

Motif finding:  
under the hood

# Counting mutual friends

```
abcDF = abDF.join(bcDF, "B").filter("A = 1")  
abcDF.show()
```

	B	A	C
	3	1	4
	3	1	5
	3	1	6
	3	1	7
	2	1	3
	2	1	5

# Counting mutual friends

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	B	A	C
	3	1	4
	3	1	5
	3	1	6
	3	1	7
	2	1	3
	2	1	5

## Motif finding

```
motifs = gf.find("(A)-[]->(B); (B)-[]->(C)")
```

# Motif finding

## 1. Creating a collection of Patterns

# Types of patterns:

- `NamedVertex(vertexName)`
- `AnonymousVertex`
- `NamedEdge(edgeName,`  
    `src: NamedVertex(srcVertexName) | AnonymousVertex,`  
    `dst: NamedVertex(dstVertexName) | AnonymousVertex)`
- `AnonymousEdge(`  
    `src: NamedVertex(srcVertexName) | AnonymousVertex,`  
    `dst: NamedVertex(dstVertexName) | AnonymousVertex)`
- `Negation(NamedEdge | AnonymousEdge)`

# Example:

"(A)->(B); (B)->(C)"

```
[NamedVertex("A"),  
AnonymousEdge(NamedVertex("A"), NamedVertex("B")),  
NamedVertex("B"),  
NamedVertex("B"),  
AnonymousEdge(NamedVertex("B"), NamedVertex("C")),  
NamedVertex("C")]
```

# Motif finding

1. Creating a collection of Patterns
2. Iterate over it
  - g - original GraphFrame

currentResult - current result of iterations

# Motif finding

How exactly does Motif finding handle every new pattern depends on 2 factors:



# Motif finding

How exactly does Motif finding handle every new pattern depends on 2 factors:

1. Type of a pattern

# Motif finding

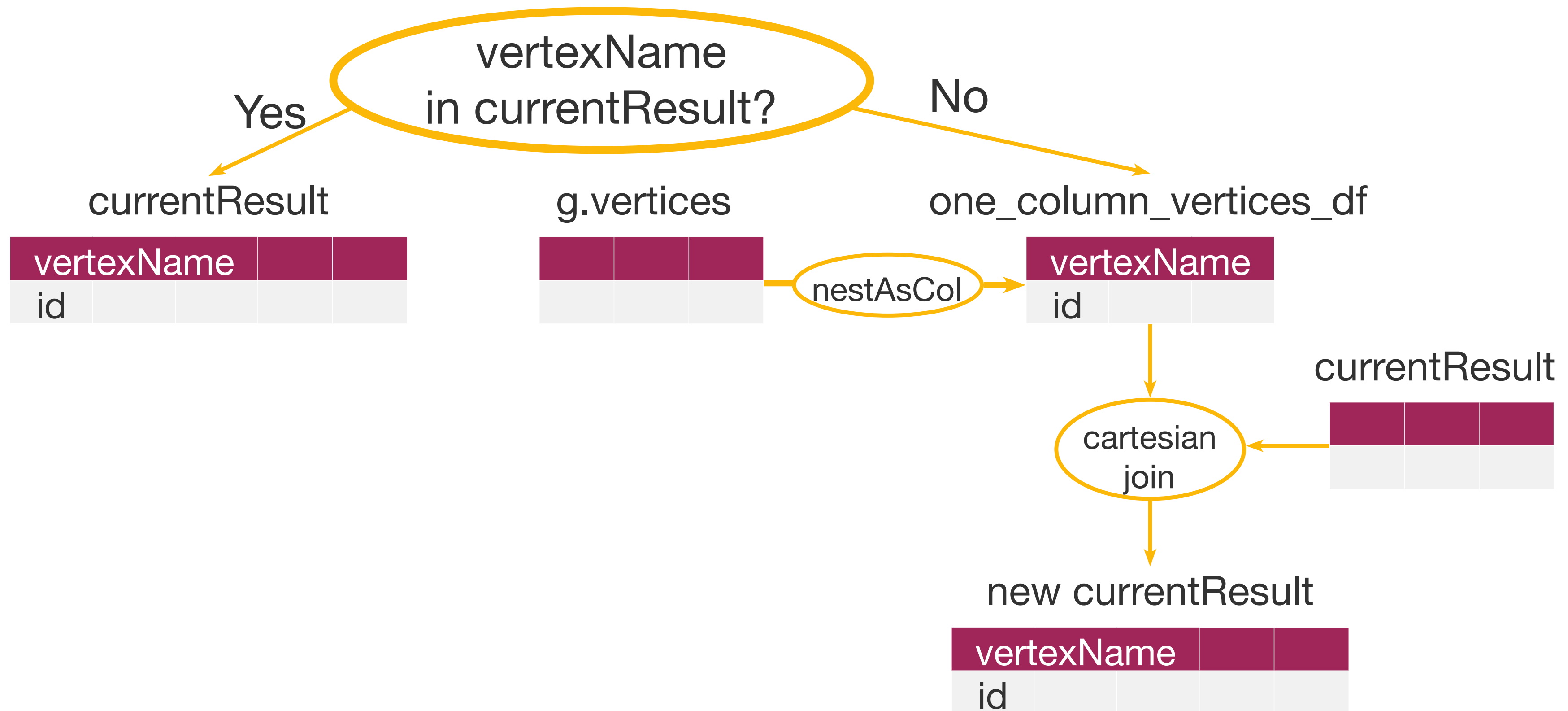
How exactly does Motif finding handle every new pattern depends on 2 factors:

1. Type of a pattern
2. Whether the currentResult already contains the columns with the names mentioned in proceeding pattern

# Types of patterns:

- NamedVertex(vertexName)
- AnonymousVertex
- NamedEdge(edgeName,  
src: NamedVertex(srcVertexName) | AnonymousVertex,  
dst: NamedVertex(dstVertexName) | AnonymousVertex)
- AnonymousEdge(  
src: NamedVertex(srcVertexName) | AnonymousVertex,  
dst: NamedVertex(dstVertexName) | AnonymousVertex)
- Negation(NamedEdge | AnonymousEdge)

# NamedVertex(VertexName)



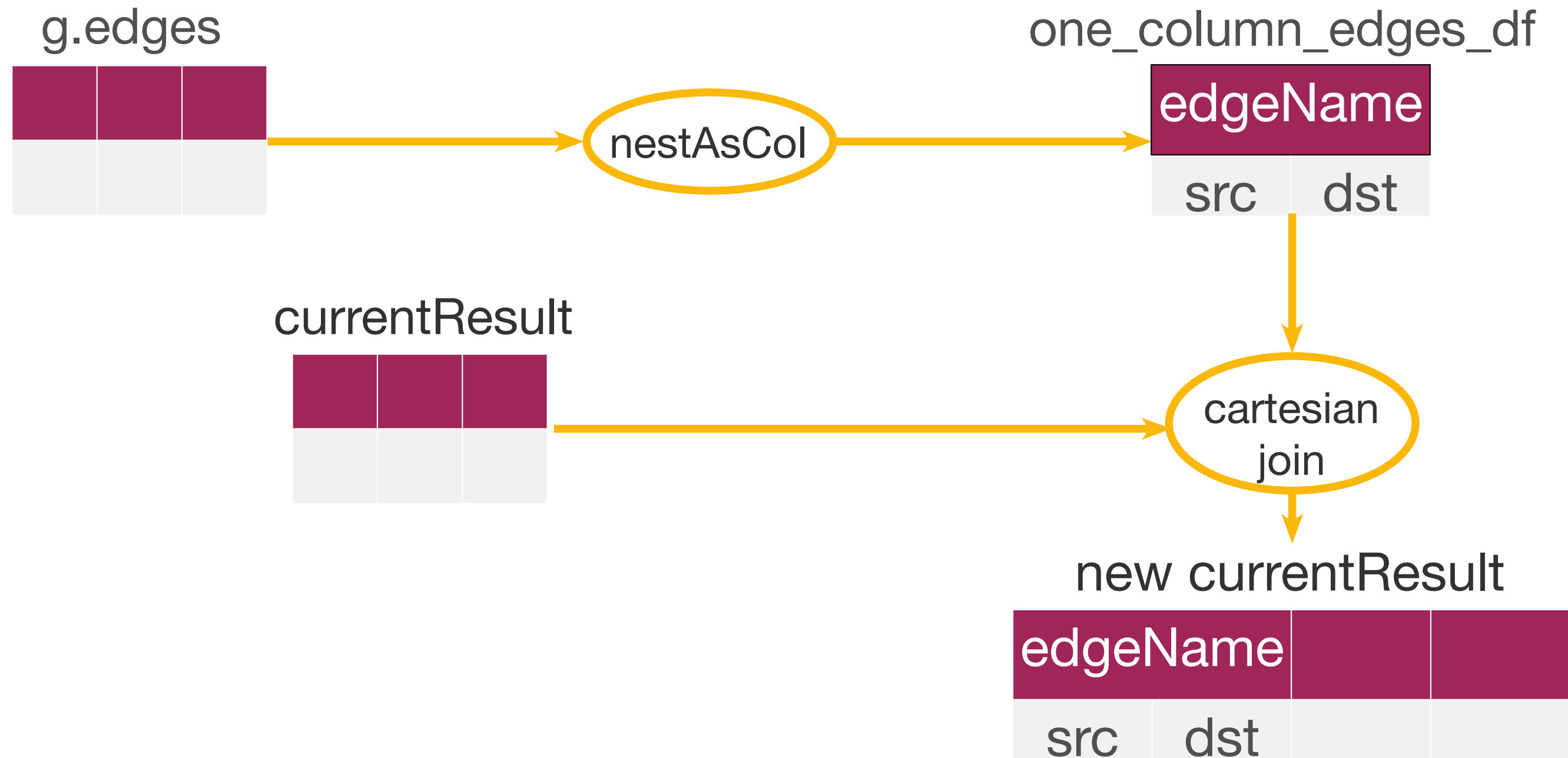
# Types of patterns:

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- NamedEdge(edgeName,  
src: NamedVertex(srcVertexName) | AnonymousVertex,  
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**NamedEdge(edgeName,  
src: AnonymousVertex, dst: AnonymousVertex)**



# Types of patterns:

- NamedVertex(vertexName)
- AnonymousVertex
- NamedEdge(edgeName)
  - src: NamedVertex(srcVertexName) | AnonymousVertex,
  - dst: NamedVertex(dstVertexName) | AnonymousVertex)
- AnonymousEdge(
  - src: NamedVertex(srcVertexName) | AnonymousVertex,
  - dst: NamedVertex(dstVertexName) | AnonymousVertex)
- Negation(NamedEdge | AnonymousEdge)



```
NamedEdge(edgeName,  
          src: AnonymousVertex,  
          dst: NamedVertex(srcVertexName))
```

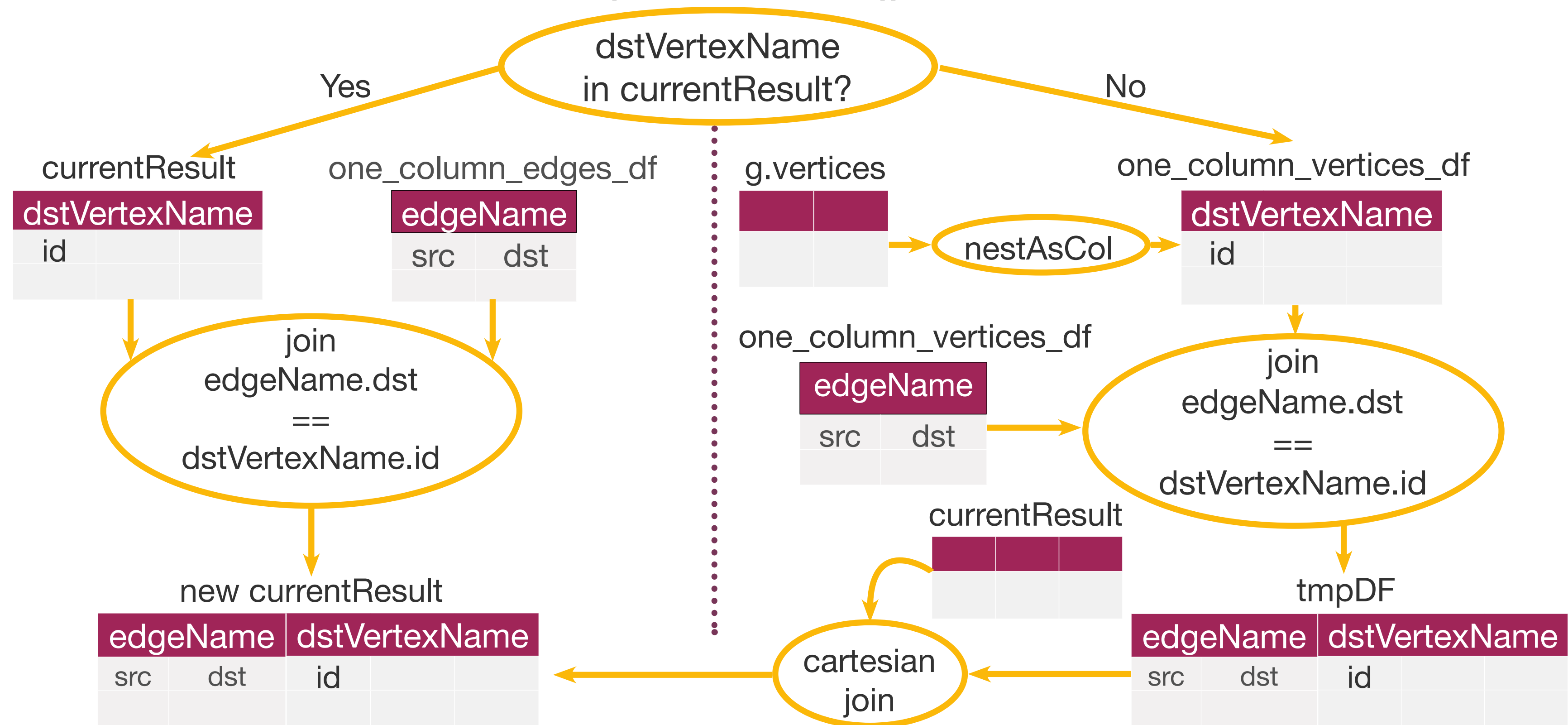
g.edges


nestAsCol

one\_column\_edges\_df

edgeName	
dst	src

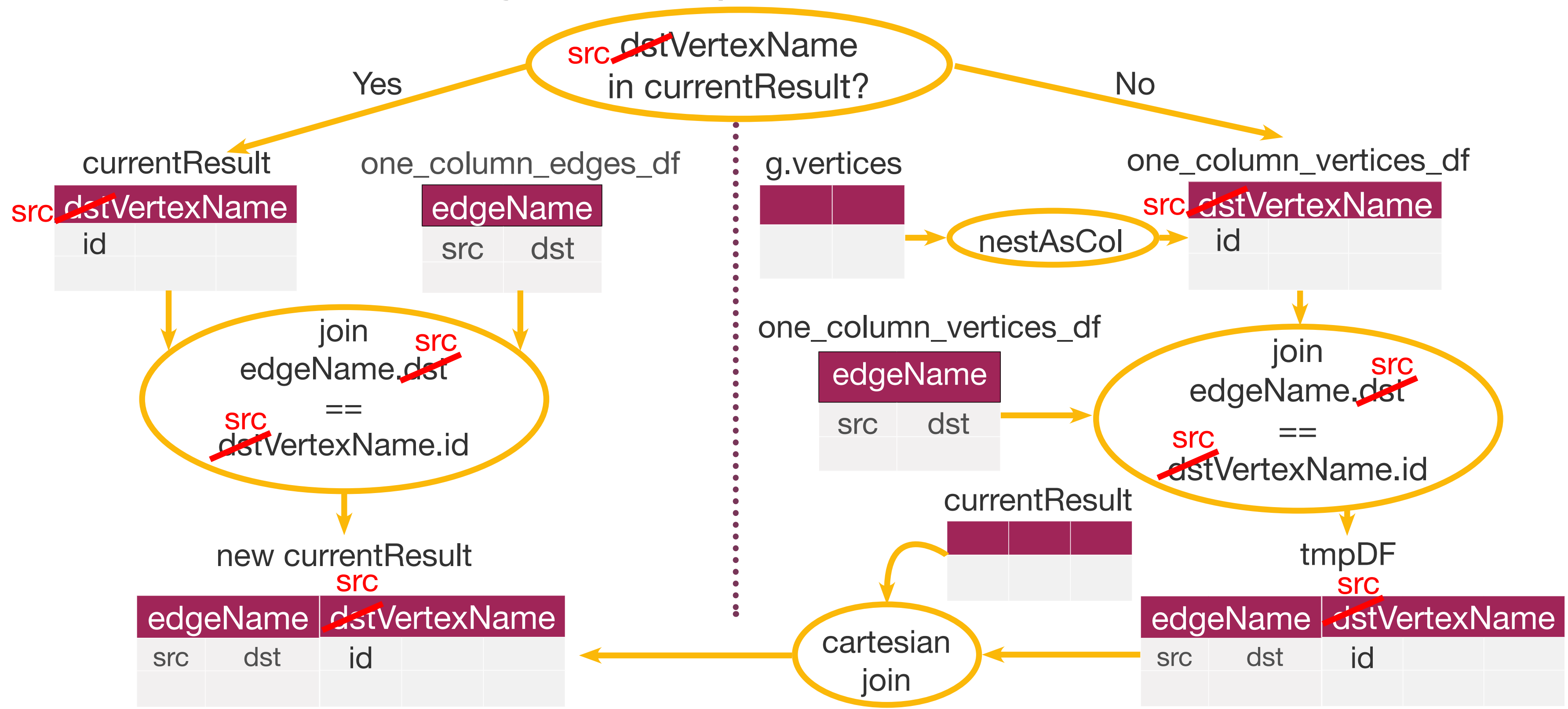
**NamedEdge(edgeName,  
src: AnonymousVertex,  
dst: NamedVertex(dstVertexName))**



# Types of patterns:

- NamedVertex(vertexName)
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- NamedEdge(edgeName)
  - src: NamedVertex(srcVertexName) | AnonymousVertex,
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NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: AnonymousVertex)



# Types of patterns:

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NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))

1      **currentResult**

srcVertexName	dstVertexName	

2      currentResult



3      currentResult

	dstVertexName	

4      currentResult

srcVertexName		

```
NamedEdge(edgeName,  
          src: NamedVertex(srcVertexName),  
          dst: NamedVertex(dstVertexName))
```

g.edges



nestAsCol

one\_column\_edges\_df

edgeName	
dst	src

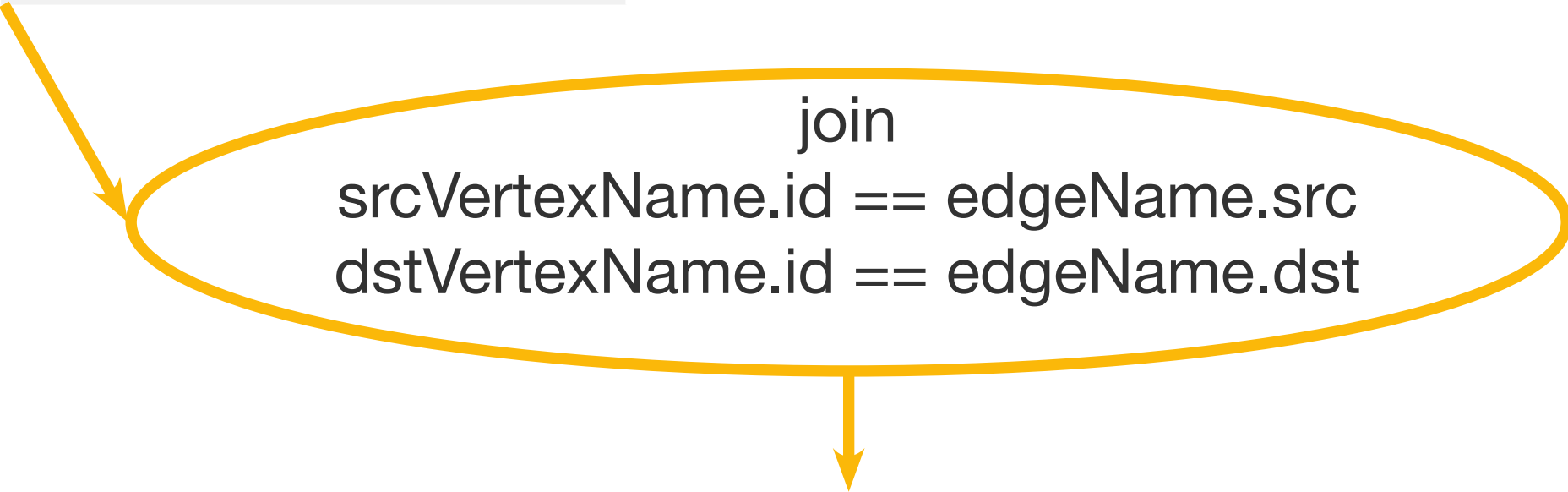
**NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))**

currentResult

srcVertexName	dstVertexName

one\_column\_edges\_df

edgeName	
src	dst



new currentResult

srcVertexName			dstVertexName			edgeName	
id			id			src	dst



NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))

1          currentResult

srcVertexName	dstVertexName	

2          

currentResult

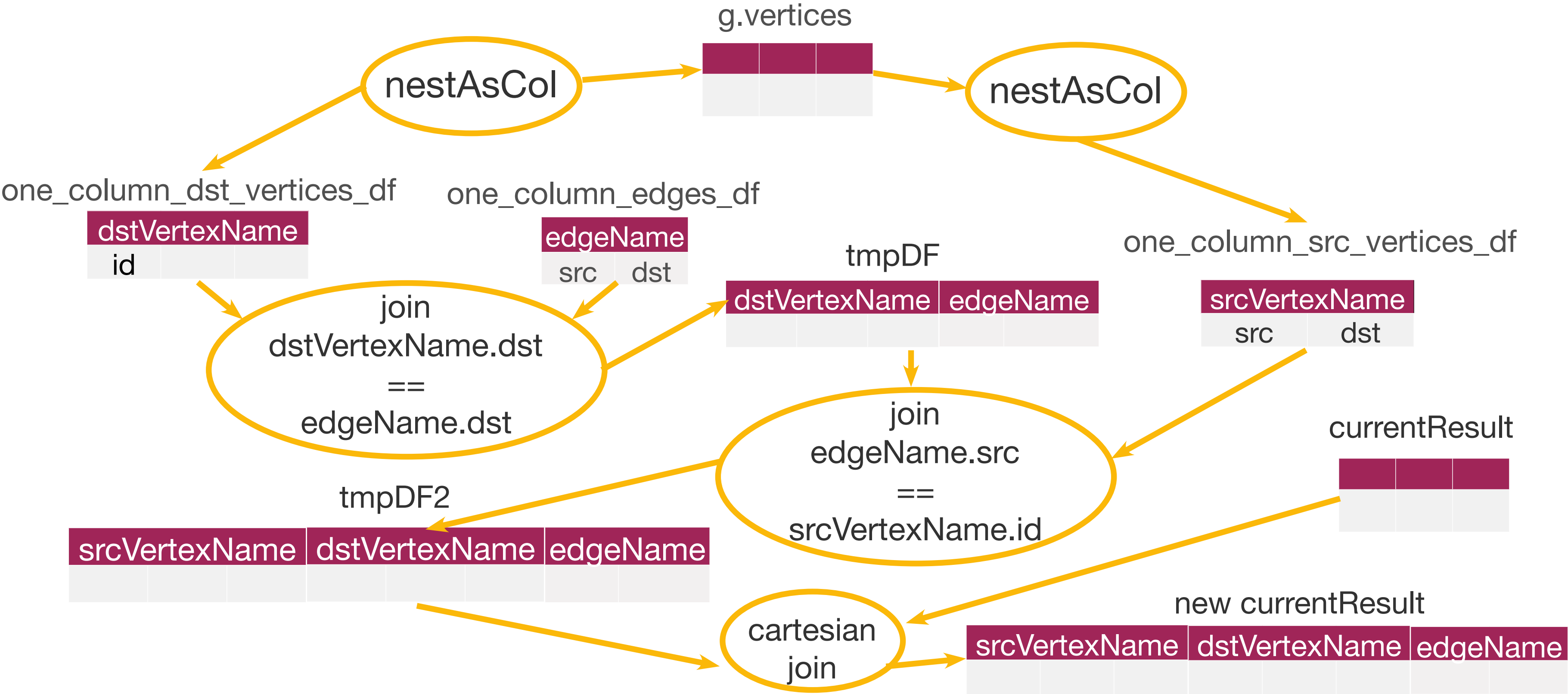

3          currentResult

	dstVertexName	

4          currentResult

srcVertexName		

NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))



NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))

1 currentResult

srcVertexName	dstVertexName	

2 currentResult



3 

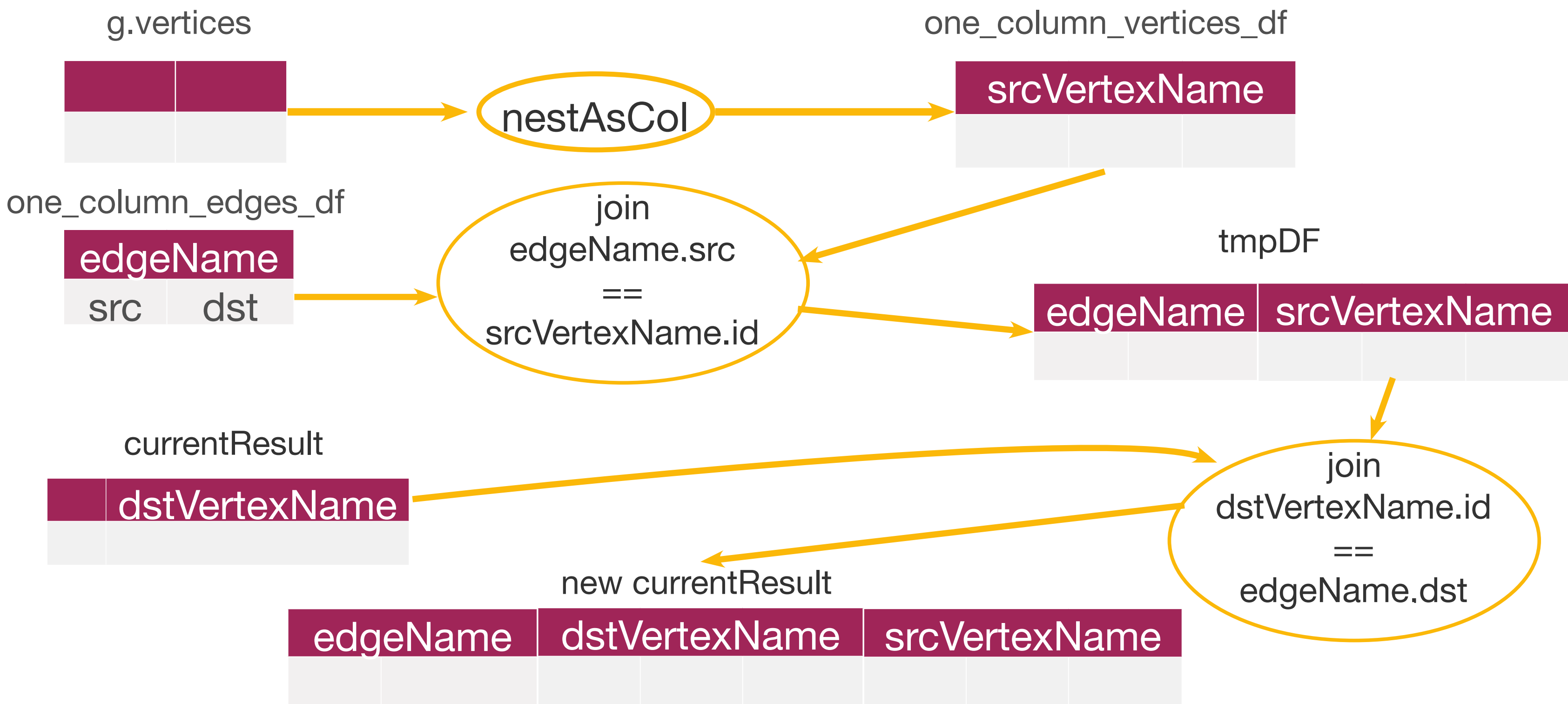
currentResult

	dstVertexName	

4 currentResult

srcVertexName		

NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))



NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))

1 currentResult

srcVertexName	dstVertexName	

2 currentResult



3 currentResult

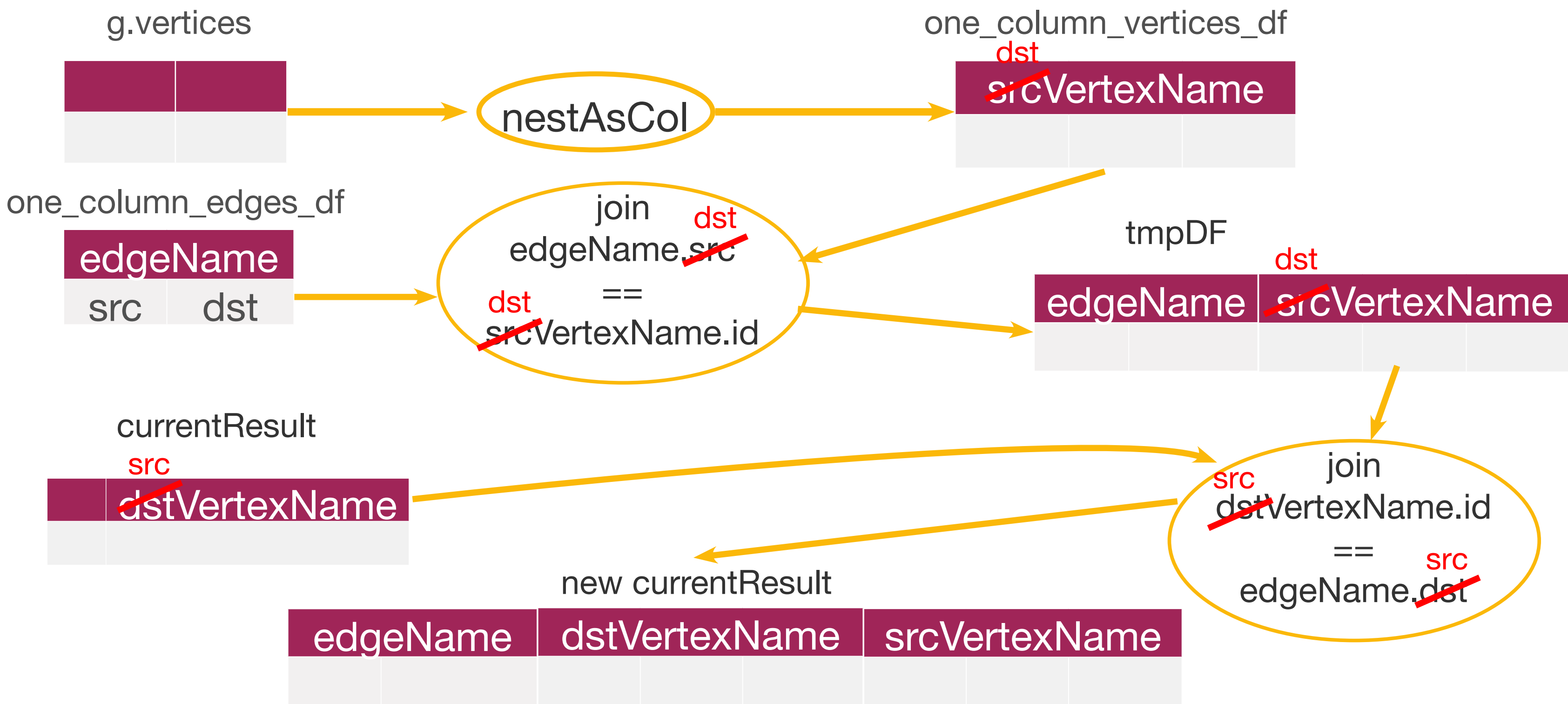
	dstVertexName	

4 

currentResult

srcVertexName		

NamedEdge(edgeName,  
src: NamedVertex(srcVertexName),  
dst: NamedVertex(dstVertexName))



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AnonymousEdge (src: AnonymousVertex|NamedVertex,  
dst: AnonymousVertex|NamedVertex)



NamedEdge("\_\_tmp", src: AnonymousVertex|NamedVertex,  
dst: AnonymousVertex|NamedVertex)



new currentResult

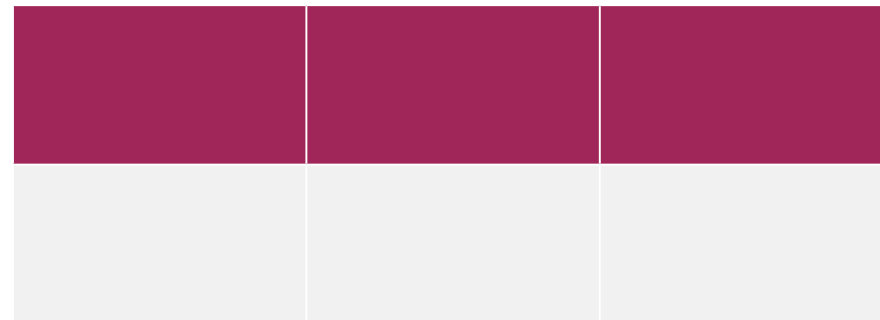
		__tmp



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- `AnonymousVertex`
- `NamedEdge(edgeName,`  
    `src: NamedVertex(srcVertexName) | AnonymousVertex,`  
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- `AnonymousEdge(`  
    `src: NamedVertex(srcVertexName) | AnonymousVertex,`  
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currentResult

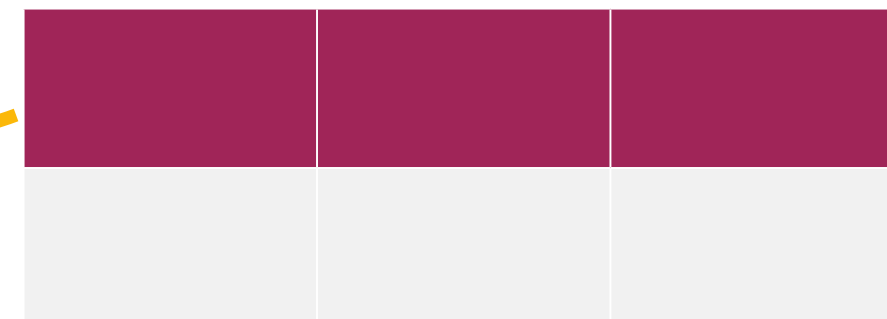


Negation (NamedEdge|AnonymousEdge)

NamedEdge

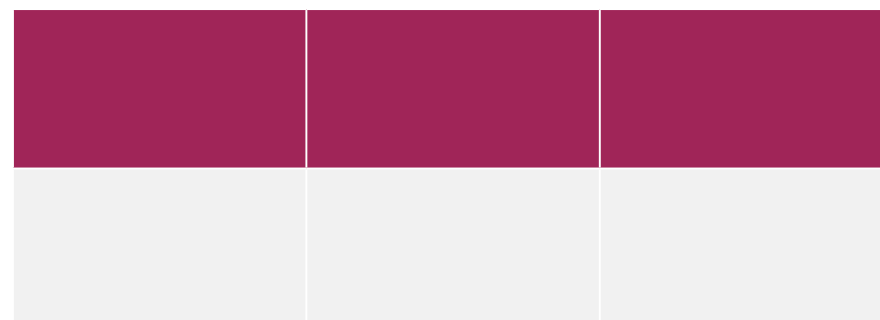
AnonymousEdge

tmpDF



currentResult.  
except(tmpDF)

new currentResult



# Summary

- Now you know how motif finding algorithm works step by step