

Flow Divergence: Comparing Maps of Flows with Relative Entropy

NetSci 2024, Québec City, Canada

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too long; didn't listen

- Networks can be partitioned in many different ways
→ we often compare partitions
- Common partition-similarity scores ignore link patterns
→ Jaccard index, variants of mutual information, ...
- We propose *flow divergence*
 - link-aware partition-similarity score
 - description of random walks + principle behind Kullback-Leibler divergence

Comparing Partitions

Comparing Partitions

Jaccard index

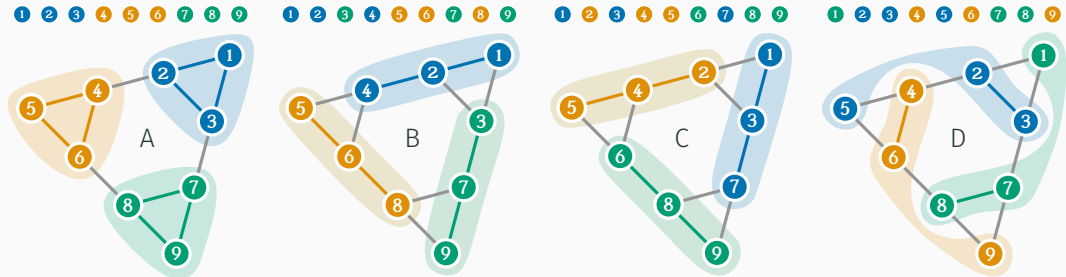
$$J(a, b) = \frac{|a \cap b|}{|a \cup b|}$$
$$J(A, B) = \sum_{a \in A} \frac{|a|}{n} \max_{b \in B} J(a, b)$$



Similar for mutual information etc.

Comparing *Network* Partitions

Comparing Network Partitions



$$J(A, B) = J(A, C) = J(A, D) = \frac{1}{2}$$

But what about the links?

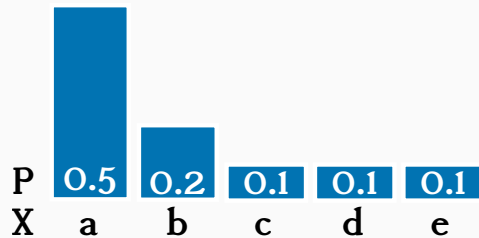
Idea:

KL divergence + random walks

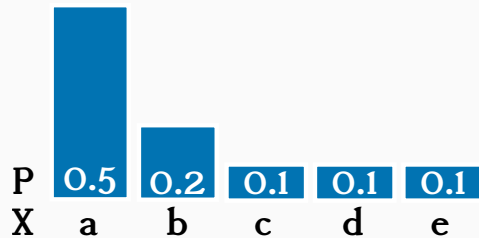
Kullback-Leibler divergence

X	a	b	c	d	e
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Kullback-Leibler divergence

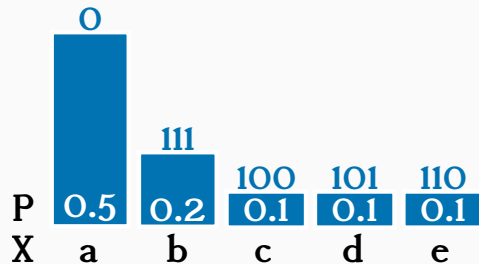


Kullback-Leibler divergence



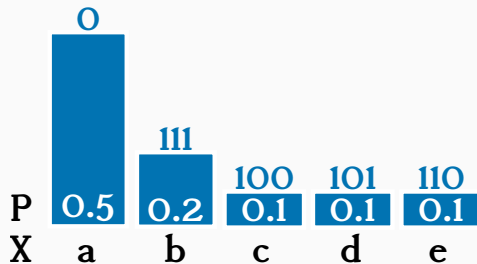
a a c d b b a b e c

Kullback-Leibler divergence



a a c d b b a b e c

Kullback-Leibler divergence

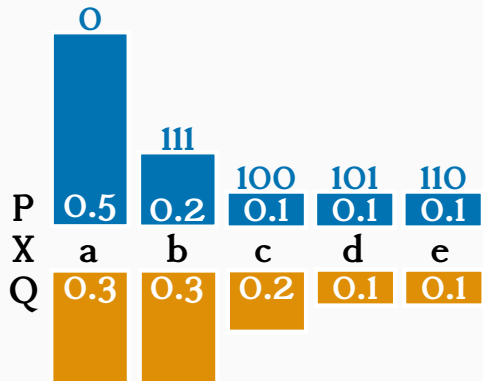


$$H(P) = - \sum_{x \in X} p_x \log_2 p_x$$

$$H(P) \approx 1.96 \text{ bits}$$

0 0 100 101 111 111 0 111 110 100
a a c d b b a b e c

Kullback-Leibler divergence

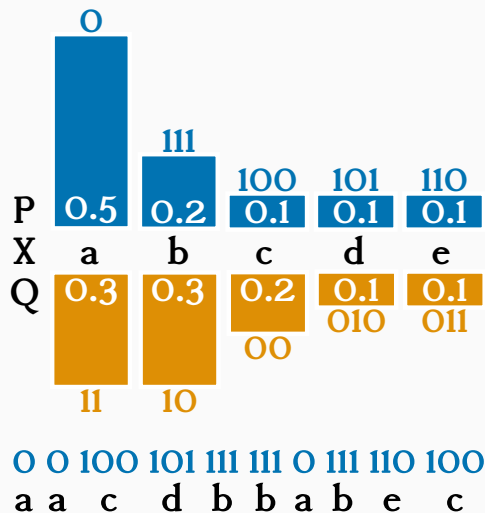


0 0 100 101 111 111 0 111 110 100
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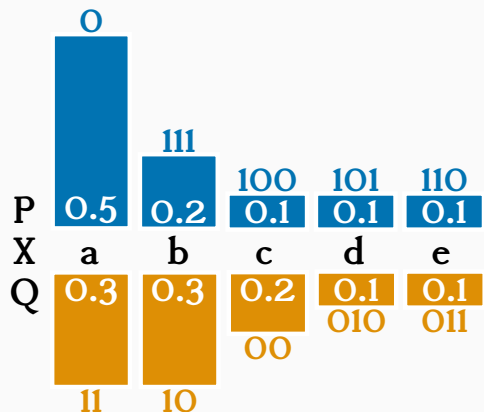
Kullback-Leibler divergence



$$H(P) = - \sum_{x \in X} p_x \log_2 p_x$$

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Kullback-Leibler divergence



0 0 100 101 111 111 0 111 110 100
 a a c d b b a b e c
 11 11 00 010 10 10 11 10 011 00

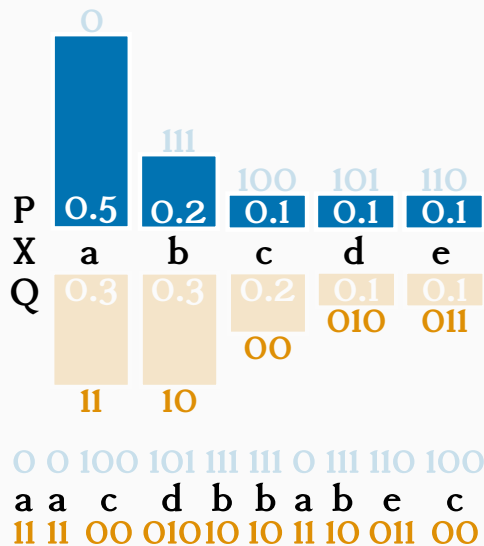
$$H(P) = - \sum_{x \in X} p_x \log_2 p_x$$

$$H(P) \approx 1.96 \text{ bits}$$

$$H(Q) \approx 2.17 \text{ bits}$$

$$D_{KL}(P || Q) = \sum_{x \in X} p_x \log_2 \frac{p_x}{q_x}$$

Kullback-Leibler divergence



$$H(P) = - \sum_{x \in X} p_x \log_2 p_x$$

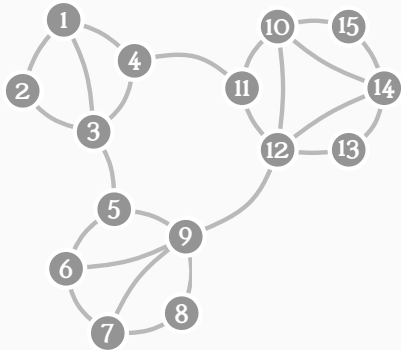
$$H(P) \approx 1.96 \text{ bits}$$

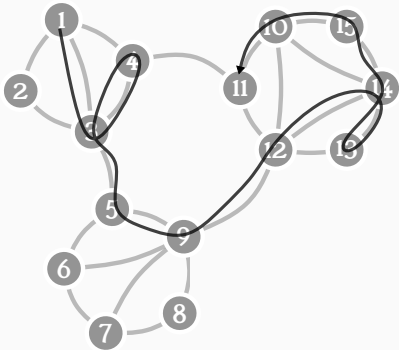
$$H(Q) \approx 2.17 \text{ bits}$$

$$D_{KL}(P || Q) = \sum_{x \in X} p_x \log_2 \frac{p_x}{q_x}$$

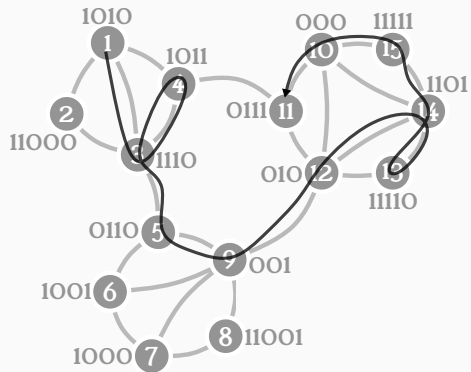
$$D_{KL}(P || Q) \approx 0.15 \text{ bits}$$

Random Walks



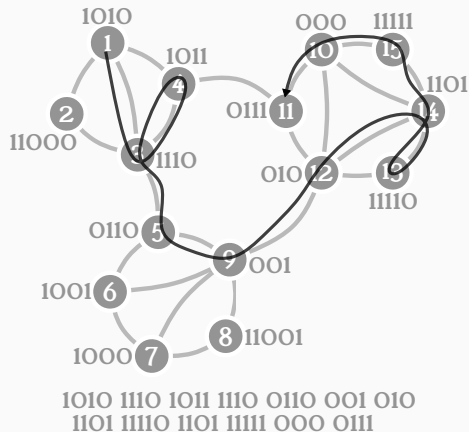


Random Walks



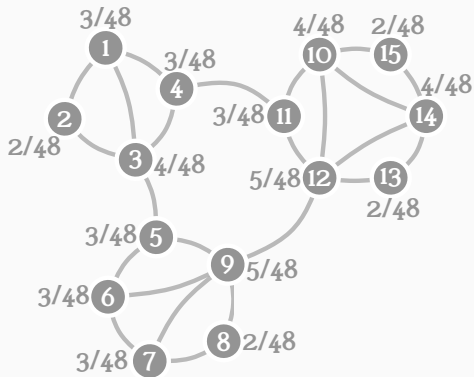
Random Walks

Description length



$$H(P) = - \sum_{v \in V} p_v \log_2 p_v \text{ bits} \quad (1)$$

Random Walks



Description length

$$H(P) = - \sum_{v \in V} p_v \log_2 p_v \text{ bits} \quad (1)$$

Visit rates

$$p_v = \sum_{u \in V} p_u t_{uv} \quad t_{uv} = \frac{w_{uv}}{\sum_{v \in V} w_{uv}} \quad (2)$$

Combine (1)+(2)

$$H(P) = - \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 p_v$$

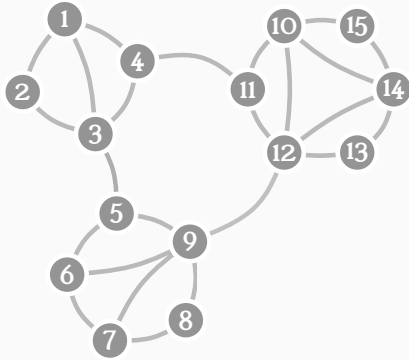
But we are interested in communities...

$$H(M) = - \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 s(M, u, v)$$

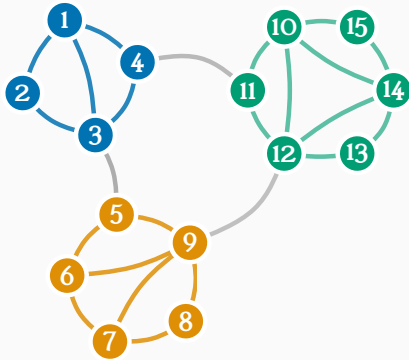
The Map Equation

→ Rosvall and Bergstrom; PNAS 2008

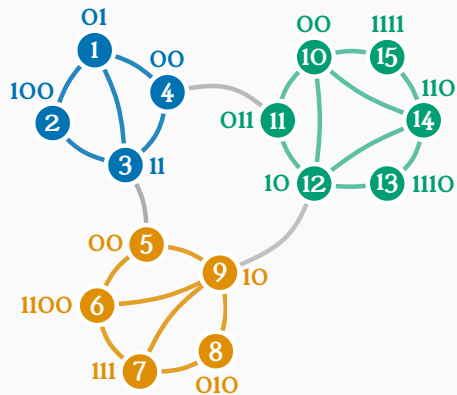
The Map Equation



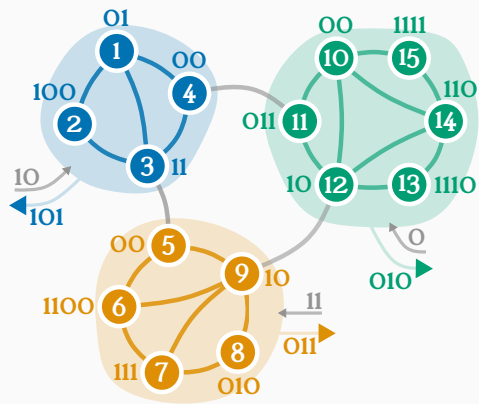
The Map Equation



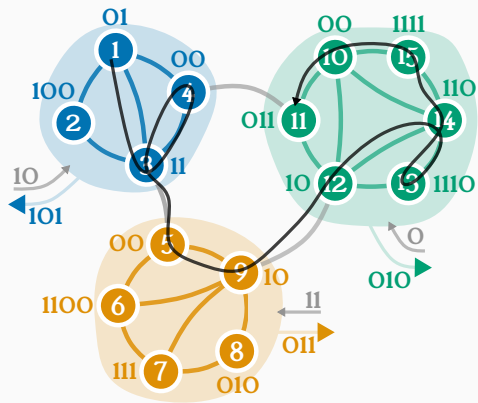
The Map Equation



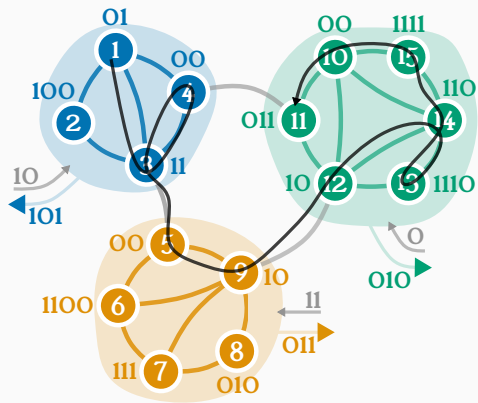
The Map Equation



The Map Equation



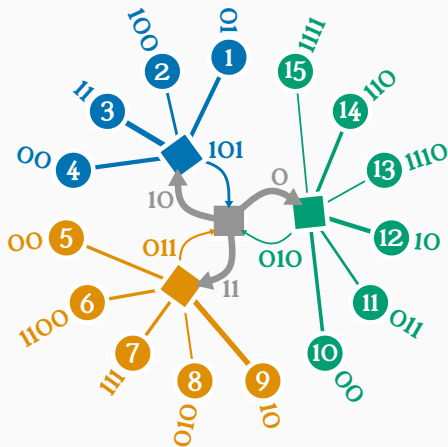
The Map Equation



$$L(M) = qH(Q) + \sum_{m \in M} p_m H(P_m) \rightarrow \min$$

$$= - \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 \text{mapsim}(M, u, v)$$

The Map Equation

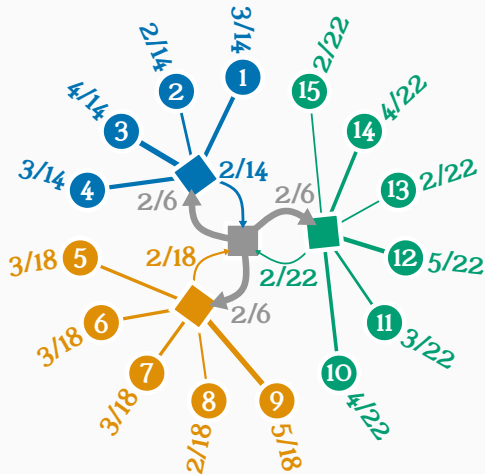


1001 11 00 11 1011 00 10 011 010
110 1110 110 1111 00 011

$$L(M) = qH(Q) + \sum_{m \in M} p_m H(P_m)$$

$$= - \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 \text{mapsim}(M, u, v)$$

The Map Equation



$$L(M) = qH(Q) + \sum_{m \in M} p_m H(P_m)$$

$$= - \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 \text{mapsim}(M, u, v)$$

$$\text{mapsim}(M, u, v) = \begin{cases} \frac{p_v}{p_{m_v}} & \text{if } m_u = m_v, \\ \frac{m_{u,\text{exit}}}{p_{m_u}} \cdot \frac{q_{m_v}}{q} \cdot \frac{p_v}{p_{m_v}} & \text{if } m_u \neq m_v, \end{cases}$$

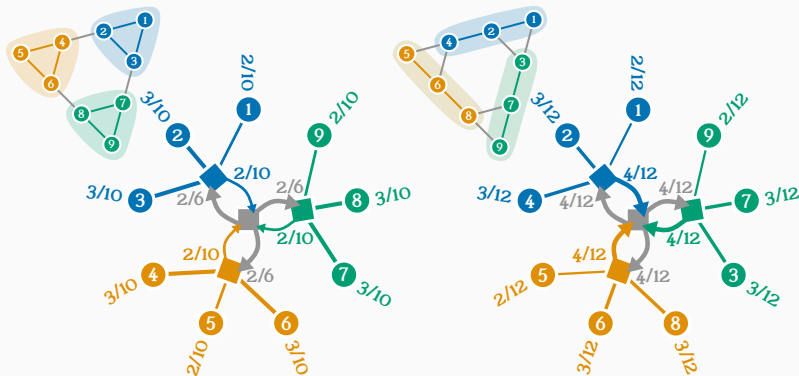
→ Blöcker et al.; PMLR 2022

Flow Divergence

Flow Divergence

Idea

Measure how many extra bits we need to describe a random walk using an “estimate” M_b of the networks “true” partition M_a .



Flow Divergence

$$D_{KL}(P \parallel Q) = \sum_{x \in X} p_x \log_2 \frac{p_x}{q_x} \qquad L(M) = - \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 \text{mapsim}(M, u, v)$$

$$D(M_a \parallel M_b) = \sum_{u \in V} p_u \sum_{v \in V} t_{uv} \log_2 \frac{\text{mapsim}(M_a, u, v)}{\text{mapsim}(M_b, u, v)} \quad ?$$

$$\text{Not quite} \dots \quad D(M_a \parallel M_b) = L(M_a) - L(M_b)$$

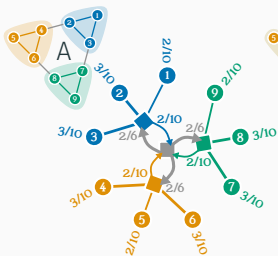
$$D_F(M_a \parallel M_b) = \sum_{u \in V} p_u \sum_{v \in V} t_{uv}^{M_a} \log_2 \frac{\text{mapsim}(M_a, u, v)}{\text{mapsim}(M_b, u, v)}$$

$$t_{uv}^M = \frac{\text{mapsim}(M, u, v)}{\sum_{v(\neq u)} \text{mapsim}(M, u, v)}$$

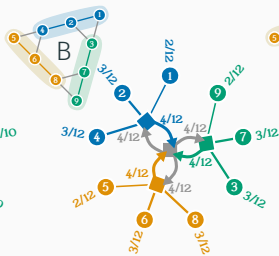
Naïvely, the complexity is $\mathcal{O}(n^2)$ because we consider all pairs of nodes
→ We're working on computing flow divergence more efficiently

Flow Divergence

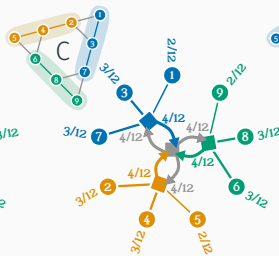
$L(A) \approx 2.86$ bits



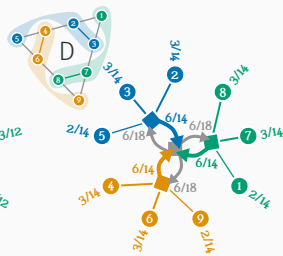
$L(B) \approx 3.73$ bits



$L(C) \approx 3.73$ bits



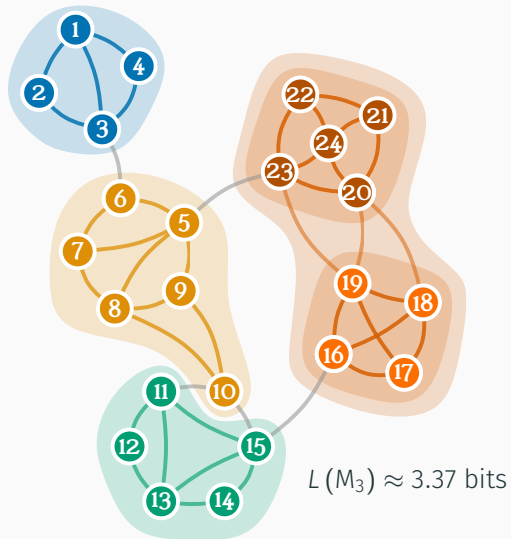
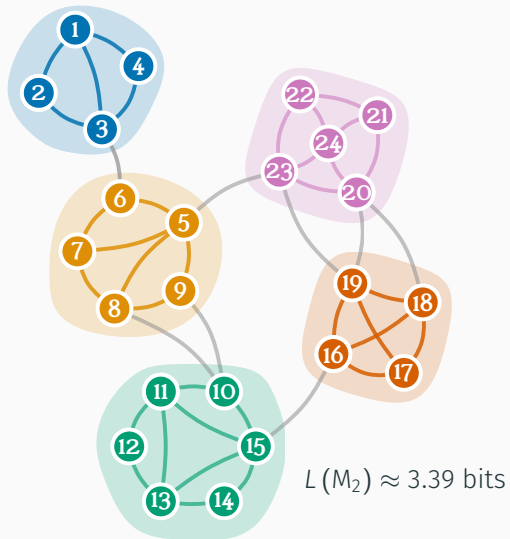
$L(D) \approx 4.47$ bits

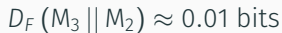
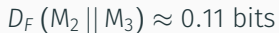


Other

Reference	A	B	C	D
A	0	1.92	1.92	1.5
B	1.8	0	1.17	1.99
C	1.8	1.17	0	1.48
D	1.14	1.78	1.25	0

Flow Divergence





Conclusion

Conclusion

Motivation

Communities are based on link patterns
but common partition-similarity scores ignore links.

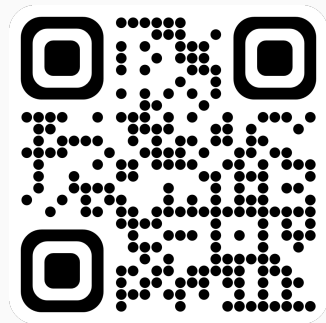
Our Solution

We combine the ideas behind describing random walks and the KL-divergence to develop a link-aware partition-similarity score.

- asymmetric
- does not require matching of communities between partitions
- naturally compares hierarchical partitions

Thank you for your attention!

Check out our preprint: [arXiv:2401.09052](https://arxiv.org/abs/2401.09052)

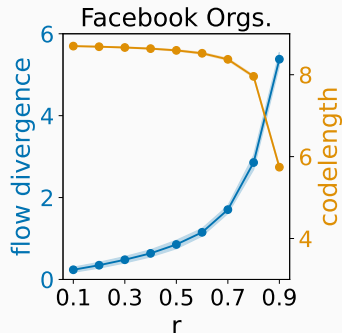
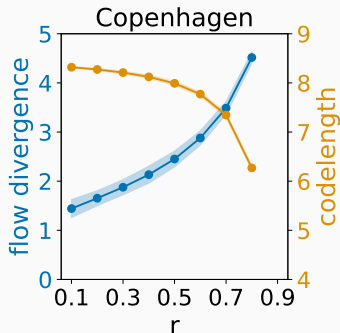
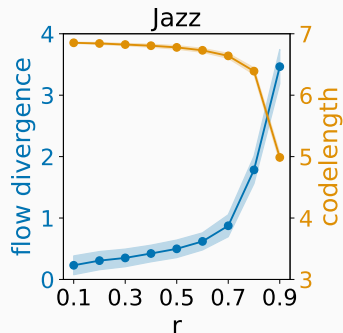


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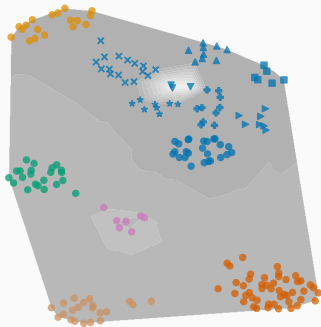
Appendix

Flow Divergence

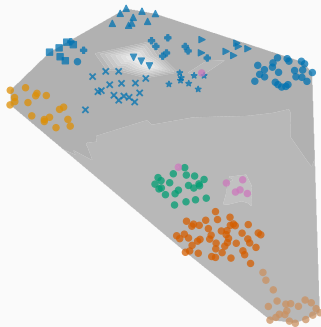


Flow Divergence

(a) Flow Divergence



(b) Jaccard Index



(c) Adjusted Mutual Information

