



## Part I

# Introduction and Fundamentals

## Lecture 01

### Importance of GNNs

- ❑ Explore the significance of graph neural networks (GNNs).
- ❑ Understand the role of graphs in various domains and their importance in data representation.
- ❑ Highlight the crucial aspect of graph learning.
- ❑ Spotlight the unique strengths of GNNs compared to other methods.



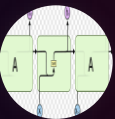
# Traditional Deep Neural Networks

- Traditional deep learning toolbox is designed for simple sequences or grids



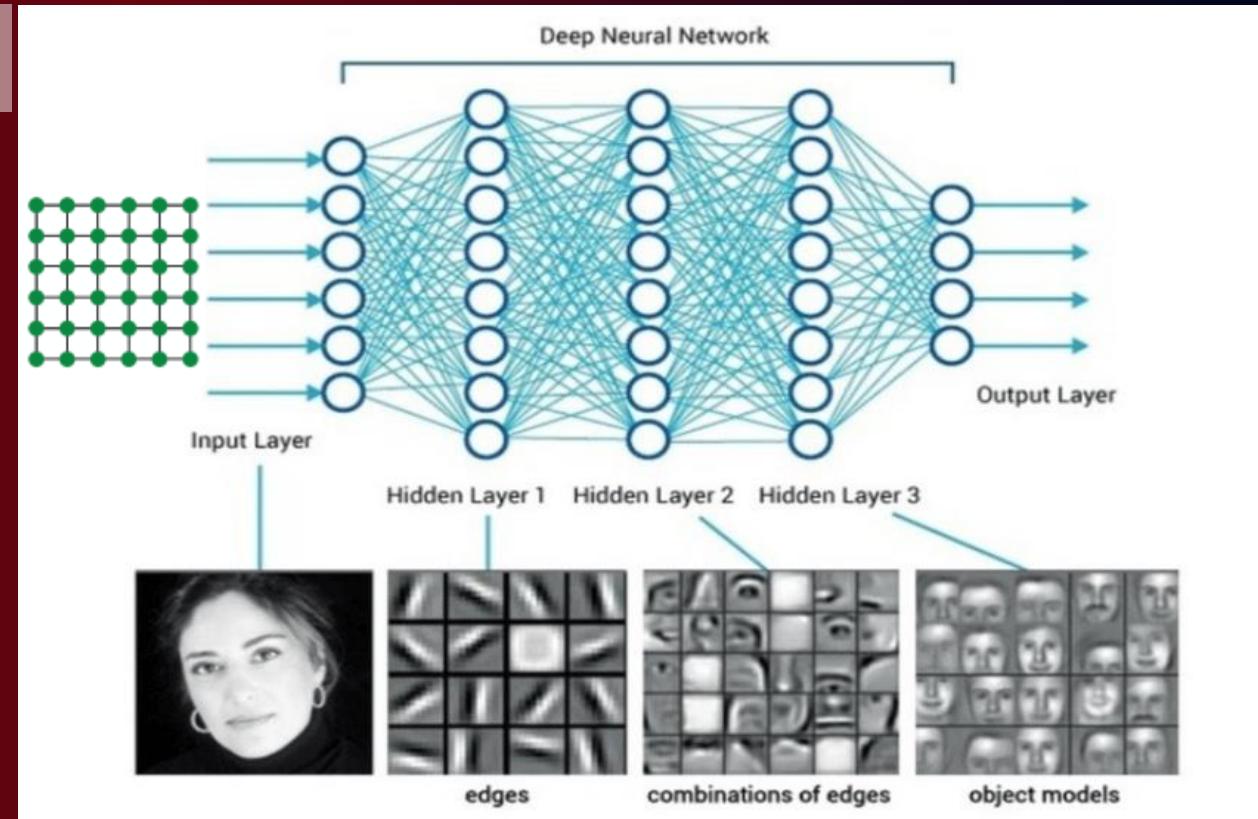
DNN

DNNs for fixed-size images/grids...

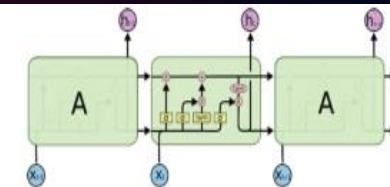


RNN

RNNs or word2vec for text/audio sequences...



Text/Speech



Hold on!

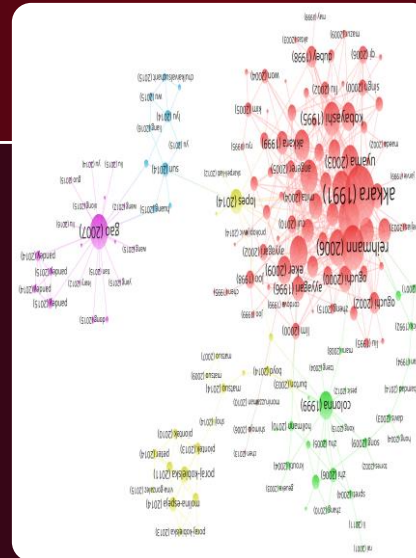
But not everything can be represented  
as a sequence or a grid.



# Many Types of Data are Graphs

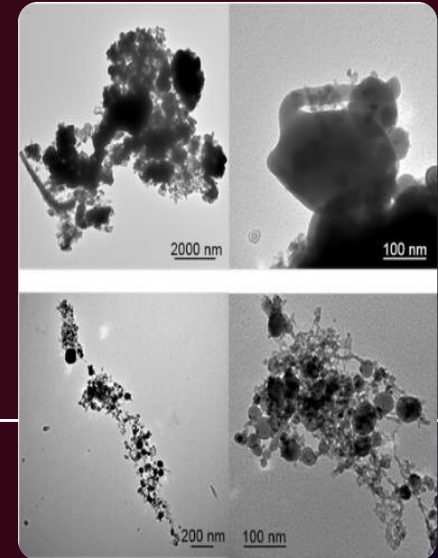
□ A lot of real-world data does not “live” on grids or sequences.

## Computer Networks



## Citation Networks

## Particle Networks





# Many Types of Data are Graphs

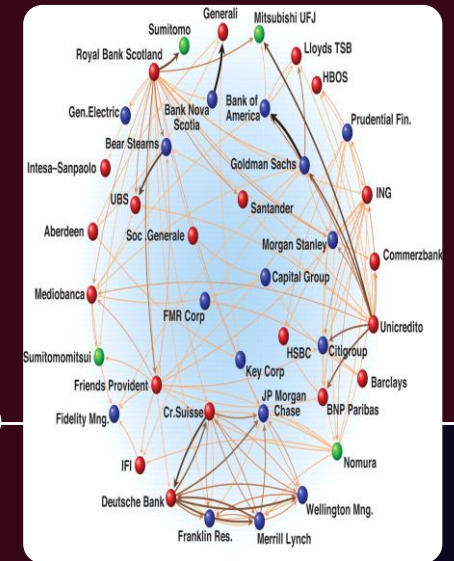
□ A lot of real-world data does not “live” on grids or sequences.

## Underground Networks



## Social Networks

## Economic Networks



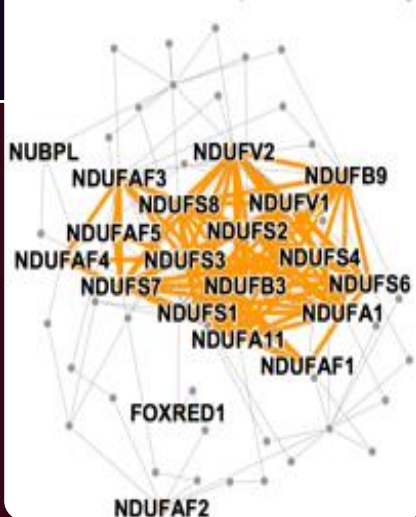




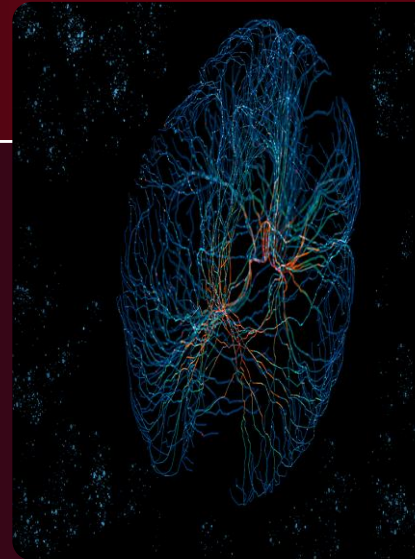
# Many Types of Data are Graphs

- A lot of real-world data does not “live” on grids or sequences.

Mitochondrial complex deficiency

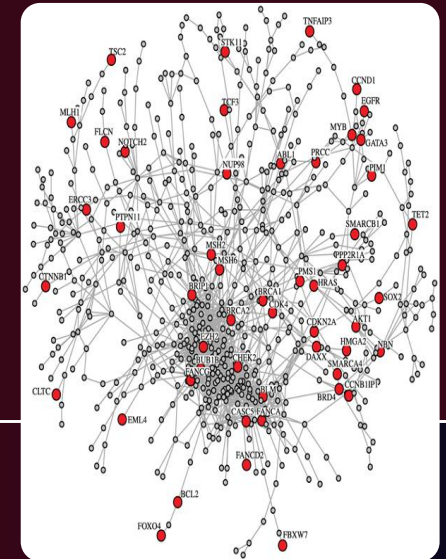


Disease Pathways



Networks of Neurons

Gene Regulatory Networks





## Many Types of Data are Graphs

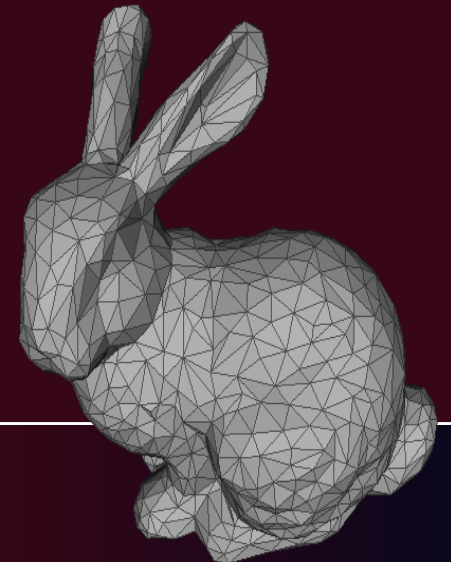
□ A lot of real-world data does not “live” on grids or sequences.

Internet



Molecules

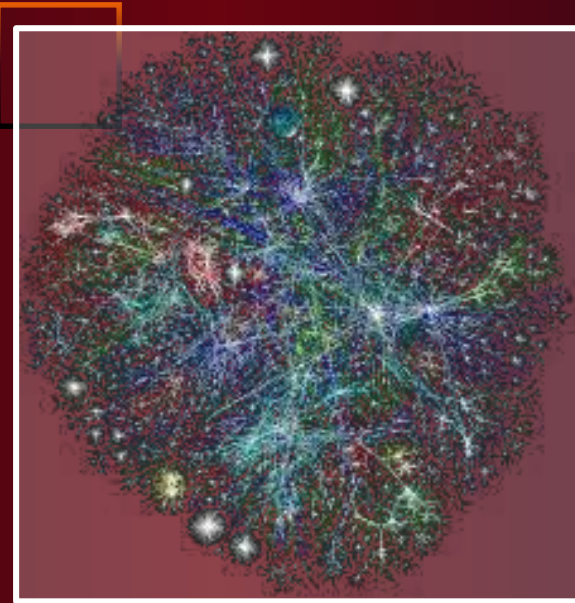
3D Shapes





## Importance of Graphs

- ❑ **Graphs** matter because they offer a versatile framework to understand complex systems and relationships.
- ❑ By representing entities and their interactions, **graphs** unlock insights in various domains of applications.

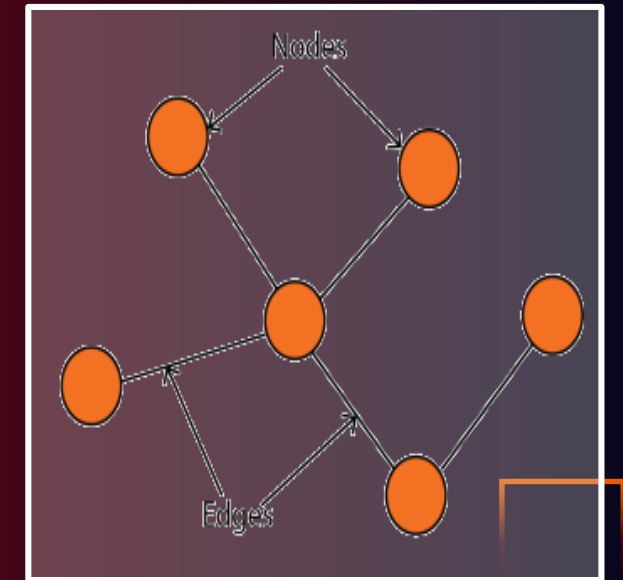


## What are Graphs?

- ❑ **Graphs** → a general language for describing and analyzing entities with relations/interactions,
- ❑ A **graph** visually captures nodes and edges, offering a framework to decipher patterns and structures.

## Graph Theory

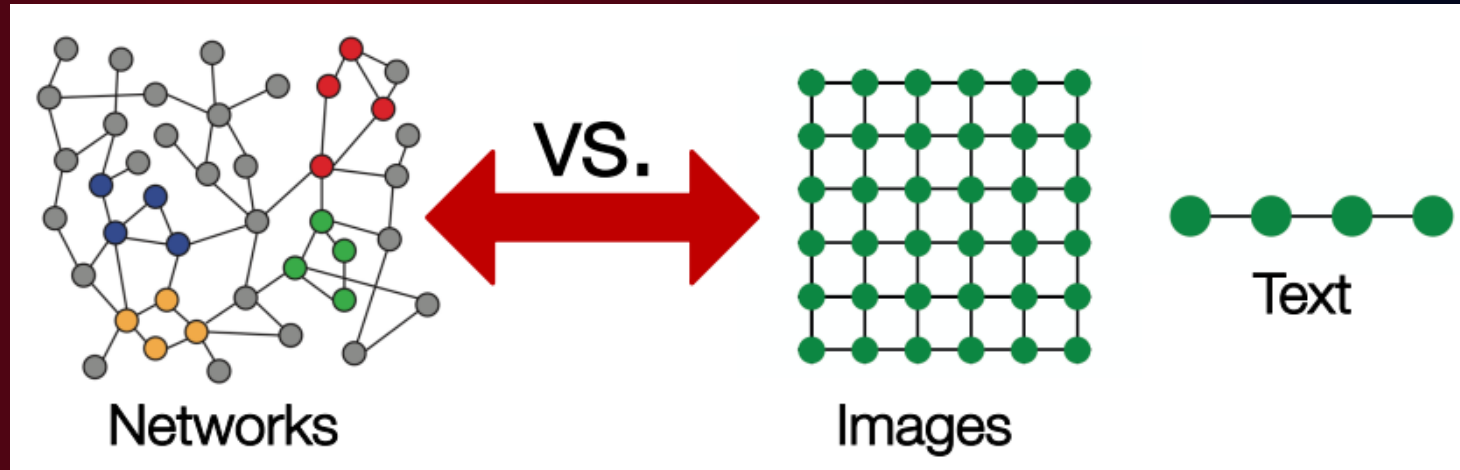
- ❑ The mathematical study of graphs that emerges as a fundamental tool for understanding complex systems and its relationships.





## Graph Complexity?

- ❑ Arbitrary size and complex topological structure.
- ❑ No fixed node ordering or reference point.
- ❑ Often dynamic and have multimodal features.







## Why Graph Learning?

### Main Concerns of Classical DL:

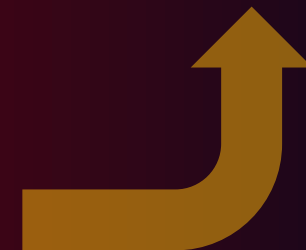
- ❑ Standard **CNN** and **RNN** architectures don't work on this **graph-structured data**.

### Graph Learning:

- ❑ New frontiers beyond **classic neural networks** that learn on **grids** and **sequences**.
- ❑ **Graph Neural Networks (GNNs)** are the new frontier of deep learning.

### Main Challenges:

- ❑ How do we take advantage of **graph-relational structure** of such complex systems for better prediction?
- ❑ How can we develop neural networks that are much more broadly applicable for **graph-structured data**?





WHY GRAPH  
MATTER?

GRAPH-  
STRUCTURED  
DATA

GRAPH  
LEARNING

TYPES OF GL  
TASKS

## Hot Subfield of DL



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@ELLISforEurope. Algorithms. 🇪🇺 🇷🇺



**Petar Veličković**

@PetarV\_93

ICLR 2023 stats are in:

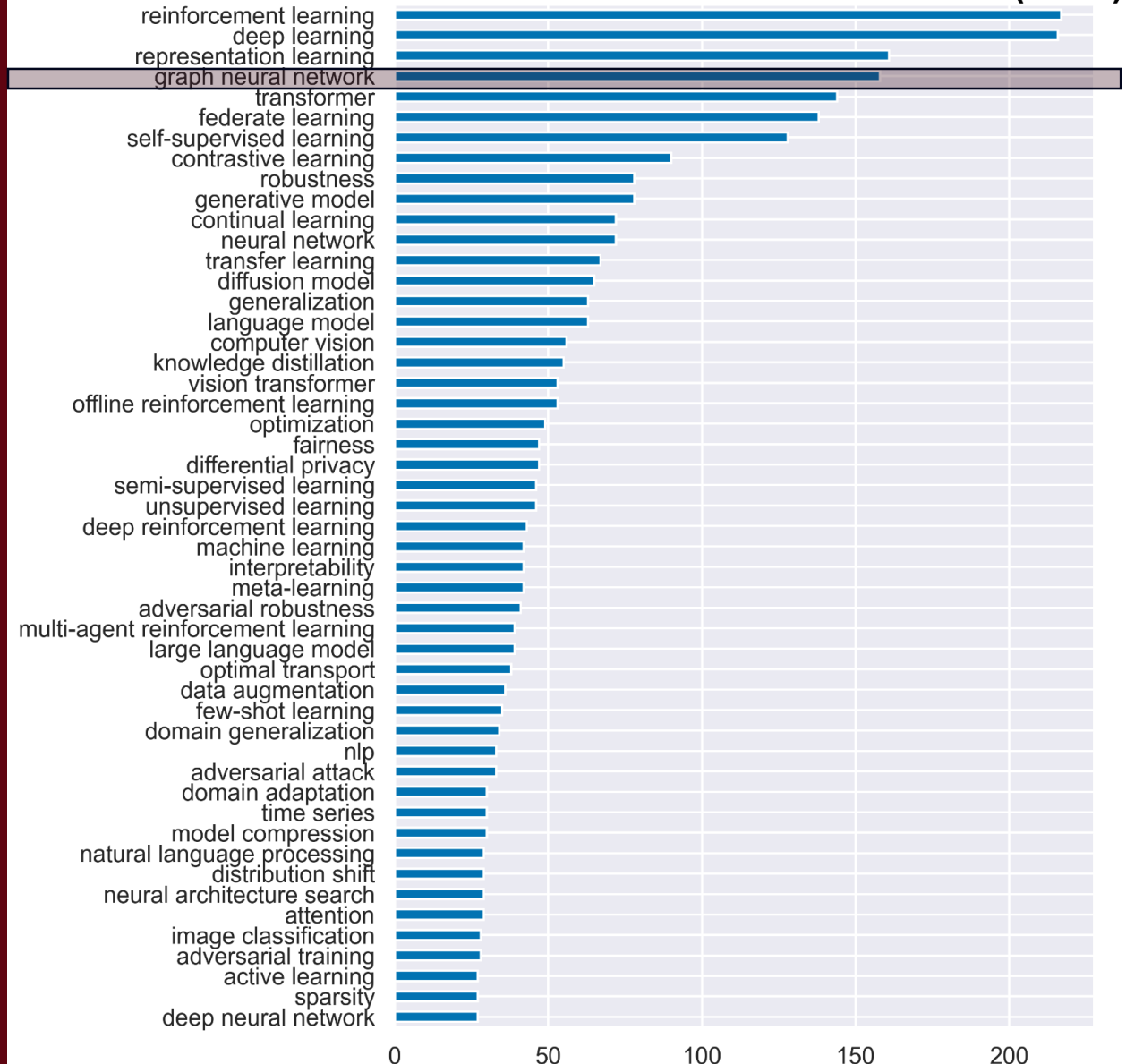
GNNs still the top studied model! 🔥 🌐 📊 🧠

❑ Resource:

[https://github.com/EdisonLeeeee/ICLR2023-](https://github.com/EdisonLeeeee/ICLR2023-OpenReviewData)

[OpenReviewData](https://github.com/EdisonLeeeee/ICLR2023-OpenReviewData). (International Conference on Learning Representations 2023)

## 50 MOST APPEARED KEYWORDS (2023)

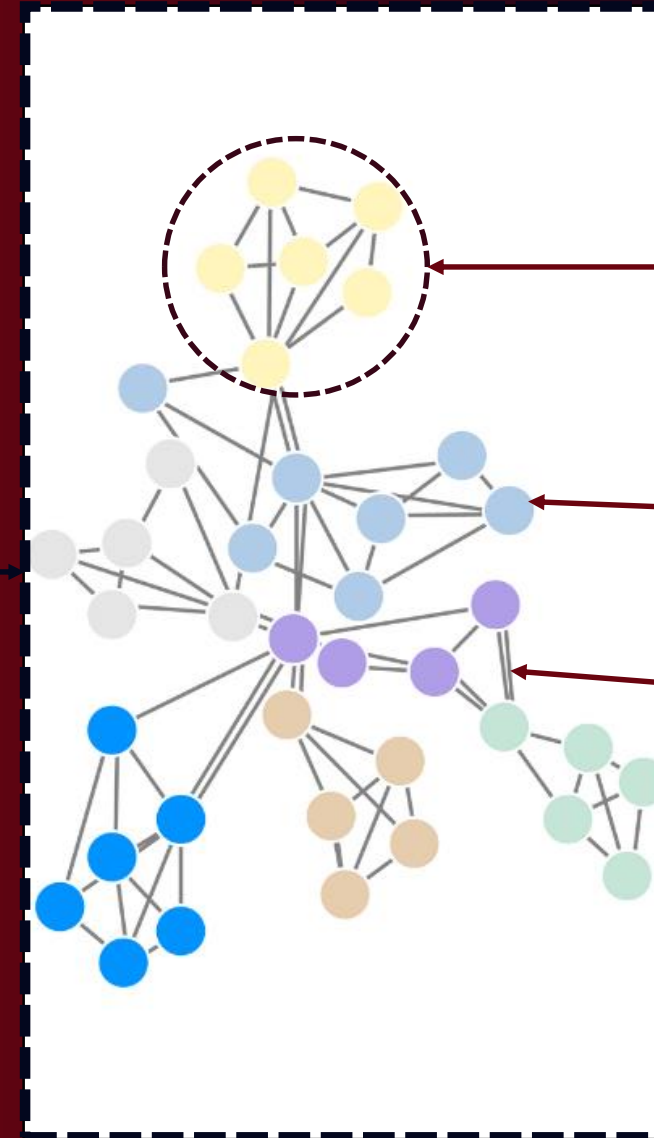




## What is Graph Learning?

- **Graph Learning** → the application of machine learning and Deep Learning techniques to **graph data**.
- **The study area** → encompasses **different types of tasks** aimed at understanding and manipulating **graph-structured data**.

Graph-Level



Community  
(Subgraph)  
Level

Node-Level

Edge-Level

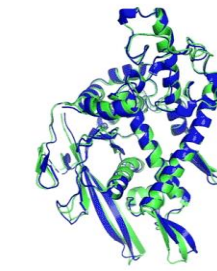


## Node-Level Tasks

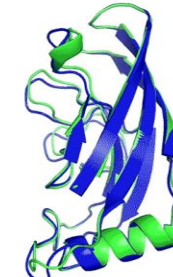
- ❑ **Node Classification:** Predicting the category (class) of a **node** in a graph.
- ❑ **Example: AlphaFold** Google Project from DeepMind - Solving Protein Folding.
  - **AlphaFold** → State-of-the-art GNN-based DL model for predicting the 3D structure of proteins from their amino acid sequence.
  - Has significant implications for fields such as Drug Discovery, Protein Engineering, and Synthetic Biology.

### Key Idea

- ❑ Nodes → Amino acids in a protein sequence
- ❑ Edges → Proximity between amino acids



T1037 / 6vr4  
90.7 GDT  
(RNA polymerase domain)

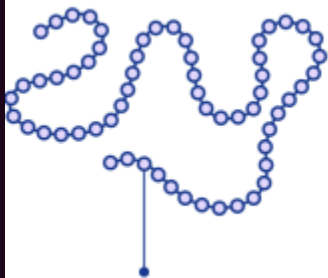


T1049 / 6y4f  
93.3 GDT  
(adhesin tip)

● Experimental result  
● Computational prediction

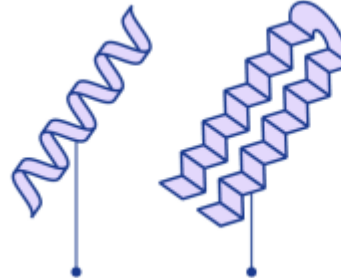
Computationally predict a protein's 3D structure based solely on its amino acid sequence

Every protein is made up of a sequence of **Amino Acids** bonded together.



Amino Acids

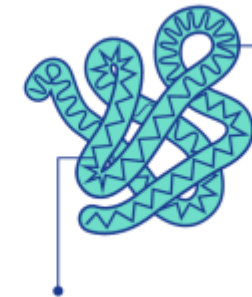
These Amino Acids interact locally to form shapes like **helices** and **sheets**.



Alpha Helix

Pleated Sheet

These shapes fold up on larger scales to form the full 3D **Protein** structure.



Alpha Helix

Pleated Sheet

**Proteins** can interact with other **proteins** performing functions, such as signalling and transcribing **DNA**.



Jumper, John, et al. "Highly accurate protein structure prediction with AlphaFold." *Nature* 596.7873 (2021): 583-589.



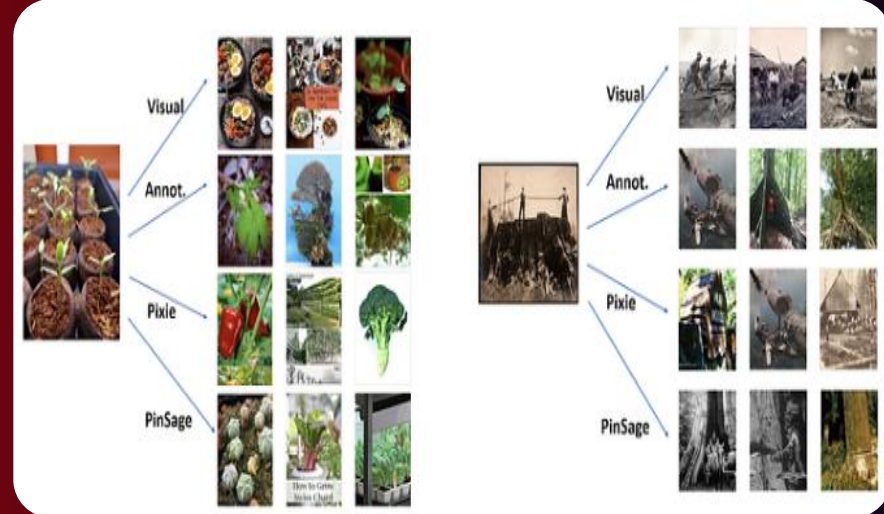


## Edge-Level Tasks

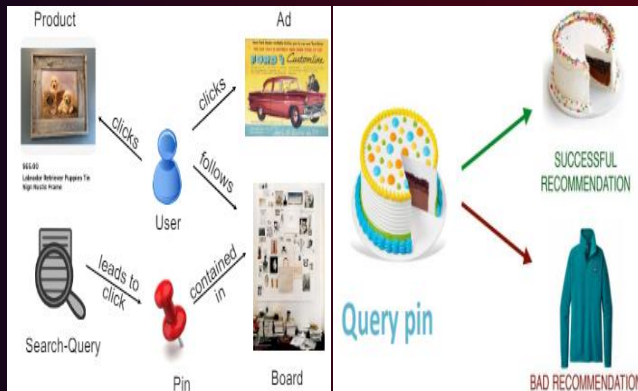
- ❑ **Link Prediction:** Predicting missing **links** between pairs of nodes in a graph.
- ❑ **Example: PinSage - Graph Based Recommender from Pinterest Lab (3 billion nodes and 18 billion edges)**
  - **PinSage** → A GNN-based rec-system for providing personalized recommendations to Pinterest users.
  - It models the user-item interaction graph which allows to recommend related pins to users.

Key Idea

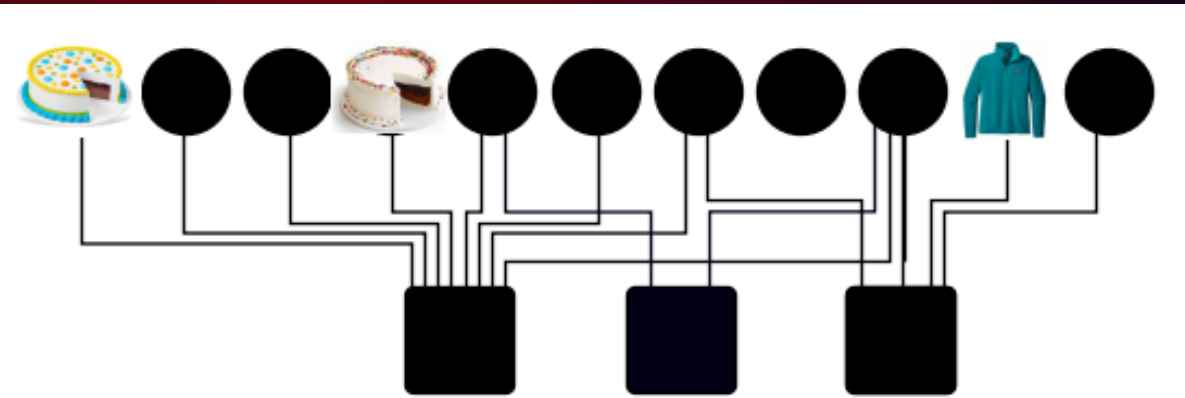
- ❑ Nodes → User Query pin image
- ❑ Edges → User-Item Interactions



Computationally Predict whether two nodes in a graph are related.



A **user** can click on a **product** or an **Ad**, he can follow a **board**. A **pin** can belong to a **board**, a **user** can enter a **search-query** and then click on a **pin**.



Learn node embeddings to predict whether two nodes in a graph are related.

Ying, Rex, et al. "Graph convolutional neural networks for web-scale recommender systems." Proceedings of the 24th ACM SIGKDD international conference on knowledge discovery & data mining. 2018.

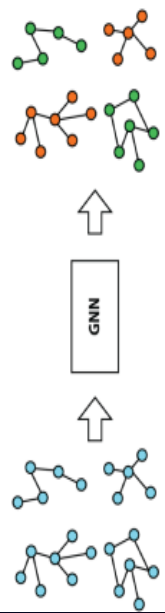


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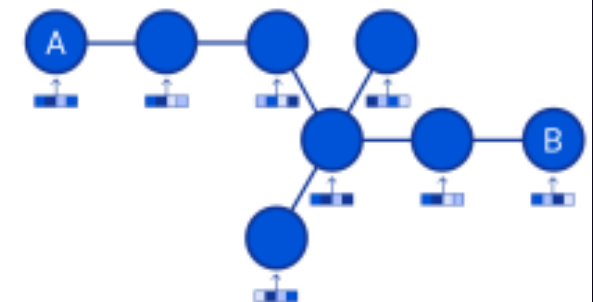
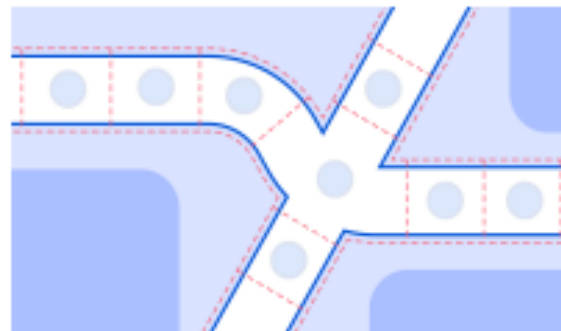
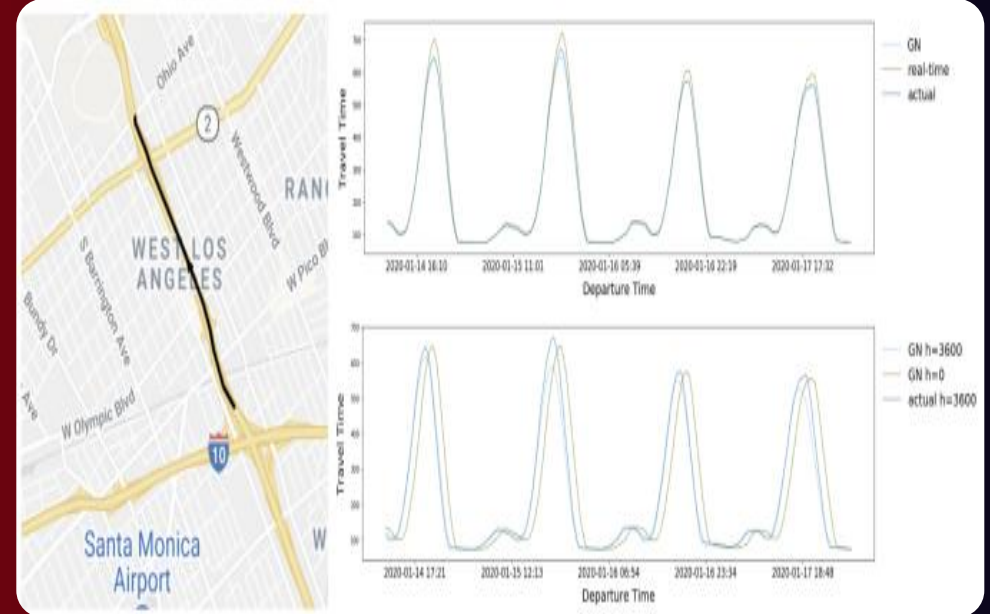


## SubGraph-Level Tasks

- **Graph Classification:** Categorizing different graphs into predefined categories.
- **Example: Estimated Time of Arrival (ETA) Prediction in Google Maps – A DeepMind Traffic Prediction Google Project.**
  - **ETA Prediction** → A cutting-edge GNN technology that enables more accurate location estimates.
  - It analyses graph structure of road networks to capture complex relationships between locations and improve the accuracy of eta predictions. (has numerous applications, including route optimization, traffic prediction, ...)

Key  
Idea

- Nodes → Road segments
- Edges → Connectivity between road segments



An example **road network** with shared traffic volume, which is partitioned into **segments of interest (left)**. Each **segment** is treated as a **node (middle)**, with adjacent **segments** connected by **edges**, thus forming a **supersegment (right)**.

Derrow-Pinion, Austin, et al. "ETA prediction with graph neural networks in google maps." Proceedings of the 30th ACM International Conference on Information & Knowledge Management. 2021.

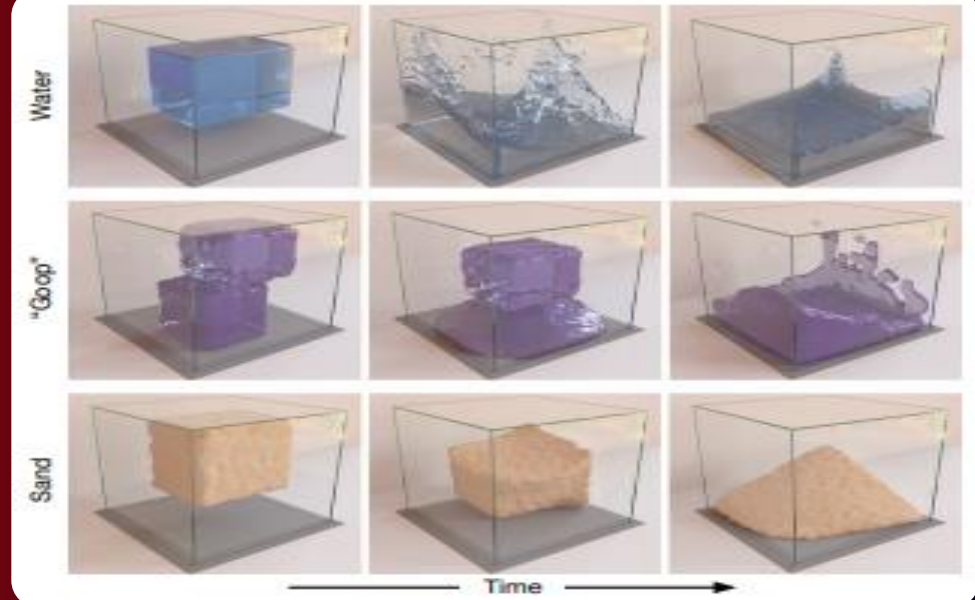
Computationally Predicting Time of Arrival with Graph Neural Networks

## Graph-Level Tasks

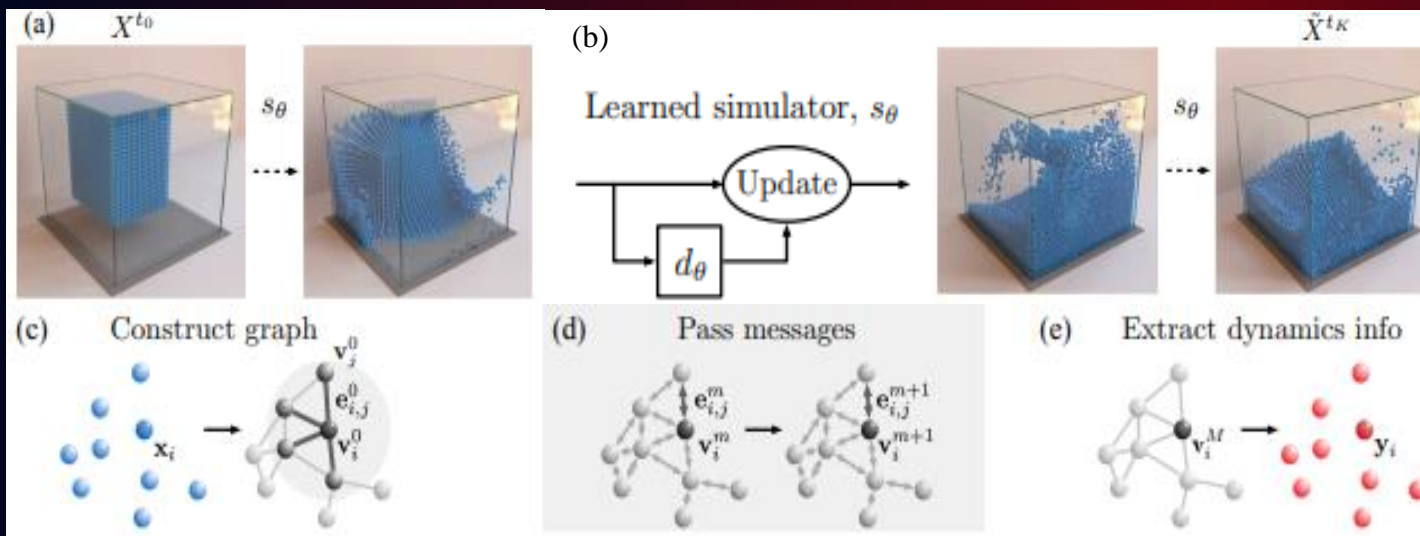
- ❑ **Graph Generation:** Generating new graphs based on a set of desired properties.
- ❑ **Example: Physics Simulation as a Graph – A Stanford University Project.**
  - **Graph Bases Physical Simulation** → A cutting-edge GNN technology that enables learning to Simulate Complex Physics with Graph Networks.
  - It generates a totally new graph by updating an existed one that captures the complex relationships between physical particles systems and their interactions.

Key  
Idea

- ❑ Nodes → Particles
- ❑ Edges → Interaction between particles



Computationally Predict how a graph will evolve over time.



(a) Predicts future states represented as particles using its learned dynamics model,  $d_\theta$ , and a fixed update procedure (b). (c) Constructing graph,  $G_0$ , from the input state,  $X$ . (d) Performing  $M$  rounds of learned message-passing over the graphs,  $G_0, \dots, G_M$ . (e) Extracting dynamics information,  $Y$ , from the final graph,  $G_M$ .

Sanchez-Gonzalez, Alvaro, et al. "Learning to simulate complex physics with graph networks." International conference on machine learning. PMLR, 2020.



ÉCOLE SUPÉRIEURE EN INFORMATIQUE

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# THANK YOU

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