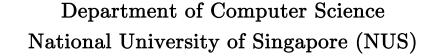
CS5284: Graph Machine Learning

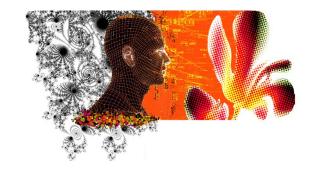
Deep Graph Library (DGL)

Semester 1 2024/25

Xavier Bresson

https://x.com/xbresson







DGL library

• Developed by Prof. Zhang Zheng, AWS AI Lab

• Website: https://docs.dgl.ai

• DGL 1.0: https://www.dgl.ai/release/2023/02/20/release.html



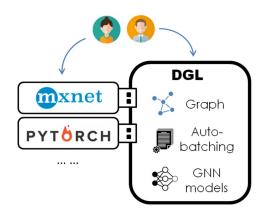


DGL 1.0 has arrived! Huge milestone of the past 3+ years of development.

Check out the blog for the release summary and the highlight of the brand new DGL-Sparse package dgl.ai/release/2023/0...

#DGL #GML

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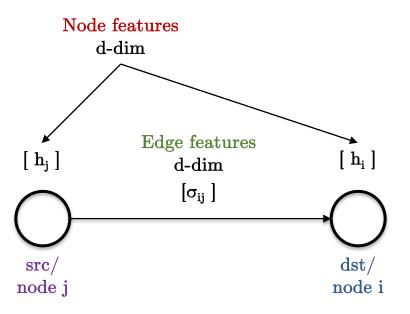






DGL 1.0: Empowering Graph Machine Learning For Everyone

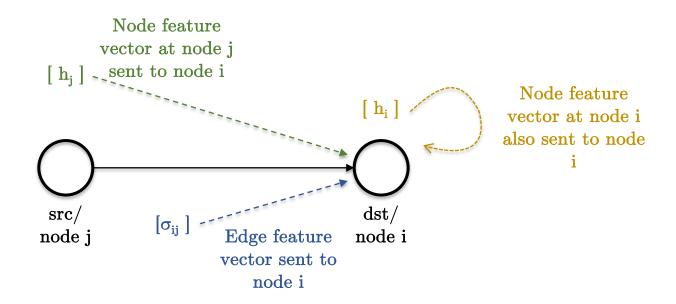
• Basic structure of an edge in DGL:



• Goal is to compute efficiently message-passing functions of the form :

$$f_i = h_i + \Sigma_{j \, \rightarrow \, i} \; \sigma_{ij} \circ h_j$$

- Step 1: Message passing function defined on edges
 - Node feature and edge feature are passed along all edges connecting a node.



#edges

 $h_i : edges.src['h'] . size() = E x d$

 $h_i : edges.dst['h'] . size() = E x d$

 $\sigma_{ij}: edges.data [\text{`}\sigma\text{'}] \ . \ size() = \mathop{E}_{\,\,\boldsymbol{x}} \ d$

All message passing operations can be done in parallel!

- Step 2 : Reduce function defined on nodes
 - $\bullet \ \ Reduce \ functions \ of the form : f_i = h_i + \Sigma_{j \, \ni \, i} \ \sigma_{ij} \circ h_j$
 - Reduce function collects all messages passed in Step 1, #nod
 - Ode : f = h_i + torch.sum (h_j x $\sigma_{ij}\,,\,dim{=}1)$. size() = V x d

Sum over neighbors

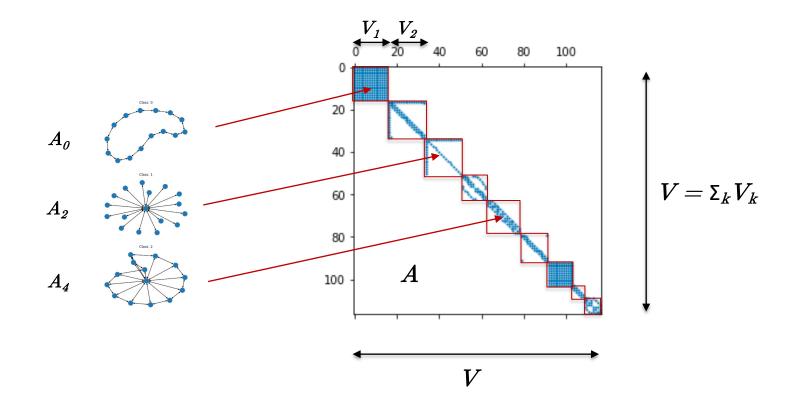
- GPU acceleration:
 - DGL batches the nodes with the same number of neighbors.

$$h_{j} = nodes.mailbox['h_{j}'] = \begin{cases} \#nodes \ in \ batch_{1} . size() = 11 \ x \ 12 \ x \ d \\ \vdots \\ batch_{34} . size() = 14 \ x \ 9 \ x \ d \end{cases}$$

$$\sigma_{ij} = nodes.mailbox['\sigma_{ij}'] = same structure than h_i$$

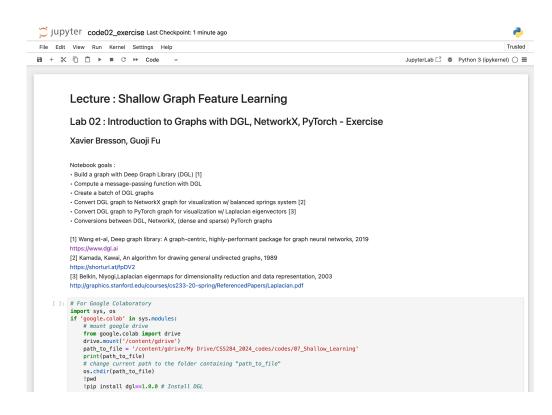
$$h_i = nodes.data['h'] . size() = V x d$$

 \bullet How to process K graphs of different sizes ? Form a (big) sparse block diagonal matrix A with K adjacency matrices A_k .



Lab 2 : Warm-up

• Introduction to DGL, along with NetworkX and sparse/dense PyTorch.



Exercise 2: Compute a message-passing function with DGL

Question 2.1: Implement Step 1 of a message-passing function with DGL

Define the Message function to pass node and edge features along edges, i.e. from src/j to dst/i.

Hints:

- To access the features of destination nodes dst , use edges.dst['feat_name'] , where 'feat_name' is the name of the feature for the destination nodes.
- To access the features of source nodes src , use edges.src['feat_name'] , where 'feat_name' is the name of the feature for the source nodes
- To access the features of edges, use edges.data['feat_name'], where 'feat_name' is the name of the feature for the edges themselves.

```
# Step 1 of message-passing with DGL
# Node feature and edge features are passed along edges (src/j => dst/i)
def message_func(edges):
   # YOUR CODE START
   # hi with i/dst, size=(E,d=1), E=num_edges
   hi = edges.dst['feat']
   # hj with i/src, size=(E,d=1)
   hj = edges.src['feat']
   # eji from src/j to dst/i, size=(E,d=100)
   eji = edges.data['feat']
   # update edge feature value
   edges.data['feat'] = 2 * edges.data['feat']
   *****************
   # YOUR CODE END
   print('hi',hi.size())
   print('hj',hj.size())
   print('eji',eji.size())
```

Xavier Bresson



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