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Matching of Matching-Graphs 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.



- 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



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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 $\lambda(g_i, g_j)$, 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 = $\{0 \rightarrow 0, 1 \rightarrow 1, 2 \rightarrow 2, 3 \rightarrow 3, 4 \rightarrow 4, 5 \rightarrow \varepsilon, \varepsilon \rightarrow 5, \varepsilon \rightarrow 6, \varepsilon \rightarrow 7\}$ $m_{g_i \times g_i}$ (unpruned) $m_{g_i \times g_i}$ (pruned)

Method



h

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

Train Class A Class E

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Test

g





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Test

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h



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Datasets Letter

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



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Datasets Aids



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Datasets Mutagenicity

Two classes: mutagen and non-mutagen



Results

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| | k -NN($d_{\sf BP}$) | <i>k</i> -NN(<i>d</i> _M) | |
|--------------|-------------------------|---------------------------------------|---------------|
| Data Set | | Unpruned | Pruned |
| Letter | 90.5 | 91.3 | 93.1 o |
| AIDS | 99.0 | 99.7 ° | 99.7 ° |
| 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

