

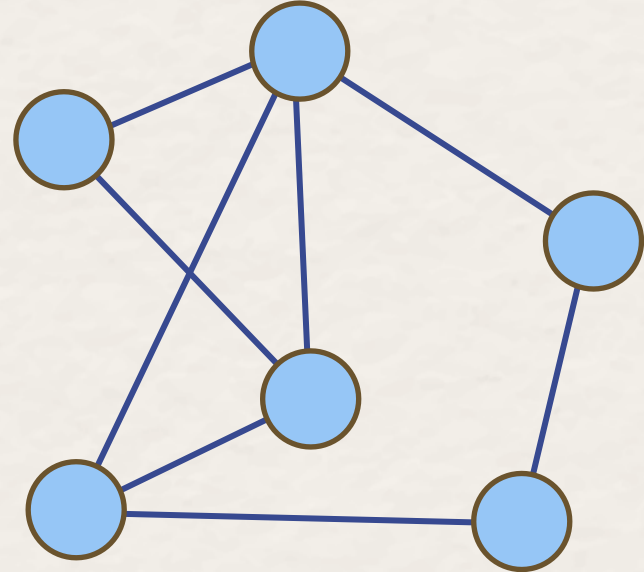
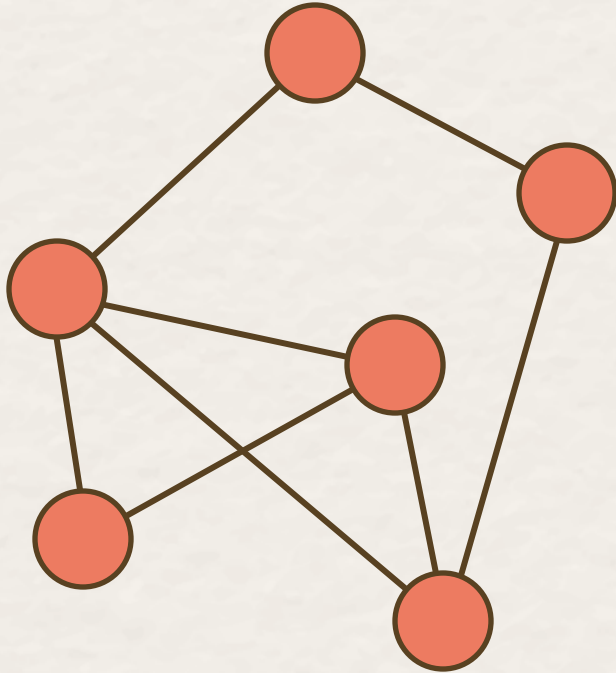
# Graph Alignment via Birkhoff Relaxation

Presenter: Sushil Varma

Joint work with: Irène Waldspurger, Laurent Massoulié

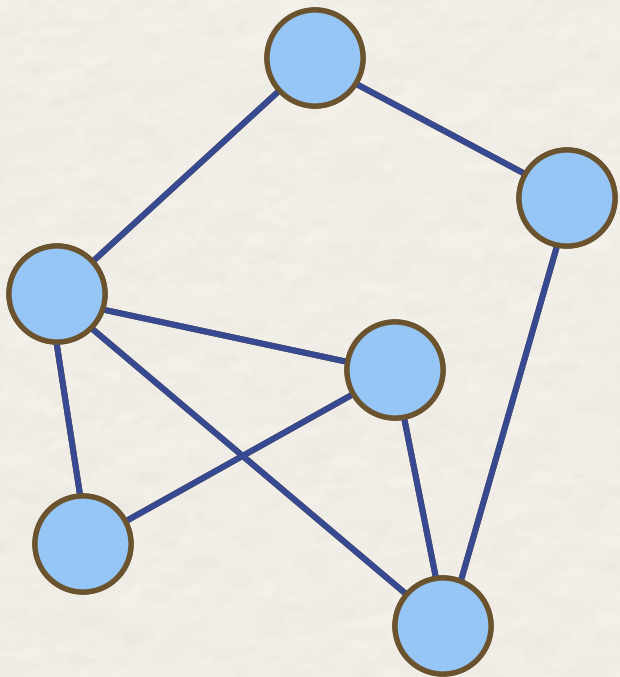
# Graph Alignment

- Find a **vertex correspondence** so that the **edge overlap** is maximized



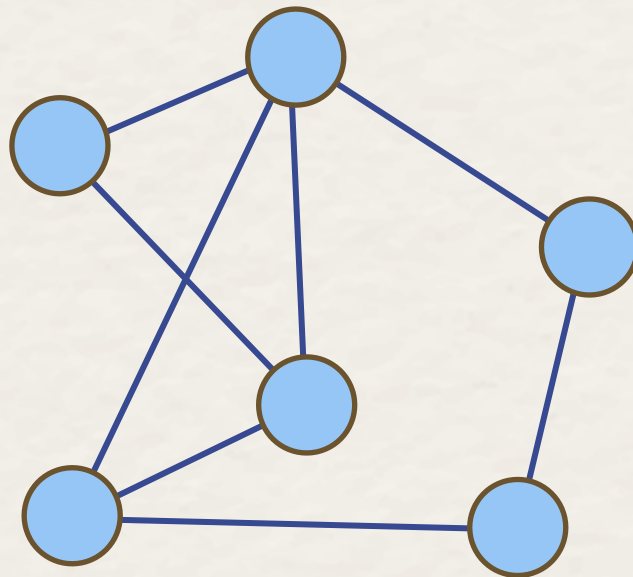
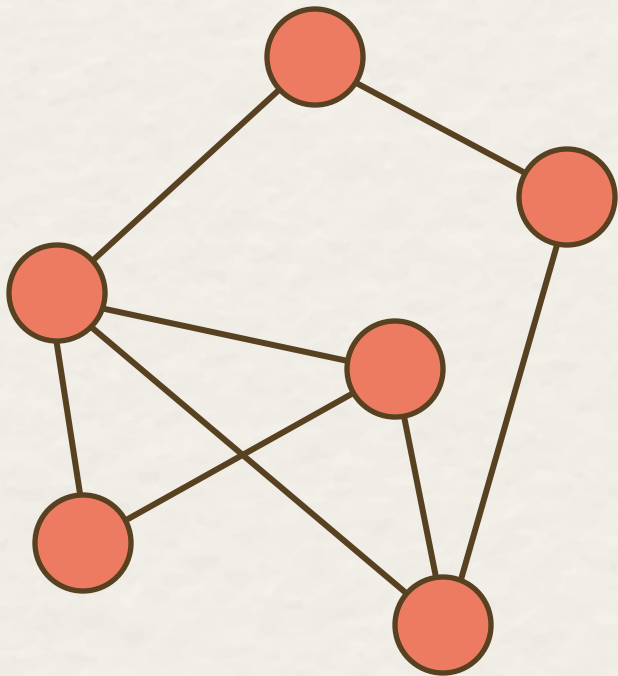
# Graph Alignment

- Find a **vertex correspondence** so that the **edge overlap** is maximized
- Special Case: Graph Isomorphism (both graphs are exactly the same)



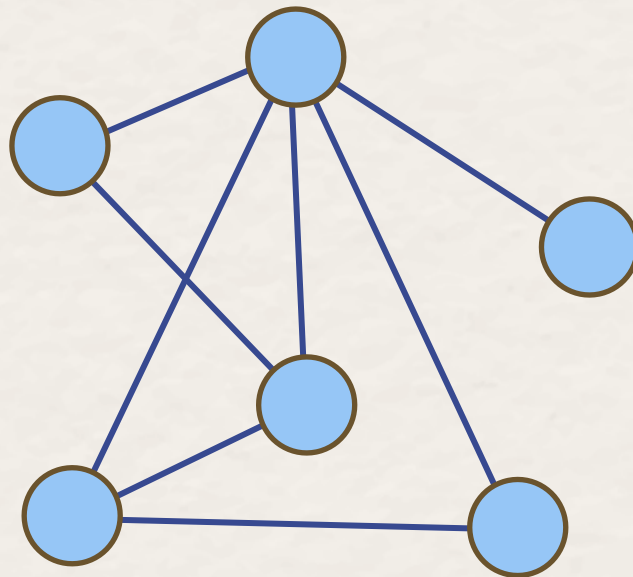
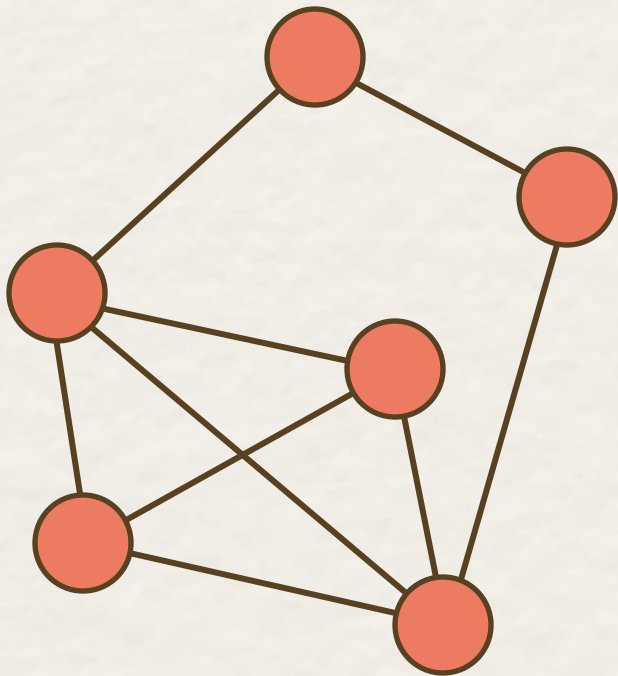
# Graph Alignment

- Find a **vertex correspondence** so that the **edge overlap** is maximized
- Special Case: Graph Isomorphism (both graphs are exactly the same)
- The graphs need not be equal -> we can still ask the same question!



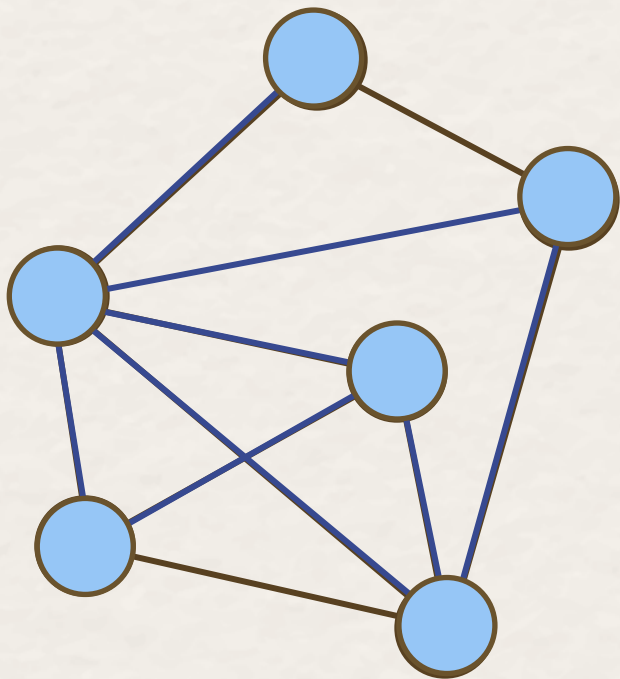
# Graph Alignment

- Find a **vertex correspondence** so that the **edge overlap** is maximized
- Special Case: Graph Isomorphism (both graphs are exactly the same)
- The graphs need not be equal -> we can still ask the same question!



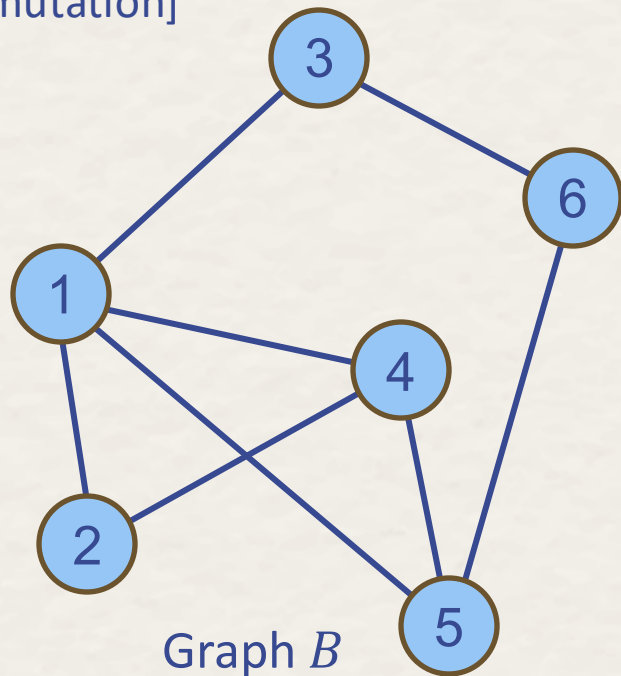
# Graph Alignment

- Find a **vertex correspondence** so that the **edge overlap** is maximized
- Special Case: Graph Isomorphism (both graphs are exactly the same)
- The graphs need not be equal -> we can still ask the same question!



# Graph Alignment as QAP

- Given adjacency matrices  $A, B \in \mathbb{R}^{n \times n}$
- We want to relabel the vertices of  $B : i \rightarrow \pi(i)$  [Permutation]



# Graph Alignment as QAP

- Given adjacency matrices  $A, B \in \mathbb{R}^{n \times n}$
- We want to relabel the vertices of  $B : i \rightarrow \pi(i)$  [Permutation]

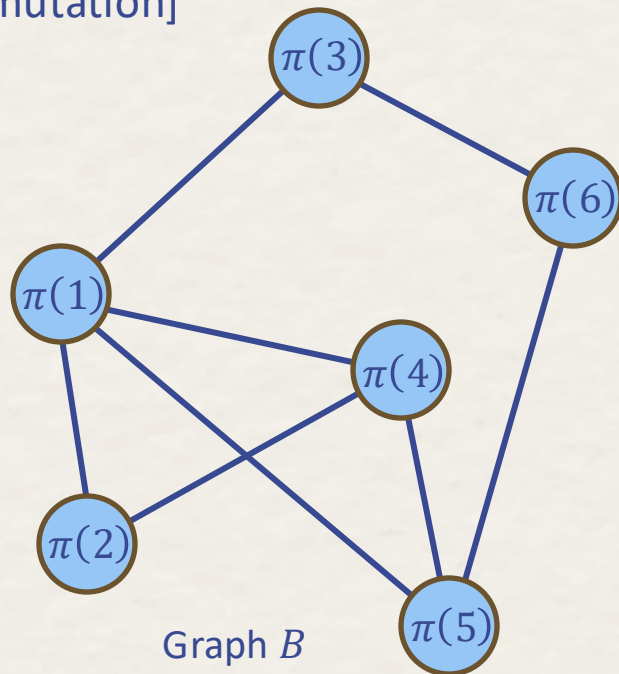
Edge overlap is  
maximized

$$\max \sum_{i,j=1}^n A_{ij} B_{\pi(i)\pi(j)}$$

- Define Permutation  $\Pi \in \mathcal{P}$  with  $\Pi_{i\pi(i)} = 1$

$$\max_{\Pi \in \mathcal{P}} \langle A, \Pi B \Pi^T \rangle = \min_{\Pi \in \mathcal{P}} \|A\Pi - \Pi B\|_F^2$$

Reformulated with  
a convex objective



We still have binary variables  $\Rightarrow$  NP-hard to even approximate



# Adding Random Structure

- We want  $A, B$  to be **random** and **correlated**
- Sample  $A$  as a Gaussian Orthogonal Ensemble (GOE) matrix
- $A_{ij} = A_{ji} \sim N\left(0, \frac{1}{n}\right)$
- Define  $B$  as follows:

Symmetric matrix with  
Gaussian entries  
[Weighted Adjacency Matrix]

$$A \xrightarrow[\substack{\text{Add Noise} \\ Z \sim \text{GOE}}]{\quad} A + \sigma Z \xrightarrow{\text{Permute}} \Pi^*(A + \sigma Z)\Pi^{*T} = B$$

$\sigma = 0$  is the graph  
isomorphism problem

$\sigma > 0$  adds noise:  $A, B$   
are correlated

# Graph Alignment with Random Structure

