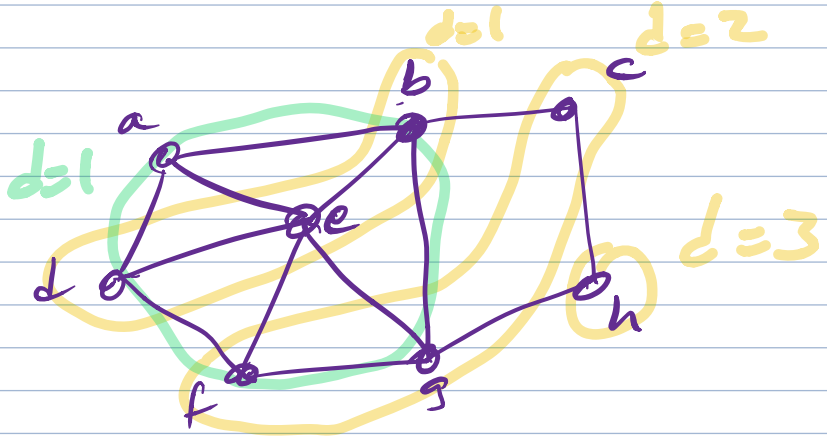
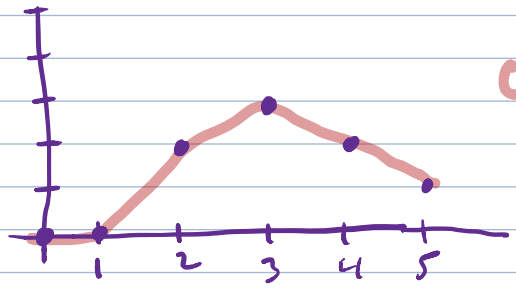
Cercanía: $g_v = \frac{1}{\sum d(a,v)}$



Grado

a: 3 c: 2 e: 5 g: 4
b: 4 d: 3 f: 3 h: 2

distribución de grados



Cercanía

$g_a = \frac{1}{12}$

$1+1+1+2+2+2+3 = 3+6+3 = 12$

$g_b =$

$g_c =$

$g_d =$

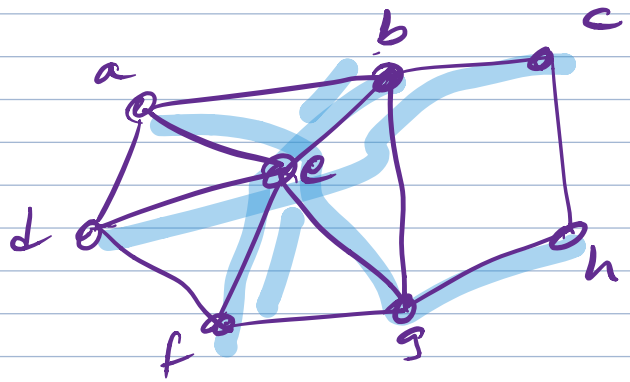
Ej.

$g_e = \frac{1}{9}$

$1+1+1+1+1+2+2 = 9$

$g_f =$

$g_h =$



Intermediación

$$b_v = \frac{S_{ab}(v)}{S_{ab}}$$

S_{xy}

x \ y	a	b	c	d	e	f	g	h
a	0	1	1	1	1	2	2	3
b	1	0	1	2	1	2	1	2
c	1	1	0	2	1	3	2	1
d	1	2	2	0	1	1	2	2
e								
f								
g								
h								

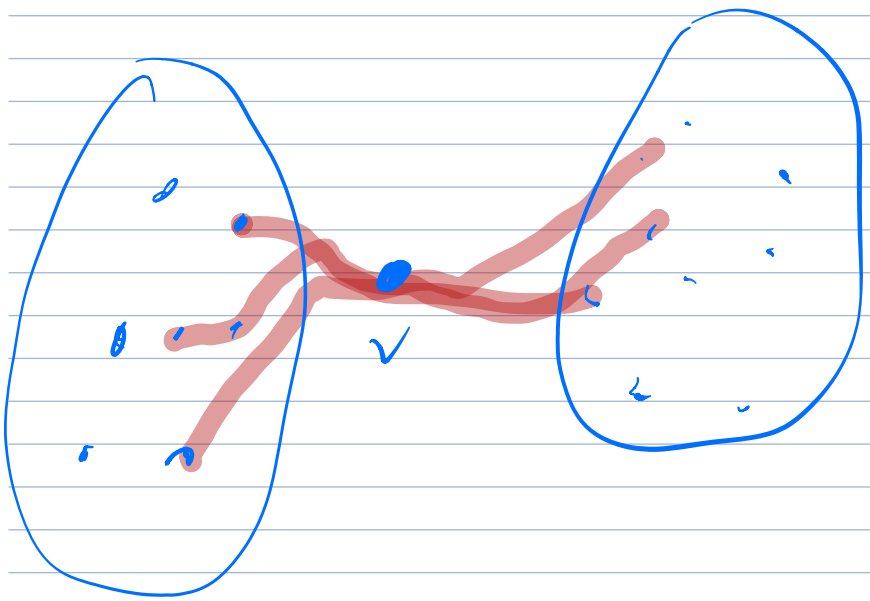
← num. de rutas mas cortas entre ren x col y.

sup. → 50

$S_{xy}(e)$

	a	b	c	d	e	f	g	h
a	0	0	0	0	1	1	1	1
b		0						
c			0					
d				0				
e					0			
f						0		
g							0	
h								0

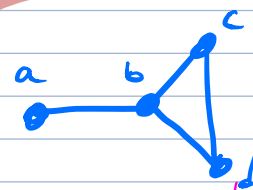
$b_e =$ $S_{cf}(e) = 1$



S_{xy} rmc entre pares de nodos

	a	b	c	d
a	0	1	1	1
b	1	0	1	1
c	1	1	0	1
d	1	1	1	0

$S_{xy} = 12$



rmc entre pares de nodos que pasan por a

$S_{xy}(a)$

	a	b	c	d
a	0	0	0	0
b	0	0	0	0
c	0	0	0	0
d	0	0	0	0

$S_{xy}(a) = 6$

rmc entre pares de nodos que pasan por d

$S_{xy}(d)$

	a	b	c	d
a	0	0	0	0
b	0	6	6	0
c	0	0	0	0
d	0	0	0	0

$S_{xy}(d) = 6$

$S_{xy}(b)$ rmc entre pares de nodos que pasan por b

	a	b	c	d
a	0	0	1	1
b	0	0	0	0
c	1	0	0	0
d	1	0	0	0

$S_{xy}(b) = 4$

$S_{xy}(c)$ rmc entre pares de nodos que pasan por c

	a	b	c	d
a	0	0	0	0
b	0	0	0	0
c	0	0	0	0
d	0	0	0	0

$S_{xy}(c) = 0$

$b_a = \frac{6}{12} = \frac{1}{2}$

$b_b = \frac{4}{12} = \frac{1}{3}$

$b_c = \frac{0}{12} = 0$

$b_d = \frac{0}{12} = 0$

1. ilusión (present.)
2. networkx (programar)
3. definiciones y dudas.

Ej. Buscar las formas de representar (almacenar) (tipos de archivo) una gráfica. (de pref. si lo usa networkx)

.dot