

Detecting Overlapping Communities by finding Sparse Vectors in Unconverged Invariant Subspace Approximations

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I have no idea what you're talking about...



...so here's a bunny with a pancake on its head.

- Act I: Physics
- Act II: Graphs
- Act III: Games
- Concluding thoughts

Act I: Physics
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Why eigenvalues?

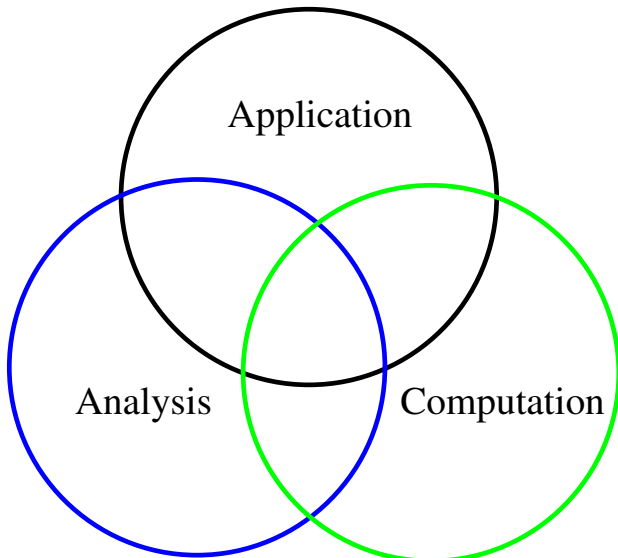
A play in three acts.

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The CSE Picture



Act I: Physics
Act II: Graphs
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Outline

Act I: Physics

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Concluding
thoughts

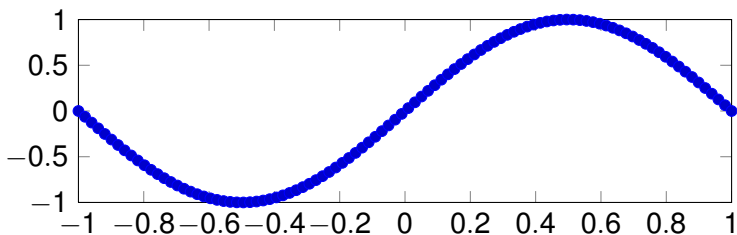
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The Humble Guitar String



A complicated PDE

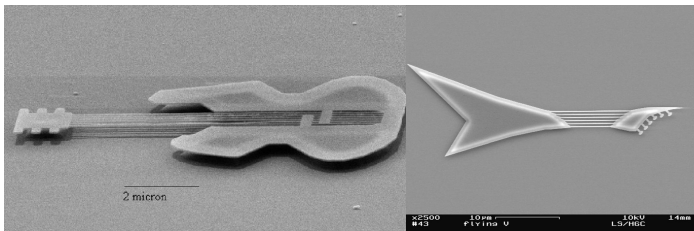
$$\rho \frac{\partial^2 u}{\partial t^2} - E \frac{\partial^2 u}{\partial x^2} = 0$$

Produces a simple solution

$$u(x, t) = u_0(x) \sin(\omega t)$$

Resonating MEMS and Tiny Guitars

Act I: Physics
Act II: Graphs
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Concluding
thoughts

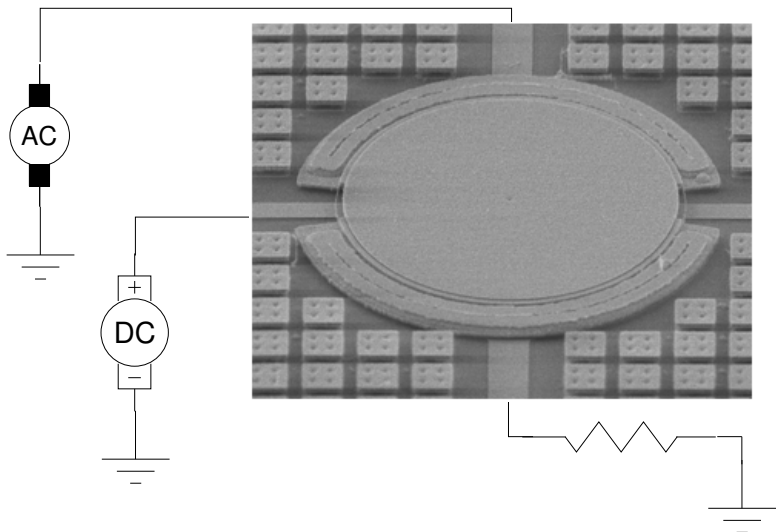


Microguitars from Cornell University (1997 and 2003)

- MEMS = Micro-Electro-Mechanical Systems
- Micron-scale *mechanical* structures with IC fab technology
- Widely used for sensing and signal processing ...
- ... and sometimes really high-pitch guitars!

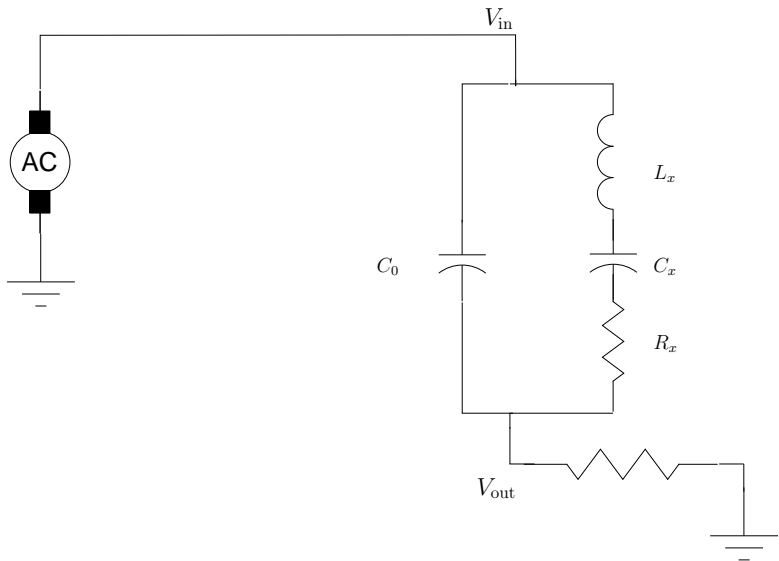
Modeling a Disk Resonator

Act I: Physics
Act II: Graphs
Act III: Games
Concluding thoughts



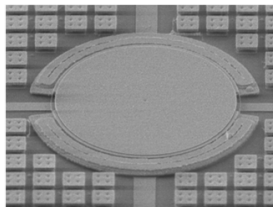
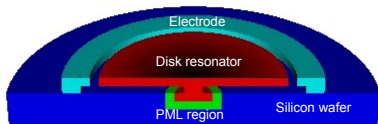
Modeling a Disk Resonator

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Modeling a Ringing Disk

Act I: Physics
Act II: Graphs
Act III: Games
Concluding thoughts



- At what frequencies does this vibrate?
- How quickly is the ringing damped?
- What about errors (in numerics or fabrication)?
- How do we answer these questions *fast*?

Current example: Micro-HRG / GOBLiT / OMG

Act I: Physics

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Act III: Games

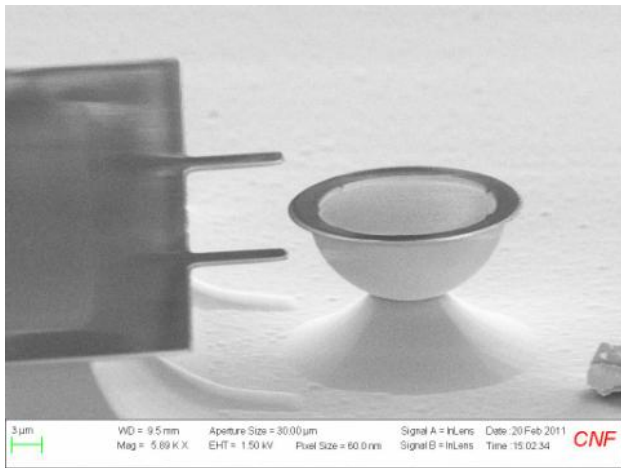
Concluding
thoughts



- This is a gyroscope!
- Now make it 1mm across.
- Collaborator roles:
 - Basic design
 - Fabrication
 - Measurement
- Our part:
 - Detailed physics
 - Fast software
 - Sensitivity
 - Design optimization

A little GOBLiT

Act I: Physics
Act II: Graphs
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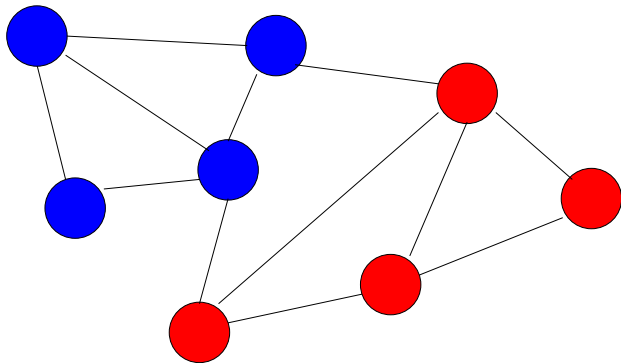
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Graph Bisection



Goal: Cut in half, minimize edges cut.

Act I: Physics
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Graphs to Quadratics

Act I: Physics

Act II: Graphs

Act III: Games

Concluding
thoughts

Give node i a label $x_i = \pm 1$.

- The labels cut the graph in half:

$$\sum_{i=1}^n x_i = 0.$$

- Count cut edges by a *quadratic form*

$$|\text{cut edges}| = \frac{1}{4} \sum_{(i,j) \in E} (x_i - x_j)^2$$

Quadratic forms and matrices

Act I: Physics

Act II: Graphs

Act III: Games

Concluding
thoughts

$$\begin{aligned} |\text{cut edges}| &= \frac{1}{4} \sum_{(i,j) \in E} (x_i - x_j)^2 \\ &= \frac{1}{4} \sum_{(i,j) \in E} \begin{bmatrix} x_i \\ x_j \end{bmatrix}^T \begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} x_i \\ x_j \end{bmatrix} = \frac{1}{4} x^T L x \end{aligned}$$

where

$$L_{ij} = \begin{cases} \text{degree of node } i, & i = j \\ -1, & (i, j) \in E \end{cases}$$

Graph bisection

Act I: Physics

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Concluding
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Idea: Minimize $s^T L s$ such that $e^T s = 0$, $s \in \{\pm 1\}^n$.

Oops — NP hard!

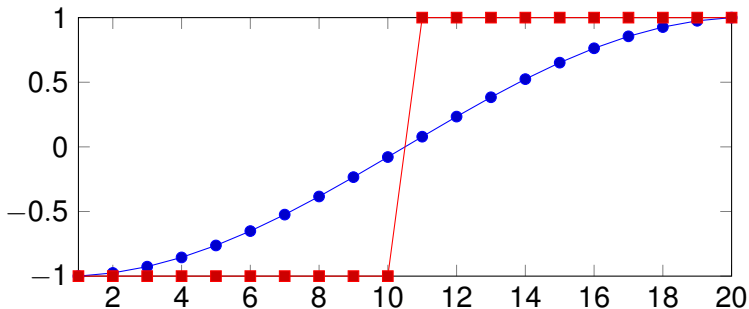
Relax!

Act I: Physics

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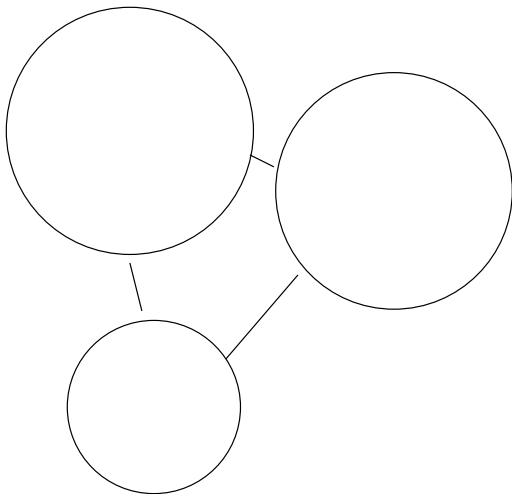


Hard: $\min s^T L s$ s.t. $e^T s = 0$, $s \in \{\pm 1\}^n$.

Easy: $\min v^T L v$ s.t. $e^T v = 0$, $v \in \mathbb{R}^n$, $\|v\|^2 = n$.

This is an eigenvalue problem!

Three cups, three straws, a drop of dye



Act I: Physics

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The random walker

Act I: Physics

Act II: Graphs

Act III: Games

Concluding
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Basic idea: Ideas diffuse, too!

Day 1: I came up with a funny joke!

Day 2: I tell everyone in my family

Day 3: My mother tells a friend?

Ideas diffuse fastest within communities (graph clusters).

Simon-Ando theory

Act I: Physics

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Markov chain with loosely-coupled subchains:

- Rapid *local* mixing: after a few steps

$$p_k \approx \sum_{j=1}^c \alpha_{j,k} p_\infty^{(j)}$$

where $p_\infty^{(j)}$ is a local equilibrium for the j th subchain

- Slow equilibration: $\alpha_{j,k} \rightarrow \alpha_{j,\infty}$.

Spectral Simon-Ando picture

Act I: Physics

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Act III: Games

Concluding
thoughts

Exactly decoupled case (c decoupled chains):

- Eigenvalue one has multiplicity c .
- Eigenvectors of T are local equilibria.
- Rapid mixing \implies large gap to λ_{c+1} .

Weakly coupled case:

- Cluster of c eigenvalues near 1.
- Eigenvectors of T are combinations of local equilibria.
- Large gap between λ_c and λ_{c+1} .

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1 Act I: Physics

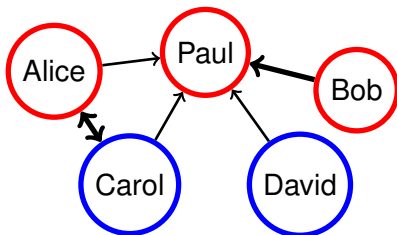
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How Bad is Choosing Your Own Opinion?

Act I: Physics
Act II: Graphs
Act III: Games
Concluding thoughts



Modeling Opinion Formation

Act I: Physics

Act II: Graphs

Act III: Games

Concluding
thoughts

A basic model:

- A fixed *intrinsic* opinion s_i
- A variable *expressed* opinion x_i
- Equilibrium $x_i = \operatorname{argmin}_{z_i} c_i(z_i)$, where

$$c_i(z_i) \equiv (s_i - z_i)^2 + \sum_{j \in N(i)} w_{ij} (z_i - x_j)^2$$

- Define a *social cost* $c(z) = \sum_i c_i(z_i)$

From Networks to Numerical Linear Algebra

Methodology: Graph problem \mapsto linear algebra problem.

Nash equilibrium: $(L + I)x = s$

Social optimum: $(A + I)y = s$

Cost at equilibrium: $c(x) = s^T Cs$

Optimal social cost: $c(y) = s^T Bs$

Price of anarchy is a ratio of quadratics:

$$\text{PoA}(s) = \frac{c(x)}{c(y)} = \frac{s^T Cs}{s^T Bs}$$

Find worst case through a *generalized eigenvalue problem*:

$$Cs_* = \lambda Bs_*$$

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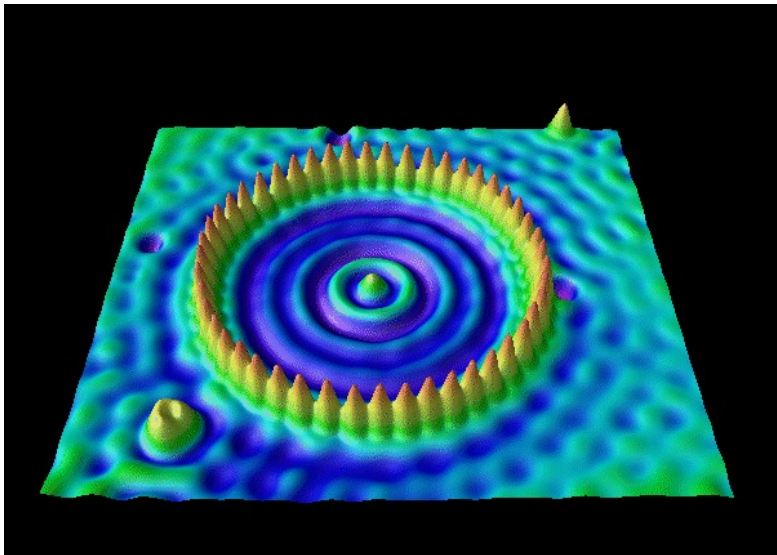
Applications abound!

Act I: Physics

Act II: Graphs

Act III: Games

Concluding thoughts



Why eigenvalue analysis?

Act I: Physics

Act II: Graphs

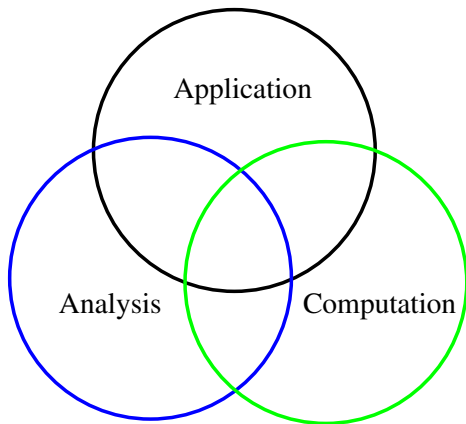
Act III: Games

Concluding
thoughts

- Because it simplifies many problems.
- It's a nonlinear equation I can solve.
- It's a nonconvex optimization I can solve.

... and because I've been thinking about it for a while!

Why scientific computing?



Because connections are fun!

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