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## Matching of Matching-Graphs <br> A Novel Approach for Graph Classification

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## Graphs and Graph Matching

- A Graph consists of a set of nodes and a set of edges. Both of them can contain additional attributes.

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- Graphs are a versatile alternative to feature vectors
- Various graph matching procedures have been proposed over the years
- Graph Kernels
- Spectral Methods
- Graph Edit Distance
- Graph Convolutional Neural Networks


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## Graph Edit Distance Definition

- Given two graphs $g_{1}$ and $g_{2}$, the basic idea of graph edit distance is to transform $g_{1}$ into $g_{2}$ using some edit operations
- Default set of edit operations
- Insertion: A node is inserted. Denoted as $(\varepsilon \rightarrow v)$, where v is the inserted node.
- Deletion: A node is deleted. Denoted as $(u \rightarrow \varepsilon)$, where u is the deleted node.
- Substitution: A node is substituted with another node. Denoted as $(u \rightarrow v)$, where u is a node of $g_{1}$ and $v$ a node of $g_{2}$
- Similarly for edge edit operations


## Graph Edit Distance

Example


The corresponding edit path is $=\{0 \rightarrow 0,1 \rightarrow 1,2 \rightarrow 2,3 \rightarrow 3,4 \rightarrow 4,5 \rightarrow \varepsilon, \varepsilon \rightarrow 5, \varepsilon \rightarrow 6, \varepsilon \rightarrow 7\}$

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## Matching-Graphs

## Idea

- The general idea is to build a small set of graphs, that represent a certain class.
- This is done by formalizing the information of a given edit path between two graphs $g_{i}$ and $g_{j}$ in a new data structure, called the matching-graph $m_{g_{i} \times g_{j}}$.
- For each edit path $\lambda\left(g_{i}, g_{j}\right)$, two matching-graphs $m_{g_{i} \times g_{j}}$ and $m_{g_{j} \times g_{i}}$ are eventually built (for the source and the target graph $g_{i}$ and $g_{j}$, respectively)


## Matching-Graphs

## Example

Based on the example from before:


With the edit path $=\{0 \rightarrow 0,1 \rightarrow 1,2 \rightarrow 2,3 \rightarrow 3,4 \rightarrow 4,5 \rightarrow \varepsilon, \varepsilon \rightarrow 5, \varepsilon \rightarrow 6, \varepsilon \rightarrow 7\}$

$m_{g_{i} \times g_{j}}$ (unpruned)

$m_{g_{i} \times g_{j}}($ pruned $)$

## Method

How can we use these matching-graphs to improve the distance calculation between two graphs?

## Train

Class A Class E


## Train

Class A Class E

$\square$
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Matching Matching Graphs A Graphs E






## Datasets <br> Letter

15 Classes: A,E,F,H,I,K,L,M,N,T,V,W,X,Y,Z


## Datasets

Aids

Two classes: confirmed active and confirmed inactive


## Datasets

## Mutagenicity

Two classes: mutagen and non-mutagen


## Results

|  | $k-\mathrm{NN}\left(d_{\mathrm{BP}}\right)$ | $k-\mathrm{NN}\left(d_{\mathrm{M}}\right)$ |  |
| :--- | :--- | :--- | :--- |
| Data Set |  | Unpruned | Pruned |
| Letter | 90.5 | 91.3 | $93.1 \circ$ |
| AIDS | 99.0 | $99.7 \circ$ | $99.7 \circ$ |
| Mutagenicity | 70.6 | 70.0 | 70.5 |

## Conclusion

- Proposal to use matching-graphs, that are pre-computed on training graphs, to improve graph classification.
- These matching-graphs leverage the information provided by the edit path between two graphs
- Initial experiments show promising results.


## Future work

- Other graph based matching-graph representations
- Combine the matching-graphs with different classifiers
- Quantitative analysis of the produced matching-graphs

