





































分冗余删除, SF 策略需要进一步调整社区结构, 而 OTF 策略在搜索过程中过滤掉禁止节点, 从而避免了另两种策略在效率上的不足.

图 12 展示了 4 种不同方法在 Football 和 DBLP 数据集上所得社区结果的  $F1$ -measure. 在每次单项条件社区搜索的具体实验中, 要求其搜索条件中的必要节点来自同一实际社区, 同时禁止节点来自该社区外. 这样就可以根据数据集附带的真实社区结果计算  $F1$ -measure. 从图 12(a) 和图 12(b) 可以看出: 无论是 Football 还是 DBLP 数据集, 3 种不同策略下“社区搜索+过滤”方法得到的  $F1$ -measure 都基本相同. 这表明给定符合真实社区分布的搜索条件, 这 3 种策略都能找到相同准确程度的社区结果. WLP 方法得到的社区搜索结果在多数搜索条件下有更好的准确性, 在少数条件下准确性不如其他方法, 如图 12(a) 的 ii 和图 12(b) 的 i, iii 和 iv, 但是相对差异并不明显. 这是由于 WLP 方法的结果受到禁止节点的影响, 从而产生波动. 例如: 当禁止节点离真实社区较近时, WLP 方法一般会得到比真实社区更小的社区. 这是因为在真实社区内部, 有部分与禁止节点相连的节点会被阈值过滤排除在外. 这实际上是为使社区内成员与必要节点更接近而付出的必要开销.

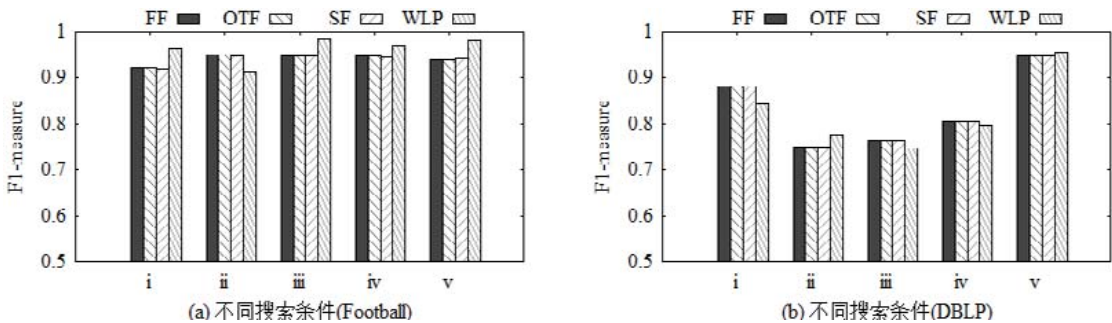


Fig.12  $F1$ -measure of different singleconditional community search methods

图 12 不同单项条件社区搜索方法的  $F1$ -measure 对比

图 13 对比了通过不同方法所得结果社区的局部模块度  $Q_l$ , 其中, 图 13(b) 的搜索条件中, 禁止节点和必要节点来自同一社区, 即搜索条件和数据集提供的真实结果有冲突, 而图 13(a) 则不存在这样的冲突. 在有冲突的情形下, 容易发现: 在“社区搜索+过滤”方法的 3 种不同策略中, SF 所得结果对应的  $Q_l$  较低, 而 FF 和 OTF 的  $Q_l$  相对较高. 这是因为图中显示的  $Q_l$  为多次实验的均值, 在搜索条件存在冲突的情形下, SF 在调整社区结构时可能无法得到社区结果, 此时的  $Q_l$  被记为 0, 从而导致 SF 的平均  $Q_l$  降低. 在搜索条件不存在冲突时, 这 3 种策略所得社区结果具有相同紧密程度. 通过 WLP 方法得到的社区, 在紧密程度上由于受禁止节点的影响存在较大波动. 此外, 图 12 和图 13 的结果也能验证定理 2, 即, 应用 FF 策略和 OTF 策略的 FindCore 算法得到的结果是相同的.

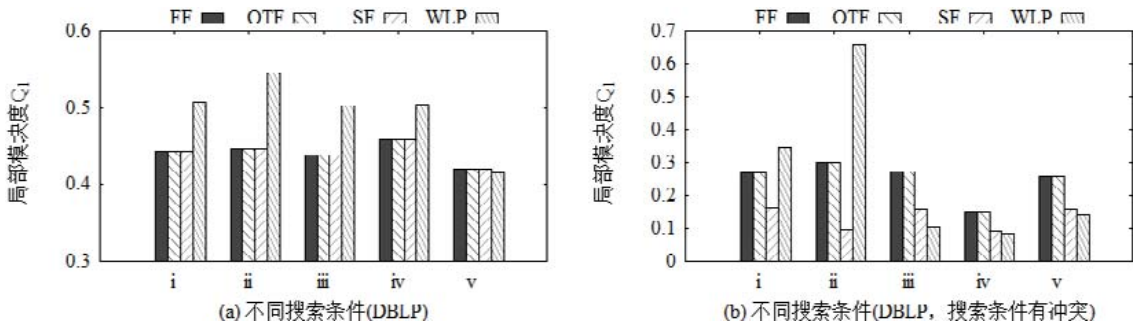


Fig.13  $Q_l$  of singleconditional community search methods

图 13 不同单项条件社区搜索方法的  $Q_l$  对比

图 14 展示了不同方法所得结果社区的 ASD-ratio. 显然, WLP 方法在两个数据集和不同的搜索条件下都具

有最小的 ASD-ratio.这表明 WLP 方法能够充分考虑必要节点和禁止节点的影响,得到社区成员与必要节点更接近的社区.

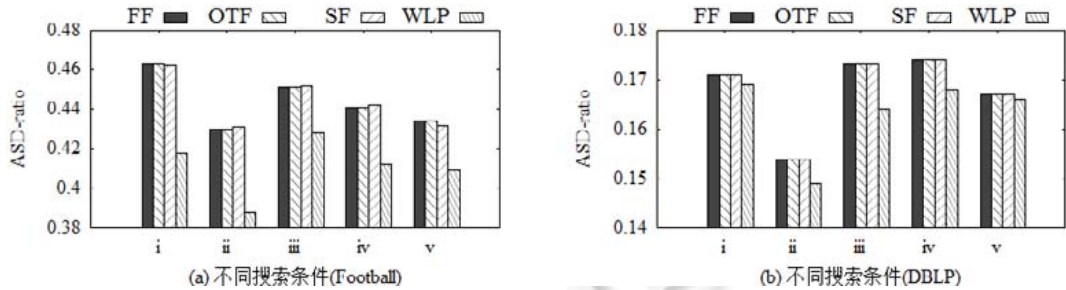


Fig.14 ASD-ratio of different singleconditional community search methods

图 14 不同单项条件社区搜索方法的 ASD-ratio 对比

上述实验结果表明:采用 FF 和 OTF 策略的“社区搜索+过滤”方法可以有效处理 CCS,使用 OTF 策略则可略提升效率,WLP 方法尽管需要更多的时间开销,所得社区在准确性和紧密程度上存在波动,但是其结果能够体现出社区内成员对于必要节点的倾向性,排除与禁止节点相近的节点,使社区内成员与必要节点更接近,且在 ASD-ratio 上最优,具有较高的应用价值.

## 5 结束语

条件社区搜索问题是在传统的社区搜索问题基础上,结合实际需求提出的新问题,它包含了现有社区搜索问题,并且考虑了特定节点能否存在于社区中等复杂条件约束.

本文给出了 CCS 的形式化定义,并使用布尔表达式表示搜索条件.在此基础上,本文提出了解决 CCS 的通用框架,将 CCS 分解为多个 SCCS 来处理,并通过简化搜索条件对通用框架进行了优化.对于 SCCS,本文提出了“社区搜索+过滤”的方法(包括 FF,OTF 和 SF 这 3 种策略)和基于标签传播给点加权的 WLP 方法.通过在 4 个真实数据集上的大量实验,比较了这些方法的时间开销和社区结果.实验结果表明,使用 OTF 策略的“社区搜索+过滤”方法在时间开销和社区结果上具有优势.如果考虑用户在使用条件社区搜索时让社区成员远离禁止节点的需求,那么 WLP 方法能够充分考虑必要节点和禁止节点的影响,找到社区内成员与必要节点更接近的社区结果.

条件社区搜索的研究尚处在探索阶段,后续会考虑向 CCS 中引入更多类型的社区定义.对于 SCCS,希望找到一种新的社区搜索算法,使得社区结构在准确性和紧密程度上达到最优的同时也能考虑必要节点和禁止节点的影响.

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单俊超(1994-),男,浙江上虞人,博士生,主要研究领域为社会网络,社区发现,社区搜索.



王朝坤(1976-),男,博士,副教授,博士生导师,CCF专业会员,主要研究领域为图数据管理,社会网络,大数据系统.