

# Temporal Graph Motifs

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## 1 Introduction

In this note, we describe the algorithms to look for *temporal*  $K_{2,h}$  motifs in a graph or network of *events*. We assume that events are time indexed and grouped under some **root event** which happens first via a tree structure (which could also simply be a linear sequence of events). Many types threaded conversation (e.g. tweets and retweets, Reddit comments, email chains) can be described in this format, which are instances of the W3 paradigm: (i) Who (the actors), (ii) What (the events) and (iii) When (time of the events).

### 1.1 Data Format

The data consists of  $k$  temporal 4- or 5-tuples:

- $\{(event_i, actor_i, t_i, root_i)\}_{i=1}^k$
- $\{(event_i, actor_i, t_i, root_i, parent_i)\}_{i=1}^k$

Where:

- $event_i$ : is a unique identifier for each event
- $actor_i$ : is the identifier of the actor/user generating the event
- $t_i$ : is the time of the event, typically in UTC format
- $root_i$ : is the identifier of the root event that  $event_i$  is part of
- $parent_i$ : is the identifier of the parent of this event when events with same  $root_i$  have a tree structure

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We assume that:

- $event_i = root_i$  for the **root event**; in this case,  $parent_i$  is meaningless
- all events with same  $root_i$  can not happen before the root event itself
- if  $parent_i$  are used, the parent event can not happen before one of its child event

## 1.2 Temporal $K_{2,h}$ motifs

A  $K_{2,h}$  motif is a complete bipartite subgraph with vertices from 2 subsets  $V_1$  and  $V_2$  where  $|V_1| = 2$  and  $|V_2| = h \geq 2$ . In our context, nodes in  $V_1$  represent *actors*, such as users in a social network, while nodes in  $V_2$  are *events*, for example a message in a thread, or a re-tweet.

Temporal  $K_{2,h}$  motifs are parameterized by 3 values:

- $\Delta t$ : the reaction time, in seconds;
- $\Delta T$ : the repetition time, in seconds;
- $h$ : the number of distinct events forming the motif.

We describe 2 families of motifs next. The pseudo-codes to identify those motifs are detailed in the Appendix.

### 1.2.1 root-based motifs

A temporal root-based  $K_{2,h}$  motifs given  $(\Delta t, \Delta T)$  occurs when:

- (1) an actor  $A$  submits a root event  $root_i$  and a different actor  $B$  submits an event under that root event (i.e. with same  $root_i$ ) within  $\Delta t$  seconds (the *reaction* time), and
- (2) the above scenario happens  $h$  times, for  $h$  distinct root events, all within  $\Delta T$  seconds (the *repetition* time).

### 1.2.2 hop-based motifs

A temporal hop-based  $K_{2,h}$  motifs given  $(\Delta t, \Delta T)$  occurs when:

- (1) an actor  $A$  submits an event with identifier  $event_i$  (the event needs not be the *root event* but it can be), and a different actor  $B$  submits another event with parent identifier  $parent_j$  such that  $parent_j = event_i$ , within  $\Delta t$  seconds (the *reaction* time), and

- (2) the above scenario happens  $h$  times, for  $h$  distinct root events, all within  $\Delta T$  seconds (the *repetition* time).

In cases where (1) above happens more than once under the same *root* event, the first instance is retained.

## 2 The Python Code

Installing the `temporal graph mining (tgm)` library is straightforward with: `pip install tgmm`. The only dependencies are the `igraph` python library as well as the standard `numpy` and `pandas` libraries.

For both types of temporal motifs, root-based or hop-based, the algorithm to find the motifs is broken up in two steps:

- (a) given the list of event tuples, build a *bipartite graph* representation of the data, and
- (b) enumerate all *motifs* using this bipartite graph.

The advantage of this decomposition is that if look for motifs multiple times for the same dataset, for example using different parameter values  $(\Delta t, \Delta T)$ , then step (a) is only run once, which speeds up the process. The pseudocodes are detailed in the appendix, namely:

- Algorithm 1: compute bipartite graph for root-based motifs;
- Algorithm 2: use the bipartite graph from Algorithm 1 to find root-based motifs;
- Algorithm 3: compute bipartite graph for hop-based motifs;
- Algorithm 4: use the bipartite graph from Algorithm 3 to find hop-based motifs.

Examples running the `tgm` on toy and real datasets are given in the Jupyter notebook which can be found at <https://github.com/ftheberge/tgm>.

## A Pseudo-code

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**Algorithm 1** Directed Bipartite Graph for Root-based Motifs

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**Require:** Events  $(event_i, actor_i, t_i, root_i)$  in dataframe  $D$

Initialize empty directed bipartite graph  $B_r$

**for** each event  $(event_i, actor_i, t_i, root_i)$  in  $D$  **do**

**if**  $event_i = root_i$  **then**

        add edge  $actor_i \rightarrow root_i$  to  $B_r$  with attribute  $(time = t_i, isRoot = True)$

**else**

        add edge  $actor_i \rightarrow root_i$  to  $B_r$  with attribute  $(time = t_i, isRoot = False)$

**end if**

**end for**

**return**  $B_r$

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**Algorithm 2** Root-based Temporal  $K_{2,h}$  Motifs

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**Require:**  $B_r$  from Algorithm 1 and parameters  $(h, \Delta t, \Delta T)$

initialize empty list  $E$

**for** each vertex  $root$  in  $B_r$  with  $\text{in-degree}(root) > 1$  (i.e. at least 2 events)  
**do**

**if** there is an edge  $actor \rightarrow root$  with attributes  $(time = t, isRoot = True)$  for some  $t$  **then**

$t_{min} = t$  (time of the root event)

$rootActor = actor$  (actor of the root event)

**for** each  $actor_i$  such that there is at least one edge  $actor_i \rightarrow root$  **do**  
      let  $t_i$  be the minimum of all time attributes from all edges  $actor_i \rightarrow root$

**if**  $t_i - t_{min} \leq \Delta t$  and  $actor_i \neq rootActor$  **then**

        append 4-tuple  $(root, actor_i, t_{min}, rootActor)$  to  $E$

**end if**

**end for**

**end if**

**end for**

let  $|E| = k$ , re-label  $E = (root_i, actor_i, t_i, rootActor_i)$  for  $1 \leq i \leq k$

initialize empty graph  $G$

**for**  $1 \leq i \leq k$  **do**

**if** there is already an edge  $actor_i \rightarrow rootActor_i$  in  $G$  **then**

    append event  $(root_i, t_i)$  as edge attribute

**else**

    add edge  $actor_i \rightarrow rootActor_i$  to  $G$  with event  $(root_i, t_i)$  as edge attribute

**end if**

**end for**

**for** all edges in  $G$  **do**

  order edge attributes  $(root_i, t_i)$  with respect to time

  count the number of  $h$ -consecutive events happening within  $\Delta T$ , store as edge *weight* (or drop edge if *weight* = 0)

**end for**

**return** weighted graph  $G$  where each edge represents an  $actor \rightarrow rootActor$  pair and edge weight is the number of temporal  $K_{2,h}$  motifs for this pair.

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**Algorithm 3** Directed Bipartite Graph for Hop-based Motifs

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**Require:** Events  $(event_i, actor_i, t_i, root_i, parent_i)$  in dataframe  $D$

**for** each  $(event_i, actor_i, t_i, root_i, parent_i)$  in  $D$  **do**

**if** there exists  $j$  such that  $event_j = parent_i$  and  $actor_j \neq actor_i$  **then**

        (i)  $parent\_actor_i = actor_j$

        (ii)  $parent\_t_i = t_j$

        (iii)  $\Delta t_i = t_i - parent\_t_i$

        (iv) add  $parent\_actor_i, parent\_t_i, \Delta t_i$  to  $D$

**else**

        drop this event in  $D$

**end if**

**end for**

prune  $D$  keeping only the earliest instance with respect to  $t$  for every unique triple  $(actor, root, parent\_actor)$

initialize empty directed bipartite graph  $B_h$

**for** each  $(event_i, actor_i, t_i, root_i, parent\_actor_i, parent\_t_i, \Delta t_i)$  in  $D$  **do**

    add edge  $actor_i \rightarrow parent\_actor_i$  to  $B_h$  with attribute  $(root = root_i, time = parent\_t_i, \Delta t = \Delta t_i)$

**end for**

**return**  $B_h$

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**Algorithm 4** Hop-based Temporal  $K_{2,h}$  Motifs

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**Require:**  $B_h$  from Algorithm 3 and  $(h, \Delta t, \Delta T)$

initialize empty graph  $G$

**for** each edge  $actor_i \rightarrow parent\_actor_i$  in  $B_h$  with attributes  $(root_i, parent\_t_i, \Delta t_i)$  **do**

**if**  $\Delta t_i \leq \Delta t$  **then**

**if** there is already an edge  $actor_i \rightarrow parent\_actor_i$  in  $G$  **then**

            append event  $(root_i, parent\_t_i)$  as edge attribute

**else**

            add edge  $actor_i \rightarrow parent\_actor_i$  to  $G$  with event  $(root_i, parent\_t_i)$  as edge attribute

**end if**

**end if**

**end for**

**for** all edges in  $G$  **do**

    order edge attributes  $(root_i, parent\_t_i)$  with respect to time

    count the number of  $h$ -consecutive events happening within  $\Delta T$ , store as edge *weight* (or drop edge if *weight* = 0)

**end for**

**return** weighted graph  $G$  where each edge represents an  $actor \rightarrow parent\_actor$  pair and edge weight is the number of temporal  $K_{2,h}$  motifs for this pair.

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