ANONYMOUS WALK EMBEDDING

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OVERVIEW

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 - Comparing Graphs
 - Main Objective of the Paper
- 2 Embedding Methods
 - Anonymous Walk
 - Graph Features
- 3 Experiments & Results
 - Datasets & State-of-the-art
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GRAPHS DISTANCE

WHY DO WE NEED GRAPH DISTANCE?

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How to answer (some of) the questions above?

Defining a scalable graph distance is a key challenge that would give us an advantage in analysis.

EXAMPLE PROBLEMS

Graph classification

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Graph modeling

Combining random graph modelings with generative neural networks, we can generate new designs for materials, drugs, and complex systems.

Molecules and nano-structures are often modeled as graphs:

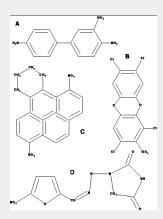


Figure: How do we compare these molecules?

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Main experiment

Input: A set of graphs, each associated with a label.

Output: A set of (task-agnostic) vector representations for each graph in the dataset. These representations later used as feature vectors for the graph classification task.

EMBEDDING METHODS

ANONYMOUS WALK DEFINITION

Definition 1: Anonymous Walk

An Anonymous Walk is a random walk where vectices are replaced by their appearance orders in the walk. **(Def. 2 in the paper)** If $\omega = (v_1, v_2, ..., v_k)$ is a random walk, then

its corresponding Anonymous Walk is a sequence of integers $a=(f(v_1),f(v_2),...,f(v_k))$ where the integer $f(v_i)=\min pos(v_i,w)$.

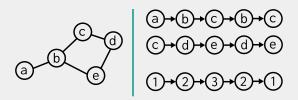


Figure: Anonymous Walk Example.

ASSUMTIONS AND INTUITION

This paper was built on the results (Theorem 1 and 1') of [2]:

Theorem 1 (Micali et al., 2016)

Let n be a number of vectices in B(v,r) and m is the number of edges. One can reconstruct B(v,r) in time $O(n^2)$ with $O(n^2)$ oracale access to $(\mathcal{D}_1,...,\mathcal{D}_l)$, where l=O(m). Moreover, the reconstruction algorithm only makes membership queries to $\sup(\mathcal{D}_i)$ for $i\in[l]$.

The author of AWE assumes that if one could reconstruct the topological ball B(v,r) around vertex v by the distribution of Anonymous Walks, one could approximately say the samething about the whole graph. (?)

METHOD 1: FEATURES BASED

Definition 2: AW-FB

(Def. 3 in the paper) Feature Based Anonymous Walk: Let $A_l = (a_1, a_2, ..., a_\eta)$ be the set of all possible anonymous walk of length l. Anonymous Walk Embedding of a graph G is the vector f_G of size η , whose i-th component corresponds to a probability $p(a_i)$, of having anonymous walk a_i in the graph G:

$$f_G = (p(a_1), p(a_2), ..., p(a_\eta))$$

The probability $p(a_i)$ is empirically estimated using random sampling. The confident intervals for m samples is given by a similar work using graphlet kernel for graph comparisons [3].

Definition 3: AW-DD

Data Driven Anonymous Walk: Let an Anonymous Walk starting from a vertex *u* be analogous to a "word" and the whole graph be analoguous to a "document". The authros now use document embedding in the NLP setting to obtain the graph vector by maximizing the average log-probability:

$$\frac{1}{T} \sum_{t=\Delta}^{T-\Delta} \log p(w_t | \Delta(w_t), d)$$

In here, a neighboorhood Δw_t is the set of Anonymous Walks rooted at the same vertex.

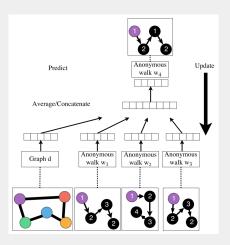


Figure: Data Driven Framework. [1]

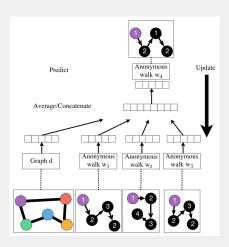


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Step 1: Create data

Starting at each vertex, perform *T* anonymous walks of length *l*.

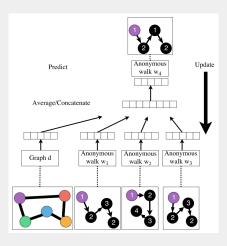


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Step 2: Doc2Vec

Training a doc2vec model with anonymous walks as words and the graph as the document.

Local context is the set *T* walks of each vertex.

EXPERIMENTS & RESULTS

DATASETS

Datasets	Source	#Graphs	Classes (max)	N/E Avg.
COLLAB	Social	5000	3 (2600)	74.49 / 4914.99
IMDB-B	Social	1000	2 (500)	19.77 / 193.06
IMDB-M	Social	1500	3 (500)	13 / 131.87
RE-B	Social	2000	2 (1000)	429.61 / 995.50
RE-M5K	Social	4999	5 (1000)	508.5 / 1189.74
RE-M12K	Social	12000	11 (2592)	391.4 / 913.78
Enzymes	Bio	600	6 (100)	32.6 / 124.3
DD	Bio	1178	2 (691)	284.31 / 715.65
Mutag	Bio	188	2 (125)	17.93 / 19.79

Table: Datasets used in the paper.

10-fold cross validation is used for each dataset and each parameter setting of their methods.

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- ► ER: Exponential Random Walk Kernel (Gartner et al., 2003).
- ▶ kR: k-step Random Walk Kernel (Sugiyama et al., 2015).

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RESULTS: SOCIAL NETWORKS

	Algorithm	IMDB-M	IMDB-B	COLLAB	RE-B	RE-M5K	RE-M12K
DD	AWE (DD)	$\textbf{51.54} \pm \textbf{3.61}$	74.45 ± 5.83	$\textbf{73.93} \pm \textbf{1.94}$	87.89 ± 2.53	$\textbf{50.46} \pm \textbf{1.91}$	39.20 ± 2.09
	PSCN	45.23 ± 2.84	71.00 ± 2.29	72.60 ± 2.15	86.30 ± 1.58	49.10 ± 0.70	41.32 ± 0.32
	DGK	44.55 ± 0.52	66.96 ± 0.56	73.09 ± 0.25	78.04 ± 0.39	41.27 ± 0.18	32.22 ± 0.10
FB	AWE (FB)	$\textbf{51.58} \pm \textbf{4.66}$	73.13 ± 3.28	70.99 ± 1.49	82.97 ± 2.86	$\textbf{54.74} \pm \textbf{2.93}$	$\textbf{41.51} \pm \textbf{1.98}$
	WL	49.33 ± 4.75	73.4 ± 4.63	$\textbf{79.02} \pm \textbf{1.77}$	81.1 ± 1.9	49.44 ± 2.36	38.18 ± 1.3
	GK	43.89 ± 0.38	65.87 ± 0.98	72.84 ± 0.28	65.87 ± 0.98	41.01 ± 0.17	31.82 ± 0.08
	ER	OOM	64.00 ± 4.93	OOM	OOM	OOM	OOM
	kR	34.47 ± 2.42	45.8 ± 3.45	OOM	OOM	OOM	OOM

Figure: Classification accuracy for social networks (Table 2 [1])

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RESULTS: BIO DATASETS

Algorithm	Enzymes	DD	Mutag
AWE	35.77 ± 5.93	71.51 ± 4.02	87.87 ± 9.76
PSCN	_	77.12 ± 2.41	92.63 ± 4.21
DGK	27.08 ± 0.79	_	82.66 ± 1.45
WL	53.15 ± 1.14	77.95 ± 0.70	80.72 ± 3.00
GK	32.70 ± 1.20	78.45 ± 0.26	81.58 ± 2.11
ER	14.97 ± 0.28	OOM	71.89 ± 0.66
kR	30.01 ± 1.01	OOM	80.05 ± 1.64

Figure: Classification accuracy for Bio datasets (Table 4 [1])

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Disadvantage:

- Doc2Vec algorithm takes very long time to run (2.7hrs for 100 epochs of Mutag on my machine).
- Theorem 1 is trivial. There is no guarantee for the assumption that similar graphs exhibit similar distribution of anonymous walk.

THANKS FOR LISTENING!

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