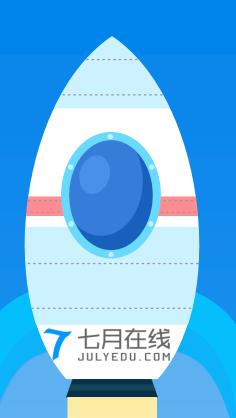
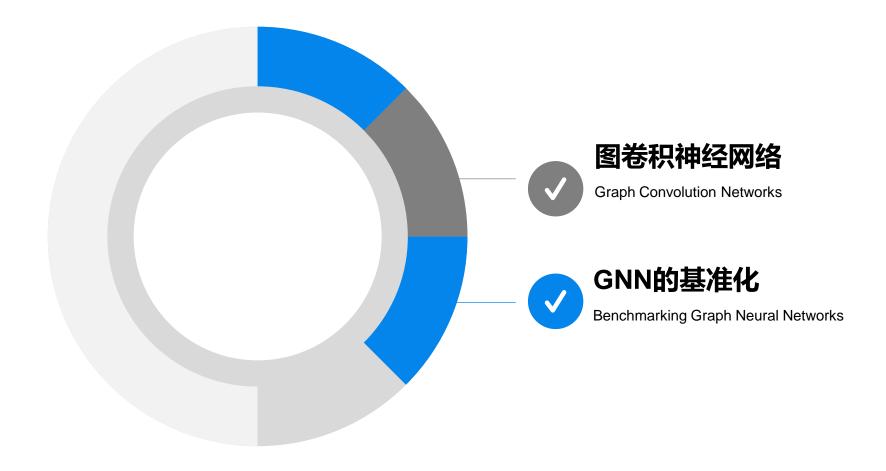
《图卷积神经网络》

主讲: 彭老师

https://www.julyedu.com/







Graph Convolution Networks 图卷积神经网络

Dataset

- ➤ KarateClub: 数据为无向图,来源于论文<u>An Information Flow Model for Conflict and Fission in Small Groups</u>;
- ➤ TUDataset:包括58个基础的分类数据集集合,数据都为无向图,如"IMDB-BINARY", "PROTEINS"等,来源于TU Dortmund University
- ▶ Planetoid: 引用网络数据集,包括 "Cora", "CiteSeer" and "PubMed",数据都为无向图,来源于论文Revisiting Semi-Supervised Learning with Graph Embeddings。节点代表文档,边代表引用关系。
- ➤ CoraFull: 完整的 "Cora"引用网络数据集,数据为无向图,来源于论文<u>Deep Gaussian</u> Embedding of Graphs: Unsupervised Inductive Learning via Ranking。节点代表文档,边代表引用关系。

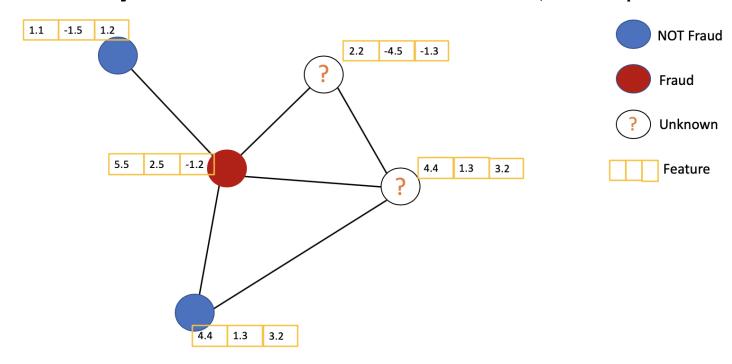
Dataset

- ➤ Coauthor: 共同作者网络数据集,包括 "CS"和 "Physics",数据都为无向图,来源于论文<u>Pitfalls of Graph Neural Network Evaluation</u>。节点代表作者,若是共同作者则被边相连。学习任务是将作者映射到各自的研究领域中。
- ➤ Amazon: 亚马逊网络数据集,包括"Computers"和"Photo",数据都为无向图,来源于论文<u>Pitfalls of Graph Neural Network Evaluation</u>。节点代表货物,边代表两种货物经常被同时购买。学习任务是将货物映射到各自的种类里。
- ▶ PPI: 蛋白质-蛋白质反应网络,数据为无向图,来源于论文Predicting multicellular function through multilayer tissue networks
- ▶ Entities: 关系实体网络,包括"AIFB", "MUTAG", "BGS" 和"AM",数据都为无向图,来源于论文Modeling Relational Data with Graph Convolutional Networks
- ▶ BitcoinOTC: 数据为有向图,包括138个 "who-trusts-whom" 网络,来源于论文<u>EvolveGCN: Evolving</u> <u>Graph Convolutional Networks for Dynamic Graphs</u>,数据链接为<u>Bitcoin OTC trust weighted signed network</u>

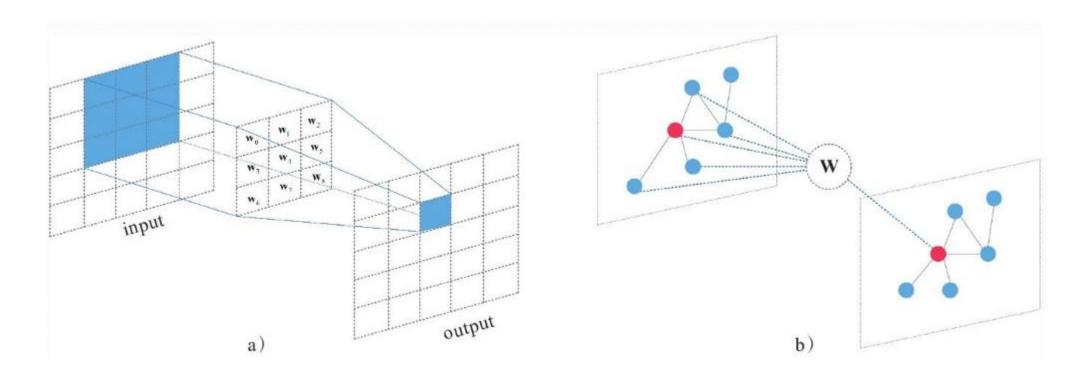
Graph Convolution Networks

Graph Convolution Networks (GCN) is a type of convolutional neural network that can work directly on graphs and take advantage of their structural information.

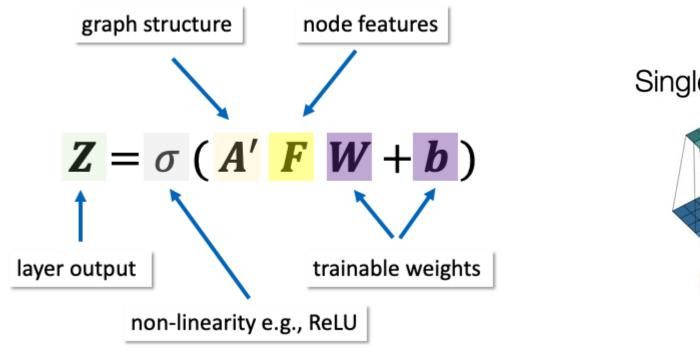
GCN solves the problem of **node classification** (such as documents) in a graph (such as a citation network), where labels are only available for a small subset of nodes (semi-supervised learning).



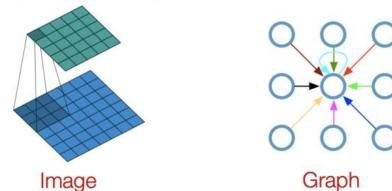
The layer of a Graph Convolutional Neural Network (GCN):



The layer of a Graph Convolutional Neural Network (GCN):



Single CNN layer with 3x3 filter:

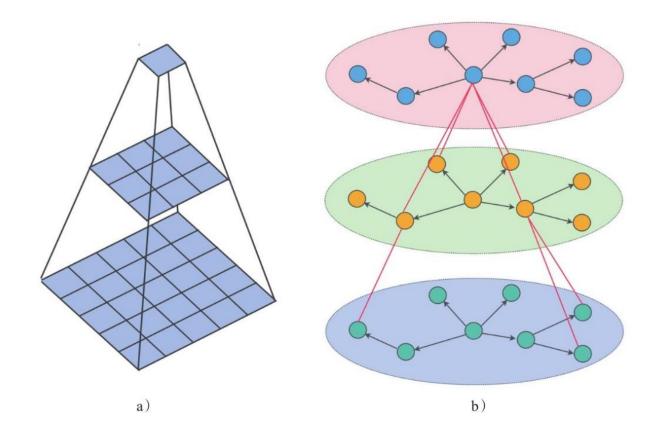


$$H^{(l+1)} = \sigma \left(\tilde{D}^{-\frac{1}{2}} \tilde{A} \tilde{D}^{-\frac{1}{2}} H^{(l)} W^{(l)} \right)$$

Receptive Field:

Left: CNN

Right: GNN

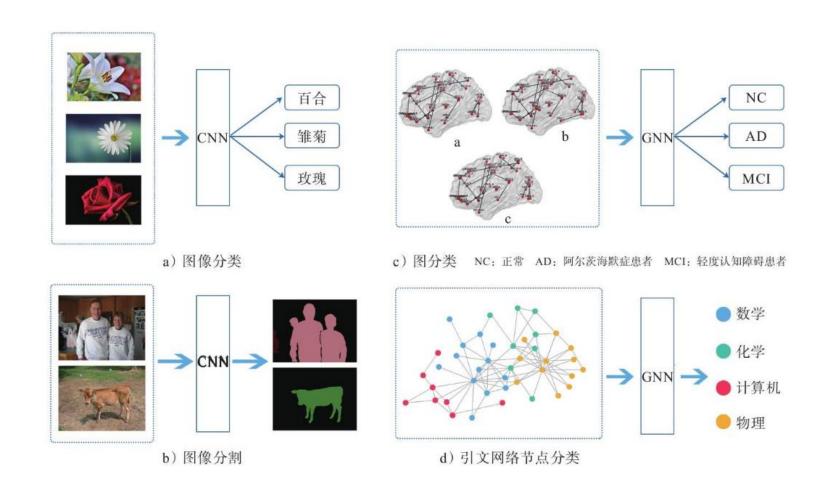




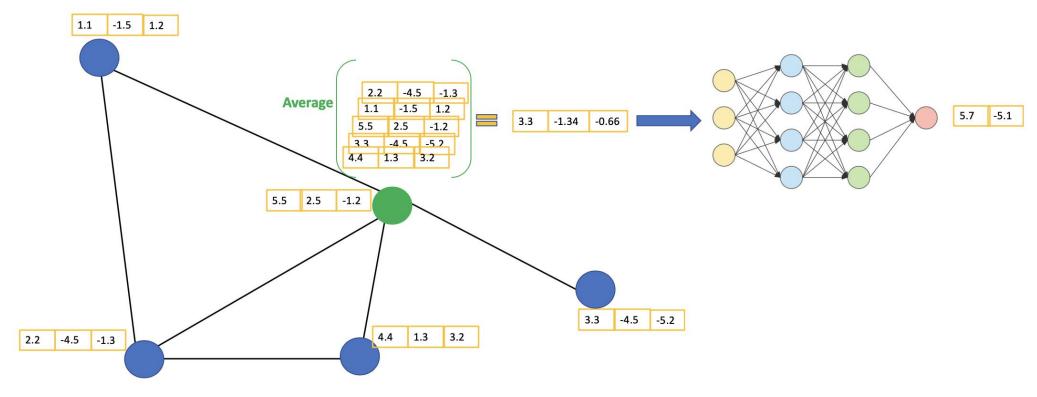
Tasks:

Left: CNN

Right: GNN

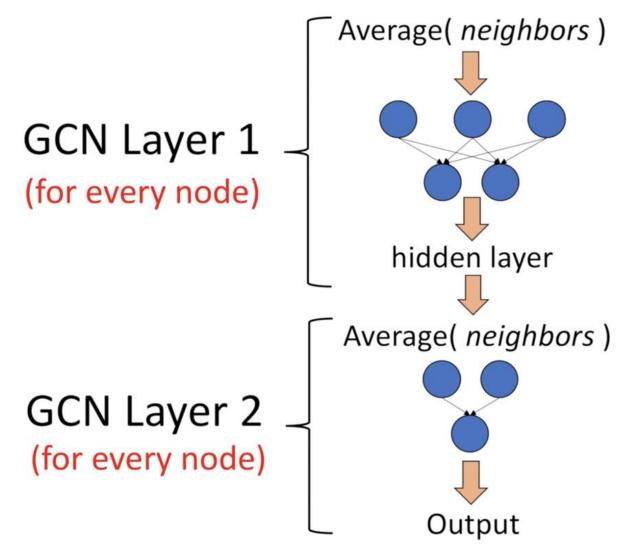


Main Idea of GCN



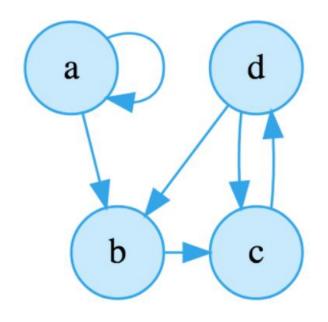
The feature values of the green node's neighbors, including itself, then take the average. The result will be passed through a neural network to return a resulting vector.

Main Idea of GCN





Adjacency List



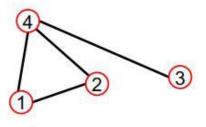
```
Adjacency List

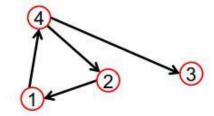
1  a -> { a b }
2  b -> { c }
3  c -> { d }
4  d -> { b c }
```

Adjacency Matrix

Let G be a graph with "n" nodes that are assumed to be ordered from v_1 to v_n . The $n \times n$ matrix A is called an **adjacency matrix**, which satisfies:

 $\begin{cases} a_{ij} = 1 \text{ if there exists a path from node } i \text{ to node } j; \\ a_{ij} = 0 \text{ otherwise.} \end{cases}$





 $A_{ij} = 1$ if there is a link from node *i* to node *j*

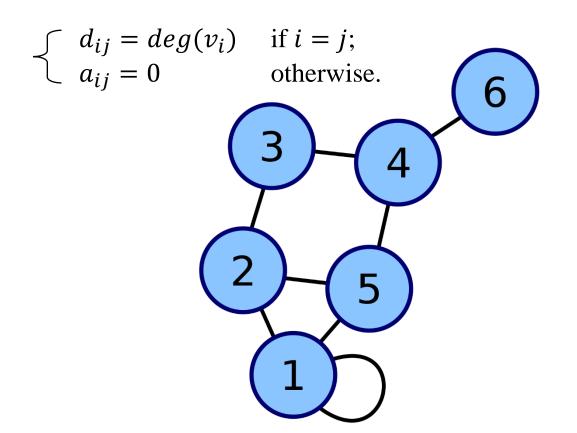
$$A_{ij} = 0$$
 otherwise

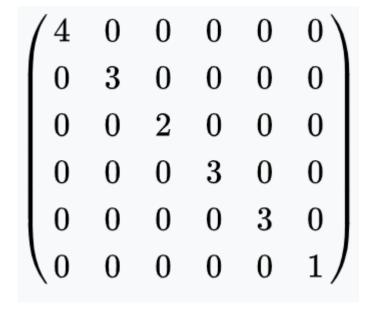
$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 \end{pmatrix} \qquad A = \begin{pmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 \end{pmatrix}$$

$$A = \begin{pmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 \end{pmatrix}$$

Degree Matrix

Let G be a graph with "n" nodes that are assumed to be ordered from v_1 to v_n . The $n \times n$ matrix D is called a **degree matrix**, which satisfies:



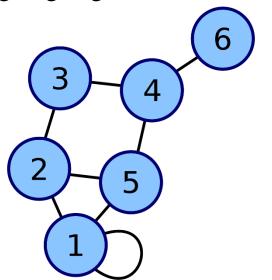


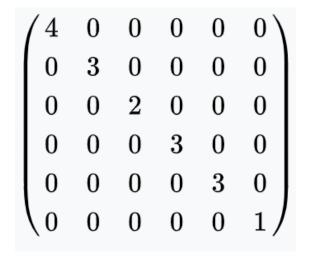
Degree Matrix

Where the degree $deg(v_i)$ of a vertex counts the number of times an edge terminates at that vertex.

In an undirected graph, this means that each **loop** increases the degree of a vertex by **two**.

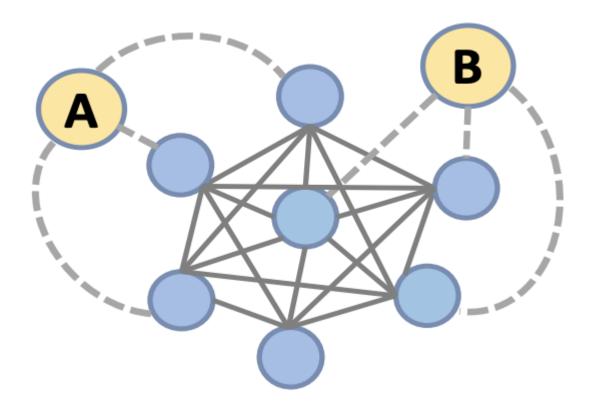
In a directed graph, the term degree may refer either to indegree (the number of incoming edges at each vertex) or outdegree (the number of outgoing edges at each vertex).





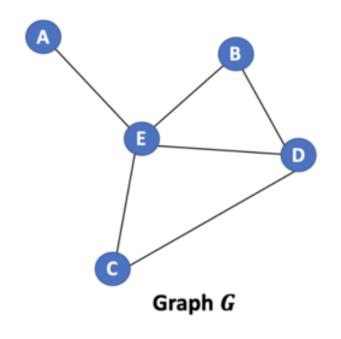
Massage Passing

What is the relationship between A and B?





Massage Passing



	Α	В	С	D	Ε
Α	0	0	0	0	1
В	0	0	0	1	1
С	0	0	0	1	1
D	0	1	1	0	1
E	1	1	1	1	0

Adjacency matrix \boldsymbol{A}

	Α	В	С	D	E
Α	1	0	0	0	0
В	0	2	0	0	0
С	0	0	2	0	0
D	0	0	0	3	0
E	0	0	0	0	4

Degree matrix \boldsymbol{D}

Α	-1.1	3.2	4.2
В	0.4	5.1	-1.2
С	1.2	1.3	2.1
D	1.4	-1.2	2.5
E	1.4	2.5	4.5

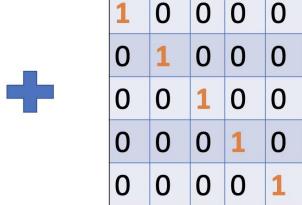
Feature vector X

Massage Passing: Update Adjacency Matrix

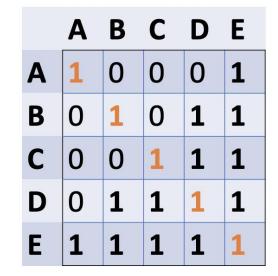
$$\tilde{A} = A + \lambda I$$

	Α	В	C	D	E
Α	0	0	0	0	1
В		0	0	1	1
C	0	0	0	1	1
D	0	1	1	0	1
E	1	1	1	1	0



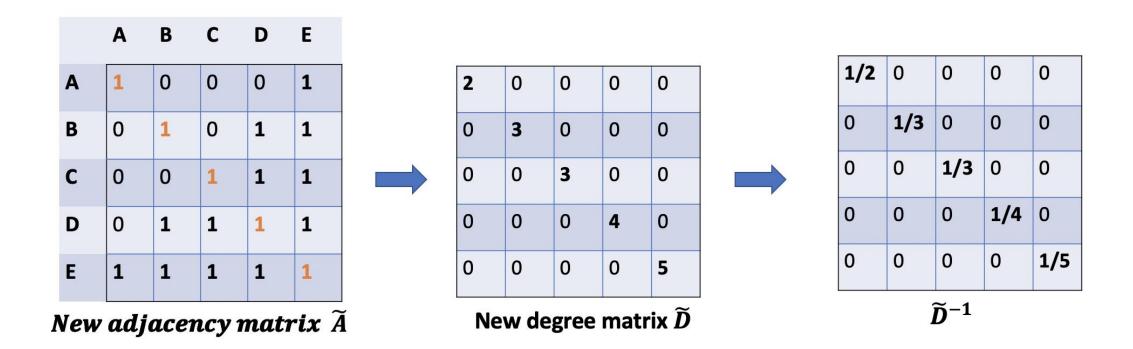


Identity matrix I

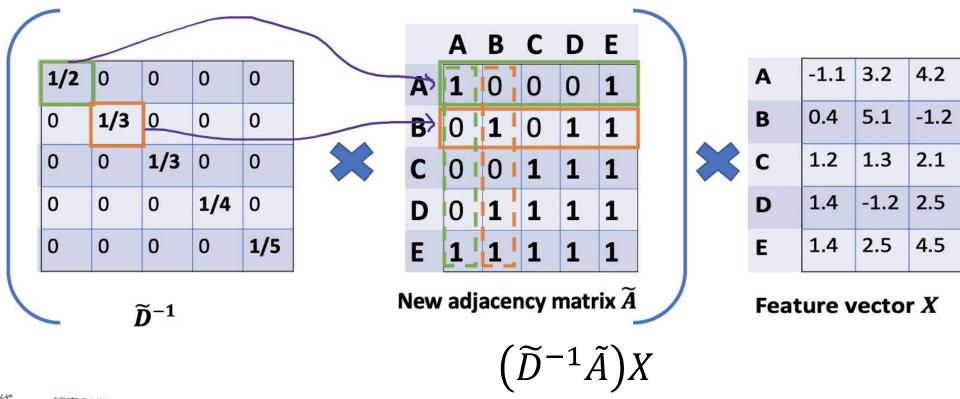


New Adjacency matrix \widetilde{A}

Massage Passing: Update Degree Matrix



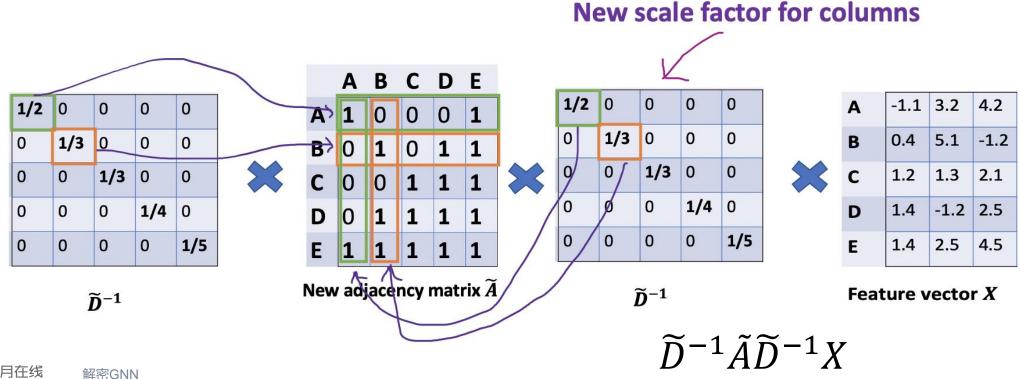
We consider $(\tilde{D}^{-1}\tilde{A})X$, so \tilde{D}^{-1} be the **scale factor** of \tilde{A} . From this perspective, each row i of \tilde{A} will be scaled by \tilde{D}_{ii} .



From this perspective, each row i of \tilde{A} will be scaled by \tilde{D}_{ii} .

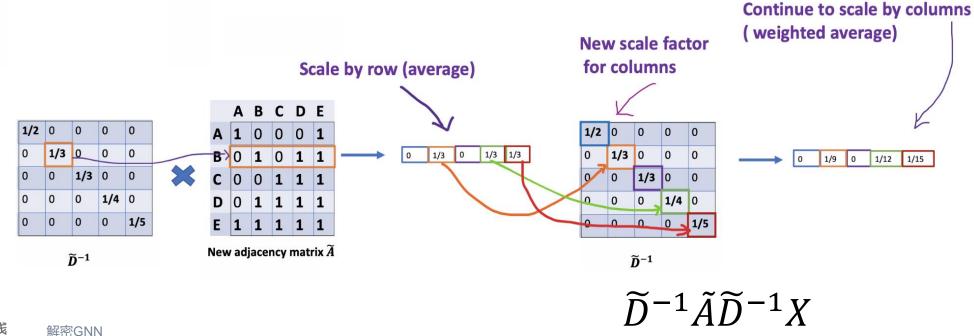
 \tilde{A} is a **symmetric** matrix, it means row i is the same value as column i.

If we scale each row i of \tilde{A} by \tilde{D}_{ii} , intuitively, we have a feeling that we should do the *same* for its corresponding column.



The new scaler gives us the "weighted" average.

The idea of this weighted average is that we assume low-degree nodes would have bigger impacts on their neighbors, whereas high-degree nodes generate lower impacts as they scatter their influence at too many neighbors.



When using two scalers (\widetilde{D}_{ii}) and \widetilde{D}_{ij} , we normalize twice: one for row, the other for column.

It will make sense if we rebalance by modifying $\widetilde{D}_{ii}\widetilde{D}_{jj}$ to $(\widetilde{D}_{ii}\widetilde{D}_{jj})^{1/2}$

2	0	0	0	0	1/2	0	0
0	3	0	0	0	0	1/3	0
0	0	3	0	0	0	0	1/3
0	0	0	4	0	0	0	0
0	0	0	0	5	0	0	0
$\widetilde{m{D}}$						ĵ	$\widetilde{\mathbf{D}}^{-1}$

1/ √2	0	0	0	0
0	1/ √3	0	0	0
0	0	1/ √3	0	0
0	0	0	1/2	0
0	0	0	0	1/ √5
		\widetilde{D}^-	1/2	

$$\widetilde{D}^{-\frac{1}{2}}\widetilde{A}\widetilde{D}^{\frac{1}{2}}X$$

0

0

1/4 0

1/5



Massage Passing: Update Degree Matrix

Quick summary so far:

 $ilde{A}X$: sum of all neighbors' feature vectors, including itself.

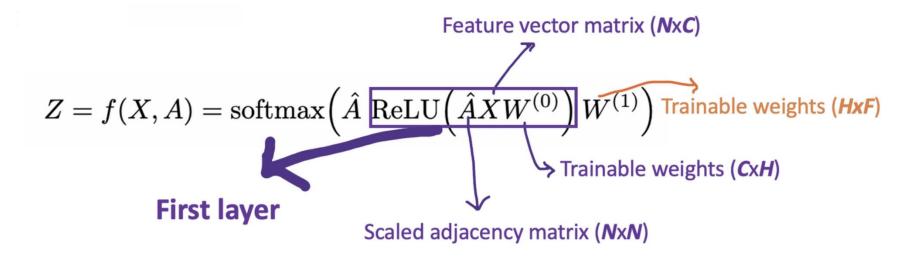
 $ilde{D}^{-1} ilde{A}X$: average of all neighbors' feature vectors (including itself). Adjacency matrix is scaled by rows

 $ilde{D}^{-1/2} ilde{A} ilde{D}^{-1/2}X$: average of all neighbors' feature vectors (including itself). The adjacency matrix is scaled by both rows and columns. By doing this, we get the weighted average preferring on low-degree nodes.

Massage Passing: Update Degree Matrix

Ok, now let's put things together.

Let's call $\hat{A}=\tilde{D}^{-1/2}\tilde{A}\tilde{D}^{-1/2}$ just for a clear view. With 2-layer GCN, we have the form of our forward model as below.



Recall that **N** is #nodes, **C** is #dimensions of feature vectors. We also have **H** is #nodes in the hidden layer, and **F** is the dimensions of resulting vectors.

Loss Function

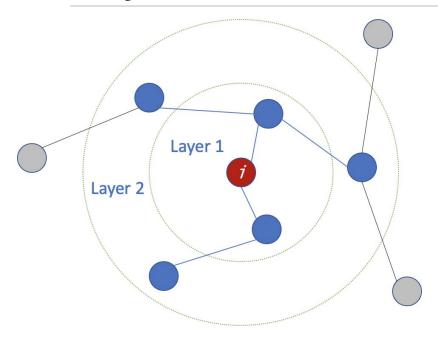
The Loss function is simply calculated by the **cross-entropy error** over all labeled examples.

 Y_l is the set of node indices that have labels.

$$\mathcal{L} = -\sum_{l \in \mathcal{Y}_L} \sum_{f=1}^F Y_{lf} \ln Z_{lf}$$

解密GNN

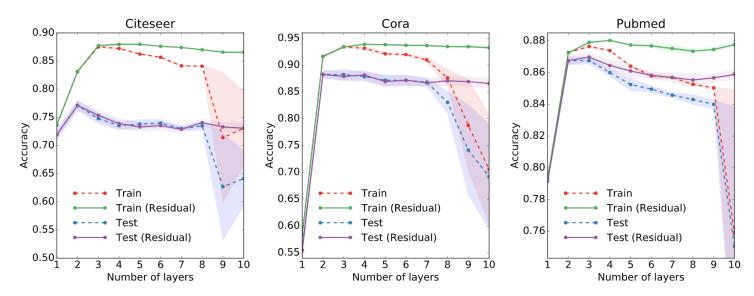
Layers



The number of layers is the farthest distance that node features can travel.

Each node can only get the information from its neighbors with 1layer GCN.

The gathering information process takes place independently, at the same time for all the nodes.



Issues:

GNN has been increasingly difficult to gauge the effectiveness of new GNNs and compare models in the **absence** of a standardized benchmark with consistent experimental settings and large datasets.

Solution:

The authors propose a reproducible **GNN benchmarking framework**, with the facility for researchers to add new datasets and models conveniently.

Applications:

The benchmarking framework can be applied to novel medium-scale graph datasets from mathematical modeling, computer vision, chemistry and combinatorial problems to establish key operations when designing effective GNNs.

More:

Precisely, graph convolutions, anisotropic diffusion, residual connections and normalization layers are universal building blocks for developing robust and scalable GNNs.

Questions Proposed:

- ✓ How to build powerful GNNs has become central?
- ✓ How to study and quantify the impact of theoretical developments for GNNs?

Contributions::

- I. We release an **open benchmark infrastructure** for GNNs, hosted on GitHub based on PyTorch and DGL libraries;
- II. We aim to go beyond the popular but small CORA and TU datasets by **introducing medium-scale datasets** with 12k-70k graphs of variable sizes 9-500 nodes. Proposed datasets are from mathematical modeling (Stochastic Block Models), computer vision (super-pixels), combinatorial optimization (Traveling Salesman Problem) and chemistry (molecules' solubility).
- III. We identify important **building blocks** of GNNs with the proposed benchmark infrastructure. Graph convolutions, anisotropic diffusion, residual connections, and normalization layers stick out as most useful to design efficient GNNs.

Contributions::

- IV. We fix a parameter budget for all models and analyze performance trends to identify the important **GNN mechanisms**.
- The numerical results are entirely **reproducible**. We make it simple to reproduce the reported results by running scripts. Besides, the installation and execution of the benchmark infrastructure are explained in detail in the <u>GitHub repository</u>.

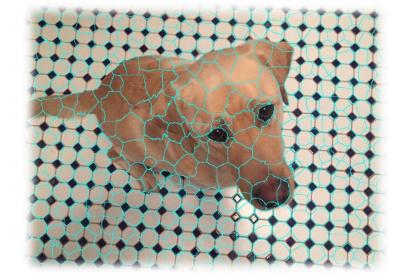
Superpixels

A superpixel can be defined as a **group** of pixels that <u>share common characteristics</u> (like pixel intensity).

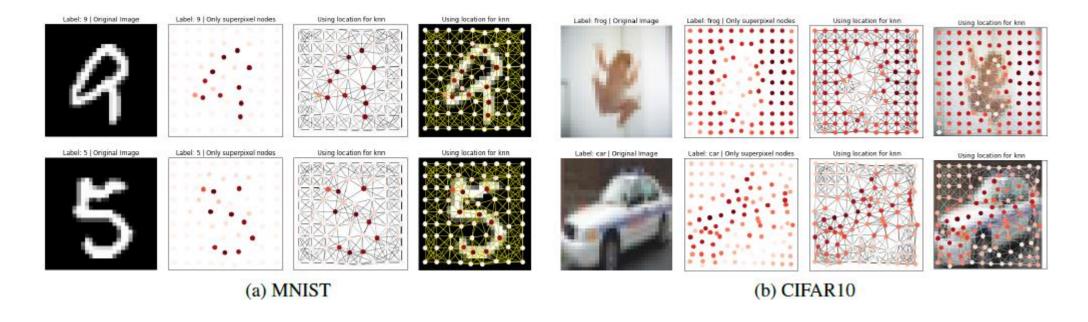
- > Superpixels carry more information than pixels.
- > Superpixels have a perceptual meaning since pixels belonging to a given superpixel share similar visual properties.

> Superpixels provide a convenient and compact representation of images that can be very useful

for computationally demanding problems.



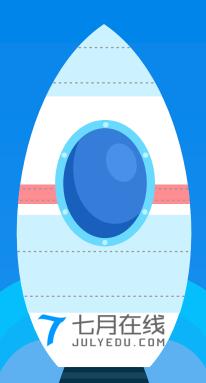
Superpixels



Sample images and their superpixel graphs. The graphs of SLIC superpixels (at most 75 nodes for MNIST and 150 nodes for CIFAR10) are 8-nearest neighbor graphs in the Euclidean space and node colors denote the mean pixel intensities.



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