

Graph Neural Networks

Lecture 9

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Overview

TransE Learning Algorithm

Algorithm 1 Learning TransE

input Training set $S = \{(h, \ell, t)\}$, entities and rel. sets E and L , margin γ , embeddings dim. k .

1: **initialize** $\ell \leftarrow \text{uniform}(-\frac{6}{\sqrt{k}}, \frac{6}{\sqrt{k}})$ for each $\ell \in L$
2: $\ell \leftarrow \ell / \|\ell\|$ for each $\ell \in L$
3: $e \leftarrow \text{uniform}(-\frac{6}{\sqrt{k}}, \frac{6}{\sqrt{k}})$ for each entity $e \in E$
4: **loop**
5: $e \leftarrow e / \|e\|$ for each entity $e \in E$
6: $S_{batch} \leftarrow \text{sample}(S, b)$ // sample a minibatch of size b
7: $T_{batch} \leftarrow \emptyset$ // initialize the set of pairs of triplets
8: **for** $(h, \ell, t) \in S_{batch}$ **do**
9: $(h', \ell, t') \leftarrow \text{sample}(S'_{(h, \ell, t)})$ // sample a corrupted triplet
10: $T_{batch} \leftarrow T_{batch} \cup \{(h, \ell, t), (h', \ell, t')\}$
11: **end for**
12: Update embeddings w.r.t.
13: **end loop**

Entities and relations are initialized uniformly, and normalized

Negative sampling with triplet that does not appear in the KG

d represents distance
(negative of score)

$$\sum_{((h, \ell, t), (h', \ell, t')) \in T_{batch}} \nabla [\gamma + d(\mathbf{h} + \ell, t) - d(\mathbf{h}' + \ell, t')]_+$$

Contrastive loss: favors lower distance (or higher score) for valid triplets, high distance (or lower score) for corrupted ones

Relation Patterns

- (Anti)Symmetry: $r(h, t) \Rightarrow r(t, h)$ ($r(h, t) \Rightarrow \neg r(t, h)$) $\forall h, t$
- Inversion: $r_2(h, t) \Rightarrow r_1(t, h)$
- Transitivity: $r_1(x, y) \wedge r_2(y, z) \Rightarrow r_3(x, z)$ $\forall x, y, z$
- 1-to-N: $r(h, t_1), r(h, t_2), \dots, r(h, t_n)$ are all True

Today: Reasoning over KGs

- **Goal:**
 - How to perform multi-hop reasoning over KGs?
- **Reasoning over Knowledge Graphs**
 - Answering multi-hop queries
 - Path Queries
 - Conjunctive Queries
 - Query2Box

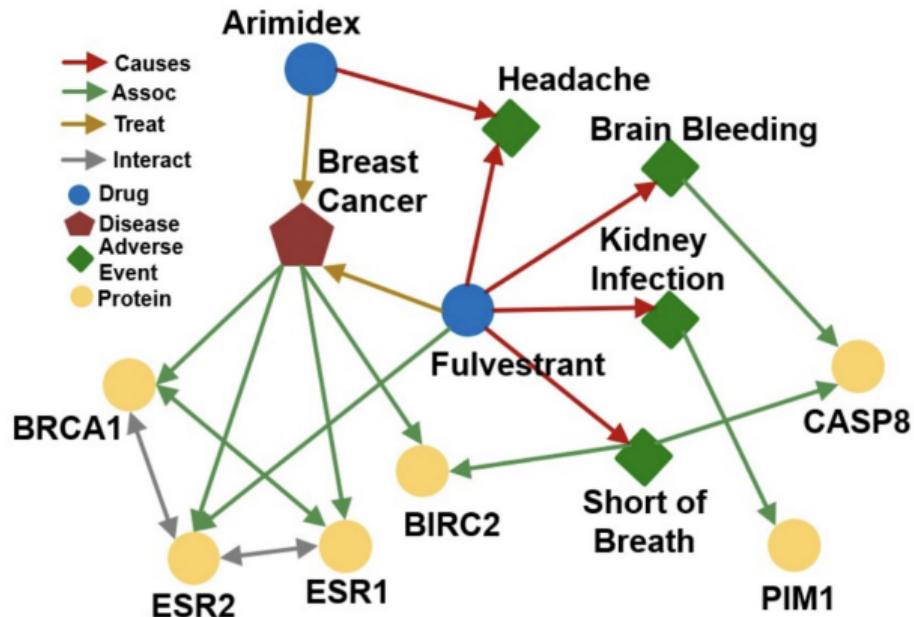
“Queries” in Knowledge Graphs

Multi-hop Queries

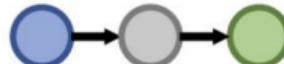
Can we use knowledge graphs to work not only with triples, but also with long chains of relations?

Yes, we can.

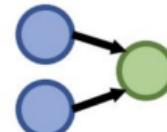
Types of Queries



One-hop Queries



Path Queries



Conjunctive Queries

One-hop

- **KG completion:** Is link (h, r, t) in the KG?



- **One-hop query:** Is t an answer to query (h, r) ?

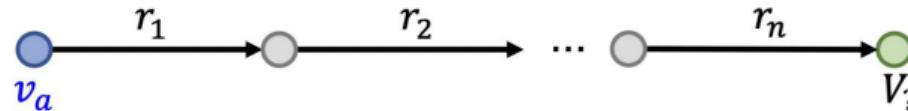
Path

- An n -hop path query q can be represented by

$$q = (v_a, (r_1, \dots, r_n))$$

- v_a is an “anchor” entity
- Let answers to q in graph G be denoted by q_G

Query Plan of q :

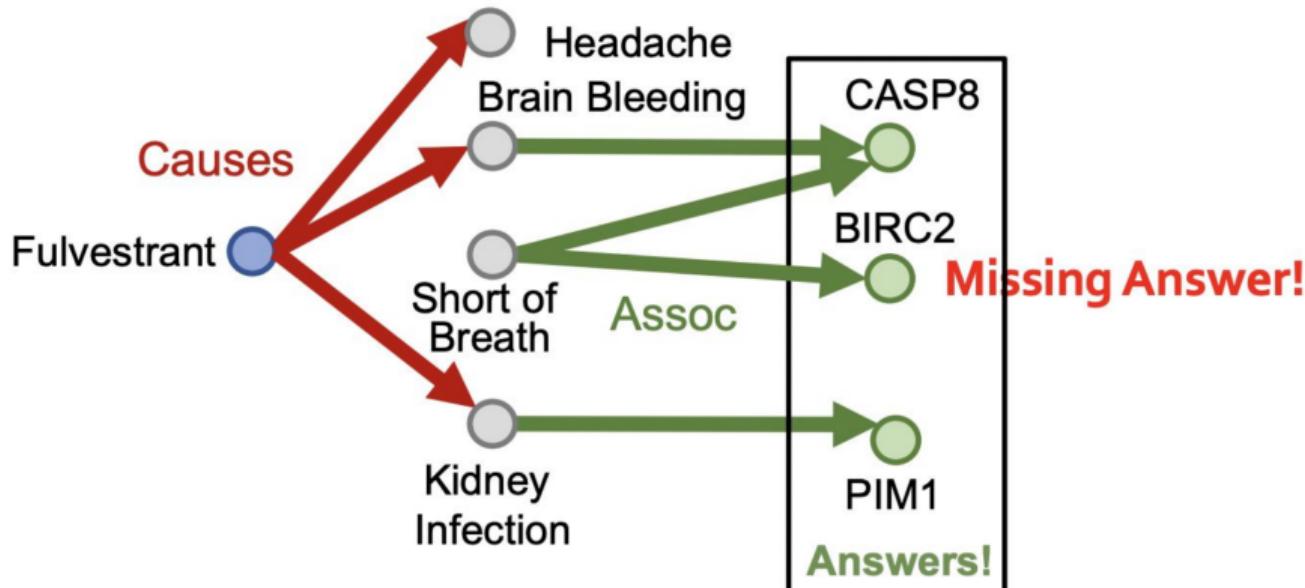


How to Answer

Intuitively – traversal

Problem – lots of missing data

Example of Missing Data Problem

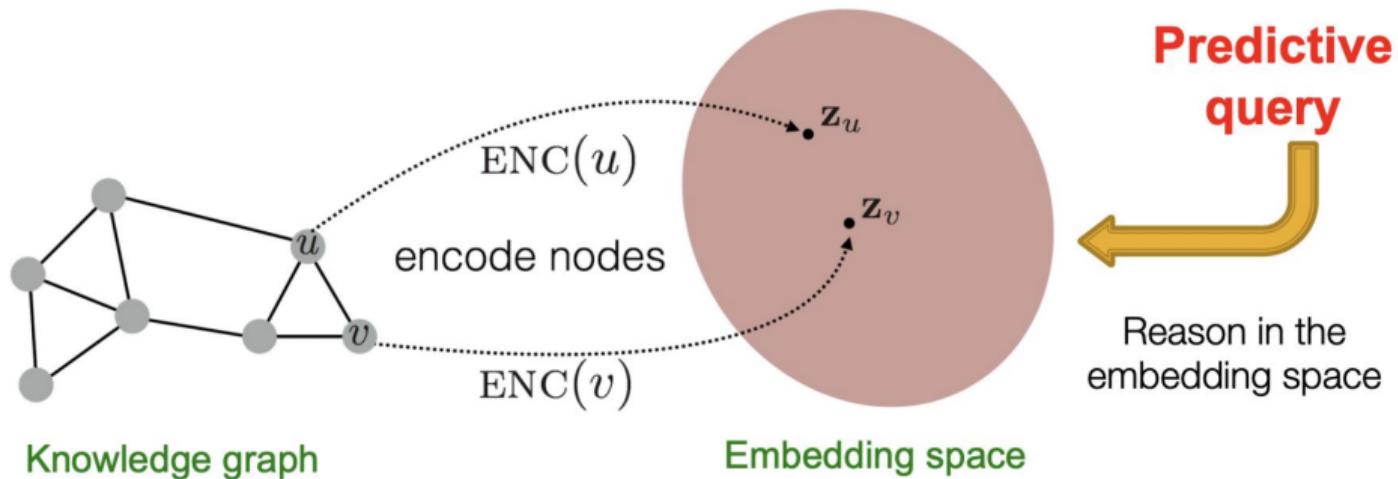


Using Completion

Using the knowledge graph completion approach doesn't help much – the graph becomes dense, and traversal complexity becomes exponential.

What to Do

Let's recall embeddings

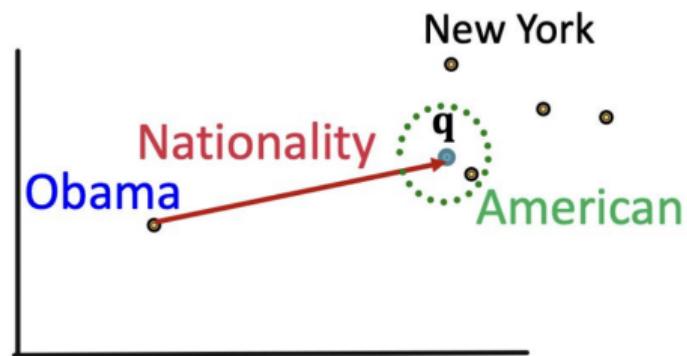
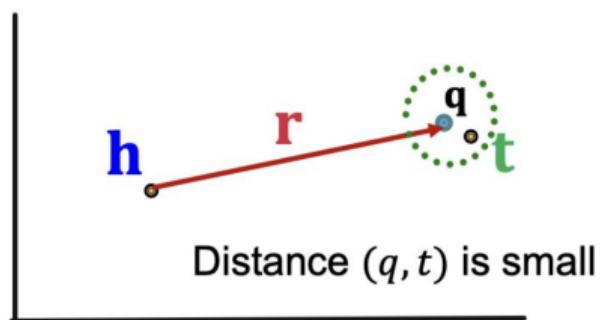


We will use TransE

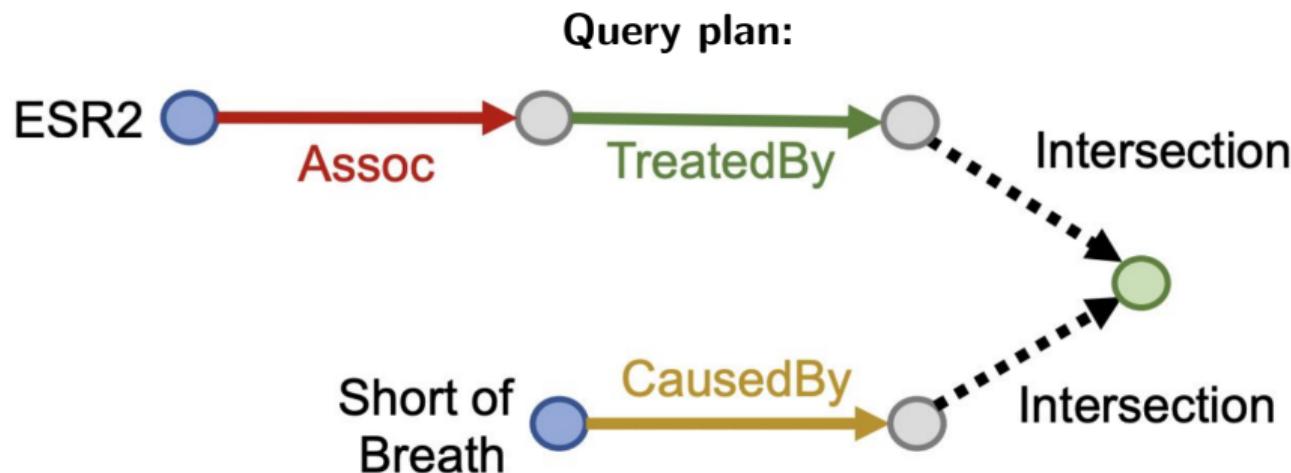
Another way to interpret this is that:

- Query embedding: $\mathbf{q} = \mathbf{h} + \mathbf{r}$
- Goal: query embedding \mathbf{q} is close to the answer embedding \mathbf{t}

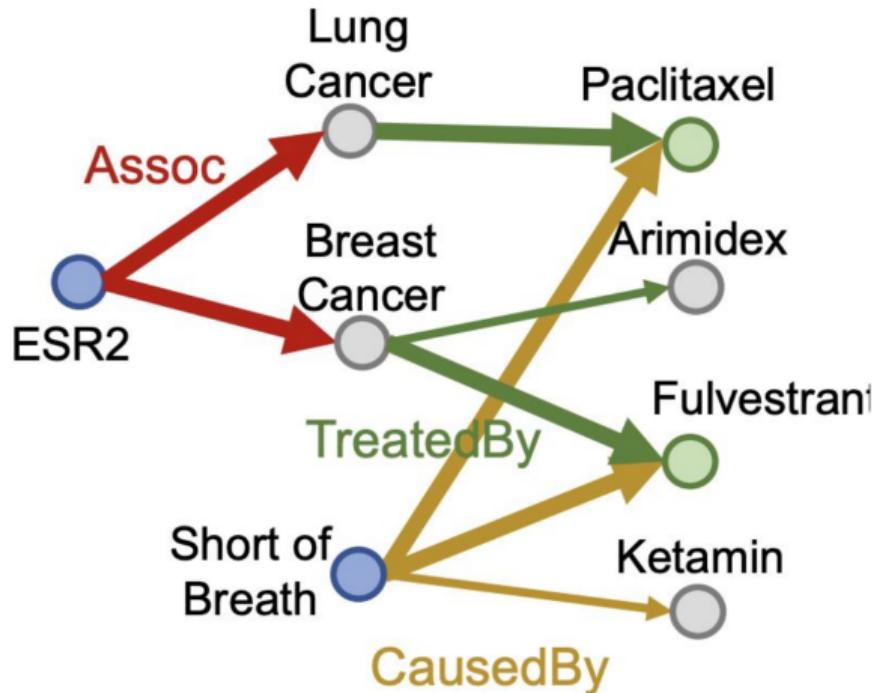
$$f_q(t) = -\|\mathbf{q} - \mathbf{t}\|$$



Conjunctive

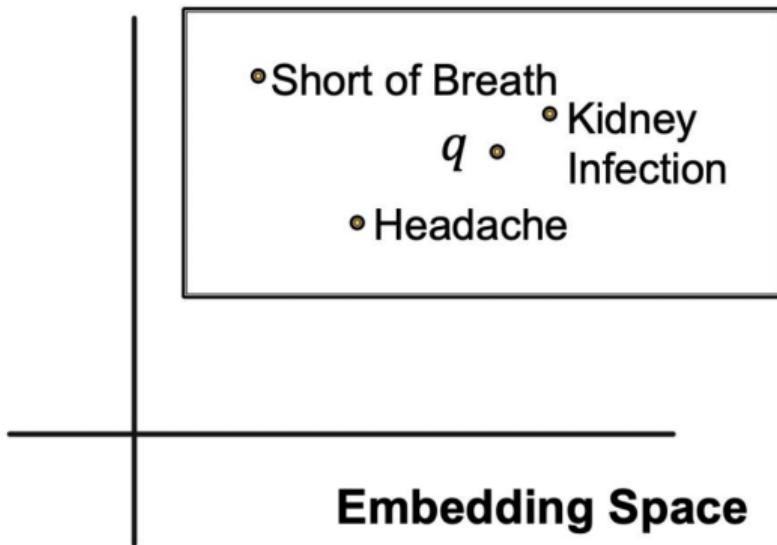


Query Example



Box Embeddings

$$\mathbf{q} = (\text{Center}(q), \text{Offset}(q))$$



For example, we can embed the adverse events of Fulvestrant with a **box** that enclose all the answer entities.

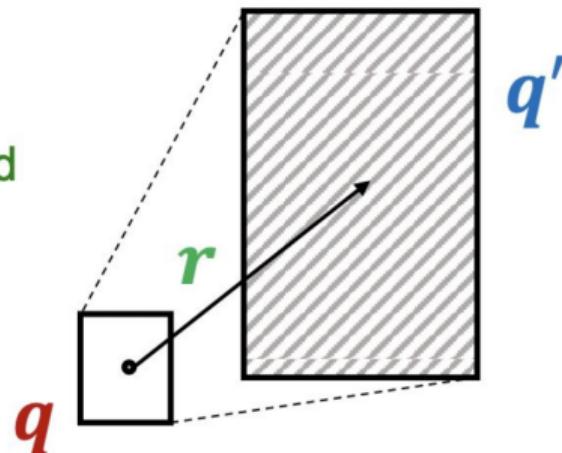
Projection Operator

- $P: \text{Box} \times \text{Relation} \rightarrow \text{Box}$

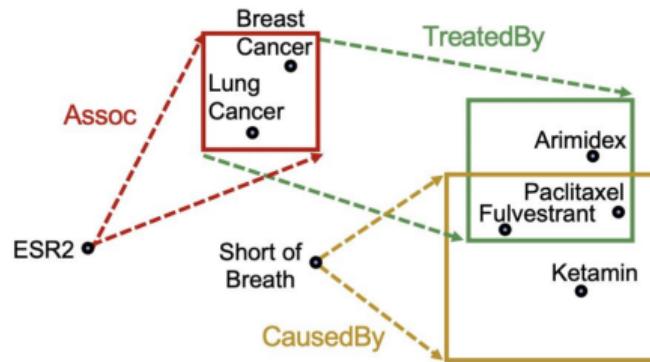
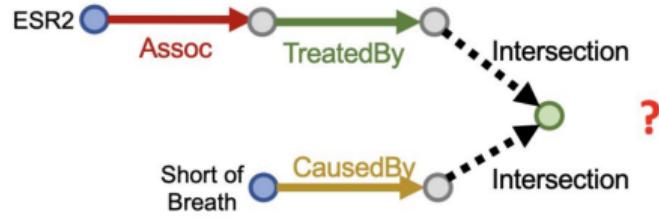
$$\text{Cen}(q') = \text{Cen}(q) + \text{Cen}(r)$$

$$\text{Off}(q') = \text{Off}(q) + \text{Off}(r)$$

" \times " (cross) means the projection operator is a **relation** from any box and **relation** to a new box



Working Example



Intersection Operator

- $\mathcal{I} : \text{Box} \times \cdots \times \text{Box} \rightarrow \text{Box}$

Intersection Operator

- $\mathcal{I} : \text{Box} \times \cdots \times \text{Box} \rightarrow \text{Box}$

$$\text{Cen}(q_{\text{inter}}) = \sum_i \mathbf{w}_i \odot \text{Cen}(q_i)$$

$$\mathbf{w}_i = \frac{\exp(f_{\text{cen}}(\text{Cen}(q_i)))}{\sum_j \exp(f_{\text{cen}}(\text{Cen}(q_j)))}$$

$$\text{Cen}(q_i) \in \mathbb{R}^d \quad \mathbf{w}_i \in \mathbb{R}^d$$

Intersection Operator

$$\mathcal{I} : \text{Box} \times \cdots \times \text{Box} \rightarrow \text{Box}$$

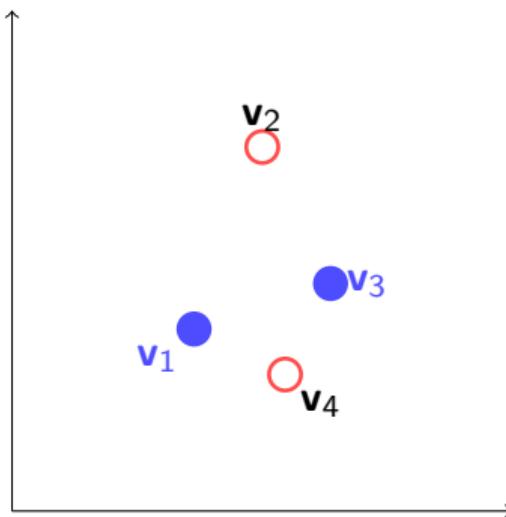
$$\text{Off}(q_{\text{inter}}) = \min(\text{Off}(q_1), \dots, \text{Off}(q_n)) \circledast \sigma(f_{\text{off}}(\text{Off}(q_1), \dots, \text{Off}(q_n)))$$

Box Distance Function

$$d_{\text{box}}(\mathbf{q}, \mathbf{v}) = d_{\text{out}}(\mathbf{q}, \mathbf{v}) + \alpha \cdot d_{\text{in}}(\mathbf{q}, \mathbf{v})$$

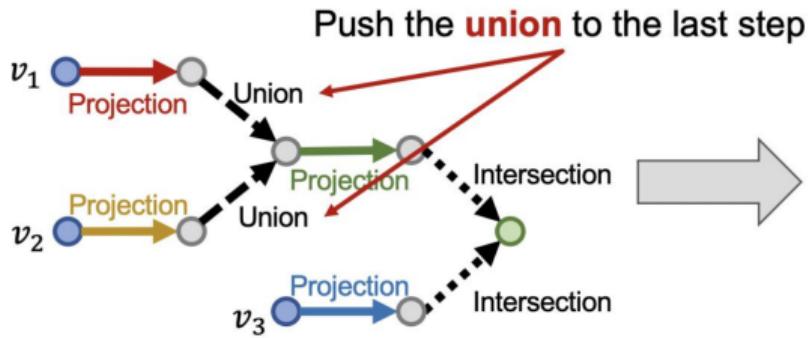
$$f_{\mathbf{q}}(\mathbf{v}) = -d_{\text{box}}(\mathbf{q}, \mathbf{v})$$

Union

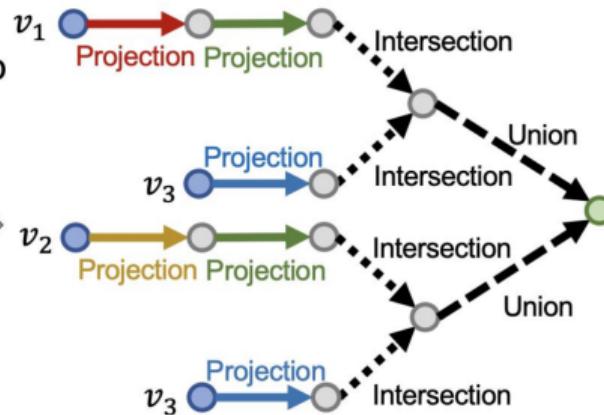


Union

Original Query Plan



Converted Query Plan



Distance for AND-OR Queries

- **Distance** between entity embedding and a DNF $q = q_1 \vee q_2 \vee \cdots \vee q_m$ is defined as:

$$d_{\text{box}}(\mathbf{q}, \mathbf{v}) = \min(d_{\text{box}}(\mathbf{q}_1, \mathbf{v}), \dots, d_{\text{box}}(\mathbf{q}_m, \mathbf{v}))$$

- **The process of embedding any AND-OR query q**

1. Transform q to **equivalent DNF** $q_1 \vee \cdots \vee q_m$
2. **Embed** q_1 to q_m
3. Calculate the (box) distance $d_{\text{box}}(\mathbf{q}_i, \mathbf{v})$
4. Take the **minimum** of all distances
5. **The final score** $f_q(\mathbf{v}) = -d_{\text{box}}(\mathbf{q}, \mathbf{v})$

Training

1. Randomly sample a query q from the training graph G_{train} , answer $v \in q_{G_{\text{train}}}$, and a negative sample $v' \notin q_{G_{\text{train}}}$.
 - Negative sample: Entity of same type as v but not answer.
2. Embed the query \mathbf{q} .
3. Calculate the score $f_q(v)$ and $f_q(v')$.
4. Optimize the loss ℓ to maximize $f_q(v)$ while minimizing $f_q(v')$:

$$\ell = -\log \sigma(f_q(v)) - \log(1 - \sigma(f_q(v')))$$