graphtools Documentation

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CONTENTS

1 graphtools Package					
	1.1	graphtools Package	1		
	1.2	gengraph Module	1		
	1.3	dbgraph Module	2		
	1.4	listgraph Module	2		
	1.5	sagegraph Module	3		
2 Indices and tables					
Рy	thon]	Module Index	7		
In	dex		9		

GRAPHTOOLS PACKAGE

1.1 graphtools Package

Hello peeps

1.2 gengraph Module

```
class graphtools.gengraph.GenGraph
          A general graph.
```

 $\verb|count_neighbors| (\textit{vert}, \textit{out=True}, \textit{cond=False}, \textit{less=True}, \textit{cutoff=0})|$

Count the number of neighbors of a vertex.

Parameters

- vert (vertex) the vertex to count the neighbors of
- out (Boolean) if True, count out neighbors, else in
- cond (Boolean) if True, count the neighbors satisfying a condition on rank
- **less** (*Boolean*) if True, count the neighbors with rank less than or equal to the cutoff, else more
- **cutoff** (*int*) the cutoff rank for the conditional

descend(vert, debug=False)

Run one iteration of the descend algorithm.

vert: the vertex whose rank may change

descent (num=1, debug=False)

Run descend num times on random vertices.

get_num_arrows()

Return the number of arrows.

get_rank (vert)

Return the rank of vertex vert.

get_vert_list()

Return a list of vertices.

set_rank (vert, newrank)

Set the rank of vertex vert to int newrank.

1.3 dbgraph Module

```
class graphtools.dbgraph.DBGraph (users, arrows, conn, group=None)
     Bases: graphtools.gengraph.GenGraph
     A subclass of GenGraph for graphs stored in databases.
     The vertices are stored in a table called users. The arrows are stored in a table called arrows. The vertices are
     identified by the value in the user_id column.
     check_id(vert)
     count_neighbors (vert, out=True, cond=False, less=True, cutoff=0)
           Return the number of neighbors of a vertex.
           vert: a vertex; count this vertex's neighbors
           out: a Boolean; if True, count out neighbors, else in
           cond: a Boolean; if True, count the neighbors satisfying a condition on rank
           less: a Boolean; if True, count the neighbors with rank less than or equal to the cutoff, else more
           cutoff: an int; the cutoff rank for the conditional
     get_num_arrows()
           Return the number of arrows.
     get rank(vert)
           Return the rank of vertex vert.
     get_vert_list()
           return the list of user_ids.
     reset ranks()
           Set all ranks to zero.
     set_rank (vert, newrank)
           Set the rank of vertex vert to int newrank.
```

1.4 listgraph Module

```
class graphtools.listgraph.ListGraph (arrows_list)
    Bases: graphtools.gengraph.GenGraph
    A subclass of GenGraph for graphs given as a list of arrows.
    count_neighbors (vert, out=True, cond=False, less=True, cutoff=0)
        Return the number of neighbors of a vertex.
        vert: a vertex; count this vertex's neighbors
        out: a Boolean; if True, count out neighbors, else in
        cond: a Boolean; if True, count the neighbors satisfying a condition on rank
        less: a Boolean; if True, count the neighbors with rank less than or equal to the cutoff, else more
        cutoff: an int; the cutoff rank for the conditional
    get_num_arrows()
        Return the number of arrows.
```

```
get_rank (vert)
           Return the rank of vertex vert.
     get_vert_list()
           Return a list of vertices.
     neighbors in(vert)
           return the list of in neighbors of vertex vert.
     neighbors out(vert)
           return the list of out neighbors of vertex vert.
     rankdict = None
           The rank dictionary; keys are the vertices and values are the ranks.
     set_rank (vert, newrank)
           Set the rank of vertex vert to int newrank.
1.5 sagegraph Module
class graphtools.sagegraph.SageGraph (dg)
     Bases: graphtools.gengraph.GenGraph
     A subclass of GenGraph which wraps a Sage DiGraph object.
     count_neighbors (vert, out=True, cond=False, less=True, cutoff=0)
           Return the number of neighbors of a vertex.
           vert: a vertex; count this vertex's neighbors
           out: a Boolean; if True, count out neighbors, else in
           cond: a Boolean; if True, count the neighbors satisfying a condition on rank
           less: a Boolean; if True, count the neighbors with rank less than or equal to the cutoff, else more
           cutoff: an int; the cutoff rank for the conditional
     get_num_arrows()
           Return the number of arrows.
     get_rank (vert)
           Return the rank of vertex vert.
     get vert list()
           Return a list of vertices.
     rankdict = None
           The rank dictionary; keys are the vertices and values are the ranks.
```

set_rank (vert, newrank)

Set the rank of vertex vert to int newrank.

CHAPTER

TWO

INDICES AND TABLES

- genindex
- modindex
- search

PYTHON MODULE INDEX

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```
graphtools.__init__,1
graphtools.dbgraph,2
graphtools.gengraph,1
graphtools.listgraph,2
graphtools.sagegraph,3
```

8 Python Module Index

INDEX

C	L
check_id() (graphtools.dbgraph.DBGraph method), 2	ListGraph (class in graphtools.listgraph), 2
count_neighbors() (graphtools.dbgraph.DBGraph method), 2	N
count_neighbors() (graphtools.gengraph.GenGraph method), 1	neighbors_in() (graphtools.listgraph.ListGraph method)
count_neighbors() (graphtools.listgraph.ListGraph method), 2	neighbors_out() (graphtools.listgraph.ListGraph method)
count_neighbors() (graphtools.sagegraph.SageGraph method), 3	R
DBGraph (class in graphtools.dbgraph), 2 descend() (graphtools.gengraph.GenGraph method), 1 descent() (graphtools.gengraph.GenGraph method), 1	rankdict (graphtools.listgraph.ListGraph attribute), 3 rankdict (graphtools.sagegraph.SageGraph attribute), 3 reset_ranks() (graphtools.dbgraph.DBGraph method), 2
G	SageGraph (class in graphtools.sagegraph), 3 set_rank() (graphtools.dbgraph.DBGraph method), 2
GenGraph (class in graphtools.gengraph), 1 get_num_arrows() (graphtools.dbgraph.DBGraph method), 2	set_rank() (graphtools.dograph.DbGraph method), 2 set_rank() (graphtools.listgraph.GenGraph method), 1 set_rank() (graphtools.listgraph.ListGraph method), 3 set_rank() (graphtools.sagegraph.SageGraph method), 3
get_num_arrows() (graphtools.gengraph.GenGraph method), 1	(\(\lambda\) (\\lambda\) (\(\lambda\) (\(\lambda\) (\\\lambda\) (\(\lambda\) (\\lambda\) (\(\lambda\) (\\\lambda\) (\(\lambda\) (\\\lambda\) (\\\lambda\) (\(\lambda\) (\\\lambda\) (\(\lambda\) (\\\lambda\) (\(\lambda\) (\\\lambda\) (\\\lambda\) (\\\lambda\) (\\\\lambda\) (\\\\lambda\) (\\\\lambda\) (\\\\\lambda\) (\\\\\lambda\) (\\\\\\\lambda\) (\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
get_num_arrows() (graphtools.listgraph.ListGraph method), 2	
get_num_arrows() (graphtools.sagegraph.SageGraph method), 3	
get_rank() (graphtools.dbgraph.DBGraph method), 2	
get_rank() (graphtools.gengraph.GenGraph method), 1	
get_rank() (graphtools.listgraph.ListGraph method), 2	
get_rank() (graphtools.sagegraph.SageGraph method), 3	
get_vert_list() (graphtools.dbgraph.DBGraph method), 2	
<pre>get_vert_list() (graphtools.gengraph.GenGraph method), 1</pre>	
get_vert_list() (graphtools.listgraph.ListGraph method), 3	
get_vert_list() (graphtools.sagegraph.SageGraph	
method), 3	
graphtoolsinit (module), 1	
graphtools.dbgraph (module), 2	
graphtools.gengraph (module), 1	
graphtools.listgraph (module), 2	
graphtools.sagegraph (module), 3	