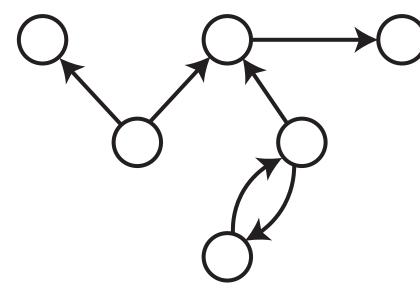
Half-Hop: A Graph Upsampling Approach for Slowing Down Message Passing Mehdi Azabou¹, Venkataramana Ganesh¹, Shantanu Thakoor², Chi-Heng Lin¹, Lakshmi Sathidevi¹, Ran Liu¹,

Michal Valko², Petar Veličković², Eva L. Dyer¹

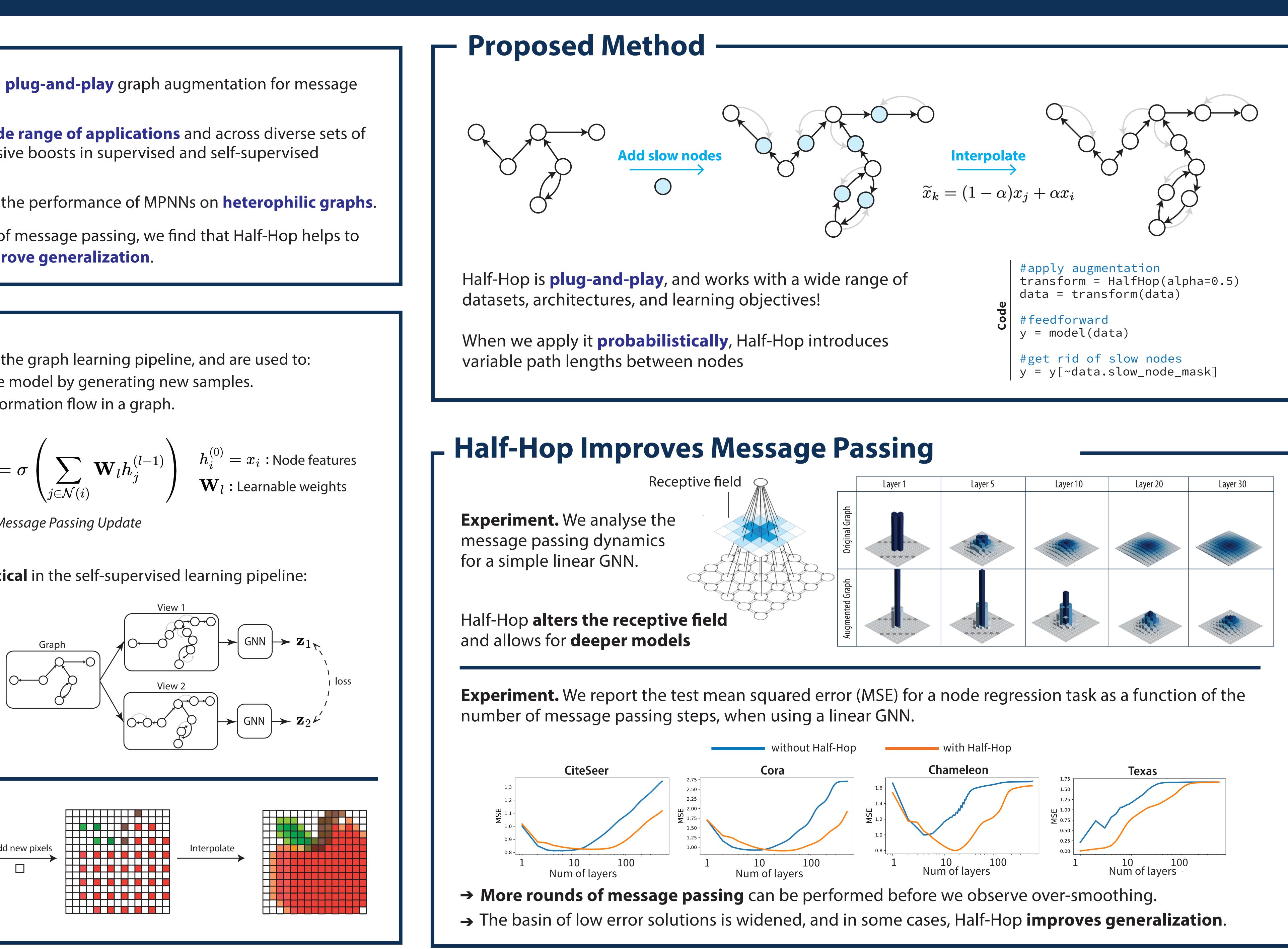
r tl;dr

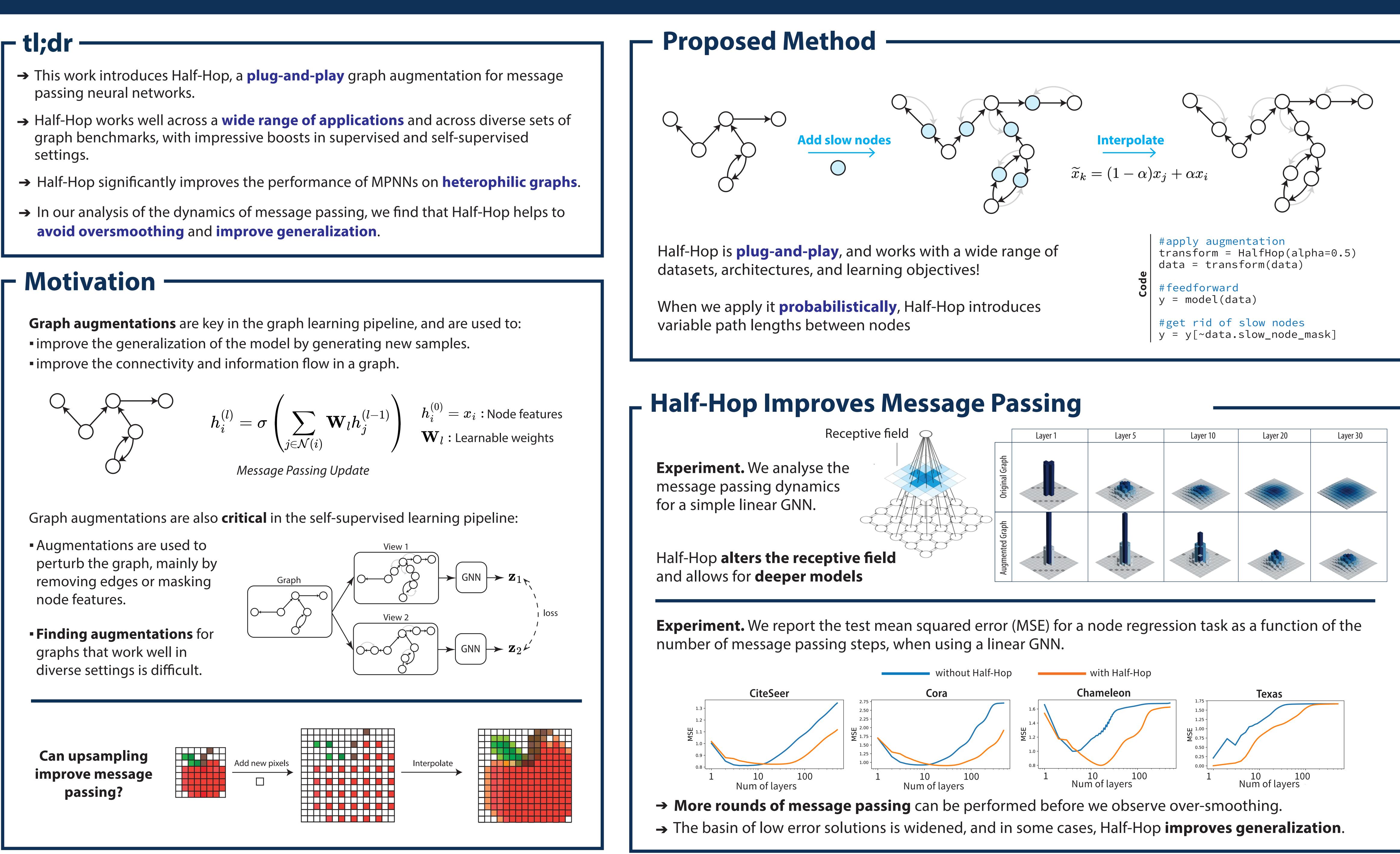
- passing neural networks.
- settings.
- avoid oversmoothing and improve generalization.

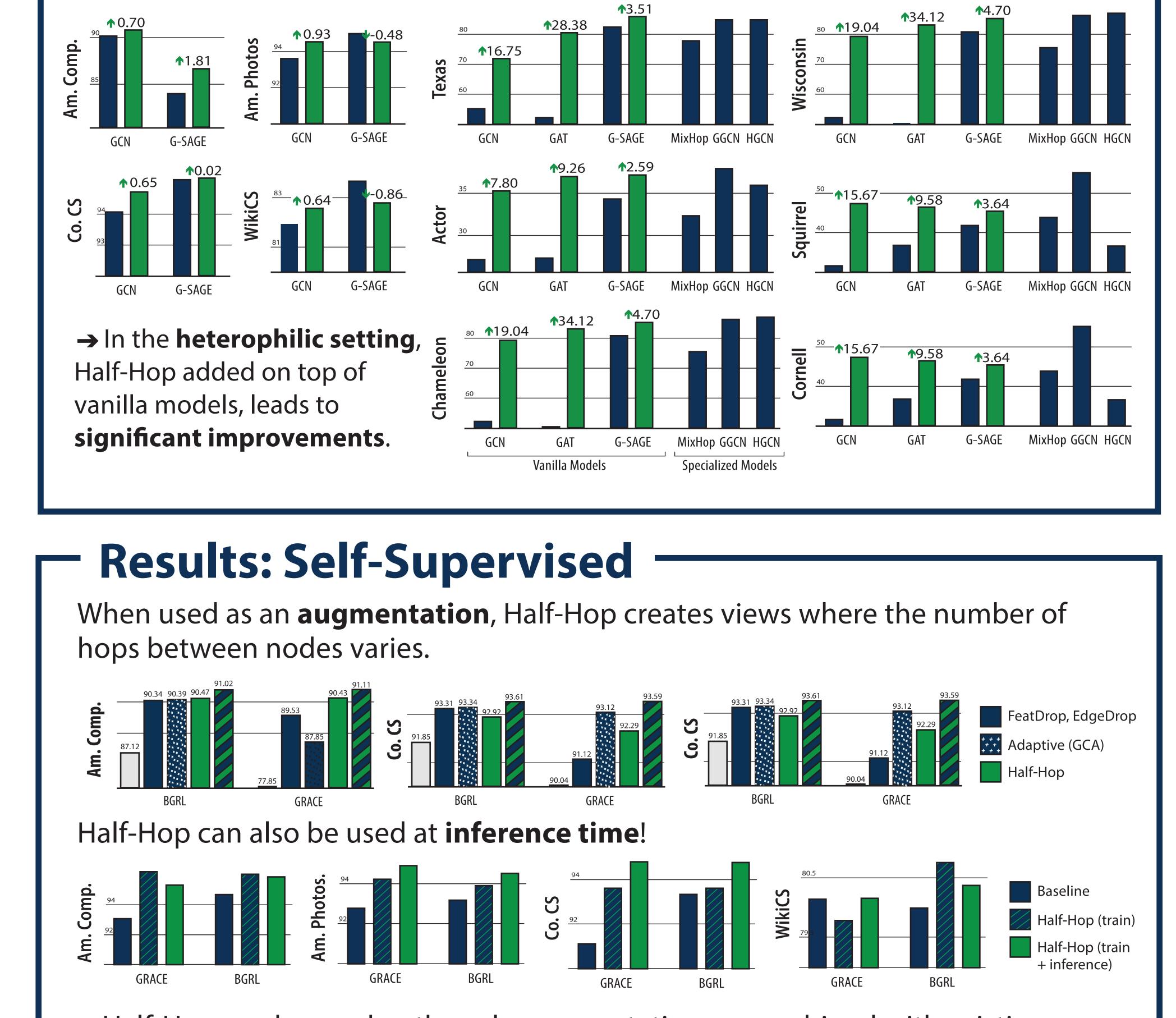


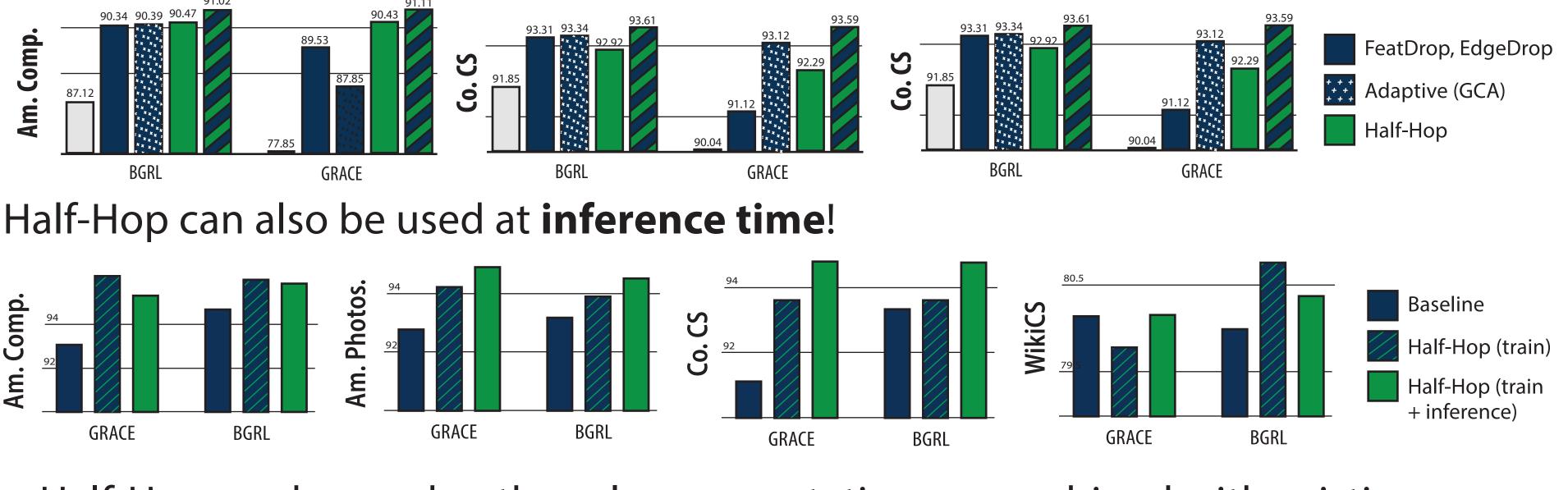
$$h_i^{(l)} = \sigma \left(\sum_{j \in \mathcal{N}(i)} \mathbf{W}_l h_j^{(l-1)}
ight) egin{array}{c} h_i^{(0)} = x_i : \mathsf{Not}_l \\ \mathbf{W}_l : \mathsf{Learnab}_l \end{array}$$

- Augmentations are used to removing edges or masking node features.
- graphs that work well in diverse settings is difficult.

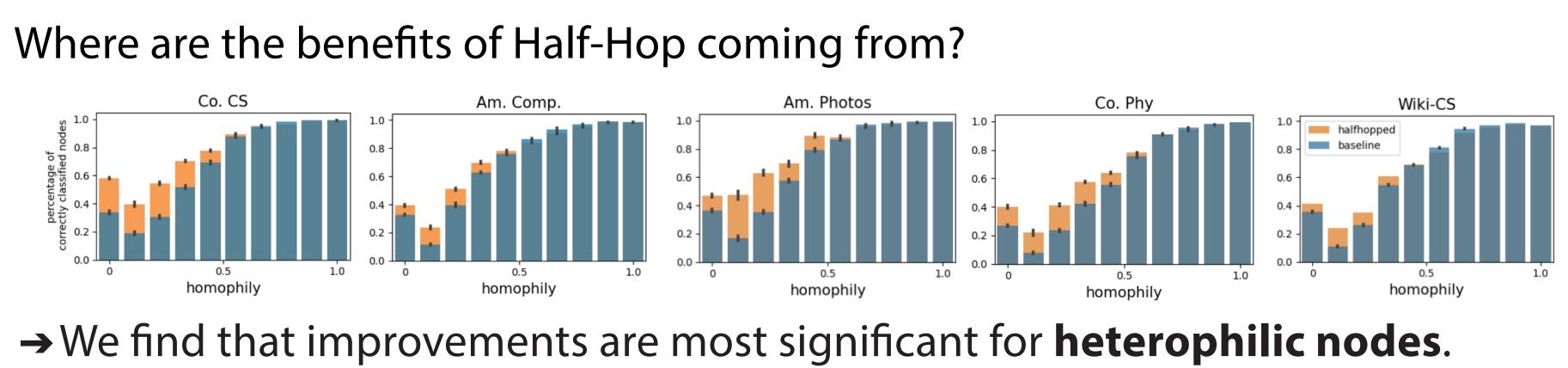








→ Half-Hop can be used as the sole augmentation, or combined with existing augmentations to unlock new state-of-the-art performance on self-supervised learning benchmarks.





Results: Supervised

Half-Hop boosts the performance of different models, across various benchmarks.

Georgia Tech