

Fast Centrality-Driven Diffusion in Dynamic Networks

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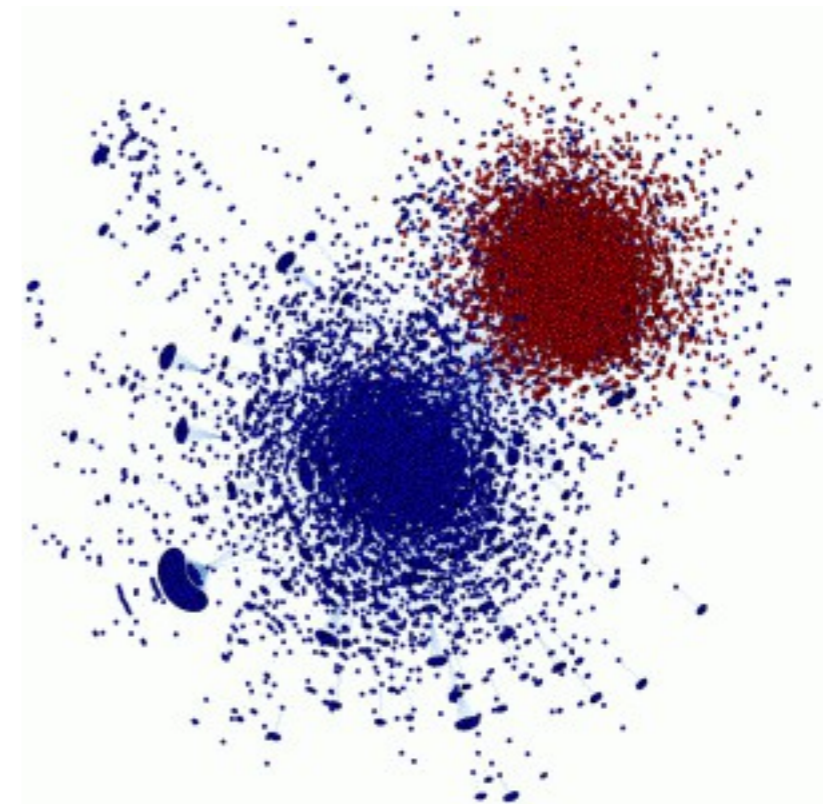
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(Simplex – WWW/2013)

Motivation

- Diffusion processes in complex networks
 - data search
 - data routing
 - information spreading
 - ...



How to speed up the diffusion process?

Centrality-driven diffusion

biased forwarding isn't new,
but how different centralities may help?

Centrality

- **Centrality** notion reflects the relative importance of nodes (links) in the network
- Examples of node centrality
 - degree centrality
 - betweenness centrality
 - relative number of shortest paths passing through each node
 - closeness centrality
 - inverse of the sum of distances between each node and all other nodes in the network

Network model

- **Static view**
 - only one graph: $G = (V, E)$
- **Dynamic view**
 - set of graphs: $G_t = \{G_1, G_2, \dots, G_n\}$
 - each graph $G_t = (V_t, E_t)$ is a *snapshot* from the network model during δ time units

Network model

- Set of **nodes** remains **unchanged**
- Network dynamics is given by **link changes**

Diffusion process

Node **u** needs to send a message to node **v**

- **Flooding**: at each step, all direct neighbors receive the message
- **Random walk**: at each step, only one randomly selected neighbor receives the message
- **Centrality walk**: at each step, select the highest centrality neighbor to receive the message

Datasets

- **Infocom**

- two-day contacts between iMotes devices
- ~ 70 students and researchers in Infocom 2006 conference
- snapshots: $\delta = \{1, 15\}$ minutes

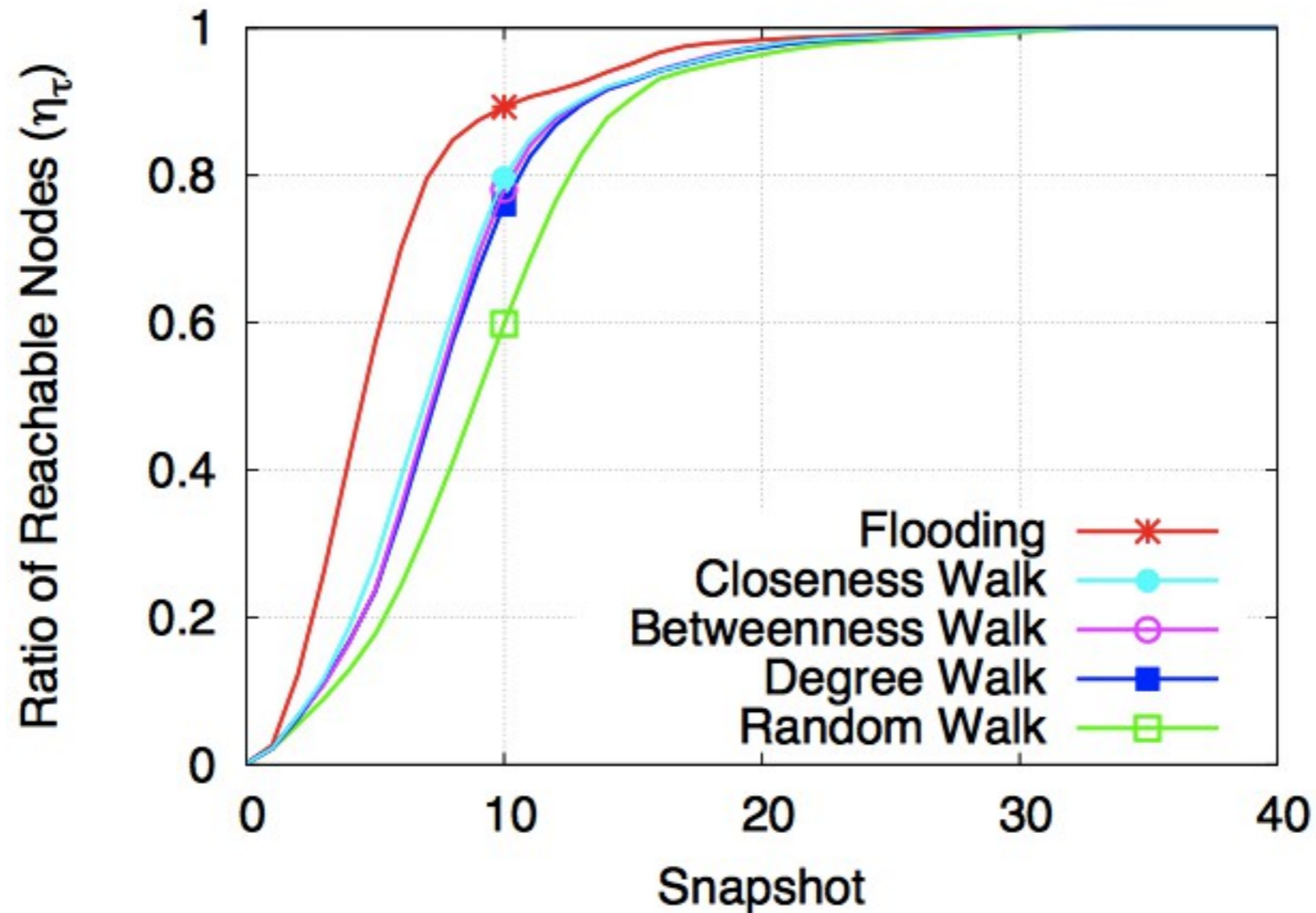
- **SopCast**

- P2P live video streaming system
- one-hour trace with 334 nodes
- snapshot: $\delta = 1$ second

Static view - SopCast

- Cover time is **very fast**
 - to reach 100% of nodes:
 - flooding: **two** snapshots
 - centrality walks: **three** snapshots
 - random walk: **four** snapshots

Dynamics impact - SopCast



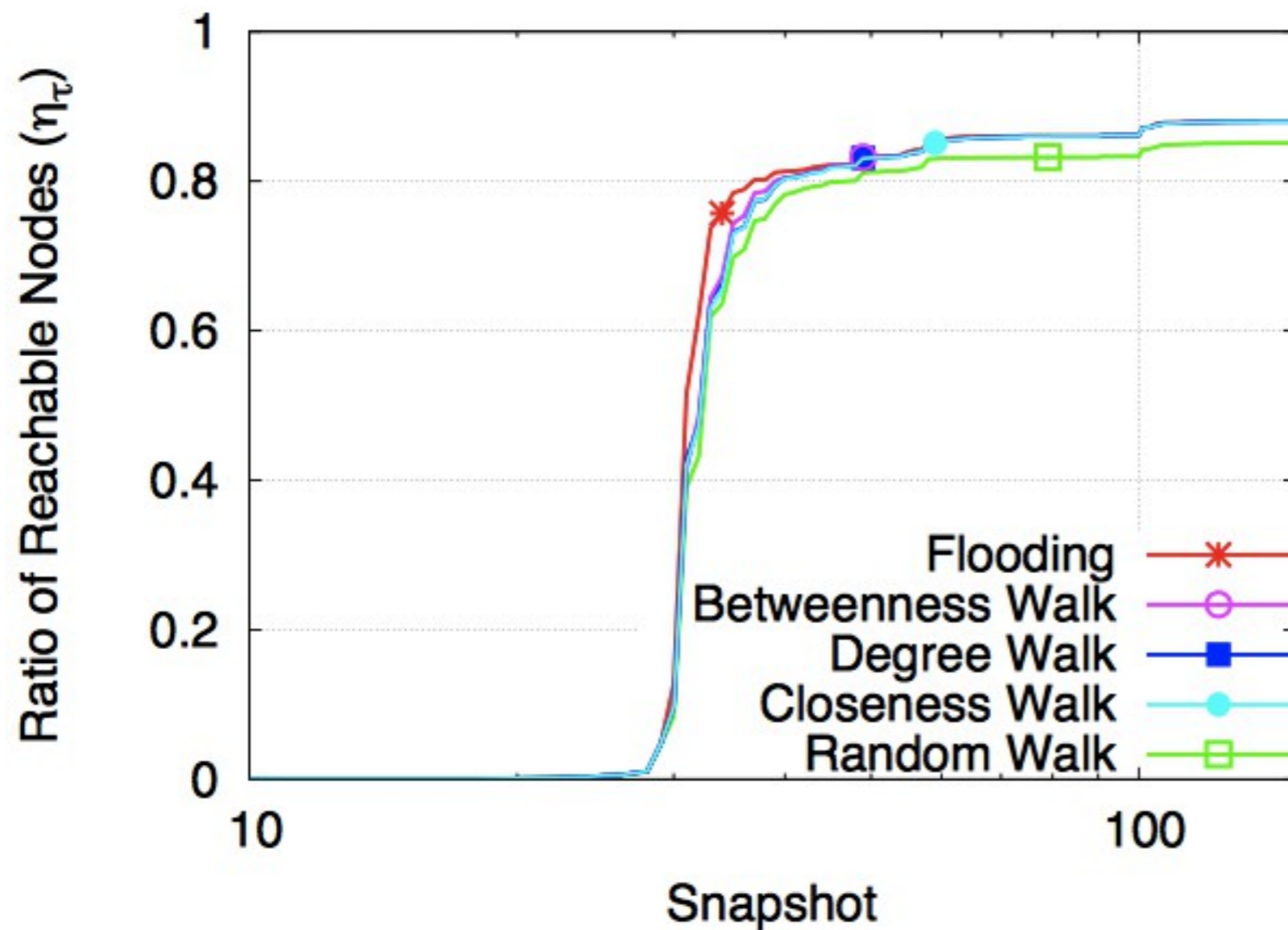
Centrality-driven walks accelerate the diffusion

Impact of system knowledge

system knowledge: proportional to the δ snapshot size

System knowledge - Infocom

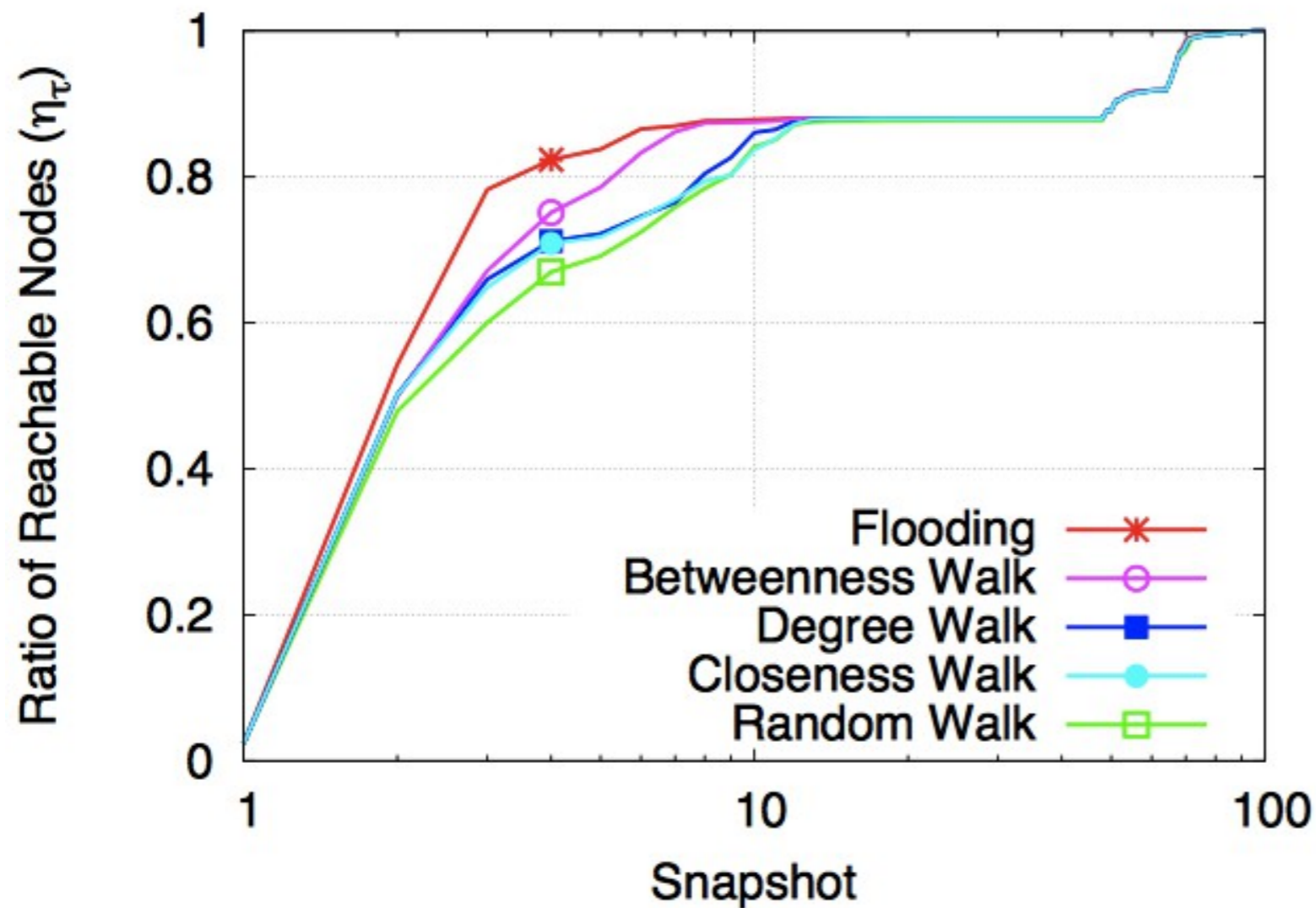
$\delta = 1$ minute



- Only 85% of nodes reached
- Different centrality walks behave almost equally

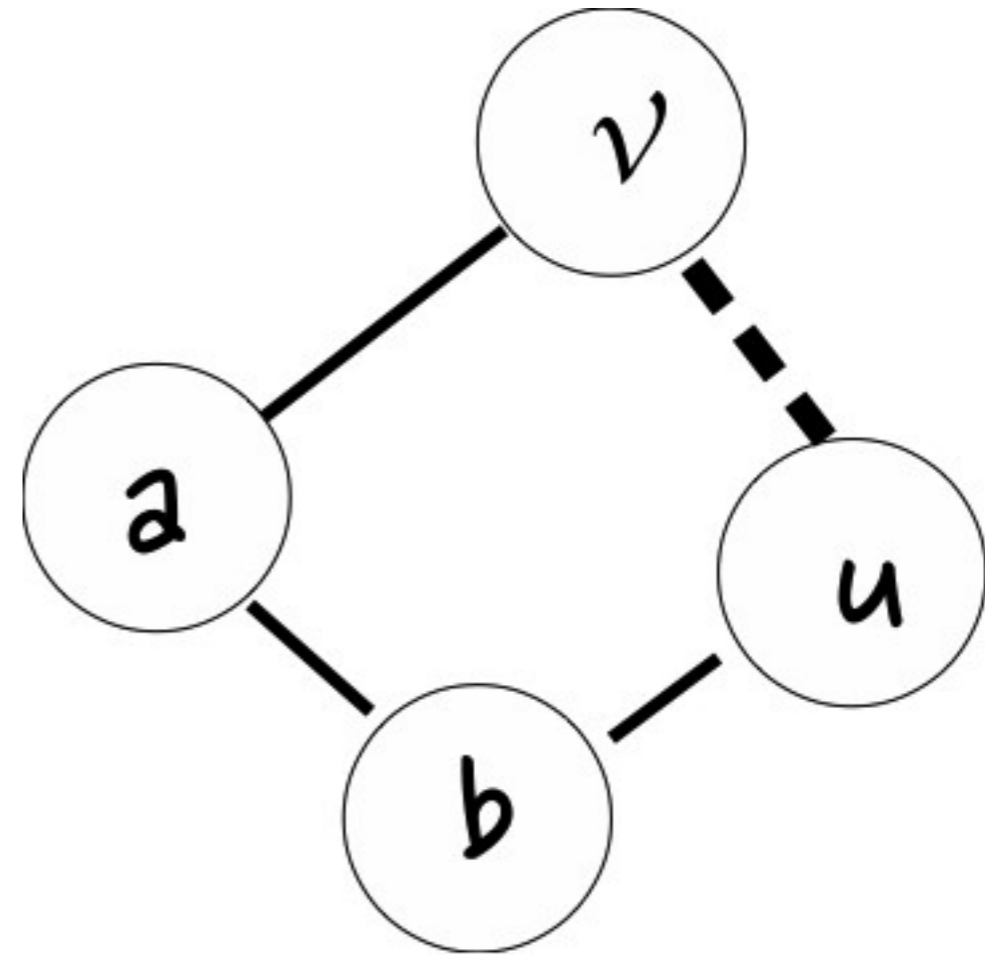
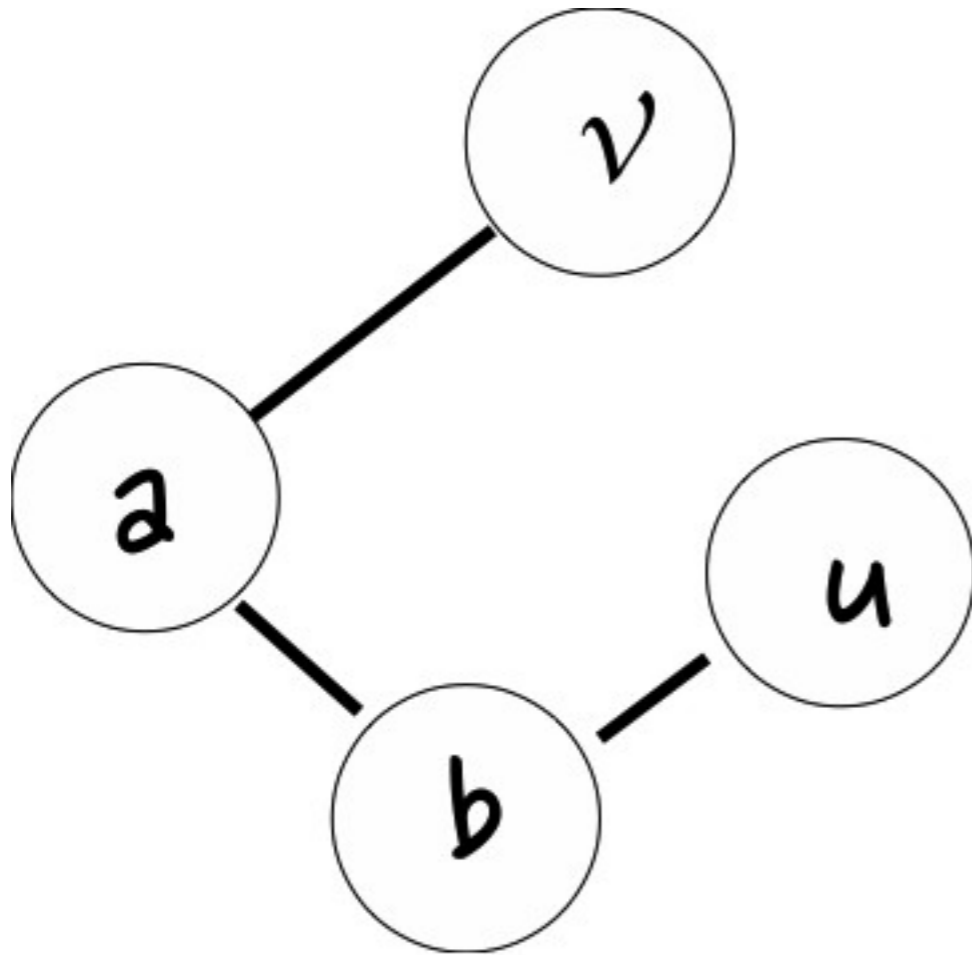
System knowledge - Infocom

$\delta = 15$ minute

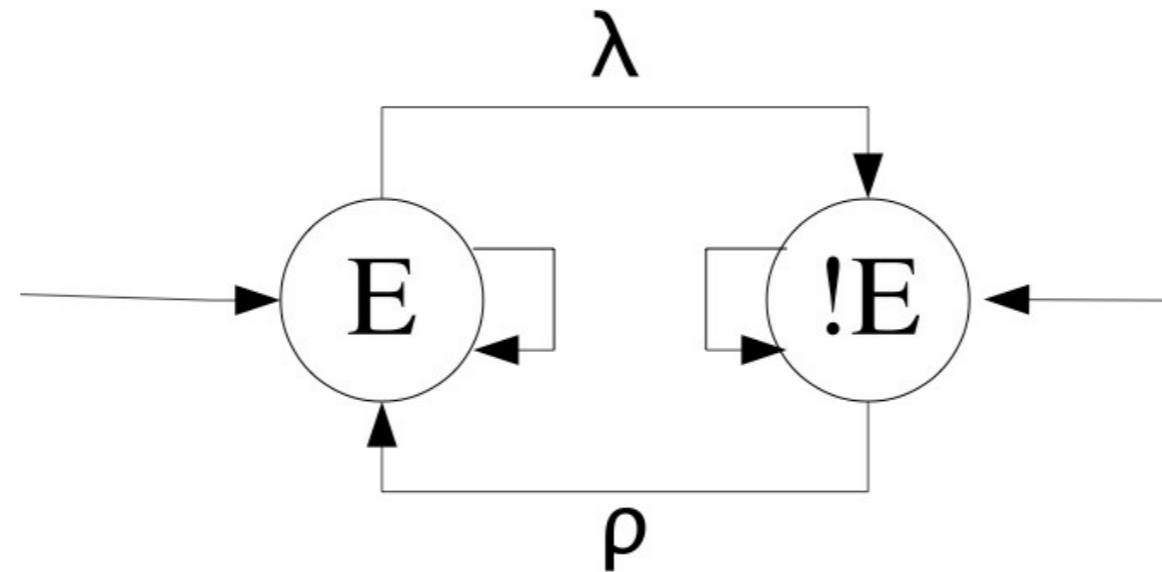


- 100% of nodes reached
- faster diffusion
- betweenness walk approximates better flooding
- most popular participants are better identified

Link prediction



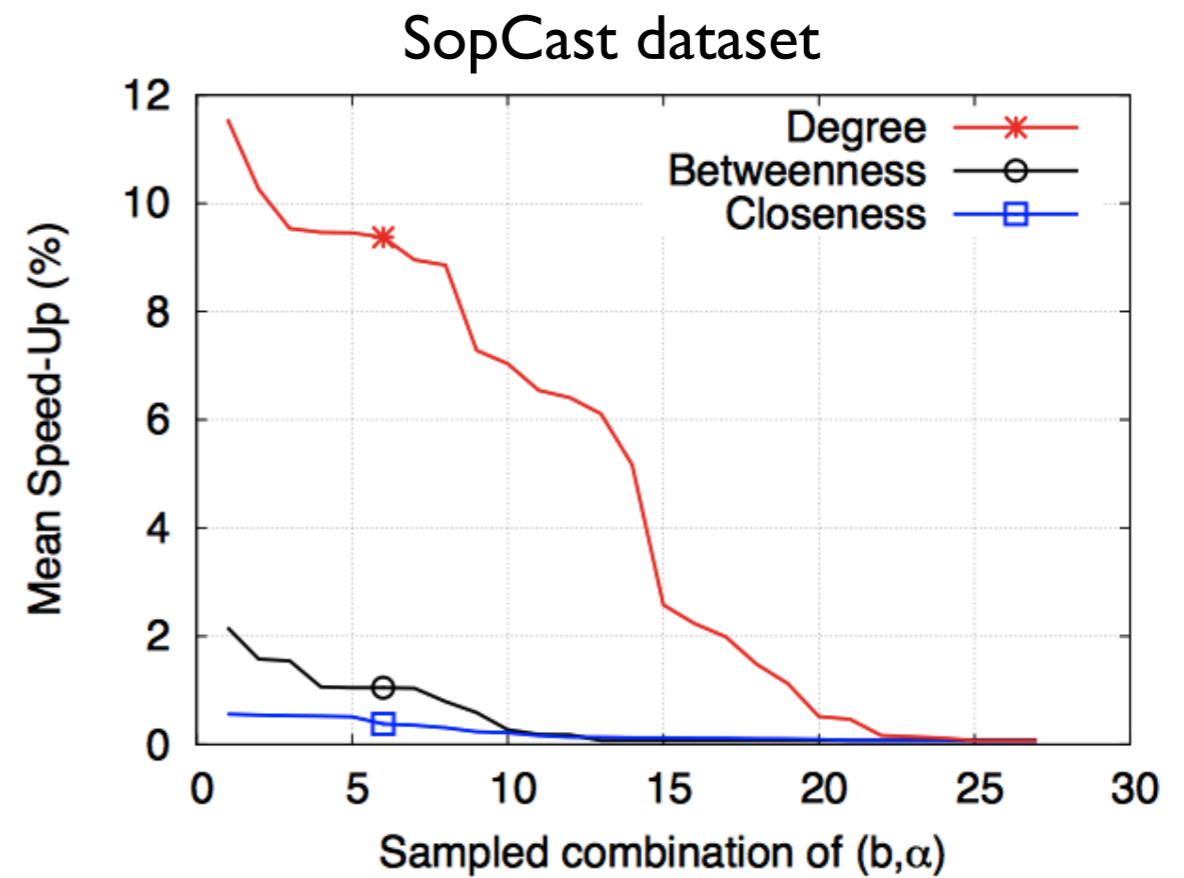
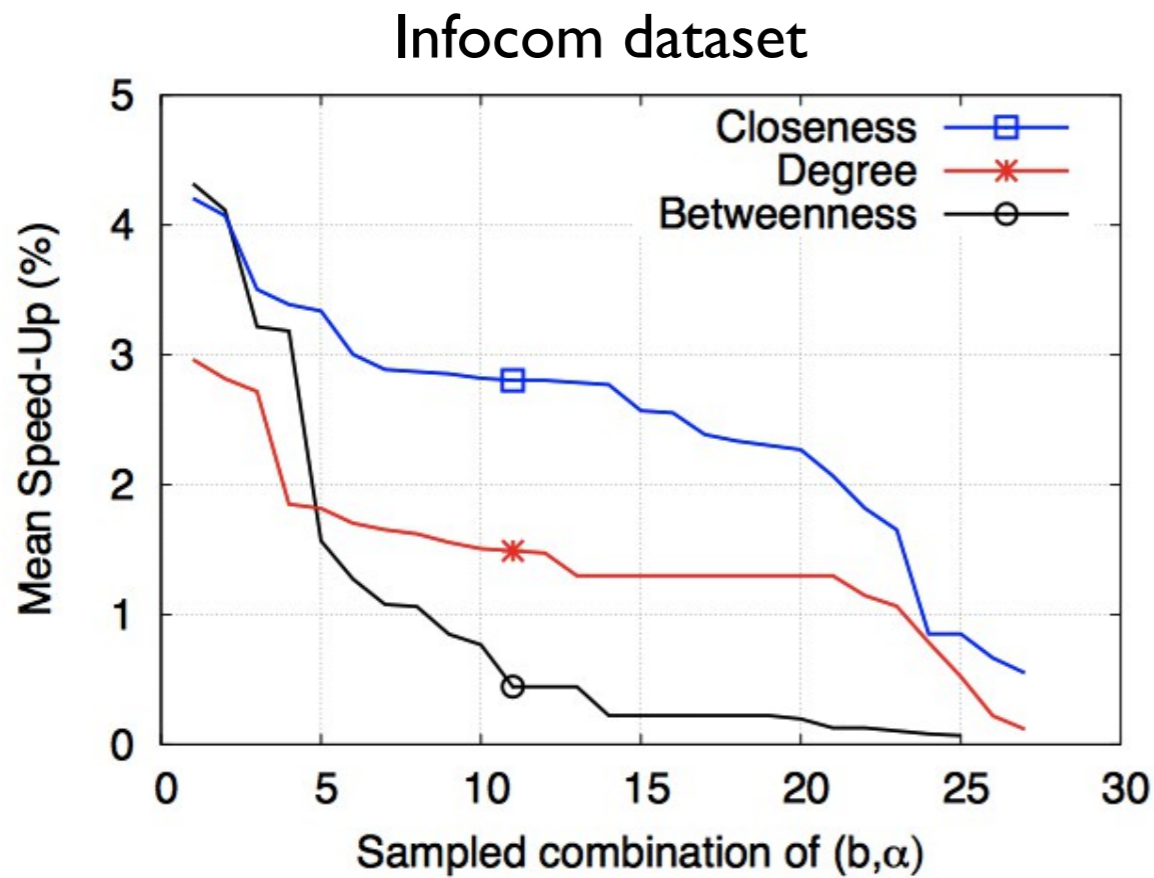
Simple link prediction model



$$P(E_{v \rightarrow u}^{t+1}) = \frac{E_{v \rightarrow u}^t + E_{v \rightarrow u}^{t-1} * \alpha + E_{v \rightarrow u}^{t-2} * \alpha^2 + \dots + E_{v \rightarrow u}^{t-b} * \alpha^b}{1 + \alpha + \alpha^2 + \dots + \alpha^b}$$

- moving window of last **b** snapshots
- each past snapshot is weighted by **a** ($0 < a < 1$) that decreases exponentially

Experimental results



combinations of (b, a)

$$5 \leq b \leq 50; \quad 0.1 \leq a \leq 0.9$$

Final remarks

- **Centrality**-driven selection of next-hop
- **accelerates** diffusion process
- levels off a **trade-off** between
 - flooding: low cover time and high message cost
 - random walk: large cover time and low message cost

Final remarks

- Preliminary results on **link prediction**
 - accelerates the diffusion process
- Future work: further investigate link prediction
 - heuristics to determine convenient combinations of (b, α) for particular networks
 - adaptive methods?

Thanks!
Obrigada!



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