1. Pick the edge (p,q) which has the maximum number of common neighbors (a vertex is a common neighbor of an edge if it is connected with both vertices of the edge).

* Tie-breaking: select p and q such that the sum of node degrees is maximum;
* If the graph has no edges, then stop.

1. Cluster p and q into a clique.
2. Delete edges from p and q that are not connected with their common neighbors.
3. Combine p and q in the original graph and call it r.
4. If vertex r is isolated, Goto 1.

Else pick an edge s which includes r as a vertex and which has the maximum number of common neighbors.

1. Rename r and s as p and q.
2. Goto 3.

原始图你可以随机生成100个点，然后随机连线即可。

翻译：

1选择具有最大共同邻居数的边（p，q）（如果边与边的两个顶点连接，则顶点是边的公共邻居）。

打破平局：选择p和q，使节点度数之和最大;

如果图形没有边缘，则停止

2.将p和q聚集成一个集团。

3.从p和q中删除未与其公共邻居连接的边。

4.在原始图中组合p和q并将其命名为r。

5.如果顶点r被隔离，则转到1。

否则选择包括r作为顶点并且具有最大共同邻居数的边s。

6.将r和s重命名为p和q。

7.转到3。