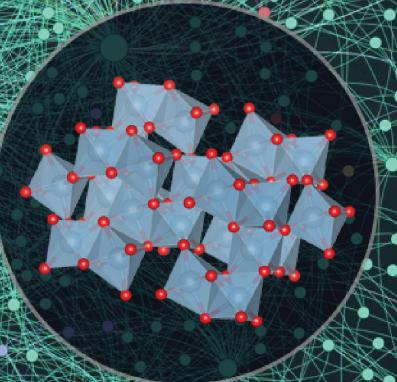
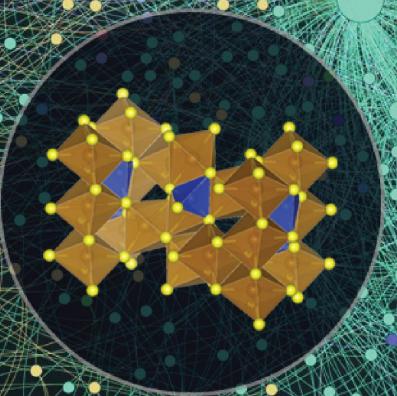
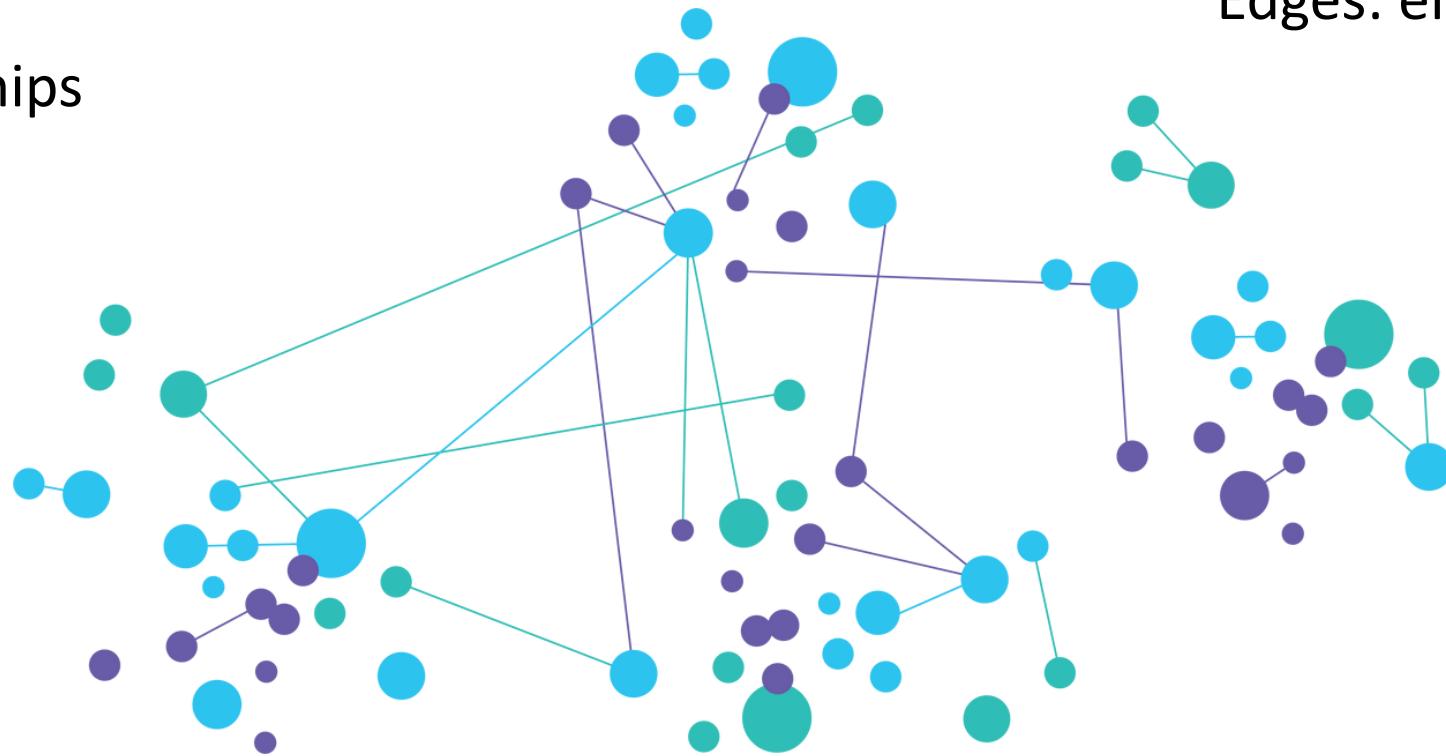


Crystal Structure graphs



Graphs are a convenient and powerful way to represent information

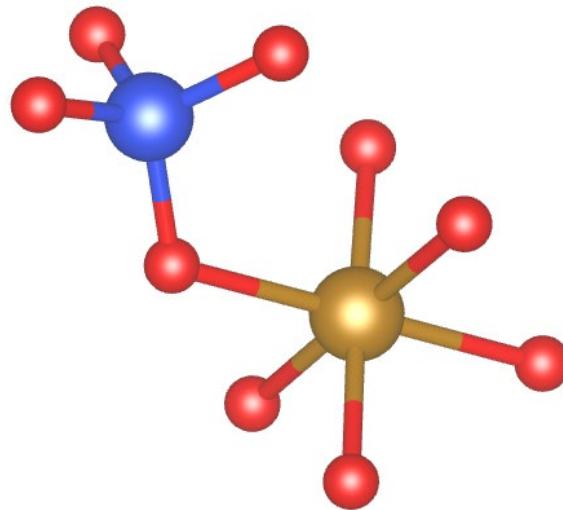
Nodes: people
Edges: relationships



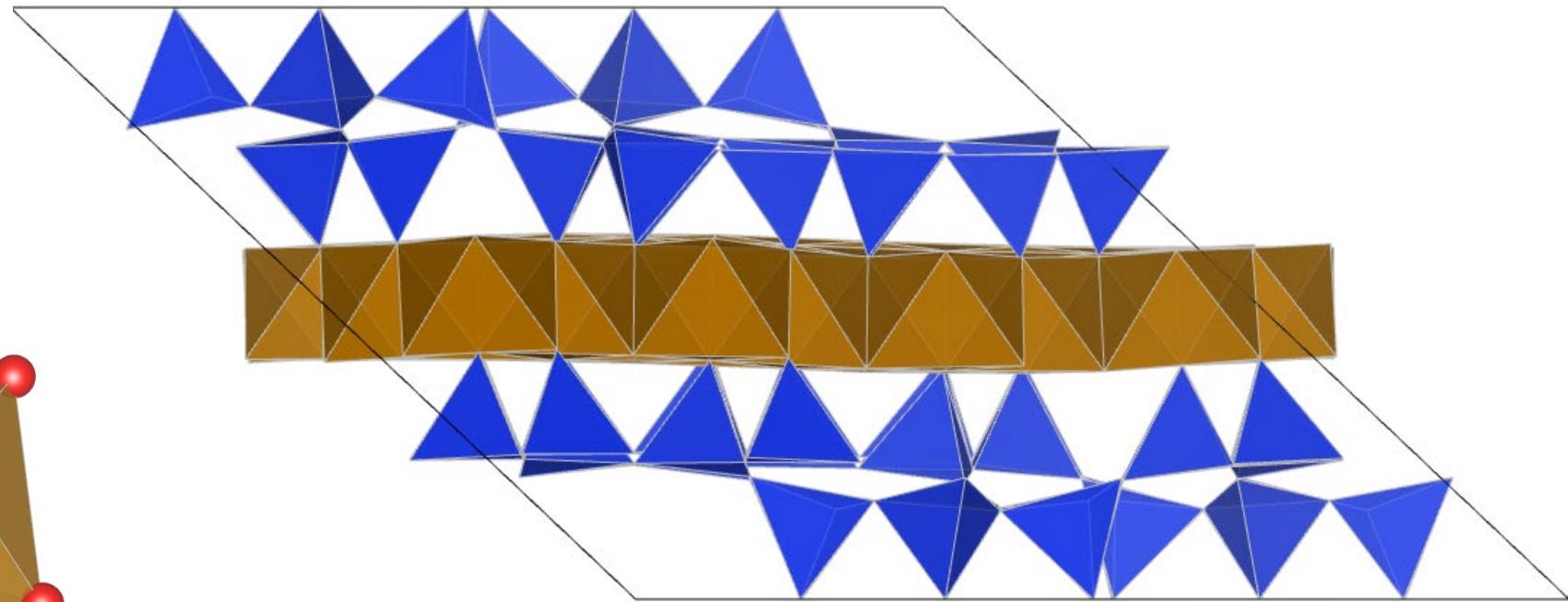
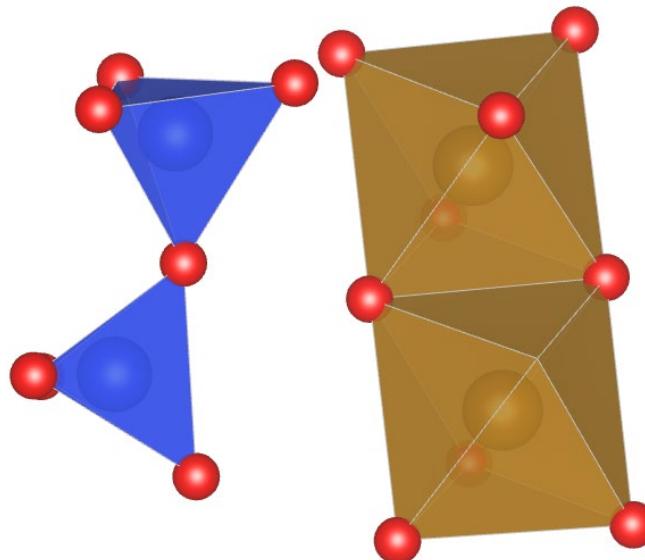
Nodes: papers
Edges: citations

Nodes: email users
Edges: email message

Crystals and molecules are great applications of graph networks

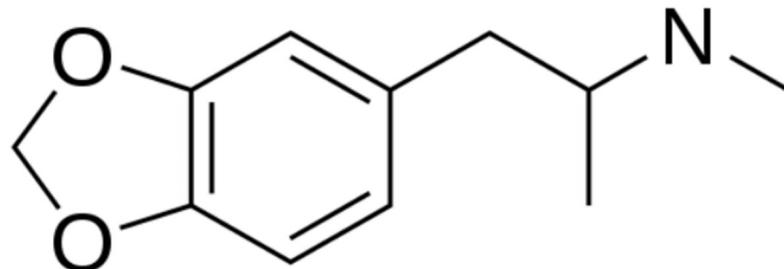


Nodes: atoms
Edges: bonds



Crystals and molecules are great applications of graph networks

Representing molecular Graphs



String-based Representation

SMILES: CC (CC1=CC2=C (C=C1) OCO2) NC

DeepSMILES: CCCCC=CC=CC=C6)) OCO5)))))))) NC

SELFIES: [C] [C] [B1_1] [P] [C] [C] [=C] [C] [=C]
[B1_1] [B1_1] [C] [=C] [R1] [B1_2]
[O] [C] [O] [R1] [B1_3] [N] [C]

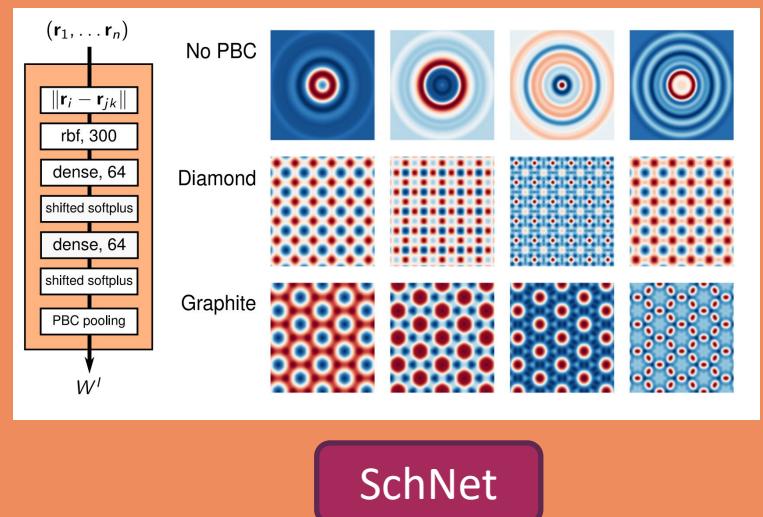
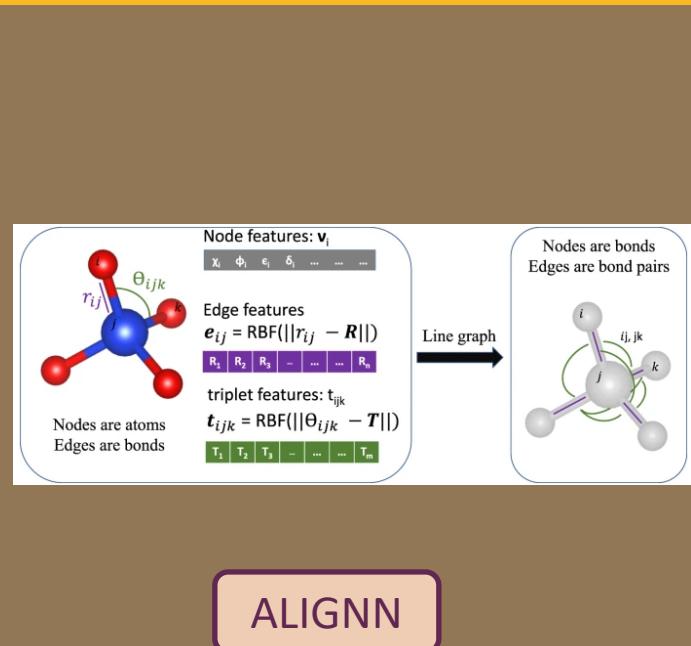
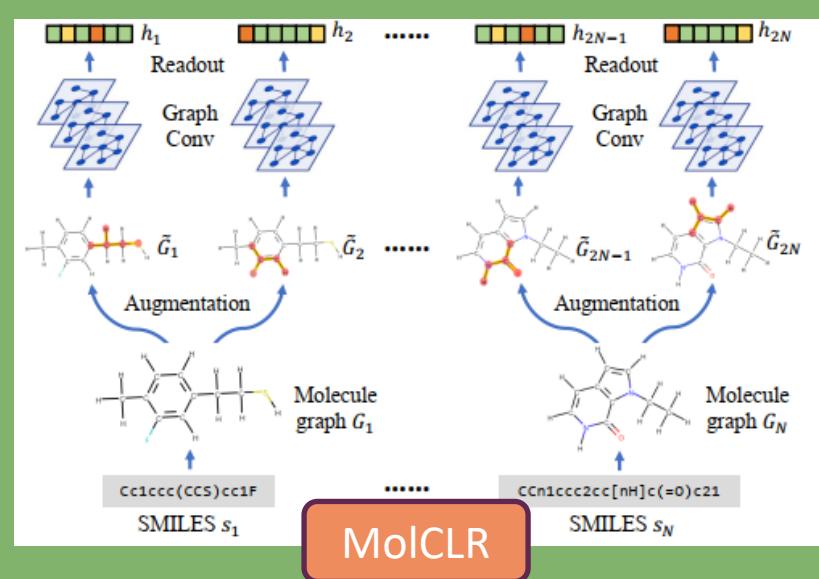
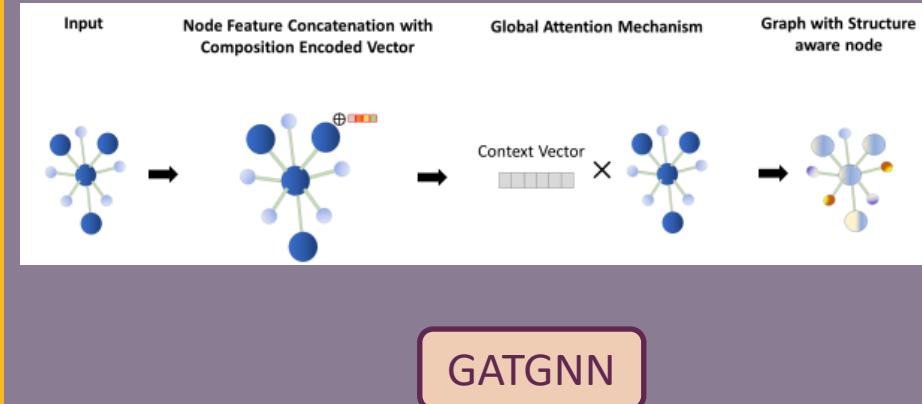
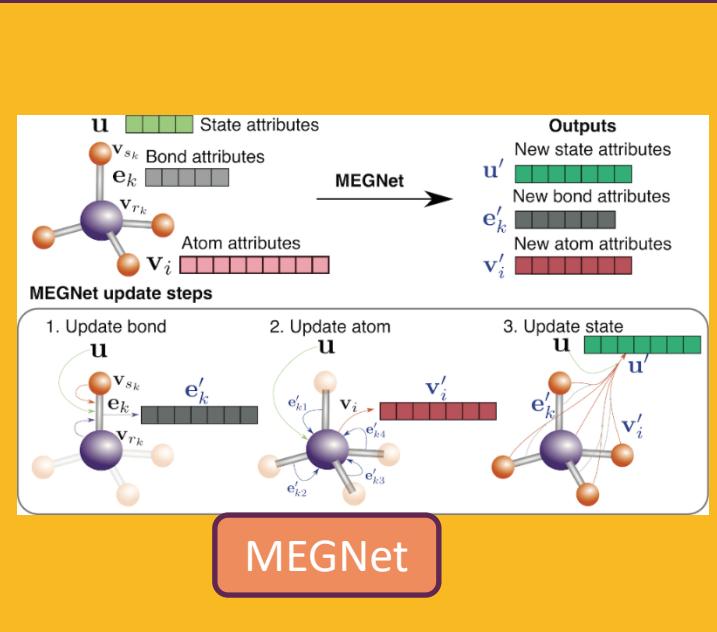
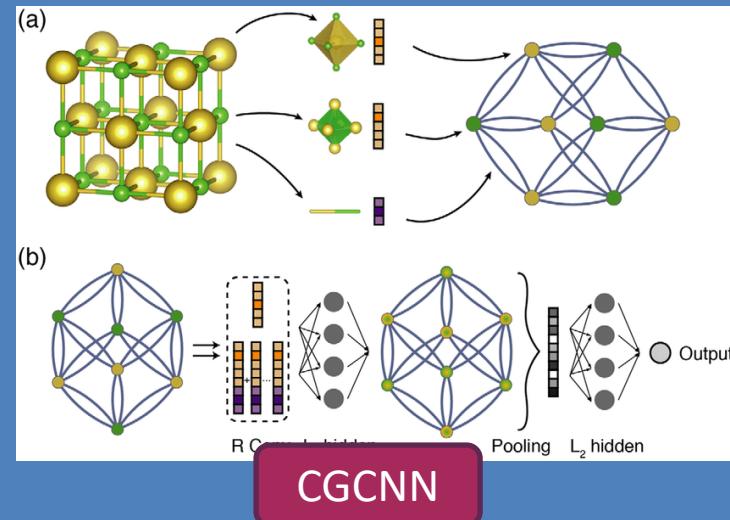
In general:

Strings can encode **Turing machines** (i.e. every possible classical computation), thus are more powerful representations than simple matrices and vectors.

Examples: 3D structure, non-covalent bonds, physical constraints, ...

Adjacency-Matrix-based Representation

Some of the most powerful materials informatics tools are graph networks



Do we really need new graph networks?



Crystal Topological Graph Neural Network

Do we really need new graph networks?

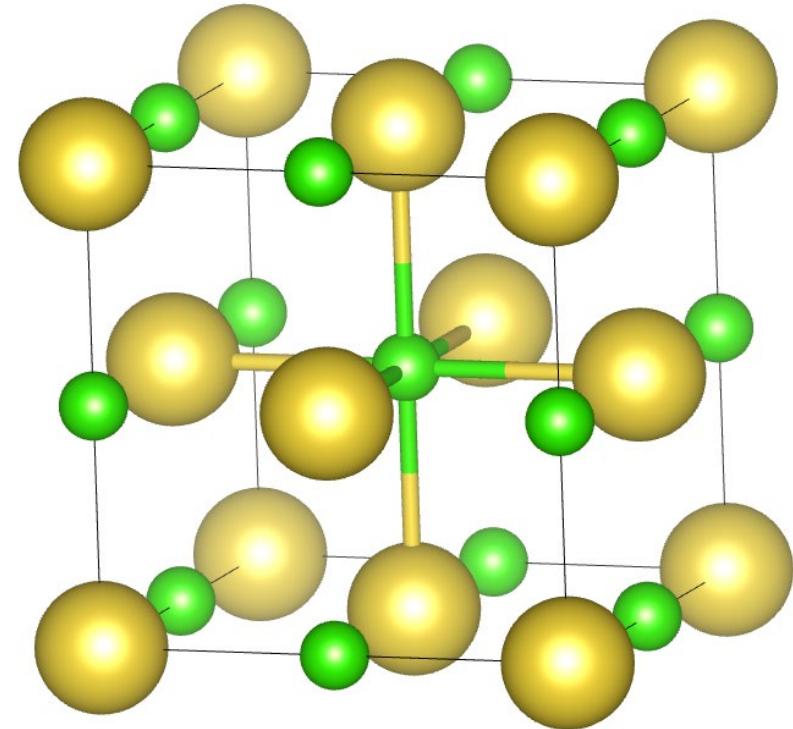


Current GNNs are...

- Too connected
- Too slow
- Too large

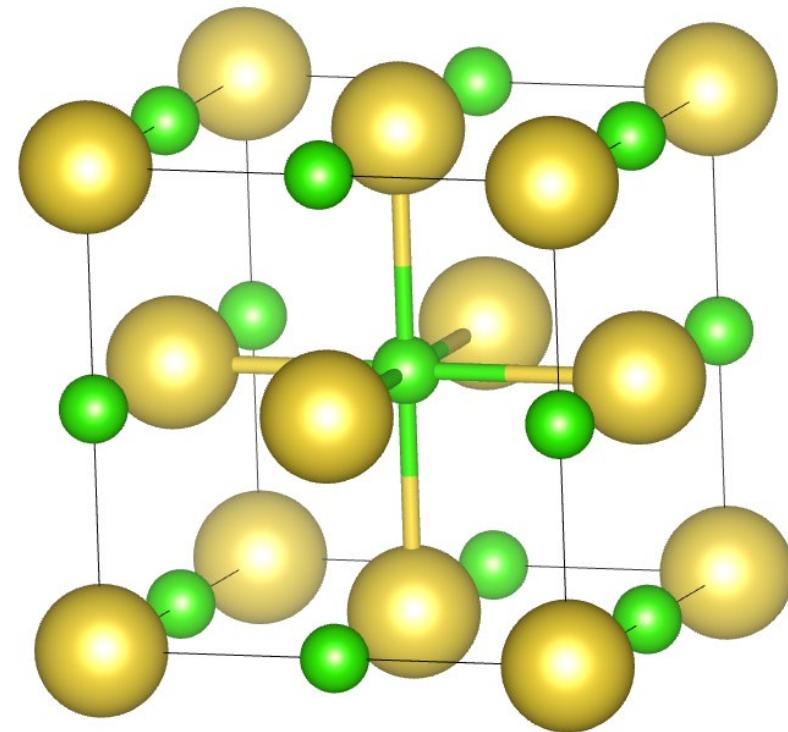
Current graph networks find neighbors within some volume, and then fully connect nodes

$$2\text{\AA} < x < 3\text{\AA}$$



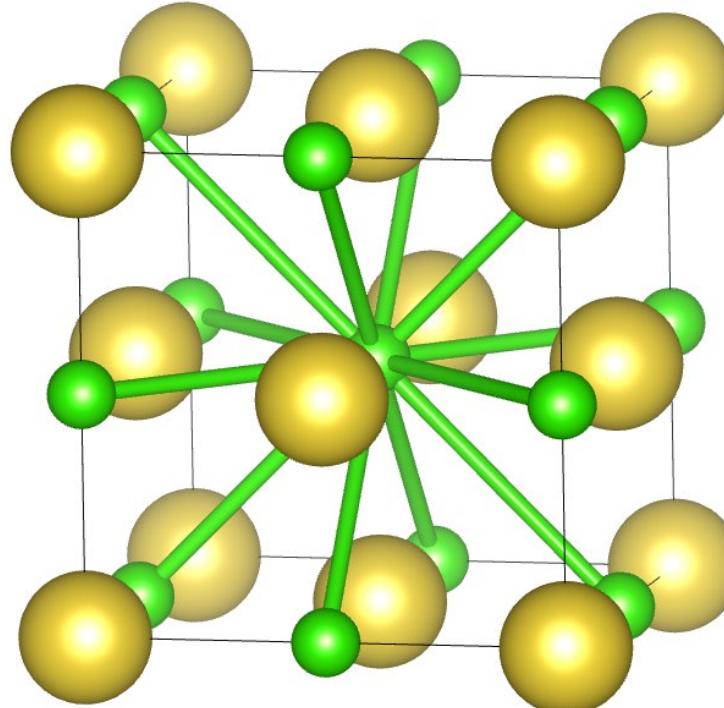
Current graph networks find neighbors within some volume, and then fully connect nodes

$2\text{\AA} < x < 3\text{\AA}$



6 neighbors

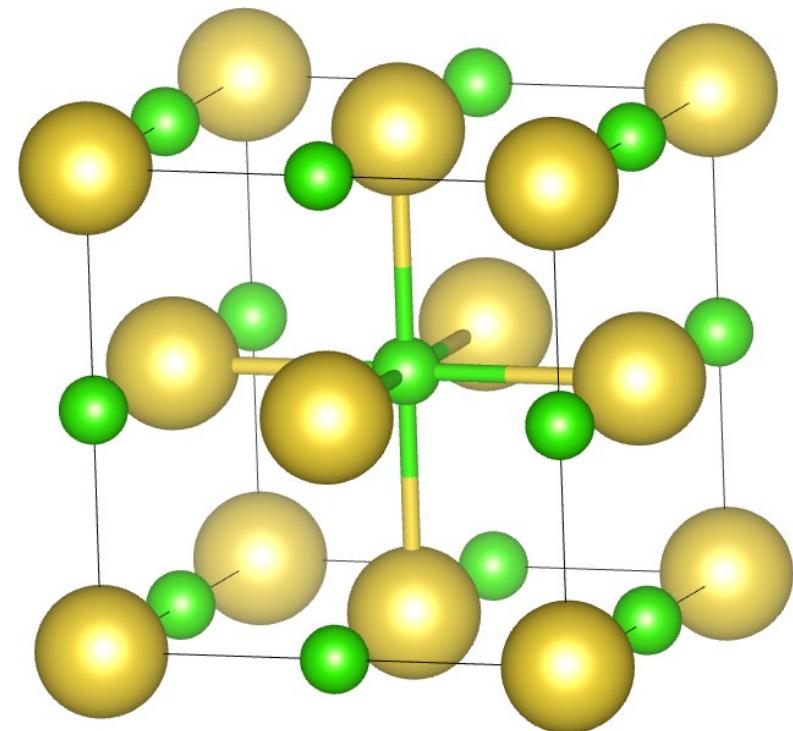
$3\text{\AA} < x < 4\text{\AA}$



12 neighbors

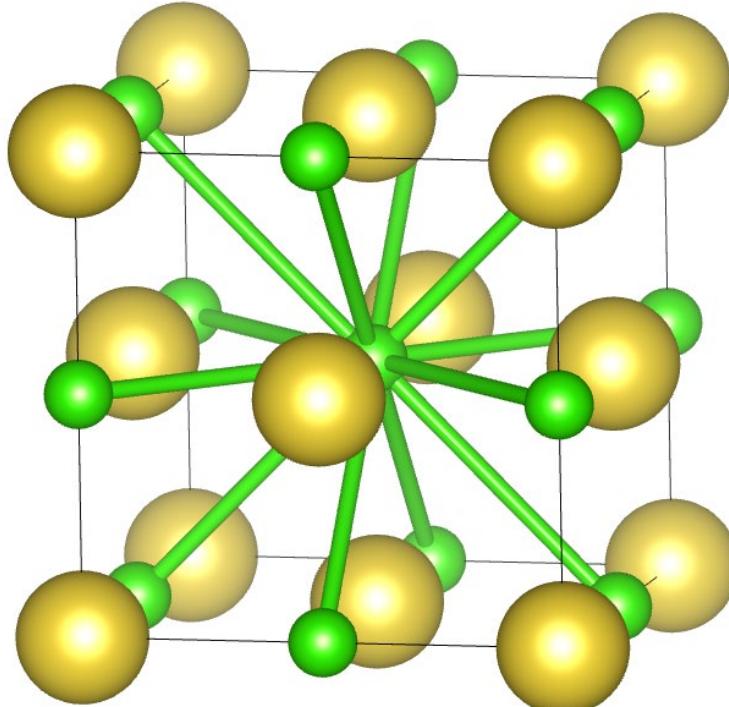
Current graph networks find neighbors within some volume, and then fully connect nodes

$2\text{\AA} < x < 3\text{\AA}$



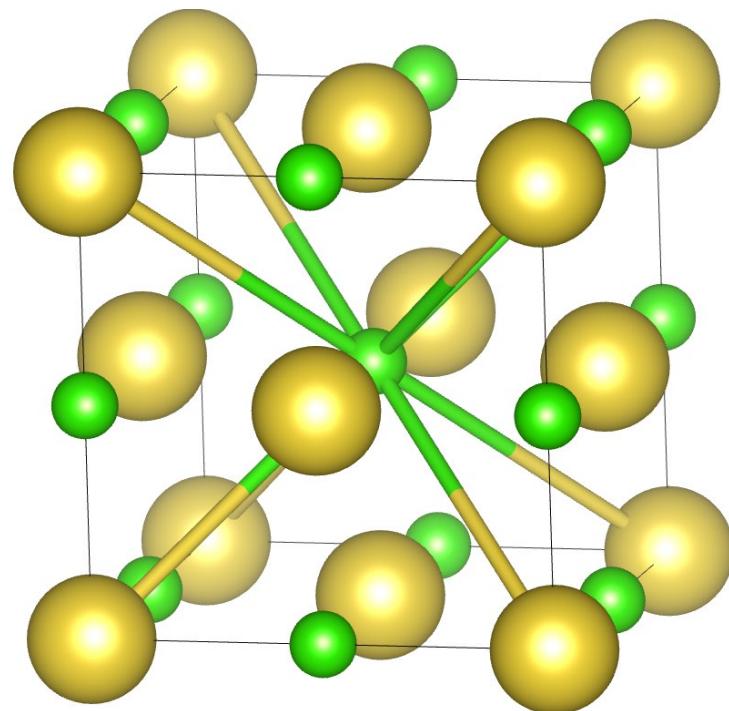
6 neighbors

$3\text{\AA} < x < 4\text{\AA}$



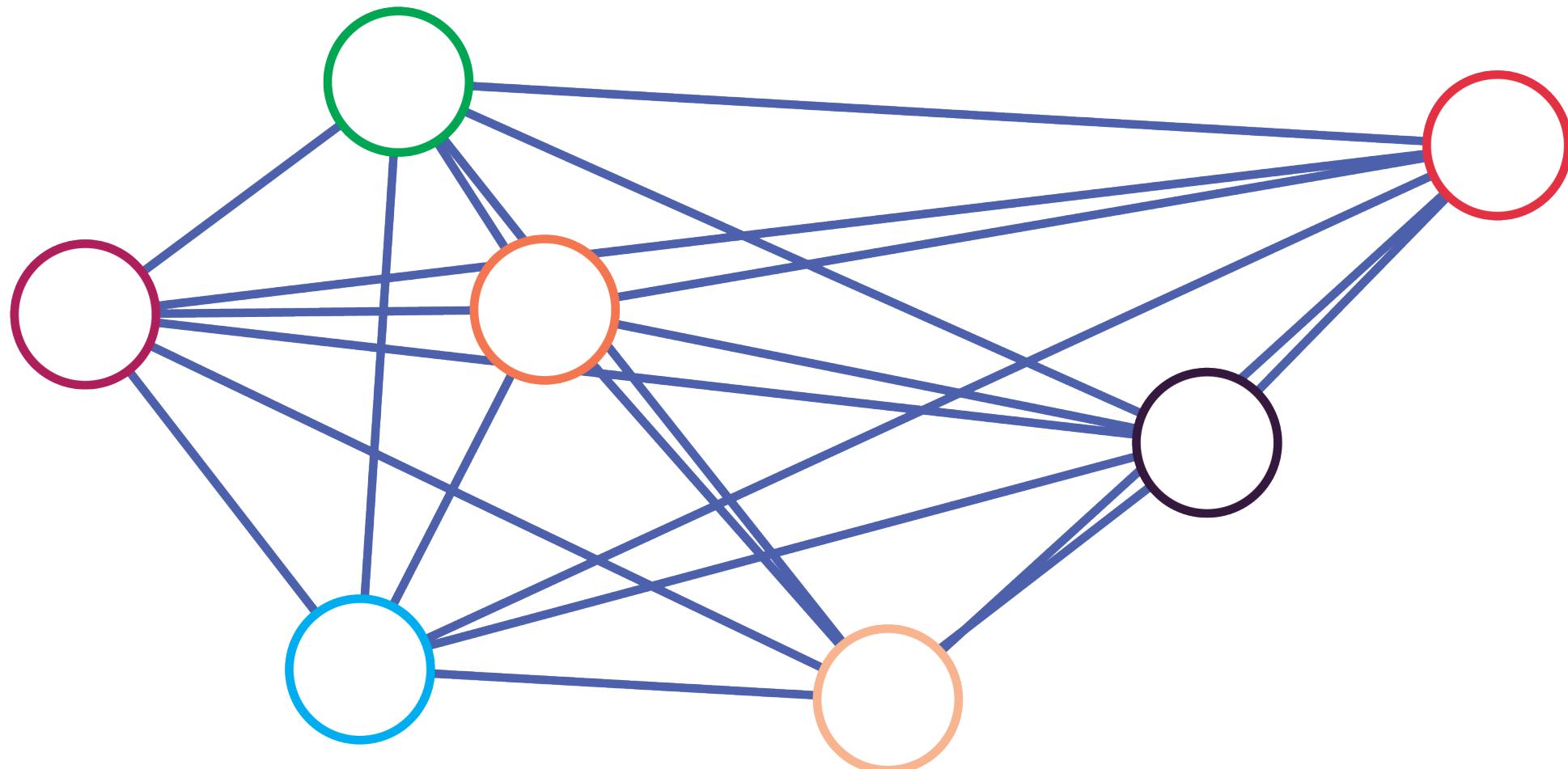
12 neighbors

$4\text{\AA} < x < 5\text{\AA}$

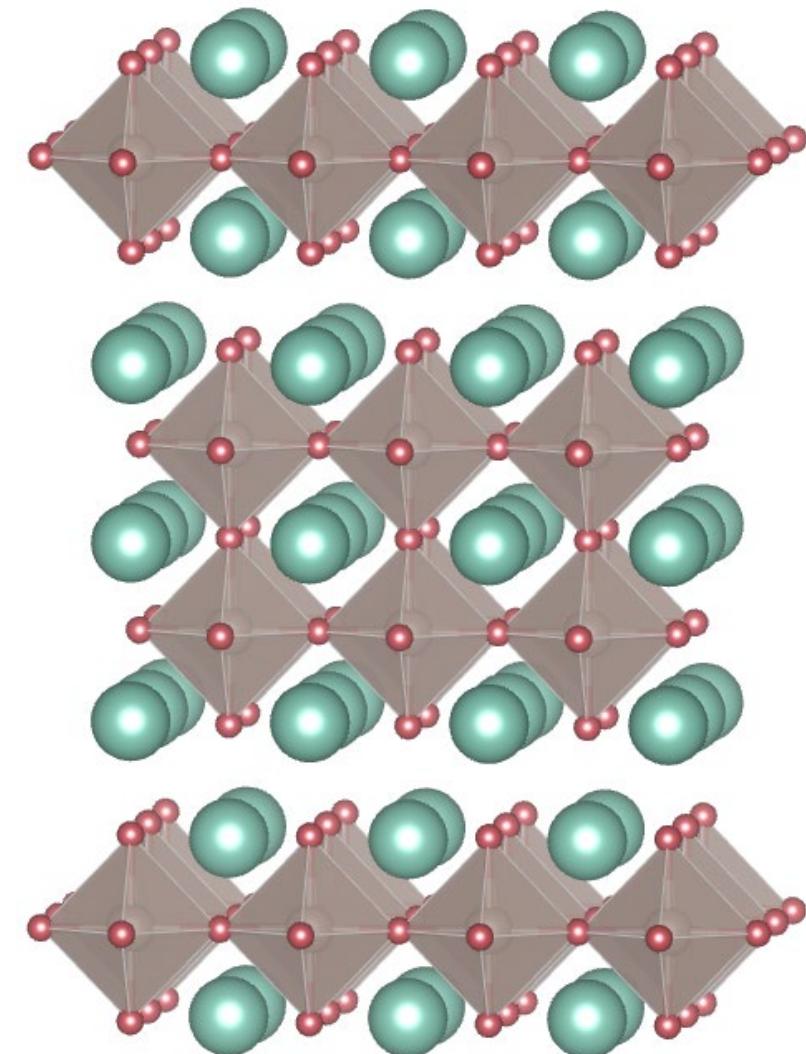
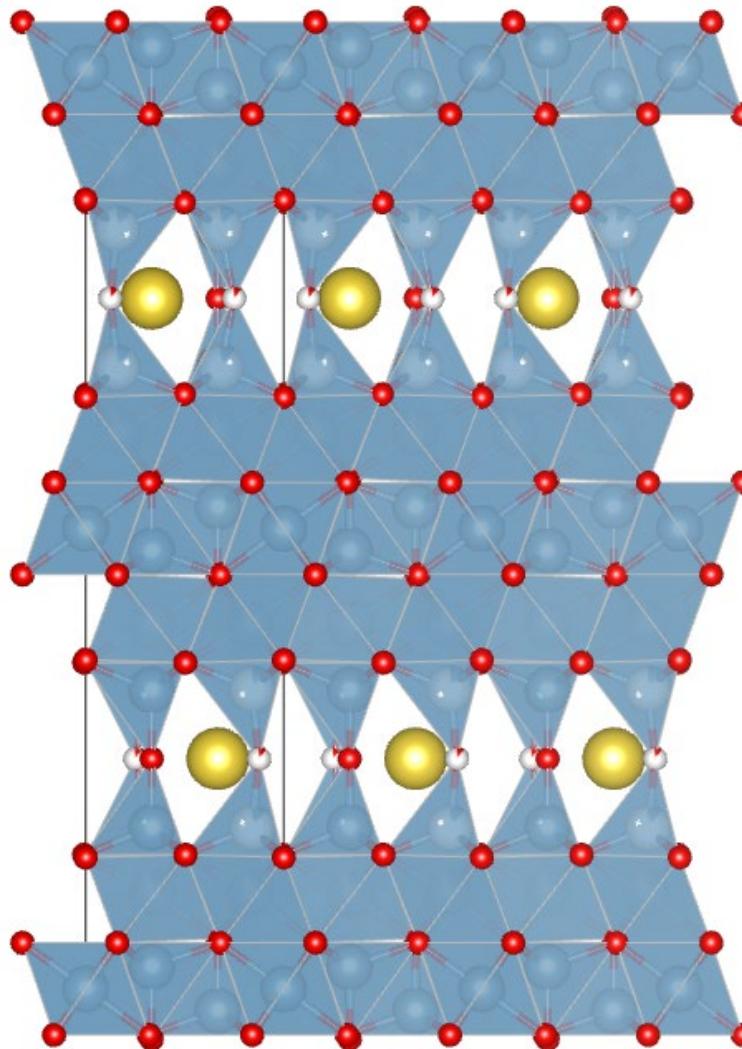
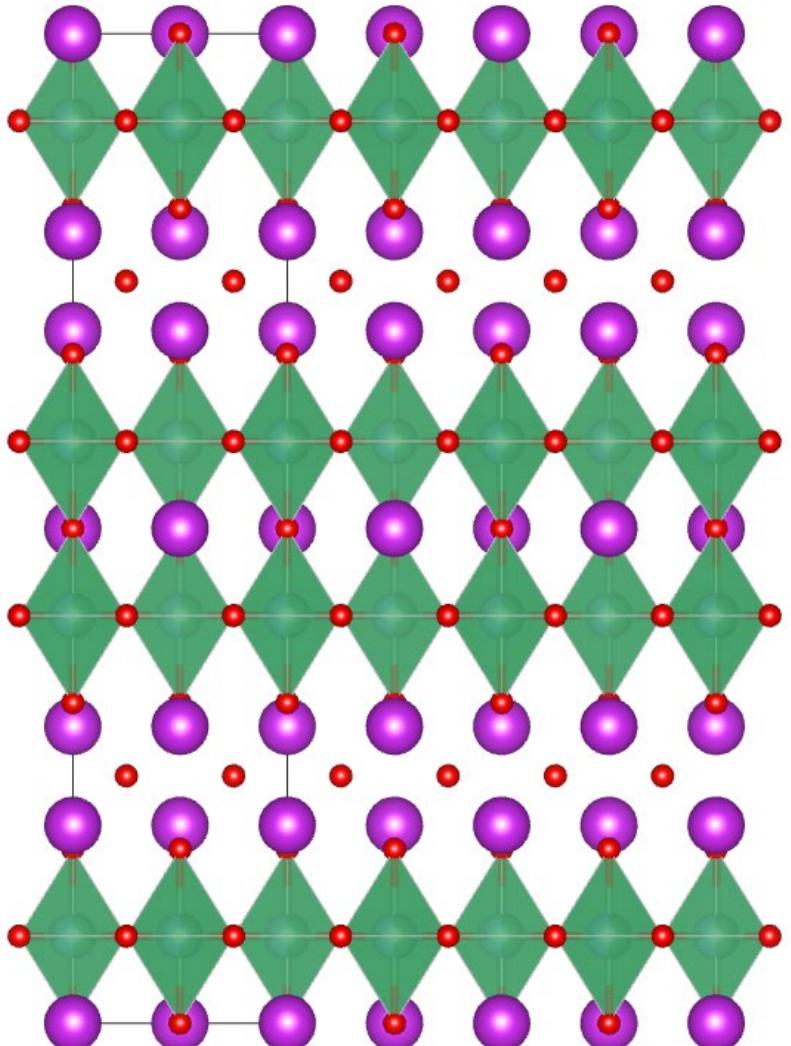


8 neighbors

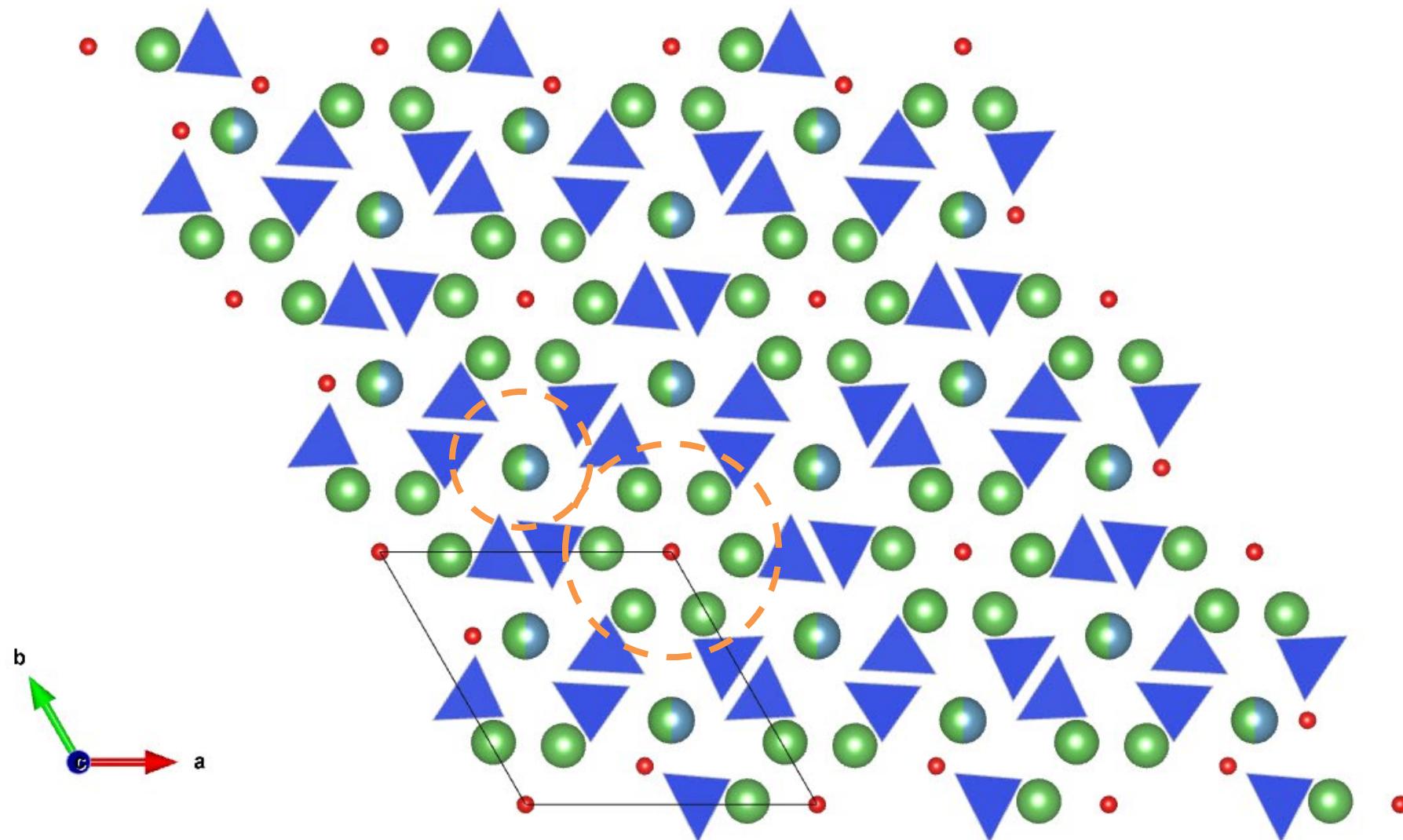
Current graph networks are fully connected



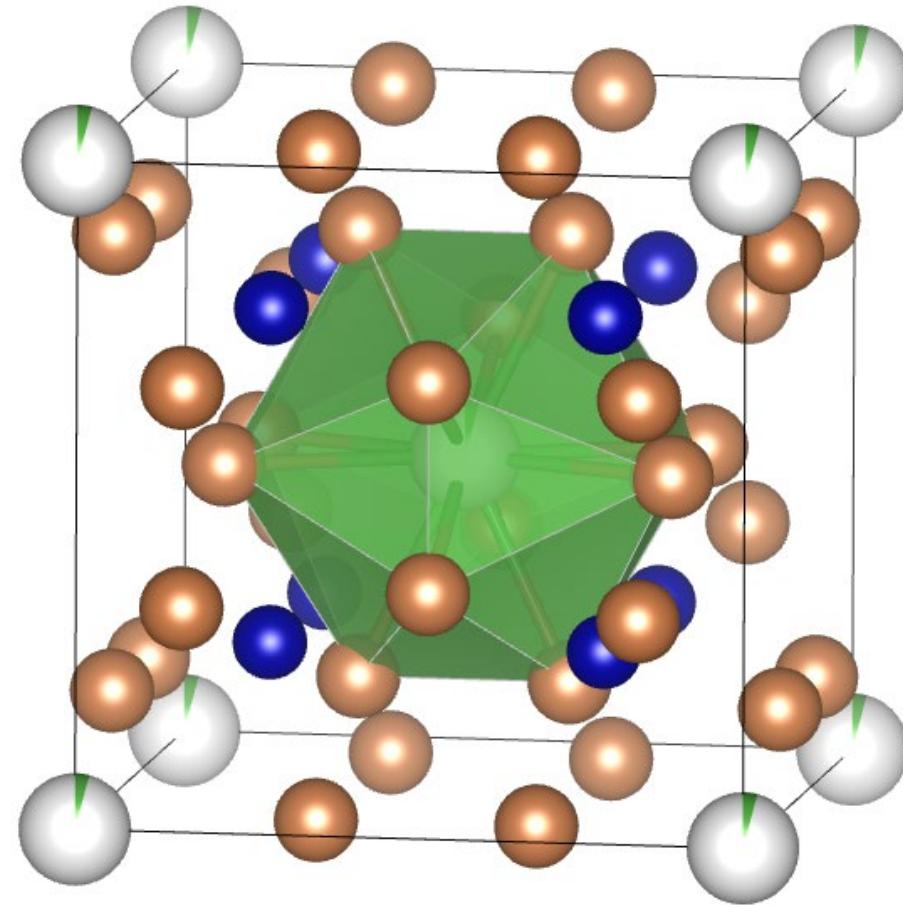
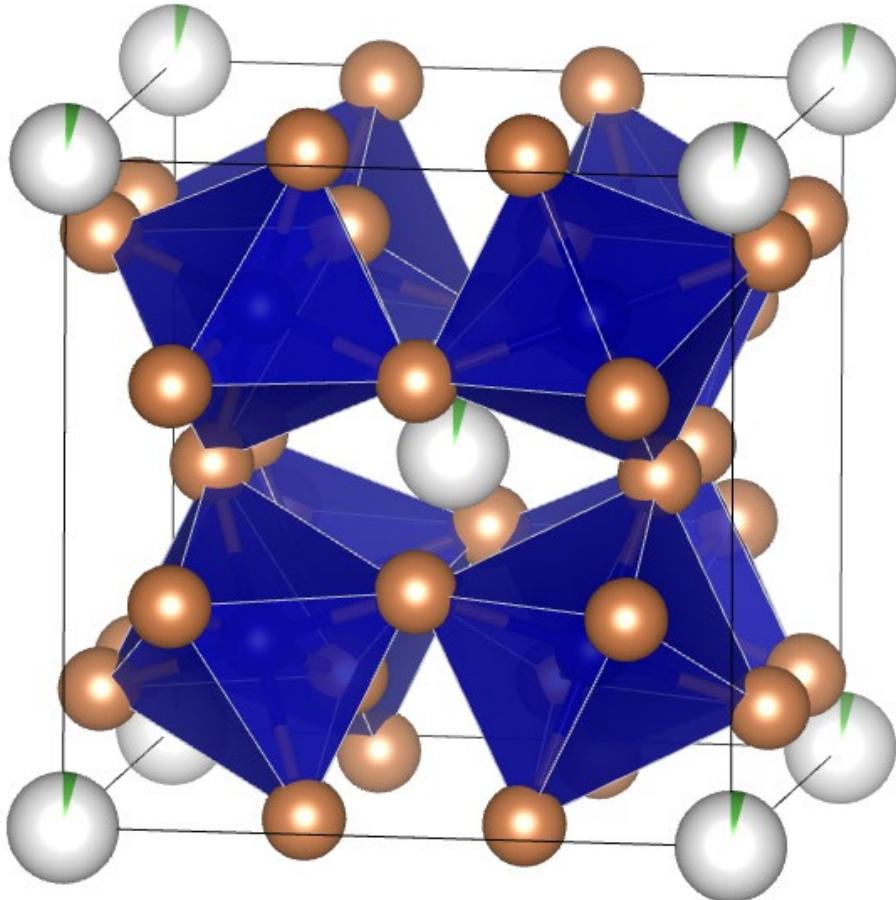
Many properties rely on specific interactions between atoms in a structure



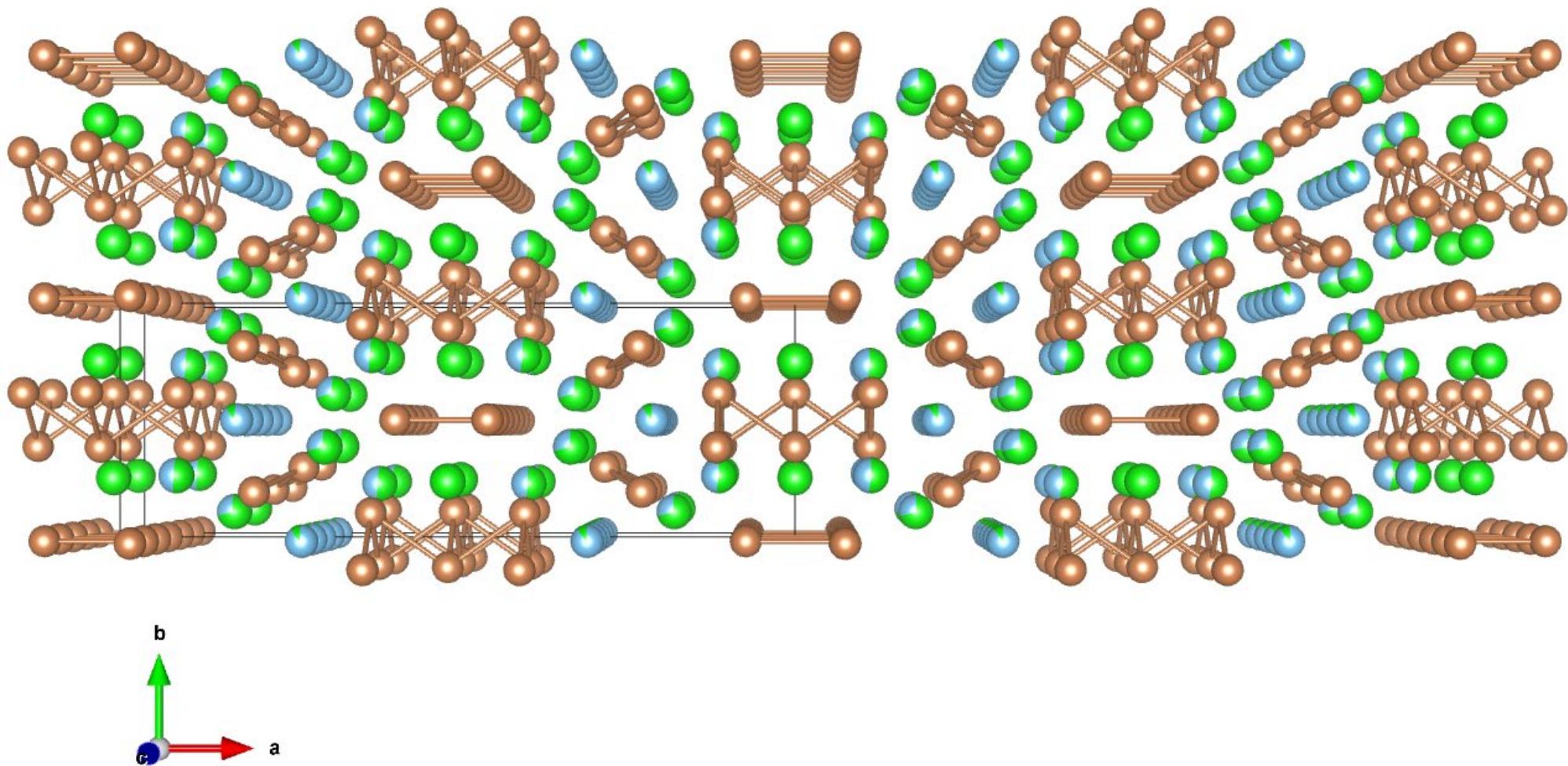
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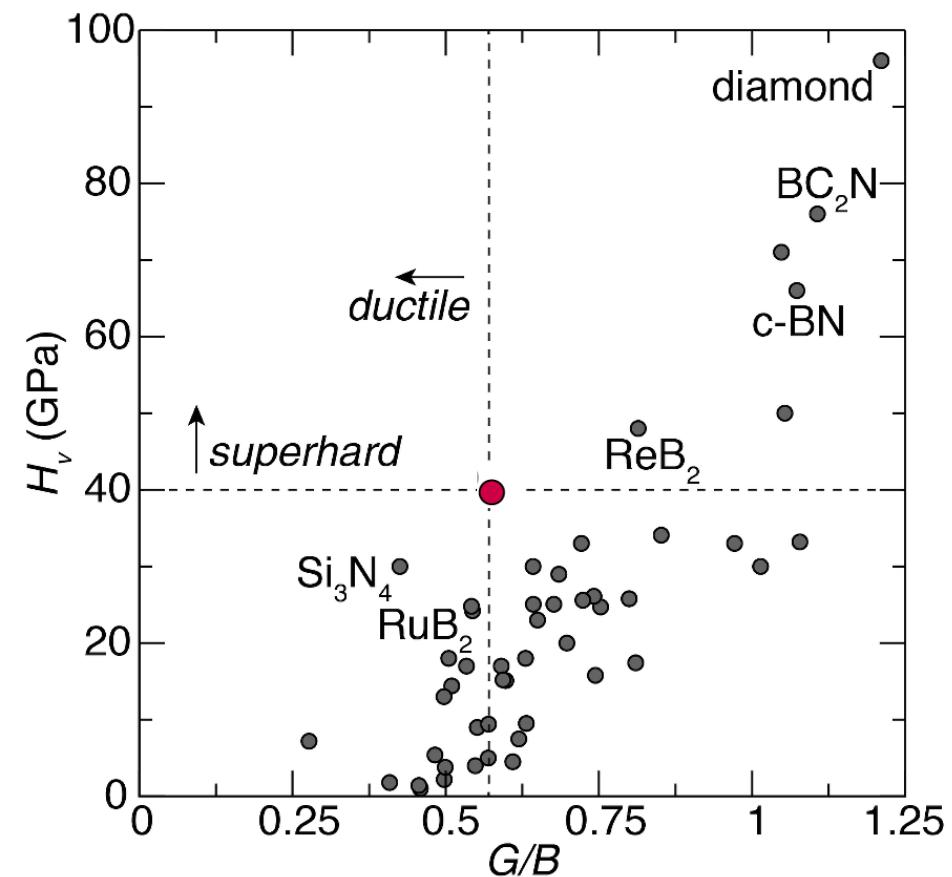
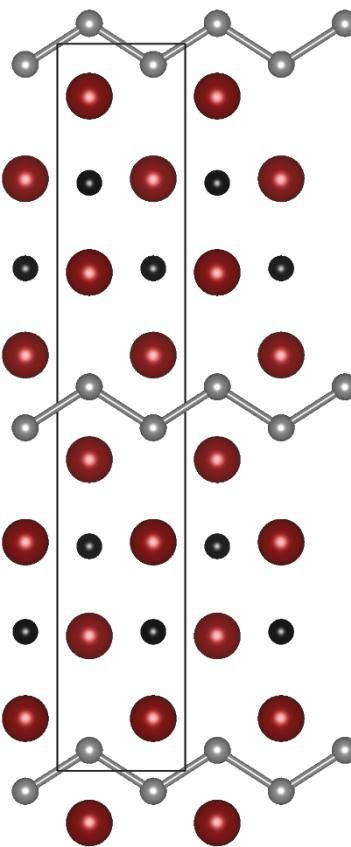
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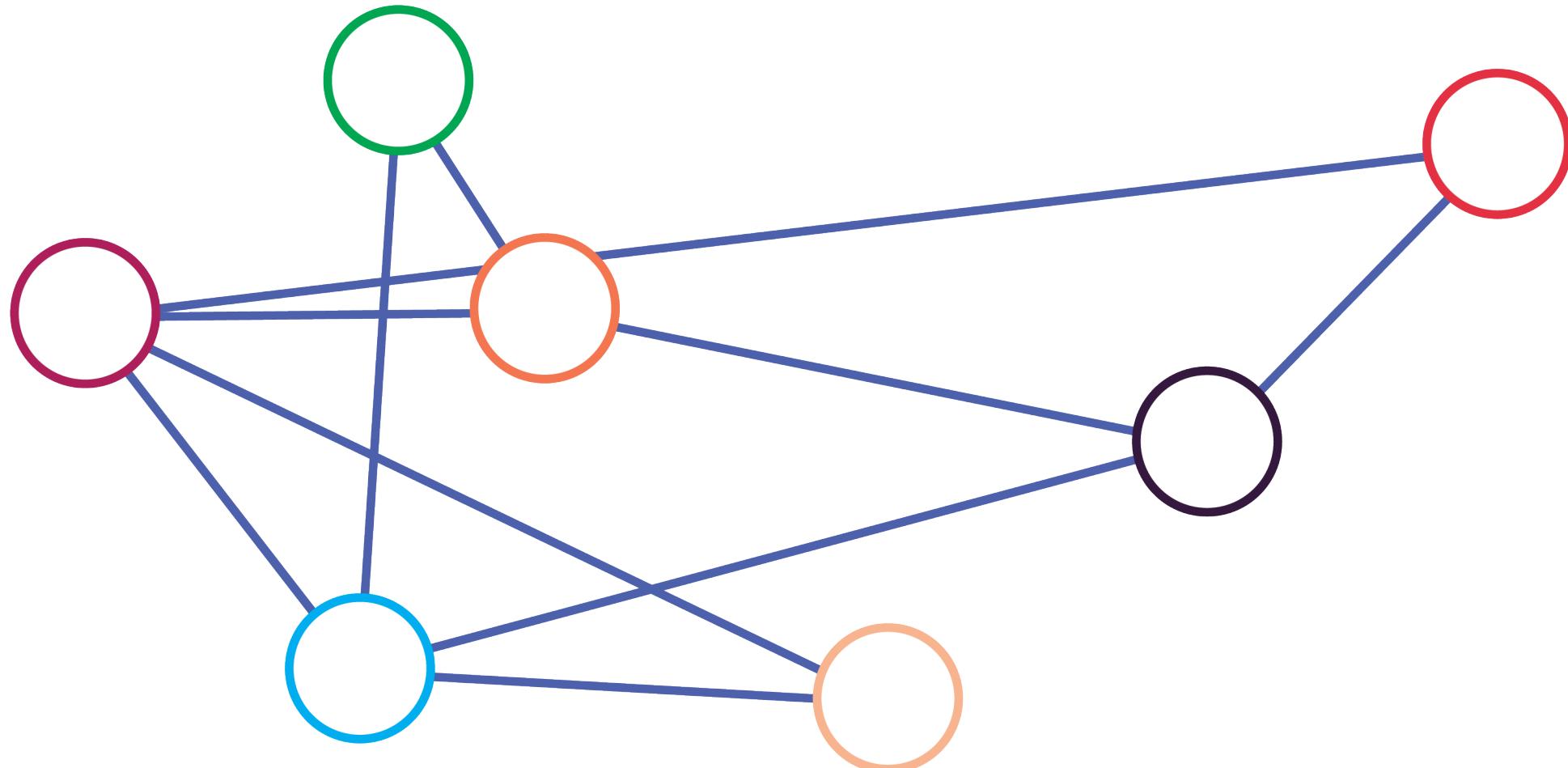
Many properties rely on specific interactions between atoms in a structure



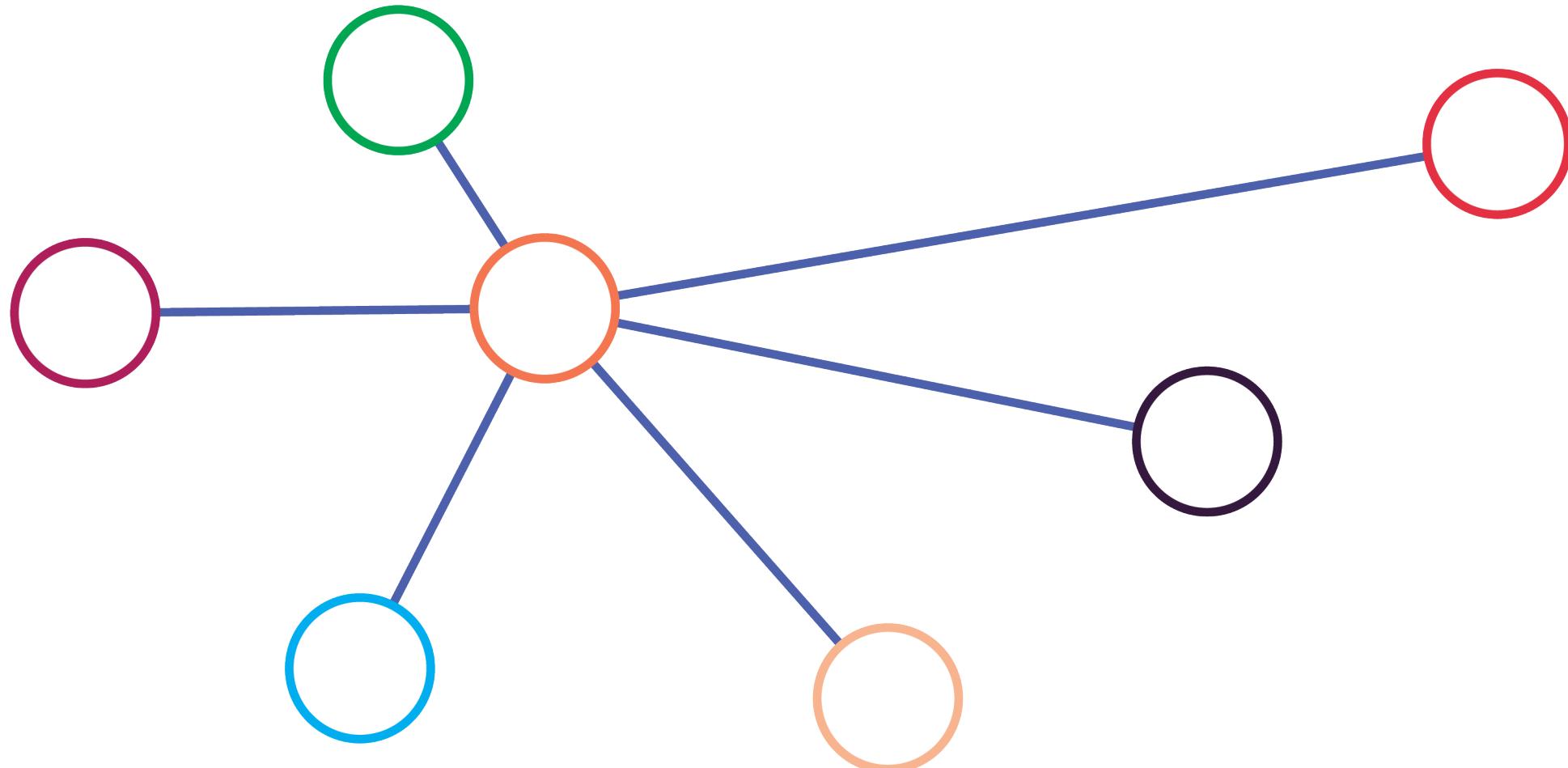
Many properties rely on specific interactions between atoms in a structure



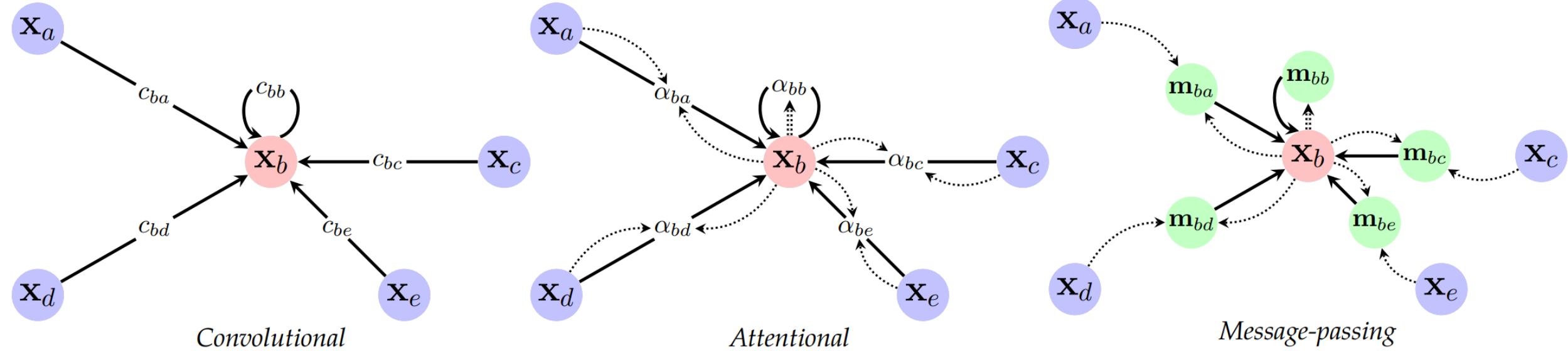
Sparsely connected graphs offer unique nodal information and faster speeds



Connectivity impacts aggregation, attention, and message passing!



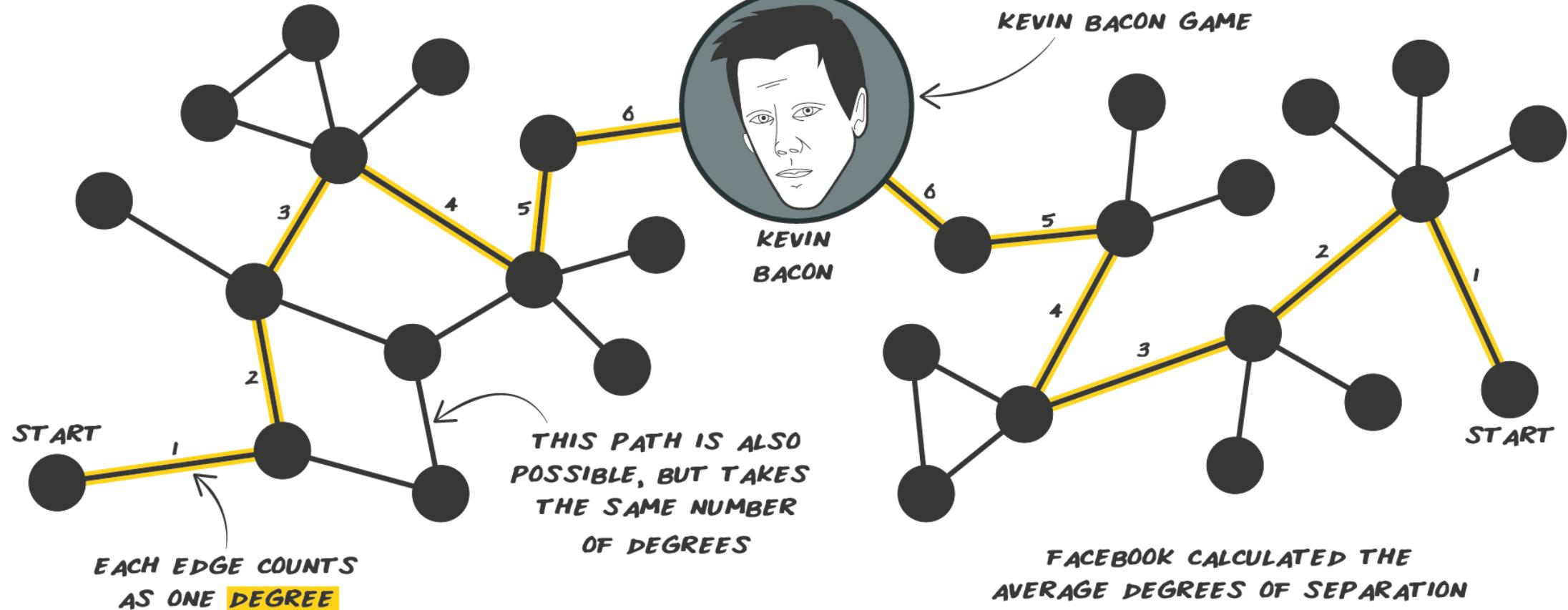
Connectivity impacts convolution, attention, and message passing!



Many centralities can be considered for a given network



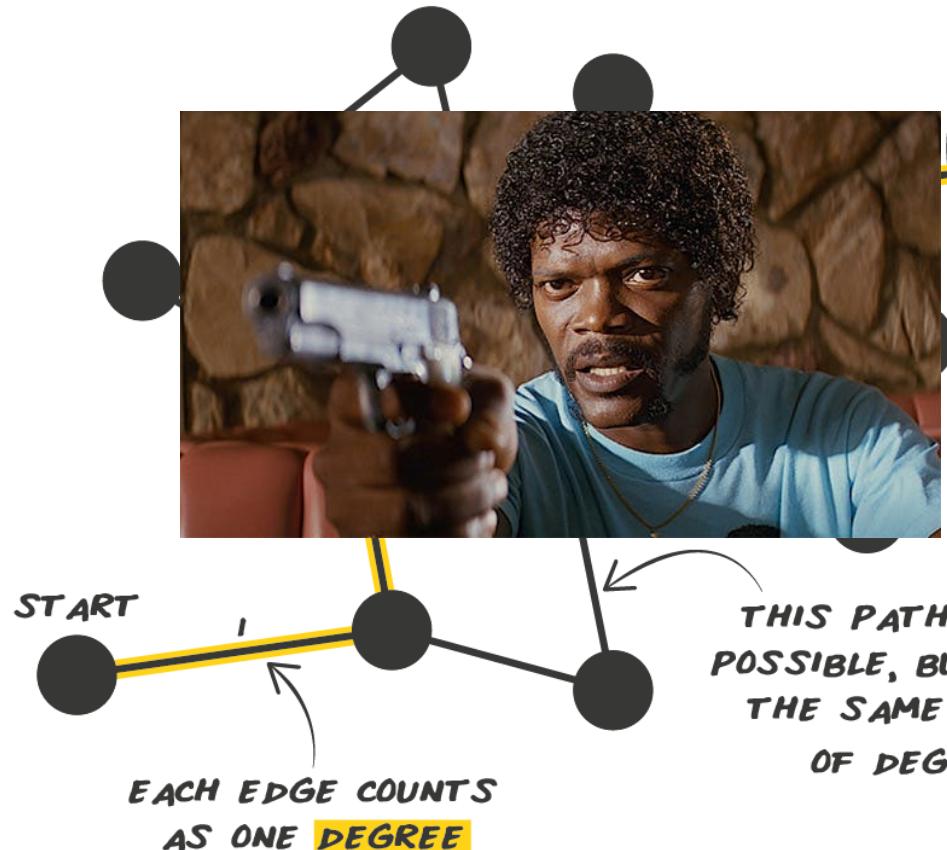
SIX DEGREES OF SEPARATION



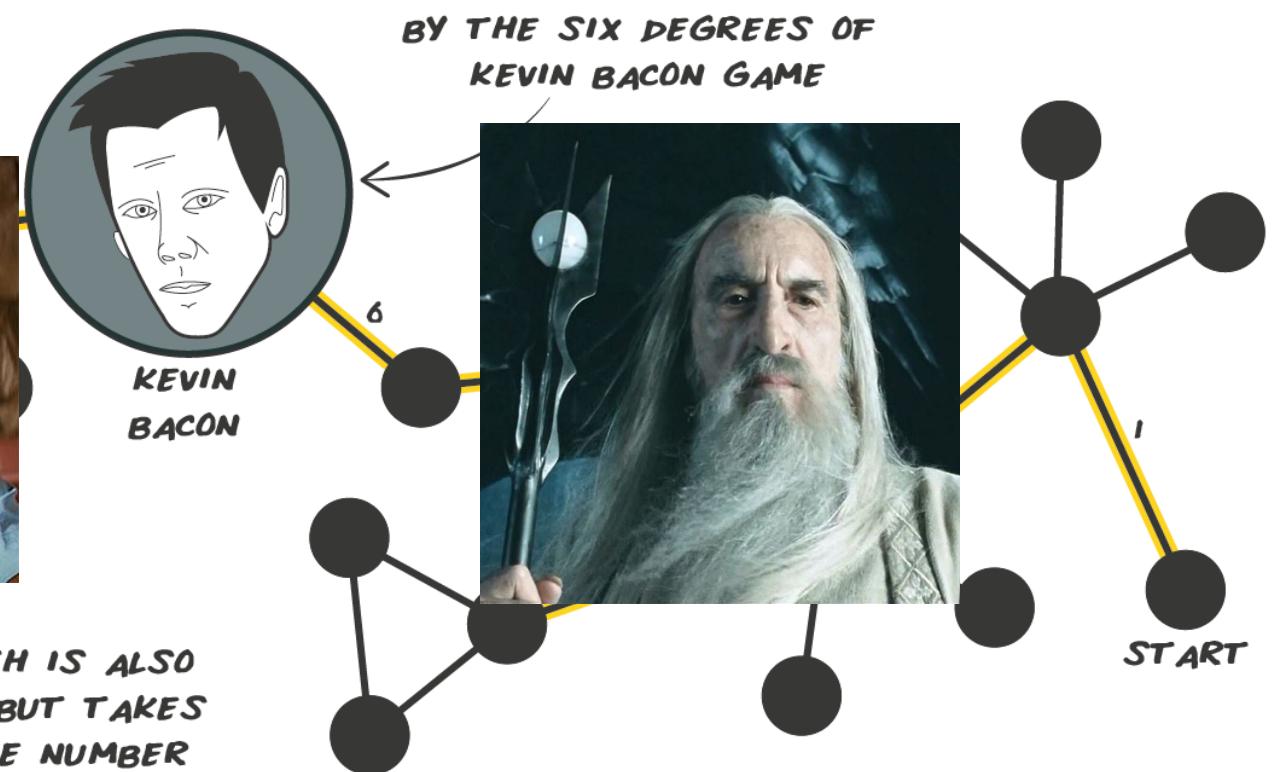
Many centralities can be considered for a given network



SIX DEGREES OF SEPARATION

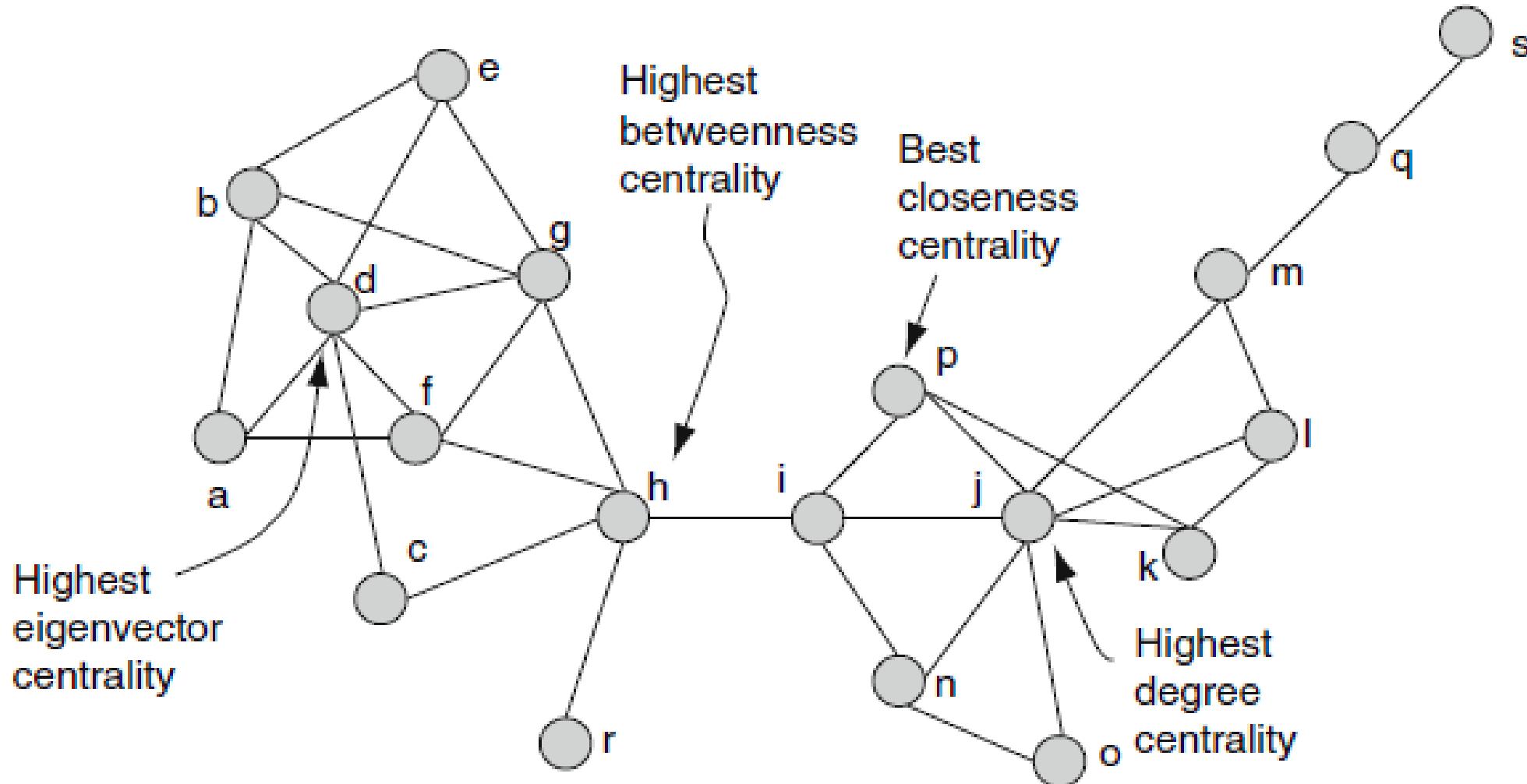


THIS PATH IS ALSO POSSIBLE, BUT TAKES THE SAME NUMBER OF DEGREES

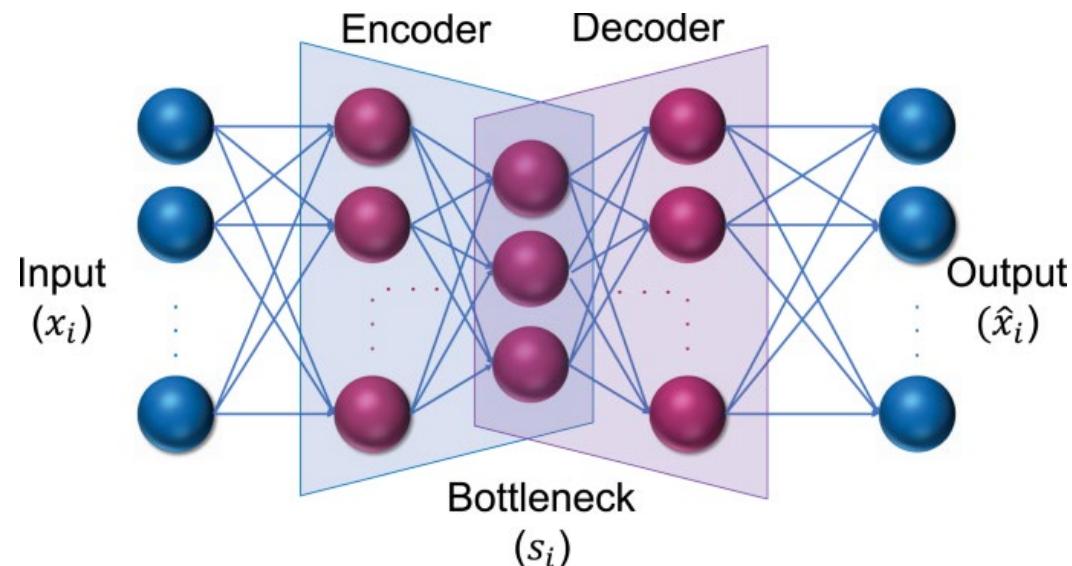


FACEBOOK CALCULATED THE AVERAGE DEGREES OF SEPARATION FOR THEIR USERS IN 2016. IT WAS 3.5.

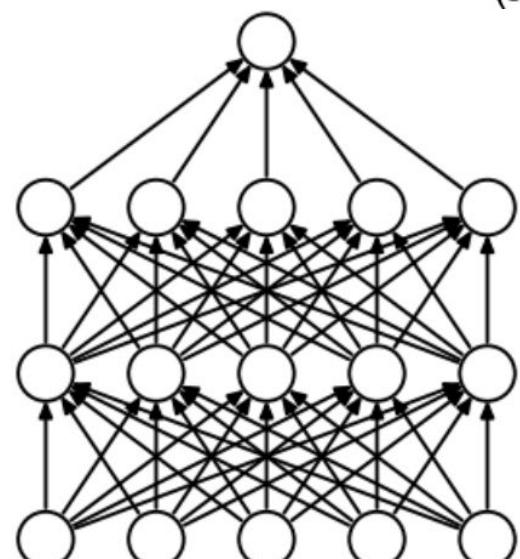
Many centralities can be considered for a given network



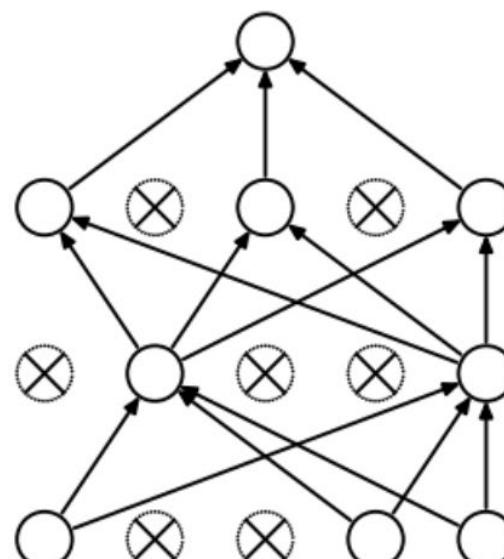
Is feature reduction sufficient? Or do we need something akin to dropout?



Feature reduction
via auto-encoders



(a) Standard Neural Net



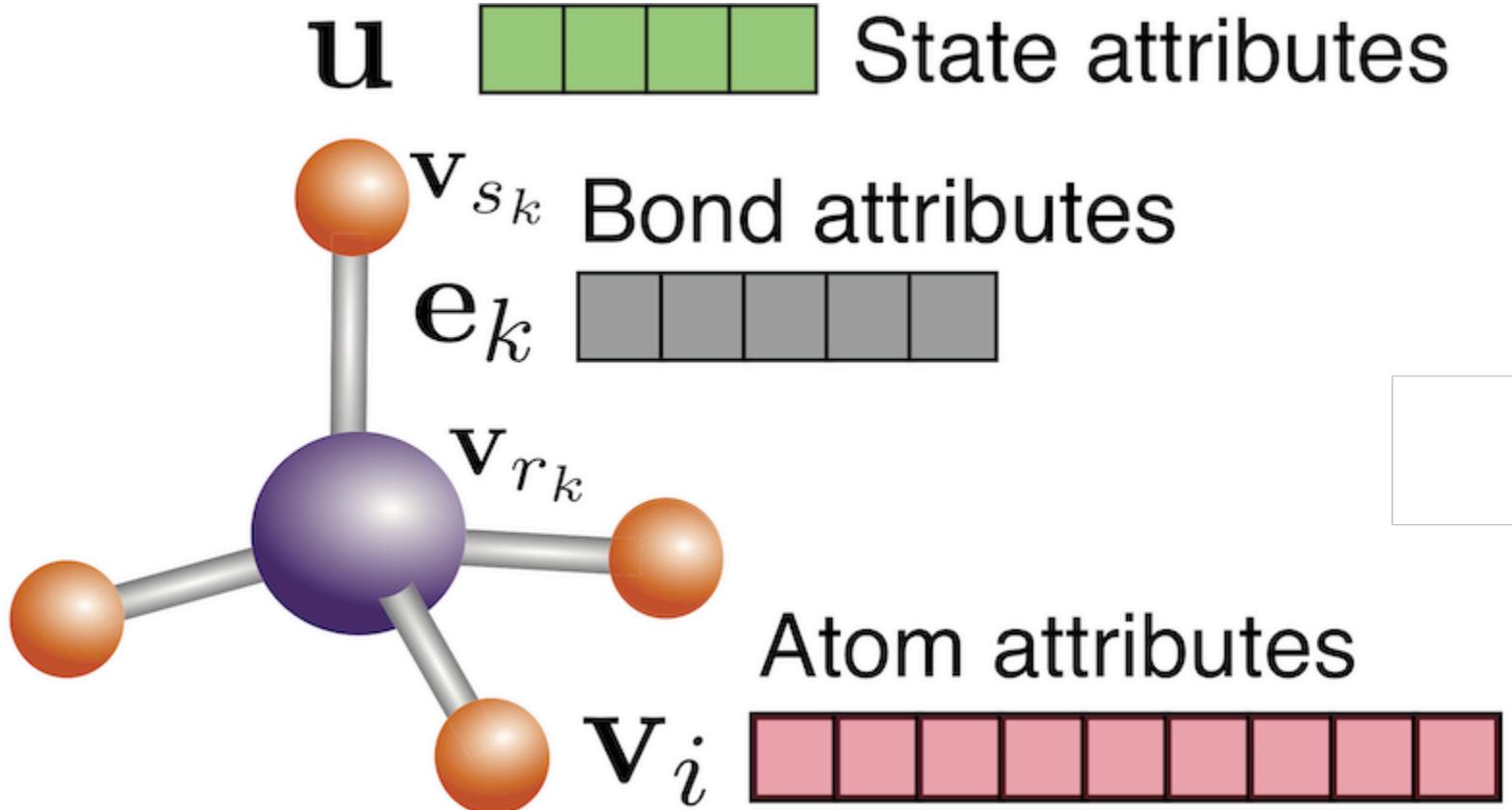
(b) After applying dropout.

Dilution
(dropout)
regularization

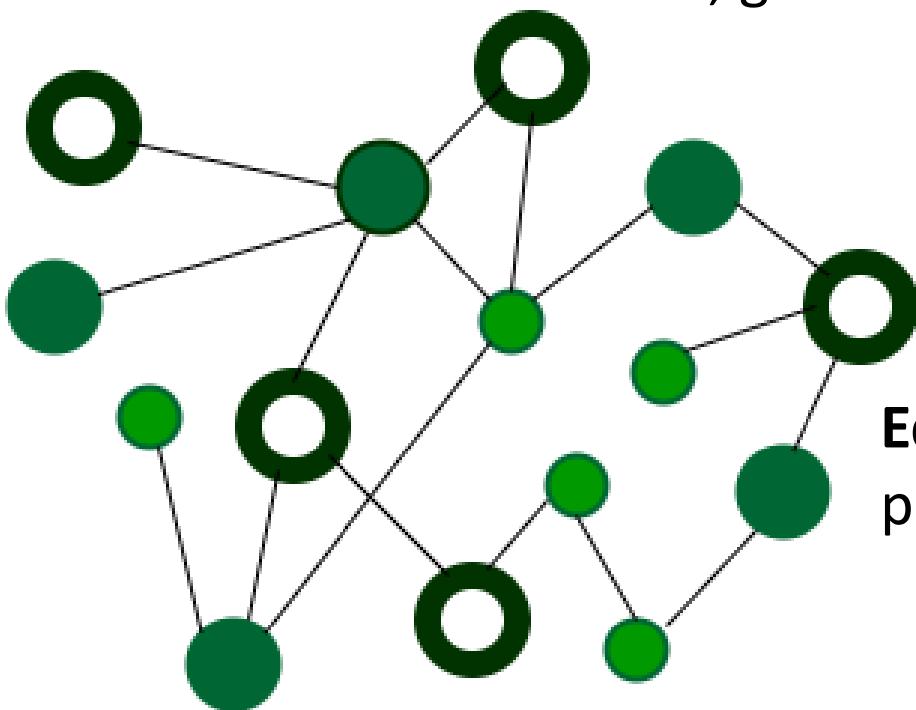
Features are becoming quite large for many GNNs



Features are becoming quite large for many GNNs



Is there a better, simpler graph representation?

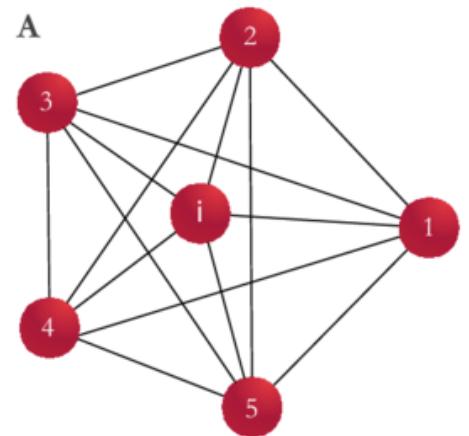


Nodes: atoms with limited features (quantum numbers, ground state energy)

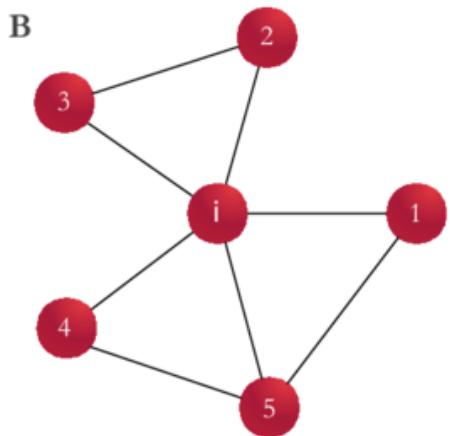
Edges: bonds, limited connectivity, based on physically meaningful parameters

Graph: centrality, clustering coefficient, connectivity, motifs, symmetry

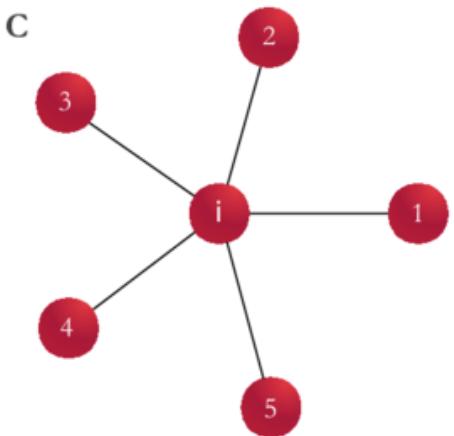
Graph level attributes can focus on unique aspects of sparse connections



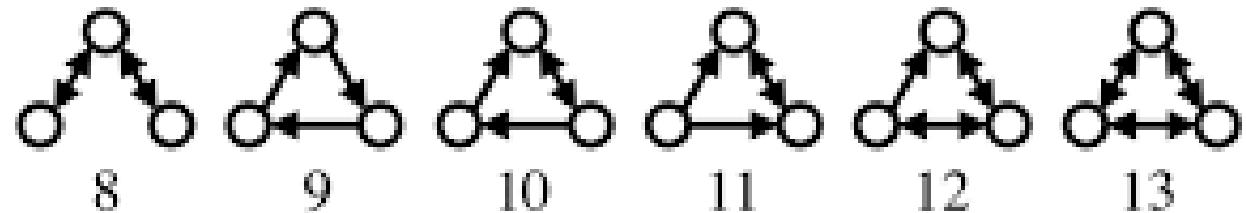
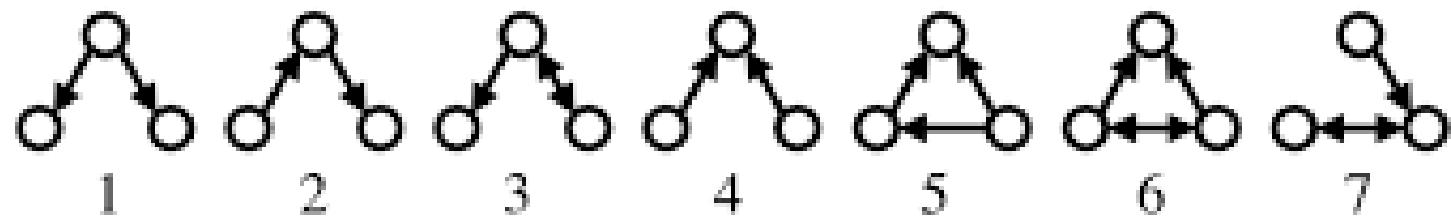
$CC(i)=1$



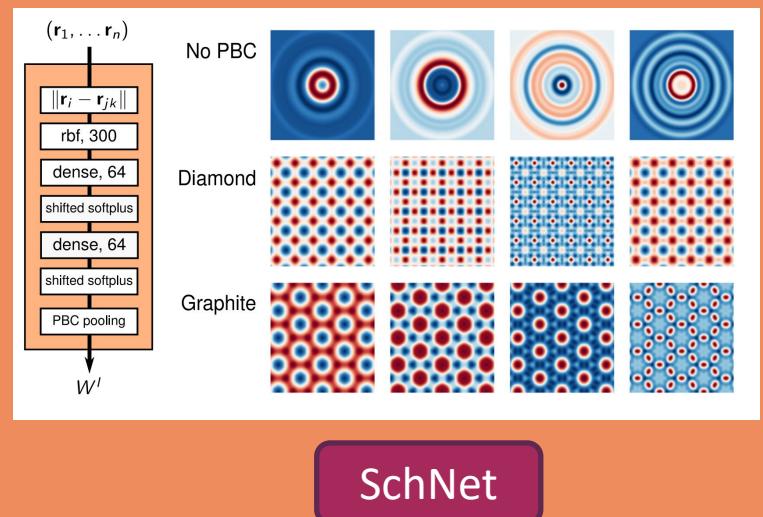
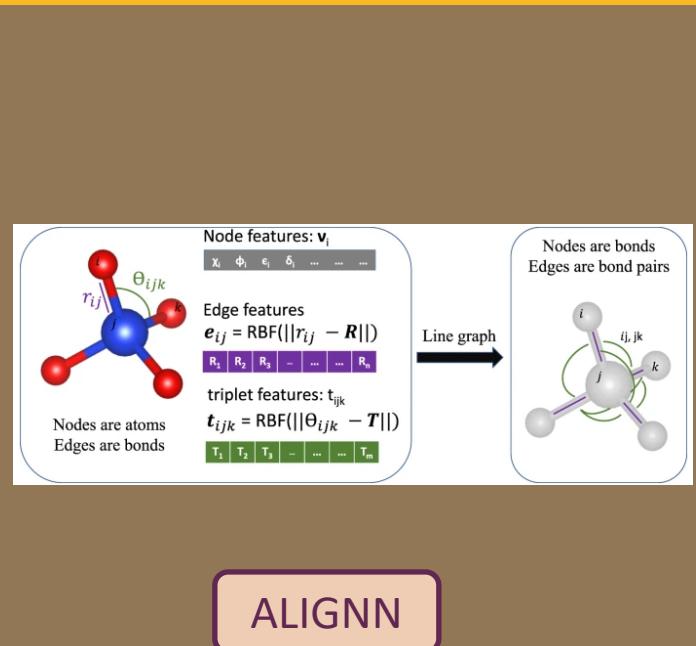
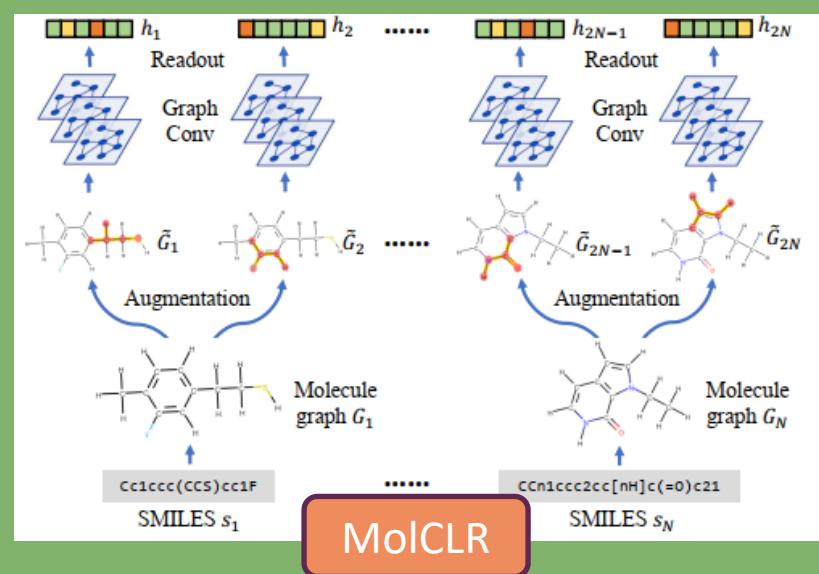
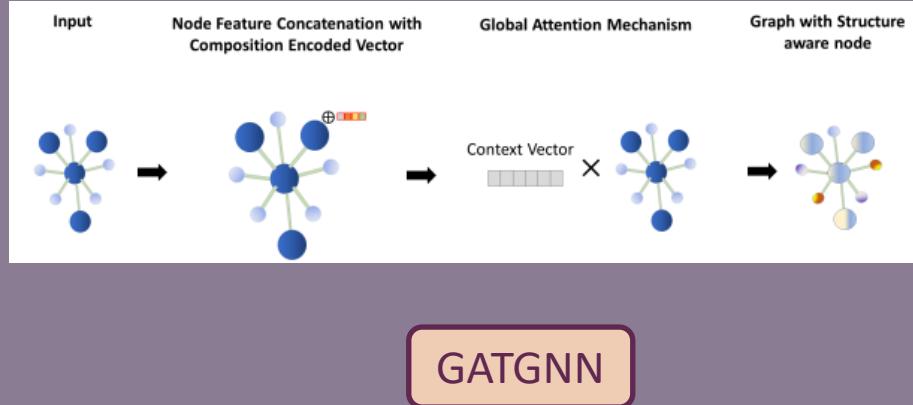
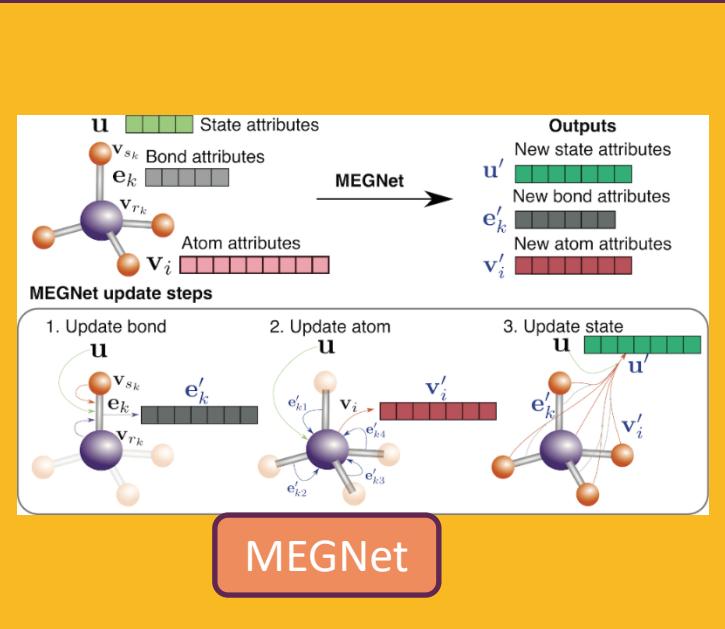
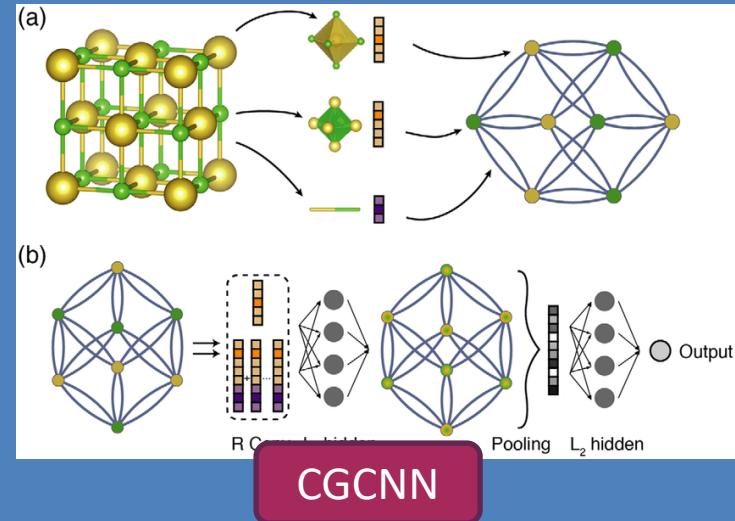
$CC(i)=0.5$



$CC(i)=0$



Case studies on specific tools in a future video



2 pt statistics

