



图算法在风控以及平台能力建设

汪浩然 互联网行业资深风控和图计算专家



目录 CONTENT

01 图算法和风控简介

03 相应平台的心得

02 图算法在风控的演化

04 展望未来





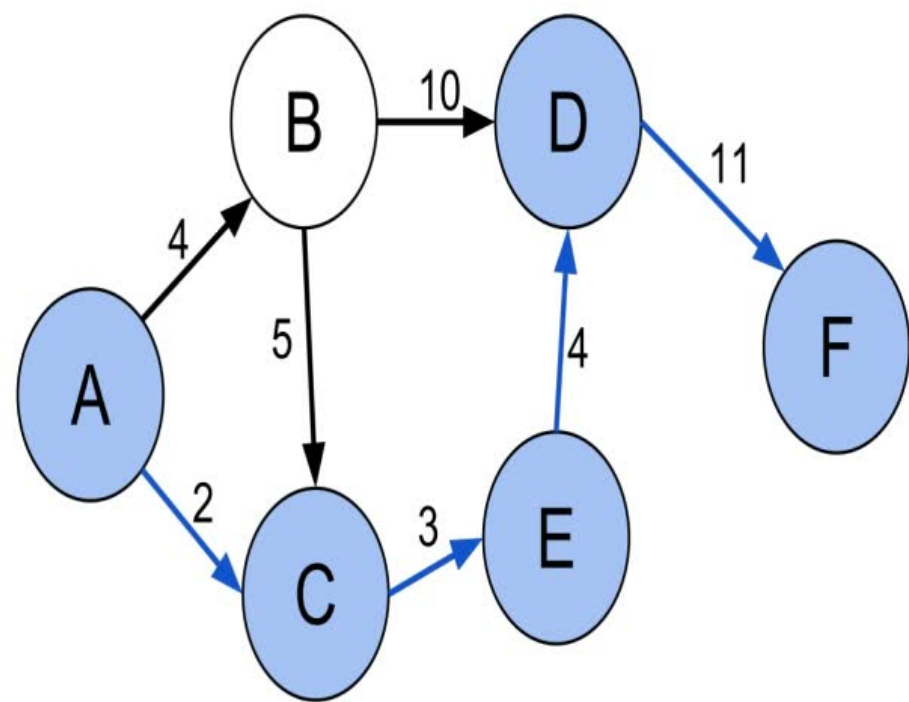
01

图算法和风控简介

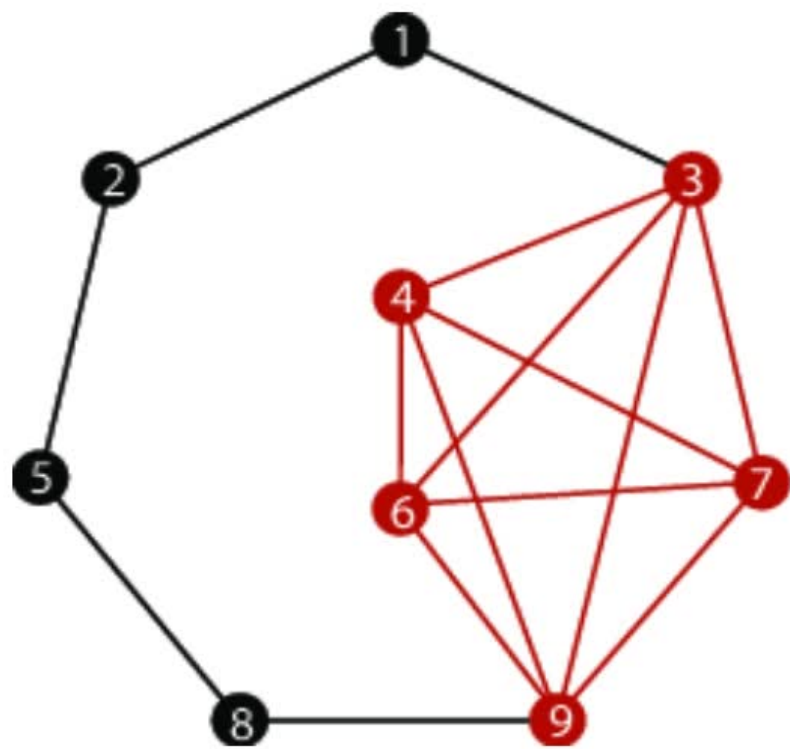


什么是图算法-图论算法

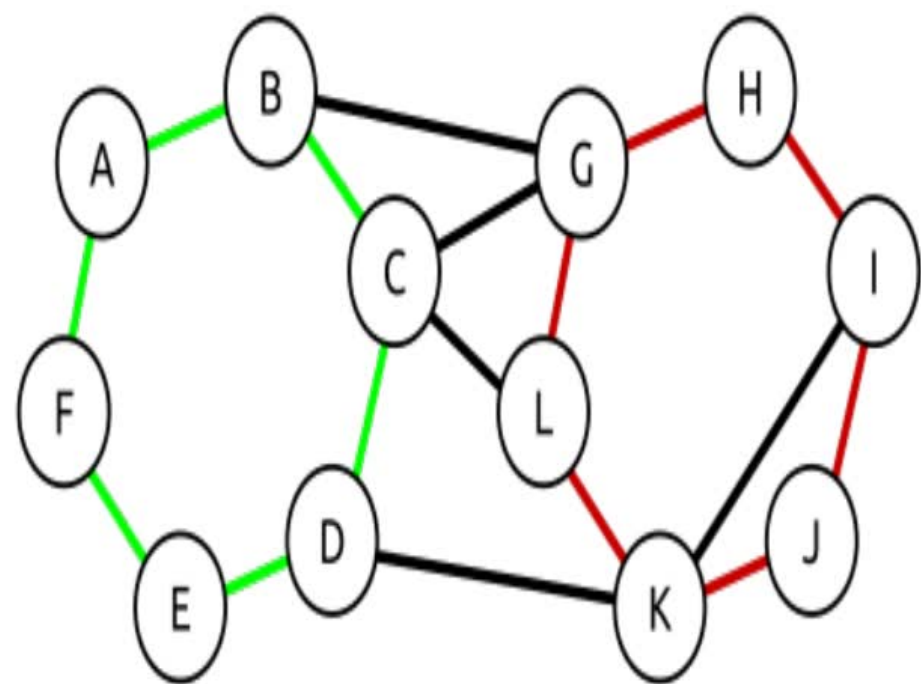
最短路径发现



团的识别发现

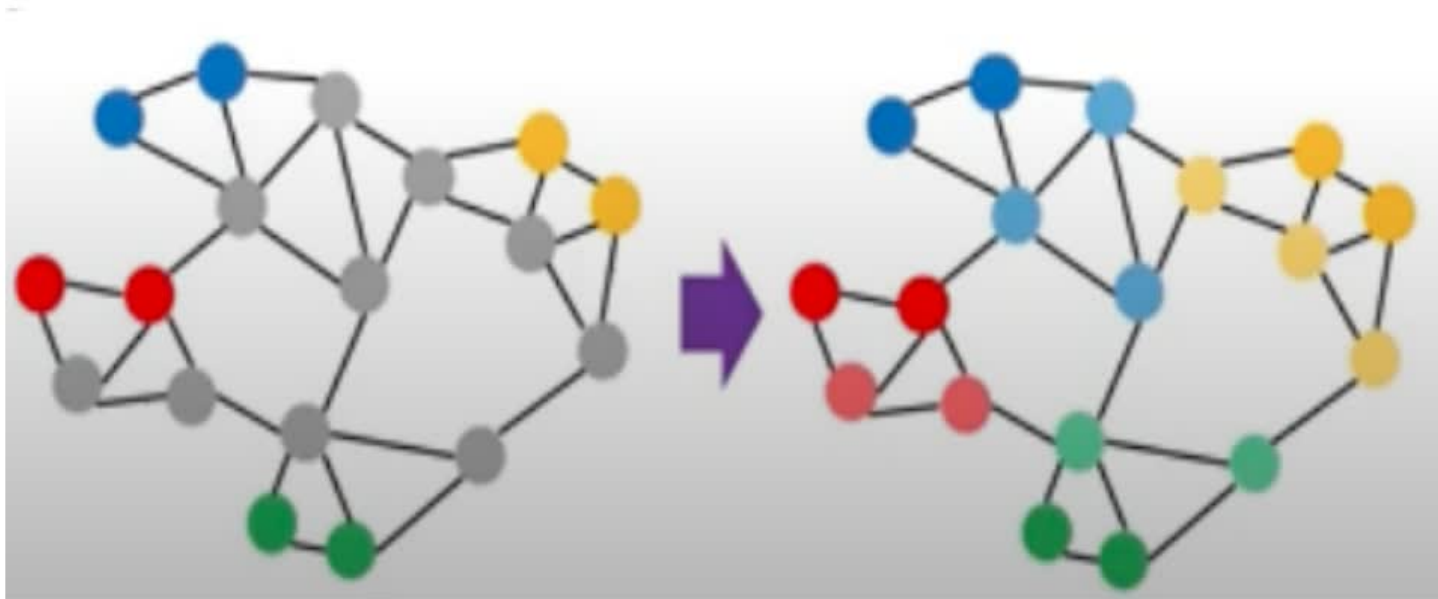


圈的识别发现

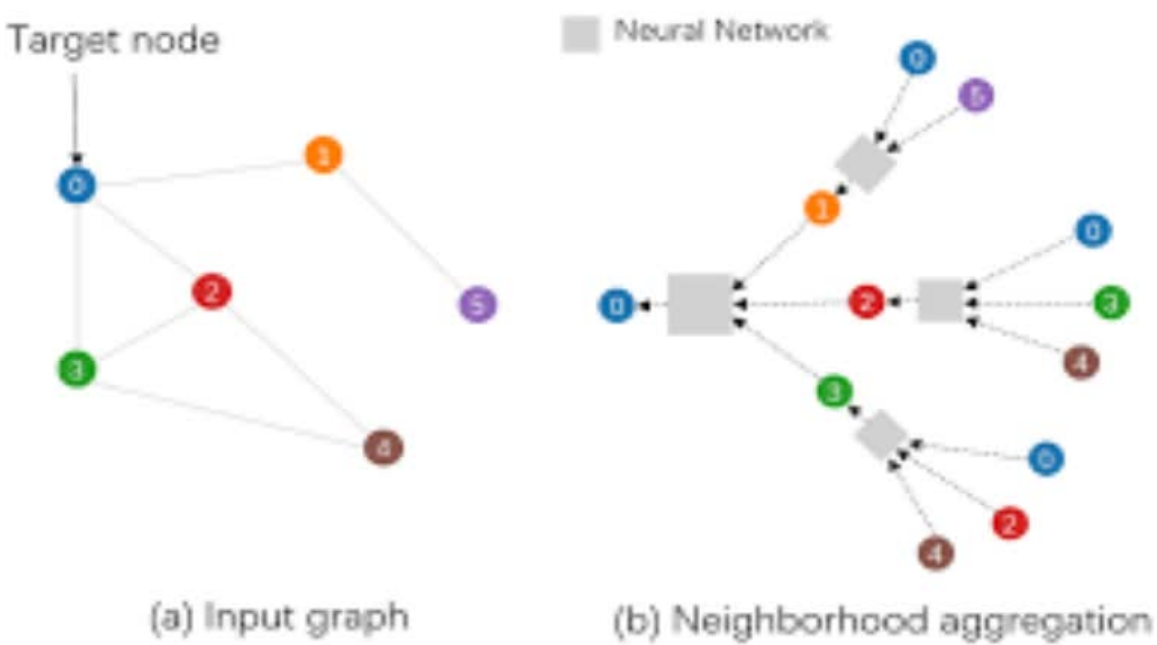


什么是图算法-图机器学习

标签传播算法

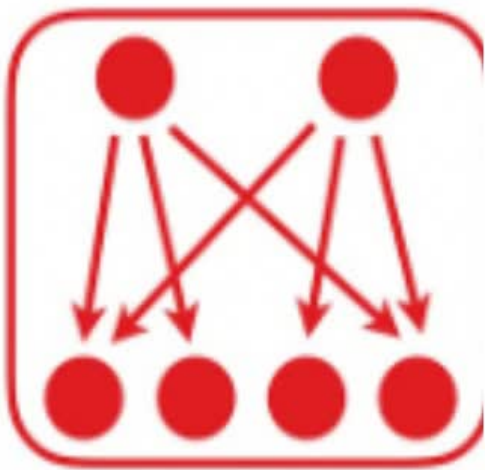


图神经网络算法

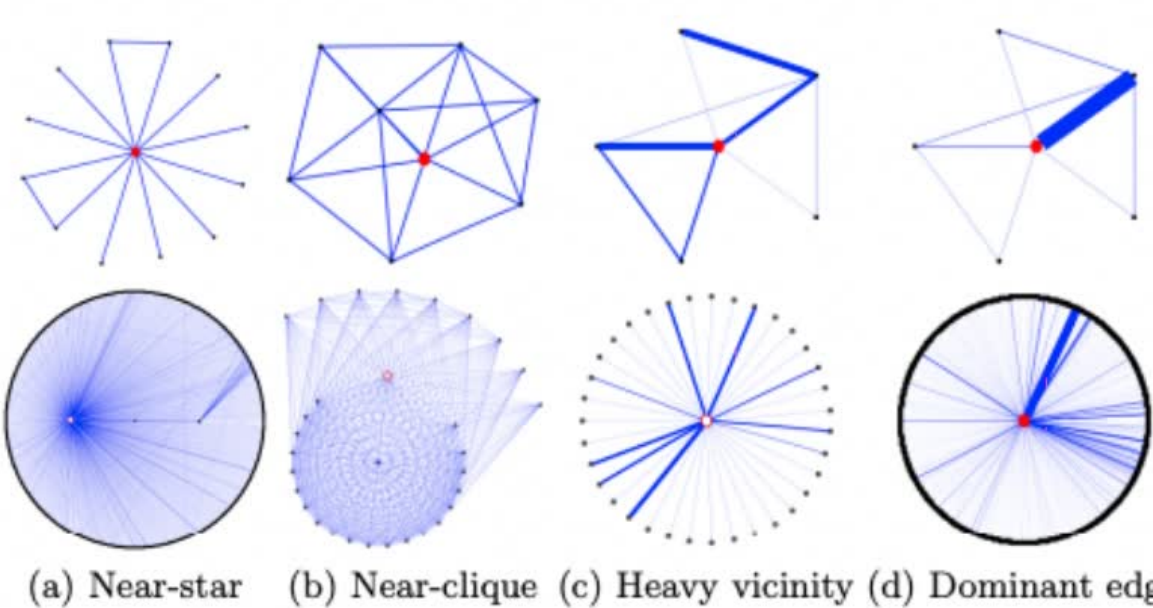


什么是图算法-图挖掘算法

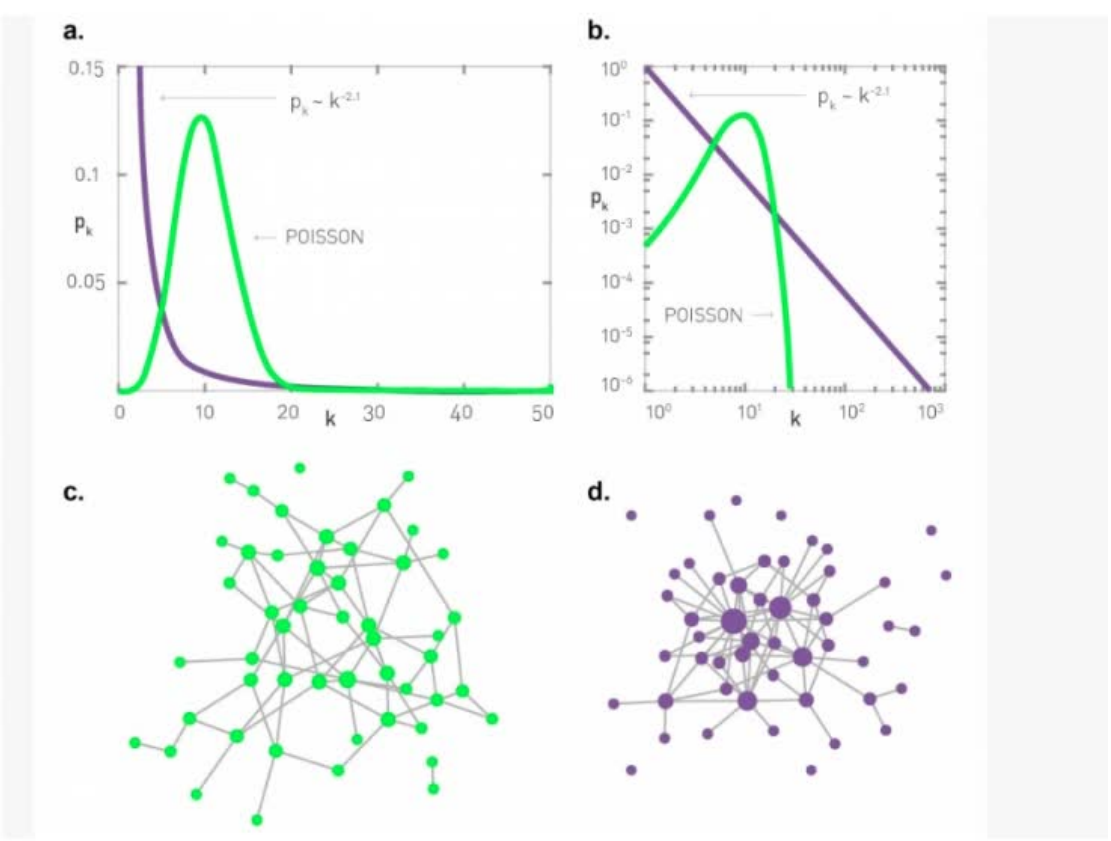
高密度子图发现



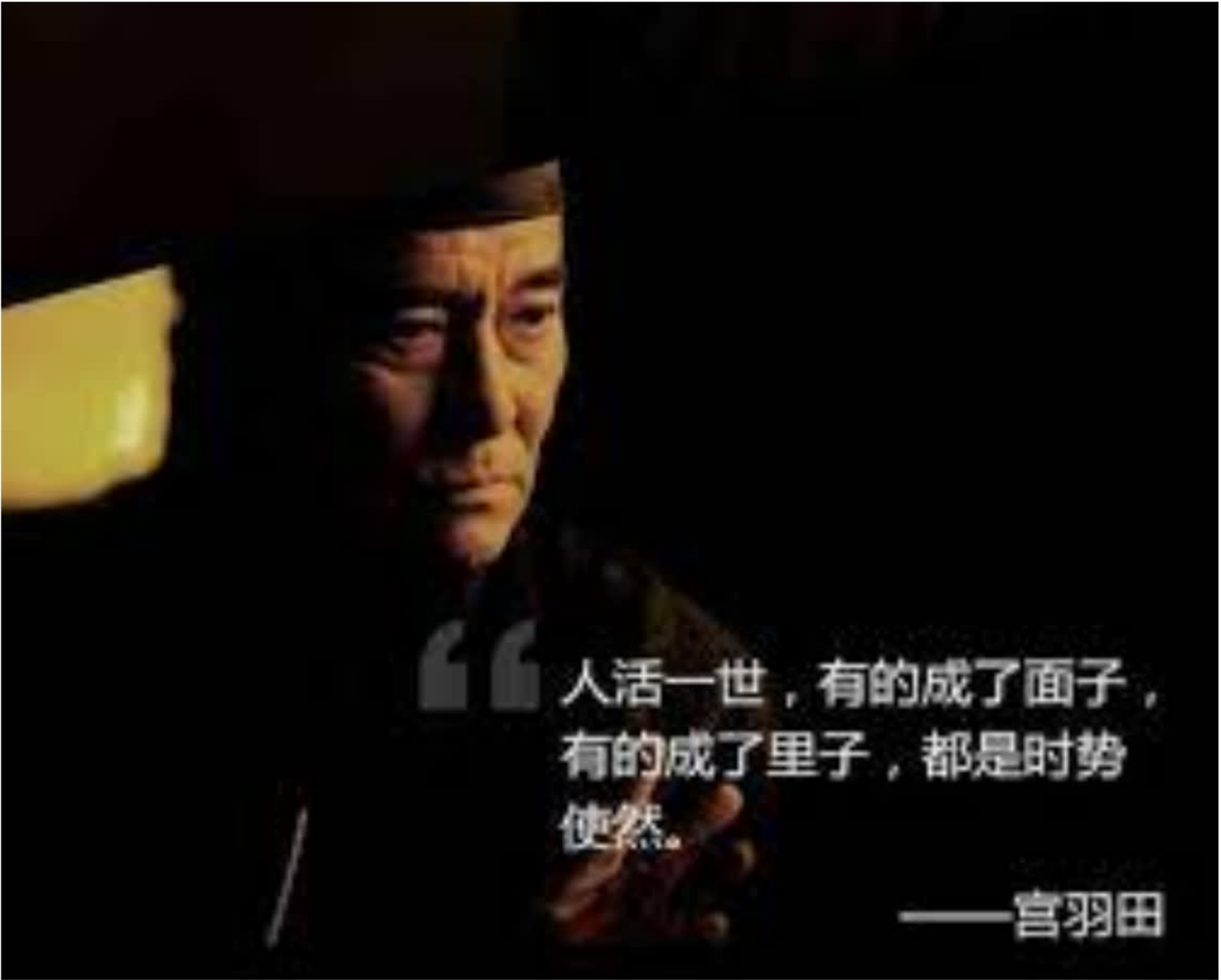
邻居域异常



度分布模式



什么是风控



互联网风控干什么



图算法和风控的相遇

“作案”有团伙特性

“作案”有相似性

“作案”需要大量账号和设备资源配合

“作案”具有成本因素

物以类聚，人以群分





02

图算法在风控的演化



几个核心趋势

从规则到算法, **rule writer → algorithmic model**

从经典一阶的**Velocity**变量到图神经网络 **one order velocity → neural net aggregator**

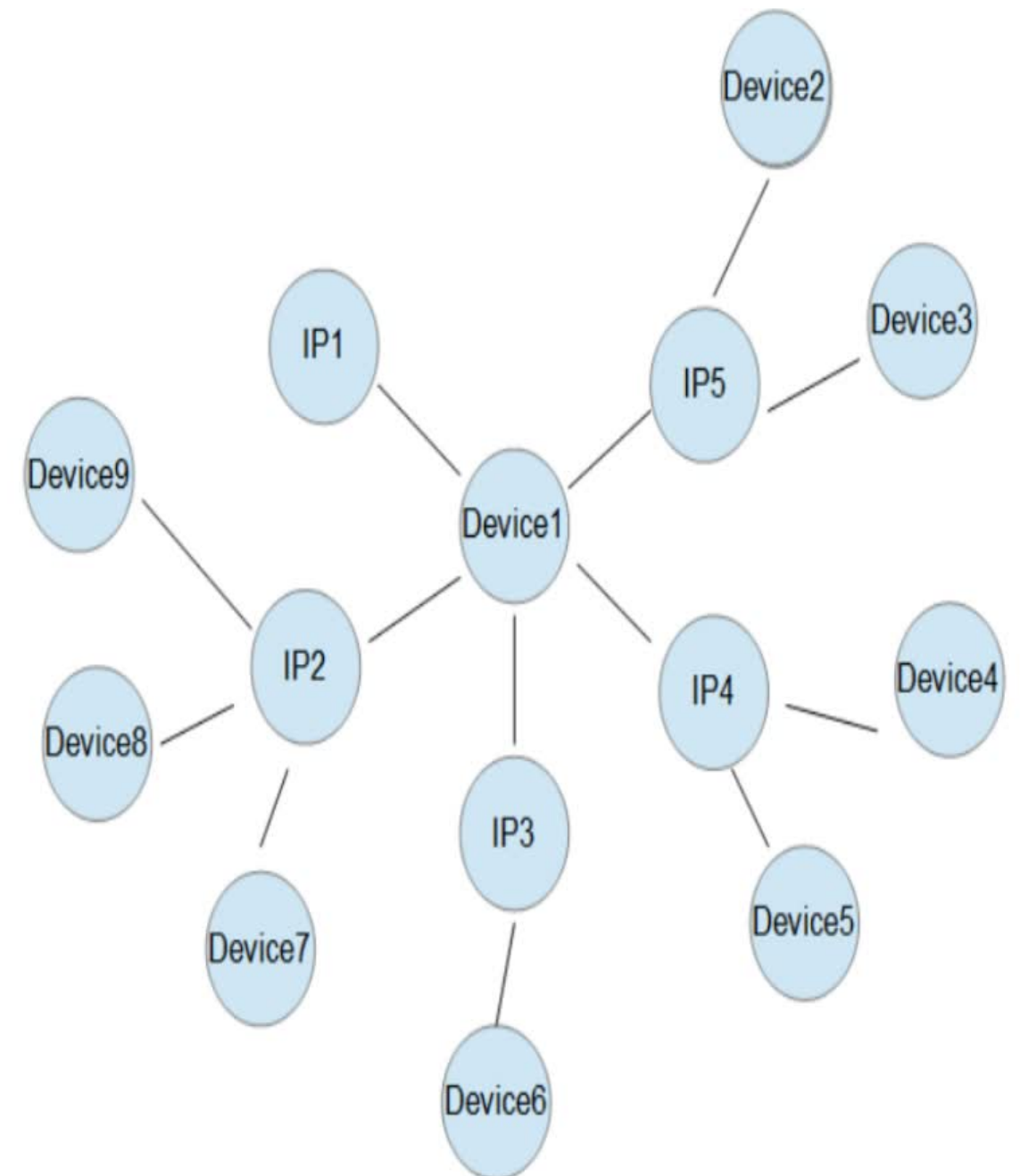
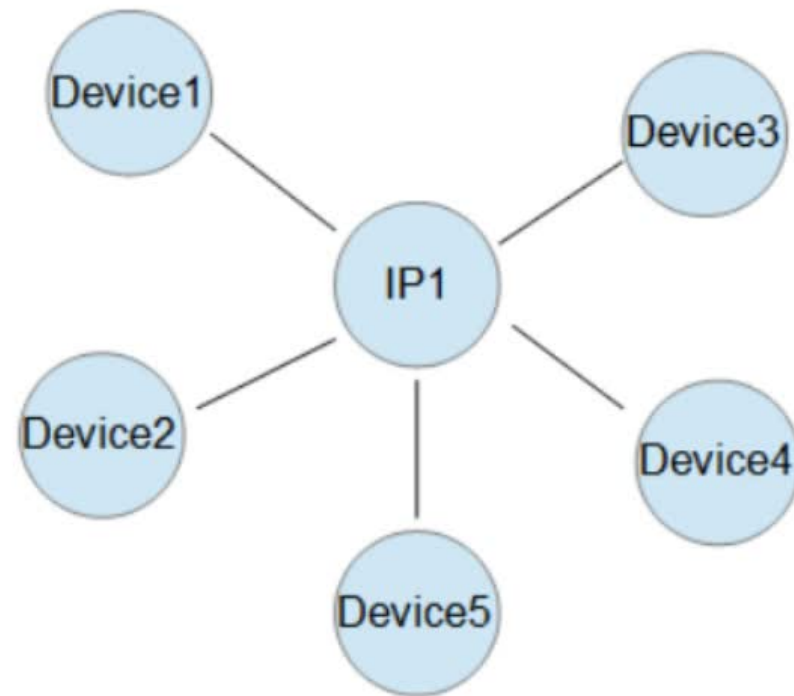
从数学严格定义的网络结构到图神经网络 **strict definition → probabilistic inference**



经典一阶的Velocity变量

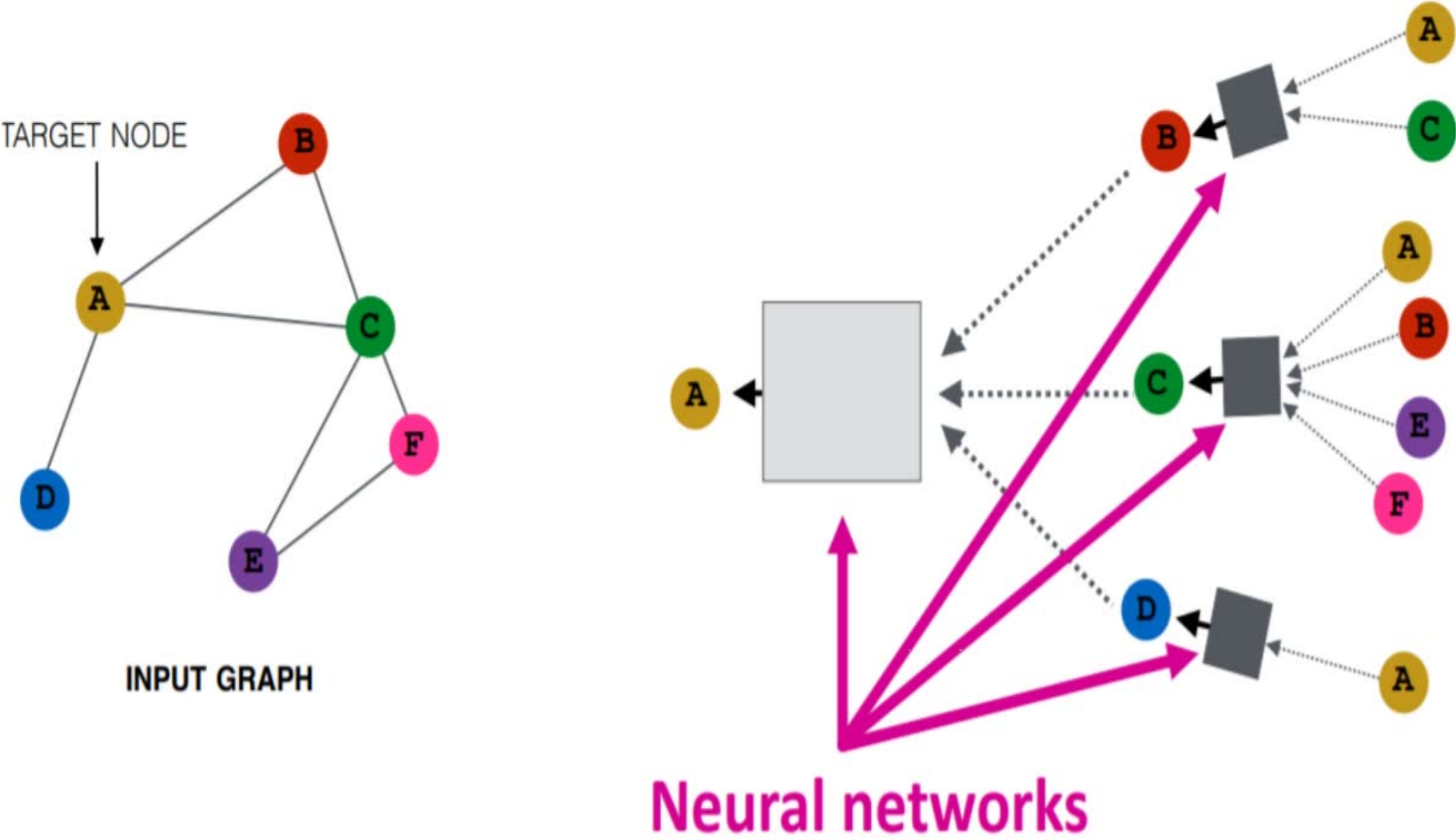
常见相关变量：

最近7天交易笔数
最近7天交易金额
最近30天交易笔数最近
30天交易金额最近
7天高危时段交易笔数
最近7天高危商品交易笔数
1小时内同ip交易用户数
最近7天同设备登录用户数



设计聚合函数。例如Min, Max, Mean 来聚合相关设备或IP的各种特征，成为风控因子。

神经网络的聚合



Aggregator算子的突破

代表性突破，Deepmind关于聚合函数的研究

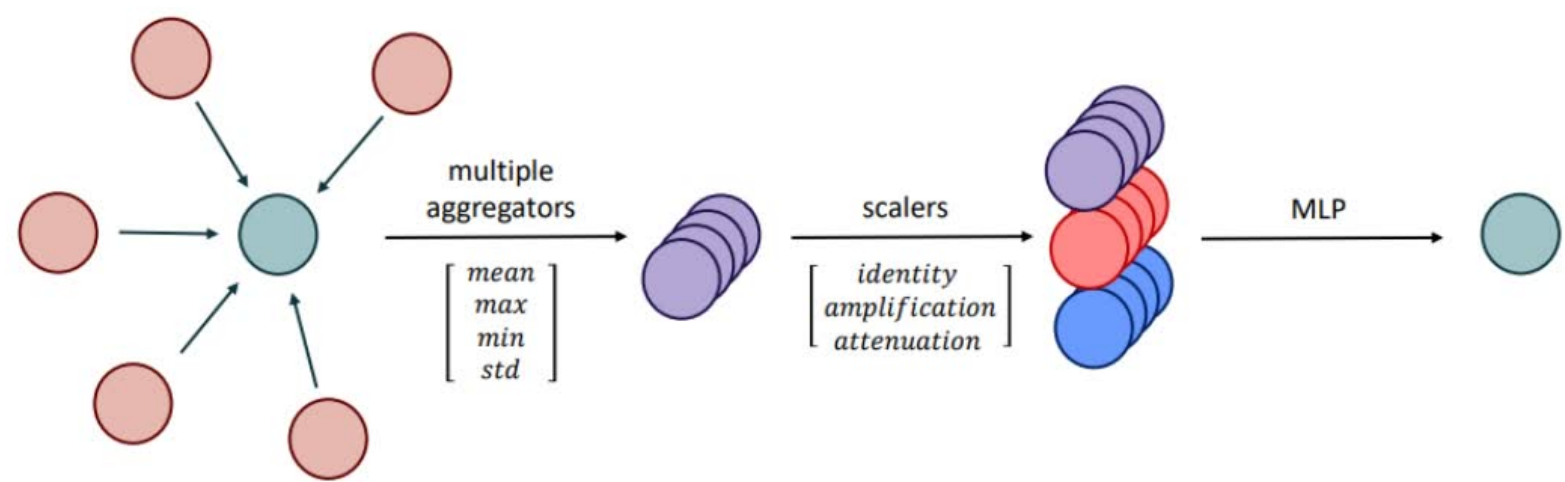
Theorem 1 (Number of aggregators needed). *In order to discriminate between multisets of size n whose underlying set is \mathbb{R} , at least n aggregators are needed.*

$$M_n(X) = \sqrt[n]{\mathbb{E} [(X - \mu)^n]} \text{ , } n > 1$$

- The proof is (in my opinion) **really cool!** (relies on **Borsuk-Ulam** theorem)
- PNA proposes empirically powerful **combination** of aggregators for general-purpose GNNs:

$$\oplus = \underbrace{\begin{bmatrix} I \\ S(D, \alpha = 1) \\ S(D, \alpha = -1) \end{bmatrix}}_{\text{scalers}} \otimes \underbrace{\begin{bmatrix} \mu \\ \sigma \\ \max \\ \min \end{bmatrix}}_{\text{aggregators}}$$

$$S(d, \alpha) = \left(\frac{\log(d + 1)}{\delta} \right)^\alpha \text{ , } d > 0, \text{ } -1 \leq \alpha \leq 1$$



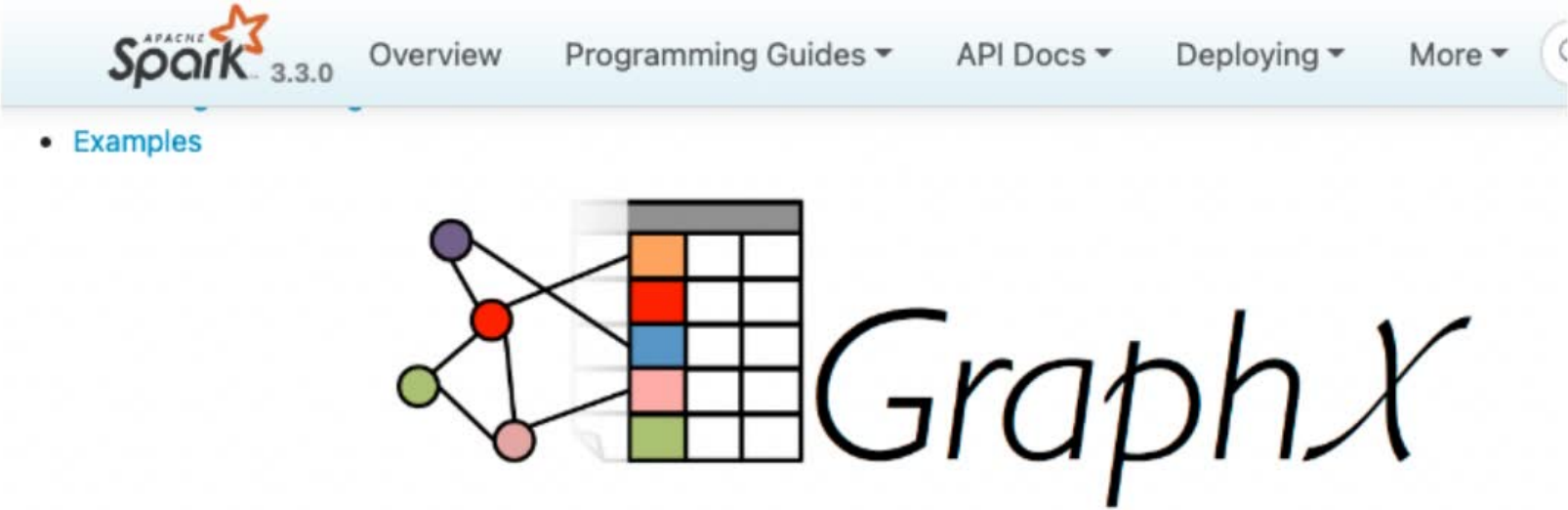


03

相应平台的演化



业界常用的完成离线图算法和图机器学习算法框架



About

腾讯高性能分布式图计算框架Plato

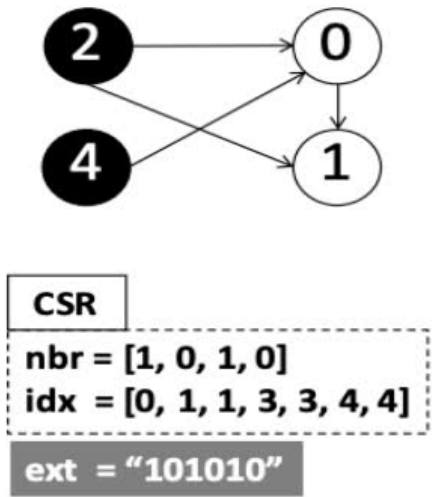
plato

graph-computing

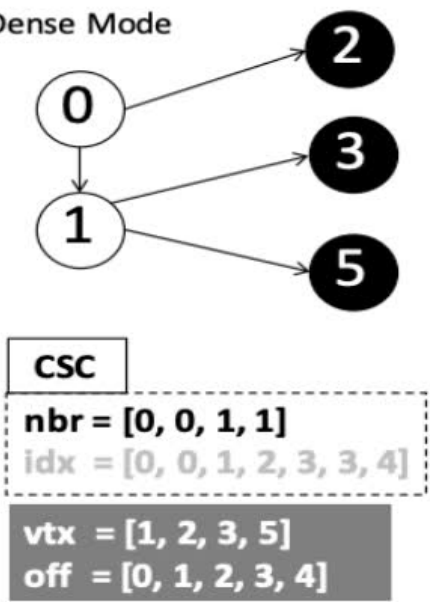
Push & Pull Sparse & Dense

Dual-Mode Edge Representation

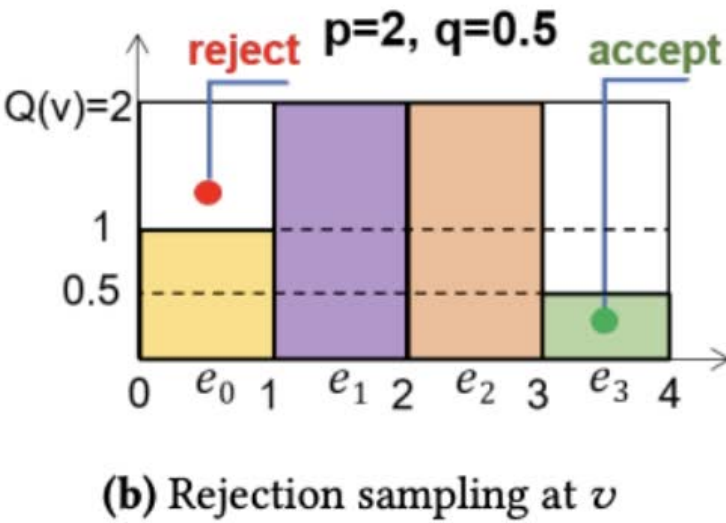
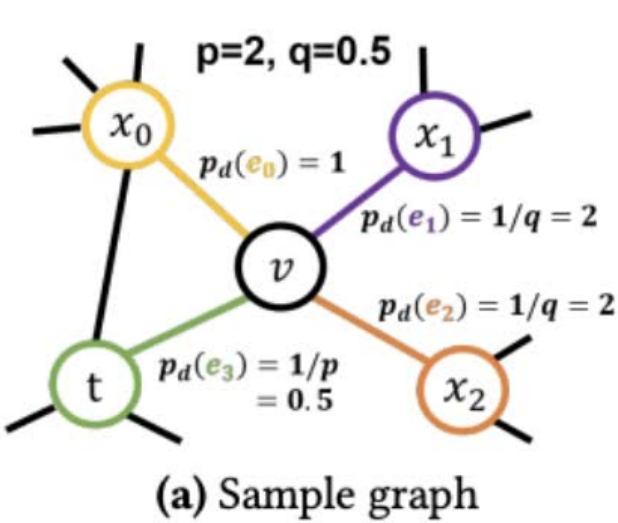
Sparse Mode



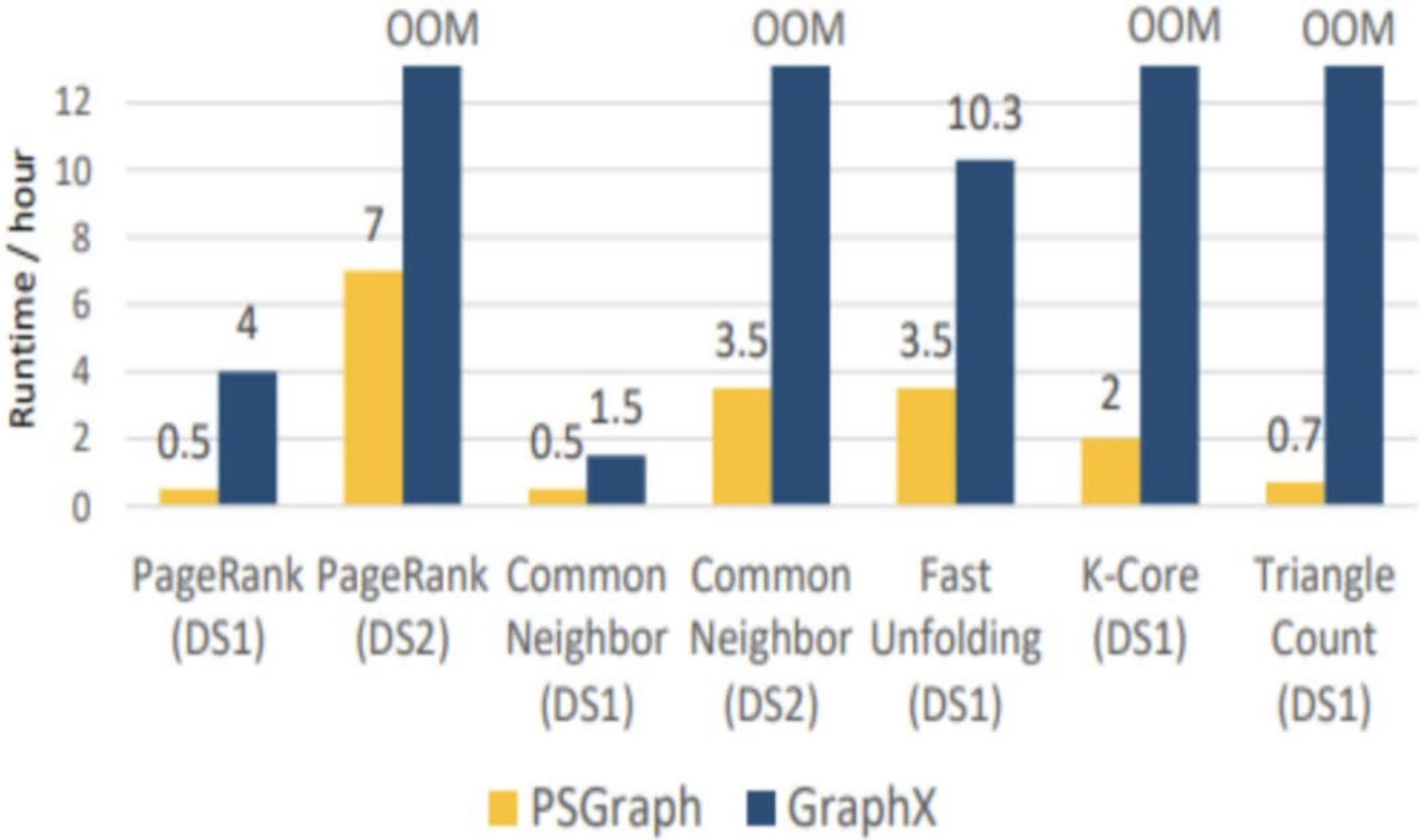
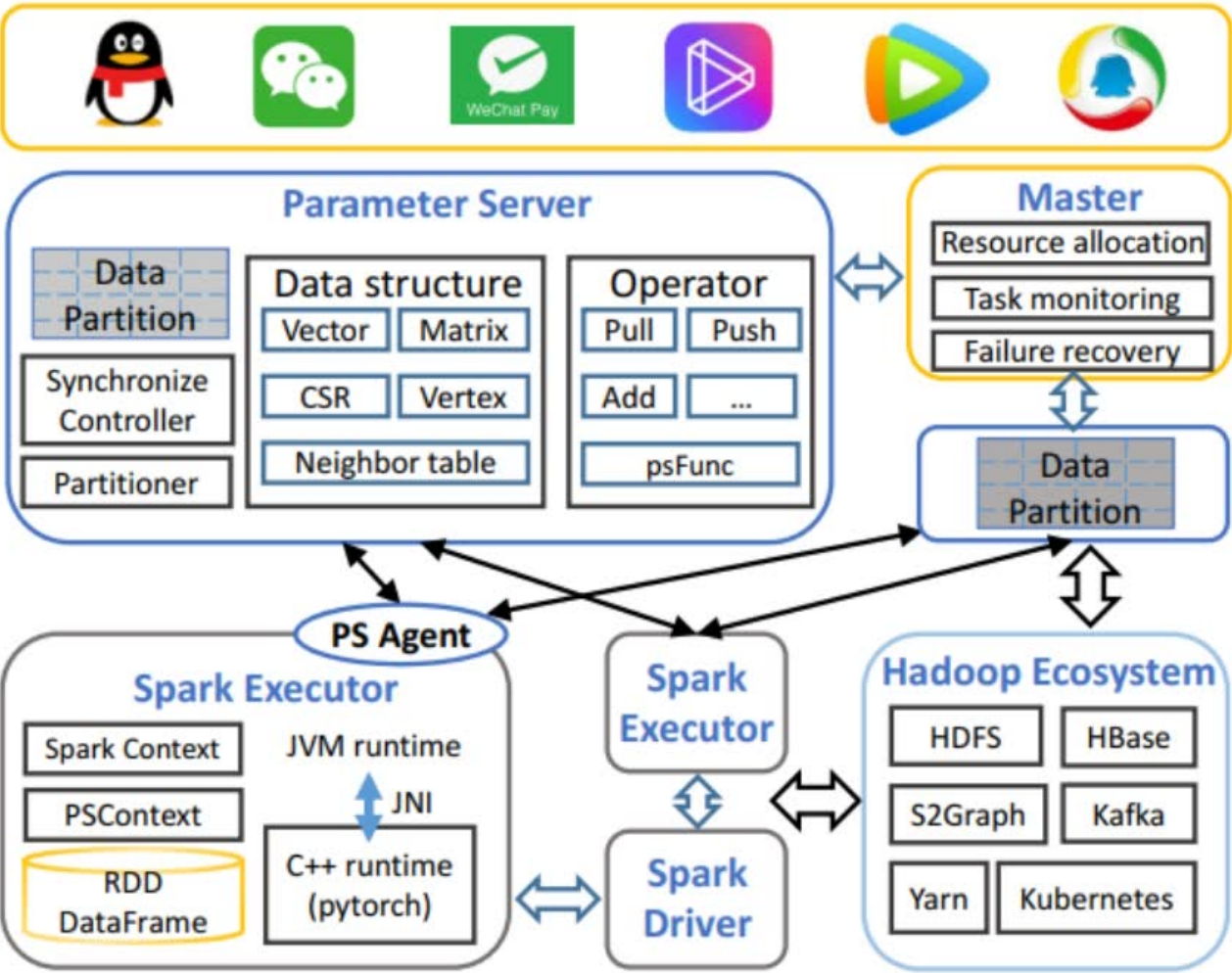
Dense Mode



特殊边概率权重下的拒绝采样

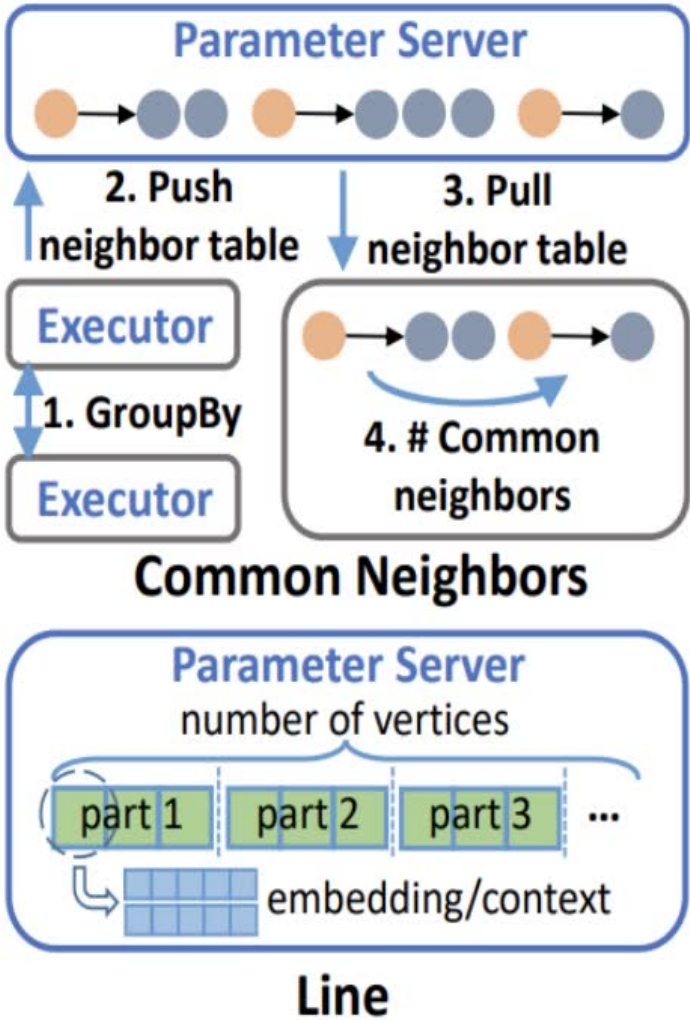
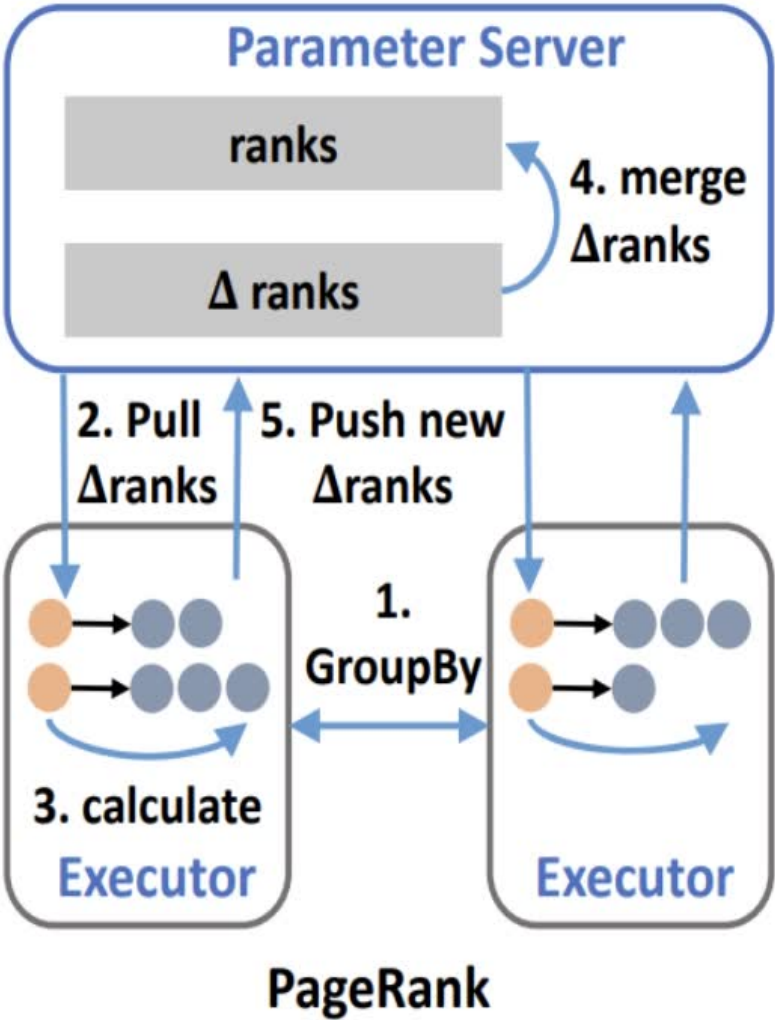


腾讯 Angel图计算-简介



腾讯 Angel图计算-代码样例

```
1 class GraphRunner {
2
3   def main(args: Array[String]): Unit = {
4     val params = ArgsUtil.parse(args)
5     SparkContext.getOrCreate()
6     PSContext.getOrCreate()
7     val algo = new GraphAlgo(params)
8     val graph = GraphIO.load(params)
9     val output = algo.transform(graph)
10    GraphIO.save(output)
11  }
12
13 }
14
15 class GraphAlgo(args: Array[String]) {
16
17   def transform(dataset: Dataset[_]): DataFrame = {
18     val edges = GraphOps.loadEdges(dataset)
19     val neighborTable = GraphOps.toNeighborTable(edges)
20     val model = PSContext.matrix(row, col, DataType)
21     val delta = ... // do calculation
22     model.update(delta)
23     SparkContext.createDataFrame(model)
24   }
25
26 }
```



腾讯 Angel图计算-GraphSage实现

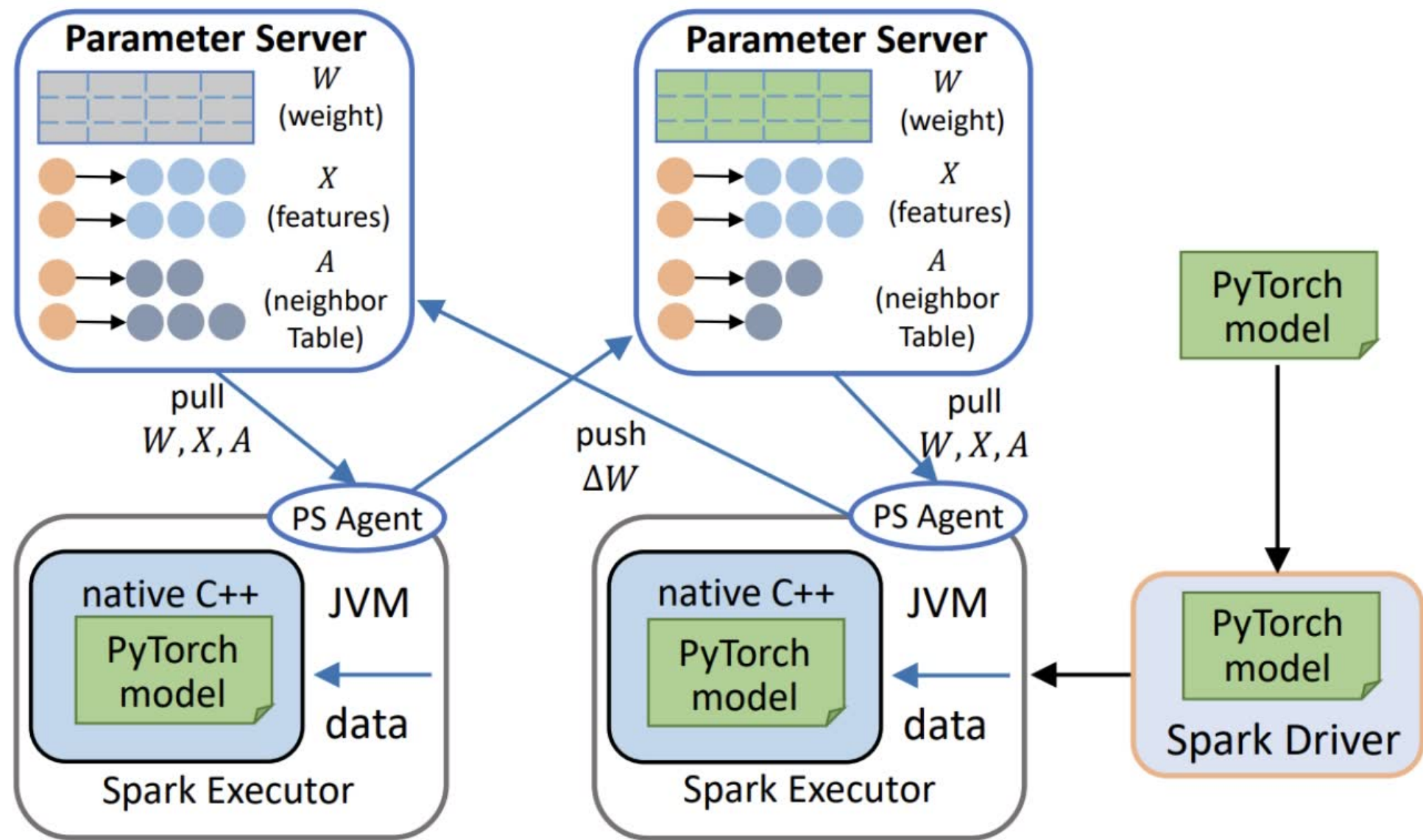
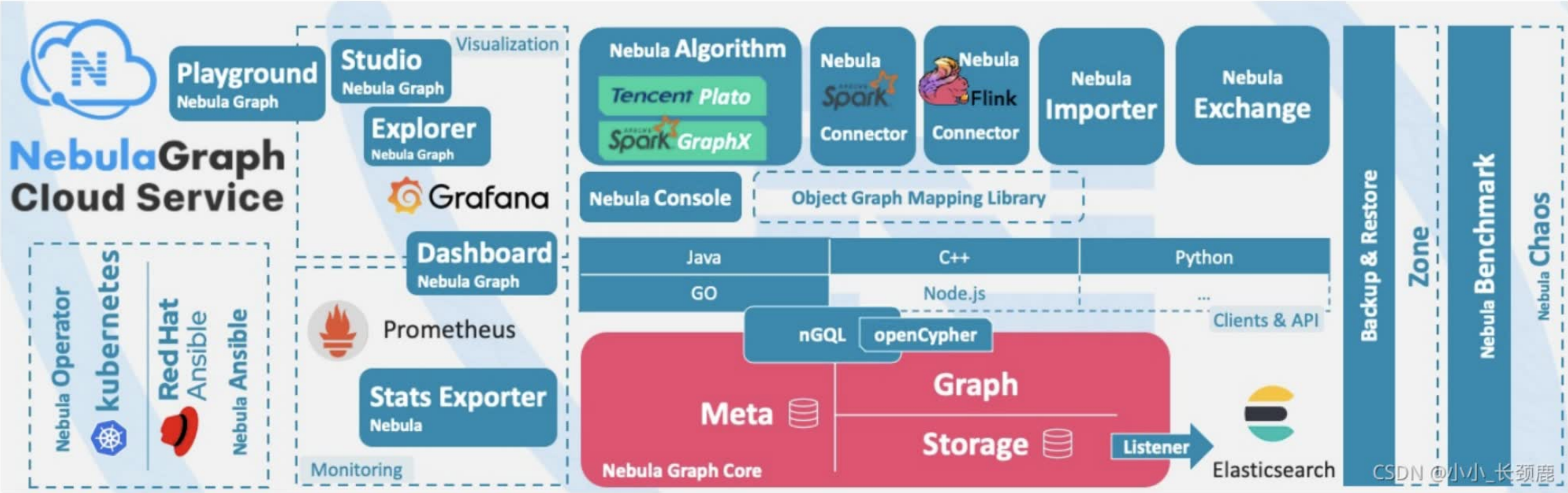
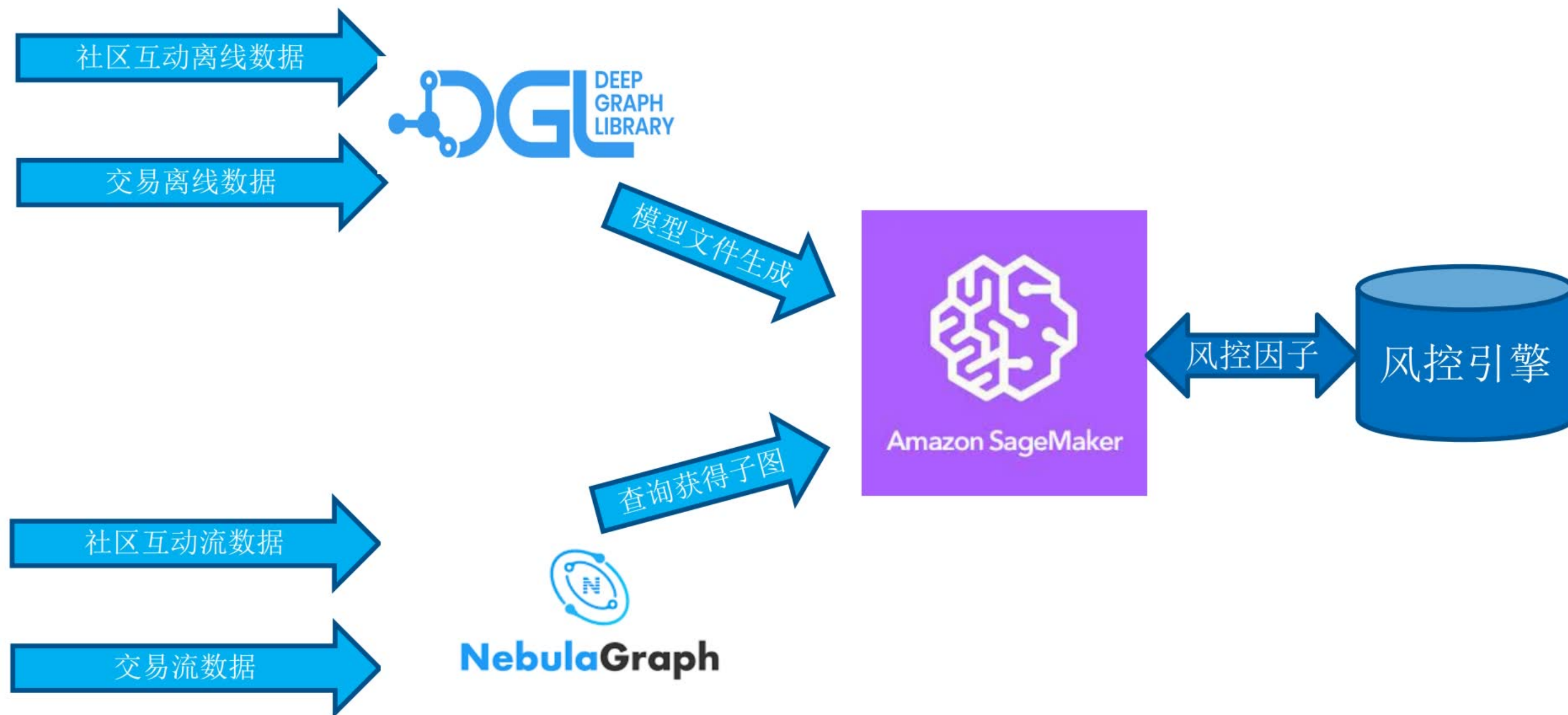


Fig. 5. Implementation of GraphSage.

开源图数据库生态完善



DGL+SageMaker+Nebula, 快速搭建一个可以线上实时模型查询推理系统

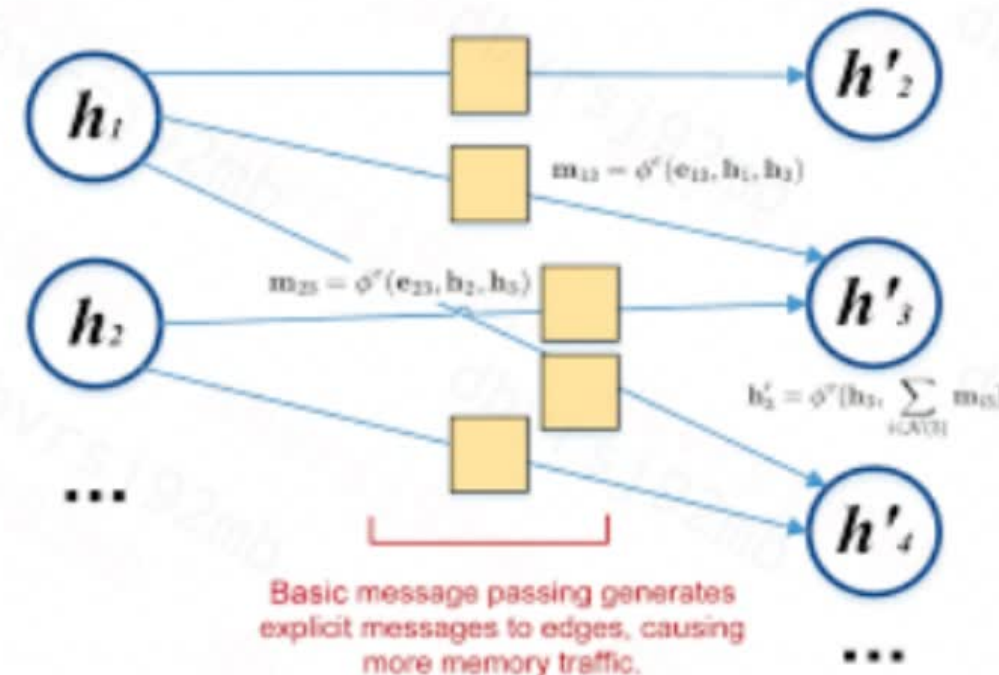


DGL – message passing 角度的编程和实现优化，减少通讯和存储开销，利用GPU特性

内部支持的Message Passing

```
def gcn_msg(edge):
    msg = edge.src['h'] * edge.src['norm']
    return {'m': msg}
```

```
def gcn_reduce(node):
    accum = torch.sum(node.mailbox['m'], 1) *
    node.data['norm']
    return {'h': accum}
```



$$\mathbf{M} = \text{send}(E, \phi^e, \mathbf{H}_v) \quad \mathbf{H}'_v = \text{recv}(V, \Sigma, \mathbf{M})$$

Basic message passing

$$\mathbf{H}'_v = \text{send_and_recv}(E, \phi^e, \Sigma, \mathbf{H}_v)$$

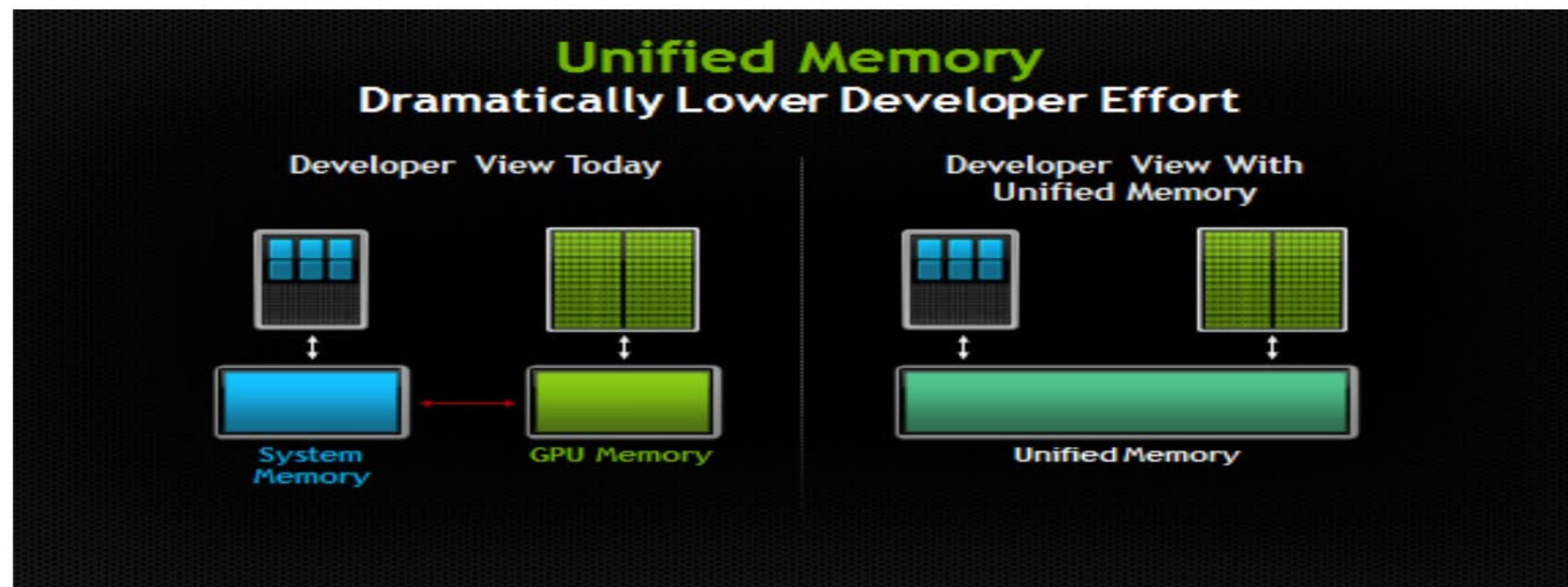


DGL **fuses** the computation as `send_and_recv` to avoid explicit message storage, thus is **faster** and more **scalable** for large graphs.

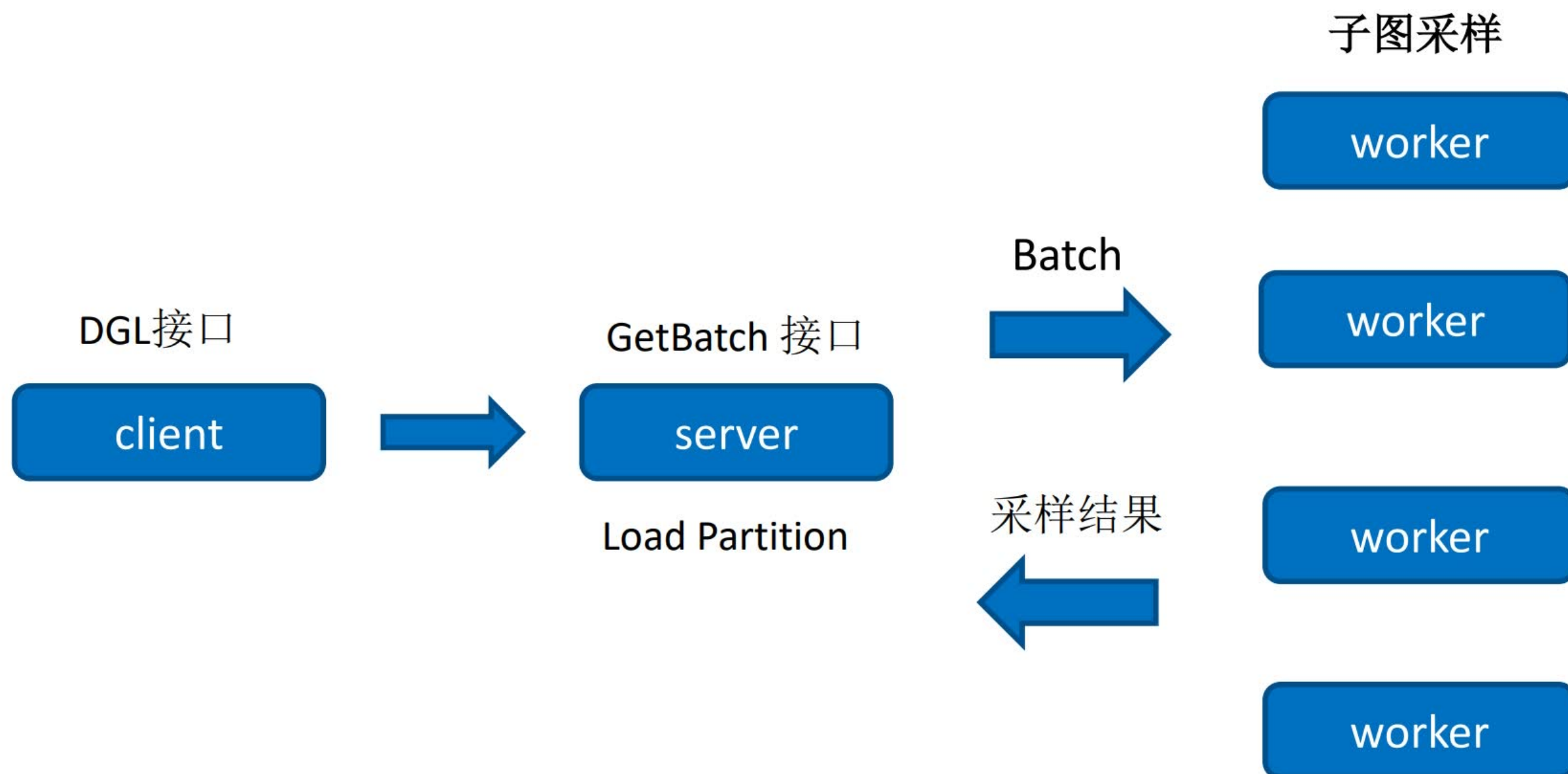
DGL-GPU优化，更多的操作交给GPU来完成

One can use GPU-based neighborhood sampling with DGL data loaders via:

- Put the graph onto GPU.
- Put the `train_nid` onto GPU.
- Set `device` argument to a GPU device.
- Set `num_workers` argument to 0, because CUDA does not allow multiple processes accessing the same context.



DGL-Adapter 突破内存限制，少量的通信成本牺牲换取更大的图数据规模训练能力。





04

展望未来



图算法和图神经网络算法的融合

图神经网络算法学习能力的攻克

图神经网络算法鲁棒性

图神经网络算法可解释性

平台易用性和整合性

应用算法和系统算法上下融会贯通和统筹



非常感谢您的观看

 DataFun.

