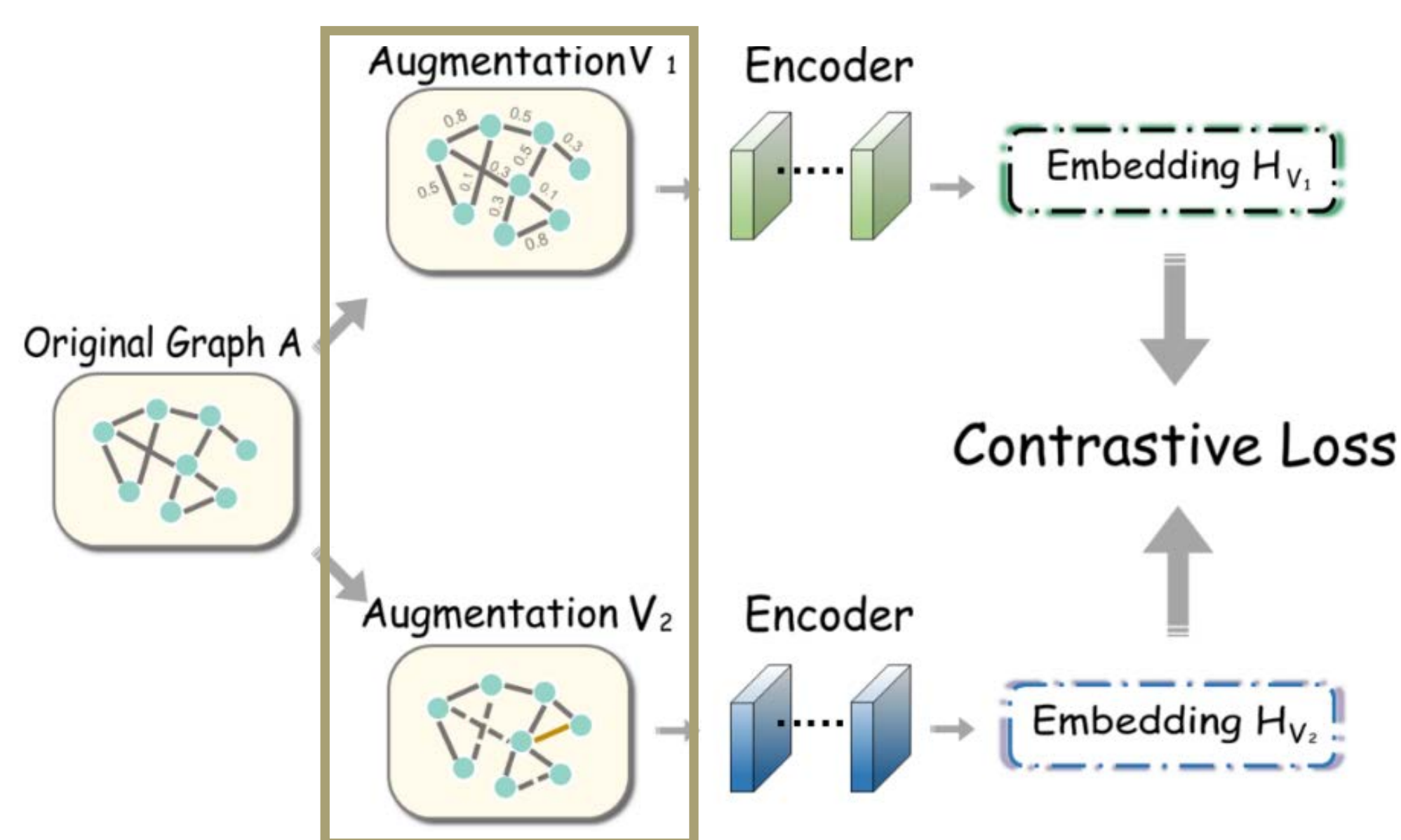
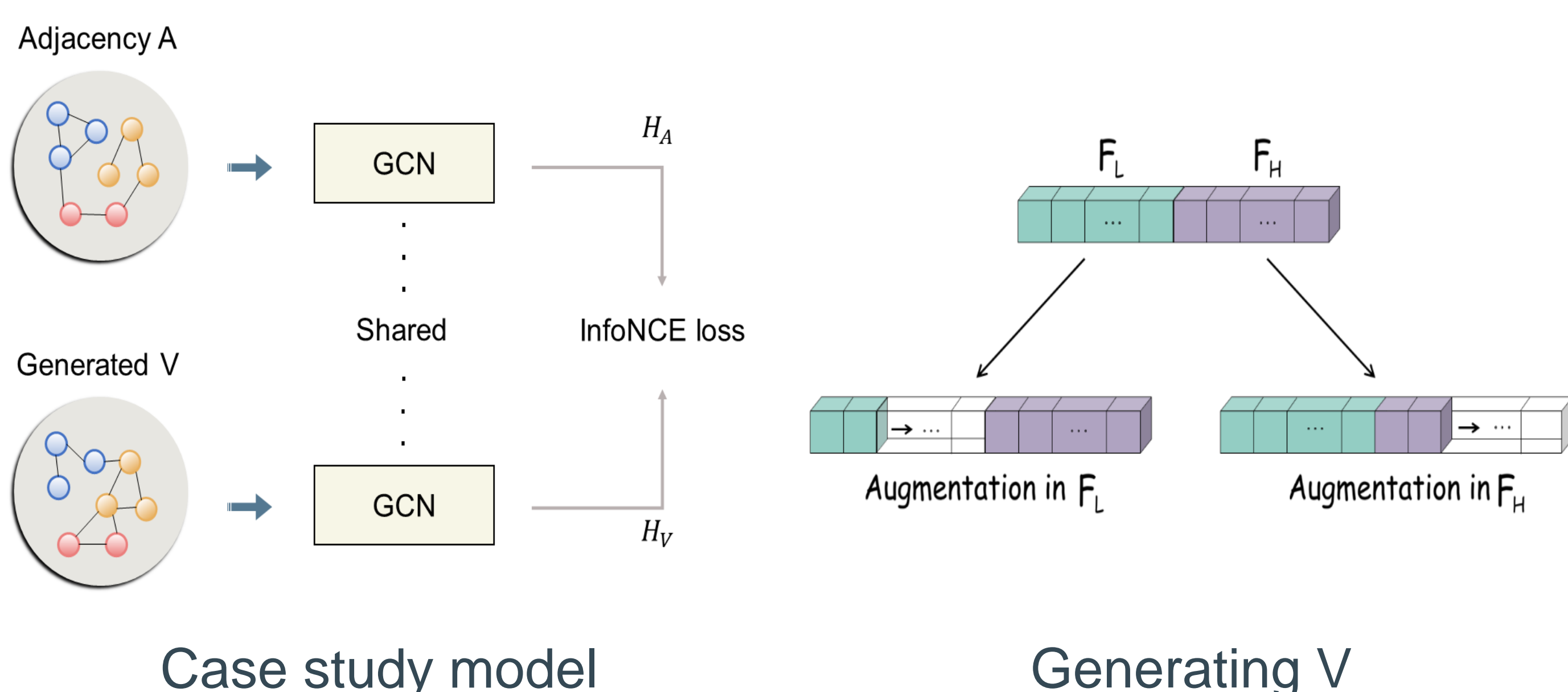


Rethinking Graph Augmentation in Graph Contrastive Learning (GCL)

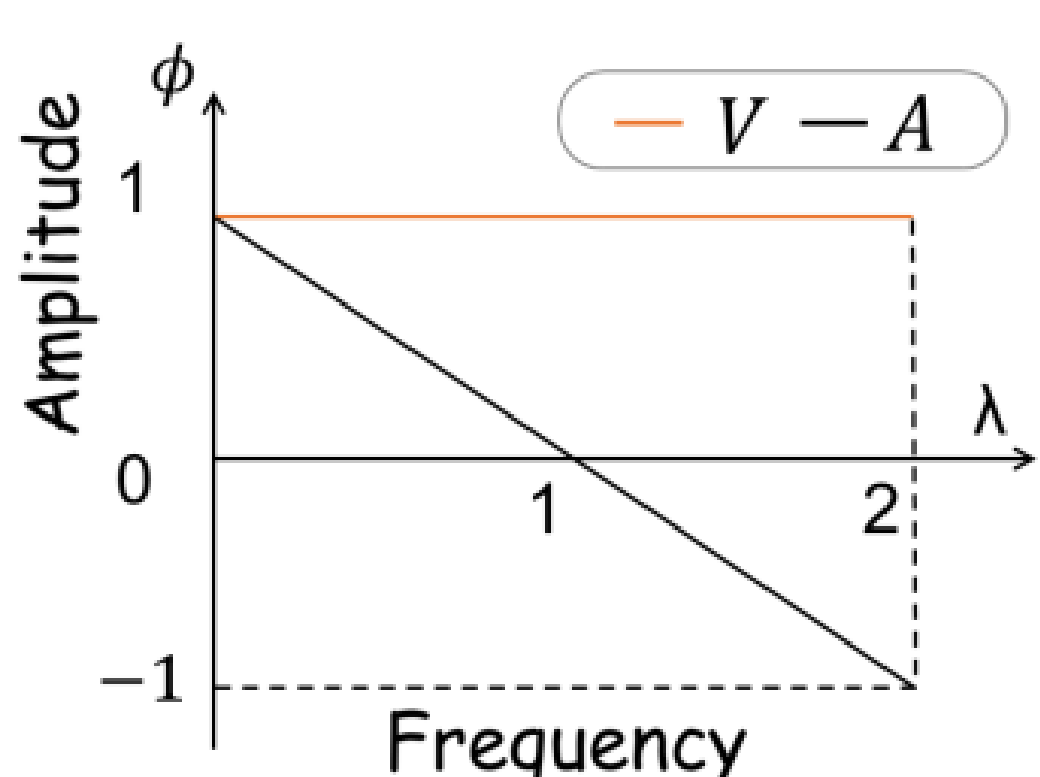
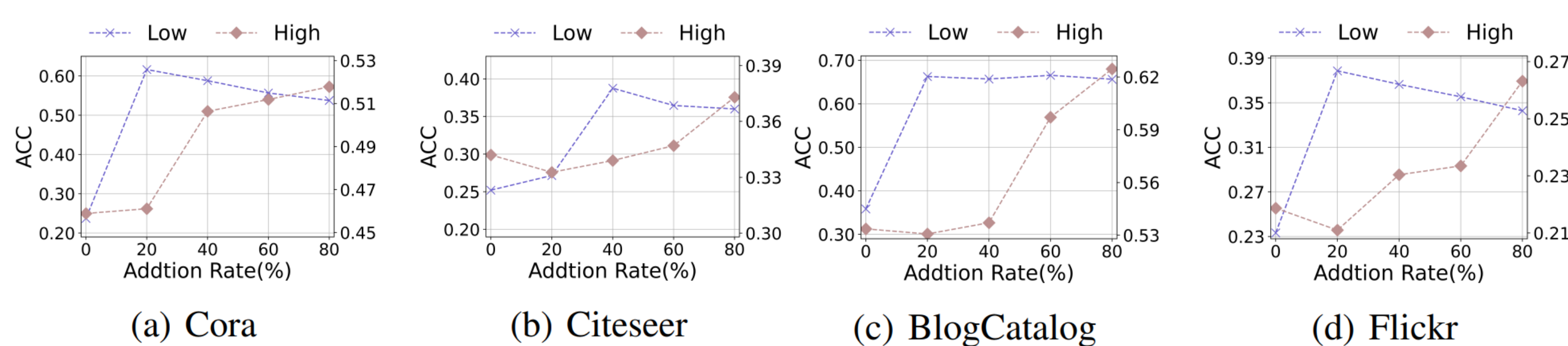


➤ Our target is to uncover some **general rule** across different graph augmentation strategies, and use this rule to **validate and improve** the current GCL methods?

Impact of Graph Augmentation



Result & Analysis:



- **Maintain the lowest part of \mathcal{F}_L**
 - Performance achieves the best
 - Difference in \mathcal{F}_L is smaller
- **More high frequencies in \mathcal{F}_H**
 - Performance generally rises
 - Difference in \mathcal{F}_H is larger

Experience

Node classification

Datasets	Metrics	GCN	GAT	DGI	DGI+SpCo	MVGRL	GRACE	GRACE+SpCo	GCA	GraphCL	CCA-SSG	CCA+SpCo
Cora	Ma-F1	79.6±0.7	81.3±0.3	80.4±0.7	81.1±0.5	81.5±0.5	79.2±1.0	80.3±0.8	79.9±1.1	80.7±0.9	82.9±0.8	83.6±0.4
	Mi-F1	80.7±0.6	82.3±0.2	82.0±0.5	82.8±0.7	82.8±0.4	80.0±1.0	81.2±0.9	81.1±1.0	82.3±0.9	83.6±0.9	84.3±0.4
Citeseer	Ma-F1	68.1±0.5	67.5±0.2	67.7±0.9	68.3±0.5	66.8±0.7	65.1±1.2	65.1±0.8	62.8±1.3	67.8±1.0	67.9±1.0	68.5±1.0
	Mi-F1	70.9±0.5	72.0±0.9	71.7±0.8	72.4±0.5	72.5±0.5	68.7±1.1	69.4±1.0	65.9±1.0	71.9±0.9	73.1±0.7	73.6±1.1
BlogCatalog	Ma-F1	71.2±1.2	67.6±2.2	68.2±1.3	71.5±0.8	80.3±3.6	67.7±1.2	68.2±0.4	71.7±0.4	63.9±2.1	72.0±0.5	72.8±0.3
	Mi-F1	72.1±1.3	68.3±2.2	68.8±1.4	72.3±0.9	80.9±3.6	68.5±1.3	69.4±1.3	72.7±0.5	64.6±2.1	73.0±0.5	73.7±0.3
Flickr	Ma-F1	48.9±1.6	35.0±0.8	31.2±1.6	33.7±0.7	31.2±2.9	35.7±1.3	36.3±1.4	41.2±0.5	32.1±1.1	37.0±1.1	38.7±0.6
	Mi-F1	50.2±1.2	37.1±0.3	33.0±1.6	35.2±0.7	33.4±3.0	37.3±1.0	38.1±1.3	42.2±0.6	34.5±0.9	39.3±0.9	40.4±0.4
PubMed	Ma-F1	78.5±0.3	77.4±0.2	76.8±0.9	77.6±0.6	79.8±0.4	80.0±0.7	80.3±0.3	80.8±0.6	77.0±0.4	80.7±0.6	81.3±0.3
	Mi-F1	78.9±0.3	77.8±0.2	76.7±0.9	77.4±0.5	79.7±0.3	79.9±0.7	80.7±0.2	81.4±0.6	76.8±0.5	81.0±0.6	81.5±0.4

The General Augmentation (GAME rule)

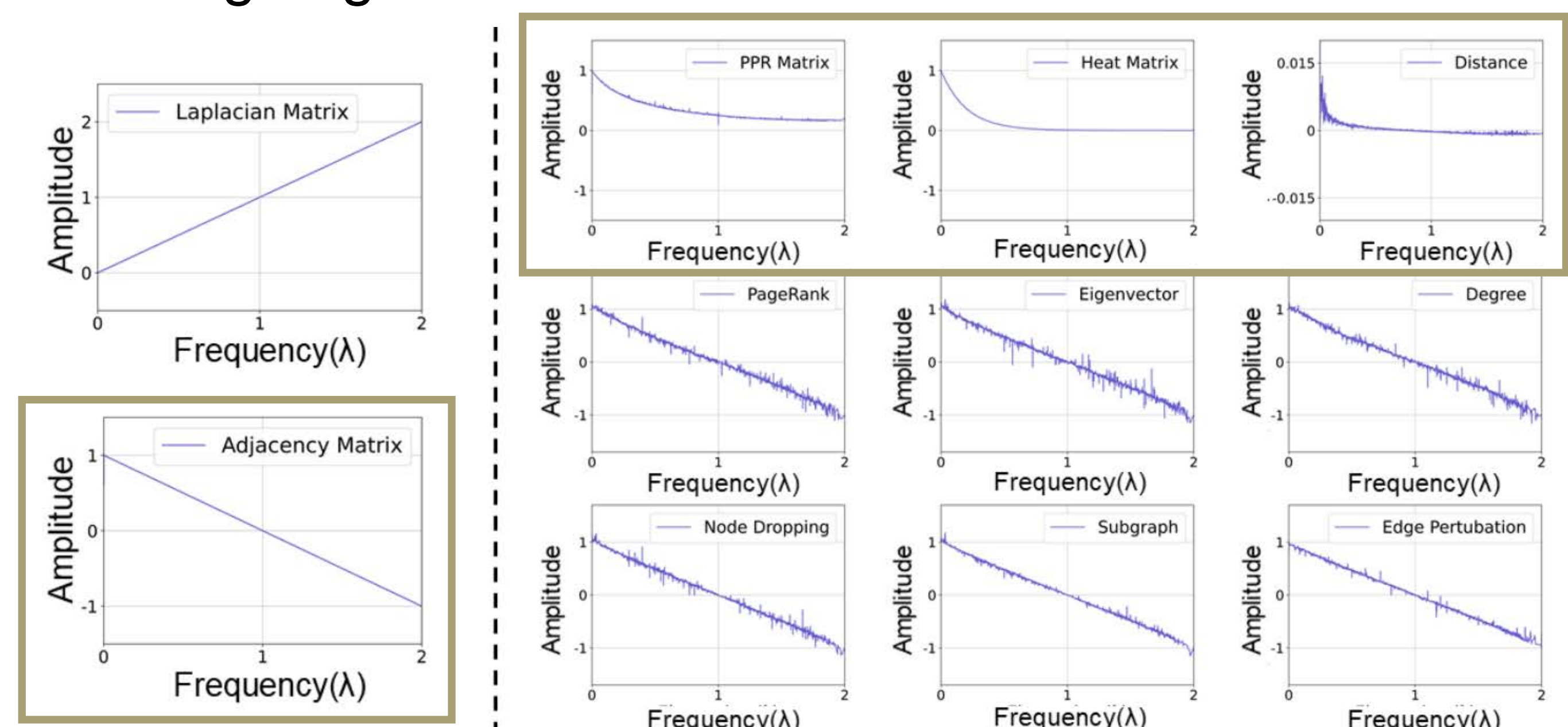
The General Graph Augmentation Rule

Given two random augmentations V_1 and V_2 , their graph spectrums are $\phi_{V_1}(\lambda)$ and $\phi_{V_2}(\lambda)$. Then, $\forall \lambda_m \in [1, 2]$ and $\lambda_n \in [0, 1]$, V_1 and V_2 are an effective pair of graph augmentations if the following condition is satisfied:

$$|\phi_{V_1}(\lambda_m) - \phi_{V_2}(\lambda_m)| > |\phi_{V_1}(\lambda_n) - \phi_{V_2}(\lambda_n)|.$$

We define such pair of augmentations as optimal contrastive pair.

Experimental analysis --- Contrast between A and 9 existing augmentations



Methods	GraphCL			GCA			MVGRL		
	Subgraph	Node dropping	Edge perturbation	Degree	PageRank	Eigenvector	PPR	Heat	Distance
Results	34.9±3.5	29.8±2.3	37.7±4.4	40.2±4.1	38.5±5.0	42.1±4.9	58.0±1.6	49.9±4.2	46.1±7.5

Theoretical analysis --- Why does GAME rule work?

Theorem 1. (Contrastive Invariance) Given adjacency matrix A and the generated augmentation V , the amplitudes of i -th frequency of A and V are λ_i and γ_i , respectively. With the optimization of InfoNCE loss $\mathcal{L}_{InfoNCE}$, the following upper bound is established:

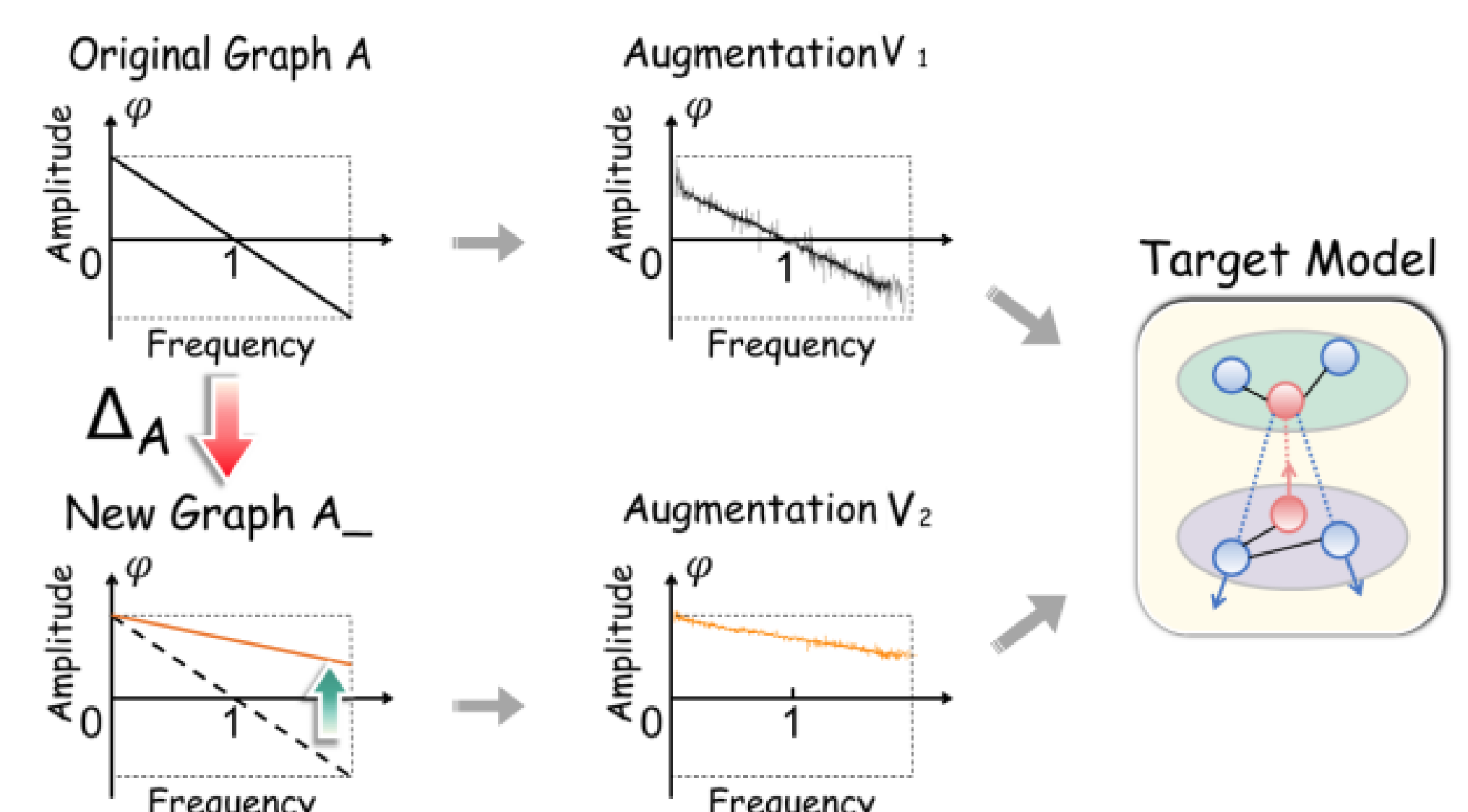
$$\mathcal{L}_{InfoNCE} \leq \frac{1+\epsilon}{2} \sum_i \theta_i [2 - (\lambda_i - \gamma_i)^2],$$

where θ_i is an adaptive weight of the i th term.

- We are the first to indicate that GCL can make encoder **capture invariance** between two contrastive views.
- The GAME rule requires smaller difference in low-frequency part \rightarrow emphasize **low-frequency information**

Spectral Graph Contrastive Learning

➤ Target: learn a transformation Δ_A from A to A_-



Optimization Objective

$$\mathcal{J} = \underbrace{\langle \mathbf{C}, \Delta_{A+} \rangle^2}_{\text{Matching Term}} + \underbrace{\epsilon H(\Delta_{A+})}_{\text{Entropy Reg.}} + \underbrace{\langle \mathbf{f}, \Delta_{A+} \mathbf{1}_n - \mathbf{a} \rangle + \langle \mathbf{g}, \Delta_{A+}^\top \mathbf{1}_n - \mathbf{b} \rangle}_{\text{Lagrange Constraint Conditions}}$$

Solution

$$\Delta_{A+} = \text{diag}(\mathbf{u}) \exp(2 \langle \mathbf{C}, \Delta'_{A+} \rangle \mathbf{C} / \epsilon) \text{diag}(\mathbf{v}) = \mathbf{U}_+ \mathbf{K}_+ \mathbf{V}_+$$