

# Efficient Maximum $k$ -Defective Clique Computation with Improved Time Complexity

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# Graphs are Everywhere

- ▶ A graph  $G = (V, E)$  consists of a set  $V$  of vertices and a set  $E$  of edges



Figure: Social networks



Figure: Web graphs

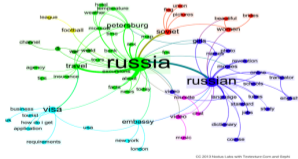


Figure: Graph of texts



Figure: Internet of things

## Real Graphs are usually Globally Sparse but Locally Dense

- ▶ The entire graph is sparse, but there are groups of vertices with high concentration of edges within them.

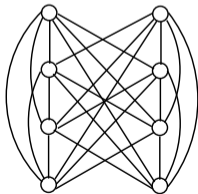
Graphs	$n$	$m$	$d_{avg}(G)$	$d_{max}(G)$	$\omega(G)$
as-Skitter	1,694,616	11,094,209	13.09	35,455	67
soc-LiveJournal1	4,843,953	42,845,684	17.69	20,333	321
uk-2005	39,252,879	781,439,892	39.82	1,776,858	589
it-2004	41,290,577	1,027,474,895	49.77	1,326,744	3,222

Table: Statistics of some real graphs ( $\omega(G)$  is the clique number of  $G$ )

- ▶ Finding dense subgraphs is a fundamental problem with many applications.
  - community detection in social networks
  - anomaly detection in financial networks
  - protein complexes detection in biological networks
  - ...

## $k$ -Defective Clique

- ▶ The clique model, requiring all vertices to be connected to each other, represents the most dense subgraph model.
  - Clique-related problems have been extensively studied.
  - E.g., enumerate all maximal cliques, find a maximum clique.
- ▶ However, the clique model is often too restrictive for applications
  - Various clique relaxations have been formulated in the literature, such as quasi-clique,  $k$ -plex,  $k$ -club, and  $k$ -defective clique.
- ▶  $k$ -defective clique allows the subgraph to miss up-to  $k$  edges (in total)
  - For the example graph below, the maximum clique size is 4, while the maximum  $k$ -defective clique size for any  $k \leq 4$  is  $4 + k$ .



## State of the Art of Maximum $k$ -Defective Clique Computation

- ▶ It is NP-hard to compute the maximum (vertex)  $k$ -defective clique
- ▶ The state-of-the-art time complexity is achieved by the MADEC<sup>+</sup> algorithm proposed in<sup>1</sup>, which runs in  $\mathcal{O}^*(\sigma_k^n)$  time.
  - $\sigma_k < 2$  is the largest real root of the equation  $x^{2k+3} - 2x^{2k+2} + 1 = 0$ .
- ▶ KDBB proposed in<sup>2</sup> is practically faster than MADEC<sup>+</sup>
  - KDBB is still inefficient in practice.
  - The time complexity of KDBB is the trivial  $\mathcal{O}^*(2^n)$ .

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<sup>1</sup>Xiaoyu Chen et al. "Computing maximum  $k$ -defective cliques in massive graphs". In: *Comput. Oper. Res.* 127 (2021), p. 105131.

<sup>2</sup>Jian Gao et al. "An Exact Algorithm with New Upper Bounds for the Maximum  $k$ -Defective Clique Problem in Massive Sparse Graphs". In: *Proc. of AAAI'22*. 2022, pp. 10174–10183.

## Our Contribution: Improve the Time Complexity

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### Algorithm 1: $kDC(G, k)$

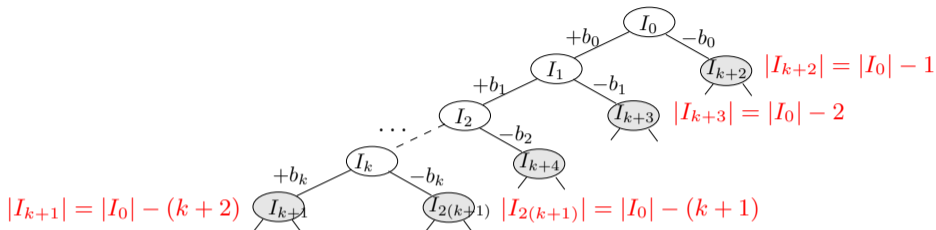
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- 1  $C^* \leftarrow \emptyset$ ;
  - 2  $\text{Branch\&Bound}(G, \emptyset)$ ;
  - 3 **return**  $C^*$ ;
- Procedure**  $\text{Branch\&Bound}(g, S)$
- 4  $(g', S') \leftarrow$  apply reduction rules **RR1** and **RR2** to  $(g, S)$ ;
  - 5 **if**  $g'$  is a  $k$ -defective clique **then** update  $C^*$  by  $V(g')$  and **return**;
  - 6  $b \leftarrow$  a vertex of  $V(g') \setminus S'$  that has **at least one non-neighbor** in  $S'$ ; /\* If no such vertex,  $b$  is an arbitrary vertex of  $V(g') \setminus S'$  \*/;
  - 7  $\text{Branch\&Bound}(g', S' \cup b)$ ; /\* Left branch includes  $b$  \*/;
  - 8  $\text{Branch\&Bound}(g' \setminus b, S')$ ; /\* Right branch excludes  $b$  \*/;
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**RR1.** Given an instance  $(g, S)$ , for a vertex  $u \in V(g) \setminus S$  satisfying  $|\overline{E}(S \cup u)| > k$ , we remove  $u$  from  $g$ .

**RR2.** Given an instance  $(g, S)$ , for a vertex  $u \in V(g) \setminus S$  satisfying  $|\overline{E}(S \cup u)| \leq k$  and  $d_g(u) \geq |V(g)| - 2$ , we greedily add  $u$  to  $S$ .

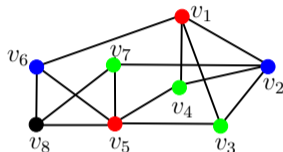
## Our Contribution: Improve the Time Complexity



- ▶  $I = (g, S)$  and  $|I| = |V(g) \setminus S|$ .
- ▶ After exhaustively applying **RR1** and **RR2**, the resulting instance  $(g, S)$  satisfies the condition that **all vertices of  $V(g) \setminus S$  have at least two non-neighbors in  $g$ .**
- ▶ Thus, there exists a sequence of vertices  $\{b_0, \dots, b_{k-1}, b_k\}$  such that after adding them to  $S$ , we can remove at least one vertex by **RR1**.
- ▶ The time complexity is  $\mathcal{O}^*(\gamma_k^n)$  where  $\gamma_k$  is the largest real root of  $x^{|I|} = x^{|I|-1} + \dots + x^{|I|-(k+1)} + x^{|I|-(k+2)}$ , equivalent to  $x^{k+3} - 2x^{k+2} + 1 = 0$ .

## Our Contribution: Improve the Practical Performance

- ▶ A coloring of a graph is assigning each vertex a color such that for every edge in the graph, its two end-points have different colors.



- ▶ Given an instance  $(g, S)$  and a coloring of  $V(g) \setminus S$  with  $c$  colors  $\{1, \dots, c\}$ , let  $\pi_1, \pi_2, \dots, \pi_c$  be the partitioning of  $V(g) \setminus S$  based on their colors.
  - Each  $\pi_i$  consists of all vertices with color  $i$  and thus is an independent set.
- ▶ The existing graph coloring-based upper bound is

$$|S| + \sum_{i=1}^c \min \left( \left\lfloor \frac{1 + \sqrt{8k+1}}{2} \right\rfloor, |\pi_i| \right)$$

- An independent set with  $> \lfloor \frac{1 + \sqrt{8k+1}}{2} \rfloor$  vertices will induce  $> k$  missing edges



## Our Contribution: Improve the Practical Performance

- ▶ Drawbacks of the existing upper bound  $|S| + \sum_{i=1}^c \min \left( \left\lfloor \frac{1+\sqrt{8k+1}}{2} \right\rfloor, |\pi_i| \right)$ 
  - It considers  $\pi_1, \dots, \pi_c$  independently, includes much more vertices than necessary.
    - ▶ Suppose  $|\pi_i| \geq \left\lfloor \frac{1+\sqrt{8k+1}}{2} \right\rfloor, \forall 1 \leq i \leq c$ , then the upper bound is  $|S| + c \cdot \left\lfloor \frac{1+\sqrt{8k+1}}{2} \right\rfloor$ .
    - ▶ But obviously  $|S| + c + k$  is a much smaller upper bound (e.g., when  $c$  is large)
  - It does not consider the non-edges in  $S$ , and the non-edges between  $S$  and  $V(g) \setminus S$ .
- ▶ Our upper bound
  - For each  $\pi_i$ , sort its vertices into non-decreasing order regarding  $|\overline{N}_S(\cdot)|$ , and define the weight of the  $j$ -th vertex in the sorted order, denoted  $v_{i_j}$ , to be  $w(v_{i_j}) = |\overline{N}_S(v_{i_j})| + j - 1$ , where the index  $j$  starts from 1.
  - Let  $v_1, v_2, \dots$ , be an ordering of  $V(g) \setminus S$  in non-decreasing order regarding their weights  $w(\cdot)$ .
  - The maximum  $k$ -defective clique in the instance  $(g, S)$  is of size at most  $|S|$  plus the largest  $i$  such that  $|\overline{E}(S)| + \sum_{j=1}^i w(v_j) \leq k$ .
- ▶ We also propose two reduction rules for practical performance. See our paper.

## Performance Study

	Real-world graphs			Facebook graphs			DIMACS10&SNAP		
	kDC	KDBB	MADEC <sub>p</sub> <sup>+</sup>	kDC	KDBB	MADEC <sub>p</sub> <sup>+</sup>	kDC	KDBB	MADEC <sub>p</sub> <sup>+</sup>
$k = 1$	<b>133</b>	117	115	<b>114</b>	110	110	<b>37</b>	36	36
$k = 3$	<b>130</b>	107	94	<b>114</b>	110	104	<b>37</b>	35	31
$k = 5$	<b>127</b>	104	81	<b>114</b>	108	78	<b>37</b>	34	28
$k = 10$	<b>119</b>	85	36	<b>111</b>	109	9	<b>36</b>	30	15
$k = 15$	<b>110</b>	68	26	101	<b>103</b>	0	<b>29</b>	25	10
$k = 20$	<b>104</b>	56	20	<b>88</b>	80	0	<b>27</b>	22	6

**Table:** Number of solved instances by the algorithms kDC, KDBB and MADEC<sub>p</sub><sup>+</sup> with a time limit of 3 hours (best performers are highlighted in bold)

- ▶ The **real-world graphs** collection contains **139** real-world graphs from the Network Data Repository with up to  $5.87 \times 10^7$  vertices and  $1.06 \times 10^8$  undirected edges.
- ▶ The **Facebook graphs** collection contains **114** Facebook social networks from the Network Data Repository with up to  $5.92 \times 10^7$  vertices and  $9.25 \times 10^7$  undirected edges.
- ▶ The **DIMACS10&SNAP graphs** collection contains **37** graphs with up to  $1.04 \times 10^6$  vertices and  $6.89 \times 10^6$  undirected edges.

## Performance Study

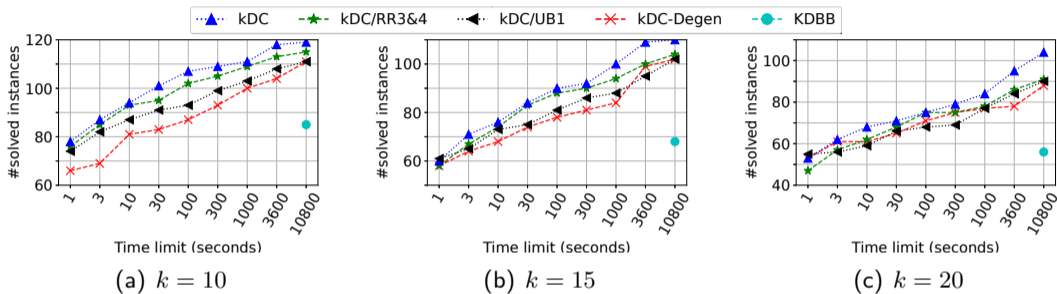


Figure: Number of solved instances for real-world graphs (vary time limit)

- ▶ kDC/UB1 is kDC without our new upper bound.
- ▶ kDC/RR3&4 is kDC without our new practical reduction rules.
- ▶ kDC-Degen: kDC with the initial solution computed by Degen.

## Conclusion

- ▶ We improved the time complexity of maximum  $k$ -defective clique computation from  $\mathcal{O}^*(\gamma_{2k}^n)$  to  $\mathcal{O}^*(\gamma_k^n)$ .
- ▶ We also significantly improved the practical performance.
- ▶ The source code is available at <https://lijunchang.github.io/Maximum-kDC/>
  
- ▶ We recently further improved the time complexity to  $\mathcal{O}^*(\gamma_{k-1}^n)$  in<sup>3</sup>

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<sup>3</sup>Lijun Chang. "Maximum Defective Clique Computation: Improved Time Complexities and Practical Performance". In: *CoRR* abs/2403.07561 (2024). arXiv: 2403.07561.