## 经济管理学院

# 课程报告

## (复杂网络与社会计算)

题	目:	week7课程作业
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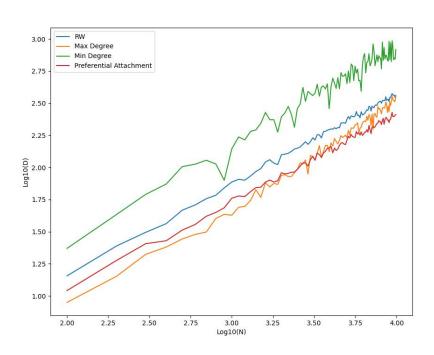
2024年4月10日



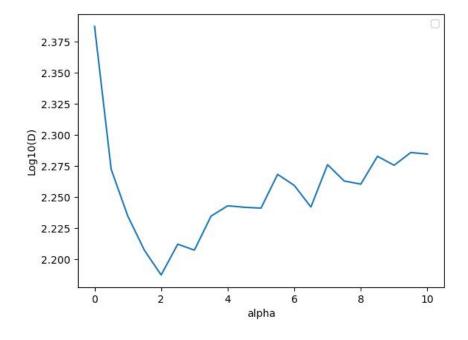
### 作业要求:

- 2. 生成不同规模 N 的BA网络,分别尝试用随机游走,最大度策略,最小度策略(每次选度最小的邻节点)以及优先附着(度为 $k_i$ 的节点被选中的概率为 $\frac{k_i}{\Sigma_j k_j}$ )来估计网络的平均路径长度D,并观察不同方法下,其随着N的变化趋势。
- 3. 如果将2中优先附着的公式修改为 $\frac{k_i^{\alpha}}{\Sigma_j k_j^{\alpha}}$ ,讨论不同 $\alpha$ 时,对于一个特定的N,所估计的D如何变化。

### Task1:



Task2:



### 完整代码如下:

#### Task1:

```
1.
      import networkx as nx
2.
      import numpy as np
3.
      import itertools
4.
    import random
5.
      import pandas as pd
6.
7.
      # 创建 BA 网络
8.
      def create_ba_network(n, m):
9.
         # n: 网络中节点数量
10.
         # m: 附加到每个新节点的现有节点数量
11.
          return nx.barabasi_albert_graph(n, m)
12.
13.
      # 最大度策略
14.
      def max_degree_path(G, source, target, degrees):
15.
          # 初始化路径
16.
         path = [source]
17.
         current_node = source
18.
         while current_node != target:
19.
             # 获取当前节点的邻居
20.
             neighbors = list(G.neighbors(current_node))
21.
22.
             # 过滤掉已经访问过的邻居
23.
             neighbors = [node for node in neighbors if node not in path]
24.
25.
             # 如果没有邻居或所有邻居都已经检查过则退出循环
26.
             if len(neighbors) == 0:
27.
                 break
28.
29.
             # 如果邻居中包含目标节点,则直接返回路径
30.
             elif target in neighbors:
31.
                 path.append(target)
32.
                 return path
33.
34.
             # 否则选择度最大的邻居作为下一个节点
35.
             else:
36.
                 max_degree_neighbor = max(neighbors, key=lambda x: degrees[x])
37.
                 path.append(max_degree_neighbor)
38.
                 current_node = max_degree_neighbor
39.
          return path
40.
41.
      # 最小度策略
42.
      def min_degree_path(G, source, target, degrees):
```

```
43.
         # 初始化路径
44.
         path = [source]
45.
         current_node = source
46.
         while current_node != target:
47.
             # 获取当前节点的邻居
48.
             neighbors = list(G.neighbors(current node))
49.
50.
             # 过滤掉已经访问过的邻居
51.
             neighbors = [node for node in neighbors if node not in path]
52.
53.
             # 如果没有邻居或所有邻居都已经检查过则退出循环
54.
             if len(neighbors) == 0:
55.
                break
56.
57.
             # 如果邻居中包含目标节点,则直接返回路径
58.
             elif target in neighbors:
59.
                path.append(target)
60.
                return path
61.
62.
             # 否则选择度最小的邻居作为下一个节点
63.
             else:
64.
                min_degree_neighbor = min(neighbors, key=lambda x: degrees[x])
65.
                path.append(min_degree_neighbor)
66.
                current_node = min_degree_neighbor
67.
         return path
68.
69.
     # 随机游走
70. def RW_path(G, source, target):
71.
         # 初始化路径
72.
         path = [source]
73.
         current_node = source
74.
         while current_node != target:
75.
             # 获取当前节点的邻居
76.
             neighbors = list(G.neighbors(current_node))
77.
78.
             # 过滤掉已经访问过的邻居
79.
             neighbors = [node for node in neighbors if node not in path]
80.
81.
             # 如果没有邻居或所有邻居都已经检查过则退出循环
82.
             if len(neighbors) == 0:
83.
                break
84.
85.
             # 如果邻居中包含目标节点,则直接返回路径
86.
             elif target in neighbors:
```

```
87.
                path.append(target)
88.
                return path
89.
90.
             # 否则随机选取一个邻居作为下一个节点
91.
             else:
92.
                rw node = random.choice(neighbors)
93.
                path.append(rw_node)
94.
                current_node = rw_node
95.
         return path
96.
97.
      #优先附着
98.
      def preferential_attachment_path(G, source, target,degrees):
99.
         # 初始化路径
100.
         path = [source]
101.
         current_node = source
102.
         while current_node != target:
103.
             # 获取当前节点的邻居
104.
             neighbors = list(G.neighbors(current_node))
105.
106.
             # 过滤掉已经访问过的邻居
107.
             neighbors = [node for node in neighbors if node not in path]
108.
109.
             # 如果没有邻居或所有邻居都已经检查过则退出循环
110.
             if len(neighbors) == 0:
111.
                break
112.
113.
             # 如果邻居中包含目标节点,则直接返回路径
114.
             elif target in neighbors:
115.
                path.append(target)
116.
                return path
117.
118.
             # 否则随机选取一个邻居作为下一个节点
119.
120.
                # 计算每个邻居节点被选中的概率(度数占比)
121.
                degree = [degrees[node] for node in neighbors]
122.
                total_degree = sum(degree)
123.
                probabilities = [deg / total_degree for deg in degree]
124.
125.
                pa_node = np.random.choice(neighbors, p=probabilities)
126.
                path.append(pa_node)
127.
                current_node = pa_node
128.
         return path
129.
130. # 估计平均路径长度
```

```
131. def estimate_average_path_length(G):
132.
          # 随机获取一千个节点对
133.
          node_pairs = random.sample(list(itertools.combinations(G.nodes(), 2)),1000)
134.
          degrees = dict(G.degree())
135.
136.
          # 初始化路径长度列表
137.
          path_lengths1 = []
138.
          path_lengths2 = []
139.
          path_lengths3 = []
140.
          path_lengths4 = []
141.
142.
          # 遍历所有节点对
143.
          for source, target in node_pairs:
144.
              path1 = RW_path(G, source, target)
145.
              path2 = max_degree_path(G, source, target, degrees)
146.
              path3 = min_degree_path(G, source, target, degrees)
147.
              path4 = preferential_attachment_path(G, source, target,degrees)
148.
149.
              path_lengths1.append(len(path1) - 1)
150.
              path_lengths2.append(len(path2) - 1)
151.
              path_lengths3.append(len(path3) - 1)
152.
              path_lengths4.append(len(path4) - 1)
153.
154.
          # 计算平均路径长度
155.
          average_path_length1 = np.mean(path_lengths1)
156.
          average_path_length2 = np.mean(path_lengths2)
157.
          average_path_length3 = np.mean(path_lengths3)
158.
          average_path_length4 = np.mean(path_lengths4)
159.
          return average_path_length1, average_path_length2, average_path_length3, average_path_length4
160.
161. def main():
162.
          m = 3
163.
          data = []
164.
          for i in range(1,100):
165.
              print(i)
166.
              n = i*100
167.
              G = create_ba_network(n,m)
168.
              RW, max_degree, min_degree, preferential_attachment = estimate_average_path_length(G)
169.
              print(RW,max_degree,min_degree,preferential_attachment)
170.
              data.append([RW, max_degree, min_degree, preferential_attachment])
171.
172.
          df = pd.DataFrame(data, columns=['RW', 'max_degree', 'min_degree', 'preferential_attachment'])
```

```
173.
          df.to_excel("C:\\Users\\范春\\Desktop\\week7\\results1.xlsx",index=False)
174.
175. if __name__=="__main__":
176.
         main()
```

```
Task2:
  1.
        import networkx as nx
  2.
        import numpy as np
  3.
        import itertools
  4. import random
  5.
        import pandas as pd
  6.
  7.
        # 创建 BA 网络
  8.
        def create_ba_network(n, m):
  9.
            # n: 网络中节点数量
  10.
            # m: 附加到每个新节点的现有节点数量
  11.
            return nx.barabasi_albert_graph(n, m)
  12.
  13.
        #优先附着
  14. \hspace{0.2in} \textbf{def} \hspace{0.1in} \texttt{preferential\_attachment\_path(G, source, target, degrees, alpha):} \\
  15.
            # 初始化路径
  16.
            path = [source]
  17.
            current_node = source
  18.
            while current_node != target:
  19.
                # 获取当前节点的邻居
  20.
                neighbors = list(G.neighbors(current_node))
  21.
  22.
                # 过滤掉已经访问过的邻居
  23.
                neighbors = [node for node in neighbors if node not in path]
  24.
  25.
                # 如果没有邻居或所有邻居都已经检查过则退出循环
  26.
                if len(neighbors) == 0:
  27.
                   break
  28.
  29.
                # 如果邻居中包含目标节点,则直接返回路径
  30.
                elif target in neighbors:
  31.
                   path.append(target)
  32.
                   return path
  33.
  34.
                # 否则随机选取一个邻居作为下一个节点
  35.
                else:
  36.
                   # 计算每个邻居节点被选中的概率(度数占比)
  37.
                   degree = [degrees[node]**alpha for node in neighbors]
  38.
                   total_degree = sum(degree)
```

```
39.
                 probabilities = [deg / total_degree for deg in degree]
40.
41.
                 pa_node = np.random.choice(neighbors, p=probabilities)
42.
                 path.append(pa_node)
43.
                  current_node = pa_node
44.
          return path
45.
46.
      # 估计平均路径长度
47.
      def estimate_average_path_length(G, alpha):
48.
          # 随机获取一千个节点对
49.
          node_pairs = random.sample(list(itertools.combinations(G.nodes(), 2)),1000)
50.
          degrees = dict(G.degree())
51.
52.
          # 初始化路径长度列表
53.
          path_lengths = []
54.
55.
          # 遍历所有节点对
56.
          for source, target in node_pairs:
57.
              path = preferential_attachment_path(G, source, target,degrees, alpha)
58.
              path_lengths.append(len(path) - 1)
59.
60.
          # 计算平均路径长度
61.
          average_path_length = np.mean(path_lengths)
62.
          return average_path_length
63.
64. def main():
65.
          m = 3
66.
          n = 5000
67.
          G = create_ba_network(n,m)
68.
          results = []
69.
          for item in np.arange(0,10.25,0.5):
70.
              print(item)
71.
              average_path_length = estimate_average_path_length(G, item)
72.
              results.append((item, average_path_length))
73.
74.
          df = pd.DataFrame(results, columns=['item', 'average_path_length'])
75.
76.
          df.to_excel("C:\\Users\\范春\\Desktop\\week7\\results2.xlsx", index=False)
77.
78. if _{\text{name}} = "_{\text{main}}":
79.
          main()
```