

NAME _____

gvgen – generate graphs

SYNOPSIS

gvgen [**-dv?**] [**-in**] [**-cn**] [**-C_{x,y}**] [**-g[f]_{x,y}**] [**-G[f]_{x,y}**] [**-hn**] [**-kn**] [**-b_{x,y}**] [**-B_{x,y}**] [**-mn**] [**-M_{x,y}**] [**-pn**] [**-r_{x,y}**] [**-R_x**] [**-sn**] [**-S_n**] [**-S_{n,d}**] [**-tn**] [**-td_n**] [**-T_{x,y}**] [**-T_{x,y,u,v}**] [**-wn**] [**-n_{prefix}**] [**-N_{name}**] [**-o_{outfile}**]

DESCRIPTION

gvgen generates a variety of simple, regularly-structured abstract graphs.

OPTIONS

The following options are supported:

- c** n Generate a cycle with n vertices and edges.
- C** x, y Generate an x by y cylinder. This will have $x*y$ vertices and $2*x*y - y$ edges.
- g** [**f**]/ x, y Generate an x by y grid. If **f** is given, the grid is folded, with an edge attaching each pair of opposing corner vertices. This will have $x*y$ vertices and $2*x*y - y - x$ edges if unfolded and $2*x*y - y - x + 2$ edges if folded.
- G** [**f**]/ x, y Generate an x by y partial grid. If **f** is given, the grid is folded, with an edge attaching each pair of opposing corner vertices. This will have $x*y$ vertices.
- h** n Generate a hypercube of degree n . This will have 2^n vertices and $n*2^{n-1}$ edges.
- k** n Generate a complete graph on n vertices with $n*(n-1)/2$ edges.
- b** x, y Generate a complete x by y bipartite graph. This will have $x+y$ vertices and $x*y$ edges.
- B** x, y Generate an x by y ball, i.e., an x by y cylinder with two "cap" nodes closing the ends. This will have $x*y + 2$ vertices and $2*x*y + y$ edges.
- m** n Generate a triangular mesh with n vertices on a side. This will have $(n+1)*n/2$ vertices and $3*(n-1)*n/2$ edges.
- M** x, y Generate an x by y Moebius strip. This will have $x*y$ vertices and $2*x*y - y$ edges.
- p** n Generate a path on n vertices. This will have $n-1$ edges.
- r** x, y Generate a random graph. The number of vertices will be the largest value of the form 2^{n-1} less than or equal to x . Larger values of y increase the density of the graph.
- R** x Generate a random rooted tree on x vertices.
- s** n Generate a star on n vertices. This will have $n-1$ edges.
- S** n Generate a Sierpinski graph of order n . This will have $3*(3^{n-1} + 1)/2$ vertices and 3^n edges.
- S** n, d Generate a d -dimensional Sierpinski graph of order n . At present, d must be 2 or 3. For d equal to 3, there will be $4*(4^{n-1} + 1)/2$ vertices and $6 * 4^{n-1}$ edges.
- t** n Generate a binary tree of height n . This will have 2^{n-1} vertices and $2^n - 2$ edges.
- t** h, n Generate a n -ary tree of height h .
- T** x, y
- T** x, y, u, v Generate an x by y torus. This will have $x*y$ vertices and $2*x*y$ edges. If u and v are given, they specify twists of that amount in the horizontal and vertical directions, respectively.
- w** n Generate a path on n vertices. This will have $n-1$ edges.
- i** n Generate n graphs of the requested type. At present, only available if the **-R** flag is used.

-n *prefix*

Normally, integers are used as node names. If *prefix* is specified, this will be prepended to the integer to create the name.

-N *name*

Use *name* as the name of the graph. By default, the graph is anonymous.

-o *outfile*

If specified, the generated graph is written into the file *outfile*. Otherwise, the graph is written to standard out.

-d Make the generated graph directed.

-v Verbose output.

-? Print usage information.

EXIT STATUS

gvgen exits with 0 on successful completion, and exits with 1 if given an ill-formed or incorrect flag, or if the specified output file could not be opened.

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SEE ALSO

gc(1), acyclic(1), gvpr(1), gvcolor(1), ccomps(1), sccmap(1), tred(1), libgraph(3)