Algorithm 1 DEEPWALK (G, w, d, γ, t) **Input:** graph G(V, E)window size wembedding size dwalks per vertex γ walk length t**Output:** matrix of vertex representations $\Phi \in \mathbb{R}^{|V| \times d}$ 1: Initialization: Sample Φ from $\mathcal{U}^{|V| \times d}$ 2: Build a binary Tree T from V3: for i = 0 to γ do 4: $\mathcal{O} = \text{Shuffle}(V)$ 5: for each $v_i \in \mathcal{O}$ do 6: $W_{v_i} = RandomWalk(G, v_i, t)$ 7:SkipGram(Φ , \mathcal{W}_{v_s} , w) 8: end for 9: end for