Abstract

Generally in a network you will find selfish nodes, which don’t want to forward other’s information. Because of these nodes network performance will decrease drastically, sometimes even it get disconnected. From last few years research is going on this problem, and there are so many solutions were proposed, which are related to some incentive approaches, and some Game theory approaches. But in case of a large social networks implementing these methods are difficult and also becomes more complicated. So instead of implementing methods on single node, it is better to divide the network into communities. If we divide the social network into some communities we can define some standard method over the communities to improve the network performance against the selfish nodes.

References

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**Index Terms**

Computer Science  Networks

**Keywords**

Community Detection, Node Centrality, cluster and friendship based Approaches.