

Generisanje random grafova

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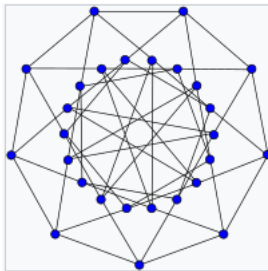
22. januar 2024.

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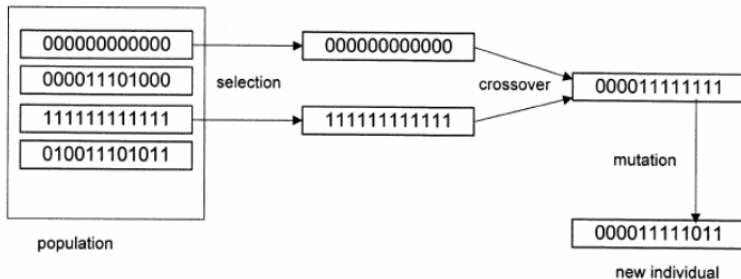
Uvod

- Značaj grafova — praktični i teorijski
- Grafovski algoritmi
- Mane algoritama



Opis problema

- Željena svojstva → graf
- Genetski algoritam



- Aviz projekat

Implementacija

① Učitavanje test primera

```
{"num nodes": 6,  
"average degree": 3.33,  
"clustering coefficient": 0.7,  
"num of connected components": 1,  
"transitivity": 0.75}
```

② Organizacija ulaznih vrednosti

③ Poziv algoritma

④ Rezultati

Implementacija

- Klasa *Individual*

```
1000 self.graph = nx.erdos_renyi_graph(self.num_nodes, 0.5)
```

```
1000 return  
      -(abs(graph_avg_degree - self.avg_degree) / (max_deg - min_degree)  
1002   +  
      abs(graph_clustering_coefficient - self.avg_clustering_coeff) +  
1004   abs(graph_transitivity - self.transitivity) +  
      abs(graph_connected_components - self.num_components) / (max_comp  
      - min_components))
```

Implementacija

- Funkcije *mutation* i *selection*

```
1000 nx.to_numpy_array(parent1.graph)
```

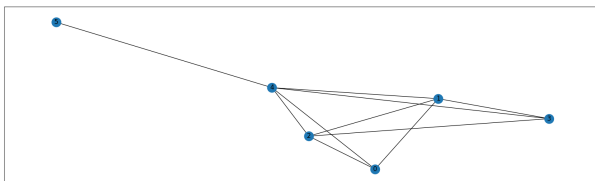
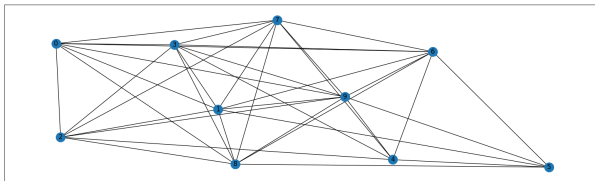
```
1000 nx.from_numpy_array(adj_mat_cld1)
```

Rezultati

Tabela 1: Vrednosti fitness funkcije

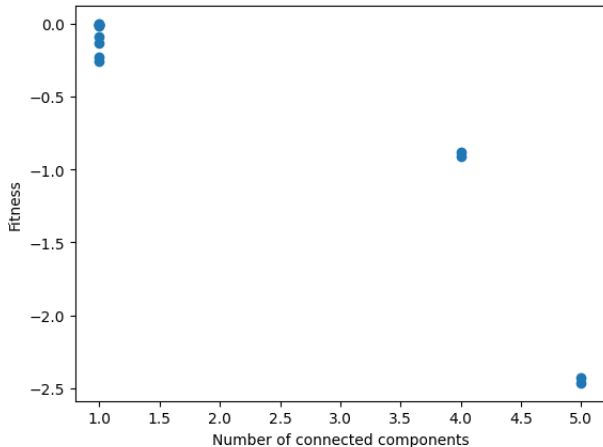
Broj čvorova	Veličina populacije	Fitness
6	50	-0.005622222222222093
6	100	-0.005622222222222093
10	50	-0.0
10	100	-0.0
10	50	-0.008490299823633132
10	100	-0.018649029982363168
25	50	-0.9116404928404928
25	100	-0.8832440425540713
50	50	-0.22903390715500593
50	100	-0.25750585310408725
75	50	-0.13018272330208663
75	100	-0.09062161448330536
100	50	-2.463823741959615
100	100	-2.4304182119027153

Rezultati



Rezultati

- Poboljšanja?
 - Postojanje linearnog modela?



Rezultati

- Poboljšanja?
 - Matrica korelacije?

Correlation matrix is :

	fitness	num_of_nodes	avg_degree	num_components	\
fitness	1.000000	-0.709088	0.269342	-0.933853	
num_of_nodes	-0.709088	1.000000	0.442679	0.521044	
avg_degree	0.269342	0.442679	1.000000	-0.354475	
num_components	-0.933853	0.521044	-0.354475	1.000000	
transitivity	0.571401	-0.329264	0.343455	-0.602434	
clustering_coeff	0.563877	-0.311776	0.362305	-0.594298	

	transitivity	clustering_coeff
fitness	0.571401	0.563877
num_of_nodes	-0.329264	-0.311776
avg_degree	0.343455	0.362305
num_components	-0.602434	-0.594298
transitivity	1.000000	0.998739
clustering_coeff	0.998739	1.000000

Rezultati

- Poboljšanja?
 - Smanjenje verovatnoće za generisanje grana?

Tabela 2: Rezultati smanjenja verovatnoće za generisanje grana

Broj čvorova	Veličina populacije	Fitness
6	50	-0.005622222222222093
6	100	-0.005622222222222093
10	50	-0.0
10	100	-0.0
10	50	-0.015848555815769043
10	100	-0.005712522045855142
25	50	-0.46733944294699015
25	100	-0.37566199261992617
50	50	-0.2838353989472806
50	100	-0.21188723623250064
75	50	-0.14071529552130418
75	100	-0.1109185844873799
100	50	-1.441273414793612
100	100	-1.4511361342392424

Rezultati

- Poboljšanja?
 - Povećanje verovatnoće za mutaciju?

Tabela 3: Rezultati povećanja verovatnoće za mutaciju

Broj čvorova	Veličina populacije	Fitness
6	50	-0.005622222222222093
6	100	-0.06117777777777778
10	50	-0.015999999999999997
10	100	-0.012000000000000002
10	50	-0.008549953314659233
10	100	-0.028018633540372477
25	50	-1.1550324678476098
25	100	-1.028002347714707
50	50	-0.3599163664500776
50	100	-0.34342872632582455
75	50	-0.18261250694257553
75	100	-0.17633613692486994
100	50	-2.5018729431754076
100	100	-2.5296294155103167

Rezultati

- Poboljšanja?
 - Ruletska selekcija?

Tabela 4: Rezultati korišćenja ruletske selekcije

Broj čvorova	Veličina populacije	Fitness
6	50	-0.12895555555555546
6	100	-0.35882222222222226
10	50	-0.58799999999999999
10	100	-0.7236363636363636
10	50	-0.24011695040710568
10	100	-0.37777777777777778
25	50	-1.3691475635475636
25	100	-1.374624532671323
50	50	-0.4782280972914995
50	100	-0.45437317966380203
75	50	-0.2960845929156614
75	100	-0.285166362017774
100	50	-2.6308003269331204
100	100	-2.6048549456728383

Zaključak

- ➊ Relativno dobri rezultati
- ➋ Problem sa međusobno zavisnim svojstvima
- ➌ Prostor za poboljšanje

Literatura

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- [5] Vili Podgorelec, Janez Brest, and Peter Kokol. Power of heterogeneous computing as a vehicle for implementing e3 medical decision support systems.