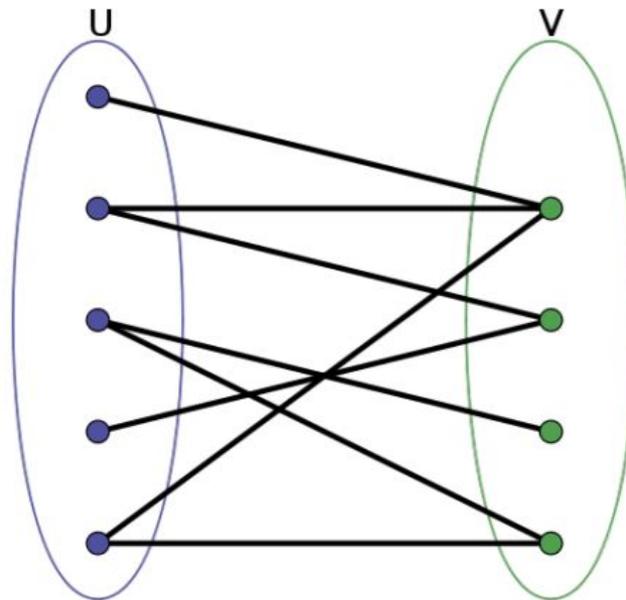
# Lesson #3

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

# Bipartite Graph

# Bipartite Graph

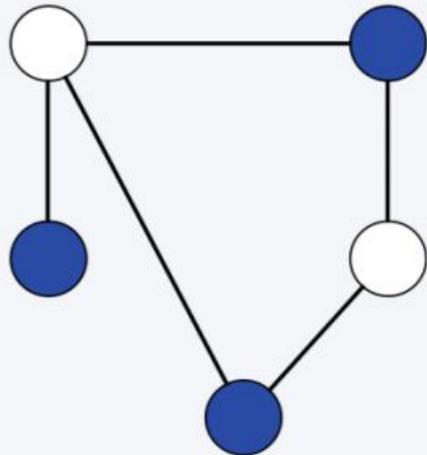
- A graph whose vertices can be divided into two disjoint sets  $U$  and  $V$  such that every edge connects a vertex in  $U$  to one in  $V$



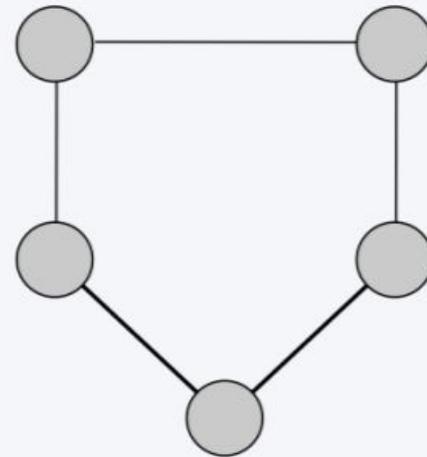
- A bipartite graph does not contain any odd-length cycles
- A bipartite graph can be vertex colored with 2 colors

# Testing Bipartiteness

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



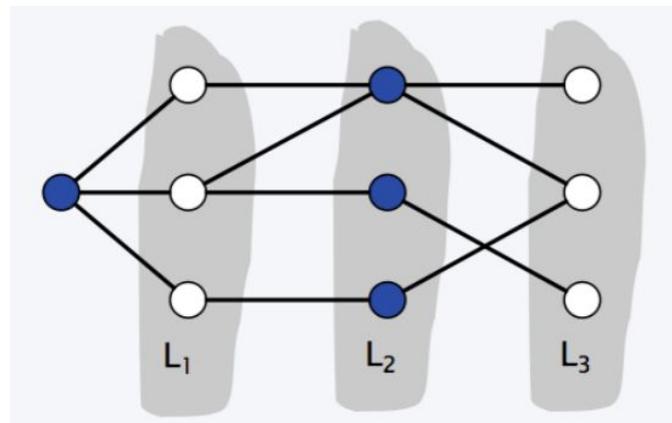
**bipartite**  
**(2-colorable)**



**not bipartite**  
**(not 2-colorable)**

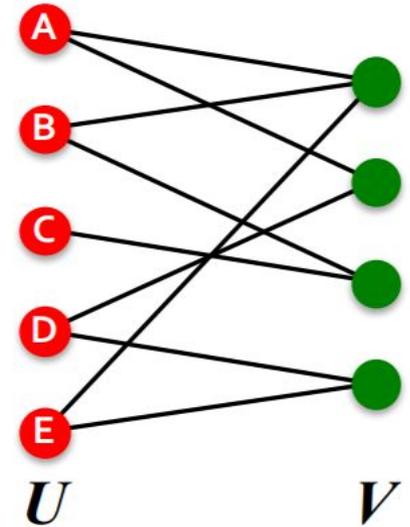
# Testing Bipartiteness

- Is given graph bipartite?
- Algorithm:
  - Select a 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)

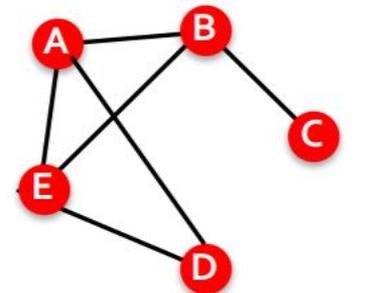
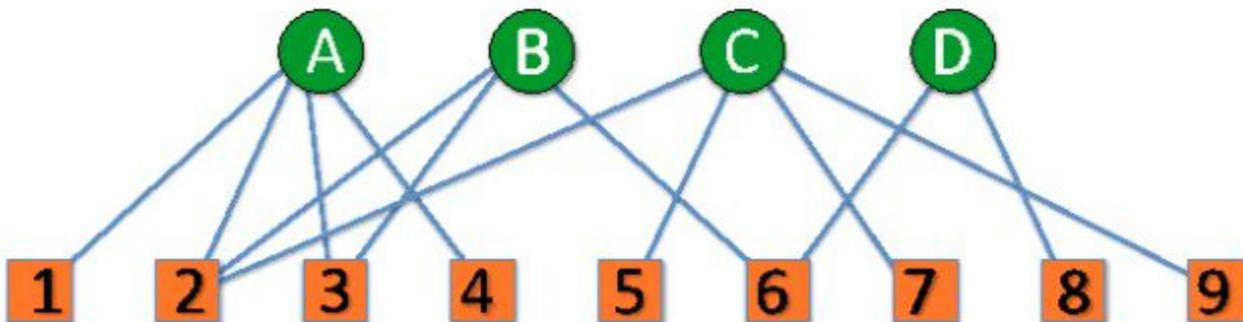


# Usage of Bipartite Graph

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



Folded network:

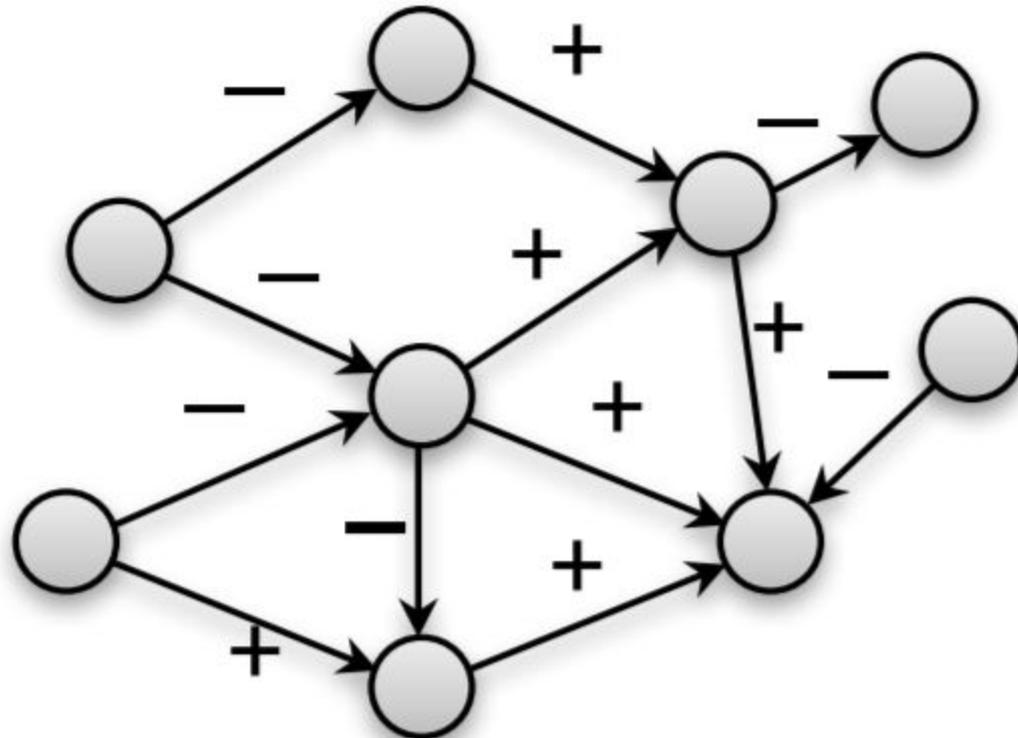


Folded version of the graph above ..

# 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:

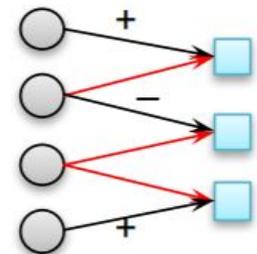
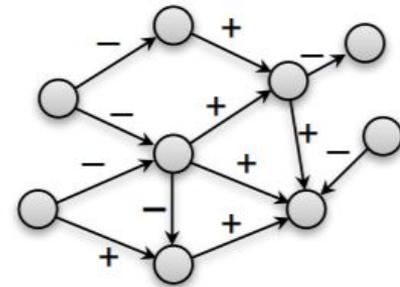
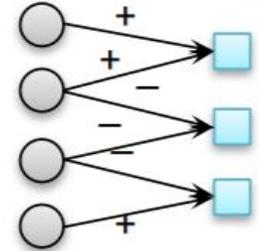
- Recommendation systems
- Crowdsourcing



# Types of Opinions

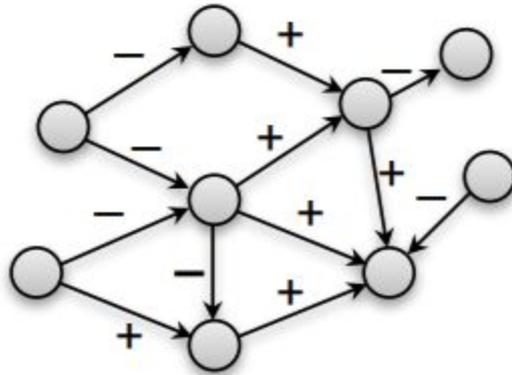
People can express opinion about:

- Items:
  - Movies, hotels, purchases rating/reviews
- Other people:
  - GetTaxi drivers, AirBnB, Wikipedia
- Content generated by other people:
  - StackOverflow, Facebook

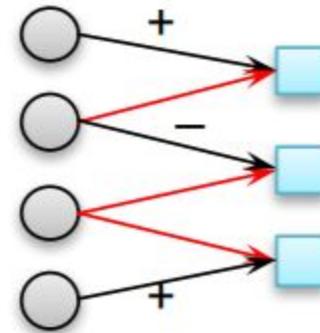


# Evaluation

- Factors:
  - What drives people to give particular evaluation?
- Types: Direct/Indirect



Direct



Indirect

# Datasets

Where it exists on the Web?

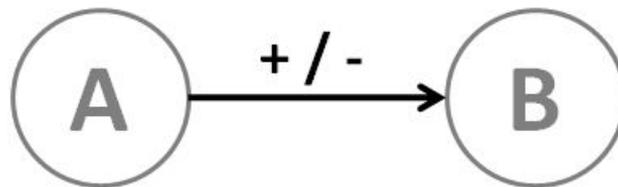
- Wikipedia moderators elections
  - Positive/Negative vote (120K votes in English)
- StackOverflow Community
  - Upvotes/Downvotes (7.5M votes)
- Epinions product review
  - Ratings of product review (13M ratings)
  - 5 – positive, 1-4 – negative



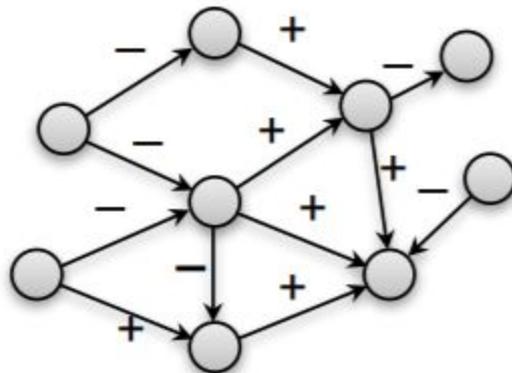
# Evaluation – two ways to analyze

Two ways to look on it:

- Single evaluation (without network context)



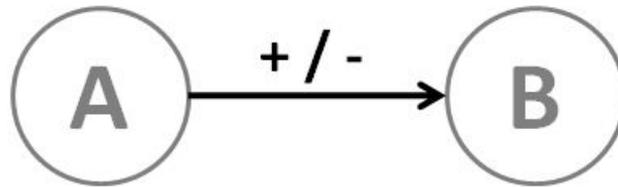
- Evaluations in the context of the network



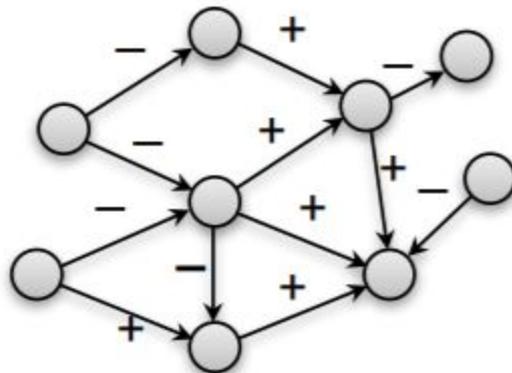
# Evaluation – without context

Two ways to look on it:

- Single evaluation (without network context)

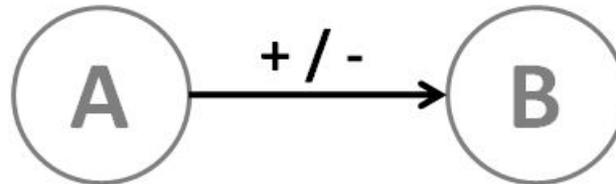


- Evaluations in the context of the network



# Human Evaluation

- What drives human evaluation?



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

# Important Properties

- **Status:**

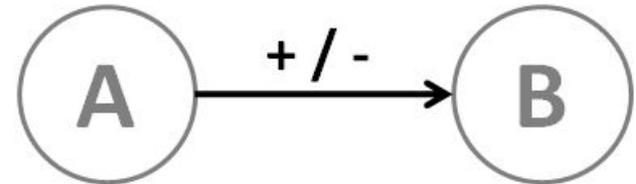
- Level of recognition, achievements, reputation in the community
  - Wikipedia: # of edits, # of new articles written
  - StackOverflow: # of answers

- **Similarity:**

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

# Relative vs. Absolute evaluation

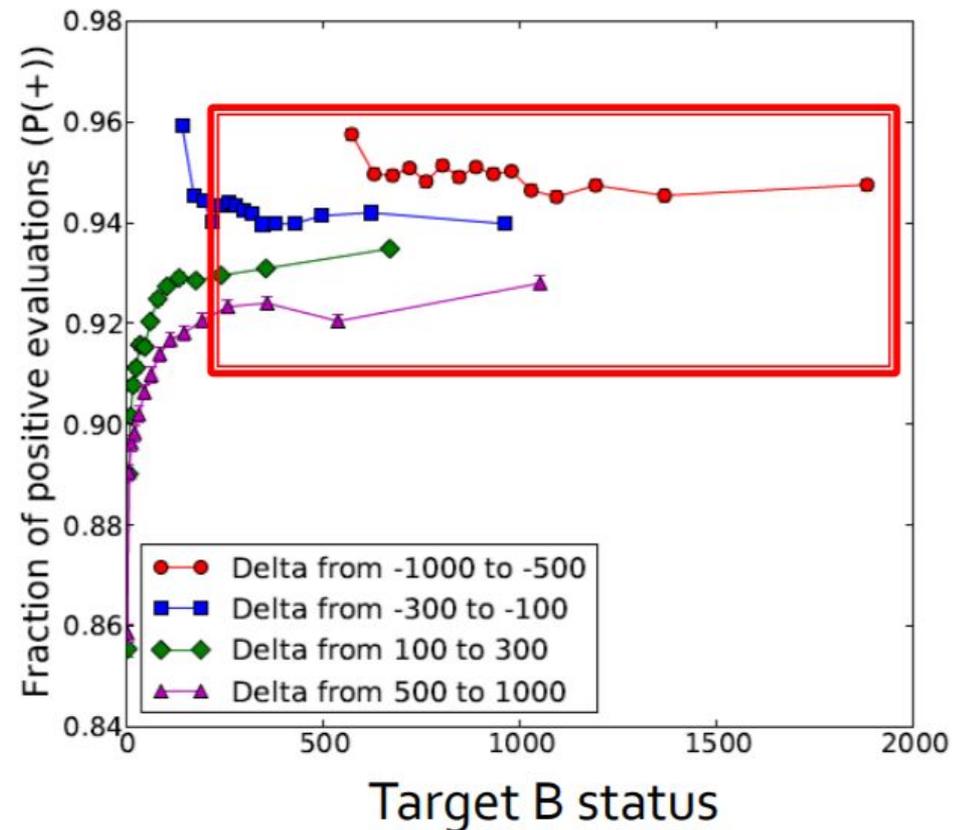
Two hypothesis:



- 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 depends on B's status
  - Different  $\Delta$  implies different behavior

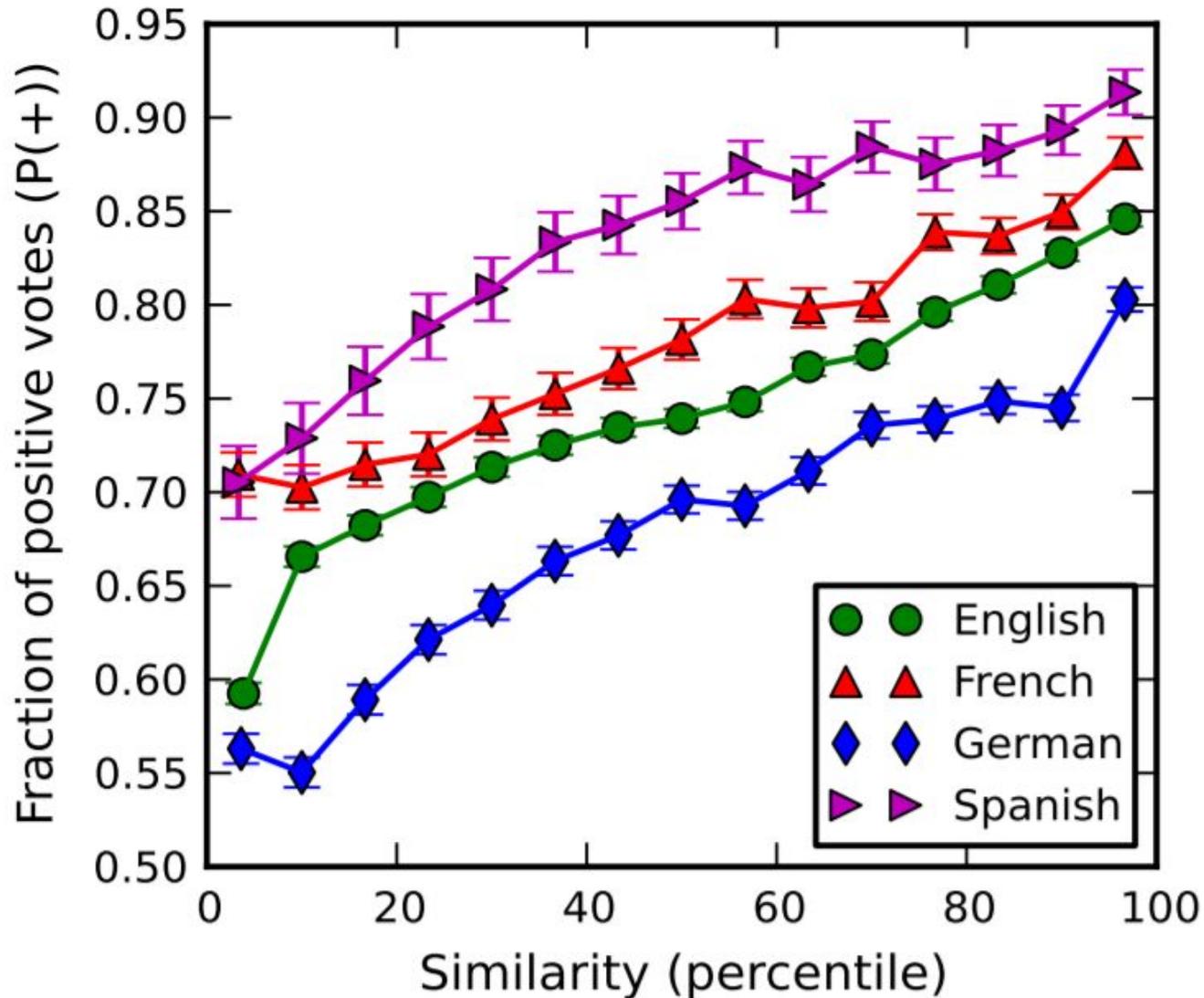


# Effect of Similarity

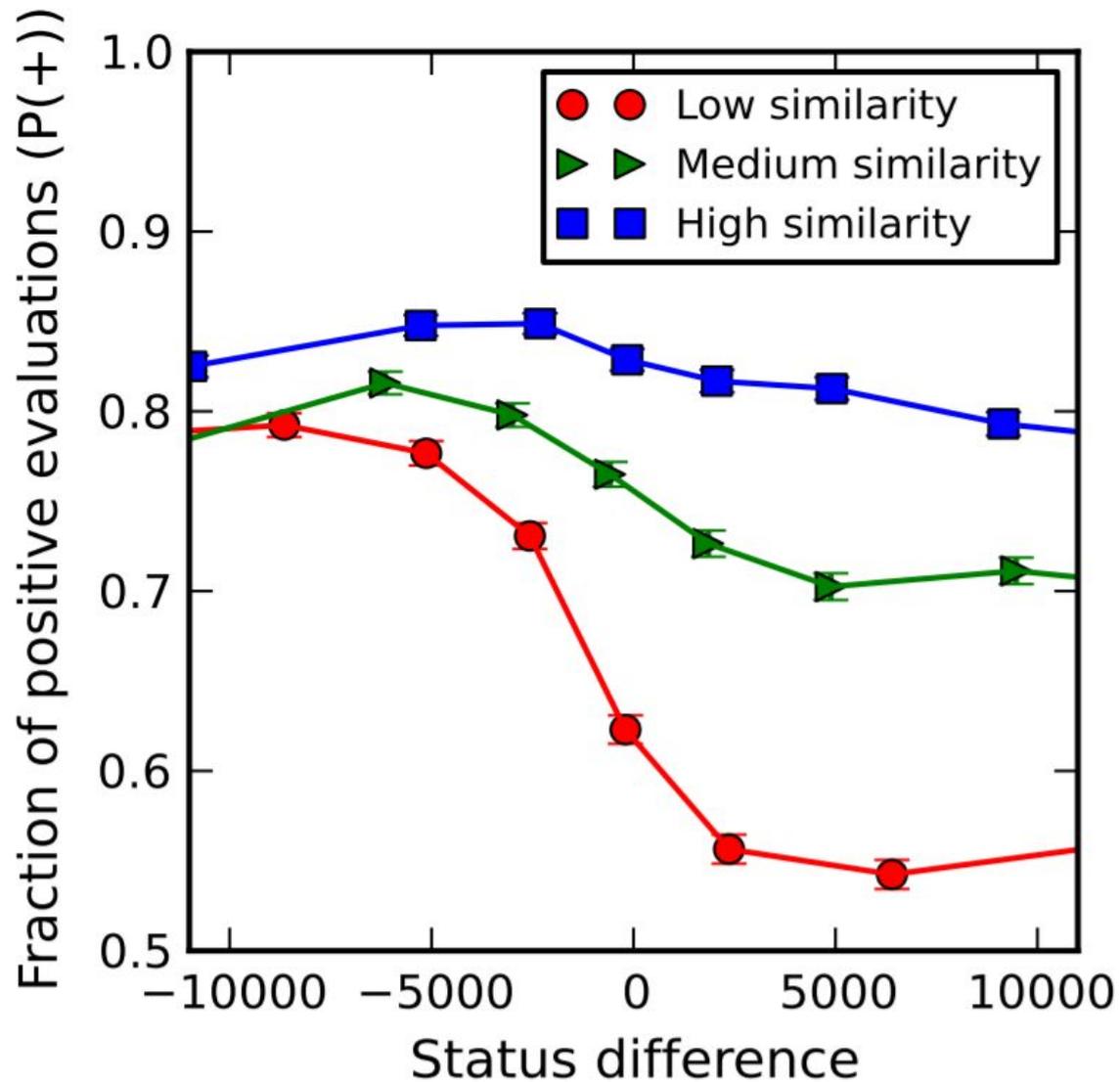
Two hypothesis:

- 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



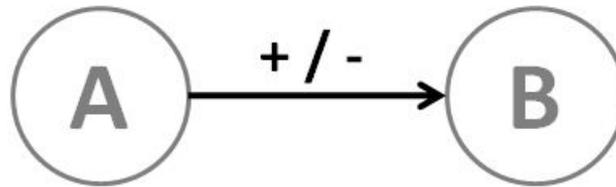
# Summary so far

- 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

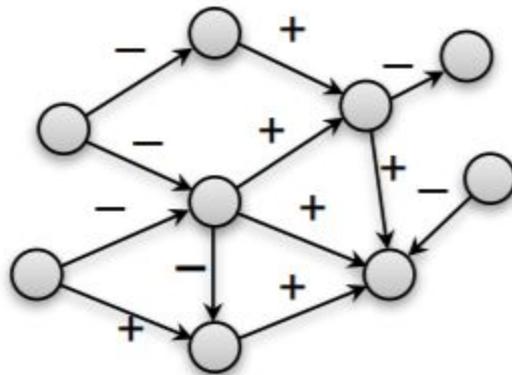
# Evaluation – with context

Two ways to look on it:

- Single evaluation (without network context)

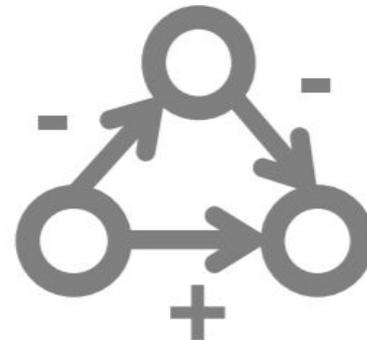
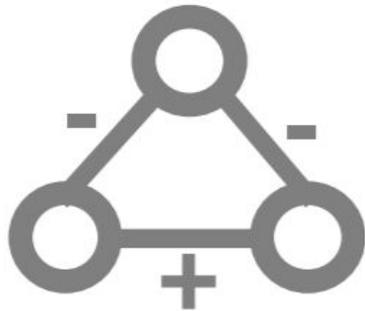


- Evaluations in the context of the network



# Networks with Signed Edges

- Also called: “Signed Network”
- Basic unit of investigation: **Signed triangles**
- Can be undirected or directed:

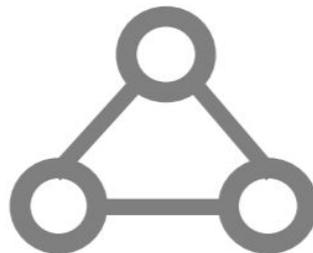


# Signed Networks

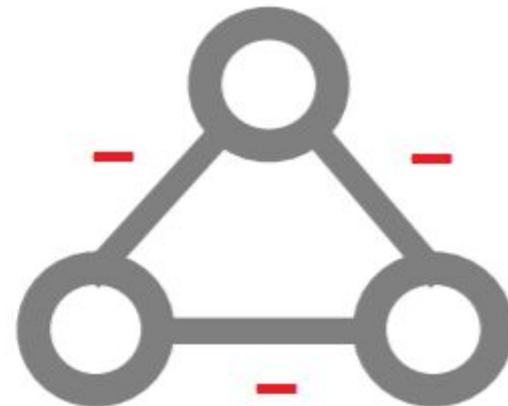
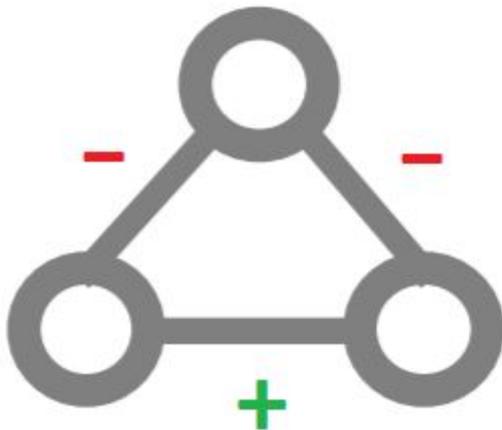
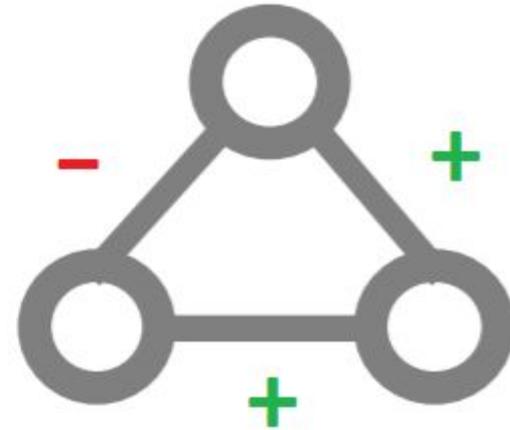
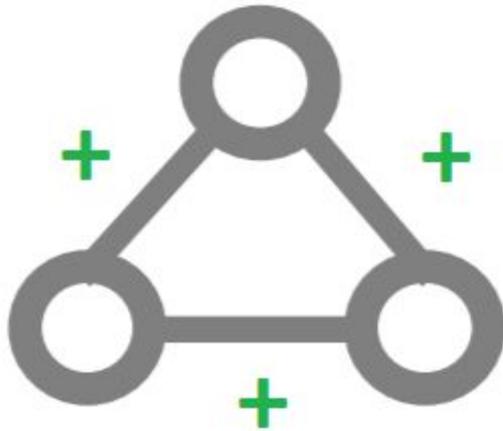
- Network with **positive** or **negative** relationships
- Consider a complete signed undirected graph
  - **Positive** edges:
    - Friendship, positive sentiment, ...
  - **Negative** edges:
    - Enemy, negative sentiment
- Let's focus on three connected nodes A, B, C

# Theory of Structural Balance

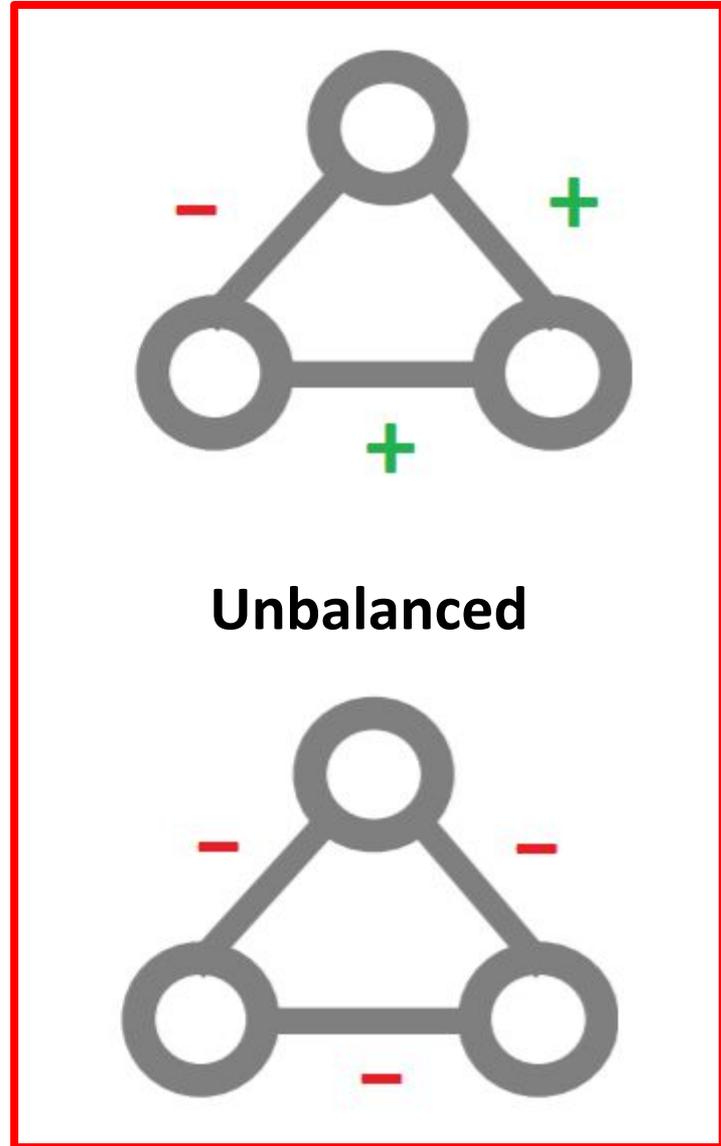
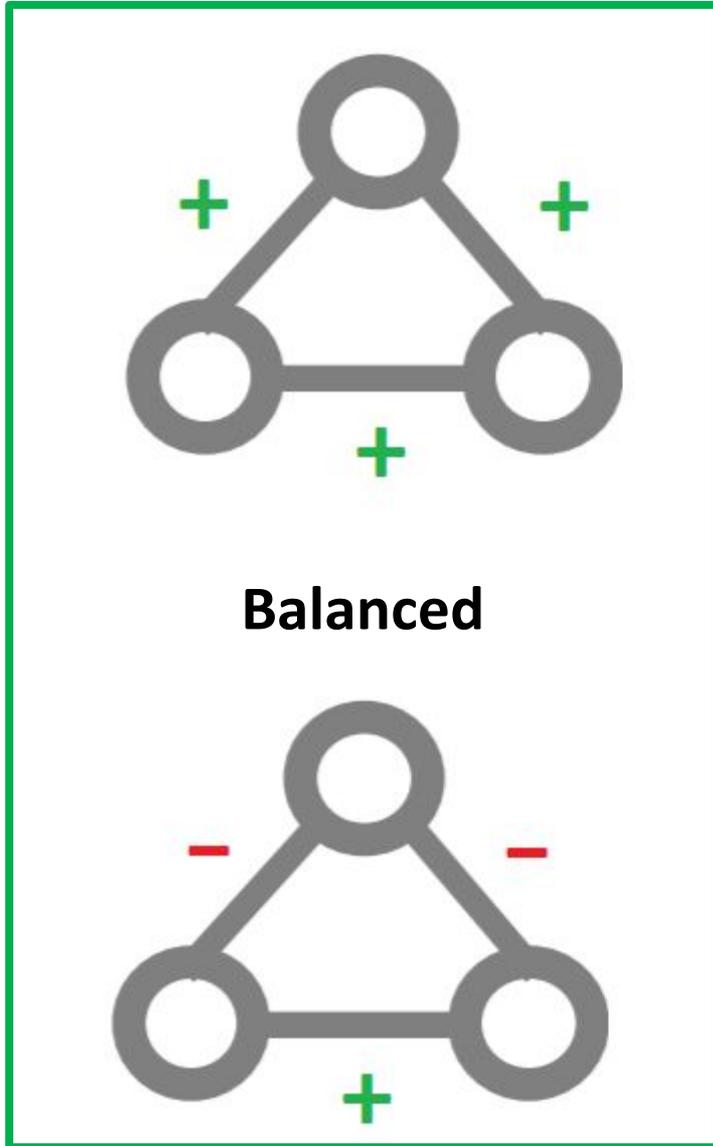
- Intuition (theory by Fritz Heider 1946):
  - **Friend** of a **friend** is a **friend**
  - **Enemy** of an **enemy** is a **friend**
  - **Enemy** of a **friend** is an **enemy**
- Let's have a look on a triangle in a graph



# Balanced/Unbalanced Triangles

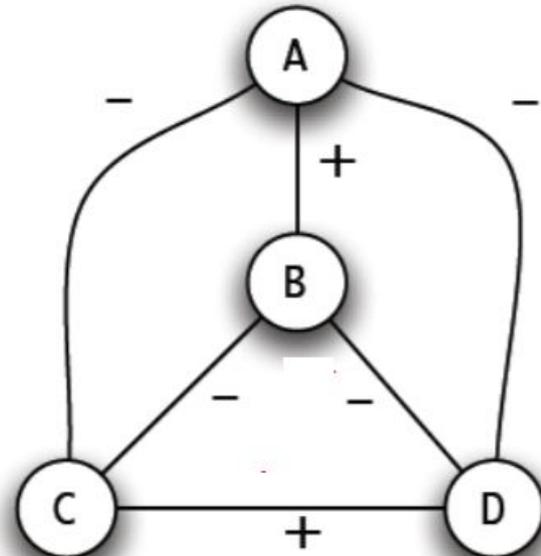
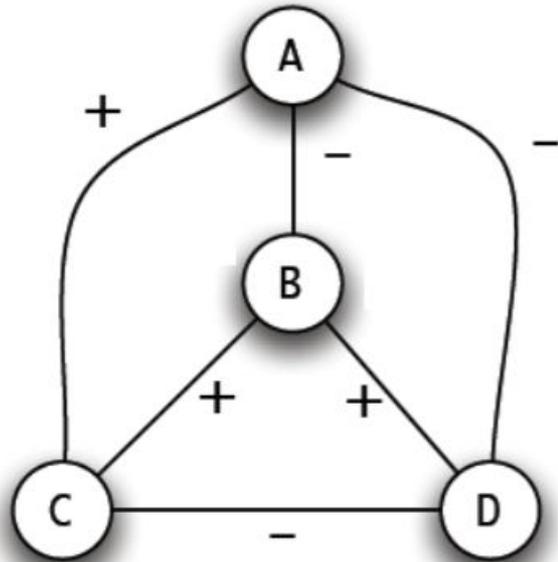


# Balanced/Unbalanced Triangles



# Balanced/Unbalanced Network

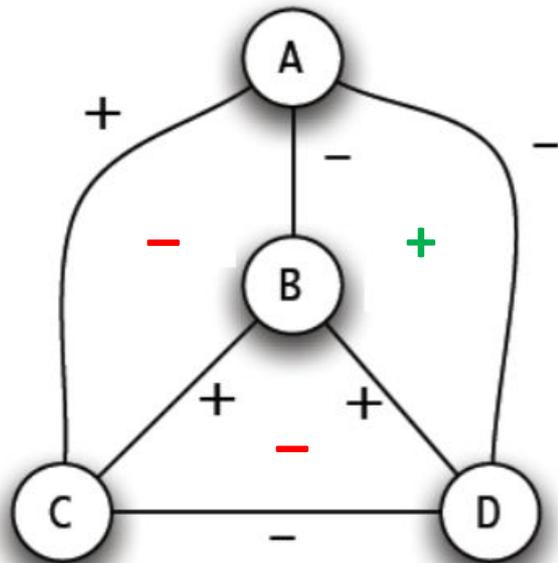
- Network is balanced if every triangle in the network is balanced.



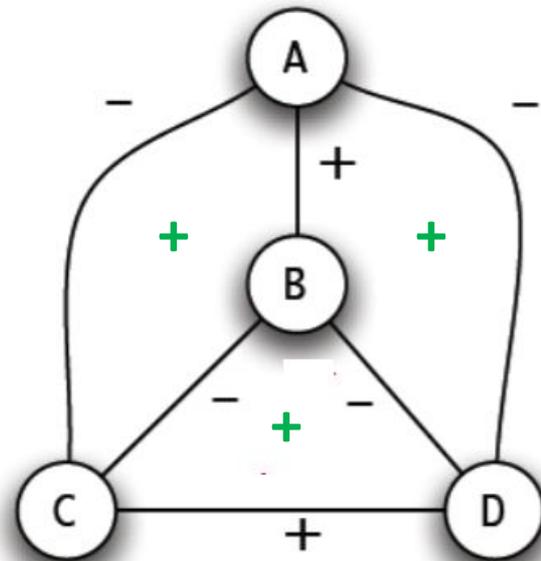
- Balanced triangle – 1 or 3 “+” edges

# Balanced/Unbalanced Network

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



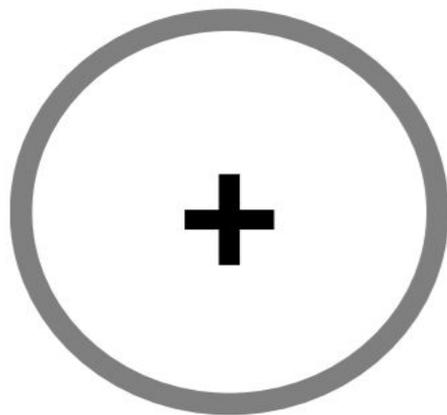
**Unbalanced**



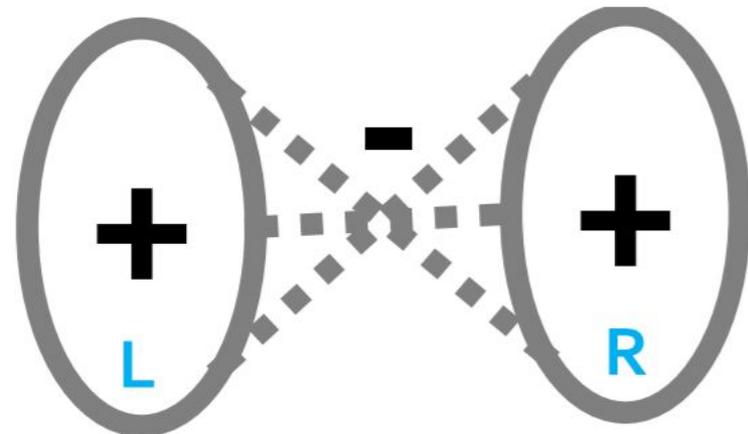
**Balanced**

# Balance and Coalitions

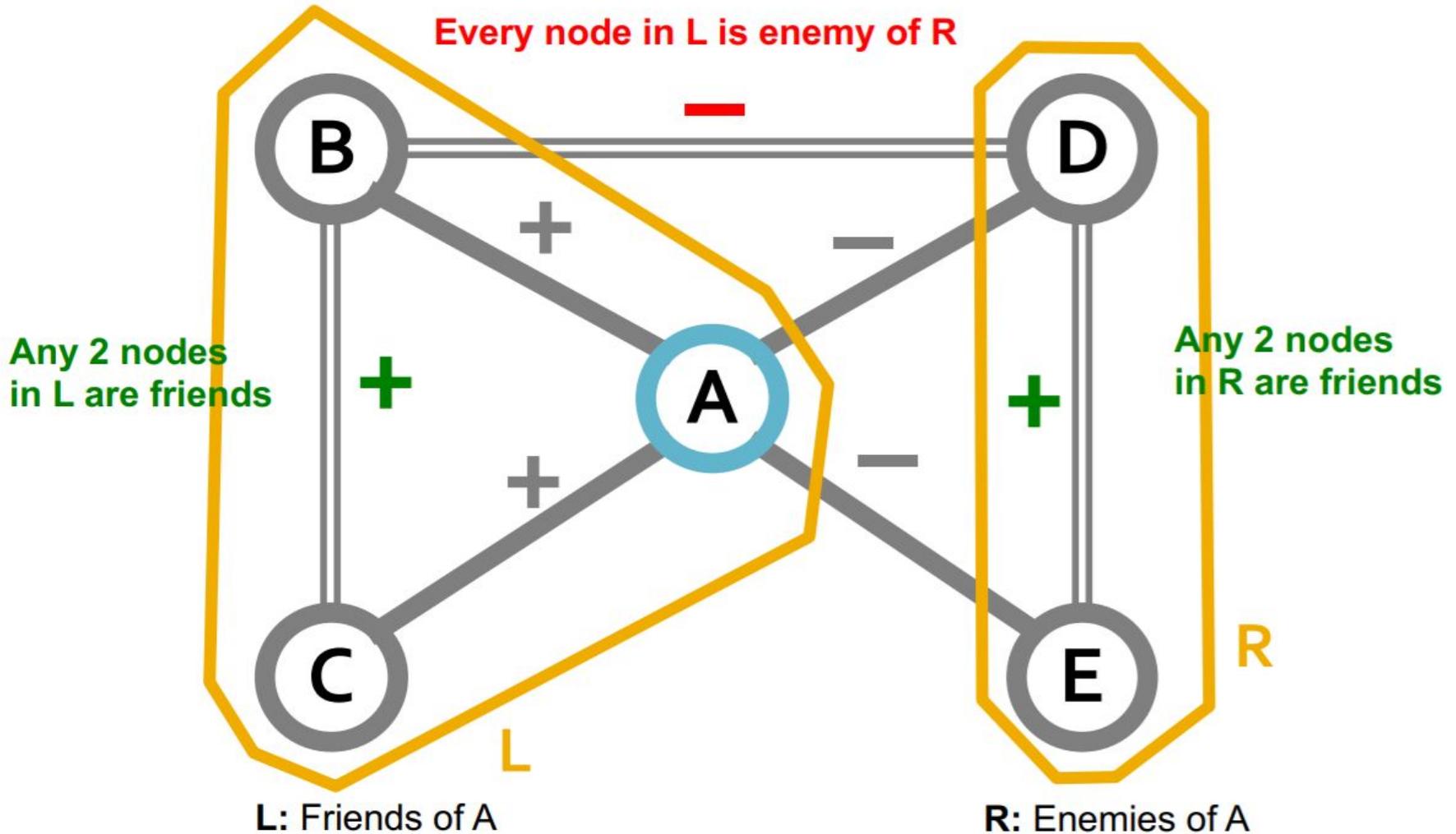
- If the network is balanced, then either:
  - All edges are positive, or
  - We can split the network into two parts (L and R),
    - All edges inside R are **positive**
    - All edges inside L are **positive**
    - All edges between R and L are **negative**



or

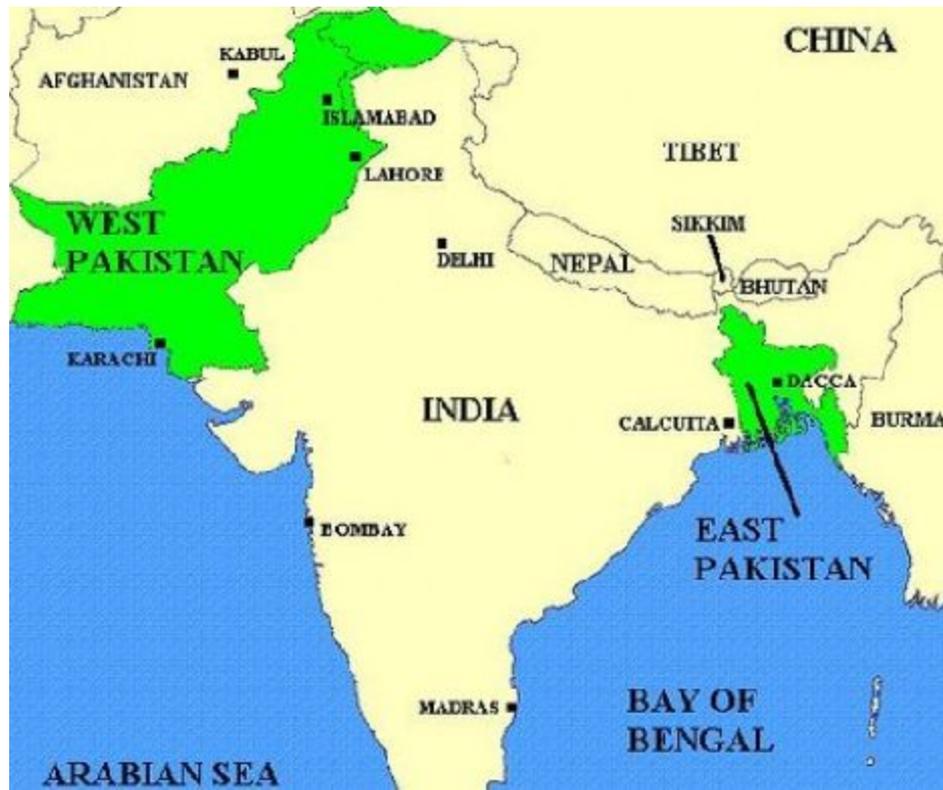
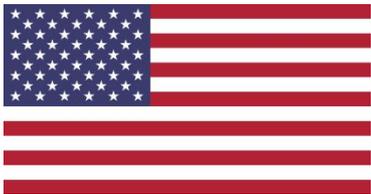
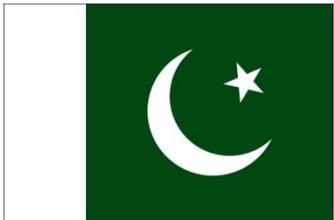


# Analysis of Balance: Coalitions

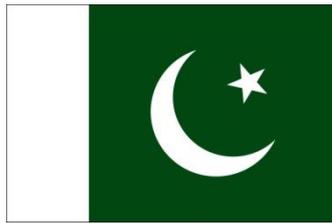


# Example: International relations

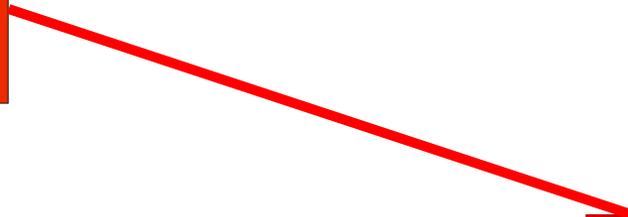
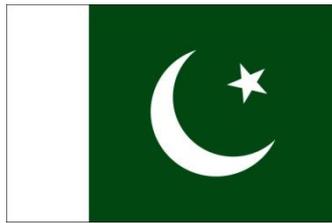
Independence of Bangladesh from Pakistan in 1971  
USA supported Pakistan. Why?



# Example: International relations

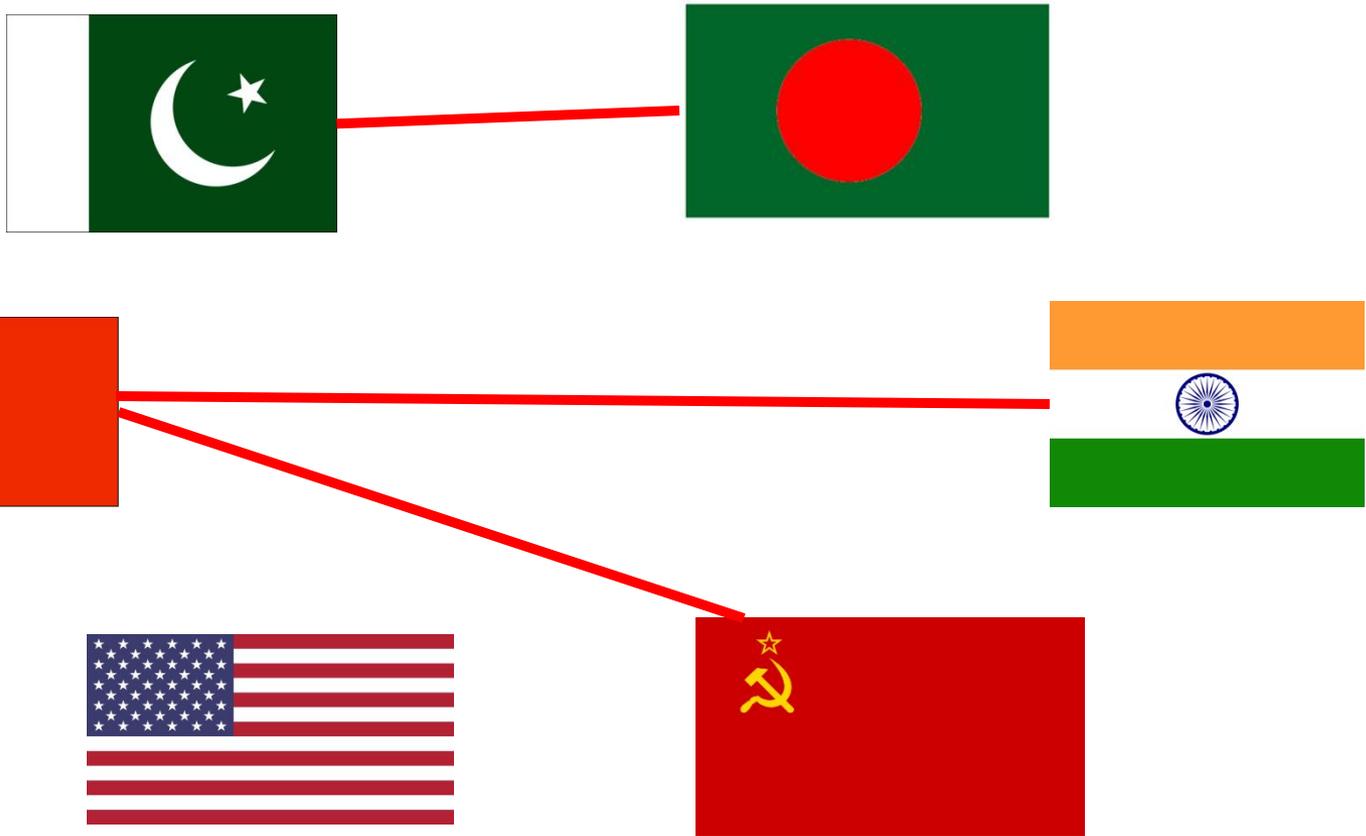


# Example: International relations



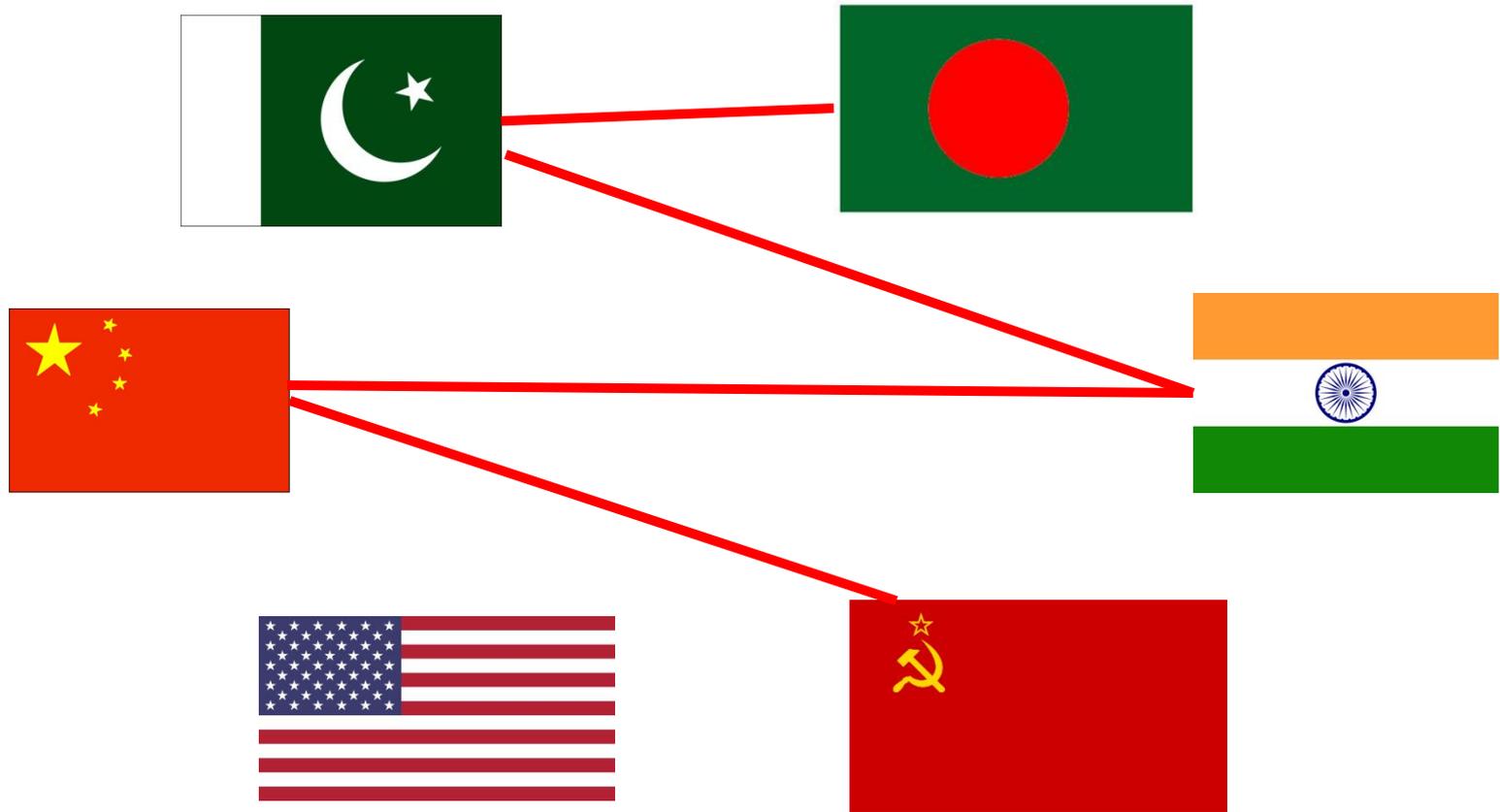
USSR is an **enemy** of China

# Example: International relations



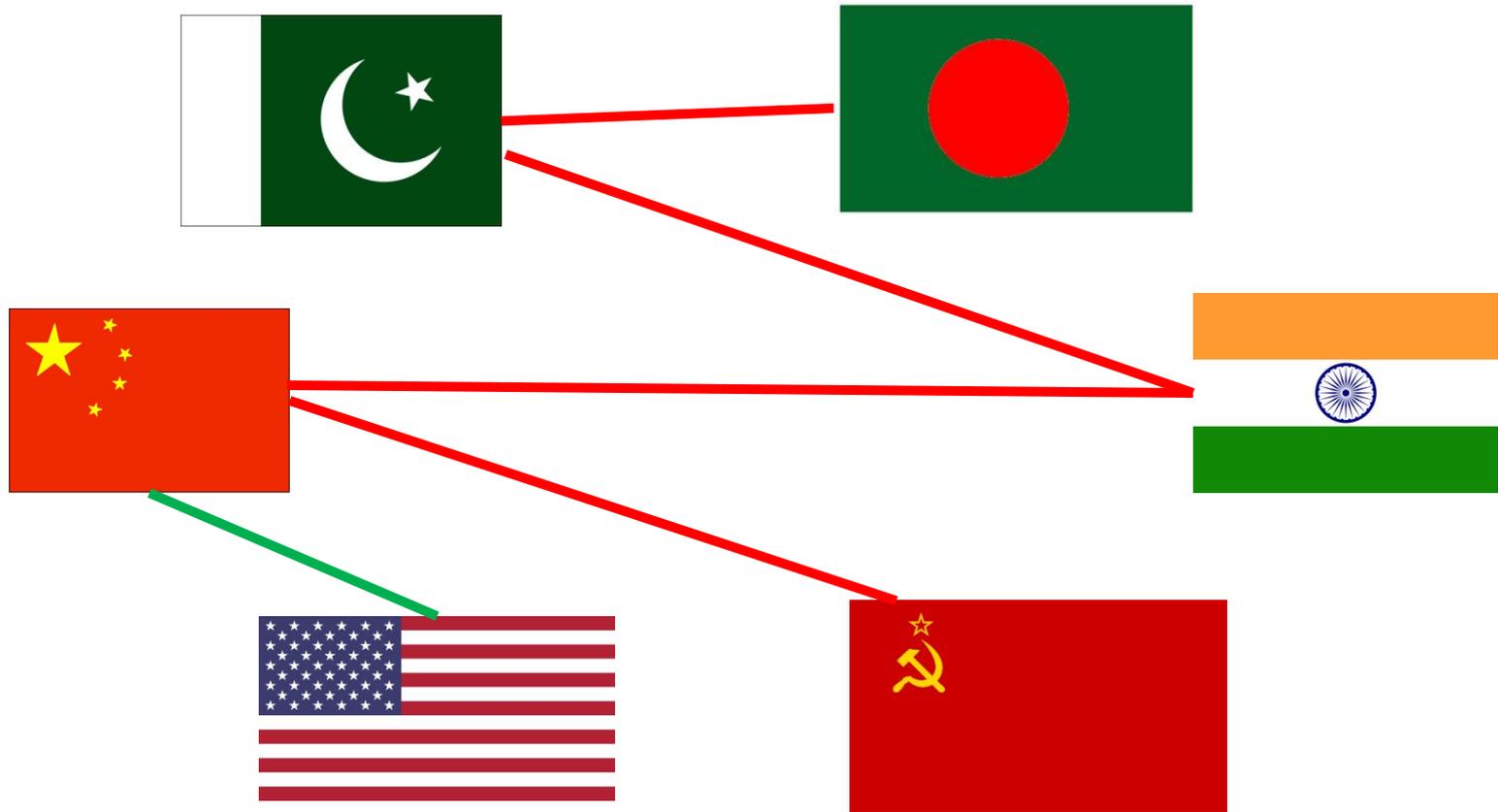
China is an **enemy** of India

# Example: International relations



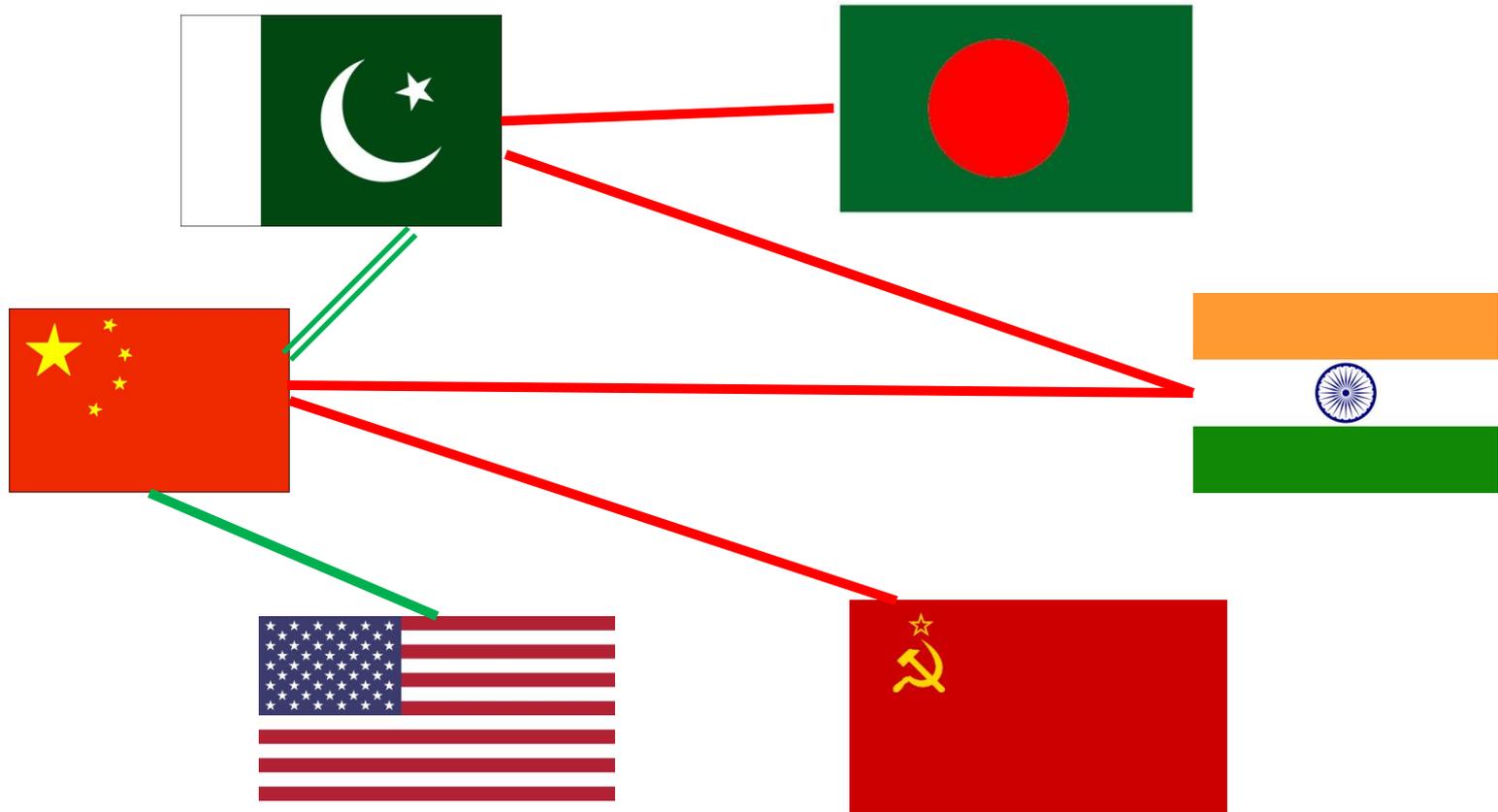
India is an **enemy** of Pakistan

# Example: International relations



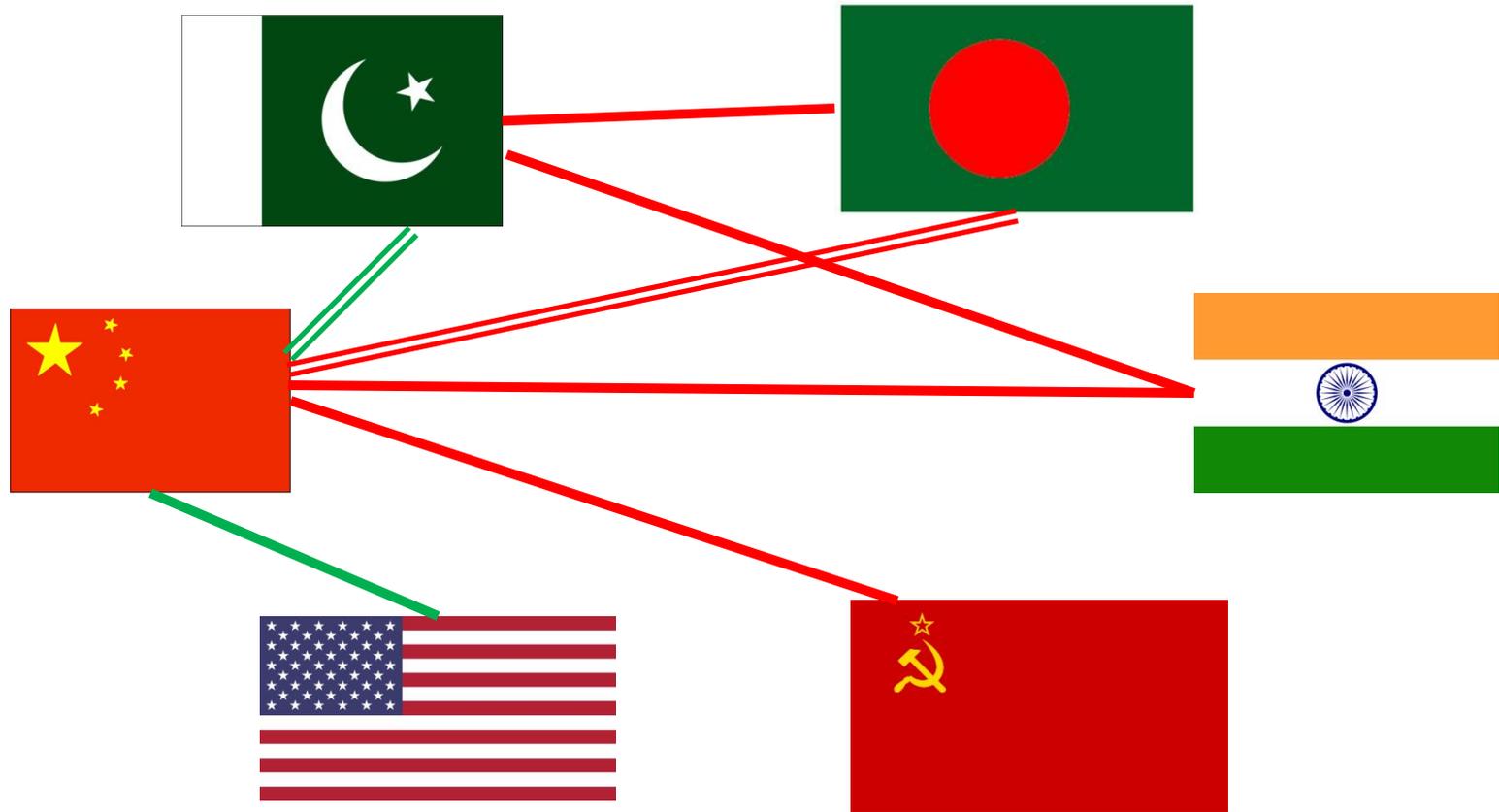
USA is a **friend** of China

# Example: International relations



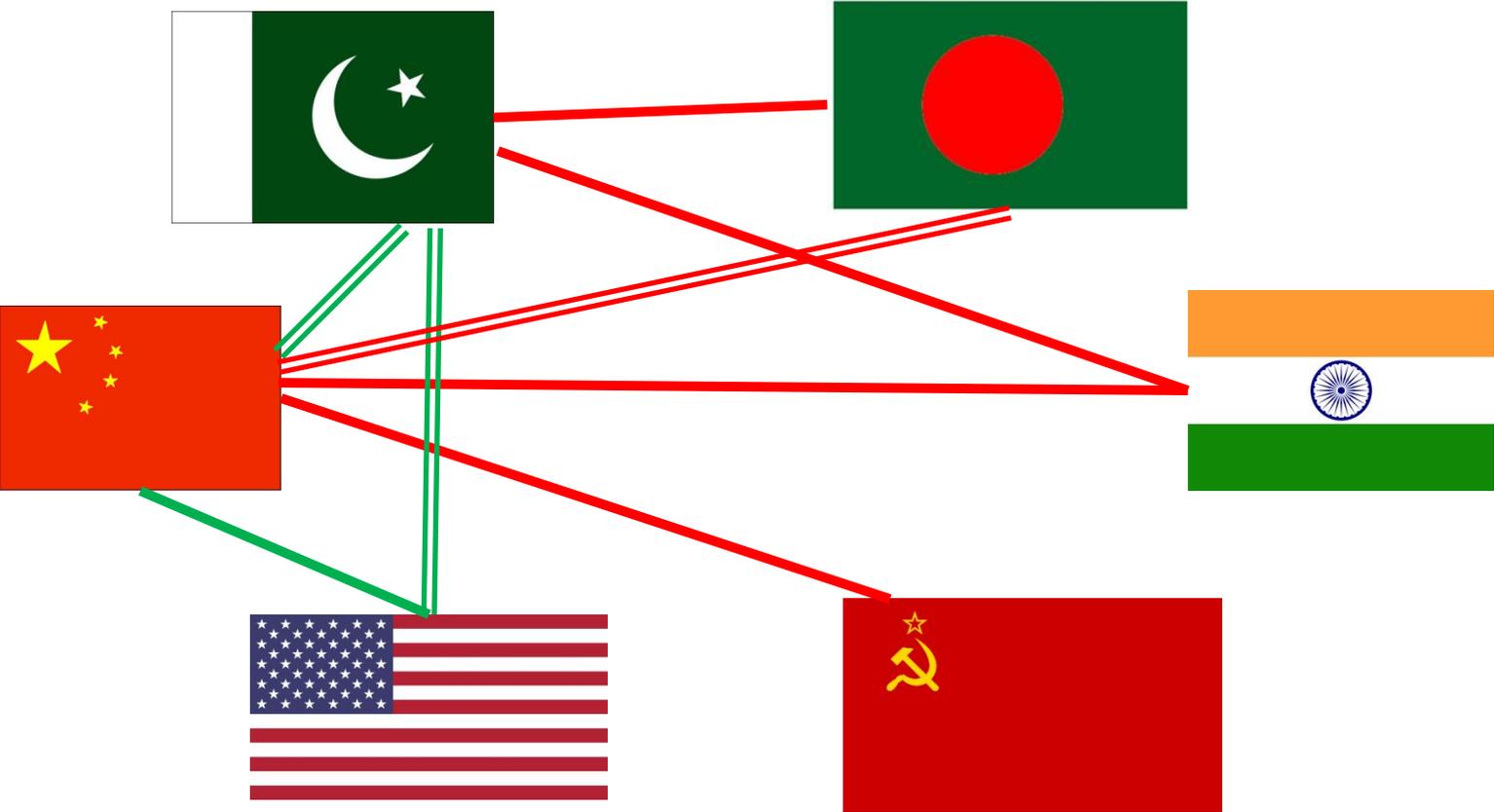
Derived: China is a **friend** of Pakistan

# Example: International relations



Derived: China is **vetoed** of Bangladesh

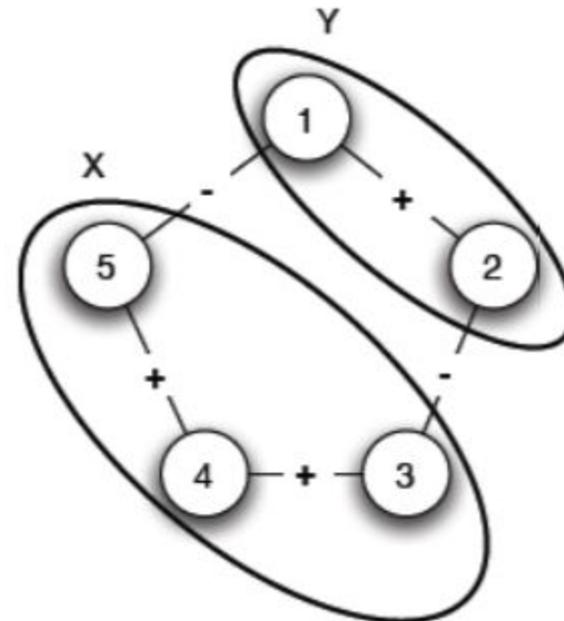
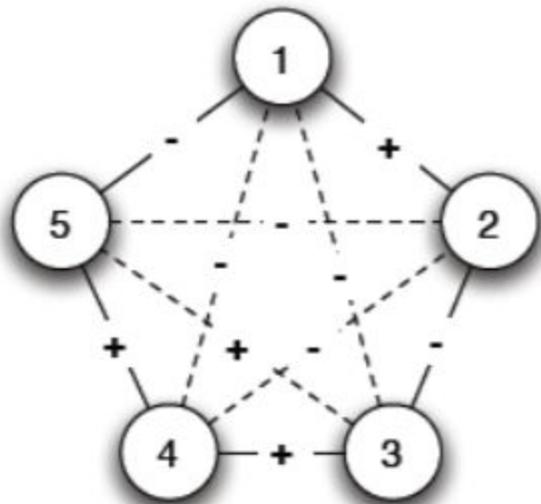
# Example: International relations



Derived: USA **supported** Pakistan

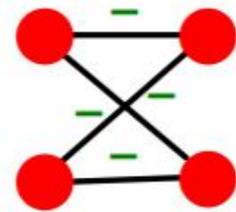
# Balance in General Network

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

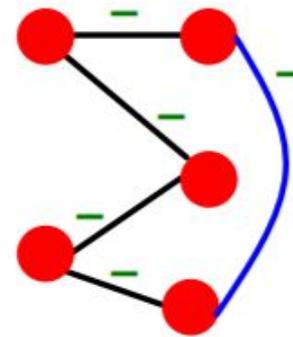


# Check if Network is Balanced

- 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

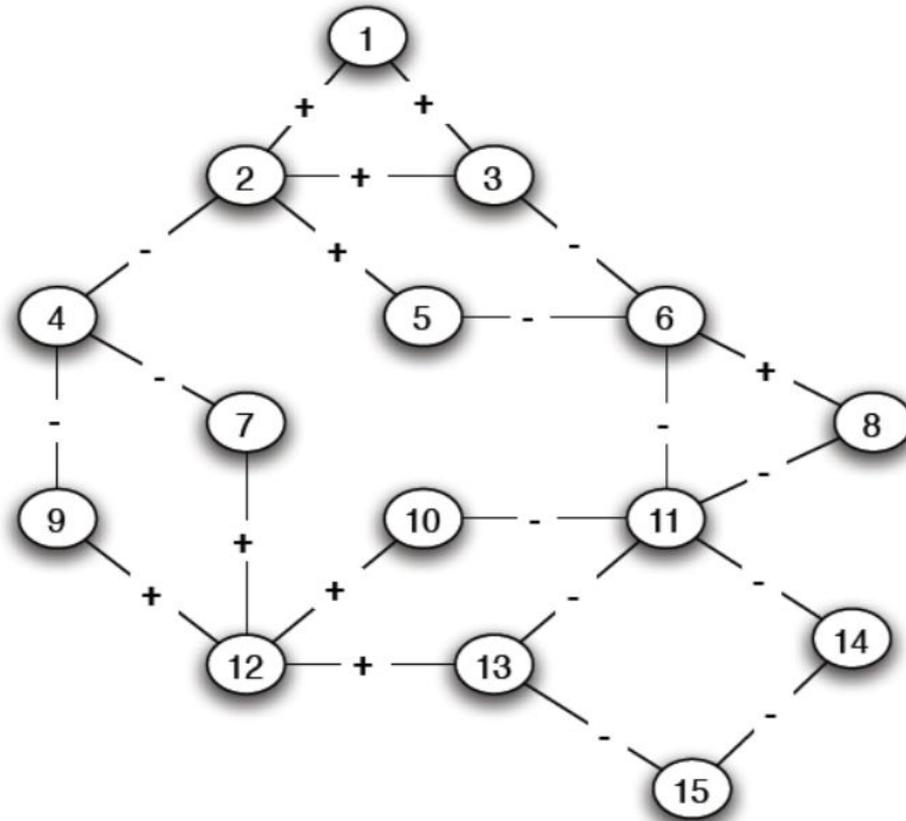


Even length cycle

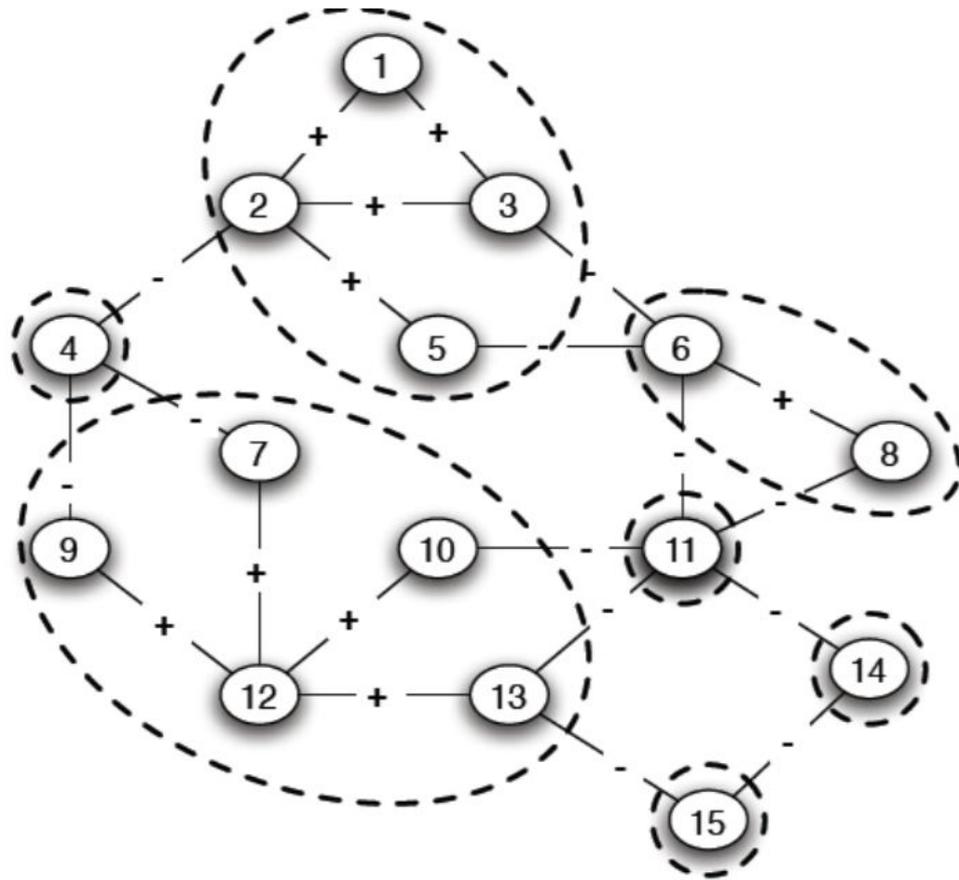


Odd length cycle

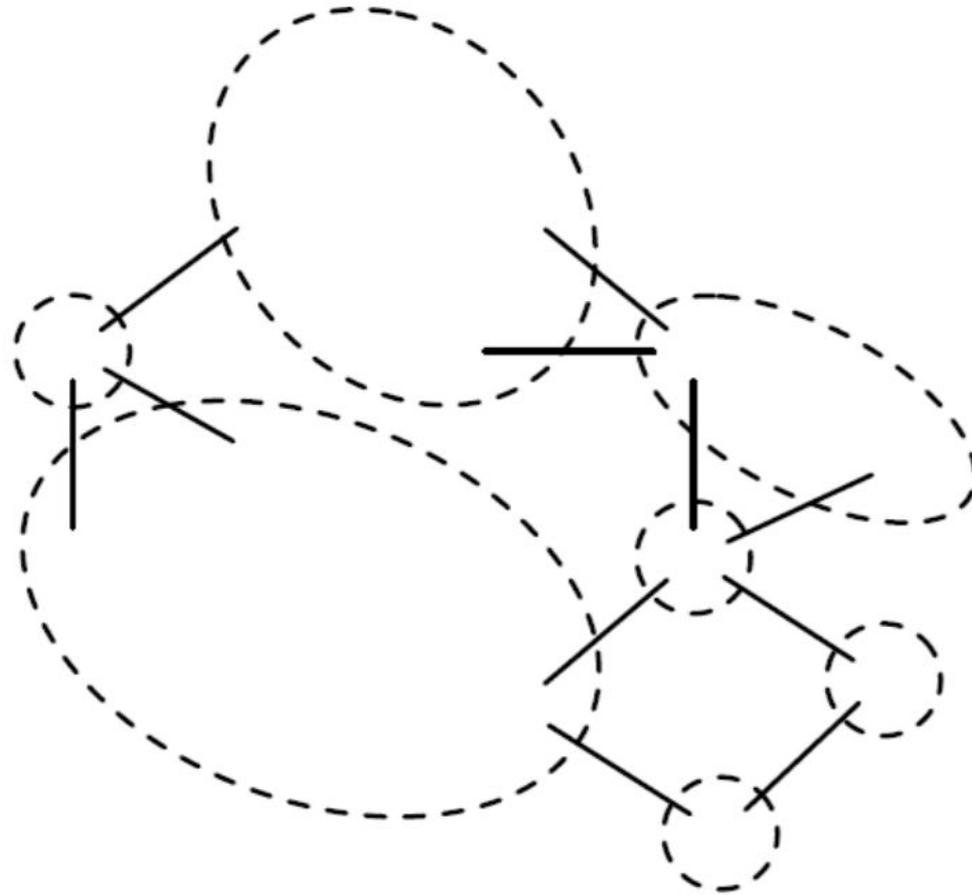
# Check if Network is Balanced



# Check if Network is Balanced

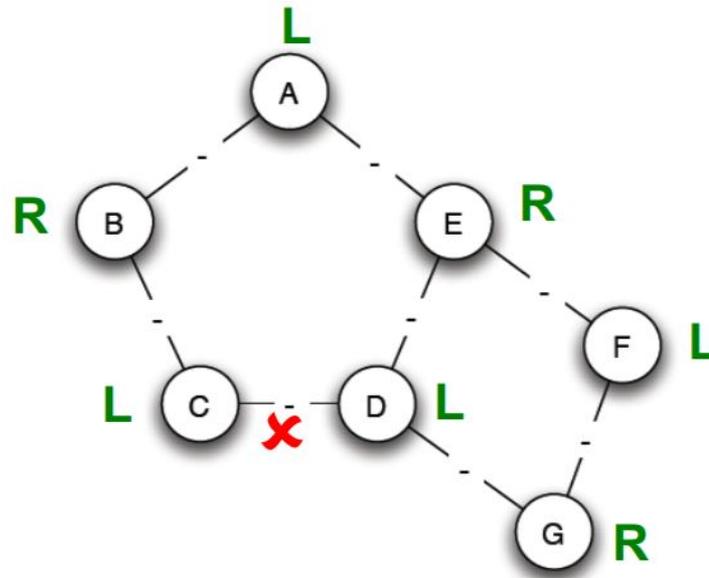


# Check if Network is Balanced



# Check if Network is Balanced

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





**Thank you!**  
**Questions?**