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# **Report:the GraphSAGE Node Classification Code**

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## **1. Introduction**

**The following code represents the implementation of a GNN using GraphSAGE from the PyTorch Geometric library.**

**The goal of this model is to classify each node in a small graph as either benign (0) or malicious (1) based on both their features and their structural connections.**

**The following report explains each part of the code and what concepts it demonstrat**

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## **2. Graph Construction**

### **2.1 Node Features**

**The graph has 6 nodes, and each of them features 2 features:**

**Benign nodes → feature vector: [1.0, 0.0]**

**The malicious nodes → feature vector: [0.0, 1.0]**

**It can, that is, tell the types of the nodes given the input features.**

### **2.2 Edges**

**The edges connect the nodes as follows:**

**These are benign nodes that are connected to each other, or, in other words, are densely connected together: 0,1,2.**

**Malicious nodes (3,4,5) are also densely connected.**

**A single cross-community edge is present between node 2 → node 3.**

**All the edges are added twice, that is 0→1 and 1→0, to make an undirected graph.**

### **2.3 Labels**

**Nodes are labeled depending on their type:**

**Nodes 0, 1, 2 → label 0 (benign)**

**Nodes 3, 4, 5 → label 1 - malicious**

**These become the labels that will train the classifier.**

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## **3. Creating the Data Object**

**The code creates a `torch_geometric.data.Data` object that contains:**

**x → node features**

**edge\_index → graphics edges**

**y → true labels for training**

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**This is the standard input format for Graph Neural Networks in PyTorch Geometric.**

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## 4. Defining the GraphSAGE Model

We will be using a two-layer GraphSAGE neural network model that will be implemented as a PyTorch class.

### 4.1 Layer Structure

**Layer 1: SAGEConv( $2 \rightarrow 4$ )**

Aggregates neighbor information and constructs 4-dimensional hidden embeddings.

ReLU activation: introduces nonlinearities.

**Layer 2: SAGEConv( $4 \rightarrow 2$ )**

Produces final class scores for two classes: benign and malicious.

Log Softmax: turns raw outputs into log-probabilities.

GraphSAGE is designed to work by sampling and averaging information from neighbors, so node classification depends both on graph structure and features.

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## 5. Training the Model

A simple training loop could run for 50 epochs:

Forward pass: compute predictions

Now calculate the NLLLoss() w.r.t actual labels

Backpropagate gradients

Weight update using Adam optimizer Because this is a small demonstration graph, all nodes are used both for training and evaluation

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## **6. Making Predictions**

**pred = model(data.x, data.edge\_index).argmax(dim=1)** This outputs the predicted class-0 or 1-for each node. The model will be able to learn the correct classification between benign versus malicious nodes by using their features and neighbor patterns.