# Additional Results for Kiez Benchmark

## 1 Time and Memory

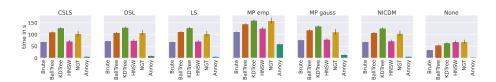


Figure 1: Time in seconds on  $15\mathrm{K}$  datasets

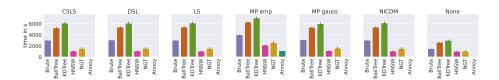


Figure 2: Time in seconds on  $100 \mathrm{K}$  datasets

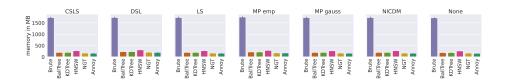


Figure 3: Peak memory consumption on 15K datasets

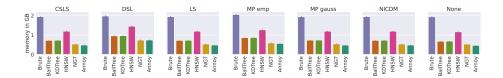


Figure 4: Peak memory consumption on 100K datasets

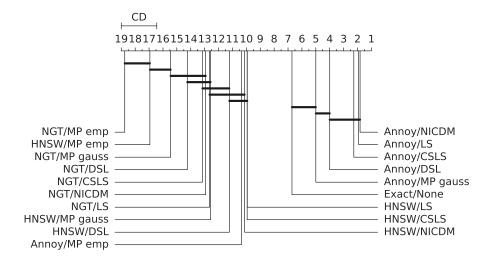


Figure 5: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to execution time on small datasets

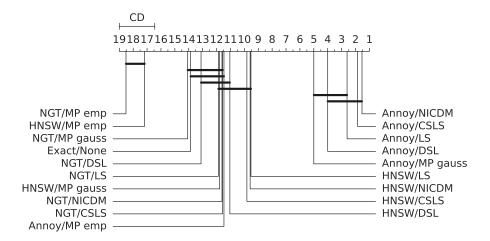


Figure 6: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to execution time on large datasets

#### 2 Results for hits@1

#### 2.1 General

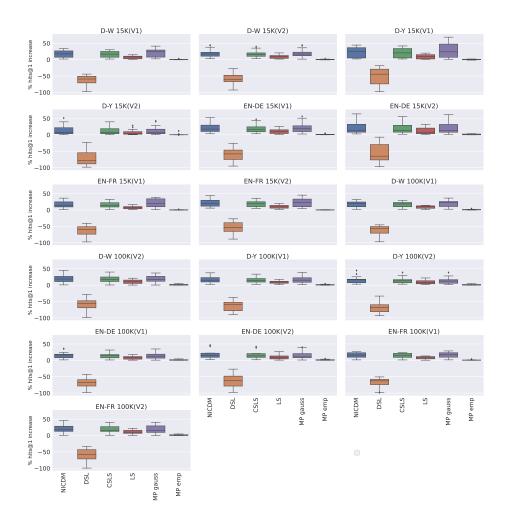


Figure 7: Exact NN improvement over baseline (exact NN without hubness reduction) for hits@1  $\,$ 

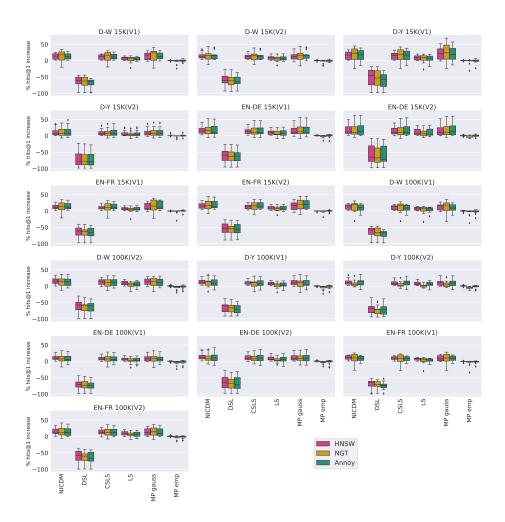


Figure 8: ANN improvement over baseline (exact NN without hubness reduction) for hits@1  $\,$ 

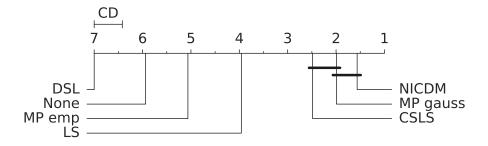


Figure 9: Critical distance diagram showing differences between hubness reduction techniques for exact NN with regards to hits@1  $\,$ 

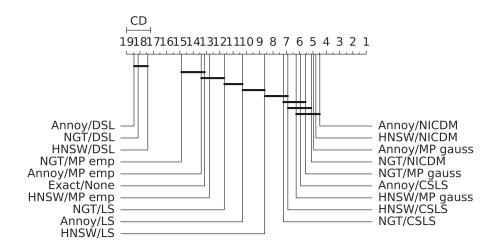


Figure 10: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to hits@1

## 2.2 Individual embedding approaches

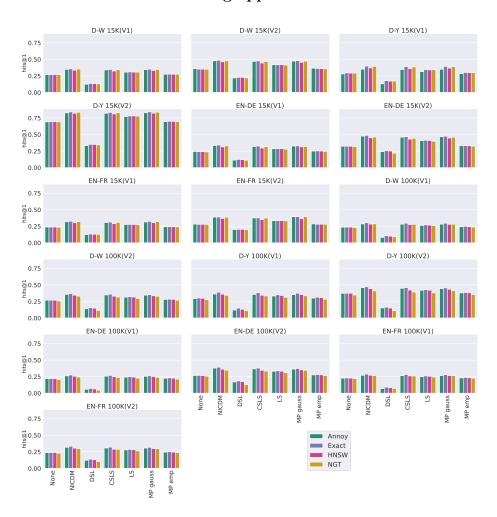


Figure 11: AttrE

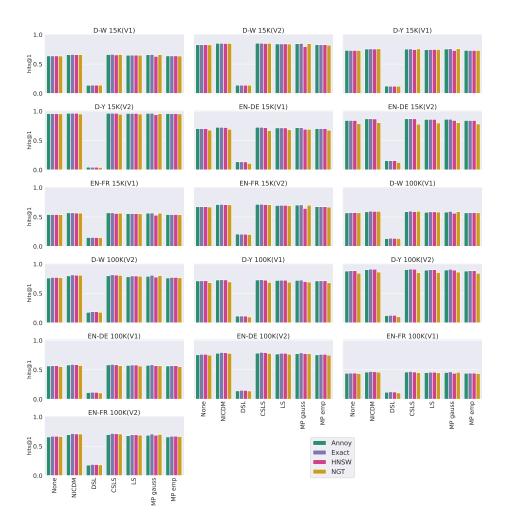


Figure 12: BootEA

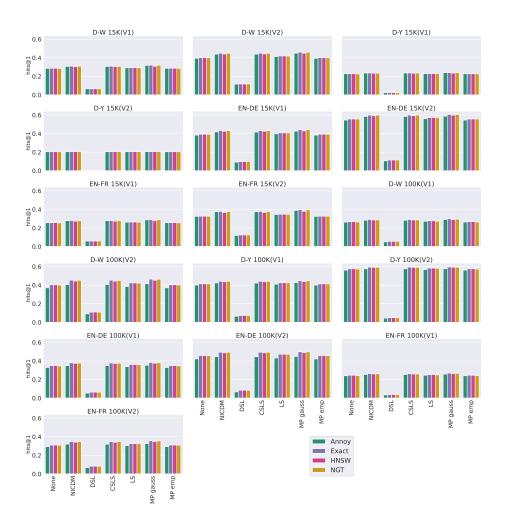


Figure 13: ConvE

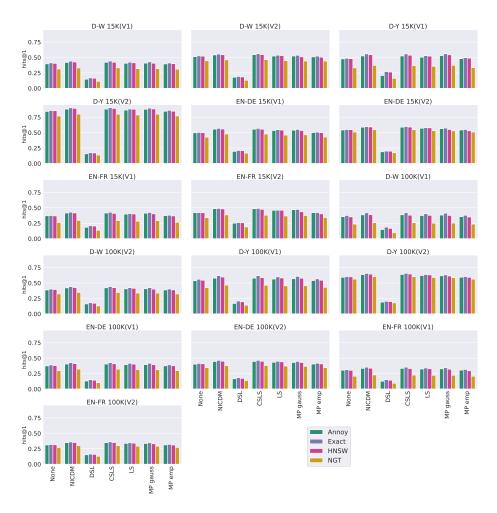


Figure 14: GCNAlign

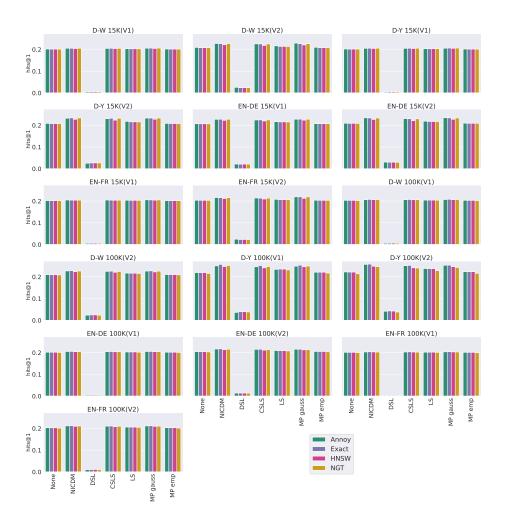


Figure 15: HolE

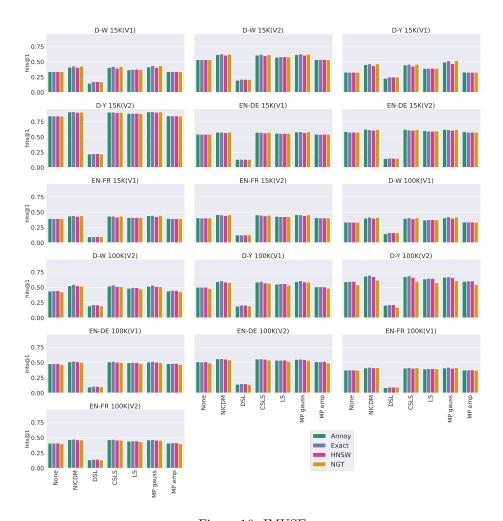


Figure 16: IMUSE

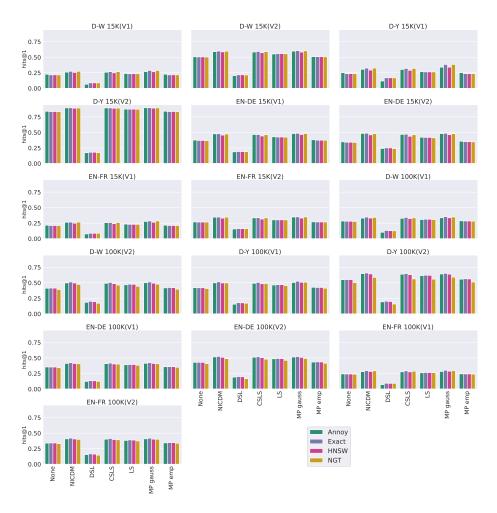


Figure 17: IPTransE

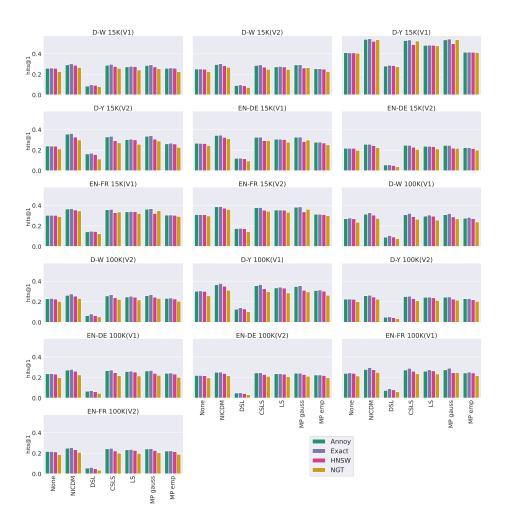


Figure 18: JAPE

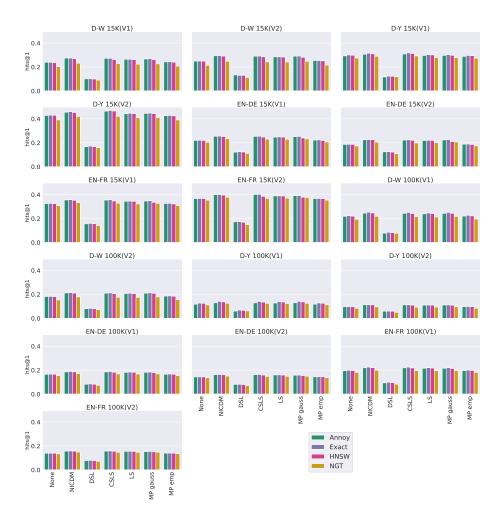


Figure 19: MultiKE

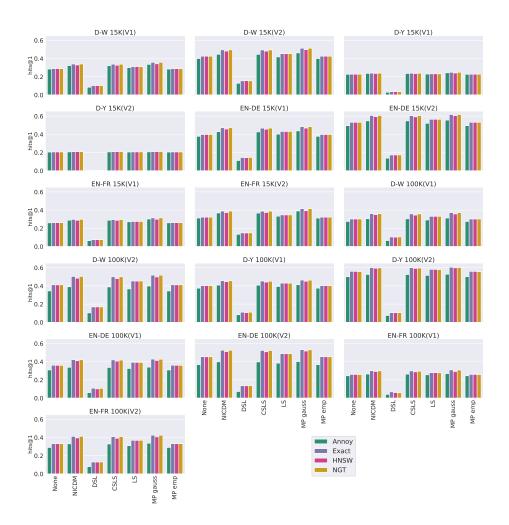


Figure 20: ProjE

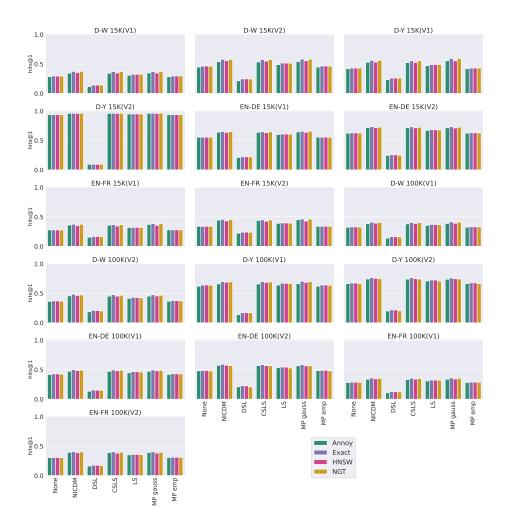


Figure 21: Rotat $\mathbf{E}$ 

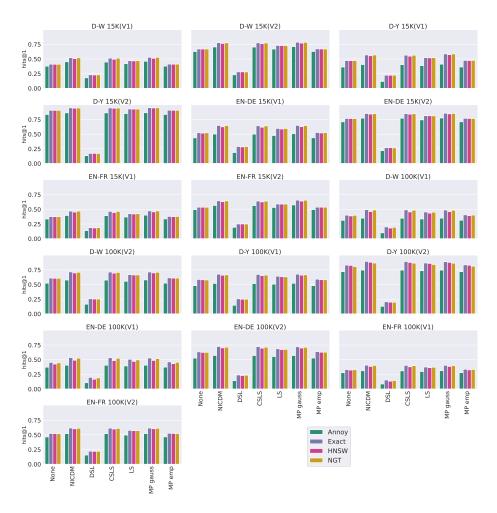


Figure 22: RSN4EA

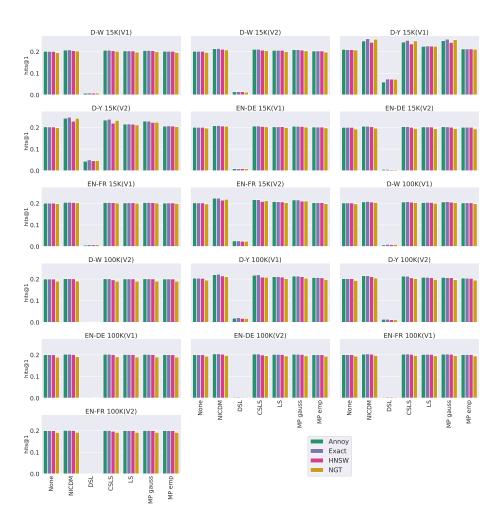


Figure 23: SimplE

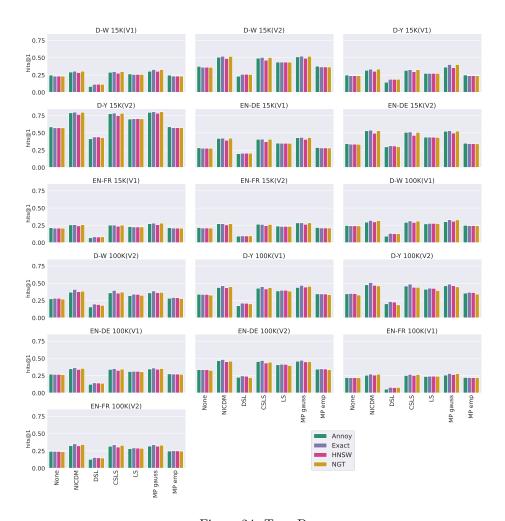


Figure 24: TransD

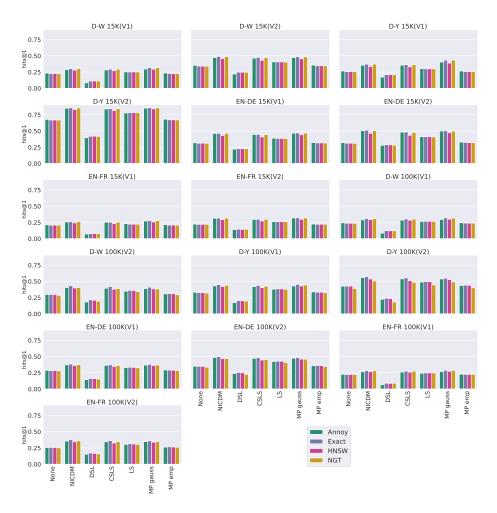


Figure 25: TransH

## 3 Results for hits@5

#### 3.1 General

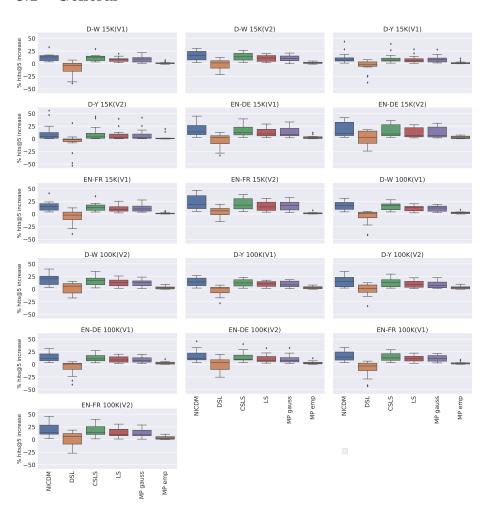


Figure 26: Exact NN improvement over baseline (exact NN without hubness reduction) for hits@5  $\,$ 

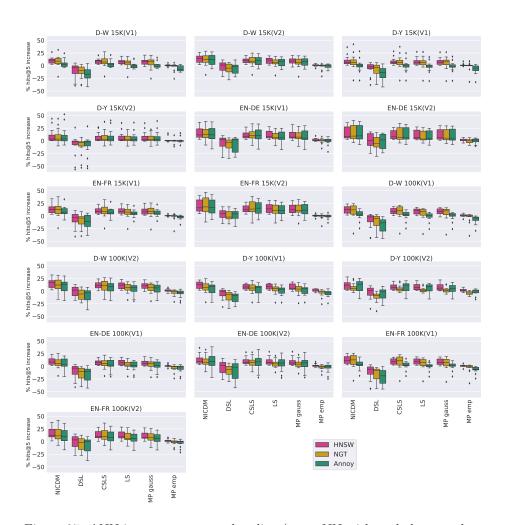


Figure 27: ANN improvement over baseline (exact NN without hubness reduction) for hits @5

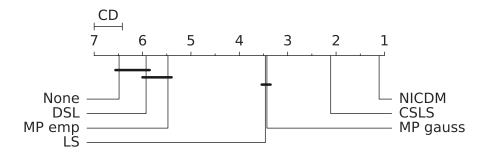


Figure 28: Critical distance diagram showing differences between hubness reduction techniques for exact NN with regards to hits@5  $\,$ 

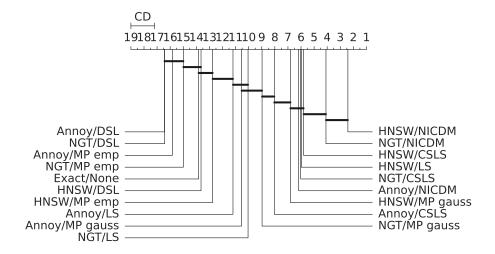


Figure 29: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to hits@5

## 3.2 Individual embedding approaches

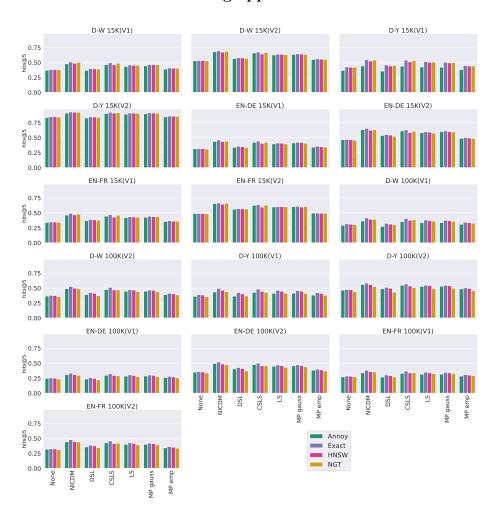


Figure 30: AttrE

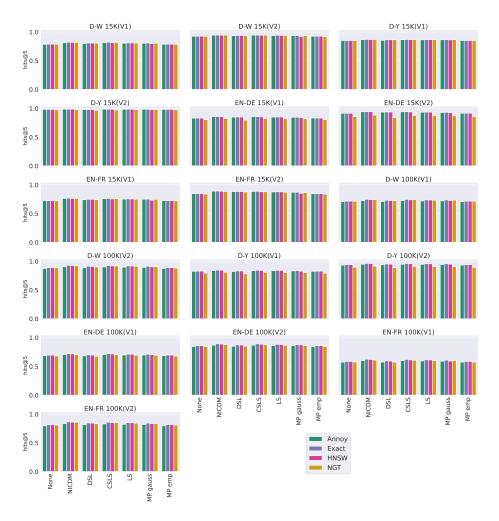


Figure 31: BootEA

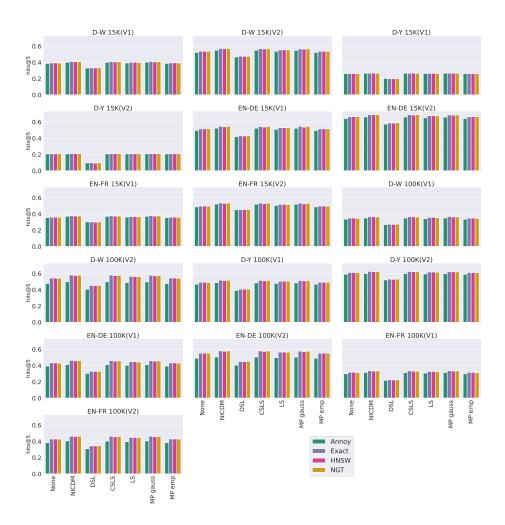


Figure 32: ConvE

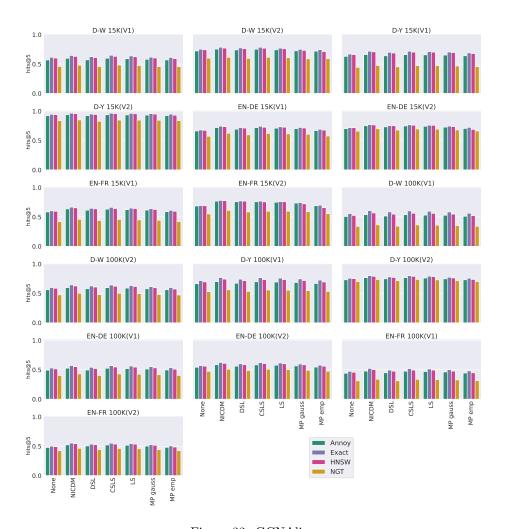


Figure 33: GCNAlign

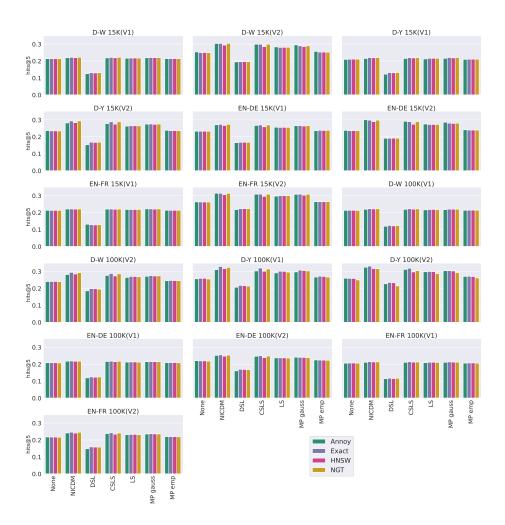


Figure 34: HolE

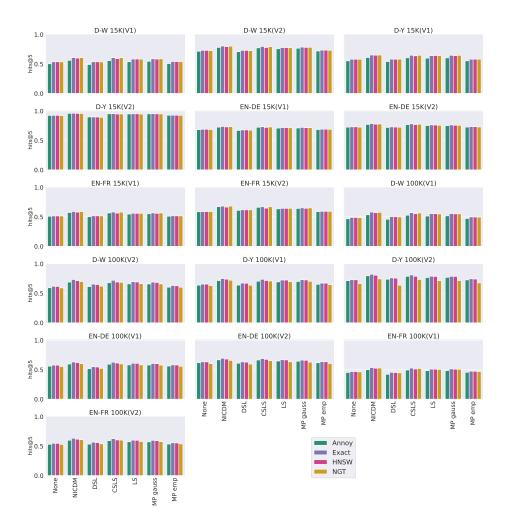


Figure 35: IMUSE

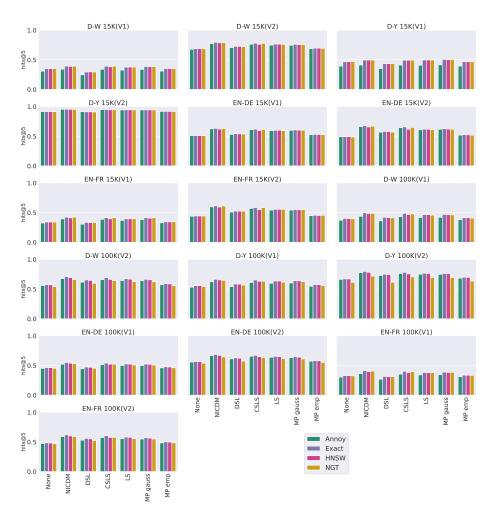


Figure 36: IPTransE

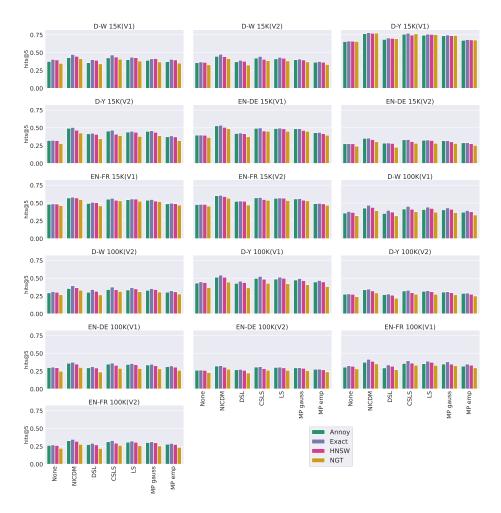


Figure 37: JAPE

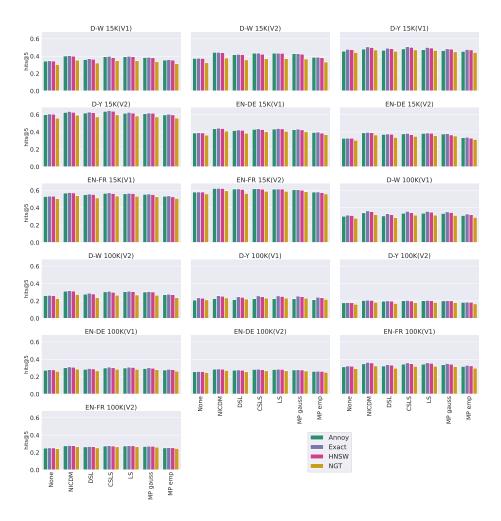


Figure 38: MultiKE

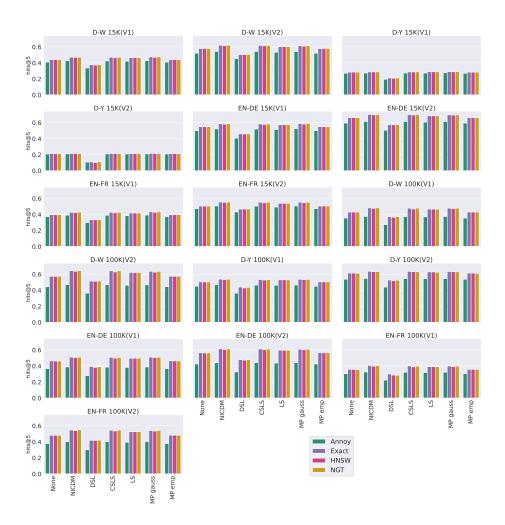


Figure 39: ProjE

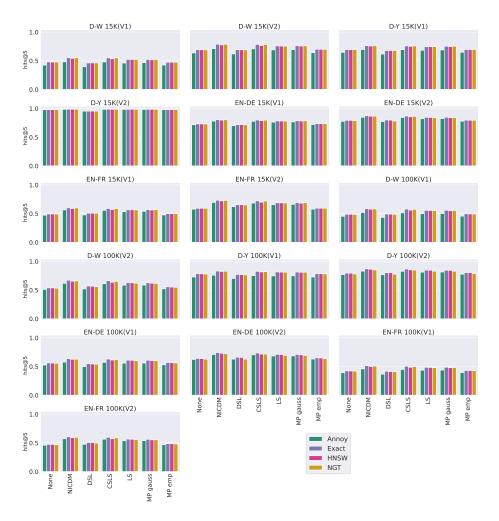


Figure 40: Rotat $\to$ 

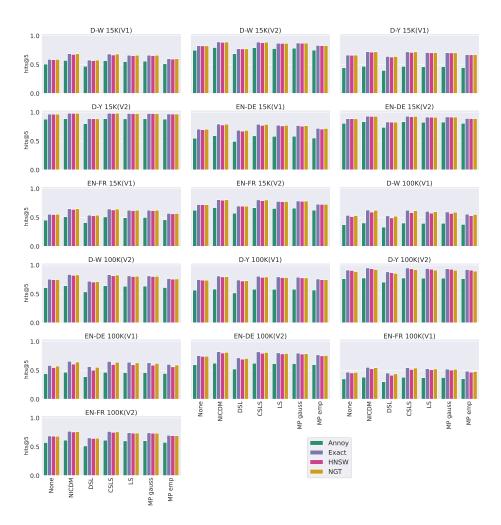


Figure 41: RSN4EA

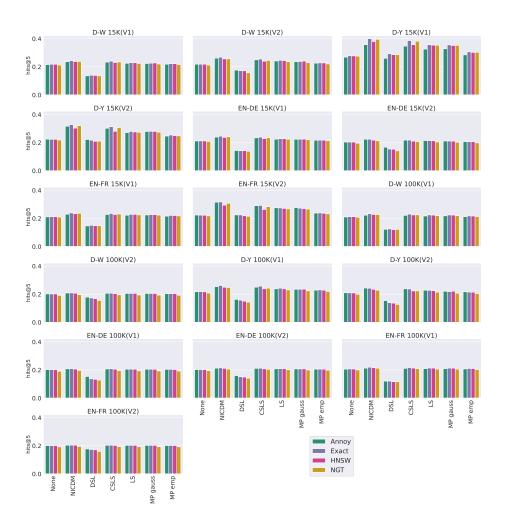


Figure 42: SimplE

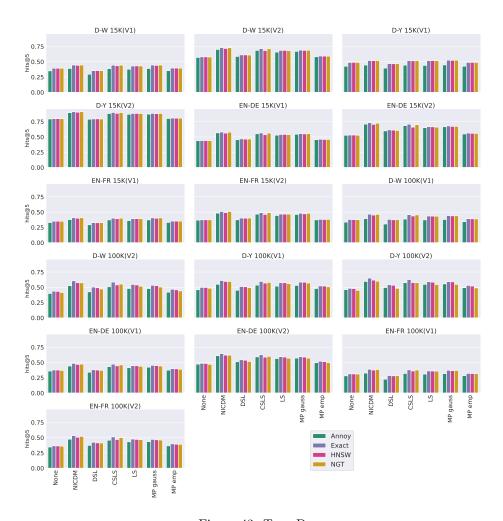


Figure 43: TransD

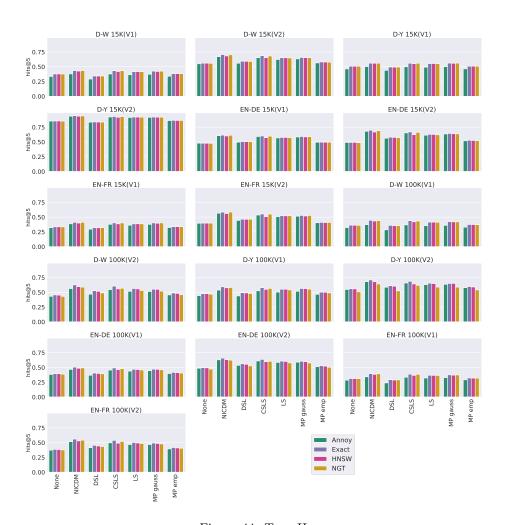


Figure 44: TransH

# 4 Results for hits@10

### 4.1 General

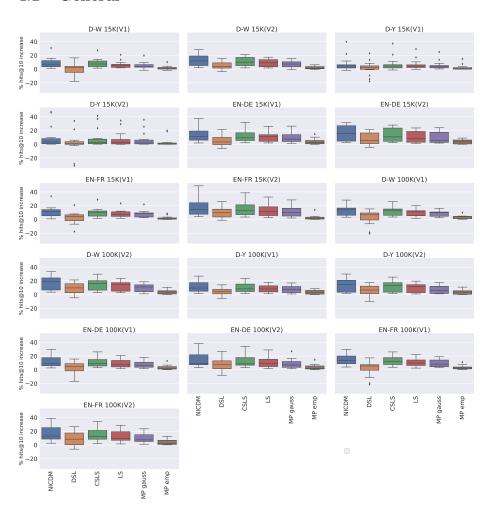


Figure 45: Exact NN improvement over baseline (exact NN without hubness reduction) for hits@10  $\,$ 

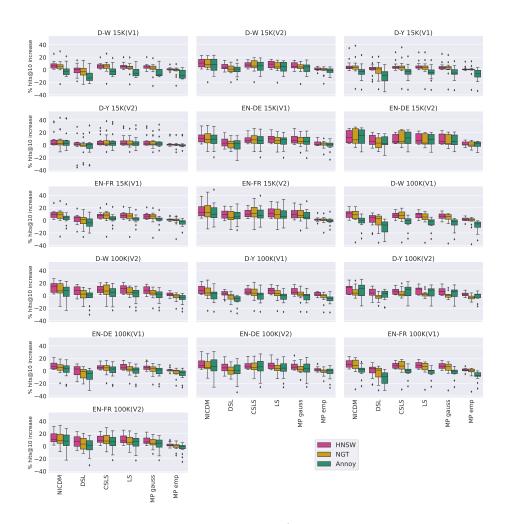


Figure 46: ANN improvement over baseline (exact NN without hubness reduction) for hits@10  $\,$ 

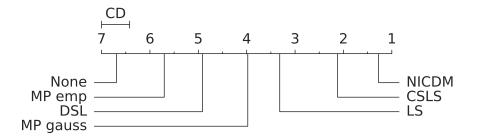


Figure 47: Critical distance diagram showing differences between hubness reduction techniques for exact NN with regards to hits@10

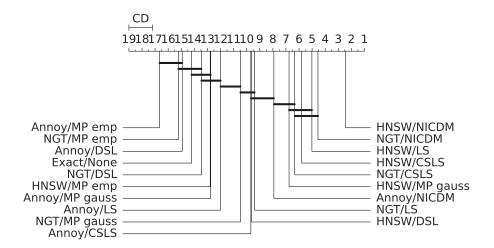


Figure 48: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to hits@10  $\,$ 

## 4.2 Individual embedding approaches

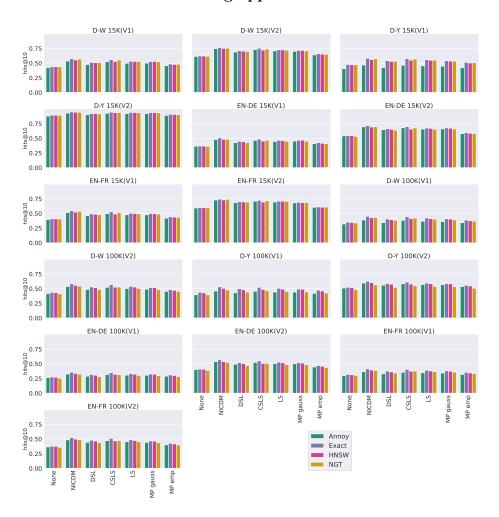


Figure 49: AttrE

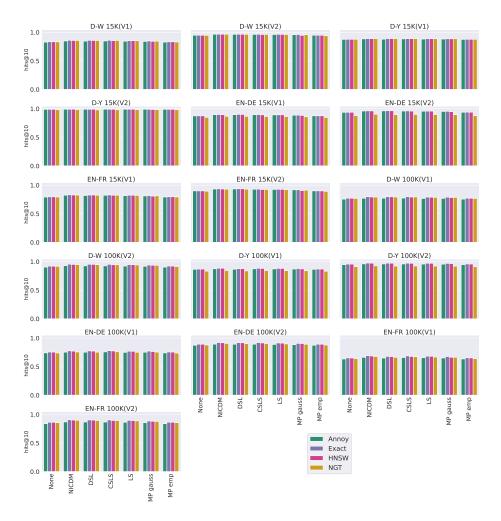


Figure 50: BootEA

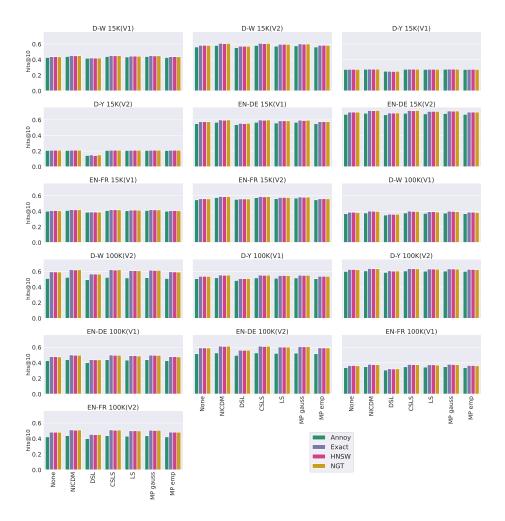


Figure 51: ConvE

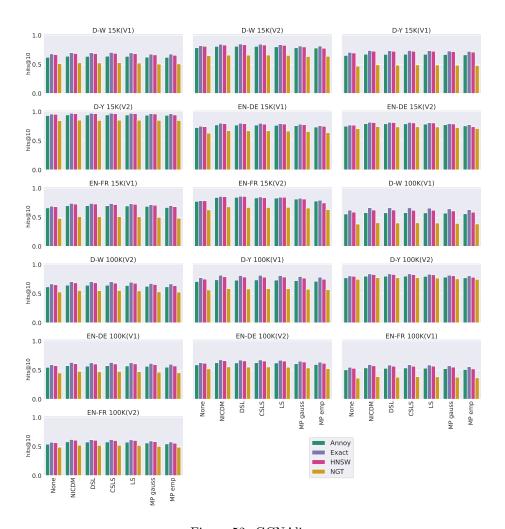


Figure 52: GCNAlign

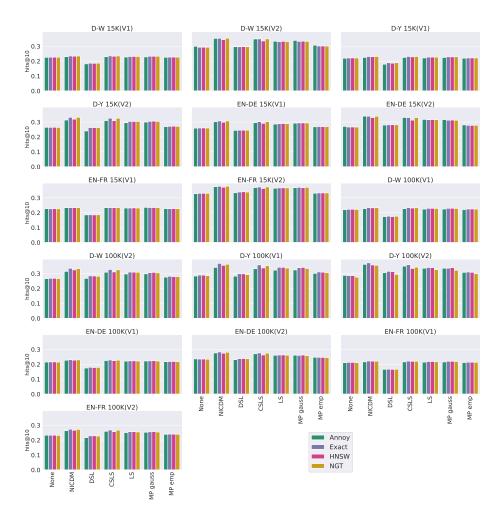


Figure 53: HolE

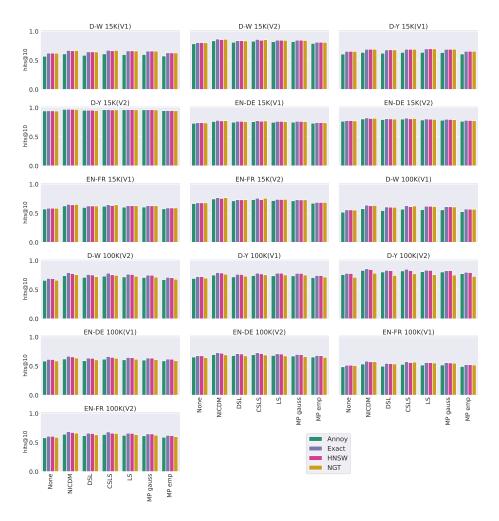


Figure 54: IMUSE

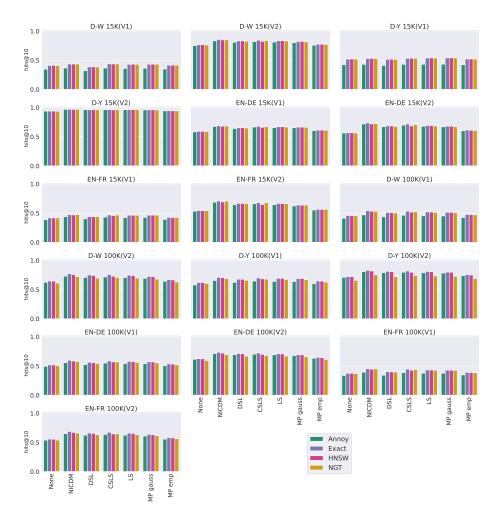


Figure 55: IPTransE

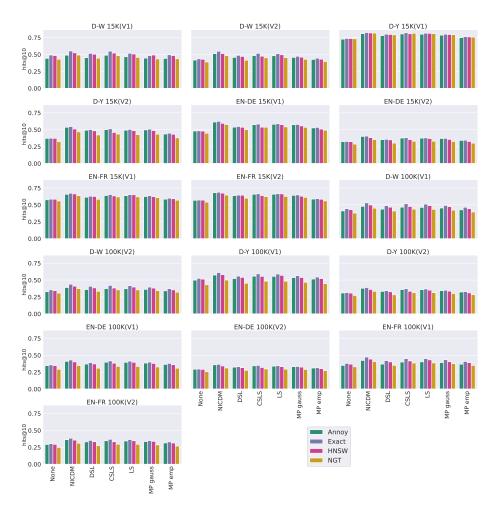


Figure 56: JAPE

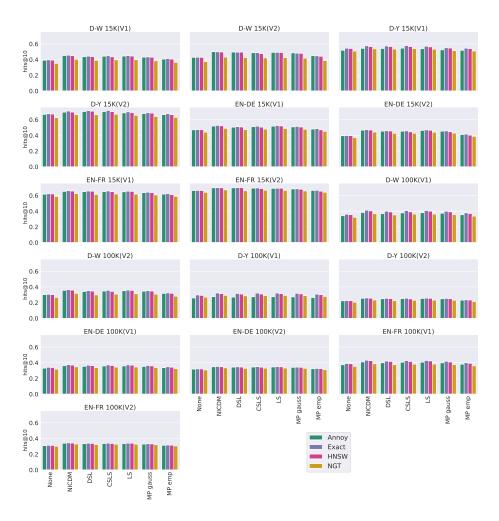


Figure 57: MultiKE

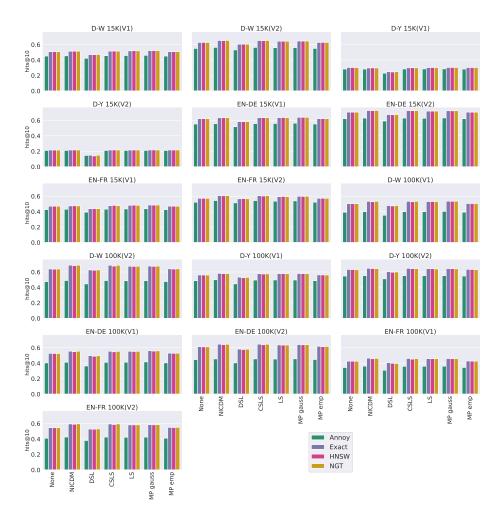


Figure 58: ProjE

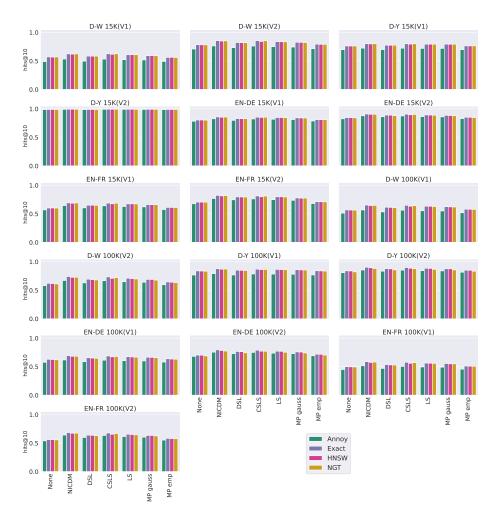


Figure 59: Rotat $\mathbf{E}$ 

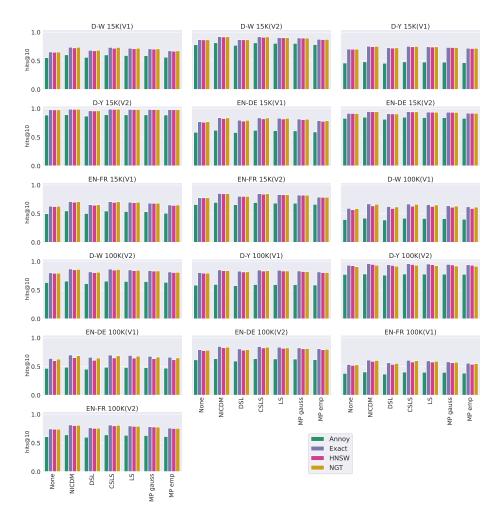


Figure 60: RSN4EA

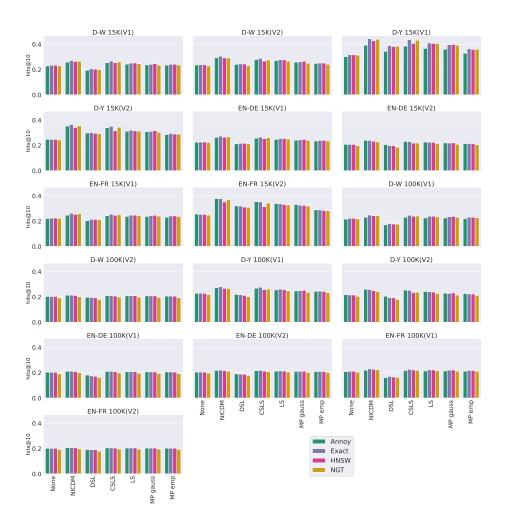


Figure 61: SimplE

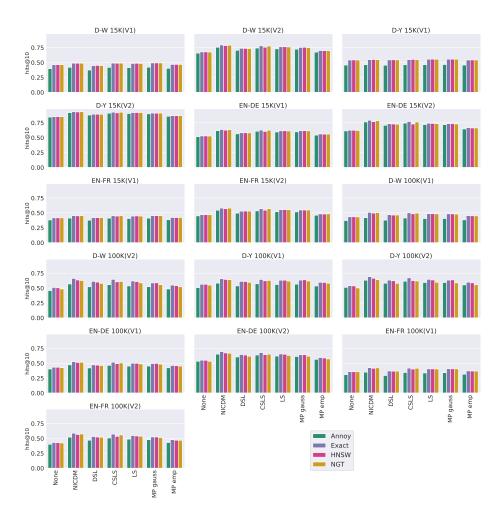


Figure 62: TransD

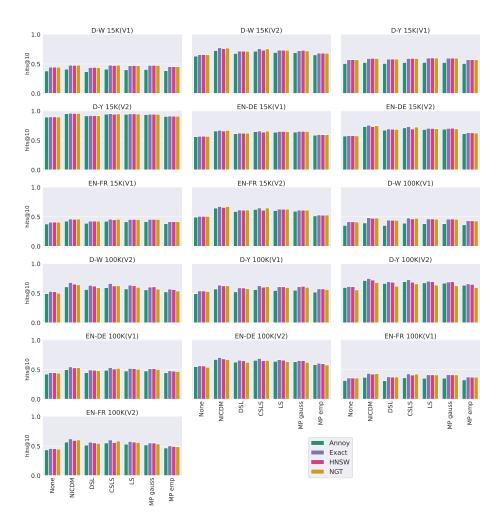


Figure 63: TransH

# 5 Results for hits@25

### 5.1 General

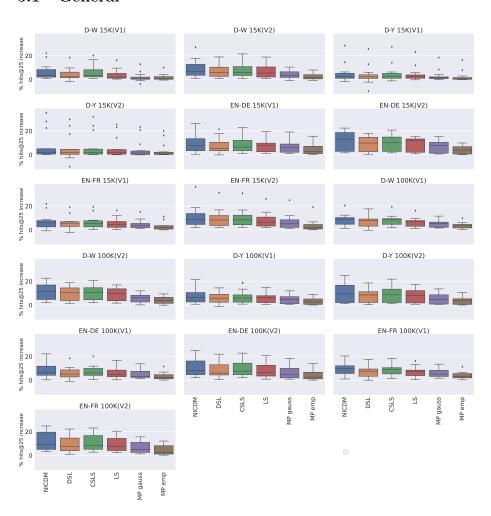


Figure 64: Exact NN improvement over baseline (exact NN without hubness reduction) for hits@25  $\,$ 

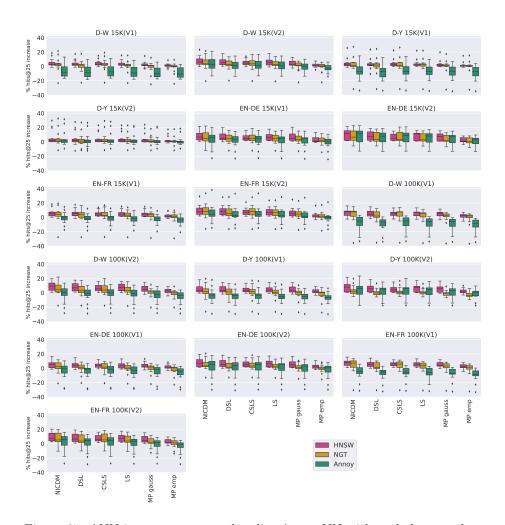


Figure 65: ANN improvement over baseline (exact NN without hubness reduction) for hits @25

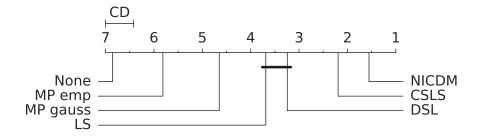


Figure 66: Critical distance diagram showing differences between hubness reduction techniques for exact NN with regards to hits@25  $\,$ 

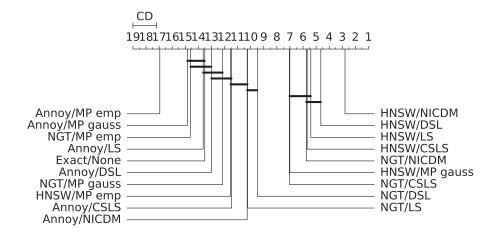


Figure 67: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to hits@25  $\,$ 

## 5.2 Individual embedding approaches

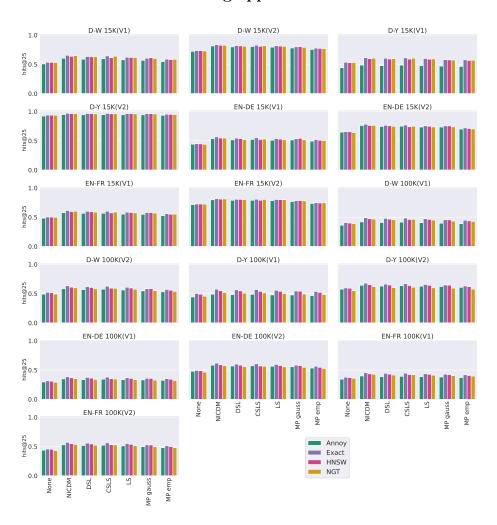


Figure 68: AttrE

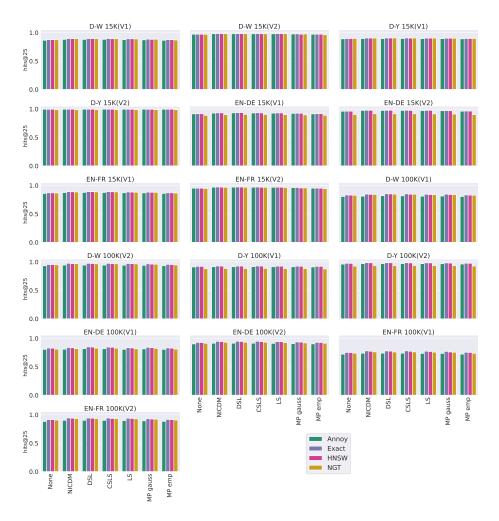


Figure 69: BootEA

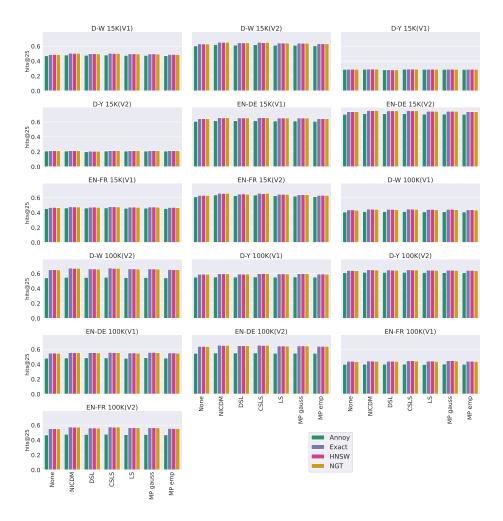


Figure 70: ConvE

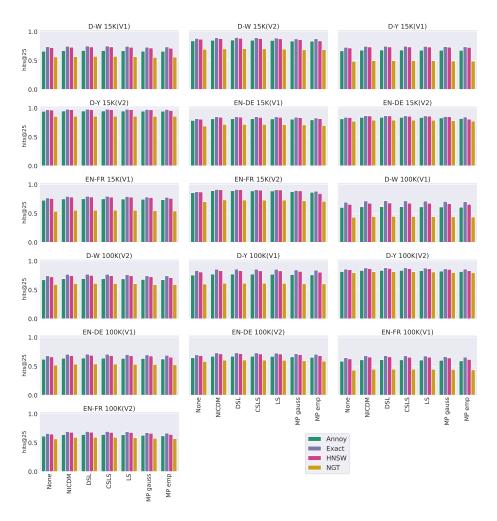


Figure 71: GCNAlign

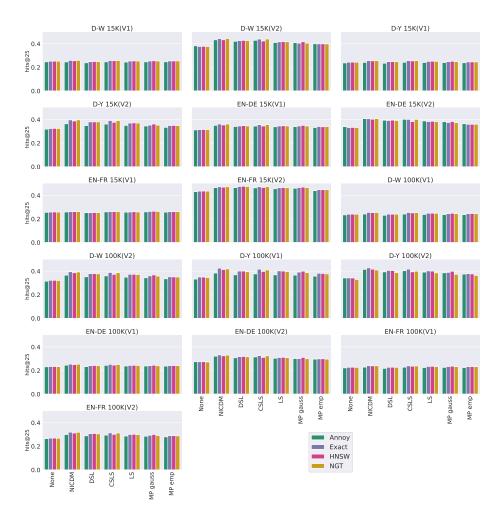


Figure 72: HolE

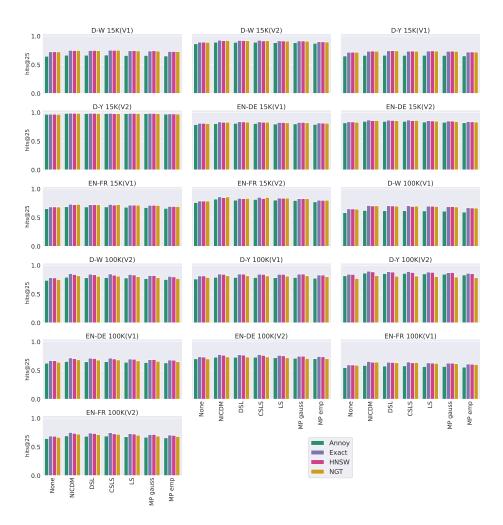


Figure 73: IMUSE

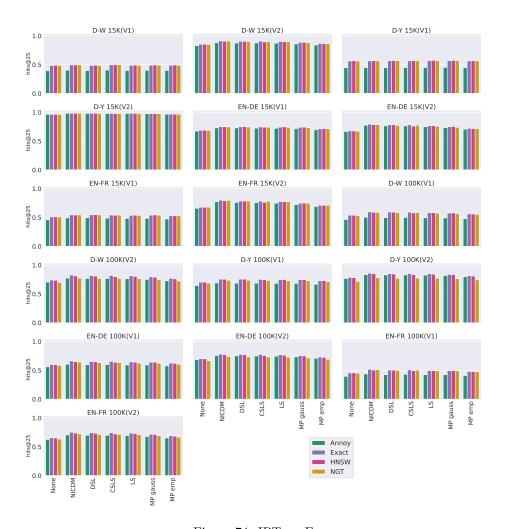


Figure 74: IPTransE

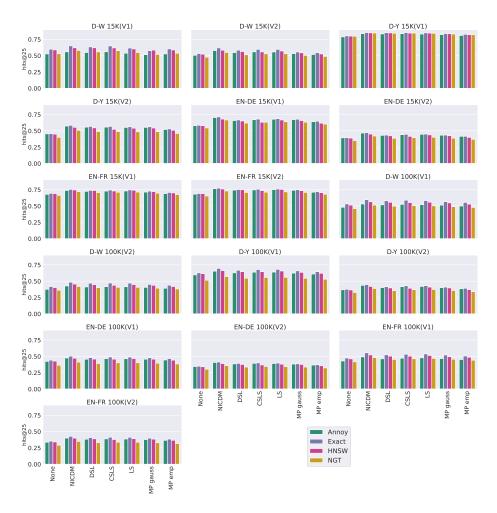


Figure 75: JAPE

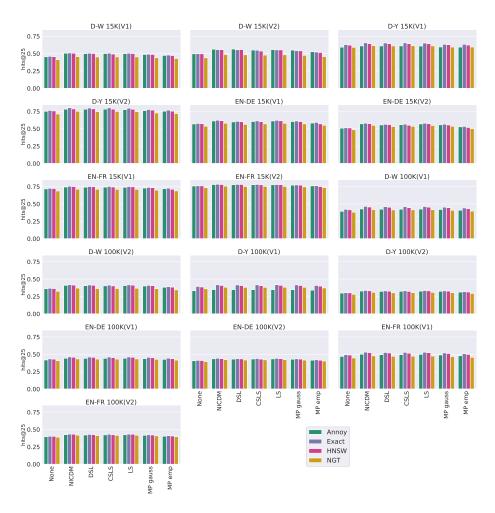


Figure 76: MultiKE

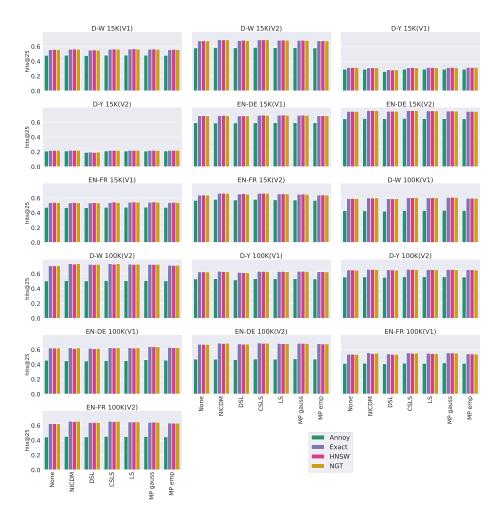


Figure 77: ProjE

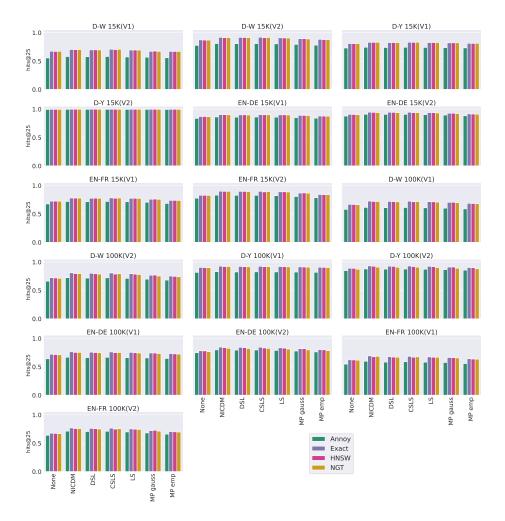


Figure 78: RotatE

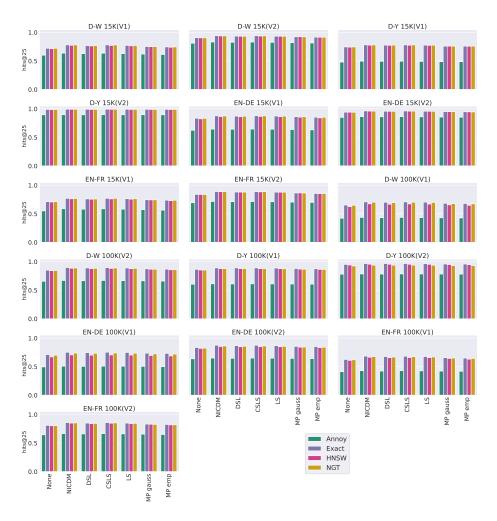


Figure 79: RSN4EA

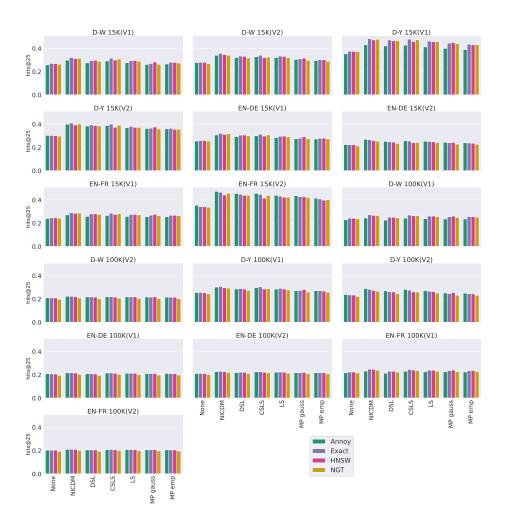


Figure 80: SimplE

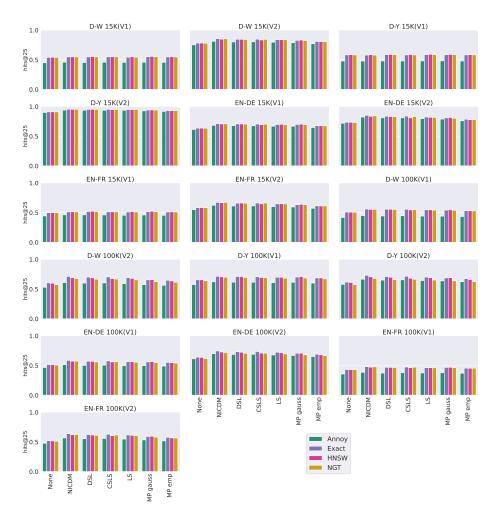


Figure 81: TransD

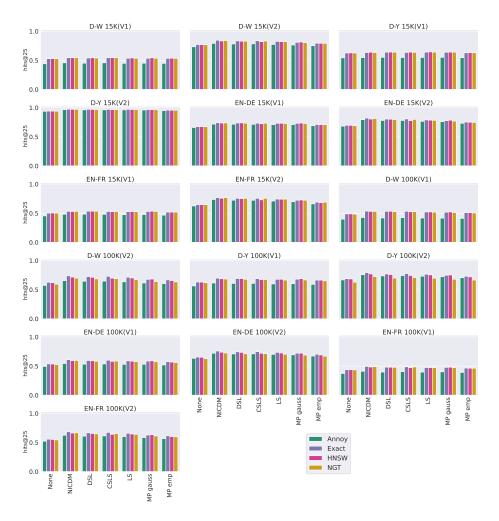


Figure 82: TransH

## 6 Results for hits@50

## 6.1 General

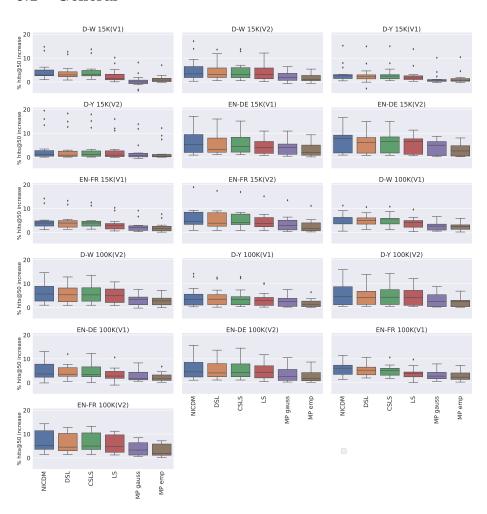


Figure 83: Exact NN improvement over baseline (exact NN without hubness reduction) for hits@50  $\,$ 

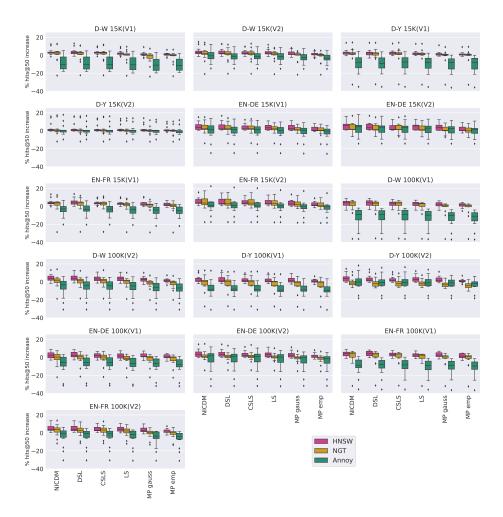


Figure 84: ANN improvement over baseline (exact NN without hubness reduction) for hits @50

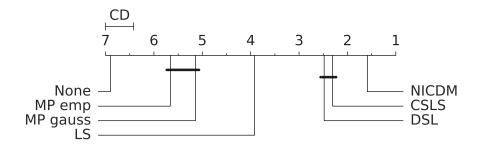


Figure 85: Critical distance diagram showing differences between hubness reduction techniques for exact NN with regards to hits @50

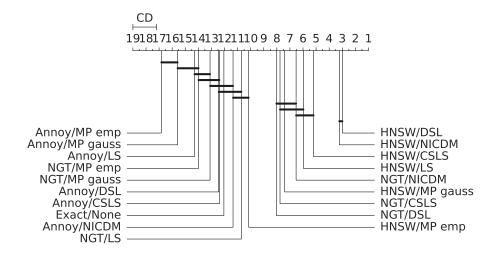


Figure 86: Critical distance diagram showing differences between hubness reduction techniques for ANN and baseline with regards to hits@50

## 6.2 Individual embedding approaches

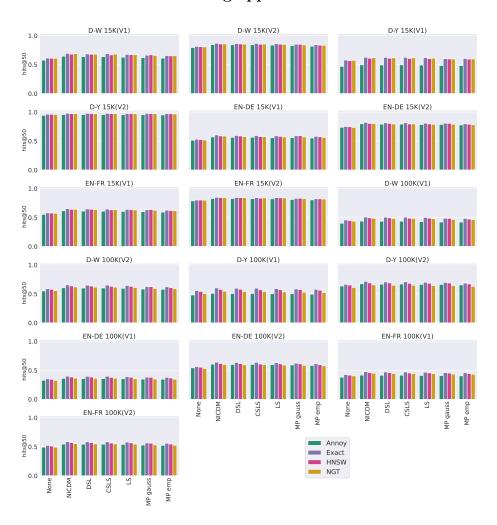


Figure 87: AttrE

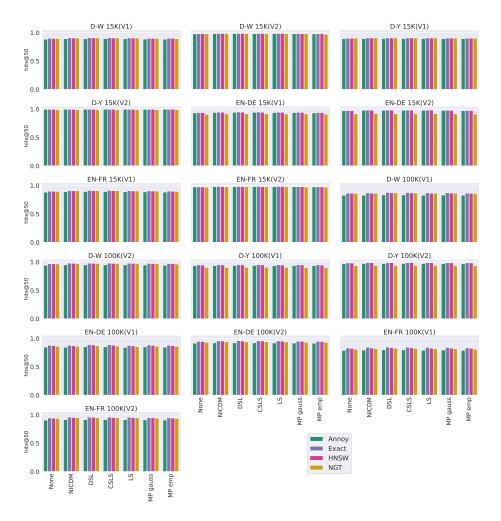


Figure 88: BootEA

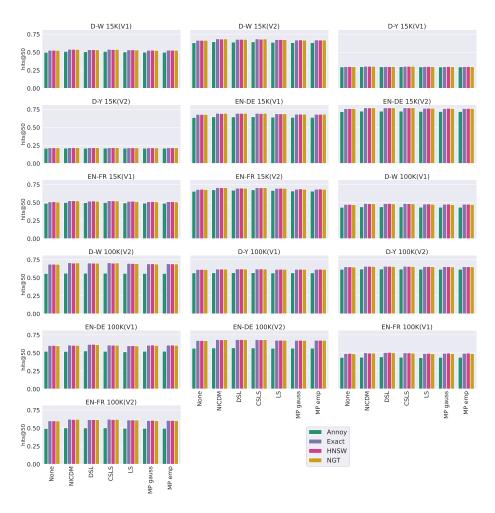


Figure 89: ConvE

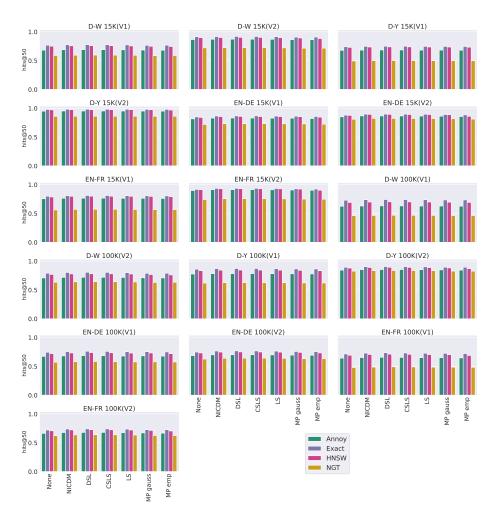


Figure 90: GCNAlign

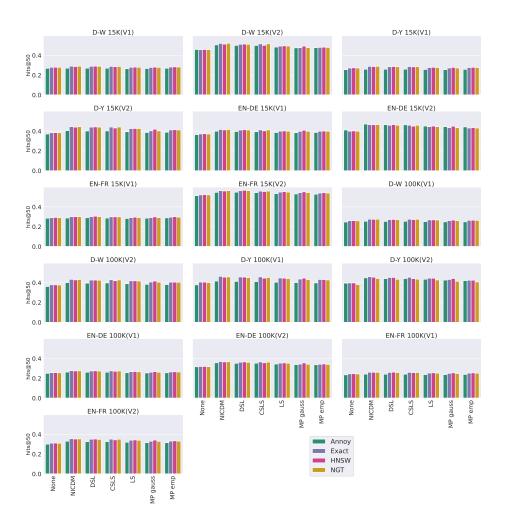


Figure 91: HolE

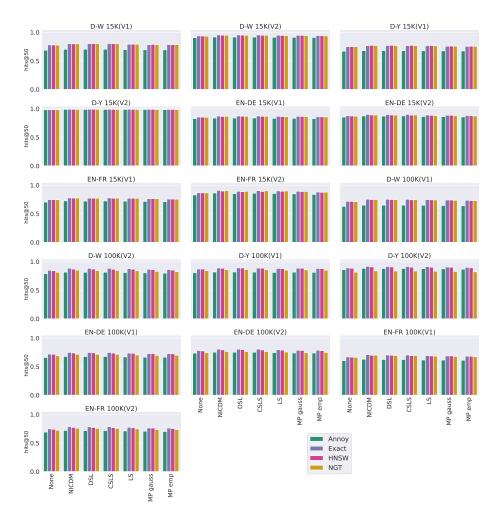


Figure 92: IMUSE

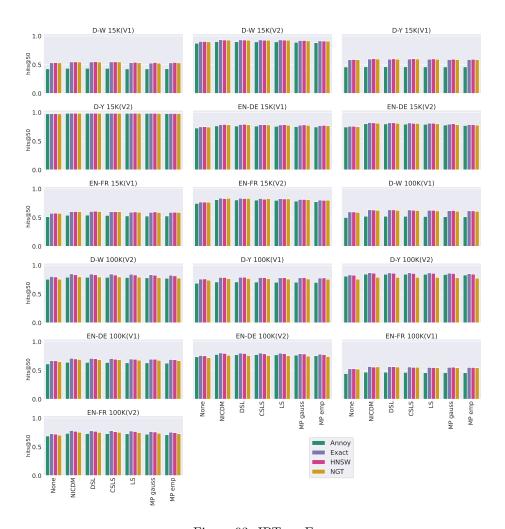


Figure 93: IPTransE

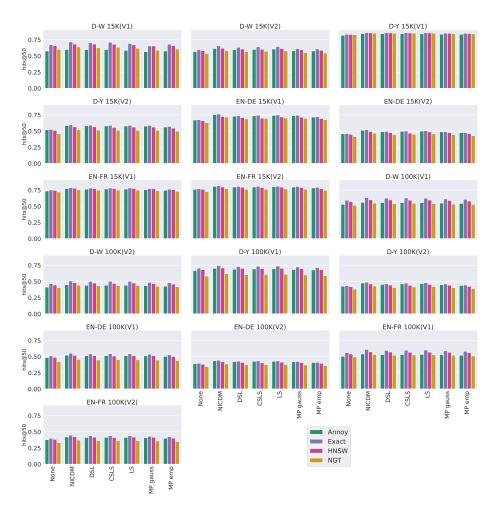


Figure 94: JAPE

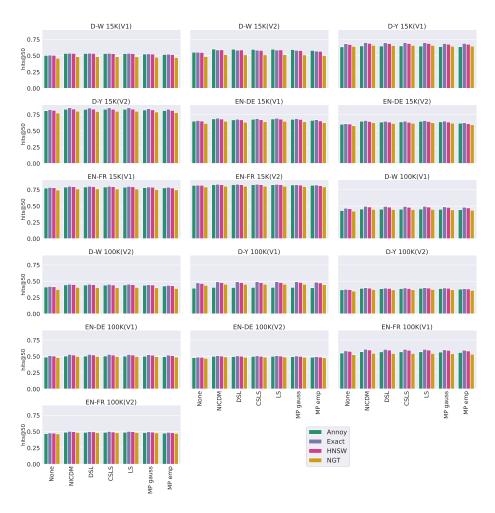


Figure 95: MultiKE

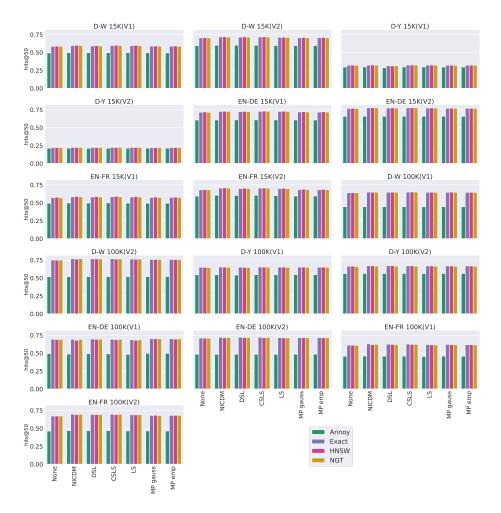


Figure 96: ProjE

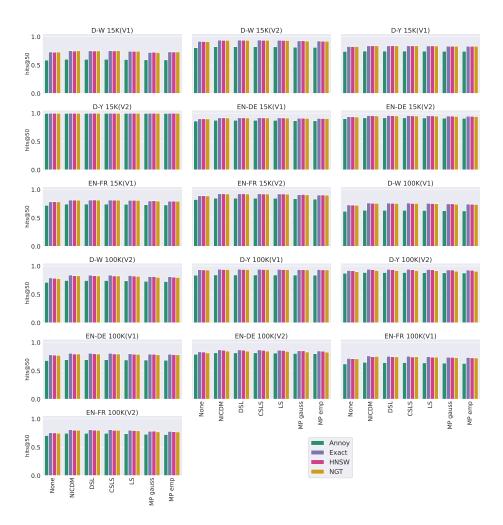


Figure 97: RotatE

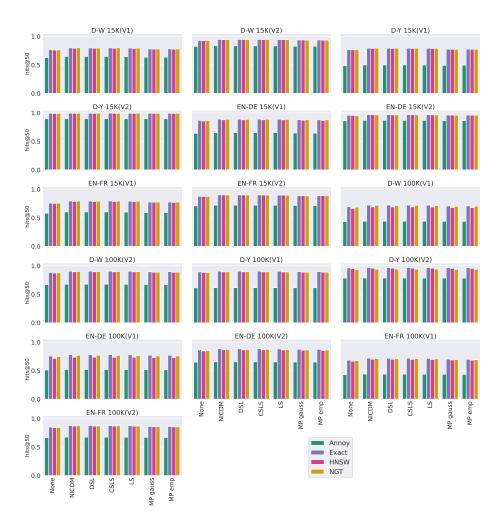


Figure 98: RSN4EA

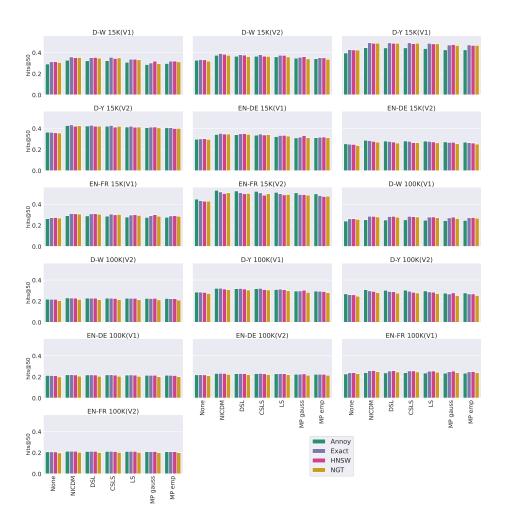


Figure 99: SimplE

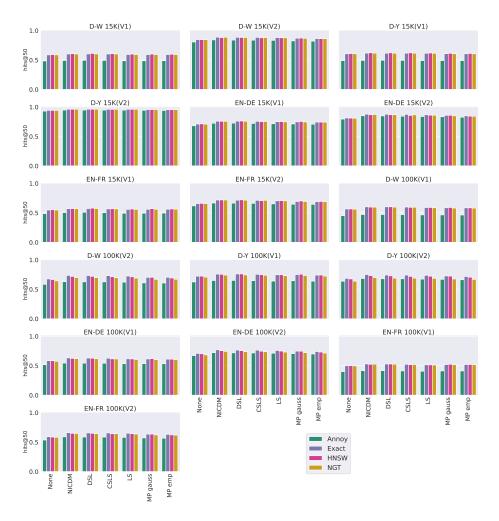


Figure 100: TransD

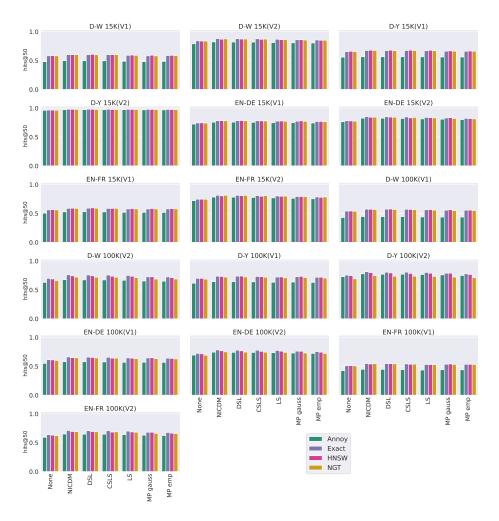


Figure 101: TransH