



Overview

- Existing methods for dynamic brain graph (DBG) representation primarily focus on node and graph embeddings, often neglecting intermediate structural elements such as node clusters.
- We introduce DBGDGM, a deep generative model that learns evolving node, community, and graph embeddings from DBGs, surpassing current standards in graph reconstruction, dynamic link prediction, and classification.

Problem formulation

- Let $\mathcal{G}^{(1:S, 1:T)}$ denote a dataset of multi-subject DBGs derived from fMRI data. Each graph snapshot $\mathcal{G}^{(s,t)}$ is a non-attributed, unweighted, and undirected DBG for the s^{th} subject at the t^{th} timepoint.
- Every subject in \mathcal{S} shares a common set of nodes \mathcal{V} , symbolizing brain regions, and every snapshot $\mathcal{G}^{(s,t)}$ consists of this node set and a distinct, time-variant edge set $\mathcal{E}^{(s,t)}$. Each edge, $e_i^{(s,t)}$ denotes a connection from source node $w_i^{(s,t)}$ to target node $c_i^{(s,t)}$, with edge numbers varying across subjects and time. Let $z_i^{(s,t)}$ denote the latent community assignment of $e_i^{(s,t)}$ to one of K clusters.
- Our model learns the graph, node, and community representations ($\alpha^{(s)}$, $\phi_{1:V}^{(s,t)}$, and $\psi_{1:K}^{(s,t)}$ respectively) in an unsupervised manner. This allows for efficient adaptation to numerous downstream tasks.

Method

Generative model

First, for each subject $s \in \mathcal{S}$, we sample a graph embedding from the prior $\alpha^{(s)} \sim p_{\theta_\alpha}(\alpha^{(s)})$ following:

$$p_{\theta_\alpha}(\alpha^{(s)}) = \text{Normal}(\mathbf{0}, \mathbf{I}) \quad (1)$$

Then, we iterate over timepoints t for subject s , and sample node and community embeddings following Markovian dynamics:

$$p_{\theta_\phi}(\phi_n^{(s,t)} | \phi_n^{(s,t-1)}) = \text{Normal}(\phi_n^{(s,t-1)}, \sigma_\phi \mathbf{I}) \quad (2)$$

$$p_{\theta_\psi}(\psi_k^{(s,t)} | \psi_k^{(s,t-1)}) = \text{Normal}(\psi_k^{(s,t-1)}, \sigma_\psi \mathbf{I}) \quad (3)$$

where $\phi_n^{(s,0)} = \text{MLP}_{\theta_\phi}(\alpha^{(s)})$, $\psi_k^{(s,0)} = \text{MLP}_{\theta_\psi}(\alpha^{(s)})$ is learnt from data. The parameters σ_ϕ, σ_ψ control temporal smoothness.

We iterate over each edge in $\mathcal{G}^{(s,t)}$ and sample edge community assignments:

$$p_{\theta_z}(z_i^{(s,t)} | w^{(s,t)}) = \text{Categorical}(\text{Softmax}(\text{MLP}_{\theta_z}(\phi_w^{(s,t)}))) \quad (4)$$

Finally, we sample a linked target node $c^{(s,t)}$ from the distribution over the nodes of the assigned community:

$$p_{\theta_c}(c^{(s,t)} | z^{(s,t)}) = \text{Categorical}(\text{Softmax}(\text{MLP}_{\theta_c}(\psi_z^{(s,t)}))) \quad (5)$$

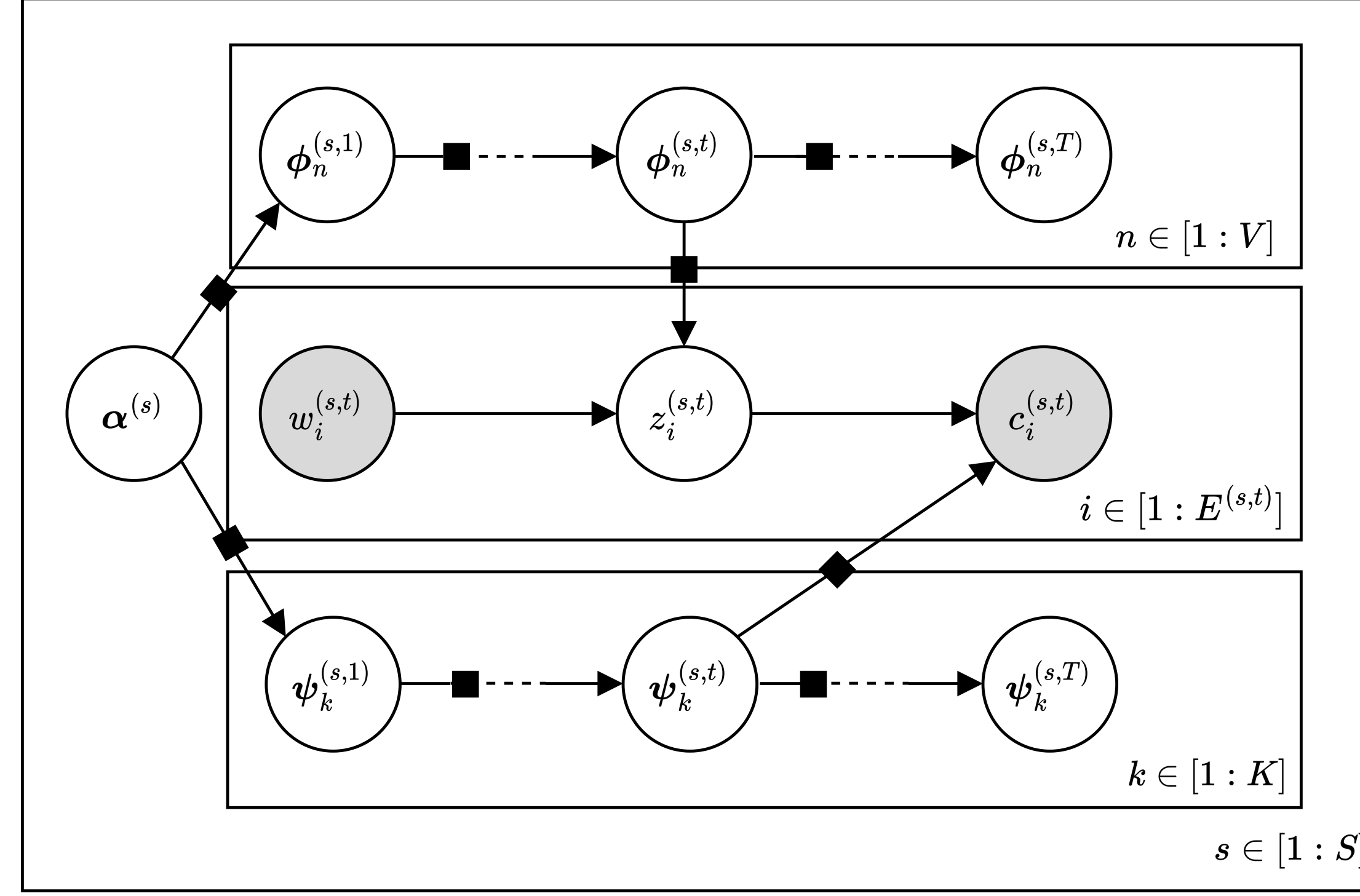


Figure: Plate diagram for DBGDGM. Latent and observed variables are denoted by white-and gray-shaded circles, respectively. Solid black squares denote non-linear mappings parameterized by NNs

Variational Inference

Inferring the true posterior p_θ is intractable. We approximate it using a variational posterior q_λ . The approximate distribution factorizes as:

$$q_\lambda = \prod_{s=1}^S \left(q_{\lambda_\alpha}(\alpha^{(s)}) \prod_{t=1}^T \left(\prod_{n=1}^V q_{\lambda_\phi}(\phi_n^{(s,t)} | \phi_n^{(s,t-1)}) \prod_{k=1}^K q_{\lambda_\psi}(\psi_k^{(s,t)} | \psi_k^{(s,t-1)}) \prod_{i=1}^{E^{(s,t)}} q_{\lambda_z}(z_i^{(s,t)} | \phi_{w_i}^{(s,t)}, \phi_{c_i}^{(s,t)}) \right) \right) \quad (6)$$

Moreover, each distribution is specified to mimic the structure of the generative model:

$$q_{\lambda_\alpha}(\alpha^{(s)}) = \text{Normal}(\mu^{(s)}, \sigma^{(s)}) \quad (7)$$

$$q_{\lambda_\phi}(\phi_n^{(s,t)} | \phi_n^{(s,t-1)}) = \text{Normal}(\tilde{\mu}_n^{(s,t)}, \tilde{\sigma}_n^{(s,t)}), \quad \{\tilde{\mu}_n^{(s,t)}, \tilde{\sigma}_n^{(s,t)}\} = \text{GRU}_{\lambda_\phi}(\phi_n^{(s,t-1)}) \quad (8)$$

$$q_{\lambda_\psi}(\psi_k^{(s,t)} | \psi_k^{(s,t-1)}) = \text{Normal}(\hat{\mu}_k^{(s,t)}, \hat{\sigma}_k^{(s,t)}), \quad \{\hat{\mu}_k^{(s,t)}, \hat{\sigma}_k^{(s,t)}\} = \text{GRU}_{\lambda_\psi}(\psi_k^{(s,t-1)}) \quad (9)$$

$$q_{\lambda_z}(z_i^{(s,t)} | \phi_{w_i}^{(s,t)}, \phi_{c_i}^{(s,t)}) = \text{Categorical}(\text{Softmax}(\pi_i^{(s,t)})), \quad \pi_i^{(s,t)} = \text{MLP}_{\lambda_z}(\phi_{w_i}^{(s,t)} \odot \phi_{c_i}^{(s,t)}) \quad (10)$$

Experiments

- Datasets:** We use fMRI data from the Human Connectome Project (HCP) [3] and UK Biobank (UKB) [2]. We use $S = 300$ subjects evenly split between men/women, extract $V = 360$ regions-of-interest from the BOLD signal and $T = 16$ graph snapshots for each subject.
- Baselines:** We compare against variational graph autoencoder (VGAE), a deep stochastic block model (OSBM), VGRAPH, variational graph RNN (VGRNN), Evolving Latent Space Model (ELSM), FCM, and a heuristic baseline CMN.
- Evaluation:** Data is divided into 80/10/10% for train/valid/test along time. Graph reconstruction and link prediction are assessed on test edges, while classification (predicting biological sex) is done by passing averaged node embeddings from each subject into a SVM with 80/20% train/test split.

Results

Table: Graph reconstruction (top) and dynamic link prediction (bottom) results (mean \pm standard deviation over 5 runs). First and second-best results are red and purple, respectively. Statistically significant difference from DBGDGM marked *.

Model	HCP		UKB	
	NLL (\downarrow)	MSE (\downarrow)	NLL (\downarrow)	MSE (\downarrow)
CMN	5.999 \pm 0.029 *	0.050 \pm 0.005 *	5.861 \pm 0.017 *	0.050 \pm 0.003 *
VGAE	5.857 \pm 0.017 *	0.051 \pm 0.002 *	5.851 \pm 0.027 *	0.061 \pm 0.002 *
OSBM	5.808 \pm 0.026 *	0.051 \pm 0.003 *	5.726 \pm 0.039 *	0.052 \pm 0.003 *
VGRAPH	5.569 \pm 0.046 *	0.022 \pm 0.004 *	5.716 \pm 0.037 *	0.020 \pm 0.003 *
VGRNN	5.674 \pm 0.034 *	0.011 \pm 0.003 *	5.649 \pm 0.035 *	0.014 \pm 0.002 *
ELSM	5.924 \pm 0.040 *	0.081 \pm 0.002 *	5.809 \pm 0.024 *	0.115 \pm 0.003 *
DBGDGM	4.587 \pm 0.045	0.001 \pm 0.002	4.586 \pm 0.084	0.004 \pm 0.003
Model	AUROC (\uparrow)		AUROC (\uparrow)	
	AP (\uparrow)		AP (\uparrow)	
CMN	0.665 \pm 0.007 *	0.654 \pm 0.006 *	0.678 \pm 0.004 *	0.668 \pm 0.005 *
VGAE	0.661 \pm 0.010 *	0.674 \pm 0.008 *	0.688 \pm 0.010 *	0.607 \pm 0.009 *
OSBM	0.655 \pm 0.027 *	0.675 \pm 0.024 *	0.678 \pm 0.032 *	0.682 \pm 0.033 *
VGRAPH	0.689 \pm 0.004 *	0.682 \pm 0.002 *	0.664 \pm 0.002 *	0.621 \pm 0.001 *
VGRNN	0.689 \pm 0.007 *	0.698 \pm 0.006 *	0.698 \pm 0.009 *	0.696 \pm 0.007 *
ELSM	0.669 \pm 0.004 *	0.662 \pm 0.002 *	0.661 \pm 0.001 *	0.662 \pm 0.002 *
DBGDGM	0.768 \pm 0.026	0.732 \pm 0.032	0.786 \pm 0.040	0.762 \pm 0.038

- Best results on dynamic link prediction and graph reconstruction.
- Clearly, DBGDGM learns dynamic brain connectivity more effectively.

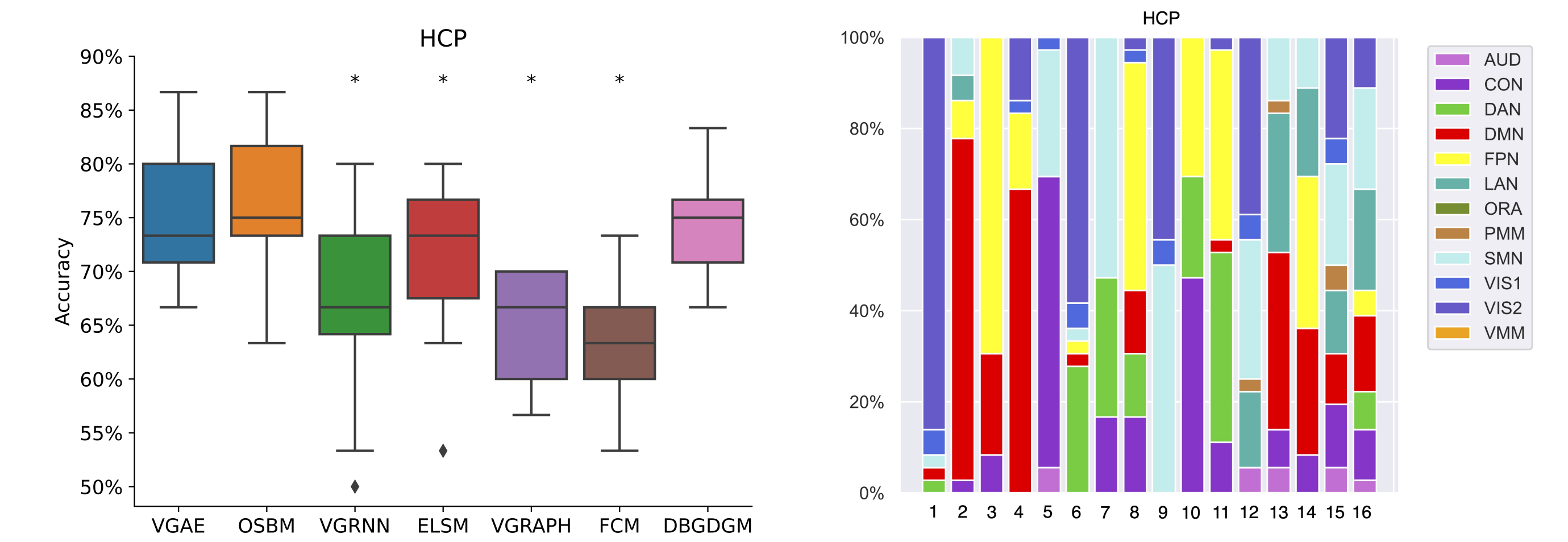


Figure: Left: Graph classification results (5 runs). Statistical significance from DBGDGM marked *. Right: Overlap between communities learned by DBGDGM and FCNs from [1]. Some communities fully correspond to known FCNs, others are a mix, and offer a way to study FCN co-activation.

- DBGDGM outperforms 4 baselines and show indiscernible performance to VGAE and OSBM.
- DBGDGM is **interpretable**. Communities which contribute most to accuracy are Cingulo-opercular (CON) and the Somatomotor (SMN) networks.

References

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