

NAME

gvgen – generate graphs

SYNOPSIS

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gvgen [ -dv? ] [ -in ] [ -cn ] [ -Cx,y ] [ -g/fx,y ] [ -G/fx,y ] [ -hn ] [ -kn ] [ -bx,y ] [ -Bx,y ] [ -mn ] [ -Mx,y ] [ -pn ] [ -rx,y ] [ -Rx ] [ -sn ] [ -Sn ] [ -Sn,d ] [ -tn ] [ -td,n ] [ -Tx,y ] [ -Tx,y,u,v ] [ -wn ] [ -nprefix ] [ -Nname ] [ -ooutfile ]
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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** 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.
- T x,y,u,v**
- 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)