
DyNetx Documentation

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build passing**coverage** 93%

DyNetx is a Python software package that extends `networkx` with dynamic network models and algorithms.

Date	Python Versions	Main Author	GitHub	pypl
August 8, 2017	2.7.x/3.x	Giulio Rossetti	Source	Distribution

Contents:

DyNet_x is a Python language software package for describing, model, and study dynamic complex networks.

1.1 Who uses DyNet_x?

The potential audience for DyNet_x includes mathematicians, physicists, biologists, computer scientists, and social scientists.

1.2 Goals

DyNet_x is built upon the [NetworkX](#) python library and is intended to provide:

- tools for the study dynamic social, biological, and infrastructure networks,
- a rapid development environment for collaborative, multidisciplinary, projects.

1.3 The Python DyNet_x library

DyNet_x is a powerful Python package that allows simple and flexible modelling of dynamic networks.

Most importantly, DyNet_x, as well as the Python programming language, is free, well-supported, and a joy to use.

1.4 Free software

DyNet_x is free software; you can redistribute it and/or modify it under the terms of the BSD License. We welcome contributions from the community.

Download

2.1 Software

Source and binary releases: <https://pypi.python.org/pypi/dynetx>

Github (latest development): <https://github.com/GiulioRossetti/dynetx>

2.2 Documentation

Before installing `DyNetx`, you need to have `setuptools` installed.

3.1 Note

In case of misaligned versions between `pypl` and GitHub, the documentation will refer to the GitHub version.

3.1.1 Quick install

Get `DyNetx` from the Python Package Index at [pypl](#).

or install it with

```
pip install dynetx
```

and an attempt will be made to find and install an appropriate version that matches your operating system and Python version.

You can install the development version with

```
pip install git://github.com/GiulioRossetti/dynetx.git
```

3.1.2 Installing from source

You can install from source by downloading a source archive file (`tar.gz` or `zip`) or by checking out the source files from the GitHub source code repository.

`DyNetx` is a pure Python package; you don't need a compiler to build or install it.

Source archive file

Download the source (tar.gz or zip file) from [pypi](#) or get the latest development version from [GitHub](#)

Unpack and change directory to the source directory (it should have the files README.txt and setup.py).

Run `python setup.py install` to build and install

GitHub

Clone the DyNetx repository (see [GitHub](#) for options)

```
git clone https://github.com/GiulioRossetti/dynetx.git
```

Change directory to `ndlib`

Run `python setup.py install` to build and install

If you don't have permission to install software on your system, you can install into another directory using the `--user`, `--prefix`, or `--home` flags to `setup.py`.

For example

```
python setup.py install --prefix=/home/username/python
```

or

```
python setup.py install --home=~
```

or

```
python setup.py install --user
```

If you didn't install in the standard Python site-packages directory you will need to set your `PYTHONPATH` variable to the alternate location. See <http://docs.python.org/2/install/index.html#search-path> for further details.

3.1.3 Requirements

Python

To use DyNetx you need Python 2.7, 3.2 or later.

The easiest way to get Python and most optional packages is to install the Enthought Python distribution “Canopy” or using Anaconda.

There are several other distributions that contain the key packages you need for scientific computing.

Required packages

The following are packages required by DyNetx.

NetworkX

DyNetx extends the networkx python library adding dynamic network facilities.

Download: <http://networkx.github.io/download.html>

DyNetx is built upon networkx and is designed to configure, model and analyze dynamic networks.

In this tutorial we will introduce the `DynGraph` object that can be used to describe undirected, temporal graphs.

4.1 Creating a graph

Create an empty dynamic graph with no nodes and no edges.

```
import dyntx as dn
g = dn.DynGraph(edge_removal=True)
```

During the construction phase the `edge_removal` parameter allows to specify if the dynamic graph will allow edge removal or not.

4.1.1 Interactions

G can be grown by adding one interaction at a time. Every interaction is univocally defined by its endpoints, u and v , as well as its timestamp t .

```
g.add_interaction(u=1, v=2, t=0)
```

Moreover, also interaction duration can be specified at creation time:

```
g.add_interaction(u=1, v=2, t=0, e=3)
```

In the above example the interaction $(1, 2)$ appear at time 0 and vanish at time 3, thus being present in $[0, 2]$.

Interaction list can also be added: in such scenario all the interactions in the list will have a same timestamp (i.e. they will belong to a same network *snapshot*)

```
g.add_interactions_from([(1, 2), (2, 3), (3, 1)], t=2)
```

The same method can be used to add any ebunch of interaction. An *ebunch* is any iterable container of interaction-tuples.

```
g.add_interactions_from(H.edges(), t=2)
```

4.1.2 Nodes

Flattened node degree can be computed via the usual `degree` method exposed by `networkx` graph objects. In order to get the time dependent degree a parameter `t`, identifying the desired snapshot, must be specified.

Similarly, the `neighbors` method has been extended with a similar optional filtering parameter `t`.

4.2 Read graph from file

DyNetx allows to read/write networks from files in two formats:

- snapshot graph (extended edgelist)
- interaction graph (extended edgelist)

The former format describes the dynamic graph one edge per row as a 3-tuple

```
n1 n2 t1
```

where

- `n1` and `n2` are nodes
- `t1` is the timestamp of interaction appearance

The latter format describes the dynamic graph one interaction per row as a 4-tuple

```
n1 n2 op t1
```

where

- `n1` and `n2` are nodes
- `t1` is the timestamp of interaction appearance
- `op` identify either the insertion, `+`, or deletion, `-` of the edge

4.2.1 Snapshot Graph

In order to read a snapshot graph file

```
g = dn.read_snapshots(graph_filename, nodetype=int, timestamptype=int)
```

in order to save a graph in the same format

```
dn.write_snapshots(graph, graph_filename)
```

4.2.2 Interaction Graph

In order to read an interaction graph file

```
g = dn.read_interactions(graph_filename, nodetype=int, timestamptype=int)
```

in order to save a graph in the same format

```
dn.write_interactions(graph, graph_filename)
```

4.3 Snapshots and Interactions

The timestamps associated to graph edges can be retrieved through

```
g.temporal_snapshots_ids()
```

Similarly, the number of interactions in a given snapshot can be obtained via

```
g.number_of_interactions(t=snapshot_id)
```

if the parameter `t` is not specified a dictionary snapshot->edges number will be returned.

4.4 Slicing a Dynamic Network

Once loaded a graph it is possible to extract from it a time slice, i.e., a time-span graph

```
s = g.time_slice(t_from=2, t_to=3)
```

the resulting `DynGraph` stored in `s` will be composed by nodes and interactions existing within the time span `[2, 3]`.

4.5 Obtain the Interaction Stream

A dynamic network can be also described as stream of interactions, a chronologically ordered list of interactions

```
for e in g.stream_interactions():
    print e
```

the `stream_interactions` method returns a generator that streams the interactions in `g`, where `e` is a 4-tuple `(u, v, op, t)`

- `u, v` are nodes
- `op` is a edge creation or deletion event (respectively `+`, `-`)
- `t` is the interactions timestamp

In this section are introduced the components that constitute `DyNetx`, namely

- The implemented dynamic graph models
- The implemented algorithms

In `DyNetx` are implemented the following **Dynamic Graph** models:

5.1 Graph types

`DyNetx` provides data structures and methods for storing graphs.

The choice of graph class depends on the structure of the graph you want to represent.

5.1.1 Which graph class should I use?

Dynamic Graph Type	DyNetx Class
Undirected	<code>DynGraph</code>
Directed	<code>DynDiGraph</code>

5.1.2 Basic graph types

Undirected Dynamic Graphs

Overview

```
class dynetx.DynGraph (data=None, edge_removal=True, **attr)
```

Base class for undirected dynamic graphs.

A `DynGraph` stores nodes and timestamped interaction.

DynGraph hold undirected interaction. Self loops are allowed.

Nodes can be arbitrary (hashable) Python objects with optional key/value attributes.

Parameters

- **data** (*input graph*) – Data to initialize graph. If data=None (default) an empty graph is created. The data can be an interaction list, or any NetworkX graph object.
- **attr** (*keyword arguments, optional (default= no attributes)*) – Attributes to add to graph as key=value pairs.
- **edge_removal** (*bool, optional (default=True)*) – Specify if the dynamic graph instance should allows edge removal or not.

See also:

[DynDiGraph](#)

Examples

Create an empty graph structure (a “null graph”) with no nodes and no interactions.

```
>>> G = dn.DynGraph()
```

G can be grown in several ways.

Nodes:

Add one node at a time:

```
>>> G.add_node(1)
```

Add the nodes from any container (a list, dict, set or even the lines from a file or the nodes from another graph).

```
>>> G.add_nodes_from([2,3])
>>> G.add_nodes_from(range(100,110))
>>> H=dn.DynGraph()
>>> H.add_path([0,1,2,3,4,5,6,7,8,9], t=0)
>>> G.add_nodes_from(H)
```

In addition to strings and integers any hashable Python object (except None) can represent a node.

```
>>> G.add_node(H)
```

Edges:

G can also be grown by adding interaction and specifying their timestamp.

Add one interaction,

```
>>> G.add_interaction(1, 2, t=0)
```

a list of interaction

```
>>> G.add_interactions_from([(3, 2), (1,3)], t=1)
```

If some interaction connect nodes not yet in the graph, the nodes are added automatically.

To traverse all interactions of a graph a time t use the interactions(t) method.

```
>>> G.interactions(t=1)
[(3, 2), (1, 3)]
```

Adding and removing nodes and edges

<code>DynGraph.__init__([data, edge_removal])</code>	Initialize a graph with interaction, name, graph attributes.
<code>DynGraph.add_interaction(u, v[, t, e])</code>	Add an interaction between u and v at time t vanishing (optional) at time e.
<code>DynGraph.add_interactions_from(ebunch[, t, e])</code>	Add all the interaction in ebunch at time t.
<code>DynGraph.add_star(nodes[, t])</code>	Add a star at time t.
<code>DynGraph.add_path(nodes[, t])</code>	Add a path at time t.
<code>DynGraph.add_cycle(nodes[, t])</code>	Add a cycle at time t.

dynetx.DynGraph.__init__

`DynGraph.__init__(data=None, edge_removal=True, **attr)`
Initialize a graph with interaction, name, graph attributes.

Parameters

- **data** (*input graph*) – Data to initialize graph. If data=None (default) an empty graph is created. The data can be an interaction list, or any NetworkX/DyNetx graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.
- **edge_removal** (*bool, optional (default=True)*) – Specify if the dynamic graph instance should allows edge removal or not.
- **attr** (*keyword arguments, optional (default= no attributes)*) – Attributes to add to graph as key=value pairs.

Examples

```
>>> G = dn.DynGraph()
>>> G = dn.DynGraph(edge_removal=True)
```

dynetx.DynGraph.add_interaction

`DynGraph.add_interaction(u, v, t=None, e=None)`
Add an interaction between u and v at time t vanishing (optional) at time e.

The nodes u and v will be automatically added if they are not already in the graph.

Parameters

- **v** (*u,*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*appearance snapshot id, mandatory*) –
- **e** (*vanishing snapshot id, optional (default=None)*) –

See also:

`add_edges_from()` add a collection of interaction at time `t`

Notes

Adding an interaction that already exists but with different snapshot id updates the interaction data.

Examples

The following all add the interaction `e=(1,2, 0)` to graph `G`:

```
>>> G = dn.DynGraph()
>>> G.add_interaction(1, 2, 0)           # explicit two-node form
>>> G.add_interaction( [(1,2)], t=0 ) # add interaction from iterable container
```

Specify the vanishing of the interaction

```
>>>> G.add_interaction(1, 3, t=1, e=10)
```

will produce an interaction present in snapshots `[0, 9]`

`dynetx.DynGraph.add_interactions_from`

`DynGraph.add_interactions_from(ebunch, t=None, e=None)`

Add all the interaction in `ebunch` at time `t`.

Parameters

- **ebunch** (*container of interaction*) – Each interaction given in the container will be added to the graph. The interaction must be given as as 2-tuples (u,v) or 3-tuples (u,v,d) where d is a dictionary containing interaction data.
- **t** (*appearance snapshot id, mandatory*)–
- **e** (*vanishing snapshot id, optional*)–

See also:

`add_edge()` add a single interaction

Examples

```
>>> G = dn.DynGraph()
>>> G.add_edges_from([(0,1), (1,2)], t=0)
```

`dynetx.DynGraph.add_star`

`DynGraph.add_star(nodes, t=None)`

Add a star at time `t`.

The first node in `nodes` is the middle of the star. It is connected to all other nodes.

Parameters

- **nodes** (*iterable container*) – A container of nodes.
- **t** (*snapshot id (default=None)*) –

See also:

`add_path()`, `add_cycle()`

Examples

```
>>> G = dn.DynGraph()
>>> G.add_star([0,1,2,3], t=0)
```

`dynetx.DynGraph.add_path`

`DynGraph.add_path(nodes, t=None)`

Add a path at time t.

Parameters

- **nodes** (*iterable container*) – A container of nodes.
- **t** (*snapshot id (default=None)*) –

See also:

`add_path()`, `add_cycle()`

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
```

`dynetx.DynGraph.add_cycle`

`DynGraph.add_cycle(nodes, t=None)`

Add a cycle at time t.

Parameters

- **nodes** (*iterable container*) – A container of nodes.
- **t** (*snapshot id (default=None)*) –

See also:

`add_path()`, `add_cycle()`

Examples

```
>>> G = dn.DynGraph()
>>> G.add_cycle([0,1,2,3], t=0)
```

Iterating over nodes and edges

<code>DynGraph.interactions([nbunch, t])</code>	Return the list of interaction present in a given snapshot.
<code>DynGraph.interactions_iter([nbunch, t])</code>	Return an iterator over the interaction present in a given snapshot.
<code>DynGraph.neighbors(n[, t])</code>	Return a list of the nodes connected to the node <code>n</code> at time <code>t</code> .
<code>DynGraph.neighbors_iter(n[, t])</code>	Return an iterator over all neighbors of node <code>n</code> at time <code>t</code> .
<code>DynGraph.nodes([t, data])</code>	Return a list of the nodes in the graph at a given snapshot.
<code>DynGraph.nodes_iter([t, data])</code>	Return an iterator over the nodes with respect to a given temporal snapshot.

dynetx.DynGraph.interactions

`DynGraph.interactions` (*nbunch=None, t=None*)

Return the list of interaction present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns all the edges of the flattened graph.

Returns `interaction_list` – Interactions that are adjacent to any node in `nbunch`, or a list of all interactions if `nbunch` is not specified.

Return type list of interaction tuples

See also:

`edges_iter()` return an iterator over the interactions

Notes

Nodes in `nbunch` that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-
interaction.

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2], t=0)
>>> G.add_edge(2,3, t=1)
>>> G.interactions(t=0)
[(0, 1), (1, 2)]
>>> G.interactions()
[(0, 1), (1, 2), (2, 3)]
>>> G.interactions([0,3], t=0)
[(0, 1)]
```

`dynetx.DynGraph.interactions_iter`

`DynGraph.interactions_iter` (*nbunch=None, t=None*)

Return an iterator over the interaction present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns an iterator over the edges of the flattened graph.

Returns `edge_iter` – An iterator of (u,v) tuples of interaction.

Return type iterator

See also:

`interaction()` return a list of interaction

Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2], 0)
>>> G.add_interaction(2,3,1)
>>> [e for e in G.interactions_iter(t=0)]
[(0, 1), (1, 2)]
>>> list(G.interactions_iter())
[(0, 1), (1, 2), (2, 3)]
```

`dynetx.DynGraph.neighbors`

`DynGraph.neighbors` (*n, t=None*)

Return a list of the nodes connected to the node n at time t.

Parameters

- **n** (*node*) – A node in the graph
- **t** (*snapshot id (default=None)*) – If None will be returned the neighbors of the node on the flattened graph.

Returns `nlist` – A list of nodes that are adjacent to n.

Return type list

Raises `NetworkXError` – If the node n is not in the graph.

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.neighbors(0, t=0)
[1]
>>> G.neighbors(0, t=1)
[]
```

dynetx.DynGraph.neighbors_iter

`DynGraph.neighbors_iter` (*n*, *t=None*)

Return an iterator over all neighbors of node *n* at time *t*.

Parameters

- **n** (*node*) – A node in the graph
- **t** (*snapshot id (default=None)*) – If `None` will be returned an iterator over the neighbors of the node on the flattened graph.

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> [n for n in G.neighbors_iter(0, t=0)]
[1]
```

dynetx.DynGraph.nodes

`DynGraph.nodes` (*t=None*, *data=False*)

Return a list of the nodes in the graph at a given snapshot.

Parameters

- **t** (*snapshot id (default=None)*) – If `None` the the method returns all the nodes of the flattened graph.
- **data** (*boolean, optional (default=False)*) – If `False` return a list of nodes. If `True` return a two-tuple of node and node data dictionary

Returns `nlist` – A list of nodes. If `data=True` a list of two-tuples containing (node, node data dictionary).

Return type `list`

Examples

```
>>> G = dn.DynGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], 0)
>>> G.nodes(t=0)
[0, 1, 2]
>>> G.add_edge(1, 4, t=1)
```

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```
>>> G.nodes(t=0)
[0, 1, 2]
```

dynetx.DynGraph.nodes_iter

DynGraph.**nodes_iter** (*t=None, data=False*)

Return an iterator over the nodes with respect to a given temporal snapshot.

Parameters

- **t** (*snapshot id (default=None)*) – If None the iterator returns all the nodes of the flattened graph.
- **data** (*boolean, optional (default=False)*) – If False the iterator returns nodes. If True return a two-tuple of node and node data dictionary

Returns niter – An iterator over nodes. If data=True the iterator gives two-tuples containing (node, node data, dictionary)

Return type iterator

Examples

```
>>> G = dn.DynGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], 0)
```

```
>>> [n for n, d in G.nodes_iter(t=0)]
[0, 1, 2]
```

Information about graph structure

<code>DynGraph.has_interaction(u, v[, t])</code>	Return True if the interaction (u,v) is in the graph at time t.
<code>DynGraph.number_of_interactions([u, v, t])</code>	Return the number of interaction between two nodes at time t.
<code>DynGraph.degree([nbunch, t])</code>	Return the degree of a node or nodes at time t.
<code>DynGraph.degree_iter([nbunch, t])</code>	Return an iterator for (node, degree) at time t.
<code>DynGraph.size([t])</code>	Return the number of edges at time t.
<code>DynGraph.order([t])</code>	Return the number of nodes in the t snapshot of a dynamic graph.
<code>DynGraph.has_node(n[, t])</code>	Return True if the graph, at time t, contains the node n.
<code>DynGraph.number_of_nodes([t])</code>	Return the number of nodes in the t snapshot of a dynamic graph.
<code>DynGraph.to_directed()</code>	Return a directed representation of the graph.

dynetx.DynGraph.has_interaction

DynGraph.**has_interaction** (*u, v, t=None*)

Return True if the interaction (u,v) is in the graph at time t.

Parameters

- $\mathbf{v}(u,)$ – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- \mathbf{t} (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

Returns `edge_ind` – True if interaction is in the graph, False otherwise.

Return type `bool`

Examples

Can be called either using two nodes u,v or interaction tuple (u,v)

```
>>> G = nx.Graph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.has_interaction(0,1, t=0)
True
>>> G.has_interaction(0,1, t=1)
False
```

dynetx.DynGraph.number_of_interactions

`DynGraph.number_of_interactions` (*u=None, v=None, t=None*)

Return the number of interaction between two nodes at time t.

Parameters

- $\mathbf{v}(u,)$ – If u and v are specified, return the number of interaction between u and v. Otherwise return the total number of all interaction.
- \mathbf{t} (*snapshot id (default=None)*) – If None will be returned the number of edges on the flattened graph.

Returns `nedges` – The number of interaction in the graph. If nodes u and v are specified return the number of interaction between those nodes. If a single node is specified return None.

Return type `int`

See also:

`size()`

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.number_of_interactions()
3
>>> G.number_of_interactions(0,1, t=0)
1
>>> G.add_edge(3, 4, t=1)
>>> G.number_of_interactions()
4
```

dynetx.DynGraph.degree

DynGraph.**degree** (*nbunch=None, t=None*)

Return the degree of a node or nodes at time *t*.

The node degree is the number of interaction adjacent to that node in a given time frame.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None will be returned the degree of nodes on the flattened graph.

Returns **nd** – A dictionary with nodes as keys and degree as values or a number if a single node is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.degree(0, t=0)
1
>>> G.degree([0,1], t=1)
{0: 0, 1: 0}
>>> list(G.degree([0,1], t=0).values())
[1, 2]
```

dynetx.DynGraph.degree_iter

DynGraph.**degree_iter** (*nbunch=None, t=None*)

Return an iterator for (node, degree) at time *t*.

The node degree is the number of edges adjacent to the node in a given timeframe.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None will be returned an iterator over the degree of nodes on the flattened graph.

Returns **nd_iter** – The iterator returns two-tuples of (node, degree).

Return type an iterator

See also:

degree()

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> list(G.degree_iter(0, t=0))
[(0, 1)]
>>> list(G.degree_iter([0,1], t=0))
[(0, 1), (1, 2)]
```

dynetx.DynGraph.size

DynGraph.**size** (*t=None*)

Return the number of edges at time *t*.

Parameters *t* (*snapshot id (default=None)*) – If None will be returned the size of the flattened graph.

Returns *nedges* – The number of edges

Return type int

See also:

`number_of_edges()`

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.size(t=0)
3
```

dynetx.DynGraph.order

DynGraph.**order** (*t=None*)

Return the number of nodes in the *t* snapshot of a dynamic graph.

Parameters *t* (*snapshot id (default=None)*) – If None return the number of nodes in the flattened graph.

Returns *nnodes* – The number of nodes in the graph.

Return type int

See also:

`number_of_nodes()`

Examples

```
>>> G = dn.DynGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], t=0)
>>> G.order(0)
3
```

`dynetx.DynGraph.has_node`

`DynGraph.has_node` (*n*, *t=None*)

Return True if the graph, at time *t*, contains the node *n*.

Parameters

- **n** (*node*) –
- **t** (*snapshot id (default None)*) – If None return the presence of the node in the flattened graph.

Examples

```
>>> G = dn.DynGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], t=0)
>>> G.has_node(0, t=0)
True
```

It is more readable and simpler to use

```
>>> 0 in G
True
```

`dynetx.DynGraph.number_of_nodes`

`DynGraph.number_of_nodes` (*t=None*)

Return the number of nodes in the *t* snapshot of a dynamic graph.

Parameters *t* (*snapshot id (default=None)*) – If None return the number of nodes in the flattened graph.

Returns *nnodes* – The number of nodes in the graph.

Return type `int`

See also:

`order()`

Examples

```
>>> G = dn.DynGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], t=0)
>>> G.number_of_nodes(0)
3
```

`dynetx.DynGraph.to_directed`

`DynGraph.to_directed` ()

Return a directed representation of the graph.

Returns *G* – A dynamic directed graph with the same name, same nodes, and with each edge (*u,v,data*) replaced by two directed edges (*u,v,data*) and (*v,u,data*).

Return type *DynDiGraph*

Notes

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar `D=DynDiGraph(G)` which returns a shallow copy of the data.

See the Python copy module for more information on shallow and deep copies, <http://docs.python.org/library/copy.html>.

Warning: If you have subclassed `Graph` to use dict-like objects in the data structure, those changes do not transfer to the `DynDiGraph` created by this method.

Examples

```
>>> G = dn.DynGraph() # or MultiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1), (1, 0)]
```

If already directed, return a (deep) copy

```
>>> G = dn.DynDiGraph() # or MultiDiGraph, etc
>>> G.add_path([0,1])
>>> H = G.to_directed()
>>> H.edges()
[(0, 1)]
```

Dynamic Representation: Access Snapshots and Interactions

<code>DynGraph.stream_interactions()</code>	Generate a temporal ordered stream of interactions.
<code>DynGraph.time_slice(t_from[, t_to])</code>	Return a new graph containing nodes and interactions present in <code>[t_from, t_to]</code> .
<code>DynGraph.temporal_snapshots_ids()</code>	Return the ordered list of snapshot ids present in the dynamic graph.
<code>DynGraph.interactions_per_snapshots(t)</code>	Return the number of interactions within snapshot <code>t</code> .
<code>DynGraph.inter_event_time_distribution([v])</code>	Return the distribution of inter event time.

`dynetx.DynGraph.stream_interactions`

`DynGraph.stream_interactions()`

Generate a temporal ordered stream of interactions.

Returns `nd_iter` – The iterator returns a 4-tuples of (node, node, op, timestamp).

Return type an iterator

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([3,4,5,6], t=1)
>>> list(G.stream_interactions())
[(0, 1, '+', 0), (1, 2, '+', 0), (2, 3, '+', 0), (3, 4, '+', 1), (4, 5, '+', 1),
↪ (5, 6, '+', 1)]
```

dynetx.DynGraph.time_slice

DynGraph.**time_slice** (*t_from*, *t_to=None*)

Return an new graph containing nodes and interactions present in [*t_from*, *t_to*].

Parameters

- **t_from** (*snapshot id, mandatory*) –
- **t_to** (*snapshot id, optional (default=None)*) – If None *t_to* will be set equal to *t_from*

Returns H – the graph described by interactions in [*t_from*, *t_to*]

Return type a DynGraph object

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([0,4,5,6], t=1)
>>> G.add_path([7,1,2,3], t=2)
>>> H = G.time_slice(0)
>>> H.interactions()
[(0, 1), (1, 2), (1, 3)]
>>> H = G.time_slice(0, 1)
>>> H.interactions()
[(0, 1), (1, 2), (1, 3), (0, 4), (4, 5), (5, 6)]
```

dynetx.DynGraph.temporal_snapshots_ids

DynGraph.**temporal_snapshots_ids** ()

Return the ordered list of snapshot ids present in the dynamic graph.

Returns nd – a list of snapshot ids

Return type list

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([0,4,5,6], t=1)
>>> G.add_path([7,1,2,3], t=2)
```

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```
>>> G.temporal_snapshots_ids()
[0, 1, 2]
```

dynetx.DynGraph.interactions_per_snapshots

`DynGraph.interactions_per_snapshots` (*t=None*)

Return the number of interactions within snapshot *t*.

Parameters *t* (*snapshot id (default=None)*) – If *None* will be returned total number of interactions across all snapshots

Returns *nd* – A dictionary with snapshot ids as keys and interaction count as values or a number if a single snapshot id is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([0,4,5,6], t=1)
>>> G.add_path([7,1,2,3], t=2)
>>> G.interactions_per_snapshots(t=0)
3
>>> G.interactions_per_snapshots()
{0: 3, 1: 3, 2: 3}
```

dynetx.DynGraph.inter_event_time_distribution

`DynGraph.inter_event_time_distribution` (*u=None, v=None*)

Return the distribution of inter event time. If *u* and *v* are *None* the dynamic graph inter event distribution is returned. If *u* is specified the inter event time distribution of interactions involving *u* is returned. If *u* and *v* are specified the inter event time distribution of (*u, v*) interactions is returned

Parameters

- *u* (*node id*) –
- *v* (*node id*) –

Returns *nd* – A dictionary from inter event time to number of occurrences

Return type dictionary

Directed Dynamic Graphs

Overview

class `dynetx.DynDiGraph` (*data=None, edge_removal=True, **attr*)

Base class for directed dynamic graphs.

`DynDiGraph` hold directed interactions. Self loops are allowed.

Nodes can be arbitrary (hashable) Python objects with optional key/value attributes.

Interactions are represented as links between nodes.

Parameters

- **data** (*input graph*) – Data to initialize graph. If data=None (default) an empty graph is created. The data can be an interaction list, or any NetworkX graph object.
- **attr** (*keyword arguments, optional (default= no attributes)*) – Attributes to add to graph as key=value pairs.
- **edge_removal** (*bool, optional (default=True)*) – Specify if the dynamic graph instance should allows interactions removal or not.

See also:

[DynGraph](#)

Examples

Create an empty graph structure (a “null graph”) with no nodes and no interactions.

```
>>> G = dn.DynDiGraph()
```

G can be grown in several ways.

Nodes:

Add one node at a time:

```
>>> G.add_node(1)
```

Add the nodes from any container (a list, dict, set or even the lines from a file or the nodes from another graph).

```
>>> G.add_nodes_from([2, 3])
>>> G.add_nodes_from(range(100, 110))
>>> H=dn.DynDiGraph()
>>> H.add_path([0, 1, 2, 3, 4, 5, 6, 7, 8, 9], t=0)
>>> G.add_nodes_from(H)
```

In addition to strings and integers any hashable Python object (except None) can represent a node.

```
>>> G.add_node(H)
```

Edges:

G can also be grown by adding interaction and specifying their timestamp.

Add one interaction,

```
>>> G.add_interaction(1, 2, t=0)
```

a list of interaction

```
>>> G.add_interactions_from([(3, 2), (1, 3)], t=1)
```

If some interaction connect nodes not yet in the graph, the nodes are added automatically.

To traverse all interactions of a graph a time t use the interactions(t) method.

```
>>> G.interactions(t=1)
[(3, 2), (1, 3)]
```

Adding and removing nodes and edges

<code>DynDiGraph.__init__([data, edge_removal])</code>	Initialize a directed graph with interaction, name, graph attributes.
<code>DynDiGraph.add_interaction(u, v[, t, e])</code>	Add an interaction between u and v at time t vanishing (optional) at time e.
<code>DynDiGraph.add_interactions_from(ebunch[, t, e])</code>	Add all the interaction in ebunch at time t.

`dynetx.DynDiGraph.__init__`

`DynDiGraph.__init__(data=None, edge_removal=True, **attr)`
 Initialize a directed graph with interaction, name, graph attributes.

Parameters

- **data** (*input graph*) – Data to initialize graph. If data=None (default) an empty graph is created. The data can be an interaction list, or any NetworkX/DyNetx graph object. If the corresponding optional Python packages are installed the data can also be a NumPy matrix or 2d ndarray, a SciPy sparse matrix, or a PyGraphviz graph.
- **edge_removal** (*bool, optional (default=True)*) – Specify if the dynamic graph instance should allows edge removal or not.
- **attr** (*keyword arguments, optional (default= no attributes)*) – Attributes to add to graph as key=value pairs.

Examples

```
>>> G = dn.DynDiGraph()
>>> G = dn.DynDiGraph(edge_removal=True)
```

`dynetx.DynDiGraph.add_interaction`

`DynDiGraph.add_interaction(u, v, t=None, e=None)`
 Add an interaction between u and v at time t vanishing (optional) at time e.

The nodes u and v will be automatically added if they are not already in the graph.

Parameters

- **v** (*u*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*appearance snapshot id, mandatory*) –
- **e** (*vanishing snapshot id, optional (default=None)*) –

See also:

`add_edges_from()` add a collection of interaction at time t

Notes

Adding an interaction that already exists but with different snapshot id updates the interaction data.

Examples

The following all add the interaction $e=(1,2, 0)$ to graph G:

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(1, 2, 0)
>>> G.add_interaction( [(1,2)], t=0 )
```

Specify the vanishing of the interaction

```
>>>> G.add_interaction(1, 3, t=1, e=10)
```

will produce an interaction present in snapshots [0, 9]

`dynetx.DynDiGraph.add_interactions_from`

`DynDiGraph.add_interactions_from`(*ebunch*, *t=None*, *e=None*)

Add all the interaction in *ebunch* at time *t*.

Parameters

- **ebunch** (*container of interaction*) – Each interaction given in the container will be added to the graph. The interaction must be given as as 2-tuples (u,v) or 3-tuples (u,v,d) where d is a dictionary containing interaction data.
- **t** (*appearance snapshot id, mandatory*) –
- **e** (*vanishing snapshot id, optional*) –

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interactions_from([(0,1), (1,2)], t=0)
```

Iterating over nodes and edges

<code>DynDiGraph.interactions</code> ([<i>nbunch</i> , <i>t</i>])	Return the list of interaction present in a given snapshot.
<code>DynDiGraph.interactions_iter</code> ([<i>nbunch</i> , <i>t</i>])	Return an iterator over the interaction present in a given snapshot.
<code>DynDiGraph.in_interactions</code> ([<i>nbunch</i> , <i>t</i>])	Return the list of incoming interaction present in a given snapshot.
<code>DynDiGraph.in_interactions_iter</code> ([<i>nbunch</i> , <i>t</i>])	Return an iterator over the in interactions present in a given snapshot.
<code>DynDiGraph.out_interactions</code> ([<i>nbunch</i> , <i>t</i>])	Return the list of out interaction present in a given snapshot.
<code>DynDiGraph.out_interactions_iter</code> ([<i>nbunch</i> , <i>t</i>])	Return an iterator over the out interactions present in a given snapshot.

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Table 6 – continued from previous page

<code>DynDiGraph.neighbors(n[, t])</code>	Return a list of successor nodes of <code>n</code> at time <code>t</code> (optional).
<code>DynDiGraph.neighbors_iter(n[, t])</code>	Return an iterator over successor nodes of <code>n</code> at time <code>t</code> (optional).
<code>DynDiGraph.successors(n[, t])</code>	Return a list of successor nodes of <code>n</code> at time <code>t</code> (optional).
<code>DynDiGraph.successors_iter(n[, t])</code>	Return an iterator over successor nodes of <code>n</code> at time <code>t</code> (optional).
<code>DynDiGraph.predecessors(n[, t])</code>	Return a list of predecessor nodes of <code>n</code> at time <code>t</code> (optional).
<code>DynDiGraph.predecessors_iter(n[, t])</code>	Return an iterator over predecessors nodes of <code>n</code> at time <code>t</code> (optional).
<code>DynDiGraph.nodes([t, data])</code>	Return a list of the nodes in the graph at a given snapshot.
<code>DynDiGraph.nodes_iter([t, data])</code>	Return an iterator over the nodes with respect to a given temporal snapshot.

`dynetx.DynDiGraph.interactions`

`DynDiGraph.interactions` (*nbunch=None, t=None*)

Return the list of interaction present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns all the edges of the flattened graph.

Returns `interaction_list` – Interactions that are adjacent to any node in `nbunch`, or a list of all interactions if `nbunch` is not specified.

Return type list of interaction tuples

See also:

`edges_iter()` return an iterator over the interactions

Notes

Nodes in `nbunch` that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> G.add_interaction(2, 3, t=1)
>>> G.interactions(t=0)
[(0, 1)]
>>> G.interactions()
[(0, 1), (2, 3)]
```

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```
>>> G.interactions([0,3], t=0)
[(0, 1)]
```

`dynetx.DynDiGraph.interactions_iter`

`DynDiGraph.interactions_iter` (*nbunch=None, t=None*)

Return an iterator over the interaction present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns an iterator over the edges of the flattened graph.

Returns `edge_iter` – An iterator of (u,v) tuples of interaction.

Return type iterator

Notes

Nodes in `nbunch` that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, 0)
>>> G.add_interaction(1,2, 0)
>>> G.add_interaction(2,3,1)
>>> [e for e in G.interactions_iter(t=0)]
[(0, 1), (1, 2)]
>>> list(G.interactions_iter())
[(0, 1), (1, 2), (2, 3)]
```

`dynetx.DynDiGraph.in_interactions`

`DynDiGraph.in_interactions` (*nbunch=None, t=None*)

Return the list of incoming interaction present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns all the edges of the flattened graph.

Returns `interaction_list` – Interactions that are adjacent to any node in `nbunch`, or a list of all interactions if `nbunch` is not specified.

Return type list of interaction tuples

Notes

Nodes in `nbunch` that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> G.add_interaction(2, 3, t=1)
>>> G.in_interactions(t=0)
[(1, 0)]
>>> G.in_interactions()
[(1, 0), (3, 2)]
>>> G.in_interactions([0,3], t=0)
[(3, 2)]
```

`dynetx.DynDiGraph.in_interactions_iter`

`DynDiGraph.in_interactions_iter` (*nbunch=None, t=None*)

Return an iterator over the in interactions present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns an iterator over the edges of the flattened graph.

Returns `edge_iter` – An iterator of (u,v) tuples of interaction.

Return type iterator

Notes

Nodes in `nbunch` that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, 0)
>>> G.add_interaction(1,2, 0)
>>> G.add_interaction(2,3,1)
>>> [e for e in G.in_interactions_iter(t=0)]
```

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```
[(0, 1), (1, 2)]
>>> list(G.in_interactions_iter())
[(0, 1), (1, 2), (2, 3)]
```

dynetx.DynDiGraph.out_interactions

DynDiGraph.**out_interactions** (*nbunch=None, t=None*)

Return the list of out interaction present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns all the edges of the flattened graph.

Returns interaction_list – Interactions that are adjacent to any node in nbunch, or a list of all interactions if nbunch is not specified.

Return type list of interaction tuples

Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> G.add_interaction(2, 3, t=1)
>>> G.out_interactions(t=0)
[(0, 1)]
>>> G.out_interactions()
[(0, 1), (2, 3)]
>>> G.out_interactions([0,3], t=0)
[(0, 1)]
```

dynetx.DynDiGraph.out_interactions_iter

DynDiGraph.**out_interactions_iter** (*nbunch=None, t=None*)

Return an iterator over the out interactions present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.

- **t** (*snapshot id (default=None)*) – If None the the method returns an iterator over the edges of the flattened graph.

Returns `edge_iter` – An iterator of (u,v) tuples of interaction.

Return type iterator

Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-interaction.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, 0)
>>> G.add_interaction(1,2, 0)
>>> G.add_interaction(2,3,1)
>>> [e for e in G.out_interactions_iter(t=0)]
[(0, 1), (1, 2)]
>>> list(G.out_interactions_iter())
[(0, 1), (1, 2), (2, 3)]
```

`dynetx.DynDiGraph.neighbors`

`DynDiGraph.neighbors` (*n, t=None*)

Return a list of successor nodes of n at time t (optional).

Parameters

- **n** (*node*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

`dynetx.DynDiGraph.neighbors_iter`

`DynDiGraph.neighbors_iter` (*n, t=None*)

Return an iterator over successor nodes of n at time t (optional). :param n: Nodes can be, for example, strings or numbers.

Nodes must be hashable (and not None) Python objects.

Parameters **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

`dynetx.DynDiGraph.successors`

`DynDiGraph.successors` (*n, t=None*)

Return a list of successor nodes of n at time t (optional).

Parameters

- **n** (*node*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

dynetx.DynDiGraph.successors_iter

DynDiGraph.**successors_iter** (*n, t=None*)

Return an iterator over successor nodes of *n* at time *t* (optional). :param *n*: Nodes can be, for example, strings or numbers.

Nodes must be hashable (and not None) Python objects.

Parameters **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

dynetx.DynDiGraph.predecessors

DynDiGraph.**predecessors** (*n, t=None*)

Return a list of predecessor nodes of *n* at time *t* (optional).

Parameters

- **n** (*node*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

dynetx.DynDiGraph.predecessors_iter

DynDiGraph.**predecessors_iter** (*n, t=None*)

Return an iterator over predecessors nodes of *n* at time *t* (optional).

Parameters

- **n** (*node*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

dynetx.DynDiGraph.nodes

DynDiGraph.**nodes** (*t=None, data=False*)

Return a list of the nodes in the graph at a given snapshot.

Parameters

- **t** (*snapshot id (default=None)*) – If None the the method returns all the nodes of the flattened graph.
- **data** (*boolean, optional (default=False)*) – If False return a list of nodes. If True return a two-tuple of node and node data dictionary

Returns nlist – A list of nodes. If data=True a list of two-tuples containing (node, node data dictionary).

Return type list

Examples

```
>>> G = dn.DynDiGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_interaction(0, 1, 0)
>>> G.nodes(t=0)
[0, 1]
>>> G.add_interaction(1, 4, t=1)
>>> G.nodes(t=0)
[0, 1]
```

dynetx.DynDiGraph.nodes_iter

DynDiGraph.**nodes_iter** (*t=None, data=False*)

Return an iterator over the nodes with respect to a given temporal snapshot.

Parameters

- **t** (*snapshot id (default=None)*) – If None the iterator returns all the nodes of the flattened graph.
- **data** (*boolean, optional (default=False)*) – If False the iterator returns nodes. If True return a two-tuple of node and node data dictionary

Returns niter – An iterator over nodes. If data=True the iterator gives two-tuples containing (node, node data, dictionary)

Return type iterator

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, 0)
>>> G.add_interaction(1,2, 0)
```

```
>>> [n for n, d in G.nodes_iter(t=0)]
[0, 1, 2]
```

Information about graph structure

<code>DynDiGraph.has_interaction(u, v[, t])</code>	Return True if the interaction (u,v) is in the graph at time t.
<code>DynDiGraph.has_successor(u, v[, t])</code>	Return True if node u has successor v at time t (optional).
<code>DynDiGraph.has_predecessor(u, v[, t])</code>	Return True if node u has predecessor v at time t (optional).

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Table 7 – continued from previous page

<code>DynDiGraph.number_of_interactions([u, v, t])</code>	Return the number of interaction between two nodes at time t.
<code>DynDiGraph.degree([nbunch, t])</code>	Return the degree of a node or nodes at time t.
<code>DynDiGraph.degree_iter([nbunch, t])</code>	Return an iterator for (node, degree) at time t.
<code>DynDiGraph.in_degree([nbunch, t])</code>	Return the in degree of a node or nodes at time t.
<code>DynDiGraph.in_degree_iter([nbunch, t])</code>	Return an iterator for (node, in_degree) at time t.
<code>DynDiGraph.out_degree([nbunch, t])</code>	Return the out degree of a node or nodes at time t.
<code>DynDiGraph.out_degree_iter([nbunch, t])</code>	Return an iterator for (node, out_degree) at time t.
<code>DynDiGraph.size([t])</code>	Return the number of edges at time t.
<code>DynDiGraph.order()</code>	Returns the number of nodes in the graph.
<code>DynDiGraph.has_node(n[, t])</code>	Return True if the graph, at time t, contains the node n.
<code>DynDiGraph.number_of_nodes([t])</code>	Return the number of nodes in the t snapshot of a dynamic graph.
<code>DynGraph.to_undirected([as_view])</code>	Returns an undirected copy of the graph.

`dynetx.DynDiGraph.has_interaction`

`DynDiGraph.has_interaction(u, v, t=None)`

Return True if the interaction (u,v) is in the graph at time t.

Parameters

- **v** (*u,*) – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- **t** (*snapshot id (default=None)*) – If None will be returned the presence of the interaction on the flattened graph.

Returns `edge_ind` – True if interaction is in the graph, False otherwise.

Return type bool

Examples

Can be called either using two nodes u,v or interaction tuple (u,v)

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> G.add_interaction(1, 2, t=0)
>>> G.add_interaction(2, 3, t=0)
>>> G.has_interaction(0, 1, t=0)
True
>>> G.has_interaction(0, 1, t=1)
False
```

`dynetx.DynDiGraph.has_successor`

`DynDiGraph.has_successor(u, v, t=None)`

Return True if node u has successor v at time t (optional).

This is true if graph has the edge u->v.

Parameters

- $\mathbf{v}(u,)$ – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- $\mathbf{t}(snapshot\ id\ (default=None))$ – If None will be returned the presence of the interaction on the flattened graph.

`dynetx.DynDiGraph.has_predecessor`

`DynDiGraph.has_predecessor(u, v, t=None)`
 Return True if node u has predecessor v at time t (optional).

This is true if graph has the edge $u \leftarrow v$.

Parameters

- $\mathbf{v}(u,)$ – Nodes can be, for example, strings or numbers. Nodes must be hashable (and not None) Python objects.
- $\mathbf{t}(snapshot\ id\ (default=None))$ – If None will be returned the presence of the interaction on the flattened graph.

`dynetx.DynDiGraph.number_of_interactions`

`DynDiGraph.number_of_interactions(u=None, v=None, t=None)`
 Return the number of interaction between two nodes at time t.

Parameters

- $\mathbf{v}(u,)$ – If u and v are specified, return the number of interaction between u and v. Otherwise return the total number of all interaction.
- $\mathbf{t}(snapshot\ id\ (default=None))$ – If None will be returned the number of edges on the flattened graph.

Returns `nedges` – The number of interaction in the graph. If nodes u and v are specified return the number of interaction between those nodes. If a single node is specified return None.

Return type `int`

See also:

`size()`

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.number_of_interactions()
3
>>> G.number_of_interactions(0,1, t=0)
1
>>> G.add_edge(3, 4, t=1)
>>> G.number_of_interactions()
4
```

`dynetx.DynDiGraph.degree`

`DynDiGraph.degree` (*nbunch=None, t=None*)

Return the degree of a node or nodes at time *t*.

The node degree is the number of interaction adjacent to that node in a given time frame.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If `None` will be returned the degree of nodes on the flattened graph.

Returns `nd` – A dictionary with nodes as keys and degree as values or a number if a single node is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.degree(0, t=0)
1
>>> G.degree([0,1], t=1)
{0: 0, 1: 0}
>>> list(G.degree([0,1], t=0).values())
[1, 2]
```

`dynetx.DynDiGraph.degree_iter`

`DynDiGraph.degree_iter` (*nbunch=None, t=None*)

Return an iterator for (node, degree) at time *t*.

The node degree is the number of edges adjacent to the node in a given timeframe.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If `None` will be returned an iterator over the degree of nodes on the flattened graph.

Returns `nd_iter` – The iterator returns two-tuples of (node, degree).

Return type an iterator

See also:

`degree()`

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> list(G.degree_iter(0, t=0))
[(0, 1)]
>>> list(G.degree_iter([0,1], t=0))
[(0, 1), (1, 1)]
```

dynetx.DynDiGraph.in_degree

DynDiGraph.**in_degree** (*nbunch=None, t=None*)

Return the in degree of a node or nodes at time t.

The node in degree is the number of incoming interaction to that node in a given time frame.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None will be returned the degree of nodes on the flattened graph.

Returns **nd** – A dictionary with nodes as keys and degree as values or a number if a single node is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.in_degree(0, t=0)
1
>>> G.in_degree([0,1], t=1)
{0: 0, 1: 0}
>>> list(G.in_degree([0,1], t=0).values())
[1, 2]
```

dynetx.DynDiGraph.in_degree_iter

DynDiGraph.**in_degree_iter** (*nbunch=None, t=None*)

Return an iterator for (node, in_degree) at time t.

The node degree is the number of edges incoming to the node in a given timeframe.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None will be returned an iterator over the degree of nodes on the flattened graph.

Returns `nd_iter` – The iterator returns two-tuples of (node, degree).

Return type an iterator

See also:

`degree()`

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> list(G.in_degree_iter(0, t=0))
[(0, 0)]
>>> list(G.in_degree_iter([0,1], t=0))
[(0, 0), (1, 1)]
```

`dynetx.DynDiGraph.out_degree`

`DynDiGraph.out_degree` (*nbunch=None, t=None*)

Return the out degree of a node or nodes at time `t`.

The node degree is the number of interaction outgoing from that node in a given time frame.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If `None` will be returned the degree of nodes on the flattened graph.

Returns `nd` – A dictionary with nodes as keys and degree as values or a number if a single node is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interactions(0,1, t=0)
>>> G.add_interactions(1,2, t=0)
>>> G.add_interactions(2,3, t=0)
>>> G.out_degree(0, t=0)
1
>>> G.out_degree([0,1], t=1)
{0: 0, 1: 0}
>>> list(G.out_degree([0,1], t=0).values())
[1, 2]
```

`dynetx.DynDiGraph.out_degree_iter`

`DynDiGraph.out_degree_iter` (*nbunch=None, t=None*)

Return an iterator for (node, out_degree) at time `t`.

The node out degree is the number of interactions outgoing from the node in a given timeframe.

Parameters

- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None will be returned an iterator over the degree of nodes on the flattened graph.

Returns `nd_iter` – The iterator returns two-tuples of (node, degree).

Return type an iterator

See also:

`degree()`

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> list(G.out_degree_iter(0, t=0))
[(0, 1)]
>>> list(G.out_degree_iter([0,1], t=0))
[(0, 1)]
```

`dynetx.DynDiGraph.size`

`DynDiGraph.size` (*t=None*)

Return the number of edges at time t.

Parameters **t** (*snapshot id (default=None)*) – If None will be returned the size of the flattened graph.

Returns `nedges` – The number of edges

Return type `int`

Examples

```
>>> G = dn.DynDinGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.size(t=0)
3
```

`dynetx.DynDiGraph.order`

`DynDiGraph.order` ()

Returns the number of nodes in the graph.

Returns `nnodes` – The number of nodes in the graph.

Return type `int`

See also:`number_of_nodes()`, `__len__()`**dynetx.DynDiGraph.has_node**`DynDiGraph.has_node(n, t=None)`Return True if the graph, at time `t`, contains the node `n`.**Parameters**

- `n` (*node*) –
- `t` (*snapshot id (default None)*) – If None return the presence of the node in the flattened graph.

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> G.has_node(0, t=0)
True
```

dynetx.DynDiGraph.number_of_nodes`DynDiGraph.number_of_nodes(t=None)`Return the number of nodes in the `t` snapshot of a dynamic graph.

Parameters `t` (*snapshot id (default=None)*) – If None return the number of nodes in the flattened graph.

Returns `nnodes` – The number of nodes in the graph.

Return type `int`

See also:`order()`**Examples**

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0, 1, t=0)
>>> G.number_of_nodes(0)
2
```

dynetx.DynGraph.to_undirected`DynGraph.to_undirected(as_view=False)`

Returns an undirected copy of the graph.

Parameters `as_view` (*bool (optional, default=False)*) – If True return a view of the original undirected graph.

Returns *G* – A deepcopy of the graph.

Return type Graph/MultiGraph

See also:

Graph(), copy(), add_edge(), add_edges_from()

Notes

This returns a “deepcopy” of the edge, node, and graph attributes which attempts to completely copy all of the data and references.

This is in contrast to the similar $G = nx.DiGraph(D)$ which returns a shallow copy of the data.

See the Python copy module for more information on shallow and deep copies, <https://docs.python.org/2/library/copy.html>.

Warning: If you have subclassed DiGraph to use dict-like objects in the data structure, those changes do not transfer to the Graph created by this method.

Examples

```
>>> G = nx.path_graph(2)    # or MultiGraph, etc
>>> H = G.to_directed()
>>> list(H.edges)
[(0, 1), (1, 0)]
>>> G2 = H.to_undirected()
>>> list(G2.edges)
[(0, 1)]
```

Dynamic Representation: Access Snapshots and Interactions

<code>DynDiGraph.stream_interactions()</code>	Generate a temporal ordered stream of interactions.
<code>DynDiGraph.time_slice(t_from[, t_to])</code>	Return a new graph containing nodes and interactions present in [t_from, t_to].
<code>DynDiGraph.temporal_snapshots_ids()</code>	Return the ordered list of snapshot ids present in the dynamic graph.
<code>DynDiGraph.interactions_per_snapshots(t)</code>	Return the number of interactions within snapshot t.
<code>DynDiGraph.inter_event_time_distribution(v)</code>	Return the distribution of inter event time.
<code>DynDiGraph.inter_in_event_time_distribution(v)</code>	Return the distribution of inter event time for in interactions.
<code>DynDiGraph.inter_out_event_time_distribution(v)</code>	Return the distribution of inter event time for out interactions.

dynetx.DynDiGraph.stream_interactions

DynDiGraph.**stream_interactions**()

Generate a temporal ordered stream of interactions. Only incoming interactions are returned.

Returns *nd_iter* – The iterator returns a 4-tuples of (node, node, op, timestamp).

Return type an iterator

Examples

```

>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.add_interaction(3,4, t=1)
>>> G.add_interaction(4,5, t=1)
>>> G.add_interaction(5,6, t=1)
>>> list(G.stream_interactions())
[(0, 1, '+', 0), (1, 2, '+', 0), (2, 3, '+', 0), (3, 4, '+', 1), (4, 5, '+', 1),
 → (5, 6, '+', 1)]

```

dynetx.DynDiGraph.time_slice

DynDiGraph.**time_slice** (*t_from, t_to=None*)

Return a new graph containing nodes and interactions present in [t_from, t_to].

Parameters

- **t_from** (*snapshot id, mandatory*) –
- **t_to** (*snapshot id, optional (default=None)*) – If None t_to will be set equal to t_from

Returns H – the graph described by interactions in [t_from, t_to]

Return type a DynDiGraph object

Examples

```

>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.add_interaction(0,4, t=1)
>>> G.add_interaction(4,5, t=1)
>>> G.add_interaction(5,6, t=1)
>>> G.add_interaction(7,1, t=2)
>>> G.add_interaction(1,2, t=2)
>>> G.add_interaction(2,3, t=2)
>>> H = G.time_slice(0)
>>> H.interactions()
[(0, 1), (1, 2), (1, 3)]
>>> H = G.time_slice(0, 1)
>>> H.interactions()
[(0, 1), (1, 2), (1, 3), (0, 4), (4, 5), (5, 6)]

```

dynetx.DynDiGraph.temporal_snapshots_ids

DynDiGraph.**temporal_snapshots_ids** ()

Return the ordered list of snapshot ids present in the dynamic graph.

Returns nd – a list of snapshot ids

Return type list

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.add_interaction(0,4, t=1)
>>> G.add_interaction(4,5, t=1)
>>> G.add_interaction(5,6, t=1)
>>> G.add_interaction(7,1, t=2)
>>> G.add_interaction(1,2, t=2)
>>> G.add_interaction(2,3, t=2)
>>> G.temporal_snapshots_ids()
[0, 1, 2]
```

`dynetx.DynDiGraph.interactions_per_snapshots`

`DynDiGraph.interactions_per_snapshots` (*t=None*)

Return the number of interactions within snapshot *t*.

Parameters *t* (*snapshot id (default=None)*) – If *None* will be returned total number of interactions across all snapshots

Returns *nd* – A dictionary with snapshot ids as keys and interaction count as values or a number if a single snapshot id is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynDiGraph()
>>> G.add_interaction(0,1, t=0)
>>> G.add_interaction(1,2, t=0)
>>> G.add_interaction(2,3, t=0)
>>> G.add_interaction(0,4, t=1)
>>> G.add_interaction(4,5, t=1)
>>> G.add_interaction(5,6, t=1)
>>> G.add_interaction(7,1, t=2)
>>> G.add_interaction(1,2, t=2)
>>> G.add_interaction(2,3, t=2)
>>> G.interactions_per_snapshots(t=0)
3
>>> G.interactions_per_snapshots()
{0: 3, 1: 3, 2: 3}
```

`dynetx.DynDiGraph.inter_event_time_distribution`

`DynDiGraph.inter_event_time_distribution` (*u=None, v=None*)

Return the distribution of inter event time. If *u* and *v* are *None* the dynamic graph inter event distribution is returned. If *u* is specified the inter event time distribution of interactions involving *u* is returned. If *u* and *v* are specified the inter event time distribution of (*u, v*) interactions is returned

Parameters

- **u** (*node id*) –
- **v** (*node id*) –

Returns **nd** – A dictionary from inter event time to number of occurrences

Return type dictionary

dynetx.DynDiGraph.inter_in_event_time_distribution

`DynDiGraph.inter_in_event_time_distribution` (*u=None, v=None*)

Return the distribution of inter event time for in interactions. If **u** and **v** are `None` the dynamic graph inter event distribution is returned. If **u** is specified the inter event time distribution of interactions involving **u** is returned. If **u** and **v** are specified the inter event time distribution of (**u**, **v**) interactions is returned

Parameters

- **u** (*node id*) –
- **v** (*node id*) –

Returns **nd** – A dictionary from inter event time to number of occurrences

Return type dictionary

dynetx.DynDiGraph.inter_out_event_time_distribution

`DynDiGraph.inter_out_event_time_distribution` (*u=None, v=None*)

Return the distribution of inter event time for out interactions. If **u** and **v** are `None` the dynamic graph inter event distribution is returned. If **u** is specified the inter event time distribution of interactions involving **u** is returned. If **u** and **v** are specified the inter event time distribution of (**u**, **v**) interactions is returned

Parameters

- **u** (*node id*) –
- **v** (*node id*) –

Returns **nd** – A dictionary from inter event time to number of occurrences

Return type dictionary

5.2 Functions

Functional interface to graph methods and assorted utilities.

5.2.1 Graph

<code>degree(G[, nbunch, t])</code>	Return the degree of a node or nodes at time t .
<code>degree_histogram(G[, t])</code>	Return a list of the frequency of each degree value.
<code>density(G[, t])</code>	Return the density of a graph at timestamp t .
<code>create_empty_copy(G[, with_data])</code>	Return a copy of the graph G with all of the edges removed.

Continued on next page

Table 9 – continued from previous page

<code>is_directed(G)</code>	Return True if graph is directed.
<code>add_star(G, nodes, t, **attr)</code>	Add a star at time t.
<code>add_path(G, nodes, t, **attr)</code>	Add a path at time t.
<code>add_cycle(G, nodes, t, **attr)</code>	Add a cycle at time t.

`dynetx.classes.function.degree`

`dynetx.classes.function.degree(G, nbunch=None, t=None)`

Return the degree of a node or nodes at time t.

The node degree is the number of edges adjacent to that node.

Parameters

- **G** (*Graph object*) – DyNetx graph object
- **nbunch** (*iterable container, optional (default=all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None will be returned the degree of nodes on the flattened graph.

Returns **nd** – A dictionary with nodes as keys and degree as values or a number if a single node is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> dn.degree(G, 0, t=0)
1
>>> dn.degree(G, [0,1], t=1)
{0: 0, 1: 0}
>>> list(dn.degree(G, [0,1], t=0).values())
[1, 2]
```

`dynetx.classes.function.degree_histogram`

`dynetx.classes.function.degree_histogram(G, t=None)`

Return a list of the frequency of each degree value.

Parameters **G** (*Graph object*) – DyNetx graph object

t [snapshot id (default=None)] snapshot id

Returns **hist** – A list of frequencies of degrees. The degree values are the index in the list.

Return type list

Notes

Note: the bins are width one, hence `len(list)` can be large (`Order(number_of_edges)`)

`dynetx.classes.function.density`

`dynetx.classes.function.density` (*G*, *t=None*)

Return the density of a graph at timestamp *t*. The density for undirected graphs is

$$d = \frac{2m}{n(n-1)},$$

and for directed graphs is

$$d = \frac{m}{n(n-1)},$$

where *n* is the number of nodes and *m* is the number of edges in *G*.

Parameters *G* (*Graph object*) – DyNetx graph object

t [snapshot id (default=None)] If None the density will be computed on the flattened graph.

Notes

The density is 0 for a graph without edges and 1 for a complete graph.

Self loops are counted in the total number of edges so graphs with self loops can have density higher than 1.

`dynetx.classes.function.create_empty_copy`

`dynetx.classes.function.create_empty_copy` (*G*, *with_data=True*)

Return a copy of the graph *G* with all of the edges removed. :param *G*: A DyNetx graph :type *G*: graph :param *with_data*: Include data. :type *with_data*: bool (default=True)

Notes

Graph and edge data is not propagated to the new graph.

`dynetx.classes.function.is_directed`

`dynetx.classes.function.is_directed` (*G*)

Return True if graph is directed.

`dynetx.classes.function.add_star`

`dynetx.classes.function.add_star` (*G*, *nodes*, *t*, ***attr*)

Add a star at time *t*.

The first node in *nodes* is the middle of the star. It is connected to all other nodes.

Parameters

- **G** (*graph*) – A DyNetx graph
- **nodes** (*iterable container*) – A container of nodes.
- **t** (*snapshot id (default=None)*) – snapshot id

See also:

`add_path()`, `add_cycle()`

Examples

```
>>> G = dn.DynGraph()
>>> dn.add_star(G, [0,1,2,3], t=0)
```

`dynetx.classes.function.add_path`

`dynetx.classes.function.add_path(G, nodes, t, **attr)`

Add a path at time `t`.

Parameters

- **G** (*graph*) – A DyNetx graph
- **nodes** (*iterable container*) – A container of nodes.
- **t** (*snapshot id (default=None)*) – snapshot id

See also:

`add_path()`, `add_cycle()`

Examples

```
>>> G = dn.DynGraph()
>>> dn.add_path(G, [0,1,2,3], t=0)
```

`dynetx.classes.function.add_cycle`

`dynetx.classes.function.add_cycle(G, nodes, t, **attr)`

Add a cycle at time `t`.

Parameters

- **G** (*graph*) – A DyNetx graph
- **nodes** (*iterable container*) – A container of nodes.
- **t** (*snapshot id (default=None)*) – snapshot id

See also:

`add_path()`, `add_cycle()`

Examples

```
>>> G = dn.DynGraph()
>>> dn.add_cycle(G, [0,1,2,3], t=0)
```

5.2.2 Nodes

<code>nodes(G[, t])</code>	Return a list of the nodes in the graph at a given snapshot.
<code>number_of_nodes(G[, t])</code>	Return the number of nodes in the t snapshot of a dynamic graph.
<code>all_neighbors(graph, node[, t])</code>	Returns all of the neighbors of a node in the graph at time t.
<code>non_neighbors(graph, node[, t])</code>	Returns the non-neighbors of the node in the graph at time t.

`dynetx.classes.function.nodes`

`dynetx.classes.function.nodes(G, t=None)`

Return a list of the nodes in the graph at a given snapshot.

Parameters

- **G** (*Graph object*) – DyNetx graph object
- **t** (*snapshot id (default=None)*) – If None the the method returns all the nodes of the flattened graph.

Returns `nlist` – A list of nodes. If `data=True` a list of two-tuples containing (node, node data dictionary).

Return type list

Examples

```
>>> G = dn.DynGraph() # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], 0)
>>> dn.nodes(G, t=0)
[0, 1, 2]
>>> G.add_edge(1, 4, t=1)
>>> dn.nodes(G, t=0)
[0, 1, 2]
```

`dynetx.classes.function.number_of_nodes`

`dynetx.classes.function.number_of_nodes(G, t=None)`

Return the number of nodes in the t snapshot of a dynamic graph.

Parameters

- **G** (*Graph object*) – DyNetx graph object
- **t** (*snapshot id (default=None)*) – If None return the number of nodes in the flattened graph.

Returns `nnodes` – The number of nodes in the graph.

Return type int

See also:

`order()`

Examples

```

>>> G = dn.DynGraph()    # or DiGraph, MultiGraph, MultiDiGraph, etc
>>> G.add_path([0,1,2], t=0)
>>> dn.number_of_nodes(G, 0)
3

```

dynetx.classes.function.all_neighbors

`dynetx.classes.function.all_neighbors` (*graph*, *node*, *t=None*)

Returns all of the neighbors of a node in the graph at time *t*.

If the graph is directed returns predecessors as well as successors.

Parameters

- **graph** (*DyNetx graph*) – Graph to find neighbors.
- **node** (*node*) – The node whose neighbors will be returned.
- **t** (*snapshot id (default=None)*) – If None the neighbors are identified on the flattened graph.

Returns `neighbors` – Iterator of neighbors

Return type iterator

dynetx.classes.function.non_neighbors

`dynetx.classes.function.non_neighbors` (*graph*, *node*, *t=None*)

Returns the non-neighbors of the node in the graph at time *t*.

Parameters

- **graph** (*DyNetx graph*) – Graph to find neighbors.
- **node** (*node*) – The node whose neighbors will be returned.
- **t** (*snapshot id (default=None)*) – If None the non-neighbors are identified on the flattened graph.

Returns `non_neighbors` – Iterator of nodes in the graph that are not neighbors of the node.

Return type iterator

5.2.3 Interactions

<code>interactions</code> (<i>G</i> [, <i>nbunch</i> , <i>t</i>])	Return the list of edges present in a given snapshot.
<code>number_of_interactions</code> (<i>G</i> [, <i>u</i> , <i>v</i> , <i>t</i>])	Return the number of edges between two nodes at time <i>t</i> .
<code>non_interactions</code> (<i>graph</i> [, <i>t</i>])	Returns the non-existent edges in the graph at time <i>t</i> .

dynetx.classes.function.interactions

`dynetx.classes.function.interactions` (*G*, *nbunch=None*, *t=None*)

Return the list of edges present in a given snapshot.

Edges are returned as tuples in the order (node, neighbor).

Parameters

- **G** (*Graph object*) – DyNetx graph object
- **nbunch** (*iterable container, optional (default= all nodes)*) – A container of nodes. The container will be iterated through once.
- **t** (*snapshot id (default=None)*) – If None the the method returns all the edges of the flattened graph.

Returns **edge_list** – Edges that are adjacent to any node in nbunch, or a list of all edges if nbunch is not specified.

Return type list of edge tuples

Notes

Nodes in nbunch that are not in the graph will be (quietly) ignored. For directed graphs this returns the out-edges.

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2], t=0)
>>> G.add_edge(2,3, t=1)
>>> dn.interactions(G, t=0)
[(0, 1), (1, 2)]
>>> dn.interactions(G)
[(0, 1), (1, 2), (2, 3)]
>>> dn.interactions(G, [0,3], t=0)
[(0, 1)]
```

dynetx.classes.function.number_of_interactions

`dynetx.classes.function.number_of_interactions` (*G, u=None, v=None, t=None*)

Return the number of edges between two nodes at time t.

Parameters

- **v** (*u,*) – If u and v are specified, return the number of edges between u and v. Otherwise return the total number of all edges.
- **t** (*snapshot id (default=None)*) – If None will be returned the number of edges on the flattened graph.

Returns **nedges** – The number of edges in the graph. If nodes u and v are specified return the number of edges between those nodes.

Return type int

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> dn.number_of_interactions(G, t=0)
```

dynetx.classes.function.non_interactions

`dynetx.classes.function.non_interactions` (*graph*, *t=None*)

Returns the non-existent edges in the graph at time *t*.

Parameters

- **graph** (*NetworkX graph.*) – Graph to find non-existent edges.
- **t** (*snapshot id (default=None)*) – If None the non-existent edges are identified on the flattened graph.

Returns `non_edges` – Iterator of edges that are not in the graph.

Return type iterator

5.2.4 Freezing graph structure

<code>freeze(G)</code>	Modify graph to prevent further change by adding or removing nodes or edges.
<code>is_frozen(G)</code>	Return True if graph is frozen.

dynetx.classes.function.freeze

`dynetx.classes.function.freeze` (*G*)

Modify graph to prevent further change by adding or removing nodes or edges.

Node and edge data can still be modified.

Parameters **G** (*graph*) – A NetworkX graph

Notes

To “unfreeze” a graph you must make a copy by creating a new graph object.

See also:

`is_frozen()`

dynetx.classes.function.is_frozen

`dynetx.classes.function.is_frozen` (*G*)

Return True if graph is frozen.

Parameters **G** (*graph*) – A DyNetx graph

See also:

`freeze()`

5.2.5 Snapshots and Interaction Stream

<code>stream_interactions(G)</code>	Generate a temporal ordered stream of interactions.
<code>time_slice(G, t_from[, t_to])</code>	Return an iterator for (node, degree) at time <i>t</i> .

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<code>temporal_snapshots_ids(G)</code>	Return the ordered list of snapshot ids present in the dynamic graph.
<code>interactions_per_snapshots(G, t)</code>	Return the number of interactions within snapshot t.
<code>inter_event_time_distribution(G, u, v)</code>	Return the distribution of inter event time.

`dynetx.classes.function.stream_interactions`

`dynetx.classes.function.stream_interactions(G)`

Generate a temporal ordered stream of interactions.

Parameters `G` (*graph*) – A DyNetx graph.

Returns `nd_iter` – The iterator returns a 4-tuples of (node, node, op, timestamp).

Return type an iterator

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([3,4,5,6], t=1)
>>> list(dn.stream_interactions(G))
[(0, 1, '+', 0), (1, 2, '+', 0), (2, 3, '+', 0), (3, 4, '+', 1), (4, 5, '+', 1),
 → (5, 6, '+', 1)]
```

`dynetx.classes.function.time_slice`

`dynetx.classes.function.time_slice(G, t_from, t_to=None)`

Return an iterator for (node, degree) at time t.

The node degree is the number of edges adjacent to the node.

Parameters

- `G` (*graph*) – A DyNetx graph.
- `t_from` (*snapshot id, mandatory*) –
- `t_to` (*snapshot id, optional (default=None)*) – If None `t_to` will be set equal to `t_from`

Returns `H` – the graph described by interactions in `[t_from, t_to]`

Return type a DynGraph object

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([0,4,5,6], t=1)
>>> G.add_path([7,1,2,3], t=2)
>>> H = dn.time_slice(G, 0)
>>> H.edges()
[(0, 1), (1, 2), (1, 3)]
>>> H = dn.time_slice(G, 0, 1)
```

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```
>>> H.edges()
[(0, 1), (1, 2), (1, 3), (0, 4), (4, 5), (5, 6)]
```

`dynetx.classes.function.temporal_snapshots_ids`

`dynetx.classes.function.temporal_snapshots_ids(G)`
Return the ordered list of snapshot ids present in the dynamic graph.

Parameters *G* (*graph*) – A DyNetx graph.

Returns *nd* – a list of snapshot ids

Return type list

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([0,4,5,6], t=1)
>>> G.add_path([7,1,2,3], t=2)
>>> dn.temporal_snapshots(G)
[0, 1, 2]
```

`dynetx.classes.function.interactions_per_snapshots`

`dynetx.classes.function.interactions_per_snapshots(G, t=None)`
Return the number of interactions within snapshot *t*.

Parameters

- *G* (*graph*) – A DyNetx graph.
- *t* (*snapshot id (default=None)*) – If None will be returned total number of interactions across all snapshots

Returns *nd* – A dictionary with snapshot ids as keys and interaction count as values or a number if a single snapshot id is specified.

Return type dictionary, or number

Examples

```
>>> G = dn.DynGraph()
>>> G.add_path([0,1,2,3], t=0)
>>> G.add_path([0,4,5,6], t=1)
>>> G.add_path([7,1,2,3], t=2)
>>> dn.number_of_interactions(G, t=0)
3
>>> dn.interactions_per_snapshots(G)
{0: 3, 1: 3, 2: 3}
```

`dynetx.classes.function.inter_event_time_distribution`

`dynetx.classes.function.inter_event_time_distribution` (*G*, *u=None*, *v=None*)

Return the distribution of inter event time. If *u* and *v* are *None* the dynamic graph inter event distribution is returned. If *u* is specified the inter event time distribution of interactions involving *u* is returned. If *u* and *v* are specified the inter event time distribution of (*u*, *v*) interactions is returned

Parameters

- **G** (*graph*) – A DyNetx graph.
- **u** (*node id*) –
- **v** (*node id*) –

Returns **nd** – A dictionary from inter event time to number of occurrences

Return type dictionary

5.3 Reading and writing graphs

5.3.1 Edge List

Read and write DyNetx graphs as edge lists.

The multi-line adjacency list format is useful for graphs with nodes that can be meaningfully represented as strings.

With the edgelist format simple edge data can be stored but node or graph data is not. There is no way of representing isolated nodes unless the node has a self-loop edge.

Format

You can read or write three formats of edge lists with these functions.

Node pairs with **timestamp** (*u*, *v*, *t*):

```
>>> 1 2 0
```

Sequence of **Interaction** events (*u*, *v*, +/-, *t*):

```
>>> 1 2 + 0
>>> 1 2 - 3
```

Interaction Graph

`write_interactions`(*G*, *path*[, *delimiter*, ...]) Write a DyNetx graph in interaction list format.

`read_interactions`(*path*[, *comments*, ...]) Read a DyNetx graph from interaction list format.

`dynetx.readwrite.edgelist.write_interactions`

`dynetx.readwrite.edgelist.write_interactions` (*G*, *path*, *delimiter=' '*, *encoding='utf-8'*)

Write a DyNetx graph in interaction list format.

Parameters

- **G** (*graph*) – A DyNetx graph.
- **path** (*basestring*) – The desired output filename
- **delimiter** (*character*) – Column delimiter

dynetx.readwrite.edgelist.read_interactions

`dynetx.readwrite.edgelist.read_interactions` (*path*, *comments='#'*, *directed=False*, *delimiter=None*, *nodetype=None*, *timestamp-type=None*, *encoding='utf-8'*, *keys=False*)

Read a DyNetx graph from interaction list format.

Parameters

- **path** (*basestring*) – The desired output filename
- **delimiter** (*character*) – Column delimiter

Snapshot Graphs

<code>write_snapshots</code> (<i>G</i> , <i>path</i> [, <i>delimiter</i> , <i>encoding</i>])	Write a DyNetx graph in snapshot graph list format.
<code>read_snapshots</code> (<i>path</i> [, <i>comments</i> , <i>directed</i> , ...])	Read a DyNetx graph from snapshot graph list format.

dynetx.readwrite.edgelist.write_snapshots

`dynetx.readwrite.edgelist.write_snapshots` (*G*, *path*, *delimiter=' '*, *encoding='utf-8'*)
Write a DyNetx graph in snapshot graph list format.

Parameters

- **G** (*graph*) – A DyNetx graph.
- **path** (*basestring*) – The desired output filename
- **delimiter** (*character*) – Column delimiter

dynetx.readwrite.edgelist.read_snapshots

`dynetx.readwrite.edgelist.read_snapshots` (*path*, *comments='#'*, *directed=False*, *delimiter=None*, *nodetype=None*, *timestamp-type=None*, *encoding='utf-8'*, *keys=False*)

Read a DyNetx graph from snapshot graph list format.

Parameters

- **path** (*basestring*) – The desired output filename
- **delimiter** (*character*) – Column delimiter

5.3.2 JSON

JSON data

Generate and parse JSON serializable data for DyNetx graphs.

<code>node_link_data(G[, attrs])</code>	Return data in node-link format that is suitable for JSON serialization and use in Javascript documents.
<code>node_link_graph(data[, directed, attrs])</code>	Return graph from node-link data format.

`dynetx.readwrite.json_graph.node_link_data`

`dynetx.readwrite.json_graph.node_link_data(G, attrs={'id': 'id', 'source': 'source', 'target': 'target'})`

Return data in node-link format that is suitable for JSON serialization and use in Javascript documents.

Parameters

- **G** (*DyNetx graph*) –
- **attrs** (*dict*) –

A dictionary that contains three keys **'id'**, **'source'** and **'target'**. The corresponding values provide the attribute names for storing

DyNetx-internal graph data. The values should be unique. Default value: `dict(id='id', source='source', target='target')`.

Returns data – A dictionary with node-link formatted data.

Return type `dict`

Examples

```
>>> from dynetx.readwrite import json_graph
>>> G = dn.DynGraph([(1,2)])
>>> data = json_graph.node_link_data(G)
```

To serialize with json

```
>>> import json
>>> s = json.dumps(data)
```

Notes

Graph, node, and link attributes are stored in this format. Note that attribute keys will be converted to strings in order to comply with JSON.

See also:

`node_link_graph()`

`dynetx.readwrite.json_graph.node_link_graph`

`dynetx.readwrite.json_graph.node_link_graph(data, directed=False, attrs={'id': 'id', 'source': 'source', 'target': 'target'})`

Return graph from node-link data format.

Parameters

- **data** (*dict*) – node-link formatted graph data

- **directed** (*bool*) – If True, and direction not specified in data, return a directed graph.
- **attrs** (*dict*) – A dictionary that contains three keys ‘id’, ‘source’, ‘target’. The corresponding values provide the attribute names for storing Dynetx-internal graph data. Default value: `dict(id='id', source='source', target='target')`.

Returns **G** – A DyNetx graph object

Return type DyNetx graph

Examples

```
>>> from dynetx.readwrite import json_graph
>>> G = dn.DynGraph([(1,2)])
>>> data = json_graph.node_link_data(G)
>>> H = json_graph.node_link_graph(data)
```

See also:

`node_link_data()`

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