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# **NetworkX Reference**

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# OVERVIEW

NetworkX is a Python language software package for the creation, manipulation, and study of the structure, dynamics, and function of complex networks.

With NetworkX you can load and store networks in standard and nonstandard data formats, generate many types of random and classic networks, analyze network structure, build network models, design new network algorithms, draw networks, and much more.

## 1.1 Who uses NetworkX?

The potential audience for NetworkX includes mathematicians, physicists, biologists, computer scientists, and social scientists. Good reviews of the state-of-the-art in the science of complex networks are presented in Albert and Barabási [BA02], Newman [Newman03], and Dorogovtsev and Mendes [DM03]. See also the classic texts [Bollobas01], [Diestel97] and [West01] for graph theoretic results and terminology. For basic graph algorithms, we recommend the texts of Sedgewick, e.g. [Sedgewick01] and [Sedgewick02] and the survey of Brandes and Erlebach [BE05].

## 1.2 Goals

NetworkX is intended to provide

- tools for the study of the structure and dynamics of social, biological, and infrastructure networks,
- a standard programming interface and graph implementation that is suitable for many applications,
- a rapid development environment for collaborative, multidisciplinary projects,
- an interface to existing numerical algorithms and code written in C, C++, and FORTRAN,
- the ability to painlessly slurp in large nonstandard data sets.

## 1.3 The Python programming language

Python is a powerful programming language that allows simple and flexible representations of networks, and clear and concise expressions of network algorithms (and other algorithms too). Python has a vibrant and growing ecosystem of packages that NetworkX uses to provide more features such as numerical linear algebra and drawing. In addition Python is also an excellent “glue” language for putting together pieces of software from other languages which allows reuse of legacy code and engineering of high-performance algorithms [Langtangen04].

Equally important, Python is free, well-supported, and a joy to use.

In order to make the most out of NetworkX you will want to know how to write basic programs in Python. Among the many guides to Python, we recommend the documentation at <http://www.python.org> and the text by Alex Martelli [Martelli03].

## 1.4 Free software

NetworkX is free software; you can redistribute it and/or modify it under the terms of the *BSD License*. We welcome contributions from the community. Information on NetworkX development is found at the NetworkX Developer Zone at Github <https://github.com/networkx/networkx>

## 1.5 History

NetworkX was born in May 2002. The original version was designed and written by Aric Hagberg, Dan Schult, and Pieter Swart in 2002 and 2003. The first public release was in April 2005.

Many people have contributed to the success of NetworkX. Some of the contributors are listed in the *credits*.

### 1.5.1 What Next

- A Brief Tour
- Installing
- Reference
- Examples



# INTRODUCTION

The structure of NetworkX can be seen by the organization of its source code. The package provides classes for graph objects, generators to create standard graphs, IO routines for reading in existing datasets, algorithms to analyse the resulting networks and some basic drawing tools.

Most of the NetworkX API is provided by functions which take a graph object as an argument. Methods of the graph object are limited to basic manipulation and reporting. This provides modularity of code and documentation. It also makes it easier for newcomers to learn about the package in stages. The source code for each module is meant to be easy to read and reading this Python code is actually a good way to learn more about network algorithms, but we have put a lot of effort into making the documentation sufficient and friendly. If you have suggestions or questions please contact us by joining the [NetworkX Google group](#).

Classes are named using CamelCase (capital letters at the start of each word). functions, methods and variable names are lower\_case\_underscore (lowercase with an underscore representing a space between words).

## 2.1 NetworkX Basics

After starting Python, import the networkx module with (the recommended way)

```
>>> import networkx as nx
```

To save repetition, in the documentation we assume that NetworkX has been imported this way.

If importing networkx fails, it means that Python cannot find the installed module. Check your installation and your PYTHONPATH.

The following basic graph types are provided as Python classes:

**Graph** This class implements an undirected graph. It ignores multiple edges between two nodes. It does allow self-loop edges between a node and itself.

**DiGraph** Directed graphs, that is, graphs with directed edges. Operations common to directed graphs, (a subclass of Graph).

**MultiGraph** A flexible graph class that allows multiple undirected edges between pairs of nodes. The additional flexibility leads to some degradation in performance, though usually not significant.

**MultiDiGraph** A directed version of a MultiGraph.

Empty graph-like objects are created with

```
>>> G=nx.Graph()
>>> G=nx.DiGraph()
>>> G=nx.MultiGraph()
>>> G=nx.MultiDiGraph()
```

All graph classes allow any *hashable* object as a node. Hashable objects include strings, tuples, integers, and more. Arbitrary edge attributes such as weights and labels can be associated with an edge.

The graph internal data structures are based on an adjacency list representation and implemented using Python *dictionary* datastructures. The graph adjacency structure is implemented as a Python dictionary of dictionaries; the outer dictionary is keyed by nodes to values that are themselves dictionaries keyed by neighboring node to the edge attributes associated with that edge. This “dict-of-dicts” structure allows fast addition, deletion, and lookup of nodes and neighbors in large graphs. The underlying datastructure is accessed directly by methods (the programming interface “API”) in the class definitions. All functions, on the other hand, manipulate graph-like objects solely via those API methods and not by acting directly on the datastructure. This design allows for possible replacement of the ‘dicts-of-dicts’-based datastructure with an alternative datastructure that implements the same methods.

### 2.1.1 Graphs

The first choice to be made when using NetworkX is what type of graph object to use. A graph (network) is a collection of nodes together with a collection of edges that are pairs of nodes. Attributes are often associated with nodes and/or edges. NetworkX graph objects come in different flavors depending on two main properties of the network:

- **Directed:** Are the edges **directed**? Does the order of the edge pairs (u,v) matter? A directed graph is specified by the “Di” prefix in the class name, e.g. `DiGraph()`. We make this distinction because many classical graph properties are defined differently for directed graphs.
- **Multi-edges:** Are multiple edges allowed between each pair of nodes? As you might imagine, multiple edges requires a different data structure, though tricky users could design edge data objects to support this functionality. We provide a standard data structure and interface for this type of graph using the prefix “Multi”, e.g. `MultiGraph()`.

The basic graph classes are named: *Graph*, *DiGraph*, *MultiGraph*, and *MultiDiGraph*

## 2.2 Nodes and Edges

The next choice you have to make when specifying a graph is what kinds of nodes and edges to use.

If the topology of the network is all you care about then using integers or strings as the nodes makes sense and you need not worry about edge data. If you have a data structure already in place to describe nodes you can simply use that structure as your nodes provided it is *hashable*. If it is not hashable you can use a unique identifier to represent the node and assign the data as a *node attribute*.

Edges often have data associated with them. Arbitrary data can associated with edges as an *edge attribute*. If the data is numeric and the intent is to represent a *weighted* graph then use the ‘weight’ keyword for the attribute. Some of the graph algorithms, such as Dijkstra’s shortest path algorithm, use this attribute name to get the weight for each edge.

Other attributes can be assigned to an edge by using keyword/value pairs when adding edges. You can use any keyword except ‘weight’ to name your attribute and can then easily query the edge data by that attribute keyword.

Once you’ve decided how to encode the nodes and edges, and whether you have an undirected/directed graph with or without multiedges you are ready to build your network.

### 2.2.1 Graph Creation

NetworkX graph objects can be created in one of three ways:

- Graph generators – standard algorithms to create network topologies.
- Importing data from pre-existing (usually file) sources.

- Adding edges and nodes explicitly.

Explicit addition and removal of nodes/edges is the easiest to describe. Each graph object supplies methods to manipulate the graph. For example,

```
>>> import networkx as nx
>>> G=nx.Graph()
>>> G.add_edge(1,2) # default edge data=1
>>> G.add_edge(2,3,weight=0.9) # specify edge data
```

Edge attributes can be anything:

```
>>> import math
>>> G.add_edge('y','x',function=math.cos)
>>> G.add_node(math.cos) # any hashable can be a node
```

You can add many edges at one time:

```
>>> elist=[('a','b',5.0),('b','c',3.0),('a','c',1.0),('c','d',7.3)]
>>> G.add_weighted_edges_from(elist)
```

See the [/tutorial/index](#) for more examples.

Some basic graph operations such as union and intersection are described in the [Operators module](#) documentation.

Graph generators such as [binomial\\_graph](#) and [powerlaw\\_graph](#) are provided in the [Graph generators](#) subpackage.

For importing network data from formats such as GML, GraphML, edge list text files see the [Reading and writing graphs](#) subpackage.

## 2.2.2 Graph Reporting

Class methods are used for the basic reporting functions neighbors, edges and degree. Reporting of lists is often needed only to iterate through that list so we supply iterator versions of many property reporting methods. For example `edges()` and `nodes()` have corresponding methods `edges_iter()` and `nodes_iter()`. Using these methods when you can will save memory and often time as well.

The basic graph relationship of an edge can be obtained in two basic ways. One can look for neighbors of a node or one can look for edges incident to a node. We jokingly refer to people who focus on nodes/neighbors as node-centric and people who focus on edges as edge-centric. The designers of NetworkX tend to be node-centric and view edges as a relationship between nodes. You can see this by our avoidance of notation like  $G[u,v]$  in favor of  $G[u][v]$ . Most data structures for sparse graphs are essentially adjacency lists and so fit this perspective. In the end, of course, it doesn't really matter which way you examine the graph. `G.edges()` removes duplicate representations of each edge while `G.neighbors(n)` or `G[n]` is slightly faster but doesn't remove duplicates.

Any properties that are more complicated than edges, neighbors and degree are provided by functions. For example `nx.triangles(G,n)` gives the number of triangles which include node `n` as a vertex. These functions are grouped in the code and documentation under the term *algorithms*.

## 2.2.3 Algorithms

A number of graph algorithms are provided with NetworkX. These include shortest path, and breadth first search (see [traversal](#)), clustering and isomorphism algorithms and others. There are many that we have not developed yet too. If you implement a graph algorithm that might be useful for others please let us know through the [NetworkX Google group](#) or the Github [Developer Zone](#).

As an example here is code to use Dijkstra's algorithm to find the shortest weighted path:

```
>>> G=nx.Graph()
>>> e=[('a','b',0.3),('b','c',0.9),('a','c',0.5),('c','d',1.2)]
>>> G.add_weighted_edges_from(e)
>>> print(nx.dijkstra_path(G,'a','d'))
['a', 'c', 'd']
```

## 2.2.4 Drawing

While NetworkX is not designed as a network layout tool, we provide a simple interface to drawing packages and some simple layout algorithms. We interface to the excellent Graphviz layout tools like dot and neato with the (suggested) pygraphviz package or the pydot interface. Drawing can be done using external programs or the Matplotlib Python package. Interactive GUI interfaces are possible though not provided. The drawing tools are provided in the module *drawing*.

The basic drawing functions essentially place the nodes on a scatterplot using the positions in a dictionary or computed with a layout function. The edges are then lines between those dots.

```
>>> G=nx.cubical_graph()
>>> nx.draw(G) # default spring_layout
>>> nx.draw(G,pos=nx.spectral_layout(G), nodecolor='r',edge_color='b')
```

See the examples for more ideas.

## 2.2.5 Data Structure

NetworkX uses a “dictionary of dictionaries of dictionaries” as the basic network data structure. This allows fast lookup with reasonable storage for large sparse networks. The keys are nodes so `G[u]` returns an adjacency dictionary keyed by neighbor to the edge attribute dictionary. The expression `G[u][v]` returns the edge attribute dictionary itself. A dictionary of lists would have also been possible, but not allowed fast edge detection nor convenient storage of edge data.

Advantages of dict-of-dicts-of-dicts data structure:

- Find edges and remove edges with two dictionary look-ups.
- Prefer to “lists” because of fast lookup with sparse storage.
- Prefer to “sets” since data can be attached to edge.
- `G[u][v]` returns the edge attribute dictionary.
- `n in G` tests if node `n` is in graph `G`.
- `for n in G:` iterates through the graph.
- `for nbr in G[n]:` iterates through neighbors.

As an example, here is a representation of an undirected graph with the edges ('A','B'), ('B','C')

```
>>> G=nx.Graph()
>>> G.add_edge('A','B')
>>> G.add_edge('B','C')
>>> print(G.adj)
{'A': {'B': {}}, 'C': {'B': {}}, 'B': {'A': {}, 'C': {}}}
```

The data structure gets morphed slightly for each base graph class. For DiGraph two dict-of-dicts-of-dicts structures are provided, one for successors and one for predecessors. For MultiGraph/MultiDiGraph we use a dict-of-dicts-of-

dicts-of-dicts<sup>1</sup> where the third dictionary is keyed by an edge key identifier to the fourth dictionary which contains the edge attributes for that edge between the two nodes.

Graphs use a dictionary of attributes for each edge. We use a dict-of-dicts-of-dicts data structure with the inner dictionary storing “name-value” relationships for that edge.

```
>>> G=nx.Graph()
>>> G.add_edge(1,2,color='red',weight=0.84,size=300)
>>> print(G[1][2]['size'])
300
```

---

<sup>1</sup> “It’s dictionaries all the way down.”



# GRAPH TYPES

NetworkX provides data structures and methods for storing graphs.

All NetworkX graph classes allow (hashable) Python objects as nodes. and any Python object can be assigned as an edge attribute.

The choice of graph class depends on the structure of the graph you want to represent.

## 3.1 Which graph class should I use?

Graph Type	NetworkX Class
Undirected Simple	Graph
Directed Simple	DiGraph
With Self-loops	Graph, DiGraph
With Parallel edges	MultiGraph, MultiDiGraph

## 3.2 Basic graph types

### 3.2.1 Graph – Undirected graphs with self loops

#### Overview

**Graph** (*data=None, \*\*attr*)

Base class for undirected graphs.

A Graph stores nodes and edges with optional data, or attributes.

Graphs hold undirected edges. Self loops are allowed but multiple (parallel) edges are not.

Nodes can be arbitrary (hashable) Python objects with optional key/value attributes.

Edges are represented as links between nodes with optional key/value attributes.

**Parameters** **data** : input graph

Data to initialize graph. If data=None (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

**See Also:**

`DiGraph`, `MultiGraph`, `MultiDiGraph`

**Examples**

Create an empty graph structure (a “null graph”) with no nodes and no edges.

```
>>> G = nx.Graph()
```

G can be grown in several ways.

**Nodes:**

Add one node at a time:

```
>>> G.add_node(1)
```

Add the nodes from any container (a list, dict, set or even the lines from a file or the nodes from another graph).

```
>>> G.add_nodes_from([2, 3])
>>> G.add_nodes_from(range(100, 110))
>>> H=nx.Graph()
>>> H.add_path([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
>>> G.add_nodes_from(H)
```

In addition to strings and integers any hashable Python object (except None) can represent a node, e.g. a customized node object, or even another Graph.

```
>>> G.add_node(H)
```

**Edges:**

G can also be grown by adding edges.

Add one edge,

```
>>> G.add_edge(1, 2)
```

a list of edges,

```
>>> G.add_edges_from([(1, 2), (1, 3)])
```

or a collection of edges,

```
>>> G.add_edges_from(H.edges())
```

If some edges connect nodes not yet in the graph, the nodes are added automatically. There are no errors when adding nodes or edges that already exist.

**Attributes:**

Each graph, node, and edge can hold key/value attribute pairs in an associated attribute dictionary (the keys must be hashable). By default these are empty, but can be added or changed using `add_edge`, `add_node` or direct manipulation of the attribute dictionaries named `graph`, `node` and `edge` respectively.

```
>>> G = nx.Graph(day="Friday")
>>> G.graph
{'day': 'Friday'}
```



Add node attributes using `add_node()`, `add_nodes_from()` or `G.node`

```
>>> G.add_node(1, time='5pm')
>>> G.add_nodes_from([3], time='2pm')
>>> G.node[1]
{'time': '5pm'}
>>> G.node[1]['room'] = 714
>>> del G.node[1]['room'] # remove attribute
>>> G.nodes(data=True)
[(1, {'time': '5pm'}), (3, {'time': '2pm'})]
```

Warning: adding a node to `G.node` does not add it to the graph.

Add edge attributes using `add_edge()`, `add_edges_from()`, subscript notation, or `G.edge`.

```
>>> G.add_edge(1, 2, weight=4.7)
>>> G.add_edges_from([(3,4), (4,5)], color='red')
>>> G.add_edges_from([(1,2,{'color':'blue'}), (2,3,{'weight':8})])
>>> G[1][2]['weight'] = 4.7
>>> G.edge[1][2]['weight'] = 4
```

### Shortcuts:

Many common graph features allow python syntax to speed reporting.

```
>>> 1 in G      # check if node in graph
True
>>> [n for n in G if n<3]  # iterate through nodes
[1, 2]
>>> len(G)      # number of nodes in graph
5
```

The fastest way to traverse all edges of a graph is via `adjacency_iter()`, but the `edges()` method is often more convenient.

```
>>> for n,nbrsdict in G.adjacency_iter():
...     for nbr,eattr in nbrsdict.items():
...         if 'weight' in eattr:
...             (n,nbr,eattr['weight'])
(1, 2, 4)
(2, 1, 4)
(2, 3, 8)
(3, 2, 8)
>>> [(u,v,edata['weight']) for u,v,edata in G.edges(data=True) if 'weight' in edata ]
[(1, 2, 4), (2, 3, 8)]
```

### Reporting:

Simple graph information is obtained using methods. Iterator versions of many reporting methods exist for efficiency. Methods exist for reporting `nodes()`, `edges()`, `neighbors()` and `degree()` as well as the number of nodes and edges.

For details on these and other miscellaneous methods, see below.

## Adding and removing nodes and edges

<code>Graph.__init__([data])</code>	Initialize a graph with edges, name, graph attributes.
<code>Graph.add_node(n[, attr_dict])</code>	Add a single node <code>n</code> and update node attributes.
Continued on next page	

Table 3.1 – continued from previous page

<code>Graph.add_nodes_from(nodes, **attr)</code>	Add multiple nodes.
<code>Graph.remove_node(n)</code>	Remove node n.
<code>Graph.remove_nodes_from(nodes)</code>	Remove multiple nodes.
<code>Graph.add_edge(u, v[, attr_dict])</code>	Add an edge between u and v.
<code>Graph.add_edges_from(ebunch[, attr_dict])</code>	Add all the edges in ebunch.
<code>Graph.add_weighted_edges_from(ebunch[, weight])</code>	Add all the edges in ebunch as weighted edges with specified weights.
<code>Graph.remove_edge(u, v)</code>	Remove the edge between u and v.
<code>Graph.remove_edges_from(ebunch)</code>	Remove all edges specified in ebunch.
<code>Graph.add_star(nodes, **attr)</code>	Add a star.
<code>Graph.add_path(nodes, **attr)</code>	Add a path.
<code>Graph.add_cycle(nodes, **attr)</code>	Add a cycle.
<code>Graph.clear()</code>	Remove all nodes and edges from the graph.

## `__init__`

`Graph.__init__(data=None, **attr)`  
Initialize a graph with edges, name, graph attributes.

**Parameters** `data` : input graph

Data to initialize graph. If data=None (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**name** : string, optional (default='')

An optional name for the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

**See Also:**

`convert`

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G = nx.Graph(name='my_graph')
>>> e = [(1,2), (2,3), (3,4)] # list of edges
>>> G = nx.Graph(e)
```

Arbitrary graph attribute pairs (key=value) may be assigned

```
>>> G=nx.Graph(e, day="Friday")
>>> G.graph
{'day': 'Friday'}
```

## `add_node`

`Graph.add_node(n, attr_dict=None, **attr)`  
Add a single node n and update node attributes.

**Parameters** `n` : node

A node can be any hashable Python object except None.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of node attributes. Key/value pairs will update existing data associated with the node.

**attr** : keyword arguments, optional

Set or change attributes using key=value.

**See Also:**

`add_nodes_from`

**Notes**

A hashable object is one that can be used as a key in a Python dictionary. This includes strings, numbers, tuples of strings and numbers, etc.

On many platforms hashable items also include mutables such as NetworkX Graphs, though one should be careful that the hash doesn't change on mutables.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_node(1)
>>> G.add_node('Hello')
>>> K3 = nx.Graph([(0,1),(1,2),(2,0)])
>>> G.add_node(K3)
>>> G.number_of_nodes()
3
```

Use keywords set/change node attributes:

```
>>> G.add_node(1, size=10)
>>> G.add_node(3, weight=0.4, UTM=('13S', 382871, 3972649))
```

**add\_nodes\_from**

`Graph.add_nodes_from(nodes, **attr)`

Add multiple nodes.

**Parameters** `nodes` : iterable container

A container of nodes (list, dict, set, etc.). OR A container of (node, attribute dict) tuples. Node attributes are updated using the attribute dict.

**attr** : keyword arguments, optional (default= no attributes)

Update attributes for all nodes in nodes. Node attributes specified in nodes as a tuple take precedence over attributes specified generally.

**See Also:**

`add_node`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_nodes_from('Hello')
>>> K3 = nx.Graph([(0,1), (1,2), (2,0)])
>>> G.add_nodes_from(K3)
>>> sorted(G.nodes(),key=str)
[0, 1, 2, 'H', 'e', 'l', 'o']
```

Use keywords to update specific node attributes for every node.

```
>>> G.add_nodes_from([1,2], size=10)
>>> G.add_nodes_from([3,4], weight=0.4)
```

Use (node, attrdict) tuples to update attributes for specific nodes.

```
>>> G.add_nodes_from([(1,dict(size=11)), (2,{'color':'blue'})])
>>> G.node[1]['size']
11
>>> H = nx.Graph()
>>> H.add_nodes_from(G.nodes(data=True))
>>> H.node[1]['size']
11
```

### remove\_node

`Graph.remove_node(n)`

Remove node n.

Removes the node n and all adjacent edges. Attempting to remove a non-existent node will raise an exception.

**Parameters** n : node

A node in the graph

**Raises** `NetworkXError` :

If n is not in the graph.

**See Also:**

`remove_nodes_from`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.edges()
[(0, 1), (1, 2)]
>>> G.remove_node(1)
>>> G.edges()
[]
```

### remove\_nodes\_from

`Graph.remove_nodes_from(nodes)`

Remove multiple nodes.

**Parameters** **nodes** : iterable container

A container of nodes (list, dict, set, etc.). If a node in the container is not in the graph it is silently ignored.

**See Also:**

[remove\\_node](#)

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> e = G.nodes()
>>> e
[0, 1, 2]
>>> G.remove_nodes_from(e)
>>> G.nodes()
[]
```

### **add\_edge**

`Graph.add_edge(u, v, attr_dict=None, **attr)`

Add an edge between u and v.

The nodes u and v will be automatically added if they are not already in the graph.

Edge attributes can be specified with keywords or by providing a dictionary with key/value pairs. See examples below.

**Parameters** **u,v** : nodes

Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with the edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

[add\\_edges\\_from](#) add a collection of edges

### Notes

Adding an edge that already exists updates the edge data.

Many NetworkX algorithms designed for weighted graphs use as the edge weight a numerical value assigned to a keyword which by default is 'weight'.

## Examples

The following all add the edge  $e=(1,2)$  to graph  $G$ :

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> e = (1,2)
>>> G.add_edge(1, 2)    # explicit two-node form
>>> G.add_edge(*e)      # single edge as tuple of two nodes
>>> G.add_edges_from([ (1,2) ] ) # add edges from iterable container
```

Associate data to edges using keywords:

```
>>> G.add_edge(1, 2, weight=3)
>>> G.add_edge(1, 3, weight=7, capacity=15, length=342.7)
```

## add\_edges\_from

`Graph.add_edges_from(ebunch, attr_dict=None, **attr)`

Add all the edges in *ebunch*.

**Parameters** **ebunch** : container of edges

Each edge given in the container will be added to the graph. The edges must be given as 2-tuples (u,v) or 3-tuples (u,v,d) where d is a dictionary containing edge data.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with each edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

**add\_edge** add a single edge

**add\_weighted\_edges\_from** convenient way to add weighted edges

## Notes

Adding the same edge twice has no effect but any edge data will be updated when each duplicate edge is added.

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edges_from([ (0,1), (1,2) ]) # using a list of edge tuples
>>> e = zip(range(0,3), range(1,4))
>>> G.add_edges_from(e) # Add the path graph 0-1-2-3
```

Associate data to edges

```
>>> G.add_edges_from([ (1,2), (2,3) ], weight=3)
>>> G.add_edges_from([ (3,4), (1,4) ], label='WN2898')
```

### `add_weighted_edges_from`

`Graph.add_weighted_edges_from(ebunch, weight='weight', **attr)`

Add all the edges in ebunch as weighted edges with specified weights.

**Parameters** **ebunch** : container of edges

Each edge given in the list or container will be added to the graph. The edges must be given as 3-tuples (u,v,w) where w is a number.

**weight** : string, optional (default= 'weight')

The attribute name for the edge weights to be added.

**attr** : keyword arguments, optional (default= no attributes)

Edge attributes to add/update for all edges.

**See Also:**

`add_edge` add a single edge

`add_edges_from` add multiple edges

### Notes

Adding the same edge twice for Graph/DiGraph simply updates the edge data. For MultiGraph/MultiDiGraph, duplicate edges are stored.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_weighted_edges_from([(0,1,3.0), (1,2,7.5)])
```

### `remove_edge`

`Graph.remove_edge(u, v)`

Remove the edge between u and v.

**Parameters** **u,v: nodes** :

Remove the edge between nodes u and v.

**Raises** **NetworkXError** :

If there is not an edge between u and v.

**See Also:**

`remove_edges_from` remove a collection of edges

### Examples

```
>>> G = nx.Graph()      # or DiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.remove_edge(0,1)
>>> e = (1,2)
>>> G.remove_edge(*e) # unpacks e from an edge tuple
>>> e = (2,3,{'weight':7}) # an edge with attribute data
>>> G.remove_edge(*e[:2]) # select first part of edge tuple
```

## remove\_edges\_from

`Graph.remove_edges_from(ebunch)`

Remove all edges specified in *ebunch*.

**Parameters** *ebunch*: list or container of edge tuples :

Each edge given in the list or container will be removed from the graph. The edges can be:

- 2-tuples (u,v) edge between u and v.
- 3-tuples (u,v,k) where k is ignored.

**See Also:**

`remove_edge` remove a single edge

## Notes

Will fail silently if an edge in *ebunch* is not in the graph.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> ebunch=[(1,2), (2,3)]
>>> G.remove_edges_from(ebunch)
```

## add\_star

`Graph.add_star(nodes, **attr)`

Add a star.

The first node in *nodes* is the middle of the star. It is connected to all other nodes.

**Parameters** *nodes* : iterable container

A container of nodes.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in star.

**See Also:**

`add_path`, `add_cycle`



### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_star([0,1,2,3])
>>> G.add_star([10,11,12],weight=2)
```

### add\_path

`Graph.add_path(nodes, **attr)`

Add a path.

**Parameters** **nodes** : iterable container

A container of nodes. A path will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in path.

**See Also:**

`add_star`, `add_cycle`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.add_path([10,11,12],weight=7)
```

### add\_cycle

`Graph.add_cycle(nodes, **attr)`

Add a cycle.

**Parameters** **nodes**: iterable container :

A container of nodes. A cycle will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in cycle.

**See Also:**

`add_path`, `add_star`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_cycle([0,1,2,3])
>>> G.add_cycle([10,11,12],weight=7)
```

## clear

`Graph.clear()`

Remove all nodes and edges from the graph.

This also removes the name, and all graph, node, and edge attributes.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.clear()
>>> G.nodes()
[]
>>> G.edges()
[]
```

## Iterating over nodes and edges

<code>Graph.nodes([data])</code>	Return a list of the nodes in the graph.
<code>Graph.nodes_iter([data])</code>	Return an iterator over the nodes.
<code>Graph.__iter__()</code>	Iterate over the nodes.
<code>Graph.edges([nbunch, data])</code>	Return a list of edges.
<code>Graph.edges_iter([nbunch, data])</code>	Return an iterator over the edges.
<code>Graph.get_edge_data(u, v[, default])</code>	Return the attribute dictionary associated with edge (u,v).
<code>Graph.neighbors(n)</code>	Return a list of the nodes connected to the node n.
<code>Graph.neighbors_iter(n)</code>	Return an iterator over all neighbors of node n.
<code>Graph.__getitem__(n)</code>	Return a dict of neighbors of node n.
<code>Graph.adjacency_list()</code>	Return an adjacency list representation of the graph.
<code>Graph.adjacency_iter()</code>	Return an iterator of (node, adjacency dict) tuples for all nodes.
<code>Graph.nbunch_iter([nbunch])</code>	Return an iterator of nodes contained in nbunch that are also in the graph.

## nodes

`Graph.nodes (data=False)`

Return a list of the nodes in the graph.

**Parameters** `data` : boolean, optional (default=False)

If False return a list of nodes. If True return a two-tuple of node and node data dictionary

**Returns** `nlist` : list

A list of nodes. If data=True a list of two-tuples containing (node, node data dictionary).

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.nodes()
[0, 1, 2]
>>> G.add_node(1, time='5pm')
```

```
>>> G.nodes(data=True)
[(0, {}), (1, {'time': '5pm'}), (2, {})]
```

## nodes\_iter

`Graph.nodes_iter(data=False)`  
Return an iterator over the nodes.

**Parameters** `data` : boolean, optional (default=False)

If False the iterator returns nodes. If True return a two-tuple of node and node data dictionary

**Returns** `niter` : iterator

An iterator over nodes. If data=True the iterator gives two-tuples containing (node, node data, dictionary)

## Notes

If the node data is not required it is simpler and equivalent to use the expression ‘for n in G’.

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
```

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])

>>> [d for n,d in G.nodes_iter(data=True)]
[{}, {}, {}]
```

## \_\_iter\_\_

`Graph.__iter__()`  
Iterate over the nodes. Use the expression ‘for n in G’.

**Returns** `niter` : iterator

An iterator over all nodes in the graph.

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
```

## edges

`Graph.edges` (*nbunch=None, data=False*)

Return a list of edges.

Edges are returned as tuples with optional data in the order (node, neighbor, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,data) (True).

**Returns** **edge\_list**: list of edge tuples :

Edges that are adjacent to any node in nbunch, or a list of all edges if nbunch is not specified.

**See Also:**

`edges_iter` return an iterator over the edges

## Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.edges()
[(0, 1), (1, 2), (2, 3)]
>>> G.edges(data=True) # default edge data is {} (empty dictionary)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> G.edges([0,3])
[(0, 1), (3, 2)]
>>> G.edges(0)
[(0, 1)]
```

## edges\_iter

`Graph.edges_iter` (*nbunch=None, data=False*)

Return an iterator over the edges.

Edges are returned as tuples with optional data in the order (node, neighbor, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict in 3-tuple (u,v,data).

**Returns** **edge\_iter** : iterator

An iterator of (u,v) or (u,v,d) tuples of edges.

**See Also:**

**edges** return a list of edges

**Notes**

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

**Examples**

```
>>> G = nx.Graph()    # or MultiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [e for e in G.edges_iter()]
[(0, 1), (1, 2), (2, 3)]
>>> list(G.edges_iter(data=True)) # default data is {} (empty dict)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> list(G.edges_iter([0,3]))
[(0, 1), (3, 2)]
>>> list(G.edges_iter(0))
[(0, 1)]
```

**get\_edge\_data**

`Graph.get_edge_data(u, v, default=None)`

Return the attribute dictionary associated with edge (u,v).

**Parameters** `u,v` : nodes

**default:** any Python object (default=None) :

Value to return if the edge (u,v) is not found.

**Returns** `edge_dict` : dictionary

The edge attribute dictionary.

**Notes**

It is faster to use `G[u][v]`.

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G[0][1]
{}
```

Warning: Assigning `G[u][v]` corrupts the graph data structure. But it is safe to assign attributes to that dictionary,

```
>>> G[0][1]['weight'] = 7
>>> G[0][1]['weight']
7
>>> G[1][0]['weight']
7
```

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.get_edge_data(0,1) # default edge data is {}
{}
>>> e = (0,1)
>>> G.get_edge_data(*e) # tuple form
{}
>>> G.get_edge_data('a','b',default=0) # edge not in graph, return 0
0
```

## neighbors

`Graph.neighbors(n)`

Return a list of the nodes connected to the node n.

**Parameters** n : node

A node in the graph

**Returns** nlist : list

A list of nodes that are adjacent to n.

**Raises** **NetworkXError** :

If the node n is not in the graph.

## Notes

It is usually more convenient (and faster) to access the adjacency dictionary as `G[n]`:

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge('a','b',weight=7)
>>> G['a']
{'b': {'weight': 7}}
```

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.neighbors(0)
[1]
```

## neighbors\_iter

`Graph.neighbors_iter(n)`

Return an iterator over all neighbors of node n.

## Notes

It is faster to use the idiom “in G[0]”, e.g.

```
>>> G = nx.path_graph(4)
>>> [n for n in G[0]]
[1]
```

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [n for n in G.neighbors_iter(0)]
[1]
```

## `__getitem__`

`Graph.__getitem__(n)`

Return a dict of neighbors of node n. Use the expression ‘G[n]’.

**Parameters** n : node

A node in the graph.

**Returns** adj\_dict : dictionary

The adjacency dictionary for nodes connected to n.

## Notes

G[n] is similar to G.neighbors(n) but the internal data dictionary is returned instead of a list.

Assigning G[n] will corrupt the internal graph data structure. Use G[n] for reading data only.

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G[0]
{1: {}}
```

## `adjacency_list`

`Graph.adjacency_list()`

Return an adjacency list representation of the graph.

The output adjacency list is in the order of G.nodes(). For directed graphs, only outgoing adjacencies are included.

**Returns** adj\_list : lists of lists

The adjacency structure of the graph as a list of lists.

**See Also:**`adjacency_iter`**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.adjacency_list() # in order given by G.nodes()
[[1], [0, 2], [1, 3], [2]]
```

**adjacency\_iter**`Graph.adjacency_iter()`

Return an iterator of (node, adjacency dict) tuples for all nodes.

This is the fastest way to look at every edge. For directed graphs, only outgoing adjacencies are included.

**Returns** `adj_iter` : iterator

An iterator of (node, adjacency dictionary) for all nodes in the graph.

**See Also:**`adjacency_list`**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [(n,nbrdict) for n,nbrdict in G.adjacency_iter()]
[(0, {1: {}}), (1, {0: {}, 2: {}}), (2, {1: {}, 3: {}}), (3, {2: {}})]
```

**nbunch\_iter**`Graph.nbunch_iter(nbunch=None)`

Return an iterator of nodes contained in nbunch that are also in the graph.

The nodes in nbunch are checked for membership in the graph and if not are silently ignored.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**Returns** `niter` : iterator

An iterator over nodes in nbunch that are also in the graph. If nbunch is None, iterate over all nodes in the graph.

**Raises** `NetworkXError` :

If nbunch is not a node or or sequence of nodes. If a node in nbunch is not hashable.

**See Also:**`Graph.__iter__`



## Notes

When nbunch is an iterator, the returned iterator yields values directly from nbunch, becoming exhausted when nbunch is exhausted.

To test whether nbunch is a single node, one can use “if nbunch in self:”, even after processing with this routine.

If nbunch is not a node or a (possibly empty) sequence/iterator or None, a NetworkXError is raised. Also, if any object in nbunch is not hashable, a NetworkXError is raised.

## Information about graph structure

<code>Graph.has_node(n)</code>	Return True if the graph contains the node n.
<code>Graph.__contains__(n)</code>	Return True if n is a node, False otherwise. Use the expression
<code>Graph.has_edge(u, v)</code>	Return True if the edge (u,v) is in the graph.
<code>Graph.order()</code>	Return the number of nodes in the graph.
<code>Graph.number_of_nodes()</code>	Return the number of nodes in the graph.
<code>Graph.__len__()</code>	Return the number of nodes.
<code>Graph.degree([nbunch, weight])</code>	Return the degree of a node or nodes.
<code>Graph.degree_iter([nbunch, weight])</code>	Return an iterator for (node, degree).
<code>Graph.size([weight])</code>	Return the number of edges.
<code>Graph.number_of_edges([u, v])</code>	Return the number of edges between two nodes.
<code>Graph.nodes_with_selfloops()</code>	Return a list of nodes with self loops.
<code>Graph.selfloop_edges([data])</code>	Return a list of selfloop edges.
<code>Graph.number_of_selfloops()</code>	Return the number of selfloop edges.

## has\_node

`Graph.has_node(n)`

Return True if the graph contains the node n.

**Parameters** n : node

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.has_node(0)
True
```

It is more readable and simpler to use

```
>>> 0 in G
True
```

## \_\_contains\_\_

`Graph.__contains__(n)`

Return True if n is a node, False otherwise. Use the expression ‘n in G’.

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> 1 in G
True
```

### has\_edge

`Graph.has_edge(u, v)`

Return True if the edge (u,v) is in the graph.

**Parameters** `u,v` : nodes

Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.

**Returns** `edge_ind` : bool

True if edge is in the graph, False otherwise.

### Examples

Can be called either using two nodes u,v or edge tuple (u,v)

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.has_edge(0,1)   # using two nodes
True
>>> e = (0,1)
>>> G.has_edge(*e)    # e is a 2-tuple (u,v)
True
>>> e = (0,1,{'weight':7})
>>> G.has_edge(*e[:2]) # e is a 3-tuple (u,v,data_dictionary)
True
```

The following syntax are all equivalent:

```
>>> G.has_edge(0,1)
True
>>> 1 in G[0]    # though this gives KeyError if 0 not in G
True
```

### order

`Graph.order()`

Return the number of nodes in the graph.

**Returns** `nnodes` : int

The number of nodes in the graph.

**See Also:**

`number_of_nodes`, `__len__`

## number\_of\_nodes

`Graph.number_of_nodes()`

Return the number of nodes in the graph.

**Returns** `nnodes` : int

The number of nodes in the graph.

**See Also:**

`order`, `__len__`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> len(G)
3
```

## \_\_len\_\_

`Graph.__len__()`

Return the number of nodes. Use the expression ‘`len(G)`’.

**Returns** `nnodes` : int

The number of nodes in the graph.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> len(G)
4
```

## degree

`Graph.degree(nbunch=None, weight=None)`

Return the degree of a node or nodes.

The node degree is the number of edges adjacent to that node.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** `nd` : dictionary, or number

A dictionary with nodes as keys and degree as values or a number if a single node is specified.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.degree(0)
1
>>> G.degree([0,1])
{0: 1, 1: 2}
>>> list(G.degree([0,1]).values())
[1, 2]
```

### degree\_iter

`Graph.degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, degree).

The node degree is the number of edges adjacent to the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, degree).

**See Also:**

[`degree`](#)

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> list(G.degree_iter(0)) # node 0 with degree 1
[(0, 1)]
>>> list(G.degree_iter([0,1]))
[(0, 1), (1, 2)]
```

### size

`Graph.size` (*weight=None*)

Return the number of edges.

**Parameters** **weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** **nedges** : int

The number of edges or sum of edge weights in the graph.

**See Also:**`number_of_edges`**Examples**

```

>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.size()
3

>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge('a','b',weight=2)
>>> G.add_edge('b','c',weight=4)
>>> G.size()
2
>>> G.size(weight='weight')
6.0

```

**number\_of\_edges**`Graph.number_of_edges` (*u=None, v=None*)

Return the number of edges between two nodes.

**Parameters** *u,v* : nodes, optional (default=all edges)

If *u* and *v* are specified, return the number of edges between *u* and *v*. Otherwise return the total number of all edges.

**Returns** *nedges* : int

The number of edges in the graph. If nodes *u* and *v* are specified return the number of edges between those nodes.

**See Also:**`size`**Examples**

```

>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.number_of_edges()
3
>>> G.number_of_edges(0,1)
1
>>> e = (0,1)
>>> G.number_of_edges(*e)
1

```

**nodes\_with\_selfloops**`Graph.nodes_with_selfloops` ()

Return a list of nodes with self loops.

A node with a self loop has an edge with both ends adjacent to that node.

**Returns** **odelist** : list

A list of nodes with self loops.

**See Also:**

`selfloop_edges`, `number_of_selfloops`

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.nodes_with_selfloops()
[1]
```

### `selfloop_edges`

`Graph.selfloop_edges(data=False)`

Return a list of selfloop edges.

A selfloop edge has the same node at both ends.

**Parameters** **data** : bool, optional (default=False)

Return selfloop edges as two tuples (u,v) (data=False) or three-tuples (u,v,data) (data=True)

**Returns** **edgelist** : list of edge tuples

A list of all selfloop edges.

**See Also:**

`nodes_with_selfloops`, `number_of_selfloops`

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.selfloop_edges()
[(1, 1)]
>>> G.selfloop_edges(data=True)
[(1, 1, {})]
```

### `number_of_selfloops`

`Graph.number_of_selfloops()`

Return the number of selfloop edges.

A selfloop edge has the same node at both ends.

**Returns** **nloops** : int

The number of selfloops.

**See Also:**

`nodes_with_selfloops`, `selfloop_edges`

**Examples**

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.number_of_selfloops()
1
```

**Making copies and subgraphs**

<code>Graph.copy()</code>	Return a copy of the graph.
<code>Graph.to_undirected()</code>	Return an undirected copy of the graph.
<code>Graph.to_directed()</code>	Return a directed representation of the graph.
<code>Graph.subgraph(nbunch)</code>	Return the subgraph induced on nodes in nbunch.

**copy**

`Graph.copy()`

Return a copy of the graph.

**Returns** `G` : Graph

A copy of the graph.

**See Also:**

`to_directed` return a directed copy of the graph.

**Notes**

This makes a complete copy of the graph including all of the node or edge attributes.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.copy()
```

**to\_undirected**

`Graph.to_undirected()`

Return an undirected copy of the graph.

**Returns** `G` : Graph/MultiGraph

A deepcopy of the graph.

**See Also:**

`copy`, `add_edge`, `add_edges_from`

**Notes**

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `G=DiGraph(D)` which returns a shallow copy of the data.

See the Python `copy` module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

**Examples**

```
>>> G = nx.Graph()      # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
>>> G2 = H.to_undirected()
>>> G2.edges()
[(0, 1)]
```

**to\_directed**

`Graph.to_directed()`

Return a directed representation of the graph.

**Returns** `G : DiGraph`

A directed graph with the same name, same nodes, and with each edge `(u,v,data)` replaced by two directed edges `(u,v,data)` and `(v,u,data)`.

**Notes**

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `D=DiGraph(G)` which returns a shallow copy of the data.

See the Python `copy` module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

**Examples**

```
>>> G = nx.Graph()      # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
```



If already directed, return a (deep) copy

```
>>> G = nx.DiGraph()    # or MultiDiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1)]
```

## subgraph

`Graph.subgraph(nbunch)`

Return the subgraph induced on nodes in nbunch.

The induced subgraph of the graph contains the nodes in nbunch and the edges between those nodes.

**Parameters** `nbunch` : list, iterable

A container of nodes which will be iterated through once.

**Returns** `G` : Graph

A subgraph of the graph with the same edge attributes.

## Notes

The graph, edge or node attributes just point to the original graph. So changes to the node or edge structure will not be reflected in the original graph while changes to the attributes will.

To create a subgraph with its own copy of the edge/node attributes use: `nx.Graph(G.subgraph(nbunch))`

If edge attributes are containers, a deep copy can be obtained using: `G.subgraph(nbunch).copy()`

For an inplace reduction of a graph to a subgraph you can remove nodes: `G.remove_nodes_from([ n in G if n not in set(nbunch)])`

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.subgraph([0,1,2])
>>> H.edges()
[(0, 1), (1, 2)]
```

## 3.2.2 DiGraph - Directed graphs with self loops

### Overview

**DiGraph** (*data=None, \*\*attr*)

Base class for directed graphs.

A DiGraph stores nodes and edges with optional data, or attributes.

DiGraphs hold directed edges. Self loops are allowed but multiple (parallel) edges are not.

Nodes can be arbitrary (hashable) Python objects with optional key/value attributes.

Edges are represented as links between nodes with optional key/value attributes.

**Parameters** `data` : input graph

Data to initialize graph. If `data=None` (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

**See Also:**

`Graph`, `MultiGraph`, `MultiDiGraph`

**Examples**

Create an empty graph structure (a “null graph”) with no nodes and no edges.

```
>>> G = nx.DiGraph()
```

G can be grown in several ways.

**Nodes:**

Add one node at a time:

```
>>> G.add_node(1)
```

Add the nodes from any container (a list, dict, set or even the lines from a file or the nodes from another graph).

```
>>> G.add_nodes_from([2,3])
>>> G.add_nodes_from(range(100,110))
>>> H=nx.Graph()
>>> H.add_path([0,1,2,3,4,5,6,7,8,9])
>>> G.add_nodes_from(H)
```

In addition to strings and integers any hashable Python object (except None) can represent a node, e.g. a customized node object, or even another Graph.

```
>>> G.add_node(H)
```

**Edges:**

G can also be grown by adding edges.

Add one edge,

```
>>> G.add_edge(1, 2)
```

a list of edges,

```
>>> G.add_edges_from([(1,2),(1,3)])
```

or a collection of edges,

```
>>> G.add_edges_from(H.edges())
```

If some edges connect nodes not yet in the graph, the nodes are added automatically. There are no errors when adding nodes or edges that already exist.

**Attributes:**

Each graph, node, and edge can hold key/value attribute pairs in an associated attribute dictionary (the keys must be hashable). By default these are empty, but can be added or changed using `add_edge`, `add_node` or direct manipulation of the attribute dictionaries named `graph`, `node` and `edge` respectively.

```
>>> G = nx.DiGraph(day="Friday")
>>> G.graph
{'day': 'Friday'}
```

Add node attributes using `add_node()`, `add_nodes_from()` or `G.node`

```
>>> G.add_node(1, time='5pm')
>>> G.add_nodes_from([3], time='2pm')
>>> G.node[1]
{'time': '5pm'}
>>> G.node[1]['room'] = 714
>>> del G.node[1]['room'] # remove attribute
>>> G.nodes(data=True)
[(1, {'time': '5pm'}), (3, {'time': '2pm'})]
```

Warning: adding a node to `G.node` does not add it to the graph.

Add edge attributes using `add_edge()`, `add_edges_from()`, subscript notation, or `G.edge`.

```
>>> G.add_edge(1, 2, weight=4.7)
>>> G.add_edges_from([(3,4), (4,5)], color='red')
>>> G.add_edges_from([(1,2,{'color':'blue'}), (2,3,{'weight':8})])
>>> G[1][2]['weight'] = 4.7
>>> G.edge[1][2]['weight'] = 4
```

### Shortcuts:

Many common graph features allow python syntax to speed reporting.

```
>>> 1 in G # check if node in graph
True
>>> [n for n in G if n<3] # iterate through nodes
[1, 2]
>>> len(G) # number of nodes in graph
5
```

The fastest way to traverse all edges of a graph is via `adjacency_iter()`, but the `edges()` method is often more convenient.

```
>>> for n, nbrsdict in G.adjacency_iter():
...     for nbr, eattr in nbrsdict.items():
...         if 'weight' in eattr:
...             (n, nbr, eattr['weight'])
(1, 2, 4)
(2, 3, 8)
>>> [(u,v,edata['weight']) for u,v,edata in G.edges(data=True) if 'weight' in edata ]
[(1, 2, 4), (2, 3, 8)]
```

### Reporting:

Simple graph information is obtained using methods. Iterator versions of many reporting methods exist for efficiency. Methods exist for reporting `nodes()`, `edges()`, `neighbors()` and `degree()` as well as the number of nodes and edges.

For details on these and other miscellaneous methods, see below.

## Adding and removing nodes and edges

<code>DiGraph.__init__([data])</code>	Initialize a graph with edges, name, graph attributes.
<code>DiGraph.add_node(n[, attr_dict])</code>	Add a single node <code>n</code> and update node attributes.
<code>DiGraph.add_nodes_from(nodes, **attr)</code>	Add multiple nodes.
<code>DiGraph.remove_node(n)</code>	Remove node <code>n</code> .
<code>DiGraph.remove_nodes_from(nbunch)</code>	Remove multiple nodes.
<code>DiGraph.add_edge(u, v[, attr_dict])</code>	Add an edge between <code>u</code> and <code>v</code> .
<code>DiGraph.add_edges_from(ebunch[, attr_dict])</code>	Add all the edges in <code>ebunch</code> .
<code>DiGraph.add_weighted_edges_from(ebunch[, weight])</code>	Add all the edges in <code>ebunch</code> as weighted edges with specified weights.
<code>DiGraph.remove_edge(u, v)</code>	Remove the edge between <code>u</code> and <code>v</code> .
<code>DiGraph.remove_edges_from(ebunch)</code>	Remove all edges specified in <code>ebunch</code> .
<code>DiGraph.add_star(nodes, **attr)</code>	Add a star.
<code>DiGraph.add_path(nodes, **attr)</code>	Add a path.
<code>DiGraph.add_cycle(nodes, **attr)</code>	Add a cycle.
<code>DiGraph.clear()</code>	Remove all nodes and edges from the graph.

### `__init__`

`DiGraph.__init__(data=None, **attr)`  
Initialize a graph with edges, name, graph attributes.

**Parameters** `data` : input graph

Data to initialize graph. If `data=None` (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**name** : string, optional (default='')

An optional name for the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

### See Also:

`convert`

### Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G = nx.Graph(name='my graph')
>>> e = [(1,2), (2,3), (3,4)] # list of edges
>>> G = nx.Graph(e)
```

Arbitrary graph attribute pairs (key=value) may be assigned

```
>>> G=nx.Graph(e, day="Friday")
>>> G.graph
{'day': 'Friday'}
```

## add\_node

`DiGraph.add_node(n, attr_dict=None, **attr)`

Add a single node `n` and update node attributes.

**Parameters** `n` : node

A node can be any hashable Python object except `None`.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of node attributes. Key/value pairs will update existing data associated with the node.

**attr** : keyword arguments, optional

Set or change attributes using `key=value`.

**See Also:**

[`add\_nodes\_from`](#)

## Notes

A hashable object is one that can be used as a key in a Python dictionary. This includes strings, numbers, tuples of strings and numbers, etc.

On many platforms hashable items also include mutables such as NetworkX Graphs, though one should be careful that the hash doesn't change on mutables.

## Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_node(1)
>>> G.add_node('Hello')
>>> K3 = nx.Graph([(0,1), (1,2), (2,0)])
>>> G.add_node(K3)
>>> G.number_of_nodes()
3

```

Use keywords set/change node attributes:

```

>>> G.add_node(1, size=10)
>>> G.add_node(3, weight=0.4, UTM=('13S', 382871, 3972649))

```

## add\_nodes\_from

`DiGraph.add_nodes_from(nodes, **attr)`

Add multiple nodes.

**Parameters** `nodes` : iterable container

A container of nodes (list, dict, set, etc.). OR A container of (node, attribute dict) tuples. Node attributes are updated using the attribute dict.

**attr** : keyword arguments, optional (default= no attributes)

Update attributes for all nodes in nodes. Node attributes specified in nodes as a tuple take precedence over attributes specified generally.

**See Also:**

`add_node`

**Examples**

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_nodes_from('Hello')
>>> K3 = nx.Graph([(0,1), (1,2), (2,0)])
>>> G.add_nodes_from(K3)
>>> sorted(G.nodes(), key=str)
[0, 1, 2, 'H', 'e', 'l', 'o']
```

Use keywords to update specific node attributes for every node.

```
>>> G.add_nodes_from([1,2], size=10)
>>> G.add_nodes_from([3,4], weight=0.4)
```

Use (node, attrdict) tuples to update attributes for specific nodes.

```
>>> G.add_nodes_from([(1,dict(size=11)), (2,{'color':'blue'})])
>>> G.node[1]['size']
11
>>> H = nx.Graph()
>>> H.add_nodes_from(G.nodes(data=True))
>>> H.node[1]['size']
11
```

**remove\_node**

`DiGraph.remove_node(n)`

Remove node n.

Removes the node n and all adjacent edges. Attempting to remove a non-existent node will raise an exception.

**Parameters** `n` : node

A node in the graph

**Raises** `NetworkXError` :

If n is not in the graph.

**See Also:**

`remove_nodes_from`

**Examples**

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.edges()
[(0, 1), (1, 2)]
>>> G.remove_node(1)
```

```
>>> G.edges()
[]
```

### remove\_nodes\_from

`DiGraph.remove_nodes_from(nbunch)`

Remove multiple nodes.

**Parameters** `nodes` : iterable container

A container of nodes (list, dict, set, etc.). If a node in the container is not in the graph it is silently ignored.

**See Also:**

[`remove\_node`](#)

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> e = G.nodes()
>>> e
[0, 1, 2]
>>> G.remove_nodes_from(e)
>>> G.nodes()
[]
```

### add\_edge

`DiGraph.add_edge(u, v, attr_dict=None, **attr)`

Add an edge between u and v.

The nodes u and v will be automatically added if they are not already in the graph.

Edge attributes can be specified with keywords or by providing a dictionary with key/value pairs. See examples below.

**Parameters** `u,v` : nodes

Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with the edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

[`add\_edges\_from`](#) add a collection of edges

## Notes

Adding an edge that already exists updates the edge data.

Many NetworkX algorithms designed for weighted graphs use as the edge weight a numerical value assigned to a keyword which by default is 'weight'.

## Examples

The following all add the edge  $e=(1,2)$  to graph  $G$ :

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> e = (1,2)
>>> G.add_edge(1, 2)      # explicit two-node form
>>> G.add_edge(*e)        # single edge as tuple of two nodes
>>> G.add_edges_from( [(1,2)] ) # add edges from iterable container
```

Associate data to edges using keywords:

```
>>> G.add_edge(1, 2, weight=3)
>>> G.add_edge(1, 3, weight=7, capacity=15, length=342.7)
```

## add\_edges\_from

`DiGraph.add_edges_from(ebunch, attr_dict=None, **attr)`

Add all the edges in ebunch.

**Parameters** **ebunch** : container of edges

Each edge given in the container will be added to the graph. The edges must be given as as 2-tuples (u,v) or 3-tuples (u,v,d) where d is a dictionary containing edge data.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with each edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

**add\_edge** add a single edge

**add\_weighted\_edges\_from** convenient way to add weighted edges

## Notes

Adding the same edge twice has no effect but any edge data will be updated when each duplicate edge is added.

## Examples



```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edges_from([(0,1), (1,2)]) # using a list of edge tuples
>>> e = zip(range(0,3), range(1,4))
>>> G.add_edges_from(e) # Add the path graph 0-1-2-3
```

Associate data to edges

```
>>> G.add_edges_from([(1,2), (2,3)], weight=3)
>>> G.add_edges_from([(3,4), (1,4)], label='WN2898')
```

### add\_weighted\_edges\_from

`DiGraph.add_weighted_edges_from(ebunch, weight='weight', **attr)`

Add all the edges in ebunch as weighted edges with specified weights.

**Parameters** **ebunch** : container of edges

Each edge given in the list or container will be added to the graph. The edges must be given as 3-tuples (u,v,w) where w is a number.

**weight** : string, optional (default= 'weight')

The attribute name for the edge weights to be added.

**attr** : keyword arguments, optional (default= no attributes)

Edge attributes to add/update for all edges.

**See Also:**

`add_edge` add a single edge

`add_edges_from` add multiple edges

### Notes

Adding the same edge twice for Graph/DiGraph simply updates the edge data. For MultiGraph/MultiDiGraph, duplicate edges are stored.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_weighted_edges_from([(0,1,3.0), (1,2,7.5)])
```

### remove\_edge

`DiGraph.remove_edge(u, v)`

Remove the edge between u and v.

**Parameters** **u,v: nodes** :

Remove the edge between nodes u and v.

**Raises** **NetworkXError** :

If there is not an edge between u and v.

See Also:

`remove_edges_from` remove a collection of edges

### Examples

```
>>> G = nx.Graph()    # or DiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.remove_edge(0,1)
>>> e = (1,2)
>>> G.remove_edge(*e) # unpacks e from an edge tuple
>>> e = (2,3,{'weight':7}) # an edge with attribute data
>>> G.remove_edge(*e[:2]) # select first part of edge tuple
```

### `remove_edges_from`

`DiGraph.remove_edges_from(ebunch)`

Remove all edges specified in ebunch.

**Parameters** **ebunch:** list or container of edge tuples :

Each edge given in the list or container will be removed from the graph. The edges can be:

- 2-tuples (u,v) edge between u and v.
- 3-tuples (u,v,k) where k is ignored.

See Also:

`remove_edge` remove a single edge

### Notes

Will fail silently if an edge in ebunch is not in the graph.

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> ebunch=[(1,2), (2,3)]
>>> G.remove_edges_from(ebunch)
```

### `add_star`

`DiGraph.add_star(nodes, **attr)`

Add a star.

The first node in nodes is the middle of the star. It is connected to all other nodes.

**Parameters** **nodes** : iterable container

A container of nodes.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in star.

**See Also:**

`add_path`, `add_cycle`

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_star([0,1,2,3])
>>> G.add_star([10,11,12],weight=2)
```

**add\_path**

`DiGraph.add_path(nodes, **attr)`

Add a path.

**Parameters** **nodes** : iterable container

A container of nodes. A path will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in path.

**See Also:**

`add_star`, `add_cycle`

**Examples**

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.add_path([10,11,12],weight=7)
```

**add\_cycle**

`DiGraph.add_cycle(nodes, **attr)`

Add a cycle.

**Parameters** **nodes: iterable container :**

A container of nodes. A cycle will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in cycle.

**See Also:**

`add_path`, `add_star`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_cycle([0,1,2,3])
>>> G.add_cycle([10,11,12],weight=7)
```

### clear

`DiGraph.clear()`

Remove all nodes and edges from the graph.

This also removes the name, and all graph, node, and edge attributes.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.clear()
>>> G.nodes()
[]
>>> G.edges()
[]
```

### Iterating over nodes and edges

<code>DiGraph.nodes([data])</code>	Return a list of the nodes in the graph.
<code>DiGraph.nodes_iter([data])</code>	Return an iterator over the nodes.
<code>DiGraph.__iter__()</code>	Iterate over the nodes.
<code>DiGraph.edges([nbunch, data])</code>	Return a list of edges.
<code>DiGraph.edges_iter([nbunch, data])</code>	Return an iterator over the edges.
<code>DiGraph.out_edges([nbunch, data])</code>	Return a list of edges.
<code>DiGraph.out_edges_iter([nbunch, data])</code>	Return an iterator over the edges.
<code>DiGraph.in_edges([nbunch, data])</code>	Return a list of the incoming edges.
<code>DiGraph.in_edges_iter([nbunch, data])</code>	Return an iterator over the incoming edges.
<code>DiGraph.get_edge_data(u, v[, default])</code>	Return the attribute dictionary associated with edge (u,v).
<code>DiGraph.neighbors(n)</code>	Return a list of successor nodes of n.
<code>DiGraph.neighbors_iter(n)</code>	Return an iterator over successor nodes of n.
<code>DiGraph.__getitem__(n)</code>	Return a dict of neighbors of node n.
<code>DiGraph.successors(n)</code>	Return a list of successor nodes of n.
<code>DiGraph.successors_iter(n)</code>	Return an iterator over successor nodes of n.
<code>DiGraph.predecessors(n)</code>	Return a list of predecessor nodes of n.
<code>DiGraph.predecessors_iter(n)</code>	Return an iterator over predecessor nodes of n.
<code>DiGraph.adjacency_list()</code>	Return an adjacency list representation of the graph.
<code>DiGraph.adjacency_iter()</code>	Return an iterator of (node, adjacency dict) tuples for all nodes.
<code>DiGraph.nbunch_iter([nbunch])</code>	Return an iterator of nodes contained in nbunch that are also in the graph.

## nodes

`DiGraph.nodes(data=False)`

Return a list of the nodes in the graph.

**Parameters** `data` : boolean, optional (default=False)

If False return a list of nodes. If True return a two-tuple of node and node data dictionary

**Returns** `nlist` : list

A list of nodes. If data=True a list of two-tuples containing (node, node data dictionary).

### Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.nodes()
[0, 1, 2]
>>> G.add_node(1, time='5pm')
>>> G.nodes(data=True)
[(0, {}), (1, {'time': '5pm'}), (2, {})]

```

## nodes\_iter

`DiGraph.nodes_iter(data=False)`

Return an iterator over the nodes.

**Parameters** `data` : boolean, optional (default=False)

If False the iterator returns nodes. If True return a two-tuple of node and node data dictionary

**Returns** `niter` : iterator

An iterator over nodes. If data=True the iterator gives two-tuples containing (node, node data, dictionary)

### Notes

If the node data is not required it is simpler and equivalent to use the expression ‘for n in G’.

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])

```

### Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])

>>> [d for n,d in G.nodes_iter(data=True)]
[{}, {}, {}]

```

## `__iter__`

`DiGraph.__iter__()`

Iterate over the nodes. Use the expression ‘for n in G’.

**Returns** `niter` : iterator

An iterator over all nodes in the graph.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
```

## edges

`DiGraph.edges(nbunch=None, data=False)`

Return a list of edges.

Edges are returned as tuples with optional data in the order (node, neighbor, data).

**Parameters** `nbunch` : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,data) (True).

**Returns** `edge_list`: list of edge tuples :

Edges that are adjacent to any node in nbunch, or a list of all edges if nbunch is not specified.

**See Also:**

`edges_iter` return an iterator over the edges

## Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.edges()
[(0, 1), (1, 2), (2, 3)]
>>> G.edges(data=True) # default edge data is {} (empty dictionary)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> G.edges([0,3])
[(0, 1), (3, 2)]
>>> G.edges(0)
[(0, 1)]
```

**edges\_iter**

`DiGraph.edges_iter` (*nbunch=None, data=False*)

Return an iterator over the edges.

Edges are returned as tuples with optional data in the order (node, neighbor, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict in 3-tuple (u,v,data).

**Returns** **edge\_iter** : iterator

An iterator of (u,v) or (u,v,d) tuples of edges.

**See Also:**

**edges** return a list of edges

**Notes**

Nodes in *nbunch* that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

**Examples**

```
>>> G = nx.DiGraph()    # or MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [e for e in G.edges_iter()]
[(0, 1), (1, 2), (2, 3)]
>>> list(G.edges_iter(data=True)) # default data is {} (empty dict)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> list(G.edges_iter([0,2]))
[(0, 1), (2, 3)]
>>> list(G.edges_iter(0))
[(0, 1)]
```

**out\_edges**

`DiGraph.out_edges` (*nbunch=None, data=False*)

Return a list of edges.

Edges are returned as tuples with optional data in the order (node, neighbor, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,data) (True).

**Returns** **edge\_list**: list of edge tuples :

Edges that are adjacent to any node in *nbunch*, or a list of all edges if *nbunch* is not specified.

**See Also:**

`edges_iter` return an iterator over the edges

**Notes**

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.edges()
[(0, 1), (1, 2), (2, 3)]
>>> G.edges(data=True) # default edge data is {} (empty dictionary)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> G.edges([0,3])
[(0, 1), (3, 2)]
>>> G.edges(0)
[(0, 1)]
```

**out\_edges\_iter**

`DiGraph.out_edges_iter` (nbunch=None, data=False)

Return an iterator over the edges.

Edges are returned as tuples with optional data in the order (node, neighbor, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict in 3-tuple (u,v,data).

**Returns** **edge\_iter** : iterator

An iterator of (u,v) or (u,v,d) tuples of edges.

**See Also:**

`edges` return a list of edges

**Notes**

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

**Examples**



```

>>> G = nx.DiGraph()    # or MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [e for e in G.edges_iter()]
[(0, 1), (1, 2), (2, 3)]
>>> list(G.edges_iter(data=True)) # default data is {} (empty dict)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> list(G.edges_iter([0,2]))
[(0, 1), (2, 3)]
>>> list(G.edges_iter(0))
[(0, 1)]

```

## in\_edges

`DiGraph.in_edges` (*nbunch=None, data=False*)

Return a list of the incoming edges.

**See Also:**

`edges` return a list of edges

## in\_edges\_iter

`DiGraph.in_edges_iter` (*nbunch=None, data=False*)

Return an iterator over the incoming edges.

**Parameters** `nbunch` : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

`data` : bool, optional (default=False)

If True, return edge attribute dict in 3-tuple (u,v,data).

**Returns** `in_edge_iter` : iterator

An iterator of (u,v) or (u,v,d) tuples of incoming edges.

**See Also:**

`edges_iter` return an iterator of edges

## get\_edge\_data

`DiGraph.get_edge_data` (*u, v, default=None*)

Return the attribute dictionary associated with edge (u,v).

**Parameters** `u,v` : nodes

**default:** any Python object (default=None) :

Value to return if the edge (u,v) is not found.

**Returns** `edge_dict` : dictionary

The edge attribute dictionary.

## Notes

It is faster to use `G[u][v]`.

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G[0][1]
{}
```

Warning: Assigning `G[u][v]` corrupts the graph data structure. But it is safe to assign attributes to that dictionary,

```
>>> G[0][1]['weight'] = 7
>>> G[0][1]['weight']
7
>>> G[1][0]['weight']
7
```

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.get_edge_data(0,1) # default edge data is {}
{}
>>> e = (0,1)
>>> G.get_edge_data(*e) # tuple form
{}
>>> G.get_edge_data('a','b',default=0) # edge not in graph, return 0
0
```

## neighbors

`DiGraph.neighbors(n)`

Return a list of successor nodes of `n`.

`neighbors()` and `successors()` are the same function.

## neighbors\_iter

`DiGraph.neighbors_iter(n)`

Return an iterator over successor nodes of `n`.

`neighbors_iter()` and `successors_iter()` are the same.

## \_\_getitem\_\_

`DiGraph.__getitem__(n)`

Return a dict of neighbors of node `n`. Use the expression `'G[n]'`.

**Parameters** `n`: node

A node in the graph.

**Returns** `adj_dict`: dictionary

The adjacency dictionary for nodes connected to `n`.

## Notes

`G[n]` is similar to `G.neighbors(n)` but the internal data dictionary is returned instead of a list.  
Assigning `G[n]` will corrupt the internal graph data structure. Use `G[n]` for reading data only.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G[0]
{1: {}}
```

## successors

`DiGraph.successors(n)`

Return a list of successor nodes of `n`.

`neighbors()` and `successors()` are the same function.

## successors\_iter

`DiGraph.successors_iter(n)`

Return an iterator over successor nodes of `n`.

`neighbors_iter()` and `successors_iter()` are the same.

## predecessors

`DiGraph.predecessors(n)`

Return a list of predecessor nodes of `n`.

## predecessors\_iter

`DiGraph.predecessors_iter(n)`

Return an iterator over predecessor nodes of `n`.

## adjacency\_list

`DiGraph.adjacency_list()`

Return an adjacency list representation of the graph.

The output adjacency list is in the order of `G.nodes()`. For directed graphs, only outgoing adjacencies are included.

**Returns** `adj_list` : lists of lists

The adjacency structure of the graph as a list of lists.

**See Also:**

`adjacency_iter`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.adjacency_list()  # in order given by G.nodes()
[[1], [0, 2], [1, 3], [2]]
```

### adjacency\_iter

`DiGraph.adjacency_iter()`

Return an iterator of (node, adjacency dict) tuples for all nodes.

This is the fastest way to look at every edge. For directed graphs, only outgoing adjacencies are included.

**Returns** `adj_iter` : iterator

An iterator of (node, adjacency dictionary) for all nodes in the graph.

**See Also:**

`adjacency_list`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [(n,nbrdict) for n,nbrdict in G.adjacency_iter()]
[(0, {1: {}}), (1, {0: {}, 2: {}}), (2, {1: {}, 3: {}}), (3, {2: {}})]
```

### nbunch\_iter

`DiGraph.nbunch_iter(nbunch=None)`

Return an iterator of nodes contained in nbunch that are also in the graph.

The nodes in nbunch are checked for membership in the graph and if not are silently ignored.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**Returns** `niter` : iterator

An iterator over nodes in nbunch that are also in the graph. If nbunch is None, iterate over all nodes in the graph.

**Raises** `NetworkXError` :

If nbunch is not a node or or sequence of nodes. If a node in nbunch is not hashable.

**See Also:**

`Graph.__iter__`

## Notes

When nbunch is an iterator, the returned iterator yields values directly from nbunch, becoming exhausted when nbunch is exhausted.

To test whether nbunch is a single node, one can use “if nbunch in self:”, even after processing with this routine.

If nbunch is not a node or a (possibly empty) sequence/iterator or None, a NetworkXError is raised. Also, if any object in nbunch is not hashable, a NetworkXError is raised.

## Information about graph structure

<code>DiGraph.has_node(n)</code>	Return True if the graph contains the node n.
<code>DiGraph.__contains__(n)</code>	Return True if n is a node, False otherwise. Use the expression
<code>DiGraph.has_edge(u, v)</code>	Return True if the edge (u,v) is in the graph.
<code>DiGraph.order()</code>	Return the number of nodes in the graph.
<code>DiGraph.number_of_nodes()</code>	Return the number of nodes in the graph.
<code>DiGraph.__len__()</code>	Return the number of nodes.
<code>DiGraph.degree(nbunch, weight)</code>	Return the degree of a node or nodes.
<code>DiGraph.degree_iter(nbunch, weight)</code>	Return an iterator for (node, degree).
<code>DiGraph.in_degree(nbunch, weight)</code>	Return the in-degree of a node or nodes.
<code>DiGraph.in_degree_iter(nbunch, weight)</code>	Return an iterator for (node, in-degree).
<code>DiGraph.out_degree(nbunch, weight)</code>	Return the out-degree of a node or nodes.
<code>DiGraph.out_degree_iter(nbunch, weight)</code>	Return an iterator for (node, out-degree).
<code>DiGraph.size([weight])</code>	Return the number of edges.
<code>DiGraph.number_of_edges([u, v])</code>	Return the number of edges between two nodes.
<code>DiGraph.nodes_with_selfloops()</code>	Return a list of nodes with self loops.
<code>DiGraph.selfloop_edges([data])</code>	Return a list of selfloop edges.
<code>DiGraph.number_of_selfloops()</code>	Return the number of selfloop edges.

## has\_node

`DiGraph.has_node(n)`

Return True if the graph contains the node n.

**Parameters** n : node

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.has_node(0)
True
```

It is more readable and simpler to use

```
>>> 0 in G
True
```

## `__contains__`

`DiGraph.__contains__(n)`

Return True if `n` is a node, False otherwise. Use the expression '`n in G`'.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> 1 in G
True
```

## `has_edge`

`DiGraph.has_edge(u, v)`

Return True if the edge `(u,v)` is in the graph.

**Parameters** `u,v` : nodes

Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.

**Returns** `edge_ind` : bool

True if edge is in the graph, False otherwise.

### Examples

Can be called either using two nodes `u,v` or edge tuple `(u,v)`

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.has_edge(0,1)     # using two nodes
True
>>> e = (0,1)
>>> G.has_edge(*e)      # e is a 2-tuple (u,v)
True
>>> e = (0,1,{'weight':7})
>>> G.has_edge(*e[:2])  # e is a 3-tuple (u,v,data_dictionary)
True
```

The following syntax are all equivalent:

```
>>> G.has_edge(0,1)
True
>>> 1 in G[0]          # though this gives KeyError if 0 not in G
True
```

## `order`

`DiGraph.order()`

Return the number of nodes in the graph.

**Returns** `nnodes` : int

The number of nodes in the graph.

**See Also:**

`number_of_nodes`, `__len__`

### `number_of_nodes`

`DiGraph.number_of_nodes()`

Return the number of nodes in the graph.

**Returns** `nnodes` : int

The number of nodes in the graph.

**See Also:**

`order`, `__len__`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> len(G)
3
```

### `__len__`

`DiGraph.__len__()`

Return the number of nodes. Use the expression `'len(G)'`.

**Returns** `nnodes` : int

The number of nodes in the graph.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> len(G)
4
```

### `degree`

`DiGraph.degree(nbunch=None, weight=None)`

Return the degree of a node or nodes.

The node degree is the number of edges adjacent to that node.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd** : dictionary, or number

A dictionary with nodes as keys and degree as values or a number if a single node is specified.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.degree(0)
1
>>> G.degree([0,1])
{0: 1, 1: 2}
>>> list(G.degree([0,1]).values())
[1, 2]
```

### degree\_iter

`DiGraph.degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, degree).

The node degree is the number of edges adjacent to the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, degree).

### See Also:

`degree`, `in_degree`, `out_degree`, `in_degree_iter`, `out_degree_iter`

### Examples

```
>>> G = nx.DiGraph()    # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> list(G.degree_iter(0)) # node 0 with degree 1
[(0, 1)]
>>> list(G.degree_iter([0,1]))
[(0, 1), (1, 2)]
```

### in\_degree

`DiGraph.in_degree` (*nbunch=None, weight=None*)

Return the in-degree of a node or nodes.



The node in-degree is the number of edges pointing in to the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd** : dictionary, or number

A dictionary with nodes as keys and in-degree as values or a number if a single node is specified.

**See Also:**

`degree`, `out_degree`, `in_degree_iter`

### Examples

```
>>> G = nx.DiGraph()    # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.in_degree(0)
0
>>> G.in_degree([0,1])
{0: 0, 1: 1}
>>> list(G.in_degree([0,1]).values())
[0, 1]
```

### `in_degree_iter`

`DiGraph.in_degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, in-degree).

The node in-degree is the number of edges pointing in to the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, in-degree).

**See Also:**

`degree`, `in_degree`, `out_degree`, `out_degree_iter`

### Examples

```
>>> G = nx.DiGraph()
>>> G.add_path([0,1,2,3])
>>> list(G.in_degree_iter(0)) # node 0 with degree 0
[(0, 0)]
>>> list(G.in_degree_iter([0,1]))
[(0, 0), (1, 1)]
```

## out\_degree

`DiGraph.out_degree` (*nbunch=None, weight=None*)

Return the out-degree of a node or nodes.

The node out-degree is the number of edges pointing out of the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd** : dictionary, or number

A dictionary with nodes as keys and out-degree as values or a number if a single node is specified.

## Examples

```
>>> G = nx.DiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.out_degree(0)
1
>>> G.out_degree([0,1])
{0: 1, 1: 1}
>>> list(G.out_degree([0,1]).values())
[1, 1]
```

## out\_degree\_iter

`DiGraph.out_degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, out-degree).

The node out-degree is the number of edges pointing out of the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, out-degree).

**See Also:**

`degree`, `in_degree`, `out_degree`, `in_degree_iter`

**Examples**

```
>>> G = nx.DiGraph()
>>> G.add_path([0,1,2,3])
>>> list(G.out_degree_iter(0)) # node 0 with degree 1
[(0, 1)]
>>> list(G.out_degree_iter([0,1]))
[(0, 1), (1, 1)]
```

**size**

`DiGraph.size(weight=None)`

Return the number of edges.

**Parameters** `weight` : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** `nedges` : int

The number of edges or sum of edge weights in the graph.

**See Also:**

`number_of_edges`

**Examples**

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.size()
3

>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge('a', 'b', weight=2)
>>> G.add_edge('b', 'c', weight=4)
>>> G.size()
2
>>> G.size(weight='weight')
6.0
```

**number\_of\_edges**

`DiGraph.number_of_edges(u=None, v=None)`

Return the number of edges between two nodes.

**Parameters** `u,v` : nodes, optional (default=all edges)

If `u` and `v` are specified, return the number of edges between `u` and `v`. Otherwise return the total number of all edges.

**Returns** `nedges` : int

The number of edges in the graph. If nodes `u` and `v` are specified return the number of edges between those nodes.

**See Also:**

`size`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.number_of_edges()
3
>>> G.number_of_edges(0,1)
1
>>> e = (0,1)
>>> G.number_of_edges(*e)
1
```

### `nodes_with_selfloops`

`DiGraph.nodes_with_selfloops()`

Return a list of nodes with self loops.

A node with a self loop has an edge with both ends adjacent to that node.

**Returns** `odelist` : list

A list of nodes with self loops.

**See Also:**

`selfloop_edges`, `number_of_selfloops`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.nodes_with_selfloops()
[1]
```

### `selfloop_edges`

`DiGraph.selfloop_edges(data=False)`

Return a list of selfloop edges.

A selfloop edge has the same node at both ends.

**Parameters** `data` : bool, optional (default=False)

Return selfloop edges as two tuples `(u,v)` (`data=False`) or three-tuples `(u,v,data)` (`data=True`)

**Returns** `edgelist` : list of edge tuples

A list of all selfloop edges.

**See Also:**

`nodes_with_selfloops`, `number_of_selfloops`

**Examples**

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.selfloop_edges()
[(1, 1)]
>>> G.selfloop_edges(data=True)
[(1, 1, {})]
```

**number\_of\_selfloops**

`DiGraph.number_of_selfloops()`

Return the number of selfloop edges.

A selfloop edge has the same node at both ends.

**Returns** `nloops` : int

The number of selfloops.

**See Also:**

`nodes_with_selfloops`, `selfloop_edges`

**Examples**

```
>>> G=nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.number_of_selfloops()
1
```

**Making copies and subgraphs**

<code>DiGraph.copy()</code>	Return a copy of the graph.
<code>DiGraph.to_undirected([reciprocal])</code>	Return an undirected representation of the digraph.
<code>DiGraph.to_directed()</code>	Return a directed copy of the graph.
<code>DiGraph.subgraph(nbunch)</code>	Return the subgraph induced on nodes in nbunch.
<code>DiGraph.reverse([copy])</code>	Return the reverse of the graph.

**copy**

`DiGraph.copy()`

Return a copy of the graph.

**Returns** `G` : Graph

A copy of the graph.

**See Also:**

`to_directed` return a directed copy of the graph.

**Notes**

This makes a complete copy of the graph including all of the node or edge attributes.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.copy()
```

**to\_undirected**

`DiGraph.to_undirected(reciprocal=False)`

Return an undirected representation of the digraph.

**Parameters** `reciprocal` : bool (optional)

If True only keep edges that appear in both directions in the original digraph.

**Returns** `G` : Graph

An undirected graph with the same name and nodes and with edge (u,v,data) if either (u,v,data) or (v,u,data) is in the digraph. If both edges exist in digraph and their edge data is different, only one edge is created with an arbitrary choice of which edge data to use. You must check and correct for this manually if desired.

**Notes**

If edges in both directions (u,v) and (v,u) exist in the graph, attributes for the new undirected edge will be a combination of the attributes of the directed edges. The edge data is updated in the (arbitrary) order that the edges are encountered. For more customized control of the edge attributes use `add_edge()`.

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `G=DiGraph(D)` which returns a shallow copy of the data.

See the Python copy module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

**to\_directed**

`DiGraph.to_directed()`

Return a directed copy of the graph.

**Returns** `G` : DiGraph

A deepcopy of the graph.

## Notes

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `D=DiGraph(G)` which returns a shallow copy of the data.

See the Python `copy` module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

## Examples

```
>>> G = nx.Graph()      # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
```

If already directed, return a (deep) copy

```
>>> G = nx.DiGraph()    # or MultiDiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1)]
```

## subgraph

`DiGraph.subgraph(nbunch)`

Return the subgraph induced on nodes in `nbunch`.

The induced subgraph of the graph contains the nodes in `nbunch` and the edges between those nodes.

**Parameters** `nbunch` : list, iterable

A container of nodes which will be iterated through once.

**Returns** `G` : Graph

A subgraph of the graph with the same edge attributes.

## Notes

The graph, edge or node attributes just point to the original graph. So changes to the node or edge structure will not be reflected in the original graph while changes to the attributes will.

To create a subgraph with its own copy of the edge/node attributes use: `nx.Graph(G.subgraph(nbunch))`

If edge attributes are containers, a deep copy can be obtained using: `G.subgraph(nbunch).copy()`

For an inplace reduction of a graph to a subgraph you can remove nodes: `G.remove_nodes_from([ n in G if n not in set(nbunch)])`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.subgraph([0,1,2])
>>> H.edges()
[(0, 1), (1, 2)]
```

### reverse

`DiGraph.reverse(copy=True)`  
Return the reverse of the graph.

The reverse is a graph with the same nodes and edges but with the directions of the edges reversed.

**Parameters** `copy` : bool optional (default=True)

If True, return a new DiGraph holding the reversed edges. If False, reverse the reverse graph is created using the original graph (this changes the original graph).

## 3.2.3 MultiGraph - Undirected graphs with self loops and parallel edges

### Overview

**MultiGraph** (*data=None, \*\*attr*)

An undirected graph class that can store multiedges.

Multiedges are multiple edges between two nodes. Each edge can hold optional data or attributes.

A MultiGraph holds undirected edges. Self loops are allowed.

Nodes can be arbitrary (hashable) Python objects with optional key/value attributes.

Edges are represented as links between nodes with optional key/value attributes.

**Parameters** `data` : input graph

Data to initialize graph. If data=None (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

`attr` : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

### See Also:

`Graph`, `DiGraph`, `MultiDiGraph`

### Examples

Create an empty graph structure (a “null graph”) with no nodes and no edges.

```
>>> G = nx.MultiGraph()
```



G can be grown in several ways.

#### Nodes:

Add one node at a time:

```
>>> G.add_node(1)
```

Add the nodes from any container (a list, dict, set or even the lines from a file or the nodes from another graph).

```
>>> G.add_nodes_from([2,3])
>>> G.add_nodes_from(range(100,110))
>>> H=nx.Graph()
>>> H.add_path([0,1,2,3,4,5,6,7,8,9])
>>> G.add_nodes_from(H)
```

In addition to strings and integers any hashable Python object (except None) can represent a node, e.g. a customized node object, or even another Graph.

```
>>> G.add_node(H)
```

#### Edges:

G can also be grown by adding edges.

Add one edge,

```
>>> G.add_edge(1, 2)
```

a list of edges,

```
>>> G.add_edges_from([(1,2), (1,3)])
```

or a collection of edges,

```
>>> G.add_edges_from(H.edges())
```

If some edges connect nodes not yet in the graph, the nodes are added automatically. If an edge already exists, an additional edge is created and stored using a key to identify the edge. By default the key is the lowest unused integer.

```
>>> G.add_edges_from([(4,5,dict(route=282)), (4,5,dict(route=37))])
>>> G[4]
{3: {0: {}}, 5: {0: {}, 1: {'route': 282}, 2: {'route': 37}}}
```

#### Attributes:

Each graph, node, and edge can hold key/value attribute pairs in an associated attribute dictionary (the keys must be hashable). By default these are empty, but can be added or changed using `add_edge`, `add_node` or direct manipulation of the attribute dictionaries named `graph`, `node` and `edge` respectively.

```
>>> G = nx.MultiGraph(day="Friday")
>>> G.graph
{'day': 'Friday'}
```

Add node attributes using `add_node()`, `add_nodes_from()` or `G.node`

```
>>> G.add_node(1, time='5pm')
>>> G.add_nodes_from([3], time='2pm')
>>> G.node[1]
{'time': '5pm'}
>>> G.node[1]['room'] = 714
>>> del G.node[1]['room'] # remove attribute
```

```
>>> G.nodes(data=True)
[(1, {'time': '5pm'}), (3, {'time': '2pm'})]
```

Warning: adding a node to `G.node` does not add it to the graph.

Add edge attributes using `add_edge()`, `add_edges_from()`, subscript notation, or `G.edge`.

```
>>> G.add_edge(1, 2, weight=4.7)
>>> G.add_edges_from([(3,4), (4,5)], color='red')
>>> G.add_edges_from([(1,2,{'color':'blue'}), (2,3,{'weight':8})])
>>> G[1][2][0]['weight'] = 4.7
>>> G.edge[1][2][0]['weight'] = 4
```

### Shortcuts:

Many common graph features allow python syntax to speed reporting.

```
>>> 1 in G      # check if node in graph
True
>>> [n for n in G if n<3]  # iterate through nodes
[1, 2]
>>> len(G)      # number of nodes in graph
5
>>> G[1] # adjacency dict keyed by neighbor to edge attributes
...      # Note: you should not change this dict manually!
{2: {0: {'weight': 4}, 1: {'color': 'blue'}}}
```

The fastest way to traverse all edges of a graph is via `adjacency_iter()`, but the `edges()` method is often more convenient.

```
>>> for n,nbrsdict in G.adjacency_iter():
...     for nbr,keydict in nbrsdict.items():
...         for key,eattr in keydict.items():
...             if 'weight' in eattr:
...                 (n,nbr,eattr['weight'])
(1, 2, 4)
(2, 1, 4)
(2, 3, 8)
(3, 2, 8)
>>> [(u,v,edata['weight']) for u,v,edata in G.edges(data=True) if 'weight' in edata ]
[(1, 2, 4), (2, 3, 8)]
```

### Reporting:

Simple graph information is obtained using methods. Iterator versions of many reporting methods exist for efficiency. Methods exist for reporting `nodes()`, `edges()`, `neighbors()` and `degree()` as well as the number of nodes and edges.

For details on these and other miscellaneous methods, see below.

## Adding and removing nodes and edges

<code>MultiGraph.__init__([data])</code>	Initialize a graph with edges, name, graph attributes.
<code>MultiGraph.add_node(n[, attr_dict])</code>	Add a single node <code>n</code> and update node attributes.
<code>MultiGraph.add_nodes_from(nodes, **attr)</code>	Add multiple nodes.
<code>MultiGraph.remove_node(n)</code>	Remove node <code>n</code> .
<code>MultiGraph.remove_nodes_from(nodes)</code>	Remove multiple nodes.

Continued on next page

Table 3.9 – continued from previous page

<code>MultiGraph.add_edge(u, v[, key, attr_dict])</code>	Add an edge between u and v.
<code>MultiGraph.add_edges_from(ebunch[, attr_dict])</code>	Add all the edges in ebunch.
<code>MultiGraph.add_weighted_edges_from(ebunch[, ...])</code>	Add all the edges in ebunch as weighted edges with specified weights.
<code>MultiGraph.remove_edge(u, v[, key])</code>	Remove an edge between u and v.
<code>MultiGraph.remove_edges_from(ebunch)</code>	Remove all edges specified in ebunch.
<code>MultiGraph.add_star(nodes, **attr)</code>	Add a star.
<code>MultiGraph.add_path(nodes, **attr)</code>	Add a path.
<code>MultiGraph.add_cycle(nodes, **attr)</code>	Add a cycle.
<code>MultiGraph.clear()</code>	Remove all nodes and edges from the graph.

## `__init__`

`MultiGraph.__init__(data=None, **attr)`

Initialize a graph with edges, name, graph attributes.

**Parameters** `data` : input graph

Data to initialize graph. If data=None (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**name** : string, optional (default='')

An optional name for the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

**See Also:**

`convert`

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G = nx.Graph(name='my graph')
>>> e = [(1,2), (2,3), (3,4)] # list of edges
>>> G = nx.Graph(e)
```

Arbitrary graph attribute pairs (key=value) may be assigned

```
>>> G=nx.Graph(e, day="Friday")
>>> G.graph
{'day': 'Friday'}
```

## `add_node`

`MultiGraph.add_node(n, attr_dict=None, **attr)`

Add a single node n and update node attributes.

**Parameters** `n` : node

A node can be any hashable Python object except None.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of node attributes. Key/value pairs will update existing data associated with the node.

**attr** : keyword arguments, optional

Set or change attributes using key=value.

**See Also:**

[add\\_nodes\\_from](#)

**Notes**

A hashable object is one that can be used as a key in a Python dictionary. This includes strings, numbers, tuples of strings and numbers, etc.

On many platforms hashable items also include mutables such as NetworkX Graphs, though one should be careful that the hash doesn't change on mutables.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_node(1)
>>> G.add_node('Hello')
>>> K3 = nx.Graph([(0,1),(1,2),(2,0)])
>>> G.add_node(K3)
>>> G.number_of_nodes()
3
```

Use keywords set/change node attributes:

```
>>> G.add_node(1, size=10)
>>> G.add_node(3, weight=0.4, UTM=('13S', 382871, 3972649))
```

**add\_nodes\_from**

`MultiGraph.add_nodes_from(nodes, **attr)`

Add multiple nodes.

**Parameters** **nodes** : iterable container

A container of nodes (list, dict, set, etc.). OR A container of (node, attribute dict) tuples. Node attributes are updated using the attribute dict.

**attr** : keyword arguments, optional (default= no attributes)

Update attributes for all nodes in nodes. Node attributes specified in nodes as a tuple take precedence over attributes specified generally.

**See Also:**

[add\\_node](#)

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_nodes_from('Hello')
>>> K3 = nx.Graph([(0,1),(1,2),(2,0)])
>>> G.add_nodes_from(K3)
>>> sorted(G.nodes(),key=str)
[0, 1, 2, 'H', 'e', 'l', 'o']
```

Use keywords to update specific node attributes for every node.

```
>>> G.add_nodes_from([1,2], size=10)
>>> G.add_nodes_from([3,4], weight=0.4)
```

Use (node, attrdict) tuples to update attributes for specific nodes.

```
>>> G.add_nodes_from([(1,dict(size=11)), (2,{'color':'blue'})])
>>> G.node[1]['size']
11
>>> H = nx.Graph()
>>> H.add_nodes_from(G.nodes(data=True))
>>> H.node[1]['size']
11
```

## remove\_node

`MultiGraph.remove_node(n)`

Remove node n.

Removes the node n and all adjacent edges. Attempting to remove a non-existent node will raise an exception.

**Parameters** n : node

A node in the graph

**Raises** `NetworkXError` :

If n is not in the graph.

**See Also:**

`remove_nodes_from`

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.edges()
[(0, 1), (1, 2)]
>>> G.remove_node(1)
>>> G.edges()
[]
```

## remove\_nodes\_from

`MultiGraph.remove_nodes_from(nodes)`

Remove multiple nodes.

**Parameters** **nodes** : iterable container

A container of nodes (list, dict, set, etc.). If a node in the container is not in the graph it is silently ignored.

**See Also:**

[`remove\_node`](#)

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> e = G.nodes()
>>> e
[0, 1, 2]
>>> G.remove_nodes_from(e)
>>> G.nodes()
[]
```

### `add_edge`

`MultiGraph.add_edge(u, v, key=None, attr_dict=None, **attr)`

Add an edge between u and v.

The nodes u and v will be automatically added if they are not already in the graph.

Edge attributes can be specified with keywords or by providing a dictionary with key/value pairs. See examples below.

**Parameters** **u,v** : nodes

Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.

**key** : hashable identifier, optional (default=lowest unused integer)

Used to distinguish multiedges between a pair of nodes.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with the edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

[`add\_edges\_from`](#) add a collection of edges

### Notes

To replace/update edge data, use the optional key argument to identify a unique edge. Otherwise a new edge will be created.

NetworkX algorithms designed for weighted graphs cannot use multigraphs directly because it is not clear how to handle multiedge weights. Convert to Graph using edge attribute 'weight' to enable weighted graph algorithms.

### Examples

The following all add the edge  $e=(1,2)$  to graph  $G$ :

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> e = (1,2)
>>> G.add_edge(1, 2)    # explicit two-node form
>>> G.add_edge(*e)      # single edge as tuple of two nodes
>>> G.add_edges_from( [(1,2)] ) # add edges from iterable container
```

Associate data to edges using keywords:

```
>>> G.add_edge(1, 2, weight=3)
>>> G.add_edge(1, 2, key=0, weight=4) # update data for key=0
>>> G.add_edge(1, 3, weight=7, capacity=15, length=342.7)
```

### add\_edges\_from

`MultiGraph.add_edges_from(ebunch, attr_dict=None, **attr)`

Add all the edges in ebunch.

**Parameters** **ebunch** : container of edges

Each edge given in the container will be added to the graph. The edges can be:

- 2-tuples (u,v) or
- 3-tuples (u,v,d) for an edge attribute dict d, or
- 4-tuples (u,v,k,d) for an edge identified by key k

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with each edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

**add\_edge** add a single edge

**add\_weighted\_edges\_from** convenient way to add weighted edges

### Notes

Adding the same edge twice has no effect but any edge data will be updated when each duplicate edge is added.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edges_from([(0,1), (1,2)]) # using a list of edge tuples
>>> e = zip(range(0,3), range(1,4))
>>> G.add_edges_from(e) # Add the path graph 0-1-2-3
```

Associate data to edges

```
>>> G.add_edges_from([(1,2), (2,3)], weight=3)
>>> G.add_edges_from([(3,4), (1,4)], label='WN2898')
```

### add\_weighted\_edges\_from

`MultiGraph.add_weighted_edges_from` (*ebunch*, *weight='weight'*, *\*\*attr*)

Add all the edges in *ebunch* as weighted edges with specified weights.

**Parameters** **ebunch** : container of edges

Each edge given in the list or container will be added to the graph. The edges must be given as 3-tuples (u,v,w) where w is a number.

**weight** : string, optional (default= 'weight')

The attribute name for the edge weights to be added.

**attr** : keyword arguments, optional (default= no attributes)

Edge attributes to add/update for all edges.

**See Also:**

**add\_edge** add a single edge

**add\_edges\_from** add multiple edges

### Notes

Adding the same edge twice for Graph/DiGraph simply updates the edge data. For MultiGraph/MultiDiGraph, duplicate edges are stored.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_weighted_edges_from([(0,1,3.0), (1,2,7.5)])
```

### remove\_edge

`MultiGraph.remove_edge` (*u*, *v*, *key=None*)

Remove an edge between *u* and *v*.

**Parameters** **u,v: nodes** :

Remove an edge between nodes *u* and *v*.

**key** : hashable identifier, optional (default=None)



Used to distinguish multiple edges between a pair of nodes. If None remove a single (arbitrary) edge between u and v.

**Raises** **NetworkXError** :

If there is not an edge between u and v, or if there is no edge with the specified key.

**See Also:**

**remove\_edges\_from** remove a collection of edges

### Examples

```
>>> G = nx.MultiGraph()
>>> G.add_path([0,1,2,3])
>>> G.remove_edge(0,1)
>>> e = (1,2)
>>> G.remove_edge(*e) # unpacks e from an edge tuple
```

For multiple edges

```
>>> G = nx.MultiGraph() # or MultiDiGraph, etc
>>> G.add_edges_from([(1,2), (1,2), (1,2)])
>>> G.remove_edge(1,2) # remove a single (arbitrary) edge
```

For edges with keys

```
>>> G = nx.MultiGraph() # or MultiDiGraph, etc
>>> G.add_edge(1,2,key='first')
>>> G.add_edge(1,2,key='second')
>>> G.remove_edge(1,2,key='second')
```

### remove\_edges\_from

`MultiGraph.remove_edges_from(ebunch)`

Remove all edges specified in ebunch.

**Parameters** **ebunch:** list or container of edge tuples :

Each edge given in the list or container will be removed from the graph. The edges can be:

- 2-tuples (u,v) All edges between u and v are removed.
- 3-tuples (u,v,key) The edge identified by key is removed.
- 4-tuples (u,v,key,data) where data is ignored.

**See Also:**

**remove\_edge** remove a single edge

### Notes

Will fail silently if an edge in ebunch is not in the graph.

### Examples

```
>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> ebunch=[(1,2),(2,3)]
>>> G.remove_edges_from(ebunch)
```

#### Removing multiple copies of edges

```
>>> G = nx.MultiGraph()
>>> G.add_edges_from([(1,2),(1,2),(1,2)])
>>> G.remove_edges_from([(1,2),(1,2)])
>>> G.edges()
[(1, 2)]
>>> G.remove_edges_from([(1,2),(1,2)]) # silently ignore extra copy
>>> G.edges() # now empty graph
[]
```

### add\_star

`MultiGraph.add_star(nodes, **attr)`

Add a star.

The first node in nodes is the middle of the star. It is connected to all other nodes.

**Parameters** **nodes** : iterable container

A container of nodes.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in star.

#### See Also:

`add_path`, `add_cycle`

### Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_star([0,1,2,3])
>>> G.add_star([10,11,12], weight=2)
```

### add\_path

`MultiGraph.add_path(nodes, **attr)`

Add a path.

**Parameters** **nodes** : iterable container

A container of nodes. A path will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in path.

**See Also:**`add_star, add_cycle`**Examples**

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.add_path([10,11,12],weight=7)
```

**add\_cycle**

`MultiGraph.add_cycle(nodes, **attr)`

Add a cycle.

**Parameters** **nodes: iterable container :**

A container of nodes. A cycle will be constructed from the nodes (in order) and added to the graph.

**attr :** keyword arguments, optional (default= no attributes)

Attributes to add to every edge in cycle.

**See Also:**`add_path, add_star`**Examples**

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_cycle([0,1,2,3])
>>> G.add_cycle([10,11,12],weight=7)
```

**clear**

`MultiGraph.clear()`

Remove all nodes and edges from the graph.

This also removes the name, and all graph, node, and edge attributes.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.clear()
>>> G.nodes()
[]
>>> G.edges()
[]
```

## Iterating over nodes and edges

<code>MultiGraph.nodes([data])</code>	Return a list of the nodes in the graph.
<code>MultiGraph.nodes_iter([data])</code>	Return an iterator over the nodes.
<code>MultiGraph.__iter__()</code>	Iterate over the nodes.
<code>MultiGraph.edges([nbunch, data, keys])</code>	Return a list of edges.
<code>MultiGraph.edges_iter([nbunch, data, keys])</code>	Return an iterator over the edges.
<code>MultiGraph.get_edge_data(u, v[, key, default])</code>	Return the attribute dictionary associated with edge (u,v).
<code>MultiGraph.neighbors(n)</code>	Return a list of the nodes connected to the node n.
<code>MultiGraph.neighbors_iter(n)</code>	Return an iterator over all neighbors of node n.
<code>MultiGraph.__getitem__(n)</code>	Return a dict of neighbors of node n.
<code>MultiGraph.adjacency_list()</code>	Return an adjacency list representation of the graph.
<code>MultiGraph.adjacency_iter()</code>	Return an iterator of (node, adjacency dict) tuples for all nodes.
<code>MultiGraph.nbunch_iter([nbunch])</code>	Return an iterator of nodes contained in nbunch that are also in the graph.

## nodes

`MultiGraph.nodes(data=False)`

Return a list of the nodes in the graph.

**Parameters** `data` : boolean, optional (default=False)

If False return a list of nodes. If True return a two-tuple of node and node data dictionary

**Returns** `nlist` : list

A list of nodes. If data=True a list of two-tuples containing (node, node data dictionary).

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.nodes()
[0, 1, 2]
>>> G.add_node(1, time='5pm')
>>> G.nodes(data=True)
[(0, {}), (1, {'time': '5pm'}), (2, {})]
```

## nodes\_iter

`MultiGraph.nodes_iter(data=False)`

Return an iterator over the nodes.

**Parameters** `data` : boolean, optional (default=False)

If False the iterator returns nodes. If True return a two-tuple of node and node data dictionary

**Returns** `niter` : iterator

An iterator over nodes. If data=True the iterator gives two-tuples containing (node, node data, dictionary)

## Notes

If the node data is not required it is simpler and equivalent to use the expression ‘for n in G’.

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
```

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])

>>> [d for n,d in G.nodes_iter(data=True)]
[{}, {}, {}]
```

## `__iter__`

`MultiGraph.__iter__()`

Iterate over the nodes. Use the expression ‘for n in G’.

**Returns** `niter` : iterator

An iterator over all nodes in the graph.

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
```

## edges

`MultiGraph.edges` (*nbunch=None, data=False, keys=False*)

Return a list of edges.

Edges are returned as tuples with optional data and keys in the order (node, neighbor, key, data).

**Parameters** `nbunch` : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,data) (True).

**keys** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,key) (True).

**Returns** `edge_list`: list of edge tuples :

Edges that are adjacent to any node in nbunch, or a list of all edges if nbunch is not specified.

**See Also:**

`edges_iter` return an iterator over the edges

## Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```

>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.edges()
[(0, 1), (1, 2), (2, 3)]
>>> G.edges(data=True) # default edge data is {} (empty dictionary)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> G.edges(keys=True) # default keys are integers
[(0, 1, 0), (1, 2, 0), (2, 3, 0)]
>>> G.edges(data=True,keys=True) # default keys are integers
[(0, 1, 0, {}), (1, 2, 0, {}), (2, 3, 0, {})]
>>> G.edges([0,3])
[(0, 1), (3, 2)]
>>> G.edges(0)
[(0, 1)]

```

## edges\_iter

`MultiGraph.edges_iter` (*nbunch=None, data=False, keys=False*)

Return an iterator over the edges.

Edges are returned as tuples with optional data and keys in the order (node, neighbor, key, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict with each edge.

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **edge\_iter** : iterator

An iterator of (u,v), (u,v,d) or (u,v,key,d) tuples of edges.

## See Also:

**edges** return a list of edges

## Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```
>>> G = nx.MultiGraph()    # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> [e for e in G.edges_iter()]
[(0, 1), (1, 2), (2, 3)]
>>> list(G.edges_iter(data=True)) # default data is {} (empty dict)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> list(G.edges(keys=True)) # default keys are integers
[(0, 1, 0), (1, 2, 0), (2, 3, 0)]
>>> list(G.edges(data=True,keys=True)) # default keys are integers
[(0, 1, 0, {}), (1, 2, 0, {}), (2, 3, 0, {})]
>>> list(G.edges_iter([0,3]))
[(0, 1), (3, 2)]
>>> list(G.edges_iter(0))
[(0, 1)]
```

## get\_edge\_data

`MultiGraph.get_edge_data` (*u, v, key=None, default=None*)  
Return the attribute dictionary associated with edge (u,v).

**Parameters** *u,v* : nodes

**default:** any Python object (default=None) :

Value to return if the edge (u,v) is not found.

**key** : hashable identifier, optional (default=None)

Return data only for the edge with specified key.

**Returns** *edge\_dict* : dictionary

The edge attribute dictionary.

## Notes

It is faster to use `G[u][v][key]`.

```
>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_edge(0,1,key='a',weight=7)
>>> G[0][1]['a'] # key='a'
{'weight': 7}
```

Warning: Assigning `G[u][v][key]` corrupts the graph data structure. But it is safe to assign attributes to that dictionary,

```
>>> G[0][1]['a']['weight'] = 10
>>> G[0][1]['a']['weight']
10
>>> G[1][0]['a']['weight']
10
```



## Examples

```

>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.get_edge_data(0,1)
{0: {}}
>>> e = (0,1)
>>> G.get_edge_data(*e) # tuple form
{0: {}}
>>> G.get_edge_data('a','b',default=0) # edge not in graph, return 0
0

```

## neighbors

`MultiGraph.neighbors(n)`

Return a list of the nodes connected to the node n.

**Parameters** `n`: node

A node in the graph

**Returns** `nlist`: list

A list of nodes that are adjacent to n.

**Raises** `NetworkXError`:

If the node n is not in the graph.

## Notes

It is usually more convenient (and faster) to access the adjacency dictionary as `G[n]`:

```

>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge('a','b',weight=7)
>>> G['a']
{'b': {'weight': 7}}

```

## Examples

```

>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.neighbors(0)
[1]

```

## neighbors\_iter

`MultiGraph.neighbors_iter(n)`

Return an iterator over all neighbors of node n.

## Notes

It is faster to use the idiom “in G[0]”, e.g.

```
>>> G = nx.path_graph(4)
>>> [n for n in G[0]]
[1]
```

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [n for n in G.neighbors_iter(0)]
[1]
```

## `__getitem__`

`MultiGraph.__getitem__(n)`

Return a dict of neighbors of node n. Use the expression ‘G[n]’.

**Parameters** `n`: node

A node in the graph.

**Returns** `adj_dict`: dictionary

The adjacency dictionary for nodes connected to n.

## Notes

G[n] is similar to G.neighbors(n) but the internal data dictionary is returned instead of a list.

Assigning G[n] will corrupt the internal graph data structure. Use G[n] for reading data only.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G[0]
{1: {}}
```

## `adjacency_list`

`MultiGraph.adjacency_list()`

Return an adjacency list representation of the graph.

The output adjacency list is in the order of G.nodes(). For directed graphs, only outgoing adjacencies are included.

**Returns** `adj_list`: lists of lists

The adjacency structure of the graph as a list of lists.

**See Also:**`adjacency_iter`**Examples**

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.adjacency_list() # in order given by G.nodes()
[[1], [0, 2], [1, 3], [2]]
```

**adjacency\_iter**`MultiGraph.adjacency_iter()`

Return an iterator of (node, adjacency dict) tuples for all nodes.

This is the fastest way to look at every edge. For directed graphs, only outgoing adjacencies are included.

**Returns** `adj_iter` : iterator

An iterator of (node, adjacency dictionary) for all nodes in the graph.

**See Also:**`adjacency_list`**Examples**

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [(n,nbrdict) for n,nbrdict in G.adjacency_iter()]
[(0, {1: {}}), (1, {0: {}, 2: {}}), (2, {1: {}, 3: {}}), (3, {2: {}})]
```

**nbunch\_iter**`MultiGraph.nbunch_iter (nbunch=None)`

Return an iterator of nodes contained in nbunch that are also in the graph.

The nodes in nbunch are checked for membership in the graph and if not are silently ignored.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**Returns** `niter` : iterator

An iterator over nodes in nbunch that are also in the graph. If nbunch is None, iterate over all nodes in the graph.

**Raises** `NetworkXError` :

If nbunch is not a node or or sequence of nodes. If a node in nbunch is not hashable.

**See Also:**`Graph.__iter__`

## Notes

When nbunch is an iterator, the returned iterator yields values directly from nbunch, becoming exhausted when nbunch is exhausted.

To test whether nbunch is a single node, one can use “if nbunch in self:”, even after processing with this routine.

If nbunch is not a node or a (possibly empty) sequence/iterator or None, a NetworkXError is raised. Also, if any object in nbunch is not hashable, a NetworkXError is raised.

## Information about graph structure

<code>MultiGraph.has_node(n)</code>	Return True if the graph contains the node n.
<code>MultiGraph.__contains__(n)</code>	Return True if n is a node, False otherwise. Use the expression
<code>MultiGraph.has_edge(u, v[, key])</code>	Return True if the graph has an edge between nodes u and v.
<code>MultiGraph.order()</code>	Return the number of nodes in the graph.
<code>MultiGraph.number_of_nodes()</code>	Return the number of nodes in the graph.
<code>MultiGraph.__len__()</code>	Return the number of nodes.
<code>MultiGraph.degree([nbunch, weight])</code>	Return the degree of a node or nodes.
<code>MultiGraph.degree_iter([nbunch, weight])</code>	Return an iterator for (node, degree).
<code>MultiGraph.size([weight])</code>	Return the number of edges.
<code>MultiGraph.number_of_edges([u, v])</code>	Return the number of edges between two nodes.
<code>MultiGraph.nodes_with_selfloops()</code>	Return a list of nodes with self loops.
<code>MultiGraph.selfloop_edges([data, keys])</code>	Return a list of selfloop edges.
<code>MultiGraph.number_of_selfloops()</code>	Return the number of selfloop edges.

## has\_node

`MultiGraph.has_node(n)`

Return True if the graph contains the node n.

**Parameters** n : node

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.has_node(0)
True
```

It is more readable and simpler to use

```
>>> 0 in G
True
```

## `__contains__`

`MultiGraph.__contains__(n)`

Return True if n is a node, False otherwise. Use the expression ‘n in G’.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> 1 in G
True
```

## has\_edge

`MultiGraph.has_edge(u, v, key=None)`

Return True if the graph has an edge between nodes u and v.

**Parameters** `u,v` : nodes

Nodes can be, for example, strings or numbers.

`key` : hashable identifier, optional (default=None)

If specified return True only if the edge with key is found.

**Returns** `edge_ind` : bool

True if edge is in the graph, False otherwise.

## Examples

Can be called either using two nodes u,v, an edge tuple (u,v), or an edge tuple (u,v,key).

```
>>> G = nx.MultiGraph()      # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.has_edge(0,1)      # using two nodes
True
>>> e = (0,1)
>>> G.has_edge(*e)      # e is a 2-tuple (u,v)
True
>>> G.add_edge(0,1,key='a')
>>> G.has_edge(0,1,key='a')      # specify key
True
>>> e=(0,1,'a')
>>> G.has_edge(*e)      # e is a 3-tuple (u,v,'a')
True
```

The following syntax are equivalent:

```
>>> G.has_edge(0,1)
True
>>> 1 in G[0]      # though this gives KeyError if 0 not in G
True
```

## order

`MultiGraph.order()`

Return the number of nodes in the graph.

**Returns** `nnodes` : int

The number of nodes in the graph.

**See Also:**`number_of_nodes, __len__`**number\_of\_nodes**`MultiGraph.number_of_nodes()`

Return the number of nodes in the graph.

**Returns** `nnodes : int`

The number of nodes in the graph.

**See Also:**`order, __len__`**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> len(G)
3
```

**`__len__`**`MultiGraph.__len__()`

Return the number of nodes. Use the expression ‘len(G)’.

**Returns** `nnodes : int`

The number of nodes in the graph.

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> len(G)
4
```

**degree**`MultiGraph.degree(nbunch=None, weight=None)`

Return the degree of a node or nodes.

The node degree is the number of edges adjacent to that node.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** `nd` : dictionary, or number

A dictionary with nodes as keys and degree as values or a number if a single node is specified.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.degree(0)
1
>>> G.degree([0,1])
{0: 1, 1: 2}
>>> list(G.degree([0,1]).values())
[1, 2]
```

### degree\_iter

`MultiGraph.degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, degree).

The node degree is the number of edges adjacent to the node.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** `nd_iter` : an iterator

The iterator returns two-tuples of (node, degree).

**See Also:**

[`degree`](#)

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> list(G.degree_iter(0)) # node 0 with degree 1
[(0, 1)]
>>> list(G.degree_iter([0,1]))
[(0, 1), (1, 2)]
```

### size

`MultiGraph.size` (*weight=None*)

Return the number of edges.

**Parameters** `weight` : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** `nedges` : int

The number of edges or sum of edge weights in the graph.

**See Also:**

`number_of_edges`

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.size()
3

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge('a','b',weight=2)
>>> G.add_edge('b','c',weight=4)
>>> G.size()
2
>>> G.size(weight='weight')
6.0
```

### `number_of_edges`

`MultiGraph.number_of_edges(u=None, v=None)`

Return the number of edges between two nodes.

**Parameters** `u,v` : nodes, optional (default=all edges)

If `u` and `v` are specified, return the number of edges between `u` and `v`. Otherwise return the total number of all edges.

**Returns** `nedges` : int

The number of edges in the graph. If nodes `u` and `v` are specified return the number of edges between those nodes.

**See Also:**

`size`

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.number_of_edges()
3
>>> G.number_of_edges(0,1)
1
>>> e = (0,1)
>>> G.number_of_edges(*e)
1
```



### nodes\_with\_selfloops

`MultiGraph.nodes_with_selfloops()`

Return a list of nodes with self loops.

A node with a self loop has an edge with both ends adjacent to that node.

**Returns** `nodelist` : list

A list of nodes with self loops.

**See Also:**

`selfloop_edges`, `number_of_selfloops`

### Examples

```

>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.nodes_with_selfloops()
[1]

```

### selfloop\_edges

`MultiGraph.selfloop_edges(data=False, keys=False)`

Return a list of selfloop edges.

A selfloop edge has the same node at both ends.

**Parameters** `data` : bool, optional (default=False)

Return selfloop edges as two tuples (u,v) (data=False) or three-tuples (u,v,data) (data=True)

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** `edgelist` : list of edge tuples

A list of all selfloop edges.

**See Also:**

`nodes_with_selfloops`, `number_of_selfloops`

### Examples

```

>>> G = nx.MultiGraph()    # or MultiDiGraph
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.selfloop_edges()
[(1, 1)]
>>> G.selfloop_edges(data=True)
[(1, 1, {})]
>>> G.selfloop_edges(keys=True)
[(1, 1, 0)]

```

```
>>> G.selfloop_edges(keys=True, data=True)
[(1, 1, 0, {})]
```

### number\_of\_selfloops

`MultiGraph.number_of_selfloops()`

Return the number of selfloop edges.

A selfloop edge has the same node at both ends.

**Returns** `nloops` : int

The number of selfloops.

**See Also:**

`nodes_with_selfloops`, `selfloop_edges`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.number_of_selfloops()
1
```

## Making copies and subgraphs

<code>MultiGraph.copy()</code>	Return a copy of the graph.
<code>MultiGraph.to_undirected()</code>	Return an undirected copy of the graph.
<code>MultiGraph.to_directed()</code>	Return a directed representation of the graph.
<code>MultiGraph.subgraph(nbunch)</code>	Return the subgraph induced on nodes in nbunch.

### copy

`MultiGraph.copy()`

Return a copy of the graph.

**Returns** `G` : Graph

A copy of the graph.

**See Also:**

`to_directed` return a directed copy of the graph.

### Notes

This makes a complete copy of the graph including all of the node or edge attributes.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.copy()
```

### to\_undirected

`MultiGraph.to_undirected()`

Return an undirected copy of the graph.

**Returns** `G` : Graph/MultiGraph

A deepcopy of the graph.

**See Also:**

`copy`, `add_edge`, `add_edges_from`

### Notes

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `G=DiGraph(D)` which returns a shallow copy of the data.

See the Python `copy` module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

### Examples

```
>>> G = nx.Graph()      # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
>>> G2 = H.to_undirected()
>>> G2.edges()
[(0, 1)]
```

### to\_directed

`MultiGraph.to_directed()`

Return a directed representation of the graph.

**Returns** `G` : MultiDiGraph

A directed graph with the same name, same nodes, and with each edge `(u,v,data)` replaced by two directed edges `(u,v,data)` and `(v,u,data)`.

## Notes

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `D=DiGraph(G)` which returns a shallow copy of the data.

See the Python copy module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

## Examples

```
>>> G = nx.Graph()      # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
```

If already directed, return a (deep) copy

```
>>> G = nx.DiGraph()    # or MultiDiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1)]
```

## subgraph

`MultiGraph.subgraph(nbunch)`

Return the subgraph induced on nodes in nbunch.

The induced subgraph of the graph contains the nodes in nbunch and the edges between those nodes.

**Parameters** `nbunch` : list, iterable

A container of nodes which will be iterated through once.

**Returns** `G` : Graph

A subgraph of the graph with the same edge attributes.

## Notes

The graph, edge or node attributes just point to the original graph. So changes to the node or edge structure will not be reflected in the original graph while changes to the attributes will.

To create a subgraph with its own copy of the edge/node attributes use: `nx.Graph(G.subgraph(nbunch))`

If edge attributes are containers, a deep copy can be obtained using: `G.subgraph(nbunch).copy()`

For an inplace reduction of a graph to a subgraph you can remove nodes: `G.remove_nodes_from([ n in G if n not in set(nbunch)])`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.subgraph([0,1,2])
>>> H.edges()
[(0, 1), (1, 2)]
```

## 3.2.4 MultiDiGraph - Directed graphs with self loops and parallel edges

### Overview

**MultiDiGraph** (*data=None, \*\*attr*)

A directed graph class that can store multiedges.

Multiedges are multiple edges between two nodes. Each edge can hold optional data or attributes.

A MultiDiGraph holds directed edges. Self loops are allowed.

Nodes can be arbitrary (hashable) Python objects with optional key/value attributes.

Edges are represented as links between nodes with optional key/value attributes.

**Parameters** **data** : input graph

Data to initialize graph. If data=None (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

**See Also:**

[Graph](#), [DiGraph](#), [MultiGraph](#)

### Examples

Create an empty graph structure (a “null graph”) with no nodes and no edges.

```
>>> G = nx.MultiDiGraph()
```

G can be grown in several ways.

**Nodes:**

Add one node at a time:

```
>>> G.add_node(1)
```

Add the nodes from any container (a list, dict, set or even the lines from a file or the nodes from another graph).

```
>>> G.add_nodes_from([2,3])
>>> G.add_nodes_from(range(100,110))
>>> H=nx.Graph()
>>> H.add_path([0,1,2,3,4,5,6,7,8,9])
>>> G.add_nodes_from(H)
```

In addition to strings and integers any hashable Python object (except None) can represent a node, e.g. a customized node object, or even another Graph.

```
>>> G.add_node(H)
```

### Edges:

G can also be grown by adding edges.

Add one edge,

```
>>> G.add_edge(1, 2)
```

a list of edges,

```
>>> G.add_edges_from([(1,2), (1,3)])
```

or a collection of edges,

```
>>> G.add_edges_from(H.edges())
```

If some edges connect nodes not yet in the graph, the nodes are added automatically. If an edge already exists, an additional edge is created and stored using a key to identify the edge. By default the key is the lowest unused integer.

```
>>> G.add_edges_from([(4,5,dict(route=282)), (4,5,dict(route=37))])
>>> G[4]
{5: {0: {}, 1: {'route': 282}, 2: {'route': 37}}}
```

### Attributes:

Each graph, node, and edge can hold key/value attribute pairs in an associated attribute dictionary (the keys must be hashable). By default these are empty, but can be added or changed using `add_edge`, `add_node` or direct manipulation of the attribute dictionaries named `graph`, `node` and `edge` respectively.

```
>>> G = nx.MultiDiGraph(day="Friday")
>>> G.graph
{'day': 'Friday'}
```

Add node attributes using `add_node()`, `add_nodes_from()` or `G.node`

```
>>> G.add_node(1, time='5pm')
>>> G.add_nodes_from([3], time='2pm')
>>> G.node[1]
{'time': '5pm'}
>>> G.node[1]['room'] = 714
>>> del G.node[1]['room'] # remove attribute
>>> G.nodes(data=True)
[(1, {'time': '5pm'}), (3, {'time': '2pm'})]
```

Warning: adding a node to `G.node` does not add it to the graph.

Add edge attributes using `add_edge()`, `add_edges_from()`, subscript notation, or `G.edge`.

```
>>> G.add_edge(1, 2, weight=4.7)
>>> G.add_edges_from([(3,4), (4,5)], color='red')
>>> G.add_edges_from([(1,2,{'color':'blue'}), (2,3,{'weight':8})])
>>> G[1][2][0]['weight'] = 4.7
>>> G.edge[1][2][0]['weight'] = 4
```

### Shortcuts:

Many common graph features allow python syntax to speed reporting.

```

>>> 1 in G      # check if node in graph
True
>>> [n for n in G if n<3]  # iterate through nodes
[1, 2]
>>> len(G)  # number of nodes in graph
5
>>> G[1] # adjacency dict keyed by neighbor to edge attributes
...      # Note: you should not change this dict manually!
{2: {0: {'weight': 4}, 1: {'color': 'blue'}}}

```

The fastest way to traverse all edges of a graph is via `adjacency_iter()`, but the `edges()` method is often more convenient.

```

>>> for n,nbrsdict in G.adjacency_iter():
...     for nbr,keydict in nbrsdict.items():
...         for key,eattr in keydict.items():
...             if 'weight' in eattr:
...                 (n,nbr,eattr['weight'])
(1, 2, 4)
(2, 3, 8)
>>> [(u,v,edata['weight']) for u,v,edata in G.edges(data=True) if 'weight' in edata ]
[(1, 2, 4), (2, 3, 8)]

```

### Reporting:

Simple graph information is obtained using methods. Iterator versions of many reporting methods exist for efficiency. Methods exist for reporting `nodes()`, `edges()`, `neighbors()` and `degree()` as well as the number of nodes and edges.

For details on these and other miscellaneous methods, see below.

## Adding and Removing Nodes and Edges

<code>MultiDiGraph.__init__([data])</code>	Initialize a graph with edges, name, graph attributes.
<code>MultiDiGraph.add_node(n[, attr_dict])</code>	Add a single node <code>n</code> and update node attributes.
<code>MultiDiGraph.add_nodes_from(nodes, **attr)</code>	Add multiple nodes.
<code>MultiDiGraph.remove_node(n)</code>	Remove node <code>n</code> .
<code>MultiDiGraph.remove_nodes_from(nbunch)</code>	Remove multiple nodes.
<code>MultiDiGraph.add_edge(u, v[, key, attr_dict])</code>	Add an edge between <code>u</code> and <code>v</code> .
<code>MultiDiGraph.add_edges_from(ebunch[, attr_dict])</code>	Add all the edges in <code>ebunch</code> .
<code>MultiDiGraph.add_weighted_edges_from(ebunch)</code>	Add all the edges in <code>ebunch</code> as weighted edges with specified weights.
<code>MultiDiGraph.remove_edge(u, v[, key])</code>	Remove an edge between <code>u</code> and <code>v</code> .
<code>MultiDiGraph.remove_edges_from(ebunch)</code>	Remove all edges specified in <code>ebunch</code> .
<code>MultiDiGraph.add_star(nodes, **attr)</code>	Add a star.
<code>MultiDiGraph.add_path(nodes, **attr)</code>	Add a path.
<code>MultiDiGraph.add_cycle(nodes, **attr)</code>	Add a cycle.
<code>MultiDiGraph.clear()</code>	Remove all nodes and edges from the graph.

### `__init__`

`MultiDiGraph.__init__(data=None, **attr)`  
Initialize a graph with edges, name, graph attributes.

**Parameters** `data` : input graph

Data to initialize graph. If data=None (default) an empty graph is created. The data can be an edge list, or any NetworkX graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.

**name** : string, optional (default='')

An optional name for the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to graph as key=value pairs.

**See Also:**

`convert`

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G = nx.Graph(name='my graph')
>>> e = [(1,2), (2,3), (3,4)] # list of edges
>>> G = nx.Graph(e)
```

Arbitrary graph attribute pairs (key=value) may be assigned

```
>>> G=nx.Graph(e, day="Friday")
>>> G.graph
{'day': 'Friday'}
```

**add\_node**

`MultiDiGraph.add_node(n, attr_dict=None, **attr)`

Add a single node n and update node attributes.

**Parameters** **n** : node

A node can be any hashable Python object except None.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of node attributes. Key/value pairs will update existing data associated with the node.

**attr** : keyword arguments, optional

Set or change attributes using key=value.

**See Also:**

`add_nodes_from`

**Notes**

A hashable object is one that can be used as a key in a Python dictionary. This includes strings, numbers, tuples of strings and numbers, etc.

On many platforms hashable items also include mutables such as NetworkX Graphs, though one should be careful that the hash doesn't change on mutables.



## Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_node(1)
>>> G.add_node('Hello')
>>> K3 = nx.Graph([(0,1), (1,2), (2,0)])
>>> G.add_node(K3)
>>> G.number_of_nodes()
3

```

Use keywords set/change node attributes:

```

>>> G.add_node(1, size=10)
>>> G.add_node(3, weight=0.4, UTM=('13S', 382871, 3972649))

```

## add\_nodes\_from

`MultiDiGraph.add_nodes_from(nodes, **attr)`  
Add multiple nodes.

**Parameters** `nodes` : iterable container

A container of nodes (list, dict, set, etc.). OR A container of (node, attribute dict) tuples.  
Node attributes are updated using the attribute dict.

**attr** : keyword arguments, optional (default= no attributes)

Update attributes for all nodes in nodes. Node attributes specified in nodes as a tuple take precedence over attributes specified generally.

**See Also:**

[add\\_node](#)

## Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_nodes_from('Hello')
>>> K3 = nx.Graph([(0,1), (1,2), (2,0)])
>>> G.add_nodes_from(K3)
>>> sorted(G.nodes(), key=str)
[0, 1, 2, 'H', 'e', 'l', 'o']

```

Use keywords to update specific node attributes for every node.

```

>>> G.add_nodes_from([1,2], size=10)
>>> G.add_nodes_from([3,4], weight=0.4)

```

Use (node, attrdict) tuples to update attributes for specific nodes.

```

>>> G.add_nodes_from([(1,dict(size=11)), (2,{'color':'blue'})])
>>> G.node[1]['size']
11
>>> H = nx.Graph()
>>> H.add_nodes_from(G.nodes(data=True))
>>> H.node[1]['size']
11

```

## remove\_node

`MultiDiGraph.remove_node(n)`

Remove node `n`.

Removes the node `n` and all adjacent edges. Attempting to remove a non-existent node will raise an exception.

**Parameters** `n` : node

A node in the graph

**Raises** `NetworkXError` :

If `n` is not in the graph.

**See Also:**

`remove_nodes_from`

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.edges()
[(0, 1), (1, 2)]
>>> G.remove_node(1)
>>> G.edges()
[]
```

## remove\_nodes\_from

`MultiDiGraph.remove_nodes_from(nbunch)`

Remove multiple nodes.

**Parameters** `nodes` : iterable container

A container of nodes (list, dict, set, etc.). If a node in the container is not in the graph it is silently ignored.

**See Also:**

`remove_node`

## Examples

```
>>> G = nx.Graph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> e = G.nodes()
>>> e
[0, 1, 2]
>>> G.remove_nodes_from(e)
>>> G.nodes()
[]
```

## add\_edge

`MultiDiGraph.add_edge(u, v, key=None, attr_dict=None, **attr)`

Add an edge between u and v.

The nodes u and v will be automatically added if they are not already in the graph.

Edge attributes can be specified with keywords or by providing a dictionary with key/value pairs. See examples below.

**Parameters** `u,v` : nodes

Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.

**key** : hashable identifier, optional (default=lowest unused integer)

Used to distinguish multiedges between a pair of nodes.

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with the edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

`add_edges_from` add a collection of edges

## Notes

To replace/update edge data, use the optional key argument to identify a unique edge. Otherwise a new edge will be created.

NetworkX algorithms designed for weighted graphs cannot use multigraphs directly because it is not clear how to handle multiedge weights. Convert to Graph using edge attribute 'weight' to enable weighted graph algorithms.

## Examples

The following all add the edge  $e=(1,2)$  to graph G:

```
>>> G = nx.MultiDiGraph()
>>> e = (1,2)
>>> G.add_edge(1, 2)           # explicit two-node form
>>> G.add_edge(*e)             # single edge as tuple of two nodes
>>> G.add_edges_from( [(1,2)] ) # add edges from iterable container
```

Associate data to edges using keywords:

```
>>> G.add_edge(1, 2, weight=3)
>>> G.add_edge(1, 2, key=0, weight=4)  # update data for key=0
>>> G.add_edge(1, 3, weight=7, capacity=15, length=342.7)
```

## add\_edges\_from

`MultiDiGraph.add_edges_from(ebunch, attr_dict=None, **attr)`

Add all the edges in ebunch.

**Parameters** **ebunch** : container of edges

Each edge given in the container will be added to the graph. The edges can be:

- 2-tuples (u,v) or
- 3-tuples (u,v,d) for an edge attribute dict d, or
- 4-tuples (u,v,k,d) for an edge identified by key k

**attr\_dict** : dictionary, optional (default= no attributes)

Dictionary of edge attributes. Key/value pairs will update existing data associated with each edge.

**attr** : keyword arguments, optional

Edge data (or labels or objects) can be assigned using keyword arguments.

**See Also:**

**add\_edge** add a single edge

**add\_weighted\_edges\_from** convenient way to add weighted edges

## Notes

Adding the same edge twice has no effect but any edge data will be updated when each duplicate edge is added.

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edges_from([(0,1), (1,2)]) # using a list of edge tuples
>>> e = zip(range(0,3), range(1,4))
>>> G.add_edges_from(e) # Add the path graph 0-1-2-3
```

Associate data to edges

```
>>> G.add_edges_from([(1,2), (2,3)], weight=3)
>>> G.add_edges_from([(3,4), (1,4)], label='WN2898')
```

## add\_weighted\_edges\_from

`MultiDiGraph.add_weighted_edges_from(ebunch, weight='weight', **attr)`

Add all the edges in ebunch as weighted edges with specified weights.

**Parameters** **ebunch** : container of edges

Each edge given in the list or container will be added to the graph. The edges must be given as 3-tuples (u,v,w) where w is a number.

**weight** : string, optional (default= 'weight')

The attribute name for the edge weights to be added.

**attr** : keyword arguments, optional (default= no attributes)

Edge attributes to add/update for all edges.

**See Also:**

**add\_edge** add a single edge

**add\_edges\_from** add multiple edges

### Notes

Adding the same edge twice for Graph/DiGraph simply updates the edge data. For MultiGraph/MultiDiGraph, duplicate edges are stored.

### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_weighted_edges_from([(0,1,3.0), (1,2,7.5)])
```

### remove\_edge

MultiDiGraph.**remove\_edge**(*u, v, key=None*)

Remove an edge between *u* and *v*.

**Parameters** *u,v*: nodes :

Remove an edge between nodes *u* and *v*.

**key** : hashable identifier, optional (default=None)

Used to distinguish multiple edges between a pair of nodes. If None remove a single (arbitrary) edge between *u* and *v*.

**Raises** **NetworkXError** :

If there is not an edge between *u* and *v*, or if there is no edge with the specified key.

**See Also:**

**remove\_edges\_from** remove a collection of edges

### Examples

```
>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1,2,3])
>>> G.remove_edge(0,1)
>>> e = (1,2)
>>> G.remove_edge(*e) # unpacks e from an edge tuple
```

For multiple edges

```
>>> G = nx.MultiDiGraph()
>>> G.add_edges_from([(1,2), (1,2), (1,2)])
>>> G.remove_edge(1,2) # remove a single (arbitrary) edge
```

For edges with keys

```
>>> G = nx.MultiDiGraph()
>>> G.add_edge(1,2,key='first')
>>> G.add_edge(1,2,key='second')
>>> G.remove_edge(1,2,key='second')
```

## remove\_edges\_from

`MultiDiGraph.remove_edges_from(ebunch)`

Remove all edges specified in *ebunch*.

**Parameters** *ebunch*: list or container of edge tuples :

Each edge given in the list or container will be removed from the graph. The edges can be:

- 2-tuples (u,v) All edges between u and v are removed.
- 3-tuples (u,v,key) The edge identified by key is removed.
- 4-tuples (u,v,key,data) where data is ignored.

**See Also:**

`remove_edge` remove a single edge

## Notes

Will fail silently if an edge in *ebunch* is not in the graph.

## Examples

```
>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> ebunch=[(1,2),(2,3)]
>>> G.remove_edges_from(ebunch)
```

Removing multiple copies of edges

```
>>> G = nx.MultiGraph()
>>> G.add_edges_from([(1,2),(1,2),(1,2)])
>>> G.remove_edges_from([(1,2),(1,2)])
>>> G.edges()
[(1, 2)]
>>> G.remove_edges_from([(1,2),(1,2)]) # silently ignore extra copy
>>> G.edges() # now empty graph
[]
```

## add\_star

`MultiDiGraph.add_star(nodes, **attr)`

Add a star.

The first node in *nodes* is the middle of the star. It is connected to all other nodes.

**Parameters** **nodes** : iterable container

A container of nodes.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in star.

**See Also:**

`add_path`, `add_cycle`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_star([0,1,2,3])
>>> G.add_star([10,11,12],weight=2)
```

### `add_path`

`MultiDiGraph.add_path(nodes, **attr)`  
Add a path.

**Parameters** **nodes** : iterable container

A container of nodes. A path will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in path.

**See Also:**

`add_star`, `add_cycle`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.add_path([10,11,12],weight=7)
```

### `add_cycle`

`MultiDiGraph.add_cycle(nodes, **attr)`  
Add a cycle.

**Parameters** **nodes: iterable container :**

A container of nodes. A cycle will be constructed from the nodes (in order) and added to the graph.

**attr** : keyword arguments, optional (default= no attributes)

Attributes to add to every edge in cycle.

**See Also:**

`add_path`, `add_star`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_cycle([0,1,2,3])
>>> G.add_cycle([10,11,12],weight=7)
```

### clear

`MultiDiGraph.clear()`

Remove all nodes and edges from the graph.

This also removes the name, and all graph, node, and edge attributes.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.clear()
>>> G.nodes()
[]
>>> G.edges()
[]
```

### Iterating over nodes and edges

<code>MultiDiGraph.nodes([data])</code>	Return a list of the nodes in the graph.
<code>MultiDiGraph.nodes_iter([data])</code>	Return an iterator over the nodes.
<code>MultiDiGraph.__iter__()</code>	Iterate over the nodes.
<code>MultiDiGraph.edges([nbunch, data, keys])</code>	Return a list of edges.
<code>MultiDiGraph.edges_iter([nbunch, data, keys])</code>	Return an iterator over the edges.
<code>MultiDiGraph.out_edges([nbunch, keys, data])</code>	Return a list of the outgoing edges.
<code>MultiDiGraph.out_edges_iter([nbunch, data, keys])</code>	Return an iterator over the edges.
<code>MultiDiGraph.in_edges([nbunch, keys, data])</code>	Return a list of the incoming edges.
<code>MultiDiGraph.in_edges_iter([nbunch, data, keys])</code>	Return an iterator over the incoming edges.
<code>MultiDiGraph.get_edge_data(u, v[, key, default])</code>	Return the attribute dictionary associated with edge (u,v).
<code>MultiDiGraph.neighbors(n)</code>	Return a list of successor nodes of n.
<code>MultiDiGraph.neighbors_iter(n)</code>	Return an iterator over successor nodes of n.
<code>MultiDiGraph.__getitem__(n)</code>	Return a dict of neighbors of node n.
<code>MultiDiGraph.successors(n)</code>	Return a list of successor nodes of n.
<code>MultiDiGraph.successors_iter(n)</code>	Return an iterator over successor nodes of n.
<code>MultiDiGraph.predecessors(n)</code>	Return a list of predecessor nodes of n.
<code>MultiDiGraph.predecessors_iter(n)</code>	Return an iterator over predecessor nodes of n.
<code>MultiDiGraph.adjacency_list()</code>	Return an adjacency list representation of the graph.
<code>MultiDiGraph.adjacency_iter()</code>	Return an iterator of (node, adjacency dict) tuples for all nodes.
<code>MultiDiGraph.nbunch_iter([nbunch])</code>	Return an iterator of nodes contained in nbunch that are also in the g



## nodes

`MultiDiGraph.nodes(data=False)`

Return a list of the nodes in the graph.

**Parameters** `data` : boolean, optional (default=False)

If False return a list of nodes. If True return a two-tuple of node and node data dictionary

**Returns** `nlist` : list

A list of nodes. If data=True a list of two-tuples containing (node, node data dictionary).

### Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.nodes()
[0, 1, 2]
>>> G.add_node(1, time='5pm')
>>> G.nodes(data=True)
[(0, {}), (1, {'time': '5pm'}), (2, {})]

```

## nodes\_iter

`MultiDiGraph.nodes_iter(data=False)`

Return an iterator over the nodes.

**Parameters** `data` : boolean, optional (default=False)

If False the iterator returns nodes. If True return a two-tuple of node and node data dictionary

**Returns** `niter` : iterator

An iterator over nodes. If data=True the iterator gives two-tuples containing (node, node data, dictionary)

### Notes

If the node data is not required it is simpler and equivalent to use the expression ‘for n in G’.

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])

```

### Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])

>>> [d for n,d in G.nodes_iter(data=True)]
[{}, {}, {}]

```

## `__iter__`

`MultiDiGraph.__iter__()`

Iterate over the nodes. Use the expression ‘for n in G’.

**Returns** `niter` : iterator

An iterator over all nodes in the graph.

## Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
```

## edges

`MultiDiGraph.edges(nbunch=None, data=False, keys=False)`

Return a list of edges.

Edges are returned as tuples with optional data and keys in the order (node, neighbor, key, data).

**Parameters** `nbunch` : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,data) (True).

**keys** : bool, optional (default=False)

Return two tuples (u,v) (False) or three-tuples (u,v,key) (True).

**Returns** `edge_list`: list of edge tuples :

Edges that are adjacent to any node in nbunch, or a list of all edges if nbunch is not specified.

**See Also:**

`edges_iter` return an iterator over the edges

## Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```
>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.edges()
[(0, 1), (1, 2), (2, 3)]
>>> G.edges(data=True) # default edge data is {} (empty dictionary)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> G.edges(keys=True) # default keys are integers
[(0, 1, 0), (1, 2, 0), (2, 3, 0)]
```

```
>>> G.edges(data=True,keys=True) # default keys are integers
[(0, 1, 0, {}), (1, 2, 0, {}), (2, 3, 0, {})]
>>> G.edges([0,3])
[(0, 1), (3, 2)]
>>> G.edges(0)
[(0, 1)]
```

## edges\_iter

`MultiDiGraph.edges_iter` (*nbunch=None, data=False, keys=False*)

Return an iterator over the edges.

Edges are returned as tuples with optional data and keys in the order (node, neighbor, key, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict with each edge.

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **edge\_iter** : iterator

An iterator of (u,v), (u,v,d) or (u,v,key,d) tuples of edges.

**See Also:**

**edges** return a list of edges

## Notes

Nodes in *nbunch* that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```
>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1,2,3])
>>> [e for e in G.edges_iter()]
[(0, 1), (1, 2), (2, 3)]
>>> list(G.edges_iter(data=True)) # default data is {} (empty dict)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> list(G.edges_iter([0,2]))
[(0, 1), (2, 3)]
>>> list(G.edges_iter(0))
[(0, 1)]
```

## out\_edges

`MultiDiGraph.out_edges` (*nbunch=None, keys=False, data=False*)

Return a list of the outgoing edges.

Edges are returned as tuples with optional data and keys in the order (node, neighbor, key, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict with each edge.

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **out\_edges** : list

An list of (u,v), (u,v,d) or (u,v,key,d) tuples of edges.

**See Also:**

[`in\_edges`](#) return a list of incoming edges

### Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs `edges()` is the same as `out_edges()`.

### `out_edges_iter`

`MultiDiGraph.out_edges_iter` (*nbunch=None, data=False, keys=False*)

Return an iterator over the edges.

Edges are returned as tuples with optional data and keys in the order (node, neighbor, key, data).

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict with each edge.

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **edge\_iter** : iterator

An iterator of (u,v), (u,v,d) or (u,v,key,d) tuples of edges.

**See Also:**

[`edges`](#) return a list of edges

### Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

## Examples

```

>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1,2,3])
>>> [e for e in G.edges_iter()]
[(0, 1), (1, 2), (2, 3)]
>>> list(G.edges_iter(data=True)) # default data is {} (empty dict)
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
>>> list(G.edges_iter([0,2]))
[(0, 1), (2, 3)]
>>> list(G.edges_iter(0))
[(0, 1)]

```

## in\_edges

`MultiDiGraph.in_edges` (*nbunch=None, keys=False, data=False*)

Return a list of the incoming edges.

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict with each edge.

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **in\_edges** : list

A list of (u,v), (u,v,d) or (u,v,key,d) tuples of edges.

**See Also:**

[`out\_edges`](#) return a list of outgoing edges

## in\_edges\_iter

`MultiDiGraph.in_edges_iter` (*nbunch=None, data=False, keys=False*)

Return an iterator over the incoming edges.

**Parameters** **nbunch** : iterable container, optional (default= all nodes)

A container of nodes. The container will be iterated through once.

**data** : bool, optional (default=False)

If True, return edge attribute dict with each edge.

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **in\_edges\_iter** : iterator

An iterator of (u,v), (u,v,d) or (u,v,key,d) tuples of edges.

**See Also:**

`edges_iter` return an iterator of edges

### `get_edge_data`

`MultiDiGraph.get_edge_data(u, v, key=None, default=None)`

Return the attribute dictionary associated with edge (u,v).

**Parameters** `u,v` : nodes

**default: any Python object (default=None) :**

Value to return if the edge (u,v) is not found.

**key** : hashable identifier, optional (default=None)

Return data only for the edge with specified key.

**Returns** `edge_dict` : dictionary

The edge attribute dictionary.

### Notes

It is faster to use `G[u][v][key]`.

```
>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_edge(0,1,key='a',weight=7)
>>> G[0][1]['a'] # key='a'
{'weight': 7}
```

Warning: Assigning `G[u][v][key]` corrupts the graph data structure. But it is safe to assign attributes to that dictionary,

```
>>> G[0][1]['a']['weight'] = 10
>>> G[0][1]['a']['weight']
10
>>> G[1][0]['a']['weight']
10
```

### Examples

```
>>> G = nx.MultiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.get_edge_data(0,1)
{0: {}}
>>> e = (0,1)
>>> G.get_edge_data(*e) # tuple form
{0: {}}
>>> G.get_edge_data('a','b',default=0) # edge not in graph, return 0
0
```

### `neighbors`

`MultiDiGraph.neighbors(n)`

Return a list of successor nodes of n.

`neighbors()` and `successors()` are the same function.

### **neighbors\_iter**

`MultiDiGraph.neighbors_iter(n)`

Return an iterator over successor nodes of `n`.

`neighbors_iter()` and `successors_iter()` are the same.

### **\_\_getitem\_\_**

`MultiDiGraph.__getitem__(n)`

Return a dict of neighbors of node `n`. Use the expression '`G[n]`'.

**Parameters** `n`: node

A node in the graph.

**Returns** `adj_dict`: dictionary

The adjacency dictionary for nodes connected to `n`.

### **Notes**

`G[n]` is similar to `G.neighbors(n)` but the internal data dictionary is returned instead of a list.

Assigning `G[n]` will corrupt the internal graph data structure. Use `G[n]` for reading data only.

### **Examples**

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G[0]
{1: {}}
```

### **successors**

`MultiDiGraph.successors(n)`

Return a list of successor nodes of `n`.

`neighbors()` and `successors()` are the same function.

### **successors\_iter**

`MultiDiGraph.successors_iter(n)`

Return an iterator over successor nodes of `n`.

`neighbors_iter()` and `successors_iter()` are the same.

### predecessors

`MultiDiGraph.predecessors(n)`  
Return a list of predecessor nodes of `n`.

### predecessors\_iter

`MultiDiGraph.predecessors_iter(n)`  
Return an iterator over predecessor nodes of `n`.

### adjacency\_list

`MultiDiGraph.adjacency_list()`  
Return an adjacency list representation of the graph.  
  
The output adjacency list is in the order of `G.nodes()`. For directed graphs, only outgoing adjacencies are included.  
  
**Returns** `adj_list` : lists of lists  
  
The adjacency structure of the graph as a list of lists.

#### See Also:

`adjacency_iter`

#### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.adjacency_list() # in order given by G.nodes()
[[1], [0, 2], [1, 3], [2]]
```

### adjacency\_iter

`MultiDiGraph.adjacency_iter()`  
Return an iterator of (node, adjacency dict) tuples for all nodes.  
  
This is the fastest way to look at every edge. For directed graphs, only outgoing adjacencies are included.  
  
**Returns** `adj_iter` : iterator  
  
An iterator of (node, adjacency dictionary) for all nodes in the graph.

#### See Also:

`adjacency_list`

#### Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> [(n,nbrdict) for n,nbrdict in G.adjacency_iter()]
[(0, {1: {}}), (1, {0: {}, 2: {}}), (2, {1: {}, 3: {}}), (3, {2: {}})]
```



**nbunch\_iter**

`MultiDiGraph.nbunch_iter` (*nbunch=None*)

Return an iterator of nodes contained in nbunch that are also in the graph.

The nodes in nbunch are checked for membership in the graph and if not are silently ignored.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**Returns** **niter** : iterator

An iterator over nodes in nbunch that are also in the graph. If nbunch is None, iterate over all nodes in the graph.

**Raises** **NetworkXError** :

If nbunch is not a node or or sequence of nodes. If a node in nbunch is not hashable.

**See Also:**

`Graph.__iter__`

**Notes**

When nbunch is an iterator, the returned iterator yields values directly from nbunch, becoming exhausted when nbunch is exhausted.

To test whether nbunch is a single node, one can use “if nbunch in self:”, even after processing with this routine.

If nbunch is not a node or a (possibly empty) sequence/iterator or None, a NetworkXError is raised. Also, if any object in nbunch is not hashable, a NetworkXError is raised.

**Information about graph structure**

<code>MultiDiGraph.has_node(n)</code>	Return True if the graph contains the node n.
<code>MultiDiGraph.__contains__(n)</code>	Return True if n is a node, False otherwise. Use the expression
<code>MultiDiGraph.has_edge(u, v[, key])</code>	Return True if the graph has an edge between nodes u and v.
<code>MultiDiGraph.order()</code>	Return the number of nodes in the graph.
<code>MultiDiGraph.number_of_nodes()</code>	Return the number of nodes in the graph.
<code>MultiDiGraph.__len__()</code>	Return the number of nodes.
<code>MultiDiGraph.degree([nbunch, weight])</code>	Return the degree of a node or nodes.
<code>MultiDiGraph.degree_iter([nbunch, weight])</code>	Return an iterator for (node, degree).
<code>MultiDiGraph.in_degree([nbunch, weight])</code>	Return the in-degree of a node or nodes.
<code>MultiDiGraph.in_degree_iter([nbunch, weight])</code>	Return an iterator for (node, in-degree).
<code>MultiDiGraph.out_degree([nbunch, weight])</code>	Return the out-degree of a node or nodes.
<code>MultiDiGraph.out_degree_iter([nbunch, weight])</code>	Return an iterator for (node, out-degree).
<code>MultiDiGraph.size([weight])</code>	Return the number of edges.
<code>MultiDiGraph.number_of_edges([u, v])</code>	Return the number of edges between two nodes.
<code>MultiDiGraph.nodes_with_selfloops()</code>	Return a list of nodes with self loops.
<code>MultiDiGraph.selfloop_edges([data, keys])</code>	Return a list of selfloop edges.
<code>MultiDiGraph.number_of_selfloops()</code>	Return the number of selfloop edges.

## has\_node

MultiDiGraph.**has\_node**(n)

Return True if the graph contains the node n.

**Parameters** n : node

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> G.has_node(0)
True
```

It is more readable and simpler to use

```
>>> 0 in G
True
```

## \_\_contains\_\_

MultiDiGraph.**\_\_contains\_\_**(n)

Return True if n is a node, False otherwise. Use the expression 'n in G'.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> 1 in G
True
```

## has\_edge

MultiDiGraph.**has\_edge**(u, v, key=None)

Return True if the graph has an edge between nodes u and v.

**Parameters** u,v : nodes

Nodes can be, for example, strings or numbers.

**key** : hashable identifier, optional (default=None)

If specified return True only if the edge with key is found.

**Returns** edge\_ind : bool

True if edge is in the graph, False otherwise.

### Examples

Can be called either using two nodes u,v, an edge tuple (u,v), or an edge tuple (u,v,key).

```

>>> G = nx.MultiGraph()    # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.has_edge(0,1)    # using two nodes
True
>>> e = (0,1)
>>> G.has_edge(*e)    # e is a 2-tuple (u,v)
True
>>> G.add_edge(0,1,key='a')
>>> G.has_edge(0,1,key='a')    # specify key
True
>>> e=(0,1,'a')
>>> G.has_edge(*e)    # e is a 3-tuple (u,v,'a')
True

```

The following syntax are equivalent:

```

>>> G.has_edge(0,1)
True
>>> 1 in G[0]    # though this gives KeyError if 0 not in G
True

```

## order

`MultiDiGraph.order()`

Return the number of nodes in the graph.

**Returns** `nnodes`: int

The number of nodes in the graph.

**See Also:**

`number_of_nodes`, `__len__`

## number\_of\_nodes

`MultiDiGraph.number_of_nodes()`

Return the number of nodes in the graph.

**Returns** `nnodes`: int

The number of nodes in the graph.

**See Also:**

`order`, `__len__`

## Examples

```

>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2])
>>> len(G)
3

```

## `__len__`

`MultiDiGraph.__len__()`

Return the number of nodes. Use the expression `'len(G)'`.

**Returns** `nnodes` : int

The number of nodes in the graph.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> len(G)
4
```

## `degree`

`MultiDiGraph.degree` (*nbunch=None, weight=None*)

Return the degree of a node or nodes.

The node degree is the number of edges adjacent to that node.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** `nd` : dictionary, or number

A dictionary with nodes as keys and degree as values or a number if a single node is specified.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.degree(0)
1
>>> G.degree([0,1])
{0: 1, 1: 2}
>>> list(G.degree([0,1]).values())
[1, 2]
```

## `degree_iter`

`MultiDiGraph.degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, degree).

The node degree is the number of edges adjacent to the node.

**Parameters** `nbunch` : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, degree).

**See Also:**

`degree`

### Examples

```
>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1,2,3])
>>> list(G.degree_iter(0)) # node 0 with degree 1
[(0, 1)]
>>> list(G.degree_iter([0,1]))
[(0, 1), (1, 2)]
```

### in\_degree

`MultiDiGraph.in_degree` (*nbunch=None, weight=None*)

Return the in-degree of a node or nodes.

The node in-degree is the number of edges pointing in to the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd** : dictionary, or number

A dictionary with nodes as keys and in-degree as values or a number if a single node is specified.

**See Also:**

`degree`, `out_degree`, `in_degree_iter`

### Examples

```
>>> G = nx.DiGraph() # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.in_degree(0)
0
>>> G.in_degree([0,1])
{0: 0, 1: 1}
>>> list(G.in_degree([0,1]).values())
[0, 1]
```

## in\_degree\_iter

`MultiDiGraph.in_degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, in-degree).

The node in-degree is the number of edges pointing in to the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, in-degree).

**See Also:**

`degree`, `in_degree`, `out_degree`, `out_degree_iter`

## Examples

```
>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1,2,3])
>>> list(G.in_degree_iter(0)) # node 0 with degree 0
[(0, 0)]
>>> list(G.in_degree_iter([0,1]))
[(0, 0), (1, 1)]
```

## out\_degree

`MultiDiGraph.out_degree` (*nbunch=None, weight=None*)

Return the out-degree of a node or nodes.

The node out-degree is the number of edges pointing out of the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** **nd** : dictionary, or number

A dictionary with nodes as keys and out-degree as values or a number if a single node is specified.

## Examples

```

>>> G = nx.DiGraph()      # or MultiDiGraph
>>> G.add_path([0,1,2,3])
>>> G.out_degree(0)
1
>>> G.out_degree([0,1])
{0: 1, 1: 1}
>>> list(G.out_degree([0,1]).values())
[1, 1]

```

### out\_degree\_iter

`MultiDiGraph.out_degree_iter` (*nbunch=None, weight=None*)

Return an iterator for (node, out-degree).

The node out-degree is the number of edges pointing out of the node.

**Parameters** **nbunch** : iterable container, optional (default=all nodes)

A container of nodes. The container will be iterated through once.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights.

**Returns** **nd\_iter** : an iterator

The iterator returns two-tuples of (node, out-degree).

**See Also:**

`degree`, `in_degree`, `out_degree`, `in_degree_iter`

### Examples

```

>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1,2,3])
>>> list(G.out_degree_iter(0)) # node 0 with degree 1
[(0, 1)]
>>> list(G.out_degree_iter([0,1]))
[(0, 1), (1, 1)]

```

### size

`MultiDiGraph.size` (*weight=None*)

Return the number of edges.

**Parameters** **weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** **nedges** : int

The number of edges or sum of edge weights in the graph.

**See Also:**

`number_of_edges`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.size()
3

>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge('a','b',weight=2)
>>> G.add_edge('b','c',weight=4)
>>> G.size()
2
>>> G.size(weight='weight')
6.0
```

### number\_of\_edges

`MultiDiGraph.number_of_edges(u=None, v=None)`

Return the number of edges between two nodes.

**Parameters** `u,v` : nodes, optional (default=all edges)

If `u` and `v` are specified, return the number of edges between `u` and `v`. Otherwise return the total number of all edges.

**Returns** `nedges` : int

The number of edges in the graph. If nodes `u` and `v` are specified return the number of edges between those nodes.

#### See Also:

`size`

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> G.number_of_edges()
3
>>> G.number_of_edges(0,1)
1
>>> e = (0,1)
>>> G.number_of_edges(*e)
1
```

### nodes\_with\_selfloops

`MultiDiGraph.nodes_with_selfloops()`

Return a list of nodes with self loops.

A node with a self loop has an edge with both ends adjacent to that node.

**Returns** `odelist` : list

A list of nodes with self loops.



**See Also:**

`selfloop_edges`, `number_of_selfloops`

**Examples**

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.nodes_with_selfloops()
[1]
```

**selfloop\_edges**

`MultiDiGraph.selfloop_edges` (*data=False, keys=False*)

Return a list of selfloop edges.

A selfloop edge has the same node at both ends.

**Parameters** **data** : bool, optional (default=False)

Return selfloop edges as two tuples (u,v) (data=False) or three-tuples (u,v,data) (data=True)

**keys** : bool, optional (default=False)

If True, return edge keys with each edge.

**Returns** **edgelist** : list of edge tuples

A list of all selfloop edges.

**See Also:**

`nodes_with_selfloops`, `number_of_selfloops`

**Examples**

```
>>> G = nx.MultiGraph()    # or MultiDiGraph
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.selfloop_edges()
[(1, 1)]
>>> G.selfloop_edges(data=True)
[(1, 1, {})]
>>> G.selfloop_edges(keys=True)
[(1, 1, 0)]
>>> G.selfloop_edges(keys=True, data=True)
[(1, 1, 0, {})]
```

**number\_of\_selfloops**

`MultiDiGraph.number_of_selfloops` ()

Return the number of selfloop edges.

A selfloop edge has the same node at both ends.

**Returns** `nloops : int`

The number of selfloops.

**See Also:**

`nodes_with_selfloops`, `selfloop_edges`

### Examples

```
>>> G=nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_edge(1,1)
>>> G.add_edge(1,2)
>>> G.number_of_selfloops()
1
```

## Making copies and subgraphs

<code>MultiDiGraph.copy()</code>	Return a copy of the graph.
<code>MultiDiGraph.to_undirected([reciprocal])</code>	Return an undirected representation of the digraph.
<code>MultiDiGraph.to_directed()</code>	Return a directed copy of the graph.
<code>MultiDiGraph.subgraph(nbunch)</code>	Return the subgraph induced on nodes in nbunch.
<code>MultiDiGraph.reverse([copy])</code>	Return the reverse of the graph.

### copy

`MultiDiGraph.copy()`  
Return a copy of the graph.

**Returns** `G : Graph`  
A copy of the graph.

**See Also:**

`to_directed` return a directed copy of the graph.

### Notes

This makes a complete copy of the graph including all of the node or edge attributes.

### Examples

```
>>> G = nx.Graph()      # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.copy()
```

### to\_undirected

`MultiDiGraph.to_undirected(reciprocal=False)`  
Return an undirected representation of the digraph.

**Parameters** `reciprocal` : bool (optional)

If True only keep edges that appear in both directions in the original digraph.

**Returns** `G` : MultiGraph

An undirected graph with the same name and nodes and with edge (u,v,data) if either (u,v,data) or (v,u,data) is in the digraph. If both edges exist in digraph and their edge data is different, only one edge is created with an arbitrary choice of which edge data to use. You must check and correct for this manually if desired.

### Notes

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `D=DiGraph(G)` which returns a shallow copy of the data.

See the Python copy module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

### to\_directed

`MultiDiGraph.to_directed()`

Return a directed copy of the graph.

**Returns** `G` : MultiDiGraph

A deepcopy of the graph.

### Notes

If edges in both directions (u,v) and (v,u) exist in the graph, attributes for the new undirected edge will be a combination of the attributes of the directed edges. The edge data is updated in the (arbitrary) order that the edges are encountered. For more customized control of the edge attributes use `add_edge()`.

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `G=DiGraph(D)` which returns a shallow copy of the data.

See the Python copy module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

### Examples

```
>>> G = nx.Graph()    # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
```

If already directed, return a (deep) copy

```
>>> G = nx.MultiDiGraph()
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1)]
```

## subgraph

`MultiDiGraph.subgraph(nbunch)`

Return the subgraph induced on nodes in nbunch.

The induced subgraph of the graph contains the nodes in nbunch and the edges between those nodes.

**Parameters** `nbunch` : list, iterable

A container of nodes which will be iterated through once.

**Returns** `G` : Graph

A subgraph of the graph with the same edge attributes.

## Notes

The graph, edge or node attributes just point to the original graph. So changes to the node or edge structure will not be reflected in the original graph while changes to the attributes will.

To create a subgraph with its own copy of the edge/node attributes use: `nx.Graph(G.subgraph(nbunch))`

If edge attributes are containers, a deep copy can be obtained using: `G.subgraph(nbunch).copy()`

For an inplace reduction of a graph to a subgraph you can remove nodes: `G.remove_nodes_from([ n in G if n not in set(nbunch)])`

## Examples

```
>>> G = nx.Graph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2,3])
>>> H = G.subgraph([0,1,2])
>>> H.edges()
[(0, 1), (1, 2)]
```

## reverse

`MultiDiGraph.reverse(copy=True)`

Return the reverse of the graph.

The reverse is a graph with the same nodes and edges but with the directions of the edges reversed.

**Parameters** `copy` : bool optional (default=True)

If True, return a new DiGraph holding the reversed edges. If False, reverse the reverse graph is created using the original graph (this changes the original graph).

# ALGORITHMS

## 4.1 Approximation

### 4.1.1 Clique

Cliques.

<code>max_clique(G)</code>	Find the Maximum Clique
<code>clique_removal(G)</code>	Repeatedly remove cliques from the graph.

#### `max_clique`

`max_clique(G)`

Find the Maximum Clique

Finds the  $O(|V|/(\log|V|)^2)$  apx of maximum clique/independent set in the worst case.

**Parameters** `G` : NetworkX graph

Undirected graph

**Returns** `clique` : set

The apx-maximum clique of the graph

#### Notes

A clique in an undirected graph  $G = (V, E)$  is a subset of the vertex set  $C \subseteq V$ , such that for every two vertices in  $C$ , there exists an edge connecting the two. This is equivalent to saying that the subgraph induced by  $C$  is complete (in some cases, the term clique may also refer to the subgraph).

A maximum clique is a clique of the largest possible size in a given graph. The clique number  $\omega(G)$  of a graph  $G$  is the number of vertices in a maximum clique in  $G$ . The intersection number of  $G$  is the smallest number of cliques that together cover all edges of  $G$ .

[http://en.wikipedia.org/wiki/Maximum\\_clique](http://en.wikipedia.org/wiki/Maximum_clique)

#### References

[R128]

## clique\_removal

### `clique_removal` (*G*)

Repeatedly remove cliques from the graph.

Results in a  $O(|V|/(\log |V|)^2)$  approximation of maximum clique & independent set. Returns the largest independent set found, along with found maximal cliques.

**Parameters** *G* : NetworkX graph

Undirected graph

**Returns** `max_ind_cliques` : (set, list) tuple

Maximal independent set and list of maximal cliques (sets) in the graph.

### References

[R127]

## 4.1.2 Clustering

---

<code>average_clustering</code> ( <i>G</i> [, <i>trials</i> ])	Estimates the average clustering coefficient of <i>G</i> .
--	--

---

### average\_clustering

#### `average_clustering` (*G*, *trials*=1000)

Estimates the average clustering coefficient of *G*.

The local clustering of each node in *G* is the fraction of triangles that actually exist over all possible triangles in its neighborhood. The average clustering coefficient of a graph *G* is the mean of local clusterings.

This function finds an approximate average clustering coefficient for *G* by repeating *n* times (defined in *trials*) the following experiment: choose a node at random, choose two of its neighbors at random, and check if they are connected. The approximate coefficient is the fraction of triangles found over the number of trials [R129].

**Parameters** *G* : NetworkX graph

**trials** : integer

Number of trials to perform (default 1000).

**Returns** *c* : float

Approximated average clustering coefficient.

### References

[R129]

## 4.1.3 Dominating Set

A dominating set for a graph  $G = (V, E)$  is a subset *D* of *V* such that every vertex not in *D* is joined to at least one member of *D* by some edge. The domination number  $\gamma(G)$  is the number of vertices in a smallest dominating set for *G*. Given a graph  $G = (V, E)$  find a minimum weight dominating set *V'*.

[http://en.wikipedia.org/wiki/Dominating\\_set](http://en.wikipedia.org/wiki/Dominating_set)

An edge dominating set for a graph  $G = (V, E)$  is a subset  $D$  of  $E$  such that every edge not in  $D$  is adjacent to at least one edge in  $D$ .

[http://en.wikipedia.org/wiki/Edge\\_dominating\\_set](http://en.wikipedia.org/wiki/Edge_dominating_set)

<code>min_weighted_dominating_set(G[, weight])</code>	Return minimum weight vertex dominating set.
<code>min_edge_dominating_set(G)</code>	Return minimum cardinality edge dominating set.

## min\_weighted\_dominating\_set

**min\_weighted\_dominating\_set** ( $G$ ,  $weight=None$ )

Return minimum weight vertex dominating set.

**Parameters**  $G$  : NetworkX graph

Undirected graph

**weight** : None or string, optional (default = None)

If None, every edge has weight/distance/weight 1. If a string, use this edge attribute as the edge weight. Any edge attribute not present defaults to 1.

**Returns** `min_weight_dominating_set` : set

Returns a set of vertices whose weight sum is no more than  $\log w(V) * OPT$

### Notes

This algorithm computes an approximate minimum weighted dominating set for the graph  $G$ . The upper-bound on the size of the solution is  $\log w(V) * OPT$ . Runtime of the algorithm is  $O(|E|)$ .

### References

[R130]

## min\_edge\_dominating\_set

**min\_edge\_dominating\_set** ( $G$ )

Return minimum cardinality edge dominating set.

**Parameters**  $G$  : NetworkX graph

Undirected graph

**Returns** `min_edge_dominating_set` : set

Returns a set of dominating edges whose size is no more than  $2 * OPT$ .

### Notes

The algorithm computes an approximate solution to the edge dominating set problem. The result is no more than  $2 * OPT$  in terms of size of the set. Runtime of the algorithm is  $O(|E|)$ .

### 4.1.4 Independent Set

#### Independent Set

Independent set or stable set is a set of vertices in a graph, no two of which are adjacent. That is, it is a set  $I$  of vertices such that for every two vertices in  $I$ , there is no edge connecting the two. Equivalently, each edge in the graph has at most one endpoint in  $I$ . The size of an independent set is the number of vertices it contains.

A maximum independent set is a largest independent set for a given graph  $G$  and its size is denoted  $\alpha(G)$ . The problem of finding such a set is called the maximum independent set problem and is an NP-hard optimization problem. As such, it is unlikely that there exists an efficient algorithm for finding a maximum independent set of a graph.

[http://en.wikipedia.org/wiki/Independent\\_set\\_\(graph\\_theory\)](http://en.wikipedia.org/wiki/Independent_set_(graph_theory))

Independent set algorithm is based on the following paper:

$O(|V|/(log|V|)^2)$  apx of maximum clique/independent set.

Boppana, R., & Halldórsson, M. M. (1992). Approximating maximum independent sets by excluding subgraphs. BIT Numerical Mathematics, 32(2), 180–196. Springer. doi:10.1007/BF01994876

---

<code>maximum_independent_set(G)</code>	Return an approximate maximum independent set.
---	--

---

#### `maximum_independent_set`

**`maximum_independent_set`** ( $G$ )

Return an approximate maximum independent set.

**Parameters**  $G$  : NetworkX graph

Undirected graph

**Returns** `iset` : Set

The apx-maximum independent set

#### Notes

Finds the  $O(|V|/(log|V|)^2)$  apx of independent set in the worst case.

#### References

[R131]

### 4.1.5 Matching

Given a graph  $G = (V, E)$ , a matching  $M$  in  $G$  is a set of pairwise non-adjacent edges; that is, no two edges share a common vertex.

[http://en.wikipedia.org/wiki/Matching\\_\(graph\\_theory\)](http://en.wikipedia.org/wiki/Matching_(graph_theory))

---

<code>min_maximal_matching(G)</code>	Returns the minimum maximal matching of $G$ . That is, out of all maximal
--------------------------------------	---

---



## min\_maximal\_matching

### `min_maximal_matching(G)`

Returns the minimum maximal matching of  $G$ . That is, out of all maximal matchings of the graph  $G$ , the smallest is returned.

**Parameters**  $G$  : NetworkX graph

Undirected graph

**Returns** `min_maximal_matching` : set

Returns a set of edges such that no two edges share a common endpoint and every edge not in the set shares some common endpoint in the set. Cardinality will be  $2 \cdot \text{OPT}$  in the worst case.

### Notes

The algorithm computes an approximate solution for the minimum maximal cardinality matching problem. The solution is no more than  $2 \cdot \text{OPT}$  in size. Runtime is  $O(|E|)$ .

### References

[R132]

## 4.1.6 Ramsey

Ramsey numbers.

---

`ramsey_R2(G)` Approximately computes the Ramsey number  $R(2; s, t)$  for graph.

---

### ramsey\_R2

#### `ramsey_R2(G)`

Approximately computes the Ramsey number  $R(2; s, t)$  for graph.

**Parameters**  $G$  : NetworkX graph

Undirected graph

**Returns** `max_pair` : (set, set) tuple

Maximum clique, Maximum independent set.

## 4.1.7 Vertex Cover

Given an undirected graph  $G = (V, E)$  and a function  $w$  assigning nonnegative weights to its vertices, find a minimum weight subset of  $V$  such that each edge in  $E$  is incident to at least one vertex in the subset.

[http://en.wikipedia.org/wiki/Vertex\\_cover](http://en.wikipedia.org/wiki/Vertex_cover)

---

`min_weighted_vertex_cover(G[, weight])` 2-OPT Local Ratio for Minimum Weighted Vertex Cover

---

## min\_weighted\_vertex\_cover

**min\_weighted\_vertex\_cover** (*G*, *weight=None*)

2-OPT Local Ratio for Minimum Weighted Vertex Cover

Find an approximate minimum weighted vertex cover of a graph.

**Parameters** *G* : NetworkX graph

Undirected graph

**weight** : None or string, optional (default = None)

If None, every edge has weight/distance/cost 1. If a string, use this edge attribute as the edge weight. Any edge attribute not present defaults to 1.

**Returns** **min\_weighted\_cover** : set

Returns a set of vertices whose weight sum is no more than  $2 * OPT$ .

### Notes

Local-Ratio algorithm for computing an approximate vertex cover. Algorithm greedily reduces the costs over edges and iteratively builds a cover. Worst-case runtime is  $O(|E|)$ .

### References

[R133]

## 4.2 Assortativity

---

### 4.2.1 Assortativity

<code>degree_assortativity_coefficient(G[, x, y, ...])</code>	Compute degree assortativity of graph.
<code>attribute_assortativity_coefficient(G, attribute)</code>	Compute assortativity for node attributes.
<code>numeric_assortativity_coefficient(G, attribute)</code>	Compute assortativity for numerical node attributes.
<code>degree_pearson_correlation_coefficient(G[, ...])</code>	Compute degree assortativity of graph.

## degree\_assortativity\_coefficient

**degree\_assortativity\_coefficient** (*G*, *x='out'*, *y='in'*, *weight=None*, *nodes=None*)

Compute degree assortativity of graph.

Assortativity measures the similarity of connections in the graph with respect to the node degree.

**Parameters** *G* : NetworkX graph

**x**: string ('in','out') :

The degree type for source node (directed graphs only).

**y**: string ('in','out') :

The degree type for target node (directed graphs only).

**weight: string or None, optional (default=None) :**

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**nodes: list or iterable (optional) :**

Compute degree assortativity only for nodes in container. The default is all nodes.

**Returns** **r** : float

Assortativity of graph by degree.

**See Also:**

`attribute_assortativity_coefficient`, `numeric_assortativity_coefficient`,  
`neighbor_connectivity`, `degree_mixing_dict`, `degree_mixing_matrix`

### Notes

This computes Eq. (21) in Ref. [R137], where  $e$  is the joint probability distribution (mixing matrix) of the degrees. If  $G$  is directed then the matrix  $e$  is the joint probability of the user-specified degree type for the source and target.

### References

[R137], [R138]

### Examples

```
>>> G=nx.path_graph(4)
>>> r=nx.degree_assortativity_coefficient(G)
>>> print("%3.1f"%r)
-0.5
```

## attribute\_assortativity\_coefficient

**attribute\_assortativity\_coefficient** ( $G$ , *attribute*, *nodes=None*)

Compute assortativity for node attributes.

Assortativity measures the similarity of connections in the graph with respect to the given attribute.

**Parameters** **G** : NetworkX graph

**attribute** : string

Node attribute key

**nodes: list or iterable (optional) :**

Compute attribute assortativity for nodes in container. The default is all nodes.

**Returns** **r** : float :

Assortativity of graph for given attribute

## Notes

This computes Eq. (2) in Ref. [R134] ,  $\text{trace}(M) - \text{sum}(M) / (1 - \text{sum}(M))$ , where  $M$  is the joint probability distribution (mixing matrix) of the specified attribute.

## References

[R134]

## Examples

```
>>> G=nx.Graph()
>>> G.add_nodes_from([0,1],color='red')
>>> G.add_nodes_from([2,3],color='blue')
>>> G.add_edges_from([(0,1),(2,3)])
>>> print(nx.attribute_assortativity_coefficient(G,'color'))
1.0
```

## numeric\_assortativity\_coefficient

**numeric\_assortativity\_coefficient** (*G*, *attribute*, *nodes=None*)

Compute assortativity for numerical node attributes.

Assortativity measures the similarity of connections in the graph with respect to the given numeric attribute.

**Parameters** **G** : NetworkX graph

**attribute** : string

Node attribute key

**nodes: list or iterable (optional)** :

Compute numeric assortativity only for attributes of nodes in container. The default is all nodes.

**Returns** **r: float** :

Assortativity of graph for given attribute

## Notes

This computes Eq. (21) in Ref. [R142] , for the mixing matrix of of the specified attribute.

## References

[R142]

## Examples

```
>>> G=nx.Graph()
>>> G.add_nodes_from([0,1],size=2)
>>> G.add_nodes_from([2,3],size=3)
>>> G.add_edges_from([(0,1),(2,3)])
>>> print(nx.numeric_assortativity_coefficient(G,'size'))
1.0
```

## degree\_pearson\_correlation\_coefficient

**degree\_pearson\_correlation\_coefficient** (*G*, *x*='out', *y*='in', *weight*=None, *nodes*=None)

Compute degree assortativity of graph.

Assortativity measures the similarity of connections in the graph with respect to the node degree.

This is the same as `degree_assortativity_coefficient` but uses the potentially faster `scipy.stats.pearsonr` function.

**Parameters** *G* : NetworkX graph

**x: string ('in','out') :**

The degree type for source node (directed graphs only).

**y: string ('in','out') :**

The degree type for target node (directed graphs only).

**weight: string or None, optional (default=None) :**

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**nodes: list or iterable (optional) :**

Compute pearson correlation of degrees only for specified nodes. The default is all nodes.

**Returns** *r* : float

Assortativity of graph by degree.

## Notes

This calls `scipy.stats.pearsonr`.

## References

[R139], [R140]

## Examples

```
>>> G=nx.path_graph(4)
>>> r=nx.degree_pearson_correlation_coefficient(G)
>>> print("%3.1f"%r)
-0.5
```

## 4.2.2 Average neighbor degree

---

`average_neighbor_degree(G[, source, target, ...])` Returns the average degree of the neighborhood of each node.

---

### `average_neighbor_degree`

**`average_neighbor_degree`** (*G*, *source*='out', *target*='out', *nodes*=None, *weight*=None)

Returns the average degree of the neighborhood of each node.

The average degree of a node *i* is

$$k_{nn,i} = \frac{1}{|N(i)|} \sum_{j \in N(i)} k_j$$

where  $N(i)$  are the neighbors of node *i* and  $k_j$  is the degree of node *j* which belongs to  $N(i)$ . For weighted graphs, an analogous measure can be defined [R136],

$$k_{nn,i}^w = \frac{1}{s_i} \sum_{j \in N(i)} w_{ij} k_j$$

where  $s_i$  is the weighted degree of node *i*,  $w_{ij}$  is the weight of the edge that links *i* and *j* and  $N(i)$  are the neighbors of node *i*.

**Parameters** **G** : NetworkX graph

**source** : string ("in"|"out")

Directed graphs only. Use "in"- or "out"-degree for source node.

**target** : string ("in"|"out")

Directed graphs only. Use "in"- or "out"-degree for target node.

**nodes** : list or iterable, optional

Compute neighbor degree for specified nodes. The default is all nodes in the graph.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** **d**: dict :

A dictionary keyed by node with average neighbors degree value.

**See Also:**

`average_degree_connectivity`

### Notes

For directed graphs you can also specify in-degree or out-degree by passing keyword arguments.

### References

[R136]

## Examples

```
>>> G=nx.path_graph(4)
>>> G.edge[0][1]['weight'] = 5
>>> G.edge[2][3]['weight'] = 3

>>> nx.average_neighbor_degree(G)
{0: 2.0, 1: 1.5, 2: 1.5, 3: 2.0}
>>> nx.average_neighbor_degree(G, weight='weight')
{0: 2.0, 1: 1.1666666666666667, 2: 1.25, 3: 2.0}

>>> G=nx.DiGraph()
>>> G.add_path([0,1,2,3])
>>> nx.average_neighbor_degree(G, source='in', target='in')
{0: 1.0, 1: 1.0, 2: 1.0, 3: 0.0}

>>> nx.average_neighbor_degree(G, source='out', target='out')
{0: 1.0, 1: 1.0, 2: 0.0, 3: 0.0}
```

### 4.2.3 Average degree connectivity

<code>average_degree_connectivity(G[, source, ...])</code>	Compute the average degree connectivity of graph.
<code>k_nearest_neighbors(G[, source, target, ...])</code>	Compute the average degree connectivity of graph.

#### average\_degree\_connectivity

**average\_degree\_connectivity** (*G*, *source*='in+out', *target*='in+out', *nodes*=None, *weight*=None)

Compute the average degree connectivity of graph.

The average degree connectivity is the average nearest neighbor degree of nodes with degree  $k$ . For weighted graphs, an analogous measure can be computed using the weighted average neighbors degree defined in [R135], for a node  $i$ , as:

$$k_{nn,i}^w = \frac{1}{s_i} \sum_{j \in N(i)} w_{ij} k_j$$

where  $s_i$  is the weighted degree of node  $i$ ,  $w_{ij}$  is the weight of the edge that links  $i$  and  $j$ , and  $N(i)$  are the neighbors of node  $i$ .

**Parameters** **G** : NetworkX graph

**source** : "in"|"out"|"in+out" (default:"in+out")

Directed graphs only. Use "in"- or "out"-degree for source node.

**target** : "in"|"out"|"in+out" (default:"in+out")

Directed graphs only. Use "in"- or "out"-degree for target node.

**nodes**: list or iterable (optional) :

Compute neighbor connectivity for these nodes. The default is all nodes.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** **d: dict** :

A dictionary keyed by degree  $k$  with the value of average connectivity.

**See Also:**

`neighbors_average_degree`

### Notes

This algorithm is sometimes called “ $k$  nearest neighbors” and is also available as *k<sub>n</sub>ear<sub>n</sub>est<sub>n</sub>ighbors*.

### References

[R135]

### Examples

```
>>> G=nx.path_graph(4)
>>> G.edge[1][2]['weight'] = 3
>>> nx.k_nearest_neighbors(G)
{1: 2.0, 2: 1.5}
>>> nx.k_nearest_neighbors(G, weight='weight')
{1: 2.0, 2: 1.75}
```

## k\_nearest\_neighbors

**k\_nearest\_neighbors** (*G*, *source*='in+out', *target*='in+out', *nodes*=None, *weight*=None)

Compute the average degree connectivity of graph.

The average degree connectivity is the average nearest neighbor degree of nodes with degree  $k$ . For weighted graphs, an analogous measure can be computed using the weighted average neighbors degree defined in [R141], for a node  $i$ , as:

$$k_{nn,i}^w = \frac{1}{s_i} \sum_{j \in N(i)} w_{ij} k_j$$

where  $s_i$  is the weighted degree of node  $i$ ,  $w_{ij}$  is the weight of the edge that links  $i$  and  $j$ , and  $N(i)$  are the neighbors of node  $i$ .

**Parameters** **G** : NetworkX graph

**source** : “in”|“out”|“in+out” (default:“in+out”)

Directed graphs only. Use “in”- or “out”-degree for source node.

**target** : “in”|“out”|“in+out” (default:“in+out”)

Directed graphs only. Use “in”- or “out”-degree for target node.

**nodes: list or iterable (optional)** :

Compute neighbor connectivity for these nodes. The default is all nodes.

**weight** : string or None, optional (default=None)



The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** **d: dict** :

A dictionary keyed by degree k with the value of average connectivity.

**See Also:**

`neighbors_average_degree`

**Notes**

This algorithm is sometimes called “k nearest neighbors” and is also available as *k<sub>n</sub>nearest<sub>n</sub>neighbors*.

**References**

[R141]

**Examples**

```
>>> G=nx.path_graph(4)
>>> G.edge[1][2]['weight'] = 3
>>> nx.k_nearest_neighbors(G)
{1: 2.0, 2: 1.5}
>>> nx.k_nearest_neighbors(G, weight='weight')
{1: 2.0, 2: 1.75}
```

## 4.2.4 Mixing

<code>attribute_mixing_matrix(G, attribute[, ...])</code>	Return mixing matrix for attribute.
<code>degree_mixing_matrix(G[, x, y, weight, ...])</code>	Return mixing matrix for attribute.
<code>degree_mixing_dict(G[, x, y, weight, nodes, ...])</code>	Return dictionary representation of mixing matrix for degree.
<code>attribute_mixing_dict(G, attribute[, nodes, ...])</code>	Return dictionary representation of mixing matrix for attribute.

### **attribute\_mixing\_matrix**

**attribute\_mixing\_matrix**(*G, attribute, nodes=None, mapping=None, normalized=True*)

Return mixing matrix for attribute.

**Parameters** **G** : graph

NetworkX graph object.

**attribute** : string

Node attribute key.

**nodes: list or iterable (optional)** :

Use only nodes in container to build the matrix. The default is all nodes.

**mapping** : dictionary, optional

Mapping from node attribute to integer index in matrix. If not specified, an arbitrary ordering will be used.

**normalized** : bool (default=False)

Return counts if False or probabilities if True.

**Returns** **m**: numpy array :

Counts or joint probability of occurrence of attribute pairs.

### degree\_mixing\_matrix

**degree\_mixing\_matrix** (*G*, *x*='out', *y*='in', *weight*=None, *nodes*=None, *normalized*=True)

Return mixing matrix for attribute.

**Parameters** **G** : graph

NetworkX graph object.

**x**: string ('in','out') :

The degree type for source node (directed graphs only).

**y**: string ('in','out') :

The degree type for target node (directed graphs only).

**nodes**: list or iterable (optional) :

Build the matrix using only nodes in container. The default is all nodes.

**weight**: string or None, optional (default=None) :

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**normalized** : bool (default=False)

Return counts if False or probabilities if True.

**Returns** **m**: numpy array :

Counts, or joint probability, of occurrence of node degree.

### degree\_mixing\_dict

**degree\_mixing\_dict** (*G*, *x*='out', *y*='in', *weight*=None, *nodes*=None, *normalized*=False)

Return dictionary representation of mixing matrix for degree.

**Parameters** **G** : graph

NetworkX graph object.

**x**: string ('in','out') :

The degree type for source node (directed graphs only).

**y**: string ('in','out') :

The degree type for target node (directed graphs only).

**weight**: string or None, optional (default=None) :

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**normalized** : bool (default=False)

Return counts if False or probabilities if True.

**Returns** **d**: dictionary :

Counts or joint probability of occurrence of degree pairs.

### attribute\_mixing\_dict

**attribute\_mixing\_dict** (*G*, *attribute*, *nodes=None*, *normalized=False*)

Return dictionary representation of mixing matrix for attribute.

**Parameters** **G** : graph

NetworkX graph object.

**attribute** : string

Node attribute key.

**nodes**: list or iterable (optional) :

Unse nodes in container to build the dict. The default is all nodes.

**normalized** : bool (default=False)

Return counts if False or probabilities if True.

**Returns** **d** : dictionary

Counts or joint probability of occurrence of attribute pairs.

### Examples

```
>>> G=nx.Graph()
>>> G.add_nodes_from([0,1],color='red')
>>> G.add_nodes_from([2,3],color='blue')
>>> G.add_edge(1,3)
>>> d=nx.attribute_mixing_dict(G,'color')
>>> print(d['red']['blue'])
1
>>> print(d['blue']['red']) # d symmetric for undirected graphs
1
```

## 4.3 Bipartite

This module provides functions and operations for bipartite graphs. Bipartite graphs  $B = (U, V, E)$  have two node sets  $U, V$  and edges in  $E$  that only connect nodes from opposite sets. It is common in the literature to use an spatial analogy referring to the two node sets as top and bottom nodes.

The bipartite algorithms are not imported into the networkx namespace at the top level so the easiest way to use them is with:

```
>>> import networkx as nx
>>> from networkx.algorithms import bipartite
```

NetworkX does not have a custom bipartite graph class but the `Graph()` or `DiGraph()` classes can be used to represent bipartite graphs. However, you have to keep track of which set each node belongs to, and make sure that there is no edge between nodes of the same set. The convention used in NetworkX is to use a node attribute named “bipartite” with values 0 or 1 to identify the sets each node belongs to.

For example:

```
>>> B = nx.Graph()
>>> B.add_nodes_from([1,2,3,4], bipartite=0) # Add the node attribute "bipartite"
>>> B.add_nodes_from(['a','b','c'], bipartite=1)
>>> B.add_edges_from([(1,'a'), (1,'b'), (2,'b'), (2,'c'), (3,'c'), (4,'a')])
```

Many algorithms of the bipartite module of NetworkX require, as an argument, a container with all the nodes that belong to one set, in addition to the bipartite graph *B*. If *B* is connected, you can find the node sets using a two-coloring algorithm:

```
>>> nx.is_connected(B)
True
>>> bottom_nodes, top_nodes = bipartite.sets(B)
```

```
list(top_nodes) [1, 2, 3, 4] list(bottom_nodes) ['a', 'c', 'b']
```

However, if the input graph is not connected, there are more than one possible colorations. Thus, the following result is correct:

```
>>> B.remove_edge(2, 'c')
>>> nx.is_connected(B)
False
>>> bottom_nodes, top_nodes = bipartite.sets(B)
```

```
list(top_nodes) [1, 2, 4, 'c'] list(bottom_nodes) ['a', 3, 'b']
```

Using the “bipartite” node attribute, you can easily get the two node sets:

```
>>> top_nodes = set(n for n,d in B.nodes(data=True) if d['bipartite']==0)
>>> bottom_nodes = set(B) - top_nodes
```

```
list(top_nodes) [1, 2, 3, 4] list(bottom_nodes) ['a', 'c', 'b']
```

So you can easily use the bipartite algorithms that require, as an argument, a container with all nodes that belong to one node set:

```
>>> print(round(bipartite.density(B, bottom_nodes),2))
0.42
>>> G = bipartite.projected_graph(B, top_nodes)
>>> G.edges()
[(1, 2), (1, 4)]
```

All bipartite graph generators in NetworkX build bipartite graphs with the “bipartite” node attribute. Thus, you can use the same approach:

```
>>> RB = nx.bipartite_random_graph(5, 7, 0.2)
>>> RB_top = set(n for n,d in RB.nodes(data=True) if d['bipartite']==0)
>>> RB_bottom = set(RB) - RB_top
>>> list(RB_top)
[0, 1, 2, 3, 4]
>>> list(RB_bottom)
[5, 6, 7, 8, 9, 10, 11]
```

For other bipartite graph generators see the bipartite section of [Graph generators](#).

### 4.3.1 Basic functions

<code>is_bipartite(G)</code>	Returns True if graph G is bipartite, False if not.
<code>is_bipartite_node_set(G, nodes)</code>	Returns True if nodes and G/nodes are a bipartition of G.
<code>sets(G)</code>	Returns bipartite node sets of graph G.
<code>color(G)</code>	Returns a two-coloring of the graph.
<code>density(B, nodes)</code>	Return density of bipartite graph B.
<code>degrees(B, nodes[, weight])</code>	Return the degrees of the two node sets in the bipartite graph B.
<code>biadjacency_matrix(G, row_order[, ...])</code>	Return the biadjacency matrix of the bipartite graph G.

#### is\_bipartite

**is\_bipartite** (*G*)

Returns True if graph G is bipartite, False if not.

**Parameters** *G* : NetworkX graph

**See Also:**

`color`, `is_bipartite_node_set`

#### Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4)
>>> print(bipartite.is_bipartite(G))
True
```

#### is\_bipartite\_node\_set

**is\_bipartite\_node\_set** (*G, nodes*)

Returns True if nodes and G/nodes are a bipartition of G.

**Parameters** *G* : NetworkX graph

**nodes: list or container :**

Check if nodes are a one of a bipartite set.

#### Notes

For connected graphs the bipartite sets are unique. This function handles disconnected graphs.

#### Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4)
>>> X = set([1, 3])
>>> bipartite.is_bipartite_node_set(G, X)
True
```

## sets

### `sets(G)`

Returns bipartite node sets of graph G.

Raises an exception if the graph is not bipartite.

**Parameters** `G` : NetworkX graph

**Returns** `(X,Y)` : two-tuple of sets

One set of nodes for each part of the bipartite graph.

**See Also:**

`color`

### Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4)
>>> X, Y = bipartite.sets(G)
>>> list(X)
[0, 2]
>>> list(Y)
[1, 3]
```

## color

### `color(G)`

Returns a two-coloring of the graph.

Raises an exception if the graph is not bipartite.

**Parameters** `G` : NetworkX graph

**Returns** `color` : dictionary

A dictionary keyed by node with a 1 or 0 as data for each node color.

**Raises** `NetworkXError` if the graph is not two-colorable. :

### Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4)
>>> c = bipartite.color(G)
>>> print(c)
{0: 1, 1: 0, 2: 1, 3: 0}
```

You can use this to set a node attribute indicating the bipartite set:

```
>>> nx.set_node_attributes(G, 'bipartite', c)
>>> print(G.node[0]['bipartite'])
1
>>> print(G.node[1]['bipartite'])
0
```

## density

**density** (*B, nodes*)

Return density of bipartite graph B.

**Parameters** *G* : NetworkX graph

**nodes: list or container :**

Nodes in one set of the bipartite graph.

**Returns** *d* : float

The bipartite density

**See Also:**

[color](#)

### Examples

```

>>> from networkx.algorithms import bipartite
>>> G = nx.complete_bipartite_graph(3,2)
>>> X=set([0,1,2])
>>> bipartite.density(G,X)
1.0
>>> Y=set([3,4])
>>> bipartite.density(G,Y)
1.0

```

## degrees

**degrees** (*B, nodes, weight=None*)

Return the degrees of the two node sets in the bipartite graph B.

**Parameters** *G* : NetworkX graph

**nodes: list or container :**

Nodes in one set of the bipartite graph.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1. The degree is the sum of the edge weights adjacent to the node.

**Returns** (*degX,degY*) : tuple of dictionaries

The degrees of the two bipartite sets as dictionaries keyed by node.

**See Also:**

[color](#), [density](#)

### Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.complete_bipartite_graph(3,2)
>>> Y=set([3,4])
>>> degX,degY=bipartite.degrees(G,Y)
>>> degX
{0: 2, 1: 2, 2: 2}
```

## biadjacency\_matrix

**biadjacency\_matrix** (*G*, *row\_order*, *column\_order*=None, *weight*='weight', *dtype*=None)

Return the biadjacency matrix of the bipartite graph *G*.

Let  $G = (U, V, E)$  be a bipartite graph with node sets  $U = u_1, \dots, u_r$  and  $V = v_1, \dots, v_s$ . The biadjacency matrix [1] is the  $r \times s$  matrix  $B$  in which  $b_{i,j} = 1$  if, and only if,  $(u_i, v_j) \in E$ . If the parameter *weight* is not *None* and matches the name of an edge attribute, its value is used instead of 1.

**Parameters** **G** : graph

A NetworkX graph

**row\_order** : list of nodes

The rows of the matrix are ordered according to the list of nodes.

**column\_order** : list, optional

The columns of the matrix are ordered according to the list of nodes. If *column\_order* is None, then the ordering of columns is arbitrary.

**weight** : string or None, optional (default='weight')

The edge data key used to provide each value in the matrix. If None, then each edge has weight 1.

**dtype** : NumPy data type, optional

A valid single NumPy data type used to initialize the array. This must be a simple type such as int or numpy.float64 and not a compound data type (see `to_numpy_recarray`) If None, then the NumPy default is used.

**Returns** **B** : numpy matrix

Biadjacency matrix representation of the bipartite graph *G*.

**See Also:**

`to_numpy_matrix`, `adjacency_matrix`

## Notes

No attempt is made to check that the input graph is bipartite.

For directed bipartite graphs only successors are considered as neighbors. To obtain an adjacency matrix with ones (or weight values) for both predecessors and successors you have to generate two biadjacency matrices where the rows of one of them are the columns of the other, and then add one to the transpose of the other.

## References

[1] [http://en.wikipedia.org/wiki/Adjacency\\_matrix#Adjacency\\_matrix\\_of\\_a\\_bipartite\\_graph](http://en.wikipedia.org/wiki/Adjacency_matrix#Adjacency_matrix_of_a_bipartite_graph)



### 4.3.2 Projections

One-mode (unipartite) projections of bipartite graphs.

<code>projected_graph(B, nodes[, multigraph])</code>	Returns the projection of B onto one of its node sets.
<code>weighted_projected_graph(B, nodes[, ratio])</code>	Returns a weighted projection of B onto one of its node sets.
<code>collaboration_weighted_projected_graph(B, nodes)</code>	Newman's weighted projection of B onto one of its node sets.
<code>overlap_weighted_projected_graph(B, nodes[, ...])</code>	Overlap weighted projection of B onto one of its node sets.
<code>generic_weighted_projected_graph(B, nodes[, ...])</code>	Weighted projection of B with a user-specified weight function.

#### projected\_graph

**projected\_graph** (*B, nodes, multigraph=False*)

Returns the projection of B onto one of its node sets.

Returns the graph G that is the projection of the bipartite graph B onto the specified nodes. They retain their attributes and are connected in G if they have a common neighbor in B.

**Parameters** **B** : NetworkX graph

The input graph should be bipartite.

**nodes** : list or iterable

Nodes to project onto (the “bottom” nodes).

**multigraph: bool (default=False)** :

If True return a multigraph where the multiple edges represent multiple shared neighbors. The edge key in the multigraph is assigned to the label of the neighbor.

**Returns** **Graph** : NetworkX graph or multigraph

A graph that is the projection onto the given nodes.

**See Also:**

`is_bipartite`, `is_bipartite_node_set`, `sets`, `weighted_projected_graph`,  
`collaboration_weighted_projected_graph`, `overlap_weighted_projected_graph`,  
`generic_weighted_projected_graph`

#### Notes

No attempt is made to verify that the input graph B is bipartite. Returns a simple graph that is the projection of the bipartite graph B onto the set of nodes given in list nodes. If multigraph=True then a multigraph is returned with an edge for every shared neighbor.

Directed graphs are allowed as input. The output will also then be a directed graph with edges if there is a directed path between the nodes.

The graph and node properties are (shallow) copied to the projected graph.

#### Examples

```
>>> from networkx.algorithms import bipartite
>>> B = nx.path_graph(4)
>>> G = bipartite.projected_graph(B, [1,3])
```

```
>>> print(G.nodes())
[1, 3]
>>> print(G.edges())
[(1, 3)]
```

If nodes *a*, and *b* are connected through both nodes 1 and 2 then building a multigraph results in two edges in the projection onto [*a*,*b*]:

```
>>> B = nx.Graph()
>>> B.add_edges_from([('a', 1), ('b', 1), ('a', 2), ('b', 2)])
>>> G = bipartite.projected_graph(B, ['a', 'b'], multigraph=True)
>>> print([sorted(u,v) for u,v in G.edges()])
[['a', 'b'], ['a', 'b']]
```

## weighted\_projected\_graph

**weighted\_projected\_graph** (*B*, *nodes*, *ratio=False*)

Returns a weighted projection of *B* onto one of its node sets.

The weighted projected graph is the projection of the bipartite network *B* onto the specified nodes with weights representing the number of shared neighbors or the ratio between actual shared neighbors and possible shared neighbors if *ratio=True* [R152]. The nodes retain their attributes and are connected in the resulting graph if they have an edge to a common node in the original graph.

**Parameters** **B** : NetworkX graph

The input graph should be bipartite.

**nodes** : list or iterable

Nodes to project onto (the “bottom” nodes).

**ratio: Bool (default=False) :**

If True, edge weight is the ratio between actual shared neighbors and possible shared neighbors. If False, edges weight is the number of shared neighbors.

**Returns** **Graph** : NetworkX graph

A graph that is the projection onto the given nodes.

**See Also:**

`is_bipartite`, `is_bipartite_node_set`, `sets`, `collaboration_weighted_projected_graph`,  
`overlap_weighted_projected_graph`, `generic_weighted_projected_graph`,  
`projected_graph`

## Notes

No attempt is made to verify that the input graph *B* is bipartite. The graph and node properties are (shallow) copied to the projected graph.

## References

[R152]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> B = nx.path_graph(4)
>>> G = bipartite.weighted_projected_graph(B, [1,3])
>>> print(G.nodes())
[1, 3]
>>> print(G.edges(data=True))
[(1, 3, {'weight': 1})]
>>> G = bipartite.weighted_projected_graph(B, [1,3], ratio=True)
>>> print(G.edges(data=True))
[(1, 3, {'weight': 0.5})]
```

## collaboration\_weighted\_projected\_graph

**collaboration\_weighted\_projected\_graph**(*B*, *nodes*)

Newman’s weighted projection of *B* onto one of its node sets.

The collaboration weighted projection is the projection of the bipartite network *B* onto the specified nodes with weights assigned using Newman’s collaboration model [R150]:

$$w_{v,u} = \sum_k \frac{\delta_v^w \delta_w^k}{k_w - 1}$$

where *v* and *u* are nodes from the same bipartite node set, and *w* is a node of the opposite node set. The value  $k_w$  is the degree of node *w* in the bipartite network and  $\delta_v^w$  is 1 if node *v* is linked to node *w* in the original bipartite graph or 0 otherwise.

The nodes retain their attributes and are connected in the resulting graph if have an edge to a common node in the original bipartite graph.

**Parameters** **B** : NetworkX graph

The input graph should be bipartite.

**nodes** : list or iterable

Nodes to project onto (the “bottom” nodes).

**Returns** **Graph** : NetworkX graph

A graph that is the projection onto the given nodes.

### See Also:

`is_bipartite`, `is_bipartite_node_set`, `sets`, `weighted_projected_graph`,  
`overlap_weighted_projected_graph`, `generic_weighted_projected_graph`,  
`projected_graph`

## Notes

No attempt is made to verify that the input graph *B* is bipartite. The graph and node properties are (shallow) copied to the projected graph.

## References

[R150]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> B = nx.path_graph(5)
>>> B.add_edge(1,5)
>>> G = bipartite.collaboration_weighted_projected_graph(B, [0, 2, 4, 5])
>>> print(G.nodes())
[0, 2, 4, 5]
>>> for edge in G.edges(data=True): print(edge)
...
(0, 2, {'weight': 0.5})
(0, 5, {'weight': 0.5})
(2, 4, {'weight': 1.0})
(2, 5, {'weight': 0.5})
```

## overlap\_weighted\_projected\_graph

**overlap\_weighted\_projected\_graph**(*B*, *nodes*, *jaccard=True*)

Overlap weighted projection of *B* onto one of its node sets.

The overlap weighted projection is the projection of the bipartite network *B* onto the specified nodes with weights representing the Jaccard index between the neighborhoods of the two nodes in the original bipartite network [R151]:

$$w_{v,u} = \frac{|N(u) \cap N(v)|}{|N(u) \cup N(v)|}$$

or if the parameter ‘jaccard’ is False, the fraction of common neighbors by minimum of both nodes degree in the original bipartite graph [R151]:

$$w_{v,u} = \frac{|N(u) \cap N(v)|}{\min(|N(u)|, |N(v)|)}$$

The nodes retain their attributes and are connected in the resulting graph if have an edge to a common node in the original bipartite graph.

**Parameters** **B** : NetworkX graph

The input graph should be bipartite.

**nodes** : list or iterable

Nodes to project onto (the “bottom” nodes).

**jaccard**: Bool (default=True) :

**Returns** **Graph** : NetworkX graph

A graph that is the projection onto the given nodes.

### See Also:

`is_bipartite`, `is_bipartite_node_set`, `sets`, `weighted_projected_graph`,  
`collaboration_weighted_projected_graph`, `generic_weighted_projected_graph`,  
`projected_graph`

## Notes

No attempt is made to verify that the input graph *B* is bipartite. The graph and node properties are (shallow) copied to the projected graph.

## References

[R151]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> B = nx.path_graph(5)
>>> G = bipartite.overlap_weighted_projected_graph(B, [0, 2, 4])
>>> print(G.nodes())
[0, 2, 4]
>>> print(G.edges(data=True))
[(0, 2, {'weight': 0.5}), (2, 4, {'weight': 0.5})]
>>> G = bipartite.overlap_weighted_projected_graph(B, [0, 2, 4], jaccard=False)
>>> print(G.edges(data=True))
[(0, 2, {'weight': 1.0}), (2, 4, {'weight': 1.0})]
```

## generic\_weighted\_projected\_graph

**generic\_weighted\_projected\_graph** (*B*, *nodes*, *weight\_function*=None)

Weighted projection of *B* with a user-specified weight function.

The bipartite network *B* is projected on to the specified nodes with weights computed by a user-specified function. This function must accept as a parameter the neighborhood sets of two nodes and return an integer or a float.

The nodes retain their attributes and are connected in the resulting graph if they have an edge to a common node in the original graph.

**Parameters** **B** : NetworkX graph

The input graph should be bipartite.

**nodes** : list or iterable

Nodes to project onto (the “bottom” nodes).

**weight\_function: function :**

This function must accept as parameters the same input graph that this function, and two nodes; and return an integer or a float. The default function computes the number of shared neighbors.

**Returns** **Graph** : NetworkX graph

A graph that is the projection onto the given nodes.

### See Also:

`is_bipartite`, `is_bipartite_node_set`, `sets`, `weighted_projected_graph`,  
`collaboration_weighted_projected_graph`, `overlap_weighted_projected_graph`,  
`projected_graph`

## Notes

No attempt is made to verify that the input graph *B* is bipartite. The graph and node properties are (shallow) copied to the projected graph.

### Examples

```
>>> from networkx.algorithms import bipartite
>>> # Define some custom weight functions
>>> def jaccard(G, u, v):
...     unbrs = set(G[u])
...     vnbrs = set(G[v])
...     return float(len(unbrs & vnbrs)) / len(unbrs | vnbrs)
...
>>> def my_weight(G, u, v, weight='weight'):
...     w = 0
...     for nbr in set(G[u]) & set(G[v]):
...         w += G.edge[u][nbr].get(weight, 1) + G.edge[v][nbr].get(weight, 1)
...     return w
...
>>> # A complete bipartite graph with 4 nodes and 4 edges
>>> B = nx.complete_bipartite_graph(2,2)
>>> # Add some arbitrary weight to the edges
>>> for i, (u,v) in enumerate(B.edges()):
...     B.edge[u][v]['weight'] = i + 1
...
>>> for edge in B.edges(data=True):
...     print(edge)
...
(0, 2, {'weight': 1})
(0, 3, {'weight': 2})
(1, 2, {'weight': 3})
(1, 3, {'weight': 4})
>>> # Without specifying a function, the weight is equal to # shared partners
>>> G = bipartite.generic_weighted_projected_graph(B, [0, 1])
>>> print(G.edges(data=True))
[(0, 1, {'weight': 2})]
>>> # To specify a custom weight function use the weight_function parameter
>>> G = bipartite.generic_weighted_projected_graph(B, [0, 1], weight_function=jaccard)
>>> print(G.edges(data=True))
[(0, 1, {'weight': 1.0})]
>>> G = bipartite.generic_weighted_projected_graph(B, [0, 1], weight_function=my_weight)
>>> print(G.edges(data=True))
[(0, 1, {'weight': 10})]
```

## 4.3.3 Spectral

Spectral bipartivity measure.

---

`spectral_bipartivity(G[, nodes, weight])` Returns the spectral bipartivity.

---

### spectral\_bipartivity

**spectral\_bipartivity**(*G*, *nodes=None*, *weight='weight'*)

Returns the spectral bipartivity.

**Parameters** *G* : NetworkX graph

*nodes* : list or container optional(default is all nodes)

Nodes to return value of spectral bipartivity contribution.

**weight** : string or None optional (default = 'weight')

Edge data key to use for edge weights. If None, weights set to 1.

**Returns** **sb** : float or dict

A single number if the keyword nodes is not specified, or a dictionary keyed by node with the spectral bipartivity contribution of that node as the value.

**See Also:**

`color`

## Notes

This implementation uses Numpy (dense) matrices which are not efficient for storing large sparse graphs.

## References

[R154]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4)
>>> bipartite.spectral_bipartivity(G)
1.0
```

## 4.3.4 Clustering

<code>clustering(G[, nodes, mode])</code>	Compute a bipartite clustering coefficient for nodes.
<code>average_clustering(G[, nodes, mode])</code>	Compute the average bipartite clustering coefficient.
<code>latapy_clustering(G[, nodes, mode])</code>	Compute a bipartite clustering coefficient for nodes.
<code>robins_alexander_clustering(G)</code>	Compute the bipartite clustering of G.

## clustering

**clustering** (*G*, *nodes=None*, *mode='dot'*)

Compute a bipartite clustering coefficient for nodes.

The bipartite clustering coefficient is a measure of local density of connections defined as [R147]:

$$c_u = \frac{\sum_{v \in N(N(v))} c_{uv}}{|N(N(u))|}$$

where  $N(N(u))$  are the second order neighbors of  $u$  in  $G$  excluding  $u$ , and  $c_{uv}$  is the pairwise clustering coefficient between nodes  $u$  and  $v$ .

The mode selects the function for  $c_{uv}$  which can be:

*dot*:

$$c_{uv} = \frac{|N(u) \cap N(v)|}{|N(u) \cup N(v)|}$$

*min*:

$$c_{uv} = \frac{|N(u) \cap N(v)|}{\min(|N(u)|, |N(v)|)}$$

*max*:

$$c_{uv} = \frac{|N(u) \cap N(v)|}{\max(|N(u)|, |N(v)|)}$$

**Parameters** **G** : graph

A bipartite graph

**nodes** : list or iterable (optional)

Compute bipartite clustering for these nodes. The default is all nodes in G.

**mode** : string

The pairwise bipartite clustering method to be used in the computation. It must be “dot”, “max”, or “min”.

**Returns** **clustering** : dictionary

A dictionary keyed by node with the clustering coefficient value.

**See Also:**

`robins_alexander_clustering`, `square_clustering`, `average_clustering`

## References

[R147]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4) # path graphs are bipartite
>>> c = bipartite.clustering(G)
>>> c[0]
0.5
>>> c = bipartite.clustering(G, mode='min')
>>> c[0]
1.0
```

## average\_clustering

**average\_clustering** (*G*, *nodes=None*, *mode='dot'*)

Compute the average bipartite clustering coefficient.

A clustering coefficient for the whole graph is the average,

$$C = \frac{1}{n} \sum_{v \in G} c_v,$$

where  $n$  is the number of nodes in  $G$ .



Similar measures for the two bipartite sets can be defined [R146]

$$C_X = \frac{1}{|X|} \sum_{v \in X} c_v,$$

where  $X$  is a bipartite set of  $G$ .

**Parameters** **G** : graph

a bipartite graph

**nodes** : list or iterable, optional

A container of nodes to use in computing the average. The nodes should be either the entire graph (the default) or one of the bipartite sets.

**mode** : string

The pairwise bipartite clustering method. It must be “dot”, “max”, or “min”

**Returns** **clustering** : float

The average bipartite clustering for the given set of nodes or the entire graph if no nodes are specified.

**See Also:**

`clustering`

## Notes

The container of nodes passed to this function must contain all of the nodes in one of the bipartite sets (“top” or “bottom”) in order to compute the correct average bipartite clustering coefficients.

## References

[R146]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> G=nx.star_graph(3) # star graphs are bipartite
>>> bipartite.average_clustering(G)
0.75
>>> X,Y=bipartite.sets(G)
>>> bipartite.average_clustering(G,X)
0.0
>>> bipartite.average_clustering(G,Y)
1.0
```

## latapy\_clustering

**latapy\_clustering** ( $G$ ,  $nodes=None$ ,  $mode='dot'$ )

Compute a bipartite clustering coefficient for nodes.

The bipartite clustering coefficient is a measure of local density of connections defined as [R148]:

$$c_u = \frac{\sum_{v \in N(N(u))} c_{uv}}{|N(N(u))|}$$

where  $N(N(u))$  are the second order neighbors of  $u$  in  $G$  excluding  $u$ , and  $c_{uv}$  is the pairwise clustering coefficient between nodes  $u$  and  $v$ .

The mode selects the function for  $c_{uv}$  which can be:

*dot*:

$$c_{uv} = \frac{|N(u) \cap N(v)|}{|N(u) \cup N(v)|}$$

*min*:

$$c_{uv} = \frac{|N(u) \cap N(v)|}{\min(|N(u)|, |N(v)|)}$$

*max*:

$$c_{uv} = \frac{|N(u) \cap N(v)|}{\max(|N(u)|, |N(v)|)}$$

**Parameters** **G** : graph

A bipartite graph

**nodes** : list or iterable (optional)

Compute bipartite clustering for these nodes. The default is all nodes in G.

**mode** : string

The pairwise bipartite clustering method to be used in the computation. It must be “dot”, “max”, or “min”.

**Returns** **clustering** : dictionary

A dictionary keyed by node with the clustering coefficient value.

**See Also:**

`robins_alexander_clustering`, `square_clustering`, `average_clustering`

## References

[R148]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.path_graph(4) # path graphs are bipartite
>>> c = bipartite.clustering(G)
>>> c[0]
0.5
>>> c = bipartite.clustering(G, mode='min')
>>> c[0]
1.0
```

## robins\_alexander\_clustering

**robins\_alexander\_clustering**(*G*)

Compute the bipartite clustering of *G*.

Robins and Alexander [R149] defined bipartite clustering coefficient as four times the number of four cycles  $C_4$  divided by the number of three paths  $L_3$  in a bipartite graph:

$$CC_4 = \frac{4 * C_4}{L_3}$$

**Parameters** *G* : graph

a bipartite graph

**Returns** *clustering* : float

The Robins and Alexander bipartite clustering for the input graph.

**See Also:**

`latapy_clustering`, `square_clustering`

## References

[R149]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.davis_southern_women_graph()
>>> print(round(bipartite.robins_alexander_clustering(G), 3))
0.468
```

## 4.3.5 Redundancy

Node redundancy for bipartite graphs.

---

`node_redundancy`(*G*[, *nodes*]) Compute bipartite node redundancy coefficient.

---

## node\_redundancy

**node\_redundancy**(*G*, *nodes=None*)

Compute bipartite node redundancy coefficient.

The redundancy coefficient of a node  $v$  is the fraction of pairs of neighbors of  $v$  that are both linked to other nodes. In a one-mode projection these nodes would be linked together even if  $v$  were not there.

$$rc(v) = \frac{|\{\{u, w\} \subseteq N(v), \exists v' \neq v, (v', u) \in E \text{ and } (v', w) \in E\}|}{\frac{|N(v)|(|N(v)|-1)}{2}}$$

where  $N(v)$  are the neighbors of  $v$  in  $G$ .

**Parameters** *G* : graph

A bipartite graph

**nodes** : list or iterable (optional)

Compute redundancy for these nodes. The default is all nodes in G.

**Returns** **redundancy** : dictionary

A dictionary keyed by node with the node redundancy value.

## References

[R153]

## Examples

```
>>> from networkx.algorithms import bipartite
>>> G = nx.cycle_graph(4)
>>> rc = bipartite.node_redundancy(G)
>>> rc[0]
1.0
```

Compute the average redundancy for the graph:

```
>>> sum(rc.values()) / len(G)
1.0
```

Compute the average redundancy for a set of nodes:

```
>>> nodes = [0, 2]
>>> sum(rc[n] for n in nodes) / len(nodes)
1.0
```

## 4.3.6 Centrality

<code>closeness_centrality(G, nodes[, normalized])</code>	Compute the closeness centrality for nodes in a bipartite network.
<code>degree_centrality(G, nodes)</code>	Compute the degree centrality for nodes in a bipartite network.
<code>betweenness_centrality(G, nodes)</code>	Compute betweenness centrality for nodes in a bipartite network.

### **closeness\_centrality**

**closeness\_centrality** (*G, nodes, normalized=True*)

Compute the closeness centrality for nodes in a bipartite network.

The closeness of a node is the distance to all other nodes in the graph or in the case that the graph is not connected to all other nodes in the connected component containing that node.

**Parameters** **G** : graph

A bipartite network

**nodes** : list or container

Container with all nodes in one bipartite node set.

**normalized** : bool, optional

If True (default) normalize by connected component size.

**Returns** `closeness` : dictionary

Dictionary keyed by node with bipartite closeness centrality as the value.

**See Also:**

`betweenness centrality`, `degree centrality`, `sets`, `is_bipartite`

## Notes

The nodes input parameter must contain all nodes in one bipartite node set, but the dictionary returned contains all nodes from both node sets.

Closeness centrality is normalized by the minimum distance possible. In the bipartite case the minimum distance for a node in one bipartite node set is 1 from all nodes in the other node set and 2 from all other nodes in its own set [R144]. Thus the closeness centrality for node  $v$  in the two bipartite sets  $U$  with  $n$  nodes and  $V$  with  $m$  nodes is

$$c_v = \frac{m + 2(n - 1)}{d}, \text{ for } v \in U,$$

$$c_v = \frac{n + 2(m - 1)}{d}, \text{ for } v \in V,$$

where  $d$  is the sum of the distances from  $v$  to all other nodes.

Higher values of closeness indicate higher centrality.

As in the unipartite case, setting `normalized=True` causes the values to be normalized further to  $n-1 / \text{size}(G)-1$  where  $n$  is the number of nodes in the connected part of graph containing the node. If the graph is not completely connected, this algorithm computes the closeness centrality for each connected part separately.

## References

[R144]

## degree centrality

**degree centrality** ( $G$ , *nodes*)

Compute the degree centrality for nodes in a bipartite network.

The degree centrality for a node  $v$  is the fraction of nodes connected to it.

**Parameters**  $G$  : graph

A bipartite network

**nodes** : list or container

Container with all nodes in one bipartite node set.

**Returns** `centrality` : dictionary

Dictionary keyed by node with bipartite degree centrality as the value.

**See Also:**

`betweenness centrality`, `closeness centrality`, `sets`, `is_bipartite`

## Notes

The nodes input parameter must contain all nodes in one bipartite node set, but the dictionary returned contains all nodes from both bipartite node sets.

For unipartite networks, the degree centrality values are normalized by dividing by the maximum possible degree (which is  $n - 1$  where  $n$  is the number of nodes in  $G$ ).

In the bipartite case, the maximum possible degree of a node in a bipartite node set is the number of nodes in the opposite node set [R145]. The degree centrality for a node  $v$  in the bipartite sets  $U$  with  $n$  nodes and  $V$  with  $m$  nodes is

$$d_v = \frac{\deg(v)}{m}, \text{ for } v \in U,$$

$$d_v = \frac{\deg(v)}{n}, \text{ for } v \in V,$$

where  $\deg(v)$  is the degree of node  $v$ .

## References

[R145]

## betweenness\_centrality

**betweenness\_centrality** ( $G, nodes$ )

Compute betweenness centrality for nodes in a bipartite network.

Betweenness centrality of a node  $v$  is the sum of the fraction of all-pairs shortest paths that pass through  $v$ .

Values of betweenness are normalized by the maximum possible value which for bipartite graphs is limited by the relative size of the two node sets [R143].

Let  $n$  be the number of nodes in the node set  $U$  and  $m$  be the number of nodes in the node set  $V$ , then nodes in  $U$  are normalized by dividing by

$$\frac{1}{2}[m^2(s+1)^2 + m(s+1)(2t-s-1) - t(2s-t+3)],$$

where

$$s = (n-1) \div m, t = (n-1) \bmod m,$$

and nodes in  $V$  are normalized by dividing by

$$\frac{1}{2}[n^2(p+1)^2 + n(p+1)(2r-p-1) - r(2p-r+3)],$$

where,

$$p = (m-1) \div n, r = (m-1) \bmod n.$$

**Parameters** **G** : graph

A bipartite graph

**nodes** : list or container

Container with all nodes in one bipartite node set.

**Returns** **betweenness** : dictionary

Dictionary keyed by node with bipartite betweenness centrality as the value.

**See Also:**

`degree_centrality`, `closeness_centrality`, `sets`, `is_bipartite`

#### Notes

The nodes input parameter must contain all nodes in one bipartite node set, but the dictionary returned contains all nodes from both node sets.

#### References

[R143]

## 4.4 Blockmodeling

Functions for creating network blockmodels from node partitions.

Created by Drew Conway <drew.conway@nyu.edu> Copyright (c) 2010. All rights reserved.

---

`blockmodel`(G, partitions[, multigraph]) Returns a reduced graph constructed using the generalized block modeling technique.

---

### 4.4.1 blockmodel

**blockmodel** (G, partitions, multigraph=False)

Returns a reduced graph constructed using the generalized block modeling technique.

The blockmodel technique collapses nodes into blocks based on a given partitioning of the node set. Each partition of nodes (block) is represented as a single node in the reduced graph.

Edges between nodes in the block graph are added according to the edges in the original graph. If the parameter multigraph is False (the default) a single edge is added with a weight equal to the sum of the edge weights between nodes in the original graph. The default is a weight of 1 if weights are not specified. If the parameter multigraph is True then multiple edges are added each with the edge data from the original graph.

**Parameters** **G** : graph

A networkx Graph or DiGraph

**partitions** : list of lists, or list of sets

The partition of the nodes. Must be non-overlapping.

**multigraph** : bool, optional

If True return a MultiGraph with the edge data of the original graph applied to each corresponding edge in the new graph. If False return a Graph with the sum of the edge weights, or a count of the edges if the original graph is unweighted.

**Returns** **blockmodel** : a Networkx graph object

## References

[R155]

## Examples

```
>>> G=nx.path_graph(6)
>>> partition=[[0,1],[2,3],[4,5]]
>>> M=nx.blockmodel(G,partition)
```

## 4.5 Boundary

Routines to find the boundary of a set of nodes.

Edge boundaries are edges that have only one end in the set of nodes.

Node boundaries are nodes outside the set of nodes that have an edge to a node in the set.

<code>edge_boundary(G, nbunch1[, nbunch2])</code>	Return the edge boundary.
<code>node_boundary(G, nbunch1[, nbunch2])</code>	Return the node boundary.

### 4.5.1 edge\_boundary

**edge\_boundary** (*G*, *nbunch1*, *nbunch2=None*)

Return the edge boundary.

Edge boundaries are edges that have only one end in the given set of nodes.

**Parameters** **G** : graph

A networkx graph

**nbunch1** : list, container

Interior node set

**nbunch2** : list, container

Exterior node set. If None then it is set to all of the nodes in G not in nbunch1.

**Returns** **elist** : list

List of edges

## Notes

Nodes in nbunch1 and nbunch2 that are not in G are ignored.

nbunch1 and nbunch2 are usually meant to be disjoint, but in the interest of speed and generality, that is not required here.



## 4.5.2 node\_boundary

**node\_boundary** (*G*, *nbunch1*, *nbunch2=None*)

Return the node boundary.

The node boundary is all nodes in the edge boundary of a given set of nodes that are in the set.

**Parameters** *G* : graph

A networkx graph

**nbunch1** : list, container

Interior node set

**nbunch2** : list, container

Exterior node set. If None then it is set to all of the nodes in *G* not in *nbunch1*.

**Returns** *nlist* : list

List of nodes.

### Notes

Nodes in *nbunch1* and *nbunch2* that are not in *G* are ignored.

*nbunch1* and *nbunch2* are usually meant to be disjoint, but in the interest of speed and generality, that is not required here.

## 4.6 Centrality

### 4.6.1 Degree

<code>degree centrality(G)</code>	Compute the degree centrality for nodes.
<code>in_degree centrality(G)</code>	Compute the in-degree centrality for nodes.
<code>out_degree centrality(G)</code>	Compute the out-degree centrality for nodes.

### degree centrality

**degree centrality** (*G*)

Compute the degree centrality for nodes.

The degree centrality for a node *v* is the fraction of nodes it is connected to.

**Parameters** *G* : graph

A networkx graph

**Returns** *nodes* : dictionary

Dictionary of nodes with degree centrality as the value.

**See Also:**

`betweenness centrality`, `load centrality`, `eigenvector centrality`

## Notes

The degree centrality values are normalized by dividing by the maximum possible degree in a simple graph  $n-1$  where  $n$  is the number of nodes in  $G$ .

For multigraphs or graphs with self loops the maximum degree might be higher than  $n-1$  and values of degree centrality greater than 1 are possible.

## `in_degree_centrality`

**`in_degree_centrality`** ( $G$ )

Compute the in-degree centrality for nodes.

The in-degree centrality for a node  $v$  is the fraction of nodes its incoming edges are connected to.

**Parameters**  $G$  : graph

A NetworkX graph

**Returns** `nodes` : dictionary

Dictionary of nodes with in-degree centrality as values.

**See Also:**

`degree_centrality`, `out_degree_centrality`

## Notes

The degree centrality values are normalized by dividing by the maximum possible degree in a simple graph  $n-1$  where  $n$  is the number of nodes in  $G$ .

For multigraphs or graphs with self loops the maximum degree might be higher than  $n-1$  and values of degree centrality greater than 1 are possible.

## `out_degree_centrality`

**`out_degree_centrality`** ( $G$ )

Compute the out-degree centrality for nodes.

The out-degree centrality for a node  $v$  is the fraction of nodes its outgoing edges are connected to.

**Parameters**  $G$  : graph

A NetworkX graph

**Returns** `nodes` : dictionary

Dictionary of nodes with out-degree centrality as values.

**See Also:**

`degree_centrality`, `in_degree_centrality`

## Notes

The degree centrality values are normalized by dividing by the maximum possible degree in a simple graph  $n-1$  where  $n$  is the number of nodes in  $G$ .

For multigraphs or graphs with self loops the maximum degree might be higher than  $n-1$  and values of degree centrality greater than 1 are possible.

## 4.6.2 Closeness

---

`closeness_centrality(G[, u, distance, ...])` Compute closeness centrality for nodes.

---

### `closeness_centrality`

**`closeness_centrality`** ( $G$ ,  $u=None$ ,  $distance=None$ ,  $normalized=True$ )

Compute closeness centrality for nodes.

Closeness centrality [R160] of a node  $u$  is the reciprocal of the sum of the shortest path distances from  $u$  to all  $n - 1$  other nodes. Since the sum of distances depends on the number of nodes in the graph, closeness is normalized by the sum of minimum possible distances  $n - 1$ .

$$C(u) = \frac{n - 1}{\sum_{v=1}^{n-1} d(v, u)},$$

where  $d(v, u)$  is the shortest-path distance between  $v$  and  $u$ , and  $n$  is the number of nodes in the graph.

Notice that higher values of closeness indicate higher centrality.

**Parameters**  **$G$**  : graph

A NetworkX graph

**$u$**  : node, optional

Return only the value for node  $u$

**$distance$**  : edge attribute key, optional (default=None)

Use the specified edge attribute as the edge distance in shortest path calculations

**$normalized$**  : bool, optional

If True (default) normalize by the number of nodes in the connected part of the graph.

**Returns**  **$nodes$**  : dictionary

Dictionary of nodes with closeness centrality as the value.

**See Also:**

`betweenness_centrality`, `load_centrality`, `eigenvector_centrality`,  
`degree_centrality`

## Notes

The closeness centrality is normalized to  $(n - 1) / (|G| - 1)$  where  $n$  is the number of nodes in the connected part of graph containing the node. If the graph is not completely connected, this algorithm computes the closeness centrality for each connected part separately.

If the ‘distance’ keyword is set to an edge attribute key then the shortest-path length will be computed using Dijkstra’s algorithm with that edge attribute as the edge weight.

## References

[R160]

### 4.6.3 Betweenness

<code>betweenness centrality</code> ( <code>G</code> , <code>k</code> , <code>normalized</code> , ...)	Compute the shortest-path betweenness centrality for nodes.
<code>edge_betweenness centrality</code> ( <code>G</code> , <code>normalized</code> , ...)	Compute betweenness centrality for edges.

#### `betweenness centrality`

**`betweenness centrality`** (`G`, `k=None`, `normalized=True`, `weight=None`, `endpoints=False`, `seed=None`)  
 Compute the shortest-path betweenness centrality for nodes.

Betweenness centrality of a node  $v$  is the sum of the fraction of all-pairs shortest paths that pass through  $v$ :

$$c_B(v) = \sum_{s,t \in V} \frac{\sigma(s,t|v)}{\sigma(s,t)}$$

where  $V$  is the set of nodes,  $\sigma(s,t)$  is the number of shortest  $(s,t)$ -paths, and  $\sigma(s,t|v)$  is the number of those paths passing through some node  $v$  other than  $s,t$ . If  $s = t$ ,  $\sigma(s,t) = 1$ , and if  $v \in s,t$ ,  $\sigma(s,t|v) = 0$  [R158].

**Parameters** **G** : graph

A NetworkX graph

**k** : int, optional (default=None)

If `k` is not `None` use `k` node samples to estimate betweenness. The value of `k`  $\leq n$  where `n` is the number of nodes in the graph. Higher values give better approximation.

**normalized** : bool, optional

If `True` the betweenness values are normalized by  $2/((n-1)(n-2))$  for graphs, and  $1/((n-1)(n-2))$  for directed graphs where  $n$  is the number of nodes in `G`.

**weight** : None or string, optional

If `None`, all edge weights are considered equal. Otherwise holds the name of the edge attribute used as weight.

**endpoints** : bool, optional

If `True` include the endpoints in the shortest path counts.

**Returns** **nodes** : dictionary

Dictionary of nodes with betweenness centrality as the value.

**See Also:**

`edge_betweenness centrality`, `load centrality`

## Notes

The algorithm is from Ulrik Brandes [R157]. See [R158] for details on algorithms for variations and related metrics.

For approximate betweenness calculations set `k=#samples` to use `k` nodes (“pivots”) to estimate the betweenness values. For an estimate of the number of pivots needed see [R159].

For weighted graphs the edge weights must be greater than zero. Zero edge weights can produce an infinite number of equal length paths between pairs of nodes.

## References

[R157], [R158], [R159]

## edge\_betweenness\_centrality

**edge\_betweenness\_centrality** (*G*, *normalized=True*, *weight=None*)

Compute betweenness centrality for edges.

Betweenness centrality of an edge *e* is the sum of the fraction of all-pairs shortest paths that pass through *e*:

$$c_B(v) = \sum_{s,t \in V} \frac{\sigma(s,t|e)}{\sigma(s,t)}$$

where *V* is the set of nodes, ‘ $\sigma(s, t)$ ’ is the number of shortest (*s*, *t*)-paths, and  $\sigma(s, t|e)$  is the number of those paths passing through edge *e* [R175].

**Parameters** **G** : graph

A NetworkX graph

**normalized** : bool, optional

If True the betweenness values are normalized by  $2/(n(n-1))$  for graphs, and  $1/(n(n-1))$  for directed graphs where *n* is the number of nodes in G.

**weight** : None or string, optional

If None, all edge weights are considered equal. Otherwise holds the name of the edge attribute used as weight.

**Returns** **edges** : dictionary

Dictionary of edges with betweenness centrality as the value.

**See Also:**

`betweenness_centrality`, `edge_load`

## Notes

The algorithm is from Ulrik Brandes [R174].

For weighted graphs the edge weights must be greater than zero. Zero edge weights can produce an infinite number of equal length paths between pairs of nodes.

## References

[R174], [R175]

### 4.6.4 Current Flow Closeness

---

<code>current_flow_closeness centrality(G[, ...])</code>	Compute current-flow closeness centrality for nodes.
--	--

---

#### `current_flow_closeness centrality`

**current\_flow\_closeness centrality** (*G*, *weight*='weight', *dtype*=<type 'float'>, *solver*='lu')

Compute current-flow closeness centrality for nodes.

A variant of closeness centrality based on effective resistance between nodes in a network. This metric is also known as information centrality.

**Parameters** *G* : graph

A NetworkX graph

**dtype: data type (float) :**

Default data type for internal matrices. Set to np.float32 for lower memory consumption.

**solver: string (default='lu') :**

Type of linear solver to use for computing the flow matrix. Options are “full” (uses most memory), “lu” (recommended), and “cg” (uses least memory).

**Returns** *nodes* : dictionary

Dictionary of nodes with current flow closeness centrality as the value.

**See Also:**

`closeness centrality`

#### Notes

The algorithm is from Brandes [R171].

See also [R172] for the original definition of information centrality.

## References

[R171], [R172]

### 4.6.5 Current-Flow Betweenness

---

<code>current_flow_betweenness centrality(G[, ...])</code>	Compute current-flow betweenness centrality for nodes.
<code>edge_current_flow_betweenness centrality(G)</code>	Compute current-flow betweenness centrality for edges.
<code>approximate_current_flow_betweenness centrality(G)</code>	Compute the approximate current-flow betweenness cent

---

## current\_flow\_betweenness centrality

**current\_flow\_betweenness centrality** (*G*, *normalized=True*, *weight='weight'*, *dtype=<type 'float'>*, *solver='full'*)

Compute current-flow betweenness centrality for nodes.

Current-flow betweenness centrality uses an electrical current model for information spreading in contrast to betweenness centrality which uses shortest paths.

Current-flow betweenness centrality is also known as random-walk betweenness centrality [R170].

**Parameters** *G* : graph

A NetworkX graph

**normalized** : bool, optional (default=True)

If True the betweenness values are normalized by  $2/[(n-1)(n-2)]$  where *n* is the number of nodes in *G*.

**weight** : string or None, optional (default='weight')

Key for edge data used as the edge weight. If None, then use 1 as each edge weight.

**dtype: data type (float)** :

Default data type for internal matrices. Set to np.float32 for lower memory consumption.

**solver: string (default='lu')** :

Type of linear solver to use for computing the flow matrix. Options are “full” (uses most memory), “lu” (recommended), and “cg” (uses least memory).

**Returns** *nodes* : dictionary

Dictionary of nodes with betweenness centrality as the value.

**See Also:**

`approximate_current_flow_betweenness centrality`, `betweenness centrality`, `edge_betweenness centrality`, `edge_current_flow_betweenness centrality`

## Notes

Current-flow betweenness can be computed in  $O(I(n-1) + mn \log n)$  time [R169], where  $I(n-1)$  is the time needed to compute the inverse Laplacian. For a full matrix this is  $O(n^3)$  but using sparse methods you can achieve  $O(nm\sqrt{k})$  where  $k$  is the Laplacian matrix condition number.

The space required is  $O(nw)$  where  $w$  is the width of the sparse Laplacian matrix. Worse case is  $w = n$  for  $O(n^2)$ .

If the edges have a ‘weight’ attribute they will be used as weights in this algorithm. Unspecified weights are set to 1.

## References

[R169], [R170]

## edge\_current\_flow\_betweenness centrality

**edge\_current\_flow\_betweenness centrality** (*G*, *normalized=True*, *weight='weight'*,  
*dtype=<type 'float'>*, *solver='full'*)

Compute current-flow betweenness centrality for edges.

Current-flow betweenness centrality uses an electrical current model for information spreading in contrast to betweenness centrality which uses shortest paths.

Current-flow betweenness centrality is also known as random-walk betweenness centrality [R177].

**Parameters** *G* : graph

A NetworkX graph

**normalized** : bool, optional (default=True)

If True the betweenness values are normalized by  $2/[(n-1)(n-2)]$  where  $n$  is the number of nodes in *G*.

**weight** : string or None, optional (default='weight')

Key for edge data used as the edge weight. If None, then use 1 as each edge weight.

**dtype: data type (float)** :

Default data type for internal matrices. Set to `np.float32` for lower memory consumption.

**solver: string (default='lu')** :

Type of linear solver to use for computing the flow matrix. Options are “full” (uses most memory), “lu” (recommended), and “cg” (uses least memory).

**Returns** *nodes* : dictionary

Dictionary of edge tuples with betweenness centrality as the value.

**See Also:**

`betweenness centrality`, `edge_betweenness centrality`, `current_flow_betweenness centrality`

## Notes

Current-flow betweenness can be computed in  $O(I(n-1) + mn \log n)$  time [R176], where  $I(n-1)$  is the time needed to compute the inverse Laplacian. For a full matrix this is  $O(n^3)$  but using sparse methods you can achieve  $O(nm\sqrt{k})$  where  $k$  is the Laplacian matrix condition number.

The space required is  $O(nw)$  where  $w$  is the width of the sparse Laplacian matrix. Worse case is  $w = n$  for  $O(n^2)$ .

If the edges have a ‘weight’ attribute they will be used as weights in this algorithm. Unspecified weights are set to 1.

## References

[R176], [R177]



## approximate\_current\_flow\_betweenness centrality

**approximate\_current\_flow\_betweenness centrality** (*G*, *normalized=True*, *weight='weight'*,  
*dtype=<type 'float'>*, *solver='full'*,  
*epsilon=0.5*, *kmax=10000*)

Compute the approximate current-flow betweenness centrality for nodes.

Approximates the current-flow betweenness centrality within absolute error of epsilon with high probability [R156].

**Parameters** *G* : graph

A NetworkX graph

**normalized** : bool, optional (default=True)

If True the betweenness values are normalized by  $2/[(n-1)(n-2)]$  where *n* is the number of nodes in *G*.

**weight** : string or None, optional (default='weight')

Key for edge data used as the edge weight. If None, then use 1 as each edge weight.

**dtype: data type (float)** :

Default data type for internal matrices. Set to np.float32 for lower memory consumption.

**solver: string (default='lu')** :

Type of linear solver to use for computing the flow matrix. Options are “full” (uses most memory), “lu” (recommended), and “cg” (uses least memory).

**epsilon: float** :

Absolute error tolerance.

**kmax: int** :

Maximum number of sample node pairs to use for approximation.

**Returns** *nodes* : dictionary

Dictionary of nodes with betweenness centrality as the value.

**See Also:**

[`current\_flow\_betweenness centrality`](#)

## Notes

The running time is  $O((1/\epsilon^2)m\sqrt{k} \log n)$  and the space required is  $O(m)$  for *n* nodes and *m* edges.

If the edges have a ‘weight’ attribute they will be used as weights in this algorithm. Unspecified weights are set to 1.

## References

[R156]

## 4.6.6 Eigenvector

<code>eigenvector_centrality(G[, max_iter, tol, ...])</code>	Compute the eigenvector centrality for the graph G.
<code>eigenvector_centrality_numpy(G[, weight])</code>	Compute the eigenvector centrality for the graph G.
<code>katz_centrality(G[, alpha, beta, max_iter, ...])</code>	Compute the Katz centrality for the nodes of the graph G.
<code>katz_centrality_numpy(G[, alpha, beta, ...])</code>	Compute the Katz centrality for the graph G.

## eigenvector\_centrality

**eigenvector\_centrality** (*G*, *max\_iter*=100, *tol*=1e-06, *nstart*=None, *weight*='weight')

Compute the eigenvector centrality for the graph G.

Uses the power method to find the eigenvector for the largest eigenvalue of the adjacency matrix of G.

**Parameters** *G* : graph

A networkx graph

**max\_iter** : interger, optional

Maximum number of iterations in power method.

**tol** : float, optional

Error tolerance used to check convergence in power method iteration.

**nstart** : dictionary, optional

Starting value of eigenvector iteration for each node.

**weight** : None or string, optional

If None, all edge weights are considered equal. Otherwise holds the name of the edge attribute used as weight.

**Returns** *nodes* : dictionary

Dictionary of nodes with eigenvector centrality as the value.

**See Also:**

`eigenvector_centrality_numpy`, `pagerank`, `hits`

## Notes

The eigenvector calculation is done by the power iteration method and has no guarantee of convergence. The iteration will stop after *max\_iter* iterations or an error tolerance of `number_of_nodes(G)*tol` has been reached.

For directed graphs this is “left” eigenvector centrality which corresponds to the in-edges in the graph. For out-edges eigenvector centrality first reverse the graph with `G.reverse()`.

## Examples

```
>>> G = nx.path_graph(4)
>>> centrality = nx.eigenvector_centrality(G)
>>> print(['%s %0.2f'%(node, centrality[node]) for node in centrality])
['0 0.37', '1 0.60', '2 0.60', '3 0.37']
```

## eigenvector centrality\_numpy

**eigenvector centrality\_numpy** (*G*, *weight*='weight')

Compute the eigenvector centrality for the graph *G*.

**Parameters** *G* : graph

A networkx graph

**weight** : None or string, optional

The name of the edge attribute used as weight. If None, all edge weights are considered equal.

**Returns** *nodes* : dictionary

Dictionary of nodes with eigenvector centrality as the value.

**See Also:**

`eigenvector centrality`, `pagerank`, `hits`

## Notes

This algorithm uses the SciPy sparse eigenvalue solver (ARPACK) to find the largest eigenvalue/eigenvector pair.

For directed graphs this is “left” eigenvector centrality which corresponds to the in-edges in the graph. For out-edges eigenvector centrality first reverse the graph with `G.reverse()`.

## Examples

```
>>> G = nx.path_graph(4)
>>> centrality = nx.eigenvector centrality_numpy(G)
>>> print(['%s %0.2f'%(node, centrality[node]) for node in centrality])
['0 0.37', '1 0.60', '2 0.60', '3 0.37']
```

## katz centrality

**katz centrality** (*G*, *alpha*=0.1, *beta*=1.0, *max\_iter*=1000, *tol*=1e-06, *nstart*=None, *normalized*=True, *weight*='weight')

Compute the Katz centrality for the nodes of the graph *G*.

Katz centrality is related to eigenvalue centrality and PageRank. The Katz centrality for node *i* is

$$x_i = \alpha \sum_j A_{ij} x_j + \beta,$$

where *A* is the adjacency matrix of the graph *G* with eigenvalues  $\lambda$ .

The parameter  $\beta$  controls the initial centrality and

$$\alpha < \frac{1}{\lambda_{max}}.$$

Katz centrality computes the relative influence of a node within a network by measuring the number of the immediate neighbors (first degree nodes) and also all other nodes in the network that connect to the node under consideration through these immediate neighbors.

Extra weight can be provided to immediate neighbors through the parameter  $\beta$ . Connections made with distant neighbors are, however, penalized by an attenuation factor  $\alpha$  which should be strictly less than the inverse largest eigenvalue of the adjacency matrix in order for the Katz centrality to be computed correctly. More information is provided in [R179] .

**Parameters** **G** : graph

A NetworkX graph

**alpha** : float

Attenuation factor

**beta** : scalar or dictionary, optional (default=1.0)

Weight attributed to the immediate neighborhood. If not a scalar the dictionary must have an value for every node.

**max\_iter** : integer, optional (default=1000)

Maximum number of iterations in power method.

**tol** : float, optional (default=1.0e-6)

Error tolerance used to check convergence in power method iteration.

**nstart** : dictionary, optional

Starting value of Katz iteration for each node.

**normalized** : bool, optional (default=True)

If True normalize the resulting values.

**weight** : None or string, optional

If None, all edge weights are considered equal. Otherwise holds the name of the edge attribute used as weight.

**Returns** **nodes** : dictionary

Dictionary of nodes with Katz centrality as the value.

**See Also:**

`katz_centrality_numpy`, `eigenvector_centrality`, `eigenvector_centrality_numpy`, `pagerank`, `hits`

**Notes**

This algorithm it uses the power method to find the eigenvector corresponding to the largest eigenvalue of the adjacency matrix of G. The constant alpha should be strictly less than the inverse of largest eigenvalue of the adjacency matrix for the algorithm to converge. The iteration will stop after max\_iter iterations or an error tolerance of  $\text{number\_of\_nodes}(G) * \text{tol}$  has been reached.

When  $\alpha = 1/\lambda_{max}$  and  $\beta = 1$  Katz centrality is the same as eigenvector centrality.

For directed graphs this finds “left” eigenvectors which corresponds to the in-edges in the graph. For out-edges Katz centrality first reverse the graph with `G.reverse()`.

**References**

[R179]

## Examples

```
>>> import math
>>> G = nx.path_graph(4)
>>> phi = (1+math.sqrt(5))/2.0 # largest eigenvalue of adj matrix
>>> centrality = nx.katz_centrality(G,1/phi-0.01)
>>> for n,c in sorted(centrality.items()):
...     print("%d %0.2f"%(n,c))
0 0.37
1 0.60
2 0.60
3 0.37
```

## katz\_centrality\_numpy

**katz\_centrality\_numpy** (*G*, *alpha*=0.1, *beta*=1.0, *normalized*=True, *weight*='weight')

Compute the Katz centrality for the graph *G*.

Katz centrality is related to eigenvalue centrality and PageRank. The Katz centrality for node *i* is

$$x_i = \alpha \sum_j A_{ij} x_j + \beta,$$

where *A* is the adjacency matrix of the graph *G* with eigenvalues  $\lambda$ .

The parameter  $\beta$  controls the initial centrality and

$$\alpha < \frac{1}{\lambda_{max}}.$$

Katz centrality computes the relative influence of a node within a network by measuring the number of the immediate neighbors (first degree nodes) and also all other nodes in the network that connect to the node under consideration through these immediate neighbors.

Extra weight can be provided to immediate neighbors through the parameter  $\beta$ . Connections made with distant neighbors are, however, penalized by an attenuation factor  $\alpha$  which should be strictly less than the inverse largest eigenvalue of the adjacency matrix in order for the Katz centrality to be computed correctly. More information is provided in [R180].

**Parameters** **G** : graph

A NetworkX graph

**alpha** : float

Attenuation factor

**beta** : scalar or dictionary, optional (default=1.0)

Weight attributed to the immediate neighborhood. If not a scalar the dictionary must have an value for every node.

**normalized** : bool

If True normalize the resulting values.

**weight** : None or string, optional

If None, all edge weights are considered equal. Otherwise holds the name of the edge attribute used as weight.

**Returns** **nodes** : dictionary

Dictionary of nodes with Katz centrality as the value.

#### See Also:

`katz_centrality`, `eigenvector_centrality_numpy`, `eigenvector_centrality`,  
`pagerank`, `hits`

#### Notes

This algorithm uses a direct linear solver to solve the above equation. The constant alpha should be strictly less than the inverse of largest eigenvalue of the adjacency matrix for there to be a solution. When  $\alpha = 1/\lambda_{max}$  and  $\beta = 1$  Katz centrality is the same as eigenvector centrality.

For directed graphs this finds “left” eigenvectors which corresponds to the in-edges in the graph. For out-edges Katz centrality first reverse the graph with `G.reverse()`.

#### References

[R180]

#### Examples

```
>>> import math
>>> G = nx.path_graph(4)
>>> phi = (1+math.sqrt(5))/2.0 # largest eigenvalue of adj matrix
>>> centrality = nx.katz_centrality_numpy(G,1/phi)
>>> for n,c in sorted(centrality.items()):
...     print("%d %0.2f"%(n,c))
0 0.37
1 0.60
2 0.60
3 0.37
```

## 4.6.7 Communicability

<code>communicability(G)</code>	Return communicability between all pairs of nodes in G.
<code>communicability_exp(G)</code>	Return communicability between all pairs of nodes in G.
<code>communicability_centrality(G)</code>	Return communicability centrality for each node in G.
<code>communicability_centrality_exp(G)</code>	Return the communicability centrality for each node of G
<code>communicability_betweenness_centrality(G[, ...])</code>	Return communicability betweenness for all pairs of nodes in G.
<code>estrada_index(G)</code>	Return the Estrada index of a the graph G.

### communicability

#### `communicability(G)`

Return communicability between all pairs of nodes in G.

The communicability between pairs of nodes in G is the sum of closed walks of different lengths starting at node u and ending at node v.

**Parameters** G: graph :

**Returns** **comm**: dictionary of dictionaries :

Dictionary of dictionaries keyed by nodes with communicability as the value.

**Raises** **NetworkXError** :

If the graph is not undirected and simple.

**See Also:**

**communicability centrality exp** Communicability centrality for each node of G using matrix exponential.

**communicability centrality** Communicability centrality for each node in G using spectral decomposition.

**communicability** Communicability between pairs of nodes in G.

### Notes

This algorithm uses a spectral decomposition of the adjacency matrix. Let  $G=(V,E)$  be a simple undirected graph. Using the connection between the powers of the adjacency matrix and the number of walks in the graph, the communicability between nodes  $u$  and  $v$  based on the graph spectrum is [R161]

$$C(u, v) = \sum_{j=1}^n \phi_j(u) \phi_j(v) e^{\lambda_j},$$

where  $\phi_j(u)$  is the  $u$ th element of the  $j$ th orthonormal eigenvector of the adjacency matrix associated with the eigenvalue  $\lambda_j$ .

### References

[R161]

### Examples

```
>>> G = nx.Graph([(0,1), (1,2), (1,5), (5,4), (2,4), (2,3), (4,3), (3,6)])
>>> c = nx.communicability(G)
```

## communicability\_exp

**communicability\_exp**(G)

Return communicability between all pairs of nodes in G.

Communicability between pair of node (u,v) of node in G is the sum of closed walks of different lengths starting at node u and ending at node v.

**Parameters** **G**: graph :

**Returns** **comm**: dictionary of dictionaries :

Dictionary of dictionaries keyed by nodes with communicability as the value.

**Raises** **NetworkXError** :



If the graph is not undirected and simple.

**See Also:**

`communicability centrality_exp` Communicability centrality for each node of G using matrix exponential.

`communicability centrality` Communicability centrality for each node in G using spectral decomposition.

`communicability_exp` Communicability between all pairs of nodes in G using spectral decomposition.

**Notes**

This algorithm uses matrix exponentiation of the adjacency matrix.

Let  $G=(V,E)$  be a simple undirected graph. Using the connection between the powers of the adjacency matrix and the number of walks in the graph, the communicability between nodes  $u$  and  $v$  is [R168],

$$C(u, v) = (e^A)_{uv},$$

where  $A$  is the adjacency matrix of  $G$ .

**References**

[R168]

**Examples**

```
>>> G = nx.Graph([(0,1),(1,2),(1,5),(5,4),(2,4),(2,3),(4,3),(3,6)])
>>> c = nx.communicability_exp(G)
```

## communicability centrality

`communicability centrality`( $G$ )

Return communicability centrality for each node in  $G$ .

Communicability centrality, also called subgraph centrality, of a node  $n$  is the sum of closed walks of all lengths starting and ending at node  $n$ .

**Parameters**  $G$ : graph :

**Returns** nodes: dictionary :

Dictionary of nodes with communicability centrality as the value.

**Raises** `NetworkXError` :

If the graph is not undirected and simple.

**See Also:**

`communicability` Communicability between all pairs of nodes in  $G$ .

`communicability centrality` Communicability centrality for each node of  $G$ .

## Notes

This version of the algorithm computes eigenvalues and eigenvectors of the adjacency matrix.

Communicability centrality of a node  $u$  in  $G$  can be found using a spectral decomposition of the adjacency matrix [R164] [R165],

$$SC(u) = \sum_{j=1}^N (v_j^u)^2 e^{\lambda_j},$$

where  $v_j$  is an eigenvector of the adjacency matrix  $A$  of  $G$  corresponding corresponding to the eigenvalue  $\lambda_j$ .

## References

[R164], [R165]

## Examples

```
>>> G = nx.Graph([(0,1),(1,2),(1,5),(5,4),(2,4),(2,3),(4,3),(3,6)])
>>> sc = nx.communicability centrality(G)
```

## communicability centrality\_exp

**communicability centrality\_exp**( $G$ )

Return the communicability centrality for each node of  $G$

Communicability centrality, also called subgraph centrality, of a node  $n$  is the sum of closed walks of all lengths starting and ending at node  $n$ .

**Parameters**  $G$ : graph :

**Returns** nodes:dictionary :

Dictionary of nodes with communicability centrality as the value.

**Raises** **NetworkXError** :

If the graph is not undirected and simple.

**See Also:**

**communicability** Communicability between all pairs of nodes in  $G$ .

**communicability centrality** Communicability centrality for each node of  $G$ .

## Notes

This version of the algorithm exponentiates the adjacency matrix. The communicability centrality of a node  $u$  in  $G$  can be found using the matrix exponential of the adjacency matrix of  $G$  [R166] [R167],

$$SC(u) = (e^A)_{uu}.$$

## References

[R166], [R167]

## Examples

```
>>> G = nx.Graph([(0,1), (1,2), (1,5), (5,4), (2,4), (2,3), (4,3), (3,6)])
>>> sc = nx.communicability_centrality_exp(G)
```

## communicability\_betweenness\_centrality

**communicability\_betweenness\_centrality** (*G*, *normalized=True*)

Return communicability betweenness for all pairs of nodes in *G*.

Communicability betweenness measure makes use of the number of walks connecting every pair of nodes as the basis of a betweenness centrality measure.

**Parameters** **G**: graph :

**Returns** **nodes:dictionary** :

Dictionary of nodes with communicability betweenness as the value.

**Raises** **NetworkXError** :

If the graph is not undirected and simple.

**See Also:**

**communicability** Communicability between all pairs of nodes in *G*.

**communicability\_centrality** Communicability centrality for each node of *G* using matrix exponential.

**communicability\_centrality\_exp** Communicability centrality for each node in *G* using spectral decomposition.

## Notes

Let  $G = (V, E)$  be a simple undirected graph with  $n$  nodes and  $m$  edges, and  $A$  denote the adjacency matrix of  $G$ .

Let  $G(r) = (V, E(r))$  be the graph resulting from removing all edges connected to node  $r$  but not the node itself.

The adjacency matrix for  $G(r)$  is  $A + E(r)$ , where  $E(r)$  has nonzeros only in row and column  $r$ .

The communicability betweenness of a node  $r$  is [R163]

$$\omega_r = \frac{1}{C} \sum_p \sum_q \frac{G_{prq}}{G_{pq}}, p \neq q, q \neq r,$$

where  $G_{prq} = (e_{pq}^A - (e^{A+E(r)})_{pq})$  is the number of walks involving node  $r$ ,  $G_{pq} = (e^A)_{pq}$  is the number of closed walks starting at node  $p$  and ending at node  $q$ , and  $C = (n-1)^2 - (n-1)$  is a normalization factor equal to the number of terms in the sum.

The resulting  $\omega_r$  takes values between zero and one. The lower bound cannot be attained for a connected graph, and the upper bound is attained in the star graph.

## References

[R163]

## Examples

```
>>> G = nx.Graph([(0,1), (1,2), (1,5), (5,4), (2,4), (2,3), (4,3), (3,6)])
>>> cbc = nx.communicability_betweenness_centrality(G)
```

## estrada\_index

**estrada\_index**(G)

Return the Estrada index of a the graph G.

**Parameters** G: graph :

**Returns** estrada index: float :

**Raises** NetworkXError :

If the graph is not undirected and simple.

**See Also:**

estrada\_index\_exp

## Notes

Let  $G = (V, E)$  be a simple undirected graph with  $n$  nodes and let  $\lambda_1 \leq \lambda_2 \leq \dots \lambda_n$  be a non-increasing ordering of the eigenvalues of its adjacency matrix  $A$ . The Estrada index is

$$EE(G) = \sum_{j=1}^n e^{\lambda_j}.$$

## References

[R178]

## Examples

```
>>> G=nx.Graph([(0,1), (1,2), (1,5), (5,4), (2,4), (2,3), (4,3), (3,6)])
>>> ei=nx.estrada_index(G)
```

## 4.6.8 Load

---

<code>load_centrality(G[, v, cutoff, normalized, ...])</code>	Compute load centrality for nodes.
<code>edge_load(G[, nodes, cutoff])</code>	Compute edge load.

---

## load\_centrality

**load\_centrality** (*G*, *v=None*, *cutoff=None*, *normalized=True*, *weight=None*)

Compute load centrality for nodes.

The load centrality of a node is the fraction of all shortest paths that pass through that node.

**Parameters** *G* : graph

A networkx graph

**normalized** : bool, optional

If True the betweenness values are normalized by  $b=b/(n-1)(n-2)$  where  $n$  is the number of nodes in  $G$ .

**weight** : None or string, optional

If None, edge weights are ignored. Otherwise holds the name of the edge attribute used as weight.

**cutoff** : bool, optional

If specified, only consider paths of length  $\leq$  cutoff.

**Returns** *nodes* : dictionary

Dictionary of nodes with centrality as the value.

**See Also:**

`betweenness centrality`

## Notes

Load centrality is slightly different than betweenness. For this load algorithm see the reference Scientific collaboration networks: II. Shortest paths, weighted networks, and centrality, M. E. J. Newman, Phys. Rev. E 64, 016132 (2001).

## edge\_load

**edge\_load** (*G*, *nodes=None*, *cutoff=False*)

Compute edge load.

WARNING:

This module is for demonstration and testing purposes.

## 4.6.9 Dispersion

---

<code>dispersion(G[, u, v, normalized, alpha, b, c])</code>	Calculate dispersion between $u$ and $v$ in $G$ .
---	---

---

## dispersion

**dispersion** (*G*, *u=None*, *v=None*, *normalized=True*, *alpha=1.0*, *b=0.0*, *c=0.0*)

Calculate dispersion between *u* and *v* in *G*.

A link between two actors (*u* and *v*) has a high dispersion when their mutual ties (*s* and *t*) are not well connected with each other.

**Parameters** *G* : graph

A NetworkX graph.

*u* : node, optional

The source for the dispersion score (e.g. ego node of the network).

*v* : node, optional

The target of the dispersion score if specified.

**normalized** : bool

If True (default) normalize by the embededness of the nodes (*u* and *v*).

**Returns** *nodes* : dictionary

If *u* (*v*) is specified, returns a dictionary of nodes with dispersion score for all “target” (“source”) nodes. If neither *u* nor *v* is specified, returns a dictionary of dictionaries for all nodes ‘*u*’ in the graph with a dispersion score for each node ‘*v*’.

## Notes

This implementation follows Lars Backstrom and Jon Kleinberg [R173]. Typical usage would be to run dispersion on the ego network  $G_u$  if *u* were specified. Running `dispersion()` with neither *u* nor *v* specified can take some time to complete.

## References

[R173]

## 4.7 Chordal

Algorithms for chordal graphs.

A graph is chordal if every cycle of length at least 4 has a chord (an edge joining two nodes not adjacent in the cycle). [http://en.wikipedia.org/wiki/Chordal\\_graph](http://en.wikipedia.org/wiki/Chordal_graph)

<code>is_chordal(G)</code>	Checks whether <i>G</i> is a chordal graph.
<code>chordal_graph_cliques(G)</code>	Returns the set of maximal cliques of a chordal graph.
<code>chordal_graph_treewidth(G)</code>	Returns the treewidth of the chordal graph <i>G</i> .
<code>find_induced_nodes(G, s, t[, treewidth_bound])</code>	Returns the set of induced nodes in the path from <i>s</i> to <i>t</i> .

### 4.7.1 is\_chordal

**is\_chordal** (*G*)

Checks whether *G* is a chordal graph.

A graph is chordal if every cycle of length at least 4 has a chord (an edge joining two nodes not adjacent in the cycle).

**Parameters** *G* : graph

A NetworkX graph.

**Returns** *chordal* : bool

True if *G* is a chordal graph and False otherwise.

**Raises** **NetworkXError** :

The algorithm does not support DiGraph, MultiGraph and MultiDiGraph. If the input graph is an instance of one of these classes, a NetworkXError is raised.

#### Notes

The routine tries to go through every node following maximum cardinality search. It returns False when it finds that the separator for any node is not a clique. Based on the algorithms in [R183].

#### References

[R183]

#### Examples

```
>>> import networkx as nx
>>> e=[(1,2),(1,3),(2,3),(2,4),(3,4),(3,5),(3,6),(4,5),(4,6),(5,6)]
>>> G=nx.Graph(e)
>>> nx.is_chordal(G)
True
```

### 4.7.2 chordal\_graph\_cliques

**chordal\_graph\_cliques** (*G*)

Returns the set of maximal cliques of a chordal graph.

The algorithm breaks the graph in connected components and performs a maximum cardinality search in each component to get the cliques.

**Parameters** *G* : graph

A NetworkX graph

**Returns** *cliques* : A set containing the maximal cliques in *G*.

**Raises** **NetworkXError** :

The algorithm does not support DiGraph, MultiGraph and MultiDiGraph. If the input graph is an instance of one of these classes, a NetworkXError is raised. The algorithm can only be applied to chordal graphs. If the input graph is found to be non-chordal, a NetworkXError is raised.

### Examples

```
>>> import networkx as nx
>>> e = [(1, 2), (1, 3), (2, 3), (2, 4), (3, 4), (3, 5), (3, 6), (4, 5), (4, 6), (5, 6), (7, 8)]
>>> G = nx.Graph(e)
>>> G.add_node(9)
>>> setlist = nx.chordal_graph_cliques(G)
```

## 4.7.3 chordal\_graph\_treewidth

**chordal\_graph\_treewidth**(G)

Returns the treewidth of the chordal graph G.

**Parameters** G : graph

A NetworkX graph

**Returns** treewidth : int

The size of the largest clique in the graph minus one.

**Raises** NetworkXError :

The algorithm does not support DiGraph, MultiGraph and MultiDiGraph. If the input graph is an instance of one of these classes, a NetworkXError is raised. The algorithm can only be applied to chordal graphs. If the input graph is found to be non-chordal, a NetworkXError is raised.

### References

[R181]

### Examples

```
>>> import networkx as nx
>>> e = [(1, 2), (1, 3), (2, 3), (2, 4), (3, 4), (3, 5), (3, 6), (4, 5), (4, 6), (5, 6), (7, 8)]
>>> G = nx.Graph(e)
>>> G.add_node(9)
>>> nx.chordal_graph_treewidth(G)
3
```

## 4.7.4 find\_induced\_nodes

**find\_induced\_nodes**(G, s, t, treewidth\_bound=9223372036854775807)

Returns the set of induced nodes in the path from s to t.

**Parameters** G : graph

A chordal NetworkX graph



**s** : node

Source node to look for induced nodes

**t** : node

Destination node to look for induced nodes

**treewidth\_bound**: float :

Maximum treewidth acceptable for the graph H. The search for induced nodes will end as soon as the treewidth\_bound is exceeded.

**Returns** **I** : Set of nodes

The set of induced nodes in the path from s to t in G

**Raises** **NetworkXError** :

The algorithm does not support DiGraph, MultiGraph and MultiDiGraph. If the input graph is an instance of one of these classes, a NetworkXError is raised. The algorithm can only be applied to chordal graphs. If the input graph is found to be non-chordal, a NetworkXError is raised.

## Notes

G must be a chordal graph and (s,t) an edge that is not in G.

If a treewidth\_bound is provided, the search for induced nodes will end as soon as the treewidth\_bound is exceeded.

The algorithm is inspired by Algorithm 4 in [R182]. A formal definition of induced node can also be found on that reference.

## References

[R182]

## Examples

```
>>> import networkx as nx
>>> G=nx.Graph()
>>> G = nx.generators.classic.path_graph(10)
>>> I = nx.find_induced_nodes(G,1,9,2)
>>> list(I)
[1, 2, 3, 4, 5, 6, 7, 8, 9]
```

## 4.8 Clique

Find and manipulate cliques of graphs.

Note that finding the largest clique of a graph has been shown to be an NP-complete problem; the algorithms here could take a long time to run.

[http://en.wikipedia.org/wiki/Clique\\_problem](http://en.wikipedia.org/wiki/Clique_problem)

<code>find_cliques(G)</code>	Search for all maximal cliques in a graph.
<code>make_max_clique_graph(G[, create_using, name])</code>	Create the maximal clique graph of a graph.
<code>make_clique_bipartite(G[, fpos, ...])</code>	Create a bipartite clique graph from a graph G.
<code>graph_clique_number(G[, cliques])</code>	Return the clique number (size of the largest clique) for G.
<code>graph_number_of_cliques(G[, cliques])</code>	Returns the number of maximal cliques in G.
<code>node_clique_number(G[, nodes, cliques])</code>	Returns the size of the largest maximal clique containing each given node.
<code>number_of_cliques(G[, nodes, cliques])</code>	Returns the number of maximal cliques for each node.
<code>cliques_containing_node(G[, nodes, cliques])</code>	Returns a list of cliques containing the given node.

### 4.8.1 find\_cliques

**find\_cliques**(*G*)

Search for all maximal cliques in a graph.

Maximal cliques are the largest complete subgraph containing a given node. The largest maximal clique is sometimes called the maximum clique.

**Returns** generator of lists: genetor of member list for each maximal clique :

**See Also:**

`find_cliques_recursive`, `A`

#### Notes

To obtain a list of cliques, use `list(find_cliques(G))`.

Based on the algorithm published by Bron & Kerbosch (1973) [R184] as adapated by Tomita, Tanaka and Takahashi (2006) [R185] and discussed in Cazals and Karande (2008) [R186]. The method essentially unrolls the recursion used in the references to avoid issues of recursion stack depth.

This algorithm is not suitable for directed graphs.

This algorithm ignores self-loops and parallel edges as clique is not conventionally defined with such edges.

There are often many cliques in graphs. This algorithm can run out of memory for large graphs.

#### References

[R184], [R185], [R186]

### 4.8.2 make\_max\_clique\_graph

**make\_max\_clique\_graph**(*G*, *create\_using=None*, *name=None*)

Create the maximal clique graph of a graph.

Finds the maximal cliques and treats these as nodes. The nodes are connected if they have common members in the original graph. Theory has done a lot with clique graphs, but I haven't seen much on maximal clique graphs.

#### Notes

This should be the same as `make_clique_bipartite` followed by `project_up`, but it saves all the intermediate steps.

### 4.8.3 make\_clique\_bipartite

**make\_clique\_bipartite** (*G*, *fpos*=None, *create\_using*=None, *name*=None)

Create a bipartite clique graph from a graph *G*.

Nodes of *G* are retained as the “bottom nodes” of *B* and cliques of *G* become “top nodes” of *B*. Edges are present if a bottom node belongs to the clique represented by the top node.

Returns a Graph with additional attribute dict *B*.*node\_type* which is keyed by nodes to “Bottom” or “Top” appropriately.

if *fpos* is not None, a second additional attribute dict *B*.*pos* is created to hold the position tuple of each node for viewing the bipartite graph.

### 4.8.4 graph\_clique\_number

**graph\_clique\_number** (*G*, *cliques*=None)

Return the clique number (size of the largest clique) for *G*.

An optional list of cliques can be input if already computed.

### 4.8.5 graph\_number\_of\_cliques

**graph\_number\_of\_cliques** (*G*, *cliques*=None)

Returns the number of maximal cliques in *G*.

An optional list of cliques can be input if already computed.

### 4.8.6 node\_clique\_number

**node\_clique\_number** (*G*, *nodes*=None, *cliques*=None)

Returns the size of the largest maximal clique containing each given node.

Returns a single or list depending on input nodes. Optional list of cliques can be input if already computed.

### 4.8.7 number\_of\_cliques

**number\_of\_cliques** (*G*, *nodes*=None, *cliques*=None)

Returns the number of maximal cliques for each node.

Returns a single or list depending on input nodes. Optional list of cliques can be input if already computed.

### 4.8.8 cliques\_containing\_node

**cliques\_containing\_node** (*G*, *nodes*=None, *cliques*=None)

Returns a list of cliques containing the given node.

Returns a single list or list of lists depending on input nodes. Optional list of cliques can be input if already computed.

## 4.9 Clustering

Algorithms to characterize the number of triangles in a graph.

<code>triangles(G[, nodes])</code>	Compute the number of triangles.
<code>transitivity(G)</code>	Compute graph transitivity, the fraction of all possible triangles
<code>clustering(G[, nodes, weight])</code>	Compute the clustering coefficient for nodes.
<code>average_clustering(G[, nodes, weight, ...])</code>	Compute the average clustering coefficient for the graph G.
<code>square_clustering(G[, nodes])</code>	Compute the squares clustering coefficient for nodes.

### 4.9.1 triangles

**triangles** (*G*, *nodes=None*)

Compute the number of triangles.

Finds the number of triangles that include a node as one vertex.

**Parameters** *G* : graph

A networkx graph

**nodes** : container of nodes, optional (default= all nodes in G)

Compute triangles for nodes in this container.

**Returns** *out* : dictionary

Number of triangles keyed by node label.

#### Notes

When computing triangles for the entire graph each triangle is counted three times, once at each node. Self loops are ignored.

#### Examples

```
>>> G=nx.complete_graph(5)
>>> print(nx.triangles(G,0))
6
>>> print(nx.triangles(G))
{0: 6, 1: 6, 2: 6, 3: 6, 4: 6}
>>> print(list(nx.triangles(G,(0,1)).values()))
[6, 6]
```

### 4.9.2 transitivity

**transitivity** (*G*)

Compute graph transitivity, the fraction of all possible triangles present in G.

Possible triangles are identified by the number of “triads” (two edges with a shared vertex).

The transitivity is

$$T = 3 \frac{\#triangles}{\#triads}.$$

**Parameters** *G* : graph

**Returns** *out* : float

Transitivity

### Examples

```
>>> G = nx.complete_graph(5)
>>> print(nx.transitivity(G))
1.0
```

## 4.9.3 clustering

**clustering** (*G*, *nodes=None*, *weight=None*)

Compute the clustering coefficient for nodes.

For unweighted graphs, the clustering of a node  $u$  is the fraction of possible triangles through that node that exist,

$$c_u = \frac{2T(u)}{\deg(u)(\deg(u) - 1)},$$

where  $T(u)$  is the number of triangles through node  $u$  and  $\deg(u)$  is the degree of  $u$ .

For weighted graphs, the clustering is defined as the geometric average of the subgraph edge weights [R189],

$$c_u = \frac{1}{\deg(u)(\deg(u) - 1)} \sum_{uv} (\hat{w}_{uv} \hat{w}_{uw} \hat{w}_{vw})^{1/3}.$$

The edge weights  $\hat{w}_{uv}$  are normalized by the maximum weight in the network  $\hat{w}_{uv} = w_{uv} / \max(w)$ .

The value of  $c_u$  is assigned to 0 if  $\deg(u) < 2$ .

**Parameters** *G* : graph

**nodes** : container of nodes, optional (default=all nodes in G)

Compute clustering for nodes in this container.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**Returns** *out* : float, or dictionary

Clustering coefficient at specified nodes

### Notes

Self loops are ignored.

### References

[R189]

### Examples

```
>>> G=nx.complete_graph(5)
>>> print(nx.clustering(G,0))
1.0
>>> print(nx.clustering(G))
{0: 1.0, 1: 1.0, 2: 1.0, 3: 1.0, 4: 1.0}
```

## 4.9.4 average\_clustering

**average\_clustering** (*G*, *nodes=None*, *weight=None*, *count\_zeros=True*)

Compute the average clustering coefficient for the graph *G*.

The clustering coefficient for the graph is the average,

$$C = \frac{1}{n} \sum_{v \in G} c_v,$$

where *n* is the number of nodes in *G*.

**Parameters** *G* : graph

**nodes** : container of nodes, optional (default=all nodes in *G*)

Compute average clustering for nodes in this container.

**weight** : string or None, optional (default=None)

The edge attribute that holds the numerical value used as a weight. If None, then each edge has weight 1.

**count\_zeros** : bool (default=False)

If False include only the nodes with nonzero clustering in the average.

**Returns** *avg* : float

Average clustering

### Notes

This is a space saving routine; it might be faster to use the clustering function to get a list and then take the average.

Self loops are ignored.

### References

[R187], [R188]

### Examples

```
>>> G=nx.complete_graph(5)
>>> print(nx.average_clustering(G))
1.0
```

## 4.9.5 square\_clustering

**square\_clustering** (*G*, *nodes=None*)

Compute the squares clustering coefficient for nodes.

For each node return the fraction of possible squares that exist at the node [R190]

$$C_4(v) = \frac{\sum_{u=1}^{k_v} \sum_{w=u+1}^{k_v} q_v(u, w)}{\sum_{u=1}^{k_v} \sum_{w=u+1}^{k_v} [a_v(u, w) + q_v(u, w)]},$$

where  $q_v(u, w)$  are the number of common neighbors of  $u$  and  $w$  other than  $v$  (ie squares), and  $a_v(u, w) = (k_u - (1 + q_v(u, w) + \theta_{uv}))(k_w - (1 + q_v(u, w) + \theta_{uw}))$ , where  $\theta_{uv} = 1$  if  $u$  and  $w$  are connected and 0 otherwise.

**Parameters** *G* : graph

**nodes** : container of nodes, optional (default=all nodes in G)

Compute clustering for nodes in this container.

**Returns** *c4* : dictionary

A dictionary keyed by node with the square clustering coefficient value.

### Notes

While  $C_3(v)$  (triangle clustering) gives the probability that two neighbors of node  $v$  are connected with each other,  $C_4(v)$  is the probability that two neighbors of node  $v$  share a common neighbor different from  $v$ . This algorithm can be applied to both bipartite and unipartite networks.

### References

[R190]

### Examples

```
>>> G=nx.complete_graph(5)
>>> print(nx.square_clustering(G,0))
1.0
>>> print(nx.square_clustering(G))
{0: 1.0, 1: 1.0, 2: 1.0, 3: 1.0, 4: 1.0}
```

## 4.10 Communities

### 4.10.1 K-Clique

---

`k_clique_communities(G, k[, cliques])` Find k-clique communities in graph using the percolation method.

---

## k\_clique\_communities

**k\_clique\_communities** (*G*, *k*, *cliques=None*)

Find k-clique communities in graph using the percolation method.

A k-clique community is the union of all cliques of size *k* that can be reached through adjacent (sharing *k*-1 nodes) k-cliques.

**Parameters** *G* : NetworkX graph

*k* : int

Size of smallest clique

**cliques:** list or generator :

Precomputed cliques (use `networkx.find_cliques(G)`)

**Returns** Yields sets of nodes, one for each k-clique community. :

### References

[R191]

### Examples

```
>>> G = nx.complete_graph(5)
>>> K5 = nx.convert_node_labels_to_integers(G, first_label=2)
>>> G.add_edges_from(K5.edges())
>>> c = list(nx.k_clique_communities(G, 4))
>>> list(c[0])
[0, 1, 2, 3, 4, 5, 6]
>>> list(nx.k_clique_communities(G, 6))
[]
```

## 4.11 Components

### 4.11.1 Connectivity

Connected components.

<code>is_connected(G)</code>	Return True if the graph is connected, false otherwise.
<code>number_connected_components(G)</code>	Return the number of connected components.
<code>connected_components(G)</code>	Generate connected components.
<code>connected_component_subgraphs(G[, copy])</code>	Generate connected components as subgraphs.
<code>node_connected_component(G, n)</code>	Return the nodes in the component of graph containing node <i>n</i> .

### is\_connected

**is\_connected** (*G*)

Return True if the graph is connected, false otherwise.

**Parameters** *G* : NetworkX Graph



An undirected graph.

**Returns** `connected` : bool

True if the graph is connected, false otherwise.

**See Also:**

`connected_components`

### Notes

For undirected graphs only.

### Examples

```
>>> G = nx.path_graph(4)
>>> print(nx.is_connected(G))
True
```

## `number_connected_components`

**`number_connected_components`** (*G*)

Return the number of connected components.

**Parameters** *G* : NetworkX graph

An undirected graph.

**Returns** *n* : integer

Number of connected components

**See Also:**

`connected_components`

### Notes

For undirected graphs only.

## `connected_components`

**`connected_components`** (*G*)

Generate connected components.

**Parameters** *G* : NetworkX graph

An undirected graph

**Returns** *comp* : generator of lists

A list of nodes for each component of *G*.

**See Also:**

`strongly_connected_components`

## Notes

For undirected graphs only.

## Examples

Generate a sorted list of connected components, largest first.

```
>>> G = nx.path_graph(4)
>>> G.add_path([10, 11, 12])
>>> sorted(nx.connected_components(G), key = len, reverse=True)
[[0, 1, 2, 3], [10, 11, 12]]
```

## connected\_component\_subgraphs

**connected\_component\_subgraphs** (*G*, *copy=True*)

Generate connected components as subgraphs.

**Parameters** *G* : NetworkX graph

An undirected graph.

**Returns** *comp* : generator

A generator of graphs, one for each connected component of *G*.

**copy: bool (default=True) :**

If True make a copy of the graph attributes

**See Also:**

[`connected\_components`](#)

## Notes

For undirected graphs only. Graph, node, and edge attributes are copied to the subgraphs by default.

## Examples

```
>>> G = nx.path_graph(4)
>>> G.add_edge(5, 6)
>>> graphs = list(nx.connected_component_subgraphs(G))
```

## node\_connected\_component

**node\_connected\_component** (*G*, *n*)

Return the nodes in the component of graph containing node *n*.

**Parameters** *G* : NetworkX Graph

An undirected graph.

**n** : node label

A node in *G*

**Returns** `comp` : lists

A list of nodes in component of G containing node n.

**See Also:**

`connected_components`

**Notes**

For undirected graphs only.

## 4.11.2 Strong connectivity

Strongly connected components.

<code>is_strongly_connected(G)</code>	Test directed graph for strong connectivity.
<code>number_strongly_connected_components(G)</code>	Return number of strongly connected components in graph.
<code>strongly_connected_components(G)</code>	Generate nodes in strongly connected components of graph.
<code>strongly_connected_component_subgraphs(G[, copy])</code>	Generate strongly connected components as subgraphs.
<code>strongly_connected_components_recursive(G)</code>	Generate nodes in strongly connected components of graph.
<code>kosaraju_strongly_connected_components(G[, ...])</code>	Generate nodes in strongly connected components of graph.
<code>condensation(G[, scc])</code>	Returns the condensation of G.

### `is_strongly_connected`

**`is_strongly_connected`** (*G*)

Test directed graph for strong connectivity.

**Parameters** *G* : NetworkX Graph

A directed graph.

**Returns** `connected` : bool

True if the graph is strongly connected, False otherwise.

**See Also:**

`strongly_connected_components`

**Notes**

For directed graphs only.

### `number_strongly_connected_components`

**`number_strongly_connected_components`** (*G*)

Return number of strongly connected components in graph.

**Parameters** *G* : NetworkX graph

A directed graph.

**Returns** *n* : integer

Number of strongly connected components

**See Also:**

`connected_components`

**Notes**

For directed graphs only.

## **strongly\_connected\_components**

**strongly\_connected\_components** (*G*)

Generate nodes in strongly connected components of graph.

**Parameters** *G* : NetworkX Graph

An directed graph.

**Returns** *comp* : generator of lists

A list of nodes for each strongly connected component of *G*.

**Raises** `NetworkXNotImplemented`: If *G* is undirected. :

**See Also:**

`connected_components`, `weakly_connected_components`

**Notes**

Uses Tarjan's algorithm with Nuutila's modifications. Nonrecursive version of algorithm.

**References**

[R197], [R198]

## **strongly\_connected\_component\_subgraphs**

**strongly\_connected\_component\_subgraphs** (*G*, *copy=True*)

Generate strongly connected components as subgraphs.

**Parameters** *G* : NetworkX Graph

A graph.

**Returns** *comp* : generator of lists

A list of graphs, one for each strongly connected component of *G*.

**copy** : boolean

if *copy* is `True`, Graph, node, and edge attributes are copied to the subgraphs.

**See Also:**

`connected_component_subgraphs`

### **strongly\_connected\_components\_recursive**

**strongly\_connected\_components\_recursive** (*G*)

Generate nodes in strongly connected components of graph.

Recursive version of algorithm.

**Parameters** *G* : NetworkX Graph

An directed graph.

**Returns** *comp* : generator of lists

A list of nodes for each component of *G*. The list is ordered from largest connected component to smallest.

**Raises** **NetworkXNotImplemented** : If *G* is undirected

**See Also:**

`connected_components`

#### **Notes**

Uses Tarjan's algorithm with Nuutila's modifications.

#### **References**

[R199], [R200]

### **kosaraju\_strongly\_connected\_components**

**kosaraju\_strongly\_connected\_components** (*G*, *source=None*)

Generate nodes in strongly connected components of graph.

**Parameters** *G* : NetworkX Graph

An directed graph.

**Returns** *comp* : generator of lists

A list of nodes for each component of *G*. The list is ordered from largest connected component to smallest.

**Raises** **NetworkXNotImplemented**: If *G* is undirected :

**See Also:**

`connected_components`

#### **Notes**

Uses Kosaraju's algorithm.

## condensation

**condensation** (*G*, *scc=None*)

Returns the condensation of *G*.

The condensation of *G* is the graph with each of the strongly connected components contracted into a single node.

**Parameters** *G* : NetworkX DiGraph

A directed graph.

**scc: list or generator (optional, default=None) :**

Strongly connected components. If provided, the elements in *scc* must partition the nodes in *G*. If not provided, it will be calculated as `scc=nx.strongly_connected_components(G)`.

**Returns** *C* : NetworkX DiGraph

The condensation of *G*. The node labels are integers corresponding to the index of the component in the list of strongly connected components.

**Raises** **NetworkXNotImplemented:** If *G* is not directed :

### Notes

After contracting all strongly connected components to a single node, the resulting graph is a directed acyclic graph.

## 4.11.3 Weak connectivity

Weakly connected components.

<code>is_weakly_connected(G)</code>	Test directed graph for weak connectivity.
<code>number_weakly_connected_components(G)</code>	Return the number of connected components in <i>G</i> .
<code>weakly_connected_components(G)</code>	Generate weakly connected components of <i>G</i> .
<code>weakly_connected_component_subgraphs(G[, copy])</code>	Generate weakly connected components as subgraphs.

### is\_weakly\_connected

**is\_weakly\_connected** (*G*)

Test directed graph for weak connectivity.

**Parameters** *G* : NetworkX Graph

A directed graph.

**Returns** **connected** : bool

True if the graph is weakly connected, False otherwise.

**See Also:**

`strongly_connected_components`

## Notes

For directed graphs only.

### number\_weakly\_connected\_components

**number\_weakly\_connected\_components** (*G*)

Return the number of connected components in *G*. For directed graphs only.

### weakly\_connected\_components

**weakly\_connected\_components** (*G*)

Generate weakly connected components of *G*.

### weakly\_connected\_component\_subgraphs

**weakly\_connected\_component\_subgraphs** (*G*, *copy=True*)

Generate weakly connected components as subgraphs.

**Parameters** *G* : NetworkX Graph

A directed graph.

**copy** : bool

If *copy* is True, graph, node, and edge attributes are copied to the subgraphs.

## 4.11.4 Attracting components

Attracting components.

<code>is_attracting_component(G)</code>	Returns True if <i>G</i> consists of a single attracting component.
<code>number_attracting_components(G)</code>	Returns the number of attracting components in <i>G</i> .
<code>attracting_components(G)</code>	Generates a list of attracting components in <i>G</i> .
<code>attracting_component_subgraphs(G[, copy])</code>	Generates a list of attracting component subgraphs from <i>G</i> .

### is\_attracting\_component

**is\_attracting\_component** (*G*)

Returns True if *G* consists of a single attracting component.

**Parameters** *G* : DiGraph, MultiDiGraph

The graph to be analyzed.

**Returns** *attracting* : bool

True if *G* has a single attracting component. Otherwise, False.

**See Also:**

`attracting_components`, `number_attracting_components`, `attracting_component_subgraphs`

## number\_attracting\_components

**number\_attracting\_components** (*G*)

Returns the number of attracting components in *G*.

**Parameters** *G* : DiGraph, MultiDiGraph

The graph to be analyzed.

**Returns** *n* : int

The number of attracting components in *G*.

**See Also:**

`attracting_components`, `is_attracting_component`, `attracting_component_subgraphs`

## attracting\_components

**attracting\_components** (*G*)

Generates a list of attracting components in *G*.

An attracting component in a directed graph *G* is a strongly connected component with the property that a random walker on the graph will never leave the component, once it enters the component.

The nodes in attracting components can also be thought of as recurrent nodes. If a random walker enters the attractor containing the node, then the node will be visited infinitely often.

**Parameters** *G* : DiGraph, MultiDiGraph

The graph to be analyzed.

**Returns** `attractors` : generator of list

The list of attracting components, sorted from largest attracting component to smallest attracting component.

**See Also:**

`number_attracting_components`, `is_attracting_component`,  
`attracting_component_subgraphs`

## attracting\_component\_subgraphs

**attracting\_component\_subgraphs** (*G*, *copy=True*)

Generates a list of attracting component subgraphs from *G*.

**Parameters** *G* : DiGraph, MultiDiGraph

The graph to be analyzed.

**Returns** `subgraphs` : list

A list of node-induced subgraphs of the attracting components of *G*.

**copy** : bool

If *copy* is True, graph, node, and edge attributes are copied to the subgraphs.

**See Also:**

`attracting_components`, `number_attracting_components`, `is_attracting_component`



### 4.11.5 Biconnected components

Biconnected components and articulation points.

<code>is_biconnected(G)</code>	Return True if the graph is biconnected, False otherwise.
<code>biconnected_components(G)</code>	Return a generator of sets of nodes, one set for each biconnected
<code>biconnected_component_edges(G)</code>	Return a generator of lists of edges, one list for each biconnected compon
<code>biconnected_component_subgraphs(G[, copy])</code>	Return a generator of graphs, one graph for each biconnected component
<code>articulation_points(G)</code>	Return a generator of articulation points, or cut vertices, of a graph.

#### `is_biconnected`

**`is_biconnected(G)`**

Return True if the graph is biconnected, False otherwise.

A graph is biconnected if, and only if, it cannot be disconnected by removing only one node (and all edges incident on that node). If removing a node increases the number of disconnected components in the graph, that node is called an articulation point, or cut vertex. A biconnected graph has no articulation points.

**Parameters** `G` : NetworkX Graph

An undirected graph.

**Returns** `biconnected` : bool

True if the graph is biconnected, False otherwise.

**Raises** `NetworkXNotImplemented` :

If the input graph is not undirected.

**See Also:**

`biconnected_components`, `articulation_points`, `biconnected_component_edges`,  
`biconnected_component_subgraphs`

#### Notes

The algorithm to find articulation points and biconnected components is implemented using a non-recursive depth-first-search (DFS) that keeps track of the highest level that back edges reach in the DFS tree. A node  $n$  is an articulation point if, and only if, there exists a subtree rooted at  $n$  such that there is no back edge from any successor of  $n$  that links to a predecessor of  $n$  in the DFS tree. By keeping track of all the edges traversed by the DFS we can obtain the biconnected components because all edges of a bicomponent will be traversed consecutively between articulation points.

#### References

[R196]

#### Examples

```
>>> G=nx.path_graph(4)
>>> print(nx.is_biconnected(G))
False
```

```
>>> G.add_edge(0,3)
>>> print(nx.is_biconnected(G))
True
```

## biconnected\_components

### biconnected\_components(*G*)

Return a generator of sets of nodes, one set for each biconnected component of the graph

Biconnected components are maximal subgraphs such that the removal of a node (and all edges incident on that node) will not disconnect the subgraph. Note that nodes may be part of more than one biconnected component. Those nodes are articulation points, or cut vertices. The removal of articulation points will increase the number of connected components of the graph.

Notice that by convention a dyad is considered a biconnected component.

**Parameters** *G* : NetworkX Graph

An undirected graph.

**Returns** *nodes* : generator

Generator of sets of nodes, one set for each biconnected component.

**Raises** **NetworkXNotImplemented** :

If the input graph is not undirected.

**See Also:**

[is\\_biconnected](#), [articulation\\_points](#), [biconnected\\_component\\_edges](#),  
[biconnected\\_component\\_subgraphs](#)

## Notes

The algorithm to find articulation points and biconnected components is implemented using a non-recursive depth-first-search (DFS) that keeps track of the highest level that back edges reach in the DFS tree. A node  $n$  is an articulation point if, and only if, there exists a subtree rooted at  $n$  such that there is no back edge from any successor of  $n$  that links to a predecessor of  $n$  in the DFS tree. By keeping track of all the edges traversed by the DFS we can obtain the biconnected components because all edges of a bicomponent will be traversed consecutively between articulation points.

## References

[R195]

## Examples

```
>>> G = nx.barbell_graph(4,2)
>>> print(nx.is_biconnected(G))
False
>>> components = nx.biconnected_components(G)
>>> G.add_edge(2,8)
>>> print(nx.is_biconnected(G))
True
>>> components = nx.biconnected_components(G)
```

## biconnected\_component\_edges

### biconnected\_component\_edges(*G*)

Return a generator of lists of edges, one list for each biconnected component of the input graph.

Biconnected components are maximal subgraphs such that the removal of a node (and all edges incident on that node) will not disconnect the subgraph. Note that nodes may be part of more than one biconnected component. Those nodes are articulation points, or cut vertices. However, each edge belongs to one, and only one, biconnected component.

Notice that by convention a dyad is considered a biconnected component.

**Parameters** *G* : NetworkX Graph

An undirected graph.

**Returns** *edges* : generator of lists

Generator of lists of edges, one list for each bicomponent.

**Raises** `NetworkXNotImplemented` :

If the input graph is not undirected.

**See Also:**

`is_biconnected`, `biconnected_components`, `articulation_points`,  
`biconnected_component_subgraphs`

### Notes

The algorithm to find articulation points and biconnected components is implemented using a non-recursive depth-first-search (DFS) that keeps track of the highest level that back edges reach in the DFS tree. A node  $n$  is an articulation point if, and only if, there exists a subtree rooted at  $n$  such that there is no back edge from any successor of  $n$  that links to a predecessor of  $n$  in the DFS tree. By keeping track of all the edges traversed by the DFS we can obtain the biconnected components because all edges of a bicomponent will be traversed consecutively between articulation points.

### References

[R193]

### Examples

```
>>> G = nx.barbell_graph(4,2)
>>> print(nx.is_biconnected(G))
False
>>> components = nx.biconnected_component_edges(G)
>>> G.add_edge(2,8)
>>> print(nx.is_biconnected(G))
True
>>> components = nx.biconnected_component_edges(G)
```

## biconnected\_component\_subgraphs

**biconnected\_component\_subgraphs** (*G*, *copy=True*)

Return a generator of graphs, one graph for each biconnected component of the input graph.

Biconnected components are maximal subgraphs such that the removal of a node (and all edges incident on that node) will not disconnect the subgraph. Note that nodes may be part of more than one biconnected component. Those nodes are articulation points, or cut vertices. The removal of articulation points will increase the number of connected components of the graph.

Notice that by convention a dyad is considered a biconnected component.

**Parameters** *G* : NetworkX Graph

An undirected graph.

**Returns** *graphs* : generator

Generator of graphs, one graph for each biconnected component.

**Raises** **NetworkXNotImplemented** :

If the input graph is not undirected.

**See Also:**

`is_biconnected`, `articulation_points`, `biconnected_component_edges`,  
`biconnected_components`

### Notes

The algorithm to find articulation points and biconnected components is implemented using a non-recursive depth-first-search (DFS) that keeps track of the highest level that back edges reach in the DFS tree. A node  $n$  is an articulation point if, and only if, there exists a subtree rooted at  $n$  such that there is no back edge from any successor of  $n$  that links to a predecessor of  $n$  in the DFS tree. By keeping track of all the edges traversed by the DFS we can obtain the biconnected components because all edges of a bicomponent will be traversed consecutively between articulation points.

Graph, node, and edge attributes are copied to the subgraphs.

### References

[R194]

### Examples

```
>>> G = nx.barbell_graph(4,2)
>>> print(nx.is_biconnected(G))
False
>>> subgraphs = list(nx.biconnected_component_subgraphs(G))
```

## articulation\_points

**articulation\_points** (*G*)

Return a generator of articulation points, or cut vertices, of a graph.

An articulation point or cut vertex is any node whose removal (along with all its incident edges) increases the number of connected components of a graph. An undirected connected graph without articulation points is biconnected. Articulation points belong to more than one biconnected component of a graph.

Notice that by convention a dyad is considered a biconnected component.

**Parameters** **G** : NetworkX Graph

An undirected graph.

**Returns** **articulation points** : generator

generator of nodes

**Raises** **NetworkXNotImplemented** :

If the input graph is not undirected.

**See Also:**

`is_biconnected`, `biconnected_components`, `biconnected_component_edges`,  
`biconnected_component_subgraphs`

## Notes

The algorithm to find articulation points and biconnected components is implemented using a non-recursive depth-first-search (DFS) that keeps track of the highest level that back edges reach in the DFS tree. A node  $n$  is an articulation point if, and only if, there exists a subtree rooted at  $n$  such that there is no back edge from any successor of  $n$  that links to a predecessor of  $n$  in the DFS tree. By keeping track of all the edges traversed by the DFS we can obtain the biconnected components because all edges of a bicomponent will be traversed consecutively between articulation points.

## References

[R192]

## Examples

```
>>> G = nx.barbell_graph(4,2)
>>> print(nx.is_biconnected(G))
False
>>> list(nx.articulation_points(G))
[6, 5, 4, 3]
>>> G.add_edge(2,8)
>>> print(nx.is_biconnected(G))
True
>>> list(nx.articulation_points(G))
[]
```

## 4.12 Connectivity

Flow based connectivity and cut algorithms

## 4.12.1 Connectivity functions

Flow based connectivity algorithms

<code>average_node_connectivity(G)</code>	Returns the average connectivity of a graph G.
<code>local_node_connectivity(G, s, t[, ...])</code>	Computes local node connectivity for nodes s and t.
<code>node_connectivity(G[, s, t])</code>	Returns node connectivity for a graph or digraph G.
<code>local_edge_connectivity(G, u, v[, aux_digraph])</code>	Returns local edge connectivity for nodes s and t in G.
<code>edge_connectivity(G[, s, t])</code>	Returns the edge connectivity of the graph or digraph G.
<code>all_pairs_node_connectivity_matrix(G[, nodelist])</code>	Return a numpy 2d ndarray with node connectivity between all pairs of nodes in G.

### average\_node\_connectivity

**average\_node\_connectivity**(G)

Returns the average connectivity of a graph G.

The average connectivity  $\bar{\kappa}$  of a graph G is the average of local node connectivity over all pairs of nodes of G [R201] .

$$\bar{\kappa}(G) = \frac{\sum_{u,v} \kappa_G(u, v)}{\binom{n}{2}}$$

**Parameters** G : NetworkX graph

Undirected graph

**Returns** K : float

Average node connectivity

**See Also:**

`local_node_connectivity`, `node_connectivity`, `local_edge_connectivity`,  
`edge_connectivity`, `max_flow`, `ford_fulkerson`

### References

[R201]

### local\_node\_connectivity

**local\_node\_connectivity**(G, s, t, aux\_digraph=None, mapping=None)

Computes local node connectivity for nodes s and t.

Local node connectivity for two non adjacent nodes s and t is the minimum number of nodes that must be removed (along with their incident edges) to disconnect them.

This is a flow based implementation of node connectivity. We compute the maximum flow on an auxiliary digraph build from the original input graph (see below for details). This is equal to the local node connectivity because the value of a maximum s-t-flow is equal to the capacity of a minimum s-t-cut (Ford and Fulkerson theorem) [R205] .

**Parameters** G : NetworkX graph

Undirected graph

s : node

Source node

**t** : node

Target node

**aux\_digraph** : NetworkX DiGraph (default=None)

Auxiliary digraph to compute flow based node connectivity. If None the auxiliary digraph is build.

**mapping** : dict (default=None)

Dictionary with a mapping of node names in G and in the auxiliary digraph.

**Returns** **K** : integer

local node connectivity for nodes s and t

**See Also:**

`node_connectivity`, `all_pairs_node_connectivity_matrix`,  
`local_edge_connectivity`, `edge_connectivity`, `max_flow`, `ford_fulkerson`

## Notes

This is a flow based implementation of node connectivity. We compute the maximum flow using the Ford and Fulkerson algorithm on an auxiliary digraph build from the original input graph:

For an undirected graph G having  $n$  nodes and  $m$  edges we derive a directed graph  $D$  with  $2n$  nodes and  $2m+n$  arcs by replacing each original node  $v$  with two nodes  $v_A, v_B$  linked by an (internal) arc in  $D$ . Then for each edge  $(u, v)$  in G we add two arcs  $(u_B, v_A)$  and  $(v_B, u_A)$  in  $D$ . Finally we set the attribute capacity = 1 for each arc in  $D$  [R205].

For a directed graph G having  $n$  nodes and  $m$  arcs we derive a directed graph  $D$  with  $2n$  nodes and  $m + n$  arcs by replacing each original node  $v$  with two nodes  $v_A, v_B$  linked by an (internal) arc  $(v_A, v_B)$  in  $D$ . Then for each arc  $(u, v)$  in G we add one arc  $(u_B, v_A)$  in  $D$ . Finally we set the attribute capacity = 1 for each arc in  $D$ .

This is equal to the local node connectivity because the value of a maximum s-t-flow is equal to the capacity of a minimum s-t-cut (Ford and Fulkerson theorem).

## References

[R205]

## Examples

```
>>> # Platonic icosahedral graph has node connectivity 5
>>> # for each non adjacent node pair
>>> G = nx.icosahedral_graph()
>>> nx.local_node_connectivity(G, 0, 6)
5
```

## node\_connectivity

**node\_connectivity**(G, s=None, t=None)

Returns node connectivity for a graph or digraph G.

Node connectivity is equal to the minimum number of nodes that must be removed to disconnect  $G$  or render it trivial. If source and target nodes are provided, this function returns the local node connectivity: the minimum number of nodes that must be removed to break all paths from source to target in  $G$ .

This is a flow based implementation. The algorithm is based in solving a number of max-flow problems (ie local st-node connectivity, see `local_node_connectivity`) to determine the capacity of the minimum cut on an auxiliary directed network that corresponds to the minimum node cut of  $G$ . It handles both directed and undirected graphs.

**Parameters**  $G$  : NetworkX graph

Undirected graph

$s$  : node

Source node. Optional (default=None)

$t$  : node

Target node. Optional (default=None)

**Returns**  $K$  : integer

Node connectivity of  $G$ , or local node connectivity if source and target were provided

**See Also:**

`local_node_connectivity`, `all_pairs_node_connectivity_matrix`,  
`local_edge_connectivity`, `edge_connectivity`, `max_flow`, `ford_fulkerson`

## Notes

This is a flow based implementation of node connectivity. The algorithm works by solving  $O((n - \delta - 1 + \delta(\delta - 1)/2))$  max-flow problems on an auxiliary digraph. Where  $\delta$  is the minimum degree of  $G$ . For details about the auxiliary digraph and the computation of local node connectivity see `local_node_connectivity`.

This implementation is based on algorithm 11 in [R206]. We use the Ford and Fulkerson algorithm to compute max flow (see `ford_fulkerson`).

## References

[R206]

## Examples

```
>>> # Platonic icosahedral graph is 5-node-connected
>>> G = nx.icosahedral_graph()
>>> nx.node_connectivity(G)
5
>>> nx.node_connectivity(G, 3, 7)
5
```

## local\_edge\_connectivity

**local\_edge\_connectivity** ( $G, u, v, aux\_digraph=None$ )

Returns local edge connectivity for nodes  $s$  and  $t$  in  $G$ .



Local edge connectivity for two nodes  $s$  and  $t$  is the minimum number of edges that must be removed to disconnect them.

This is a flow based implementation of edge connectivity. We compute the maximum flow on an auxiliary digraph build from the original network (see below for details). This is equal to the local edge connectivity because the value of a maximum  $s$ - $t$ -flow is equal to the capacity of a minimum  $s$ - $t$ -cut (Ford and Fulkerson theorem) [R203].

**Parameters** **G** : NetworkX graph

Undirected or directed graph

**s** : node

Source node

**t** : node

Target node

**aux\_digraph** : NetworkX DiGraph (default=None)

Auxiliary digraph to compute flow based edge connectivity. If None the auxiliary digraph is build.

**Returns** **K** : integer

local edge connectivity for nodes  $s$  and  $t$

**See Also:**

`local_node_connectivity`, `node_connectivity`, `edge_connectivity`, `max_flow`, `ford_fulkerson`

## Notes

This is a flow based implementation of edge connectivity. We compute the maximum flow using the Ford and Fulkerson algorithm on an auxiliary digraph build from the original graph:

If the input graph is undirected, we replace each edge  $(u,v)$  with two reciprocal arcs  $(u,v)$  and  $(v,u)$  and then we set the attribute 'capacity' for each arc to 1. If the input graph is directed we simply add the 'capacity' attribute. This is an implementation of algorithm 1 in [R203].

The maximum flow in the auxiliary network is equal to the local edge connectivity because the value of a maximum  $s$ - $t$ -flow is equal to the capacity of a minimum  $s$ - $t$ -cut (Ford and Fulkerson theorem).

## References

[R203]

## Examples

```
>>> # Platonic icosahedral graph has edge connectivity 5
>>> # for each non adjacent node pair
>>> G = nx.icosahedral_graph()
>>> nx.local_edge_connectivity(G,0,6)
5
```

## edge\_connectivity

**edge\_connectivity** (*G*, *s=None*, *t=None*)

Returns the edge connectivity of the graph or digraph *G*.

The edge connectivity is equal to the minimum number of edges that must be removed to disconnect *G* or render it trivial. If source and target nodes are provided, this function returns the local edge connectivity: the minimum number of edges that must be removed to break all paths from source to target in *G*.

This is a flow based implementation. The algorithm is based in solving a number of max-flow problems (ie local st-edge connectivity, see `local_edge_connectivity`) to determine the capacity of the minimum cut on an auxiliary directed network that corresponds to the minimum edge cut of *G*. It handles both directed and undirected graphs.

**Parameters** *G* : NetworkX graph

Undirected or directed graph

*s* : node

Source node. Optional (default=None)

*t* : node

Target node. Optional (default=None)

**Returns** *K* : integer

Edge connectivity for *G*, or local edge connectivity if source and target were provided

### See Also:

`local_node_connectivity`, `node_connectivity`, `local_edge_connectivity`, `max_flow`, `ford_ulkerson`

### Notes

This is a flow based implementation of global edge connectivity. For undirected graphs the algorithm works by finding a ‘small’ dominating set of nodes of *G* (see algorithm 7 in [R202] ) and computing local max flow (see `local_edge_connectivity`) between an arbitrary node in the dominating set and the rest of nodes in it. This is an implementation of algorithm 6 in [R202] .

For directed graphs, the algorithm does *n* calls to the max flow function. This is an implementation of algorithm 8 in [R202] . We use the Ford and Fulkerson algorithm to compute max flow (see `ford_ulkerson`).

### References

[R202]

### Examples

```
>>> # Platonic icosahedral graph is 5-edge-connected
>>> G = nx.icosahedral_graph()
>>> nx.edge_connectivity(G)
5
```

## all\_pairs\_node\_connectivity\_matrix

**all\_pairs\_node\_connectivity\_matrix** (*G*, *nodelist=None*)

Return a numpy 2d ndarray with node connectivity between all pairs of nodes.

**Parameters** *G* : NetworkX graph

Undirected graph

**nodelist: list :**

Ordering of nodes for rows and columns of matrix

**Returns** *K* : 2d numpy ndarray

node connectivity between all pairs of nodes.

**See Also:**

`local_node_connectivity`, `node_connectivity`, `local_edge_connectivity`,  
`edge_connectivity`, `max_flow`, `ford_fulkerson`

## 4.12.2 Cut functions

Flow based cut algorithms

<code>minimum_st_node_cut(G, s, t[, aux_digraph, ...])</code>	Returns a set of nodes of minimum cardinality that disconnect source
<code>minimum_node_cut(G[, s, t])</code>	Returns a set of nodes of minimum cardinality that disconnects G.
<code>minimum_st_edge_cut(G, s, t[, capacity])</code>	Returns the edges of the cut-set of a minimum (s, t)-cut.
<code>minimum_edge_cut(G[, s, t])</code>	Returns a set of edges of minimum cardinality that disconnects G.

## minimum\_st\_node\_cut

**minimum\_st\_node\_cut** (*G*, *s*, *t*, *aux\_digraph=None*, *mapping=None*)

Returns a set of nodes of minimum cardinality that disconnect source from target in G.

This function returns the set of nodes of minimum cardinality that, if removed, would destroy all paths among source and target in G.

**Parameters** *G* : NetworkX graph

*s* : node

Source node.

*t* : node

Target node.

**Returns** *cutset* : set

Set of nodes that, if removed, would destroy all paths between source and target in G.

**See Also:**

`node_connectivity`, `edge_connectivity`, `minimum_edge_cut`, `max_flow`,  
`ford_fulkerson`

## Notes

This is a flow based implementation of minimum node cut. The algorithm is based in solving a number of max-flow problems (ie local st-node connectivity, see `local_node_connectivity`) to determine the capacity of the minimum cut on an auxiliary directed network that corresponds to the minimum node cut of G. It handles both directed and undirected graphs.

This implementation is based on algorithm 11 in [R209]. We use the Ford and Fulkerson algorithm to compute max flow (see `ford_fulkerson`).

## References

[R209]

## Examples

```
>>> # Platonic icosahedral graph has node connectivity 5
>>> G = nx.icosahedral_graph()
>>> len(nx.minimum_node_cut(G, 0, 6))
5
```

## minimum\_node\_cut

**minimum\_node\_cut** (G, s=None, t=None)

Returns a set of nodes of minimum cardinality that disconnects G.

If source and target nodes are provided, this function returns the set of nodes of minimum cardinality that, if removed, would destroy all paths among source and target in G. If not, it returns a set of nodes of minimum cardinality that disconnects G.

**Parameters** G : NetworkX graph

s : node

Source node. Optional (default=None)

t : node

Target node. Optional (default=None)

**Returns** cutset : set

Set of nodes that, if removed, would disconnect G. If source and target nodes are provided, the set contains the nodes that if removed, would destroy all paths between source and target.

**See Also:**

`node_connectivity`, `edge_connectivity`, `minimum_edge_cut`, `max_flow`,  
`ford_fulkerson`

## Notes

This is a flow based implementation of minimum node cut. The algorithm is based in solving a number of max-flow problems (ie local st-node connectivity, see `local_node_connectivity`) to determine the capacity of the

minimum cut on an auxiliary directed network that corresponds to the minimum node cut of  $G$ . It handles both directed and undirected graphs.

This implementation is based on algorithm 11 in [R208]. We use the Ford and Fulkerson algorithm to compute max flow (see `ford_fulkerson`).

## References

[R208]

## Examples

```
>>> # Platonic icosahedral graph has node connectivity 5
>>> G = nx.icosahedral_graph()
>>> len(nx.minimum_node_cut(G))
5
>>> # this is the minimum over any pair of non adjacent nodes
>>> from itertools import combinations
>>> for u,v in combinations(G, 2):
...     if v not in G[u]:
...         assert(len(nx.minimum_node_cut(G,u,v)) == 5)
...
...

```

## minimum\_st\_edge\_cut

**minimum\_st\_edge\_cut** ( $G, s, t, capacity='capacity'$ )

Returns the edges of the cut-set of a minimum  $(s, t)$ -cut.

We use the max-flow min-cut theorem, i.e., the capacity of a minimum capacity cut is equal to the flow value of a maximum flow.

**Parameters**  $G$  : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

$s$  : node

Source node for the flow.

$t$  : node

Sink node for the flow.

**capacity: string :**

Edges of the graph  $G$  are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**Returns** **cutset** : set

Set of edges that, if removed from the graph, will disconnect it

**Raises** **NetworkXUnbounded** :

If the graph has a path of infinite capacity, all cuts have infinite capacity and the function raises a `NetworkXError`.

## Examples

```
>>> G = nx.DiGraph()
>>> G.add_edge('x','a', capacity = 3.0)
>>> G.add_edge('x','b', capacity = 1.0)
>>> G.add_edge('a','c', capacity = 3.0)
>>> G.add_edge('b','c', capacity = 5.0)
>>> G.add_edge('b','d', capacity = 4.0)
>>> G.add_edge('d','e', capacity = 2.0)
>>> G.add_edge('c','y', capacity = 2.0)
>>> G.add_edge('e','y', capacity = 3.0)
>>> sorted(nx.minimum_edge_cut(G, 'x', 'y'))
[('c', 'y'), ('x', 'b')]
>>> nx.min_cut(G, 'x', 'y')
3.0
```

## minimum\_edge\_cut

**minimum\_edge\_cut** (*G*, *s=None*, *t=None*)

Returns a set of edges of minimum cardinality that disconnects *G*.

If source and target nodes are provided, this function returns the set of edges of minimum cardinality that, if removed, would break all paths among source and target in *G*. If not, it returns a set of edges of minimum cardinality that disconnects *G*.

**Parameters** *G* : NetworkX graph

*s* : node

Source node. Optional (default=None)

*t* : node

Target node. Optional (default=None)

**Returns** *cutset* : set

Set of edges that, if removed, would disconnect *G*. If source and target nodes are provided, the set contains the edges that if removed, would destroy all paths between source and target.

### See Also:

`node_connectivity`, `edge_connectivity`, `minimum_node_cut`, `max_flow`,  
`ford_fulkerson`

## Notes

This is a flow based implementation of minimum edge cut. For undirected graphs the algorithm works by finding a ‘small’ dominating set of nodes of *G* (see algorithm 7 in [R207]) and computing the maximum flow between an arbitrary node in the dominating set and the rest of nodes in it. This is an implementation of algorithm 6 in [R207].

For directed graphs, the algorithm does *n* calls to the max flow function. This is an implementation of algorithm 8 in [R207]. We use the Ford and Fulkerson algorithm to compute max flow (see `ford_fulkerson`).

## References

[R207]

## Examples

```
>>> # Platonic icosahedral graph has edge connectivity 5
>>> G = nx.icosahedral_graph()
>>> len(nx.minimum_edge_cut(G))
5
>>> # this is the minimum over any pair of nodes
>>> from itertools import combinations
>>> for u,v in combinations(G, 2):
...     assert(len(nx.minimum_edge_cut(G,u,v)) == 5)
... 
```

## 4.13 Cores

Find the k-cores of a graph.

The k-core is found by recursively pruning nodes with degrees less than k.

See the following reference for details:

An O(m) Algorithm for Cores Decomposition of Networks Vladimir Batagelj and Matjaz Zaversnik, 2003.  
<http://arxiv.org/abs/cs.DS/0310049>

<code>core_number(G)</code>	Return the core number for each vertex.
<code>k_core(G[, k, core_number])</code>	Return the k-core of G.
<code>k_shell(G[, k, core_number])</code>	Return the k-shell of G.
<code>k_crust(G[, k, core_number])</code>	Return the k-crust of G.
<code>k_corona(G, k[, core_number])</code>	Return the k-corona of G.

### 4.13.1 core\_number

**core\_number**(G)

Return the core number for each vertex.

A k-core is a maximal subgraph that contains nodes of degree k or more.

The core number of a node is the largest value k of a k-core containing that node.

**Parameters** G : NetworkX graph

A graph or directed graph

**Returns** core\_number : dictionary

A dictionary keyed by node to the core number.

**Raises** NetworkXError :

The k-core is not defined for graphs with self loops or parallel edges.

## Notes

Not implemented for graphs with parallel edges or self loops.

For directed graphs the node degree is defined to be the in-degree + out-degree.

## References

[R210]

### 4.13.2 `k_core`

**`k_core`** (*G*, *k=None*, *core\_number=None*)

Return the k-core of G.

A k-core is a maximal subgraph that contains nodes of degree k or more.

**Parameters** *G* : NetworkX graph

A graph or directed graph

*k* : int, optional

The order of the core. If not specified return the main core.

**`core_number`** : dictionary, optional

Precomputed core numbers for the graph G.

**Returns** *G* : NetworkX graph

The k-core subgraph

**Raises** **NetworkXError** :

The k-core is not defined for graphs with self loops or parallel edges.

**See Also:**

`core_number`

## Notes

The main core is the core with the largest degree.

Not implemented for graphs with parallel edges or self loops.

For directed graphs the node degree is defined to be the in-degree + out-degree.

Graph, node, and edge attributes are copied to the subgraph.

## References

[R211]



### 4.13.3 k\_shell

**k\_shell** (*G*, *k=None*, *core\_number=None*)

Return the k-shell of *G*.

The k-shell is the subgraph of nodes in the k-core containing nodes of exactly degree *k*.

**Parameters** *G* : NetworkX graph

A graph or directed graph.

**k** : int, optional

The order of the shell. If not specified return the main shell.

**core\_number** : dictionary, optional

Precomputed core numbers for the graph *G*.

**Returns** *G* : NetworkX graph

The k-shell subgraph

**Raises** **NetworkXError** :

The k-shell is not defined for graphs with self loops or parallel edges.

**See Also:**

`core_number`, `k_corona`, -----

Shai Carmi, Shlomo Havlin, Scott Kirkpatrick, Yuval Shavitt, and Eran Shir, PNAS July 3, 2007 vol. 104 no. 27 11150-11154

**http** [//www.pnas.org/content/104/27/11150.full](http://www.pnas.org/content/104/27/11150.full)

#### Notes

This is similar to `k_corona` but in that case only neighbors in the k-core are considered.

Not implemented for graphs with parallel edges or self loops.

For directed graphs the node degree is defined to be the in-degree + out-degree.

Graph, node, and edge attributes are copied to the subgraph.

### 4.13.4 k\_crust

**k\_crust** (*G*, *k=None*, *core\_number=None*)

Return the k-crust of *G*.

The k-crust is the graph *G* with the k-core removed.

**Parameters** *G* : NetworkX graph

A graph or directed graph.

**k** : int, optional

The order of the shell. If not specified return the main crust.

**core\_number** : dictionary, optional

Precomputed core numbers for the graph *G*.

**Returns** **G** : NetworkX graph

The k-crust subgraph

**Raises** **NetworkXError** :

The k-crust is not defined for graphs with self loops or parallel edges.

**See Also:**

`core_number`

### Notes

This definition of k-crust is different than the definition in [R213]. The k-crust in [R213] is equivalent to the k+1 crust of this algorithm.

Not implemented for graphs with parallel edges or self loops.

For directed graphs the node degree is defined to be the in-degree + out-degree.

Graph, node, and edge attributes are copied to the subgraph.

### References

[R213]

## 4.13.5 k\_corona

**k\_corona** (*G*, *k*, *core\_number=None*)

Return the k-corona of G.

The k-corona is the subset of vertices in the k-core which have exactly k neighbours in the k-core.

**Parameters** **G** : NetworkX graph

A graph or directed graph

**k** : int

The order of the corona.

**core\_number** : dictionary, optional

Precomputed core numbers for the graph G.

**Returns** **G** : NetworkX graph

The k-corona subgraph

**Raises** **NetworkXError** :

The k-cornoa is not defined for graphs with self loops or parallel edges.

**See Also:**

`core_number`

## Notes

Not implemented for graphs with parallel edges or self loops.

For directed graphs the node degree is defined to be the in-degree + out-degree.

Graph, node, and edge attributes are copied to the subgraph.

## References

[R212]

## 4.14 Cycles

<code>cycle_basis(G[, root])</code>	Returns a list of cycles which form a basis for cycles of G.
<code>simple_cycles(G)</code>	Find simple cycles (elementary circuits) of a directed graph.

### 4.14.1 cycle\_basis

**cycle\_basis** (*G*, *root=None*)

Returns a list of cycles which form a basis for cycles of G.

A basis for cycles of a network is a minimal collection of cycles such that any cycle in the network can be written as a sum of cycles in the basis. Here summation of cycles is defined as “exclusive or” of the edges. Cycle bases are useful, e.g. when deriving equations for electric circuits using Kirchhoff’s Laws.

**Parameters** *G* : NetworkX Graph

**root** : node, optional

Specify starting node for basis.

**Returns** A list of cycle lists. Each cycle list is a list of nodes :

which forms a cycle (loop) in G. :

**See Also:**

`simple_cycles`

## Notes

This is adapted from algorithm CACM 491 [R214].

## References

[R214]

## Examples

```
>>> G=nx.Graph()
>>> G.add_cycle([0,1,2,3])
>>> G.add_cycle([0,3,4,5])
>>> print(nx.cycle_basis(G,0))
[[3, 4, 5, 0], [1, 2, 3, 0]]
```

### 4.14.2 simple\_cycles

#### **simple\_cycles**(G)

Find simple cycles (elementary circuits) of a directed graph.

A simple cycle, or elementary circuit, is a closed path where no node appears twice, except that the first and last node are the same. Two elementary circuits are distinct if they are not cyclic permutations of each other.

This is a nonrecursive, iterator/generator version of Johnson's algorithm [R215]. There may be better algorithms for some cases [R216] [R217].

**Parameters** G : NetworkX DiGraph

A directed graph

**Returns** cycle\_generator: generator :

A generator that produces elementary cycles of the graph. Each cycle is a list of nodes with the first and last nodes being the same.

**See Also:**

`cycle_basis`

#### **Notes**

The implementation follows pp. 79-80 in [R215].

The time complexity is  $O((n+e)(c+1))$  for  $n$  nodes,  $e$  edges and  $c$  elementary circuits.

To filter the cycles so that they don't include certain nodes or edges, copy your graph and eliminate those nodes or edges before calling. 

```
>>> copyG = G.copy() >>> copyG.remove_nodes_from([1]) >>> copyG.remove_edges_from([(0,1)]) >>> list(nx.simple_cycles(copyG))
```

 [[2], [2, 0], [0]]

#### **References**

[R215], [R216], [R217]

#### **Examples**

```
>>> G = nx.DiGraph([(0, 0), (0, 1), (0, 2), (1, 2), (2, 0), (2, 1), (2, 2)])
>>> list(nx.simple_cycles(G))
[[2], [2, 1], [2, 0], [2, 0, 1], [0]]
```

## 4.15 Directed Acyclic Graphs

<code>ancestors(G, source)</code>	Return all nodes having a path to <i>source</i> in G.
<code>descendants(G, source)</code>	Return all nodes reachable from <i>source</i> in G.
<code>topological_sort(G[, nbunch, reverse])</code>	Return a list of nodes in topological sort order.
<code>topological_sort_recursive(G[, nbunch, reverse])</code>	Return a list of nodes in topological sort order.
<code>is_directed_acyclic_graph(G)</code>	Return True if the graph G is a directed acyclic graph (DAG) or
<code>is_aperiodic(G)</code>	Return True if G is aperiodic.

### 4.15.1 ancestors

**ancestors** (*G, source*)

Return all nodes having a path to *source* in G.

**Parameters** *G* : NetworkX DiGraph

*source* : node in G

**Returns** *ancestors* : set()

The ancestors of source in G

### 4.15.2 descendants

**descendants** (*G, source*)

Return all nodes reachable from *source* in G.

**Parameters** *G* : NetworkX DiGraph

*source* : node in G

**Returns** *des* : set()

The descendants of source in G

### 4.15.3 topological\_sort

**topological\_sort** (*G, nbunch=None, reverse=False*)

Return a list of nodes in topological sort order.

A topological sort is a nonunique permutation of the nodes such that an edge from *u* to *v* implies that *u* appears before *v* in the topological sort order.

**Parameters** *G* : NetworkX digraph

A directed graph

**nbunch** : container of nodes (optional)

Explore graph in specified order given in nbunch

**reverse** : bool, optional

Return postorder instead of preorder if True. Reverse mode is a bit more efficient.

**Raises** **NetworkXError** :

Topological sort is defined for directed graphs only. If the graph *G* is undirected, a NetworkXError is raised.

**NetworkXUnfeasible** :

If  $G$  is not a directed acyclic graph (DAG) no topological sort exists and a `NetworkXUnfeasible` exception is raised.

**See Also:**

`is_directed_acyclic_graph`

**Notes**

This algorithm is based on a description and proof in The Algorithm Design Manual [R219] .

**References**

[R219]

### 4.15.4 `topological_sort_recursive`

**`topological_sort_recursive`** ( $G$ , *nbunch=None*, *reverse=False*)

Return a list of nodes in topological sort order.

A topological sort is a nonunique permutation of the nodes such that an edge from  $u$  to  $v$  implies that  $u$  appears before  $v$  in the topological sort order.

**Parameters**  $G$  : NetworkX digraph

**nbunch** : container of nodes (optional)

Explore graph in specified order given in nbunch

**reverse** : bool, optional

Return postorder instead of preorder if True. Reverse mode is a bit more efficient.

**Raises** `NetworkXError` :

Topological sort is defined for directed graphs only. If the graph  $G$  is undirected, a `NetworkXError` is raised.

**`NetworkXUnfeasible`** :

If  $G$  is not a directed acyclic graph (DAG) no topological sort exists and a `NetworkXUnfeasible` exception is raised.

**See Also:**

`topological_sort`, `is_directed_acyclic_graph`

**Notes**

This is a recursive version of topological sort.

### 4.15.5 `is_directed_acyclic_graph`

**`is_directed_acyclic_graph`** ( $G$ )

Return True if the graph  $G$  is a directed acyclic graph (DAG) or False if not.

**Parameters**  $G$  : NetworkX graph

A graph

**Returns** `is_dag` : bool

True if G is a DAG, false otherwise

### 4.15.6 `is_aperiodic`

**`is_aperiodic`**(G)

Return True if G is aperiodic.

A directed graph is aperiodic if there is no integer  $k > 1$  that divides the length of every cycle in the graph.

**Parameters** G : NetworkX DiGraph

Graph

**Returns** `aperiodic` : boolean

True if the graph is aperiodic False otherwise

**Raises** `NetworkXError` :

If G is not directed

#### Notes

This uses the method outlined in [R218], which runs in  $O(m)$  time given  $m$  edges in G. Note that a graph is not aperiodic if it is acyclic as every integer trivial divides length 0 cycles.

#### References

[R218]

## 4.16 Distance Measures

Graph diameter, radius, eccentricity and other properties.

<code>center</code> (G[, e])	Return the center of the graph G.
<code>diameter</code> (G[, e])	Return the diameter of the graph G.
<code>eccentricity</code> (G[, v, sp])	Return the eccentricity of nodes in G.
<code>periphery</code> (G[, e])	Return the periphery of the graph G.
<code>radius</code> (G[, e])	Return the radius of the graph G.

### 4.16.1 `center`

**`center`**(G, e=None)

Return the center of the graph G.

The center is the set of nodes with eccentricity equal to radius.

**Parameters** G : NetworkX graph

A graph

**e** : eccentricity dictionary, optional  
A precomputed dictionary of eccentricities.

**Returns** **c** : list

List of nodes in center

## 4.16.2 diameter

**diameter** (*G*, *e=None*)

Return the diameter of the graph *G*.

The diameter is the maximum eccentricity.

**Parameters** **G** : NetworkX graph

A graph

**e** : eccentricity dictionary, optional  
A precomputed dictionary of eccentricities.

**Returns** **d** : integer

Diameter of graph

**See Also:**

[`eccentricity`](#)

## 4.16.3 eccentricity

**eccentricity** (*G*, *v=None*, *sp=None*)

Return the eccentricity of nodes in *G*.

The eccentricity of a node *v* is the maximum distance from *v* to all other nodes in *G*.

**Parameters** **G** : NetworkX graph

A graph

**v** : node, optional

Return value of specified node

**sp** : dict of dicts, optional

All pairs shortest path lengths as a dictionary of dictionaries

**Returns** **ecc** : dictionary

A dictionary of eccentricity values keyed by node.

## 4.16.4 periphery

**periphery** (*G*, *e=None*)

Return the periphery of the graph *G*.

The periphery is the set of nodes with eccentricity equal to the diameter.

**Parameters** **G** : NetworkX graph



A graph

**e** : eccentricity dictionary, optional

A precomputed dictionary of eccentricities.

**Returns** **p** : list

List of nodes in periphery

#### 4.16.5 radius

**radius** (*G*, *e=None*)

Return the radius of the graph *G*.

The radius is the minimum eccentricity.

**Parameters** **G** : NetworkX graph

A graph

**e** : eccentricity dictionary, optional

A precomputed dictionary of eccentricities.

**Returns** **r** : integer

Radius of graph

### 4.17 Distance-Regular Graphs

<code>is_distance_regular(G)</code>	Returns True if the graph is distance regular, False otherwise.
<code>intersection_array(G)</code>	Returns the intersection array of a distance-regular graph.
<code>global_parameters(b, c)</code>	Return global parameters for a given intersection array.

#### 4.17.1 is\_distance\_regular

**is\_distance\_regular** (*G*)

Returns True if the graph is distance regular, False otherwise.

A connected graph *G* is distance-regular if for any nodes *x*, *y* and any integers *i*, *j*=0,1,...,*d* (where *d* is the graph diameter), the number of vertices at distance *i* from *x* and distance *j* from *y* depends only on *i*, *j* and the graph distance between *x* and *y*, independently of the choice of *x* and *y*.

**Parameters** **G**: Networkx graph (undirected) :

**Returns** **bool** :

True if the graph is Distance Regular, False otherwise

**See Also:**

`intersection_array`, `global_parameters`

#### Notes

For undirected and simple graphs only

## References

[R222], [R223]

## Examples

```
>>> G=nx.hypercube_graph(6)
>>> nx.is_distance_regular(G)
True
```

### 4.17.2 intersection\_array

#### **intersection\_array**(*G*)

Returns the intersection array of a distance-regular graph.

Given a distance-regular graph  $G$  with integers  $b_i, c_i, i = 0, \dots, d$  such that for any 2 vertices  $x, y$  in  $G$  at a distance  $i = d(x, y)$ , there are exactly  $c_i$  neighbors of  $y$  at a distance of  $i-1$  from  $x$  and  $b_i$  neighbors of  $y$  at a distance of  $i+1$  from  $x$ .

A distance regular graph's intersection array is given by,  $[b_0, b_1, \dots, b_{d-1}; c_1, c_2, \dots, c_d]$

**Parameters** *G*: Networkx graph (undirected) :

**Returns** *b, c*: tuple of lists :

**See Also:**

`global_parameters`

## References

[R221]

## Examples

```
>>> G=nx.icosahedral_graph()
>>> nx.intersection_array(G)
([5, 2, 1], [1, 2, 5])
```

### 4.17.3 global\_parameters

#### **global\_parameters**(*b, c*)

Return global parameters for a given intersection array.

Given a distance-regular graph  $G$  with integers  $b_i, c_i, i = 0, \dots, d$  such that for any 2 vertices  $x, y$  in  $G$  at a distance  $i = d(x, y)$ , there are exactly  $c_i$  neighbors of  $y$  at a distance of  $i-1$  from  $x$  and  $b_i$  neighbors of  $y$  at a distance of  $i+1$  from  $x$ .

Thus, a distance regular graph has the global parameters,  $[[c_0, a_0, b_0], [c_1, a_1, b_1], \dots, [c_d, a_d, b_d]]$  for the intersection array  $[b_0, b_1, \dots, b_{d-1}; c_1, c_2, \dots, c_d]$  where  $a_i + b_i + c_i = k$ ,  $k = \text{degree of every vertex}$ .

**Parameters** *b, c*: tuple of lists :

**Returns** *p* : list of three-tuples

**See Also:**`intersection_array`**References**`[R220]`**Examples**

```
>>> G=nx.dodecahedral_graph()
>>> b,c=nx.intersection_array(G)
>>> list(nx.global_parameters(b,c))
[(0, 0, 3), (1, 0, 2), (1, 1, 1), (1, 1, 1), (2, 0, 1), (3, 0, 0)]
```

## 4.18 Eulerian

Eulerian circuits and graphs.

<code>is_eulerian(G)</code>	Return True if G is an Eulerian graph, False otherwise.
<code>eulerian_circuit(G[, source])</code>	Return the edges of an Eulerian circuit in G.

### 4.18.1 `is_eulerian`

**`is_eulerian(G)`**

Return True if G is an Eulerian graph, False otherwise.

An Eulerian graph is a graph with an Eulerian circuit.

**Parameters** **G** : graph

A NetworkX Graph

**Notes**

This implementation requires the graph to be connected (or strongly connected for directed graphs).

**Examples**

```
>>> nx.is_eulerian(nx.DiGraph({0:[3], 1:[2], 2:[3], 3:[0, 1]}))
True
>>> nx.is_eulerian(nx.complete_graph(5))
True
>>> nx.is_eulerian(nx.petersen_graph())
False
```

### 4.18.2 eulerian\_circuit

**eulerian\_circuit** (*G*, *source=None*)  
Return the edges of an Eulerian circuit in *G*.

An Eulerian circuit is a path that crosses every edge in *G* exactly once and finishes at the starting node.

**Parameters** *G* : NetworkX Graph or DiGraph  
A directed or undirected graph  
*source* : node, optional  
Starting node for circuit.

**Returns** *edges* : generator  
A generator that produces edges in the Eulerian circuit.

**Raises** **NetworkXError** :  
If the graph is not Eulerian.

**See Also:**  
[is\\_eulerian](#)

**Notes**

Linear time algorithm, adapted from [R224]. General information about Euler tours [R225].

**References**

[R224], [R225]

**Examples**

```
>>> G=nx.complete_graph(3)
>>> list(nx.eulerian_circuit(G))
[(0, 2), (2, 1), (1, 0)]
>>> list(nx.eulerian_circuit(G,source=1))
[(1, 2), (2, 0), (0, 1)]
>>> [u for u,v in nx.eulerian_circuit(G)] # nodes in circuit
[0, 2, 1]
```

## 4.19 Flows

### 4.19.1 Ford-Fulkerson

<code>max_flow(G, s, t[, capacity])</code>	Find the value of a maximum single-commodity flow.
<code>min_cut(G, s, t[, capacity])</code>	Compute the value of a minimum (s, t)-cut.
<code>ford_ulkerson(G, s, t[, capacity])</code>	Find a maximum single-commodity flow using the Ford-Fulkerson
<code>ford_ulkerson_flow(G, s, t[, capacity])</code>	Return a maximum flow for a single-commodity flow problem.
Continued on next page	

Table 4.47 – continued from previous page

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<code>ford_fulkerson_flow_and_auxiliary</code>	<code>(G, s, t[, ...])</code>	Find a maximum single-commodity flow using the Ford-Fulkerson
--	-------------------------------	---

---

**max\_flow****max\_flow** (*G*, *s*, *t*, *capacity*='capacity')

Find the value of a maximum single-commodity flow.

**Parameters** *G* : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

*s* : node

Source node for the flow.

*t* : node

Sink node for the flow.

**capacity: string :**Edges of the graph *G* are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.**Returns** **flow\_value** : integer, float

Value of the maximum flow, i.e., net outflow from the source.

**Raises** **NetworkXError** :

The algorithm does not support MultiGraph and MultiDiGraph. If the input graph is an instance of one of these two classes, a NetworkXError is raised.

**NetworkXUnbounded** :

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a NetworkXUnbounded.

**Examples**

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x', 'a', capacity=3.0)
>>> G.add_edge('x', 'b', capacity=1.0)
>>> G.add_edge('a', 'c', capacity=3.0)
>>> G.add_edge('b', 'c', capacity=5.0)
>>> G.add_edge('b', 'd', capacity=4.0)
>>> G.add_edge('d', 'e', capacity=2.0)
>>> G.add_edge('c', 'y', capacity=2.0)
>>> G.add_edge('e', 'y', capacity=3.0)
>>> flow = nx.max_flow(G, 'x', 'y')
>>> flow
3.0
```

## min\_cut

**min\_cut** (*G*, *s*, *t*, *capacity*='capacity')

Compute the value of a minimum (s, t)-cut.

Use the max-flow min-cut theorem, i.e., the capacity of a minimum capacity cut is equal to the flow value of a maximum flow.

**Parameters** *G* : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

*s* : node

Source node for the flow.

*t* : node

Sink node for the flow.

**capacity:** string :

Edges of the graph *G* are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**Returns** *cutValue* : integer, float

Value of the minimum cut.

**Raises** *NetworkXUnbounded* :

If the graph has a path of infinite capacity, all cuts have infinite capacity and the function raises a *NetworkXError*.

## Examples

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x', 'a', capacity = 3.0)
>>> G.add_edge('x', 'b', capacity = 1.0)
>>> G.add_edge('a', 'c', capacity = 3.0)
>>> G.add_edge('b', 'c', capacity = 5.0)
>>> G.add_edge('b', 'd', capacity = 4.0)
>>> G.add_edge('d', 'e', capacity = 2.0)
>>> G.add_edge('c', 'y', capacity = 2.0)
>>> G.add_edge('e', 'y', capacity = 3.0)
>>> nx.min_cut(G, 'x', 'y')
3.0
```

## ford\_fulkerson

**ford\_fulkerson** (*G*, *s*, *t*, *capacity*='capacity')

Find a maximum single-commodity flow using the Ford-Fulkerson algorithm.

This algorithm uses Edmonds-Karp-Dinitz path selection rule which guarantees a running time of  $O(nm^2)$  for  $n$  nodes and  $m$  edges.

**Parameters** *G* : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

**s** : node

Source node for the flow.

**t** : node

Sink node for the flow.

**capacity**: string :

Edges of the graph G are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**Returns** **flow\_value** : integer, float

Value of the maximum flow, i.e., net outflow from the source.

**flow\_dict** : dictionary

Dictionary of dictionaries keyed by nodes such that flow\_dict[u][v] is the flow edge (u, v).

**Raises** **NetworkXError** :

The algorithm does not support MultiGraph and MultiDiGraph. If the input graph is an instance of one of these two classes, a NetworkXError is raised.

**NetworkXUnbounded** :

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a NetworkXUnbounded.

## Examples

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x', 'a', capacity=3.0)
>>> G.add_edge('x', 'b', capacity=1.0)
>>> G.add_edge('a', 'c', capacity=3.0)
>>> G.add_edge('b', 'c', capacity=5.0)
>>> G.add_edge('b', 'd', capacity=4.0)
>>> G.add_edge('d', 'e', capacity=2.0)
>>> G.add_edge('c', 'y', capacity=2.0)
>>> G.add_edge('e', 'y', capacity=3.0)
>>> flow, F = nx.ford_ulkerson(G, 'x', 'y')
>>> flow
3.0
```

## ford\_ulkerson\_flow

**ford\_ulkerson\_flow**(G, s, t, capacity='capacity')

Return a maximum flow for a single-commodity flow problem.

**Parameters** **G** : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

**s** : node

Source node for the flow.

**t** : node

Sink node for the flow.

**capacity**: string :

Edges of the graph *G* are expected to have an attribute *capacity* that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**Returns** **flow\_dict** : dictionary

Dictionary of dictionaries keyed by nodes such that `flow_dict[u][v]` is the flow edge (*u*, *v*).

**Raises** **NetworkXError** :

The algorithm does not support `MultiGraph` and `MultiDiGraph`. If the input graph is an instance of one of these two classes, a `NetworkXError` is raised.

**NetworkXUnbounded** :

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a `NetworkXUnbounded`.

## Examples

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x','a', capacity=3.0)
>>> G.add_edge('x','b', capacity=1.0)
>>> G.add_edge('a','c', capacity=3.0)
>>> G.add_edge('b','c', capacity=5.0)
>>> G.add_edge('b','d', capacity=4.0)
>>> G.add_edge('d','e', capacity=2.0)
>>> G.add_edge('c','y', capacity=2.0)
>>> G.add_edge('e','y', capacity=3.0)
>>> F = nx.ford_ulkerson_flow(G, 'x', 'y')
>>> for u, v in sorted(G.edges_iter()):
...     print('%s, %s' % (u, v), F[u][v])
...
(a, c) 2.00
(b, c) 0.00
(b, d) 1.00
(c, y) 2.00
(d, e) 1.00
(e, y) 1.00
(x, a) 2.00
(x, b) 1.00
```

## ford\_ulkerson\_flow\_and\_auxiliary

**ford\_ulkerson\_flow\_and\_auxiliary** (*G*, *s*, *t*, *capacity*='capacity')

Find a maximum single-commodity flow using the Ford-Fulkerson algorithm.



This function returns both the value of the maximum flow and the auxiliary network resulting after finding the maximum flow, which is also named residual network in the literature. The auxiliary network has edges with capacity equal to the capacity of the edge in the original network minus the flow that went through that edge. Notice that it can happen that a flow from  $v$  to  $u$  is allowed in the auxiliary network, though disallowed in the original network. A dictionary with infinite capacity edges can be found as an attribute of the auxiliary network.

**Parameters** **G** : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

**s** : node

Source node for the flow.

**t** : node

Sink node for the flow.

**capacity**: string :

Edges of the graph  $G$  are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**Returns** **flow\_value** : integer, float

Value of the maximum flow, i.e., net outflow from the source.

**auxiliary** : DiGraph

Residual/auxiliary network after finding the maximum flow. A dictionary with infinite capacity edges can be found as an attribute of this network: `auxiliary.graph['inf_capacity_flows']`

**Raises** **NetworkXError** :

The algorithm does not support MultiGraph and MultiDiGraph. If the input graph is an instance of one of these two classes, a NetworkXError is raised.

**NetworkXUnbounded** :

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a NetworkXUnbounded.

## Notes

This algorithm uses Edmonds-Karp-Dinitz path selection rule which guarantees a running time of  $O(nm^2)$  for  $n$  nodes and  $m$  edges.

## Examples

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x', 'a', capacity=3.0)
>>> G.add_edge('x', 'b', capacity=1.0)
>>> G.add_edge('a', 'c', capacity=3.0)
>>> G.add_edge('b', 'c', capacity=5.0)
>>> G.add_edge('b', 'd', capacity=4.0)
>>> G.add_edge('d', 'e', capacity=2.0)
```

```
>>> G.add_edge('c','y', capacity=2.0)
>>> G.add_edge('e','y', capacity=3.0)
>>> flow, auxiliary = nx.ford_ulkerson_flow_and_auxiliary(G, 'x', 'y')
>>> flow
3.0
>>> # A dictionary with infinite capacity flows can be found as an
>>> # attribute of the auxiliary network
>>> inf_capacity_flows = auxiliary.graph['inf_capacity_flows']
```

## 4.19.2 Preflow-push

<code>preflow_push(G, s, t[, capacity, ...])</code>	Find a maximum single-commodity flow using the highest-label preflow-push algorithm.
<code>preflow_push_value(G, s, t[, capacity, ...])</code>	Find a maximum single-commodity flow using the highest-label preflow-push algorithm.
<code>preflow_push_flow(G, s, t[, capacity, ...])</code>	Find a maximum single-commodity flow using the highest-label preflow-push algorithm.

### preflow\_push

**preflow\_push** (*G*, *s*, *t*, *capacity*=*'capacity'*, *global\_relabel\_freq*=1)

Find a maximum single-commodity flow using the highest-label preflow-push algorithm.

This algorithm has a running time of  $O(n^2\sqrt{m})$  for  $n$  nodes and  $m$  edges.

**Parameters** **G** : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

**s** : node

Source node for the flow.

**t** : node

Sink node for the flow.

**capacity** : string

Edges of the graph *G* are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**global\_relabel\_freq** : integer, float

Relative frequency of applying the global relabeling heuristic to speed up the algorithm. If it is None, the heuristic is disabled. Default value: 1.

**Returns** **flow\_value** : integer, float

Value of the maximum flow, i.e., net outflow from the source.

**flow\_dict** : dictionary

Dictionary of dictionaries keyed by nodes such that `flow_dict[u][v]` is the flow edge (*u*, *v*).

**Raises** **NetworkXError** :

The algorithm does not support MultiGraph and MultiDiGraph. If the input graph is an instance of one of these two classes, a NetworkXError is raised.

**NetworkXUnbounded :**

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a NetworkXUnbounded.

**Examples**

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x','a', capacity=3.0)
>>> G.add_edge('x','b', capacity=1.0)
>>> G.add_edge('a','c', capacity=3.0)
>>> G.add_edge('b','c', capacity=5.0)
>>> G.add_edge('b','d', capacity=4.0)
>>> G.add_edge('d','e', capacity=2.0)
>>> G.add_edge('c','y', capacity=2.0)
>>> G.add_edge('e','y', capacity=3.0)
>>> flow, F = nx.preflow_push(G, 'x', 'y')
>>> flow, F['a']['c']
(3.0, 2.0)
```

**preflow\_push\_value**

**preflow\_push\_value** (*G*, *s*, *t*, *capacity*='capacity', *global\_relabel\_freq*=1)

Find a maximum single-commodity flow using the highest-label preflow- push algorithm.

This algorithm has a running time of  $O(n^2\sqrt{m})$  for  $n$  nodes and  $m$  edges.

**Parameters** **G** : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

**s** : node

Source node for the flow.

**t** : node

Sink node for the flow.

**capacity** : string

Edges of the graph *G* are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**global\_relabel\_freq** : integer, float

Relative frequency of applying the global relabeling heuristic to speed up the algorithm. If it is None, the heuristic is disabled. Default value: 1.

**Returns** **flow\_value** : integer, float

Value of the maximum flow, i.e., net outflow from the source.

**Raises** **NetworkXError** :

The algorithm does not support MultiGraph and MultiDiGraph. If the input graph is an instance of one of these two classes, a NetworkXError is raised.

**NetworkXUnbounded :**

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a NetworkXUnbounded.

**Examples**

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x','a', capacity=3.0)
>>> G.add_edge('x','b', capacity=1.0)
>>> G.add_edge('a','c', capacity=3.0)
>>> G.add_edge('b','c', capacity=5.0)
>>> G.add_edge('b','d', capacity=4.0)
>>> G.add_edge('d','e', capacity=2.0)
>>> G.add_edge('c','y', capacity=2.0)
>>> G.add_edge('e','y', capacity=3.0)
>>> flow = nx.preflow_push_value(G, 'x', 'y')
>>> flow
3.0
```

**preflow\_push\_flow**

**preflow\_push\_flow**(*G*, *s*, *t*, *capacity*='capacity', *global\_relabel\_freq*=1)

Find a maximum single-commodity flow using the highest-label preflow- push algorithm.

This algorithm has a running time of  $O(n^2\sqrt{m})$  for  $n$  nodes and  $m$  edges.

**Parameters** **G** : NetworkX graph

Edges of the graph are expected to have an attribute called 'capacity'. If this attribute is not present, the edge is considered to have infinite capacity.

**s** : node

Source node for the flow.

**t** : node

Sink node for the flow.

**capacity** : string

Edges of the graph *G* are expected to have an attribute *capacity* that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**global\_relabel\_freq** : integer, float

Relative frequency of applying the global relabeling heuristic to speed up the algorithm. If it is None, the heuristic is disabled. Default value: 1.

**Returns** **flow\_dict** : dictionary

Dictionary of dictionaries keyed by nodes such that *flow\_dict*[*u*][*v*] is the flow edge (*u*, *v*).

**Raises** **NetworkXError** :

The algorithm does not support MultiGraph and MultiDiGraph. If the input graph is an instance of one of these two classes, a NetworkXError is raised.

**NetworkXUnbounded :**

If the graph has a path of infinite capacity, the value of a feasible flow on the graph is unbounded above and the function raises a NetworkXUnbounded.

**Examples**

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_edge('x','a', capacity=3.0)
>>> G.add_edge('x','b', capacity=1.0)
>>> G.add_edge('a','c', capacity=3.0)
>>> G.add_edge('b','c', capacity=5.0)
>>> G.add_edge('b','d', capacity=4.0)
>>> G.add_edge('d','e', capacity=2.0)
>>> G.add_edge('c','y', capacity=2.0)
>>> G.add_edge('e','y', capacity=3.0)
>>> F = nx.preflow_push_flow(G, 'x', 'y')
>>> F['a']['c']
2.0
```

**4.19.3 Network Simplex**

<code>network_simplex(G[, demand, capacity, weight])</code>	Find a minimum cost flow satisfying all demands in digraph G.
<code>min_cost_flow_cost(G[, demand, capacity, weight])</code>	Find the cost of a minimum cost flow satisfying all demands in digraph G.
<code>min_cost_flow(G[, demand, capacity, weight])</code>	Return a minimum cost flow satisfying all demands in digraph G.
<code>cost_of_flow(G, flowDict[, weight])</code>	Compute the cost of the flow given by flowDict on graph G.
<code>max_flow_min_cost(G, s, t[, capacity, weight])</code>	Return a maximum (s, t)-flow of minimum cost.

**network\_simplex**

**network\_simplex** (*G*, *demand*='demand', *capacity*='capacity', *weight*='weight')

Find a minimum cost flow satisfying all demands in digraph G.

This is a primal network simplex algorithm that uses the leaving arc rule to prevent cycling.

G is a digraph with edge costs and capacities and in which nodes have demand, i.e., they want to send or receive some amount of flow. A negative demand means that the node wants to send flow, a positive demand means that the node want to receive flow. A flow on the digraph G satisfies all demand if the net flow into each node is equal to the demand of that node.

**Parameters** **G** : NetworkX graph

DiGraph on which a minimum cost flow satisfying all demands is to be found.

**demand: string :**

Nodes of the graph G are expected to have an attribute demand that indicates how much flow a node wants to send (negative demand) or receive (positive demand). Note that the sum of the demands should be 0 otherwise the problem is not feasible. If this attribute is not present, a node is considered to have 0 demand. Default value: 'demand'.

**capacity: string :**

Edges of the graph G are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have

infinite capacity. Default value: 'capacity'.

**weight: string :**

Edges of the graph  $G$  are expected to have an attribute weight that indicates the cost incurred by sending one unit of flow on that edge. If not present, the weight is considered to be 0. Default value: 'weight'.

**Returns flowCost: integer, float :**

Cost of a minimum cost flow satisfying all demands.

**flowDict: dictionary :**

Dictionary of dictionaries keyed by nodes such that `flowDict[u][v]` is the flow edge  $(u, v)$ .

**Raises NetworkXError :**

This exception is raised if the input graph is not directed, not connected or is a multi-graph.

**NetworkXUnfeasible :**

**This exception is raised in the following situations:**

- The sum of the demands is not zero. Then, there is no flow satisfying all demands.
- There is no flow satisfying all demand.

**NetworkXUnbounded :**

This exception is raised if the digraph  $G$  has a cycle of negative cost and infinite capacity. Then, the cost of a flow satisfying all demands is unbounded below.

**See Also:**

`cost_of_flow, max_flow_min_cost, min_cost_flow, min_cost_flow_cost`

## Notes

This algorithm is not guaranteed to work if edge weights are floating point numbers (overflows and roundoff errors can cause problems).

## References

W. J. Cook, W. H. Cunningham, W. R. Pulleyblank and A. Schrijver. Combinatorial Optimization. Wiley-Interscience, 1998.

## Examples

A simple example of a min cost flow problem.

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_node('a', demand = -5)
>>> G.add_node('d', demand = 5)
>>> G.add_edge('a', 'b', weight = 3, capacity = 4)
>>> G.add_edge('a', 'c', weight = 6, capacity = 10)
>>> G.add_edge('b', 'd', weight = 1, capacity = 9)
```

```

>>> G.add_edge('c', 'd', weight = 2, capacity = 5)
>>> flowCost, flowDict = nx.network_simplex(G)
>>> flowCost
24
>>> flowDict
{'a': {'c': 1, 'b': 4}, 'c': {'d': 1}, 'b': {'d': 4}, 'd': {}}

```

The mincost flow algorithm can also be used to solve shortest path problems. To find the shortest path between two nodes *u* and *v*, give all edges an infinite capacity, give node *u* a demand of -1 and node *v* a demand a 1. Then run the network simplex. The value of a min cost flow will be the distance between *u* and *v* and edges carrying positive flow will indicate the path.

```

>>> G=nx.DiGraph()
>>> G.add_weighted_edges_from([('s','u',10), ('s','x',5),
...                           ('u','v',1), ('u','x',2),
...                           ('v','y',1), ('x','u',3),
...                           ('x','v',5), ('x','y',2),
...                           ('y','s',7), ('y','v',6)])
>>> G.add_node('s', demand = -1)
>>> G.add_node('v', demand = 1)
>>> flowCost, flowDict = nx.network_simplex(G)
>>> flowCost == nx.shortest_path_length(G, 's', 'v', weight = 'weight')
True
>>> sorted([(u, v) for u in flowDict for v in flowDict[u] if flowDict[u][v] > 0])
[('s', 'x'), ('u', 'v'), ('x', 'u')]
>>> nx.shortest_path(G, 's', 'v', weight = 'weight')
['s', 'x', 'u', 'v']

```

It is possible to change the name of the attributes used for the algorithm.

```

>>> G = nx.DiGraph()
>>> G.add_node('p', spam = -4)
>>> G.add_node('q', spam = 2)
>>> G.add_node('a', spam = -2)
>>> G.add_node('d', spam = -1)
>>> G.add_node('t', spam = 2)
>>> G.add_node('w', spam = 3)
>>> G.add_edge('p', 'q', cost = 7, vacancies = 5)
>>> G.add_edge('p', 'a', cost = 1, vacancies = 4)
>>> G.add_edge('q', 'd', cost = 2, vacancies = 3)
>>> G.add_edge('t', 'q', cost = 1, vacancies = 2)
>>> G.add_edge('a', 't', cost = 2, vacancies = 4)
>>> G.add_edge('d', 'w', cost = 3, vacancies = 4)
>>> G.add_edge('t', 'w', cost = 4, vacancies = 1)
>>> flowCost, flowDict = nx.network_simplex(G, demand = 'spam',
...                                       capacity = 'vacancies',
...                                       weight = 'cost')
>>> flowCost
37
>>> flowDict
{'a': {'t': 4}, 'd': {'w': 2}, 'q': {'d': 1}, 'p': {'q': 2, 'a': 2}, 't': {'q': 1, 'w': 1}, 'w':

```

## min\_cost\_flow\_cost

**min\_cost\_flow\_cost** (*G*, *demand*='demand', *capacity*='capacity', *weight*='weight')

Find the cost of a minimum cost flow satisfying all demands in digraph *G*.

*G* is a digraph with edge costs and capacities and in which nodes have demand, i.e., they want to send or receive

some amount of flow. A negative demand means that the node wants to send flow, a positive demand means that the node want to receive flow. A flow on the digraph  $G$  satisfies all demand if the net flow into each node is equal to the demand of that node.

**Parameters**  $G$  : NetworkX graph

DiGraph on which a minimum cost flow satisfying all demands is to be found.

**demand: string :**

Nodes of the graph  $G$  are expected to have an attribute demand that indicates how much flow a node wants to send (negative demand) or receive (positive demand). Note that the sum of the demands should be 0 otherwise the problem is not feasible. If this attribute is not present, a node is considered to have 0 demand. Default value: 'demand'.

**capacity: string :**

Edges of the graph  $G$  are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**weight: string :**

Edges of the graph  $G$  are expected to have an attribute weight that indicates the cost incurred by sending one unit of flow on that edge. If not present, the weight is considered to be 0. Default value: 'weight'.

**Returns** **flowCost: integer, float :**

Cost of a minimum cost flow satisfying all demands.

**Raises** **NetworkXError :**

This exception is raised if the input graph is not directed or not connected.

**NetworkXUnfeasible :**

**This exception is raised in the following situations:**

- The sum of the demands is not zero. Then, there is no flow satisfying all demands.
- There is no flow satisfying all demand.

**NetworkXUnbounded :**

This exception is raised if the digraph  $G$  has a cycle of negative cost and infinite capacity. Then, the cost of a flow satisfying all demands is unbounded below.

**See Also:**

`cost_of_flow`, `max_flow_min_cost`, `min_cost_flow`, `network_simplex`

## Examples

A simple example of a min cost flow problem.

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_node('a', demand = -5)
>>> G.add_node('d', demand = 5)
>>> G.add_edge('a', 'b', weight = 3, capacity = 4)
>>> G.add_edge('a', 'c', weight = 6, capacity = 10)
>>> G.add_edge('b', 'd', weight = 1, capacity = 9)
>>> G.add_edge('c', 'd', weight = 2, capacity = 5)
```



```
>>> flowCost = nx.min_cost_flow_cost(G)
>>> flowCost
24
```

## min\_cost\_flow

**min\_cost\_flow**(*G*, *demand*='demand', *capacity*='capacity', *weight*='weight')

Return a minimum cost flow satisfying all demands in digraph *G*.

*G* is a digraph with edge costs and capacities and in which nodes have demand, i.e., they want to send or receive some amount of flow. A negative demand means that the node wants to send flow, a positive demand means that the node want to receive flow. A flow on the digraph *G* satisfies all demand if the net flow into each node is equal to the demand of that node.

**Parameters** *G* : NetworkX graph

DiGraph on which a minimum cost flow satisfying all demands is to be found.

**demand: string :**

Nodes of the graph *G* are expected to have an attribute *demand* that indicates how much flow a node wants to send (negative demand) or receive (positive demand). Note that the sum of the demands should be 0 otherwise the problem is not feasible. If this attribute is not present, a node is considered to have 0 demand. Default value: 'demand'.

**capacity: string :**

Edges of the graph *G* are expected to have an attribute *capacity* that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**weight: string :**

Edges of the graph *G* are expected to have an attribute *weight* that indicates the cost incurred by sending one unit of flow on that edge. If not present, the weight is considered to be 0. Default value: 'weight'.

**Returns** **flowDict: dictionary :**

Dictionary of dictionaries keyed by nodes such that *flowDict*[*u*][*v*] is the flow edge (*u*, *v*).

**Raises** **NetworkXError :**

This exception is raised if the input graph is not directed or not connected.

**NetworkXUnfeasible :**

**This exception is raised in the following situations:**

- The sum of the demands is not zero. Then, there is no flow satisfying all demands.
- There is no flow satisfying all demand.

**NetworkXUnbounded :**

This exception is raised if the digraph *G* has a cycle of negative cost and infinite capacity. Then, the cost of a flow satisfying all demands is unbounded below.

**See Also:**

`cost_of_flow`, `max_flow_min_cost`, `min_cost_flow_cost`, `network_simplex`

## Examples

A simple example of a min cost flow problem.

```
>>> import networkx as nx
>>> G = nx.DiGraph()
>>> G.add_node('a', demand = -5)
>>> G.add_node('d', demand = 5)
>>> G.add_edge('a', 'b', weight = 3, capacity = 4)
>>> G.add_edge('a', 'c', weight = 6, capacity = 10)
>>> G.add_edge('b', 'd', weight = 1, capacity = 9)
>>> G.add_edge('c', 'd', weight = 2, capacity = 5)
>>> flowDict = nx.min_cost_flow(G)
```

## cost\_of\_flow

**cost\_of\_flow**(*G*, *flowDict*, *weight*='weight')

Compute the cost of the flow given by *flowDict* on graph *G*.

Note that this function does not check for the validity of the flow *flowDict*. This function will fail if the graph *G* and the flow don't have the same edge set.

**Parameters** *G* : NetworkX graph

DiGraph on which a minimum cost flow satisfying all demands is to be found.

**weight: string :**

Edges of the graph *G* are expected to have an attribute *weight* that indicates the cost incurred by sending one unit of flow on that edge. If not present, the weight is considered to be 0. Default value: 'weight'.

**flowDict: dictionary :**

Dictionary of dictionaries keyed by nodes such that *flowDict*[*u*][*v*] is the flow edge (*u*, *v*).

**Returns** *cost*: Integer, float :

The total cost of the flow. This is given by the sum over all edges of the product of the edge's flow and the edge's weight.

**See Also:**

`max_flow_min_cost`, `min_cost_flow`, `min_cost_flow_cost`, `network_simplex`

## max\_flow\_min\_cost

**max\_flow\_min\_cost**(*G*, *s*, *t*, *capacity*='capacity', *weight*='weight')

Return a maximum (*s*, *t*)-flow of minimum cost.

*G* is a digraph with edge costs and capacities. There is a source node *s* and a sink node *t*. This function finds a maximum flow from *s* to *t* whose total cost is minimized.

**Parameters** *G* : NetworkX graph

DiGraph on which a minimum cost flow satisfying all demands is to be found.

**s: node label :**

Source of the flow.

**t: node label :**

Destination of the flow.

**capacity: string :**

Edges of the graph G are expected to have an attribute capacity that indicates how much flow the edge can support. If this attribute is not present, the edge is considered to have infinite capacity. Default value: 'capacity'.

**weight: string :**

Edges of the graph G are expected to have an attribute weight that indicates the cost incurred by sending one unit of flow on that edge. If not present, the weight is considered to be 0. Default value: 'weight'.

**Returns flowDict: dictionary :**

Dictionary of dictionaries keyed by nodes such that flowDict[u][v] is the flow edge (u, v).

**Raises NetworkXError :**

This exception is raised if the input graph is not directed or not connected.

**NetworkXUnbounded :**

This exception is raised if there is an infinite capacity path from s to t in G. In this case there is no maximum flow. This exception is also raised if the digraph G has a cycle of negative cost and infinite capacity. Then, the cost of a flow is unbounded below.

**See Also:**

`cost_of_flow`, `ford_ulkerson`, `min_cost_flow`, `min_cost_flow_cost`,  
`network_simplex`

**Examples**

```
>>> G = nx.DiGraph()
>>> G.add_edges_from([(1, 2, {'capacity': 12, 'weight': 4}),
...                  (1, 3, {'capacity': 20, 'weight': 6}),
...                  (2, 3, {'capacity': 6, 'weight': -3}),
...                  (2, 6, {'capacity': 14, 'weight': 1}),
...                  (3, 4, {'weight': 9}),
...                  (3, 5, {'capacity': 10, 'weight': 5}),
...                  (4, 2, {'capacity': 19, 'weight': 13}),
...                  (4, 5, {'capacity': 4, 'weight': 0}),
...                  (5, 7, {'capacity': 28, 'weight': 2}),
...                  (6, 5, {'capacity': 11, 'weight': 1}),
...                  (6, 7, {'weight': 8}),
...                  (7, 4, {'capacity': 6, 'weight': 6})])
>>> mincostFlow = nx.max_flow_min_cost(G, 1, 7)
>>> nx.cost_of_flow(G, mincostFlow)
373
>>> maxFlow = nx.ford_ulkerson_flow(G, 1, 7)
>>> nx.cost_of_flow(G, maxFlow)
428
>>> mincostFlowValue = (sum((mincostFlow[u][7] for u in G.predecessors(7)))
...                     - sum((mincostFlow[7][v] for v in G.successors(7))))
>>> mincostFlowValue == nx.max_flow(G, 1, 7)
True
```

## 4.20 Graphical degree sequence

Test sequences for graphiness.

<code>is_graphical(sequence[, method])</code>	Returns True if sequence is a valid degree sequence.
<code>is_digraphical(in_sequence, out_sequence)</code>	Returns True if some directed graph can realize the in- and out-degree sequences.
<code>is_multigraphical(sequence)</code>	Returns True if some multigraph can realize the sequence.
<code>is_pseudographical(sequence)</code>	Returns True if some pseudograph can realize the sequence.
<code>is_valid_degree_sequence_havel_hakimi(deg_sequence)</code>	Returns True if deg_sequence can be realized by a simple graph.
<code>is_valid_degree_sequence_erdos_gallai(deg_sequence)</code>	Returns True if deg_sequence can be realized by a simple graph.

### 4.20.1 is\_graphical

**is\_graphical** (*sequence*, *method*='eg')

Returns True if sequence is a valid degree sequence.

A degree sequence is valid if some graph can realize it.

**Parameters** **sequence** : list or iterable container

A sequence of integer node degrees

**method** : "eg" | "hh"

The method used to validate the degree sequence. "eg" corresponds to the Erdős-Gallai algorithm, and "hh" to the Havel-Hakimi algorithm.

**Returns** **valid** : bool

True if the sequence is a valid degree sequence and False if not.

#### References

**Erdős-Gallai** [EG1960], [choudum1986]

**Havel-Hakimi** [havel1955], [hakimi1962], [CL1996]

#### Examples

```
>>> G = nx.path_graph(4)
>>> sequence = G.degree().values()
>>> nx.is_valid_degree_sequence(sequence)
True
```

### 4.20.2 is\_digraphical

**is\_digraphical** (*in\_sequence*, *out\_sequence*)

Returns True if some directed graph can realize the in- and out-degree sequences.

**Parameters** **in\_sequence** : list or iterable container

A sequence of integer node in-degrees

**out\_sequence** : list or iterable container

A sequence of integer node out-degrees

**Returns** **valid** : bool

True if in and out-sequences are digraphic False if not.

#### Notes

This algorithm is from Kleitman and Wang [R226]. The worst case runtime is  $O(s * \log n)$  where  $s$  and  $n$  are the sum and length of the sequences respectively.

#### References

[R226]

### 4.20.3 is\_multigraphical

**is\_multigraphical** (*sequence*)

Returns True if some multigraph can realize the sequence.

**Parameters** **deg\_sequence** : list

A list of integers

**Returns** **valid** : bool

True if deg\_sequence is a multigraphic degree sequence and False if not.

#### Notes

The worst-case run time is  $O(n)$  where  $n$  is the length of the sequence.

#### References

[R227]

### 4.20.4 is\_pseudographical

**is\_pseudographical** (*sequence*)

Returns True if some pseudograph can realize the sequence.

Every nonnegative integer sequence with an even sum is pseudographical (see [R228]).

**Parameters** **sequence** : list or iterable container

A sequence of integer node degrees

**Returns** **valid** : bool

True if the sequence is a pseudographic degree sequence and False if not.

## Notes

The worst-case run time is  $O(n)$  where  $n$  is the length of the sequence.

## References

[R228]

### 4.20.5 `is_valid_degree_sequence_havel_hakimi`

**`is_valid_degree_sequence_havel_hakimi`** (*deg\_sequence*)

Returns True if `deg_sequence` can be realized by a simple graph.

The validation proceeds using the Havel-Hakimi theorem. Worst-case run time is:  $O(s)$  where  $s$  is the sum of the sequence.

**Parameters** `deg_sequence` : list

A list of integers where each element specifies the degree of a node in a graph.

**Returns** `valid` : bool

True if `deg_sequence` is graphical and False if not.

## Notes

The ZZ condition says that for the sequence  $d$  if

$$|d| \geq \frac{(\max(d) + \min(d) + 1)^2}{4 * \min(d)}$$

then  $d$  is graphical. This was shown in Theorem 6 in [R231].

## References

[havel1955], [hakimi1962], [CL1996]

[R231]

### 4.20.6 `is_valid_degree_sequence_erdos_gallai`

**`is_valid_degree_sequence_erdos_gallai`** (*deg\_sequence*)

Returns True if `deg_sequence` can be realized by a simple graph.

The validation is done using the Erdős-Gallai theorem [EG1960].

**Parameters** `deg_sequence` : list

A list of integers

**Returns** `valid` : bool

True if `deg_sequence` is graphical and False if not.

## Notes

This implementation uses an equivalent form of the Erdős-Gallai criterion. Worst-case run time is:  $O(n)$  where  $n$  is the length of the sequence.

Specifically, a sequence  $d$  is graphical if and only if the sum of the sequence is even and for all strong indices  $k$  in the sequence,

$$\sum_{i=1}^k d_i \leq k(k-1) + \sum_{j=k+1}^n \min(d_i, k) = k(n-1) - (k \sum_{j=0}^{k-1} n_j - \sum_{j=0}^{k-1} j n_j)$$

A strong index  $k$  is any index where  $d_k \geq k$  and the value  $n_j$  is the number of occurrences of  $j$  in  $d$ . The maximal strong index is called the Durfee index.

This particular rearrangement comes from the proof of Theorem 3 in [R230].

The ZZ condition says that for the sequence  $d$  if

$$|d| \geq \frac{(\max(d) + \min(d) + 1)^2}{4 * \min(d)}$$

then  $d$  is graphical. This was shown in Theorem 6 in [R230].

## References

[EG1960], [choudum1986]

[R229], [R230]

## 4.21 Hierarchy

Flow Hierarchy.

---

`flow_hierarchy(G[, weight])` Returns the flow hierarchy of a directed network.

---

### 4.21.1 flow\_hierarchy

**flow\_hierarchy** ( $G$ ,  $weight=None$ )

Returns the flow hierarchy of a directed network.

Flow hierarchy is defined as the fraction of edges not participating in cycles in a directed graph [R232].

**Parameters**  $G$  : DiGraph or MultiDiGraph

A directed graph

**weight** : key, optional (default=None)

Attribute to use for node weights. If None the weight defaults to 1.

**Returns**  $h$  : float

Flow heirarchy value

### Notes

The algorithm described in [R232] computes the flow hierarchy through exponentiation of the adjacency matrix. This function implements an alternative approach that finds strongly connected components. An edge is in a cycle if and only if it is in a strongly connected component, which can be found in  $O(m)$  time using Tarjan's algorithm.

### References

[R232]

## 4.22 Isolates

Functions for identifying isolate (degree zero) nodes.

<code>is_isolate(G, n)</code>	Determine of node n is an isolate (degree zero).
<code>isolates(G)</code>	Return list of isolates in the graph.

### 4.22.1 is\_isolate

**is\_isolate**(*G*, *n*)

Determine of node n is an isolate (degree zero).

**Parameters** *G* : graph

A networkx graph

**n** : node

A node in G

**Returns** *isolate* : bool

True if n has no neighbors, False otherwise.

### Examples

```
>>> G=nx.Graph()
>>> G.add_edge(1,2)
>>> G.add_node(3)
>>> nx.is_isolate(G,2)
False
>>> nx.is_isolate(G,3)
True
```

### 4.22.2 isolates

**isolates**(*G*)

Return list of isolates in the graph.



Isolates are nodes with no neighbors (degree zero).

**Parameters** **G** : graph

A networkx graph

**Returns** **isolates** : list

List of isolate nodes.

### Examples

```
>>> G = nx.Graph()
>>> G.add_edge(1,2)
>>> G.add_node(3)
>>> nx.isolates(G)
[3]
```

To remove all isolates in the graph use >>> G.remove\_nodes\_from(nx.isolates(G)) >>> G.nodes() [1, 2]

For digraphs isolates have zero in-degree and zero out\_degree >>> G = nx.DiGraph([(0,1),(1,2)]) >>> G.add\_node(3) >>> nx.isolates(G) [3]

## 4.23 Isomorphism

<code>is_isomorphic(G1, G2[, node_match, edge_match])</code>	Returns True if the graphs G1 and G2 are isomorphic and False otherwise.
<code>could_be_isomorphic(G1, G2)</code>	Returns False if graphs are definitely not isomorphic.
<code>fast_could_be_isomorphic(G1, G2)</code>	Returns False if graphs are definitely not isomorphic.
<code>faster_could_be_isomorphic(G1, G2)</code>	Returns False if graphs are definitely not isomorphic.

### 4.23.1 is\_isomorphic

**is\_isomorphic** (G1, G2, node\_match=None, edge\_match=None)

Returns True if the graphs G1 and G2 are isomorphic and False otherwise.

**Parameters** **G1, G2: graphs** :

The two graphs G1 and G2 must be the same type.

**node\_match** : callable

A function that returns True if node n1 in G1 and n2 in G2 should be considered equal during the isomorphism test. If node\_match is not specified then node attributes are not considered.

The function will be called like

node\_match(G1.node[n1], G2.node[n2]).

That is, the function will receive the node attribute dictionaries for n1 and n2 as inputs.

**edge\_match** : callable

A function that returns True if the edge attribute dictionary for the pair of nodes (u1, v1) in G1 and (u2, v2) in G2 should be considered equal during the isomorphism test. If edge\_match is not specified then edge attributes are not considered.

The function will be called like

```
edge_match(G1[u1][v1], G2[u2][v2]).
```

That is, the function will receive the edge attribute dictionaries of the edges under consideration.

**See Also:**

`numerical_node_match`, `numerical_edge_match`, `numerical_multiedge_match`,  
`categorical_node_match`, `categorical_edge_match`, `categorical_multiedge_match`

**Notes**

Uses the vf2 algorithm [R233].

**References**

[R233]

**Examples**

```
>>> import networkx.algorithms.isomorphism as iso
```

For digraphs G1 and G2, using ‘weight’ edge attribute (default: 1)

```
>>> G1 = nx.DiGraph()
>>> G2 = nx.DiGraph()
>>> G1.add_path([1,2,3,4],weight=1)
>>> G2.add_path([10,20,30,40],weight=2)
>>> em = iso.numerical_edge_match('weight', 1)
>>> nx.is_isomorphic(G1, G2) # no weights considered
True
>>> nx.is_isomorphic(G1, G2, edge_match=em) # match weights
False
```

For multidigraphs G1 and G2, using ‘fill’ node attribute (default: ‘’)

```
>>> G1 = nx.MultiDiGraph()
>>> G2 = nx.MultiDiGraph()
>>> G1.add_nodes_from([1,2,3],fill='red')
>>> G2.add_nodes_from([10,20,30,40],fill='red')
>>> G1.add_path([1,2,3,4],weight=3, linewidth=2.5)
>>> G2.add_path([10,20,30,40],weight=3)
>>> nm = iso.categorical_node_match('fill', 'red')
>>> nx.is_isomorphic(G1, G2, node_match=nm)
True
```

For multidigraphs G1 and G2, using ‘weight’ edge attribute (default: 7)

```
>>> G1.add_edge(1,2, weight=7)
>>> G2.add_edge(10,20)
>>> em = iso.numerical_multiedge_match('weight', 7, rtol=1e-6)
>>> nx.is_isomorphic(G1, G2, edge_match=em)
True
```

For multigraphs G1 and G2, using ‘weight’ and ‘linewidth’ edge attributes with default values 7 and 2.5. Also using ‘fill’ node attribute with default value ‘red’.

```
>>> em = iso.numerical_multiedge_match(['weight', 'linewidth'], [7, 2.5])
>>> nm = iso.categorical_node_match('fill', 'red')
>>> nx.is_isomorphic(G1, G2, edge_match=em, node_match=nm)
True
```

### 4.23.2 could\_be\_isomorphic

**could\_be\_isomorphic**(*G1*, *G2*)

Returns False if graphs are definitely not isomorphic. True does NOT guarantee isomorphism.

**Parameters** *G1*, *G2* : graphs

The two graphs *G1* and *G2* must be the same type.

#### Notes

Checks for matching degree, triangle, and number of cliques sequences.

### 4.23.3 fast\_could\_be\_isomorphic

**fast\_could\_be\_isomorphic**(*G1*, *G2*)

Returns False if graphs are definitely not isomorphic.

True does NOT guarantee isomorphism.

**Parameters** *G1*, *G2* : graphs

The two graphs *G1* and *G2* must be the same type.

#### Notes

Checks for matching degree and triangle sequences.

### 4.23.4 faster\_could\_be\_isomorphic

**faster\_could\_be\_isomorphic**(*G1*, *G2*)

Returns False if graphs are definitely not isomorphic.

True does NOT guarantee isomorphism.

**Parameters** *G1*, *G2* : graphs

The two graphs *G1* and *G2* must be the same type.

#### Notes

Checks for matching degree sequences.

### 4.23.5 Advanced Interface to VF2 Algorithm

#### VF2 Algorithm

An implementation of VF2 algorithm for graph isomorphism testing.

The simplest interface to use this module is to call `networkx.is_isomorphic()`.

#### Introduction

The `GraphMatcher` and `DiGraphMatcher` are responsible for matching graphs or directed graphs in a predetermined manner. This usually means a check for an isomorphism, though other checks are also possible. For example, a subgraph of one graph can be checked for isomorphism to a second graph.

Matching is done via syntactic feasibility. It is also possible to check for semantic feasibility. Feasibility, then, is defined as the logical AND of the two functions.

To include a semantic check, the (Di)GraphMatcher class should be subclassed, and the `semantic_feasibility()` function should be redefined. By default, the semantic feasibility function always returns `True`. The effect of this is that semantics are not considered in the matching of `G1` and `G2`.

#### Examples

Suppose `G1` and `G2` are isomorphic graphs. Verification is as follows:

```
>>> from networkx.algorithms import isomorphism
>>> G1 = nx.path_graph(4)
>>> G2 = nx.path_graph(4)
>>> GM = isomorphism.GraphMatcher(G1,G2)
>>> GM.is_isomorphic()
True
```

`GM.mapping` stores the isomorphism mapping from `G1` to `G2`.

```
>>> GM.mapping
{0: 0, 1: 1, 2: 2, 3: 3}
```

Suppose `G1` and `G2` are isomorphic directed graphs. Verification is as follows:

```
>>> G1 = nx.path_graph(4, create_using=nx.DiGraph())
>>> G2 = nx.path_graph(4, create_using=nx.DiGraph())
>>> DiGM = isomorphism.DiGraphMatcher(G1,G2)
>>> DiGM.is_isomorphic()
True
```

`DiGM.mapping` stores the isomorphism mapping from `G1` to `G2`.

```
>>> DiGM.mapping
{0: 0, 1: 1, 2: 2, 3: 3}
```

#### Subgraph Isomorphism

Graph theory literature can be ambiguous about the meaning of the above statement, and we seek to clarify it now.

In the VF2 literature, a mapping  $M$  is said to be a graph-subgraph isomorphism iff  $M$  is an isomorphism between  $G_2$  and a subgraph of  $G_1$ . Thus, to say that  $G_1$  and  $G_2$  are graph-subgraph isomorphic is to say that a subgraph of  $G_1$  is isomorphic to  $G_2$ .

Other literature uses the phrase ‘subgraph isomorphic’ as in ‘ $G_1$  does not have a subgraph isomorphic to  $G_2$ ’. Another use is as an in adverb for isomorphic. Thus, to say that  $G_1$  and  $G_2$  are subgraph isomorphic is to say that a subgraph of  $G_1$  is isomorphic to  $G_2$ .

Finally, the term ‘subgraph’ can have multiple meanings. In this context, ‘subgraph’ always means a ‘node-induced subgraph’. Edge-induced subgraph isomorphisms are not directly supported, but one should be able to perform the check by making use of `nx.line_graph()`. For subgraphs which are not induced, the term ‘monomorphism’ is preferred over ‘isomorphism’. Currently, it is not possible to check for monomorphisms.

Let  $G=(N,E)$  be a graph with a set of nodes  $N$  and set of edges  $E$ .

**If  $G'=(N',E')$  is a subgraph, then:**  $N'$  is a subset of  $N$   $E'$  is a subset of  $E$

**If  $G'=(N',E')$  is a node-induced subgraph, then:**  $N'$  is a subset of  $N$   $E'$  is the subset of edges in  $E$  relating nodes in  $N'$

**If  $G'=(N',E')$  is an edge-induced subgraph, then:**  $N'$  is the subset of nodes in  $N$  related by edges in  $E'$   $E'$  is a subset of  $E$

## References

- [1] Luigi P. Cordella, Pasquale Foggia, Carlo Sansone, Mario Vento, “A (Sub)Graph Isomorphism Algorithm for Matching Large Graphs”, IEEE Transactions on Pattern Analysis and Machine Intelligence, vol. 26, no. 10, pp. 1367-1372, Oct., 2004. <http://ieeexplore.ieee.org/iel5/34/29305/01323804.pdf>
- [2] L. P. Cordella, P. Foggia, C. Sansone, M. Vento, “An Improved Algorithm for Matching Large Graphs”, 3rd IAPR-TC15 Workshop on Graph-based Representations in Pattern Recognition, Cuen, pp. 149-159, 2001. <http://amalfi.dis.unina.it/graph/db/papers/vf-algorithm.pdf>

## See Also

`syntactic_feasibility()`, `semantic_feasibility()`

## Notes

Modified to handle undirected graphs. Modified to handle multiple edges.

In general, this problem is NP-Complete.

## Graph Matcher

<code>GraphMatcher.__init__(G1, G2[, node_match, ...])</code>	Initialize graph matcher.
<code>GraphMatcher.initialize()</code>	Reinitializes the state of the algorithm.
<code>GraphMatcher.is_isomorphic()</code>	Returns True if $G_1$ and $G_2$ are isomorphic graphs.
<code>GraphMatcher.subgraph_is_isomorphic()</code>	Returns True if a subgraph of $G_1$ is isomorphic to $G_2$ .
<code>GraphMatcher.isomorphisms_iter()</code>	Generator over isomorphisms between $G_1$ and $G_2$ .
<code>GraphMatcher.subgraph_isomorphisms_iter()</code>	Generator over isomorphisms between a subgraph of $G_1$ and $G_2$ .
<code>GraphMatcher.candidate_pairs_iter()</code>	Iterator over candidate pairs of nodes in $G_1$ and $G_2$ .

Continued on next

Table 4.54 – continued from previous page

<code>GraphMatcher.match()</code>	Extends the isomorphism mapping.
<code>GraphMatcher.semantic_feasibility(G1_node, ...)</code>	Returns True if mapping G1_node to G2_node is semantically feasible.
<code>GraphMatcher.syntactic_feasibility(G1_node, ...)</code>	Returns True if adding (G1_node, G2_node) is syntactically feasible.

**`__init__`**

`GraphMatcher.__init__(G1, G2, node_match=None, edge_match=None)`

Initialize graph matcher.

**Parameters** **G1, G2:** graph :

The graphs to be tested.

**node\_match:** callable :

A function that returns True iff node n1 in G1 and n2 in G2 should be considered equal during the isomorphism test. The function will be called like:

```
node_match(G1.node[n1], G2.node[n2])
```

That is, the function will receive the node attribute dictionaries of the nodes under consideration. If None, then no attributes are considered when testing for an isomorphism.

**edge\_match:** callable :

A function that returns True iff the edge attribute dictionary for the pair of nodes (u1, v1) in G1 and (u2, v2) in G2 should be considered equal during the isomorphism test. The function will be called like:

```
edge_match(G1[u1][v1], G2[u2][v2])
```

That is, the function will receive the edge attribute dictionaries of the edges under consideration. If None, then no attributes are considered when testing for an isomorphism.

**`initialize`**

`GraphMatcher.initialize()`

Reinitializes the state of the algorithm.

This method should be redefined if using something other than GMState. If only subclassing GraphMatcher, a redefinition is not necessary.

**`is_isomorphic`**

`GraphMatcher.is_isomorphic()`

Returns True if G1 and G2 are isomorphic graphs.

**`subgraph_is_isomorphic`**

`GraphMatcher.subgraph_is_isomorphic()`

Returns True if a subgraph of G1 is isomorphic to G2.

**`isomorphisms_iter`**

`GraphMatcher.isomorphisms_iter()`

Generator over isomorphisms between G1 and G2.

**subgraph\_isomorphisms\_iter**

`GraphMatcher.subgraph_isomorphisms_iter()`

Generator over isomorphisms between a subgraph of G1 and G2.

**candidate\_pairs\_iter**

`GraphMatcher.candidate_pairs_iter()`

Iterator over candidate pairs of nodes in G1 and G2.

**match**

`GraphMatcher.match()`

Extends the isomorphism mapping.

This function is called recursively to determine if a complete isomorphism can be found between G1 and G2. It cleans up the class variables after each recursive call. If an isomorphism is found, we yield the mapping.

**semantic\_feasibility**

`GraphMatcher.semantic_feasibility(G1_node, G2_node)`

Returns True if mapping G1\_node to G2\_node is semantically feasible.

**syntactic\_feasibility**

`GraphMatcher.syntactic_feasibility(G1_node, G2_node)`

Returns True if adding (G1\_node, G2\_node) is syntactically feasible.

This function returns True if it is adding the candidate pair to the current partial isomorphism mapping is allowable. The addition is allowable if the inclusion of the candidate pair does not make it impossible for an isomorphism to be found.

**DiGraph Matcher**

<code>DiGraphMatcher.__init__(G1, G2[, ...])</code>	Initialize graph matcher.
<code>DiGraphMatcher.initialize()</code>	Reinitializes the state of the algorithm.
<code>DiGraphMatcher.is_isomorphic()</code>	Returns True if G1 and G2 are isomorphic graphs.
<code>DiGraphMatcher.subgraph_is_isomorphic()</code>	Returns True if a subgraph of G1 is isomorphic to G2.
<code>DiGraphMatcher.isomorphisms_iter()</code>	Generator over isomorphisms between G1 and G2.
<code>DiGraphMatcher.subgraph_isomorphisms_iter()</code>	Generator over isomorphisms between a subgraph of G1 and G2.
<code>DiGraphMatcher.candidate_pairs_iter()</code>	Iterator over candidate pairs of nodes in G1 and G2.
<code>DiGraphMatcher.match()</code>	Extends the isomorphism mapping.
<code>DiGraphMatcher.semantic_feasibility(G1_node, ...)</code>	Returns True if mapping G1_node to G2_node is semantically feasible.
<code>DiGraphMatcher.syntactic_feasibility(...)</code>	Returns True if adding (G1_node, G2_node) is syntactically feasible.

**\_\_init\_\_**

`DiGraphMatcher.__init__(G1, G2, node_match=None, edge_match=None)`

Initialize graph matcher.

**Parameters** **G1, G2** : graph

The graphs to be tested.

**node\_match** : callable

A function that returns True iff node n1 in G1 and n2 in G2 should be considered equal during the isomorphism test. The function will be called like:

```
node_match(G1.node[n1], G2.node[n2])
```

That is, the function will receive the node attribute dictionaries of the nodes under consideration. If None, then no attributes are considered when testing for an isomorphism.

**edge\_match** : callable

A function that returns True iff the edge attribute dictionary for the pair of nodes (u1, v1) in G1 and (u2, v2) in G2 should be considered equal during the isomorphism test. The function will be called like:

```
edge_match(G1[u1][v1], G2[u2][v2])
```

That is, the function will receive the edge attribute dictionaries of the edges under consideration. If None, then no attributes are considered when testing for an isomorphism.

### **initialize**

`DiGraphMatcher.initialize()`

Reinitializes the state of the algorithm.

This method should be redefined if using something other than DiGMState. If only subclassing GraphMatcher, a redefinition is not necessary.

### **is\_isomorphic**

`DiGraphMatcher.is_isomorphic()`

Returns True if G1 and G2 are isomorphic graphs.

### **subgraph\_is\_isomorphic**

`DiGraphMatcher.subgraph_is_isomorphic()`

Returns True if a subgraph of G1 is isomorphic to G2.

### **isomorphisms\_iter**

`DiGraphMatcher.isomorphisms_iter()`

Generator over isomorphisms between G1 and G2.

### **subgraph\_isomorphisms\_iter**

`DiGraphMatcher.subgraph_isomorphisms_iter()`

Generator over isomorphisms between a subgraph of G1 and G2.

### **candidate\_pairs\_iter**

`DiGraphMatcher.candidate_pairs_iter()`

Iterator over candidate pairs of nodes in G1 and G2.

### **match**

`DiGraphMatcher.match()`

Extends the isomorphism mapping.

This function is called recursively to determine if a complete isomorphism can be found between G1 and G2. It cleans up the class variables after each recursive call. If an isomorphism is found, we yield the mapping.



**semantic\_feasibility**

`DiGraphMatcher.semantic_feasibility(G1_node, G2_node)`

Returns True if mapping `G1_node` to `G2_node` is semantically feasible.

**syntactic\_feasibility**

`DiGraphMatcher.syntactic_feasibility(G1_node, G2_node)`

Returns True if adding `(G1_node, G2_node)` is syntactically feasible.

This function returns True if it is adding the candidate pair to the current partial isomorphism mapping is allowable. The addition is allowable if the inclusion of the candidate pair does not make it impossible for an isomorphism to be found.

**Match helpers**

<code>categorical_node_match(attr, default)</code>	Returns a comparison function for a categorical node attribute.
<code>categorical_edge_match(attr, default)</code>	Returns a comparison function for a categorical edge attribute.
<code>categorical_multiedge_match(attr, default)</code>	Returns a comparison function for a categorical edge attribute.
<code>numerical_node_match(attr, default[, rtol, atol])</code>	Returns a comparison function for a numerical node attribute.
<code>numerical_edge_match(attr, default[, rtol, atol])</code>	Returns a comparison function for a numerical edge attribute.
<code>numerical_multiedge_match(attr, default[, ...])</code>	Returns a comparison function for a numerical edge attribute.
<code>generic_node_match(attr, default, op)</code>	Returns a comparison function for a generic attribute.
<code>generic_edge_match(attr, default, op)</code>	Returns a comparison function for a generic attribute.
<code>generic_multiedge_match(attr, default, op)</code>	Returns a comparison function for a generic attribute.

**categorical\_node\_match**

`categorical_node_match(attr, default)`

Returns a comparison function for a categorical node attribute.

The value(s) of the `attr`(s) must be hashable and comparable via the `==` operator since they are placed into a `set()` object. If the sets from `G1` and `G2` are the same, then the constructed function returns True.

**Parameters** `attr` : string | list

The categorical node attribute to compare, or a list of categorical node attributes to compare.

**default** : value | list

The default value for the categorical node attribute, or a list of default values for the categorical node attributes.

**Returns** `match` : function

The customized, categorical *node<sub>m</sub>atch* function.

**Examples**

```
>>> import networkx.algorithms.isomorphism as iso
>>> nm = iso.categorical_node_match('size', 1)
>>> nm = iso.categorical_node_match(['color', 'size'], ['red', 2])
```

**categorical\_edge\_match**

**categorical\_edge\_match** (*attr, default*)

Returns a comparison function for a categorical edge attribute.

The value(s) of the attr(s) must be hashable and comparable via the == operator since they are placed into a set({}) object. If the sets from G1 and G2 are the same, then the constructed function returns True.

**Parameters** **attr** : string | list

The categorical edge attribute to compare, or a list of categorical edge attributes to compare.

**default** : value | list

The default value for the categorical edge attribute, or a list of default values for the categorical edge attributes.

**Returns** **match** : function

The customized, categorical *edge<sub>m</sub>atch* function.

**Examples**

```
>>> import networkx.algorithms.isomorphism as iso
>>> nm = iso.categorical_edge_match('size', 1)
>>> nm = iso.categorical_edge_match(['color', 'size'], ['red', 2])
```

**categorical\_multiedge\_match****categorical\_multiedge\_match** (*attr, default*)

Returns a comparison function for a categorical edge attribute.

The value(s) of the attr(s) must be hashable and comparable via the == operator since they are placed into a set({}) object. If the sets from G1 and G2 are the same, then the constructed function returns True.

**Parameters** **attr** : string | list

The categorical edge attribute to compare, or a list of categorical edge attributes to compare.

**default** : value | list

The default value for the categorical edge attribute, or a list of default values for the categorical edge attributes.

**Returns** **match** : function

The customized, categorical *edge<sub>m</sub>atch* function.

**Examples**

```
>>> import networkx.algorithms.isomorphism as iso
>>> nm = iso.categorical_multiedge_match('size', 1)
>>> nm = iso.categorical_multiedge_match(['color', 'size'], ['red', 2])
```

**numerical\_node\_match**

**numerical\_node\_match** (*attr, default, rtol=1e-05, atol=1e-08*)

Returns a comparison function for a numerical node attribute.

The value(s) of the attr(s) must be numerical and sortable. If the sorted list of values from G1 and G2 are the same within some tolerance, then the constructed function returns True.

**Parameters** **attr** : string | list

The numerical node attribute to compare, or a list of numerical node attributes to compare.

**default** : value | list

The default value for the numerical node attribute, or a list of default values for the numerical node attributes.

**rtol** : float

The relative error tolerance.

**atol** : float

The absolute error tolerance.

**Returns** **match** : function

The customized, numerical *node<sub>m</sub>atch* function.

### Examples

```
>>> import networkx.algorithms.isomorphism as iso
>>> nm = iso.numerical_node_match('weight', 1.0)
>>> nm = iso.numerical_node_match(['weight', 'linewidth'], [.25, .5])
```

**numerical\_edge\_match**

**numerical\_edge\_match** (*attr, default, rtol=1e-05, atol=1e-08*)

Returns a comparison function for a numerical edge attribute.

The value(s) of the attr(s) must be numerical and sortable. If the sorted list of values from G1 and G2 are the same within some tolerance, then the constructed function returns True.

**Parameters** **attr** : string | list

The numerical edge attribute to compare, or a list of numerical edge attributes to compare.

**default** : value | list

The default value for the numerical edge attribute, or a list of default values for the numerical edge attributes.

**rtol** : float

The relative error tolerance.

**atol** : float

The absolute error tolerance.

**Returns** **match** : function

The customized, numerical *edge<sub>m</sub>match* function.

### Examples

```
>>> import networkx.algorithms.isomorphism as iso
>>> nm = iso.numerical_edge_match('weight', 1.0)
>>> nm = iso.numerical_edge_match(['weight', 'linewidth'], [.25, .5])
```

#### **numerical\_multiedge\_match**

**numerical\_multiedge\_match** (*attr, default, rtol=1e-05, atol=1e-08*)

Returns a comparison function for a numerical edge attribute.

The value(s) of the attr(s) must be numerical and sortable. If the sorted list of values from G1 and G2 are the same within some tolerance, then the constructed function returns True.

**Parameters** **attr** : string | list

The numerical edge attribute to compare, or a list of numerical edge attributes to compare.

**default** : value | list

The default value for the numerical edge attribute, or a list of default values for the numerical edge attributes.

**rtol** : float

The relative error tolerance.

**atol** : float

The absolute error tolerance.

**Returns** **match** : function

The customized, numerical *edge\_match* function.

### Examples

```
>>> import networkx.algorithms.isomorphism as iso
>>> nm = iso.numerical_multiedge_match('weight', 1.0)
>>> nm = iso.numerical_multiedge_match(['weight', 'linewidth'], [.25, .5])
```

#### **generic\_node\_match**

**generic\_node\_match** (*attr, default, op*)

Returns a comparison function for a generic attribute.

The value(s) of the attr(s) are compared using the specified operators. If all the attributes are equal, then the constructed function returns True.

**Parameters** **attr** : string | list

The node attribute to compare, or a list of node attributes to compare.

**default** : value | list

The default value for the node attribute, or a list of default values for the node attributes.

**op** : callable | list

The operator to use when comparing attribute values, or a list of operators to use when comparing values for each attribute.

**Returns** `match` : function

The customized, generic *node<sub>m</sub>atch* function.

### Examples

```
>>> from operator import eq
>>> from networkx.algorithms.isomorphism.matchhelpers import close
>>> from networkx.algorithms.isomorphism import generic_node_match
>>> nm = generic_node_match('weight', 1.0, close)
>>> nm = generic_node_match('color', 'red', eq)
>>> nm = generic_node_match(['weight', 'color'], [1.0, 'red'], [close, eq])
```

### `generic_edge_match`

**`generic_edge_match`** (*attr, default, op*)

Returns a comparison function for a generic attribute.

The value(s) of the attr(s) are compared using the specified operators. If all the attributes are equal, then the constructed function returns True.

**Parameters** `attr` : string | list

The edge attribute to compare, or a list of edge attributes to compare.

**default** : value | list

The default value for the edge attribute, or a list of default values for the edge attributes.

**op** : callable | list

The operator to use when comparing attribute values, or a list of operators to use when comparing values for each attribute.

**Returns** `match` : function

The customized, generic *edge<sub>m</sub>match* function.

### Examples

```
>>> from operator import eq
>>> from networkx.algorithms.isomorphism.matchhelpers import close
>>> from networkx.algorithms.isomorphism import generic_edge_match
>>> nm = generic_edge_match('weight', 1.0, close)
>>> nm = generic_edge_match('color', 'red', eq)
>>> nm = generic_edge_match(['weight', 'color'], [1.0, 'red'], [close, eq])
```

### `generic_multiedge_match`

**`generic_multiedge_match`** (*attr, default, op*)

Returns a comparison function for a generic attribute.

The value(s) of the attr(s) are compared using the specified operators. If all the attributes are equal, then the constructed function returns True. Potentially, the constructed *edge<sub>m</sub>match* function can be slow since it must verify that no isomorphism exists between the multiedges before it returns False.

**Parameters** `attr` : string | list

The edge attribute to compare, or a list of node attributes to compare.



The “personalization vector” consisting of a dictionary with a key for every graph node and nonzero personalization value for each node. By default, a uniform distribution is used.

**max\_iter** : integer, optional

Maximum number of iterations in power method eigenvalue solver.

**tol** : float, optional

Error tolerance used to check convergence in power method solver.

**nstart** : dictionary, optional

Starting value of PageRank iteration for each node.

**weight** : key, optional

Edge data key to use as weight. If None weights are set to 1.

**dangling: dict, optional** :

The outedges to be assigned to any “dangling” nodes, i.e., nodes without any outedges. The dict key is the node the outedge points to and the dict value is the weight of that outedge. By default, dangling nodes are given outedges according to the personalization vector (uniform if not specified). This must be selected to result in an irreducible transition matrix (see notes under `google_matrix`). It may be common to have the dangling dict to be the same as the personalization dict.

**Returns** **pagerank** : dictionary

Dictionary of nodes with PageRank as value

**See Also:**

`pagerank_numpy`, `pagerank_scipy`, `google_matrix`

## Notes

The eigenvector calculation is done by the power iteration method and has no guarantee of convergence. The iteration will stop after `max_iter` iterations or an error tolerance of `number_of_nodes(G)*tol` has been reached.

The PageRank algorithm was designed for directed graphs but this algorithm does not check if the input graph is directed and will execute on undirected graphs by converting each edge in the directed graph to two edges.

## References

[R240], [R241]

## Examples

```
>>> G = nx.DiGraph(nx.path_graph(4))
>>> pr = nx.pagerank(G, alpha=0.9)
```

## pagerank\_numpy

**pagerank\_numpy** (*G*, *alpha*=0.85, *personalization*=None, *weight*='weight', *dangling*=None)

Return the PageRank of the nodes in the graph.

PageRank computes a ranking of the nodes in the graph *G* based on the structure of the incoming links. It was originally designed as an algorithm to rank web pages.

**Parameters** *G* : graph

A NetworkX graph. Undirected graphs will be converted to a directed graph with two directed edges for each undirected edge.

**alpha** : float, optional

Damping parameter for PageRank, default=0.85.

**personalization: dict, optional :**

The “personalization vector” consisting of a dictionary with a key for every graph node and nonzero personalization value for each node. By default, a uniform distribution is used.

**weight** : key, optional

Edge data key to use as weight. If None weights are set to 1.

**dangling: dict, optional :**

The outedges to be assigned to any “dangling” nodes, i.e., nodes without any outedges. The dict key is the node the outedge points to and the dict value is the weight of that outedge. By default, dangling nodes are given outedges according to the personalization vector (uniform if not specified) This must be selected to result in an irreducible transition matrix (see notes under `google_matrix`). It may be common to have the dangling dict to be the same as the personalization dict.

**Returns** **pagerank** : dictionary

Dictionary of nodes with PageRank as value.

**See Also:**

`pagerank`, `pagerank_scipy`, `google_matrix`

## Notes

The eigenvector calculation uses NumPy’s interface to the LAPACK eigenvalue solvers. This will be the fastest and most accurate for small graphs.

This implementation works with Multi(Di)Graphs. For multigraphs the weight between two nodes is set to be the sum of all edge weights between those nodes.

## References

[R242], [R243]



## Examples

```
>>> G = nx.DiGraph(nx.path_graph(4))
>>> pr = nx.pagerank_numpy(G, alpha=0.9)
```

## pagerank\_scipy

**pagerank\_scipy** (*G*, *alpha*=0.85, *personalization*=None, *max\_iter*=100, *tol*=1e-06, *weight*='weight', *dangling*=None)

Return the PageRank of the nodes in the graph.

PageRank computes a ranking of the nodes in the graph *G* based on the structure of the incoming links. It was originally designed as an algorithm to rank web pages.

**Parameters** *G* : graph

A NetworkX graph. Undirected graphs will be converted to a directed graph with two directed edges for each undirected edge.

**alpha** : float, optional

Damping parameter for PageRank, default=0.85.

**personalization: dict, optional :**

The “personalization vector” consisting of a dictionary with a key for every graph node and nonzero personalization value for each node. By default, a uniform distribution is used.

**max\_iter** : integer, optional

Maximum number of iterations in power method eigenvalue solver.

**tol** : float, optional

Error tolerance used to check convergence in power method solver.

**weight** : key, optional

Edge data key to use as weight. If None weights are set to 1.

**dangling: dict, optional :**

The outedges to be assigned to any “dangling” nodes, i.e., nodes without any outedges. The dict key is the node the outedge points to and the dict value is the weight of that outedge. By default, dangling nodes are given outedges according to the personalization vector (uniform if not specified) This must be selected to result in an irreducible transition matrix (see notes under `google_matrix`). It may be common to have the dangling dict to be the same as the personalization dict.

**Returns** **pagerank** : dictionary

Dictionary of nodes with PageRank as value

**See Also:**

`pagerank`, `pagerank_numpy`, `google_matrix`

## Notes

The eigenvector calculation uses power iteration with a SciPy sparse matrix representation.

This implementation works with Multi(Di)Graphs. For multigraphs the weight between two nodes is set to be the sum of all edge weights between those nodes.

## References

[R244], [R245]

## Examples

```
>>> G = nx.DiGraph(nx.path_graph(4))
>>> pr = nx.pagerank_scipy(G, alpha=0.9)
```

## google\_matrix

**google\_matrix**(*G*, *alpha*=0.85, *personalization*=None, *nodelist*=None, *weight*='weight', *dangling*=None)

Return the Google matrix of the graph.

**Parameters** *G* : graph

A NetworkX graph. Undirected graphs will be converted to a directed graph with two directed edges for each undirected edge.

**alpha** : float

The damping factor.

**personalization: dict, optional :**

The “personalization vector” consisting of a dictionary with a key for every graph node and nonzero personalization value for each node. By default, a uniform distribution is used.

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in nodelist. If nodelist is None, then the ordering is produced by *G*.nodes().

**weight** : key, optional

Edge data key to use as weight. If None weights are set to 1.

**dangling: dict, optional :**

The outedges to be assigned to any “dangling” nodes, i.e., nodes without any outedges. The dict key is the node the outedge points to and the dict value is the weight of that outedge. By default, dangling nodes are given outedges according to the personalization vector (uniform if not specified) This must be selected to result in an irreducible transition matrix (see notes below). It may be common to have the dangling dict to be the same as the personalization dict.

**Returns** *A* : NumPy matrix

Google matrix of the graph

**See Also:**

`pagerank`, `pagerank_numpy`, `pagerank_scipy`

**Notes**

The matrix returned represents the transition matrix that describes the Markov chain used in PageRank. For PageRank to converge to a unique solution (i.e., a unique stationary distribution in a Markov chain), the transition matrix must be irreducible. In other words, it must be that there exists a path between every pair of nodes in the graph, or else there is the potential of “rank sinks.”

This implementation works with Multi(Di)Graphs. For multigraphs the weight between two nodes is set to be the sum of all edge weights between those nodes.

## 4.24.2 Hits

Hubs and authorities analysis of graph structure.

<code>hits(G[, max_iter, tol, nstart, normalized])</code>	Return HITS hubs and authorities values for nodes.
<code>hits_numpy(G[, normalized])</code>	Return HITS hubs and authorities values for nodes.
<code>hits_scipy(G[, max_iter, tol, normalized])</code>	Return HITS hubs and authorities values for nodes.
<code>hub_matrix(G[, nodelist])</code>	Return the HITS hub matrix.
<code>authority_matrix(G[, nodelist])</code>	Return the HITS authority matrix.

**hits**

**hits** (*G*, *max\_iter*=100, *tol*=1e-08, *nstart*=None, *normalized*=True)

Return HITS hubs and authorities values for nodes.

The HITS algorithm computes two numbers for a node. Authorities estimates the node value based on the incoming links. Hubs estimates the node value based on outgoing links.

**Parameters** *G* : graph

A NetworkX graph

**max\_iter** : integer, optional

Maximum number of iterations in power method.

**tol** : float, optional

Error tolerance used to check convergence in power method iteration.

**nstart** : dictionary, optional

Starting value of each node for power method iteration.

**normalized** : bool (default=True)

Normalize results by the sum of all of the values.

**Returns** (**hubs**,**authorities**) : two-tuple of dictionaries

Two dictionaries keyed by node containing the hub and authority values.

## Notes

The eigenvector calculation is done by the power iteration method and has no guarantee of convergence. The iteration will stop after `max_iter` iterations or an error tolerance of `number_of_nodes(G)*tol` has been reached.

The HITS algorithm was designed for directed graphs but this algorithm does not check if the input graph is directed and will execute on undirected graphs.

## References

[R234], [R235]

## Examples

```
>>> G=nx.path_graph(4)
>>> h,a=nx.hits(G)
```

## hits\_numpy

**hits\_numpy** (*G*, *normalized=True*)

Return HITS hubs and authorities values for nodes.

The HITS algorithm computes two numbers for a node. Authorities estimates the node value based on the incoming links. Hubs estimates the node value based on outgoing links.

**Parameters** *G* : graph

A NetworkX graph

**normalized** : bool (default=True)

Normalize results by the sum of all of the values.

**Returns** (**hubs,authorities**) : two-tuple of dictionaries

Two dictionaries keyed by node containing the hub and authority values.

## Notes

The eigenvector calculation uses NumPy's interface to LAPACK.

The HITS algorithm was designed for directed graphs but this algorithm does not check if the input graph is directed and will execute on undirected graphs.

## References

[R236], [R237]

## Examples

```
>>> G=nx.path_graph(4)
>>> h,a=nx.hits(G)
```

## hits\_scipy

**hits\_scipy** (*G*, *max\_iter*=100, *tol*=1e-06, *normalized*=True)

Return HITS hubs and authorities values for nodes.

The HITS algorithm computes two numbers for a node. Authorities estimates the node value based on the incoming links. Hubs estimates the node value based on outgoing links.

**Parameters** *G* : graph

A NetworkX graph

**max\_iter** : interger, optional

Maximum number of iterations in power method.

**tol** : float, optional

Error tolerance used to check convergence in power method iteration.

**nstart** : dictionary, optional

Starting value of each node for power method iteration.

**normalized** : bool (default=True)

Normalize results by the sum of all of the values.

**Returns** (**hubs**,**authorities**) : two-tuple of dictionaries

Two dictionaries keyed by node containing the hub and authority values.

## Notes

This implementation uses SciPy sparse matrices.

The eigenvector calculation is done by the power iteration method and has no guarantee of convergence. The iteration will stop after *max\_iter* iterations or an error tolerance of *number\_of\_nodes(G)\*tol* has been reached.

The HITS algorithm was designed for directed graphs but this algorithm does not check if the input graph is directed and will execute on undirected graphs.

## References

[R238], [R239]

## Examples

```
>>> G=nx.path_graph(4)
>>> h,a=nx.hits(G)
```

## hub\_matrix

**hub\_matrix** (*G*, *nodelist*=None)

Return the HITS hub matrix.

## authority\_matrix

**authority\_matrix** (*G*, *nodelist=None*)  
Return the HITS authority matrix.

## 4.25 Matching

<code>maximal_matching(G)</code>	Find a maximal cardinality matching in the graph.
<code>max_weight_matching(G[, maxcardinality])</code>	Compute a maximum-weighted matching of G.

### 4.25.1 maximal\_matching

**maximal\_matching** (*G*)  
Find a maximal cardinality matching in the graph.  
  
A matching is a subset of edges in which no node occurs more than once. The cardinality of a matching is the number of matched edges.

**Parameters** *G* : NetworkX graph

Undirected graph

**Returns** *matching* : set

A maximal matching of the graph.

#### Notes

The algorithm greedily selects a maximal matching *M* of the graph *G* (i.e. no superset of *M* exists). It runs in  $O(|E|)$  time.

### 4.25.2 max\_weight\_matching

**max\_weight\_matching** (*G*, *maxcardinality=False*)  
Compute a maximum-weighted matching of *G*.

A matching is a subset of edges in which no node occurs more than once. The cardinality of a matching is the number of matched edges. The weight of a matching is the sum of the weights of its edges.

**Parameters** *G* : NetworkX graph

Undirected graph

**maxcardinality**: bool, optional :

If *maxcardinality* is True, compute the maximum-cardinality matching with maximum weight among all maximum-cardinality matchings.

**Returns** *mate* : dictionary

The matching is returned as a dictionary, *mate*, such that *mate*[*v*] == *w* if node *v* is matched to node *w*. Unmatched nodes do not occur as a key in *mate*.

## Notes

If  $G$  has edges with ‘weight’ attribute the edge data are used as weight values else the weights are assumed to be 1.

This function takes time  $O(\text{number\_of\_nodes} ** 3)$ .

If all edge weights are integers, the algorithm uses only integer computations. If floating point weights are used, the algorithm could return a slightly suboptimal matching due to numeric precision errors.

This method is based on the “blossom” method for finding augmenting paths and the “primal-dual” method for finding a matching of maximum weight, both methods invented by Jack Edmonds [R246].

## References

[R246]

## 4.26 Maximal independent set

Algorithm to find a maximal (not maximum) independent set.

---

`maximal_independent_set(G[, nodes])` Return a random maximal independent set guaranteed to contain a given set of nodes.

---

### 4.26.1 maximal\_independent\_set

**maximal\_independent\_set** ( $G$ ,  $nodes=None$ )

Return a random maximal independent set guaranteed to contain a given set of nodes.

An independent set is a set of nodes such that the subgraph of  $G$  induced by these nodes contains no edges. A maximal independent set is an independent set such that it is not possible to add a new node and still get an independent set.

**Parameters**  $G$  : NetworkX graph

**nodes** : list or iterable

Nodes that must be part of the independent set. This set of nodes must be independent.

**Returns** **indep\_nodes** : list

List of nodes that are part of a maximal independent set.

**Raises** **NetworkXUnfeasible** :

If the nodes in the provided list are not part of the graph or do not form an independent set, an exception is raised.

## Notes

This algorithm does not solve the maximum independent set problem.

### Examples

```
>>> G = nx.path_graph(5)
>>> nx.maximal_independent_set(G)
[4, 0, 2]
>>> nx.maximal_independent_set(G, [1])
[1, 3]
```

## 4.27 Minimum Spanning Tree

Computes minimum spanning tree of a weighted graph.

<code>minimum_spanning_tree(G[, weight])</code>	Return a minimum spanning tree or forest of an undirected weighted graph.
<code>minimum_spanning_edges(G[, weight, data])</code>	Generate edges in a minimum spanning forest of an undirected weighted graph.

### 4.27.1 `minimum_spanning_tree`

**`minimum_spanning_tree`** (*G*, *weight*='weight')

Return a minimum spanning tree or forest of an undirected weighted graph.

A minimum spanning tree is a subgraph of the graph (a tree) with the minimum sum of edge weights.

If the graph is not connected a spanning forest is constructed. A spanning forest is a union of the spanning trees for each connected component of the graph.

**Parameters** *G* : NetworkX Graph

**weight** : string

Edge data key to use for weight (default 'weight').

**Returns** *G* : NetworkX Graph

A minimum spanning tree or forest.

### Notes

Uses Kruskal's algorithm.

If the graph edges do not have a weight attribute a default weight of 1 will be used.

### Examples

```
>>> G=nx.cycle_graph(4)
>>> G.add_edge(0,3,weight=2) # assign weight 2 to edge 0-3
>>> T=nx.minimum_spanning_tree(G)
>>> print(sorted(T.edges(data=True)))
[(0, 1, {}), (1, 2, {}), (2, 3, {})]
```



## 4.27.2 minimum\_spanning\_edges

**minimum\_spanning\_edges** (*G*, *weight*='weight', *data*=True)

Generate edges in a minimum spanning forest of an undirected weighted graph.

A minimum spanning tree is a subgraph of the graph (a tree) with the minimum sum of edge weights. A spanning forest is a union of the spanning trees for each connected component of the graph.

**Parameters** *G* : NetworkX Graph

**weight** : string

Edge data key to use for weight (default 'weight').

**data** : bool, optional

If True yield the edge data along with the edge.

**Returns** *edges* : iterator

A generator that produces edges in the minimum spanning tree. The edges are three-tuples (u,v,w) where w is the weight.

### Notes

Uses Kruskal's algorithm.

If the graph edges do not have a weight attribute a default weight of 1 will be used.

Modified code from David Eppstein, April 2006 <http://www.ics.uci.edu/~eppstein/PADS/>

### Examples

```
>>> G=nx.cycle_graph(4)
>>> G.add_edge(0,3,weight=2) # assign weight 2 to edge 0-3
>>> mst=nx.minimum_spanning_edges(G,data=False) # a generator of MST edges
>>> edgelist=list(mst) # make a list of the edges
>>> print(sorted(edgelist))
[(0, 1), (1, 2), (2, 3)]
```

## 4.28 Operators

Unary operations on graphs

<code>complement(G[, name])</code>	Return the graph complement of G.
<code>reverse(G[, copy])</code>	Return the reverse directed graph of G.

### 4.28.1 complement

**complement** (*G*, *name*=None)

Return the graph complement of G.

**Parameters** *G* : graph

A NetworkX graph

**name** : string

Specify name for new graph

**Returns** **GC** : A new graph.

#### Notes

Note that `complement()` does not create self-loops and also does not produce parallel edges for MultiGraphs. Graph, node, and edge data are not propagated to the new graph.

### 4.28.2 reverse

**reverse** (*G*, *copy=True*)

Return the reverse directed graph of *G*.

**Parameters** **G** : directed graph

A NetworkX directed graph

**copy** : bool

If True, then a new graph is returned. If False, then the graph is reversed in place.

**Returns** **H** : directed graph

The reversed *G*.

Operations on graphs including union, intersection, difference.

<code>compose(G, H[, name])</code>	Return a new graph of <i>G</i> composed with <i>H</i> .
<code>union(G, H[, rename, name])</code>	Return the union of graphs <i>G</i> and <i>H</i> .
<code>disjoint_union(G, H)</code>	Return the disjoint union of graphs <i>G</i> and <i>H</i> .
<code>intersection(G, H)</code>	Return a new graph that contains only the edges that exist in
<code>difference(G, H)</code>	Return a new graph that contains the edges that exist in <i>G</i> but not in <i>H</i> .
<code>symmetric_difference(G, H)</code>	Return new graph with edges that exist in either <i>G</i> or <i>H</i> but not both.

### 4.28.3 compose

**compose** (*G*, *H*, *name=None*)

Return a new graph of *G* composed with *H*.

Composition is the simple union of the node sets and edge sets. The node sets of *G* and *H* need not be disjoint.

**Parameters** **G,H** : graph

A NetworkX graph

**name** : string

Specify name for new graph

**Returns** **C**: A new graph with the same type as *G* :

## Notes

It is recommended that G and H be either both directed or both undirected. Attributes from H take precedent over attributes from G.

### 4.28.4 union

**union** (*G, H, rename=(None, None), name=None*)

Return the union of graphs G and H.

Graphs G and H must be disjoint, otherwise an exception is raised.

**Parameters** **G,H** : graph

A NetworkX graph

**create\_using** : NetworkX graph

Use specified graph for result. Otherwise

**rename** : bool , default=(None, None)

Node names of G and H can be changed by specifying the tuple rename=('G-', 'H-') (for example). Node "u" in G is then renamed "G-u" and "v" in H is renamed "H-v".

**name** : string

Specify the name for the union graph

**Returns** **U** : A union graph with the same type as G.

**See Also:**

`disjoint_union`

## Notes

To force a disjoint union with node relabeling, use `disjoint_union(G,H)` or `convert_node_labels_to_integers()`.

Graph, edge, and node attributes are propagated from G and H to the union graph. If a graph attribute is present in both G and H the value from H is used.

### 4.28.5 disjoint\_union

**disjoint\_union** (*G, H*)

Return the disjoint union of graphs G and H.

This algorithm forces distinct integer node labels.

**Parameters** **G,H** : graph

A NetworkX graph

**Returns** **U** : A union graph with the same type as G.

### Notes

A new graph is created, of the same class as G. It is recommended that G and H be either both directed or both undirected.

The nodes of G are relabeled 0 to  $\text{len}(G)-1$ , and the nodes of H are relabeled  $\text{len}(G)$  to  $\text{len}(G)+\text{len}(H)-1$ .

Graph, edge, and node attributes are propagated from G and H to the union graph. If a graph attribute is present in both G and H the value from H is used.

## 4.28.6 intersection

### **intersection**(G, H)

Return a new graph that contains only the edges that exist in both G and H.

The node sets of H and G must be the same.

**Parameters** G,H : graph

A NetworkX graph. G and H must have the same node sets.

**Returns** GH : A new graph with the same type as G.

### Notes

Attributes from the graph, nodes, and edges are not copied to the new graph. If you want a new graph of the intersection of G and H with the attributes (including edge data) from G use `remove_nodes_from()` as follows

```
>>> G=nx.path_graph(3)
>>> H=nx.path_graph(5)
>>> R=G.copy()
>>> R.remove_nodes_from(n for n in G if n not in H)
```

## 4.28.7 difference

### **difference**(G, H)

Return a new graph that contains the edges that exist in G but not in H.

The node sets of H and G must be the same.

**Parameters** G,H : graph

A NetworkX graph. G and H must have the same node sets.

**Returns** D : A new graph with the same type as G.

### Notes

Attributes from the graph, nodes, and edges are not copied to the new graph. If you want a new graph of the difference of G and H with the attributes (including edge data) from G use `remove_nodes_from()` as follows:

```
>>> G = nx.path_graph(3)
>>> H = nx.path_graph(5)
>>> R = G.copy()
>>> R.remove_nodes_from(n for n in G if n in H)
```

### 4.28.8 symmetric\_difference

**symmetric\_difference** (*G, H*)

Return new graph with edges that exist in either G or H but not both.

The node sets of H and G must be the same.

**Parameters** *G, H* : graph

A NetworkX graph. G and H must have the same node sets.

**Returns** *D* : A new graph with the same type as G.

#### Notes

Attributes from the graph, nodes, and edges are not copied to the new graph.

Operations on many graphs.

<code>compose_all</code> (graphs[, name])	Return the composition of all graphs.
<code>union_all</code> (graphs[, rename, name])	Return the union of all graphs.
<code>disjoint_union_all</code> (graphs)	Return the disjoint union of all graphs.
<code>intersection_all</code> (graphs)	Return a new graph that contains only the edges that exist in all graphs.

### 4.28.9 compose\_all

**compose\_all** (*graphs, name=None*)

Return the composition of all graphs.

Composition is the simple union of the node sets and edge sets. The node sets of the supplied graphs need not be disjoint.

**Parameters** *graphs* : list

List of NetworkX graphs

**name** : string

Specify name for new graph

**Returns** *C* : A graph with the same type as the first graph in list

#### Notes

It is recommended that the supplied graphs be either all directed or all undirected.

Graph, edge, and node attributes are propagated to the union graph. If a graph attribute is present in multiple graphs, then the value from the last graph in the list with that attribute is used.

### 4.28.10 union\_all

**union\_all** (*graphs, rename=(None, ), name=None*)

Return the union of all graphs.

The graphs must be disjoint, otherwise an exception is raised.

**Parameters** *graphs* : list of graphs

List of NetworkX graphs

**rename** : bool , default=(None, None)

Node names of G and H can be changed by specifying the tuple rename=('G-', 'H-') (for example). Node "u" in G is then renamed "G-u" and "v" in H is renamed "H-v".

**name** : string

Specify the name for the union graph@not\_implemented\_for('direct

**Returns** U : a graph with the same type as the first graph in list

**See Also:**

`union`, `disjoint_union_all`

#### Notes

To force a disjoint union with node relabeling, use `disjoint_union_all(G,H)` or `convert_node_labels_to_integers()`.

Graph, edge, and node attributes are propagated to the union graph. If a graph attribute is present in multiple graphs, then the value from the last graph in the list with that attribute is used.

### 4.28.11 disjoint\_union\_all

**disjoint\_union\_all** (*graphs*)

Return the disjoint union of all graphs.

This operation forces distinct integer node labels starting with 0 for the first graph in the list and numbering consecutively.

**Parameters** **graphs** : list

List of NetworkX graphs

**Returns** U : A graph with the same type as the first graph in list

#### Notes

It is recommended that the graphs be either all directed or all undirected.

Graph, edge, and node attributes are propagated to the union graph. If a graph attribute is present in multiple graphs, then the value from the last graph in the list with that attribute is used.

### 4.28.12 intersection\_all

**intersection\_all** (*graphs*)

Return a new graph that contains only the edges that exist in all graphs.

All supplied graphs must have the same node set.

**Parameters** **graphs\_list** : list

List of NetworkX graphs

**Returns** R : A new graph with the same type as the first graph in list

## Notes

Attributes from the graph, nodes, and edges are not copied to the new graph.

Graph products.

<code>cartesian_product(G, H)</code>	Return the Cartesian product of G and H.
<code>lexicographic_product(G, H)</code>	Return the lexicographic product of G and H.
<code>strong_product(G, H)</code>	Return the strong product of G and H.
<code>tensor_product(G, H)</code>	Return the tensor product of G and H.

### 4.28.13 cartesian\_product

**cartesian\_product** (*G, H*)

Return the Cartesian product of G and H.

The tensor product  $P$  of the graphs  $G$  and  $H$  has a node set that is the Cartesian product of the node sets,  $V(P) = V(G) \times V(H)$ .  $P$  has an edge  $((u,v), (x,y))$  if and only if  $(u,v)$  is an edge in  $G$  and  $x=y$  or and  $(x,y)$  is an edge in  $H$  and  $u=v$ . and  $(x,y)$  is an edge in  $H$ .

**Parameters** **G, H: graphs :**

Networkx graphs.

**Returns** **P: NetworkX graph :**

The Cartesian product of  $G$  and  $H$ .  $P$  will be a multi-graph if either  $G$  or  $H$  is a multi-graph. Will be a directed if  $G$  and  $H$  are directed, and undirected if  $G$  and  $H$  are undirected.

**Raises** **NetworkXError :**

If  $G$  and  $H$  are not both directed or both undirected.

## Notes

Node attributes in  $P$  are two-tuple of the  $G$  and  $H$  node attributes. Missing attributes are assigned None.

For example 

```
>>> G = nx.Graph() >>> H = nx.Graph() >>> G.add_node(0,a1=True) >>> H.add_node('a',a2='Spam') >>> P = nx.cartesian_product(G,H) >>> P.nodes() [(0, 'a')]
```

Edge attributes and edge keys (for multigraphs) are also copied to the new product graph

### 4.28.14 lexicographic\_product

**lexicographic\_product** (*G, H*)

Return the lexicographic product of  $G$  and  $H$ .

The lexicographical product  $P$  of the graphs  $G$  and  $H$  has a node set that is the Cartesian product of the node sets,  $V(P) = V(G) \times V(H)$ .  $P$  has an edge  $((u,v), (x,y))$  if and only if  $(u,v)$  is an edge in  $G$  or  $u=v$  and  $(x,y)$  is an edge in  $H$ .

**Parameters** **G, H: graphs :**

Networkx graphs.

**Returns** **P: NetworkX graph :**

The Cartesian product of G and H. P will be a multi-graph if either G or H is a multi-graph. Will be a directed if G and H are directed, and undirected if G and H are undirected.

**Raises** **NetworkXError** :

If G and H are not both directed or both undirected.

#### Notes

Node attributes in P are two-tuple of the G and H node attributes. Missing attributes are assigned None.

For example 

```
>>> G = nx.Graph() >>> H = nx.Graph() >>> G.add_node(0,a1=True) >>> H.add_node('a',a2='Spam') >>> P = nx.lexicographic_product(G,H) >>> P.nodes() [(0, 'a')]
```

Edge attributes and edge keys (for multigraphs) are also copied to the new product graph

### 4.28.15 strong\_product

**strong\_product** (G, H)

Return the strong product of G and H.

The strong product P of the graphs G and H has a node set that is the Cartesian product of the node sets,  $V(P) = V(G) \times V(H)$ . P has an edge ((u,v),(x,y)) if and only if  $u == v$  and (x,y) is an edge in H, or  $x == y$  and (u,v) is an edge in G, or (u,v) is an edge in G and (x,y) is an edge in H.

**Parameters** **G, H: graphs** :

Networkx graphs.

**Returns** **P: NetworkX graph** :

The Cartesian product of G and H. P will be a multi-graph if either G or H is a multi-graph. Will be a directed if G and H are directed, and undirected if G and H are undirected.

**Raises** **NetworkXError** :

If G and H are not both directed or both undirected.

#### Notes

Node attributes in P are two-tuple of the G and H node attributes. Missing attributes are assigned None.

For example 

```
>>> G = nx.Graph() >>> H = nx.Graph() >>> G.add_node(0,a1=True) >>> H.add_node('a',a2='Spam') >>> P = nx.strong_product(G,H) >>> P.nodes() [(0, 'a')]
```

Edge attributes and edge keys (for multigraphs) are also copied to the new product graph

### 4.28.16 tensor\_product

**tensor\_product** (G, H)

Return the tensor product of G and H.

The tensor product P of the graphs G and H has a node set that is the Cartesian product of the node sets,  $V(P) = V(G) \times V(H)$ . P has an edge ((u,v),(x,y)) if and only if (u,v) is an edge in G and (x,y) is an edge in H.



Sometimes referred to as the categorical product.

**Parameters** **G, H:** graphs :

Networkx graphs.

**Returns** **P:** NetworkX graph :

The tensor product of G and H. P will be a multi-graph if either G or H is a multi-graph. Will be a directed if G and H are directed, and undirected if G and H are undirected.

**Raises** **NetworkXError** :

If G and H are not both directed or both undirected.

### Notes

Node attributes in P are two-tuple of the G and H node attributes. Missing attributes are assigned None.

For example 

```
>>> G = nx.Graph() >>> H = nx.Graph() >>> G.add_node(0,a1=True) >>> H.add_node('a',a2='Spam') >>> P = nx.tensor_product(G,H) >>> P.nodes() [(0, 'a')]
```

Edge attributes and edge keys (for multigraphs) are also copied to the new product graph

## 4.29 Rich Club

---

`rich_club_coefficient(G[, normalized, Q])` Return the rich-club coefficient of the graph G.

---

### 4.29.1 rich\_club\_coefficient

**rich\_club\_coefficient** (*G*, *normalized=True*, *Q=100*)

Return the rich-club coefficient of the graph G.

The rich-club coefficient is the ratio, for every degree *k*, of the number of actual to the number of potential edges for nodes with degree greater than *k*:

$$\phi(k) = \frac{2E_k}{N_k(N_k - 1)}$$

where *N<sub>k</sub>* is the number of nodes with degree larger than *k*, and *E<sub>k</sub>* be the number of edges among those nodes.

**Parameters** **G** : NetworkX graph

**normalized** : bool (optional)

Normalize using randomized network (see [R247])

**Q** : float (optional, default=100)

If *normalized=True* build a random network by performing *Q*\**M* double-edge swaps, where *M* is the number of edges in *G*, to use as a null-model for normalization.

**Returns** **rc** : dictionary

A dictionary, keyed by degree, with rich club coefficient values.

## Notes

The rich club definition and algorithm are found in [R247]. This algorithm ignores any edge weights and is not defined for directed graphs or graphs with parallel edges or self loops.

Estimates for appropriate values of  $Q$  are found in [R248].

## References

[R247], [R248]

## Examples

```
>>> G = nx.Graph([(0,1),(0,2),(1,2),(1,3),(1,4),(4,5)])
>>> rc = nx.rich_club_coefficient(G,normalized=False)
>>> rc[0]
0.4
```

## 4.30 Shortest Paths

Compute the shortest paths and path lengths between nodes in the graph.

These algorithms work with undirected and directed graphs.

For directed graphs the paths can be computed in the reverse order by first flipping the edge orientation using `R=G.reverse(copy=False)`.

<code>shortest_path(G[, source, target, weight])</code>	Compute shortest paths in the graph.
<code>all_shortest_paths(G, source, target[, weight])</code>	Compute all shortest paths in the graph.
<code>shortest_path_length(G[, source, target, weight])</code>	Compute shortest path lengths in the graph.
<code>average_shortest_path_length(G[, weight])</code>	Return the average shortest path length.
<code>has_path(G, source, target)</code>	Return True if G has a path from source to target, False otherwise.

### 4.30.1 shortest\_path

**shortest\_path** (*G*, *source=None*, *target=None*, *weight=None*)

Compute shortest paths in the graph.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Starting node for path. If not specified, compute shortest paths using all nodes as source nodes.

**target** : node, optional

Ending node for path. If not specified, compute shortest paths using all nodes as target nodes.

**weight** : None or string, optional (default = None)

If None, every edge has weight/distance/cost 1. If a string, use this edge attribute as the edge weight. Any edge attribute not present defaults to 1.

**Returns path: list or dictionary :**

All returned paths include both the source and target in the path.

If the source and target are both specified, return a single list of nodes in a shortest path from the source to the target.

If only the source is specified, return a dictionary keyed by targets with a list of nodes in a shortest path from the source to one of the targets.

If only the target is specified, return a dictionary keyed by sources with a list of nodes in a shortest path from one of the sources to the target.

If neither the source nor target are specified return a dictionary of dictionaries with `path[source][target]=[list of nodes in path]`.

**See Also:**

`all_pairs_shortest_path`, `all_pairs_dijkstra_path`, `single_source_shortest_path`, `single_source_dijkstra_path`

**Notes**

There may be more than one shortest path between a source and target. This returns only one of them.

For digraphs this returns a shortest directed path. To find paths in the reverse direction first use `G.reverse(copy=False)` to flip the edge orientation.

**Examples**

```
>>> G=nx.path_graph(5)
>>> print(nx.shortest_path(G,source=0,target=4))
[0, 1, 2, 3, 4]
>>> p=nx.shortest_path(G,source=0) # target not specified
>>> p[4]
[0, 1, 2, 3, 4]
>>> p=nx.shortest_path(G,target=4) # source not specified
>>> p[0]
[0, 1, 2, 3, 4]
>>> p=nx.shortest_path(G) # source,target not specified
>>> p[0][4]
[0, 1, 2, 3, 4]
```

### 4.30.2 all\_shortest\_paths

**all\_shortest\_paths** (*G*, *source*, *target*, *weight=None*)

Compute all shortest paths in the graph.

**Parameters** **G** : NetworkX graph

**source** : node

Starting node for path.

**target** : node

Ending node for path.

**weight** : None or string, optional (default = None)

If None, every edge has weight/distance/cost 1. If a string, use this edge attribute as the edge weight. Any edge attribute not present defaults to 1.

**Returns** **paths:** generator of lists :

A generator of all paths between source and target.

**See Also:**

`shortest_path`, `single_source_shortest_path`, `all_pairs_shortest_path`

#### Notes

There may be many shortest paths between the source and target.

#### Examples

```
>>> G=nx.Graph()
>>> G.add_path([0,1,2])
>>> G.add_path([0,10,2])
>>> print([p for p in nx.all_shortest_paths(G, source=0, target=2)])
[[0, 1, 2], [0, 10, 2]]
```

### 4.30.3 shortest\_path\_length

**shortest\_path\_length** (*G*, *source=None*, *target=None*, *weight=None*)

Compute shortest path lengths in the graph.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Starting node for path. If not specified, compute shortest path lengths using all nodes as source nodes.

**target** : node, optional

Ending node for path. If not specified, compute shortest path lengths using all nodes as target nodes.

**weight** : None or string, optional (default = None)

If None, every edge has weight/distance/cost 1. If a string, use this edge attribute as the edge weight. Any edge attribute not present defaults to 1.

**Returns** **length:** int or dictionary :

If the source and target are both specified, return the length of the shortest path from the source to the target.

If only the source is specified, return a dictionary keyed by targets whose values are the lengths of the shortest path from the source to one of the targets.

If only the target is specified, return a dictionary keyed by sources whose values are the lengths of the shortest path from one of the sources to the target.

If neither the source nor target are specified return a dictionary of dictionaries with `path[source][target]=L`, where L is the length of the shortest path from source to target.

**Raises** **NetworkXNoPath** :

If no path exists between source and target.

**See Also:**

`all_pairs_shortest_path_length`, `all_pairs_dijkstra_path_length`,  
`single_source_shortest_path_length`, `single_source_dijkstra_path_length`

**Notes**

The length of the path is always 1 less than the number of nodes involved in the path since the length measures the number of edges followed.

For digraphs this returns the shortest directed path length. To find path lengths in the reverse direction use `G.reverse(copy=False)` first to flip the edge orientation.

**Examples**

```
>>> G=nx.path_graph(5)
>>> print(nx.shortest_path_length(G,source=0,target=4))
4
>>> p=nx.shortest_path_length(G,source=0) # target not specified
>>> p[4]
4
>>> p=nx.shortest_path_length(G,target=4) # source not specified
>>> p[0]
4
>>> p=nx.shortest_path_length(G) # source,target not specified
>>> p[0][4]
4
```

#### 4.30.4 average\_shortest\_path\_length

**average\_shortest\_path\_length**(*G*, *weight=None*)

Return the average shortest path length.

The average shortest path length is

$$a = \sum_{s,t \in V} \frac{d(s,t)}{n(n-1)}$$

where  $V$  is the set of nodes in  $G$ ,  $d(s,t)$  is the shortest path from  $s$  to  $t$ , and  $n$  is the number of nodes in  $G$ .

**Parameters** **G** : NetworkX graph

**weight** : None or string, optional (default = None)

If None, every edge has weight/distance/cost 1. If a string, use this edge attribute as the edge weight. Any edge attribute not present defaults to 1.

**Raises** **NetworkXError** :

if the graph is not connected.

### Examples

```
>>> G=nx.path_graph(5)
>>> print(nx.average_shortest_path_length(G))
2.0
```

For disconnected graphs you can compute the average shortest path length for each component: 

```
>>> G=nx.Graph([(1,2),(3,4)]) >>> for g in nx.connected_component_subgraphs(G): ... print(nx.average_shortest_path_length(g)) 1.0 1.0
```

## 4.30.5 has\_path

**has\_path** (*G*, *source*, *target*)

Return True if *G* has a path from *source* to *target*, False otherwise.

**Parameters** *G* : NetworkX graph

**source** : node

Starting node for path

**target** : node

Ending node for path

## 4.30.6 Advanced Interface

Shortest path algorithms for unweighted graphs.

<code>single_source_shortest_path(G, source[, cutoff])</code>	Compute shortest path between source and all other nodes reachable from source.
<code>single_source_shortest_path_length(G, source)</code>	Compute the shortest path lengths from source to all reachable nodes.
<code>all_pairs_shortest_path(G[, cutoff])</code>	Compute shortest paths between all nodes.
<code>all_pairs_shortest_path_length(G[, cutoff])</code>	Compute the shortest path lengths between all nodes in <i>G</i> .
<code>predecessor(G, source[, target, cutoff, ...])</code>	Returns dictionary of predecessors for the path from source to all nodes.

### single\_source\_shortest\_path

**single\_source\_shortest\_path** (*G*, *source*, *cutoff=None*)

Compute shortest path between source and all other nodes reachable from source.

**Parameters** *G* : NetworkX graph

**source** : node label

Starting node for path

**cutoff** : integer, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** **lengths** : dictionary

Dictionary, keyed by target, of shortest paths.

**See Also:**

`shortest_path`

## Notes

The shortest path is not necessarily unique. So there can be multiple paths between the source and each target node, all of which have the same ‘shortest’ length. For each target node, this function returns only one of those paths.

## Examples

```
>>> G=nx.path_graph(5)
>>> path=nx.single_source_shortest_path(G,0)
>>> path[4]
[0, 1, 2, 3, 4]
```

## single\_source\_shortest\_path\_length

**single\_source\_shortest\_path\_length**(*G*, *source*, *cutoff*=None)

Compute the shortest path lengths from source to all reachable nodes.

**Parameters** *G* : NetworkX graph

**source** : node

Starting node for path

**cutoff** : integer, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** **lengths** : dictionary

Dictionary of shortest path lengths keyed by target.

**See Also:**

`shortest_path_length`

## Examples

```
>>> G=nx.path_graph(5)
>>> length=nx.single_source_shortest_path_length(G,0)
>>> length[4]
4
>>> print(length)
{0: 0, 1: 1, 2: 2, 3: 3, 4: 4}
```

## all\_pairs\_shortest\_path

**all\_pairs\_shortest\_path**(*G*, *cutoff*=None)

Compute shortest paths between all nodes.

**Parameters** *G* : NetworkX graph

**cutoff** : integer, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** **lengths** : dictionary

Dictionary, keyed by source and target, of shortest paths.

**See Also:**

`floyd_warshall`

**Examples**

```
>>> G=nx.path_graph(5)
>>> path=nx.all_pairs_shortest_path(G)
>>> print(path[0][4])
[0, 1, 2, 3, 4]
```

### **all\_pairs\_shortest\_path\_length**

**all\_pairs\_shortest\_path\_length** (*G*, *cutoff=None*)

Compute the shortest path lengths between all nodes in *G*.

**Parameters** *G* : NetworkX graph

**cutoff** : integer, optional

depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** **lengths** : dictionary

Dictionary of shortest path lengths keyed by source and target.

**Notes**

The dictionary returned only has keys for reachable node pairs.

**Examples**

```
>>> G=nx.path_graph(5)
>>> length=nx.all_pairs_shortest_path_length(G)
>>> print(length[1][4])
3
>>> length[1]
{0: 1, 1: 0, 2: 1, 3: 2, 4: 3}
```

### **predecessor**

**predecessor** (*G*, *source*, *target=None*, *cutoff=None*, *return\_seen=None*)

Returns dictionary of predecessors for the path from source to all nodes in *G*.

**Parameters** *G* : NetworkX graph

**source** : node label

Starting node for path

**target** : node label, optional

Ending node for path. If provided only predecessors between source and target are returned



**cutoff** : integer, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** **pred** : dictionary

Dictionary, keyed by node, of predecessors in the shortest path.

### Examples

```
>>> G=nx.path_graph(4)
>>> print(G.nodes())
[0, 1, 2, 3]
>>> nx.predecessor(G,0)
{0: [], 1: [0], 2: [1], 3: [2]}
```

Shortest path algorithms for weighed graphs.

<code>dijkstra_path(G, source, target[, weight])</code>	Returns the shortest path from source to target in a weighted graph G.
<code>dijkstra_path_length(G, source, target[, weight])</code>	Returns the shortest path length from source to target in a weighted graph G.
<code>single_source_dijkstra_path(G, source[, ...])</code>	Compute shortest path between source and all other reachable nodes in a weighted graph G.
<code>single_source_dijkstra_path_length(G, source)</code>	Compute the shortest path length between source and all other reachable nodes in a weighted graph G.
<code>all_pairs_dijkstra_path(G[, cutoff, weight])</code>	Compute shortest paths between all nodes in a weighted graph.
<code>all_pairs_dijkstra_path_length(G[, cutoff, ...])</code>	Compute shortest path lengths between all nodes in a weighted graph.
<code>single_source_dijkstra(G, source[, target, ...])</code>	Compute shortest paths and lengths in a weighted graph G.
<code>bidirectional_dijkstra(G, source, target[, ...])</code>	Dijkstra's algorithm for shortest paths using bidirectional search.
<code>dijkstra_predecessor_and_distance(G, source)</code>	Compute shortest path length and predecessors on shortest paths in weighted graph G.
<code>bellman_ford(G, source[, weight])</code>	Compute shortest path lengths and predecessors on shortest paths in weighted graph G.
<code>negative_edge_cycle(G[, weight])</code>	Return True if there exists a negative edge cycle anywhere in G.

### dijkstra\_path

**dijkstra\_path**(*G, source, target, weight='weight'*)

Returns the shortest path from source to target in a weighted graph G.

**Parameters** **G** : NetworkX graph

**source** : node

Starting node

**target** : node

Ending node

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**Returns** **path** : list

List of nodes in a shortest path.

**Raises** **NetworkXNoPath** :

If no path exists between source and target.

**See Also:**

`bidirectional_dijkstra`

## Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

## Examples

```
>>> G=nx.path_graph(5)
>>> print(nx.dijkstra_path(G,0,4))
[0, 1, 2, 3, 4]
```

## dijkstra\_path\_length

**dijkstra\_path\_length** (*G*, *source*, *target*, *weight*='weight')

Returns the shortest path length from source to target in a weighted graph.

**Parameters** **G** : NetworkX graph

**source** : node label

starting node for path

**target** : node label

ending node for path

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**Returns** **length** : number

Shortest path length.

**Raises** **NetworkXNoPath** :

If no path exists between source and target.

**See Also:**

`bidirectional_dijkstra`

## Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

## Examples

```
>>> G=nx.path_graph(5)
>>> print(nx.dijkstra_path_length(G,0,4))
4
```

## single\_source\_dijkstra\_path

**single\_source\_dijkstra\_path** (*G*, *source*, *cutoff*=None, *weight*='weight')

Compute shortest path between source and all other reachable nodes for a weighted graph.

**Parameters** *G* : NetworkX graph

**source** : node

Starting node for path.

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**cutoff** : integer or float, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** *paths* : dictionary

Dictionary of shortest path lengths keyed by target.

**See Also:**

`single_source_dijkstra`

### Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

### Examples

```
>>> G=nx.path_graph(5)
>>> path=nx.single_source_dijkstra_path(G,0)
>>> path[4]
[0, 1, 2, 3, 4]
```

## single\_source\_dijkstra\_path\_length

**single\_source\_dijkstra\_path\_length** (*G*, *source*, *cutoff*=None, *weight*='weight')

Compute the shortest path length between source and all other reachable nodes for a weighted graph.

**Parameters** *G* : NetworkX graph

**source** : node label

Starting node for path

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight.

**cutoff** : integer or float, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** *length* : dictionary

Dictionary of shortest lengths keyed by target.

**See Also:**`single_source_dijkstra`**Notes**

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

**Examples**

```
>>> G=nx.path_graph(5)
>>> length=nx.single_source_dijkstra_path_length(G,0)
>>> length[4]
4
>>> print(length)
{0: 0, 1: 1, 2: 2, 3: 3, 4: 4}
```

**all\_pairs\_dijkstra\_path**

**all\_pairs\_dijkstra\_path**(*G*, *cutoff*=None, *weight*='weight')

Compute shortest paths between all nodes in a weighted graph.

**Parameters** *G* : NetworkX graph

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**cutoff** : integer or float, optional

Depth to stop the search. Only paths of length <= cutoff are returned.

**Returns** *distance* : dictionary

Dictionary, keyed by source and target, of shortest paths.

**See Also:**`floyd_warshall`**Notes**

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

**Examples**

```
>>> G=nx.path_graph(5)
>>> path=nx.all_pairs_dijkstra_path(G)
>>> print(path[0][4])
[0, 1, 2, 3, 4]
```

## all\_pairs\_dijkstra\_path\_length

**all\_pairs\_dijkstra\_path\_length** (*G*, *cutoff=None*, *weight='weight'*)

Compute shortest path lengths between all nodes in a weighted graph.

**Parameters** *G* : NetworkX graph

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**cutoff** : integer or float, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** *distance* : dictionary

Dictionary, keyed by source and target, of shortest path lengths.

### Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

The dictionary returned only has keys for reachable node pairs.

### Examples

```
>>> G=nx.path_graph(5)
>>> length=nx.all_pairs_dijkstra_path_length(G)
>>> print(length[1][4])
3
>>> length[1]
{0: 1, 1: 0, 2: 1, 3: 2, 4: 3}
```

## single\_source\_dijkstra

**single\_source\_dijkstra** (*G*, *source*, *target=None*, *cutoff=None*, *weight='weight'*)

Compute shortest paths and lengths in a weighted graph *G*.

Uses Dijkstra's algorithm for shortest paths.

**Parameters** *G* : NetworkX graph

**source** : node label

Starting node for path

**target** : node label, optional

Ending node for path

**cutoff** : integer or float, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** *distance,path* : dictionaries

Returns a tuple of two dictionaries keyed by node. The first dictionary stores distance from the source. The second stores the path from the source to that node.

**See Also:**

`single_source_dijkstra_path`, `single_source_dijkstra_path_length`

**Notes**

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

Based on the Python cookbook recipe (119466) at <http://aspn.activestate.com/ASPN/Cookbook/Python/Recipe/119466>

This algorithm is not guaranteed to work if edge weights are negative or are floating point numbers (overflows and roundoff errors can cause problems).

**Examples**

```
>>> G=nx.path_graph(5)
>>> length,path=nx.single_source_dijkstra(G,0)
>>> print(length[4])
4
>>> print(length)
{0: 0, 1: 1, 2: 2, 3: 3, 4: 4}
>>> path[4]
[0, 1, 2, 3, 4]
```

**bidirectional\_dijkstra**

**bidirectional\_dijkstra** (*G*, *source*, *target*, *weight*='weight')

Dijkstra's algorithm for shortest paths using bidirectional search.

**Parameters** **G** : NetworkX graph

**source** : node

Starting node.

**target** : node

Ending node.

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**Returns** **length** : number

Shortest path length.

**Returns a tuple of two dictionaries keyed by node. :**

**The first dictionary stores distance from the source. :**

**The second stores the path from the source to that node. :**

**Raises** **NetworkXNoPath** :

If no path exists between source and target.

**See Also:**

`shortest_path`, `shortest_path_length`

## Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

In practice bidirectional Dijkstra is much more than twice as fast as ordinary Dijkstra.

Ordinary Dijkstra expands nodes in a sphere-like manner from the source. The radius of this sphere will eventually be the length of the shortest path. Bidirectional Dijkstra will expand nodes from both the source and the target, making two spheres of half this radius. Volume of the first sphere is  $\pi * r^3$  while the others are  $2 * \pi * r^2 * r/2$ , making up half the volume.

This algorithm is not guaranteed to work if edge weights are negative or are floating point numbers (overflows and roundoff errors can cause problems).

## Examples

```
>>> G=nx.path_graph(5)
>>> length,path=nx.bidirectional_dijkstra(G,0,4)
>>> print(length)
4
>>> print(path)
[0, 1, 2, 3, 4]
```

## dijkstra\_predecessor\_and\_distance

**dijkstra\_predecessor\_and\_distance** (*G*, *source*, *cutoff=None*, *weight='weight'*)

Compute shortest path length and predecessors on shortest paths in weighted graphs.

**Parameters** *G* : NetworkX graph

**source** : node label

Starting node for path

**weight: string, optional (default='weight') :**

Edge data key corresponding to the edge weight

**cutoff** : integer or float, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** *pred,distance* : dictionaries

Returns two dictionaries representing a list of predecessors of a node and the distance to each node.

## Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

The list of predecessors contains more than one element only when there are more than one shortest paths to the key node.

## bellman\_ford

**bellman\_ford**(*G*, *source*, *weight*='weight')

Compute shortest path lengths and predecessors on shortest paths in weighted graphs.

The algorithm has a running time of  $O(mn)$  where  $n$  is the number of nodes and  $m$  is the number of edges. It is slower than Dijkstra but can handle negative edge weights.

**Parameters** *G* : NetworkX graph

The algorithm works for all types of graphs, including directed graphs and multigraphs.

**source: node label :**

Starting node for path

**weight: string, optional (default='weight') :**

Edge data key corresponding to the edge weight

**Returns** *pred*, *dist* : dictionaries

Returns two dictionaries keyed by node to predecessor in the path and to the distance from the source respectively.

**Raises** *NetworkXUnbounded* :

If the (di)graph contains a negative cost (di)cycle, the algorithm raises an exception to indicate the presence of the negative cost (di)cycle. Note: any negative weight edge in an undirected graph is a negative cost cycle.

## Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

The dictionaries returned only have keys for nodes reachable from the source.

In the case where the (di)graph is not connected, if a component not containing the source contains a negative cost (di)cycle, it will not be detected.

## Examples

```
>>> import networkx as nx
>>> G = nx.path_graph(5, create_using = nx.DiGraph())
>>> pred, dist = nx.bellman_ford(G, 0)
>>> pred
{0: None, 1: 0, 2: 1, 3: 2, 4: 3}
>>> dist
{0: 0, 1: 1, 2: 2, 3: 3, 4: 4}

>>> from nose.tools import assert_raises
>>> G = nx.cycle_graph(5, create_using = nx.DiGraph())
>>> G[1][2]['weight'] = -7
>>> assert_raises(nx.NetworkXUnbounded, nx.bellman_ford, G, 0)
```

## negative\_edge\_cycle

**negative\_edge\_cycle**(*G*, *weight*='weight')

Return True if there exists a negative edge cycle anywhere in *G*.



**Parameters** `G` : NetworkX graph

**weight**: string, optional (default='weight') :

Edge data key corresponding to the edge weight

**Returns** `negative_cycle` : bool

True if a negative edge cycle exists, otherwise False.

### Notes

Edge weight attributes must be numerical. Distances are calculated as sums of weighted edges traversed.

This algorithm uses `bellman_ford()` but finds negative cycles on any component by first adding a new node connected to every node, and starting `bellman_ford` on that node. It then removes that extra node.

### Examples

```
>>> import networkx as nx
>>> G = nx.cycle_graph(5, create_using = nx.DiGraph())
>>> print(nx.negative_edge_cycle(G))
False
>>> G[1][2]['weight'] = -7
>>> print(nx.negative_edge_cycle(G))
True
```

## 4.30.7 Dense Graphs

Floyd-Warshall algorithm for shortest paths.

<code>floyd_warshall(G[, weight])</code>	Find all-pairs shortest path lengths using Floyd's algorithm.
<code>floyd_warshall_predecessor_and_distance(G[, ...])</code>	Find all-pairs shortest path lengths using Floyd's algorithm.
<code>floyd_warshall_numpy(G[, nodelist, weight])</code>	Find all-pairs shortest path lengths using Floyd's algorithm.

### floyd\_warshall

**floyd\_warshall** (`G`, `weight='weight'`)

Find all-pairs shortest path lengths using Floyd's algorithm.

**Parameters** `G` : NetworkX graph

**weight**: string, optional (default= 'weight') :

Edge data key corresponding to the edge weight.

**Returns** `distance` : dict

A dictionary, keyed by source and target, of shortest paths distances between nodes.

**See Also:**

`floyd_warshall_predecessor_and_distance`, `floyd_warshall_numpy`,  
`all_pairs_shortest_path`, `all_pairs_shortest_path_length`

## Notes

Floyd's algorithm is appropriate for finding shortest paths in dense graphs or graphs with negative weights when Dijkstra's algorithm fails. This algorithm can still fail if there are negative cycles. It has running time  $O(n^3)$  with running space of  $O(n^2)$ .

### `floyd_warshall_predecessor_and_distance`

**`floyd_warshall_predecessor_and_distance`** (*G*, *weight*='weight')

Find all-pairs shortest path lengths using Floyd's algorithm.

**Parameters** *G* : NetworkX graph

**weight: string, optional (default= 'weight') :**

Edge data key corresponding to the edge weight.

**Returns** *predecessor, distance* : dictionaries

Dictionaries, keyed by source and target, of predecessors and distances in the shortest path.

**See Also:**

`floyd_warshall`, `floyd_warshall_numpy`, `all_pairs_shortest_path`,  
`all_pairs_shortest_path_length`

## Notes

Floyd's algorithm is appropriate for finding shortest paths in dense graphs or graphs with negative weights when Dijkstra's algorithm fails. This algorithm can still fail if there are negative cycles. It has running time  $O(n^3)$  with running space of  $O(n^2)$ .

### `floyd_warshall_numpy`

**`floyd_warshall_numpy`** (*G*, *nodelist*=None, *weight*='weight')

Find all-pairs shortest path lengths using Floyd's algorithm.

**Parameters** *G* : NetworkX graph

**nodelist** : list, optional

The rows and columns are ordered by the nodes in nodelist. If nodelist is None then the ordering is produced by *G*.nodes().

**weight: string, optional (default= 'weight') :**

Edge data key corresponding to the edge weight.

**Returns** *distance* : NumPy matrix

A matrix of shortest path distances between nodes. If there is no path between to nodes the corresponding matrix entry will be Inf.

## Notes

Floyd's algorithm is appropriate for finding shortest paths in dense graphs or graphs with negative weights when Dijkstra's algorithm fails. This algorithm can still fail if there are negative cycles. It has running time  $O(n^3)$  with running space of  $O(n^2)$ .

### 4.30.8 A\* Algorithm

Shortest paths and path lengths using A\* ("A star") algorithm.

---

<code>astar_path(G, source, target[, heuristic, ...])</code>	Return a list of nodes in a shortest path between source and target
<code>astar_path_length(G, source, target[, ...])</code>	Return the length of the shortest path between source and target using

---

#### astar\_path

**astar\_path** (*G, source, target, heuristic=None, weight='weight'*)

Return a list of nodes in a shortest path between source and target using the A\* ("A-star") algorithm.

There may be more than one shortest path. This returns only one.

**Parameters** **G** : NetworkX graph

**source** : node

Starting node for path

**target** : node

Ending node for path

**heuristic** : function

A function to evaluate the estimate of the distance from the a node to the target. The function takes two nodes arguments and must return a number.

**weight: string, optional (default='weight') :**

Edge data key corresponding to the edge weight.

**Raises** **NetworkXNoPath** :

If no path exists between source and target.

**See Also:**

`shortest_path`, `dijkstra_path`

#### Examples

```
>>> G=nx.path_graph(5)
>>> print(nx.astar_path(G,0,4))
[0, 1, 2, 3, 4]
>>> G=nx.grid_graph(dim=[3,3]) # nodes are two-tuples (x,y)
>>> def dist(a, b):
...     (x1, y1) = a
...     (x2, y2) = b
...     return ((x1 - x2) ** 2 + (y1 - y2) ** 2) ** 0.5
```

```
>>> print(nx.astar_path(G, (0,0), (2,2), dist))
[(0, 0), (0, 1), (1, 1), (1, 2), (2, 2)]
```

## astar\_path\_length

**astar\_path\_length** (*G*, *source*, *target*, *heuristic=None*, *weight='weight'*)

Return the length of the shortest path between source and target using the A\* (“A-star”) algorithm.

**Parameters** **G** : NetworkX graph

**source** : node

Starting node for path

**target** : node

Ending node for path

**heuristic** : function

A function to evaluate the estimate of the distance from the a node to the target. The function takes two nodes arguments and must return a number.

**Raises** **NetworkXNoPath** :

If no path exists between source and target.

**See Also:**

`astar_path`

## 4.31 Simple Paths

---

`all_simple_paths`(*G*, *source*, *target*[, *cutoff*])   Generate all simple paths in the graph *G* from source to target.

---

### 4.31.1 all\_simple\_paths

**all\_simple\_paths** (*G*, *source*, *target*, *cutoff=None*)

Generate all simple paths in the graph *G* from source to target.

A simple path is a path with no repeated nodes.

**Parameters** **G** : NetworkX graph

**source** : node

Starting node for path

**target** : node

Ending node for path

**cutoff** : integer, optional

Depth to stop the search. Only paths of length  $\leq$  cutoff are returned.

**Returns** **path\_generator: generator** :

A generator that produces lists of simple paths. If there are no paths between the source and target within the given cutoff the generator produces no output.

**See Also:**

`all_shortest_paths`, `shortest_path`

**Notes**

This algorithm uses a modified depth-first search to generate the paths [R249]. A single path can be found in  $O(V + E)$  time but the number of simple paths in a graph can be very large, e.g.  $O(n!)$  in the complete graph of order  $n$ .

**References**

[R249]

**Examples**

```
>>> G = nx.complete_graph(4)
>>> for path in nx.all_simple_paths(G, source=0, target=3):
...     print(path)
...
[0, 1, 2, 3]
[0, 1, 3]
[0, 2, 1, 3]
[0, 2, 3]
[0, 3]
>>> paths = nx.all_simple_paths(G, source=0, target=3, cutoff=2)
>>> print(list(paths))
[[0, 1, 3], [0, 2, 3], [0, 3]]
```

## 4.32 Swap

Swap edges in a graph.

<code>double_edge_swap(G[, nswap, max_tries])</code>	Swap two edges in the graph while keeping the node degrees fixed.
<code>connected_double_edge_swap(G[, nswap])</code>	Attempt nswap double-edge swaps in the graph G.

### 4.32.1 double\_edge\_swap

**double\_edge\_swap** (*G*, *nswap*=1, *max\_tries*=100)

Swap two edges in the graph while keeping the node degrees fixed.

A double-edge swap removes two randomly chosen edges  $u-v$  and  $x-y$  and creates the new edges  $u-x$  and  $v-y$ :

```
u--v          u  v
    becomes   |  |
x--y          x  y
```

If either the edge  $u-x$  or  $v-y$  already exist no swap is performed and another attempt is made to find a suitable edge pair.

**Parameters** *G* : graph

An undirected graph

**nswap** : integer (optional, default=1)

Number of double-edge swaps to perform

**max\_tries** : integer (optional)

Maximum number of attempts to swap edges

**Returns** **G** : graph

The graph after double edge swaps.

#### Notes

Does not enforce any connectivity constraints.

The graph G is modified in place.

### 4.32.2 connected\_double\_edge\_swap

**connected\_double\_edge\_swap** (*G*, *nswap*=1)

Attempt nswap double-edge swaps in the graph G.

A double-edge swap removes two randomly chosen edges *u-v* and *x-y* and creates the new edges *u-x* and *v-y*:

<i>u-v</i>		<i>u</i>	<i>v</i>
	becomes		
<i>x-y</i>		<i>x</i>	<i>y</i>

If either the edge *u-x* or *v-y* already exist no swap is performed so the actual count of swapped edges is always  $\leq$  nswap

**Parameters** **G** : graph

An undirected graph

**nswap** : integer (optional, default=1)

Number of double-edge swaps to perform

**Returns** **G** : int

The number of successful swaps

#### Notes

The initial graph G must be connected, and the resulting graph is connected. The graph G is modified in place.

#### References

[R250]

## 4.33 Traversal

### 4.33.1 Depth First Search

Basic algorithms for depth-first searching.

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

<code>dfs_edges(G[, source])</code>	Produce edges in a depth-first-search (DFS).
<code>dfs_tree(G, source)</code>	Return oriented tree constructed from a depth-first-search from source.
<code>dfs_predecessors(G[, source])</code>	Return dictionary of predecessors in depth-first-search from source.
<code>dfs_successors(G[, source])</code>	Return dictionary of successors in depth-first-search from source.
<code>dfs_preorder_nodes(G[, source])</code>	Produce nodes in a depth-first-search pre-ordering starting from source.
<code>dfs_postorder_nodes(G[, source])</code>	Produce nodes in a depth-first-search post-ordering starting from source.
<code>dfs_labeled_edges(G[, source])</code>	Produce edges in a depth-first-search (DFS) labeled by type.

#### dfs\_edges

**dfs\_edges** (*G*, *source=None*)

Produce edges in a depth-first-search (DFS).

**Parameters** *G* : NetworkX graph

*source* : node, optional

Specify starting node for depth-first search and return edges in the component reachable from source.

**Returns** *edges*: generator :

A generator of edges in the depth-first-search.

#### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

#### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(list(nx.dfs_edges(G,0)))
[(0, 1), (1, 2)]
```

#### dfs\_tree

**dfs\_tree** (*G*, *source*)

Return oriented tree constructed from a depth-first-search from source.

**Parameters** *G* : NetworkX graph

*source* : node, optional

Specify starting node for depth-first search.

**Returns** **T** : NetworkX DiGraph

An oriented tree

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> T = nx.dfs_tree(G,0)
>>> print(T.edges())
[(0, 1), (1, 2)]
```

### dfs\_predecessors

**dfs\_predecessors** (*G*, *source=None*)

Return dictionary of predecessors in depth-first-search from source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for depth-first search and return edges in the component reachable from source.

**Returns** **pred: dict** :

A dictionary with nodes as keys and predecessor nodes as values.

### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(nx.dfs_predecessors(G,0))
{1: 0, 2: 1}
```

### dfs\_successors

**dfs\_successors** (*G*, *source=None*)

Return dictionary of successors in depth-first-search from source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for depth-first search and return edges in the component reachable from source.



**Returns** **succ: dict :**

A dictionary with nodes as keys and list of successor nodes as values.

#### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

#### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(nx.dfs_successors(G,0))
{0: [1], 1: [2]}
```

### dfs\_preorder\_nodes

**dfs\_preorder\_nodes** (*G*, *source=None*)

Produce nodes in a depth-first-search pre-ordering starting from source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for depth-first search and return edges in the component reachable from source.

**Returns** **nodes: generator :**

A generator of nodes in a depth-first-search pre-ordering.

#### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

#### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(list(nx.dfs_preorder_nodes(G,0)))
[0, 1, 2]
```

### dfs\_postorder\_nodes

**dfs\_postorder\_nodes** (*G*, *source=None*)

Produce nodes in a depth-first-search post-ordering starting from source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for depth-first search and return edges in the component reachable from source.

**Returns** **nodes: generator** :

A generator of nodes in a depth-first-search post-ordering.

### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(list(nx.dfs_postorder_nodes(G,0)))
[2, 1, 0]
```

## dfs\_labeled\_edges

**dfs\_labeled\_edges** (*G, source=None*)

Produce edges in a depth-first-search (DFS) labeled by type.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for depth-first search and return edges in the component reachable from source.

**Returns** **edges: generator** :

A generator of edges in the depth-first-search labeled with ‘forward’, ‘nontree’, and ‘reverse’.

### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/DFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> edges = (list(nx.dfs_labeled_edges(G,0)))
```

### 4.33.2 Breadth First Search

Basic algorithms for breadth-first searching.

<code>bfs_edges(G, source[, reverse])</code>	Produce edges in a breadth-first-search starting at source.
<code>bfs_tree(G, source[, reverse])</code>	Return an oriented tree constructed from of a breadth-first-search starting at source.
<code>bfs_predecessors(G, source)</code>	Return dictionary of predecessors in breadth-first-search from source.
<code>bfs_successors(G, source)</code>	Return dictionary of successors in breadth-first-search from source.

#### bfs\_edges

**bfs\_edges** (*G, source, reverse=False*)

Produce edges in a breadth-first-search starting at source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for breadth-first search and return edges in the component reachable from source.

**reverse** : bool, optional

If True traverse a directed graph in the reverse direction

**Returns** **edges: generator** :

A generator of edges in the breadth-first-search.

#### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/BFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

#### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(list(nx.bfs_edges(G,0)))
[(0, 1), (1, 2)]
```

#### bfs\_tree

**bfs\_tree** (*G, source, reverse=False*)

Return an oriented tree constructed from of a breadth-first-search starting at source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for breadth-first search and return edges in the component reachable from source.

**reverse** : bool, optional

If True traverse a directed graph in the reverse direction

**Returns** **T: NetworkX DiGraph :**

An oriented tree

### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/BFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(list(nx.bfs_edges(G,0))
[(0, 1), (1, 2)]
```

## bfs\_predecessors

**bfs\_predecessors** (*G, source*)

Return dictionary of predecessors in breadth-first-search from source.

**Parameters** **G** : NetworkX graph

**source** : node, optional

Specify starting node for breadth-first search and return edges in the component reachable from source.

**Returns** **pred: dict :**

A dictionary with nodes as keys and predecessor nodes as values.

### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/BFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(nx.bfs_predecessors(G,0))
{1: 0, 2: 1}
```

## bfs\_successors

**bfs\_successors** (*G*, *source*)

Return dictionary of successors in breadth-first-search from source.

**Parameters** *G* : NetworkX graph

*source* : node, optional

Specify starting node for breadth-first search and return edges in the component reachable from source.

**Returns** *succ*: dict :

A dictionary with nodes as keys and list of successors nodes as values.

### Notes

Based on <http://www.ics.uci.edu/~eppstein/PADS/BFS.py> by D. Eppstein, July 2004.

If a source is not specified then a source is chosen arbitrarily and repeatedly until all components in the graph are searched.

### Examples

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2])
>>> print(nx.bfs_successors(G,0))
{0: [1], 1: [2]}
```

## 4.34 Tree

### 4.34.1 Recognition

<code>is_tree(G)</code>	Return True if the input graph is a tree
<code>is_forest(G)</code>	Return True if the input graph is a forest

#### is\_tree

**is\_tree** (*G*)

Return True if the input graph is a tree

**Parameters** *G* : NetworkX Graph

An undirected graph.

**Returns** True if the input graph is a tree :

### Notes

For undirected graphs only.

## is\_forest

**is\_forest** (*G*)

Return True if the input graph is a forest

**Parameters** *G* : NetworkX Graph

An undirected graph.

**Returns** True if the input graph is a forest :

### Notes

For undirected graphs only.

## 4.35 Vitality

Vitality measures.

---

<code>closeness_vitality(G[, weight])</code>	Compute closeness vitality for nodes.
--	---------------------------------------

---

### 4.35.1 closeness\_vitality

**closeness\_vitality** (*G*, *weight=None*)

Compute closeness vitality for nodes.

Closeness vitality of a node is the change in the sum of distances between all node pairs when excluding that node.

**Parameters** *G* : graph

**weight** : None or string (optional)

The name of the edge attribute used as weight. If None the edge weights are ignored.

**Returns** **nodes** : dictionary

Dictionary with nodes as keys and closeness vitality as the value.

### See Also:

`closeness centrality`

### References

[R251]

### Examples

```
>>> G=nx.cycle_graph(3)
>>> nx.closeness_vitality(G)
{0: 4.0, 1: 4.0, 2: 4.0}
```

# FUNCTIONS

Functional interface to graph methods and assorted utilities.

## 5.1 Graph

<code>degree(G[, nbunch, weight])</code>	Return degree of single node or of nbunch of nodes.
<code>degree_histogram(G)</code>	Return a list of the frequency of each degree value.
<code>density(G)</code>	Return the density of a graph.
<code>info(G[, n])</code>	Print short summary of information for the graph G or the node n.
<code>create_empty_copy(G[, with_nodes])</code>	Return a copy of the graph G with all of the edges removed.
<code>is_directed(G)</code>	Return True if graph is directed.

### 5.1.1 degree

**degree** (*G*, *nbunch=None*, *weight=None*)

Return degree of single node or of nbunch of nodes. If nbunch is omitted, then return degrees of *all* nodes.

### 5.1.2 degree\_histogram

**degree\_histogram** (*G*)

Return a list of the frequency of each degree value.

**Parameters** *G* : Networkx graph

A graph

**Returns** *hist* : list

A list of frequencies of degrees. The degree values are the index in the list.

#### Notes

Note: the bins are width one, hence len(list) can be large (Order(number\_of\_edges))

### 5.1.3 density

**density** (*G*)

Return the density of a graph.

The density for undirected graphs is

$$d = \frac{2m}{n(n-1)},$$

and for directed graphs is

$$d = \frac{m}{n(n-1)},$$

where  $n$  is the number of nodes and  $m$  is the number of edges in  $G$ .

#### Notes

The density is 0 for a graph without edges and 1 for a complete graph. The density of multigraphs can be higher than 1.

Self loops are counted in the total number of edges so graphs with self loops can have density higher than 1.

### 5.1.4 info

**info** (*G*, *n=None*)

Print short summary of information for the graph  $G$  or the node  $n$ .

**Parameters** **G** : Networkx graph

A graph

**n** : node (any hashable)

A node in the graph  $G$

### 5.1.5 create\_empty\_copy

**create\_empty\_copy** (*G*, *with\_nodes=True*)

Return a copy of the graph  $G$  with all of the edges removed.

**Parameters** **G** : graph

A NetworkX graph

**with\_nodes** : bool (default=True)

Include nodes.

#### Notes

Graph, node, and edge data is not propagated to the new graph.



### 5.1.6 is\_directed

**is\_directed**(*G*)

Return True if graph is directed.

## 5.2 Nodes

<code>nodes(G)</code>	Return a copy of the graph nodes in a list.
<code>number_of_nodes(G)</code>	Return the number of nodes in the graph.
<code>nodes_iter(G)</code>	Return an iterator over the graph nodes.
<code>all_neighbors(graph, node)</code>	Returns all of the neighbors of a node in the graph.
<code>non_neighbors(graph, node)</code>	Returns the non-neighbors of the node in the graph.

### 5.2.1 nodes

**nodes**(*G*)

Return a copy of the graph nodes in a list.

### 5.2.2 number\_of\_nodes

**number\_of\_nodes**(*G*)

Return the number of nodes in the graph.

### 5.2.3 nodes\_iter

**nodes\_iter**(*G*)

Return an iterator over the graph nodes.

### 5.2.4 all\_neighbors

**all\_neighbors**(*graph, node*)

Returns all of the neighbors of a node in the graph.

If the graph is directed returns predecessors as well as successors.

**Parameters** **graph** : NetworkX graph

Graph to find neighbors.

**node** : node

The node whose neighbors will be returned.

**Returns** **neighbors** : iterator

Iterator of neighbors

### 5.2.5 non\_neighbors

**non\_neighbors** (*graph, node*)

Returns the non-neighbors of the node in the graph.

**Parameters** **graph** : NetworkX graph

Graph to find neighbors.

**node** : node

The node whose neighbors will be returned.

**Returns** **non\_neighbors** : iterator

Iterator of nodes in the graph that are not neighbors of the node.

## 5.3 Edges

<code>edges(G[, nbunch])</code>	Return list of edges adjacent to nodes in nbunch.
<code>number_of_edges(G)</code>	Return the number of edges in the graph.
<code>edges_iter(G[, nbunch])</code>	Return iterator over edges adjacent to nodes in nbunch.

### 5.3.1 edges

**edges** (*G, nbunch=None*)

Return list of edges adjacent to nodes in nbunch.

Return all edges if nbunch is unspecified or nbunch=None.

For digraphs, edges=out\_edges

### 5.3.2 number\_of\_edges

**number\_of\_edges** (*G*)

Return the number of edges in the graph.

### 5.3.3 edges\_iter

**edges\_iter** (*G, nbunch=None*)

Return iterator over edges adjacent to nodes in nbunch.

Return all edges if nbunch is unspecified or nbunch=None.

For digraphs, edges=out\_edges

## 5.4 Attributes

<code>set_node_attributes(G, name, attributes)</code>	Set node attributes from dictionary of nodes and values
<code>get_node_attributes(G, name)</code>	Get node attributes from graph

Continued on next page

Table 5.4 – continued from previous page

<code>set_edge_attributes(G, name, attributes)</code>	Set edge attributes from dictionary of edge tuples and values
<code>get_edge_attributes(G, name)</code>	Get edge attributes from graph

### 5.4.1 set\_node\_attributes

**set\_node\_attributes** (*G, name, attributes*)

Set node attributes from dictionary of nodes and values

**Parameters** *G* : NetworkX Graph

**name** : string

Attribute name

**attributes: dict** :

Dictionary of attributes keyed by node.

#### Examples

```
>>> G=nx.path_graph(3)
>>> bb=nx.betweenness_centrality(G)
>>> nx.set_node_attributes(G, 'betweenness', bb)
>>> G.node[1]['betweenness']
1.0
```

### 5.4.2 get\_node\_attributes

**get\_node\_attributes** (*G, name*)

Get node attributes from graph

**Parameters** *G* : NetworkX Graph

**name** : string

Attribute name

**Returns** Dictionary of attributes keyed by node. :

#### Examples

```
>>> G=nx.Graph()
>>> G.add_nodes_from([1,2,3], color='red')
>>> color=nx.get_node_attributes(G, 'color')
>>> color[1]
'red'
```

### 5.4.3 set\_edge\_attributes

**set\_edge\_attributes** (*G, name, attributes*)

Set edge attributes from dictionary of edge tuples and values

**Parameters** *G* : NetworkX Graph

**name** : string

Attribute name

**attributes**: dict :

Dictionary of attributes keyed by edge (tuple).

### Examples

```
>>> G=nx.path_graph(3)
>>> bb=nx.edge_betweenness centrality(G, normalized=False)
>>> nx.set_edge_attributes(G,'betweenness',bb)
>>> G[1][2]['betweenness']
2.0
```

## 5.4.4 get\_edge\_attributes

**get\_edge\_attributes** (*G*, *name*)

Get edge attributes from graph

**Parameters** *G* : NetworkX Graph

**name** : string

Attribute name

**Returns** Dictionary of attributes keyed by node. :

### Examples

```
>>> G=nx.Graph()
>>> G.add_path([1,2,3],color='red')
>>> color=nx.get_edge_attributes(G,'color')
>>> color[(1,2)]
'red'
```

## 5.5 Freezing graph structure

---

<code>freeze(G)</code>	Modify graph to prevent further change by adding or removing nodes or edges.
<code>is_frozen(G)</code>	Return True if graph is frozen.

---

### 5.5.1 freeze

**freeze** (*G*)

Modify graph to prevent further change by adding or removing nodes or edges.

Node and edge data can still be modified.

**Parameters** *G* : graph

A NetworkX graph

**See Also:**`is_frozen`**Notes**

To “unfreeze” a graph you must make a copy by creating a new graph object:

```
>>> graph = nx.path_graph(4)
>>> frozen_graph = nx.freeze(graph)
>>> unfrozen_graph = nx.Graph(frozen_graph)
>>> nx.is_frozen(unfrozen_graph)
False
```

**Examples**

```
>>> G=nx.Graph()
>>> G.add_path([0,1,2,3])
>>> G=nx.freeze(G)
>>> try:
...     G.add_edge(4,5)
... except nx.NetworkXError as e:
...     print(str(e))
Frozen graph can't be modified
```

## 5.5.2 is\_frozen

**is\_frozen(G)**

Return True if graph is frozen.

**Parameters** G : graph

A NetworkX graph

**See Also:**`freeze`



# GRAPH GENERATORS

## 6.1 Atlas

Generators for the small graph atlas.

See “An Atlas of Graphs” by Ronald C. Read and Robin J. Wilson, Oxford University Press, 1998.

Because of its size, this module is not imported by default.

---

`graph_atlas_g()` Return the list [G0,G1,...,G1252] of graphs as named in the Graph Atlas.

---

### 6.1.1 graph\_atlas\_g

**graph\_atlas\_g()**

Return the list [G0,G1,...,G1252] of graphs as named in the Graph Atlas. G0,G1,...,G1252 are all graphs with up to 7 nodes.

**The graphs are listed:**

1. in increasing order of number of nodes;
2. for a fixed number of nodes, in increasing order of the number of edges;
3. for fixed numbers of nodes and edges, in increasing order of the degree sequence, for example 111223 < 112222;
4. for fixed degree sequence, in increasing number of automorphisms.

Note that indexing is set up so that for GAG=graph\_atlas\_g(), then G123=GAG[123] and G[0]=empty\_graph(0)

## 6.2 Classic

Generators for some classic graphs.

The typical graph generator is called as follows:

```
>>> G=nx.complete_graph(100)
```

returning the complete graph on n nodes labeled 0,...,99 as a simple graph. Except for empty\_graph, all the generators in this module return a Graph class (i.e. a simple, undirected graph).

---

`balanced_tree(r, h[, create_using])` Return the perfectly balanced r-tree of height h.

---

Table 6.2 – continued from previous page

<code>barbell_graph(m1, m2[, create_using])</code>	Return the Barbell Graph: two complete graphs connected by a path.
<code>complete_graph(n[, create_using])</code>	Return the complete graph $K_n$ with $n$ nodes.
<code>complete_bipartite_graph(n1, n2[, create_using])</code>	Return the complete bipartite graph $K_{n1, n2}$ .
<code>circular_ladder_graph(n[, create_using])</code>	Return the circular ladder graph $CL_n$ of length $n$ .
<code>cycle_graph(n[, create_using])</code>	Return the cycle graph $C_n$ over $n$ nodes.
<code>dorogovtsev_goltsev_mendes_graph(n[, ...])</code>	Return the hierarchically constructed Dorogovtsev-Goltsev-Mendes graph.
<code>empty_graph([n, create_using])</code>	Return the empty graph with $n$ nodes and zero edges.
<code>grid_2d_graph(m, n[, periodic, create_using])</code>	Return the 2d grid graph of $m \times n$ nodes, each connected to its nearest neighbors.
<code>grid_graph(dim[, periodic])</code>	Return the $n$ -dimensional grid graph.
<code>hypercube_graph(n)</code>	Return the $n$ -dimensional hypercube.
<code>ladder_graph(n[, create_using])</code>	Return the Ladder graph of length $n$ .
<code>lollipop_graph(m, n[, create_using])</code>	Return the Lollipop Graph; $K_m$ connected to $P_n$ .
<code>null_graph([create_using])</code>	Return the Null graph with no nodes or edges.
<code>path_graph(n[, create_using])</code>	Return the Path graph $P_n$ of $n$ nodes linearly connected by $n-1$ edges.
<code>star_graph(n[, create_using])</code>	Return the Star graph with $n+1$ nodes: one center node, connected to $n$ other nodes.
<code>trivial_graph([create_using])</code>	Return the Trivial graph with one node (with integer label 0) and no edges.
<code>wheel_graph(n[, create_using])</code>	Return the wheel graph: a single hub node connected to each node of the cycle.

## 6.2.1 balanced\_tree

**balanced\_tree** (*r, h, create\_using=None*)

Return the perfectly balanced  $r$ -tree of height  $h$ .

**Parameters** *r* : int

Branching factor of the tree

*h* : int

Height of the tree

**create\_using** : NetworkX graph type, optional

Use specified type to construct graph (default = `networkx.Graph`)

**Returns** *G* : networkx Graph

A tree with  $n$  nodes

### Notes

This is the rooted tree where all leaves are at distance  $h$  from the root. The root has degree  $r$  and all other internal nodes have degree  $r+1$ .

Node labels are the integers 0 (the root) up to `number_of_nodes - 1`.

Also referred to as a complete  $r$ -ary tree.

## 6.2.2 barbell\_graph

**barbell\_graph** (*m1, m2, create\_using=None*)

Return the Barbell Graph: two complete graphs connected by a path.

For  $m1 > 1$  and  $m2 \geq 0$ .

Two identical complete graphs  $K_{m1}$  form the left and right bells, and are connected by a path  $P_{m2}$ .



The  $2*m1+m2$  nodes are numbered  $0, \dots, m1-1$  for the left barbell,  $m1, \dots, m1+m2-1$  for the path, and  $m1+m2, \dots, 2*m1+m2-1$  for the right barbell.

The 3 subgraphs are joined via the edges  $(m1-1, m1)$  and  $(m1+m2-1, m1+m2)$ . If  $m2=0$ , this is merely two complete graphs joined together.

This graph is an extremal example in David Aldous and Jim Fill's etext on Random Walks on Graphs.

### 6.2.3 complete\_graph

**complete\_graph** (*n*, *create\_using=None*)

Return the complete graph  $K_n$  with *n* nodes.

Node labels are the integers 0 to *n*-1.

### 6.2.4 complete\_bipartite\_graph

**complete\_bipartite\_graph** (*n1*, *n2*, *create\_using=None*)

Return the complete bipartite graph  $K_{\{n1, n2\}}$ .

Composed of two partitions with *n1* nodes in the first and *n2* nodes in the second. Each node in the first is connected to each node in the second.

Node labels are the integers 0 to *n1*+*n2*-1

### 6.2.5 circular\_ladder\_graph

**circular\_ladder\_graph** (*n*, *create\_using=None*)

Return the circular ladder graph  $CL_n$  of length *n*.

$CL_n$  consists of two concentric *n*-cycles in which each of the *n* pairs of concentric nodes are joined by an edge.

Node labels are the integers 0 to *n*-1

### 6.2.6 cycle\_graph

**cycle\_graph** (*n*, *create\_using=None*)

Return the cycle graph  $C_n$  over *n* nodes.

$C_n$  is the *n*-path with two end-nodes connected.

Node labels are the integers 0 to *n*-1. If *create\_using* is a DiGraph, the direction is in increasing order.

### 6.2.7 dorogovtsev\_goltsev\_mendes\_graph

**dorogovtsev\_goltsev\_mendes\_graph** (*n*, *create\_using=None*)

Return the hierarchically constructed Dorogovtsev-Goltsev-Mendes graph.

*n* is the generation. See: [arXiv:cond-mat/0112143](http://arXiv.org/cond-mat/0112143) by Dorogovtsev, Goltsev and Mendes.

## 6.2.8 empty\_graph

**empty\_graph** (*n=0, create\_using=None*)

Return the empty graph with *n* nodes and zero edges.

Node labels are the integers 0 to *n*-1

For example: `>>> G=nx.empty_graph(10) >>> G.number_of_nodes() 10 >>> G.number_of_edges() 0`

The variable `create_using` should point to a “graph”-like object that will be cleaned (nodes and edges will be removed) and refitted as an empty “graph” with *n* nodes with integer labels. This capability is useful for specifying the class-nature of the resulting empty “graph” (i.e. `Graph`, `DiGraph`, `MyWeirdGraphClass`, etc.).

The variable `create_using` has two main uses: Firstly, the variable `create_using` can be used to create an empty digraph, network, etc. For example,

```
>>> n=10
>>> G=nx.empty_graph(n, create_using=nx.DiGraph())
```

will create an empty digraph on *n* nodes.

Secondly, one can pass an existing graph (digraph, pseudograph, etc.) via `create_using`. For example, if *G* is an existing graph (resp. digraph, pseudograph, etc.), then `empty_graph(n, create_using=G)` will empty *G* (i.e. delete all nodes and edges using `G.clear()` in base) and then add *n* nodes and zero edges, and return the modified graph (resp. digraph, pseudograph, etc.).

See also `create_empty_copy(G)`.

## 6.2.9 grid\_2d\_graph

**grid\_2d\_graph** (*m, n, periodic=False, create\_using=None*)

Return the 2d grid graph of *m*x*n* nodes, each connected to its nearest neighbors. Optional argument `periodic=True` will connect boundary nodes via periodic boundary conditions.

## 6.2.10 grid\_graph

**grid\_graph** (*dim, periodic=False*)

Return the *n*-dimensional grid graph.

The dimension is the length of the list ‘*dim*’ and the size in each dimension is the value of the list element.

E.g. `G=grid_graph(dim=[2,3])` produces a 2x3 grid graph.

If `periodic=True` then join grid edges with periodic boundary conditions.

## 6.2.11 hypercube\_graph

**hypercube\_graph** (*n*)

Return the *n*-dimensional hypercube.

Node labels are the integers 0 to  $2^{*n} - 1$ .

### 6.2.12 ladder\_graph

**ladder\_graph** (*n*, *create\_using=None*)

Return the Ladder graph of length *n*.

This is two rows of *n* nodes, with each pair connected by a single edge.

Node labels are the integers 0 to  $2*n - 1$ .

### 6.2.13 lollipop\_graph

**lollipop\_graph** (*m*, *n*, *create\_using=None*)

Return the Lollipop Graph;  $K_m$  connected to  $P_n$ .

This is the Barbell Graph without the right barbell.

For  $m > 1$  and  $n \geq 0$ , the complete graph  $K_m$  is connected to the path  $P_n$ . The resulting  $m+n$  nodes are labelled 0,..., $m-1$  for the complete graph and  $m$ ,..., $m+n-1$  for the path. The 2 subgraphs are joined via the edge  $(m-1,m)$ . If  $n=0$ , this is merely a complete graph.

Node labels are the integers 0 to `number_of_nodes - 1`.

(This graph is an extremal example in David Aldous and Jim Fill's etext on Random Walks on Graphs.)

### 6.2.14 null\_graph

**null\_graph** (*create\_using=None*)

Return the Null graph with no nodes or edges.

See `empty_graph` for the use of `create_using`.

### 6.2.15 path\_graph

**path\_graph** (*n*, *create\_using=None*)

Return the Path graph  $P_n$  of *n* nodes linearly connected by  $n-1$  edges.

Node labels are the integers 0 to  $n - 1$ . If `create_using` is a DiGraph then the edges are directed in increasing order.

### 6.2.16 star\_graph

**star\_graph** (*n*, *create\_using=None*)

Return the Star graph with  $n+1$  nodes: one center node, connected to *n* outer nodes.

Node labels are the integers 0 to *n*.

### 6.2.17 trivial\_graph

**trivial\_graph** (*create\_using=None*)

Return the Trivial graph with one node (with integer label 0) and no edges.

### 6.2.18 wheel\_graph

**wheel\_graph** (*n*, *create\_using=None*)

Return the wheel graph: a single hub node connected to each node of the (n-1)-node cycle graph.

Node labels are the integers 0 to n - 1.

## 6.3 Small

Various small and named graphs, together with some compact generators.

<code>make_small_graph(graph_description[, ...])</code>	Return the small graph described by <code>graph_description</code> .
<code>LCF_graph(n, shift_list, repeats[, create_using])</code>	Return the cubic graph specified in LCF notation.
<code>bull_graph([create_using])</code>	Return the Bull graph.
<code>chvatal_graph([create_using])</code>	Return the Chvátal graph.
<code>cubical_graph([create_using])</code>	Return the 3-regular Platonic Cubical graph.
<code>desargues_graph([create_using])</code>	Return the Desargues graph.
<code>diamond_graph([create_using])</code>	Return the Diamond graph.
<code>dodecahedral_graph([create_using])</code>	Return the Platonic Dodecahedral graph.
<code>frucht_graph([create_using])</code>	Return the Frucht Graph.
<code>heawood_graph([create_using])</code>	Return the Heawood graph, a (3,6) cage.
<code>house_graph([create_using])</code>	Return the House graph (square with triangle on top).
<code>house_x_graph([create_using])</code>	Return the House graph with a cross inside the house square.
<code>icosahedral_graph([create_using])</code>	Return the Platonic Icosahedral graph.
<code>krackhardt_kite_graph([create_using])</code>	Return the Krackhardt Kite Social Network.
<code>moebius_kantor_graph([create_using])</code>	Return the Moebius-Kantor graph.
<code>octahedral_graph([create_using])</code>	Return the Platonic Octahedral graph.
<code>pappus_graph()</code>	Return the Pappus graph.
<code>petersen_graph([create_using])</code>	Return the Petersen graph.
<code>sedgewick_maze_graph([create_using])</code>	Return a small maze with a cycle.
<code>tetrahedral_graph([create_using])</code>	Return the 3-regular Platonic Tetrahedral graph.
<code>truncated_cube_graph([create_using])</code>	Return the skeleton of the truncated cube.
<code>truncated_tetrahedron_graph([create_using])</code>	Return the skeleton of the truncated Platonic tetrahedron.
<code>tutte_graph([create_using])</code>	Return the Tutte graph.

### 6.3.1 make\_small\_graph

**make\_small\_graph** (*graph\_description*, *create\_using=None*)

Return the small graph described by `graph_description`.

`graph_description` is a list of the form [*ltype*,*name*,*n*,*xlist*]

Here *ltype* is one of “adjacencylist” or “edgelist”, *name* is the name of the graph and *n* the number of nodes. This constructs a graph of *n* nodes with integer labels 0,...,*n*-1.

If *ltype*=“adjacencylist” then *xlist* is an adjacency list with exactly *n* entries, in with the *j*’th entry (which can be empty) specifies the nodes connected to vertex *j*. e.g. the “square” graph `C_4` can be obtained by

```
>>> G=nx.make_small_graph(["adjacencylist", "C_4", 4, [[2,4], [1,3], [2,4], [1,3]]])
```

or, since we do not need to add edges twice,

```
>>> G=nx.make_small_graph(["adjacencylist", "C_4", 4, [[2,4], [3], [4], []]])
```

If ltype="edgelist" then xlist is an edge list written as  $[[v_1, w_1], [v_2, w_2], \dots, [v_k, w_k]]$ , where  $v_j$  and  $w_j$  integers in the range  $1, \dots, n$  e.g. the "square" graph C\_4 can be obtained by

```
>>> G=nx.make_small_graph(["edgelist", "C_4", 4, [[1,2], [3,4], [2,3], [4,1]]])
```

Use the create\_using argument to choose the graph class/type.

### 6.3.2 LCF\_graph

**LCF\_graph** (*n*, *shift\_list*, *repeats*, *create\_using=None*)

Return the cubic graph specified in LCF notation.

LCF notation (LCF=Lederberg-Coxeter-Fruchte) is a compressed notation used in the generation of various cubic Hamiltonian graphs of high symmetry. See, for example, dodecahedral\_graph, desargues\_graph, heawood\_graph and pappus\_graph below.

**n (number of nodes)** The starting graph is the  $n$ -cycle with nodes  $0, \dots, n-1$ . (The null graph is returned if  $n < 0$ .)

**shift\_list** =  $[s_1, s_2, \dots, s_k]$ , a list of integer shifts mod  $n$ ,

**repeats** integer specifying the number of times that shifts in shift\_list are successively applied to each  $v_{\text{current}}$  in the  $n$ -cycle to generate an edge between  $v_{\text{current}}$  and  $v_{\text{current}} + \text{shift} \bmod n$ .

For  $v_1$  cycling through the  $n$ -cycle a total of  $k \cdot \text{repeats}$  with shift cycling through shiftlist repeats times connect  $v_1$  with  $v_1 + \text{shift} \bmod n$

The utility graph  $K_{\{3,3\}}$

```
>>> G=nx.LCF_graph(6, [3, -3], 3)
```

The Heawood graph

```
>>> G=nx.LCF_graph(14, [5, -5], 7)
```

See <http://mathworld.wolfram.com/LCFNotation.html> for a description and references.

### 6.3.3 bull\_graph

**bull\_graph** (*create\_using=None*)

Return the Bull graph.

### 6.3.4 chvatal\_graph

**chvatal\_graph** (*create\_using=None*)

Return the Chvátal graph.

### 6.3.5 cubical\_graph

**cubical\_graph** (*create\_using=None*)

Return the 3-regular Platonic Cubical graph.

### 6.3.6 `desargues_graph`

**`desargues_graph`** (*create\_using=None*)  
Return the Desargues graph.

### 6.3.7 `diamond_graph`

**`diamond_graph`** (*create\_using=None*)  
Return the Diamond graph.

### 6.3.8 `dodecahedral_graph`

**`dodecahedral_graph`** (*create\_using=None*)  
Return the Platonic Dodecahedral graph.

### 6.3.9 `frucht_graph`

**`frucht_graph`** (*create\_using=None*)  
Return the Frucht Graph.

The Frucht Graph is the smallest cubical graph whose automorphism group consists only of the identity element.

### 6.3.10 `heawood_graph`

**`heawood_graph`** (*create\_using=None*)  
Return the Heawood graph, a (3,6) cage.

### 6.3.11 `house_graph`

**`house_graph`** (*create\_using=None*)  
Return the House graph (square with triangle on top).

### 6.3.12 `house_x_graph`

**`house_x_graph`** (*create\_using=None*)  
Return the House graph with a cross inside the house square.

### 6.3.13 `icosahedral_graph`

**`icosahedral_graph`** (*create\_using=None*)  
Return the Platonic Icosahedral graph.

### 6.3.14 krackhardt\_kite\_graph

**krackhardt\_kite\_graph** (*create\_using=None*)

Return the Krackhardt Kite Social Network.

A 10 actor social network introduced by David Krackhardt to illustrate: degree, betweenness, centrality, closeness, etc. The traditional labeling is: Andre=1, Beverley=2, Carol=3, Diane=4, Ed=5, Fernando=6, Garth=7, Heather=8, Ike=9, Jane=10.

### 6.3.15 moebius\_kantor\_graph

**moebius\_kantor\_graph** (*create\_using=None*)

Return the Moebius-Kantor graph.

### 6.3.16 octahedral\_graph

**octahedral\_graph** (*create\_using=None*)

Return the Platonic Octahedral graph.

### 6.3.17 pappus\_graph

**pappus\_graph** ()

Return the Pappus graph.

### 6.3.18 petersen\_graph

**petersen\_graph** (*create\_using=None*)

Return the Petersen graph.

### 6.3.19 sedgewick\_maze\_graph

**sedgewick\_maze\_graph** (*create\_using=None*)

Return a small maze with a cycle.

This is the maze used in Sedgewick, 3rd Edition, Part 5, Graph Algorithms, Chapter 18, e.g. Figure 18.2 and following. Nodes are numbered 0,...,7

### 6.3.20 tetrahedral\_graph

**tetrahedral\_graph** (*create\_using=None*)

Return the 3-regular Platonic Tetrahedral graph.

### 6.3.21 truncated\_cube\_graph

**truncated\_cube\_graph** (*create\_using=None*)

Return the skeleton of the truncated cube.

### 6.3.22 truncated\_tetrahedron\_graph

**truncated\_tetrahedron\_graph** (*create\_using=None*)

Return the skeleton of the truncated Platonic tetrahedron.

### 6.3.23 tutte\_graph

**tutte\_graph** (*create\_using=None*)

Return the Tutte graph.

## 6.4 Random Graphs

Generators for random graphs.

<code>fast_gnp_random_graph(n, p[, seed, directed])</code>	Return a random graph $G_{\{n,p\}}$ (Erdős-Rényi graph, binomial graph).
<code>gnp_random_graph(n, p[, seed, directed])</code>	Return a random graph $G_{\{n,p\}}$ (Erdős-Rényi graph, binomial graph).
<code>dense_gnm_random_graph(n, m[, seed])</code>	Return the random graph $G_{\{n,m\}}$ .
<code>gnm_random_graph(n, m[, seed, directed])</code>	Return the random graph $G_{\{n,m\}}$ .
<code>erdos_renyi_graph(n, p[, seed, directed])</code>	Return a random graph $G_{\{n,p\}}$ (Erdős-Rényi graph, binomial graph).
<code>binomial_graph(n, p[, seed, directed])</code>	Return a random graph $G_{\{n,p\}}$ (Erdős-Rényi graph, binomial graph).
<code>newman_watts_strogatz_graph(n, k, p[, seed])</code>	Return a Newman-Watts-Strogatz small world graph.
<code>watts_strogatz_graph(n, k, p[, seed])</code>	Return a Watts-Strogatz small-world graph.
<code>connected_watts_strogatz_graph(n, k, p[, ...])</code>	Return a connected Watts-Strogatz small-world graph.
<code>random_regular_graph(d, n[, seed])</code>	Return a random regular graph of $n$ nodes each with degree $d$ .
<code>barabasi_albert_graph(n, m[, seed])</code>	Return random graph using Barabási-Albert preferential attachment model.
<code>powerlaw_cluster_graph(n, m, p[, seed])</code>	Holme and Kim algorithm for growing graphs with powerlaw
<code>random_lobster(n, p1, p2[, seed])</code>	Return a random lobster.
<code>random_shell_graph(creator[, seed])</code>	Return a random shell graph for the creator given.
<code>random_powerlaw_tree(n[, gamma, seed, tries])</code>	Return a tree with a powerlaw degree distribution.
<code>random_powerlaw_tree_sequence(n[, gamma, ...])</code>	Return a degree sequence for a tree with a powerlaw distribution.

#### 6.4.1 fast\_gnp\_random\_graph

**fast\_gnp\_random\_graph** ( $n, p, seed=None, directed=False$ )

Return a random graph  $G_{\{n,p\}}$  (Erdős-Rényi graph, binomial graph).

**Parameters**  $n$  : int

The number of nodes.

$p$  : float

Probability for edge creation.

**seed** : int, optional

Seed for random number generator (default=None).

**directed** : bool, optional (default=False)

If True return a directed graph

**See Also:**

`gnp_random_graph`



## Notes

The  $G_{\{n,p\}}$  graph algorithm chooses each of the  $[n(n-1)]/2$  (undirected) or  $n(n-1)$  (directed) possible edges with probability  $p$ .

This algorithm is  $O(n+m)$  where  $m$  is the expected number of edges  $m=p*n*(n-1)/2$ .

It should be faster than `gnp_random_graph` when  $p$  is small and the expected number of edges is small (sparse graph).

## References

[R284]

### 6.4.2 `gnp_random_graph`

**`gnp_random_graph`** (*n*, *p*, *seed=None*, *directed=False*)

Return a random graph  $G_{\{n,p\}}$  (Erdős-Rényi graph, binomial graph).

Chooses each of the possible edges with probability  $p$ .

This is also called `binomial_graph` and `erdos_renyi_graph`.

**Parameters** **n** : int

The number of nodes.

**p** : float

Probability for edge creation.

**seed** : int, optional

Seed for random number generator (default=None).

**directed** : bool, optional (default=False)

If True return a directed graph

**See Also:**

`fast_gnp_random_graph`

## Notes

This is an  $O(n^2)$  algorithm. For sparse graphs (small  $p$ ) see `fast_gnp_random_graph` for a faster algorithm.

## References

[R285], [R286]

### 6.4.3 dense\_gnm\_random\_graph

**dense\_gnm\_random\_graph** (*n, m, seed=None*)

Return the random graph  $G_{\{n,m\}}$ .

Gives a graph picked randomly out of the set of all graphs with *n* nodes and *m* edges. This algorithm should be faster than `gnm_random_graph` for dense graphs.

**Parameters** *n* : int

The number of nodes.

*m* : int

The number of edges.

*seed* : int, optional

Seed for random number generator (default=None).

**See Also:**

[`gnm\_random\_graph`](#)

#### Notes

Algorithm by Keith M. Briggs Mar 31, 2006. Inspired by Knuth's Algorithm S (Selection sampling technique), in section 3.4.2 of [R281].

#### References

[R281]

### 6.4.4 gnm\_random\_graph

**gnm\_random\_graph** (*n, m, seed=None, directed=False*)

Return the random graph  $G_{\{n,m\}}$ .

Produces a graph picked randomly out of the set of all graphs with *n* nodes and *m* edges.

**Parameters** *n* : int

The number of nodes.

*m* : int

The number of edges.

*seed* : int, optional

Seed for random number generator (default=None).

*directed* : bool, optional (default=False)

If True return a directed graph

### 6.4.5 erdos\_renyi\_graph

**erdos\_renyi\_graph** (*n, p, seed=None, directed=False*)

Return a random graph  $G_{\{n,p\}}$  (Erdős-Rényi graph, binomial graph).

Chooses each of the possible edges with probability *p*.

This is also called `binomial_graph` and `erdos_renyi_graph`.

**Parameters** *n* : int

The number of nodes.

*p* : float

Probability for edge creation.

*seed* : int, optional

Seed for random number generator (default=None).

*directed* : bool, optional (default=False)

If True return a directed graph

**See Also:**

`fast_gnp_random_graph`

#### Notes

This is an  $O(n^2)$  algorithm. For sparse graphs (small *p*) see `fast_gnp_random_graph` for a faster algorithm.

#### References

[R282], [R283]

### 6.4.6 binomial\_graph

**binomial\_graph** (*n, p, seed=None, directed=False*)

Return a random graph  $G_{\{n,p\}}$  (Erdős-Rényi graph, binomial graph).

Chooses each of the possible edges with probability *p*.

This is also called `binomial_graph` and `erdos_renyi_graph`.

**Parameters** *n* : int

The number of nodes.

*p* : float

Probability for edge creation.

*seed* : int, optional

Seed for random number generator (default=None).

*directed* : bool, optional (default=False)

If True return a directed graph

**See Also:**

`fast_gnp_random_graph`

**Notes**

This is an  $O(n^2)$  algorithm. For sparse graphs (small  $p$ ) see `fast_gnp_random_graph` for a faster algorithm.

**References**

[R279], [R280]

### 6.4.7 `newman_watts_strogatz_graph`

**`newman_watts_strogatz_graph`** ( $n, k, p, seed=None$ )

Return a Newman-Watts-Strogatz small world graph.

**Parameters**  $n$  : int

The number of nodes

$k$  : int

Each node is connected to  $k$  nearest neighbors in ring topology

$p$  : float

The probability of adding a new edge for each edge

**seed** : int, optional

seed for random number generator (default=None)

**See Also:**

`watts_strogatz_graph`

**Notes**

First create a ring over  $n$  nodes. Then each node in the ring is connected with its  $k$  nearest neighbors ( $k-1$  neighbors if  $k$  is odd). Then shortcuts are created by adding new edges as follows: for each edge  $u-v$  in the underlying “ $n$ -ring with  $k$  nearest neighbors” with probability  $p$  add a new edge  $u-w$  with randomly-chosen existing node  $w$ . In contrast with `watts_strogatz_graph()`, no edges are removed.

**References**

[R287]

### 6.4.8 `watts_strogatz_graph`

**`watts_strogatz_graph`** ( $n, k, p, seed=None$ )

Return a Watts-Strogatz small-world graph.

**Parameters**  $n$  : int

The number of nodes

**k** : int

Each node is connected to k nearest neighbors in ring topology

**p** : float

The probability of rewiring each edge

**seed** : int, optional

Seed for random number generator (default=None)

**See Also:**

`newman_watts_strogatz_graph`, `connected_watts_strogatz_graph`

**Notes**

First create a ring over n nodes. Then each node in the ring is connected with its k nearest neighbors (k-1 neighbors if k is odd). Then shortcuts are created by replacing some edges as follows: for each edge u-v in the underlying “n-ring with k nearest neighbors” with probability p replace it with a new edge u-w with uniformly random choice of existing node w.

In contrast with `newman_watts_strogatz_graph()`, the random rewiring does not increase the number of edges. The rewired graph is not guaranteed to be connected as in `connected_watts_strogatz_graph()`.

**References**

[R291]

### 6.4.9 `connected_watts_strogatz_graph`

**`connected_watts_strogatz_graph`** (*n*, *k*, *p*, *tries*=100, *seed*=None)

Return a connected Watts-Strogatz small-world graph.

Attempt to generate a connected realization by repeated generation of Watts-Strogatz small-world graphs. An exception is raised if the maximum number of tries is exceeded.

**Parameters** **n** : int

The number of nodes

**k** : int

Each node is connected to k nearest neighbors in ring topology

**p** : float

The probability of rewiring each edge

**tries** : int

Number of attempts to generate a connected graph.

**seed** : int, optional

The seed for random number generator.

See Also:

`newman_watts_strogatz_graph`, `watts_strogatz_graph`

### 6.4.10 `random_regular_graph`

**`random_regular_graph`** (*d, n, seed=None*)

Return a random regular graph of *n* nodes each with degree *d*.

The resulting graph *G* has no self-loops or parallel edges.

**Parameters** *d* : int

Degree

*n* : integer

Number of nodes. The value of *n*\**d* must be even.

*seed* : hashable object

The seed for random number generator.

#### Notes

The nodes are numbered from 0 to *n*-1.

Kim and Vu's paper [R290] shows that this algorithm samples in an asymptotically uniform way from the space of random graphs when  $d = O(n^{1/3-\epsilon})$ .

#### References

[R289], [R290]

### 6.4.11 `barabasi_albert_graph`

**`barabasi_albert_graph`** (*n, m, seed=None*)

Return random graph using Barabási-Albert preferential attachment model.

A graph of *n* nodes is grown by attaching new nodes each with *m* edges that are preferentially attached to existing nodes with high degree.

**Parameters** *n* : int

Number of nodes

*m* : int

Number of edges to attach from a new node to existing nodes

*seed* : int, optional

Seed for random number generator (default=None).

**Returns** *G* : Graph

## Notes

The initialization is a graph with with  $m$  nodes and no edges.

## References

[R278]

### 6.4.12 powerlaw\_cluster\_graph

**powerlaw\_cluster\_graph** ( $n, m, p, seed=None$ )

Holme and Kim algorithm for growing graphs with powerlaw degree distribution and approximate average clustering.

**Parameters** **n** : int

the number of nodes

**m** : int

the number of random edges to add for each new node

**p** : float,

Probability of adding a triangle after adding a random edge

**seed** : int, optional

Seed for random number generator (default=None).

## Notes

The average clustering has a hard time getting above a certain cutoff that depends on  $m$ . This cutoff is often quite low. Note that the transitivity (fraction of triangles to possible triangles) seems to go down with network size.

It is essentially the Barabási-Albert (B-A) growth model with an extra step that each random edge is followed by a chance of making an edge to one of its neighbors too (and thus a triangle).

This algorithm improves on B-A in the sense that it enables a higher average clustering to be attained if desired.

It seems possible to have a disconnected graph with this algorithm since the initial  $m$  nodes may not be all linked to a new node on the first iteration like the B-A model.

## References

[R288]

### 6.4.13 random\_lobster

**random\_lobster** ( $n, p1, p2, seed=None$ )

Return a random lobster.

A lobster is a tree that reduces to a caterpillar when pruning all leaf nodes.

A caterpillar is a tree that reduces to a path graph when pruning all leaf nodes ( $p2=0$ ).

**Parameters** **n** : int

The expected number of nodes in the backbone

**p1** : float

Probability of adding an edge to the backbone

**p2** : float

Probability of adding an edge one level beyond backbone

**seed** : int, optional

Seed for random number generator (default=None).

#### 6.4.14 random\_shell\_graph

**random\_shell\_graph** (*constructor*, *seed=None*)

Return a random shell graph for the constructor given.

**Parameters** **constructor**: a list of three-tuples :

(n,m,d) for each shell starting at the center shell.

**n** : int

The number of nodes in the shell

**m** : int

The number of edges in the shell

**d** : float

The ratio of inter-shell (next) edges to intra-shell edges. d=0 means no intra shell edges, d=1 for the last shell

**seed** : int, optional

Seed for random number generator (default=None).

#### Examples

```
>>> constructor=[(10,20,0.8),(20,40,0.8)]
>>> G=nx.random_shell_graph(constructor)
```

#### 6.4.15 random\_powerlaw\_tree

**random\_powerlaw\_tree** (*n*, *gamma=3*, *seed=None*, *tries=100*)

Return a tree with a powerlaw degree distribution.

**Parameters** **n** : int,

The number of nodes

**gamma** : float

Exponent of the power-law

**seed** : int, optional



Seed for random number generator (default=None).

**tries** : int

Number of attempts to adjust sequence to make a tree

#### Notes

A trial powerlaw degree sequence is chosen and then elements are swapped with new elements from a powerlaw distribution until the sequence makes a tree (#edges=#nodes-1).

### 6.4.16 random\_powerlaw\_tree\_sequence

**random\_powerlaw\_tree\_sequence** (*n*, *gamma*=3, *seed*=None, *tries*=100)

Return a degree sequence for a tree with a powerlaw distribution.

**Parameters** **n** : int,

The number of nodes

**gamma** : float

Exponent of the power-law

**seed** : int, optional

Seed for random number generator (default=None).

**tries** : int

Number of attempts to adjust sequence to make a tree

#### Notes

A trial powerlaw degree sequence is chosen and then elements are swapped with new elements from a powerlaw distribution until the sequence makes a tree (#edges=#nodes-1).

## 6.5 Degree Sequence

Generate graphs with a given degree sequence or expected degree sequence.

<code>configuration_model(deg_sequence[, ...])</code>	Return a random graph with the given degree sequence.
<code>directed_configuration_model(...[, ...])</code>	Return a directed_random graph with the given degree sequences.
<code>expected_degree_graph(w[, seed, selfloops])</code>	Return a random graph with given expected degrees.
<code>havel_hakimi_graph(deg_sequence[, create_using])</code>	Return a simple graph with given degree sequence constructed
<code>directed_havel_hakimi_graph(in_deg_sequence, ...)</code>	Return a directed graph with the given degree sequences.
<code>degree_sequence_tree(deg_sequence[, ...])</code>	Make a tree for the given degree sequence.
<code>random_degree_sequence_graph(sequence[, ...])</code>	Return a simple random graph with the given degree sequence.

### 6.5.1 configuration\_model

**configuration\_model** (*deg\_sequence*, *create\_using*=None, *seed*=None)

Return a random graph with the given degree sequence.

The configuration model generates a random pseudograph (graph with parallel edges and self loops) by randomly assigning edges to match the given degree sequence.

**Parameters** `deg_sequence` : list of integers

Each list entry corresponds to the degree of a node.

**create\_using** : graph, optional (default MultiGraph)

Return graph of this type. The instance will be cleared.

**seed** : hashable object, optional

Seed for random number generator.

**Returns** `G` : MultiGraph

A graph with the specified degree sequence. Nodes are labeled starting at 0 with an index corresponding to the position in `deg_sequence`.

**Raises** `NetworkXError` :

If the degree sequence does not have an even sum.

**See Also:**

`is_valid_degree_sequence`

## Notes

As described by Newman [\[R255\]](#).

A non-graphical degree sequence (not realizable by some simple graph) is allowed since this function returns graphs with self loops and parallel edges. An exception is raised if the degree sequence does not have an even sum.

This configuration model construction process can lead to duplicate edges and loops. You can remove the self-loops and parallel edges (see below) which will likely result in a graph that doesn't have the exact degree sequence specified.

The density of self-loops and parallel edges tends to decrease as the number of nodes increases. However, typically the number of self-loops will approach a Poisson distribution with a nonzero mean, and similarly for the number of parallel edges. Consider a node with  $k$  stubs. The probability of being joined to another stub of the same node is basically  $(k-1)/N$  where  $k$  is the degree and  $N$  is the number of nodes. So the probability of a self-loop scales like  $c/N$  for some constant  $c$ . As  $N$  grows, this means we expect  $c$  self-loops. Similarly for parallel edges.

## References

[\[R255\]](#)

## Examples

```
>>> from networkx.utils import powerlaw_sequence
>>> z=nx.utils.create_degree_sequence(100,powerlaw_sequence)
>>> G=nx.configuration_model(z)
```

To remove parallel edges:

```
>>> G=nx.Graph(G)
```

To remove self loops:

```
>>> G.remove_edges_from(G.selfloop_edges())
```

## 6.5.2 directed\_configuration\_model

**directed\_configuration\_model** (*in\_degree\_sequence*, *out\_degree\_sequence*, *create\_using=None*, *seed=None*)

Return a directed\_random graph with the given degree sequences.

The configuration model generates a random directed pseudograph (graph with parallel edges and self loops) by randomly assigning edges to match the given degree sequences.

**Parameters** *in\_degree\_sequence* : list of integers

Each list entry corresponds to the in-degree of a node.

*out\_degree\_sequence* : list of integers

Each list entry corresponds to the out-degree of a node.

*create\_using* : graph, optional (default MultiDiGraph)

Return graph of this type. The instance will be cleared.

*seed* : hashable object, optional

Seed for random number generator.

**Returns** *G* : MultiDiGraph

A graph with the specified degree sequences. Nodes are labeled starting at 0 with an index corresponding to the position in deg\_sequence.

**Raises** **NetworkXError** :

If the degree sequences do not have the same sum.

**See Also:**

`configuration_model`

### Notes

Algorithm as described by Newman [R256].

A non-graphical degree sequence (not realizable by some simple graph) is allowed since this function returns graphs with self loops and parallel edges. An exception is raised if the degree sequences does not have the same sum.

This configuration model construction process can lead to duplicate edges and loops. You can remove the self-loops and parallel edges (see below) which will likely result in a graph that doesn't have the exact degree sequence specified. This "finite-size effect" decreases as the size of the graph increases.

### References

[R256]

### Examples

```
>>> D=nx.DiGraph([(0,1),(1,2),(2,3)]) # directed path graph
>>> din=list(D.in_degree().values())
>>> dout=list(D.out_degree().values())
>>> din.append(1)
>>> dout[0]=2
>>> D=nx.directed_configuration_model(din,dout)
```

To remove parallel edges:

```
>>> D=nx.DiGraph(D)
```

To remove self loops:

```
>>> D.remove_edges_from(D.selfloop_edges())
```

### 6.5.3 expected\_degree\_graph

**expected\_degree\_graph** (*w*, *seed=None*, *selfloops=True*)

Return a random graph with given expected degrees.

Given a sequence of expected degrees  $W = (w_0, w_1, \dots, w_{n-1})$  of length  $n$  this algorithm assigns an edge between node  $u$  and node  $v$  with probability

$$p_{uv} = \frac{w_u w_v}{\sum_k w_k}.$$

**Parameters** **w** : list

The list of expected degrees.

**selfloops**: bool (default=True) :

Set to False to remove the possibility of self-loop edges.

**seed** : hashable object, optional

The seed for the random number generator.

**Returns** **Graph** :

#### Notes

The nodes have integer labels corresponding to index of expected degrees input sequence.

The complexity of this algorithm is  $\mathcal{O}(n + m)$  where  $n$  is the number of nodes and  $m$  is the expected number of edges.

The model in [R258] includes the possibility of self-loop edges. Set `selfloops=False` to produce a graph without self loops.

For finite graphs this model doesn't produce exactly the given expected degree sequence. Instead the expected degrees are as follows.

For the case without self loops (`selfloops=False`),

$$E[\deg(u)] = \sum_{v \neq u} p_{uv} = w_u \left( 1 - \frac{w_u}{\sum_k w_k} \right).$$

NetworkX uses the standard convention that a self-loop edge counts 2 in the degree of a node, so with self loops (selfloops=True),

$$E[deg(u)] = \sum_{v \neq u} p_{uv} + 2p_{uu} = w_u \left( 1 + \frac{w_u}{\sum_k w_k} \right).$$

## References

[R258], [R259]

## Examples

```
>>> z=[10 for i in range(100)]
>>> G=nx.expected_degree_graph(z)
```

### 6.5.4 havel\_hakimi\_graph

**havel\_hakimi\_graph** (*deg\_sequence*, *create\_using=None*)

Return a simple graph with given degree sequence constructed using the Havel-Hakimi algorithm.

**Parameters** *deg\_sequence*: list of integers :

Each integer corresponds to the degree of a node (need not be sorted).

**create\_using** : graph, optional (default Graph)

Return graph of this type. The instance will be cleared. Directed graphs are not allowed.

**Raises** **NetworkXException** :

For a non-graphical degree sequence (i.e. one not realizable by some simple graph).

## Notes

The Havel-Hakimi algorithm constructs a simple graph by successively connecting the node of highest degree to other nodes of highest degree, resorting remaining nodes by degree, and repeating the process. The resulting graph has a high degree-associativity. Nodes are labeled 1,..., len(deg\_sequence), corresponding to their position in deg\_sequence.

The basic algorithm is from Hakimi [R260] and was generalized by Kleitman and Wang [R261].

## References

[R260], [R261]

### 6.5.5 directed\_havel\_hakimi\_graph

**directed\_havel\_hakimi\_graph** (*in\_deg\_sequence*, *out\_deg\_sequence*, *create\_using=None*)

Return a directed graph with the given degree sequences.

**Parameters** *in\_deg\_sequence* : list of integers

Each list entry corresponds to the in-degree of a node.

**out\_deg\_sequence** : list of integers

Each list entry corresponds to the out-degree of a node.

**create\_using** : graph, optional (default DiGraph)

Return graph of this type. The instance will be cleared.

**Returns** **G** : DiGraph

A graph with the specified degree sequences. Nodes are labeled starting at 0 with an index corresponding to the position in deg\_sequence

**Raises** **NetworkXError** :

If the degree sequences are not digraphical.

**See Also:**

`configuration_model`

### Notes

Algorithm as described by Kleitman and Wang [R257].

### References

[R257]

## 6.5.6 degree\_sequence\_tree

**degree\_sequence\_tree** (*deg\_sequence*, *create\_using=None*)

Make a tree for the given degree sequence.

A tree has  $\#nodes - \#edges = 1$  so the degree sequence must have  $\text{len}(\text{deg\_sequence}) - \text{sum}(\text{deg\_sequence})/2 = 1$

## 6.5.7 random\_degree\_sequence\_graph

**random\_degree\_sequence\_graph** (*sequence*, *seed=None*, *tries=10*)

Return a simple random graph with the given degree sequence.

If the maximum degree  $d_m$  in the sequence is  $O(m^{1/4})$  then the algorithm produces almost uniform random graphs in  $O(md_m)$  time where  $m$  is the number of edges.

**Parameters** **sequence** : list of integers

Sequence of degrees

**seed** : hashable object, optional

Seed for random number generator

**tries** : int, optional

Maximum number of tries to create a graph

**Returns** **G** : Graph

A graph with the specified degree sequence. Nodes are labeled starting at 0 with an index corresponding to the position in the sequence.

**Raises** `NetworkXUnfeasible` :

If the degree sequence is not graphical.

**NetworkXError** :

If a graph is not produced in specified number of tries

**See Also:**

`is_valid_degree_sequence`, `configuration_model`

**Notes**

The generator algorithm [R262] is not guaranteed to produce a graph.

**References**

[R262]

**Examples**

```
>>> sequence = [1, 2, 2, 3]
>>> G = nx.random_degree_sequence_graph(sequence)
>>> sorted(G.degree().values())
[1, 2, 2, 3]
```

## 6.6 Random Clustered

Generate graphs with given degree and triangle sequence.

---

`random_clustered_graph(joint_degree_sequence)`    Generate a random graph with the given joint degree and triangle degree s

---

### 6.6.1 random\_clustered\_graph

**random\_clustered\_graph** (*joint\_degree\_sequence*, *create\_using=None*, *seed=None*)

Generate a random graph with the given joint degree and triangle degree sequence.

This uses a configuration model-like approach to generate a random pseudograph (graph with parallel edges and self loops) by randomly assigning edges to match the given independent edge and triangle degree sequence.

**Parameters** `joint_degree_sequence` : list of integer pairs

Each list entry corresponds to the independent edge degree and triangle degree of a node.

**create\_using** : graph, optional (default MultiGraph)

Return graph of this type. The instance will be cleared.

**seed** : hashable object, optional

The seed for the random number generator.

**Returns** `G` : MultiGraph

A graph with the specified degree sequence. Nodes are labeled starting at 0 with an index corresponding to the position in `deg_sequence`.

**Raises** **NetworkXError** :

If the independent edge degree sequence sum is not even or the triangle degree sequence sum is not divisible by 3.

### Notes

As described by Miller [R276] (see also Newman [R277] for an equivalent description).

A non-graphical degree sequence (not realizable by some simple graph) is allowed since this function returns graphs with self loops and parallel edges. An exception is raised if the independent degree sequence does not have an even sum or the triangle degree sequence sum is not divisible by 3.

This configuration model-like construction process can lead to duplicate edges and loops. You can remove the self-loops and parallel edges (see below) which will likely result in a graph that doesn't have the exact degree sequence specified. This "finite-size effect" decreases as the size of the graph increases.

### References

[R276], [R277]

### Examples

```
>>> deg_tri=[[1,0],[1,0],[1,0],[2,0],[1,0],[2,1],[0,1],[0,1]]
>>> G = nx.random_clustered_graph(deg_tri)
```

To remove parallel edges:

```
>>> G=nx.Graph(G)
```

To remove self loops:

```
>>> G.remove_edges_from(G.selfloop_edges())
```

## 6.7 Directed

Generators for some directed graphs.

`gn_graph`: growing network `gnc_graph`: growing network with copying `gnr_graph`: growing network with redirection  
`scale_free_graph`: scale free directed graph

<code>gn_graph(n[, kernel, create_using, seed])</code>	Return the GN digraph with n nodes.
<code>gnr_graph(n, p[, create_using, seed])</code>	Return the GNR digraph with n nodes and redirection probability p.
<code>gnc_graph(n[, create_using, seed])</code>	Return the GNC digraph with n nodes.
<code>scale_free_graph(n[, alpha, beta, gamma, ...])</code>	Return a scale free directed graph.



### 6.7.1 gn\_graph

**gn\_graph** (*n*, *kernel=None*, *create\_using=None*, *seed=None*)

Return the GN digraph with *n* nodes.

The GN (growing network) graph is built by adding nodes one at a time with a link to one previously added node. The target node for the link is chosen with probability based on degree. The default attachment kernel is a linear function of degree.

The graph is always a (directed) tree.

**Parameters** *n* : int

The number of nodes for the generated graph.

**kernel** : function

The attachment kernel.

**create\_using** : graph, optional (default DiGraph)

Return graph of this type. The instance will be cleared.

**seed** : hashable object, optional

The seed for the random number generator.

#### References

[R263]

#### Examples

```
>>> D=nx.gn_graph(10)      # the GN graph
>>> G=D.to_undirected()    # the undirected version
```

To specify an attachment kernel use the kernel keyword

```
>>> D=nx.gn_graph(10, kernel=lambda x:x**1.5) # A_k=k^1.5
```

### 6.7.2 gnr\_graph

**gnr\_graph** (*n*, *p*, *create\_using=None*, *seed=None*)

Return the GNR digraph with *n* nodes and redirection probability *p*.

The GNR (growing network with redirection) graph is built by adding nodes one at a time with a link to one previously added node. The previous target node is chosen uniformly at random. With probability *p* the link is instead “redirected” to the successor node of the target. The graph is always a (directed) tree.

**Parameters** *n* : int

The number of nodes for the generated graph.

**p** : float

The redirection probability.

**create\_using** : graph, optional (default DiGraph)

Return graph of this type. The instance will be cleared.

**seed** : hashable object, optional

The seed for the random number generator.

## References

[R265]

## Examples

```
>>> D=nx.gnr_graph(10,0.5) # the GNR graph
>>> G=D.to_undirected() # the undirected version
```

### 6.7.3 gnc\_graph

**gnc\_graph** (*n*, *create\_using=None*, *seed=None*)

Return the GNC digraph with *n* nodes.

The GNC (growing network with copying) graph is built by adding nodes one at a time with a links to one previously added node (chosen uniformly at random) and to all of that node's successors.

**Parameters** **n** : int

The number of nodes for the generated graph.

**create\_using** : graph, optional (default DiGraph)

Return graph of this type. The instance will be cleared.

**seed** : hashable object, optional

The seed for the random number generator.

## References

[R264]

### 6.7.4 scale\_free\_graph

**scale\_free\_graph** (*n*, *alpha=0.41*, *beta=0.54*, *gamma=0.05*, *delta\_in=0.2*, *delta\_out=0*, *create\_using=None*, *seed=None*)

Return a scale free directed graph.

**Parameters** **n** : integer

Number of nodes in graph

**alpha** : float

Probability for adding a new node connected to an existing node chosen randomly according to the in-degree distribution.

**beta** : float

Probability for adding an edge between two existing nodes. One existing node is chosen randomly according the in-degree distribution and the other chosen randomly according to the out-degree distribution.

**gamma** : float

Probability for adding a new node connected to an existing node chosen randomly according to the out-degree distribution.

**delta\_in** : float

Bias for choosing nodes from in-degree distribution.

**delta\_out** : float

Bias for choosing nodes from out-degree distribution.

**create\_using** : graph, optional (default MultiDiGraph)

Use this graph instance to start the process (default=3-cycle).

**seed** : integer, optional

Seed for random number generator

### Notes

The sum of alpha, beta, and gamma must be 1.

### References

[R266]

### Examples

```
>>> G=nx.scale_free_graph(100)
```

## 6.8 Geometric

Generators for geometric graphs.

<code>random_geometric_graph(n, radius[, dim, pos])</code>	Return the random geometric graph in the unit cube.
<code>geographical_threshold_graph(n, theta[, ...])</code>	Return a geographical threshold graph.
<code>waxman_graph(n[, alpha, beta, L, domain])</code>	Return a Waxman random graph.
<code>navigable_small_world_graph(n[, p, q, r, ...])</code>	Return a navigable small-world graph.

### 6.8.1 random\_geometric\_graph

**random\_geometric\_graph** (*n*, *radius*, *dim*=2, *pos*=None)

Return the random geometric graph in the unit cube.

The random geometric graph model places *n* nodes uniformly at random in the unit cube. Two nodes *u*, *v* are connected with an edge if  $d(u, v) \leq r$  where *d* is the Euclidean distance and *r* is a radius threshold.

**Parameters** **n** : int

Number of nodes

**radius: float :**

Distance threshold value

**dim : int, optional**

Dimension of graph

**pos : dict, optional**

A dictionary keyed by node with node positions as values.

**Returns Graph :**

### Notes

This uses an  $n^2$  algorithm to build the graph. A faster algorithm is possible using k-d trees.

The pos keyword can be used to specify node positions so you can create an arbitrary distribution and domain for positions. If you need a distance function other than Euclidean you'll have to hack the algorithm.

E.g to use a 2d Gaussian distribution of node positions with mean (0,0) and std. dev. 2

```
>>> import random
>>> n=20
>>> p=dict((i, (random.gauss(0,2), random.gauss(0,2))) for i in range(n))
>>> G = nx.random_geometric_graph(n,0.2,pos=p)
```

### References

[R270]

### Examples

```
>>> G = nx.random_geometric_graph(20,0.1)
```

## 6.8.2 geographical\_threshold\_graph

**geographical\_threshold\_graph** (*n, theta, alpha=2, dim=2, pos=None, weight=None*)

Return a geographical threshold graph.

The geographical threshold graph model places  $n$  nodes uniformly at random in a rectangular domain. Each node  $u$  is assigned a weight  $w_u$ . Two nodes  $u, v$  are connected with an edge if

$$w_u + w_v \geq \theta r^\alpha$$

where  $r$  is the Euclidean distance between  $u$  and  $v$ , and  $\theta, \alpha$  are parameters.

**Parameters** **n : int**

Number of nodes

**theta: float :**

Threshold value

**alpha: float, optional :**

Exponent of distance function

**dim** : int, optional

Dimension of graph

**pos** : dict

Node positions as a dictionary of tuples keyed by node.

**weight** : dict

Node weights as a dictionary of numbers keyed by node.

**Returns** **Graph** :

### Notes

If weights are not specified they are assigned to nodes by drawing randomly from an the exponential distribution with rate parameter  $\lambda = 1$ . To specify a weights from a different distribution assign them to a dictionary and pass it as the `weight=` keyword

```
>>> import random
>>> n = 20
>>> w=dict((i,random.expovariate(5.0)) for i in range(n))
>>> G = nx.geographical_threshold_graph(20,50,weight=w)
```

If node positions are not specified they are randomly assigned from the uniform distribution.

### References

[R267], [R268]

### Examples

```
>>> G = nx.geographical_threshold_graph(20,50)
```

## 6.8.3 waxman\_graph

**waxman\_graph** (*n*, *alpha*=0.4, *beta*=0.1, *L*=None, *domain*=(0, 0, 1, 1))

Return a Waxman random graph.

The Waxman random graph models place *n* nodes uniformly at random in a rectangular domain. Two nodes *u*,*v* are connected with an edge with probability

$$p = \alpha * \exp(-d/(\beta * L)).$$

This function implements both Waxman models.

**Waxman-1: *L* not specified** The distance *d* is the Euclidean distance between the nodes *u* and *v*. *L* is the maximum distance between all nodes in the graph.

**Waxman-2: *L* specified** The distance *d* is chosen randomly in  $[0, L]$ .

**Parameters** **n** : int

Number of nodes

**alpha: float :**

Model parameter

**beta: float :**

Model parameter

**L : float, optional**

Maximum distance between nodes. If not specified the actual distance is calculated.

**domain : tuple of numbers, optional**

Domain size (xmin, ymin, xmax, ymax)

**Returns G: Graph :**

## References

[R271]

## 6.8.4 navigable\_small\_world\_graph

**navigable\_small\_world\_graph** (*n, p=1, q=1, r=2, dim=2, seed=None*)

Return a navigable small-world graph.

A navigable small-world graph is a directed grid with additional long-range connections that are chosen randomly. From [R269]:

Begin with a set of nodes that are identified with the set of lattice points in an  $n \times n$  square,  $(i, j) : i \in 1, 2, \dots, n, j \in 1, 2, \dots, n$  and define the lattice distance between two nodes  $(i, j)$  and  $(k, l)$  to be the number of “lattice steps” separating them:  $d((i, j), (k, l)) = |k - i| + |l - j|$ .

For a universal constant  $p$ , the node  $u$  has a directed edge to every other node within lattice distance  $p$  (local contacts) .

For universal constants  $q \geq 0$  and  $r \geq 0$  construct directed edges from  $u$  to  $q$  other nodes (long-range contacts) using independent random trials; the  $i$ 'th directed edge from  $u$  has endpoint  $v$  with probability proportional to  $d(u, v)^{-r}$ .

**Parameters n : int**

The number of nodes.

**p : int**

The diameter of short range connections. Each node is connected to every other node within lattice distance  $p$ .

**q : int**

The number of long-range connections for each node.

**r : float**

Exponent for decaying probability of connections. The probability of connecting to a node at lattice distance  $d$  is  $1/d^r$ .

**dim : int**

Dimension of grid

**seed** : int, optional

Seed for random number generator (default=None).

## References

[R269]

## 6.9 Hybrid

Hybrid

<code>kl_connected_subgraph(G, k, l, low_memory, ...)</code>	Returns the maximum locally (k,l) connected subgraph of G.
<code>is_kl_connected(G, k, l, low_memory)</code>	Returns True if G is kl connected.

### 6.9.1 kl\_connected\_subgraph

**kl\_connected\_subgraph** (*G, k, l, low\_memory=False, same\_as\_graph=False*)

Returns the maximum locally (k,l) connected subgraph of G.

(k,l)-connected subgraphs are presented by Fan Chung and Li in “The Small World Phenomenon in hybrid power law graphs” to appear in “Complex Networks” (Ed. E. Ben-Naim) Lecture Notes in Physics, Springer (2004)

*low\_memory=True* then use a slightly slower, but lower memory version *same\_as\_graph=True* then return a tuple with subgraph and pflag for if G is kl-connected

### 6.9.2 is\_kl\_connected

**is\_kl\_connected** (*G, k, l, low\_memory=False*)

Returns True if G is kl connected.

## 6.10 Bipartite

Generators and functions for bipartite graphs.

<code>bipartite_configuration_model(aseq, bseq[, ...])</code>	Return a random bipartite graph from two given degree sequences
<code>bipartite_havel_hakimi_graph(aseq, bseq[, ...])</code>	Return a bipartite graph from two given degree sequences using
<code>bipartite_reverse_havel_hakimi_graph(aseq, bseq)</code>	Return a bipartite graph from two given degree sequences using
<code>bipartite_alternating_havel_hakimi_graph(...)</code>	Return a bipartite graph from two given degree sequences using
<code>bipartite_preferential_attachment_graph(aseq, p)</code>	Create a bipartite graph with a preferential attachment model fro
<code>bipartite_random_graph(n, m, p[, seed, directed])</code>	Return a bipartite random graph.
<code>bipartite_gnmk_random_graph(n, m, k[, seed, ...])</code>	Return a random bipartite graph $G_{\{n,m,k\}}$ .

### 6.10.1 bipartite\_configuration\_model

**bipartite\_configuration\_model** (*aseq, bseq, create\_using=None, seed=None*)

Return a random bipartite graph from two given degree sequences.

**Parameters** **aseq** : list

Degree sequence for node set A.

**bseq** : list

Degree sequence for node set B.

**create\_using** : NetworkX graph instance, optional

Return graph of this type.

**seed** : integer, optional

Seed for random number generator.

**Nodes from the set A are connected to nodes in the set B by :**

**choosing randomly from the possible free stubs, one in A and :**

**one in B. :**

### Notes

The sum of the two sequences must be equal:  $\text{sum}(\text{aseq}) = \text{sum}(\text{bseq})$  If no graph type is specified use `MultiGraph` with parallel edges. If you want a graph with no parallel edges use `create_using=Graph()` but then the resulting degree sequences might not be exact.

The nodes are assigned the attribute 'bipartite' with the value 0 or 1 to indicate which bipartite set the node belongs to.

## 6.10.2 bipartite\_havel\_hakimi\_graph

**bipartite\_havel\_hakimi\_graph** (*aseq, bseq, create\_using=None*)

Return a bipartite graph from two given degree sequences using a Havel-Hakimi style construction.

Nodes from the set A are connected to nodes in the set B by connecting the highest degree nodes in set A to the highest degree nodes in set B until all stubs are connected.

**Parameters** **aseq** : list

Degree sequence for node set A.

**bseq** : list

Degree sequence for node set B.

**create\_using** : NetworkX graph instance, optional

Return graph of this type.

### Notes

The sum of the two sequences must be equal:  $\text{sum}(\text{aseq}) = \text{sum}(\text{bseq})$  If no graph type is specified use `MultiGraph` with parallel edges. If you want a graph with no parallel edges use `create_using=Graph()` but then the resulting degree sequences might not be exact.

The nodes are assigned the attribute 'bipartite' with the value 0 or 1 to indicate which bipartite set the node belongs to.



### 6.10.3 bipartite\_reverse\_havel\_hakimi\_graph

**bipartite\_reverse\_havel\_hakimi\_graph** (*aseq, bseq, create\_using=None*)

Return a bipartite graph from two given degree sequences using a Havel-Hakimi style construction.

Nodes from set A are connected to nodes in the set B by connecting the highest degree nodes in set A to the lowest degree nodes in set B until all stubs are connected.

**Parameters** *aseq* : list

Degree sequence for node set A.

*bseq* : list

Degree sequence for node set B.

**create\_using** : NetworkX graph instance, optional

Return graph of this type.

#### Notes

The sum of the two sequences must be equal:  $\text{sum}(\text{aseq}) = \text{sum}(\text{bseq})$  If no graph type is specified use MultiGraph with parallel edges. If you want a graph with no parallel edges use `create_using=Graph()` but then the resulting degree sequences might not be exact.

The nodes are assigned the attribute 'bipartite' with the value 0 or 1 to indicate which bipartite set the node belongs to.

### 6.10.4 bipartite\_alternating\_havel\_hakimi\_graph

**bipartite\_alternating\_havel\_hakimi\_graph** (*aseq, bseq, create\_using=None*)

Return a bipartite graph from two given degree sequences using an alternating Havel-Hakimi style construction.

Nodes from the set A are connected to nodes in the set B by connecting the highest degree nodes in set A to alternatively the highest and the lowest degree nodes in set B until all stubs are connected.

**Parameters** *aseq* : list

Degree sequence for node set A.

*bseq* : list

Degree sequence for node set B.

**create\_using** : NetworkX graph instance, optional

Return graph of this type.

#### Notes

The sum of the two sequences must be equal:  $\text{sum}(\text{aseq}) = \text{sum}(\text{bseq})$  If no graph type is specified use MultiGraph with parallel edges. If you want a graph with no parallel edges use `create_using=Graph()` but then the resulting degree sequences might not be exact.

The nodes are assigned the attribute 'bipartite' with the value 0 or 1 to indicate which bipartite set the node belongs to.

### 6.10.5 bipartite\_preferential\_attachment\_graph

**bipartite\_preferential\_attachment\_graph** (*aseq*, *p*, *create\_using=None*, *seed=None*)

Create a bipartite graph with a preferential attachment model from a given single degree sequence.

**Parameters** *aseq* : list

Degree sequence for node set A.

**p** : float

Probability that a new bottom node is added.

**create\_using** : NetworkX graph instance, optional

Return graph of this type.

**seed** : integer, optional

Seed for random number generator.

#### References

[R253]

### 6.10.6 bipartite\_random\_graph

**bipartite\_random\_graph** (*n*, *m*, *p*, *seed=None*, *directed=False*)

Return a bipartite random graph.

This is a bipartite version of the binomial (Erdős-Rényi) graph.

**Parameters** *n* : int

The number of nodes in the first bipartite set.

**m** : int

The number of nodes in the second bipartite set.

**p** : float

Probability for edge creation.

**seed** : int, optional

Seed for random number generator (default=None).

**directed** : bool, optional (default=False)

If True return a directed graph

#### See Also:

[gnp\\_random\\_graph](#), [bipartite\\_configuration\\_model](#)

#### Notes

The bipartite random graph algorithm chooses each of the  $n*m$  (undirected) or  $2*nm$  (directed) possible edges with probability  $p$ .

This algorithm is  $O(n+m)$  where  $m$  is the expected number of edges.

The nodes are assigned the attribute 'bipartite' with the value 0 or 1 to indicate which bipartite set the node belongs to.

## References

[R254]

### 6.10.7 bipartite\_gnmk\_random\_graph

**bipartite\_gnmk\_random\_graph** (*n, m, k, seed=None, directed=False*)

Return a random bipartite graph  $G_{\{n,m,k\}}$ .

Produces a bipartite graph chosen randomly out of the set of all graphs with *n* top nodes, *m* bottom nodes, and *k* edges.

**Parameters** *n* : int

The number of nodes in the first bipartite set.

*m* : int

The number of nodes in the second bipartite set.

*k* : int

The number of edges

*seed* : int, optional

Seed for random number generator (default=None).

*directed* : bool, optional (default=False)

If True return a directed graph

## See Also:

`gnm_random_graph`

## Notes

If  $k > m * n$  then a complete bipartite graph is returned.

This graph is a bipartite version of the  $G_{nm}$  random graph model.

## Examples

```
G = nx.bipartite_gnmk_random_graph(10,20,50)
```

## 6.11 Line Graph

Line graph algorithms.

### 6.11.1 Undirected Graphs

For an undirected graph  $G$  without multiple edges, each edge can be written as a set  $\{u,v\}$ . Its line graph  $L$  has the edges of  $G$  as its nodes. If  $x$  and  $y$  are two nodes in  $L$ , then  $\{x,y\}$  is an edge in  $L$  if and only if the intersection of  $x$  and  $y$  is nonempty. Thus, the set of all edges is determined by the set of all pair-wise intersections of edges in  $G$ .

Trivially, every edge  $x=\{u,v\}$  in  $G$  would have a nonzero intersection with itself, and so every node in  $L$  should have a self-loop. This is not so interesting, and the original context of line graphs was with simple graphs, which had no self-loops or multiple edges. The line graph was also meant to be simple graph and thus, self-loops in  $L$  are not part of the standard definition of a line graph. In a pair-wise intersection matrix, this is analogous to not including the diagonal as part of the line graph definition.

Self-loops and multiple edges in  $G$  add nodes to  $L$  in a natural way, and do not require any fundamental changes to the definition. It might be argued that the self-loops we excluded before should now be included. However, the self-loops are still “trivial” in some sense and thus, are usually excluded.

### 6.11.2 Directed Graphs

For a directed graph  $G$  without multiple edges, each edge can be written as a tuple  $(u,v)$ . Its line graph  $L$  has the edges of  $G$  as its nodes. If  $x=(a,b)$  and  $y=(c,d)$  are two nodes in  $L$ , then  $(x,y)$  is an edge in  $L$  if and only if the tail of  $x$  matches the head of  $y$ —e.g.,  $b=c$ .

Due to the directed nature of the edges, it is no longer the case that every edge  $x=(u,v)$  should be connected to itself with a self-loop in  $L$ . Now, the only time self-loops arise is if  $G$  itself has a self-loop. So such self-loops are no longer “trivial” but instead, represent essential features of the topology of  $G$ . For this reason, the historical development of line digraphs is such that self-loops are included. When the graph  $G$  has multiple edges, once again only superficial changes are required to the definition.

### 6.11.3 References

Harary, Frank, and Norman, Robert Z., “Some properties of line digraphs”, *Rend. Circ. Mat. Palermo, II. Ser.* 9 (1960), 161–168.

Hemminger, R. L.; Beineke, L. W. (1978), “Line graphs and line digraphs”, in Beineke, L. W.; Wilson, R. J., *Selected Topics in Graph Theory*, Academic Press Inc., pp. 271–305.

---

`line_graph(G[, create_using])` Return the line graph of the graph or digraph  $G$ .

---

### 6.11.4 line\_graph

**line\_graph** ( $G$ ,  $create\_using=None$ )

Return the line graph of the graph or digraph  $G$ .

The line graph of a graph  $G$  has a node for each edge in  $G$  and an edge between those nodes if the two edges in  $G$  share a common node. For directed graphs, nodes are connected only if they form a directed path of length 2.

The nodes of the line graph are 2-tuples of nodes in the original graph (or 3-tuples for multigraphs, with the key of the edge as the 3rd element).

For more discussion, see the docstring in `networkx.generators.line`.

**Parameters**  $G$  : graph

A NetworkX Graph, DiGraph, MultiGraph, or MultiDigraph.

**Returns**  $L$  : graph

The line graph of  $G$ .

### Notes

Graph, node, and edge data are not propagated to the new graph. For undirected graphs, the nodes in  $G$  must be sortable—otherwise, the constructed line graph may not be correct.

### Examples

```
>>> G = nx.star_graph(3)
>>> L = nx.line_graph(G)
>>> print(sorted(L.edges())) # makes a clique, K3
[(0, 1), (0, 2)], [(0, 1), (0, 3)], [(0, 3), (0, 2)]
```

## 6.12 Ego Graph

Ego graph.

---

`ego_graph(G, n[, radius, center, ...])` Returns induced subgraph of neighbors centered at node  $n$  within a given radius.

---

### 6.12.1 ego\_graph

**ego\_graph** ( $G, n, radius=1, center=True, undirected=False, distance=None$ )

Returns induced subgraph of neighbors centered at node  $n$  within a given radius.

**Parameters**  $G$  : graph

A NetworkX Graph or DiGraph

$n$  : node

A single node

**radius** : number, optional

Include all neighbors of distance  $\leq$  radius from  $n$ .

**center** : bool, optional

If False, do not include center node in graph

**undirected** : bool, optional

If True use both in- and out-neighbors of directed graphs.

**distance** : key, optional

Use specified edge data key as distance. For example, setting `distance='weight'` will use the edge weight to measure the distance from the node  $n$ .

### Notes

For directed graphs  $D$  this produces the “out” neighborhood or successors. If you want the neighborhood of predecessors first reverse the graph with `D.reverse()`. If you want both directions use the keyword argument

undirected=True.

Node, edge, and graph attributes are copied to the returned subgraph.

## 6.13 Stochastic

Stochastic graph.

---

<code>stochastic_graph(G[, copy, weight])</code>	Return a right-stochastic representation of G.
--	--

---

### 6.13.1 stochastic\_graph

**stochastic\_graph** (*G*, *copy=True*, *weight='weight'*)

Return a right-stochastic representation of G.

A right-stochastic graph is a weighted digraph in which all of the node (out) neighbors edge weights sum to 1.

**Parameters** **G** : directed graph

A NetworkX DiGraph

**copy** : boolean, optional

If True make a copy of the graph, otherwise modify the original graph

**weight** : edge attribute key (optional, default='weight')

Edge data key used for weight. If no attribute is found for an edge the edge weight is set to 1. Weights must be positive numbers.

## 6.14 Intersection

Generators for random intersection graphs.

---

<code>uniform_random_intersection_graph(n, m, p[, ...])</code>	Return a uniform random intersection graph.
<code>k_random_intersection_graph(n, m, k)</code>	Return a intersection graph with randomly chosen attribute sets for e
<code>general_random_intersection_graph(n, m, p)</code>	Return a random intersection graph with independent probabilities f

---

### 6.14.1 uniform\_random\_intersection\_graph

**uniform\_random\_intersection\_graph** (*n*, *m*, *p*, *seed=None*)

Return a uniform random intersection graph.

**Parameters** **n** : int

The number of nodes in the first bipartite set (nodes)

**m** : int

The number of nodes in the second bipartite set (attributes)

**p** : float

Probability of connecting nodes between bipartite sets

**seed** : int, optional

Seed for random number generator (default=None).

**See Also:**

`gnp_random_graph`

**References**

[R274], [R275]

## 6.14.2 `k_random_intersection_graph`

**`k_random_intersection_graph`** (*n*, *m*, *k*)

Return a intersection graph with randomly chosen attribute sets for each node that are of equal size (*k*).

**Parameters** *n* : int

The number of nodes in the first bipartite set (nodes)

*m* : int

The number of nodes in the second bipartite set (attributes)

*k* : float

Size of attribute set to assign to each node.

**seed** : int, optional

Seed for random number generator (default=None).

**See Also:**

`gnp_random_graph`, `uniform_random_intersection_graph`

**References**

[R273]

## 6.14.3 `general_random_intersection_graph`

**`general_random_intersection_graph`** (*n*, *m*, *p*)

Return a random intersection graph with independent probabilities for connections between node and attribute sets.

**Parameters** *n* : int

The number of nodes in the first bipartite set (nodes)

*m* : int

The number of nodes in the second bipartite set (attributes)

*p* : list of floats of length *m*

Probabilities for connecting nodes to each attribute

**seed** : int, optional

Seed for random number generator (default=None).

**See Also:**

`gnp_random_graph`, `uniform_random_intersection_graph`

**References**

[R272]

## 6.15 Social Networks

Famous social networks.

<code>karate_club_graph()</code>	Return Zachary's Karate club graph.
<code>davis_southern_women_graph()</code>	Return Davis Southern women social network.
<code>florentine_families_graph()</code>	Return Florentine families graph.

### 6.15.1 `karate_club_graph`

**`karate_club_graph()`**

Return Zachary's Karate club graph.

**References**

[R294], [R295]

### 6.15.2 `davis_southern_women_graph`

**`davis_southern_women_graph()`**

Return Davis Southern women social network.

This is a bipartite graph.

**References**

[R292]

### 6.15.3 `florentine_families_graph`

**`florentine_families_graph()`**

Return Florentine families graph.

**References**

[R293]



# LINEAR ALGEBRA

## 7.1 Graph Matrix

Adjacency matrix and incidence matrix of graphs.

<code>adjacency_matrix(G[, nodelist, weight])</code>	Return adjacency matrix of G.
<code>incidence_matrix(G[, nodelist, edgelist, ...])</code>	Return incidence matrix of G.

### 7.1.1 `adjacency_matrix`

**`adjacency_matrix`** (*G*, *nodelist=None*, *weight='weight'*)

Return adjacency matrix of G.

**Parameters** **G** : graph

A NetworkX graph

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in nodelist. If nodelist is None, then the ordering is produced by `G.nodes()`.

**weight** : string or None, optional (default='weight')

The edge data key used to provide each value in the matrix. If None, then each edge has weight 1.

**Returns** **A** : SciPy sparse matrix

Adjacency matrix representation of G.

**See Also:**

`to_numpy_matrix`, `to_dict_of_dicts`

#### Notes

If you want a pure Python adjacency matrix representation try `networkx.convert.to_dict_of_dicts` which will return a dictionary-of-dictionaries format that can be addressed as a sparse matrix.

For MultiGraph/MultiDiGraph, the edges weights are summed. See `to_numpy_matrix` for other options.

### 7.1.2 incidence\_matrix

**incidence\_matrix** (*G*, *nodelist=None*, *edgelist=None*, *oriented=False*, *weight=None*)

Return incidence matrix of *G*.

The incidence matrix assigns each row to a node and each column to an edge. For a standard incidence matrix a 1 appears wherever a row's node is incident on the column's edge. For an oriented incidence matrix each edge is assigned an orientation (arbitrarily for undirected and aligning to direction for directed). A -1 appears for the tail of an edge and 1 for the head of the edge. The elements are zero otherwise.

**Parameters** *G* : graph

A NetworkX graph

**nodelist** : list, optional (default= all nodes in *G*)

The rows are ordered according to the nodes in *nodelist*. If *nodelist* is *None*, then the ordering is produced by *G*.nodes().

**edgelist** : list, optional (default= all edges in *G*)

The columns are ordered according to the edges in *edgelist*. If *edgelist* is *None*, then the ordering is produced by *G*.edges().

**oriented**: bool, optional (default=False) :

If True, matrix elements are +1 or -1 for the head or tail node respectively of each edge.  
If False, +1 occurs at both nodes.

**weight** : string or None, optional (default=None)

The edge data key used to provide each value in the matrix. If *None*, then each edge has weight 1. Edge weights, if used, should be positive so that the orientation can provide the sign.

**Returns** *A* : SciPy sparse matrix

The incidence matrix of *G*.

#### Notes

For MultiGraph/MultiDiGraph, the edges in *edgelist* should be (u,v,key) 3-tuples.

“Networks are the best discrete model for so many problems in applied mathematics” [R296].

#### References

[R296]

## 7.2 Laplacian Matrix

Laplacian matrix of graphs.

<code>laplacian_matrix(G[, nodelist, weight])</code>	Return the Laplacian matrix of <i>G</i> .
<code>normalized_laplacian_matrix(G[, nodelist, ...])</code>	Return the normalized Laplacian matrix of <i>G</i> .
<code>directed_laplacian_matrix(G[, nodelist, ...])</code>	Return the directed Laplacian matrix of <i>G</i> .

### 7.2.1 laplacian\_matrix

**laplacian\_matrix** (*G*, *nodelist=None*, *weight='weight'*)

Return the Laplacian matrix of *G*.

The graph Laplacian is the matrix  $L = D - A$ , where *A* is the adjacency matrix and *D* is the diagonal matrix of node degrees.

**Parameters** *G* : graph

A NetworkX graph

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in *nodelist*. If *nodelist* is *None*, then the ordering is produced by *G.nodes()*.

**weight** : string or *None*, optional (default='weight')

The edge data key used to compute each value in the matrix. If *None*, then each edge has weight 1.

**Returns** *L* : SciPy sparse matrix

The Laplacian matrix of *G*.

**See Also:**

`to_numpy_matrix`, `normalized_laplacian_matrix`

#### Notes

For MultiGraph/MultiDiGraph, the edges weights are summed.

### 7.2.2 normalized\_laplacian\_matrix

**normalized\_laplacian\_matrix** (*G*, *nodelist=None*, *weight='weight'*)

Return the normalized Laplacian matrix of *G*.

The normalized graph Laplacian is the matrix

$$NL = D^{-1/2} L D^{-1/2}$$

where *L* is the graph Laplacian and *D* is the diagonal matrix of node degrees.

**Parameters** *G* : graph

A NetworkX graph

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in *nodelist*. If *nodelist* is *None*, then the ordering is produced by *G.nodes()*.

**weight** : string or *None*, optional (default='weight')

The edge data key used to compute each value in the matrix. If *None*, then each edge has weight 1.

**Returns** *L* : NumPy matrix

The normalized Laplacian matrix of *G*.

**See Also:**`laplacian_matrix`**Notes**

For MultiGraph/MultiDiGraph, the edges weights are summed. See `to_numpy_matrix` for other options.

If the Graph contains selfloops,  $D$  is defined as  $\text{diag}(\text{sum}(A,1))$ , where  $A$  is the adjacency matrix [R299].

**References**

[R298], [R299]

### 7.2.3 directed\_laplacian\_matrix

**directed\_laplacian\_matrix** ( $G$ , *nodelist=None*, *weight='weight'*, *walk\_type=None*, *alpha=0.95*)

Return the directed Laplacian matrix of  $G$ .

The graph directed Laplacian is the matrix

$$L = I - (\Phi^{1/2} P \Phi^{-1/2} + \Phi^{-1/2} P^T \Phi^{1/2})/2$$

where  $I$  is the identity matrix,  $P$  is the transition matrix of the graph, and  $\Phi$  a matrix with the Perron vector of  $P$  in the diagonal and zeros elsewhere.

Depending on the value of *walk\_type*,  $P$  can be the transition matrix induced by a random walk, a lazy random walk, or a random walk with teleportation (PageRank).

**Parameters**  $G$  : DiGraph

A NetworkX graph

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in *nodelist*. If *nodelist* is *None*, then the ordering is produced by `G.nodes()`.

**weight** : string or *None*, optional (default='weight')

The edge data key used to compute each value in the matrix. If *None*, then each edge has weight 1.

**walk\_type** : string or *None*, optional (default=None)

If *None*,  $P$  is selected depending on the properties of the graph. Otherwise is one of 'random', 'lazy', or 'pagerank'

**alpha** : real

(1 - alpha) is the teleportation probability used with pagerank

**Returns**  $L$  : NumPy array

Normalized Laplacian of  $G$ .

**Raises** **NetworkXError** :

If NumPy cannot be imported

**NetworkXNotImplemented** :

If G is not a DiGraph

**See Also:**

`laplacian_matrix`

**Notes**

Only implemented for DiGraphs

**References**

[R297]

## 7.3 Spectrum

Eigenvalue spectrum of graphs.

<code>laplacian_spectrum(G[, weight])</code>	Return eigenvalues of the Laplacian of G
<code>adjacency_spectrum(G[, weight])</code>	Return eigenvalues of the adjacency matrix of G.

### 7.3.1 `laplacian_spectrum`

**`laplacian_spectrum`** (*G*, *weight*=*'weight'*)

Return eigenvalues of the Laplacian of G

**Parameters** *G* : graph

A NetworkX graph

**weight** : string or None, optional (default=*'weight'*)

The edge data key used to compute each value in the matrix. If None, then each edge has weight 1.

**Returns** *evals* : NumPy array

Eigenvalues

**See Also:**

`laplacian_matrix`

**Notes**

For MultiGraph/MultiDiGraph, the edges weights are summed. See `to_numpy_matrix` for other options.

### 7.3.2 `adjacency_spectrum`

**`adjacency_spectrum`** (*G*, *weight*=*'weight'*)

Return eigenvalues of the adjacency matrix of G.

**Parameters** *G* : graph

A NetworkX graph

**weight** : string or None, optional (default='weight')

The edge data key used to compute each value in the matrix. If None, then each edge has weight 1.

**Returns** **evals** : NumPy array

Eigenvalues

**See Also:**

`adjacency_matrix`

#### Notes

For MultiGraph/MultiDiGraph, the edges weights are summed. See `to_numpy_matrix` for other options.

## 7.4 Attribute Matrices

Functions for constructing matrix-like objects from graph attributes.

<code>attr_matrix(G[, edge_attr, node_attr, ...])</code>	Returns a NumPy matrix using attributes from G.
<code>attr_sparse_matrix(G[, edge_attr, ...])</code>	Returns a SciPy sparse matrix using attributes from G.

### 7.4.1 attr\_matrix

**attr\_matrix** (*G*, *edge\_attr=None*, *node\_attr=None*, *normalized=False*, *rc\_order=None*, *dtype=None*, *order=None*)

Returns a NumPy matrix using attributes from G.

If only *G* is passed in, then the adjacency matrix is constructed.

Let *A* be a discrete set of values for the node attribute *node\_attr*. Then the elements of *A* represent the rows and columns of the constructed matrix. Now, iterate through every edge *e*=(*u*,*v*) in *G* and consider the value of the edge attribute *edge\_attr*. If *ua* and *va* are the values of the node attribute *node\_attr* for *u* and *v*, respectively, then the value of the edge attribute is added to the matrix element at (*ua*, *va*).

**Parameters** **G** : graph

The NetworkX graph used to construct the NumPy matrix.

**edge\_attr** : str, optional

Each element of the matrix represents a running total of the specified edge attribute for edges whose node attributes correspond to the rows/cols of the matrix. The attribute must be present for all edges in the graph. If no attribute is specified, then we just count the number of edges whose node attributes correspond to the matrix element.

**node\_attr** : str, optional

Each row and column in the matrix represents a particular value of the node attribute. The attribute must be present for all nodes in the graph. Note, the values of this attribute should be reliably hashable. So, float values are not recommended. If no attribute is specified, then the rows and columns will be the nodes of the graph.

**normalized** : bool, optional

If True, then each row is normalized by the summation of its values.

**rc\_order** : list, optional

A list of the node attribute values. This list specifies the ordering of rows and columns of the array. If no ordering is provided, then the ordering will be random (and also, a return value).

**Returns** **M** : NumPy matrix

The attribute matrix.

**ordering** : list

If *rc\_order* was specified, then only the matrix is returned. However, if *rc\_order* was None, then the ordering used to construct the matrix is returned as well.

**Other Parameters** **dtype** : NumPy data-type, optional

A valid NumPy dtype used to initialize the array. Keep in mind certain dtypes can yield unexpected results if the array is to be normalized. The parameter is passed to `numpy.zeros()`. If unspecified, the NumPy default is used.

**order** : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory. This parameter is passed to `numpy.zeros()`. If unspecified, the NumPy default is used.

## Examples

Construct an adjacency matrix:

```
>>> G = nx.Graph()
>>> G.add_edge(0,1,thickness=1,weight=3)
>>> G.add_edge(0,2,thickness=2)
>>> G.add_edge(1,2,thickness=3)
>>> nx.attr_matrix(G, rc_order=[0,1,2])
matrix([[ 0.,  1.,  1.],
        [ 1.,  0.,  1.],
        [ 1.,  1.,  0.]])
```

Alternatively, we can obtain the matrix describing edge thickness.

```
>>> nx.attr_matrix(G, edge_attr='thickness', rc_order=[0,1,2])
matrix([[ 0.,  1.,  2.],
        [ 1.,  0.,  3.],
        [ 2.,  3.,  0.]])
```

We can also color the nodes and ask for the probability distribution over all edges (u,v) describing:

$\Pr(v \text{ has color } Y \mid u \text{ has color } X)$

```
>>> G.node[0]['color'] = 'red'
>>> G.node[1]['color'] = 'red'
>>> G.node[2]['color'] = 'blue'
>>> rc = ['red', 'blue']
>>> nx.attr_matrix(G, node_attr='color', normalized=True, rc_order=rc)
matrix([[ 0.33333333,  0.66666667],
        [ 1.,          0.]])
```

For example, the above tells us that for all edges (u,v):

$$\Pr(v \text{ is red} \mid u \text{ is red}) = 1/3 \quad \Pr(v \text{ is blue} \mid u \text{ is red}) = 2/3$$

$$\Pr(v \text{ is red} \mid u \text{ is blue}) = 1 \quad \Pr(v \text{ is blue} \mid u \text{ is blue}) = 0$$

Finally, we can obtain the total weights listed by the node colors.

```
>>> nx.attr_matrix(G, edge_attr='weight', node_attr='color', rc_order=rc)
matrix([[ 3.,  2.],
        [ 2.,  0.]])
```

Thus, the total weight over all edges (u,v) with u and v having colors:

(red, red) is 3 # the sole contribution is from edge (0,1) (red, blue) is 2 # contributions from edges (0,2) and (1,2) (blue, red) is 2 # same as (red, blue) since graph is undirected (blue, blue) is 0 # there are no edges with blue endpoints

### 7.4.2 attr\_sparse\_matrix

**attr\_sparse\_matrix**(*G*, *edge\_attr*=None, *node\_attr*=None, *normalized*=False, *rc\_order*=None, *dtype*=None)

Returns a SciPy sparse matrix using attributes from *G*.

If only *G* is passed in, then the adjacency matrix is constructed.

Let *A* be a discrete set of values for the node attribute *node\_attr*. Then the elements of *A* represent the rows and columns of the constructed matrix. Now, iterate through every edge *e*=(*u*,*v*) in *G* and consider the value of the edge attribute *edge\_attr*. If *ua* and *va* are the values of the node attribute *node\_attr* for *u* and *v*, respectively, then the value of the edge attribute is added to the matrix element at (*ua*, *va*).

**Parameters** *G* : graph

The NetworkX graph used to construct the NumPy matrix.

**edge\_attr** : str, optional

Each element of the matrix represents a running total of the specified edge attribute for edges whose node attributes correspond to the rows/cols of the matrix. The attribute must be present for all edges in the graph. If no attribute is specified, then we just count the number of edges whose node attributes correspond to the matrix element.

**node\_attr** : str, optional

Each row and column in the matrix represents a particular value of the node attribute. The attribute must be present for all nodes in the graph. Note, the values of this attribute should be reliably hashable. So, float values are not recommended. If no attribute is specified, then the rows and columns will be the nodes of the graph.

**normalized** : bool, optional

If True, then each row is normalized by the summation of its values.

**rc\_order** : list, optional

A list of the node attribute values. This list specifies the ordering of rows and columns of the array. If no ordering is provided, then the ordering will be random (and also, a return value).

**Returns** *M* : SciPy sparse matrix

The attribute matrix.

**ordering** : list



If *rc\_order* was specified, then only the matrix is returned. However, if *rc\_order* was None, then the ordering used to construct the matrix is returned as well.

**Other Parameters** *dtype* : NumPy data-type, optional

A valid NumPy dtype used to initialize the array. Keep in mind certain dtypes can yield unexpected results if the array is to be normalized. The parameter is passed to `numpy.zeros()`. If unspecified, the NumPy default is used.

## Examples

Construct an adjacency matrix:

```
>>> G = nx.Graph()
>>> G.add_edge(0,1,thickness=1,weight=3)
>>> G.add_edge(0,2,thickness=2)
>>> G.add_edge(1,2,thickness=3)
>>> M = nx.attr_sparse_matrix(G, rc_order=[0,1,2])
>>> M.todense()
matrix([[ 0.,  1.,  1.],
        [ 1.,  0.,  1.],
        [ 1.,  1.,  0.]])
```

Alternatively, we can obtain the matrix describing edge thickness.

```
>>> M = nx.attr_sparse_matrix(G, edge_attr='thickness', rc_order=[0,1,2])
>>> M.todense()
matrix([[ 0.,  1.,  2.],
        [ 1.,  0.,  3.],
        [ 2.,  3.,  0.]])
```

We can also color the nodes and ask for the probability distribution over all edges (u,v) describing:

$\Pr(v \text{ has color } Y \mid u \text{ has color } X)$

```
>>> G.node[0]['color'] = 'red'
>>> G.node[1]['color'] = 'red'
>>> G.node[2]['color'] = 'blue'
>>> rc = ['red', 'blue']
>>> M = nx.attr_sparse_matrix(G, node_attr='color',
>>> M.todense()
matrix([[ 0.33333333,  0.66666667],
        [ 1.,          ,  0.          ]])
```

normalized

For example, the above tells us that for all edges (u,v):

$\Pr(v \text{ is red} \mid u \text{ is red}) = 1/3$   $\Pr(v \text{ is blue} \mid u \text{ is red}) = 2/3$

$\Pr(v \text{ is red} \mid u \text{ is blue}) = 1$   $\Pr(v \text{ is blue} \mid u \text{ is blue}) = 0$

Finally, we can obtain the total weights listed by the node colors.

```
>>> M = nx.attr_sparse_matrix(G, edge_attr='weight',
>>> M.todense()
matrix([[ 3.,  2.],
        [ 2.,  0.]])
```

node\_attr=

Thus, the total weight over all edges (u,v) with u and v having colors:

(red, red) is 3 # the sole contribution is from edge (0,1) (red, blue) is 2 # contributions from edges (0,2) and (1,2) (blue, red) is 2 # same as (red, blue) since graph is undirected (blue, blue) is 0 # there are no edges with blue endpoints

# CONVERTING TO AND FROM OTHER DATA FORMATS

## 8.1 To NetworkX Graph

Functions to convert NetworkX graphs to and from other formats.

The preferred way of converting data to a NetworkX graph is through the graph constructor. The constructor calls the `to_networkx_graph()` function which attempts to guess the input type and convert it automatically.

### 8.1.1 Examples

Create a graph with a single edge from a dictionary of dictionaries

```
>>> d={0: {1: 1}} # dict-of-dicts single edge (0,1)
>>> G=nx.Graph(d)
```

### 8.1.2 See Also

`nx_pygraphviz`, `nx_pydot`

---

`to_networkx_graph(data[, create_using, ...])` Make a NetworkX graph from a known data structure.

---

### 8.1.3 `to_networkx_graph`

**`to_networkx_graph`** (*data*, *create\_using=None*, *multigraph\_input=False*)

Make a NetworkX graph from a known data structure.

The preferred way to call this is automatically from the class constructor

```
>>> d={0: {1: {'weight':1}}} # dict-of-dicts single edge (0,1)
>>> G=nx.Graph(d)
```

instead of the equivalent

```
>>> G=nx.from_dict_of_dicts(d)
```

**Parameters** **data** : a object to be converted

**Current known types are:** any NetworkX graph dict-of-dicts dict-of-lists list of edges  
numpy matrix numpy ndarray scipy sparse matrix pygraphviz agraph

**create\_using** : NetworkX graph

Use specified graph for result. Otherwise a new graph is created.

**multigraph\_input** : bool (default False)

If True and data is a dict\_of\_dicts, try to create a multigraph assuming dict\_of\_dict\_of\_lists. If data and create\_using are both multigraphs then create a multigraph from a multigraph.

## 8.2 Dictionaries

---

<code>to_dict_of_dicts(G[, nodelist, edge_data])</code>	Return adjacency representation of graph as a dictionary of dictionaries.
<code>from_dict_of_dicts(d[, create_using, ...])</code>	Return a graph from a dictionary of dictionaries.

---

### 8.2.1 to\_dict\_of\_dicts

**to\_dict\_of\_dicts** (*G*, *nodelist=None*, *edge\_data=None*)

Return adjacency representation of graph as a dictionary of dictionaries.

**Parameters** **G** : graph

A NetworkX graph

**nodelist** : list

Use only nodes specified in nodelist

**edge\_data** : list, optional

If provided, the value of the dictionary will be set to edge\_data for all edges. This is useful to make an adjacency matrix type representation with 1 as the edge data. If edgedata is None, the edgedata in G is used to fill the values. If G is a multigraph, the edgedata is a dict for each pair (u,v).

### 8.2.2 from\_dict\_of\_dicts

**from\_dict\_of\_dicts** (*d*, *create\_using=None*, *multigraph\_input=False*)

Return a graph from a dictionary of dictionaries.

**Parameters** **d** : dictionary of dictionaries

A dictionary of dictionaries adjacency representation.

**create\_using** : NetworkX graph

Use specified graph for result. Otherwise a new graph is created.

**multigraph\_input** : bool (default False)

When True, the values of the inner dict are assumed to be containers of edge data for multiple edges. Otherwise this routine assumes the edge data are singletons.

### Examples

```
>>> dod= {0: {1:{'weight':1}}} # single edge (0,1)
>>> G=nx.from_dict_of_dicts(dod)

or >>> G=nx.Graph(dod) # use Graph constructor
```

## 8.3 Lists

<code>to_dict_of_lists(G[, nodelist])</code>	Return adjacency representation of graph as a dictionary of lists.
<code>from_dict_of_lists(d[, create_using])</code>	Return a graph from a dictionary of lists.
<code>to_edgelist(G[, nodelist])</code>	Return a list of edges in the graph.
<code>from_edgelist(edgelist[, create_using])</code>	Return a graph from a list of edges.

### 8.3.1 to\_dict\_of\_lists

**to\_dict\_of\_lists** (*G*, *nodelist=None*)

Return adjacency representation of graph as a dictionary of lists.

**Parameters** *G* : graph

A NetworkX graph

**nodelist** : list

Use only nodes specified in nodelist

#### Notes

Completely ignores edge data for MultiGraph and MultiDiGraph.

### 8.3.2 from\_dict\_of\_lists

**from\_dict\_of\_lists** (*d*, *create\_using=None*)

Return a graph from a dictionary of lists.

**Parameters** *d* : dictionary of lists

A dictionary of lists adjacency representation.

**create\_using** : NetworkX graph

Use specified graph for result. Otherwise a new graph is created.

### Examples

```
>>> dol= {0:[1]} # single edge (0,1)
>>> G=nx.from_dict_of_lists(dol)

or >>> G=nx.Graph(dol) # use Graph constructor
```

### 8.3.3 to\_edgelist

**to\_edgelist** (*G*, *nodelist=None*)  
Return a list of edges in the graph.

**Parameters** *G* : graph

A NetworkX graph

**nodelist** : list

Use only nodes specified in nodelist

### 8.3.4 from\_edgelist

**from\_edgelist** (*edgelist*, *create\_using=None*)  
Return a graph from a list of edges.

**Parameters** *edgelist* : list or iterator

Edge tuples

**create\_using** : NetworkX graph

Use specified graph for result. Otherwise a new graph is created.

#### Examples

```
>>> edgelist= [(0,1)] # single edge (0,1)
>>> G=nx.from_edgelist(edgelist)

or >>> G=nx.Graph(edgelist) # use Graph constructor
```

## 8.4 Numpy

Functions to convert NetworkX graphs to and from other formats.

The preferred way of converting data to a NetworkX graph is through the graph constructor. The constructor calls the `to_networkx_graph()` function which attempts to guess the input type and convert it automatically.

Examples

Create a 10 node random graph from a numpy matrix

```
>>> import numpy
>>> a=numpy.reshape(numpy.random.random_integers(0,1,size=100),(10,10))
>>> D=nx.DiGraph(a)
```

or equivalently

```
>>> D=nx.to_networkx_graph(a,create_using=nx.DiGraph())
```

### 8.4.1 See Also

`nx_pygraphviz`, `nx_pydot`

---

<code>to_numpy_matrix(G[, nodelist, dtype, order, ...])</code>	Return the graph adjacency matrix as a NumPy matrix.
<code>to_numpy_reccarray(G[, nodelist, dtype, order])</code>	Return the graph adjacency matrix as a NumPy recarray.
<code>from_numpy_matrix(A[, create_using])</code>	Return a graph from numpy matrix.

---

## 8.4.2 to\_numpy\_matrix

**to\_numpy\_matrix**(*G*, *nodelist=None*, *dtype=None*, *order=None*, *multigraph\_weight=<built-in function sum>*, *weight='weight'*, *nonedge=0.0*)

Return the graph adjacency matrix as a NumPy matrix.

**Parameters** **G** : graph

The NetworkX graph used to construct the NumPy matrix.

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in *nodelist*. If *nodelist* is None, then the ordering is produced by *G.nodes()*.

**dtype** : NumPy data type, optional

A valid single NumPy data type used to initialize the array. This must be a simple type such as int or numpy.float64 and not a compound data type (see `to_numpy_reccarray`) If None, then the NumPy default is used.

**order** : { 'C', 'F' }, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory. If None, then the NumPy default is used.

**multigraph\_weight** : {sum, min, max}, optional

An operator that determines how weights in multigraphs are handled. The default is to sum the weights of the multiple edges.

**weight** : string or None optional (default='weight')

The edge attribute that holds the numerical value used for the edge weight. If an edge does not have that attribute, then the value 1 is used instead.

**nonedge** : float (default=0.0)

The matrix values corresponding to nonedges are typically set to zero. However, this could be undesirable if there are matrix values corresponding to actual edges that also have the value zero. If so, one might prefer nonedges to have some other value, such as nan.

**Returns** **M** : NumPy matrix

Graph adjacency matrix.

**See Also:**

`to_numpy_reccarray`, `from_numpy_matrix`

### Notes

The matrix entries are assigned with weight edge attribute. When an edge does not have the weight attribute, the value of the entry is 1. For multiple edges, the values of the entries are the sums of the edge attributes for each edge.

When *odelist* does not contain every node in *G*, the matrix is built from the subgraph of *G* that is induced by the nodes in *odelist*.

### Examples

```
>>> G = nx.MultiDiGraph()
>>> G.add_edge(0,1,weight=2)
>>> G.add_edge(1,0)
>>> G.add_edge(2,2,weight=3)
>>> G.add_edge(2,2)
>>> nx.to_numpy_matrix(G, nodelist=[0,1,2])
matrix([[ 0.,  2.,  0.],
        [ 1.,  0.,  0.],
        [ 0.,  0.,  4.]])
```

### 8.4.3 to\_numpy\_reccarray

**to\_numpy\_reccarray** (*G*, *nodelist=None*, *dtype=[('weight', <type 'float'>)]*, *order=None*)

Return the graph adjacency matrix as a NumPy recarray.

**Parameters** **G** : graph

The NetworkX graph used to construct the NumPy matrix.

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in *nodelist*. If *nodelist* is None, then the ordering is produced by *G.nodes()*.

**dtype** : NumPy data-type, optional

A valid NumPy named dtype used to initialize the NumPy recarray. The data type names are assumed to be keys in the graph edge attribute dictionary.

**order** : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory. If None, then the NumPy default is used.

**Returns** **M** : NumPy recarray

The graph with specified edge data as a Numpy recarray

### Notes

When *nodelist* does not contain every node in *G*, the matrix is built from the subgraph of *G* that is induced by the nodes in *nodelist*.

### Examples

```
>>> G = nx.Graph()
>>> G.add_edge(1,2,weight=7.0,cost=5)
>>> A=nx.to_numpy_reccarray(G,dtype=[('weight',float),('cost',int)])
>>> print(A.weight)
[[ 0.  7.]
 [ 7.  0.]
```



```
>>> print (A.cost)
[[0 5]
 [5 0]]
```

### 8.4.4 from\_numpy\_matrix

**from\_numpy\_matrix**(*A*, *create\_using=None*)

Return a graph from numpy matrix.

The numpy matrix is interpreted as an adjacency matrix for the graph.

**Parameters** *A* : numpy matrix

An adjacency matrix representation of a graph

**create\_using** : NetworkX graph

Use specified graph for result. The default is Graph()

**See Also:**

`to_numpy_matrix`, `to_numpy_recarray`

#### Notes

If the numpy matrix has a single data type for each matrix entry it will be converted to an appropriate Python data type.

If the numpy matrix has a user-specified compound data type the names of the data fields will be used as attribute keys in the resulting NetworkX graph.

#### Examples

Simple integer weights on edges:

```
>>> import numpy
>>> A=numpy.matrix([[1,1],[2,1]])
>>> G=nx.from_numpy_matrix(A)
```

User defined compound data type on edges:

```
>>> import numpy
>>> dt=[('weight',float),('cost',int)]
>>> A=numpy.matrix([[ (1.0,2) ]],dtype=dt)
>>> G=nx.from_numpy_matrix(A)
>>> G.edges()
[(0, 0)]
>>> G[0][0]['cost']
2
>>> G[0][0]['weight']
1.0
```

## 8.5 Scipy

---

<code>to_scipy_sparse_matrix(G[, nodelist, dtype, ...])</code>	Return the graph adjacency matrix as a SciPy sparse matrix.
<code>from_scipy_sparse_matrix(A[, create_using, ...])</code>	Return a graph from scipy sparse matrix adjacency list.

---

### 8.5.1 to\_scipy\_sparse\_matrix

**to\_scipy\_sparse\_matrix** (*G*, *nodelist=None*, *dtype=None*, *weight='weight'*, *format='csr'*)

Return the graph adjacency matrix as a SciPy sparse matrix.

**Parameters** **G** : graph

The NetworkX graph used to construct the NumPy matrix.

**nodelist** : list, optional

The rows and columns are ordered according to the nodes in *nodelist*. If *nodelist* is None, then the ordering is produced by *G.nodes()*.

**dtype** : NumPy data-type, optional

A valid NumPy dtype used to initialize the array. If None, then the NumPy default is used.

**weight** : string or None optional (default='weight')

The edge attribute that holds the numerical value used for the edge weight. If None then all edge weights are 1.

**format** : str in {'bsr', 'csr', 'csc', 'coo', 'lil', 'dia', 'dok'}

The type of the matrix to be returned (default 'csr'). For some algorithms different implementations of sparse matrices can perform better. See [R252] for details.

**Returns** **M** : SciPy sparse matrix

Graph adjacency matrix.

#### Notes

The matrix entries are populated using the edge attribute held in parameter *weight*. When an edge does not have that attribute, the value of the entry is 1.

For multiple edges the matrix values are the sums of the edge weights.

When *nodelist* does not contain every node in *G*, the matrix is built from the subgraph of *G* that is induced by the nodes in *nodelist*.

Uses *coo\_matrix* format. To convert to other formats specify the *format=* keyword.

#### References

[R252]

#### Examples

```

>>> G = nx.MultiDiGraph()
>>> G.add_edge(0,1,weight=2)
>>> G.add_edge(1,0)
>>> G.add_edge(2,2,weight=3)
>>> G.add_edge(2,2)
>>> S = nx.to_scipy_sparse_matrix(G, nodelist=[0,1,2])
>>> print(S.todense())
[[0 2 0]
 [1 0 0]
 [0 0 4]]

```

## 8.5.2 from\_scipy\_sparse\_matrix

**from\_scipy\_sparse\_matrix**(*A*, *create\_using=None*, *edge\_attribute='weight'*)

Return a graph from scipy sparse matrix adjacency list.

**Parameters** **A: scipy sparse matrix :**

An adjacency matrix representation of a graph

**create\_using: NetworkX graph :**

Use specified graph for result. The default is Graph()

**edge\_attribute: string :**

Name of edge attribute to store matrix numeric value. The data will have the same type as the matrix entry (int, float, (real,imag)).

### Examples

```

>>> import scipy.sparse
>>> A = scipy.sparse.eye(2,2,1)
>>> G = nx.from_scipy_sparse_matrix(A)

```



# READING AND WRITING GRAPHS

## 9.1 Adjacency List

Read and write NetworkX graphs as adjacency lists.

Adjacency list format is useful for graphs without data associated with nodes or edges and for nodes that can be meaningfully represented as strings.

### 9.1.1 Format

The adjacency list format consists of lines with node labels. The first label in a line is the source node. Further labels in the line are considered target nodes and are added to the graph along with an edge between the source node and target node.

The graph with edges a-b, a-c, d-e can be represented as the following adjacency list (anything following the # in a line is a comment):

```
a b c # source target target
d e
```

<code>read_adjlist(path[, comments, delimiter, ...])</code>	Read graph in adjacency list format from path.
<code>write_adjlist(G, path[, comments, ...])</code>	Write graph G in single-line adjacency-list format to path.
<code>parse_adjlist(lines[, comments, delimiter, ...])</code>	Parse lines of a graph adjacency list representation.
<code>generate_adjlist(G[, delimiter])</code>	Generate a single line of the graph G in adjacency list format.

### 9.1.2 read\_adjlist

**read\_adjlist** (*path*, *comments*='#', *delimiter*=None, *create\_using*=None, *nodetype*=None, *encoding*='utf-8')

Read graph in adjacency list format from path.

**Parameters** **path** : string or file

Filename or file handle to read. Filenames ending in .gz or .bz2 will be uncompressed.

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**nodetype** : Python type, optional

Convert nodes to this type.

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels. The default is whitespace.

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**Returns** **G**: NetworkX graph :

The graph corresponding to the lines in adjacency list format.

**See Also:**

`write_adjlist`

### Notes

This format does not store graph or node data.

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_adjlist(G, "test.adjlist")
>>> G=nx.read_adjlist("test.adjlist")
```

The path can be a filehandle or a string with the name of the file. If a filehandle is provided, it has to be opened in 'rb' mode.

```
>>> fh=open("test.adjlist", 'rb')
>>> G=nx.read_adjlist(fh)
```

Filenames ending in .gz or .bz2 will be compressed.

```
>>> nx.write_adjlist(G, "test.adjlist.gz")
>>> G=nx.read_adjlist("test.adjlist.gz")
```

The optional `nodetype` is a function to convert node strings to `nodetype`.

For example

```
>>> G=nx.read_adjlist("test.adjlist", nodetype=int)
```

will attempt to convert all nodes to integer type.

Since nodes must be hashable, the function `nodetype` must return hashable types (e.g. int, float, str, frozenset - or tuples of those, etc.)

The optional `create_using` parameter is a NetworkX graph container. The default is `Graph()`, an undirected graph. To read the data as a directed graph use

```
>>> G=nx.read_adjlist("test.adjlist", create_using=nx.DiGraph())
```

### 9.1.3 write\_adjlist

**write\_adjlist** (*G*, *path*, *comments*='#', *delimiter*=' ', *encoding*='utf-8')

Write graph *G* in single-line adjacency-list format to *path*.

**Parameters** *G* : NetworkX graph

**path** : string or file

Filename or file handle for data output. Filenames ending in .gz or .bz2 will be compressed.

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels

**encoding** : string, optional

Text encoding.

**See Also:**

`read_adjlist`, `generate_adjlist`

#### Notes

This format does not store graph, node, or edge data.

#### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_adjlist(G, "test.adjlist")
```

The path can be a filehandle or a string with the name of the file. If a filehandle is provided, it has to be opened in 'wb' mode.

```
>>> fh=open("test.adjlist", 'wb')
>>> nx.write_adjlist(G, fh)
```

### 9.1.4 parse\_adjlist

**parse\_adjlist** (*lines*, *comments*='#', *delimiter*=None, *create\_using*=None, *nodetype*=None)

Parse lines of a graph adjacency list representation.

**Parameters** *lines* : list or iterator of strings

Input data in adjlist format

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**nodetype** : Python type, optional

Convert nodes to this type.

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels. The default is whitespace.

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**Returns** **G**: NetworkX graph :

The graph corresponding to the lines in adjacency list format.

**See Also:**

`read_adjlist`

### Examples

```
>>> lines = ['1 2 5',
...         '2 3 4',
...         '3 5',
...         '4',
...         '5']
>>> G = nx.parse_adjlist(lines, nodetype = int)
>>> G.nodes()
[1, 2, 3, 4, 5]
>>> G.edges()
[(1, 2), (1, 5), (2, 3), (2, 4), (3, 5)]
```

## 9.1.5 generate\_adjlist

**generate\_adjlist** (*G*, *delimiter*=' ')

Generate a single line of the graph *G* in adjacency list format.

**Parameters** **G** : NetworkX graph

**delimiter** : string, optional

Separator for node labels

**Returns** **lines** : string

Lines of data in adjlist format.

**See Also:**

`write_adjlist`, `read_adjlist`

### Examples

```
>>> G = nx.lollipop_graph(4, 3)
>>> for line in nx.generate_adjlist(G):
...     print(line)
0 1 2 3
1 2 3
2 3
3 4
```



```

4 5
5 6
6

```

## 9.2 Multiline Adjacency List

Read and write NetworkX graphs as multi-line adjacency lists.

The multi-line adjacency list format is useful for graphs with nodes that can be meaningfully represented as strings. With this format simple edge data can be stored but node or graph data is not.

### 9.2.1 Format

The first label in a line is the source node label followed by the node degree *d*. The next *d* lines are target node labels and optional edge data. That pattern repeats for all nodes in the graph.

The graph with edges a-b, a-c, d-e can be represented as the following adjacency list (anything following the # in a line is a comment):

```

# example.multiline-adjlist
a 2
b
c
d 1
e

```

<code>read_multiline_adjlist(path[, comments, ...])</code>	Read graph in multi-line adjacency list format from path.
<code>write_multiline_adjlist(G, path[, ...])</code>	Write the graph G in multiline adjacency list format to path
<code>parse_multiline_adjlist(lines[, comments, ...])</code>	Parse lines of a multiline adjacency list representation of a graph.
<code>generate_multiline_adjlist(G[, delimiter])</code>	Generate a single line of the graph G in multiline adjacency list format.

### 9.2.2 read\_multiline\_adjlist

**read\_multiline\_adjlist** (*path*, *comments*='#', *delimiter*=None, *create\_using*=None, *nodetype*=None, *edgetype*=None, *encoding*='utf-8')

Read graph in multi-line adjacency list format from path.

**Parameters** **path** : string or file

Filename or file handle to read. Filenames ending in .gz or .bz2 will be uncompressed.

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**nodetype** : Python type, optional

Convert nodes to this type.

**edgetype** : Python type, optional

Convert edge data to this type.

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels. The default is whitespace.

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**Returns** **G**: NetworkX graph :

**See Also:**

`write_multiline_adjlist`

### Notes

This format does not store graph, node, or edge data.

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_multiline_adjlist(G,"test.adjlist")
>>> G=nx.read_multiline_adjlist("test.adjlist")
```

The path can be a file or a string with the name of the file. If a file is provided, it has to be opened in 'rb' mode.

```
>>> fh=open("test.adjlist", 'rb')
>>> G=nx.read_multiline_adjlist(fh)
```

Filenames ending in .gz or .bz2 will be compressed.

```
>>> nx.write_multiline_adjlist(G,"test.adjlist.gz")
>>> G=nx.read_multiline_adjlist("test.adjlist.gz")
```

The optional `nodetype` is a function to convert node strings to `nodetype`.

For example

```
>>> G=nx.read_multiline_adjlist("test.adjlist", nodetype=int)
```

will attempt to convert all nodes to integer type.

The optional `edgetype` is a function to convert edge data strings to `edgetype`.

```
>>> G=nx.read_multiline_adjlist("test.adjlist")
```

The optional `create_using` parameter is a NetworkX graph container. The default is `Graph()`, an undirected graph. To read the data as a directed graph use

```
>>> G=nx.read_multiline_adjlist("test.adjlist", create_using=nx.DiGraph())
```

## 9.2.3 write\_multiline\_adjlist

**write\_multiline\_adjlist** (*G*, *path*, *delimiter*=' ', *comments*='#', *encoding*='utf-8')

Write the graph *G* in multiline adjacency list format to *path*

**Parameters** **G** : NetworkX graph

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels

**encoding** : string, optional

Text encoding.

**See Also:**

`read_multiline_adjlist`

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_multiline_adjlist(G, "test.adjlist")
```

The path can be a file handle or a string with the name of the file. If a file handle is provided, it has to be opened in 'wb' mode.

```
>>> fh=open("test.adjlist", 'wb')
>>> nx.write_multiline_adjlist(G, fh)
```

Filenames ending in .gz or .bz2 will be compressed.

```
>>> nx.write_multiline_adjlist(G, "test.adjlist.gz")
```

## 9.2.4 parse\_multiline\_adjlist

**parse\_multiline\_adjlist**(*lines*, *comments*='#', *delimiter*=None, *create\_using*=None, *node-*  
*type*=None, *edgetype*=None)

Parse lines of a multiline adjacency list representation of a graph.

**Parameters** **lines** : list or iterator of strings

Input data in multiline adjlist format

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**nodetype** : Python type, optional

Convert nodes to this type.

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels. The default is whitespace.

**create\_using**: NetworkX graph container :

Use given NetworkX graph for holding nodes or edges.

**Returns** **G**: NetworkX graph :

The graph corresponding to the lines in multiline adjacency list format.

### Examples

```
>>> lines = ['1 2',
...          "2 {'weight':3, 'name': 'Frodo'}",
...          "3 {}",
...          "2 1",
...          "5 {'weight':6, 'name': 'Saruman'}"]
>>> G = nx.parse_multiline_adjlist(iter(lines), nodetype = int)
>>> G.nodes()
[1, 2, 3, 5]
```

## 9.2.5 generate\_multiline\_adjlist

**generate\_multiline\_adjlist**(*G*, *delimiter*=' ')

Generate a single line of the graph *G* in multiline adjacency list format.

**Parameters** *G* : NetworkX graph

**delimiter** : string, optional

Separator for node labels

**Returns** *lines* : string

Lines of data in multiline adjlist format.

**See Also:**

`write_multiline_adjlist`, `read_multiline_adjlist`

### Examples

```
>>> G = nx.lollipop_graph(4, 3)
>>> for line in nx.generate_multiline_adjlist(G):
...     print(line)
0 3
1 {}
2 {}
3 {}
1 2
2 {}
3 {}
2 1
3 {}
3 1
4 {}
4 1
5 {}
5 1
6 {}
6 0
```

## 9.3 Edge List

Read and write NetworkX graphs as edge lists.

The multi-line adjacency list format is useful for graphs with nodes that can be meaningfully represented as strings. With the edgelist format simple edge data can be stored but node or graph data is not. There is no way of representing isolated nodes unless the node has a self-loop edge.

### 9.3.1 Format

You can read or write three formats of edge lists with these functions.

Node pairs with no data:

```
1 2
```

Python dictionary as data:

```
1 2 {'weight':7, 'color':'green'}
```

Arbitrary data:

```
1 2 7 green
```

<code>read_edgelist(path[, comments, delimiter, ...])</code>	Read a graph from a list of edges.
<code>write_edgelist(G, path[, comments, ...])</code>	Write graph as a list of edges.
<code>read_weighted_edgelist(path[, comments, ...])</code>	Read a graph as list of edges with numeric weights.
<code>write_weighted_edgelist(G, path[, comments, ...])</code>	Write graph G as a list of edges with numeric weights.
<code>generate_edgelist(G[, delimiter, data])</code>	Generate a single line of the graph G in edge list format.
<code>parse_edgelist(lines[, comments, delimiter, ...])</code>	Parse lines of an edge list representation of a graph.

### 9.3.2 read\_edgelist

**read\_edgelist** (*path*, *comments*='#', *delimiter*=None, *create\_using*=None, *nodetype*=None, *data*=True, *edgetype*=None, *encoding*='utf-8')

Read a graph from a list of edges.

**Parameters** **path** : file or string

File or filename to write. If a file is provided, it must be opened in 'rb' mode. Filenames ending in .gz or .bz2 will be uncompressed.

**comments** : string, optional

The character used to indicate the start of a comment.

**delimiter** : string, optional

The string used to separate values. The default is whitespace.

**create\_using** : Graph container, optional,

Use specified container to build graph. The default is `networkx.Graph`, an undirected graph.

**nodetype** : int, float, str, Python type, optional

Convert node data from strings to specified type

**data** : bool or list of (label,type) tuples

Tuples specifying dictionary key names and types for edge data

**edgetype** : int, float, str, Python type, optional OBSOLETE

Convert edge data from strings to specified type and use as 'weight'

**encoding: string, optional :**

Specify which encoding to use when reading file.

**Returns** **G** : graph

A networkx Graph or other type specified with create\_using

**See Also:**

`parse_edgelist`

### Notes

Since nodes must be hashable, the function nodetype must return hashable types (e.g. int, float, str, frozenset - or tuples of those, etc.)

### Examples

```
>>> nx.write_edgelist(nx.path_graph(4), "test.edgelist")
>>> G=nx.read_edgelist("test.edgelist")

>>> fh=open("test.edgelist", 'rb')
>>> G=nx.read_edgelist(fh)
>>> fh.close()

>>> G=nx.read_edgelist("test.edgelist", nodetype=int)
>>> G=nx.read_edgelist("test.edgelist", create_using=nx.DiGraph())
```

Edgelist with data in a list:

```
>>> textline = '1 2 3'
>>> fh = open('test.edgelist', 'w')
>>> d = fh.write(textline)
>>> fh.close()
>>> G = nx.read_edgelist('test.edgelist', nodetype=int, data= (('weight', float),))
>>> G.nodes()
[1, 2]
>>> G.edges(data = True)
[(1, 2, {'weight': 3.0})]
```

See `parse_edgelist()` for more examples of formatting.

## 9.3.3 write\_edgelist

**write\_edgelist** (*G*, *path*, *comments*='#', *delimiter*=' ', *data*=True, *encoding*='utf-8')

Write graph as a list of edges.

**Parameters** **G** : graph

A NetworkX graph

**path** : file or string

File or filename to write. If a file is provided, it must be opened in 'wb' mode. Filenames ending in .gz or .bz2 will be compressed.

**comments** : string, optional

The character used to indicate the start of a comment

**delimiter** : string, optional

The string used to separate values. The default is whitespace.

**data** : bool or list, optional

If False write no edge data. If True write a string representation of the edge data dictionary.. If a list (or other iterable) is provided, write the keys specified in the list.

**encoding: string, optional :**

Specify which encoding to use when writing file.

**See Also:**

`write_edgelist`, `write_weighted_edgelist`

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_edgelist(G, "test.edgelist")
>>> G=nx.path_graph(4)
>>> fh=open("test.edgelist", 'wb')
>>> nx.write_edgelist(G, fh)
>>> nx.write_edgelist(G, "test.edgelist.gz")
>>> nx.write_edgelist(G, "test.edgelist.gz", data=False)

>>> G=nx.Graph()
>>> G.add_edge(1,2,weight=7,color='red')
>>> nx.write_edgelist(G,'test.edgelist',data=False)
>>> nx.write_edgelist(G,'test.edgelist',data=['color'])
>>> nx.write_edgelist(G,'test.edgelist',data=['color','weight'])
```

### 9.3.4 read\_weighted\_edgelist

**read\_weighted\_edgelist** (*path*, *comments*='#', *delimiter*=None, *create\_using*=None, *nodetype*=None, *encoding*='utf-8')

Read a graph as list of edges with numeric weights.

**Parameters** **path** : file or string

File or filename to write. If a file is provided, it must be opened in 'rb' mode. Filenames ending in .gz or .bz2 will be uncompressed.

**comments** : string, optional

The character used to indicate the start of a comment.

**delimiter** : string, optional

The string used to separate values. The default is whitespace.

**create\_using** : Graph container, optional,

Use specified container to build graph. The default is networkx.Graph, an undirected graph.

**nodetype** : int, float, str, Python type, optional

Convert node data from strings to specified type

**encoding: string, optional :**

Specify which encoding to use when reading file.

**Returns** **G** : graph

A networkx Graph or other type specified with create\_using

### Notes

Since nodes must be hashable, the function nodetype must return hashable types (e.g. int, float, str, frozenset - or tuples of those, etc.)

Example edgelist file format.

With numeric edge data:

```
# read with
# >>> G=nx.read_weighted_edgelist(fh)
# source target data
a b 1
a c 3.14159
d e 42
```

## 9.3.5 write\_weighted\_edgelist

**write\_weighted\_edgelist** (*G*, *path*, *comments*='#', *delimiter*=' ', *encoding*='utf-8')

Write graph *G* as a list of edges with numeric weights.

**Parameters** **G** : graph

A NetworkX graph

**path** : file or string

File or filename to write. If a file is provided, it must be opened in 'wb' mode. Filenames ending in .gz or .bz2 will be compressed.

**comments** : string, optional

The character used to indicate the start of a comment

**delimiter** : string, optional

The string used to separate values. The default is whitespace.

**encoding: string, optional :**

Specify which encoding to use when writing file.

**See Also:**

`read_edgelist`, `write_edgelist`, `write_weighted_edgelist`

### Examples

```
>>> G=nx.Graph()
>>> G.add_edge(1,2,weight=7)
>>> nx.write_weighted_edgelist(G, 'test.weighted.edgelist')
```



### 9.3.6 generate\_edgelist

**generate\_edgelist** (*G*, *delimiter*=' ', *data*=*True*)

Generate a single line of the graph *G* in edge list format.

**Parameters** *G* : NetworkX graph

**delimiter** : string, optional

Separator for node labels

**data** : bool or list of keys

If False generate no edge data. If True use a dictionary representation of edge data. If a list of keys use a list of data values corresponding to the keys.

**Returns** *lines* : string

Lines of data in adjlist format.

**See Also:**

`write_adjlist`, `read_adjlist`

#### Examples

```
>>> G = nx.lollipop_graph(4, 3)
>>> G[1][2]['weight'] = 3
>>> G[3][4]['capacity'] = 12
>>> for line in nx.generate_edgelist(G, data=False):
...     print(line)
0 1
0 2
0 3
1 2
1 3
2 3
3 4
4 5
5 6

>>> for line in nx.generate_edgelist(G):
...     print(line)
0 1 {}
0 2 {}
0 3 {}
1 2 {'weight': 3}
1 3 {}
2 3 {}
3 4 {'capacity': 12}
4 5 {}
5 6 {}

>>> for line in nx.generate_edgelist(G, data=['weight']):
...     print(line)
0 1
0 2
0 3
1 2 3
1 3
```

```
2 3
3 4
4 5
5 6
```

### 9.3.7 parse\_edgelist

**parse\_edgelist** (*lines*, *comments*='#', *delimiter*=None, *create\_using*=None, *nodetype*=None, *data*=True)

Parse lines of an edge list representation of a graph.

**Returns** **G: NetworkX Graph :**

The graph corresponding to lines

**data** : bool or list of (label,type) tuples

If False generate no edge data or if True use a dictionary representation of edge data or a list tuples specifying dictionary key names and types for edge data.

**create\_using: NetworkX graph container, optional :**

Use given NetworkX graph for holding nodes or edges.

**nodetype** : Python type, optional

Convert nodes to this type.

**comments** : string, optional

Marker for comment lines

**delimiter** : string, optional

Separator for node labels

**create\_using: NetworkX graph container :**

Use given NetworkX graph for holding nodes or edges.

**See Also:**

`read_weighted_edgelist`

#### Examples

Edgelist with no data:

```
>>> lines = ["1 2",
...         "2 3",
...         "3 4"]
>>> G = nx.parse_edgelist(lines, nodetype = int)
>>> G.nodes()
[1, 2, 3, 4]
>>> G.edges()
[(1, 2), (2, 3), (3, 4)]
```

Edgelist with data in Python dictionary representation:

```
>>> lines = ["1 2 {'weight':3}",
...          "2 3 {'weight':27}",
...          "3 4 {'weight':3.0}"]
>>> G = nx.parse_edgelist(lines, nodetype = int)
>>> G.nodes()
[1, 2, 3, 4]
>>> G.edges(data = True)
[(1, 2, {'weight': 3}), (2, 3, {'weight': 27}), (3, 4, {'weight': 3.0})]
```

Edgelist with data in a list:

```
>>> lines = ["1 2 3",
...          "2 3 27",
...          "3 4 3.0"]
>>> G = nx.parse_edgelist(lines, nodetype = int, data=({'weight',float},))
>>> G.nodes()
[1, 2, 3, 4]
>>> G.edges(data = True)
[(1, 2, {'weight': 3.0}), (2, 3, {'weight': 27.0}), (3, 4, {'weight': 3.0})]
```

## 9.4 GEXF

Read and write graphs in GEXF format.

GEXF (Graph Exchange XML Format) is a language for describing complex network structures, their associated data and dynamics.

This implementation does not support mixed graphs (directed and undirected edges together).

### 9.4.1 Format

GEXF is an XML format. See <http://gexf.net/format/schema.html> for the specification and <http://gexf.net/format/basic.html> for examples.

<code>read_gexf(path[, node_type, relabel, version])</code>	Read graph in GEXF format from path.
<code>write_gexf(G, path[, encoding, prettyprint, ...])</code>	Write G in GEXF format to path.
<code>relabel_gexf_graph(G)</code>	Relabel graph using “label” node keyword for node label.

### 9.4.2 read\_gexf

**read\_gexf** (*path*, *node\_type*=None, *relabel*=False, *version*='1.1draft')

Read graph in GEXF format from path.

“GEXF (Graph Exchange XML Format) is a language for describing complex networks structures, their associated data and dynamics” [R300].

**Parameters** **path** : file or string

File or file name to write. File names ending in .gz or .bz2 will be compressed.

**node\_type**: Python type (default: None) :

Convert node ids to this type if not None.

**relabel** : bool (default: False)

If True relabel the nodes to use the GEXF node “label” attribute instead of the node “id” attribute as the NetworkX node label.

**Returns** **graph: NetworkX graph :**

If no parallel edges are found a Graph or DiGraph is returned. Otherwise a MultiGraph or MultiDiGraph is returned.

#### Notes

This implementation does not support mixed graphs (directed and undirected edges together).

#### References

[R300]

### 9.4.3 write\_gexf

**write\_gexf** (*G*, *path*, *encoding*='utf-8', *prettyprint*=True, *version*='1.1draft')

Write G in GEXF format to path.

“GEXF (Graph Exchange XML Format) is a language for describing complex networks structures, their associated data and dynamics” [R301].

**Parameters** **G** : graph

A NetworkX graph

**path** : file or string

File or file name to write. File names ending in .gz or .bz2 will be compressed.

**encoding** : string (optional)

Encoding for text data.

**prettyprint** : bool (optional)

If True use line breaks and indenting in output XML.

#### Notes

This implementation does not support mixed graphs (directed and undirected edges together).

The node id attribute is set to be the string of the node label. If you want to specify an id use set it as node data, e.g. `node['a']['id']=1` to set the id of node ‘a’ to 1.

#### References

[R301]

## Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_gexf(G, "test.gexf")
```

### 9.4.4 relabel\_gexf\_graph

**relabel\_gexf\_graph**(*G*)

Relabel graph using “label” node keyword for node label.

**Parameters** *G* : graph

A NetworkX graph read from GEXF data

**Returns** *H* : graph

A NetworkX graph with relabel nodes

## Notes

This function relabels the nodes in a NetworkX graph with the “label” attribute. It also handles relabeling the specific GEXF node attributes “parents”, and “pid”.

## 9.5 GML

Read graphs in GML format.

“GML, the G>raph Modelling Language, is our proposal for a portable file format for graphs. GML’s key features are portability, simple syntax, extensibility and flexibility. A GML file consists of a hierarchical key-value lists. Graphs can be annotated with arbitrary data structures. The idea for a common file format was born at the GD’95; this proposal is the outcome of many discussions. GML is the standard file format in the Graphlet graph editor system. It has been overtaken and adapted by several other systems for drawing graphs.”

See <http://www.infosun.fim.uni-passau.de/Graphlet/GML/gml-tr.html>

Requires parsing: <http://pyparsing.wikispaces.com/>

### 9.5.1 Format

See <http://www.infosun.fim.uni-passau.de/Graphlet/GML/gml-tr.html> for format specification.

Example graphs in GML format: <http://www-personal.umich.edu/~mejn/netdata/>

<code>read_gml(path[, relabel])</code>	Read graph in GML format from path.
<code>write_gml(G, path)</code>	Write the graph <i>G</i> in GML format to the file or file handle path.
<code>parse_gml(lines[, relabel])</code>	Parse GML graph from a string or iterable.
<code>generate_gml(G)</code>	Generate a single entry of the graph <i>G</i> in GML format.

### 9.5.2 read\_gml

**read\_gml**(*path*, *relabel=False*)

Read graph in GML format from path.

**Parameters** **path** : filename or filehandle

The filename or filehandle to read from.

**relabel** : bool, optional

If True use the GML node label attribute for node names otherwise use the node id.

**Returns** **G** : MultiGraph or MultiDiGraph

**Raises** **ImportError** :

If the `pyarsing` module is not available.

**See Also:**

`write_gml`, `parse_gml`

### Notes

Requires `pyarsing`: <http://pyarsing.wikispaces.com/> The GML specification says that files should be ASCII encoded, with any extended ASCII characters (iso8859-1) appearing as HTML character entities.

### References

GML specification: <http://www.infosun.fim.uni-passau.de/Graphlet/GML/gml-tr.html>

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_gml(G, 'test.gml')
>>> H=nx.read_gml('test.gml')
```

## 9.5.3 write\_gml

**write\_gml** (*G*, *path*)

Write the graph *G* in GML format to the file or file handle *path*.

**Parameters** **path** : filename or filehandle

The filename or filehandle to write. Filenames ending in `.gz` or `.gz2` will be compressed.

**See Also:**

`read_gml`, `parse_gml`

### Notes

GML specifications indicate that the file should only use 7bit ASCII text encoding.iso8859-1 (latin-1).

This implementation does not support all Python data types as GML data. Nodes, node attributes, edge attributes, and graph attributes must be either dictionaries or single strings or numbers. If they are not an attempt is made to represent them as strings. For example, a list as edge data `G[1][2]['somedata']=[1,2,3]`, will be represented in the GML file as:

```
edge [
    source 1
    target 2
    somedata "[1, 2, 3]"
]
```

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_gml(G, "test.gml")
```

Filenames ending in .gz or .bz2 will be compressed.

```
>>> nx.write_gml(G, "test.gml.gz")
```

## 9.5.4 parse\_gml

**parse\_gml** (*lines*, *relabel=True*)

Parse GML graph from a string or iterable.

**Parameters** *lines* : string or iterable

Data in GML format.

**relabel** : bool, optional

If True use the GML node label attribute for node names otherwise use the node id.

**Returns** *G* : MultiGraph or MultiDiGraph

**Raises** **ImportError** :

If the pyparsing module is not available.

**See Also:**

`write_gml`, `read_gml`

### Notes

This stores nested GML attributes as dictionaries in the NetworkX graph, node, and edge attribute structures.

Requires pyparsing: <http://pyparsing.wikispaces.com/>

### References

GML specification: <http://www.infosun.fim.uni-passau.de/Graphlet/GML/gml-tr.html>

## 9.5.5 generate\_gml

**generate\_gml** (*G*)

Generate a single entry of the graph *G* in GML format.

**Parameters** *G* : NetworkX graph

**Returns** **lines:** string :

Lines in GML format.

### Notes

This implementation does not support all Python data types as GML data. Nodes, node attributes, edge attributes, and graph attributes must be either dictionaries or single strings or numbers. If they are not an attempt is made to represent them as strings. For example, a list as edge data `G[1][2]['somedata']=[1,2,3]`, will be represented in the GML file as:

```
edge [  
    source 1  
    target 2  
    somedata "[1, 2, 3]"  
]
```

## 9.6 Pickle

Read and write NetworkX graphs as Python pickles.

“The pickle module implements a fundamental, but powerful algorithm for serializing and de-serializing a Python object structure. “Pickling” is the process whereby a Python object hierarchy is converted into a byte stream, and “unpickling” is the inverse operation, whereby a byte stream is converted back into an object hierarchy.”

Note that NetworkX graphs can contain any hashable Python object as node (not just integers and strings). For arbitrary data types it may be difficult to represent the data as text. In that case using Python pickles to store the graph data can be used.

### 9.6.1 Format

See <http://docs.python.org/library/pickle.html>

<code>read_gpickle(path)</code>	Read graph object in Python pickle format.
<code>write_gpickle(G, path)</code>	Write graph in Python pickle format.

### 9.6.2 read\_gpickle

**read\_gpickle** (*path*)

Read graph object in Python pickle format.

Pickles are a serialized byte stream of a Python object [R302]. This format will preserve Python objects used as nodes or edges.

**Parameters** **path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be uncompressed.

**Returns** **G** : graph

A NetworkX graph



## References

[R302]

## Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_gpickle(G, "test.gpickle")
>>> G=nx.read_gpickle("test.gpickle")
```

### 9.6.3 write\_gpickle

**write\_gpickle** (*G*, *path*)

Write graph in Python pickle format.

Pickles are a serialized byte stream of a Python object [R303]. This format will preserve Python objects used as nodes or edges.

**Parameters** **G** : graph

A NetworkX graph

**path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be compressed.

## References

[R303]

## Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_gpickle(G, "test.gpickle")
```

## 9.7 GraphML

Read and write graphs in GraphML format.

This implementation does not support mixed graphs (directed and undirected edges together), hyperedges, nested graphs, or ports.

“GraphML is a comprehensive and easy-to-use file format for graphs. It consists of a language core to describe the structural properties of a graph and a flexible extension mechanism to add application-specific data. Its main features include support of

- directed, undirected, and mixed graphs,
- hypergraphs,
- hierarchical graphs,
- graphical representations,

- references to external data,
- application-specific attribute data, and
- light-weight parsers.

Unlike many other file formats for graphs, GraphML does not use a custom syntax. Instead, it is based on XML and hence ideally suited as a common denominator for all kinds of services generating, archiving, or processing graphs.”

<http://graphml.graphdrawing.org/>

### 9.7.1 Format

GraphML is an XML format. See <http://graphml.graphdrawing.org/specification.html> for the specification and <http://graphml.graphdrawing.org/primer/graphml-primer.html> for examples.

<code>read_graphml(path[, node_type])</code>	Read graph in GraphML format from path.
<code>write_graphml(G, path[, encoding, prettyprint])</code>	Write G in GraphML XML format to path

### 9.7.2 read\_graphml

**read\_graphml** (*path*, *node\_type*=<type 'str'>)

Read graph in GraphML format from path.

**Parameters** **path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be compressed.

**node\_type**: Python type (default: str) :

Convert node ids to this type

**Returns** **graph**: NetworkX graph :

If no parallel edges are found a Graph or DiGraph is returned. Otherwise a MultiGraph or MultiDiGraph is returned.

#### Notes

This implementation does not support mixed graphs (directed and undirected edges together), hypergraphs, nested graphs, or ports.

For multigraphs the GraphML edge “id” will be used as the edge key. If not specified then they “key” attribute will be used. If there is no “key” attribute a default NetworkX multigraph edge key will be provided.

Files with the yEd “yfiles” extension will can be read but the graphics information is discarded.

yEd compressed files (“file.graphmlz” extension) can be read by renaming the file to “file.graphml.gz”.

### 9.7.3 write\_graphml

**write\_graphml** (*G*, *path*, *encoding*=’utf-8’, *prettyprint*=True)

Write G in GraphML XML format to path

**Parameters** **G** : graph

A networkx graph

**path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be compressed.

**encoding** : string (optional)

Encoding for text data.

**prettyprint** : bool (optional)

If True use line breaks and indenting in output XML.

### Notes

This implementation does not support mixed graphs (directed and undirected edges together) hyperedges, nested graphs, or ports.

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_graphml(G, "test.graphml")
```

## 9.8 JSON

Generate and parse JSON serializable data for NetworkX graphs.

These formats are suitable for use with the d3.js examples <http://d3js.org/>

The three formats that you can generate with NetworkX are:

- node-link like in the d3.js example <http://bl.ocks.org/mbostock/4062045>
- tree like in the d3.js example <http://bl.ocks.org/mbostock/4063550>
- adjacency like in the d3.js example <http://bost.ocks.org/mike/miserables/>

<code>node_link_data(G)</code>	Return data in node-link format that is suitable for JSON serialization
<code>node_link_graph(data[, directed, multigraph])</code>	Return graph from node-link data format.
<code>adjacency_data(G)</code>	Return data in adjacency format that is suitable for JSON serialization
<code>adjacency_graph(data[, directed, multigraph])</code>	Return graph from adjacency data format.
<code>tree_data(G, root)</code>	Return data in tree format that is suitable for JSON serialization
<code>tree_graph(data)</code>	Return graph from tree data format.
<code>dumps</code>	Serialize <code>obj</code> to a JSON formatted <code>str</code> .
<code>loads</code>	Deserialize <code>s</code> (a <code>str</code> or <code>unicode</code> instance containing a JSON
<code>dump</code>	Serialize <code>obj</code> as a JSON formatted stream to <code>fp</code> (a
<code>load</code>	Deserialize <code>fp</code> (a <code>.read()</code> -supporting file-like object containing

### 9.8.1 node\_link\_data

**node\_link\_data** (*G*)

Return data in node-link format that is suitable for JSON serialization and use in Javascript documents.

**Parameters** *G* : NetworkX graph

**Returns** *data* : dict

A dictionary with node-link formatted data.

**See Also:**

`node_link_graph`, `adjacency_data`, `tree_data`

**Notes**

Graph, node, and link attributes are stored in this format but keys for attributes must be strings if you want to serialize with JSON.

**Examples**

```
>>> from networkx.readwrite import json_graph
>>> G = nx.Graph([(1,2)])
>>> data = json_graph.node_link_data(G)
```

To serialize with json

```
>>> import json
>>> s = json.dumps(data)
```

## 9.8.2 node\_link\_graph

**node\_link\_graph** (*data*, *directed=False*, *multigraph=True*)

Return graph from node-link data format.

**Parameters** **data** : dict

node-link formatted graph data

**directed** : bool

If True, and direction not specified in data, return a directed graph.

**multigraph** : bool

If True, and multigraph not specified in data, return a multigraph.

**Returns** **G** : NetworkX graph

A NetworkX graph object

**See Also:**

`node_link_data`, `adjacency_data`, `tree_data`

**Examples**

```
>>> from networkx.readwrite import json_graph
>>> G = nx.Graph([(1,2)])
>>> data = json_graph.node_link_data(G)
>>> H = json_graph.node_link_graph(data)
```

### 9.8.3 adjacency\_data

**adjacency\_data** (*G*)

Return data in adjacency format that is suitable for JSON serialization and use in Javascript documents.

**Parameters** *G* : NetworkX graph

**Returns** *data* : dict

A dictionary with node-link formatted data.

**See Also:**

`adjacency_graph`, `node_link_data`, `tree_data`

#### Notes

Graph, node, and link attributes will be written when using this format but attribute keys must be strings if you want to serialize the resulting data with JSON.

#### Examples

```
>>> from networkx.readwrite import json_graph
>>> G = nx.Graph([(1,2)])
>>> data = json_graph.adjacency_data(G)
```

To serialize with json

```
>>> import json
>>> s = json.dumps(data)
```

### 9.8.4 adjacency\_graph

**adjacency\_graph** (*data*, *directed=False*, *multigraph=True*)

Return graph from adjacency data format.

**Parameters** *data* : dict

Adjacency list formatted graph data

**Returns** *G* : NetworkX graph

A NetworkX graph object

**directed** : bool

If True, and direction not specified in data, return a directed graph.

**multigraph** : bool

If True, and multigraph not specified in data, return a multigraph.

**See Also:**

`adjacency_graph`, `node_link_data`, `tree_data`

### Examples

```
>>> from networkx.readwrite import json_graph
>>> G = nx.Graph([(1,2)])
>>> data = json_graph.adjacency_data(G)
>>> H = json_graph.adjacency_graph(data)
```

## 9.8.5 tree\_data

**tree\_data** (*G*, *root*)

Return data in tree format that is suitable for JSON serialization and use in Javascript documents.

**Parameters** *G* : NetworkX graph

*G* must be an oriented tree

**root** : node

The root of the tree

**Returns** *data* : dict

A dictionary with node-link formatted data.

**See Also:**

[tree\\_graph](#), [node\\_link\\_data](#), [node\\_link\\_data](#)

### Notes

Node attributes are stored in this format but keys for attributes must be strings if you want to serialize with JSON.

Graph and edge attributes are not stored.

### Examples

```
>>> from networkx.readwrite import json_graph
>>> G = nx.DiGraph([(1,2)])
>>> data = json_graph.tree_data(G, root=1)
```

To serialize with json

```
>>> import json
>>> s = json.dumps(data)
```

## 9.8.6 tree\_graph

**tree\_graph** (*data*)

Return graph from tree data format.

**Parameters** *data* : dict

Tree formatted graph data

**Returns** *G* : NetworkX DiGraph

**See Also:**

`tree_graph`, `node_link_data`, `adjacency_data`

**Examples**

```
>>> from networkx.readwrite import json_graph
>>> G = nx.DiGraph([(1,2)])
>>> data = json_graph.tree_data(G, root=1)
>>> H = json_graph.tree_graph(data)
```

## 9.8.7 dumps

**dumps** = <functools.partial object at 0x23c26d8>

Serialize `obj` to a JSON formatted `str`.

If `skipkeys` is `false` then `dict` keys that are not basic types (`str`, `unicode`, `int`, `long`, `float`, `bool`, `None`) will be skipped instead of raising a `TypeError`.

If `ensure_ascii` is `false`, then the return value will be a `unicode` instance subject to normal Python `str` to `unicode` coercion rules instead of being escaped to an ASCII `str`.

If `check_circular` is `false`, then the circular reference check for container types will be skipped and a circular reference will result in an `OverflowError` (or worse).

If `allow_nan` is `false`, then it will be a `ValueError` to serialize out of range float values (`nan`, `inf`, `-inf`) in strict compliance of the JSON specification, instead of using the JavaScript equivalents (`NaN`, `Infinity`, `-Infinity`).

If `indent` is a non-negative integer, then JSON array elements and object members will be pretty-printed with that indent level. An indent level of 0 will only insert newlines. `None` is the most compact representation.

If `separators` is an (`item_separator`, `dict_separator`) tuple then it will be used instead of the default (`' , '`, `' : '`) separators. (`' , '`, `' : '`) is the most compact JSON representation.

`encoding` is the character encoding for `str` instances, default is UTF-8.

`default(obj)` is a function that should return a serializable version of `obj` or raise `TypeError`. The default simply raises `TypeError`.

To use a custom `JSONEncoder` subclass (e.g. one that overrides the `.default()` method to serialize additional types), specify it with the `cls` kwarg; otherwise `JSONEncoder` is used.

## 9.8.8 loads

**loads** = <functools.partial object at 0x23c2628>

Deserialize `s` (a `str` or `unicode` instance containing a JSON document) to a Python object.

If `s` is a `str` instance and is encoded with an ASCII based encoding other than utf-8 (e.g. latin-1) then an appropriate `encoding` name must be specified. Encodings that are not ASCII based (such as UCS-2) are not allowed and should be decoded to `unicode` first.

`object_hook` is an optional function that will be called with the result of any object literal decode (a `dict`). The return value of `object_hook` will be used instead of the `dict`. This feature can be used to implement custom decoders (e.g. JSON-RPC class hinting).

`object_pairs_hook` is an optional function that will be called with the result of any object literal decoded with an ordered list of pairs. The return value of `object_pairs_hook` will be used instead of the `dict`.

This feature can be used to implement custom decoders that rely on the order that the key and value pairs are decoded (for example, `collections.OrderedDict` will remember the order of insertion). If `object_hook` is also defined, the `object_pairs_hook` takes priority.

`parse_float`, if specified, will be called with the string of every JSON float to be decoded. By default this is equivalent to `float(num_str)`. This can be used to use another datatype or parser for JSON floats (e.g. `decimal.Decimal`).

`parse_int`, if specified, will be called with the string of every JSON int to be decoded. By default this is equivalent to `int(num_str)`. This can be used to use another datatype or parser for JSON integers (e.g. `float`).

`parse_constant`, if specified, will be called with one of the following strings: `-Infinity`, `Infinity`, `NaN`, `null`, `true`, `false`. This can be used to raise an exception if invalid JSON numbers are encountered.

To use a custom `JSONDecoder` subclass, specify it with the `cls` kwarg; otherwise `JSONDecoder` is used.

### 9.8.9 dump

**dump = <functools.partial object at 0x23c2e10>**

Serialize `obj` as a JSON formatted stream to `fp` (a `.write()`-supporting file-like object).

If `skipkeys` is `true` then dict keys that are not basic types (`str`, `unicode`, `int`, `long`, `float`, `bool`, `None`) will be skipped instead of raising a `TypeError`.

If `ensure_ascii` is `false`, then the some chunks written to `fp` may be `unicode` instances, subject to normal Python `str` to `unicode` coercion rules. Unless `fp.write()` explicitly understands `unicode` (as in `codecs.getwriter()`) this is likely to cause an error.

If `check_circular` is `false`, then the circular reference check for container types will be skipped and a circular reference will result in an `OverflowError` (or worse).

If `allow_nan` is `false`, then it will be a `ValueError` to serialize out of range float values (`nan`, `inf`, `-inf`) in strict compliance of the JSON specification, instead of using the JavaScript equivalents (`NaN`, `Infinity`, `-Infinity`).

If `indent` is a non-negative integer, then JSON array elements and object members will be pretty-printed with that indent level. An indent level of 0 will only insert newlines. `None` is the most compact representation.

If `separators` is an `(item_separator, dict_separator)` tuple then it will be used instead of the default `(' ', ' ', ': ')` separators. `(' ', ' ', ':')` is the most compact JSON representation.

`encoding` is the character encoding for `str` instances, default is UTF-8.

`default(obj)` is a function that should return a serializable version of `obj` or raise `TypeError`. The default simply raises `TypeError`.

To use a custom `JSONEncoder` subclass (e.g. one that overrides the `.default()` method to serialize additional types), specify it with the `cls` kwarg; otherwise `JSONEncoder` is used.

### 9.8.10 load

**load = <functools.partial object at 0x23c2e68>**

Deserialize `fp` (a `.read()`-supporting file-like object containing a JSON document) to a Python object.

If the contents of `fp` is encoded with an ASCII based encoding other than `utf-8` (e.g. `latin-1`), then an appropriate encoding name must be specified. Encodings that are not ASCII based (such as `UCS-2`) are not allowed, and should be wrapped with `codecs.getreader(fp)(encoding)`, or simply decoded to a `unicode` object and passed to `loads()`



`object_hook` is an optional function that will be called with the result of any object literal decode (a `dict`). The return value of `object_hook` will be used instead of the `dict`. This feature can be used to implement custom decoders (e.g. JSON-RPC class hinting).

`object_pairs_hook` is an optional function that will be called with the result of any object literal decoded with an ordered list of pairs. The return value of `object_pairs_hook` will be used instead of the `dict`. This feature can be used to implement custom decoders that rely on the order that the key and value pairs are decoded (for example, `collections.OrderedDict` will remember the order of insertion). If `object_hook` is also defined, the `object_pairs_hook` takes priority.

To use a custom `JSONDecoder` subclass, specify it with the `cls` kwarg; otherwise `JSONDecoder` is used.

## 9.9 LEDA

Read graphs in LEDA format.

LEDA is a C++ class library for efficient data types and algorithms.

### 9.9.1 Format

See [http://www.algorithmic-solutions.info/leda\\_guide/graphs/leda\\_native\\_graph\\_fileformat.html](http://www.algorithmic-solutions.info/leda_guide/graphs/leda_native_graph_fileformat.html)

<code>read_leda(path[, encoding])</code>	Read graph in LEDA format from path.
<code>parse_leda(lines)</code>	Read graph in LEDA format from string or iterable.

### 9.9.2 read\_leda

**read\_leda** (*path*, *encoding*='UTF-8')

Read graph in LEDA format from path.

**Parameters** *path* : file or string

File or filename to read. Filenames ending in `.gz` or `.bz2` will be uncompressed.

**Returns** *G* : NetworkX graph

#### References

[R305]

#### Examples

```
G=nx.read_leda('file.leda')
```

### 9.9.3 parse\_leda

**parse\_leda** (*lines*)

Read graph in LEDA format from string or iterable.

**Parameters** *lines* : string or iterable

Data in LEDA format.

**Returns** **G** : NetworkX graph

## References

[R304]

## Examples

```
G=nx.parse_leda(string)
```

## 9.10 YAML

Read and write NetworkX graphs in YAML format.

“YAML is a data serialization format designed for human readability and interaction with scripting languages.” See <http://www.yaml.org> for documentation.

### 9.10.1 Format

<http://pyyaml.org/wiki/PyYAML>

<code>read_yaml(path)</code>	Read graph in YAML format from path.
<code>write_yaml(G, path[, encoding])</code>	Write graph G in YAML format to path.

### 9.10.2 read\_yaml

**read\_yaml** (*path*)

Read graph in YAML format from path.

YAML is a data serialization format designed for human readability and interaction with scripting languages [R308].

**Parameters** **path** : file or string

File or filename to read. Filenames ending in .gz or .bz2 will be uncompressed.

**Returns** **G** : NetworkX graph

## References

[R308]

## Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_yaml(G, 'test.yaml')
>>> G=nx.read_yaml('test.yaml')
```

### 9.10.3 write\_yaml

**write\_yaml** (*G*, *path*, *encoding*=*'UTF-8'*, *\*\*kws*)

Write graph *G* in YAML format to *path*.

YAML is a data serialization format designed for human readability and interaction with scripting languages [R309].

**Parameters** *G* : graph

A NetworkX graph

**path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be compressed.

**encoding: string, optional :**

Specify which encoding to use when writing file.

#### References

[R309]

#### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_yaml(G, 'test.yaml')
```

## 9.11 SparseGraph6

### 9.11.1 Graph6

Graph6

Read and write graphs in graph6 format.

#### Format

“graph6 and sparse6 are formats for storing undirected graphs in a compact manner, using only printable ASCII characters. Files in these formats have text type and contain one line per graph.”

See <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

<code>parse_graph6(string)</code>	Read a simple undirected graph in graph6 format from string.
<code>read_graph6(path)</code>	Read simple undirected graphs in graph6 format from path.
<code>generate_graph6(G[, nodes, header])</code>	Generate graph6 format string from a simple undirected graph.
<code>write_graph6(G, path[, nodes, header])</code>	Write a simple undirected graph to path in graph6 format.

## parse\_graph6

**parse\_graph6** (*string*)

Read a simple undirected graph in graph6 format from string.

**Parameters** **string** : string

Data in graph6 format

**Returns** **G** : Graph

**Raises** **NetworkXError** :

If the string is unable to be parsed in graph6 format

**See Also:**

`generate_graph6`, `read_graph6`, `write_graph6`

## References

Graph6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

## Examples

```
>>> G = nx.parse_graph6('A_')
>>> sorted(G.edges())
[(0, 1)]
```

## read\_graph6

**read\_graph6** (*path*)

Read simple undirected graphs in graph6 format from path.

**Parameters** **path** : file or string

File or filename to write.

**Returns** **G** : Graph or list of Graphs

If the file contains multiple lines then a list of graphs is returned

**Raises** **NetworkXError** :

If the string is unable to be parsed in graph6 format

**See Also:**

`generate_graph6`, `parse_graph6`, `write_graph6`

## References

Graph6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

## Examples

```
>>> nx.write_graph6(nx.Graph([(0,1)]), 'test.g6')
>>> G = nx.read_graph6('test.g6')
>>> sorted(G.edges())
[(0, 1)]
```

## generate\_graph6

**generate\_graph6** (*G*, *nodes=None*, *header=True*)

Generate graph6 format string from a simple undirected graph.

**Parameters** *G* : Graph (undirected)

**nodes: list or iterable :**

Nodes are labeled 0...n-1 in the order provided. If None the ordering given by *G.nodes()* is used.

**header: bool :**

If True add '>>graph6<<' string to head of data

**Returns** *s* : string

String in graph6 format

**Raises** **NetworkXError** :

If the graph is directed or has parallel edges

**See Also:**

`read_graph6`, `parse_graph6`, `write_graph6`

## Notes

The format does not support edge or node labels, parallel edges or self loops. If self loops are present they are silently ignored.

## References

Graph6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

## Examples

```
>>> G = nx.Graph([(0, 1)])
>>> nx.generate_graph6(G)
'>>graph6<<A_'
```

## write\_graph6

**write\_graph6** (*G*, *path*, *nodes=None*, *header=True*)

Write a simple undirected graph to path in graph6 format.

**Parameters** **G** : Graph (undirected)

**path** : file or string

File or filename to write.

**nodes: list or iterable :**

Nodes are labeled 0...n-1 in the order provided. If None the ordering given by G.nodes() is used.

**header: bool :**

If True add '>>graph6<<' string to head of data

**Raises** **NetworkXError** :

If the graph is directed or has parallel edges

**See Also:**

`generate_graph6`, `parse_graph6`, `read_graph6`

### Notes

The format does not support edge or node labels, parallel edges or self loops. If self loops are present they are silently ignored.

### References

Graph6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

### Examples

```
>>> G = nx.Graph([(0, 1)])
>>> nx.write_graph6(G, 'test.g6')
```

## 9.11.2 Sparse6

Sparse6

Read and write graphs in sparse6 format.

### Format

“graph6 and sparse6 are formats for storing undirected graphs in a compact manner, using only printable ASCII characters. Files in these formats have text type and contain one line per graph.”

See <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

<code>parse_sparse6(string)</code>	Read an undirected graph in sparse6 format from string.
<code>read_sparse6(path)</code>	Read an undirected graph in sparse6 format from path.
<code>generate_sparse6(G[, nodes, header])</code>	Generate sparse6 format string from an undirected graph.
<code>write_sparse6(G, path[, nodes, header])</code>	Write graph G to given path in sparse6 format.

## parse\_sparse6

**parse\_sparse6** (*string*)

Read an undirected graph in sparse6 format from string.

**Parameters** **string** : string

Data in sparse6 format

**Returns** **G** : Graph

**Raises** **NetworkXError** :

If the string is unable to be parsed in sparse6 format

**See Also:**

`generate_sparse6`, `read_sparse6`, `write_sparse6`

### References

Sparse6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt>

### Examples

```
>>> G = nx.parse_sparse6(' :A_ ')\n>>> sorted(G.edges())\n[(0, 1), (0, 1), (0, 1)]
```

## read\_sparse6

**read\_sparse6** (*path*)

Read an undirected graph in sparse6 format from path.

**Parameters** **path** : file or string

File or filename to write.

**Returns** **G** : Graph/Multigraph or list of Graphs/MultiGraphs

If the file contains multiple lines then a list of graphs is returned

**Raises** **NetworkXError** :

If the string is unable to be parsed in sparse6 format

**See Also:**

`generate_sparse6`, `read_sparse6`, `parse_sparse6`

### References

Sparse6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt>

## Examples

```
>>> nx.write_sparse6(nx.Graph([(0,1),(0,1),(0,1)]), 'test.s6')
>>> G = nx.read_sparse6('test.s6')
>>> sorted(G.edges())
[(0, 1)]
```

## generate\_sparse6

**generate\_sparse6** (*G*, *nodes=None*, *header=True*)

Generate sparse6 format string from an undirected graph.

**Parameters** *G* : Graph (undirected)

**nodes: list or iterable :**

Nodes are labeled 0...n-1 in the order provided. If None the ordering given by *G.nodes()* is used.

**header: bool :**

If True add '>>sparse6<<' string to head of data

**Returns** *s* : string

String in sparse6 format

**Raises** **NetworkXError** :

If the graph is directed

**See Also:**

`read_sparse6`, `parse_sparse6`, `write_sparse6`

## Notes

The format does not support edge or node labels. References ——— Sparse6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

## Examples

```
>>> G = nx.MultiGraph([(0, 1), (0, 1), (0, 1)])
>>> nx.generate_sparse6(G)
'>>sparse6<<:A_'
```

## write\_sparse6

**write\_sparse6** (*G*, *path*, *nodes=None*, *header=True*)

Write graph *G* to given *path* in sparse6 format. Parameters ——— *G* : Graph (undirected)

**path** [file or string] File or filename to write

**nodes: list or iterable** Nodes are labeled 0...n-1 in the order provided. If None the ordering given by *G.nodes()* is used.

**header: bool** If True add '>>sparse6<<' string to head of data



**Raises** **NetworkXError** :

If the graph is directed

**See Also:**

`read_sparse6`, `parse_sparse6`, `generate_sparse6`

### Notes

The format does not support edge or node labels.

### References

Sparse6 specification: <http://cs.anu.edu.au/~bdm/data/formats.txt> for details.

### Examples

```
>>> G = nx.Graph([(0, 1), (0, 1), (0, 1)])
>>> nx.write_sparse6(G, 'test.s6')
```

## 9.12 Pajek

Read graphs in Pajek format.

This implementation handles directed and undirected graphs including those with self loops and parallel edges.

### 9.12.1 Format

See <http://vlado.fmf.uni-lj.si/pub/networks/pajek/doc/draweps.htm> for format information.

<code>read_pajek(path[, encoding])</code>	Read graph in Pajek format from path.
<code>write_pajek(G, path[, encoding])</code>	Write graph in Pajek format to path.
<code>parse_pajek(lines)</code>	Parse Pajek format graph from string or iterable.

### 9.12.2 read\_pajek

**read\_pajek** (*path*, *encoding*='UTF-8')

Read graph in Pajek format from path.

**Parameters** **path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be uncompressed.

**Returns** **G** : NetworkX MultiGraph or MultiDiGraph.

### References

See <http://vlado.fmf.uni-lj.si/pub/networks/pajek/doc/draweps.htm> for format information.

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_pajek(G, "test.net")
>>> G=nx.read_pajek("test.net")
```

To create a Graph instead of a MultiGraph use

```
>>> G1=nx.Graph(G)
```

## 9.12.3 write\_pajek

**write\_pajek** (*G*, *path*, *encoding*='UTF-8')

Write graph in Pajek format to path.

**Parameters** **G** : graph

A Networkx graph

**path** : file or string

File or filename to write. Filenames ending in .gz or .bz2 will be compressed.

### References

See <http://vlado.fmf.uni-lj.si/pub/networks/pajek/doc/draweps.htm> for format information.

### Examples

```
>>> G=nx.path_graph(4)
>>> nx.write_pajek(G, "test.net")
```

## 9.12.4 parse\_pajek

**parse\_pajek** (*lines*)

Parse Pajek format graph from string or iterable.

**Parameters** **lines** : string or iterable

Data in Pajek format.

**Returns** **G** : NetworkX graph

**See Also:**

`read_pajek`

## 9.13 GIS Shapefile

Generates a networkx.DiGraph from point and line shapefiles.

“The Esri Shapefile or simply a shapefile is a popular geospatial vector data format for geographic information systems software. It is developed and regulated by Esri as a (mostly) open specification for data interoperability among Esri and other software products.” See <http://en.wikipedia.org/wiki/Shapefile> for additional information.

<code>read_shp(path)</code>	Generates a <code>networkx.DiGraph</code> from shapefiles. Point geometries are
<code>write_shp(G, outdir)</code>	Writes a <code>networkx.DiGraph</code> to two shapefiles, edges and nodes.

### 9.13.1 read\_shp

#### **read\_shp** (*path*)

Generates a `networkx.DiGraph` from shapefiles. Point geometries are translated into nodes, lines into edges. Coordinate tuples are used as keys. Attributes are preserved, line geometries are simplified into start and end coordinates. Accepts a single shapefile or directory of many shapefiles.

“The Esri Shapefile or simply a shapefile is a popular geospatial vector data format for geographic information systems software [R306].”

**Parameters** **path** : file or string

File, directory, or filename to read.

**Returns** **G** : NetworkX graph

#### References

[R306]

#### Examples

```
>>> G=nx.read_shp('test.shp')
```

### 9.13.2 write\_shp

#### **write\_shp** (*G, outdir*)

Writes a `networkx.DiGraph` to two shapefiles, edges and nodes. Nodes and edges are expected to have a Well Known Binary (Wkb) or Well Known Text (Wkt) key in order to generate geometries. Also acceptable are nodes with a numeric tuple key (x,y).

“The Esri Shapefile or simply a shapefile is a popular geospatial vector data format for geographic information systems software [R307].”

**Parameters** **outdir** : directory path

Output directory for the two shapefiles.

**Returns** **None** :

#### References

[R307]

#### Examples

```
nx.write_shp(digraph, '/shapefiles') # doctest +SKIP
```



# DRAWING

## 10.1 Matplotlib

Draw networks with matplotlib.

### 10.1.1 See Also

matplotlib: <http://matplotlib.sourceforge.net/>

pygraphviz: <http://networkx.lanl.gov/pygraphviz/>

<code>draw(G[, pos, ax, hold])</code>	Draw the graph G with Matplotlib.
<code>draw_networkx(G[, pos, with_labels])</code>	Draw the graph G using Matplotlib.
<code>draw_networkx_nodes(G, pos[, nodelist, ...])</code>	Draw the nodes of the graph G.
<code>draw_networkx_edges(G, pos[, edgelist, ...])</code>	Draw the edges of the graph G.
<code>draw_networkx_labels(G, pos[, labels, ...])</code>	Draw node labels on the graph G.
<code>draw_networkx_edge_labels(G, pos[, ...])</code>	Draw edge labels.
<code>draw_circular(G, **kwargs)</code>	Draw the graph G with a circular layout.
<code>draw_random(G, **kwargs)</code>	Draw the graph G with a random layout.
<code>draw_spectral(G, **kwargs)</code>	Draw the graph G with a spectral layout.
<code>draw_spring(G, **kwargs)</code>	Draw the graph G with a spring layout.
<code>draw_shell(G, **kwargs)</code>	Draw networkx graph with shell layout.
<code>draw_graphviz(G[, prog])</code>	Draw networkx graph with graphviz layout.

### 10.1.2 draw

**draw** (*G*, *pos=None*, *ax=None*, *hold=None*, *\*\*kws*)

Draw the graph G with Matplotlib.

Draw the graph as a simple representation with no node labels or edge labels and using the full Matplotlib figure area and no axis labels by default. See `draw_networkx()` for more full-featured drawing that allows title, axis labels etc.

**Parameters** **G** : graph

A networkx graph

**pos** : dictionary, optional

A dictionary with nodes as keys and positions as values. If not specified a spring layout positioning will be computed. See `networkx.layout` for functions that compute node

positions.

**ax** : Matplotlib Axes object, optional

Draw the graph in specified Matplotlib axes.

**hold** : bool, optional

Set the Matplotlib hold state. If True subsequent draw commands will be added to the current axes.

**\*\*kwds** : optional keywords

See `networkx.draw_networkx()` for a description of optional keywords.

#### See Also:

`draw_networkx`, `draw_networkx_nodes`, `draw_networkx_edges`, `draw_networkx_labels`, `draw_networkx_edge_labels`

#### Notes

This function has the same name as `pylab.draw` and `pyplot.draw` so beware when using

```
>>> from networkx import *
```

since you might overwrite the `pylab.draw` function.

With pyplot use

```
>>> import matplotlib.pyplot as plt
>>> import networkx as nx
>>> G=nx.dodecahedral_graph()
>>> nx.draw(G) # networkx draw()
>>> plt.draw() # pyplot draw()
```

Also see the NetworkX drawing examples at <http://networkx.lanl.gov/gallery.html>

#### Examples

```
>>> G=nx.dodecahedral_graph()
>>> nx.draw(G)
>>> nx.draw(G,pos=nx.spring_layout(G)) # use spring layout
```

### 10.1.3 draw\_networkx

**draw\_networkx** (*G*, *pos=None*, *with\_labels=True*, *\*\*kwds*)

Draw the graph *G* using Matplotlib.

Draw the graph with Matplotlib with options for node positions, labeling, titles, and many other drawing features. See `draw()` for simple drawing without labels or axes.

**Parameters** **G** : graph

A networkx graph

**pos** : dictionary, optional

A dictionary with nodes as keys and positions as values. If not specified a spring layout positioning will be computed. See `networkx.layout` for functions that compute node positions.

**with\_labels** : bool, optional (default=True)

Set to True to draw labels on the nodes.

**ax** : Matplotlib Axes object, optional

Draw the graph in the specified Matplotlib axes.

**odelist** : list, optional (default `G.nodes()`)

Draw only specified nodes

**edgelist** : list, optional (default=`G.edges()`)

Draw only specified edges

**node\_size** : scalar or array, optional (default=300)

Size of nodes. If an array is specified it must be the same length as `odelist`.

**node\_color** : color string, or array of floats, (default='r')

Node color. Can be a single color format string, or a sequence of colors with the same length as `odelist`. If numeric values are specified they will be mapped to colors using the `cmap` and `vmin,vmax` parameters. See `matplotlib.scatter` for more details.

**node\_shape** : string, optional (default='o')

The shape of the node. Specification is as `matplotlib.scatter` marker, one of 'so^>v<dph8'.

**alpha** : float, optional (default=1.0)

The node transparency

**cmap** : Matplotlib colormap, optional (default=None)

Colormap for mapping intensities of nodes

**vmin,vmax** : float, optional (default=None)

Minimum and maximum for node colormap scaling

**linewidths** : [None | scalar | sequence]

Line width of symbol border (default =1.0)

**width** : float, optional (default=1.0)

Line width of edges

**edge\_color** : color string, or array of floats (default='r')

Edge color. Can be a single color format string, or a sequence of colors with the same length as `edgelist`. If numeric values are specified they will be mapped to colors using the `edge_cmap` and `edge_vmin,edge_vmax` parameters.

**edge\_cmap** : Matplotlib colormap, optional (default=None)

Colormap for mapping intensities of edges

**edge\_vmin,edge\_vmax** : floats, optional (default=None)

Minimum and maximum for edge colormap scaling

**style** : string, optional (default='solid')

Edge line style (solid|dashed|dotted,dashdot)

**labels** : dictionary, optional (default=None)

Node labels in a dictionary keyed by node of text labels

**font\_size** : int, optional (default=12)

Font size for text labels

**font\_color** : string, optional (default='k' black)

Font color string

**font\_weight** : string, optional (default='normal')

Font weight

**font\_family** : string, optional (default='sans-serif')

Font family

**label** : string, optional

Label for graph legend

**See Also:**

`draw`, `draw_networkx_nodes`, `draw_networkx_edges`, `draw_networkx_labels`,  
`draw_networkx_edge_labels`

**Examples**

```
>>> G=nx.dodecahedral_graph()
>>> nx.draw(G)
>>> nx.draw(G,pos=nx.spring_layout(G)) # use spring layout

>>> import matplotlib.pyplot as plt
>>> limits=plt.axis('off') # turn of axis
```

Also see the NetworkX drawing examples at <http://networkx.lanl.gov/gallery.html>

## 10.1.4 draw\_networkx\_nodes

**draw\_networkx\_nodes** (*G, pos, nodelist=None, node\_size=300, node\_color='r', node\_shape='o', alpha=1.0, cmap=None, vmin=None, vmax=None, ax=None, linewidths=None, label=None, \*\*kws*)

Draw the nodes of the graph G.

This draws only the nodes of the graph G.

**Parameters** **G** : graph

A networkx graph

**pos** : dictionary

A dictionary with nodes as keys and positions as values. Positions should be sequences of length 2.

**ax** : Matplotlib Axes object, optional



Draw the graph in the specified Matplotlib axes.

**odelist** : list, optional

Draw only specified nodes (default `G.nodes()`)

**node\_size** : scalar or array

Size of nodes (default=300). If an array is specified it must be the same length as `odelist`.

**node\_color** : color string, or array of floats

Node color. Can be a single color format string (default='r'), or a sequence of colors with the same length as `odelist`. If numeric values are specified they will be mapped to colors using the `cmap` and `vmin,vmax` parameters. See `matplotlib.scatter` for more details.

**node\_shape** : string

The shape of the node. Specification is as `matplotlib.scatter` marker, one of 'so^>v<dph8' (default='o').

**alpha** : float

The node transparency (default=1.0)

**cmap** : Matplotlib colormap

Colormap for mapping intensities of nodes (default=None)

**vmin,vmax** : floats

Minimum and maximum for node colormap scaling (default=None)

**linewidths** : [None | scalar | sequence]

Line width of symbol border (default =1.0)

**label** : [None | string]

Label for legend

**Returns** `matplotlib.collections.PathCollection` :

*PathCollection* of the nodes.

**See Also:**

`draw`, `draw_networkx`, `draw_networkx_edges`, `draw_networkx_labels`,  
`draw_networkx_edge_labels`

### Examples

```
>>> G=nx.dodecahedral_graph()
>>> nodes=nx.draw_networkx_nodes(G,pos=nx.spring_layout(G))
```

Also see the NetworkX drawing examples at <http://networkx.lanl.gov/gallery.html>

### 10.1.5 draw\_networkx\_edges

**draw\_networkx\_edges** (*G, pos, edgelist=None, width=1.0, edge\_color='k', style='solid', alpha=None, edge\_cmap=None, edge\_vmin=None, edge\_vmax=None, ax=None, arrows=True, label=None, \*\*kwargs*)

Draw the edges of the graph G.

This draws only the edges of the graph G.

**Parameters** **G** : graph

A networkx graph

**pos** : dictionary

A dictionary with nodes as keys and positions as values. Positions should be sequences of length 2.

**edgelist** : collection of edge tuples

Draw only specified edges(default=G.edges())

**width** : float

Line width of edges (default =1.0)

**edge\_color** : color string, or array of floats

Edge color. Can be a single color format string (default='r'), or a sequence of colors with the same length as edgelist. If numeric values are specified they will be mapped to colors using the edge\_cmap and edge\_vmin,edge\_vmax parameters.

**style** : string

Edge line style (default='solid') (solid|dashed|dotted,dashdot)

**alpha** : float

The edge transparency (default=1.0)

**edge\_cmap** : Matplotlib colormap

Colormap for mapping intensities of edges (default=None)

**edge\_vmin,edge\_vmax** : floats

Minimum and maximum for edge colormap scaling (default=None)

**ax** : Matplotlib Axes object, optional

Draw the graph in the specified Matplotlib axes.

**arrows** : bool, optional (default=True)

For directed graphs, if True draw arrowheads.

**label** : [None| string]

Label for legend

**Returns** **matplotlib.collection.LineCollection** :

*LineCollection* of the edges

**See Also:**

`draw,` `draw_networkx,` `draw_networkx_nodes,` `draw_networkx_labels,`  
`draw_networkx_edge_labels`

## Notes

For directed graphs, “arrows” (actually just thicker stubs) are drawn at the head end. Arrows can be turned off with keyword `arrows=False`. Yes, it is ugly but drawing proper arrows with Matplotlib this way is tricky.

## Examples

```
>>> G=nx.dodecahedral_graph()
>>> edges=nx.draw_networkx_edges(G,pos=nx.spring_layout(G))
```

Also see the NetworkX drawing examples at <http://networkx.lanl.gov/gallery.html>

### 10.1.6 draw\_networkx\_labels

**draw\_networkx\_labels** (*G, pos, labels=None, font\_size=12, font\_color='k', font\_family='sans-serif', font\_weight='normal', alpha=1.0, ax=None, \*\*kws*)

Draw node labels on the graph G.

**Parameters** **G** : graph

A networkx graph

**pos** : dictionary

A dictionary with nodes as keys and positions as values. Positions should be sequences of length 2.

**labels** : dictionary, optional (default=None)

Node labels in a dictionary keyed by node of text labels

**font\_size** : int

Font size for text labels (default=12)

**font\_color** : string

Font color string (default='k' black)

**font\_family** : string

Font family (default='sans-serif')

**font\_weight** : string

Font weight (default='normal')

**alpha** : float

The text transparency (default=1.0)

**ax** : Matplotlib Axes object, optional

Draw the graph in the specified Matplotlib axes.

**Returns** **dict** :

*dict* of labels keyed on the nodes

**See Also:**

`draw`, `draw_networkx`, `draw_networkx_nodes`, `draw_networkx_edges`,  
`draw_networkx_edge_labels`

## Examples

```
>>> G=nx.dodecahedral_graph()
>>> labels=nx.draw_networkx_labels(G,pos=nx.spring_layout(G))
```

Also see the NetworkX drawing examples at <http://networkx.lanl.gov/gallery.html>

### 10.1.7 draw\_networkx\_edge\_labels

```
draw_networkx_edge_labels(G, pos, edge_labels=None, label_pos=0.5, font_size=10,
                           font_color='k', font_family='sans-serif', font_weight='normal',
                           alpha=1.0, bbox=None, ax=None, rotate=True, **kwds)
```

Draw edge labels.

**Parameters** **G** : graph

A networkx graph

**pos** : dictionary

A dictionary with nodes as keys and positions as values. Positions should be sequences of length 2.

**ax** : Matplotlib Axes object, optional

Draw the graph in the specified Matplotlib axes.

**alpha** : float

The text transparency (default=1.0)

**edge\_labels** : dictionary

Edge labels in a dictionary keyed by edge two-tuple of text labels (default=None). Only labels for the keys in the dictionary are drawn.

**label\_pos** : float

Position of edge label along edge (0=head, 0.5=center, 1=tail)

**font\_size** : int

Font size for text labels (default=12)

**font\_color** : string

Font color string (default='k' black)

**font\_weight** : string

Font weight (default='normal')

**font\_family** : string

Font family (default='sans-serif')

**bbox** : Matplotlib bbox

Specify text box shape and colors.

**clip\_on** : bool

Turn on clipping at axis boundaries (default=True)

**Returns** dict :

*dict* of labels keyed on the edges

**See Also:**

`draw`, `draw_networkx`, `draw_networkx_nodes`, `draw_networkx_edges`,  
`draw_networkx_labels`

**Examples**

```
>>> G=nx.dodecahedral_graph()
>>> edge_labels=nx.draw_networkx_edge_labels(G,pos=nx.spring_layout(G))
```

Also see the NetworkX drawing examples at <http://networkx.lanl.gov/gallery.html>

### 10.1.8 draw\_circular

**draw\_circular**(*G*, *\*\*kwargs*)

Draw the graph *G* with a circular layout.

### 10.1.9 draw\_random

**draw\_random**(*G*, *\*\*kwargs*)

Draw the graph *G* with a random layout.

### 10.1.10 draw\_spectral

**draw\_spectral**(*G*, *\*\*kwargs*)

Draw the graph *G* with a spectral layout.

### 10.1.11 draw\_spring

**draw\_spring**(*G*, *\*\*kwargs*)

Draw the graph *G* with a spring layout.

### 10.1.12 draw\_shell

**draw\_shell**(*G*, *\*\*kwargs*)

Draw networkx graph with shell layout.

### 10.1.13 draw\_graphviz

**draw\_graphviz**(*G*, *prog='neato'*, *\*\*kwargs*)

Draw networkx graph with graphviz layout.

## 10.2 Graphviz AGraph (dot)

Interface to pygraphviz AGraph class.

### 10.2.1 Examples

```
>>> G=nx.complete_graph(5)
>>> A=nx.to_agraph(G)
>>> H=nx.from_agraph(A)
```

### 10.2.2 See Also

Pygraphviz: <http://networkx.lanl.gov/pygraphviz>

<code>from_agraph(A[, create_using])</code>	Return a NetworkX Graph or DiGraph from a PyGraphviz graph.
<code>to_agraph(N)</code>	Return a pygraphviz graph from a NetworkX graph N.
<code>write_dot(G, path)</code>	Write NetworkX graph G to Graphviz dot format on path.
<code>read_dot(path)</code>	Return a NetworkX graph from a dot file on path.
<code>graphviz_layout(G[, prog, root, args])</code>	Create node positions for G using Graphviz.
<code>pygraphviz_layout(G[, prog, root, args])</code>	Create node positions for G using Graphviz.

### 10.2.3 from\_agraph

**from\_agraph** (*A*, *create\_using=None*)

Return a NetworkX Graph or DiGraph from a PyGraphviz graph.

**Parameters** *A* : PyGraphviz AGraph

A graph created with PyGraphviz

**create\_using** : NetworkX graph class instance

The output is created using the given graph class instance

#### Notes

The Graph *G* will have a dictionary *G.graph\_attr* containing the default graphviz attributes for graphs, nodes and edges.

Default node attributes will be in the dictionary *G.node\_attr* which is keyed by node.

Edge attributes will be returned as edge data in *G*. With *edge\_attr=False* the edge data will be the Graphviz edge weight attribute or the value 1 if no edge weight attribute is found.

#### Examples

```
>>> K5=nx.complete_graph(5)
>>> A=nx.to_agraph(K5)
>>> G=nx.from_agraph(A)
>>> G=nx.from_agraph(A)
```

### 10.2.4 to\_agraph

**to\_agraph** (*N*)

Return a pygraphviz graph from a NetworkX graph *N*.

**Parameters** **N** : NetworkX graph

A graph created with NetworkX

### Notes

If N has an dict N.graph\_attr an attempt will be made first to copy properties attached to the graph (see from\_agraph) and then updated with the calling arguments if any.

### Examples

```
>>> K5=nx.complete_graph(5)
>>> A=nx.to_agraph(K5)
```

## 10.2.5 write\_dot

**write\_dot** (*G*, *path*)

Write NetworkX graph G to Graphviz dot format on path.

**Parameters** **G** : graph

A networkx graph

**path** : filename

Filename or file handle to write

## 10.2.6 read\_dot

**read\_dot** (*path*)

Return a NetworkX graph from a dot file on path.

**Parameters** **path** : file or string

File name or file handle to read.

## 10.2.7 graphviz\_layout

**graphviz\_layout** (*G*, *prog*='neato', *root*=None, *args*='')

Create node positions for G using Graphviz.

**Parameters** **G** : NetworkX graph

A graph created with NetworkX

**prog** : string

Name of Graphviz layout program

**root** : string, optional

Root node for twopi layout

**args** : string, optional

Extra arguments to Graphviz layout program

**Returns :** dictionary

Dictionary of x,y, positions keyed by node.

### Notes

This is a wrapper for `pygraphviz_layout`.

### Examples

```
>>> G=nx.petersen_graph()
>>> pos=nx.graphviz_layout(G)
>>> pos=nx.graphviz_layout(G,prog='dot')
```

## 10.2.8 `pygraphviz_layout`

**`pygraphviz_layout`** (*G*, *prog*='neato', *root*=None, *args*='')

Create node positions for *G* using Graphviz.

**Parameters** *G* : NetworkX graph

A graph created with NetworkX

**prog** : string

Name of Graphviz layout program

**root** : string, optional

Root node for twopi layout

**args** : string, optional

Extra arguments to Graphviz layout program

**Returns :** dictionary

Dictionary of x,y, positions keyed by node.

### Examples

```
>>> G=nx.petersen_graph()
>>> pos=nx.graphviz_layout(G)
>>> pos=nx.graphviz_layout(G,prog='dot')
```

## 10.3 Graphviz with pydot

Import and export NetworkX graphs in Graphviz dot format using pydot.

Either this module or `nx_pygraphviz` can be used to interface with graphviz.



### 10.3.1 See Also

Pydot: <http://code.google.com/p/pydot/> Graphviz: <http://www.research.att.com/sw/tools/graphviz/> DOT Language: <http://www.graphviz.org/doc/info/lang.html>

<code>from_pydot(P)</code>	Return a NetworkX graph from a Pydot graph.
<code>to_pydot(N[, strict])</code>	Return a pydot graph from a NetworkX graph N.
<code>write_dot(G, path)</code>	Write NetworkX graph G to Graphviz dot format on path.
<code>read_dot(path)</code>	Return a NetworkX MultiGraph or MultiDiGraph from a dot file on path.
<code>graphviz_layout(G[, prog, root])</code>	Create node positions using Pydot and Graphviz.
<code>pydot_layout(G[, prog, root])</code>	Create node positions using Pydot and Graphviz.

### 10.3.2 from\_pydot

**from\_pydot** (*P*)

Return a NetworkX graph from a Pydot graph.

**Parameters** *P* : Pydot graph

A graph created with Pydot

**Returns** *G* : NetworkX multigraph

A MultiGraph or MultiDiGraph.

#### Examples

```
>>> K5=nx.complete_graph(5)
>>> A=nx.to_pydot(K5)
>>> G=nx.from_pydot(A) # return MultiGraph
>>> G=nx.Graph(nx.from_pydot(A)) # make a Graph instead of MultiGraph
```

### 10.3.3 to\_pydot

**to\_pydot** (*N*, *strict=True*)

Return a pydot graph from a NetworkX graph N.

**Parameters** *N* : NetworkX graph

A graph created with NetworkX

#### Examples

```
>>> K5=nx.complete_graph(5)
>>> P=nx.to_pydot(K5)
```

### 10.3.4 write\_dot

**write\_dot** (*G*, *path*)

Write NetworkX graph G to Graphviz dot format on path.

Path can be a string or a file handle.

### 10.3.5 read\_dot

**read\_dot** (*path*)

Return a NetworkX MultiGraph or MultiDiGraph from a dot file on path.

**Parameters** **path** : filename or file handle

**Returns** **G** : NetworkX multigraph

A MultiGraph or MultiDiGraph.

#### Notes

Use `G=nx.Graph(nx.read_dot(path))` to return a Graph instead of a MultiGraph.

### 10.3.6 graphviz\_layout

**graphviz\_layout** (*G, prog='neato', root=None, \*\*kws*)

Create node positions using Pydot and Graphviz.

Returns a dictionary of positions keyed by node.

#### Notes

This is a wrapper for `pydot_layout`.

#### Examples

```
>>> G=nx.complete_graph(4)
>>> pos=nx.graphviz_layout(G)
>>> pos=nx.graphviz_layout(G,prog='dot')
```

### 10.3.7 pydot\_layout

**pydot\_layout** (*G, prog='neato', root=None, \*\*kws*)

Create node positions using Pydot and Graphviz.

Returns a dictionary of positions keyed by node.

#### Examples

```
>>> G=nx.complete_graph(4)
>>> pos=nx.pydot_layout(G)
>>> pos=nx.pydot_layout(G,prog='dot')
```

## 10.4 Graph Layout

Node positioning algorithms for graph drawing.

<code>circular_layout(G[, dim, scale])</code>	Position nodes on a circle.
<code>random_layout(G[, dim])</code>	Position nodes uniformly at random in the unit square.
<code>shell_layout(G[, nlist, dim, scale])</code>	Position nodes in concentric circles.
<code>spring_layout(G[, dim, k, pos, fixed, ...])</code>	Position nodes using Fruchterman-Reingold force-directed algorithm.
<code>spectral_layout(G[, dim, weight, scale])</code>	Position nodes using the eigenvectors of the graph Laplacian.

### 10.4.1 circular\_layout

**circular\_layout** (*G*, *dim*=2, *scale*=1)

Position nodes on a circle.

**Parameters** *G* : NetworkX graph

**dim** : int

Dimension of layout, currently only dim=2 is supported

**scale** : float

Scale factor for positions

**Returns dict** :

A dictionary of positions keyed by node

#### Notes

This algorithm currently only works in two dimensions and does not try to minimize edge crossings.

#### Examples

```
>>> G=nx.path_graph(4)
>>> pos=nx.circular_layout(G)
```

### 10.4.2 random\_layout

**random\_layout** (*G*, *dim*=2)

Position nodes uniformly at random in the unit square.

For every node, a position is generated by choosing each of dim coordinates uniformly at random on the interval [0.0, 1.0).

NumPy (<http://scipy.org>) is required for this function.

**Parameters** *G* : NetworkX graph

A position will be assigned to every node in G.

**dim** : int

Dimension of layout.

**Returns dict** :

A dictionary of positions keyed by node

### Examples

```
>>> G = nx.lollipop_graph(4, 3)
>>> pos = nx.random_layout(G)
```

## 10.4.3 shell\_layout

**shell\_layout** (*G*, *nlist=None*, *dim=2*, *scale=1*)

Position nodes in concentric circles.

**Parameters** **G** : NetworkX graph

**nlist** : list of lists

List of node lists for each shell.

**dim** : int

Dimension of layout, currently only dim=2 is supported

**scale** : float

Scale factor for positions

**Returns** **dict** : :

A dictionary of positions keyed by node

### Notes

This algorithm currently only works in two dimensions and does not try to minimize edge crossings.

### Examples

```
>>> G=nx.path_graph(4)
>>> shells=[[0],[1,2,3]]
>>> pos=nx.shell_layout(G,shells)
```

## 10.4.4 spring\_layout

**spring\_layout** (*G*, *dim=2*, *k=None*, *pos=None*, *fixed=None*, *iterations=50*, *weight='weight'*, *scale=1.0*)

Position nodes using Fruchterman-Reingold force-directed algorithm.

**Parameters** **G** : NetworkX graph

**dim** : int

Dimension of layout

**k** : float (default=None)

Optimal distance between nodes. If None the distance is set to  $1/\sqrt{n}$  where  $n$  is the number of nodes. Increase this value to move nodes farther apart.

**pos** : dict or None optional (default=None)

Initial positions for nodes as a dictionary with node as keys and values as a list or tuple. If None, then use random initial positions.

**fixed** : list or None optional (default=None)

Nodes to keep fixed at initial position.

**iterations** : int optional (default=50)

Number of iterations of spring-force relaxation

**weight** : string or None optional (default='weight')

The edge attribute that holds the numerical value used for the edge weight. If None, then all edge weights are 1.

**scale** : float (default=1.0)

Scale factor for positions. The nodes are positioned in a box of size [0,scale] x [0,scale].

**Returns dict :**

A dictionary of positions keyed by node

### Examples

```
>>> G=nx.path_graph(4)
>>> pos=nx.spring_layout(G)
```

```
# The same using longer function name >>> pos=nx.fruchterman_reingold_layout(G)
```

## 10.4.5 spectral\_layout

**spectral\_layout** (*G*, *dim*=2, *weight*='weight', *scale*=1)

Position nodes using the eigenvectors of the graph Laplacian.

**Parameters** **G** : NetworkX graph

**dim** : int

Dimension of layout

**weight** : string or None optional (default='weight')

The edge attribute that holds the numerical value used for the edge weight. If None, then all edge weights are 1.

**scale** : float

Scale factor for positions

**Returns dict :**

A dictionary of positions keyed by node

### Notes

Directed graphs will be considered as undirected graphs when positioning the nodes.

For larger graphs (>500 nodes) this will use the SciPy sparse eigenvalue solver (ARPACK).

### Examples

```
>>> G=nx.path_graph(4)
>>> pos=nx.spectral_layout(G)
```

# EXCEPTIONS

Base exceptions and errors for NetworkX.

**class NetworkXException**

Base class for exceptions in NetworkX.

**class NetworkXError**

Exception for a serious error in NetworkX

**class NetworkXPointlessConcept**

Harary, F. and Read, R. "Is the Null Graph a Pointless Concept?" In Graphs and Combinatorics Conference, George Washington University. New York: Springer-Verlag, 1973.

**class NetworkXAlgorithmError**

Exception for unexpected termination of algorithms.

**class NetworkXUnfeasible**

Exception raised by algorithms trying to solve a problem instance that has no feasible solution.

**class NetworkXNoPath**

Exception for algorithms that should return a path when running on graphs where such a path does not exist.

**class NetworkXUnbounded**

Exception raised by algorithms trying to solve a maximization or a minimization problem instance that is unbounded.





# UTILITIES

## 12.1 Helper functions

Miscellaneous Helpers for NetworkX.

These are not imported into the base networkx namespace but can be accessed, for example, as

```
>>> import networkx
>>> networkx.utils.is_string_like('spam')
True
```

<code>is_string_like(obj)</code>	Check if obj is string.
<code>flatten(obj[, result])</code>	Return flattened version of (possibly nested) iterable object.
<code>iterable(obj)</code>	Return True if obj is iterable with a well-defined len().
<code>is_list_of_ints(intlist)</code>	Return True if list is a list of ints.
<code>make_str(x)</code>	Return the string representation of t.
<code>cumulative_sum(numbers)</code>	Yield cumulative sum of numbers.
<code>generate_unique_node()</code>	Generate a unique node label.
<code>default_opener(filename)</code>	Opens <i>filename</i> using system's default program.

### 12.1.1 is\_string\_like

**is\_string\_like** (*obj*)  
Check if obj is string.

### 12.1.2 flatten

**flatten** (*obj*, *result=None*)  
Return flattened version of (possibly nested) iterable object.

### 12.1.3 iterable

**iterable** (*obj*)  
Return True if obj is iterable with a well-defined len().

### 12.1.4 is\_list\_of\_ints

**is\_list\_of\_ints** (*intlist*)  
Return True if list is a list of ints.

### 12.1.5 make\_str

**make\_str** (*x*)  
Return the string representation of *t*.

### 12.1.6 cumulative\_sum

**cumulative\_sum** (*numbers*)  
Yield cumulative sum of numbers.

```
>>> import networkx.utils as utils
>>> list(utils.cumulative_sum([1, 2, 3, 4]))
[1, 3, 6, 10]
```

### 12.1.7 generate\_unique\_node

**generate\_unique\_node** ()  
Generate a unique node label.

### 12.1.8 default\_opener

**default\_opener** (*filename*)  
Opens *filename* using system's default program.

**Parameters** *filename* : str

The path of the file to be opened.

## 12.2 Data structures and Algorithms

Union-find data structure.

---

`UnionFind.union(*objects)` Find the sets containing the objects and merge them all.

---

### 12.2.1 union

`UnionFind.union(*objects)`  
Find the sets containing the objects and merge them all.

## 12.3 Random sequence generators

Utilities for generating random numbers, random sequences, and random selections.

<code>create_degree_sequence(n[, sfunction, max_tries])</code>	
<code>pareto_sequence(n[, exponent])</code>	Return sample sequence of length n from a Pareto distribution.
<code>powerlaw_sequence(n[, exponent])</code>	Return sample sequence of length n from a power law distribution.
<code>uniform_sequence(n)</code>	Return sample sequence of length n from a uniform distribution.
<code>cumulative_distribution(distribution)</code>	Return normalized cumulative distribution from discrete distribution.
<code>discrete_sequence(n[, distribution, ...])</code>	Return sample sequence of length n from a given discrete distribution or discrete cumulative distribution.
<code>zipf_sequence(n[, alpha, xmin])</code>	Return a sample sequence of length n from a Zipf distribution with parameter alpha.
<code>zipf_rv(alpha[, xmin, seed])</code>	Return a random value chosen from the Zipf distribution.
<code>random_weighted_sample(mapping, k)</code>	Return k items without replacement from a weighted sample.
<code>weighted_choice(mapping)</code>	Return a single element from a weighted sample.

### 12.3.1 create\_degree\_sequence

**create\_degree\_sequence** (*n*, *sfunction*=None, *max\_tries*=50, *\*\*kwds*)

### 12.3.2 pareto\_sequence

**pareto\_sequence** (*n*, *exponent*=1.0)

Return sample sequence of length n from a Pareto distribution.

### 12.3.3 powerlaw\_sequence

**powerlaw\_sequence** (*n*, *exponent*=2.0)

Return sample sequence of length n from a power law distribution.

### 12.3.4 uniform\_sequence

**uniform\_sequence** (*n*)

Return sample sequence of length n from a uniform distribution.

### 12.3.5 cumulative\_distribution

**cumulative\_distribution** (*distribution*)

Return normalized cumulative distribution from discrete distribution.

### 12.3.6 discrete\_sequence

**discrete\_sequence** (*n*, *distribution*=None, *cdistribution*=None)

Return sample sequence of length n from a given discrete distribution or discrete cumulative distribution.

One of the following must be specified.

*distribution* = histogram of values, will be normalized

*cdistribution* = normalized discrete cumulative distribution

### 12.3.7 zipf\_sequence

**zipf\_sequence** (*n*, *alpha*=2.0, *xmin*=1)

Return a sample sequence of length *n* from a Zipf distribution with exponent parameter *alpha* and minimum value *xmin*.

**See Also:**

`zipf_rv`

### 12.3.8 zipf\_rv

**zipf\_rv** (*alpha*, *xmin*=1, *seed*=None)

Return a random value chosen from the Zipf distribution.

The return value is an integer drawn from the probability distribution ::math:

$$p(x) = \frac{x^{-\alpha}}{\zeta(\alpha, x_{\min})},$$

where  $\zeta(\alpha, x_{\min})$  is the Hurwitz zeta function.

**Parameters** **alpha** : float

Exponent value of the distribution

**xmin** : int

Minimum value

**seed** : int

Seed value for random number generator

**Returns** **x** : int

Random value from Zipf distribution

**Raises** **ValueError** :

If *xmin* < 1 or If *alpha* <= 1

#### Notes

The rejection algorithm generates random values for a the power-law distribution in uniformly bounded expected time dependent on parameters. See [1] for details on its operation.

#### References

..[1] Luc Devroye, **Non-Uniform Random Variate Generation**, Springer-Verlag, New York, 1986.

#### Examples

```
>>> nx.zipf_rv(alpha=2, xmin=3, seed=42)
```

### 12.3.9 random\_weighted\_sample

**random\_weighted\_sample** (*mapping*, *k*)

Return *k* items without replacement from a weighted sample.

The input is a dictionary of items with weights as values.

### 12.3.10 weighted\_choice

**weighted\_choice** (*mapping*)

Return a single element from a weighted sample.

The input is a dictionary of items with weights as values.

## 12.4 Decorators

---

`open_file(path_arg[, mode])` Decorator to ensure clean opening and closing of files.

---

### 12.4.1 open\_file

**open\_file** (*path\_arg*, *mode*='r')

Decorator to ensure clean opening and closing of files.

**Parameters** *path\_arg* : int

Location of the path argument in args. Even if the argument is a named positional argument (with a default value), you must specify its index as a positional argument.

**mode** : str

String for opening mode.

**Returns** `_open_file` : function

Function which cleanly executes the io.

#### Examples

Decorate functions like this:

```
@open_file(0, 'r')
def read_function(pathname):
    pass

@open_file(1, 'w')
def write_function(G, pathname):
    pass

@open_file(1, 'w')
def write_function(G, pathname='graph.dot')
    pass

@open_file('path', 'w+')
def another_function(arg, **kwargs):
```

```
path = kwargs['path']  
pass
```

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# CITING

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- Chris Myers suggested using `None` as a default datatype, suggested improvements for the IO routines, added grid generator index tuple labeling and associated routines, and reported bugs.
- Joel Miller tested and improved the connected components methods fixed bugs and typos in the graph generators, and contributed the random clustered graph generator.
- Keith Briggs sorted out naming issues for random graphs and wrote `dense_gnm_random_graph`.
- Ignacio Rozada provided the Krapivsky-Redner graph generator.
- Phillipp Pagel helped fix eccentricity etc. for disconnected graphs.
- Sverre Sundsdal contributed bidirectional shortest path and Dijkstra routines, s-metric computation and graph generation
- Ross M. Richardson contributed the expected degree graph generator and helped test the `pygraphviz` interface.
- Christopher Ellison implemented the VF2 isomorphism algorithm and is a core developer.
- Eben Kenah contributed the strongly connected components and DFS functions.
- Sasha Gutfriend contributed edge betweenness algorithms.
- Udi Weinsberg helped develop intersection and difference operators.

- Matteo Dell’Amico wrote the random regular graph generator.
- Andrew Conway contributed `ego_graph`, `eigenvector centrality`, `line graph` and much more.
- Raf Guns wrote the GraphML writer.
- Salim Fadhley and Matteo Dell’Amico contributed the `A*` algorithm.
- Fabrice Desclaux contributed the Matplotlib edge labeling code.
- Arpad Horvath fixed the `barabasi_albert_graph()` generator.
- Minh Van Nguyen contributed the `connected_watts_strogatz_graph()` and documentation for the `Graph` and `MultiGraph` classes.
- Willem Ligtenberg contributed the directed scale free graph generator.
- Loïc Séguin-C. contributed the Ford-Fulkerson max flow and min cut algorithms, and ported all of NetworkX to Python3. He is a NetworkX core developer.
- Paul McGuire improved the performance of the GML data parser.
- Jesus Cerquides contributed the chordal graph algorithms.
- Ben Edwards contributed tree generating functions, the rich club coefficient algorithm, the graph product functions, and a whole lot of other useful nuts and bolts.
- Jon Olav Vik contributed cycle finding algorithms.
- Hugh Brown improved the `words.py` example from the `n^2` algorithm.
- Ben Reilly contributed the shapefile reader and writer.
- Leo Lopes contributed the maximal independent set algorithm.
- Jordi Torrents contributed the bipartite clustering, bipartite node redundancy, square clustering, bipartite projection articulation point, and flow-based connectivity algorithms.
- Dheeraj M R contributed the distance-regular testing algorithm
- Franck Kalala contributed the `subgraph_centrality` and `communicability` algorithms
- Simon Knight improved the GraphML functions to handle yEd/yfiles data, and to handle types correctly.
- Conrad Lee contributed the `k-clique` community finding algorithm.
- Sérgio Nery Simões wrote the function for finding all simple paths, and all shortest paths.
- Robert King contributed `union`, `disjoint union`, `compose`, and `intersection` operators that work on lists of graphs.
- Nick Mancuso wrote the approximation algorithms for dominating set, edge dominating set, independent set, max clique, and min-weighted vertex cover.
- Brian Cloteaux contributed the linear-time graphicality tests and Havel-Hakimi graph generators
- Alejandro Weinstein contributed the directed Laplacian code
- Dustin Smith wrote the dictionary to numpy array function
- Mathieu Larose sped up the topological sort code
- Vincent Gauthier contributed the Katz centrality algorithm
- Sérgio Nery Simões developed the code for finding all simple paths

# GLOSSARY

**dictionary** A Python dictionary maps keys to values. Also known as “hashes”, or “associative arrays”. See <http://docs.python.org/tutorial/datastructures.html#dictionaries>

**ebunch** An iterable container of edge tuples like a list, iterator, or file.

**edge** Edges are either two-tuples of nodes (u,v) or three tuples of nodes with an edge attribute dictionary (u,v,dict).

**edge attribute** Edges can have arbitrary Python objects assigned as attributes by using keyword/value pairs when adding an edge assigning to the `G.edge[u][v]` attribute dictionary for the specified edge u-v.

**hashable** An object is hashable if it has a hash value which never changes during its lifetime (it needs a `__hash__()` method), and can be compared to other objects (it needs an `__eq__()` or `__cmp__()` method). Hashable objects which compare equal must have the same hash value.

Hashability makes an object usable as a dictionary key and a set member, because these data structures use the hash value internally.

All of Python’s immutable built-in objects are hashable, while no mutable containers (such as lists or dictionaries) are. Objects which are instances of user-defined classes are hashable by default; they all compare unequal, and their hash value is their `id()`.

Definition from <http://docs.python.org/glossary.html>

**nbunch** An nbunch is any iterable container of nodes that is not itself a node in the graph. It can be an iterable or an iterator, e.g. a list, set, graph, file, etc..

**node** A node can be any hashable Python object except None.

**node attribute** Nodes can have arbitrary Python objects assigned as attributes by using keyword/value pairs when adding a node or assigning to the `G.node[n]` attribute dictionary for the specified node n.



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