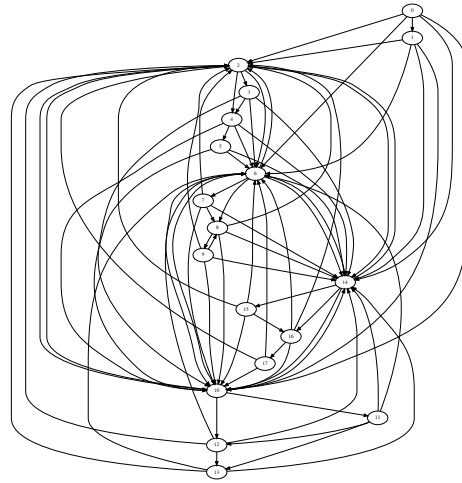


# A well-connected C++11 Boost.Graph tutorial

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# 1 Introduction

This is 'A well-connected C++11 Boost.Graph tutorial', version 1.4.

## 1.1 Why this tutorial

I needed this tutorial already in 2006, when I started experimenting with Boost.Graph. More specifically, I needed a tutorial that:

- Orders concepts chronologically

- Increases complexity gradually
- Shows complete pieces of code

What I had were the book [8] and the Boost.Graph website, both did not satisfy these requirements.

This tutorial is intended to take the reader to the level of understanding the book [8] and the Boost.Graph website require. It is about basic graph manipulation, not the more advanced graph algorithms. An analogy with `std::vector`: it teaches the `std::vector` member functions, but not the algorithms that work on.

## 1.2 Code snippets

For every concept, I will show

- the 'do' function: a function that achieves a goal, for example `'create_empty_undirected_graph'`
- the 'demo' function: a function that demonstrates how to call the first, for example `'create_empty_undirected_graph_demo'`

I enjoy to show concepts by putting those in (long-named) functions. These functions sometimes border the trivial, by, for example, only calling a single Boost.Graph function. On the other hand, these functions have more English-sounding names, resulting in demonstration code that is readable. Additionally, they explicitly mention their return type (in a simpler way), which may be considered informative.

All coding snippets are taken from compiled C++ code. All code is tested to compile cleanly under GCC at the highest warning level. The code, as well as this tutorial, can be downloaded from the GitHub at [www.github.com/richelbilderbeek/BoostGraphTutorial](http://www.github.com/richelbilderbeek/BoostGraphTutorial).

## 1.3 Coding style

I use the coding style from the Core C++ Guidelines. At the time of this writing, the Core C++ Guidelines were still in early development, so I can only hope the conventions I then chose to follow are still Good Ideas.

Most functions are documented by three slashes `'///'`, which allows tools like Doxygen to create documentation from it.

Due to my long function names and the limitation of  $\approx 50$  characters per line, sometimes the code does get to look a bit awkward. I am sorry for this.

I prefer to use the keyword `auto` over doubling the lines of code for using statements. Because the 'do' functions return an explicit data type, these can be used for reference (until `'decltype(auto)'` gets into fashion as a return type). If you really want to know a type, you can use the `'get_type_name'` function (chapter 22.1).

On the other hand, I am explicit in the namespaces of functions and classes I use, so to distinguish between types like `'std::array'` and `'boost::array'`. Some



functions (for example, 'get') reside in the namespace of the graph to work on. In this tutorial, this is in the global namespace. Thus, I will write 'get', instead of 'boost::get', as the latter does not compile.

## 1.4 Tutorial style

In the index, I did first put all my long-named functions there literally, but this resulted in a very sloppy layout. Instead, the function 'do\_something' can be found as 'Do something' in the index. On the other hand, STL and Boost functions like 'std::do\_something' and 'boost::do\_something' can be found as such in the index.

## 1.5 License

This tutorial is licensed under Creative Commons license 4.0. All C++ code is licensed under GPL 3.0.



Figure 1: Creative Commons license 4.0

## 1.6 Feedback

This tutorial is not intended to be perfect yet. For that, I need help and feedback from the community. All referenced feedback is welcome, as well as any constructive feedback.

I have tried hard to strictly follow the style as described above. If you find I deviated from these decisions somewhere, I would be grateful if you'd let know. Next to this, there are some sections that need to be coded or have its code improved.

## 1.7 Help

There are some pieces of code I could use help with:

- Issue #1: Some types are hardcoded, for example, the function 'get\_vertex\_names' (algorithm 4.4) returns a `std::vector<std::string>`, where `std::string` is the only supported vertex' name data type. It would be better if, instead of using `std::string`, deduce the type of the vertex' name data type from the graph
- Issue #12: Loading a directed graph with a name, function 'load\_directed\_graph\_with\_graph\_name\_fr' as shown in chapters 18.4. Perhaps the function 'save\_graph\_with\_graph\_name\_to\_dot' (chapter 18.3) needs to be rewritten as well

- Issue #16: Loading a directed graph with bundled vertices, function 'load\_directed\_bundled\_vertices\_graph\_from\_dot' as shown in chapters 9.7. Perhaps the function 'save\_bundled\_vertices\_graph\_to\_dot' (chapter 9.6) needs to be rewritten as well

I have already put the tests in place, so you/I can easily check if your solution works. If the program crashes with the message 'assertion failed: !"Fixed #"', a problem has been solved.

## 1.8 Acknowledgements

These are users that improved this tutorial, in chronological order:

- E. Kawashima

## 1.9 Outline

The chapters of this tutorial are also like a well-connected graph (as shown in figure 2). To allow for quicker learners to skim chapters, or for beginners looking to find the patterns, some chapters are repetitions of each other (for example, getting an edge its name is very similar to getting a vertex its name)<sup>1</sup>. This tutorial is not about being short, but being complete, at the risk of being called bloated.

The distinction between the chapter is in the type of edges and vertices. They can have:

- no properties: see chapter 2
- have a name: see chapter 4
- have a bundled property: see chapter 8
- have a custom property: see chapter 12

The differences between graphs with bundled and custom properties are shown in table 1:

	Bundled	Custom
Meaning	Edges/vertices are of your type	Edges/vertices have an additional custom property
Interface	Directly	Via property map
Class members	Must be public	Can be private
File I/O mechanism	Via public class members	Via stream operators
File I/O success	Fails, please help!	Works, with encoding/decoding

Table 1: Difference between bundled and custom properties

<sup>1</sup>There was even copy-pasting involved!

A pivotal chapter is chapter 5.2, 'Finding the first vertex with a name', as this opens up the door to finding a vertex and manipulating it.

All chapters have a rather similar structure in themselves, as depicted in figure 3.

## 2 Building graphs without properties

Boost.Graph is about creating graphs. In this chapter we create the simplest of graphs, in which edges and nodes have no properties (e.g. having a name).

Still, there are two types of graphs that can be constructed: undirected and directed graphs. The difference between directed and undirected graphs is in the edges: in an undirected graph, an edge connects two vertices without any directionality, as displayed in figure 4. In a directed graph, an edge goes from a certain vertex, its source, to another (which may actually be the same), its target. A directed graph is shown in figure 5.

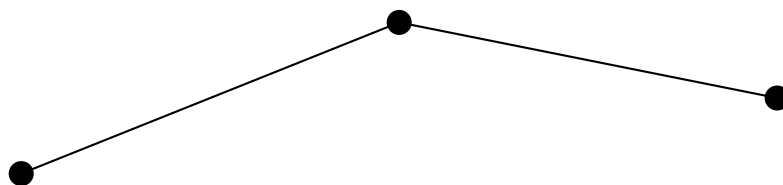


Figure 4: Example of an undirected graph

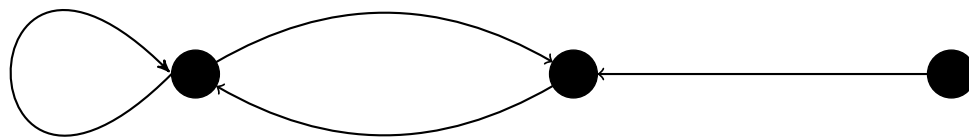


Figure 5: Example of a directed graph

In this chapter, we will build two directed and two undirected graphs:

- An empty (directed) graph, which is the default type: see chapter 2.1

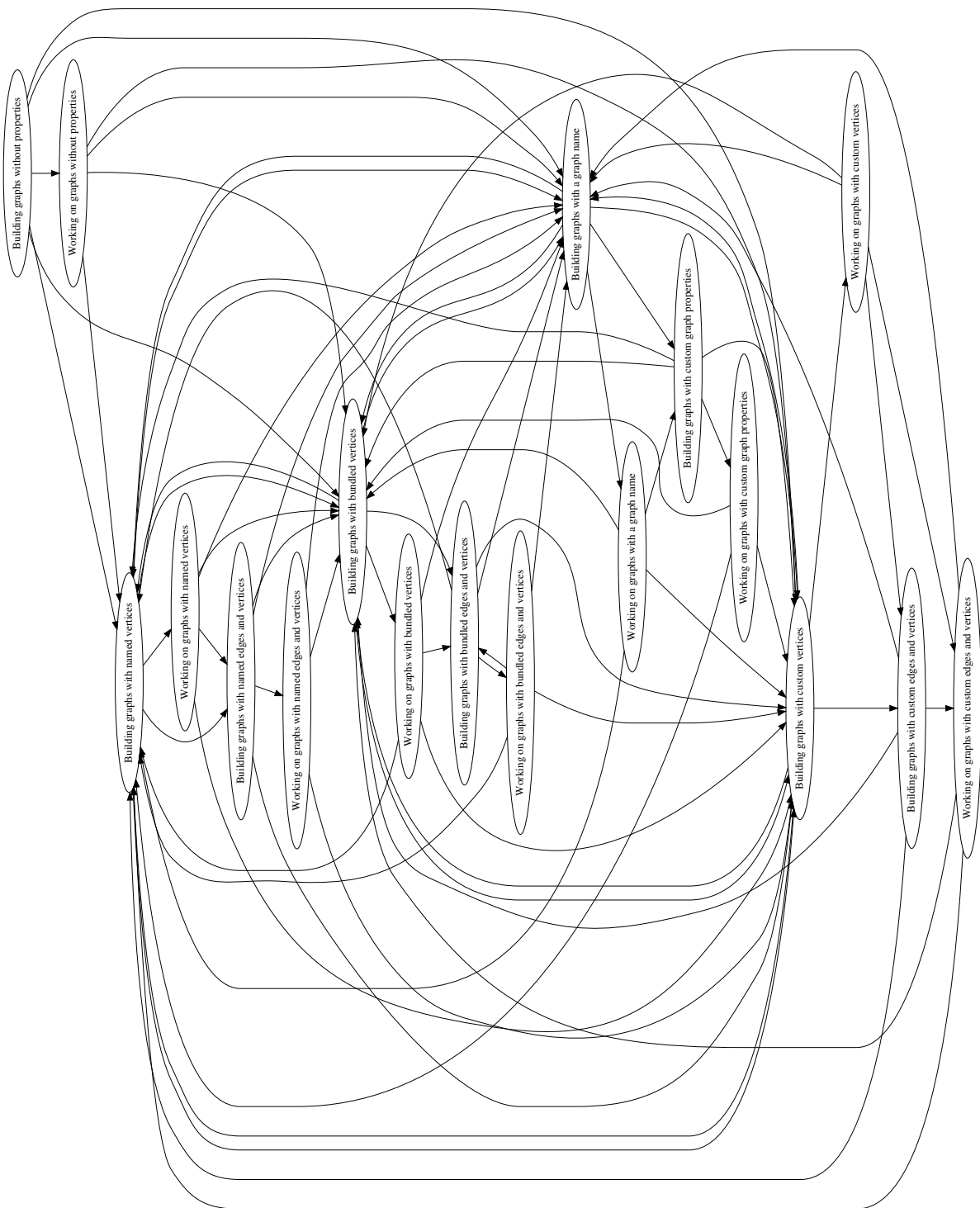


Figure 2: The relations between chapters

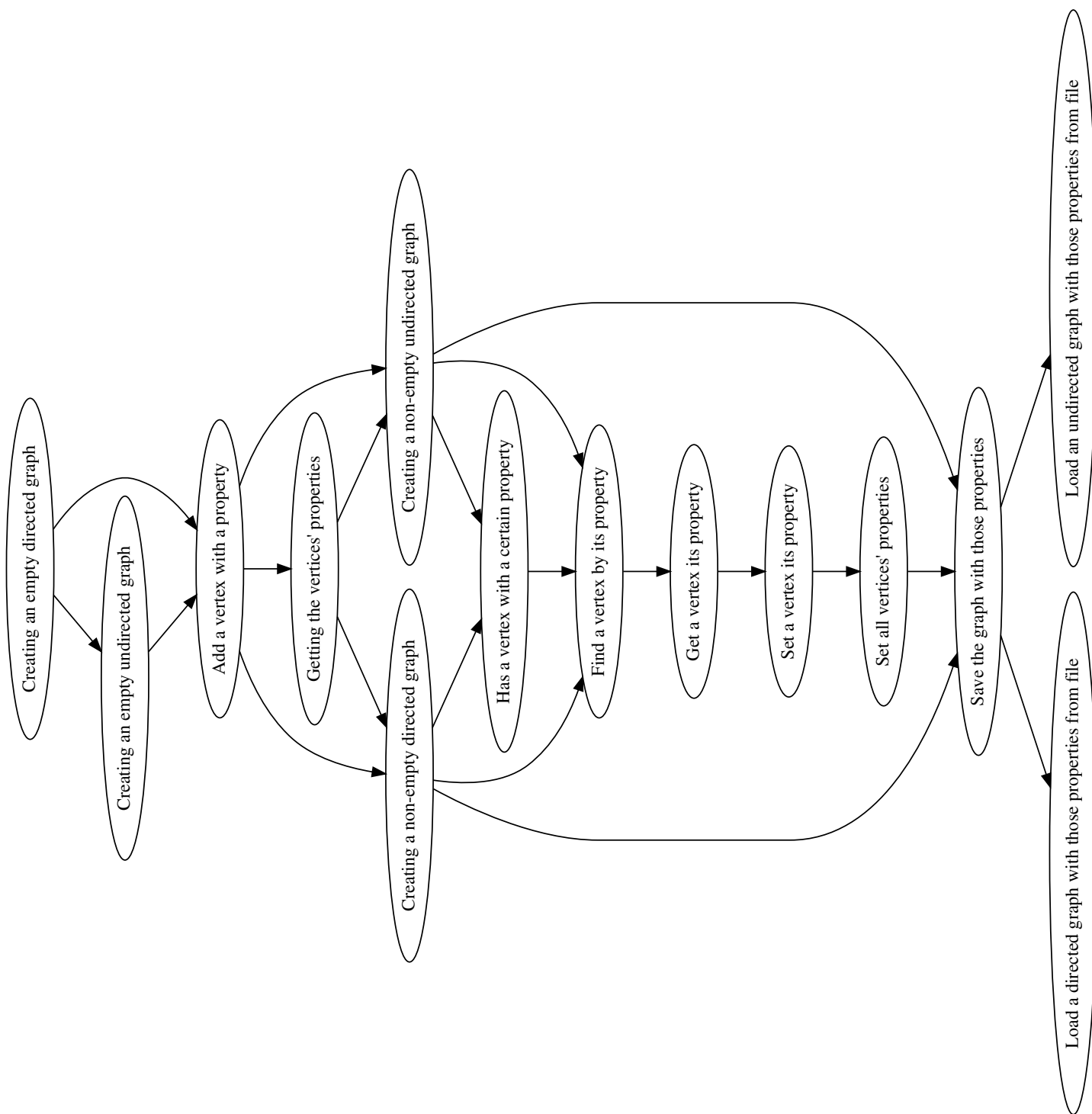


Figure 3: The relations between sub-chapters

- An empty (undirected) graph: see chapter 2.2
- A two-state Markov chain, a directed graph with two vertices and four edges, chapter 2.14
- $K_2$ , an undirected graph with two vertices and one edge, chapter 2.15

Creating an empty graph may sound trivial, it is not, thanks to the versatility of the Boost.Graph library.

In the process of creating graphs, some basic (sometimes bordering trivial) functions are encountered:

- Counting the number of vertices: see chapter 2.3
- Counting the number of edges: see chapter 2.4
- Adding a vertex: see chapter 2.5
- Getting all vertices: see chapter 2.7
- Getting all vertex descriptors: see chapter 2.8
- Adding an edge: see chapter 2.9
- Getting all edges: see chapter 2.11
- Getting all edge descriptors: see chapter 2.13

These functions are mostly there for completion and showing which data types are used.

The chapter also introduces some important concepts:

- Vertex descriptors: see chapter 2.6
- Edge insertion result: see chapter 2.10
- Edge descriptors: see chapter 2.12

After this chapter you may want to:

- Building graphs with named vertices: see chapter 4
- Building graphs with bundled vertices: see chapter 8
- Building graphs with custom vertices: see chapter 12
- Building graphs with a graph name: see chapter 17

## 2.1 Creating an empty (directed) graph

Let's create an empty graph!

Algorithm 1 shows the function to create an empty graph.

---

**Algorithm 1** Creating an empty (directed) graph

---

```
#include <boost/graph/adjacency_list.hpp>

///Create an empty directed graph
boost::adjacency_list<>
create_empty_directed_graph() noexcept
{
    return boost::adjacency_list<>();
}
```

---

The code consists out of an `#include` and a function definition. The `#include` tells the compiler to read the header file `'adjacency_list.hpp'`. A header file (often with a `'.h'` or `'.hpp'` extension) contains class and functions declarations and/or definitions. The header file `'adjacency_list.hpp'` contains the `boost::adjacency_list` class definition. Without including this file, you will get compile errors like `'definition of boost::adjacency_list unknown'`<sup>2</sup>. The function `'create_empty_directed_graph'` has:

- a return type: The return type is `'boost::adjacency_list<>'`, that is a `'boost::adjacency_list` with all template arguments set at their defaults
- a `noexcept` specification: the function should not throw<sup>3</sup>, so it is preferred to mark it `noexcept` ([10] chapter 13.7).
- a function body: all the function body does is create a `'boost::adjacency_list<>'` by calling its constructor, by using the round brackets

Algorithm 2 demonstrates the `'create_empty_directed_graph'` function. Note that it includes a header file with the same name as the function<sup>4</sup> first, to be able to use it. `'auto'` is used, as this is preferred over explicit type declarations ([10] chapter 31.6). The keyword `'auto'` lets the compiler figure out the type itself.

---

<sup>2</sup>In practice, these compiler error messages will be longer, bordering the unreadable

<sup>3</sup>if the function would throw because it cannot allocate this little piece of memory, you are already in big trouble

<sup>4</sup>I do not think it is important to have creative names

---

**Algorithm 2** Demonstration of 'create\_empty\_directed\_graph'

---

```
#include "create_empty_directed_graph.h"

void create_empty_directed_graph_demo() noexcept
{
    const auto g = create_empty_directed_graph();
}
```

---

Congratulations, you've just created a `boost::adjacency_list` with its default template arguments. We do not do anything with it yet, but still, you've just created a graph, in which:

- The out edges and vertices are stored in a `std::vector`
- The edges have a direction
- The vertices, edges and graph have no properties
- The edges are stored in a `std::list`

The `boost::adjacency_list` is the most commonly used graph type, the other is the `boost::adjacency_matrix`. It stores its edges, out edges and vertices in a two different STL<sup>5</sup> containers. `std::vector` is the container you should use by default ([10] chapter 31.6, [11] chapter 76), as it has constant time look-up and back insertion. The `std::list` is used for storing the edges, as it is better suited at inserting elements at any position.

I use `const` to store the empty graph as we do not modify it. Correct use of `const` is called `const-correct`. Prefer to be `const-correct` ([9] chapter 7.9.3, [10] chapter 12.7, [7] item 3, [3] chapter 3, [11] item 15, [2] FAQ 14.05, [1] item 8, [4] 9.1.6).

## 2.2 Creating an empty undirected graph

Let's create another empty graph! This time, we even make it undirected!

Algorithm 3 shows how to create an undirected graph.

---

<sup>5</sup>Standard Template Library, the standard library



---

**Algorithm 3** Creating an empty undirected graph

---

```
#include <boost/graph/adjacency_list.hpp>

///Create an empty undirected graph
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS
>
create_empty_undirected_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS
    >();
}
```

---

This algorithm differs from the 'create\_empty\_directed\_graph' function (algorithm 1) in that there are three template arguments that need to be specified in the creation of the boost::adjacency\_list:

- the first 'boost::vecS': select (that is what the 'S' means) that out edges are stored in a std::vector. This is the default way.
- the second 'boost::vecS': select that the graph vertices are stored in a std::vector. This is the default way.
- 'boost::undirectedS': select that the graph is undirected. This is all we needed to change. By default, this argument is boost::directed

Algorithm 4 demonstrates the 'create\_empty\_undirected\_graph' function.

---

**Algorithm 4** Demonstration of 'create\_empty\_undirected\_graph'

---

```
#include "create_empty_undirected_graph.h"

void create_empty_undirected_graph_demo() noexcept
{
    const auto g = create_empty_undirected_graph();
}
```

---

Congratulations, with algorithm 4, you've just created an undirected graph in which:

- The out edges and vertices are stored in a `std::vector`
- The graph is undirected
- Vertices, edges and graph have no properties
- Edges are stored in a `std::list`

## 2.3 Counting the number of vertices

Let's count all zero vertices of an empty graph!

---

**Algorithm 5** Count the number of vertices

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>

///Get the number of vertices a graph has
template <typename graph>
int get_n_vertices(const graph& g) noexcept
{
    const int n{
        static_cast<int>(boost::num_vertices(g))
    };
    assert(static_cast<unsigned long>(n)
        == boost::num_vertices(g)
    );
    return n;
}
```

---

The function 'get\_n\_vertices' takes the result of `boost::num_vertices`, converts it to `int` and checks if there was conversion error. We do so, as one should prefer using signed data types over unsigned ones in an interface ([4] chapter 9.2.2). To do so, in the function body its first statement, the unsigned long produced by `boost::num_vertices` get converted to an `int` using a `static_cast`. Using an unsigned integer over a (signed) integer for the sake of gaining that one more bit ([9] chapter 4.4) should be avoided. The integer 'n' is initialized using list-initialization, which is preferred over the other initialization syntaxes ([10] chapter 17.7.6).

The `assert` checks if the conversion back to unsigned long re-creates the original value, to check if no information has been lost. If information is lost, the program crashes. Use `assert` extensively ([9] chapter 24.5.18, [10] chapter 30.5, [11] chapter 68, [6] chapter 8.2, [5] hour 24, [4] chapter 2.6).

The function 'get\_n\_vertices' is demonstrated in algorithm 6, to measure the number of vertices of both the directed and undirected graph we are already able to create.

---

**Algorithm 6** Demonstration of the 'get\_n\_vertices' function

---

```
#include <cassert>

#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"
#include "get_n_vertices.h"

void get_n_vertices_demo() noexcept
{
    const auto g = create_empty_directed_graph();
    assert(get_n_vertices(g) == 0);

    const auto h = create_empty_undirected_graph();
    assert(get_n_vertices(h) == 0);
}
```

---

Note that the type of graph does not matter here. One can count the number of vertices of every graph, as all graphs have vertices. Boost.Graph is very good at detecting operations that are not allowed, during compile time.

## 2.4 Counting the number of edges

Let's count all zero edges of an empty graph!

This is very similar to the previous chapter, only it uses `boost::num_edges` instead:

---

**Algorithm 7** Count the number of edges

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>

///Get the number of edges a graph has
template <typename graph>
int get_n_edges(const graph& g) noexcept
{
    const int n{
        static_cast<int>(boost::num_edges(g))
    };
    assert(static_cast<unsigned long>(n)
        == boost::num_edges(g)
    );
    return n;
}
```

---

This code is similar to the 'get\_n\_vertices' function (algorithm 5, see rationale there) except 'boost::num\_edges' is used, instead of 'boost::num\_vertices', which also returns an unsigned long.

The function 'get\_n\_edges' is demonstrated in algorithm 8, to measure the number of edges of an empty directed and undirected graph.

---

**Algorithm 8** Demonstration of the 'get\_n\_edges' function

---

```
#include <cassert>

#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"
#include "get_n_edges.h"

void get_n_edges_demo() noexcept
{
    const auto g = create_empty_directed_graph();
    assert(get_n_edges(g) == 0);

    const auto h = create_empty_undirected_graph();
    assert(get_n_edges(h) == 0);
}
```

---

## 2.5 Adding a vertex

Empty graphs are nice, now its time to add a vertex!

To add a vertex to a graph, the boost::add\_vertex function is used as shows in algorithm 9:

---

**Algorithm 9** Adding a vertex to a graph

---

```
#include <boost/graph/adjacency_list.hpp>

///Add a vertex to a graph
template <typename graph>
void add_vertex(graph& g) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    boost::add_vertex(g);
}
```

---

Note that boost::add\_vertex (in the 'add\_vertex' function) returns a vertex

descriptor, which is ignored for now. Vertex descriptors are looked at in more details at the chapter 2.6, as we need these to add an edge. Algorithm 10 shows how to add a vertex to a directed and undirected graph.

---

**Algorithm 10** Demonstration of the 'add\_vertex' function

---

```
#include "add_vertex.h"
#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"

void add_vertex_demo() noexcept
{
    auto g = create_empty_undirected_graph();
    add_vertex(g);
    assert(boost::num_vertices(g) == 1);

    auto h = create_empty_directed_graph();
    add_vertex(h);
    assert(boost::num_vertices(h) == 1);
}
```

---

This demonstration code creates two empty graphs, adds one vertex to each and then asserts that the number of vertices in each graph is one. This works for both types of graphs, as all graphs have vertices.

## 2.6 Vertex descriptors

A vertex descriptor is a handle to a vertex within a graph.

Vertex descriptors can be obtained by dereferencing a vertex iterator (see chapter 2.8). To do so, we first obtain some vertex iterators in chapter 2.7).

Vertex descriptors are used to:

- add and edge between two vertices, see chapter 2.9
- obtain properties of vertex a vertex, for example the vertex its out degrees (chapter 3.1), the vertex its name (chapter 4.4), or a custom vertex property (chapter 12.6)

In this tutorial, vertex descriptors have named prefixed with 'vd\_', for example 'vd\_1'.

## 2.7 Get the vertex iterators

You cannot get the vertices. This may sound unexpected, as it must be possible to work on the vertices of a graph. Working on the vertices of a graph is done through these steps:

- Obtain a vertex iterator pair from the graph
- Dereferencing a vertex iterator to obtain a vertex descriptor

'boost::vertices' is used to obtain a vertex iterator pair, as shown in algorithm 11. The first vertex iterator points to the first vertex (its descriptor, to be precise), the second points to beyond the last vertex (its descriptor, to be precise). In this tutorial, vertex iterator pairs have named prefixed with 'vip\_', for example 'vip\_1'.

---

**Algorithm 11** Get the vertex iterators of a graph

---

```
#include <boost/graph/adjacency_list.hpp>

///Get the vertex iterators of a graph
template <typename graph>
std::pair<
    typename graph::vertex_iterator,
    typename graph::vertex_iterator
>
get_vertex_iterators(const graph& g) noexcept
{
    return vertices(g); //not boost::vertices
}
```

---

This is a somewhat trivial function, as it forwards the function call to 'boost::vertices'.

These vertex iterators can be dereferenced to obtain the vertex descriptors. Note that 'get\_vertex\_iterators' will not be used often in isolation: usually one obtains the vertex descriptors immediatly. Just for your reference, algorithm 12 demonstrates of the 'get\_vertices' function, by showing that the vertex iterators of an empty graph point to the same location.

---

**Algorithm 12** Demonstration of 'get\_vertex\_iterators'

---

```
#include <cassert>
#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"
#include "get_vertex_iterators.h"

void get_vertex_iterators_demo() noexcept
{
    const auto g = create_empty_undirected_graph();
    const auto vip_g = get_vertex_iterators(g);
    assert(vip_g.first == vip_g.second);

    const auto h = create_empty_directed_graph();
    const auto vip_h = get_vertex_iterators(h);
    assert(vip_h.first == vip_h.second);
}
```

---

## 2.8 Get all vertex descriptors

Vertex descriptors are the way to manipulate those vertices. Let's go get the all!

Vertex descriptors are obtained from dereferencing vertex iterators. Algorithm 13 shows how to obtain all vertex descriptors from a graph.

---

**Algorithm 13** Get all vertex descriptors of a graph

---

```
#include <vector>
#include "boost/graph/graph_traits.hpp"

/// Collect all vertex descriptors of a graph
template <typename graph>
std::vector<
    typename boost::graph_traits<graph>::vertex_descriptor
>
get_vertex_descriptors(const graph& g) noexcept
{
    using boost::graph_traits;
    using vd
        = typename graph_traits<graph>::vertex_descriptor;

    std::vector<vd> vds;
    const auto vis = vertices(g); //not boost::vertices
    const auto j = vis.second;
    for (auto i = vis.first; i!=j; ++i) {
        vds.emplace_back(*i);
    }
    return vds;
}
```

---

This is the first more complex piece of code. In the first lines, some 'using' statements allow for shorter type names<sup>6</sup>. The function 'vertices' (not `boost::vertices`!) returns a vertex iterator pair. The two iterators are extracted, of which the first iterator, 'i', points to the first vertex, and the second, 'j', points to beyond the last vertex. In the for-loop, 'i' loops from begin to end. Dereferencing it produces a vertex descriptor, which is stored in the `std::vector` using `emplace_back`. Prefer using `emplace_back` ([10] chapter 31.6, items 25 and 27).

Algorithm 14 demonstrates that an empty graph has no vertex descriptors:

---

<sup>6</sup>which may be necessary just to create a tutorial with code snippets that are readable



---

**Algorithm 14** Demonstration of 'get\_vertex\_descriptors'

---

```
#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"
#include "get_vertex_descriptors.h"

void get_vertex_descriptors_demo() noexcept
{
    const auto g = create_empty_undirected_graph();
    const auto vds_g = get_vertex_descriptors(g);
    assert(vds_g.empty());

    const auto h = create_empty_directed_graph();
    const auto vds_h = get_vertex_descriptors(h);
    assert(vds_h.empty());
}
```

---

Because all graphs have vertices and thus vertex descriptors, the type of graph is unimportant for this code to compile.

## 2.9 Add an edge

To add an edge to a graph, two vertex descriptors are needed. A vertex descriptor is a handle to the vertex within a graph (vertex descriptors are looked at in more details in chapter 2.6). Algorithm 15 adds two vertices to a graph, and connects these two using `boost::add_edge`:

---

**Algorithm 15** Adding (two vertices and) an edge to a graph

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>

///Add an isolated edge to a graph,
///by adding two vertices first
template <typename graph>
void add_edge(graph& g) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(
        vd_a, // Source/from
        vd_b, // Target/to
        g
    );

    assert(aer.second);
}
```

---

Algorithm 15 shows how to add an isolated edge to a graph (instead of allowing for graphs with higher connectivities). First, two vertices are created, using the function 'boost::add\_vertex'. 'boost::add\_vertex' returns a vertex descriptor (which I prefix with 'vd'), both of which are stored. The vertex descriptors are used to add an edge to the graph, using 'boost::add\_edge'. 'boost::add\_edge' returns returns a std::pair, consisting of an edge descriptor and a boolean success indicator. The success of adding the edge is checked by an assert statement. Here we assert that this insertion was successfull. Insertion can fail if an edge is already present and duplicates are not allowed.

A demonstration of add\_edge is shown in algorithm 16, in which an edge is added to both a directed and undirected graph, after which the number of edges and vertices is checked.

---

**Algorithm 16** Demonstration of 'add\_edge'

---

```
#include "add_edge.h"
#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"

void add_edge_demo() noexcept
{
    auto g = create_empty_undirected_graph();
    add_edge(g);
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 1);

    auto h = create_empty_directed_graph();
    add_edge(h);
    assert(boost::num_vertices(h) == 2);
    assert(boost::num_edges(h) == 1);
}
```

---

The graph type is unimportant: as all graph types have vertices and edges, edges can be added without possible compile problems.

## 2.10 boost::add\_edge result

When using the function 'boost::add\_edge', a 'std::pair<edge\_descriptor, bool>' is returned. It contains both the edge descriptor (see chapter 2.12) and a boolean, which indicates insertion success.

In this tutorial, boost::add\_edge results have named prefixed with 'aer\_', for example 'aer\_1'.

## 2.11 Getting the edge iterators

You cannot get the edges directly. Instead, working on the edges of a graph is done through these steps:

- Obtain an edge iterator pair from the graph
- Dereference an edge iterator to obtain an edge descriptor

'edges' (not boost::edges!) is used to obtain an edge iterator pair. The first edge iterator points to the first edge (its descriptor, to be precise), the second points to beyond the last edge (its descriptor, to be precise). In this tutorial, edge iterator pairs have named prefixed with 'eip\_', for example 'eip\_1'. Algorithm 17 shows how to obtain these:

---

**Algorithm 17** Get the edge iterators of a graph

---

```
#include <boost/graph/adjacency_list.hpp>

//Get the edge iterators of a graph
template <typename graph>
std::pair<
    typename graph::edge_iterator,
    typename graph::edge_iterator
>
get_edge_iterators(const graph& g) noexcept
{
    return edges(g); //not boost::edges
}
```

---

This is a somewhat trivial function, as all it does is forward to function call to 'edges' (not boost::edges!) These edge iterators can be dereferenced to obtain the edge descriptors. Note that this function will not be used often in isolation: usually one obtains the edge descriptors immediatly.

Algorithm 18 demonstrates 'get\_edge\_iterators' by showing that both iterators of the edge iterator pair point to the same location, when the graph is empty.

---

**Algorithm 18** Demonstration of 'get\_edge\_iterators'

---

```
#include <cassert>
#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"
#include "get_edge_iterators.h"

void get_edge_iterators_demo() noexcept
{
    const auto g = create_empty_undirected_graph();
    const auto eip_g = get_edge_iterators(g);
    assert(eip_g.first == eip_g.second);

    auto h = create_empty_directed_graph();
    const auto eip_h = get_edge_iterators(h);
    assert(eip_h.first == eip_h.second);
}
```

---

## 2.12 Edge descriptors

An edge descriptor is a handle to an edge within a graph. They are similar to vertex descriptors (chapter 2.6).

Edge descriptors are used to obtain the name, or other properties, of an edge. In this tutorial, edge descriptors have names prefixed with 'ed\_', for example 'ed\_1'.

## 2.13 Get all edge descriptors

Obtaining all edge descriptors is similar to obtaining all vertex descriptors (algorithm 13), as shown in algorithm 19:

---

**Algorithm 19** Get all edge descriptors of a graph

---

```
#include <vector>
#include "boost/graph/graph_traits.hpp"

///Get all edge descriptors of a graph
template <typename graph>
std::vector<
    typename boost::graph_traits<graph>::edge_descriptor
> get_edge_descriptors(const graph& g) noexcept
{
    using boost::graph_traits;
    using ed = typename graph_traits<graph>::
        edge_descriptor;

    std::vector<ed> eds;

    const auto ei = edges(g); //not boost::edges
    const auto j = ei.second;

    for (auto i = ei.first; i!=j; ++i) {
        eds.emplace_back(*i);
    }
    return eds;
}
```

---

The only difference is that instead of the function 'vertices' (not boost::vertices!), 'edges' (not boost::edges!) is used.

Algorithm 20 demonstrates the 'get\_edge\_descriptor', by showing that empty graphs do not have any edge descriptors.

---

**Algorithm 20** Demonstration of `get_edge_descriptors`

---

```
#include <cassert>
#include "create_empty_directed_graph.h"
#include "create_empty_undirected_graph.h"
#include "get_edge_descriptors.h"

void get_edge_descriptors_demo() noexcept
{
    const auto g = create_empty_directed_graph();
    const auto eds_g = get_edge_descriptors(g);
    assert(eds_g.empty());

    const auto h = create_empty_undirected_graph();
    const auto eds_h = get_edge_descriptors(h);
    assert(eds_h.empty());
}
```

---

## 2.14 Creating a directed graph

Finally, we are going to create a directed non-empty graph!

### 2.14.1 Graph

This directed graph is a two-state Markov chain, with two vertices and four edges, as depicted in figure 6:

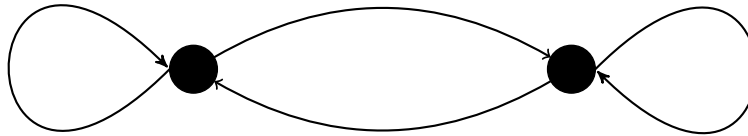


Figure 6: The two-state Markov chain

Note that directed graphs can have edges that start and end in the same vertex. These are called self-loops.

### 2.14.2 Function to create such a graph

To create this two-state Markov chain, the following code can be used:

---

**Algorithm 21** Creating the two-state Markov chain as depicted in figure 6

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_directed_graph.h"

///Create a two-state Markov chain
boost::adjacency_list<>
create_markov_chain() noexcept
{
    auto g = create_empty_directed_graph();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);
    return g;
}
```

---

Instead of typing the complete type, we call the 'create\_empty\_directed\_graph' function, and let auto figure out the type. The vertex descriptors (see chapter 2.6) created by two boost::add\_vertex calls are stored to add an edge to the graph. Then boost::add\_edge is called four times. Every time, its return type (see chapter 2.10) is checked for a successful insertion.

Note that the graph lacks all properties: nodes do not have names, nor do edges.

### 2.14.3 Creating such a graph

Algorithm 22 demonstrates the 'create\_markov\_chain\_graph' function and checks if it has the correct amount of edges and vertices:

---

**Algorithm 22** Demonstration of the 'create\_markov\_chain'

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include <iostream>

#include "create_markov_chain.h"

void create_markov_chain_demo() noexcept
{
    const auto g = create_markov_chain();
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 4);
}
```

---

#### 2.14.4 The .dot file produced

Running a bit ahead, this graph can be converted to a .dot file using the 'save\_graph\_to\_dot' function (algorithm 29). The .dot file created is displayed in algorithm 23:

---

**Algorithm 23** .dot file created from the 'create\_markov\_chain\_graph' function (algorithm 21), converted from graph to .dot file using algorithm 29

---

```
digraph G {
0;
1;
0->0 ;
0->1 ;
1->0 ;
1->1 ;
}
```

---

From the .dot file one can already see that the graph is directed, because:

- The first word, 'digraph', denotes a directed graph (where 'graph' would have indicated an undirectional graph)
- The edges are written as '->' (where undirected connections would be written as '-')

#### 2.14.5 The .svg file produced

The .svg file of this graph is shown in figure 7:



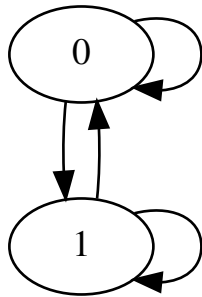


Figure 7: .svg file created from the 'create\_markov\_chain' function (algorithm 21) its .dot file and converted from .dot file to .svg using algorithm 234

This figure shows that the graph is directed, as the edges have arrow heads. The vertices display the node index, which is the default behavior.

## 2.15 Creating $K_2$ , a fully connected undirected graph with two vertices

Finally, we are going to create an undirected non-empty graph!

### 2.15.1 Graph

To create a fully connected undirected graph with two vertices (also called  $K_2$ ), one needs two vertices and one (undirected) edge, as depicted in figure 8.



Figure 8:  $K_2$ : a fully connected undirected graph with two vertices

### 2.15.2 Function to create such a graph

To create  $K_2$ , the following code can be used:

---

**Algorithm 24** Creating  $K_2$  as depicted in figure 8

---

```
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_undirected_graph.h"

///Create K2:
///a fully connected undirected graph with two vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS
>
create_k2_graph() noexcept
{
    auto g = create_empty_undirected_graph();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);
    return g;
}
```

---

This code is very similar to the 'add\_edge' function (algorithm 15). Instead of typing the graph its type, we call the 'create\_empty\_undirected\_graph' function and let auto figure it out. The vertex descriptors (see chapter 2.6) created by two boost::add\_vertex calls are stored to add an edge to the graph. From boost::add\_edge its return type (see chapter 2.10), it is only checked that insertion has been successful.

Note that the graph lacks all properties: nodes do not have names, nor do edges.

### 2.15.3 Creating such a graph

Algorithm 25 demonstrates how to 'create\_k2\_graph' and checks if it has the correct amount of edges and vertices:

---

**Algorithm 25** Demonstration of 'create\_k2\_graph'

---

```
#include <cassert>

#include "create_k2_graph.h"

void create_k2_graph_demo() noexcept
{
    const auto g = create_k2_graph();
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 1);
}
```

---

#### 2.15.4 The .dot file produced

Running a bit ahead, this graph can be converted to the .dot file as shown in algorithm 26:

---

**Algorithm 26** .dot file created from the 'create\_k2\_graph' function (algorithm 24), converted from graph to .dot file using algorithm 29

---

```
graph G {
0;
1;
0--1 ;
}
```

---

From the .dot file one can already see that the graph is undirected, because:

- The first word, 'graph', denotes an undirected graph (where 'digraph' would have indicated a directional graph)
- The edge between 0 and 1 is written as '-' (where directed connections would be written as '->', '<-' or '<>')

#### 2.15.5 The .svg file produced

Continuing to running a bit ahead, this .dot file can be converted to the .svg as shown in figure 9:

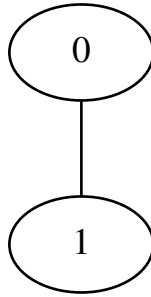


Figure 9: .svg file created from the 'create\_k2\_graph' function (algorithm 24) its .dot file, converted from .dot file to .svg using algorithm 234

Also this figure shows that the graph is undirected, otherwise the edge would have one or two arrow heads. The vertices display the node index, which is the default behavior.

### 3 Working on graphs without properties

Now that we can build a graph, there are some things we can do:

- Getting the vertices' out degrees: see chapter 3.1
- Saving a graph without properties to .dot file: see chapter 3.2
- Loading an undirected graph without properties from .dot file: see chapter 3.4
- Loading a directed graph without properties from .dot file: see chapter 3.3

#### 3.1 Getting the vertices' out degree

Let's measure the out degree of all vertices in a graph!

The out degree of a vertex is the number of edges that originate at it.

The number of connections is called the 'degree' of the vertex. There are three types of degrees:

- in degree: the number of incoming connections, using `boost::in_degree`
- out degree: the number of outgoing connections, using `boost::out_degree`
- degree: sum of the in degree and out degree, using `boost::degree`

Algorithm 27 shows how to obtain these:

---

**Algorithm 27** Get the vertices' out degrees

---

```
#include <vector>

///Get the out degrees of all vertices
template <typename graph>
std::vector<int> get_vertex_out_degrees(
    const graph& g
) noexcept
{
    std::vector<int> v;
    const auto vis
        = vertices(g); //not boost::vertices
    const auto j = vis.second;
    for (auto i = vis.first; i!=j; ++i) {
        v.emplace_back(
            out_degree(*i,g) //not boost::out_degree
        );
    }
    return v;
}
```

---

The structure of this algorithm is similar to `get_vertex_descriptors` (algorithm 13), except that the out degrees from the vertex descriptors are stored. The out degree of a vertex iterator is obtained from the function 'out\_degree' (not `boost::out_degree`!).

Albeit that the  $K_2$  graph and the two-state Markov chain are rather simple, we can use it to demonstrate 'get\_vertex\_out\_degrees' on, as shown in algorithm 28.

---

**Algorithm 28** Demonstration of the 'get\_vertex\_out\_degrees' function

---

```
#include <cassert>

#include "create_k2_graph.h"
#include "create_markov_chain.h"
#include "get_vertex_out_degrees.h"

void get_vertex_out_degrees_demo() noexcept
{
    const auto g = create_k2_graph();
    const std::vector<int> expected_out_degrees_g{1,1};
    const std::vector<int> vertex_out_degrees_g{
        get_vertex_out_degrees(g)
    };
    assert(expected_out_degrees_g
        == vertex_out_degrees_g
    );

    const auto h = create_markov_chain();
    const std::vector<int> expected_out_degrees_h{2,2};
    const std::vector<int> vertex_out_degrees_h{
        get_vertex_out_degrees(h)
    };
    assert(expected_out_degrees_h
        == vertex_out_degrees_h
    );
}
```

---

It is expected that  $K_2$  has one out-degree for every vertex, where the two-state Markov chain is expected to have two out-degrees per vertex.

### 3.2 Saving a graph to a .dot file

Graphs are easily saved to a file, thanks to Graphviz. Graphviz (short for Graph Visualization Software) is a package of open-source tools for drawing graphs. It uses the DOT language for describing graphs, and these are commonly stored in (plain-text) .dot files (I show .dot file of every non-empty graph created, e.g. chapters 2.14.4 and 2.15.4)

---

**Algorithm 29** Saving a graph to a .dot file

---

```
#include <fstream>
#include <boost/graph/graphviz.hpp>

///Save a graph to a .dot file
template <typename graph>
void save_graph_to_dot(
    const graph& g,
    const std::string& filename
) noexcept
{
    std::ofstream f(filename);
    boost::write_graphviz(f,g);
}
```

---

All the code does is create an `std::ofstream` (an output-to-file stream) and use `boost::write_graphviz` to write the DOT description of our graph to that stream. Instead of `'std::ofstream'`, one could use `std::cout` (a related output stream) to display the DOT language on screen directly.

Algorithm 30 shows how to use the `'save_graph_to_dot'` function:

---

**Algorithm 30** Demonstration of the `'save_graph_to_dot'` function

---

```
#include "create_k2_graph.h"
#include "create_markov_chain.h"
#include "save_graph_to_dot.h"

void save_graph_to_dot_demo() noexcept
{
    const auto g = create_k2_graph();
    save_graph_to_dot(g, "create_k2_graph.dot");

    const auto h = create_markov_chain();
    save_graph_to_dot(h, "create_markov_chain.dot");
}
```

---

When using the `'save_graph_to_dot'` function (algorithm 29), only the structure of the graph is saved: all other properties like names are not stored. Algorithm 66 shows how to do so.

### 3.3 Loading a directed graph from a .dot

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph is loaded, as shown in algorithm 31:

---

**Algorithm 31** Loading a directed graph from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_directed_graph.h"
#include "is_regular_file.h"

///Load a directed graph from a .dot file.
///Assumes that the .dot file exists
boost::adjacency_list<
load_directed_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_directed_graph();
    boost::dynamic_properties p(
        boost::ignore_other_properties
    );
    boost::read_graphviz(f,g,p);
    return g;
}
```

---

In this algorithm, first it is checked if the file to load exists, using the 'is\_regular\_file' function (algorithm 235), after which an std::ifstream is opened. Then an empty directed graph is created. Next to this, a boost::dynamic\_properties is created with the 'boost::ignore\_other\_properties' in its constructor (using a default constructor here results in the run-time error 'property not found: node\_id', see chapter 23.5). From this and the empty graph, 'boost::read\_graphviz' is called to build up the graph.

Algorithm 32 shows how to use the 'load\_directed\_graph\_from\_dot' function:



---

**Algorithm 32** Demonstration of the 'load\_directed\_graph\_from\_dot' function

---

```
#include <cassert>
#include "create_markov_chain.h"
#include "load_directed_graph_from_dot.h"
#include "save_graph_to_dot.h"

void load_directed_graph_from_dot_demo() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g = create_markov_chain();
    const std::string filename{
        "create_markov_chain.dot"
    };
    save_graph_to_dot(g, filename);
    const auto h = load_directed_graph_from_dot(filename);
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_markov\_chain\_graph' function (algorithm 21), saved and then loaded. The loaded graph is then checked to be a two-state Markov chain.

### 3.4 Loading an undirected graph from a .dot file

Loading an undirected graph from a .dot file is very similar to loading a directed graph from a .dot file, as shown in chapter 3.3. Algorithm 33 show how to do so:

---

**Algorithm 33** Loading an undirected graph from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_undirected_graph.h"
#include "is_regular_file.h"

///Load an undirected graph from a .dot file.
///Assumes the file exists
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS
>
load_undirected_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_undirected_graph();
    boost::dynamic_properties p(
        boost::ignore_other_properties
    );
    boost::read_graphviz(f,g,p);
    return g;
}
```

---

The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 3.3 describes the rationale of this function.

Algorithm 34 shows how to use the 'load\_undirected\_graph\_from\_dot' function:

---

**Algorithm 34** Demonstration of the 'load\_undirected\_graph\_from\_dot' function

---

```
#include <cassert>
#include "create_k2_graph.h"
#include "load_undirected_graph_from_dot.h"
#include "save_graph_to_dot.h"

void load_undirected_graph_from_dot_demo() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g = create_k2_graph();
    const std::string filename{"create_k2_graph.dot"};
    save_graph_to_dot(g, filename);
    const auto h
        = load_undirected_graph_from_dot(filename);
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
}
```

---

This demonstration shows how the  $K_2$  graph is created using the 'create\_k2\_graph' function (algorithm 24), saved and then loaded. The loaded graph is checked to be a  $K_2$  graph.

## 4 Building graphs with named vertices

Up until now, the graphs created have had edges and vertices without any property. In this chapter, graphs will be created, in which the vertices can have a name. This name will be of the `std::string` data type, but other types are possible as well. There are many more built-in properties edges and nodes can have (see chapter 24.1 for a list).

In this chapter, we will build the following graphs:

- An empty directed graph that allows for vertices with names: see chapter 4.1
- An empty undirected graph that allows for vertices with names: see chapter 4.2
- Two-state Markov chain with named vertices: see chapter 4.5
- $K_2$  with named vertices: see chapter 4.6

In the process, some basic (sometimes bordering trivial) functions are shown:

- Adding a named vertex: see chapter 4.3
- Getting the vertices' names: see chapter 4.4

After this chapter you may want to:

- Building graphs with named edges and vertices: see chapter 6
- Building graphs with bundled vertices: see chapter 8
- Building graphs with custom vertices: see chapter 12
- Building graphs with a graph name: see chapter 17

## 4.1 Creating an empty directed graph with named vertices

Let's create a trivial empty directed graph, in which the vertices can have a name:

---

**Algorithm 35** Creating an empty directed graph with named vertices

---

```
#include <string>
#include <boost/graph/adjacency_list.hpp>

///Create an empty directed graph with named vertices
template<typename vertex_name_type = std::string>
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_name_t, vertex_name_type
    >
>
>
create_empty_directed_named_vertices_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        boost::property<
            boost::vertex_name_t, vertex_name_type
        >
    >
    > ();
}
```

---

Instead of using a `boost::adjacency_list` with default template argument, we will now have to specify four template arguments, where we only set the fourth to a non-default value.

Note there is some flexibility in this function: the data type of the vertex names is set to `std::string` by default, but can be of any other type if desired.

This graph:

- has its out edges stored in a `std::vector` (due to the first `boost::vecS`)
- has its vertices stored in a `std::vector` (due to the second `boost::vecS`)
- is directed (due to the `boost::directedS`)
- The vertices have one property: they have a name, which is of data type `vertex_name_type` (due to the `boost::property<boost::vertex_name_t, vertex_name_type>`)
- Edges and graph have no properties
- Edges are stored in a `std::list`

The `boost::adjacency_list` has a new, fourth template argument '`boost::property<boost::vertex_name_t, vertex_name_type>`'. This can be read as: "vertices have the property '`boost::vertex_name_t`', that is of data type `vertex_name_type`". Or simply: "vertices have a name that is stored as a `vertex_name_type`", where the `vertex_name_type` is `std::string` by default.

Algorithm 36 shows how to create such a graph:

---

**Algorithm 36** Demonstration of the 'create\_empty\_directed\_named\_vertices\_graph' function

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_directed_named_vertices_graph.h"

void create_empty_named_directed_vertices_graph_demo()
    noexcept
{
    // Create a graph with names of std::string type
    const auto g
        = create_empty_directed_named_vertices_graph();
    assert(boost::num_vertices(g) == 0);
    assert(boost::num_edges(g) == 0);

    // Create a graph with names of int type
    const auto h
        = create_empty_directed_named_vertices_graph<int>();
    assert(boost::num_vertices(h) == 0);
    assert(boost::num_edges(h) == 0);
}
```

---

Here, two empty graphs are created, one with the default vertex name type of `std::string`, and one that stores the vertex name as an integer.

## 4.2 Creating an empty undirected graph with named vertices

Let's create a trivial empty undirected graph, in which the vertices can have a name:

---

**Algorithm 37** Creating an empty undirected graph with named vertices

---

```
#include <string>
#include <boost/graph/adjacency_list.hpp>

///Create an empty undirected graph with named vertices
template<typename vertex_name_type = std::string>
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_name_t, vertex_name_type
    >
>
>
create_empty_undirected_named_vertices_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        boost::property<
            boost::vertex_name_t, vertex_name_type
        >
>
> ();
}
```

---

This code is very similar to the code described in chapter 4.1, except that the directedness (the third template argument) is undirected (due to the `boost::undirectedS`). See chapter 4.1 for most of the explanation.

Algorithm 38 shows how to create such a graph:

---

**Algorithm 38** Demonstration of the 'create\_empty\_undirected\_named\_vertices\_graph' function

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_undirected_named_vertices_graph.h"

void create_empty_undirected_named_vertices_graph_demo()
    noexcept
{
    const auto g
        = create_empty_undirected_named_vertices_graph();
    assert(boost::num_vertices(g) == 0);
    assert(boost::num_edges(g) == 0);

    const auto h
        = create_empty_undirected_named_vertices_graph<int>();
        ;
    assert(boost::num_vertices(h) == 0);
    assert(boost::num_edges(h) == 0);
}
```

---

Here, two empty graphs are created, one with the default vertex name type of `std::string`, and one that stores the vertex name as an integer.

### 4.3 Add a vertex with a name

Adding a vertex without a name was trivially easy (see chapter 2.5). Adding a vertex with a name takes slightly more work, as shown by algorithm 39:



---

**Algorithm 39** Adding a vertex with a name

---

```
#include <boost/graph/adjacency_list.hpp>

//Add a named vertex to the graph
//TODO: extract vertex_name_type from the graph
template <
    typename vertex_name_type,
    typename graph
>
void add_named_vertex(
    const vertex_name_type& vertex_name,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value,
        "graph_cannot_be_const");
};

const auto vd_a = boost::add_vertex(g);
auto vertex_name_map
    = get( //not boost::get
        boost::vertex_name, g
    );
vertex_name_map[vd_a] = vertex_name;
}
```

---

Instead of calling 'boost::add\_vertex' with an additional argument containing the name of the vertex<sup>7</sup>, multiple things need to be done. When adding a new vertex to the graph, the vertex descriptor (as described in chapter 2.6) is stored. After obtaining the name map from the graph (using 'get(boost::vertex\_name,g)'), the name of the vertex is set using that vertex descriptor. Note that 'get' has no 'boost::' prepending it, as it lives in the same (global) namespace the function is in. Using 'boost::get' will not compile.

Using 'add\_named\_vertex' is straightforward, as demonstrated by algorithm 40.

---

<sup>7</sup>I am unsure if this would have been a good interface. I am sure I expected this interface myself. I do see a problem with multiple properties and the order of initialization, but initialization could simply follow the same order as the the property list.

---

**Algorithm 40** Demonstration of 'add\_named\_vertex'

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "add_named_vertex.h"
#include "create_empty_undirected_named_vertices_graph.h"

void add_named_vertex_demo() noexcept
{
    auto g
        = create_empty_undirected_named_vertices_graph();
    add_named_vertex("Lex", g);
    assert(boost::num_vertices(g) == 1);
}
```

---

#### 4.4 Getting the vertices' names

When the vertices of a graph have named vertices, one can extract them as such:

---

**Algorithm 41** Get the vertices' names

---

```
#include <string>
#include <vector>
#include <boost/graph/properties.hpp>
#include <boost/graph/graph_traits.hpp>

///Get all vertex names
///TODO: return a 'vertex_name_type' (deduced from the
///graph type), instead of a std::string
template <typename graph>
std::vector<std::string> get_vertex_names(
    const graph& g
) noexcept
{
    std::vector<std::string> v;

    const auto vertex_name_map = get(
        boost::vertex_name, g
    );
    const auto vip = vertices(g);
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        v.emplace_back(
            get( //not boost::get
                vertex_name_map,
                *i
            )
        );
    }
    return v;
}
```

---

This code is very similar to 'get\_vertex\_out\_degrees' (algorithm 27), as also there we iterated through all vertices, accessing all vertex descriptors sequentially.

The names of the vertices are obtained from a `boost::property_map` and then put into a `std::vector`. Note that the `std::vector` has element type `'std::string'`, instead of extracting the type from the graph. If you know how to do so, please email me.

The order of the vertex names may be different after saving and loading.

When trying to get the vertices' names from a graph without vertices with names, you will get the error 'formed reference to void' (see chapter 23.1).

Algorithm 42 shows how to add two named vertices, and check if the added

names are retrieved as expected.

---

**Algorithm 42** Demonstration of 'get\_vertex\_names'

---

```
#include <cassert>

#include "add_named_vertex.h"
#include "create_empty_undirected_named_vertices_graph.h"
#include "get_vertex_names.h"

void get_vertex_names_demo() noexcept
{
    auto g
        = create_empty_undirected_named_vertices_graph();
    const std::string vertex_name_1{"Chip"};
    const std::string vertex_name_2{"Chap"};
    add_named_vertex(vertex_name_1, g);
    add_named_vertex(vertex_name_2, g);
    const std::vector<std::string> expected_names{
        vertex_name_1, vertex_name_2
    };
    const std::vector<std::string> vertex_names{
        get_vertex_names(g)
    };
    assert(expected_names == vertex_names);
}
```

---

## 4.5 Creating a Markov chain with named vertices

Let's create a directed non-empty graph with named vertices!

### 4.5.1 Graph

We extend the Markov chain of chapter 2.14 by naming the vertices *Sunny* and *Rainy*, as depicted in figure 10:

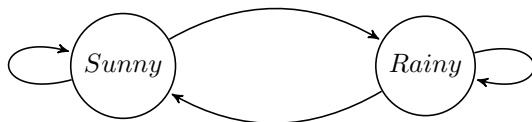


Figure 10: A two-state Markov chain where the vertices have texts *Sunny* and *Rainy*

#### 4.5.2 Function to create such a graph

To create this Markov chain, the following code can be used:

---

**Algorithm 43** Creating a Markov chain with named vertices as depicted in figure 10

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_directed_named_vertices_graph.h"

///Create a two-state Markov chain with named vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<boost::vertex_name_t, std::string>
>
create_named_vertices_markov_chain() noexcept
{
    auto g
        = create_empty_directed_named_vertices_graph();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    auto name_map = get( //not boost::get
        boost::vertex_name, g
    );
    name_map[vd_a] = "Sunny";
    name_map[vd_b] = "Rainy";

    return g;
}
```

---

Most of the code is a repeat of algorithm 21, 'create\_markov\_chain\_graph'. In the end of the function body, the names are obtained as a `boost::property_map` and set to the desired values.

### 4.5.3 Creating such a graph

Also the demonstration code (algorithm 44) is very similar to the demonstration code of the 'create\_markov\_chain\_graph' function (algorithm 22).

---

**Algorithm 44** Demonstrating the 'create\_named\_vertices\_markov\_chain' function

---

```
#include <cassert>

#include "create_named_vertices_markov_chain.h"
#include "get_vertex_names.h"

void create_named_vertices_markov_chain_demo() noexcept
{
    const auto g
        = create_named_vertices_markov_chain();
    const std::vector<std::string> expected_names{
        "Sunny", "Rainy"
    };
    const std::vector<std::string> vertex_names{
        get_vertex_names(g)
    };
    assert(expected_names == vertex_names);
}
```

---

### 4.5.4 The .dot file produced

Because the vertices now have a name, this should be visible in the .dot file:

---

**Algorithm 45** .dot file created from the 'create\_named\_vertices\_markov\_chain' function (algorithm 43), converted from graph to .dot file using algorithm 29

---

```
digraph G {
0[label=Sunny];
1[label=Rainy];
0->0 ;
0->1 ;
1->0 ;
1->1 ;
}
```

---

As one can see, the names are stored as a label. Note that if a vertex name contains a space, the name will be surrounded by quotes, for example '0[label="Sometimes rainy"]';.

#### 4.5.5 The .svg file produced

Now that the vertices have names, this should be reflected in the .svg:

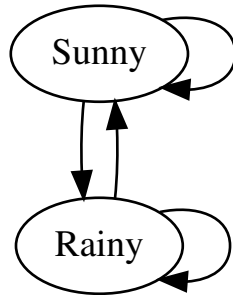


Figure 11: .svg file created from the 'create\_named\_vertices\_markov\_chain' function (algorithm 43) its .dot file, converted from .dot file to .svg using algorithm 234

The .svg now shows the vertex names, instead of the vertex indices.

### 4.6 Creating $K_2$ with named vertices

Let's create an undirected non-empty graph with named vertices!

#### 4.6.1 Graph

We extend  $K_2$  of chapter 2.15 by naming the vertices  $A$  and  $B$ , as depicted in figure 12:

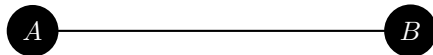


Figure 12:  $K_2$ : a fully connected graph with two vertices with the text  $A$  and  $B$

#### 4.6.2 Function to create such a graph

To create  $K_2$ , the following code can be used:

---

**Algorithm 46** Creating  $K_2$  with named vertices as depicted in figure 12

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_undirected_named_vertices_graph.h"

///Create a  $K_2$  graph with named vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<boost::vertex_name_t, std::string>
>
create_named_vertices_k2_graph() noexcept
{
    auto g
        = create_empty_undirected_named_vertices_graph();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);

    auto name_map = get( //not boost::get
        boost::vertex_name, g
    );
    name_map[vd_a] = "A";
    name_map[vd_b] = "B";

    return g;
}
```

---

Most of the code is a repeat of algorithm 24. In the end, the names are obtained as a `boost::property_map` and set to the desired names.

#### 4.6.3 Creating such a graph

Also the demonstration code (algorithm 47) is very similar to the demonstration code of the `create_k2_graph` function (algorithm 24).



---

**Algorithm 47** Demonstrating the 'create\_k2\_graph' function

---

```
#include <cassert>

#include "create_named_vertices_k2_graph.h"
#include "get_vertex_names.h"

void create_named_vertices_k2_graph_demo() noexcept
{
    const auto g = create_named_vertices_k2_graph();
    const std::vector<std::string> expected_names{"A", "B"};
    };
    const std::vector<std::string> vertex_names =
        get_vertex_names(g);
    assert(expected_names == vertex_names);
}
```

---

#### 4.6.4 The .dot file produced

Because the vertices now have a name, this should be visible in the .dot file:

---

**Algorithm 48** .dot file created from the 'create\_named\_vertices\_k2' function (algorithm 46), converted from graph to .dot file using algorithm 66

---

```
graph G {
0[label=A];
1[label=B];
0--1 ;
}
```

---

As one can see, the names are stored as a label. Note that if a vertex name contains a space, the name will be surrounded by quotes, for example '0[label="A and B"]';.

#### 4.6.5 The .svg file produced

Now that the vertices have names, this should be reflected in the .svg:

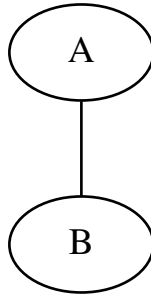


Figure 13: .svg file created from the 'create\_named\_vertices\_k2\_graph' function (algorithm 43) its .dot file, converted from .dot file to .svg using algorithm 66

The .svg now shows the vertex names, instead of the vertex indices.

## 5 Working on graphs with named vertices

When vertices have names, this name gives a way to find a vertex and working with it. This chapter shows some basic operations on graphs with named vertices.

- Check if there exists a vertex with a certain name: chapter 5.1
- Find a vertex by its name: chapter 5.2
- Get a named vertex its degree, in degree and out degree: chapter: 5.3
- Get a vertex its name from its vertex descriptor: chapter 5.4
- Set a vertex its name using its vertex descriptor: chapter 5.5
- Setting all vertices' names: chapter 5.6
- Clear a named vertex its edges: chapter 5.7
- Remove a named vertex: chapter 5.8
- Removing an edge between two named vertices: chapter 5.9
- Saving an directed/undirected graph with named vertices to a .dot file: chapter 5.10
- Loading a directed graph with named vertices from a .dot file: chapter 5.11
- Loading an undirected graph with named vertices from a .dot file: chapter 5.12

Especially chapter 5.2 is important: 'find\_first\_vertex\_by\_name' shows how to obtain a vertex descriptor, which is used in later algorithms.

## 5.1 Check if there exists a vertex with a certain name

Before modifying our vertices, let's first determine if we can find a vertex by its name in a graph. After obtaining a name map, we obtain the vertex iterators, dereference these to obtain the vertex descriptors and then compare each vertex its name with the one desired.

---

**Algorithm 49** Find if there is vertex with a certain name

---

```
#include <boost/graph/properties.hpp>

///See if a graph has a vertex
///with a certain name
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
bool has_vertex_with_name(
    const vertex_name_type& vertex_name,
    const graph& g
) noexcept
{
    const auto vertex_name_map
        = get( //not boost::get
              boost::vertex_name,
              g
            );
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;
    for (auto i = vip.first; i!=j; ++i) {
        if (
            get( //not boost::get
                vertex_name_map,
                *i
            ) == vertex_name
        ) {
            return true;
        }
    }
    return false;
}
```

---

This function can be demonstrated as in algorithm 50, where a certain name cannot be found in an empty graph. After adding the desired name, it is found.

---

**Algorithm 50** Demonstration of the 'has\_vertex\_with\_name' function

---

```
#include <cassert>

#include "add_named_vertex.h"
#include "create_empty_undirected_named_vertices_graph.h"
#include "has_vertex_with_name.h"

void has_vertex_with_name_demo() noexcept
{
    auto g
        = create_empty_undirected_named_vertices_graph();
    assert(!has_vertex_with_name("Felix",g));
    add_named_vertex("Felix",g);
    assert(has_vertex_with_name("Felix",g));
}
```

---

Note that this function only finds if there is at least one vertex with that name: it does not tell how many vertices with that name exist in the graph.

## 5.2 Find a vertex by its name

Where STL functions work with iterators, here we obtain a vertex descriptor (see chapter 2.6) to obtain a handle to the desired vertex. Algorithm 51 shows how to obtain a vertex descriptor to the first (name) vertex found with a specific name.

---

**Algorithm 51** Find the first vertex by its name

---

```
#include <cassert>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "has_vertex_with_name.h"

///Find the first vertex with a certain
///name and return its vertex descriptor.
///Assumes that there exists a vertex with
///such a name
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
typename boost::graph_traits<graph>::vertex_descriptor
find_first_vertex_with_name(
    const vertex_name_type& name,
    const graph& g
) noexcept
{
    assert(has_vertex_with_name(name, g));
    const auto vertex_name_map
        = get(boost::vertex_name, g);
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        const std::string s{
            get( //not boost::get
                vertex_name_map,
                *i
            )
        };
        if (s == name) { return *i; }
    }
    assert(!"Should_not_get_here");
    throw; //Will crash the program
}
```

---

With the vertex descriptor obtained, one can read and modify the vertex and the edges surrounding it. Algorithm 52 shows some examples of how to do so.

---

**Algorithm 52** Demonstration of the 'find\_first\_vertex\_with\_name' function

---

```
#include <cassert>

#include "create_named_vertices_k2_graph.h"
#include "find_first_vertex_with_name.h"

void find_first_vertex_with_name_demo() noexcept
{
    const auto g
        = create_named_vertices_k2_graph();
    const auto vd
        = find_first_vertex_with_name("A", g);
    assert(
        out_degree(vd, g) == 1 //not boost::out_degree
    );
    assert(in_degree(vd, g) == 1); //not boost::in_degree
}
```

---

### 5.3 Get a (named) vertex its degree, in degree and out degree

We already obtained all out degrees of all vertices in chapter 3.1 by just collecting all vertex descriptors. Here, we will search for a vertex with a certain name, obtain its vertex descriptor and find the number of connections it has.

With a vertex descriptor, we can read a vertex its types of degrees. Algorithm 51 shows how to find a vertex, obtain its vertex descriptor and then obtain the out degree from it.

---

**Algorithm 53** Get the first vertex with a certain name its out degree from its vertex descriptor

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "find_first_vertex_with_name.h"
#include "has_vertex_with_name.h"

///Obtain the out degree of the first vertex
///found with a certain name.
///Assumes that there is a vertex with
///such a name in the graph.
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
int get_first_vertex_with_name_out_degree(
    const vertex_name_type& name,
    const graph& g) noexcept
{
    assert(has_vertex_with_name(name, g));
    const auto vd
        = find_first_vertex_with_name(name, g);
    const int od {
        static_cast<int>(
            out_degree(vd, g) //not boost::out_degree
        )
    };
    assert(static_cast<unsigned long>(od)
        == out_degree(vd, g)
    );

    return od;
}
```

---

Algorithm 54 shows how to use this function.

---

**Algorithm 54** Demonstration of the 'get\_first\_vertex\_with\_name\_out\_degree' function

---

```
#include <cassert>
#include "create_named_vertices_k2_graph.h"
#include "get_first_vertex_with_name_out_degree.h"

void get_first_vertex_with_name_out_degree_demo()
    noexcept
{
    const auto g = create_named_vertices_k2_graph();
    assert(
        get_first_vertex_with_name_out_degree("A", g)
        == 1
    );
    assert(
        get_first_vertex_with_name_out_degree("B", g)
        == 1
    );
}
```

---

## 5.4 Get a vertex its name from its vertex descriptor

This may seem a trivial paragraph, as chapter 4.4 describes the 'get\_vertex\_names' algorithm, in which we get all vertices' names. But it does not allow to first find a vertex of interest and subsequently getting only that one its name.

To obtain the name from a vertex descriptor, one needs to pull out the name map and then look up the vertex of interest (I like to compare it as such: the vertex descriptor is a last name, the name map is a phone book, the desired info a phone number).



---

**Algorithm 55** Get a vertex its name from its vertex descriptor

---

```
#include <string>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>

///Get a vertex its name,
///when already having its vertex descriptor
///TODO: return a 'vertex_name_type' (deduced from the
///graph type), instead of a std::string
template <typename graph>
std::string get_vertex_name(
    const typename boost::graph_traits<graph>::
        vertex_descriptor& vd,
    const graph& g
) noexcept
{
    const auto vertex_name_map
        = get( //not boost::get
              boost::vertex_name,
              g
            );
    return vertex_name_map[vd];
}
```

---

To use 'get\_vertex\_name', one first needs to obtain a vertex descriptor. Algorithm 56 shows a simple example:

---

**Algorithm 56** Demonstration if the 'get\_vertex\_name' function

---

```
#include <cassert>

#include "add_named_vertex.h"
#include "create_empty_undirected_named_vertices_graph.h"
#include "find_first_vertex_with_name.h"
#include "get_vertex_name.h"

void get_vertex_name_demo() noexcept
{
    auto g
        = create_empty_undirected_named_vertices_graph();
    const std::string name{"Dex"};
    add_named_vertex(name, g);
    const auto vd
        = find_first_vertex_with_name(name, g);
    assert(get_vertex_name(vd, g) == name);
}
```

---

### 5.5 Set a (named) vertex its name from its vertex descriptor

If you know how to get the name from a vertex descriptor, setting it is just as easy, as shown in algorithm 57.

---

**Algorithm 57** Set a vertex its name from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>

///Set a vertex its name,
///when already having its vertex descriptor
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
void set_vertex_name(
    const vertex_name_type& name,
    const typename boost::graph_traits<graph>::
        vertex_descriptor& vd,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    auto vertex_name_map
        = get( //not boost::get
        boost::vertex_name,
        g
    );
    vertex_name_map[vd] = name;
}
```

---

To use 'set\_vertex\_name', one first needs to obtain a vertex descriptor. Algorithm 58 shows a simple example.

---

**Algorithm 58** Demonstration if the 'set\_vertex\_name' function

---

```
#include <cassert>

#include "add_named_vertex.h"
#include "create_empty_undirected_named_vertices_graph.h"
#include "find_first_vertex_with_name.h"
#include "get_vertex_name.h"
#include "set_vertex_name.h"

void set_vertex_name_demo() noexcept
{
    auto g
        = create_empty_undirected_named_vertices_graph();
    const std::string old_name{"Dex"};
    add_named_vertex(old_name, g);
    const auto vd
        = find_first_vertex_with_name(old_name, g);
    assert(get_vertex_name(vd, g) == old_name);
    const std::string new_name{"Diggy"};
    set_vertex_name(new_name, vd, g);
    assert(get_vertex_name(vd, g) == new_name);
}
```

---

## 5.6 Setting all vertices' names

When the vertices of a graph have named vertices and you want to set all their names at once:

---

**Algorithm 59** Setting the vertices' names

---

```
#include <string>
#include <vector>

#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>

///Set all vertices' names
///TODO: generalize 'names'
template <typename graph>
void set_vertex_names(
    graph& g,
    const std::vector<std::string>& names
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto vertex_name_map
        = get(boost::vertex_name, g);
    auto ni = std::begin(names);
    const auto names_end = std::end(names);
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;
    for (auto i = vip.first; i!=j; ++i, ++ni)
    {
        assert(ni != names_end);
        put(vertex_name_map, *i, *ni);
    }
}
```

---

This is not a very usefull function if the graph is complex. But for just creating graphs for debugging, it may come in handy.

## 5.7 Clear the edges of a named vertex

A vertex descriptor can be used to clear all in/out/both edges connected to a vertex. It is necessary to remove these connections before the vertex itself can be removed. There are three functions to remove the edges connected to a vertex:

- `boost::clear_vertex`: removes all edges to and from the vertex
- `boost::clear_out_edges`: removes all outgoing edges from the vertex (in

directed graphs only, else you will get a 'error: no matching function for call to clear\_out\_edges', as described in chapter 23.2)

- boost::clear\_in\_edges: removes all incoming edges from the vertex (in directed graphs only, else you will get a 'error: no matching function for call to clear\_in\_edges', as described in chapter 23.3)

In the algorithm 'clear\_first\_vertex\_with\_name' the 'boost::clear\_vertex' algorithm is used, as the graph used is undirectional:

---

**Algorithm 60** Clear the first vertex with a certain name

---

```
#include <boost/graph/adjacency_list.hpp>
#include "find_first_vertex_with_name.h"
#include "has_vertex_with_name.h"

///Remove all edges connected to the
///first vertex with a certain name.
///Assumes that there exists a vertex
///with the searched-for name.
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
void clear_first_vertex_with_name(
    const vertex_name_type& name,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    assert(has_vertex_with_name(name, g));
    const auto vd
        = find_first_vertex_with_name(name, g);
    boost::clear_vertex(vd, g);
}
```

---

Algorithm 61 shows the clearing of the first named vertex found.

---

**Algorithm 61** Demonstration of the 'clear\_first\_vertex\_with\_name' function

---

```
#include <cassert>
#include "clear_first_vertex_with_name.h"
#include "create_named_vertices_k2_graph.h"

void clear_first_vertex_with_name_demo() noexcept
{
    auto g = create_named_vertices_k2_graph();
    assert(boost::num_edges(g) == 1);
    clear_first_vertex_with_name("A", g);
    assert(boost::num_edges(g) == 0);
}
```

---

## 5.8 Remove a named vertex

A vertex descriptor can be used to remove a vertex from a graph. It is necessary to remove these connections (e.g. using `clear_first_vertex_with_name`, algorithm 60) before the vertex itself can be removed.

Removing a named vertex goes as follows: use the name of the vertex to get a first vertex descriptor, then call '`boost::remove_vertex`', shown in algorithm 60.

---

**Algorithm 62** Remove the first vertex with a certain name

---

```
#include <boost/graph/adjacency_list.hpp>
#include "find_first_vertex_with_name.h"
#include "has_vertex_with_name.h"

///The the first vertex with a certain name.
///Assumes that there exists a vertex
///with that name.
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
void remove_first_vertex_with_name(
    const vertex_name_type& name,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    assert(has_vertex_with_name(name, g));
    const auto vd
        = find_first_vertex_with_name(name, g);
    assert(degree(vd, g) == 0); //not boost::degree
    boost::remove_vertex(vd, g);
}
```

---

Algorithm 63 shows the removal of the first named vertex found.



---

**Algorithm 63** Demonstration of the 'remove\_first\_vertex\_with\_name' function

---

```
#include <cassert>

#include "clear_first_vertex_with_name.h"
#include "create_named_vertices_k2_graph.h"
#include "remove_first_vertex_with_name.h"

void remove_first_vertex_with_name_demo() noexcept
{
    auto g = create_named_vertices_k2_graph();
    clear_first_vertex_with_name("A", g);
    remove_first_vertex_with_name("A", g);
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 1);
}
```

---

Again, be sure that the vertex removed does not have any connections!

## 5.9 Removing the edge between two named vertices

Instead of looking for an edge descriptor, one can also remove an edge from two vertex descriptors (which is: the edge between the two vertices). Removing an edge between two named vertices named edge goes as follows: use the names of the vertices to get both vertex descriptors, then call 'boost::remove\_edge' on those two, as shown in algorithm 64.

---

**Algorithm 64** Remove the first edge with a certain name

---

```
#include <boost/graph/adjacency_list.hpp>
#include "find_first_vertex_with_name.h"
#include "has_vertex_with_name.h"
#include "has_edge_between_vertices.h"

///Remove the edge between the first
///two vertices with the desired names.
///Assumes there exist vertices with these names.
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type_1,
    typename vertex_name_type_2
>
void remove_edge_between_vertices_with_names(
    const vertex_name_type_1& name_1,
    const vertex_name_type_2& name_2,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    assert(has_vertex_with_name(name_1, g));
    assert(has_vertex_with_name(name_2, g));
    const auto vd_1
        = find_first_vertex_with_name(name_1, g);
    const auto vd_2
        = find_first_vertex_with_name(name_2, g);
    assert(has_edge_between_vertices(vd_1, vd_2, g));
    boost::remove_edge(vd_1, vd_2, g);
}
```

---

Algorithm 65 shows the removal of the first named edge found.

---

**Algorithm 65** Demonstration of the 'remove\_edge\_between\_vertices\_with\_names' function

---

```
#include <cassert>

#include "create_named_edges_and_vertices_k3_graph.h"
#include "remove_edge_between_vertices_with_names.h"

void remove_edge_between_vertices_with_names_demo()
    noexcept
{
    auto g = create_named_edges_and_vertices_k3_graph();
    assert(boost::num_edges(g) == 3);
    remove_edge_between_vertices_with_names("top", "right", g);
    assert(boost::num_edges(g) == 2);
}
```

---

## 5.10 Saving an directed/undirected graph with named vertices to a .dot file

If you used the 'create\_named\_vertices\_k2\_graph' function (algorithm 46) to produce a  $K_2$  graph with named vertices, you can store these names in multiple ways:

- Using `boost::make_label_writer`
- Using a C++11 lambda function
- Using a C++14 lambda function

I show all three ways, because you may need all of them.

The created .dot file is shown at algorithm 48.

You can use all characters in the vertex without problems (for example: comma's, quotes, whitespace). This will not hold anymore for bundled and custom vertices in later chapters.

The 'save\_named\_vertices\_graph\_to\_dot' functions below only save the structure of the graph and its vertex names. It ignores other edge and vertex properties.

### 5.10.1 Using `boost::make_label_writer`

The first implementation uses `boost::make_label_writer`, as shown in algorithm 66:

---

**Algorithm 66** Saving a graph with named vertices to a .dot file

---

```
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_vertex_names.h"

///Save a graph with named vertices to a .dot file
///TODO: extract vertex_name_type from the graph
template <
    typename graph,
    typename vertex_name_type
>
void save_named_vertices_graph_to_dot(
    const graph& g,
    const vertex_name_type& filename
) noexcept
{
    std::ofstream f(filename);
    const auto names = get_vertex_names(g);
    boost::write_graphviz(
        f,
        g,
        boost::make_label_writer(&names[0])
    );
}
```

---

Here, the function `boost::write_graphviz` is called with a new, third argument. After collecting all names, these are used by `boost::make_label_writer` to write the names as labels.

### 5.10.2 Using a C++11 lambda function

An equivalent algorithm is algorithm 67:

---

**Algorithm 67** Saving a graph with named vertices to a .dot file using a lambda expression and C++11

---

```
#include <string>
#include <ostream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_vertex_names.h"

///Save a graph with named vertices to a .dot file
///using a lambda and C++11
///TODO: remove the hard-coded std::string type
template <typename graph>
void save_named_vertices_graph_to_dot_using_lambda_cpp11(
    const graph& g,
    const std::string& filename
) noexcept
{
    using vd_t = typename graph::vertex_descriptor;
    std::ofstream f(filename);
    const auto name_map = get(boost::vertex_name, g);
    boost::write_graphviz(
        f,
        g,
        [name_map](std::ostream& os, const vd_t& vd) {
            const std::string s{name_map[vd]};
            if (s.find('_') == std::string::npos) {
                //No space, no quotes around string
                os << "[label=" << s << " ]";
            }
            else {
                //Has space, put quotes around string
                os << "[label=\"" << s << "\" ]";
            }
        }
    );
}
```

---

In this C++11 code, a lambda function is used as a third argument. A lambda function is an on-the-fly function that has these parts:

- the capture brackets '[]', to take variables within the lambda function
- the function argument parentheses '()', to put the function arguments in
- the function body '{}', where to write what it does

First we create a shorthand for the vertex descriptor type, that we'll need to use a lambda function argument (in C++14 you can use auto).

We then create a vertex name map at function scope (in C++14 this can be at lambda function scope) and pass it to the lambda function using its capture section.

The lambda function arguments need to be two: a `std::ostream&` (a reference to a general out-stream) and a vertex descriptor. In the function body, we get the name of the vertex the same as the `'get_vertex_name'` function (algorithm 55) and stream it to the out stream.

### 5.10.3 Using a C++14 lambda function

---

**Algorithm 68** Saving a graph with named vertices to a .dot file using a lambda expression and C++14

---

```
#include <string>
#include <ostream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_vertex_names.h"

///Save a graph with named vertices to a .dot file
///using a lambda and C++14
///TODO: remove the hard-coded std::string type
template <typename graph>
void save_named_vertices_graph_to_dot_using_lambda_cpp14(
    const graph& g,
    const std::string& filename
) noexcept
{
    const auto name_map = get(boost::vertex_name, g);
    std::ofstream f(filename);
    boost::write_graphviz(
        f,
        g,
        [name_map]
        (std::ostream& os, const auto& vd) {
            const std::string s{name_map[vd]};
            if (s.find(' ') == std::string::npos) {
                //No space, no quotes around string
                os << "[label=" << s << " ]";
            }
            else {
                //Has space, put quotes around string
                os << "[label=\"" << s << "\" ]";
            }
        }
    );
}
```

---

In this C++14 code, a lambda function is used as a third argument.

A lambda function is an on-the-fly function that has these parts:

- the capture brackets '[ ]', to take variables within the lambda function

- the function argument parentheses '()', to put the function arguments in
- the function body '{}', where to write what it does

We create a vertex name map at lambda function scope in its capture section.

The lambda function arguments need to be two: a `std::ostream&` (a reference to a general out-stream) and a vertex descriptor. In the function body, we get the name of the vertex the same as the 'get\_vertex\_name' function (algorithm 55) and stream it to the out stream.

#### 5.10.4 Demonstration

Algorithm 69 shows how to use (one of) the 'save\_named\_vertices\_graph\_to\_dot' function(s):

---

**Algorithm 69** Demonstration of the 'save\_named\_vertices\_graph\_to\_dot' function

---

```
#include "create_named_vertices_k2_graph.h"
#include "create_named_vertices_markov_chain.h"
#include "save_named_vertices_graph_to_dot.h"

void save_named_vertices_graph_to_dot_demo() noexcept
{
    const auto g = create_named_vertices_k2_graph();
    save_named_vertices_graph_to_dot(
        g, "create_named_vertices_k2_graph.dot"
    );

    const auto h = create_named_vertices_markov_chain();
    save_named_vertices_graph_to_dot(
        h, "create_named_vertices_markov_chain.dot"
    );
}
```

---

When using the 'save\_named\_vertices\_graph\_to\_dot' function (algorithm 66), only the structure of the graph and the vertex names are saved: all other properties like edge name are not stored. Algorithm 98 shows how to do so.

### 5.11 Loading a directed graph with named vertices from a .dot

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph with named vertices is loaded, as shown in algorithm 70:



---

**Algorithm 70** Loading a directed graph with named vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_directed_named_vertices_graph.h"
#include "is_regular_file.h"

///Load a directed graph with named vertices
///from a .dot file.
///Assumes that this file exists
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_name_t, std::string
    >
>
>
load_directed_named_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_directed_named_vertices_graph();
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id", get(boost::vertex_name, g));
    p.property("label", get(boost::vertex_name, g));
    boost::read_graphviz(f, g, p);
    return g;
}
```

---

In this algorithm, first it is checked if the file to load exists. Then an empty directed graph is created. Next to this, a `boost::dynamic_properties` is created with its default constructor, after which we direct the `boost::dynamic_properties` to find a 'node\_id' and 'label' in the vertex name map. From this and the empty graph, 'boost::read\_graphviz' is called to build up the graph.

Algorithm 71 shows how to use the 'load\_directed\_graph\_from\_dot' function:

---

**Algorithm 71** Demonstration of the 'load\_directed\_named\_vertices\_graph\_from\_dot' function

---

```
#include "create_named_vertices_markov_chain.h"
#include "load_directed_named_vertices_graph_from_dot.h"
#include "save_named_vertices_graph_to_dot.h"
#include "get_vertex_names.h"

void load_directed_named_vertices_graph_from_dot_demo()
    noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_named_vertices_markov_chain();
    const std::string filename{
        "create_named_vertices_markov_chain.dot"
    };
    save_named_vertices_graph_to_dot(g, filename);
    const auto h
        = load_directed_named_vertices_graph_from_dot(
            filename
        );
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_vertex_names(g) == get_vertex_names(h));
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_named\_vertices\_markov\_chain' function (algorithm 21), saved and then loaded. The loaded graph is checked to be a directed graph similar to the Markov chain with the same vertex names (using the 'get\_vertex\_names' function, algorithm 41).

## 5.12 Loading an undirected graph with named vertices from a .dot

When loading a graph from file, one needs to specify a type of graph. In this example, an undirected graph with named vertices is loaded, as shown in algorithm 72:

---

**Algorithm 72** Loading an undirected graph with named vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_undirected_named_vertices_graph.h"
#include "is_regular_file.h"

///Load an undirected graph with named vertices
///from a .dot file.
///Assumes that this file exists
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_name_t, std::string
    >
>
>
load_undirected_named_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_undirected_named_vertices_graph();
    ;
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id", get(boost::vertex_name, g));
    p.property("label", get(boost::vertex_name, g));
    boost::read_graphviz(f, g, p);
    return g;
}
```

---

The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 5.11 describes the rationale of this function.

Algorithm 73 shows how to use the 'load\_undirected\_graph\_from\_dot' function:

---

**Algorithm 73** Demonstration of the 'load\_undirected\_graph\_from\_dot' function

---

```
#include "create_named_vertices_k2_graph.h"
#include "load_undirected_named_vertices_graph_from_dot.h"
"

#include "save_named_vertices_graph_to_dot.h"
#include "get_vertex_names.h"

void load_undirected_named_vertices_graph_from_dot_demo()
    noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_named_vertices_k2_graph();
    const std::string filename{
        "create_named_vertices_k2_graph.dot"
    };
    save_named_vertices_graph_to_dot(g, filename);
    const auto h
        = load_undirected_named_vertices_graph_from_dot(
            filename
        );
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_vertex_names(g) == get_vertex_names(h));
}
```

---

This demonstration shows how  $K_2$  with named vertices is created using the 'create\_named\_vertices\_k2\_graph' function (algorithm 46), saved and then loaded. The loaded graph is checked to be an undirected graph similar to  $K_2$ , with the same vertex names (using the 'get\_vertex\_names' function, algorithm 41).

## 6 Building graphs with named edges and vertices

Up until now, the graphs created have had edges and vertices without any property. In this chapter, graphs will be created, in which edges vertices can have a name. This name will be of the `std::string` data type, but other types are possible as well. There are many more built-in properties edges and nodes can have (see the `boost/graph/properties.hpp` file for these).

In this chapter, we will build the following graphs:

- An empty directed graph that allows for edges and vertices with names: see chapter 6.1
- An empty undirected graph that allows for edges and vertices with names: see chapter 6.2
- Markov chain with named edges and vertices: see chapter 6.5
- $K_3$  with named edges and vertices: see chapter 6.6

In the process, some basic (sometimes bordering trivial) functions are shown:

- Adding an named edge: see chapter 6.3
- Getting the edges' names: see chapter 6.4

These functions are mostly there for completion and showing which data types are used.

## **6.1 Creating an empty directed graph with named edges and vertices**

Let's create a trivial empty directed graph, in which the both the edges and vertices can have a name:

---

**Algorithm 74** Creating an empty directed graph with named edges and vertices

---

```
#include <string>
#include <boost/graph/adjacency_list.hpp>

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<boost::vertex_name_t, std::string>,
    boost::property<boost::edge_name_t, std::string>
>
create_empty_directed_named_edges_and_vertices_graph()
    noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        boost::property<
            boost::vertex_name_t, std::string
        >,
        boost::property<
            boost::edge_name_t, std::string
        >
    > ();
}
```

---

This graph:

- has its out edges stored in a `std::vector` (due to the first `boost::vecS`)
- has its vertices stored in a `std::vector` (due to the second `boost::vecS`)
- is directed (due to the `boost::directedS`)
- The vertices have one property: they have a name, that is of data type `std::string` (due to the `boost::property< boost::vertex_name_t, std::string>`)
- The edges have one property: they have a name, that is of data type `std::string` (due to the `boost::property< boost::edge_name_t, std::string>`)
- The graph has no properties
- Edges are stored in a `std::list`

The `boost::adjacency_list` has a new, fifth template argument '`boost::property<boost::edge_name_t, std::string>`'. This can be read as: “edges have the property '`boost::edge_name_t`', that is of data type '`std::string`'”. Or simply: “edges have a name that is stored as a `std::string`”.

Algorithm 75 shows how to create this graph. Note that all the earlier functions defined in this tutorial keep working as expected.

---

<b>Algorithm</b>	<b>75</b>	Demonstration	if	the	'cre-
		ate_empty_directed_named_edges_and_vertices_graph'	function		

---

```
#include <cassert>
#include "add_named_edge.h"
#include "
    create_empty_directed_named_edges_and_vertices_graph.h"
#include "get_edge_names.h"
#include "get_vertex_names.h"

void
    create_empty_directed_named_edges_and_vertices_graph_demo
    () noexcept
{
    using strings = std::vector<std::string>;
    auto g
        =
            create_empty_directed_named_edges_and_vertices_graph
            ();
    add_named_edge("Reed", g);
    const strings expected_vertex_names{"", ""};
    const strings vertex_names = get_vertex_names(g);
    assert(expected_vertex_names == vertex_names);
    const strings expected_edge_names{"Reed"};
    const strings edge_names = get_edge_names(g);
    assert(expected_edge_names == edge_names);
}
```

---

## 6.2 Creating an empty undirected graph with named edges and vertices

Let's create a trivial empty undirected graph, in which the both the edges and vertices can have a name:

---

**Algorithm 76** Creating an empty undirected graph with named edges and vertices

---

```
#include <string>
#include <boost/graph/adjacency_list.hpp>

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<boost::vertex_name_t, std::string>,
    boost::property<boost::edge_name_t, std::string>
>
create_empty_undirected_named_edges_and_vertices_graph()
    noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        boost::property<
            boost::vertex_name_t, std::string
        >,
        boost::property<
            boost::edge_name_t, std::string
        >
    > ();
}
```

---

This graph:

- has its out edges stored in a `std::vector` (due to the first `boost::vecS`)
- has its vertices stored in a `std::vector` (due to the second `boost::vecS`)
- is undirected (due to the `boost::undirectedS`)
- The vertices have one property: they have a name, that is of data type `std::string` (due to the `boost::property< boost::vertex_name_t, std::string>`)
- The edges have one property: they have a name, that is of data type `std::string` (due to the `boost::property< boost::edge_name_t, std::string>`)
- The graph has no properties
- Edges are stored in a `std::list`



The `boost::adjacency_list` has a new, fifth template argument `'boost::property<boost::edge_name_t,std::string>'`. This can be read as: “edges have the property `'boost::edge_name_t'`, that is of data type `'std::string'`”. Or simply: “edges have a name that is stored as a `std::string`”.

Algorithm 77 shows how to create this graph. Note that all the earlier functions defined in this tutorial keep working as expected.

---

<b>Algorithm</b>	<b>77</b>	Demonstration	if	the	'cre-
		ate_empty_undirected_named_edges_and_vertices_graph'	function		

---

```
#include <cassert>

#include "add_named_edge.h"
#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"
#include "get_edge_names.h"
#include "get_vertex_names.h"

void
    create_empty_undirected_named_edges_and_vertices_graph_demo
    () noexcept
{
    using strings = std::vector<std::string>;
    auto g
        =
        create_empty_undirected_named_edges_and_vertices_graph
        ();
    add_named_edge("Reed", g);
    const strings expected_vertex_names{"", ""};
    const strings vertex_names = get_vertex_names(g);
    assert(expected_vertex_names == vertex_names);
    const strings expected_edge_names{"Reed"};
    const strings edge_names = get_edge_names(g);
    assert(expected_edge_names == edge_names);
}
```

---

### 6.3 Adding a named edge

Adding an edge with a name:

---

**Algorithm 78** Add a vertex with a name

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>

//Add an isolated named edge to the graph,
//by adding two vertices to put
//the new named edge in between.
//TODO: extract edge_name_type from the graph
template <
    typename graph,
    typename edge_name_type
>
void add_named_edge(
    const edge_name_type& edge_name,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);

    auto edge_name_map
        = get( //not boost::get
            boost::edge_name, g
        );
    edge_name_map[aer.first] = edge_name;
}
```

---

In this code snippet, the edge descriptor (see chapter 2.12 if you need to refresh your memory) when using 'boost::add\_edge' is used as a key to change the edge its name map.

The algorithm 79 shows how to add a named edge to an empty graph. When trying to add named vertices to graph without this property, you will get the error 'formed reference to void' (see chapter 23.1).

---

**Algorithm 79** Demonstration of the 'add\_named\_edge' function

---

```
#include <cassert>
#include "add_named_edge.h"
#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"

void add_named_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_named_edges_and_vertices_graph
            ();
    add_named_edge("Richards", g);
    assert(boost::num_edges(g) == 1);
}
```

---

## 6.4 Getting the edges' names

When the edges of a graph have named vertices, one can extract them as such:

---

**Algorithm 80** Get the edges' names

---

```
#include <string>
#include <vector>
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/properties.hpp>

///Get all the vertices' names
///TODO: remove the hard-coded std::string type
template <typename graph>
std::vector<std::string> get_edge_names(const graph& g)
    noexcept
{
    std::vector<std::string> v;

    const auto edge_name_map = get(boost::edge_name, g);
    const auto eip = edges(g); //not boost::edges
    const auto j = eip.second;

    for (auto i = eip.first; i!=j; ++i) {
        v.emplace_back(
            get( //not boost::get
                edge_name_map,
                *i
            )
        );
    }
    return v;
}
```

---

The names of the edges are obtained from a `boost::property_map` and then put into a `std::vector`. The algorithm 81 shows how to apply this function.

The order of the edge names may be different after saving and loading.

Would you dare to try to get the edges' names from a graph without vertices with names, you will get the error 'formed reference to void' (see chapter 23.1).

---

**Algorithm 81** Demonstration of the 'get\_edge\_names' function

---

```
#include <cassert>

#include "add_named_edge.h"
#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"
#include "get_edge_names.h"

void get_edge_names_demo() noexcept
{
    auto g
        =
            create_empty_undirected_named_edges_and_vertices_graph
            ();
    const std::string edge_name_1{"Eugene"};
    const std::string edge_name_2{"Another_Eugene"};
    add_named_edge(edge_name_1, g);
    add_named_edge(edge_name_2, g);
    const std::vector<std::string> expected_names{
        edge_name_1, edge_name_2
    };
    const std::vector<std::string> edge_names{
        get_edge_names(g)
    };
    assert(expected_names == edge_names);
}
```

---

## 6.5 Creating Markov chain with named edges and vertices

### 6.5.1 Graph

We build this graph:

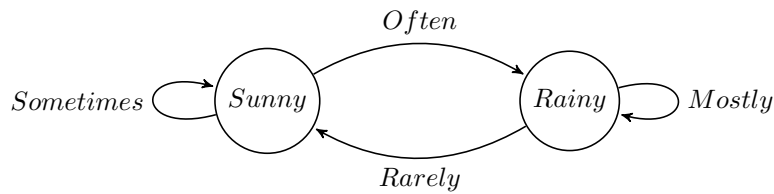


Figure 14: A two-state Markov chain where the vertices have texts *Sunny* and *Rainy*, and the edges have texts *Sometimes*, *Often*, *Rarely* and *Mostly*

### **6.5.2 Function to create such a graph**

Here is the code:

---

**Algorithm 82** Creating the two-state Markov chain as depicted in figure 14

---

```

#include <string>
#include <boost/graph/adjacency_list.hpp>
#include "
    create_empty_directed_named_edges_and_vertices_graph.h
"

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<boost::vertex_name_t, std::string>,
    boost::property<boost::edge_name_t, std::string>
>
create_named_edges_and_vertices_markov_chain() noexcept
{
    auto g
        =
            create_empty_directed_named_edges_and_vertices_graph
            ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    auto vertex_name_map = get( //not boost::get
        boost::vertex_name, g
    );
    vertex_name_map[vd_a] = "Sunny";
    vertex_name_map[vd_b] = "Rainy";

    auto edge_name_map = get( //not boost::get
        boost::edge_name, g
    );
    edge_name_map[aer_aa.first] = "Sometimes";
    edge_name_map[aer_ab.first] = "Often";
    edge_name_map[aer_ba.first] = "Rarely";
    edge_name_map[aer_bb.first] = "Mostly";

    return g;
}

```

### 6.5.3 Creating such a graph

Here is the demo:

---

**Algorithm 83** Demo of the 'create\_named\_edges\_and\_vertices\_markov\_chain' function (algorithm 82)

---

```
#include <cassert>
#include <iostream>
#include "create_named_edges_and_vertices_markov_chain.h"
#include "get_edge_names.h"
#include "get_vertex_names.h"

void create_named_edges_and_vertices_markov_chain_demo()
    noexcept
{
    using strings = std::vector<std::string>;

    const auto g
        = create_named_edges_and_vertices_markov_chain();

    const strings expected_vertex_names{
        "Sunny", "Rainy"
    };
    const strings vertex_names{
        get_vertex_names(g)
    };
    assert(expected_vertex_names == vertex_names);

    const strings expected_edge_names{
        "Sometimes", "Often", "Rarely", "Mostly"
    };

    const strings edge_names{get_edge_names(g)};
    assert(expected_edge_names == edge_names);
}
```

---



#### 6.5.4 The .dot file produced

---

**Algorithm 84** .dot file created from the 'create\_named\_edges\_and\_vertices\_markov\_chain' function (algorithm 82), converted from graph to .dot file using algorithm 29

---

```

digraph G {
0[label=Sunny];
1[label=Rainy];
0->0 [label="Sometimes"];
0->1 [label="Often"];
1->0 [label="Rarely"];
1->1 [label="Mostly"];
}

```

---

#### 6.5.5 The .svg file produced

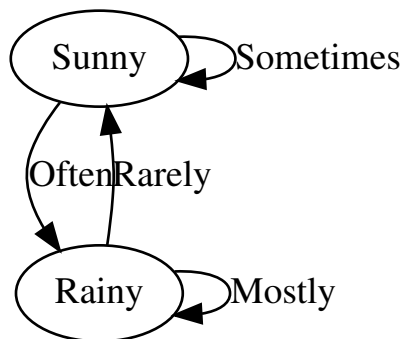


Figure 15: .svg file created from the 'create\_named\_edges\_and\_vertices\_markov\_chain' function (algorithm 82) its .dot file, converted from .dot file to .svg using algorithm 234

## 6.6 Creating $K_3$ with named edges and vertices

### 6.6.1 Graph

We extend the graph  $K_2$  with named vertices of chapter 4.6 by adding names to the edges, as depicted in figure 16:

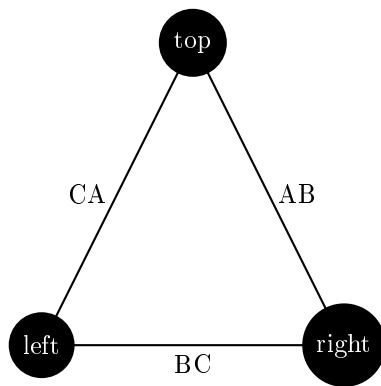


Figure 16:  $K_3$ : a fully connected graph with three named edges and vertices

### 6.6.2 Function to create such a graph

To create  $K_3$ , the following code can be used:

---

**Algorithm 85** Creating  $K_3$  as depicted in figure 16

---

```
#include <boost/graph/adjacency_list.hpp>
#include <string>

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<boost::vertex_name_t, std::string>,
    boost::property<boost::edge_name_t, std::string>
>
create_named_edges_and_vertices_k3_graph() noexcept
{
    auto g
        =
        create_empty_undirected_named_edges_and_vertices_graph
        ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto vd_c = boost::add_vertex(g);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_bc = boost::add_edge(vd_b, vd_c, g);
    assert(aer_bc.second);
    const auto aer_ca = boost::add_edge(vd_c, vd_a, g);
    assert(aer_ca.second);

    auto vertex_name_map = get(boost::vertex_name, g);
    vertex_name_map[vd_a] = "top";
    vertex_name_map[vd_b] = "right";
    vertex_name_map[vd_c] = "left";

    auto edge_name_map = get(boost::edge_name, g);
    edge_name_map[aer_ab.first] = "AB";
    edge_name_map[aer_bc.first] = "BC";
    edge_name_map[aer_ca.first] = "CA";

    return g;
}
```

---

Most of the code is a repeat of algorithm 46. In the end, the edge names are obtained as a `boost::property_map` and set.

### 6.6.3 Creating such a graph

Algorithm 86 shows how to create the graph and measure its edge and vertex names.

---

**Algorithm 86** Demonstration of the 'create\_named\_edges\_and\_vertices\_k3' function

---

```
#include <cassert>
#include <iostream>
#include "create_named_edges_and_vertices_k3_graph.h"
#include "get_edge_names.h"
#include "get_vertex_names.h"

void create_named_edges_and_vertices_k3_graph_demo()
    noexcept
{
    using strings = std::vector<std::string>;

    const auto g
        = create_named_edges_and_vertices_k3_graph();

    const strings expected_vertex_names{
        "top", "right", "left"
    };
    const strings vertex_names{
        get_vertex_names(g)
    };
    assert(expected_vertex_names == vertex_names);

    const strings expected_edge_names{
        "AB", "BC", "CA"
    };
    const strings edge_names{get_edge_names(g)};
    assert(expected_edge_names == edge_names);
}
```

---

#### 6.6.4 The .dot file produced

---

**Algorithm 87** .dot file created from the 'create\_named\_edges\_and\_vertices\_k3\_graph' function (algorithm 85), converted from graph to .dot file using algorithm 29

---

```
graph G {
0[label=top];
1[label=right];
2[label=left];
0--1 [label="AB"];
1--2 [label="BC"];
2--0 [label="CA"];
}
```

---

#### 6.6.5 The .svg file produced

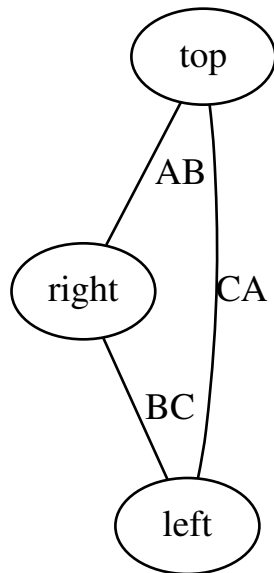


Figure 17: .svg file created from the 'create\_named\_edges\_and\_vertices\_k3\_graph' function (algorithm 85) its .dot file, converted from .dot file to .svg using algorithm 234

## 7 Working on graphs with named edges and vertices

Working with named edges...

- Check if there exists an edge with a certain name: chapter 7.1
- Find a (named) edge by its name: chapter 7.2
- Get a (named) edge its name from its edge descriptor: chapter 7.3
- Set a (named) edge its name using its edge descriptor: chapter 7.4
- Remove a named edge: chapter 7.5
- Saving a graph with named edges and vertices to a .dot file: chapter 7.6
- Loading a directed graph with named edges and vertices from a .dot file: chapter 7.7
- Loading an undirected graph with named edges and vertices from a .dot file: chapter 7.8

Especially chapter 7.2 with the 'find\_first\_edge\_by\_name' algorithm shows how to obtain an edge descriptor, which is used in later algorithms.

### 7.1 Check if there exists an edge with a certain name

Before modifying our edges, let's first determine if we can find an edge by its name in a graph. After obtaining a name map, we obtain the edge iterators, dereference these to obtain the edge descriptors and then compare each edge its name with the one desired.

---

**Algorithm 88** Find if there is an edge with a certain name

---

```
#include <string>
#include <boost/graph/properties.hpp>

///See if there is an edge with a certain name.
///TODO: extract edge_name_type from the graph
template <
    typename graph,
    typename edge_name_type
>
bool has_edge_with_name(
    const edge_name_type& name,
    const graph& g
) noexcept
{
    const auto edge_name_map
        = get( //not boost::get
              boost::edge_name,
              g
            );
    const auto eip
        = edges( //not boost::edges
                g
            );
    const auto j = eip.second;
    for (auto i = eip.first; i!=j; ++i) {
        if (get(edge_name_map, *i) == name) {
            return true;
        }
    }
    return false;
}
```

---

This function can be demonstrated as in algorithm 89, where a certain name cannot be found in an empty graph. After adding the desired name, it is found.

---

**Algorithm 89** Demonstration of the 'has\_edge\_with\_name' function

---

```
#include <cassert>

#include "add_named_edge.h"
#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"
#include "has_edge_with_name.h"

void has_edge_with_name_demo() noexcept
{
    auto g =
        create_empty_undirected_named_edges_and_vertices_graph
        ();
    assert(!has_edge_with_name("Edward", g));
    add_named_edge("Edward", g);
    assert(has_edge_with_name("Edward", g));
}
```

---

Note that this function only finds if there is at least one edge with that name: it does not tell how many edges with that name exist in the graph.

## 7.2 Find an edge by its name

Where STL functions work with iterators, here we obtain an edge descriptor (see chapter 2.12) to obtain a handle to the desired edge. Algorithm 90 shows how to obtain an edge descriptor to the first (name) edge found with a specific name.



---

**Algorithm 90** Find the first edge by its name

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "has_edge_with_name.h"

///Find the first edge with a certain name
and returns its edge descriptor.
Assumes that there exists an edge with
such a name.
TODO: extract edge_name_type from the graph
template <
    typename graph,
    typename edge_name_type
>
typename boost::graph_traits<graph>::edge_descriptor
find_first_edge_with_name(
    const edge_name_type& name,
    const graph& g
) noexcept
{
    assert(has_edge_with_name(name, g));

    const auto edge_name_map
        = get(boost::edge_name, g);
    const auto eip
        = edges(g); //not boost::edges
    const auto j = eip.second;

    for (auto i = eip.first; i!=j; ++i) {

        const std::string s{
            get(edge_name_map, *i)
        };
        if (s == name) { return *i; }
    }
    assert(!"Should_not_get_here");
    throw; //Will crash the program
}
```

---

With the edge descriptor obtained, one can read and modify the graph. Algorithm 91 shows some examples of how to do so.

---

**Algorithm 91** Demonstration of the 'find\_first\_edge\_by\_name' function

---

```
#include <cassert>

#include "create_named_edges_and_vertices_k3_graph.h"
#include "find_first_edge_with_name.h"

void find_first_edge_with_name_demo() noexcept
{
    const auto g
        = create_named_edges_and_vertices_k3_graph();
    const auto ed
        = find_first_edge_with_name("AB", g);
    assert(boost::source(ed,g) != boost::target(ed,g));
}
```

---

### 7.3 Get a (named) edge its name from its edge descriptor

This may seem a trivial paragraph, as chapter 6.4 describes the 'get\_edge\_names' algorithm, in which we get all edges' names. But it does not allow to first find an edge of interest and subsequently getting only that one its name.

To obtain the name from an edgedescriptor, one needs to pull out the name map and then look up the edge of interest.

---

**Algorithm 92** Get an edge its name from its edge descriptor

---

```
#include <string>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>

///Get an edge its name from its edge descriptor
///TODO: remove the hard-coded std::string type
template <typename graph>
std::string get_edge_name(
    const typename boost::graph_traits<graph>::
        edge_descriptor& ed,
    const graph& g
) noexcept
{
    const auto edge_name_map
        = get( //not boost::get
            boost::edge_name,
            g
        );
    return edge_name_map[ed];
}
```

---

To use 'get\_edge\_name', one first needs to obtain an edge descriptor. Algorithm 93 shows a simple example.

---

**Algorithm 93** Demonstration if the 'get\_edge\_name' function

---

```
#include <cassert>

#include "add_named_edge.h"
#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"
#include "find_first_edge_with_name.h"
#include "get_edge_name.h"

void get_edge_name_demo() noexcept
{
    auto g =
        create_empty_undirected_named_edges_and_vertices_graph
        ();
    const std::string name{"Dex"};
    add_named_edge(name, g);
    const auto ed = find_first_edge_with_name(name, g);
    assert(get_edge_name(ed, g) == name);
}
```

---

## 7.4 Set a (named) edge its name from its edge descriptor

If you know how to get the name from an edge descriptor, setting it is just as easy, as shown in algorithm 94.

---

**Algorithm 94** Set an edge its name from its edge descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>

///Set and edge its name from its edge descriptor.
///TODO: extract edge_name_type from the graph
template <
    typename graph,
    typename edge_name_type
>
void set_edge_name(
    const edge_name_type& name,
    const typename boost::graph_traits<graph>::
        edge_descriptor& vd,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    auto edge_name_map = get(boost::edge_name, g);
    edge_name_map[vd] = name;
}
```

---

To use 'set\_edge\_name', one first needs to obtain an edge descriptor. Algorithm 95 shows a simple example.

---

**Algorithm 95** Demonstration if the 'set\_edge\_name' function

---

```
#include <cassert>

#include "add_named_edge.h"
#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"
#include "find_first_edge_with_name.h"
#include "get_edge_name.h"
#include "set_edge_name.h"

void set_edge_name_demo() noexcept
{
    auto g =
        create_empty_undirected_named_edges_and_vertices_graph
        ();
    const std::string old_name{"Dex"};
    add_named_edge(old_name, g);
    const auto vd = find_first_edge_with_name(old_name, g);
    assert(get_edge_name(vd, g) == old_name);
    const std::string new_name{"Diggy"};
    set_edge_name(new_name, vd, g);
    assert(get_edge_name(vd, g) == new_name);
}
```

---

## 7.5 Removing the first edge with a certain name

An edge descriptor can be used to remove an edge from a graph.

Removing a named edge goes as follows: use the name of the edge to get a first edge descriptor, then call 'boost::remove\_edge', shown in algorithm 62:

---

**Algorithm 96** Remove the first edge with a certain name

---

```
#include <boost/graph/adjacency_list.hpp>
#include "find_first_edge_with_name.h"
#include "has_edge_with_name.h"

///Remove the first edge with a certain name.
///Assumes that there exists an edge with such a name.
///TODO: extract edge_name_type from the graph
template <
    typename graph,
    typename edge_name_type
>
void remove_first_edge_with_name(
    const edge_name_type& name,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    assert(has_edge_with_name(name, g));
    const auto vd
        = find_first_edge_with_name(name, g);
    boost::remove_edge(vd, g);
}
```

---

Algorithm 97 shows the removal of the first named edge found.

---

**Algorithm 97** Demonstration of the 'remove\_first\_edge\_with\_name' function

---

```
#include <cassert>

#include "create_named_edges_and_vertices_k3_graph.h"
#include "remove_first_edge_with_name.h"

void remove_first_edge_with_name_demo() noexcept
{
    auto g = create_named_edges_and_vertices_k3_graph();
    assert(boost::num_edges(g) == 3);
    assert(boost::num_vertices(g) == 3);
    remove_first_edge_with_name("AB", g);
    assert(boost::num_edges(g) == 2);
    assert(boost::num_vertices(g) == 3);
}
```

---

## 7.6 Saving an undirected graph with named edges and vertices as a .dot

If you used the `create_named_edges_and_vertices_k3_graph` function (algorithm 85) to produce a  $K_3$  graph with named edges and vertices, you can store these names additionally with algorithm 98:



---

**Algorithm 98** Saving an undirected graph with named edges and vertices to a .dot file

---

```
#include <string>
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_edge_names.h"
#include "get_vertex_names.h"

///Save a graph with named vertices to a .dot file
template <typename graph>
void save_named_edges_and_vertices_graph_to_dot(
    const graph& g,
    const std::string& filename
)
{
    using my_edge_descriptor = typename graph::
        edge_descriptor;

    std::ofstream f(filename);
    const auto vertex_names = get_vertex_names(g);
    const auto edge_name_map = boost::get(boost::edge_name,
        g);
    boost::write_graphviz(
        f,
        g,
        boost::make_label_writer(&vertex_names[0]) ,
        [edge_name_map](std::ostream& out, const
            my_edge_descriptor& e) {
            out << "[label=\"" << edge_name_map[e] << "\"]";
        }
    );
}
```

---

This a C++11 implementation.

The .dot file created is displayed in algorithm 99:

---

**Algorithm 99** .dot file created from the create\_named\_edges\_and\_vertices\_k3\_graph function (algorithm 46)

---

```
graph G {
0[label=top];
1[label=right];
2[label=left];
0--1 [label="AB"];
1--2 [label="BC"];
2--0 [label="CA"];
}
```

---

This .dot file corresponds to figure 18:

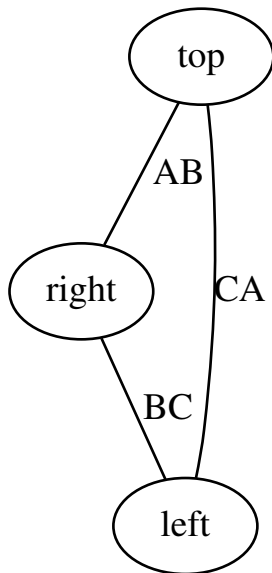


Figure 18: .svg file created from the create\_named\_edges\_and\_vertices\_k3\_graph function (algorithm 46) and converted to .svg using the 'convert\_dot\_to\_svg' function (algorithm 234)

If you created a graph with edges more complex than just a name, you will still just write these to the .dot file. Chapter 13.6 shows how to write custom vertices to a .dot file.

So, the 'save\_named\_edges\_and\_vertices\_graph\_to\_dot' function (algorithm 29) saves only the structure of the graph and its edge and vertex names.

### **7.7 Loading a directed graph with named edges and vertices from a .dot**

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph with named edges and vertices is loaded, as shown in algorithm 100:

---

**Algorithm 100** Loading a directed graph with named edges and vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "
    create_empty_directed_named_edges_and_vertices_graph.h
"
#include "is_regular_file.h"

///Load a directed graph with named edges and vertices
///from a .dot file.
///Assumes that the .dot file exists.
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_name_t, std::string
    >,
    boost::property<
        boost::edge_name_t, std::string
    >
>
>
>
load_directed_named_edges_and_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g =
        create_empty_directed_named_edges_and_vertices_graph
        ();
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id", get(boost::vertex_name, g));
    p.property("label", get(boost::vertex_name, g));
    p.property("edge_id", get(boost::edge_name, g));
    p.property("label", get(boost::edge_name, g));
    boost::read_graphviz(f, g, p);
    return g;
}
```

---

In this algorithm, first it is checked if the file to load exists. Then an empty directed graph is created. Next to this, a `boost::dynamic_properties` is created

with its default constructor, after which we direct the `boost::dynamic_properties` to find a 'node\_id' and 'label' in the vertex name map, 'edge\_id' and 'label' to the edge name map. From this and the empty graph, 'boost::read\_graphviz' is called to build up the graph.

Algorithm 101 shows how to use the 'load\_directed\_graph\_from\_dot' function:

---

**Algorithm 101** Demonstration of the 'load\_directed\_named\_edges\_and\_vertices\_graph\_from\_dot' function

---

```
#include "create_named_edges_and_vertices_markov_chain.h"
#include "
    load_directed_named_edges_and_vertices_graph_from_dot.
    h"
#include "save_named_edges_and_vertices_graph_to_dot.h"
#include "get_vertex_names.h"

void
load_directed_named_edges_and_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_named_edges_and_vertices_markov_chain();
    const std::string filename{
        "create_named_edges_and_vertices_markov_chain.dot"
    };
    save_named_edges_and_vertices_graph_to_dot(g, filename)
        ;
    const auto h
        =
            load_directed_named_edges_and_vertices_graph_from_dot
            (
                filename
            );
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_vertex_names(g) == get_vertex_names(h));
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_named\_edges\_and\_vertices\_markov\_chain' function (algorithm 82), saved and then loaded. The loaded graph is checked to be a directed graph sim-

ilar to the Markov chain with the same edge and vertex names (using the 'get\_edge\_names' function , algorithm 80, and the 'get\_vertex\_names' function, algorithm 41).

## **7.8 Loading an undirected graph with named edges and vertices from a .dot**

When loading a graph from file, one needs to specify a type of graph. In this example, an undirected graph with named edges and vertices is loaded, as shown in algorithm 102:

---

**Algorithm 102** Loading an undirected graph with named edges and vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "
    create_empty_undirected_named_edges_and_vertices_graph
    .h"
#include "is_regular_file.h"

///Load an undirected graph with named edges and vertices
///from a .dot file.
///Assumes that the .dot file exists.
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_name_t, std::string
    >,
    boost::property<
        boost::edge_name_t, std::string
    >
>
>
load_undirected_named_edges_and_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g =
        create_empty_undirected_named_edges_and_vertices_graph
        ();
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id", get(boost::vertex_name, g));
    p.property("label", get(boost::vertex_name, g));
    p.property("edge_id", get(boost::edge_name, g));
    p.property("label", get(boost::edge_name, g));
    boost::read_graphviz(f, g, p);
    return g;
}
```

---

The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 7.7 describes the rationale of this function.

Algorithm 103 shows how to use the 'load\_undirected\_graph\_from\_dot' function:

---

**Algorithm 103** Demonstration of the 'load\_undirected\_named\_edges\_and\_vertices\_graph\_from\_dot' function

---

```
#include "create_named_edges_and_vertices_k3_graph.h"
#include "
    load_undirected_named_edges_and_vertices_graph_from_dot
    .h"
#include "save_named_edges_and_vertices_graph_to_dot.h"
#include "get_vertex_names.h"

void
load_undirected_named_edges_and_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_named_edges_and_vertices_k3_graph();
    const std::string filename{
        "create_named_edges_and_vertices_k3_graph.dot"
    };
    save_named_edges_and_vertices_graph_to_dot(g, filename)
        ;
    const auto h
        =
            load_undirected_named_edges_and_vertices_graph_from_dot
            (
                filename
            );
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_vertex_names(g) == get_vertex_names(h));
}
```

---

This demonstration shows how  $K_3$  with named edges and vertices is created using the 'create\_named\_edges\_and\_vertices\_k3\_graph' function (algorithm 85), saved and then loaded. The loaded graph is checked to be an undirected graph similar to  $K_3$ , with the same edge and vertex names (using the 'get\_edge\_names' function, algorithm 80, and the 'get\_vertex\_names' function, algorithm 41).



## 8 Building graphs with bundled vertices

Up until now, the graphs created have had edges and vertices with the built-in name property. In this chapter, graphs will be created, in which the vertices can have a bundled 'my\_bundled\_vertex' type<sup>8</sup>. The following graphs will be created:

- An empty directed graph that allows for bundled vertices: see chapter 105
- An empty undirected graph that allows for bundled vertices: see chapter 8.2
- A two-state Markov chain with bundled vertices: see chapter 8.6
- $K_2$  with bundled vertices: see chapter 8.7

In the process, some basic (sometimes bordering trivial) functions are shown:

- Create the vertex class, called 'my\_bundled\_vertex': see chapter 8.1
- Adding a 'my\_bundled\_vertex': see chapter 8.4
- Getting the vertices 'my\_bundled\_vertex'-es: see chapter 8.5

These functions are mostly there for completion and showing which data types are used.

### 8.1 Creating the bundled vertex class

Before creating an empty graph with bundled vertices, that bundled vertex class must be created. In this tutorial, it is called 'my\_bundled\_vertex'. 'my\_bundled\_vertex' is a class that is nonsensical, but it can be replaced by any other class type.

Here I will show the header file of 'my\_bundled\_vertex', as the implementation of it is not important:

---

<sup>8</sup>I do not intend to be original in naming my data types

---

**Algorithm 104** Declaration of `my_bundled_vertex`

---

```
#include <string>
#include <iosfwd>
#include <boost/property_map/dynamic_property_map.hpp>

///Member variabled must be public,
///for boost::dynamic_properties (used by Graphviz) to
    work on.
///No need to define the stream operators for interaction
    with Graphviz.
struct my_bundled_vertex
{
    explicit my_bundled_vertex(
        const std::string& name = "",
        const std::string& description = "",
        const double x = 0.0,
        const double y = 0.0
    ) noexcept;
    std::string m_name;
    std::string m_description;
    double m_x;
    double m_y;
};

bool operator==(const my_bundled_vertex& lhs, const
    my_bundled_vertex& rhs) noexcept;
bool operator!=(const my_bundled_vertex& lhs, const
    my_bundled_vertex& rhs) noexcept;
```

---

'my\_bundled\_vertex' is a class that has multiple properties:

- It has four public member variables: the double 'm\_x' ('m\_' stands for member), the double 'm\_y', the `std::string m_name` and the `std::string m_description`. These variables must be public
- It has a default constructor
- It is copyable
- It is comparable for equality (it has `operator==`), which is needed for searching

'my\_bundled\_vertex' does not have to have the stream operators defined for file I/O, as this goes via the public member variables.

## 8.2 Create the empty directed graph with bundled vertices

---

**Algorithm 105** Creating an empty directed graph with bundled vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "my_bundled_vertex.h"

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    my_bundled_vertex
>
create_empty_directed_bundled_vertices_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        my_bundled_vertex
    >();
}
```

---

This graph:

- has its out edges stored in a `std::vector` (due to the first `boost::vecS`)
- has its vertices stored in a `std::vector` (due to the second `boost::vecS`)
- is directed (due to the `boost::directedS`)
- The vertices have one property: they have a bundled type, that is of data type `'my_bundled_vertex'`
- The edges and graph have no properties
- Edges are stored in a `std::list`

The `boost::adjacency_list` has a new, fourth template argument `'my_bundled_vertex'`. This can be read as: “vertices have the bundled property `'my_bundled_vertex'`”. Or simply: “vertices have a bundled type called `my_bundled_vertex`”.

### 8.3 Create the empty undirected graph with bundled vertices

---

**Algorithm 106** Creating an empty undirected graph with bundled vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "my_bundled_vertex.h"

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    my_bundled_vertex
>
create_empty_undirected_bundled_vertices_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        my_bundled_vertex
    >();
}
```

---

This code is very similar to the code described in chapter 8.2, except that the directedness (the third template argument) is undirected (due to the `boost::undirectedS`).

### 8.4 Add a bundled vertex

Adding a bundled vertex is very similar to adding a named vertex (chapter 4.3).

---

**Algorithm 107** Add a bundled vertex

---

```
#include <boost/graph/adjacency_list.hpp>
#include "my_bundled_vertex.h"

///Add a bundled vertex to a graph
template <typename graph>
void add_bundled_vertex(const my_bundled_vertex& v, graph
    & g) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto vd_a = boost::add_vertex(g);
    g[vd_a] = v;
}
```

---

When having added a new (abstract) vertex to the graph, the vertex descriptor is used to set the 'my\_bundled\_vertex' in the graph.

## 8.5 Getting the bundled vertices' my\_vertexes<sup>9</sup>

When the vertices of a graph have any bundled 'my\_bundled\_vertex', one can extract these as such:

---

<sup>9</sup>the name 'my\_vertexes' is chosen to indicate this function returns a container of my\_vertex

---

**Algorithm 108** Get the bundled vertices' my\_vertexes

---

```
#include <vector>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "my_bundled_vertex.h"

/// Collect all the my_bundled_vertex objects from a graph
/// stored as a custom property of a vertex
/// TODO: generalize to return any type
template <typename graph>
std::vector<my_bundled_vertex>
    get_bundled_vertex_my_vertexes(
        const graph& g
    ) noexcept
{
    std::vector<my_bundled_vertex> v;

    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        v.emplace_back(g[*i]);
    }
    return v;
}
```

---

The 'my\_bundled\_vertex' bundled in each vertex is obtained from a vertex descriptor and then put into a std::vector.

The order of the 'my\_bundled\_vertex' objects may be different after saving and loading.

When trying to get the vertices' my\_bundled\_vertex from a graph without these, you will get the error 'formed reference to void' (see chapter 23.1).

## 8.6 Creating a two-state Markov chain with bundled vertices

### 8.6.1 Graph

Figure 19 shows the graph that will be reproduced:

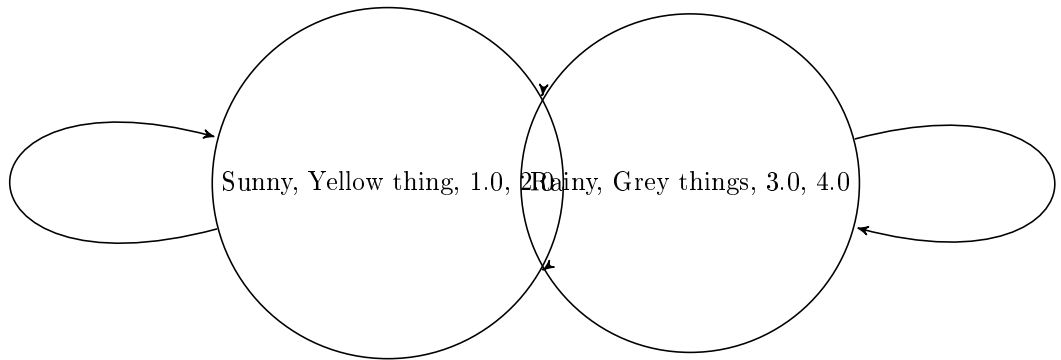


Figure 19: A two-state Markov chain where the vertices have bundled properties and the edges have no properties. The vertices' properties are nonsensical

### 8.6.2 Function to create such a graph

Here is the code creating a two-state Markov chain with bundled vertices:

---

**Algorithm 109** Creating the two-state Markov chain as depicted in figure 19

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_directed_bundled_vertices_graph.h"
#include "my_bundled_vertex.h"

///Create a two-state Markov chain with custom vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    my_bundled_vertex
>
create_bundled_vertices_markov_chain() noexcept
{
    auto g
        = create_empty_directed_bundled_vertices_graph();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    g[vd_a] = my_bundled_vertex("Sunny",
        "Yellow_thing", 1.0, 2.0
    );
    g[vd_b] = my_bundled_vertex("Rainy",
        "Grey_things", 3.0, 4.0
    );

    return g;
}
```

---

### 8.6.3 Creating such a graph

Here is the demo:



---

**Algorithm 110** Demo of the 'create\_bundled\_vertices\_markov\_chain' function (algorithm 109)

---

```
#include <cassert>
#include "create_bundled_vertices_markov_chain.h"
#include "get_bundled_vertex_my_vertexes.h"
#include "my_bundled_vertex.h"

void create_bundled_vertices_markov_chain_demo() noexcept
{
    const auto g
        = create_bundled_vertices_markov_chain();
    const std::vector<my_bundled_vertex>
        expected_my_vertexes{
            my_bundled_vertex("Sunny","Yellow_thing",1.0,2.0),
            my_bundled_vertex("Rainy","Grey_things",3.0,4.0)
        };
    const std::vector<my_bundled_vertex> vertex_my_vertexes
        {
            get_bundled_vertex_my_vertexes(g)
        };
    assert(expected_my_vertexes == vertex_my_vertexes);
}
```

---

#### 8.6.4 The .dot file produced

---

**Algorithm 111** .dot file created from the 'create\_bundled\_vertices\_markov\_chain' function (algorithm 109), converted from graph to .dot file using algorithm 124

---

:-(  

---

I am unaware how to convert this graph to a .dot file in such a way it can be correctly converted back again. The problem is in the function 'load\_directed\_bundled\_vertices\_graph\_from\_dot' (chapter 9.7).

#### 8.6.5 The .svg file produced

:-(  

---

Figure 20: .svg file created from the 'create\_bundled\_vertices\_markov\_chain' function (algorithm 109) its .dot file, converted from .dot file to .svg using algorithm 234

No .dot file, no .svg file..

## 8.7 Creating $K_2$ with bundled vertices

### 8.7.1 Graph

We reproduce the  $K_2$  with named vertices of chapter 4.6 , but with our bundled vertices instead.

### 8.7.2 Function to create such a graph

---

**Algorithm 112** Creating  $K_2$  as depicted in figure 12

---

```
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_undirected_bundled_vertices_graph.
    h"
#include "my_bundled_vertex.h"

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    my_bundled_vertex
>
create_bundled_vertices_k2_graph() noexcept
{
    auto g = create_empty_undirected_bundled_vertices_graph
        ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);
    g[vd_a] = my_bundled_vertex("A", "source", 0.0, 0.0);
    g[vd_b] = my_bundled_vertex("B", "target", 3.14, 3.14);
    return g;
}
```

---

Most of the code is a slight modification of the 'create\_named\_vertices\_k2\_graph' function (algorithm 46). In the end, (references to) the my\_bundled\_vertices are obtained and set with two bundled my\_bundled\_vertex objects.

### 8.7.3 Creating such a graph

Demo:

---

**Algorithm 113** Demo of the 'create\_bundled\_vertices\_k2\_graph' function (algorithm 112)

---

```
#include <cassert>
#include "create_bundled_vertices_k2_graph.h"
#include "has_bundled_vertex_with_my_vertex.h"

void create_bundled_vertices_k2_graph_demo() noexcept
{
    const auto g = create_bundled_vertices_k2_graph();
    assert(boost::num_edges(g) == 1);
    assert(boost::num_vertices(g) == 2);
    assert(has_bundled_vertex_with_my_vertex(
        my_bundled_vertex("A", "source", 0.0, 0.0), g)
    );
    assert(has_bundled_vertex_with_my_vertex(
        my_bundled_vertex("B", "target", 3.14, 3.14), g)
    );
}
```

---

#### 8.7.4 The .dot file produced

---

**Algorithm 114** .dot file created from the 'create\_bundled\_vertices\_k2\_graph' function (algorithm 112), converted from graph to .dot file using algorithm 29

---

```
:-(
```

---

#### 8.7.5 The .svg file produced

```
:-(
```

Figure 21: .svg file created from the 'create\_bundled\_vertices\_k2\_graph' function (algorithm 112) its .dot file, converted from .dot file to .svg using algorithm 234

## 9 Working on graphs with bundled vertices

When using graphs with bundled vertices, their state gives a way to find a vertex and working with it. This chapter shows some basic operations on graphs with bundled vertices.

- Check if there exists a vertex with a certain 'my\_bundled\_vertex': chapter 9.1

- Find a vertex with a certain 'my\_bundled\_vertex': chapter 9.2
- Get a vertex its 'my\_bundled\_vertex' from its vertex descriptor: chapter 9.3
- Set a vertex its 'my\_bundled\_vertex' using its vertex descriptor: chapter 9.4
- Setting all vertices their 'my\_bundled\_vertex'-es: chapter 9.5
- Storing an directed/undirected graph with bundled vertices as a .dot file: chapter 9.6
- Loading a directed graph with bundled vertices from a .dot file: chapter 9.7
- Loading an undirected directed graph with bundled vertices from a .dot file: chapter 9.8

## **9.1 Has a bundled vertex with a my\_bundled\_vertex**

Before modifying our vertices, let's first determine if we can find a vertex by its bundled type ('my\_bundled\_vertex') in a graph. After obtain the vertex iterators, we can dereference each these to obtain the vertex descriptors and then compare each vertex its 'my\_bundled\_vertex' with the one desired.

---

**Algorithm 115** Find if there is vertex with a certain `my_bundled_vertex`

---

```
#include <string>
#include <boost/graph/properties.hpp>
#include "my_bundled_vertex.h"

///See if the graph with bundled vertices
///contains a vertex with a certain my_bundled_vertex
template <typename graph>
bool has_bundled_vertex_with_my_vertex(
    const my_bundled_vertex& v,
    const graph& g
) noexcept
{
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;
    for (auto i = vip.first; i!=j; ++i) {
        if (g[*i] == v) {
            return true;
        }
    }
    return false;
}
```

---

This function can be demonstrated as in algorithm 116, where a certain `my_bundled_vertex` cannot be found in an empty graph. After adding the desired `my_bundled_vertex`, it is found.

---

**Algorithm 116** Demonstration of the 'has\_bundled\_vertex\_with\_my\_vertex' function

---

```
#include <cassert>
#include <iostream>

#include "add_bundled_vertex.h"
#include "create_empty_undirected_bundled_vertices_graph.h"
#include "has_bundled_vertex_with_my_vertex.h"
#include "my_bundled_vertex.h"

void has_bundled_vertex_with_my_vertex_demo() noexcept
{
    auto g = create_empty_undirected_bundled_vertices_graph();
    assert(!has_bundled_vertex_with_my_vertex(my_bundled_vertex("Felix"), g));
    add_bundled_vertex(my_bundled_vertex("Felix"), g);
    assert(has_bundled_vertex_with_my_vertex(my_bundled_vertex("Felix"), g));
}
```

---

Note that this function only finds if there is at least one bundled vertex with that my\_bundled\_vertex: it does not tell how many bundled vertices with that my\_bundled\_vertex exist in the graph.

## 9.2 Find a bundled vertex with a certain my\_bundled\_vertex

Where STL functions work with iterators, here we obtain a vertex descriptor (see chapter 2.6) to obtain a handle to the desired vertex. Algorithm 117 shows how to obtain a vertex descriptor to the first vertex found with a specific 'my\_bundled\_vertex' value.

---

**Algorithm 117** Find the first vertex with a certain `my_bundled_vertex`

---

```
#include <cassert>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "has_bundled_vertex_with_my_vertex.h"
#include "my_bundled_vertex.h"

///Find the first bundled vertex with a certain my_vertex

///Assumes that there exists that my_vertex.
template <typename graph>
typename boost::graph_traits<graph>::vertex_descriptor
find_first_bundled_vertex_with_my_vertex(
    const my_bundled_vertex& v,
    const graph& g
) noexcept
{
    assert(has_bundled_vertex_with_my_vertex(v, g));
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        if (g[*i] == v) { return *i; }
    }
    assert(!"Should_not_get_here");
    throw; //Will crash the program
}
```

---

With the vertex descriptor obtained, one can read and modify the vertex and the edges surrounding it. Algorithm 118 shows some examples of how to do so.

---

**Algorithm 118** Demonstration of the 'find\_first\_bundled\_vertex\_with\_my\_vertex' function

---

```
#include <cassert>

#include "create_bundled_vertices_k2_graph.h"
#include "find_first_bundled_vertex_with_my_vertex.h"

void find_first_bundled_vertex_with_my_vertex_demo()
    noexcept
{
    const auto g = create_bundled_vertices_k2_graph();
    const auto vd =
        find_first_bundled_vertex_with_my_vertex(
            my_bundled_vertex("A", "source", 0.0, 0.0),
            g
        );
    assert(out_degree(vd, g) == 1); //not boost::out_degree
    assert(in_degree(vd, g) == 1); //not boost::in_degree
}
```

---

### 9.3 Get a bundled vertex its 'my\_bundled\_vertex'

To obtain the 'my\_bundled\_vertex' from a vertex descriptor is simple:

---

**Algorithm 119** Get a bundled vertex its my\_vertex from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "my_bundled_vertex.h"

///Get the my_vertex of a custom vertex
///from its vertex descriptor
template <typename graph>
my_bundled_vertex get_bundled_vertex_my_vertex(
    const typename boost::graph_traits<graph>::
        vertex_descriptor& vd,
    const graph& g
) noexcept
{
    return g[vd];
}
```

---

One can just use the graph as a property map and let it be looked-up.



To use 'get\_bundled\_vertex\_my\_vertex', one first needs to obtain a vertex descriptor. Algorithm 120 shows a simple example.

---

**Algorithm 120** Demonstration if the 'get\_bundled\_vertex\_my\_vertex' function

---

```
#include <cassert>
#include "add_bundled_vertex.h"
#include "create_empty_undirected_bundled_vertices_graph.h"
#include "find_first_bundled_vertex_with_my_vertex.h"
#include "get_bundled_vertex_my_vertex.h"

void get_bundled_vertex_my_vertex_demo() noexcept
{
    auto g
        = create_empty_undirected_bundled_vertices_graph();
    const my_bundled_vertex v{"Dex"};
    add_bundled_vertex(v, g);
    const auto vd
        = find_first_bundled_vertex_with_my_vertex(v, g);
    assert(get_bundled_vertex_my_vertex(vd, g) == v);
}
```

---

## 9.4 Set a bundled vertex its my\_vertex

If you know how to get the 'my\_bundled\_vertex' from a vertex descriptor, setting it is just as easy, as shown in algorithm 121.

---

**Algorithm 121** Set a bundled vertex its `my_vertex` from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "my_bundled_vertex.h"

///Set the my_bundled_vertex of a bundled vertex
///from its vertex descriptor
template <typename graph>
void set_bundled_vertex_my_vertex(
    const my_bundled_vertex& v,
    const typename boost::graph_traits<graph>::
        vertex_descriptor& vd,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    g[vd] = v;
}
```

---

To use 'set\_bundled\_vertex\_my\_vertex', one first needs to obtain a vertex descriptor. Algorithm 122 shows a simple example.

---

**Algorithm 122** Demonstration if the 'set\_bundled\_vertex\_my\_vertex' function

---

```
#include <cassert>

#include "add_bundled_vertex.h"
#include "create_empty_undirected_bundled_vertices_graph.h"
#include "find_first_bundled_vertex_with_my_vertex.h"
#include "get_bundled_vertex_my_vertex.h"
#include "set_bundled_vertex_my_vertex.h"

void set_bundled_vertex_my_vertex_demo() noexcept
{
    auto g = create_empty_undirected_bundled_vertices_graph();
    const my_bundled_vertex old_name{"Dex"};
    add_bundled_vertex(old_name, g);
    const auto vd =
        find_first_bundled_vertex_with_my_vertex(old_name, g);
    assert(get_bundled_vertex_my_vertex(vd, g) == old_name);
    const my_bundled_vertex new_name{"Diggy"};
    set_bundled_vertex_my_vertex(new_name, vd, g);
    assert(get_bundled_vertex_my_vertex(vd, g) == new_name);
}
```

---

## 9.5 Setting all bundled vertices' my\_vertex objects

When the vertices of a graph are 'my\_bundled\_vertex' objects, one can set these as such:

---

**Algorithm 123** Setting the bundled vertices' 'my\_bundled\_vertex'-es

---

```
#include <string>
#include <vector>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "my_bundled_vertex.h"

///Set all bundled vertices their my_vertex objects
///TODO: generalize 'my_vertexes'
template <typename graph>
void set_bundled_vertex_my_vertexes(
    graph& g,
    const std::vector<my_bundled_vertex>& my_vertexes
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    auto my_vertexes_begin = std::begin(my_vertexes);
    const auto my_vertexes_end = std::end(my_vertexes);
    const auto vip = vertices(g); //not boost::vertices
    const auto j = vip.second;
    for (
        auto i = vip.first;
        i!=j; ++i,
        ++my_vertexes_begin
    ) {
        assert(my_vertexes_begin != my_vertexes_end);
        g[*i] = *my_vertexes_begin;
    }
}
```

---

## 9.6 Storing a graph with bundled vertices as a .dot

If you used the 'create\_bundled\_vertices\_k2\_graph' function (algorithm 112) to produce a  $K_2$  graph with vertices associated with 'my\_bundled\_vertex' objects, you can store these with algorithm 124:

---

**Algorithm 124** Storing a graph with bundled vertices as a .dot file

---

```
#include <string>
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_custom_vertex_my_vertexes.h"

///Save a graph with named vertices to a .dot file
template <typename graph>
void save_bundled_vertices_graph_to_dot(const graph& g,
    const std::string& filename)
{
    std::ofstream f(filename);
    const auto my_vertexes = get_vertex_my_vertexes(g);
    boost::write_graphviz(
        f,
        g,
        [my_vertexes](std::ostream& out, const auto& v) {
            const my_vertex m{my_vertexes[v]};
            out << "[label=\""
                << m.get_name()
                << ", "
                << m.get_description()
                << ", "
                << m.get_x()
                << ", "
                << m.get_y()
                << "\"]";
        })
    );
}
```

---

For saving to and loading for a .dot file to work without problems, there are some restrictions: any data type that is written to file, must not have comma's, quotes, nor spaces. The function 'graphviz\_encode' (algorithm 231) shows how to encode std::string to a Graphviz-friendly format.

## 9.7 Loading a directed graph with bundled vertices from a .dot

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph with bundled vertices is loaded, as shown in algorithm 125:

---

**Algorithm 125** Loading a directed graph with bundled vertices from a .dot file

---

```

#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/graph_traits.hpp>

#include "create_empty_directed_bundled_vertices_graph.h"
#include "is_regular_file.h"
#include "my_bundled_vertex.h"
#include "is_read_graphviz_correct.h"
#include "get_bundled_vertex_my_vertexes.h"

///Load a directed graph with custom
///vertices from a .dot file.
///Assumes the file exists and that the
///custom vertices can be read by Graphviz
///TODO: the code returns an empty graph,
///instead of loading from file
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    my_bundled_vertex
>
load_directed_bundled_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_directed_bundled_vertices_graph();
        ;

    ///Something like this...
    boost::dynamic_properties p; ///_do_ default construct
    p.property("node_id",get(&my_bundled_vertex::m_name, g)
    );
    p.property("label",get(&my_bundled_vertex::m_name, g));
    boost::read_graphviz(f,g,p);

    return g;
}

```

---

In this algorithm, first it is checked if the file to load exists. Then an empty

directed graph is created. Next to this, a `boost::dynamic_properties` is created with its default constructor, after which [we set up the `boost::dynamic_properties` properly somehow, issue #16]. From this and the empty graph, `'boost::read_graphviz'` is called to build up the graph.

Algorithm 126 shows how to use the `'load_directed_bundled_vertices_graph_from_dot'` function:

---

**Algorithm 126** Demonstration of the `'load_directed_bundled_vertices_graph_from_dot'` function

---

```
#include "create_bundled_vertices_markov_chain.h"
#include "load_directed_bundled_vertices_graph_from_dot.h"
"

#include "save_bundled_vertices_graph_to_dot.h"
#include "get_bundled_vertex_my_vertexes.h"

void load_directed_bundled_vertices_graph_from_dot_demo()
    noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_bundled_vertices_markov_chain();
    const std::string filename{
        "create_bundled_vertices_markov_chain.dot"
    };
    save_bundled_vertices_graph_to_dot(g, filename);
    const auto h
        = load_directed_bundled_vertices_graph_from_dot(
            filename);
    if (get_bundled_vertex_my_vertexes(g) ==
        get_bundled_vertex_my_vertexes(h)) {
        assert(num_edges(g) == num_edges(h));
        assert(num_vertices(g) == num_vertices(h));
        assert(get_bundled_vertex_my_vertexes(g) ==
            get_bundled_vertex_my_vertexes(h));
        assert(!"Fixed_#16");
    }
    else
    {
        std::cout << __func__ << ":_TODO" << '\n';
    }
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_bundled\_vertices\_markov\_chain' function (algorithm 109), saved and then loaded. The loaded graph is checked to be the same as the original.

## **9.8 Loading an undirected graph with bundled vertices from a .dot**

When loading a graph from file, one needs to specify a type of graph. In this example, an undirected graph with bundled vertices is loaded, as shown in algorithm 127:



---

**Algorithm 127** Loading an undirected graph with bundled vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_undirected_bundled_vertices_graph.
    h"
#include "is_regular_file.h"
#include "my_bundled_vertex.h"
#include "is_read_graphviz_correct.h"

///Load an undirected graph with bundled
///vertices from a .dot file.
///Assumes the file exists and that the
///custom edges and vertices can be read by Graphviz
///TODO: this function does not work, it only
///returns an empty graph
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    my_bundled_vertex
>
load_undirected_bundled_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_undirected_bundled_vertices_graph
        ();

    boost::dynamic_properties p; ///_do_ default construct
    p.property("node_id",get(&my_bundled_vertex::m_name, g)
        ); ///m_name must be public
    p.property("label",get(&my_bundled_vertex::m_name, g));
    boost::read_graphviz(f,g,p);

    ///boost::read_graphviz(f,g); //Also does not work

    return g;
}
```

---

The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 9.7 describes the rationale of this function.

Algorithm 128 shows how to use the 'load\_undirected\_bundled\_vertices\_graph\_from\_dot' function:

---

**Algorithm 128** Demonstration of the 'load\_undirected\_bundled\_vertices\_graph\_from\_dot' function

---

```
#include <cassert>
#include "create_bundled_vertices_k2_graph.h"
#include "load_undirected_bundled_vertices_graph_from_dot
.h"
#include "save_bundled_vertices_graph_to_dot.h"
#include "get_bundled_vertex_my_vertexes.h"

void load_undirected_bundled_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_bundled_vertices_k2_graph();
    const std::string filename{
        "create_bundled_vertices_k2_graph.dot"
    };
    save_bundled_vertices_graph_to_dot(g, filename);
    const auto h
        = load_undirected_bundled_vertices_graph_from_dot(
            filename);
    if (get_bundled_vertex_my_vertexes(g)
        == get_bundled_vertex_my_vertexes(h))
    {
        assert(num_edges(g) == num_edges(h));
        assert(num_vertices(g) == num_vertices(h));
        assert(get_bundled_vertex_my_vertexes(g)
            == get_bundled_vertex_my_vertexes(h)
        );
        assert(!"Fixed_#16");
    }
    else
    {
        std::cout << __func__ << ":_TODO" << '\n';
    }
}
```

---

This demonstration shows how  $K_2$  with bundled vertices is created using the 'create\_bundled\_vertices\_k2\_graph' function (algorithm 112), saved and then loaded. The loaded graph is checked to be the same as the original.

## 10 Building graphs with bundled edges and vertices

Up until now, the graphs created have had only bundled vertices. In this chapter, graphs will be created, in which both the edges and vertices have a bundled 'my\_bundled\_edge' and 'my\_bundled\_vertex' type<sup>10</sup>.

- An empty directed graph that allows for bundled edges and vertices: see chapter 10.2
- An empty undirected graph that allows for bundled edges and vertices: see chapter 10.3
- A two-state Markov chain with bundled edges and vertices: see chapter 10.6
- $K_3$  with bundled edges and vertices: see chapter 10.7

In the process, some basic (sometimes bordering trivial) functions are shown:

- Creating the 'my\_bundled\_edge' class: see chapter 10.1
- Adding a bundled 'my\_bundled\_edge': see chapter 10.4

These functions are mostly there for completion and showing which data types are used.

### 10.1 Creating the bundled edge class

In this example, I create a 'my\_bundled\_edge' class. Here I will show the header file of it, as the implementation of it is not important yet.

---

<sup>10</sup>I do not intend to be original in naming my data types

---

**Algorithm 129** Declaration of `my_bundled_edge`

---

```
#include <string>
#include <iosfwd>

///Member variabled must be public ,
///for boost::dynamic_properties (used by Graphviz) to
    work on.
///No need to define the stream operators for interaction
    with Graphviz.
class my_bundled_edge
{
public:
    explicit my_bundled_edge(
        const std::string& name = "",
        const std::string& description = "",
        const double width = 1.0,
        const double height = 1.0
    ) noexcept;
    std::string m_name;
    std::string m_description;
    double m_width;
    double m_height;
};

bool operator==(const my_bundled_edge& lhs, const
    my_bundled_edge& rhs) noexcept;
bool operator!=(const my_bundled_edge& lhs, const
    my_bundled_edge& rhs) noexcept;
```

---

`my_bundled_edge` is a class that has multiple properties: two doubles `'m_width'` (`'m_'` stands for member) and `'m_height'`, and two `std::string`s `m_name` and `m_description`. `'my_bundled_edge'` is copyable, but cannot trivially be converted to a `std::string`. `'my_bundled_edge'` is comparable for equality (that is, `operator==` is defined).

`'my_bundled_edge'` does not have to have the stream operators defined for file I/O, as this goes via the public member variables.

## 10.2 Create an empty directed graph with bundled edges and vertices

---

**Algorithm 130** Creating an empty directed graph with bundled edges and vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "my_bundled_edge.h"
#include "my_bundled_vertex.h"

///Create an empty directed graph with
///custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    my_bundled_vertex,
    my_bundled_edge
>
create_empty_directed_bundled_edges_and_vertices_graph()
    noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        my_bundled_vertex,
        my_bundled_edge
    >();
}
```

---

This code is very similar to the code described in chapter 12.3, except that there is a new, fifth template argument:

```
boost::property<boost::edge_bundled_type_t, my_edge>
```

This can be read as: “edges have the property ‘boost::edge\_bundled\_type\_t’, which is of data type ‘my\_bundled\_edge’”. Or simply: “edges have a bundled type called my\_bundled\_edge”.

Demo:

---

**Algorithm 131** Demonstration of the 'create\_empty\_directed\_bundled\_edges\_and\_vertices\_graph' function

---

```
#include "
    create_empty_directed_bundled_edges_and_vertices_graph
    .h"

void
    create_empty_directed_bundled_edges_and_vertices_graph_demo
    () noexcept
{
    const auto g =
        create_empty_directed_bundled_edges_and_vertices_graph
        ();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);
}
```

---

### 10.3 Create an empty undirected graph with bundled edges and vertices

---

**Algorithm 132** Creating an empty undirected graph with bundled edges and vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "my_bundled_edge.h"
#include "my_bundled_vertex.h"

///Create an empty undirected graph with
///custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    my_bundled_vertex,
    my_bundled_edge
>
create_empty_undirected_bundled_edges_and_vertices_graph
( ) noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        my_bundled_vertex,
        my_bundled_edge
    >();
}
```

---

This code is very similar to the code described in chapter 10.2, except that the directedness (the third template argument) is undirected (due to the `boost::undirectedS`).

Demo:

---

**Algorithm 133** Demonstration of the 'create\_empty\_undirected\_bundled\_edges\_and\_vertices\_graph' function

---

```
#include <cassert>
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"

void
    create_empty_undirected_bundled_edges_and_vertices_graph_demo
    () noexcept
{
    const auto g
        =
            create_empty_undirected_bundled_edges_and_vertices_graph
            ();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);
}
```

---

## 10.4 Add a bundled edge

Adding a bundled edge is very similar to adding a named edge (chapter 6.3).



---

**Algorithm 134** Add a bundled edge

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "my_bundled_edge.h"

///Add a custom edge to a graph
template <typename graph>
void add_bundled_edge(
    const my_bundled_edge& v,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);

    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);
    g[aer.first] = v;
}
```

---

When having added a new (abstract) edge to the graph, the edge descriptor is used to set the `my_edge` in the graph.

Here is the demo:

---

**Algorithm 135** Demo of 'add\_bundled\_edge'

---

```
#include <cassert>
#include "add_bundled_edge.h"
#include "
    create_empty_directed_bundled_edges_and_vertices_graph
    .h"
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"

void add_bundled_edge_demo() noexcept
{
    auto g =
        create_empty_directed_bundled_edges_and_vertices_graph
        ();
    add_bundled_edge(my_bundled_edge("X"), g);
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 1);

    auto h =
        create_empty_undirected_bundled_edges_and_vertices_graph
        ();
    add_bundled_edge(my_bundled_edge("Y"), h);
    assert(boost::num_vertices(h) == 2);
    assert(boost::num_edges(h) == 1);
}
```

---

## 10.5 Getting the bundled edges my\_edges

When the edges of a graph are 'my\_bundled\_edge' objects, one can extract these all as such:

---

**Algorithm 136** Get the edges' my\_bundled\_edges

---

```
#include <vector>
#include "my_bundled_edge.h"

/// Collect all the my_bundled_edge objects from a graph
/// TODO: generalize to return any type
template <typename graph>
std::vector<my_bundled_edge> get_bundled_edge_my_edges(
    const graph& g
) noexcept
{
    std::vector<my_bundled_edge> v;

    const auto vip
        = edges(g); // not boost::edges
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        v.emplace_back(g[*i]);
    }
    return v;
}
```

---

The 'my\_bundled\_edge' object associated with the edges are obtained from the graph its property\_map and then put into a std::vector.

Note: the order of the my\_bundled\_edge objects may be different after saving and loading.

When trying to get the edges' my\_bundled\_edge objects from a graph without bundled edges objects associated, you will get the error 'formed reference to void' (see chapter 23.1).

## 10.6 Creating a Markov-chain with bundled edges and vertices

### 10.6.1 Graph

Figure 22 shows the graph that will be reproduced:

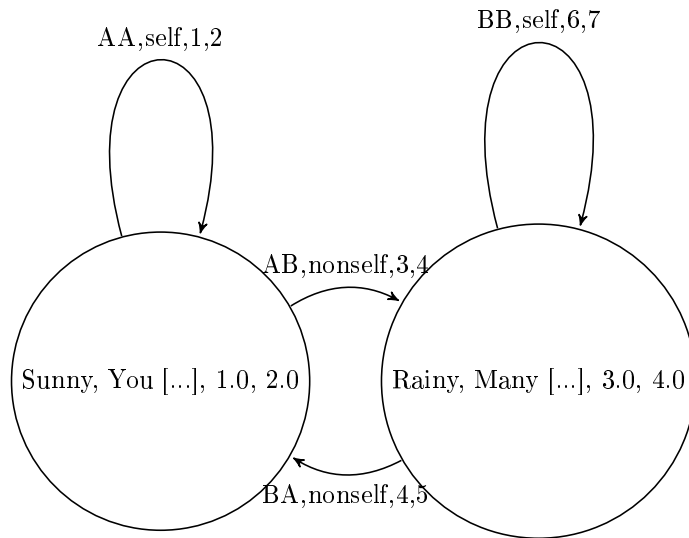


Figure 22: A two-state Markov chain where the edges and vertices have bundled properties. The edges' and vertices' properties are nonsensical

### 10.6.2 Function to create such a graph

Here is the code creating a two-state Markov chain with bundled edges and vertices:

---

**Algorithm 137** Creating the two-state Markov chain as depicted in figure 22

---

```

#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "
    create_empty_directed_bundled_edges_and_vertices_graph
    .h"
#include "my_bundled_vertex.h"

///Create a two-state Markov chain
///with custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    my_bundled_vertex,
    my_bundled_edge
>
create_bundled_edges_and_vertices_markov_chain() noexcept
{
    auto g
        =
            create_empty_directed_bundled_edges_and_vertices_graph
            ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    g[vd_a]
        = my_bundled_vertex("Sunny", "Yellow_thing", 1.0, 2.0);
    g[vd_b]
        = my_bundled_vertex("Rainy", "Grey_things", 3.0, 4.0);

    g[aer_aa.first]
        = my_bundled_edge("Sometimes", "20%", 1.0, 2.0);
    g[aer_ab.first]
        = my_bundled_edge("Often", "80%", 3.0, 4.0);
    g[aer_ba.first]
        = my_bundled_edge("Rarely", "10%", 5.0, 6.0);
    g[aer_bb.first]
        = my_bundled_edge("Mostly", "90%", 7.0, 8.0);
    157
    return g;
}

```

---

### 10.6.3 Creating such a graph

Here is the demo:

---

**Algorithm 138** Demo of the 'create\_bundled\_edges\_and\_vertices\_markov\_chain' function (algorithm 137)

---

```
#include <cassert>
#include "create_bundled_edges_and_vertices_markov_chain.h"
#include "get_bundled_vertex_my_vertexes.h"
#include "my_bundled_vertex.h"

void create_bundled_edges_and_vertices_markov_chain_demo
() noexcept
{
    const auto g
    = create_bundled_edges_and_vertices_markov_chain();
    const std::vector<my_bundled_vertex>
    expected_my_bundled_vertexes{
        my_bundled_vertex("Sunny",
            "Yellow_thing",1.0,2.0
        ),
        my_bundled_vertex("Rainy",
            "Grey_things",3.0,4.0
        )
    };
    const std::vector<my_bundled_vertex>
    vertex_my_bundled_vertexes{
        get_bundled_vertex_my_vertexes(g)
    };
    assert(expected_my_bundled_vertexes
        == vertex_my_bundled_vertexes
    );
}
```

---

#### 10.6.4 The .dot file produced

---

**Algorithm 139** .dot file created from the 'create\_bundled\_edges\_and\_vertices\_markov\_chain' function (algorithm 137), converted from graph to .dot file using algorithm 29

---

```
digraph G {
0[label="Sunny, Yellow thing, 1, 2"];
1[label="Rainy, Grey things, 3, 4"];
0->0 [label="Sometimes, 20%, 1, 2"];
0->1 [label="Often, 80%, 3, 4"];
1->0 [label="Rarely, 10%, 5, 6"];
1->1 [label="Mostly, 90%, 7, 8"];
}
```

---

#### 10.6.5 The .svg file produced

:-(  


Figure 23: .svg file created from the 'create\_bundled\_edges\_and\_vertices\_markov\_chain' function (algorithm 165) its .dot file, converted from .dot file to .svg using algorithm 234

### 10.7 Creating $K_3$ with bundled edges and vertices

Instead of using edges with a name, or other properties, here we use a bundled edge class called 'my\_bundled\_edge'.

#### 10.7.1 Graph

We reproduce the  $K_3$  with named edges and vertices of chapter 6.6 , but with our bundled edges and vertices instead:

[graph here]

### 10.7.2 Function to create such a graph

---

**Algorithm 140** Creating  $K_3$  as depicted in figure 16

---

```
#include <boost/graph/adjacency_list.hpp>
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"
#include "my_bundled_edge.h"
#include "my_bundled_vertex.h"

///Create a  $K_3$  graph with custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    my_bundled_vertex,
    my_bundled_edge
>
create_bundled_edges_and_vertices_k3_graph() noexcept
{
    auto g
        =
            create_empty_undirected_bundled_edges_and_vertices_graph
            ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto vd_c = boost::add_vertex(g);
    const auto aer_a = boost::add_edge(vd_a, vd_b, g);
    const auto aer_b = boost::add_edge(vd_b, vd_c, g);
    const auto aer_c = boost::add_edge(vd_c, vd_a, g);
    assert(aer_a.second);
    assert(aer_b.second);
    assert(aer_c.second);

    g[vd_a]
        = my_bundled_vertex("top", "source", 0.0, 0.0);
    g[vd_b]
        = my_bundled_vertex("right", "target", 3.14, 0);
    g[vd_c]
        = my_bundled_vertex("left", "target", 0, 3.14);

    g[aer_a.first]
        = my_bundled_edge("AB", "first", 0.0, 0.0);
    g[aer_b.first]
        = my_bundled_edge("BC", "second", 3.14, 3.14);
    g[aer_c.first]
        = my_bundled_edge("CA", "third", 3.14, 3.14);

    return g;
}
```

---



Most of the code is a slight modification of algorithm 85. In the end, the `my_edges` and `my_vertices` are obtained as the graph its `property_map` and set with the `'my_bundled_edge'` and `'my_bundled_vertex'` objects.

### 10.7.3 Creating such a graph

Here is the demo:

---

**Algorithm 141** Demo of the `'create_bundled_edges_and_vertices_k3_graph'` function (algorithm 140)

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "add_bundled_edge.h"
#include "add_bundled_vertex.h"
#include "create_bundled_edges_and_vertices_k3_graph.h"

void create_bundled_edges_and_vertices_k3_graph_demo()
    noexcept
{
    auto g
        = create_bundled_edges_and_vertices_k3_graph();
    assert(boost::num_edges(g) == 3);
    assert(boost::num_vertices(g) == 3);
    add_bundled_vertex(my_bundled_vertex("v"), g);
    add_bundled_edge(my_bundled_edge("e"), g);
}
```

---

### 10.7.4 The .dot file produced

---

**Algorithm 142** .dot file created from the `'create_bundled_edges_and_vertices_markov_chain'` function (algorithm 140), converted from graph to .dot file using algorithm 29

---

```
:-(
```

---

### 10.7.5 The .svg file produced

```
:-(
```

Figure 24: .svg file created from the `'create_bundled_edges_and_vertices_k3_graph'` function (algorithm 165) its .dot file, converted from .dot file to .svg using algorithm 234

## 11 Working on graphs with bundled edges and vertices

### 11.1 Has a my\_bundled\_edge

Before modifying our edges, let's first determine if we can find an edge by its bundled type ('my\_bundled\_edge') in a graph. After obtaining a my\_bundled\_edge map, we obtain the edge iterators, dereference these to obtain the edge descriptors and then compare each edge its my\_bundled\_edge with the one desired.

---

**Algorithm 143** Find if there is a bundled edge with a certain my\_bundled\_edge

---

```
#include <boost/graph/properties.hpp>
#include "my_bundled_edge.h"

///See if there is an edge with a
///certain my_bundled_edge associated with it
template <typename graph>
bool has_bundled_edge_with_my_edge(
    const my_bundled_edge& e,
    const graph& g
) noexcept
{
    const auto eip
        = edges(g); //not boost::edges
    const auto j = eip.second;

    for (auto i = eip.first; i!=j; ++i) {
        if (g[*i] == e) {
            return true;
        }
    }
    return false;
}
```

---

This function can be demonstrated as in algorithm 144, where a certain 'my\_bundled\_edge' cannot be found in an empty graph. After adding the desired my\_bundled\_edge, it is found.

---

**Algorithm 144** Demonstration of the 'has\_bundled\_edge\_with\_my\_edge' function

---

```
#include <cassert>
#include "add_bundled_edge.h"
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"
#include "has_bundled_edge_with_my_edge.h"

void has_bundled_edge_with_my_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_bundled_edges_and_vertices_graph
            ();
    assert(
        !has_bundled_edge_with_my_edge(
            my_bundled_edge("Edward"), g
        )
    );
    add_bundled_edge(my_bundled_edge("Edward"), g);
    assert(
        has_bundled_edge_with_my_edge(
            my_bundled_edge("Edward"), g
        )
    );
}
```

---

Note that this function only finds if there is at least one edge with that my\_bundled\_edge: it does not tell how many edges with that my\_bundled\_edge exist in the graph.

## 11.2 Find a my\_bundled\_edge

Where STL functions work with iterators, here we obtain an edge descriptor (see chapter 2.12) to obtain a handle to the desired edge. Algorithm 145 shows how to obtain an edge descriptor to the first edge found with a specific my\_bundled\_edge value.

---

**Algorithm 145** Find the first bundled edge with a certain `my_bundled_edge`

---

```
#include <cassert>
#include <boost/graph/graph_traits.hpp>
#include "has_bundled_edge_with_my_edge.h"
#include "has_custom_edge_with_my_edge.h"
#include "my_bundled_edge.h"

///Find the first edge with a certain
///my_bundled_edge associated with it.
///Returns the edge descriptor of that edge.
///Assumes the my_bundled_edge is present,
///will crash otherwise
template <typename graph>
typename boost::graph_traits<graph>::edge_descriptor
find_first_bundled_edge_with_my_edge(
    const my_bundled_edge& e,
    const graph& g
) noexcept
{
    assert(has_bundled_edge_with_my_edge(e, g));
    const auto eip = edges(g); //not boost::edges
    const auto j = eip.second;

    for (auto i = eip.first; i!=j; ++i) {
        if (g[*i] == e) {
            return *i;
        }
    }
    assert(!"Should_not_get_here");
    throw; //Will crash the program
}
```

---

With the edge descriptor obtained, one can read and modify the edge and the vertices surrounding it. Algorithm 146 shows some examples of how to do so.

---

**Algorithm 146** Demonstration of the 'find\_first\_bundled\_edge\_with\_my\_edge' function

---

```
#include <cassert>

#include "create_bundled_edges_and_vertices_k3_graph.h"
#include "find_first_bundled_edge_with_my_edge.h"

void find_first_bundled_edge_with_my_edge_demo() noexcept
{
    const auto g
        = create_bundled_edges_and_vertices_k3_graph();
    const auto ed
        = find_first_bundled_edge_with_my_edge(
            my_bundled_edge("AB", "first", 0.0, 0.0),
            g
        );
    assert(boost::source(ed, g)
        != boost::target(ed, g)
    );
}
```

---

### 11.3 Get an edge its my\_bundled\_edge

To obtain the my\_edeg from an edge descriptor, one needs to pull out the my\_bundled\_edges map and then look up the my\_edge of interest.

---

**Algorithm 147** Get a vertex its `my_bundled_vertex` from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///Get the my_custom_edge from an edge descriptor
template <typename graph>
my_custom_edge get_custom_edge_my_edge(
    const typename boost::graph_traits<graph>::
        edge_descriptor& vd,
    const graph& g
) noexcept
{
    const auto my_edge_map
        = get( //not boost::get
            boost::edge_custom_type,
            g
        );
    return my_edge_map[vd];
}
```

---

To use 'get\_bundled\_edge\_my\_bundled\_edge', one first needs to obtain an edge descriptor. Algorithm 148 shows a simple example.

---

**Algorithm 148** Demonstration if the 'get\_bundled\_edge\_my\_edge' function

---

```
#include <cassert>

#include "add_bundled_edge.h"
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"
#include "find_first_bundled_edge_with_my_edge.h"
#include "get_bundled_edge_my_edge.h"

void get_bundled_edge_my_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_bundled_edges_and_vertices_graph
            ();
    const my_bundled_edge edge{"Dex"};
    add_bundled_edge(edge, g);
    const auto ed
        = find_first_bundled_edge_with_my_edge(edge, g);
    assert(get_bundled_edge_my_edge(ed,g) == edge);
}
```

---

## 11.4 Set an edge its my\_bundled\_edge

If you know how to get the my\_bundled\_edge from an edge descriptor, setting it is just as easy, as shown in algorithm 149.

---

**Algorithm 149** Set a bundled edge its `my_bundled_edge` from its edge descriptor

---

```
#include <boost/graph/properties.hpp>
#include "my_bundled_edge.h"

///Set an edge its my_bundled_edge from its
///edge descriptor
template <typename graph>
void set_bundled_edge_my_edge(
    const my_bundled_edge& name,
    const typename boost::graph_traits<graph>::
        edge_descriptor& ed,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");
    g[ed] = name;
}
```

---

To use 'set\_bundled\_edge\_my\_edge', one first needs to obtain an edge descriptor. Algorithm 150 shows a simple example.



---

**Algorithm 150** Demonstration if the 'set\_bundled\_edge\_my\_edge' function

---

```
#include <cassert>

#include "add_bundled_edge.h"
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"
#include "find_first_bundled_edge_with_my_edge.h"
#include "get_bundled_edge_my_edge.h"
#include "set_bundled_edge_my_edge.h"

void set_bundled_edge_my_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_bundled_edges_and_vertices_graph
            ();
    const my_bundled_edge old_edge{"Dex"};
    add_bundled_edge(old_edge, g);
    const auto vd
        = find_first_bundled_edge_with_my_edge(old_edge, g);
    assert(get_bundled_edge_my_edge(vd, g)
        == old_edge
    );
    const my_bundled_edge new_edge{"Diggy"};
    set_bundled_edge_my_edge(new_edge, vd, g);
    assert(get_bundled_edge_my_edge(vd, g)
        == new_edge
    );
}
```

---

## 11.5 Storing a graph with bundled edges and vertices as a .dot

If you used the `create_bundled_edges_and_vertices_k3_graph` function (algorithm 140) to produce a  $K_3$  graph with edges and vertices associated with `my_bundled_edge` and `my_bundled_vertex` objects, you can store these `my_bundled_edges` and `my_bundled_vertex`-es additionally with algorithm 151:

---

**Algorithm 151** Storing a graph with bundled edges and vertices as a .dot file

---

```
#include <string>
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_bundled_vertex_my_vertexes.h"

///Save a graph with named vertices to a .dot file
template <typename graph>
void save_bundled_edges_and_vertices_graph_to_dot(const
    graph& g, const std::string& filename)
{
    std::ofstream f(filename);
    const auto my_vertexes = get_vertex_my_vertexes(g);
    boost::write_graphviz(
        f,
        g,
        [my_vertexes](std::ostream& out, const auto& v) {
            const my_vertex m{my_vertexes[v]};
            out << "[label=\""
                << m.m_name
                << ", \"
                << m.m_description
                << ", \"
                << m.m_x
                << ", \"
                << m.m_y
                << "\"\"]\"";
        })
    );
}
```

---

Note that this algorithm uses C++14.

## 11.6 Load a directed graph with bundled edges and vertices from a .dot file

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph with bundled edges and vertices is loaded, as shown in algorithm 152:

---

**Algorithm 152** Loading a directed graph with bundled edges and vertices from a .dot file

---

```

#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>
#include "
    create_empty_directed_bundled_edges_and_vertices_graph
    .h"
#include "is_regular_file.h"
#include "my_bundled_edge.h"
#include "my_bundled_vertex.h"

///Load a directed graph with custom edges and
vertices from a .dot file.
Assumes the file exists
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    my_bundled_vertex,
    my_bundled_edge
>
load_directed_bundled_edges_and_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g =
        create_empty_directed_bundled_edges_and_vertices_graph
        ();

    //Something like this...
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id",get(&my_bundled_vertex::m_name, g)
    );
    p.property("label",get(&my_bundled_vertex::m_name, g));
    p.property("edge_id",get(&my_bundled_edge::m_name, g));
    p.property("label",get(&my_bundled_edge::m_name, g));

    boost::read_graphviz(f,g,p);
    return g;
}

```

---

In this algorithm, first it is checked if the file to load exists. Then an empty

directed graph is created. Next to this, a `boost::dynamic_properties` is created with its default constructor, after which we direct the `boost::dynamic_properties` to find a `'node_id'` and `'label'` in the vertex name map, `'edge_id'` and `'label'` to the edge name map. From this and the empty graph, `'boost::read_graphviz'` is called to build up the graph.

Algorithm 153 shows how to use the `'load_directed_bundled_edges_and_vertices_graph_from_dot'` function:

---

**Algorithm 153** Demonstration of the 'load\_directed\_bundled\_edges\_and\_vertices\_graph\_from\_dot' function

---

```
#include "create_bundled_edges_and_vertices_markov_chain.h"
#include "get_sorted_bundled_vertex_my_vertexes.h"
#include "load_directed_bundled_edges_and_vertices_graph_from_dot.h"
#include "save_bundled_edges_and_vertices_graph_to_dot.h"

void
load_directed_bundled_edges_and_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_bundled_edges_and_vertices_markov_chain();
    const std::string filename{
        "create_bundled_edges_and_vertices_markov_chain.dot"
    };
    save_bundled_edges_and_vertices_graph_to_dot(g,
        filename);
    const auto h
        =
            load_directed_bundled_edges_and_vertices_graph_from_dot
            (
                filename
            );
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    if (get_sorted_bundled_vertex_my_vertexes(g)
        == get_sorted_bundled_vertex_my_vertexes(h)
    )
    {
        std::cout << __func__ << ":_fixed_#16" << std::endl;
        assert(!_fixed_#16);
    }
    else
    {
        std::cout << __func__ << ":_TODO" << std::endl;
    }
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_bundled\_edges\_and\_vertices\_markov\_chain' function (algorithm 137), saved and then loaded.

### **11.7 Load an undirected graph with bundled edges and vertices from a .dot file**

When loading a graph from file, one needs to specify a type of graph. In this example, an undirected graph with bundled edges and vertices is loaded, as shown in algorithm 154:

---

**Algorithm 154** Loading an undirected graph with bundled edges and vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>
#include "
    create_empty_undirected_bundled_edges_and_vertices_graph
    .h"
#include "is_regular_file.h"
#include "my_bundled_edge.h"
#include "my_bundled_vertex.h"

///Load a undirected graph with custom edges and
///vertices from a .dot file.
///Assumes the file exists
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    my_bundled_vertex,
    my_bundled_edge
>
load_undirected_bundled_edges_and_vertices_graph_from_dot
(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g =
        create_empty_undirected_bundled_edges_and_vertices_graph
        ();

    ///Something like this...
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id",get(&my_bundled_vertex::m_name, g)
    );
    p.property("label",get(&my_bundled_vertex::m_name, g));
    p.property("edge_id",get(&my_bundled_edge::m_name, g));
    p.property("label",get(&my_bundled_edge::m_name, g));

    boost::read_graphviz(f,g,p);
    return g;
}
```

---

The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 11.6 describes the rationale of this function.

Algorithm 155 shows how to use the 'load\_undirected\_bundled\_vertices\_graph\_from\_dot' function:



---

**Algorithm 155** Demonstration of the 'load\_undirected\_bundled\_edges\_and\_vertices\_graph\_from\_dot' function

---

```

#include "create_bundled_edges_and_vertices_markov_chain.
    h"
#include "get_sorted_bundled_vertex_my_vertexes.h"
#include "
    load_undirected_bundled_edges_and_vertices_graph_from_dot
    .h"
#include "save_bundled_edges_and_vertices_graph_to_dot.h"

void
    load_undirected_bundled_edges_and_vertices_graph_from_dot_demo
    () noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_bundled_edges_and_vertices_markov_chain();
    const std::string filename{
        "create_bundled_edges_and_vertices_markov_chain.dot"
    };
    save_bundled_edges_and_vertices_graph_to_dot(g,
        filename);
    try
    {
        const auto h
            =
                load_undirected_bundled_edges_and_vertices_graph_from_dot
                (
                    filename
                );
        assert(num_edges(g) == num_edges(h));
        assert(num_vertices(g) == num_vertices(h));
        assert(get_sorted_bundled_vertex_my_vertexes(g)
            == get_sorted_bundled_vertex_my_vertexes(h)
        );
        assert(!"Fixed_#16");
    }
    catch (std::exception&)
    {
        std::cout << __func__ << ":_TODO" << std::endl;
    }
}

```

---

This demonstration shows how  $K_2$  with bundled vertices is created using the 'create\_bundled\_vertices\_k2\_graph' function (algorithm 168), saved and then loaded. The loaded graph is checked to be a graph similar to the original.

## 12 Building graphs with custom vertices

Instead of using bundled properties, you can also add a new custom property. The difference is that instead of having a class *as* a vertex, vertices have *an additional property* where the 'my\_custom\_vertex' is stored, next to properties like vertex name, edge delay (see chapter 24.1 for all properties). The following graphs will be created:

- An empty directed graph that allows for custom vertices: see chapter 158
- An empty undirected graph that allows for custom vertices: see chapter 12.3
- A two-state Markov chain with custom vertices: see chapter 12.7
- $K_2$  with custom vertices: see chapter 12.8

In the process, some basic (sometimes bordering trivial) functions are shown:

- Installing a new vertex property, called 'vertex\_custom\_type': chapter 12.2
- Adding a custom vertex: see chapter 12.5
- Getting the custom vertices my\_vertex-es: see chapter 12.6

These functions are mostly there for completion and showing which data types are used.

### 12.1 Creating the vertex class

Before creating an empty graph with custom vertices, that custom vertex class must be created. In this tutorial, it is called 'my\_custom\_vertex'. 'my\_custom\_vertex' is a class that is nonsensical, but it can be replaced by any other class type.

Here I will show the header file of 'my\_custom\_vertex', as the implementation of it is not important:

---

**Algorithm 156** Declaration of `my_custom_vertex`

---

```
#include <string>
#include <iosfwd>

///my_custom_vertex can have private member variables.
///Interaction with Graphviz goes via the stream
  operators
class my_custom_vertex
{
public:
  explicit my_custom_vertex(
    const std::string& name = "",
    const std::string& description = "",
    const double x = 0.0,
    const double y = 0.0
  ) noexcept;
  const std::string& get_description() const noexcept;
  const std::string& get_name() const noexcept;
  double get_x() const noexcept;
  double get_y() const noexcept;
private:
  std::string m_name;
  std::string m_description;
  double m_x;
  double m_y;
};

bool operator==(const my_custom_vertex& lhs, const
  my_custom_vertex& rhs) noexcept;
bool operator!=(const my_custom_vertex& lhs, const
  my_custom_vertex& rhs) noexcept;
std::ostream& operator<<(std::ostream& os, const
  my_custom_vertex& v) noexcept;
std::istream& operator>>(std::istream& os,
  my_custom_vertex& v) noexcept;
```

---

'my\_custom\_vertex' is a class that has multiple properties:

- It has four private member variables: the double 'm\_x' ('m\_' stands for member), the double 'm\_y', the `std::string m_name` and the `std::string m_description`. These variables are private, but there are getters supplied
- It has a default constructor
- It is copyable

- It is comparable for equality (it has `operator==`), which is needed for searching
- It can be streamed (it has both `operator<<` and `operator>>`), which is needed for file I/O.

Special characters like comma's, quotes and whitespace cannot be streamed without problems. The function `'graphviz_encode'` (algorithm 231) can convert the elements to be streamed to a Graphviz-friendly version, which can be decoded by `'graphviz_decode'` (algorithm 232).

## 12.2 Installing the new vertex property

Before creating an empty graph with custom vertices, this type must be installed as a vertex property. Installing a new property would have been easier, if 'more C++ compilers were standards conformant' ([8] chapter 3.6). Boost.Graph uses the `BOOST_INSTALL_PROPERTY` macro to allow using a custom property:

---

**Algorithm 157** Installing the `vertex_custom_type` property

---

```
#include <boost/graph/properties.hpp>

namespace boost {
    enum vertex_custom_type_t { vertex_custom_type = 314 };
    BOOST_INSTALL_PROPERTY(vertex, custom_type);
}
```

---

The enum value 314 must be unique.

## 12.3 Create the empty directed graph with custom vertices

---

**Algorithm 158** Creating an empty directed graph with custom vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Create an empty and directed graph in
///which the vertices are associated to
///a custom vertex type.
///The custom vertex can be of any type and is
///of type 'my_custom_vertex' by default
template<typename my_custom_vertex_type =
    my_custom_vertex>
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex_type
    >
>
>
create_empty_directed_custom_vertices_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        boost::property<
            boost::vertex_custom_type_t, my_custom_vertex_type
        >
    >();
}
```

---

This graph:

- has its out edges stored in a `std::vector` (due to the first `boost::vecS`)
- has its vertices stored in a `std::vector` (due to the second `boost::vecS`)
- is directed (due to the `boost::directedS`)
- The vertices have one property: they have a custom type, that is of data type `my_vertex` (due to the `boost::property< boost::vertex_custom_type_t, my_vertex>`)

- The edges and graph have no properties
- Edges are stored in a `std::list`

The `boost::adjacency_list` has a new, fourth template argument '`boost::property<boost::vertex_custom_type_t, my_vertex>`'. This can be read as: “vertices have the property '`boost::vertex_custom_type_t`', which is of data type '`my_vertex`”.

Or simply: “vertices have a custom type called `my_vertex`”.

The demo:

---

**Algorithm 159** Demo how to create an empty directed graph with custom vertices

---

```
#include "create_empty_directed_custom_vertices_graph.h"

void create_empty_directed_custom_vertices_graph_demo()
    noexcept
{
    // Custom type is of type 'my_custom_vertex' by default
    const auto g
        = create_empty_directed_custom_vertices_graph();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);

    // Custom type is of type 'int'
    const auto h
        = create_empty_directed_custom_vertices_graph<int>();
    assert(boost::num_edges(h) == 0);
    assert(boost::num_vertices(h) == 0);
}
```

---

## 12.4 Create the empty undirected graph with custom vertices

---

**Algorithm 160** Creating an empty undirected graph with custom vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

/// Create an empty and undirected graph in
/// which the vertices are associated to
/// a custom vertex type.
/// The custom vertex can be of any type and is
/// of type 'my_custom_vertex' by default
template<typename my_custom_vertex_type =
    my_custom_vertex>
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex_type
    >
>
>
create_empty_undirected_custom_vertices_graph() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        boost::property<
            boost::vertex_custom_type_t, my_custom_vertex_type
        >
    >();
}
```

---

This code is very similar to the code described in chapter 12.3, except that the directedness (the third template argument) is undirected (due to the `boost::undirectedS`).

The demo:

---

**Algorithm 161** Demo how to create an empty undirected graph with custom vertices

---

```
#include "create_empty_undirected_custom_vertices_graph.h"

void create_empty_undirected_custom_vertices_graph_demo()
    noexcept
{
    // Custom type is of type 'my_custom_vertex' by default
    const auto g
        = create_empty_undirected_custom_vertices_graph();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);

    // Custom type is of type 'int'
    const auto h
        = create_empty_undirected_custom_vertices_graph<int>();
    assert(boost::num_edges(h) == 0);
    assert(boost::num_vertices(h) == 0);
}
```

---

## 12.5 Add a custom vertex

Adding a custom vertex is very similar to adding a named vertex (chapter 4.3).



---

**Algorithm 162** Add a custom vertex

---

```
#include <type_traits>
#include <boost/graph/adjacency_list.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Add a custom vertex to a graph
template <typename graph>
void add_custom_vertex(
    const my_custom_vertex& v,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value,
        "graph_cannot_be_const");
};

const auto vd_a = boost::add_vertex(g);
const auto my_custom_vertex_map
    = get( //not boost::get
        boost::vertex_custom_type,
        g
    );
my_custom_vertex_map[vd_a] = v;
}
```

---

When having added a new (abstract) vertex to the graph, the vertex descriptor is used to set the my\_vertex in the graph its my\_vertex map (using 'get(boost::vertex\_custom\_type,g)').

Here is the demo:

---

**Algorithm 163** Demo of 'add\_custom\_vertex'

---

```
#include <cassert>
#include "add_custom_vertex.h"
#include "create_empty_directed_custom_vertices_graph.h"
#include "create_empty_undirected_custom_vertices_graph.h"
"

void add_custom_vertex_demo() noexcept
{
    auto g
        = create_empty_directed_custom_vertices_graph();
    assert(boost::num_vertices(g) == 0);
    assert(boost::num_edges(g) == 0);
    add_custom_vertex(my_custom_vertex("X"), g);
    assert(boost::num_vertices(g) == 1);
    assert(boost::num_edges(g) == 0);

    auto h
        = create_empty_undirected_custom_vertices_graph();
    assert(boost::num_vertices(h) == 0);
    assert(boost::num_edges(h) == 0);
    add_custom_vertex(my_custom_vertex("X"), h);
    assert(boost::num_vertices(h) == 1);
    assert(boost::num_edges(h) == 0);
}
```

---

## 12.6 Getting the vertices' my\_vertexes<sup>11</sup>

When the vertices of a graph have any associated my\_vertex, one can extract these as such:

---

<sup>11</sup>the name 'my\_vertexes' is chosen to indicate this function returns a container of my\_vertex

---

**Algorithm 164** Get the vertices' my\_vertexes

---

```
#include <vector>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

/// Collect all the my_custom_vertex objects from a graph
/// stored as a custom property of a vertex
/// TODO: generalize to return any type
template <typename graph>
std::vector<my_custom_vertex>
    get_custom_vertex_my_vertexes(const graph& g) noexcept
{
    std::vector<my_custom_vertex> v;

    const auto my_custom_vertexes_map
        = get( //not boost::get
              boost::vertex_custom_type, g
            );
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        v.emplace_back(
            get( //not boost::get
                my_custom_vertexes_map, *i
            )
        );
    }
    return v;
}
```

---

The my\_vertex object associated with the vertices are obtained from a boost::property\_map and then put into a std::vector.

The order of the 'my\_custom\_vertex' objects may be different after saving and loading.

When trying to get the vertices' my\_vertex from a graph without my\_vertex objects associated, you will get the error 'formed reference to void' (see chapter 23.1).

## 12.7 Creating a two-state Markov chain with custom vertices

### 12.7.1 Graph

Figure 25 shows the graph that will be reproduced:

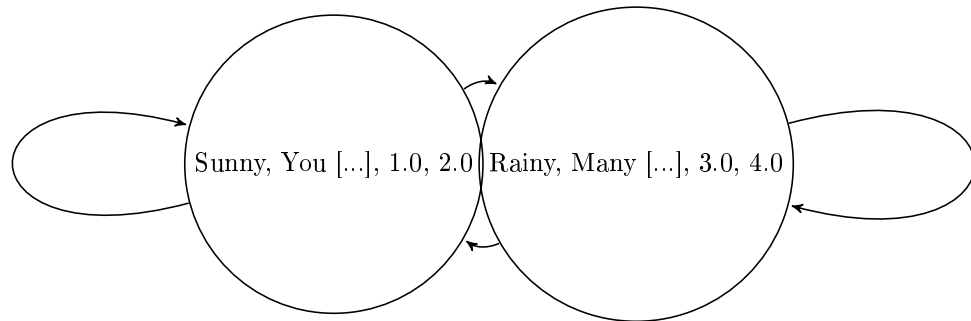


Figure 25: A two-state Markov chain where the vertices have custom properties and the edges have no properties. The vertices' properties are nonsensical

### 12.7.2 Function to create such a graph

Here is the code creating a two-state Markov chain with custom vertices:

---

**Algorithm 165** Creating the two-state Markov chain as depicted in figure 25

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_directed_custom_vertices_graph.h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Create a two-state Markov chain with custom vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >
>
>
create_custom_vertices_markov_chain() noexcept
{
    auto g
        = create_empty_directed_custom_vertices_graph();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    auto name_map = get( //not boost::get
        boost::vertex_custom_type, g
    );
    name_map[vd_a] = my_custom_vertex("Sunny",
        "Yellow_thing", 1.0, 2.0
    );
    name_map[vd_b] = my_custom_vertex("Rainy",
        "Grey_things", 3.0, 4.0
    );

    return g;
}
```

---

### 12.7.3 Creating such a graph

Here is the demo:

---

**Algorithm 166** Demo of the 'create\_custom\_vertices\_markov\_chain' function (algorithm 165)

---

```
#include <cassert>
#include "create_custom_vertices_markov_chain.h"
#include "get_custom_vertex_my_vertexes.h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

void create_custom_vertices_markov_chain_demo() noexcept
{
    const auto g
        = create_custom_vertices_markov_chain();
    const std::vector<my_custom_vertex>
        expected_my_custom_vertexes{
            my_custom_vertex("Sunny","Yellow_thing",1.0,2.0),
            my_custom_vertex("Rainy","Grey_things",3.0,4.0)
        };
    const std::vector<my_custom_vertex>
        vertex_my_custom_vertexes{
            get_custom_vertex_my_vertexes(g)
        };
    assert(expected_my_custom_vertexes ==
           vertex_my_custom_vertexes);
}
```

---

### 12.7.4 The .dot file produced

---

**Algorithm 167** .dot file created from the 'create\_custom\_vertices\_markov\_chain' function (algorithm 165), converted from graph to .dot file using algorithm 180

---

```
digraph G {
0[label="Sunny,Yellow[:SPACE:]thing,1,1"];
1[label="Rainy,Grey[:SPACE:]things,3,3"];
0->0 ;
0->1 ;
1->0 ;
1->1 ;
}
```

---

This .dot file may look unexpectedly different: instead of a space, there is this '[:SPACE:]' thing. This is because the function 'graphviz\_encode' (algorithm 231) made this conversion. In this example, I could have simply surrounded the content by quotes, and this would have worked. I chose to use 'graphviz\_encode' because it works in all contexts.

### 12.7.5 The .svg file produced

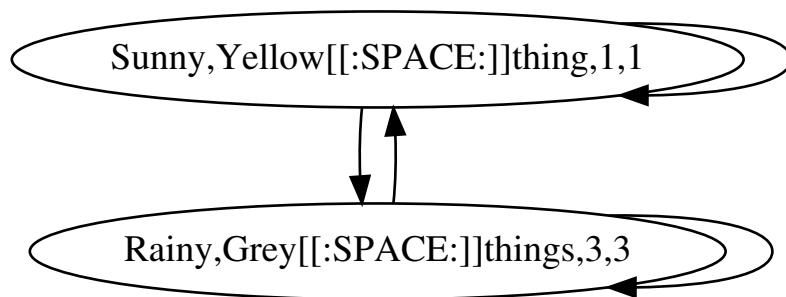


Figure 26: .svg file created from the 'create\_custom\_vertices\_markov\_chain' function (algorithm 165) its .dot file, converted from .dot file to .svg using algorithm 234

This .svg file may look unexpectedly different: instead of a space, there is this '[:SPACE:]' thing. This is because the function 'graphviz\_encode' (algorithm 231) made this conversion.

## 12.8 Creating $K_2$ with custom vertices

### 12.8.1 Graph

We reproduce the  $K_2$  with named vertices of chapter 4.6 , but with our custom vertices instead.

### 12.8.2 Function to create such a graph

---

**Algorithm 168** Creating  $K_2$  as depicted in figure 12

---

```
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_undirected_custom_vertices_graph.h"
"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >
>
>
create_custom_vertices_k2_graph() noexcept
{
    auto g = create_empty_undirected_custom_vertices_graph
        ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);

    auto my_custom_vertexes_map = get( //not boost::get
        boost::vertex_custom_type, g
    );
    my_custom_vertexes_map[vd_a]
        = my_custom_vertex("A", "source", 0.0, 0.0);
    my_custom_vertexes_map[vd_b]
        = my_custom_vertex("B", "target", 3.14, 3.14);

    return g;
}
```

---

Most of the code is a slight modification of the 'create\_named\_vertices\_k2\_graph' function (algorithm 46). In the end, the my\_vertices are obtained as a boost::property\_map and set with two custom my\_vertex objects.

### 12.8.3 Creating such a graph

Demo:



---

**Algorithm 169** Demo of the 'create\_custom\_vertices\_k2\_graph' function (algorithm 168)

---

```
#include <cassert>
#include <iostream>
#include "create_custom_vertices_k2_graph.h"
#include "has_custom_vertex_with_my_vertex.h"

void create_custom_vertices_k2_graph_demo() noexcept
{
    const auto g = create_custom_vertices_k2_graph();
    assert(boost::num_edges(g) == 1);
    assert(boost::num_vertices(g) == 2);
    assert(has_custom_vertex_with_my_custom_vertex(
        my_custom_vertex("A", "source", 0.0, 0.0), g)
    );
    assert(has_custom_vertex_with_my_custom_vertex(
        my_custom_vertex("B", "target", 3.14, 3.14), g)
    );
}
```

---

#### 12.8.4 The .dot file produced

---

**Algorithm 170** .dot file created from the 'create\_custom\_vertices\_k2\_graph' function (algorithm 168), converted from graph to .dot file using algorithm 29

---

```
graph G {
0[label="A,source,0,0"];
1[label="B,target,3.14,3.14"];
0--1 ;
}
```

---

### 12.8.5 The .svg file produced

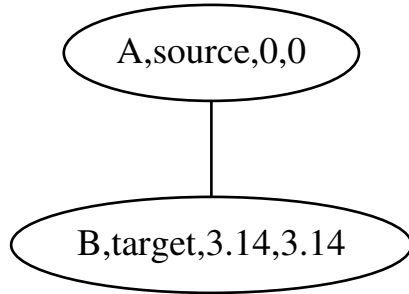


Figure 27: .svg file created from the 'create\_custom\_vertices\_k2\_graph' function (algorithm 168) its .dot file, converted from .dot file to .svg using algorithm 234

## 13 Working on graphs with custom vertices (as a custom property)

When using graphs with custom vertices, their state gives a way to find a vertex and working with it. This chapter shows some basic operations on graphs with custom vertices.

- Check if there exists a vertex with a certain 'my\_vertex': chapter 13.1
- Find a vertex with a certain 'my\_vertex': chapter 13.2
- Get a vertex its 'my\_vertex' from its vertex descriptor: chapter 13.3
- Set a vertex its 'my\_vertex' using its vertex descriptor: chapter 13.4
- Setting all vertices their 'my\_vertex'es: chapter 13.5
- Storing an directed/undirected graph with custom vertices as a .dot file: chapter 13.6
- Loading a directed graph with custom vertices from a .dot file: chapter 13.7
- Loading an undirected directed graph with custom vertices from a .dot file: chapter 13.8

### 13.1 Has a custom vertex with a my\_vertex

Before modifying our vertices, let's first determine if we can find a vertex by its custom type ('my\_vertex') in a graph. After obtaining a my\_vertex map, we

obtain the vertex iterators, dereference these to obtain the vertex descriptors and then compare each vertex its `my_vertex` with the one desired.

---

**Algorithm 171** Find if there is vertex with a certain `my_vertex`

---

```
#include <string>
#include <boost/graph/properties.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///See if the graph with custom vertices
///contains a vertex with a certain my_custom_vertex
template <typename graph>
bool has_custom_vertex_with_my_custom_vertex(
    const my_custom_vertex& v,
    const graph& g
) noexcept
{
    const auto my_custom_vertexes_map
        = get(boost::vertex_custom_type, g);
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;
    for (auto i = vip.first; i!=j; ++i) {
        if (
            get( //not boost::get
                my_custom_vertexes_map,
                *i
            ) == v) {
            return true;
        }
    }
    return false;
}
```

---

This function can be demonstrated as in algorithm 172, where a certain `my_vertex` cannot be found in an empty graph. After adding the desired `my_vertex`, it is found.

---

**Algorithm 172** Demonstration of the 'has\_custom\_vertex\_with\_my\_vertex' function

---

```
#include <cassert>
#include <iostream>

#include "add_custom_vertex.h"
#include "create_empty_undirected_custom_vertices_graph.h"
#include "has_custom_vertex_with_my_vertex.h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

void has_custom_vertex_with_my_custom_vertex_demo()
    noexcept
{
    auto g = create_empty_undirected_custom_vertices_graph
        ();
    assert(!has_custom_vertex_with_my_custom_vertex(
        my_custom_vertex("Felix"), g));
    add_custom_vertex(my_custom_vertex("Felix"), g);
    assert(has_custom_vertex_with_my_custom_vertex(
        my_custom_vertex("Felix"), g));
}
```

---

Note that this function only finds if there is at least one custom vertex with that my\_vertex: it does not tell how many custom vertices with that my\_vertex exist in the graph.

### 13.2 Find a custom vertex with a certain my\_vertex

Where STL functions work with iterators, here we obtain a vertex descriptor (see chapter 2.6) to obtain a handle to the desired vertex. Algorithm 173 shows how to obtain a vertex descriptor to the first vertex found with a specific my\_vertex value.

---

**Algorithm 173** Find the first vertex with a certain `my_vertex`

---

```
#include <cassert>
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "has_custom_vertex_with_my_vertex.h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Find the first vertex with a certain my_custom_vertex.
///Assumes that there exists that my_custom_vertex.
template <typename graph>
typename boost::graph_traits<graph>::vertex_descriptor
find_first_custom_vertex_with_my_vertex(
    const my_custom_vertex& v,
    const graph& g
) noexcept
{
    assert(has_custom_vertex_with_my_custom_vertex(v, g));
    const auto my_custom_vertexes_map = get(boost::
        vertex_custom_type, g);
    const auto vip
        = vertices(g); //not boost::vertices
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        const auto w
            = get( //not boost::get
                my_custom_vertexes_map,
                *i
            );
        if (w == v) { return *i; }
    }
    assert(!"Should_not_get_here");
    throw; //Will crash the program
}
```

---

With the vertex descriptor obtained, one can read and modify the vertex and the edges surrounding it. Algorithm 174 shows some examples of how to do so.

---

**Algorithm 174** Demonstration of the 'find\_first\_custom\_vertex\_with\_my\_vertex' function

---

```
#include <cassert>

#include "create_custom_vertices_k2_graph.h"
#include "find_first_custom_vertex_with_my_vertex.h"

void find_first_custom_vertex_with_my_vertex_demo()
    noexcept
{
    const auto g = create_custom_vertices_k2_graph();
    const auto vd = find_first_custom_vertex_with_my_vertex
        (
            my_custom_vertex("A", "source", 0.0, 0.0),
            g
        );
    assert(out_degree(vd, g) == 1); //not boost::out_degree
    assert(in_degree(vd, g) == 1); //not boost::in_degree
}
```

---

### 13.3 Get a custom vertex its my\_vertex

To obtain the name from a vertex descriptor, one needs to pull out the my\_vertexes<sup>12</sup> map and then look up the vertex of interest.

---

<sup>12</sup>Bad English intended: my\_vertexes = multiple my\_vertex objects, vertices = multiple graph nodes

---

**Algorithm 175** Get a custom vertex its my\_vertex from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Get the my_custom_vertex of a custom vertex
///from its vertex descriptor
template <typename graph>
my_custom_vertex get_custom_vertex_my_custom_vertex(
    const typename boost::graph_traits<graph>::
        vertex_descriptor& vd,
    const graph& g
) noexcept
{
    const auto my_custom_vertexes_map
        = get( //not boost::get
            boost::vertex_custom_type,
            g
        );
    return my_custom_vertexes_map[vd];
}
```

---

To use 'get\_custom\_vertex\_my\_vertex', one first needs to obtain a vertex descriptor. Algorithm 176 shows a simple example.

---

**Algorithm 176** Demonstration if the 'get\_custom\_vertex\_my\_vertex' function

---

```
#include <cassert>
#include "add_custom_vertex.h"
#include "create_empty_undirected_custom_vertices_graph.h"
"

#include "find_first_custom_vertex_with_my_vertex.h"
#include "get_custom_vertex_my_vertex.h"

void get_custom_vertex_my_custom_vertex_demo() noexcept
{
    auto g = create_empty_undirected_custom_vertices_graph
        ();
    const my_custom_vertex name{"Dex"};
    add_custom_vertex(name, g);
    const auto vd
        = find_first_custom_vertex_with_my_vertex(name, g);
    assert(get_custom_vertex_my_custom_vertex(vd, g) == name
        );
}
```

---

### 13.4 Set a custom vertex its my\_vertex

If you know how to get the my\_vertex from a vertex descriptor, setting it is just as easy, as shown in algorithm 177.



---

**Algorithm 177** Set a custom vertex its `my_vertex` from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Set the my_custom_vertex of a vertex
///from its vertex descriptor
template <typename graph>
void set_custom_vertex_my_custom_vertex(
    const my_custom_vertex& v,
    const typename boost::graph_traits<graph>::
        vertex_descriptor& vd,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value,
        "graph_cannot_be_const");
};

const auto my_custom_vertexes_map
    = get( //not boost::get
        boost::vertex_custom_type, g
    );
my_custom_vertexes_map[vd] = v;
}
```

---

To use 'set\_vertex\_my\_vertex', one first needs to obtain a vertex descriptor. Algorithm 178 shows a simple example.

---

**Algorithm 178** Demonstration if the 'set\_custom\_vertex\_my\_vertex' function

---

```
#include <cassert>

#include "add_custom_vertex.h"
#include "create_empty_undirected_custom_vertices_graph.h"
#include "find_first_custom_vertex_with_my_vertex.h"
#include "get_custom_vertex_my_vertex.h"
#include "set_custom_vertex_my_vertex.h"

void set_custom_vertex_my_custom_vertex_demo() noexcept
{
    auto g
        = create_empty_undirected_custom_vertices_graph();
    const my_custom_vertex old_vertex{"Dex"};
    add_custom_vertex(old_vertex, g);
    const auto vd
        = find_first_custom_vertex_with_my_vertex(old_vertex,
            g);
    assert(get_custom_vertex_my_custom_vertex(vd, g)
        == old_vertex
    );
    const my_custom_vertex new_vertex{"Diggy"};
    set_custom_vertex_my_custom_vertex(
        new_vertex, vd, g
    );
    assert(get_custom_vertex_my_custom_vertex(vd, g)
        == new_vertex
    );
}
```

---

### 13.5 Setting all custom vertices' my\_vertex objects

When the vertices of a graph are associated with my\_vertex objects, one can set these my\_vertexes as such:

---

**Algorithm 179** Setting the custom vertices' my\_vertexes

---

```
#include <string>
#include <vector>

#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>

#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Set all vertices their my_custom_vertex objects
///TODO: generalize 'my_custom_vertexes'
template <typename graph>
void set_custom_vertex_my_custom_vertexes(
    graph& g,
    const std::vector<my_custom_vertex>& my_custom_vertexes
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto my_custom_vertex_map
        = get( //not boost::get
              boost::vertex_custom_type, g
            );

    auto my_custom_vertexes_begin = std::begin(
        my_custom_vertexes);
    const auto my_custom_vertexes_end = std::end(
        my_custom_vertexes);
    const auto vip = vertices(g); //not boost::vertices
    const auto j = vip.second;
    for (
        auto i = vip.first;
        i!=j; ++i,
        ++my_custom_vertexes_begin
    ) {
        assert(my_custom_vertexes_begin !=
            my_custom_vertexes_end);
        put(my_custom_vertex_map, *i, *
            my_custom_vertexes_begin);
    }
}
```

---

An impressive feature is that getting the property map holding the graph its names is not a copy, but a reference. Otherwise, modifying 'my\_vertexes\_map' (obtained by non-reference) would only modify a copy.

### 13.6 Storing a graph with custom vertices as a .dot

If you used the `create_custom_vertices_k2_graph` function (algorithm 168) to produce a  $K_2$  graph with vertices associated with `my_vertex` objects, you can store these `my_vertexes` additionally with algorithm 180:

---

**Algorithm 180** Storing a graph with custom vertices as a .dot file

---

```
#include <string>
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_vertex_my_vertexes.h"

///Save a graph with named vertices to a .dot file
template <typename graph>
void save_custom_vertices_graph_to_dot(const graph& g,
    const std::string& filename)
{
    std::ofstream f(filename);
    const auto my_vertexes = get_vertex_my_vertexes(g);
    boost::write_graphviz(
        f,
        g,
        [my_vertexes](std::ostream& out, const auto& v) {
            const my_vertex m{my_vertexes[v]};
            out << "[label=\"";
                << m.m_name
                << ", "
                << m.m_description
                << ", "
                << m.m_x
                << ", "
                << m.m_y
                << "\"]";
        })
    );
}
```

---

Note that this algorithm uses C++14.

The .dot file created is displayed in algorithm 181:

---

**Algorithm 181** .dot file created from the create\_custom\_vertices\_k2\_graph function (algorithm 46)

---

```
graph G {  
0[label="A,source,0,0"];  
1[label="B,target,3.14,3.14"];  
0--1 ;  
}
```

---

This .dot file corresponds to figure 181:

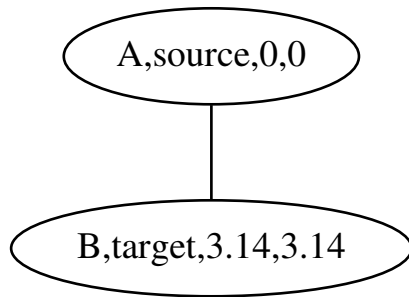


Figure 28: .svg file created from the create\_custom\_vertices\_k2\_graph function (algorithm 168) and converted to .svg using the 'convert\_dot\_to\_svg' function (algorithm 234)

### 13.7 Loading a directed graph with custom vertices from a .dot

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph with custom vertices is loaded, as shown in algorithm 182:

---

**Algorithm 182** Loading a directed graph with custom vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_directed_custom_vertices_graph.h"
#include "install_vertex_custom_type.h"
#include "is_regular_file.h"
#include "my_custom_vertex.h"
#include "is_read_graphviz_correct.h"
#include "get_custom_vertex_my_vertexes.h"

///Load a directed graph with custom
///vertices from a .dot file.
///Assumes the file exists and that the
///custom vertices can be read by Graphviz
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >
>
>
load_directed_custom_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_directed_custom_vertices_graph();
    boost::dynamic_properties p; //_do_default_construct
    p.property("node_id", get(boost::vertex_custom_type, g)
    );
    p.property("label", get(boost::vertex_custom_type, g));
    boost::read_graphviz(f, g, p);
    return g;
}
```

---

In this algorithm, first it is checked if the file to load exists. Then an empty directed graph is created. Next to this, a `boost::dynamic_properties` is created with its default constructor, after which we direct the `boost::dynamic_properties` to find a 'node\_id' and 'label' in the vertex name map, 'edge\_id' and 'label' to the edge name map. From this and the empty graph, 'boost::read\_graphviz' is called to build up the graph.

Algorithm 183 shows how to use the 'load\_directed\_custom\_vertices\_graph\_from\_dot' function:

---

**Algorithm 183** Demonstration of the 'load\_directed\_custom\_vertices\_graph\_from\_dot' function

---

```
#include "create_custom_vertices_markov_chain.h"
#include "load_directed_custom_vertices_graph_from_dot.h"
#include "save_custom_vertices_graph_to_dot.h"
#include "get_custom_vertex_my_vertexes.h"

void load_directed_custom_vertices_graph_from_dot_demo()
    noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_custom_vertices_markov_chain();
    const std::string filename{
        "create_custom_vertices_markov_chain.dot"
    };
    save_custom_vertices_graph_to_dot(g, filename);
    const auto h
        = load_directed_custom_vertices_graph_from_dot(
            filename);
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_custom_vertex_my_vertexes(g) ==
        get_custom_vertex_my_vertexes(h));
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_custom\_vertices\_markov\_chain' function (algorithm 165), saved and then loaded. The loaded graph is checked to be a directed graph similar to the Markov chain with the same vertex my\_vertex instances (using the 'get\_vertex\_my\_vertexes' function).

### 13.8 Loading an undirected graph with custom vertices from a .dot

When loading a graph from file, one needs to specify a type of graph. In this example, an undirected graph with custom vertices is loaded, as shown in algorithm 184:

---

**Algorithm 184** Loading an undirected graph with custom vertices from a .dot file

---

```

#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "create_empty_undirected_custom_vertices_graph.h"
"
#include "install_vertex_custom_type.h"
#include "is_regular_file.h"
#include "my_custom_vertex.h"
#include "is_read_graphviz_correct.h"

///Load an undirected graph with custom
///vertices from a .dot file.
///Assumes the file exists and that the
///custom edges and vertices can be read by Graphviz
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >
>
>
load_undirected_custom_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_undirected_custom_vertices_graph
        ();
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id", get(boost::vertex_custom_type, g)
    );
    p.property("label", get(boost::vertex_custom_type, g));
    boost::read_graphviz(f,g,p);
    return g;
}

```

---

The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 13.7 describes the rationale of this function.

Algorithm 185 shows how to use the 'load\_undirected\_custom\_vertices\_graph\_from\_dot'



function:

---

**Algorithm 185** Demonstration of the 'load\_undirected\_custom\_vertices\_graph\_from\_dot' function

---

```
#include <cassert>
#include "create_custom_vertices_k2_graph.h"
#include "load_undirected_custom_vertices_graph_from_dot.h"
#include "save_custom_vertices_graph_to_dot.h"
#include "get_custom_vertex_my_vertexes.h"

void load_undirected_custom_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_custom_vertices_k2_graph();
    const std::string filename{
        "create_custom_vertices_k2_graph.dot"
    };
    save_custom_vertices_graph_to_dot(g, filename);
    const auto h
        = load_undirected_custom_vertices_graph_from_dot(
            filename);
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_custom_vertex_my_vertexes(g) ==
        get_custom_vertex_my_vertexes(h));
}
```

---

This demonstration shows how  $K_2$  with custom vertices is created using the 'create\_custom\_vertices\_k2\_graph' function (algorithm 168), saved and then loaded. The loaded graph is checked to be a graph similar to the original, with the same vertex my\_vertex instances (using the 'get\_vertex\_my\_vertexes' function).

## 14 Building graphs with custom and selectable vertices

We have added one custom vertex property, here we add a second: if the vertex is selected.

## 15 Building graphs with custom edges and vertices

Up until now, the graphs created have had edges and vertices with the built-in name property. In this chapter, graphs will be created, in which the edges and vertices can have a custom 'my\_custom\_edge' and 'my\_custom\_vertex' type<sup>13</sup>.

- An empty directed graph that allows for custom edges and vertices: see chapter 15.3
- An empty undirected graph that allows for custom edges and vertices: see chapter 15.4
- A two-state Markov chain with custom edges and vertices: see chapter 15.7
- $K_3$  with custom edges and vertices: see chapter 15.8

In the process, some basic (sometimes bordering trivial) functions are shown:

- Creating the custom edge class: see chapter 15.1
- Installing the new edge property: see chapter 15.2
- Adding a custom edge: see chapter 15.5

These functions are mostly there for completion and showing which data types are used.

### 15.1 Creating the custom edge class

In this example, I create a custom edge class. Here I will show the header file of it, as the implementation of it is not important yet.

---

<sup>13</sup>I do not intend to be original in naming my data types

---

**Algorithm 186** Declaration of `my_custom_edge`

---

```
#include <string>
#include <iosfwd>

///my_custom_edge can have private member variables.
///Interaction with Graphviz goes via the stream
  operators
class my_custom_edge
{
public:
  explicit my_custom_edge(
    const std::string& name = "",
    const std::string& description = "",
    const double width = 1.0,
    const double height = 1.0
  ) noexcept;
  const std::string& get_description() const noexcept;
  const std::string& get_name() const noexcept;
  double get_width() const noexcept;
  double get_height() const noexcept;
private:
  std::string m_name;
  std::string m_description;
  double m_width;
  double m_height;
};

bool operator==(const my_custom_edge& lhs, const
  my_custom_edge& rhs) noexcept;
bool operator!=(const my_custom_edge& lhs, const
  my_custom_edge& rhs) noexcept;
std::ostream& operator<<(std::ostream& os, const
  my_custom_edge& v) noexcept;
std::istream& operator>>(std::istream& os, my_custom_edge
  & v) noexcept;
```

---

`my_custom_edge` is a class that has multiple properties: two doubles '`m_width`' (`'m_'` stands for member) and '`m_height`', and two `std::string`s `m_name` and `m_description`. '`my_custom_edge`' is copyable, but cannot trivially be converted to a `std::string`. '`my_custom_edge`' is comparable for equality (that is, `operator==` is defined).

Special characters like comma's, quotes and whitespace cannot be streamed without problems. The function '`graphviz_encode`' (algorithm 231) can convert the elements to be streamed to a Graphviz-friendly version, which can be

decoded by 'graphviz\_decode' (algorithm 232).

## 15.2 Installing the new edge property

Installing a new property would have been easier, if 'more C++ compilers were standards conformant' ([8], chapter 3.6, footnote at page 52). Boost.Graph uses the BOOST\_INSTALL\_PROPERTY macro to allow using a custom property:

---

**Algorithm 187** Installing the edge\_custom\_type property

---

```
#include <boost/graph/properties.hpp>

namespace boost {
    enum edge_custom_type_t { edge_custom_type = 3142 };
    BOOST_INSTALL_PROPERTY(edge, custom_type);
}
```

---

The enum value 3142 must be unique.

### 15.3 Create an empty directed graph with custom edges and vertices

---

**Algorithm 188** Creating an empty directed graph with custom edges and vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "install_edge_custom_type.h"
#include "install_vertex_custom_type.h"
#include "my_custom_edge.h"
#include "my_custom_vertex.h"

///Create an empty directed graph with
///custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >,
    boost::property<
        boost::edge_custom_type_t, my_custom_edge
    >
>
>
create_empty_directed_custom_edges_and_vertices_graph()
    noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        boost::property<
            boost::vertex_custom_type_t, my_custom_vertex
        >,
        boost::property<
            boost::edge_custom_type_t, my_custom_edge
        >
    >();
}
```

---

This code is very similar to the code described in chapter 12.3, except that there is a new, fifth template argument:

```
boost::property<boost::edge_custom_type_t, my_edge>
```

This can be read as: “edges have the property ‘boost::edge\_custom\_type\_t’, which is of data type ‘my\_custom\_edge’”. Or simply: “edges have a custom type called my\_custom\_edge”.

Demo:

---

<b>Algorithm</b>	<b>189</b>	Demonstration	of	the	‘cre-
ate_empty_directed_custom_edges_and_vertices_graph’ function					

---

```
#include "
    create_empty_directed_custom_edges_and_vertices_graph.
    h"

void
    create_empty_directed_custom_edges_and_vertices_graph_demo
    () noexcept
{
    const auto g =
        create_empty_directed_custom_edges_and_vertices_graph
        ();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);
}
```

---

## 15.4 Create an empty undirected graph with custom edges and vertices

---

**Algorithm 190** Creating an empty undirected graph with custom edges and vertices

---

```
#include <boost/graph/adjacency_list.hpp>
#include "install_edge_custom_type.h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"
#include "my_custom_edge.h"

///Create an empty undirected graph with
///custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >,
    boost::property<
        boost::edge_custom_type_t, my_custom_edge
    >
>
>
create_empty_undirected_custom_edges_and_vertices_graph()
    noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        boost::property<
            boost::vertex_custom_type_t, my_custom_vertex
        >,
        boost::property<
            boost::edge_custom_type_t, my_custom_edge
        >
    >();
}
```

---

This code is very similar to the code described in chapter 15.3, except that the directedness (the third template argument) is undirected (due to the `boost::undirectedS`).

Demo:

---

**Algorithm 191** Demonstration of the 'create\_empty\_undirected\_custom\_edges\_and\_vertices\_graph' function

---

```
#include <cassert>
#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"

void
    create_empty_undirected_custom_edges_and_vertices_graph_demo
    () noexcept
{
    const auto g
        =
            create_empty_undirected_custom_edges_and_vertices_graph
            ();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);
}
```

---

## 15.5 Add a custom edge

Adding a custom edge is very similar to adding a named edge (chapter 6.3).



---

**Algorithm 192** Add a custom edge

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///Add a custom edge to a graph
template <typename graph>
void add_custom_edge(
    const my_custom_edge& v,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);

    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);
    const auto my_edge_map
        = get( //not boost::get
            boost::edge_custom_type, g
        );
    my_edge_map[aer.first] = v;
}
```

---

When having added a new (abstract) edge to the graph, the edge descriptor is used to set the my\_edge in the graph its my\_custom\_edge map (using 'get(boost::edge\_custom\_type,g)').

Here is the demo:

---

**Algorithm 193** Demo of 'add\_custom\_edge'

---

```
#include <cassert>
#include "add_custom_edge.h"
#include "
    create_empty_directed_custom_edges_and_vertices_graph.
    h"
#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"

void add_custom_edge_demo() noexcept
{
    auto g =
        create_empty_directed_custom_edges_and_vertices_graph
        ();
    add_custom_edge(my_custom_edge("X"), g);
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 1);

    auto h =
        create_empty_undirected_custom_edges_and_vertices_graph
        ();
    add_custom_edge(my_custom_edge("Y"), h);
    assert(boost::num_vertices(h) == 2);
    assert(boost::num_edges(h) == 1);
}
```

---

## 15.6 Getting the custom edges my\_edges

When the edges of a graph have an associated 'my\_custom\_edge', one can extract these all as such:

---

**Algorithm 194** Get the edges' my\_custom\_edges

---

```
#include <vector>
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///Collect all the my_custom_edge objects from a graph
///stored as a custom property of a edge
///TODO: generalize to return any type
template <typename graph>
std::vector<my_custom_edge> get_custom_edge_my_edges(
    const graph& g
) noexcept
{
    std::vector<my_custom_edge> v;

    const auto my_custom_edges_map
        = get( //not boost::get
              boost::edge_custom_type, g
            );
    const auto vip
        = edges(g); //not boost::edges
    const auto j = vip.second;

    for (auto i = vip.first; i!=j; ++i) {
        v.emplace_back(
            get( //not boost::get
              my_custom_edges_map, *i
            )
        );
    }
    return v;
}
```

---

The 'my\_custom\_edge' object associated with the edges are obtained from a boost::property\_map and then put into a std::vector.

Note: the order of the my\_custom\_edge objects may be different after saving and loading.

When trying to get the edges' my\_custom\_edge objects from a graph without custom edges objects associated, you will get the error 'formed reference to void' (see chapter 23.1).

## 15.7 Creating a Markov-chain with custom edges and vertices

### 15.7.1 Graph

Figure 29 shows the graph that will be reproduced:

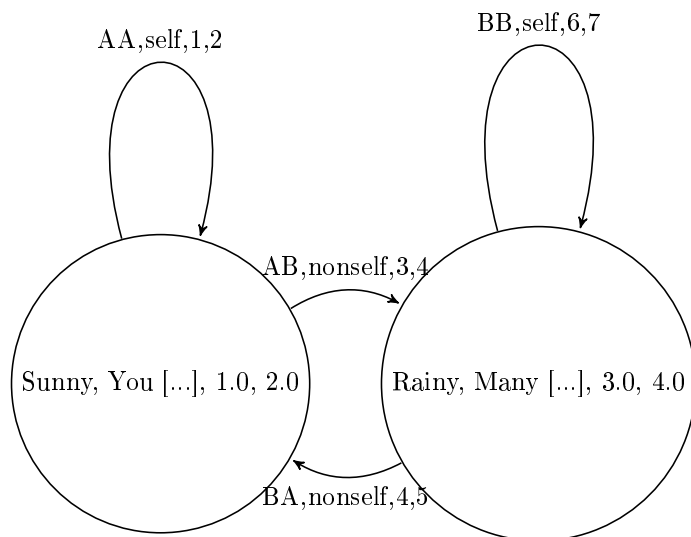


Figure 29: A two-state Markov chain where the edges and vertices have custom properties. The edges' and vertices' properties are nonsensical

### 15.7.2 Function to create such a graph

Here is the code creating a two-state Markov chain with custom edges and vertices:

---

**Algorithm 195** Creating the two-state Markov chain as depicted in figure 29

---

```

#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "
    create_empty_directed_custom_edges_and_vertices_graph.
    h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

///Create a two-state Markov chain
///with custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >,
    boost::property<
        boost::edge_custom_type_t, my_custom_edge
    >
>
create_custom_edges_and_vertices_markov_chain() noexcept
{
    auto g
        =
            create_empty_directed_custom_edges_and_vertices_graph
            ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    auto my_custom_vertexes_map = get( //not boost::get
        boost::vertex_custom_type, g
    );
    my_custom_vertexes_map[vd_a]
        = my_custom_vertex("Sunny", "Yellow_thing", 1.0, 2.0);
    my_custom_vertexes_map[vd_b]
        = my_custom_vertex("Rainy", "Grey_things", 3.0, 4.0);

    auto my_edges_map = get( //not boost::get
        boost::edge_custom_type, g
    );
    my_edges_map[aer_aa.first]
        = my_custom_edge("Sometimes", "20%", 1.0, 2.0);
    my_edges_map[aer_ab.first]
        = my_custom_edge("Often", "80%", 3.0, 4.0);
    my_edges_map[aer_ba.first]

```

### 15.7.3 Creating such a graph

Here is the demo:

---

**Algorithm 196** Demo of the 'create\_custom\_edges\_and\_vertices\_markov\_chain' function (algorithm 195)

---

```
#include <cassert>
#include "create_custom_edges_and_vertices_markov_chain.h"
"
#include "get_custom_vertex_my_vertexes.h"
#include "install_vertex_custom_type.h"
#include "my_custom_vertex.h"

void create_custom_edges_and_vertices_markov_chain_demo()
    noexcept
{
    const auto g
        = create_custom_edges_and_vertices_markov_chain();
    const std::vector<my_custom_vertex>
        expected_my_custom_vertexes{
            my_custom_vertex("Sunny",
                "Yellow_thing",1.0,2.0
            ),
            my_custom_vertex("Rainy",
                "Grey_things",3.0,4.0
            )
        };
    const std::vector<my_custom_vertex>
        vertex_my_custom_vertexes{
            get_custom_vertex_my_vertexes(g)
        };
    assert(expected_my_custom_vertexes
        == vertex_my_custom_vertexes
    );
}
```

---

#### 15.7.4 The .dot file produced

---

**Algorithm 197** .dot file created from the 'create\_custom\_edges\_and\_vertices\_markov\_chain' function (algorithm 195), converted from graph to .dot file using algorithm 29

---

```

digraph G {
0[label="Sunny,Yellow[:SPACE:]thing,1,1"];
1[label="Rainy,Grey[:SPACE:]things,3,3"];
0->0 [label="Sometimes,20%,1,2"];
0->1 [label="Often,80%,3,4"];
1->0 [label="Rarely,10%,5,6"];
1->1 [label="Mostly,90%,7,8"];
}

```

---

#### 15.7.5 The .svg file produced

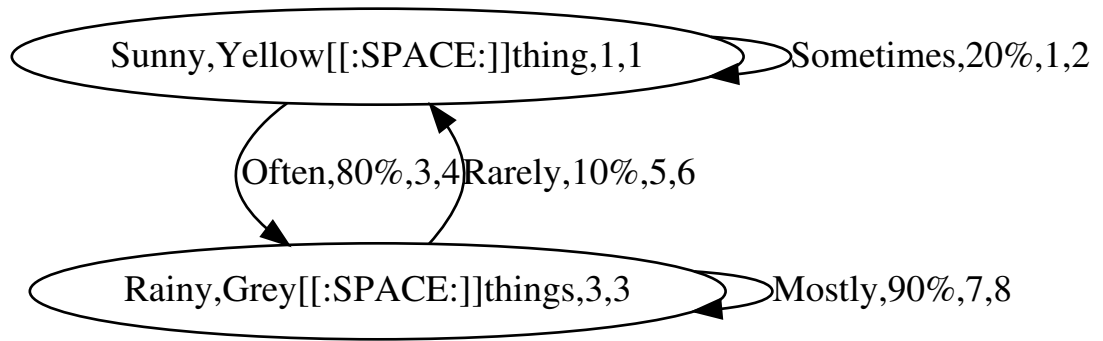


Figure 30: .svg file created from the 'create\_custom\_edges\_and\_vertices\_markov\_chain' function (algorithm 165) its .dot file, converted from .dot file to .svg using algorithm 234

### 15.8 Creating $K_3$ with custom edges and vertices

Instead of using edges with a name, or other properties, here we use a custom edge class called 'my\_custom\_edge'.

#### 15.8.1 Graph

We reproduce the  $K_3$  with named edges and vertices of chapter 6.6 , but with our custom edges and vertices instead:

[graph here]

### 15.8.2 Function to create such a graph

---

**Algorithm 198** Creating  $K_3$  as depicted in figure 16

---

```

#include <boost/graph/adjacency_list.hpp>
#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"
#include "install_edge_custom_type.h"
#include "install_vertex_custom_type.h"
#include "my_custom_edge.h"
#include "my_custom_vertex.h"

///Create a  $K_3$  graph with custom edges and vertices
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >,
    boost::property<
        boost::edge_custom_type_t, my_custom_edge
    >
>
create_custom_edges_and_vertices_k3_graph() noexcept
{
    auto g
        =
            create_empty_undirected_custom_edges_and_vertices_graph
            ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto vd_c = boost::add_vertex(g);
    const auto aer_a = boost::add_edge(vd_a, vd_b, g);
    const auto aer_b = boost::add_edge(vd_b, vd_c, g);
    const auto aer_c = boost::add_edge(vd_c, vd_a, g);
    assert(aer_a.second);
    assert(aer_b.second);
    assert(aer_c.second);

    auto my_custom_vertex_map
        = get( //not boost::get
            boost::vertex_custom_type, g
        );
    my_custom_vertex_map[vd_a]
        = my_custom_vertex("top", "source", 0.0, 0.0);
    my_custom_vertex_map[vd_b]
        = my_custom_vertex("right", "target", 3.14, 0);
    my_custom_vertex_map[vd_c]
        = my_custom_vertex("left", "target", 0, 3.14);

    auto my_edge_map = get(boost::edge_custom_type, g);
    my_edge_map[aer_a.first]
        = my_custom_edge("AB", "first", 0.0, 0.0);
    my_edge_map[aer_b.first]

```



Most of the code is a slight modification of algorithm 85. In the end, the `my_edges` and `my_vertices` are obtained as a `boost::property_map` and set with the `'my_custom_edge'` and `'my_custom_vertex'` objects.

### 15.8.3 Creating such a graph

Here is the demo:

---

**Algorithm 199** Demo of the `'create_custom_edges_and_vertices_k3_graph'` function (algorithm 198)

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "add_custom_edge.h"
#include "add_custom_vertex.h"
#include "create_custom_edges_and_vertices_k3_graph.h"

void create_custom_edges_and_vertices_k3_graph_demo()
    noexcept
{
    auto g
        = create_custom_edges_and_vertices_k3_graph();
    assert(boost::num_edges(g) == 3);
    assert(boost::num_vertices(g) == 3);
    add_custom_vertex(my_custom_vertex("v"), g);
    add_custom_edge(my_custom_edge("e"), g);
}
```

---

### 15.8.4 The .dot file produced

---

**Algorithm 200** .dot file created from the `'create_custom_edges_and_vertices_markov_chain'` function (algorithm 198), converted from graph to .dot file using algorithm 29

---

```
graph G {
0[label="top,source,0,0"];
1[label="right,target,3.14,3.14"];
2[label="left,target,0,0"];
0--1 [label="AB,first,0,0"];
1--2 [label="BC,second,3.14,3.14"];
2--0 [label="CA,third,3.14,3.14"];
}
```

---

### 15.8.5 The .svg file produced

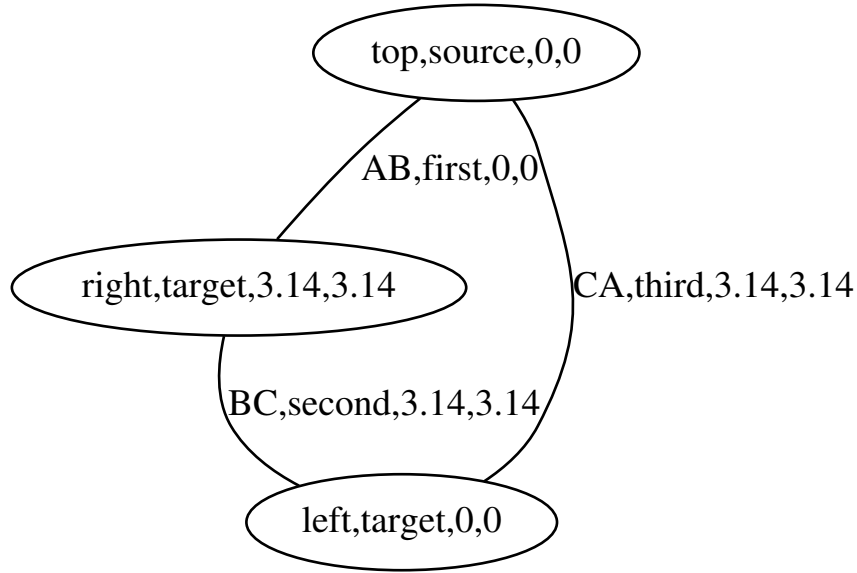


Figure 31: .svg file created from the 'create\_custom\_edges\_and\_vertices\_k3\_graph' function (algorithm 165) its .dot file, converted from .dot file to .svg using algorithm 234

## 16 Working on graphs with custom edges and vertices

### 16.1 Has a my\_custom\_edge

Before modifying our edges, let's first determine if we can find an edge by its custom type ('my\_custom\_edge') in a graph. After obtaining a my\_custom\_edge map, we obtain the edge iterators, dereference these to obtain the edge descriptors and then compare each edge its my\_custom\_edge with the one desired.

---

**Algorithm 201** Find if there is a custom edge with a certain `my_custom_edge`

---

```
#include <boost/graph/properties.hpp>
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///See if there is an edge with a
///certain my_custom_edge associated with it
template <typename graph>
bool has_custom_edge_with_my_edge(
    const my_custom_edge& e,
    const graph& g
) noexcept
{
    const auto my_edges_map
        = get(boost::edge_custom_type, g);
    const auto eip
        = edges(g); //not boost::edges
    const auto j = eip.second;

    for (auto i = eip.first; i!=j; ++i) {
        if (
            get( //not boost::get
                my_edges_map,
                *i
            ) == e) {
            return true;
        }
    }
    return false;
}
```

---

This function can be demonstrated as in algorithm 202, where a certain 'my\_custom\_edge' cannot be found in an empty graph. After adding the desired my\_custom\_edge, it is found.

---

**Algorithm 202** Demonstration of the 'has\_custom\_edge\_with\_my\_edge' function

---

```
#include <cassert>
#include "add_custom_edge.h"
#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"
#include "has_custom_edge_with_my_edge.h"

void has_custom_edge_with_my_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_custom_edges_and_vertices_graph
                ();
    assert (
        !has_custom_edge_with_my_edge(
            my_custom_edge("Edward"), g
        )
    );
    add_custom_edge(my_custom_edge("Edward"), g);
    assert (
        has_custom_edge_with_my_edge(
            my_custom_edge("Edward"), g
        )
    );
}
```

---

Note that this function only finds if there is at least one edge with that my\_custom\_edge: it does not tell how many edges with that my\_custom\_edge exist in the graph.

## 16.2 Find a my\_custom\_edge

Where STL functions work with iterators, here we obtain an edge descriptor (see chapter 2.12) to obtain a handle to the desired edge. Algorithm 203 shows how to obtain an edge descriptor to the first edge found with a specific my\_custom\_edge value.

---

**Algorithm 203** Find the first custom edge with a certain `my_custom_edge`

---

```
#include <cassert>
#include <boost/graph/graph_traits.hpp>
#include "has_custom_edge_with_my_edge.h"
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///Find the first edge with a certain
///my_custom_edge associated with it.
///Returns the edge descriptor of that edge.
///Assumes the my_custom_edge is present,
///will crash otherwise
template <typename graph>
typename boost::graph_traits<graph>::edge_descriptor
find_first_custom_edge_with_my_edge(
    const my_custom_edge& e,
    const graph& g
) noexcept
{
    assert(has_custom_edge_with_my_edge(e, g));
    const auto my_edges_map = get(boost::edge_custom_type,
        g);
    const auto eip = edges(g); //not boost::edges
    const auto j = eip.second;

    for (auto i = eip.first; i!=j; ++i) {
        if (
            get( //not boost::get
                my_edges_map,
                *i
            ) == e) {
            return *i;
        }
    }
    assert(!"Should_not_get_here");
    throw; //Will crash the program
}
```

---

With the edge descriptor obtained, one can read and modify the edge and the vertices surrounding it. Algorithm 204 shows some examples of how to do so.

---

**Algorithm 204** Demonstration of the 'find\_first\_custom\_edge\_with\_my\_edge' function

---

```
#include <cassert>

#include "create_custom_edges_and_vertices_k3_graph.h"
#include "find_first_custom_edge_with_my_edge.h"

void find_first_custom_edge_with_my_edge_demo() noexcept
{
    const auto g
        = create_custom_edges_and_vertices_k3_graph();
    const auto ed
        = find_first_custom_edge_with_my_edge(
            my_custom_edge("AB", "first", 0.0, 0.0),
            g
        );
    assert(boost::source(ed, g)
        != boost::target(ed, g)
    );
}
```

---

### 16.3 Get an edge its my\_custom\_edge

To obtain the my\_edeg from an edge descriptor, one needs to pull out the my\_custom\_edges map and then look up the my\_edge of interest.

---

**Algorithm 205** Get a vertex its `my_custom_vertex` from its vertex descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///Get the my_custom_edge from an edge descriptor
template <typename graph>
my_custom_edge get_custom_edge_my_edge(
    const typename boost::graph_traits<graph>::
        edge_descriptor& vd,
    const graph& g
) noexcept
{
    const auto my_edge_map
        = get( //not boost::get
            boost::edge_custom_type,
            g
        );
    return my_edge_map[vd];
}
```

---

To use 'get\_custom\_edge\_my\_custom\_edge', one first needs to obtain an edge descriptor. Algorithm 206 shows a simple example.

---

**Algorithm 206** Demonstration if the 'get\_custom\_edge\_my\_edge' function

---

```
#include <cassert>

#include "add_custom_edge.h"
#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"
#include "find_first_custom_edge_with_my_edge.h"
#include "get_custom_edge_my_edge.h"

void get_custom_edge_my_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_custom_edges_and_vertices_graph
            ();
    const my_custom_edge edge{"Dex"};
    add_custom_edge(edge, g);
    const auto ed
        = find_first_custom_edge_with_my_edge(edge, g);
    assert(get_custom_edge_my_edge(ed, g) == edge);
}
```

---

## 16.4 Set an edge its my\_custom\_edge

If you know how to get the my\_custom\_edge from an edge descriptor, setting it is just as easy, as shown in algorithm 207.



---

**Algorithm 207** Set a custom edge its `my_custom_edge` from its edge descriptor

---

```
#include <boost/graph/graph_traits.hpp>
#include <boost/graph/properties.hpp>
#include "install_edge_custom_type.h"
#include "my_custom_edge.h"

///Set an edge its my_edge from its
///edge descriptor
template <typename graph>
void set_custom_edge_my_edge(
    const my_custom_edge& name,
    const typename boost::graph_traits<graph>::
        edge_descriptor& vd,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    auto my_edge_map = get(boost::edge_custom_type, g);
    my_edge_map[vd] = name;
}
```

---

To use 'set\_custom\_edge\_my\_edge', one first needs to obtain an edge descriptor. Algorithm 208 shows a simple example.

---

**Algorithm 208** Demonstration if the 'set\_custom\_edge\_my\_edge' function

---

```
#include <cassert>

#include "add_custom_edge.h"
#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"
#include "find_first_custom_edge_with_my_edge.h"
#include "get_custom_edge_my_edge.h"
#include "set_custom_edge_my_edge.h"

void set_custom_edge_my_edge_demo() noexcept
{
    auto g
        =
            create_empty_undirected_custom_edges_and_vertices_graph
            ();
    const my_custom_edge old_edge{"Dex"};
    add_custom_edge(old_edge, g);
    const auto vd
        = find_first_custom_edge_with_my_edge(old_edge, g);
    assert(get_custom_edge_my_edge(vd, g)
        == old_edge
    );
    const my_custom_edge new_edge{"Diggy"};
    set_custom_edge_my_edge(new_edge, vd, g);
    assert(get_custom_edge_my_edge(vd, g)
        == new_edge
    );
}
```

---

## 16.5 Storing a graph with custom edges and vertices as a .dot

If you used the `create_custom_edges_and_vertices_k3_graph` function (algorithm 198) to produce a  $K_3$  graph with edges and vertices associated with `my_custom_edge` and `my_custom_vertex` objects, you can store these `my_custom_edges` and `my_custom_vertex-es` additionally with algorithm 209:

---

**Algorithm 209** Storing a graph with custom edges and vertices as a .dot file

---

```
#include <string>
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_custom_vertex_my_vertexes.h"

///Save a graph with named vertices to a .dot file
template <typename graph>
void save_custom_edges_and_vertices_graph_to_dot(const
    graph& g, const std::string& filename)
{
    std::ofstream f(filename);
    const auto my_vertexes = get_vertex_my_vertexes(g);
    boost::write_graphviz(
        f,
        g,
        [my_vertexes](std::ostream& out, const auto& v) {
            const my_vertex m{my_vertexes[v]};
            out << "[label=\""
                << m.m_name
                << ", "
                << m.m_description
                << ", "
                << m.m_x
                << ", "
                << m.m_y
                << "\\"]";
        })
    );
}
```

---

Note that this algorithm uses C++14.

## 16.6 Load a directed graph with custom edges and vertices from a .dot file

When loading a graph from file, one needs to specify a type of graph. In this example, an directed graph with custom edges and vertices is loaded, as shown in algorithm 210:

---

**Algorithm 210** Loading a directed graph with custom edges and vertices from a .dot file

---

```

#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>
#include "
    create_empty_directed_custom_edges_and_vertices_graph.
    h"
    ///#include "get_custom_vertex_my_vertexes.h"
#include "install_edge_custom_type.h"
#include "install_vertex_custom_type.h"
#include "is_regular_file.h"
#include "my_custom_edge.h"
#include "my_custom_vertex.h"

    ///Load a directed graph with custom edges and
    ///vertices from a .dot file.
    ///Assumes the file exists
    boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        boost::property<
            boost::vertex_custom_type_t, my_custom_vertex
        >,
        boost::property<
            boost::edge_custom_type_t, my_custom_edge
        >
    >
    >
    load_directed_custom_edges_and_vertices_graph_from_dot(
        const std::string& dot_filename
    )
    {
        assert(is_regular_file(dot_filename));
        std::ifstream f(dot_filename.c_str());
        auto g =
            create_empty_directed_custom_edges_and_vertices_graph
            ();
        boost::dynamic_properties p; ///_do_ default construct
        p.property("node_id", get(boost::vertex_custom_type, g)
        );
        p.property("label", get(boost::vertex_custom_type, g));
        p.property("edge_id", get(boost::edge_custom_type, g));
        p.property("label", get(boost::edge_custom_type, g));
        boost::read_graphviz(f,g,p);
        return g;
    }

```

---

In this algorithm, first it is checked if the file to load exists. Then an empty directed graph is created. Next to this, a `boost::dynamic_properties` is created with its default constructor, after which we direct the `boost::dynamic_properties` to find a `'node_id'` and `'label'` in the vertex name map, `'edge_id'` and `'label'` to the edge name map. From this and the empty graph, `'boost::read_graphviz'` is called to build up the graph.

Algorithm 211 shows how to use the `'load_directed_custom_edges_and_vertices_graph_from_dot'` function:

---

**Algorithm 211** Demonstration of the 'load\_directed\_custom\_edges\_and\_vertices\_graph\_from\_dot' function

---

```
#include "create_custom_edges_and_vertices_markov_chain.h"
"
#include "get_custom_vertex_my_vertexes.h"
#include "
    load_directed_custom_edges_and_vertices_graph_from_dot
    .h"
#include "save_custom_edges_and_vertices_graph_to_dot.h"

void
load_directed_custom_edges_and_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_custom_edges_and_vertices_markov_chain();
    const std::string filename{
        "create_custom_edges_and_vertices_markov_chain.dot"
    };
    save_custom_edges_and_vertices_graph_to_dot(g, filename
    );
    const auto h
        =
        load_directed_custom_edges_and_vertices_graph_from_dot
        (
            filename
        );
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_custom_vertex_my_vertexes(g)
        == get_custom_vertex_my_vertexes(h)
    );
}
```

---

This demonstration shows how the Markov chain is created using the 'create\_custom\_edges\_and\_vertices\_markov\_chain' function (algorithm 195), saved and then loaded.

### **16.7 Load an undirected graph with custom edges and vertices from a .dot file**

When loading a graph from file, one needs to specify a type of graph. In this example, an undirected graph with custom edges and vertices is loaded, as shown in algorithm 212:

---

**Algorithm 212** Loading an undirected graph with custom edges and vertices from a .dot file

---

```
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>

#include "
    create_empty_undirected_custom_edges_and_vertices_graph
    .h"
#include "get_custom_vertex_my_vertexes.h"
#include "install_edge_custom_type.h"
#include "install_vertex_custom_type.h"
#include "is_read_graphviz_correct.h"
#include "is_regular_file.h"
#include "my_custom_edge.h"
#include "my_custom_vertex.h"

///Load an undirected graph with custom edges and
///vertices from a .dot file.
///Assumes the file exists and that the
///custom edges and vertices can be read by Graphviz
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::property<
        boost::vertex_custom_type_t, my_custom_vertex
    >,
    boost::property<
        boost::edge_custom_type_t, my_custom_edge
    >
>
>
load_undirected_custom_edges_and_vertices_graph_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g =
        create_empty_undirected_custom_edges_and_vertices_graph
        ();
    boost::dynamic_properties p; //_do_ default construct
    p.property("node_id", get(boost::vertex_custom_type, g)
    );
    p.property("label", get(boost::vertex_custom_type, g));
    p.property("edge_id", get(boost::edge_custom_type, g));
    p.property("label", get(boost::edge_custom_type, g));
    boost::read_graphviz(f,g,p);
    return g;
}
240
```

---



The only difference with loading a directed graph, is that the initial empty graph is undirected instead. Chapter 16.6 describes the rationale of this function.

Algorithm 213 shows how to use the 'load\_undirected\_custom\_vertices\_graph\_from\_dot' function:

---

**Algorithm 213** Demonstration of the 'load\_undirected\_custom\_edges\_and\_vertices\_graph\_from\_dot' function

---

```
#include "create_custom_edges_and_vertices_k3_graph.h"
#include "
    load_undirected_custom_edges_and_vertices_graph_from_dot
    .h"
#include "save_custom_edges_and_vertices_graph_to_dot.h"
#include "get_custom_vertex_my_vertexes.h"

void
load_undirected_custom_edges_and_vertices_graph_from_dot_demo
() noexcept
{
    using boost::num_edges;
    using boost::num_vertices;

    const auto g
        = create_custom_edges_and_vertices_k3_graph();
    const std::string filename{
        "create_custom_edges_and_vertices_k3_graph.dot"
    };
    save_custom_edges_and_vertices_graph_to_dot(g, filename
    );
    const auto h
        =
        load_undirected_custom_edges_and_vertices_graph_from_dot
        (filename);
    assert(num_edges(g) == num_edges(h));
    assert(num_vertices(g) == num_vertices(h));
    assert(get_custom_vertex_my_vertexes(g) ==
        get_custom_vertex_my_vertexes(h));
}
```

---

This demonstration shows how  $K_2$  with custom vertices is created using the 'create\_custom\_vertices\_k2\_graph' function (algorithm 168), saved and then loaded. The loaded graph is checked to be a graph similar to the original.

## 17 Building graphs with a graph name

### 17.1 Create an empty directed graph with a graph name property

Algorithm 214 shows the function to create an empty directed graph with a graph name.

---

**Algorithm 214** Creating an empty directed graph with a graph name

---

```
#include <boost/graph/adjacency_list.hpp>

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::no_property,
    boost::no_property,
    boost::property<
        boost::graph_name_t, std::string
    >
>
>
create_empty_directed_graph_with_graph_name() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::directedS,
        boost::no_property,
        boost::no_property,
        boost::property<
            boost::graph_name_t, std::string
        >
    >();
}
```

---

Algorithm 215 demonstrates the 'create\_empty\_directed\_graph\_with\_graph\_name' function.

---

**Algorithm 215** Demonstration of 'create\_empty\_directed\_graph\_with\_graph\_name'

---

```
#include <cassert>
#include "create_empty_directed_graph_with_graph_name.h"

void create_empty_directed_graph_with_graph_name_demo()
    noexcept
{
    auto g
        = create_empty_directed_graph_with_graph_name();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);
}
```

---

## 17.2 Create an empty undirected graph with a graph name property

Algorithm 216 shows the function to create an empty undirected graph with a graph name.

---

**Algorithm 216** Creating an empty undirected graph with a graph name

---

```
#include <boost/graph/adjacency_list.hpp>

boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::no_property,
    boost::no_property,
    boost::property<
        boost::graph_name_t, std::string
    >
>
>
create_empty_undirected_graph_with_graph_name() noexcept
{
    return boost::adjacency_list<
        boost::vecS,
        boost::vecS,
        boost::undirectedS,
        boost::no_property,
        boost::no_property,
        boost::property<
            boost::graph_name_t, std::string
        >
    >();
}
```

---

Algorithm 217 demonstrates the 'create\_empty\_undirected\_graph\_with\_graph\_name' function.

---

**Algorithm 217** Demonstration of 'create\_empty\_undirected\_graph\_with\_graph\_name'

---

```
#include <cassert>

#include "create_empty_undirected_graph_with_graph_name.h"
"

void create_empty_undirected_graph_with_graph_name_demo()
    noexcept
{
    auto g = create_empty_undirected_graph_with_graph_name
        ();
    assert(boost::num_edges(g) == 0);
    assert(boost::num_vertices(g) == 0);
}
```

---

## 17.3 Create a directed graph with a graph name property

### 17.3.1 Graph

See figure 6.

### 17.3.2 Function to create such a graph

Algorithm 218 shows the function to create an empty directed graph with a graph name.

---

**Algorithm 218** Creating a two-state Markov chain with a graph name

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_directed_graph_with_graph_name.h"
#include "set_graph_name.h"

///Create a two-state Markov chain with a graph name
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::no_property,
    boost::no_property,
    boost::property<boost::graph_name_t, std::string>
>
create_markov_chain_with_graph_name() noexcept
{
    auto g = create_empty_directed_graph_with_graph_name();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer_aa = boost::add_edge(vd_a, vd_a, g);
    assert(aer_aa.second);
    const auto aer_ab = boost::add_edge(vd_a, vd_b, g);
    assert(aer_ab.second);
    const auto aer_ba = boost::add_edge(vd_b, vd_a, g);
    assert(aer_ba.second);
    const auto aer_bb = boost::add_edge(vd_b, vd_b, g);
    assert(aer_bb.second);

    set_graph_name("Two-state_Markov_chain", g);
    return g;
}
```

---

### 17.3.3 Creating such a graph

Algorithm 219 demonstrates the 'create\_markov\_chain\_with\_graph\_name' function.

---

**Algorithm 219** Demonstration of 'create\_markov\_chain\_with\_graph\_name'

---

```
#include <cassert>
#include <boost/graph/adjacency_list.hpp>
#include <iostream>

#include "create_markov_chain_with_graph_name.h"
#include "get_graph_name.h"

void create_markov_chain_with_graph_name_demo() noexcept
{
    const auto g = create_markov_chain_with_graph_name();
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 4);
    assert(get_graph_name(g) == "Two-state Markov chain");
}
```

---

#### 17.3.4 The .dot file produced

---

**Algorithm 220** .dot file created from the 'create\_markov\_chain\_with\_graph\_name' function (algorithm 218), converted from graph to .dot file using algorithm 29

---

```
digraph G {
name="Two-state Markov chain";
0;
1;
0->0 ;
0->1 ;
1->0 ;
1->1 ;
}
```

---

### 17.3.5 The .svg file produced

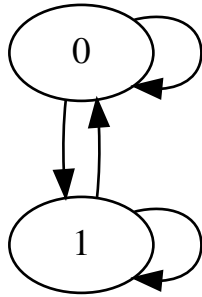


Figure 32: .svg file created from the 'create\_markov\_chain\_with\_graph\_name' function (algorithm 218) its .dot file, converted from .dot file to .svg using algorithm 234

## 17.4 Create an undirected graph with a graph name property

### 17.4.1 Graph

See figure 8.

### 17.4.2 Function to create such a graph

Algorithm 221 shows the function to create K2 graph with a graph name.



---

**Algorithm 221** Creating a K2 graph with a graph name

---

```
#include <boost/graph/adjacency_list.hpp>
#include "create_empty_undirected_graph_with_graph_name.h"
"

///Create K2 with a graph name
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::no_property,
    boost::no_property,
    boost::property<boost::graph_name_t, std::string>
>
create_k2_graph_with_graph_name() noexcept
{
    auto g = create_empty_undirected_graph_with_graph_name
        ();
    const auto vd_a = boost::add_vertex(g);
    const auto vd_b = boost::add_vertex(g);
    const auto aer = boost::add_edge(vd_a, vd_b, g);
    assert(aer.second);

    get_property( //not boost::get_property
        g, boost::graph_name
    ) = "K2";

    return g;
}
```

---

### 17.4.3 Creating such a graph

Algorithm 222 demonstrates the 'create\_k2\_graph\_with\_graph\_name' function.

---

**Algorithm 222** Demonstration of 'create\_k2\_graph\_with\_graph\_name'

---

```
#include <cassert>

#include "create_k2_graph_with_graph_name.h"
#include "get_graph_name.h"

void create_k2_graph_with_graph_name_demo() noexcept
{
    const auto g = create_k2_graph_with_graph_name();
    assert(boost::num_vertices(g) == 2);
    assert(boost::num_edges(g) == 1);
    assert(get_graph_name(g) == "K2");
}
```

---

#### 17.4.4 The .dot file produced

---

**Algorithm 223** .dot file created from the 'create\_k2\_graph\_with\_graph\_name' function (algorithm 221), converted from graph to .dot file using algorithm 29

---

```
graph G {
name="K2";
0;
1;
0--1 ;
}
```

---

#### 17.4.5 The .svg file produced

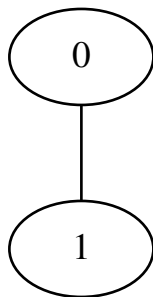


Figure 33: .svg file created from the 'create\_k2\_graph\_with\_graph\_name' function (algorithm 221) its .dot file, converted from .dot file to .svg using algorithm 234

## 18 Working on graphs with a graph name

### 18.1 Set a graph its name property

---

**Algorithm 224** Set a graph its name

---

```
#include <cassert>
#include <string>
#include <boost/graph/properties.hpp>

///Set the name of a graph
template <typename graph>
void set_graph_name(
    const std::string& name,
    graph& g
) noexcept
{
    static_assert(!std::is_const<graph>::value, "graph_
        cannot_be_const");

    get_property( //not boost::get_property
        g, boost::graph_name
    ) = name;
}
```

---

Algorithm 225 demonstrates the 'set\_graph\_name' function.

---

**Algorithm 225** Demonstration of 'set\_graph\_name'

---

```
#include <cassert>

#include "create_empty_directed_graph_with_graph_name.h"
#include "get_graph_name.h"
#include "set_graph_name.h"

void set_graph_name_demo() noexcept
{
    auto g = create_empty_directed_graph_with_graph_name();
    const std::string name{"Dex"};
    set_graph_name(name, g);
    assert(get_graph_name(g) == name);
}
```

---

## 18.2 Get a graph its name property

---

**Algorithm 226** Get a graph its name

---

```
#include <string>
#include <boost/graph/properties.hpp>

///Get a graph its name
template <typename graph>
std::string get_graph_name(
    const graph& g
) noexcept
{
    return
        get_property( ///not boost::get_property
            g, boost::graph_name
        );
}
```

---

Algorithm 227 demonstrates the 'get\_graph\_name' function.

---

**Algorithm 227** Demonstration of 'get\_graph\_name'

---

```
#include <cassert>

#include "create_empty_directed_graph_with_graph_name.h"
#include "get_graph_name.h"
#include "set_graph_name.h"

void get_graph_name_demo() noexcept
{
    auto g = create_empty_directed_graph_with_graph_name();
    const std::string name{"Dex"};
    set_graph_name(name, g);
    assert(get_graph_name(g) == name);
}
```

---

## 18.3 Storing a graph with a graph name property as a .dot file

I am unsure if this results in a .dot file that can produce a graph with a graph name, but this is what I came up with.

---

**Algorithm 228** Storing a graph with a graph name as a .dot file

---

```
#include <string>
#include <fstream>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>

#include "get_graph_name.h"

///Save a graph with a graph name to a .dot file
template <typename graph>
void save_graph_with_graph_name_to_dot(
    const graph& g,
    const std::string& filename
)
{
    std::ofstream f(filename);
    boost::write_graphviz(
        f,
        g,
        boost::default_writer(),
        boost::default_writer(),
        //Unsure if this results in a graph
        //that can be loaded correctly
        //from a .dot file
        [g](std::ostream& os) {
            os << "name=\""
                << get_graph_name(g)
                << "\";\n";
        }
    );
}
```

---

## 18.4 Loading a directed graph with a graph name property from a .dot file

This will result in a directed graph without a name [ISSUE #12]. Please email me if you know how to do this correctly.

---

**Algorithm 229** Loading a directed graph with a graph name from a .dot file

---

```
#include <string>
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>
#include "create_empty_directed_graph_with_graph_name.h"
#include "is_read_graphviz_correct.h"
#include "is_regular_file.h"

///Load a graph with a name from file
///TODO: fix this, as this code is not working correct
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::directedS,
    boost::no_property,
    boost::no_property,
    boost::property<
        boost::graph_name_t, std::string
    >
>
>
load_directed_graph_with_graph_name_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_directed_graph_with_graph_name();

    #ifdef TODO_KNOW_HOW_TO_LOAD_A_GRAPH_ITS_NAME
    boost::dynamic_properties p; //_do_ default construct
    p.property("name", get_property(g, boost::graph_name));
    //AFAIK, this should work
    #else
    boost::dynamic_properties p(
        boost::ignore_other_properties
    );
    #endif
    boost::read_graphviz(f, g, p);
    return g;
}
```

---

Note the part that I removed using `#ifdef`: I read that that is a valid approach, according to the Boost.Graph documentation (see [http://www.boost.org/doc/libs/1\\_56\\_0/doc/html/graph.html](http://www.boost.org/doc/libs/1_56_0/doc/html/graph.html)).

`org/doc/libs/1_60_0/libs/graph/doc/read_graphviz.html`), but it failed to compile.

### **18.5 Loading an undirected graph with a graph name property from a .dot file**

This will result in an undirected graph without a name. [ISSUE #12] Please email me if you know how to do this correctly.

---

**Algorithm 230** Loading an undirected graph with a graph name from a .dot file

---

```
#include <string>
#include <boost/graph/adjacency_list.hpp>
#include <boost/graph/graphviz.hpp>
#include <boost/graph/properties.hpp>
#include "create_empty_undirected_graph_with_graph_name.h"
"

#include "is_read_graphviz_correct.h"
#include "is_regular_file.h"

///Load an undirected graph with a graph name from file
///TODO: fix this, as this code is not working correct
boost::adjacency_list<
    boost::vecS,
    boost::vecS,
    boost::undirectedS,
    boost::no_property,
    boost::no_property,
    boost::property<
        boost::graph_name_t, std::string
    >
>
>
load_undirected_graph_with_graph_name_from_dot(
    const std::string& dot_filename
)
{
    assert(is_regular_file(dot_filename));
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_undirected_graph_with_graph_name
        ();

    #ifdef TODO_KNOW_HOW_TO_LOAD_A_GRAPH_ITS_NAME
    boost::dynamic_properties p; //_do_ default construct
    p.property("name", get_property(g, boost::graph_name));
    //AFAIK, this should work
    #else
    boost::dynamic_properties p(
        boost::ignore_other_properties
    );
    #endif
    boost::read_graphviz(f, g, p);
    return g;
}
```

---



Note the part that I removed using `#ifdef`: I read that that is a valid approach, according to the Boost.Graph documentation (see [http://www.boost.org/doc/libs/1\\_60\\_0/libs/graph/doc/read\\_graphviz.html](http://www.boost.org/doc/libs/1_60_0/libs/graph/doc/read_graphviz.html)), but it failed to compile.

## 19 Building graphs with custom graph properties

I will write this chapter if and only if I can save and load a graph with a graph name (as in chapter 17). That is, if Issue #12 is fixed.

## 20 Working on graphs with custom graph properties

I will write this chapter if and only if I can save and load a graph with a graph name (as in chapter 17). That is, if Issue #12 is fixed.

## 21 Other graph functions

Some functions that did not fit in

### 21.1 Encode a `std::string` to a Graphviz-friendly format

You may want to use a label with spaces, comma's and/or quotes. Saving and loading these, will result in problem. This function replaces these special characters by a rare combination of ordinary characters.

---

**Algorithm 231** Encode a `std::string` to a Graphviz-friendly format

---

```
#include <boost/algorithm/string/replace.hpp>

///Encodes any std::string to a format that is usable
///for Graphviz to save and load from file.
///Use 'graphviz_decode' to retrieve the original std::
  string
std::string graphviz_encode(std::string s) noexcept
{
    boost::algorithm::replace_all(s, ",", "[[:COMMA:]]");
    boost::algorithm::replace_all(s, "_", "[[:SPACE:]]");
    boost::algorithm::replace_all(s, "\"", "[[:QUOTE:]]");
    return s;
}
```

---

## 21.2 Decode a std::string from a Graphviz-friendly format

This function undoes the 'graphviz\_encode' function (algorithm 231) and thus converts a Graphviz-friendly std::string to the original human-friendly std::string.

---

**Algorithm 232** Decode a std::string from a Graphviz-friendly format to a human-friendly format

---

```
#include <boost/algorithm/string/replace.hpp>

///Decode a std::string created by 'graphviz_encode'
///to convert a Graphviz-friendly std::string
///to the original human-friendly std::string
std::string graphviz_decode(std::string s) noexcept
{
    boost::algorithm::replace_all(s, "[[:COMMA:]]", ",");
    boost::algorithm::replace_all(s, "[[:SPACE:]]", " ");
    boost::algorithm::replace_all(s, "[[:QUOTE:]]", "\"");
    return s;
}
```

---

## 22 Misc functions

These are some function I needed for creating this tutorial. Although they are not important for working with graphs, I used these heavily. These functions may be compiler-dependent, platform-dependent and/or there may be superior alternatives. I just add them for completeness.

### 22.1 Getting a data type as a std::string

This function will only work under GCC.

---

**Algorithm 233** Getting a data type its name as a `std::string`

---

```
#include <cstdlib>
#include <string>
#include <typeinfo>
#include <cxxabi.h>

///Get the type of data type as a std::string
///From http://stackoverflow.com/questions/1055452/c-get-
name-of-type-in-template
///Thanks to m-dudley ( http://stackoverflow.com/users
/111327/m-dudley )
template<typename T>
std::string get_type_name() noexcept
{
    std::string tname = typeid(T).name();
    int status = -1;
    char * const demangled_name{
        abi::__cxa_demangle(
            tname.c_str(), NULL, NULL, &status
        )
    };
    if(status == 0) {
        tname = demangled_name;
        std::free(demangled_name);
    }
    return tname;
}
```

---

## 22.2 Convert a .dot to .svg

All illustrations in this tutorial are created by converting .dot to a .svg ('Scalable Vector Graphic') file. This function assumes the program 'dot' is installed, which is part of Graphviz.

---

**Algorithm 234** Convert a .dot file to a .svg

---

```
#include <cassert>
#include <string>
#include <sstream>
#include "has_dot.h"
#include "is_regular_file.h"
#include "is_valid_dot_file.h"

///Convert a .dot file to a .svg file
///Assumes that (1) the program 'dot'
///can be called by a system call (2) the
///.dot file is valid
void convert_dot_to_svg(
    const std::string& dot_filename,
    const std::string& svg_filename
)
{
    assert(has_dot());
    assert(is_valid_dot_file(dot_filename));
    std::stringstream cmd;
    cmd << "dot -Tsvg " << dot_filename << ".o" <<
        svg_filename;
    std::system(cmd.str().c_str());
    assert(is_regular_file(svg_filename));
}
```

---

'convert\_dot\_to\_svg' makes a system call to the program 'dot' to convert the .dot file to an .svg file.

### 22.3 Check if a file exists

Not the most smart way perhaps, but it does only use the STL.

---

**Algorithm 235** Check if a file exists

---

```
#include <fstream>

///Determines if a filename is a regular file
bool is_regular_file(const std::string& filename)
    noexcept
{
    std::fstream f;
    f.open(filename.c_str(), std::ios::in);
    return f.is_open();
}
```

---

## 23 Errors

Some common errors.

### 23.1 Formed reference to void

This compile-time error occurs when you create a graph without a certain property, then subsequently reading that property, as in algorithm 236:

---

**Algorithm 236** Creating the error 'formed reference to void'

---

```
#include "create_k2_graph.h"
#include "get_vertex_names.h"

void formed_reference_to_void() noexcept
{
    get_vertex_names(create_k2_graph());
}
```

---

In algorithm 236 a graph is created with vertices of no properties. Then the names of these vertices, which do not exist, are tried to be read. If you want to read the names of the vertices, supply a graph that has this property.

### 23.2 No matching function for call to 'clear\_out\_edges'

This compile-time error occurs when you want to clear the outward edges from a vertex in an undirected graph.

---

**Algorithm 237** Creating the error 'no matching function for call to clear\_out\_edges'

---

```
#include "create_k2_graph.h"

void no_matching_function_for_call_to_clear_out_edges()
    noexcept
{
    auto g = create_k2_graph();
    const auto vd = *vertices(g).first; //not boost::
        vertices
    boost::clear_in_edges(vd,g);
}
```

---

In algorithm 237 an undirected graph is created, a vertex descriptor is obtained, then its out edges are tried to be cleared. Either use a directed graph (which has out edges), or use the 'boost::clear\_vertex' function instead.

### 23.3 No matching function for call to 'clear\_in\_edges'

See chapter 23.2.

### 23.4 Undefined reference to boost::detail::graph::read\_graphviz\_new

You will have to link against the Boost.Graph and Boost.Regex libraries. In Qt Creator, this is achieved by adding these lines to your Qt Creator project file:

```
LIBS += -lboost_graph -lboost_regex
```

### 23.5 Property not found: node\_id

When loading a graph from file (as in chapter 3.4) you will be using boost::read\_graphviz. boost::read\_graphviz needs a third argument, of type boost::dynamic\_properties. When a graph does not have properties, do not use a default constructed version, but initialize with 'boost::ignore\_other\_properties' as a constructor argument instead. Algorithm 238 shows how to trigger this run-time error.

---

**Algorithm 238** Creating the error 'Property not found: node\_id'

---

```
#include <cassert>
#include <fstream>
#include "is_regular_file.h"
#include "create_empty_undirected_graph.h"
#include "create_k2_graph.h"
#include "save_graph_to_dot.h"

void property_not_found_node_id() noexcept
{
    const std::string dot_filename{"
        property_not_found_node_id.dot"};
    // Create a file
    {
        const auto g = create_k2_graph();
        save_graph_to_dot(g, dot_filename);
        assert(is_regular_file(dot_filename));
    }

    // Try to read that file
    std::ifstream f(dot_filename.c_str());
    auto g = create_empty_undirected_graph();

    // Line below should have been
    // boost::dynamic_properties p(boost::
        ignore_other_properties);
    boost::dynamic_properties p; // Error

    try {
        boost::read_graphviz(f, g, p);
    }
    catch (std::exception&) {
        return; // Should get here
    }
    assert(!"Should_not_get_here");
}
```

---

## 24 Appendix

### 24.1 List of all edge, graph and vertex properties

The following list is obtained from the file 'boost/graph/properties.hpp'.

Edge	Graph	Vertex
edge_all	graph_all	vertex_all
edge_bundle	graph_bundle	vertex_bundle
edge_capacity	graph_name	vertex_centrality
edge_centrality	graph_visitor	vertex_color
edge_color		vertex_current_degree
edge_discover_time		vertex_degree
edge_finished		vertex_discover_time
edge_flow		vertex_distance
edge_global		vertex_distance2
edge_index		vertex_finish_time
edge_local		vertex_global
edge_local_index		vertex_in_degree
edge_name		vertex_index
edge_owner		vertex_index1
edge_residual_capacity		vertex_index2
edge_reverse		vertex_local
edge_underlying		vertex_local_index
edge_update		vertex_lowpoint
edge_weight		vertex_name
edge_weight2		vertex_out_degree
		vertex_owner
		vertex_potential
		vertex_predecessor
		vertex_priority
		vertex_rank
		vertex_root
		vertex_underlying
		vertex_update

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