

ICDM 2022: Risk Commodities Detection on Large-Scale E-Commerce Graphs

Team: **SYSU-GEAR**

Rank: 8th (Session I) 3rd (Session II)

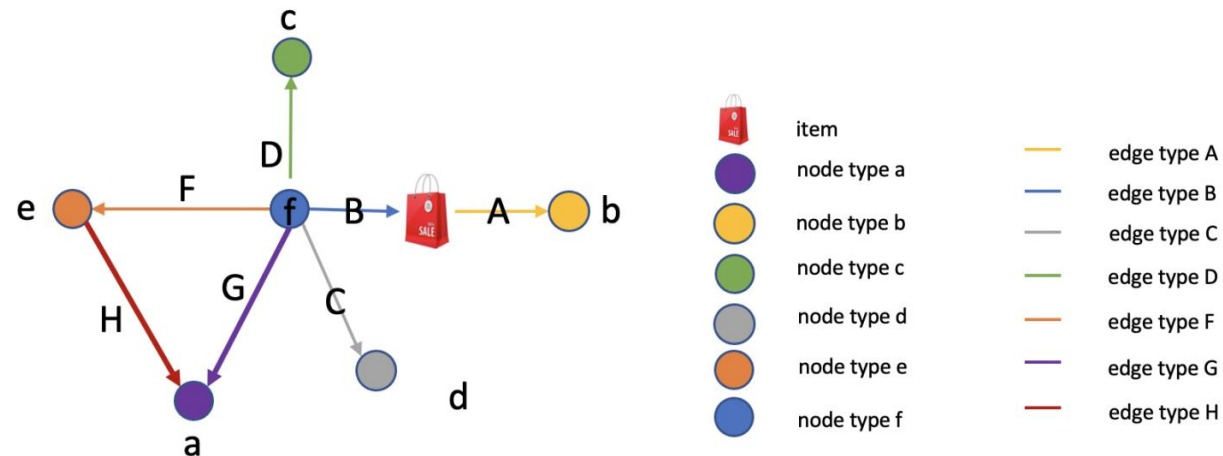
- Jintang Li: Sun Yat-sen University
- Yike Xu: South China University of Technology
- Junyuan Fang: City University of Hong Kong



Background

Background

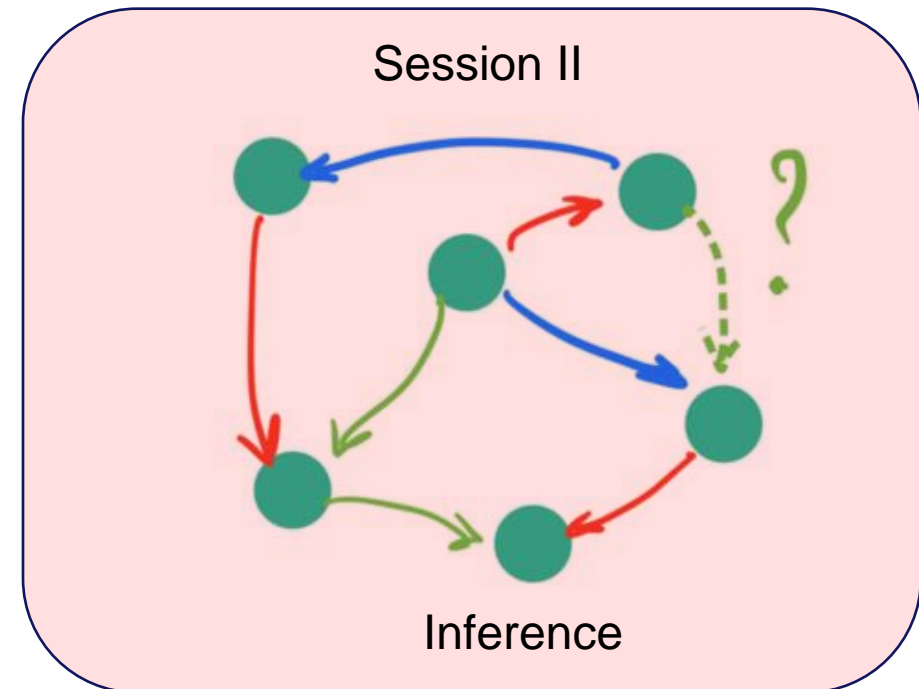
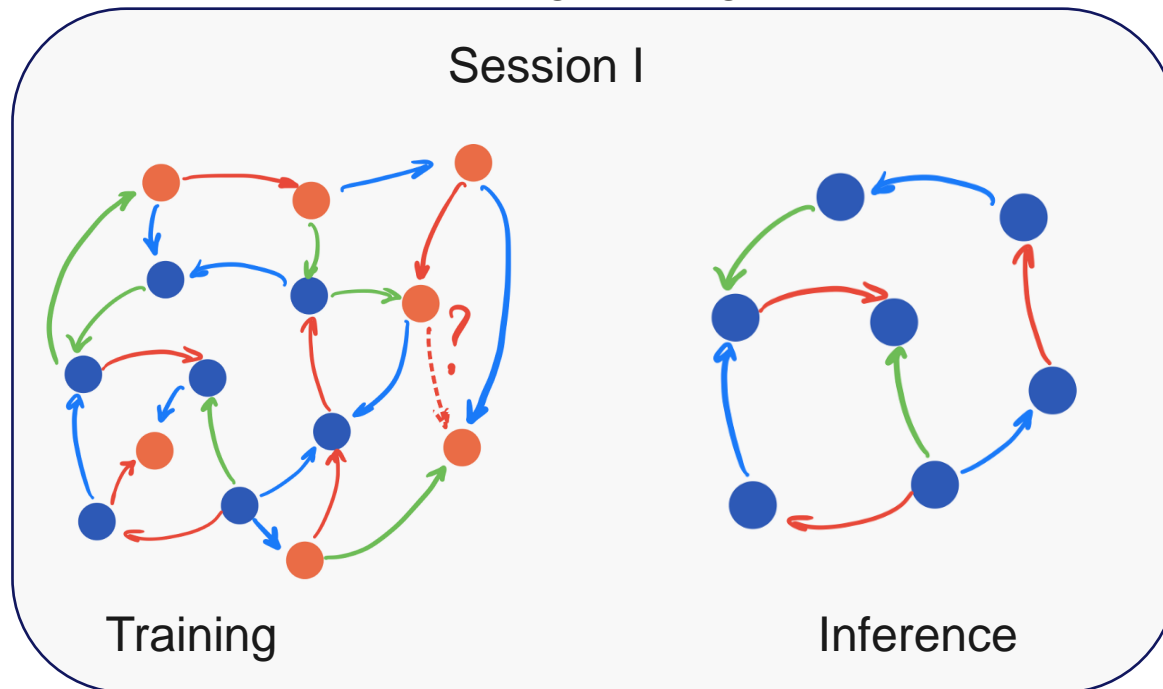
- ❑ Risk Commodities Detection on Large-Scale E-Commence Graphs
- ❑ Challenges (1/4):
 - ❑ Large-scale and heterogeneous: 13M nodes, 157M edges, 7 node types and 7 edge types



# Node type	# Edge type	# Node	# Edge
7	7	13,806,619	157,814,864

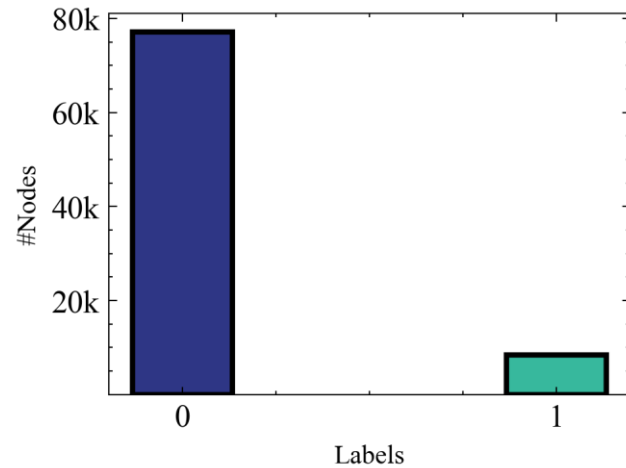
Background

- ❑ Risk Commodities Detection on Large-Scale E-Commerce Graphs
- ❑ Challenges (2/4):
 - ❑ Inductive and transferable capability: inference on another graph that is not visible during training (Session II)



Background

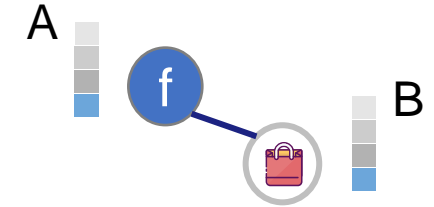
- ❑ Risk Commodities Detection on Large-Scale E-Commence Graphs
- ❑ Challenges (3/4):
 - ❑ Imbalance of node labels: positive (8k) and negative (77k) $\approx 1 : 10$



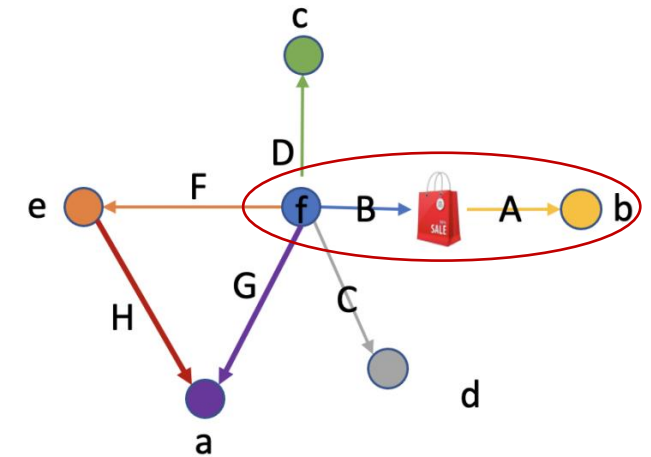
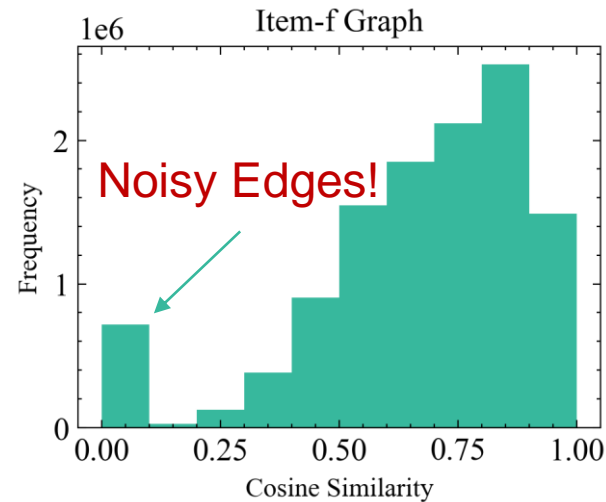
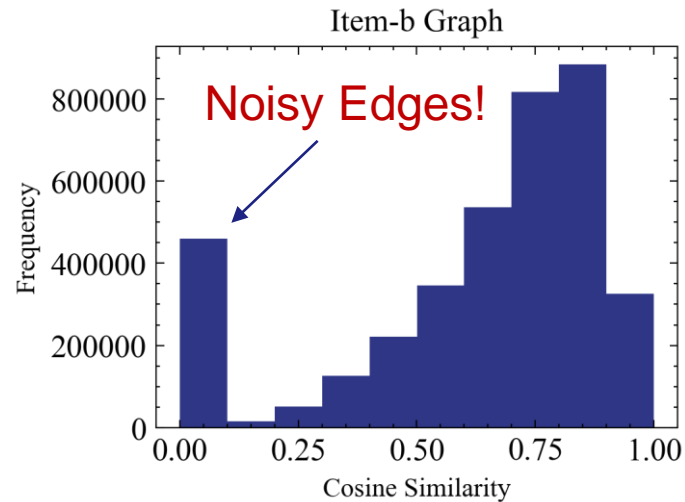
# Positive sample	# Negative sample
8,364	77,198

Background

- ❑ Risk Commodities Detection on Large-Scale E-Commerce Graphs
- ❑ Challenges (4/4):
 - ❑ Data noise on graph structure/node features



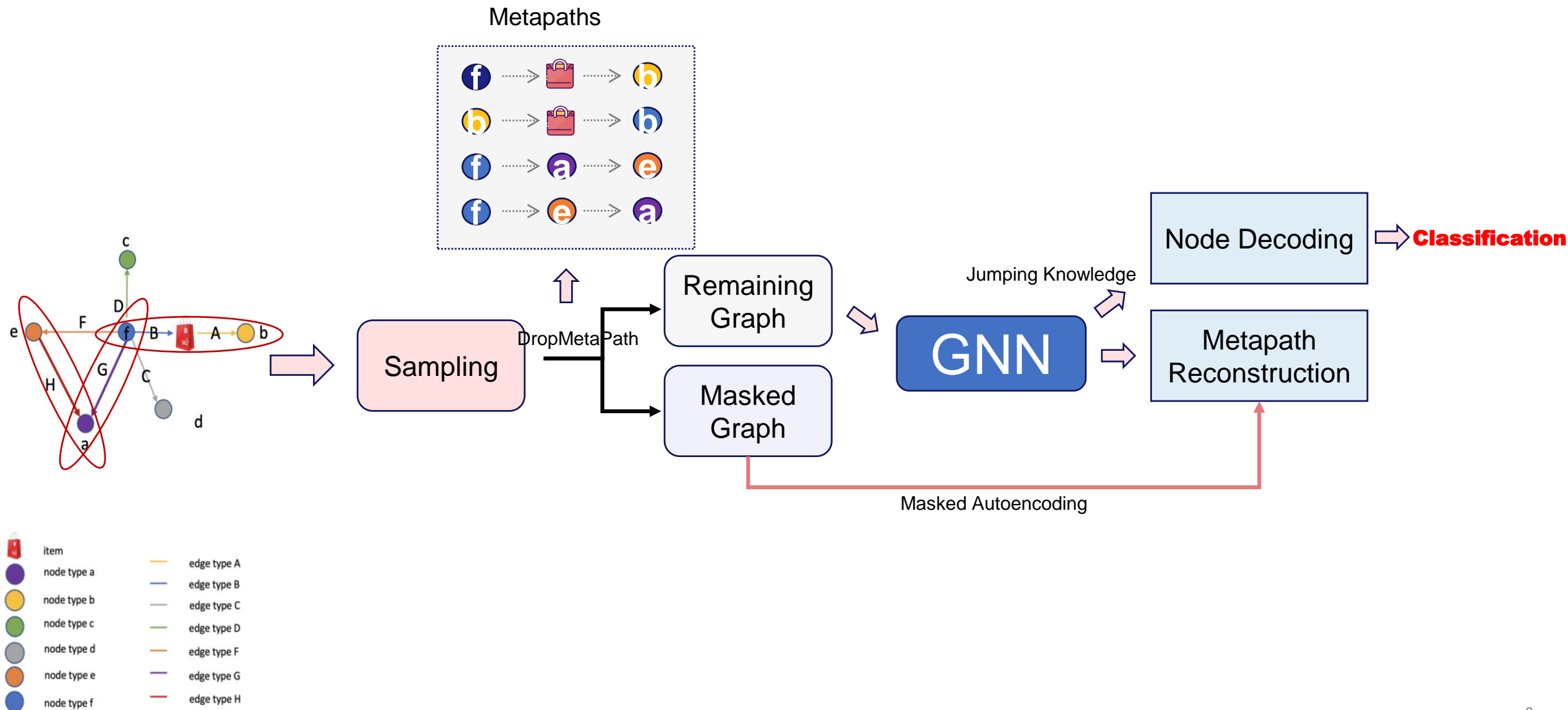
$$\text{cosine similarity} = S_C(A, B) := \cos(\theta) = \frac{\mathbf{A} \cdot \mathbf{B}}{\|\mathbf{A}\| \|\mathbf{B}\|} = \frac{\sum_{i=1}^n A_i B_i}{\sqrt{\sum_{i=1}^n A_i^2} \sqrt{\sum_{i=1}^n B_i^2}},$$



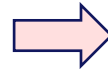
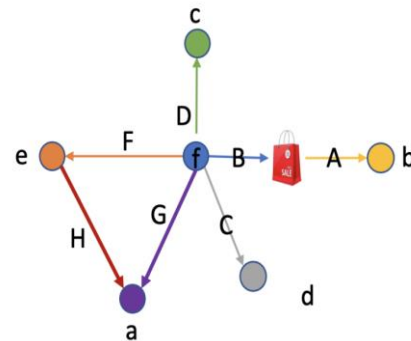


Method: HeteroGNN (Overall Framework)

Overall Framework: HeteroGNN



Overall Framework: HeteroGNN



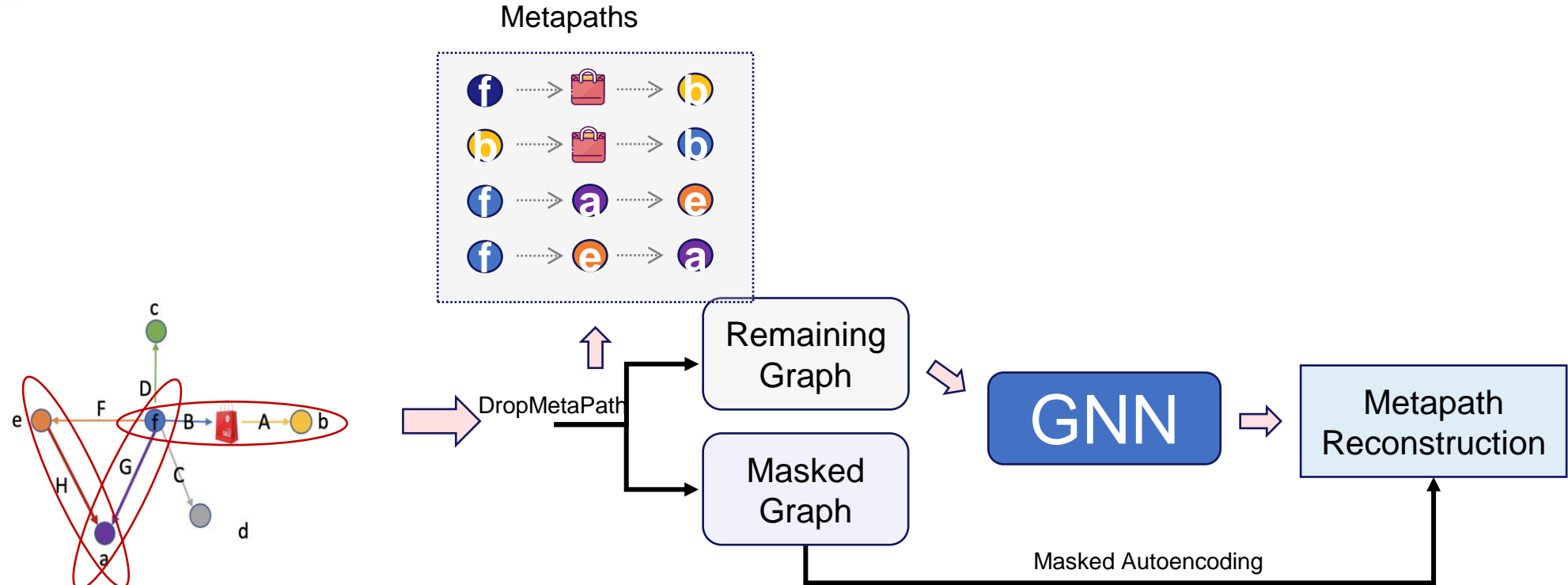
Sampling

Challenge 1 (scalability) &

Challenges 2 (inductive capability): Neighborhood sampling

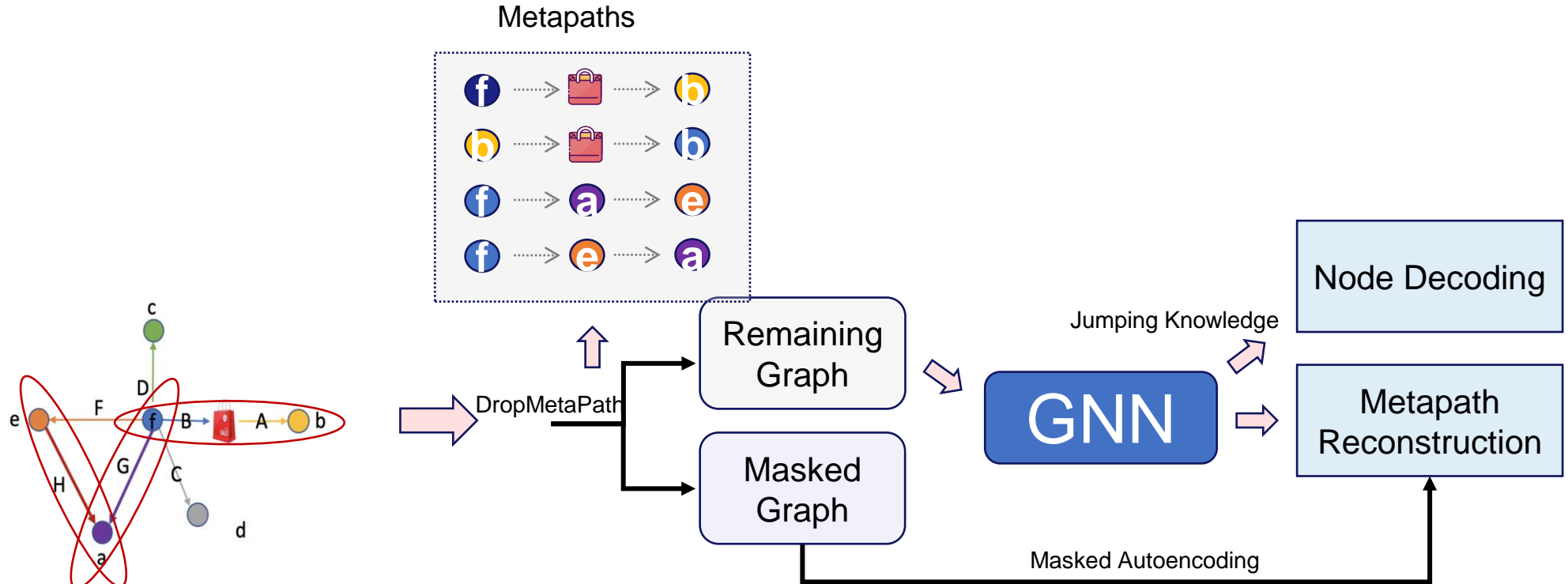
Challenge 3 (Imbalance): resampling

Overall Framework: HeteroGNN



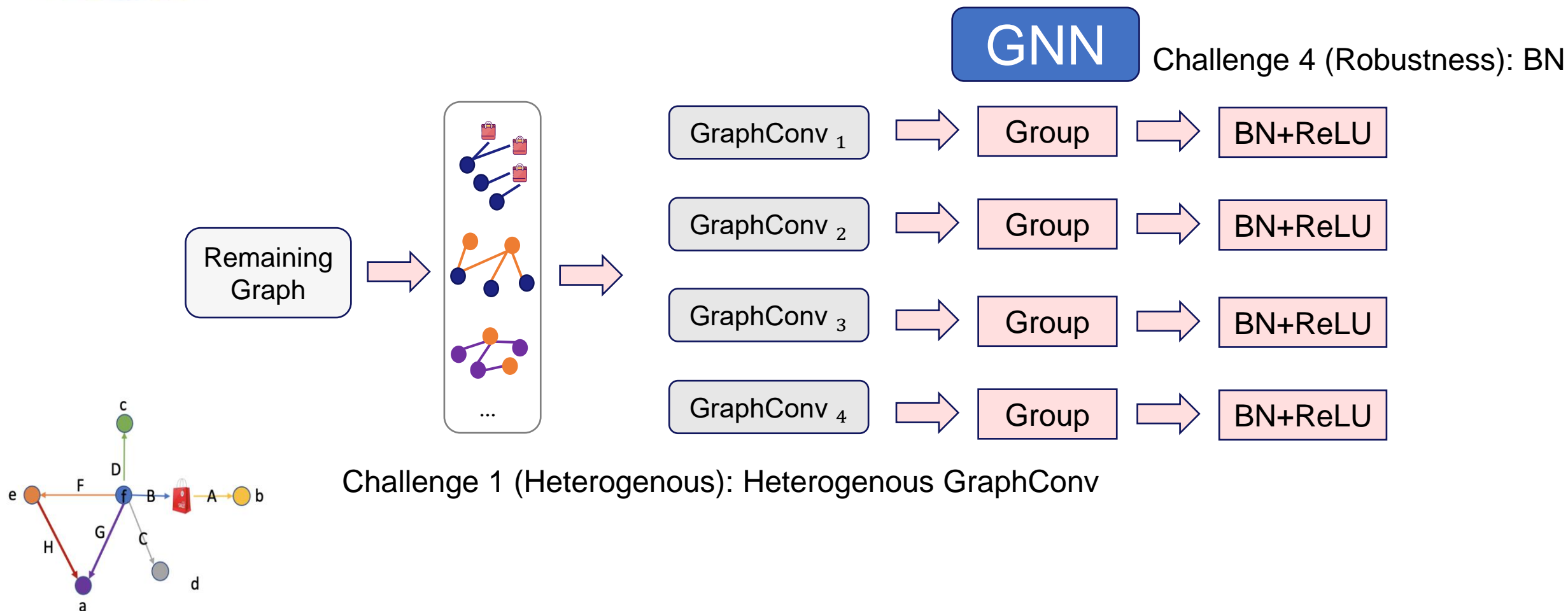
Challenge 4 (Robustness): DropMetaPath, Masked Autoencoding

Overall Framework: HeteroGNN



Challenge 4 (Robustness): DropMetaPath, Masked Autoencoding, Jumping Knowledge

Overall Framework: HeteroGNN

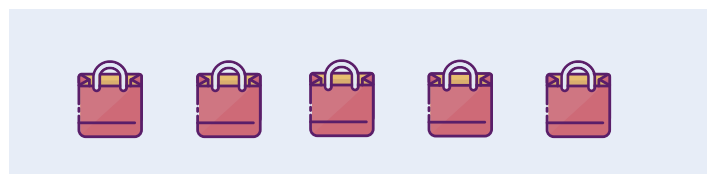




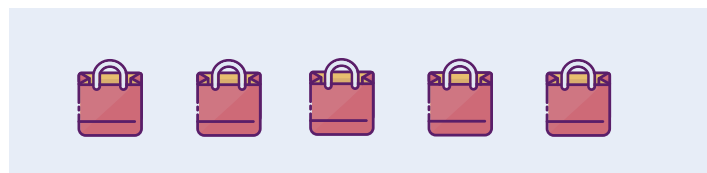
Method: HeteroGNN (Details)

Method: HeteroGNN

Multi-hop neighborhood sampling

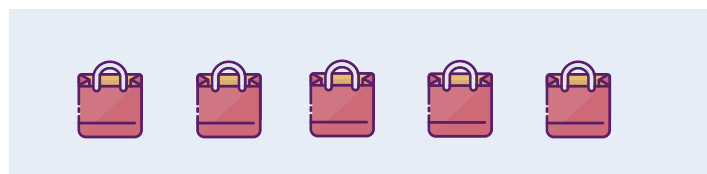


Batch 1

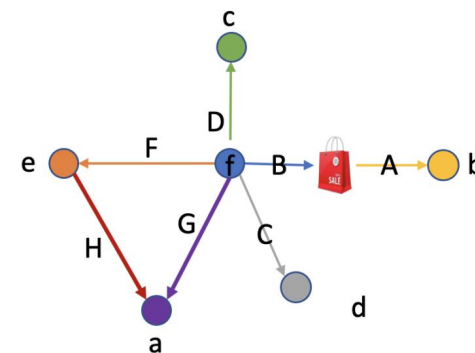
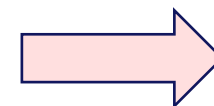
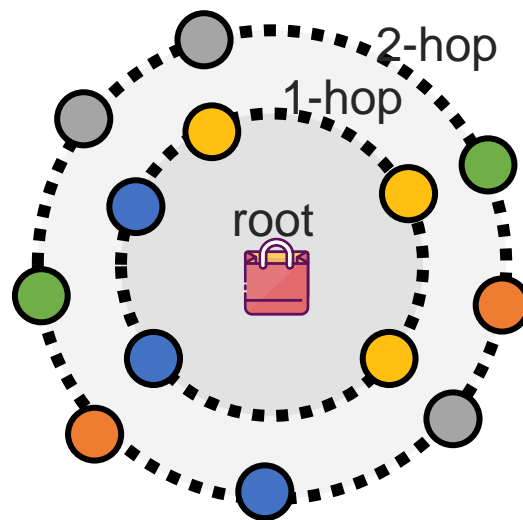
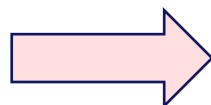


Batch 2

...



Batch n

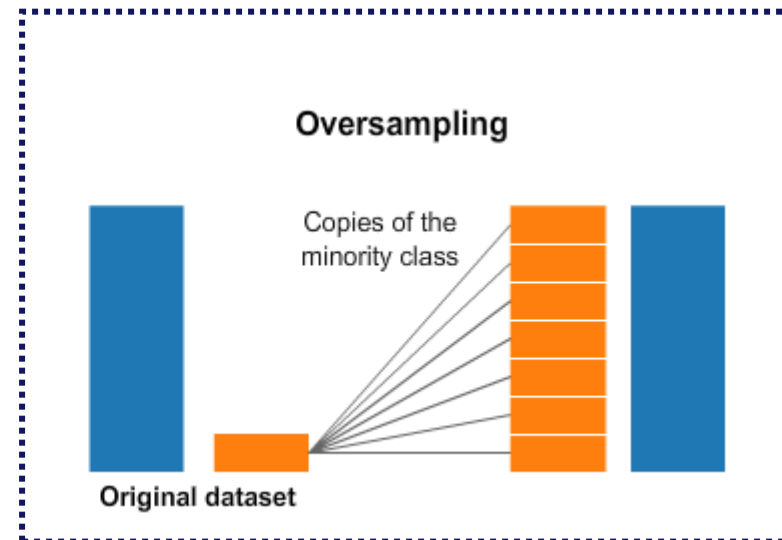
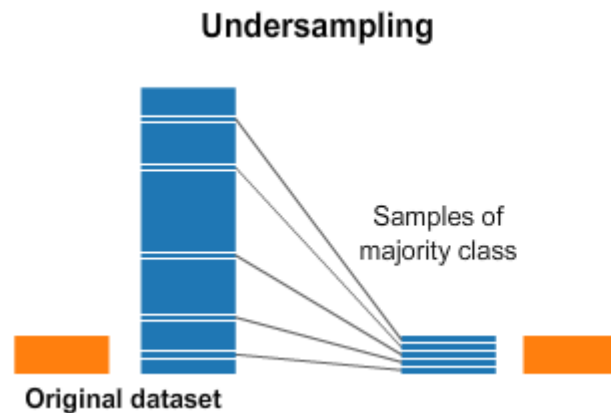


$$\mathcal{N}(v_i) \rightarrow \mathcal{N}_s(v_i)$$

Method: HeteroGNN

□ Resampling

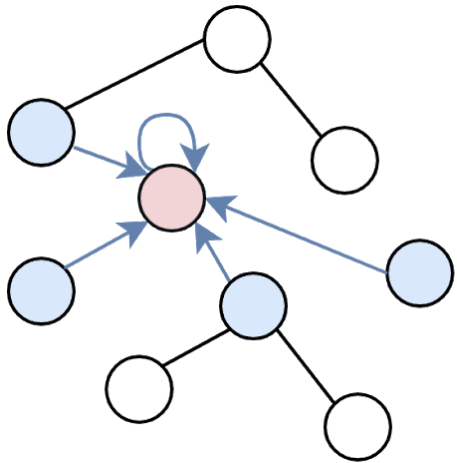
- Most data falls into major class (0) while a few data falls into the minority class (1)
- **Over-sampling** technique is used to produce equally distributed data fall into each class



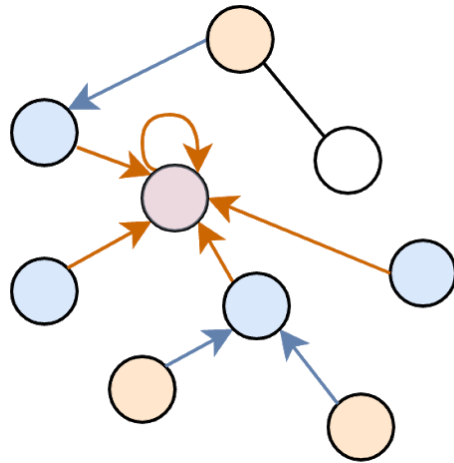
Method: HeteroGNN

□ Stacking graph convolutional layers

□ Performing multiple updates increases the “receptive field” of each node.



Layer 1



Layer 2

$$\mathbf{h}_v^k = \sigma \left(\left[\mathbf{W}_k \cdot \text{AGG} \left(\left\{ \mathbf{h}_u^{k-1}, \forall u \in N(v) \right\} \right), \mathbf{B}_k \mathbf{h}_v^{k-1} \right] \right)$$

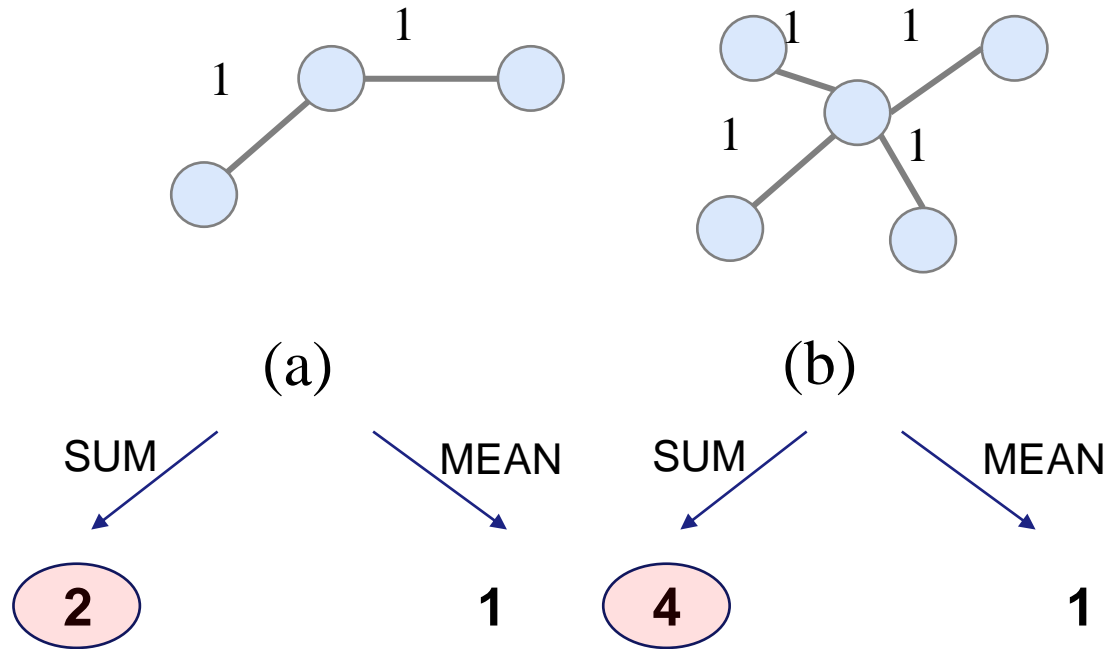
concatenate self embedding and neighbor embedding

generalized aggregation

Method: HeteroGNN

Stacking graph convolutional layers

- Performing multiple updates increases the “receptive field” of each node.
- Use **SUM** aggregation instead of **MEAN** aggregation to increase expressiveness

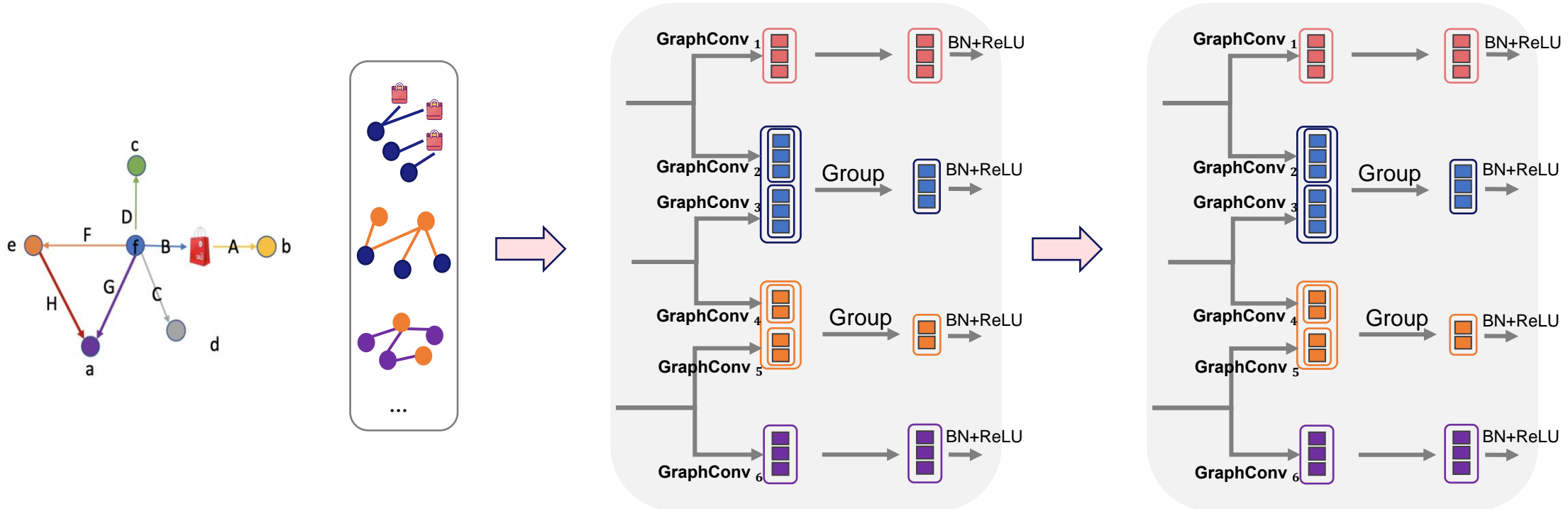


AGG = SUM is better!

Method: HeteroGNN

Stacking graph convolutional layers

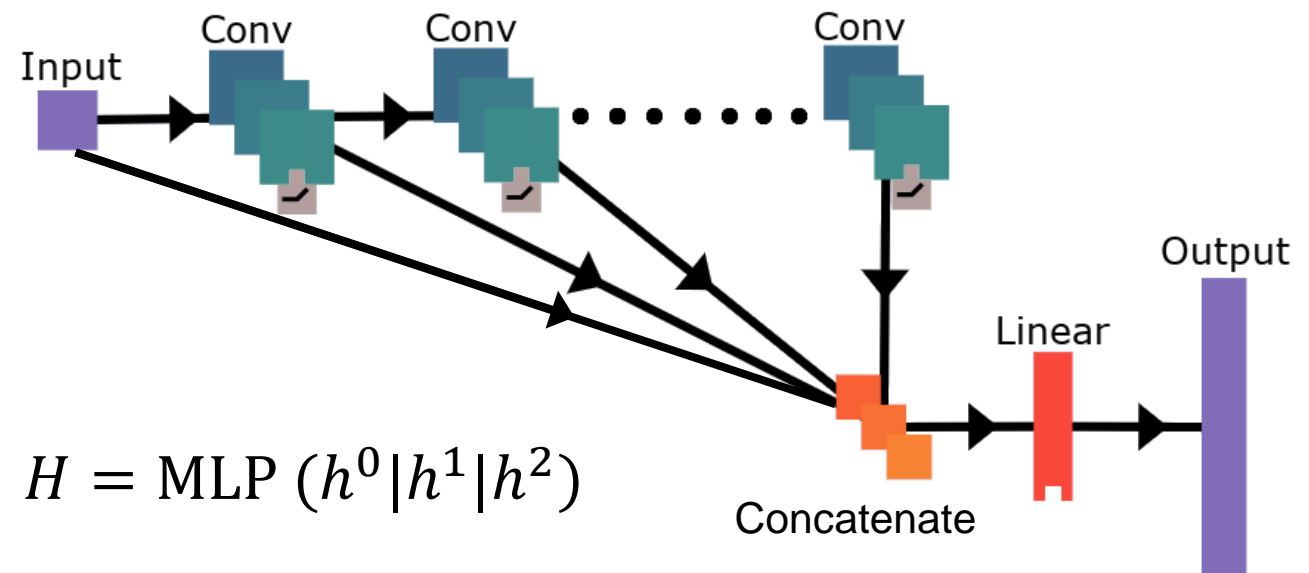
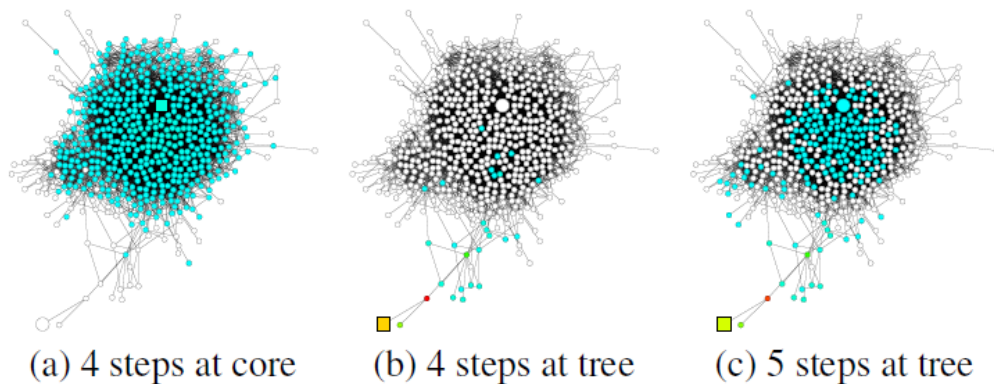
- Performing multiple updates increases the “receptive field” of each node.
- Use **SUM** aggregation instead of **MEAN** aggregation to increase expressiveness
- Heterogenous GraphConv: Each graph view corresponds to an edge type



Method: HeteroGNN

□ Jumping Knowledge

- Different subgraph structures result in very different neighborhood sizes
- Jumping Knowledge enables adaptive, structure-aware representations
- Such representations are particularly interesting for representation learning on large complex graphs with diverse subgraph structures

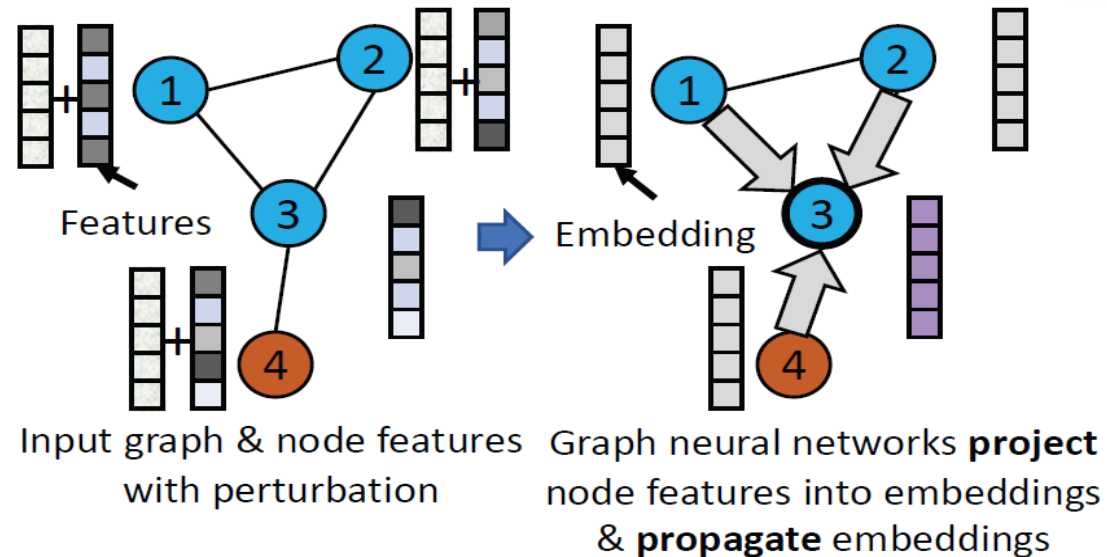


Method: HeteroGNN

Graph Adversarial Training

- Adversarial Training (AT) is a dynamic regularization technique, performing perturbations on input features to improve model robustness and generalization
- AT on graphs can propagate the applied perturbations to its local neighborhoods for each node

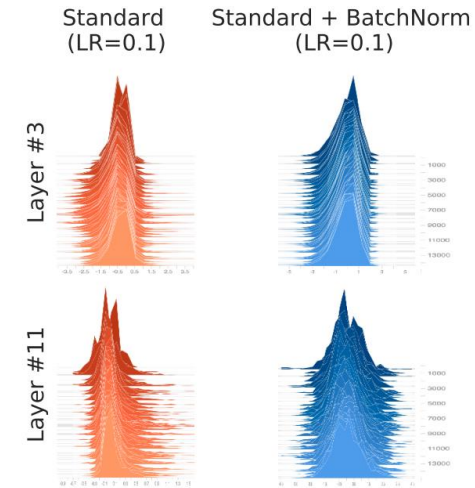
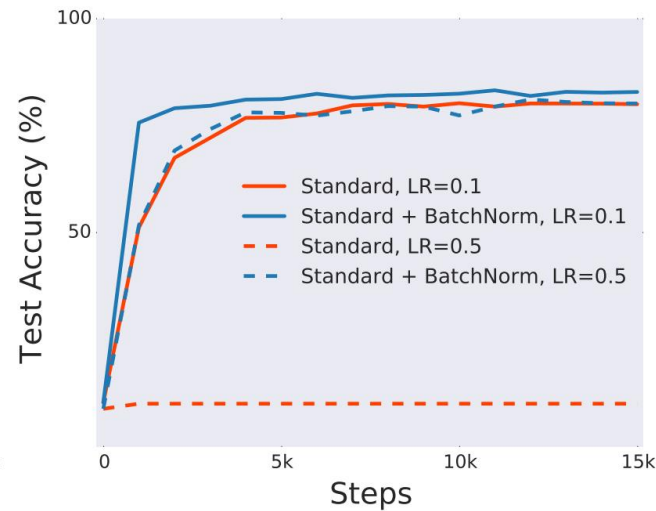
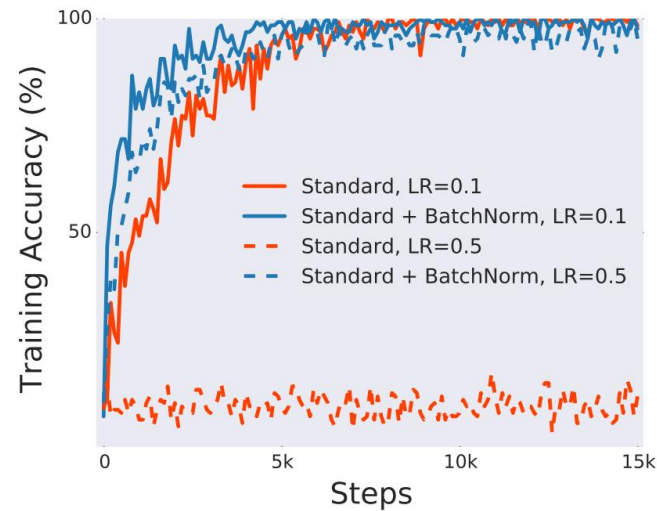
$$x' = x + \delta, \delta \sim U(-0.5, 0.5)$$



Method: HeteroGNN

□ Batch Normalization

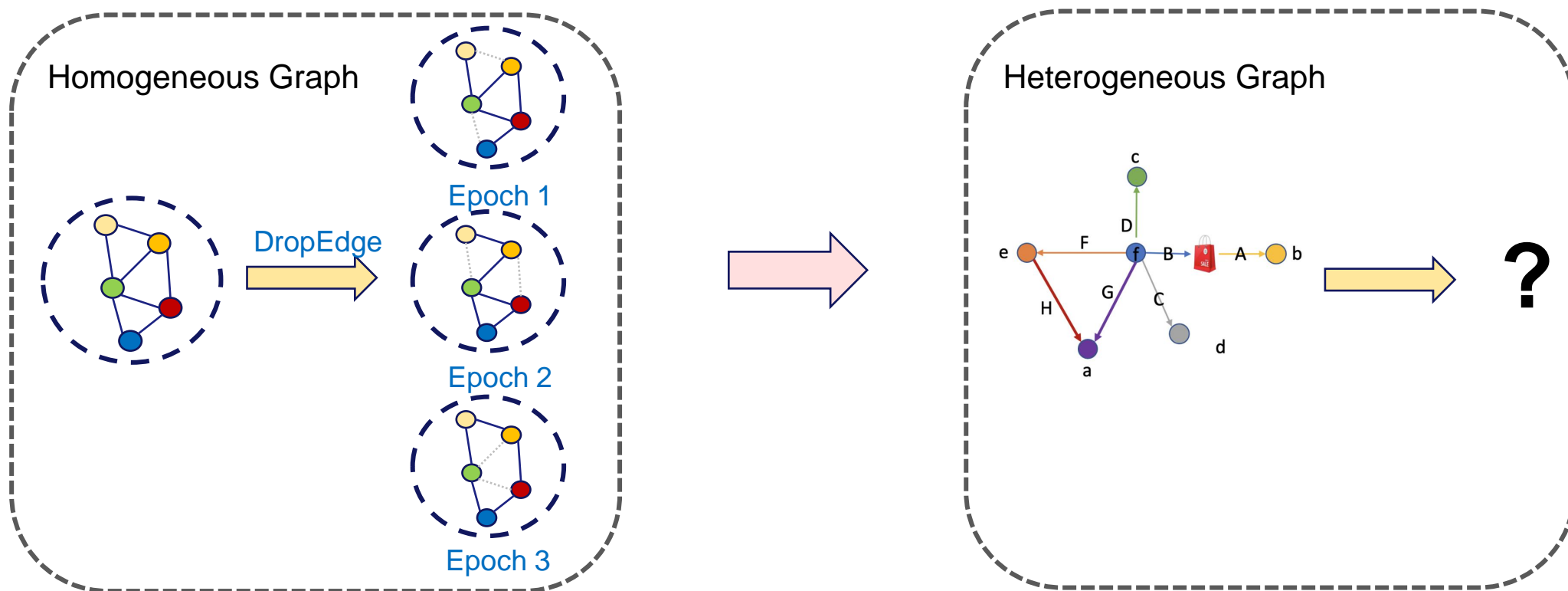
- BN can benefit the convergence/training speed of neural network models
- The input distributions would be much less pronounced between layers



Method: HeteroGNN

DropMetapath

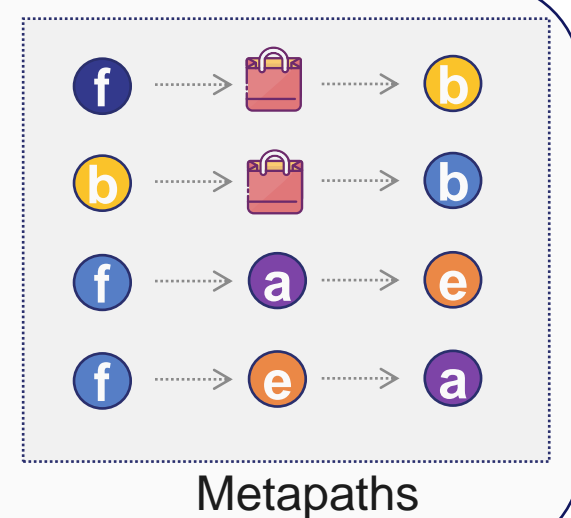
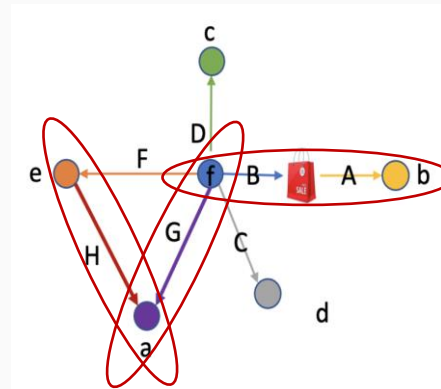
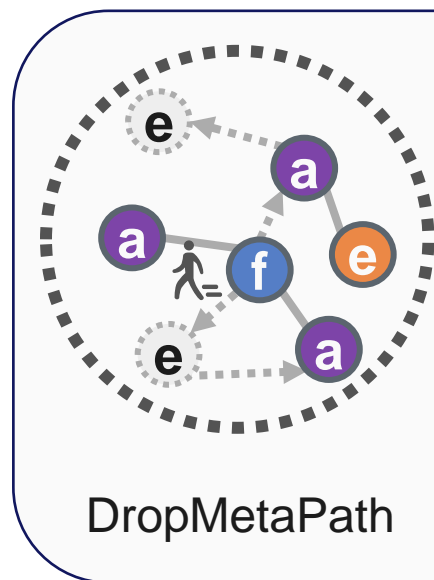
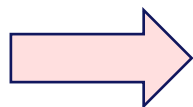
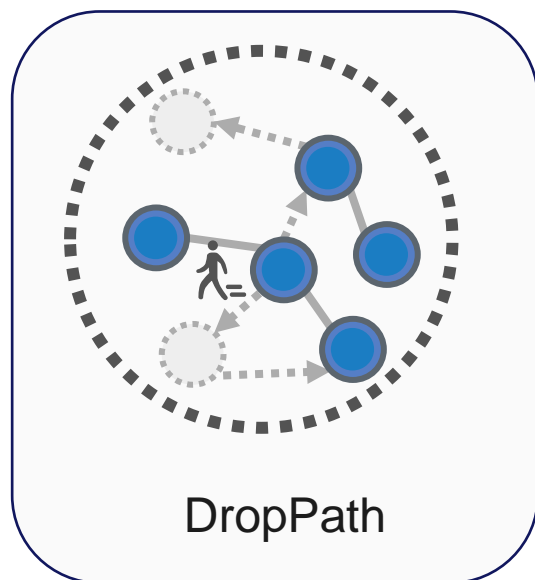
- DropEdge: a regularization trick which can implicitly reduce the inherent noise effect by randomly drop edges and nodes during training



Method: HeteroGNN

DropMetapath

- DropPath: a structured dropout for graph neural networks
- DropMetaPath: an extension of DropPath on heterogeneous graphs

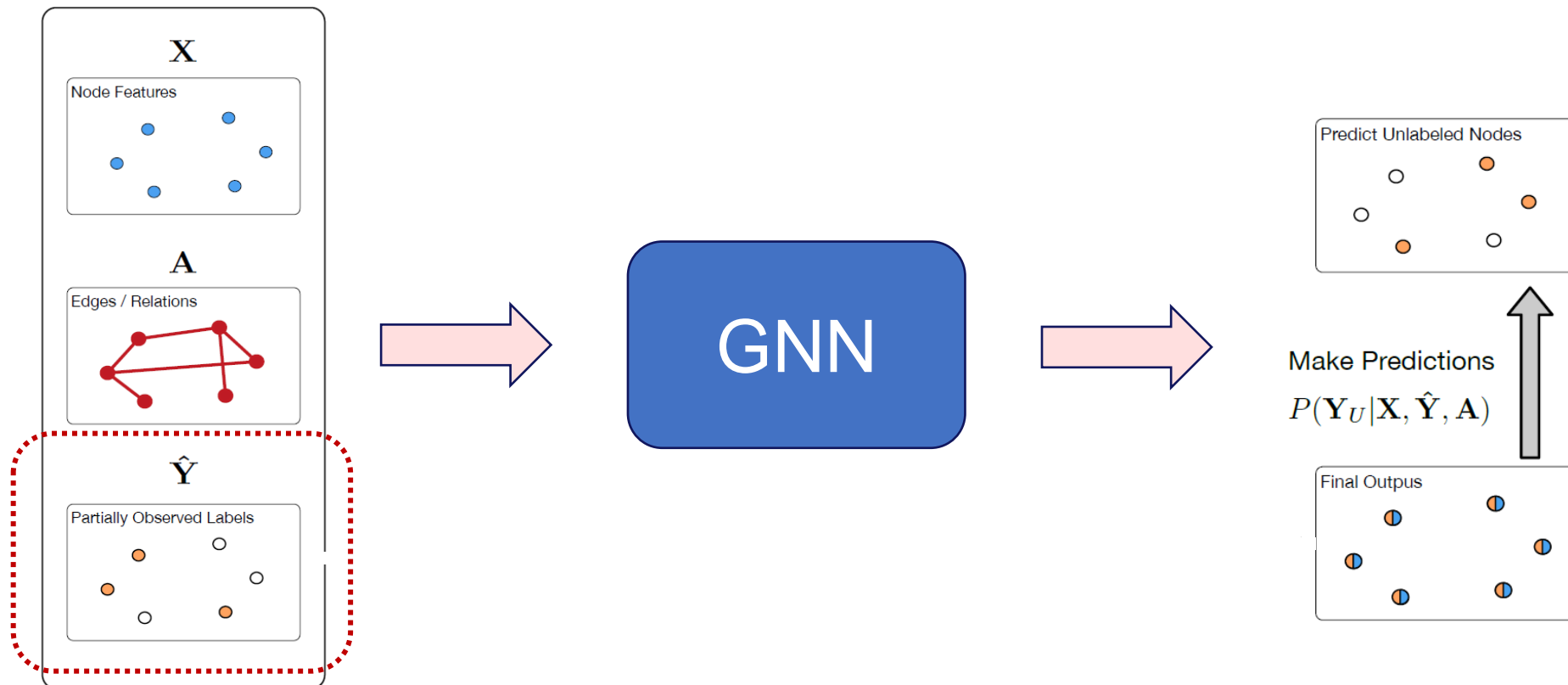


Method: HeteroGNN

Session I

□ Masked Label Propagation

- UniMP: Unified Message Passing that combines the feature and label propagation together

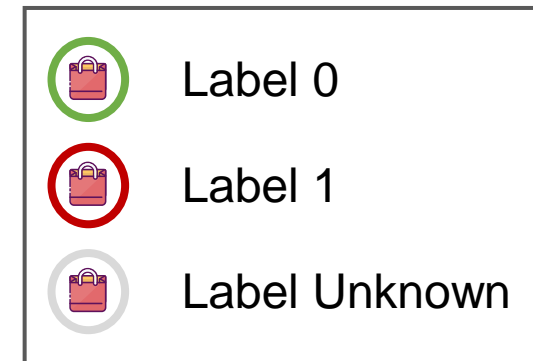
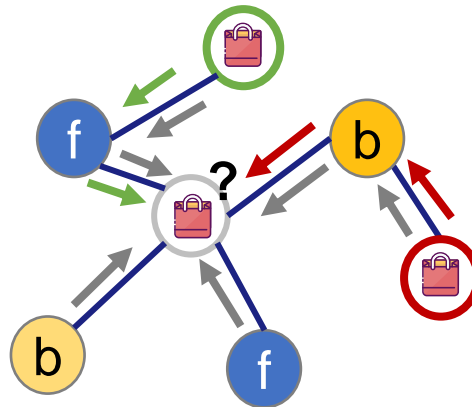
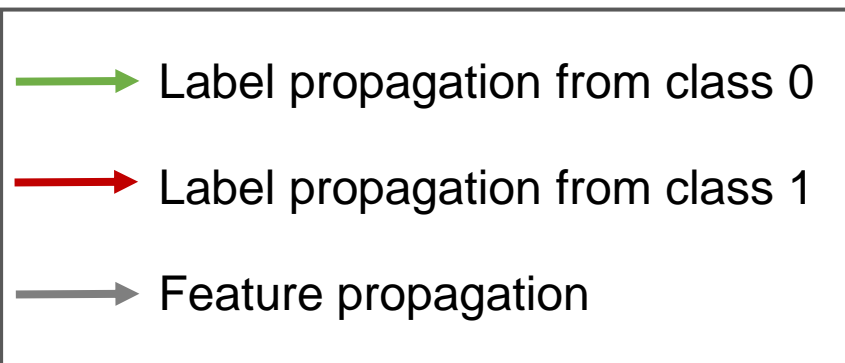


Method: HeteroGNN

Session I

□ Masked Label Propagation

- UniMP: Unified Message Passing that combines the feature and label propagation together

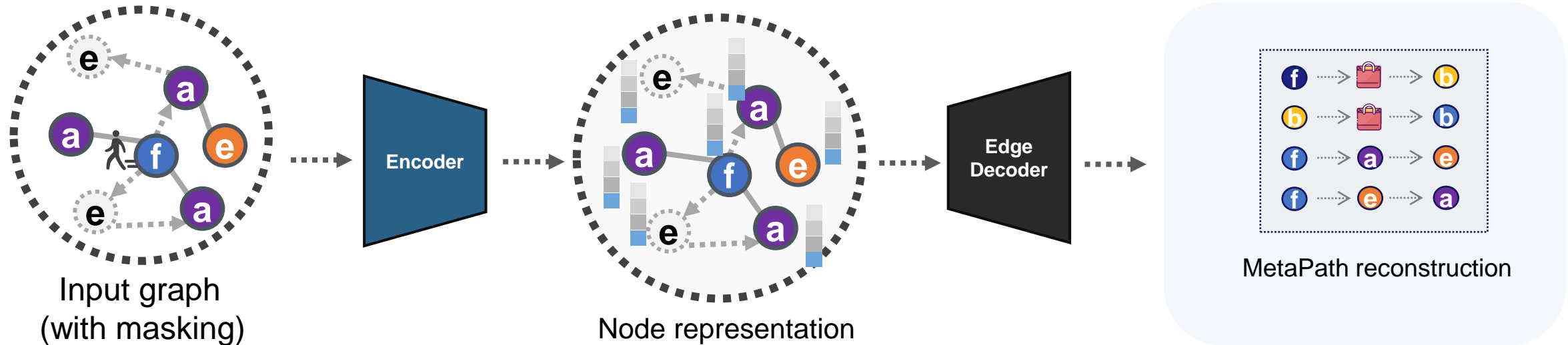


Method: HeteroGNN

Session II

□ Masked Autoencoding

- DropMetaPath has provided self-supervised signals (metapaths)
- An additional edge decoder to learn to reconstruct masked metapaths

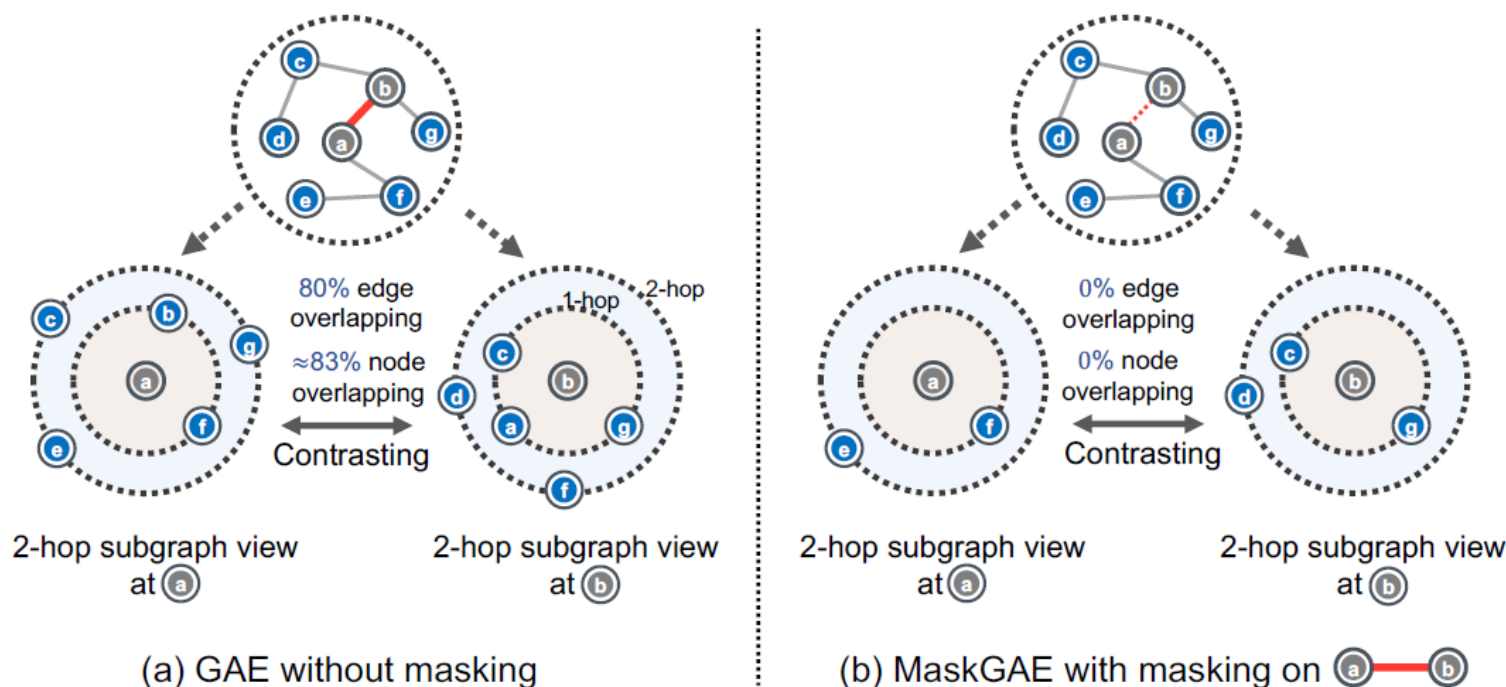


Method: HeteroGNN

Session II

Masked Autoencoding

- Masking on the positive edge helps the contrastive scheme, as it significantly reduces the redundancy of two paired subgraph views.





Experimental Results

Method: HeteroGNN

□ Session I

No.	Model	Val AP	Test AP
0	Baseline: RGCN	95.73	91.15
1	Base model: HeteroGNN (sum)	95.85	92.19
2	1+resampling	95.77	92.92
3	2+Batch Normalization	96.14	93.08
4	3+Graph Adversarial Training	96.56	93.16
5	4+Jumping Knowledge	96.35	93.22
6	5+DropMetapath	96.42	93.31
7	6+Masked Label Propagation	97.09	93.69

Method: HeteroGNN

□ Session II

No.	Model	Val AP	Test AP
0	Session I (7)	97.09	89.84
1	0 - Masked Label Propagation	96.42	90.52
2	1+Hidden size (256->512)	96.54	91.13
3	2+Node decoder (1->2)	96.68	91.40
4	3+Masked Autoencoding	96.65	91.76
5	4+sampling size (150->100)	96.92	91.83



Future Direction: Robust Aggregation Function

Robust Aggregation Function

□ What makes a robust GNN?

- **Definition: Breakdown point** $\epsilon(f, \mathcal{N})$ is defined as the smallest contamination fraction under which the aggregation function f breaks down:

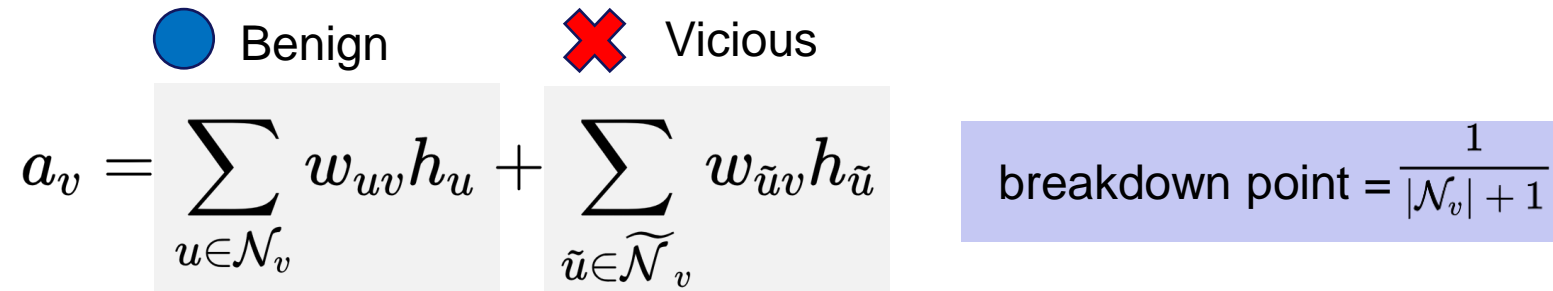
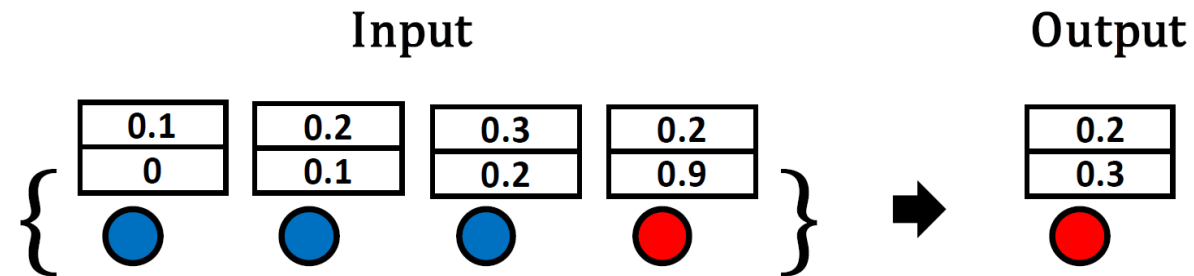
$$\min_{m \in \mathbb{N}} \left\{ \frac{m}{|\mathcal{N}_v| + m} : \sup_{\tilde{\mathcal{N}}_v: |\tilde{\mathcal{N}}_v|=m} \left| f(\mathcal{N}_v \cup \tilde{\mathcal{N}}_v) - f(\mathcal{N}_v) \right| = \infty \right\}$$

\mathcal{N} input nodes set
 $\tilde{\mathcal{N}}$ perturbation set

- The smallest value of breakdown point is $1/(|\mathcal{N}_v| + 1)$
- The value of the breakdown point can not exceed $1/2$

Robust Aggregation Function

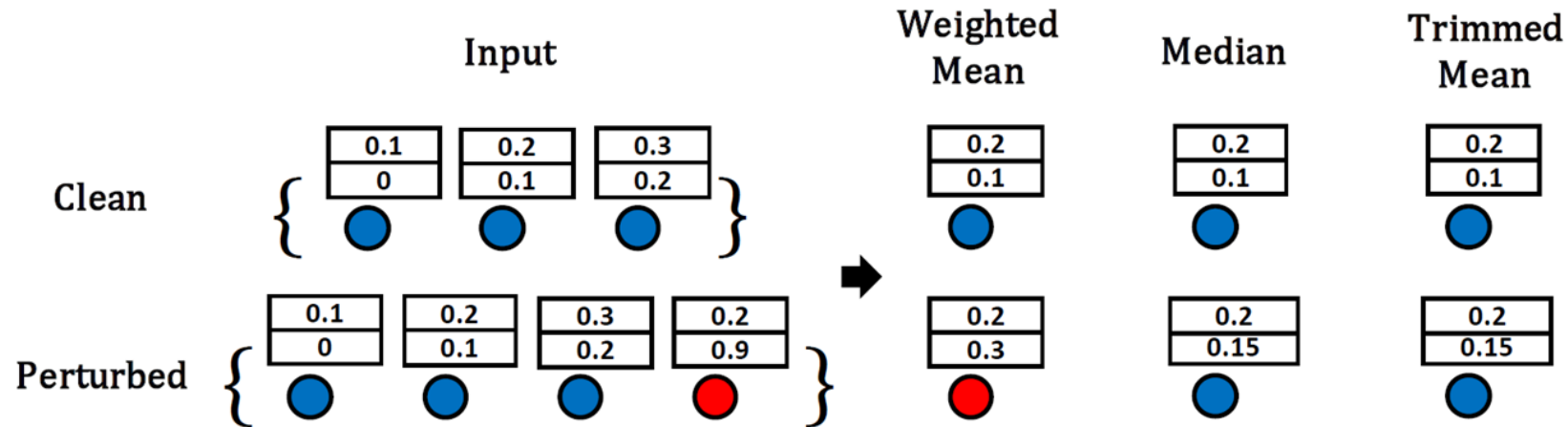
- ❑ The **non-robust aggregation function** leads to structural vulnerability of GNNs



- ❑ The output of GNNs can be easily changed by injecting a node with extreme value as feature

Robust Aggregation Function

Robust aggregation functions



Median

$$a_v = \begin{cases} (h_{n/2} + h_{(n/2)+1})/2 & n \text{ is even} \\ h_{(n+1)/2} & n \text{ is odd} \end{cases}$$

breakdown point = 1/2

Maximum

Trimmed mean

breakdown point = $\frac{an+1}{n}$

$$a_v = \frac{1}{n - 2\lfloor n\alpha \rfloor} \sum_{u=s}^t h_u, s = \lfloor n\alpha \rfloor + 1, t = n - \lfloor n\alpha \rfloor$$



Reference

- ESWC 18, Modeling Relational Data with Graph Convolutional Networks
- WWW 19, Heterogeneous Graph Attention Network
- AACL 19, Weisfeiler and Leman Go Neural: Higher-order Graph Neural Networks
- NeurIPS 17, Inductive Representation Learning on Large Graphs
- NeurIPS 18, How Does Batch Normalization Help Optimization?
- ICLR 15, Explaining and Harnessing Adversarial Examples
- ICML 18, Representation Learning on Graphs with Jumping Knowledge Networks
- TKDE 19, Graph Adversarial Training: Dynamically Regularizing Based on Graph Structure
- ICLR 20, DropEdge: Towards Deep Graph Convolutional Networks on Node Classification
- arXiv 22, MaskGAE: Masked Graph Modeling Meets Graph Autoencoders
- IJCAI 21, Masked Label Prediction: Unified Message Passing Model for Semi-Supervised Classification
- NeurIPS 16, Variational Graph Auto-Encoders
- IJCAI 21, Understanding Structural Vulnerability in Graph Convolutional Networks



Thank you!



[https://github.com/EdisonLeeeee/ICDM2022_competition_3rd_place_solution\(github.com\)](https://github.com/EdisonLeeeee/ICDM2022_competition_3rd_place_solution(github.com))

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Q & A



https://github.com/EdisonLeeeeee/ICDM2022_competition_3rd_place_solution (github.com)

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