

Package ‘network’

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Title Classes for Relational Data

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Description Tools to create and modify network objects. The network class can represent a range of relational data types, and supports arbitrary vertex/edge/graph attributes.

License GPL (>= 2)

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network-package	<i>Classes for Relational Data</i>
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Description

Tools to create and modify network objects. The network class can represent a range of relational data types, and supports arbitrary vertex/edge/graph attributes.

Details

The network package provides tools for creation, access, and modification of network class objects. These objects allow for the representation of more complex structures than can be readily handled by other means (e.g., adjacency matrices), and are substantially more efficient in handling large, sparse networks. While the full capabilities of the network class can only be exploited by means of the various custom interface methods (see below), many simple tasks are streamlined through the use of operator overloading; in particular, network objects can often be treated as if they were adjacency matrices (a representation which will be familiar to users of the sna package). network objects are compatible with the sna package, and are required for many packages in the statnet bundle.

Basic information on the creation of network objects can be found by typing `help(network)`. To learn about setting, modifying, or deleting network, vertex, or edge attributes, see `help(attribute.methods)`. For information on custom network operators, type `help(network.operators)`; information on overloaded operators can be found via `help(network.extraction)`. Additional help topics are listed below.

```
Package:  network
Version:  1.13
Date:     Aug 31, 2015
Depends:  R (>= 2.10), utils
Suggests: sna, statnet.common (>= 3.1-0)
License:  GPL (>=2)
```

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Author(s)

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Maintainer: Carter T. Butts <buttsc@uci.edu>

add.edges

Add Edges to a Network Object

Description

Add one or more edges to an existing network object.

Usage

```
add.edge(x, tail, head, names.eval=NULL, vals.eval=NULL,
         edge.check=FALSE, ...)
add.edges(x, tail, head, names.eval=NULL, vals.eval=NULL, ...)
```

Arguments

<code>x</code>	an object of class <code>network</code>
<code>tail</code>	for <code>add.edge</code> , a vector of vertex IDs reflecting the tail set for the edge to be added; for <code>add.edges</code> , a list of such vectors
<code>head</code>	for <code>add.edge</code> , a vector of vertex IDs reflecting the head set for the edge to be added; for <code>add.edges</code> , a list of such vectors
<code>names.eval</code>	for <code>add.edge</code> , an optional list of names for edge attributes; for <code>add.edges</code> , a list of length equal to the number of edges, with each element containing a list of names for the attributes of the corresponding edge
<code>vals.eval</code>	for <code>add.edge</code> , an optional list of edge attribute values (matching <code>names.eval</code>); for <code>add.edges</code> , a list of such lists
<code>edge.check</code>	logical; should we perform (computationally expensive) tests to check for the legality of submitted edges?
<code>...</code>	additional arguments

Details

The edge checking procedure is very slow, but should always be employed when debugging; without it, one cannot guarantee that the network state is consistent with network level variables (see [network.indicators](#)). For example, by default it is possible to add multiple edges to a pair of vertices.

Edges can also be added/removed via the extraction/replacement operators. See the associated man page for details.

Value

Invisibly, `add.edge` and `add.edges` return pointers to their modified arguments; both functions modify their arguments in place..

Note

`add.edges` and `add.edge` were converted to an S3 generic functions in version 1.9, so they actually call `add.edges.network` and `add.edge.network` by default, and may call other versions depending on context (i.e. when called with a `networkDynamic` object).

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network](#), [add.vertices](#), [network.extraction](#), [delete.edges](#), [network.edgelist](#)

Examples

```
#Initialize a small, empty network
g<-network.initialize(3)

#Add an edge
add.edge(g,1,2)
g

#Can also add edges using the extraction/replacement operators
#note that replacement operators are much slower than add.edges()
g[,3]<-1
g[,]

#Add multiple edges with attributes to a network

# pretend we just loaded in this data.frame from a file
# Note: network.edgelist() may be simpler for this case
elData<-data.frame(
  from_id=c("1","2","3","1","3","1","2"),
  to_id=c("1", "1", "1", "2", "2", "3", "3"),
  myEdgeWeight=c(1, 2, 1, 2, 5, 3, 9.5),
  someLetters=c("B", "W", "L", "Z", "P", "Q", "E"),
  edgeCols=c("red","green","blue","orange","pink","brown","gray"),
  stringsAsFactors=FALSE
)

valueNet<-network.initialize(3,loops=TRUE)

add.edges(valueNet,elData[,1],elData[,2],
  names.eval=rep(list(list("myEdgeWeight","someLetters","edgeCols")),nrow(elData)),
  vals.eval=lapply(1:nrow(elData),function(r){as.list(elData[r,3:5])}))

list.edge.attributes(valueNet)
```

add.vertices

Add Vertices to an Existing Network

Description

add.vertices adds a specified number of vertices to an existing network; if desired, attributes for the new vertices may be specified as well.

Usage

```
add.vertices(x, nv, vattr = NULL, last.mode = TRUE, ...)
```

Arguments

x	an object of class network
nv	the number of vertices to add
vattr	optionally, a list of attributes with one entry per new vertex
last.mode	logical; should the new vertices be added to the last (rather than the first) mode of a bipartite network?
...	possible additional arguments to add.vertices

Details

New vertices are generally appended to the end of the network (i.e., their vertex IDs begin with `network.size(x)` a count upward). The one exception to this rule is when `x` is bipartite and `last.mode==FALSE`. In this case, new vertices are added to the end of the first mode, with existing second-mode vertices being permuted upward in ID. (`x`'s `bipartite` attribute is adjusted accordingly.)

Note that the attribute format used here is based on the internal (vertex-wise) storage method, as opposed to the attribute-wise format used by `network`. Specifically, `vattr` should be a list with one entry per new vertex, the `i`th element of which should be a list with an element for every attribute of the `i`th vertex. (If the required `na` attribute is not given, it will be automatically created.)

Value

Invisibly, a pointer to the updated network object; `add.vertices` modifies its argument in place.

Note

`add.vertices` was converted to an S3 generic function in version 1.9, so it actually calls `add.vertices.network` by default and may call other versions depending on context (i.e. when called with a `networkDynamic` object).

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network](#), [get.vertex.attribute](#), [set.vertex.attribute](#)

Examples

```
#Initialize a network object
g<-network.initialize(5)
g

#Add five more vertices
add.vertices(g,5)
g

#Create two more, with attributes
vat<-replicate(2,list(is.added=TRUE,num.added=2),simplify=FALSE)
add.vertices(g,2,vattr=vat)
g%v%"is.added"      #Values are only present for the new cases
g%v%"num.added"

#Add to a bipartite network
bip <-network.initialize(5,bipartite=3)
get.network.attribute(bip,'bipartite') # how many vertices in first mode?
add.vertices(bip,3,last.mode=FALSE)
get.network.attribute(bip,'bipartite')
```

as.color

Transform vector of values into color specification

Description

Convenience function to convert a vector of values into a color specification.

Usage

```
as.color(x, opacity = 1)
is.color(x)
```

Arguments

x	vector of numeric, character or factor values to be transformed
opacity	optional numeric value in the range 0.0 to 1.0 used to specify the opacity/transparency (alpha) of the colors to be returned. 0 means fully opaque, 1 means fully transparent.

Details

Behavior of `as.color` is as follows:

- integer numeric values: unchanged, (assumed to correspond to values of R's active [palette](#))
- integer real values: will be translated to into grayscale values ranging between the max and min
- factor: integer values corresponding to factor levels will be used
- character: if values are valid colors (as determined by `is.color`) they will be returned as is. Otherwise converted to factor and numeric value of factor returned.

The optional `opacity` parameter can be used to make colors partially transparent (as a shortcut for [adjustcolor](#)). If used, colors will be returned as hex rgb color string (i.e. `"#00FF0080"`)

The `is.color` function checks if each character element of `x` appears to be a color name by comparing it to [colors](#) and checking if it is an HTML-style hex color code. Note that it will return `FALSE` for integer values.

These functions are used for the color parameters of [plot.network](#).

Value

For `as.color`, a vector integer values (corresponding to color palette values) or character color name. For `is.color`, a logical vector indicating if each element of `x` appears to be a color

Examples

```
as.color(1:3)
as.color(c('a', 'b', 'c'))

# add some transparency
as.color(c('red', 'green', 'blue'), 0.5) # gives "#FF000080", "#00FF0080", "#0000FF80"

is.color(c('red', 1, 'foo', NA, '#FFFFFF55'))
```

as.edgelist

Convert a network object into a numeric edgelist matrix

Description

Constructs an edgelist in a sorted format with defined attributes.

Usage

```
## S3 method for class 'network'
as.edgelist(x, attrname = NULL, as.sna.edgelist = FALSE,
  inverted = NULL, ...)

## S3 method for class 'matrix'
as.edgelist(x, n, directed = TRUE, bipartite = FALSE,
  loops = FALSE, inverted = FALSE, vnames = seq_len(n), ...)

is.edgelist(x)
```

Arguments

x	a network object with additional class added indicating how it should be dispatched.
attrname	optionally, the name of an edge attribute to use for edge values
as.sna.edgelist	logical; should the edgelist be returned in edgelist form expected by the sna package?
inverted	logical; value is passed to the 'inverted' flag on the edgelist returned
n	integer number of vertices in network, value passed to the 'n' flag on edgelist returned
vnames	vertex names (defaults to vertex ids) to be attached to edgelist for sna package compatibility
directed	logical; is network directed, value passed to the 'directed' flag on edgelist returned
bipartite	logical or integer; is network bipartite, value passed to the 'bipartite' flag on edgelist returned
loops	logical; are self-loops allowed in network?, value passed to the 'loops' flag on edgelist returned
...	additional arguments to other methods

Details

Constructs a edgelist matrix from a network, sorted tails-major order, with tails first, and, for undirected networks, tail < head. This format is required by some reverse-depending packages (i.e. ergm)

The `as.matrix.network.edgelist` provides similar functionality but it does not enforce ordering or set the edgelist class and so should be slightly faster.

`is.edgelist` tests if an object has the class 'edgelist'

Value

A matrix in which the first two columns are integers giving the tail (source) and head (target) vertex ids of each edge. The matrix will be given the class `edgelist`.

The `edgelist` has additional attributes attached to it:

- `attr(,"n")` the number of vertices in the original network
- `attr(,"vnames")` the names of vertices in the original network
- `attr(,"directed")` logical, was the original network directed
- `attr(,"bipartite")` was the original network bipartite
- `attr(,"loops")` does the original network contain self-loops
- `attr(,"inverted")` indicates if the network has been inverted?

Note that if the `attrname` attribute is used the resulting `edgelist` matrix will have three columns. And if `attrname` refers to a character attribute, the resulting `edgelist` matrix will be character rather than numeric.

Note

NOTE: this function was moved to `network` from the `ergm` package in `network` version 1.13

See Also

See also [as.matrix.network.edgelist](#)

Examples

```
data(emon)
as.edgelist(emon[[1]])
# contrast with unsorted columns of
as.matrix.network.edgelist(emon[[1]])
```

`as.matrix.network`*Coerce a Network Object to Matrix Form*

Description

The `as.matrix` methods attempt to coerce their input to a matrix in adjacency, incidence, or `edgelist` form. Edge values (from a stored attribute) may be used if present.

Usage

```
## S3 method for class 'network'
as.matrix(x, matrix.type = NULL, attrname = NULL, ...)
## S3 method for class 'adjacency'
as.matrix.network(x, attrname=NULL,
  expand.bipartite = FALSE, ...)
## S3 method for class 'edgelist'
as.matrix.network(x, attrname=NULL,
  as.sna.edgelist = FALSE, ...)
## S3 method for class 'incidence'
as.matrix.network(x, attrname=NULL, ...)
```

Arguments

x	an object of class network
matrix.type	one of "adjacency", "incidence", "edgelist", or NULL
attrname	optionally, the name of an edge attribute to use for edge values
expand.bipartite	logical; if x is bipartite, should we return the full adjacency matrix (rather than the abbreviated, two-mode form)?
as.sna.edgelist	logical; should the edgelist be returned in sna edgelist form?
...	additional arguments.

Details

If no matrix type is specified, `which.matrix.type` will be used to make an educated guess based on the shape of x. Where edge values are not specified, a dichotomous matrix will be assumed.

Edgelists returned by these methods are by default in a slightly different form from the sna edgelist standard, but do contain the sna extended matrix attributes (see `as.network.matrix`). They should typically be compatible with sna library functions. To ensure compatibility, the `as.sna.edgelist` argument can be set (which returns an exact sna edgelist). The `as.edgelist` function also returns a similar edgelist matrix but with an enforced sorting.

If the `attrname` attribute is used to include a character attribute, the resulting edgelist matrix will be character rather than numeric.

Note that adjacency matrices may also be obtained using the extraction operator. See the relevant man page for details.

Value

An adjacency, incidence, or edgelist matrix

Author(s)

Carter T. Butts <butts@uci.edu> and David Hunter <dhunter@stat.psu.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[which.matrix.type](#), [network](#), [network.extraction](#), [as.edgelist](#)

Examples

```
#Create a random network
m <- matrix(rbinom(25,1,0.5),5,5)
diag(m) <- 0
g <- network(m)

#Coerce to matrix form
as.matrix.network(g,matrix.type="adjacency")
as.matrix.network(g,matrix.type="incidence")
as.matrix.network(g,matrix.type="edgelist")

#Can also use the extraction operator
g[,]           #Get entire adjacency matrix
g[1:5,6:10]    #Obtain a submatrix
```

as.network.matrix *Coercion from Matrices to Network Objects*

Description

as.network.matrix attempts to coerce its first argument to an object of class network.

Usage

```
## Default S3 method:
as.network(x, ...)
## S3 method for class 'matrix'
as.network(x, matrix.type = NULL, directed = TRUE,
           hyper = FALSE, loops = FALSE, multiple = FALSE, bipartite = FALSE,
           ignore.eval = TRUE, names.eval = NULL, na.rm = FALSE,
           edge.check = FALSE, ...)
```

Arguments

x	a matrix containing an adjacency structure
matrix.type	one of "adjacency", "edgelist", "incidence", or NULL
directed	logical; should edges be interpreted as directed?
hyper	logical; are hyperedges allowed?

loops	logical; should loops be allowed?
multiple	logical; are multiplex edges allowed?
bipartite	count; should the network be interpreted as bipartite? If present (i.e., non-NULL) it is the count of the number of actors in the bipartite network. In this case, the number of nodes is equal to the number of actors plus the number of events (with all actors preceding all events). The edges are then interpreted as nondirected.
ignore.eval	logical; ignore edge values?
names.eval	optionally, the name of the attribute in which edge values should be stored
na.rm	logical; ignore missing entries when constructing the network?
edge.check	logical; perform consistency checks on new edges?
...	additional arguments

Details

Depending on `matrix.type`, one of three `edgeset` constructor methods will be employed to read the input matrix (see [edgeset.constructors](#)). If `matrix.type==NULL`, `which.matrix.type` will be used to guess the appropriate matrix type.

The coercion methods will recognize and attempt to utilize the `sna` extended matrix attributes where feasible. These are as follows:

- "n": taken to indicate number of vertices in the network.
- "bipartite": taken to indicate the network's `bipartite` attribute, where present.
- "vnames": taken to contain vertex names, where present.

These attributes are generally used with `edgelist`s, and indeed data in `sna` `edgelist` format should be transparently converted in most cases. Where the extended matrix attributes are in conflict with the actual contents of `x`, results are not guaranteed (but the latter will usually override the former). For an edge list, the number of nodes in a network is determined by the number of unique nodes specified. If there are isolate nodes not in the edge list, the "n" attribute needs to be set. See example below.

Value

An object of class `network`

Author(s)

Carter T. Butts <buttsc@uci.edu> and David Hunter <dhunter@stat.psu.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[edgeset.constructors](#), [network](#), [which.matrix.type](#)

Examples

```
#Draw a random matrix
m<-matrix(rbinom(25,1,0.5),5)
diag(m)<-0

#Coerce to network form
g<-as.network.matrix(m,matrix.type="adjacency")

# edge list example. Only 4 nodes in the edge list.
m = matrix(c(1,2, 2,3, 3,4), byrow = TRUE, nrow=3)
attr(m, 'n') = 7
as.network(m, matrix.type='edgelist')
```

as.sociomatrix

*Coerce One or More Networks to Sociomatrix Form***Description**

as.sociomatrix takes adjacency matrices, adjacency arrays, [network](#) objects, or lists thereof, and returns one or more sociomatrices (adjacency matrices) as appropriate. This routine provides a useful input-agnostic front-end to functions which process adjacency matrices.

Usage

```
as.sociomatrix(x, attrname = NULL, simplify = TRUE,
  expand.bipartite = FALSE, ...)
```

Arguments

x	an adjacency matrix, array, network object, or list thereof.
attrname	optionally, the name of a network attribute to use for extracting edge values (if x is a network object).
simplify	logical; should as.sociomatrix attempt to combine its inputs into an adjacency array (TRUE), or return them as separate list elements (FALSE)?
expand.bipartite	logical; if x is bipartite, should we return the full adjacency matrix (rather than the abbreviated, two-mode form)?
...	additional arguments for the coercion routine.

Details

as.sociomatrix provides a more general means of coercing input into adjacency matrix form than [as.matrix.network](#). In particular, as.sociomatrix will attempt to coerce all input networks into the appropriate form, and return the resulting matrices in a regularized manner. If simplify==TRUE, as.sociomatrix attempts to return the matrices as a single adjacency array. If the input networks are of variable size, or if simplify==FALSE, the networks in question are returned as a list of matrices. In any event, a single input network is always returned as a lone matrix.

If attrname is given, the specified edge attribute is used to extract edge values from any `network` objects contained in x. Note that the same attribute will be used for all networks; if no attribute is specified, the standard dichotomous default will be used instead.

Value

One or more adjacency matrices. If all matrices are of the same dimension and `simplify==TRUE`, the matrices are joined into a single array; otherwise, the return value is a list of single adjacency matrices.

Author(s)

Carter T. Butts <butts@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[as.matrix.network](#), [network](#)

Examples

```
#Generate an adjacency array
g<-array(rbinom(100,1,0.5),dim=c(4,5,5))

#Generate a network object
net<-network(matrix(rbinom(36,1,0.5),6,6))

#Coerce to adjacency matrix form using as.sociomatrix
as.sociomatrix(g,simplify=TRUE) #Returns as-is
as.sociomatrix(g,simplify=FALSE) #Returns as list
as.sociomatrix(net) #Coerces to matrix
as.sociomatrix(list(net,g)) #Returns as list of matrices
```

Description

These methods get, set, list, and delete attributes at the network, edge, and vertex level.

Usage

```

delete.edge.attribute(x, attrname)
delete.network.attribute(x, attrname)
delete.vertex.attribute(x, attrname)

get.edge.attribute(e1, attrname, unlist = TRUE, na.omit = FALSE, null.na = FALSE,
                  deleted.edges.omit = FALSE)
get.edge.value(x, attrname, unlist = TRUE, na.omit = FALSE, null.na = FALSE,
              deleted.edges.omit = FALSE)
get.network.attribute(x, attrname, unlist = FALSE)
get.vertex.attribute(x, attrname, na.omit = FALSE, null.na = TRUE, unlist = TRUE)
network.vertex.names(x)

list.network.attributes(x)
list.edge.attributes(x)
list.vertex.attributes(x)

set.edge.attribute(x, attrname, value, e=seq_along(x$mel))
set.edge.value(x, attrname, value, e=seq_along(x$mel))
set.network.attribute(x, attrname, value)
set.vertex.attribute(x, attrname, value, v=seq_len(network.size(x)))
network.vertex.names(x) <- value

```

Arguments

<code>e1</code>	a list of edges (possibly <code>network\$mel</code>), or an object of class <code>network</code> from which the full list of edges will be extracted
<code>x</code>	an object of class <code>network</code> .
<code>attrname</code>	the name of the attribute to get or set.
<code>unlist</code>	logical; should retrieved attribute values be unlisted prior to being returned?
<code>na.omit</code>	logical; should retrieved attribute values corresponding to vertices/edges marked as 'missing' be removed?
<code>deleted.edges.omit</code>	logical: should the elements corresponding to deleted edges be removed?
<code>null.na</code>	logical; should NULL values (corresponding to vertices or edges with no values set for the attribute) be replaced with NAs in output?
<code>value</code>	values of the attribute to be set; these should be in vector or list form for the edge and vertex cases, or matrix form for <code>set.edge.value</code> .
<code>e</code>	IDs for the edges whose attributes are to be altered.
<code>v</code>	IDs for the vertices whose attributes are to be altered.

Details

The `list.attributes` functions return the names of all edge, network, or vertex attributes (respectively) in the network. All attributes need not be defined for all elements; the union of all extant attributes for the respective element type is returned.

The `get.attribute` functions look for an edge, network, or vertex attribute (respectively) with the name `attrname`, returning its values. Note that, to retrieve an edge attribute from all edges within a network `x`, `x$e1` should be used as the first argument to `get.edge.attribute`; `get.edge.value` is a convenience function which does this automatically. As of v1.7.2, if a network object is passed to `get.edge.attribute` it will automatically call `get.edge.value` instead of returning `NULL`. When the parameters `na.omit`, or `deleted.edges.omit` are used, the position index of the attribute values returned will not correspond to the vertex/edge id. To preserved backward compatibility, if the edge attribute `attrname` does not exist for any edge, `get.edge.attribute` will still return `NULL` even if `null.na=TRUE`

`network.vertex.names` is a convenience function to extract the "vertex.names" attribute from all vertices.

The `set.attribute` functions allow one to set the values of edge, network, or vertex attributes. `set.edge.value` is a convenience function which allows edge attributes to be given in adjacency matrix form, and the assignment form of `network.vertex.names` is likewise a convenient front-end to `set.vertex.attribute` for vertex names. The `delete.attribute` functions, by contrast, remove the named attribute from the network, from all edges, or from all vertices (as appropriate). If `attrname` is a vector of attribute names, each will be removed in turn. These functions modify their arguments in place, although a pointer to the modified object is also (invisibly) returned.

Additional practical example of how to load and attach attributes are on the [loading.attributes](#) page.

Some attribute assignment/extraction can be performed conveniently through the various extraction/replacement operators, although they may be less efficient. See the associated man page for details.

Value

For the `list.attributes` methods, a vector containing attribute names. For the `get.attribute` methods, a list containing the values of the attribute in question (or simply the value itself, for `get.network.attribute`). For the `set.attribute` and `delete.attribute` methods, a pointer to the updated network object.

Note

As of version 1.9 the `set.vertex.attribute` function can accept and modify multiple attributes in a single call to improve efficiency. For this case `attrname` can be a list or vector of attribute names and `value` is a list of values corresponding to the elements of `attrname` (can also be a list of lists of values if elements in `v` should have different values).

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[loading.attributes](#), [network](#), [as.network.matrix](#), [as.sociomatrix](#), [as.matrix.network](#), [network.extraction](#)

Examples

```
#Create a network with three edges
m<-matrix(0,3,3)
m[1,2]<-1; m[2,3]<-1; m[3,1]<-1
g<-network(m)

#Create a matrix of values corresponding to edges
mm<-m
mm[1,2]<-7; mm[2,3]<-4; mm[3,1]<-2

#Assign some attributes
set.edge.attribute(g,"myeval",3:5)
set.edge.value(g,"myeval2",mm)
set.network.attribute(g,"mygval","boo")
set.vertex.attribute(g,"myvval",letters[1:3])
network.vertex.names(g) <- LETTERS[1:10]

#List the attributes
list.edge.attributes(g)
list.network.attributes(g)
list.vertex.attributes(g)

#Retrieve the attributes
get.edge.attribute(g$mel,"myeval") #Note the first argument!
get.edge.value(g,"myeval") #Another way to do this
get.edge.attribute(g$mel,"myeval2")
get.network.attribute(g,"mygval")
get.vertex.attribute(g,"myvval")
network.vertex.names(g)

#Purge the attributes
delete.edge.attribute(g,"myeval")
delete.edge.attribute(g,"myeval2")
delete.network.attribute(g,"mygval")
delete.vertex.attribute(g,"myvval")

#Verify that the attributes are gone
list.edge.attributes(g)
list.network.attributes(g)
list.vertex.attributes(g)

#Note that we can do similar things using operators
g %n% "mygval" <- "boo" #Set attributes, as above
g %v% "myvval" <- letters[1:3]
g %e% "myeval" <- mm
g[, ,names.eval="myeval"] <- mm #Another way to do this
g %n% "mygval" #Retrieve the attributes
g %v% "myvval"
```

```
g %e% "mevval"  
as.sociomatrix(g, "myeval")           # Or like this
```

deletion.methods *Remove Elements from a Network Object*

Description

`delete.edges` removes one or more edges (specified by their internal ID numbers) from a network; `delete.vertices` performs the same task for vertices (removing all associated edges in the process).

Usage

```
delete.edges(x, eid)  
delete.vertices(x, vid)
```

Arguments

<code>x</code>	an object of class network.
<code>eid</code>	a vector of edge IDs.
<code>vid</code>	a vector of vertex IDs.

Details

Note that an edge's ID number corresponds to its order within `x$e1`. To determine edge IDs, see [get.edgeIDs](#). Likewise, vertex ID numbers reflect the order with which vertices are listed internally (e.g., the order of `x$o1` and `x$i1`, or that used by `as.matrix.network.adjacency`). When vertices are removed from a network, all edges having those vertices as endpoints are removed as well. When edges are removed, the remaining edge ids are NOT permuted and NULL elements will be left on the list of edges, which may complicate some functions that require eids (such as [set.edge.attribute](#)). The function [valid.eids](#) provides a means to determine the set of valid (non-NULL) edge ids.

Edges can also be added/removed via the extraction/replacement operators. See the associated man page for details.

Value

Invisibly, a pointer to the updated network; these functions modify their arguments in place.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[get.edgeIDs](#), [network.extraction](#), [valid.eids](#)

Examples

```
#Create a network with three edges
m<-matrix(0,3,3)
m[1,2]<-1; m[2,3]<-1; m[3,1]<-1
g<-network(m)

as.matrix.network(g)
delete.edges(g,2)           #Remove an edge
as.matrix.network(g)
delete.vertices(g,2)       #Remove a vertex
as.matrix.network(g)

#Can also remove edges using extraction/replacement operators
g<-network(m)
g[1,2]<-0                   #Remove an edge
g[,]
g[,]<-0                    #Remove all edges
g[,]
```

edgeset.constructors *Edgeset Constructors for Network Objects*

Description

These functions convert relational data in matrix form to network edge sets.

Usage

```
network.adjacency(x, g, ignore.eval = TRUE, names.eval = NULL, ...)
network.edgelist(x, g, ignore.eval = TRUE, names.eval = NULL, ...)
network.incidence(x, g, ignore.eval = TRUE, names.eval = NULL, ...)
network.bipartite(x, g, ignore.eval = TRUE, names.eval = NULL, ...)
```

Arguments

x	a matrix containing edge information
g	an object of class network
ignore.eval	logical; ignore edge value information in x?
names.eval	a name for the edge attribute under which to store edge values, if any
...	possible additional arguments (such as edge.check)

Details

Each of the above functions takes a network and a matrix as input, and modifies the supplied network object by adding the appropriate edges. `network.adjacency` takes `x` to be an adjacency matrix; `network.edgelist` takes `x` to be an edgelist matrix; and `network.incidence` takes `x` to be an incidence matrix. `network.bipartite` takes `x` to be a two-mode adjacency matrix where rows and columns reflect each respective mode (conventionally, actors and events); If `ignore.eval==FALSE`, (non-zero) edge values are stored as edgewise attributes with name `names.eval`. The `edge.check` argument can be added via `...` and will be passed to `add.edges`.

Edgelist matrices to be used with `network.edgelist` should have one row per edge, with the first two columns indicating the sender and receiver of each edge (respectively). Edge values may be provided in additional columns. The edge attributes will be created with names corresponding to the column names unless alternate names are provided via `names.eval`. The vertices specified in the first two columns, which can be characters, are added to the network in default sort order. The edges are added in the order specified by the edgelist matrix.

Incidence matrices should contain one row per vertex, with one column per edge. A non-zero entry in the matrix means that the edge with the id corresponding to the column index will have an incident vertex with an id corresponding to the row index. In the directed case, negative cell values are taken to indicate tail vertices, while positive values indicate head vertices.

Results similar to `network.adjacency` can also be obtained by means of extraction/replacement operators. See the associated man page for details.

Value

Invisibly, an object of class `network`; these functions modify their argument in place.

Author(s)

Carter T. Butts <buttsc@uci.edu> and David Hunter <dhunter@stat.psu.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[loading.attributes](#), [network](#), [network.initialize](#), [add.edges](#), [network.extraction](#)

Examples

```
#Create an arbitrary adjacency matrix
m<-matrix(rbinom(25,1,0.5),5,5)
diag(m)<-0

g<-network.initialize(5)    #Initialize the network
network.adjacency(m,g)     #Import the edge data

#Do the same thing, using replacement operators
g<-network.initialize(5)
```

```

g[,]<-m

# load edges from a data.frame via network.edgelist
edata <-data.frame(
  tails=c(1,2,3),
  heads=c(2,3,1),
  love=c('yes','no','maybe'),
  hate=c(3,-5,2),
  stringsAsFactors=FALSE
)

g<-network.edgelist(edata,network.initialize(4),ignore.eval=FALSE)
as.sociomatrix(g,attrname='hate')
g%e%'love'

# load edges from an incidence matrix
inci<-matrix(c(1,1,0,0, 0,1,1,0, 1,0,1,0),ncol=3,byrow=FALSE)
inci
g<-network.incidence(inci,network.initialize(4,directed=FALSE))
as.matrix(g)

# load in biparite dataframe with weights
bipMat<-data.frame(
  event1=c(1,2,1,0),
  event2=c(0,0,3,0),
  event3=c(1,1,0,4),
  row.names=c("a","b","c","d"))
net<-network(bipMat,matrix.type='bipartite',ignore.eval=FALSE,names.eval='pies')
as.matrix(net,attname='pies')

```

emon

Interorganizational Search and Rescue Networks (Drabek et al.)

Description

Drabek et al. (1981) provide seven case studies of emergent multi-organizational networks (EMONs) in the context of search and rescue (SAR) activities. Networks of interaction frequency are reported, along with several organizational attributes.

Usage

```
data(emon)
```

Format

A list of 7 [network](#) objects:

[[1]]	Cheyenne	network	Cheyenne SAR EMON
[[2]]	HurrFrederic	network	Hurricane Frederic SAR EMON

[[3]]	LakePomona	network	Lake Pomona SAR EMON
[[4]]	MtSi	network	Mt. Si SAR EMON
[[5]]	MtStHelens	network	Mt. St. Helens SAR EMON
[[6]]	Texas	network	Texas Hill Country SAR EMON
[[7]]	Wichita	network	Wichita Falls SAR EMON

Each network has one edge attribute:

Frequency numeric Interaction frequency (1-4; 1=most frequent)

Each network also has 8 vertex attributes:

Command.Rank.Score	numeric	Mean rank in the command structure
Decision.Rank.Score	numeric	Mean rank in the decision process
Formalization	numeric	Degree of formalization
Location	character	Location code
Paid.Staff	numeric	Number of paid staff
Sponsorship	character	Sponsorship type
vertex.names	character	Organization name
Volunteer.Staff	numeric	Number of volunteer staff

Details

All networks collected by Drabek et al. reflect reported frequency of organizational interaction during the search and rescue effort; the (i,j) edge constitutes i's report regarding interaction with j, with non-adjacent vertices reporting no contact. Frequency is rated on a four-point scale, with 1 indicating the highest frequency of interaction. (Response options: 1="continuously", 2="about once an hour", 3="every few hours", 4="about once a day or less") This is stored within the "Frequency" edge attribute.

For each network, several covariates are recorded as vertex attributes:

Command.Rank.Score Mean (reversed) rank for the prominence of each organization in the command structure of the response, as judged by organizational informants.

Decision.Rank.Score Mean (reversed) rank for the prominence of each organization in decision making processes during the response, as judged by organizational informants.

Formalization An index of organizational formalization, ranging from 0 (least formalized) to 4 (most formalized).

Localization For each organization, "L" if the organization was sited locally to the impact area, "NL" if the organization was not sited near the impact area, "B" if the organization was sited at both local and non-local locations.

Paid.Staff Number of paid staff employed by each organization at the time of the response.

Sponsorship The level at which each organization was sponsored (e.g., "City", "County", "State", "Federal", and "Private").

vertex.names The identity of each organization.

Volunteer.Staff Number of volunteer staff employed by each organization at the time of the response.

Note that where intervals were given by the original source, midpoints have been substituted. For detailed information regarding data coding and procedures, see Drabek et al. (1981).

Source

Drabek, T.E.; Tamminga, H.L.; Kilijanek, T.S.; and Adams, C.R. (1981). *Data from Managing Multiorganizational Emergency Responses: Emergent Search and Rescue Networks in Natural Disaster and Remote Area Settings*. Program on Technology, Environment, and Man Monograph 33. Institute for Behavioral Science, University of Colorado.

See Also

[network](#)

Examples

```
data(emon) #Load the emon data set

#Plot the EMONs
par(mfrow=c(3,3))
for(i in 1:length(emon))
  plot(emon[[i]],main=names(emon)[i],edge.lwd="Frequency")
```

flo

Florentine Wedding Data (Padgett)

Description

This is a data set of Padgett (1994), consisting of weddings among leading Florentine families. This data is stored in symmetric adjacency matrix form.

Usage

```
data(flo)
```

Source

Padgett, John F. (1994). "Marriage and Elite Structure in Renaissance Florence, 1282-1500." Paper delivered to the Social Science History Association.

References

Wasserman, S. and Faust, K. (1994) *Social Network Analysis: Methods and Applications*, Cambridge: Cambridge University Press.

See Also

[network](#)

Examples

```

data(flo)
nflo<-network(flo,directed=FALSE) #Convert to network object form
all(nflo[,]==flo) #Trust, but verify
#A fancy display:
plot(nflo,displaylabels=TRUE,boxed.labels=FALSE,label.cex=0.75)

```

`get.edges`*Retrieve Edges or Edge IDs Associated with a Given Vertex*

Description

`get.edges` retrieves a list of edges incident on a given vertex; `get.edgeIDs` returns the internal identifiers for those edges, instead. Both allow edges to be selected based on vertex neighborhood and (optionally) an additional endpoint.

Usage

```

get.edges(x, v, alter = NULL, neighborhood = c("out", "in",
"combined"), na.omit = TRUE)
get.edgeIDs(x, v, alter=NULL, neighborhood=c("out","in","combined"),
na.omit=TRUE)
get.dyads.eids(x, tails, heads,
neighborhood = c("out", "in", "combined"))

```

Arguments

<code>x</code>	an object of class <code>network</code>
<code>v</code>	a vertex ID
<code>alter</code>	optionally, the ID of another vertex
<code>neighborhood</code>	an indicator for whether we are interested in in-edges, out-edges, or both (relative to <code>v</code>). defaults to 'combined' for undirected networks
<code>na.omit</code>	logical; should we omit missing edges?
<code>tails</code>	a vector of vertex ID for the 'tails' (<code>v</code>) side of the dyad
<code>heads</code>	a vector of vertex ID for the 'heads' (<code>alter</code>) side of the dyad

Details

By default, `get.edges` returns all out-, in-, or out- and in-edges containing `v`. `get.edgeIDs` is identical, save in its return value, as it returns only the ids of the edges. Specifying a vertex in `alter` causes these edges to be further selected such that `alter` must also belong to the edge – this can be used to extract edges between two particular vertices. Omission of missing edges is accomplished via `na.omit`. Note that for multiplex networks, multiple edges or edge ids can be returned.

The function `get.dyads.eids` simplifies the process of looking up the edge ids associated with a set of 'dyads' (tail and head vertex ids) for edges. It only is intended for working with non-multiplex networks and will return a warning and NA value for any dyads that correspond to multiple edges. The value `numeric(0)` will be returned for any dyads that do not have a corresponding edge.

Value

For `get.edges`, a list of edges. For `get.edgeIDs`, a vector of edge ID numbers. For `get.edgeIDs`, a list of edge IDs corresponding to the dyads defined by the vertex ids in `tails` and `heads`

Author(s)

Carter T. Butts <butts@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[get.neighborhood](#), [valid.eids](#)

Examples

```
#Create a network with three edges
m<-matrix(0,3,3)
m[1,2]<-1; m[2,3]<-1; m[3,1]<-1
g<-network(m)

get.edges(g,1,neighborhood="out")
get.edgeIDs(g,1,neighborhood="in")
```

`get.inducedSubgraph` *Retrieve Induced Subgraphs and Cuts*

Description

Given a set of vertex IDs, `get.inducedSubgraph` returns the subgraph induced by the specified vertices (i.e., the vertices and all associated edges). Optionally, passing a second set of alters returns the cut from the first to the second set (i.e., all edges passing between the sets), along with the associated endpoints. Alternatively, passing in a vector of edge ids will induce a subgraph containing the specified edges and their incident vertices. In all cases, the result is returned as a network object, with all attributes of the selected edges and/or vertices (and any network attributes) preserved.

Usage

```
get.inducedSubgraph(x, v, alters = NULL, eid = NULL)
x %s% v
```

Arguments

<code>x</code>	an object of class <code>network</code> .
<code>v</code>	a vector of vertex IDs, or, for <code>%%</code> , optionally a list containing two disjoint vectors of vertex IDs (see below).
<code>alters</code>	optionally, a second vector of vertex IDs. Must be disjoint with <code>v</code> .
<code>eid</code>	optionally, a numeric vector of valid edge ids in <code>x</code> that should be retained (cannot be used with <code>v</code> or <code>alter</code>)

Details

For `get.inducedSubgraph`, `v` can be a vector of vertex IDs. If `alter=NULL`, the subgraph induced by these vertices is returned. Calling `%%` with a single vector of vertices has an identical effect.

Where `alters` is specified, it must be a vector of IDs disjoint with `v`. Where both are given, the edges spanning `v` and `alters` are returned, along with the vertices in question. (Technically, only the edges really constitute the “cut,” but the vertices are included as well.) The same result can be obtained with the `%%` operator by passing a two-element list on the right hand side; the first element is then interpreted as `v`, and the second as `alters`.

When `eid` is specified, the `v` and `alters` argument will be ignored and the subgraph induced by the specified edges and their incident vertices will be returned.

Any network, vertex, or edge attributes for the selected network elements are retained (although features such as vertex IDs and the network size will typically change). These are copies of the elements in the original network, which is not altered by this function.

Value

A `network` object containing the induced subgraph.

Author(s)

Carter T. Butts <buttsc@uci.edu>

See Also

[network](#), [network.extraction](#)

Examples

```
#Load the Drabek et al. EMON data
data(emon)

#For the Mt. St. Helens, EMON, several types of organizations are present:
type<-emon$MtStHelens %v% "Sponsorship"

#Plot interactions among the state organizations
plot(emon$MtStHelens %s% which(type=="State"), displaylabels=TRUE)

#Plot state/federal interactions
plot(emon$MtStHelens %s% list(which(type=="State")),
```

```
which(type=="Federal")), displaylabels=TRUE)

#Plot state interactions with everyone else
plot(emon$MtStHelens %s% list(which(type=="State"),
  which(type!="State")), displaylabels=TRUE)

# plot only interactions with frequency of 2
subG2<-get.inducedSubgraph(emon$MtStHelens,
  eid=which(emon$MtStHelens%e%'Frequency'==2))
plot(subG2,edge.label='Frequency')
```

get.neighborhood *Obtain the Neighborhood of a Given Vertex*

Description

get.neighborhood returns the IDs of all vertices belonging to the in, out, or combined neighborhoods of *v* within network *x*.

Usage

```
get.neighborhood(x, v, type = c("out", "in", "combined"),
  na.omit=TRUE)
```

Arguments

<i>x</i>	an object of class network
<i>v</i>	a vertex ID
<i>type</i>	the neighborhood to be computed
<i>na.omit</i>	logical; should missing edges be ignored when obtaining vertex neighborhoods?

Details

Note that the combined neighborhood is the union of the in and out neighborhoods – as such, no vertex will appear twice.

Value

A vector containing the vertex IDs for the chosen neighborhood.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

Wasserman, S. and Faust, K. 1994. *Social Network Analysis: Methods and Applications*. Cambridge: Cambridge University Press.

See Also

[get.edges](#), [is.adjacent](#)

Examples

```
#Create a network with three edges
m<-matrix(0,3,3)
m[1,2]<-1; m[2,3]<-1; m[3,1]<-1
g<-network(m)

#Examine the neighborhood of vertex 1
get.neighborhood(g,1,"out")
get.neighborhood(g,1,"in")
get.neighborhood(g,1,"combined")
```

has.edges	<i>Determine if specified vertices of a network have any edges (are not isolates)</i>
-----------	---

Description

Returns a logical value for each specified vertex, indicating if it has any incident (in or out) edges. Checks all vertices by default

Usage

```
has.edges(net, v = seq_len(network.size(net)))
```

Arguments

net	a network object to be queried
v	integer vector of vertex ids to check

Value

returns a logical vector with the same length as v, with TRUE if the vertex is involved in any edges, FALSE if it is an isolate.

Author(s)

skyebend

Examples

```
test<-network.initialize(5)
test[1,2]<-1
has.edges(test)
has.edges(test,v=5)
```

is.adjacent

*Determine Whether Two Vertices Are Adjacent***Description**

is.adjacent returns TRUE iff v_i is adjacent to v_j in x . Missing edges may be omitted or not, as per na.omit.

Usage

```
is.adjacent(x, vi, vj, na.omit = FALSE)
```

Arguments

x	an object of class network
vi	a vertex ID
vj	a second vertex ID
na.omit	logical; should missing edges be ignored when assessing adjacency?

Details

Vertex v is said to be adjacent to vertex v' within directed network G iff there exists some edge whose tail set contains v and whose head set contains v' . In the undirected case, head and tail sets are exchangeable, and thus v is adjacent to v' if there exists an edge such that v belongs to one endpoint set and v' belongs to the other. (In dyadic graphs, these sets are of cardinality 1, but this may not be the case where hyperedges are admitted.)

If an edge which would make v and v' adjacent is marked as missing (via its na attribute), then the behavior of is.adjacent depends upon na.omit. If na.omit==FALSE (the default), then the return value is considered to be NA unless there is also *another* edge from v to v' which is *not* missing (in which case the two are clearly adjacent). If na.omit==TRUE, on the other hand the missing edge is simply disregarded in assessing adjacency (i.e., it effectively treated as not present). It is important not to confuse “not present” with “missing” in this context: the former indicates that the edge in question does not belong to the network, while the latter indicates that the state of the corresponding edge is regarded as unknown. By default, all edge states are assumed “known” unless otherwise indicated (by setting the edge’s na attribute to TRUE; see [attribute.methods](#)).

Adjacency can also be determined via the extraction/replacement operators. See the associated man page for details.

Value

A logical, giving the status of the (i,j) edge

Note

Prior to version 1.4, `na.omit` was set to TRUE by default.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

Wasserman, S. and Faust, K. 1994. *Social Network Analysis: Methods and Applications*. Cambridge: Cambridge University Press.

See Also

[get.neighborhood](#), [network.extraction](#), [attribute.methods](#)

Examples

```
#Create a very simple graph
g<-network.initialize(3)
add.edge(g,1,2)
is.adjacent(g,1,2) #TRUE
is.adjacent(g,2,1) #FALSE
g[1,2]==1         #TRUE
g[2,1]==1         #FALSE
```

loading.attributes *Examples of how to load vertex and edge attributes into networks*

Description

Additional examples of how to manipulate network attributes using the functions documented in [attribute.methods](#)

Details

The [attribute.methods](#) documentation gives details about the use of the specific network attribute methods such as `get.vertex.attribute` and `set.edge.attribute`. This document gives examples of how to load in and attach attribute data, drawing heavily on material from the Sunbelt statnet workshops <https://statnet.csde.washington.edu/trac/wiki/Resources>.

The examples section below give a quick overview of:

- Loading in a matrix
- Attaching vertex attributes
- Attaching edge attributes from a matrix
- Loading in an edgelist
- Attaching edge attributes from an edgelist

The `read.table` documentation provides more information about reading data in from various tabular file formats prior to loading into a network. Note that the output is usually a `data.frame` object in which each column is represented as a `factor`. This means that in some cases when the output is directly loaded into a network the variable values will appear as factor level numbers instead of text values. The `stringsAsFactors=FALSE` flag may help with this, but some columns may need to be converted using `as.numeric` or `as.character` where appropriate.

References

- Acton, R. M., Jasny, L (2012) *An Introduction to Network Analysis with R and statnet* Sunbelt XXXII Workshop Series, March 13, 2012. https://statnet.csde.washington.edu/trac/raw-attachment/wiki/Resources/introToSNAinR_sunbelt_2012_tutorial.pdf
- Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[attribute.methods](#), [as.network.matrix](#), [as.sociomatrix](#), [as.matrix.network](#), [network.extraction](#)

Examples

```
# read in a relational data adjacency matrix

# LOADING IN A MATRIX
## Not run:
# can download matrix file from
# https://statnet.csde.washington.edu/trac/raw-attachment/wiki/Resources/relationalData.csv
# and download vertex attribute file from
# https://statnet.csde.washington.edu/trac/raw-attachment/wiki/Resources/vertexAttributes.csv

# load in relation matrix from file
relations <- read.csv("relationalData.csv",header=FALSE,stringsAsFactors=FALSE)

# convert to matrix format from data frame
relations <- as.matrix(relations)

# load in vertex attributes
nodeInfo <- read.csv("vertexAttributes.csv",header=TRUE,stringsAsFactors=FALSE)

## End(Not run)

print(relations) # peek at matrix
```

```

print(nodeInfo) # peek at attribute data

# Since our relational data has no row/column names, let's set them now
rownames(relations) <- nodeInfo$name
colnames(relations) <- nodeInfo$name

# create undirected network object from matrix
nrelations<-network(relations,directed=FALSE)

# it read in vertex names from matrix col names ...
network.vertex.names(nrelations)

# ATTACHING VERTEX ATTRIBUTES

# ... but could also set vertex.names with
nrelations%v%'vertex.names'<- nodeInfo$name

# load in other attributes
nrelations%v%"age" <- nodeInfo$age
nrelations%v%"sex" <- nodeInfo$sex
nrelations%v%"handed" <- nodeInfo$handed
nrelations%v%"lastDocVisit" <- nodeInfo$lastDocVisit

# Note: order of attributes in the data frame MUST match vertex ids
# otherwise the attribute will get assigned to the wrong vertex

# check that they got loaded
list.vertex.attributes(nrelations)

# what if we had an adjacency matrix like:
valuedMat<-matrix(c(1,2,3, 2,0,9.5,1,5,0),ncol=3,byrow=TRUE)
valuedMat

# make a network from it
valuedNet<-network(valuedMat,loops=TRUE,directed=TRUE)

# print it back out ...
as.matrix(valuedNet)

# wait, where did the values go!?!

# LOADING A MATRIX WITH VALUES

# to construct net from matrix with values:
valuedNet<-network(valuedMat,loops=TRUE,directed=TRUE,
  ignore.eval=FALSE,names.eval='myEdgeWeight')

# also have to specify the name of the attribute when converting to matrix
as.matrix(valuedNet,attrname='myEdgeWeight')

# ATTACHING EDGE ATTRIBUTES FROM A MATRIX

```

```

# maybe we have edge attributes of a different sort in another matrix like:
edgeAttrs<-matrix(c("B","Z","Q","W","A","E","L","P","A"),ncol=3,byrow=TRUE)
edgeAttrs

# we can still attach them
valuedNet<-set.edge.value(valuedNet,'someLetters',edgeAttrs)

# and extract them
as.matrix(valuedNet,attrname='someLetters')
valuedNet%%e%'someLetters'

# but notice that some of the values didn't get used
# the ("A"s are missing) because there were no corresponding edges (loops)
# for the attribute to be attached to

# ATTACHING EDGE ATTRIBUTES FROM A LIST

# it is also possible to attach edge attributes directly from a list
edgeCols<-c("red","green","blue","orange","pink","brown","gray")
valuedNet<-set.edge.attribute(valuedNet,"edgeColors",edgeCols)

# but this can be risky, because we may not know the ordering of the edges,
# (especially if some have been deleted). Does "green" go with the edge from
# 1 to 2, or from 3 to 1?

# Usually if the edge data is only available in list form, it is safer to construct
# the network from an edgelist in the first place

# LOADING IN AN EDGELIST

# pretend we just loaded in this data.frame from a file
elData<-data.frame(
  from_id=c("1","2","3","1","3","1","2"),
  to_id=c("1", "1", "1", "2", "2", "3", "3"),
  myEdgeWeight=c(1, 2, 1, 2, 5, 3, 9.5),
  someLetters=c("B", "W", "L", "Z", "P", "Q", "E"),
  edgeCols=c("red","green","blue","orange","pink","brown","gray"),
  stringsAsFactors=FALSE
)

# peek at data
# each row corresponds to a relationship (edge) in the network
elData

# to make a network we just use the first two id columns
valuedNet2<-network(elData[,1:2],matrix.type='edgelist')

# print it out
as.matrix(valuedNet2)

# has right edges, but no values

```

```
# to include values (with names from the columns)

valuedNet2<-network(e1Data,matrix.type='edgelist',ignore.eval=FALSE)
list.edge.attributes(valuedNet2)
as.matrix(valuedNet2,attrname='someLetters')
```

missing.edges

Identifying and Counting Missing Edges in a Network Object

Description

`network.naedgecount` returns the number of edges within a network object which are flagged as missing. The `is.na` network method returns a new network containing the missing edges.

Usage

```
## S3 method for class 'network'
is.na(x)
network.naedgecount(x)
```

Arguments

`x` an object of class `network`

Details

The missingness of an edge is controlled by its `na` attribute (which is mandatory for all edges); `network.naedgecount` returns the number of edges for which `na==TRUE`. The `is.na` network method produces a new network object whose edges correspond to the missing (`na==TRUE`) edges of the original object, and is thus a convenient method of extracting detailed missingness information on the entire network. The network returned by `is.na` is guaranteed to have the same base network attributes (directedness, loopness, hypergraphicity, multiplexity, and bipartite constraint) as the original network object, but no other information is copied; note too that edge IDs are *not* preserved by this process (although adjacency obviously is). Since the resulting object is a [network](#), standard coercion, `print/summary`, and other methods can be applied to it in the usual fashion.

It should be borne in mind that “missingness” in the sense used here reflects the assertion that an edge’s presence or absence is unknown, *not* that said edge is known not to be present. Thus, the `na` count for an empty graph is properly 0, since all edges are known to be absent. Edges can be flagged as missing by setting their `na` attribute to `TRUE` using `set.edge.attribute`, or by appropriate use of the network assignment operators; see below for an example of the latter.

Value

`is.na(x)` returns a network object, and `network.naedgecount(x)` returns the number of missing edges.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network.edgcount](#), [get.network.attribute](#), [is.adjacent](#), [is.na](#)

Examples

```
#Create an empty network with no missing data
g<-network.initialize(5)
g[,]                #No edges present...
network.naedgecount(g)==0 #Edges not present are not "missing"!

#Now, add some missing edges
g[1,,add.edges=TRUE]<-NA #Establish that 1's ties are unknown
g[,]                #Observe the missing elements
is.na(g)            #Observe in network form
network.naedgecount(g)==4 #These elements do count!
network.edgcount(is.na(g)) #Same as above
```

network

Network Objects

Description

Construct, coerce to, test for and print network objects.

Usage

```
network(x, vertex.attr=NULL, vertex.attrnames=NULL, directed=TRUE,
        hyper=FALSE, loops=FALSE, multiple=FALSE, bipartite = FALSE, ...)
network.copy(x)
as.network(x, ...)
is.network(x)
## S3 method for class 'network'
print(x, matrix.type = which.matrix.type(x),
      mixingmatrices = FALSE, na.omit = TRUE, print.adj = FALSE, ...)
## S3 method for class 'network'
summary(object, na.omit=TRUE, mixingmatrices=FALSE,
        print.adj = TRUE, ...)
```

Arguments

<code>x</code>	for network, a matrix giving the network structure in adjacency, incidence, or edgelist form; otherwise, an object of class network.
<code>vertex.attr</code>	optionally, a list containing vertex attributes.
<code>vertex.attrnames</code>	optionally, a list containing vertex attribute names.
<code>directed</code>	logical; should edges be interpreted as directed?
<code>hyper</code>	logical; are hyperedges allowed?
<code>loops</code>	logical; should loops be allowed?
<code>multiple</code>	logical; are multiplex edges allowed?
<code>bipartite</code>	count; should the network be interpreted as bipartite? If present (i.e., non-NULL, non-FALSE) it is the count of the number of actors in the bipartite network. In this case, the number of nodes is equal to the number of actors plus the number of events (with all actors preceding all events). The edges are then interpreted as nondirected. Values of <code>bipartite==0</code> are permitted, indicating a bipartite network with zero-sized first partition.
<code>matrix.type</code>	one of "adjacency", "edgelist", "incidence". See edgeset.constructors for details and optional additional arguments
<code>object</code>	an object of class network.
<code>na.omit</code>	logical; omit summarization of missing attributes in network?
<code>mixingmatrices</code>	logical; print the mixing matrices for the discrete attributes?
<code>print.adj</code>	logical; print the network adjacency structure?
<code>...</code>	additional arguments.

Details

`network` constructs a network class object from a matrix representation. If the `matrix.type` parameter is not specified, it will make a guess as to the intended `edgeset.constructors` function to call based on the format of these input matrices. If the class of `x` is not a matrix, network construction can be dispatched to other methods. For example, If the `ergm` package is loaded, `network()` can function as a shorthand for `as.network.numeric` with `x` as an integer specifying the number of nodes to be created in the random graph.

If the `ergm` package is loaded, `network` can function as a shorthand for `as.network.numeric` if `x` is an integer specifying the number of nodes. See the help page for `as.network.numeric` in `ergm` package for details.

`network.copy` creates a new network object which duplicates its supplied argument. (Direct assignment with `<-` should be used rather than `network.copy` in most cases.)

`as.network` tries to coerce its argument to a network, using the `as.network.matrix` functions if `x` is a matrix. (If the argument is already a network object, it is returned as-is and all other arguments are ignored.)

`is.network` tests whether its argument is a network (in the sense that it has class network).

`print.network` prints a network object in one of several possible formats. It also prints the list of global attributes of the network.

`summary.network` provides similar information.

Value

network, as.network, and print.network all return a network class object; is.network returns TRUE or FALSE.

Note

Between versions 0.5 and 1.2, direct assignment of a network object created a pointer to the original object, rather than a copy. As of version 1.2, direct assignment behaves in the same manner as network.copy. Direct use of the latter is thus superfluous in most situations, and is discouraged.

Many of the network package functions modify their network object arguments in-place. For example, set.network.attribute(net, "myVal", 5) will have the same effect as net<-set.network.attribute(net, "myVal", 5). Unfortunately, the current implementation of in-place assignment breaks when the network argument is an element of a list or a named part of another object. So set.network.attribute(myListOfNetworks[[1]], "myVal", 5) will silently fail to modify its network argument, likely leading to incorrect output.

Author(s)

Carter T. Butts <buttsc@uci.edu> and David Hunter <dhunter@stat.psu.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network.initialize](#), [attribute.methods](#), [as.network.matrix](#), [as.matrix.network](#), [deletion.methods](#), [edgeset.constructors](#), [network.indicators](#), [plot.network](#)

Examples

```
m <- matrix(rbinom(25,1,.4),5,5)
diag(m) <- 0
g <- network(m, directed=FALSE)
summary(g)

h <- network.copy(g)      #Note: same as h<-g
summary(h)
```

network.arrow

Add Arrows or Segments to a Plot

Description

network.arrow draws a segment or arrow between two pairs of points; unlike [arrows](#) or [segments](#), the new plot element is drawn as a polygon.

Usage

```
network.arrow(x0, y0, x1, y1, length = 0.1, angle = 20,
             width = 0.01, col = 1, border = 1, lty = 1, offset.head = 0,
             offset.tail = 0, arrowhead = TRUE, curve = 0, edge.steps = 50,
             ...)
```

Arguments

<code>x0</code>	A vector of x coordinates for points of origin
<code>y0</code>	A vector of y coordinates for points of origin
<code>x1</code>	A vector of x coordinates for destination points
<code>y1</code>	A vector of y coordinates for destination points
<code>length</code>	Arrowhead length, in current plotting units
<code>angle</code>	Arrowhead angle (in degrees)
<code>width</code>	Width for arrow body, in current plotting units (can be a vector)
<code>col</code>	Arrow body color (can be a vector)
<code>border</code>	Arrow border color (can be a vector)
<code>lty</code>	Arrow border line type (can be a vector)
<code>offset.head</code>	Offset for destination point (can be a vector)
<code>offset.tail</code>	Offset for origin point (can be a vector)
<code>arrowhead</code>	Boolean; should arrowheads be used? (Can be a vector)
<code>curve</code>	Degree of edge curvature (if any), in current plotting units (can be a vector)
<code>edge.steps</code>	For curved edges, the number of steps to use in approximating the curve (can be a vector)
<code>...</code>	Additional arguments to polygon

Details

`network.arrow` provides a useful extension of [segments](#) and [arrows](#) when fine control is needed over the resulting display. (The results also look better.) Note that edge curvature is quadratic, with `curve` providing the maximum horizontal deviation of the edge (left-handed). Head/tail offsets are used to adjust the end/start points of an edge, relative to the baseline coordinates; these are useful for functions like [plot.network](#), which need to draw edges incident to vertices of varying radii.

Value

None.

Note

`network.arrow` is a direct adaptation of [gplot.arrow](#) from the `sna` package.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[plot.network](#), [network.loop](#), [polygon](#)

Examples

```
#Plot two points
plot(1:2,1:2)

#Add an edge
network.arrow(1,1,2,2,width=0.01,col="red",border="black")
```

network.density	<i>Compute the Density of a Network</i>
-----------------	---

Description

network.density computes the density of its argument.

Usage

```
network.density(x, na.omit=TRUE, discount.bipartite=FALSE)
```

Arguments

x	an object of class network
na.omit	logical; omit missing edges from extant edges when assessing density?
discount.bipartite	logical; if x is bipartite, should “forbidden” edges be excluded from the count of potential edges?

Details

The density of a network is defined as the ratio of extant edges to potential edges. We do not currently consider edge values; missing edges are omitted from extent (but not potential) edge count when na.omit==TRUE.

Value

The network density.

Warning

network.density relies on network attributes (see [network.indicators](#)) to determine the properties of the underlying network object. If these are set incorrectly (e.g., multiple edges in a non-multiplex network, network coded with directed edges but set to “undirected”, etc.), surprising results may ensue.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

Wasserman, S. and Faust, K. (1994). *Social Network Analysis: Methods and Applications*. Cambridge: Cambridge University Press.

See Also

[network.edgcount](#), [network.size](#)

Examples

```
#Create an arbitrary adjacency matrix
m<-matrix(rbinom(25,1,0.5),5,5)
diag(m)<-0

g<-network.initialize(5)   #Initialize the network
network.density(g)        #Calculate the density
```

network.dyadcount *Return the Number of (Possibly Directed) Dyads in a Network Object*

Description

network.dyadcount returns the number of possible dyads within a network, removing those flagged as missing if desired. If the network is directed, directed dyads are counted accordingly.

Usage

```
network.dyadcount(x, na.omit = TRUE)
```

Arguments

x	an object of class network
na.omit	logical; omit edges with na==TRUE from the count?

Details

The return value `network.dyadcount` is equal to the number of dyads, minus the number of NULL edges (and missing edges, if `na.omit==TRUE`). If `x` is directed, the number of directed dyads is returned. If the network allows loops, the number of possible entries on the diagonal is added. Although the function does not give an error on multiplex networks or hypergraphs, the results probably don't make sense.

Value

The number of dyads in the network

Author(s)

Mark S. Handcock <handcock@stat.washington.edu>, skyebend

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[get.network.attribute](#), [network.edgcount](#), [is.directed](#)

Examples

```
#Create a directed network with three edges
m<-matrix(0,3,3)
m[1,2]<-1; m[2,3]<-1; m[3,1]<-1
g<-network(m)
network.dyadcount(g)==6           #Verify the directed dyad count
g<-network(m)t(m),directed=FALSE)
network.dyadcount(g)==3           #nC2 in undirected case
```

`network.edgcount` *Return the Number of Edges in a Network Object*

Description

`network.edgcount` returns the number of edges within a network, removing those flagged as missing if desired.

Usage

```
network.edgcount(x, na.omit = TRUE)
```

Arguments

x	an object of class network
na.omit	logical; omit edges with na==TRUE from the count?

Details

The return value is the number of distinct edges within the network object, including multiplex edges as appropriate. (So if there are 3 edges from vertex *i* to vertex *j*, each contributes to the total edge count.)

The return value `network.edgcount` is in the present implementation related to the (required) `mnext` network attribute. `mnext` is an internal legacy attribute that currently indicates the index number of the next edge to be added to a network object. (Do not modify it unless you enjoy unfortunate surprises.) The number of edges returned by `network.edgcount` is equal to `x%n%"mnext"-1`, minus the number of NULL edges (and missing edges, if `na.omit==TRUE`). Note that `g%n%"mnext"-1` cannot, by itself, be counted upon to be an accurate count of the number of edges! As `mnext` is not part of the API (and is not guaranteed to remain), users and developers are urged to use `network.edgcount` instead.

Value

The number of edges

Warning

`network.edgcount` uses the real state of the network object to count edges, not the state it hypothetically should have. Thus, if you add extra edges to a non-multiplex network, directed edges to an undirected network, etc., the actual number of edges in the object will be returned (and not the number you would expect if you relied only on the putative number of possible edges as reflected by the [network.indicators](#)). Don't create network objects with contradictory attributes unless you know what you are doing.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[get.network.attribute](#)

Examples

```
#Create a network with three edges
m<-matrix(0,3,3)
m[1,2]<-1; m[2,3]<-1; m[3,1]<-1
g<-network(m)
network.edgcount(g)==3 #Verify the edgcount
```

network.edglabel *Plots a label corresponding to an edge in a network plot.*

Description

Draws a text labels on (or adjacent to) the line segments connecting vertices on a network plot.

Usage

```
network.edglabel(px0, py0, px1, py1, label, directed, loops = FALSE, cex, curve = 0, ...)
```

Arguments

px0	vector of x coordinates of tail vertex of the edge
py0	vector of y coordinates of tail vertex of the edge
px1	vector of x coordinates of head vertex of the edge
py1	vector of y coordinate of head vertex of the edge
label	vector strings giving labels to be drawn for edge edge
directed	logical: is the underlying network directed? If FALSE, labels will be drawn in the middle of the line segment, otherwise in the first 3rd so that the labels for edges pointing in the opposite direction will not overlap.
loops	logical: if true, assuming the labels to be drawn belong to loop-type edges and render appropriately
cex	numeric vector giving the text expansion factor for each label
curve	numeric vector controlling the extent of edge curvature (0 = straight line edges)
...	additional arguments to be passed to text

Details

Called internally by [plot.network](#) when `edge.label` parameter is used. For directed, non-curved edges, the labels are shifted towards the tail of the edge. Labels for curved edges are not shifted because opposite-direction edges curve the opposite way. Makes a crude attempt to shift labels to either side of line, and to draw the edge labels for self-loops near the vertex. No attempt is made to avoid overlap between vertex and edge labels.

Value

no value is returned but text will be rendered on the active plot

Author(s)

skyebend

network.extraction *Extraction and Replacement Operators for Network Objects*

Description

Various operators which allow extraction or replacement of various components of a network object.

Usage

```
## S3 method for class 'network'
x[i, j, na.omit = FALSE]
## S3 replacement method for class 'network'
x[i, j, names.eval=NULL, add.edges=FALSE] <- value
x %e% attrname
x %e% attrname <- value
x %eattr% attrname
x %eattr% attrname <- value

x %n% attrname
x %n% attrname <- value
x %nattr% attrname
x %nattr% attrname <- value

x %v% attrname
x %v% attrname <- value
x %vattr% attrname
x %vattr% attrname <- value
```

Arguments

x	an object of class network.
i, j	indices of the vertices with respect to which adjacency is to be tested. Empty values indicate that all vertices should be employed (see below).
na.omit	logical; should missing edges be omitted (treated as no-adjacency), or should NAs be returned? (Default: return NA on missing.)
names.eval	optionally, the name of an edge attribute to use for assigning edge values.
add.edges	logical; should new edges be added to x where edges are absent and the appropriate element of value is non-zero?
value	the value (or set thereof) to be assigned to the selected element of x.
attrname	the name of a network or vertex attribute (as appropriate).

Details

Indexing for edge extraction operates in a manner analogous to `matrix` objects. Thus, `x[,]` selects all vertex pairs, `x[1, -5]` selects the pairing of vertex 1 with all vertices except for 5, etc. Following this, it is acceptable for `i` and/or `j` to be logical vectors indicating which vertices are to be included. During assignment, an attempt is made to match the elements of `value` to the extracted pairs in an intelligent way; in particular, elements of `value` will be replicated if too few are supplied (allowing expressions like `x[1,]<-1`). Where `names.eval==NULL`, zero and non-zero values are taken to indicate the presence or absence of edges. `x[2,4]<-6` thus adds a single (2,4) edge to `x`, and `x[2,4]<-0` removes such an edge (if present). If `x` is multiplex, assigning 0 to a vertex pair will eliminate *all* edges on that pair. Pairs are taken to be directed where `is.directed(x)==TRUE`, and undirected where `is.directed(x)==FALSE`.

If an edge attribute is specified using `names.eval`, then the provided values will be assigned to that attribute. When assigning values, only extant edges are employed (unless `add.edges==TRUE`); in the latter case, any non-zero assignment results in the addition of an edge where currently absent. If the attribute specified is not present on a given edge, it is added. Otherwise, any existing value is overwritten. The `%%` operator can also be used to extract/assign edge values; in those roles, it is respectively equivalent to `get.edge.value(x, attrname)` and `set.edge.value(x, attrname=attrname, value=value)`. Note that the assignment operator takes edge values input in adjacency matrix form.

The `%n%` and `%v%` operators serve as front-ends to the network and vertex extraction/assignment functions (respectively). In the extraction case, `x %n% attrname` is equivalent to `get.network.attribute(x, attrname)`, with `x %v% attrname` corresponding to `get.vertex.attribute(x, attrname)`. In assignment, the respective equivalences are to `set.network.attribute(x, attrname, value)` and `set.vertex.attribute(x, attrname, value)`. Note that the “`%%`” assignment forms are generally slower than the named versions of the functions because they will trigger an additional internal copy of the network object.

The `%attr%`, `%nattr%`, and `%vattr%` operators are equivalent to `%e%`, `%n%`, and `%v%` (respectively). The short forms are more succinct, but may produce less readable code.

Value

The extracted data, or none.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[is.adjacent](#), [as.sociomatrix](#), [attribute.methods](#), [add.edges](#), [network.operators](#), and [get.inducedSubgraph](#)

Examples

```
#Create a random graph (inefficiently)
g<-network.initialize(10)
```

```

g[,]<-matrix(rbinom(100,1,0.1),10,10)
plot(g)

#Demonstrate edge addition/deletion
g[,]<-0
g[1,]<-1
g[2:3,6:7]<-1
g[,]

#Set edge values
g[, ,names.eval="boo"]<-5
as.sociomatrix(g,"boo")
g %e% "hoo" <- "wah"
g %e% "hoo"
#Assignment input should be as adjacency matrix
g %e% "age" <- matrix(1:100, 10, 10)
g %e% "age"
as.sociomatrix(g,"age")

#Set/retrieve network and vertex attributes
g %n% "blah" <- "Pork!"           #The other white meat?
g %n% "blah" == "Pork!"         #TRUE!
g %v% "foo" <- letters[10:1]    #Letter the vertices
g %v% "foo" == letters[10:1]   #All TRUE

```

network.indicators *Indicator Functions for Network Properties*

Description

Various indicators for properties of network class objects.

Usage

```

has.loops(x)
is.bipartite(x)
is.directed(x)
is.hyper(x)
is.multiplex(x)

```

Arguments

x an object of class network

Details

These methods are the standard means of assessing the state of a network object; other methods can (and should) use these routines in governing their own behavior. As such, improper setting of the associated attributes may result in unpleasantly creative results. (See the `edge.check` argument to [add.edges](#) for an example of code which makes use of these network properties.)

The functions themselves behave as follows:

`has.loops` returns TRUE iff `x` is allowed to contain loops (or loop-like edges, in the hypergraphic case).

`is.bipartite` returns TRUE iff the `x` has been explicitly bipartite-coded. Values of `bipartite=NULL`, and `bipartite=FALSE` will evaluate to FALSE, numeric values of `bipartite>=0` will evaluate to TRUE. (The value `bipartite==0` indicates that it is a bipartite network with a zero-sized first partition.) Note that `is.bipartite` refers only to the storage properties of `x` and how it should be treated by some algorithms; `is.bipartite(x)==FALSE` it does *not* mean that `x` cannot admit a bipartition!

`is.directed` returns TRUE iff the edges of `x` are to be interpreted as directed.

`is.hyper` returns TRUE iff `x` is allowed to contain hypergraphic edges.

`is.multiplex` returns TRUE iff `x` is allowed to contain multiplex edges.

Value

TRUE or FALSE

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network](#), [get.network.attribute](#), [set.network.attribute](#), [add.edges](#)

Examples

```
g<-network.initialize(5)  #Initialize the network
is.bipartite(g)
is.directed(g)
is.hyper(g)
is.multiplex(g)
has.loops(g)
```

`network.initialize` *Initialize a Network Class Object*

Description

Create and initialize a network object with `n` vertices.

Usage

```
network.initialize(n, directed = TRUE, hyper = FALSE, loops = FALSE,  
multiple = FALSE, bipartite = FALSE)
```

Arguments

n	the number of vertices to initialize
directed	logical; should edges be interpreted as directed?
hyper	logical; are hyperedges allowed?
loops	logical; should loops be allowed?
multiple	logical; are multiplex edges allowed?
bipartite	count; should the network be interpreted as bipartite? If present (i.e., non-NULL) it is the count of the number of actors in the first mode of the bipartite network. In this case, the overall number of vertices is equal to the number of 'actors' (first mode) plus the number of 'events' (second mode), with the vertex.ids of all actors preceding all events. The edges are then interpreted as nondirected.

Details

Generally, `network.initialize` is called by other constructor functions as part of the process of creating a network.

Value

An object of class `network`

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network](#), [as.network.matrix](#)

Examples

```
g<-network.initialize(5) #Create an empty graph on 5 vertices
```

network.layout	<i>Vertex Layout Functions for plot.network</i>
----------------	---

Description

Various functions which generate vertex layouts for the `plot.network` visualization routine.

Usage

```
network.layout.circle(nw, layout.par)
network.layout.fruchtermanreingold(nw, layout.par)
network.layout.kamadakawai(nw, layout.par)
```

Arguments

<code>nw</code>	a network object, as passed by <code>plot.network</code> .
<code>layout.par</code>	a list of parameters.

Details

Vertex layouts for network visualization pose a difficult problem – there is no single, “good” layout algorithm, and many different approaches may be valuable under different circumstances. With this in mind, `plot.network` allows for the use of arbitrary vertex layout algorithms via the `network.layout.*` family of routines. When called, `plot.network` searches for a `network.layout` function whose fourth name matches its mode argument (see `plot.network` help for more information); this function is then used to generate the layout for the resulting plot. In addition to the routines documented here, users may add their own layout functions as needed. The requirements for a `network.layout` function are as follows:

1. the first argument, `nw`, must be a network object;
2. the second argument, `layout.par`, must be a list of parameters (or NULL, if no parameters are specified); and
3. the return value must be a real matrix of dimension $c(2, \text{network.size}(nw))$, whose rows contain the vertex coordinates.

Other than this, anything goes. (In particular, note that `layout.par` could be used to pass additional matrices or other information, if needed. Alternately, it is possible to make layout methods that respond to covariates on the network object, which are maintained intact by `plot.network`.)

The `network.layout` functions currently supplied by default are as follows (with $n = \text{network.size}(nw)$):

circle This function places vertices uniformly in a circle; it takes no arguments.

fruchtermanreingold This function generates a layout using a variant of Fruchterman and Reingold’s force-directed placement algorithm. It takes the following arguments:

layout.par\$*niter* This argument controls the number of iterations to be employed. Larger values take longer, but will provide a more refined layout. (Defaults to 500.)

layout.par\$max.delta Sets the maximum change in position for any given iteration. (Defaults to n .)

layout.par\$area Sets the "area" parameter for the F-R algorithm. (Defaults to n^2 .)

layout.par\$cool.exp Sets the cooling exponent for the annealer. (Defaults to 3.)

layout.par\$repulse.rad Determines the radius at which vertex-vertex repulsion cancels out attraction of adjacent vertices. (Defaults to $area \cdot \log(n)$.)

layout.par\$ncell To speed calculations on large graphs, the plot region is divided at each iteration into $ncell$ by $ncell$ "cells", which are used to define neighborhoods for force calculation. Moderate numbers of cells result in fastest performance; too few cells (down to 1, which produces "pure" F-R results) can yield odd layouts, while too many will result in long layout times. (Defaults to $n^{0.4}$.)

layout.par\$cell.jitter Jitter factor (in units of cell width) used in assigning vertices to cells. Small values may generate "grid-like" anomalies for graphs with many isolates. (Defaults to 0.5.)

layout.par\$cell.pointptrad Squared "radius" (in units of cells) such that exact point-interaction calculations are used for all vertices belonging to any two cells less than or equal to this distance apart. Higher values approximate the true F-R solution, but increase computational cost. (Defaults to 0.)

layout.par\$cell.pointcellrad Squared "radius" (in units of cells) such that approximate point/cell interaction calculations are used for all vertices belonging to any two cells less than or equal to this distance apart (and not within the point/point radius). Higher values provide somewhat better approximations to the true F-R solution at slightly increased computational cost. (Defaults to 18.)

layout.par\$cell.cellcellrad Squared "radius" (in units of cells) such that approximate cell/cell interaction calculations are used for all vertices belonging to any two cells less than or equal to this distance apart (and not within the point/point or point/cell radii). Higher values provide somewhat better approximations to the true F-R solution at slightly increased computational cost. Note that cells beyond this radius (if any) do not interact, save through edge attraction. (Defaults to $ncell^2$.)

layout.par\$seed.coord A two-column matrix of initial vertex coordinates. (Defaults to a random circular layout.)

kamadakawai This function generates a vertex layout using a version of the Kamada-Kawai force-directed placement algorithm. It takes the following arguments:

layout.par\$niter This argument controls the number of iterations to be employed. (Defaults to 1000.)

layout.par\$sigma Sets the base standard deviation of position change proposals. (Defaults to $n/4$.)

layout.par\$initemp Sets the initial "temperature" for the annealing algorithm. (Defaults to 10.)

layout.par\$cool.exp Sets the cooling exponent for the annealer. (Defaults to 0.99.)

layout.par\$kkconst Sets the Kamada-Kawai vertex attraction constant. (Defaults to n^2 .)

layout.par\$elen Provides the matrix of interpoint distances to be approximated. (Defaults to the geodesic distances of nw after symmetrizing, capped at \sqrt{n} .)

layout.par\$seed.coord A two-column matrix of initial vertex coordinates. (Defaults to a gaussian layout.)

Value

A matrix whose rows contain the x,y coordinates of the vertices of d.

Note

The network.layout routines shown here are adapted directly from the [gplot.layout](#) routines of the sna package.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

Fruchterman, T.M.J. and Reingold, E.M. (1991). "Graph Drawing by Force-directed Placement." *Software - Practice and Experience*, 21(11):1129-1164.

Kamada, T. and Kawai, S. (1989). "An Algorithm for Drawing General Undirected Graphs." *Information Processing Letters*, 31(1):7-15.

See Also

[plot.network](#)

network.loop

Add Loops to a Plot

Description

network.loop draws a "loop" at a specified location; this is used to designate self-ties in [plot.network](#).

Usage

```
network.loop(x0, y0, length = 0.1, angle = 10, width = 0.01,
             col = 1, border = 1, lty = 1, offset = 0, edge.steps = 10,
             radius = 1, arrowhead = TRUE, xctr=0, yctr=0, ...)
```

Arguments

x0	a vector of x coordinates for points of origin.
y0	a vector of y coordinates for points of origin.
length	arrowhead length, in current plotting units.
angle	arrowhead angle (in degrees).
width	width for loop body, in current plotting units (can be a vector).

col	loop body color (can be a vector).
border	loop border color (can be a vector).
lty	loop border line type (can be a vector).
offset	offset for origin point (can be a vector).
edge.steps	number of steps to use in approximating curves.
radius	loop radius (can be a vector).
arrowhead	boolean; should arrowheads be used? (Can be a vector.)
xctr	x coordinate for the central location away from which loops should be oriented.
yctr	y coordinate for the central location away from which loops should be oriented.
...	additional arguments to polygon .

Details

`network.loop` is the companion to [network.arrow](#); like the latter, plot elements produced by `network.loop` are drawn using [polygon](#), and as such are scaled based on the current plotting device. By default, loops are drawn so as to encompass a circular region of radius `radius`, whose center is `offset` units from `x0,y0` and at maximum distance from `xctr,yctr`. This is useful for functions like [plot.network](#), which need to draw loops incident to vertices of varying radii.

Value

None.

Note

`network.loop` is a direct adaptation of [gplot.loop](#), from the `sna` package.

Author(s)

Carter T. Butts <buttsc@uci.edu>

See Also

[network.arrow](#), [plot.network](#), [polygon](#)

Examples

```
#Plot a few polygons with loops
plot(0,0,type="n",xlim=c(-2,2),ylim=c(-2,2),asp=1)
network.loop(c(0,0),c(1,-1),col=c(3,2),width=0.05,length=0.4,
  offset=sqrt(2)/4,angle=20,radius=0.5,edge.steps=50,arrowhead=TRUE)
polygon(c(0.25,-0.25,-0.25,0.25,NA,0.25,-0.25,-0.25,0.25),
  c(1.25,1.25,0.75,0.75,NA,-1.25,-1.25,-0.75,-0.75),col=c(2,3))
```

network.operators *Network Operators*

Description

These operators allow for algebraic manipulation of relational structures.

Usage

```
## S3 method for class 'network'  
e1 + e2  
## S3 method for class 'network'  
e1 - e2  
## S3 method for class 'network'  
e1 * e2  
## S3 method for class 'network'  
e1 %% e2  
## S3 method for class 'network'  
!e1  
## S3 method for class 'network'  
e1 | e2  
## S3 method for class 'network'  
e1 & e2
```

Arguments

e1 an object of class network.
e2 another network.

Details

In general, the binary network operators function by producing a new network object whose edge structure is based on that of the input networks. The properties of the new structure depend upon the inputs as follows:

- The size of the new network is equal to the size of the input networks (for all operators save `%%`), which must themselves be of equal size. Likewise, the bipartite attributes of the inputs must match, and this is preserved in the output.
- If either input network allows loops, multiplex edges, or hyperedges, the output acquires this property. (If both input networks do not allow these features, then the features are disallowed in the output network.)
- If either input network is directed, the output is directed; if exactly one input network is directed, the undirected input is treated as if it were a directed network in which all edges are reciprocated.
- Supplemental attributes (including vertex names, but not edgewise missingness) are not transferred to the output.

The unary operator acts per the above, but with a single input. Thus, the output network has the same properties as the input, with the exception of supplemental attributes.

The behavior of the composition operator, `%c%`, is somewhat more complex than the others. In particular, it will return a bipartite network whenever either input network is bipartite *or* the vertex names of the two input networks do not match (or are missing). If both inputs are non-bipartite and have identical vertex names, the return value will have the same structure (but with loops). This behavior corresponds to the interpretation of the composition operator as counting walks on labeled sets of vertices.

Hypergraphs are not yet supported by these routines, but ultimately will be (as suggested by the above).

The specific operations carried out by these operators are generally self-explanatory in the non-multiplex case, but semantics in the latter circumstance bear elaboration. The following summarizes the behavior of each operator:

- + An (i, j) edge is created in the return graph for every (i, j) edge in each of the input graphs.
- An (i, j) edge is created in the return graph for every (i, j) edge in the first input that is not matched by an (i, j) edge in the second input; if the second input has more (i, j) edges than the first, no (i, j) edges are created in the return graph.
- * An (i, j) edge is created for every pairing of (i, j) edges in the respective input graphs.
- `%c%` An (i, j) edge is created in the return graph for every edge pair $(i, k), (k, j)$ with the first edge in the first input and the second edge in the second input.
- ! An (i, j) edge is created in the return graph for every (i, j) in the input not having an edge.
- | An (i, j) edge is created in the return graph if either input contains an (i, j) edge.
- & An (i, j) edge is created in the return graph if both inputs contain an (i, j) edge.

Semantics for missing-edge cases follow from the above, under the interpretation that edges with `na==TRUE` are viewed as having an unknown state. Thus, for instance, `x*y` with `x` having 2 (i, j) non-missing and 1 missing edge and `y` having 3 respective non-missing and 2 missing edges will yield an output network with 6 non-missing and 9 missing (i, j) edges.

Value

The resulting network.

Note

Currently, there is a naming conflict between the composition operator and the `%c%` operator in the [sna](#) package. This will be resolved in future releases; for the time being, one can determine which version of `%c%` is in use by varying which package is loaded first.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

Wasserman, S. and Faust, K. (1994). *Social Network Analysis: Methods and Applications*. Cambridge: University of Cambridge Press.

See Also

[network.extraction](#)

Examples

```
#Create an in-star
m<-matrix(0,6,6)
m[2:6,1]<-1
g<-network(m)
plot(g)

#Compose g with its transpose
gcgt<-g %c% (network(t(m)))
plot(gcgt)
gcgt

#Show the complement of g
!g

#Perform various arithmetic and logical operations
(g+gcgt)[,] == (g|gcgt)[,]           #All TRUE
(g-gcgt)[,] == (g&! (gcgt))[,]
(g*gcgt)[,] == (g&gcgt)[,]
```

network.size	<i>Return the Size of a Network</i>
--------------	-------------------------------------

Description

network.size returns the order of its argument (i.e., number of vertices).

Usage

```
network.size(x)
```

Arguments

x an object of class network

Details

`network.size(x)` is equivalent to `get.network.attribute(x, "n")`; the function exists as a convenience.

Value

The network size

Author(s)

Carter T. Butts <butts@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[get.network.attribute](#)

Examples

```
#Initialize a network
g<-network.initialize(7)
network.size(g)
```

network.vertex

Add Vertices to a Plot

Description

`network.vertex` adds one or more vertices (drawn using [polygon](#)) to a plot.

Usage

```
network.vertex(x, y, radius = 1, sides = 4, border = 1, col = 2,
  lty = NULL, rot = 0, lwd = 1, ...)
```

Arguments

<code>x</code>	a vector of x coordinates.
<code>y</code>	a vector of y coordinates.
<code>radius</code>	a vector of vertex radii.
<code>sides</code>	a vector containing the number of sides to draw for each vertex.
<code>border</code>	a vector of vertex border colors.
<code>col</code>	a vector of vertex interior colors.

lty	a vector of vertex border line types.
rot	a vector of vertex rotation angles (in degrees).
lwd	a vector of vertex border line widths.
...	Additional arguments to <code>polygon</code>

Details

`network.vertex` draws regular polygons of specified radius and number of sides, at the given coordinates. This is useful for routines such as `plot.network`, which use such shapes to depict vertices.

Value

None

Note

`network.vertex` is a direct adaptation of `gplot.vertex` from the `sna` package.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[plot.network](#), [polygon](#)

Examples

```
#Open a plot window, and place some vertices
plot(0,0,type="n",xlim=c(-1.5,1.5),ylim=c(-1.5,1.5),asp=1)
network.vertex(cos((1:10)/10*2*pi),sin((1:10)/10*2*pi),col=1:10,
               sides=3:12,radius=0.1)
```

permute.vertexIDs *Permute (Relabel) the Vertices Within a Network*

Description

permute.vertexIDs permutes the vertices within a given network in the specified fashion. Since this occurs internally (at the level of vertex IDs), it is rarely of interest to end-users.

Usage

```
permute.vertexIDs(x, vids)
```

Arguments

x an object of class `network`.
vids a vector of vertex IDs, in the order to which they are to be permuted.

Details

permute.vertexIDs alters the internal ordering of vertices within a `network`. For most practical applications, this should not be necessary – de facto permutation can be accomplished by altering the appropriate vertex attributes. permute.vertexIDs is needed for certain other routines (such as `delete.vertices`), where it is used in various arcane and ineffable ways.

Value

Invisibly, a pointer to the permuted network. permute.vertexIDs modifies its argument in place.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

`network`

Examples

```
data(flo)                                      #Load the Florentine Families data
nflo<-network(flo)                            #Create a network object
n<-network.size(nflo)                        #Get the number of vertices
permute.vertexIDs(nflo,n:1)                   #Reverse the vertices
all(flo[n:1,n:1]==as.sociomatrix(nflo))    #Should be TRUE
```

plot.network.default *Two-Dimensional Visualization for Network Objects*

Description

plot.network produces a simple two-dimensional plot of network `x`, using optional attribute `attrname` to set edge values. A variety of options are available to control vertex placement, display details, color, etc.

Usage

```
## S3 method for class 'network'
plot(x, ...)

## Default S3 method:
plot.network(x, attrname = NULL,
  label = network.vertex.names(x), coord = NULL, jitter = TRUE,
  thresh = 0, usearrows = TRUE, mode = "fruchtermanreingold",
  displayisolates = TRUE, interactive = FALSE, xlab = NULL,
  ylab = NULL, xlim = NULL, ylim = NULL, pad = 0.2, label.pad = 0.5,
  displaylabels = !missing(label), boxed.labels = FALSE, label.pos = 0,
  label.bg = "white", vertex.sides = 50, vertex.rot = 0, vertex.lwd=1,
  arrowhead.cex = 1, label.cex = 1, loop.cex = 1, vertex.cex = 1,
  edge.col = 1, label.col = 1, vertex.col = 2, label.border = 1,
  vertex.border = 1, edge.lty = 1, label.lty = NULL, vertex.lty = 1,
  edge.lwd = 0, edge.label = NULL, edge.label.cex = 1,
  edge.label.col = 1, label.lwd = par("lwd"), edge.len = 0.5,
  edge.curve = 0.1, edge.steps = 50, loop.steps = 20,
  object.scale = 0.01, uselen = FALSE, usecurve = FALSE,
  suppress.axes = TRUE, vertices.last = TRUE, new = TRUE,
  layout.par = NULL, ...)
```

Arguments

<code>x</code>	an object of class <code>network</code> .
<code>attrname</code>	an optional edge attribute, to be used to set edge values.
<code>label</code>	a vector of vertex labels, if desired; defaults to the vertex labels returned by network.vertex.names . If <code>label</code> has one element and it matches with a vertex attribute name, the value of the attribute will be used. Note that labels may be set but hidden by the <code>displaylabels</code> argument.
<code>coord</code>	user-specified vertex coordinates, in an <code>network.size(x)x2</code> matrix. Where this is specified, it will override the <code>mode</code> setting.
<code>jitter</code>	boolean; should the output be jittered?
<code>thresh</code>	real number indicating the lower threshold for tie values. Only ties of value $>$ thresh are displayed. By default, thresh=0.

<code>usearrows</code>	boolean; should arrows (rather than line segments) be used to indicate edges?
<code>mode</code>	the vertex placement algorithm; this must correspond to a network.layout function.
<code>displayisolates</code>	boolean; should isolates be displayed?
<code>interactive</code>	boolean; should interactive adjustment of vertex placement be attempted?
<code>xlab</code>	x axis label.
<code>ylab</code>	y axis label.
<code>xlim</code>	the x limits (min, max) of the plot.
<code>ylim</code>	the y limits of the plot.
<code>pad</code>	amount to pad the plotting range; useful if labels are being clipped.
<code>label.pad</code>	amount to pad label boxes (if <code>boxed.labels==TRUE</code>), in character size units.
<code>displaylabels</code>	boolean; should vertex labels be displayed?
<code>boxed.labels</code>	boolean; place vertex labels within boxes?
<code>label.pos</code>	position at which labels should be placed, relative to vertices. 0 results in labels which are placed away from the center of the plotting region; 1, 2, 3, and 4 result in labels being placed below, to the left of, above, and to the right of vertices (respectively); and <code>label.pos>=5</code> results in labels which are plotted with no offset (i.e., at the vertex positions).
<code>label.bg</code>	background color for label boxes (if <code>boxed.labels==TRUE</code>); may be a vector, if boxes are to be of different colors.
<code>vertex.sides</code>	number of polygon sides for vertices; may be given as a vector or a vertex attribute name, if vertices are to be of different types. As of v1.12, radius of polygons are scaled so that all shapes have equal area
<code>vertex.rot</code>	angle of rotation for vertices (in degrees); may be given as a vector or a vertex attribute name, if vertices are to be rotated differently.
<code>vertex.lwd</code>	line width of vertex borders; may be given as a vector or a vertex attribute name, if vertex borders are to have different line widths.
<code>arrowhead.cex</code>	expansion factor for edge arrowheads.
<code>label.cex</code>	character expansion factor for label text.
<code>loop.cex</code>	expansion factor for loops; may be given as a vector or a vertex attribute name, if loops are to be of different sizes.
<code>vertex.cex</code>	expansion factor for vertices; may be given as a vector or a vertex attribute name, if vertices are to be of different sizes.
<code>edge.col</code>	color for edges; may be given as a vector, adjacency matrix, or edge attribute name, if edges are to be of different colors.
<code>label.col</code>	color for vertex labels; may be given as a vector or a vertex attribute name, if labels are to be of different colors.
<code>vertex.col</code>	color for vertices; may be given as a vector or a vertex attribute name, if vertices are to be of different colors.
<code>label.border</code>	label border colors (if <code>boxed.labels==TRUE</code>); may be given as a vector, if label boxes are to have different colors.

vertex.border	border color for vertices; may be given as a vector or a vertex attribute name, if vertex borders are to be of different colors.
edge.lty	line type for edge borders; may be given as a vector, adjacency matrix, or edge attribute name, if edge borders are to have different line types.
label.lty	line type for label boxes (if boxed.labels==TRUE); may be given as a vector, if label boxes are to have different line types.
vertex.lty	line type for vertex borders; may be given as a vector or a vertex attribute name, if vertex borders are to have different line types.
edge.lwd	line width scale for edges; if set greater than 0, edge widths are scaled by edge.lwd*dat. May be given as a vector, adjacency matrix, or edge attribute name, if edges are to have different line widths.
edge.label	if non-NULL, labels for edges will be drawn. May be given as a vector, adjacency matrix, or edge attribute name, if edges are to have different labels. A single value of TRUE will use edge ids as labels. NOTE: currently doesn't work for curved edges.
edge.label.cex	character expansion factor for edge label text; may be given as a vector or a edge attribute name, if edge labels are to have different sizes.
edge.label.col	color for edge labels; may be given as a vector or a edge attribute name, if labels are to be of different colors.
label.lwd	line width for label boxes (if boxed.labels==TRUE); may be given as a vector, if label boxes are to have different line widths.
edge.len	if uselen==TRUE, curved edge lengths are scaled by edge.len.
edge.curve	if usecurve==TRUE, the extent of edge curvature is controlled by edge.curve. May be given as a fixed value, vector, adjacency matrix, or edge attribute name, if edges are to have different levels of curvature.
edge.steps	for curved edges (excluding loops), the number of line segments to use for the curve approximation.
loop.steps	for loops, the number of line segments to use for the curve approximation.
object.scale	base length for plotting objects, as a fraction of the linear scale of the plotting region. Defaults to 0.01.
uselen	boolean; should we use edge.len to rescale edge lengths?
usecurve	boolean; should we use edge.curve?
suppress.axes	boolean; suppress plotting of axes?
vertices.last	boolean; plot vertices after plotting edges?
new	boolean; create a new plot? If new==FALSE, vertices and edges will be added to the existing plot.
layout.par	parameters to the network.layout function specified in mode.
...	additional arguments to plot .

Details

plot.network is the standard visualization tool for the network class. By means of clever selection of display parameters, a fair amount of display flexibility can be obtained. Vertex layout – if not specified directly using coord – is determined via one of the various available algorithms. These should be specified via the mode argument; see [network.layout](#) for a full list. User-supplied layout functions are also possible – see the aforementioned man page for details.

Note that where is.hyper(x)==TRUE, the network is converted to bipartite adjacency form prior to computing coordinates. If interactive==TRUE, then the user may modify the initial network layout by selecting an individual vertex and then clicking on the location to which this vertex is to be moved; this process may be repeated until the layout is satisfactory.

Value

A two-column matrix containing the vertex positions as x,y coordinates

Note

plot.network is adapted (with minor modifications) from the [gplot](#) function of the sna library (authors: Carter T. Butts and Alex Montgomery); eventually, these two packages will be integrated.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

Wasserman, S., and Faust, K. (1994). *Social Network Analysis: Methods and Applications*. Cambridge: Cambridge University Press.

See Also

[network](#), [network.arrow](#), [network.loop](#), [network.vertex](#)

Examples

```
#Construct a sparse graph
m<-matrix(rbinom(100,1,1.5/9),10)
diag(m)<-0
g<-network(m)

#Plot the graph
plot(g)

#Load Padgett's marriage data
data(flo)
nflo<-network(flo)
#Display the network, indicating degree and flagging the Medicis
plot(nflo, vertex.cex=apply(flo,2,sum)+1, usearrows=FALSE,
```

```
vertex.sides=3+apply(flo,2,sum),
vertex.col=2+(network.vertex.names(nflo)=="Medici"))
```

plotArgs.network	<i>Expand and transform attributes of networks to values appropriate for arguments to plot.network</i>
------------------	--

Description

This is primarily an internal function called by `plot.network` or by external packages such as `ndtv` that want to prepare `plot.network` graphic arguments in a standardized way.

Usage

```
plotArgs.network(x, argName, argValue, d = NULL, edgetouse = NULL)
```

Arguments

<code>x</code>	a network object which is going to be plotted
<code>argName</code>	character, the name of <code>plot.network</code> graphic parameter
<code>argValue</code>	value for the graphic parameter named in <code>argName</code> which to be transformed/prepared. For many attributes, if this is a single character vector it will be assumed to be the name of a vertex or edge attribute to be extracted and transformed
<code>d</code>	is an edgelist matrix of edge values optionally used by some edge attribute functions
<code>edgetouse</code>	numeric vector giving set of edge ids to be used (in case some edges are not being shown) required by some attributes

Details

Given a network object, the name of graphic parameter argument to `plot.network` and value, it will if necessary transform the value, or extract it from the network, according to the description in [plot.network](#). For some attributes, if the value is the name of a vertex or edge attribute, the appropriate values will be extracted from the network before transformation.

Value

returns a vector with length corresponding to the number of vertices or edges (depending on the parameter type) giving the appropriately prepared values for the parameter type. If the values or specified attribute can not be processed correctly, an Error may occur.

Author(s)

skyebend@uw.edu

See Also

See also [plot.network](#)

Examples

```
net<-network.initialize(3)
set.vertex.attribute(net,'color',c('red','green','blue'))
set.vertex.attribute(net,'charm',1:3)
# replicate a single colorname value
plotArgs.network(net,'vertex.col','purple')
# map the 'color' attribute to color
plotArgs.network(net,'vertex.col','color')
# similarly for a numeric attribute ...
plotArgs.network(net,'vertex.cex',12)
plotArgs.network(net,'vertex.cex','charm')
```

prod.network

Combine Networks by Edge Value Multiplication

Description

Given a series of networks, `prod.network` attempts to form a new network by multiplication of edges. If a non-null `attrname` is given, the corresponding edge attribute is used to determine and store edge values.

Usage

```
## S3 method for class 'network'
prod(..., attrname = NULL, na.rm = FALSE)
```

Arguments

<code>...</code>	one or more network objects.
<code>attrname</code>	the name of an edge attribute to use when assessing edge values, if desired.
<code>na.rm</code>	logical; should edges with missing data be ignored?

Details

The network product method attempts to combine its arguments by edgewise multiplication (*not* composition) of their respective adjacency matrices; thus, this method is only applicable for networks whose adjacency coercion is well-behaved. Multiplication is effectively boolean unless `attrname` is specified, in which case this is used to assess edge values – net values of 0 will result in removal of the underlying edge.

Other network attributes in the return value are carried over from the first element in the list, so some persistence is possible (unlike the multiplication operator). Note that it is sometimes possible to “multiply” networks and raw adjacency matrices using this routine (if all dimensions are correct), but more exotic combinations may result in regrettably exciting behavior.

Value

A [network](#) object.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network.operators](#)

Examples

```
#Create some networks
g<-network.initialize(5)
h<-network.initialize(5)
i<-network.initialize(5)
g[1:3,,names.eval="marsupial",add.edges=TRUE]<-1
h[1:2,,names.eval="marsupial",add.edges=TRUE]<-2
i[1,,names.eval="marsupial",add.edges=TRUE]<-3

#Combine by addition
pouch<-prod(g,h,i,attrname="marsupial")
pouch[,,] #Edge values in the pouch?
as.sociomatrix(pouch,attrname="marsupial") #Recover the marsupial
```

read.paj

Read a Pajek Project or Network File and Convert to an R 'Network' Object

Description

Return a (list of) [network](#) object(s) after reading a corresponding .net or .paj file. The code accepts ragged array edgelists, but cannot currently handle 2-mode, multirelational (e.g. KEDS), or networks with entries for both edges and arcs (e.g. GD-a99m). See [network](#), [statnet](#), or [sna](#) for more information.

Usage

```
read.paj(file, verbose = FALSE, debug = FALSE, edge.name = NULL,
         simplify = FALSE,time.format=c('pajekTiming','networkDynamic'))
```

Arguments

<code>file</code>	the name of the file whence the data are to be read. If it does not contain an absolute path, the file name is relative to the current working directory (as returned by <code>getwd</code>). <code>file</code> can also be a complete URL.
<code>verbose</code>	logical: Should longer descriptions of the reading and coercion process be printed out?
<code>debug</code>	logical: Should very detailed descriptions of the reading and coercion process be printed out? This is typically used to debug the reading of files that are corrupted on coercion.
<code>edge.name</code>	optional name for the edge variable read from the file. The default is to use the value in the project file if found.
<code>simplify</code>	Should the returned network be simplified as much as possible and saved? The values specifies the name of the file which the data are to be stored. If it does not contain an absolute path, the file name is relative to the current working directory (see <code>getwd</code>). If <code>specify</code> is TRUE the file name is the name <code>file</code> .
<code>time.format</code>	if the network has timing information attached to edges/vertices, how should it be processed? <code>'pajekTiming'</code> will attach the timing information unchanged in an attribute named <code>pajek.timing</code> . <code>'networkDynamic'</code> will translate it to a spell matrix format, attach it as an <code>'activity'</code> attribute and add the class <code>'networkDynamic'</code> – formatting it for use by the <code>networkDynamic</code> package.

Details

If the `*Vertices` block includes the optional graphic attributes (coordinates, shape, size, etc.) they will be read attached to the network as vertex attributes but values will not be interpreted (i.e. Pajek's color names will not be translated to R color names). Vertex attributes included in a `*Vector` block will be attached as vertex attributes.

Edges or Arc weights in the `*Arcs` or `*Edges` block are include in the network as an attribute with the same name as the network. If no weight is included, a default weight of 1 is used. Optional graphic attributes or labels will be attached as edge attributes.

If the file contains an empty `Arcs` block, an undirected network will be returned. Otherwise the network will be directed, with two edges (one in each direction) added for every row in the `*Edges` block.

If the `*Vertices`, `*Arcs` or `*Edges` blocks having timing information included in the rows (indicated by `'[...]` tokens), it will be attached to the vertices with behavior determined by the `time.format` option. If the `'networkDynamic'` format is used, times will be translated to `networkDynamic`'s spell model with the assumption that the original Pajek representation was indicating discrete time chunks. For example `"[5-10]"` will become the spell `[5,11]`, `"[2-*]"` will become `[2,Inf]` and `"[7]"` will become `[7,8]`. See documentation for `networkDynamic`'s `?activity.attribute` for details.

The `*Arcslist`, `*Edgelist` and `*Events` blocks are not yet supported.

As there is no known single complete specification for the file format, parsing behavior has been inferred from references and examples below.

Value

The structure of the object returned by `read.paj` depends on the contents of the file it parses.

- if input file contains information about a single 'network' object (i.e .net input file) a single network object is returned with attribute data set appropriately if possible. or a list of networks (for .paj input).
- if input file contains multiple sets of relations for a single network, a list of network objects ('network.series') is returned, along with a formula object?.
- if input .paj file contains additional information (like partition information), or multiple *Network definitions a two element list is returned. The first element is a list of all the network objects created, and the second is a list of partitions, etc. (how are these matched up)

Author(s)

Dave Schruth <dschruth@u.washington.edu>, Mark S. Handcock <handcock@stat.washington.edu>
(with additional input from Alex Montgomery <ahm@reed.edu>), Skye Bender-deMoll <skyebend@uw.edu>

References

Batagelj, Vladimir and Mrvar, Andrej (2011) Pajek Reference Manual version 2.05 <http://vlado.fmf.uni-lj.si/pub/networks/pajek/doc/pajekman.pdf> Section 5.3 pp 73-79

Batageli, Vladimir (2008) "Network Analysis Description of Networks" <http://vlado.fmf.uni-lj.si/pub/networks/doc/ECPR/08/ECPR01.pdf>

Pajek Datasets <http://vlado.fmf.uni-lj.si/pub/networks/data/esna/>

See Also

[network](#)

Examples

```
require(network)

par(mfrow=c(2,2))

test.net.1 <- read.paj("http://vlado.fmf.uni-lj.si/pub/networks/data/GD/gd98/A98.net")
plot(test.net.1,main=test.net.1%n%'title')

test.net.2 <- read.paj("http://vlado.fmf.uni-lj.si/pub/networks/data/mix/USAir97.net")
# plot using coordinates from the file in the file
plot(test.net.2,main=test.net.2%n%'title',
      coord=cbind(test.net.2%v%'x',
                  test.net.2%v%'y'),
      jitter=FALSE)

# read .paj project file
# notice output has $networks and $partitions
read.paj('http://vlado.fmf.uni-lj.si/vlado/podstat/A0/net/Tina.paj')
```

`sum.network`*Combine Networks by Edge Value Addition*

Description

Given a series of networks, `sum.network` attempts to form a new network by accumulation of edges. If a non-null `attrname` is given, the corresponding edge attribute is used to determine and store edge values.

Usage

```
## S3 method for class 'network'  
sum(..., attrname = NULL, na.rm = FALSE)
```

Arguments

<code>...</code>	one or more network objects.
<code>attrname</code>	the name of an edge attribute to use when assessing edge values, if desired.
<code>na.rm</code>	logical; should edges with missing data be ignored?

Details

The network summation method attempts to combine its arguments by addition of their respective adjacency matrices; thus, this method is only applicable for networks whose adjacency coercion is well-behaved. Addition is effectively boolean unless `attrname` is specified, in which case this is used to assess edge values – net values of 0 will result in removal of the underlying edge.

Other network attributes in the return value are carried over from the first element in the list, so some persistence is possible (unlike the addition operator). Note that it is sometimes possible to “add” networks and raw adjacency matrices using this routine (if all dimensions are correct), but more exotic combinations may result in regrettably exciting behavior.

Value

A [network](#) object.

Author(s)

Carter T. Butts <buttsc@uci.edu>

References

Butts, C. T. (2008). “network: a Package for Managing Relational Data in R.” *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[network.operators](#)

Examples

```
#Create some networks
g<-network.initialize(5)
h<-network.initialize(5)
i<-network.initialize(5)
g[1,,names.eval="marsupial",add.edges=TRUE]<-1
h[1:2,,names.eval="marsupial",add.edges=TRUE]<-2
i[1:3,,names.eval="marsupial",add.edges=TRUE]<-3

#Combine by addition
pouch<-sum(g,h,i,attrname="marsupial")
pouch[,,] #Edge values in the pouch?
as.sociomatrix(pouch,attrname="marsupial") #Recover the marsupial
```

valid.eids

Get the ids of all the edges that are valid in a network

Description

Returns a vector of valid edge ids (corresponding to non-NULL edges) for a network that may have some deleted edges.

Usage

```
valid.eids(x)
```

Arguments

x a network object, possibly with some deleted edges.

Details

The edge ids used in the network package are positional indices on the internal "mel" list. When edges are removed using `delete.edges` NULL elements are left on the list. The function `valid.eids` returns the ids of all the valid (non-null) edge ids for its network argument.

Value

a vector of integer ids corresponding to the non-null edges in x

Note

If it is known that x has no deleted edges, `seq_along(x$mel)` is a faster way to generate the sequence of possible edge ids.

Author(s)

skyebend

See Also

See also [delete.edges](#)

Examples

```
net<-network.initialize(100)
add.edges(net,1:99,2:100)
delete.edges(net,eid=5:95)
# get the ids of the non-deleted edges
valid.eids(net)
```

which.matrix.type

Heuristic Determination of Matrix Types for Network Storage

Description

which.matrix.type attempts to choose an appropriate matrix expression for a network object, or (if its argument is a matrix) attempts to determine whether the matrix is of type adjacency, incidence, or edgelist.

Usage

```
which.matrix.type(x)
```

Arguments

x a matrix, or an object of class network

Details

The heuristics used to determine matrix types are fairly arbitrary, and should be avoided where possible. This function is intended to provide a modestly intelligent fallback option when explicit identification by the user is not possible.

Value

One of "adjacency", "incidence", or "edgelist"

Author(s)

David Hunter <dhunter@stat.psu.edu>

References

Butts, C. T. (2008). "network: a Package for Managing Relational Data in R." *Journal of Statistical Software*, 24(2). <http://www.jstatsoft.org/v24/i02/>

See Also

[as.matrix.network](#), [as.network.matrix](#)

Examples

```
#Create an arbitrary adjacency matrix
m<-matrix(rbinom(25,1,0.5),5,5)
diag(m)<-0

#Can we guess the type?
which.matrix.type(m)

#Try the same thing with a network
g<-network(m)
which.matrix.type(g)
which.matrix.type(as.matrix.network(g,matrix.type="incidence"))
which.matrix.type(as.matrix.network(g,matrix.type="edgelist"))
```

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