

# ***MetaGL: Evaluation-Free Selection of Graph Learning Models via Meta-Learning***

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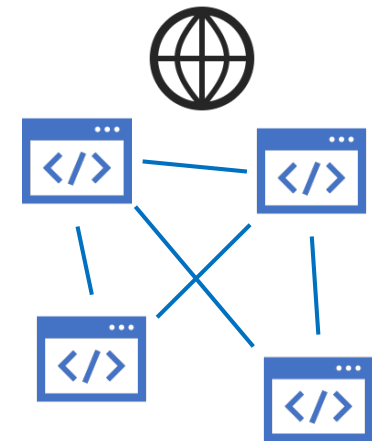
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Computer Science Department

<sup>2</sup>  **Adobe**

<sup>3</sup>  **intel**  
labs



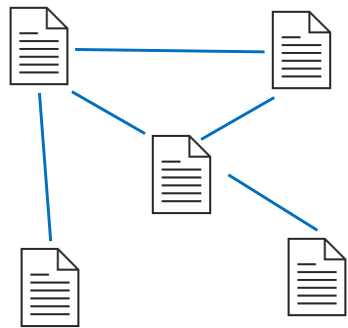
Social Networks



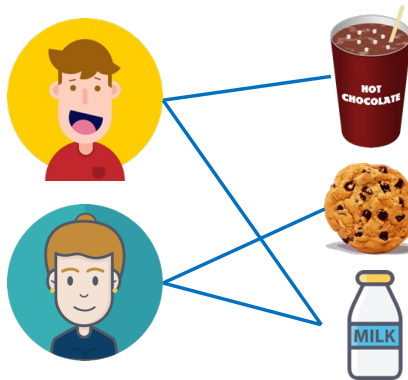
World Wide Web



Given a new graph,  
how to find the best graph learning model  
(e.g., link prediction model)?



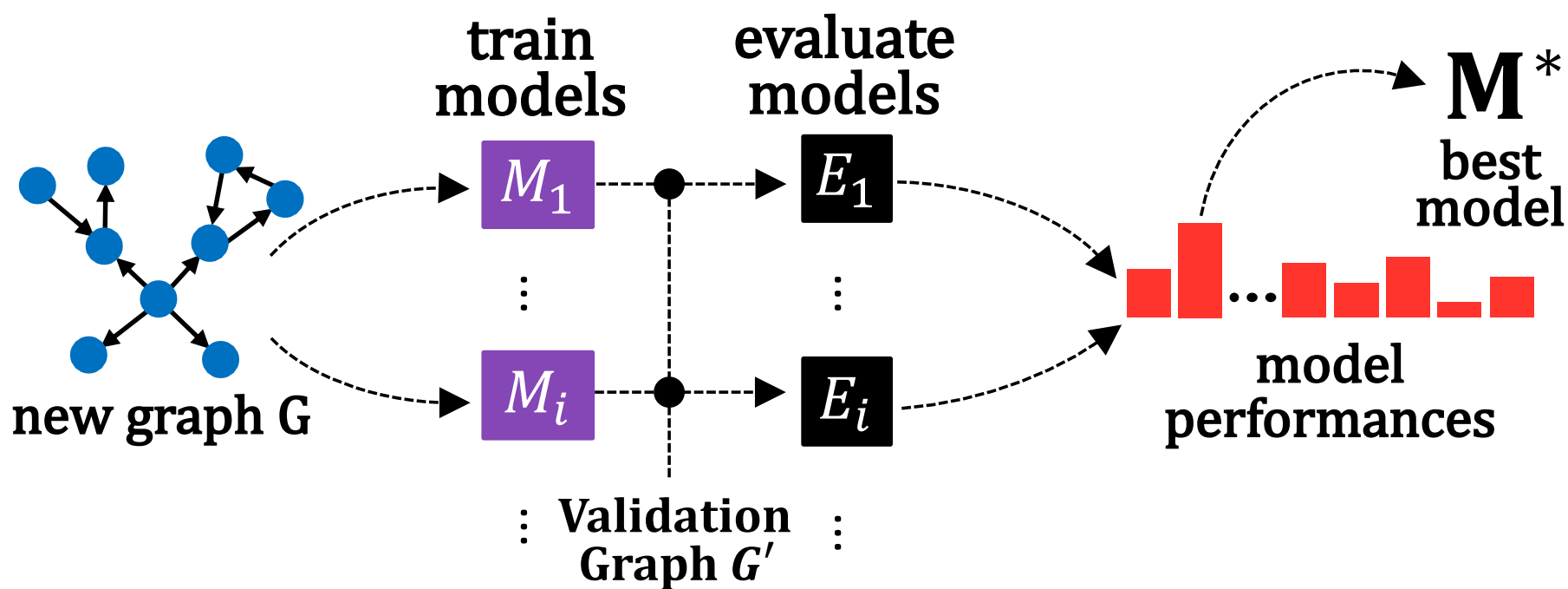
Citation Networks



Purchase Graph



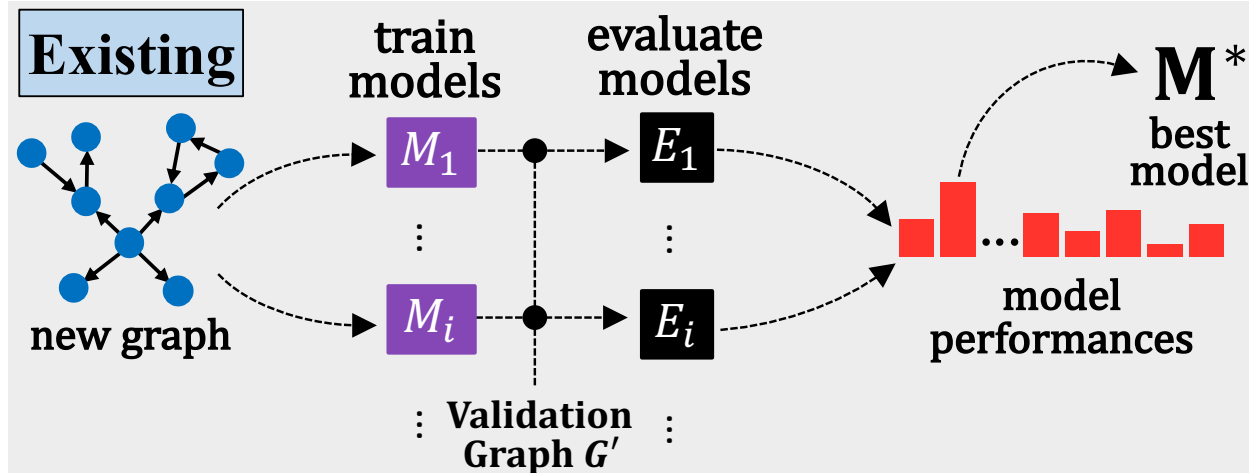
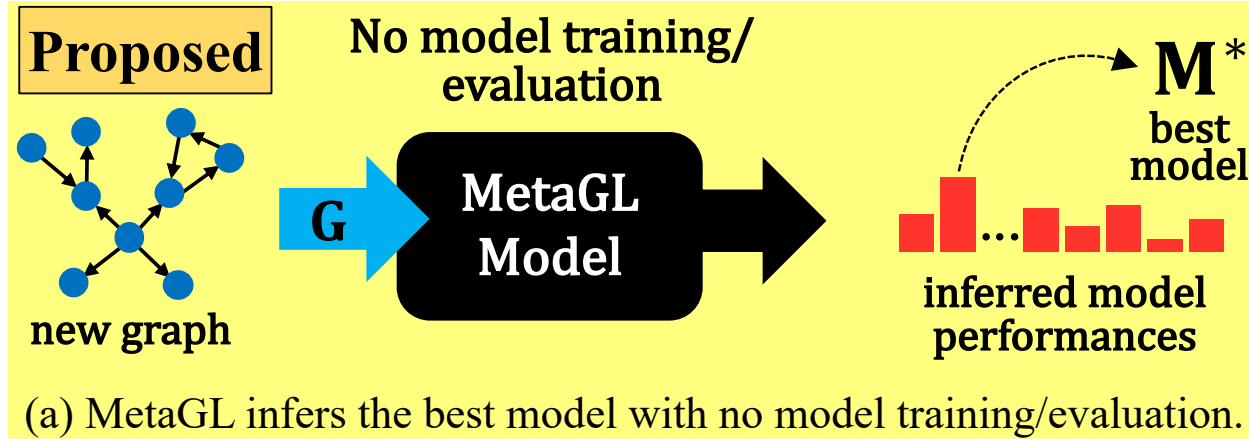
Given a new graph,  
how to find the best graph learning model?



Existing model selection approach

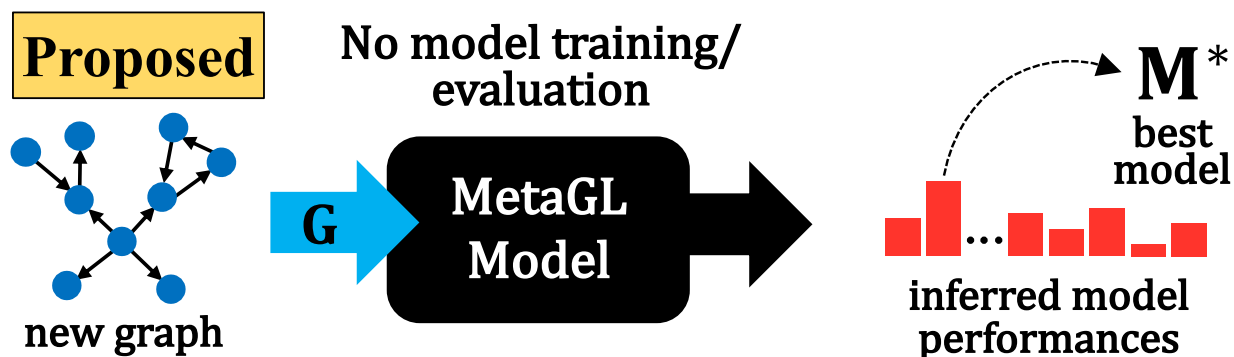


# Given a new graph, how to find the best graph learning model?

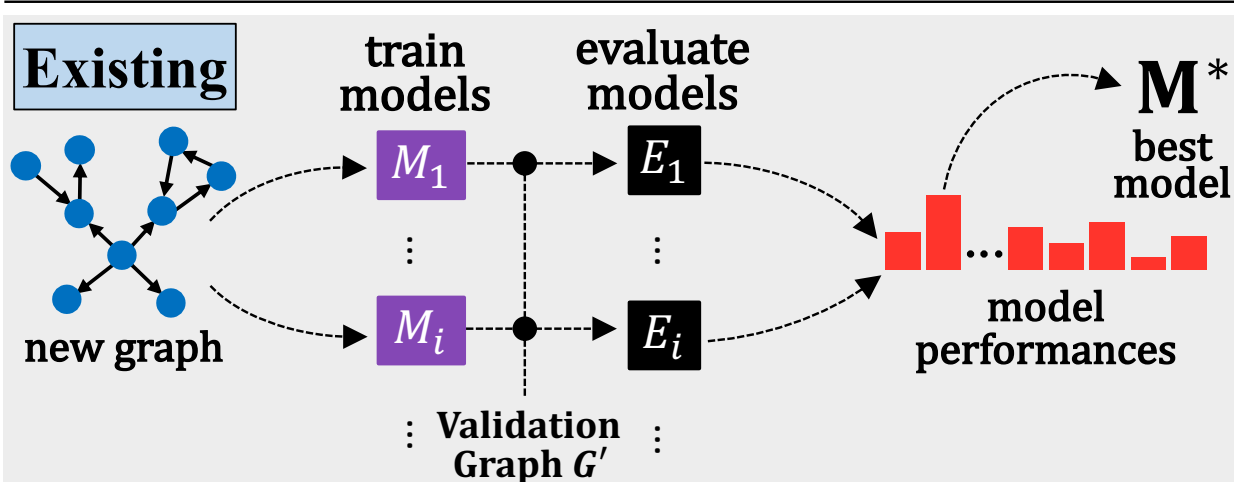




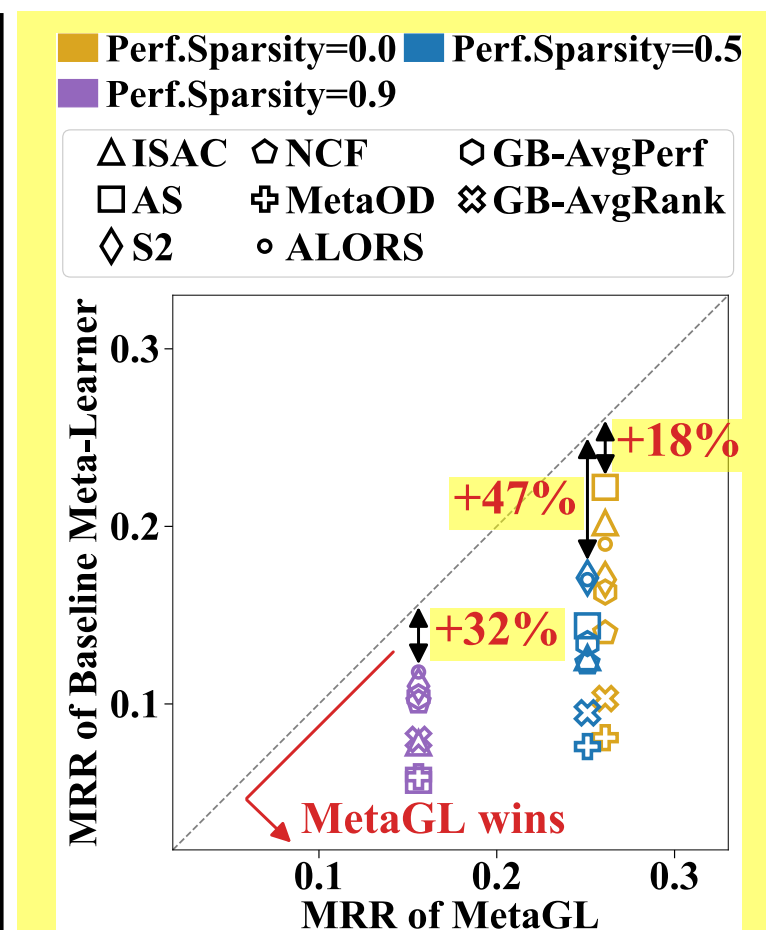
# Given a new graph, how to find the best graph learning model?



(a) MetaGL infers the best model with no model training/evaluation.



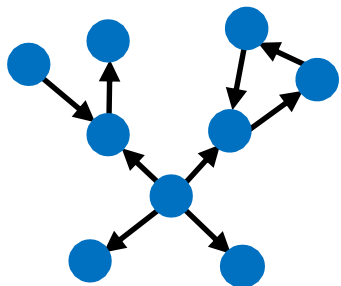
(b) Existing model selection methods train/evaluate multiple models.



(c) MetaGL consistently performs the best.

# *Problem Formulation*

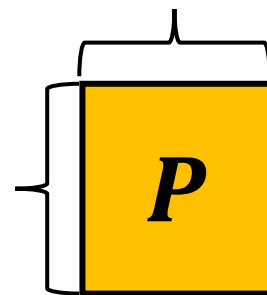
## Given



new graph  $G$

graph learning models

observed  
graphs



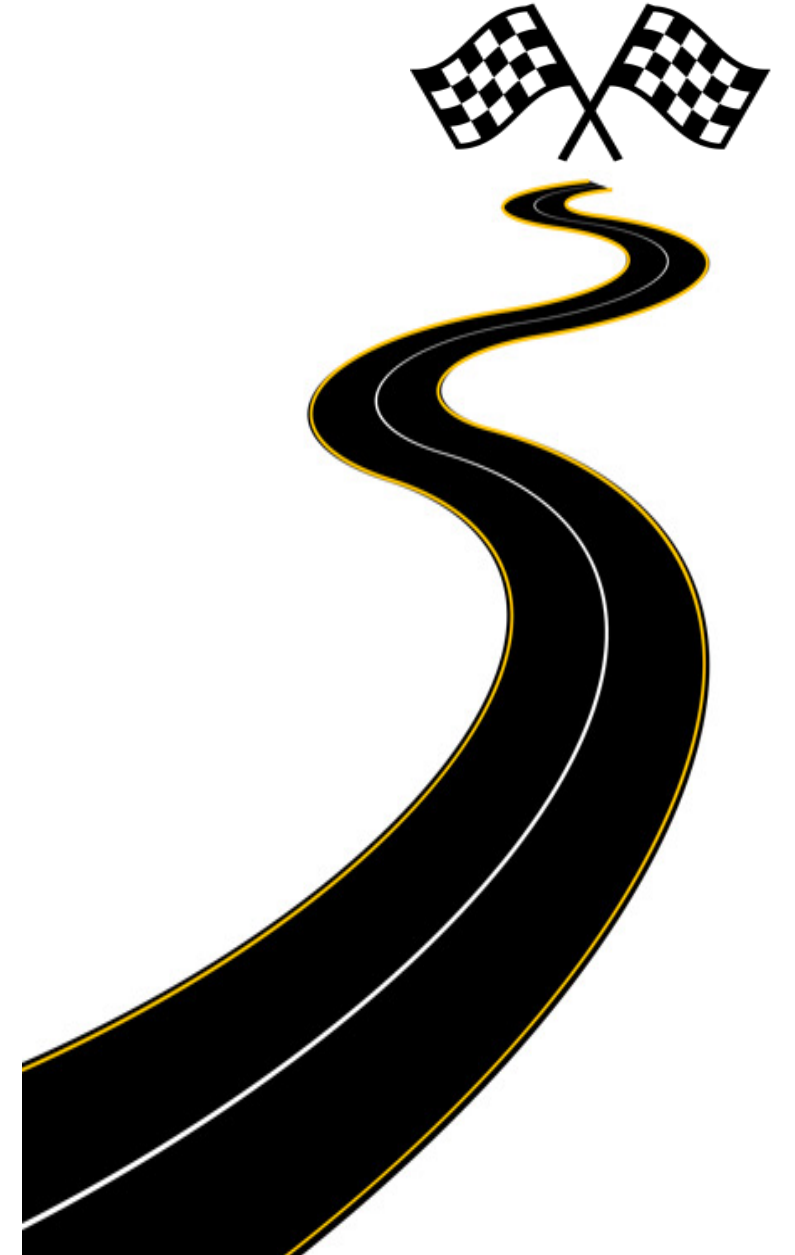
performance matrix  $P$

## Select

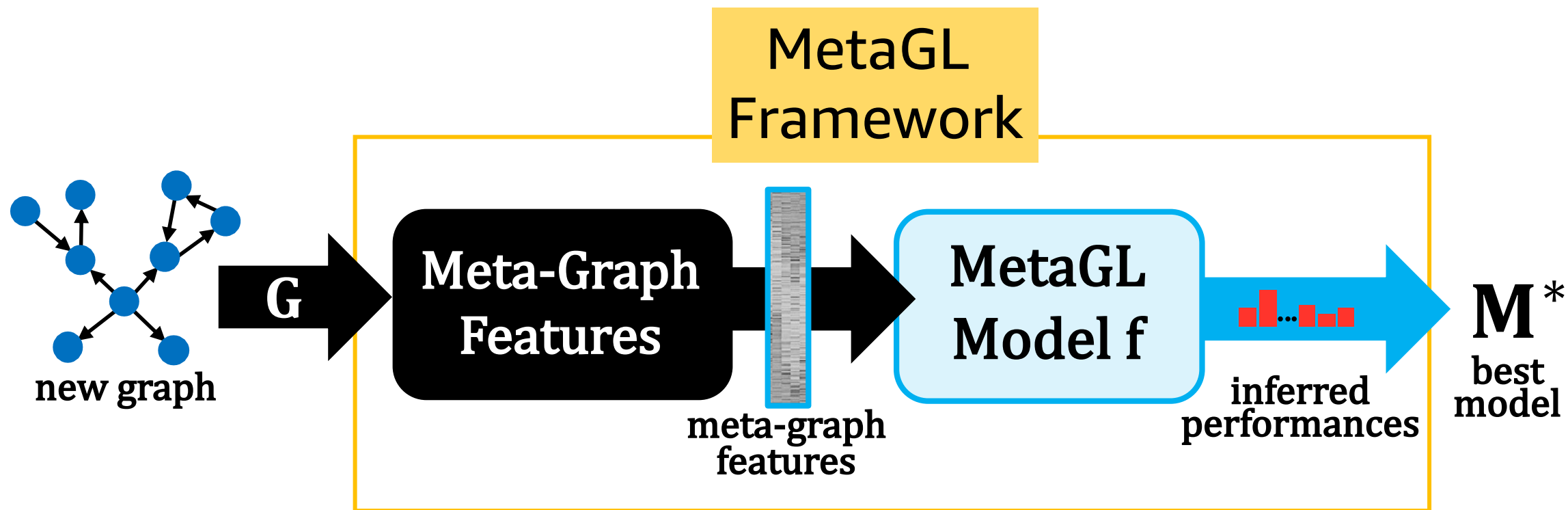
- the best model  $M^*$  **without** training/evaluating any model on the new graph  $G$

# *Roadmap*

- Introduction & Problem Formulation
- **Proposed Framework: MetaGL**
- Results
- Conclusion

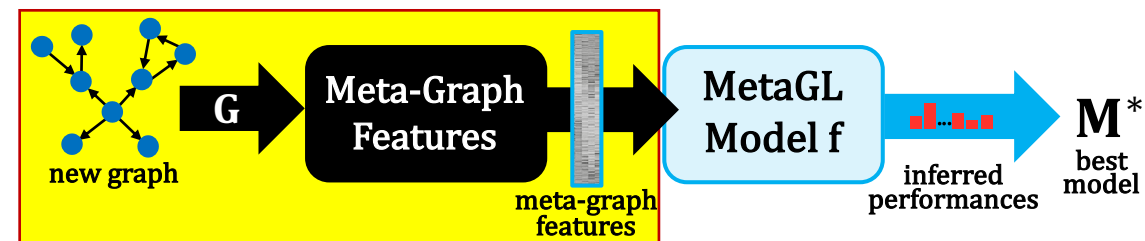


# *Proposed Framework: MetaGL*



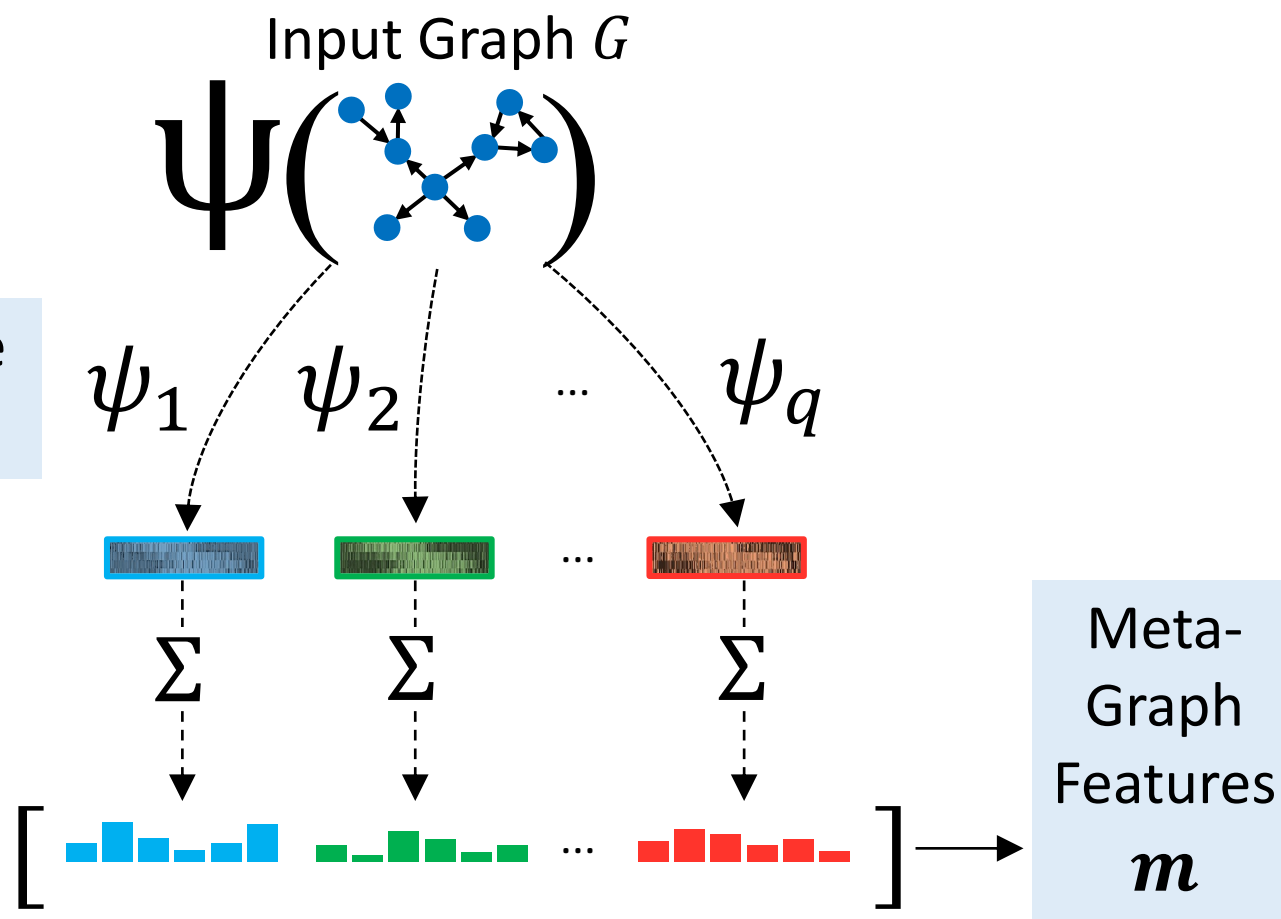


## *MetaGL:* *Meta-Graph Features*



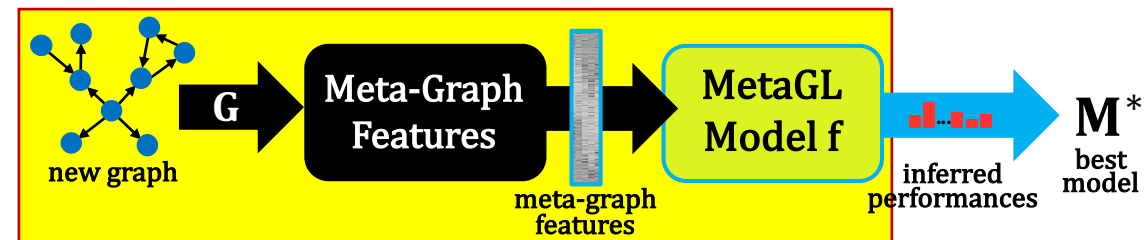
Structural meta-feature  
extractors  $\{\psi_1, \dots, \psi_q\}$

Global statistical  
functions  $\Sigma$



For any graph  $G$ ,  
 $m$  has a fixed size

## *MetaGL:* *Offline Meta-Training*



Estimating performance  $p_{ij}$  of model  $M_j$  on graph  $G_i$

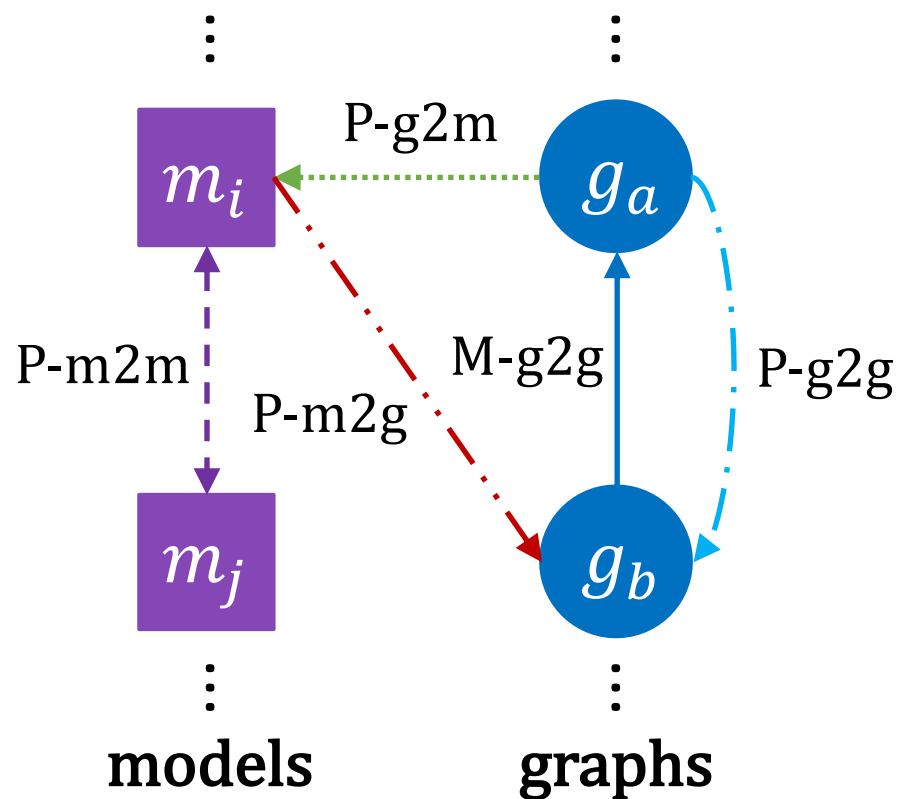
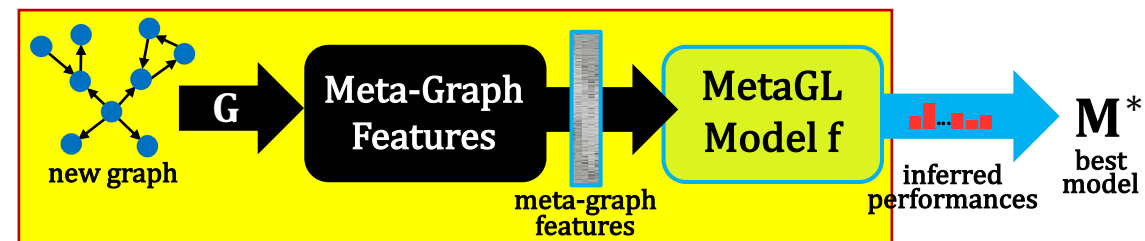
$$p_{ij} \approx \hat{p}_{ij} = \langle f(\underbrace{W[\mathbf{m}_i]}_{\text{meta-graph feature}}; \underbrace{\phi(\mathbf{m}_i)}_{\text{graph factor}}), \underbrace{f(\mathbf{V}_j)}_{\text{model factor}} \rangle$$

GNN-based embedding function  $f(\cdot)$

## Meta-Learning Objective

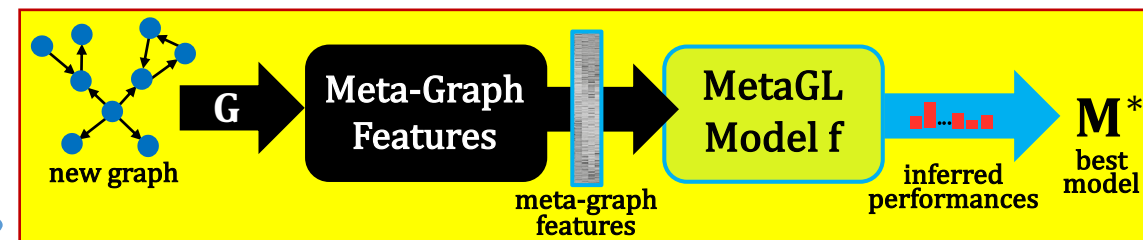
- Optimize to find the best model via top-1 probability-based objective

## *MetaGL:* *Offline Meta-Training*

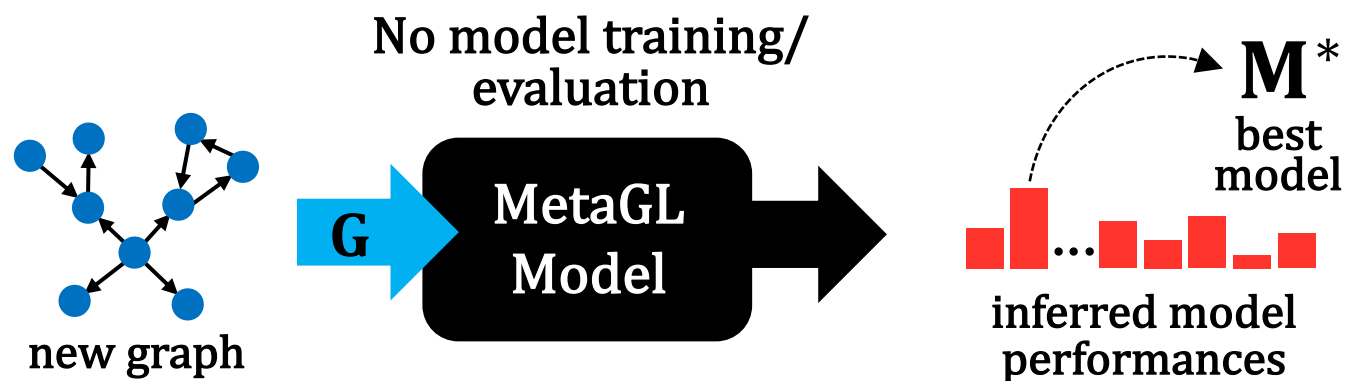


Meta-learner in MetaGL operates on a heterogeneous graph consisting of models and graphs

## *MetaGL:* *Online Model Prediction*



$$\text{Best model } M^* = \arg \max_{M_j \in \mathcal{M}} \langle f(W[\mathbf{m}_{\text{test}}; \phi(\mathbf{m}_{\text{test}})]), f(\mathbf{V}_j) \rangle$$



MetaGL infers the best model  $M^*$  with no model training/evaluation

# *Roadmap*

- Introduction & Problem Formulation
- Proposed Framework: MetaGL
- **Experiments**
- Conclusion



# *Experiments*

## Research Questions

RQ1. How accurately can MetaGL select the best model?

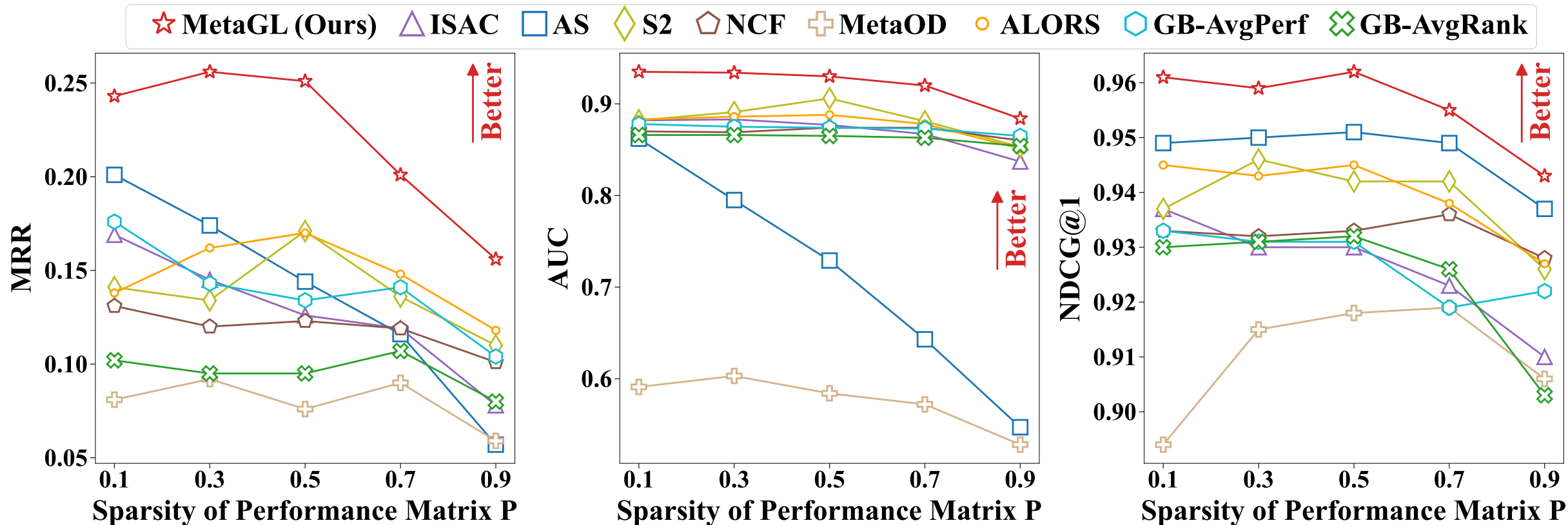
RQ2. How effective are the meta-graph features?

RQ3. How efficient is MetaGL?

# ***RQ1. Model Selection w/ Fully Observed Perf.***

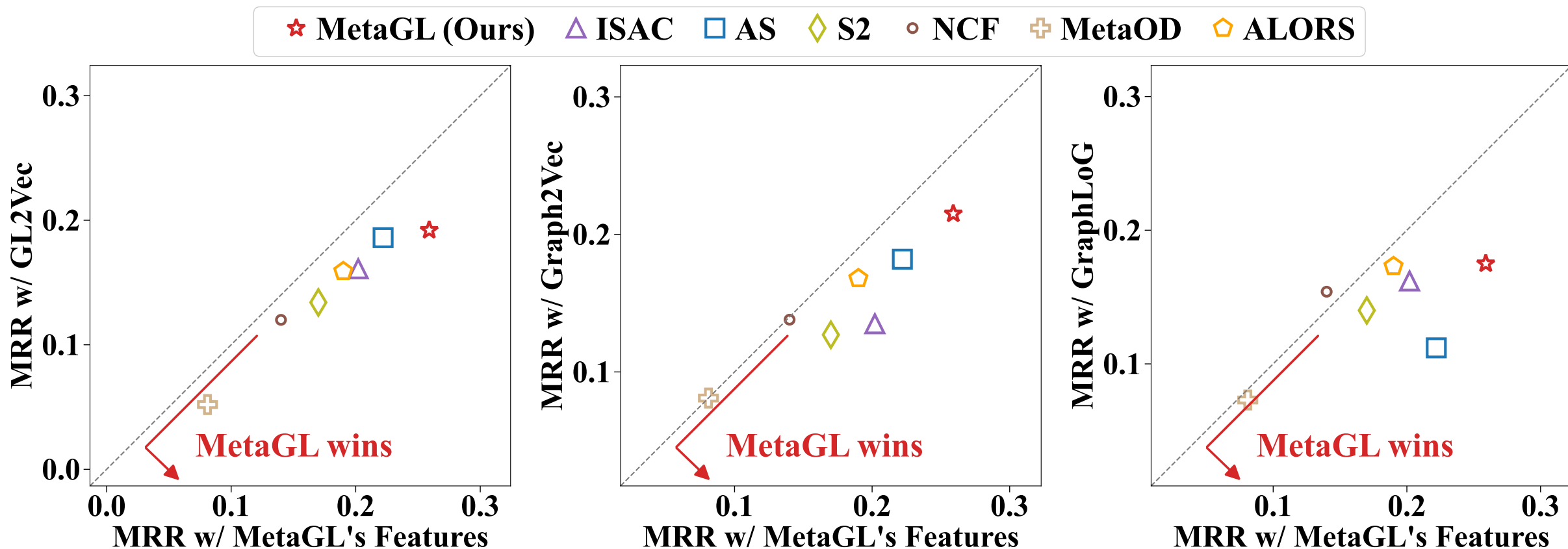
Method		MRR	AUC	NDCG@1
Simple	Random Selection	0.011	0.490	0.745
	Global Best-AvgPerf	0.163	0.877	0.932
	Global Best-AvgRank	0.103	0.867	0.930
	MetaGL_AS	<u>0.222</u>	0.905	0.947
	MetaGL_ISAC	0.202	0.887	0.939
Optimization -based	MetaGL_S2	0.170	<u>0.910</u>	0.945
	MetaGL_ALORS	0.190	0.897	<u>0.950</u>
	MetaGL_NCF	0.140	0.869	0.934
	MetaGL_MetaOD	0.075	0.599	0.889
	<b>MetaGL (Ours)</b>	<b>0.259</b>	<b>0.941</b>	<b>0.962</b>

# ***RQ1. Model Selection w/ Partially Observed Perf.***





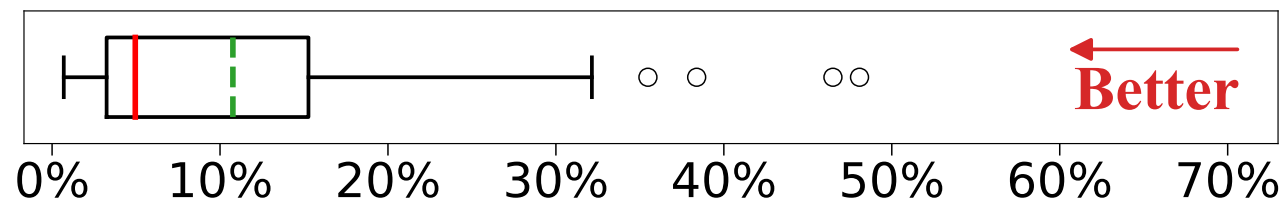
# ***RQ2. Effectiveness of Meta-Graph Features***



# ***RQ3. Model Selection Efficiency***



MetaGL's runtime (secs) at test time



MetaGL's runtime / time to train GL models

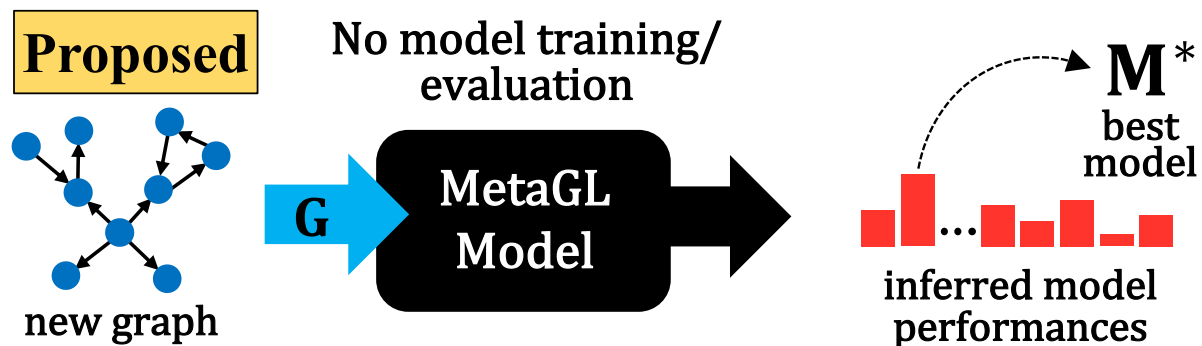
# *Roadmap*

- Introduction & Problem Formulation
- Proposed Framework: MetaGL
- Experiments
- **Conclusion**



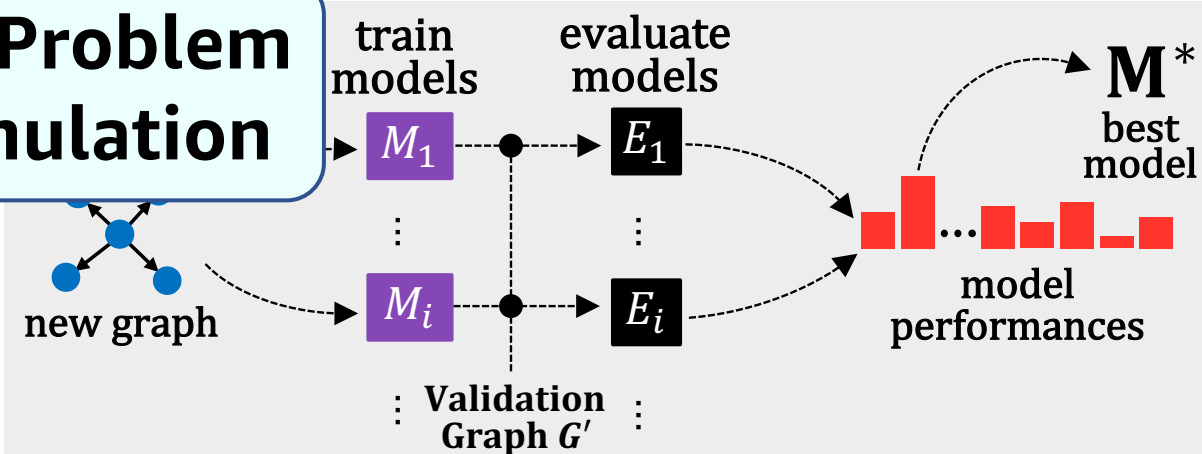
# Conclusion

## MetaGL: Meta-Learning Framework & Features



(a) MetaGL infers the best model with no model training/evaluation.

### New Problem Formulation

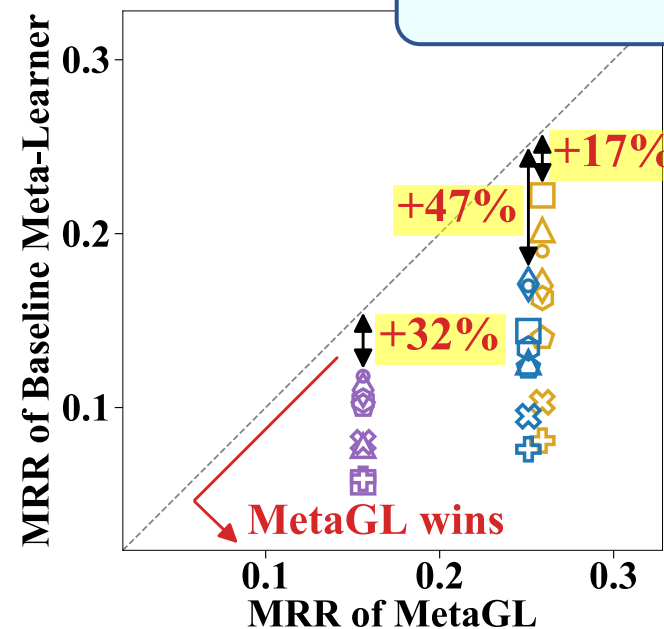


(b) Existing model selection methods train/evaluate multiple models.

■ Perf.Sparsity=0.0 ■ Perf.Sparsity=0.5  
■ Perf.Sparsity=0.9

△ ISAC ◇ NCF ◇ GB-AvgPerf  
□ AS ⊕ MetaOD  
◇ S2 ○ ALORS

### Effectiveness



(c) MetaGL consistently performs the best.