

# bliss: Source Code Documentation

0.73 (Debian 0.73-4)

Generated by Doxygen 1.8.13



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# Chapter 1

## Bliss

### 1.1 Introduction

This is the source code documentation of bliss, produced by running `doxygen` in the source directory. The algorithms and data structures used in bliss are documented in the papers found at the [bliss web site](#).

### 1.2 Compiling

Compiling bliss in Linux should be easy, just execute

```
make
```

in the bliss source directory. This will produce the executable program `bliss` as well as the library file `libbliss.a` that can be linked in other programs. If you have the [GNU Multiple Precision Arithmetic Library](#) (GMP) installed in your machine, you can also use

```
make gmp
```

to enable exact computation of automorphism group sizes.

When linking the bliss library `libbliss.a` in other programs, remember to include the standard c++ library (and the GMP library if you compiled bliss to include it). For instance,

```
gcc -o test test.c -lstdc++ -lgmp -lbliss
```

### 1.3 The C++ language API

The C++ language API is the main API to bliss; all other APIs are just more or less complete variants of it. The C++ API consists basically of the public methods in the classes `bliss::AbstractGraph`, `bliss::Graph`, and `bliss::Digraph`. For an example of its use, see the [source of the bliss executable](#).

### 1.4 The C language API

The C language API is given in the file `bliss_C.h`. It is currently more restricted than the C++ API so consider using the C++ API whenever possible.



## Chapter 2

# bliss executable

```
#include <cstdlib>
#include <cstdio>
#include <cstring>
#include <cassert>
#include <bliss/defs.hh>
#include <bliss/graph.hh>
#include <bliss/timer.hh>
#include <bliss/utils.hh>

/*
  Copyright (c) 2003-2015 Tommi Junttila
  Released under the GNU Lesser General Public License version 3.

  This file is part of bliss.

  bliss is free software: you can redistribute it and/or modify
  it under the terms of the GNU Lesser General Public License as published by
  the Free Software Foundation, version 3 of the License.

  bliss is distributed in the hope that it will be useful,
  but WITHOUT ANY WARRANTY; without even the implied warranty of
  MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
  GNU Lesser General Public License for more details.

  You should have received a copy of the GNU Lesser General Public License
  along with bliss. If not, see <http://www.gnu.org/licenses/>.
*/

/* Input file name */
static const char* infilename = 0;

static bool opt_directed = false;
static bool opt_canonize = false;
static const char* opt_output_can_file = 0;
static const char* opt_splitting_heuristics = "fsm";
static bool opt_use_failure_recording = true;
static bool opt_use_component_recursion = true;

/* Verbosity level and target stream */
static unsigned int verbose_level = 1;
static FILE* verbstr = stdout;

#if !defined(BLISS_COMPILED_DATE)
#define BLISS_COMPILED_DATE "compiled " __DATE__
#endif

static void
version(FILE* const fp)
{
    fprintf(fp,
        "bliss version %s (" BLISS_COMPILED_DATE ")\\n"
        "Copyright (C) 2003-2015 Tommi Junttila.\\n"
        "\\n"
        "License LGPLv3+: GNU LGPL version 3 or later, <http://gnu.org/licenses/lgpl.html>.\\n"
        "This program comes with ABSOLUTELY NO WARRANTY. This is free software,\\n"
        "and you are welcome to redistribute it under certain conditions;\\n"
        "see COPYING and COPYING.LESSER for details.\\n"
        , bliss::version
```

```

    );
}

static void
usage(FILE* const fp, const char* argv0)
{
    const char* program_name;

    program_name = rindex(argv0, '/');

    if(program_name) program_name++;
    else program_name = argv0;
    if(!program_name or *program_name == 0) program_name = "bliss";

    fprintf(fp,
"Usage: %s [options] [<graphfile>]\n"
"  Run bliss on <graphfile>.\n"
"Options:\n"
"  -directed    the input graph is directed\n"
"  -can         compute canonical form\n"
"  -ocan=f      compute canonical form and output it in file f\n"
"  -v=N         set verbose level to N [N >= 0, default: 1]\n"
"  -sh=X        select splitting heuristics, where X is\n"
"                f    first non-singleton cell\n"
"                fl   first largest non-singleton cell\n"
"                fs   first smallest non-singleton cell\n"
"                fm   first maximally non-trivially connected\n"
"                    non-singleton cell\n"
"                flm  first largest maximally non-trivially connected\n"
"                    non-singleton cell\n"
"                fsm  first smallest maximally non-trivially connected\n"
"                    non-singleton cell [default]\n"
"  -fr=X        use failure recording? [X=y/n, default: y]\n"
"  -cr=X        use component recursion? [X=y/n, default: y]\n"
"  -version     print the version number and exit\n"
"  -help        print this help and exit\n"
"\n"
        ,program_name
    );
}

static void
parse_options(const int argc, const char** argv)
{
    unsigned int tmp;
    for(int i = 1; i < argc; i++)
    {
        if(strcmp(argv[i], "-can") == 0)
            opt_canonize = true;
        else if((strncmp(argv[i], "-ocan=", 6) == 0) and (strlen(argv[i]) > 6))
        {
            opt_canonize = true;
            opt_output_can_file = argv[i]+6;
        }
        else if(sscanf(argv[i], "-v=%u", &tmp) == 1)
            verbose_level = tmp;
        else if(strcmp(argv[i], "-directed") == 0)
            opt_directed = true;
        else if(strcmp(argv[i], "-fr=n") == 0)
            opt_use_failure_recording = false;
        else if(strcmp(argv[i], "-fr=y") == 0)
            opt_use_failure_recording = true;
        else if(strcmp(argv[i], "-cr=n") == 0)
            opt_use_component_recursion = false;
        else if(strcmp(argv[i], "-cr=y") == 0)
            opt_use_component_recursion = true;
        else if((strncmp(argv[i], "-sh=", 4) == 0) and (strlen(argv[i]) > 4))
        {
            opt_splitting_heuristics = argv[i]+4;
        }
        else if(strcmp(argv[i], "-version") == 0)
        {
            version(stdout);
            exit(0);
        }
        else if(strcmp(argv[i], "-help") == 0)
        {
            usage(stdout, argv[0]);
            exit(0);
        }
        else if(argv[i][0] == '-')
        {
            fprintf(stderr, "Unknown command line argument '%s'\n", argv[i]);
            usage(stderr, argv[0]);
            exit(1);
        }
    }
}

```

```

    }
    else
    {
        if(infilename)
        {
            fprintf(stderr, "Too many file arguments\n");
            usage(stderr, argv[0]);
            exit(1);
        }
        else
        {
            infilename = argv[i];
        }
    }
}

static void
report_aut(void* param, const unsigned int n, const unsigned int* aut)
{
    assert(param);
    fprintf((FILE*)param, "Generator: ");
    bliss::print_permutation((FILE*)param, n, aut, 1);
    fprintf((FILE*)param, "\n");
}

/* Output an error message and exit the whole program */
static void
_fatal(const char* fmt, ...)
{
    va_list ap;
    va_start(ap, fmt);
    vfprintf(stderr, fmt, ap); fprintf(stderr, "\n");
    va_end(ap);
    exit(1);
}

int
main(const int argc, const char** argv)
{
    bliss::Timer timer;
    bliss::AbstractGraph* g = 0;

    parse_options(argc, argv);

    /* Parse splitting heuristics */
    bliss::Digraph::SplittingHeuristic shs_directed =
        bliss::Digraph::shs_fsm;
    bliss::Graph::SplittingHeuristic shs_undirected =
        bliss::Graph::shs_fsm;
    if(opt_directed)
    {
        if(strcmp(opt_splitting_heuristics, "f") == 0)
            shs_directed = bliss::Digraph::shs_f;
        else if(strcmp(opt_splitting_heuristics, "fs") == 0)
            shs_directed = bliss::Digraph::shs_fs;
        else if(strcmp(opt_splitting_heuristics, "fl") == 0)
            shs_directed = bliss::Digraph::shs_fl;
        else if(strcmp(opt_splitting_heuristics, "fm") == 0)
            shs_directed = bliss::Digraph::shs_fm;
        else if(strcmp(opt_splitting_heuristics, "fsm") == 0)
            shs_directed = bliss::Digraph::shs_fsm;
        else if(strcmp(opt_splitting_heuristics, "flm") == 0)
            shs_directed = bliss::Digraph::shs_flm;
        else
            _fatal("Illegal option -sh=%s, aborting", opt_splitting_heuristics);
    }
    else
    {
        if(strcmp(opt_splitting_heuristics, "f") == 0)
            shs_undirected = bliss::Graph::shs_f;
        else if(strcmp(opt_splitting_heuristics, "fs") == 0)
            shs_undirected = bliss::Graph::shs_fs;
        else if(strcmp(opt_splitting_heuristics, "fl") == 0)
            shs_undirected = bliss::Graph::shs_fl;
        else if(strcmp(opt_splitting_heuristics, "fm") == 0)
            shs_undirected = bliss::Graph::shs_fm;
        else if(strcmp(opt_splitting_heuristics, "fsm") == 0)
            shs_undirected = bliss::Graph::shs_fsm;
        else if(strcmp(opt_splitting_heuristics, "flm") == 0)
            shs_undirected = bliss::Graph::shs_flm;
    }
}

```

```

        else
            _fatal("Illegal option -sh=%s, aborting", opt_splitting_heuristics);
    }

    /* Open the input file */
    FILE* infile = stdin;
    if(infilename)
    {
        infile = fopen(infilename, "r");
        if(!infile)
            _fatal("Cannot not open '%s' for input, aborting", infilename);
    }

    /* Read the graph from the file */
    if(opt_directed)
    {
        /* Read directed graph in the DIMACS format */
        g = bliss::Digraph::read_dimacs(infile);
    }
    else
    {
        /* Read undirected graph in the DIMACS format */
        g = bliss::Graph::read_dimacs(infile);
    }

    if(infile != stdin)
        fclose(infile);

    if(!g)
        _fatal("Failed to read the graph, aborting");

    if(verbose_level >= 2)
    {
        fprintf(verbstr, "Graph read in %.2f seconds\n", timer.get_duration());
        fflush(verbstr);
    }

    bliss::Stats stats;

    /* Set splitting heuristics and verbose level */
    if(opt_directed)
        ((bliss::Digraph*)g)->set_splitting_heuristic(shs_directed);
    else
        ((bliss::Graph*)g)->set_splitting_heuristic(shs_undirected);
    g->set_verbose_level(verbose_level);
    g->set_verbose_file(verbstr);
    g->set_failure_recording(opt_use_failure_recording);
    g->set_component_recursion(opt_use_component_recursion);

    if(opt_canonize == false)
    {
        /* No canonical labeling, only automorphism group */
        g->find_automorphisms(stats, &report_aut, stdout);
    }
    else
    {
        /* Canonical labeling and automorphism group */
        const unsigned int* cl = g->canonical_form(stats, &report_aut, stdout);

        fprintf(stdout, "Canonical labeling: ");
        bliss::print_permutation(stdout, g->
            get_nof_vertices(), cl, 1);
        fprintf(stdout, "\n");

        if(opt_output_can_file)
        {
            bliss::AbstractGraph* cf = g->permute(cl);
            FILE* const fp = fopen(opt_output_can_file, "w");
            if(!fp)
                _fatal("Cannot open '%s' for outputting the canonical form, aborting", opt_output_can_file);
            cf->write_dimacs(fp);
            fclose(fp);
            delete cf;
        }
    }

    /* Output search statistics */
    if(verbose_level > 0 and verbstr)
        stats.print(verbstr);

    if(verbose_level > 0)
    {
        fprintf(verbstr, "Total time:\t%.2f seconds\n", timer.get_duration());
        fflush(verbstr);
    }

```

```
delete g; g = 0;  
return 0;  
}
```





## Chapter 3

# Namespace Index

### 3.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

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---------------------------------	----



## Chapter 4

# Hierarchical Index

### 4.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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bliss::Digraph . . . . .	28
bliss::Graph . . . . .	34
bliss::BigNum . . . . .	25
bliss_stats_struct . . . . .	26
bliss::Partition::Cell . . . . .	28
bliss::Stats . . . . .	40



## Chapter 5

# Class Index

### 5.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">bliss::AbstractGraph</a>	An abstract base class for different types of graphs . . . . .	19
<a href="#">bliss::BigNum</a>	A very simple class for big integers (or approximation of them) . . . . .	25
<a href="#">bliss_stats_struct</a>	The C API version of the statistics returned by the bliss search algorithm . . . . .	26
<a href="#">bliss::Partition::Cell</a>	Data structure for holding information about a cell in a Partition . . . . .	28
<a href="#">bliss::Digraph</a>	The class for directed, vertex colored graphs . . . . .	28
<a href="#">bliss::Graph</a>	The class for undirected, vertex colored graphs . . . . .	34
<a href="#">bliss::Stats</a>	Statistics returned by the bliss search algorithm . . . . .	40



## Chapter 6

# File Index

### 6.1 File List

Here is a list of all documented files with brief descriptions:

<a href="#">bliss_C.h</a>	The bliss C API . . . . .	43
<a href="#">utils.hh</a>	Some small utilities . . . . .	46





## Chapter 7

# Namespace Documentation

### 7.1 bliss Namespace Reference

#### Classes

- class [AbstractGraph](#)  
*An abstract base class for different types of graphs.*
- class [BigNum](#)  
*A very simple class for big integers (or approximation of them).*
- class [Digraph](#)  
*The class for directed, vertex colored graphs.*
- class [Graph](#)  
*The class for undirected, vertex colored graphs.*
- class [Stats](#)  
*Statistics returned by the bliss search algorithm.*

#### Functions

- void [print\\_permutation](#) (FILE \*const fp, const unsigned int N, const unsigned int \*perm, const unsigned int offset)
- void [print\\_permutation](#) (FILE \*const fp, const std::vector< unsigned int > &perm, const unsigned int offset)
- bool [is\\_permutation](#) (const unsigned int N, const unsigned int \*perm)
- bool [is\\_permutation](#) (const std::vector< unsigned int > &perm)

#### 7.1.1 Detailed Description

The namespace bliss contains all the classes and functions of the bliss tool except for the C programming language API.

#### 7.1.2 Function Documentation

#### 7.1.2.1 `is_permutation()` [1/2]

```
bool bliss::is_permutation (
    const unsigned int N,
    const unsigned int * perm )
```

Check whether *perm* is a valid permutation on {0,...,N-1}. Slow, mainly for debugging and validation purposes.

#### 7.1.2.2 `is_permutation()` [2/2]

```
bool bliss::is_permutation (
    const std::vector< unsigned int > & perm )
```

Check whether *perm* is a valid permutation on {0,...,N-1}. Slow, mainly for debugging and validation purposes.

#### 7.1.2.3 `print_permutation()` [1/2]

```
void bliss::print_permutation (
    FILE * fp,
    const unsigned int N,
    const unsigned int * perm,
    const unsigned int offset = 0 )
```

Print the permutation *perm* of {0,...,N-1} in the cycle format in the file stream *fp*. The amount *offset* is added to each element before printing, e.g. the permutation (2 4) is printed as (3 5) when *offset* is 1.

#### 7.1.2.4 `print_permutation()` [2/2]

```
void bliss::print_permutation (
    FILE * fp,
    const std::vector< unsigned int > & perm,
    const unsigned int offset = 0 )
```

Print the permutation *perm* of {0,...,N-1} in the cycle format in the file stream *fp*. The amount *offset* is added to each element before printing, e.g. the permutation (2 4) is printed as (3 5) when *offset* is 1.

## Chapter 8

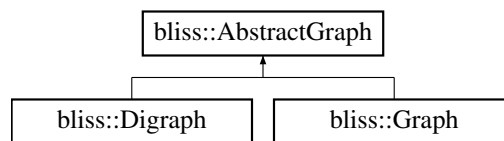
# Class Documentation

### 8.1 bliss::AbstractGraph Class Reference

An abstract base class for different types of graphs.

```
#include <graph.hh>
```

Inheritance diagram for bliss::AbstractGraph:



#### Public Member Functions

- void [set\\_verbose\\_level](#) (const unsigned int level)
- void [set\\_verbose\\_file](#) (FILE \*const fp)
- virtual unsigned int [add\\_vertex](#) (const unsigned int color=0)=0
- virtual void [add\\_edge](#) (const unsigned int source, const unsigned int target)=0
- virtual void [change\\_color](#) (const unsigned int vertex, const unsigned int color)=0
- virtual bool [is\\_automorphism](#) (const std::vector< unsigned int > &perm) const
- void [set\\_failure\\_recording](#) (const bool active)
- void [set\\_component\\_recursion](#) (const bool active)
- virtual unsigned int [get\\_nof\\_vertices](#) () const =0
- virtual [AbstractGraph](#) \* [permute](#) (const unsigned int \*const perm) const =0
- void [find\\_automorphisms](#) ([Stats](#) &stats, void(\*hook)(void \*user\_param, unsigned int n, const unsigned int \*aut), void \*hook\_user\_param)
- const unsigned int \* [canonical\\_form](#) ([Stats](#) &stats, void(\*hook)(void \*user\_param, unsigned int n, const unsigned int \*aut), void \*hook\_user\_param)
- virtual void [write\\_dimacs](#) (FILE \*const fp)=0
- virtual void [write\\_dot](#) (FILE \*const fp)=0
- virtual void [write\\_dot](#) (const char \*const file\_name)=0
- virtual unsigned int [get\\_hash](#) ()=0
- void [set\\_long\\_prune\\_activity](#) (const bool active)

## Protected Attributes

- unsigned int [cr\\_level](#)

### 8.1.1 Detailed Description

An abstract base class for different types of graphs.

### 8.1.2 Member Function Documentation

#### 8.1.2.1 add\_edge()

```
virtual void bliss::AbstractGraph::add_edge (
    const unsigned int source,
    const unsigned int target ) [pure virtual]
```

Add an edge between vertices *source* and *target*. Duplicate edges between vertices are ignored but try to avoid introducing them in the first place as they are not ignored immediately but will consume memory and computation resources for a while.

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

#### 8.1.2.2 add\_vertex()

```
virtual unsigned int bliss::AbstractGraph::add_vertex (
    const unsigned int color = 0 ) [pure virtual]
```

Add a new vertex with color *color* in the graph and return its index.

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

#### 8.1.2.3 canonical\_form()

```
const unsigned int * bliss::AbstractGraph::canonical_form (
    Stats & stats,
    void(*) (void *user_param, unsigned int n, const unsigned int *aut) hook,
    void * hook_user_param )
```

Otherwise the same as [find\\_automorphisms\(\)](#) except that a canonical labeling of the graph (a bijection on  $\{0, \dots, \text{get\_nof\_vertices}() - 1\}$ ) is returned. The memory allocated for the returned canonical labeling will remain valid only until the next call to a member function with the exception that constant member functions (for example, [bliss::Graph::permute\(\)](#)) can be called without invalidating the labeling. To compute the canonical version of an undirected graph, call this function and then [bliss::Graph::permute\(\)](#) with the returned canonical labeling. Note that the computed canonical version may depend on the applied version of bliss as well as on some other options (for instance, the splitting heuristic selected with [bliss::Graph::set\\_splitting\\_heuristic\(\)](#)).

#### 8.1.2.4 change\_color()

```
virtual void bliss::AbstractGraph::change_color (
    const unsigned int vertex,
    const unsigned int color ) [pure virtual]
```

Change the color of the vertex *vertex* to *color*.

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

#### 8.1.2.5 find\_automorphisms()

```
void bliss::AbstractGraph::find_automorphisms (
    Stats & stats,
    void(*) (void *user_param, unsigned int n, const unsigned int *aut) hook,
    void * hook_user_param )
```

Find a set of generators for the automorphism group of the graph. The function *hook* (if non-null) is called each time a new generator for the automorphism group is found. The first argument *user\_param* for the hook is the *hook*↔*\_user\_param* given below, the second argument *n* is the length of the automorphism (equal to [get\\_nof\\_vertices\(\)](#)) and the third argument *aut* is the automorphism (a bijection on {0,...,[get\\_nof\\_vertices\(\)](#)-1}). The memory for the automorphism *aut* will be invalidated immediately after the return from the hook function; if you want to use the automorphism later, you have to take a copy of it. Do not call any member functions in the hook. The search statistics are copied in *stats*.

#### 8.1.2.6 get\_hash()

```
virtual unsigned int bliss::AbstractGraph::get_hash ( ) [pure virtual]
```

Get a hash value for the graph.

##### Returns

the hash value

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

#### 8.1.2.7 get\_nof\_vertices()

```
virtual unsigned int bliss::AbstractGraph::get_nof_vertices ( ) const [pure virtual]
```

Return the number of vertices in the graph.

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

### 8.1.2.8 is\_automorphism()

```
bool bliss::AbstractGraph::is_automorphism (
    const std::vector< unsigned int > & perm ) const [virtual]
```

Check whether *perm* is an automorphism of this graph. Unoptimized, mainly for debugging purposes.

Reimplemented in [bliss::Digraph](#), and [bliss::Graph](#).

### 8.1.2.9 permute()

```
virtual AbstractGraph* bliss::AbstractGraph::permute (
    const unsigned int *const perm ) const [pure virtual]
```

Return a new graph that is the result of applying the permutation *perm* to this graph. This graph is not modified. *perm* must contain  $N = \text{this.get\_nof\_vertices}()$  elements and be a bijection on  $\{0, 1, \dots, N-1\}$ , otherwise the result is undefined or a segfault.

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

### 8.1.2.10 set\_component\_recursion()

```
void bliss::AbstractGraph::set_component_recursion (
    const bool active ) [inline]
```

Activate/deactivate component recursion. The choice affects the computed canonical labelings; therefore, if you want to compare whether two graphs are isomorphic by computing and comparing (for equality) their canonical versions, be sure to use the same choice for both graphs. May not be called during the search, i.e. from an automorphism reporting hook function.

#### Parameters

<i>active</i>	if true, activate component recursion, deactivate otherwise
---------------	---

### 8.1.2.11 set\_failure\_recording()

```
void bliss::AbstractGraph::set_failure_recording (
    const bool active ) [inline]
```

Activate/deactivate failure recording. May not be called during the search, i.e. from an automorphism reporting hook function.

## Parameters

<i>active</i>	if true, activate failure recording, deactivate otherwise
---------------	---

## 8.1.2.12 set\_long\_prune\_activity()

```
void bliss::AbstractGraph::set_long_prune_activity (
    const bool active ) [inline]
```

Disable/enable the "long prune" method. The choice affects the computed canonical labelings; therefore, if you want to compare whether two graphs are isomorphic by computing and comparing (for equality) their canonical versions, be sure to use the same choice for both graphs. May not be called during the search, i.e. from an automorphism reporting hook function.

## Parameters

<i>active</i>	if true, activate "long prune", deactivate otherwise
---------------	--

## 8.1.2.13 set\_verbose\_file()

```
void bliss::AbstractGraph::set_verbose_file (
    FILE *const fp )
```

Set the file stream for the verbose output.

## Parameters

<i>fp</i>	the file stream; if null, no verbose output is written
-----------	--

## 8.1.2.14 set\_verbose\_level()

```
void bliss::AbstractGraph::set_verbose_level (
    const unsigned int level )
```

Set the verbose output level for the algorithms.

## Parameters

<i>level</i>	the level of verbose output, 0 means no verbose output
--------------	--

## 8.1.2.15 write\_dimacs()

```
virtual void bliss::AbstractGraph::write_dimacs (
    FILE *const fp ) [pure virtual]
```

Write the graph to a file in a variant of the DIMACS format. See the [bliss website](#) for the definition of the file format. Note that in the DIMACS file the vertices are numbered from 1 to N while in this C++ API they are from 0 to N-1. Thus the vertex n in the file corresponds to the vertex n-1 in the API.

## Parameters

<i>fp</i>	the file stream where the graph is written
-----------	--

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

## 8.1.2.16 write\_dot() [1/2]

```
virtual void bliss::AbstractGraph::write_dot (
    FILE *const fp ) [pure virtual]
```

Write the graph to a file in the graphviz dotty format.

## Parameters

<i>fp</i>	the file stream where the graph is written
-----------	--

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

## 8.1.2.17 write\_dot() [2/2]

```
virtual void bliss::AbstractGraph::write_dot (
    const char *const file_name ) [pure virtual]
```

Write the graph in a file in the graphviz dotty format. Do nothing if the file cannot be written.

## Parameters

<i>file_name</i>	the name of the file to which the graph is written
------------------	--

Implemented in [bliss::Digraph](#), and [bliss::Graph](#).

## 8.1.3 Member Data Documentation



### 8.1.3.1 cr\_level

```
unsigned int bliss::AbstractGraph::cr_level [protected]
```

The currently traversed component

The documentation for this class was generated from the following files:

- graph.hh
- graph.cc

## 8.2 bliss::BigNum Class Reference

A very simple class for big integers (or approximation of them).

```
#include <bignum.hh>
```

### Public Member Functions

- [BigNum](#) ()
- void [assign](#) (const int n)
- void [multiply](#) (const int n)
- [size\\_t](#) [print](#) (FILE \*const fp) const

### 8.2.1 Detailed Description

A very simple class for big integers (or approximation of them).

If the compile time flag BLISS\_USE\_GMP is set, then the GNU Multiple Precision Arithmetic library (GMP) is used to obtain arbitrary precision, otherwise "long double" is used to approximate big integers.

### 8.2.2 Constructor & Destructor Documentation

#### 8.2.2.1 BigNum()

```
bliss::BigNum::BigNum ( ) [inline]
```

Create a new big number and set it to zero.

### 8.2.3 Member Function Documentation

### 8.2.3.1 assign()

```
void bliss::BigNum::assign (
    const int n ) [inline]
```

Set the number to *n*.

### 8.2.3.2 multiply()

```
void bliss::BigNum::multiply (
    const int n ) [inline]
```

Multiply the number with *n*.

### 8.2.3.3 print()

```
size_t bliss::BigNum::print (
    FILE *const fp ) const [inline]
```

Print the number in the file stream *fp*.

The documentation for this class was generated from the following file:

- `bignum.hh`

## 8.3 bliss\_stats\_struct Struct Reference

The C API version of the statistics returned by the bliss search algorithm.

```
#include <bliss_C.h>
```

### Public Attributes

- long double [group\\_size\\_approx](#)
- long unsigned int [nof\\_nodes](#)
- long unsigned int [nof\\_leaf\\_nodes](#)
- long unsigned int [nof\\_bad\\_nodes](#)
- long unsigned int [nof\\_canupdates](#)
- long unsigned int [nof\\_generators](#)
- unsigned long int [max\\_level](#)

### 8.3.1 Detailed Description

The C API version of the statistics returned by the bliss search algorithm.

## 8.3.2 Member Data Documentation

### 8.3.2.1 group\_size\_approx

```
long double bliss_stats_struct::group_size_approx
```

An approximation (due to possible rounding errors) of the size of the automorphism group.

### 8.3.2.2 max\_level

```
unsigned long int bliss_stats_struct::max_level
```

The maximal depth of the search tree.

### 8.3.2.3 nof\_bad\_nodes

```
long unsigned int bliss_stats_struct::nof_bad_nodes
```

The number of bad nodes in the search tree.

### 8.3.2.4 nof\_canupdates

```
long unsigned int bliss_stats_struct::nof_canupdates
```

The number of canonical representative updates.

### 8.3.2.5 nof\_generators

```
long unsigned int bliss_stats_struct::nof_generators
```

The number of generator permutations.

### 8.3.2.6 nof\_leaf\_nodes

```
long unsigned int bliss_stats_struct::nof_leaf_nodes
```

The number of leaf nodes in the search tree.

### 8.3.2.7 nof\_nodes

```
long unsigned int bliss_stats_struct::nof_nodes
```

The number of nodes in the search tree.

The documentation for this struct was generated from the following file:

- [bliss\\_C.h](#)

## 8.4 bliss::Partition::Cell Class Reference

Data structure for holding information about a cell in a Partition.

```
#include <partition.hh>
```

### Public Member Functions

- bool [is\\_unit](#) () const
- bool [is\\_in\\_splitting\\_queue](#) () const

#### 8.4.1 Detailed Description

Data structure for holding information about a cell in a Partition.

#### 8.4.2 Member Function Documentation

##### 8.4.2.1 is\_in\_splitting\_queue()

```
bool bliss::Partition::Cell::is_in_splitting_queue ( ) const [inline]
```

Is this cell in splitting queue?

##### 8.4.2.2 is\_unit()

```
bool bliss::Partition::Cell::is_unit ( ) const [inline]
```

Is this a unit cell?

The documentation for this class was generated from the following file:

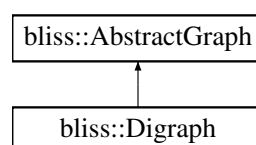
- partition.hh

## 8.5 bliss::Digraph Class Reference

The class for directed, vertex colored graphs.

```
#include <graph.hh>
```

Inheritance diagram for bliss::Digraph:



## Public Types

- enum [SplittingHeuristic](#) {  
[shs\\_f](#) = 0, [shs\\_fs](#), [shs\\_fl](#), [shs\\_fm](#),  
[shs\\_fsm](#), [shs\\_flm](#) }

## Public Member Functions

- [Digraph](#) (const unsigned int N=0)
- [~Digraph](#) ()
- void [write\\_dimacs](#) (FILE \*const fp)
- void [write\\_dot](#) (FILE \*const fp)
- void [write\\_dot](#) (const char \*const file\_name)
- bool [is\\_automorphism](#) (const std::vector< unsigned int > &perm) const
- virtual unsigned int [get\\_hash](#) ()
- unsigned int [get\\_nof\\_vertices](#) () const
- unsigned int [add\\_vertex](#) (const unsigned int color=0)
- void [add\\_edge](#) (const unsigned int source, const unsigned int target)
- void [change\\_color](#) (const unsigned int vertex, const unsigned int color)
- int [cmp](#) ([Digraph](#) &other)
- void [set\\_splitting\\_heuristic](#) ([SplittingHeuristic](#) shs)
- [Digraph](#) \* [permute](#) (const unsigned int \*const perm) const

## Static Public Member Functions

- static [Digraph](#) \* [read\\_dimacs](#) (FILE \*const fp, FILE \*const errstr=stderr)

## Additional Inherited Members

### 8.5.1 Detailed Description

The class for directed, vertex colored graphs.

Multiple edges between vertices are not allowed (i.e., are ignored).

### 8.5.2 Member Enumeration Documentation

#### 8.5.2.1 SplittingHeuristic

```
enum bliss::Digraph::SplittingHeuristic
```

The possible splitting heuristics. The selected splitting heuristics affects the computed canonical labelings; therefore, if you want to compare whether two graphs are isomorphic by computing and comparing (for equality) their canonical versions, be sure to use the same splitting heuristics for both graphs.

## Enumerator

shs_f	First non-unit cell. Very fast but may result in large search spaces on difficult graphs. Use for large but easy graphs.
shs_fs	First smallest non-unit cell. Fast, should usually produce smaller search spaces than shs_f.
shs_fl	First largest non-unit cell. Fast, should usually produce smaller search spaces than shs_f.
shs_fm	First maximally non-trivially connected non-unit cell. Not so fast, should usually produce smaller search spaces than shs_f, shs_fs, and shs_fl.
shs_fsm	First smallest maximally non-trivially connected non-unit cell. Not so fast, should usually produce smaller search spaces than shs_f, shs_fs, and shs_fl.
shs_flm	First largest maximally non-trivially connected non-unit cell. Not so fast, should usually produce smaller search spaces than shs_f, shs_fs, and shs_fl.

## 8.5.3 Constructor &amp; Destructor Documentation

## 8.5.3.1 Digraph()

```
bliss::Digraph::Digraph (
    const unsigned int N = 0 )
```

Create a new directed graph with  $N$  vertices and no edges.

## 8.5.3.2 ~Digraph()

```
bliss::Digraph::~~Digraph ( )
```

Destroy the graph.

## 8.5.4 Member Function Documentation

## 8.5.4.1 add\_edge()

```
void bliss::Digraph::add_edge (
    const unsigned int source,
    const unsigned int target ) [virtual]
```

Add an edge from the vertex *source* to the vertex *target*. Duplicate edges are ignored but try to avoid introducing them in the first place as they are not ignored immediately but will consume memory and computation resources for a while.

Implements [bliss::AbstractGraph](#).

#### 8.5.4.2 add\_vertex()

```
unsigned int bliss::Digraph::add_vertex (
    const unsigned int color = 0 ) [virtual]
```

Add a new vertex with color 'color' in the graph and return its index.

Implements [bliss::AbstractGraph](#).

#### 8.5.4.3 change\_color()

```
void bliss::Digraph::change_color (
    const unsigned int vertex,
    const unsigned int color ) [virtual]
```

Change the color of the vertex 'vertex' to 'color'.

Implements [bliss::AbstractGraph](#).

#### 8.5.4.4 cmp()

```
int bliss::Digraph::cmp (
    Digraph & other )
```

Compare this graph with the graph *other*. Returns 0 if the graphs are equal, and a negative (positive) integer if this graph is "smaller than" ("greater than", resp.) than *other*.

#### 8.5.4.5 get\_hash()

```
unsigned int bliss::Digraph::get_hash ( ) [virtual]
```

Get a hash value for the graph.

##### Returns

the hash value

Implements [bliss::AbstractGraph](#).

#### 8.5.4.6 get\_nof\_vertices()

```
unsigned int bliss::Digraph::get_nof_vertices ( ) const [inline], [virtual]
```

Return the number of vertices in the graph.

Implements [bliss::AbstractGraph](#).

#### 8.5.4.7 is\_automorphism()

```
bool bliss::Digraph::is_automorphism (
    const std::vector< unsigned int > & perm ) const [virtual]
```

Check whether *perm* is an automorphism of this graph. Unoptimized, mainly for debugging purposes.

Reimplemented from [bliss::AbstractGraph](#).

#### 8.5.4.8 permute()

```
Digraph * bliss::Digraph::permute (
    const unsigned int *const perm ) const [virtual]
```

Return a new graph that is the result of applying the permutation *perm* to this graph. This graph is not modified. *perm* must contain  $N = \text{this.get\_nof\_vertices}()$  elements and be a bijection on  $\{0, 1, \dots, N-1\}$ , otherwise the result is undefined or a segfault.

Implements [bliss::AbstractGraph](#).

#### 8.5.4.9 read\_dimacs()

```
Digraph * bliss::Digraph::read_dimacs (
    FILE *const fp,
    FILE *const errstr = stderr ) [static]
```

Read the graph from the file *fp* in a variant of the DIMACS format. See the [bliss website](#) for the definition of the file format. Note that in the DIMACS file the vertices are numbered from 1 to N while in this C++ API they are from 0 to N-1. Thus the vertex *n* in the file corresponds to the vertex *n-1* in the API.

##### Parameters

<i>fp</i>	the file stream for the graph file
<i>errstr</i>	if non-null, the possible error messages are printed in this file stream

##### Returns

a new [Digraph](#) object or 0 if reading failed for some reason

#### 8.5.4.10 set\_splitting\_heuristic()

```
void bliss::Digraph::set_splitting_heuristic (
    SplittingHeuristic shs ) [inline]
```



Set the splitting heuristic used by the automorphism and canonical labeling algorithm. The selected splitting heuristics affects the computed canonical labelings; therefore, if you want to compare whether two graphs are isomorphic by computing and comparing (for equality) their canonical versions, be sure to use the same splitting heuristics for both graphs.

#### 8.5.4.11 write\_dimacs()

```
void bliss::Digraph::write_dimacs (
    FILE *const fp ) [virtual]
```

Write the graph to a file in a variant of the DIMACS format. See the [bliss website](#) for the definition of the file format. Note that in the DIMACS file the vertices are numbered from 1 to N while in this C++ API they are from 0 to N-1. Thus the vertex n in the file corresponds to the vertex n-1 in the API.

##### Parameters

<i>fp</i>	the file stream where the graph is written
-----------	--

Implements [bliss::AbstractGraph](#).

#### 8.5.4.12 write\_dot() [1/2]

```
void bliss::Digraph::write_dot (
    FILE *const fp ) [virtual]
```

Write the graph to a file in the graphviz dotty format.

##### Parameters

<i>fp</i>	the file stream where the graph is written
-----------	--

Implements [bliss::AbstractGraph](#).

#### 8.5.4.13 write\_dot() [2/2]

```
void bliss::Digraph::write_dot (
    const char *const file_name ) [virtual]
```

Write the graph in a file in the graphviz dotty format. Do nothing if the file cannot be written.

##### Parameters

<i>file_name</i>	the name of the file to which the graph is written
------------------	--

Implements [bliss::AbstractGraph](#).

The documentation for this class was generated from the following files:

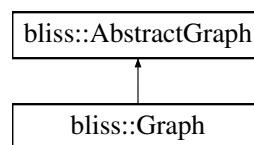
- graph.hh
- graph.cc

## 8.6 bliss::Graph Class Reference

The class for undirected, vertex colored graphs.

```
#include <graph.hh>
```

Inheritance diagram for bliss::Graph:



### Public Types

- enum [SplittingHeuristic](#) {  
[shs\\_f](#) = 0, [shs\\_fs](#), [shs\\_fl](#), [shs\\_fm](#),  
[shs\\_fsm](#), [shs\\_flm](#) }

### Public Member Functions

- [Graph](#) (const unsigned int N=0)
- [~Graph](#) ()
- void [write\\_dimacs](#) (FILE \*const fp)
- void [write\\_dot](#) (FILE \*const fp)
- void [write\\_dot](#) (const char \*const file\_name)
- bool [is\\_automorphism](#) (const std::vector< unsigned int > &perm) const
- virtual unsigned int [get\\_hash](#) ()
- unsigned int [get\\_nof\\_vertices](#) () const
- [Graph](#) \* [permute](#) (const unsigned int \*const perm) const
- unsigned int [add\\_vertex](#) (const unsigned int color=0)
- void [add\\_edge](#) (const unsigned int v1, const unsigned int v2)
- void [change\\_color](#) (const unsigned int vertex, const unsigned int color)
- int [cmp](#) ([Graph](#) &other)
- void [set\\_splitting\\_heuristic](#) (const [SplittingHeuristic](#) shs)

### Static Public Member Functions

- static [Graph](#) \* [read\\_dimacs](#) (FILE \*const fp, FILE \*const errstr=stderr)

## Additional Inherited Members

### 8.6.1 Detailed Description

The class for undirected, vertex colored graphs.

Multiple edges between vertices are not allowed (i.e., are ignored).

### 8.6.2 Member Enumeration Documentation

#### 8.6.2.1 SplittingHeuristic

```
enum bliss::Graph::SplittingHeuristic
```

The possible splitting heuristics. The selected splitting heuristics affects the computed canonical labelings; therefore, if you want to compare whether two graphs are isomorphic by computing and comparing (for equality) their canonical versions, be sure to use the same splitting heuristics for both graphs.

#### Enumerator

shs_f	First non-unit cell. Very fast but may result in large search spaces on difficult graphs. Use for large but easy graphs.
shs_fs	First smallest non-unit cell. Fast, should usually produce smaller search spaces than shs_f.
shs_fl	First largest non-unit cell. Fast, should usually produce smaller search spaces than shs_f.
shs_fm	First maximally non-trivially connected non-unit cell. Not so fast, should usually produce smaller search spaces than shs_f, shs_fs, and shs_fl.
shs_fsm	First smallest maximally non-trivially connected non-unit cell. Not so fast, should usually produce smaller search spaces than shs_f, shs_fs, and shs_fl.
shs_flm	First largest maximally non-trivially connected non-unit cell. Not so fast, should usually produce smaller search spaces than shs_f, shs_fs, and shs_fl.

### 8.6.3 Constructor & Destructor Documentation

#### 8.6.3.1 Graph()

```
bliss::Graph::Graph (
    const unsigned int N = 0 )
```

Create a new graph with  $N$  vertices and no edges.

### 8.6.3.2 ~Graph()

```
bliss::Graph::~~Graph ( )
```

Destroy the graph.

## 8.6.4 Member Function Documentation

### 8.6.4.1 add\_edge()

```
void bliss::Graph::add_edge (
    const unsigned int v1,
    const unsigned int v2 ) [virtual]
```

Add an edge between vertices *v1* and *v2*. Duplicate edges between vertices are ignored but try to avoid introducing them in the first place as they are not ignored immediately but will consume memory and computation resources for a while.

Implements [bliss::AbstractGraph](#).

### 8.6.4.2 add\_vertex()

```
unsigned int bliss::Graph::add_vertex (
    const unsigned int color = 0 ) [virtual]
```

Add a new vertex with color *color* in the graph and return its index.

Implements [bliss::AbstractGraph](#).

### 8.6.4.3 change\_color()

```
void bliss::Graph::change_color (
    const unsigned int vertex,
    const unsigned int color ) [virtual]
```

Change the color of the vertex *vertex* to *color*.

Implements [bliss::AbstractGraph](#).

#### 8.6.4.4 cmp()

```
int bliss::Graph::cmp (
    Graph & other )
```

Compare this graph with the graph *other*. Returns 0 if the graphs are equal, and a negative (positive) integer if this graph is "smaller than" ("greater than", resp.) than *other*.

#### 8.6.4.5 get\_hash()

```
unsigned int bliss::Graph::get_hash ( ) [virtual]
```

Get a hash value for the graph.

##### Returns

the hash value

Implements [bliss::AbstractGraph](#).

#### 8.6.4.6 get\_nof\_vertices()

```
unsigned int bliss::Graph::get_nof_vertices ( ) const [inline], [virtual]
```

Return the number of vertices in the graph.

Implements [bliss::AbstractGraph](#).

#### 8.6.4.7 is\_automorphism()

```
bool bliss::Graph::is_automorphism (
    const std::vector< unsigned int > & perm ) const [virtual]
```

Check whether *perm* is an automorphism of this graph. Unoptimized, mainly for debugging purposes.

Reimplemented from [bliss::AbstractGraph](#).

#### 8.6.4.8 permute()

```
Graph * bliss::Graph::permute (
    const unsigned int *const perm ) const [virtual]
```

Return a new graph that is the result of applying the permutation *perm* to this graph. This graph is not modified. *perm* must contain  $N=\text{this.get\_nof\_vertices}()$  elements and be a bijection on  $\{0,1,\dots,N-1\}$ , otherwise the result is undefined or a segfault.

Implements [bliss::AbstractGraph](#).

#### 8.6.4.9 read\_dimacs()

```
Graph * bliss::Graph::read_dimacs (
    FILE *const fp,
    FILE *const errstr = stderr )    [static]
```

Read the graph from the file *fp* in a variant of the DIMACS format. See the [bliss website](#) for the definition of the file format. Note that in the DIMACS file the vertices are numbered from 1 to N while in this C++ API they are from 0 to N-1. Thus the vertex *n* in the file corresponds to the vertex *n*-1 in the API.

## Parameters

<i>fp</i>	the file stream for the graph file
<i>errstr</i>	if non-null, the possible error messages are printed in this file stream

## Returns

a new [Graph](#) object or 0 if reading failed for some reason

8.6.4.10 `set_splitting_heuristic()`

```
void bliss::Graph::set_splitting_heuristic (
    const SplittingHeuristic shs ) [inline]
```

Set the splitting heuristic used by the automorphism and canonical labeling algorithm. The selected splitting heuristic affects the computed canonical labelings; therefore, if you want to compare whether two graphs are isomorphic by computing and comparing (for equality) their canonical versions, be sure to use the same splitting heuristics for both graphs.

8.6.4.11 `write_dimacs()`

```
void bliss::Graph::write_dimacs (
    FILE *const fp ) [virtual]
```

Write the graph to a file in a variant of the DIMACS format. See the [bliss website](#) for the definition of the file format.

Implements [bliss::AbstractGraph](#).

8.6.4.12 `write_dot()` [1/2]

```
void bliss::Graph::write_dot (
    FILE *const fp ) [virtual]
```

Write the graph to a file in the graphviz dotty format.

## Parameters

<i>fp</i>	the file stream where the graph is written
-----------	--

Implements [bliss::AbstractGraph](#).

### 8.6.4.13 write\_dot() [2/2]

```
void bliss::Graph::write_dot (
    const char *const file_name ) [virtual]
```

Write the graph in a file in the graphviz doty format. Do nothing if the file cannot be written.

#### Parameters

<i>file_name</i>	the name of the file to which the graph is written
------------------	--

Implements [bliss::AbstractGraph](#).

The documentation for this class was generated from the following files:

- graph.hh
- graph.cc

## 8.7 bliss::Stats Class Reference

Statistics returned by the bliss search algorithm.

```
#include <graph.hh>
```

### Public Member Functions

- `size_t print (FILE *const fp) const`
- `long double get_group_size_approx () const`
- `long unsigned int get_nof_nodes () const`
- `long unsigned int get_nof_leaf_nodes () const`
- `long unsigned int get_nof_bad_nodes () const`
- `long unsigned int get_nof_canupdates () const`
- `long unsigned int get_nof_generators () const`
- `unsigned long int get_max_level () const`

#### 8.7.1 Detailed Description

Statistics returned by the bliss search algorithm.

#### 8.7.2 Member Function Documentation

##### 8.7.2.1 get\_group\_size\_approx()

```
long double bliss::Stats::get_group_size_approx ( ) const [inline]
```

An approximation (due to possible overflows/rounding errors) of the size of the automorphism group.



#### 8.7.2.2 get\_max\_level()

```
unsigned long int bliss::Stats::get_max_level ( ) const [inline]
```

The maximal depth of the search tree.

#### 8.7.2.3 get\_nof\_bad\_nodes()

```
long unsigned int bliss::Stats::get_nof_bad_nodes ( ) const [inline]
```

The number of bad nodes in the search tree.

#### 8.7.2.4 get\_nof\_canupdates()

```
long unsigned int bliss::Stats::get_nof_canupdates ( ) const [inline]
```

The number of canonical representative updates.

#### 8.7.2.5 get\_nof\_generators()

```
long unsigned int bliss::Stats::get_nof_generators ( ) const [inline]
```

The number of generator permutations.

#### 8.7.2.6 get\_nof\_leaf\_nodes()

```
long unsigned int bliss::Stats::get_nof_leaf_nodes ( ) const [inline]
```

The number of leaf nodes in the search tree.

#### 8.7.2.7 get\_nof\_nodes()

```
long unsigned int bliss::Stats::get_nof_nodes ( ) const [inline]
```

The number of nodes in the search tree.

#### 8.7.2.8 print()

```
size_t bliss::Stats::print (
    FILE *const fp ) const [inline]
```

Print the statistics.

The documentation for this class was generated from the following file:

- graph.hh



## Chapter 9

# File Documentation

### 9.1 bliss\_C.h File Reference

The bliss C API.

```
#include <stdlib.h>
#include <stdio.h>
```

#### Classes

- struct [bliss\\_stats\\_struct](#)

*The C API version of the statistics returned by the bliss search algorithm.*

#### Typedefs

- typedef struct bliss\_graph\_struct [BlissGraph](#)
- typedef struct [bliss\\_stats\\_struct](#) [BlissStats](#)

*The C API version of the statistics returned by the bliss search algorithm.*

#### Functions

- [BlissGraph](#) \* [bliss\\_new](#) (const unsigned int N)
- [BlissGraph](#) \* [bliss\\_read\\_dimacs](#) (FILE \*fp)
- void [bliss\\_write\\_dimacs](#) ([BlissGraph](#) \*graph, FILE \*fp)
- void [bliss\\_release](#) ([BlissGraph](#) \*graph)
- void [bliss\\_write\\_dot](#) ([BlissGraph](#) \*graph, FILE \*fp)
- unsigned int [bliss\\_get\\_nof\\_vertices](#) ([BlissGraph](#) \*graph)
- unsigned int [bliss\\_add\\_vertex](#) ([BlissGraph](#) \*graph, unsigned int c)
- void [bliss\\_add\\_edge](#) ([BlissGraph](#) \*graph, unsigned int v1, unsigned int v2)
- int [bliss\\_cmp](#) ([BlissGraph](#) \*graph1, [BlissGraph](#) \*graph2)
- unsigned int [bliss\\_hash](#) ([BlissGraph](#) \*graph)
- [BlissGraph](#) \* [bliss\\_permute](#) ([BlissGraph](#) \*graph, const unsigned int \*perm)
- void [bliss\\_find\\_automorphisms](#) ([BlissGraph](#) \*graph, void(\*hook)(void \*user\_param, unsigned int N, const unsigned int \*aut), void \*hook\_user\_param, [BlissStats](#) \*stats)
- const unsigned int \* [bliss\\_find\\_canonical\\_labeling](#) ([BlissGraph](#) \*graph, void(\*hook)(void \*user\_param, unsigned int N, const unsigned int \*aut), void \*hook\_user\_param, [BlissStats](#) \*stats)

### 9.1.1 Detailed Description

The bliss C API.

This is the C language API to `bliss`. Note that this C API is only a subset of the C++ API; please consider using the C++ API whenever possible.

### 9.1.2 Function Documentation

#### 9.1.2.1 `bliss_add_edge()`

```
void bliss_add_edge (
    BlissGraph * graph,
    unsigned int v1,
    unsigned int v2 )
```

Add a new undirected edge in the graph. `v1` and `v2` are vertex indices returned by `bliss_add_vertex()`. If duplicate edges are added, they will be ignored (however, they are not necessarily physically ignored immediately but may consume memory for a while so please try to avoid adding duplicate edges whenever possible).

#### 9.1.2.2 `bliss_add_vertex()`

```
unsigned int bliss_add_vertex (
    BlissGraph * graph,
    unsigned int c )
```

Add a new vertex with color `c` in the graph `graph` and return its index. The vertex indices are always in the range `[0,bliss::bliss_get_nof_vertices(bliss)-1]`.

#### 9.1.2.3 `bliss_cmp()`

```
int bliss_cmp (
    BlissGraph * graph1,
    BlissGraph * graph2 )
```

Compare two graphs according to a total order. Return -1, 0, or 1 if the first graph was smaller than, equal to, or greater than, resp., the other graph. If 0 is returned, then the graphs have the same number vertices, the vertices in them are colored in the same way, and they contain the same edges; that is, the graphs are equal.

#### 9.1.2.4 `bliss_find_automorphisms()`

```
void bliss_find_automorphisms (
    BlissGraph * graph,
    void(*) (void *user_param, unsigned int N, const unsigned int *aut) hook,
    void * hook_user_param,
    BlissStats * stats )
```

Find a set of generators for the automorphism group of the graph. The hook function `hook` (if non-null) is called each time a new generator for the automorphism group is found. The first argument `user_param` for the hook function is the `hook_user_param` argument, the second argument `N` is the length of the automorphism (equal to `bliss::bliss_get_nof_vertices(graph)`) and the third argument `aut` is the automorphism (a bijection on `{0,...,N-1}`). The memory for the automorphism `aut` will be invalidated immediately after the return from the hook; if you want to use the automorphism later, you have to take a copy of it. Do not call `bliss_*` functions in the hook. If `stats` is non-null, then some search statistics are copied there.

## 9.1.2.5 bliss\_find\_canonical\_labeling()

```
const unsigned int* bliss_find_canonical_labeling (
    BlissGraph * graph,
    void(*) (void *user_param, unsigned int N, const unsigned int *aut) hook,
    void * hook_user_param,
    BlissStats * stats )
```

Otherwise the same as [bliss\\_find\\_automorphisms\(\)](#) except that a canonical labeling for the graph (a bijection on  $\{0, \dots, N-1\}$ ) is returned. The returned canonical labeling will remain valid only until the next call to a `bliss_*` function with the exception that [bliss\\_permute\(\)](#) can be called without invalidating the labeling. To compute the canonical version of a graph, call this function and then [bliss\\_permute\(\)](#) with the returned canonical labeling. Note that the computed canonical version may depend on the applied version of bliss.

## 9.1.2.6 bliss\_get\_nof\_vertices()

```
unsigned int bliss_get_nof_vertices (
    BlissGraph * graph )
```

Return the number of vertices in the graph.

## 9.1.2.7 bliss\_hash()

```
unsigned int bliss_hash (
    BlissGraph * graph )
```

Get a hash value for the graph.

## 9.1.2.8 bliss\_new()

```
BlissGraph* bliss_new (
    const unsigned int N )
```

Create a new graph instance with  $N$  vertices and no edges.  $N$  can be zero and [bliss\\_add\\_vertex\(\)](#) called afterwards to add new vertices on-the-fly.

## 9.1.2.9 bliss\_permute()

```
BlissGraph* bliss_permute (
    BlissGraph * graph,
    const unsigned int * perm )
```

Permute the graph with the given permutation *perm*. Returns the permuted graph, the original graph is not modified. The argument *perm* should be an array of  $N = \text{bliss::bliss\_get\_nof\_vertices}(graph)$  elements describing a bijection on  $\{0, \dots, N-1\}$ .

### 9.1.2.10 bliss\_read\_dimacs()

```
BlissGraph* bliss_read_dimacs (
    FILE * fp )
```

Read an undirected graph from a file in the DIMACS format into a new bliss instance. Returns 0 if an error occurred. Note that in the DIMACS file the vertices are numbered from 1 to N while in the bliss C API they are from 0 to N-1. Thus the vertex *n* in the file corresponds to the vertex *n*-1 in the API.

### 9.1.2.11 bliss\_release()

```
void bliss_release (
    BlissGraph * graph )
```

Release the graph. Note that the memory pointed by the arguments of hook functions for [bliss\\_find\\_automorphisms\(\)](#) and [bliss\\_find\\_canonical\\_labeling\(\)](#) is deallocated and thus should not be accessed after calling this function.

### 9.1.2.12 bliss\_write\_dimacs()

```
void bliss_write_dimacs (
    BlissGraph * graph,
    FILE * fp )
```

Output the graph in the file stream *fp* in the DIMACS format. See the User's Guide for the file format details. Note that in the DIMACS file the vertices are numbered from 1 to N while in bliss they are from 0 to N-1.

### 9.1.2.13 bliss\_write\_dot()

```
void bliss_write_dot (
    BlissGraph * graph,
    FILE * fp )
```

Print the graph in graphviz dot format.

## 9.2 utils.hh File Reference

Some small utilities.

```
#include <cstdio>
```

### Namespaces

- [bliss](#)

### Functions

- void [bliss::print\\_permutation](#) (FILE \*const fp, const unsigned int N, const unsigned int \*perm, const unsigned int offset)
- void [bliss::print\\_permutation](#) (FILE \*const fp, const std::vector< unsigned int > &perm, const unsigned int offset)
- bool [bliss::is\\_permutation](#) (const unsigned int N, const unsigned int \*perm)
- bool [bliss::is\\_permutation](#) (const std::vector< unsigned int > &perm)

### 9.2.1 Detailed Description

Some small utilities.

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