Graph Embeddings

Development Workshop

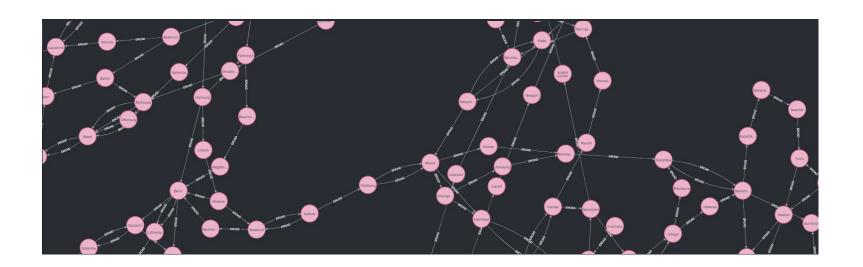
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Stages of work

- 1. Analysis of different types of graph embedding algorithms
- 2. The application for finding the most similar cities to the given ones based on graph embedding algorithms

Neo4j model

- 895 nodes (cities)
- 1250 egdes (roads)

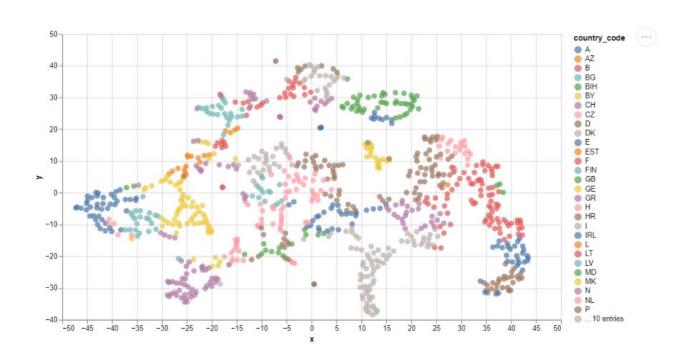


Embedding algorithms in Neo4j

Graph Data Science Library

- Node2Vec computes a vector representation of a node based on random walks in the graph
- **FastRP** uses a linear projection chosen in a random way
- GraphSage uses node feature information to generate node embeddings on unseen nodes or graphs. Instead of training individual embeddings for each node, the algorithm learns a function that generates embeddings by sampling and aggregating features from a node's local neighborhood

The best results - Node2Vec 10D



Application for finding the most similar cities



Problems

. The documentation for embedding algorithms applies to the old version of neo4j

```
Run FastRP in stream mode on a named graph. Cypher

CALL gds.fastRP.stream(
graphName: String,
configuration: Map
) YIELD
nodeId: Integer,
embedding: List of Float
```

. It's not easy to obtain satisfying results for each algorithm

Thank you for your attention