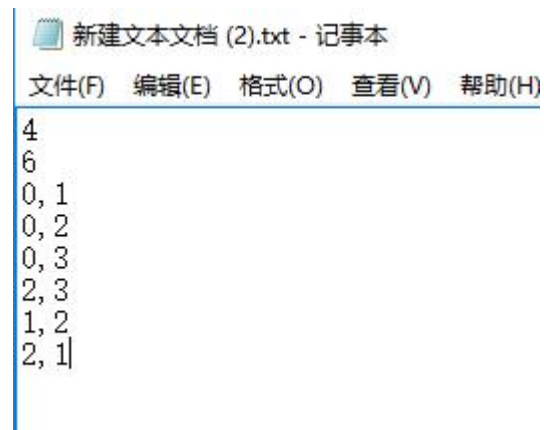


cfm 算法:

输入文件格式:



注: 第一行代表节点个数。

第二行代表边缘个数。

-i 输入文件

-o 输出文件

软件环境:

Scala code runner version 2.12.2

Java version "1.8.0_102"

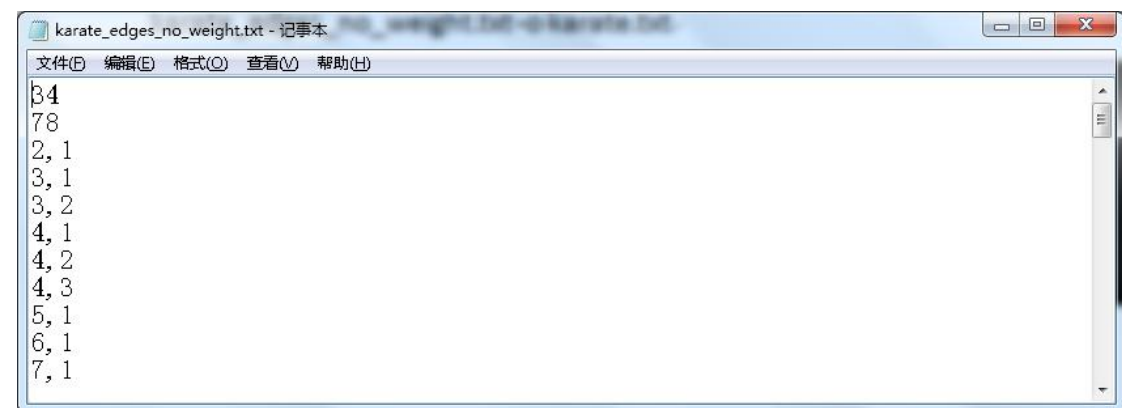
Java(TM) SE Runtime Environment (build 1.8.0_102-b14)

Java HotSpot(TM) 64-Bit Server VM (build 25.102-b14, mixed mode)

输入命令格式:

```
scala -J-Xmx7g -classpath communitydiscovery_M13.jar main.UndigraphMain -i aa.txt -o bb.txt
```

karate 数据集:



```
scala -J-Xmx7g -classpath communitydiscovery_M13.jar main.UndigraphMain -i karate_edges_no_weight.txt -o karate.txt
```

```
E:\jars>scala -J-Xmx7g -classpath communitydiscovery_M13.jar main.UndigraphMain -i karate_edges_no_weight.txt -o karate.txt
正在处理社区: 1
maxEdge: <<33,34>,<290.01,-1>>
正在处理社区: 2
maxEdge: <<1,2>,<175.01,-1>>
正在处理社区: 3
stop find the communities.
核心算法运行时间: 79
E:\jars>
```

输出文件:

karate.txt_community.txt

```
1 2
2 1:3,9,10,15,16,19,21,23,24,25,26,27,28,29,30,31,32,33,34
3 2:1,2,3,4,5,6,7,8,9,10,11,12,13,14,17,18,20,22,31
4
```

karate.txt_NC.txt

```
1 34
2 1:2
3 2:2
4 3:1,2
5 4:2
6 5:2
7 6:2
8 7:2
9 8:2
10 9:1,2
11 10:1,2
12 11:2
13 12:2
14 13:2
15 14:2
16 15:1
17 16:1
18 17:2
19 18:2
20 19:1
21 20:2
22 21:1
23 22:2
24 23:1
25 24:1
26 25:1
27 26:1
```