

**IJCAI 2025 Tutorial**  
**Towards Low-Distortion**  
**Graph Representation Learning**



- Session 3 -

# **Geometry-guided Graph Representation Learning**

Presenter: Xingcheng Fu



**北京航空航天大学**  
BEIHANG UNIVERSITY



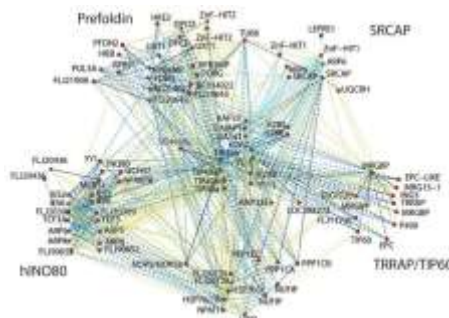
**广西师范大学**  
GUANGXI NORMAL UNIVERSITY

# Graph: everything is connected!

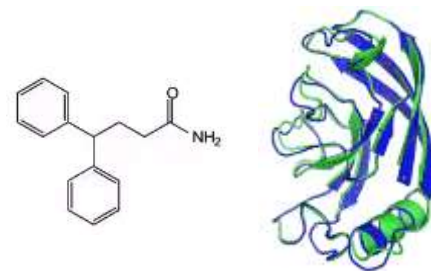
Graphs can model complex environments, and it can help people deeply understand the patterns and mechanisms in the interconnections of all things.



Social Network



Biological Network

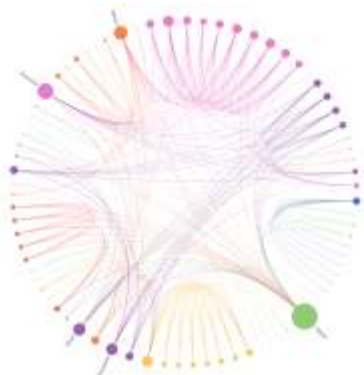


Chemical Molecules

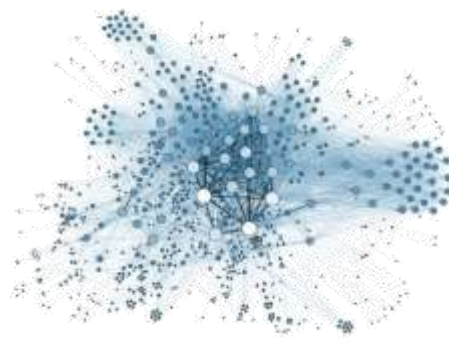


Knowledge Graph

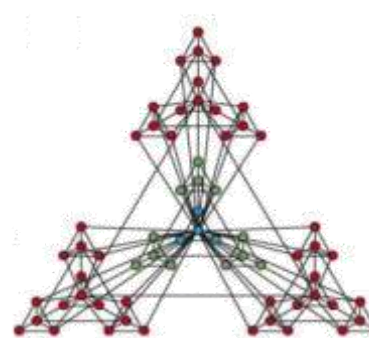
## Topological Properties



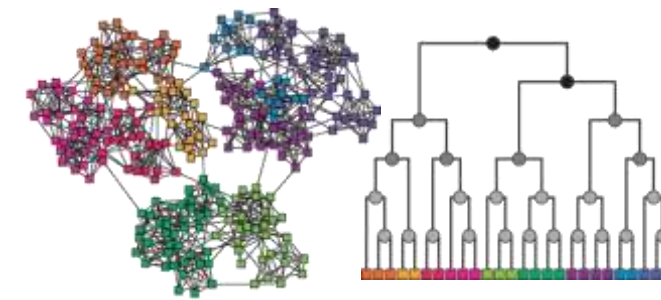
Small World



Scale-free



Self-similarity

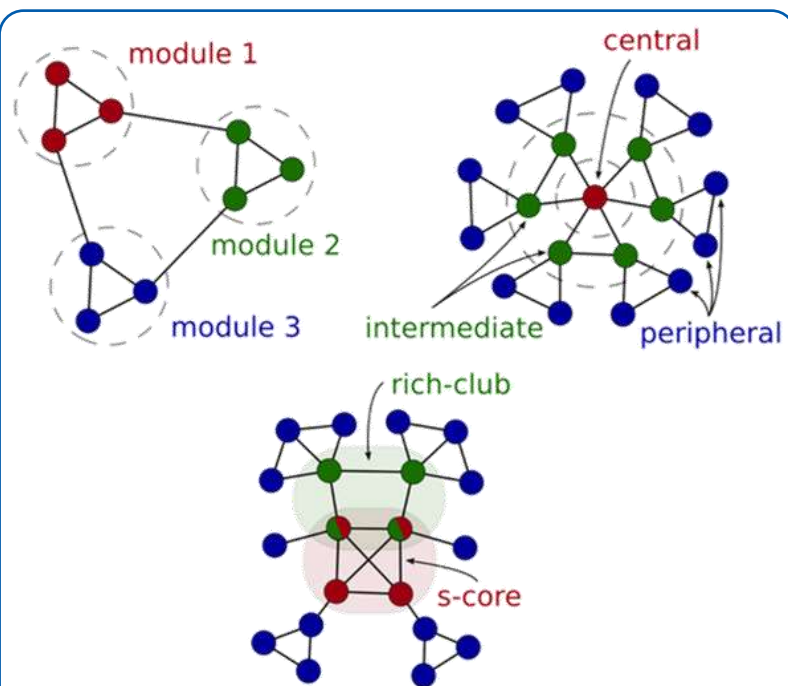


Hierarchy

# Perspectives of graph learning

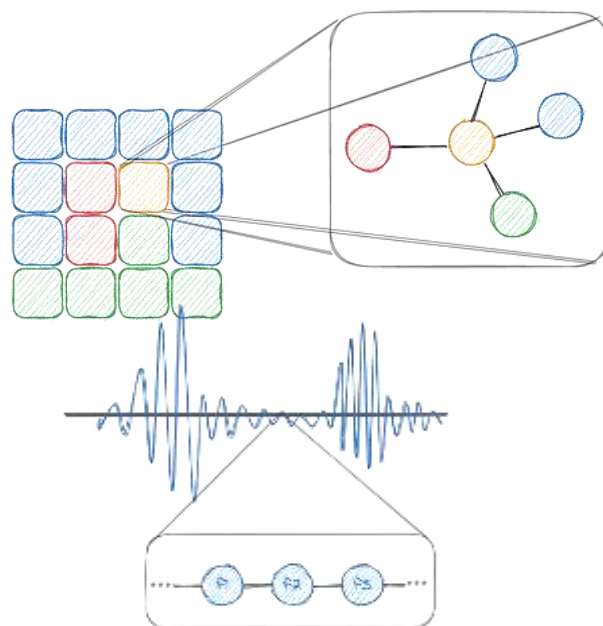
Different theoretical perspectives can provide various inspirations to graph learning.

## Graph Theory



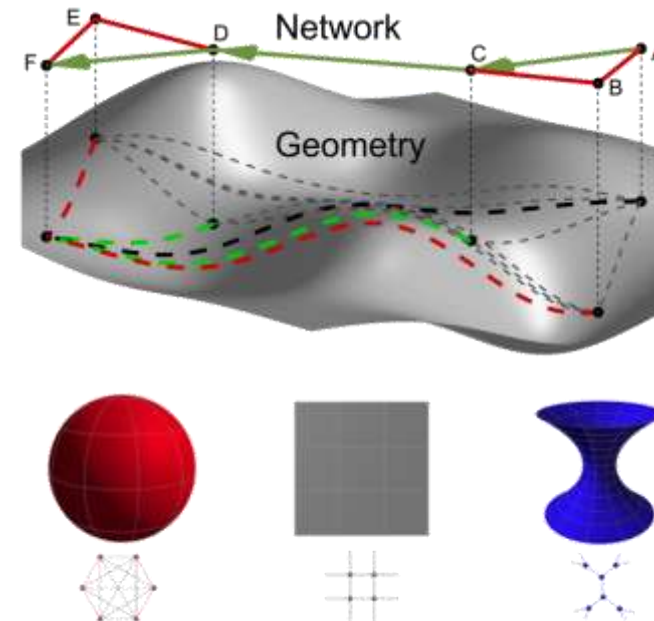
Statistical Characteristics

## Information Theory



Signal/Information

## Graph Geometry



Topological Properties

# What is graph geometry?

Graph geometry is a mathematical tool that uses geometry to measure various features of graphs.

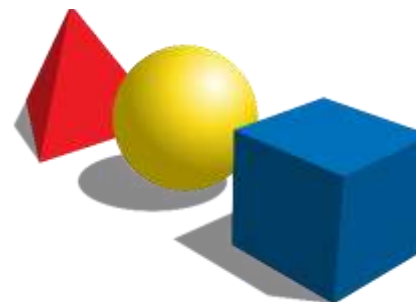
## Classical Geometric Tools



Length



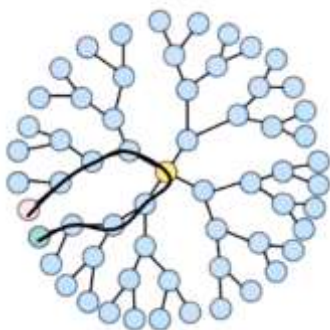
Angle



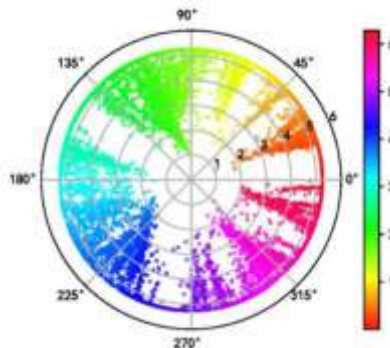
Shape



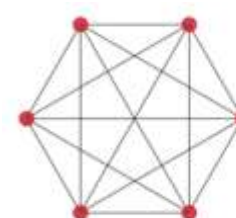
Euclid (fl. 300 BC)



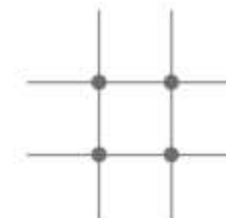
Path



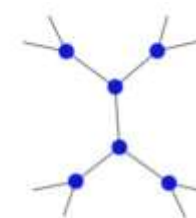
Similarity/Clustering



Clique



Grid



Tree

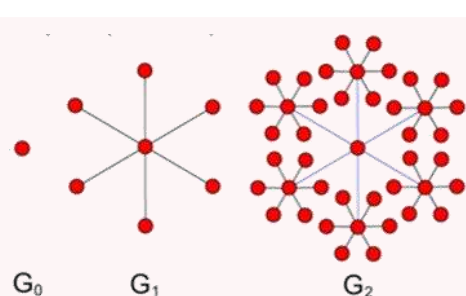
Topologies



# Why do we need graph geometry?

Graph geometry provides geometrically intuitive mathematical tools for measuring topological properties.

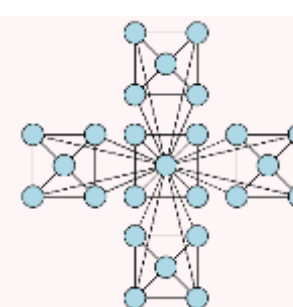
## Topologies



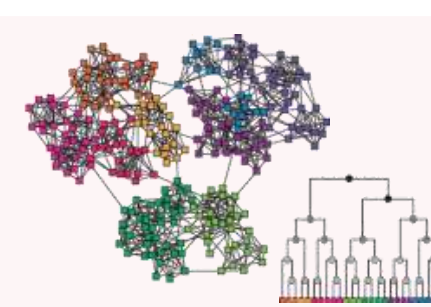
Fractal network



Small-world



Self-similarity



Hierarchy

## Geometric priors of space

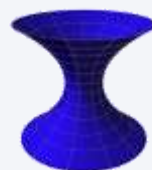
Curved space can be understood as a continuous approximation of the underlying structure.



Spherical  
(Cycle/Clique)



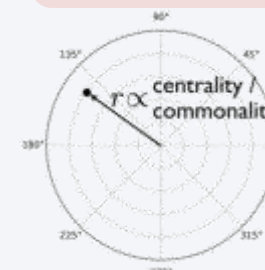
Euclidean  
(Grid)



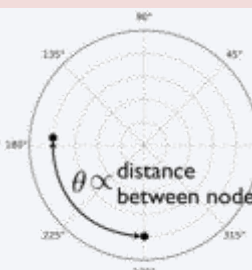
Hyperbolic  
(Tree-like)

## Geometric properties of data

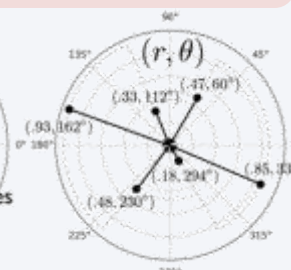
Geometric features carry significant information and semantics



Radius  
(Centrality)



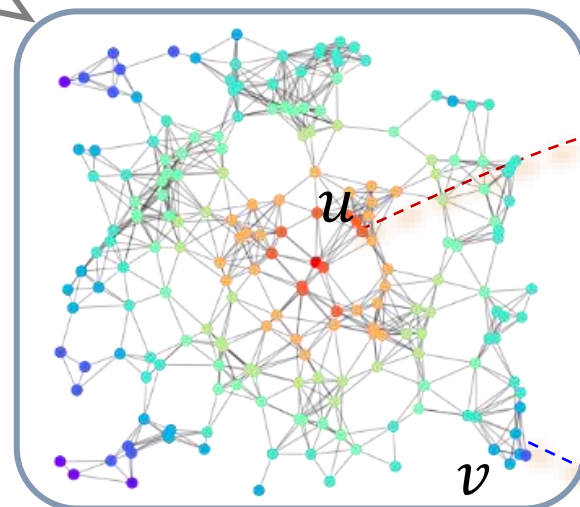
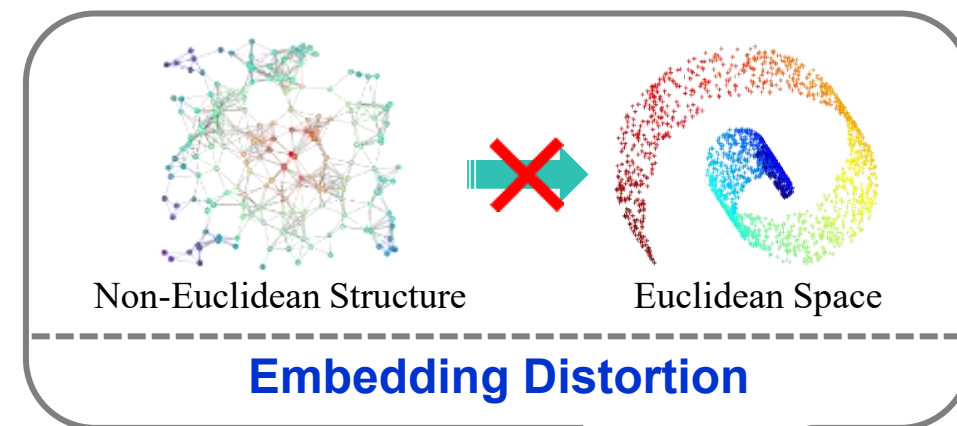
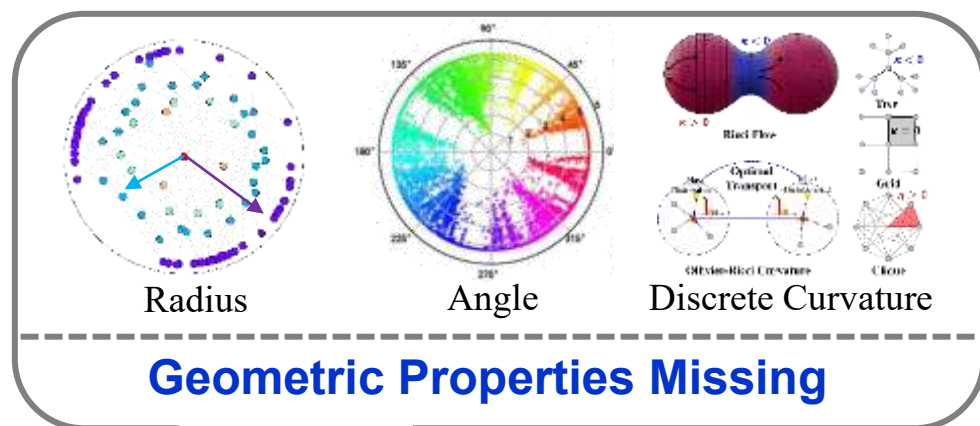
Geodesic  
(Distance)



Angle  
(Clustering)

## Geometric Intuition

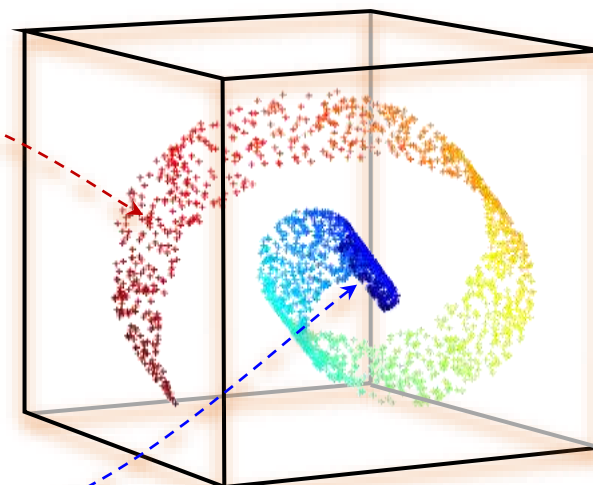
# Geometric perspective of GRL



Graph data

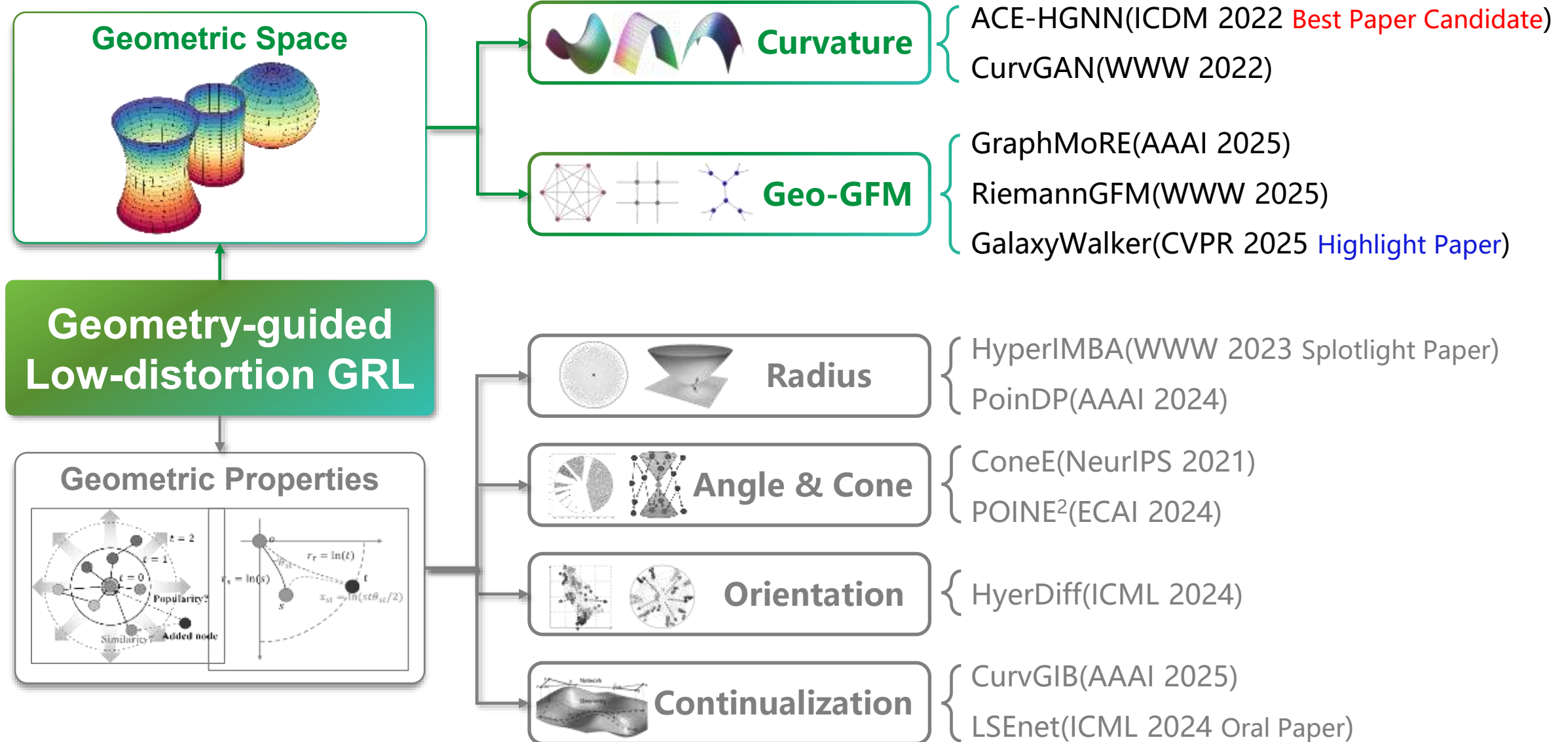
$\text{Enc}(u)$

$\text{Enc}(v)$



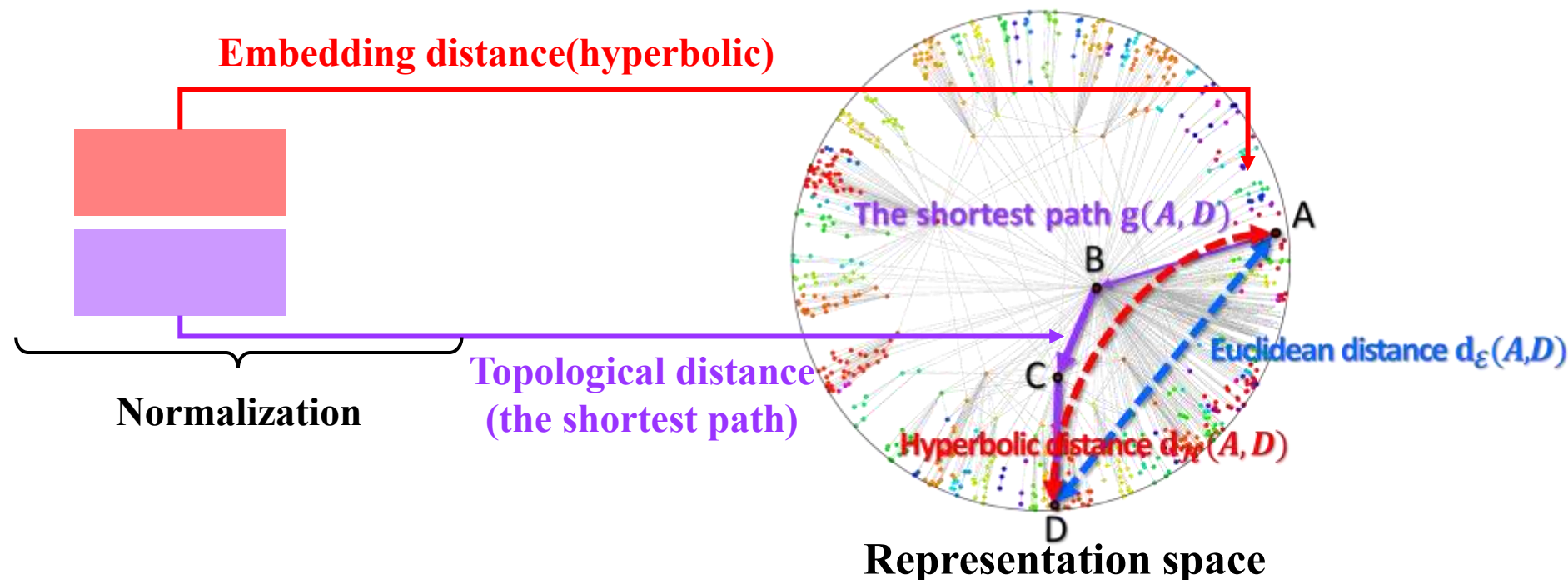
Representation space

# Outline



# Distortion in Geometric Perspective

**Definition (Embedding Distortion)<sup>[1][2]</sup>.** Given a graph  $G$  with node set  $V$ , for each node-pair  $(i, j) \in V$  the embedding distortion  $\mathcal{D}$  in the hyperbolic embedding space  $\mathbb{H}$  is defined as:



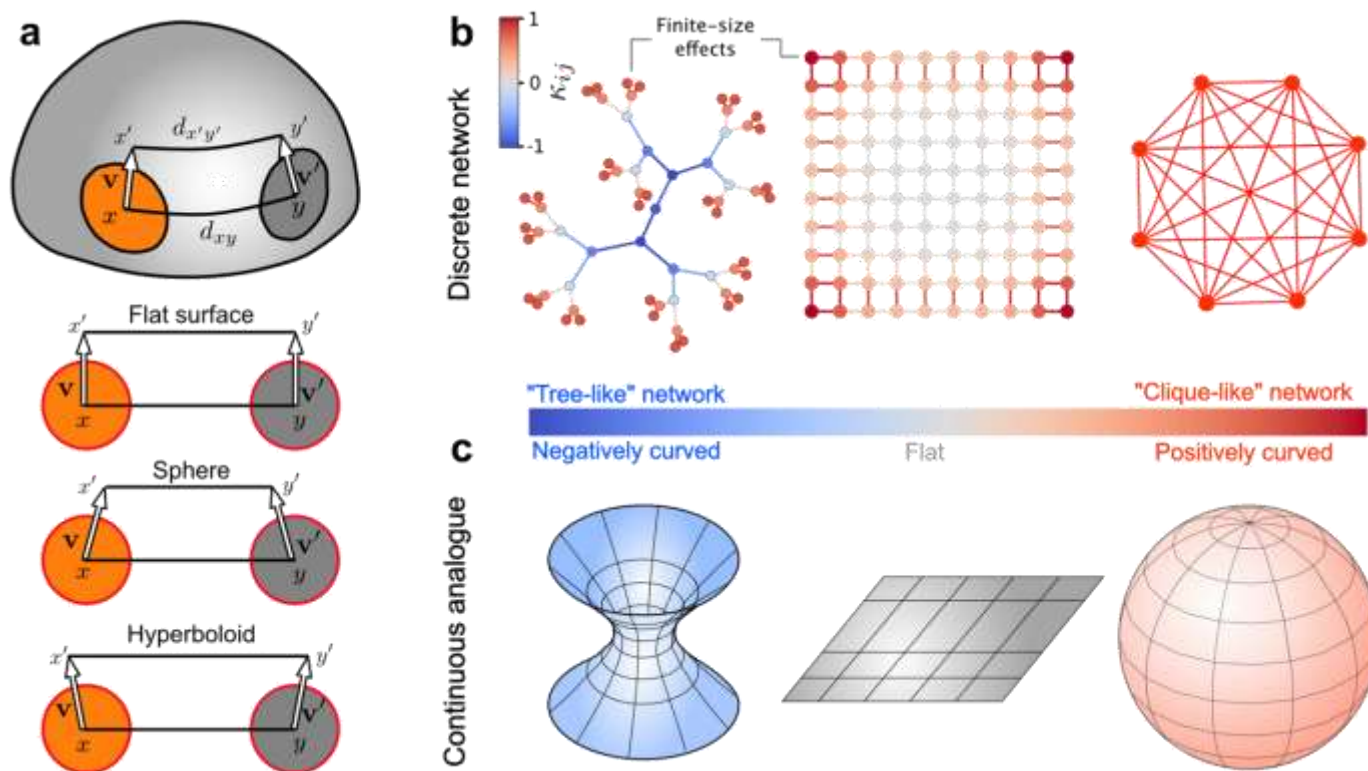
[1] Christopher S, Albert Gu, et al. Representation Tradeoffs for Hyperbolic Embeddings[C]. ICML 2018.

[2] Xingcheng Fu, et al. ACE-HGNN: Adaptive curvature exploration hyperbolic graph neural network[C], ICDM 2021, **Best Paper Candidate**.

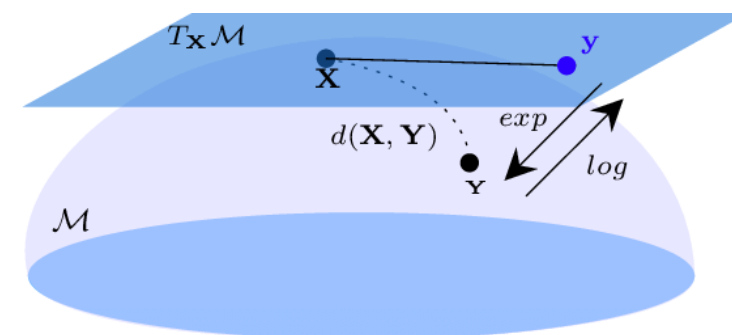


# Riemannian geometry & graphs

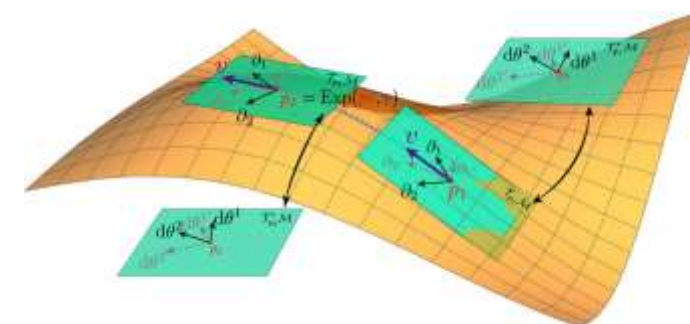
Riemannian geometry provide a powerful and elegant mathematical framework for studying graph deep learning.



Discrete topologies and their continuous analogue manifolds<sup>[1]</sup>



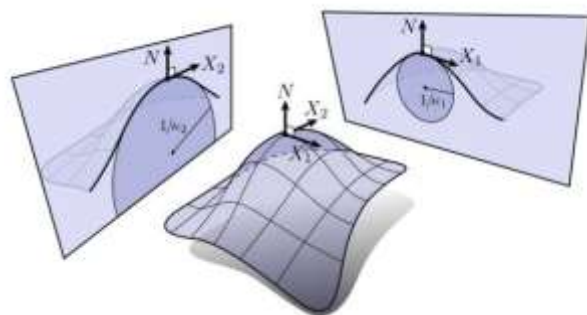
Exponential & logistical mapping



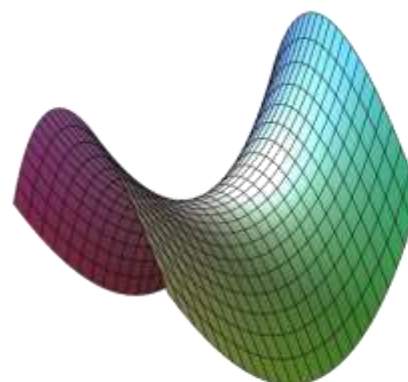
Differential geometry computation

# Graph curvature

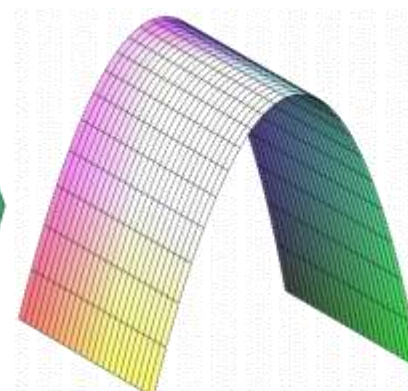
There are two main types of graph curvature: the global **Gaussian Curvature** is used to control the curvature of the space; The local **discrete (Ricci) curvature** is used to reflect the topological properties of the edges.



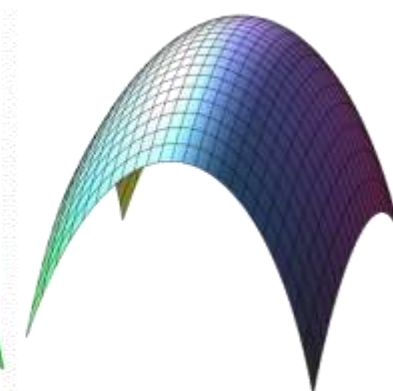
**Gaussian curvature:**



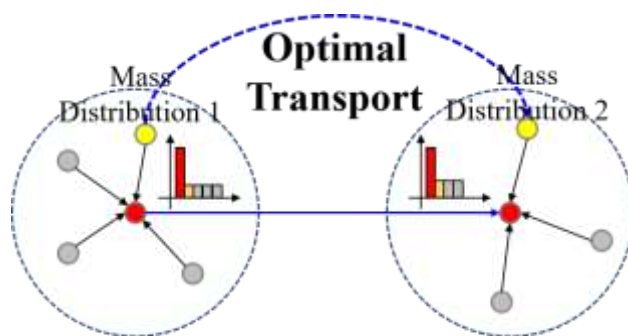
(a) Surface of Negative Curvature



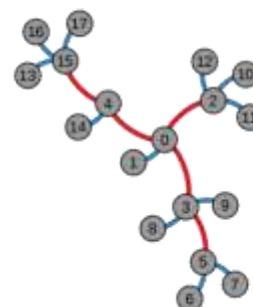
(b) Surface of Zero Curvature



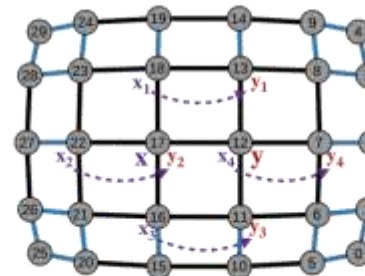
(c) Surface of Positive Curvature



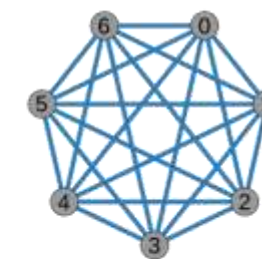
**Ollivier-Ricci Curvature**



(d) Negative Curvature



(e) Zero Curvature



(f) Positive Curvature

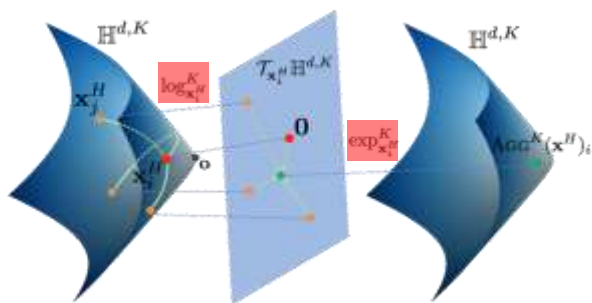
# Hyperbolic / Riemannian GNNs

The common non-Euclidean geometric graph neural networks mainly project the non-Euclidean space representation onto the tangent space for GNN aggregation, and then project it back to the non-Euclidean space.

There are mainly two options for space selection: (1) Heuristically estimating the curvature of the space; (2) Using the product space of mixed positive, zero and negative.

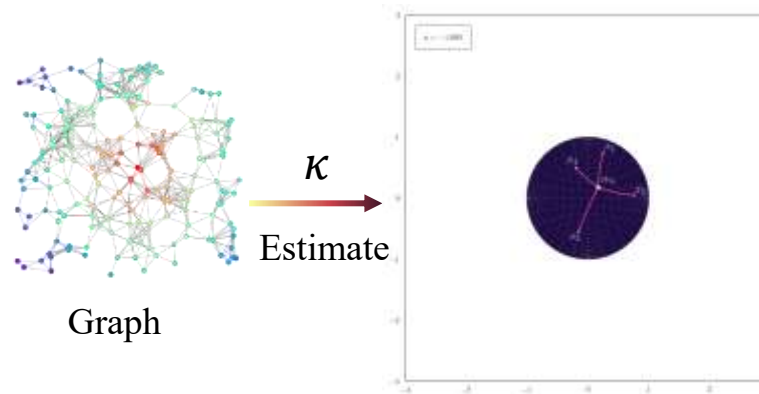
## HGNN<sup>[1]</sup>

Tangent space  $\mathbb{H}^n \rightarrow \mathbb{R}^n \rightarrow \mathbb{H}^n$



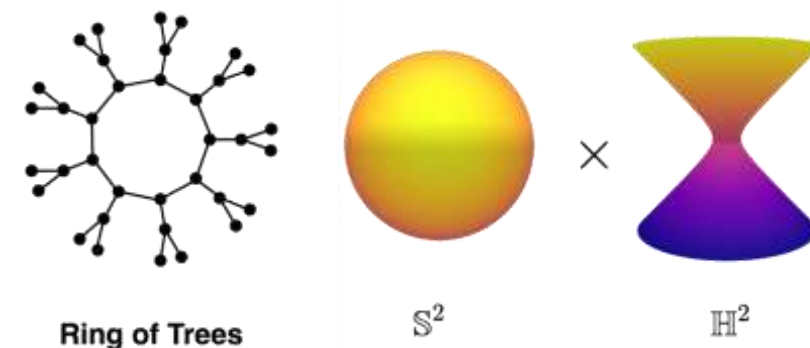
## $\kappa$ -GNN<sup>[2]</sup>

$\kappa$ -Stereographic model  $st_\kappa^n$



## Mixed-Curvature<sup>[3]</sup>

Product space  $\mathbb{S}^n \times \mathbb{H}^n$



[1] Chami I, Ying Z, Ré C, et al. Hyperbolic graph convolutional neural networks[C]. NeurIPS 2019.

[2] Bachmann G, Bécigneul G, Ganea O. Constant curvature graph convolutional networks[C]. ICML 2020.

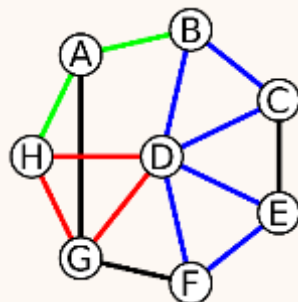
[3] Gu A, Sala F, Gunel B, et al. Learning mixed-curvature representations in product spaces[C]. ICLR 2018.

# Challenges of embedded space

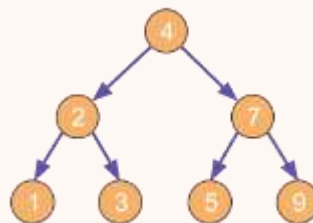
The graph structure in the real world is extremely complex and diverse.  
Heuristically selecting the representation space will lead to distortion.

## Topologies

### Simplex structure



Cycle/Clique



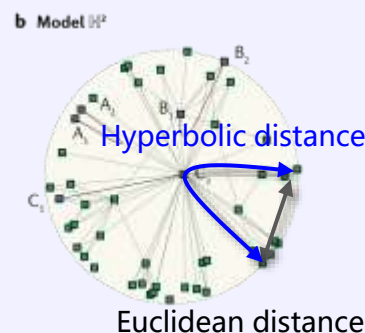
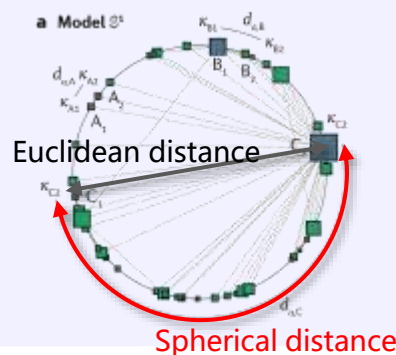
Tree

### Complex structure



Heterogeneous topological structure

## Space



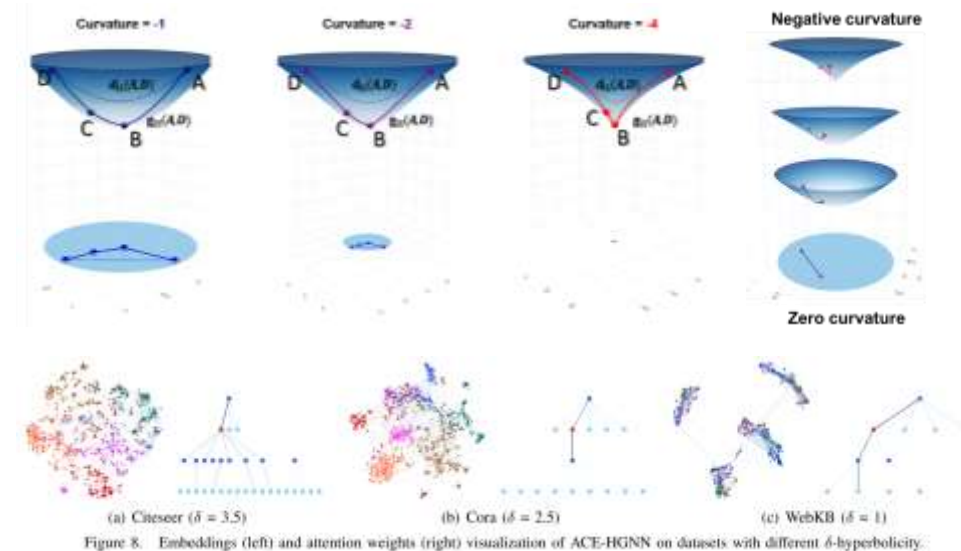
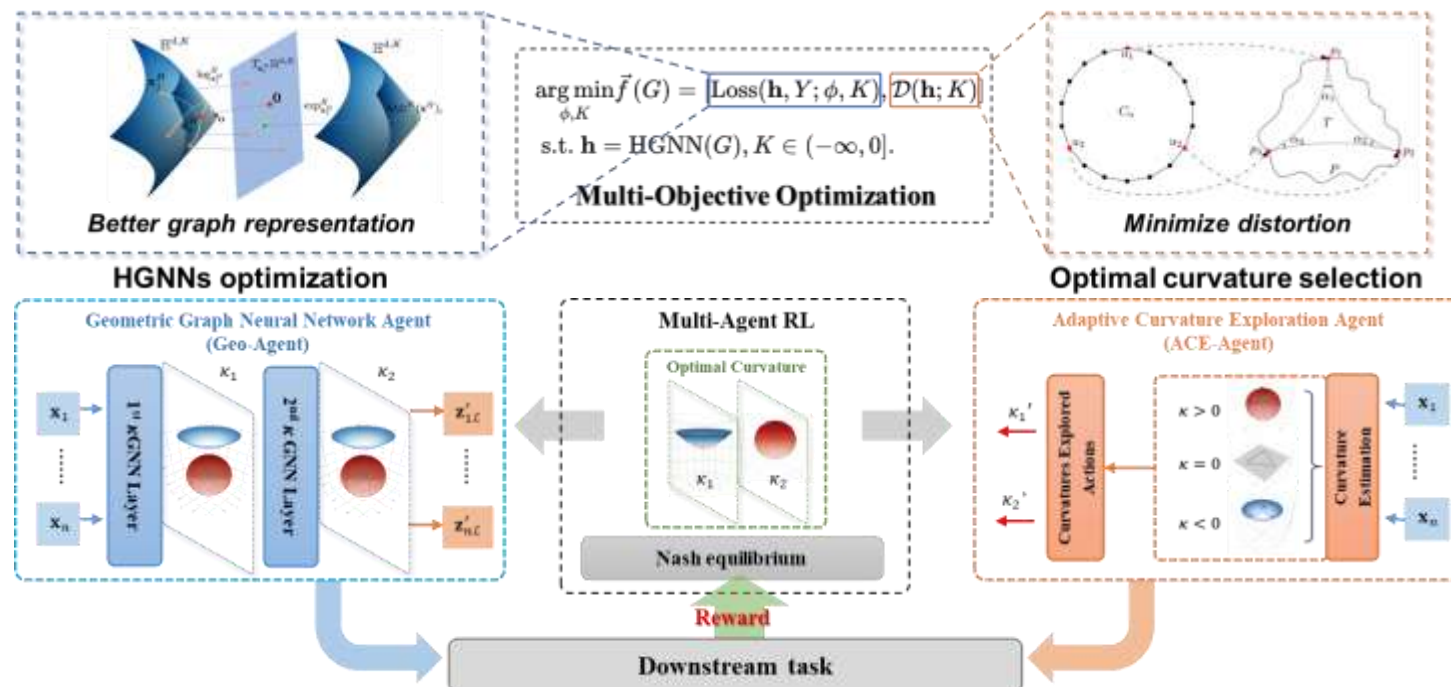
Riemannian geometric space



# Optimal space exploration

## Adaptive Curvature Exploration for any downstream task

ACE-HGNN(hyperbolic) and ACE-GEO(Riemannian) adaptively preserves hierarchical and clique structure for given any graph without any priori knowledge, which allows it to perform supremely across various topology of graphs.



Paper: <https://arxiv.org/pdf/2110.07888.pdf>

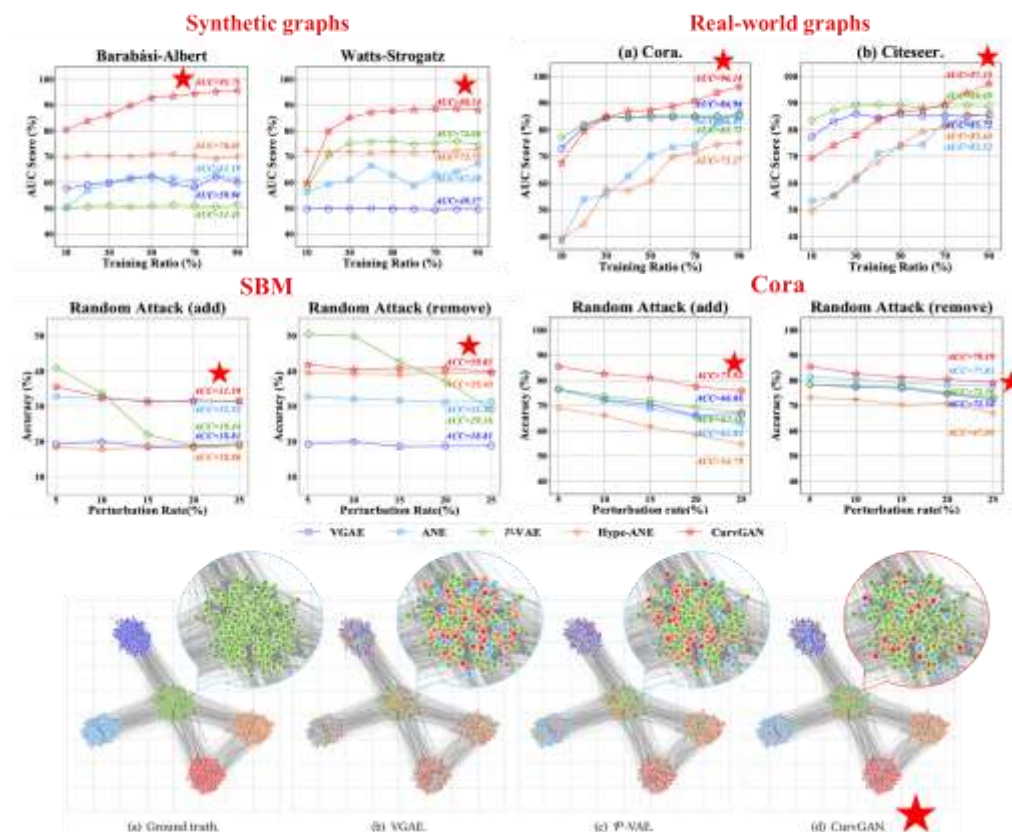
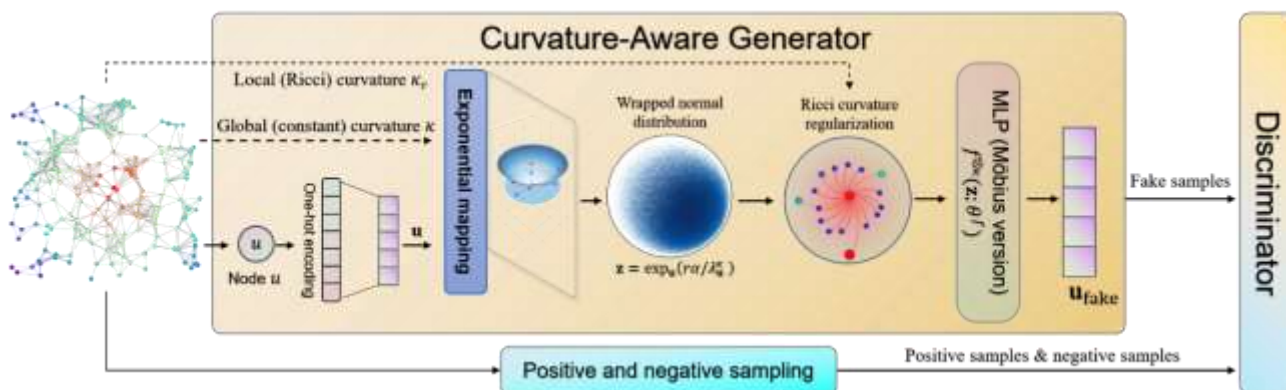
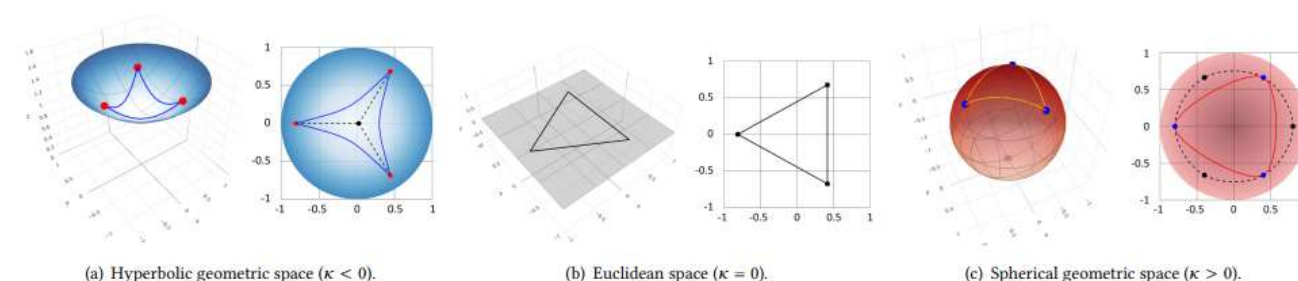
Code: <https://github.com/RingBDStack/ACE-HGNN>

Xingcheng Fu, et al. ACE-HGNN: Adaptive curvature exploration hyperbolic graph neural network[C], ICDM 2021, **Best Paper Candidate**.  
Xingcheng Fu, et al. Adaptive Curvature Exploration Geometric Graph Neural Network[J], KAIS 2022, **Best Paper Candidate Invitation Track**

# Global-local curvature collaboration

## 💡 Sampling robust representations by using Gaussian and Ricci curvatures.

CurvGAN can capture the underlying topology by estimate optimal curvature. It can directly generate fake samples in Riemannian geometric space and refine by Ricci curvature, to obtain more robust representations.



Paper: <https://arxiv.org/abs/2203.01604>

Code: <https://github.com/RingBDStack/CurvGAN>

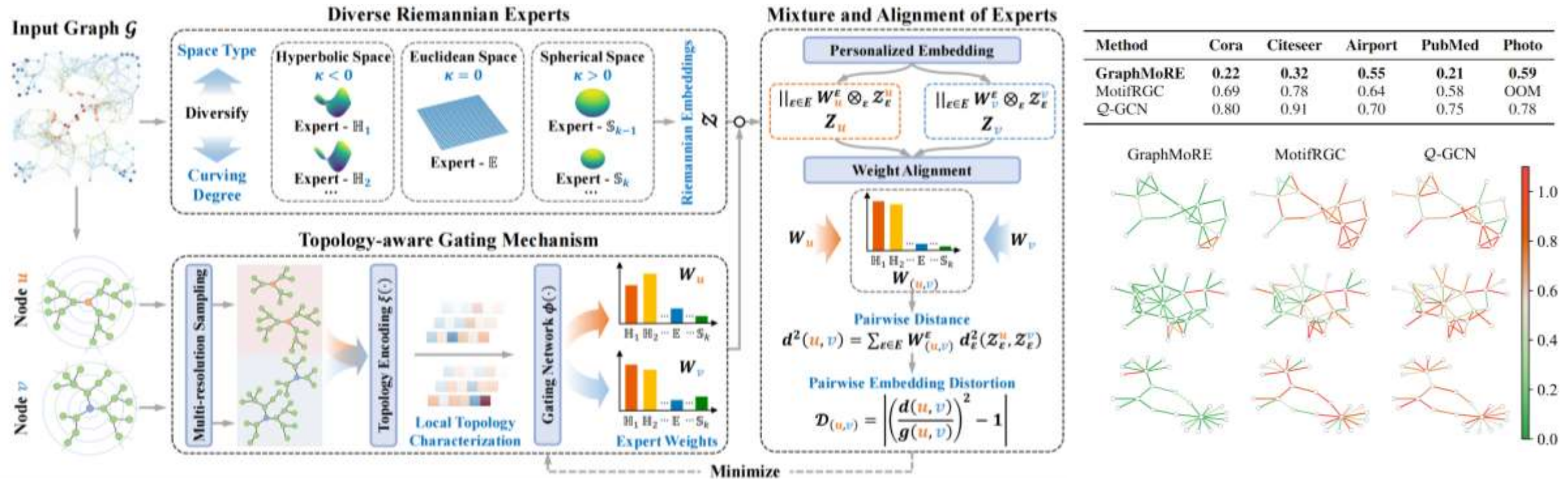
Jianxin Li, **Xingcheng Fu**, et al. Curvature Graph Generative Adversarial Networks[C], WWW 2022.



# Graph mixture of Riemannian experts

## Utilizing Riemannian experts to capture heterogeneous topologies

GraphMoRE construct personalized embedding spaces for nodes, and provide an alignment strategy to calculate pairwise distances, to minimize the distortion of heterogeneous topologies.



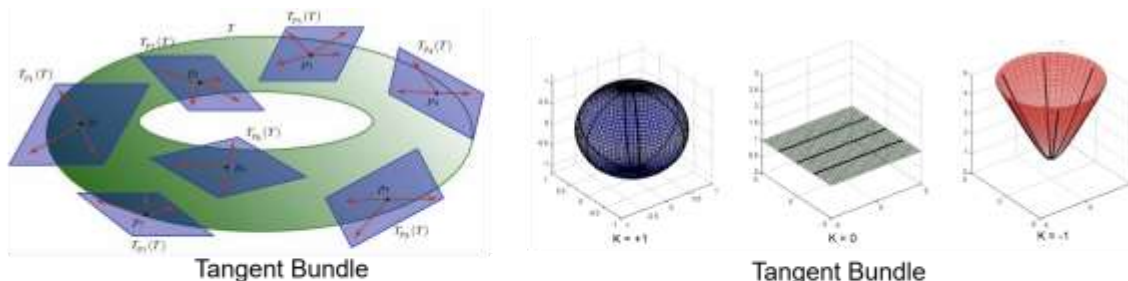
Paper: <https://arxiv.org/abs/2412.11085>

Code: <https://github.com/RingBDStack/GraphMoRE>

# Riemannian graph foundation model

## Modeling the structural vocabulary in the Riemannian spaces

Universal pre-trained model (RiemannGFM) on a novel product bundle where the structural vocabulary is learned in Riemannian manifold, offering the shared structural knowledge for cross-domain transferability.

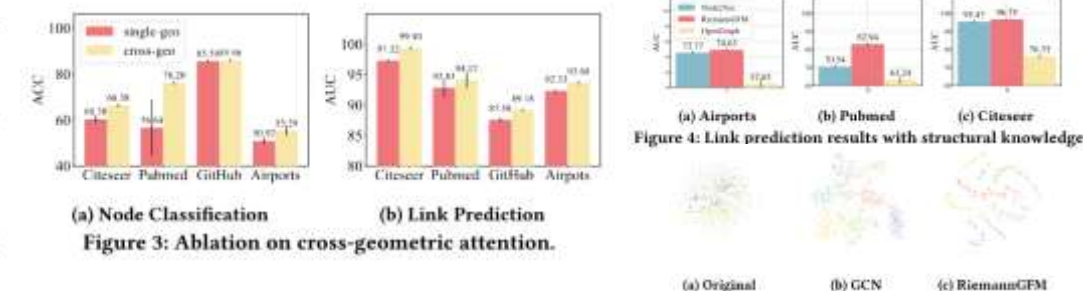
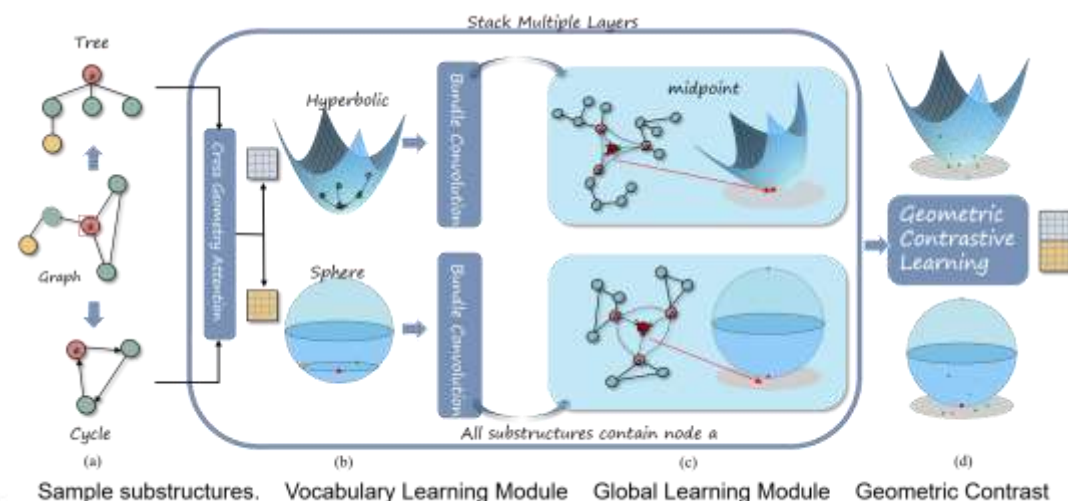


**Product Bundle**  $\mathcal{P}^{d_P} = (\mathcal{H}_{KH}^{d_H} \otimes \mathcal{T}\mathcal{H}_{KH}^{d_H}) \otimes (\mathcal{S}_{KS}^{d_S} \otimes \mathcal{T}\mathcal{S}_{KS}^{d_S}), d_P = 2d_H + 2d_S,$

- The coordinate in the manifold  $p_i \in \mathcal{M}$  contains the relative position in substructures;
- The encoding in tangent space  $z_i \in \mathcal{T}_{p_i}\mathcal{M}$  carries the information of global structure.

Table 1: Cross-domain transfer learning performance on Citeseer, Pubmed, GitHub and Airport datasets. Node classification and link prediction results are reported. The best results are in boldfaced.

Method	Node Classification Results								Link Prediction Results							
	Citeseer		Pubmed		GitHub		Airport		Citeseer		Pubmed		GitHub		Airport	
	ACC	F1	ACC	F1	ACC	F1	ACC	F1	AUC	AP	AUC	AP	AUC	AP	AUC	AP
GCN [3]	70.30	68.56	78.90	77.83	85.68	84.34	50.80	48.09	90.70	92.91	91.16	89.96	87.48	85.34	92.37	94.24
SAGE [13]	68.24	67.60	77.57	73.61	85.12	77.36	49.16	47.57	87.29	89.03	87.02	86.85	79.13	81.21	92.17	93.56
DGI [47]	71.30	71.02	76.60	76.52	85.19	84.10	50.10	49.56	96.90	97.05	88.39	87.37	86.39	86.61	92.50	91.63
GraphMAE2 [14]	73.40	71.68	<b>81.10</b>	<b>79.78</b>	85.23	83.34	52.34	49.02	92.75	89.23	89.46	85.37	87.11	86.23	88.23	90.23
GCOPE [59]	65.33	62.34	74.15	74.33	82.29	72.89	39.96	36.40	88.60	83.03	90.84	86.45	82.16	83.22	86.17	84.91
OFA [21]	58.32	65.41	74.40	72.42	-	-	-	-	82.62	83.74	92.26	91.36	-	-	-	-
GraphAny [60]	66.10	63.01	76.10	70.12	79.45	77.19	47.98	46.88	-	-	-	-	-	-	-	-
OpenGraph[51]	58.58	<b>76.78</b>	58.40	56.49	30.16	30.16	40.45	38.28	76.78	77.35	70.02	72.23	86.72	87.42	85.32	83.25
LLaGA [5]	59.00	66.91	71.21	63.38	53.33	54.17	38.49	39.89	86.26	83.35	84.04	76.48	71.25	70.63	77.90	74.30
<b>RiemannGFM</b>	<b>66.38</b>	<b>66.41</b>	<b>76.20</b>	<b>75.83</b>	<b>85.96</b>	<b>85.57</b>	<b>55.29</b>	<b>53.27</b>	<b>99.40</b>	<b>98.42</b>	<b>94.12</b>	<b>91.64</b>	<b>89.18</b>	<b>93.52</b>	<b>93.68</b>	<b>96.07</b>

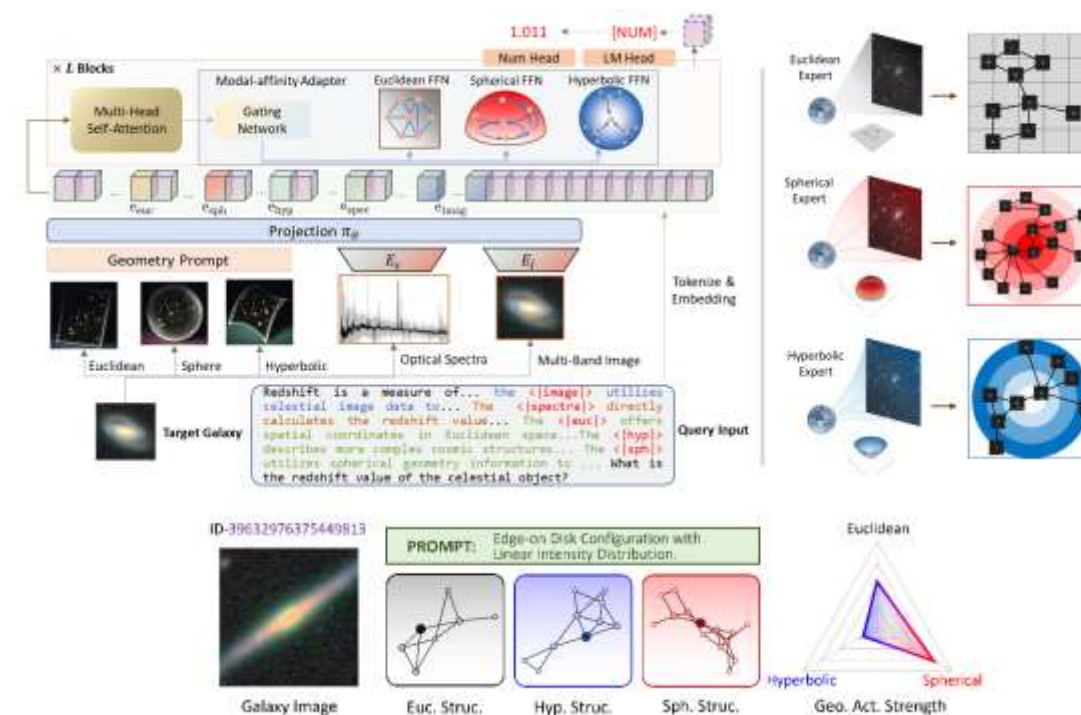
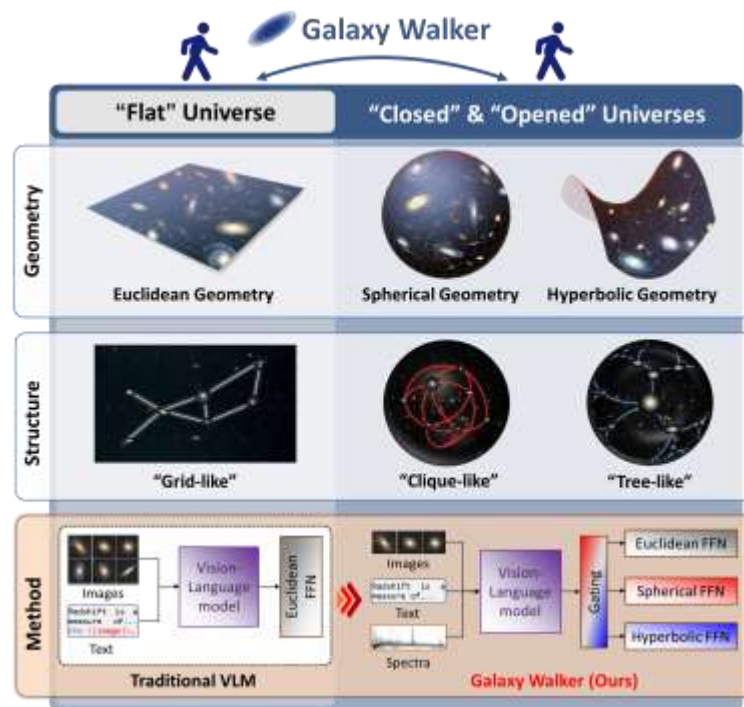
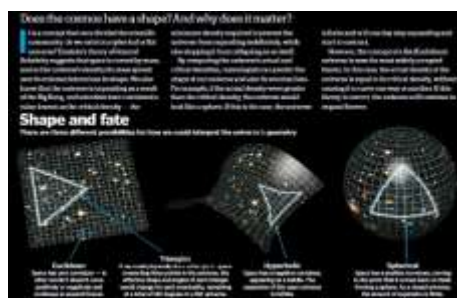




# Universe shape understanding

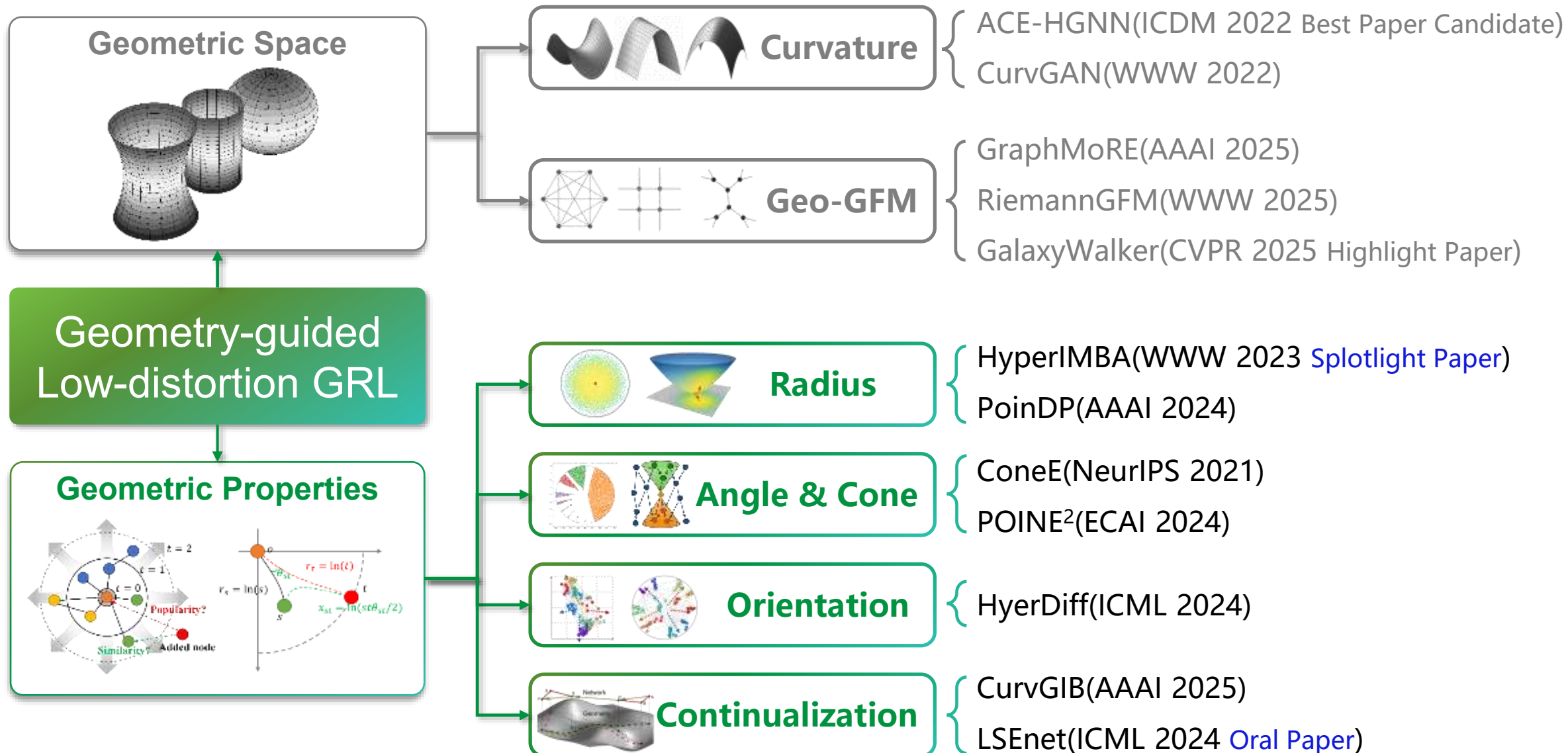
## 💡 How to understanding the universe shape at galaxy-scale?

We proposed the geometry prompt that generates geometry tokens by random walks across diverse spaces on a multi-scale physical graph for galaxy discovery!



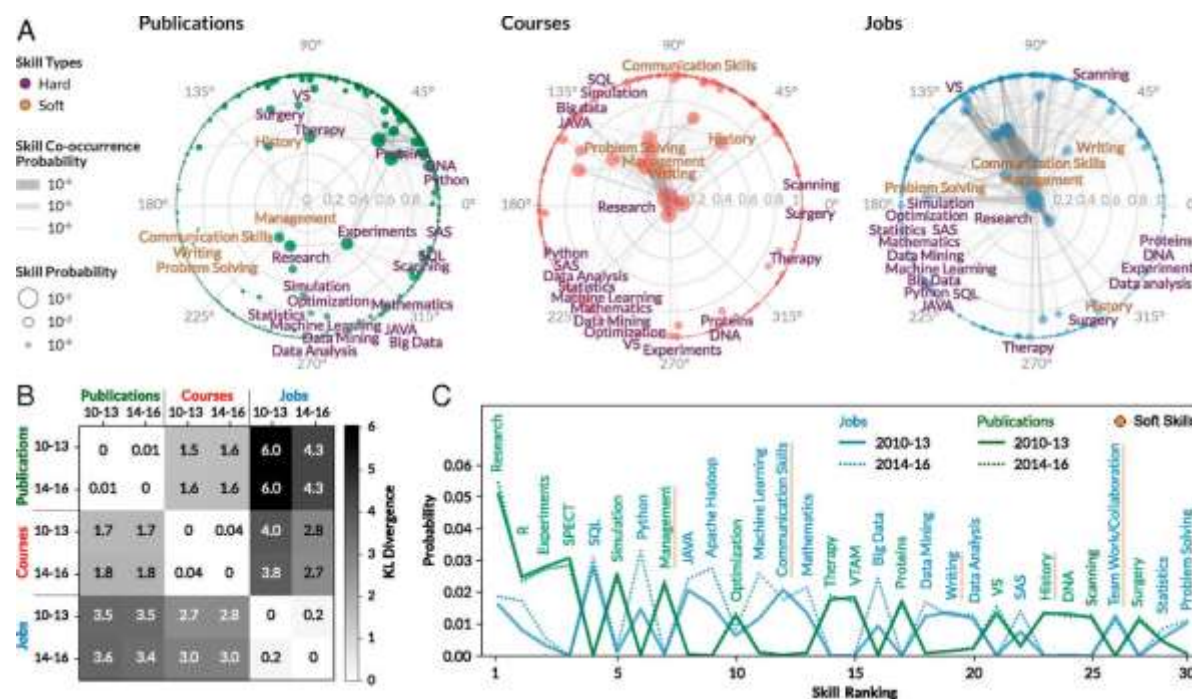
Paper: <https://arxiv.org/pdf/2503.18578v1>

# Outline

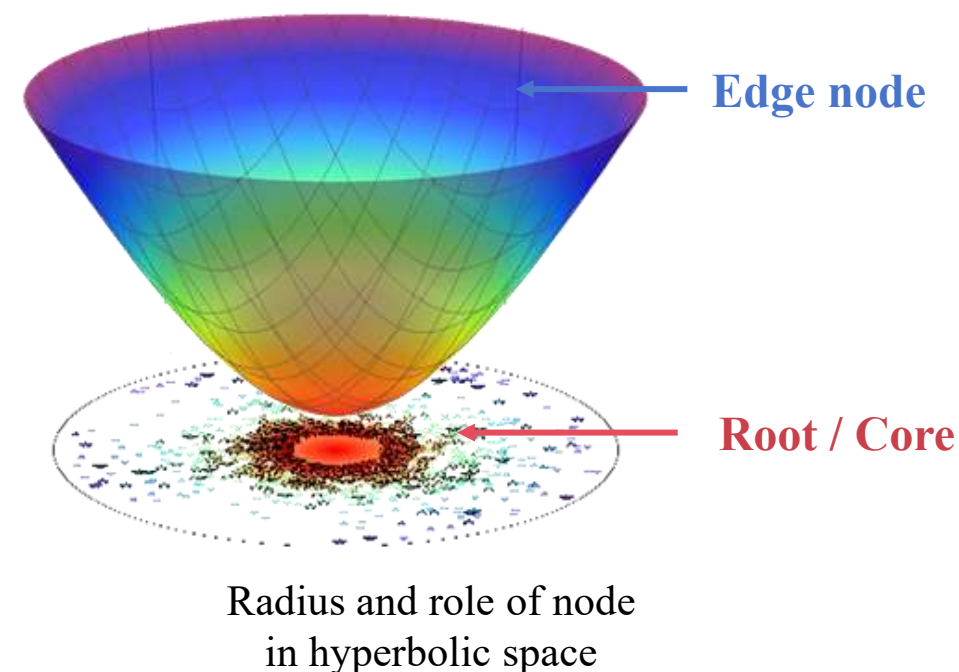


# Radius and topological roles

**Radius** of a node—its distance from the center—can powerfully reflect its topological role in the graph. This provides a ***geometric lens*** for understanding hierarchy and influence in complex networks.



Critical need skills mining<sup>[1]</sup>



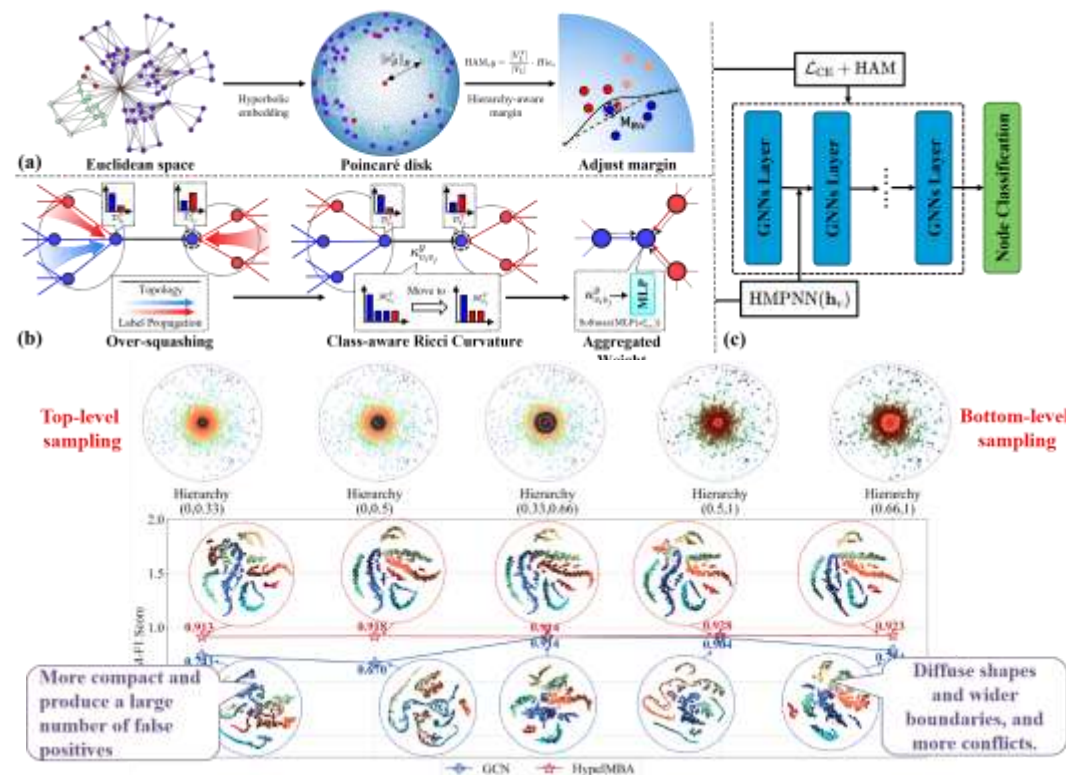
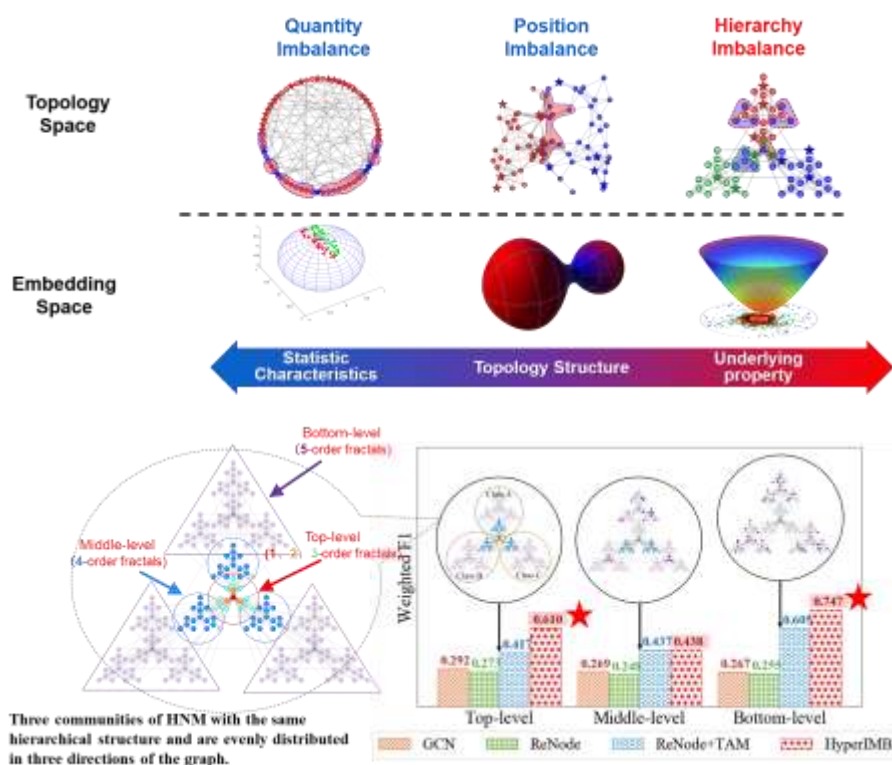
[1] Börner K, et al. Skill discrepancies between research, education, and jobs reveal the critical need to supply soft skills for the data economy[J]. PNAS 2018.



# Hierarchy-imbalance learning

## 💡 New imbalance issue concept of graph with geometric perspective

This work explores the hierarchy-imbalance as a new topic for semi-supervised node classification, and proposes a novel hyperbolic geometric training framework to deal with the imbalance issue.



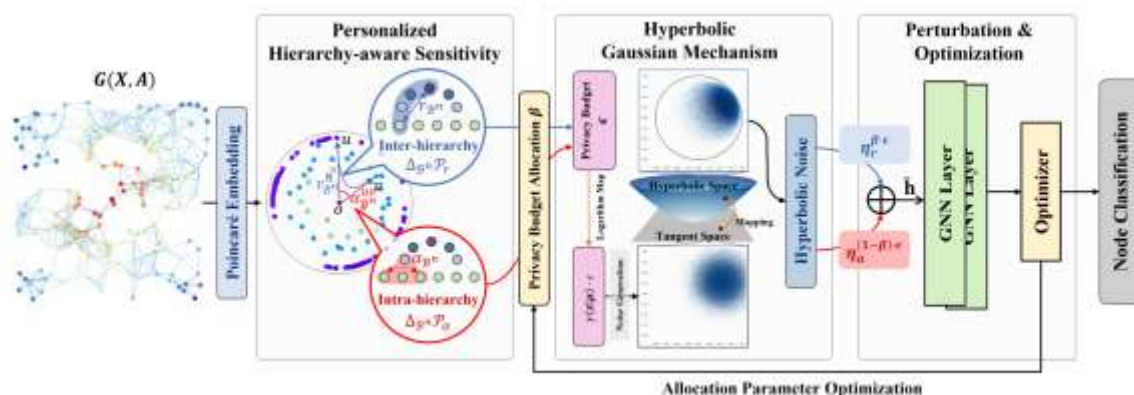
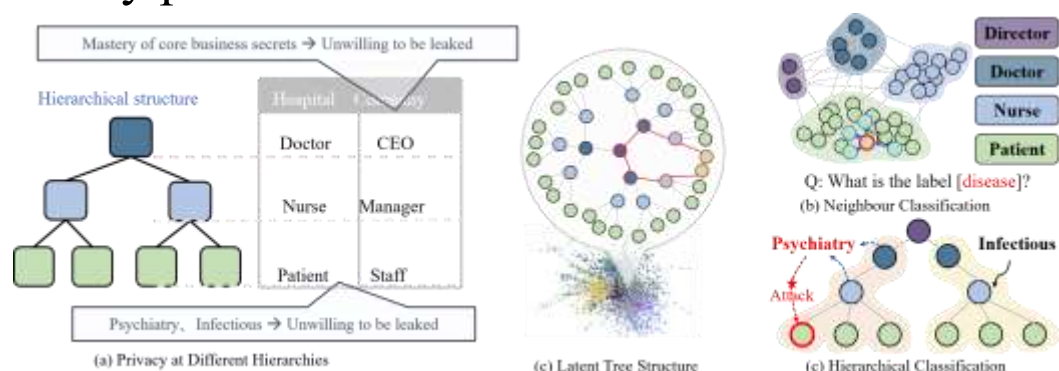
Paper: <https://arxiv.org/abs/2304.05059> Code: <https://github.com/RingBDStack/HyperIMBA>



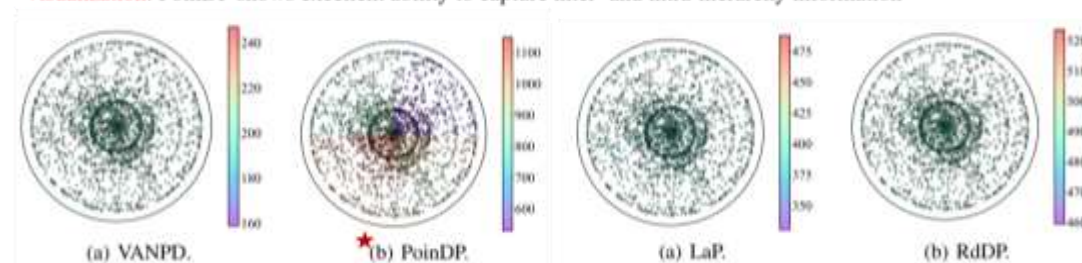
# Hierarchy-aware privacy protection

⚙️ Different topological roles result in more personalized privacy requirements.

We proposed a Hyperbolic Differential Privacy method, it provides much more fine-grained and personalized privacy protection for users.

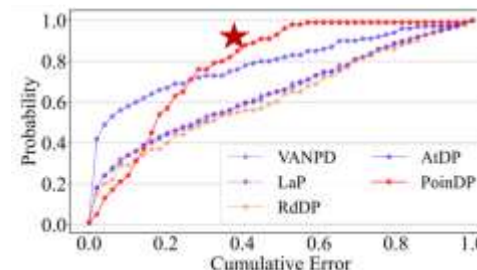


Visualization: PoinDP shows excellent ability to capture inter- and intra-hierarchy information



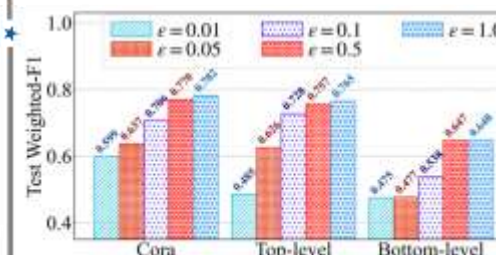
■ Cumulative Error Distribution: PoinDP grows the fastest and ends its accumulation at 0.5.

□ a focused imposition of noise (Personalize)



■ Parameter sensitivity  $\epsilon$ : Smaller values indicating greater privacy protection power, less usability, and more information loss

□ PoinDP provides stronger protection for the Bottom-level nodes



Paper: <https://arxiv.org/abs/2312.12183>

Code: <https://github.com/RingBDStack/PoinDP>

Yuecen Wei, Haonan Yuan, Xingcheng Fu, et al. Poincaré Differentially Private for Hierarchy-aware Graph Embedding. AAAI 2024.

# Geometry of causality in physics

“Fate lies within the light cone.”

— Liu Cixin, The Dark Forest

“光锥之内皆是命运。”

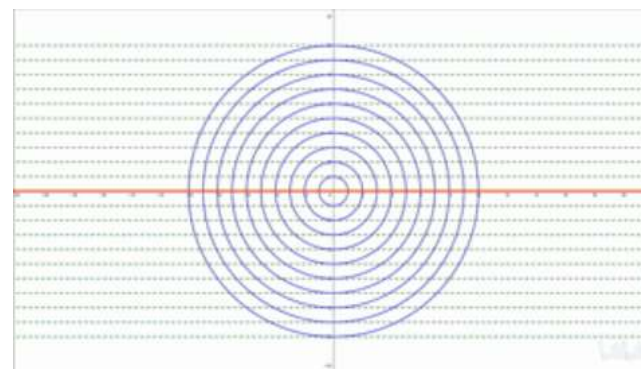
— 刘慈欣,《三体-黑暗森林》

**Minkowski spacetime:** taking time to be an imaginary fourth spacetime coordinate  $ict$ , where  $c$  is the speed of light and  $i$  is the imaginary unit.

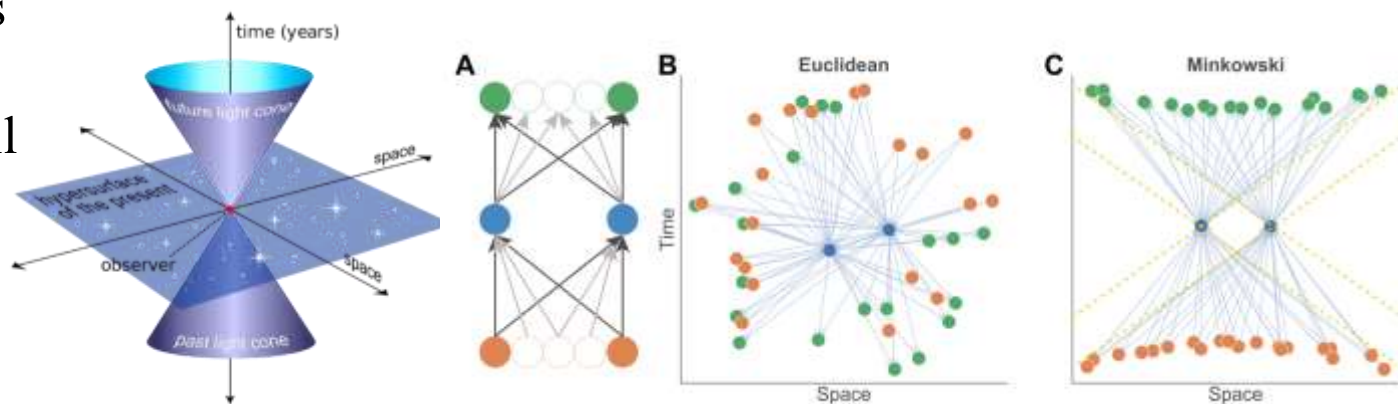
$$x^2 + y^2 + z^2 + ict = \text{const.}$$

**Light cone and causal structure:** Vector fields are called timelike, spacelike or null if the associated vectors are timelike, spacelike or null at each point where the field is defined.

$$(x_0, \mathbf{X}) \equiv (\underbrace{x_0}_{\text{time space}}, \underbrace{x_1, \dots, x_n}_{\text{causality features}})$$



Special relativity (Albert Einstein in 1905)

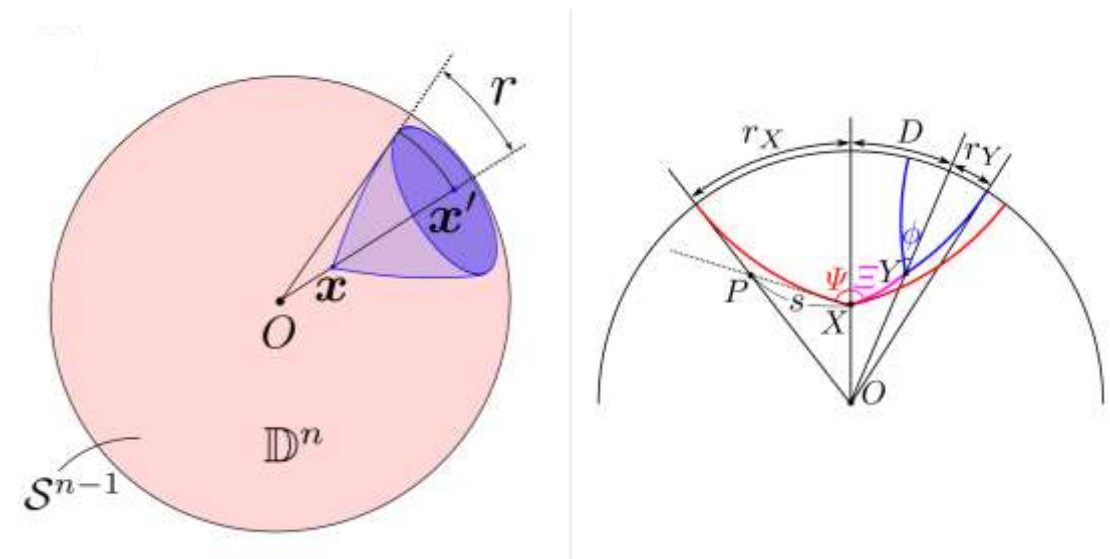
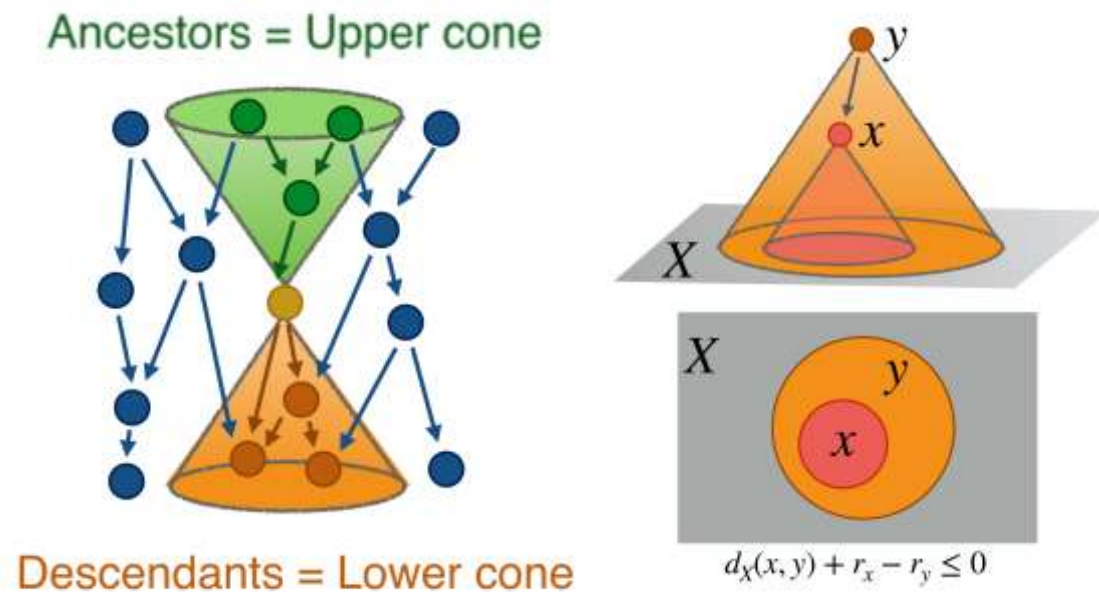


Directed graph in Euclidean space and Minkowski spacetime<sup>[1]</sup>

[1] Sim A, Wiatrak M L, Brayne A, et al. Directed graph embeddings in pseudo-riemannian manifolds[C]. ICML 2021.

# Angle and cone of DAG modeling

In the geometric perspective, transitive relation of directed acyclic graph (DAG) induces special “light cones” in the embedding space.



[1] Suzuki R, Takahama R, Onoda S. Hyperbolic disk embeddings for directed acyclic graphs[C]. ICML 2019.

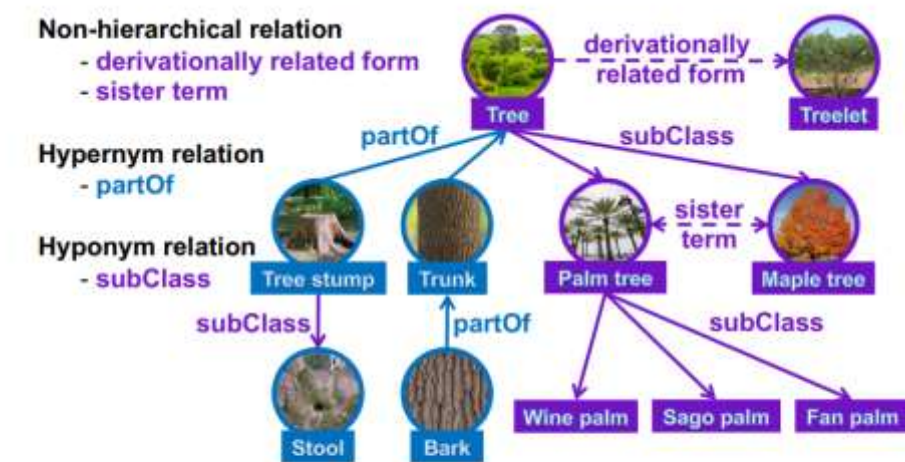
[2] Ganea, O.E., Becigneul, G., and Hofmann, T. Hyperbolic Entailment Cones for Learning Hierarchical Embeddings. ICML 2018.



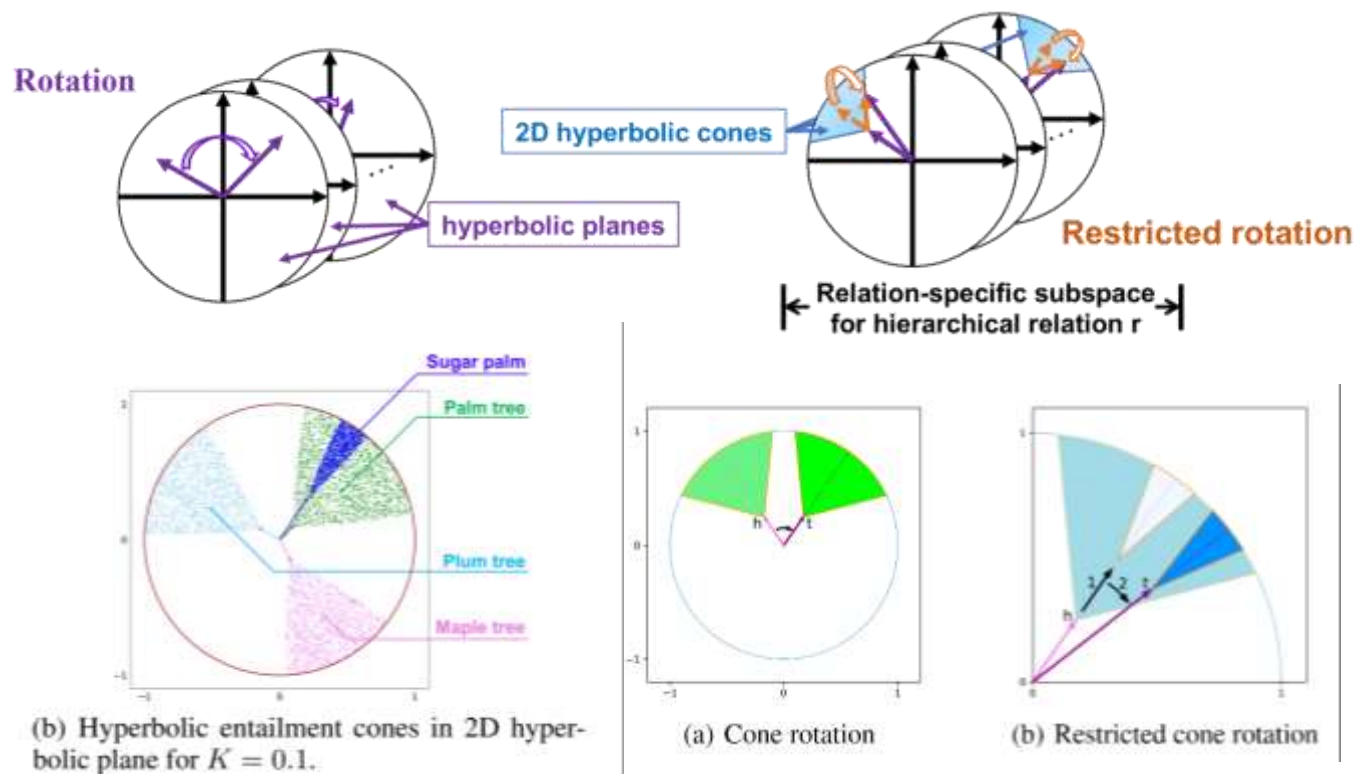
# Modeling knowledge hierarchies

## Using restricted rotation transformation to model hierarchical relations

ConE (Cone Embedding for knowledge graphs), the first knowledge graph (KG) embedding method that can capture the transitive closure properties of heterogeneous hierarchical relations as well as other non-hierarchical properties.



(a) Multiple heterogeneous hierarchies in knowledge graph.





# Hyperbolic cone for reasoning

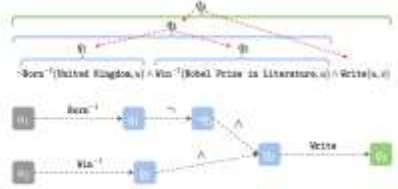
## Hyperbolic geometric-based query embedding to handle hierarchies

POINE<sup>2</sup> maps entities and queries as geometric shapes on a Cartesian product space of Poincaré ball spaces, it leverage the Poincaré radius to represent the different levels of the hierarchy, and the aperture of the angle to indicate semantic differences at the same level of the hierarchy.

### Introduction & Motivation

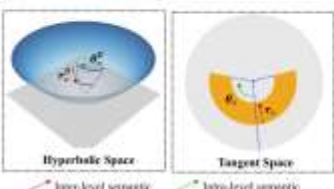
Reasoning complex logical queries on incomplete and massive knowledge graphs (KGs) remains a significant challenge.

- How to model entity set and logical operator**  
Geometric-based embedding methods can naturally represent answer sets of queries and model logical operations among those sets.
- How to preserve hierarchical structure of reasoning**  
Most existing geometric-based embedding methods have difficulty leveraging hierarchical information of complex query structures.



### Query Embedding

- ✓ Poincaré radius to characterize the different levels of the hierarchy
- ✓ Aperture to capture the semantic differences within the same level of the hierarchy.

$$V_q^{\theta} = (r_c^{\theta} \cdot \theta_c^{\theta} \cdot r_o^{\theta} \cdot \theta_o^{\theta})$$


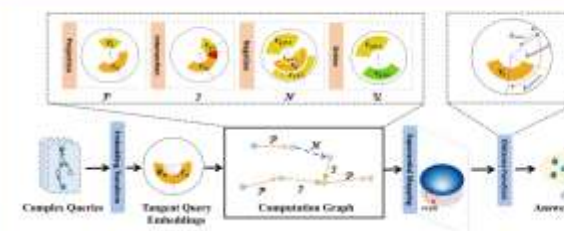
Hyperbolic Space  
Tangent Space

Inter-level semantic  
Intra-level semantic

### Logical Operators

- ✓ **Projection Operator**  
Perform relational projection from one query embedding to another query embedding  
$$V_q' = f(\text{MLP}(r_c \circ r_c'; \theta_c + \theta_c'; r_o + r_o'; \theta_o + \theta_o'))$$
- ✓ **Intersection Operator**  
Produce an intersection embedding that represents the intersection of N input conjunctive queries  
$$r_{\cap} = \sum_{i=1}^N (\alpha_i \cdot r_{q_i}) \quad \alpha_i = \frac{\exp(\text{MLP}(V_{q_i}))}{\sum_{j=1}^N \exp(\text{MLP}(V_{q_j}))} \quad [r_{\cap}/\theta_{\cap}] = \min([r_{q_i}/\theta_{q_i}])_{i=1}^N$$
  
$$= (\text{DeepSortNet}([r_{q_i}/\theta_{q_i}])_{i=1}^N)$$
- ✓ **Union Operator**  
Use the embeddings of the conjunctive queries to represent the disjunction embedding
- ✓ **Negation Operator**  
Perform the difference operation between the entire space and the region indicated by input query embedding

### Framework



- Initialize query embedding via the embedding of anchor entities
- Compute query embedding progressively using logical operators
- Train or Predict by the distance-based similarity function

We divide the overall distance into inter-distance and intra-distance, which respectively denote inter-level distance and intra-level distance

Table 1: Statistics of query structures. For the training set, 'EPFO' query structures contain 1p, 2p, 3p, 2i, 3i, and 'Other' query structures contain 2oi, 3oi, 4oi, 2oi, 3oi.

Dataset	Train		Valid		Test	
	EPFO	Other	1p	Other	1p	Other
FB15k	275,710	27,373	59,097	8,000	67,016	8,000
FB15k-237	149,689	14,988	20,101	5,000	22,812	5,000
NELL	107,882	10,798	16,927	4,000	17,034	4,000
WN18RR	103,479	10,347	5,202	1,000	5,356	1,000

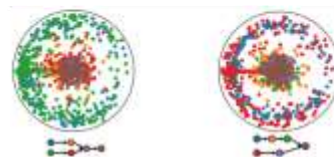


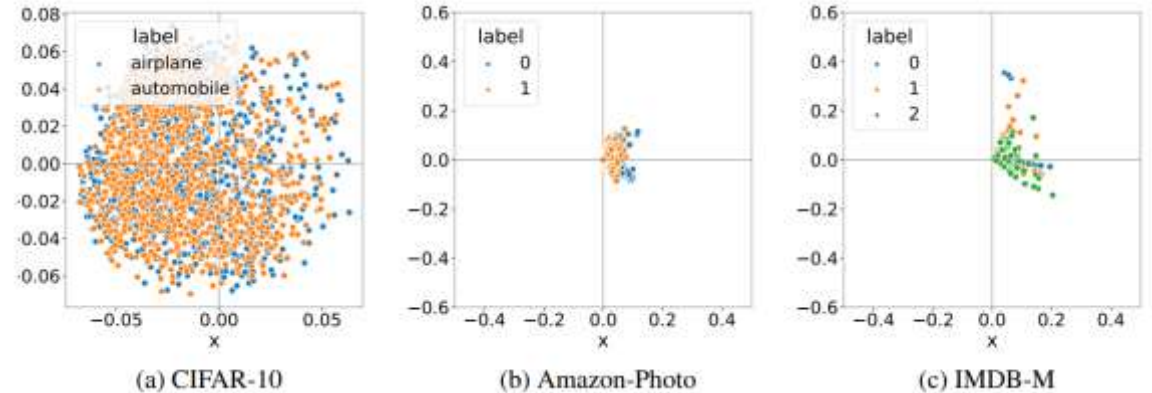
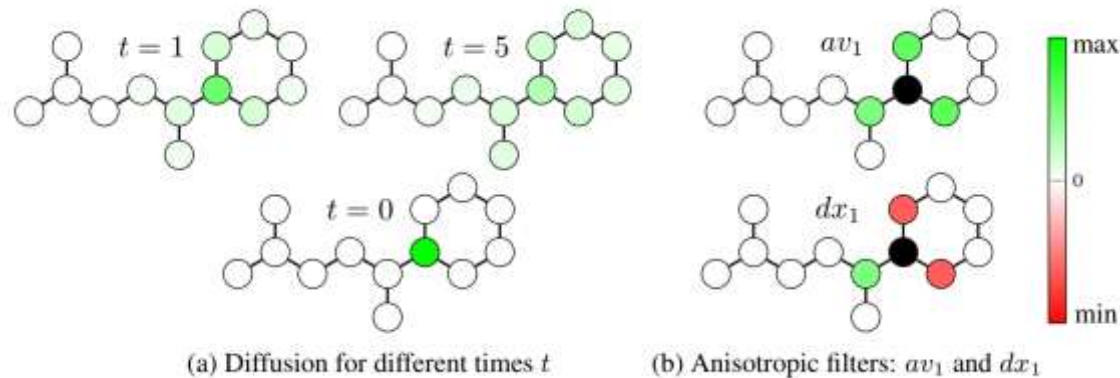
Table 2: MRR results (%) on FB15k, FB15k-237, NELL, and WN18RR. Avg<sub>q</sub> means the average MRR performance of EPFO queries, which only contains 1p, 2p, 3p, 2i, 3i, and 'Other' query structures. Avg<sub>l</sub> means the average MRR performance of logical queries with negation (~).

Dataset	Model	Avg <sub>q</sub>	Avg <sub>l</sub>	1p	2p	3p	2i	3i	2oi	3oi	4oi	2oi	3oi	4oi	2oi	3oi	4oi
FB15k	GQE	28.2	N/A	53.9	15.5	11.1	40.2	52.4	27.5	19.4	22.3	11.7	N/A	N/A	N/A	N/A	N/A
	Q2B	38.4	N/A	70.6	22.5	14.1	55.0	66.7	26.0	39.4	35.0	16.7	N/A	N/A	N/A	N/A	N/A
	ConE	49.3	14.7	73.8	32.0	28.5	64.7	74.0	34.2	49.8	56.4	29.9	18.0	17.9	12.5	9.8	15.1
	PoinE <sup>2</sup>	<b>53.9</b>	<b>15.4</b>	<b>79.1</b>	<b>39.2</b>	<b>52.8</b>	<b>66.4</b>	<b>75.6</b>	<b>42.4</b>	<b>53.7</b>	<b>59.8</b>	<b>36.2</b>	<b>19.1</b>	<b>18.5</b>	<b>13.4</b>	<b>10.2</b>	<b>15.8</b>
FB15k-237	GQE	16.3	N/A	35.0	7.2	5.3	21.3	34.6	10.7	16.5	8.2	5.7	N/A	N/A	N/A	N/A	N/A
	Q2B	20.1	N/A	40.6	9.4	6.8	29.5	42.3	12.6	21.2	11.3	7.6	N/A	N/A	N/A	N/A	N/A
	ConE	23.4	5.9	41.8	12.8	11.0	32.6	47.3	14.0	25.5	14.5	10.8	5.4	8.6	7.8	4.0	3.6
	PoinE <sup>2</sup>	<b>24.8</b>	<b>6.8</b>	<b>42.8</b>	<b>13.3</b>	<b>11.7</b>	<b>35.8</b>	<b>50.4</b>	<b>15.7</b>	<b>27.1</b>	<b>14.6</b>	<b>11.8</b>	<b>6.1</b>	<b>9.4</b>	<b>8.4</b>	<b>4.5</b>	<b>4.0</b>
NELL	GQE	18.6	N/A	32.8	11.9	9.6	27.5	35.2	14.4	18.4	8.5	8.8	N/A	N/A	N/A	N/A	N/A
	Q2B	22.9	N/A	42.2	14.0	11.2	33.3	44.5	16.3	22.4	11.3	10.3	N/A	N/A	N/A	N/A	N/A
	ConE	27.2	6.4	53.1	16.3	13.9	40.0	50.8	17.5	26.3	15.3	11.3	5.7	8.1	10.8	3.5	3.9
	PoinE <sup>2</sup>	<b>29.0</b>	<b>6.9</b>	<b>57.0</b>	<b>17.8</b>	<b>15.6</b>	<b>41.2</b>	<b>51.9</b>	<b>20.5</b>	<b>27.6</b>	<b>16.4</b>	<b>12.9</b>	<b>6.2</b>	<b>8.5</b>	<b>11.5</b>	<b>3.9</b>	<b>4.2</b>
WN18RR	GQE	14.5	N/A	21.1	4.8	3.5	28.8	36.6	14.6	13.6	3.2	4.6	N/A	N/A	N/A	N/A	N/A
	Q2B	21.1	N/A	28.3	5.5	3.9	40.8	50.0	21.1	14.3	4.1	5.1	N/A	N/A	N/A	N/A	N/A
	ConE	34.0	23.5	49.5	19.4	15.9	67.5	81.4	25.8	21.1	10.5	14.5	13.5	67.6	8.9	9.2	18.3
	PoinE <sup>2</sup>	<b>36.8</b>	<b>25.2</b>	<b>51.8</b>	<b>21.5</b>	<b>18.2</b>	<b>65.8</b>	<b>83.4</b>	<b>27.1</b>	<b>25.7</b>	<b>12.7</b>	<b>16.7</b>	<b>15.1</b>	<b>70.8</b>	<b>10.0</b>	<b>9.5</b>	<b>20.6</b>

Paper: <https://core.ac.uk/download/pdf/591452439.pdf>

# Orientation and anisotropic of graph

Graph structure is non-Euclidean (irregular), it exhibits significant directional bias and anisotropy both in the discrete topology and the embedding space. Therefore, the geometric property of the graph orientation is important to capture the ground-truth structure.



Anisotropic message propagation on graph topology<sup>[1]</sup>

Anisotropic distribution of graphs on latent space<sup>[2]</sup>

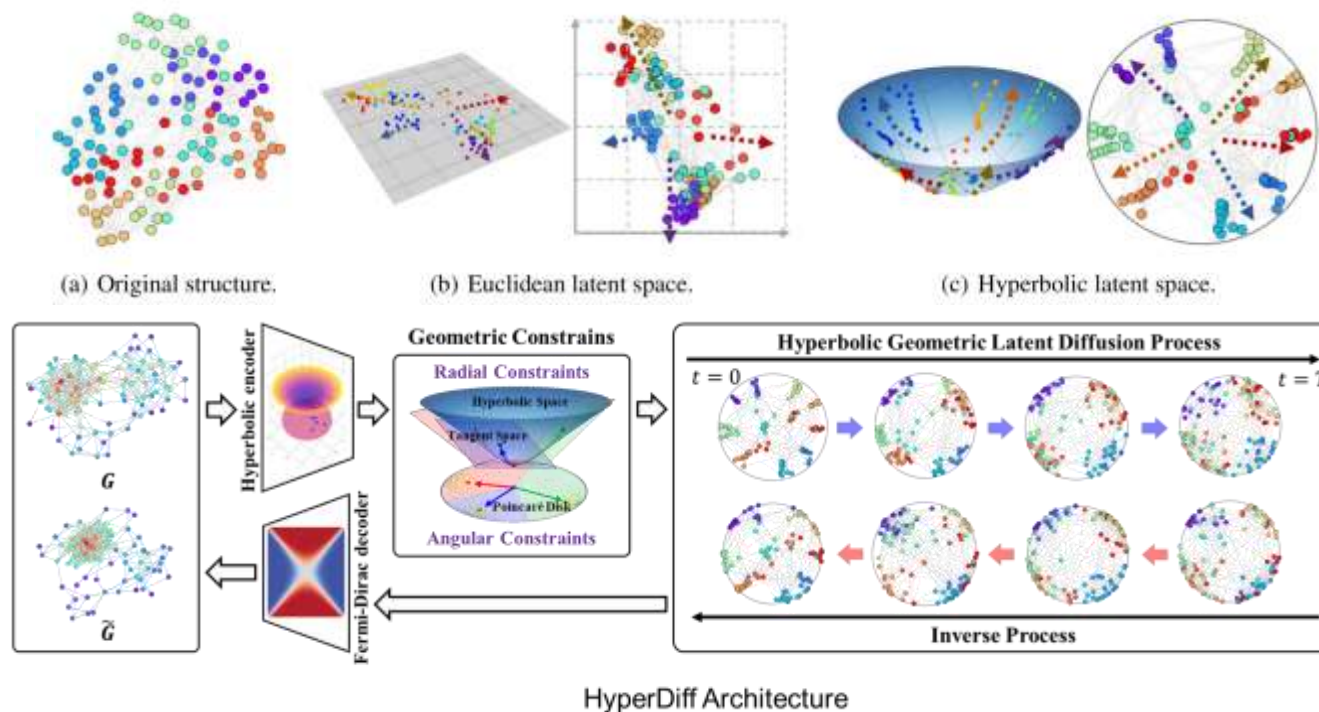
[1] Elhag A A A, Corso G, Stärk H, et al. Graph anisotropic diffusion for molecules[C]. ICLR 2022.

[2] Yang R, Yang Y, Zhou F, et al. Directional diffusion models for graph representation learning[C]. NeurIPS 2023.

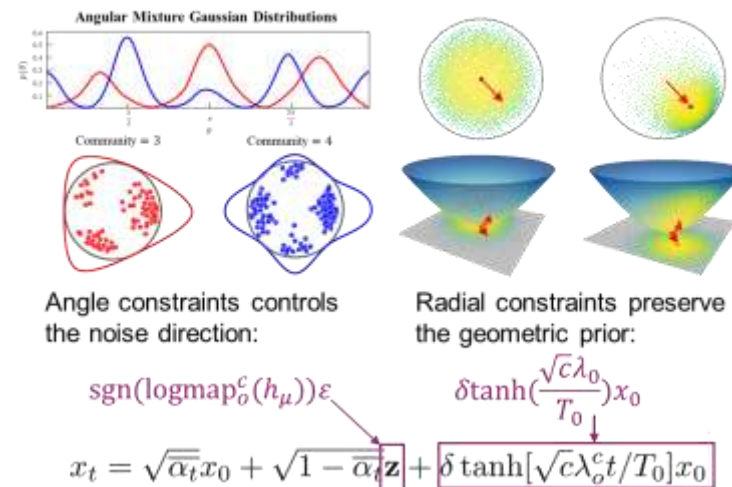
# Hyperbolic graph diffusion

## ⚙️ Lower-distortion and High-Efficiency Topology Generation

**Hyperbolic geometry** provides better priors for topological properties of graphs with non-Euclidean structure. **Anisotropic diffusion** provides better and more fine-grained structure details for graph structure generation. Our model has low computational complexity and GPU occupancy.



### Radial & Angular Constraints:

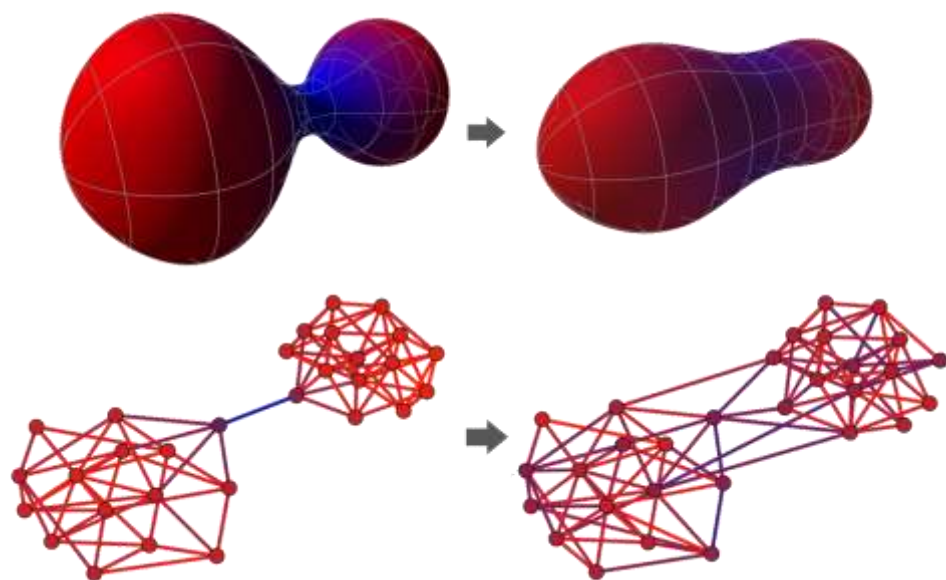


**Paper:** <https://arxiv.org/pdf/2405.03188>  
**Code:** <https://github.com/RingBDStack/HyperDiff>

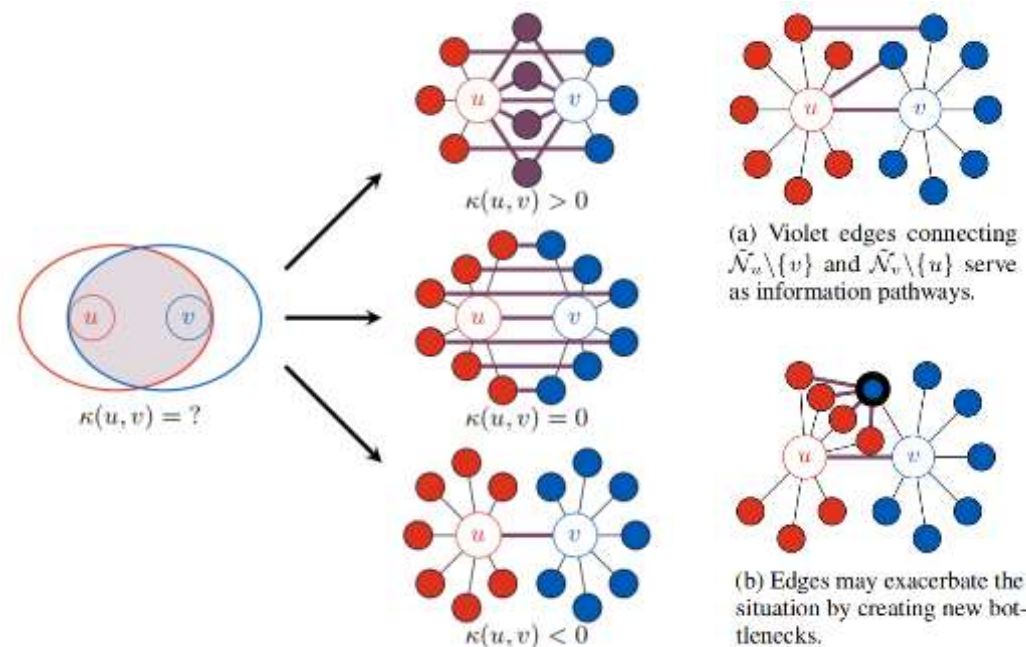


# Geometric intuition of GNNs

Graph geometry can provide a powerful geometrically intuitive mathematical tools for underlying mechanism understanding of GNNs.



Over-squashing problem of MPNNs<sup>[1]</sup>



Understanding of Over-smoothing and Over-squashing<sup>[2]</sup>

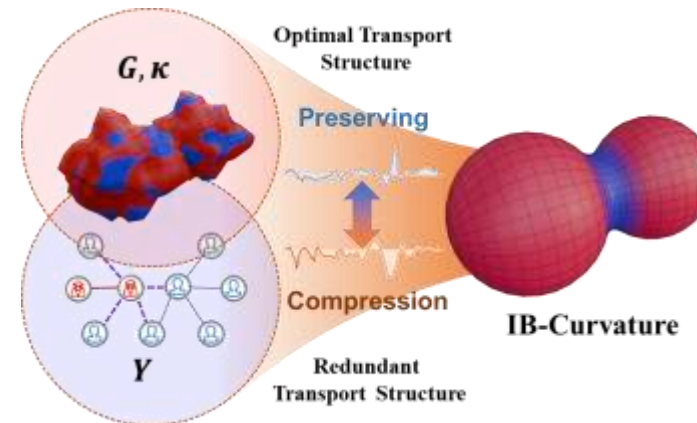
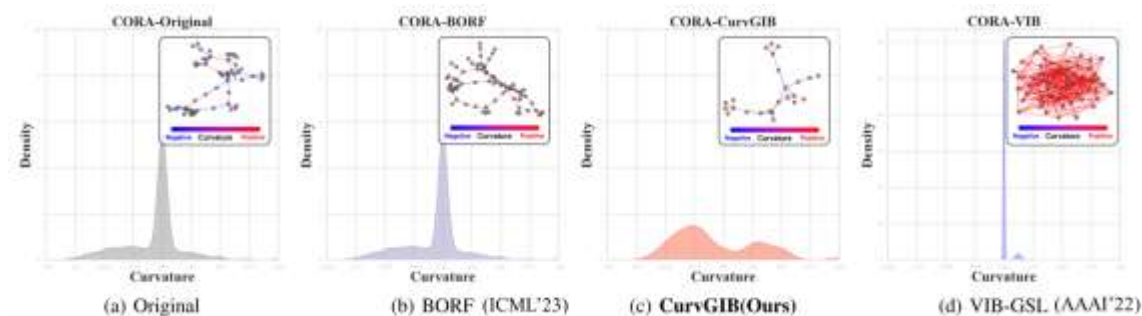
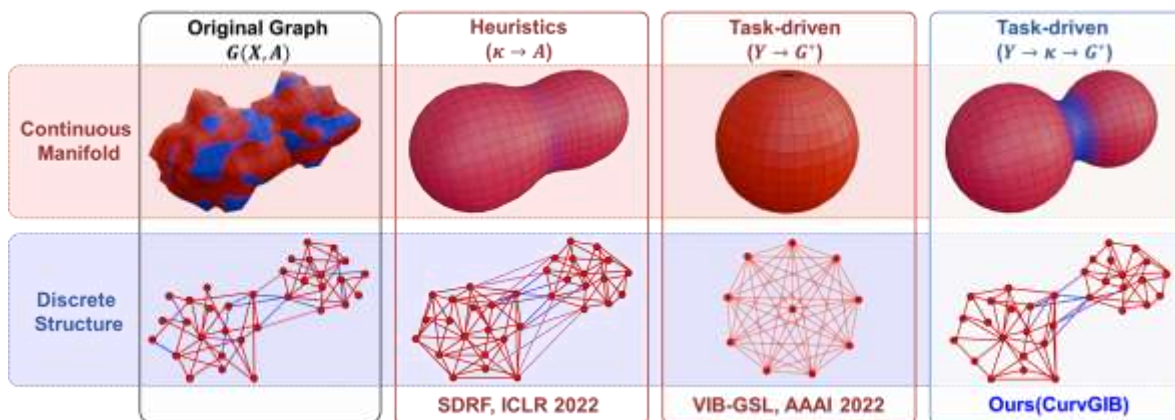
[1] Topping J, Di Giovanni F, Chamberlain B P, et al. Understanding over-squashing and bottlenecks on graphs via curvature[C]. ICLR 2022.

[2] Nguyen K, Hieu N M, Nguyen V D, et al. Revisiting over-smoothing and over-squashing using ollivier-ricci curvature[C]. ICML, 2023.

# Curvature information bottleneck

## Comparison between Information Theory and Graph Geometry

IB-based methods only focuses on finding task-relevant information, and lacks a unified perspective to comprehensively understand the *underlying task-relevant optimal transport structures* in GNNs.



**Definition** (Curvature Graph Information Bottleneck)

$$\mathbf{Z}_{IB}, \kappa_{IB} = \arg \min_{\mathbf{Z}, \kappa} \text{CurvGIB}(\mathbf{X}, \mathbf{Y}, \mathbf{Z}, \kappa)$$

$$\triangleq \arg \min_{\mathbf{Z}, \kappa} \underbrace{[-I(\mathbf{Z} | \kappa; \mathbf{Y})]}_{\text{Preserving}} + \underbrace{[\beta I(\mathbf{Z} | \kappa; \mathbf{X})]}_{\text{Compression (Smoothing)}},$$

**Paper:** <https://arxiv.org/pdf/2412.19993>

**Code:** <https://github.com/RingBDStack/CurvGIB>

# Continuous structural entropy

## Generalizing the classic theory to the continuous realm

It present the *Differentiable Structural Information* (DSI), generalizing the classic theory to the continuous realm. DSI emerges as a new graph clustering objective, not requiring the cluster number.

- Q1: We propose a new formulation of structural information (Li & Pan, 2016), providing a **continuous relaxation** to the differentiable realm.

$$\mathcal{H}^T(G; h) = -\frac{1}{V} \sum_{k=1}^{N_h} (V_k^h - \sum_{(i,j) \in \mathcal{E}} S_{ik}^h S_{jk}^h w_{ij}) \log_2 \frac{V_k^h}{V_{k-1}^h}$$

Defined on  $\mathcal{S}$  which is given by the level-wise assignment, a real number in  $[0,1]$

### Level-wise Assignment

The probability of the  $i$ -th node of  $T$  at the  $h$ -th level being the parent node of  $j$ -th node at  $(h-1)$ -th level.

### Theorem: Equivalence

The proposed formulation with the level-wise assignment is equivalent to the formulation of Li & Pan, 2016.

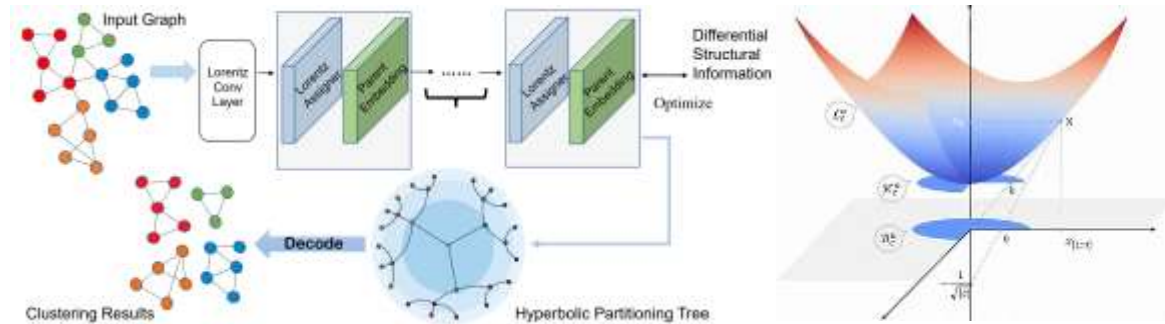
- Q2: We establish the connection between structural information and graph clustering theoretically.

### Theorem: Connection

Given a graph  $G$ , the normalized  $H$ -structural entropy of  $G$  is proved to be the upper bound of the graph conductance, with the property of Additivity.

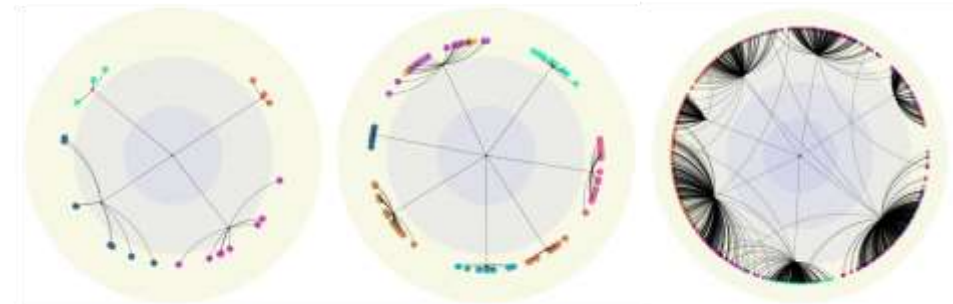
### Additivity

$$\text{The 1-dimensional case } \mathcal{H}^1(G) = \sum_{h=1}^H \sum_{j=1}^{N_{h-1}} \frac{V_j^{h-1}}{V} E\left(\left[\frac{C_{kj}^h V_k^h}{V_j^{h-1}}\right]_{k=1, \dots, N_h}\right)$$



	Cora		Citeseer		Football		Karate	
	NMI	ARI	NMI	ARI	NMI	ARI	NMI	ARI
CSE	60.82 $\pm$ 0.30	59.36 $\pm$ 0.17	47.12 $\pm$ 1.01	45.67 $\pm$ 0.67	79.23 $\pm$ 0.12	54.06 $\pm$ 0.05	81.92 $\pm$ 0.29	69.77 $\pm$ 0.02
LSENet	62.57 $\pm$ 0.59	61.80 $\pm$ 0.07	49.35 $\pm$ 0.20	46.91 $\pm$ 1.12	80.37 $\pm$ 1.02	54.72 $\pm$ 2.05	82.19 $\pm$ 3.16	70.31 $\pm$ 0.80
Performance Gain	1.75	2.44	2.23	1.24	1.14	0.66	0.27	0.54

Comparison between the classic structural entropy (CSE) and the proposed LSENet.



Visualization of Karate, Football and Cora in the corresponding Poincaré discs.



# Recap

