Clique Pooling for Graph Classification

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B)

STD. DEV.

0.3

0.5

Mean

92.4

92.0

1. Introduction

Here we study the problem of **pooling** in the context of **graph classification**.

Current approaches (Ying et al., 2018; Cangea et al., 2018) require preset hyperparameters and are not purely **topological**, unlike the pooling in **CNN**s.

We show a purely **non-parametric**, **topological**, **static** pooling method that has a clear correspondence to regular graphs (images) and achieves competitive performance in both **regular** and **irregular graphs**.



2. Maximal Cliques Efficiency

The algorithm for finding maximal cliques presented by Bron and Kerbosch (1973) which was later on adapted to an iterative procedure and even parallelized (Zhang et al., 2005).

Eppstein et al. (2010) showed a method that can find all maximal cliques in $O(dn3^{d/3})$ where d is the **degeneracy** of the graph.

The degeneracy is also known as width, k-core number, linkeage of the graph, and is also one less than the **chromatic number** of the graph which is known to be small in practice. For instance, for the **planar graphs**, d = 3 (at most) in which case the method is **linear**. Conte et al. (2016) showed The colored borders represent the maximal cliques, dotted arrows indicate the cliques to which the nodes are assigned. Since the blue clique (2) is bigger (in terms of nodes), the node belonging to red (1) and blue (2) maximal clique is assigned to the **blue (2) cluster only**. In the case of the node intersecting the blue (2) and purple (3) maximal cliques, the node is assigned to **both cliques** since the cliques have the same size. The grey maximal clique (6) is **not represented** in the new coarsened graph since the nodes in that clique have already been assigned to larger cliques: the green (5) and blue (2) cliques. The nodes is the coarsened graph are connected if any two nodes in the respective cliques are connected.

5. Regular Graphs - Images

that the maximal clique finding can be made efficient even on **large-scale social graphs**.

3. Architecture

Irregular Graphs We use the **mean** option of GRAPHSAGE as the **convolution**.

The **readout function** of the whole graph is the **max** and **sum**. These readouts are then used in a **jumping knowledge** style - concatenating all the readouts after each layer and feeding them to an MLP.

The general architecture is: (GCN-POOL)-(GCN-POOL)-(GCN-POOL)-MLP.

Regular Graphs We use a VGG architecture where all the pools have been substituted with the analog **clique pooling**.

7. References



A) The use of 3-by-3 convolutions implies the graph structure as shown in the figure - pixels are connected to their eight immediate neighbours. The first pool will be 2-by-2 with a stride of 1. The second pool will then be 3-by-3 with a stride of 1.

B) In the right diagram we consider the **reduction** r_n in nodes when the pooling operation is applied n = 4 times to a **1D chain**. Initially the cliques are of size two and the chain reduces in length by one. After that the cliques $r_n = \sum_{i=1}^n 2^{n-1} = 2^n - 1$. and reduction grow in size.

6. Results

Our non-parametric approach is competitive with the parametric approaches. The method **outperforms** the GraphSAGE **baseline** and most of the **kernel-based** and GNN approaches. Moreover, because we do not introduce any additional parameters our method is fast to train and does not suffer the instabilities associated with DIFFPOOL. It also **outperforms** the DIFFPOOL with deterministic clustering on two datasets.

The image investigation found a small, but significant (p = 0.02), reduction of in mean accuracy over the 2-BY-2 pool baseline.

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-	DATASETS				
	Enzymes	DD	Collab	Proteins	
Graphlet	41.03	74.85	64.66	72.91	
Shortest-path	42.32	78.86	59.10	76.43	
1-WL	53.43	74.02	78.61	73.76	
WL-QA	60.13	79.04	80.74	75.26	
PATCHYSAN	_	76.27	72.60	75.00	MODEL
GraphSAGE	54.25	75.42	68.25	70.48	
ECC	53.50	74.10	67.79	72.65	2-BY-2 POOL
Set2Set	60.15	78.12	71.75	74.29	CLIQUE POOL
SortPool	57.12	79.37	73.76	75.54	
DiffPool-Det	58.33	75.47	82.13	75.62	
DiffPool-NoLP	62.67	79.98	75.63	77.42	
DiffPool	64.23	81.15	75.50	78.10	
Sparse HGC	64.17	78.59	74.54	75.46	
CliquePool	60.71	79.03	73.30	74.21	

Table 1: Results of benchmarking on irregular graphs (left), and CIFAR-10 for regular graphs (right).