

## Motivation

CNNs are massively popular in tasks where the underlying data representation has a grid structure. But in many other tasks, **graph-structured data** is common:

meshes & point clouds, knowledge bases, social graphs, chemical compounds, ...

How to generalize CNNs to graph domains

How to organize weight-sharing in convolutions



**Observation:** Graphs may carry a lot of additional information in **edge attributes**:

scalar weights, relation types, mutual offset or overlap information, ...

We propose a **convolution-like operation on graphs** which

- can exploit **edge attributes in any form** processable by a neural network
- can be used on datasets with **varying graph structures** (spatial formulation)
- can be shown to **generalize the regular convolution on grids**

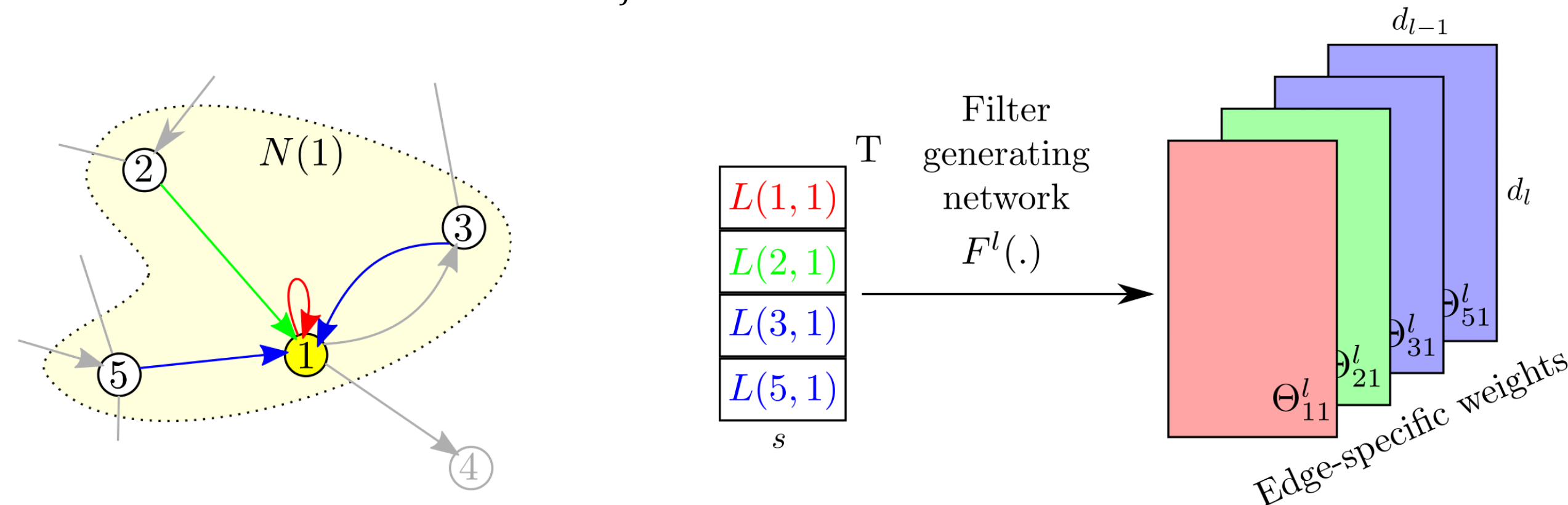
## ECC - Edge-Conditioned Convolution

- Notation:** Directed graph  $G = (V, E)$  with edge attributes (labels)  $L: E \rightarrow \mathbb{R}^s$  and vertex signals (features)  $X^l: V \rightarrow \mathbb{R}^{d_l}$  on network layer  $l$ .
- Convolution:** Weighted sum of signals over a neighbourhood  $N(i) = \{j; (j, i) \in E\} \cup \{i\}$ :

$$X^l(i) = \frac{1}{|N(i)|} \sum_{j \in N(i)} \theta_{ji}^l X^{l-1}(j) + b^l$$

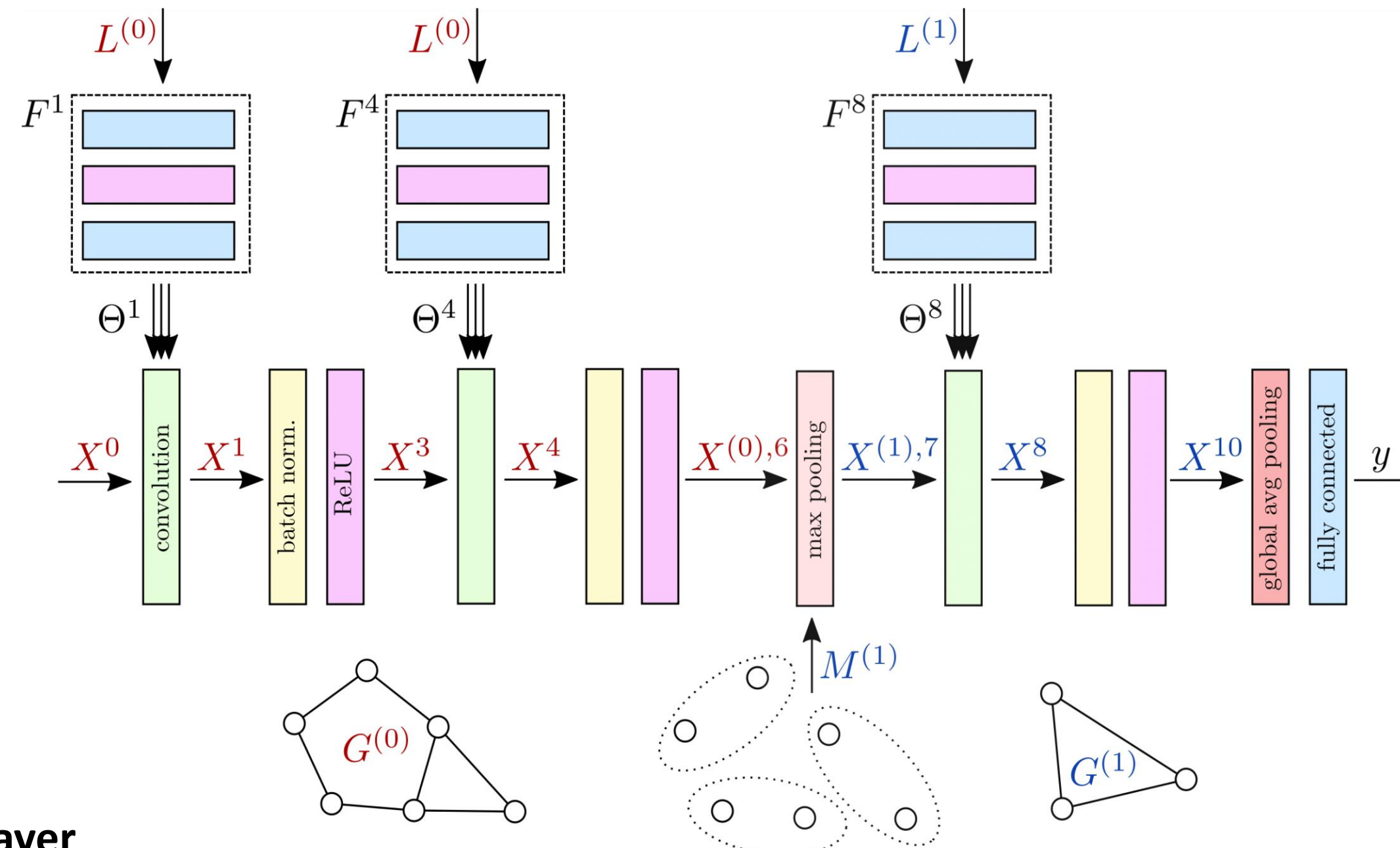
- Key idea:** Filters  $\theta^l$  conditioned on the respective edge labels  $L$  and computed dynamically using **filter-generating network** [1]  $F^l: \mathbb{R}^s \rightarrow \mathbb{R}^{d_l \times d_{l-1}}$ :

$$\theta_{ji}^l = F^l(L(j, i); w^l)$$



- Learned parameters  $b^l$  and  $w^l$  vs. generated convolution filters  $\theta^l$
- Complexity:**  $\leq |E|$  evaluations of  $F$ ,  $|V| + |E|$  matrix-vector multiplications

## Network Architecture



### Pooling layer

- Signal on  $G = G^{(0)}$  aggregated onto the vertices of a new, **coarsened graph**  $G^{(1)}$ .
- Coarsening is problem-specific: merging/subsampling of vertices, mapping  $M^{(1)}: V^{(0)} \rightarrow V^{(1)}$ , creating  $E^{(1)}$  and  $L^{(1)}$  (reduction).

## Point Cloud Classification

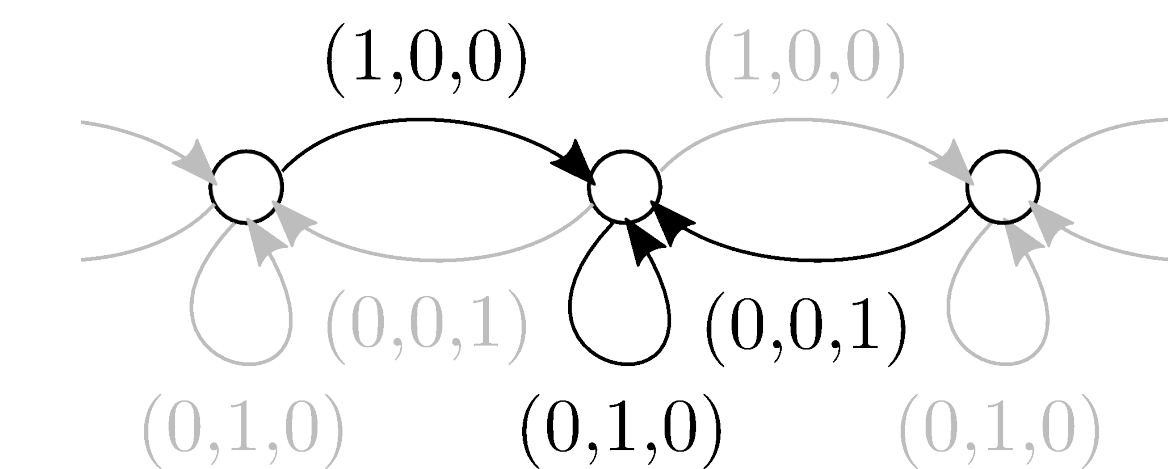
- Directed **graph construction from point cloud**  $P$ : edges connect nearby points
- $L(j, i) = (\delta_x, \delta_y, \delta_z, \|\delta\|, \arccos \delta_z / \|\delta\|, \arctan \delta_y / \delta_x)$  for  $\delta = p_j - p_i$
- Coarsening:** graphs built from point cloud pyramid created with VoxelGrid [2] downsampling,  $M$  assigns points to the nearest centroid.
- Augmentation:** rotation about up-axis, jitter scale, mirroring, point dropout
- Architecture** (Sydney): C(16)-C(32)-MP(0.25,0.5)-C(32)-C(32)-MP(0.75,1.5)-C(64)-MP(1.5,1.5)-GAP-FC(64)-D(0.2)-FC(14) with  $F^l$  as FC(16)-FC(32)-FC( $d_l d_{l-1}$ )

		Sydney Urban (mean F1)	ModelNet10 (mean class acc.)	ModelNet40 (mean class acc.)
3DShapeNets [5]	volume	—	83.5	77.3
VoxNet [6]	volume	73.0	92	83
ORION [7]	volume	77.8	93.8	—
MVCNN [8]	images	—	—	90.1
PointNet [9]	set	—	—	86.2
ECC		78.4	89.3	82.4
ECC (12 votes)		—	90.0	83.2
ECC ( $\ \delta\ $ )		60.7	—	—
ECC ( $\ \delta\ , \arccos \delta_z / \ \delta\ $ )		78.7	—	—

## Generalization of Convolution on Grids

### Demonstration in 1D

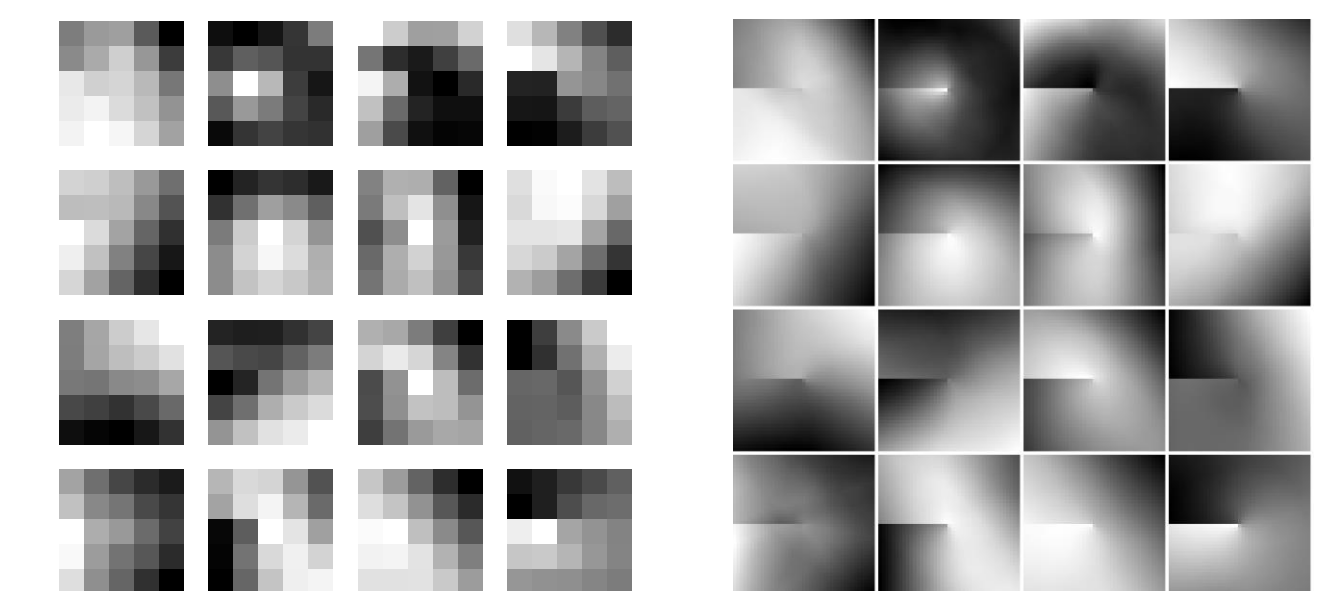
- Graph representation of convolution with a centered filter of size  $s = 3$ :



- Linear filter-generating network:  $F^l(e_k; W) = W e_k = W_{*k} := W(k)$
- $X^l(i) \sim \sum_{j \in N(i)} F^l(L(j, i); W) X^{l-1}(j) = \sum_{k \in \{-1..1\}} W(k+2) X^{l-1}(i-k)$

### MNIST as point cloud

	Train acc.	Test acc.
Full point cloud	99.12	99.14
Sparse point cloud	99.36	99.14
Baseline/one-hot	99.53	99.37



Sampled first layer filters