



# Fast Hierarchical Graph Clustering in Linear-Time

Ryan A. Rossi<sup>1</sup> | Nesreen K. Ahmed<sup>2</sup>, Eunye Koh<sup>1</sup>, and Sungchul Kim<sup>1</sup>

<sup>1</sup> Adobe Research

<sup>2</sup> Intel Labs

**MAKE IT AN  
EXPERIENCE**



# Motivation

Communities are sets of densely connected nodes

- Important for many applications

Most previous work has two main limitations:

1. Most previous work does not address the hierarchical community detection problem
2. Inefficient for large graphs with a runtime that is not linear in the number of edges

This work proposes an approach called hLP that addresses both these limitations.

- Fast linear-time approach for revealing hierarchical communities in large graphs

# Problem

Given  $G$ , hLP computes

- (i) a hierarchy of communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$  s.t.  $|\mathcal{C}^{t-1}| > |\mathcal{C}^t|, \forall t$
- (ii) a hierarchy of super graphs  $G_1, \dots, G_t, \dots, G_L$

$$V_t \leftarrow \mathcal{C}^t$$
$$E_t = \{(i, j) : r \in C_i^t, s \in C_j^t \wedge (r, s) \in E_{t-1} \wedge i \neq j\}$$

Desired properties:

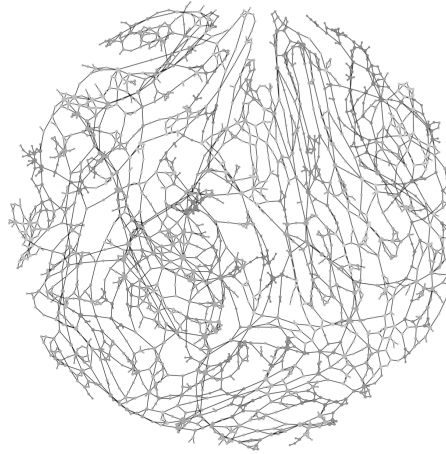
- Finds “good” high quality communities
- Fast algorithm for large graphs – linear time and space complexity
- Summarizes structure at various levels of granularity

# Overview

## Two main steps:

1. Label propagation
2. Super graph construction

Repeat 1-2 until convergence



---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

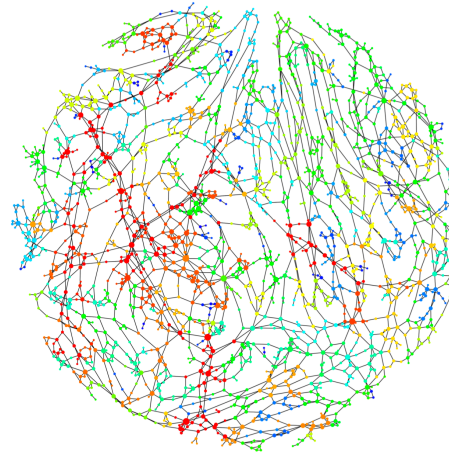
- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
-

# Overview

## Two main steps:

1. Label propagation
2. Super graph construction

Repeat 1-2 until convergence



---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

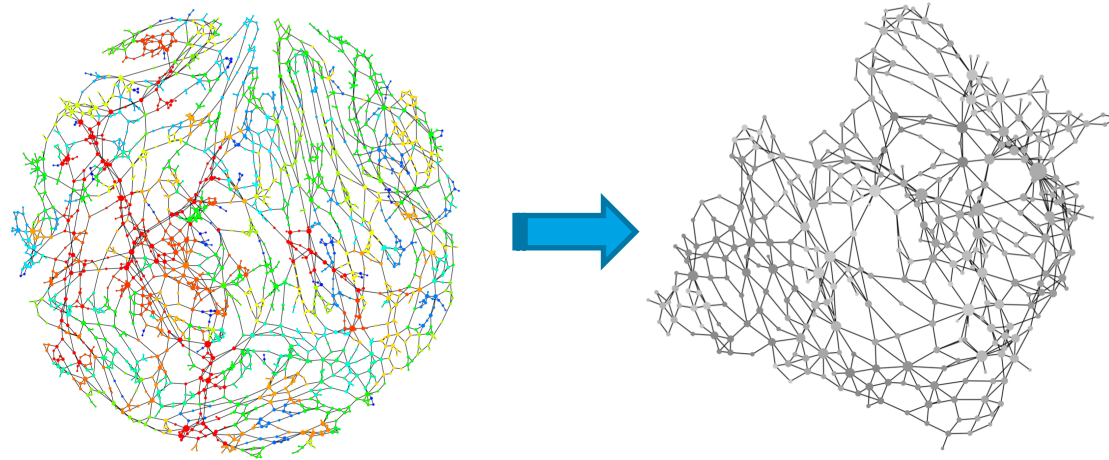
- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
-

# Overview

## Two main steps:

1. Label propagation
2. Super graph construction

Repeat 1-2 until convergence



---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

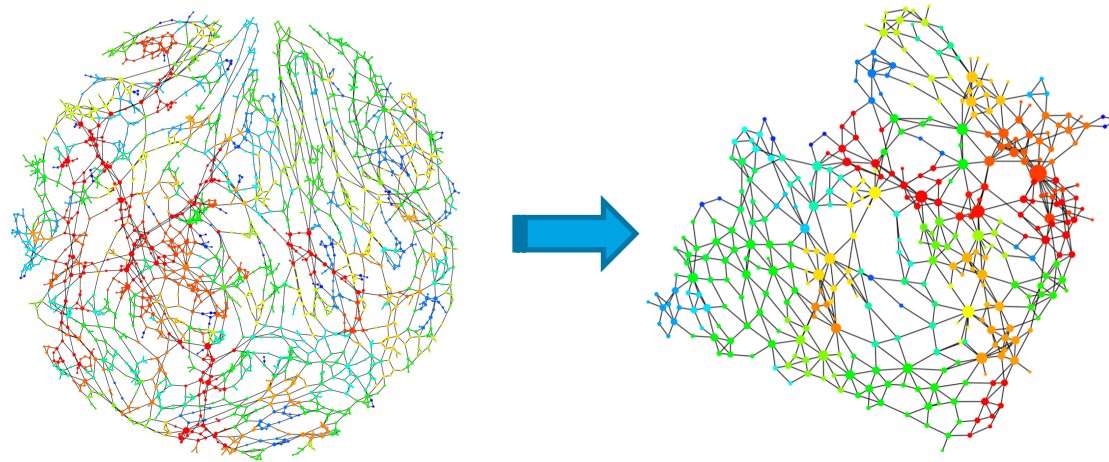
- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
-

# Overview

## Two main steps:

1. Label propagation
2. Super graph construction

Repeat 1-2 until convergence



---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

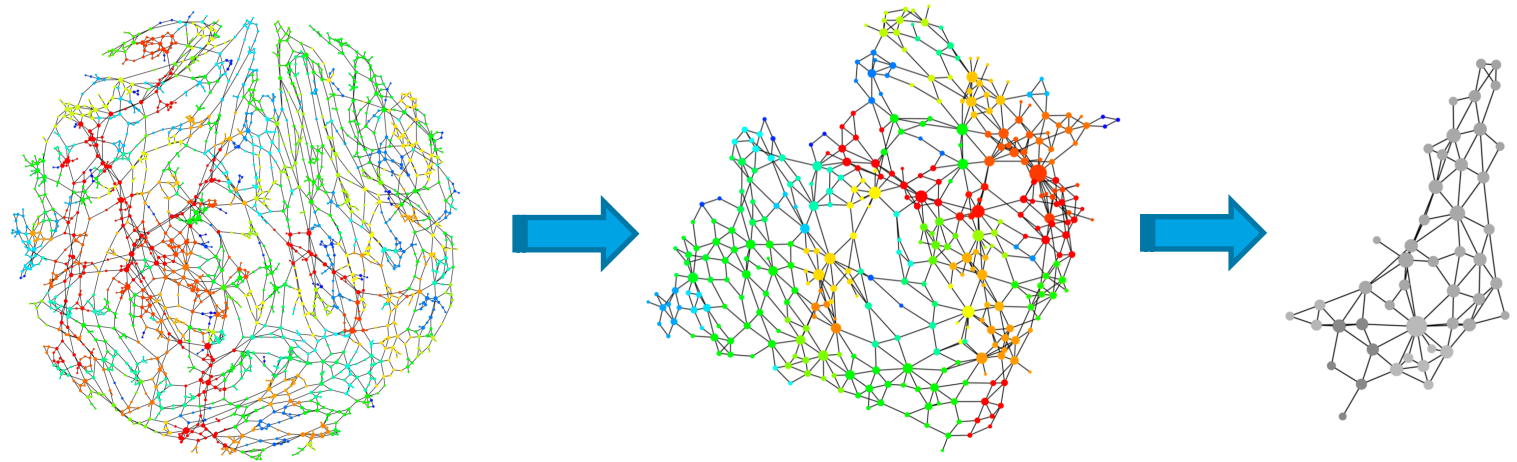
- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
-

# Overview

## Two main steps:

1. Label propagation
2. Super graph construction

Repeat 1-2 until convergence



---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

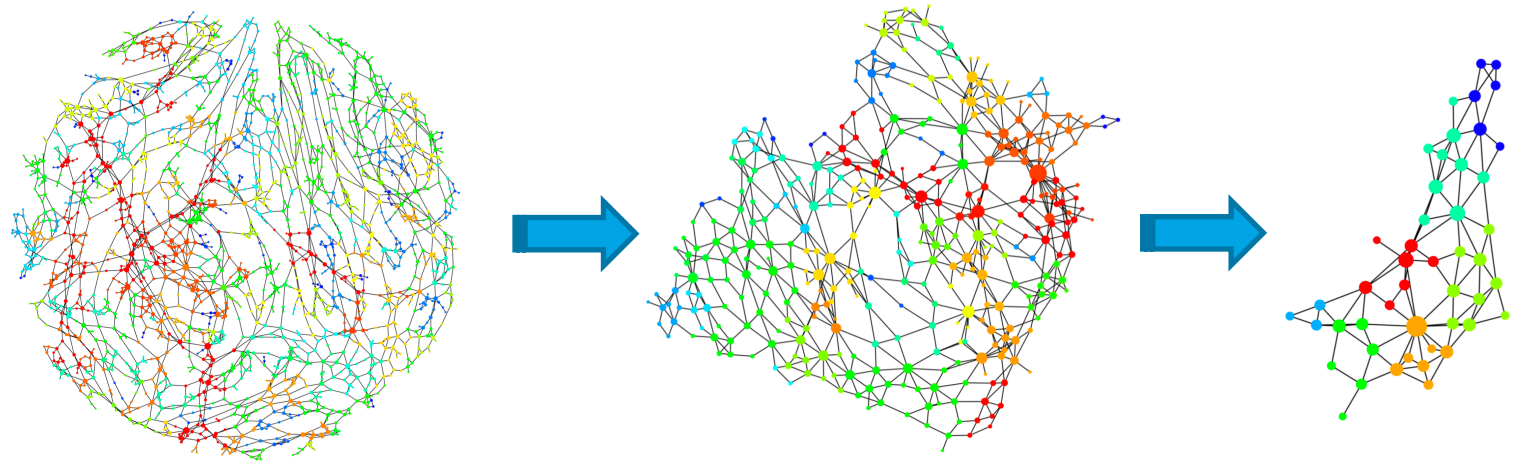
- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
-

# Overview

## Two main steps:

1. Label propagation
2. Super graph construction

Repeat 1-2 until convergence



## Time Complexity:

$$O(LTM)$$

L = number of layers

T = number of iterations

M = number of edges

---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
-

# Overview

## Two main steps:

1. Label propagation
2. Construct super graph

Repeat 1-2 until convergence

## Space Complexity:

$$O(L(M + N))$$

L = number of layers

M = number of edges

N = number of nodes

---

### Algorithm 1 HLP

---

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

**Output:** hierarchical communities  $\mathbb{H} = \{\mathcal{C}^1, \dots, \mathcal{C}^L\}$

- 1 Set  $G_0 \leftarrow G$  to be the initial graph and  $t \leftarrow 0$
  - 2 **repeat**
  - 3      $t \leftarrow t + 1$
  - 4      $\mathcal{C}^t \leftarrow \text{LABELPROP}(G_{t-1})$
  - 5      $G_t = (V_t, E_t) \leftarrow \text{CREATESUPERGRAPH}(G_{t-1}, \mathcal{C}^t)$
  - 6 **until**  $|V_t| < 2$  ▷ Stop when no nodes to combine
- 

---

### Algorithm 2 Create Super Graph

---

**Input:** a graph  $G_{t-1} = (V_{t-1}, E_{t-1})$ , communities  $\mathcal{C}^t$  from  $G_{t-1}$

**Output:** community (super) graph  $G_t = (V_t, E_t)$  for layer  $t$

- 1  $V_t \leftarrow \mathcal{C}^t = \{C_1, \dots, C_k\}$  and  $E_t \leftarrow \emptyset$
  - 2 Let  $\mathbf{c}$  be the community assignment vector where  $c_i = k$  if  $i \in C_k$
  - 3 **parallel for**  $i \in V_{t-1}$  **do**
  - 4     **for**  $j \in \Gamma_i$  **do** ▷ Neighbor of vertex  $i$
  - 5         **if**  $c_i \neq c_j$  **and**  $(c_i, c_j) \notin E_t$  **then**
  - 6              $E_t \leftarrow E_t \cup (c_i, c_j)$
-

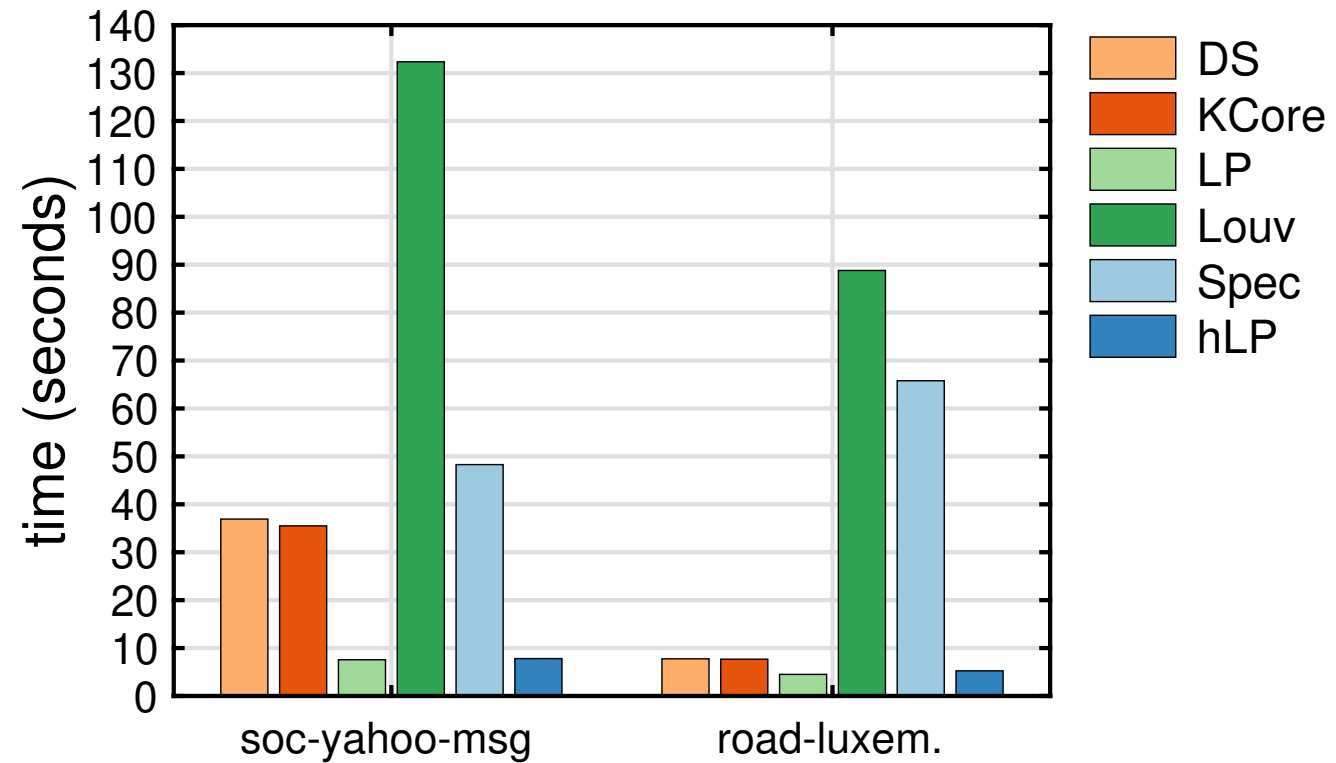
# Results

- Use modularity for evaluation

**Table 1: Quantitative evaluation using modularity.**

	DS	KCore	LP	Louv	Spec	hLP
soc-yahoo-msg	0.0003	0.0004	0.0479	0.0394	0.0005	<b>0.0569</b>
bio-gene	0.0195	0.0217	0.0315	0.0408	-0.0208	<b>0.0846</b>
ca-cora	0.0089	0.0304	0.0444	0.0608	0.0164	<b>0.1026</b>
soc-terror	0.0888	0.0892	0.0967	0.0967	0.0999	<b>0.1243</b>
inf-US-powerGrid	0.0027	0.0027	0.0061	0.0212	0.1127	<b>0.1242</b>
web-google	0.0272	0.0275	0.0429	0.0471	0.1010	<b>0.1122</b>
ca-CSphd	0.0224	0.0224	0.0234	0.0198	0.0131	<b>0.1201</b>
ca-netscience	0.0164	0.0168	0.1063	0.0561	0.1229	<b>0.1233</b>
road-luxem.	0.0629	0.0629	0.0077	0.0046	-0.1170	<b>0.1141</b>
bio-DD21	0.0865	0.0866	0.0106	0.0202	0.1241	<b>0.1247</b>

# Runtime comparison



# Summary of Contributions

- Proposed a new hierarchical graph clustering algorithm
- Fast with linear time and space complexity
- Outperforms other algorithms in terms of cluster quality
- Useful for visualization and interactive exploration of large networks

Thanks for listening!

# Appendix