To confirm the results reported in the paper, the experiments of Figs. 7 and 8 were run again, also 10 times. The results of these new experiments are shown below. These are very similar to the previous results, except:

- In Fig. 7(c) the P&W algorithm results are shown for larger values of p_{out}. Previously, a bug prevented these results from being obtained. This bug did not affect the correctness of the results that were obtained successfully.
- In Fig. 8 the range of execution times is slightly different from previously. This appears to be a consequence of garbage collection. The time taken for garbage collection depends heavily on the maximum heap size allocated and the size of the data structures used, especially the 2D array used for betweenness. In future we plan to optimize the implementation (of both CONGA and P&W) by creating fewer temporary objects, which should reduce the execution times substantially.

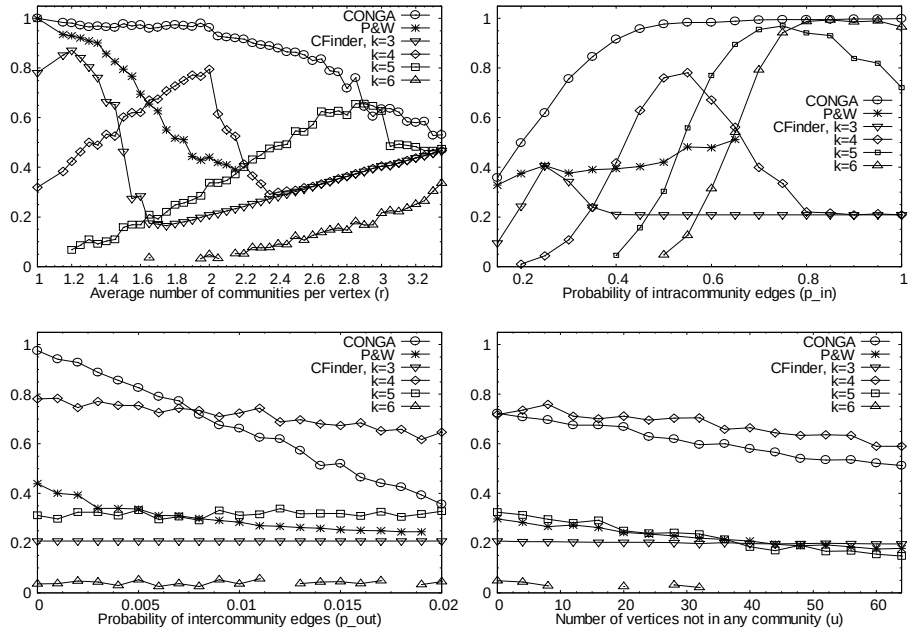

Fig. 7. F-measure for random networks with n=256, c=32. (a: upper left) p_{in}=0.5, p_{out}=0, various r; (b: upper right) r=2, p_{out}=0, various p_{in}; (c: lower left) r=2, p_{in}=0.5, various p_{out}; (d: lower right) r=2, p_{in}=0.5, p_{out}=0.008, various u.

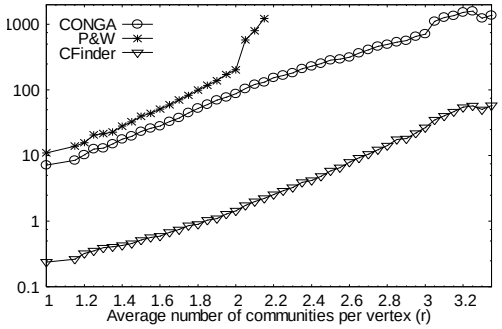

Fig. 8. Execution time (seconds) for n=256, c=32, p_{in}=0.5, p_{out}=0, various r