



图神经网络七日打卡营

小斯妹 百度PGL团队成员



2020.11.27



课程大纲

- Graph Learning
- 图学习

第一课：图学习初印象

- 图学习概述、入门路线
- 实践：环境搭建

第二课：游走类算法

- DeepWalk, node2vec, metapath2vec
- 实践：DeepWalk

第三课：图神经网络算法(一)

- GCN, GAT
- 实践：GCN, GAT

第四课：图神经网络算法(二)

- GraphSage, 采样, 聚合,
- 实践：GraphSage

第五课：GNN 进阶

- ERNIE-Sage, UniMP
- 实践：ERNIE-Sage 代码讲解

后续：新冠项目实战，带你助力疫情防控

参考材料：

- 斯坦福CS224W课程：<http://cs224w.stanford.edu>
- 图学习库 PGL：<https://github.com/PaddlePaddle/PGL>



第五课 GNN进阶模型

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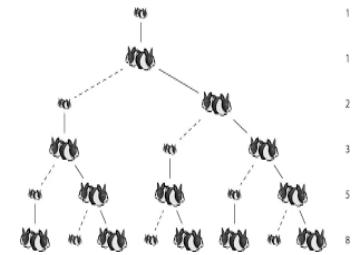


简单回顾

飞桨

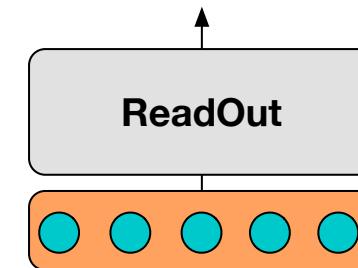
图采样

多阶邻居指数暴涨



邻居聚合

目前的邻居聚合够吗



本课内容

ERNIE-Sage

邻居聚合

UniMP

标签传播

本课内容

飞桨

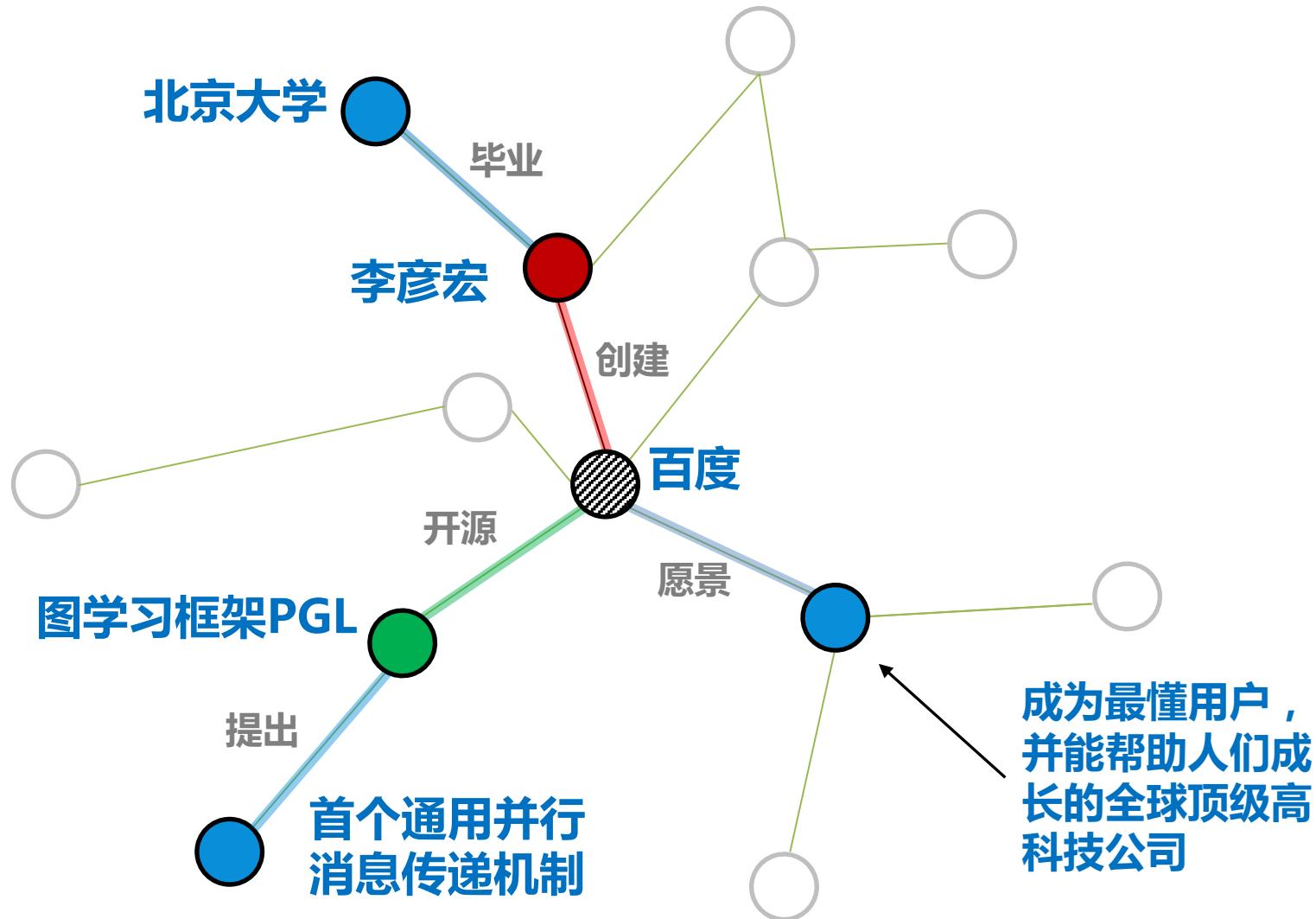
ERNIE-Sage

邻居聚合

UniMP

标签迁移

背景 : Text Graph



Text Graph

=

节点与边带有
文本的特殊图

背景：Text Graph广泛存在于工业界应用中



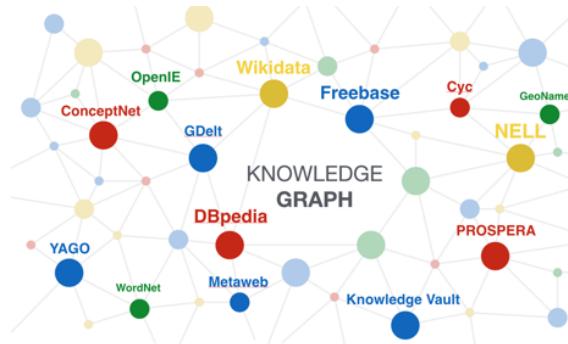
信息流推荐



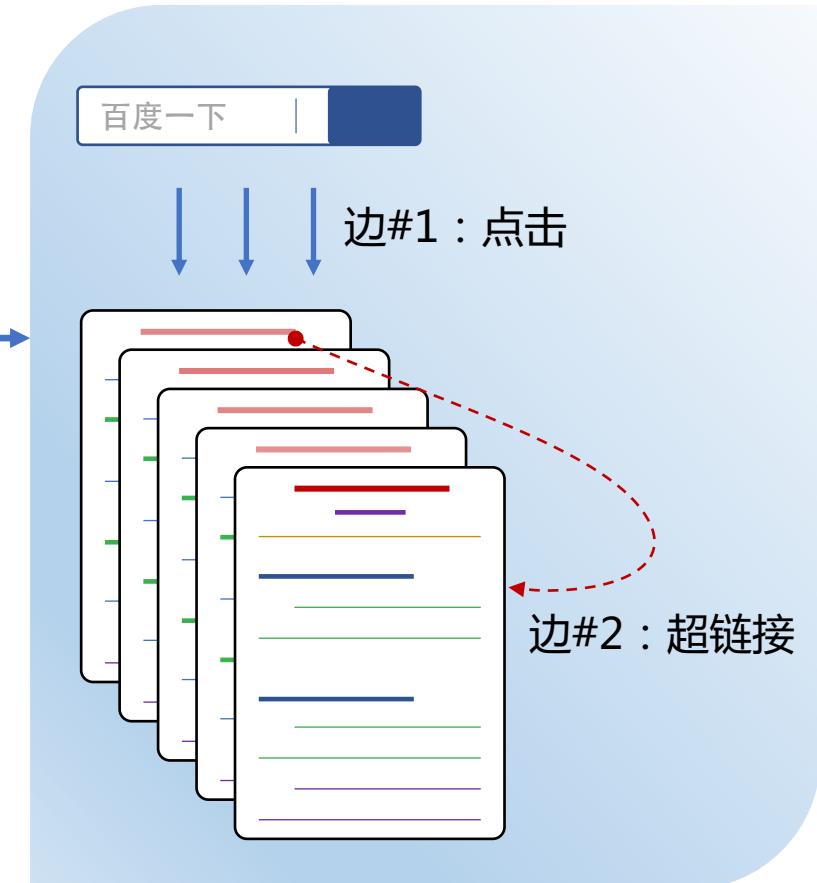
贴吧推荐



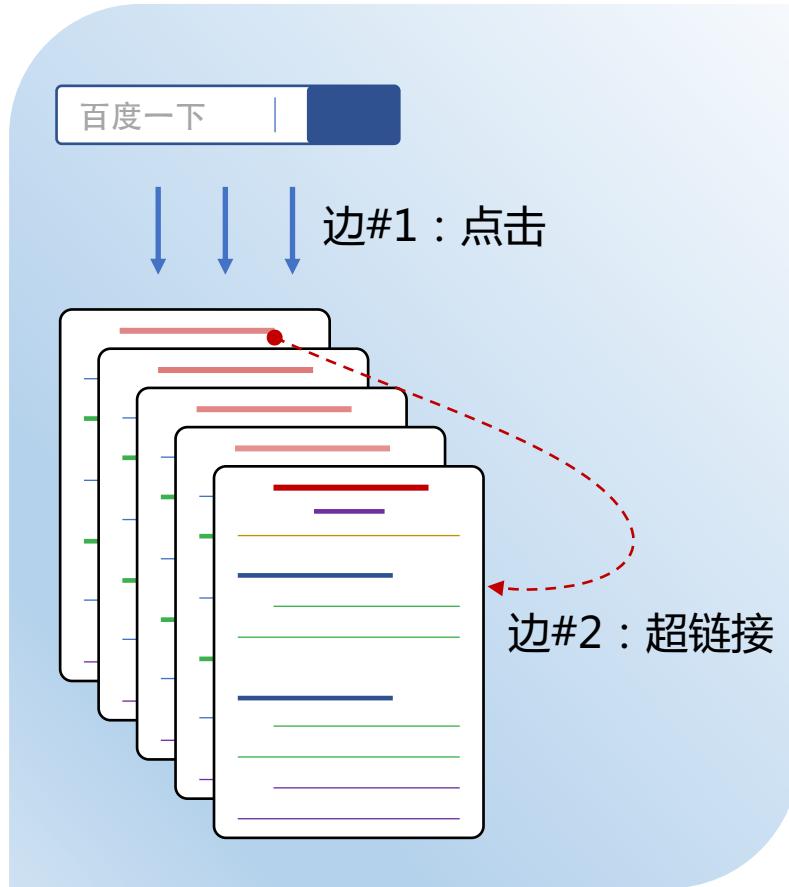
搜索场景



知识图谱



如何对Text Graph进行建模？



只关注结构信息



GraphSage

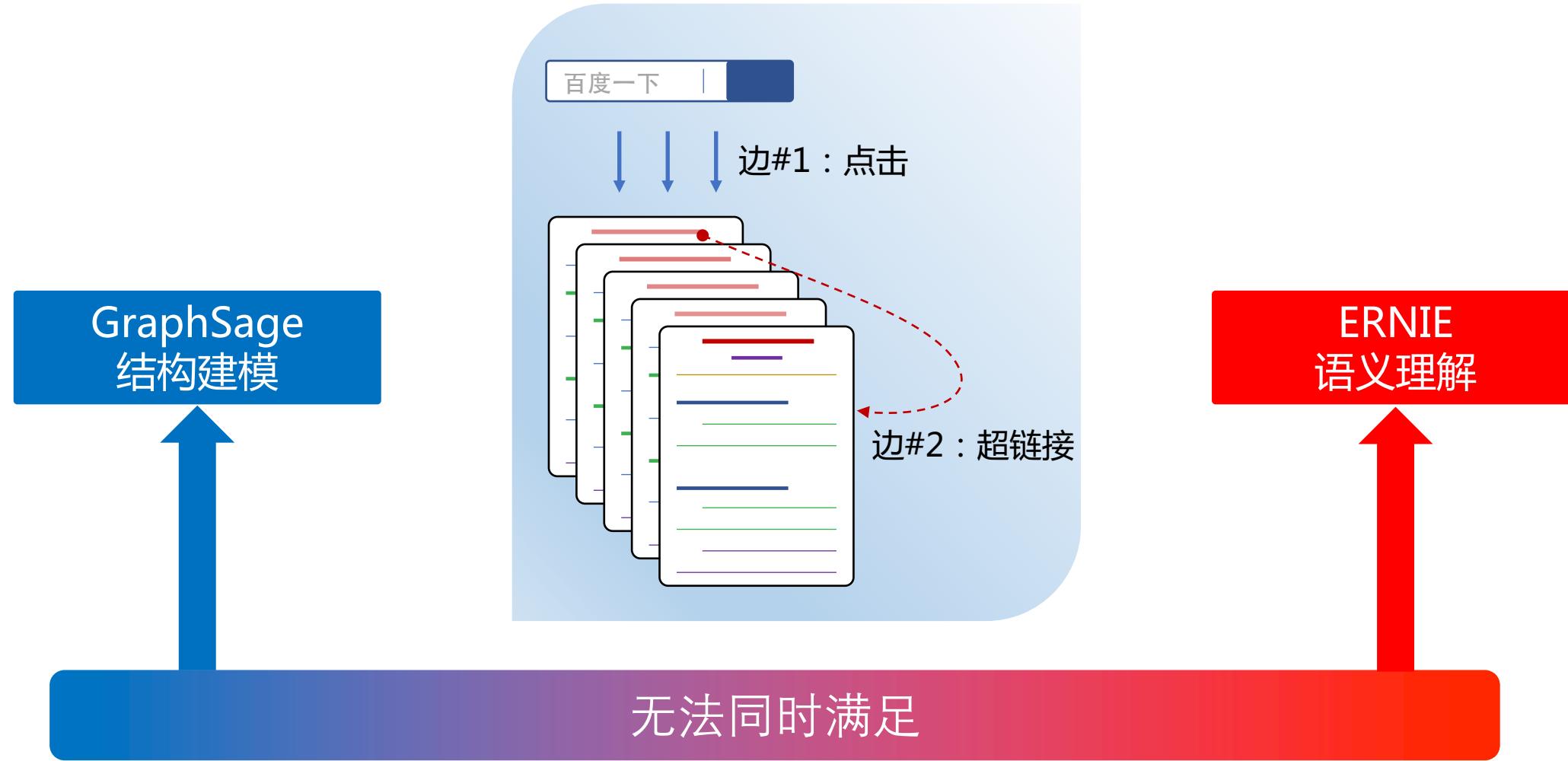
退化成文本理解



ERNIE

百度推出的语义理解技术

对Text Graph进行建模已有方法的局限



Introducing ERNIESage



<https://github.com/PaddlePaddle/PGL/tree/main/examples/erniesage>

图语义理解技术ERNIESage

结构建模



语义理解

Introducing ERNIESage (cont.)



ERNIESage: ERNIE SAmple aggreGatE

图语义理解技术ERNIESage

=

ERNIE

+

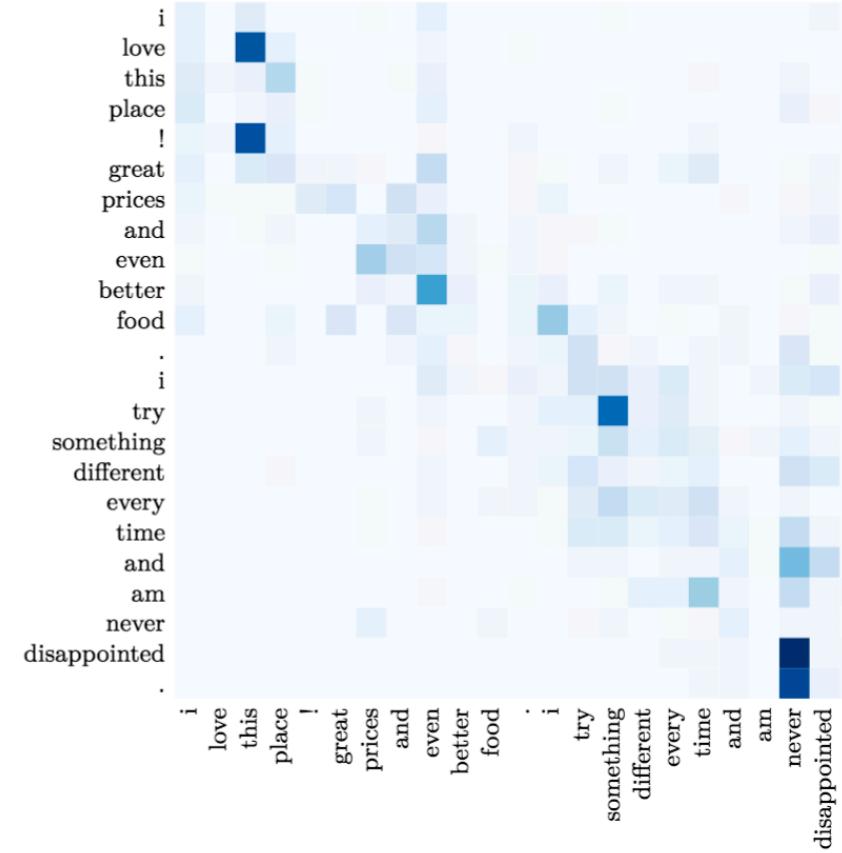
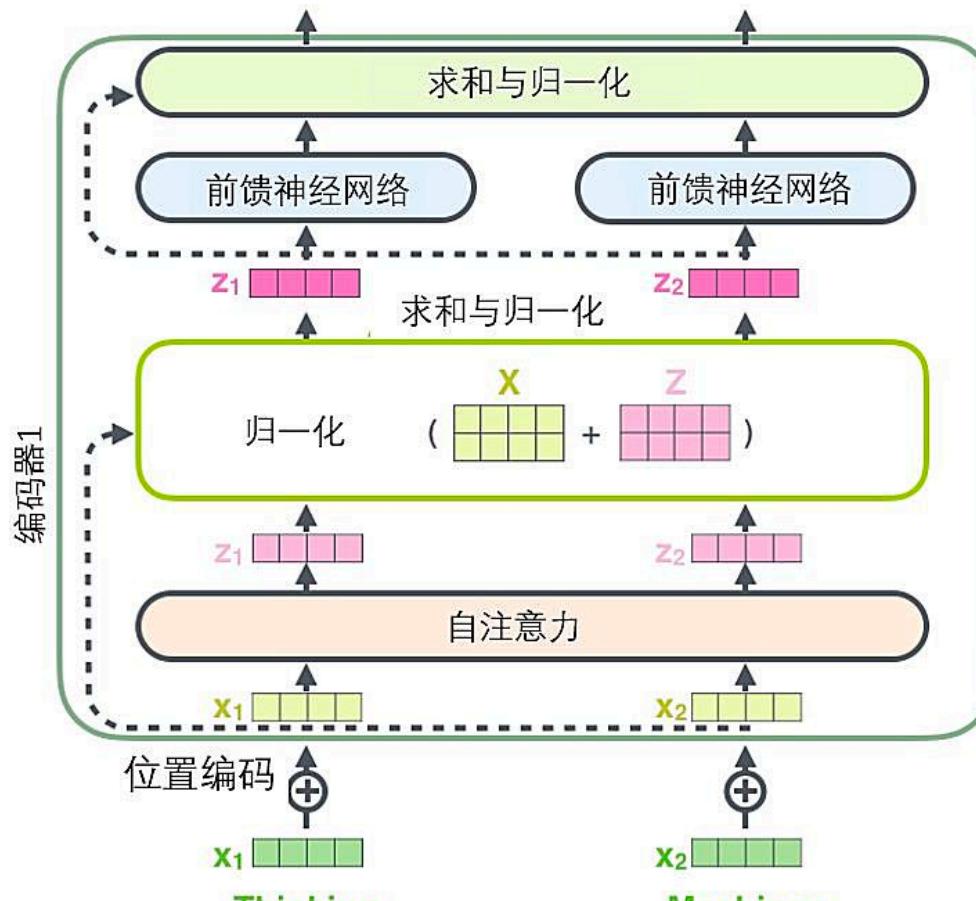
GraphSage



在第四节

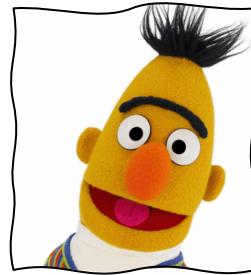
已经介绍过了😊

ERNIE背景知识介绍：Transformer基础结构



ERNIE 1.0核心思想：知识增强

飞桨



Masked Language Model(MLM)

Learnt by **BERT**



哈尔滨是黑龙江的省会，国际冰雪文化名城

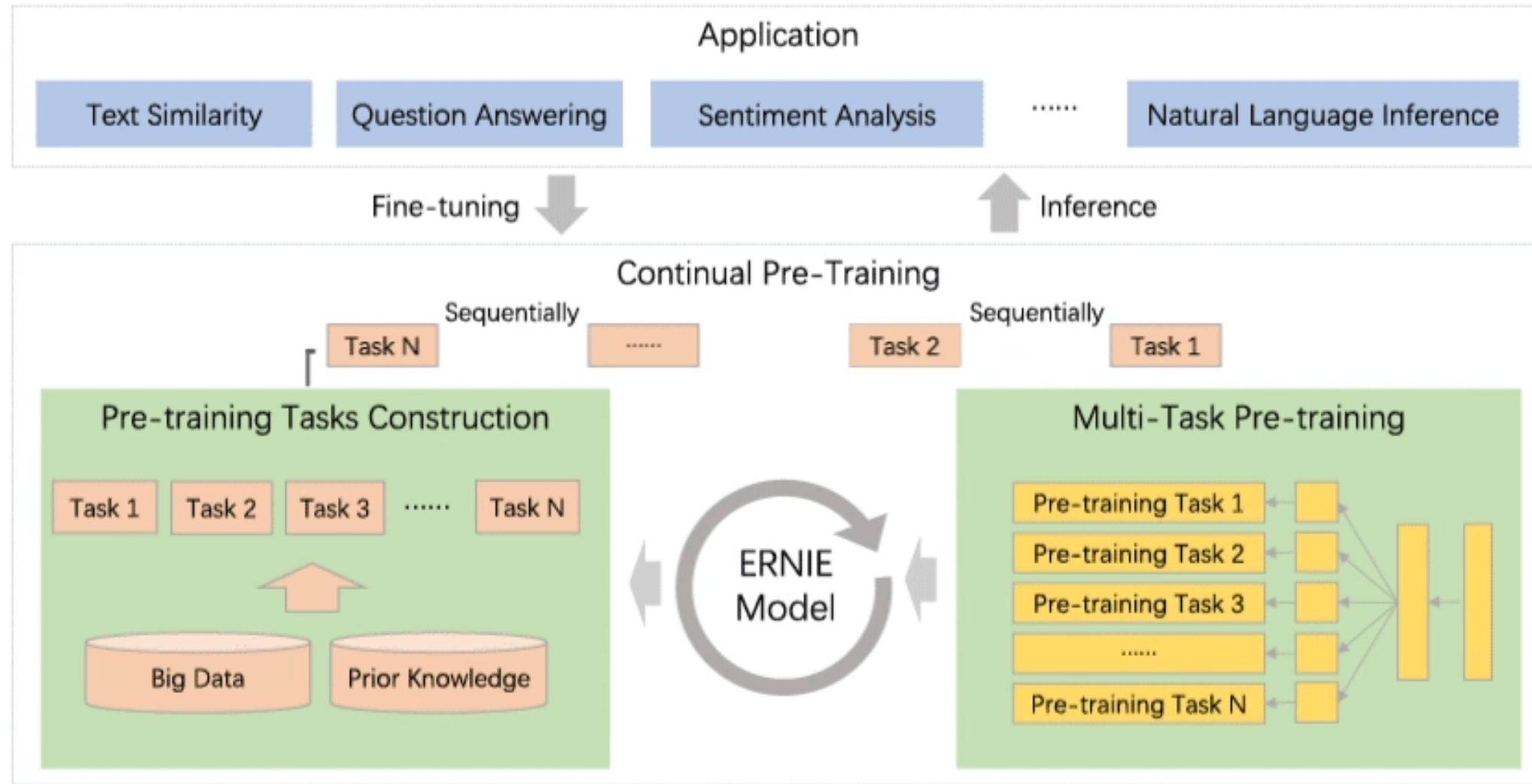


Learnt by **ERNIE**



哈尔滨是黑龙江的省会，国际冰雪文化名城

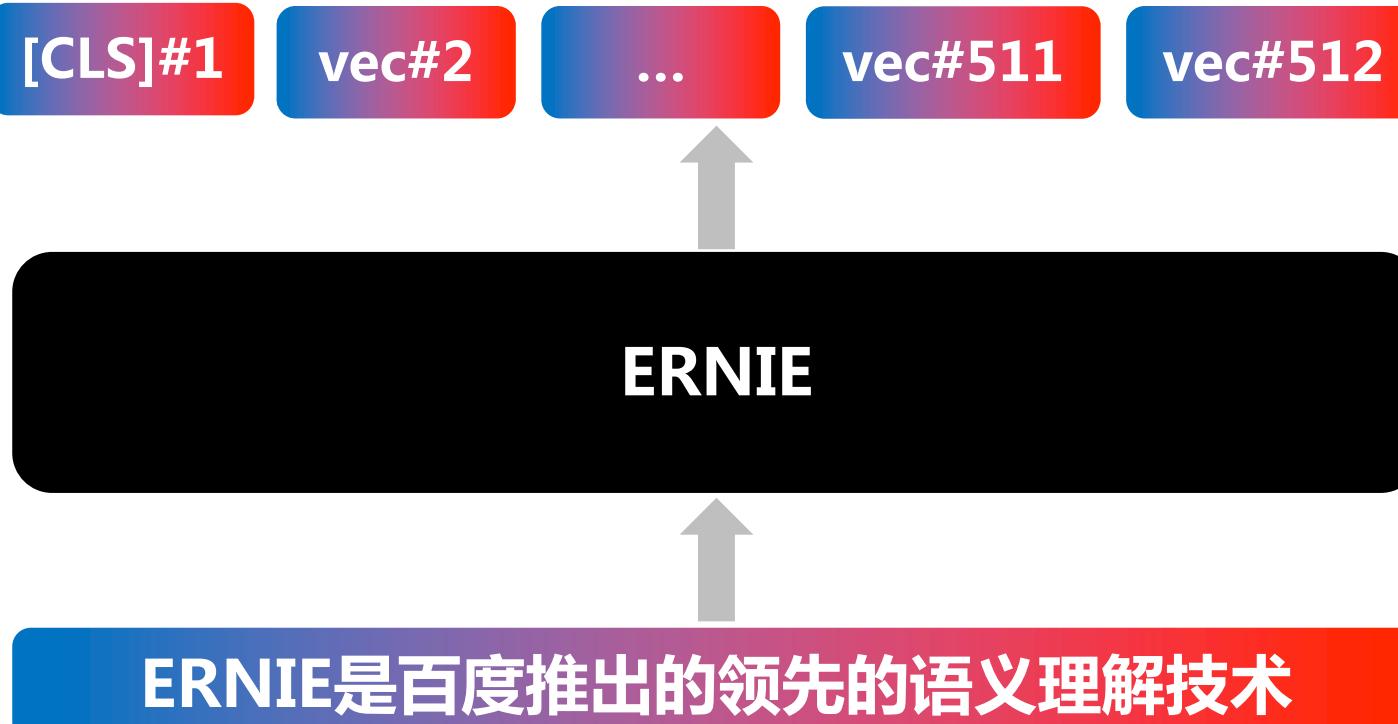
ERNIE 2.0核心思想：持续学习



ERNIE 2.0：持续学习知识效果

飞桨





ERNIE是百度推出的语义理解技术

1. 世界领先的性能
2. 广泛的应用前景

• 我们只需黑盒使用即可，像这样：

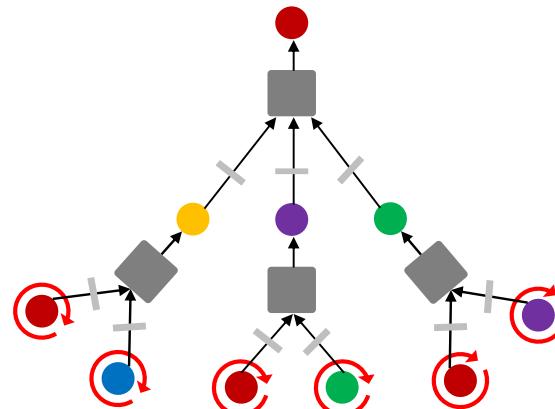
```
from models.ernie_model.ernie import ErnieModel  
ernie = ErnieModel(src_ids=text_ids...)
```

让我们回到ERNIEsage

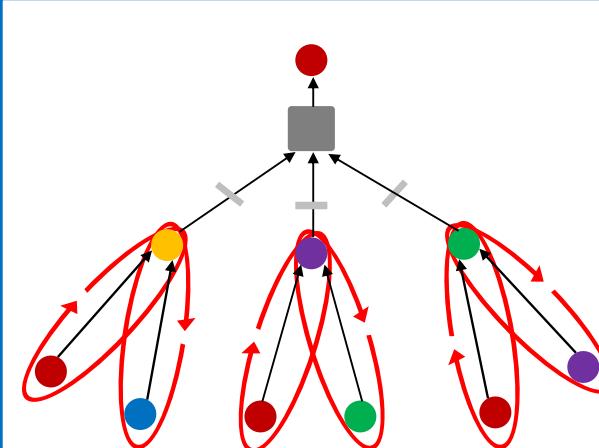
飞桨

将ERNIE作用于Graph的各大元素

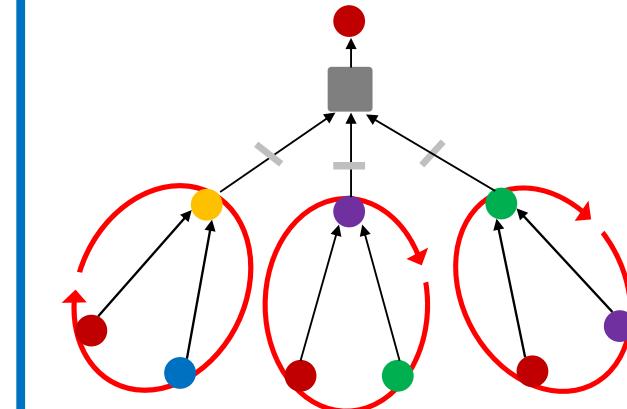
ERNIEsage Node



ERNIEsage Edge



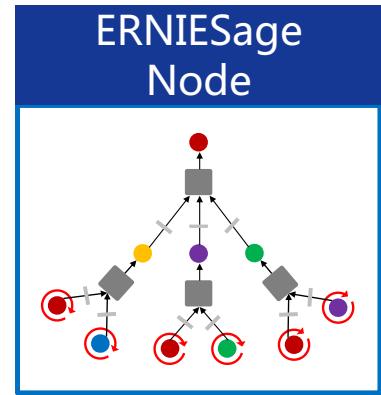
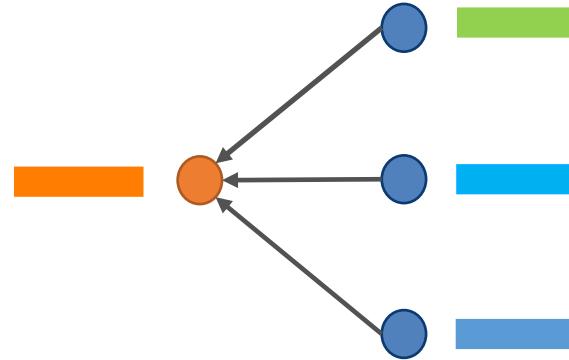
ERNIEsage 1-Neighbor



ERNIESage Node



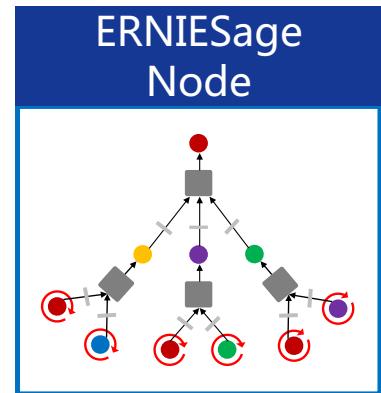
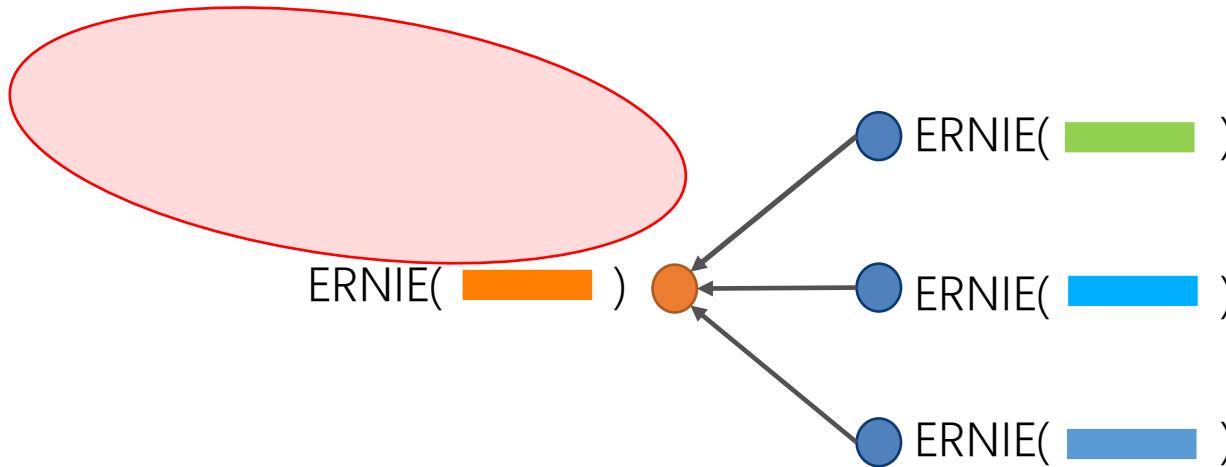
ERNIE 作用于Text Graph的**Node (节点)**上



ERNIESage Node



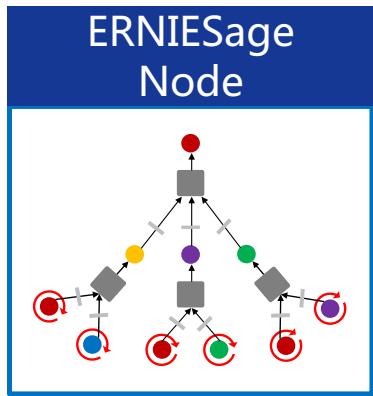
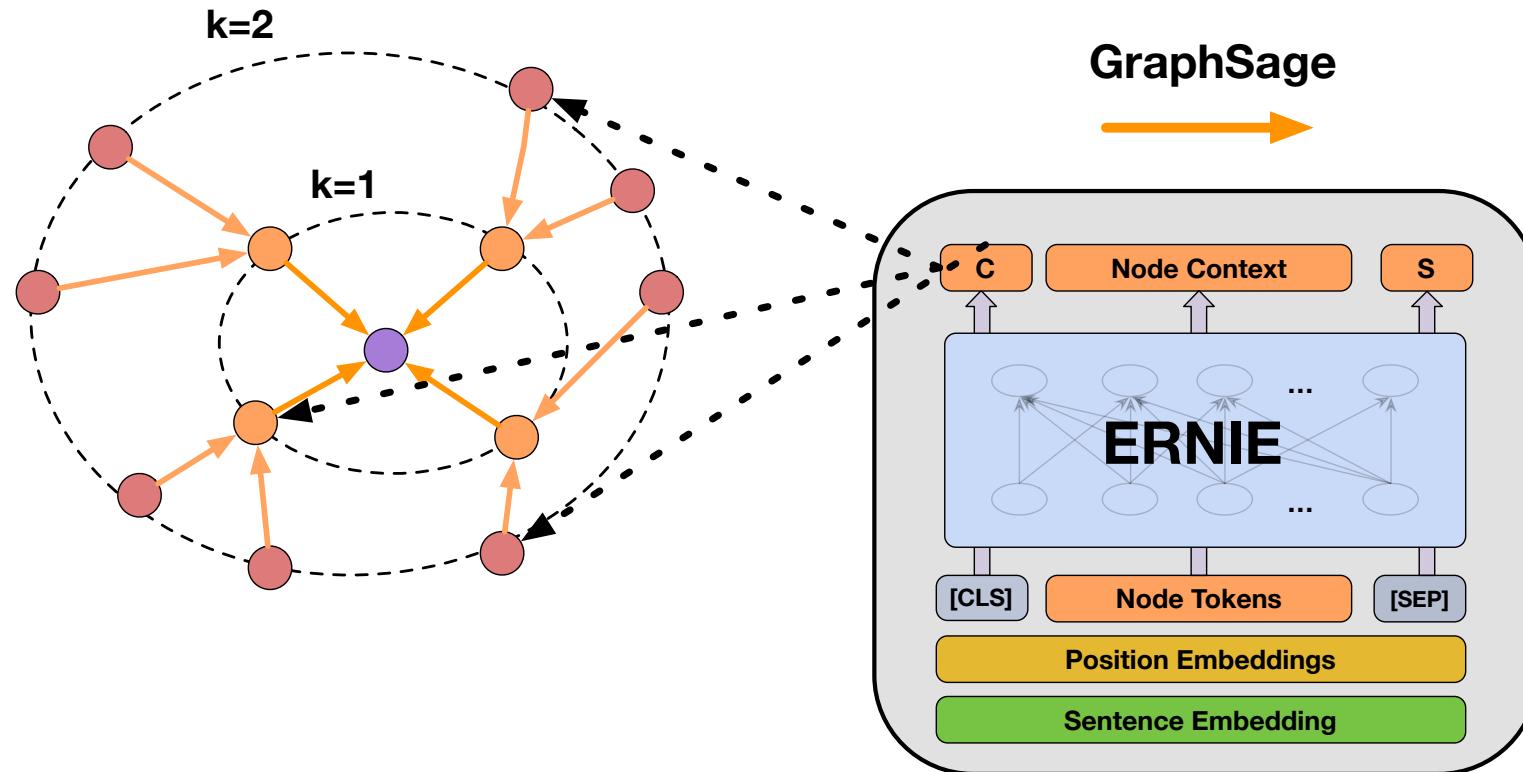
ERNIE 作用于Text Graph的Node（节点）上



1. 利用 ERNIE 获取节点表示
2. 聚合邻居特征 : ERNIE([green bar]) + ERNIE([blue bar]) + ERNIE([yellow bar]) Send, Recv
3. 将当前节点和聚合后的邻居特征 concat , 更新节点特征 Update

ERNIESage Node : 模型结构

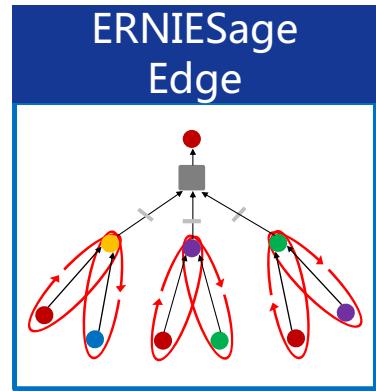
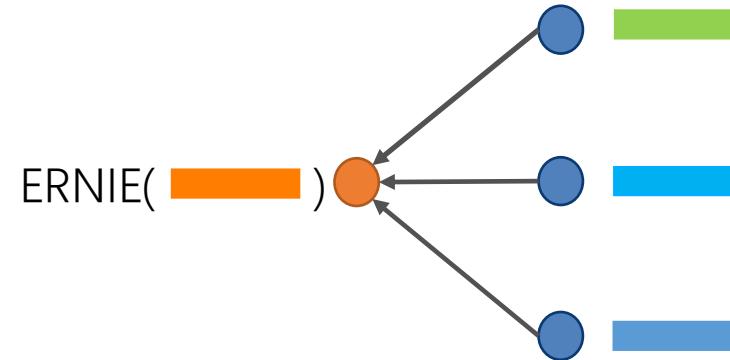
ERNIE 作用于Text Graph的Node (节点) 上



ERNIESage Edge



ERNIE聚合Text Graph的Edge (边) 上信息

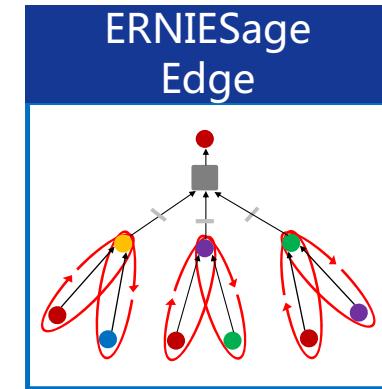
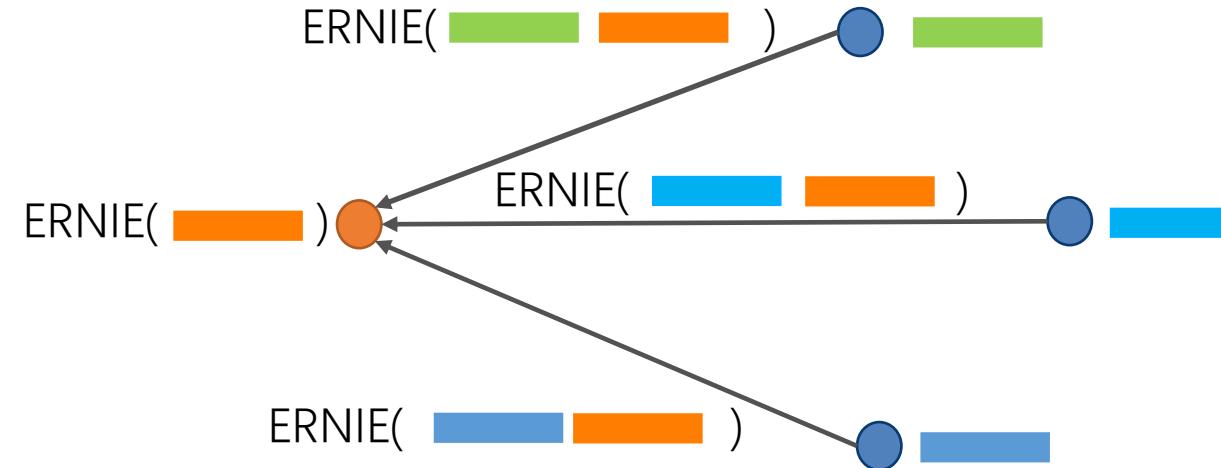


1. 利用 ERNIE 获取中心节点的文本特征表示

ERNIESage Edge

飞桨

ERNIE聚合Text Graph的Edge (边) 上信息



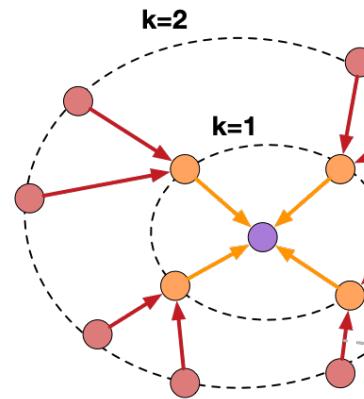
- 利用 ERNIE 获取中心节点的文本特征表示
- 交互**：中心节点和邻居节点一同作为 ERNIE 输入，计算交互特征
- 聚合邻居特征： $\text{ERNIE}(\text{ }$ $) + \text{ERNIE}(\text{ }$ $) + \text{ERNIE}(\text{ }$ $)$
- 将当前节点和聚合后的邻居特征 concat，更新节点特征 **Update**

Send, Recv

Send,

ERNIESage Edge : 模型结构

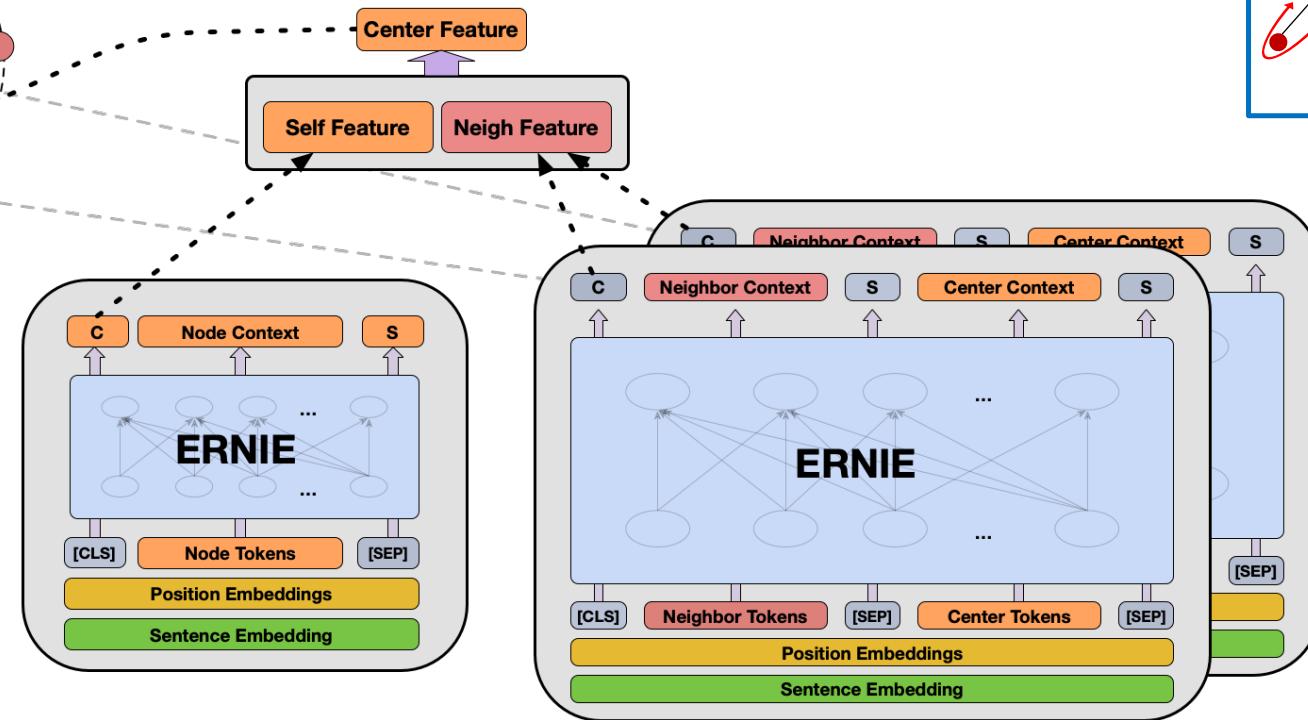
ERNIE聚合Text Graph的Edge (边) 上信息



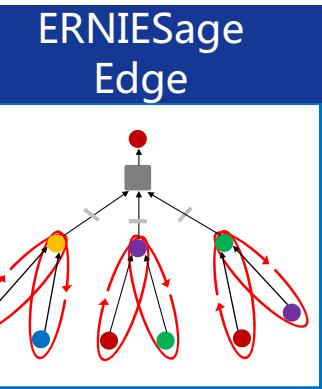
ERNIESage Edge



GraphSage

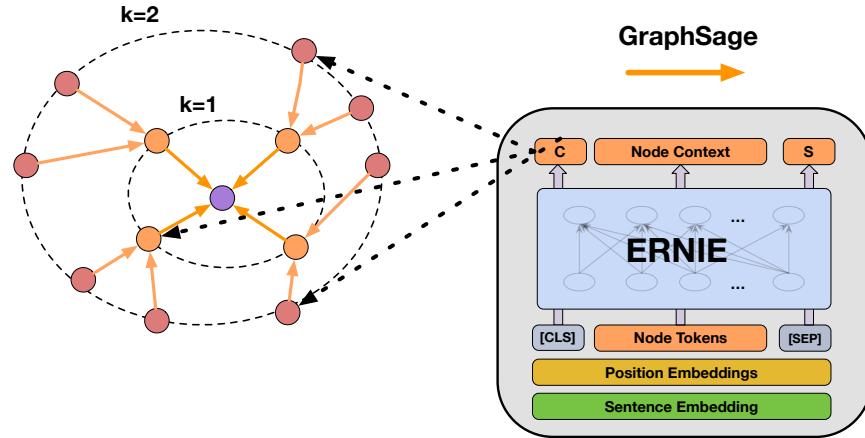


输入 : 边的 (src, dst)

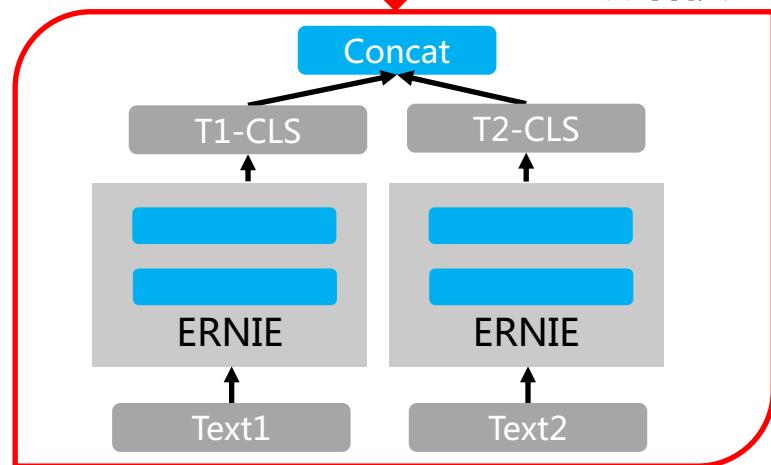


ERNIESage Node与ERNIESage Edge对比

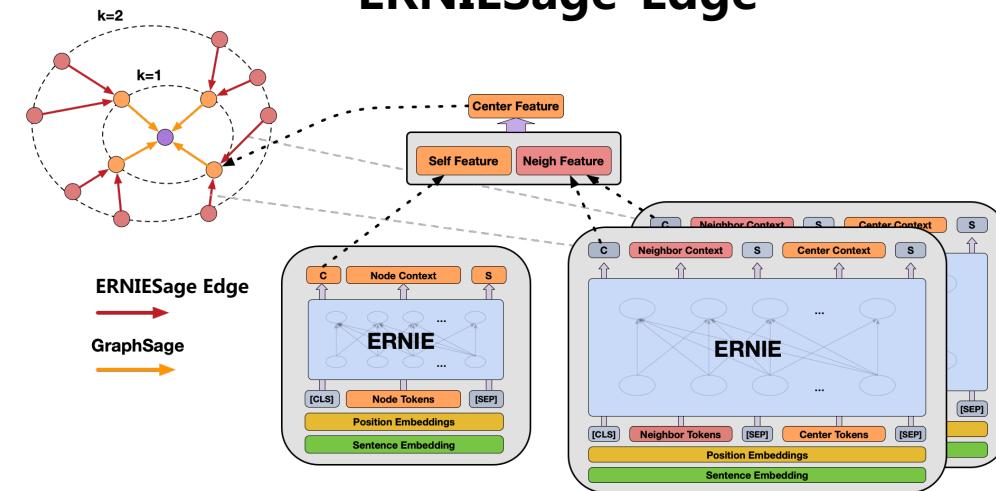
ERNIESage-Node



双塔模型

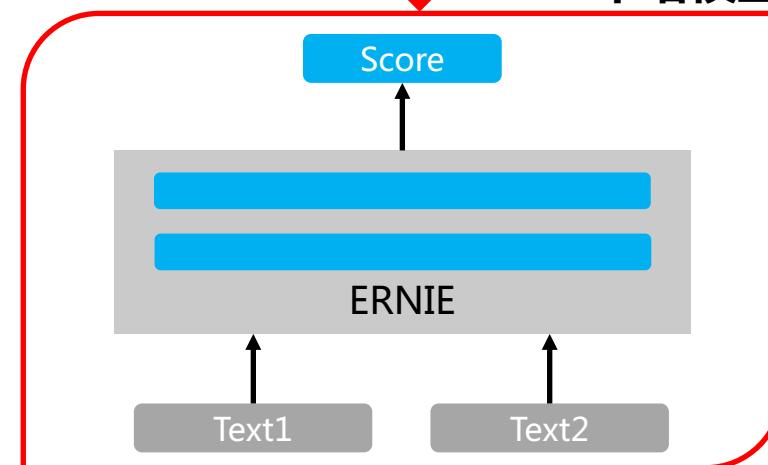


ERNIESage-Edge



单塔模型

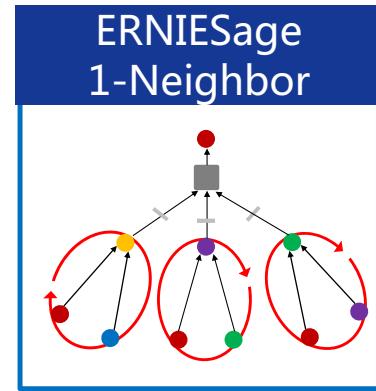
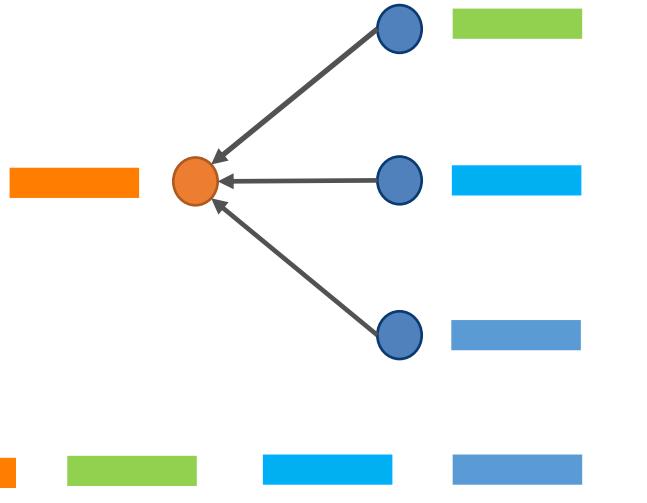
大部分场景验证
单塔效果好于双塔



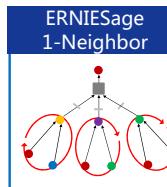
ERNIESage 1-Neighbor

飞桨

ERNIE聚合节点的1 Neighbor (**一阶邻居**) 信息



将中心节点的文本与所有一阶邻居节点文本进行**单塔拼接**，再利用 ERNIE 做消息聚合。



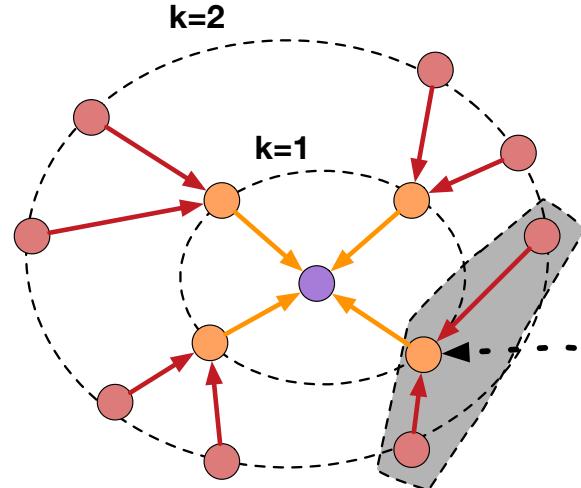
飞桨

ERNIESage 1-Neighbor : 模型结构

ERNIE聚合节点的1 Neighbor (**一阶邻居**) 信息

问题 :

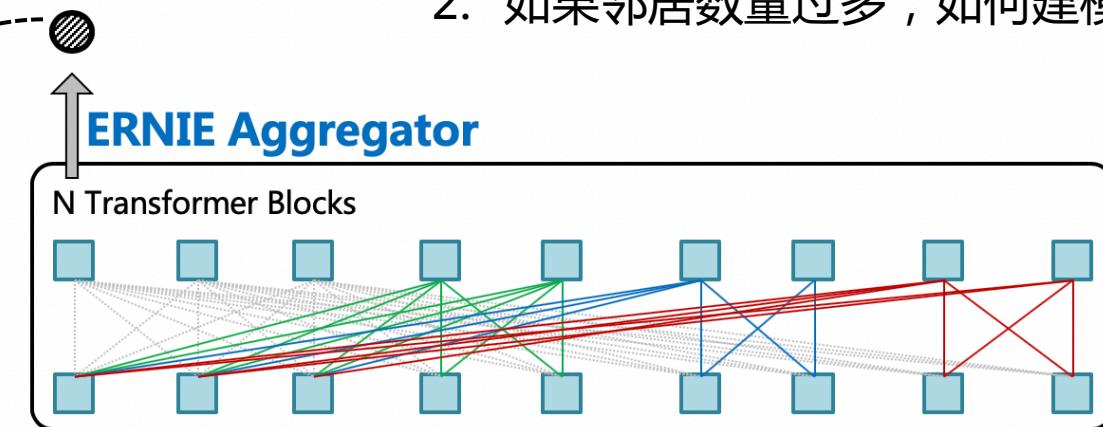
1. 如何确保在输入时邻居不带有顺序 ?
2. 如果邻居数量过多 , 如何建模 ?



ERNIESage 1-Neighbor



GraphSage



Position
Embeddings

1

2

3

4

5

Segment
Embeddings

A

A

A

B

B

Token
Embeddings

[cls]

[sep]

Text Centre

Neighbor 1

Neighbor 2

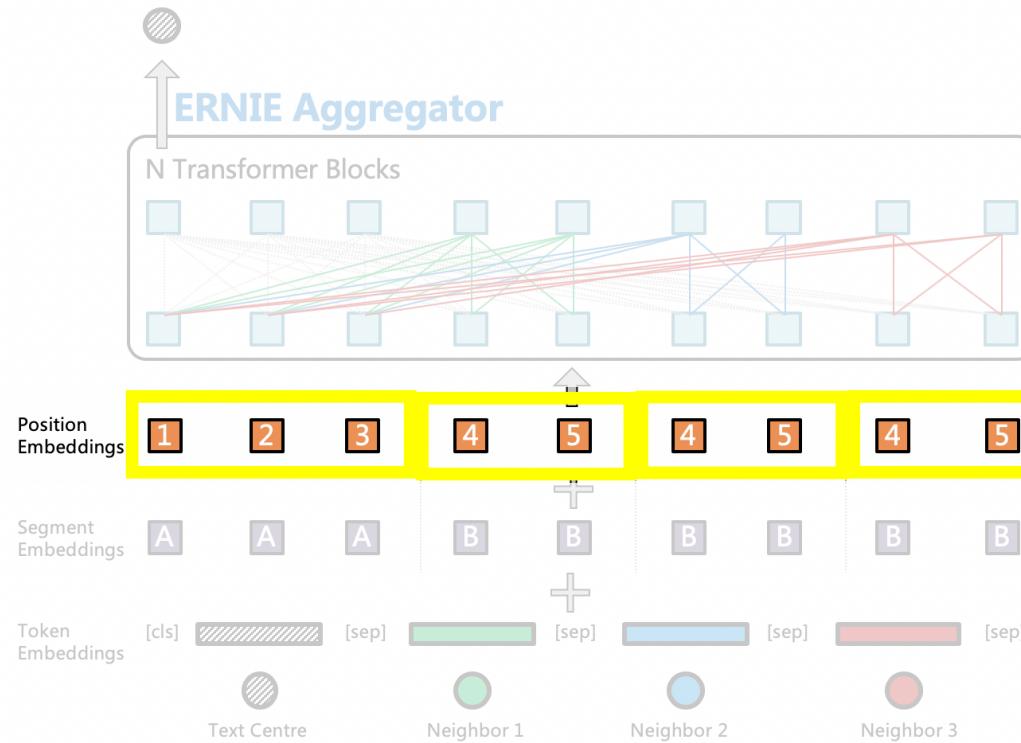
Neighbor 3

ERNIESage 1-Neighbor : 模型结构

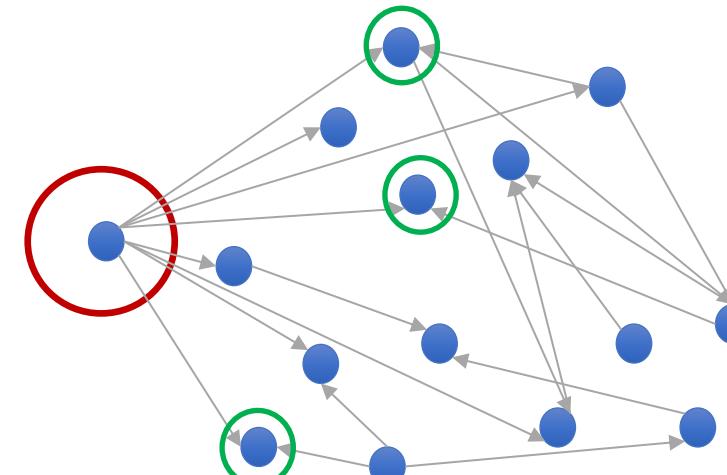
问题：

1. 如何确保在输入时邻居不带有顺序？
2. 如果邻居数量过多，如何建模？

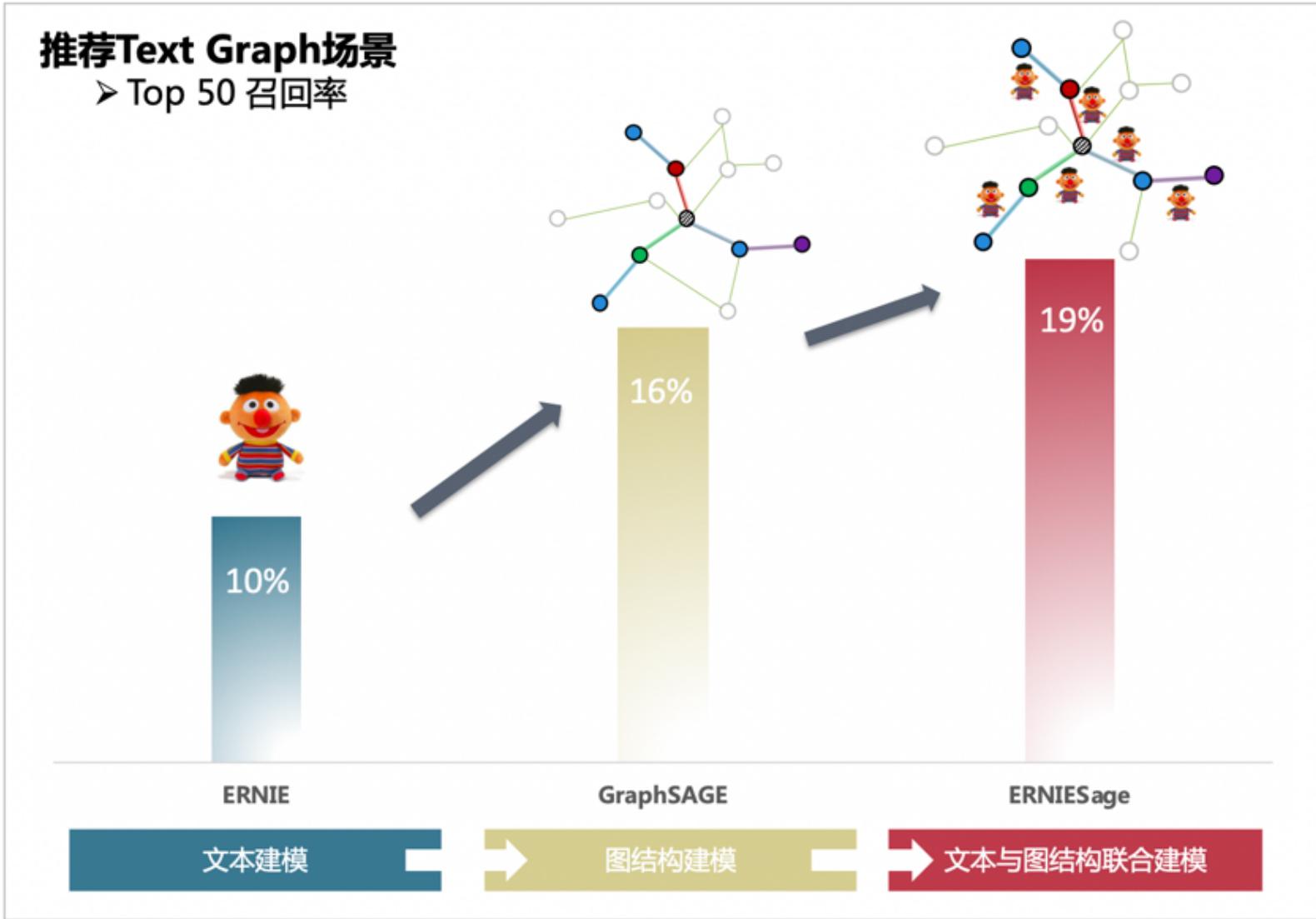
针对问题1：独立的位置编码



针对问题2：对邻居进行采样



ERNIESage : 百度推荐场景落地



ERNIESage :

COLING TextGraphs-14 竞赛排名第一

CodaLab

Search Competitions My Co...

Competition



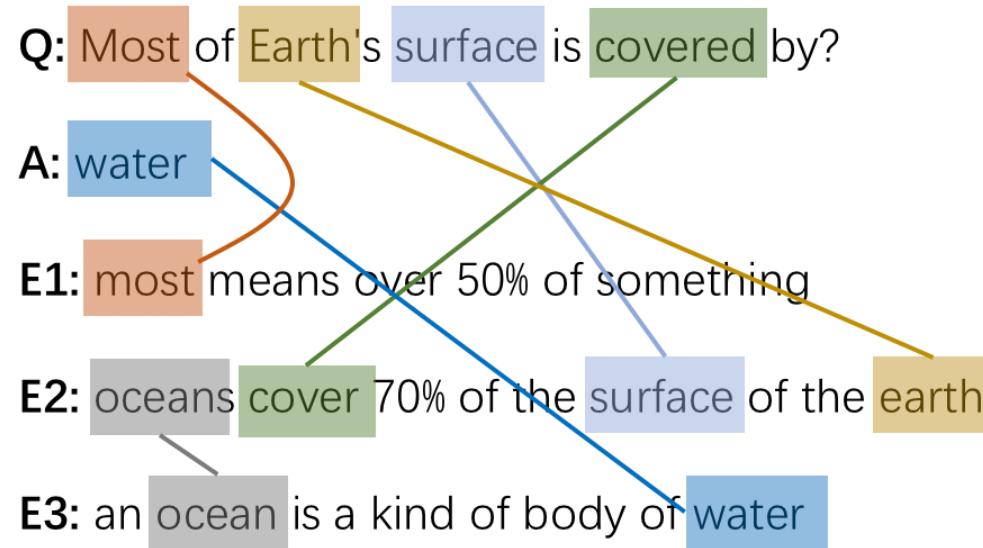
Multi-Hop Inference Explanation Regeneration (TextGraphs-14)
Organized by dustalov - Current server time: Oct. 23, 2020, 3:05 a.m. UTC

#	User	Entries	Date of Last Entry	Team Name	MAP ▲
1	webbley	26	09/21/20	Baidu PGL	0.6033 (1)
2	alvysinger	31	06/25/20	LIR - KU Leuven	0.5843 (2)
3	aisys	9	07/10/20		0.5233 (3)
4	AGP	18	09/21/20	ChiSquareX	0.4902 (4)
5	vmm	10	09/21/20		0.4902 (4)
6	redken	3	09/21/20	Red Dragon	0.4793 (5)
7	Aditya-Pawate	2	09/19/20	Team II Tian	0.4519 (6)
8	mller	2	09/07/20		0.3367 (7)

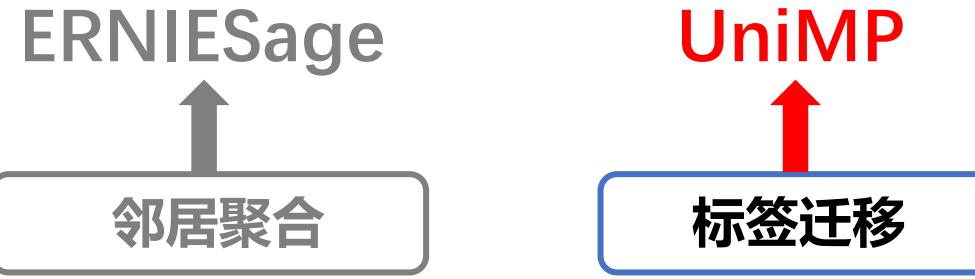
Previous Evaluation April 6, 2020, midnight UTC Current Post-Competition Sept. 22, 2020, midnight UTC End Competition Ends Never

任务目标：在解释图中进行多步文本推理，召回出符合推理过程的若干节点

Multi-hop Inference by Explanation Graph



本课内容



OGB 打榜神器：UniMP



UniMP: 融合标签传递和图神经网络的统一模型

Leaderboard for ogbn-products

The classification accuracy on the test and validation sets. The higher, the better.

Package: >=1.1.1

Rank	Method	Test Accuracy	Validation Accuracy	Contact	References	#Params
1	UniMP	0.8256 ± 0.0031	0.9308 ± 0.0017	Yunsheng Shi (PGL team)	Paper, Code	1,475,605

Leaderboard for ogbn-arxiv

The classification accuracy on the test and validation sets. The higher, the better.

Package: >=1.1.1

Rank	Method	Test Accuracy	Validation Accuracy	Contact	References	#Params
1	UniMP_large	0.7379 ± 0.0014	0.7475 ± 0.0008	Yunsheng Shi (PGL team)	Paper, Code	1,162,515

Leaderboard for ogbn-proteins

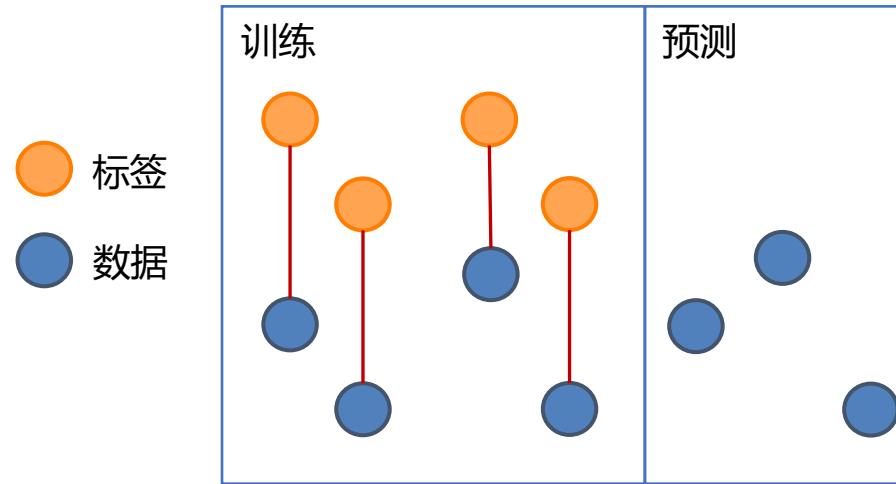
The ROC-AUC score on the test and validation sets. The higher, the better.

Package: >=1.1.1

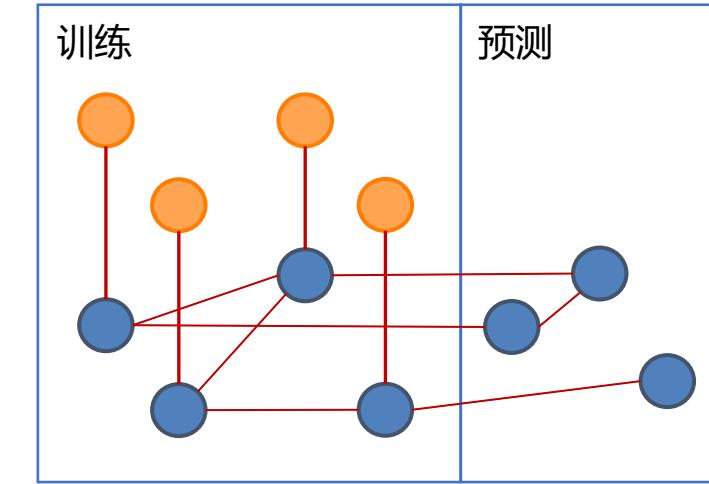
Rank	Method	Test ROC-AUC	Validation ROC-AUC	Contact	References	#Params
1	UniMP	0.8642 ± 0.0008	0.9175 ± 0.0006	Yunsheng Shi (PGL team)	Paper, Code	1,909,104

提出背景

一般机器学习场景



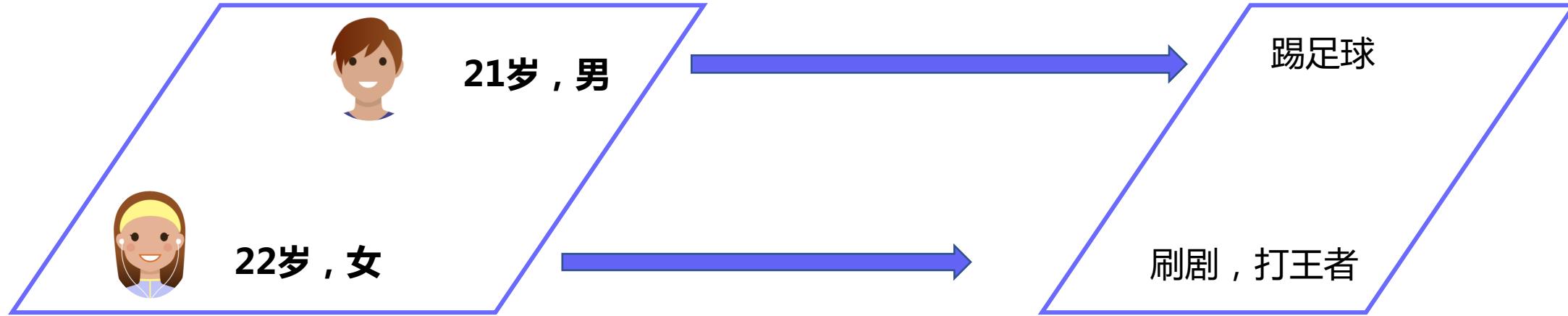
图网络场景



半监督节点分类

提出背景

训练数据



?

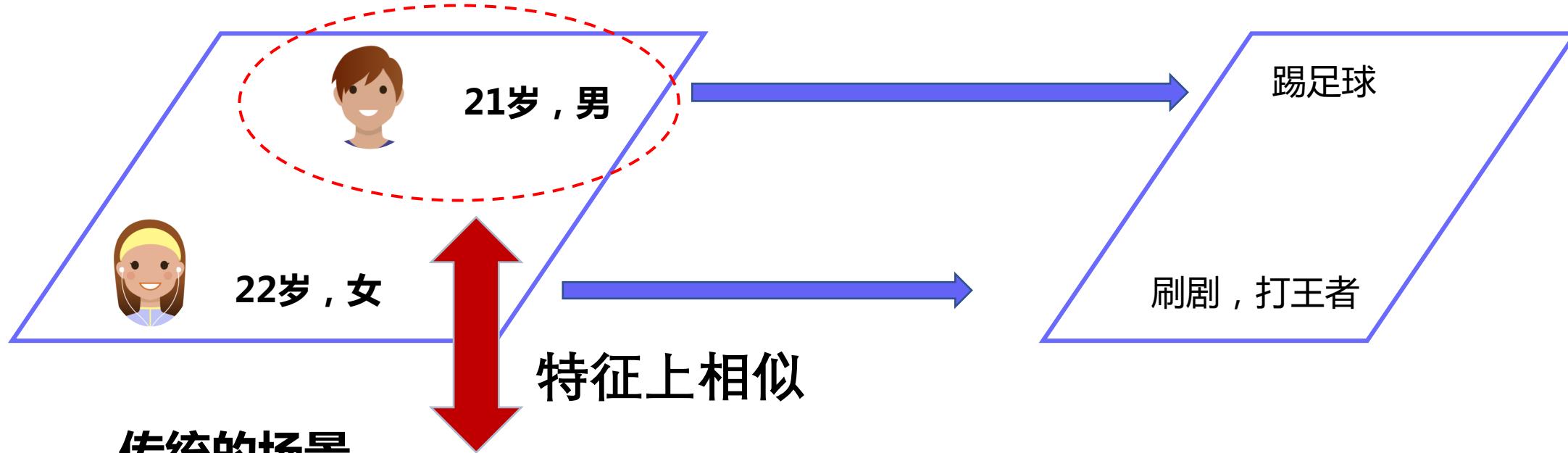


21岁，男

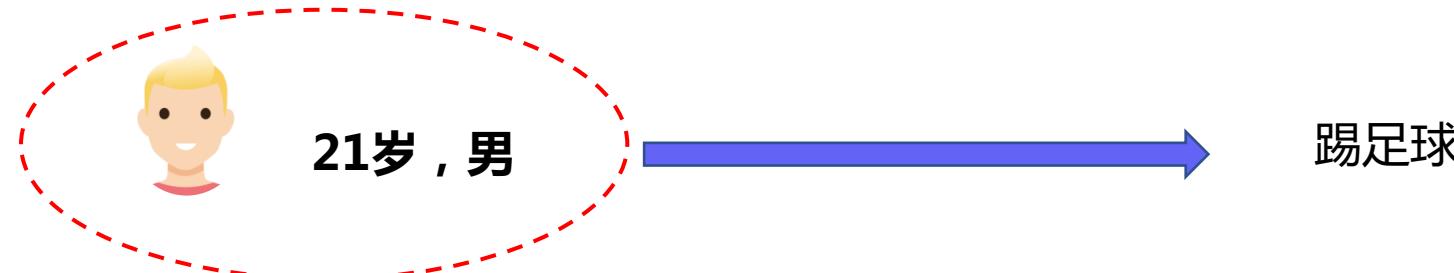


提出背景

训练数据

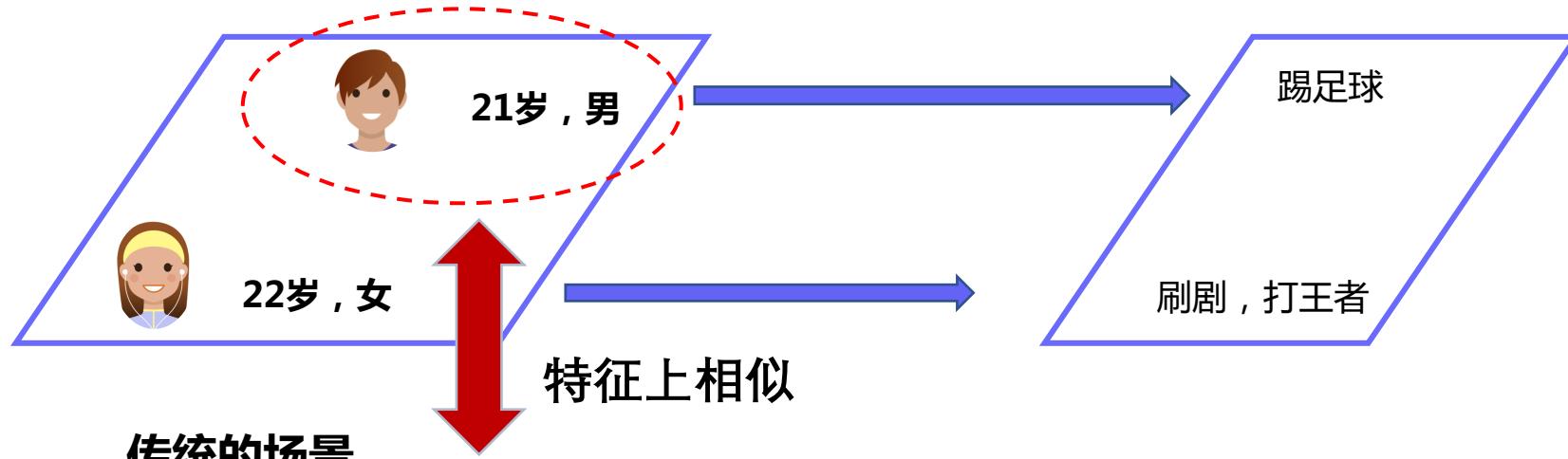


传统的场景



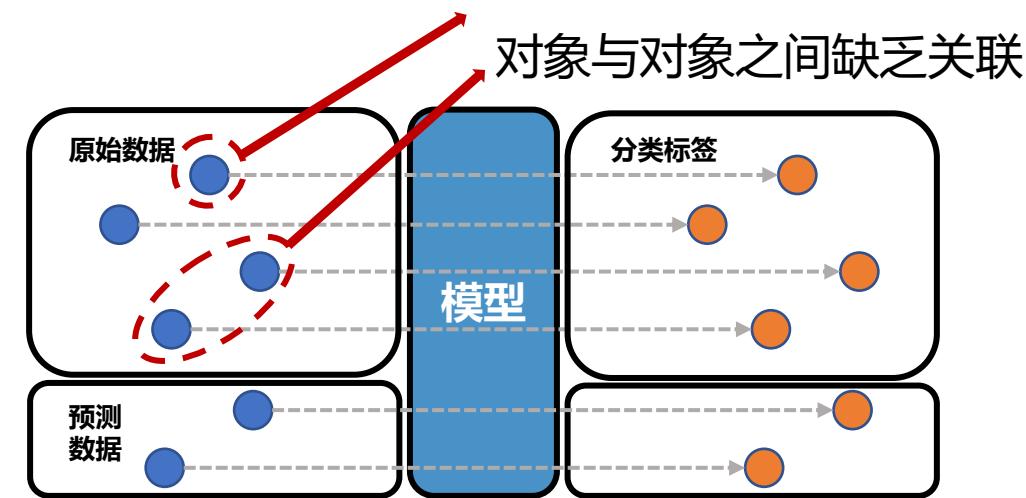
提出背景

训练数据



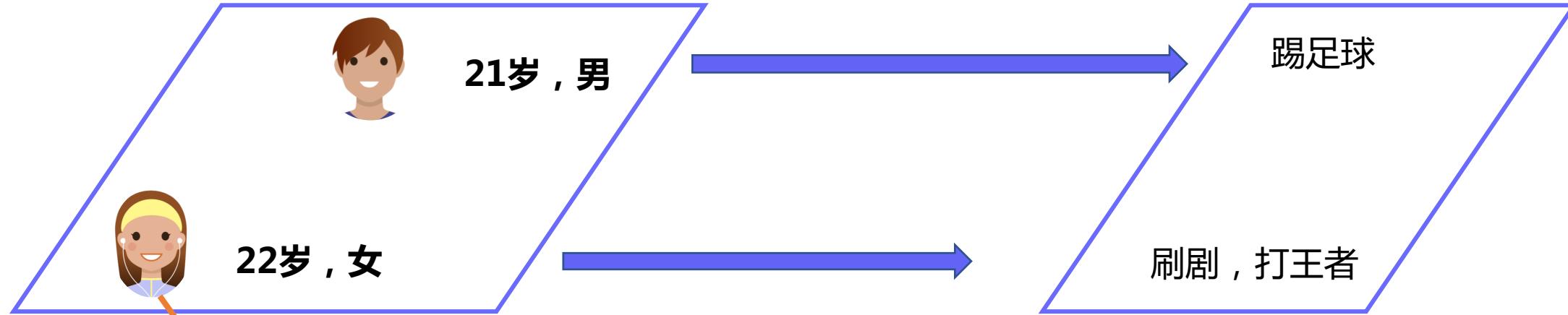
标签

研究的对象独立：图像、文本



提出背景

训练数据



如果
他们是 情侣关系



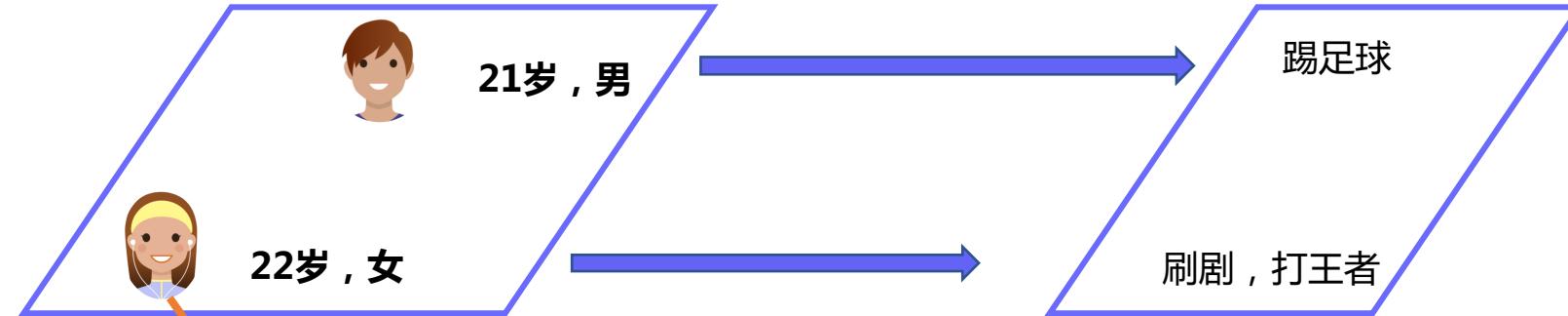
21岁, 男



刷剧, 打王者

提出背景

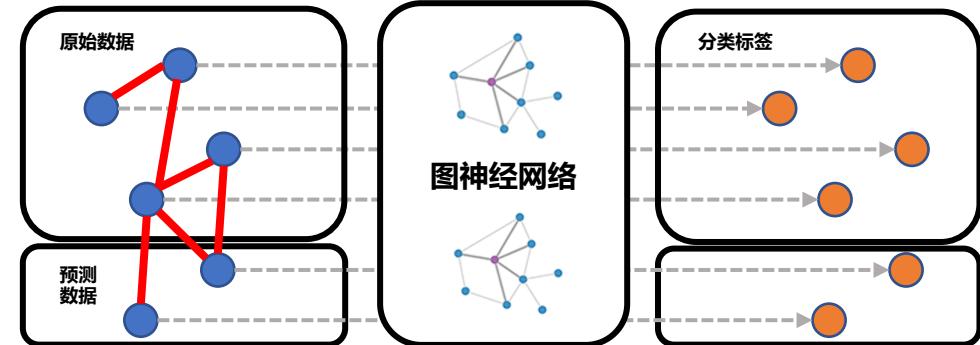
训练数据



如果
他们是 情侣关系

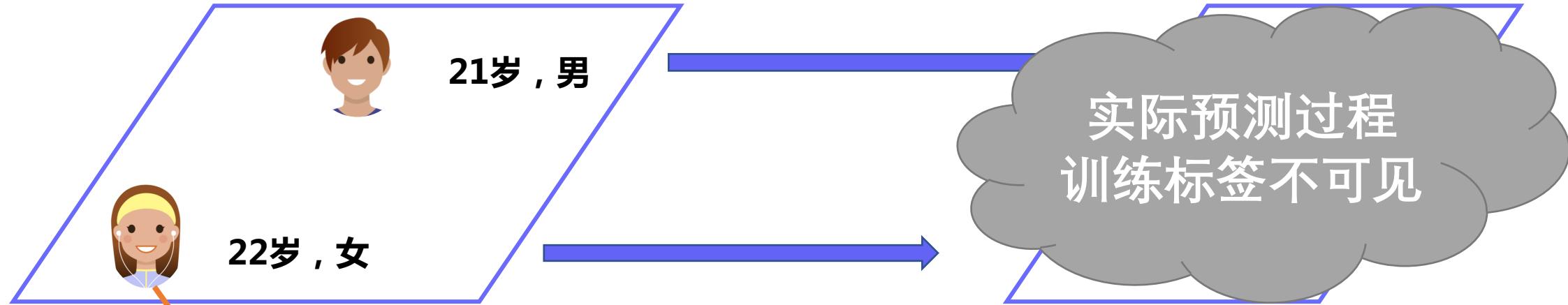


通过图神经网络
进行节点(对象)之间的关系推断



提出背景

训练数据



如果
他们是 情侣关系

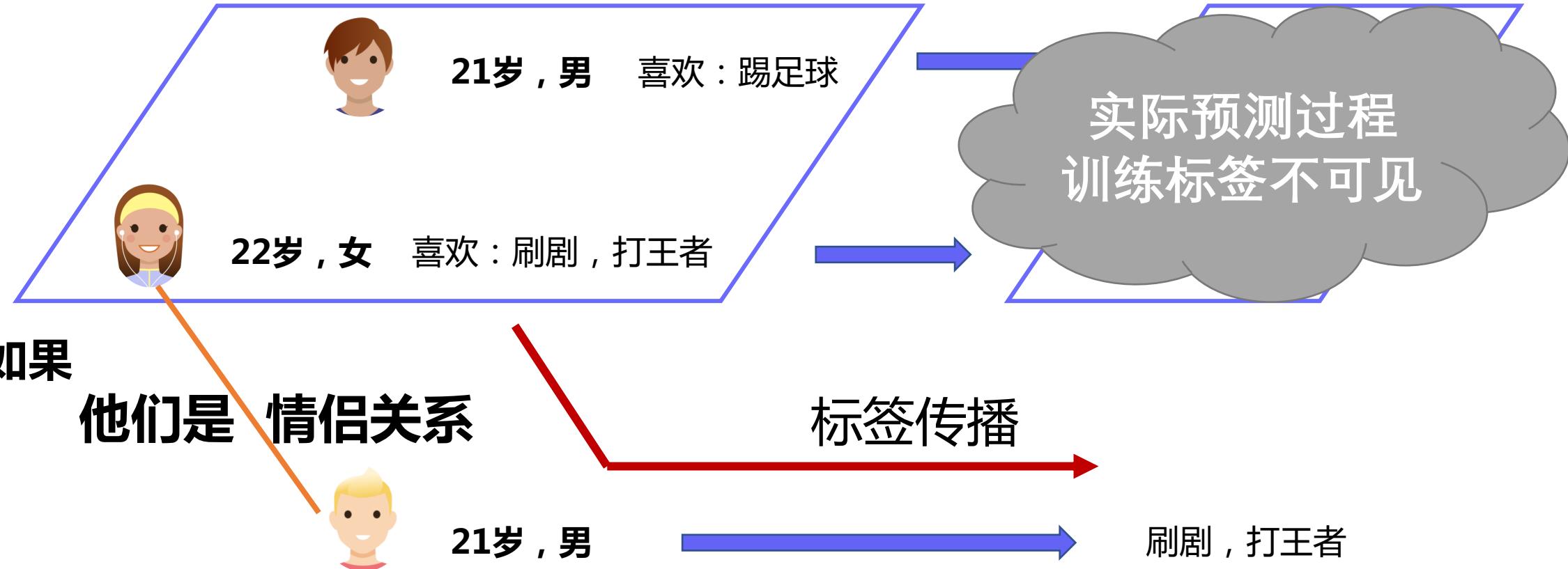


提出背景

训练数据

训练集的标签可以作为特征

标签



训练数据

训练集的标签可以作为特征

标签



21岁，男 喜欢：踢足球

标签泄漏



踢足球



22岁，女 喜欢：刷剧，打王者

标签泄漏



刷剧，打王者



21岁，男 喜欢：刷剧，打王者

标签泄漏



刷剧，打王者

Masked Label Prediction

什么是Masked Label Prediction

什么是Masked Label Prediction



训练数据

训练集的标签可以作为特征

标签



21岁，男 喜欢：踢足球



踢足球



22岁，女 喜欢：刷剧，打王者



刷剧，打王者



21岁，男 喜欢：刷剧，打王者

通过Mask预测来学习标签之间的关系

Mask

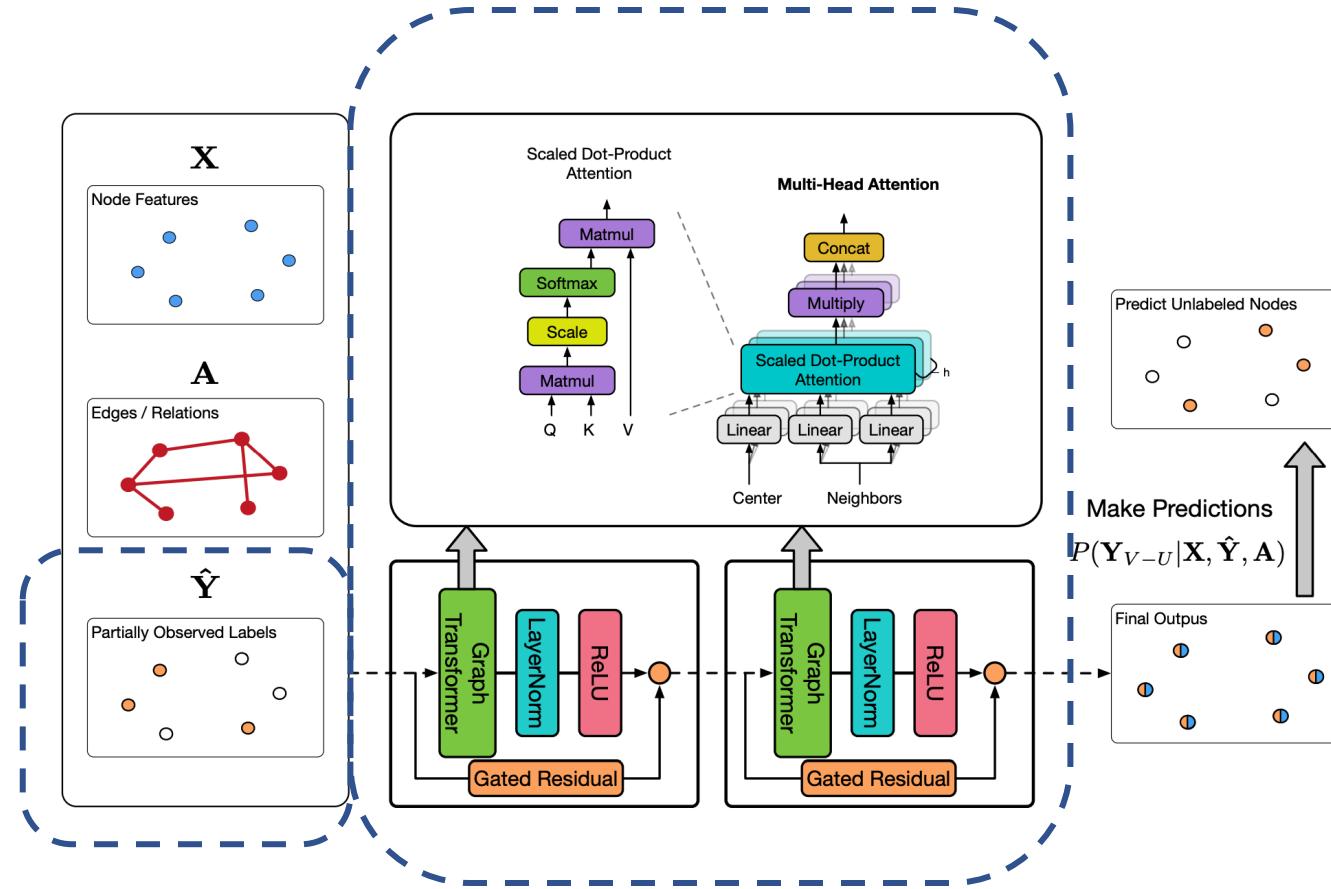
预测

刷剧，打王者

模型结构

Paddle 飞桨

使用Graph Transformer替代GAT和GCN



加入训练集标签信息

1. Label Embedding:

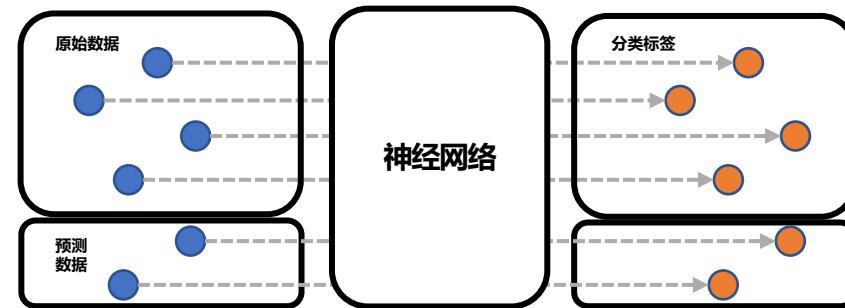
$$\hat{Y} \in \mathbb{R}^{n \times c} \rightarrow \hat{Y}_e \in \mathbb{R}^{n \times f}$$

2. Label Propagation:

$$(H^0 = X + \hat{Y}_e) \in \mathbb{R}^{n \times f}$$

3. 将 H^0 作为Graph Transformer 输入，参与传播过程

标签传播+图神经网络



单独节点

商品推荐

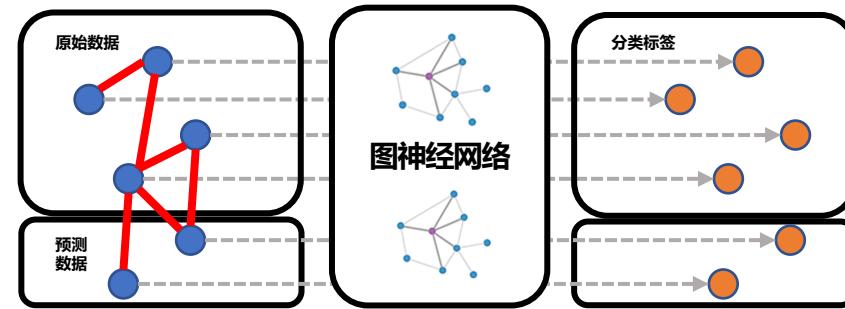
生物计算

引用网络

61%

72%

58%

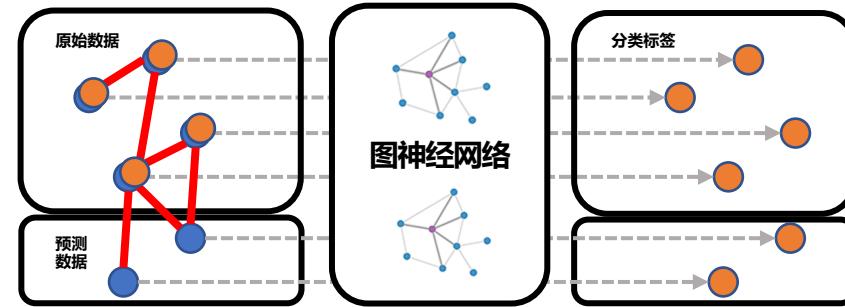


+ 节点关系

80%

82%

71%



+ 标签传播

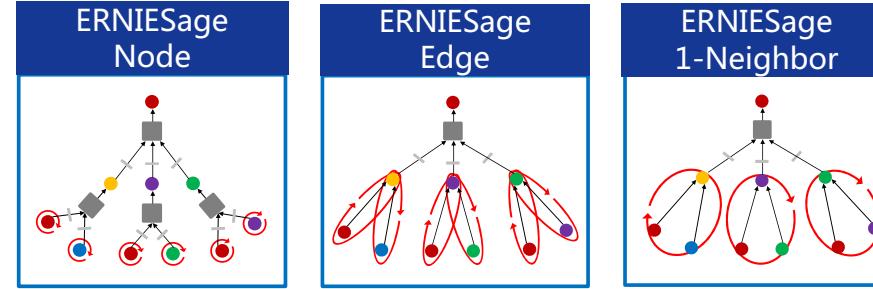
83%

86%

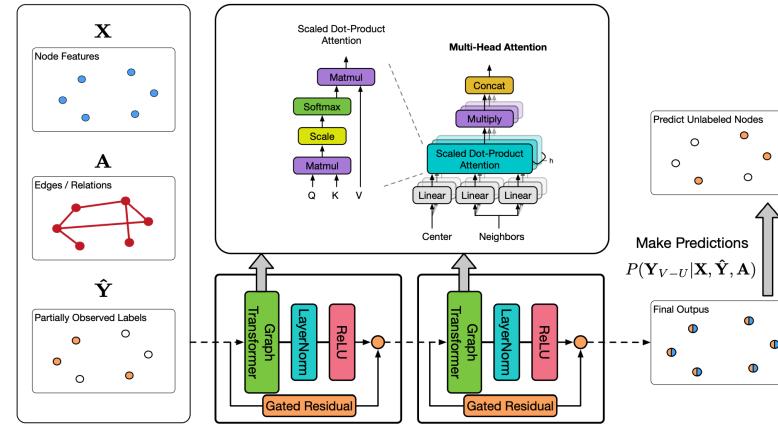
73%

总结

飞桨



ERNIE-Sage



UniMP

MASKED LABEL PREDICTION: UNIFIED MESSAGE PASSING MODEL FOR SEMI-SUPERVISED CLASSIFICATION

有请ERNIE-Sage作者讲解模型框架代码

结业比赛

飞桨

有请比赛发起人讲解

课程大纲



- Graph Learning
- 图学习

第一课：图学习初印象

- 图学习概述、入门路线
- 实践：环境搭建

第二课：游走类算法

- DeepWalk, node2vec, metapath2vec
- 实践：DeepWalk

第三课：图神经网络算法(一)

- GCN, GAT
- 实践：GCN, GAT

第四课：图神经网络算法(二)

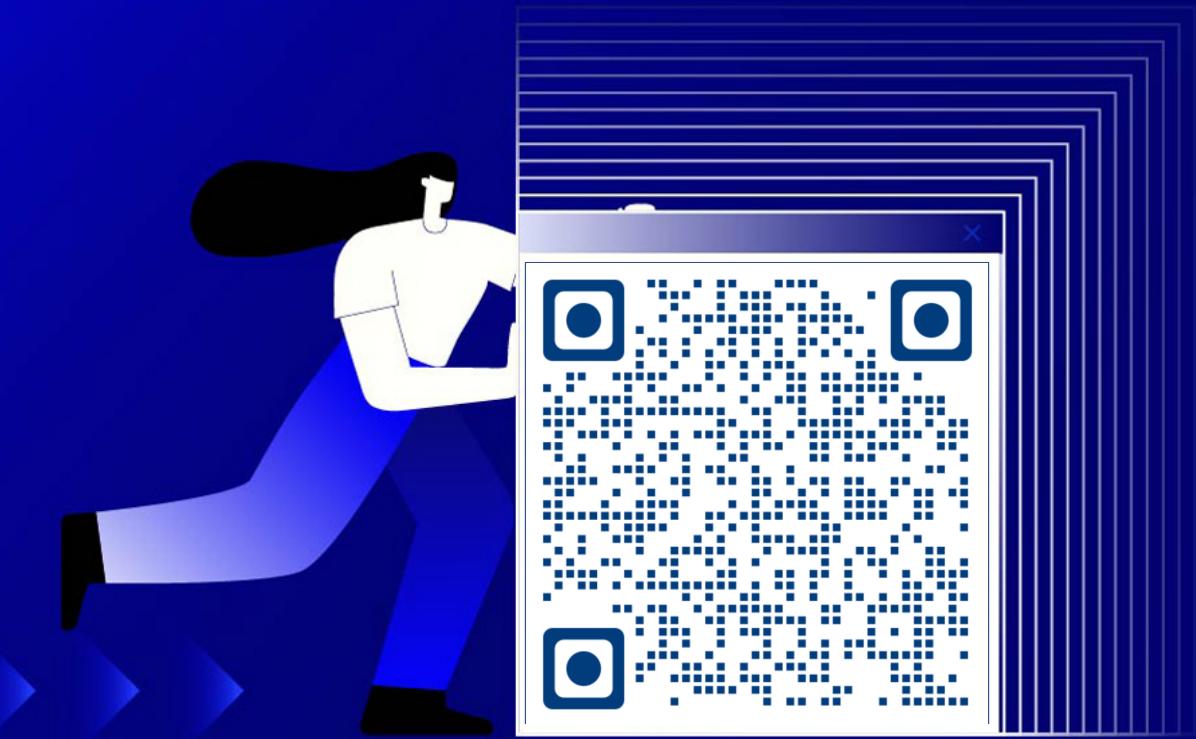
- GraphSage, 采样, 聚合
- 实践：GraphSage

第五课：GNN 进阶

- ERNIE-Sage, UniMP
- 实践：ERNIE-Sage 代码讲解

参考材料：

- 斯坦福CS224W课程：<http://cs224w.stanford.edu>
- 图学习库 PGL：<https://github.com/PaddlePaddle/PGL>



谢谢观看