

Algorithm
Selection for
Maximum
Common
Subgraph

Paulius Dilkas

Algorithm
selection

Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?

Algorithm Selection for Maximum Common Subgraph

Paulius Dilkas

FATA seminar

16th January 2018

Outline

Algorithm
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Algorithm
selection

Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?

- 1 Algorithm selection
- 2 Labelling
- 3 Algorithms
- 4 Random forests
- 5 Results
- 6 What happens when labelling changes?

Algorithm selection

Algorithm
Selection for
Maximum
Common
Subgraph

Paulius Dilkas

Algorithm
selection

Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?

Definition (Bischl et al. 2016)

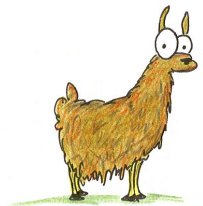
Given a set \mathcal{I} of problem instances, a space of algorithms \mathcal{A} , and a performance measure $m: \mathcal{I} \times \mathcal{A} \rightarrow \mathbb{R}$, the *algorithm selection problem* is to find a mapping $s: \mathcal{I} \rightarrow \mathcal{A}$ that optimises $\mathbb{E}[m(i, s(i))]$.

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 $\mathbb{E}[m(i, s(i))]$.

LLAMA (Kotthoff 2013)



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Maximum
Common
Subgraph

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Algorithm
selection

Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?

Labelling

Data from Foggia, Sansone and Vento 2001; Santo et al. 2003

Algorithm
Selection for
Maximum
Common
Subgraph

Paulius Dilkas

Algorithm
selection

Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?

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Definition

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

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

Algorithm
Selection for
Maximum
Common
Subgraph

Paulius Dilkas

Algorithm
selection

Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?

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

Labelling

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- 5% labelling - 20 vertices per label (on average)
- 50% labelling - 2 vertices per label (on average)
- 3 subproblems
 - no labels
 - vertex labels
 - vertex and edge labels

Distribution of vertices per label

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Algorithm
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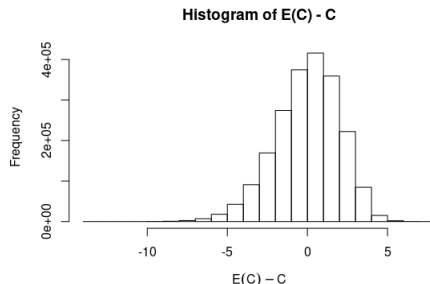
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Algorithms

Random
forests

Results

What happens
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changes?



For each graph and label

- C is the number of vertices with that label
- $E(C)$ is the number we would expect from a (discrete) uniform distribution

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Algorithm
Selection for
Maximum
Common
Subgraph

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Algorithm
selection

Labelling

Algorithms

Random
forests

Results

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

Random forests

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Algorithm
selection

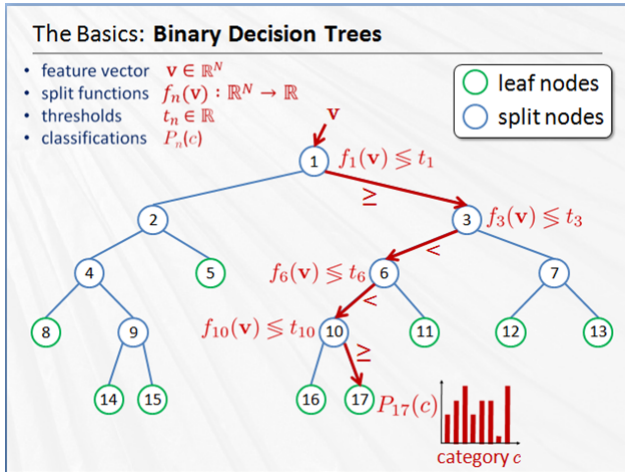
Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?



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

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Maximum
Common
Subgraph

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Algorithm
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Labelling

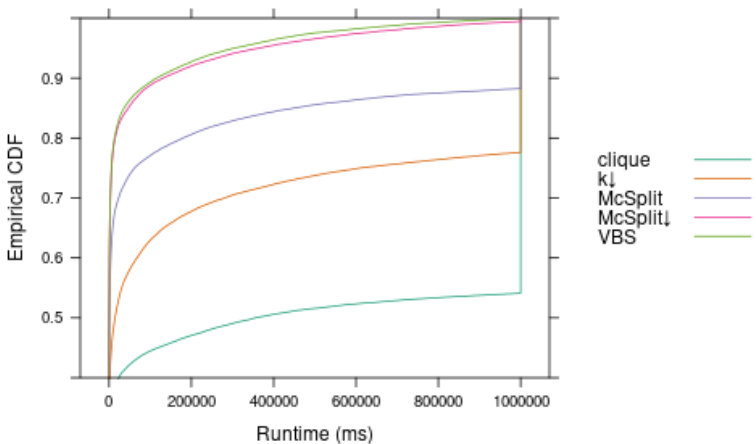
Algorithms

Random
forests

Results

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Unlabelled



Results (27%)

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Algorithm
selection

Labelling

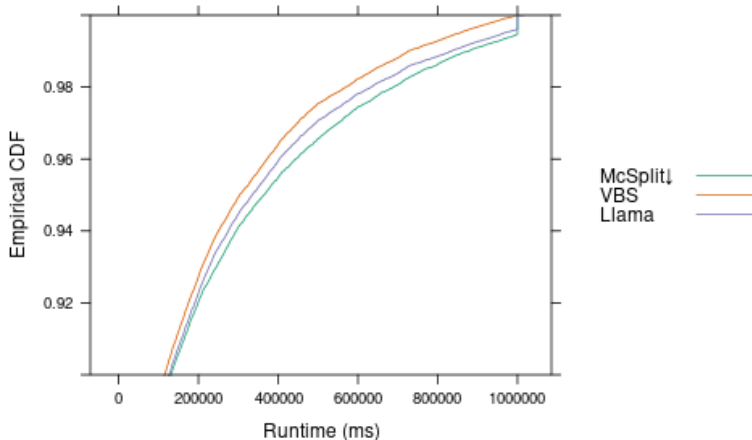
Algorithms

Random
forests

Results

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changes?

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Algorithm
Selection for
Maximum
Common
Subgraph

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Algorithm
selection

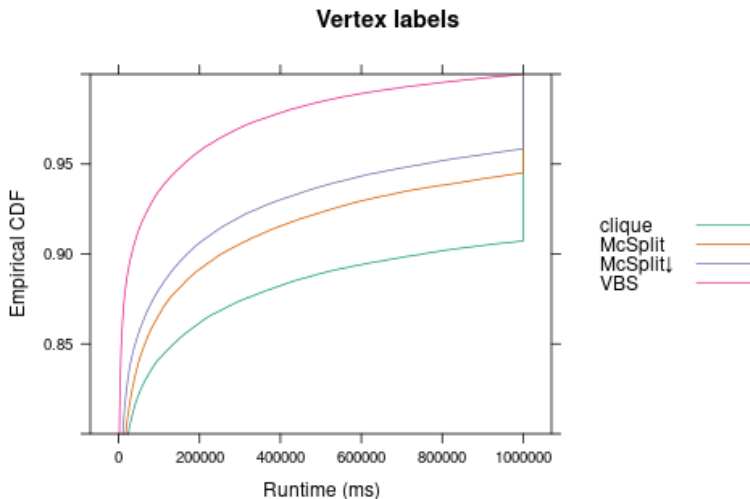
Labelling

Algorithms

Random
forests

Results

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changes?



Results (86%)

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Common
Subgraph

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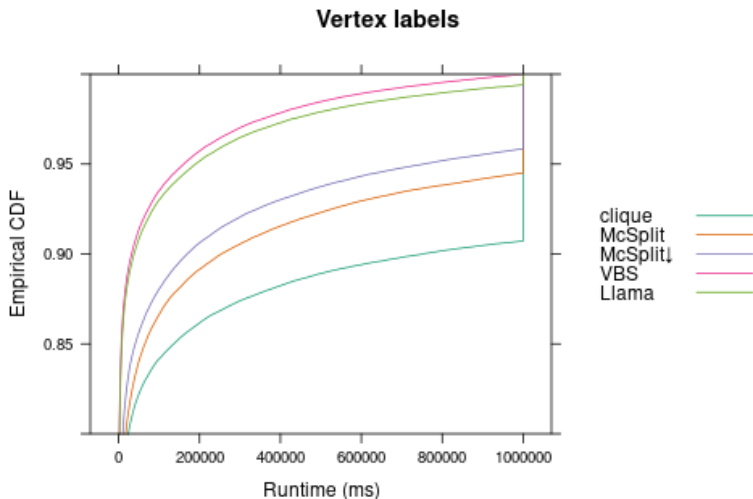
Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?



Results

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Selection for
Maximum
Common
Subgraph

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Algorithm
selection

Labelling

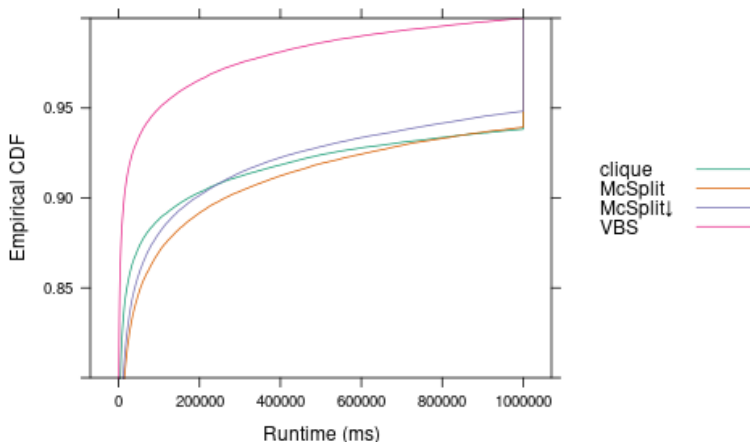
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Random
forests

Results

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Both labels



Results (88%)

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Algorithm
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Labelling

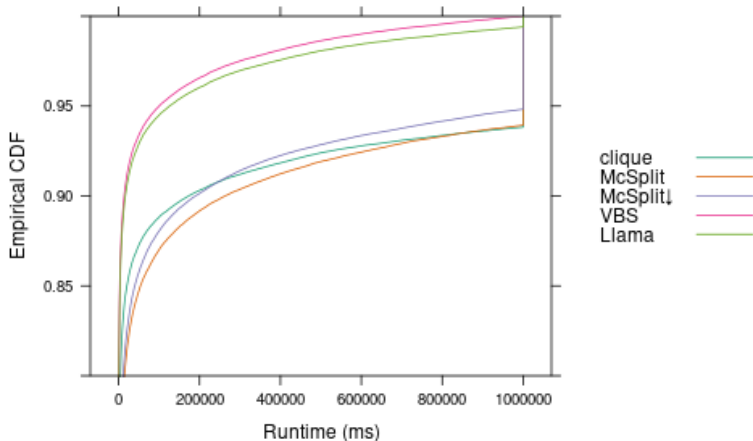
Algorithms

Random
forests

Results

What happens
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changes?

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Results

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Maximum
Common
Subgraph

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Algorithm
selection

Labelling

Algorithms

Random
forests

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What happens
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- Most important features
 - labelling percentage
 - standard deviation of degrees (for both graphs)

Errors

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selection

Labelling

Algorithms

Random
forests

Results

What happens
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- 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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Algorithm
selection

Labelling

Algorithms

Random
forests

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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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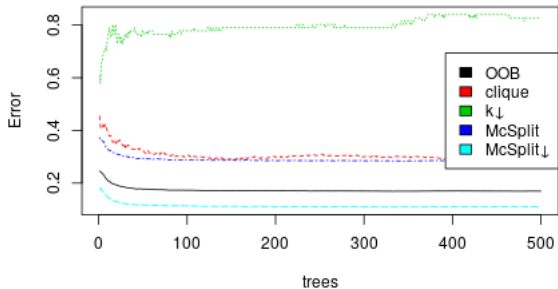
Labelling

Algorithms

Random
forests

Results

What happens
when labelling
changes?



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Selection for
Maximum
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Subgraph

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Algorithm
selection

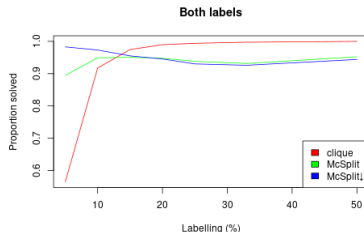
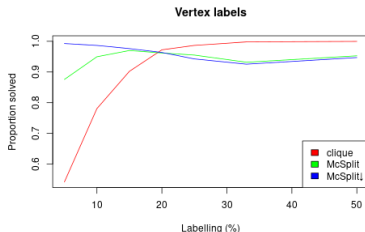
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Algorithms

Random
forests

Results

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when labelling
changes?



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Selection for
Maximum
Common
Subgraph

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Algorithm
selection

Labelling

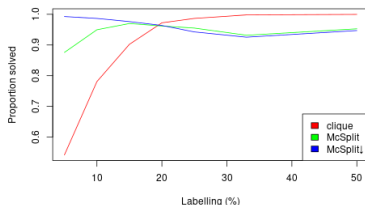
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Random
forests

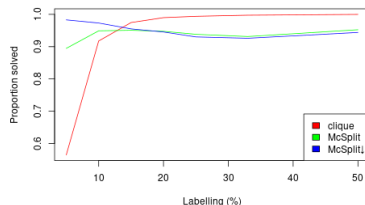
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when labelling
changes?

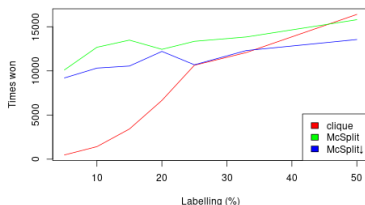
Vertex labels



Both labels



Vertex labels



Both labels

