

# Package ‘mully’

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**Type** Package

**Title** Create, Modify and Visualize Multilayered Networks

**Version** 2.1.1

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**Description**

This package allows the user to create graph with multiple layers. The user can also modify the layers, the nodes, and the edges. The graph can also be visualized.

**URL** <https://github.com/frankkramer-lab/mully>

**BugReports** <https://github.com/frankkramer-lab/mully/issues>

**License** GPL ( $i=2$ )

**Encoding** UTF-8

**LazyData** true

**RoxygenNote** 7.1.1

**Depends** igraph, rgl, randomcoloR, shape

**Suggests** knitr, rmarkdown

**VignetteBuilder** knitr

**NeedsCompilation** no

## R topics documented:

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mully-package	<i>The mully package</i>
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**Description**

R package to create, modify and visualize graphs with multiple layers.

**Introduction**

Network theory has been used for many years in the modeling and analysis of complex systems, as epidemiology, biology and biomedicine . As the data evolves and becomes more heterogeneous and complex, monoplex networks become an oversimplification of the corresponding systems. This imposes a need to go beyond traditional networks into a richer framework capable of hosting objects and relations of different scales, called Multilayered Network **Mully**, **multi-layer** networks, is an R package that provides a multilayer network framework. Using this package, the user can create, modify and visualize graphs with multiple layers. This package is an extension to the [igraph package](https://github.com/igraph/rigraph) that provides a monolayer graph framework. The package is implemented as a part of [the Multipath Project](https://www.sys-med.de/en/junior-research-groups/multipath/) directed by [Dr. Frank Kramer](https://www.uni-augsburg.de/de/fakultaet/fai/i

**Creating graphs**

[mully addLayer addNode addEdge removeLayer removeNode removeEdge getNodeAttributes getEdgeAttributes](#)

**Visualization**

[plot.mully plot3d](#)

**Further information**

More information and references can be found in the mully paper: <https://www.mdpi.com/2073-4425/9/11/519>

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addEdge	<i>Add an edge</i>
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**Description**

Add an edge

**Usage**

```
addEdge(g, nodeStart, nodeDest, attributes)
```

**Arguments**

g	The input graph
nodeStart	The first endpoint of the edge
nodeDest	The second endpoint of the edge
attributes	The attributes to assign to the edge

**Value**

The graph, with the added edge

---

addLayer	<i>Add a layer or a set of layers to a graph</i>
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**Description**

Add a layer or a set of layers to a graph

**Usage**

```
addLayer(g, nameLayer)
```

**Arguments**

g	The input graph.
nameLayer	The name or the list of the names of the layers to be added. The layer names must be unique.

**Value**

The graph, with the layers added.

---

addNode	<i>Add a node with assigned layer and attributes to a graph</i>
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### Description

Add a node with assigned layer and attributes to a graph

### Usage

```
addNode(g, nodeName, layerName, attributes = NA)
```

### Arguments

<code>g</code>	The input graph.
<code>nodeName</code>	The name of the node to add.
<code>layerName</code>	The name of the layer to be assigned to the node.
<code>attributes</code>	The attributes of the node to add. This argument must be a named list.

### Value

The graph, with the new node.

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demo	<i>A demo function to test the package</i>
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### Description

A demo function to test the package

### Usage

```
demo()
```

### Value

A mully graph

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exportCSV	<i>Export mully into CSV files</i>
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### Description

Export mully into CSV files

### Usage

```
exportCSV(g, target)
```

### Arguments

<code>g</code>	The input graph
<code>target</code>	The target file in which the files will be generated. By default the WD.

---

getEdgeAttributes	<i>Get the attributes of the edges connecting two nodes</i>
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**Description**

Get the attributes of the edges connecting two nodes

**Usage**

```
getEdgeAttributes(g, nodeStart, nodeDest)
```

**Arguments**

<code>g</code>	The input graph
<code>nodeStart</code>	The first endpoint of the edge
<code>nodeDest</code>	The second endpoint of the edge

**Value**

A dataframe containing the edges with their attributes. If both nodes' arguments are missing, it returns all the edges with their attributes.

---

getIDEdge	<i>Get the ids of the edges connecting two nodes</i>
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**Description**

Get the ids of the edges connecting two nodes

**Usage**

```
getIDEdge(g, nodeStart, nodeDest)
```

**Arguments**

<code>g</code>	The input graph
<code>nodeStart</code>	The first endpoint of the edge
<code>nodeDest</code>	The second endpoint of the edge

**Value**

A list containing the ids of the edges connecting the nodes

---

getIDNode	<i>Get the id of a node</i>
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**Description**

Get the id of a node

**Usage**

```
getIDNode(g, nodeName)
```

**Arguments**

g	The input graph
nodeName	The name of the node

**Value**

The id of the specified node

---

getLayer	<i>Get the nodes on a layer in a graph</i>
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**Description**

Get the nodes on a layer in a graph

**Usage**

```
getLayer(g, nameLayer)
```

**Arguments**

g	The input graph.
nameLayer	The name of the layer.

**Value**

A List of the nodes on the given layer.

---

getLayersCount	<i>Get the number of layers in a graph</i>
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**Description**

Get the number of layers in a graph

**Usage**

```
getLayersCount(g)
```

**Arguments**

<code>g</code>	The input graph.
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**Value**

The count of the layers.

---

getNode	<i>Get a node from a graph</i>
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---

**Description**

Get a node from a graph

**Usage**

```
getNode(g, nameNode)
```

**Arguments**

<code>g</code>	The input graph.
<code>nameNode</code>	The name of the node.

**Value**

The node as `igraph.vs`

---

getNodeAttributes	<i>Get the attributes of a node</i>
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---

### Description

Get the attributes of a node

### Usage

```
getNodeAttributes(g, nameNode, layerByName = F)
```

### Arguments

g	The input graph
nameNode	The name of the node
layerByName	A boolean to specify whether to export the layers by name or by ID

### Value

A dataframe containing the attributes of the specified node

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importEdgesCSV	<i>Import Edges to a mully graph from a CSV file</i>
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### Description

Import Edges to a mully graph from a CSV file

### Usage

```
importEdgesCSV(g, file)
```

### Arguments

g	The mully graph to which the nodes will be added. The graph should already have the layers and the nodes.
file	The path to the CSV file containing the edges' information

### Value

The mully graph with the added edges



---

importGraphCSV	<i>Import a mully graph from CSV files</i>
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**Description**

Import a mully graph from CSV files

**Usage**

```
importGraphCSV(name, direct = "F", layers, nodes, edges)
```

**Arguments**

name	The name of the graph
direct	A boolean to indicate if the graph is directed or not
layers	The path to the CSV file containing the layers' information
nodes	The path to the CSV file containing the nodes' information
edges	The path to the CSV file containing the edges' information

**Value**

A new mully graph

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importLayersCSV	<i>Import Layers to a mully graph from a CSV file</i>
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---

**Description**

Import Layers to a mully graph from a CSV file

**Usage**

```
importLayersCSV(g, file)
```

**Arguments**

g	The mully graph to which the layers will be added. If missing, a new mully graph is created
file	The path to the CSV file containing the layers' information

**Value**

The mully graph with the added layers

---

importNodesCSV	<i>Import Nodes to a mully graph from a CSV file</i>
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### Description

Import Nodes to a mully graph from a CSV file

### Usage

```
importNodesCSV(g, file, name = "name")
```

### Arguments

<code>g</code>	The mully graph to which the nodes will be added. The graph should already have the layers.
<code>file</code>	The path to the CSV file containing the nodes' information
<code>name</code>	The name of the column containing the names of the nodes

### Value

The mully graph with the added nodes

---

is.mully	<i>Is this a mully graph?</i>
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### Description

Is this a mully graph?

### Usage

```
is.mully(g)
```

### Arguments

<code>g</code>	The input graph
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### Value

A boolean whether the graph is or not a mully object

---

isLayer	<i>Verify if the layer exists in a graph</i>
---------	----------------------------------------------

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**Description**

Verify if the layer exists in a graph

**Usage**

```
isLayer(g, name)
```

**Arguments**

g	The input graph.
name	The name of the layer.

**Value**

A boolean value.

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merge	<i>Merge or unite two graphs</i>
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**Description**

Merge or unite two graphs

**Usage**

```
merge(g1, g2)
```

**Arguments**

g1	The first graph to merge. This is the base of the merge.
g2	The second graph to merge. All of its elements are added to the first graph.

**Value**

The merge of the two graphs. The merge is based on the first given graph

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mully	<i>Create an empty multilayered graph</i>
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### Description

Create an empty multilayered graph

### Usage

```
mully(name = NA, direct = TRUE)
```

### Arguments

name	The name to be assigned to the graph.
direct	A boolean value, if the graph is directed or not. By default TRUE.

### Value

The created multilayered graph.

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plot.mully	<i>Plot the graph in 2D</i>
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### Description

Plot the graph in 2D

### Usage

```
## S3 method for class 'mully'
plot(x, layout, ...)
```

### Arguments

x	The input graph
layout	The layout. Can either be random or scaled
...	Other arguments to be passed to <a href="#">plot.igraph</a>

plot3d

*Plot the graph in 3D using rgl***Description**

Plot the graph in 3D using rgl

**Usage**

```
plot3d(
  g,
  layers = T,
  vertex.label = NA,
  vertex.label.color = NA,
  vertex.plac = "circle",
  edge.color = NA,
  edge.width = 5,
  edge.arrow.size = 10,
  edge.arrow.width = 1
)
```

**Arguments**

<code>g</code>	The input graph
<code>layers</code>	A boolean whether to add the layers or not
<code>vertex.label</code>	The vertices' labels
<code>vertex.label.color</code>	The vertices' colors. If not specified, the colors will be chosen randomly
<code>vertex.plac</code>	The placement form of the vertices on the layer. Can either be "circle" which will place them on a circle, or "disc" which will place them randomly on a disc. The default is "circle"
<code>edge.color</code>	The edges' colors. If not specified, inter-edges are black, and intra-edges have the same color as the nodes on the layer
<code>edge.width</code>	The edge width. Default set to 5.
<code>edge.arrow.size</code>	The edges' arrow size. Default set to 10
<code>edge.arrow.width</code>	The edges' arrow width. Default set to 1

**Note**

This function can take the following arguments supported and not ignored by [rglplot](#): `vertex.label`, `vertex.label.color`, `edge.color`, `edge.width`, `edge.arrow.size`, `edge.arrow.width`.

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print.mully	<i>Print function</i>
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### Description

Print function

### Usage

```
## S3 method for class 'mully'
print(x, ...)
```

### Arguments

x	The input graph
...	Other arguments to be passed to print

---

removeEdge	<i>Delete an edge</i>
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---

### Description

Delete an edge

### Usage

```
removeEdge(g, nodeStart, nodeDest, attributes = NA, multi = FALSE)
```

### Arguments

g	The input graph
nodeStart	The first endpoint of the edge
nodeDest	The second endpoint of the edge
attributes	The attributes of the edge to delete. Required if the nodes are multi-connected
multi	A boolean. Specifies whether to delete multiple edges or not, in case they exist.

### Value

The graph with the deleted edges

---

removeLayer	<i>Delete a layer or a set of layers from a graph</i>
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---

**Description**

Delete a layer or a set of layers from a graph

**Usage**

```
removeLayer(g, name, trans = F)
```

**Arguments**

g	The input graph.
name	The name or the list of the names of the layers to be deleted.
trans	A boolean whether to insert transitive edges or not

**Value**

The graph, with the given layer and its corresponding nodes and edges removed.

---

removeNode	<i>Delete a node or a set of nodes from a graph</i>
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---

**Description**

Delete a node or a set of nodes from a graph

**Usage**

```
removeNode(g, name, trans = F)
```

**Arguments**

g	The input graph.
name	The name or the list of names of the nodes to be deleted.
trans	A boolean whether to insert transitive edges or not

**Value**

The graph, with the nodes deleted.

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