

Algorithm
Selection for
Maximum
Common
Subgraph

Paulius Dilkas

Algorithm
selection

Algorithms

Labelling

Features

Random
forests

Results

What happens
when labelling
changes?

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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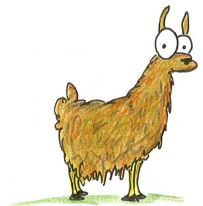
Future work

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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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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

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

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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)

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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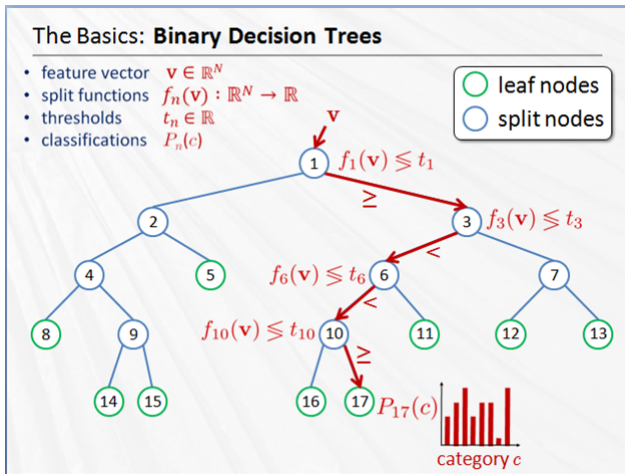
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Future work



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

Results

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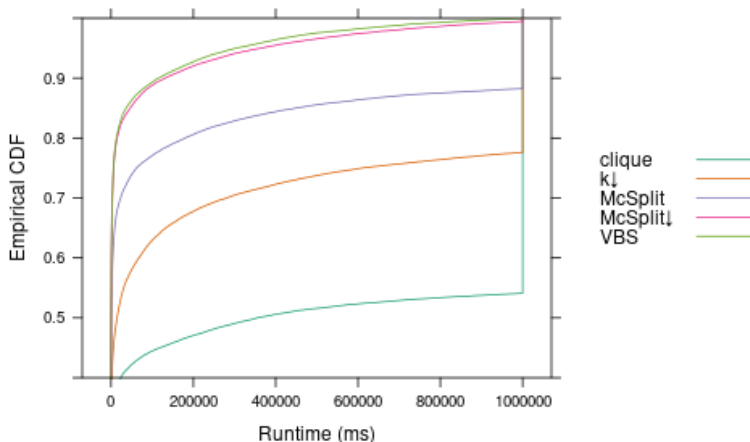
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Future work

Unlabelled



Results (27%)

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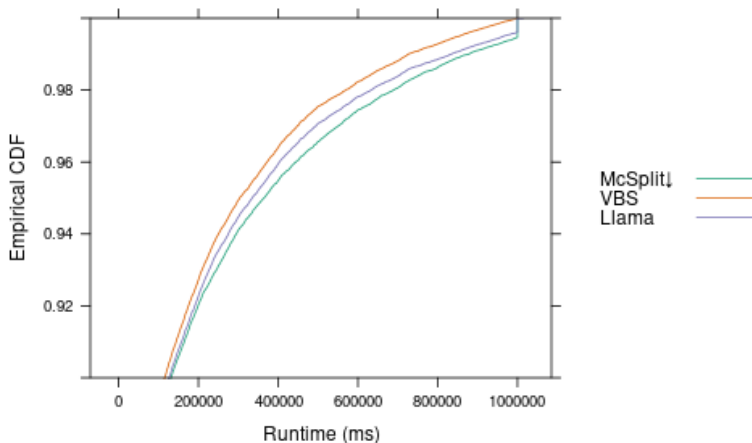
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What happens
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Future work

Unlabelled



Results

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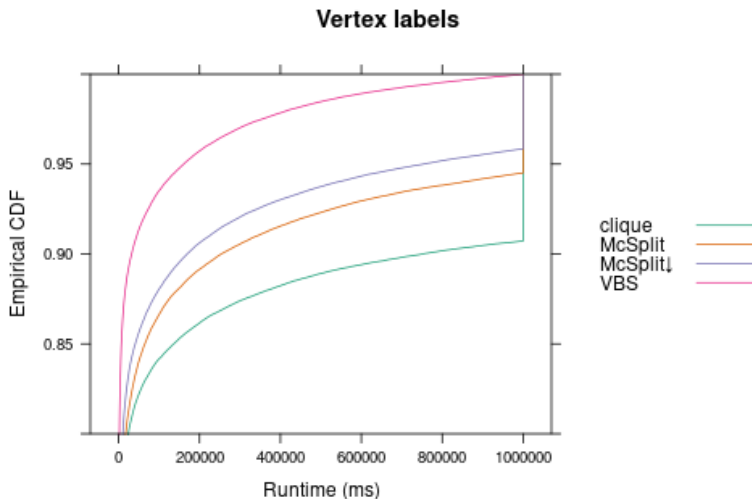
Features

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Future work



Results (86%)

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Features

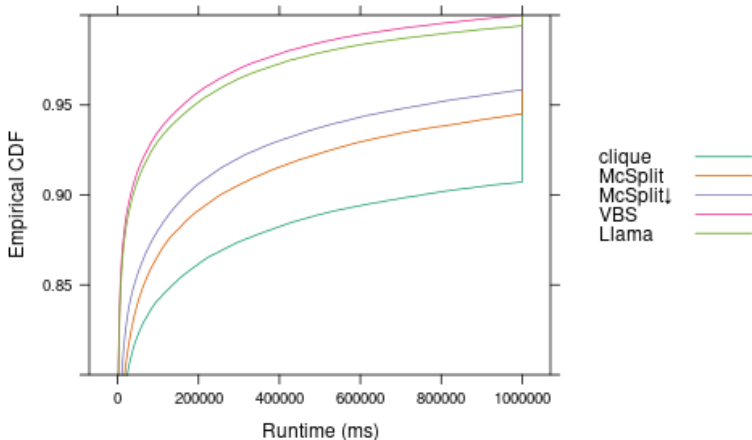
Random
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Results

What happens
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Future work

Vertex labels



Results

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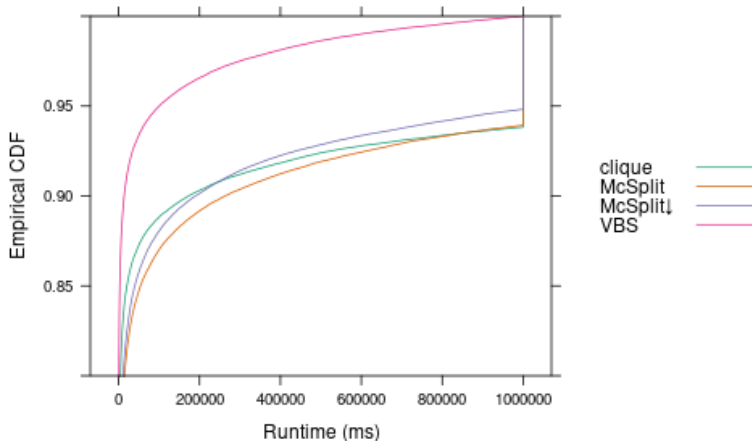
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What happens
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Future work

Both labels



Results (88%)

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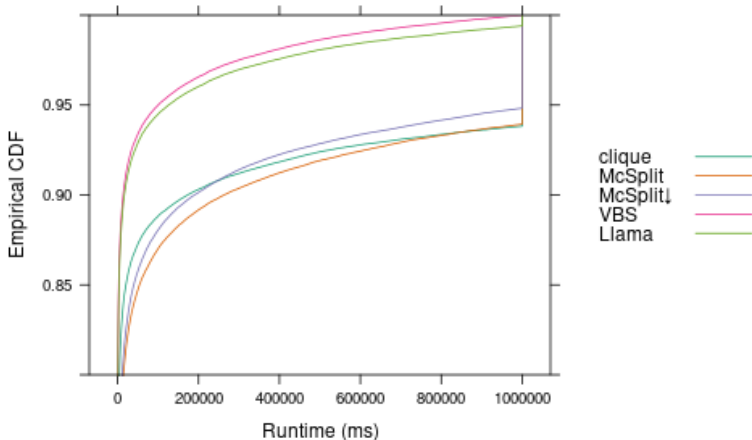
Random
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Future work

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Errors

Algorithm
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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
McSPLIT	29	22	29
McSPLIT ↓	11	11	11
k ↓	80		

Convergence of errors for unlabelled graphs

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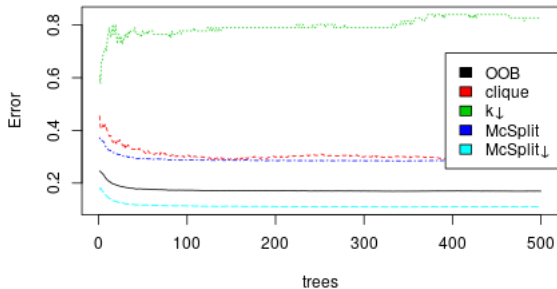
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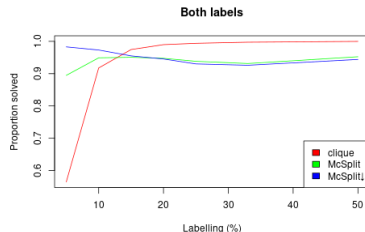
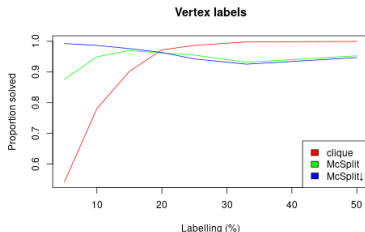
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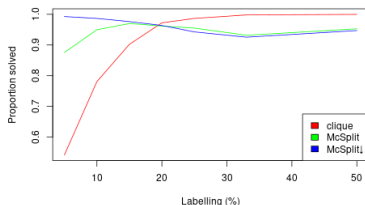
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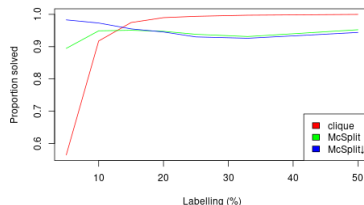
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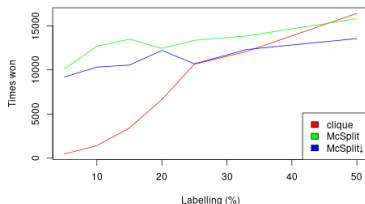
Vertex labels



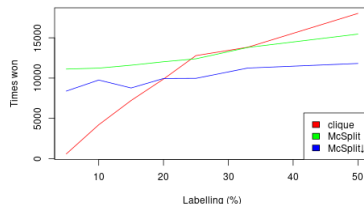
Both labels



Vertex labels



Both labels



Future work

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Future work

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