Towards Scale-Invariant Graph-related Problem Solving by Iterative Homogeneous GNNs

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Scale Problems

人类是具有在小样本中学习知识, 并应用到大样本中的能力的。



Touati A, Baek Y. What Leads to Player's Enjoyment and Achievement in a Mobile Learning Game?[J]. Journal of Educational Computing Research, 2018, 56(3): 344-368.
 Novaković, Predrag & Hornak, Milan & Zachar, Mgr. (2017). 3D Digital Recording of Archaeological, Architectural and Artistic Heritage. 10.4312/9789612378981.

Scale-Invariant Graph-related Problem Solving



Trained on Smaller Graphs (e.g. ≤ 40 nodes)

Tested on Larger Graphs (e.g. 5000 nodes)

- 基于图强大的表征能力,很多问题可以转化为图相关问题。
- 我们想要实现在图尺度上的泛化,即在小图上训练,在大图上测试。

Scale-Invariant Graph-related Problem Solving



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例如这里的最短路问题,我们实际实现了在小于40个节点的图上训练,并成功泛化到5000个节点的图上。

Problems of common GNNs

我们发现了传统图神经网络的 两个问题,



Trained on Smaller Graphs

Tested on Larger Graphs

- GNNs with bounded layer numbers cannot generalize to larger graphs.
- Out-of-range number encodings.

Problems and our Solutions 并提出相应的解决办法。



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Tested on Larger Graphs

- GNNs with bounded layer numbers cannot generalize to larger graphs.

 Herative Graph Neural Networks.

GNNs with bounded layer numbers cannot generalize to larger graphs on many problems





- GNNs with bounded layer numbers cannot generalize to larger graphs on many simple jobs, such as
 - send information from the bottom left node to the upper right node.
- Loukas [1] formally proves that
 - GNNs, which fall within the message passing framework, lose a significant portion of their power for solving many graph-related problems when their width and depth are restricted.

[1] Loukas, A. What graph neural networks cannot learn: depth vs width. In International Conference on Learning Representations. 2020.

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Adaptive & unbounded iteration numbers by Iterative Graph Neural Networks (IterGNN)



Iterative Graph Neural Networks (IterGNN)



Algorithm 1 Iterative module. g is the stopping criterion and f is the iteration body

input: initial feature x; stopping threshold ϵ $k \leftarrow 1$ $h^0 \leftarrow x$ **while** $\prod_{i=1}^{k-1} (1-c^i) > \epsilon$ **do** $h^k \leftarrow f(h^{k-1})$ $c^k \leftarrow g(h^k)$ $k \leftarrow k+1$ **end while return** $h = \sum_{k=1}^{\infty} c^k h^k \prod_{i=1}^{k-1} (1-c^i)$

$$\begin{aligned} \mathbf{h}^{k} &= f(\mathbf{h}^{k-1}) \in \mathbb{R}^{N \times d}, k = 1, 2, \dots \\ \mathbf{c}^{k} &= g(\mathbf{h}^{k}) \in [0, 1), k = 1, 2, \dots \\ h &= \sum_{k=1}^{\infty} \prod_{i=1}^{k-1} (1 - \mathbf{c}^{i}) \mathbf{c}^{k} \mathbf{h}^{k} \end{aligned}$$

Out-of-range number encodings

- The range of numbers to be encoded by the internal representation may deviate greatly for graphs of different scales.
- The performance of MLPs in GNNs are usually highly degraded on those out-of-range inputs.



Solutions to many graph-related problems are homogeneous functions.



e.g. Solutions to shortest path are homogeneous. (i.e. if we multiplies the edge weights by 2, the shortest path lengths are also multiplied by 2.)

 $f(\lambda x) \equiv \lambda f(x),$ $\forall \lambda > 0, x \in \mathbb{R}^2$ (another example of homogeneous functions)

Homogeneous Neural Networks

- Generalization errors are bounded if both neural networks and the target function are homogeneous under proper conditions.
- Universal approximators of homogeneous functions are easy to build, e.g. $Relu(Wx + b) \Rightarrow Relu(Wx)$ in MLPs.



Experimental Results

- Our model successfully generalized to much larger graphs_on 3 graph-theory problems and 3 general reasoning tasks.
- Ablation studies to show the benefits of each component.
- Interpretable behaviors learnt by our iterative module.

| Iter-Homo-Path | |
|------------------|---------------|
| 100.0 | |
| Homo-Path | Iter-Path |
| 53.7 | 48.9 |
| ACT-Homo-Path | Iter-Homo-GAT |
| 52.7 | 2.9 |
| Shared-Homo-Path | Iter-Homo-GCN |
| 91.7 | 1.4 |



THANK YOU