

Generating brain-like networks with distance-dependent connection probability

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Task 1

Task 1.1

TODO pokec

```
SEED = 42
generator = np.random.default_rng(SEED)
rng = lambda: generator.random()
dist = lambda n1, n2: np.sqrt((n1[0] - n2[0])**2 + (n1[1] - n2[1])**2)
p = lambda d, alpha, beta : beta * np.exp(-alpha * d)

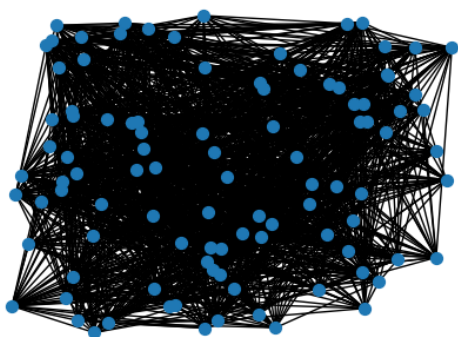
def KaiserHilgetag(alpha = 1, beta = 1, N = 100):
    adjacency = np.zeros((N, N))
    neurons = [(rng(), rng())]
    while(len(neurons) < N):
        new_neuron = (rng(), rng())
        dists = [dist(new_neuron, n) for n in neurons]
        neighbours = [i for i, d in enumerate(dists) if random.random() < p(d, alpha, beta)]
        if len(neighbours) > 0:
            neurons.append(new_neuron)
            for i in neighbours:
                adjacency[i, len(neurons)-1] = 1
                adjacency[len(neurons)-1, i] = 1

    return adjacency, neurons
```

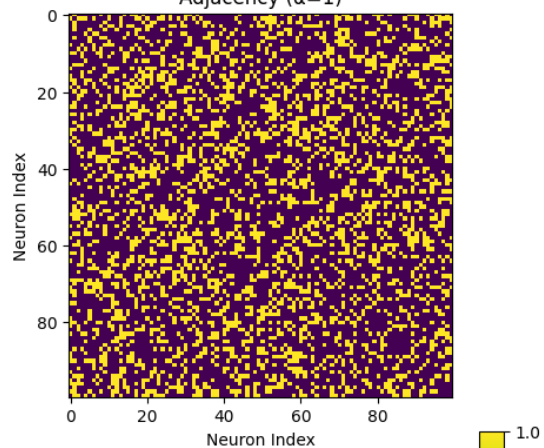
Task 1.2

TODO pokec

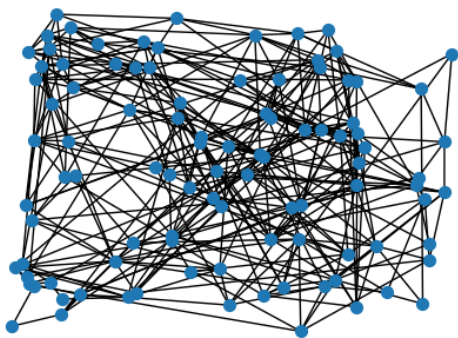
Graph ($\alpha=1$, $\beta=0.5$)



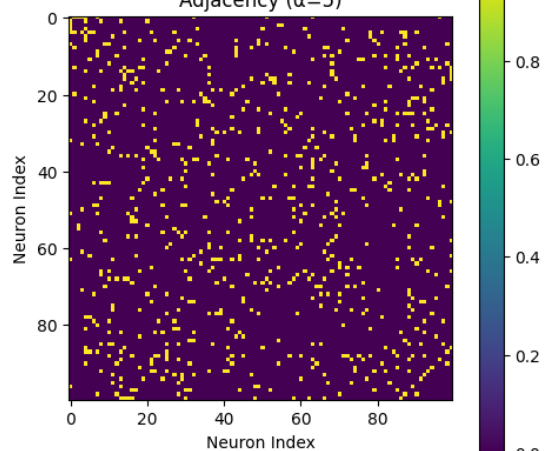
Adjacency ($\alpha=1$)



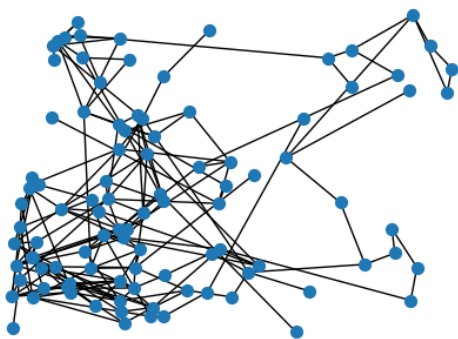
Graph ($\alpha=5$, $\beta=0.5$)



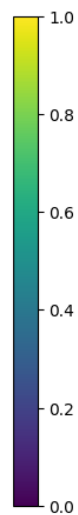
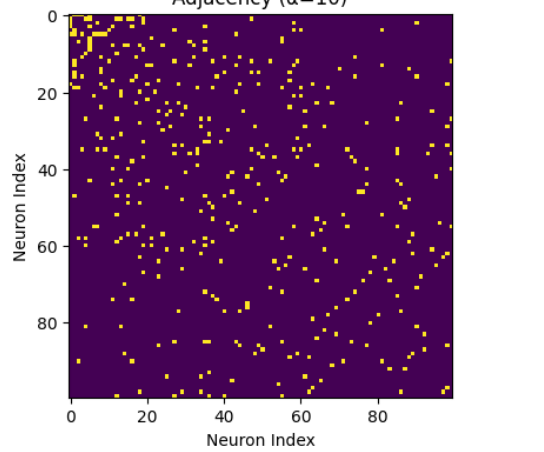
Adjacency ($\alpha=5$)

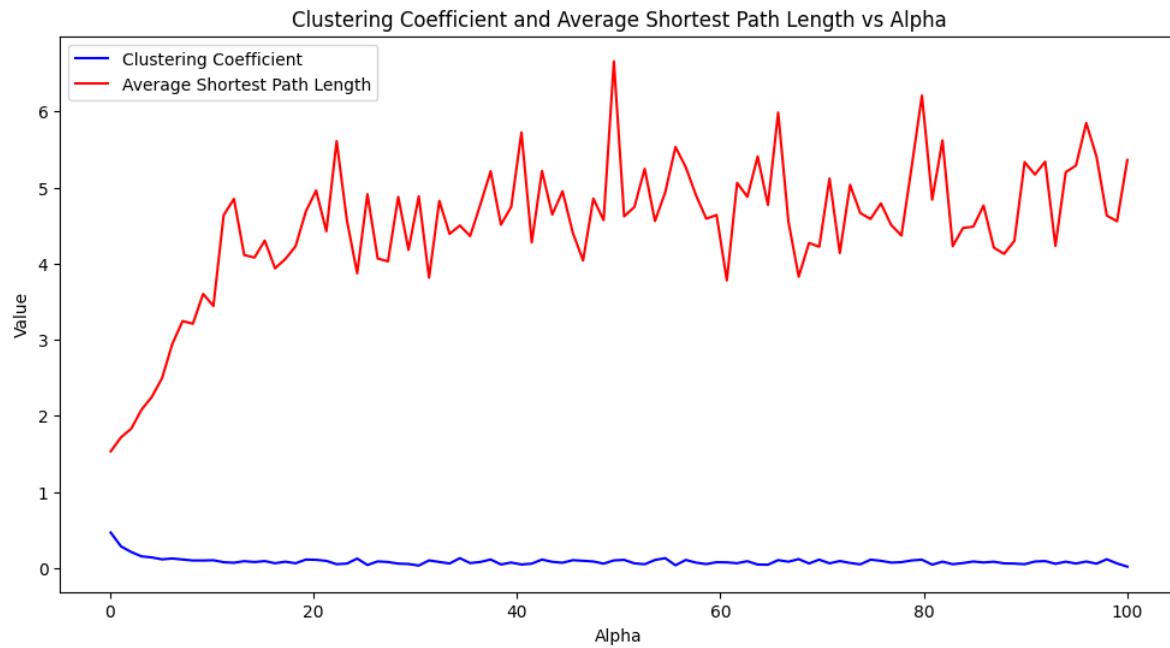


Graph ($\alpha=10$, $\beta=0.5$)



Adjacency ($\alpha=10$)





Alpha values yielding desired properties: []

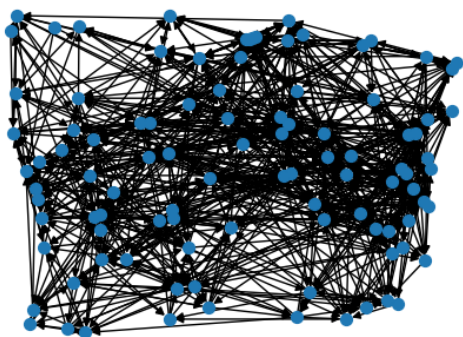
Task 2

Task 2.1

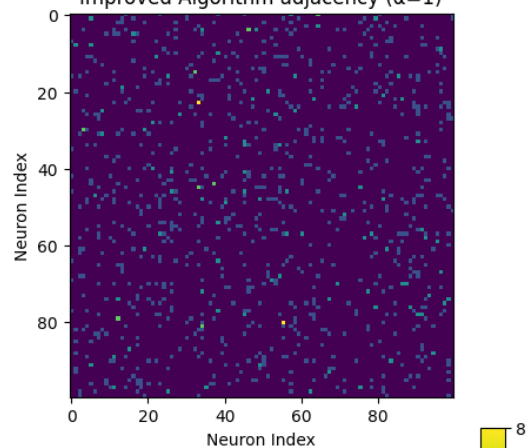
Task 2.2

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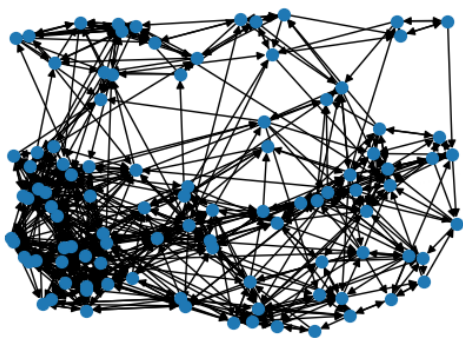
Improved algorithm graph ($\alpha=1$)



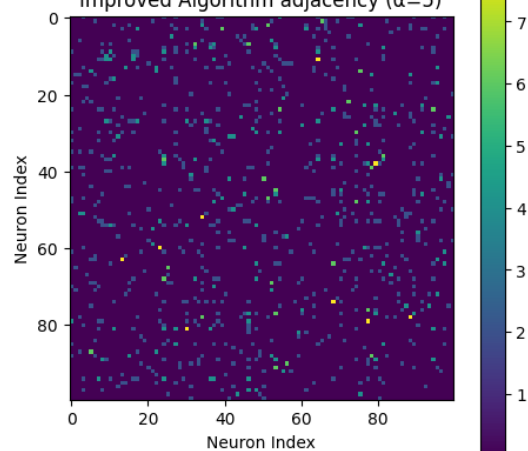
Improved Algorithm adjacency ($\alpha=1$)



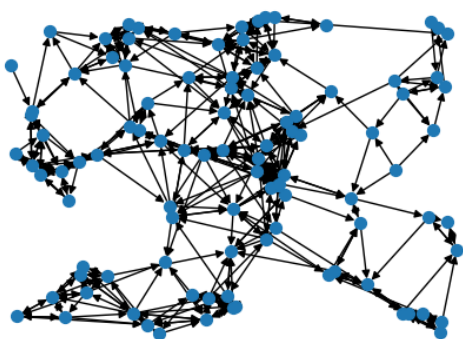
Improved algorithm graph ($\alpha=5$)



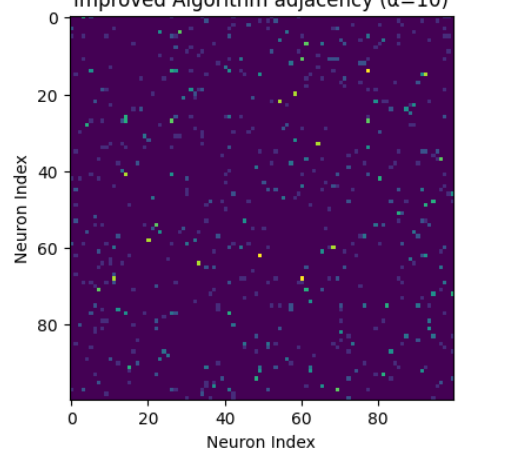
Improved Algorithm adjacency ($\alpha=5$)



Improved algorithm graph ($\alpha=10$)



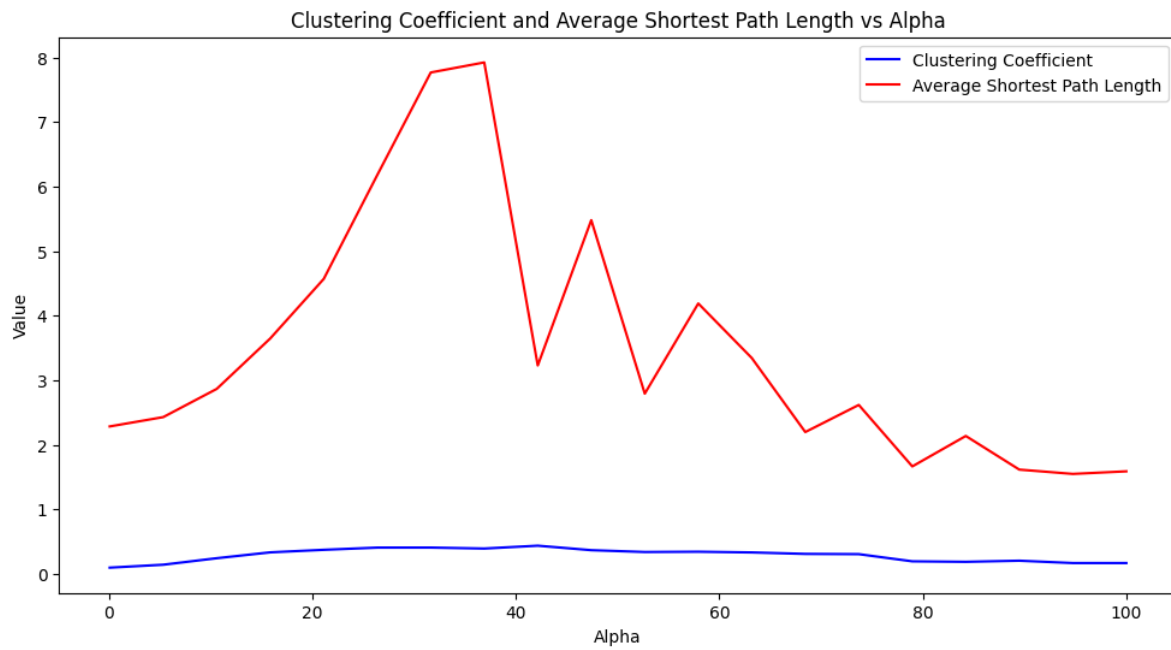
Improved Algorithm adjacency ($\alpha=10$)



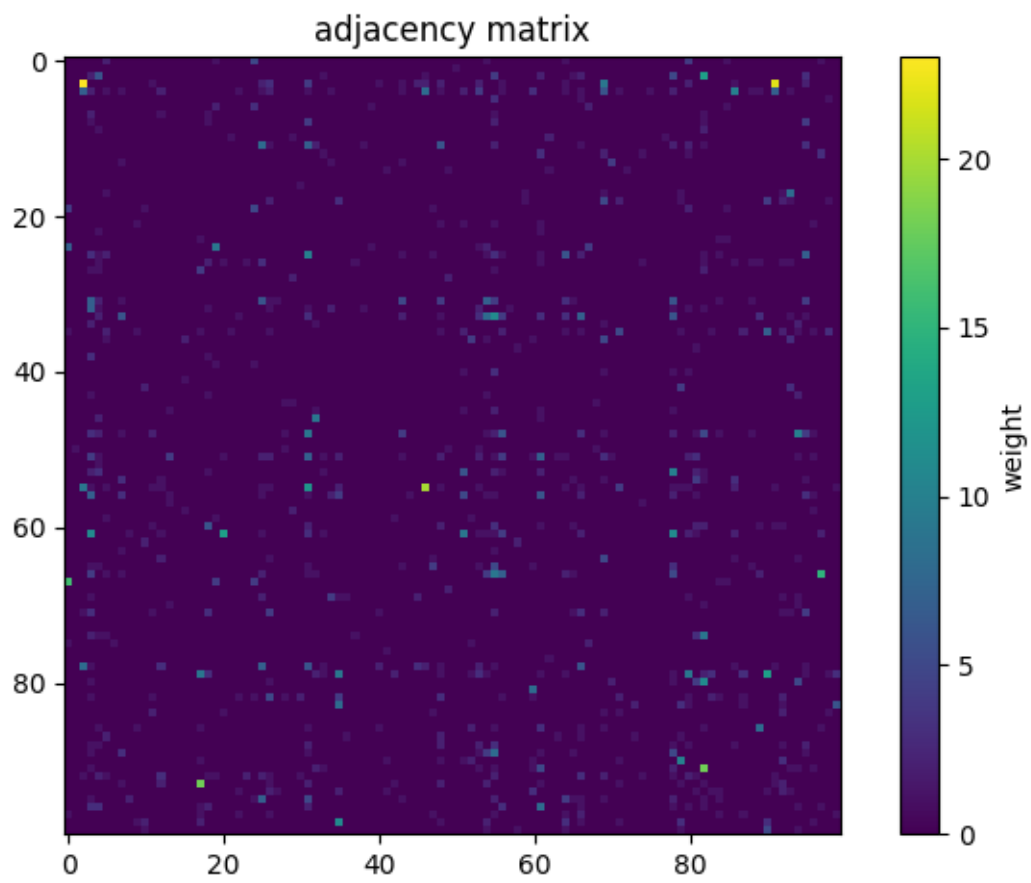
Task 2.3

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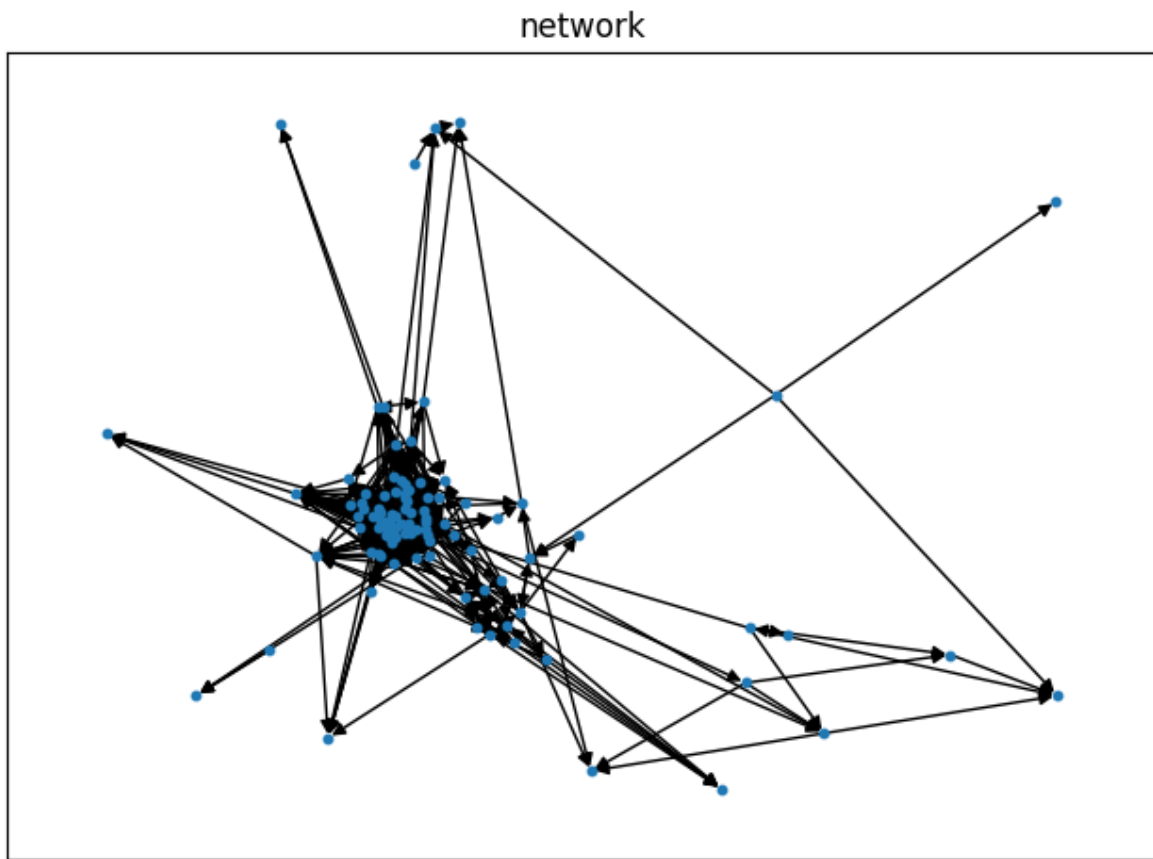
Calculating for alpha 20/20



Task 3



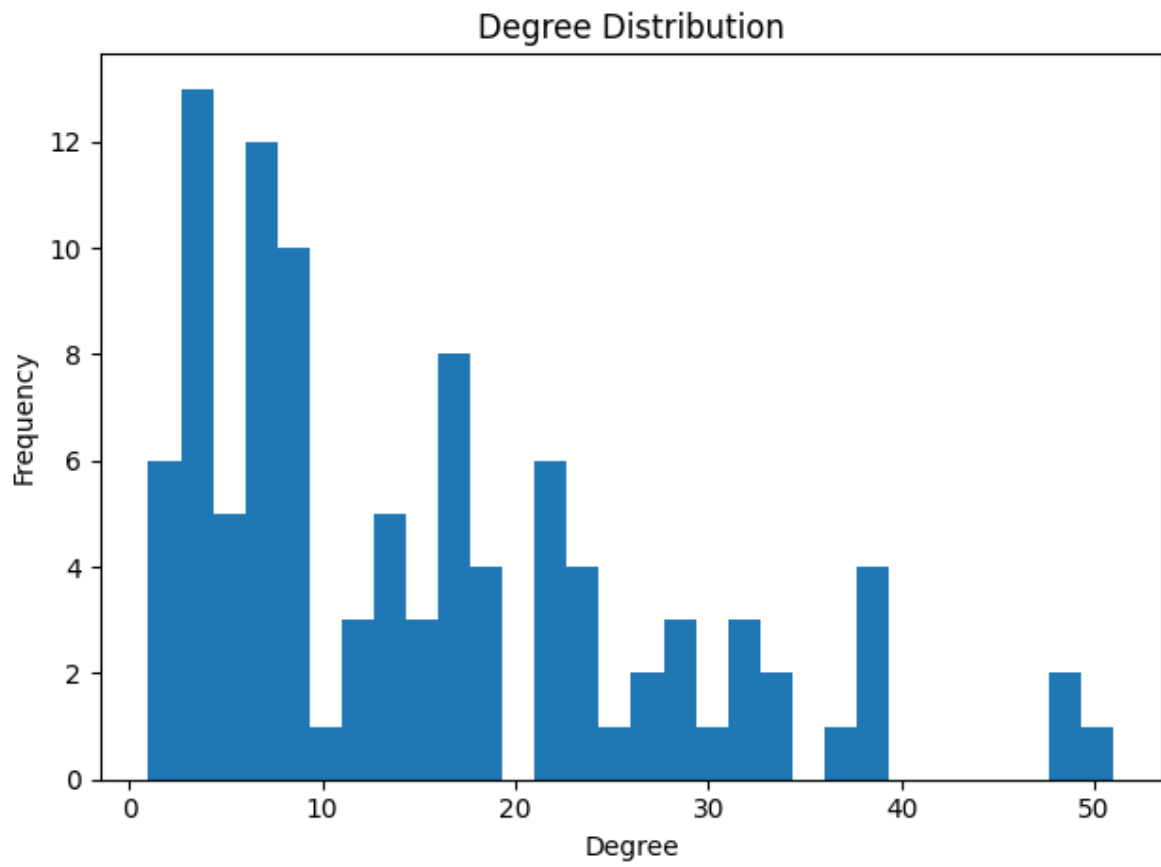
Task 3.1

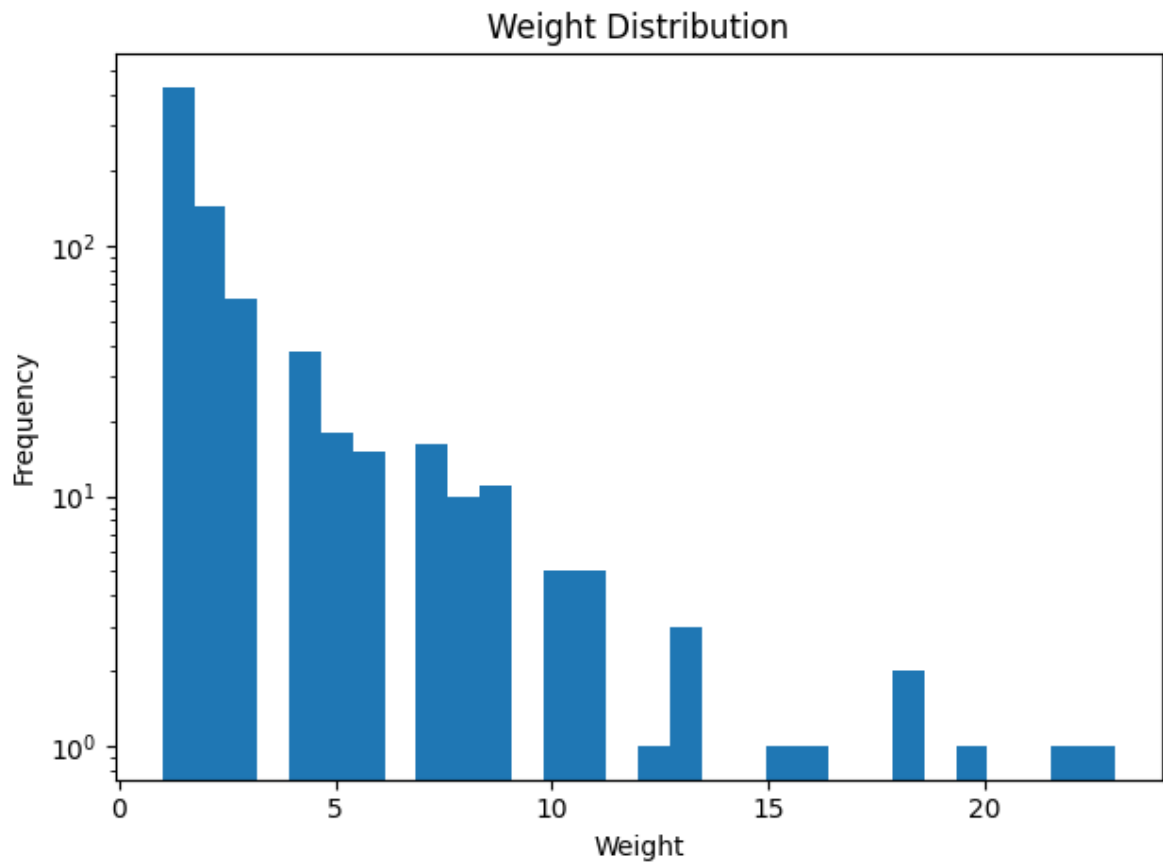


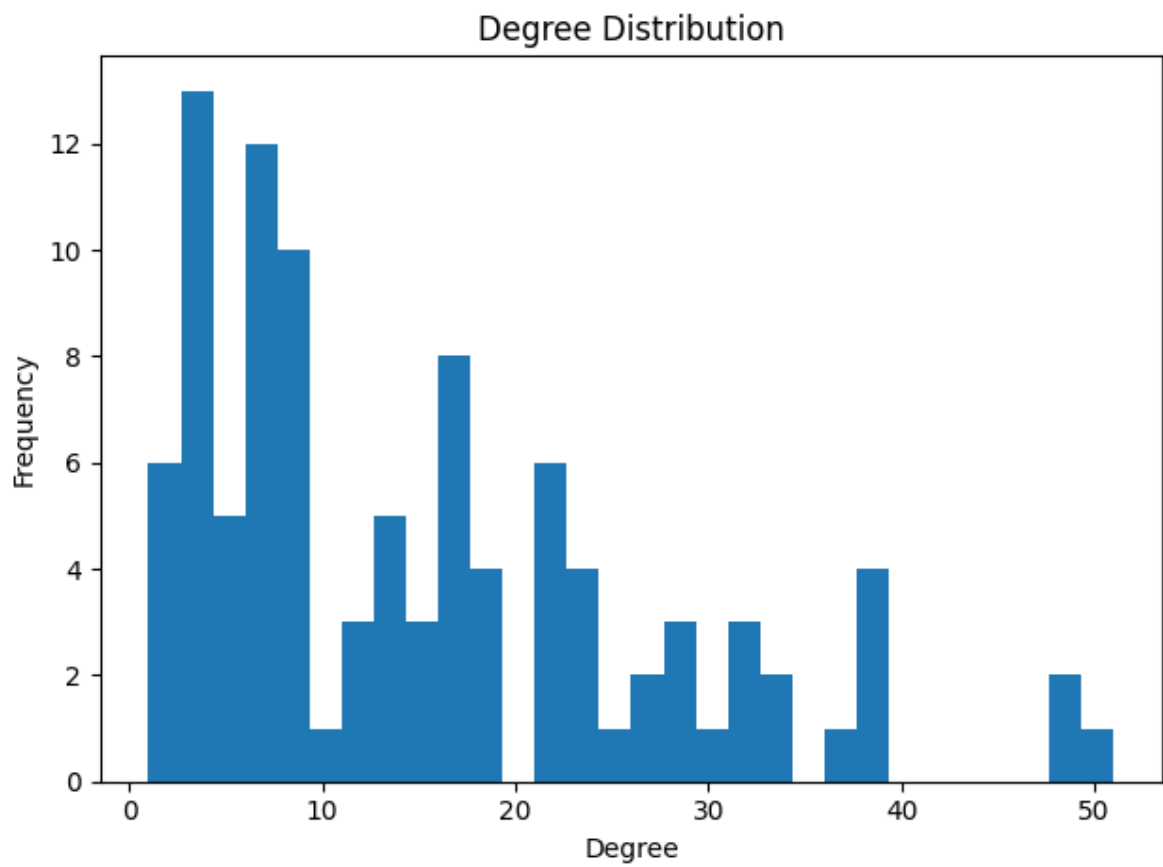
Task 3.2

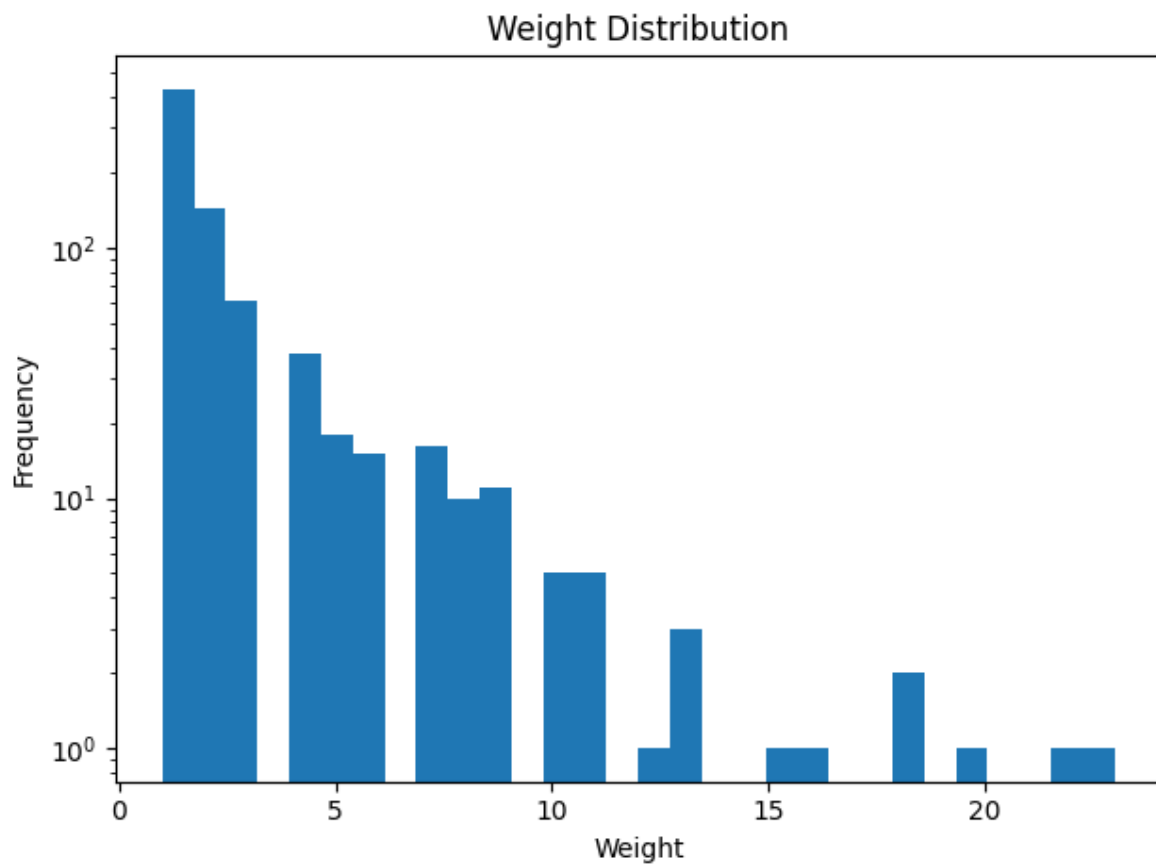
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Average clustering is 0.2278 and average shortest path length is 2.6365









3.3

no buď tu len bude bunka, ktorú už som napísal alebo oriho prehrotené bin polenie