## INDEX

Page numbers referring to figures and tables are followed by an italicized $f$ or $t$, respectively.

## A

A/B (blue/green) testing, 263
ACLU (American Civil Liberties
Union), 177
add_edge function, 33
add_node function, 33
AEQD (azimuthal equidistance), 152-153
aeqd_to_wgs84 function, 152-153
AGP. See art gallery problem
application
all_pairs_lowest_common_ancestor
function, 86
all_shortest_paths function, 118
alpha parameter, 120
Amazon Web Services (AWS), 261
American Civil Liberties Union
(ACLU), 177
Anaconda
installing, 4-8
Linux, 4-6
macOS, $8,8 f$
Windows, 6-8, $6 f, 7 f$
installing Spyder IDE with, 10
Jupyter Notebooks, 11-12
virtual environment setup, 9, 63
anomaly detection, 47, 53
application state planning, 235-236
apply function, 70, 168-169, 192
apt-get, 11
area metrics, 190
areas of responsibility (AORs)
art gallery problem, 219-223, 220f, 225
emergency service planning scenario, 171, 173
art gallery problem (AGP) application, 209-232
advanced features, 233-256
graphics in Python, 245-250
process parallelism, 241-245
running example application, 254-255
saving and reloading data, 251-254
state manager development, 237-241
user interaction mapping, 234-237
algorithm and data structures, 216-231
area of responsibility, 219-223, 220f
complex polygons, 223-225, 224f
field of view and effective range, 229-231, 230f
greedy coloring, 218, 218f
triangular tessellation, 216-217, $217 f$
weighted and budgeted coverages, 225-229, 225f, 228f, 229f
delivery pipeline, 257-267
distributing with cloud microservices, 260-264, 261f
licensing with PyArmor, 264-265
open source delivery, 265-266
art gallery problem (AGP) application (continued)
delivery pipeline (continued) packaging with Python interpreters, 259-260
setup scripts, 258-259
existing research on, 212-214, 213f, $214 f$
geometric and graph representations, 214-216, 215f
premise of, 209-210
use cases, 211-212
assign_triangles function, 221
association function, 195
association matrices, 194-197, $194 f$
attribute characters, 22
authority score
HITS algorithm, 80-83
social network simulation, 104, 106
updating authority scores, 81
AWS (Amazon Web Services), 261
axis parameter, 71, 167
azimuthal equidistance (AEQD), 152-153
azimuth projection, 152

## B

background variable, 246
bagging, 182
balanced exchange, 75
Baran, Paul, 121
base stations (towers)
defined, 142
gathering locations, 149-150
identifying, 144
rogue, 143
betweenness centrality, 35-38, 35f, 57
biased random walks (biased walks), 97, 100, 104, 111
BIM (building information modeling) programs, 211
Bledsoe, Woodrow Wilson, 176, 179
blind spots, 211, 232
blit function, 247, 250
blue/green (A/B) testing, 263
Booleans
defined, 18
intersections, 153-154
notation, 18-19, $21 t$
branch nodes, 84-85
Brandes, Ulrik, 36
broadcast addresses, 60
building information modeling (BIM)
programs, 211

## c

-c (--count) option, 63
C language, 92, 216
C++ language, 183
capacity attribute, 112, 114
capacity constraint, 121
cascaded_intersections function, 155, 157
cell IDs (CIDs), 146
cells, defined, 12
centrality, 35-38, 51f
betweenness centrality, 35-38,
$35 f, 57$
defined, 35
degree centrality, 37-38
by protocol, 52-61
identifying unusual levels of traffic, 54-57
neighbors and information exchange ratio, 57-61
port numbers subgraphs, 52-54
centroid, defined, 136
centroid location, 136-137, 137f
check_clicked_existing_vertex
function, 240
check_clicked_within_room function, 240
choice function, 103-104, 116, 122, 193
chroma key filming (green-screen
filming), 249
Chvátal, Václav, 212
Chvátal AGP theorem, 212-213
Chvátal's upper bound, 212-213
CIDs (cell IDs), 146
circle function, 247
city_gj variable, 167
city_shape variable, 167, 170
clear_surface function, 249
cliques
analysis, 39-40, 39f, 61
defined, 76
identifying, 76-78, 78 f
maximal cliques, 40,77
closed chains, 129
closeness, 35, 38, 52
cloud microservices, distributing with, 260-264
co-location, 138-140, 139f
common ancestors, 84-86
complete subgraphs, 39
complex function, 150-151
computational geometry theory, 127-140. See also art gallery problem application common operations, 132-140, 133f centroid location, 136-137, 137f co-location, 138-140, 139 f perimeter length, 137-138 tessellation, 133-136, 134f
defined, 127
facial recognition, 175-205
location triangulation, 141-160
shapes, 128-132
line segments, 128-129
points, 128-129
polygons, 129-132, 130f, 131f vertex order, 132
Voronoi diagrams, 161-174
computer vision, 179, 184. See also facial recognition
concat function, 70-71
concert security scenario, 132-140, 133f centroid location, 136-137, 137f
co-location, 138-140, 139f
perimeter length, 137-138
tessellation, 133-136, 134f
conda utility, 4-7, 9, 11
connected components, 41
connected graphs, 40-41
connectedness, $40-41,41 f$
connections (edges), in graphs, 27
conservation constraint, 121
constrained Delaunay triangulation, 214, 216
contains function, 81, 138-139
continue keyword, 116, 118
controlled variable, 239-240
convex hulls, 187, 187f
coords parameter, 216
correlation ratio, 197-198
correlation_ratio function, 198
create_using function, 63
cross-validation, 188, 200
cross_val_score function, 200
cutset, 121-122
cv2 library, 184
cv parameter, 200
cycle of graphs, 32
cyclic graphs, 32

## D

DAGs (directed acyclic graphs), 85
DataFrame objects, 69-73, 76, 81, 88, 107, 150, 167-170, 191-193, 195
Data Manager service, $261 f, 262$
DataSaver class, 227-228, 252
DDoS (distributed denial-of-service) attacks, 38
decision trees, 179-182, 180f, 201
degree centrality, 37-38
Delaunay triangulation, 216
delivery pipeline, 257-267
distributing with cloud microservices, 260-264, $261 f$
licensing with PyArmor, 264-265
open source delivery, 265-266
packaging with Python
interpreters, 259-260
setup scripts, 258-259
descriptive security analysis, 90
detector variable, 183, 186
deterministic FSMs, 95, 97
device tracking application, 148-159, 148f
geodesic polygons, 150-153
intersections, 153-157
mapping and comparing results, 157-159, $158 f$
reducing search area, 159 tower locations, 149-150
dictionary comprehensions, 15-17, 137
difference function, 144
DiGraph objects, $38,42,42 f, 52,63$, 108, 115
Dijkstra's algorithm, 77
dim parameter, 51
directed acyclic graphs (DAGs), 85
directed graphs, 31-32
betweenness centrality, 36
cliques, 40, 76-77
creating in NetworkX, 33
degree centrality, 37-38
edge multiplicity, 43
HITS algorithm, 80
network analysis graphs, 63
port numbers subgraphs, 52
resource allocation, 108-109
social network analysis, 73
state machine graphs, $94,94 f$
directed preferential attachment (DPA), 114
disconnected graphs, 40-41, 41f
discrete classification, 176
DisplayAGP class, 242-243
Display class, 246-248, 247f
distance function, 138, 164, 222
distance metrics, 190
distributed denial-of-service (DDoS) attacks, 38
division of labor, 241
._doc_a attribute, 237
Docker, 262-263
docstrings, 236-237
DPA (directed preferential attachment), 114
draw function, 34, 247
Drawn state, 235
dtypes property, 72
DummyClassifier class, 200
dummy classifiers, 199-202
dump function, 203
dumps (dump string) function, 147, 252

## E

edge attributes, 32-33, 43, 50, 226
edge capacity, 112-113
edge multiplicity, 32, 42-43, 42f
edges (connections), in graphs, 27
edges (sides; faces), in polygons, 129
edge weight, 32-33, 43, 52-53, 62-63, 73
effective range
cellular networks, 144
security sensors, 211, 213, 229-230
Electronic Frontier Foundation, 177
eliminate_small_areas function, 155-156
emergency service planning scenario, 163-173
city shape, 164-167, $165 f$
distance function, 164
generators, 167-169, 169f
Voronoi tessellation, 170-173, $171 f, 172 f$
empirical mean (sample mean), 93
ensemble classifiers, 201
ethics
facial recognition, 178-179
social network analysis, 89
tracking, 144-145
Euclidean distance, 164
event class, 237-238
exchange_ratios function, 60
exploratory analysis (unsupervised learning), 176

## F

face detector component, 183
faces (edges), in polygons, 129
Facial Identification Scientific Working
Group (FISWG), 189
facial recognition, 175-205, 178
data loading, 191-193
data set, 177-178
decision tree classifiers, 179-182, $180 f$
defined, 175
ethics of, 178-179
facial statistics, 189-190, $189 f$
feature engineering, 193-198 association matrices, 194-196, 194f correlation ratio, 197-198 mutual information classification, 196-197
locating facial landmarks, 185-188, $187 f$
memory management, 190-191
model persistence, 203-204
model training, 198-203
establishing baseline, 199-200
random forest, 201-202
splitting data, 199
testing holdout images, 202-203
overview of, 176-177
processing image data, 184-185, $185 f$
proof of concept, 188-204
representing facial geometry, 182-184, 182f
features, in databases, 71
field of view, 211, 213, 229-231, $230 f$
file_to_graph function, 62
find_cliques function, 40
finite state machines (FSMs), 93-95, 94f, 100-101
Fisk, Steve, 212
FISWG (Facial Identification Scientific Working Group), 189
fitting classifiers, 200, 203
flip function, 247
Floor class, 234
flow functions, 109
font_color function, 34
format parameter, 165
freezing applications, 259-260
from_dict function, 253-254
FSMs (finite state machines), 93-95, 94f, 100-101
functools library, 150

## G

GCP (Google Cloud Platform), 261
General Data Protection Regulation, 178
General Game Playing (GGP), 98
Generator objects, 40
generators (seeds)
defined, 162
gathering, 167-169, 169f
Voronoi tessellation, 162-163
geocoding, 145
GeoDataFrame class, 150
GeoDataFrame objects, 168-169
GeoJSON, 150, 165-167
geolocation, 145, 149-150, 159, 167
GeoPandas library, 150, 169-170
geovoronoi library, 163, 170
get_front_face_detector function, 183
get_image_files function, 191
get_mods function, 239
get_shapely_circle function, 153
GGP (General Game Playing), 98
Gini impurity coefficient, 181
GIS Stack Exchange, 151

GitHub, xxiv, 10, 48, 258, 265
goal-oriented planning, 98
Google Cloud Platform (GCP), 261
Graph builder service, 261f, 262
graphic elements, 245-250
Display class, 246-248, $247 f$
layers, 248-250
Sprite class, 248-250, $250 f$
Surface class, 246-248, 247f
graphs, defined, 27
graph theory, 27-44. See also art gallery problem application
creating graphs in NetworkX, 32-34, $34 f$
graph properties, 34-43
centrality, 35-38
cliques, 39-40
closeness, 35
connectedness, 40-41
edge multiplicity, 42-43
graphs, defined, 27
overview of, 31-32
uses for, 28-31, 28f, 30f, 31f
Graphviz, 33
greedy_color function, 218
greedy coloring, 212-214, 213f, 218, 218f, 245
Greek letters and functions, 22, $22 t$
green-screen filming (chroma key filming), 249
Guggenheim Museum, 214, 214f. See also art gallery problem application

## H

-h (--help) option, 63, 254
handle_click function, 240-241
handle_keydown function, 238-239, 241
handle_keyup function, 239-241
hard classification, 203
hardware parallelism, 263
has_path function, 110
Hay, Andrew, 29
higher-order functions, 150
histogram of oriented gradients (HOG), 183
HITS (Hyperlink-Induced Topic Search), 80-83, 104, 109
hits function, 81
HNIs (home network identities), 146
holdout sets
testing holdout images, 202-203
true, 192-193
hole_p variable, 224
holes. See linear ring polygons
home network identities (HNIs), 146
horizontal scaling, 262-263
hubs
defined, 80
HITS algorithm, 80-83
social network simulation, 104, 106
updating hub scores, 82
hub_send function, 106
Hyperlink-Induced Topic Search
(HITS; Hubs and Authorities), 80-83, 104, 109
hypothesis testing, 200

## I

-i (--iface) option, 63
-i all option, 64
ICMP (Internet Control Message Protocol) packets, 49-50
IER (information exchange ratio), 59-61
IFD (information flow distance), 100-104
imutils library, 184, 236
in-degree centrality, 37-38, 54-56, $59-60,78,85,113,115,121$
in_degree function, 55, 79
in_edges function, 59, 114
Indicators of Compromise (IoCs), 47
information entropy, 74
information exchange ratio (IER), 59-61
information flow distance (IFD), 100-104
information flow game, 110-124
edge capacity, 112-113
game phases, 113-117 message movement phase, 115-117
network disruption phase, 117 network evolution phase, 113-115
game simulation, 118-120 improvements to player 2, 120-124, $124 f$
source and sink node selection, 117-118
weighted random choice, 111-112
information propagation, 74-76
informed consent
facial recognition, 178
tracking, 145
_init_function, 249
init function, 246
init_surface function, 250, 253
input alphabet, 94-96, 101-102, 113
instances, in decision trees, 180
Internet Control Message Protocol (ICMP) packets, 49-50
interpreters
defined, xxiii
packaging with, 259-260
intersection function, 144, 154
intersections, finding, 153-157
intersects function, 138
IoCs (Indicators of Compromise), 47
isinstance function, 157
items function, 186

## J

joblib library, 203
join function, 244
json library, 251
json parameter, 168
Jupyter Notebooks, 11-12

## K

key_features variable, 196
key parameter, 53, 222, 239-240
key space, 111-112
kinetic information, 75-76, 78-79
Klee, Victor, 212
Kubernetes, 262-263, 266

## L

-l (--load) argument, 63
labels function, 34
LACs (location area codes), 146
lambda functions, 53
landmark detector component, 183, 188, 191
layers, in graphics, 248-250
LCA (lowest common ancestor), 84-87
leaf nodes, 85, 180-181, 201
leave one out (LOO) algorithm, 188-189, 199-200
left_click function, 241
len property, 50
libpcap library, 47
licensing, with PyArmor, 264-265
linchpin employees, 109-110, 112
linear ring polygons (rings; holes)
art gallery problem, 223-225, 224f
overview of, 130-131, 131f
line segments
AGP algorithm, 218
creating, 129
overview of, 128-129
perimeter length, 138
polygons, 129-132
Voronoi tessellation, 162-164
LineString class, 129
LineString objects, 129, 190
link prediction theory, 100
Linux
installing Anaconda, 4-6
installing IDE without Anaconda, 11
Jupyter Notebooks, 47
network card in promiscuous mode, 63
open source delivery, 266
packet capture library, 11
list comprehensions
dictionary comprehensions vs., 16-17
emergency service planning scenario, 167, 170
facial recognition, 193, 197
finding intersections, 157
identifying cliques, 77
identifying most absorbent node, 59
identifying unusual levels of traffic, 54
limitations of, 15
overview of, 14-15
port numbers subgraphs, 52
load function, 203-204, 227, 246
loads function, $70,165,253$
locate_landmarks function, 186, 188, 191
location area codes (LACs), 146
locations variable, 169
location triangulation, 141-160
device tracking application, 148-159, 148f
geodesic polygons, 150-153
intersections, 153-157
mapping and comparing
results, 157-159, 158f
reducing search area, 159
tower locations, 149-150
ethics of, 144-145
network interface data, 142-144
OpenCellID API structure, 145-148, 147f
proof of concept, 148-159
loc function, 73
logical statements, 18-20
LOO (leave one out) algorithm, 188-189, 199-200
lookup_tower function, 146, 148-149
loose coupling, 253-254
lowest common ancestor (LCA), 84-87
LucidChart, 234

## M

MAC (media access control) addresses, 48-50
machine learning (ML), 18, 176-204
macOS
installing Anaconda, $8,8 f$
network card in promiscuous mode, 63
packet capture library, 47
Maltego, 29-30
Markdown, 12
Mastodon data, analysis of, 67-90
converting data to graph, 69-73 building graphs, 72-73, 74f
examining data, 69
structuring data, 69-72
defined, 67
proof of concept, 87-88
research questions, 74-87
cliques and most influential users, 76-78, 78f
information propagation, 74-76
most influenced users, 78-79, $79 f$

Mastodon data, analysis of (continued)
research questions (continued) node ancestry, 83-87, 84f, $86 f$
topic-based information exchange, 79-83, $82 f$
math conventions. See programming and math conventions
mathematical notation, 18-22
attribute characters, 22
Boolean notation, 18-20, $19 t$
Greek letters and functions, 22, 22t
overloaded symbols, $18 f$
set notation, 20-22, $21 t$
Matplotlib library, 32-34
max-flow, min-cut theorem, 112, 121-122
maximal cliques, 40,77
maximum area threshold, 219
max_iter parameter, 81
MCCs (mobile country codes), 146
media access control (MAC)
addresses, 48-50
membership rules, $20,21 t$
meshes, 218, 220, 220f, 225-229, $225 f, 229 f$
metric space, $163-164,167$
MI (mutual information) classification, 196-197
microservices, 261-264, $261 f$
Milgram, Stanley, 68
minimum_cut function, 122
minimum viable product (MVP), 210, 257
min_samples_leaf parameter, 201
min_samples_split parameter, 201
ML (machine learning), 18, 176-204
mobile country codes (MCCs), 146
mobile network codes (MNCs), 146
model persistence, 203-204
model training, 198-203
establishing baseline, 199-200
random forest, 201-202
splitting data, 199
testing holdout images, 202-203
monetization, 258-259, 263-266
Monte Carlo simulations, 91-125
information flow game, 110-124
overview of, 92-93
proof of concept, 109-124
random walks and, $95-97,96 f, 99 f$
simulations, defined, 92
social network simulation, 100-109
most influenced users, identifying, 78-79, $79 f$
most influential users, identifying, 76-78, $78 f$
mp_agp_floorplan function, 245
mp_agp_solver function, 244
mp_solve_floors function, 244
multiclass classification, 179
MultiDiGraph objects, $38,42,42 f$,
49-50, 53, 58, 62
multiprocessing (processor parallelism), 243-245
mutual information (MI) classification, 196-197
MVP (minimum viable product), 210, 257

## N

names parameter, 167
neighbors, 31, 57-61, $58 f$
nested objects, 70, 251
n_estimators parameter, 201
NetGear Ocuity cameras, 229
net_graph objects, 50, 58, 60
network analysis graphs, 45-65
building, 47-51, $51 f$
centrality, 52-61
examining neighbors, 57-61, $58 f$
identifying unusual levels of traffic, 54-57, $56 f$
port numbers subgraphs, 52-54
identifying data for, 48-49
network topology, 46, 46f
packet analysis, $46-51,51 f$
proof of concept, 61-64
network interface cards (NICs), 48
NetworkX library
art gallery problem application, 236
betweenness centrality, 36
centrality by protocol, 52-53, 58-59
creating graphs in, 32-34, 34f
degree centrality, 38
greedy coloring, 212, 214-215
network analysis graphs, 62-63
packet analysis, 50
social network analysis, 70,75 , 80-81, 86-88
social network evolution, 93,95 , 109, 118
NICs (network interface cards), 48
node ancestry, $83-87,84 f, 86 f$
node attributes, 32
nodes. See vertices
Nominatim, 164-165
non_edges function, 118
nonsimple graphs (pseudographs), 32
normalized argument, 36
Npcap library, 47
number_of_cliques function, 40
NumPy library, xxiii, 55-56, 80, 103, 170, 186

## 0

obfuscation, 264-265
Obstacle class, 235
Obstacle objects, 251, 253
obstacles attribute, 253
only_poly1 variable, 155
OpenCellid, 141-160
API structure, 145-148, 147f
device tracking application, 148-159, $148 f$
geodesic polygons, 150-153
intersections, 153-157
mapping and comparing results, 157-159, $158 f$
reducing search area, 159 tower locations, 149-150
network interface data, 142-144
proof of concept, 148-159
open source delivery, 265-266
open source intelligence (OSINT), 29-30, $30 f$
OpenStreetMap, 163-164, 168
optparse library, 62-63
osm function, 168
out-degree centrality, 37-38, 51-54, 57-59, 77, 85, 101-103, 113, 121
out_degree function, 53
out_edges function, 59
outliers, 55-56, 60, 181
overlaps function, 138
overloaded symbols, $18,18 f$

## P

packaging, 259-260
packet analysis, 46-51, 51f
packet capture (pcap) files, 47-48, 50, 61-63
packet objects, 50
packets, defined, 121
packets variable, 50
Pålsson, Mikael, 213
pandas library, 5, 69-72, 81, 88, 150, 167-169, 191-192
parallel development, 263-264
parallelism
hardware parallelism, 263
process parallelism, 241-245 processor parallelism, 243-245 threading parallelism, 241-243
partial function, 151-152
partial functions, 151
partition function, 155
path lengths
lowest common ancestor, 85
returning list of average, 117-119
self-loops, 32
small-world phenomenon, 68
paths, defined, 31
PBX (Private Branch Exchange), 54
pcap (packet capture) files, 47-48, 50, 61-63
pcap_graph function, 62
perimeter length, 137-138
personally identifiable information, 178
Phil's Game Utilities (PGU) library, 250
physical penetration testing, 212
pickled objects, 203-204
pickle library, 203-204, 251
Pinellas County Sheriff's Office, 177
pip tool, 10-12, 258
planar straight-line graphs, 216
player_one_turn function, 115-116
png library, 236
points, defined, 128-129
Polygon class, 129
polygon_geojson parameter, 165
polygons, 129-132, 130f, 131f
complex, 130, 132, 134-135, 138, 214, 223-225, $224 f$
concave, 130, 130f
polygons (continued)
converting Point objects to geodesic polygons, 150-153
convex, 130, 130f, 132, 136, 187
irregular, 130, 133-136
linear ring, 130-131, 131f, 223-225, $224 f$
orthogonal, 213-214
regular, 130
simple, 130-131, 134f, 210
poly_shapes variable, 170, 172
polytrees, 85
population mean, 120, 123-124
port numbers subgraphs, 52-54
post_df objects, 71-73, 76, 107
potential information, 75-76, 78
predict function, 200, 202
predictive analytics, 91
predict_proba function, 203
preferential attachment, 68, 113-114
preventative security analysis, 90
Private Branch Exchange (PBX), 54
process_jpg function, 184, 186
processor parallelism
(multiprocessing), 243-245
process parallelism, 241-245
processor parallelism, 243-245
threading parallelism, 241-243
programming and math conventions, 13-23
mathematical notation, 18-22 attribute characters, 22
Boolean notation, 18-20, $19 t$
Greek letters and functions, 22, 22t
overloaded symbols, $18,18 f$
set notation, 20-22, 21t
syntactical constructs, 13-18
dictionary comprehensions, 15-17
list comprehensions, $14-15$
zipping and unpacking, 17-18
Proj class, 151-152
project managers, 264
proof of concept, ix
facial recognition, 188-204
location triangulation, 148-159
minimum viable product vs., 210
network analysis graphs, 61-64
social network analysis, 87-88
social network evolution, 109-124
Voronoi diagrams, 163-173
protocol_subgraph function, 52-55
protocol subgraphs, 54-56, 56f
proxy networks, 35-36, 35f
pseudographs (nonsimple graphs), 32
purity, 181
PyArmor, 264-265
PyGame library, 236-240, 246-250
events, 237-239
graphic elements, 246-247, 247f
PyInstaller, 259-260
PyPi, 258-259, 266
Pyplot library, 32-33
pyproj library, 150-152
Pythagorean theorem, 18, 18f, 164
Python
environment setup, 3-12
hardware requirements, 3 installing Anaconda, 4
Jupyter Notebooks, 11-12
Spyder IDE, 10-11
virtual environment setup, 9
virtualenv package manager, 10-11
interpreters, packaging with, 259-260
reasons for using, xxii-xxiii shortcomings of, xxiii

## 0

Queue class, 244

## $R$

-r (--raw-out) parameter, 63
RA (resource allocation), 108-109
randint function, 201
RandomForestClassifier class, 201
RandomForestClassifier objects, 202-203
random forests, 179, 182, 201-203
random_layout function, 51
random walks, 95-104, 117-119, 125
biased, 97, 100, 104, 111
Monte Carlo simulations and, 97-99, $99 f$
social network simulation, 100-104
state machines and, 96-97, $96 f, 99 f$
uniformly, 96-97, 96f, 101-104, 117
range function, 16-17, 22
RangeIndex property, 71
ratios
correlation ratio, 197-198
facial recognition, 190
information exchange ratio, 59-61
rdpcap function, 50, 62
read_csv function, 167, 192
read_weighted_edgelist function, 63
recursive functions, 31
Red Hat, 266
regression problems, 176
repeated-sampling algorithms, 98
representative_point function, 223
residual information (RI) score, 75-76
resize function, 184
resource allocation (RA), 108-109
resource planning problems. See art gallery problem application; emergency service planning scenario
return_results parameter, 195
reverse option, 53
reverse parameter, 59, 137
RI (residual information) score, 75-76
right_click function, 241
rings. See linear ring polygons
Room class, 249, 251, 253-254
root node, 84-85, 180-181
row_to_str function, 167
r_posts objects, 76

## S

-s (--graph-out) option, 63
sample mean (empirical mean), 93
sample size determination, 98
Saved state, 235
save_file function, 227
save_graph function, 62
save_packet function, 62
save_project function, 227-228
saving and reloading data, 251-254
loading from JSON files, 252-254
saving to dictionaries, 251-252
scan codes, 239-240

Scapy library, 47, 50, 62-63
scikit-learn, xxiii, 196-197, 199-201, 203
SciPy library, 55, 80, 170
scored_neighbor_select function, 106
scores parameter, 111
screen attribute, 249-250
seed argument, 33-34
seeds. See generators
select_dtypes function, 192
self-looping, 31-32
Series objects, 71, 191, 198
setattr function, 253
set_colorkey function, 249
set_file method, 242
set generator notation (SGN), 22
set_mode function, 246
set notation
overview of, 20-22, $21 t$
reserved sets, 21, $21 t$
set generator notation, 22
set_region_areas function, 227
setup scripts, 258-259
setuptools library, 258
7Zip, 252
SGN (set generator notation), 22
Shapely library
art gallery problem application, 216, 219, 222-223, 235
computational geometry theory, 128-129, 131-132, 134, 138
emergency service planning scenario, 164, 170
facial recognition, 183, 188, 190
location triangulation, 144, 148-150, 152, 154
shape_to_np function, 186
shell layout, 58, $58 f$
Shewchuk, Jonathan, 216
shifted variable, 239, 241
shoelace algorithm, 136
shortest_path_scores function, 117-119
sides (edges), in polygons, 129
signature detection, 47
simple function, 151
simple graphs, 32, 85
single point of failure, 109-110
sink node, 110, 113, 117-119, 121
six degrees of separation, 68
small_area parameter, 157
small-world experiments, 68
Snort, 48
Snow, John, 163
social network analysis (SNA), 67-90
cautions regarding, 89
converting data to graph, 69-73
building graphs, 72-73, 74f
examining data, 69
structuring data, 69-72
defined, 67
proof of concept, 87-88
research questions, 74-87 cliques and most influential users, 76-78, 78f information propagation, 74-76 most influenced users, 78-79, $79 f$
node ancestry, 83-87, $84 f, 86 f$ topic-based information exchange, 79-83, $82 f$
small-world phenomenon, 68 social network evolution, 91-125
finite state machines, 93-95, 94f
information flow game, 110-124
edge capacity, 112-113
game phases, 113-117
game simulation, 118-120
improvements to player 2, 120-124
source and sink node selection, 117-118
weighted random choice, 111-112
Monte Carlo simulations, 92-93, 97-100, 99f
proof of concept, 109-124
random walks, 95-97, $96 f, 99 f$
simulations, defined, 92
social network graphs, 29, 39-40, 39f
social network simulation, 100-109
information flow distance, 100-104
resource allocation, 108-109
topic-based influence, 104-108
soft classifiers, 203
sorted function, 53, 137, 198
source node, $36,73,78,110,113$, 117-119, 121
spaghetti models (storm path maps), 93
sparse adjacency matrices, 80
spring_layout function, 33, 82-83
Sprite class, 248-250, $250 f$
sprites, 248-250, $250 f$
Spyder IDE, 4, 10-11
Stack Overflow, 153
Ståhl, Joachim, 213
Stanford University, 98, 125
Started state, 234-235
Start state, 234-235
state machines
finite state machines, 93-95, 94f, 100-101
state machine graphs, 30, 31f
state managers
application state planning, 235
development of, 237-241
event driven nature of, 237
purpose of, 235, 237
Steiner points, 219, 228-229
stochastic FSMs, 95, 97
storm path maps (spaghetti models), 93
strip function, 70
substates, 238
sum function, 59
Super Bowl XXXV, 176-177
supervised learning, 176, 179
Surface class, 246-248, $247 f$
surface_size attribute, 249
sweep line algorithms, 154-155
syntactical constructs, 13-18
dictionary comprehensions, 15-17
list comprehensions, $14-15$
zipping and unpacking, 17-18

## T

target parameter, 244
TCP handshake graphs, 42, $42 f$
TCP packets, 49-50, 61
terminal states, 96, 99-100
term_subgraph function, 106-107
tessellation, 133-136, $134 f$
art gallery problem, 214, 216-219, 223-224, 226-228, 245, 252
facial recognition, 189-190
Voronoi tessellation, 162-173
theil_u parameter, 195

Theil's U, 195
Thread class, 242
threading parallelism, 241-243
three-color problem, 212-213
tiles, 133
timeline function, 88
to_dict function, 251, 253-254
tol parameter, 81
topic-based influence, 104-108
topic-based information exchange, $79-83,82 f$
topography, 33, 113
topological ordering, 85
touches function, 138
towers (base stations). See base stations
transform function, 151-153
transitions, 31f, 94-96, 99-101
travel graphs, 28-29, 29f, 32
Triangle library, 216, 219, 223-229, 236, 245, 252, 262
Triangle Solver service, $261 f, 262$
triangulate function, 134,136 , 216-217, 219, 221, 223-224, 226-227
truth tables, 19
ttest_ind function, 123
Twitter, 80
two-sample t-testing, $123,124 f$
type function, 203

## U

UDP packets, 49-50
UML (Unified Modeling Language), 234
unbalanced exchange, 75
undirected graphs, 31-32
betweenness centrality, 36
cliques, 39-40, 39f, 76-77
connected components, 41
creating in NetworkX, 33, 34f
degree centrality, 37
undirected preferential attachment (UPA), 114
unicode attribute, 239
Unified Modeling Language (UML), 234
uniform argument, 200
uniformly random walks, 96-97, 96f, 101-104, 117
uninstall functions, 257-259
unique function, 103
University of Essex, 177
University of Washington, 212
unsupervised learning (exploratory analysis), 176
unweighted graphs, 32, 43, 214
Unwired Labs, 142, 147
UPA (undirected preferential attachment), 114
urlencode function, 165
user interaction mapping, 234-237, 234f
application state planning, 235-236
documentation, 236-237
User Interface service, 261f, 262-263
user_to_series function, 70

## v

vertex-coloring problem, 212
vertex_list attribute, 249
vertices (nodes)
defined, 129
graph theory, 27
vertex order, 132
VirtualBox, 260
virtual environment setup, 9, 63
virtualenv package manager, 10-11
Voice over IP (VoIP), 54, 57
Voronoi diagrams, 161-174
emergency service planning scenario, 163-173
city shape, 164-167, $165 f$
distance function, 164
generators, 167-169, $169 f$
tessellation, 170-173, 171f, 172f
limitations of, 173-174
proof of concept, 163-173
tessellation, 162-163, 162f
voronoi_regions_from_coords function, 170
Voronoi tessellation, 162-163, 162f, $170-173,171 f, 172 f$

## w

weighted_choice function, 106, 111-112, 114, 118
weighted graphs, 32-33, 52-53, 55, 62-63, 77
weighted random choice, 95, 97, 106, 111-115
weight parameter, 53, 77
WGS (world geodesic system), 152
wgs84_to_aeqd function, 152
where function, 55, 60
WiGLE, 144, 159
Windows
frozen delivery, 260
installing Anaconda, 6-8, $6 f, 7 f$
Jupyter Notebooks, 11-12
network card in promiscuous
mode, 63-64
packet capture library, 47
setting up virtualenv, 10
Spyder IDE, 11
temp directory, 252
WinPcap library, 47
WinPython, 11
WireShark, 46-47
world geodesic system (WGS), 152
write once, read many (WORM)
workflow, 62
write_weighted_edgelist function, 62-63
wrpcap function, 62
wrs_connect function, 114, 116
wrs_disconnect function, 115-116

## X

X_test variable, 200
X_train variable, 200

## Y

y_test variable, 200
y_train variable, 200

## Z

Zenmap, 46, $46 f$
zero-sum games, 98
ZipFile class, 252
zip function, 17, 197, 202
zipf variable, 252
zipping and unpacking, 17-18
zscore function, 55-56
Zychlinski, Shaked, 195

