

The Graphlet File Format

Note: All values are encoded in least significant bit first order.

structure	value range	bit width	description
<pre> for 1..graphlet_count { radius orbit_1_verts for 1..orbit_1_verts { intra_o_1_edges for 1..intra_o_1_edges { o_1_idx } if radius == 1 { outside_edges } else { to_o_2_edges for 1..to_o_2_edges { o_2_idx } } } } if radius == 2 { for 0..max(o_2_idx) { intra_o_2_edges for 1..intra_o_2_edges { o_2_idx } outside_edges } } padding </pre>	<p>1-2</p> <p>1-7</p> <p>0-6</p> <p>0-6</p> <p>0-6</p> <p>0-6</p> <p>0-11</p> <p>0-6</p> <p>0-11</p> <p>0-6</p> <p>n/a</p>	<p>1 Bit</p> <p>3 Bit</p> <p>3 Bit</p> <p>3 Bit</p> <p>3 Bit</p> <p>4 Bit</p> <p>3 Bit</p> <p>4 Bit</p> <p>3 Bit</p> <p>0-7 Bit</p>	<p>Interpreted as bit value +1.</p> <p>Number of vertices in orbit 1. Interpreted as bit value +1.</p> <p>Index of adjacent orbit 1 vertex.</p> <p>Index of adjacent orbit 2 vertex.</p> <p>Index of adjacent orbit 2 vertex.</p> <p>Pads to the next byte boundary. If a graphlet ends in the last byte of a file then all remaining bits are padding bits.</p>