
FFL-attachment based algorithm

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1: Initialize params:  $N, M, \gamma, K_{max}, p = (p_1, p_2, p_3, p_4)$ 
2: Subset nucleus  $\vec{G}_0(V, E)$  from target network
3: Grow network:
4: while  $size(\vec{G}) < N$  do
5:   if  $0 < RandomUniform[0,1] \leq p_1$  then
6:     if  $\mathcal{L}_{out} \leq K_{max}$  then
7:       Choose node  $\mathcal{L}$  to connect at random with probability  $\frac{L^\gamma}{\sum_{i=1}^n L_i^\gamma}$ 
8:       Apply R1 rule
9:     end if
10:  else
11:    Choose random FFL-motif  $\subset \vec{G}$ 
12:    if  $0 < RandomUniform[0,1] \leq p_2$  then
13:      Apply R2 rule
14:       $FFL_{TTG}$  created
15:    else
16:      Apply R3 or R4 rule with  $p_3, p_4$  probabilities
17:       $FFL_{TTT}$  created
18:    end if
19:  end if
20: end while
21: Control for sparsity in  $\vec{G}(V, E)$  :
22: while  $\frac{sum(E)}{V(V-1)} \neq M$  do
23:   if  $\frac{sum(E)}{V(V-1)} > M$  then
24:     Choose node  $\mathcal{V}$  with probability proportional to out-degree  $\mathcal{V}_{out}$ 
25:     Select random edge  $e_i$  where  $\mathcal{V}_{in} = \{e_1, \dots, e_i, \dots, e_k\}$ 
26:      $\vec{G} = \vec{G} - e_i$ 
27:   else
28:     Choose node  $\mathcal{V}$  with probability proportional to out-degree  $\mathcal{V}_{out}$ 
29:     Add edge to a random node  $\mathcal{W}$  where  $e = (e_{\mathcal{V}}, e_{\mathcal{W}})$ 
30:      $\vec{G} = \vec{G} + e$ 
31:   end if
32: end while
33: return  $\vec{G}(V, E)$ 

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