

Motivation

Improve the efficiency of GNN training:

- Problem 1: Recursive computation
- Problem 2: Update-locking
 - each layer heavily relies on upper layers' feedback to up-date itself
 - it must wait for the information to propagate through the whole network before updating

Main Contributions

- Introduce a decoupled greedy learning algorithm for GNNs
 - achieves update-unlocking
 - enables GNN layers to be trained in parallel
 - Less time, less per-GPU memory, good for time/hardware-limited applications
- Leverage a lazy-update scheme
 - Further improves efficiency
- Our method can be used in more general cases:
 - not limited to the deep GCN model
 - not limited to node classification task
 - can be combined with other scalability-enhancing GNNs and can be applied to other graph-related tasks

Conventional GNN and Layer-wise GNN

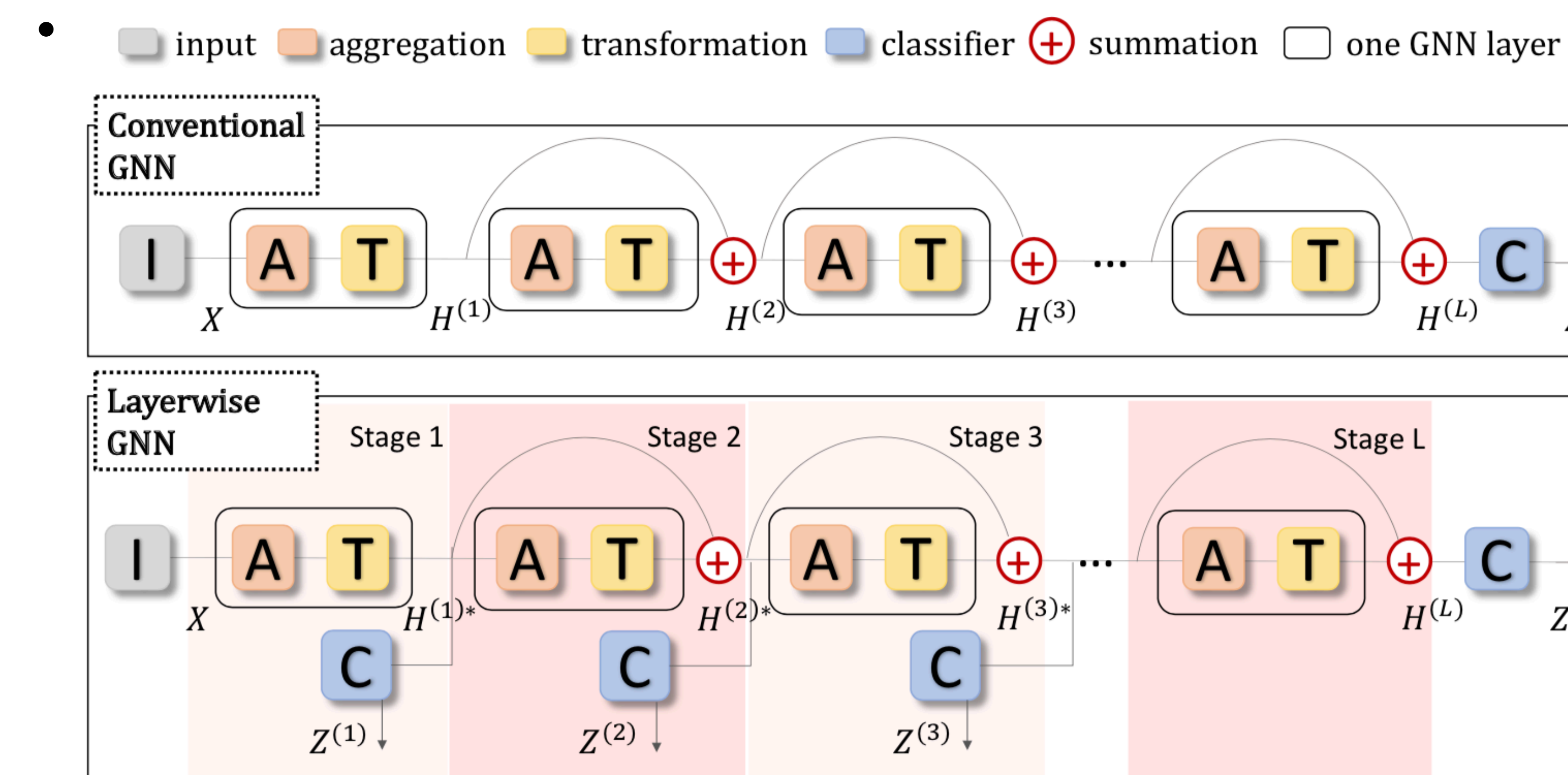


Fig1. High level framework of conventional GNN (upper) and layer-wise GNN. The aggregation step (A) corresponds to $\tilde{D}^{-1/2} \tilde{A} \tilde{D}^{-1/2} H^{(l-1)}$ operation and the transformation step corresponds to $\sigma(\cdot W^{(l)})$ operation

Decoupled Greedy Learning GNN

- Method:
 - Decouple the GNN into different layers, append one auxiliary greedy objective (node classification) after each layer, and enable parallelization.
 - Leverage the Lazy Update scheme to improve efficiency.
 - Analogy: block coordinate descent method.
- Main Algorithms

Algorithm 1 Decoupled Greedy Learning (DGL) of GNNs

Require: Normalized Adjacency Matrix F ; Feature Matrix X ; Labels Y ; Total Number of Iterations T ; Total Number of Layers L .

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1: Initialize:  $H^{(0)} = X$ ;
2: for  $t = 1$  to  $T$  do
3:   for  $l = 1$  to  $L$  do
4:      $H^{(l)} = \sigma(FH^{(l-1)}W^{(l)})$  // Get node embeddings and store them as  $H^{(l)}$ .
5:      $(W^{(l)}, \Theta^{(l)}) \leftarrow$  Update with  $\nabla_{loss(W^{(l)}, \Theta^{(l)})(Y, H^{(l-1)}, F; W^{(l)}, \Theta^{(l)})}$  // Update parameters.
6:   end for
7: end for
    
```

Algorithm 2 Decoupled Greedy Learning (DGL) of GNNs with Lazy Update Scheme

Require: Normalized Adjacency Matrix F ; Feature Matrix X ; Labels Y ; Total Number of Iterations T ; Total Number of Layers L ; Waiting time T_{lazy} .

```

1: Initialize:  $\hat{H}^{(0)} = FX$ ;
2: for  $t = 1$  to  $T$  do
3:   for  $l = 1$  to  $L$  do
4:      $H^{(l)} = \sigma(\hat{H}^{(l-1)}W^{(l)})$  // Get node embeddings.
5:      $(W^{(l)}, \Theta^{(l)}) \leftarrow$  Update with  $\nabla_{loss(W^{(l)}, \Theta^{(l)})(Y, \hat{H}^{(l-1)}, W^{(l)}, \Theta^{(l)})}$  // Update parameters.
6:   if  $(t \bmod T_{lazy} == 0)$  then
7:      $\hat{H}^{(l)} = FH^{(l)}$  // Get propagated node embeddings and store them as  $\hat{H}^{(l)}$ .
8:   end if
9: end for
10: end for
    
```

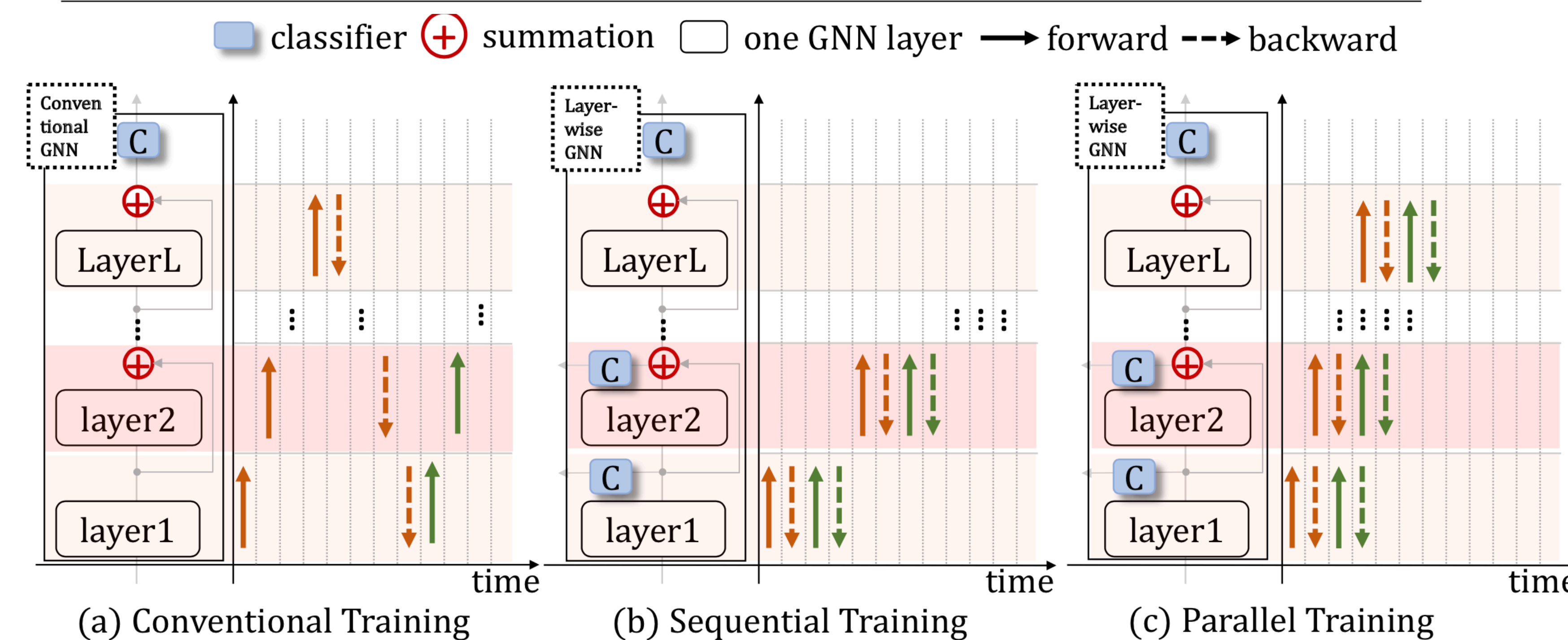


Fig2. Signal propagation process for 3 GNN training methods: Conventional joint training, Sequential layer-wise training, Parallel layer-wise training. Arrows of different colors represents different batches of data.

Complexity Comparison

Methods	Memory (per GPU)	Time
Full-Batch GCN	$\mathcal{O}(LNK + LK^2)$	$\mathcal{O}(TL\ A\ _0K + TLNK^2)$
GraphSage	$\mathcal{O}(bKs_{node}^{L-1} + LK^2)$	$\mathcal{O}(bTKs_{node}^{L-1} + bTK^2s_{node}^{L-1})$
VR-GCN	$\mathcal{O}(LNK + LK^2)$	$\mathcal{O}(bDTKs_{node}^{L-1} + bTK^2s_{node}^{L-1})$
FastGCN	$\mathcal{O}(LKs_{layer} + LK^2)$	$\mathcal{O}(TLKs_{layer}^2 + TLK^2s_{layer})$
LADIES	$\mathcal{O}(LKs_{layer} + LK^2)$	$\mathcal{O}(TLKs_{layer}^2 + TLK^2s_{layer})$
ClusterGCN	$\mathcal{O}(bLK + LK^2)$	$\mathcal{O}(TL\ A\ _0K + TLNK^2)$
L2GCN	$\mathcal{O}(NK + 2K^2)$	$\mathcal{O}(L\ A\ _0K + 2TLNK^2)$
LU-DGL-GCN (ours)	$\mathcal{O}(NK + 2K^2)$	$\mathcal{O}(T\ A\ _0K/T_{wait} + 2TNK^2)$

Tab.1 Summary of Complexity. \bar{D} is the avg degree, b is the batch size, s_{node} and s_{layer} are the num of sampled neighbors the sampling-based baselines, K is the dim of embedding vectors, L is the num of layers, N is the num of nodes in the graph, A is the adj matrix, T is the num of iterations, T_{wait} is the waiting time for LU-DGL-GCN.

Results

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	acc	mem	time	acc	mem	time	acc	mem	time
GCN	77.8 ± 1.3	31.7	42.2 ± 1.0	65.5 ± 2.4	67.9	33.1 ± 1.2	74.8 ± 2.6	137.9	46.9 ± 2.0
GIN	77.0 ± 1.1	31.7	37.7 ± 1.2	65.8 ± 1.2	67.9	37.1 ± 1.6	75.4 ± 2.3	137.9	46.3 ± 2.0
LADIES(64)	78.8 ± 0.8	3.1	31.5 ± 0.8	66.6 ± 1.2	5.9	32.5 ± 1.3	77.9 ± 2.4	1.9	33.9 ± 1.5
LADIES(512)	79.8 ± 1.5	7.4	32.3 ± 0.8	66.8 ± 3.6	13.9	35.9 ± 1.2	78.3 ± 0.9	4.4	38.3 ± 1.6
FastGCN(64)	55.3 ± 4.8	3.1	36.8 ± 2.1	35.9 ± 1.0	5.9	34.5 ± 1.7	41.2 ± 0.5	1.9	34.6 ± 1.4
FASTGCN(512)	79.6 ± 1.4	7.4	37.1 ± 1.7	66.7 ± 1.4	13.9	35.8 ± 1.8	76.7 ± 1.2	4.5	37.4 ± 2.4
LGCN	80.4 ± 0.9	6.9	119.6 ± 11.5	67.1 ± 1.7	14.7	107.9 ± 5.8	76.2 ± 1.6	29.1	141.8 ± 12.8
LU-DGL-GCN(50)	78.0 ± 1.3	6.9	14.1 ± 0.4	64.8 ± 6.3	14.7	13.9 ± 0.2	76.9 ± 5.3	29.2	14.9 ± 1.0
LGIN	81.1 ± 1.3	6.9	80.9 ± 2.2	66.6 ± 1.1	14.7	84.7 ± 2.2	76.7 ± 1.4	--	97.3 ± 2.3
LU-DGL-GIN(1)	80.0 ± 0.6	6.9	14.0 ± 0.2	55.2 ± 3.9	14.7	14.0 ± 0.1	77.5 ± 0.3	--	15.9 ± 0.2
LLADIES(64)	80.4 ± 0.8	0.7	55.5 ± 0.9	66.5 ± 1.2	1.3	59.5 ± 1.4	78.4 ± 0.6	0.4	66.7 ± 0.7
LLADIES(512)	80.6 ± 1.1	1.6	101.5 ± 3.1	68.9 ± 1.0	2.8	96.6 ± 3.6	76.7 ± 0.7	0.9	103.1 ± 3.5
LU-DGL-LADIES(64,1)	77.4 ± 1.4	0.8	13.2 ± 0.2	50.0 ± 1.4	1.3	13.7 ± 0.5	76.8 ± 1.5	0.4	14.7 ± 0.3
LU-DGL-LADIES(512,1)	80.0 ± 0.6	1.6	13.7 ± 0.5	54.3 ± 4.2	2.9	13.8 ± 0.1	77.5 ± 1.2	1.0	14.8 ± 0.3

- Compare GCN, LGCN, LU-DGL-GCN: Our method is very efficient, it can save time and per-GPU memory without too much compromising on performance.
- Compare GIN, LGIN, LU-DGL-GIN: Our method is not limited to GCN but can be combined with other GNN models.
- Compare LADIES, LLADIES, LU-DGL-LADIES: The proposed method can be combined with other scalability-enhancing methods for GNNs.

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