Experiment No 7

Title: To implement Graph Based Clustering

Lab Objective: PO5: To demonstrate learning with Clustering.

Theory:

The fundamentals of graph machine learning are connections between entities. As graphs get immensely large, it's imperative to use metrics and algorithms to understand and get graph features. Depending on your context as well, different metrics and algorithms will prove useful and, more importantly, meaningful to your use case.

Furthermore, we can use these metrics as features in a supervised or unsupervised learning task but we have to be careful which we use because they can add as much noise as signal.

Other than many more metrics and algorithms, the depths of Graph ML cover a wide array of supervised and unsupervised learning tasks. From naïve to advanced techniques, we can use graph structure and inference to go beyond structural data. In future sections I'll cover these machine learning tasks (node, edge, and graph level) on real data.

Program Code:

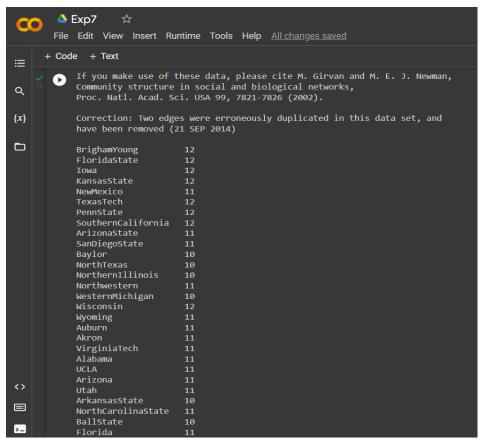
```
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Football
Load football network in GML format and compute some network statistcs.
Shows how to download GML graph in a zipped file, unpack it, and load
into a NetworkX graph.
Requires Internet connection to download the URL
http://www-personal.umich.edu/~mejn/netdata/football.zip
import urllib.request
import io
import zipfile
import matplotlib.pyplot as plt
import networkx as nx
url = "http://www-personal.umich.edu/~mejn/netdata/football.zip"
sock = urllib.request.urlopen(url) # open URL
s = io.BytesIO(sock.read()) # read into BytesIO "file"
sock.close()
zf = zipfile.ZipFile(s) # zipfile object
txt = zf.read("football.txt").decode() # read info file
gml = zf.read("football.gml").decode() # read gml data
# throw away bogus first line with # from mein files
gml = gml.split("\n")[1:]
G = nx.parse\_gml(gml) # parse gml data
print(txt)
# print degree for each team - number of games
for n, d in G.degree():
  print(f"{n:20} {d:2}")
options = {"node_color": "black", "node_size": 50, "linewidths": 0, "width": 0.1}
```

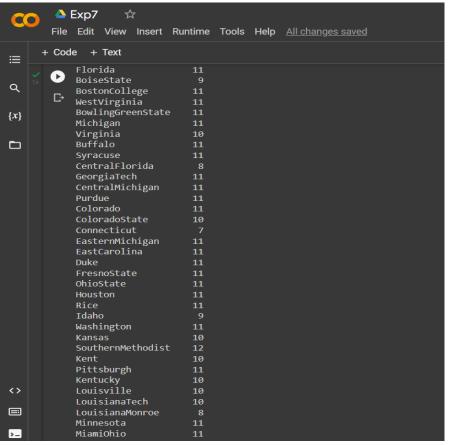
pos = nx.spring_layout(G, seed=1969) # Seed for reproducible layout nx.draw(G, pos, **options) plt.show()

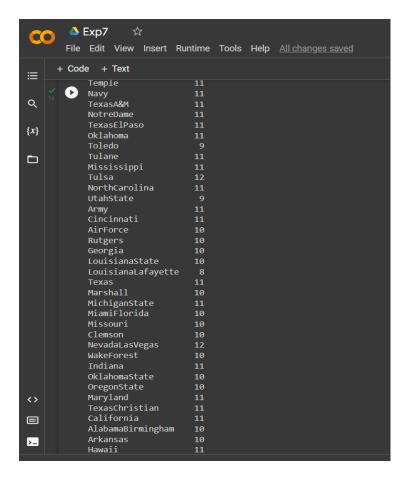
Implementation:

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Q
         [1] import urllib.request
                import zipfile
{x}
               import matplotlib.pyplot as plt
                import networkx as nx
url = "http://www-personal.umich.edu/~mejn/netdata/football.zip"
         [2] sock = urllib.request.urlopen(url) # open URL
                s = io.BytesIO(sock.read()) # read into BytesIO "file"
                sock.close()
              zf = zipfile.ZipFile(s) # zipfile object
txt = zf.read("football.txt").decode() # read info file
gml = zf.read("football.gml").decode() # read gml data
# throw away bogus first line with # from mejn files
               gml = gml.split("\n")[1:]
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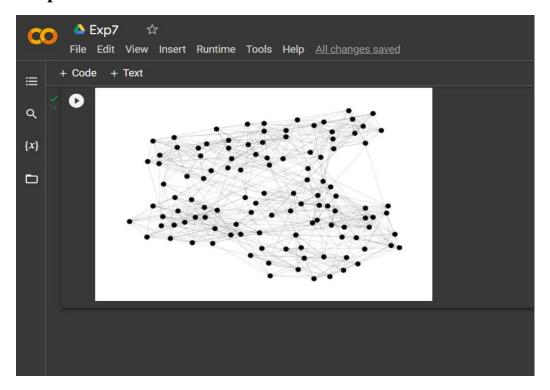
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           print(txt)
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            # print degree for each team - number of games
            for n, d in G.degree():
            print(f"{n:20} {d:2}")
options = {"node_color": "black", "node_size": 50, "linewidths": 0, "width": 0.1}
{x}
pos = nx.spring_layout(G, seed=1969) # Seed for reproducible layout
            nx.draw(G, pos, **options)
            plt.show()
           The file football.gml contains the network of American football games
            between Division IA colleges during regular season Fall 2000, as compiled
            by M. Girvan and M. Newman. The nodes have values that indicate to which
            conferences they belong. The values are as follows:
              0 = Atlantic Coast
1 = Big East
              2 = Big Ten
              3 = Big Twelve
              4 = Conference USA
              5 = Independents
              6 = Mid-American
              7 = Mountain West
              9 = Southeastern
             10 = Sun Belt
             11 = Western Athletic
```







Output:



Conclusion:

Thus, in this practical we studied performed Graph Based Clustering using python programming language.