



# **UGC: Universal Graph Coarsening**

#### Mohit Kataria<sup>1</sup>, Sandeep Kumar<sup>2,1</sup>, Jayadeva<sup>2,1</sup>

<sup>1</sup>Yardi School of Artificial Intelligence, <sup>2</sup>Department of Electrical Engineering Indian Institute of Technology, Delhi







**Sandeep Kumar ksandeep@ee.iitd.ac.in**



**Jayadeva jayadeva@ee.iitd.ac.in**

**● Background**

• Proposed framework UGC

● Quality checks for the coarsened graph

● Experiments

## **Graph Coarsening**

- The objective is to reduce an input graph  $\mathcal{G}(V, A, X)$  with *N*-nodes into a new graph <sup>c</sup> (V', A', X') with *n*-nodes.
- The **G**raph **C**oarsening (GC) problem requires learning of a coarsening matrix **C**, which defines the linear mapping from  $V \rightarrow V'$ .

#### **Original Graph**

- **Peature size**  $X \in \mathbb{R}^{N \times d}$
- Vertices are of order  $O(N)$
- Edges are of order  $O(N^2)$
- Features are of order  $O(Nd)$

#### **Coarsened Graph**

- Feature size  $X' \in \mathbb{R}^{n \times d}$
- Vertices are of order  $\mathcal{O}(n)$
- Edges are of order  $O(n^2)$
- Features are of order  $O(nd)$

## **Toy Example**





- Every non-zero entry *Cij* denotes the mapping of the *i th* node of to the *j th* super-node  $\mathscr{G}_{\varsigma}$ .
- A valid *C* matrix must belong to set S defined as

$$
\mathcal{S} = \left\{ \mathcal{C} \in \mathbb{R}^{N \times n}, \mathcal{C}_{ij} \in \{0, 1\}, \|\mathcal{C}_i\| = 1, \langle \mathcal{C}_i, \mathcal{C}_j \rangle = 0, \forall i \neq j, \langle \mathcal{C}_l, \mathcal{C}_l \rangle = d_i, \|\mathcal{C}_i^T\|_0 \ge 1 \right\}
$$

•  $||\mathcal{C}_i^T||_0 \ge 1$  makes sure that no supernode is empty and  $\langle \mathcal{C}_i, \mathcal{C}_j \rangle = 0$  ensures that each node of  $\mathcal G$  is mapped to a unique supernode.

## **What has been done on graph coarsening?**

#### **● Optimization and Heuristics**

- Loukas 2018: Two variants, edge-based (LVE) and neighborhood-based (LVN)
- Kumar 2023: FGC
- Dorfler 2013: Kron reduction
- Chen 2011: Algebraic Distance
- Livne 2011: Affinity GS
- Dhillon 2007: Heavy Edge

#### **● GNN based graph condensation**

- Jin 2021: GCond
- Zheng 2023: SFGC

#### **● Scaling GNN using coarsening methods**

- Huang 2021: SCAL
- Cai 2021: GOREN

#### **Research gaps**

● Existing optimization and heuristic based graph coarsening methods are computationally demanding.

● Existing graph condensation methods require full graph training to get a condensed graph, due to which these methods are not suitable for the scalability of GNN models.

● Lack of graph coarsening methods for heterophilic graphs.

● How to employ graph coarsening methods for scalibility of graph neural networks.

#### **Research gaps**

- Existing graph coarsening methods are computationally demanding. UGC uses a hashing-based method, which is super fast.
- Existing graph condensation methods require full graph training to get a condensed graph. UGC doesn't require full graph

training.

● Lack of graph coarsening methods for heterophilic graphs.

UGC uses both feature level and structure level information to handle heterohily graphs.

● How to employ graph coarsening methods for scalibility of graph neural networks. A coarsened graph can be used to

scale GNN based methods.

● Background

**● Proposed framework UGC**

● Quality checks for the coarsened graph

● Experiments

## **Proposed framework: UGC**

The UGC framework comprises three main components: (a) construction of an *augmented feature matrix*; (b) construction of a *coarsening matrix;* and (c) construction of a *coarsened graph*.



#### **Augmented feature matrix**

● In order to create a universal GC framework suitable for both homophilic as well as heterophilic datasets, it is important to consider features at both i) the node level, i.e., features, and ii) the structure-level, i.e., adjacency matrix, together.

A heterophily factor  $0 < \alpha < 1$  may be used to denote the degree of heterophily.  $\alpha$  is calculated as the fraction of edges between nodes of different classes to the total number of edges.



### **Coarsening matrix**

● UGC uses the Locality Sensitive Hashing (LSH) technique to create coarsening matrix. LSH is defined as

**Definition:** Let d be a distance measure, and let  $d_1 < d_2$  be two distances. A family of functions F is said to be  $(d_1, d_2, p_1, p_2)$ -sensitive if for every  $f \in F$ the following two conditions hold:

1. If  $d(x, y) \leq d_1$  then probability  $|f(x) = f(y)| \geq p_1$ 

2. If  $d(x, y) > d_2$  then probability  $|f(x) = f(y)| < p_2$ 

- $\bullet$   $F_i \in \mathbb{R}^d$  represent the augmented feature vector of node  $\textbf{\textit{v}}_i$ .
- Let  $W \in \mathbb{R}^{d \times l}$  and  $b \in \mathbb{R}^l$  be the random hashing matrices with *l* hash functions. The hash indices generated by the *k th* projector for the *i th* node is given as
- The hash value assigned to the *i<sup>th</sup>* node is given by  $h_i = maxOccured\{h_i^1, h_i^2 .... h_i^l\}$  which defines the linear mapping  $\pi: V \rightarrow V'$  and construction of the coarsening matrix.

#### **Coarsened graph**

• A pair of super-nodes, say  $\widetilde{v_i}$  and  $\widetilde{v_j}$ , in  $\mathscr{G}_c$  are connected; if any of the nodes has an edge to any of the nodes, say  $v \in \pi^{-1}(\widetilde{v}_i)$  in  $\mathscr{G}$ , i.e.,  $\exists u \in \pi^{-1}(\widetilde{v}_i), v \in \pi^{-1}(\widetilde{v}_j)$ such that  $A_{uv}$  != 0.

• The coarsened graph ( $\mathscr{G}_c$ ) is weighted, and the weight assigned to the edge between nodes  $\widetilde{v_i}$  and  $\widetilde{v_i}$  is given by,  $\widetilde{A}_{ij} = \sum_{(u \in \pi^{-1}(\widetilde{v_i}), v \in \pi^{-1}(\widetilde{v_i}))} A_{uv}$  and the adjacency matrix of  $\mathcal{G}_{c}$  is defined as  $\widetilde{A} = \mathcal{C}^{T} A \mathcal{C}$ .

• Supernode features are calculated as  $\widetilde{F} = \mathcal{C}^T F$ 

● Background

• Proposed framework UGC

**● Quality checks for the coarsened graph**

● Experiments

## **Quality checks for the coarsened graph**

UGC employs different matrices to quantify the quality of the coarsened graph.

● Spectral Similarity

 $\bullet$   $\varepsilon$ - similarity

● LSH similarity

● Using node classification accuracy when trained on the coarsened graph.

### **Spectral Similarity**

• Relative Eigen Error (REE) gives the means to quantify the measure of the eigen properties of the original graph  $\mathscr G$  that are preserved in the coarsened graph  $\mathscr G_{\mathsf{c}}.$ 

• REE is defined as follows:  $REE(L, L_c, k) = \frac{1}{k} \sum_{i=1}^{k} \frac{|\tilde{\lambda}_i - \lambda_i|}{\lambda_i}$  where  $\lambda_i$  and  $\tilde{\lambda}_i$  are the top k eigenvalues of the original graph Laplacian L and the coarsened graph Laplacian L $\Box$ 



## **ɛ-similarity**

■ UGC gives a coarsened graph, which satisfies the E-similarity theorem, which is stated as:

The input graph  $\mathcal{G}(L,F)$  and the coarsened graph  $\mathcal{G}_c(L_c,\tilde{F})$ Theorem: obtained using the proposed UGC algorithm are  $\epsilon$ -similar with  $\epsilon > 0$ , i.e.,

 $(1-\epsilon)\|F\|_L \leq \|\widetilde{F}\|_{L_{\epsilon}} \leq (1+\epsilon)\|F\|_L$ 

where L and  $L_c$  are the laplacian matrices of G and  $\mathcal{G}_c$  respectively.

• To give a strict bound on the  $\mathcal{E}(\leq 1)$  we updated  $\widetilde{F}$  to  $\widehat{F}$  by minimizing the term  $\min_{\widehat{F}} f(\widehat{F}) = \text{tr}(\widehat{F}^T \mathcal{C}^T L \mathcal{C} \widehat{F}) + \frac{\alpha}{2} \|\mathcal{C}\widehat{F} - F\|_F^2$ 



which aim to enforce the Dirichlet smoothness condition in super-node features

### **LSH similarity**

• The LSH family used in our framework ensures that the probability of two nodes going to the same supernode is directly related to the distance between their features.

**Theorem:** The probability that two nodes v and u will collide and go to a super-node under a hash function drawn uniformly at random from a 2-stable distribution is inversely proportional to  $c = ||v - u||_2$  and it is represented by  $p(c) = Pr_{w,b}[h_{w,b}(v) = h_{w,b}(u)] = \int_0^r \frac{1}{e} f_p(\frac{t}{e}) (1 - \frac{t}{e}) dt.$ 



● Background

• Proposed framework UGC

● Quality checks for the coarsened graph

**● Experiments**

#### **Experiments**

The conducted experiments establish the performance of UGC concerning

• Computational efficiency,

● Preservation of spectral properties,

• Potential extensions of the coarsened graph  $\mathscr{G}_{\mathsf{c}}$  into real-world applications. We have used node classification tasks on real-world datasets.

● Model agnostic behaviour of UGC.

#### **Run time**

● UGC's main contribution lies in its computational efficiency. The time required to compute the coarsening matrix *C* is summarized in below Table.



- UGC is able to coarsen down massive datasets like *Yelp (716.8k nodes)*, which was previously not possible.
- UGC is the fastest graph coarsening method.

## **Scaling GNN via graph coarsening**

To scale the training process, we used coarsened graph  $\mathscr{G}_{\epsilon}$  to train a GNN model; all the predictions are made on test data from the original graph.



### **Node classification accuracy**

● UGC demonstrated superior performance compared to existing methods in 7 out of the 9 datasets. Reported are the accuracy of the GNN models when trained with 50% coarsen graph.



● Results from four diverse models, namely GCN, GraphSage, GIN, and GAT, have been incorporated to demonstrate the robustness and model-agnostic nature of UGC.



● Background

• Proposed framework UGC

● Quality checks for the coarsened graph

● Experiments

- UGC is the fastest graph coarsening method.
- UGC preserves spectral properties.
- UGC satisfy ɛ-similarity and LSH similarity.
- UGC scales training of GNN models.



### **Thank you**