

Algorithm  
Selection for  
Maximum  
Common  
Subgraph

Paulius Dilkas

Algorithm  
selection

Algorithms

Labelling

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Random  
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Results

What happens  
when labelling  
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Future work

# Algorithm Selection for Maximum Common Subgraph

Paulius Dilkas

FATA seminar

16th January 2018

# Algorithm selection

## Definition (Bischl et al. 2016)

Given a set  $\mathcal{I}$  of problem instances, a space of algorithms  $\mathcal{A}$ , and a performance measure  $m: \mathcal{I} \times \mathcal{A} \rightarrow \mathbb{R}$ , the *algorithm selection problem* is to find a mapping  $s: \mathcal{I} \rightarrow \mathcal{A}$  that optimises  $\mathbb{E}[m(i, s(i))]$ .

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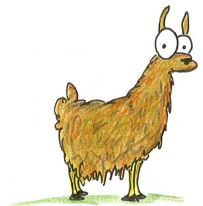
Future work

# Algorithm selection

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LLAMA (Kotthoff 2013)



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- MCSPLIT, MCSPLIT ↓
  - (McCreesh, Prosser and Trimble 2017)
- clique encoding
  - (McCreesh, Ndiaye et al. 2016)
- $k$  ↓
  - (Hoffmann, McCreesh and Reilly 2017)

# Labelling

Data from Foggia, Sansone and Vento 2001; Santo et al. 2003  
(81,400 pairs of graphs)

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# Labelling

Data from Foggia, Sansone and Vento 2001; Santo et al. 2003  
(81,400 pairs of graphs)

## Definition

A *vertex-labelled graph* is a 3-tuple  $G = (V, E, \mu)$ , where  $\mu: V \rightarrow \{0, \dots, N-1\}$  is a vertex labelling function, for some  $N \in \{1, \dots, |V|\}$ .

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## Definition

A graph  $G = (V, E, \mu)$  is said to have a  $p\%$  (*vertex*) *labelling* if

$$N = \max \left\{ 2^n : n \in \mathbb{N}, 2^n < \left\lfloor \frac{p}{100\%} \times |V| \right\rfloor \right\}.$$

# Labelling

## Definition

A graph  $G = (V, E, \mu)$  is said to have a  $p\%$  (vertex) labelling if

$$N = \max \left\{ 2^n : n \in \mathbb{N}, 2^n < \left\lfloor \frac{p}{100\%} \times |V| \right\rfloor \right\}.$$

- 5% labelling - 20 vertices per label on average
- 50% labelling - 2 vertices per label on average



# Labelling

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- In my data: 5%, 10%, 15%, 20%, 25%, 33%, 50%

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- 50% labelling - 2 vertices per label on average
- Typical values explored: 33%, 50%, 75%
  - Often just 33%
- In my data: 5%, 10%, 15%, 20%, 25%, 33%, 50%
- 3 subproblems
  - no labels
  - vertex labels
  - vertex and edge labels

# Features (34 in total)

The first 9 are from Kotthoff, McCreesh and Solnon 2016

- 1 number of vertices
- 2 number of edges
- 3 mean/max degree
- 4 density
- 5 mean/max distance between pairs of vertices
- 6 standard deviation of degrees
- 7 number of loops
- 8 proportion of vertex pairs with distance  $\geq 2, 3, 4$
- 9 connectedness
- 10 labelling percentage
- 11 ratios of features 1–5

# Random forests

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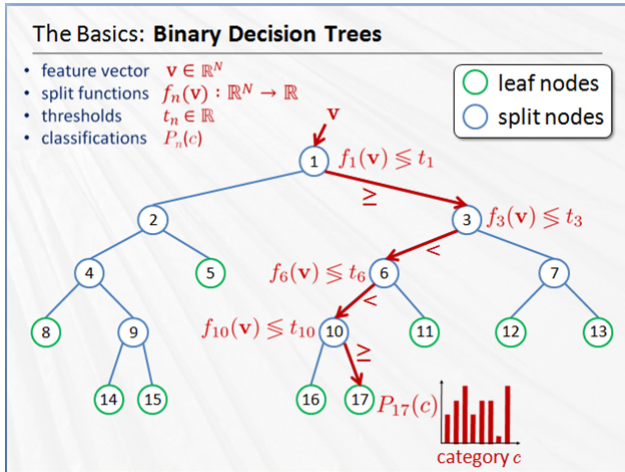
Features

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Future work



Source: Tae-Kyun Kim & Bjorn Stenger, Intelligent Systems and Networks (ISN) Research Group, Imperial College London

# Results

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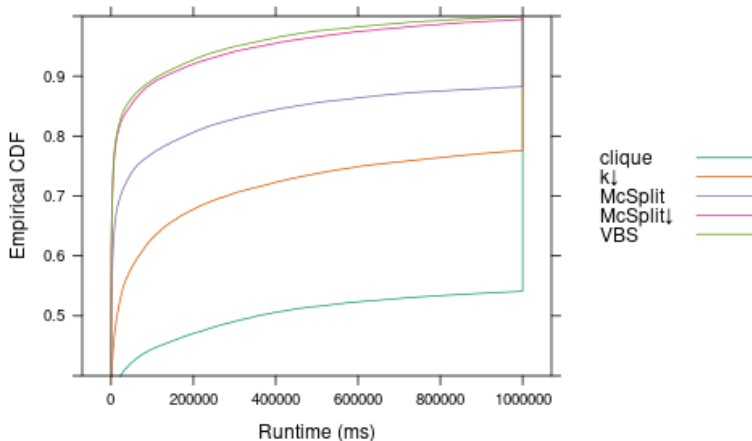
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## Unlabelled



# Results (27%)

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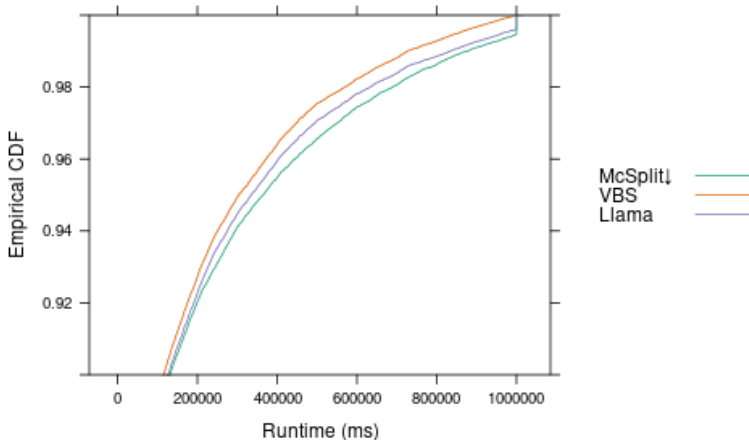
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## Unlabelled



# Results

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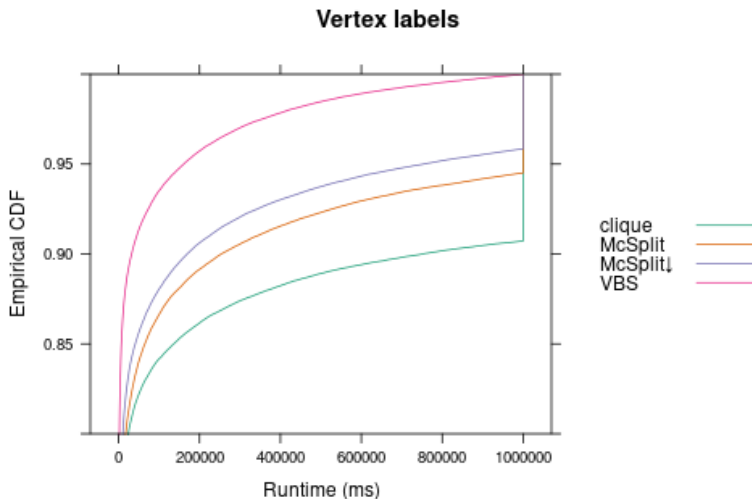
Features

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# Results (86%)

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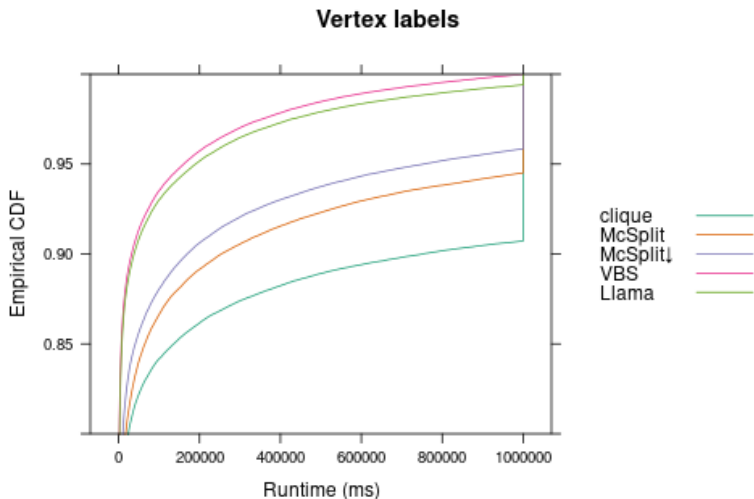
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# Results

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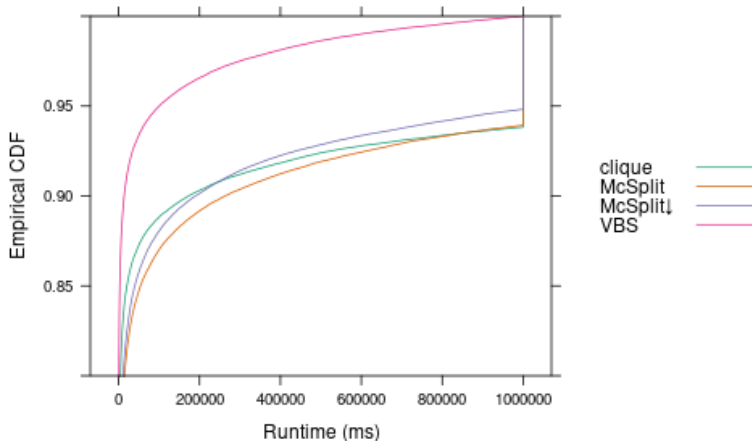
Random  
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Results

What happens  
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Future work

**Both labels**



# Results (88%)

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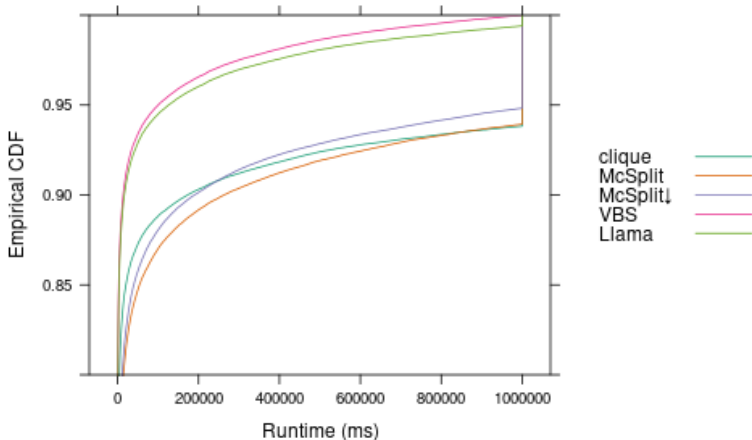
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Future work

**Both labels**



# Errors

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Future work

- Out-of-bag
- (for each algorithm)  $1 - \text{recall}$

## Definition

For an algorithm  $A$ , *recall* is

$$\frac{\text{the number of instances that were correctly predicted as } A}{\text{the number of instances where } A \text{ is the correct prediction}}.$$

# Errors (%)

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Future work

Error	Labelling		
	no	vertex	both
out-of-bag	17	13	14
clique	30	8	7
McSPIT	29	22	29
McSPIT ↓	11	11	11
$k$ ↓	80		

# Convergence of errors for unlabelled graphs

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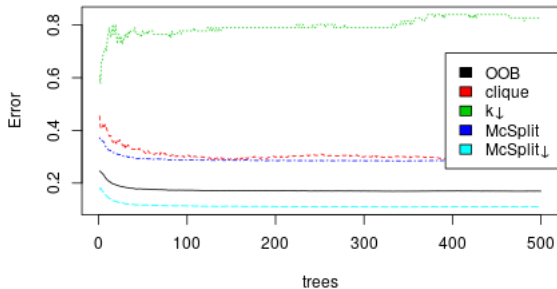
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# What happens when labelling changes?

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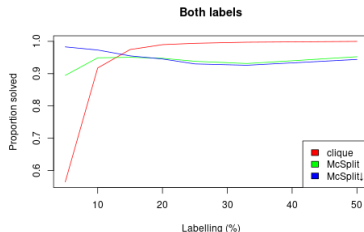
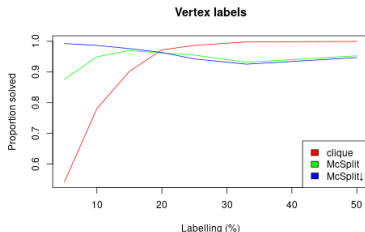
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# What happens when labelling changes?

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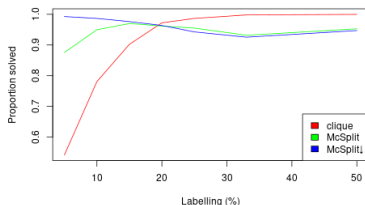
Random  
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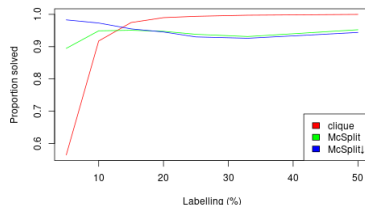
What happens  
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Future work

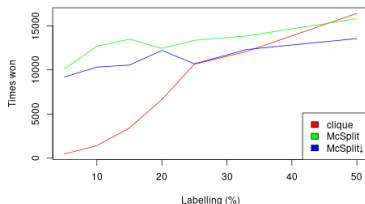
Vertex labels



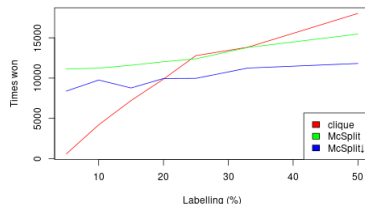
Both labels



Vertex labels



Both labels





# Future work

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Future work

- Can  $k \downarrow$  be made competitive for vertex labels?
- Relationships between clique algorithm's runtime and properties of the association graph
- How the association graph changes after making a decision
- Merging  $k \downarrow$  and clique