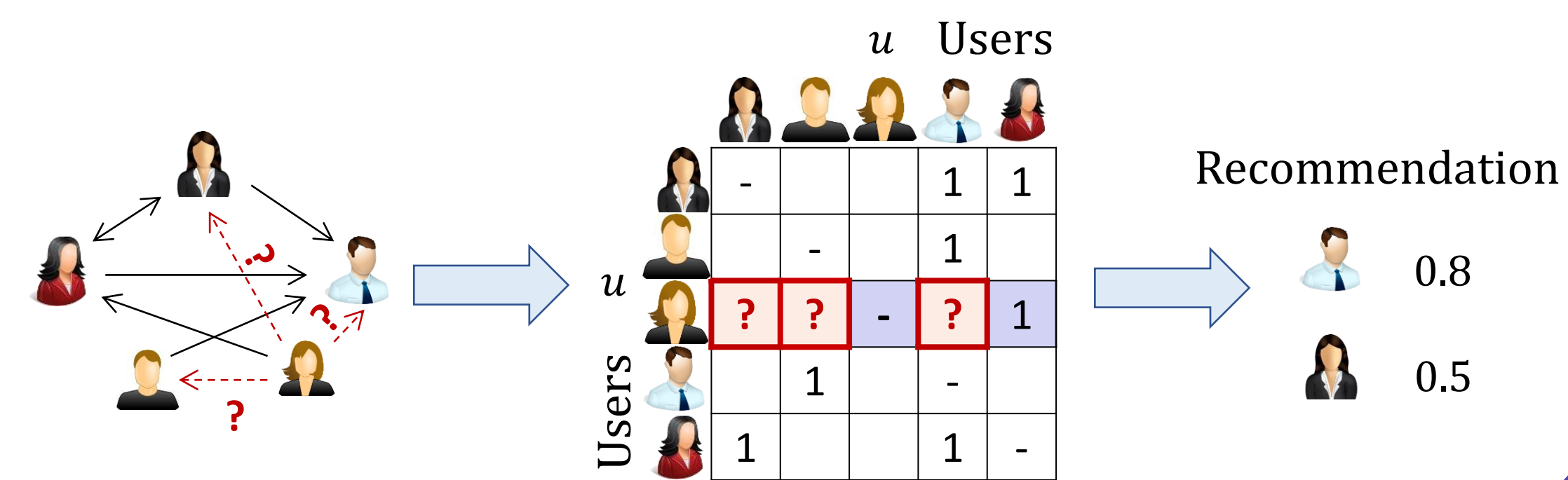


RELISON: A Framework for Link Recommendation in Social Networks

RELISON is an **extensible** Java framework for running **link recommendation** experiments. It includes algorithms and metrics that consider the **potential effect of recommendations** on the properties of social networks: **network structure** and **information diffusion**

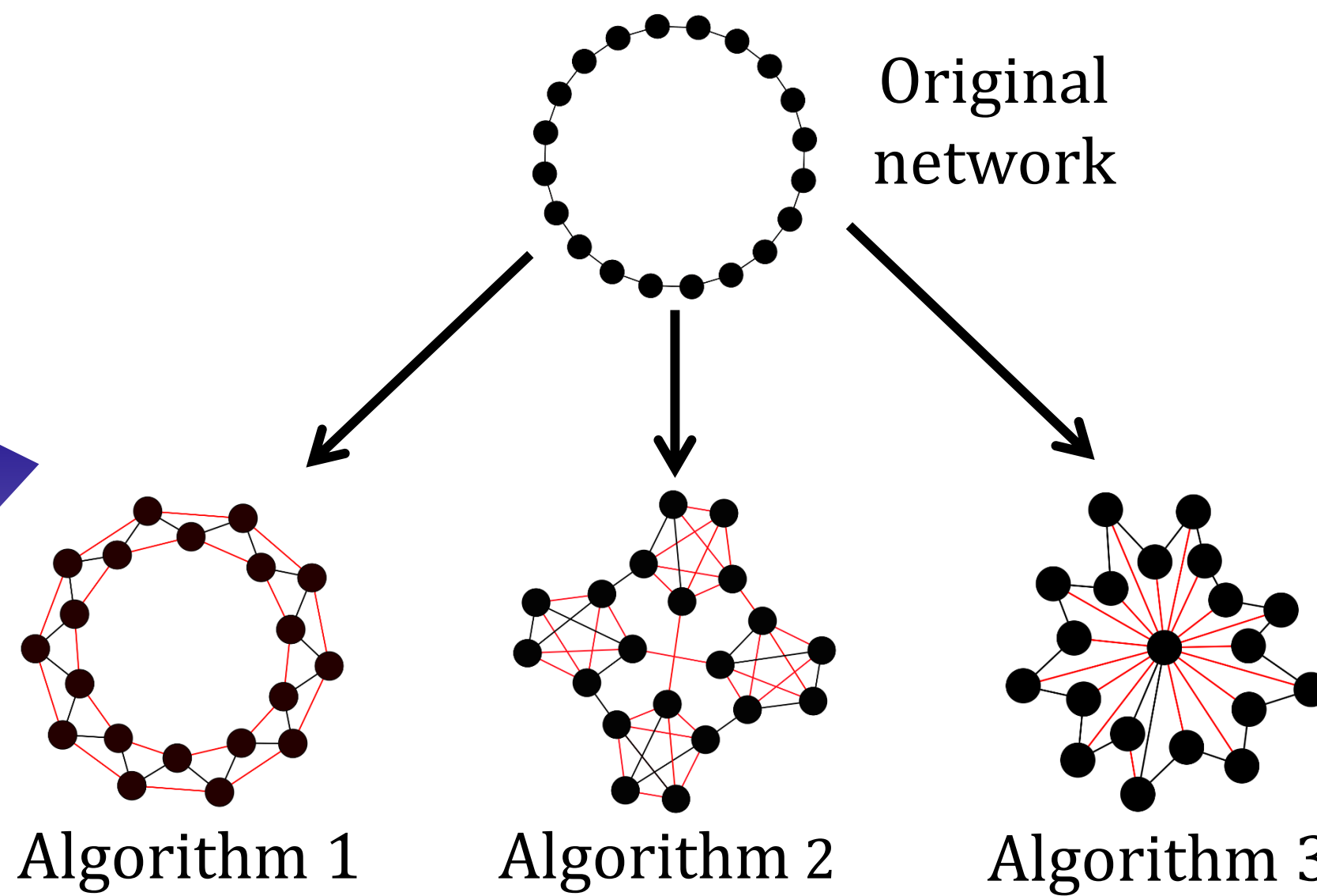
The contact/link recommendation task



- Particularities w.r.t. classic recommendation
 - Items \subset Users
 - Users are connected to each other (social network)
 - Recommendations affect the network structure

Why is it necessary?

Effects on network structure

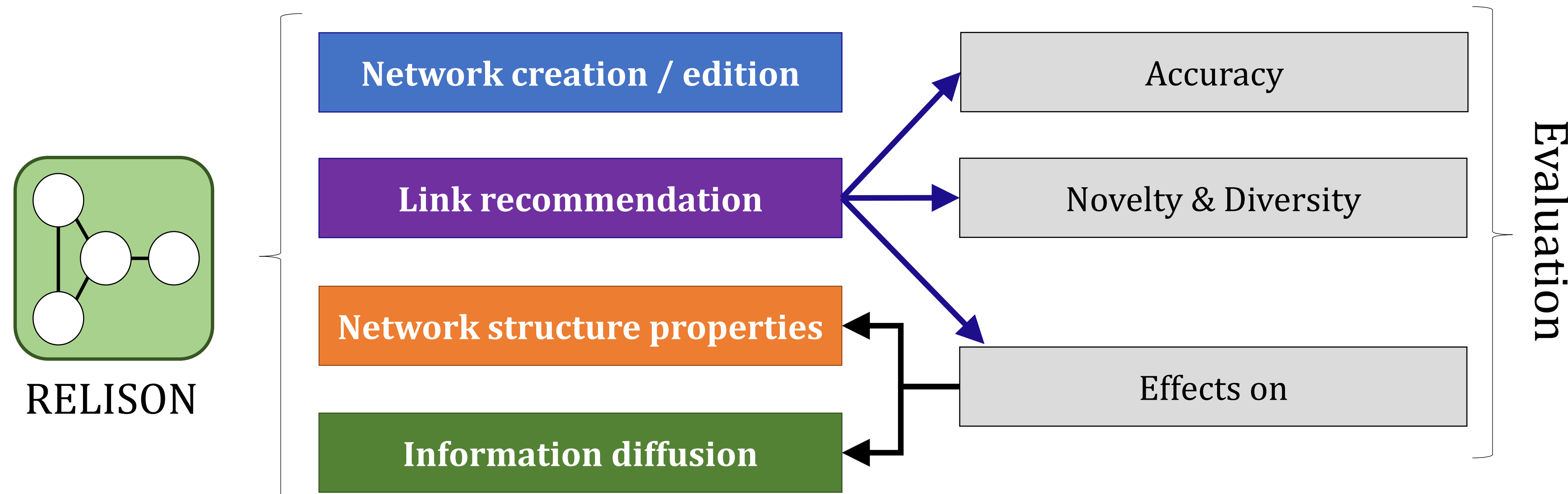


Reproducibility in recommender systems

- Challenges:
 - Different domains / data sources
 - Different evaluation metrics / tasks
- Open-source frameworks
 - Elliot, Lenskit, LibRec, MyMediaLite, Ranksys, Beta-Recsys, RecBole, DaisyRec...
 - General purpose recommendation

There is NOT a framework for contact recommendation!

RELISON: REcommending Links in SOCIAL Networks

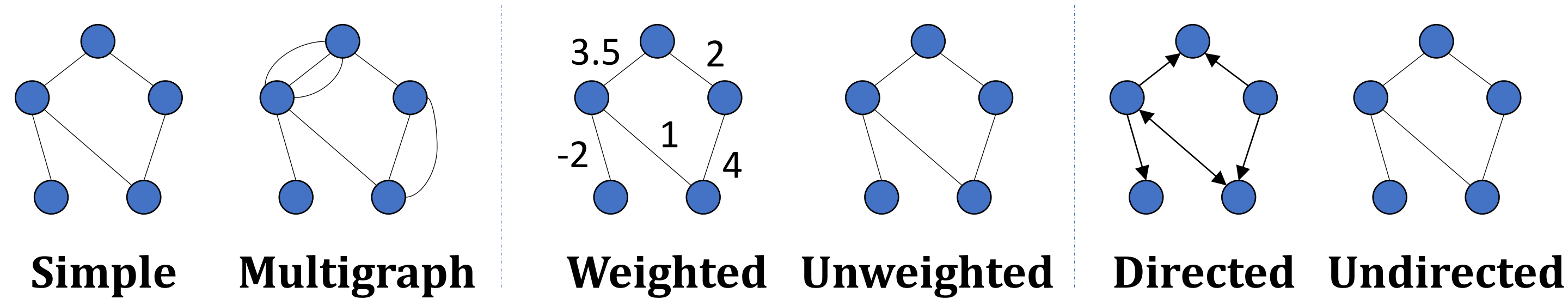


Download now!



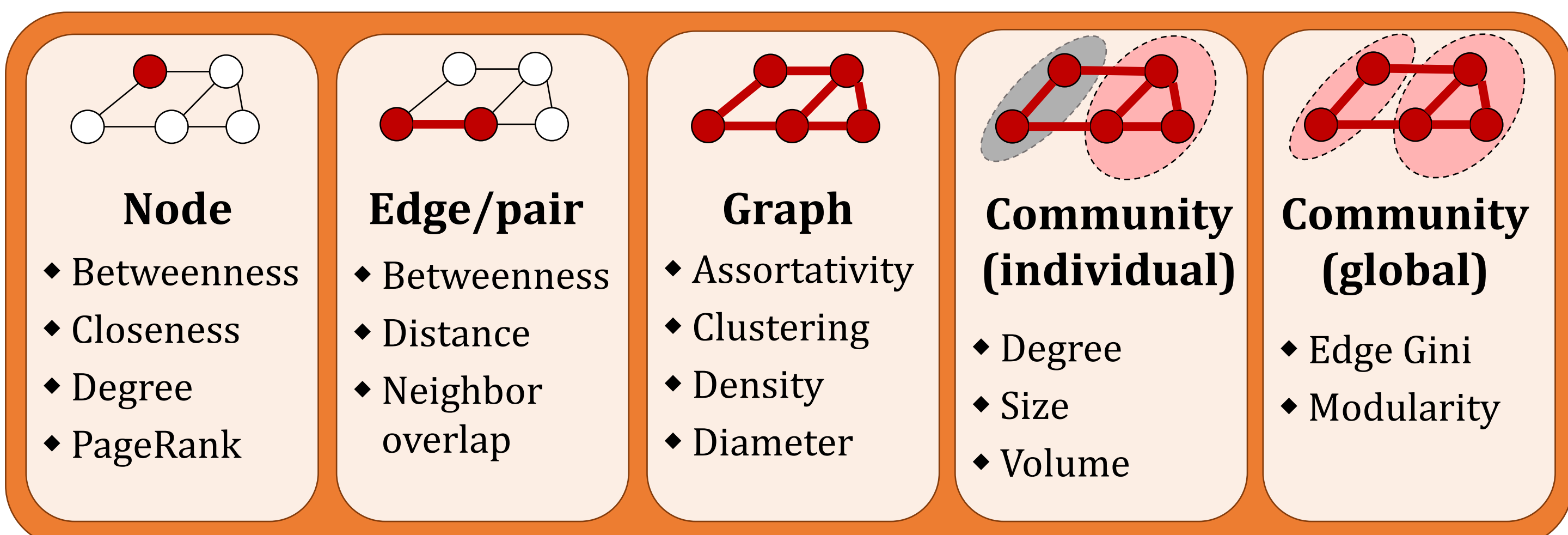
Top features

Supported networks

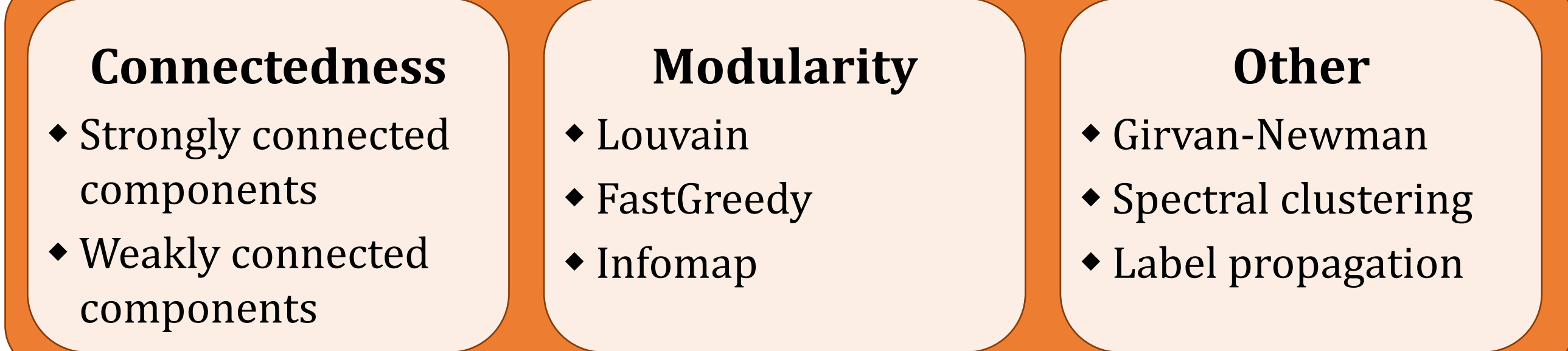


Social network analysis

- Understanding structural properties of social networks
- 50+ structural metrics, including

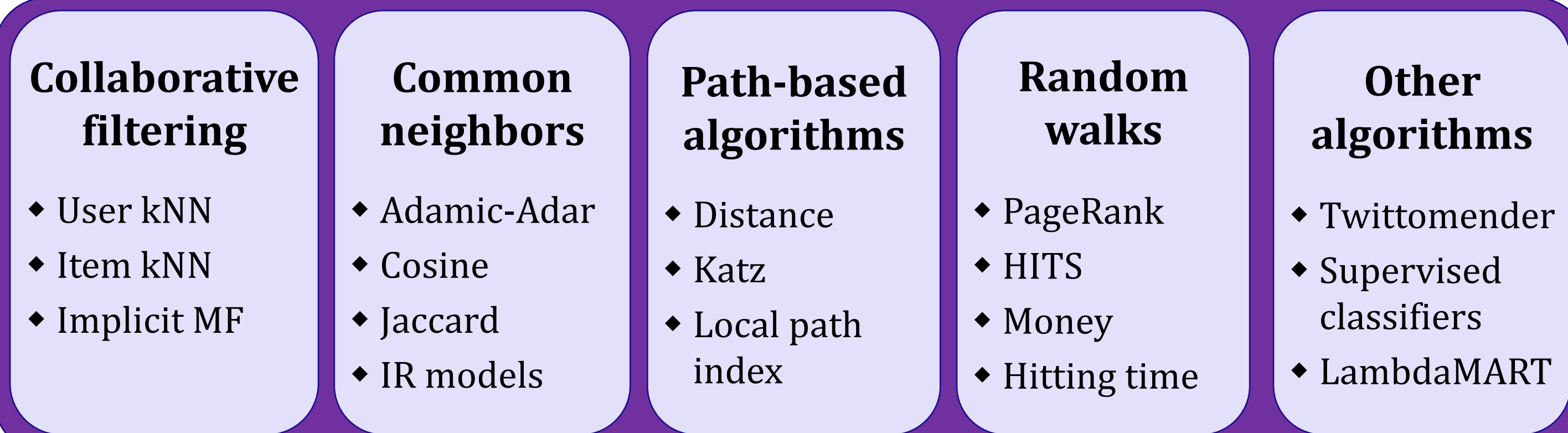


- Community detection and network partitions
 - Automatic detection of clusters of tightly connected users
 - Measuring partition quality: modularity
 - 8 algorithms



Link recommendation

- Contact recommendation functionalities
- Built on top of RankSys
- 50+ algorithms for people / contact / link recommendation, including

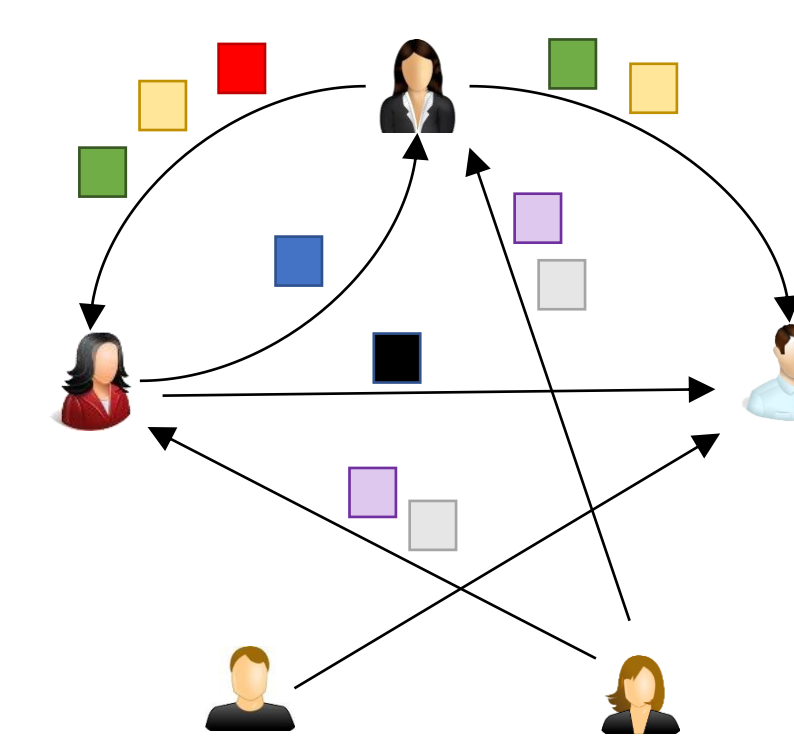


- Global reranking (targeting structural properties)
 - Basic implementations (metric agnostic)
 - Optimized reranking (clustering coefficient, Gini-based community metrics)
- Also used for link prediction

Information diffusion

- Simulation of the exchange of information in social networks
- Concurrent propagation of multiple user-generated contents

- Highly configurable
 - Which contents do users propagate?
 - Which users receive those contents?
 - Which contents draw users' attention?
 - Can users re-propagate information?
 - How do they decide to re-propagate?



- Pre-configured simulation models provided
- Metrics for measuring diffusion
 - Speed
 - Information novelty and diversity