# Code Implementation Explanation

This document explains the implementation of the graph search task using Python. The solution is split across two main files: graph\_search\_task.py and helper.py.

#### File Structure

- graph\_search\_task.py: Main script that executes the graph search task
- helper.py: Contains utility functions and core functionality
- · Supporting files:
  - feature\_graph.json: Pattern graph data
  - workpiece graph.json: Main workpiece graph data
  - Generated visualizations (\*.html files)

### Helper.py Explanation

Contains core functionality split into four main sections:

#### 1. JSON Loading (load json)

- Handles loading and parsing of JSON files
- · Includes error handling for:
  - Missing files
  - Invalid JSON format
- Returns parsed JSON data or None if errors occur

### 2. Graph Creation (create\_graph)

- · Converts JSON data into NetworkX graph objects
- · Handles:
  - Node creation with attributes
  - o Edge creation with attributes
- · Supports the specific format of the input JSON files

#### 3. Visualization Functions

Two visualization approaches are implemented:

#### 2D Visualization (visualize graph)

- · Creates basic interactive graph view
- · Uses color coding:
  - o Lightblue for cavity nodes
  - o Lightgreen for non-cavity nodes
- Shows node types and edge relationships

#### 3D Visualization (visualize graph 3d)

- · Creates enhanced 3D interactive view
- · Features:
  - Dark mode interface
  - · Custom node shapes based on type:
    - Plane: Circle (Green)
    - Cylinder: Box (Orange)
    - Cone: Triangle (Red)
    - Torus: Diamond (Blue)
  - Physics-based layout
  - · Enhanced edge visibility

#### 4. Graph Matching Functions

Three matching functions for subgraph isomorphism:

- strict\_node\_match: Matches nodes on type AND cavity status
- relaxed\_node\_match: Matches nodes on type only
- edge match: Matches edges based on angular type

# graph\_search\_task.py Explanation

Main script that implements the search task in four sections:

#### 1. Data Loading

- · Loads both feature and workpiece graphs
- · Uses helper functions to parse JSON data

#### 2. Graph Creation

- Creates NetworkX graph objects
- · Generates both 2D and 3D visualizations

#### 3. Subgraph Matching

Implements two types of matching:

- · Strict matching (exact matches)
- · Relaxed matching (pattern matches)

#### 4. Results Output

Prints comprehensive results including:

- · Match status for both strict and relaxed criteria
- Number of matches found
- Detailed match information

### Usage

1. Ensure all dependencies are installed:

```
pip install -r requirements.txt
```

2. Run the script:

```
python graph_search_task.py
```

- 3. The script will generate 4 HTML files:
- feature\_graph.html: 2D visualization of the feature graph
- feature\_graph\_3d.html: 3D visualization of the feature graph
- workpiece graph.html: 2D visualization of the workpiece graph
- workpiece\_graph\_3d.html: 3D visualization of the workpiece graph
- 4. The script will also print the results to the console.

# Implementation Notes

### Steps Taken To Implement The Solution

- 1. Forked the repository and cloned it to my local machine.
- 2. Created a virtual environment and installed the dependencies.
- 3. Load the JSON data using the load json function.
- 4. Created the feature and workpiece graphs using the <code>create\_graph</code> function.
- 5. Generated the 2D and 3D visualizations using the visualize graph and visualize graph 3d functions.

- 6. Implemented the strict and relaxed matching functions using the strict\_node\_match, relaxed\_node\_match, and edge\_match functions.
- 7. Printed the results to the console.
- 8. Pushed the changes to the branch.

## **Graph Matching**

The graph matching is implemented using the  $\verb"nx.algorithms.isomorphism.GraphMatcher"$  class.

### **Strict Matching**

- 1. The strict matching is implemented using the strict\_node\_match and edge\_match functions.
- 2. We match both the type and the cavity status along with the edge angular type.

### **Relaxed Matching**

- 1. The relaxed matching is implemented using the relaxed\_node\_match and edge\_match functions.
- 2. We match only the type along with the edge angular type.