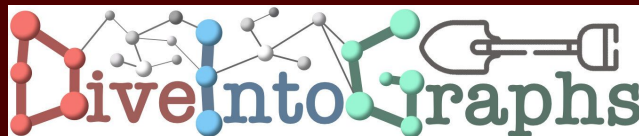




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Frontiers of Graph Neural Networks with DIG

<https://github.com/divelab/DIG/>

Shuiwang Ji, Yaochen Xie, Zhao Xu, Haiyang Yu

Schedule



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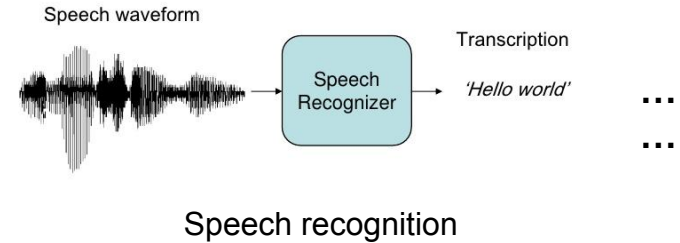
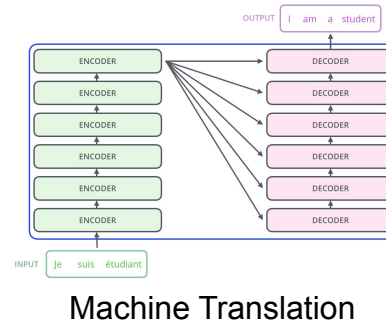
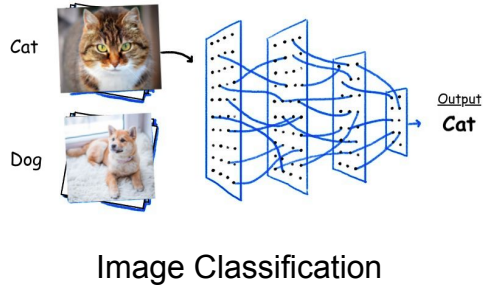
Graph neural networks	20 min	Shuiwang Ji
Self-supervised learning	35 min	Yaochen Xie
Practical session: <i>dig.sslgraph</i>	15 min	Zhao Xu
Q&A	10 min	All
Explainability	35 min	Haiyang Yu
Practical session: <i>dig.xgraph</i>	15 min	Haiyang Yu
Q&A	10 min	All

Success of Deep Learning



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Deep learning shines on many tasks

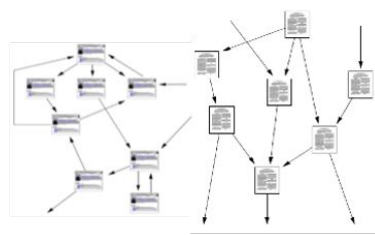
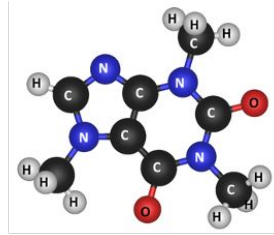


Graphs



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Objects + Relationships = Graph



.....

Tasks over Graphs



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- Node-level classification/regression
- Graph-level classification/regression
- Link prediction
- Generation
- Explainability
-

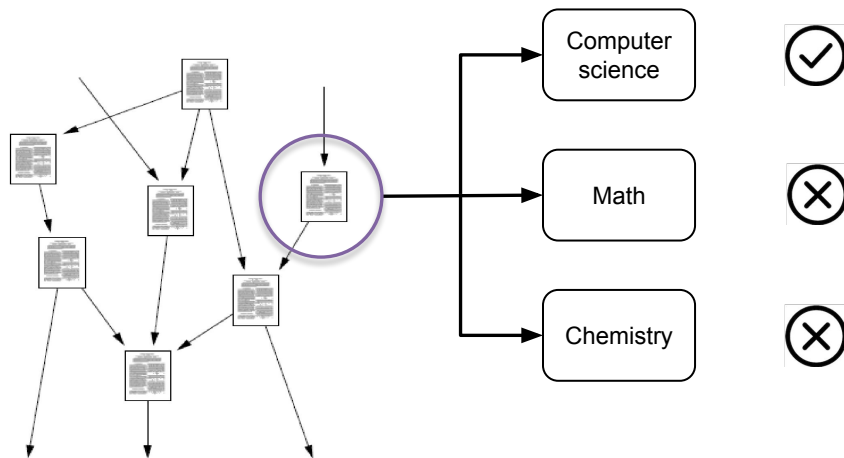


Tasks on Graph Data



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- e.g., Node classification
 - Document classification in a citation network

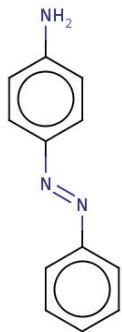


Tasks on Graph Data

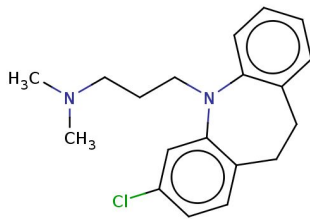


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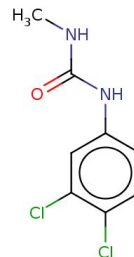
- e.g., Graph classification
 - Molecular property prediction



Toxic



Non-toxic



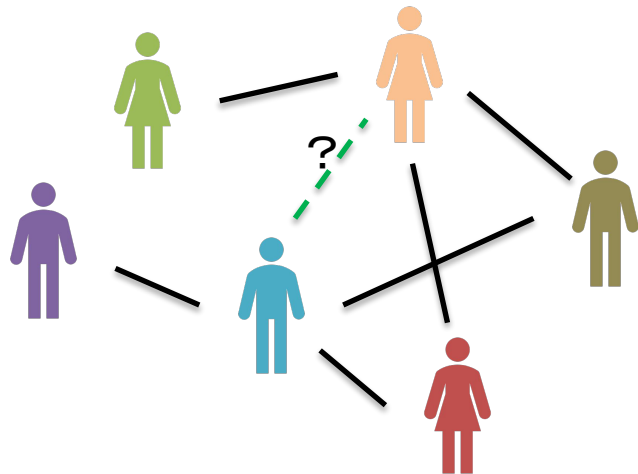
?

Tasks on Graph Data



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- e.g., Link prediction
 - Friend suggestion in a social network





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Graph Neural Networks: Basic Concepts

<https://github.com/divelab/DIG/>

Notations



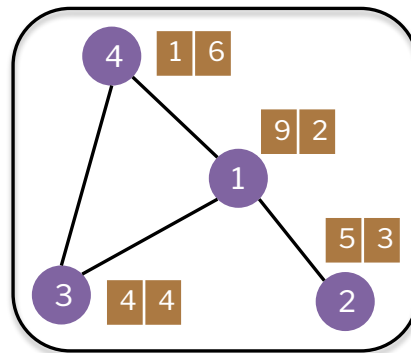
- $G = (X, A)$
- Adjacency matrix

$$A: \begin{bmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{bmatrix} \in R^{N \times N}$$

- Feature matrix

$$X: \begin{bmatrix} 9 & 2 \\ 5 & 3 \\ 4 & 4 \\ 1 & 6 \end{bmatrix} \in R^{N \times d}$$

- We will consider edge features later



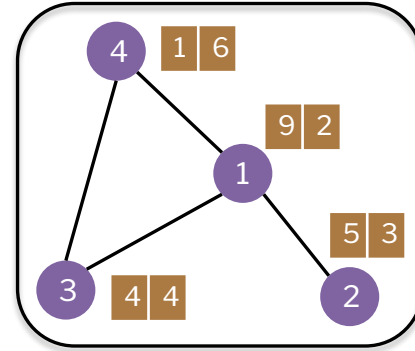
Permutation



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$$X: \begin{bmatrix} 9 & 2 \\ 5 & 3 \\ 4 & 4 \\ 1 & 6 \end{bmatrix} \in R^{N \times d}$$

$$A: \begin{bmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{bmatrix} \in R^{N \times N}$$



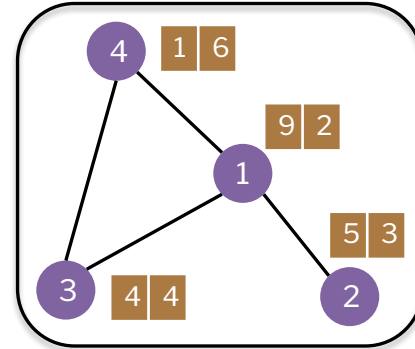
Permutation



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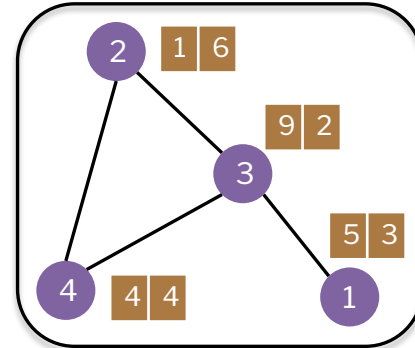
$$X: \begin{bmatrix} 9 & 2 \\ 5 & 3 \\ 4 & 4 \\ 1 & 6 \end{bmatrix} \in R^{N \times d}$$

$$A: \begin{bmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{bmatrix} \in R^{N \times N}$$



$$X': \begin{bmatrix} 5 & 3 \\ 1 & 6 \\ 9 & 2 \\ 4 & 4 \end{bmatrix} \in R^{N \times d}$$

$$A': \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{bmatrix} \in R^{N \times N}$$



Permutation



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$$X: \begin{bmatrix} 9 & 2 \\ 5 & 3 \\ 4 & 4 \\ 1 & 6 \end{bmatrix} \in R^{N \times d}$$

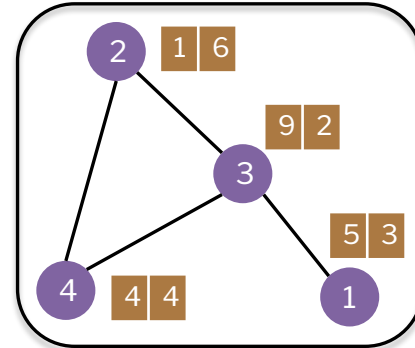
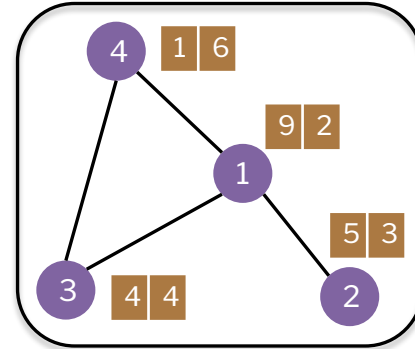
$$A: \begin{bmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{bmatrix} \in R^{N \times N}$$

Permutation matrix:

$$P: \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \in \{0,1\}^{N \times N}$$

$$X': \begin{bmatrix} 5 & 3 \\ 1 & 6 \\ 9 & 2 \\ 4 & 4 \end{bmatrix} \in R^{N \times d}$$

$$A': \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{bmatrix} \in R^{N \times N}$$

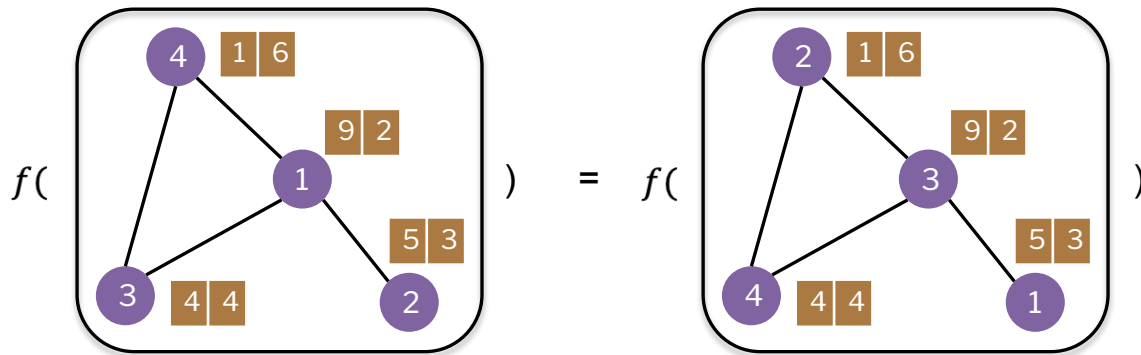


- For graph-level representations

- We learn a function f that maps a graph $G = (X, A)$ to a representation **vector** $\in \mathbb{R}^{d'}$

$$f(X, A) = f(PX, PAP^T)$$

- P is any permutation matrix



Permutation Equivariance

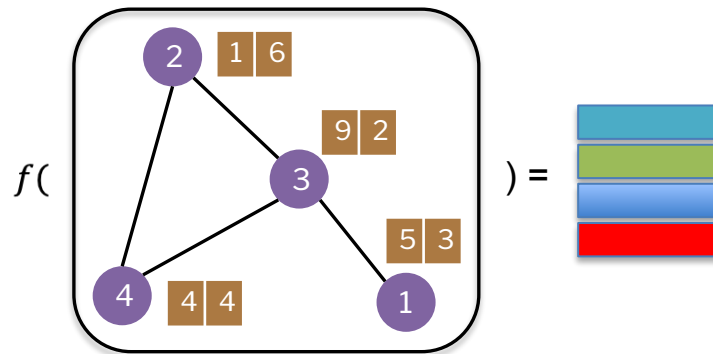
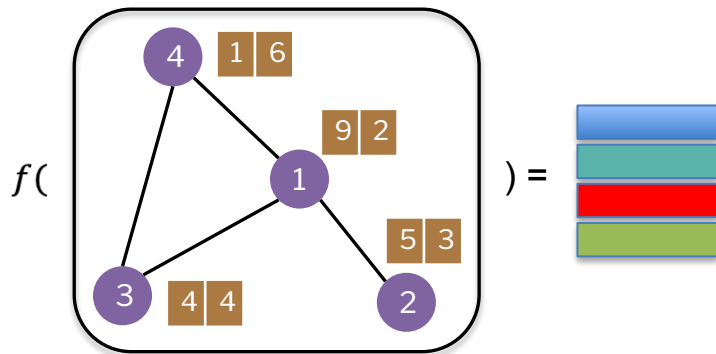


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- For node-level representations

- We learn a function f that maps a graph $G = (X, A)$ to a node representation **matrix** $\in \mathbb{R}^{N \times d'}$

$$Pf(X, A) = f(PX, PAP^T)$$





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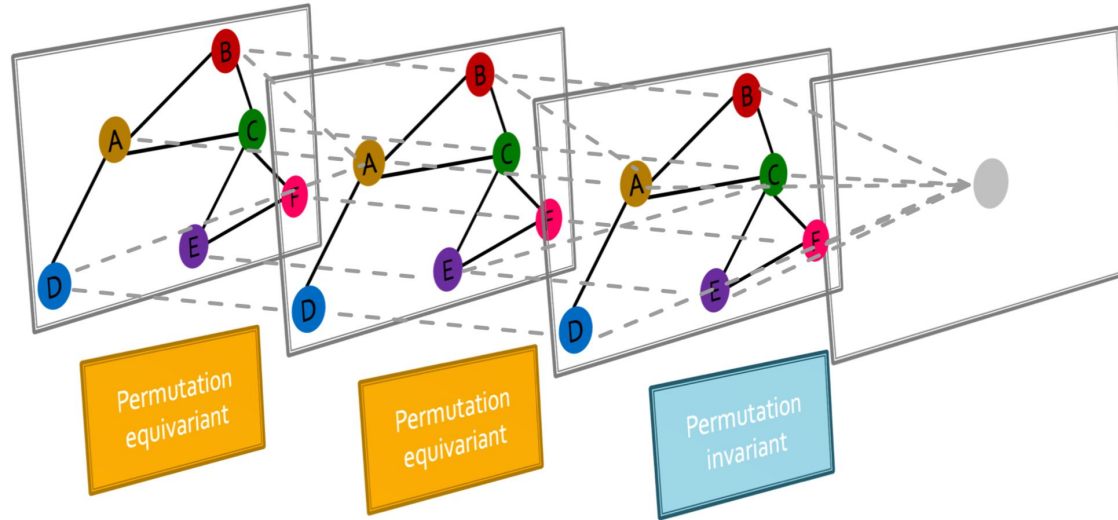
Engineering

Graph Neural Networks

Partially based on materials at:

<https://geometricdeeplearning.com/lectures/>

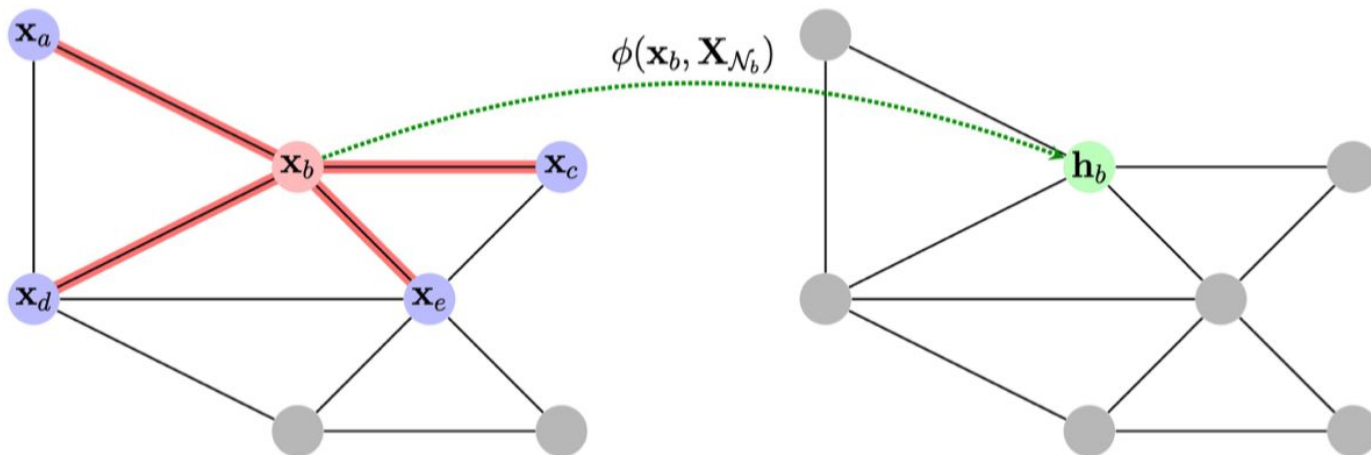
- GNNs are composed of multiple permutation equivariant/invariant layers/functions



• Neighborhood aggregation!

- Neighborhood features $X_{\mathcal{N}_i} = \{\{x_j: j \in \mathcal{N}_i\}\}$
- Define a local function $\phi(x_i, X_{\mathcal{N}_i})$

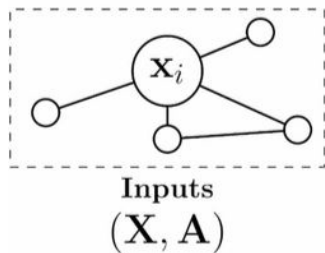
$$H = f(X, A) = \begin{bmatrix} \phi(x_1, X_{\mathcal{N}_1}) \\ \dots \\ \phi(x_N, X_{\mathcal{N}_N}) \end{bmatrix}$$



Blueprint for Learning on Graphs



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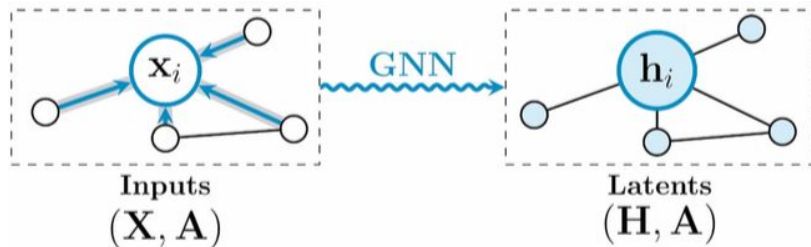
Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković, Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges.

Department of Computer Science & Engineering

Blueprint for Learning on Graphs



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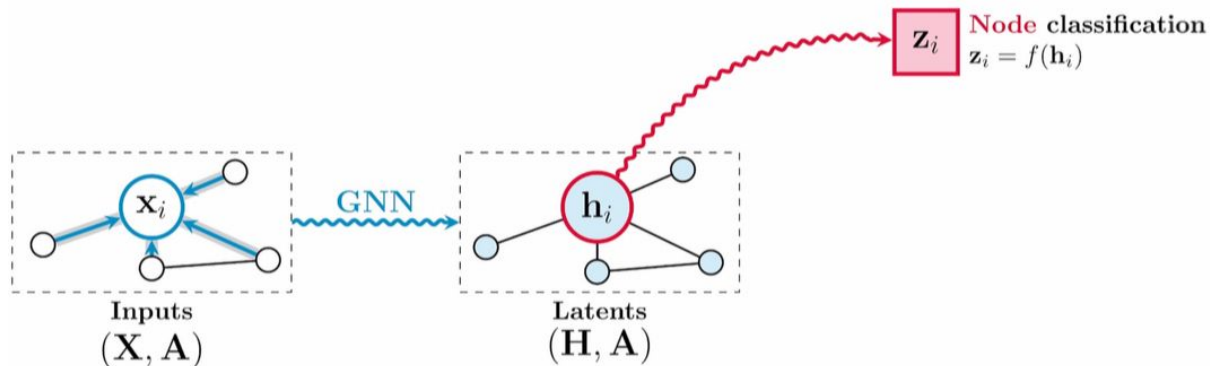
Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković, Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges.

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Blueprint for Learning on Graphs



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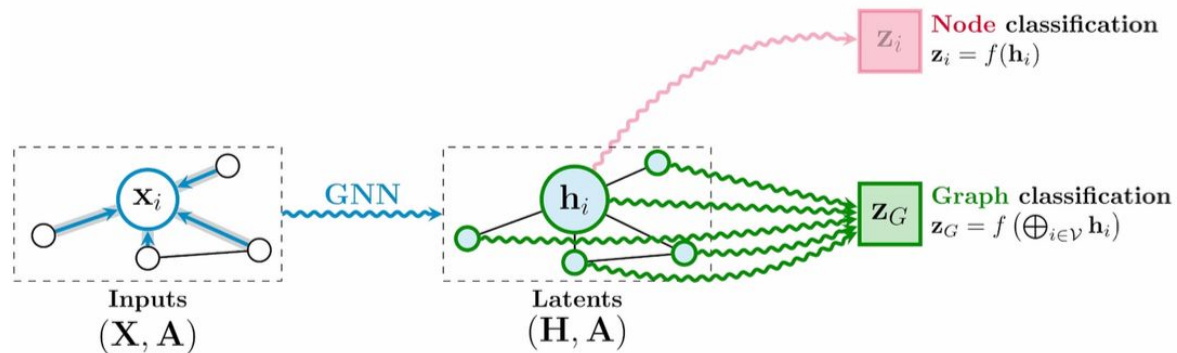
Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković, Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges.

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Blueprint for Learning on Graphs



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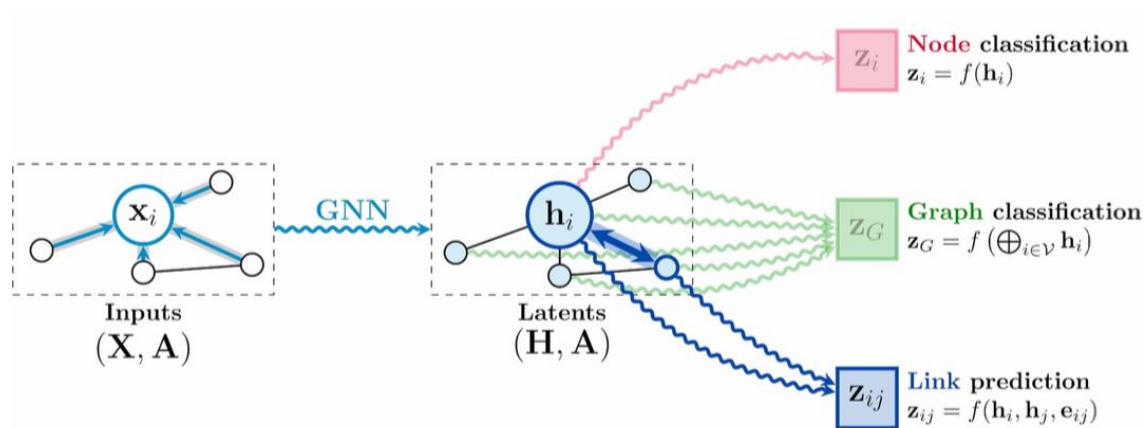
Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković, *Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges*.

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Blueprint for Learning on Graphs



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Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković, *Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges*.

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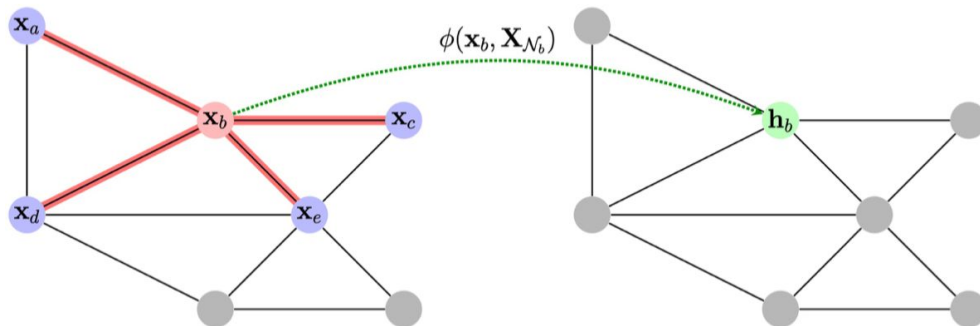
What's in a GNN layer



- Neighborhood aggregation!

- We build permutation **equivariant** functions $f(X, A)$ on graphs by **sharing** the local permutation **invariant** function $\phi(x_i, X_{\mathcal{N}_i})$
- How to implement ϕ ?

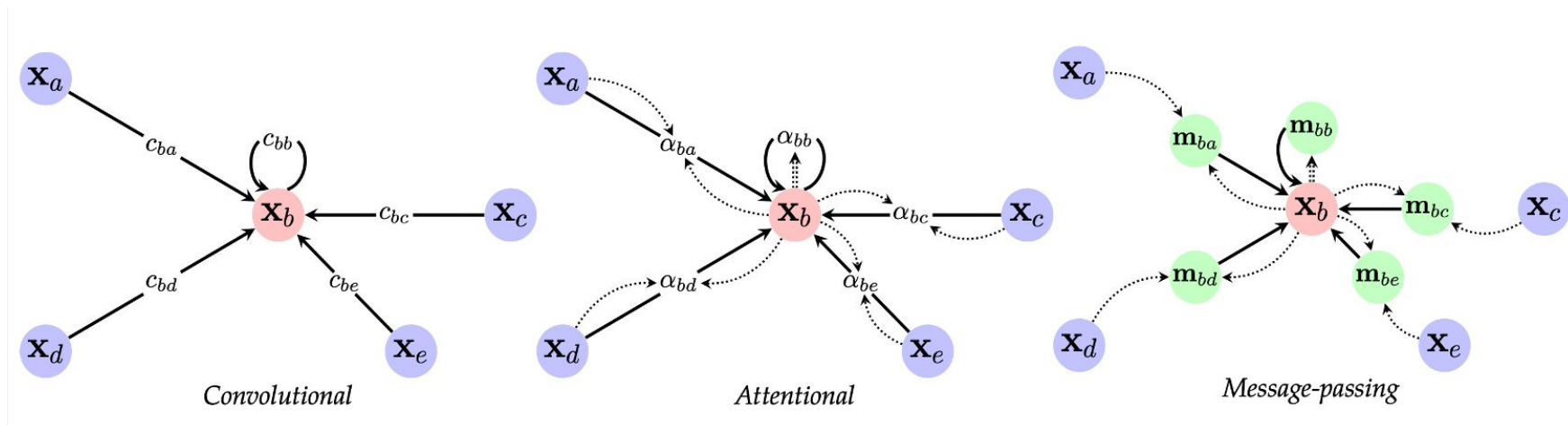
$$H = f(X, A) = \begin{bmatrix} \phi(x_1, X_{\mathcal{N}_1}) \\ \dots \\ \phi(x_N, X_{\mathcal{N}_N}) \end{bmatrix}$$



Three “flavours” of GNN layers



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$$\mathbf{h}_u = \phi \left(\mathbf{x}_u, \bigoplus_{v \in \mathcal{N}_u} c_{uv} \psi(\mathbf{x}_v) \right)$$

$$\mathbf{h}_u = \phi \left(\mathbf{x}_u, \bigoplus_{v \in \mathcal{N}_u} a(\mathbf{x}_u, \mathbf{x}_v) \psi(\mathbf{x}_v) \right)$$

$$\mathbf{h}_u = \phi \left(\mathbf{x}_u, \bigoplus_{v \in \mathcal{N}_u} \psi(\mathbf{x}_u, \mathbf{x}_v) \right)$$

Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković, *Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges*.

Department of Computer Science & Engineering

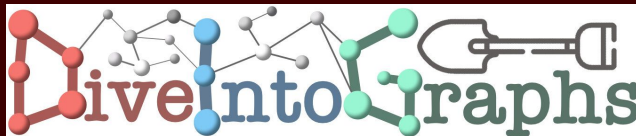
- Self-supervised learning of GNNs
 - Studies how to train GNNs with unlabeled graph data
 - Applications: pre-training in drug discovery, node representation learning for industrial large-scale graphs.
- GNN explainability
 - Studies the cause of GNN predictions
 - Applications: building trustworthy and transparent GNN models
- Graph generation, 3D geometric GNNs, etc.



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Self-Supervised Learning on Graphs

<https://github.com/divelab/DIG/>

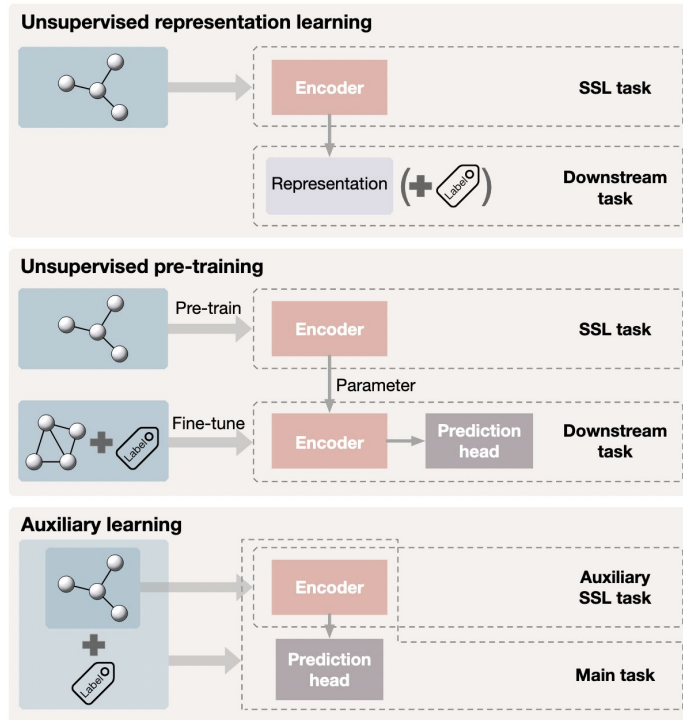


Self-supervised Learning



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- Training models with **self-supervision**.
- Success in text and image data. We see an explosion of graph SSL papers.
- Three paradigms of using self-supervised learning
 - Unsupervised representation learning
 - Unsupervised pre-training
 - Auxiliary learning



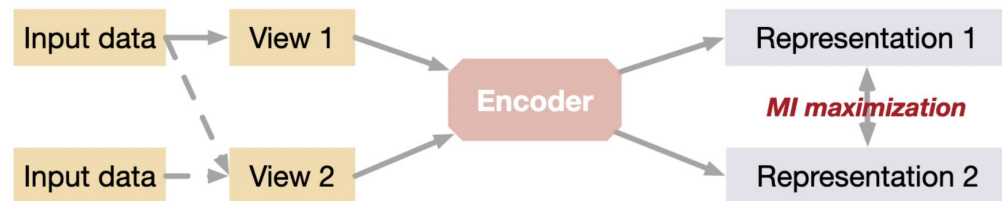
Xie et al. Self-Supervised Learning of Graph Neural Networks: A Unified Review. TPAMI, 2022.

Contrastive vs Predictive: are negative pairs required?

- Contrastive

- Maximizes mutual information
- Focuses on designing view generation

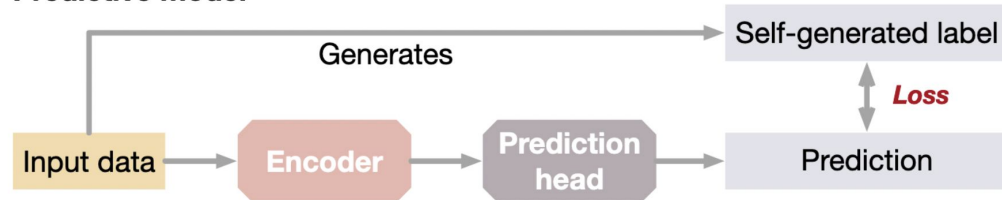
Contrastive model



- Predictive

- Ad-hoc pretext-tasks / information bottleneck
- Focuses on designing task/objective

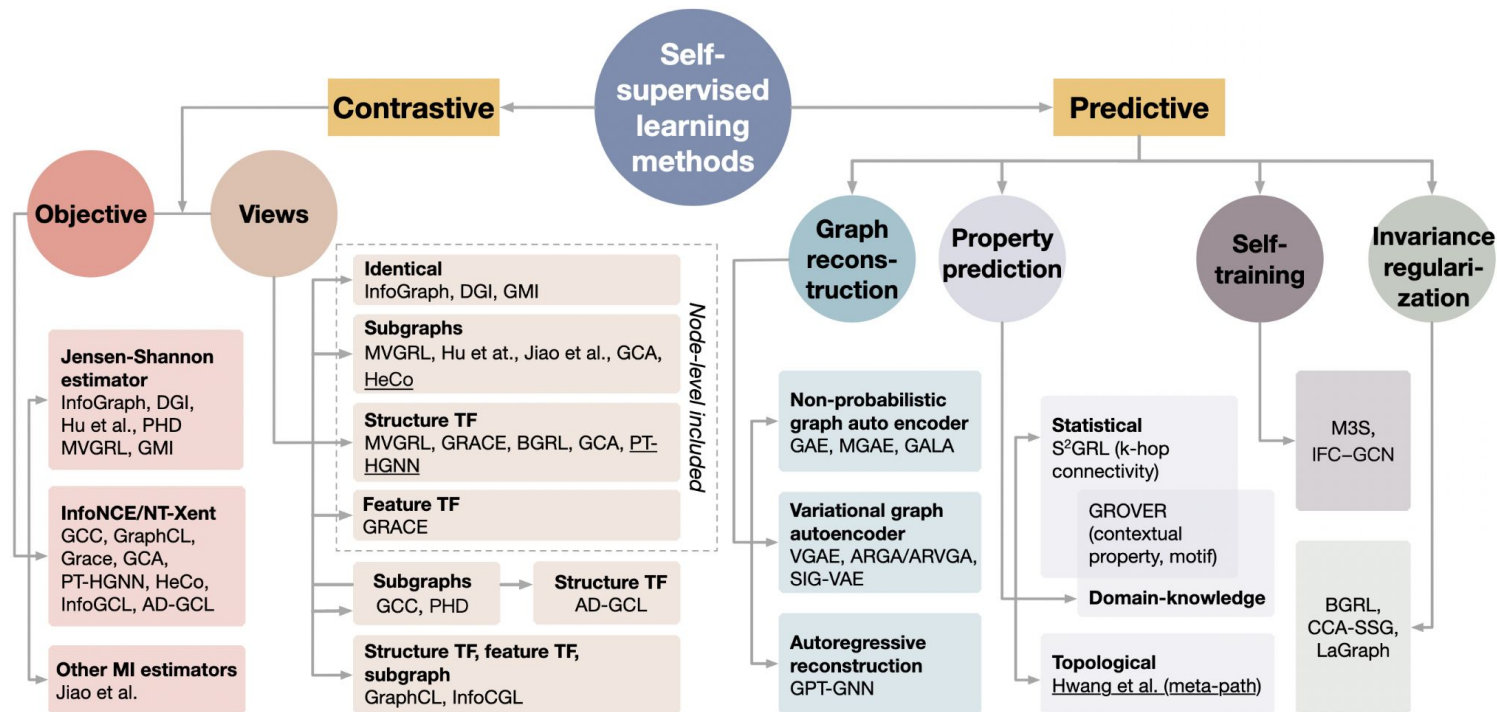
Predictive model



Taxonomy of SSL Methods



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Xie et al. Self-Supervised Learning of Graph Neural Networks: A Unified Review. TPAMI, 2022.

- Representations of “similar” graph data to be closer, and that of “dissimilar” graph data to be further from each other.
- In practice, we do not have ground-truth or defined measurement for similarity. We construct augmented graphs (or subgraphs) from the same graph to be “similar”, and different graph samples are “dissimilar”.

- Representations of “similar” graph data to be closer, and that of “dissimilar” graph data to be further from each other.
- Theoretical grounding: mutual information maximization. Jointly sampled graphs are “similar”, while independently sampled graphs are “dissimilar”

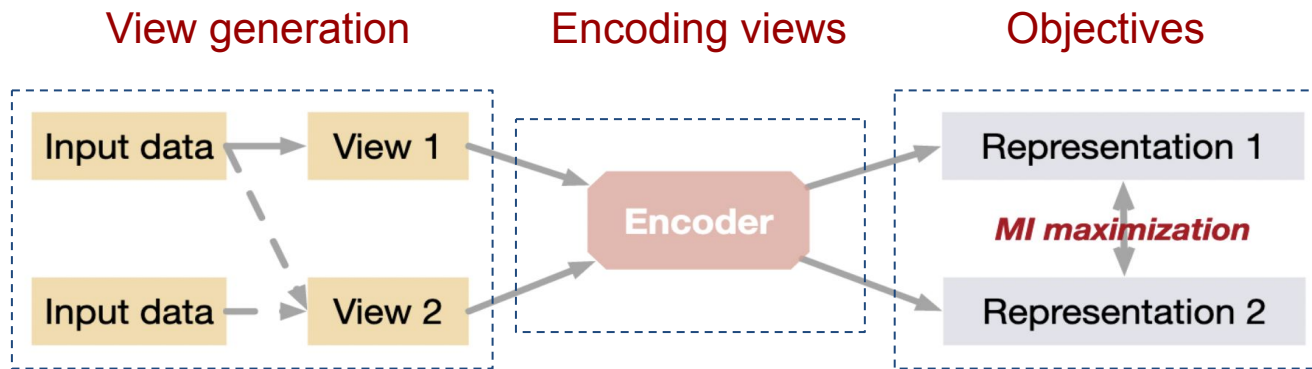
$$\mathcal{I}(\mathbf{x}, \mathbf{y}) = D_{KL}(p(\mathbf{x}, \mathbf{y}) || p(\mathbf{x})p(\mathbf{y}))$$

- We consider a graph as a random variable and obtain two views of the graph.
- Representations of the two views are $\mathbf{x}$ and $\mathbf{y}$. A good GNN should encode two views into representation that share as much mutual information as possible.

Contrastive Methods



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Xie et al. Self-Supervised Learning of Graph Neural Networks: A Unified Review. TPAMI, 2022.

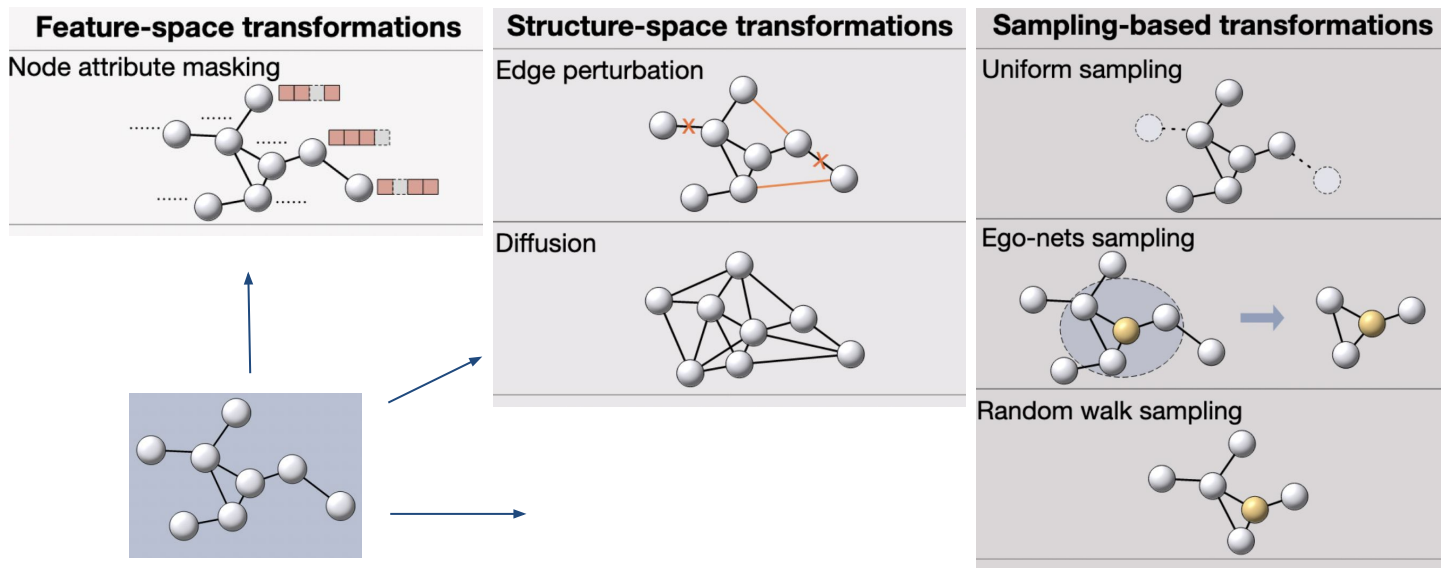
- Derived as lower bounds of mutual information
 - Jensen-Shannon Estimator (DGI, InfoGraph, MVGRL, etc.)

$$\hat{\mathcal{I}}^{(JS)}(\mathbf{h}_i, \mathbf{h}_j) = \mathbb{E}_{(\mathbf{A}, \mathbf{X}) \sim \mathcal{P}} [\log(\mathcal{D}(\mathbf{h}_i, \mathbf{h}_j))] + \mathbb{E}_{[(\mathbf{A}, \mathbf{X}), (\mathbf{A}', \mathbf{X}') \sim \mathcal{P} \times \mathcal{P}]} [\log(1 - \mathcal{D}(\mathbf{h}_i, \mathbf{h}'_j))]$$

- InfoNCE (GraphCL, GRACE, etc.)

$$\begin{aligned} \hat{\mathcal{I}}^{(\text{NCE})}(\mathbf{h}_i, \mathbf{h}_j) &= \mathbb{E}_{(\mathbf{A}, \mathbf{X}) \sim \mathcal{P}} \left[\mathcal{D}(\mathbf{h}_i, \mathbf{h}_j) - \mathbb{E}_{\mathbf{K} \sim \mathcal{P}^N} \left[\log \sum_{(\mathbf{A}', \mathbf{X}') \in \mathbf{K}} e^{\mathcal{D}(\mathbf{h}_i, \mathbf{h}'_j)} / N \mid (\mathbf{A}, \mathbf{X}) \right] \right] \\ &= \mathbb{E}_{[(\mathbf{A}, \mathbf{X}), \mathbf{K}] \sim \mathcal{P} \times \mathcal{P}^N} \left[\log \frac{e^{\mathcal{D}(\mathbf{h}_i, \mathbf{h}_j)}}{\sum_{(\mathbf{A}', \mathbf{X}') \in \mathbf{K}} e^{\mathcal{D}(\mathbf{h}_i, \mathbf{h}'_j)}} \right] + \log N \end{aligned}$$

- Three types of graph transformations for view generation

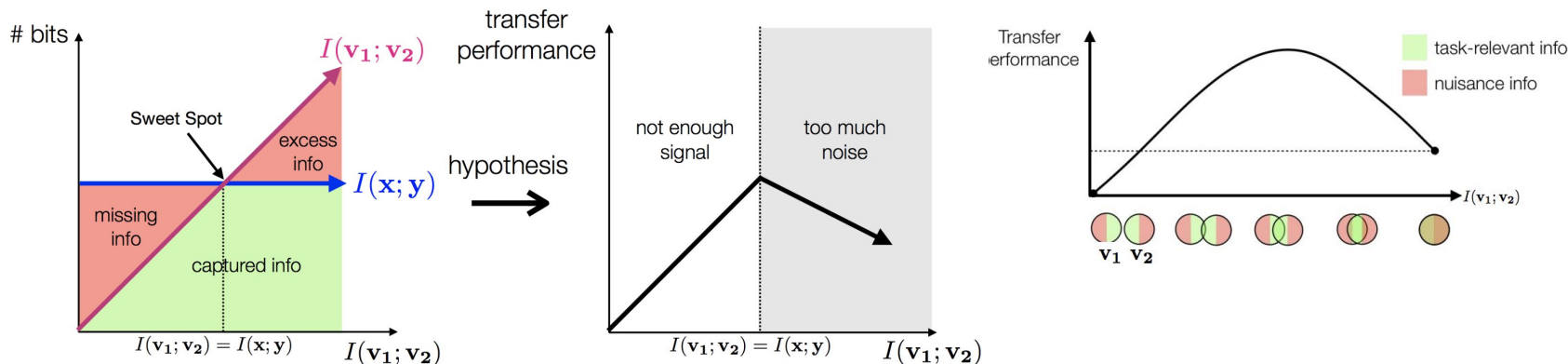


What are good views for graphs?



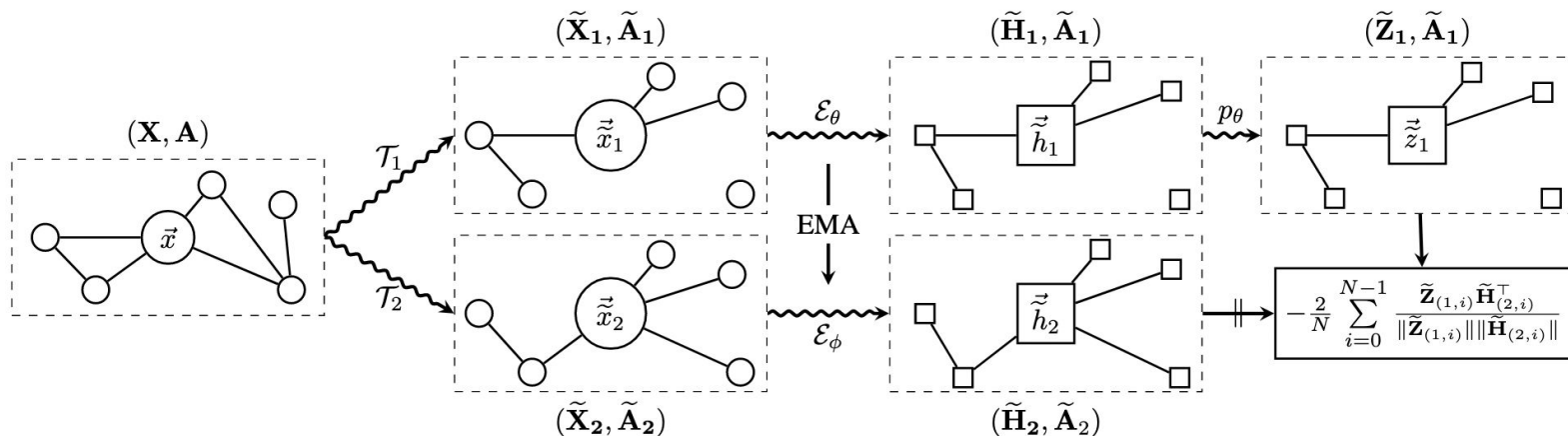
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- Ideally, good views (v_1, v_2) generated for contrastive learning should
 - Have their mutual information $I(v_1, v_2)$ minimized
 - Subject to $I(v_1, y) = I(v_2, y) = I(x, y)$



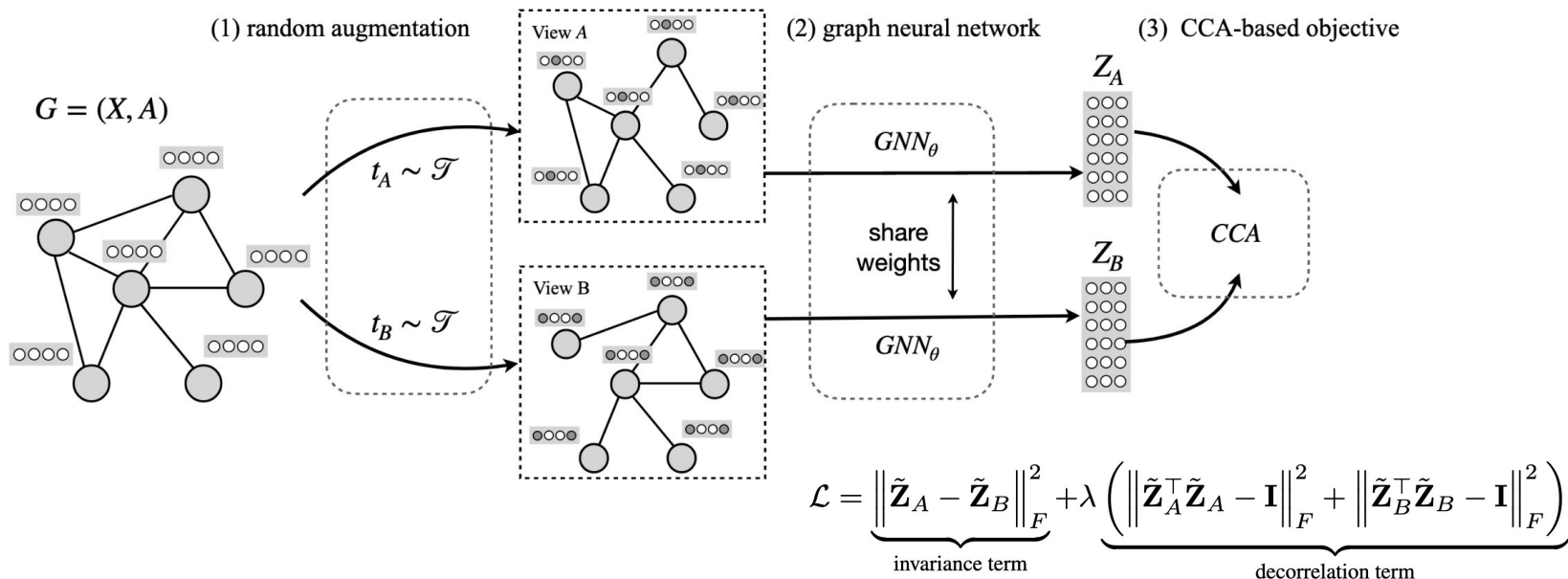
- The principle is even **more important for graphs.**

- BGRL

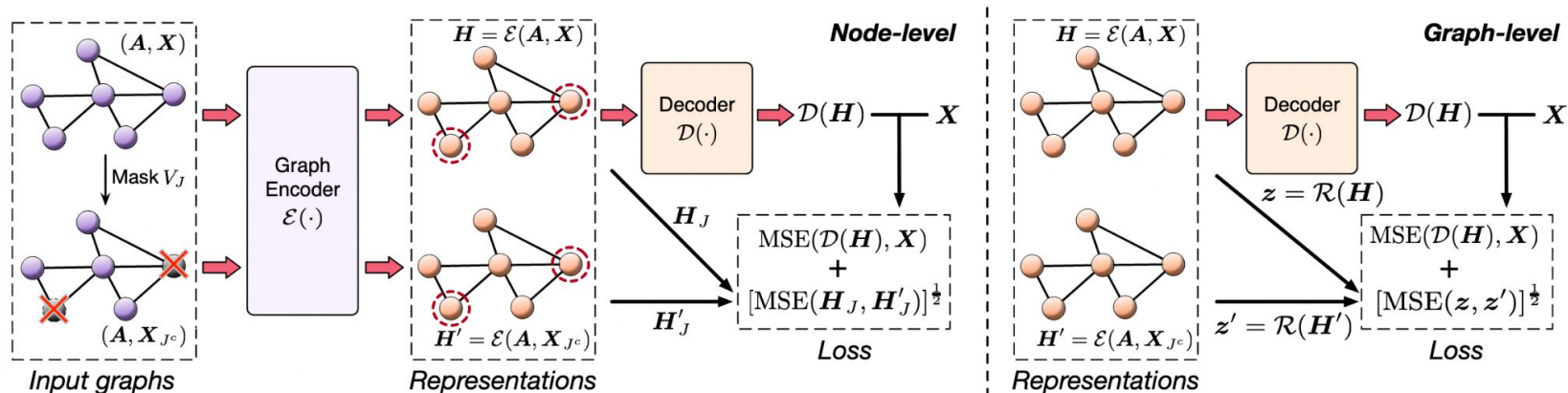


$$\theta \leftarrow \text{optimize}(\theta, \eta, \partial_\theta \ell(\theta, \phi)) \quad \text{EMA update: } \phi \leftarrow \tau \phi + (1 - \tau) \theta$$

- CCA-SSG

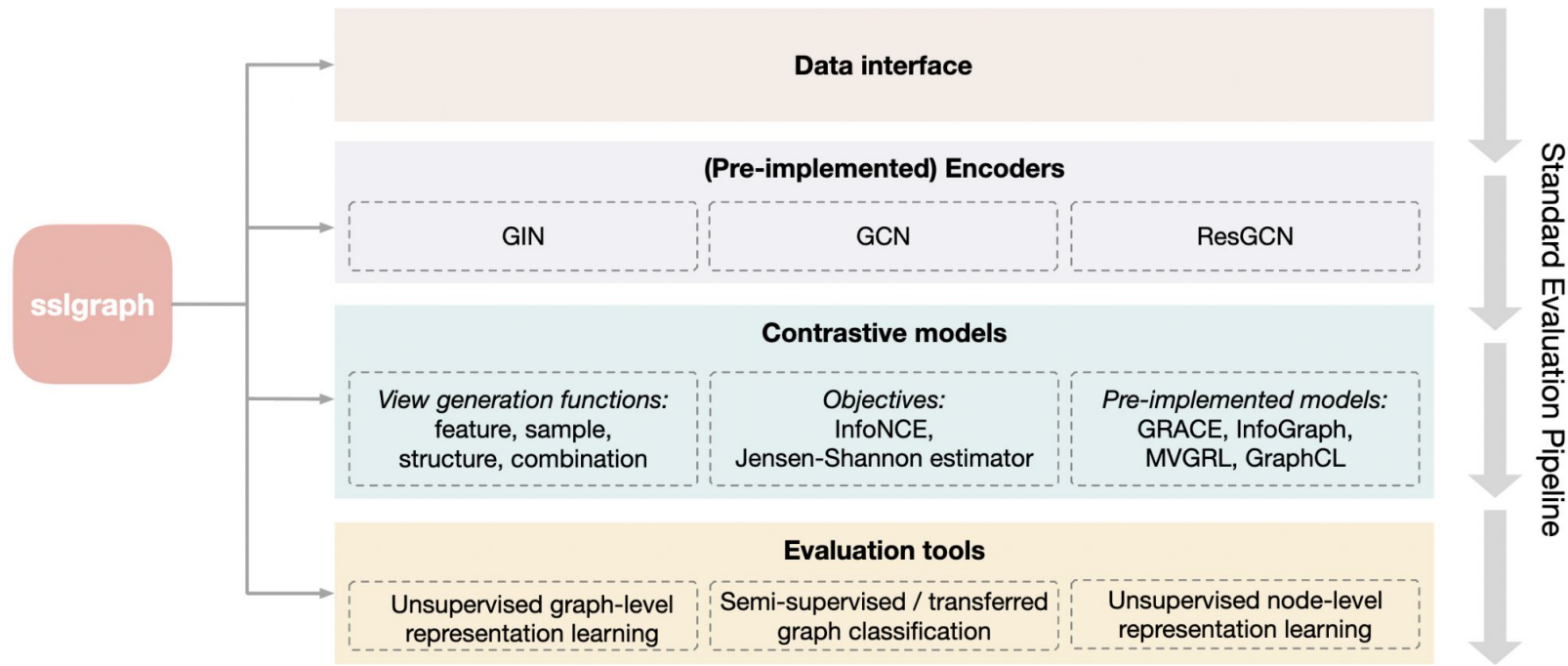


- LaGraph



$$L_{node}(\mathcal{E}, \mathcal{D}) = \frac{1}{N} \sum_{i=1}^N \|\mathcal{D}(A_i, H_i) - X_i\|^2 + \alpha \left[\frac{\sum_i \|\mathbb{1}_{J_i} \odot H_i - \mathbb{1}_{J_i} \odot H'_i\|^2}{\sum_i |J_i|} \right]^{1/2} \quad ; \quad + \alpha' \left[\frac{\sum_i \|z_i - z'_i\|^2}{\sum_i |J_i|} \right]^{1/2}$$

- Similarity
 - Do not requires negative samples.
 - Better scalability.
 - Their objectives include a term to regularize the invariance of representations to different views (minimize their distance)
 - Effectiveness can be justified by the **Information Bottleneck Principle**
- Difference
 - The formulation of entire objectives are different.
 - Based on or derived from different theoretical grounding/insights
 - Different technique to guarantee informative representations





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Q&A



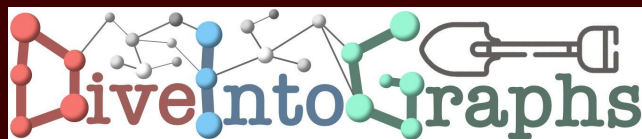
Next session:
*Explainability of
GNNs*



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Explainability of GNNs

<https://github.com/divelab/DIG/>



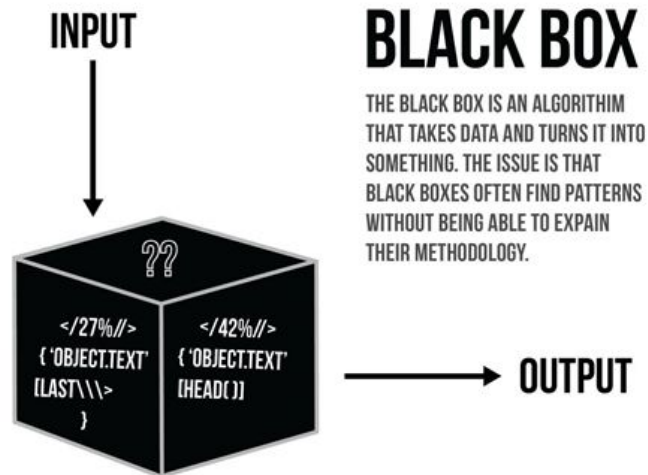
Why Explainability



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Good performance but

- People don't understand deep model
 - taking it as black box
- People don't trust deep model
 - when the model fails



Explainability:

- Provide human-intelligible explanations to build trustworthy AI

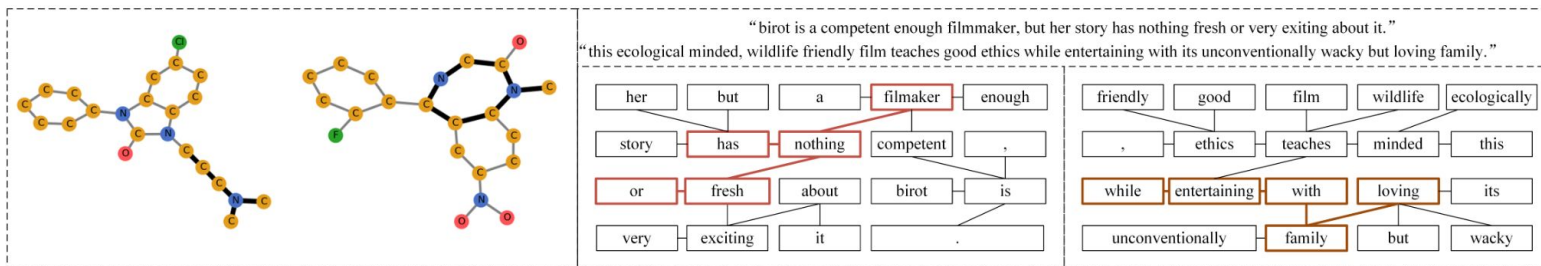
Reference: <https://towardsdatascience.com/guide-to-interpretable-machine-learning-d40e8a64b6cf>

Challenges



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- How to explain GNNs with edge information
 - Instance-level: edge-based, subgraph-based
 - Model-level: xgnn
- How to get human-understandable explanation results
 - Graph Sentiment dataset



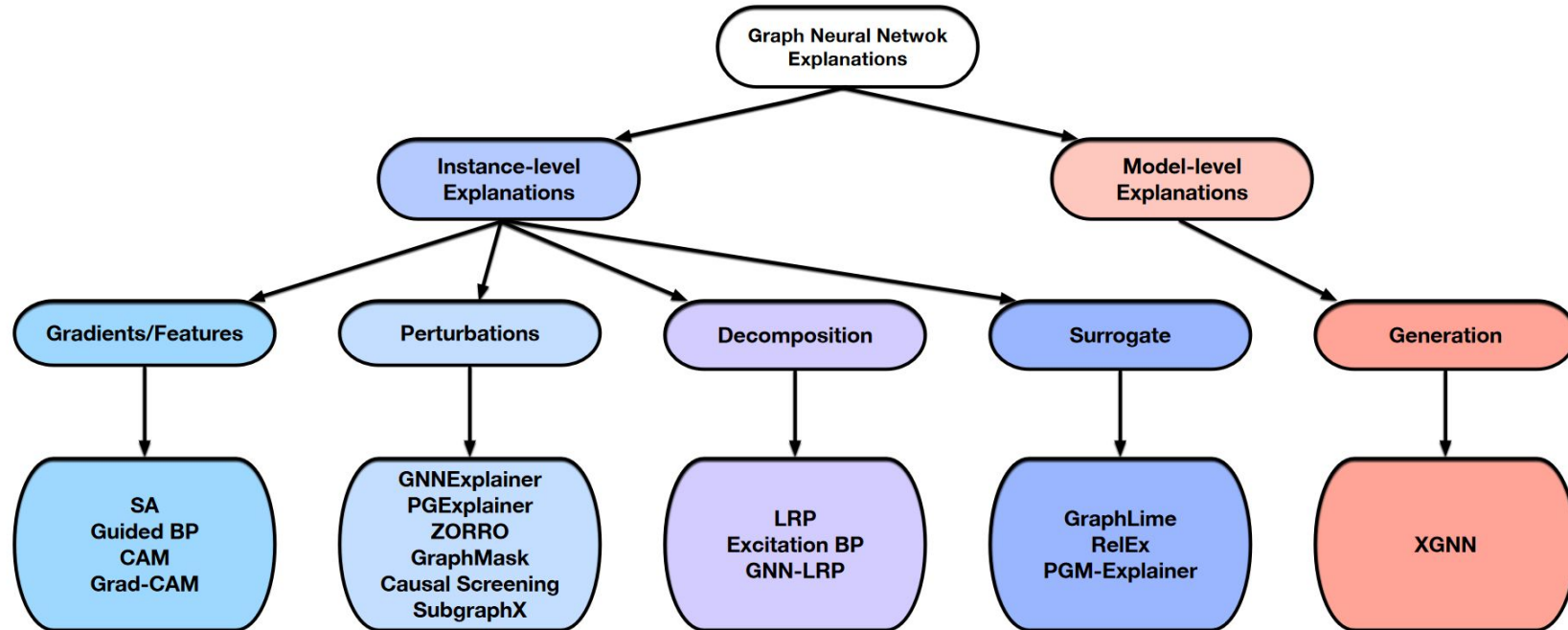
- How to compare explainability methods systematically
 - Quantitative metrics: Fidelity+, Fidelity-, Sparsity

Yuan et al. Explainability in Graph Neural Networks: A Taxonomic Survey. TPAMI 2022.

Overview of methods



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Explanation on GNNs

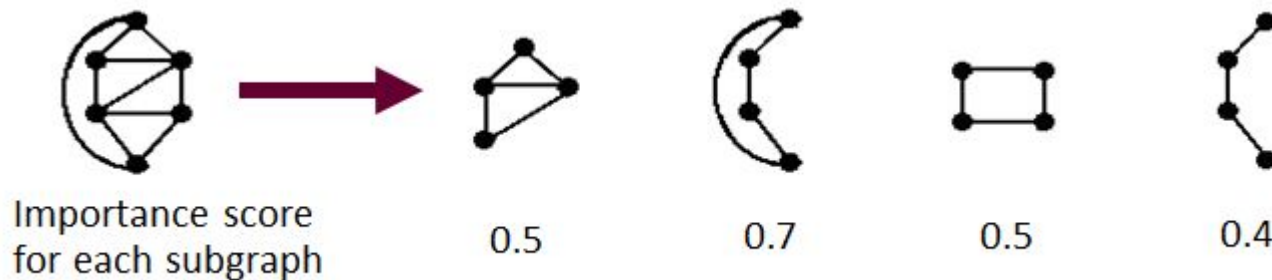


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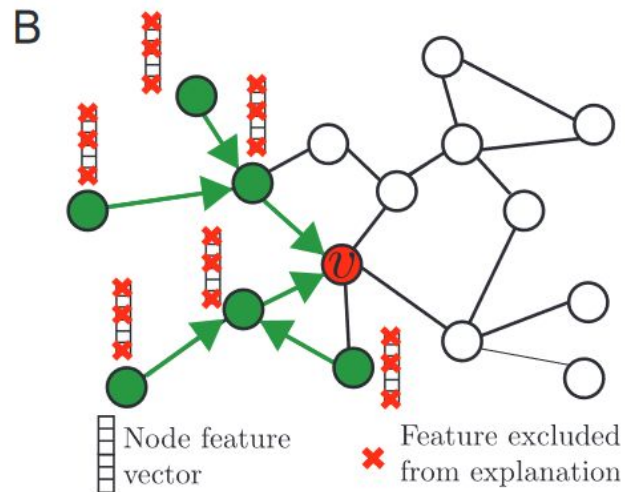
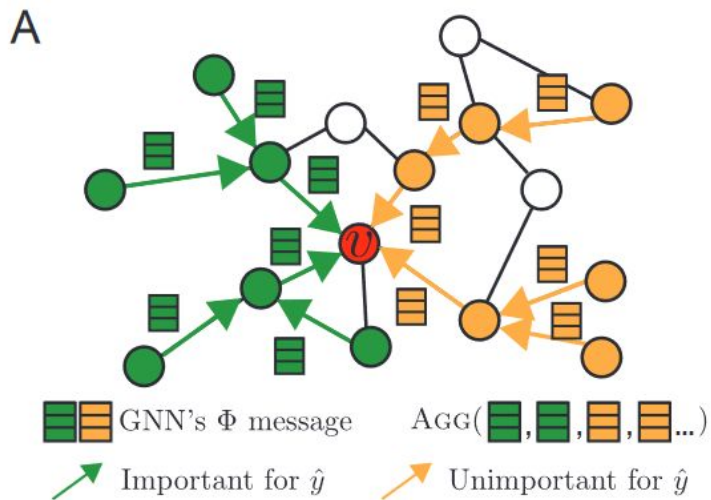
Assigning importance scores on edges



Assigning importance scores on connected subgraphs



- A: Edge masks for class-distinguish important edges
B: Node masks for important node feature dimension.



Explanation based on edges

$$\min_M - \sum_{c=1}^C \mathbf{1}[y = c] \log P_{\Phi}(Y = y \mid G = A_c \odot \sigma(M_E), X = X_c \odot \sigma(M_X))$$

- It learns soft masks on graph edges and node features.
- The masks are randomly initialized and updated to maximum the mutual information between the original predictions and the perturbed graphs.

Explanation based on subgraphs

$$\mathcal{G}^* = \underset{|\mathcal{G}_i| \leq N_{\min}}{\operatorname{argmax}} \operatorname{Score}(f(\cdot), \mathcal{G}, \mathcal{G}_i)$$

- Explore the important subgraphs with Monte Carlo tree search algorithm

$$a^* = \underset{a_j}{\operatorname{argmax}} Q(\mathcal{N}_i, a_j) + U(\mathcal{N}_i, a_j)$$

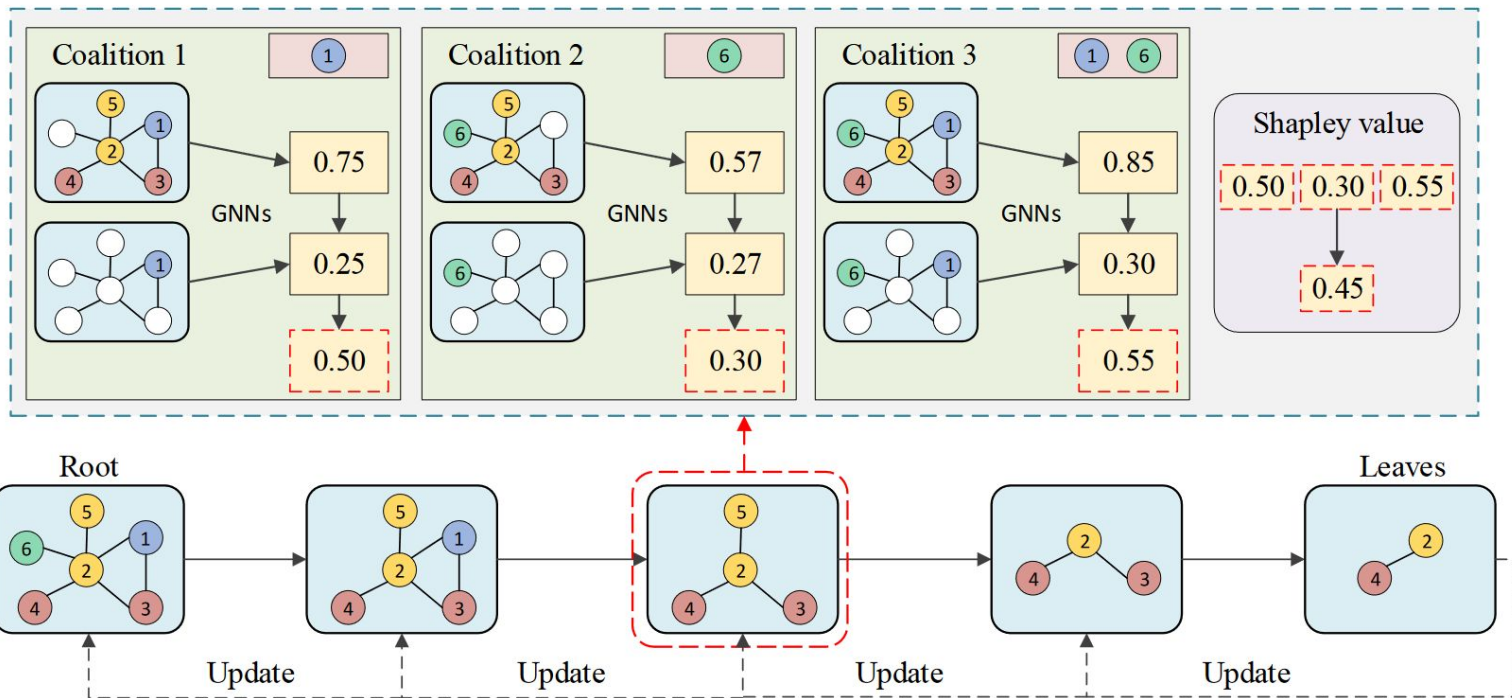
- Take Shapley value as the subgraph importance scores

$$\varphi_i(v) = \sum_{S \subseteq N \setminus \{i\}} \frac{|S|! (n - |S| - 1)!}{n!} (v(S \cup \{i\}) - v(S))$$

SubgraphX



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Yuan et al. On Explainability of Graph Neural Networks via Subgraph Explorations. ICML 2021.

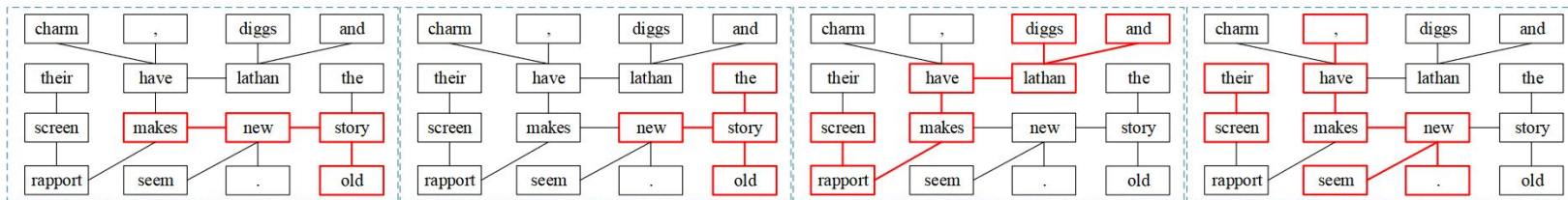
Sentiment Graph Dataset



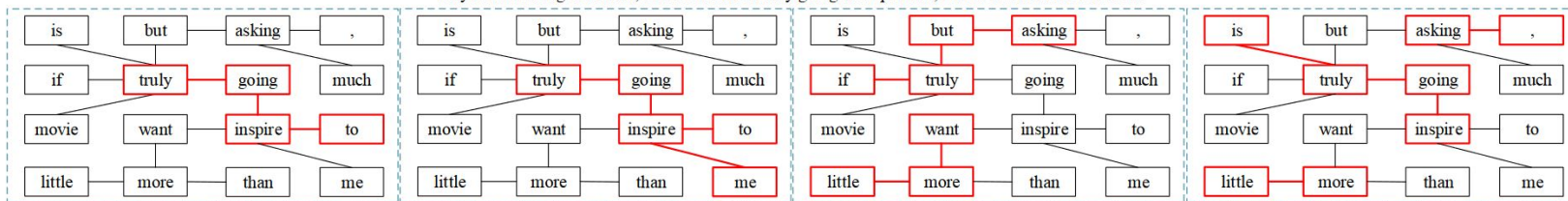
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- Better human evaluations for the explainability results
 - Graph-SST2, Graph-SST5, Graph-Twitter

“lathan and diggs have considerable personal charm, and their screen rapport makes the old story new.”



“maybe it is asking too much, but if a movie is truly going to inspire me, I want a little more than this.”



SubgraphX

MCTS_GNN

PGExplainer

GNExplainer

Yuan et al. Explainability in Graph Neural Networks: A Taxonomic Survey. TPAMI 2022.

Yuan et al. On Explainability of Graph Neural Networks via Subgraph Explorations. ICML 2021.

Evaluation Metrics

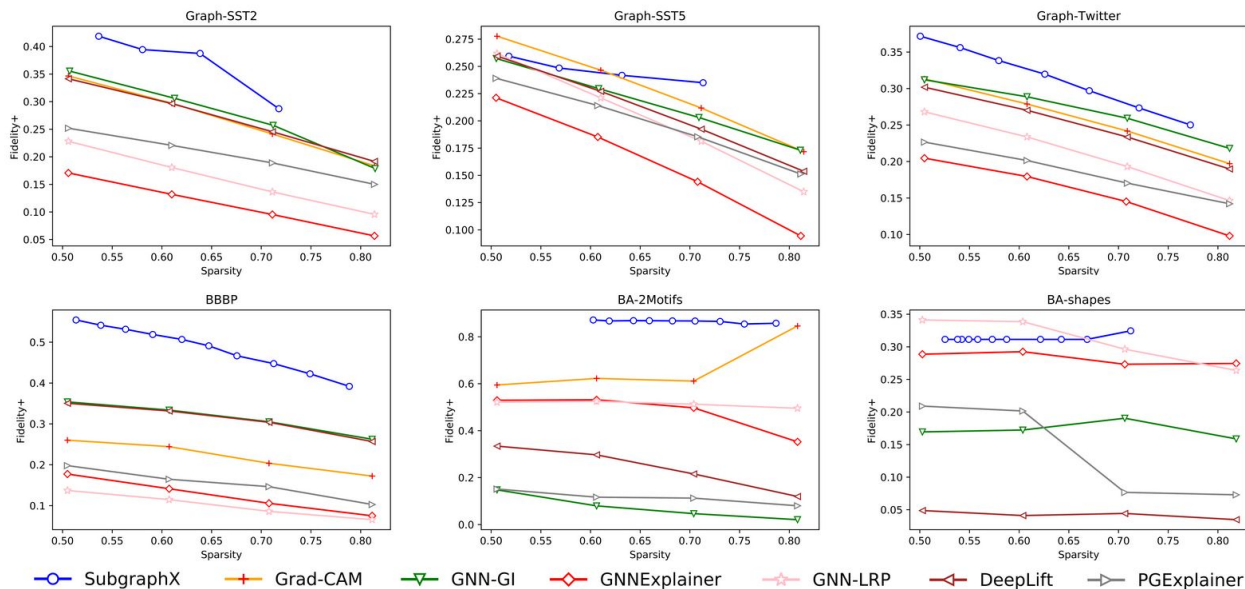


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- Compare different explainability methods systematically

- Fidelity+, Fidelity-, Sparsity

Benchmark of explainability methods using Fidelity and Sparsity



Yuan et al. Explainability in Graph Neural Networks: A Taxonomic Survey. TPAMI 2022.



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Q&A

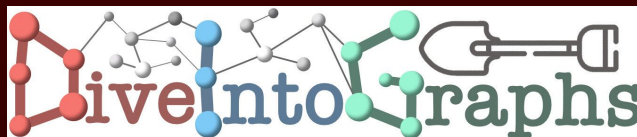


DIG



xgraph
benchmark

Thank you!



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