

# EECE 571F: Advanced Topics in Deep Learning

## Lecture 3: Graph Neural Networks I Message Passing Models

Renjie Liao

University of British Columbia

Winter, Term 2, 2025

# Outline

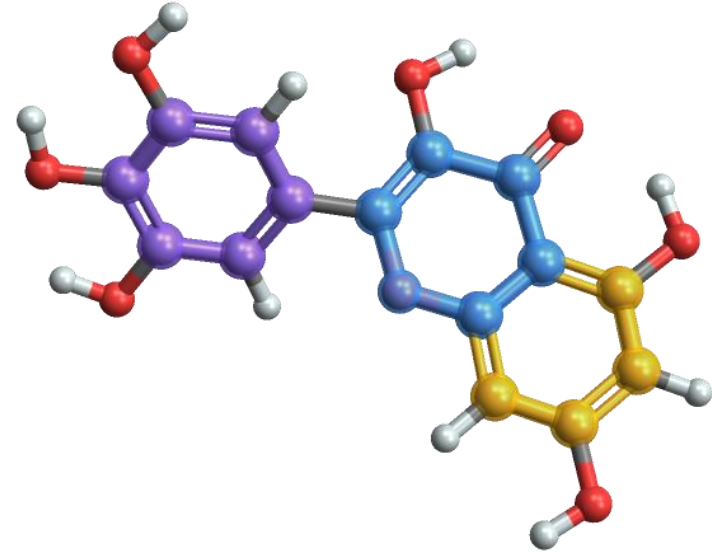
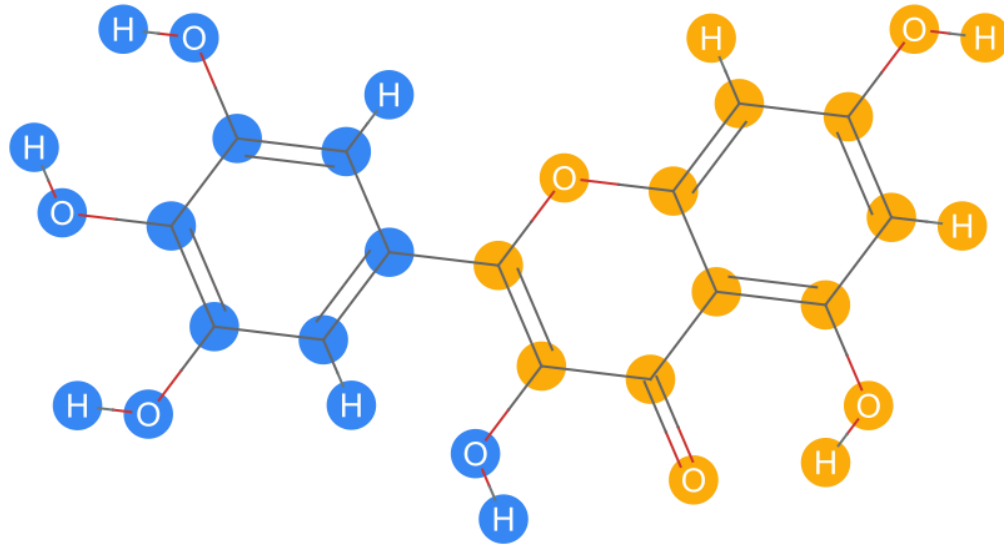
- Motivating Applications
- Graph Neural Networks (GNNs)
  - Graph representations
  - Graph isomorphism & automorphism
  - Challenges of graph data
  - Graph Neural Networks (GNNs): history & basics
  - Message passing framework of GNNs
  - Instantiation of message passing
  - Relationship with Transformers

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- **Motivating Applications**
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# Motivating Applications of Graphs

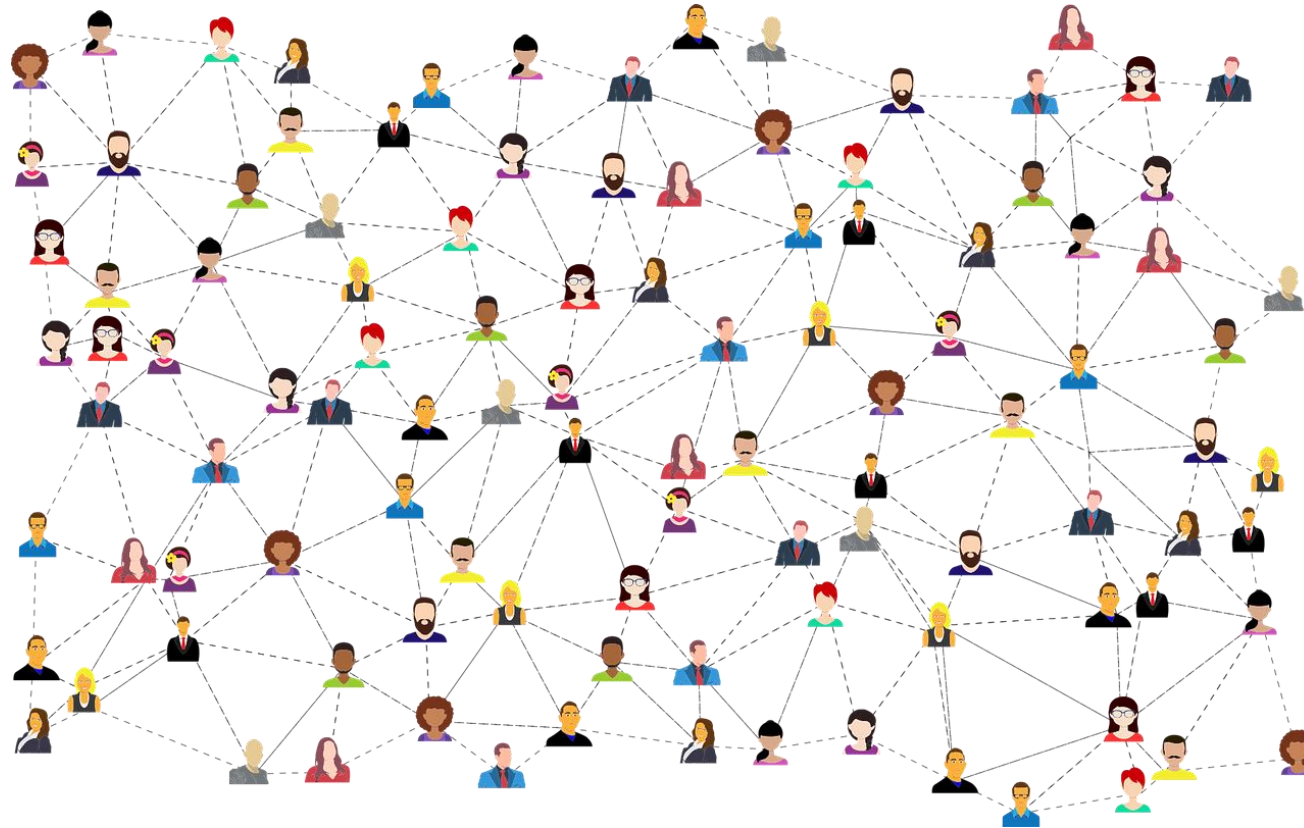
- Molecules



- Multi-edges exist
- Nodes have types
- Edges have types

# Motivating Applications of Graphs

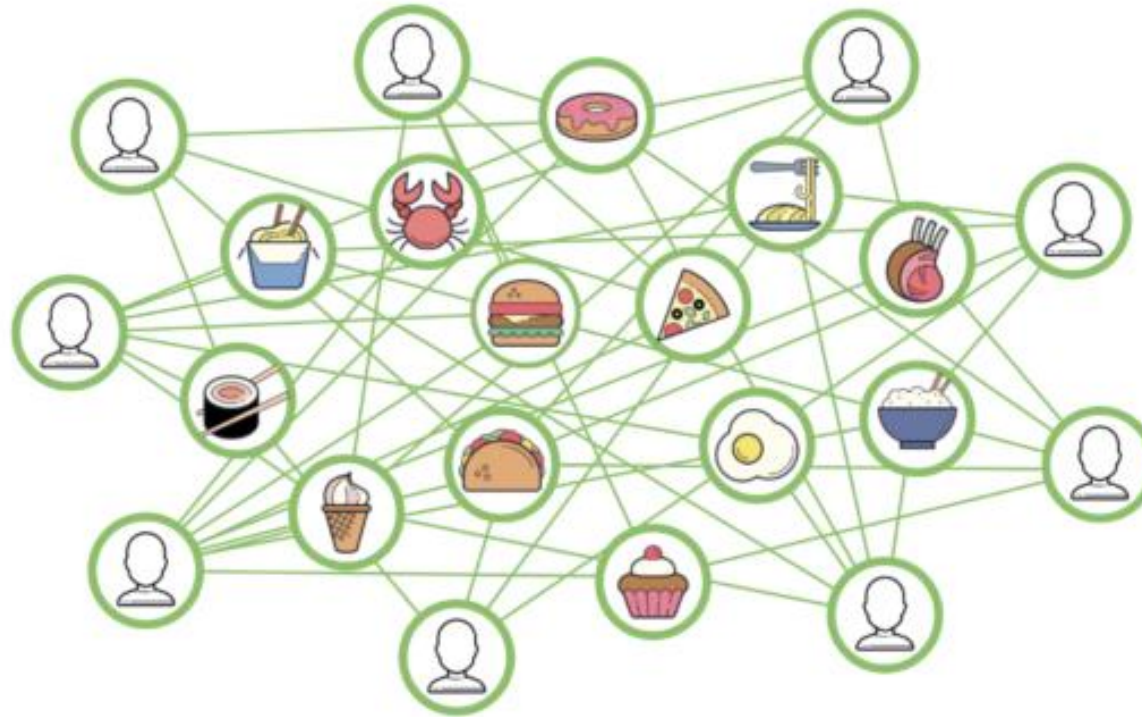
- Social Networks



Link Prediction

# Motivating Applications of Graphs

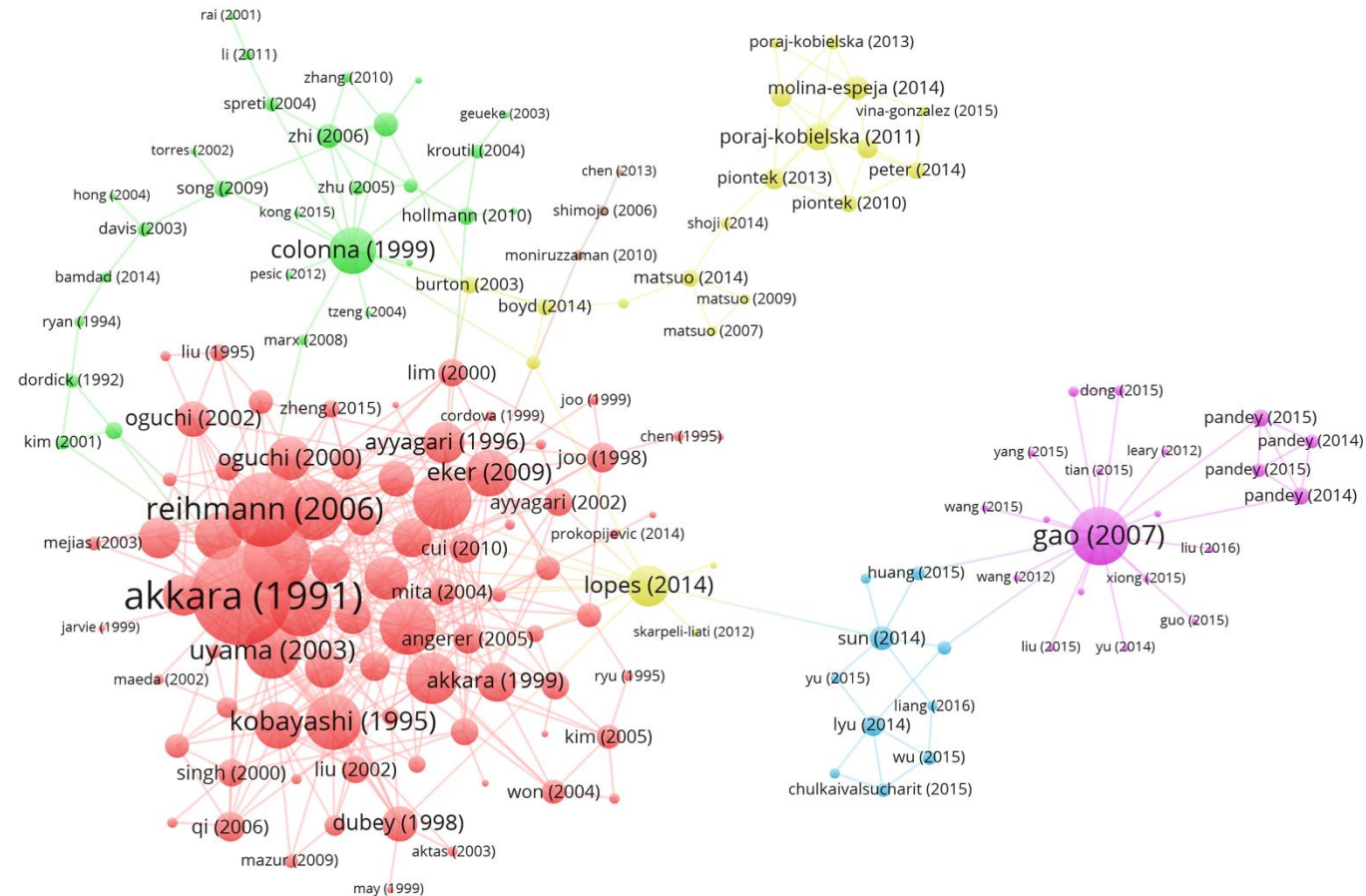
- Network-based Recommendations



## Food Discovery

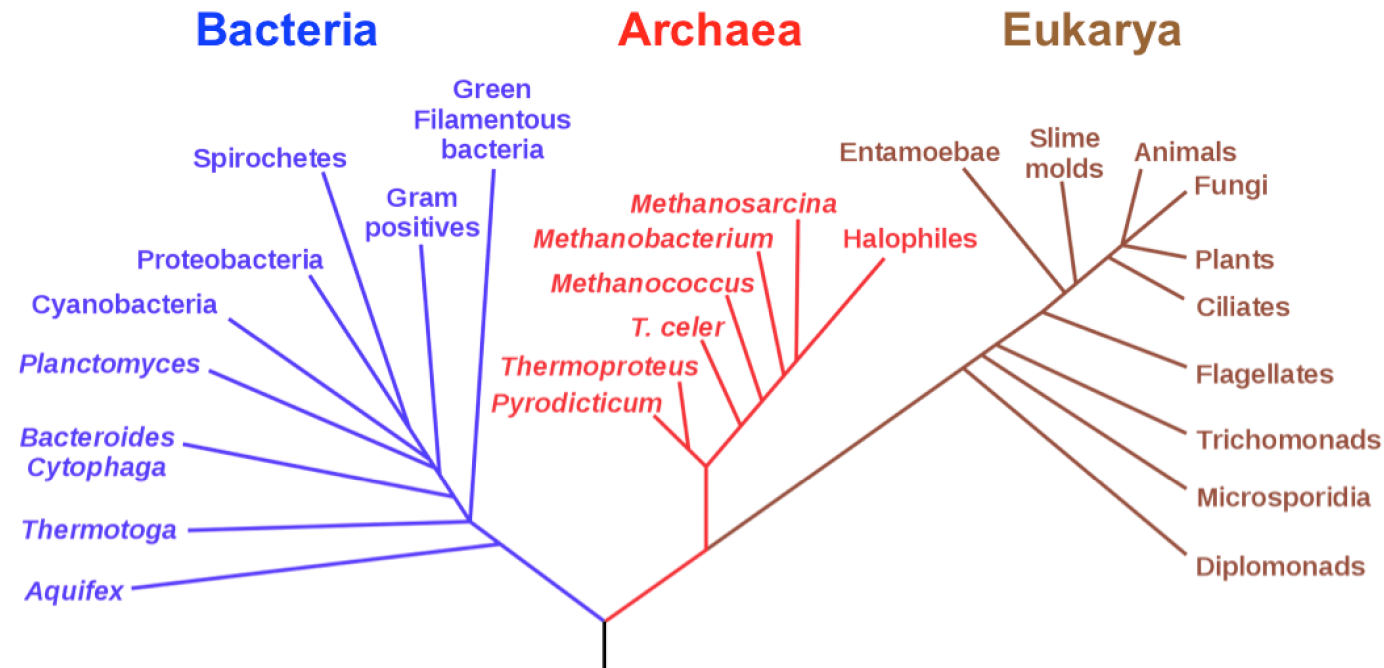
# Motivating Applications of Graphs

- Citation Networks



# Motivating Applications of Graphs

- Phylogenetic Tree

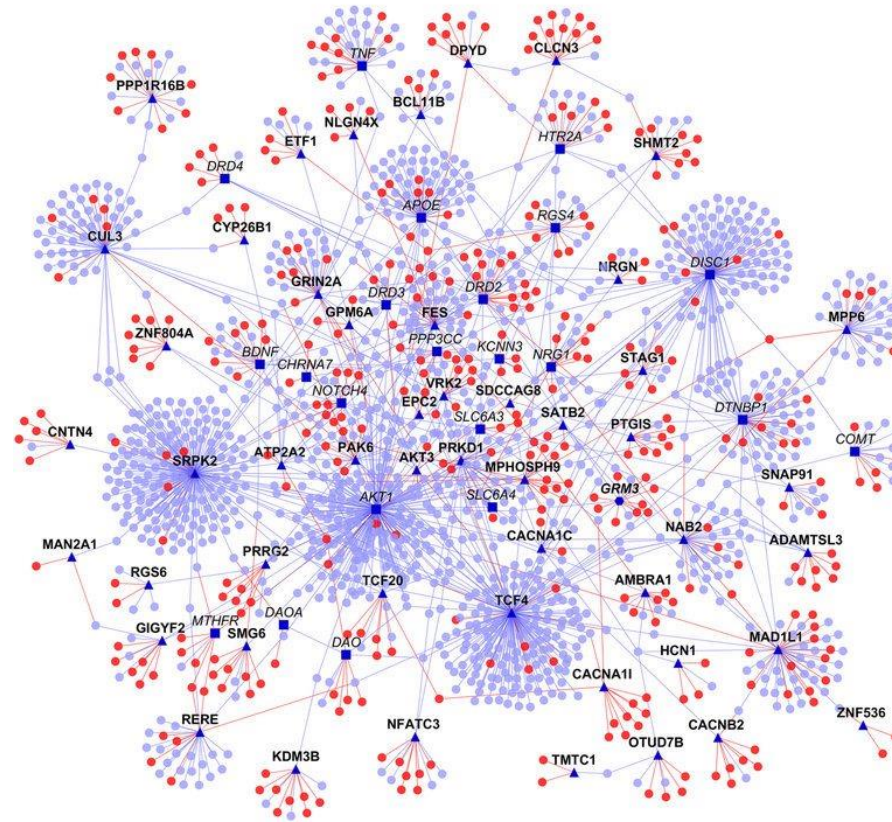


A phylogenetic tree based on rRNA genes showing the three life domains



# Motivating Applications of Graphs

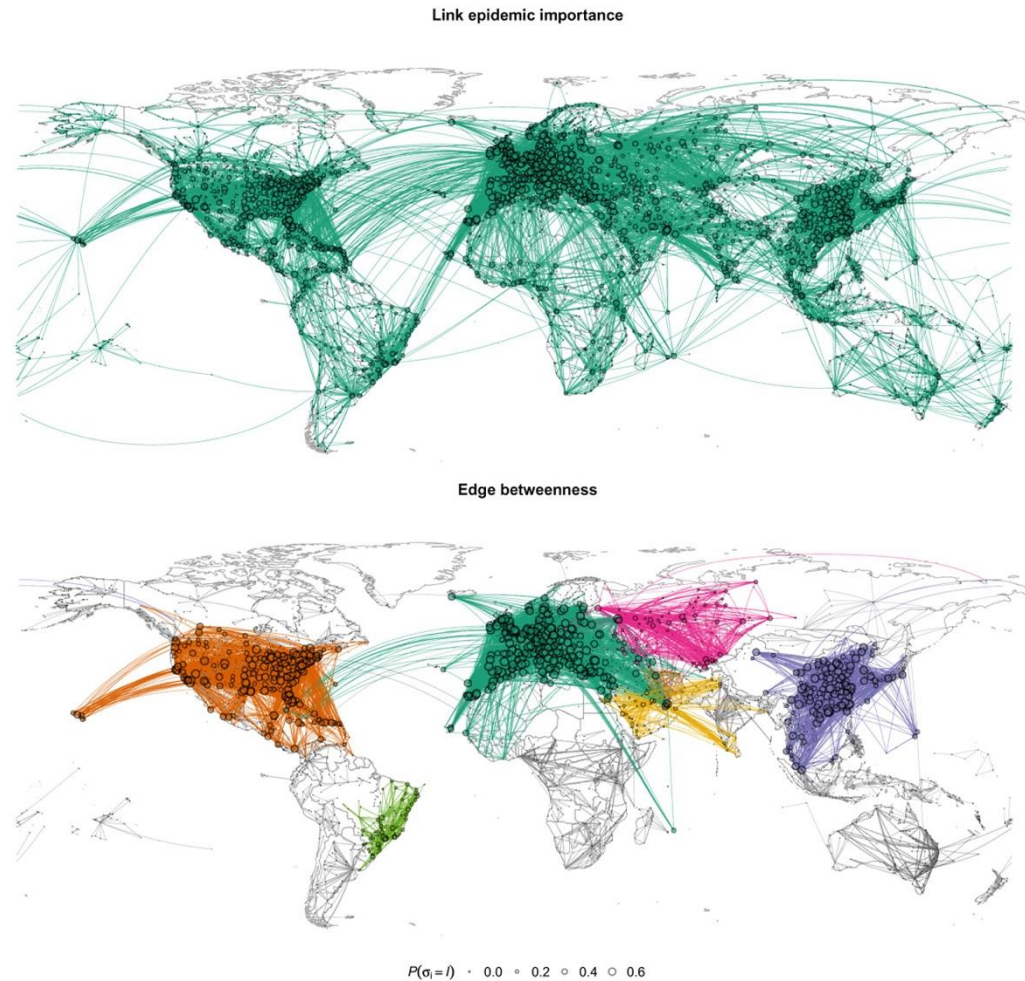
- Protein-Protein Interactions (PPIs)



## Schizophrenia PPI

# Motivating Applications of Graphs

- Epidemic Networks



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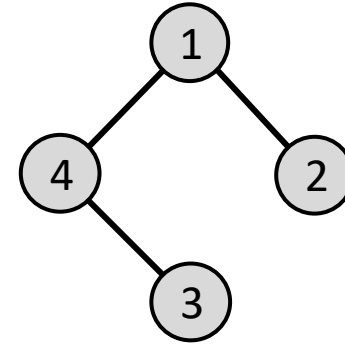
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# Deep Learning for Graphs

## Graph Representations

- Connectivity

1. Adjacency List:  $G = (V, E)$

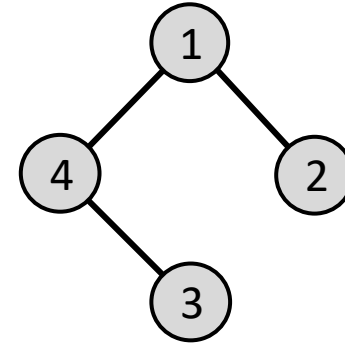


$$V = \{1,2,3,4\}, E = \{(1,2), (1,4), (4,3)\}$$

# Deep Learning for Graphs

## Graph Representations

- Connectivity
  1. Adjacency List:  $G = (V, E)$
  2. Adjacency Matrix:  $A$  (sometimes we have weights)



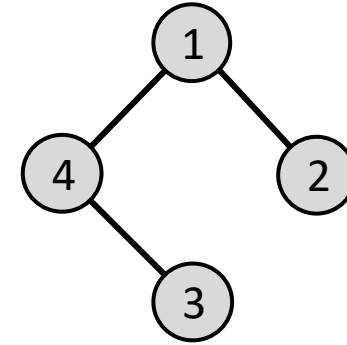
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# Deep Learning for Graphs

## Graph Representations

- Connectivity
  1. Adjacency List:  $G = (V, E)$
  2. Adjacency Matrix:  $A$  (sometimes we have weights)
- Feature
  1. Node Feature:  $X$
  2. Edge Feature
  3. Graph Feature



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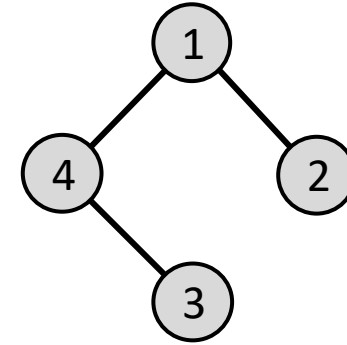
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# Deep Learning for Graphs

## Graph Representations

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Graph Data =  $(A, X)$



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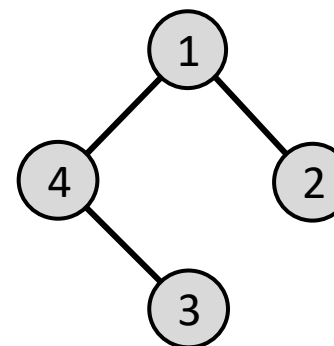
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# Deep Learning for Graphs

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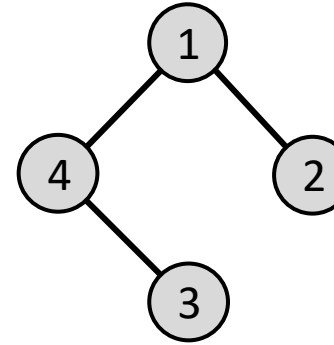
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# Deep Learning for Graphs

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Original Adj Matrix

# Deep Learning for Graphs

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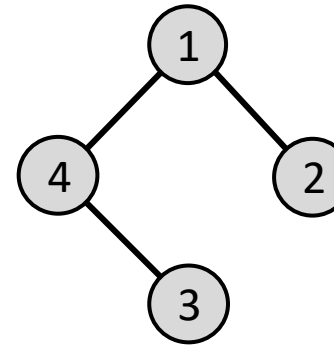
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Permute Rows

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Permutation Matrix

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Original Adj Matrix

Permute Columns

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Transposed  
Permutation Matrix

# Deep Learning for Graphs

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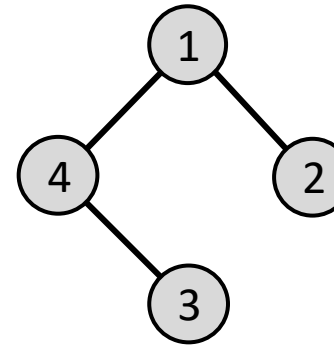
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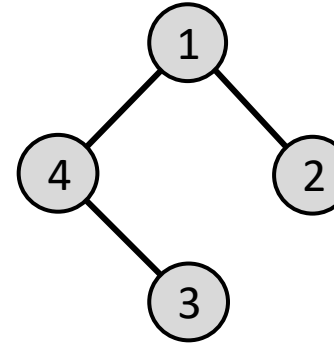
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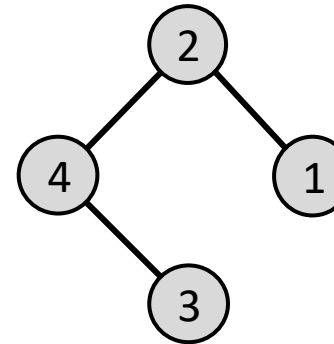
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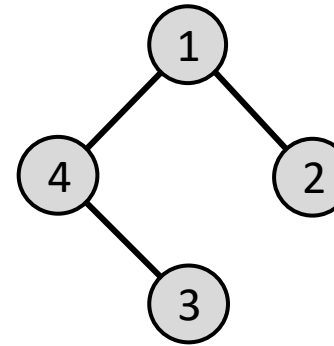
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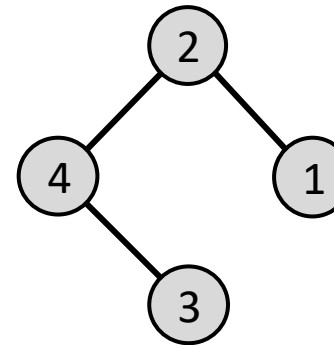
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## Graph Isomorphism:

A bijection  $f$  between the vertex sets of  $G1$  and  $G2$  such that any two vertices  $u$  and  $v$  of  $G1$  are adjacent **iff**  $f(u)$  and  $f(v)$  are adjacent in  $G2$ .

$$PA_1P^\top = A_2$$



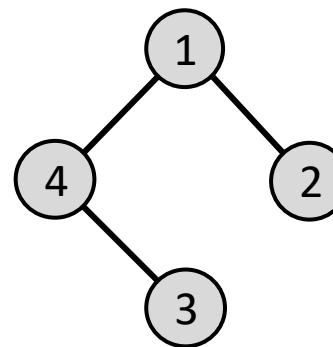
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# Deep Learning for Graphs

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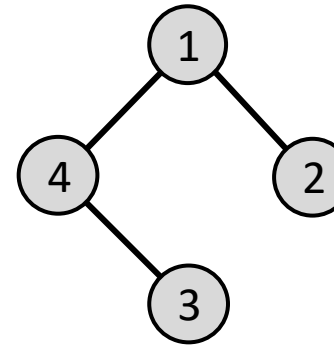
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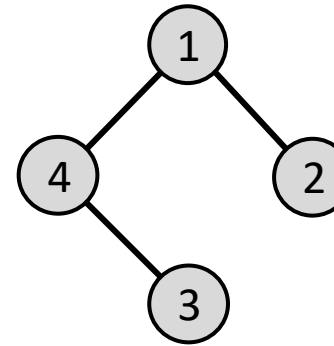
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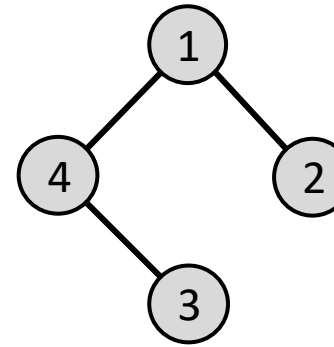
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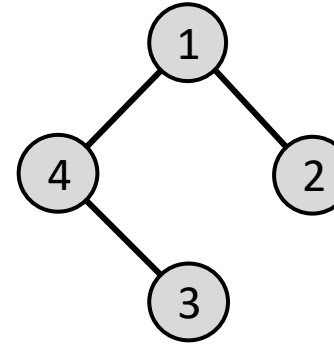
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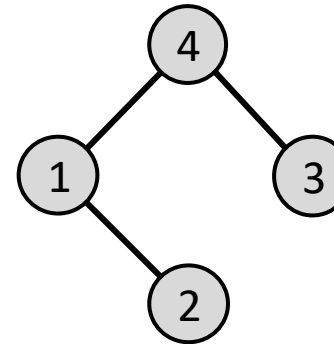
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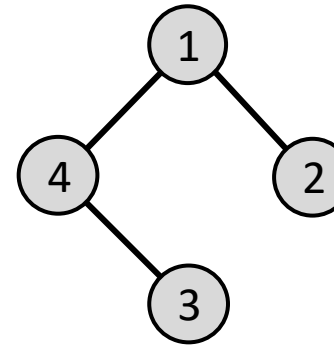
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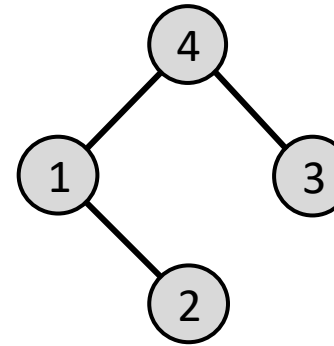
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$$V = [1,2,3,4], E = [(1,2), (1,4), (4,3)]$$

## Graph Automorphism:

A permutation  $\sigma$  of the vertex set  $V$ , such that the pair of vertices  $(u,v)$  form an edge **iff** the pair  $(\sigma(u),\sigma(v))$  also form an edge.

$$PAP^{\top} = A$$



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# Deep Learning for Graphs

## Permutation Invariance & Equivariance

Graph Data  $(A, X)$ , Model  $f(A, X)$

**Invariance:**  $f(PAP^\top, PX) = f(A, X)$

**Equivariance:**  $f(PAP^\top, PX) = Pf(A, X)$

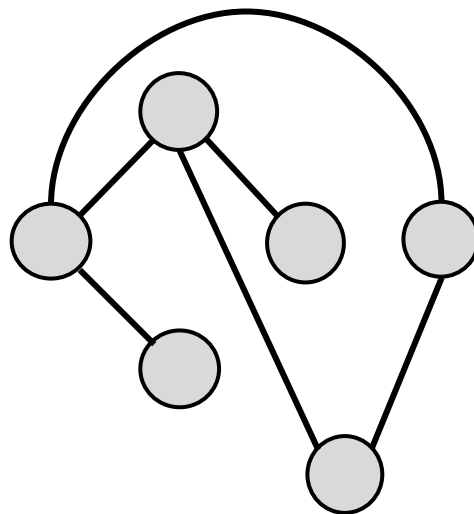
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  - **Challenges of graph data**
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# Deep Learning for Graphs

Key Challenges:

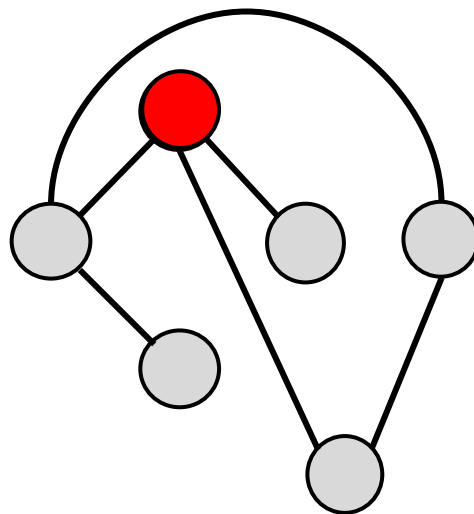
- **Unordered Neighbors**



# Deep Learning for Graphs

Key Challenges:

- **Unordered Neighbors**

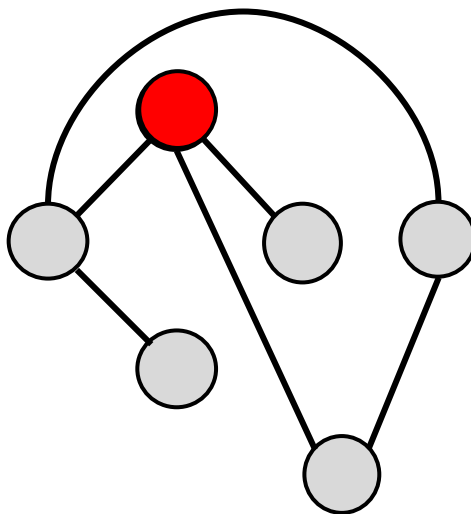




# Deep Learning for Graphs

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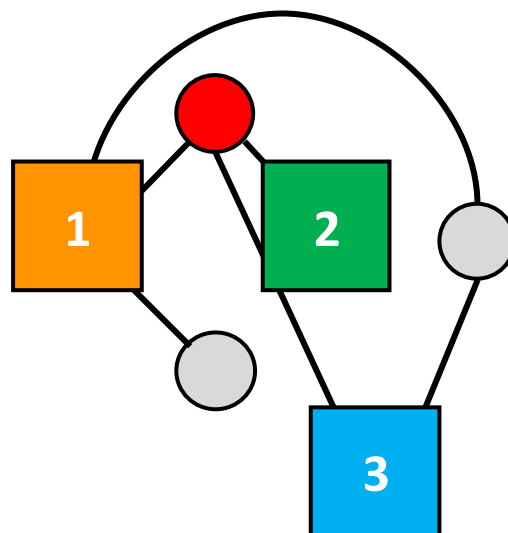
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# Deep Learning for Graphs

Key Challenges:

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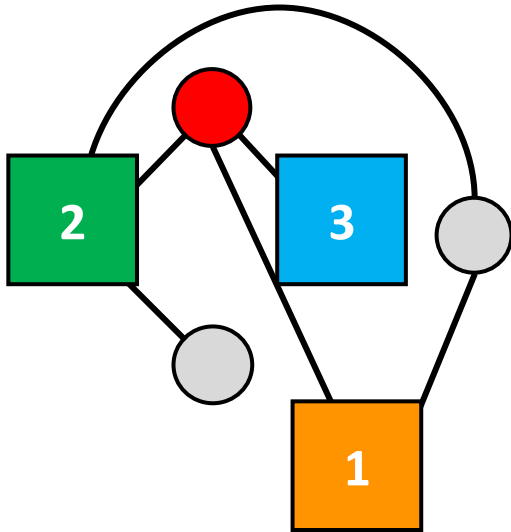
Option 1



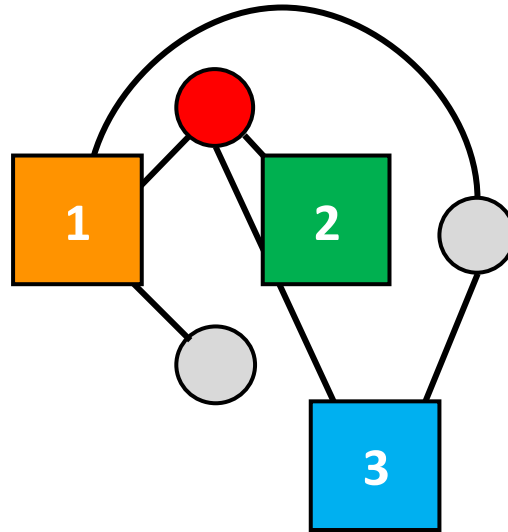
# Deep Learning for Graphs

Key Challenges:

- **Unordered Neighbors**



Option 2



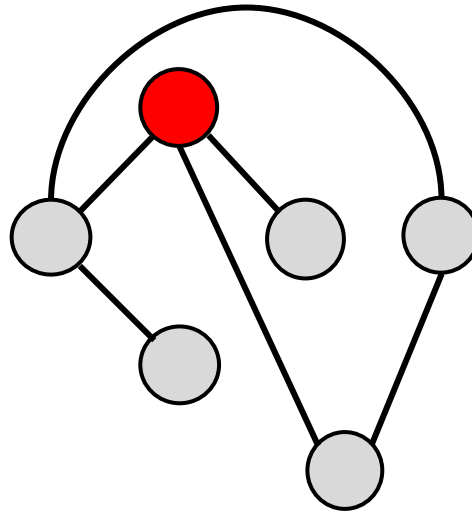
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# Deep Learning for Graphs

## Key Challenges:

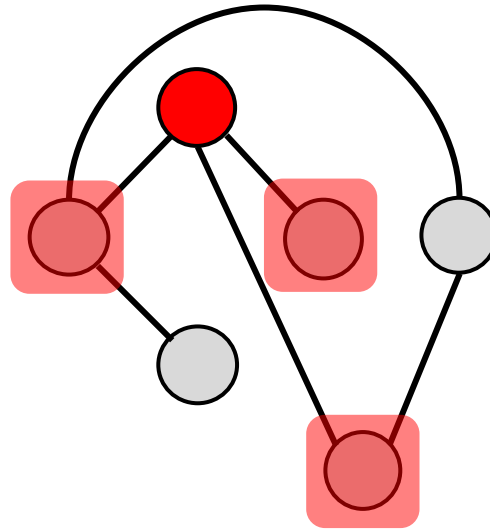
- Unordered Neighbors
- **Varying Neighborhood Sizes**



# Deep Learning for Graphs

## Key Challenges:

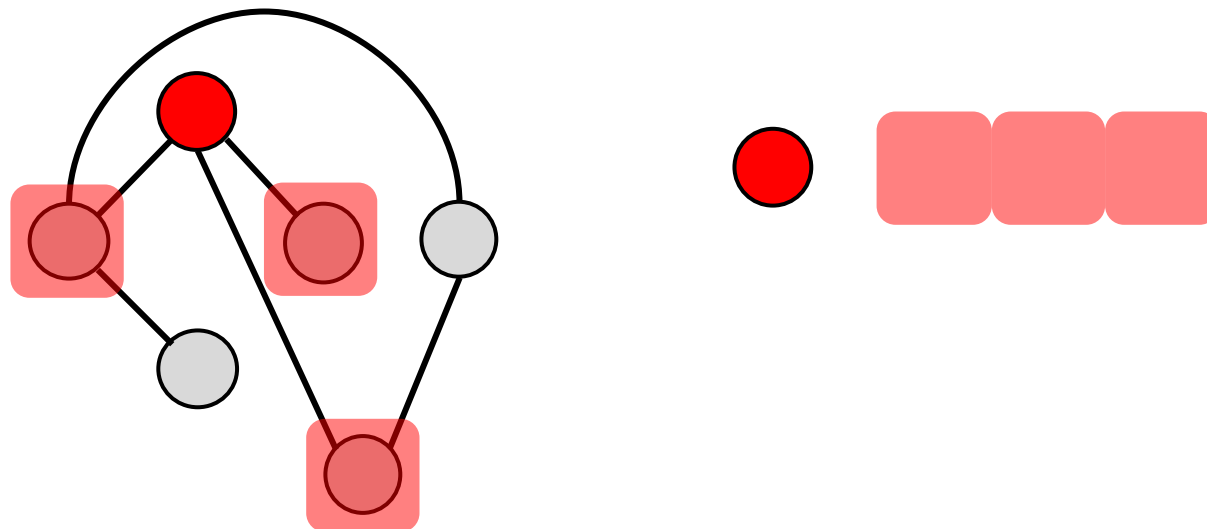
- Unordered Neighbors
- **Varying Neighborhood Sizes**



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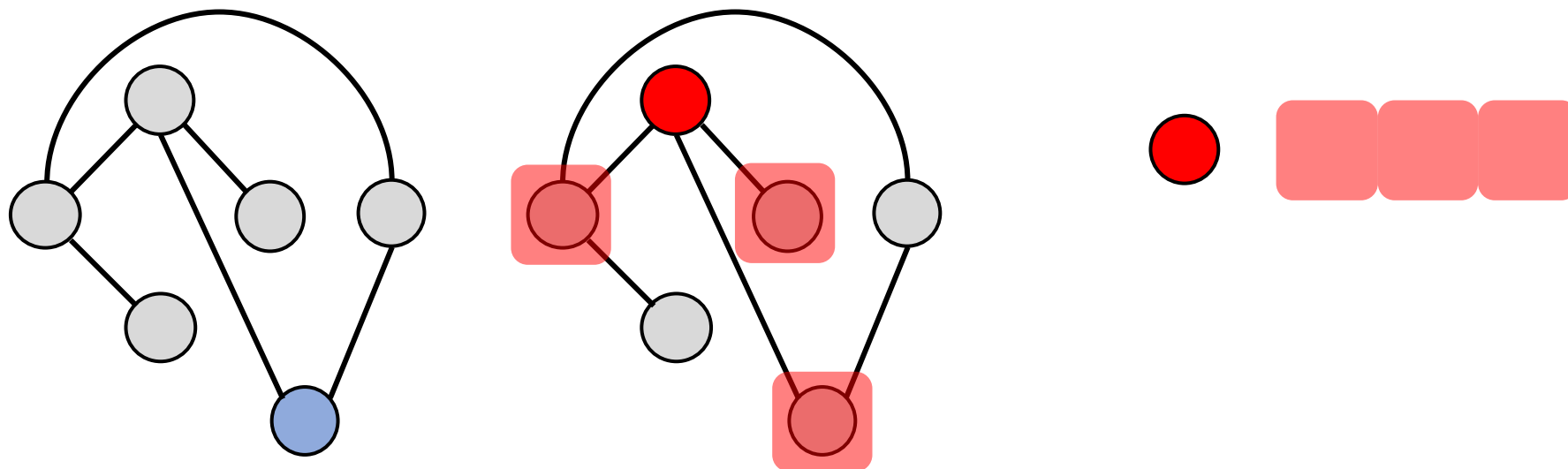
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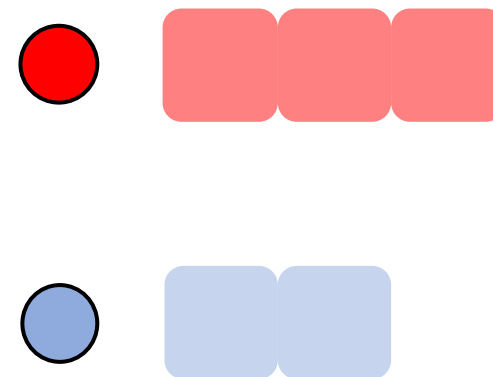
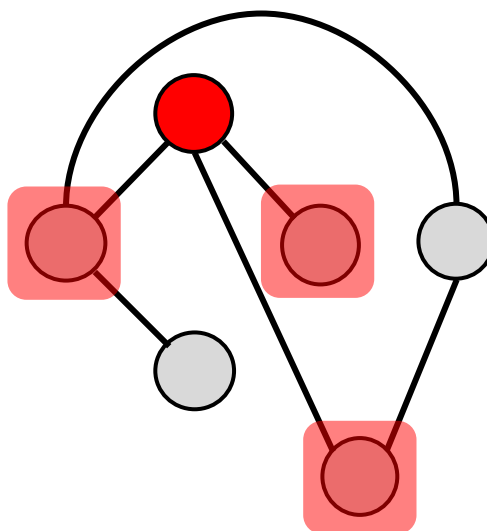
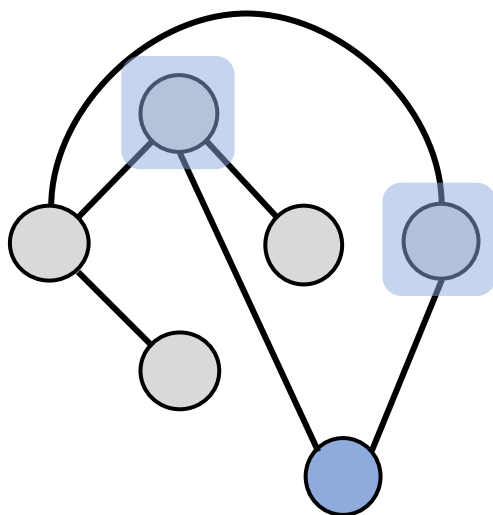
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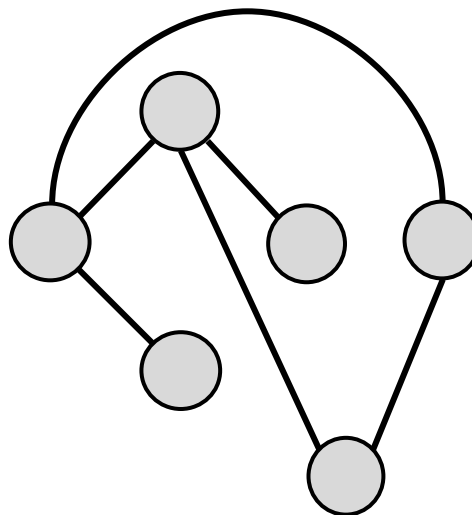




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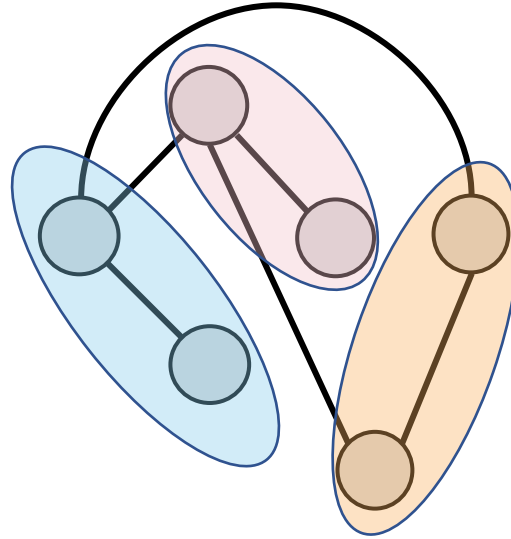
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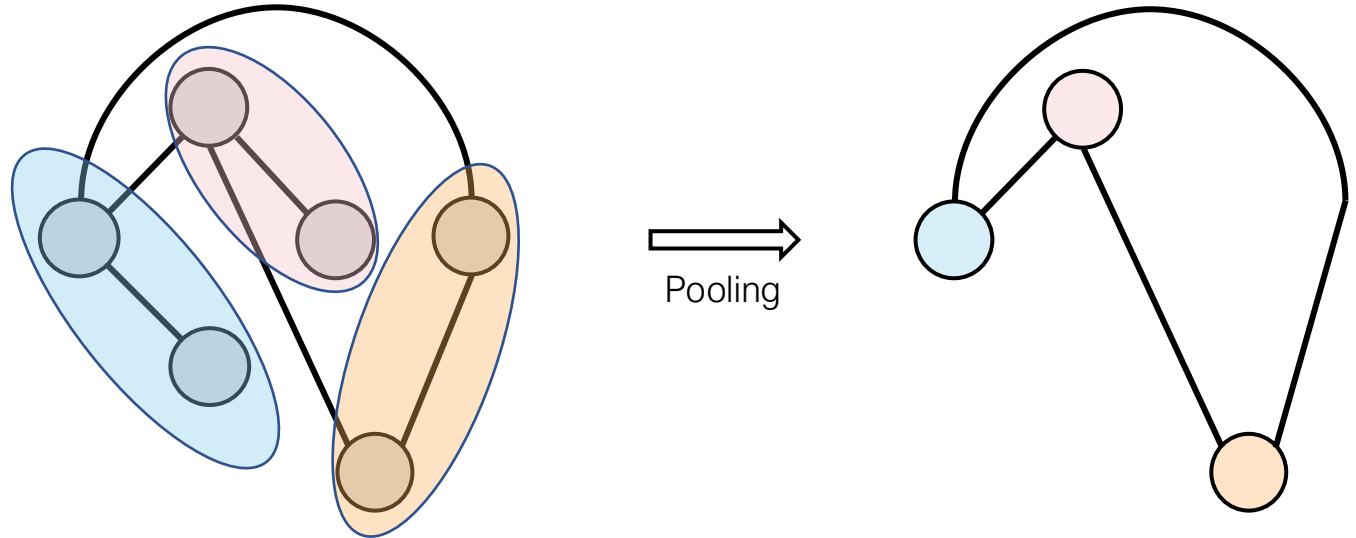
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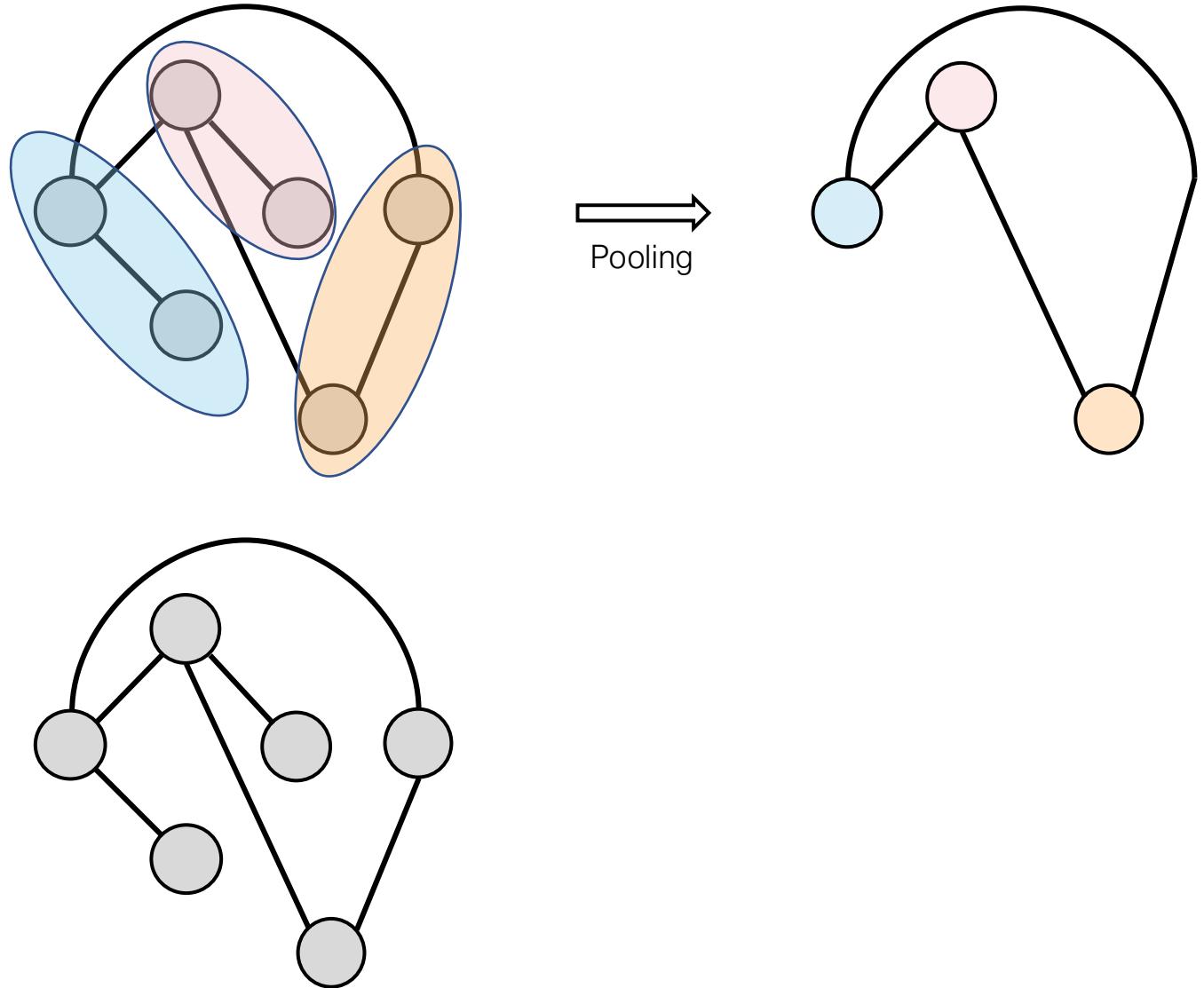
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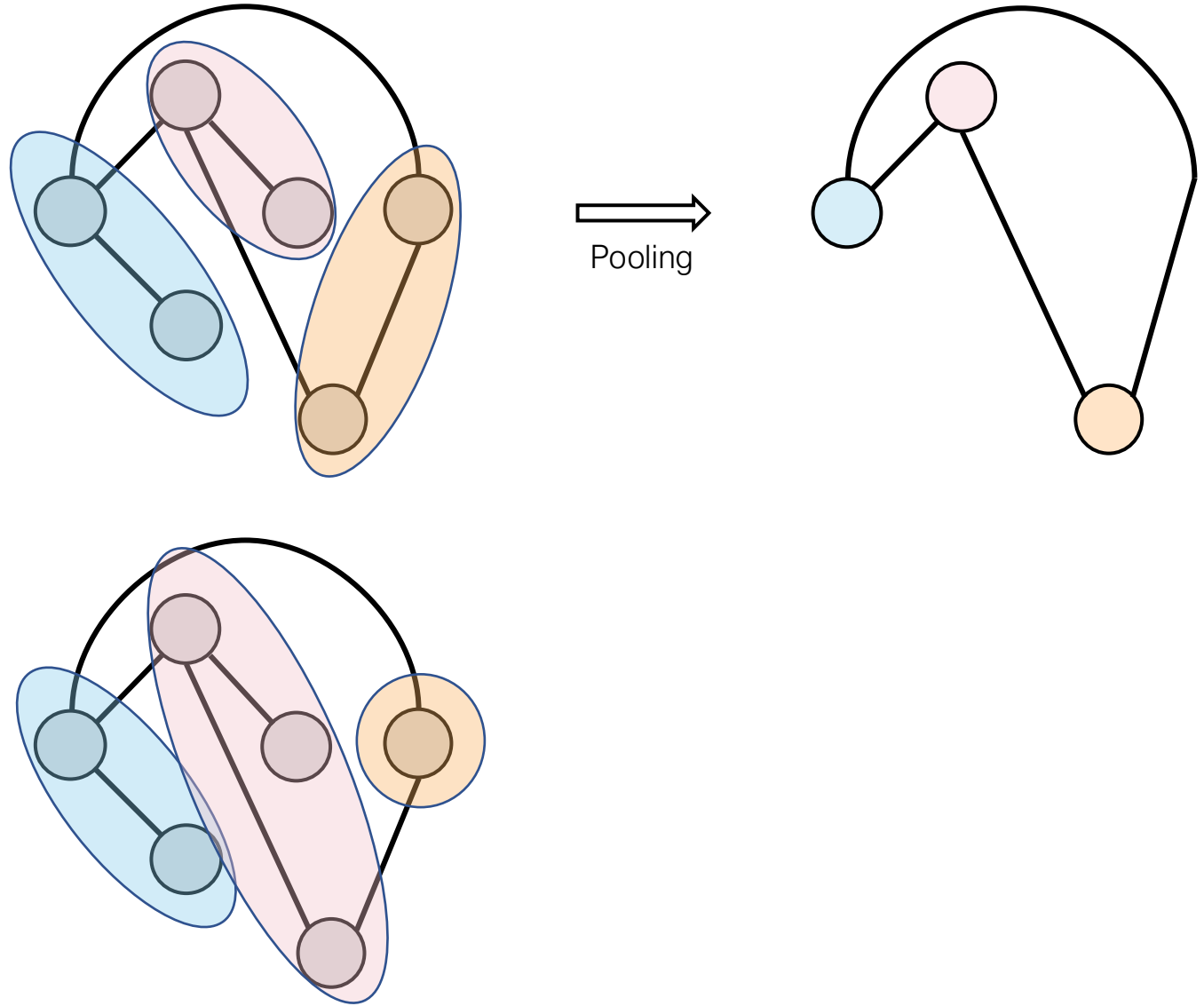
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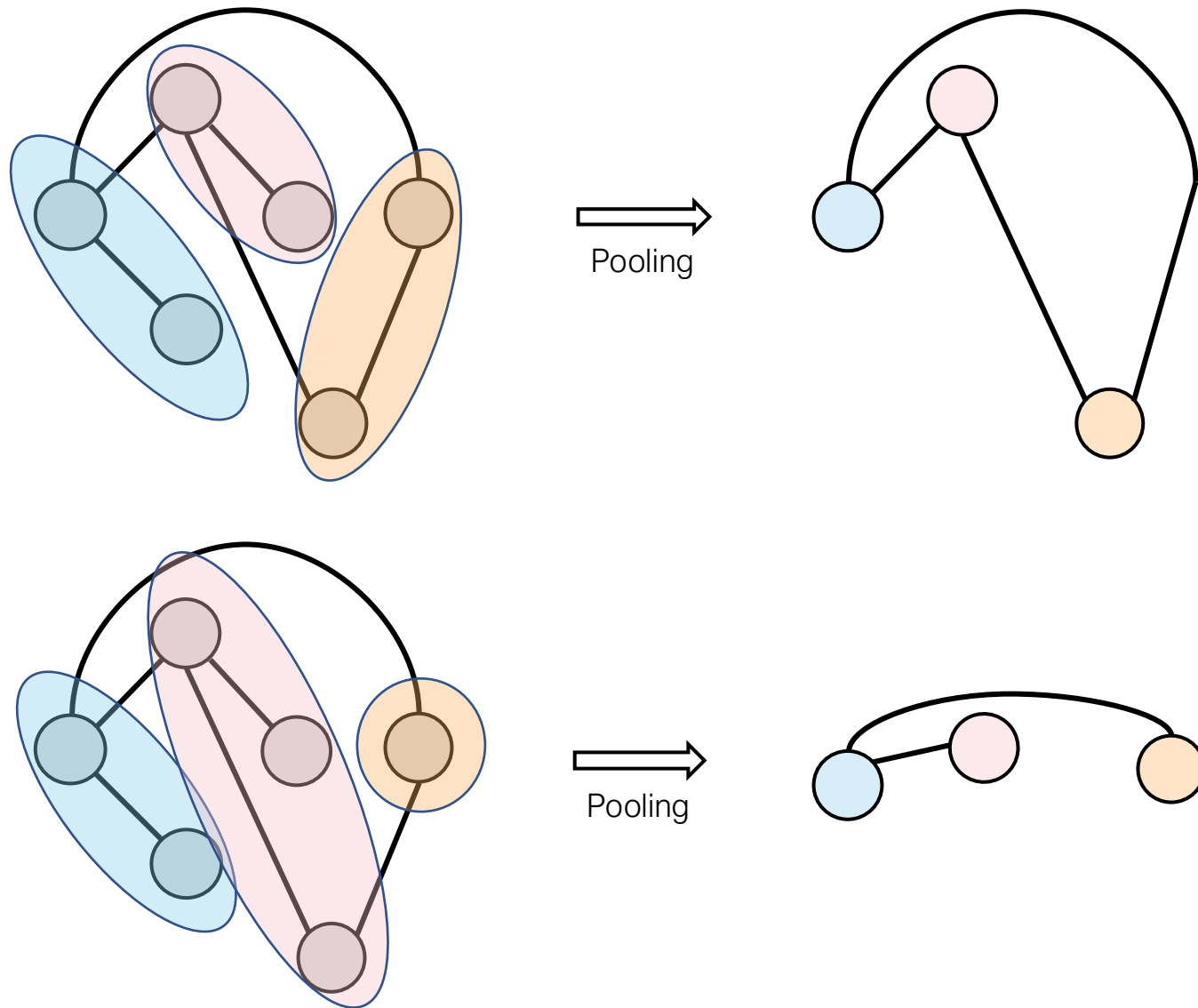
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# Deep Learning for Graphs

## Key Challenges:

- Unordered Neighbors
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# Outline

- Motivating Applications
- Graph Neural Networks (GNNs)
  - Graph representations
  - Graph isomorphism & automorphism
  - Challenges of graph data
  - **Graph Neural Networks (GNNs): history & basics**
  - Message passing framework of GNNs
  - Instantiation of message passing
  - Relationship with Transformers

# Deep Learning for Graphs

## Graph Neural Networks (GNNs)

- Neural networks that can process general graph structured data



# Deep Learning for Graphs

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- First proposed in 2008 [1] and dates back to Recursive Neural Networks (mainly processing trees) in 90s [2]
- In fact, Boltzmann Machines [3] (fully connected graphs with binary units) in 80s can be viewed as GNNs

[1] Scarselli, F., Gori, M., Tsoi, A.C., Hagenbuchner, M. and Monfardini, G., 2008. The graph neural network model. IEEE transactions on neural networks, 20(1), pp.61-80.

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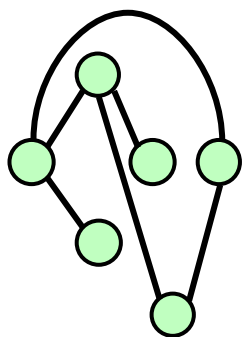
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- The study of GNNs for geometric processing are also called **Geometric Deep Learning**

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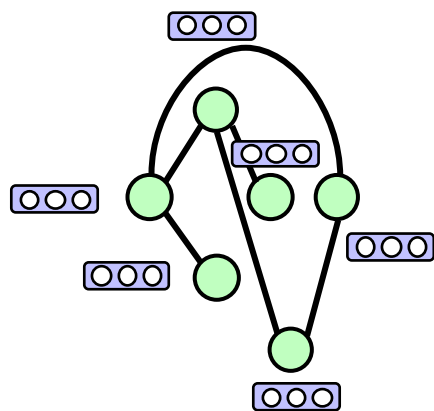
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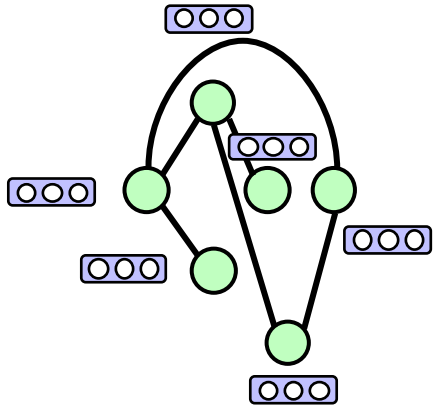


# Graph Neural Networks (GNNs)



Input Encoding

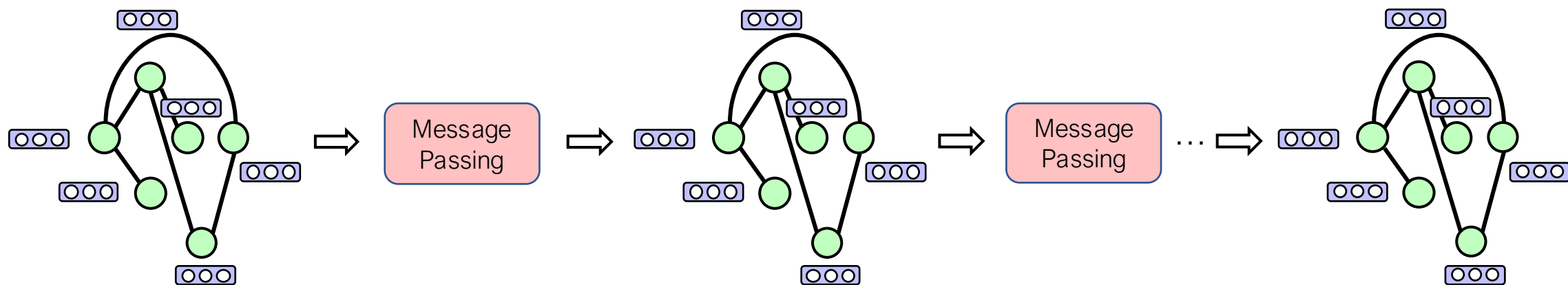
# Graph Neural Networks (GNNs)



Input Encoding

1. Node Feature
  - *If it is unavailable, use 1-of-K, random, index/size encoding of node index)*
2. Edge Feature
  - *Feed it to message network*
3. Graph Feature
  - *Treat it as a super node in your graph*
  - *Feed graph feature to readout layer*

# Graph Neural Networks (GNNs)

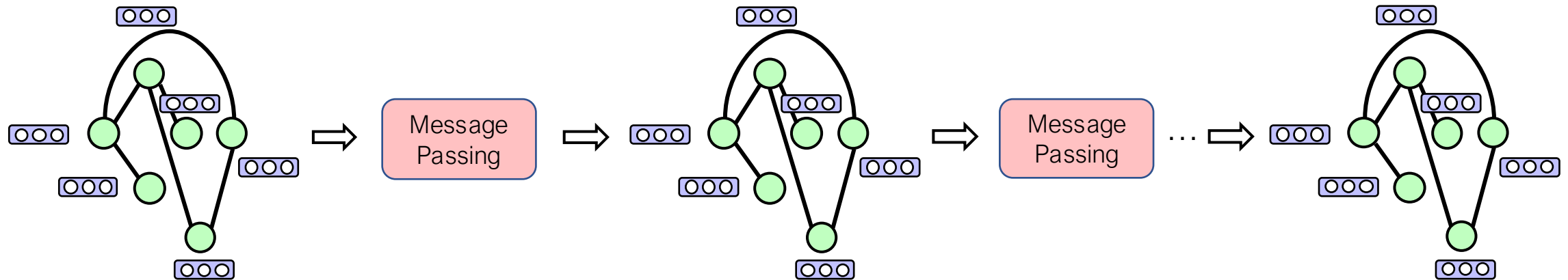


Input Encoding

Message Passing Layers/Steps



# Graph Neural Networks (GNNs)

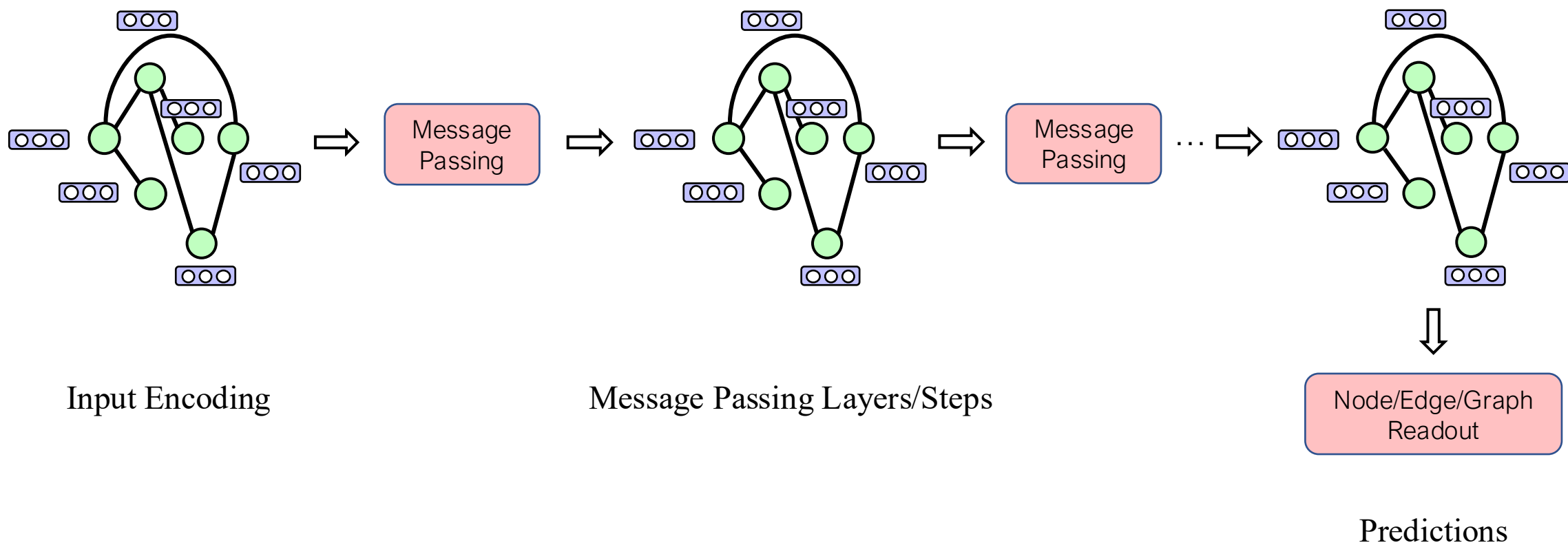


Input Encoding

Message Passing Layers/Steps

*Steps: share message passing module (Recurrent Networks)*  
*Layers: do not share message passing module (Feedforward Networks)*

# Graph Neural Networks (GNNs)

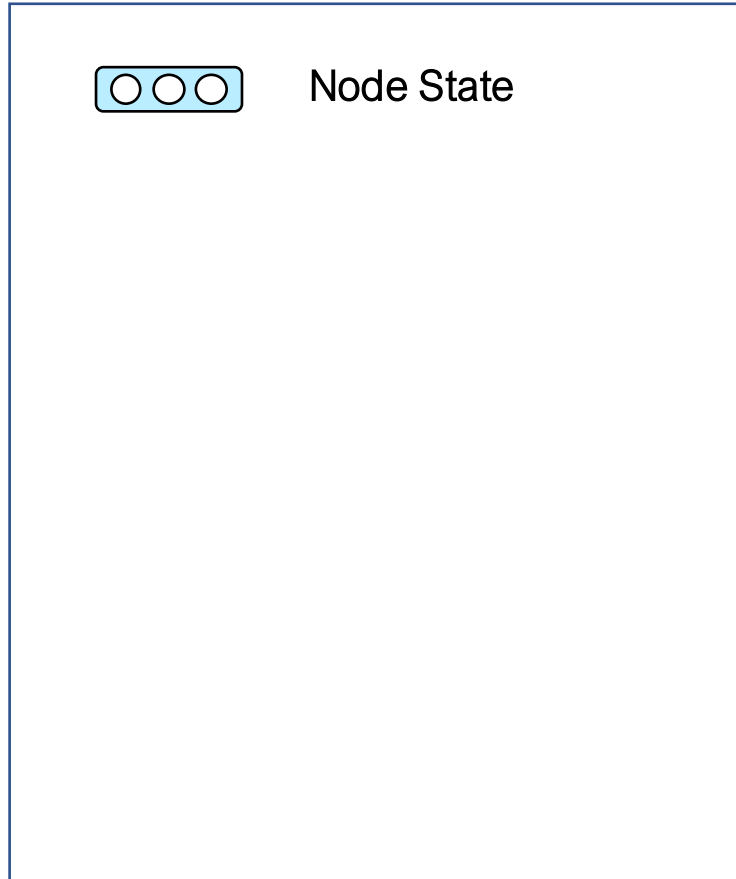


# Outline

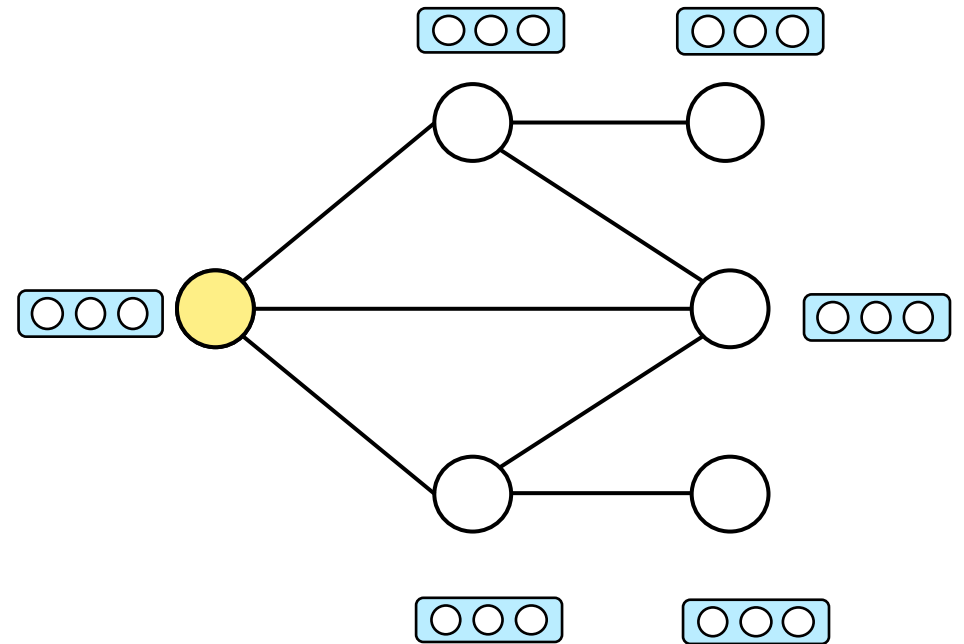
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# Message Passing in GNNs

$\mathbf{h}_i^t$

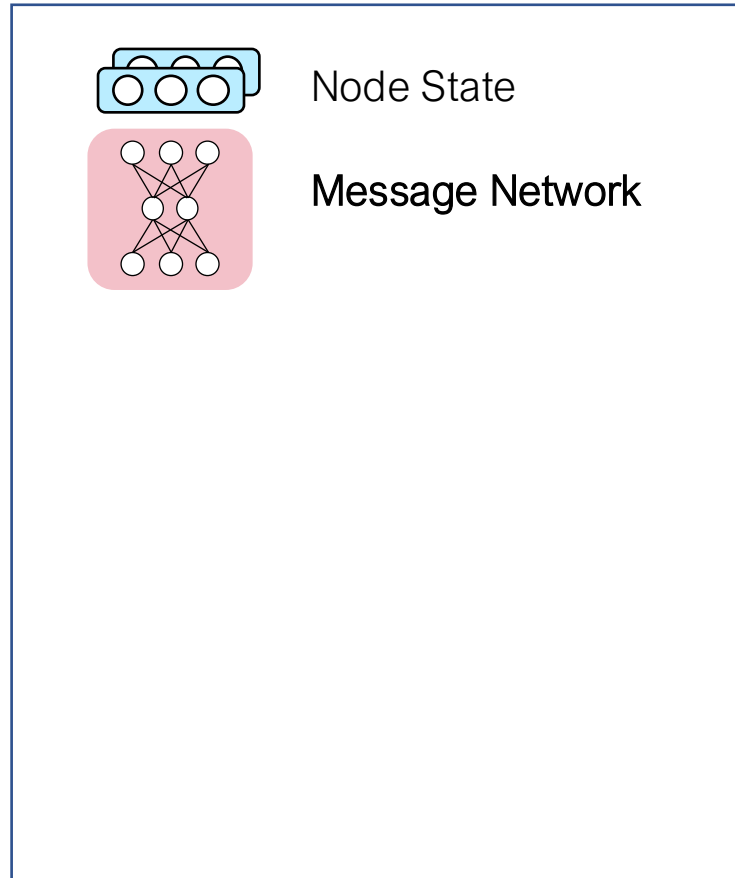


(t+1)-th message passing step/layer

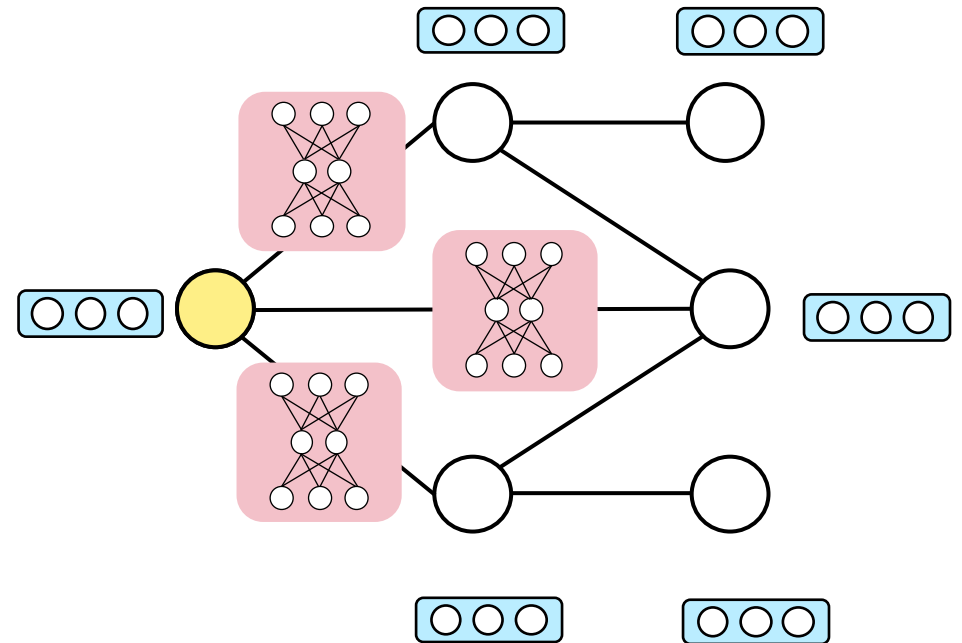


# Message Passing in GNNs

$\mathbf{h}_i^t$   $\mathbf{h}_j^t$



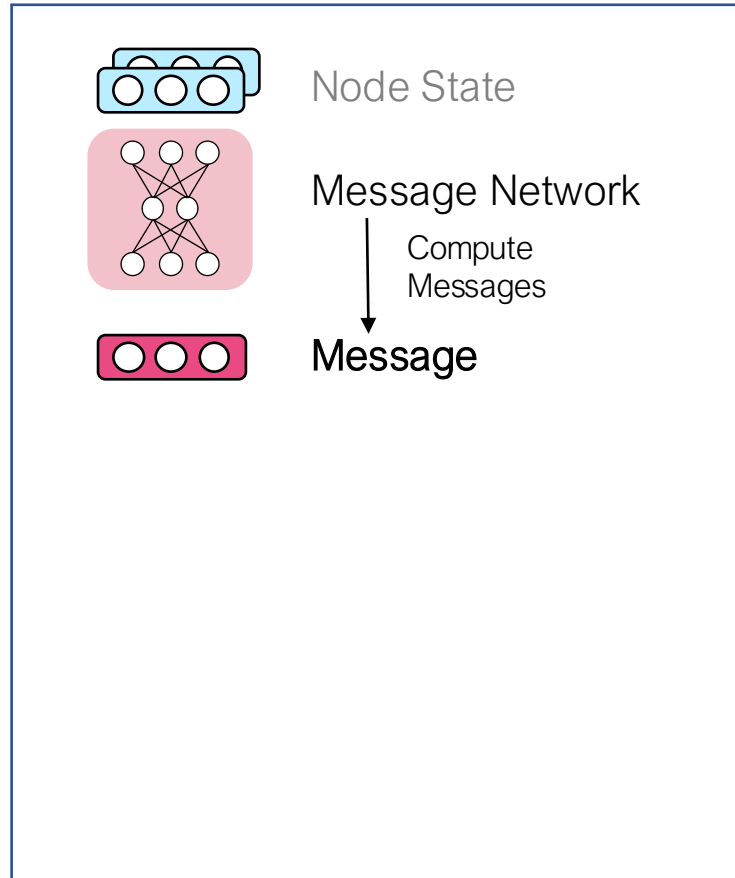
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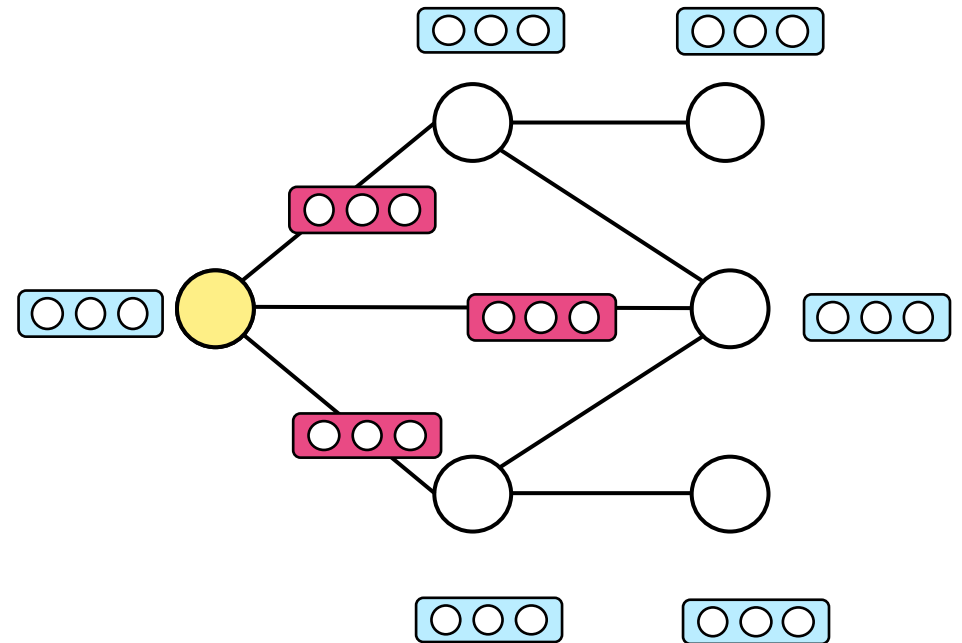
# Message Passing in GNNs

$\mathbf{h}_i^t$   $\mathbf{h}_j^t$

$$\mathbf{m}_{ji}^t = f_{\text{msg}}(\mathbf{h}_j^t, \mathbf{h}_i^t)$$

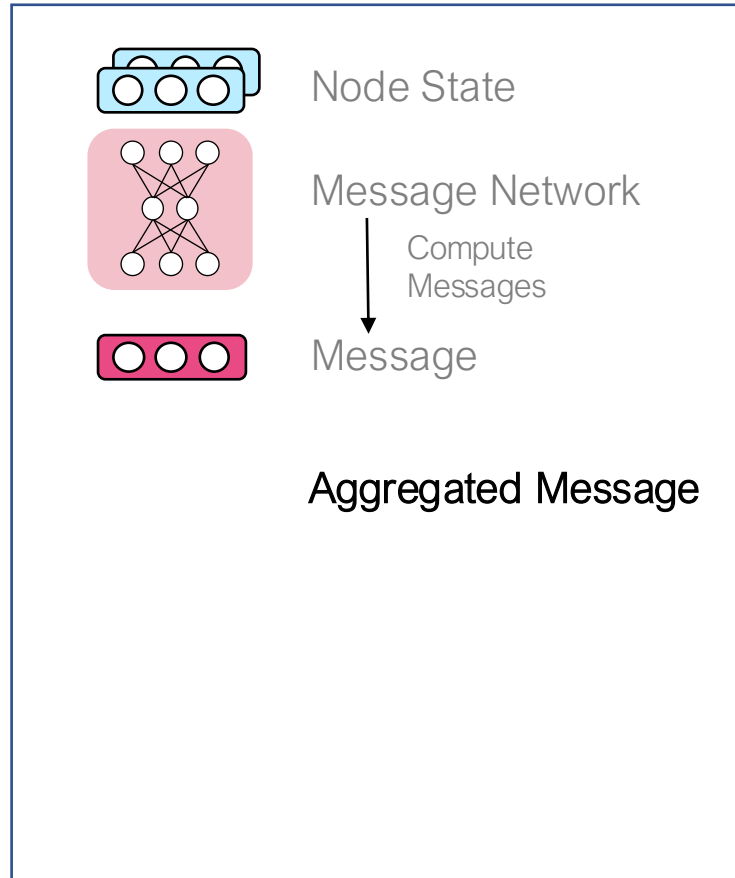


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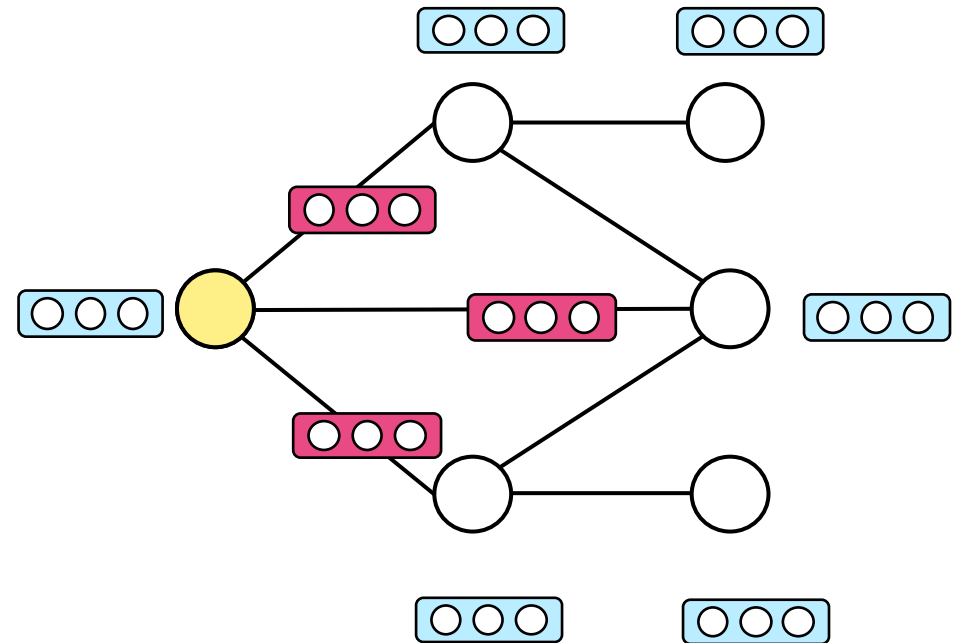


# Message Passing in GNNs

$$\mathbf{h}_i^t \quad \mathbf{h}_j^t$$
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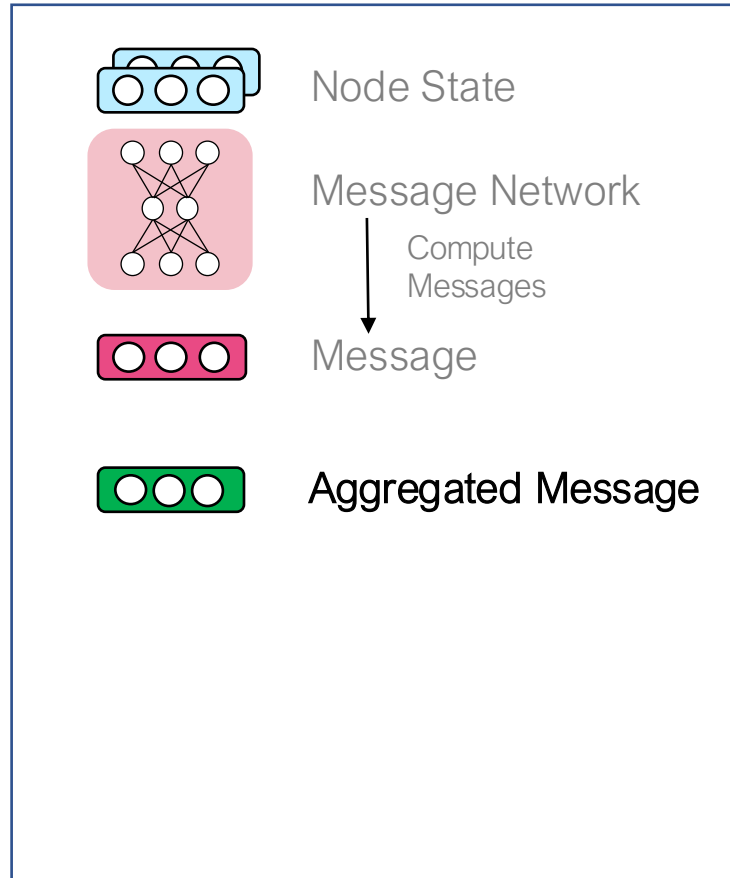


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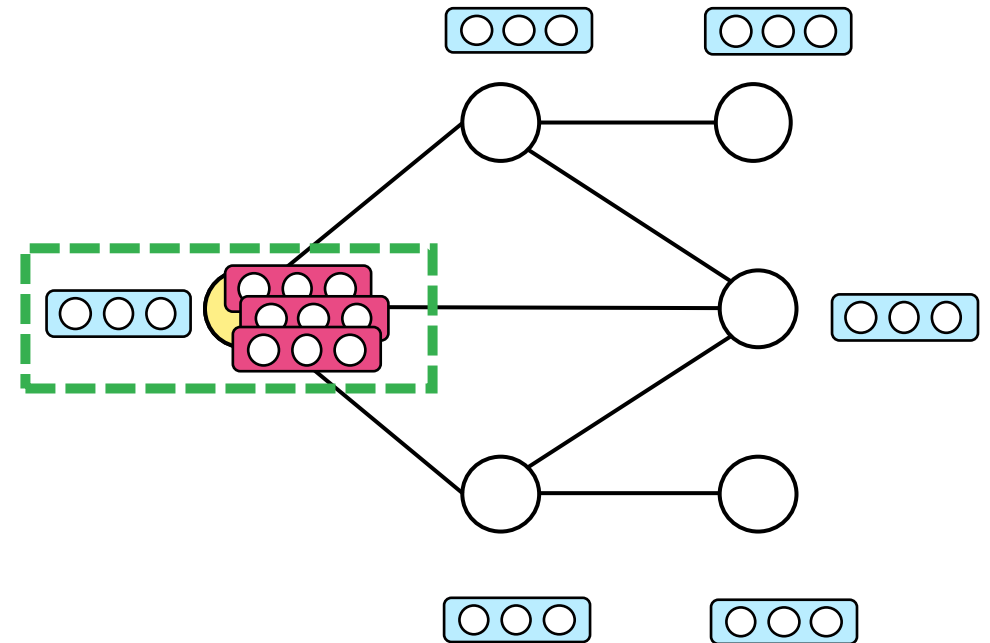
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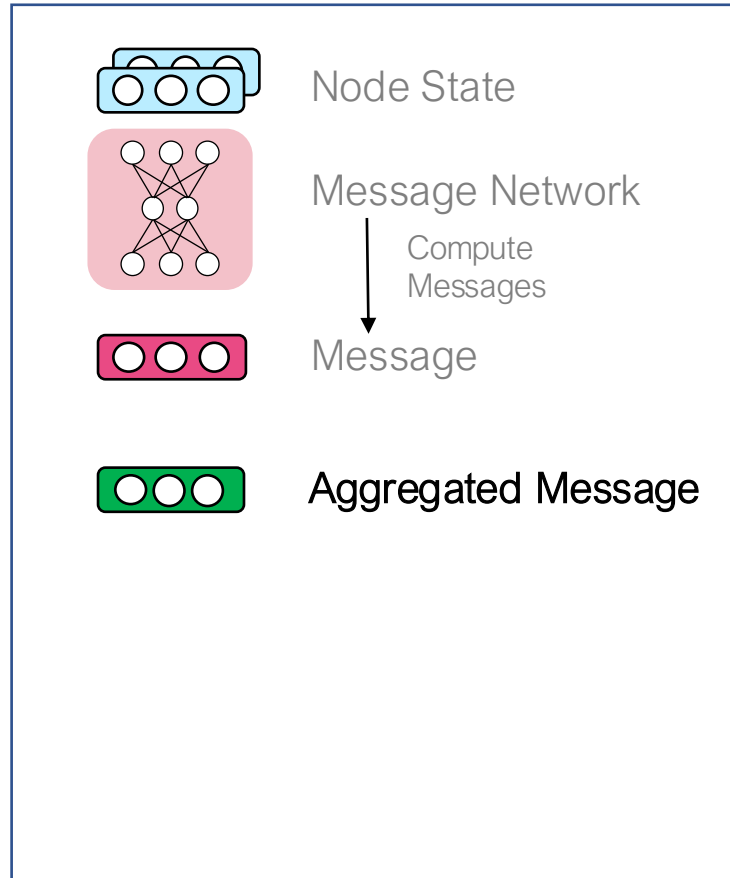


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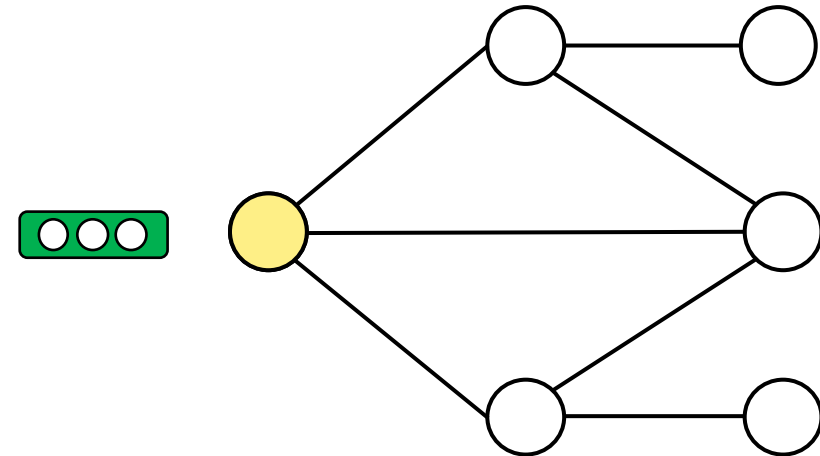
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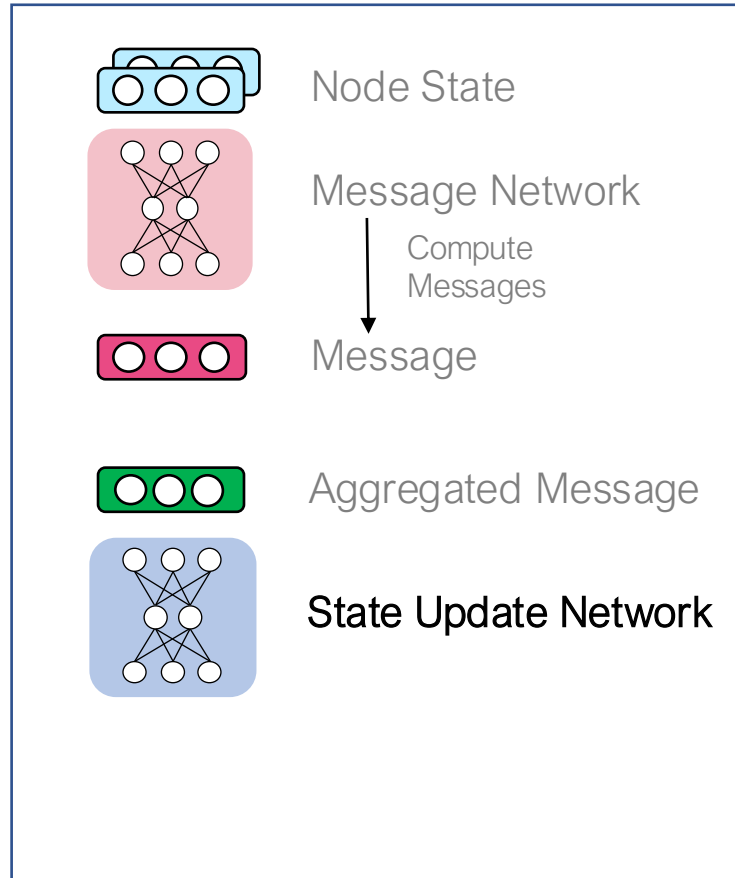


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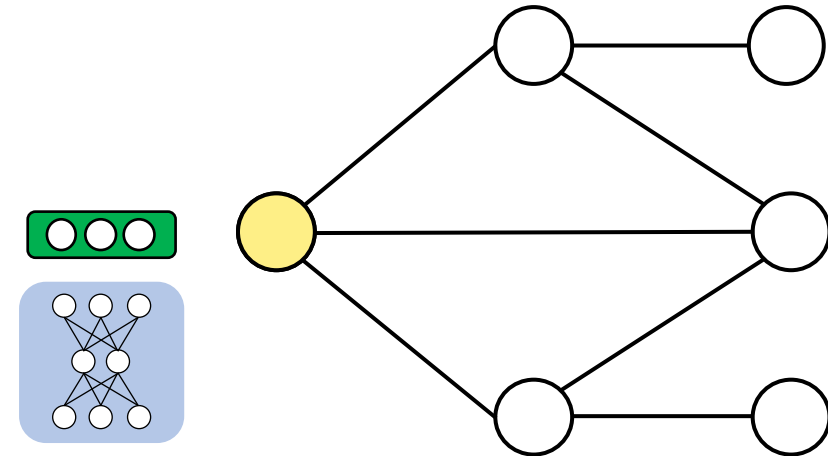
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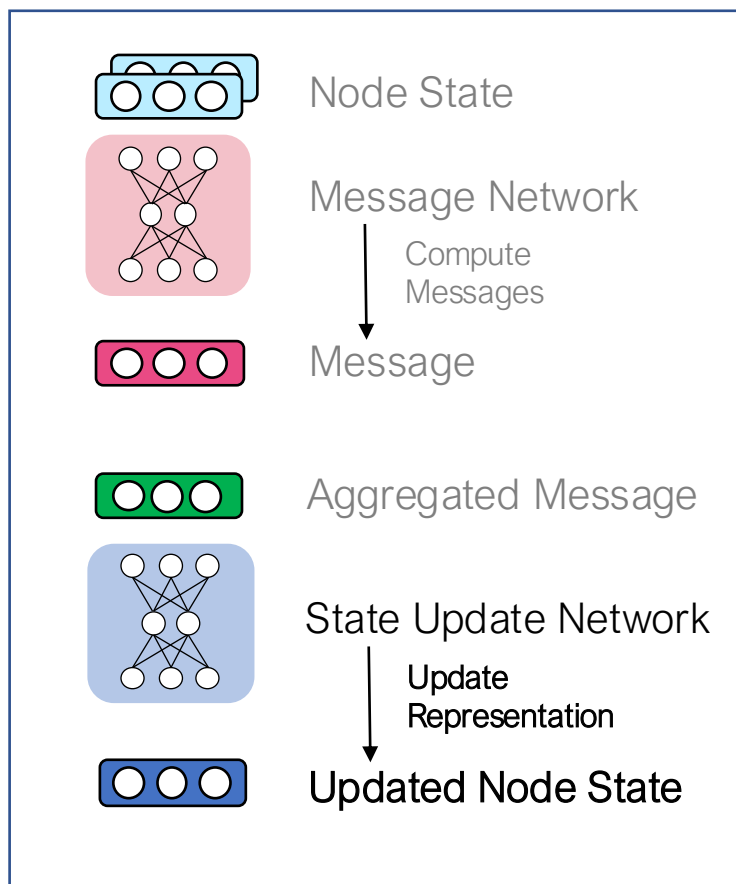
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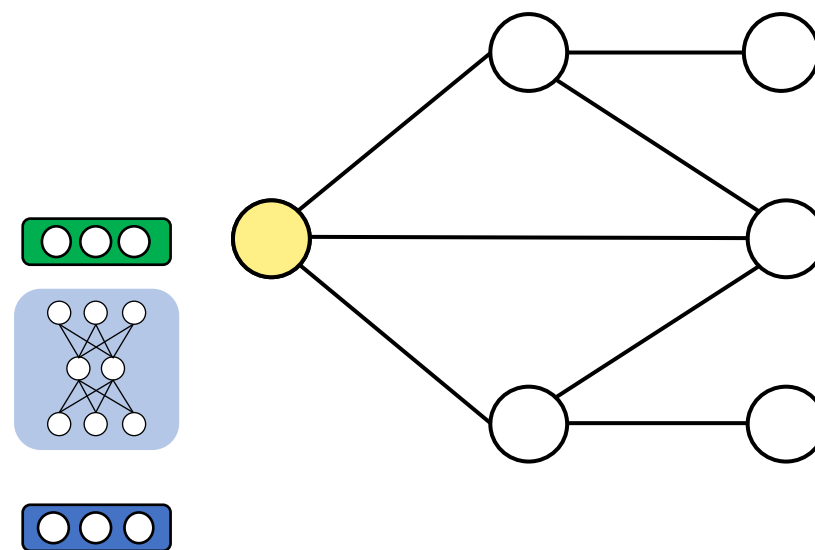
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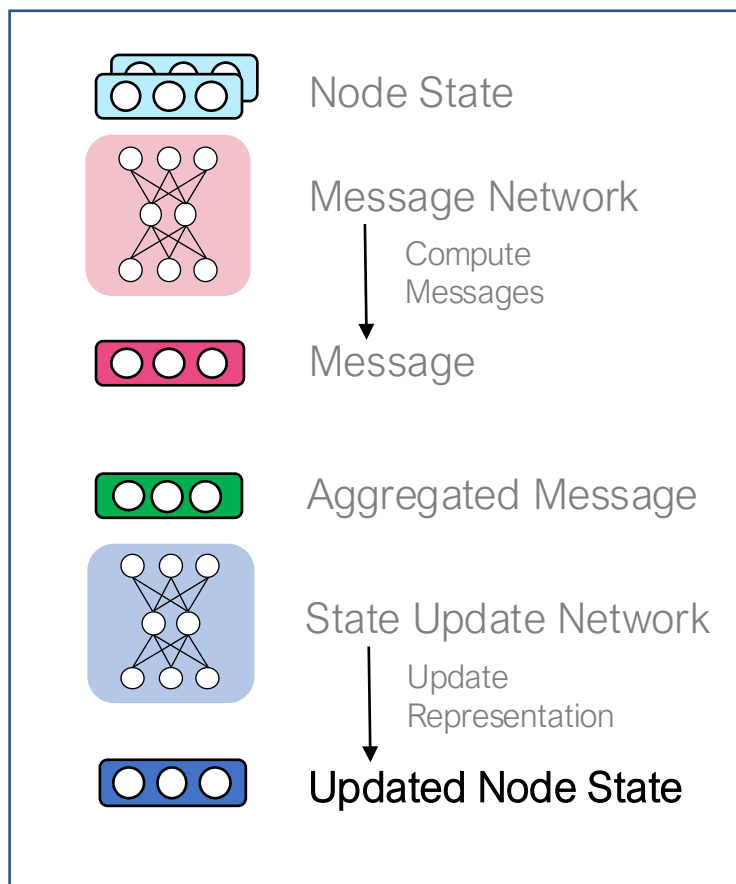
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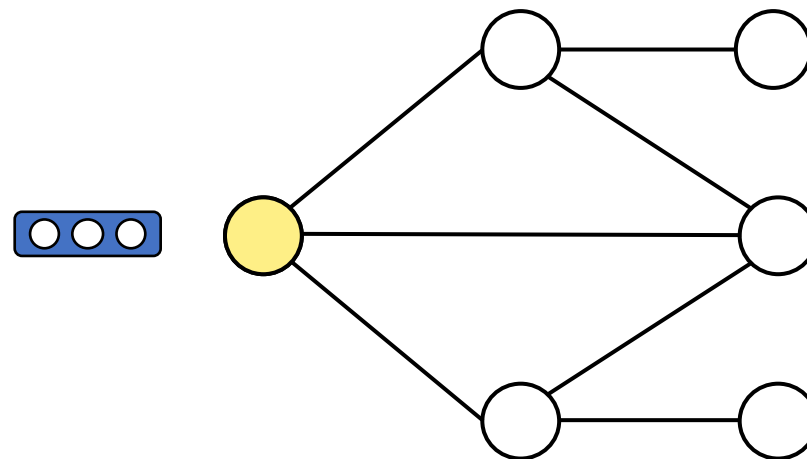
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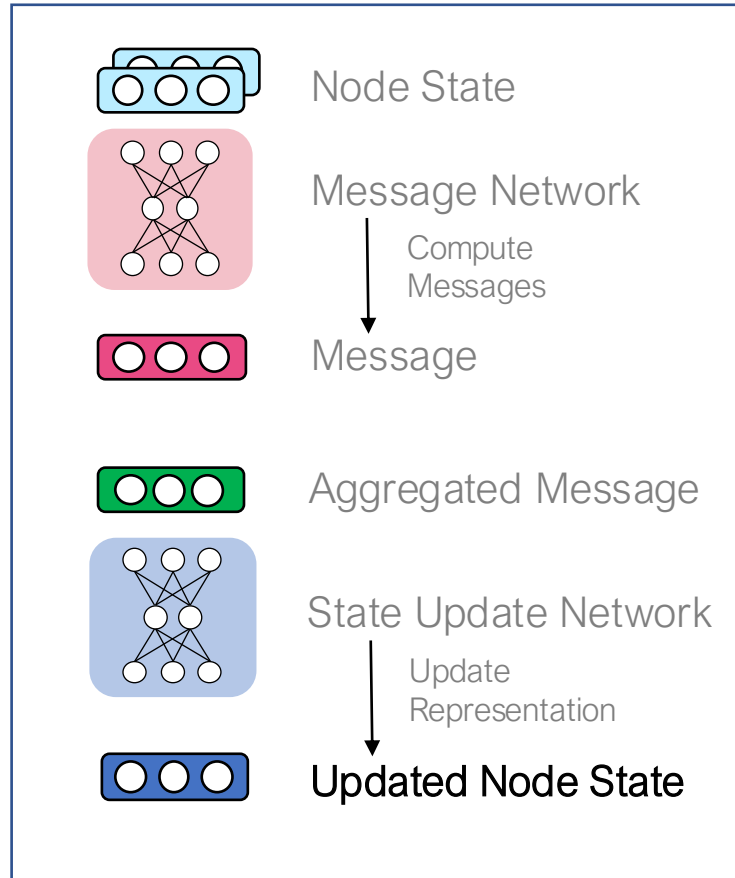
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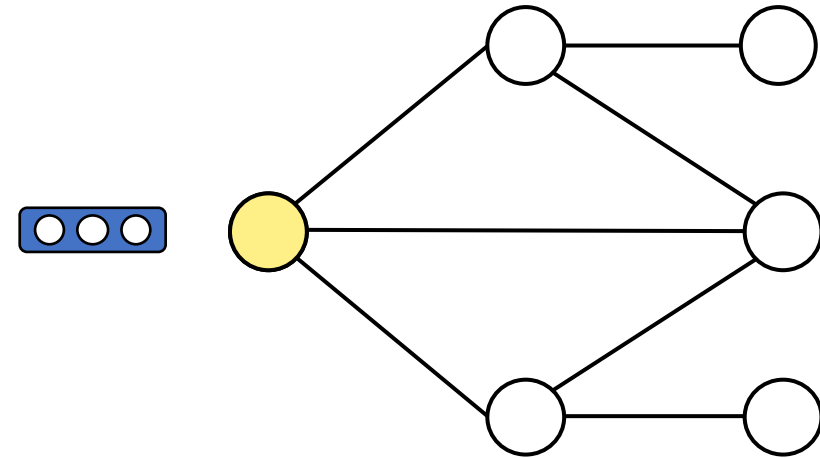
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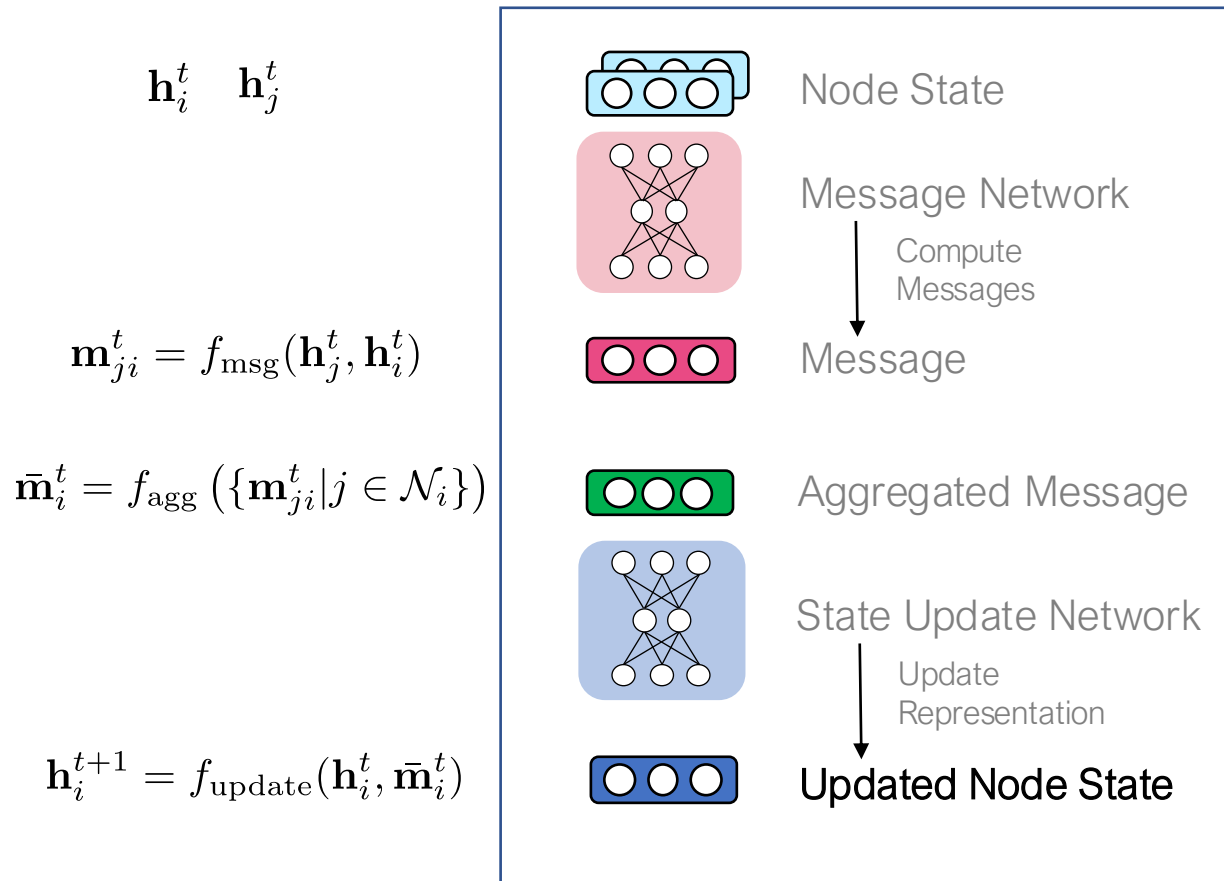


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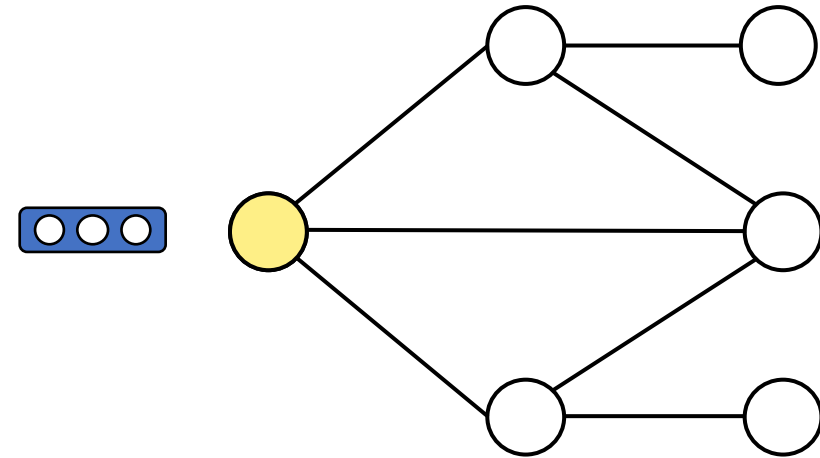


- **Parallel Schedule!**

# Message Passing in GNNs



(t+1)-th message passing step/layer



- **Parallel Schedule!**
- **Other schedules [1] are possible and could improve performance in certain tasks!**

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# Message Passing in GNNs

Instantiations:

1. Compute Messages

$$\mathbf{m}_{ji}^t = f_{\text{msg}}(\mathbf{h}_j^t, \mathbf{h}_i^t)$$

2. Aggregate Messages

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3. Update Node Representations

$$\mathbf{h}_i^{t+1} = f_{\text{update}}(\mathbf{h}_i^t, \bar{\mathbf{m}}_i^t)$$



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Edge Feature

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Edge Feature

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# Message Passing in GNNs

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# Readout in GNNs

Instantiations:

1. Node Readout

$$\mathbf{y}_i = f_{\text{readout}}(\mathbf{h}_i^T)$$

2. Edge Readout

$$\mathbf{y}_{ij} = f_{\text{readout}}(\mathbf{h}_i^T, \mathbf{h}_j^T)$$

3. Graph Readout

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$$\mathbf{y} = f_{\text{readout}}(\{\mathbf{h}_i^T\})$$

$$f_{\text{readout}}(\{\mathbf{h}_i^T\}) = \sum_i \sigma(\text{MLP}_1(\mathbf{h}_i^T)) \text{MLP}_2(\mathbf{h}_i^T)$$

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Graph Feature

# Implementations

1. *Although graph could be very sparse, we should maximally exploit dense operators since they are efficient on GPUs!*
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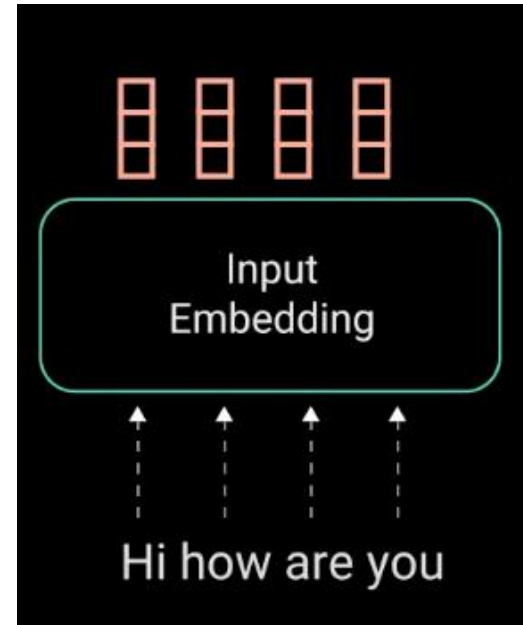
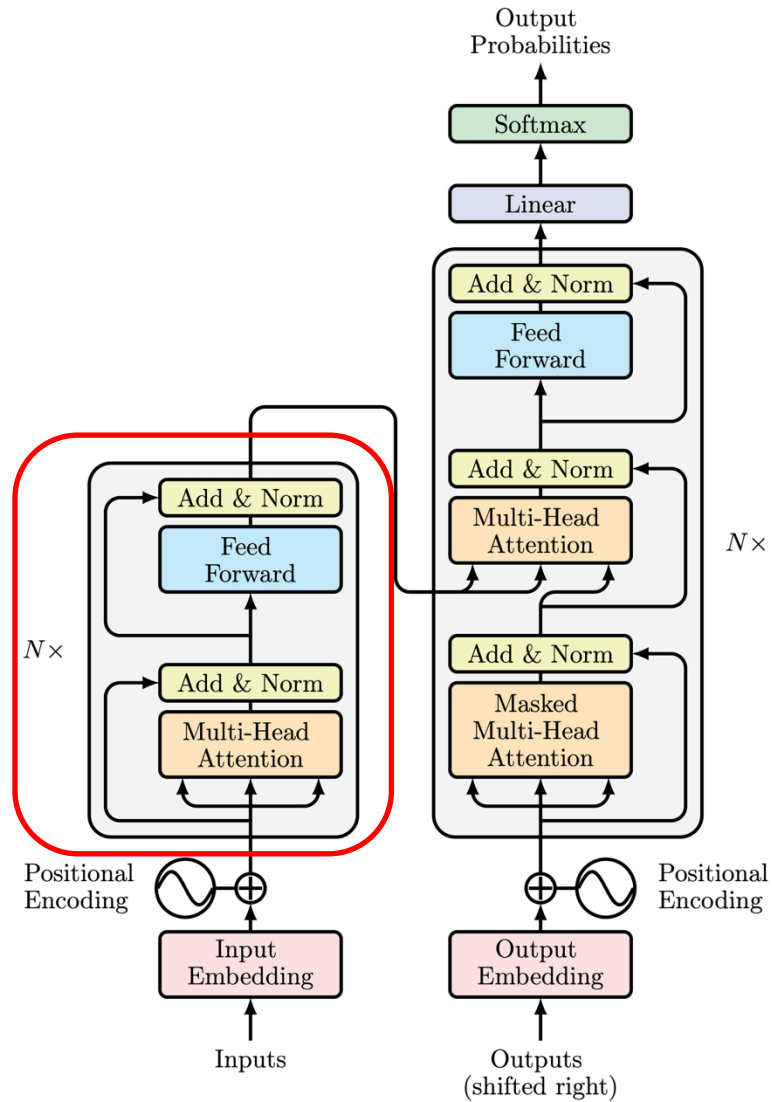
## Tips:

- Use adjacency list representation
- Compute messages for all edges in parallel
- Compute aggregations for all nodes in parallel
- Compute updates for all nodes in parallel

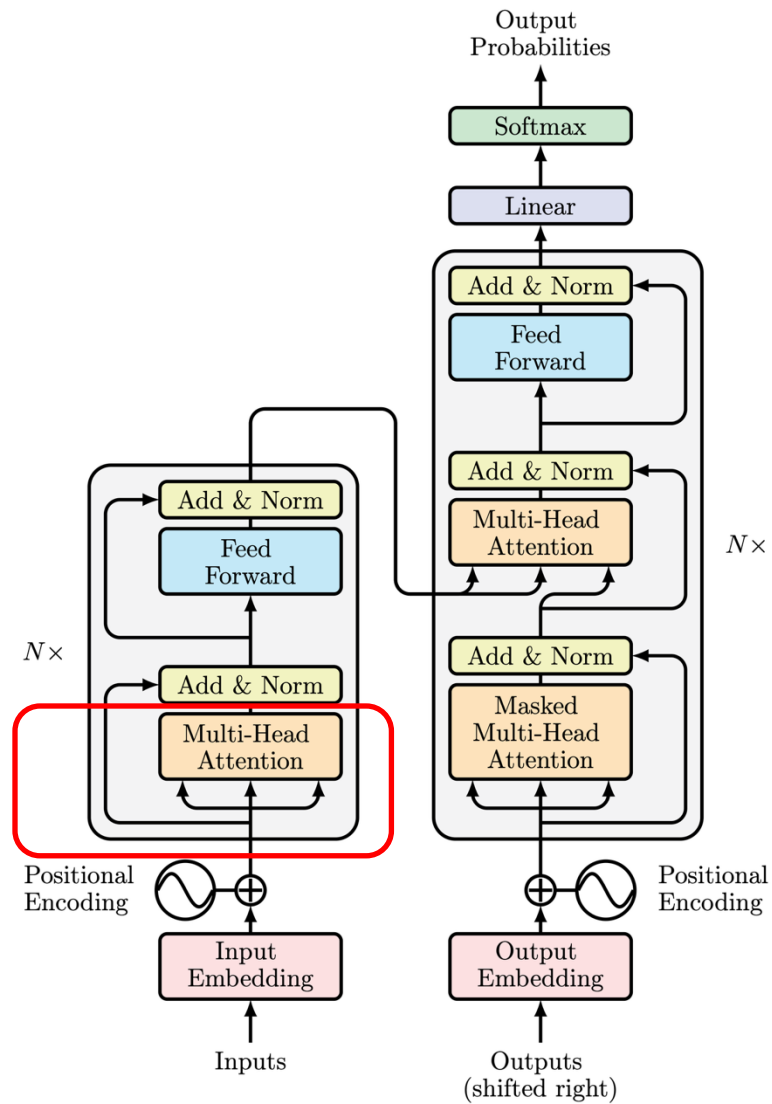
# Outline

- Motivating Applications
- Graph Neural Networks (GNNs)
  - Graph representations
  - Graph isomorphism & automorphism
  - Challenges of graph data
  - Graph Neural Networks (GNNs): history & basics
  - Message passing framework of GNNs
  - Instantiation of message passing
  - **Relationship with Transformers**

# Relationships with Transformer



# Relationships with Transformer



$$\frac{\text{Scaled Scores}}{\sqrt{d_k}} = \text{Scaled Scores}$$

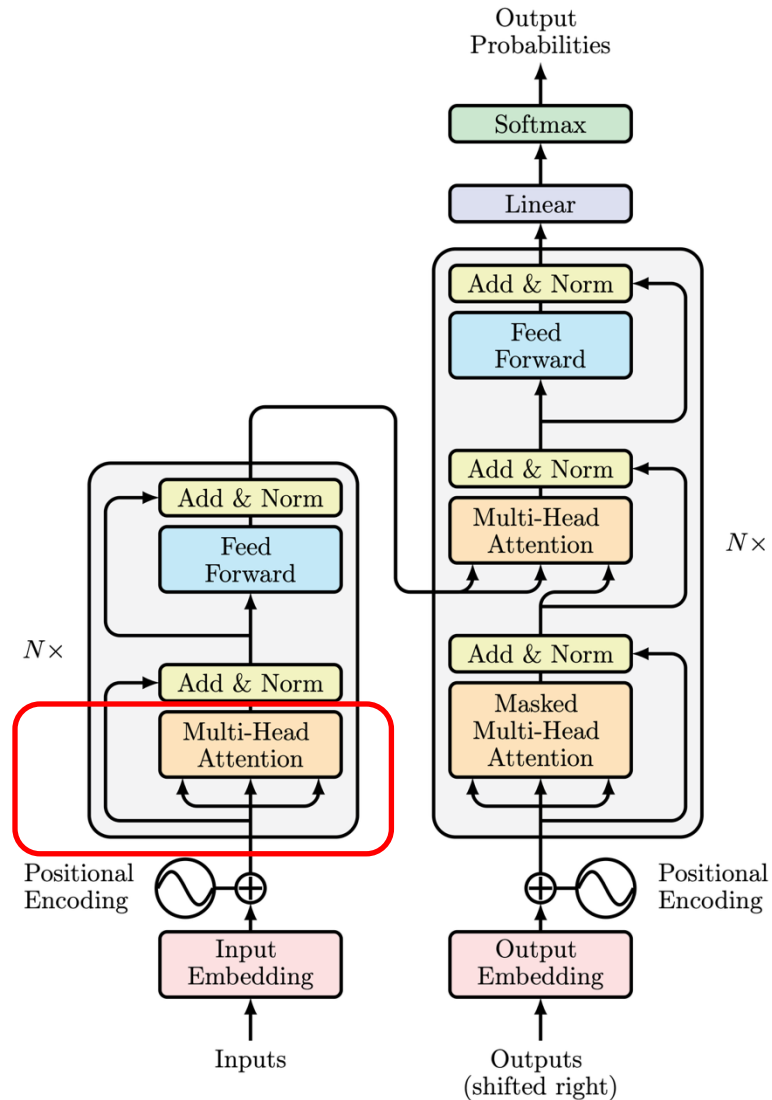
The diagram shows a 4x4 grid of orange squares representing the input scores, which are then scaled by  $\sqrt{d_k}$  to produce a 4x4 grid of teal squares representing the scaled scores.

$\text{Softmax}(\text{Scaled Scores}) =$

	Hi	how	are	you
Hi	0.7	0.1	0.1	0.1
how	0.1	0.6	0.2	0.1
are	0.1	0.3	0.6	0.1
you	0.1	0.3	0.3	0.3

$$\text{softmax}(x)_i = \frac{\exp(x_i)}{\sum_j \exp(x_j)}$$

# Relationships with Transformer



- Attention can be viewed as the weighted adjacency matrix of a fully connected graph!

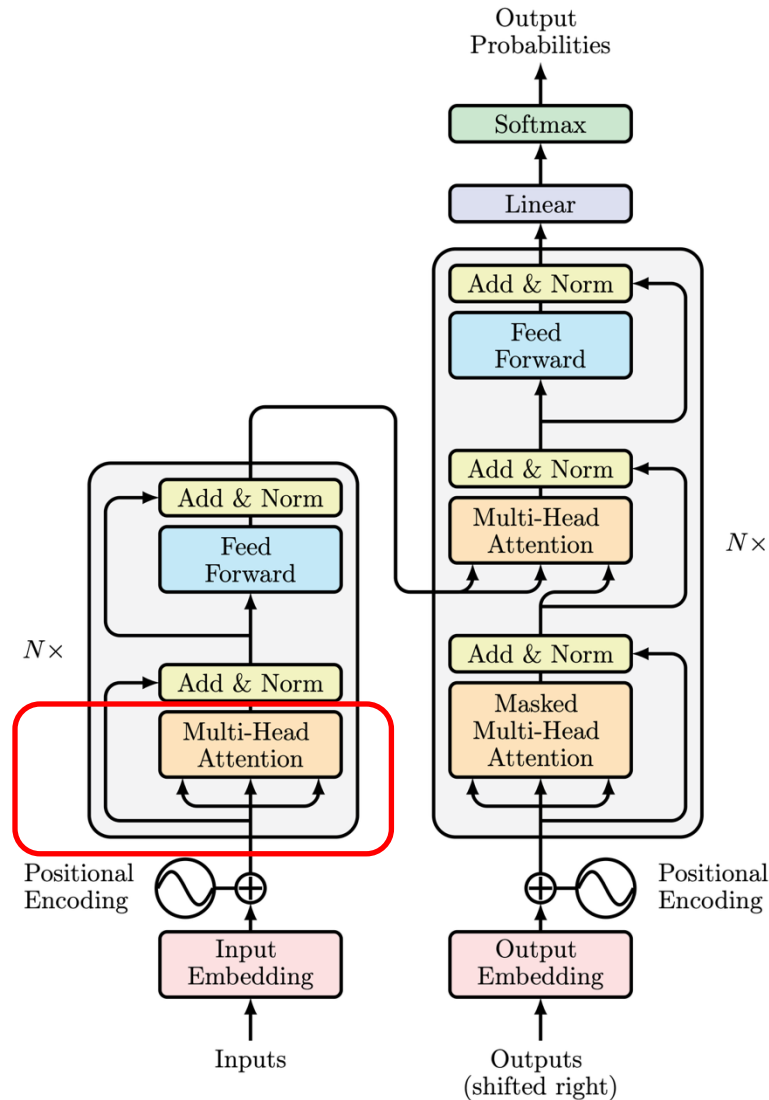
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# Relationships with Transformer



- Attention can be viewed as the weighted adjacency matrix of a fully connected graph!
- Transformers (esp. encoder) can be viewed as GNNs applied to fully connected graphs!

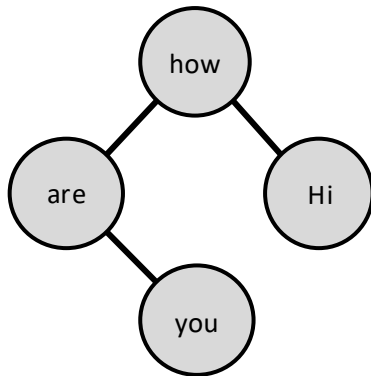
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# Encode Graph Structures in Transformers

- Apply the adjacency matrix as a mask to the attention and renormalize it, like Graph Attention Networks (GAT) [1]
- Encode connectivities/distances as bias of the attention [2]
- Systematic investigation of various designs for graph Transformers [3]



	Hi	how	are	you
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Questions?