

Multiple fuzzy Sugeno λ -measures in networks. An application.

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In this document we set some information to facilitate the follow-up of the paper entitled *Multiple fuzzy Sugeno λ -measures in networks. An application*. Particularly, we detail the generation processes considered to prepare the benchmark models which are later used to test the proposed methodology. Each benchmark graph represents a multi-dimensional extended vector fuzzy graph. On the one hand, we explain how we generate the adjacency matrix. Then we detail the calculation process of the trapezoidal fuzzy numbers which set the basis of the generation of the synergies matrix.

1 Adjacency matrix

The adjacency matrix A is randomly generated according to equation (1) for a set V with 256 nodes, by considering the different combinations of the values of the parameters α and β regarding the input/output values (z_{in} and z_{out}), showed in Table 1. These parameters regulate the density of the connections matrix, A . The process to generate this adjacency matrix is showed in the Algorithm 1.

$$P(i,j) = \begin{cases} \alpha & \text{if } i,j \in C_k \\ \beta & \text{if otherwise} \end{cases} \quad (1)$$

Algorithm 1 Generate Adjacency

```

1: Input: ( $|C_1|, \dots, |C_r|$ ),  $\alpha, \beta, n$ ;
2: Output:  $A$ ;
3:  $A(i,j) \leftarrow 0, \forall i, j = 1, \dots, n$ ;
4: for ( $i = 1$ ) to ( $n$ ) do
5:   for ( $i = 1$ ) to ( $n$ ) do
6:     for ( $\ell = 1$ ) to ( $r$ ) do
7:        $\varepsilon \leftarrow \text{rand}(0, 1)$ ;
8:       if ( $|C_{\ell-1}| < i \leq |C_\ell|$ ) and ( $|C_{\ell-1}| < j \leq |C_\ell|$ ) then
9:         if  $\varepsilon < \alpha$  then
10:           $A(i,j) \leftarrow 1$ ;
11:         end if
12:       else
13:         if  $\varepsilon < \beta$  then
14:           $A(i,j) \leftarrow 1$ ;
15:         end if
16:       end if
17:     end for
18:   end for
19: end for
20: return( $A$ );

```

	Network 1	Network 2	Network 3	Network 4	Network 5	Network 6	Network 7	Network 8	Network 9
α	0.45	0.4	0.35	0.325	0.3	0.275	0.25	0.225	0.2
β	0.016	0.033	0.05	0.058	0.066	0.075	0.083	0.091	0.1

Table 1: Parameters used to generate the adjacency matrix A of each model.

2 Low fuzzy number generation

This type of fuzzy numbers, showed in the Figure 1, are generated to represent, in each vector, the components related to the elements with a *low* value in the characteristic of the corresponding vector.

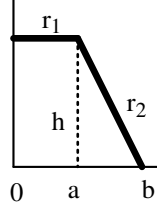


Figure 1: Low trapezoidal fuzzy number.

Fixed the values a and b , we can calculate the equations of the lines r_1 and r_2 so that the value of the area of the trapeze under them is 1. Particularly, the line r_1 is defined as $y = h$, where h is a value chosen so that the value of the corresponding integral is 1:

$$1 = ah + \left(\frac{b-a}{2} \right) h \implies h = \frac{2}{a+b}$$

On the other hand, r_2 is the line trough the points $\left(\frac{2}{a+b}, a \right)$ and $(0, b)$, so we obtain this system:

$$r_2 = \begin{cases} \frac{2}{a+b} = \alpha + \beta a \\ 0 = \alpha + \beta b \end{cases}$$

By isolating α and β , it holds $\alpha = \frac{-2b}{(a+b)(a-b)}$ and $\beta = \frac{2}{(a+b)(a-b)}$, so the distribution function is:

$$F(x) = \begin{cases} \frac{2x}{a+b}, & x \in [0, a] \\ \frac{2a}{a+b} + \int_a^x \left(\frac{-2b}{(a+b)(a-b)} + \frac{2z}{(a+b)(a-b)} \right) dz, & x \in (a, b] \end{cases}$$

where

$$\begin{aligned} \frac{2a}{a+b} + \int_a^x \left(\frac{-2b}{(a+b)(a-b)} + \frac{2z}{(a+b)(a-b)} \right) dz &= \frac{2a}{a+b} + \\ \int_a^x \left(\frac{2(z-b)}{(a+b)(a-b)} \right) dz &= \frac{2a}{a+b} + \left[\frac{2(z-b)^2}{2(a+b)(a-b)} \right]_a^x = \\ \frac{2a}{a+b} + \frac{(x-b)^2 - (a-b)^2}{(a+b)(a-b)}. \end{aligned}$$

Once the *low* fuzzy number is characterized, on the following denoted by ℓ , we apply the inverse method. First, we have to calculate the inverse function of F , $F^{-1}(x)$; then we simulate a value between 0 and 1

(p). Finally, $F^{-1}(p)$ is the value assigned to an edge between nodes which are not in the same community.

- If $p \leq \frac{2a}{a+b} \implies p = \frac{2x}{a+b} \implies x = \frac{(a+b)p}{2}$
- If $p > \frac{2a}{a+b} \implies p = \frac{2a}{a+b} + \frac{(x-b)^2 - (a-b)^2}{(a+b)(a-b)}$
 $\implies x = b - \sqrt{\left(p - \frac{2a}{a+b} \right) (a+b)(a-b) + (a-b)^2}$

We take the sign '-' because $x-b < 0$.

Hence, if $p = \text{randUni}(0,1)$ is a random value obtained from an uniform distribution $U(0,1)$, the *low* values *considerNetwork* in the simulation are obtained according to the following equation.

$$\begin{cases} x = \frac{(a+b)p}{2} & \text{if } p \leq \frac{2a}{a+b} \\ x = b - \sqrt{\left(p - \frac{2a}{a+b} \right) (a+b)(a-b) + (a-b)^2} & \text{otherwise} \end{cases}$$

This process is summarized in the Algorithm 2.

Algorithm 2 Low Fuzzy Number

- 1: **Input:** a, b ;
 - 2: **Output:** ℓ ;
 - 3: $p \leftarrow \text{rand}(0, 1)$;
 - 4: **if** $p \leq \frac{2a}{a+b}$ **then**
 - 5: $\ell \leftarrow \frac{(a+b)p}{2}$;
 - 6: **else**
 - 7: $\ell \leftarrow b - \sqrt{\left(p - \frac{2a}{a+b} \right) (a+b)(a-b) + (a-b)^2}$;
 - 8: **end if**
 - 9: **return**(ℓ);
-

3 High fuzzy number generation

This type of fuzzy numbers, showed in the Figure 2, are generated to represent, in each vector, the components related to the elements with a *high* value in the characteristic of the corresponding vector.

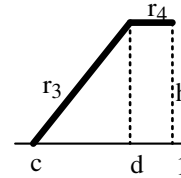


Figure 2: High trapezoidal fuzzy number.

Fixed the values c and d , we can calculate the equations of the lines r_3 and r_4 so that the area of the trapeze

under them is 1. Particularly, the line r_3 is defined as $y = h$, where h is a value chosen so that the value of the corersponing integral is 1:

$$1 = \frac{(d-c)h}{2} (1-d)h \implies h = \frac{2}{(1-d)+(1-c)}$$

On the other hand, r_4 is the line trough the points $\left(\frac{2}{(1-d)+(1-c)}, d\right)$ and $(0, c)$, so we obtain this system:

$$r_4 = \begin{cases} \frac{2}{(1-d)+(1-c)} = \alpha + \beta d \\ 0 = \alpha + \beta c \end{cases}$$

By isolating α and β , it holds $\alpha = \frac{-2c}{[(1-d)+(1-c)](d-c)}$ and $\beta = \frac{2}{[(1-d)+(1-c)](d-c)}$, so the distribution function is:

$$F(x) = \begin{cases} \int_c^x \left(\frac{-2c+2z}{[(1-d)+(1-c)](d-c)} \right) dz, & x \in [c, d] \\ \int_c^d \left(\frac{-2c+2z}{[(1-d)+(1-c)](d-c)} \right) dz + \int_{z=d}^x \frac{2}{(1-d)+(1-c)}, & x \in (d, 1] \end{cases}$$

where

$$\begin{aligned} \bullet \int_c^x \left(\frac{-2c+2z}{[(1-d)+(1-c)](d-c)} \right) dz &= \frac{[(z-c)^2]_c^x}{[(1-d)+(1-c)](d-c)} = \frac{(x-c)^2}{[(1-d)+(1-c)](d-c)} \\ \bullet \int_c^d \left(\frac{-2c+2z}{[(1-d)+(1-c)](d-c)} \right) dz + \int_d^x \frac{2}{(1-d)+(1-c)} &= \frac{[(z-c)^2]_c^d}{[(1-d)+(1-c)](d-c)} + \frac{2[z]_{z=d}^x}{(1-d)+(1-c)} = \frac{(d-c)^2}{[(1-d)+(1-c)](d-c)} + \frac{2(x-d)}{(1-d)+(1-c)} = \frac{(x-d)+(x-c)}{(1-d)+(1-c)} \end{aligned}$$

As it is described concerning *low* fuzzy numbers, we apply the inverse method to simulate the values of the *high* fuzzy numbers (\tilde{h} on the following). Hence, the value $F^{-1}(p)$ is:

$$\begin{aligned} \bullet \text{ If } p \leq \frac{d-c}{(1-d)+(1-c)} \implies p &= \frac{(x-c)^2}{[(1-d)+(1-c)](d-c)} \implies x = c + \sqrt{p(d-c)[(1-d)+(1-c)]} \\ \bullet \text{ If } p > \frac{d-c}{(1-d)+(1-c)} \implies p &= \frac{(x-d)+(x-c)}{(1-d)+(1-c)} \implies p = \frac{(x-d)+(x-c)}{(1-d)+(1-c)} \implies x = \frac{p[(1-d)+(1-c)+d+c]}{2} \end{aligned}$$

We take the sign '+' because $x-d > 0$.

Hence, if $p = \text{randUni}(0,1)$ is a random value obtained from an uniform distribution $U(0,1)$, the *high* values considered in the simulation are obtained according to the following equation.

$$\begin{cases} x = c + \sqrt{p(d-c)[(1-c)+(1-d)]} & \text{if } p \leq \frac{d-c}{(1-c)+(1-d)} \\ x = \frac{p[(1-c)+(1-d)]+c+d}{2} & \text{otherwise} \end{cases}$$

This process is summarized in the Algorithm 3.

Algorithm 3 High Fuzzy Number

```

1: Input: c, d;
2: Output:  $\tilde{h}$ ;
3:  $p \leftarrow \text{rand}(0, 1)$ ;
4: if  $\left(p \leq \frac{d-c}{(1-c)+(1-d)}\right)$  then
5:    $\tilde{h} \leftarrow c + \sqrt{p(d-c)[(1-c)+(1-d)]}$ ;
6: else
7:    $\tilde{h} \leftarrow \frac{p[(1-c)+(1-d)]+c+d}{2}$ ;
8: end if
9: return( $\tilde{h}$ );

```

4 Generate multiple vectors

For each vector, the component related to the nodes which are in the same community, are generated as *high* fuzzy numbers, whereas the components related to nodes of different communities are generated as *low* fuzzy numbers. In each benchmark model, we have r vectors as starting point, where r is the amount of communities embedded in the synergies matrix, \mathbb{X} . Each vector is associated with a community C_i , so that nodes belonging to C_i will have a *high* value in x^i , whereas the nodes which are not in C_i will have a *low* value in x^i . ($x_j^i = \tilde{h}$, if $j \in C_i$; $x_j^i = \ell$, if $j \notin C_i$). Different combinations of the parameters a, b, c, y, d are considered to generate the *low/high* fuzzy numbers. These combinations affect to the scattering of the ℓ and \tilde{h} fuzzy numbers. The process is summarized in the Algorithm 4.

Algorithm 4 Generate Multiple Vectors

```

1: Input: ( $|C_1|, \dots, |C_r|$ ),  $a, b, c, d$ ;
2: Output: multipleVectors;
3:  $|C_0| \leftarrow 0$ ;
4: multipleVectors  $\leftarrow 0$ ; (matrix  $r \times n$ , the line  $\ell$  represents the vector  $x^\ell$ )
5: for ( $\ell = 1$ ) to ( $r$ ) do
6:   for ( $i = 1$ ) to ( $n$ ) do
7:     if  $|C_{\ell-1}| < i \leq |C_\ell|$  then
8:       multipleVectors( $\ell, i$ )  $\leftarrow$ 
         HighFuzzyNumber( $c, d$ );
9:     else
10:      multipleVectors( $\ell, i$ )  $\leftarrow$ 
        LowFuzzyNumber( $a, b$ );
11:   end if
12: end for
13: end for
14: return(multipleVectors);

```

5 Synergies matrix

From the family of vectors previously generated with the Algorithm *Generate Multiple Vectors*, we obtain the family of fuzzy Sugeno λ -measures $(\mu_{x^1}^a, \dots, \mu_{x^r}^a)$. We consider the matrices (X^1, \dots, X^r) , the adjacency of the corresponding MAWG. The second component of every benchmark model considered is related to an aggregation of these matrices, $\mathbb{X} = \Phi(X^1, \dots, X^r) = \max(X^1, \dots, X^r)$. We summarize this process in the Algorithm 5.

Algorithm 5 *Matrix From Multiple Vectors*

```

1: Input:  $(|C_1|, \dots, |C_r|), a, b, c, d;$ 
2: Output:  $\mathbb{X};$ 
3: multipleVectors  $\leftarrow$ 
   GenerateMultipleVectors  $((|C_1|, \dots, |C_r|), a, b, c, d);$ 
4: for  $(\ell = 1)$  to  $(r)$  do
5:   for  $(i = 1)$  to  $(n)$  do
6:      $Sh(\ell, i) \leftarrow \frac{\text{multipleVectors}(\ell, i)}{\sum_{k=1}^n \text{multipleVectors}(\ell, k)};$ 
7:     for  $(j = 1)$  to  $(n)$  do
8:        $Sh_j(\ell, i) \leftarrow \frac{\text{multipleVectors}(\ell, i)}{\sum_{\substack{k \neq i \\ k \in V}}^n \text{multipleVectors}(\ell, k)};$ 
9:     end for
10:   end for
11: end for
12: for  $(\ell = 1)$  to  $(r)$  do
13:   for  $(i = 1)$  to  $(n)$  do
14:     for  $(j = 1)$  to  $(n)$  do
15:        $X^\ell(i, j) \leftarrow \min\{|Sh(\ell, i) - Sh_j(\ell, i)|, |Sh(\ell, j) - Sh_i(\ell, j)|\};$ 
16:     end for
17:   end for
18: end for
19:  $\mathbb{X} \leftarrow \max\{X^1, \dots, X^r\};$ 
20: return $(\mathbb{X});$ 

```
