



Title	Mining Frequent Subgraphs from Linear Graphs
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## Mining Frequent Subgraphs from Linear Graphs

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## Goal of this talk

- What is a linear graph?
- A property of linear graphs.
- Subgraph mining algorithm from linear graphs.

## Outline

- Motivation
  - The needs for frequent subgraph mining algorithm
  - What is a linear graph?
- Method
  - Subgraph enumeration algorithm from a linear graph
  - Extension to frequent subgraph mining algorithm
- Experiments and Results
  - Motifs extraction from protein 3D-structures in molecular biology
  - Phrase extraction from predicate-argument structures in NLP
- Conclusion

## Outline

- **Motivation**
  - **The needs for frequent subgraph mining algorithm**
  - **What is a linear graph?**
- **Method**
  - Subgraph mining algorithm from a linear graph
  - Frequent subgraph mining algorithm from linear graphs
- **Experiments and Results**
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- **Conclusion**

## Data Represented as Graphs

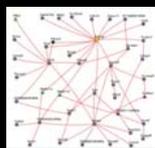
Protein 3D-Structure



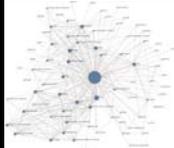
Chemical Compound



Gene co-expression Network



Social Network



## Frequent Subgraph Mining

- Enumerate all frequent subgraphs in a graph database

Input: graph database  $G = \{g_1, g_2, \dots, g_N\}$

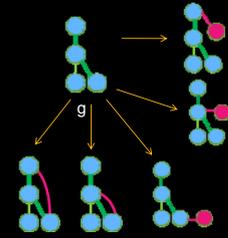


Output: frequent subgraphs appearing in at least  $m$  graphs



## gSpan algorithm (Yan et al., 2002)

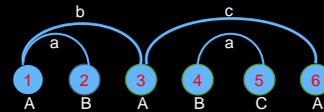
- Rightmost pattern extension
- Duplication can happen
- Minimum DFS code checking
  - Time exponential to pattern size



## Linear Graph (Davydov et al., 2004)

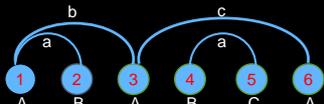
- Labeled graph whose vertices are totally ordered
- Linear graph  $g=(V,E,L^V,L^E)$ 
  - $V \subset \mathbb{N}$ : ordered vertex set
  - $E \subseteq V \times V$ : edge set
  - $L^V: V \rightarrow \Sigma^V$ : vertex labeling
  - $L^E: E \rightarrow \Sigma^E$ : edge labeling

Ex) RNA, protein, alternative splicing forms, PAS



## Linear Graph (Davydov et al., 2004)

- Labeled graph whose vertices are totally ordered

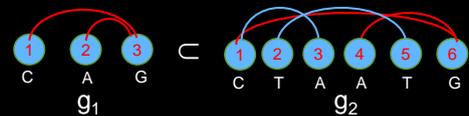


- Many types of data can be represented as linear graphs
  - Protein contact maps
  - Alternative splicing forms
  - RNA secondary structures
  - Predicate-argument structure

## Linear Subgraph Relation

- $g_1$  is a linear subgraph of  $g_2$ 
  - $\Leftrightarrow$  i) The ordinary subgraph condition
    - the vertex labels are matched
    - all edges of  $g_1$  also exist in  $g_2$  with the correct labels
  - ii) The order of vertices are conserved

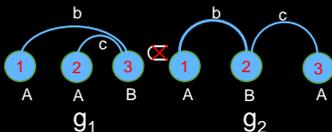
Ex)



## Example of Not Linear Subgraph

- $g_1$  is not a linear subgraph of  $g_2$ 
  - vertex labels are matched
  - all edges of  $g_1$  also exist in  $g_2$  with the correct labels
  - the order of vertices is not conserved

Ex)



## Total order among edges in a linear graph

- Compare the left nodes first. If they are identical, look at the right nodes
- $\forall e_1=(i,j), e_2=(k,l) \in E_g, e_1 <_e e_2$  if and only if (i)  $i < k$  or (ii)  $i = k, j < l$

Ex)

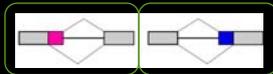


## Disconnected Patterns

- Linear Graph: Sequence + Graph
- In sequence mining, gapped patterns are considered
- Need to mine disconnected patterns as well
- Data represented as disconnected patterns

- Protein contact maps
- RNA secondary structure

- Alternative splicing



## Outline

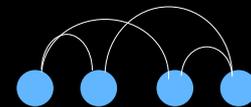
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## Overview of LGM: Linear Graph Miner

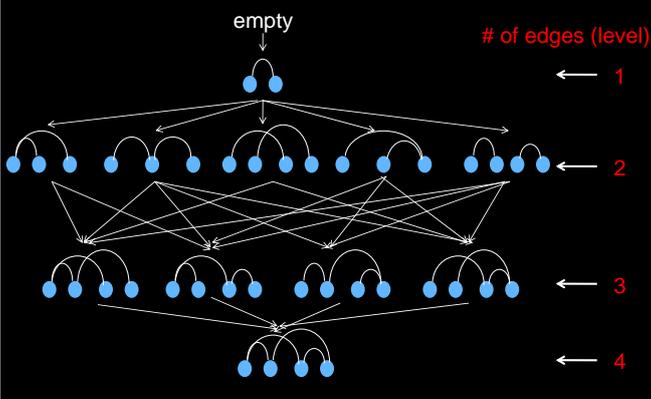
- Mining method of frequent linear subgraphs from a set of linear graphs
  - $|\{i=1, \dots, |G| : g \subseteq g_i\}| \geq \sigma$   $\sigma$ : minimum support threshold
- Mining both connected subgraphs and **disconnected subgraphs** with a unified framework
- For the efficient enumeration, we use reverse search techniques (Avis and Fukuda 1996).
- The computational time is **polynomial delay**.

## Enumeration of All Linear Subgraphs of a Linear Graph

- Before considering a mining algorithm, we have to solve the problem of subgraph enumeration first
- How to enumerate all subgraphs of the following linear graph without duplication?

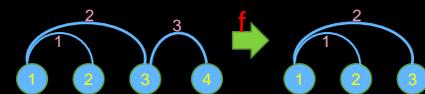


## Search Lattice of All Subgraphs



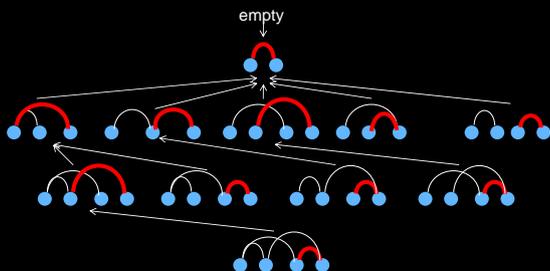
## Reverse Search (Avis and Fukuda, 1993)

- All subgraphs can be enumerated by traversing the search lattice
  - To prevent duplication is difficult
- Need to define a search tree in the search lattice
- Reduction map  $f$ 
  - Mapping from a child to its parent
  - Remove **the largest edge**



### Search Tree induced by the reduction

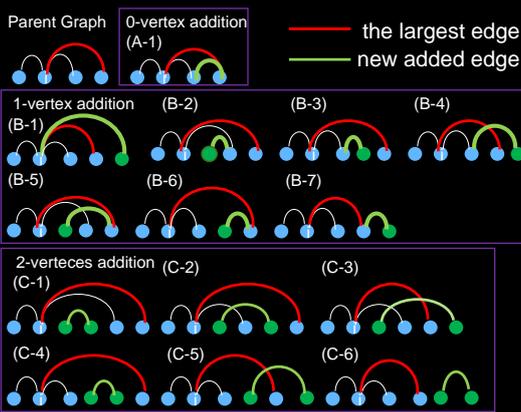
- By applying the reduction map to each element search tree can be induced



### Inverting the reduction map $f^{-1}$

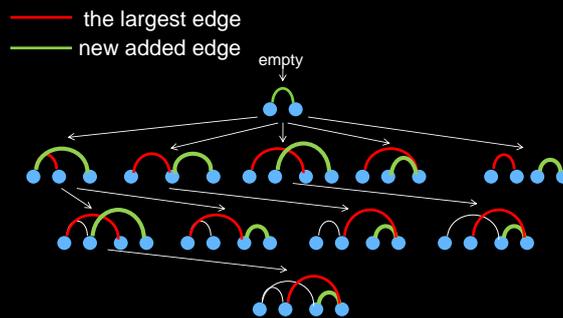
- In traversing the tree from root, children nodes are created on demand
  - Consider all children candidate
  - Take the ones that qualify the reduction map
- Basically, to invert the reduction map is difficult
- However, in this particular case, the reduction map can be inverted explicitly
  - Can derive the pattern extension rule (from parent to children)

### Pattern Extension Rule



### Traversing search tree from root

- Depth first traversal for its memory efficiency



### Frequent Subgraph Mining

- Basic idea: find all possible extensions of a current pattern in the graph database, and extend the pattern.
- Occurrence list  $L_G(g)$ 
  - Record every occurrence of a pattern  $g$  in the graph database  $G$
  - Calculate the support of a pattern  $g$  by the occurrence list.
- Use anti-monotonicity of the support for pruning



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## Experiments

- Motif extraction from protein 3D structures
  - Contact Maps
- Phrase discovery from movie evaluation texts
  - Predicate-Argument Structure

Dataset name	Number of data	Average number of vertices	Average number of edges	Number of vertex labels
Protein3D	742	371	498	6
Sentiment	10662	20	20	20326
Subjectivity	10000	23	24	22610

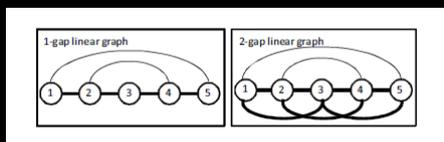
Table 1. Datasets used in the experiments.

## Motif extraction from protein 3D structures

- Pairs of homologous proteins in thermophilic organism and methophilic organism
- Construct a linear graph from a protein
  - Represent each amino acid as a vertex
  - Assign vertex labels from  $\{1, \dots, 6\}$  according to its property (Mirny, 1999).
  - Draw an edge between the pair of amino acid residues whose distance is within 5 Å
  - No edge labels.
- Rank the patterns by statistical significance (p-values)
  - Association to thermophilic/methophilic label
  - Fisher exact test

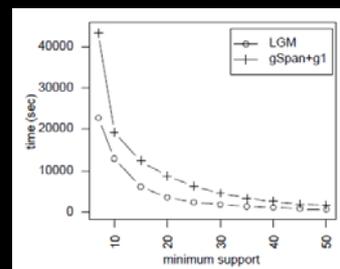
## Applying gSpan

- Want to compare the execution time of our algorithm with that of gSpan
- gSpan is not directly applicable
  - Contact maps are not always connected
  - Made 1-gap and 2-gap linear graphs



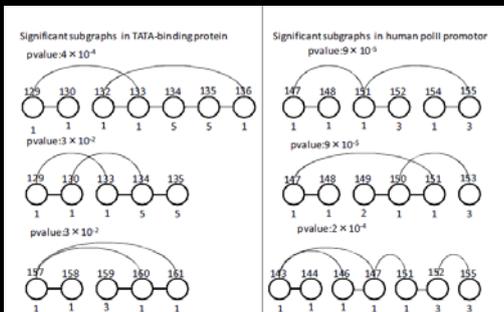
## Runtime comparison

- LGM is faster than gSpan
- Execution time of LGM is reasonable.

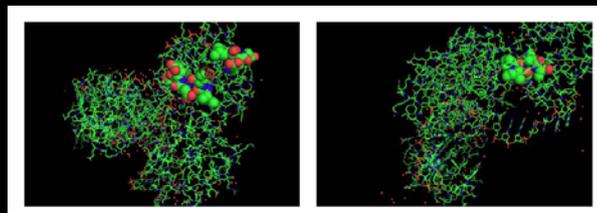


- gSpan does not work on the 2-gap linear graph dataset even if the minimum support threshold is 50.

- Minimum support = 10
- 103 patterns whose p-value < 0.001
- Thermophilic (TATA), Mesophilic (pol II)



## Mapping motifs in 3D structure

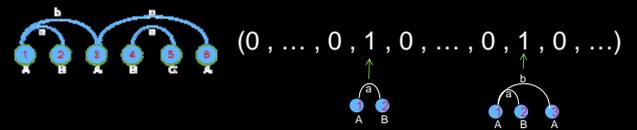


### Phrase extraction from predicate-argument structures

- Internet movie review dataset (Pang et al., 2004)
- Sentiment dataset
  - 5331 positive and 5331 negative opinions
- Subjectivity dataset
  - 5000 subjective and 5000 objective sentences
- PAS by ENJU syntactic parser (Miyao et al., 2008)
- Extract characteristic phrases (subgraph patterns)

### Select salient patterns by linear SVM

- Binary features from patterns
- Each pattern corresponds to an SVM's weight - interpretable
- Take the patterns with major weights



### Methods in comparison

- PAS+gSpan
  - Predicate argument structure + gSpan
  - No edges added
- Dep+FREQT
  - Dependency tree (KSDep) + FREQT (Tree Miner)
- N-gram
  - Modified PrefixSpan (Sequence Miner)

### Classification Accuracy

- The accuracy of LGM is better than that of gSpan
- PAS representation is comparable to the other representations.

Data	PAS+LGM	PAS+gSpan	dep	n-gram	bow
sentiment	76.9	76.6	73.7	76.6	76.6
subjectivity	91.6	91.4	90.8	91.9	90.9

### Phrase structure extraction from predicate-argument structures

sentiment	PAS	n-gram	dep
funny	-0.44 unfunny 0.41 funny -0.27 occasionally funny 0.21 it funny	-0.44 unfunny 0.40 funny 0.21 quite funny 0.19 quite funny . -0.18 really funny 0.15 and funny -0.15 funny . -0.14 occasionally funny 0.14 is funny 0.13 often-funny	0.40 funny -0.29 unfunny 0.18 occasionally funny 0.13 less funny 0.20 funny but 0.13 really funny 0.13 funny film 0.13 charming and funny 0.13 funny charming 0.12 . occasionally funny
boring	-0.57 boring 0.15 never boring -0.10 It 's boring -0.06 boring and -0.04 so boring -0.04 movie boring -0.03 of boring -0.03 just boring -0.03 and boring -0.01 just boring and obvious	-0.47 boring 0.16 never boring -0.09 boring . -0.08 boring . -0.07 is boring . -0.07 is boring -0.05 boring and -0.35 and boring -0.03 a boring -0.02 S a boring .	0.54 boring 0.13 boring . 0.09 it 's boring 0.09 s boring 0.04 of boring 0.03 as boring 0.03 is boring 0.02 S boring . 0.02 S boring 0.02 boring .

Only simple sequential patterns are extracted

### Phrase structure extraction from predicate-argument structures

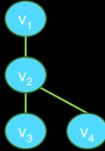
Phrase structures were extracted.

sentiment	PAS	n-gram	dep
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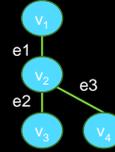
## What is a code for an edge

- A code assigned for an edge in a graph
  - a set of label ids, vertex labels, edge ids
- Ex)  
(vertex id1, vertex id2, vertex id1 label, vertex id2 label, edge label)



## What is the Minimum DFS Code?

DFS Code: a sequence of codes by depth-first traversal



- Start from v1

(v1,v2,l\_v1,l\_v2,l\_e1)

(v2,v3,l\_v1,l\_v3,l\_e2)

(v2,v4,l\_v1,l\_v3,l\_e3)

-Start from v2

(v2,v1,l\_v1,l\_v2,l\_e1)

(v2,v3,l\_v2,l\_v3,l\_e2)

(v2,v4,l\_v2,l\_v4,l\_e3)

- A graph is assigned several DFS Codes according to the starting vertex of DFS
- Define Total order among DFS codes
- Chose minimum DFS Code as a canonical code

## Motif extraction

- To extract protein-3D motifs, we use the Fisher's exact test.

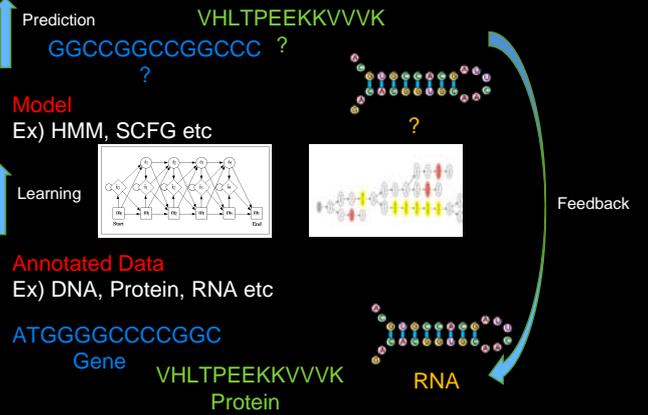
	thermophilic	mesophilic	Total
With T	$n_{TP}$	$n_{FP}$	$n_T$
Without T	$n_{FN}$	$n_{TN}$	$n_T$
Total	$n_P$	$n_N$	$n$

$$Pr = \frac{\binom{n_T}{n_{TP}} \binom{n_T}{n_{FN}}}{\binom{n}{n_P}} = \frac{n_T! n_T! n_P! n_N!}{n! n_{TP}! n_{FP}! n_{FN}! n_{TN}!}$$

Table1: 2x2 contingency table

- The P-value can be computed by the sum of all probabilities of tables that are more extreme than this table.
- Ranked the frequent subgraphs according to the P-values.
- Focused on a pair of proteins, TATA-binding protein and human pollI promotor protein

## Unannotated Data



- Algorithms for prediction and learning are based on Dynamic Programming (DP).
- Ordering in linear graphs is useful for designing DP algorithms