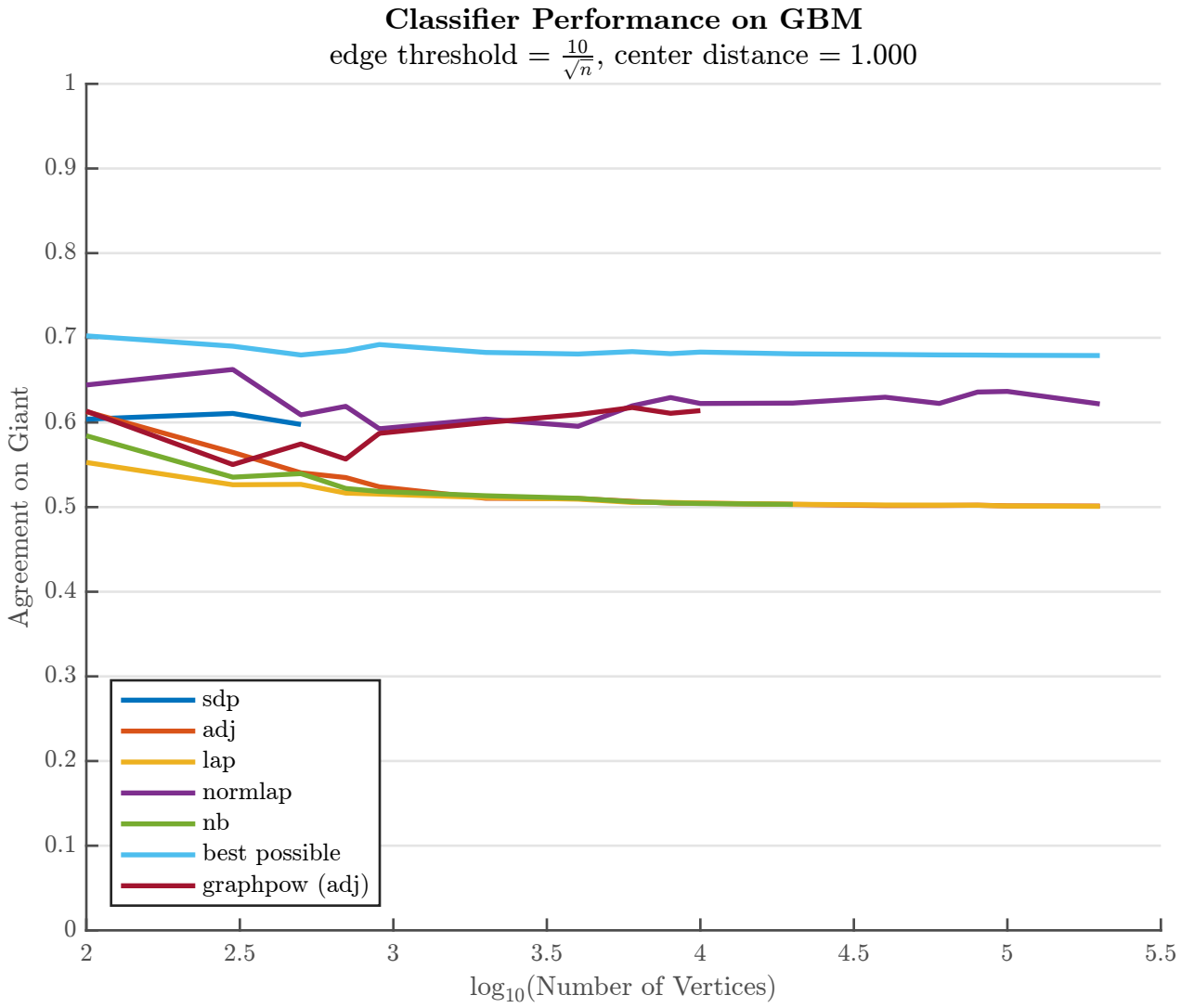
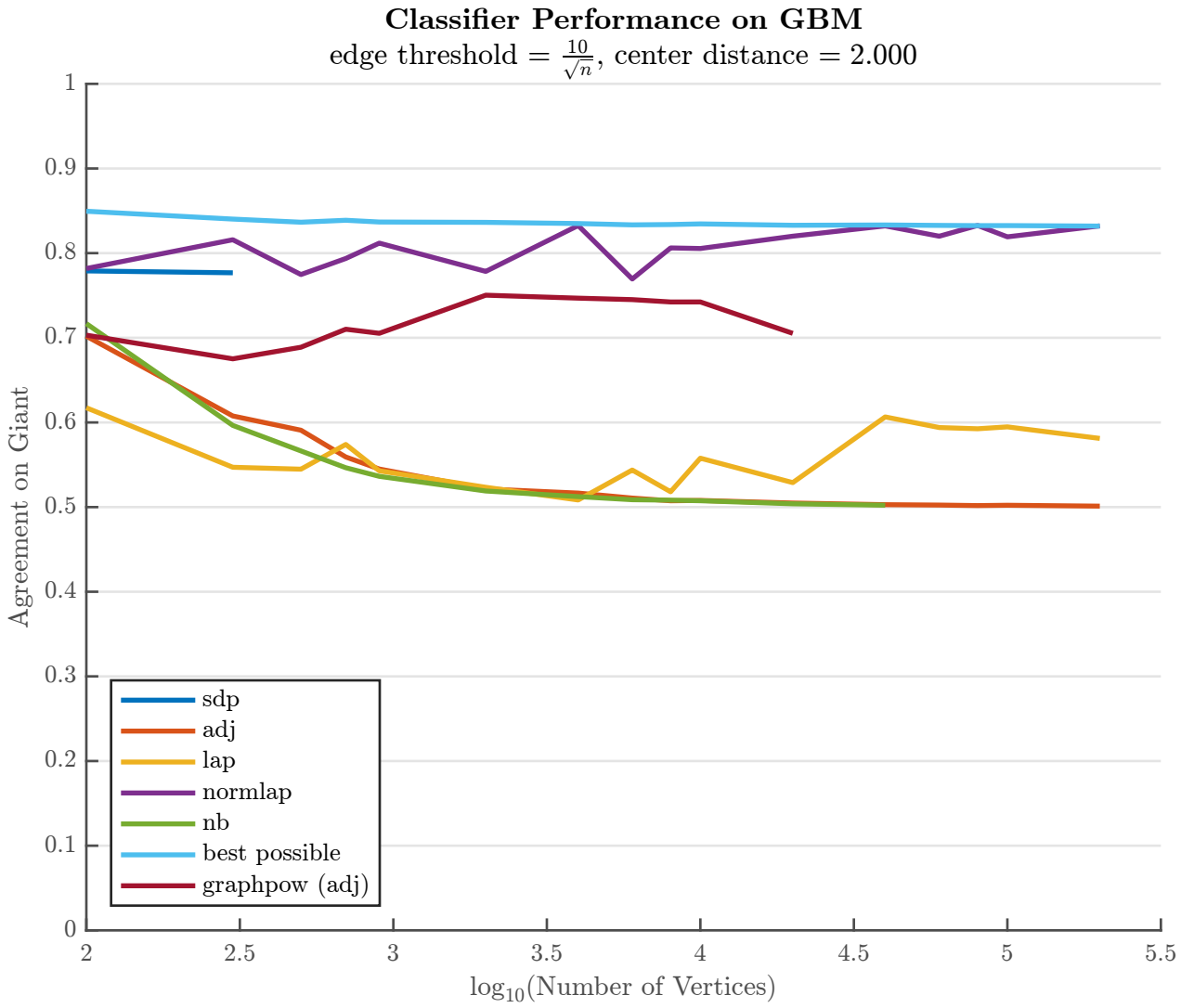
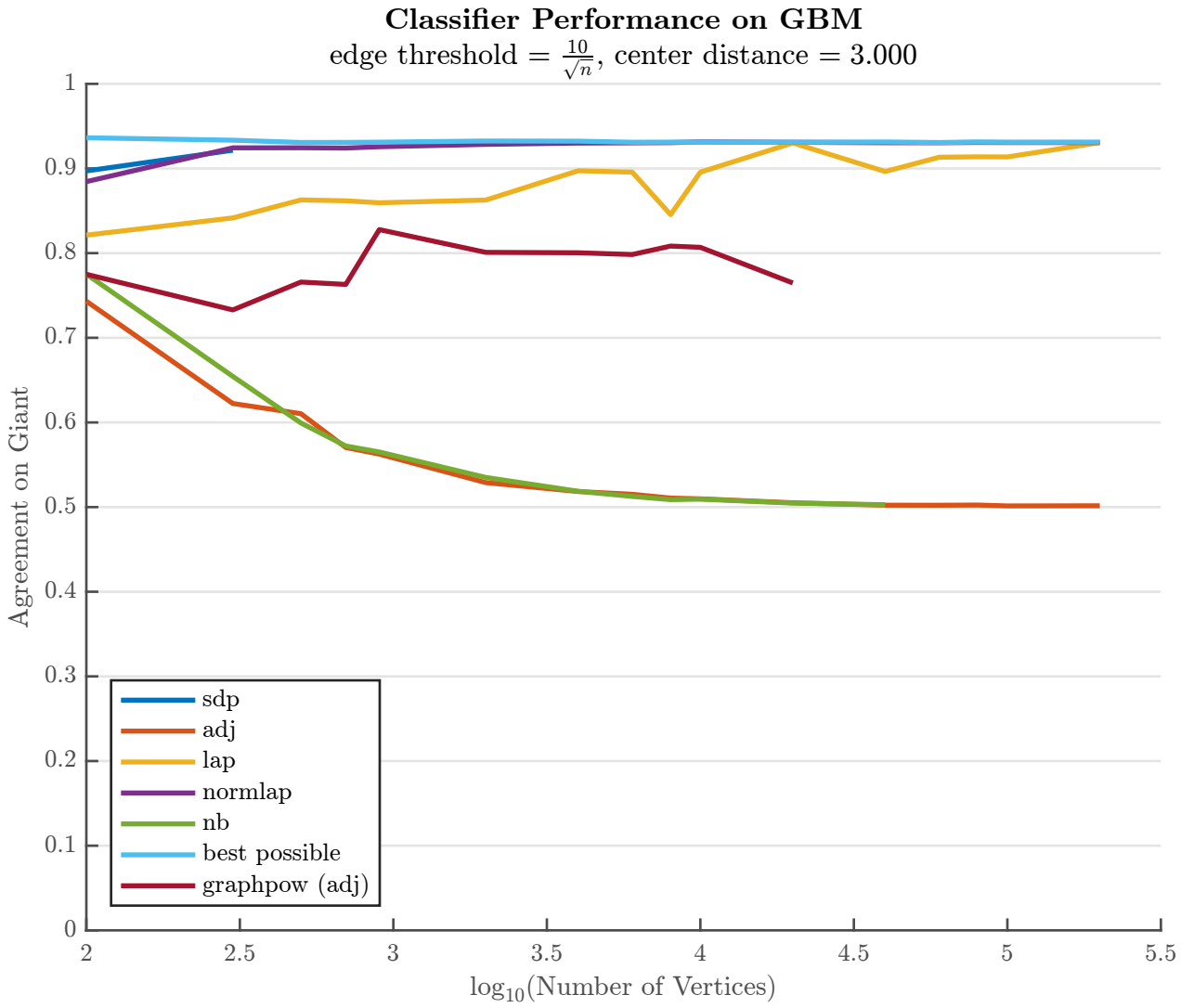
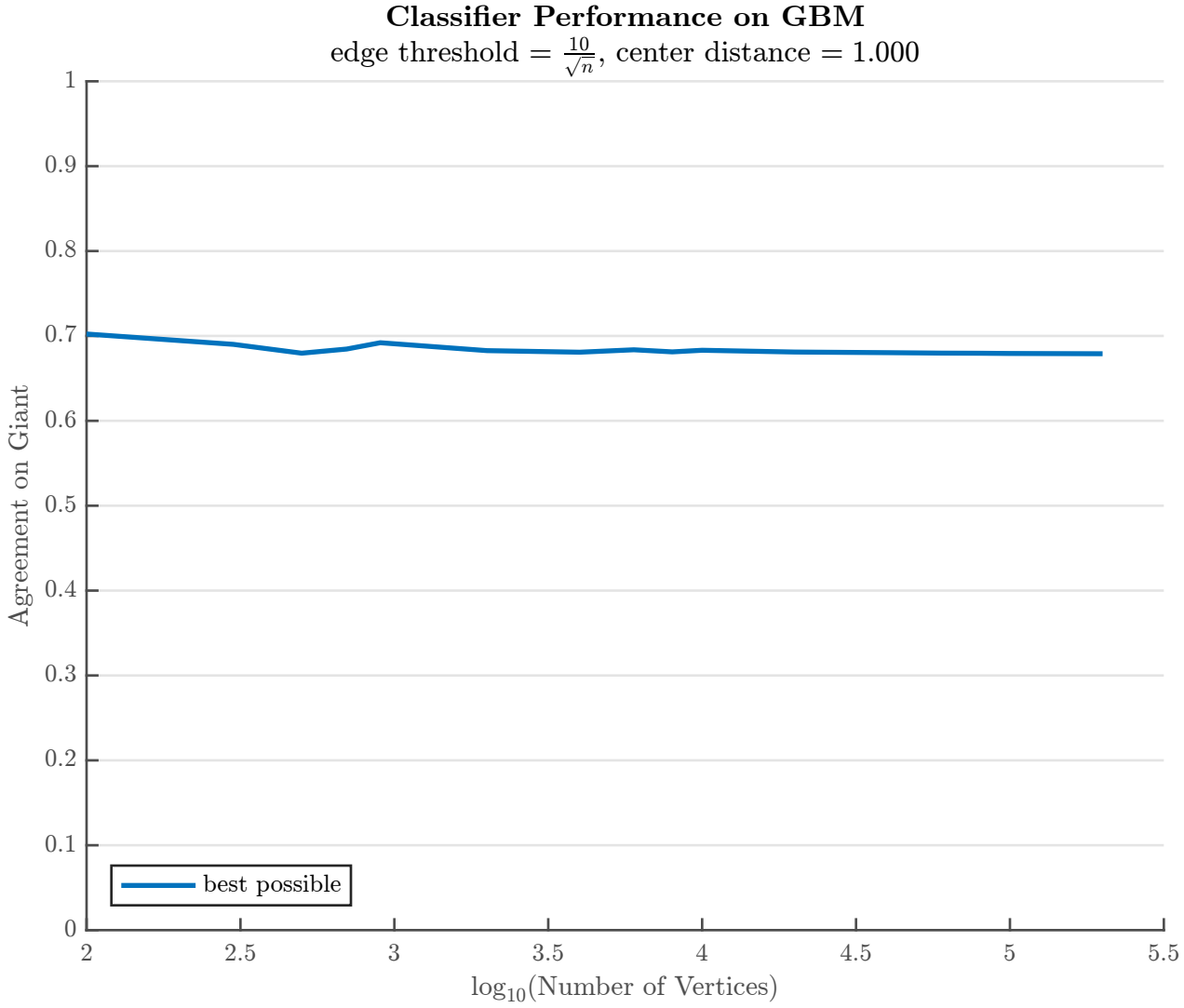
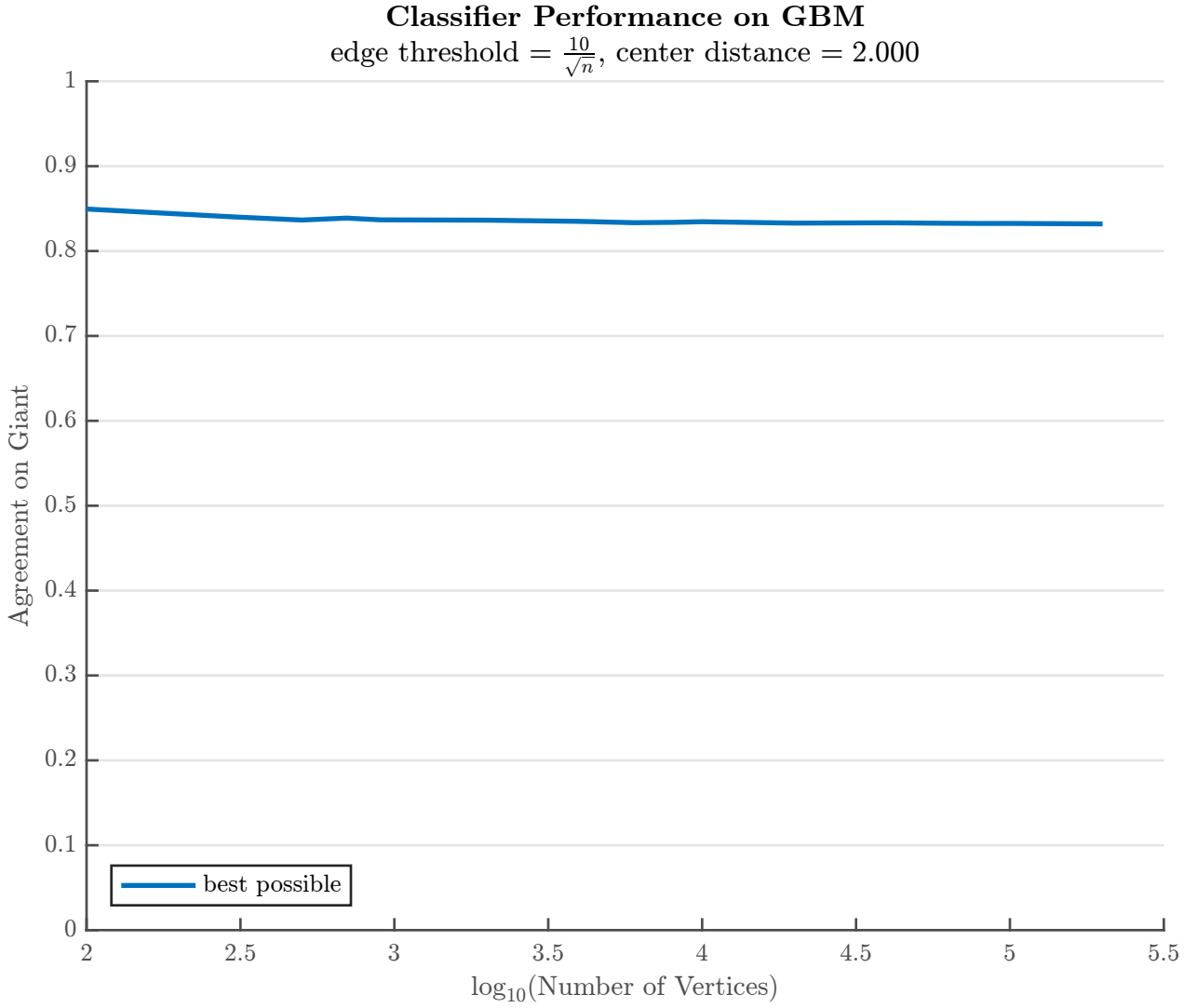
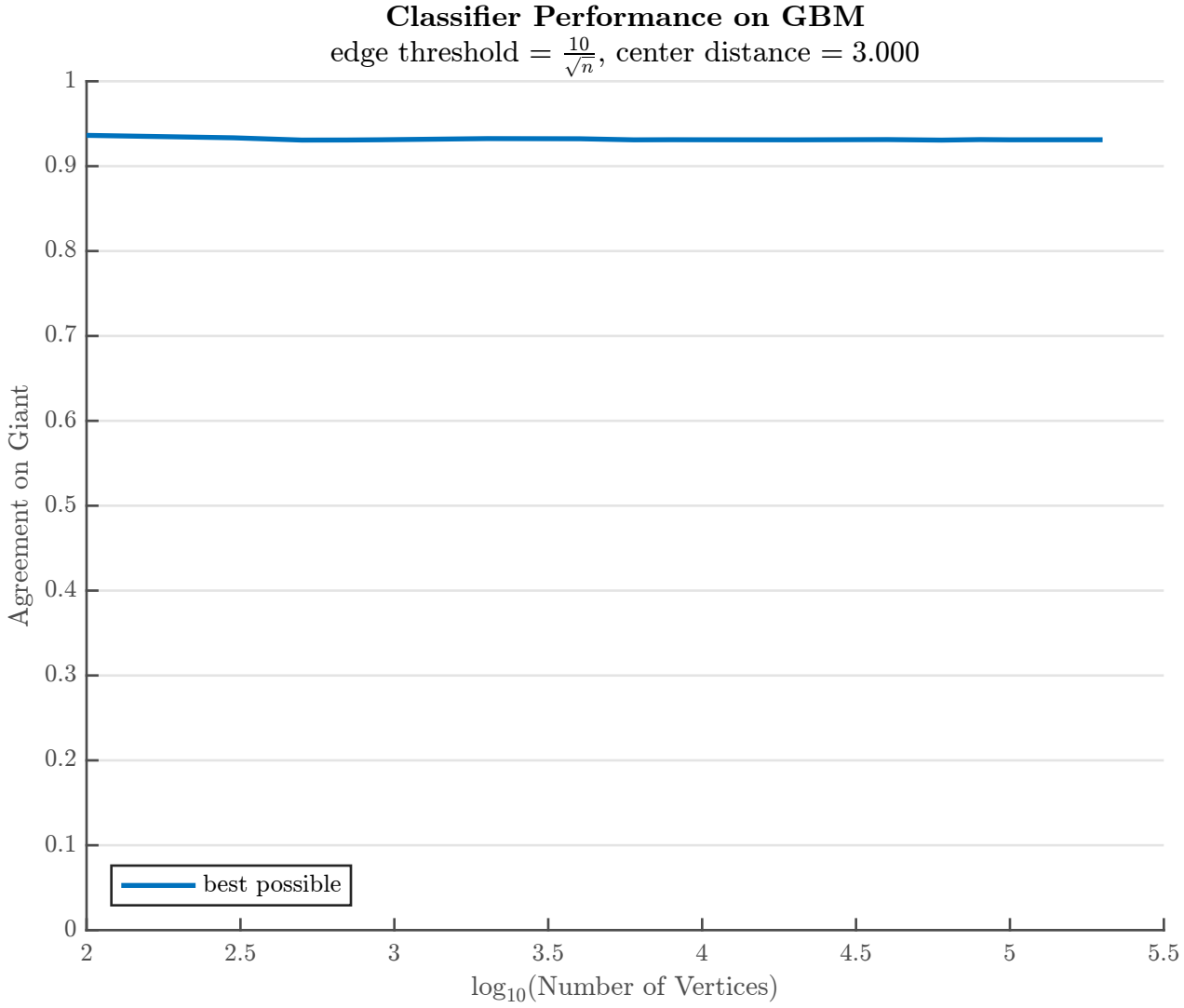

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 1.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
sdp
adj
lap
normlap
nb
best possible
graphpow (adj)

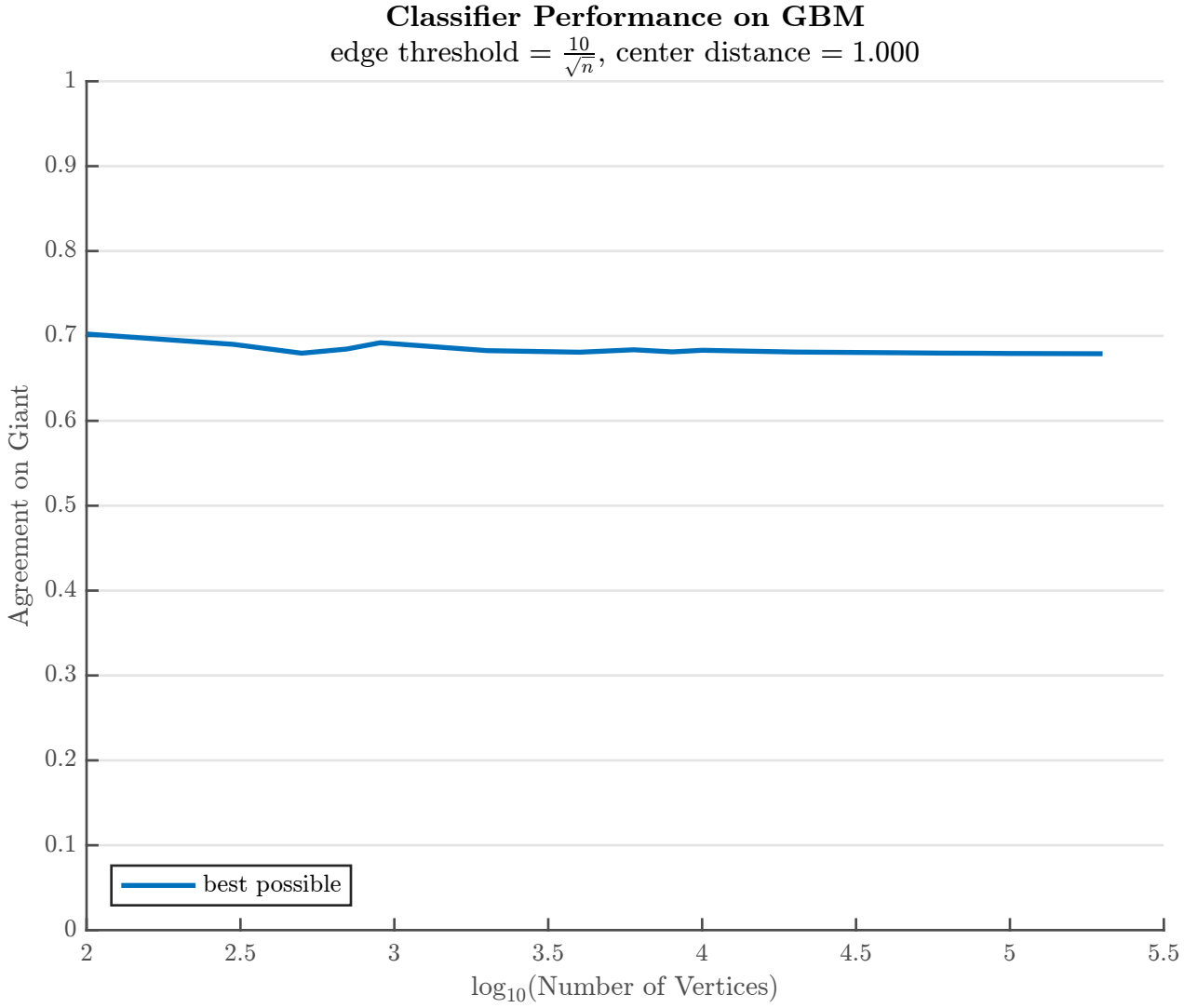

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 2.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
sdp
adj
lap
normlap
nb
best possible
graphpow (adj)

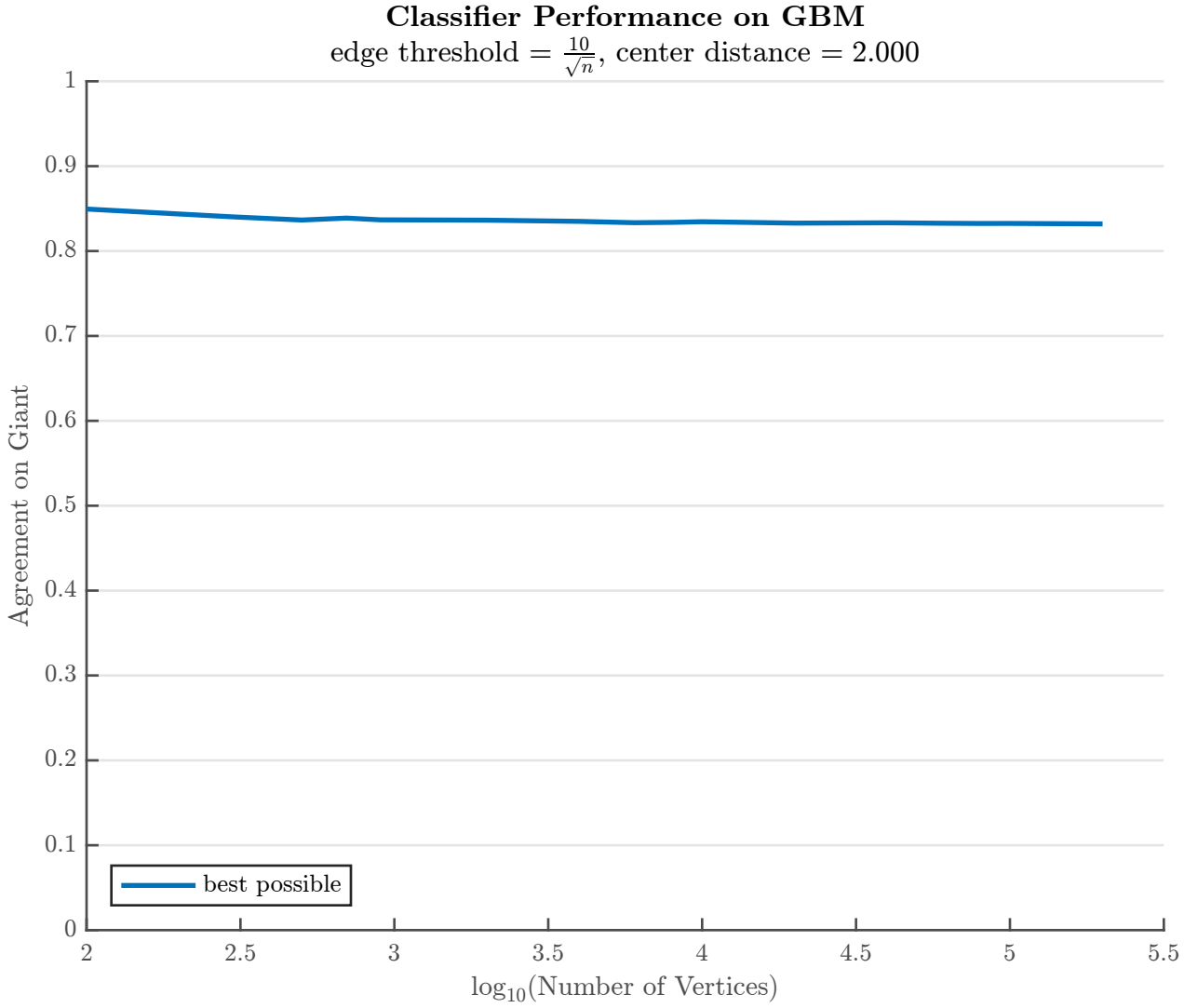

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 3.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
sdp
adj
lap
normlap
nb
best possible
graphpow (adj)

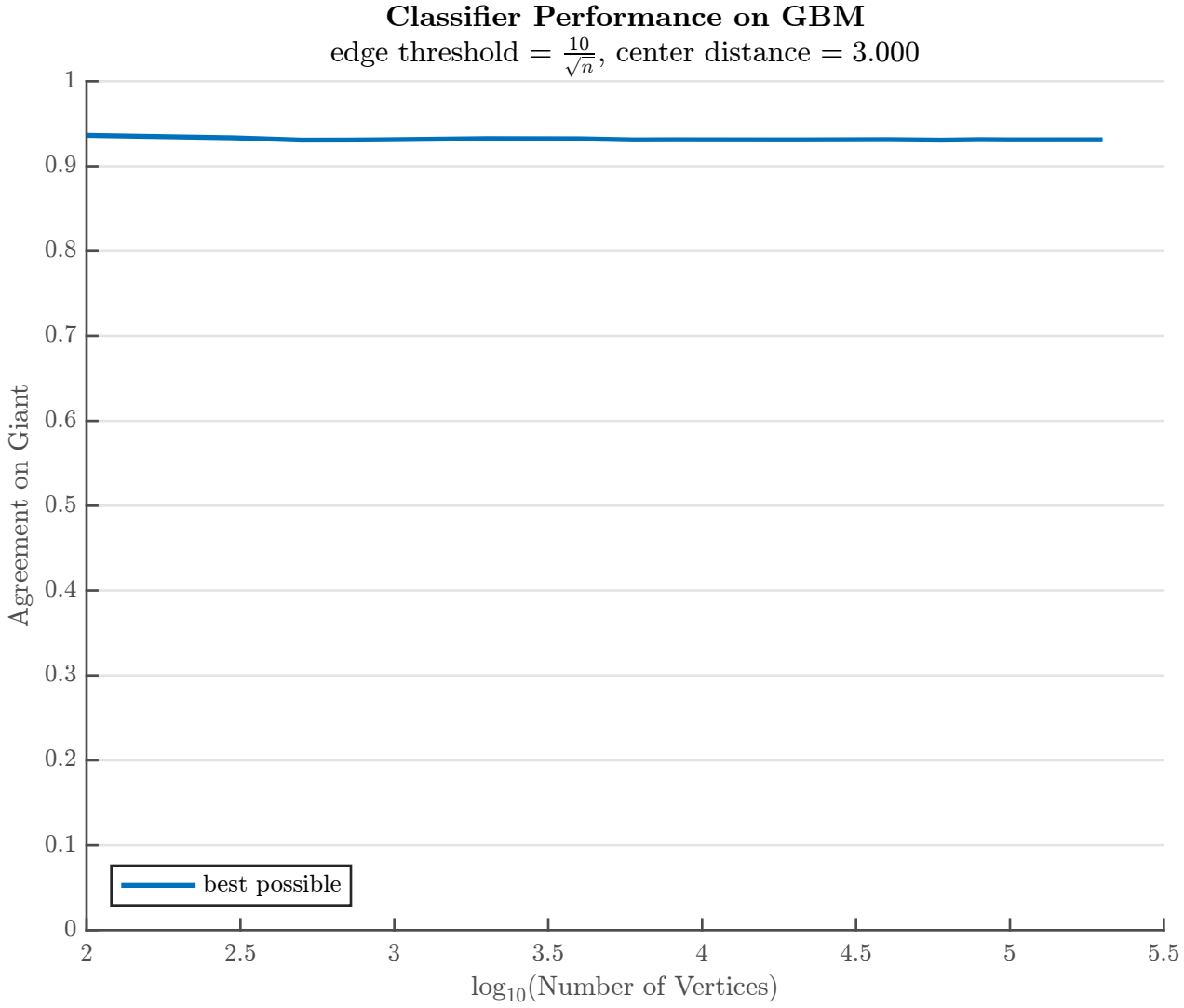

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 1.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
best possible
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)

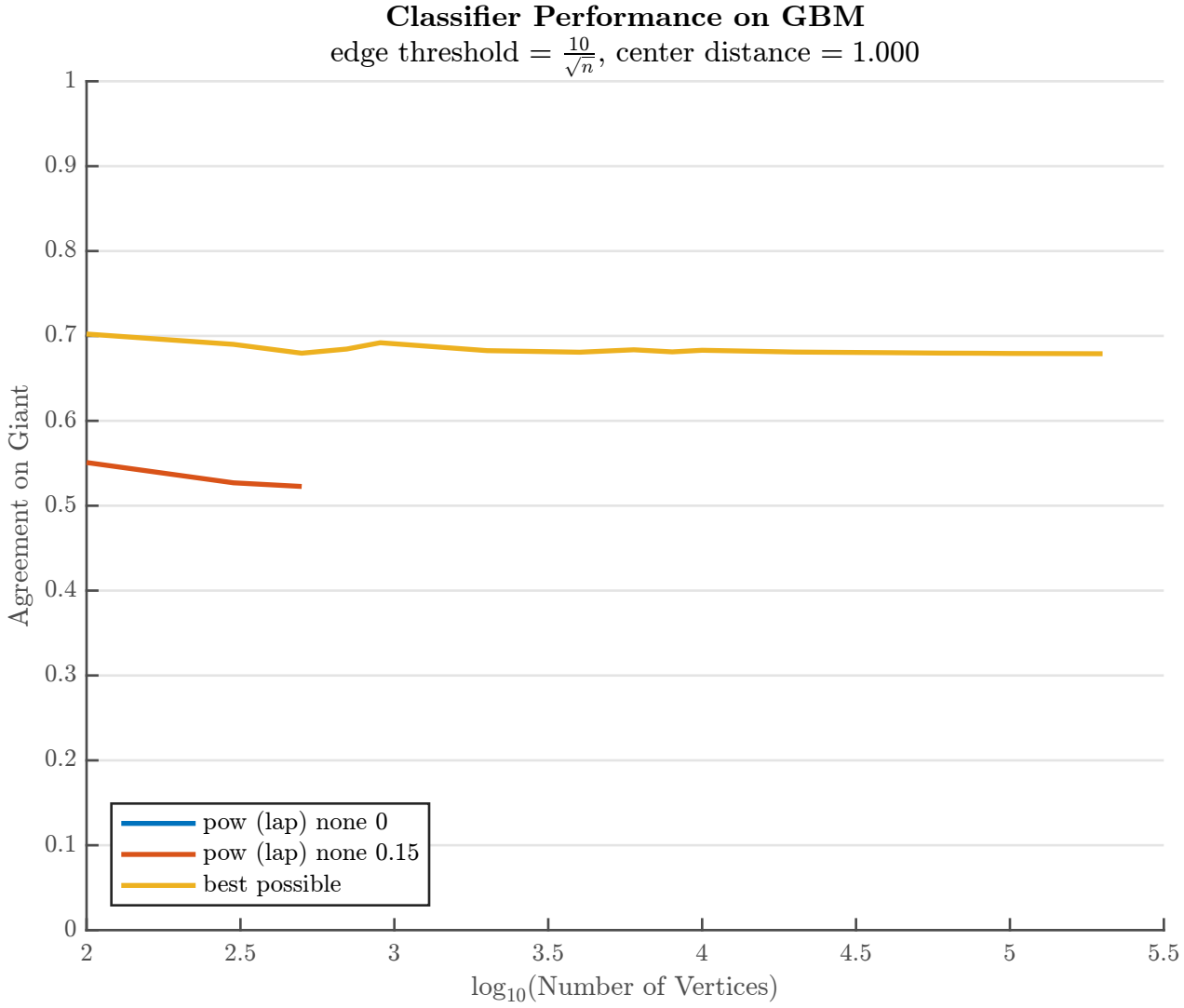

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 2.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
best possible

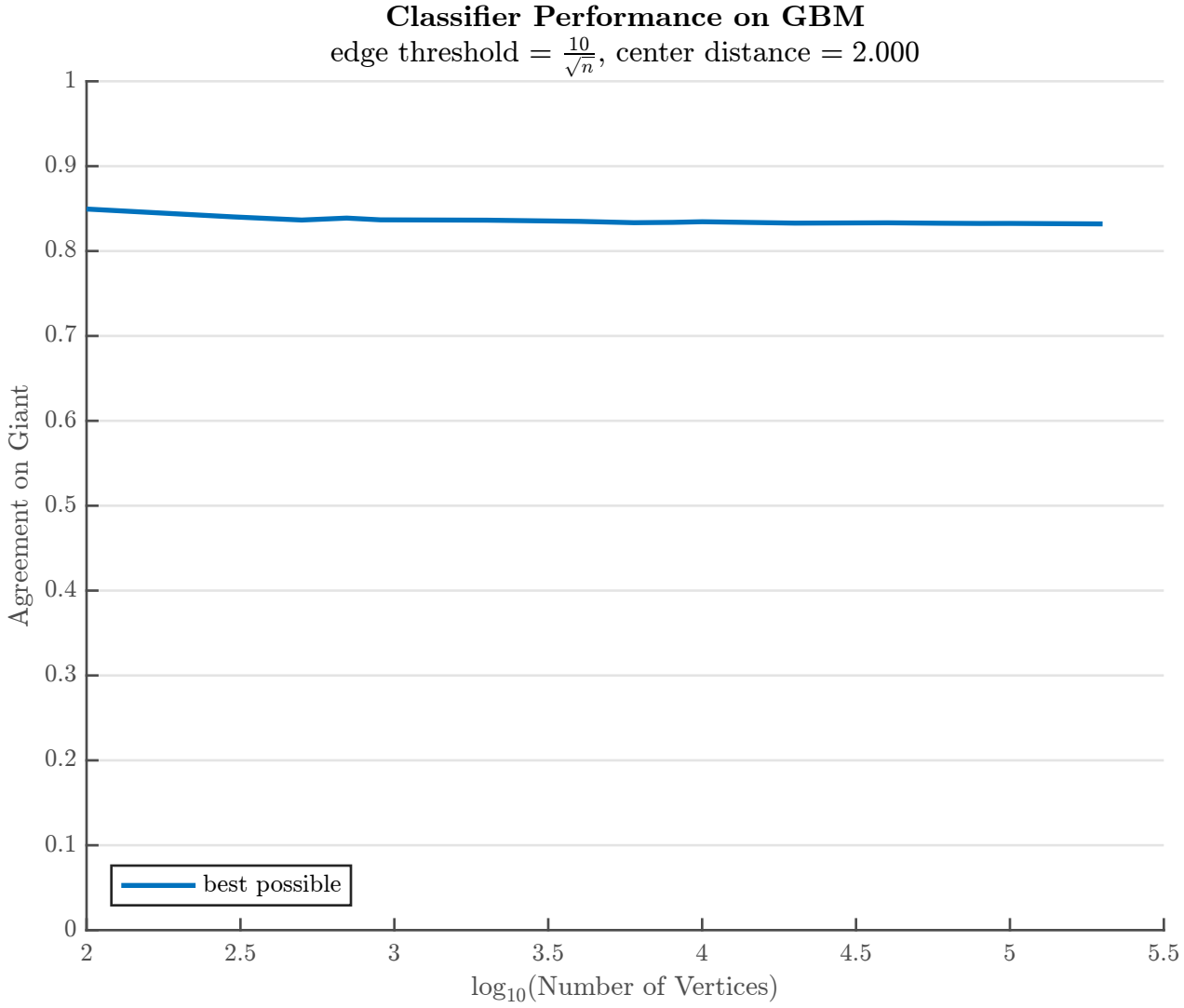

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 3.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
best possible

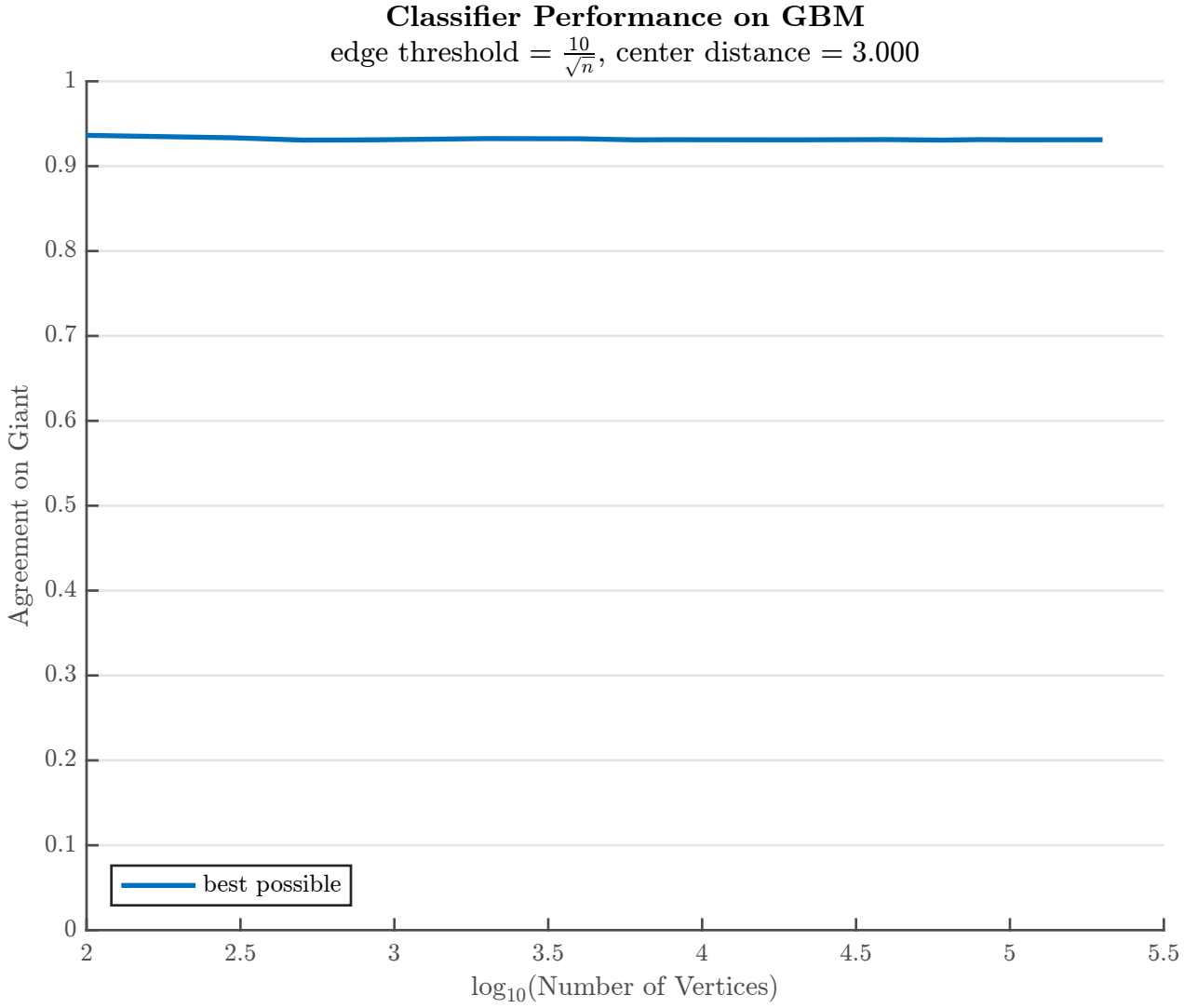

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 1.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
best possible
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)

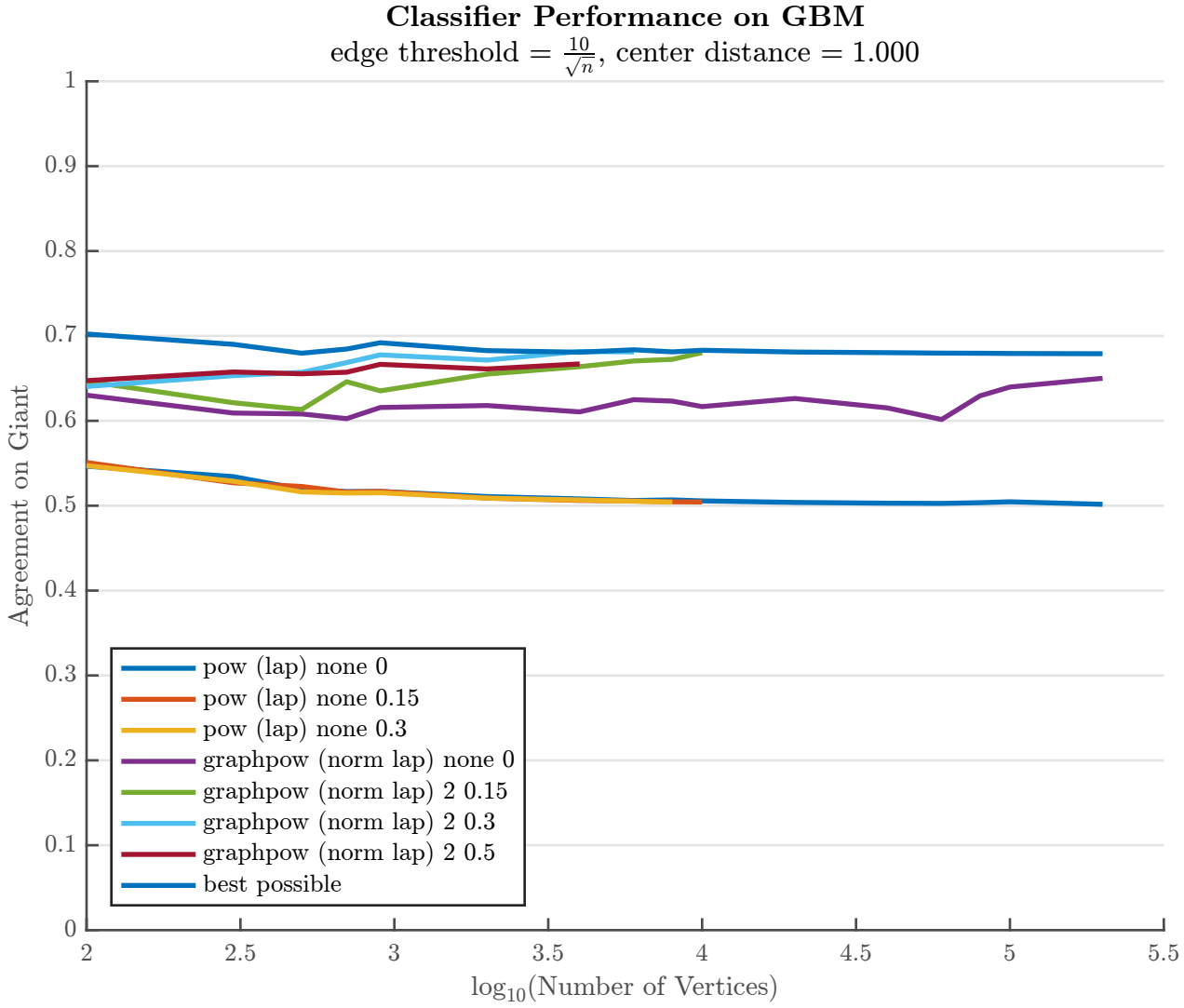

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 2.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
best possible

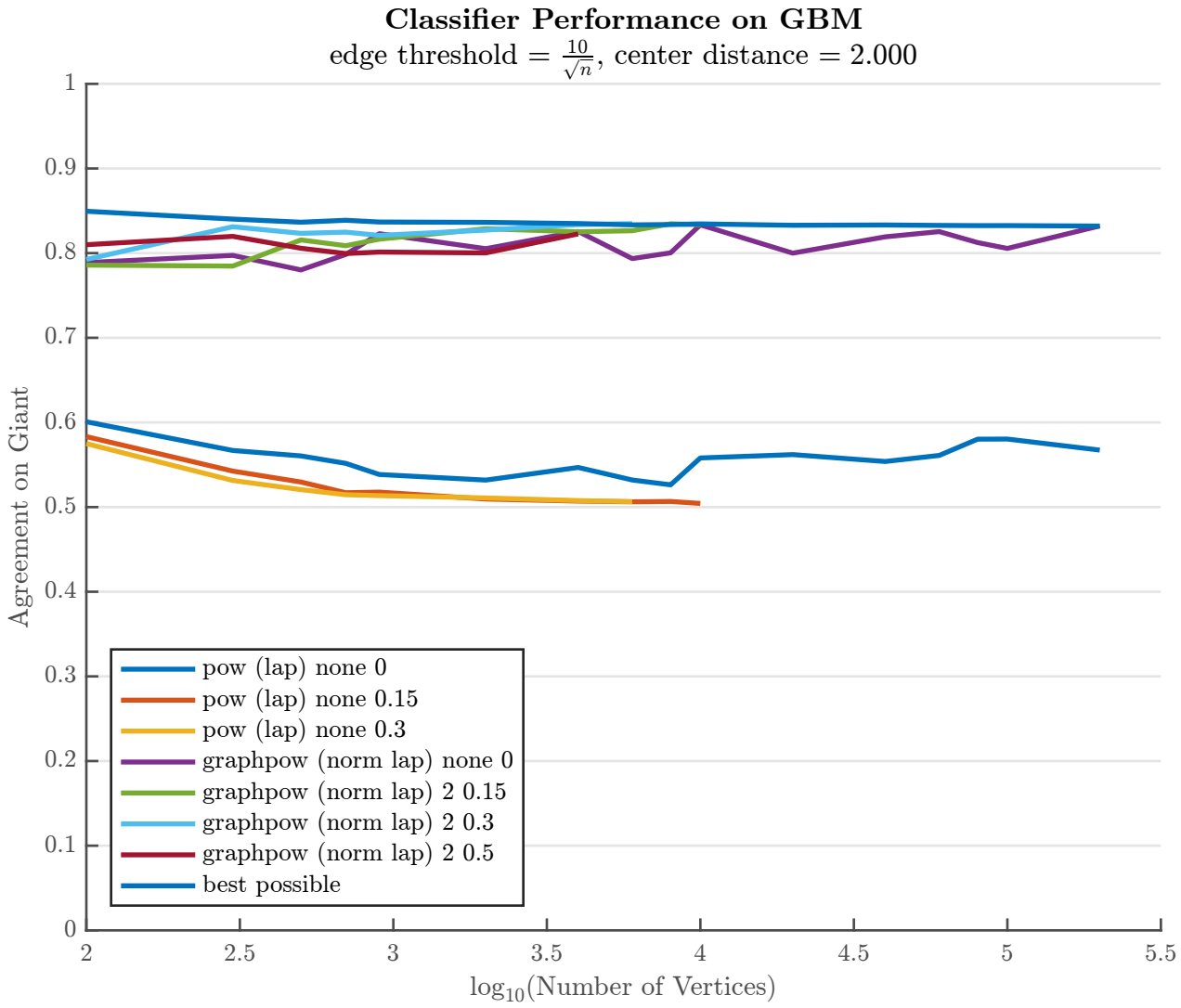

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 3.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
best possible

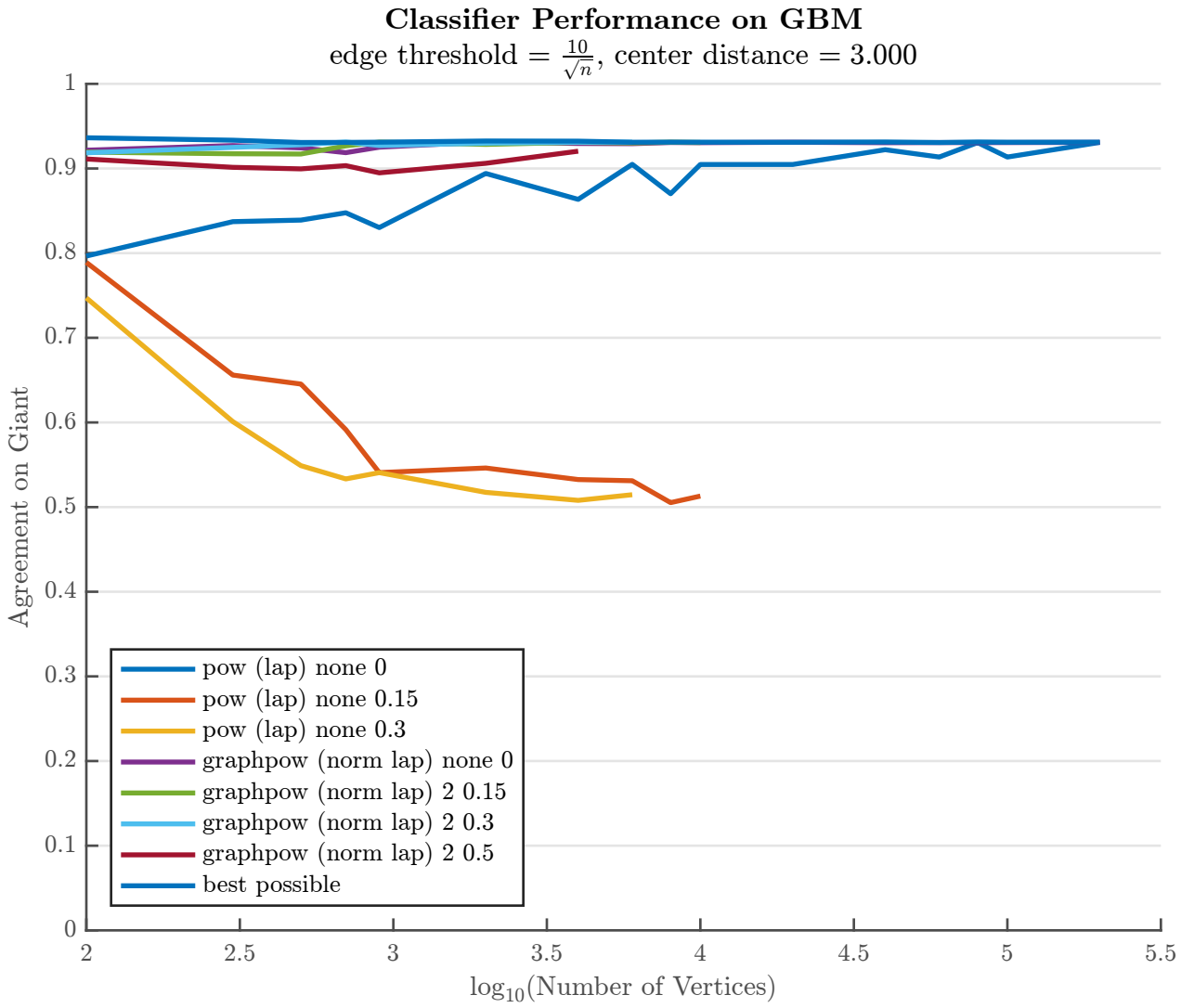

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 1.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
pow (lap) none 0
pow (lap) none 0.15
best possible

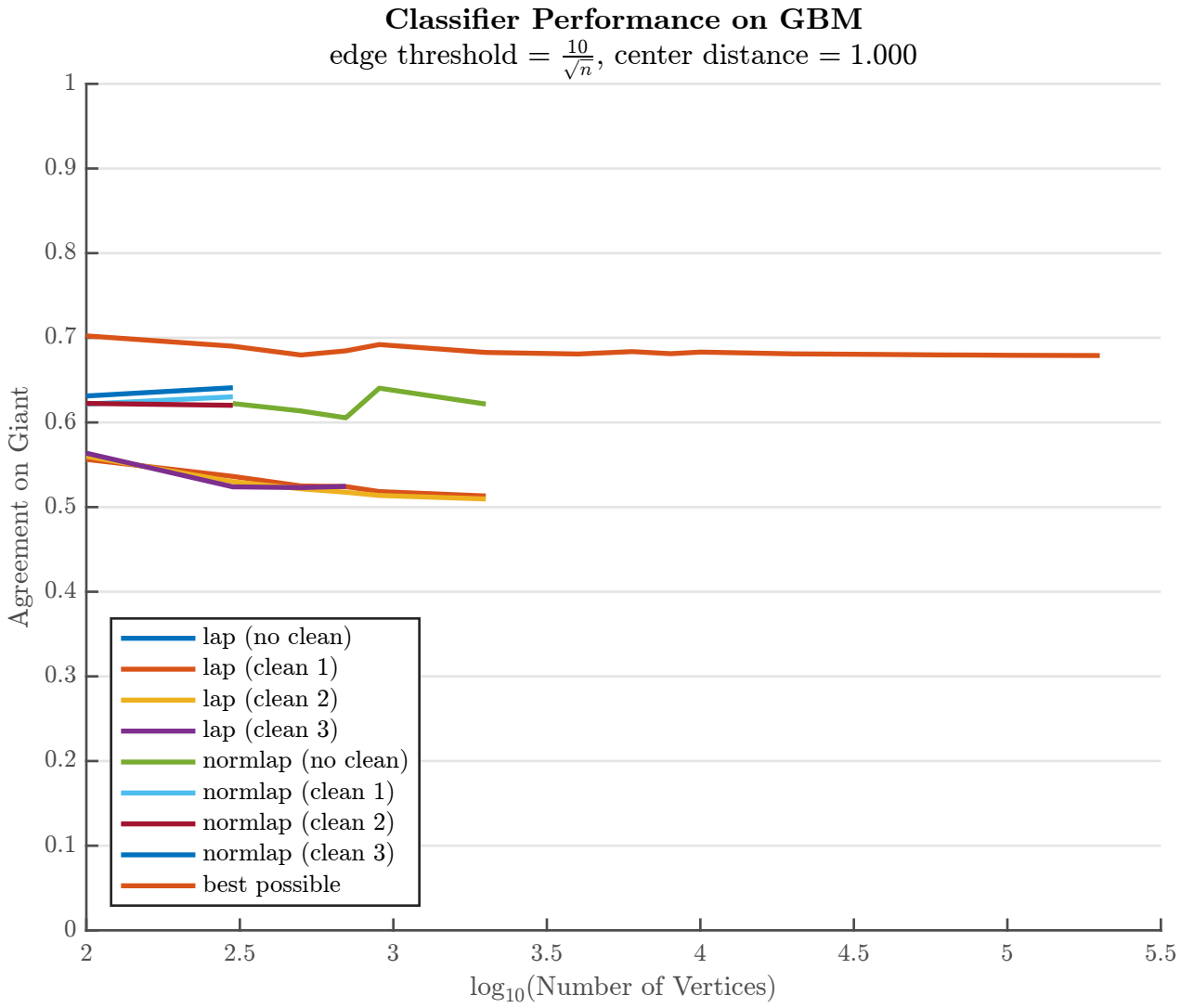

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 2.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
best possible

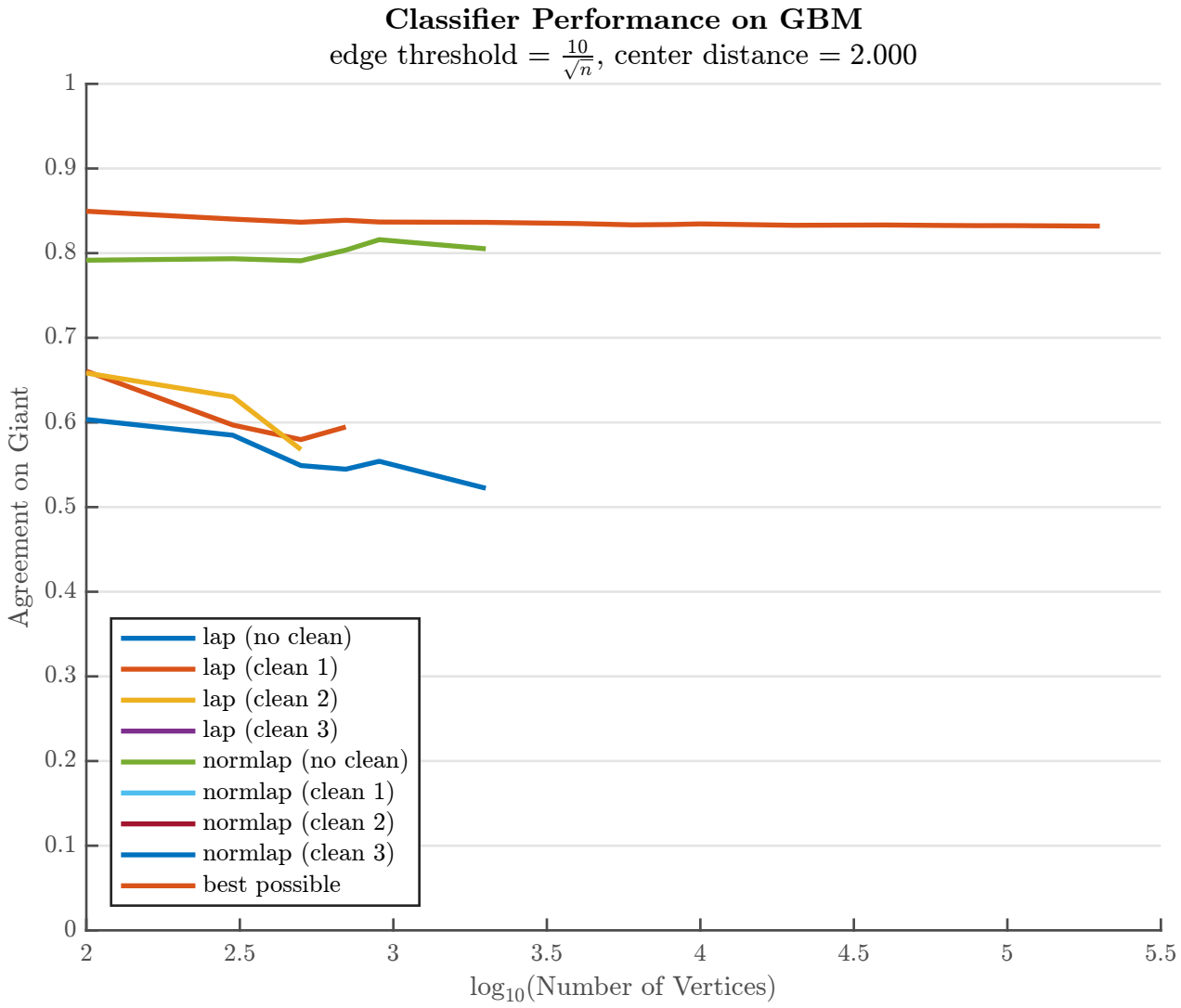

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 3.000
Agreement on Giant
1
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
2
2.5
3
3.5
4
4.5
5
5.5
$\log_{10}$(Number of Vertices)
best possible

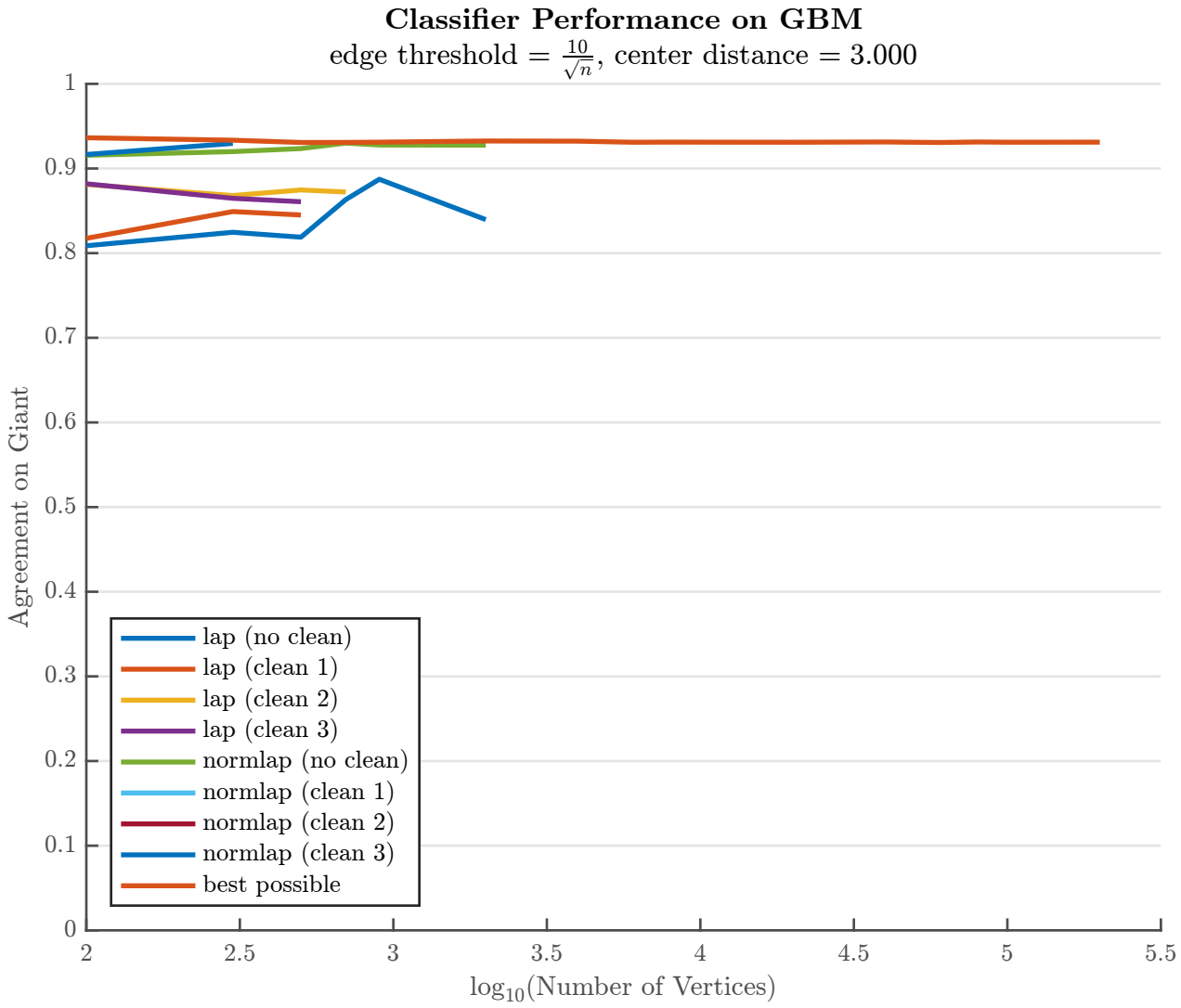

Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 1.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
pow (lap) none 0
pow (lap) none 0.15
pow (lap) none 0.3
graphpow (norm lap) none 0
graphpow (norm lap) 2 0.15
graphpow (norm lap) 2 0.3
graphpow (norm lap) 2 0.5
best possible


Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 2.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
pow (lap) none 0
pow (lap) none 0.15
pow (lap) none 0.3
graphpow (norm lap) none 0
graphpow (norm lap) 2 0.15
graphpow (norm lap) 2 0.3
graphpow (norm lap) 2 0.5
best possible


Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 3.000
Agreement on Giant
log10(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
pow (lap) none 0
pow (lap) none 0.15
pow (lap) none 0.3
graphpow (norm lap) none 0
graphpow (norm lap) 2 0.15
graphpow (norm lap) 2 0.3
graphpow (norm lap) 2 0.5
best possible


Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 1.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
lap (no clean)
lap (clean 1)
lap (clean 2)
lap (clean 3)
normlap (no clean)
normlap (clean 1)
normlap (clean 2)
normlap (clean 3)
best possible


Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 2.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
lap (no clean)
lap (clean 1)
lap (clean 2)
lap (clean 3)
normlap (no clean)
normlap (clean 1)
normlap (clean 2)
normlap (clean 3)
best possible


Classifier Performance on GBM
edge threshold = $\frac{10}{\sqrt{n}}$, center distance = 3.000
Agreement on Giant
$\log_{10}$(Number of Vertices)
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
2
2.5
3
3.5
4
4.5
5
5.5
lap (no clean)
lap (clean 1)
lap (clean 2)
lap (clean 3)
normlap (no clean)
normlap (clean 1)
normlap (clean 2)
normlap (clean 3)
best possible