NAME
gml2gv, gv2gml - GML-DOT converters

SYNOPSIS

gml2gv [ -?v ] [ -g gname ] [ -o outfile ] [ files ]
gv2gml [ -? ] [ -o outfile ] [ files ]

DESCRIPTION

gml2gv converts a graph specified in the GML format to a graph in the GV (formerly DOT) format.
gv2gml converts a graph specified in the GV format to a graph in the GML format.

OPTIONS

The following options are supported:

- v
  Turns on verbose mode

- ?
  Prints usage information and exits.

- g gname
  The string gname is used as the name of the generated graph. If multiple graphs are generated,
  subsequent graphs use the name gname appended with an integer.

- o outfile
  Prints output to the file outfile. If not given, gml2gv uses stdout.

OPERANDS

The following operand is supported:

files
  Names of files containing 1 or more graphs in GML. If no files operand is specified, the standard
  input will be used.

RETURN CODES

Return 0 if there were no problems during conversion; and non-zero if any error occurred.

LIMITATIONS

As both the graph and graphics models of GV and GML differ significantly, the conversion is at best
approximate. In particular, it is not clear how multiedges are differentiated in GML, so multiedges are cre-
ated in GV with no user-available key. Also, no attribute information is lost, in that any GML attributes that
aren’t converted to GV equivalents are retained as attributes in the output graph.

At present, gv2gml does not support subgraphs and clusters. In addition, there does not appear to be a stan-
dard mechanism for specifying default node and edge attributes in GML, so any attributes are repeated for
every node and edge.

AUTHORS

Emden R. Gansner <erg@research.att.com>

SEE ALSO

dot(1), libcgraph(3)