

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**] [**-Sn**] [**-Sn,d**] [**-tn**] [**-td,n**] [**-T_{x,y}**] [**-T_{x,y,u,v}**] [**-useed**] [**-wn**] [**-nprefix**] [**-Nname**] [**-ooutfile**]

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.
- u** *seed*
Specify the initial state for the random number generator. If this option is not given, the current time is used to derive a seed.
- 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)