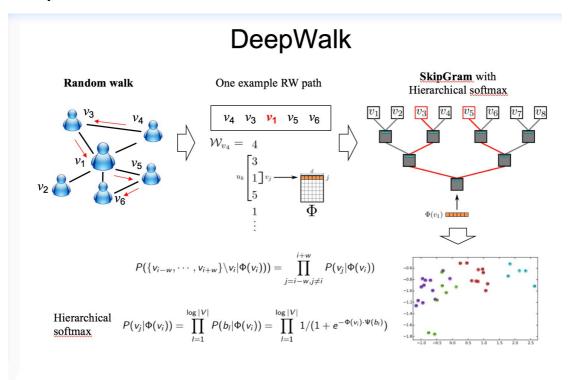
DeepWalk



1. B. Perozzi, R. Al-Rfou, and S. Skiena. 2014. Deepwalk: Online learning of social representations. KDD, 701-710.

Algorithm 1: DeepWalk

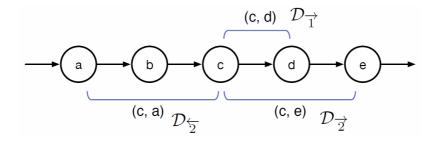
- 8 Run SGNS on ${\cal D}$ with b negative samples.
- SGNS maintains a multiset \mathcal{D} that counts the occurrence of each word-context pair (w, c)
- Objective

$$\mathcal{L} = \sum_{w} \sum_{c} (\#(w, c) \log g(x_{w}^{T} x_{c}) + \frac{b \#(w) \#(c)}{|\mathcal{D}|} \log g(-x_{w}^{T} x_{c}))$$

where x_w and x_c are d-dimensional vector

• For sufficiently large dimension *d*, the objective above is equivalent to factorizing the PMI matrix^[1]

$$\log \frac{\#(w,c)|\mathcal{D}|}{b\#(w)\#(c)}$$



DeepWalk is factorizing a matrix

DeepWalk is asymptotically and implicitly factorizing

$$\log \left(\frac{\operatorname{vol}(G)}{b} \left(\frac{1}{T} \sum_{r=1}^{T} \left(\boldsymbol{D}^{-1} \boldsymbol{A} \right)^{r} \right) \boldsymbol{D}^{-1} \right) \quad vol(G) = \sum_{i} \sum_{j} A_{ij}$$

A Adjacency matrix

b: #negative samples

D Degree matrix

T: context window size

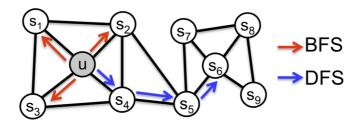
Later...

- LINE^[1]: explicitly preserves both firstorder and second-order proximities.
 - text information label label word label
- PTE^[2]: learn heterogeneous text network embedding via a semisupervised manner.
- Node2vec^[3]: use a biased random walk to better explore node's neighborhood.



Node2vec

Idea: use flexible, biased random walks that can trade off between local and global views of the network.

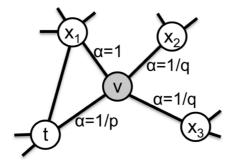


Biased random walk R that given a node u generates neighborhood $N_R(u)$

- Two parameters:
 - Return parameter *p*: Return back to the previous node.
 - In-out parameter q: Moving outwards (DFS) vs inwards (BFS)
 - Consider a random walk that just traversed edge (t, v) and now resides at node v. The transition probability from v to the next node x is defined as:

$$lpha_{pq}(t,x) = \left\{ egin{array}{ll} rac{1}{p} & ext{if } d_{tx} = 0 \ 1 & ext{if } d_{tx} = 1 \ rac{1}{q} & ext{if } d_{tx} = 2 \end{array}
ight.$$

Walker is at v, where to go next?



• BFS-like walk: Low value of p

DFS-like walk: Low value of q

LINE

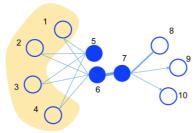


Figure 1: A toy example of information network. Edges can be undirected, directed, and/or weighted. Vertex 6 and 7 should be placed closely in the low-dimensional space as they are connected through a strong tie. Vertex 5 and 6 should also be placed closely as they share similar neighbors.

LINE with First-order Proximity

• For each undirected e_{ij} , we define the joint probability between vertex v_i and v_j as follows:

$$p_1(v_i, v_j) = \frac{1}{1 + \exp(-\vec{u}_i^T \cdot \vec{u}_j)}$$

- It defines distribution $p(\cdot,\cdot)$ over the space $V\times V$, and its empirical probability can be defined as $\hat{p_1}(i,j)=\frac{w_{i,j}}{W}$ where $W=\sum_{i,j\in E}w_{i,j}$
- Objective Function: Minimize the following objective function, where $d(\cdot, \cdot)$ is the distance between two distributions.

$$O_1=d(\hat{p_1}(\cdot,\cdot),p_1(\cdot,\cdot))$$

• Instantiate $d(\cdot, \cdot)$ as KL-divergence:

$$O_1 = -\sum_{(i,j)\in E} w_{ij} \log p_1(v_i, v_j)$$

LINE with Second-order Proximity

• We first define the probability of "context" v_j generated by vertex v_i as:

$$p_2(v_j \mid v_i) = \frac{\exp(\vec{u'}_j^T \cdot \vec{u}_i)}{\sum_{k=1}^{|V|} \exp(\vec{u'}_k^T \cdot \vec{u}_i)}$$

• We minimize the following objective function:

$$O_2 = \sum_{i \in V} \lambda_i d(\hat{p_2}(\cdot \mid v_i), p_2(\cdot \mid v_i))$$

The empirical probability $\hat{p_2}(v_j|v_i)$ defined as: $\hat{p_2}(v_j|v_i) = \frac{w_{ij}}{d_i}$ where d_i is the out-degree of vertex i.

• Replacing $d(\cdot, \cdot)$ with KL-divergence, setting $\lambda_i = d_i$, we have:

$$O_2 = -\sum_{(i,j)\in E} w_{ij} \log p_2(v_j \mid v_i)$$