### List of Motifs and their identifiers used in the buildMAM software

#### Luce le Gorrec

This document provides an exhaustive list of identifiers of the motifs (graphlets) tupon which the Motif Adjacency Matrix (MAM) of a graph can be used in the buildMAM software.

### Edges

- ${\bf E1}$  With this identifier as the motif, buildMAM returns a MAM equal to the initial graph.
- **E2** With this identifier as the motif, buildMAM returns a MAM which is a symmetrisation of the initial graph. That is, given the initial directed graph whose adjacency matrix is  $\mathbf{A} \in \{0,1\}^{\mathbf{n} \times \mathbf{n}}$ , the output MAM is the undirected graph, whose adjacency matrix is

$$\mathbf{A_S} = \mathbf{A} + \mathbf{A^T} \in \{\mathbf{0}, \mathbf{1}, \mathbf{2}\}^{\mathbf{n} \times \mathbf{n}}.$$

None of these motifs E1 and E2 provide a MAM in the formal sense.

#### Three-Node Motifs

#### Triangles















### Wedges







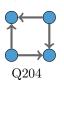






# Quadrangles

## Quadrangles with 4 edges (Q4)

































Q5006

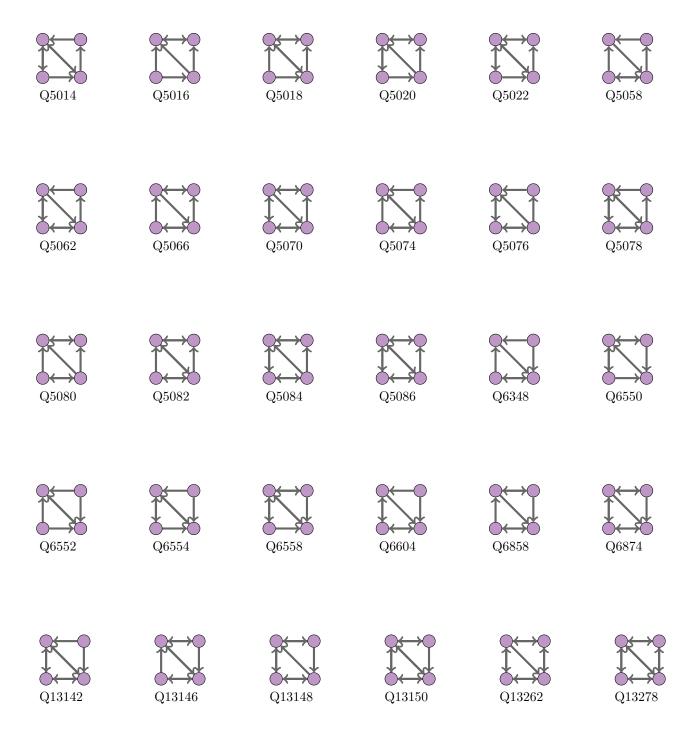
Q5002

Q4994

Q4998

Q5012

Q5010



## Quadrangles with 6 edges (Q6)

















































































