

Graph Mining & Multi-Relational Learning Tools and Applications

Part II



Shobeir Fakhraei
Amazon



Christos Faloutsos
CMU / Amazon



Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍								
1.1' Link Prediction			👍							
1.2 Comm. Detection				👍						
1.3 Anomaly Detection					👍					
1.4 Propagation						👍				

Part 1:
Plain Graphs

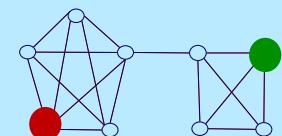
Part 2:
Complex Graphs





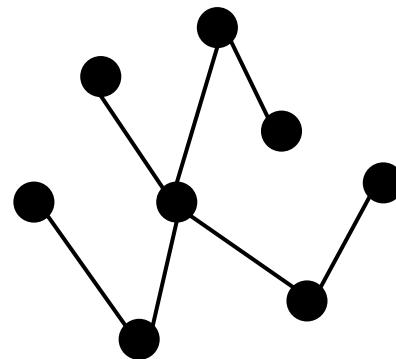
Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
 - P 2.1: Factorization Methods
 - P 2.2: Heterogeneous Information Networks
 - P 3.3: Statistical Relational Learning

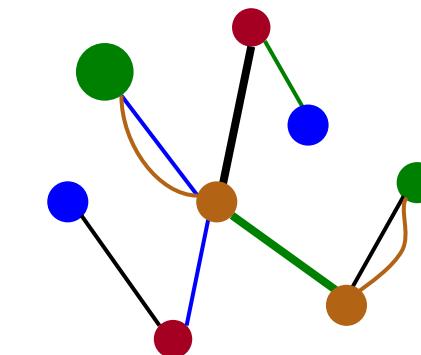


Complex Networks

What Plain Graphs Tools Capture



Complex Networks

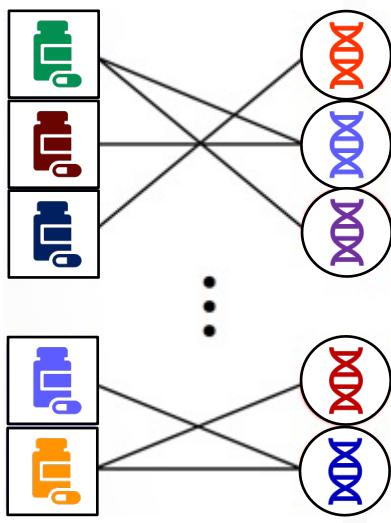




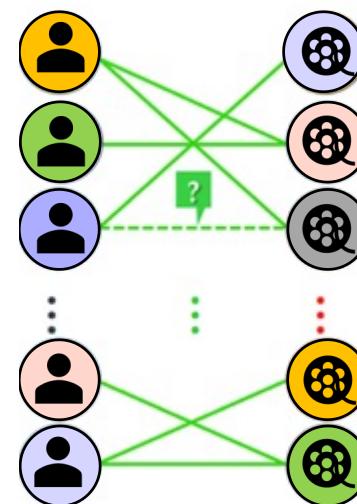
Complex Network (Many Related Terms)

- Plain Graphs + Extra Information on?
 - Nodes?
 - Multi-typed Networks
 - Edges?
 - Multi-layer Networks
 - Multi-dimensional Networks
 - Multi-modal Networks
 - Both?
 - Attributed Networks
 - Multiplex Networks
 - Multi Relational Networks
 - Heterogenous Information Networks
 - Complex Networks
 - ...

Common Bipartite Structure



Drug-Target Interactions



Recommender Systems

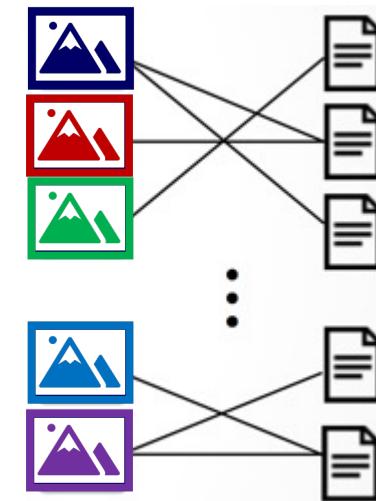
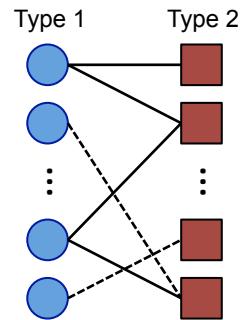


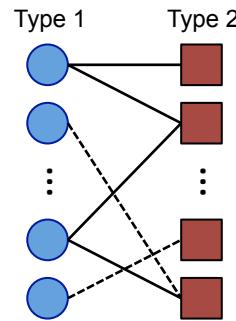
Image Captioning

Complex Bipartite Network

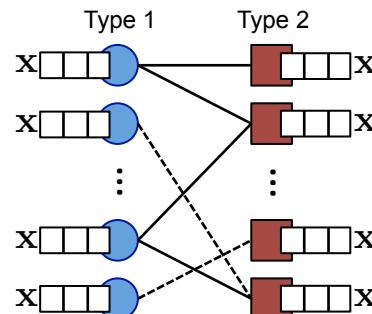


Two types of nodes
and relation of interest

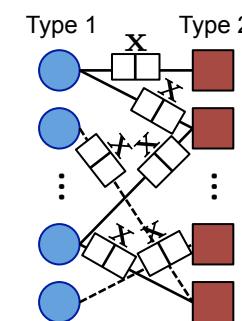
Complex Bipartite Network



Two types of nodes
and relation of interest

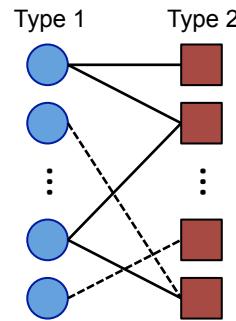


Additional features
for nodes

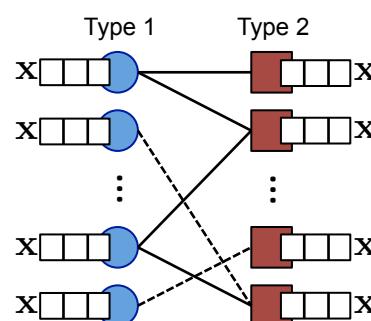


Additional features
for the relation

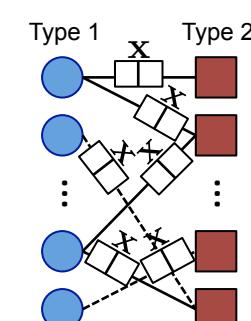
Complex Bipartite Network



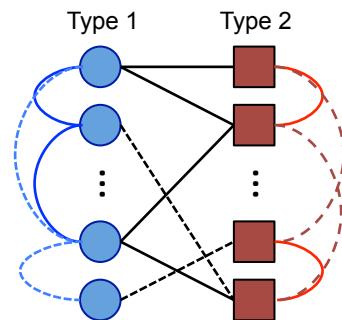
Two types of nodes
and relation of interest



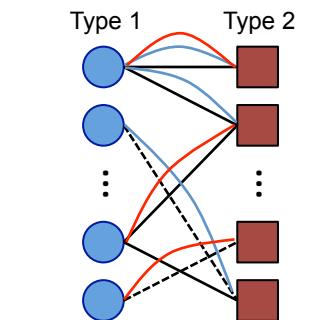
Additional features
for nodes



Additional features
for the relation

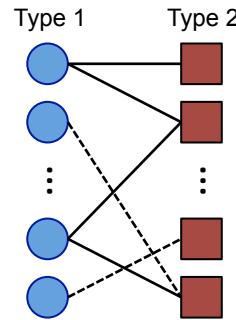


Additional relations
for nodes

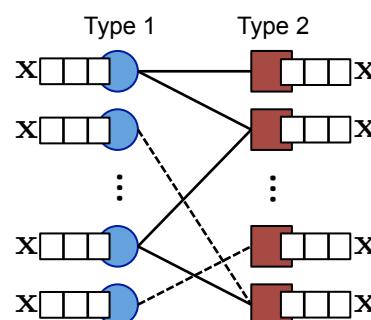


Additional relations
for the relation

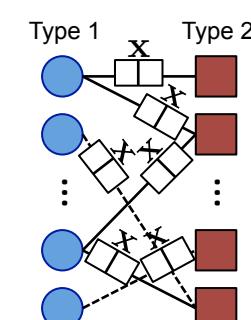
Complex Bipartite Network



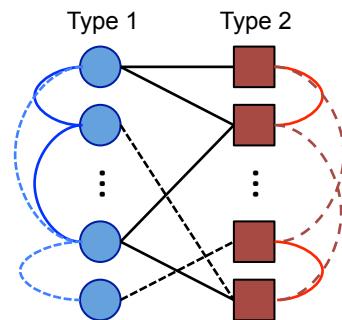
Two types of nodes
and relation of interest



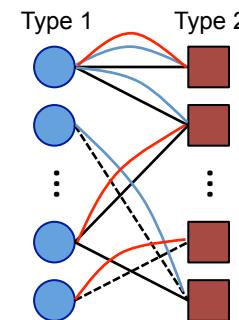
Additional features
for nodes



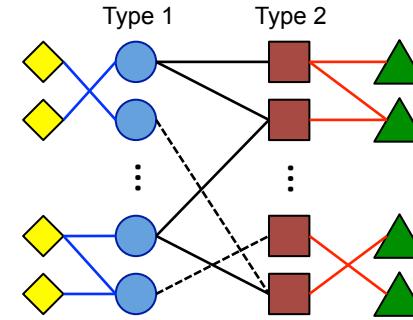
Additional features
for the relation



Additional relations
for nodes

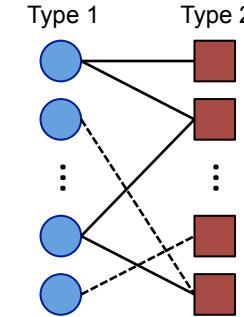
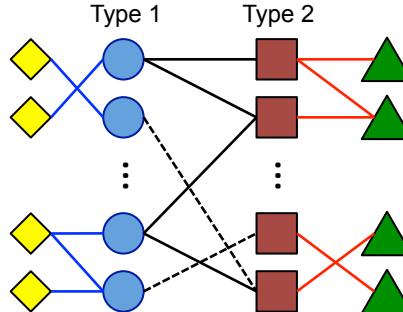
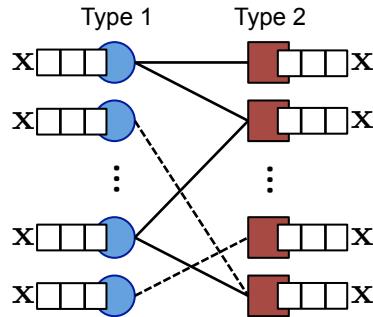


Additional relations
for the relation



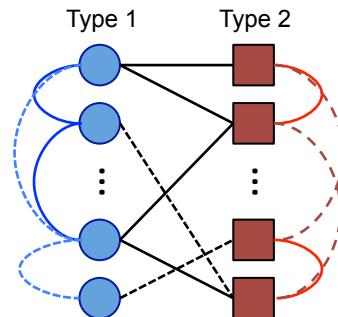
Additional relations
with external nodes

Complex Bipartite Network



Euclidean Distance

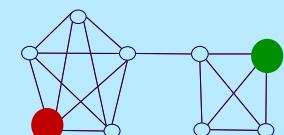
Jaccard/Cosine Similarity





Bird's eye view

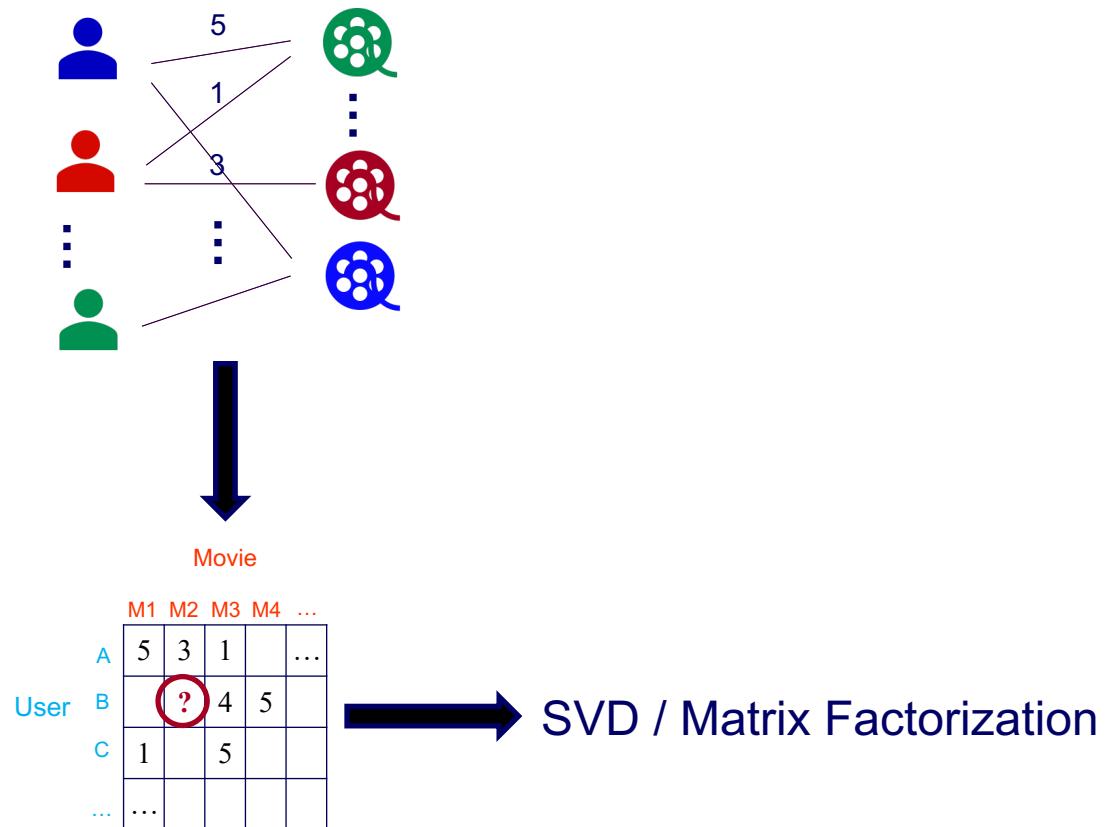
- Part 2: Complex and Heterogeneous Graphs
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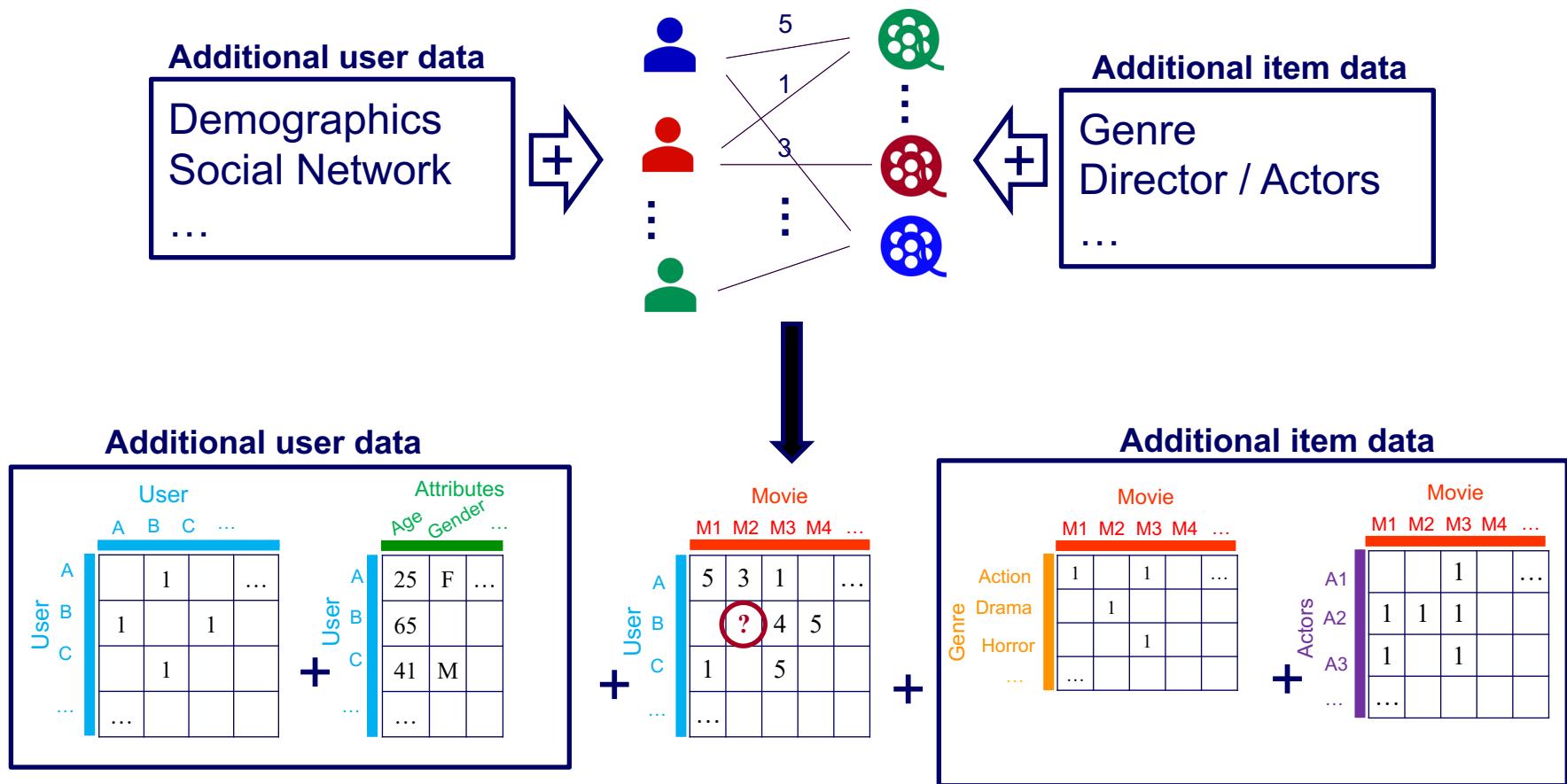
Question:

- Q: How can we add extra information to a bipartite-graph for link predication / recommender systems?
- A: Factorization Machines is one way!

Bipartite Graph



How to include additional data?



How to include additional data?

Input

Additional user data

User	A	B	C	...
A		1		...
B	1		1	
C		1		
...				

+

Attributes

User	A	Age	Gender	...
A	25	F	...	
B	65			
C	41	M		
...				

User	A	M1	M2	M3	M4	...
A	5	3	4	5		...
B	1		5			
C						
...						

+

Output

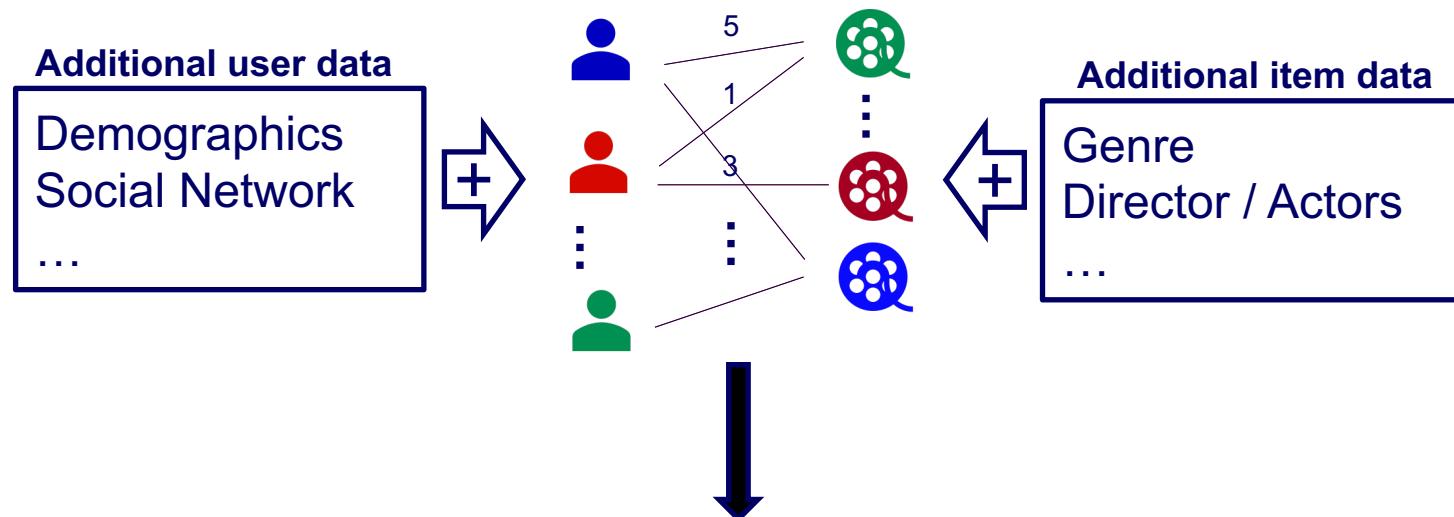
Additional item data

Movie	M1	M2	M3	M4	...
Action	1	1			...
Drama		1			
Horror			1		
...					

+

Movie	M1	M2	M3	M4	...
Actors	A1	1	1		...
A2	1	1	1		
A3	1		1		
...					

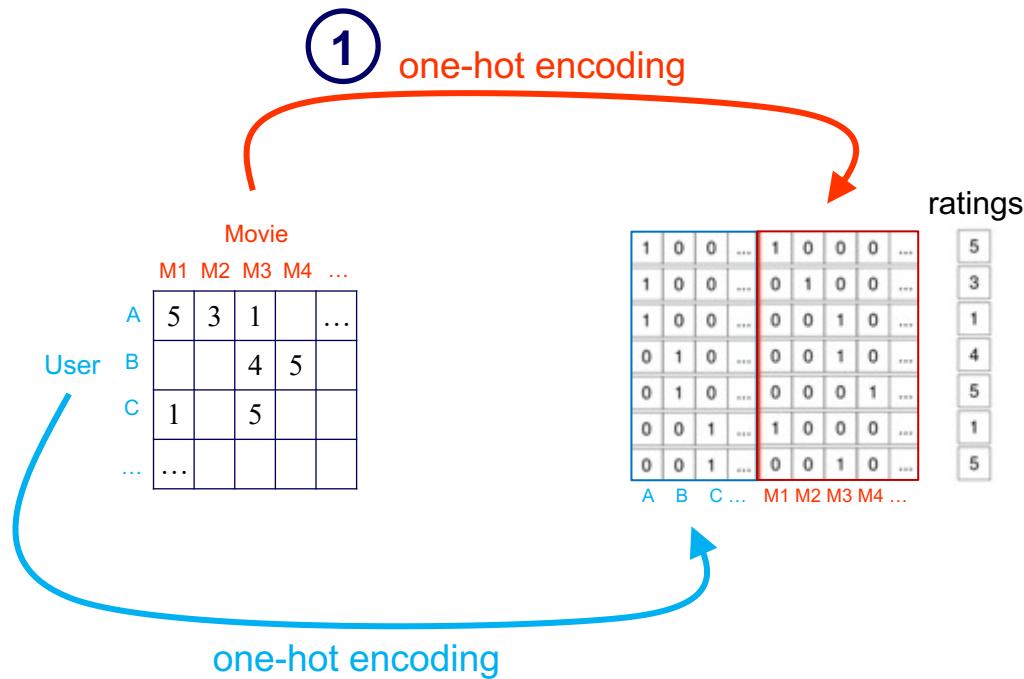
How to include additional data?



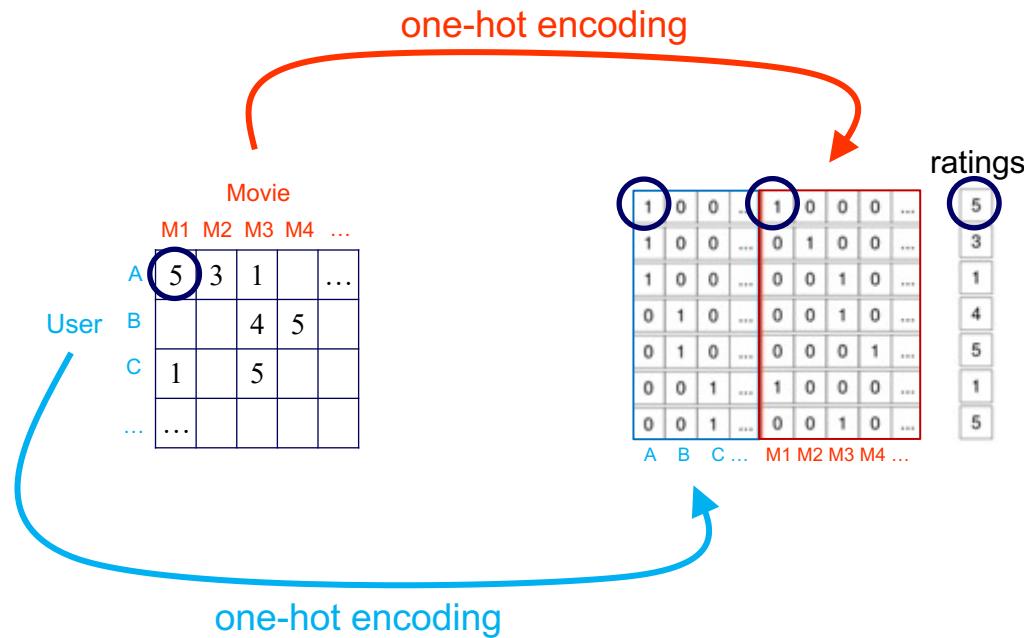
One answer: Factorization Machines

- ① One-hot encoding
- ② Pairwise Interactions
- ③ Latent factor representation

Data Representation in FM



Data Representation in FM



Factorization Machines

x_i

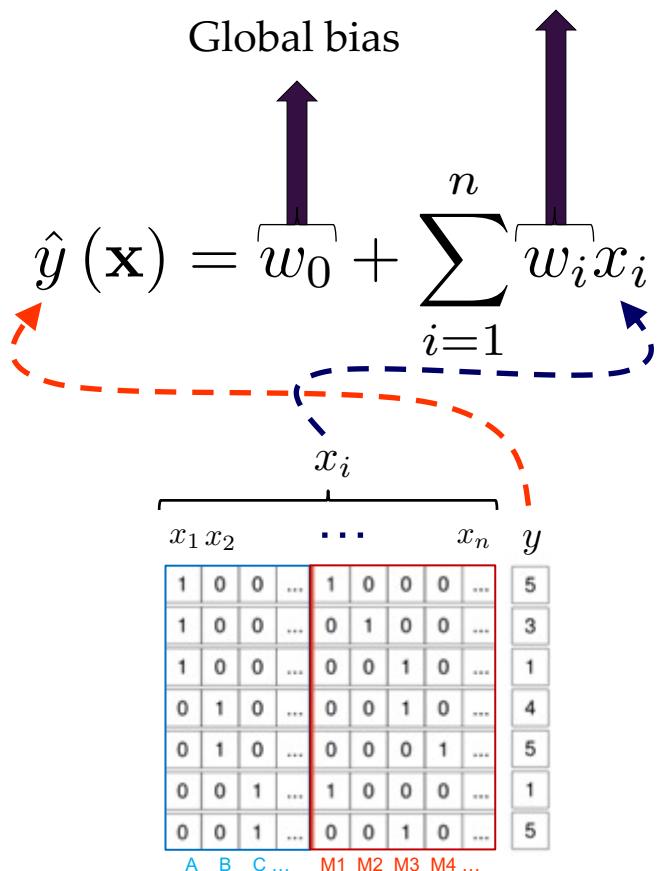
	x_1	x_2	\dots	x_n	y
A	1	0	0	...	1
B	1	0	0	...	3
C	1	0	0	...	1
M1	0	1	0	0	4
M2	0	0	1	0	5
M3	0	0	0	1	1
M4	0	0	1	0	5



Details

Factorization Machines

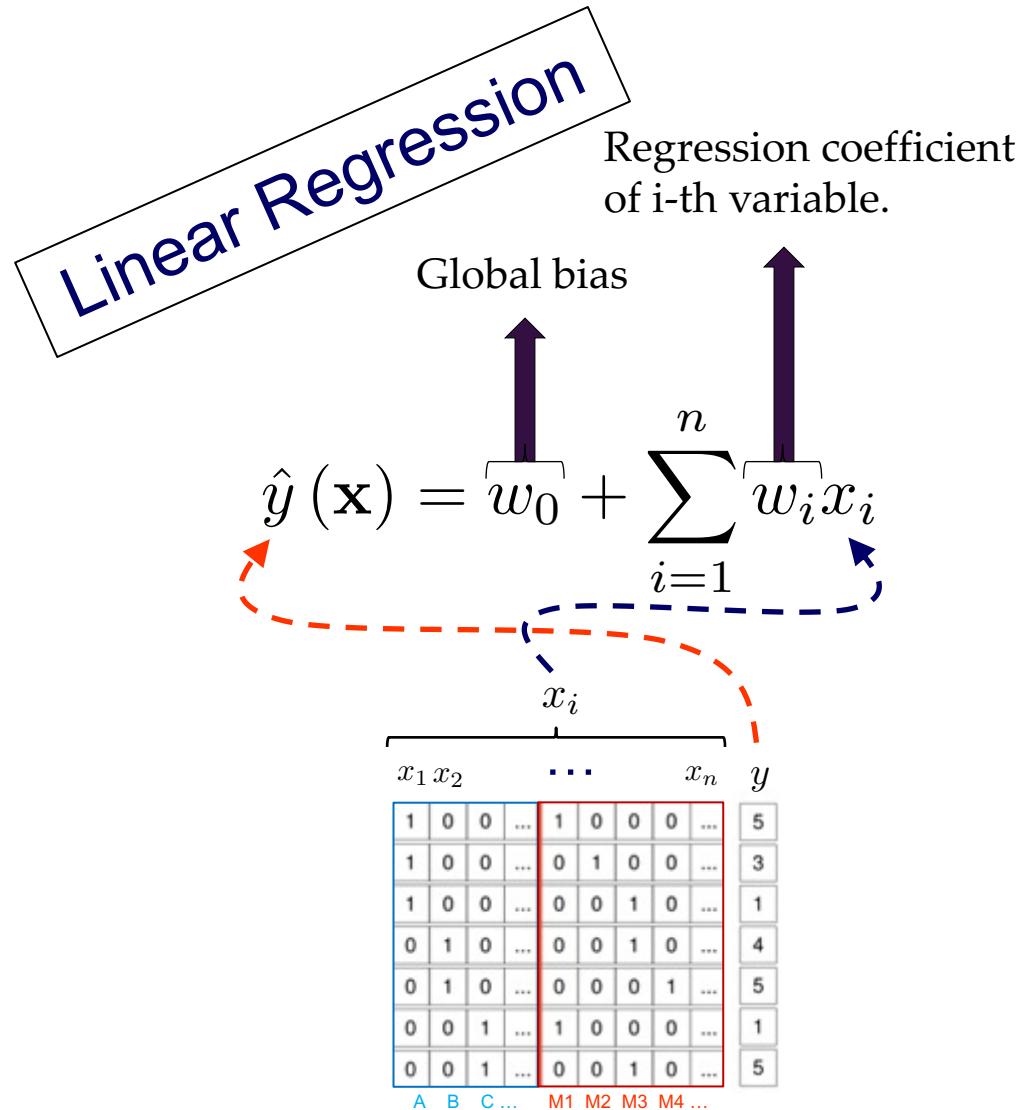
Regression coefficient
of i-th variable.





Details

Factorization Machines





Details

Factorization Machines

Regression coefficient
of i-th variable.

$$\hat{y}(\mathbf{x}) = w_0 + \sum_{i=1}^n w_i x_i + \sum_{i=1}^n \sum_{j=i+1}^n w_{ij} x_i x_j$$

Global bias Pairwise interactions ②

①

			x_i	
	$x_1 x_2$	\dots	x_n	y
1	1 0 0 ...	1 0 0 0 ...	5	
	1 0 0 ...	0 1 0 0 ...	3	
	1 0 0 ...	0 0 1 0 ...	1	
	0 1 0 ...	0 0 1 0 ...	4	
	0 1 0 ...	0 0 0 1 ...	5	
	0 0 1 ...	1 0 0 0 ...	1	
	0 0 1 ...	0 0 1 0 ...	5	
	A B C ...	M1 M2 M3 M4 ...		



Details

Factorization Machines

Regression coefficient
of i-th variable.

$$\hat{y}(\mathbf{x}) = w_0 + \sum_{i=1}^n w_i x_i + \sum_{i=1}^n \sum_{j=i+1}^n w_{ij} x_i x_j$$

Global bias Pairwise interactions **(2)**

①

	x_i			
	$x_1 x_2$	\dots	x_n	y
1	1 0 0 ...	1 0 0 0 0 ...		5
1	0 0 0 ...	0 1 0 0 0 ...		3
1	0 0 0 ...	0 0 1 0 0 ...		1
0	1 0 0 ...	0 0 1 0 0 ...		4
0	1 0 0 ...	0 0 0 1 0 ...		5
0	0 1 0 ...	1 0 0 0 0 ...		1
0	0 1 0 ...	0 0 1 0 0 ...		5

Impractical
to compute



Details

Factorization Machines

Regression coefficient
of i-th variable.

$$\hat{y}(\mathbf{x}) = w_0 + \sum_{i=1}^n w_i x_i + \sum_{i=1}^n \sum_{j=i+1}^n w_{ij} x_i x_j$$

Global bias Pairwise interactions 2

1

	x_i			
	$x_1 x_2$	\dots	x_n	y
1	1 0 0 ...	1 0 0 0 0 ...		5
1	0 0 0 ...	0 1 0 0 0 ...		3
1	0 0 0 ...	0 0 1 0 ...		1
0	1 0 ...	0 0 1 0 ...		4
0	1 0 ...	0 0 0 1 ...		5
0	0 1 ...	1 0 0 0 ...		1
0	0 1 ...	0 0 1 0 ...		5
A	B	C ...	M1 M2 M3 M4 ...	

$w_{ij} \approx \hat{w}_{ij} = \underbrace{\langle \mathbf{v}_{\mathbf{x}_i}, \mathbf{v}_{\mathbf{x}_j} \rangle}_{\text{Latent factor for each column}} \span style="color: blue; border: 1px solid blue; border-radius: 50%; padding: 2px 5px;">3$

Latent factor for
each column

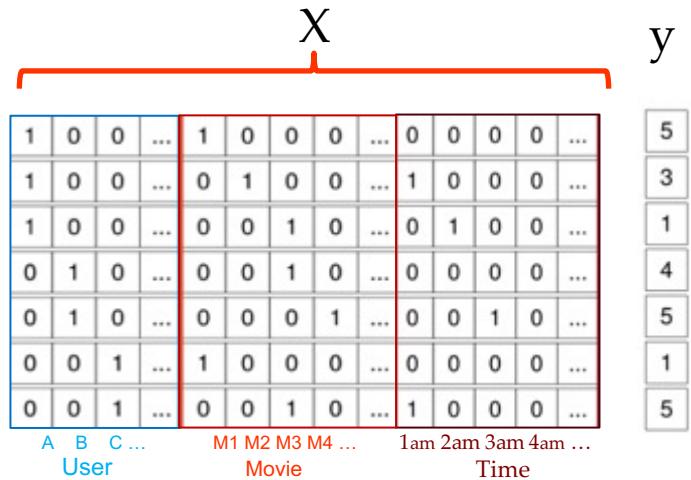


Details

Factorization Machines

$$\hat{y} = w_0 + \sum_{i=1}^n w_i x_i + \sum_{i=1}^n \sum_{j=i+1}^n \underbrace{\langle \mathbf{v}_{\mathbf{x}_i}, \mathbf{v}_{\mathbf{x}_j} \rangle}_{w_{ij}} x_i x_j$$

Regression $\rightarrow \min_E \sum (y - \hat{y})^2 + \lambda_1 \|\mathbf{w}_i\|^2 + \lambda_2 \|\mathbf{V}_{\mathbf{x}}\|^2$

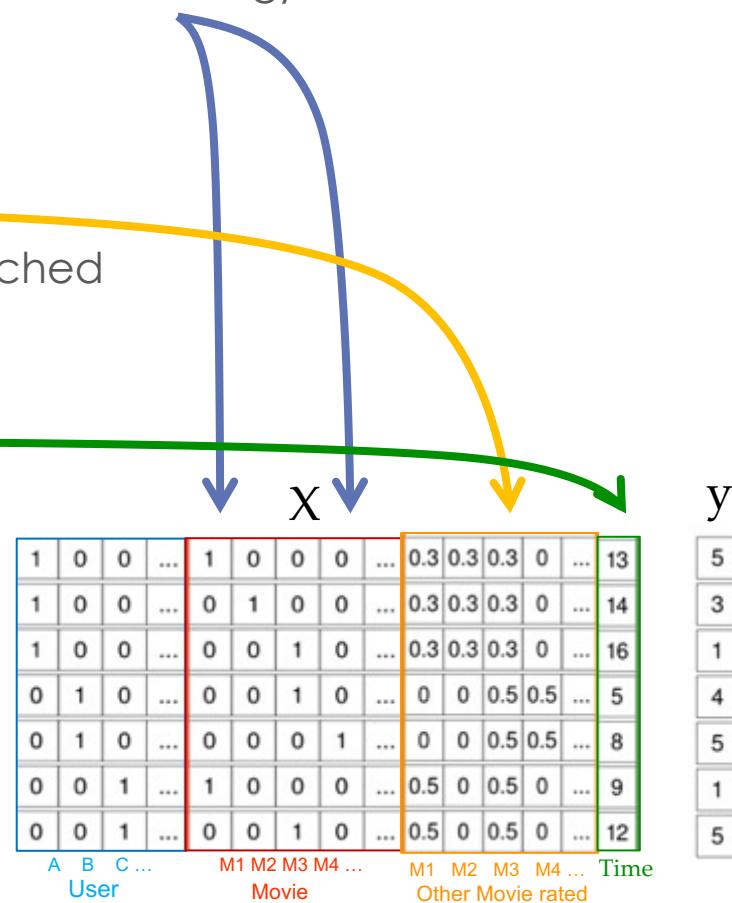


Data Representation in FM

- Categorical Information (One-hot encoding)
e.g., User and item ID

- Set Information
e.g., list of friends, other movies watched

- Continuous
e.g., time, location, age





Take Away

Original Input

Additional user data

User		Attributes		
	User	Age	Gender	...
A	1			...
B		25	F	...
C	1	65		...
...		41	M	...
...				

+

Movie		M1 M2 M3 M4
	Movie	M1	M2	M3	M4	...
A	5	3	1			...
B		?	4	5		...
C	1		5			...
...						
...						

+

Additional item data

Movie		M1 M2 M3 M4
	Movie	M1	M2	M3	M4	...
Action	1		1			...
Drama		1				...
Horror				1		...
...						
...						

+

Transformed Input



X

X			y	
			5	3
1	0	0	...	13
1	0	0	...	14
1	0	0	...	16
0	1	0	...	5
0	1	0	...	8
0	1	0	...	1
0	0	1	...	9
0	0	1	...	12
User			Time	
A B C ...			Other Movie rated	
Movie			M1 M2 M3 M4 ...	



Output

Movie		M1 M2 M3 M4
	Movie	M1	M2	M3	M4	...
User	A	5	3	1		...
B		2	4	5		...
C	1		5			...
...						
...						

2

Software Tools

- SageMaker Factorization Machines:  <https://docs.aws.amazon.com/sagemaker/latest/dg/fact-machines.html>
- libFM: <http://www.libfm.org/>



References

- Rendle, Steffen

Factorization machines with libfm

ACM Transactions on Intelligent Systems and
Technology (TIST), 2012



Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking*		👍					👉			
1.1' Link Prediction			👍				👉			
1.2 Comm. Detection				👍						
1.3 Anomaly Detection					👍					
1.4 Propagation						👍				

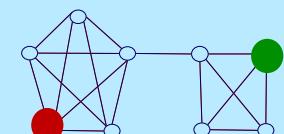
Part 1:
Plain Graphs

Part 2:
Complex Graphs

(* or Node Classification)

Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
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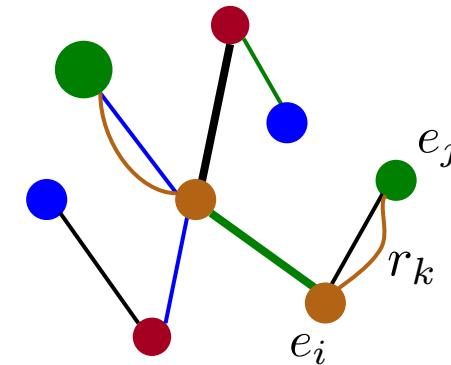


Question:

- Q: How can we add extra information to a graph and find communities?
- A: Tensors are one way!

Multi-relational network

How to represent?

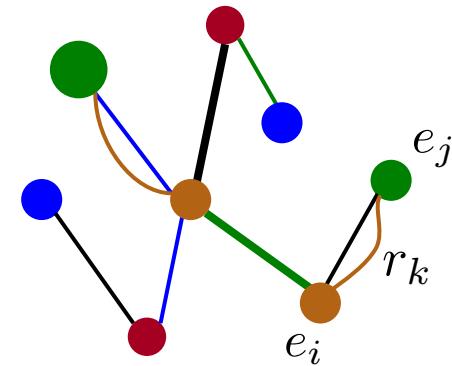
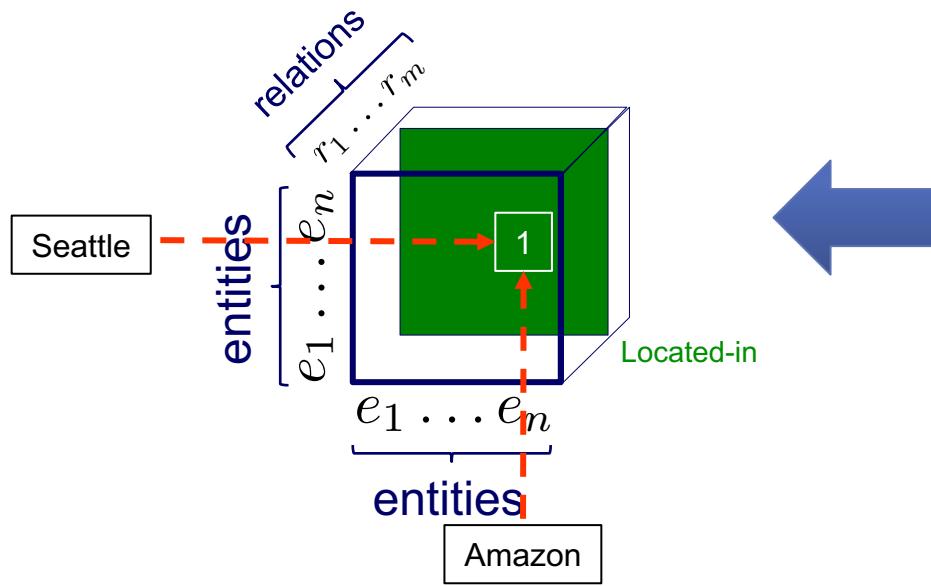


n: entities (e)
m: relations (r)

Example: Knowledge Graph



Multi-relational network

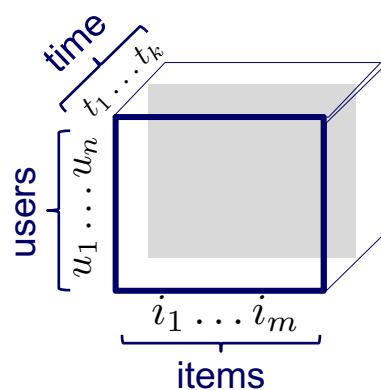
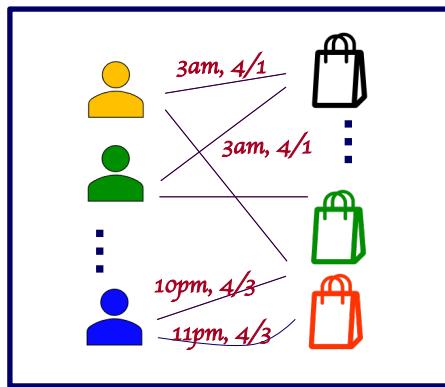


n: entities (e)
m: relations (r)

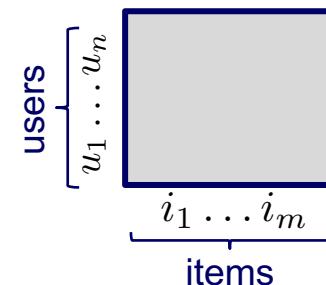
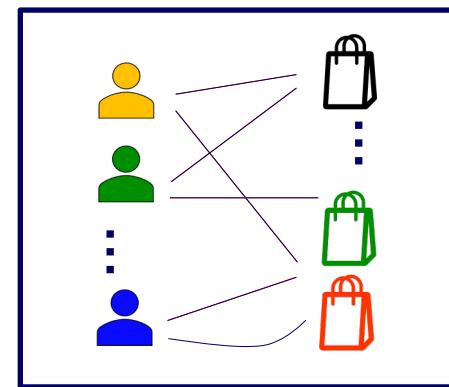
Tensor

Time-evolving networks

who – buys – what - when



who – buys – what



Tensor examples

- Q: What is a tensor?
- A: N-D generalization of matrix:

KDD' 17

	data	mining	classif.	tree	...
John	13	11	22	55	...
Peter	5	4	6	7	...
Mary
Nick
...

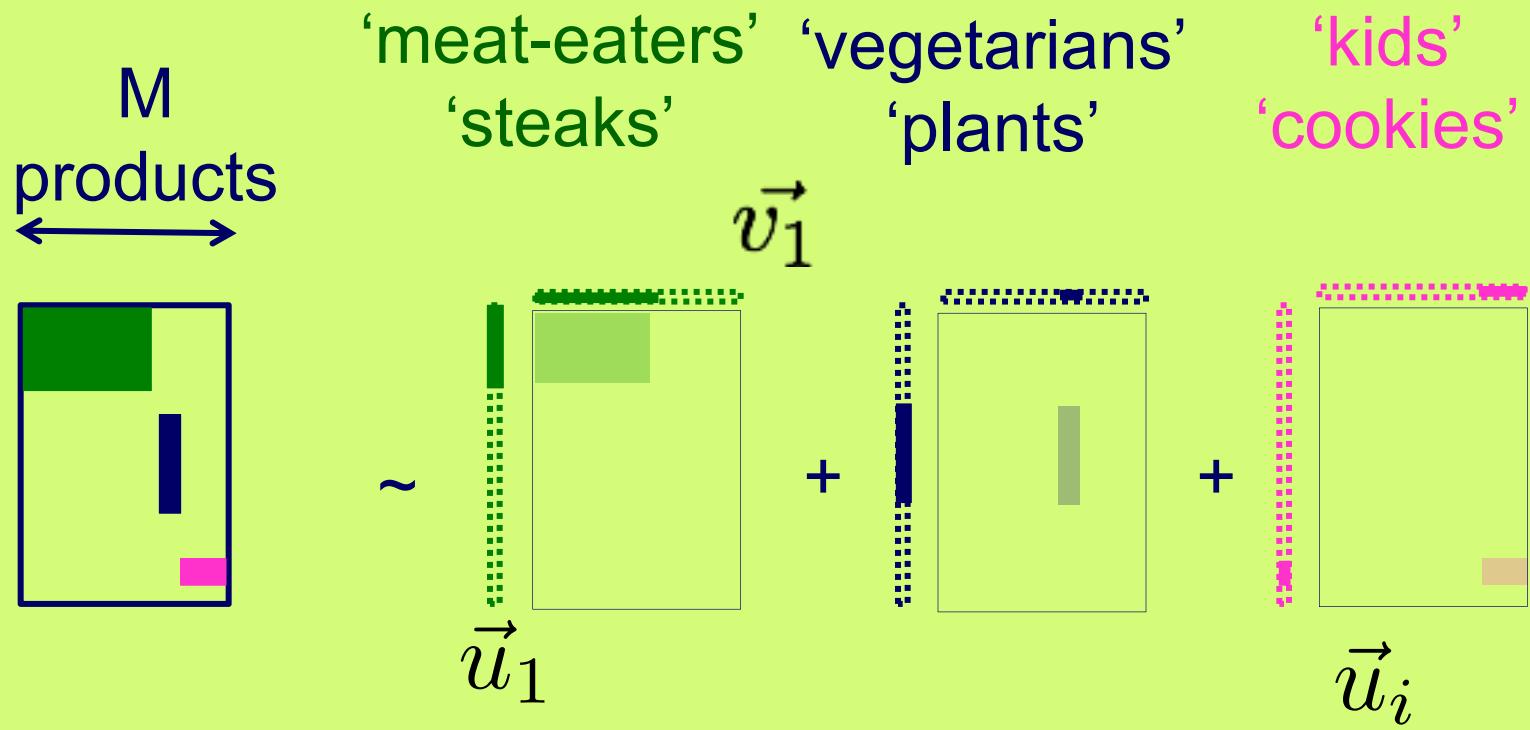
Tensor examples

- Q: What is a tensor?
- A: N-D generalization of matrix:

KDD' 19						
KDD' 18						
KDD' 17	data	mining	classif.	tree	...	
John	13	11	22	55	...	
Peter	5	4	6	7	...	
Mary	
Nick	
...	

Tensor factorization

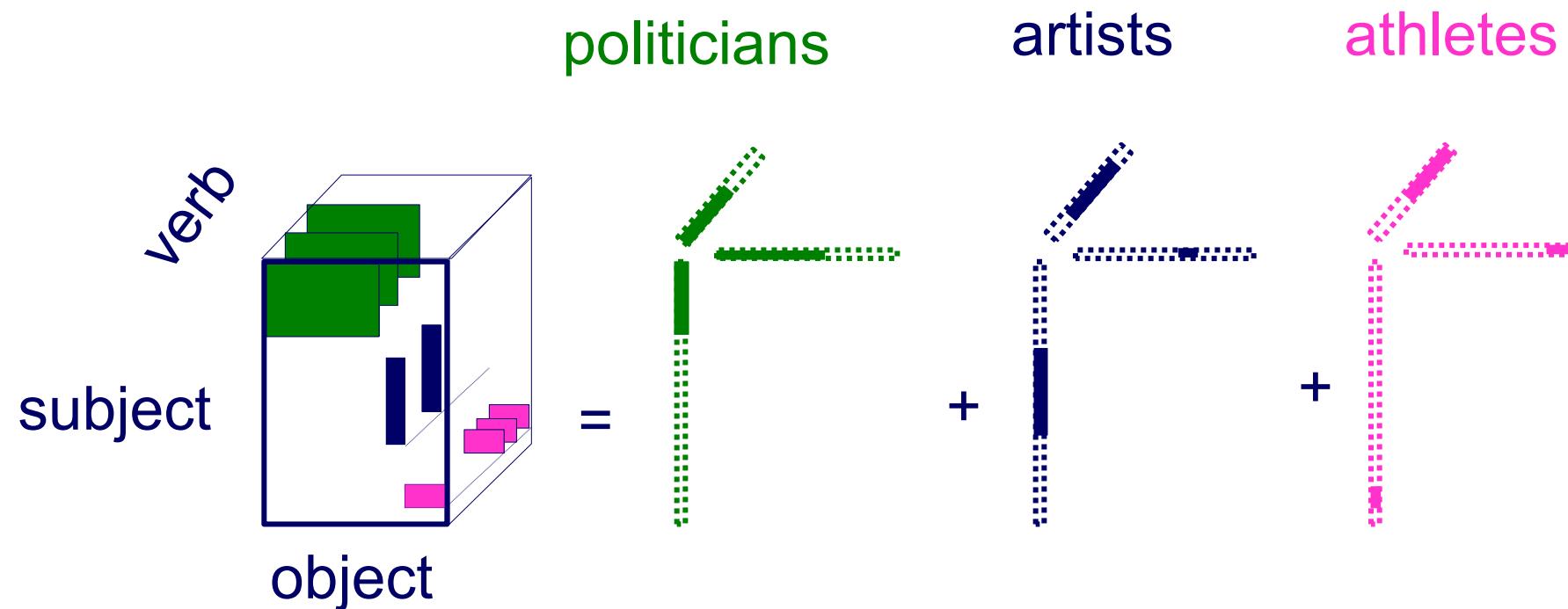
- Recall: (SVD) matrix factorization: finds blocks





Tensor factorization

One Approach: PARAFAC decomposition



Example Applications

- • TA1: Phonecall
- TA2: Network traffic

TA1: Anomaly detection in time-evolving graphs

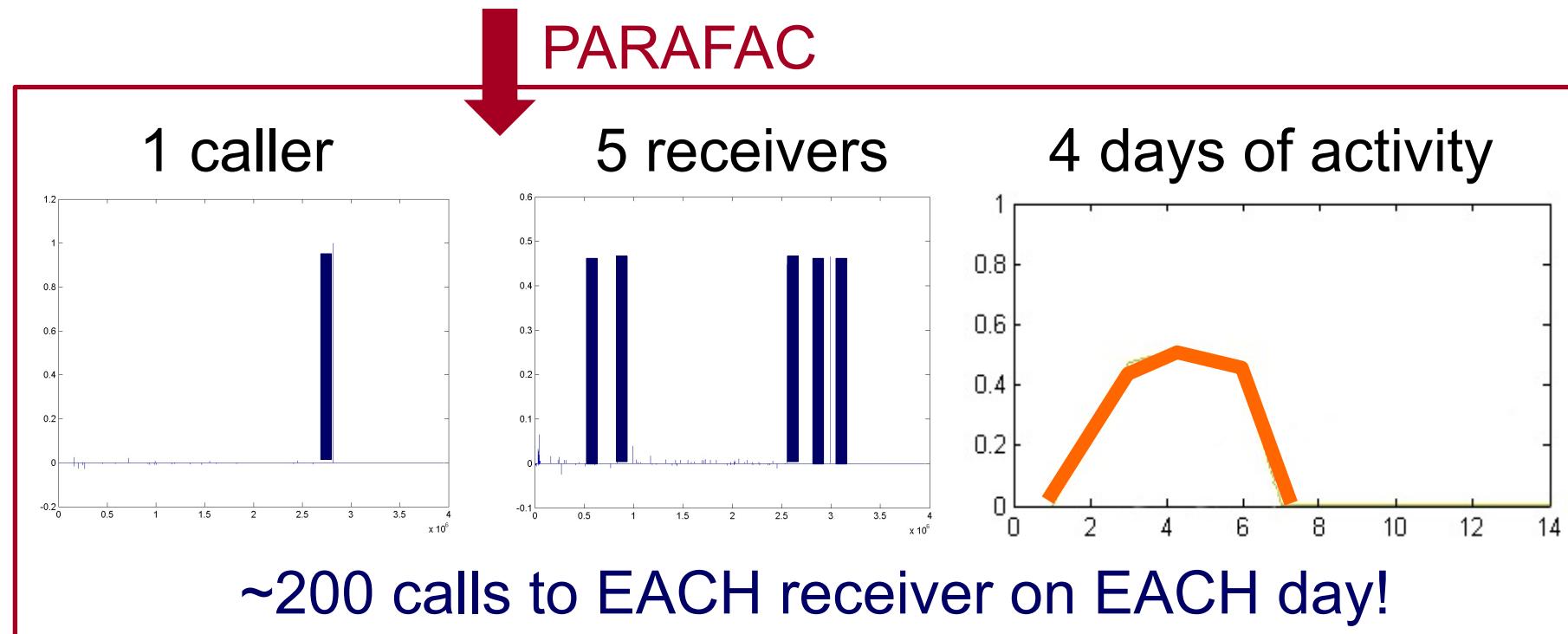
- Anomalous communities in phone call data:
 - European country, 4M clients, data over 2 weeks



[PAKDD] “Com2: Fast Automatic Discovery of Temporal (Comet) Communities”, Miguel Araujo, Spiros Papadimitriou, Stephan Günnemann, Christos Faloutsos, Prithwish Basu, Ananthram Swami, Evangelos Papalexakis, Danai Koutra.

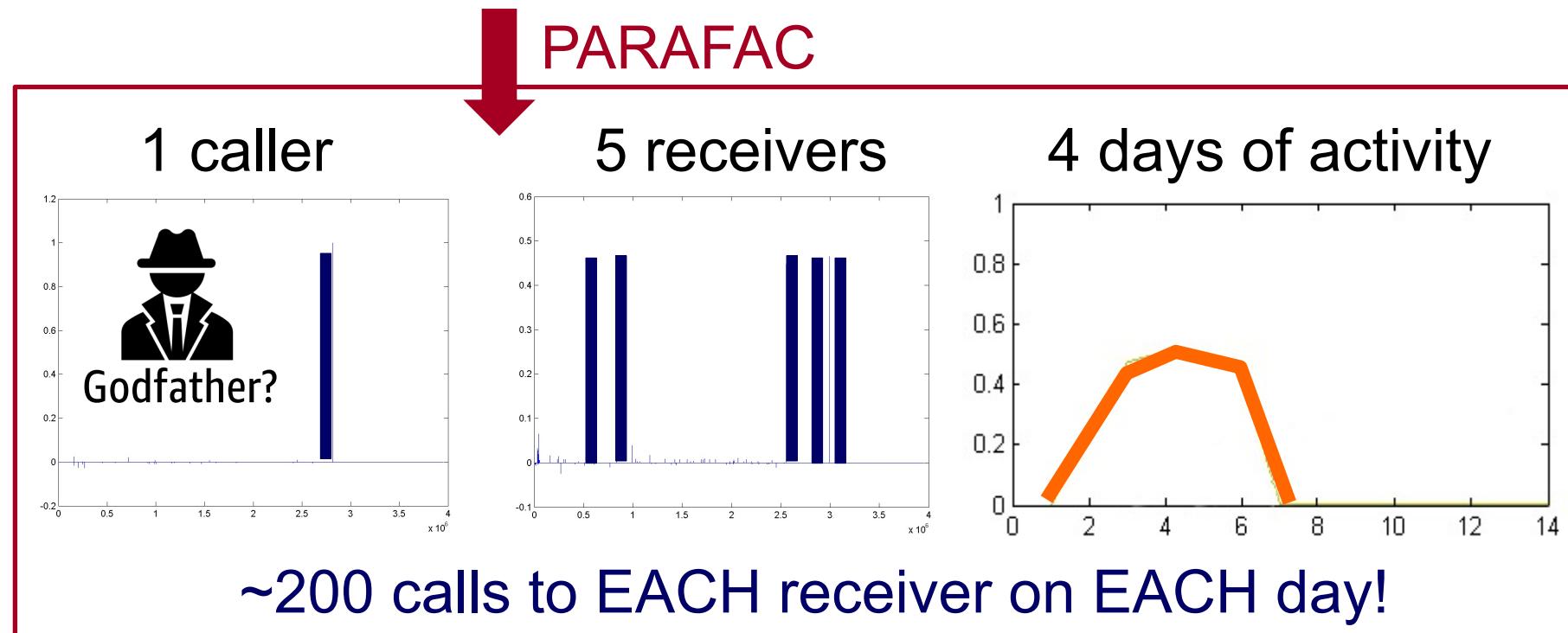
TA1: Anomaly detection in time-evolving graphs

- Anomalous communities in phone call data:
 - European country, 4M clients, data over 2 weeks



TA1: Anomaly detection in time-evolving graphs

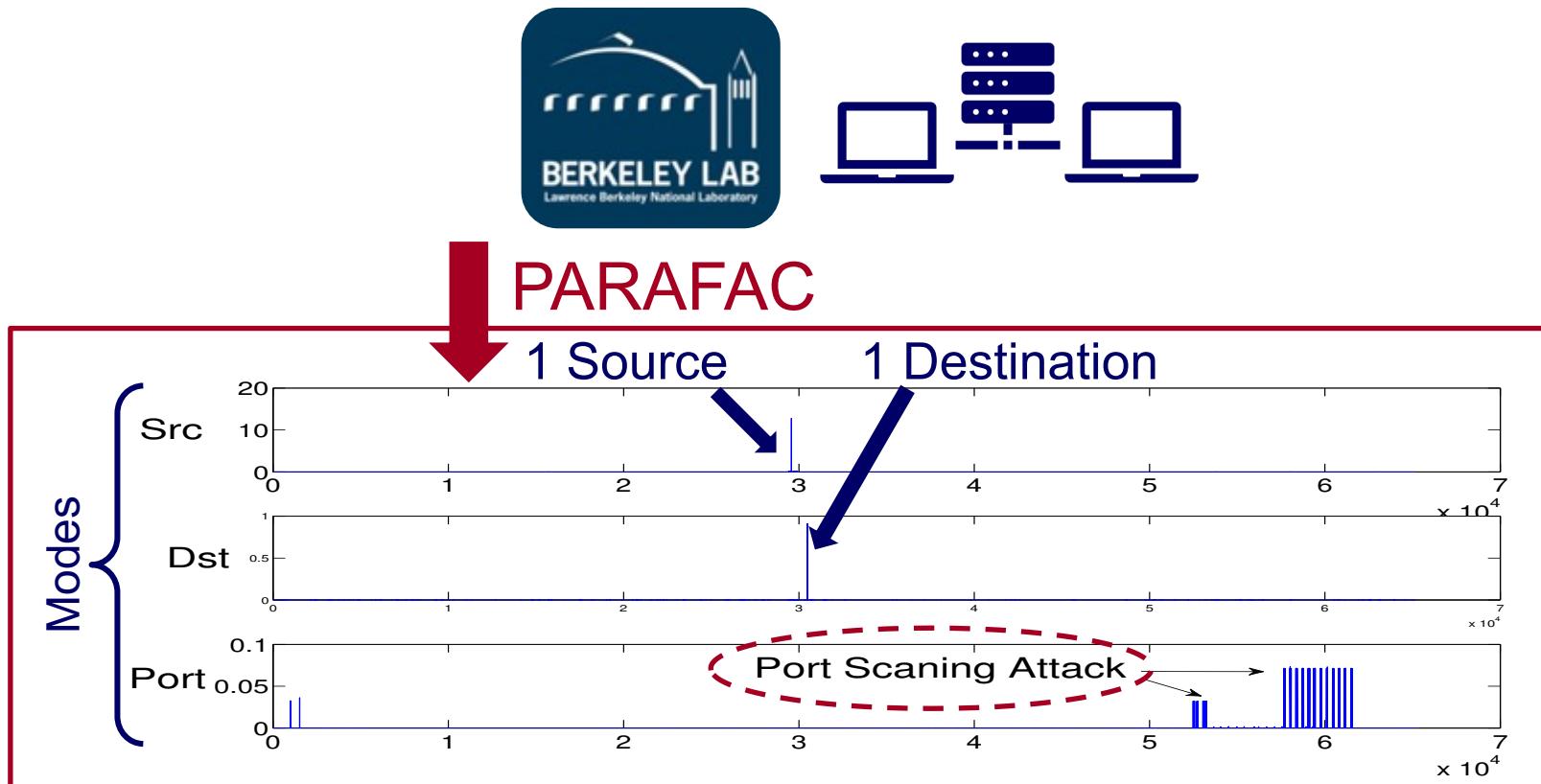
- Anomalous communities in phone call data:
 - European country, 4M clients, data over 2 weeks



Example Applications

- TA1: Phonecall
- TA2: Network traffic

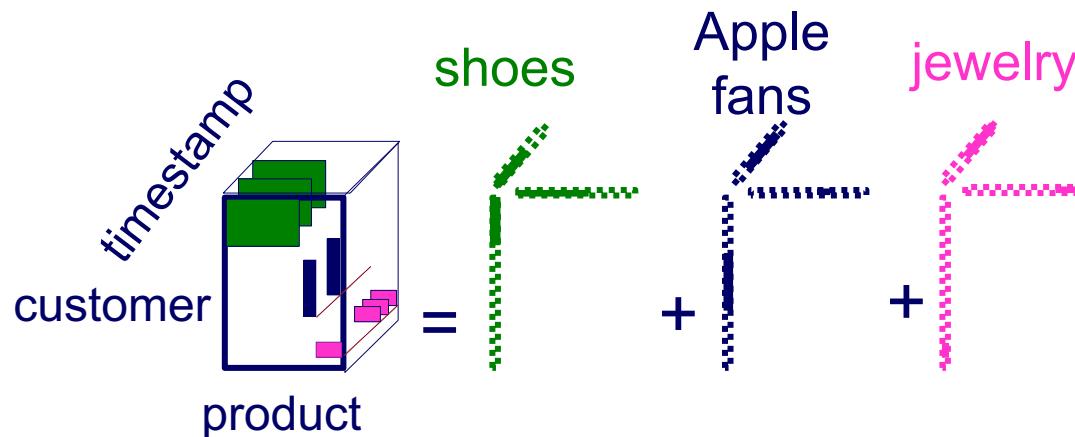
TA2: Anomaly detection in network traffic



[ECML/PKDD] “ParCube: Sparse Parallelizable Tensor Decompositions”,
Evangelos E. Papalexakis, Christos Faloutsos, Nikos Sidiropoulos

Take Away

- Tensor analysis finds latent variables (e.g., market-segments)
 - Deviations → Anomalies
 - Link Prediction
- Extends SVD/factorization, to higher-modes



 Software Tools

- TensorLy: Tensor Learning in Python
<http://tensorly.org/stable/index.html>
- Tensor Toolbox for MATLAB
<http://www.tensortoolbox.org/>



References

- Tamara G. Kolda and Brett W. Bader
Tensor Decompositions and Applications
SIAM Rev., 51(3), pp 455–500, 2009
- Nicholas D. Sidiropoulos, Lieven De Lathauwer,,
Xiao Fu,, Kejun Huang, Evangelos E. Papalexakis,
and Christos Faloutsos
*Tensor Decomposition for Signal Processing and
Machine Learning*
IEEE TSP, 65(13), July 1, 2017



Bird's eye view

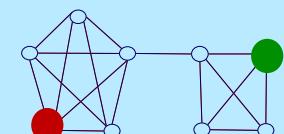
Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍					👉			
1.1' Link Prediction			👍				👉	👉		
1.2 Comm. Detection				👍				👉	👉	
1.3 Anomaly Detection					👍			👉		
1.4 Propagation						👍				

Part 1:
Plain Graphs **Part 2:**
Complex Graphs



Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
 - P 2.1: Factorization Methods
 - P 2.2: Heterogeneous Information Networks
 - Metapaths
 - PathSim
 - P 3.3: Statistical Relational Learning



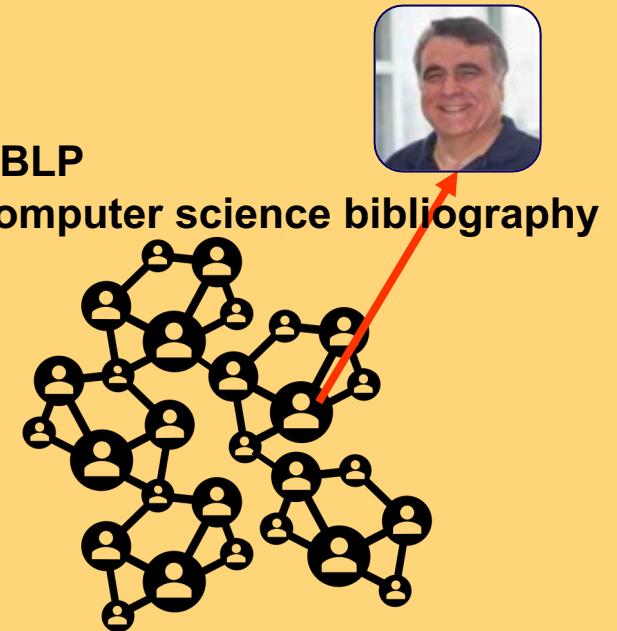


Question:

Q: How can we find node similarities in networks with extra information?

Question:

Q: In DBLP who are most similar to “Christos Faloutsos”?

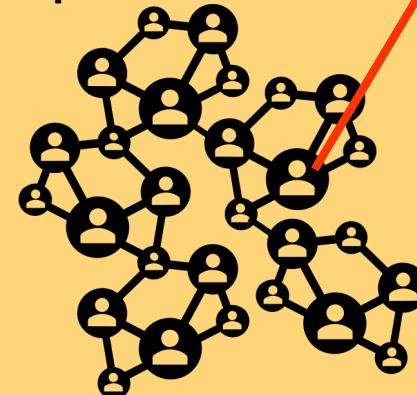


Question:

Q: In DBLP who are most similar to “Christos Faloutsos”?

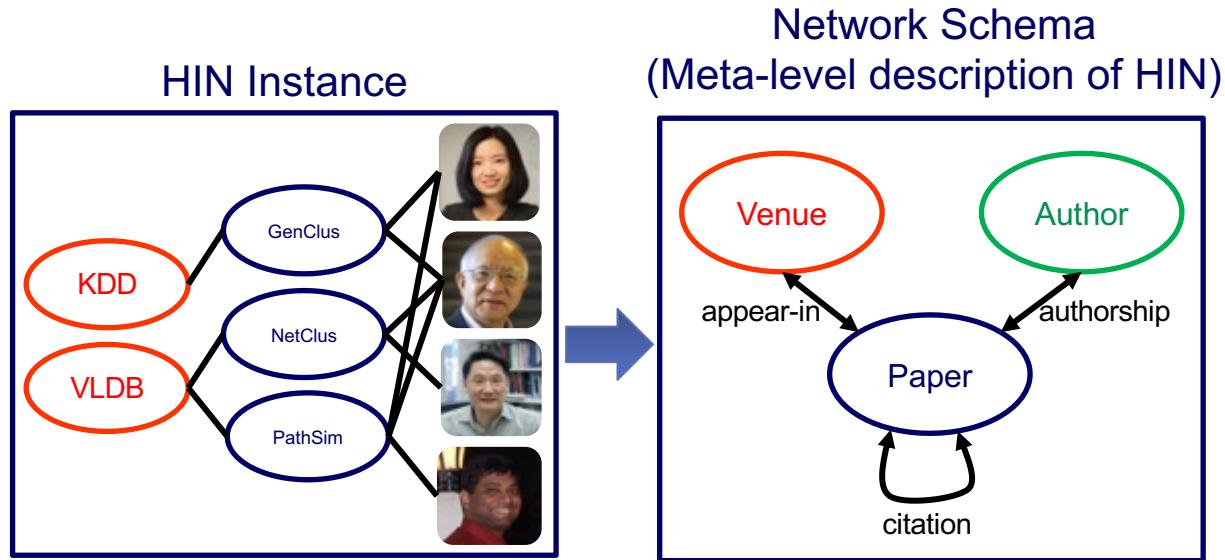
How to define?

DBLP
computer science bibliography

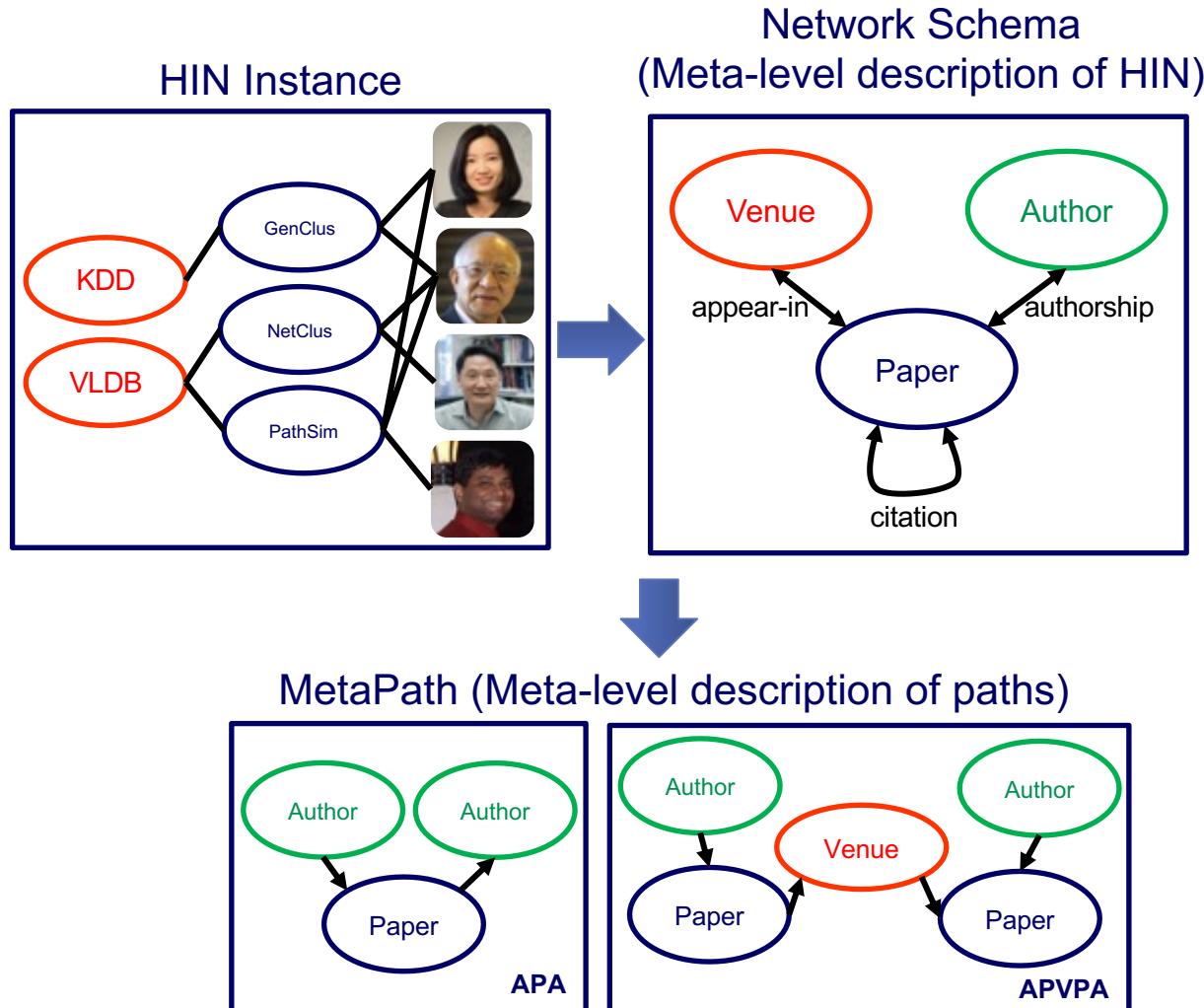


A: PathSim and Meta-path
is one way!

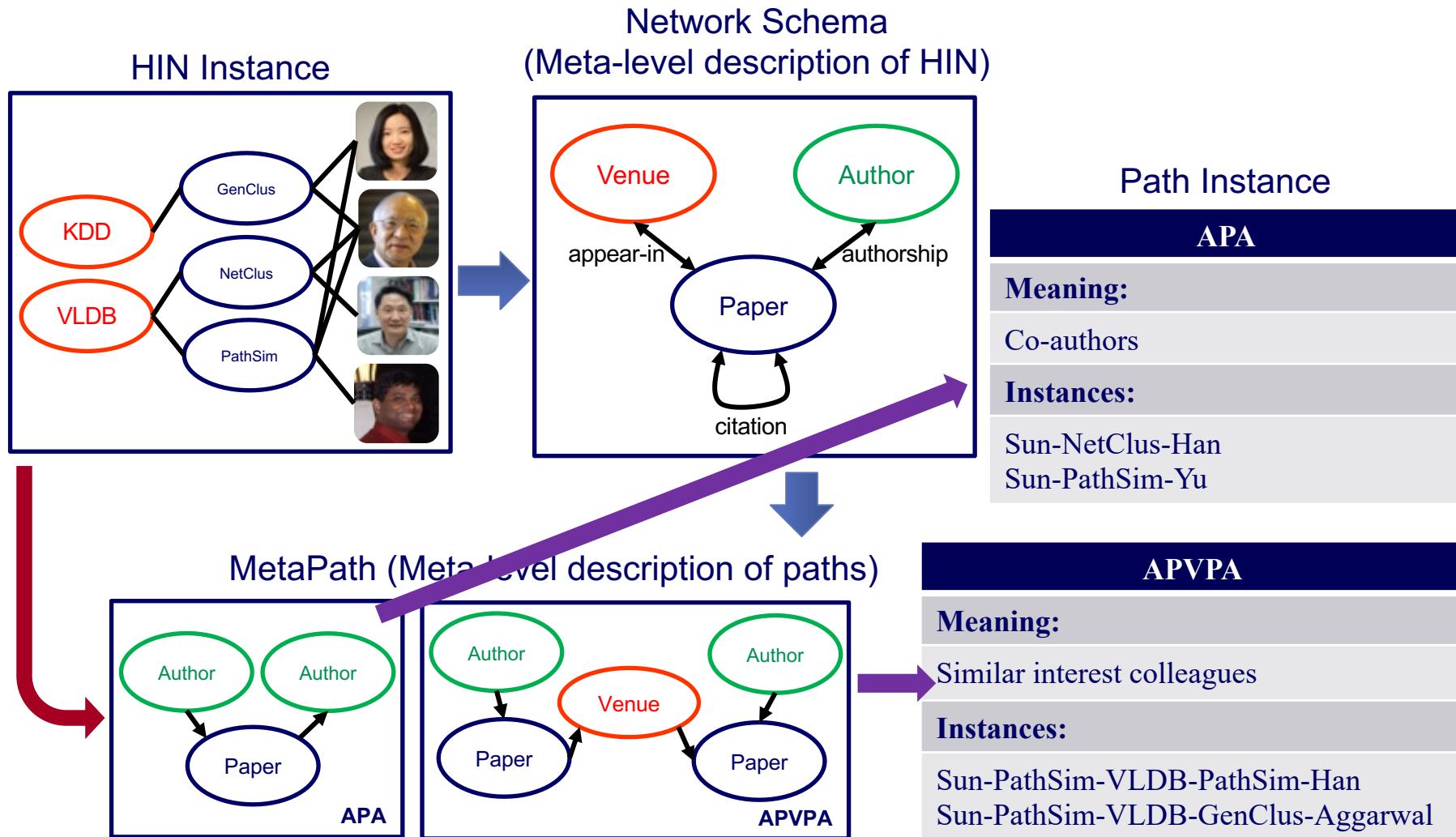
Heterogeneous Information Networks (HIN)



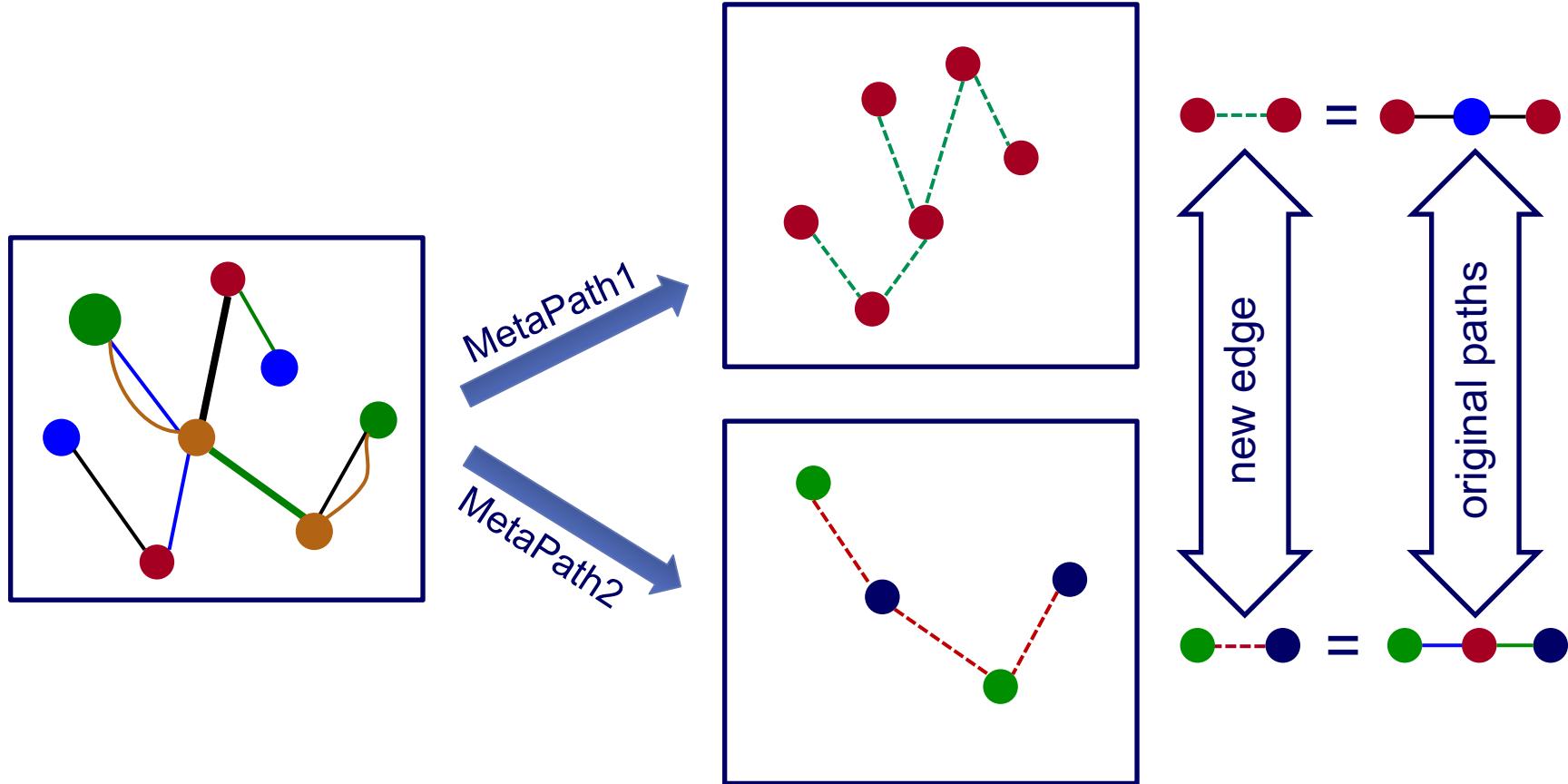
Heterogeneous Information Networks (HIN)



Heterogeneous Information Networks (HIN)



Implicit Meta-path Intuition

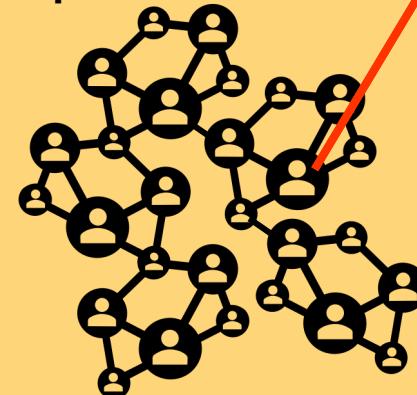


Question:

Q: In DBLP who are most similar to “Christos Faloutsos”?

How to define?

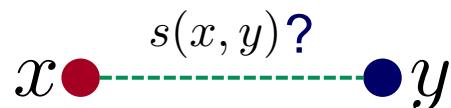
DBLP
computer science bibliography



A: PathSim and Meta-path
is one way!

PathSim

PathSim: Normalized path count between two nodes x, y following a meta-path \mathcal{P} :

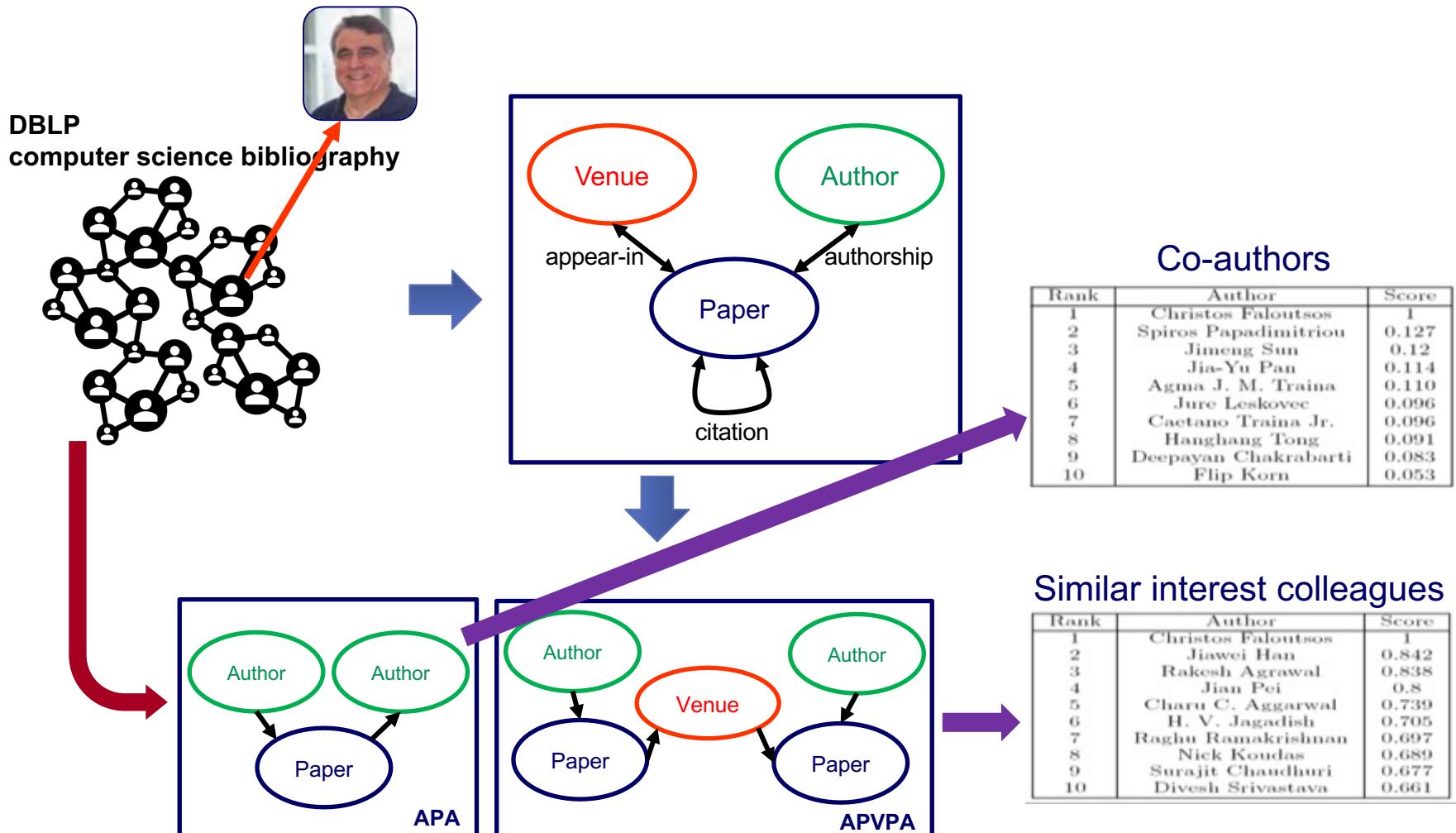


Number of paths between nodes following \mathcal{P}



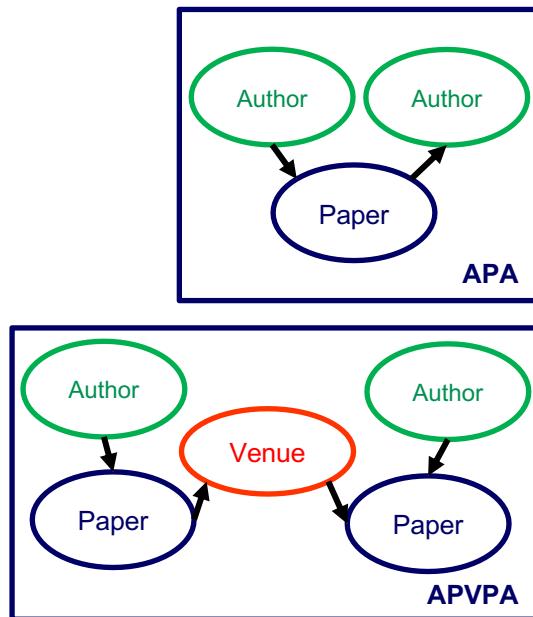
$$s(x, y) = \frac{2 \times |\{p_{x \rightsquigarrow y} : p_{x \rightsquigarrow y} \in \mathcal{P}\}|}{|\{p_{x \rightsquigarrow x} : p_{x \rightsquigarrow x} \in \mathcal{P}\}| + |\{p_{y \rightsquigarrow y} : p_{y \rightsquigarrow y} \in \mathcal{P}\}|}$$

Different Meta-paths Give Different Semantics



[VLDB] “Pathsim: Meta path-based top-k similarity search in heterogeneous information networks”, Sun, Y., Han, J., Yan, X., Yu, P. S., & Wu, T.

Meta-Path



- Similarity and Search: PathSim
- Link Prediction: PathPredict
- Clustering: PathSelClus



[Book] “Mining heterogeneous information networks: principles and methodologies”
Sun, Yizhou, and Jiawei Han

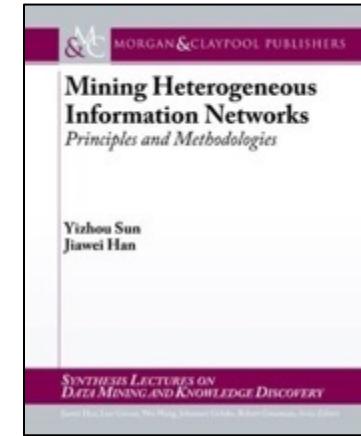
Software Tools

- Hetnetpy: <https://het.io/software/#hetnetpy>



References

- Shi, C., Li, Y., Zhang, J., Sun, Y., & Philip, S. Y.
A survey of heterogeneous information network analysis
IEEE Transactions on Knowledge and Data Engineering, 2016
- Sun, Yizhou, and Jiawei Han.,
Mining heterogeneous information networks: principles and methodologies
Synthesis Lectures on Data Mining and Knowledge Discovery, 2012





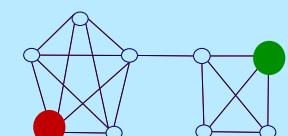
Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍					👍	👍	👍	
1.1' Link Prediction			👍				👍	👍	👍	
1.2 Comm. Detection				👍			👍	👍	👍	
1.3 Anomaly Detection					👍		👍			
1.4 Propagation						👍			👍	

Part 1:
Plain Graphs **Part 2:**
Complex Graphs

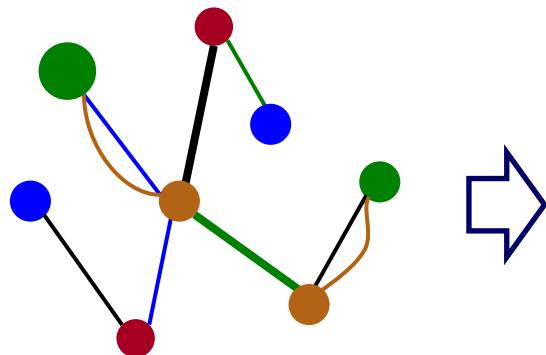
Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
 - P 2.1: Factorization Methods
 - P 2.2: Heterogeneous Information Networks
 - P 3.3: Statistical Relational Learning
 - P3.3.1: Node Labeling / Collective Classification
 - P3.3.2: Link Prediction / Recommender Systems
 - P3.3.3: Entity Resolution / Knowledge Graph Identification



Statistical Relational Learning

Real Data



Flattening

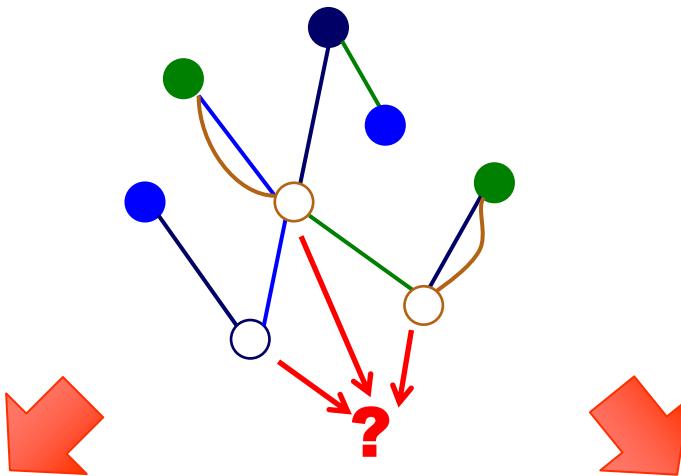
Transformed Data

2.26	1.59	1.46	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.84	1.59	1.46	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.71	0.50	1.46	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.42	0.29	0.27	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.32	0.22	0.21	1.17	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.26	0.18	0.17	0.14	1.13	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.20	0.14	0.13	0.11	0.10	0.10	1.10	1.07	1.05	1.03	1.02	1.01
0.15	0.11	0.10	0.08	0.08	0.08	0.07	1.07	1.05	1.03	1.02	1.01
0.11	0.08	0.07	0.06	0.06	0.06	0.05	0.05	1.05	1.03	1.02	1.01
0.07	0.05	0.04	0.04	0.03	0.03	0.03	0.03	0.03	1.03	1.02	1.01
0.05	0.03	0.03	0.02	0.02	0.02	0.02	0.02	0.02	0.02	1.02	1.01
0.02	0.02	0.01	0.01	0.01	0.01	0.01	0.01	0.01	0.01	0.01	1.01

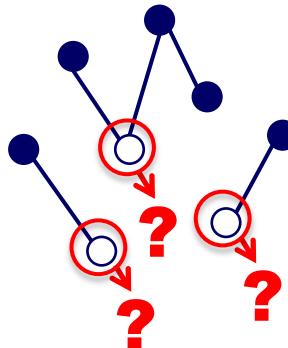
Dependencies
& Structure

[Suitable for Most ML Algorithms]

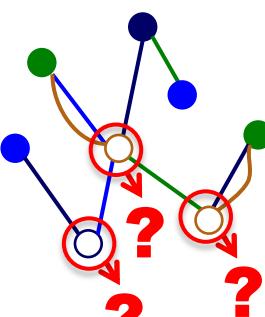
Complex Networks



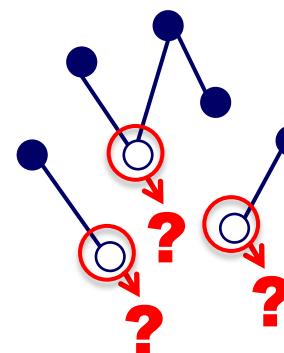
1. Capture multi-relational nature



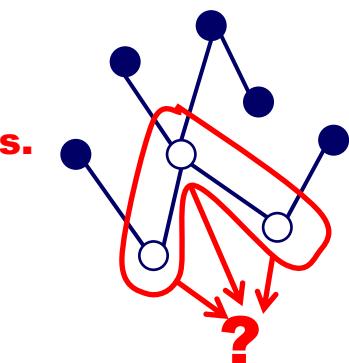
vs.



Joint Inference

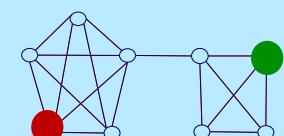


vs.



Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
 - P 2.1: Factorization Methods
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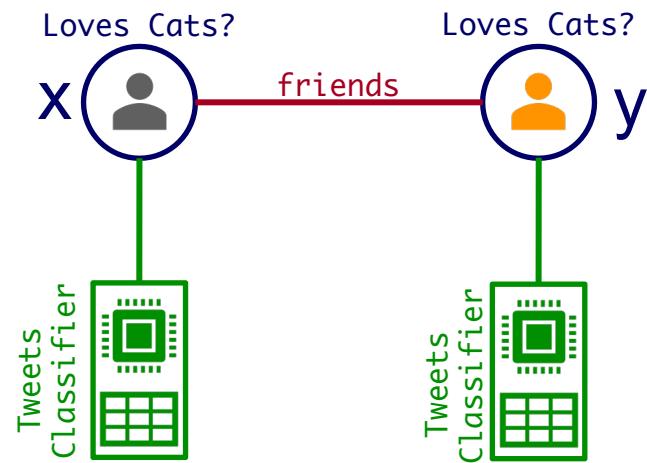


Question:

Q: How can we propagate labels in networks with extra information?

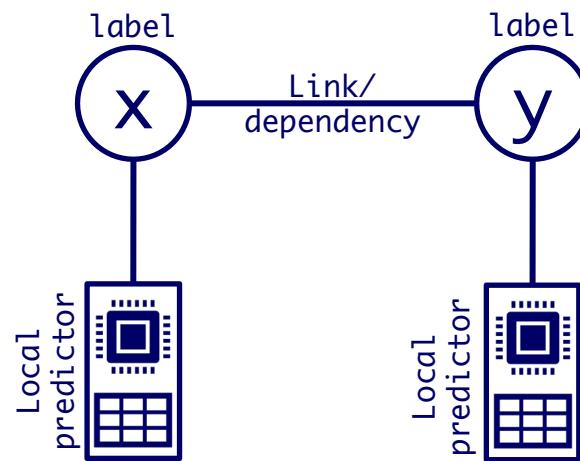
A: Statistical Relational Learning is one way.

SRL: Node Labeling [Collective Classification]

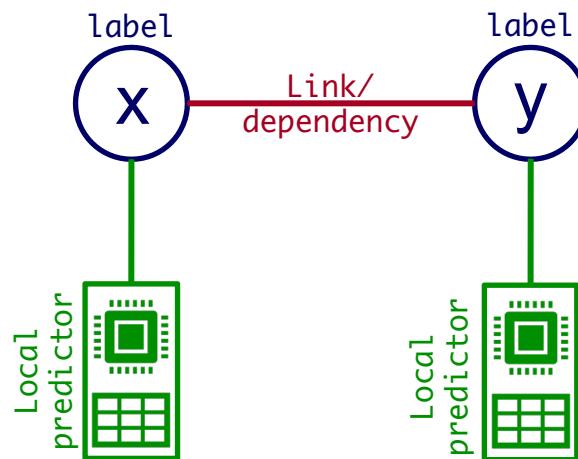


How can we use the friendship relation
to improve the predictions?

SRL: Node Labeling [Collective Classification]



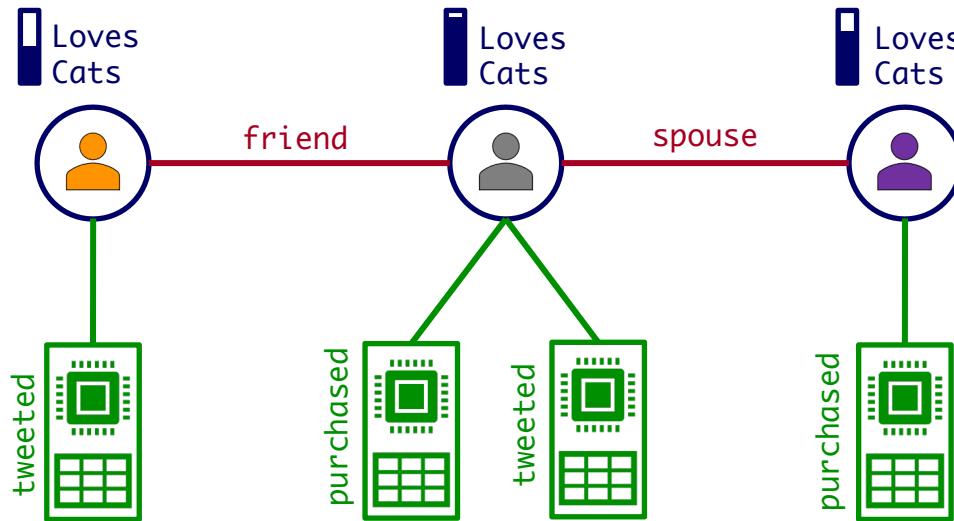
SRL: Node Labeling [Collective Classification]



SRL Answer:

```
local-predictor(x,l) -> label(x,l)
label(x,l) & link(x,y) -> label(y,l)
```

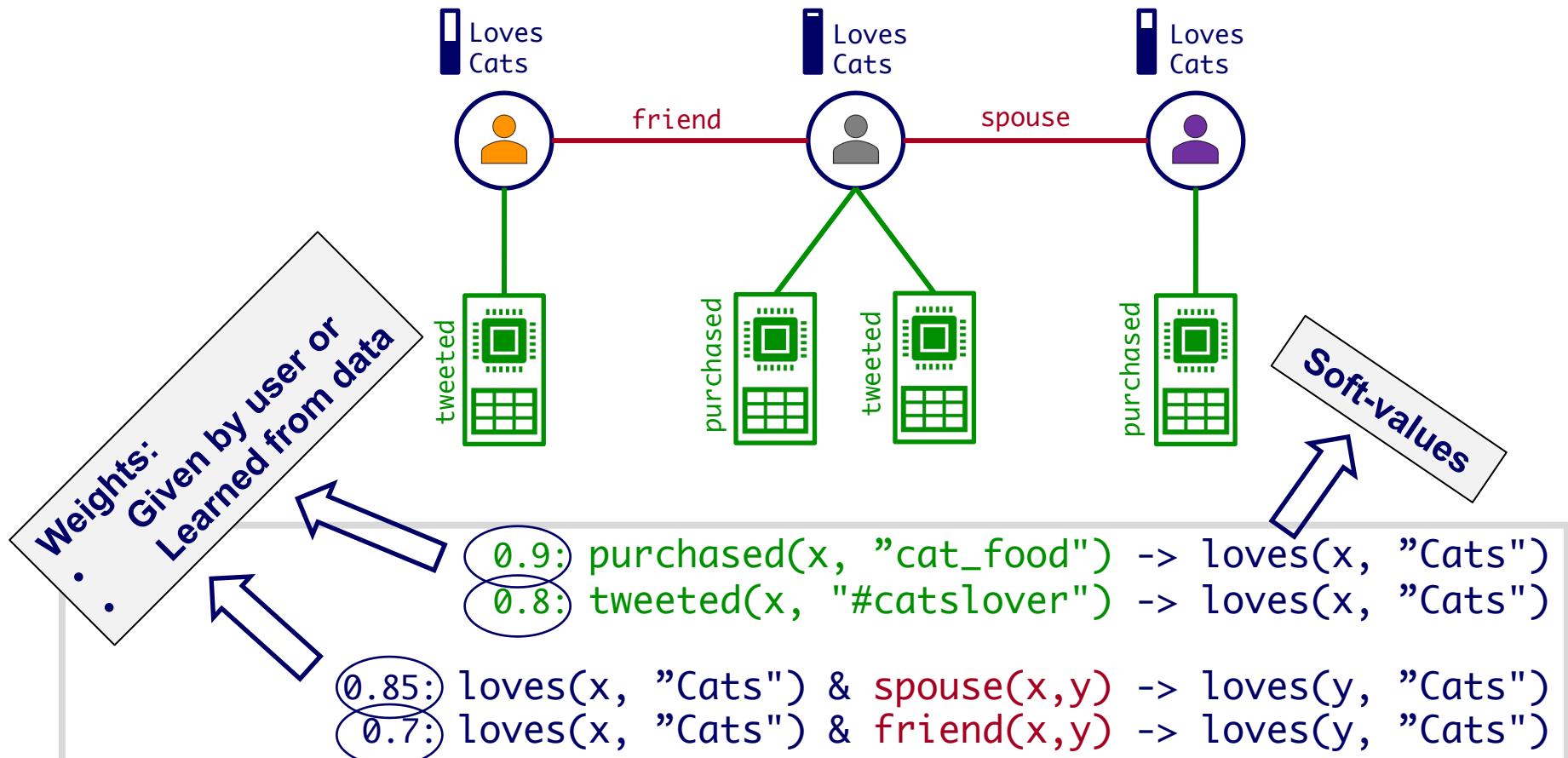
SRL: Node Labeling [Collective Classification]



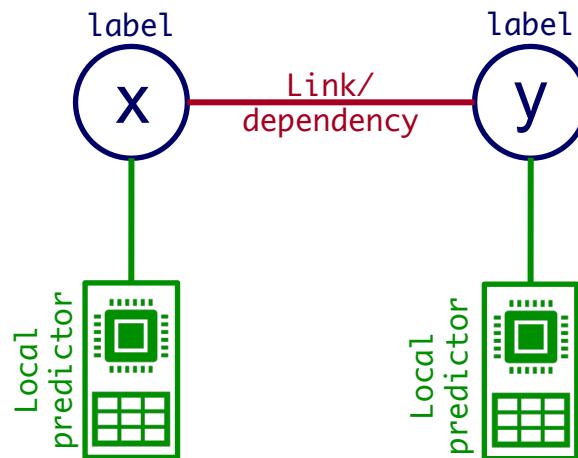
$\text{purchased}(x, \text{"cat_food"}) \rightarrow \text{loves}(x, \text{"Cats"})$
 $\text{tweeted}(x, \text{"#catslover"}) \rightarrow \text{loves}(x, \text{"Cats"})$

$\text{loves}(x, \text{"Cats"}) \& \text{spouse}(x,y) \rightarrow \text{loves}(y, \text{"Cats"})$
 $\text{loves}(x, \text{"Cats"}) \& \text{friend}(x,y) \rightarrow \text{loves}(y, \text{"Cats"})$

SRL: Node Labeling [Collective Classification]



SRL: Node Labeling [Collective Classification]



SRL Answer:

```
local-predictor(x,l) -> label(x,l)
label(x,l) & link(x,y) -> label(y,l)
```

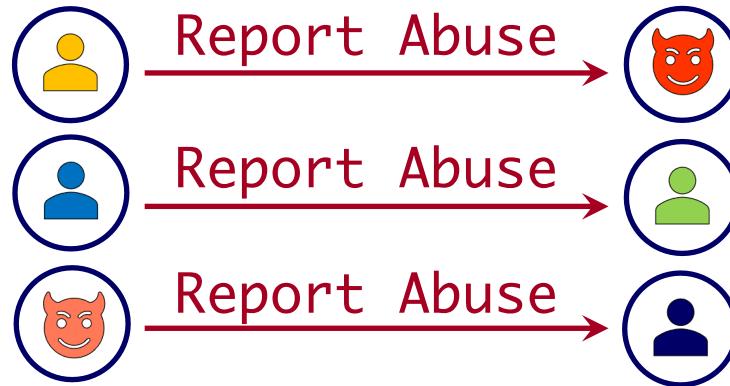
Social Spammer Detection



Social Spammer Detection

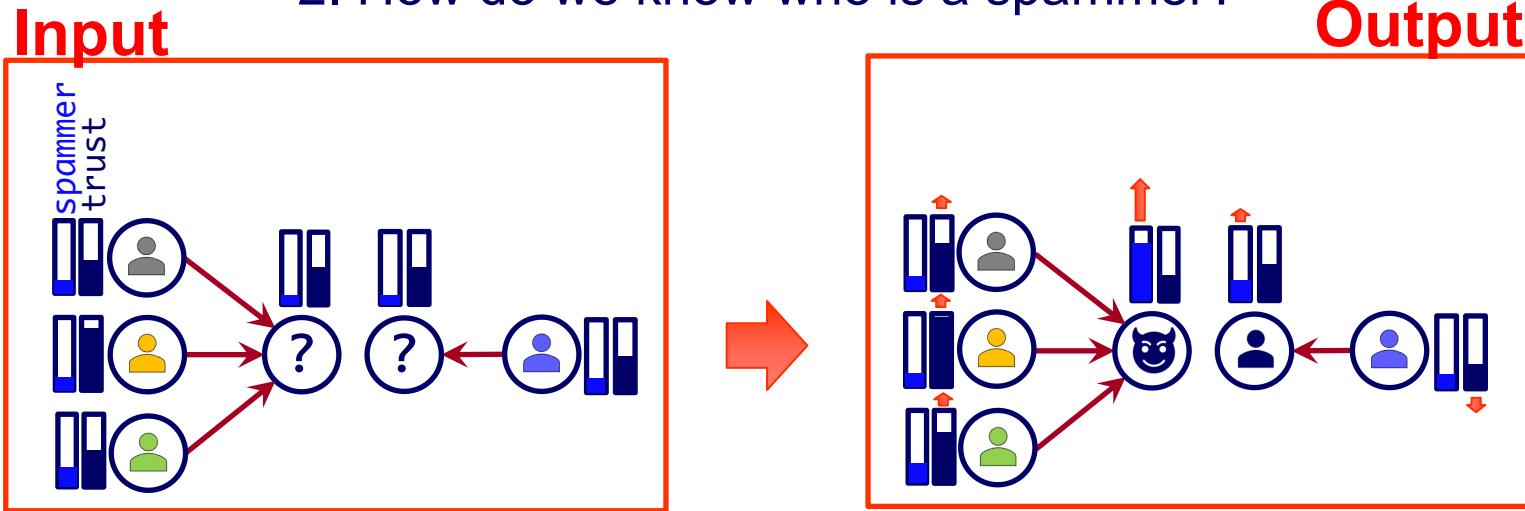


Social Spammer Detection



Task:

1. How do we know who is telling the truth?
2. How do we know who is a spammer?



SRL Answer

Input

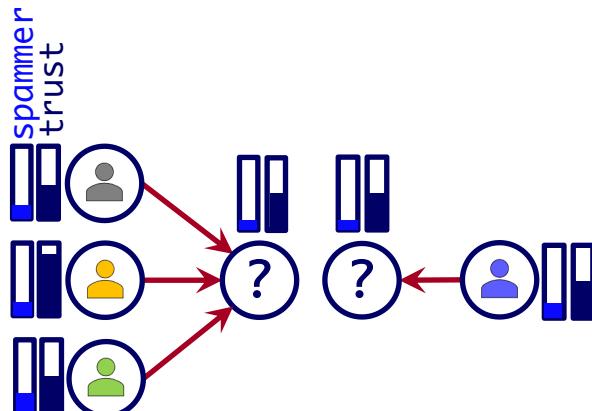
$\text{prior-trust}(x) \rightarrow \text{trusted}(x)$

$\text{trusted}(x) \& \text{reported}(x,y) \rightarrow \text{spammer}(y)$

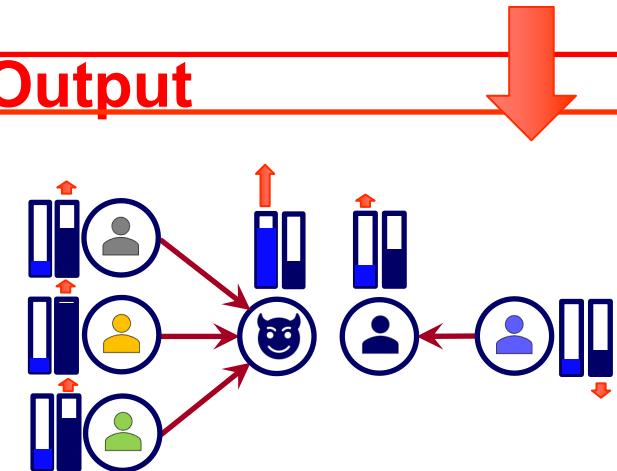
$\text{spammer}(y) \& \text{reported}(x,y) \rightarrow \text{trusted}(x)$
 $\sim\text{spammer}(y) \& \text{reported}(x,y) \rightarrow \sim\text{trusted}(x)$

$\sim\text{spammer}(x)$

+



Output





Statistical Relational Learning Frameworks

Alchemy (MLN)



<https://alchemy.cs.washington.edu/>

 **Probabilistic
Soft Logic**



<https://psl.linqs.org/>

Felix (Tuffy)



<http://i.stanford.edu/hazy/felix/>

How using PSL looks like:

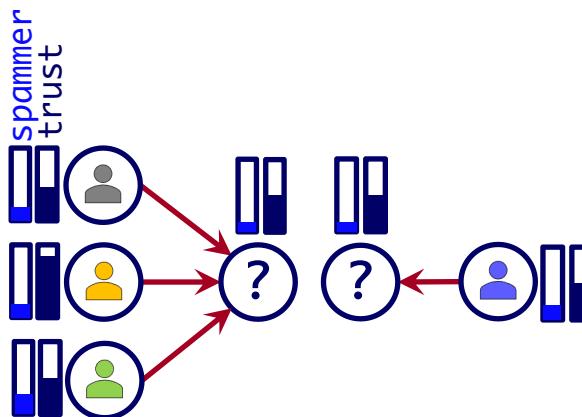
Input

Templates

```
prior-trust(x) -> trusted(x)  
trusted(x) & reported(x,y) -> spammer(y)  
spammer(y) & reported(x,y) -> trusted(x)  
~spammer(y) & reported(x,y) -> ~trusted(x)  
~spammer(x)
```

Data

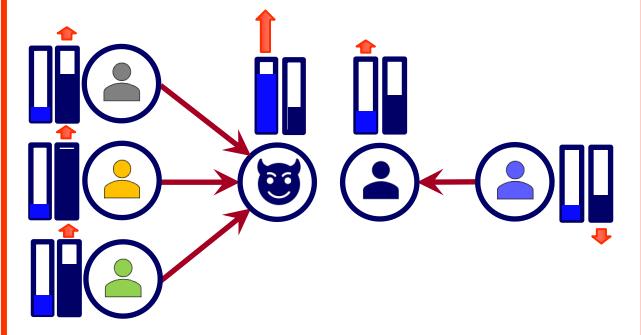
+



PSL



Output



How using PSL looks like:

Input

Templates

```

prior-trust(x) -> trusted(x)

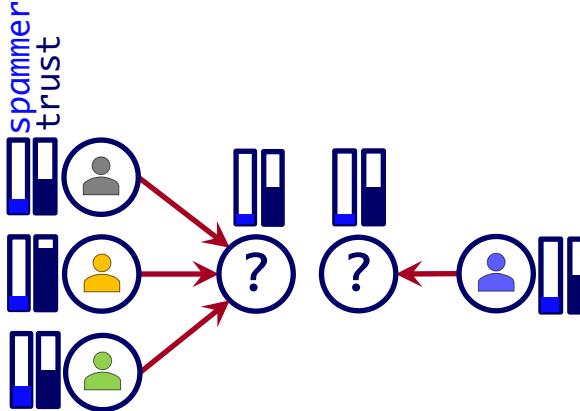
trusted(x) & reported(x,y) -> spammer(y)

spammer(y) & reported(x,y) -> trusted(x)
~spammer(y) & reported(x,y) -> ~trusted(x)

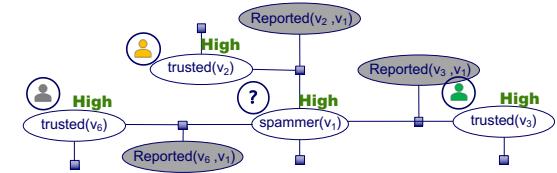
~spammer(x)
  
```

PSL

Data



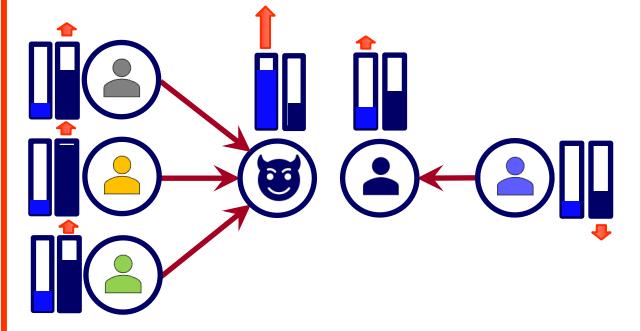
Grounding & Inference



$$P(\mathbf{Y}|\mathbf{X}) = \frac{1}{Z(\lambda)} \exp \left[-\sum_{j=1}^m \lambda_j \phi_j(\mathbf{Y}, \mathbf{X}) \right]$$

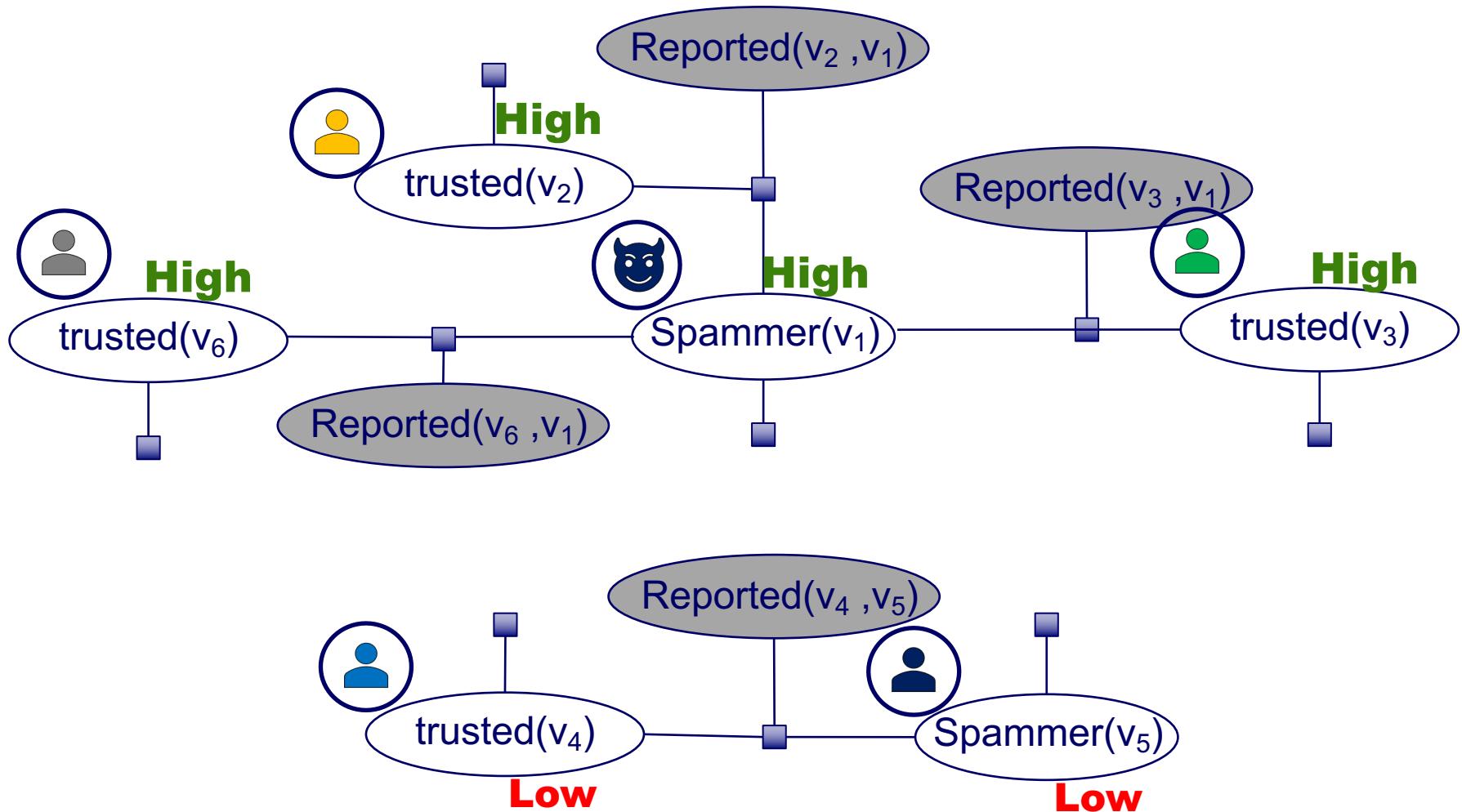
(under the hood)

Output



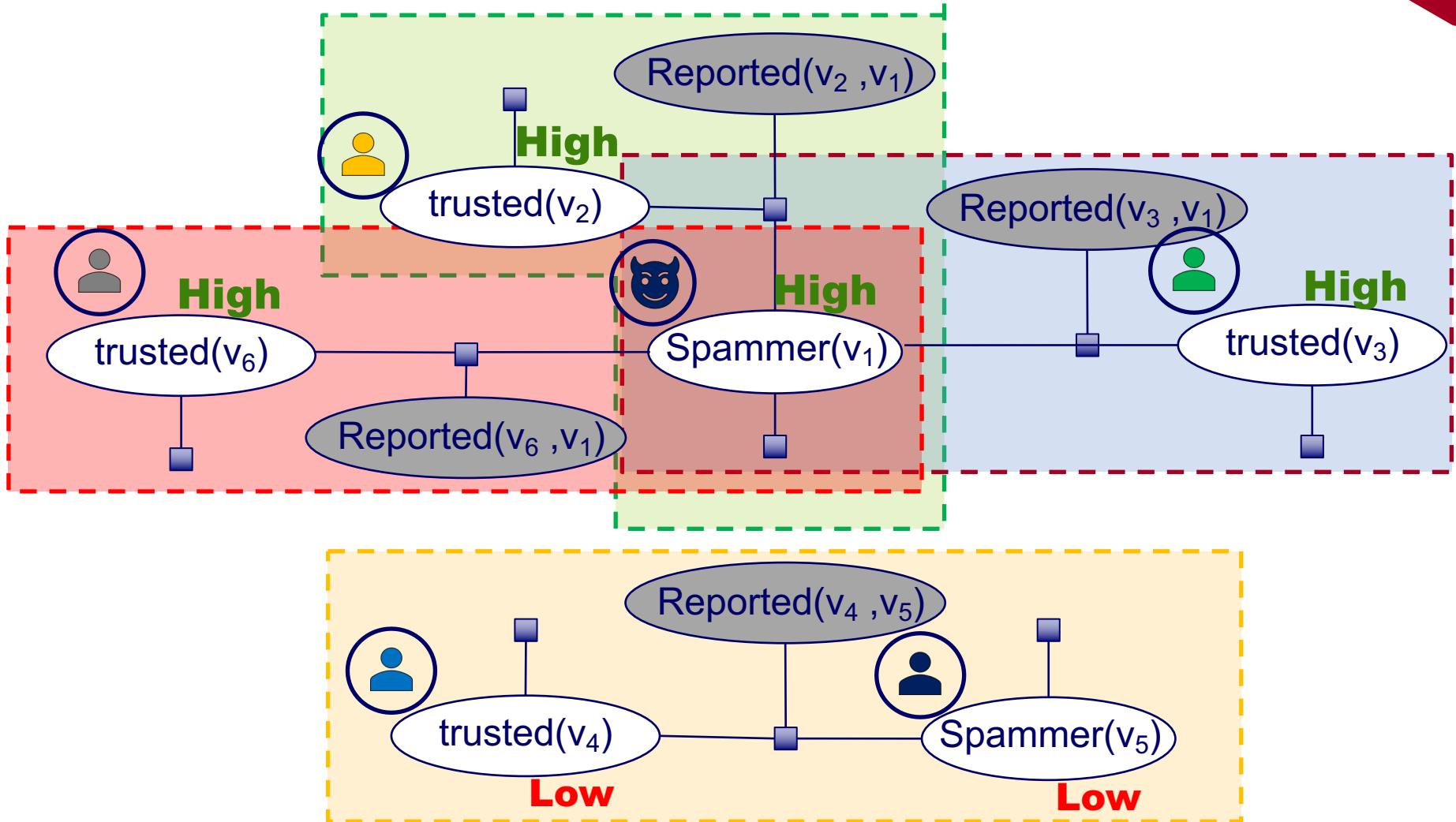


Desired PGM Model





Templates





Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax



Example PSL rule:

w: $\underbrace{\text{trusted}(x) \ \& \ \text{reported}(x,y)}_{r_{\text{body}}} \rightarrow \underbrace{\text{spammer}(y)}_{r_{\text{head}}}$



Probabilistic Soft Logic (PSL):
A templating language with first-order logic syntax

Example PSL rule:

$$w: \underbrace{\text{trusted}(x) \text{ & } \text{reported}(x, y)}_{0 \leq \text{Soft truth} \leq 1} \xrightarrow{r_{\text{body}}} \text{spammer}(y) \xrightarrow{r_{\text{head}}}$$

$\left\{ \begin{array}{l} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{array} \right.$



Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax



Example PSL rule:

$$w: \underbrace{\text{trusted}(x) \& \text{reported}(x,y)}_{0 \leq \text{Soft truth} \leq 1} \xrightarrow{r_{\text{body}}} \text{spammer}(y) \xrightarrow{r_{\text{head}}}$$

$\left\{ \begin{array}{l} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{array} \right.$

Ground

w: $\text{trusted}(\text{"alice"}) \& \text{reported}(\text{"alice"}, \text{"bob"}) \rightarrow \text{spammer}(\text{"bob"})$

0.7

1

?



Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$$w: \underbrace{\text{trusted}(x) \& \text{reported}(x,y)}_{0 \leq \text{Soft truth} \leq 1} \xrightarrow{r_{\text{body}}} \text{spammer}(y) \xrightarrow{r_{\text{head}}}$$

$\left\{ \begin{array}{l} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{array} \right.$

Ground

$$w: \text{trusted}(\text{"alice"}) \& \text{reported}(\text{"alice"}, \text{"bob"}) \rightarrow \text{spammer}(\text{"bob"})$$

0.7

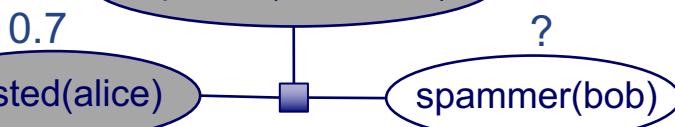
1

?

1

?

reported(alice ,bob)





Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$$w: \underbrace{\text{trusted}(x) \& \text{reported}(x,y)}_{0 \leq \text{Soft truth} \leq 1} \xrightarrow{r_{\text{body}}} \text{spammer}(y) \xrightarrow{r_{\text{head}}}$$

$\left\{ \begin{array}{l} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{array} \right.$

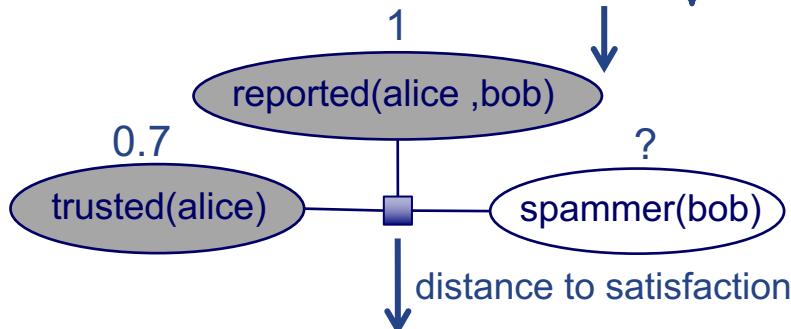
Ground

$$w: \text{trusted}(\text{"alice"}) \& \text{reported}(\text{"alice"}, \text{"bob"}) \rightarrow \text{spammer}(\text{"bob"})$$

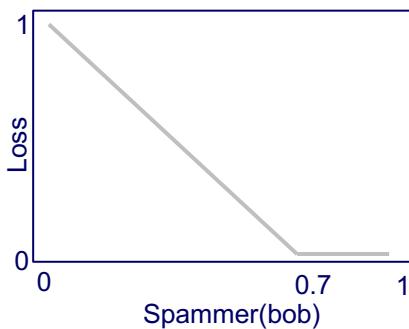
0.7

1

?



$$\ell = \max \{ \text{value}(r_{\text{body}}) - \text{value}(r_{\text{head}}), 0 \}$$





Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$$w: \underbrace{\text{trusted}(x) \& \text{reported}(x,y)}_{0 \leq \text{Soft truth} \leq 1} \rightarrow \underbrace{\text{spammer}(y)}_{r_{\text{head}}}$$

r_{body}

r_{head}

$$\left\{ \begin{array}{l} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{array} \right.$$

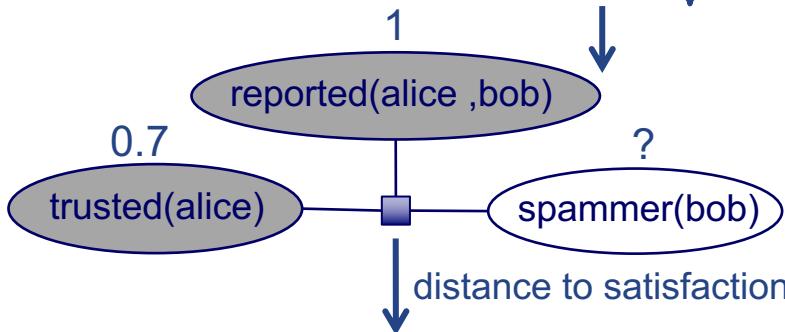
Ground

$$w: \text{trusted}(\text{"alice"}) \& \text{reported}(\text{"alice"}, \text{"bob"}) \rightarrow \text{spammer}(\text{"bob"})$$

0.7

1

?



$$\ell = \max \{ \text{value}(r_{\text{body}}) - \text{value}(r_{\text{head}}), 0 \} \rightarrow \phi_j(\mathbf{Y}, \mathbf{X}) = [\ell_j(\mathbf{Y}, \mathbf{X})]$$

Evidence

Unknown variables

$$P(\mathbf{Y}|\mathbf{X}) = \frac{1}{Z(\lambda)} \exp \left[- \sum_{j=1}^m \lambda_j \phi_j(\mathbf{Y}, \mathbf{X}) \right]$$

How using PSL looks like:

Input

Templates

```

prior-trust(x) -> trusted(x)

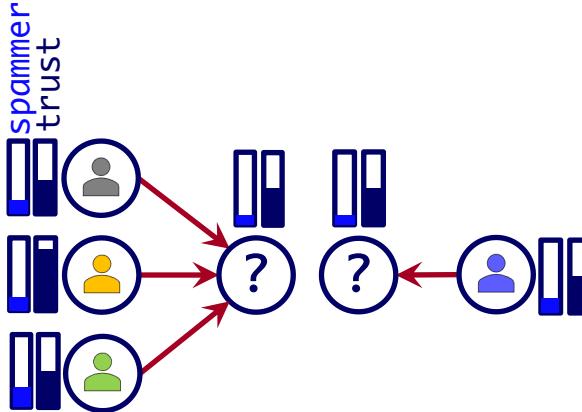
trusted(x) & reported(x,y) -> spammer(y)

spammer(y) & reported(x,y) -> trusted(x)
~spammer(y) & reported(x,y) -> ~trusted(x)

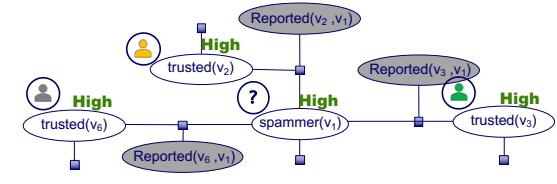
~spammer(x)
  
```

PSL

Data

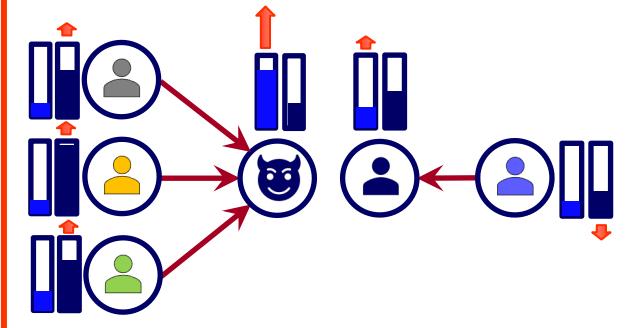


Grounding & Inference



$$P(\mathbf{Y}|\mathbf{X}) = \frac{1}{Z(\lambda)} \exp \left[-\sum_{j=1}^m \lambda_j \phi_j(\mathbf{Y}, \mathbf{X}) \right]$$

Output



(under the hood)

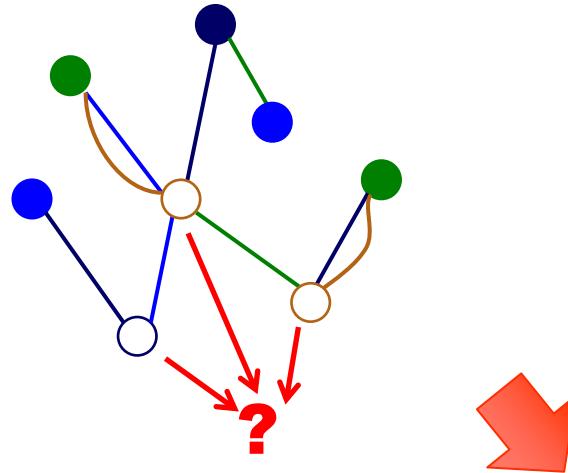
Social Spammer Detection

- Collective model:

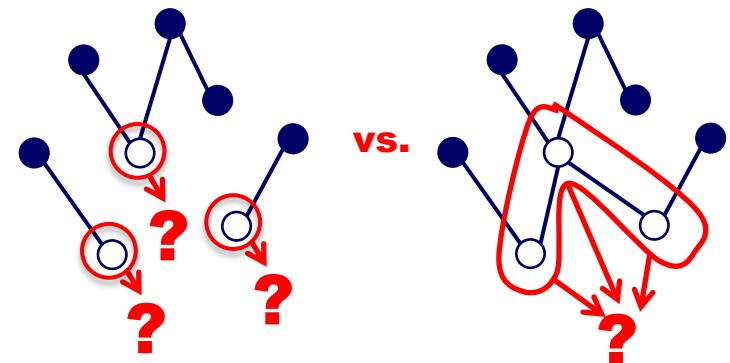
$$\text{prior-trust}(x) \rightarrow \text{trusted}(x)$$
$$\text{trusted}(x) \& \text{ reported}(x,y) \rightarrow \text{spammer}(y)$$
$$\begin{aligned} \text{spammer}(y) \& \& \text{reported}(x,y) \rightarrow \text{trusted}(x) \\ \sim\text{spammer}(y) \& \& \text{reported}(x,y) \rightarrow \sim\text{trusted}(x) \end{aligned}$$
$$\sim\text{spammer}(x)$$

Experiments	AU-PR	AU-ROC
Collective Classification	0.790 ± 0.005	0.788 ± 0.003

Node Classification



Joint Inference



Report Model

- Collective model:

$$\text{prior-trust}(x) \rightarrow \text{trusted}(x)$$
$$\text{trusted}(x) \ \& \ \text{reported}(x,y) \rightarrow \text{spammer}(y)$$
$$\begin{aligned} \text{spammer}(y) \ \& \ \text{reported}(x,y) \rightarrow \text{trusted}(x) \\ \sim\text{spammer}(y) \ \& \ \text{reported}(x,y) \rightarrow \sim\text{trusted}(x) \end{aligned}$$
$$\sim\text{spammer}(x)$$

- Non-collective model (\simeq weighted sum of the reports):

$$\text{prior-trust}(x) \ \& \ \text{reported}(x,y) \rightarrow \text{spammer}(y)$$
$$\sim\text{spammer}(x)$$

Classification Using Reports

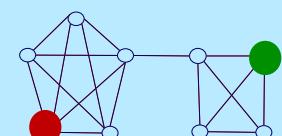
Experiments	AU-PR	AU-ROC
Non-collective model	0.690 ± 0.003	0.624 ± 0.001
Collective model	0.790 ± 0.005	0.788 ± 0.003



[KDD] “Collective Spammer Detection in Evolving Multi-Relational Social Networks”,
Fakhraei, S., Foulds, J., Shashanka, M., & Getoor, L.

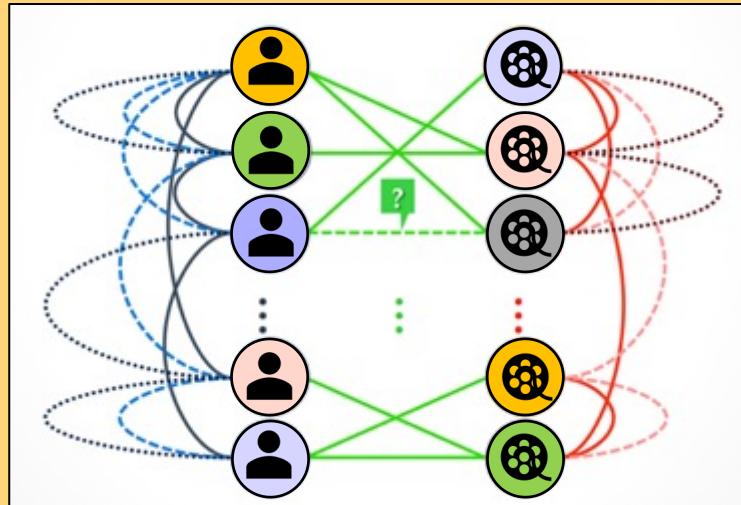
Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
 - P 2.1: Factorization Methods
 - P 2.2: Heterogeneous Information Networks
 - P 3.3: Statistical Relational Learning
 - P3.3.1: Node Labeling / Collective Classification
 - P3.3.2: Link Prediction / Recommender Systems
 - P3.3.3: Entity Resolution / Knowledge Graph Identification



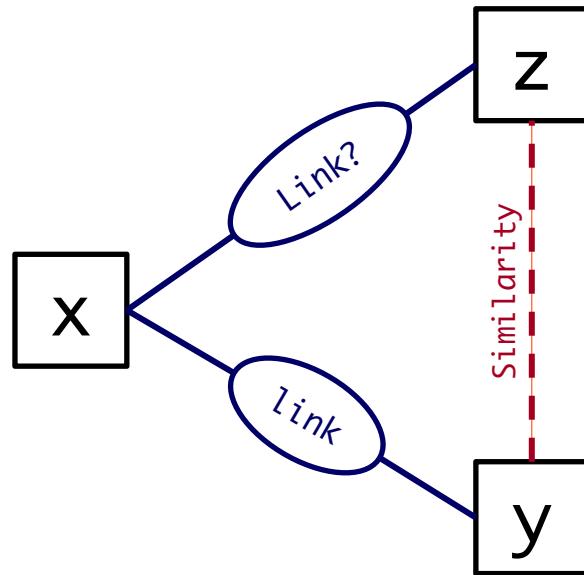


Question:



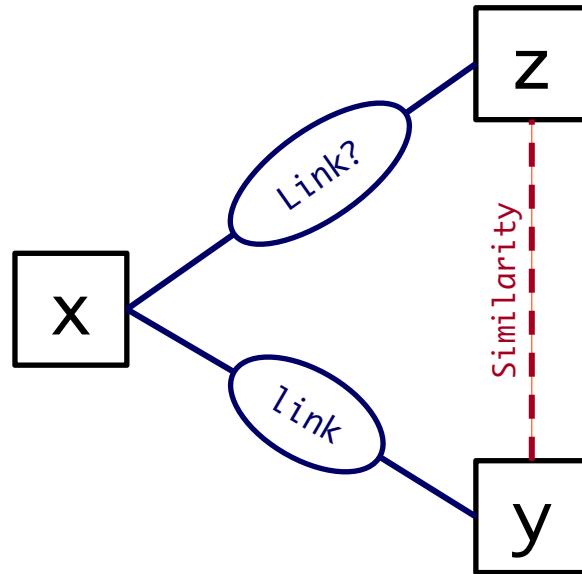
1. How can we use multiple similarities between nodes to infer link values?
2. How can we propagate link information?
3. How can we add additional model signals?

Link Inference Pattern





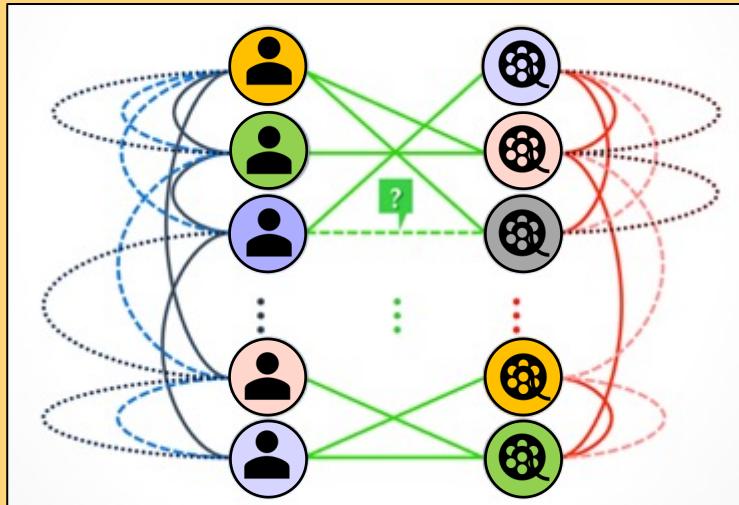
Link Inference Template



w: $\text{link}(x,y) \ \& \ \text{similar}(y,z) \rightarrow \text{link}(x,z)$



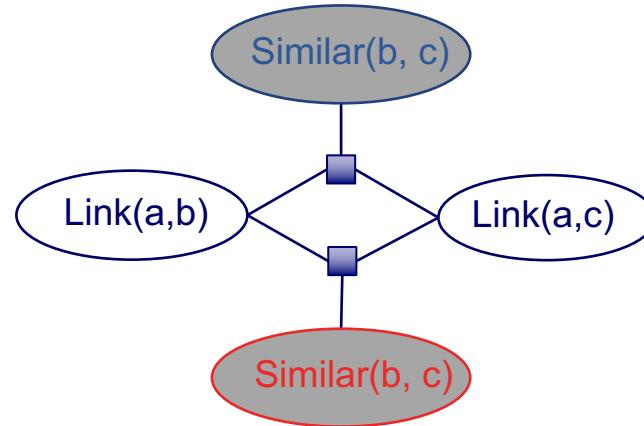
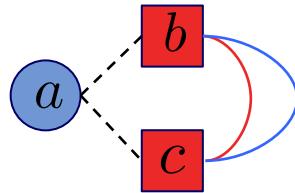
Question:



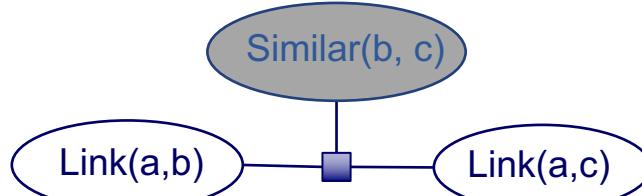
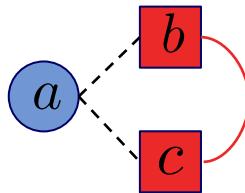
- ? 1. How can we use multiple similarities between nodes to infer link values?
- ? 2. How can we propagate link information?
- 3. How can we add additional model signals?

Link Inference Model Characteristics

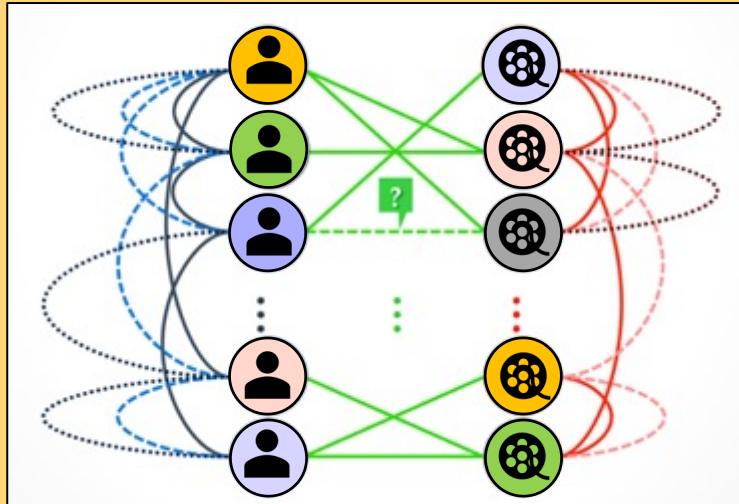
- Support multiple relations



- Joint inference of link values



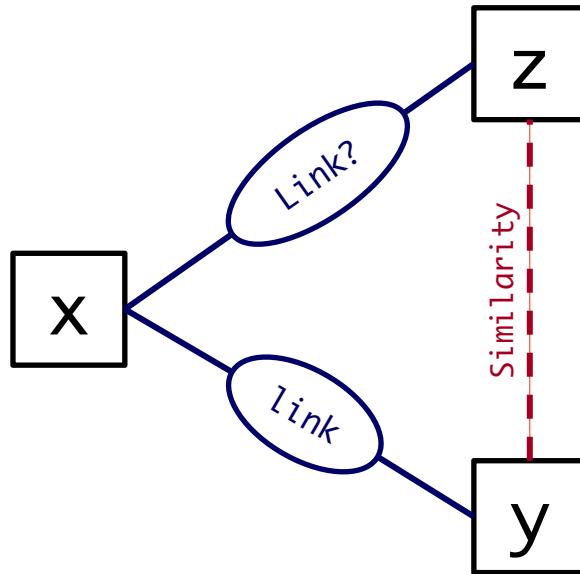
Question:



-  1. How can we use multiple similarities between nodes to infer link values?
-  2. How can we propagate link information?
-  3. How can we add additional model signals?

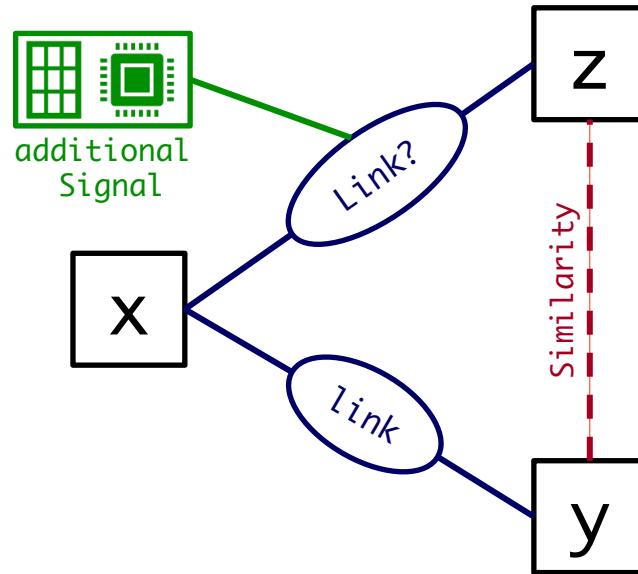


Can we add additional signals?



$\text{link}(x,y) \& \text{similar}(y,z) \rightarrow \text{link}(x,z)$

Can we add additional signals?



```

 $\text{link}(x,y) \& \text{similar}(y,z) \rightarrow \text{link}(x,z)$ 
 $\text{additional-signal}(x,y) \rightarrow \text{link}(x,y)$ 

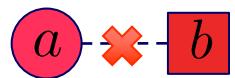
```



Details

Typical Additional Signals

- Enforce sparsity



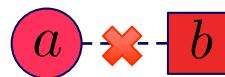
$\sim \text{rating}(u, i)$



Details

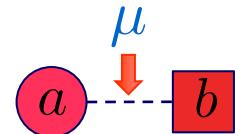
Typical Additional Signals

- Enforce sparsity



$\sim \text{rating}(u, i)$

- Distribution statistics



$\text{mean-rating-user}(u) \rightarrow \text{rating}(u, i)$



Details

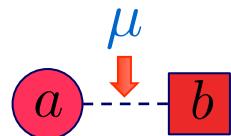
Typical Additional Signals

- Enforce sparsity



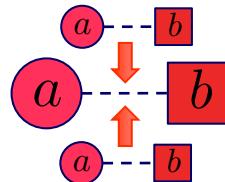
$\sim \text{rating}(u, i)$

- Distribution statistics



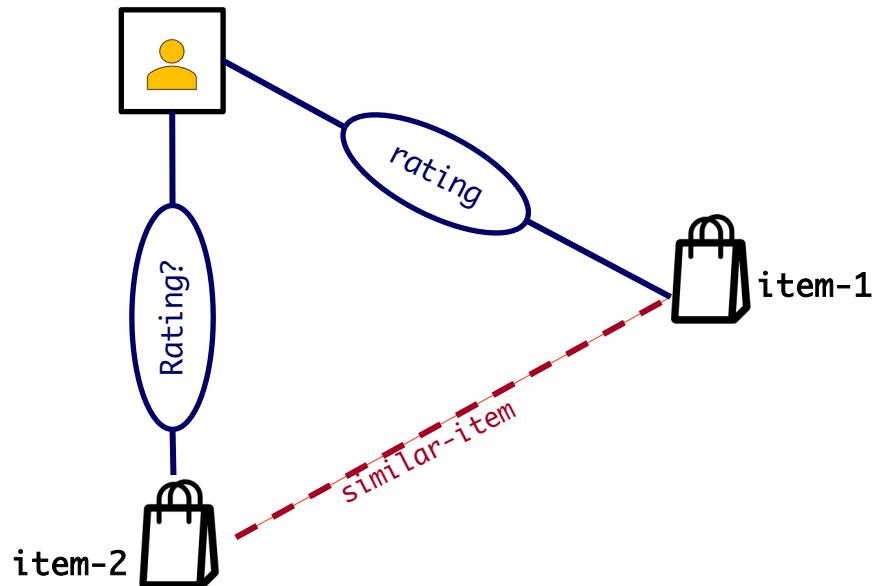
mean-rating-user(u) \rightarrow rating(u, i)

- Predictions from other models



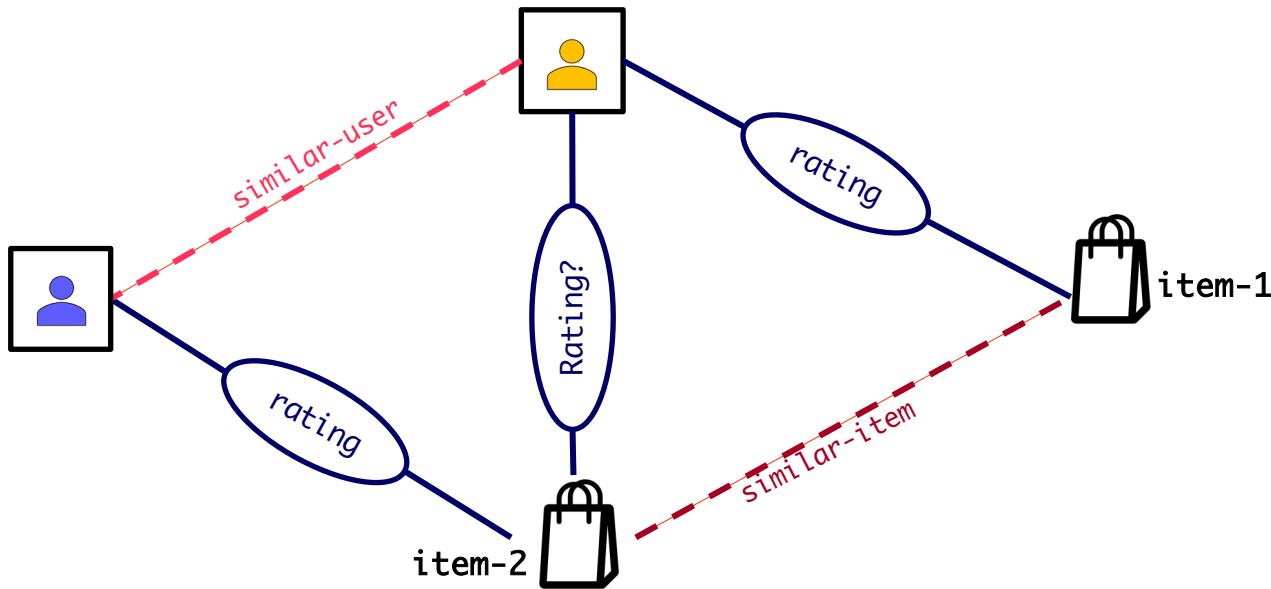
FM-rating(u, i) \rightarrow rating(u, i)

Template for Recommender Systems



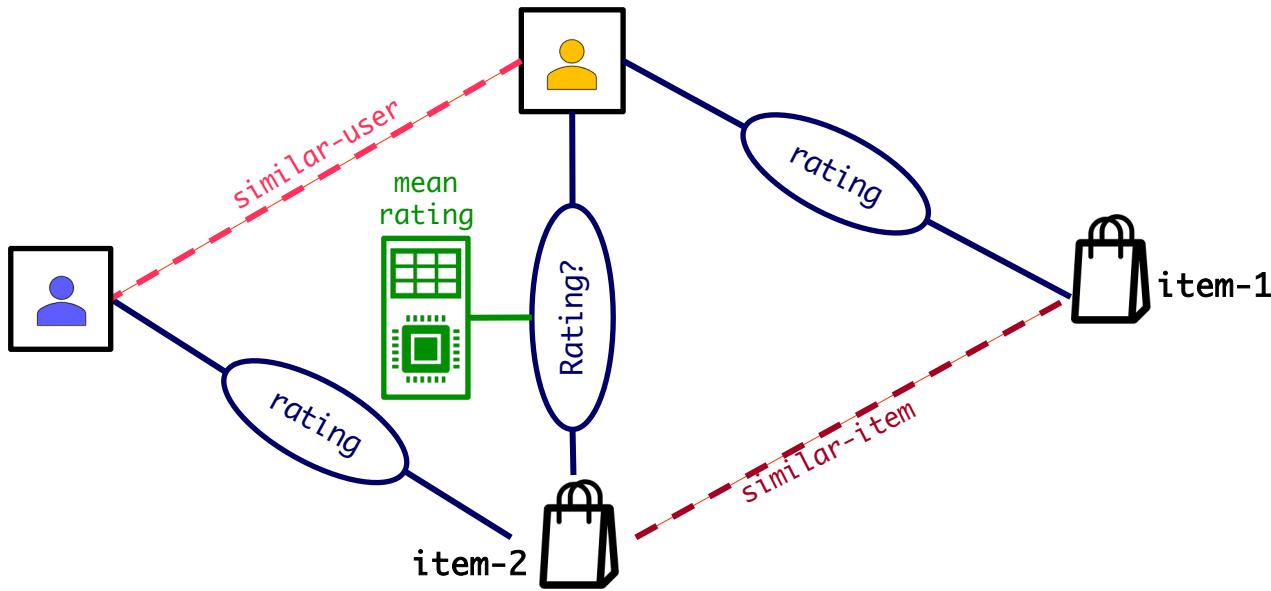
$\text{rating}(u, i1) \& \text{similar-item}(i1, i2) \rightarrow \text{rating}(u, i2)$

Template for Recommender Systems



$\text{rating}(u, i1) \& \text{similar-item}(i1, i2) \rightarrow \text{rating}(u, i2)$
 $\text{rating}(u1, i) \& \text{similar-user}(u1, u2) \rightarrow \text{rating}(u2, i)$

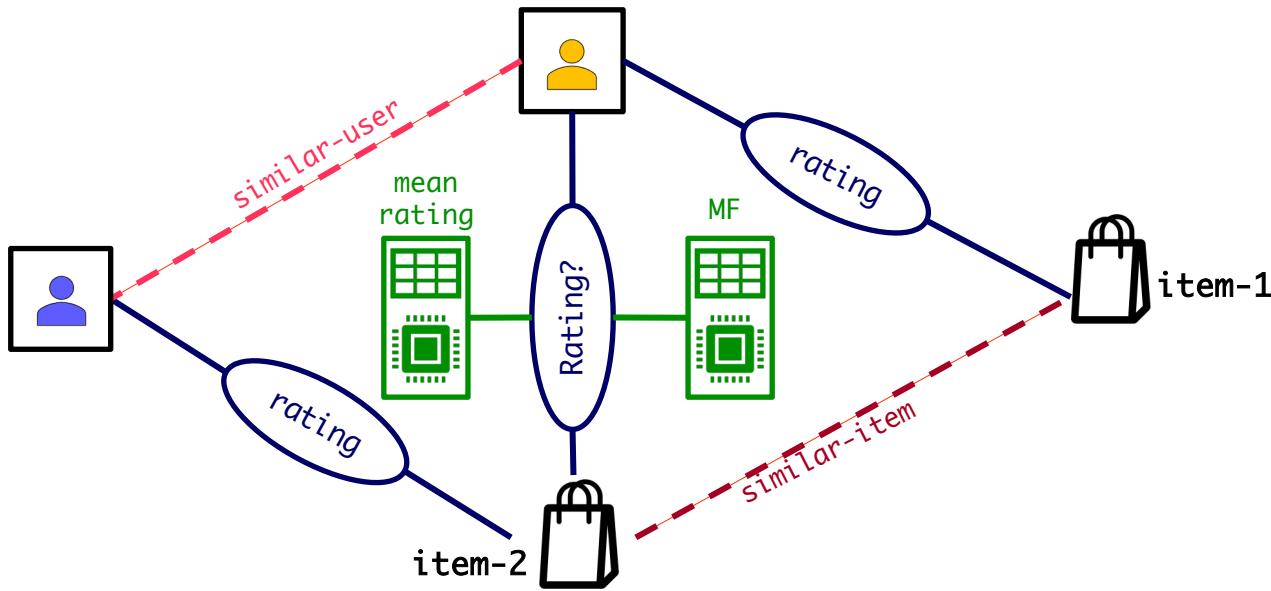
Template for Recommender Systems



$\text{rating}(u, i_1) \& \text{similar-item}(i_1, i_2) \rightarrow \text{rating}(u, i_2)$
 $\text{rating}(u_1, i) \& \text{similar-user}(u_1, u_2) \rightarrow \text{rating}(u_2, i)$

$\text{mean-rating-user}(u) \rightarrow \text{rating}(u, i)$

Template for Recommender Systems



$\text{rating}(u, i_1) \& \text{similar-item}(i_1, i_2) \rightarrow \text{rating}(u, i_2)$
 $\text{rating}(u_1, i) \& \text{similar-user}(u_1, u_2) \rightarrow \text{rating}(u_2, i)$

$\text{mean-rating-user}(u) \rightarrow \text{rating}(u, i)$
 $\text{mean-rating-item}(i) \rightarrow \text{rating}(u, i)$

$\text{MF-rating}(u, i) \rightarrow \text{rating}(u, i)$

Experimental Validation

Dataset	Yelp	Last.fm
No. of users	34,454	1,892
No. of items	3,605	17,632
No. of ratings	99,049	92,834
Content	514 business categories	9,719 artist tags
Social	81,512 friendships	12,717 friendships
Sparsity	99.92%	99.72%

		Yelp		Last.fm	
	Model	RMSE (SD)	MAE (SD)	RMSE (SD)	MAE (SD)
Base models	Item-based	1.216 (0.004)	0.932 (0.001)	1.408 (0.010)	1.096 (0.008)
	MF	1.251 (0.006)	0.944 (0.005)	1.178 (0.003)	0.939 (0.003)
	BPMF	1.191 (0.003)	0.954 (0.003)	1.008 (0.005)	0.839 (0.004)
Hybrid models	Naive hybrid (averaged predictions)	1.179 (0.003)	0.925 (0.002)	1.067 (0.004)	0.857 (0.004)
	BPMF-SRIC	1.191 (0.004)	0.957 (0.004)	1.015 (0.004)	0.842 (0.004)
	HyPER	1.173 (0.003)	0.917 (0.002)	1.001 (0.004)	0.833 (0.004)

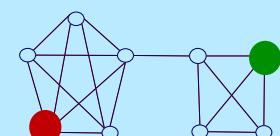


[RecSys] “HyPER: A Flexible and Extensible Probabilistic Framework for Hybrid Recommender Systems”, Kouki, P., Fakhraei, S., Foulds, J., Eirinaki, M., & Getoor, L

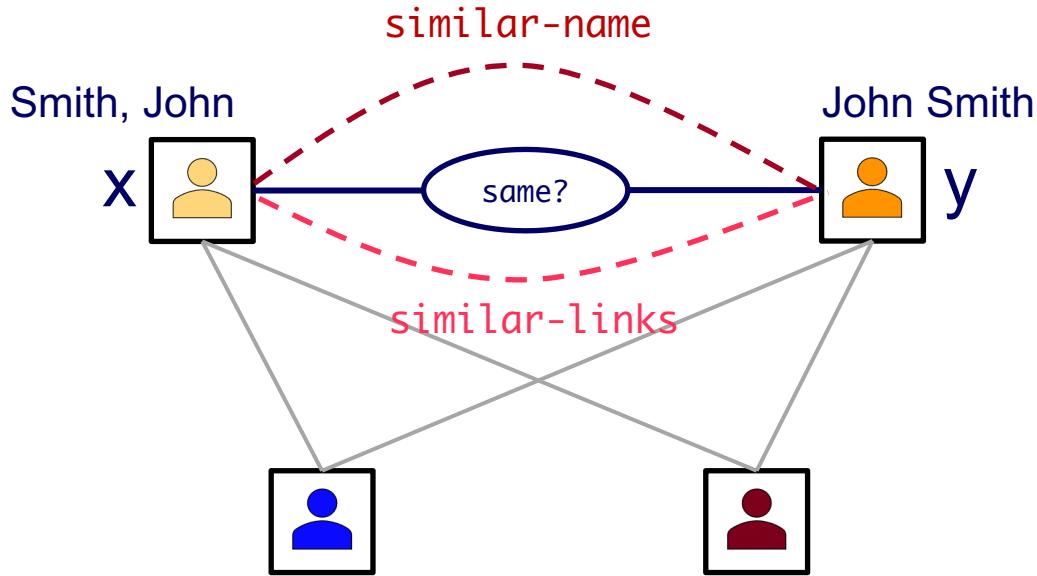


Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
 - P 2.1: Factorization Methods
 - P 2.2: Heterogeneous Information Networks
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Entity Resolution

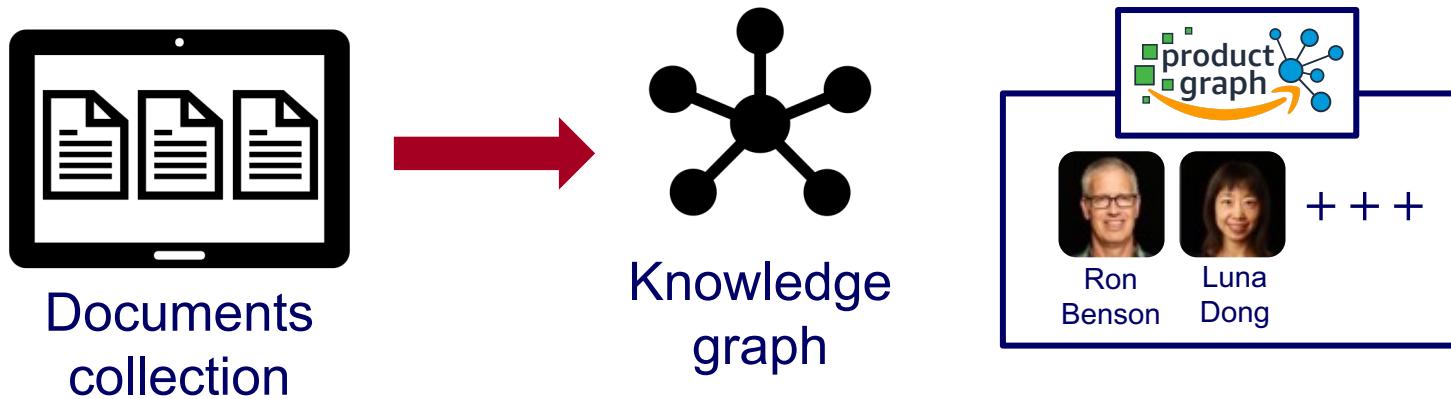


$\text{similar-name}(x, y) \rightarrow \text{same}(x, y)$
 $\text{similar-links}(x, y) \rightarrow \text{same}(x, y)$

$\text{same}(x, y) \& \text{same}(y, z) \rightarrow \text{same}(x, z)$

Knowledge Graph Identification

How can we integrate
noisy extracted facts into a knowledge graph?



We can:

- Perform collective classification, entity resolution, link prediction
- Enforce ontological constraints
- Integrate different knowledge source information
- Combine them all!



Knowledge Graph Identification

```
// Ontological relations
    subsumes(l1,l2) &      label(e,l1) ->      label(e,l2)
    exclusive(l1,l2) &      label(e,l1) ->      ~label(e,l2)
    inverse(r1,r2) & relation(r1,e,o) -> relation(r2,o,e)
    domain(r,l) &          relation(r,e,o) ->      label(e,l)
    range(r,l) &          relation(r,e,o) ->      label(o,l)

// Entity resolution
    same-entity(e1,e2) &      label(e1,l) ->      label(e2,l)
    same-entity(e1,e2) & relation(r,e1,o) -> relation(r,e1,o)

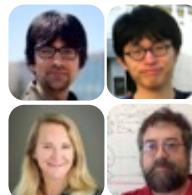
// Integrating additional sources
                    label-nyt(e,l) ->      label(e,l)
                    label-youtube(e,l) ->      label(e,l)
    relation-wikipedia(r,e,o) -> relation(r,e,o)

// Sparsity
                                ~relation(r,e,o)
                                ~label(e,l)
```

Experimental Validation



	NELL		MusicBrainz		FreeBase	
	AUC	F1	AUC	F1	AUC	F1
MLN Ontology (Jiang, ICDM)	0.899	0.836				
Additional sources	0.888	0.843	0.672	0.788	0.416	0.734
Entity resolution	0.809	0.804	0.797	0.831		
Ontological relations	0.899	0.832	0.753	0.832	0.569	0.805
All of the above	0.904	0.854	0.901	0.919	0.724	0.840



[ISWC] “Knowledge graph identification”,
 Pujara, J., Miao, H., Getoor, L., & Cohen, W.
[AI Magazine] “Using semantics and statistics to turn data into knowledge”,
 Pujara, J., Miao, H., Getoor, L., & Cohen, W.

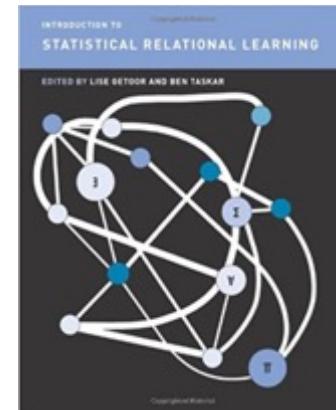
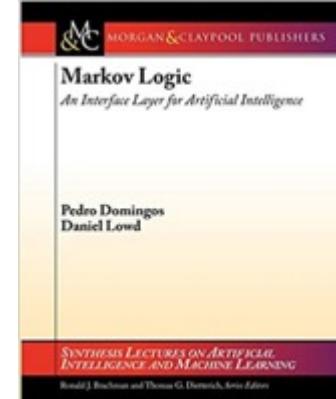
 Software Tools

- PSL: Probabilistic soft logic
<https://psl.linqs.org/>
- Alchemy: Markov Logic Networks
<https://alchemy.cs.washington.edu/>



References

- Bach, Stephen H., Matthias Broecheler, Bert Huang, and Lise Getoor
Hinge-loss markov random fields and probabilistic soft logic
The Journal of Machine Learning Research, 2017
- Domingos, Pedro, and Daniel Lowd
Markov logic: An interface layer for artificial intelligence
Synthesis lectures on artificial intelligence and machine learning, 2009
- Lise Getoor, Ben Taskar (editors)
Introduction to Statistical Relational Learning
MIT Press, 2007





Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍					👍	👍	👍	👍
1.1' Link Prediction			👍				👍	👍	👍	👍
1.2 Comm. Detection				👍			👍	👍	👍	👍
1.3 Anomaly Detection					👍		👍			
1.4 Propagation						👍		👍	👍	👍

**Part 1:
Plain Graphs** **Part 2:
Complex Graphs**