

Online Social Networks and Media

Team Formation in Social Networks

Thanks to Evimari Terzi

ALGORITHMS FOR TEAM FORMATION

Team-formation problems

- ▶ Given a **task** and a set of **experts** (organized in a **network**) find the subset of experts that can **effectively** perform the task
- ▶ **Task**: set of required skills and potentially a budget
- ▶ **Expert**: has a set of skills and potentially a price
- ▶ **Network**: represents strength of relationships



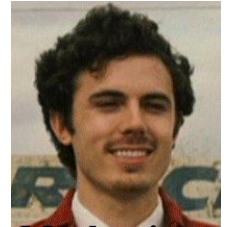
Insider



Security expert



Electronics expert



Mechanic



Pick-pocket thief



Organizer



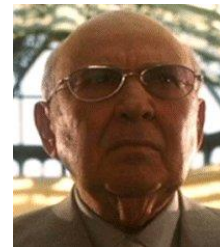
Co-organizer



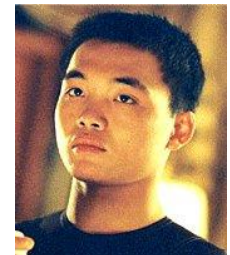
Mechanic



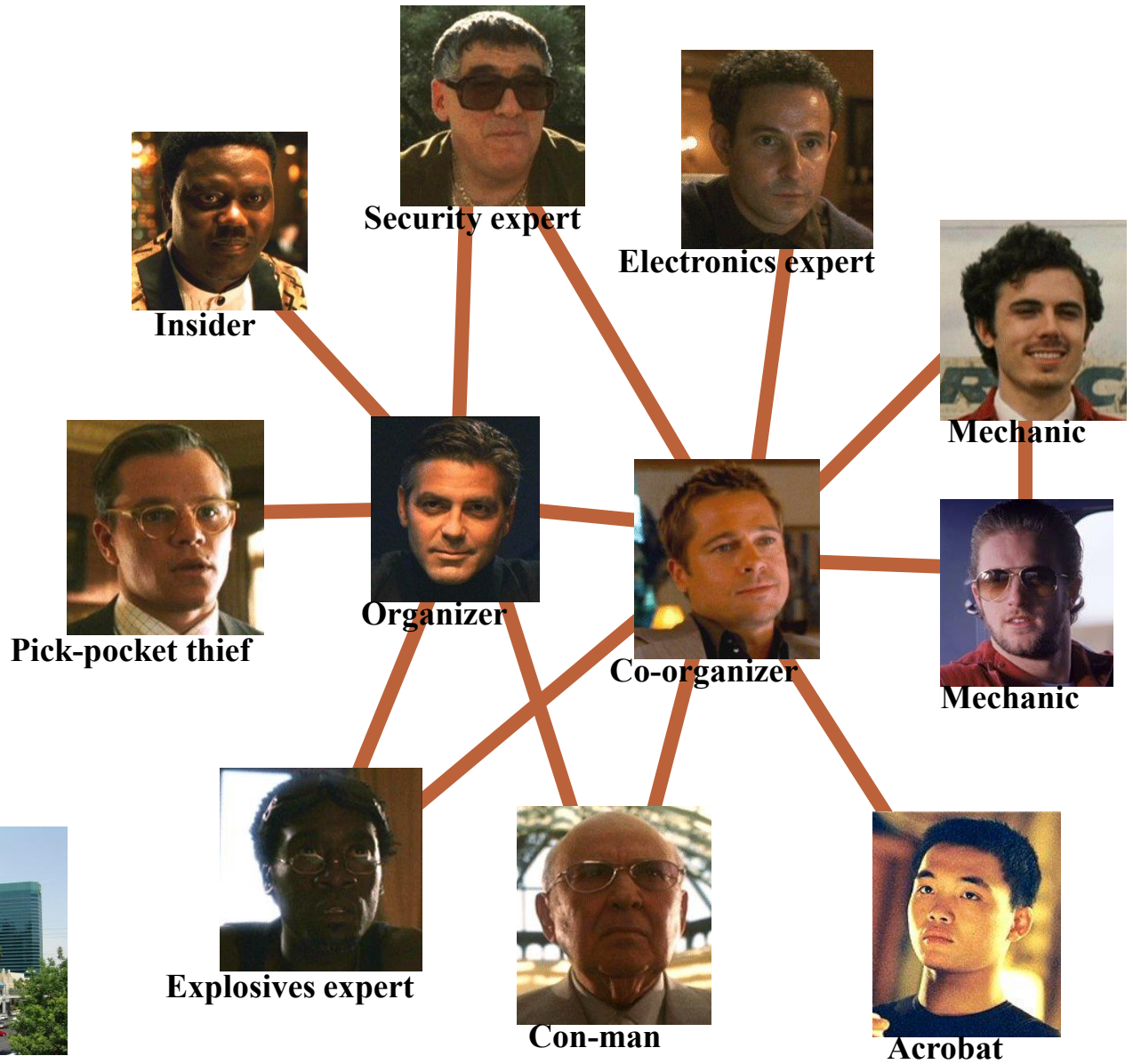
Explosives expert



Con-man



Acrobat



Applications

- ▶ Collaboration networks (e.g., scientists, actors)
- ▶ Organizational structure of companies
- ▶ LinkedIn, UpWork, FreeLance
- ▶ Geographical (map) of experts

Simple Team formation Problem

- Input:
 - A **task** T , consisting of a set of skills
 - A **set of candidate experts** each having a **subset of skills**

$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$

A lice {algorithms}	B ob {python}	C ynthia {graphics, java}	D avid {graphics}	E leanor {graphics, java, python}
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- **Problem:** Given a **task** and a **set of experts**, find the smallest subset (**team**) of experts that together have all the required skills for the task

Set Cover

- The Set Cover problem:
 - We have a universe of elements $U = \{x_1, \dots, x_N\}$
 - We have a collection of subsets of U , $S = \{S_1, \dots, S_n\}$, such that $\bigcup_i S_i = U$
 - We want to find the smallest sub-collection $C \subseteq S$ of S , such that $\bigcup_{S_i \in C} S_i = U$
 - The sets in C cover the elements of U

Coverage

- The Simple Team Formation Problem is a just an instance of the **Set Cover** problem
 - **Universe** U of elements = Set of all **skills**
 - Collection S of **subsets** = The set of **experts** and the subset of skills they possess.

$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$

Alice

{algorithms}

Bob

{python}

Cynthia

{graphics, java}

David

{graphics}

Eleanor

{graphics, java, python}

Complexity

- The **Set Cover** problem are **NP-complete**
 - What does this mean?
 - Why do we care?
- There is no algorithm that can guarantee finding the best solution in polynomial time
 - Can we find an algorithm that can guarantee to find a solution that is **close** to the optimal?
 - **Approximation Algorithms.**

A simple approximation ratio for set cover

- Any algorithm for set cover has approximation ratio $\alpha = |S_{max}|$, where S_{max} is the set in \mathcal{S} with the largest cardinality
- Proof:
 - $OPT(X) \geq N/|S_{max}| \Rightarrow N \leq |S_{max}|OPT(X)$
 - $ALG(X) \leq N \leq |S_{max}|OPT(X)$
- This is true for any algorithm.
- Not a good bound since it may be that $|S_{max}| = O(N)$

An algorithm for Set Cover

- What is the most natural algorithm for Set Cover?
- **Greedy**: each time add to the collection \mathcal{C} the set S_i from \mathcal{S} that covers the most of the **remaining uncovered** elements.

The GREEDY algorithm

GREEDY(U,S)

$X = U$

$C = \{\}$

while X is not empty do

For all $S_i \in S$ let $\text{gain}(S_i) = |S_i \cap X|$

Let S_* be such that $\text{gain}(S_*)$ is maximum

$C = C \cup \{S_*\}$

$X = X \setminus S_*$

$S = S \setminus S_*$

The number of elements covered by S_i not already covered by C .

Greedy is not always optimal

Alice

C, C++, Unix

Eleanor

Python, Joomla

Required Skills

C, C++, Unix, php, Java, Python, Joomla

Bob

C++, Unix, Java

David

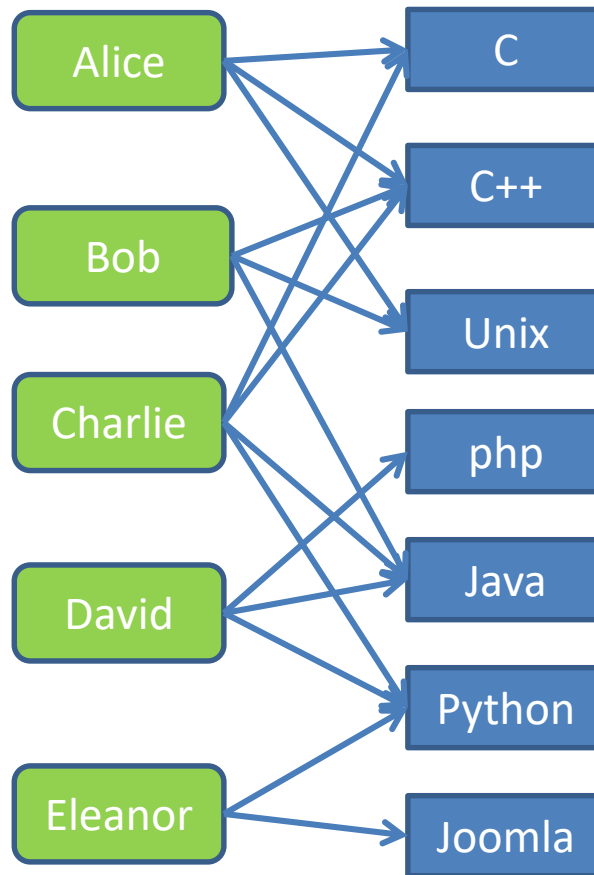
php, Java, Python

Charlie

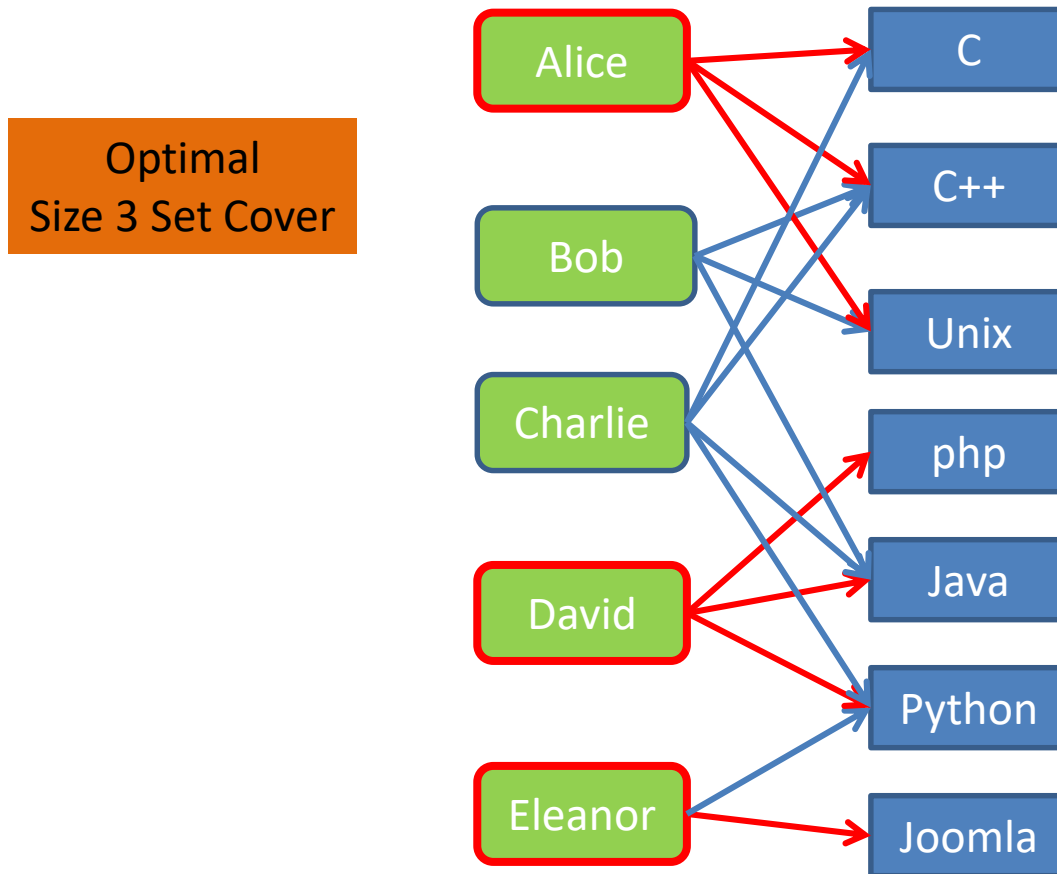
C, C++, Java, Python

Greedy is not always optimal

A different representation

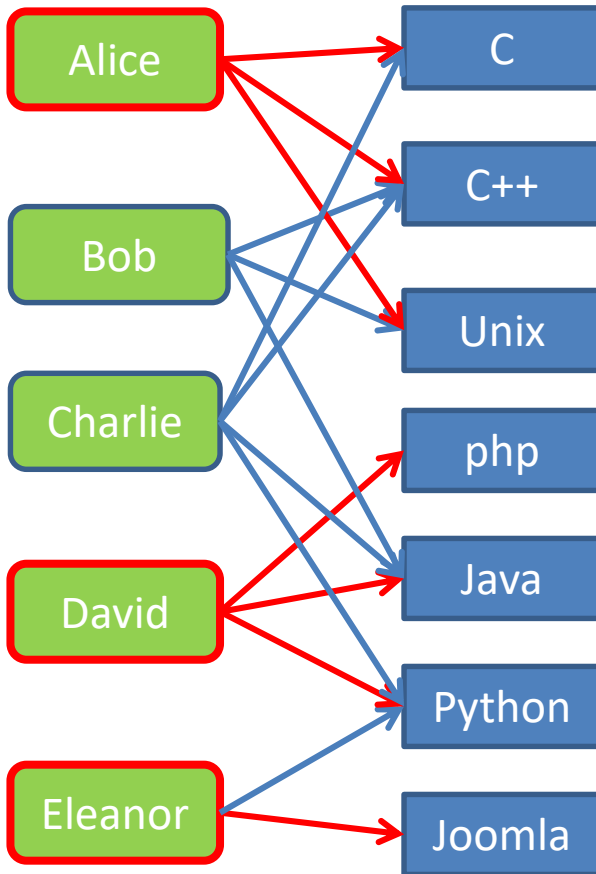


Greedy is not always optimal

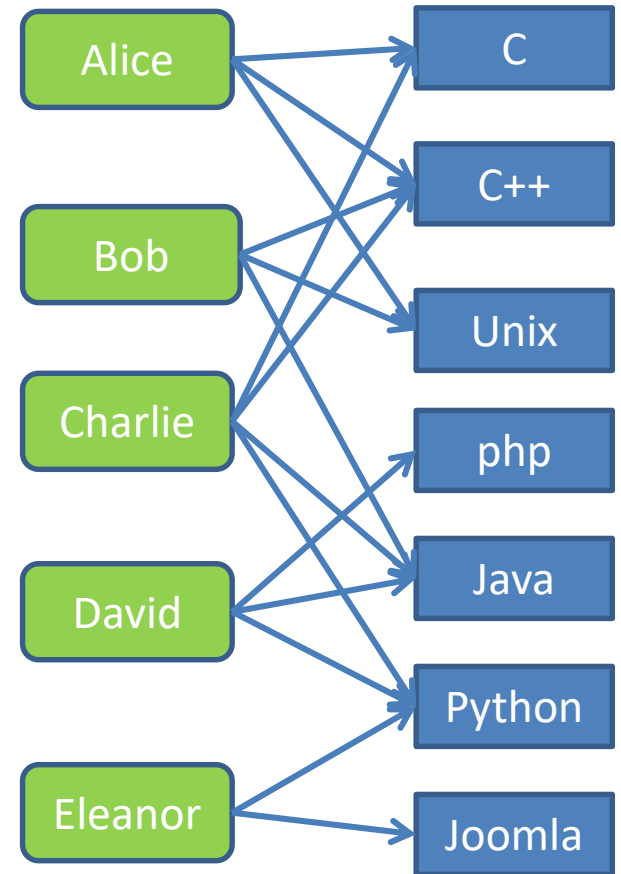


Greedy is not always optimal

Optimal

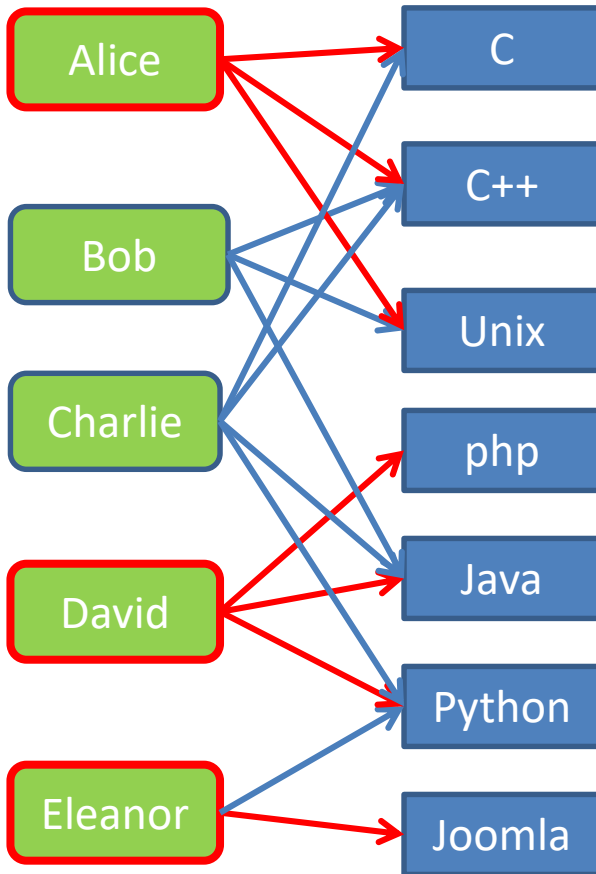


Greedy

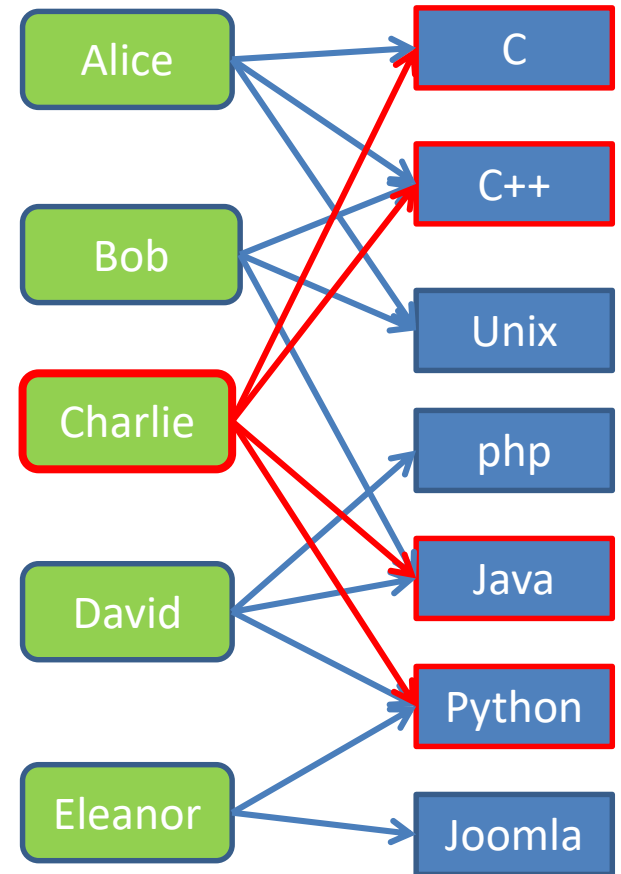


Greedy is not always optimal

Optimal

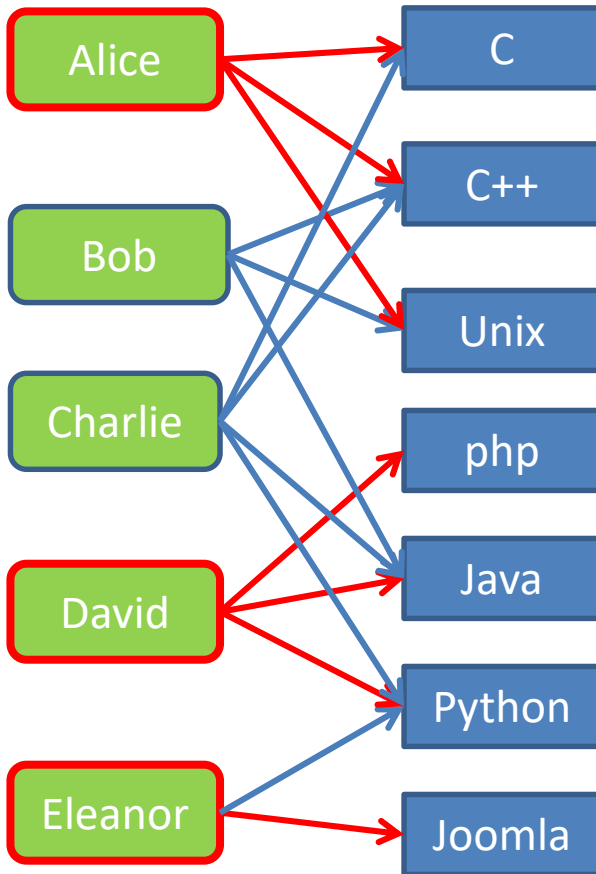


Greedy

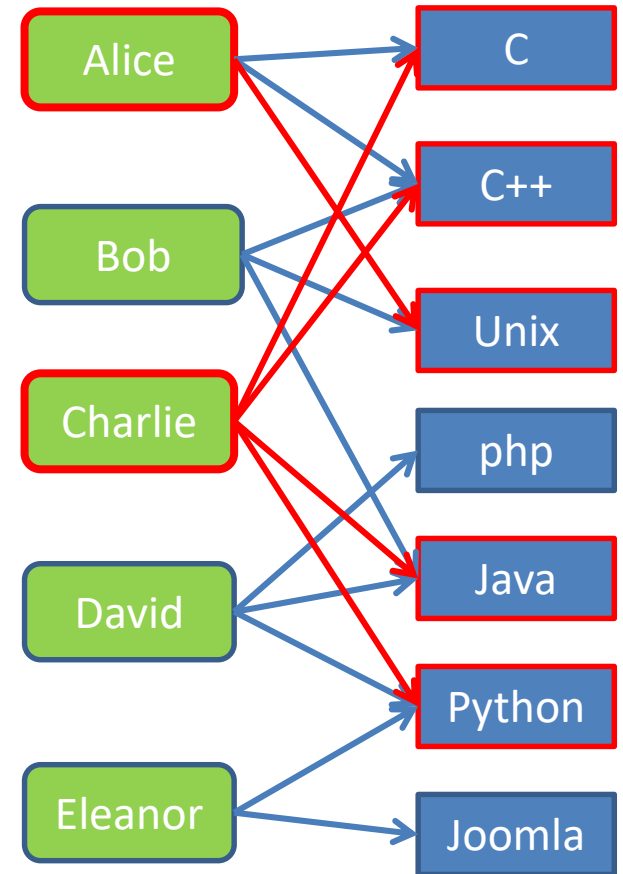


Greedy is not always optimal

Optimal

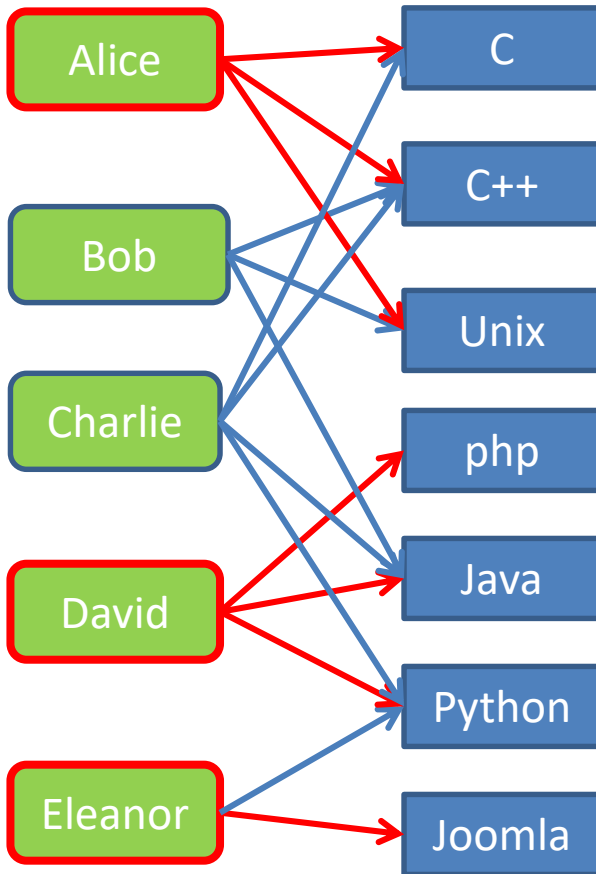


Greedy

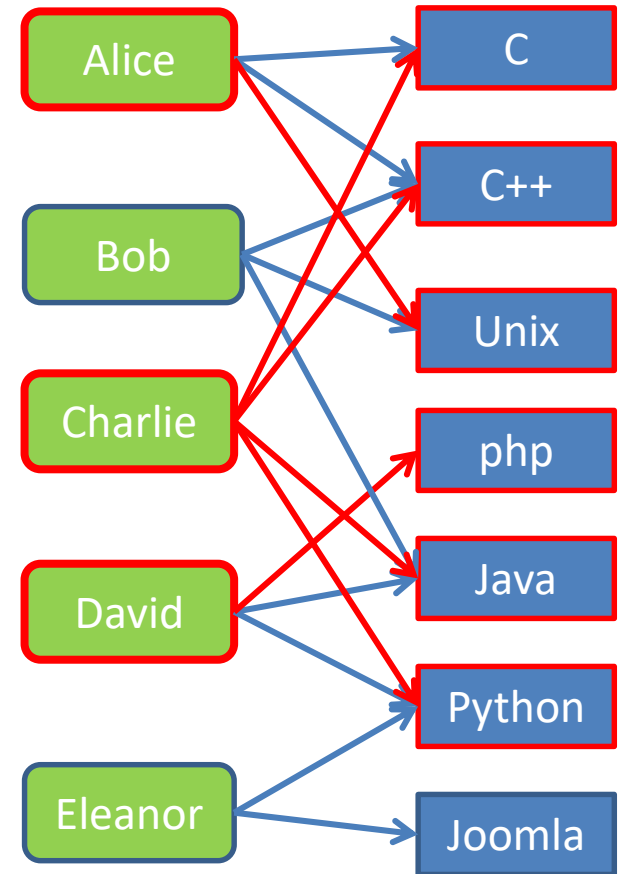


Greedy is not always optimal

Optimal

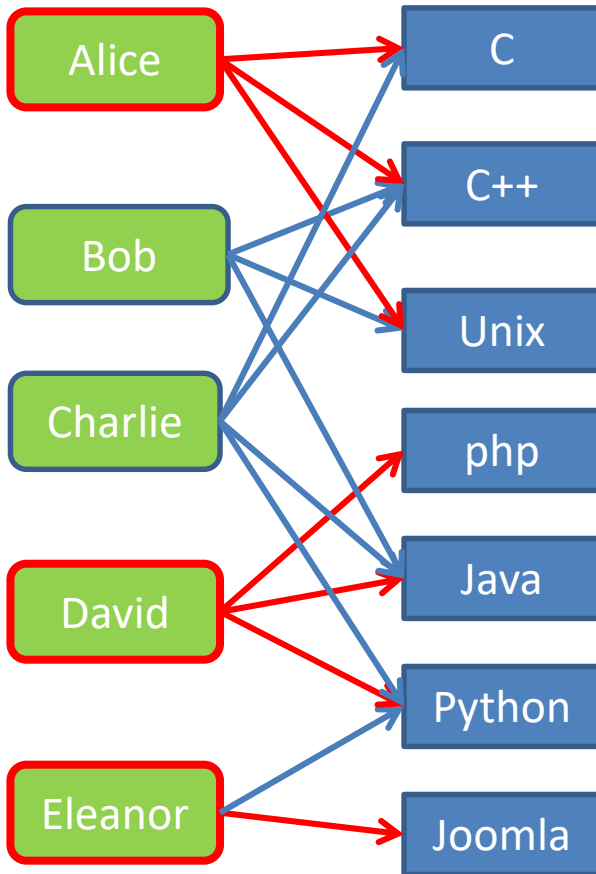


Greedy

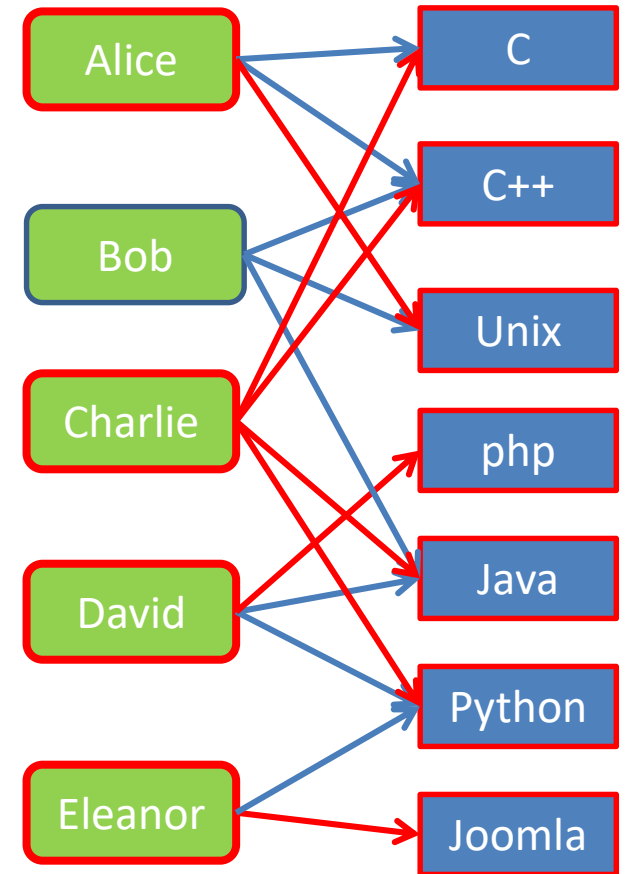


Greedy is not always optimal

Optimal

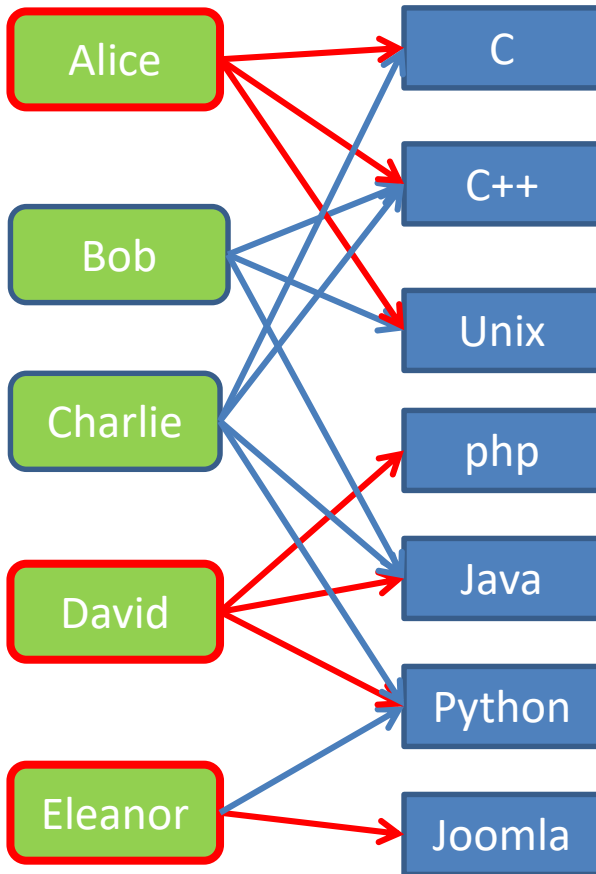


Greedy



Greedy is not always optimal

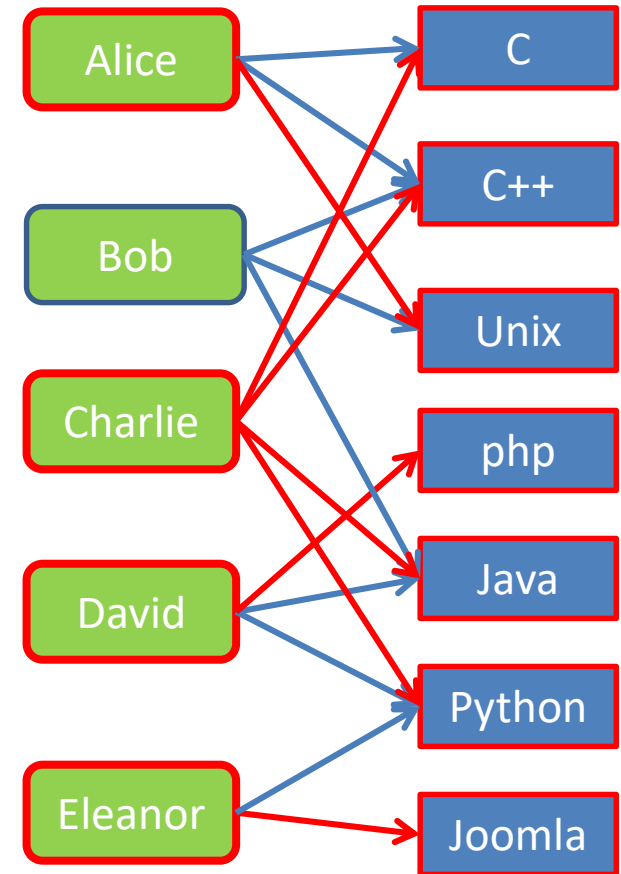
Optimal



- Selecting Charlie is useless since we still need Alice and David

- Alice and David cover together a superset of the skills covered by Charlie

Greedy



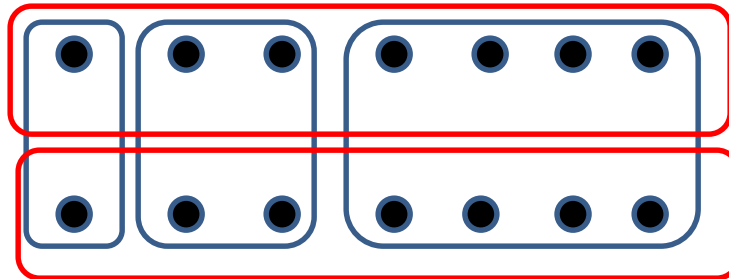
Approximation ratio of GREEDY

- Good news: **GREEDY** has approximation ratio:

$$\alpha = H(|S_{\max}|) = 1 + \ln|S_{\max}|, \quad H(n) = \sum_{k=1}^n \frac{1}{k}$$

$$GREEDY(X) \leq (1 + \ln|S_{\max}|)OPT(X), \text{ for all } X$$

- The approximation ratio is **tight** up to a constant
 - Tight means that we can find a counter example with this ratio



$$OPT(X) = 2$$

$$GREEDY(X) = \log N$$

$$\alpha = \frac{1}{2} \log N$$

Team formation in the presence of a social network

- ▶ Given a **task** and a set of **experts** organized in a **network** find the subset of experts that can **effectively** perform the task
- ▶ **Task**: set of required skills
- ▶ **Expert**: has a set of skills
- ▶ **Network**: relationships and their strength
- ▶ **Effectively**: There is **good communication** between the team members
 - ▶ What does **good** mean? E.g., all team members are connected.

Coverage is NOT enough

$T = \{\text{algorithms, java, graphics, python}\}$

Alice
{algorithms}

Bob
{python}

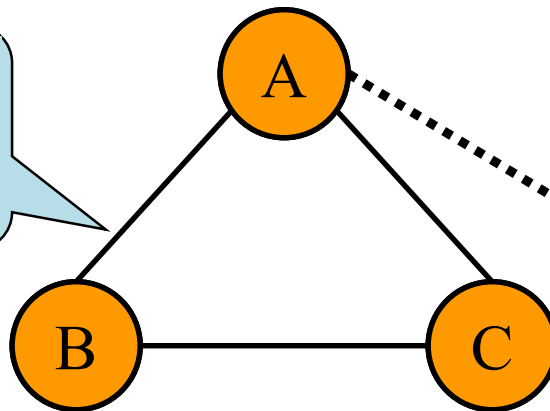
Cynthia
{graphics, java}

David
{graphics}

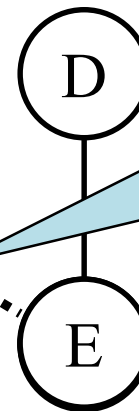
Eleanor
{graphics, java, python}

Alice and Eleanor are the smallest team that covers all skills

A, B, C form an effective group that can communicate



A, E can no longer perform the task since they cannot communicate

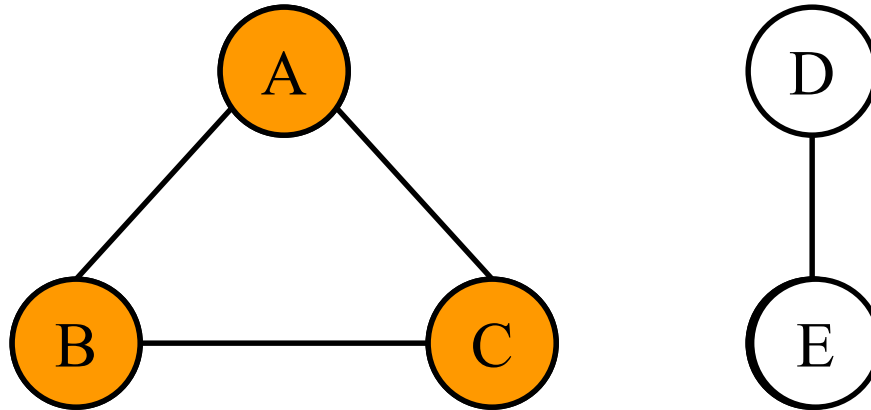


Communication: the members of the team must be able to
efficiently communicate and work together

How to measure effective communication?

The longest shortest path between any two nodes in the subgraph

- **Diameter** of the subgraph defined by the group members

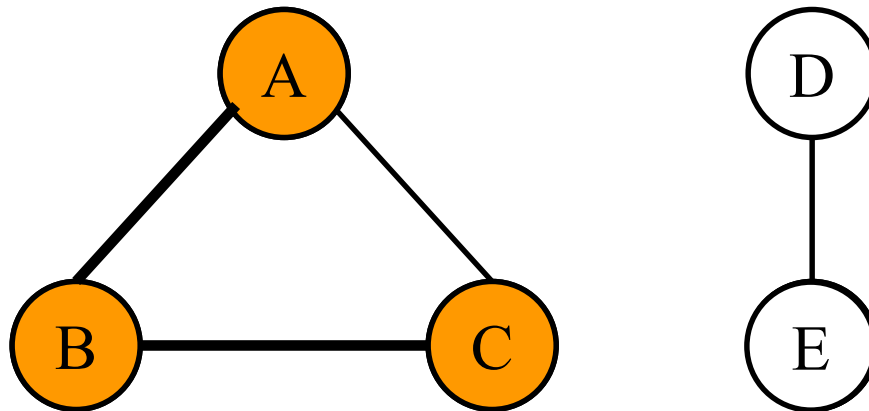


diameter = 1

How to measure effective communication?

The total weight of the edges of a tree that spans all the team nodes

- **MST (Minimum spanning tree)** of the subgraph defined by the group members



MST = 2

Problem definition (MinDiameter)

- ▶ Given a **task** and a **social network** G of experts, find the subset (**team**) of experts that can **perform the given task** and they define a subgraph G' in G with the **minimum diameter**.
- ▶ Problem is **NP-hard**
- ▶ Equivalent to the **Multiple Choice Cover** (MCC)
 - ▶ We have a set cover instance (U, S) , but we also have a **distance matrix** D with distances between the different sets in S .
 - ▶ We want a cover that has the **minimum diameter** (minimizes the largest pairwise distance in the cover)

The RarestFirst algorithm

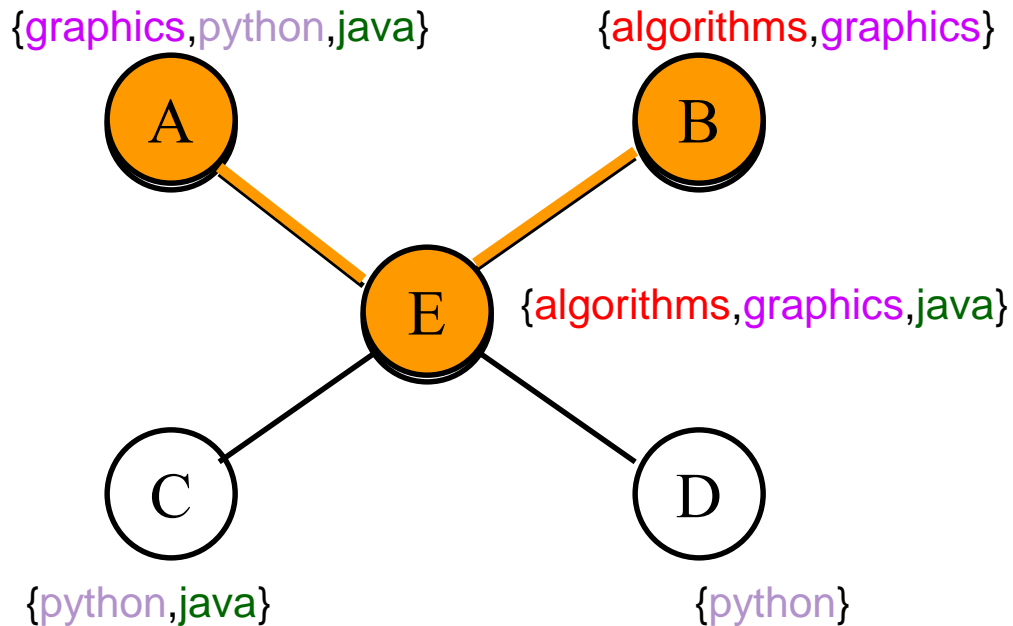
- ▶ Compute all shortest path distances in the input graph G and create a new complete graph G_C
- ▶ Find Rarest skill α_{rare} required for a task
- ▶ S_{rare} = group of people that have α_{rare}
- ▶ Evaluate star graphs in G_C , centered at individuals from S_{rare}
- ▶ Report cheapest star

Running time: Quadratic to the number of nodes

Approximation factor: $2 \times \text{OPT}$

The RarestFirst algorithm

$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$



Skills:

algorithms

graphics

java

python

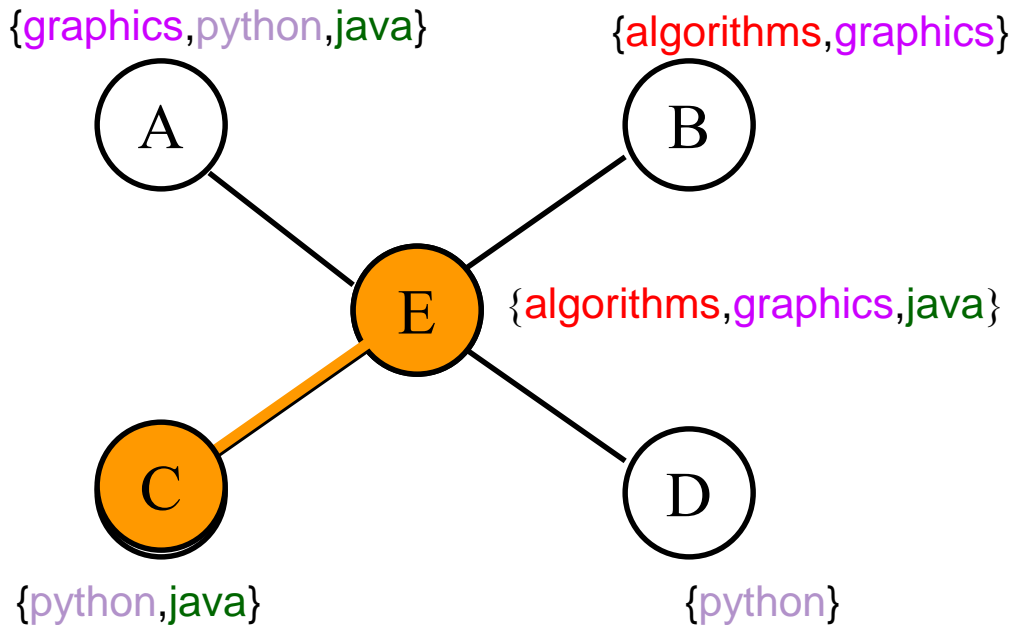
$\alpha_{\text{rare}} = \text{algorithms}$

$S_{\text{rare}} = \{\text{Bob}, \text{Eleanor}\}$

Diameter = 2

The RarestFirst algorithm

$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$



Skills:

algorithms

graphics

java

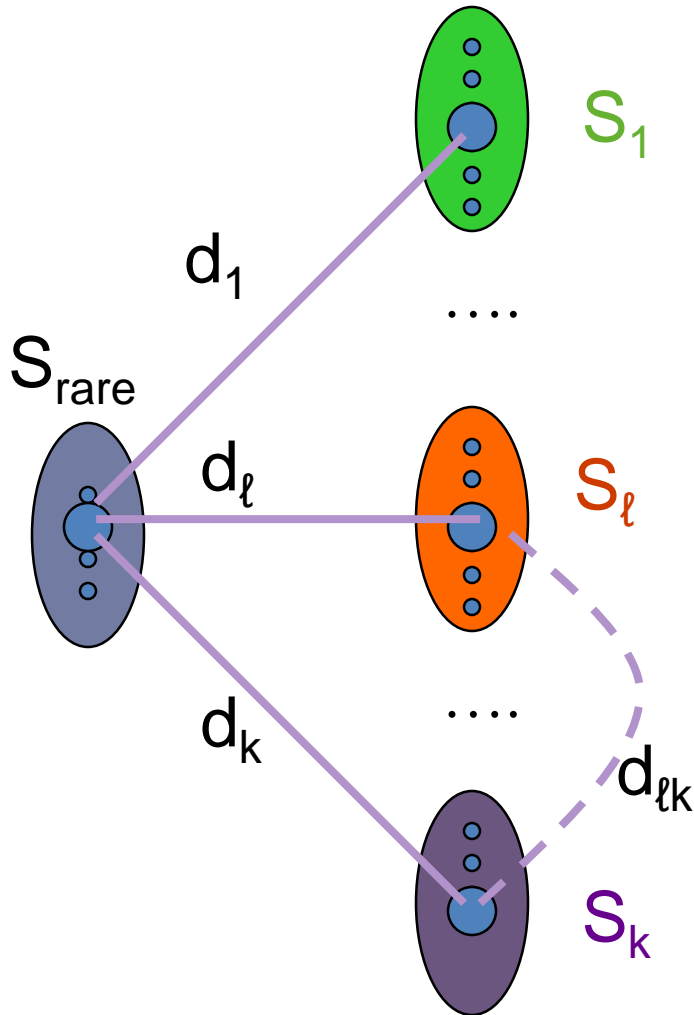
python

$\alpha_{\text{rare}} = \text{algorithms}$

$S_{\text{rare}} = \{\text{Bob}, \text{Eleanor}\}$

Diameter = 1

Analysis of RarestFirst



- ▶ The diameter is
 - ▶ either $D = d_k$, for some node k ,
 - ▶ or $D = d_{\ell k}$ for some pair of nodes ℓ, k
- ▶ Fact: $\text{OPT} \geq d_k$
- ▶ Fact: $\text{OPT} \geq d_\ell$
- ▶ $D \leq d_{\ell k} \leq d_\ell + d_k \leq 2 \cdot \text{OPT}$

Problem definition (MinMST)

- ▶ Given a **task** and a **social network** G of experts, find the subset (**team**) of experts that can **perform the given task** and they define a subgraph G' in G with the **minimum MST** cost.
- ▶ Problem is **NP-hard**
- ▶ Follows from a connection with **Group Steiner Tree** problem

The SteinerTree problem

- ▶ Graph $G(V, E)$



Required vertices

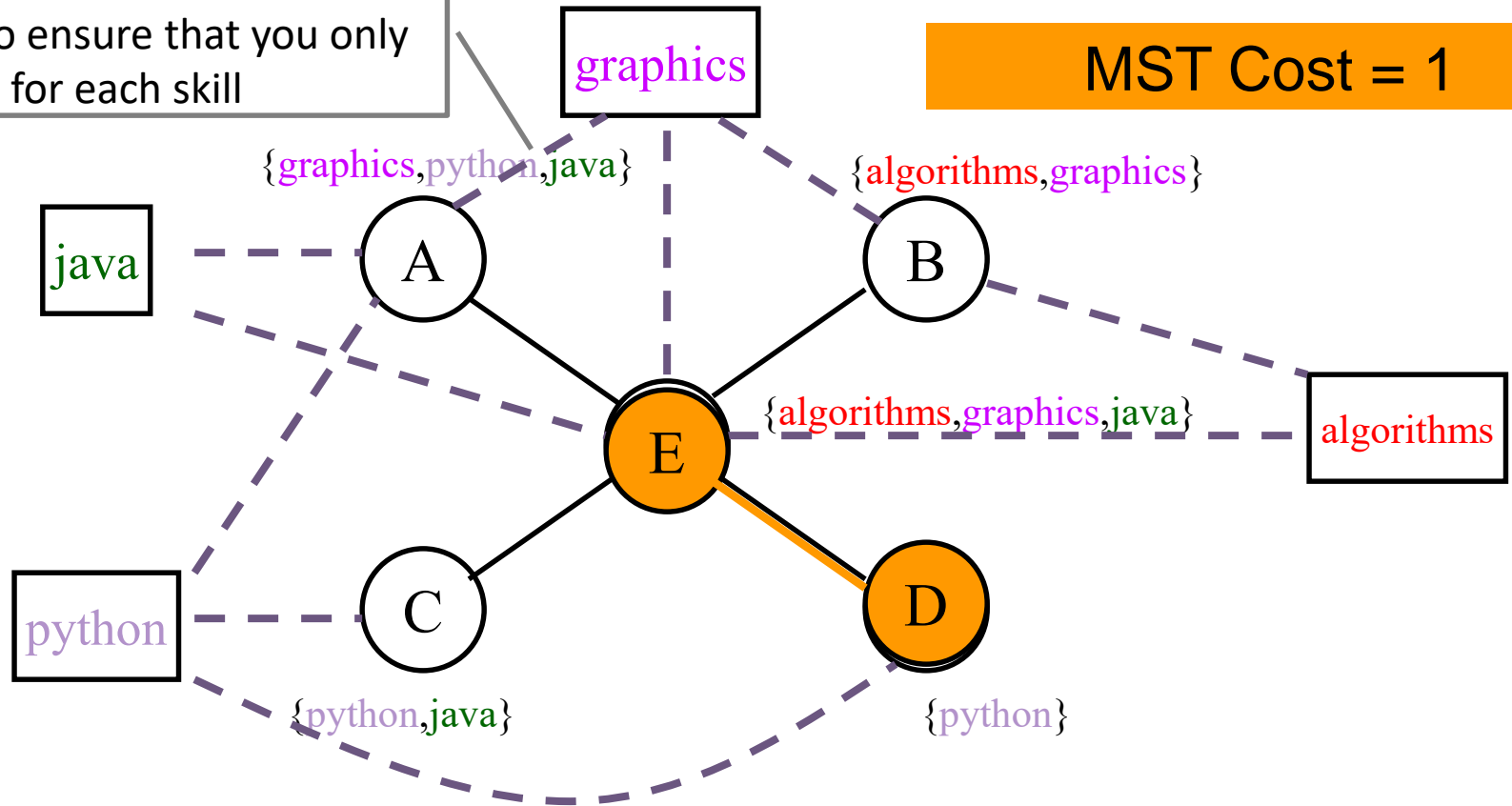
- ▶ Partition of V into $V = \{R, N\}$
- ▶ Find G' subgraph of G such that G' contains all the required vertices (R) and $\text{MST}(G')$ is minimized
 - ▶ Find the **cheapest** tree that contains all the required nodes.

The EnhancedSteiner algorithm

Put a large weight on the new edges (more than the sum of all edges) to ensure that you only pick one for each skill

$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$

MST Cost = 1



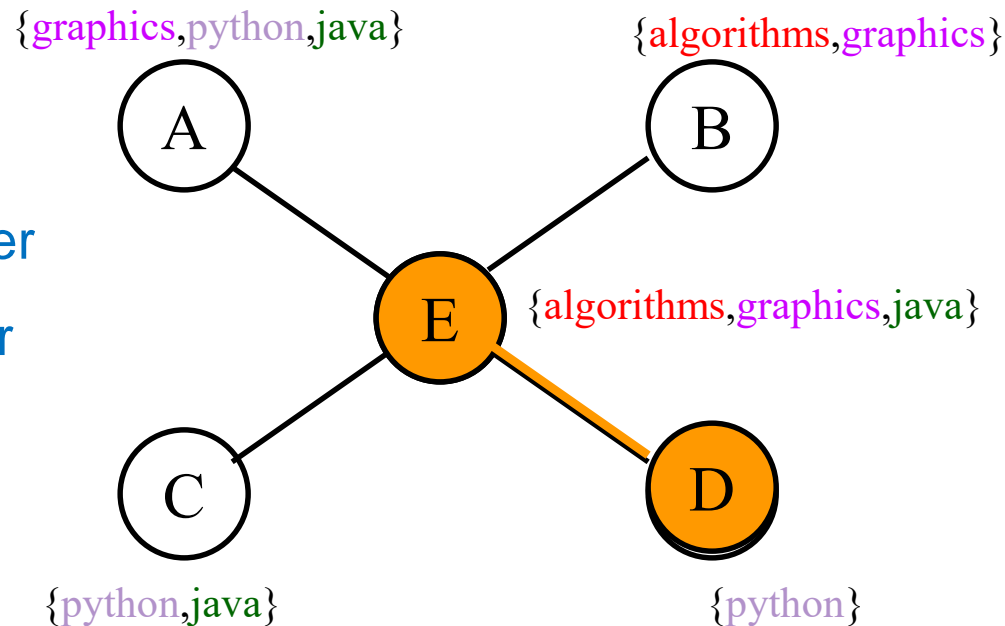
Add the skills as new nodes in the graph, connected to the graph nodes that have the skill

Solve the Steiner Tree on this graph, with the skill nodes being **required**

The CoverSteiner algorithm

$$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$$

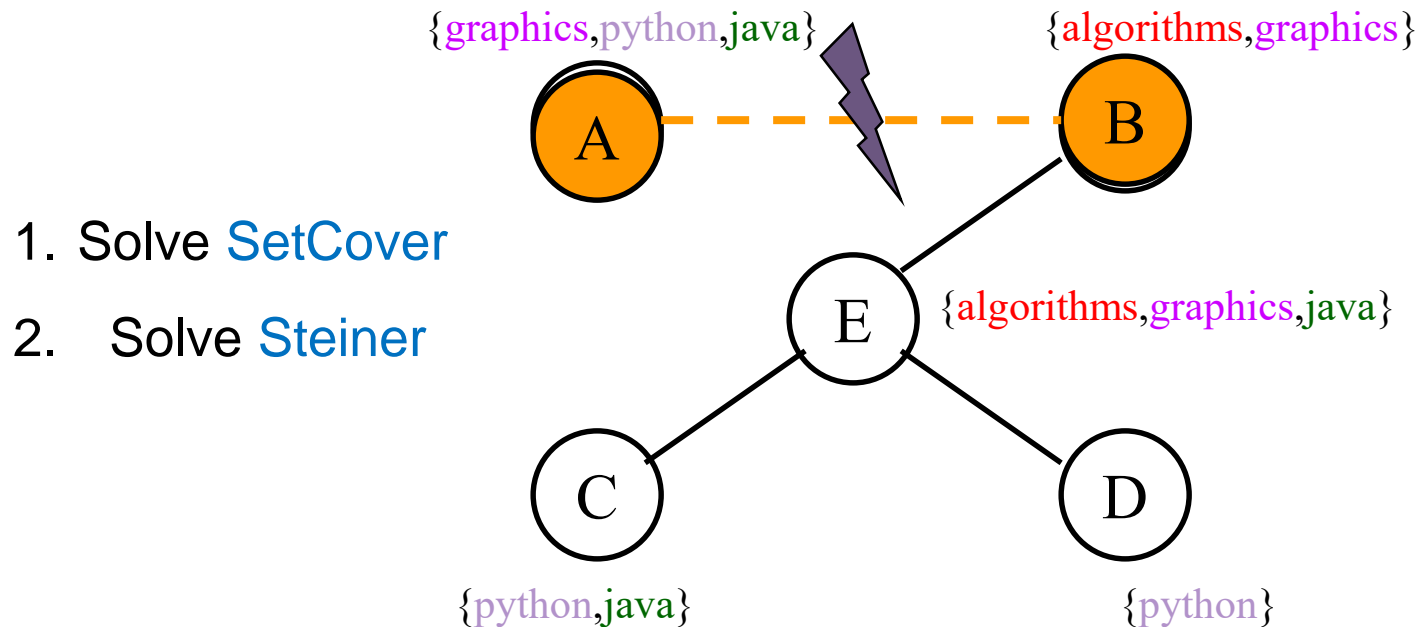
1. Solve SetCover
2. Solve Steiner



MST Cost = 1

How good is CoverSteiner?

$$T = \{\text{algorithms}, \text{java}, \text{graphics}, \text{python}\}$$



MST Cost = Infity

References

Theodoros Lappas, Kun Liu, Evimaria Terzi, Finding a team of experts in social networks. KDD 2009: 467-476