## BrunoFBessa 5881890 P9 code

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## 0.1 SFI5904 - Complex Networks

Project 9: Communities in complex networks First Semester of 2021

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Generate networks with 2 or 3 communities, using libraries and also the software for synthetic geographic networks with initial nodes positions following modular distribution.

Appy at least 2 methods for community detection, including accessibility and compare the results qualitatively using visualizations of the networks with communities identified with different colors.

## 0.2 Code

```
[111]: import random
  import numpy as np
  import pandas as pd
  from scipy import signal
  import matplotlib.pyplot as plt
  import seaborn as sns
  sns.set_theme()
  import networkx as nx
  import scipy
  import secrets
  import math
  from community import community_louvain
  from IPython import display
```

```
[77]: # Definition of network models

class Point():

"""

Defines nodes of a graph.

The Erdos-Renyi network model is built from a set of objects of this class.
"""
```

```
def __init__(self, index: str) -> None:
        self.index = index
        self.neighbors = []
    def __repr__(self) -> None:
        return repr(self.index)
def main_component(G: nx.classes.graph.Graph) -> nx.classes.graph.Graph:
    11 11 11
    To calculate the distances we need to have only the main connected component
    G = G.to_undirected()
    G.remove_edges_from(nx.selfloop_edges(G))
    Gcc = sorted(nx.connected_components(G), key=len, reverse=True)
    G = G.subgraph(Gcc[0])
    G = nx.convert_node_labels_to_integers(G, first_label=0)
    return G
def plot_graph(G: nx.classes.graph.Graph,
               layout: str="spring_layout",
               title: str="Graph",
               with labels: bool=False) -> None:
    nnn
    Plots the generated graph on the console.
    if layout == "circular_layout":
       pos = nx.circular_layout(G)
    else:
        pos = nx.spring_layout(G)
    fig_net = nx.draw(G, pos, node_color='w', node_size=1,__
→with_labels=with_labels, arrows=True)
    plt.suptitle(title, fontsize=15)
    plt.show(fig_net)
def plot_graph_borders(G: nx.classes.graph.Graph,
               layout: str,
               title: str,
               with_labels: bool) -> None:
    11 11 11
    Plots the generated graph on the console with borders.
    if layout == "circular_layout":
```

```
pos = nx.circular_layout(G)
    else:
        pos = nx.spring_layout(G)
    graph_access = graph_accessibility(G, h=2)
    threshold = np.percentile(graph_access, 50)
    graph_access = [1 if x >= threshold else 0 for x in graph_access]
    fig_net = nx.draw(G,
                      node_color=graph_access,
                      cmap=plt.get_cmap("coolwarm"),
                      node_size=100,
                      with_labels=with_labels)
    plt.suptitle(title, fontsize=15)
    plt.show(fig_net)
def plot_graph_communities(G: nx.classes.graph.Graph,
               layout: str,
               title: str,
               with_labels: bool,
               values: list) -> None:
    Plots the generated graph on the console with borders.
    if layout == "circular_layout":
        pos = nx.circular_layout(G)
    else:
        pos = nx.spring_layout(G)
    fig_net = nx.draw(G,
                      pos,
                      node_color=values,
                      cmap=plt.get_cmap("coolwarm"),
                      node_size=100,
                      with_labels=with_labels)
    plt.suptitle(title, fontsize=15)
    plt.show(fig_net)
def save_graph_borders(G: nx.classes.graph.Graph,
               layout: str,
               title: str,
               with_labels: bool,
               file_name: str) -> None:
```

```
HHHH
    Plots the generated graph on the console with borders.
    if layout == "circular_layout":
        pos = nx.circular_layout(G)
    else:
        pos = nx.spring_layout(G)
    graph_access = graph_accessibility(G, h=2)
    threshold = np.percentile(graph_access, 50)
    graph_access = [1 if x >= threshold else 0 for x in graph_access]
    fig_net = nx.draw(G,
                      pos,
                      node_color=graph_access,
                      cmap=plt.get_cmap("coolwarm"),
                      node_size=100,
                      with_labels=with_labels)
    plt.suptitle(title, fontsize=15)
    plt.savefig("images/"+file_name)
    plt.close(fig_net)
def save_plot_graph(G: nx.classes.graph.Graph,
                    layout: str,
                    title: str,
                    with_labels: bool,
                    file_name: str) -> None:
    11 11 11
    Saves generated graph plot on file system.
    if layout == "circular_layout":
        pos = nx.circular_layout(G)
    else:
        pos = nx.spring_layout(G)
    fig_net = nx.draw(G, pos, node_color='w', node_size=1,_
→with_labels=with_labels)
    plt.suptitle(title, fontsize=15)
    plt.savefig("images/"+file_name)
    plt.close(fig_net)
class SpatialPoint():
    11 11 11
```

```
Defines a two dimensional point.
    Spacial/Geographical networks will be built from a set of objects of this⊔
 \hookrightarrow class.
    .....
    def init (self, index: str, box size: int) -> None:
        self.index = index
        self.x = random.uniform(0, 1) * box_size
        self.y = random.uniform(0, 1) * box_size
    def get_coordinates(self) -> np.array:
        return np.array([(self.x, self.y)])
    def get_distance(self, other) -> float:
        p1_coord = self.get_coordinates()
        p2_coord = other.get_coordinates()
        dist = scipy.spatial.distance.cdist(p1_coord, p2_coord, 'euclidean')
        return dist[0][0]
    def repr (self) -> None:
        return repr([(self.x, self.y)])
class SpatialPointConfined():
    11 11 11
    Defines a two dimensional point, confined in a region center x, center y.
    Spacial/Geographical networks will be built from a set of objects of this \Box
 \hookrightarrow class.
    11 11 11
    def __init__(self, index: str, box_size: int, center_x: float, center_y:_u
→float, conf size: float) -> None:
        self.index = index
        self.x = random.uniform(center_x - conf_size/2, center_x + conf_size/2)_u
 →* box_size
        self.y = random.uniform(center_y - conf_size/2, center_y + conf_size/2)_u
→* box_size
    def get_coordinates(self) -> np.array:
        return np.array([(self.x, self.y)])
    def get_distance(self, other) -> float:
        p1_coord = self.get_coordinates()
        p2_coord = other.get_coordinates()
```

```
dist = scipy.spatial.distance.cdist(p1_coord, p2_coord, 'euclidean')
        return dist[0][0]
    def __repr__(self) -> None:
        return repr([(self.x, self.y)])
def spatial_network_radius_community(N: int,
                              box size: int = 1,
                              radius = 0.3,
                              plot: bool = True,
                              file_name: str = None,
                              with_labels=False) -> nx.classes.graph.Graph:
    11 11 11
    Defines a network in which the connections between random nodes are
 \rightarrow performed if the distance
    from one to the other is less than a radius r, given as a parameter to the \sqcup
 \hookrightarrow constructor.
    11 11 11
    G = nx.Graph()
    spatial_points = []
    spatial_points_community_a = [SpatialPointConfined(i, 1, 0.2, 0.2, 0.2) for_
\rightarrowi in range(0, int(N/2))]
    spatial_points_community_b = [SpatialPointConfined(i, 1, 0.8, 0.8, 0.2) for_u
\rightarrowi in range(int(N/2), N)]
    spatial_points = spatial_points_community_a + spatial_points_community_b
    points2d_aux = [point_arr.get_coordinates() for point_arr in spatial_points]
    points2d = []
    for point arr aux in points2d aux:
        points2d.append(list(point_arr_aux[0]))
    # Adds edge between (i, j) if distance (i, j) \leq radius
    edges = [(node_i.index, node_j.index) for node_i in spatial_points for_u
 →node_j in spatial_points if node_i.get_distance(node_j) > 0 and node_i.
→get_distance(node_j) <= radius]</pre>
    for edge in list(edges):
        G.add_edge(list(edge)[0], list(edge)[1])
    \# To calculate the distances we need to have only the main connected \sqcup
 \hookrightarrow component
```

```
\# G = main\_component(G)
    # Option of visualization. Do not use in the case of series of exeperiments
    title = "Geographic newtork (N={} , radius={})".format(N, radius)
    if plot:
        plot_graph(G, "spring_layout", title, with_labels)
    if file_name != None:
        save_plot_graph(G, "spring_layout", title, file_name, with_labels)
    return G
def spatial_network_waxman_community(N: int,
                              box_size: int = 1,
                              alpha = 0.3,
                              plot: bool = True,
                              file_name: str = None,
                              with_labels=False) -> nx.classes.graph.Graph:
    11 11 11
    Defines a network in which the connections between random nodes are \sqcup
 \rightarrowperformed due to a random
    event with probability p < \exp(-distance/alpha), given as a parameter to_{\sqcup}
\hookrightarrow the constructor.
    G = nx.Graph()
    spatial points = []
    spatial_points_community_a = [SpatialPointConfined(i, 1, 0.2, 0.2, 0.2) for_
\rightarrowi in range(0, int(N/2))]
    spatial_points_community_b = [SpatialPointConfined(i, 1, 0.8, 0.8, 0.2) for_u
\rightarrowi in range(int(N/2), N)]
    spatial_points = spatial_points_community_a + spatial_points_community_b
    points2d_aux = [point_arr.get_coordinates() for point_arr in spatial_points]
    points2d = []
    for point_arr_aux in points2d_aux:
        points2d.append(list(point_arr_aux[0]))
    # Adds edge between (i, j) if p (random) is less than exp^{(distance(i, j)/}
 \hookrightarrow alpha)
```

```
[105]: def node_accessibility(G: nx.classes.graph.Graph,
                         current_node: int=0,
                         visited_nodes: list=[],
                         h: int=1) -> float:
           Defines the accessibility for one node of a network
           neighbours = list(G.adj[current_node])
           H_{entropy} = 0
           if G.degree[current_node] > 1:
               visited_nodes.append(current_node)
               for neighbour in neighbours:
                   p = 1/len(neighbours)
                   H_{entropy} += -1 * p * math.log(p, 2)
               if h <= 1:
                   return H_entropy
               else:
                   for distance in range(0, h-1):
                       if neighbour not in visited_nodes:
                           H_entropy += node_accessibility(G,
                                                       current_node=neighbour,
                                                       visited_nodes=visited_nodes,
                                                       h=distance)
           accessibiity = math.exp(H_entropy)
```

## 0.3 Results

Code for results is below: