DEEPERBIGGERBETTER FOR OGB-LSC AT KDD CUP 2021

TECHNICAL REPORT

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ABSTRACT

The Open Graph Benchmark Large-Scale Challenge aims to push the state-of-the-art on realistic large-scale graphs to new heights. In particular, the `MAG240M-LSC` dataset is one of the largest graph datasets, consisting of 121 million academic papers with 1.3 billion citation links between them. Given a 768-dimensional vector that represents the title and abstract and optional links to authors and institutions, the task is to predict the primary subject area out of 153 options. In this technical report we summarize the findings of our team *DeeperBiggerBetter* which was nominated as one of the winners of the challenge. In short, we train two R-GAT models, one with 2 layers and another with 3 layers for a total of 180M parameters. We utilize author labels as extra features, conduct multiple inference passes with proportional neighborhood sizes, aggregate their results and then apply label smoothing on model's predictions with author labels for post-processing.

Keywords Open Graph Benchmark Large-Scale Challenge · KDD Cup · Graph Neural Network

1 Introduction

Graphs provide a natural data structure to model relational data through its neighborhood structure: related objects are connected by an edge with a label that represents the underlying relationship. Learning over graphs have exploded in popularity in recent years due to the impressive advances in graph neural networks (GNNs) [1, 2, 3, 4, 5, 6, 7, 8] and the practical applications in many domains [9, 10, 11, 12, 13, 14].

The availability of large-scale quality graph datasets [15, 16, 17] has been key to enabling advancements in graph learning research while at the same time providing reproducible benchmarks for graph models to be compared. Open Graph Benchmark (OGB) [16] was proposed to address this need in the GNN research domain and provides a collection of datasets with graph structured data over irregular domains with different tasks such node, graph, and link prediction. This benchmark has contributed significantly to the strides achieved by recent graph learning work by providing data to train various models and evaluate them in a systematic fashion. As graph learning continues to mature, the scaling of graph neural networks to large graphs has shifted more into focus. Prior to OGB, popular node classifications datasets (e.g. CORA, CITESEER, PUBMED) [18] were of limited usefulness due their small in scale (<20,000 nodes) and suffered from data quality issues [19]. In contrast, the largest node property prediction dataset in the initial OGB release was `papers100M` which consisted of 111 million papers indexed by Microsoft Academic Graph (MAG) [17]. To push the graph scale boundary further, OGB Large-Scale Challenge (OGB-LSC) [20] was announced for the KDD Cup 2021 and provides three large datasets, one for each type of graph task [20]. The `MAG240M-LSC` [2] is one of those datasets

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[2]https://ogb.stanford.edu/kddcup2021/mag240m/

with a node-classification task and is provided as an expansive heterogeneous graph consisting of 121 million academic papers with 1.3 billion citation links between papers where a 768-dimensional vector represents the title and abstract for each paper. Linked to the papers are 122 million author entities and 26 thousand institutions. Out of the papers, 1.4 million are arXiv papers that fall into 153 different subject areas. The objective of `MAG240M-LSC` is to predict the primary subject of the arXiv papers where the metric is classification accuracy. The dataset takes a time-based split approach where the training nodes are all arXiv papers published through 2017, validation nodes are arXiv papers published in 2018, and test nodes are arXiv papers published in 2019 and onward.

We build our models based R-GAT [8, 21] which is implemented as one of the baseline models by the OGB-LSC team [20] with Pytorch Geometric [22]. Graph attention network (GAT) [8], a popular variant of GNNs, learns to quantify the impact of various nodes on each other using attention as a proxy for *relatedness* [23]. The attention mechanism compares the feature $\mathbf{h}_i$ of each node i in graph $(\mathcal{V}, \mathcal{E})$ to the features $\mathbf{h}_j$ of its neighbor j to produce an attention scalar α_{ij} that weights the effect of that neighbor's feature:

$$\alpha_{i,j} = \texttt{softmax}_j\Big(\texttt{LeakyReLU}(\mathbf{a}^{\mathbf{T}}[\mathbf{W}\mathbf{h}_i||\mathbf{W}\mathbf{h}_j])\Big), \quad \forall i \in \mathcal{V},\ \forall j \in \mathcal{N}(i), \tag{1}$$

where `LeakyReLU` is a leaky ReLU non-linearity function, the vector $\mathbf{a}$ and matrix $\mathbf{W}$ are learnable parameters and $||$ denotes a the concatenation operation. To empower GNNs with the ability to deal with relational data in heterogeneous graphs, relational propagation models are proposed in [24, 21]. Leveraging the relational edge labels $r_{i,j}$ to steer the attention mechanism, a multi-head R-GAT [21] is formulated as:

$$\mathbf{h}'_i = \sigma\left(\sum_r \frac{1}{K}\sum_k \sum_j \alpha_{i,j}^{(r,k)} \mathbf{W}^{(r,k)} \mathbf{h}_j\right), \quad \forall r \in \mathcal{R},\ \forall i \in \mathcal{V},\ \forall j \in \mathcal{N}(i), \tag{2}$$

where σ is a non-linearity function, K is the number of attention heads, r denotes the type of relation, $\alpha_{i,j}^{(r,k)}$ is the attention weight between nodes i and j of the k-th head on the r-th relation and $\mathbf{W}^{(r,k)}$ is the weight matrix of the k-th head on the r-th relation.

2 Our Method

Pre-Processing. To better utilize the author information, we generate labels for author nodes during the pre-processing step based on the subjects that each author has written. For any given author, if all the labeled papers linked to them share the same label, this labeled is assigned to the author. The models are then trained to predict these extra author classification labels along with the original paper classification labels:

$$a = \Big\{\mathbf{p}_j | \mathbf{p}_j = \mathbf{p}_k, \forall k \in \mathcal{N}_s(a)\Big\}, \tag{3}$$

Where p_i is the subejct label for paper i. We find training to classify these author nodes along with the paper nodes helps reduce over-fitting and improves the model's performance on the validation set.

Network Architecture. We train two different models that both are based on R-GAT [8, 21]. To benefit from different receptive fields, the models are constructed with 2 or 3 R-GAT layers respectively. We use the original implementation [3] except for adding additional MLP layers to increase the number of learnable parameters and non-linearity.

Training Setting and Hyper-parameters. We first train our models on the training set and evaluate them on the validation set to find the best training setting and hyper-parameters. The finally submitted models are trained on the original training and the validation sets to leverage all the labeled data. From the evaluation on the validation set, we find that a large hidden size is essential for good performance; increasing it improves classification accuracy up to some point where it leads to overfitting. However, it incurs a high cost in memory and training time. We also experiment with several optimizers including Adam [25], AdamW and RAdam [26] and find RAdam to perform the best by a small but noticeable margin. Similarly, using the Cosine scheduler compared to the step scheduler leads to small but consistent improvements. We also try the cosine scheduler with restart, but the training behaviour is too erratic and we do not observe any performance gains. All the models are trained with `NeighborSampler` [6]. We experiment with different neighborhood sizes as well. In general, having a large number neighbors is beneficial. We also find that deeper models perform better and that it is better to decrease the number of neighbors per layer gradually. Since there is a large cost in terms of training time, we train a 2-layer (*Model 1*) and 3-layer model (*Model 2*) as a trade-off and fuse their results as described in Section *Ensembling*. With less time constraints, we believe that using a much deeper R-GAT model with reversible connections [27] would improve results further. We describe the exact hyper-parameters of our models and

[3] https://github.com/snap-stanford/ogb/tree/master/examples/lsc/mag240m

Table 1: **Hyper-parameters of our models compared to the baseline R-GAT.**

	Baseline Model	Our *Model 1*	Our *Model 2*
Number of layers	2	2	3
Neighborhood size	25-15	25-15	25-20-15
Optimizer	Adam	RAdam	RAdam
Scheduler	Step	Cosine	Cosine
Hidden size (per layer)	1024	2048	1800
Training Epochs	100	200	100
Batch size (per GPU)	1024	1024	512
Number of GPUs	1	4	4
Author Features	✗	✓	✓
Extra MLP	✗	✓	✓
Number of parameters	12.26M	81.20M	99.47M
Valid Accuracy (%)	70.02	71.08	71.87

compare them to the baseline R-GAT model in Table 1. To realize over-parameterization [28], our models have much larger hidden size (2048 channels for *Model 1*, 1800 channels for *Model 2*) than the baseline model (1024 channels). An extra MLP layer is added after each GAT in the models. As a result, our *Model 1* and *Model 2* have large numbers of parameters with $81.20M$ and $99.47M$ respectively. The pre-processed author features, RAdam optimizer and Cosine scheduler are used for training our models. The smaller *Model 1* are trained for 200 epochs. As shown in Table 1, we find that our models benefit from over-parameterization and large respective field. To accelerate the training process, 4 NVIDIA RTX 6000 (48G) GPUs are used for data-parallelism. 50 Intel Xeon Gold 6148 CPUs with 480G RAM are used. The total training time consumes 90 hours.

Inference. We find that especially for deeper network architectures, it is beneficial to evaluate on neighborhood sizes that are proportional to the training size. For example, for a training neighborhood size of $25 - 20 - 15$, we use $250-200-150$ or $125-100-75$ during evaluation instead of using a fixed neighborhood size such as $160-160-160$. In order to account for the randomness in neighborhood sampling, we run inference multiple times with the same model. In particular, 10 inference runs were used for the 2-layer model, and 4 inference runs with neighborhood sizes of proportions 1, 3, 5, and 6 were used for the 3-layer model. Multiple inference runs were not done with the 3-layer model due to time constraints. The results of all the inference runs were used as described in the following section.

Ensembling. We generate logits for 10 runs on the 2-layer model, and generate logits for the 3-layer model using dynamic neighborhood factors of 1, 3, 5, and 6. The logits are then combined by performing a model-wise max aggregation. We found this to perform better than a mean aggregation when combining the 2-layer models with the 3-layer models. The choices for the multiple inferences used for aggregation were mostly determined by the time constraint. Ideally, we would have used dynamic neighborhood factors in the range $[1 - 10]$.

$$l_e = \max_m(l_m)$$

Post-Processing. In order to further improve the predictions, we generate a soft label for each author node. This label is given by the average of the one-hot encoded labels of papers written by each author. It represents the probability that an author writes a paper on each subject given the previous subjects they have published in. The author soft labels are then combined for a given paper by averaging them across all of the paper's authors. Each author-based probability vector is then combined with the final model's prediction through a convex combination with a coefficient of $\lambda = 0.4$ for the author-based logits, which we found to work best.

$$l_a = \frac{1}{|N(a)|} \sum_{k \in N(a)} p_k$$

$$l_f = \lambda l_a + (1 - \lambda) l_e$$

3 Results

We use Version 1.3.1 of the Open Graph Benchmark for all experiments. In the following we report training and inference time and hardware for the final models we submitted. *Model 1* was trained for 200 epochs (about 40 hours) using 4 NVIDIA V100 (32GB) GPUs and 50 Intel Xeon CPUs with 480G of RAM. *Model 2* was trained for 50 epochs (about 40 hours) using 4 NVIDIA RTX 6000 (48GB) GPUs and 50 Intel Xeon CPUs with 480G of RAM.

For inference, we use 8 NVIDIA RTX 3080 (24GB) GPUs and one 100 Intel Xeon CPUs with 960GB of RAM for 3 hours.

Training only on the training set and evaluating on the validation set.

We train *Model 1* and *Model 2* for 100 epochs on the training set and then evaluate each model for ten times on the validation set. For *Model 1*, the evaluation is done with a fixed proportional neighborhood size of $125 - 75$. One evaluation run results in an accuracy of 71.08%. Aggregating 10 runs via mean aggregation slightly improves performance to 71.10%. For *Model 2*, the evaluation is done with a proportional neighborhood size of $k * (25 - 20 - 15)$ where $k \in [1, 10]$. We find that aggregating the results with different proportional neighborhood sizes improves results. The average accuracy of these 10 runs is 71.79%. Combining the same evaluations via mean aggregation achieves a performance of 71.97%. When combined with the aggregated results of *Model 1* via max aggregation, this becomes 72.21%. The aggregation of *Model 2* and only post-processing achieves 72.55%. Combining the aggregated results of *Model 1*, *Model 2* and post-processing achieves 72.72% on the validation set.

Training on the training and validation set for the final submission. We perform the equivalent steps described above with the same models trained on the training and validation set. Our final model achieves a performance of **73.53%** on the held-out test set. For the submission, we trained *Model 1* for 200 epochs. We were only able to train our *Model 2* for 50 epochs due to time constraints. We expect that training it for longer, would further improve results.

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