

# Hierarchical Networks using Sci2 and OSLOM

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Please download Sci2 at <a href="http://sci2.cns.iu.edu">http://sci2.cns.iu.edu</a>
See documentation at <a href="http://wiki.cns.iu.edu/display/SCI2TUTORIAL">http://wiki.cns.iu.edu/display/SCI2TUTORIAL</a>

1



In this hands-on session we will introduce the Blondel community detection algorithm and the circular hierarchy network visualization. We will also look at the multifunctional algorithm package OSLOM (<a href="www.oslom.org">www.oslom.org</a>) that handles edge directions, edge weights, overlapping communities, and hierarchies.



- Works based on modularity optimization
- Modularity is measured by looking at the density of edges inside communities versus the density of edges between communities
- Highly scalable detecting communities in a 118 million node network took 152 minutes<sup>1</sup>

Blondel, V.D., Guillaume, J.-L., Lambiotte, R., & Lefebvre, E. (2008). Fast unfolding of communities in large networks. *Journal of Statistical Mechanics: Theory and Experiment*, 2008(10), P10008. Doi: 10.1088/1742-5468/2008/10/P10008

3



- Algorithm works in two phases
- First phase: each node is assigned to a community, modularity is calculated by examining each node and its neighbors, and this process repeats until all nodes are assigned to communities with the highest modularity possible
- Second phase: each of the communities identified in the first phase are treated as nodes in network
- This process iterates and the number of communities decrease with each level

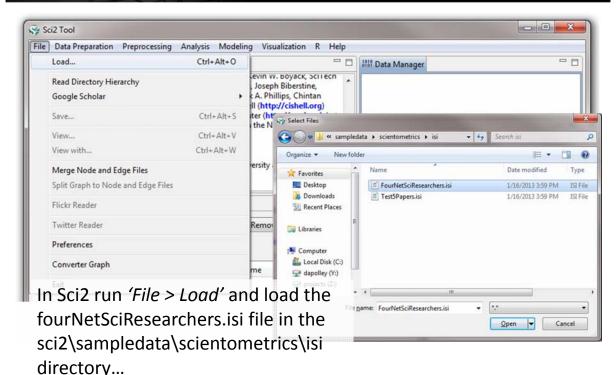


Let's examine communities of authors in the fourNetSciResearchers.isi file. This dataset contains 361 publications spanning 52 years. It includes publications from four network scientists: Albert-László Barabási, Eugene Garfield, Alessandro Vespignani, & Stanley Wasserman. This data was collected in 2007 from Web of Science. In Sci2...

5

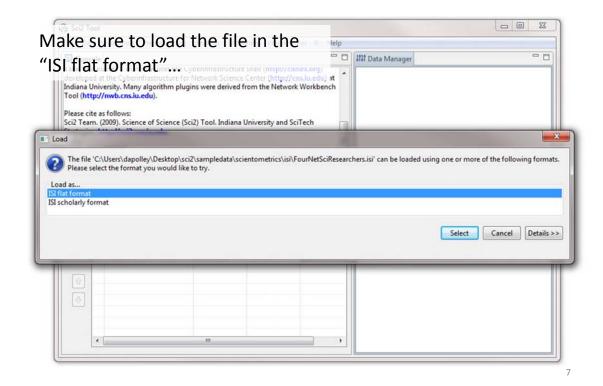


## **Blondel Community Detection**

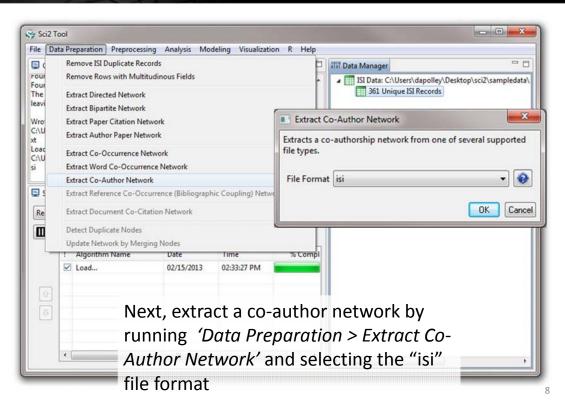


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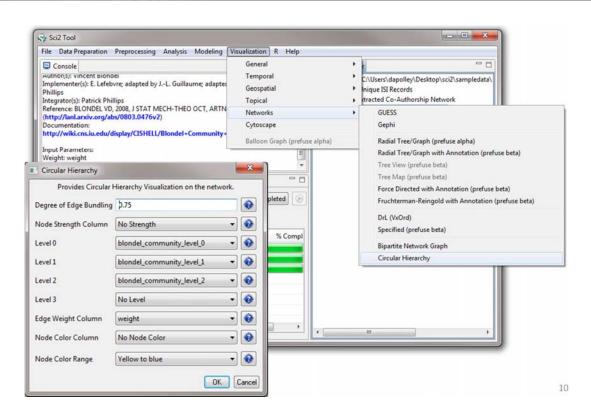




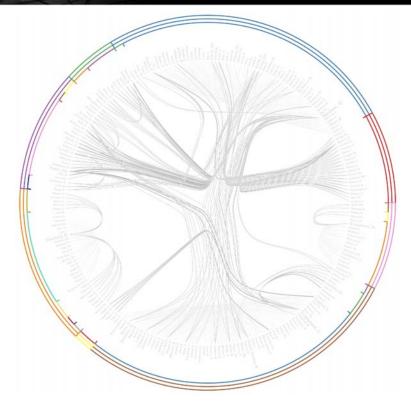












11



- Each ring around the network indicates a level in the hierarchy.
   In the pervious visualization there are three levels:
   community\_level\_0 (inner-most ring), community\_level\_1, and community\_level\_2 (outer-most ring)
- Each mark on the rings indicates a community and corresponds, in this case, to the authors names who belong in that community. You can see at community\_level\_0, there are 21 communities
- This structure allows you to see sub-communities within larger communities and conveys the hierarchical structure of this data



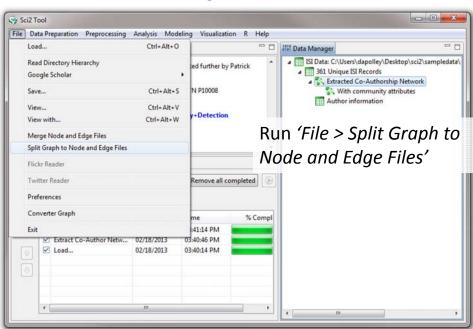
- OSLOM (Order Statistics Local Optimization Method)
- First method capable of handling directed networks, edge weights, overlapping communities, hierarchical data structure, and community dynamics
- Get OLSOM here <a href="http://olsom.org">http://olsom.org</a>. You will have to extract the directory from the OLSOM2.tar.gz
- You will have to compile the OSLOM code in a Unix (MAC) terminal (if you are using Windows, you can try to use MinGW, Minimalist GNU for Windows)

13

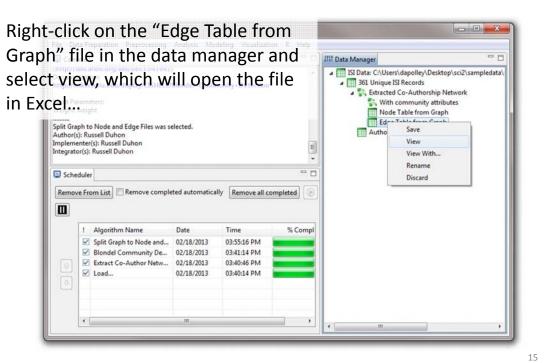


## **OSLOM**

In order to get data into a format to be processed by OSLOM, you need to save out the edge list from Sci2







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## **OSLOM**

À	A	В	C	D	E		
1	source	target	number_of_coauthored_works	weight			
2	0		1 1	1			
3	0		2 1	. 1			
4	1		2 2	2			
5	3		4 4	4			
6	2		3 17	17			
7	2		4 4	4			
8	2		5 1	. 1			
9	2		6 2	2			
10	5		6	. 1			
11	2		You will need to	o rem	OVE	the	
13	7		0 1	4			
14	2		"number_of_coauthored_works" column since it is				
15	2		10 6 6				
16	9		the same as the weight column. Then you should				
17	2		11 1 1				
18	2		remove the top row because OSLOM will not be				
19	2		13 4 4				
20	11		able to parse these string values. You should save				
21	12		13				
22	11		the file as a text (.txt) file in you OLSOM2 directory.				
23	2		.4	- 2		•	
24	2		Refore you can	IISP1	it wi	th OSLOM you will need to	
25	2		Before you can use it with OSLOM you will need to				
26	3		change the .txt	exte	nsic	n to dat	
77	3		change the ital	CALC	1310	11 10 .441	



First, you will need to move into the OSLOM directory, this can be done by using the change directory command (cd) and entering the path to the OSLOM2 folder. Note, here it has been done in two steps here, but it can be done in one.

17



**OSLOM** 

Next, you need to compile the OSLOM code. Type in: ./compile all.sh

```
design@bl-slis-ens-dsg ~

$ cd c:/users/design/Desktop

design@bl-slis-ens-dsg /c/users/design/Desktop

$ cd OsloM2

design@bl-slis-ens-dsg /c/users/design/Desktop

$ cd OsloM2

design@bl-slis-ens-dsg /c/users/design/Desktop/OsloM2

$ ./conpile all.sh

Compiling OsloM undirected (oslom_undir) ...

g++ -o oslom_undir Sources 2_4/OsloM_Files/main_undirected.cpp -03 -Wall

In file included from Sources 2_4/OsloM_Files/main_undirected.cpp:98:0:

Sources 2_4/OsloM_Files/hierarchies.h: In function 'void external_program_to_call(std::string, oslom
net_global@, std::string, int&b':

Sources 2_4/OsloM_Files/hierarchies.h:55:6: warning: variable 'sy' set but not used [-Wunused-but-se
-variable]

In file included from Sources_2_4/OsloM_files/main_undirected.cpp:98:0:

Sources 2_4/OsloM_files/hierarchies.h:225:6: warning: variable 'csy' set but not used [-Wunused-but-
et-variable]

In file included from Sources_2_4/OsloM_files/main_undirected.cpp:126:0:

Sources_2_4/OsloM_files/hierarchies.h:225:6: warning: variable 'csy' set but not used [-Wunused-but-
et-variable]

In file included from Sources_2_4/OsloM_files/main_undirected.cpp:126:0:

Sources_2_4/OsloM_files/main_body.cpp: In function 'int main(int, char**)':

Sources_2_4/OsloM_files/main_body.cpp:60:6: warning: variable 'sy' set but not used [-Wunused-but-se-
-variable]

Compiling OsloM directed (oslom_dir) ...

g++ -o oslom_dir Sources_2_4/OsloM_files/main_directed.cpp:71:0:

Sources_2_4/OsloM_files/hierarchies.h: In function 'void external_program_to_call(std::string, oslom
net_global@, std::string, int&)':

Sources_2_4/OsloM_files/hierarchies.h: In function 'void external_program_to_call(std::string, oslom
net_global@, std::string, int&)':

Sources_2_4/OsloM_files/hierarchies.h: In function 'void external_program_to_call(std::string, oslom
net_global@, std::string, int&)':

Sources_2_4/OsloM_files/hierarchies.h: In function 'void external_program_to_call(std::string, oslom
net_global@, std::string, int&)':
```



Now you need to run OSLOM on the network you saved in the OSLOM2 folder from Sci2. Type the following command:

./oslom\_undir -f <whatever you named the file.dat> -w

```
mingws2/c/users/design/Desktop/OSLOM2

g** -o pajek_urite_undir Sources_2_4/visualSources/main_pajek.cpp -03

Compiling program to write pajek format (pajek_write_dir) ...
g** -o pajek_urite_dir Sources_2_4/visualSources/main_pajek_directed.cpp -03

Compiling infomap_undirected ...
rm -f infomap.o GreedyBase.o Greedy.o Node.o
g** -1 -Wall -03 -funroll-loops -pipe -c -o infomap.o infomap.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.o GreedyBase.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o infomap.

Compiling infomap_directed ...
rm -f infomap.o GreedyBase.o Greedy.o Node.o
g** -1 -Wall -03 -funroll-loops -pipe -c -o infomap.c
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o Node.o Node.cc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
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g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
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g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.oc
g** -1 -Wall -03 -funroll-loops -pipe -c -o GreedyBase.o
```



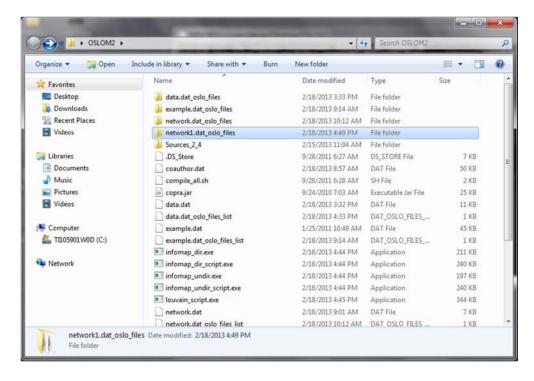
## **OSLOM**

Next, you will need to write a Pajek file for network after the communities have been identified. Type in the following command:

./pajek\_write\_undir <whatever you named the file.dat>



#### A folder will be created in the OSLOM2 folder:

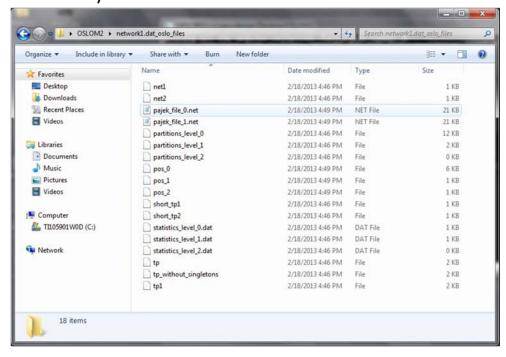


21



## **OSLOM**

In this folder you will find the Pajek files, one for each level of the hierarchy in the network:





#### Load this file in Pajek (you can also load it in Gephi):

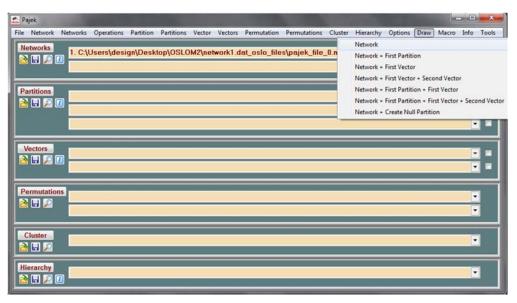


23



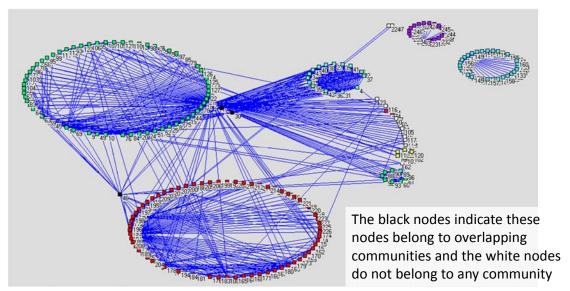
## OSLOM

#### Then to draw the network, run 'Draw > Network'





The network should automatically layout like this. To see the color go to 'Options > Colors > Vertices > As Defined on Input File'



2 5



# Further Reading

#### **OSLOM Paper:**

Lancichinett, A., Radicchi, F., Ramasco, J.J., & Fortunato, S. (2010). Finding statistically significant communities in netowrks. *PLoS One*, 6(4), e18961. Doi: 10.1371/journal.pone.0018961

#### **Blondel Paper:**

Blondel, V.D., Guillaume, J.-L., Lambiotte, R., & Lefebvre, E. (2008). Fast unfolding of communities in large networks. *Journal of Statistical Mechanics: Theory and Experiment*, 2008(10), P10008. Doi: 10.1088/1742-5468/2008/10/P10008



# Questions?