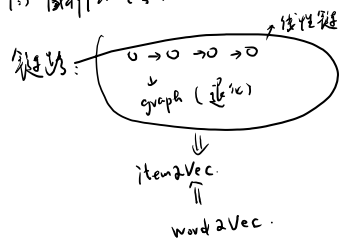


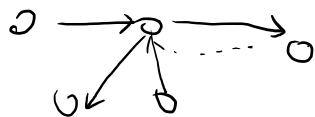
知识图谱

- 1. 知识图谱构建:
 - (1) 引入经验信息: 知识图谱
 - (2) 图神经网络: Ripple Not work.



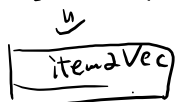
经验信息 \rightarrow graph Real Graph.

item₁, item₂, ..., item_j

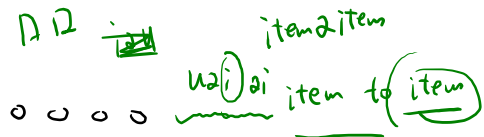


知识 (经验者 \rightarrow 知识)
知识 - 知识

图嵌入: Graph Embedding.



action. sequence



DeepWalk = Random walk.

u_1
 u_2
 u_3

(1) C A B E
E F A B m
2 (1) H G A B

u_{2i}
 i_{2i}
 u_{2i+1}

u_{2i+1}

item

知识性:

$\frac{2}{4}$ to

give: $-p_1$ and p_2 , $> p_1$ and p_2 .

order 1: 0.

order 2:
$$p_1(V_i, V_j) = \frac{w_{ij}}{W}$$

$$p_1(V_i, V_j) = \sigma(\vec{u}_i^T \vec{u}_j) = \frac{1}{1 + \exp(-\vec{u}_i^T \vec{u}_j)}$$

$$\downarrow$$

$$JZ_{KL}(\text{item} \rightarrow \text{item embedding}) \quad u = (u_1, u_2, u_3)$$

is: $V_i: u_i, V_j: u_j$

$$\begin{cases} \hat{p}_1(V_i, V_j) = \frac{w_{ij}}{W} \\ p_1(V_i, V_j) = \frac{1}{1 + \exp(-\vec{u}_i^T \vec{u}_j)} \end{cases} \Rightarrow \text{KL 难度.}$$

$$\left. \begin{array}{l} \text{KL 30} \\ \text{KL (PUS) \neq KL(SUP)} \end{array} \right\} \begin{array}{l} \text{KL 难度.} \\ \text{性质: 分布} \\ \text{the distance} \end{array}$$

$$KL(\hat{p}_1(V_i, V_j) || p_1(V_i, V_j)) \rightarrow \text{minimize}$$

def of KL:
$$KL(P || Q) = \sum P \log \frac{P}{Q} = \sum P \log P - \sum P \log Q$$

$$= \int P \log \frac{P}{Q}$$

$$KL(P || Q) = \sum P \log P - \sum P \log Q$$

$$KL(P || Q) = \sum P \log P - \sum P \log Q$$

minimize $KL(\hat{p}_1(V_i, V_j) || p_1(V_i, V_j))$

$$= \sum \hat{p}_1(V_i, V_j) \log \frac{\hat{p}_1(V_i, V_j)}{p_1(V_i, V_j)}$$

$$= \sum \frac{w_{ij}}{W} \log \frac{w_{ij}}{W} - \sum \frac{w_{ij}}{W} \log \frac{1}{1 + \exp(-\vec{u}_i^T \vec{u}_j)}$$

$$= \sum \frac{w_{ij}}{W} \log \frac{w_{ij}}{W} - \sum \frac{w_{ij}}{W} \log \frac{1}{1 + \exp(-\vec{u}_i^T \vec{u}_j)}$$

$$\Rightarrow \text{minimize } - \sum \frac{w_{ij}}{W} \log (1 + \exp(-\vec{u}_i^T \vec{u}_j))$$

$$\Rightarrow \text{minimize } - \sum \frac{w_{ij}}{W} \log (1 + \exp(-\vec{u}_i^T \vec{u}_j))$$

$$\Rightarrow \text{minimize } - \sum \frac{w_{ij}}{W} \log (1 + \exp(-\vec{u}_i^T \vec{u}_j))$$



$$p_2(V_j | V_i) = \frac{w_{ij}}{d_i}$$

$$p_2(V_j | V_i) = \frac{\exp(-\vec{u}_j^T \vec{u}_i)}{\sum_k \exp(-\vec{u}_k^T \vec{u}_i)}$$

minimize $KL(\hat{p}_2(V_j | V_i) || p_2(V_j | V_i))$

$$u^* = \arg \min_u KL(\hat{p}_2(V_j | V_i) || p_2(V_j | V_i))$$

$$= \arg \min_u \sum \hat{p}_2(V_j | V_i) \log \frac{\hat{p}_2(V_j | V_i)}{p_2(V_j | V_i)}$$

$$= \arg \min_u \left[\sum \hat{p}_2(V_j | V_i) \log \hat{p}_2(V_j | V_i) - \sum \hat{p}_2(V_j | V_i) \log p_2(V_j | V_i) \right]$$

$$\downarrow$$

$$\text{Constant}$$

$$\arg \min_u - \sum \hat{p}_2(V_j | V_i) \log p_2(V_j | V_i)$$

$$\downarrow$$

$$u$$

$$\frac{\partial J}{\partial u} = \dots$$

$$u_t = u_{t-1} - \eta \cdot \frac{\partial J}{\partial u}$$

LINE: 1. $-2\theta_1 = 2\theta_2$ 2. 附近环境和邻居的 θ 值
 附近节点的 embedding vector
 应该也是相近的。



$$P(V_j|V_i) = \frac{\exp(\vec{u}_j^T \vec{u}_i)}{\sum_k \exp(\vec{u}_k^T \vec{u}_i)} \Rightarrow \text{softmax}$$

$$P(V_j|V_i) = \frac{\exp(\vec{u}_j^T \vec{u}_i)}{\sum_k \exp(\vec{u}_k^T \vec{u}_i)}$$



$P(E|j)$
 $P(E|m)$

\downarrow
 softmax

$\square \rightarrow \text{embedding}$

证明: 类似. 证明.

证明: $-1/2 \cdot > 1/2 \cdot \text{edge}$ 类似 2)

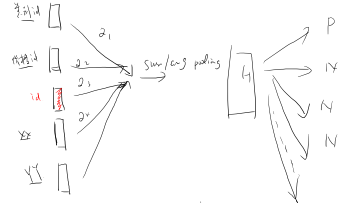
side information \rightarrow side info

$\sum_{i \in N} \theta_i$
 $\sum_{i \in N} \theta_i \rightarrow -1/2 \cdot \text{edge}$

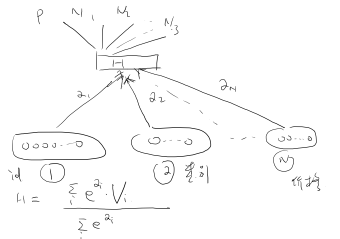
iterative. Graph embedding $\hat{=}$ deepwalk

node2vec LINE

GES Model: side info



证明: GES 2. 类似 2)



deepwalk. Node2Vec

