Mining Tree Patterns with Partially Injective Homomorphisms

Till Hendrik Schulz, Tamás Horváth, Pascal Welke, and Stefan Wrobel

University of Bonn Fraunhofer IAIS Fraunhofer Center for Machine Learning





The Two Most Common Pattern Matching Operators in Learning from Structured Data

















- (+): polynomially decidable for many graph classes
- (-): poor predictive performance



Injective Homomorphism between graphs

(+): better predictive performance

⊖: generally NP-complete

We would like to combine the advantages of both sides

- (+): polynomially decidable for many graph classes
- poor predictive performance



Injective Homomorphism between graphs

(+): better predictive performance

: generally NP-complete

We would like to combine the advantages of both sides

In this work, pattern graphs are restricted to trees

- (+): polynomially decidable for many graph classes
- poor predictive performance



Injective Homomorphism between graphs

(+): better predictive performance

⊖: generally NP-complete

We would like to combine the advantages of both sides

In this work, pattern graphs are restricted to trees

• homomorphism from trees is decidable in polynomial time

- (+): polynomially decidable for many graph classes
- poor predictive performance



Injective Homomorphism between graphs

(+): better predictive performance

⊖: generally NP-complete

We would like to combine the advantages of both sides

In this work, pattern graphs are restricted to trees

- homomorphism from trees is decidable in polynomial time
- deciding subgraph-isomorphism from trees is NP-complete

- (+): polynomially decidable for many graph classes
- poor predictive performance



Injective Homomorphism between graphs

(+): better predictive performance

⊖: generally NP-complete

We would like to combine the advantages of both sides

In this work, pattern graphs are restricted to trees

- homomorphism from trees is decidable in polynomial time
- deciding subgraph-isomorphism from trees is NP-complete

Clearly, the injectivity constraint causes the complexity difference

- (+): polynomially decidable for many graph classes
- poor predictive performance



Injective Homomorphism between graphs

(+): better predictive performance

⊖: generally NP-complete

We would like to combine the advantages of both sides

In this work, pattern graphs are restricted to trees

- homomorphism from trees is decidable in polynomial time
- deciding subgraph-isomorphism from trees is NP-complete

Clearly, the injectivity constraint causes the complexity difference

Solution: Bridge the gap by requiring only partial injectivity

Graph homomorphism:



Graph homomorphism:



Subgraph isomorphism can be reduced to homomorphism:



Graph homomorphism:



Subgraph isomorphism can be reduced to homomorphism:



Transform graphs H, G into H', G', respectively, as follows:

• Color all edges of H and G in blue (original edges)

Graph homomorphism:



Subgraph isomorphism can be reduced to homomorphism:



Transform graphs H, G into H', G', respectively, as follows:

- Color all edges of *H* and *G* in blue (original edges)
- Add to *H* red edges between all *unconnected* vertex pairs (constraint edges)

Graph homomorphism:



Subgraph isomorphism can be reduced to homomorphism:



Transform graphs H, G into H', G', respectively, as follows:

- Color all edges of H and G in blue (original edges)
- Add to *H* red edges between all *unconnected* vertex pairs (constraint edges)
- Connect *all* vertex pairs in *G* by a red edge

Graph homomorphism:



Subgraph isomorphism can be reduced to homomorphism:



Transform graphs H, G into H', G', respectively, as follows:

- Color all edges of *H* and *G* in blue (original edges)
- Add to *H* red edges between all *unconnected* vertex pairs (constraint edges)
- Connect all vertex pairs in G by a red edge

H is subgraph isomorphic to G iff there exists a homomorphism from H' into G'

 \Rightarrow i.e. add to H only a selection of red edges

 \Rightarrow i.e. add to H only a selection of red edges

Example:



 \Rightarrow i.e. add to H only a selection of red edges

Example:



 v_2 and v_4 of H'' must be mapped to distinct vertices in G'











 \bigcirc Partially injective homomorphism can be decided in polynomial time if the pattern graph (blue + red edges) has bounded tree-width.



 \bigcirc Partially injective homomorphism can be decided in polynomial time if the pattern graph (blue + red edges) has bounded tree-width.

Tree-width:

• Positive integer measuring the "tree-likeness"



Partially injective homomorphism can be decided in polynomial time if the pattern graph (blue + red edges) has bounded tree-width.

Tree-width:

- Positive integer measuring the "tree-likeness"
- Generally intractable problems become tractable for constant tree-width



Partially injective homomorphism can be decided in polynomial time if the pattern graph (blue + red edges) has bounded tree-width.

Tree-width:

- Positive integer measuring the "tree-likeness"
- Generally intractable problems become tractable for constant tree-width

Generate frequent trees w.r.t. partially injective homomorphism

Generate frequent trees w.r.t. partially injective homomorphism

• i.e. original (blue) edges form a tree
Generate frequent trees w.r.t. partially injective homomorphism

- i.e. original (blue) edges form a tree
- and together with constraints (red egdes) form a graph of bounded tree-width

Generate frequent trees w.r.t. partially injective homomorphism

- i.e. original (blue) edges form a tree
- and together with constraints (red egdes) form a graph of bounded tree-width

Mining algorithm lists *all* frequent patterns up to a user-defined size in *incremental polynomial time*.

Generate frequent trees w.r.t. partially injective homomorphism

- i.e. original (blue) edges form a tree
- and together with constraints (red egdes) form a graph of bounded tree-width

Mining algorithm lists *all* frequent patterns up to a user-defined size in *incremental polynomial time*.

Pattern generation is based on refinement operator.

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



(1) select a 2-clique

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



(1) select a 2-clique(2) add a vertex and connect it to the 2-clique

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:

(1) select a 2-clique

- (2) add a vertex and connect it to the 2-clique
- (3) color one edge blue

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



(1) select a 2-clique

- (2) add a vertex and connect it to the 2-clique
- (3) color one edge blue
- (4) color all others red

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



(1) select a 2-clique

- (2) add a vertex and connect it to the 2-clique
- (3) color one edge blue
- (4) color all others red
- G' is a refinement of G. Both graphs are k-trees with tree-width 2.

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



(1) select a 2-clique

- (2) add a vertex and connect it to the 2-clique
- (3) color one edge blue
- (4) color all others red
- G' is a refinement of G. Both graphs are k-trees with tree-width 2.

Properties:

• graphs are *maximally* constrained (i.e. adding another red edge increases the tree-width)

Refinement step (utilizes definition of *k*-trees):

Idea for tree-width k = 2:



(1) select a 2-clique

- (2) add a vertex and connect it to the 2-clique
- (3) color one edge blue
- (4) color all others red
- G' is a refinement of G. Both graphs are k-trees with tree-width 2.

Properties:

- graphs are *maximally* constrained (i.e. adding another red edge increases the tree-width)
- the embedding decision problem is guaranteed to lie in P

We performed prediction tasks over molecular data

We performed prediction tasks over molecular data

Each molecule represented as a graph has a binary label

We performed prediction tasks over molecular data

Each molecule represented as a graph has a binary label

SVMs were used to separate points representing molecular graphs in feature space spanned by patterns

Q: How does the predictive performance using patterns w.r.t. partially injective homomorphism compare to patterns generated w.r.t. subgraph isomorphism?

Q: How does the predictive performance using patterns w.r.t. partially injective homomorphism compare to patterns generated w.r.t. subgraph isomorphism?

Frequent Patterns	MUTAG	PTC	NCI1	NCI109	
s.g.i. graphs	91.99 ± 6.65	73.07 ± 9.34	89.33 ± 1.13	88.55 ± 1.77	
s.g.i. trees	91.63 ± 5.89	73.08 ± 9.39	89.14 ± 1.19	88.37 ± 1.72	
p.i.h. trees $(k = 4)$	90.49 ± 6.98	72.38 ± 8.02	88.30 ± 1.29	87.54 ± 2.03	
p.i.h. trees $(k = 3)$	90.21 ± 8.36	73.24 ± 8.55	88.77 ± 1.32	87.77 ± 2.02	
p.i.h. trees ($k = 2$)	$\textbf{76.92} \pm \textbf{14.90}$	67.84 ± 6.53	87.68 ± 1.35	86.72 ± 1.66	

Prediction measures stated as AUC values in % for different tree-width choices k in contrast to freq. subgraphs and subtrees.

Q: How does the predictive performance using patterns w.r.t. partially injective homomorphism compare to patterns generated w.r.t. subgraph isomorphism?

Frequent Patterns	MUTAG	PTC	NCI1	NCI109	
s.g.i. graphs	91.99 ± 6.65	73.07 ± 9.34	89.33 ± 1.13	88.55 ± 1.77	
s.g.i. trees	91.63 ± 5.89	73.08 ± 9.39	89.14 ± 1.19	88.37 ± 1.72	
p.i.h. trees $(k = 4)$	90.49 ± 6.98	72.38 ± 8.02	88.30 ± 1.29	87.54 ± 2.03	
p.i.h. trees $(k = 3)$	90.21 ± 8.36	73.24 ± 8.55	88.77 ± 1.32	87.77 ± 2.02	
p.i.h. trees $(k = 2)$	$\textbf{76.92} \pm \textbf{14.90}$	67.84 ± 6.53	87.68 ± 1.35	86.72 ± 1.66	

Prediction measures stated as AUC values in % for different tree-width choices k in contrast to freq. subgraphs and subtrees.

A: For already tree-width k = 3, the results are very close to those of ordinary frequent trees (subgraph isomorphism).

Q: How does the degree of injectivity in the pattern matching operator influence the predictive performance?

Q: How does the degree of injectivity in the pattern matching operator influence the predictive performance?

Setup:

• the set of tree patterns is fixed

Q: How does the degree of injectivity in the pattern matching operator influence the predictive performance?

Setup:

- the set of tree patterns is fixed
- we gradually increased the number of red egdes by increasing the tree-width k

Q: How does the degree of injectivity in the pattern matching operator influence the predictive performance?

Setup:

- the set of tree patterns is fixed
- we gradually increased the number of red egdes by increasing the tree-width k
- the degree of injectivity in patterns ranges from k = 1 (ordinary homomorphism) to k = ⊤ (subgraph isomorphism)

Q: How does the degree of injectivity in the pattern matching operator influence the predictive performance?

Setup:

- the set of tree patterns is fixed
- we gradually increased the number of red egdes by increasing the tree-width k
- the degree of injectivity in patterns ranges from k = 1 (ordinary homomorphism) to $k = \top$ (subgraph isomorphism)



Q: How does the degree of injectivity in the pattern matching operator influence the predictive performance?

Setup:

- the set of tree patterns is fixed
- we gradually increased the number of red egdes by increasing the tree-width k
- the degree of injectivity in patterns ranges from k = 1 (ordinary homomorphism) to $k = \top$ (subgraph isomorphism)



A: The predictive performance scales with the degree of injectivity of the underlying pattern matching operator.

Schulz et al. (Bonn)

Q: How do runtimes of our algorithm compare to subgraph-isomorphism-based graph miners?

Q: How do runtimes of our algorithm compare to subgraph-isomorphism-based graph miners?

	ΜΠΤΑς	PTC	C NCI1		Erdős-Rényi random graphs (unlabeled)			
	WOTAG	1 IC		INCITO3	q = 1.0	q = 1.5	q = 2.0	<i>q</i> = 3.0
GASTON (EL)	0.1	0.2	2.6	2.7	2.8	54.6	mem err	mem err
GASTON (RE)	0.3	1.0	8.5	8.6	5.0	39.5	1163.0	31061.4
FSG	0.7	4.1	30.2	29.9	194.2	10584.9	10888.4	10852.5
PIH Miner $(k = 3)$	0.8	3.4	27.3	24.1	0.3	1.3	2.8	8.4

Runtimes (in sec.) of our algorithm in comparison to GASTON and FSG on molecular and artificial datasets.

Q: How do runtimes of our algorithm compare to subgraph-isomorphism-based graph miners?

	ΜΠΤΑΟ	PTC	NCII	CI1 NCI109	Erdős-Rényi random graphs (unlabeled)			
	MUTAG	1 IC			q = 1.0	q = 1.5	q = 2.0	<i>q</i> = 3.0
GASTON (EL)	0.1	0.2	2.6	2.7	2.8	54.6	mem err	mem err
GASTON (RE)	0.3	1.0	8.5	8.6	5.0	39.5	1163.0	31061.4
FSG	0.7	4.1	30.2	29.9	194.2	10584.9	10888.4	10852.5
PIH Miner $(k = 3)$	0.8	3.4	27.3	24.1	0.3	1.3	2.8	8.4

Runtimes (in sec.) of our algorithm in comparison to GASTON and FSG on molecular and artificial datasets.

A: While our algorithm is slower on real-world datasets, it is much faster on (unlabeled) graphs of a higher structural complexity (i.e., higher value q).

Partially Injective Homomorphisms:

• a new kind of pattern matching operators

Partially Injective Homomorphisms:

- a new kind of pattern matching operators
- bridges the gap between homomorphism and subgraph isomorphism

Partially Injective Homomorphisms:

- a new kind of pattern matching operators
- bridges the gap between homomorphism and subgraph isomorphism
- dynamic pattern matching

Partially Injective Homomorphisms:

- a new kind of pattern matching operators
- bridges the gap between homomorphism and subgraph isomorphism
- dynamic pattern matching

In this work:

• efficiency is guaranteed by bounded tree-width graphs

Partially Injective Homomorphisms:

- a new kind of pattern matching operators
- bridges the gap between homomorphism and subgraph isomorphism
- dynamic pattern matching

In this work:

- efficiency is guaranteed by bounded tree-width graphs
- experimental results show that patterns do not lose much expressiveness (compared to subgraph isomorphism)

Partially Injective Homomorphisms:

- a new kind of pattern matching operators
- bridges the gap between homomorphism and subgraph isomorphism
- dynamic pattern matching

In this work:

- efficiency is guaranteed by bounded tree-width graphs
- experimental results show that patterns do not lose much expressiveness (compared to subgraph isomorphism)

Upcoming work:



Schulz et al. (Bonn)

Appendix

Homomorphism & Subgraph Isomorphism

A **homomorphism** from a graph H (the *pattern*) into a graph G (the *text*) is a mapping $\varphi : V(H) \rightarrow V(G)$ that preserves the edges (i.e., $uv \in E(H)$ implies $\varphi(u)\varphi(v) \in E(G)$ for all $u, v \in V(H)$).

Example:



A subgraph isomorphism from *H* to *G* is an *injective* homomorphism $\psi : V(H) \rightarrow V(G)$ (i.e. ψ is a homomorphism from *H* into *G* and for all $u, v \in V(H)$ with $u \neq v$ holds $\psi(u) \neq \psi(v)$).

Example:



Tree-width

A tree decomposition of a graph G = (V, E) is a pair TD(G) = (T, X) where

$$\begin{array}{l} - \ T = (I, F) \text{ is an unordered tree,} \\ - \ X = \{bag(i) : i \in I\} \text{ is a family of subsets of } V, \text{ s.t.} \\ (i) \bigcup_{i \in I} bag(i) = V \\ (ii) \text{ for every } \{u, v\} \in E \text{ there is an } i \in I \text{ with } \{u, v\} \subseteq bag(i) \\ (iii) \text{ for every } v \in V \text{ the set of nodes } \{i | v \in bag(i)\} \text{ forms a subtree of } T \end{array}$$

The width of TD(G) is $max_i|bag(i)| - 1$

The **tree-width** of G is the minimum width over all tree decompositions of GExample:



TD(G) has a width of 2 which is also the tree-width of G.

Algorithmic definition of k-trees:

(i) A clique of k + 1 vertices is a k-tree and (ii) given a k-tree T_k with n vertices, a k-tree with n + 1 vertices is obtained from T_k by adding a new vertex v to T_k and connecting v to all vertices of a

k-clique of T_k .

Properties:

- A k-tree has tree-width k
- Adding an edge to a k tree results in a graph of tree-width k + 1.
Refinement Operator

Refinement step:



(1) select a 2-clique

- (2) add a vertex and connect it to the 2-clique
- (3) color one edge blue
- (4) color all others red
- G' is a refinement of G. Both graphs are k-trees with k = 2.

Properties:

- graphs are *maximally* constrained (i.e. adding another red edge increases the tree-width)
- the embedding decision problem is guaranteed to lie in P

Partial Substructure Isomorphism

Partially Injective Homomorphisms can be generalized to first-order logic:

Let A and B be function-free first-order clauses. A **partial substructure isomorphism** from A to B satisfying the injectivity constraints in $C \subseteq [Var(A)]^2$ is a substitution θ such that $A\theta \subseteq B$ and for all $xy \in C$, $x\theta \neq y\theta$.

Example:

$$A = \{P(x_2, x_1), P(x_3, x_1), P(x_4, x_1)\}$$

$$B = \{P(a_1, a_2), P(a_3, a_2)\}$$

$$C = \{x_3x_2, x_4x_2\}$$



There is a partial substructure isomorphism from A to B w.r.t. constraints C iff A' subsumes B'.