

COMPUTATIONS ON COLLABORATION SPOTTING DATASETS

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AGENDA

- Graph generation
- Community Detection
- ForceAtlas
- Performance results
- Future work

The background is a dark blue gradient. In the corners, there are decorative white lines that resemble circuit traces or a network graph. These lines connect to small white circles, which represent nodes. The lines are more dense in the top-left and bottom-left corners and more sparse in the top-right and bottom-right corners.

GRAPH GENERATION

GRAPH GENERATION

- This is a process required for every single graph by any user
- First, database returned data needs to be transformed
- Have to generate:
 - Collaborations
 - Nodes
 - Edges

GRAPH GENERATION

	Silicon	Database	3D	CT
Collaborations	33,45	13,85	18,64	12,65
Nodes	0,69	0,65	2,48	0,38
Edges	1,48	1,87	0,71	0,69

Computation time for specific parts of the graph generation in seconds

The background is a blue gradient with decorative white circuit-like lines in the corners. The lines consist of straight segments and small circles, resembling a network or data flow diagram.

COMMUNITY DETECTION

COMMUNITY DETECTION

- Used to reveal groups in real world data
- Louvain method
- Parallel heuristics

LOUVAIN METHOD

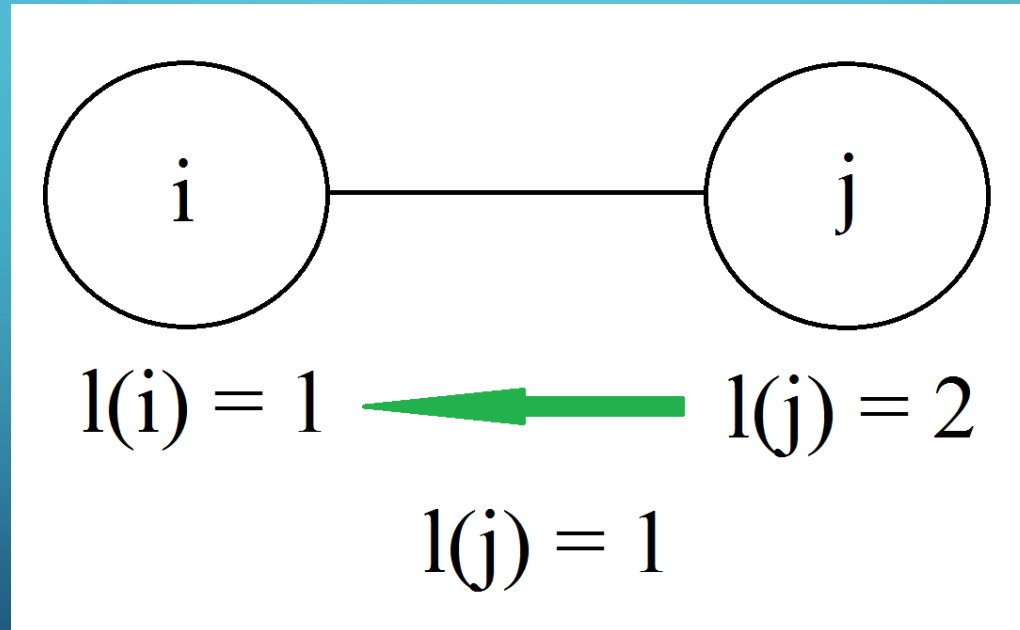
- Multi-phase, iterative, greedy algorithm
- Monotonically increasing modularity
- Inherently sequential

LOUVAIN PARALLEL HEURISTICS

- **Singlet minimum label heuristic**
- **Generalized minimum label heuristic**

SINGLET MINIMUM LABEL HEURISTIC

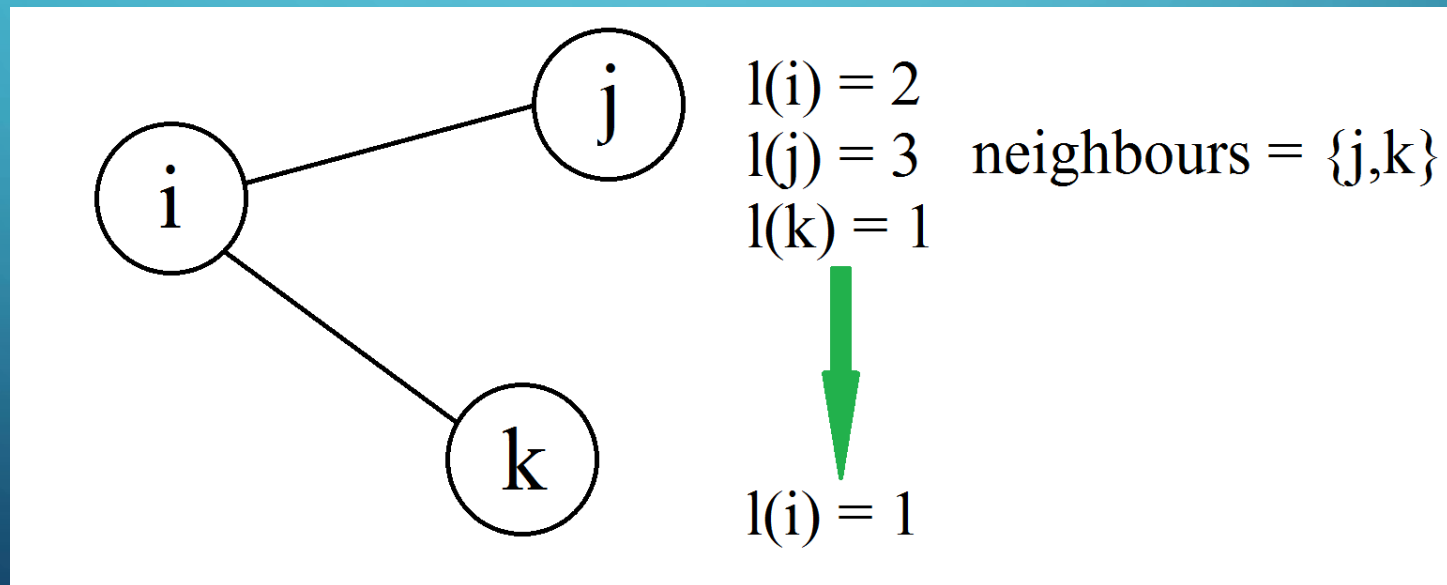
- Move node (j) only if: $l(C(i)) < l(C(j))$

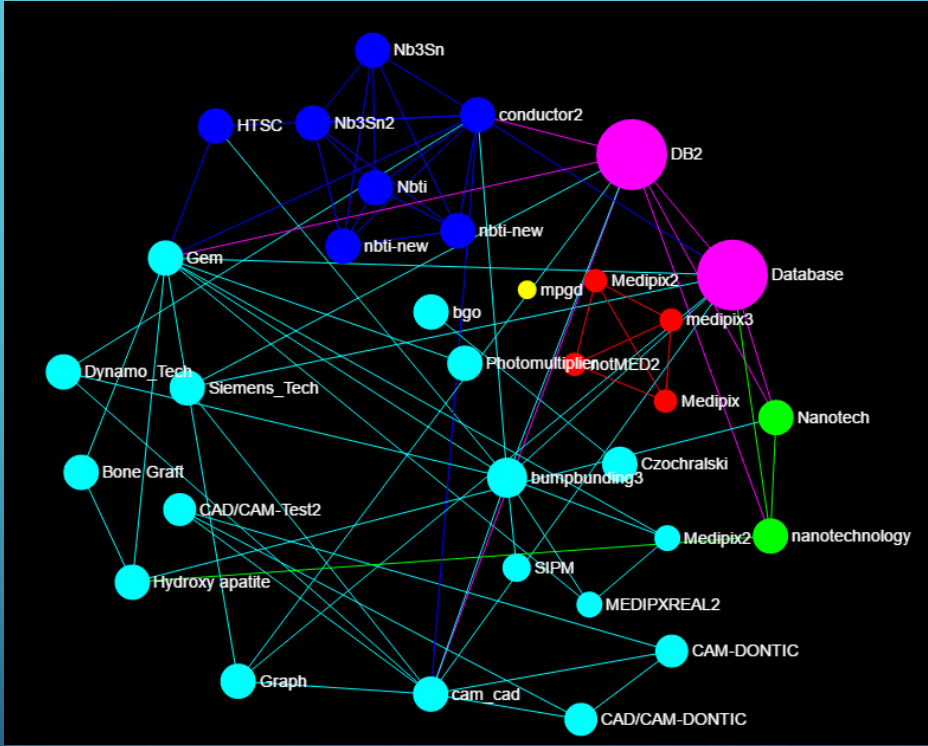


GENERALIZED MINIMUM LABEL HEURISTIC

- Move node (i) to neighbour community only if:

$$\min_{n \in \text{neighbours}} l(C(n)) < l(C(i))$$





The image features a dark blue gradient background with white circuit-like lines in the corners. These lines consist of straight paths that branch out and terminate in small circles, resembling a network or data flow diagram. The lines are most prominent in the top-left and bottom-left corners, with some extending into the top-right and bottom-right corners.

FORCEATLAS

FORCEATLAS

- Force-directed layout based on n-body simulation
- Repulsion-attraction
- Makes visual interpretation easier
- Result depends on starting state

PARALLEL FORCE ATLAS

- Repulsion in parallel
- Attraction in parallel

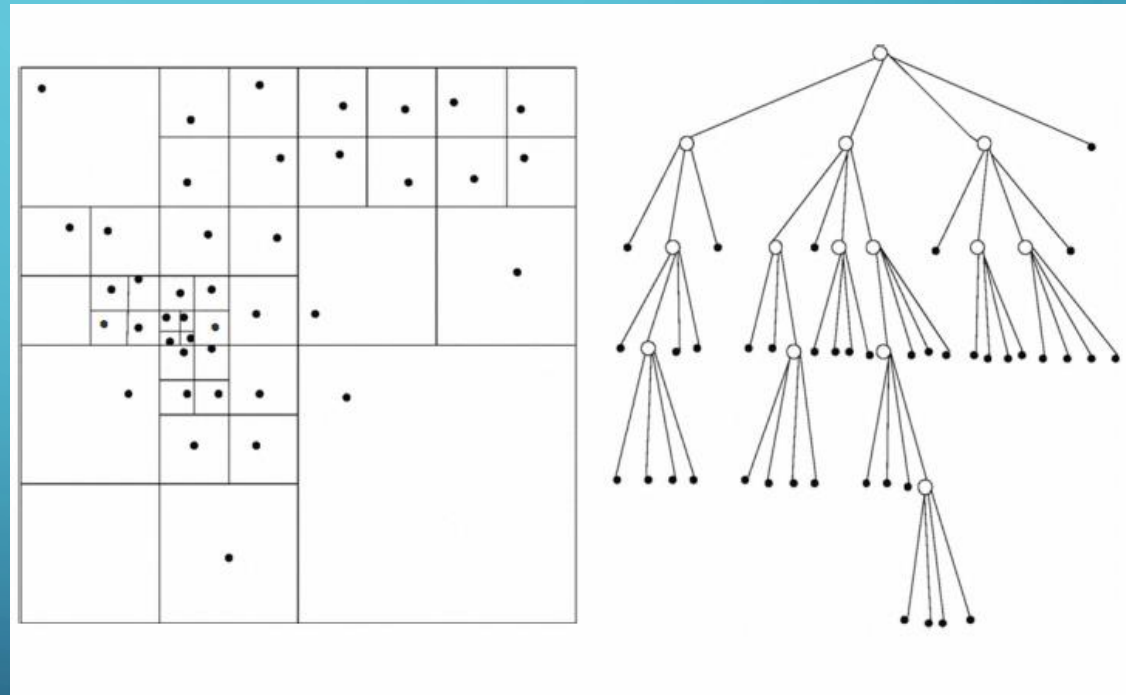
PARALLEL REPULSION

- Barnes-Hut algorithm

- Repulsion on regions

- Complexity:

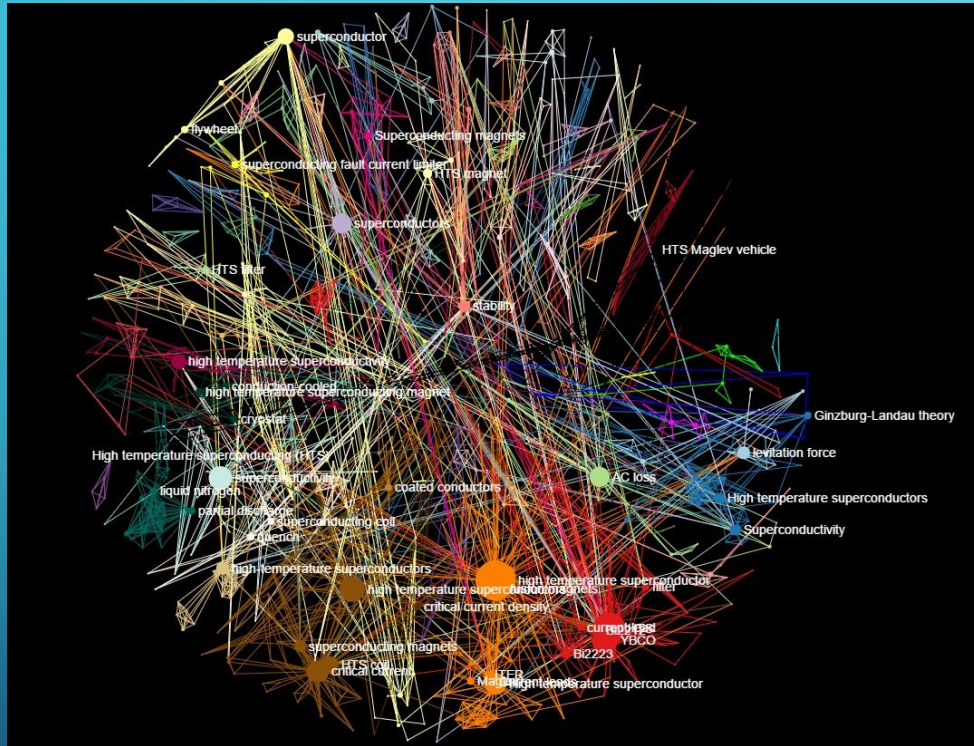
$O(N \cdot \text{LOG}(N))$ instead of $O(N^2)$



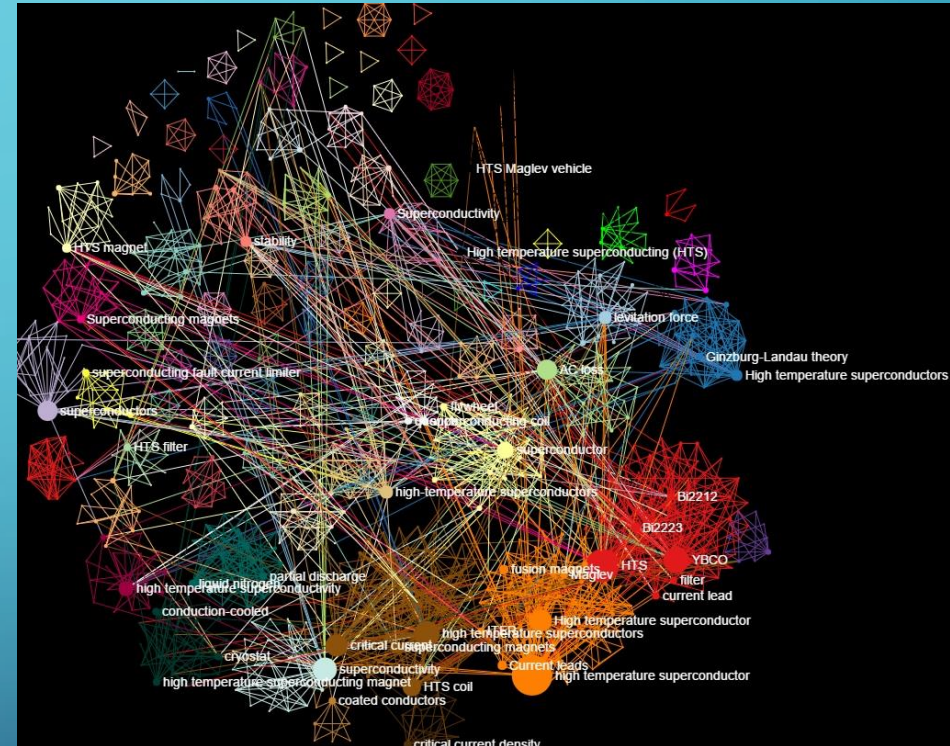
PARALLEL ATTRACTION

- Connected nodes are attracted to each other
- Attraction intensity controlled by the user

FORCEATLAS LAYOUT TYPES



Original layout



Community based layout

Search: in title or abstract (high AND temp* AND supercond*)

The background is a dark blue gradient. In the corners, there are white line-art graphics resembling circuit traces or data paths, with small circles at the end of the lines. The text 'PERFORMANCE RESULTS' is centered in the upper half of the image.

PERFORMANCE RESULTS

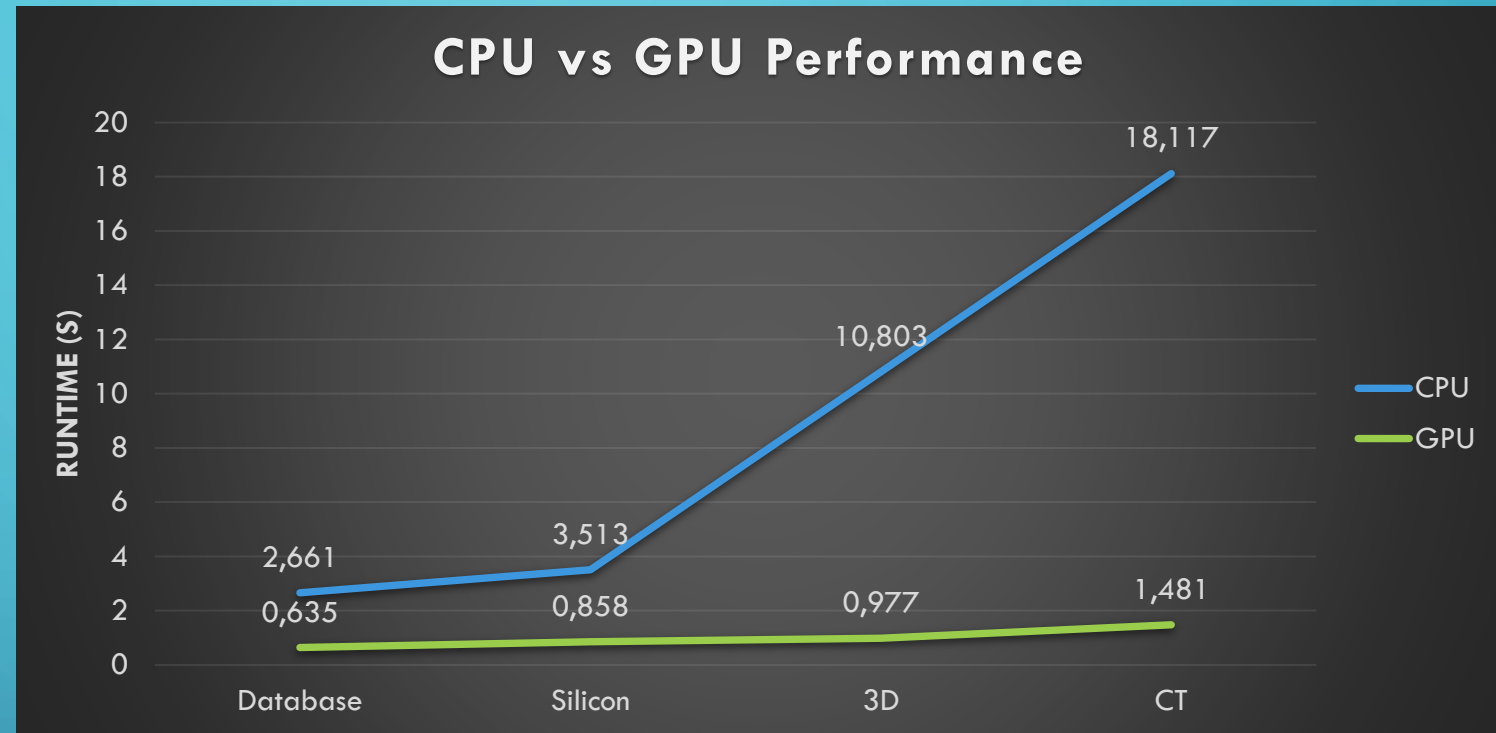
PERFORMANCE RESULTS

- Graphs used: *3D, CT, Database* and *Silicon* technologies
- Implementation in C++
- 8 threads in parallel execution
- System:
 - Intel Core i7 920
 - GeForce GTX 980

RESULTS

(COMMUNITY DETECTION)

- Database: 4x
- Silicon: 4x
- 3D: 11x
- CT: 12x

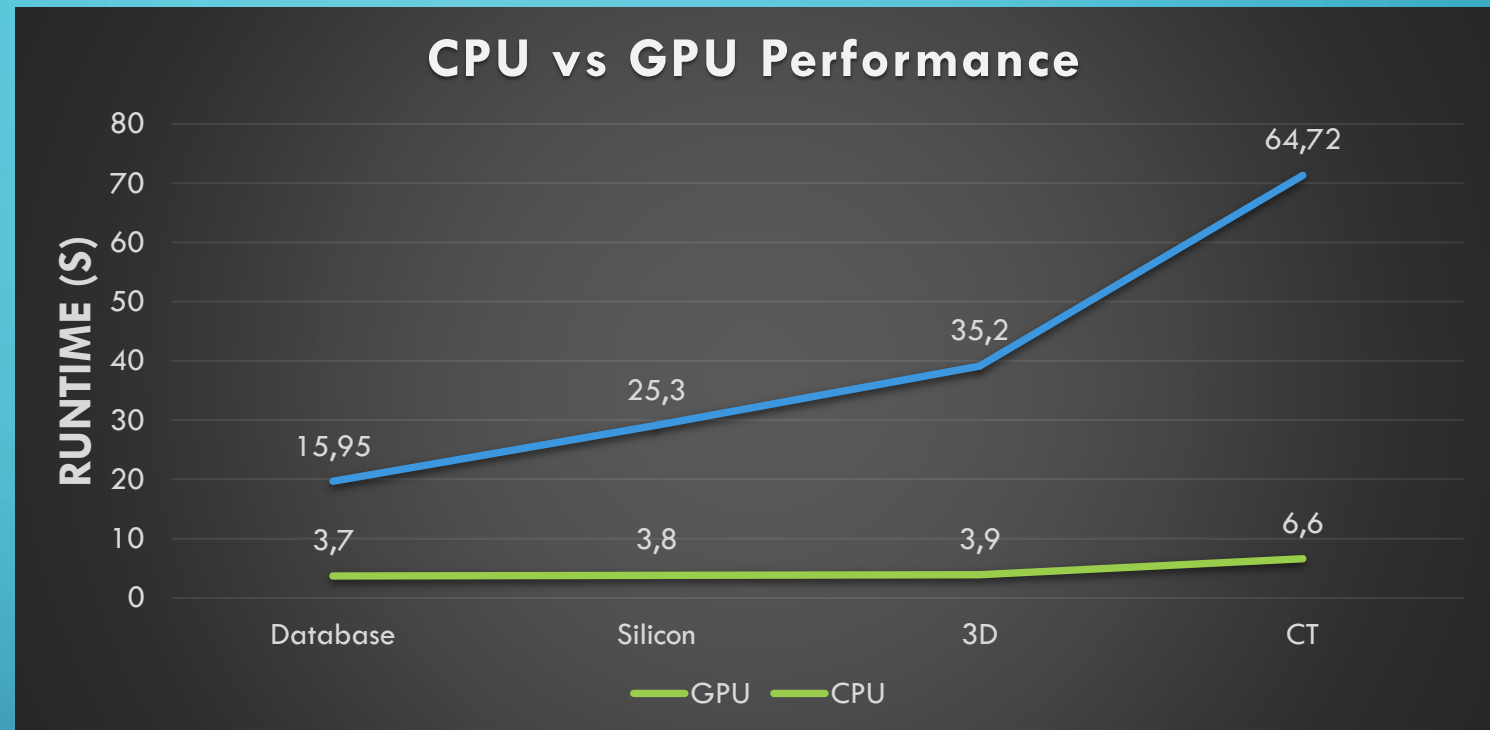


	Database	Silicon	3D	CT
Nodes	17832	24923	35763	53039
Edges	113622	185594	192336	325490

RESULTS

(FORCEATLAS)

- Database: 4,31x
- Silicon: 6,65x
- 3D: 9x
- CT: 9,8x



	Database	Silicon	3D	CT
Nodes	17832	24923	35763	53039
Edges	113622	185594	192336	325490

FUTURE WORK

- Further optimization of the graph data generation
- ForceAtlas optimization



THANK YOU