# **Crawling the Community Structure of Multiplex Networks**

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### **Multiplex Networks**

- Multiplex Network: A type of multilayer network in which all nodes can participate in all layers.
- Challenges of data collection in multiplex networks:
  - Different layers have different data collection costs.
  - Data collected from different layers have different reliabilities.





### Problem

- Let *M* be a multiplex network with layers *L*<sub>0</sub>, *L*<sub>1</sub>, ... as the different layers.
- Query costs of the layers:  $c_0, c_1, \dots$
- Given an initial set of nodes V', query budget B, and layer of interest  $L_0$ ; how can we sample M through crawling so that the sample of  $L_0$  found is community representative of  $L_0$  without

# MABSample Rewards

- LBandit: Edge Overlap.
- CBandit and RBandit: Community update distance.

(Edge overlap and Community update distance are calculated only from the observed sample.)

# **RQR vs UQR**

- *RQR*: If a node is queried, it is never queried in that layer again.
  *UQP*. Estimate the uncertainty of the layer Queried in that layer again.
- UQR: Estimate the uncertainty of the layers. Queried nodes have a chance of being queried again.

exceeding the query budget?

## **Query Response Models**

- Reliable Query Response (RQR): A query for neighbors of a node returns all the neighbors. Example: Twitter API.
- Unreliable Query Response (UQR): A query for the neighbors of a node may not return all the neighbors. Example: Interview people for friends.



## **Performance Comparison**



 MCS outperforms all the baselines in finding samples whose community structure is more closes to the original network.



#### MCS

**MCS** consists of two steps:

- **RNDSample**: Sample the 'cheaper' layers.
- MABSample: Sample the 'layer of interest' using information from RNDSample.

#### **RNDSample**:

- Each layer is allocated some fraction of the budget.
- Random walk (with jump) on layers with the allocated budget.

#### MABSample:

- Operates on the 'layer of interest'.
- Consists of three multi-armed bandits:
  - LBandit: Selects layer that is more likely to have high edge overlap with L<sub>0</sub>.
  - **CBandit**: Selects community in the layer selected by LBandit.
  - **RBandit**: Selects node in the community selected by CBandit.

Figure: Cumulative regret of MCS for TwitterKP and TwitterOW networks.

 MCS gets close to the oracle after around 10%-20% of the nodes has been queried.

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