

# **L'outil de classification, relation betweenness et coupe, composantes connexes, étude des coûts**

Stage Casser des Graphes

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Complex Networks - LIP6

L'outil de classification

Relation Betweenness et Coupe

Composantes Connexes

étude des coûts

## **L'outil de classification**

*On veut pouvoir distinguer les coupes vraiment différentes visuellement*

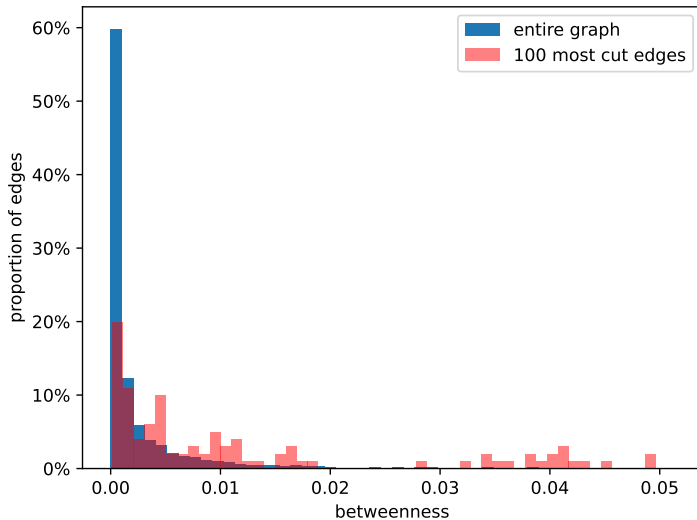
Plusieurs niveaux d'approche:

- les critères (notion de distance entre deux coupes)
  - intersection
  - distance dans le graphe
  - distance géographique
  - distance géométrique
- la méthode (comment ensuite trier en fonction des critères)
  - méthodes maisons (représentant, division)
  - clustering du graphe des distances

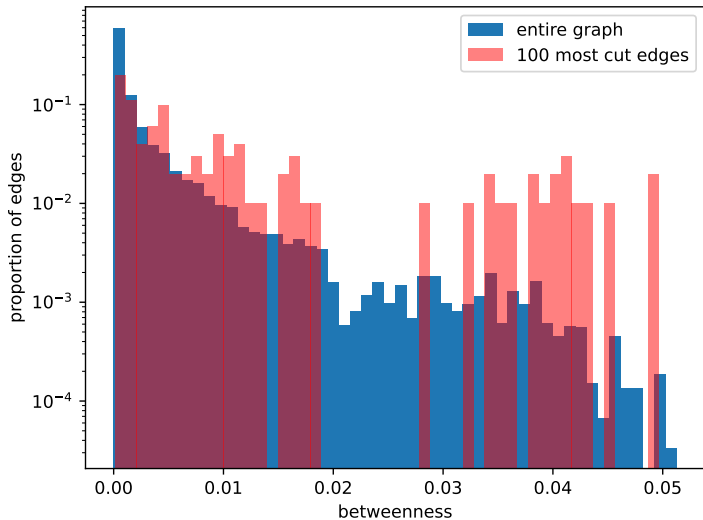


## **Relation Betweenness et Coupe**

## Betweenness distribution entire graph vs 100 most cut edges (1)



## Betweenness distribution entire graph vs 100 most cut edges (2)





## **Composantes Connexes**

# Les étranges composantes connexes

- quasiment toutes de taille 28
- si on les compare en enlevant les deux plus grandes composantes:

```
# 974 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 19937, 20471]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1558, 18929, 19921]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 29, 30, 32, 40, 19416, 20901]
# 9 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1686, 17984, 20738]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1582, 18958, 19868]
# 4 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1552, 18910, 19946]
# 3 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1583, 18934, 19891]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1657, 17991, 20760]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 30, 40, 63, 19414, 20901]
# 3 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1655, 18799, 19954]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1671, 18013, 20724]
# 1 [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 6, 6, 6, 8, 10, 11, 11, 22, 40, 1666, 18010, 20732]
```

## **étude des coûts**

## Différents attributs et leur présence

- $(n_1, n_2)$  100%
- width 3%
- maxspeed 95%
- oneway 100%
- lanes 51%
- bridge 2%
- tunnel 1%
- highway 100%
- access 7%
- reversed 1%
- ref 6%
- junction 0.5%
- service 0.01%
- length
- name
- v\_original
- u\_original
- osmid

## Quelques idées de coûts

- width
- width<sup>2</sup>
- width with maxspeed 50
- width without bridge
- width without tunnel
- random(min, max)
- random distribution