

---

# **PyGraphviz Documentation**

***Release 1.0.dev1023***

**Aric Hagberg, Dan Schult**

November 19, 2008



# CONTENTS

<b>1</b>	<b>Installing</b>	<b>1</b>
1.1	Quick Install . . . . .	1
1.2	Installing from Source . . . . .	1
1.3	Requirements . . . . .	2
<b>2</b>	<b>Tutorial</b>	<b>3</b>
2.1	Start-up . . . . .	3
2.2	Graphs . . . . .	3
2.3	Nodes, and edges . . . . .	4
2.4	Attributes . . . . .	4
2.5	Layout and Drawing . . . . .	5
<b>3</b>	<b>Reference</b>	<b>7</b>
3.1	AGraph Class . . . . .	7
3.2	FAQ . . . . .	15
3.3	API Notes . . . . .	15
3.4	News . . . . .	16
3.5	Related Pacakges . . . . .	17
3.6	History . . . . .	18
3.7	Credits . . . . .	18
3.8	Legal . . . . .	18
<b>4</b>	<b>Examples</b>	<b>21</b>
4.1	Simple . . . . .	21
4.2	Star . . . . .	21
4.3	Miles . . . . .	21
	<b>Index</b>	<b>23</b>



# INSTALLING

## 1.1 Quick Install

Get PyGraphviz from the Python Package Index at <http://pypi.python.org/pypi/pygraphviz> or install it with:

```
easy_install pygraphviz
```

and an attempt will be made to find and install an appropriate version that matches your operating system and Python version.

More download options are at <http://networkx.lanl.gov/download.html>

## 1.2 Installing from Source

You can install from source by downloading a source archive file (tar.gz or zip) or by checking out the source files from the Subversion repository.

### 1.2.1 Source Archive File

1. Download the source (tar.gz or zip file).
2. Unpack and change directory to pygraphviz-“version”
3. Run “python setup.py install” to build and install
4. (optional) Run “python setup\_egg.py nosetests” to execute the tests

### 1.2.2 SVN Repository

1. Check out the PyGraphviz trunk:

```
svn co https://networkx.lanl.gov/svn/pygraphviz/trunk pygraphviz
```

2. Change directory to “pygraphviz”
3. Run “python setup.py install” to build and install
4. (optional) Run “python setup\_egg.py nosetests” to execute the tests

If you don't have permission to install software on your system, you can install into another directory using the `--prefix` or `--home` flags to `setup.py`.

For example

```
python setup.py install --prefix=/home/username/python
or
python setup.py install --home=~
```

If you didn't install in the standard Python site-packages directory you will need to set your `PYTHONPATH` variable to the alternate location. See <http://docs.python.org/inst/search-path.html> for further details.

## 1.3 Requirements

### 1.3.1 GraphViz

To use PyGraphviz you need GraphViz version 2.0 or later. Some versions have known bugs that have been fixed; get the latest release available for best results.

- Official site: <http://www.graphviz.org>

### 1.3.2 Python

To use PyGraphviz you need Python version 2.4 or later <http://www.python.org/>

The easiest way to get Python and most optional packages is to install the Enthought Python distribution <http://www.enthought.com/products/epd.php>

Other options are

#### Windows

- Official Python site version: <http://www.python.org/download/>
- ActiveState version: <http://activestate.com/Products/ActivePython/>

#### OSX

OSX 10.5 ships with Python version 2.5. If you have an older version we encourage you to download a newer release. Pre-built Python packages are available from

- Official Python site version <http://www.python.org/download/>
- Pythonmac <http://www.pythonmac.org/packages/>
- ActiveState <http://activestate.com/Products/ActivePython/>

If you are using Fink or MacPorts, Python is available through both of those package systems.

#### Linux

Python is included in all major Linux distributions

# TUTORIAL

The API is very similar to that of NetworkX. Much of the NetworkX tutorial at <http://networkx.lanl.gov/tutorial/> is applicable to PyGraphviz. See [https://networkx.lanl.gov/pygraphviz/api\\_notes.html](https://networkx.lanl.gov/pygraphviz/api_notes.html) for major differences.

## 2.1 Start-up

Import PyGraphviz with

```
>>> import pygraphviz as pgv
```

or to bring into the current namespace without the “pgv” prefix

```
>>> from pygraphviz import *
```

## 2.2 Graphs

To make an empty pygraphviz graph use the AGraph class:

```
>>> G=pgv.AGraph()
```

You can use the strict and directed keywords to control what type of graph you want. The default is to create a strict graph (no parallel edges or self-loops). To create a digraph with possible parallel edges and self-loops use

```
>>> G=pgv.AGraph(strict=False,directed=True)
```

You may specify a dot format file to be read on initialization:

```
>>> G=pgv.AGraph("Petersen.dot")
```

Other options for intializing a graph are

using a string,

```
>>> l=open("ER.dot").readlines() # read file as list
>>> s=' '.join(l) # make a string by joining list
>>> G=pgv.AGraph(s)
```

using a dict of dicts,

```
>>> d={'1': {'2': None}, '2': {'1': None, '3': None}, '3': {'2': None}}
>>> A=pgv.AGraph(d)
```

or using a SWIG pointer to the AGraph datastructure,

```
>>> h=AGraph.handle
>>> C=pgv.AGraph(h)
```

## 2.3 Nodes, and edges

Nodes and edges can be added one at a time

```
>>> G.add_node('a') # adds node 'a'
>>> G.add_edge('b','c') # adds edge 'b'-'c' (and also nodes 'b', 'c')
```

or from lists or containers.

```
>>> nodelist=['f','g','h']
>>> G.add_nodes_from(nodelist)
```

If the node is not a string an attempt will be made to convert it to a string

```
>>> G.add_node(1) # adds node '1'
```

## 2.4 Attributes

To set the default attributes for graphs, nodes, and edges use the `graph_attr`, `node_attr`, and `edge_attr` dictionaries

```
>>> G.graph_attr['label']='Name of graph'
>>> G.node_attr['shape']='circle'
>>> G.edge_attr['color']='red'
```

Graph attributes can be set when initializing the graph

```
>>> G=pgv.AGraph(ranksep='0.1')
```

Individual node and edge attributes can be set through their attr dictionary

```
>>> n=G.get_node(1)
>>> n.attr['shape']='box'

>>> e=G.get_edge('b','c')
>>> e.attr['color']='green'
```

Attributes can be added when adding nodes or edges



```
>>> G.add_node('a',color='red')
>>> G.add_edge('a','b',color='blue')
```

## 2.5 Layout and Drawing

Pygraphviz provides several methods for layout and drawing of graphs.

To store and print the graph in dot format as a Python string use

```
>>> s=G.string()
>>> print s
```

To write to a file use

```
>>> G.write("file.dot")
```

To add positions to the nodes with a Graphviz layout algorithm

```
>>> G.layout() # default to neato
>>> G.layout(prog='dot') # use dot
```

To render the graph to an image

```
>>> G.draw('file.png') # write previously positioned graph to PNG file
>>> G.draw('file.ps',prog='circo') # use circo to position, write PS file
```



# REFERENCE

## 3.1 AGraph Class

**class AGraph** (*thing=None, file=None, name=None, data=None, string=None, strict=True, directed=False, handle=None, \*\*attr*)

Class for Graphviz agraph type.

Example use

```
>>> G=AGraph()
>>> G=AGraph(directed=True)
>>> G=AGraph("file.dot")
```

Graphviz graph keyword parameters are processed so you may add them like

```
>>> G=AGraph(landscape='true',ranksep='0.1')
```

or alternatively

```
>>> G=AGraph()
>>> G.graph_attr.update(landscape='true',ranksep='0.1')
```

and

```
>>> G.node_attr.update(color='red')
>>> G.edge_attr.update(len='2.0',color='blue')
```

See <http://www.graphviz.org/doc/info/attrs.html> for a list of attributes.

Keyword parameters:

thing is a generic input type (filename, string, handle to pointer, dictionary of dictionaries). An attempt is made to automatically detect the type so you may write for example:

```
>>> d={'1': {'2': None}, '2': {'1': None, '3': None}, '3': {'2': None}}
>>> A=AGraph(d)
>>> s=AGraph.to_string()
>>> B=AGraph(s)
>>> h=AGraph.handle
>>> C=AGraph(h)
```

Parameters:

`name:` String name for the graph

`strict:` True|False (True for simple graphs)

`directed:` True|False

`data:` Dictionary of dictionaries or dictionary of lists representing nodes or edges to load into initial graph

`string:` String containing a dot format graph

`handle:` Swig pointer to an `agraph_t` data structure

**acyclic** (*args=""*, *copy=False*)

Reverse sufficient edges in digraph to make graph acyclic. Modifies existing graph.

To create a new graph use

```
>>> A=AGraph()
>>> B=A.acyclic(copy=True)
```

See the graphviz “acyclic” program for details of the algorithm.

**add\_cycle** (*nlist*)

Add the cycle of nodes given in *nlist*.

**add\_edge** (*u*, *v=None*, *key=None*, *\*\*attr*)

Add a single edge between nodes *u* and *v* to the graph.

If *u* and *v* are not nodes in they graph they will added.

If *u* and *v* is not a strings, conversion to a string will be attempted. String conversion will work if *u* and *v* have valid string representation (try e.g. `str(u)` if you are unsure).

```
>>> G=AGraph()
>>> G.add_edge('a','b')
>>> G.edges()
[('a', 'b')]
```

The optional *key* argument allows assignment of a key to the edge. This is especially useful to distinguish between parallel edges in multi-edge graphs (*strict=False*).

```
>>> G=AGraph(strict=False)
>>> G.add_edge('a','b','first')
>>> G.add_edge('a','b','second')
>>> sorted(G.edges())
[('a', 'b', 'first'), ('a', 'b', 'second')]
```

Attributes can be added when edges are created

```
>>> G.add_edge('a','b',color='green')
```

See <http://www.graphviz.org/doc/info/attrs.html> for a list of attributes.

**add\_edges\_from** (*ebunch*, *\*\*attr*)

Add nodes to graph from a container *ebunch*.

*ebunch* is a container of edges such as a list or dictionary.

```
>>> G=AGraph()
>>> elist=[('a','b'),('b','c')]
>>> G.add_edges_from(elist)
```

Attributes can be added when edges are created

```
>>> G.add_edges_from(elist, color='green')
```

**add\_node** (*n*, *\*\*attr*)

Add a single node *n*.

If *n* is not a string, conversion to a string will be attempted. String conversion will work if *n* has valid string representation (try `str(n)` if you are unsure).

```
>>> G=AGraph()
>>> G.add_node('a')
>>> G.nodes()
['a']
>>> G.add_node(1) # will be converted to a string
>>> G.nodes()
['a', '1']
```

Attributes can be added to nodes on creation

```
>>> G.add_node(2, color='red')
```

See <http://www.graphviz.org/doc/info/attrs.html> for a list of attributes.

Anonymous Graphviz nodes are currently not implemented.

**add\_nodes\_from** (*nbunch*, *\*\*attr*)

Add nodes from a container *nbunch*.

*nbunch* can be any iterable container such as a list or dictionary

```
>>> G=AGraph()
>>> nlist=['a','b',1,'spam']
>>> G.add_nodes_from(nlist)
>>> sorted(G.nodes())
['1', 'a', 'b', 'spam']
```

Attributes can be added to nodes on creation

```
>>> G.add_nodes_from(nlist, color='red') # set all nodes in nlist red
```

**add\_path** (*nlist*)

Add the path of nodes given in *nlist*.

**add\_subgraph** (*nbunch=None*, *name=None*, *\*\*attr*)

Return subgraph induced by nodes in *nbunch*.

**clear** ()

Remove all nodes, edges, and attributes from the graph.

**close** ()

**copy** ()

Return a copy of the graph.

**degree** (*nbunch=None*, *with\_labels=False*)

Return the degree of nodes given in *nbunch* container.

Using optional *with\_labels=True* returns a dictionary keyed by node with value set to the degree.

**degree\_iter** (*nbunch=None*, *with\_labels=False*, *indeg=True*, *outdeg=True*)

Return an iterator over the degree of the nodes given in *nbunch* container.

Using optional *with\_labels=True* returns paris of (node,degree) .

**delete\_edge** (*u*, *v=None*, *key=None*)

Delete edge between nodes *u* and *v* from the graph.

With optional *key* argument will only delete an edge matching (*u,v,key*).

**delete\_edges\_from** (*ebunch*)

Delete edges from *ebunch* (a container of edges).

**delete\_node** (*n*)

Delete the single node *n*.

Attempting to delete a node that isn't in the graph will produce an error.

```
>>> G=AGraph()
>>> G.add_node('a')
>>> G.delete_node('a')
```

**delete\_nodes\_from** (*nbunch*)

Delete nodes from a container *nbunch*.

*nbunch* can be any iterable container such as a list or dictionary

```
>>> G=AGraph()
>>> nlist=['a','b',1,'spam']
>>> G.add_nodes_from(nlist)
>>> G.delete_nodes_from(nlist)
```

**delete\_subgraph** (*name*)

Delete subgraph with given name.

**draw** (*path=None, format=None, prog=None, args=""*)

Output graph to *path* in specified format.

An attempt will be made to guess the output format based on the file extension of *path*. If that fails the *format* keyword will be used.

Formats (not all may be available on every system depending on how Graphviz was built)

'canon', 'cmap', 'cmapx', 'cmapx\_np', 'dia', 'dot', 'fig', 'gd', 'gd2', 'gif', 'hpgl', 'imap',  
'imap\_np', 'ismap', 'jpe', 'jpeg', 'jpg', 'mif', 'mp', 'pcl', 'pdf', 'pic', 'plain', 'plain-ext',  
'png', 'ps', 'ps2', 'svg', 'svgz', 'vml', 'vmlz', 'vrml', 'vtx', 'wbmp', 'xdot', 'xlib'

If *prog* is not specified and the graph has positions (see `layout()`) then no additional graph positioning will be performed.

Optional *prog*=['neato'|'dot'|'twopi'|'circo'|'fdp'|'nop'] will use specified graphviz layout method.

```
>>> G=AGraph()
>>> G.layout()
```

```
# use current node positions, output ps in 'file.ps' >>> G.draw('file.ps')
```

```
# use dot to position, output png in 'file' >>> G.draw('file', format='png', prog='dot')
```

```
# use keyword 'args' to pass additional arguments to graphviz >>>
G.draw('test.ps', prog='twopi', args='-Gepsilon=1')
```

The layout might take a long time on large graphs.

**edges** (*nbunch=None*)

Return list of edges in the graph.

If the optional *nbunch* (container of nodes) only edges adjacent to nodes in *nbunch* will be returned.

```
>>> G=AGraph()
>>> G.add_edge('a','b')
>>> G.add_edge('c','d')
>>> print sorted(G.edges())
[('a', 'b'), ('c', 'd')]
>>> print G.edges('a')
[('a', 'b')]
```

**edges\_iter** (*nbunch=None*)

Return iterator over out edges in the graph.

If the optional *nbunch* (container of nodes) only out edges adjacent to nodes in *nbunch* will be returned.

**from\_string** (*string*)

Load a graph from a string in dot format.

Overwrites any existing graph.

To make a new graph from a string use

```
>>> s='digraph {1 -> 2}'
>>> A=AGraph()
>>> A.from_string(s)
>>> A=AGraph(string=s) # specify s is a string
>>> A=AGraph(s) # s assumed to be a string during initialization
```

**get\_edge** (*u, v, key=None*)

Return an edge object (Edge) corresponding to edge (u,v).

```
>>> G=AGraph()
>>> G.add_edge('a', 'b')
>>> edge=G.get_edge('a', 'b')
>>> print edge
('a', 'b')
```

With optional key argument will only get edge matching (u,v,key).

**get\_node** (*n*)

Return a node object (Node) corresponding to node n.

```
>>> G=AGraph()
>>> G.add_node('a')
>>> node=G.get_node('a')
>>> print node
a
```

**get\_subgraph** (*name*)

Return existing subgraph with specified name or None if it doesn't exist.

**has\_edge** (*u, v=None, key=None*)

Return True an edge u-v is in the graph or False if not.

```
>>> G=AGraph()
>>> G.add_edge('a', 'b')
>>> G.has_edge('a', 'b')
True
```

Optional key argument will restrict match to edges (u,v,key).

**has\_neighbor** (*u, v, key=None*)

Return True if u has an edge to v or False if not.

```
>>> G=AGraph()
>>> G.add_edge('a', 'b')
>>> G.has_neighbor('a', 'b')
True
```

Optional key argument will only find edges (u,v,key).

**has\_node** (*n*)

Return True if n is in the graph or False if not.

```
>>> G=AGraph()
>>> G.add_node('a')
>>> G.has_node('a')
True
>>> 'a' in G # same as G.has_node('a')
True
```

**in\_degree** (*nbunch=None, with\_labels=False*)  
Return the in-degree of nodes given in nbunch container.  
Using optional with\_labels=True returns a dictionary keyed by node with value set to the degree.

**in\_degree\_iter** (*nbunch=None, with\_labels=False*)  
Return an iterator over the in-degree of the nodes given in nbunch container.  
Using optional with\_labels=True returns paris of (node,degree) .

**in\_edges** (*nbunch=None*)  
Return list of in edges in the graph. If the optional nbunch (container of nodes) only in edges adjacent to nodes in nbunch will be returned.

**in\_edges\_iter** (*nbunch=None*)  
Return iterator over out edges in the graph.  
If the optional nbunch (container of nodes) only out edges adjacent to nodes in nbunch will be returned.

**in\_neighbors** (*n*)  
Return list of predecessor nodes of n.

**is\_directed** ()  
Return True if graph is directed or False if not.

**is\_strict** ()  
Return True if graph is strict or False if not.  
Strict graphs do not allow parallel edges or self loops.

**is\_undirected** ()  
Return True if graph is undirected or False if not.

**iterdegree** (*nbunch=None, with\_labels=False, indeg=True, outdeg=True*)  
Return an iterator over the degree of the nodes given in nbunch container.  
Using optional with\_labels=True returns paris of (node,degree) .

**iteredges** (*nbunch=None*)  
Return iterator over edges in the graph.  
If the optional nbunch (container of nodes) only edges adjacent to nodes in nbunch will be returned.

**iterindegree** (*nbunch=None, with\_labels=False*)  
Return an iterator over the in-degree of the nodes given in nbunch container.  
Using optional with\_labels=True returns paris of (node,degree) .

**iterinedges** (*nbunch=None*)  
Return iterator over out edges in the graph.  
If the optional nbunch (container of nodes) only out edges adjacent to nodes in nbunch will be returned.

**iterneighbors** (*n*)  
Return iterator over the nodes attached to n.

**iternodes** ()  
Return an iterator over all the nodes in the graph.

**iteroutdegree** (*nbunch=None, with\_labels=False*)  
Return an iterator over the out-degree of the nodes given in nbunch container.  
Using optional with\_labels=True returns paris of (node,degree) .

**iteroutedges** (*nbunch=None*)  
Return iterator over out edges in the graph.  
If the optional nbunch (container of nodes) only out edges adjacent to nodes in nbunch will be returned.



**iterpred** (*n*)  
Return iterator over predecessor nodes of *n*.

**itersucc** (*n*)  
Return iterator over successor nodes of *n*.

**layout** (*prog='neato', args='', fmt='dot'*)  
Assign positions to nodes in graph.  
Optional *prog*=['neato'|'dot'|'twopi'|'circo'|'fdp'|'nop'] will use specified graphviz layout method.

```
>>> A=AGraph()
>>> A.layout() # uses neato
>>> A.layout(prog='dot')
```

Use keyword args to add additional arguments to graphviz programs.  
The layout might take a long time on large graphs.

**neighbors** (*n*)  
Return a list of the nodes attached to *n*.

**neighbors\_iter** (*n*)  
Return iterator over the nodes attached to *n*.

**nodes** ()  
Return a list of all nodes in the graph.

**nodes\_iter** ()  
Return an iterator over all the nodes in the graph.

**number\_of\_edges** ()  
Return the number of edges in the graph.

**number\_of\_nodes** ()  
Return the number of nodes in the graph.

**order** ()  
Return the number of nodes in the graph.

**out\_degree** (*nbunch=None, with\_labels=False*)  
Return the out-degree of nodes given in *nbunch* container.  
Using optional *with\_labels=True* returns a dictionary keyed by node with value set to the degree.

**out\_degree\_iter** (*nbunch=None, with\_labels=False*)  
Return an iterator over the out-degree of the nodes given in *nbunch* container.  
Using optional *with\_labels=True* returns paris of (node,degree) .

**out\_edges** (*nbunch=None*)  
Return list of out edges in the graph.  
If the optional *nbunch* (container of nodes) only out edges adjacent to nodes in *nbunch* will be returned.

**out\_edges\_iter** (*nbunch=None*)  
Return iterator over out edges in the graph.  
If the optional *nbunch* (container of nodes) only out edges adjacent to nodes in *nbunch* will be returned.

**out\_neighbors** (*n*)  
Return list of successor nodes of *n*.

**predecessors** (*n*)  
Return list of predecessor nodes of *n*.

**predecessors\_iter** (*n*)  
Return iterator over predecessor nodes of *n*.

**prepare\_nbunch** (*nbunch=None*)

**read** (*path*)  
Read graph from dot format file on path.  
path can be a file name or file handle  
use:  
`G.read('file.dot')`

**reverse** ()  
Return copy of directed graph with edge directions reversed.

**size** ()  
Return the number of edges in the graph.

**string** ()  
Return a string containing the graph in dot format.

**string\_nop** ()  
Return string representation of graph in dot format.

**subgraph** (*nbunch=None, name=None, \*\*attr*)  
Return subgraph induced by nodes in nbunch.

**subgraph\_parent** (*nbunch=None, name=None*)  
Return parent graph of subgraph or None if graph is root graph.

**subgraph\_root** (*nbunch=None, name=None*)  
Return root graph of subgraph or None if graph is root graph.

**subgraphs** ()  
Return a list of all subgraphs in the graph.

**subgraphs\_iter** ()  
Iterator over subgraphs.

**successors** (*n*)  
Return list of successor nodes of n.

**successors\_iter** (*n*)  
Return iterator over successor nodes of n.

**to\_directed** (*\*\*kws*)  
Return directed copy of graph.  
Each undirected edge u-v is represented as two directed edges u->v and v->u.

**to\_string** ()  
Return a string containing the graph in dot format.

**to\_undirected** ()  
Return undirected copy of graph.

**tred** (*args="", copy=False*)  
Transitive reduction of graph. Modifies existing graph.  
To create a new graph use  
`>>> A=AGraph()`  
`>>> B=A.tred(copy=True)`  
See the graphviz “tred” program for details of the algorithm.

**write** (*path=None*)  
Write graph in dot format to file on path.  
path can be a file name or file handle  
use:

```
G.write('file.dot')
```

## 3.2 FAQ

**Q** I followed the installation instructions but when I do

```
>>> import pygraphviz
```

I get an error like `ImportError: libagraph.so.1: cannot open shared object file: No such file or directory`

What is wrong?

**A** Some Unix systems don't include the Graphviz library in the default search path for the run-time linker. The path is often something like `/usr/lib/graphviz` or `/sw/lib/graphviz` etc. and it needs to be added to your search path. You can

1. set the `LD_LIBRARY_PATH` environment variable e.g. `export LD_LIBRARY_PATH=${LD_LIBRARY_PATH}:/usr/lib/graphviz`
2. configure your system with the additional path. e.g. for Linux add a line to `/etc/ld.so.conf` and run `ldconfig`

**Q** How do I compile pygraphviz under Windows? And why don't you distribute a pygraphviz Windows installer?

**A** We don't have Windows development machines but would like to have pygraphviz work on all platforms. If you have success with Windows or would be willing to help test and distribute a Windows installer please drop us a note.

See also ticket 67: <https://networkx.lanl.gov/ticket/67>

## 3.3 API Notes

pygraphviz-0.32 is a rewrite of pygraphviz-0.2x with some significant changes in the API and Graphviz wrapper. It is not compatible with earlier versions.

The goal of pygraphviz is to provide a (mostly) Pythonic interface to the Graphviz Agraph data-structure, layout, and drawing algorithms.

The API is now similar to the NetworkX API. Studying the documentation and Tutorial for NetworkX will teach you most of what you need to know for pygraphviz. For a short introduction on pygraphviz see the pygraphviz Tutorial.

There are some important differences between the PyGraphviz and NetworkX API. With PyGraphviz

- All nodes must be strings. An attempt will be made to convert other types to a string.
- Nodes and edges are custom Python objects. Nodes are like string objects and edges are like tuple objects. (In NetworkX nodes can be anything and edges are two- or three-tuples.)
- Graphs, edges, and nodes may have attributes such as color, size, shape, attached to them. If the attributes are known Graphviz attributes they will be used for drawing and layout.
- The `layout()` and `draw()` methods allow positioning of nodes and rendering in all of the supported Graphviz output formats.
- The `string()` method produces a string with the graph represented in Graphviz dot format. See also `from_string()`.
- The `subgraph()` method is the Graphviz representation of subgraphs: a tree of graphs under the original (root) graph. They are primarily used for clustering of nodes when drawing with dot.

Pygraphviz supports most of the Graphviz API.

## 3.4 News

### 3.4.1 pygraphviz-0.99

Release date: 18 November 2008

See: <https://networkx.lanl.gov/trac/timeline>

- New documentation at <http://networkx.lanl.gov/pygraphviz/>
- Developer's site at <https://networkx.lanl.gov/trac/wiki/PyGraphviz>

### 3.4.2 pygraphviz-0.37

Release date: 17 August 2008

See: <https://networkx.lanl.gov/trac/timeline>

- Handle default attributes for subgraphs, examples at <https://networkx.lanl.gov/trac/browser/pygraphviz/trunk/doc/examples/subgraph.py>
- Buggy attribute assignment fixed by Graphviz team (use Graphviz>2.17.20080127)
- Encode all strings as UTF-8 as default
- Fix AGraph.clear() memory leak and attempt to address slow deletion of nodes and edges
- Allow pdf output and support all available output types on a given platform
- Fix number\_of\_edges() to use gv.agnedges to correctly report edges for graphs with self loops

### 3.4.3 pygraphviz-0.36

Release date: 13 January 2008

See: <https://networkx.lanl.gov/trac/timeline>

- Automatic handling of types on init of AGraph(data): data can be a filename, string in dot format, dictionary-of-dictionaries, or a SWIG AGraph pointer.
- Add interface to Graphviz programs acyclic and tred
- Refactor process handling to allow easier access to Graphviz layout and graph processing programs
- to\_string() and from\_string() methods
- Handle multiple anonymous edges correctly
- Attribute handling on add\_node, add\_edge and init of AGraph. So you can e.g. `A=AGraph(ranksep='0.1'); A.add_node('a',color='red') A.add_edge('a','b',color='blue')`

### 3.4.4 pygraphviz-0.35

Release date: 22 July 2007

See: <https://networkx.lanl.gov/trac/timeline>

- Rebuilt SWIG wrappers - works correctly now on 64 bit machines/python2.5
- Implement Graphviz subgraph functionality
- Better error reporting when attempting to set attributes, avoid segfault when using None
- pkg-config handling now works in more configurations (hopefully all)

### 3.4.5 pygraphviz-0.34

Release date: 11 April 2007

See: <https://networkx.lanl.gov/trac/timeline>

- run “python setup\_egg.py test” for tests if you have setuptools
- added tests for layout code
- use pkg-config for finding graphviz (dotneato-config still works for older graphviz versions)
- use threads and temporary files for multiplatform nonblocking IO
- django example

### 3.4.6 pygraphviz-0.33

- Workaround for “nop” bug in graphviz-2.8, improved packaging, updated swig wrapper, better error handling.

### 3.4.7 pygraphviz-0.32

The release pygraphviz-0.32 is the second rewrite of the original project. It has improved attribute handling and drawing capabilities. It is not backward compatible with earlier versions. Earlier versions will always be available at the download site.

This version now inter-operates with many of the NetworkX algorithms and graph generators.

See [https://networkx.lanl.gov/trac/browser/networkx/trunk/doc/examples/pygraphviz\\_simple.py](https://networkx.lanl.gov/trac/browser/networkx/trunk/doc/examples/pygraphviz_simple.py)

## 3.5 Related Packages

- Python bindings distributed with Graphviz (graphviz-python): [http://www.graphviz.org/Download\\_linux.php](http://www.graphviz.org/Download_linux.php)
- Pydot: <http://dkbza.org/pydot.html>
- mfGraph: <http://www.geocities.com/foetsch/mfgraph/index.htm>
- Yapgvb: <http://yapgvb.sourceforge.net/>

## 3.6 History

The original concept was developed and implemented by Manos Renieris at Brown University:  
<http://www.cs.brown.edu/~er/software/>

## 3.7 Credits

Thanks to Stephen North and the AT&T Graphviz team for creating and maintaining the Graphviz graph layout and drawing packages

Thanks to Manos Renieris for the original idea.

Thanks to the following people who have made contributions:

- Cyril Brulebois helped clean up the packaging for Debian and find bugs
- Rene Hogendoorn developed the threads code to provide nonblocking, multiplatform IO
- Ross Richardson suggested fixes and tested the attribute handling
- Alexis Dinno debugged the setup and installation for OSX.
- Stefano Costa reported attribute bugs and contributed the code to run Graphviz “*tred*” and friends

## 3.8 Legal

### 3.8.1 PyGraphviz License

Copyright (C) 2004-2006 by Aric Hagberg <[hagberg@lanl.gov](mailto:hagberg@lanl.gov)> Dan Schult <[dschult@colgate.edu](mailto:dschult@colgate.edu)> Manos Renieris, <http://www.cs.brown.edu/~er/> Distributed with BSD license. All rights reserved, see LICENSE for details.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the <ORGANIZATION> nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS “AS IS” AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE

OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

### 3.8.2 Notice

This software and ancillary information (herein called SOFTWARE ) called pygraphviz is made available under the terms described here. The SOFTWARE has been approved for release with associated LA-CC number 04-073.

Unless otherwise indicated, this SOFTWARE has been authored by an employee or employees of the University of California, operator of the Los Alamos National Laboratory under Contract No. W-7405-ENG-36 with the U.S. Department of Energy. The U.S. Government has rights to use, reproduce, and distribute this SOFTWARE. The public may copy, distribute, prepare derivative works and publicly display this SOFTWARE without charge, provided that this Notice and any statement of authorship are reproduced on all copies. Neither the Government nor the University makes any warranty, express or implied, or assumes any liability or responsibility for the use of this SOFTWARE.

If SOFTWARE is modified to produce derivative works, such modified SOFTWARE should be clearly marked, so as not to confuse it with the version available from Los Alamos National Laboratory.





# EXAMPLES

See the examples for sample usage and ideas <https://networkx.lanl.gov/trac/browser/pygraphviz/trunk/examples/>  
There is a complete reference guide at <https://networkx.lanl.gov/pygraphviz/reference>

## 4.1 Simple

A basic example showing how to read and write dot files and draw graphs.  
<https://networkx.lanl.gov/trac/browser/pygraphviz/trunk/examples/simple.py>

## 4.2 Star

An example showing how to set attributes.  
<https://networkx.lanl.gov/trac/browser/pygraphviz/trunk/examples/star.py>

## 4.3 Miles

An example showing how to use Graphviz to draw a graph with given positions.  
<https://networkx.lanl.gov/trac/browser/pygraphviz/trunk/examples/miles.py>



# INDEX

## A

acyclic() (AGraph method), 8  
add\_cycle() (AGraph method), 8  
add\_edge() (AGraph method), 8  
add\_edges\_from() (AGraph method), 8  
add\_node() (AGraph method), 9  
add\_nodes\_from() (AGraph method), 9  
add\_path() (AGraph method), 9  
add\_subgraph() (AGraph method), 9  
AGraph (class in pygraphviz), 7

## C

clear() (AGraph method), 9  
close() (AGraph method), 9  
copy() (AGraph method), 9

## D

degree() (AGraph method), 9  
degree\_iter() (AGraph method), 9  
delete\_edge() (AGraph method), 9  
delete\_edges\_from() (AGraph method), 9  
delete\_node() (AGraph method), 10  
delete\_nodes\_from() (AGraph method), 10  
delete\_subgraph() (AGraph method), 10  
draw() (AGraph method), 10

## E

edges() (AGraph method), 10  
edges\_iter() (AGraph method), 10

## F

from\_string() (AGraph method), 11

## G

get\_edge() (AGraph method), 11  
get\_node() (AGraph method), 11  
get\_subgraph() (AGraph method), 11

## H

has\_edge() (AGraph method), 11

has\_neighbor() (AGraph method), 11  
has\_node() (AGraph method), 11

## I

in\_degree() (AGraph method), 11  
in\_degree\_iter() (AGraph method), 12  
in\_edges() (AGraph method), 12  
in\_edges\_iter() (AGraph method), 12  
in\_neighbors() (AGraph method), 12  
is\_directed() (AGraph method), 12  
is\_strict() (AGraph method), 12  
is\_undirected() (AGraph method), 12  
iterdegree() (AGraph method), 12  
iteredges() (AGraph method), 12  
iterindegree() (AGraph method), 12  
iterinedges() (AGraph method), 12  
iterneighbors() (AGraph method), 12  
iternodes() (AGraph method), 12  
iteroutdegree() (AGraph method), 12  
iteroutedges() (AGraph method), 12  
iterpred() (AGraph method), 12  
itersucc() (AGraph method), 13

## L

layout() (AGraph method), 13

## N

neighbors() (AGraph method), 13  
neighbors\_iter() (AGraph method), 13  
nodes() (AGraph method), 13  
nodes\_iter() (AGraph method), 13  
number\_of\_edges() (AGraph method), 13  
number\_of\_nodes() (AGraph method), 13

## O

order() (AGraph method), 13  
out\_degree() (AGraph method), 13  
out\_degree\_iter() (AGraph method), 13  
out\_edges() (AGraph method), 13  
out\_edges\_iter() (AGraph method), 13  
out\_neighbors() (AGraph method), 13

## P

`predecessors()` (AGraph method), [13](#)  
`predecessors_iter()` (AGraph method), [13](#)  
`prepare_nbunch()` (AGraph method), [13](#)

## R

`read()` (AGraph method), [14](#)  
`reverse()` (AGraph method), [14](#)

## S

`size()` (AGraph method), [14](#)  
`string()` (AGraph method), [14](#)  
`string_nop()` (AGraph method), [14](#)  
`subgraph()` (AGraph method), [14](#)  
`subgraph_parent()` (AGraph method), [14](#)  
`subgraph_root()` (AGraph method), [14](#)  
`subgraphs()` (AGraph method), [14](#)  
`subgraphs_iter()` (AGraph method), [14](#)  
`successors()` (AGraph method), [14](#)  
`successors_iter()` (AGraph method), [14](#)

## T

`to_directed()` (AGraph method), [14](#)  
`to_string()` (AGraph method), [14](#)  
`to_undirected()` (AGraph method), [14](#)  
`tred()` (AGraph method), [14](#)

## W

`write()` (AGraph method), [14](#)