

Fi-GNN Method 소개

2. GNN Layer - 8.

GNN Layer에 2 step 이 포함.

1) State aggregation.

at iteration step t , each node will aggregate the state information from neighbors.

$$a_i^t = \sum_{j \in \mathcal{N}(i)} A[i,j,n] W_j^{t-1}$$

a. Attentional Edge Weights

attentional adjacency matrix binary element (0, 1) 이 포함.

이전 단계에서 모델이 학습한 그래프 구조

그래프 Relation이 학습된 그래프 구조.

각 쿼리 쿼리 Solution으로 사용하는 그래프 구조

adjacency matrix를 사용.

$$A[i,n,j] = \begin{cases} \varphi(\mathcal{N}(i,n,j)) & \text{if } i \neq j \\ 0 & \text{else} \end{cases}$$

$$W = \frac{\exp(\text{similarity}(W_i, W_j))}{\sum_{k \in \mathcal{N}(i)} \exp(\text{similarity}(W_i, W_k))}$$

$W \in \mathbb{R}^{d \times d}$ is a weight matrix. \odot is the concatenation operation.

the softmax function is utilized to make weights easily comparable across different nodes.

Edge weights reflects the importances of different interactions.

→ Fi-GNN can provide good explanations on the relation of different feature fields of input instance.

2) Edge-Wise Transformation.

A fixed transformed function on all the edges is unable to model the flexible interactions.

But simply assign a unique transformation weight to each edge will consuming too much parameter space and running time.

$$W_p^{n_1 \rightarrow n_2} = W_{out}^i W_{in}^j$$

$$a_i^t = \sum_{j \in \mathcal{N}(i)} A[i,j,n] W_{out}^i W_{in}^j b_j^{t-1} + b_p$$

Methods.

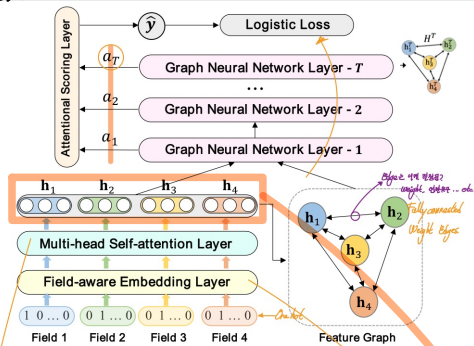


Figure 1: Overview of our proposed method. The input raw multi-field feature vector is first converted to field embedding vectors via an embedding layer and represented as a feature graph, which is then feed into Fi-GNN to model feature interactions. An attention layer is applied on the output of Fi-GNN to predict the click through rate \hat{y} . Details of embedding layer and Fi-GNN are illustrated in Figure 2 and Figure 3 respectively.

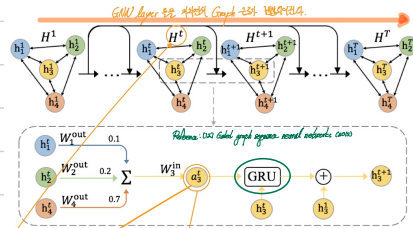


Figure 2: Framework of Fi-GNN. The nodes interact with neighbors and update their states in a recurrent fashion. At each interaction step, each node will first aggregate transformed state information from neighbors and then update its state according to the aggregated information and history via GRU and residual connection.

생성 모델 구성.

1) tabular → Graph

1) Field-aware Embedded Layer

one hot vector → low-dimensional embedded vector.

2) Multi-head Self-attention Layer.

(Head is attention)

$$H_i = \text{Softmax}(\frac{QK^T}{\sqrt{d_k}})V, H_i \in \mathbb{R}^{m \times d_v}$$

$$Q = W_1^{(Q)}E, W_1^{(Q)} \in \mathbb{R}^{d \times d}$$

$$K = W_1^{(K)}E, W_1^{(K)} \in \mathbb{R}^{d \times d}$$

$$V = W_1^{(V)}E, W_1^{(V)} \in \mathbb{R}^{d \times d}$$

We combine the learnt feature representations of each head to preserve the pairwise feature interactions

$$H' = \text{ReLU}(H_1 \odot H_2 \odot \dots \odot H_n)$$

Fi-GNN의 구조.

We represent each input multi-field feature as a "feature graph" $G: (V, E)$

where each node $v_i \in V$ corresponds to a feature field i

it is a weighted fully connected graph

while the edge weights reflects importances of different feature interactions

2. GRU Layer 정보

a) State Update.

After aggregating state information, the nodes will update. (GRU, Residual Connection)

a. GRU.

이전 단계에서 [D] Relu와 [M] Softmax를 사용한 GRU와 [M] Softmax를 사용한 GRU를 이용한 Update 블록 구조를 보겠습니다.

$$h_i^t = \text{GRU}(h_i^{t-1}, a_i^t)$$

이름 Unit의 특징을 이해하기 위해 [D]를 일일화. 같은 torch.nn.GRU.

b. Residual Connections.

Residual Connection의 근거 : it's effective to combine the low-order high-order interactions together.

$$h_i^t = \text{GRU}(h_i^{t-1}, a_i^t) + h_i^{t-1}$$

이 부분에서 이 구조가 가장 Weak point입니다

3. Attentional Scoring Layer.

after T propagation steps, $H^T = [h_1^T, h_2^T, \dots, h_m^T]$

the final state of each field node has captured the global information.

(Attentional Node Weights)

Here we predict a score on the final state of each field respectively and sum them with an attention mechanism which measures their influences on the overall prediction.

$$\hat{y}_i = \text{MLP}_1(h_i^T), a_i = \text{MLP}_2(h_i^T)$$

$$\hat{y} = \sum_{i=1}^m a_i \hat{y}_i$$