

# The Descriptive Complexity of Graph Neural Networks

Martin Grohe

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- GNNs have a wide range of applications, for example, in computational biology, chemical engineering, physics, etc.
- By now, there is a large variety of GNN architectures. In this talk, we focus on the core GNN architecture known as message passing graph neural network or aggregate-combine graph neural network.























#### Feedforward Neural Networks



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- Node with weight b ∈ ℝ and incoming edges with weights w<sub>1</sub>,..., w<sub>k</sub> ∈ ℝ computes function

$$x_1,\ldots,x_k\mapsto\sigma\left(b+\sum_{i=1}^kw_ix_i\right),$$

where  $\sigma : \mathbb{R} \to \mathbb{R}$  is the activation function.



Typical activation functions are:





hyperbolic tangent

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rectified linear unit (ReLU)

# Universal Approximation Theorem

#### Theorem (Cybenko 1989, Hornik 1991)

Let

- $\sigma : \mathbb{R} \to \mathbb{R}$  be be continuous and not polynomial,
- $f: K \to \mathbb{R}^n$  continuous, where  $K \subseteq \mathbb{R}^m$  is a compact set,
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Then there is a depth-2 feedforward neural network N with activation functions

- $\blacktriangleright$   $\sigma$  on layer 1,
- the identity on layer 2

computing a function  $f_N$  such that

$$\sup_{\mathbf{x}\in\mathcal{K}}\|f(\mathbf{x})-f_{\mathcal{N}}(\mathbf{x})\|<\epsilon.$$

GNN N with d layers maps graph G to sequence of signals

$$\zeta^{(t)}: V(G) o \mathbb{R}^p$$
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Combination:  $\zeta^{(t)}(v) \coloneqq \operatorname{comb}_t(\zeta^{(t-1)}(v), \alpha^{(t)}(v), \gamma^{(t)})$ 

•  $\operatorname{comb}_t : \mathbb{R}^{2p+p'} \to \mathbb{R}^p$  function computed by a feedforward neural network

# Functions Computed by GNNs

#### Node-Level Functions

To compute a function  $\Phi$  that maps each graph G to a signal  $\Phi(G, \cdot) : V(G) \to \mathbb{R}^q$ , we apply a readout function ro such that

$$\Phi(G, v) = \operatorname{ro}(\zeta^{(d)}(v)).$$

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#### Graph-Level Functions

To compute a function  $\varphi$  that maps graphs to  $\mathbb{R}^q$ , we apply an aggregate readout function aggro such that

$$\varphi(G) = \operatorname{ro}\left(\operatorname{agg}\left(\left\{\!\!\left\{\zeta^{(d)}(v) \mid v \in V(G)\right\}\!\!\right\}\right).$$

▶ agg aggregation function: sum, mean or max

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We are mainly interested in Boolean queries and unary queries, that is, invariant graph level functions  $G \mapsto \{0, 1\}$  and equivariant node-level functions  $G \mapsto \{0, 1\}^{V(G)}$ .

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#### Recurrent GNNs

Instead, we can take a single layer and apply it repeatedly. That is, we have a single aggregation function agg and combination function comb and let:

$$\zeta^{(t)}(v) = \operatorname{comb} \left( \zeta^{(t-1)}(v), \operatorname{agg} \left( \left\{ \!\! \left\{ \zeta^{(t-1)}(w) \mid w \in N_G(v) \right\} \!\! \right\} \right) \right)$$

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We determine the number d of iterations at runtime (maybe depending on the size of the input graph, or even depending on the evolution of the sequence  $(\zeta^{(t)})_{t>0}$ ).

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As before, we apply the readout function to the dth layer.

# Digression: The Weisfeiler-Leman Algorithm

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Run Colour Refinement (Demo by Holger Dell)

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#### Remark

Colour Refinement is essentially the same as the 1-dimensional Weisfeiler-Leman algorithm. There is a subtle difference that is actually relevant here (but we ignore it in the talk).

Colour Refinement distinguishes two graphs G, H if their colour histograms differ, that is, some colour appears a different number of times in G and H.

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fails on some very simple graphs:





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- 3. *G* and *H* are fractionally isomorphic, that is, there is a doubly stochastic matrix X such that  $A_G X = XA_H$ .
- 4. For all trees T, the number of homomorphisms from T to G equals the number of homomorphisms from T to H.



The *k*-dimensional Weisfeiler-Leman algorithm (*k*-WL) iteratively colours *k*-tuples of nodes (Weisfeiler and Leman 1968, Babai  $\sim$ 1980)



The k-dimensional Weisfeiler-Leman algorithm (k-WL) iteratively colours k-tuples of nodes (Weisfeiler and Leman 1968, Babai ~1980)

Running time:  $O(n^{k+1} \log n)$ 



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- ▶ 1-WL is essentially the same as Colour Refinement.
- ▶ k-WL is much more powerful, but still not a complete isomorphism test: for every k there are non-isomorphic graphs  $G_k$ ,  $H_k$  of size O(k) not distinguished by k-WL (Cai, Fürer, Immerman 1991).



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- The characterisations of Colour Refinement in terms of logic, linear (in)equalities, and homomorphism counts can be generalised to k-WL.

# Weisfeiler and Leman go Neural



#### **GNNs** Revisited



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# Distinguishing Graphs

Theorem (Morris, Ritzert, Fey, Hamilton, Lenssen, Rattan, G. 2019, Xu, Hu, Leskovec, Jegelka 2019)

For all graphs G, H, the following are equivalent:

- 1. *G* and *H* are distinguishable by a GNN, that is, there is a GNN N such that  $\varphi_N(G) \neq \varphi_N(H)$ ;
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- Barceló et al. also prove a converse of the theorem for queries expressible in first-order logic.
- This is a uniform expressibility result: the property can be expressed by a single GNN across input graphs of all sizes.
- The proof assumes activation functions like ReLU or linearised sigmoid. It is open whether the theorem also holds for GNNs with logistic (sigmoid) or tanh activations.

#### Higher-Order Graph Neural Networks

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Suppose we initialise the states of the nodes of a GNN randomly:

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- (Sato et al. 2020) proved that many interesting combinatorial problems can be expressed by GNNs with RI.

Theorem (Abboud, Ceylan, G., Lukasiewicz 2021) Let  $\epsilon, \delta > 0$  and  $n \in \mathbb{N}$  and  $\psi : \mathcal{G}_n \to [0, 1]$ .

Graphs of order *n* 

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- These approximation results are non-uniform, that is, for each size of the input graph we need a separate GNN.
- ▶ The size of the GNN *N* can be exponential in *n*.

# The Descriptive Complexity of GNNs

#### Goal

Understand the power of GNNs to compute queries and compare it to classical models of complexity theory and logic.

### Circuits with Threshold Gates

We consider Boolean circuits with threshold gates. For all  $t \in \mathbb{N}$ , a *t*-threshold gate evaluates to 1 if at least *t* of its inputs are 1.

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The following threshold circuit evaluates to 1 if an even number of input bits is 1.



 $TC^0$  is the class of all languages in  $\{0, 1\}^*$  decidable by a polynomial-size, bounded-depth family of threshold circuits.

## Boolean Complexity of Feedforward Neural Networks

#### Theorem (Maass 1997)

Let  $\ell = (f_n)_{n \ge 1}$  be a family of Boolean functions  $f_n : \{0, 1\}^n \to \{0, 1\}$ . Then the following are equivalent.

- 1. f is in TC<sup>0</sup>.
- 2. *ℓ* is computable by a bounded-depth polynomial-size family of feedforward neural networks with piecewise polynomial activation functions.

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Theorem (Barrington, Immerman, Straubing 1990) Uniform Version: A language  $L \subseteq \{0, 1\}^*$  is in dlogtime-uniform  $TC^0$  if and only if it is definable in FO+C.

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Uniform Version: A language  $L \subseteq \{0, 1\}^*$  is in dlogtime-uniform  $TC^0$  if and only if it is definable in FO+C.

*Nonuniform Version:* A language  $L \subseteq \{0, 1\}^*$  is in (nonuniform)  $TC^0$  if and only if it is definable in FO+C with built-in relations.

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#### Corollary

Combined with Barcelo et al. (2019), we get

$$C^2 \subseteq GNN \subseteq FO^2+C.$$

Both inclusions are strict.

### Logical Expressivity of GNN Families

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### Theorem (G. 2023)

For all queries Q, the following are equivalent.

- 1. *Q* is computable by a polynomial-size bounded-depth family of GNNs with random initialisation and with arbitrary real weights and rpl approximable activations.
- 2. *Q* is computable by a polynomial-size bounded-depth family of GNNs with random initialisation and with rational weights and ReLU activations, using only sum aggregation.
- 3. Q is expressible in FO<sup>2</sup>+C with built-in relations.
- 4. Q is in TC<sup>0</sup>.

#### Lemma

Let @ be a query that is computable by a polynomial-size bounded-depth family of graph neural networks with random initialisation and with arbitrary real weights and rpl approximable activation functions.

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#### Proof Ideas

Simulate GNNs with rational weights and piecewise linear activations in FO<sup>2</sup>+C (previous theorem).

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- ► Use built-in relations to simulate families of GNNs.
- Approximate families of arbitrary GNNs by families of rational-weight piecwise-linear GNNs.
- Trade randomness for non-uniformity.

#### Lemma

Let Q be a query that is expressible in FO<sup>2</sup>+C with built-in relations. Then Q is computable by a polynomial-size bounded-depth family of graph neural networks with random initialisation and with rational weights, piecewise linear activation functions, and sum aggregation.

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► Transform FO<sup>2</sup>+C-formula into a guarded (local) form.

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- ► Transform FO<sup>2</sup>+C-formula into a guarded (local) form.
- Simulate guarded logic on graphs by message passing and arithmetic by feedforward neural network.
- Random initialisation is used to obtain linear order.

# Learning and Generalisation

# The VC Dimension of GNNs



#### Theorem (Morris, Geerts, G. 2023)

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#### Theorem (Morris, Geerts, G. 2023)

- 1. In the non-uniform regime, the VC-dimension of GNNs is essentially the number of of Colour-Refinement equivalence classes.
- 2. In the uniform regime, the VC-dimension of GNNs is linear in the bitlength of the GNN's weights.

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*Can all graph queries computable in polynomial time be expressed by a recurrent GNN with Random Initialisation?* 

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For example:

*Can all graph queries computable in polynomial time be expressed by a recurrent GNN with Random Initialisation?* 

Expressiveness results only tell half the story, because they ignore learning. However, most of the results presented here have good experimental support.

#### A Few References

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