

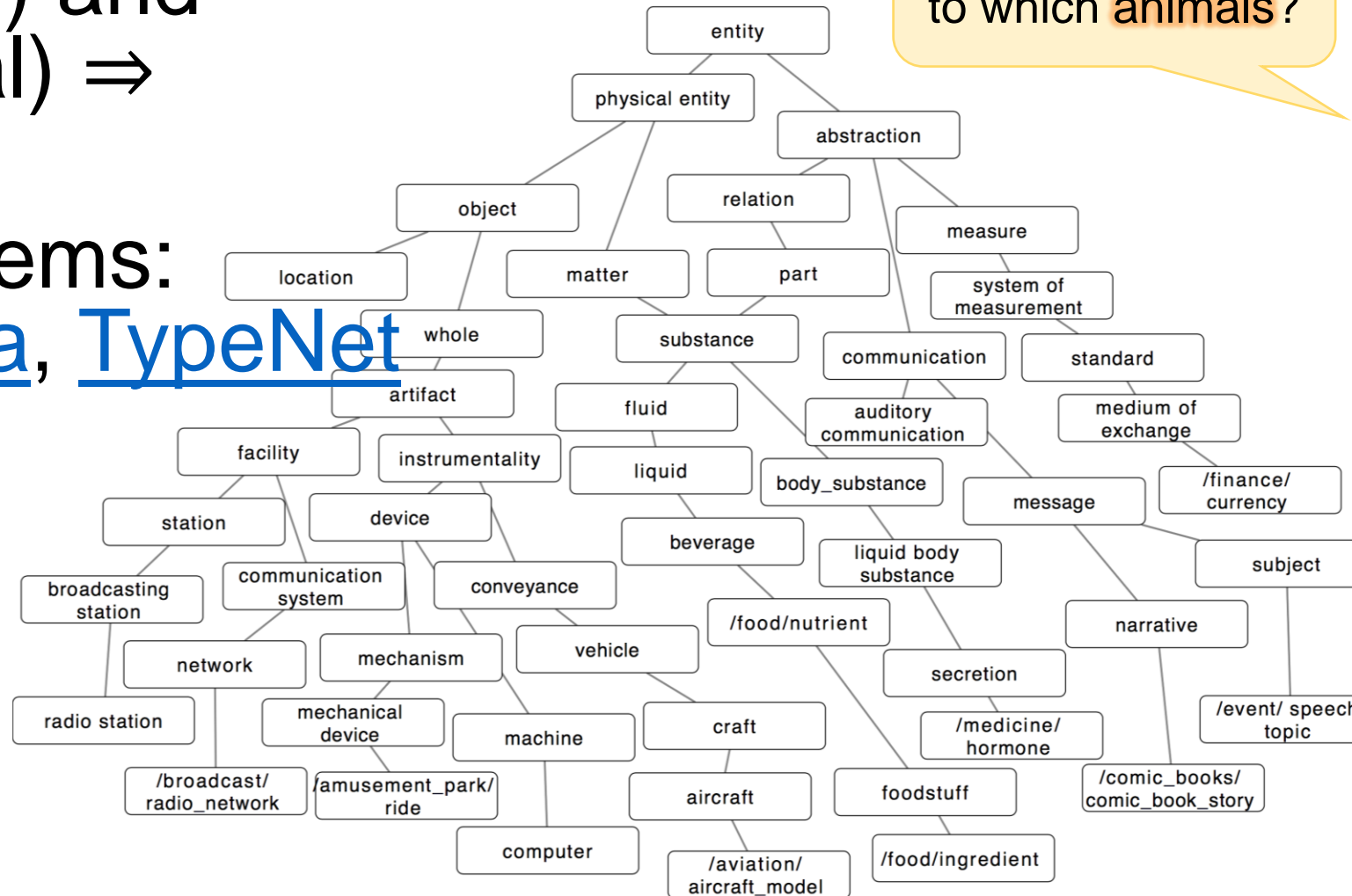
Knowledge and Retrieval

Modeling Hierarchies

Hierarchies in KGs

- Anti/symmetry ... how about transitivity?
- (camel, is-a, mammal) and (mammal, is-a, animal) \Rightarrow (camel, is-a, animal)
- Popular KG type systems: [FIGER](#), [GFT](#), [DbPedia](#), [TypeNet](#)
- None of the KG embedding methods discussed thus far handle hierarchies

Deserts are home to which animals?



Two views of embedding hierarchies

- Embed a hierarchy (DAG) in a space with a distance such that distances on DAG are approximately preserved by distance in the embedding space
 - Euclidean → Poincaré balls, hyperbolic embeddings
- Encode DAG nodes so that ancestor-descendant queries can be answered efficiently
 - Gaussian, order and box embeddings
- Should work with incomplete supervision
- Should play well with other embeddings

Low-distortion graph embeddings

- Each node v in graph $G = (V, E)$ embedded to $x(v) \in \mathbb{R}^D$
- Graph distance between $u, v \in V$ is $d_G(u, v)$
- Distortion of embedding g is given by

$$\text{distor}(x, G) = \frac{\max_{u,v} \frac{\|x(u) - x(v)\|}{d_G(u,v)}}{\min_{u,v} \frac{\|x(u) - x(v)\|}{d_G(u,v)}}$$



Maximum stretch

Minimum stretch

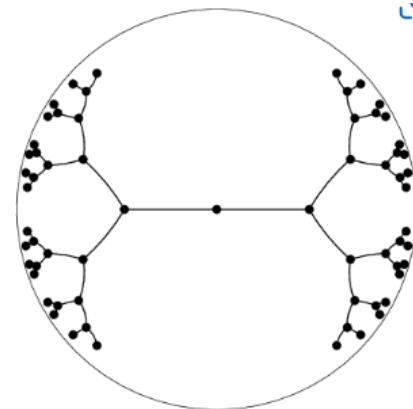
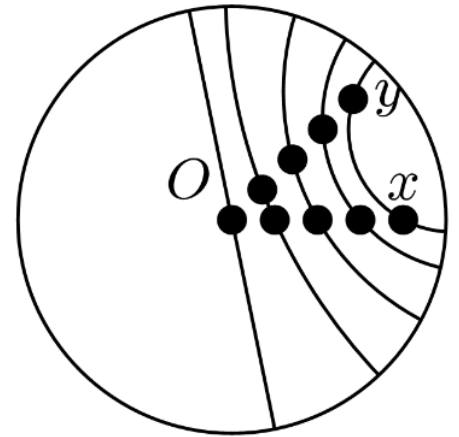
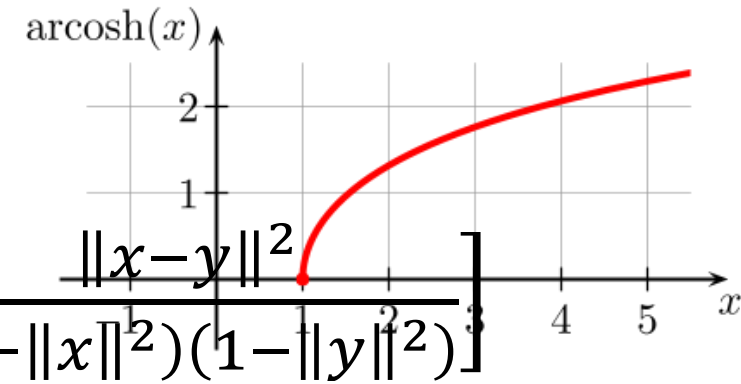
- Distortion of G is $\inf_x \text{distor}(g, G)$

Euclidean distortion facts

- With large enough D , any graph with n nodes can be embedded in \mathbb{R}^D with $O(\log n)$ distortion
- Any connected planar graph can be embedded in \mathbb{R}^2 with $O(n)$ distortion; trees with $O(\sqrt{n})$
- With large enough D , any tree can be embedded in \mathbb{R}^D with $O(\log \log n)$ distortion
- Binary trees can be embedded in a line with $O\left(\frac{n}{\log n}\right)$ distortion
- Binary trees can be embedded in \mathbb{R}^D with $O\left(\frac{n^{1/D}}{\log n}\right)$ distortion
- Distortion of $(1 + \epsilon)$ is possible in hyperbolic space

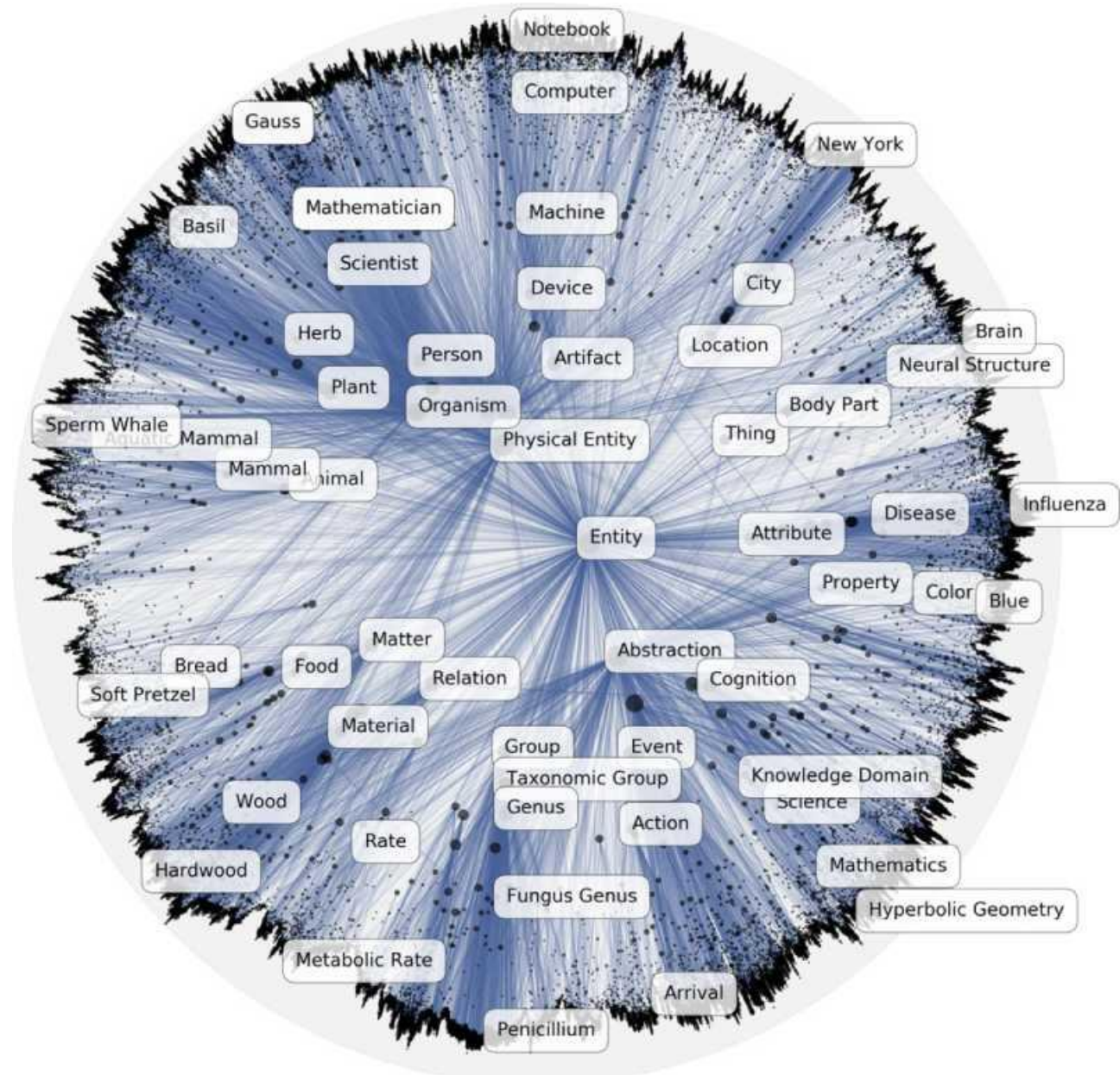
Poincaré disk, hyperbolic space

- $\operatorname{acosh}(a) = \ln(a + \sqrt{a^2 + 1})$
- Points x, y strictly inside unit circle
- Hyperbolic distance $d_H(x, y) = \operatorname{acosh} \left[1 + 2 \frac{\|x - y\|^2}{(1 - \|x\|^2)(1 - \|y\|^2)} \right]$
- As x, y approach perimeter, $d_H \rightarrow \infty$
- Natural tree embedding
- Precision bits not free!



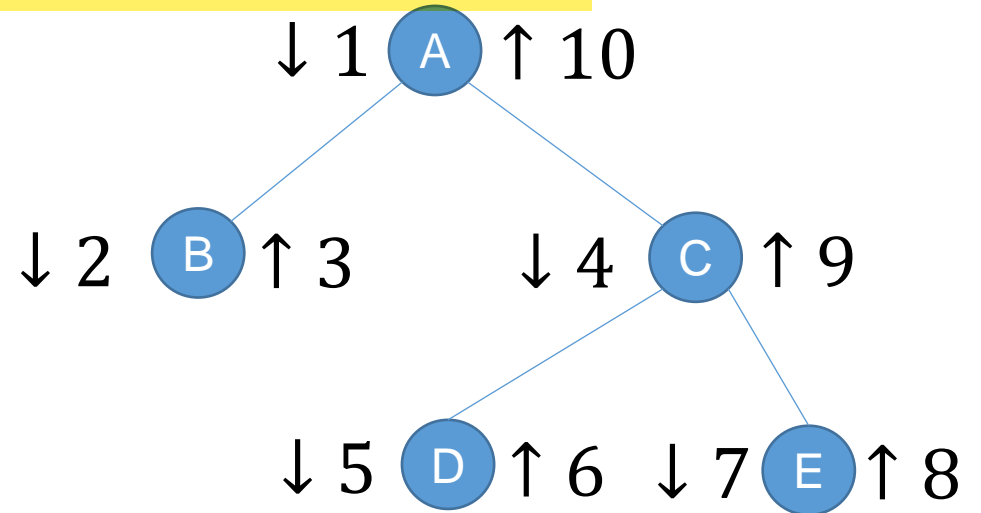
WordNet nouns in Poincaré disk

- As expected, generic synsets near disk center, specific near periphery
- What do applications (e.g., QA) need?
 - “scientists who played musical instruments”
 - “mammals living in the desert”
- word2vec \leftrightarrow Poincaré?



Toward order embeddings

- Computing Euclidean or hyperbolic distance between items not the only choice
- Denote partial order by “ $x < y$ ” meaning x is a descendant of y
- In case of a tree, associate with each item x the **in-order traversal interval** $I(x)$
 - $I(B) = [2,3], I(A) = [1,10], I(D) = [5,6]$
 - $I(x) \subset I(y) \Leftrightarrow x < y$

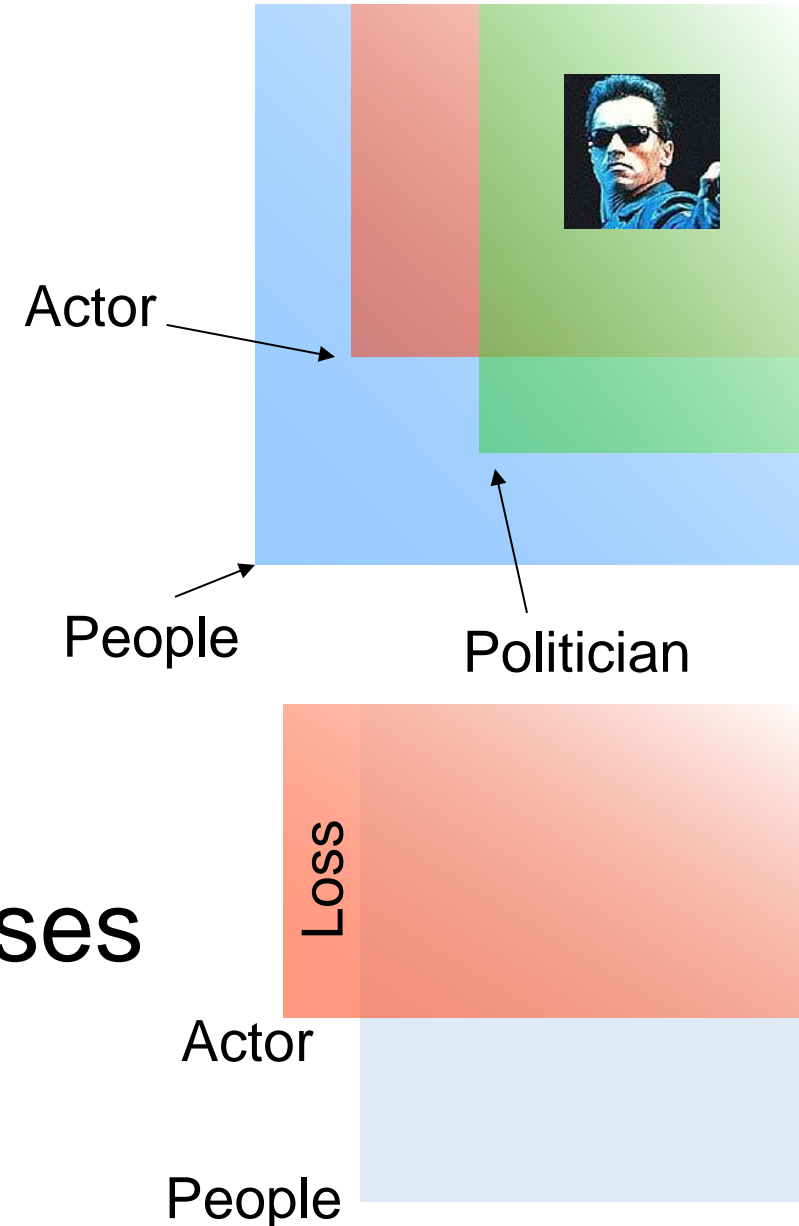


Nodes of a tree can be embedded in one dimension to answer ancestor-descendant queries in constant time.

Apex of axis-aligned open cones

- Item x represented by $\mathbf{u}_x \in \mathbb{R}^D$
- \mathbf{u}_x is the apex of an open cone
- $x < y \Leftrightarrow \mathbf{u}_x \geq \mathbf{u}_y$, elementwise
- Design training loss function
 - Notation: $\text{ReLU}(a) = [a]_+ = \max\{0, a\}$
 - If $x < y$, $\|\text{ReLU}(\mathbf{u}_y - \mathbf{u}_x)\|$, i.e. all D dims must satisfy constraint
 - If $x \not< y$, $\text{ReLU}[\alpha - \|\text{ReLU}(\mathbf{u}_y - \mathbf{u}_x)\|]$
- Does not recognize asymmetry in losses

Margin



Addressing loss asymmetry

- If $x \prec y$, then for **all** dim d , want $u_x[d] \geq u_y[d]$
 - E.g., $\ell_+(x, y) = \max_{d \in [D]} \text{ReLU}(u_y[d] - u_x[d])$
- If $x \not\prec y$, then for **some** d , want $u_x[d] < u_y[d]$
 - $\ell_-(x, y) = \min_{d \in [D]} \text{ReLU}(\alpha - \text{ReLU}(u_y[d] - u_x[d]))$
- All open cones and their intersections have same measure of volume (unlike in-order intervals)
 - ... even though Politicians \subsetneq People
- Hard to model negative correlation
 - X is-a fruit, or X is-not-a scientist

(Hyper)rectangle/box embeddings

- Each type/item x characterized by **interval** $I_x[d] = [b_{x,d}, h_{x,d}]$ for each dimension d
- Want $I_x[d] \subseteq I_y[d] \forall d$, iff $x < y$
- Learning to lay out Venn diagrams

