- Learning convolutional Neural Networks for graphs

  works for directed, undirected graph with both discrete and continuous node and edge attributes

  learning a representation for classification/regression

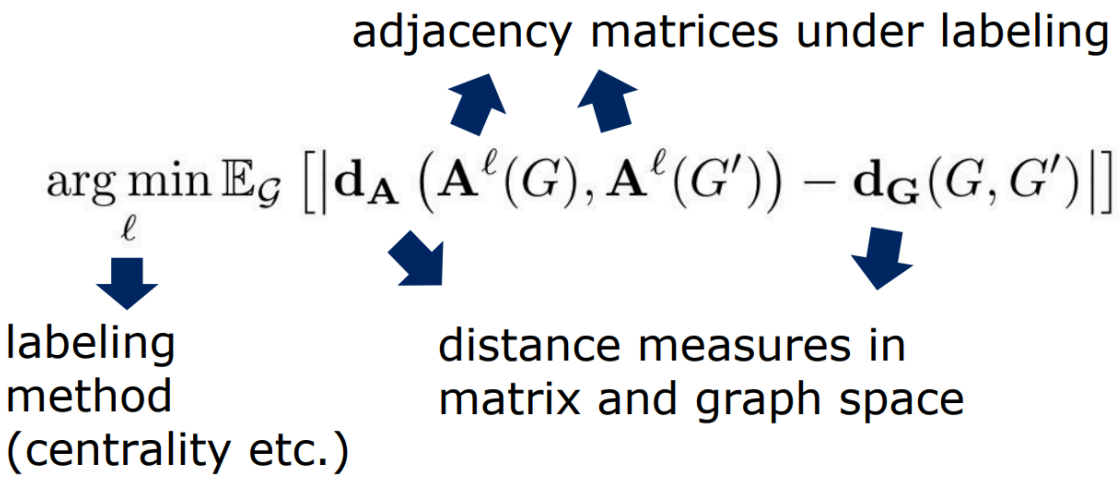
  state of the art: graph kernels based on substructures: shortest path, random walk, subtree...

  Patchy: 1)node sequence selection(use centrality measures to generate node sequence)

  2) neighborhood assembly(breadth-first search until k nodes are added)

  3) neighborhood normaization, served as receptive fields(unclear)

  node and edge attributes correspond to channels(?)



  4) build a neural network on top