

Algorithm Selection for Maximum Common Subgraph

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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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Labelling

Features

Random
forests

Results

What happens
when labelling
changes?

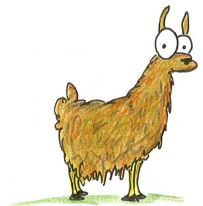
Future work

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
(81400 pairs of graphs)

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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 $N \in \mathbb{N}$.

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Definition

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

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

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

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

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- In my data: 5%, 10%, 15%, 20%, 25%, 33%, 50%
- 3 subproblems
 - no labels
 - vertex labels
 - vertex and edge labels

Features (34 in total)

1–8 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 number of loops
- ⑦ proportion of vertex pairs with distance $\geq 2, 3, 4$
- ⑧ connectedness

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Features (34 in total)

1–8 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 number of loops
- 7 proportion of vertex pairs with distance $\geq 2, 3, 4$
- 8 connectedness
- 9 standard deviation of degrees
- 10 labelling percentage

Features (34 in total)

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- ⑨ standard deviation of degrees
- ⑩ labelling percentage
- ⑪ ratios of features 1–5

Random forests (Breiman 2001)

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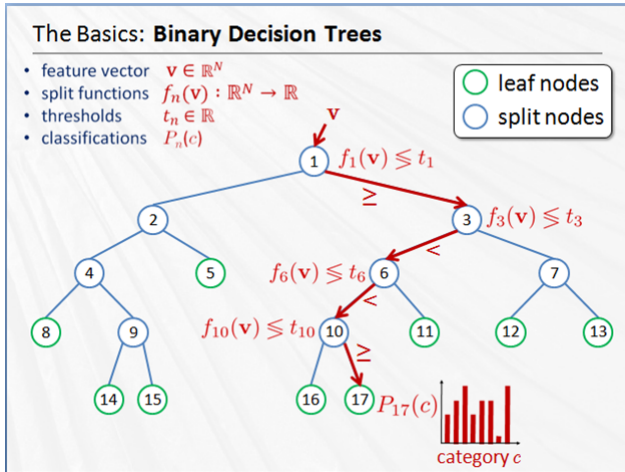
Features

Random
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Results

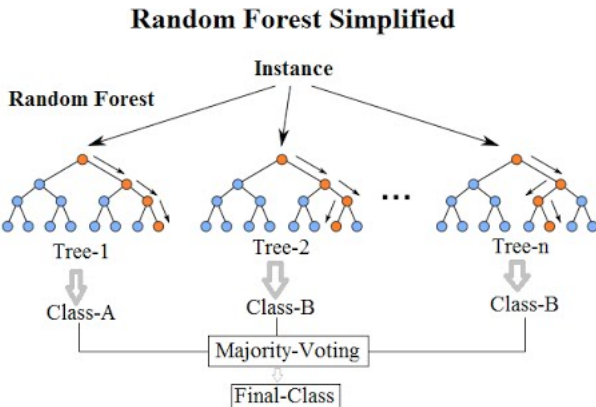
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Future work



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

Random forests (Breiman 2001)



Source: Random Forests(r), Explained, Ilan Reinstein, KDnuggets

Results

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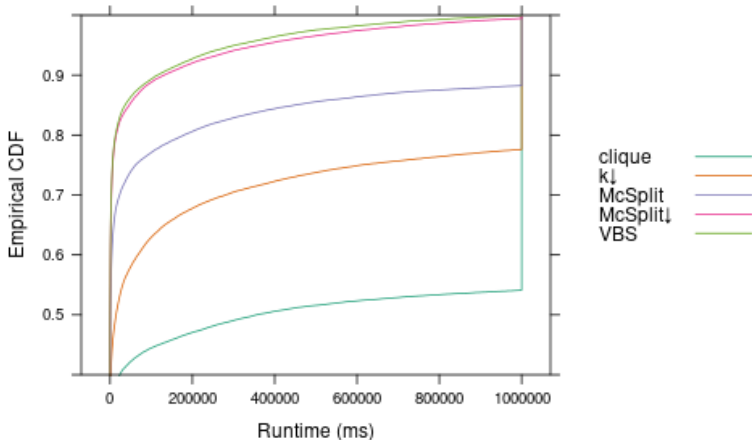
Random
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Future work

Unlabelled



Results (27%)

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Features

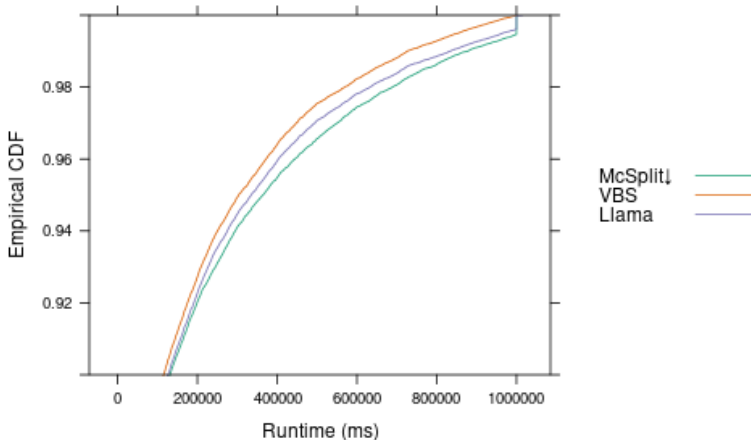
Random
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Results

What happens
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Future work

Unlabelled



Results

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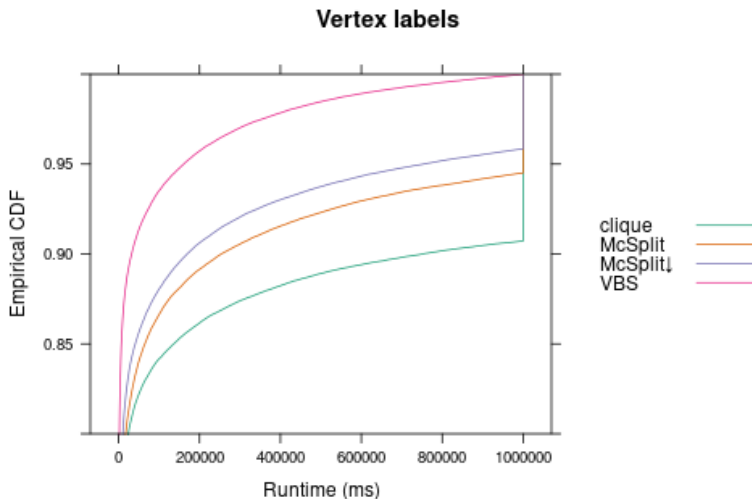
Features

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Future work



Results (86%)

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Features

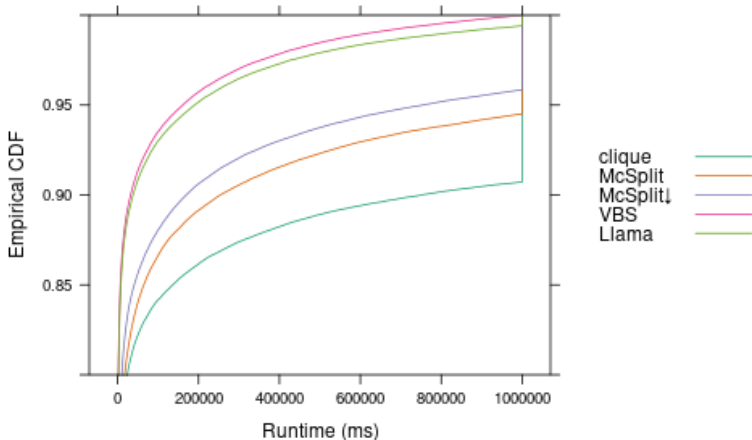
Random
forests

Results

What happens
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Future work

Vertex labels



Results

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Features

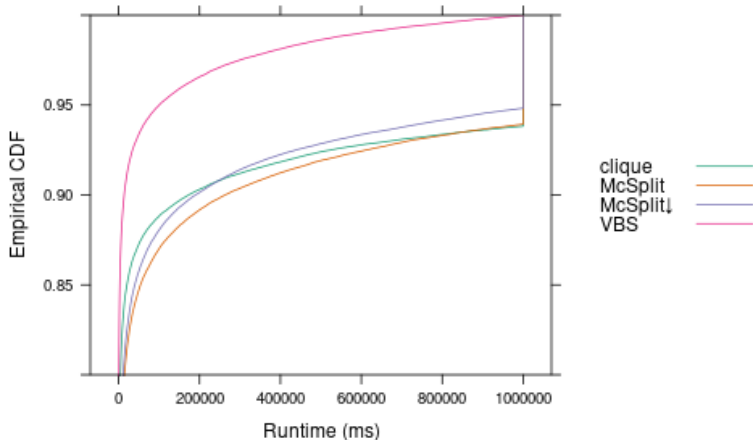
Random
forests

Results

What happens
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Future work

Both labels



Results (88%)

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Features

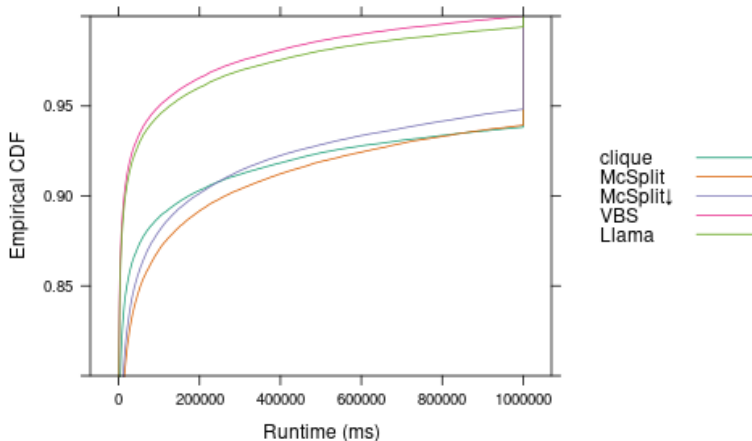
Random
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Results

What happens
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Future work

Both labels



Errors

Algorithm
Selection for
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Algorithm
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Algorithms

Labelling

Features

Random
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What happens
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Future work

- Out-of-bag error
- For each algorithm
 - $1 - \text{recall}$

Definition

For an algorithm A , *recall* (sensitivity) 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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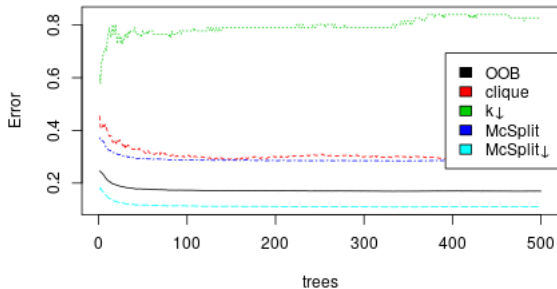
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What happens when labelling changes?

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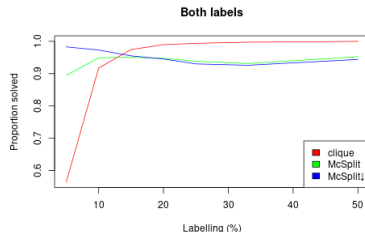
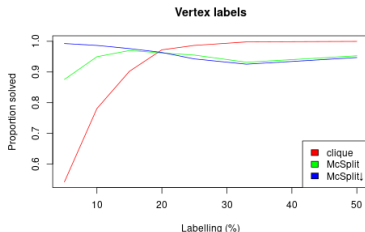
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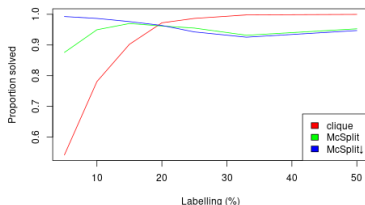
Random
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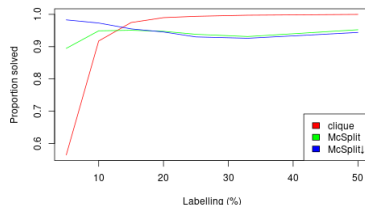
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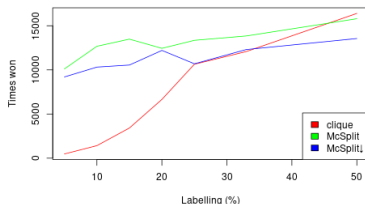
Vertex labels



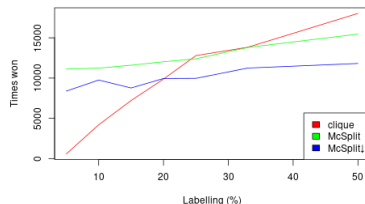
Both labels



Vertex labels



Both labels



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Future work

- Relationships between clique algorithm's performance and properties of the association graph
- How the association graph changes after making a decision
- Can $k \downarrow$ and clique work together?