# A Self Fixing Intelligent Ant-Based Algorithm for Graph Clustering

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# **The Graph Clustering Problem**

Given an undirected graph G = (V, E), where V denotes the set of vertices and E is the set of edges, the graph clustering problem can be defined as dividing the vertices into k disjoint sets,  $V_1, V_2, \ldots$ ,  $V_k$ , such that the following criteria are met:

•  $\bigcup_{i=1}^{k} V_i = V \forall 1 \le i \le k$ •  $V_i \cap V_j = \emptyset, \forall 1 \le i, j \le k$ 

#### Self-fixing Intelligent Ant-based Clustering

#### **Inspiration**: The major and minor workers in *Pheidole* genus

Pheidole genus	Major workers	Minor workers
Picture of <i>P.</i> <i>purpurea</i> [Wikipedia]	The second secon	
Size	Larger	Smaller
Task	Foraging for food or defending the nest	Housekeeping tasks such as feeding the brood or cleaning the nest
SFIAC	Major workers	Minor workers
Workload	Every iteration	Every N (e.g. 1000) iterations
Task	Run IAC	Improve cluster separation and exploit global optimality: move objects based on modularity gain

•  $\forall u_i \in V_i, u_j \in V_i, u_l \notin V_i, Similarity(u_i, u_j) \ge Similarity(u_i, u_l)$ 

# **Ant-based Clustering**

Consider a t

Deneubourg et al.[1] develop a distributed sorting algorithm for robot applications based on clustering of corpses in a colony of *Pheidole Pallidula*. Lumer and Faieta [2] extend the ant sorting algorithm to cluster data objects on a grid. Kuntz et al. [3] propose ant-based clustering - KLS algorithm to solve the graph partitioning problem. In KLS, vertices and ants are randomly distributed on a 2D grid, and each ant has three states: random walk, pick up a vertex, and drop a vertex.





 $P_{drop}(i) = \left(\frac{f(i)}{k_d + f(i)}\right)^2$ 



 $d(i,j) = \frac{|N_i \triangle N_j|}{|N_i| + |N_j|}$ 

y graph with three k5 subgraphs	How about adding some noise?	Not successful even after 2 million iterations

Figure 3: The Major and Minor Ants in SFIAC





Figure 1: Ant-based Clustering - KLS

## **Intelligent Ant-based Clustering**

Improvements made to KLS algorithms include:

- The random walk of an ant is now a combination of hopping[4] and walking. The hopping is for efficiency, and the walking is for exploration.
- Relaxed drop function[2] to prevent stagnation.

$$P_{drop}\left(i\right) = \begin{cases} 2f\left(i\right) & \text{if } f\left(i\right) < k_{d} \\ 1 & \text{otherwise} \end{cases}$$

• Each ant is assigned a small amount of memory[2] to remember the past few positions it resided. • An ant is forced to drop the object if it passes a threshold of failed attempts.





#### **Figure 4:** Evaluations

#### Conclusion

k=2

k=4

jazz

To improve the original KLS algorithm, we introduce *Intelligent Ant-based Clustering (IAC)* using techniques such as hopping ants, relaxed drop function, ants with memories, and stagnation control. Based on IAC, we introduce Self Fixing Intelligent Ant-based Clustering (SFIAC) that adds housekeeping minor ants to improve the solution quality. When tested on the benchmark networks, SFIAC outperforms or achieves the same solution quality as both ACO-MMAS and IAC on 7 out of 10 networks and is robust against different graphs. In practice, the speed of SFIAC is at least 10 times faster than ACO-MMAS, making it a comparatively scalable algorithm.

## **Forthcoming Research**

We are working on an interdisciplinary collaboration project with Department of Biological Sciences of University of Manitoba to observe the clustering behaviors of real ants.

## References

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**Figure 2:** Intelligent Ant Clustering (IAC)

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