

# Contents

<b>1</b>	<b>Introduction</b>	<b>9</b>
1.1	Why this tutorial . . . . .	9
1.2	Tutorial style . . . . .	9
1.3	Coding style . . . . .	10
1.4	License . . . . .	11
1.5	Feedback . . . . .	12
1.6	Acknowledgements . . . . .	12
1.7	Outline . . . . .	12
<b>2</b>	<b>Building graphs without properties</b>	<b>15</b>
2.1	Creating an empty (directed) graph . . . . .	17
2.2	Creating an empty undirected graph . . . . .	18
2.3	Counting the number of vertices . . . . .	19
2.4	Counting the number of edges . . . . .	20
2.5	Adding a vertex . . . . .	21
2.6	Vertex descriptors . . . . .	22
2.7	Get the vertex iterators . . . . .	23
2.8	Get all vertex descriptors . . . . .	24
2.9	Add an edge . . . . .	25
2.10	boost::add_edge result . . . . .	26
2.11	Getting the edge iterators . . . . .	26
2.12	Edge descriptors . . . . .	28
2.13	Get all edge descriptors . . . . .	28
2.14	Creating a directed graph . . . . .	29
2.14.1	Function to create such a graph . . . . .	29
2.14.2	Creating such a graph . . . . .	30
2.14.3	The .dot file produced . . . . .	30
2.14.4	The .svg file produced . . . . .	31
2.15	Creating $K_2$ , a fully connected undirected graph with two vertices	31
2.15.1	Function to create such a graph . . . . .	31
2.15.2	Creating such a graph . . . . .	32
2.15.3	The .dot file produced . . . . .	32
2.15.4	The .svg file produced . . . . .	33

2.16	$\triangle$ Creating $K_3$ , a fully connected undirected graph with three vertices . . . . .	33
2.16.1	Graph . . . . .	33
2.16.2	Function to create such a graph . . . . .	34
2.16.3	Creating such a graph . . . . .	34
2.16.4	The .dot file produced . . . . .	35
2.16.5	The .svg file produced . . . . .	35
2.17	$\triangle$ Creating a path graph . . . . .	36
2.17.1	Graph . . . . .	36
2.17.2	Function to create such a graph . . . . .	36
2.17.3	Creating such a graph . . . . .	36
2.17.4	The .dot file produced . . . . .	37
2.17.5	The .svg file produced . . . . .	37
2.18	$\triangle$ Creating a Peterson graph . . . . .	37
2.18.1	Graph . . . . .	37
2.18.2	Function to create such a graph . . . . .	37
2.18.3	Creating such a graph . . . . .	39
2.18.4	The .dot file produced . . . . .	40
2.18.5	The .svg file produced . . . . .	40
<b>3</b>	<b>Working on graphs without properties</b>	<b>43</b>
3.1	Getting the vertices' out degree . . . . .	43
3.2	$\triangle$ Is there an edge between two vertices? . . . . .	45
3.3	$\triangle$ Get the edge between two vertices . . . . .	46
3.4	$\triangle\triangle$ Create a direct-neighbour subgraph from a vertex descriptor	47
3.5	$\triangle\triangle$ Create a direct-neighbour subgraph from a vertex descriptor including inward edges . . . . .	48
3.6	$\triangle\triangle$ Creating all direct-neighbour subgraphs from a graph without properties . . . . .	49
3.6.1	$\triangle$ Are two graphs isomorphic? . . . . .	50
3.7	$\triangle\triangle$ Count the number of connected components in an directed graph . . . . .	51
3.8	$\triangle\triangle$ Count the number of connected components in an undirected graph . . . . .	52
3.9	$\triangle\triangle$ Count the number of levels in an undirected graph . . . . .	54
3.10	Saving a graph to a .dot file . . . . .	56
3.11	Loading a directed graph from a .dot . . . . .	57
3.12	Loading an undirected graph from a .dot file . . . . .	58
<b>4</b>	<b>Building graphs with bundled vertices</b>	<b>61</b>
4.1	Creating the bundled vertex class . . . . .	61
4.2	Create the empty directed graph with bundled vertices . . . . .	63
4.3	Create the empty undirected graph with bundled vertices . . . . .	63
4.4	Add a bundled vertex . . . . .	64
4.5	Getting the bundled vertices' my_vertexes . . . . .	64
4.6	Creating a two-state Markov chain with bundled vertices . . . . .	65

4.6.1	Graph . . . . .	65
4.6.2	Function to create such a graph . . . . .	65
4.6.3	Creating such a graph . . . . .	66
4.6.4	The .dot file produced . . . . .	67
4.6.5	The .svg file produced . . . . .	67
4.7	Creating $K_2$ with bundled vertices . . . . .	67
4.7.1	Graph . . . . .	67
4.7.2	Function to create such a graph . . . . .	67
4.7.3	Creating such a graph . . . . .	69
4.7.4	The .dot file produced . . . . .	70
4.7.5	The .svg file produced . . . . .	70
<b>5</b>	<b>Working on graphs with bundled vertices</b>	<b>73</b>
5.1	Has a bundled vertex with a my_bundled_vertex . . . . .	73
5.2	Find a bundled vertex with a certain my_bundled_vertex . . . . .	75
5.3	Get a bundled vertex its my_bundled_vertex . . . . .	76
5.4	Set a bundled vertex its my_vertex . . . . .	77
5.5	Setting all bundled vertices' my_vertex objects . . . . .	78
5.6	Storing a graph with bundled vertices as a .dot . . . . .	78
5.7	Loading a directed graph with bundled vertices from a .dot . . . . .	80
5.8	Loading an undirected graph with bundled vertices from a .dot . . . . .	82
<b>6</b>	<b>Building graphs with bundled edges and vertices</b>	<b>85</b>
6.1	Creating the bundled edge class . . . . .	85
6.2	Create an empty directed graph with bundled edges and vertices . . . . .	86
6.3	Create an empty undirected graph with bundled edges and vertices . . . . .	87
6.4	Add a bundled edge . . . . .	88
6.5	Getting the bundled edges my_edges . . . . .	90
6.6	Creating a Markov-chain with bundled edges and vertices . . . . .	90
6.6.1	Graph . . . . .	90
6.6.2	Function to create such a graph . . . . .	90
6.6.3	Creating such a graph . . . . .	92
6.6.4	The .dot file produced . . . . .	93
6.6.5	The .svg file produced . . . . .	95
6.7	Creating $K_3$ with bundled edges and vertices . . . . .	95
6.7.1	Graph . . . . .	95
6.7.2	Function to create such a graph . . . . .	95
6.7.3	Creating such a graph . . . . .	96
6.7.4	The .dot file produced . . . . .	96
6.7.5	The .svg file produced . . . . .	97
<b>7</b>	<b>Working on graphs with bundled edges and vertices</b>	<b>99</b>
7.1	Has a my_bundled_edge . . . . .	99
7.2	Find a my_bundled_edge . . . . .	100
7.3	Get an edge its my_bundled_edge . . . . .	101
7.4	Set an edge its my_bundled_edge . . . . .	102

7.5	Storing a graph with bundled edges and vertices as a .dot . . . .	103
7.6	Load a directed graph with bundled edges and vertices from a .dot file . . . . .	104
7.7	Load an undirected graph with bundled edges and vertices from a .dot file . . . . .	106
<b>8</b>	<b>Building graphs with a graph name</b>	<b>109</b>
8.1	Create an empty directed graph with a graph name property . .	109
8.2	Create an empty undirected graph with a graph name property .	110
8.3	Get a graph its name property . . . . .	111
8.4	Set a graph its name property . . . . .	112
8.5	Create a directed graph with a graph name property . . . . .	113
8.5.1	Graph . . . . .	113
8.5.2	Function to create such a graph . . . . .	113
8.5.3	Creating such a graph . . . . .	113
8.5.4	The .dot file produced . . . . .	114
8.5.5	The .svg file produced . . . . .	114
8.6	Create an undirected graph with a graph name property . . . .	114
8.6.1	Graph . . . . .	114
8.6.2	Function to create such a graph . . . . .	114
8.6.3	Creating such a graph . . . . .	114
8.6.4	The .dot file produced . . . . .	115
8.6.5	The .svg file produced . . . . .	115
<b>9</b>	<b>Working on graphs with a graph name</b>	<b>117</b>
9.1	Storing a graph with a graph name property as a .dot file . . . .	117
9.2	Loading a directed graph with a graph name property from a .dot file . . . . .	118
9.3	Loading an undirected graph with a graph name property from a .dot file . . . . .	119
<b>10</b>	<b>Other graph functions</b>	<b>121</b>
10.1	Encode a std::string to a Graphviz-friendly format . . . . .	121
10.2	Decode a std::string from a Graphviz-friendly format . . . . .	121
10.3	Check if a std::string is Graphviz-friendly . . . . .	122
<b>11</b>	<b>Misc functions</b>	<b>123</b>
11.1	Getting a data type as a std::string . . . . .	123
11.2	Convert a .dot to .svg . . . . .	124
11.3	Check if a file exists . . . . .	125
<b>12</b>	<b>Errors</b>	<b>127</b>
12.1	Formed reference to void . . . . .	127
12.2	No matching function for call to clear_out_edges . . . . .	127
12.3	No matching function for call to clear_in_edges . . . . .	128
12.4	Undefined reference to boost::detail::graph::read_graphviz_new .	128

<i>CONTENTS</i>	7
12.5 Property not found: node_id . . . . .	128
12.6 Stream zeroes . . . . .	129
<b>A Appendix</b>	<b>133</b>
A.1 List of all edge, graph and vertex properties . . . . .	133
A.2 Graphviz attributes . . . . .	133