

Reverse Graph Learning for Graph Neural Network

IEEE Transactions on Neural Networks and Learning Systems

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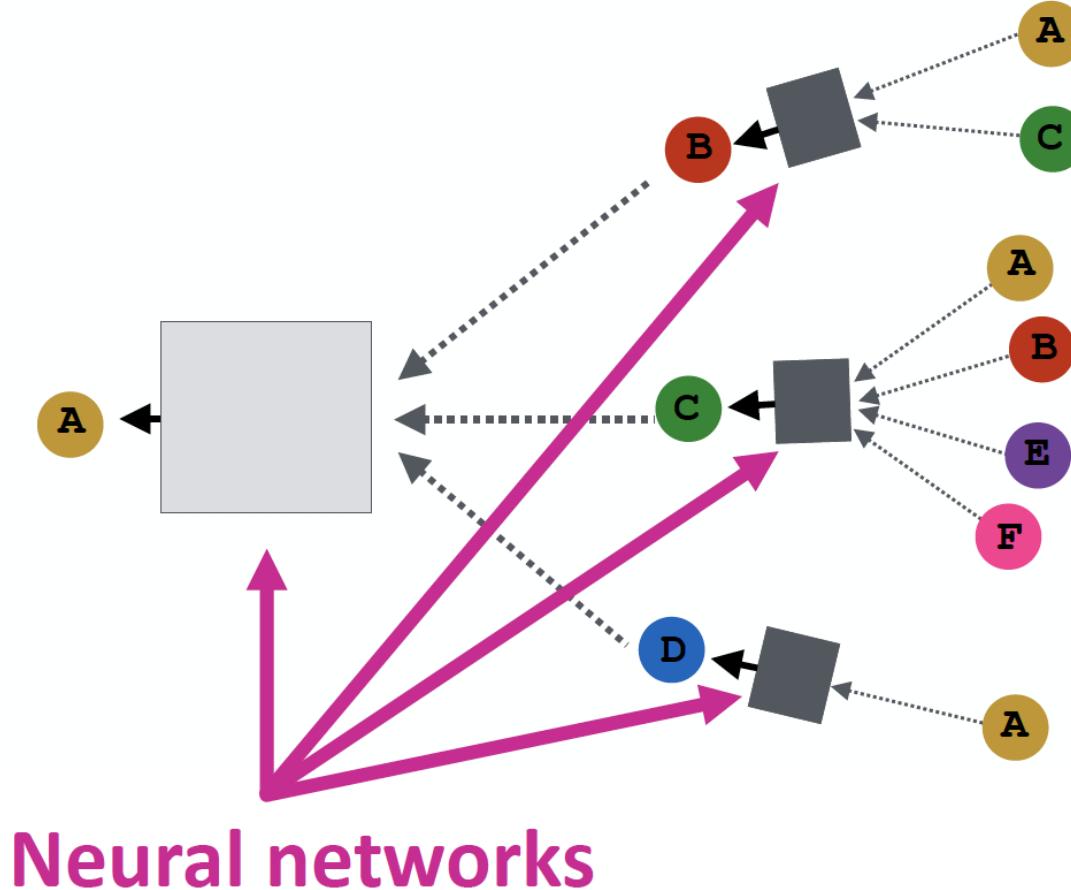
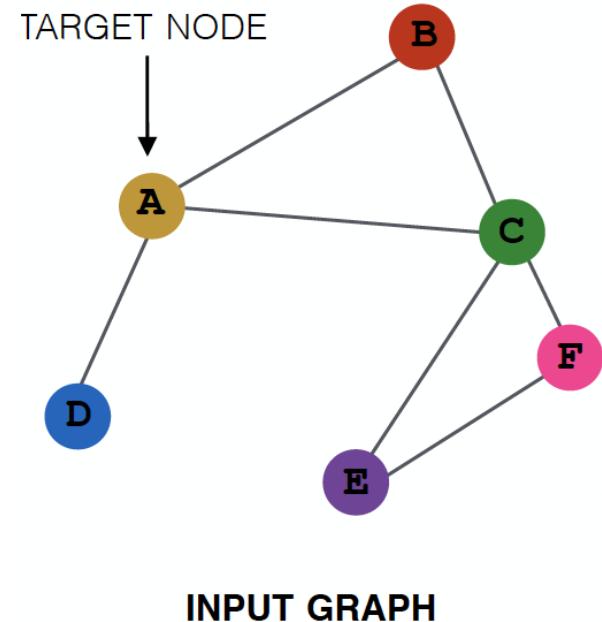
M2022188 박현석

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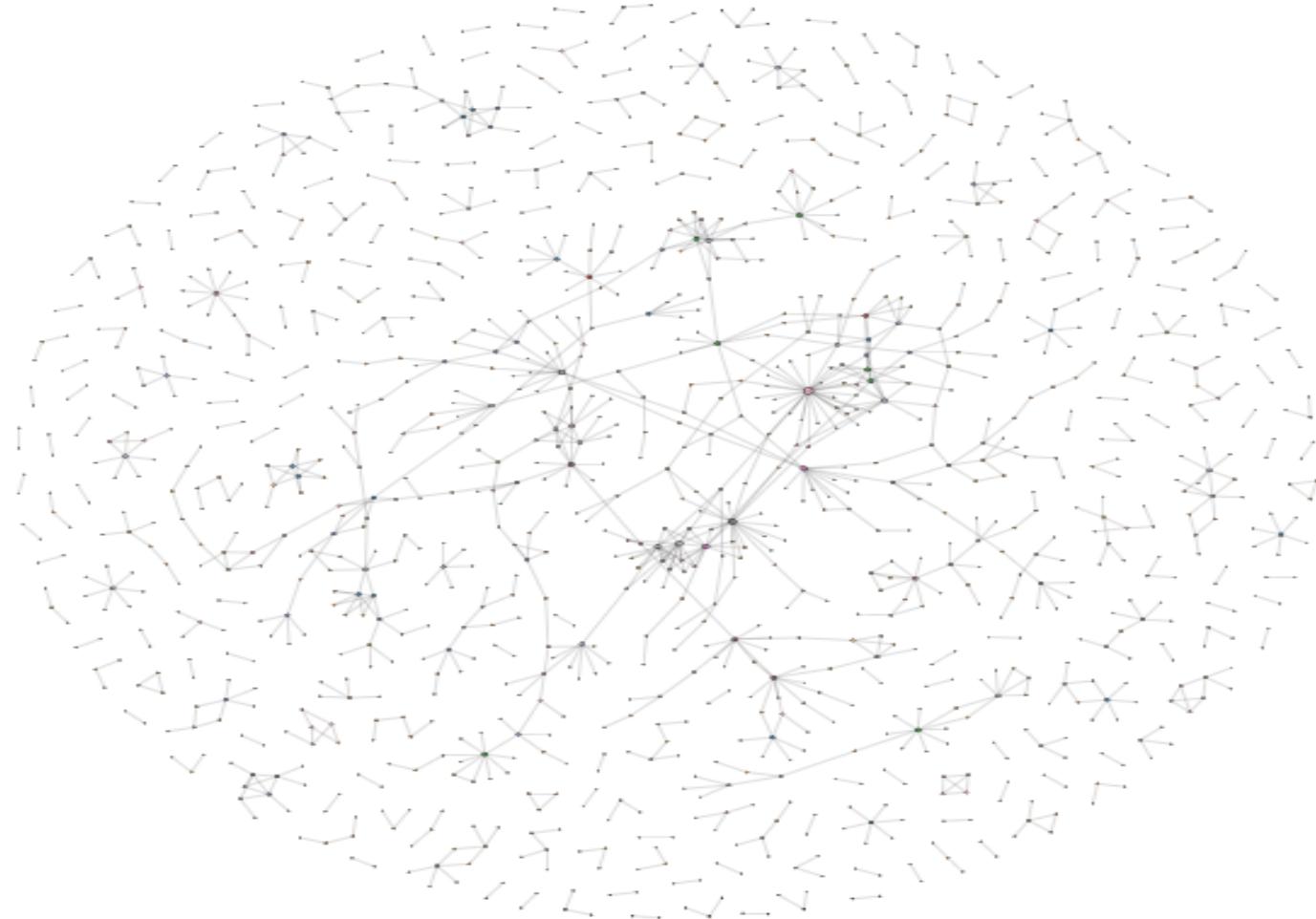
논문 목적 (why) - 2

Basic GNN Models



논문 목적 (why) - 3

Is the graph properly structured?



논문 목적 (why) - 4

Preliminaries

1. GCN
2. Graph Learning

Preliminaries -5

1. GCN

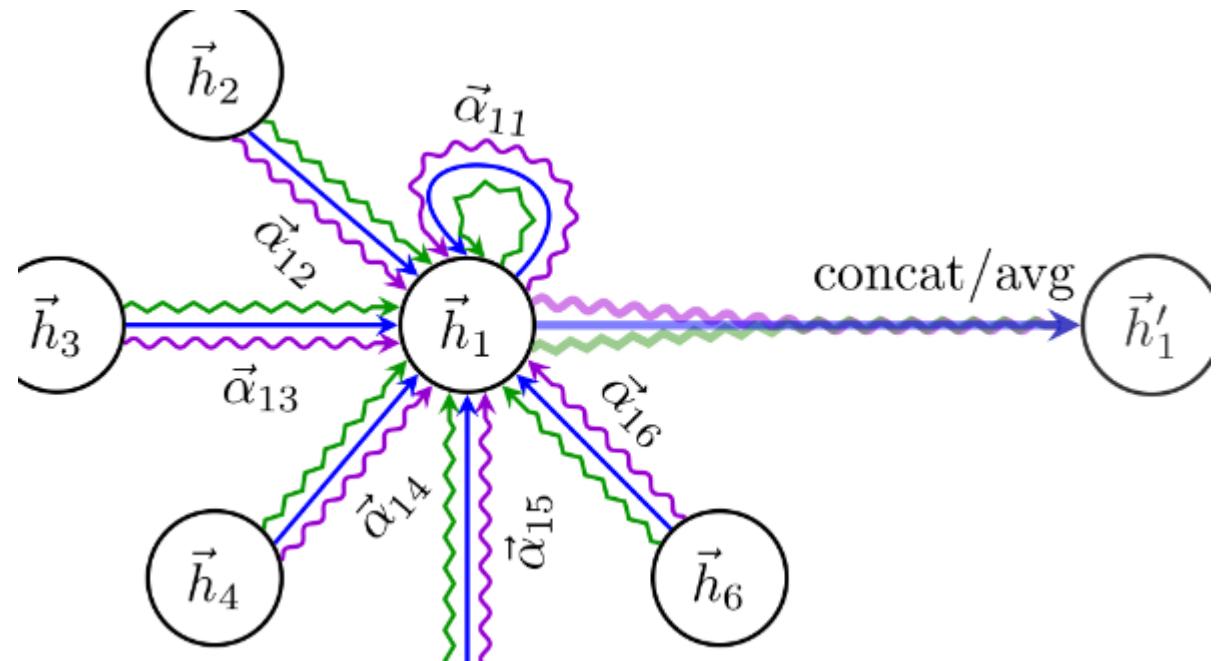
$$\mathbf{H}^{l+1} = \sigma(\mathbf{D}^{-\frac{1}{2}} \mathbf{A} \mathbf{D}^{\frac{1}{2}} \mathbf{H}^l \mathbf{W}^l)$$

Preliminaries -6

Preliminaries

2. Graph Learning

Like GAT



Limitation -> Just reduce edge

Preliminaries -7

Preliminaries

2. Graph Learning (GLCN loss)

$$S_{ij} = g(x_i, x_j) = \frac{\exp(\text{ReLU}(a^T |x_i - x_j|))}{\sum_{j=1}^n \exp(\text{ReLU}(a^T |x_i - x_j|))}$$

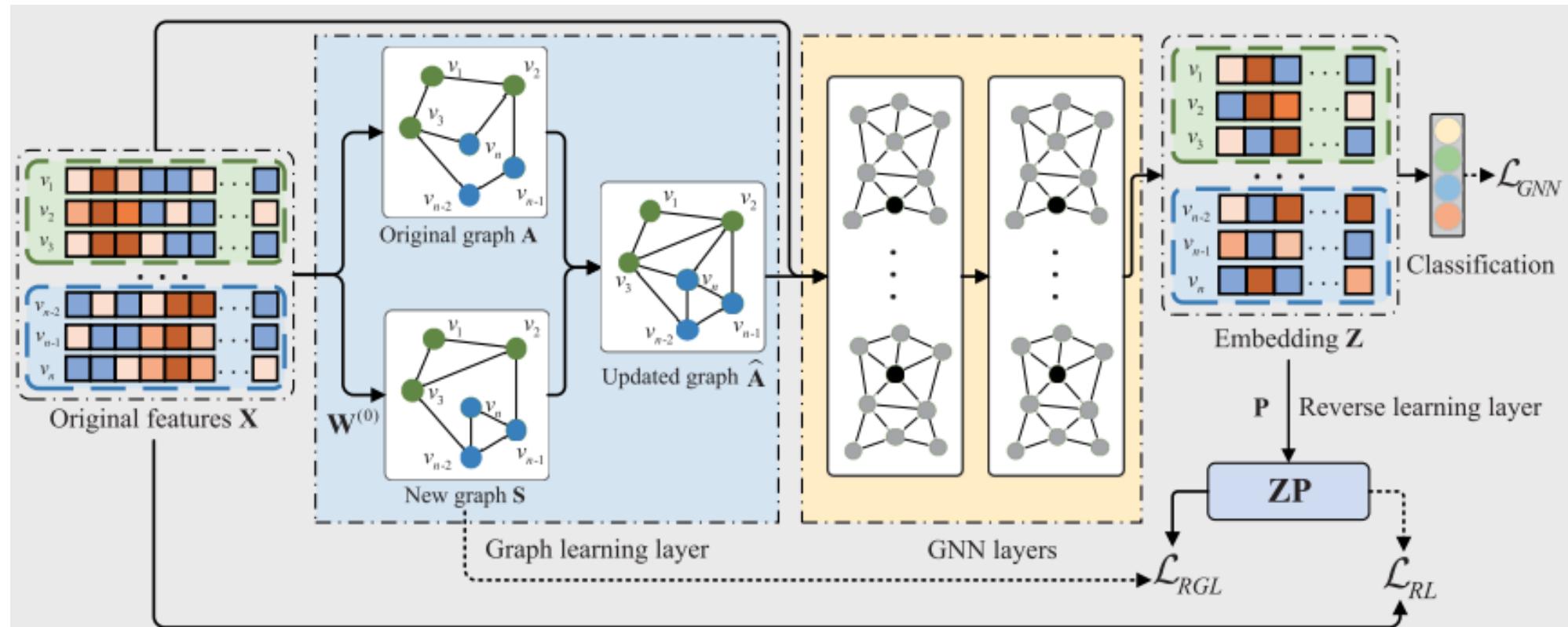
$$\mathcal{L}_{\text{GL}} = \sum_{i,j=1}^n \|x_i - x_j\|_2^2 S_{ij} + \gamma \|S\|_F^2$$

S : new graph(learnable)

L_GL : new loss function

L_GLCN : L_GCN + lamda*L_GL (lamda is parameter)

method - 8



method - 9

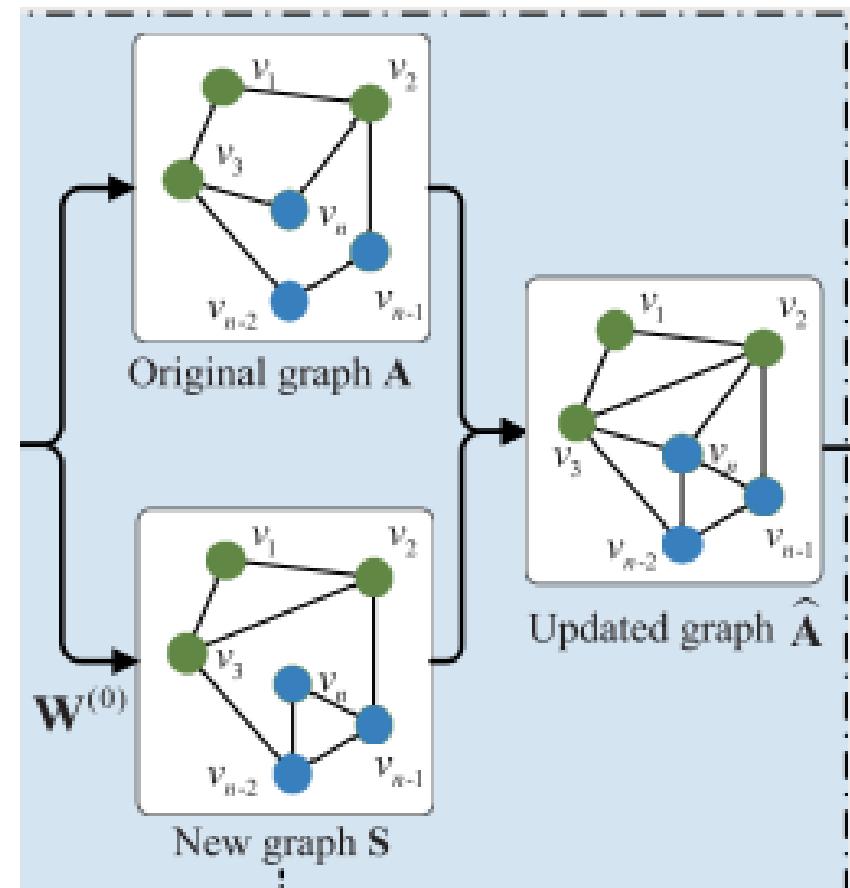
method

총 3종류의 layer가 존재함

1. Graph learning layers

$$\mathcal{L}_{\text{RGL}} : \min_{\mathbf{S}} \sum_{ij}^n \|\mathbf{z}_i \mathbf{P} - \mathbf{z}_j \mathbf{P}\|_2^2 s_{ij} + \|\mathbf{S}\|_F^2$$

$$\hat{\mathbf{A}} = (1 - \eta)\mathbf{A} + \eta\mathbf{S}$$

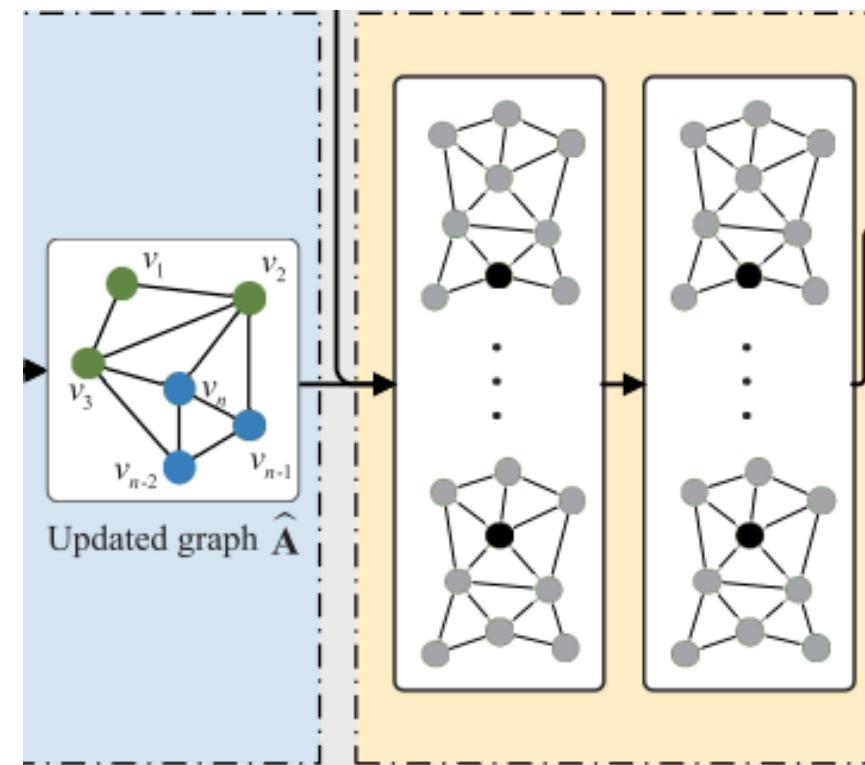


method - 10

method

총 3종류의 layer가 존재함

2. GNN layers



method - 11

method

총 3종류의 layer가 존재함

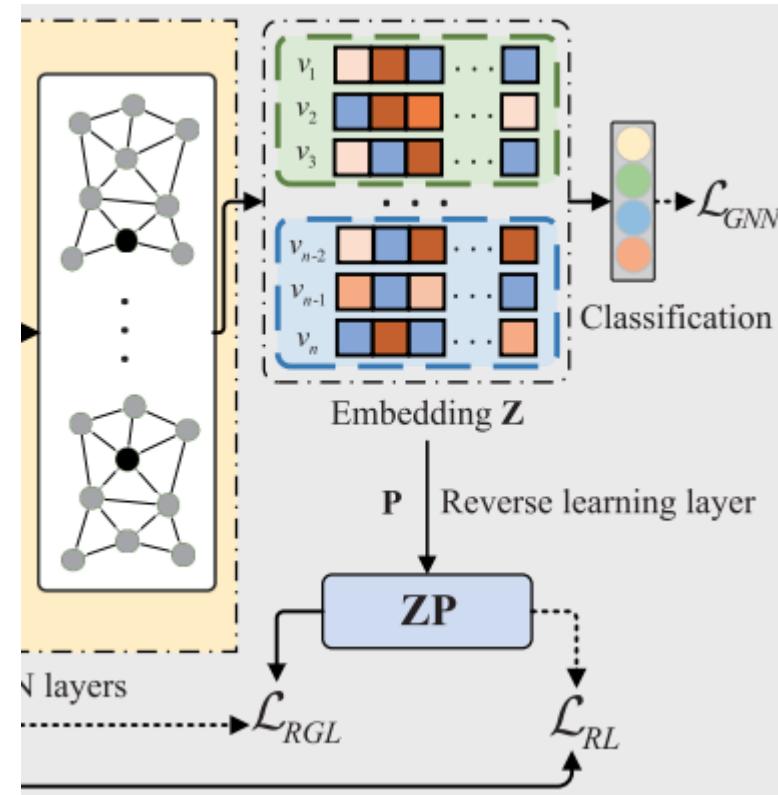
3. Reverse learning layer

$$\mathcal{L}_{RGL} : \min_{\mathbf{S}} \sum_{ij}^n \|\mathbf{z}_i \mathbf{P} - \mathbf{z}_j \mathbf{P}\|_2^2 s_{ij} + \|\mathbf{S}\|_F^2 \quad (1)$$

$$\text{s.t., } \sum_{j=1}^n s_{ij} = 1, \quad s_{ij} > 0, \quad i, j = 1, \dots, n$$

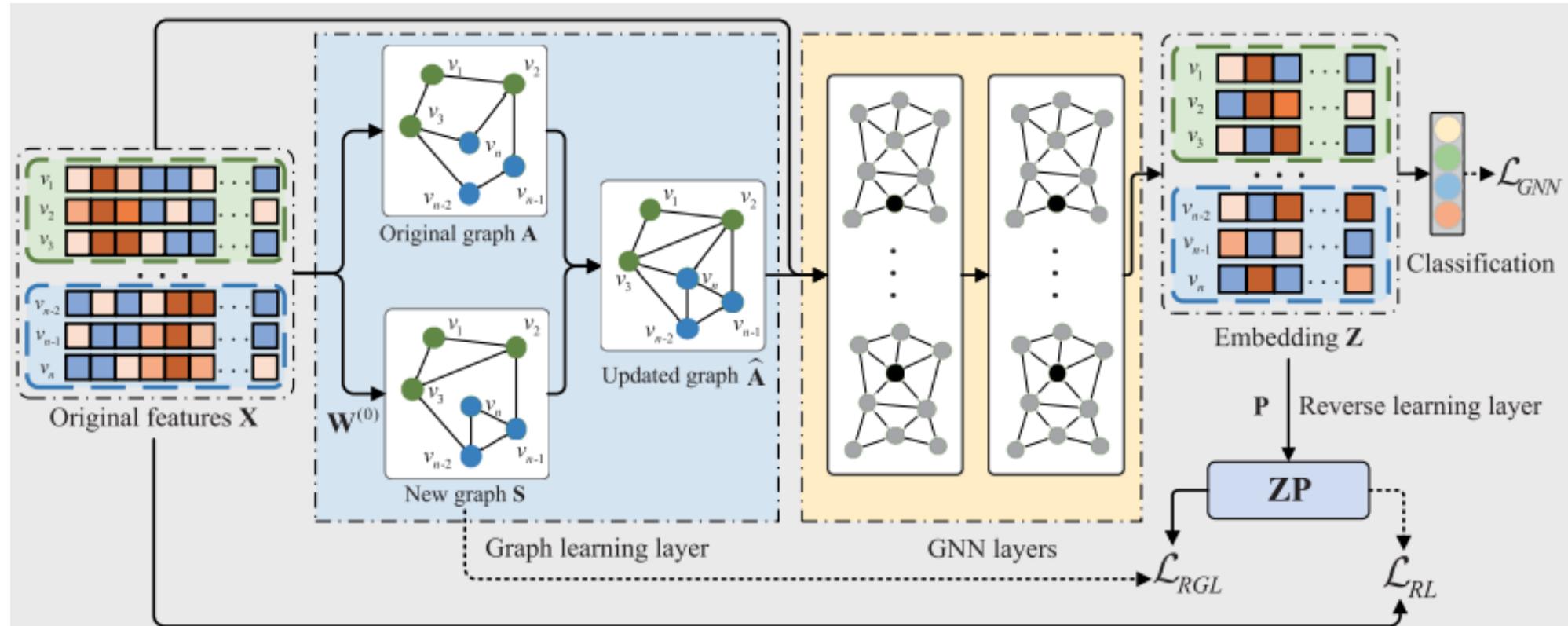
$$\mathcal{L}_{RL} : \min_{\mathbf{P}, \mathbf{P}^T \mathbf{P} = \mathbf{I}} \|\mathbf{X} - \mathbf{ZP}\|_F^2 \quad (2)$$

$$\mathcal{L} = \mathcal{L}_{GNN} + \beta \mathcal{L}_{RGL} + \gamma \mathcal{L}_{RL}$$



method - 12

method



method - 13

method

Out of sample

$$\mathbf{S}_q = \cos(\mathbf{x}_q \mathbf{W}^{(0)}, \mathbf{X}_{\text{train}} \mathbf{W}^{(0)}).$$

We then select the neighborhood by

$$\mathcal{N}_q \leftarrow \text{topk}(\mathbf{S}_q).$$

S_q : new data q 가 어디에 유사한지

X_q : new data q

$W^{(0)}$: graph learning layer

Experiment - 14

Experiment

Node classification

CLASSIFICATION ACCURACY OF ALL METHODS ON NINE DATASETS FOR SEMI-SUPERVISED NODE CLASSIFICATION

Methods	Cora	Citeseer	Handwritten	Caltech	AWA	BBC	WebKB	3sources	Flower
GCN	81.06 ± 0.5	71.22 ± 0.6	93.38 ± 0.8	80.48 ± 1.2	56.29 ± 0.9	72.56 ± 0.8	72.28 ± 1.1	79.61 ± 0.6	45.51 ± 1.2
GLCN	81.80 ± 0.7	70.56 ± 0.9	94.22 ± 0.9	79.36 ± 1.4	55.81 ± 0.7	73.36 ± 1.0	75.76 ± 0.9	79.22 ± 0.6	46.65 ± 1.0
DIAL	82.41 ± 0.4	71.68 ± 0.7	93.75 ± 1.2	76.79 ± 1.2	56.57 ± 0.7	71.39 ± 1.2	70.33 ± 1.0	78.18 ± 0.4	45.49 ± 1.0
JLGCN	83.66 ± 0.5	72.94 ± 0.6	94.60 ± 0.8	82.74 ± 0.8	58.96 ± 0.5	76.12 ± 0.6	75.65 ± 0.8	75.46 ± 0.8	50.61 ± 0.8
Proposed	83.89 ± 0.7	73.35 ± 0.8	95.89 ± 0.9	83.92 ± 0.6	61.60 ± 0.5	80.81 ± 0.5	77.39 ± 0.7	81.43 ± 0.3	50.79 ± 0.7

Experiment - 15

Experiment

Out of sample

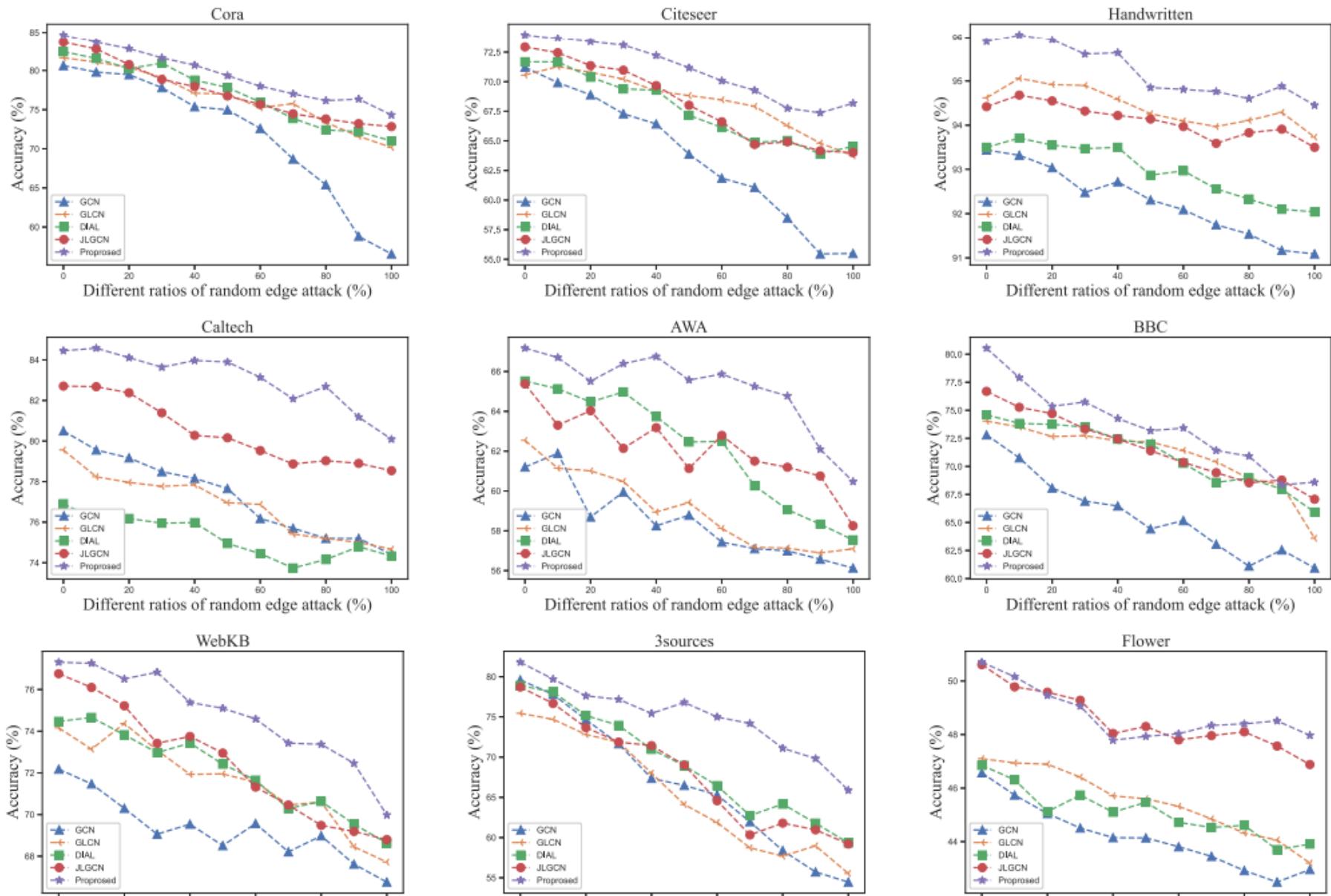
CLASSIFICATION ACCURACY OF ALL METHODS ON NINE DATASETS FOR OUT-OF-SAMPLE EXTENSION

	Cora	Citeseer	Handwritten	Caltech	AWA	BBC	WebKB	3sources	Flower
Deepwalk	85.23 ± 0.2	61.81 ± 0.1	96.94 ± 0.1	83.45 ± 0.3	61.88 ± 0.2	78.91 ± 0.2	79.29 ± 0.2	83.47 ± 0.4	53.12 ± 0.6
GraphSAGE	84.68 ± 0.4	72.97 ± 0.3	96.72 ± 0.1	83.69 ± 0.2	65.21 ± 0.3	79.50 ± 0.3	76.27 ± 0.7	85.52 ± 0.5	58.52 ± 0.7
SGC	73.43 ± 0.3	68.32 ± 0.5	88.95 ± 0.2	81.14 ± 0.4	62.63 ± 0.4	74.74 ± 0.4	61.83 ± 1.2	70.22 ± 0.4	50.59 ± 0.5
GCN*	78.30 ± 0.5	76.70 ± 0.3	92.50 ± 0.2	82.09 ± 0.4	64.83 ± 0.5	84.89 ± 0.3	82.79 ± 0.4	79.48 ± 0.3	56.54 ± 0.7
GCN**	88.71 ± 0.2	81.29 ± 0.4	97.05 ± 0.1	81.61 ± 0.3	64.92 ± 0.5	85.61 ± 0.3	80.93 ± 0.6	89.47 ± 0.1	56.03 ± 0.6
QFE	79.85 ± 0.2	70.12 ± 0.3	97.00 ± 0.1	80.27 ± 0.5	62.11 ± 0.5	84.31 ± 0.1	80.72 ± 0.7	87.37 ± 0.2	49.93 ± 0.9
Proposed	89.26 ± 0.2	81.47 ± 0.4	97.90 ± 0.1	83.50 ± 0.2	70.30 ± 0.5	92.95 ± 0.1	89.77 ± 0.3	92.63 ± 0.2	62.36 ± 0.6

Experiment - 16

Experiment

Random edge attack



Result - 17

Result

1. Graph 변형으로 한계 극복
2. Model 비교 적음(아쉬움)
3. Random attack 실험