

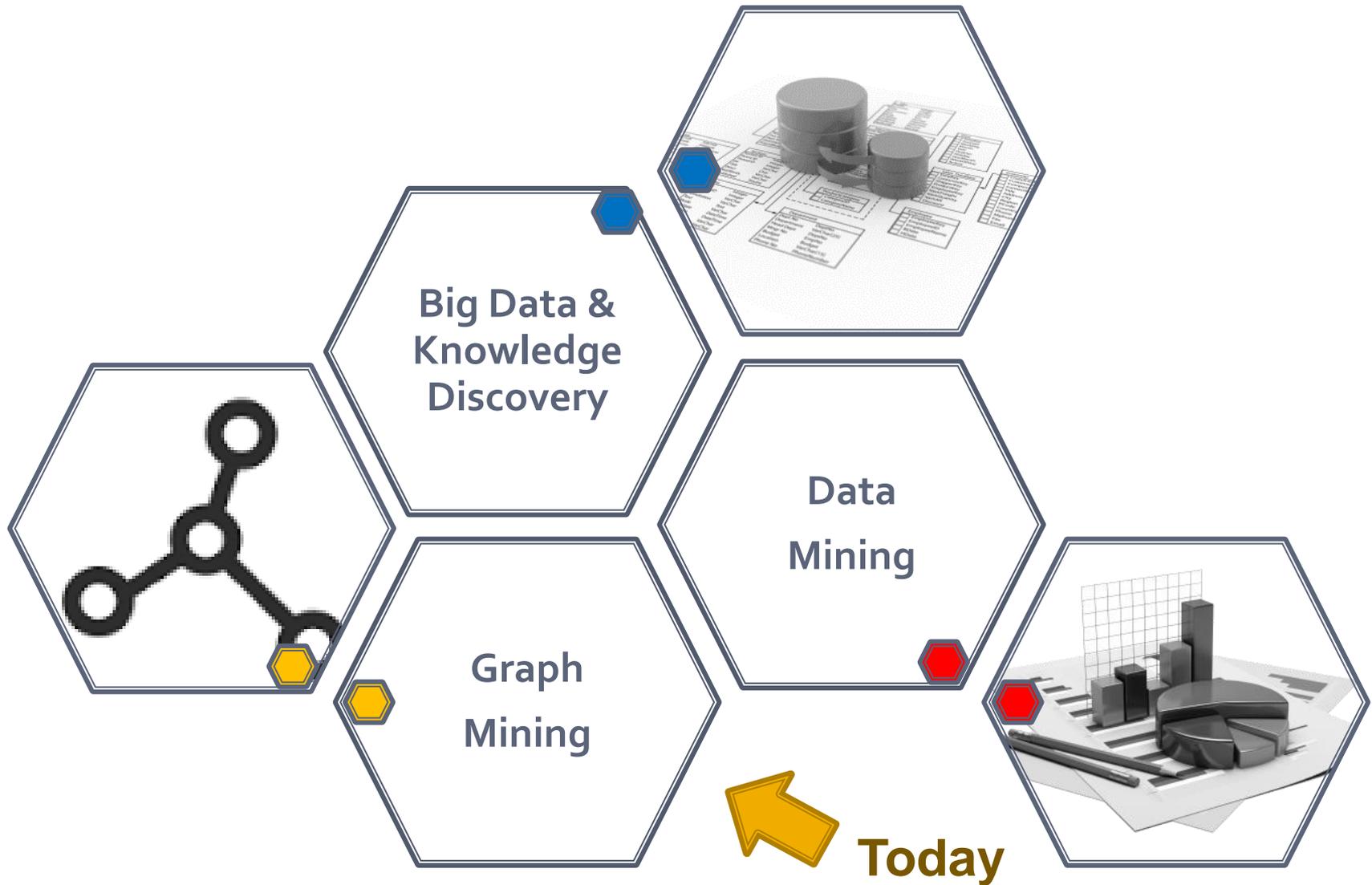
End-to-end Graph Analytics

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Research



**what is a network or
a graph?**

**networks are
ubiquitous**

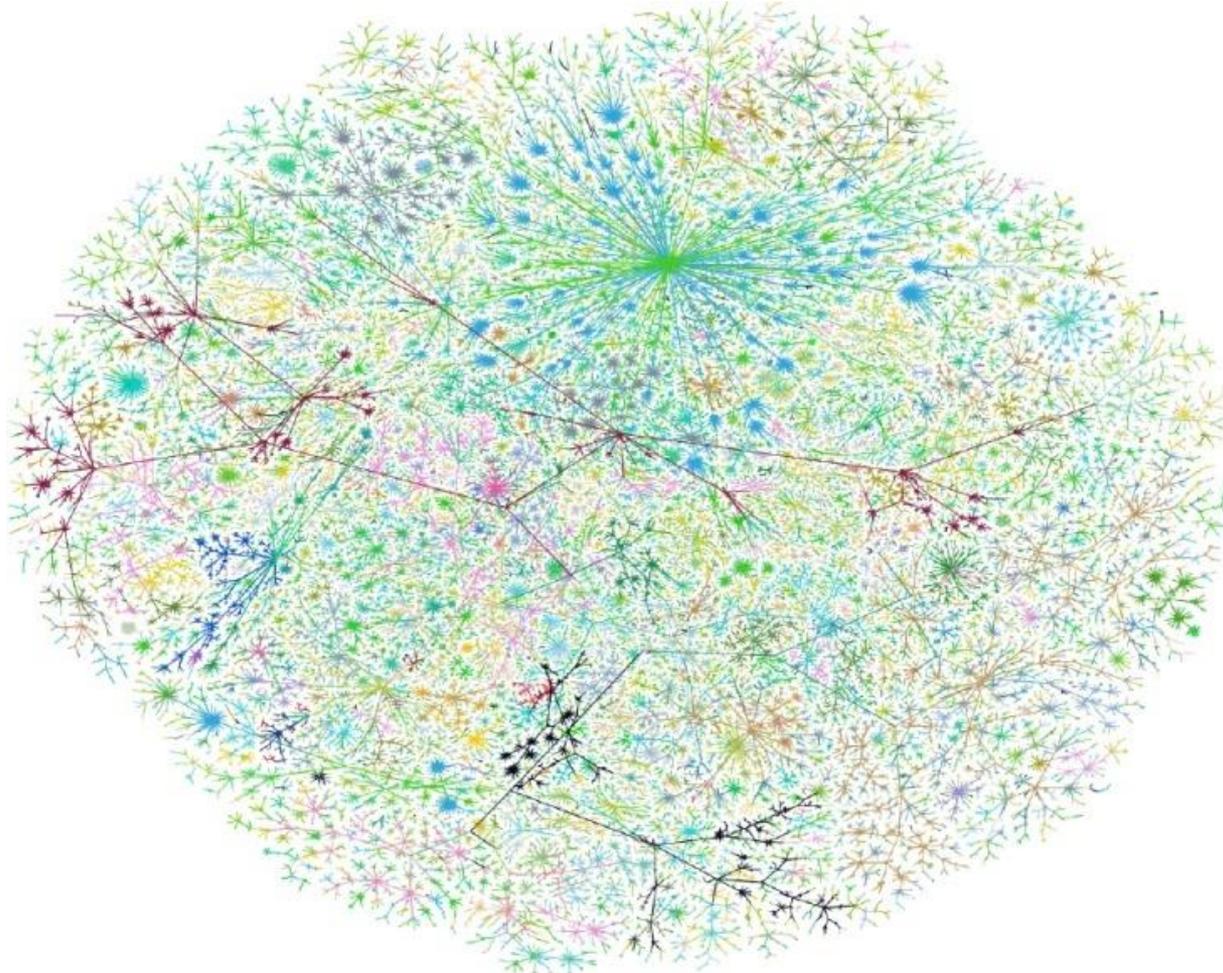
Networks: Social



Facebook social graph

4-degrees of separation [Backstrom-Boldi-Rosa-Ugander-Vigna, 2011]

Networks: Communication

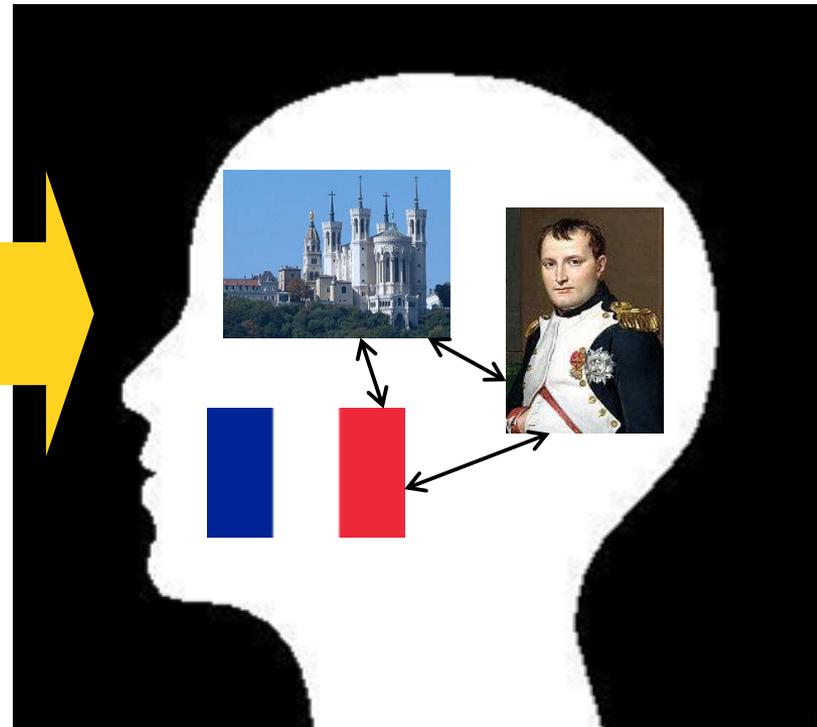


Graph of the Internet (Autonomous Systems)

Power-law degrees [Faloutsos-Faloutsos-Faloutsos, 1999]

Robustness [Doyle-Willinger, 2005]

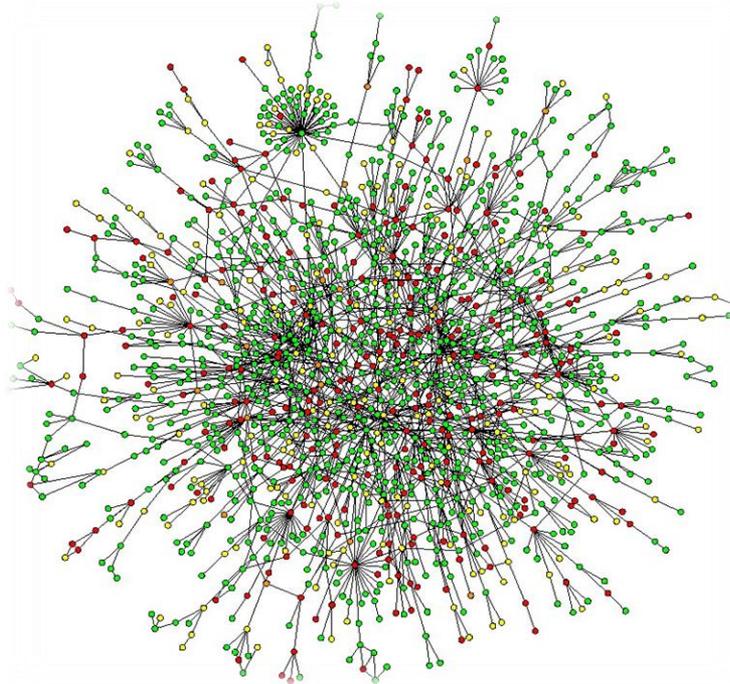
Networks: Knowledge Graph



Understand how humans
navigate Wikipedia

Get an idea of how
people connect concepts

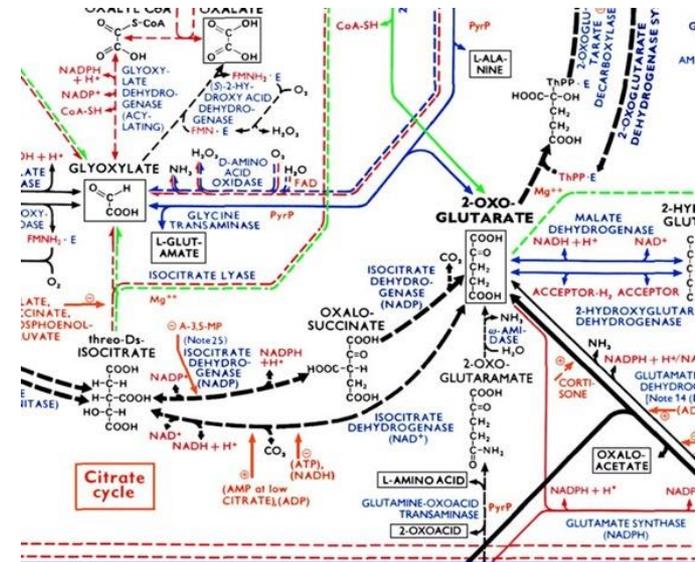
Networks: Biology



Protein-Protein Interaction Networks:

Nodes: Proteins

Edges: 'physical' interactions



Metabolic networks:

Nodes: Metabolites and enzymes

Edges: Chemical reactions

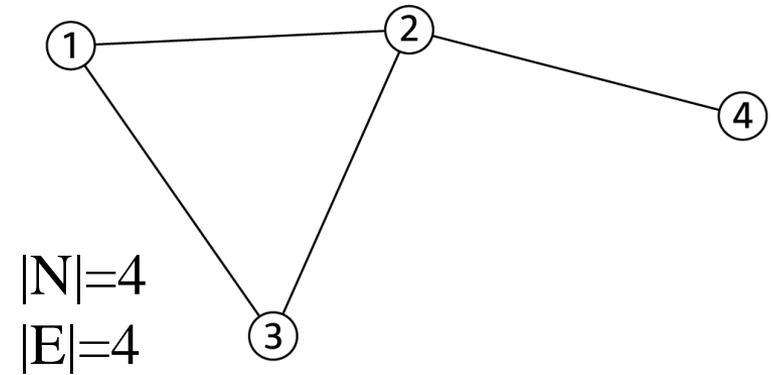
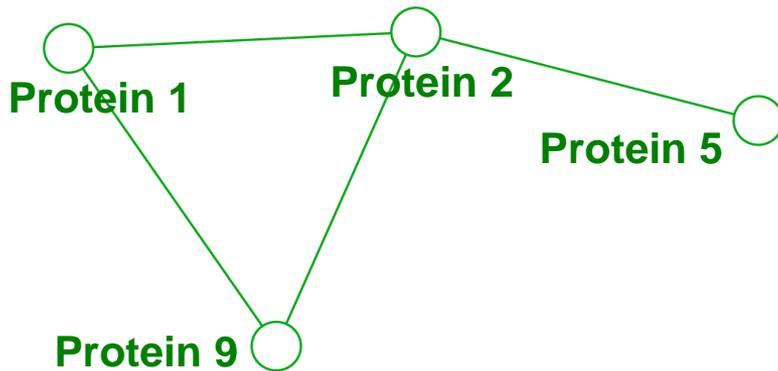
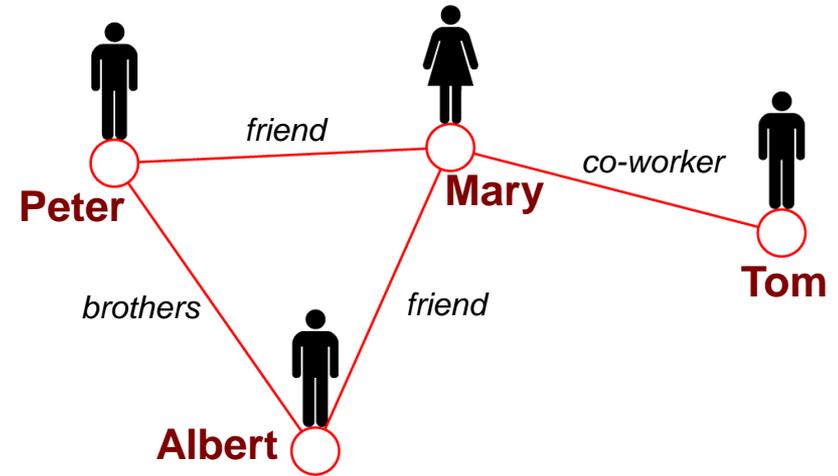
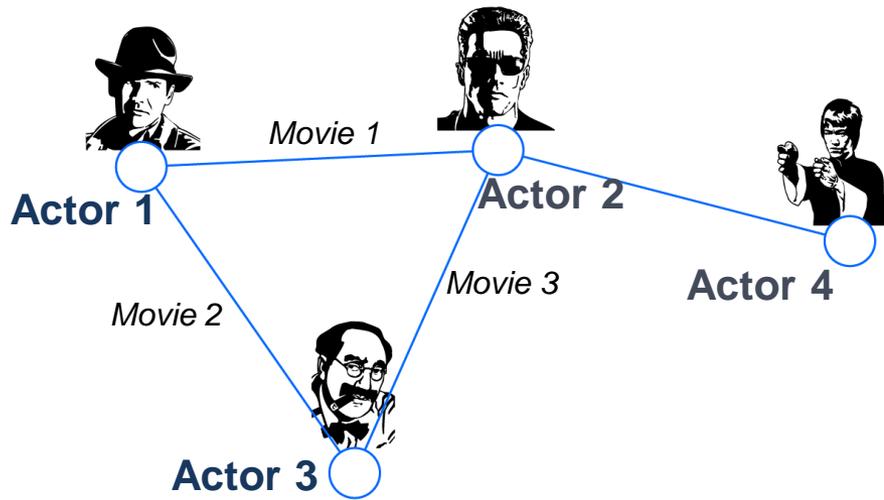
Networks: Brain



**Human brain has between
10-100 billion neurons**
[Sporns, 2011]

**why should we care
about networks?**

Networks: Common Language



Network Analysis

network analysis helps to reveal the *underlying dynamics* of these systems, not easily observable before

**what do we study in
networks?**

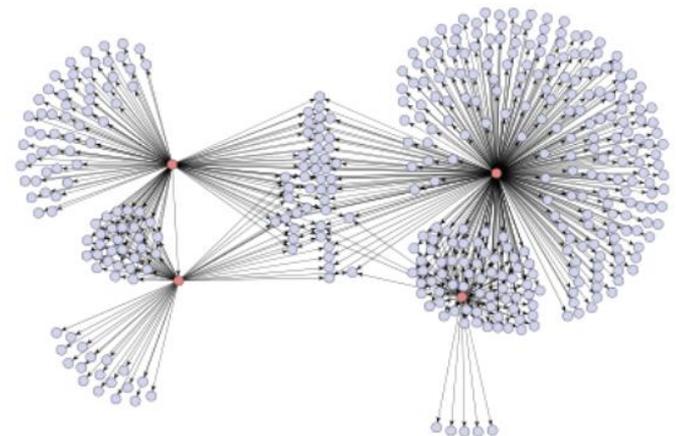
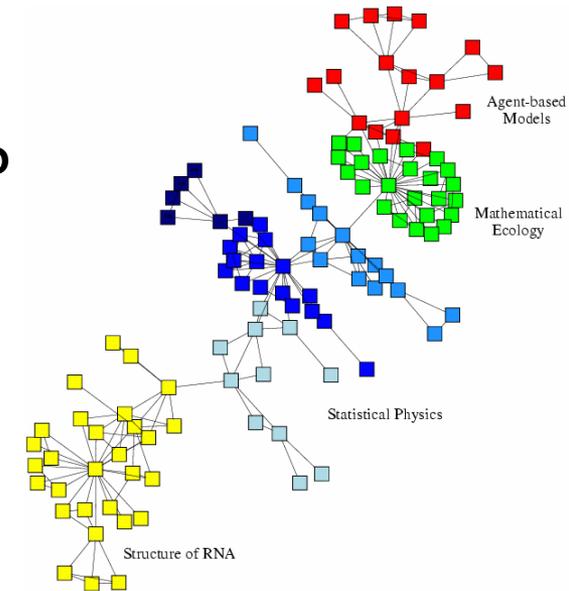
Networks: Structure & Process

■ Structure and evolution

- What is the structure of a network?
- Why and how did it become to have such structure?

■ Processes and dynamics

- Networks provide “skeleton” for spreading of information, behavior, diseases



**how do we reason
about networks?**

Reasoning About Networks

- **Empirical studies/properties**

Study network data to find organizational principles

- **Mathematical models**

Probabilistic, graph theory

- **Algorithms**

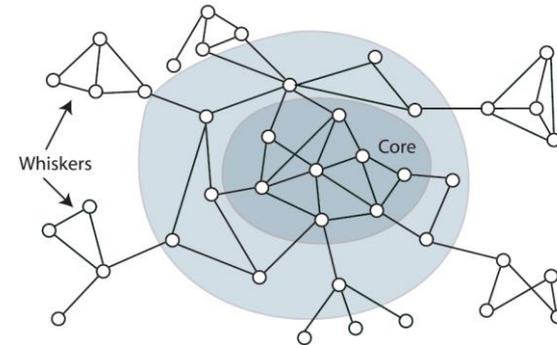
Methods for analyzing graphs, solving graph-related problems

Properties

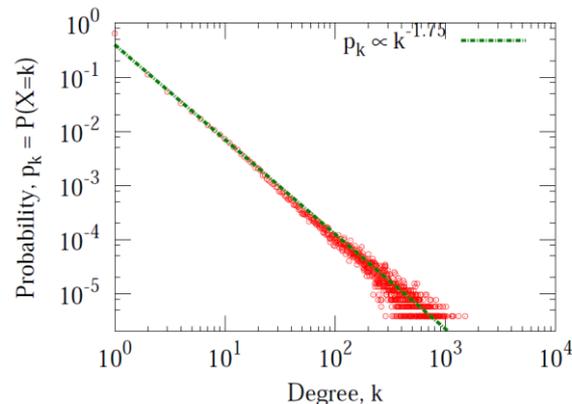
- Six degrees of separ.



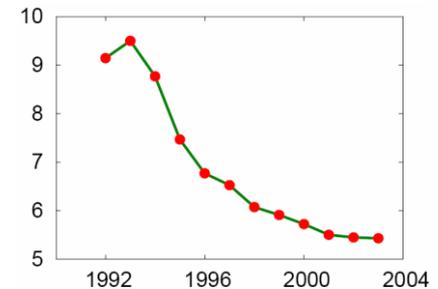
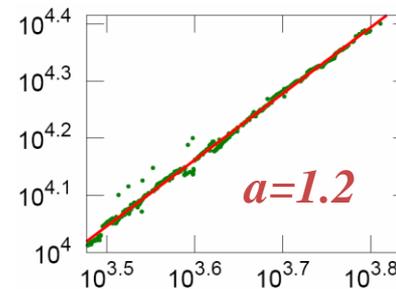
- Strength of weak ties



- Power-law degrees

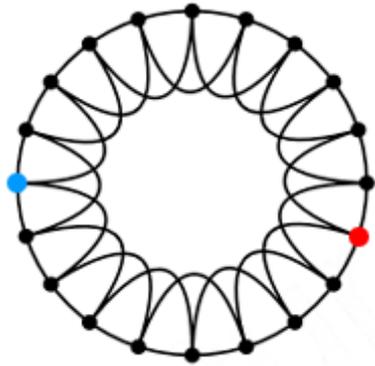


- Densif. power law,
Shrinking diameter

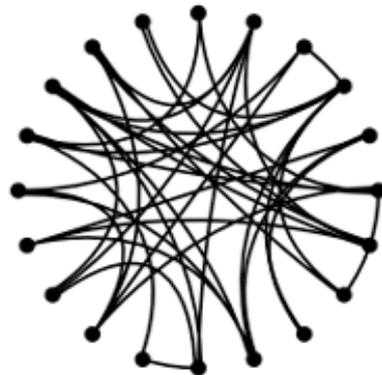


Models

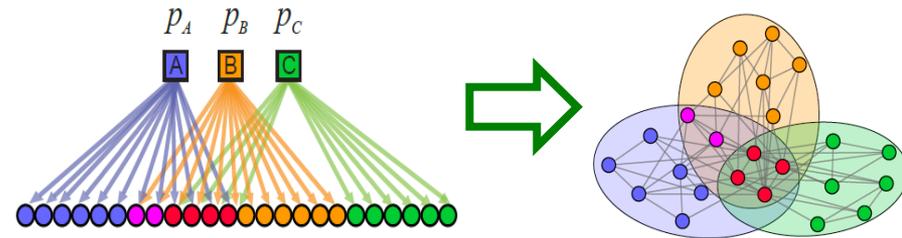
■ Erdős-Renyi model



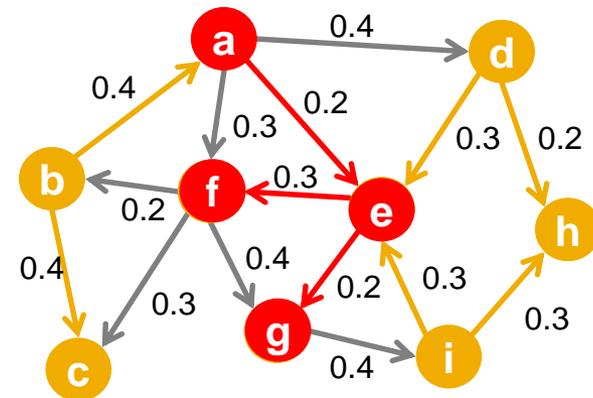
■ Small-world model



■ Community model

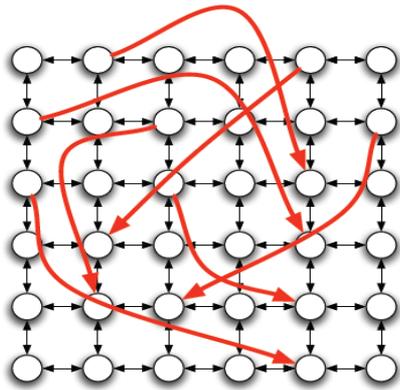


■ Cascade model

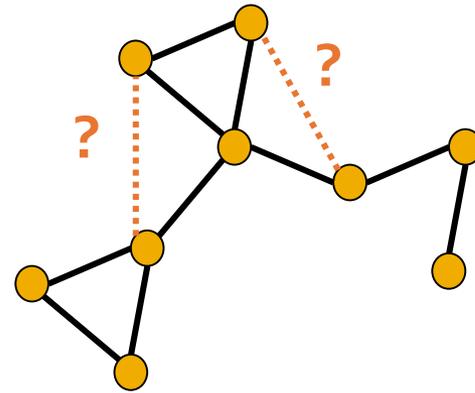


Algorithms

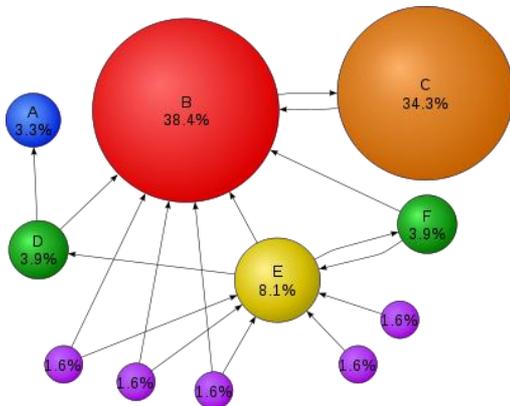
■ Decentralized search



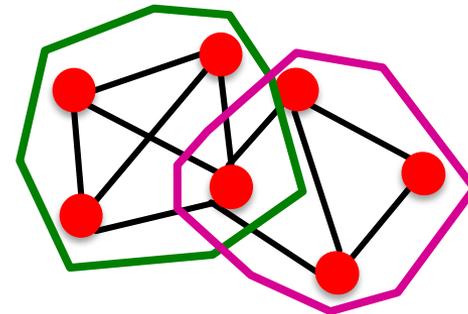
■ Link prediction



■ Link analysis



■ Community detection



Map of Superpowers

Properties

Small diameter,
Edge clustering

Scale-free

Strength of weak ties,
Core-periphery

Densification power
law,
Shrinking diameters

Information virality,
reproductive number

Models

Small-world model,
Erdős-Renyi model

Preferential
attachment, Copying
model

Community-affiliation
Graph Model

Microscopic model of
evolving networks

Independent cascade
model, Game theoretic
model, SIR

Algorithms

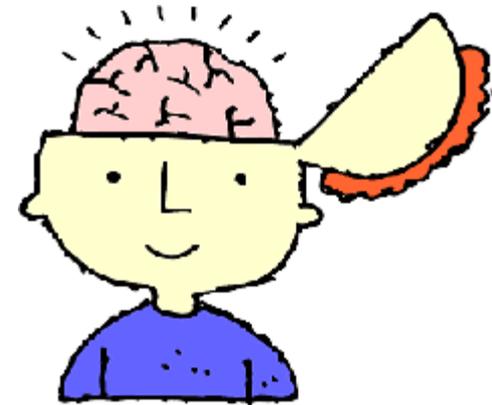
Decentralized search

PageRank, Hubs and
authorities

Community detection:
Girvan-Newman,
Modularity

Link prediction,
Supervised random
walks

Influence maximization,
Outbreak detection, LIM

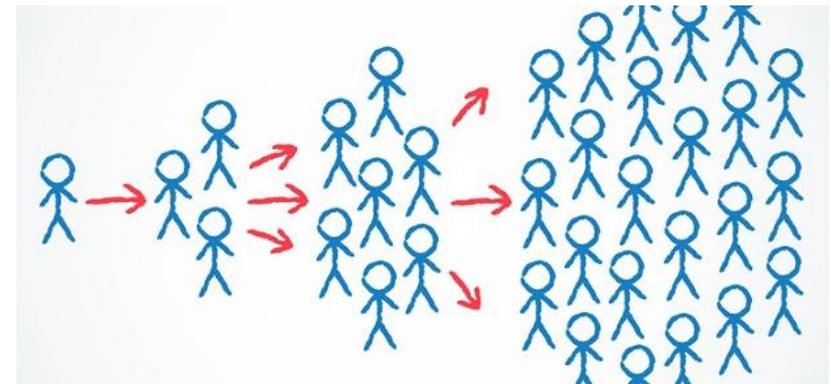


Applying Our Superpowers

- **Social media analytics**

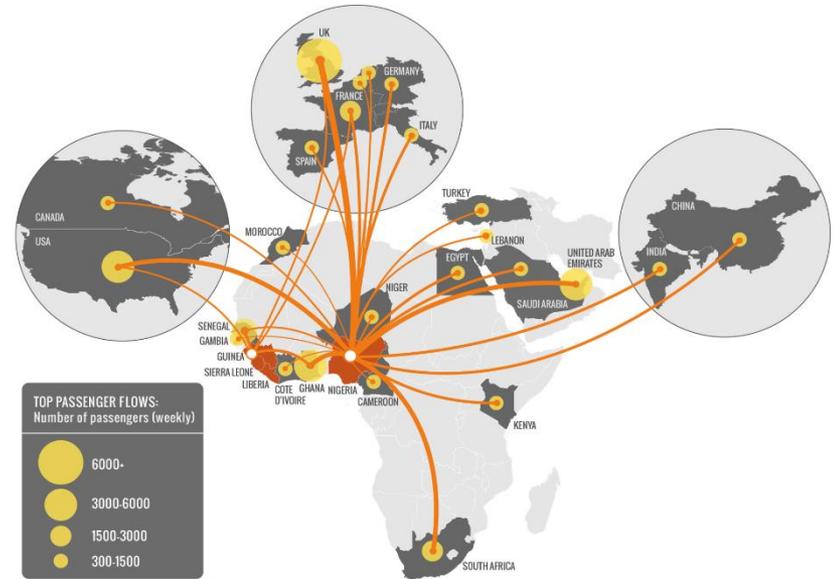


- **Viral marketing**

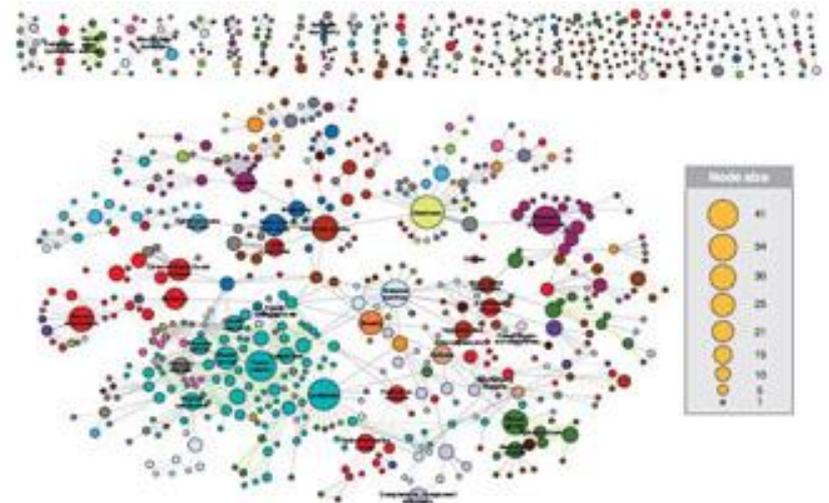


Applying Our Superpowers

- Predicting epidemics:
Ebola



- Drug design

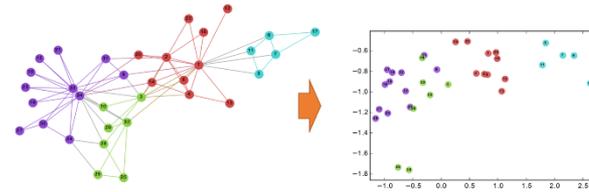


Our Research

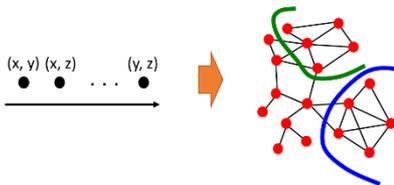
Current Research Focus



A. Trajectory Data Mining



B. Network Representation Learning



C. Streaming & Dynamic Graphs



D. Social Media Mining & Analysis



E. City Science / Urban Informatics / IoT



F. Natural Language Processing

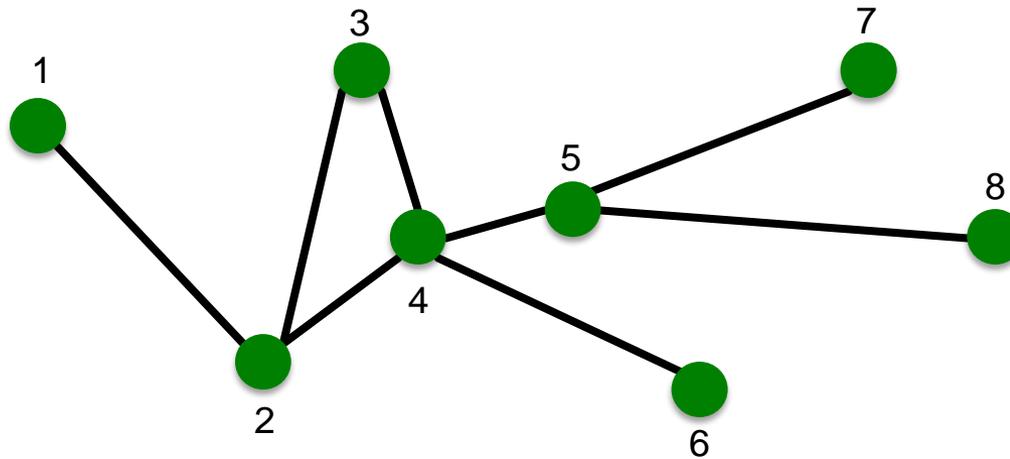
Trajectory Data Mining

Problem 1: Trajectory Network Mining

Problem 2: Group Pattern Discovery of Pedestrian Trajectories

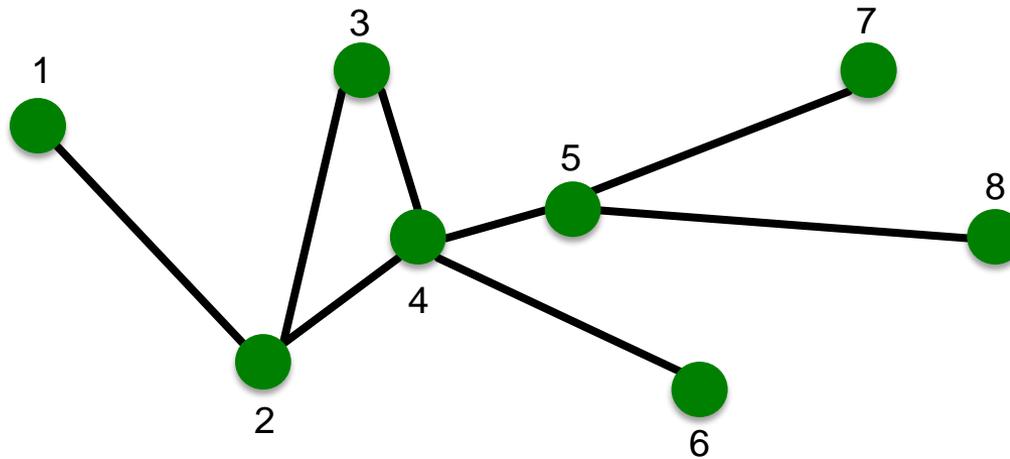
Trajectory Network Mining

Node Importance



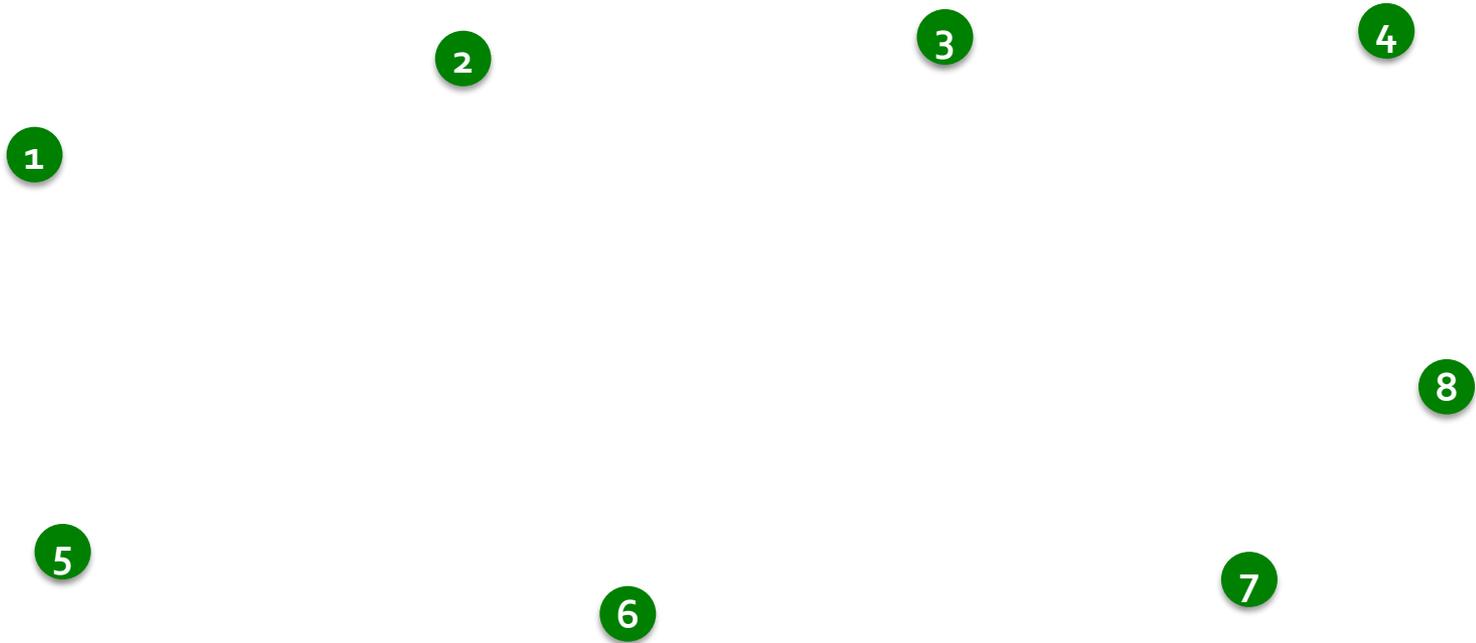
Given a **network** which
node is **more important**?

Node Importance



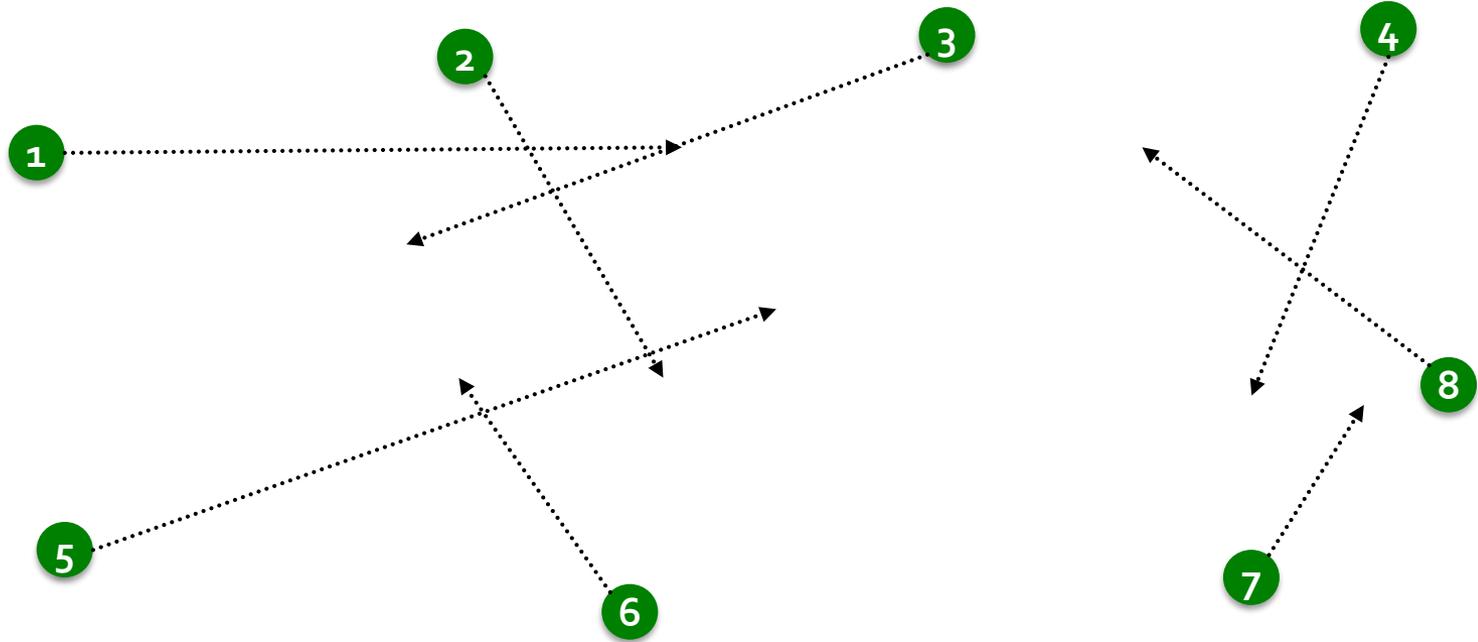
- Various notions of **node importance** (or **node centrality**)
 - **Degree centrality** (= degree of u)
 - **Betweenness centrality** (= #shortest paths passing through u)
 - **Closeness centrality** (= avg. length of shortest paths from u to all other nodes of the network)
 - **Eigenvector centrality** (= like PageRank)

Trajectories of Moving Objects



Every moving object, forms a trajectory – in **2D** it is a sequence of (x, y, t)
There are trajectories of moving **cars, people, birds, ...**

Trajectories of Moving Objects



Every moving object, forms a trajectory – in **2D** it is a sequence of (x, y, t)
There are trajectories of moving **cars, people, birds, ...**

Proximity Network at time t



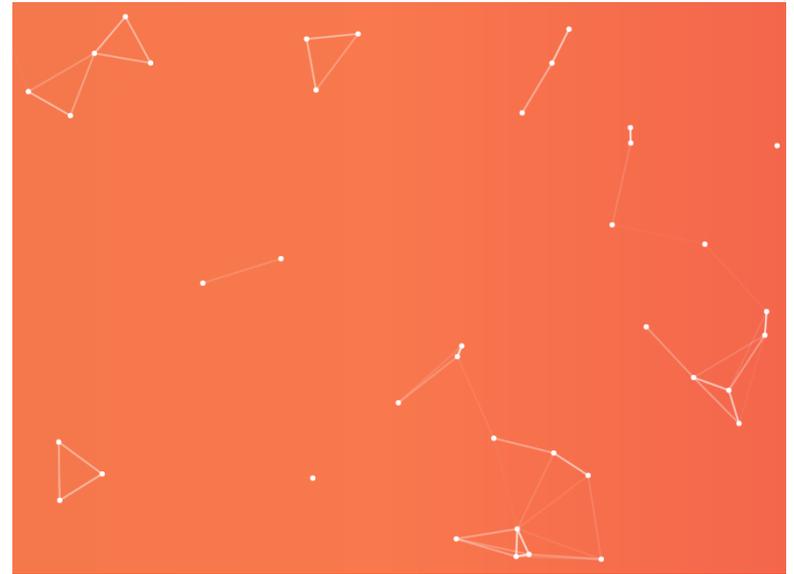
proximity threshold $\left\| \begin{array}{c} \theta \\ \hline \end{array} \right\|$

connect all nodes x, y where $\text{distance}(x, y) < \theta$

Trajectory Networks



Trajectories



Trajectory Networks

Given a **trajectory network** which node
is more important?

**what we care
about?**

Node Importance in TNs

- **Node Importance in Trajectory Networks**
 - Node degrees over time (+ durations)
 - Triangles over time (+ durations)
 - Connected components over time (+ durations)
- **Applications**
 - Rich dynamic network analytics
 - Disease spreading (influenza)
 - Security (in Vehicle-to-Vehicle communications)

**how to solve the
problem?**

Group Pattern Discovery of Pedestrian Trajectories

Pedestrian Trajectories



**what is a
group?**

**many definitions,
many algorithms**

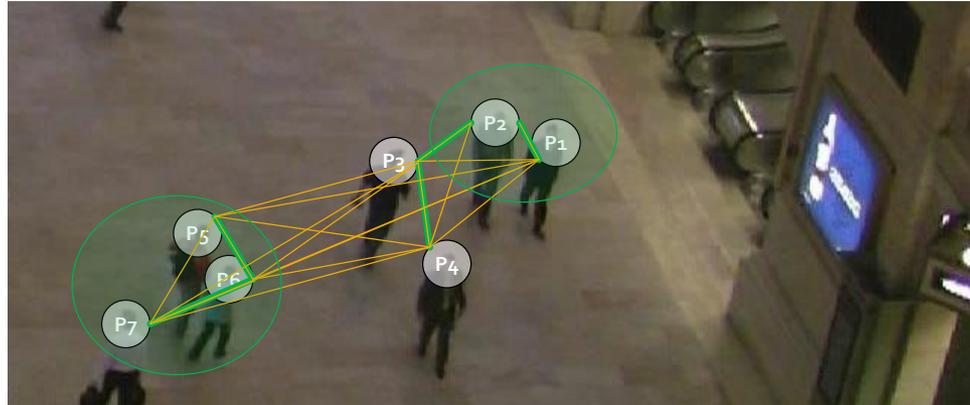
e.g., *flock, convoy, evolving-clusters, gathering-pattern, ...* [see ACM TIST Tutorial 2015]

Finding Pedestrian Groups

Local Grouping

Intuitive method

Spatial-only



proximity threshold θ

key idea

find **pairs** of pedestrians x, y where **distance**(x, y) $< \theta$

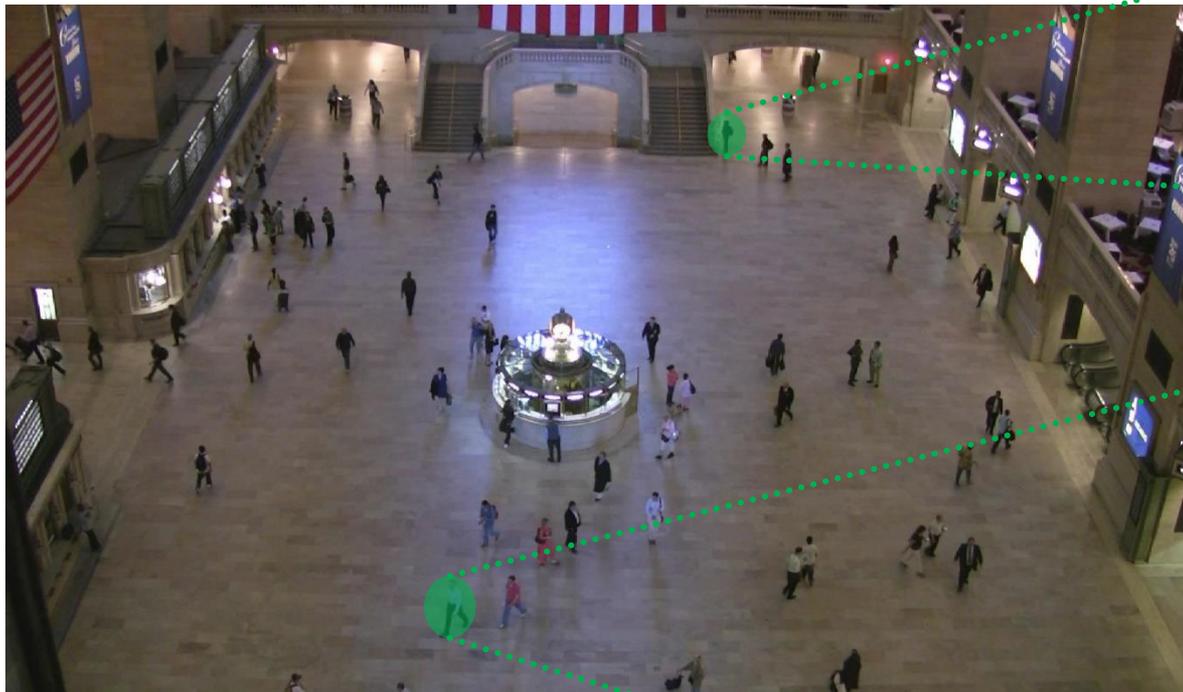
expand **pairs** to discover **groups**

Local Grouping



Challenge: Projection into Ground Plane

High perspective distortion - pedestrians closer to the camera appear larger than the ones farther away



Estimated Homography to overcome this distortion

**expand the key idea
to include the
time dimension**

Global Grouping vs. Time-window Grouping

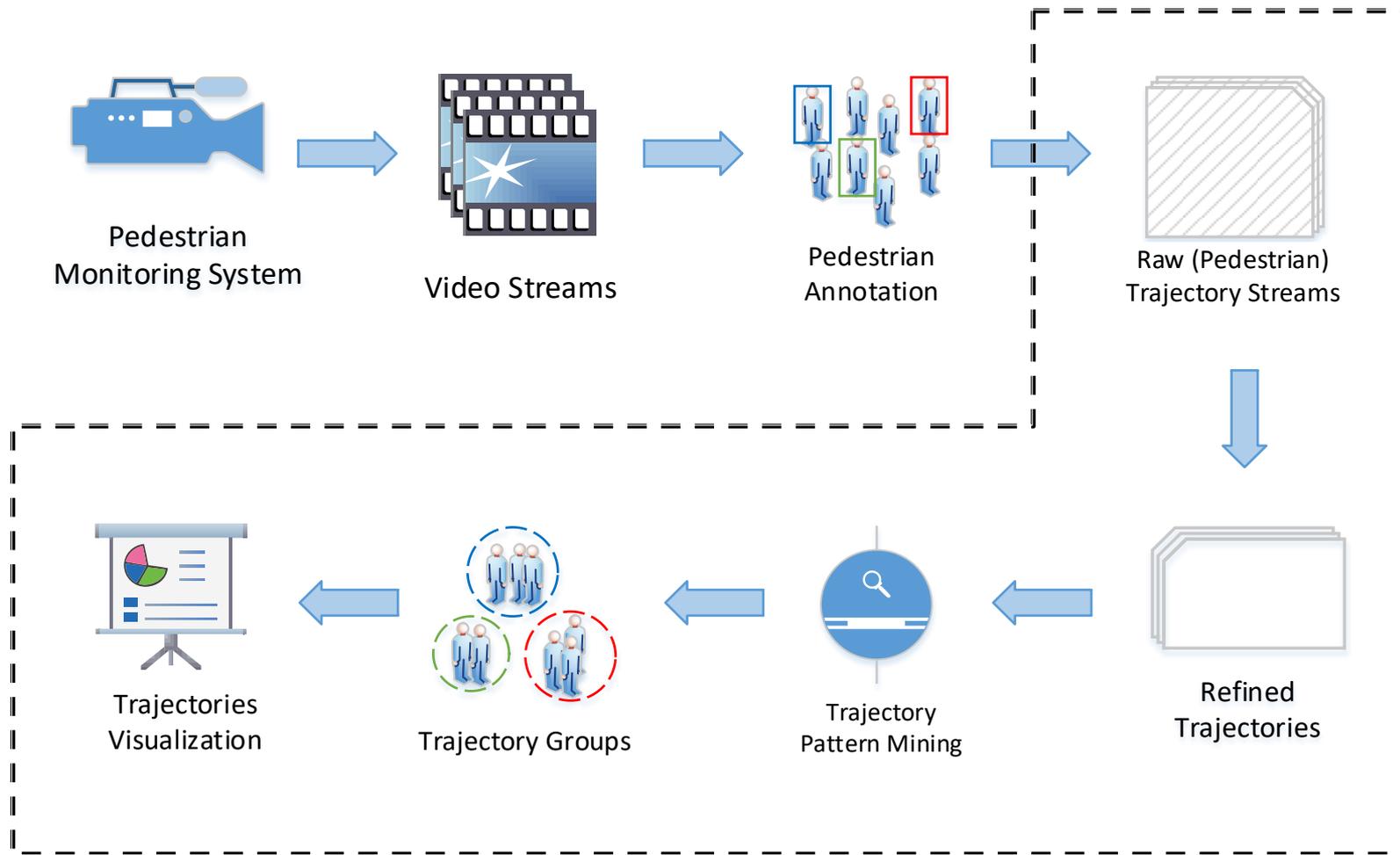


**Global
Grouping**

**Time-window
Grouping**

Trajectolizer

Trajectolizer: System Overview



Trajectolizer: Interactive Demo



descriptive statistics about the current frame

timeline slider area to navigate video frames

Video

Frame: 1
Number of pedestrians: 70
Average time pedestrians spent: 00:01:41
Pedestrians spent above the average time:

P2 178	P8 145	P10 432	P11 469
P15 154	P28 228	P29 203	P36 1322
P38 232	P45 196	P46 195	P51 722
P63 743	P65 269	P68 141	P69 243
P70 144			



Groups

Proximity distance: Min 10 Max 8

Neighbors of pedestrian 38 are:

- P:2 (w:34-41,43,45-46,53-58)
- P:41 (w:4)
- P:46 (w:34-41,47-50,60-65)
- P:65 (w:61-65)
- P:95 (w:52)
- P:108 (w:34-41,46,48-50,60,65-73)
- P:123 (w:19-68)
- P:151 (w:77,42,59,61,74)



grouping analysis

current frame with pedestrian IDs and trajectories

[Live Demo](#)

References

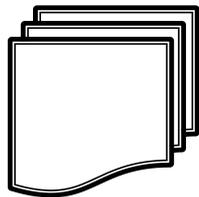
- [IEEE MDM 2018] **Tensor Methods for Group Pattern Discovery of Pedestrian Trajectories**. Abdullah Sawas, Abdullah Abuolaim, Mahmoud Afifi, **Manos Papagelis**. Proceedings of the 19th IEEE International Conference on Mobile Data Management (IEEE MDM 2018, **best paper award**)
- [IEEE MDM 2018] **Trajectolizer: Interactive Analysis and Exploration of Trajectory Group Dynamics**. Abdullah Sawas, Abdullah Abuolaim, Mahmoud Afifi, **Manos Papagelis**. Proceedings of the 19th IEEE International Conference on Mobile Data Management (IEEE MDM 2018, demo)
- [ACM TIST Tutorial 2015] Zheng, Y. (2015). **Trajectory data mining: an overview**. ACM Transactions on Intelligent Systems and Technology (TIST), 6(3), 29.

Back to Our Long-term Goal

end-to-end graph analytics

End-to-end Graph Analytics

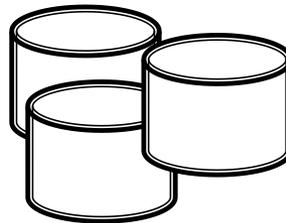
Unstructured
Data



extract



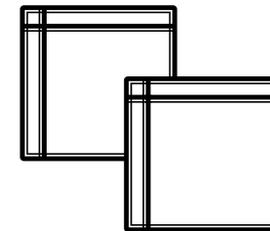
Structured
Data



identify



Entities/
Relationships

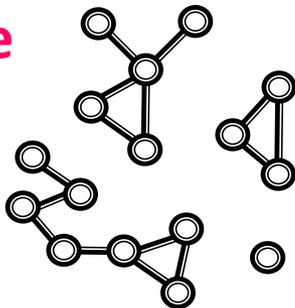


define



Graphs/
Networks

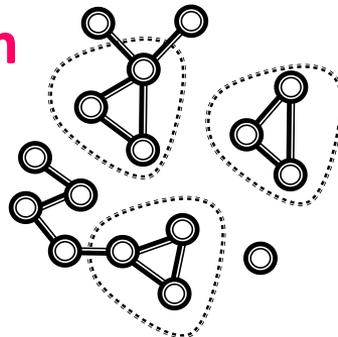
define



perform



Graph
Analytics



use in

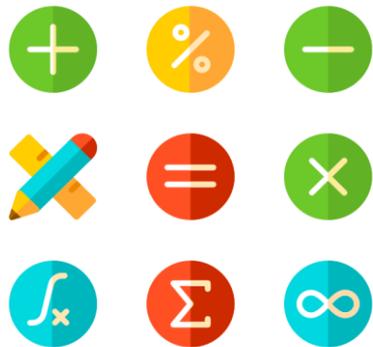


Applications/
Decision Making

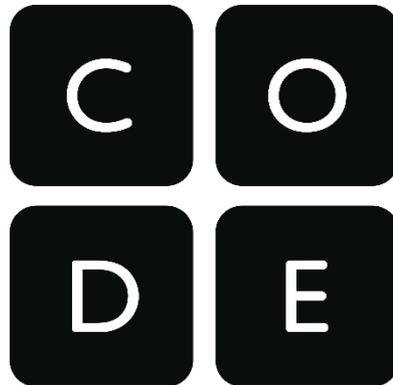


Working with Us

What We are Looking For?



(solid)
Math & Stat



(solid)
Programming



(interest in)
Data Mining & ML

Thanks!

Questions?

About you?

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