NAME

gvgen – generate graphs

SYNOPSIS

gvgen [−**dv?**] [**-i***n*] [**-c***n*] [**-C***x,y*] [**-g[f]***x,y*] [**-G[f]***x,y*] [**-h***n*] [**-k***n*] [**-b***x,y*] [**-B***x,y*] [**-m***n*] [**-M***x,y*] [**-p***n*] [**-r***x,y*] [**-R***x*] [**-s***n*] [**-S***n*] [**-t***n*] [**-t***d,n*] [**-T***x,y*] [**-T***x,y,u,v*] [**-w***n*] [**-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.

−**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)