



# Arbitrary-Order Proximity Preserved Network Embedding

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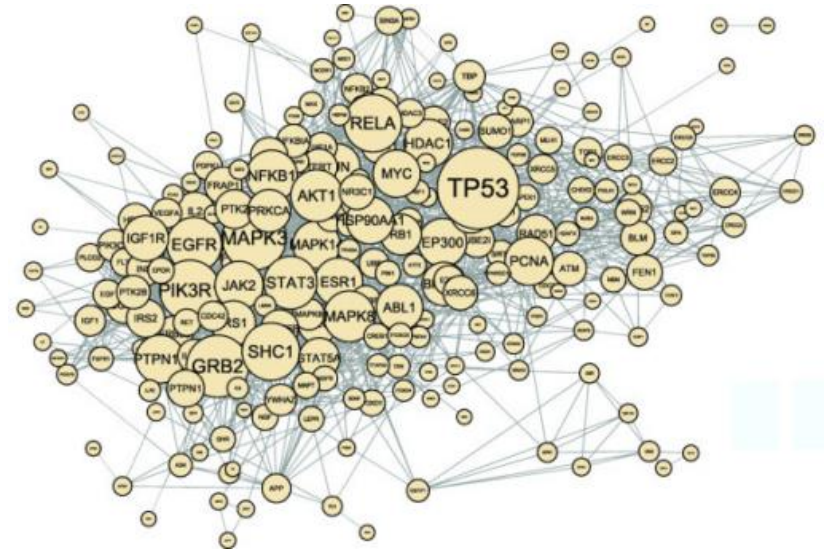
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# Network Data is Ubiquitous



# Social Network

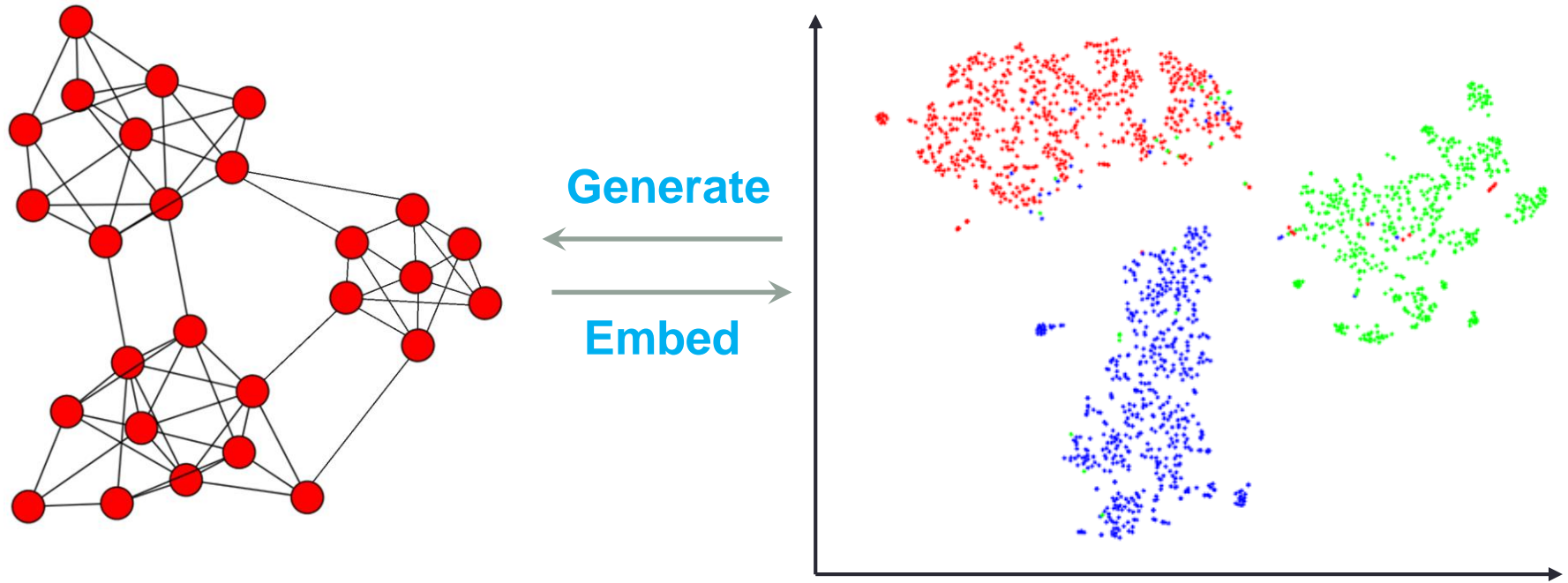


# Biology Network



# Traffic Network

# Network Embedding: Vector Representation of Nodes

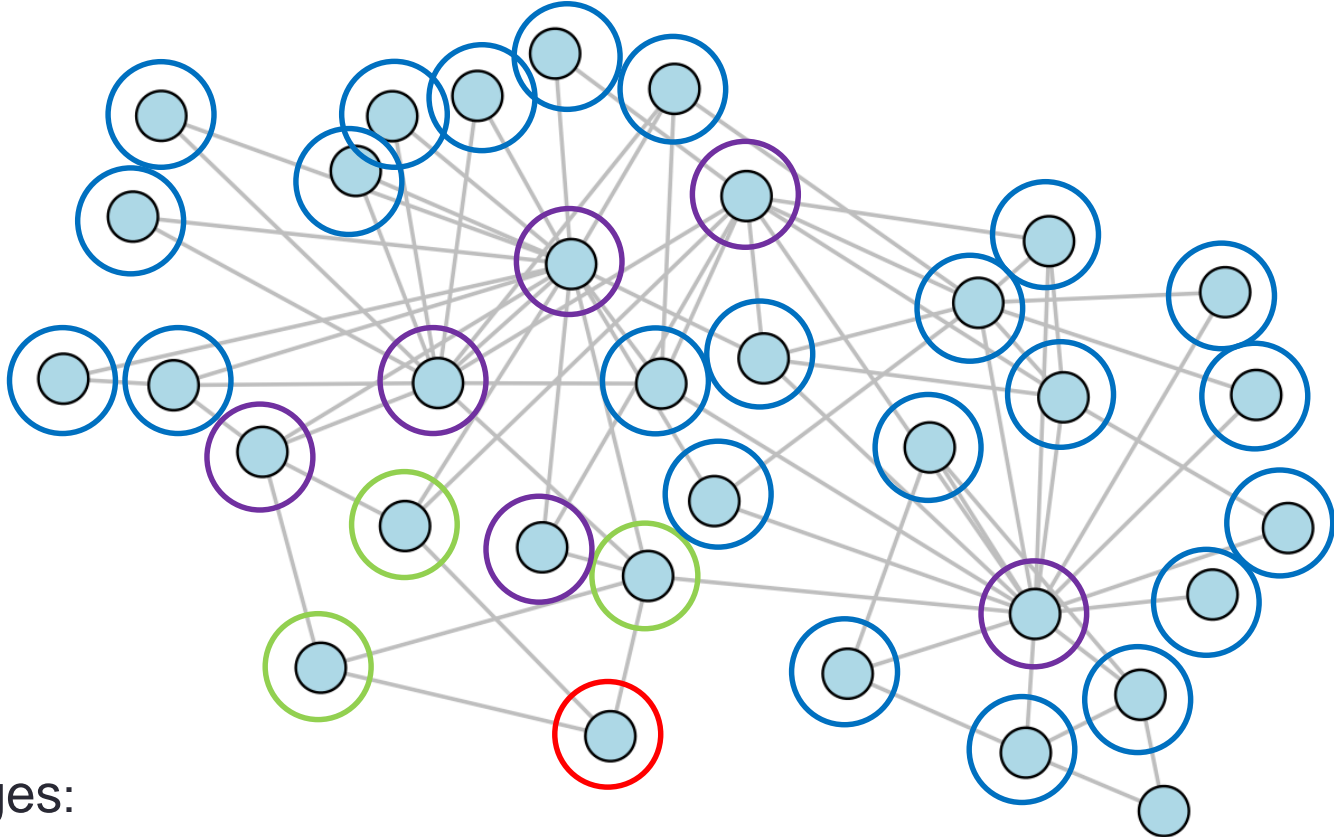


- ❑ Apply feature-based machine learning algorithms
- ❑ Fast compute nodes similarity
- ❑ Support parallel computing

- ❑ Applications: link prediction, node classification, community detection, measuring centrality, anomaly detection ...

# High-Order Proximity

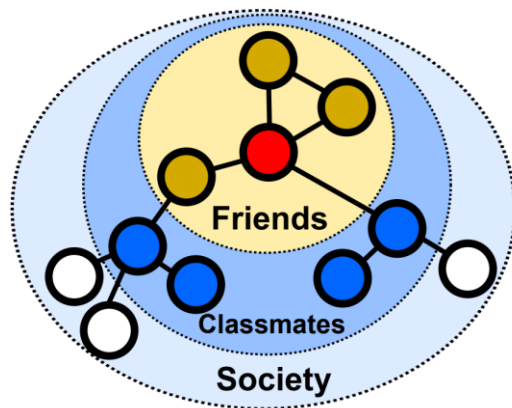
- High-order proximity: key in capturing the underlying structure of networks



- Advantages:
  - Solve the sparsity problem of network connections
  - Measure indirect relationship between nodes

# Different High-Order Proximities

- Different networks/tasks require different high-order proximities
  - E.g., multi-scale classification (Bryan Perozzi, et al, *ASONAM*, 2017)



- E.g., networks with different scales and sparsity
- Proximities of different orders can also be arbitrarily weighted
  - E.g., equal weights, exponentially decayed weights (Katz)

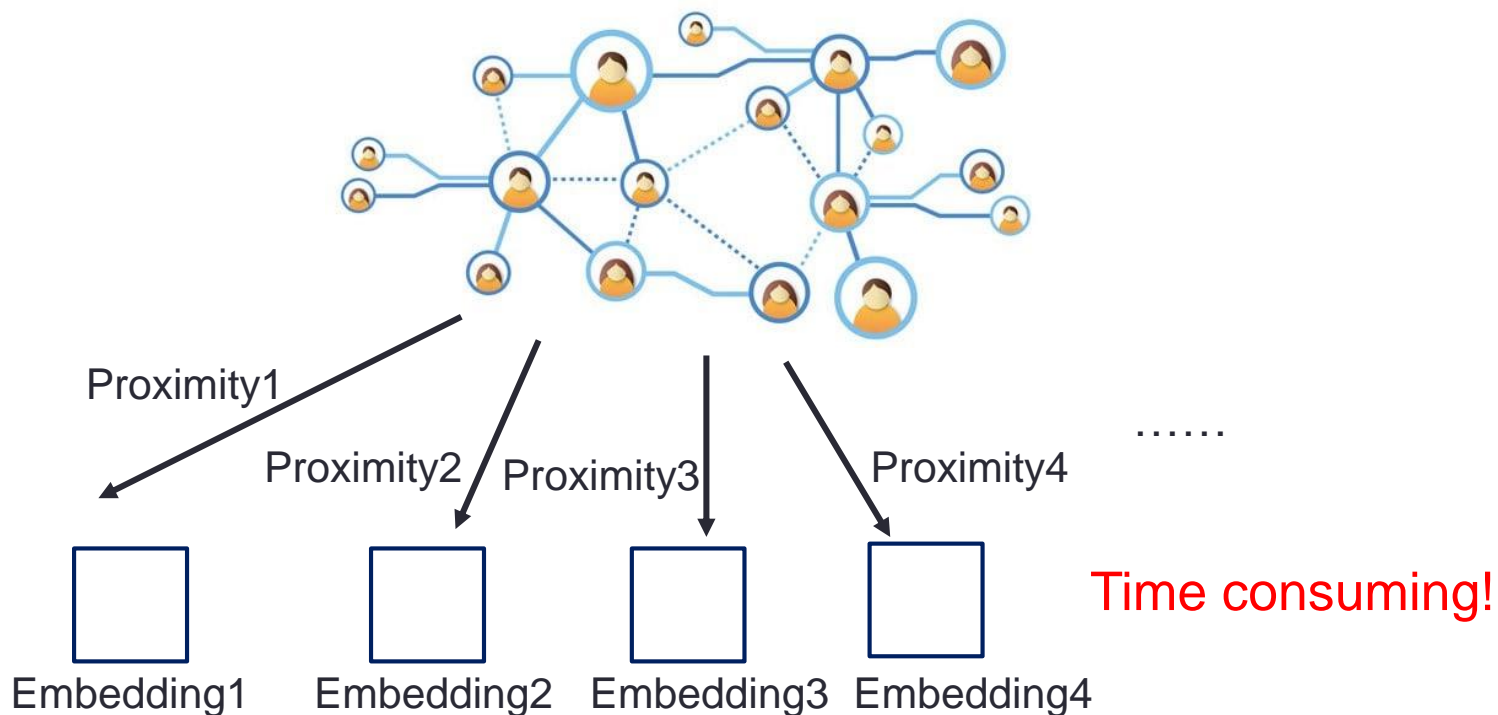
# Existing Methods

- ❑ Methods based on random-walks
  - ❑ DeepWalk, B. Perozzi, et al. *KDD 2014*.
  - ❑ LINE, J. Tang, et al. *WWW 2015*.
  - ❑ Node2vec, A. Grover, et al. *KDD 2016*.
  - ❑ Random walks on networks + skip-gram model from NLP
- ❑ Methods based on matrix factorization
  - ❑ GraRep, S. Cao, et al. *CIKM, 2015*.
  - ❑ HOPE, M. Ou, et al. *KDD 2016*.
  - ❑ M-NMF, X. Wang, et al. *AAAI 2017*.
  - ❑ Objective function based on matrix factorization + optimization
- ❑ Methods based on deep learning
  - ❑ SDNE, D. Wang, et al. *KDD 2016*.
  - ❑ DVNE, D. Zhu, et al. *KDD 2018*.
  - ❑ Deep auto-encoder to preserve the non-linearity



## Existing Methods (cont.)

- Existing methods can only preserve one fixed high-order proximity
  - Different high-order proximities have to be calculated separately



→ How to preserve **arbitrary-order proximity** simultaneously?

Key question: what is the **underlying relationship** between different proximities?

# Problem Formulation

- High-order proximity: a polynomial function of the adjacency matrix

$$S = \mathcal{F}(A) = w_1 A^1 + w_2 A^2 + \dots + w_q A^q$$

- $q$ : order;  $w_1 \dots w_q$ : weights, assuming to be non-negative
- $A$ : could be replaced by other variations (such as the Laplacian matrix)

- Objective function: matrix factorization

$$\min_{U^*, V^*} \|S - U^* V^{*T}\|_F^2$$

- $U^*, V^* \in \mathbb{R}^{N \times d}$ : left/right embedding vectors
- $d$ : dimensionality of the space

- Optimal solution: Singular Value Decomposition (SVD)

- $[U, \Sigma, V]$ : top- $d$  SVD results

$$U^* = U\sqrt{\Sigma}, V^* = V\sqrt{\Sigma}$$

- However, direct calculation is **time-consuming**



# Problem Transformation

## □ Problem Transformation

□  $[U, \Sigma, V]$ : top-d SVD .  $[\Lambda, X]$ : top-d eigen-decomposition

□ Theorem:

$$\begin{cases} U(:, i) = X(:, i) \\ \Sigma(i, i) = \text{abs}(\Lambda(i, i)) \\ V(:, i) = X(:, i) \text{sign}(\Lambda(i, i)) \end{cases}, \text{ and}$$

$$\begin{cases} X(:, i) = U(:, i) \\ \Lambda(i, i) = \Sigma(i, i) \text{sign}(U(:, i) \cdot V(:, i)) \end{cases}$$

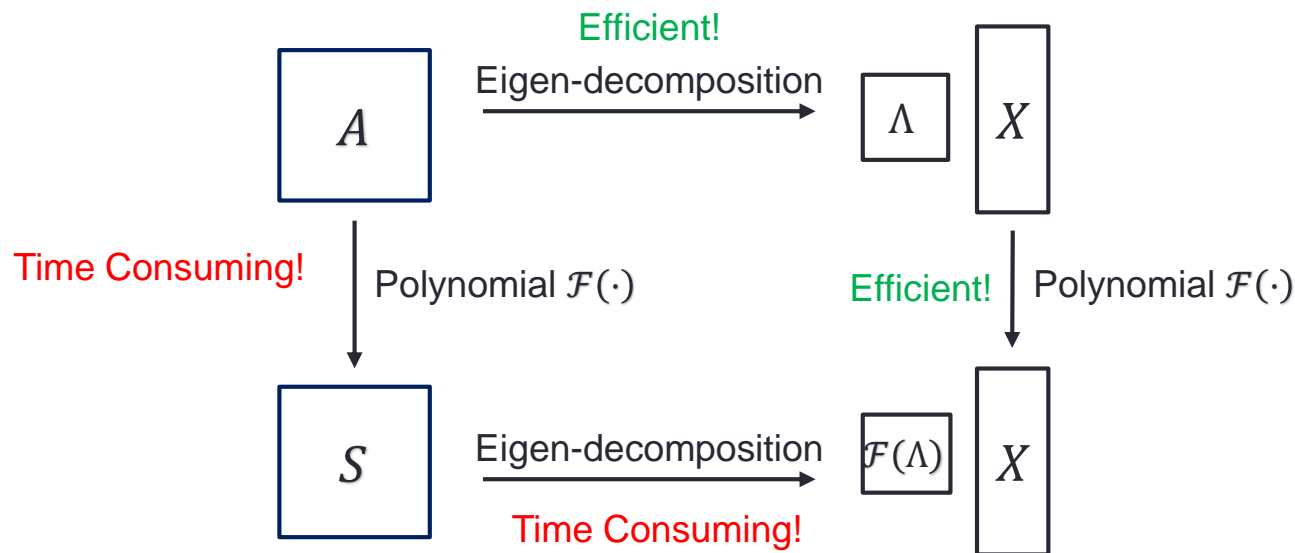
□ How to solve  $[\Lambda, X]$  for  $S = f(A) = w_1 A^1 + w_2 A^2 + \dots + w_q A^q$

# Eigen-decomposition Reweighting

## □ Eigen-decomposition reweighting

THEOREM 4.2 (EIGEN-DECOMPOSITION REWEIGHTING). If  $[\lambda, \mathbf{x}]$  is an eigen-pair of  $\mathbf{A}$ , then  $[\mathcal{F}(\lambda), \mathbf{x}]$  is an eigen-pair of  $\mathbf{S} = \mathcal{F}(\mathbf{A})$ .

□  $Ax = \lambda x \rightarrow A^2x = \lambda^2x \rightarrow \mathcal{F}(A)x = \mathcal{F}(\lambda)x$

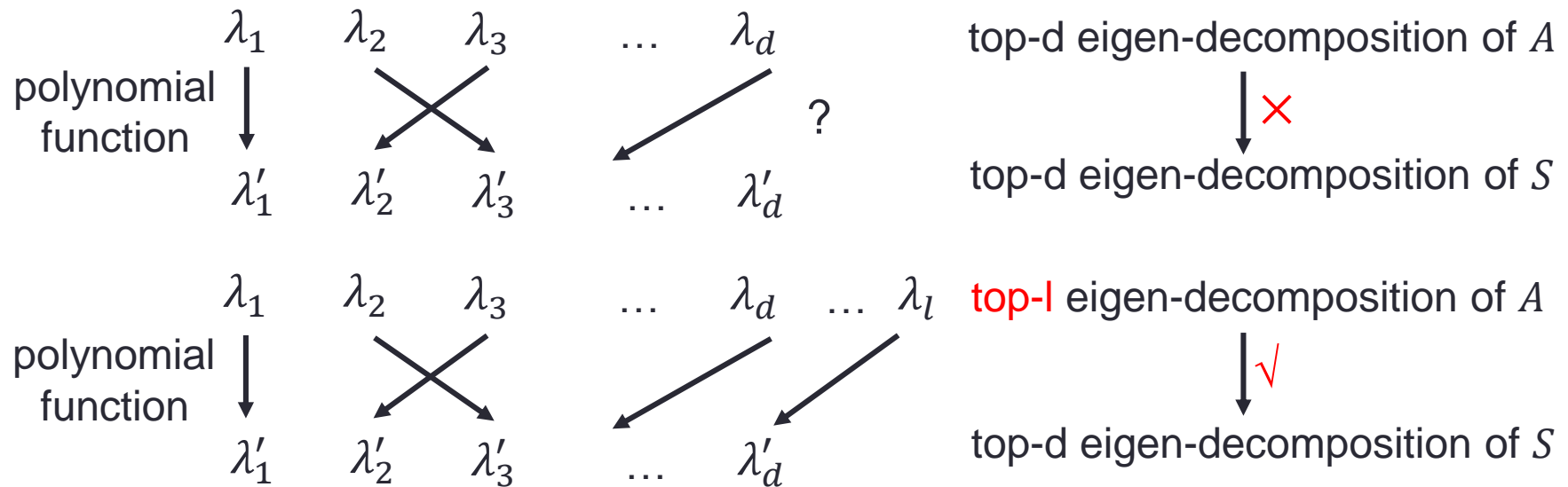


□ Insights: high-order proximity is simply re-weighting dimensions!

□ Eigenvectors as coordinates, eigenvalues as weights

# Eigen-decomposition Reweighting (cont.)

## □ Re-ordering of dimensions



THEOREM 4.3.  $l$  satisfies that the top  $l$  eigenvalues of  $\mathbf{A}$  have  $d$  positive, i.e.

$$l = \mathcal{L}(\mathbf{A}, d) = \min l' \quad \text{s.t.} \quad \sum_{j=1}^{l'} \mathbb{I}(\lambda_j > 0) = d,$$

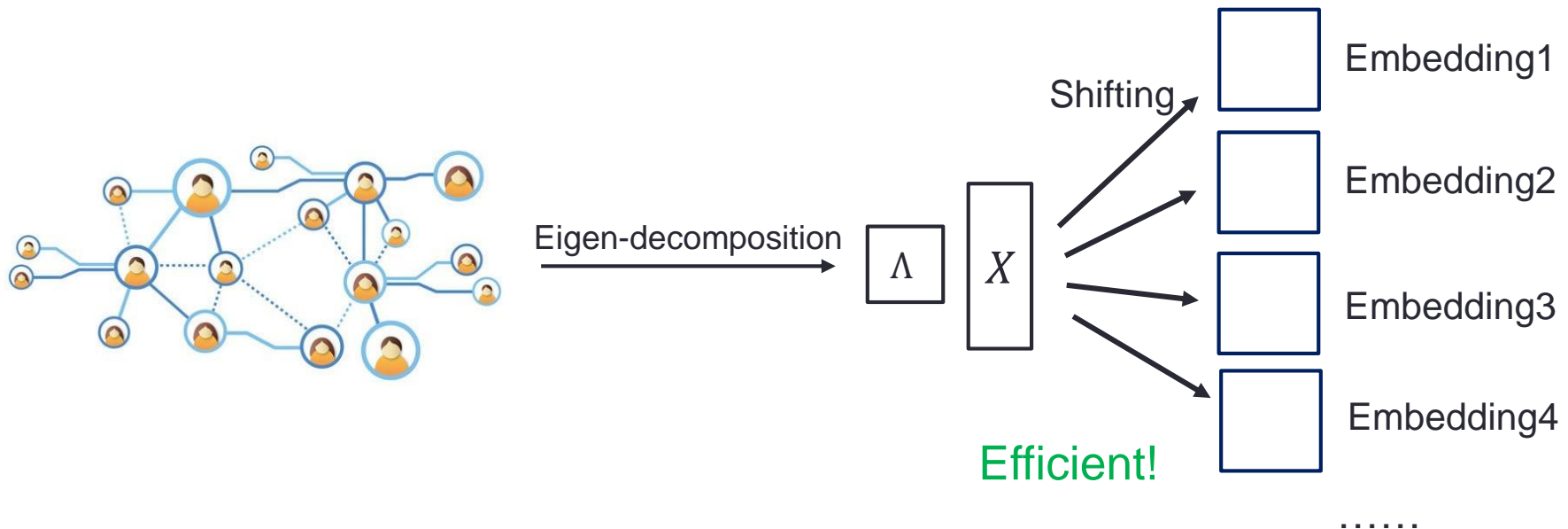
## □ $d$ vs. $l$ :

$$l \approx 2d$$

- Proven for random (Erdos-Renyi), random power-law networks
- Verified on experiments

# Preserving Arbitrary-Order Proximity

- ❑ Shifting across different orders/weights:



- ❑ Preserve **arbitrary-order proximity** simultaneously
- ❑ **Low marginal cost** for preserving multiple proximities
- ❑ Accurate (**global** optimal) and efficient (**linear** time complexity)

# Algorithm Framework

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**Algorithm 1** AROPE: ARbitrary-Order Proximity preserved Embedding

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**Require:** Adjacency Matrix  $\mathbf{A}$ , Dimensionality  $d$ , Different High-Order Proximity Functions  $\mathcal{F}_1(\cdot), \dots, \mathcal{F}_r(\cdot)$

**Ensure:** Embedding vectors  $\mathbf{U}_i^*, \mathbf{V}_i^*$  for  $\mathcal{F}_i(\cdot)$ ,  $1 \leq i \leq r$

- 1: Calculate the top- $l$  eigen-decomposition  $[\mathbf{\Lambda}, \mathbf{X}]$  of  $\mathbf{A}$
  - 2: **for**  $i$  in  $1:r$  **do**
  - 3:   Calculate the reweighted eigenvalues  $\mathbf{\Lambda}' = \mathcal{F}_i(\mathbf{\Lambda})$
  - 4:   Sort  $\mathbf{\Lambda}'$  in descending order of the absolute value and select the top- $d$
  - 5:   Calculate the top- $d$  SVD results using Eq. (4)
  - 6:   Return  $\mathbf{U}_i^*, \mathbf{V}_i^*$  using Eq. (3)
  - 7: **end for**
- 

□ Time complexity:  $O(T(Nl^2 + Ml) + r(l + Nd))$

- $N$ : number of nodes;  $M$ : number of edges;  $T$ : iteration;  $d$ : embedding dimension ( $l \approx 2d$ );  $r$ : number of shifting
- **Linear** w.r.t. the network size
- Marginal cost for preserving multiple proximities

# Special Cases of the Proposed Method

- Common Neighbors: the second order

$$S = A^2$$

- Propagation: weighted combination of the second and the third order

$$S = w_2 A^2 + w_3 A^3$$

- Katz Proximity: infinite order with exponentially decayed weights

$$S = \sum_{i=1}^{+\infty} \beta^i A^i$$

- Eigenvector Centrality: the first dimension

$$U^*(:, 1) \propto \text{eigenvector\_centrality}$$

- Regardless of what high-order proximity is



# Experimental Setting: Datasets

## □ Datasets:

- BlogCatalog, Flickr, Youtube: online social networks where nodes represent users and edges represent relationships between users.
- Wiki: wikipedia hyperlinks, where each node represents a page and each edge represents a hyperlink between two pages. The edges are treated as undirected.

**Table 1: The Statistics of Datasets**

Dataset	# Nodes	# Edges	Average Degree
BlogCatalog	10,312	667,966	64.8
Flickr	80,513	11,799,764	146.6
Youtube	1,138,499	5,980,886	5.3
Wiki	1,791,486	50,888,414	28.4

# Experimental Setting: Baselines

## ▣ Baselines:

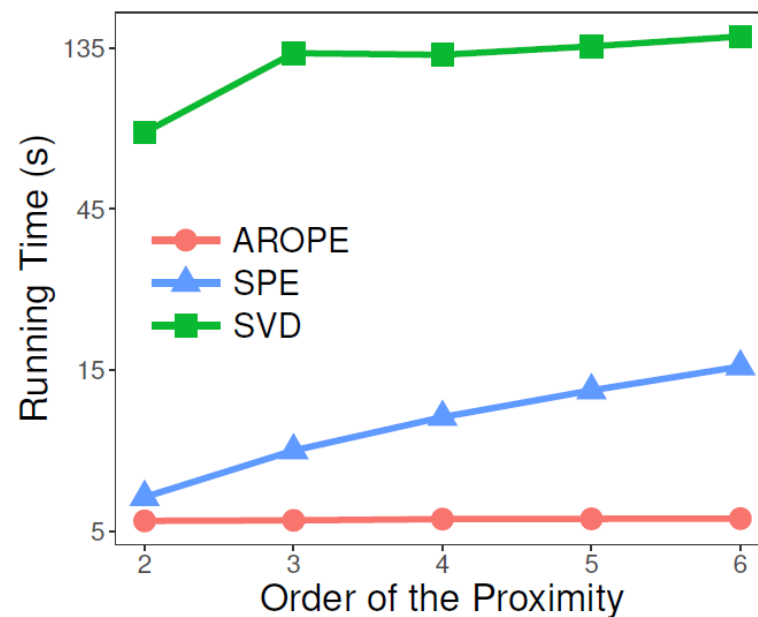
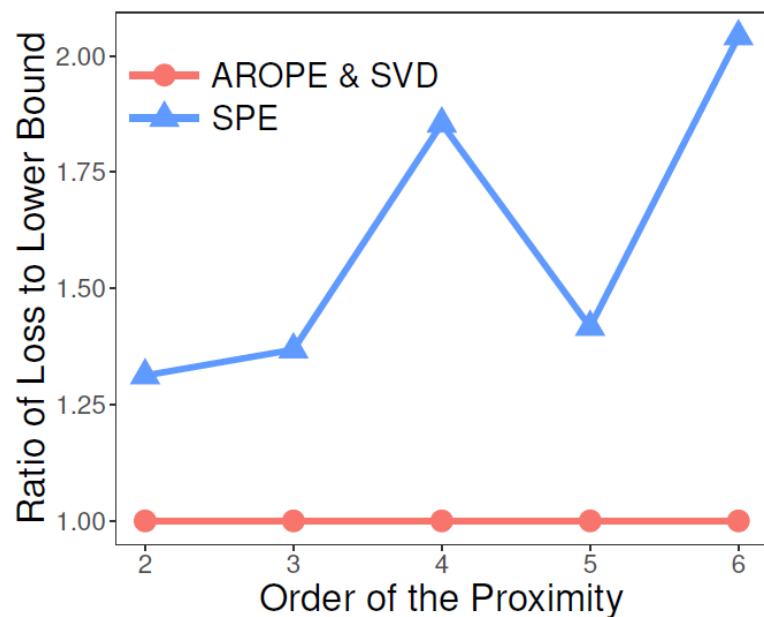
- ▣ DeepWalk (KDD 2014): DFS random walk + skip-gram
- ▣ LINE (WWW 2015): BFS random walk + skip-gram
- ▣ Node2vec (KDD 2016): biased random walk + skip-gram
- ▣ SDNE (KDD 2016): deep auto-encoder
- ▣ NEU (IJCAI 2017): matrix factorization approximation

## ▣ Our method:

- ▣ AROPE: search  $q$  from  $\{1,2,3,4\}$  and grid search weights
- ▣ AROPE-F: search  $q$  from  $\{1,2,3,4\}$  while fixing weights  $w_i = 0.1^i$ 
  - ▣ Limit the search space for hyper-parameters
- ▣ Code: <https://github.com/ZW-ZHANG/ARPE>

# Experimental Results

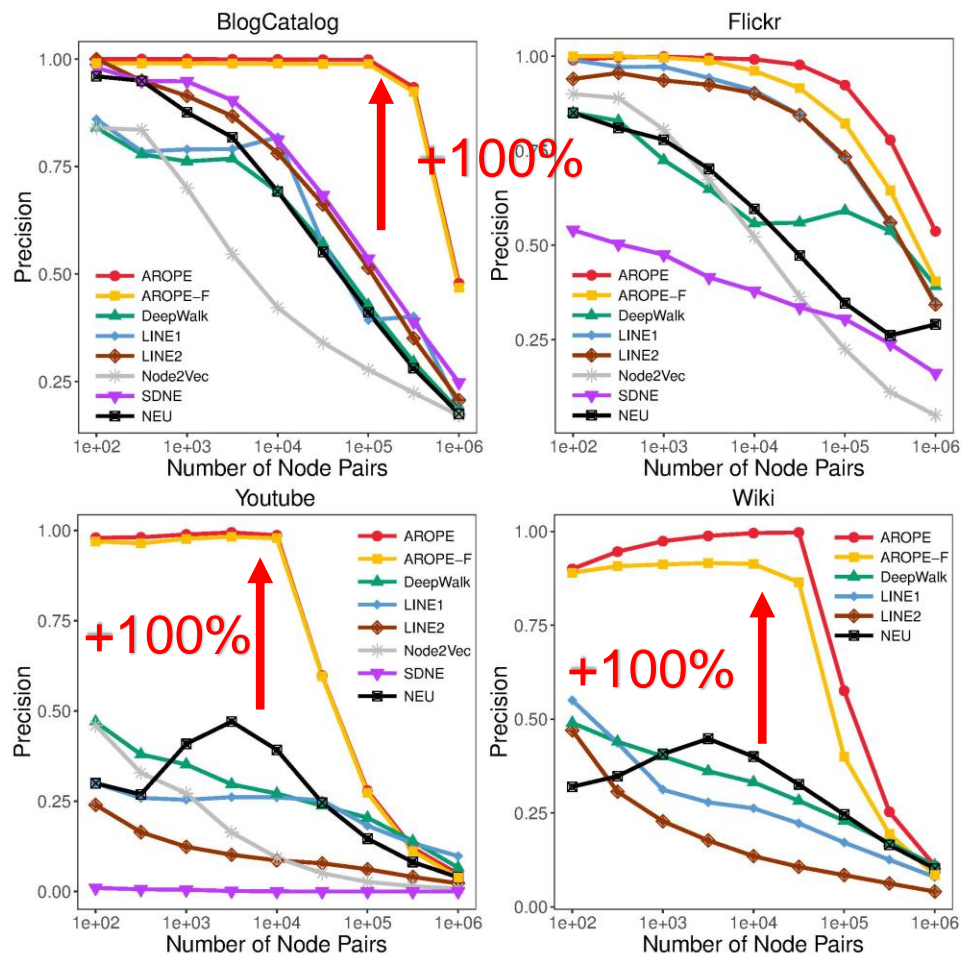
## □ Preserving the High-Order Proximity



Achieves the **global optimal solution** while being **extremely efficient**

# Experimental Results

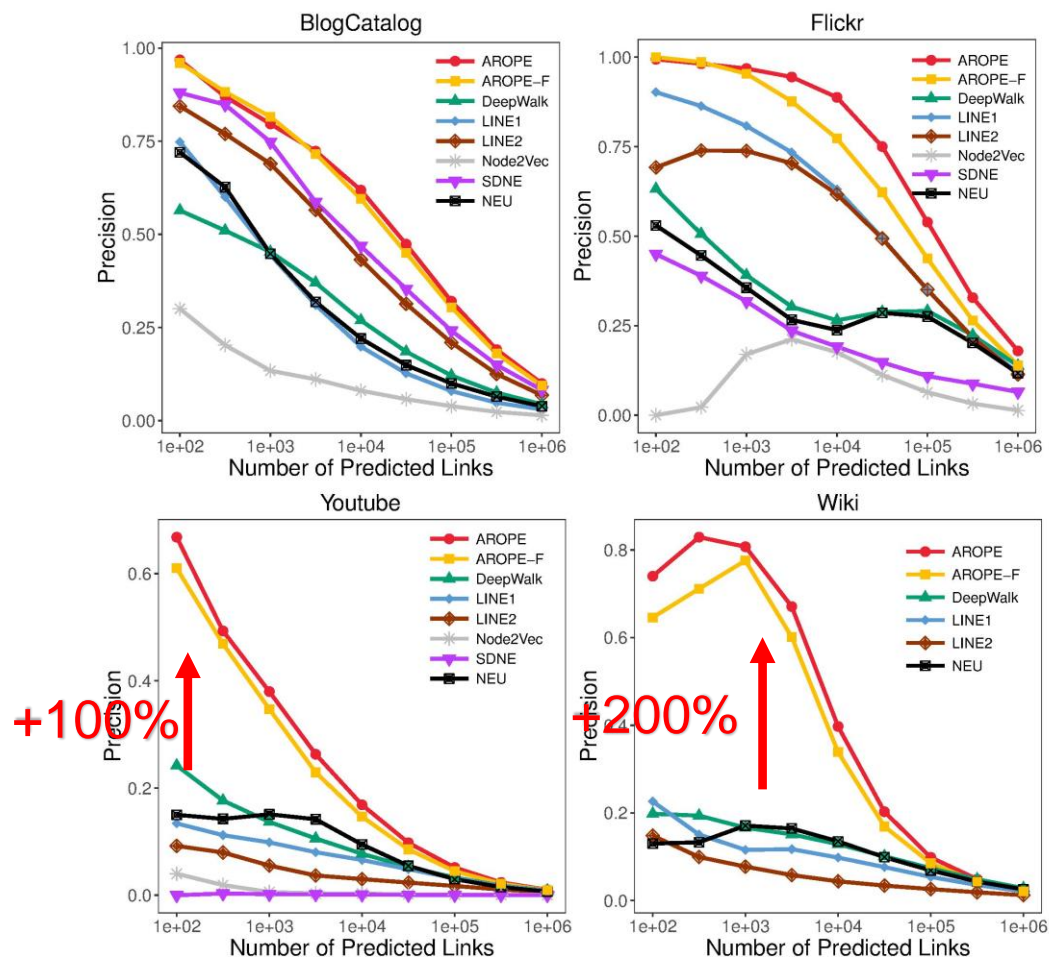
## □ Network Reconstruction



Better preserve network structure

# Experimental Results

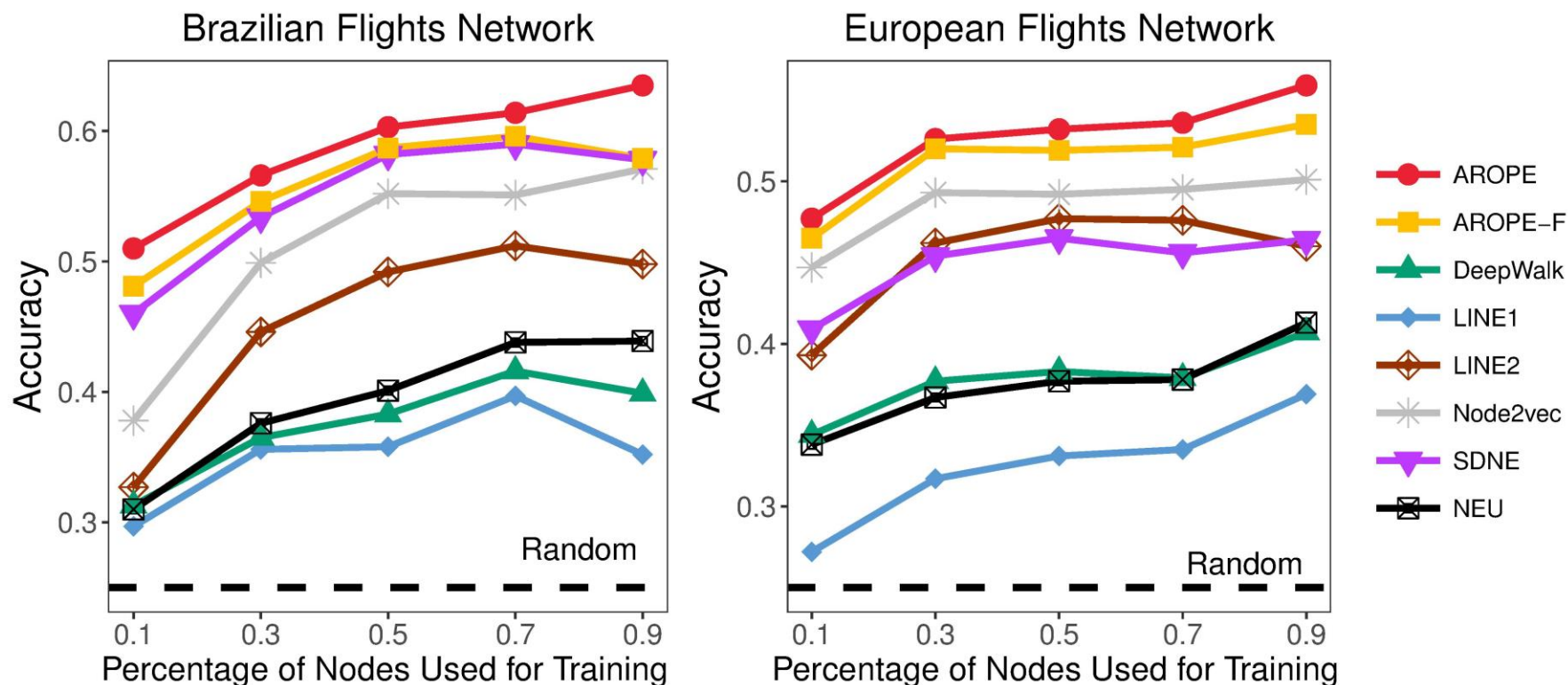
## □ Link Prediction



Good **inference ability**: preserve arbitrary-order proximity

# Experimental Results

## Node structural role classification (struc2vec, *KDD 2017*)

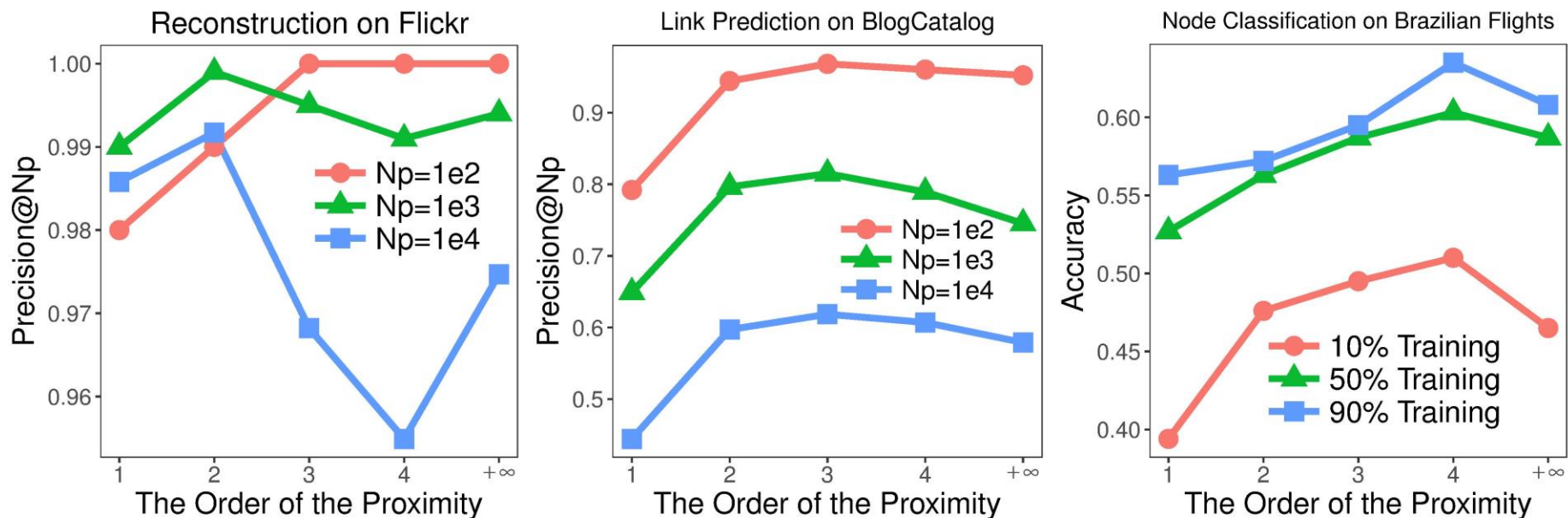


Capture the **structural role** of nodes



# Experimental Results

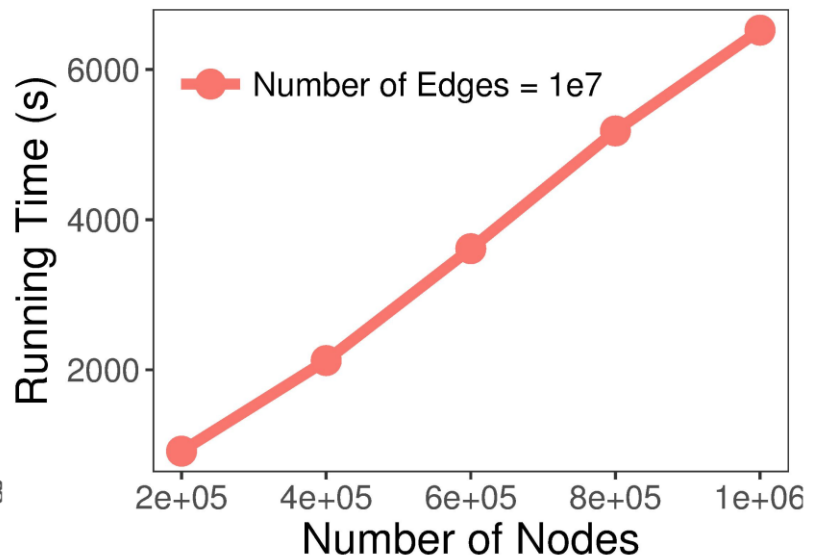
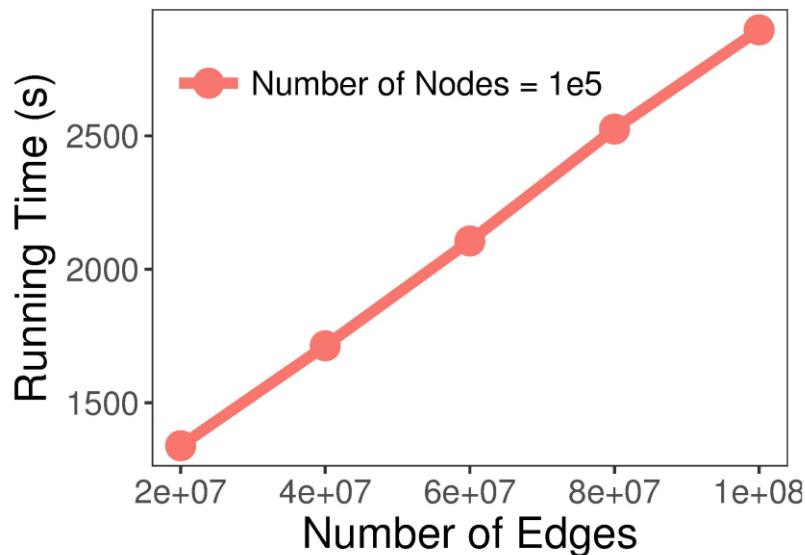
## □ Parameter analysis



The optimal order **varies greatly** on different tasks and datasets

# Experimental Results

## □ Scalability analysis



**Linear scalability** w.r.t. number of nodes and number of edges

(< 2 hours on network with 1 million nodes and 10 millions edges in a single PC)

# Conclusion

- ❑ Study the problem of preserving **arbitrary-order proximity** in network embedding
  - ❑ Different networks/tasks require different proximities
- ❑ Eigen-decomposition Reweighting
  - ❑ The intrinsic relationship between different proximities is **reweighting and reordering dimensions**
  - ❑ Preserving **arbitrary-order proximity**
  - ❑ Incorporate many commonly used proximity measures as special cases
- ❑ Experimental results:
  - ❑ **+100%** improvements in network reconstruction and link prediction
  - ❑ Capture the **structural roles** of node
  - ❑ **Linear scalability**

# Thanks!

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