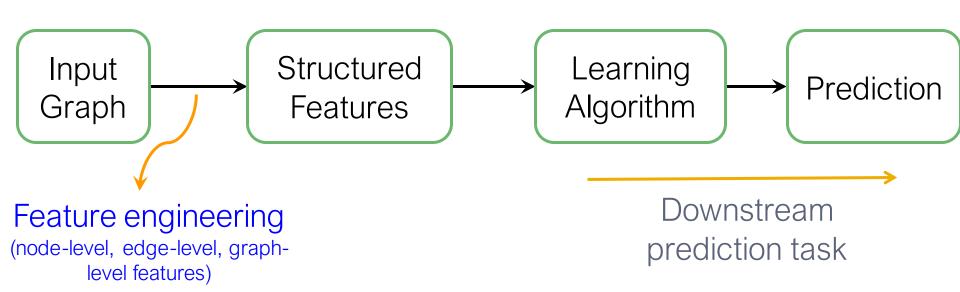
# Stanford CS224W: Node Embeddings

CS224W: Machine Learning with Graphs Jure Leskovec, Stanford University http://cs224w.stanford.edu



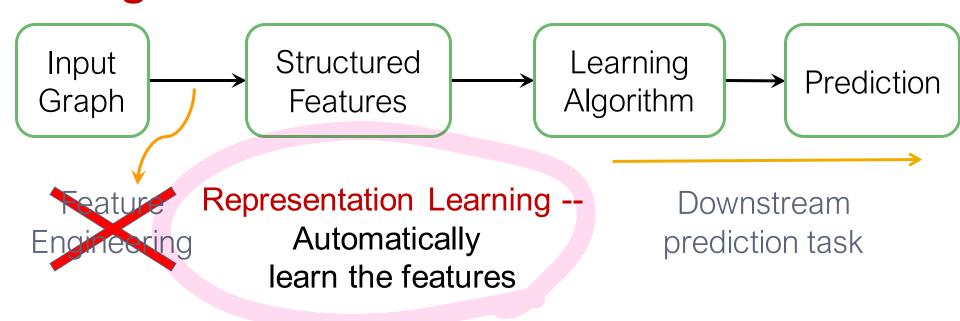
# Recap: Traditional ML for Graphs

Given an input graph, extract node, link and graph-level features, learn a model (SVM, neural network, etc.) that maps features to labels.



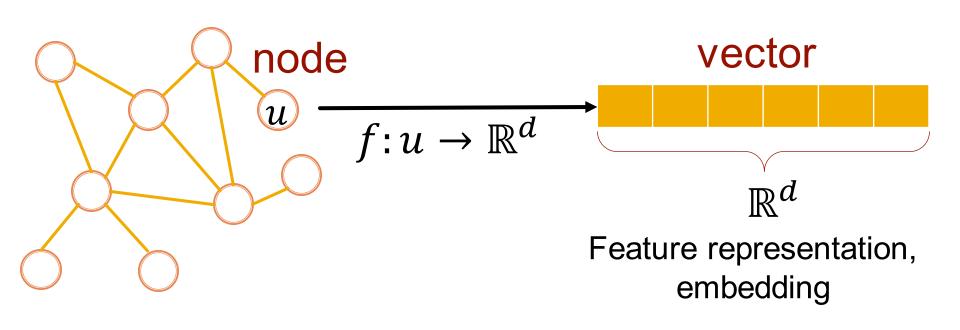
# **Graph Representation Learning**

Graph Representation Learning alleviates the need to do feature engineering every single time.



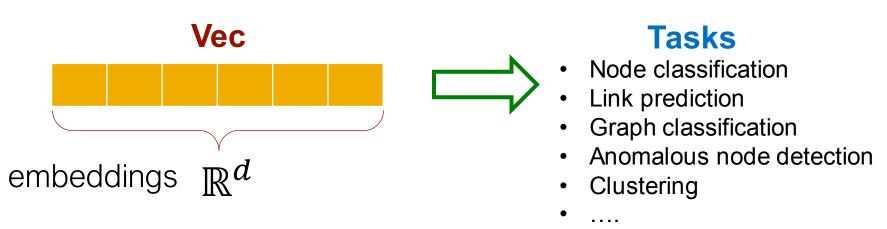
# **Graph Representation Learning**

Goal: Efficient task-independent feature learning for machine learning with graphs!



# Why Embedding?

- Task: Map nodes into an embedding space
  - Similarity of embeddings between nodes indicates their similarity in the network. For example:
    - Both nodes are close to each other (connected by an edge)
  - Encode network information
  - Potentially used for many downstream predictions



# Example Node Embedding

2D embedding of nodes of the Zachary's Karate Club network:

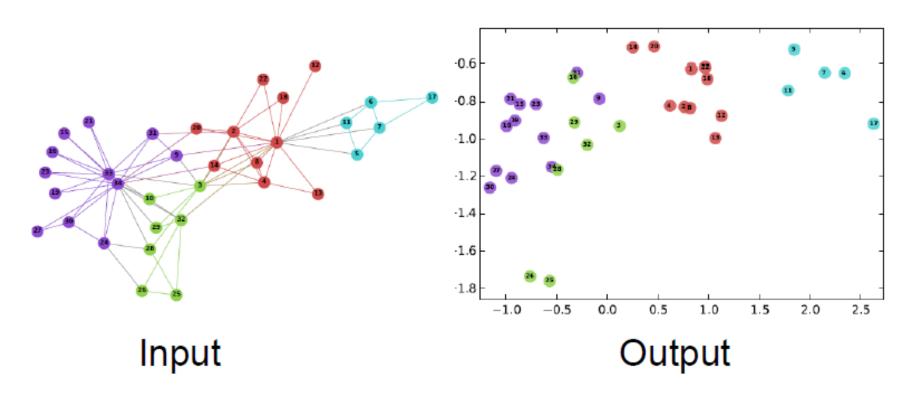


Image from: Perozzi et al. DeepWalk: Online Learning of Social Representations. KDD 2014.

# Stanford CS224W: Node Embeddings: Encoder and Decoder

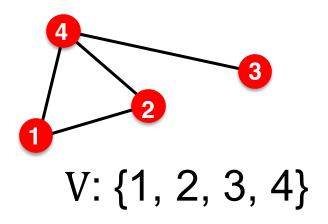
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## Setup

#### Assume we have a graph G:

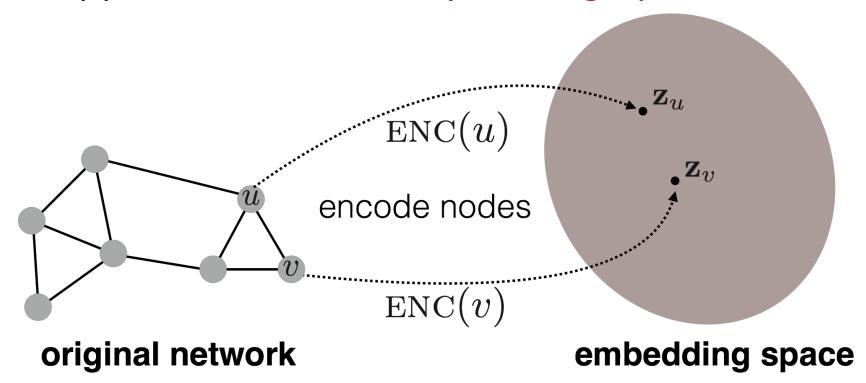
- V is the vertex set.
- A is the adjacency matrix (assume binary).
- For simplicity: No node features or extra information is used



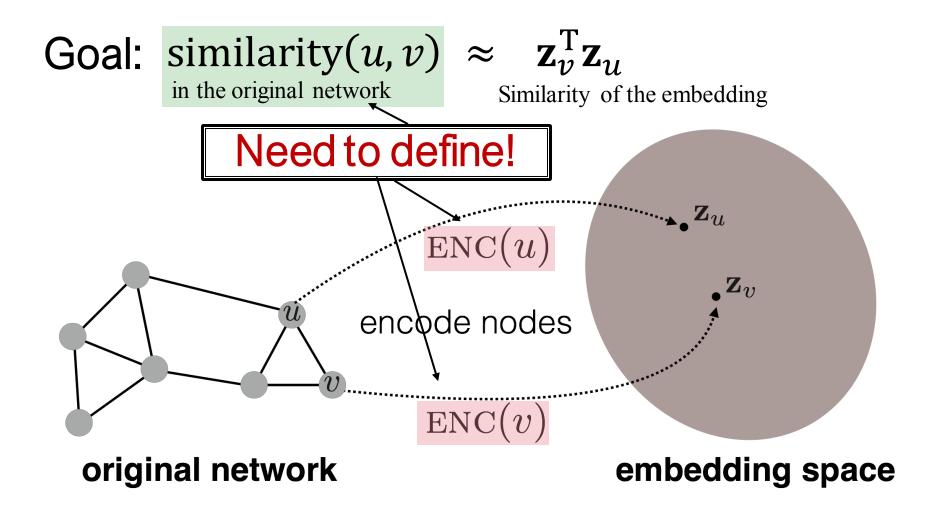
$$A = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 \end{pmatrix}$$

# **Embedding Nodes**

 Goal is to encode nodes so that similarity in the embedding space (e.g., dot product) approximates similarity in the graph



# **Embedding Nodes**



# Learning Node Embeddings

- Encoder maps from nodes to embeddings
- Define a node similarity function (i.e., a measure of similarity in the original network)
- Decoder DEC maps from embeddings to the similarity score
- 4. Optimize the parameters of the encoder so that:  $\frac{DEC(\mathbf{z}_{v}^{T}\mathbf{z}_{u})}{DEC(\mathbf{z}_{v}^{T}\mathbf{z}_{u})}$

similarity
$$(u, v) \approx \mathbf{z}_v^{\mathrm{T}} \mathbf{z}_u$$

in the original network

Similarity of the embedding

# Two Key Components

Encoder: maps each node to a low-dimensional vector

d-dimensional

$$ENC(v) = \mathbf{z}_v \quad \text{embedding}$$

node in the input graph

• Similarity function: specifies how the relationships in vector space map to the relationships in the original network similarity  $(u, v) \approx \mathbf{z}_v^T \mathbf{z}_u$  Decoder

Similarity of u and v in the original network

dot product between node embeddings

# "Shallow" Encoding

Simplest encoding approach: Encoder is just an embedding-lookup

$$ENC(v) = \mathbf{z}_v = \mathbf{Z} \cdot v$$

$$\mathbf{Z} \in \mathbb{R}^{d \times |\mathcal{V}|}$$

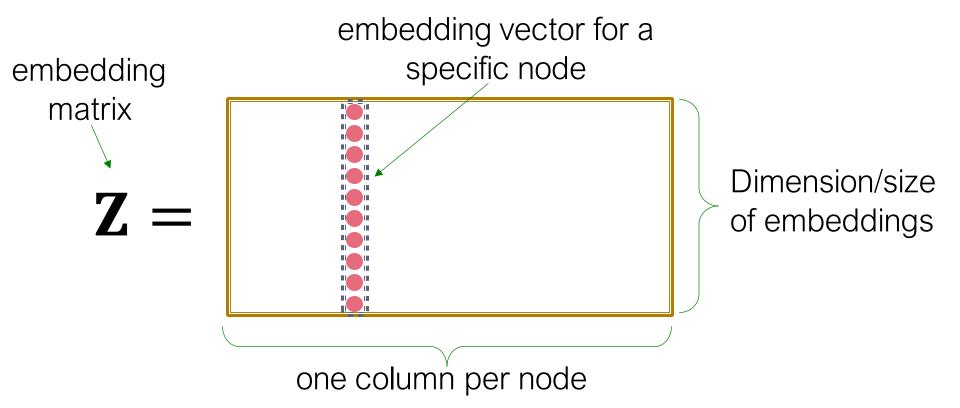
matrix, each column is a node embedding [what we learn / optimize]

$$v \in \mathbb{I}^{|\mathcal{V}|}$$

indicator vector, all zeroes except a one in column indicating node *v* 

# "Shallow" Encoding

# Simplest encoding approach: encoder is just an embedding-lookup



# "Shallow" Encoding

Simplest encoding approach: Encoder is just an embedding-lookup

Each node is assigned a unique embedding vector

(i.e., we directly optimize the embedding of each node)

Many methods: DeepWalk, node2vec

# Framework Summary

#### Encoder + Decoder Framework

- Shallow encoder: embedding lookup
- Parameters to optimize:  $\mathbf{Z}$  which contains node embeddings  $\mathbf{z}_u$  for all nodes  $u \in V$
- We will cover deep encoders (GNNs) in Lecture 6

- Decoder: based on node similarity.
- Objective: maximize  $\mathbf{z}_v^T \mathbf{z}_u$  for node pairs (u, v) that are similar

# How to Define Node Similarity?

- Key choice of methods is how they define node similarity.
- Should two nodes have a similar embedding if they...
  - are linked?
  - share neighbors?
  - have similar "structural roles"?
- We will now learn node similarity definition that uses random walks, and how to optimize embeddings for such a similarity measure.

# Note on Node Embeddings

- This is unsupervised/self-supervised way of learning node embeddings.
  - We are not utilizing node labels
  - We are **not** utilizing node features
  - The goal is to directly estimate a set of coordinates (i.e., the embedding) of a node so that some aspect of the network structure (captured by DEC) is preserved.
- These embeddings are task independent
  - They are not trained for a specific task but can be used for any task.

# Stanford CS224W: Random Walk Approaches for Node Embeddings

CS224W: Machine Learning with Graphs Jure Leskovec, Stanford University http://cs224w.stanford.edu



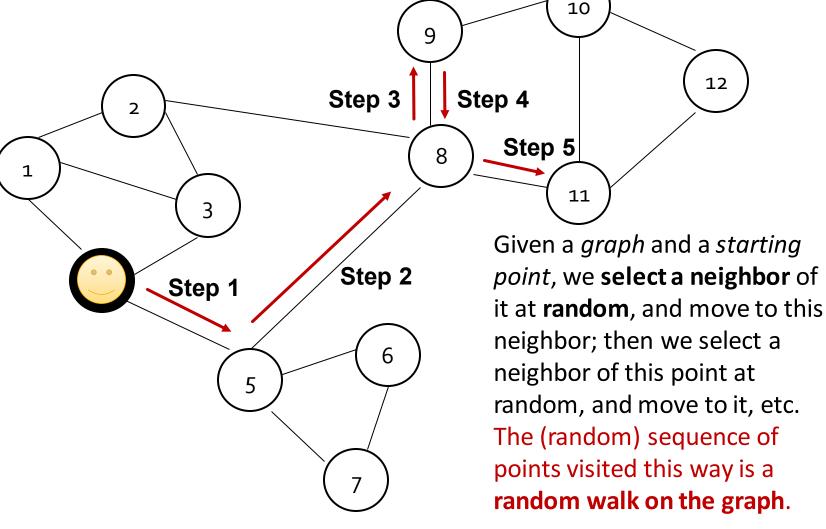
### **Notation**

- Vector  $\mathbf{z}_u$ :
  - The embedding of node u (what we aim to find).
- Probability  $P(v | \mathbf{z}_u)$ : Cur model prediction based on  $\mathbf{z}_u$ 
  - The (predicted) probability of visiting node v on random walks starting from node u.

#### Non-linear functions used to produce predicted probabilities

- Softmax function:
  - Turns vector of K real values (model predictions) into K probabilities that sum to 1:  $\sigma(\mathbf{z})[i] = \frac{e^{\mathbf{z}[i]}}{\sum_{i=1}^{K} e^{\mathbf{z}[j]}}$
- Sigmoid function:
  - S-shaped function that turns real values into the range of (0, 1). Written as  $S(x) = \frac{1}{1+e^{-x}}$ .

## Random Walk



# Random-Walk Embeddings

 $\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{v} \approx$ 

and vco-occur on a random walk over the graph

# Random-Walk Embeddings

1. Estimate probability of visiting node  $m{v}$  on a random walk starting from node  $m{u}$  using some random walk strategy  $m{R}$ 

2. Optimize embeddings to encode these random walk statistics:  $z_i$ 

Similarity in embedding space (Here: dot product= $cos(\theta)$ ) encodes random walk "similarity"

 $\propto P_R(v|u)$ 

# Why Random Walks?

- 1. Expressivity: Flexible stochastic definition of node similarity that incorporates both local and higher-order neighborhood information Idea: if random walk starting from node u visits v with high probability, u and v are similar (high-order multi-hop information)
- Efficiency: Do not need to consider all node pairs when training; only need to consider pairs that co-occur on random walks

# Unsupervised Feature Learning

- Intuition: Find embedding of nodes in d-dimensional space that preserves similarity
- Idea: Learn node embedding such that nearby nodes are close together in the network
- Given a node u, how do we define nearby nodes?
  - $N_R(u)$  ... neighbourhood of u obtained by some random walk strategy R

# Feature Learning as Optimization

- Given G = (V, E),
- Our goal is to learn a mapping  $f: u \to \mathbb{R}^d$ :  $f(u) = \mathbf{z}_u$
- Log-likelihood objective:

$$\max_{f} \sum_{u \in V} \log P(N_{R}(u) | \mathbf{z}_{u})$$

- $N_R(u)$  is the neighborhood of node u by strategy R
- Given node u, we want to learn feature representations that are predictive of the nodes in its random walk neighborhood  $N_R(u)$ .

- Run short fixed-length random walks starting from each node u in the graph using some random walk strategy R.
- For each node u collect  $N_R(u)$ , the multiset\* of nodes visited on random walks starting from u.
- Optimize embeddings according to: Given node u, predict its neighbors  $N_{\rm R}(u)$ .

$$\max_{f} \sum_{u \in V} \log P(N_{R}(u) | \mathbf{z}_{u}) \implies \text{Maximum likelihood objective}$$

 ${}^*N_R(u)$  can have repeat elements since nodes can be visited multiple times on random walks Jure Les kovec, Stanford CS224W: Machine Learning with Graphs, http://cs224w.stanford.edu

Equivalently,

$$\mathcal{L} = \sum_{u \in V} \sum_{v \in N_R(u)} -\log(P(v|\mathbf{z}_u))$$

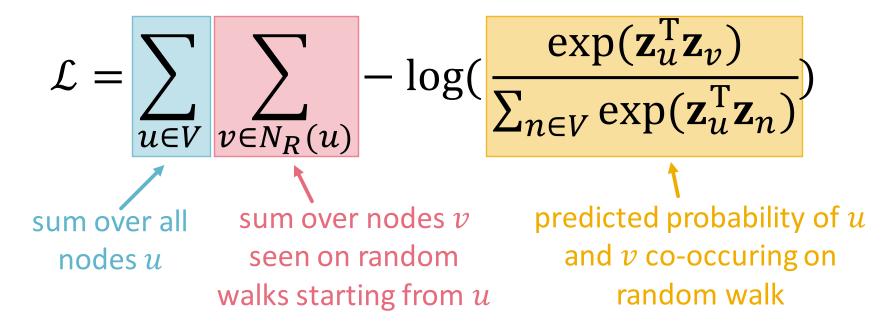
- Intuition: Optimize embeddings  $z_u$  to maximize the likelihood of random walk co-occurrences.
- Parameterize  $P(v|\mathbf{z}_u)$  using softmax:

$$P(v|\mathbf{z}_u) = \frac{\exp(\mathbf{z}_u^{\mathrm{T}}\mathbf{z}_v)}{\sum_{n \in V} \exp(\mathbf{z}_u^{\mathrm{T}}\mathbf{z}_n)}$$

#### Why softmax?

We want node v to be most similar to node u (out of all nodes n). Intuition:  $\sum_i \exp(x_i) \approx \max_i \exp(x_i)$ 

#### **Putting it all together:**



# Optimizing random walk embeddings = Finding embeddings $\mathbf{z}_u$ that minimize $\mathbf{L}$

#### But doing this naively is too expensive!

$$\mathcal{L} = \sum_{u \in V} \sum_{v \in N_R(u)} -\log(\frac{\exp(\mathbf{z}_u^T \mathbf{z}_v)}{\sum_{n \in V} \exp(\mathbf{z}_u^T \mathbf{z}_n)})$$

Nested sum over nodes gives  $O(|V|^2)$  complexity!

But doing this naively is too expensive!

$$\mathcal{L} = \sum_{u \in V} \sum_{v \in N_R(u)} -\log(\frac{\exp(\mathbf{z}_u^T \mathbf{z}_v)}{\sum_{n \in V} \exp(\mathbf{z}_u^T \mathbf{z}_n)})$$

The normalization term from the softmax is the culprit... can we approximate it?

# **Negative Sampling**

Solution: Negative sampling

$$\log(\frac{\exp(\mathbf{z}_u^{\mathrm{T}}\mathbf{z}_v)}{\sum_{n \in V} \exp(\mathbf{z}_u^{\mathrm{T}}\mathbf{z}_n)})$$

#### Why is the approximation valid?

Technically, this is a different objective. But Negative Sampling is a form of Noise Contrastive Estimation (NCE) which approx. maximizes the log probability of softmax.

New formulation corresponds to using a logistic regression (sigmoid func.) to distinguish the target node v from nodes  $n_i$  sampled from background distribution  $P_v$ .

More at <a href="https://arxiv.org/pdf/1402.3722.pdf">https://arxiv.org/pdf/1402.3722.pdf</a>

$$\approx \log \left(\sigma(\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{v})\right) - \sum_{i=1}^{k} \log \left(\sigma(\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{n_{i}})\right), n_{i} \sim P_{V}$$
sigmoid function
(makes each term a "probability" over nodes between 0 and 1)

Instead of normalizing w.r.t. all nodes, just normalize against k random "negative samples"  $n_i$ 

Negative sampling allows for quick likelihood calculation.

# **Negative Sampling**

$$\log\left(\frac{\exp(\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{v})}{\sum_{n \in V} \exp(\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{n})}\right) \qquad \text{over nodes}$$

$$\approx \log\left(\sigma(\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{v})\right) - \sum_{i=1}^{k} \log\left(\sigma(\mathbf{z}_{u}^{\mathrm{T}}\mathbf{z}_{n_{i}})\right), n_{i} \sim P_{V}$$

- Sample k negative nodes each with prob.
   proportional to its degree
- Two considerations for k (# negative samples):
  - 1. Higher k gives more robust estimates
  - 2. Higher k corresponds to higher bias on negative events. In practice k = 5-20.

Can negative sample be any node or only the nodes not on the walk? People often use any nodes (for efficiency). However, the most "correct" way is to use nodes not on the walk.

# Stochastic Gradient Descent

• After we obtained the objective function, how do we optimize (minimize) it?

$$\mathcal{L} = \sum_{u \in V} \sum_{v \in N_R(u)} -\log(P(v|\mathbf{z}_u))$$

- Gradient Descent: a simple way to minimize  $\mathcal{L}$ :
  - Initialize  $z_u$  at some randomized value for all nodes u.
  - Iterate until convergence:
    - For all u, compute the derivative  $\frac{\partial \mathcal{L}}{\partial z_u}$ .

 $\eta$ : learning rate

■ For all u, make a step in reverse direction of derivative:  $z_u \leftarrow z_u - \eta \frac{\partial \mathcal{L}}{\partial z_u}$ .

# Stochastic Gradient Descent

- Stochastic Gradient Descent: Instead of evaluating gradients over all examples, evaluate it for each individual training example.
  - Initialize  $z_u$  at some randomized value for all nodes u.
  - Iterate until convergence:  $\mathcal{L}^{(u)} = \sum_{v \in N_R(u)} -\log(P(v|\mathbf{z}_u))$ 
    - Sample a node u, for all v calculate the derivative  $\frac{\partial \mathcal{L}^{(u)}}{\partial z_v}$ .
    - For all v, update: $z_v \leftarrow z_v \eta \frac{\partial \mathcal{L}^{(u)}}{\partial z_v}$ .

# Random Walks: Summary

- Run short fixed-length random walks starting from each node on the graph
- 2. For each node u collect  $N_R(u)$ , the multiset of nodes visited on random walks starting from u.
- 3. Optimize embeddings using Stochastic Gradient Descent:

$$\mathcal{L} = \sum_{u \in V} \sum_{v \in N_R(u)} -\log(P(v|\mathbf{z}_u))$$

We can efficiently approximate this using negative sampling!

## How should we randomly walk?

- So far we have described how to optimize embeddings given a random walk strategy R
- What strategies should we use to run these random walks?
  - Simplest idea: Just run fixed-length, unbiased random walks starting from each node (i.e., DeepWalk from Perozzi et al., 2013)
    - The issue is that such notion of similarity is too constrained
- How can we generalize this?

Reference: Perozzi et al. 2014. <u>DeepWalk: Online Learning of Social Representations</u>. KDD.

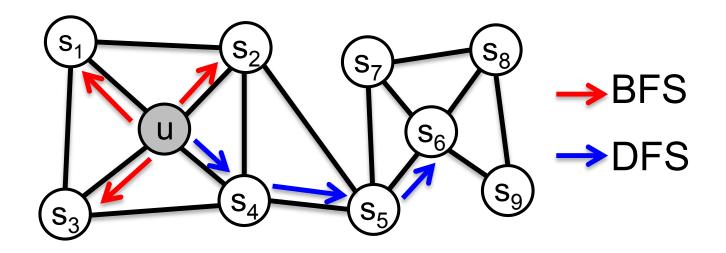
#### Overview of node2vec

- Goal: Embed nodes with similar network neighborhoods close in the feature space.
- We frame this goal as a maximum likelihood optimization problem, independent to the downstream prediction task.
- Key observation: Flexible notion of network neighborhood  $N_R(u)$  of node u leads to rich node embeddings
- Develop biased 2<sup>nd</sup> order random walk R to generate network neighborhood  $N_R(u)$  of node u

Reference: Grover et al. 2016. node2vec: Scalable Feature Learning for Networks. KDD.

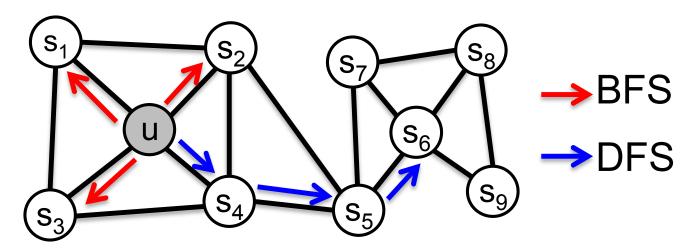
#### nodezvec: Biased Walks

**Idea:** use flexible, biased random walks that can trade off between **local** and **global** views of the network (Grover and Leskovec, 2016).



#### node2vec: Biased Walks

Two classic strategies to define a neighborhood  $N_R(u)$  of a given node u:

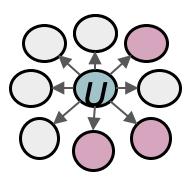


Walk of length 3 ( $N_R(u)$ ) of size 3):

$$N_{BFS}(u) = \{s_1, s_2, s_3\}$$
 Local microscopic view

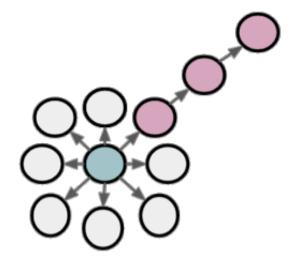
$$N_{DFS}(u) = \{s_4, s_5, s_6\}$$
 Global macroscopic view

#### BFS vs. DFS



BFS:

Micro-view of neighbourhood



DFS:

Macro-view of neighbourhood

## Interpolating BFS and DFS

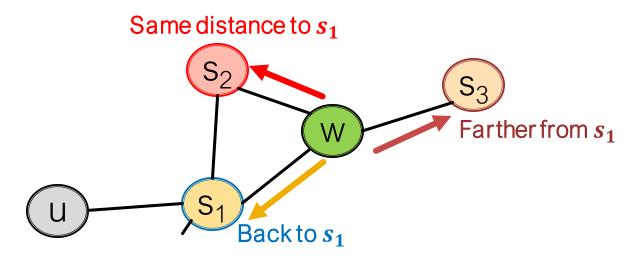
# Biased fixed-length random walk R that given a node u generates neighborhood $N_R(u)$

- Two parameters:
  - Return parameter p:
    - Return back to the previous node
  - In-out parameter q:
    - Moving outwards (DFS) vs. inwards (BFS)
    - Intuitively, q is the "ratio" of BFS vs. DFS

#### **Biased Random Walks**

## Biased 2<sup>nd</sup>-order random walks explore network neighborhoods:

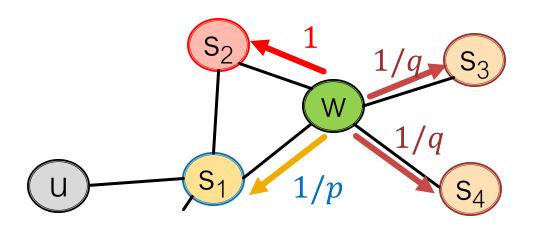
- Rnd. walk just traversed edge  $(s_1, w)$  and is now at w
- Insight: Neighbors of w can only be:



Idea: Remember where the walk came from

#### **Biased Random Walks**

Walker came over edge (s<sub>1</sub>, w) and is at w. Where to go next?

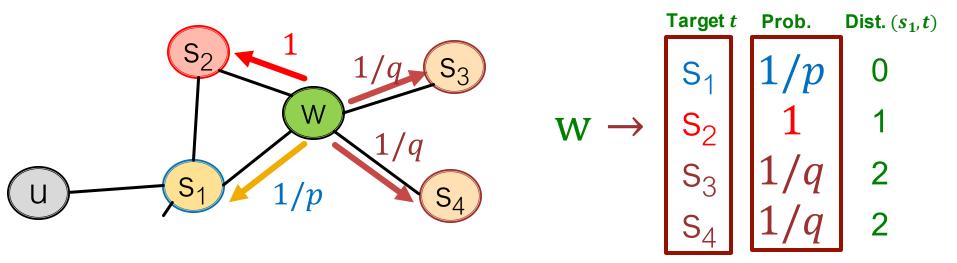


1/p, 1/q, 1 are unnormalized probabilities

- p, q model transition probabilities
  - p ... return parameter
  - q ... "walk away" parameter

#### **Biased Random Walks**

Walker came over edge (s<sub>1</sub>, w) and is at w. Where to go next?



- **BFS-like** walk: Low value of p
- **DFS-like** walk: Low value of *q*

 $N_R(u)$  are the nodes visited by the biased walk

Unnormalized

transition prob. segmented based on distance from  $s_1$ 

#### node2vec algorithm

- 1) Compute random walk probabilities
- ullet 2) Simulate r random walks of length l starting from each node u
- 3) Optimize the node2vec objective using Stochastic Gradient Descent
- Linear-time complexity
- All 3 steps are individually parallelizable
- ( ) need to learn separate embelling for every node.

#### Other Random Walk Ideas

#### Different kinds of biased random walks:

- Based on node attributes (<u>Dong et al., 2017</u>).
- Based on learned weights (<u>Abu-El-Haija et al., 2017</u>)

#### Alternative optimization schemes:

 Directly optimize based on 1-hop and 2-hop random walk probabilities (as in <u>LINE from Tang et al. 2015</u>).

#### Network preprocessing techniques:

 Run random walks on modified versions of the original network (e.g., <u>Ribeiro et al. 2017's struct2vec</u>, <u>Chen et al.</u> <u>2016's HARP</u>).

#### Summary so far

- Core idea: Embed nodes so that distances in embedding space reflect node similarities in the original network.
- Different notions of node similarity:
  - Naïve: similar if two nodes are connected
  - Neighborhood overlap (covered in Lecture 2)
  - Random walk approaches (covered today)

## Summary so far

- So what method should I use..?
- No one method wins in all cases....
  - E.g., node2vec performs better on node classification while alternative methods perform better on link prediction (Goyal and Ferrara, 2017 survey).
- Random walk approaches are generally more efficient.
- In general: Must choose definition of node similarity that matches your application.

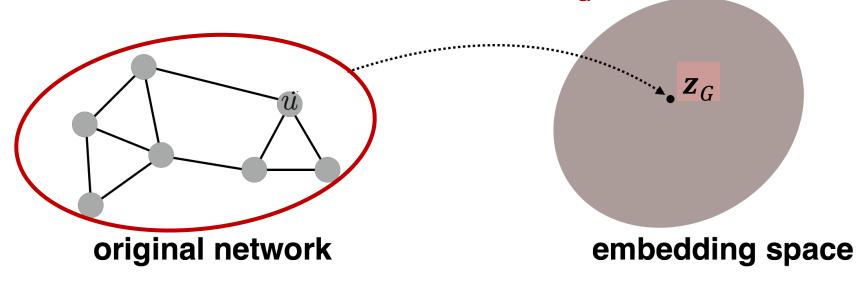
# Stanford CS224W: Embedding Entire Graphs

CS224W: Machine Learning with Graphs Jure Leskovec, Stanford University http://cs224w.stanford.edu



## **Embedding Entire Graphs**

**Goal:** Want to embed a subgraph or an entire graph G. Graph embedding:  $\mathbf{z}_G$ .



#### Tasks:

- Classifying toxic vs. non-toxic molecules
- Identifying anomalous graphs

## Approach 1

#### Simple (but effective) approach 1:

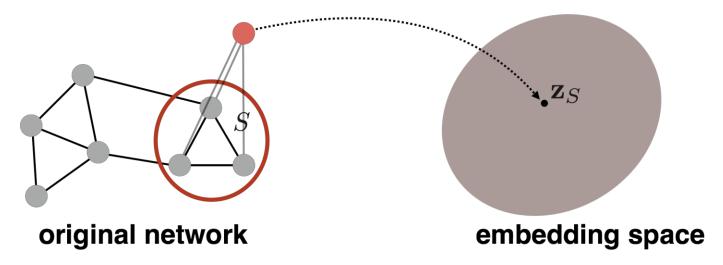
- Run a standard graph embedding technique on the (sub)graph G.
- Then just sum (or average) the node embeddings in the (sub)graph G.

$$z_G = \sum_{v \in G} z_v$$

 Used by <u>Duvenaud et al., 2016</u> to classify molecules based on their graph structure

## Approach 2

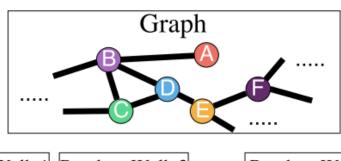
 Approach 2: Introduce a "virtual node" to represent the (sub)graph and run a standard graph embedding technique

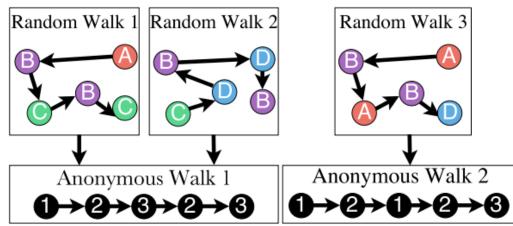


 Proposed by <u>Li et al., 2016</u> as a general technique for subgraph embedding

#### Approach 3: Anonymous Walk Embeddings

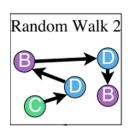
States in **anonymous walks** correspond to the index of the **first time** we visited the node in a random walk



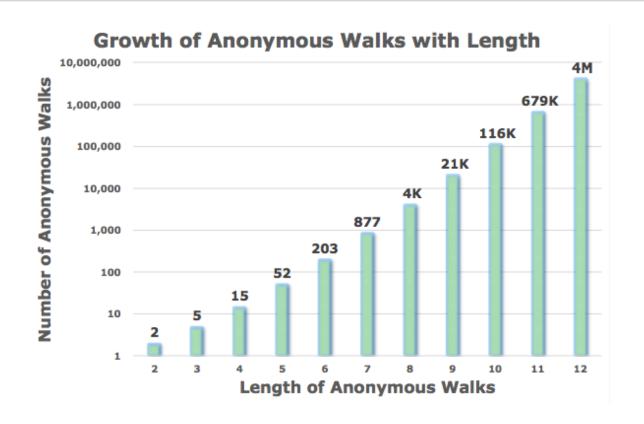


#### Approach 3: Anonymous Walk Embeddings

- Agnostic to the identity of the nodes visited (hence anonymous)
- Example: Random walk w<sub>1</sub>:
- Step 2: node B node 2 (different from node 1)
- Step 3: node C node 3 (different from node 1, 2)
- Step 4: node B node 2 (same as the node in step 2)
- Step 5: node C —— node 3 (same as the node in step 3)
- Note: Random walk  $w_2$  gives the same anonymous walk:



#### **Number of Walks Grows**



#### Number of anonymous walks grows exponentially:

• There are 5 anon. walks  $w_i$  of length 3:

$$w_1$$
=111,  $w_2$ =112,  $w_3$ = 121,  $w_4$ = 122,  $w_5$ = 123

## Simple Use of Anonymous Walks

- Simulate anonymous walks  $w_i$  of l steps and record their counts.
- Represent the graph as a probability distribution over these walks.

#### For example:

- Set l = 3
- Then we can represent the graph as a 5-dim vector
  - Since there are 5 anonymous walks  $w_i$  of length 3: 111, 112, 121, 122, 123
- $\mathbf{z}_{\mathbf{G}}[i]$  = probability of anonymous walk  $w_i$  in graph G.

## Sampling Anonymous Walks

- Sampling anonymous walks: Generate independently a set of m random walks.
- Represent the graph as a probability distribution over these walks.
- How many random walks m do we need?
  - We want the distribution to have error of more than  $\varepsilon$  with prob. less than  $\delta$ :

$$m = \left[ \frac{2}{\varepsilon^2} (\log(2^{\eta} - 2) - \log(\delta)) \right]$$

#### For example:

There are  $\eta=877$  anonymous walks of length l=7. If we set  $\varepsilon=0.1$  and  $\delta=0.01$  then we need to generate m=122,500 random walks

where:  $\eta$  is the total number of anon. walks of length l.

## New idea: Learn Walk Embeddings

Rather than simply representing each walk by the fraction of times it occurs, we learn embedding  $z_i$  of anonymous walk  $w_i$ .

Learn a graph embedding  $z_G$  together with all the anonymous walk embeddings  $z_i$   $Z = \{z_i : i = 1 ... \eta\}$ , where  $\eta$  is the number of sampled anonymous walks.

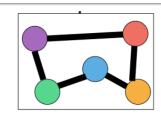
#### How to embed walks?

Idea: Embed walks s.t. the next walk can be predicted.

## Learn Walk Embeddings

- Output: A vector  $\mathbf{z}_{\mathbf{G}}$  for input graph  $\mathbf{G}$ 
  - The embedding of entire graph to be learned





- Learn to predict walks that co-occur in  $\Delta$ -size window (e.g., predict  $w_3$  given  $w_1$ ,  $w_2$  if  $\Delta=2$ )
- Objective:

$$\max_{\mathbf{z_G}} \sum_{t=\Delta+1}^{T} \log P(w_t|w_{t-\Delta}, \dots, w_{t-1}, \mathbf{z_G})$$

Where T is the total number of walks

## Learn Walk Embeddings

- Run T different random walks from u each of length l:  $N_R(u) = \{w_1^u, w_2^u \dots w_T^u\}$
- Learn to predict walks that co-occur in  $\Delta$ -size window
- Estimate embedding  $z_i$  of anonymous walk  $w_i$ .

Estimate embedding 
$$\mathbf{Z}_i$$
 of anonymous walk  $w_i$ . Let  $\eta$  be number of all possible walk embeddings.

Objective:  $\max_{\mathbf{Z}_i, \mathbf{Z}_G} \frac{1}{T} \sum_{t=\Delta}^{T} \log P(w_t | \{w_{t-\Delta}, \dots, w_{t-1}, \mathbf{Z}_G\})$ 

be subtling of the Graph.

$$P(w_t | \{w_{t-\Delta}, \dots, w_{t-1}, \mathbf{z}_{\mathbf{G}}\}) = \frac{\exp(y(w_t))}{\sum_{i=1}^{\eta} \exp(y(w_i))}$$

$$y(w_t) = b + U \cdot \left( cat(\frac{1}{\Delta} \sum_{i=1}^{\Delta} \mathbf{z}_i, \mathbf{z}_i) \right)$$
 All possible anonymous walks (requires negative sampling)

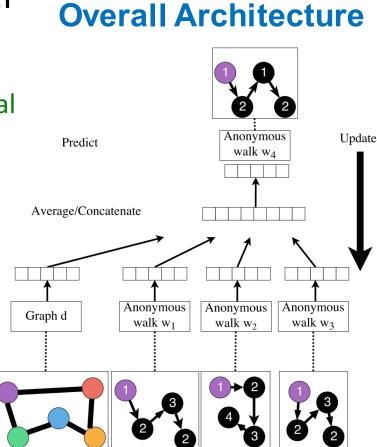
- $cat(\frac{1}{\Lambda}\sum_{i=1}^{\Lambda} \mathbf{z}_i, \mathbf{z}_i)$  means an average of anonymous walk embeddings  $\mathbf{z}_i$  in the window, concatenated with the graph embedding  $z_{G}$ .
- $b \in \mathbb{R}$ ,  $U \in \mathbb{R}^D$  are learnable parameters. This represents a linear layer.

## Learn Walk Embeddings

• We obtain the graph embedding  $z_G$  (learnable parameter) after the optimization.

Is  $z_G$  simply the sum over walk embeddings  $z_i$ ? Or is  $z_G$  the residual embedding next to  $z_i$ ?

- According to the paper,  $z_G$  is a separately optimized vector parameter, just like other  $z_i$ 's.
- Use  $z_G$  to make predictions (e.g., graph classification):
  - Option1: Inner product Kernel  $\mathbf{z}_{G_1}^T \mathbf{z}_{G_2}$  (Lecture 2)
  - Option2: Use a neural network that takes Z<sub>G</sub> as input to classify G.



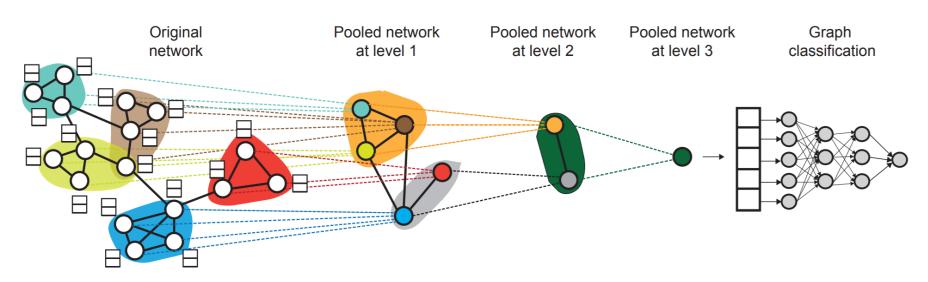
#### Summary

#### We discussed 3 ideas to graph embeddings:

- Approach 1: Embed nodes and sum/avg them
- Approach 2: Create super-node that spans the (sub) graph and then embed that node.
- Approach 3: Anonymous Walk Embeddings
  - Idea 1: Sample the anon. walks and represent the graph as fraction of times each anon walk occurs.
  - Idea 2: Learn graph embedding together with anonymous walk embeddings.

#### Preview: Hierarchical Embeddings

- We will discuss more advanced ways to obtain graph embeddings in Lecture 8.
- We can hierarchically cluster nodes in graphs, and sum/avg the node embeddings according to these clusters.



#### How to Use Embeddings

- How to use embeddings  $z_i$  of nodes:
  - Clustering/community detection: Cluster points z<sub>i</sub>
  - Node classification: Predict label of node i based on  $z_i$
  - Link prediction: Predict edge (i, j) based on  $(z_i, z_j)$ 
    - Where we can: concatenate, avg, product, or take a difference between the embeddings:
      - Concatenate:  $f(\mathbf{z}_i, \mathbf{z}_i) = g([\mathbf{z}_i, \mathbf{z}_i])$
      - Hadamard:  $f(\mathbf{z}_i, \mathbf{z}_j) = g(\mathbf{z}_i * \mathbf{z}_j)$  (per coordinate product) white test
      - Sum/Avg:  $f(\mathbf{z}_i, \mathbf{z}_j) = g(\mathbf{z}_i + \mathbf{z}_j)$
      - Distance:  $f(\mathbf{z}_i, \mathbf{z}_j) = g(||\mathbf{z}_i \mathbf{z}_j||_2)$
  - **Graph classification**: Graph embedding  $z_G$  via aggregating node embeddings or anonymous random walks. Predict label based on graph embedding  $z_G$ .

## Today's Summary

We discussed **graph representation learning**, a way to learn **node and graph embeddings** for downstream tasks, **without feature engineering**.

- Encoder-decoder framework:
  - Encoder: embedding lookup
  - Decoder: predict score based on embedding to match node similarity
- Node similarity measure: (biased) random walk
  - Examples: DeepWalk, Node2Vec
- Extension to Graph embedding: Node embedding aggregation and Anonymous Walk Embeddings