Cash-out User Detection based on Attributed Heterogeneous Information Network with a Hierarchical Attention Mechanism

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Credit Payment Services

Offline credit card services in commercial banks and online credit payments in internet financial institutions

Cash-out Fraud

Pursue cash gains with illegal or insincere means, e.g., through buying pre-paid cards or other goods then reselling them.

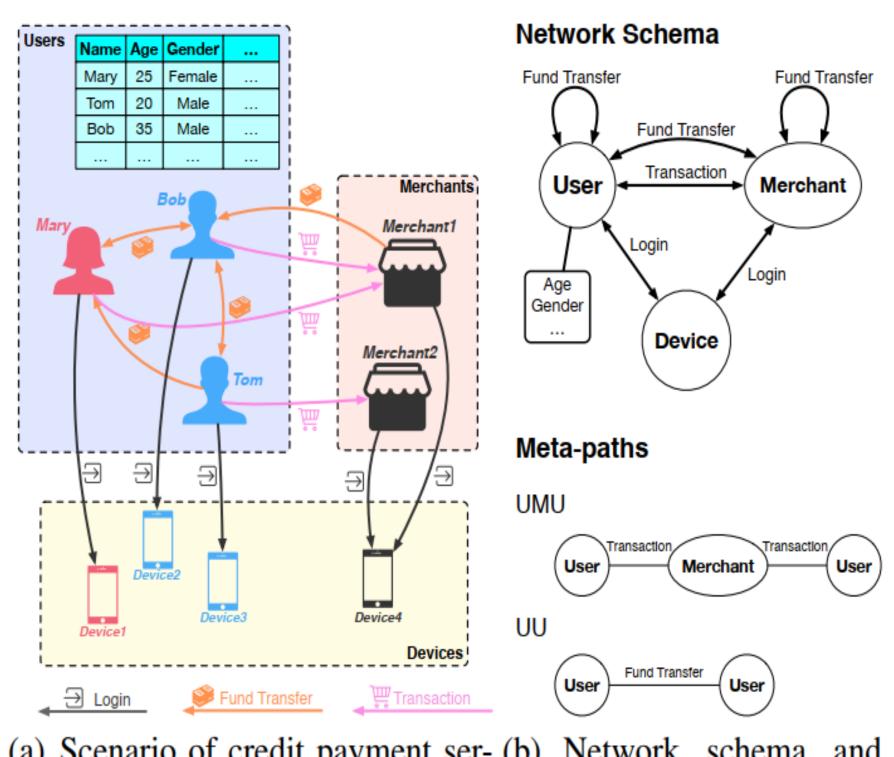
Cash-out User Detection

Predict whether a user will do cash-out transactions or not in the future

Rich Interaction Relations in the Scenario of **Credit Payment Service**

- ❖ Fund transfer relation among users
- Login relation between users and devices
- **Transaction relation between users and merchants.**

Background



(a) Scenario of credit payment ser- (b) Network schema and meta-path examples vice

Traditional Methods

- ❖ Feature engineer + Classifier
- ❖ Mainly based on the statistical features of a certain user
- seldom fully exploit the interaction relations between users

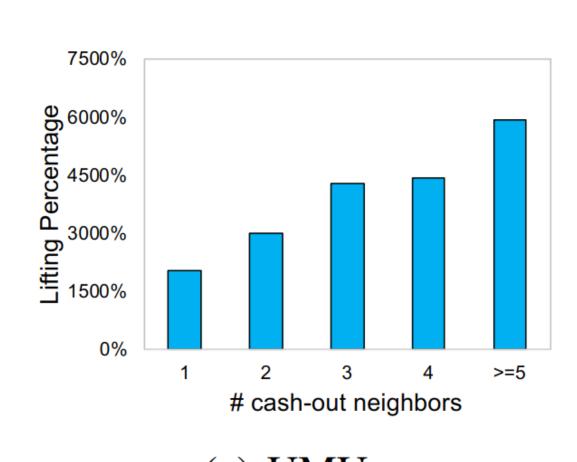
Attribute Heterogeneous Information Network (AHIN)

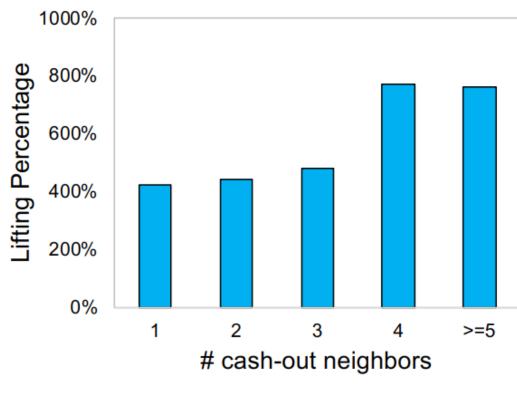
- Contain attributes and multiple types of nodes and relations
- Meta-path : Semantic path between two nodes

Our work

- First to study the cash-out users detection problem
- ❖ Model the cash-out user detection problem as a classification problem in AHIN
- Propose a novel model HACUD with meta-path based neighbor and hierarchical attention mechanism

HACUD: The Proposed Model





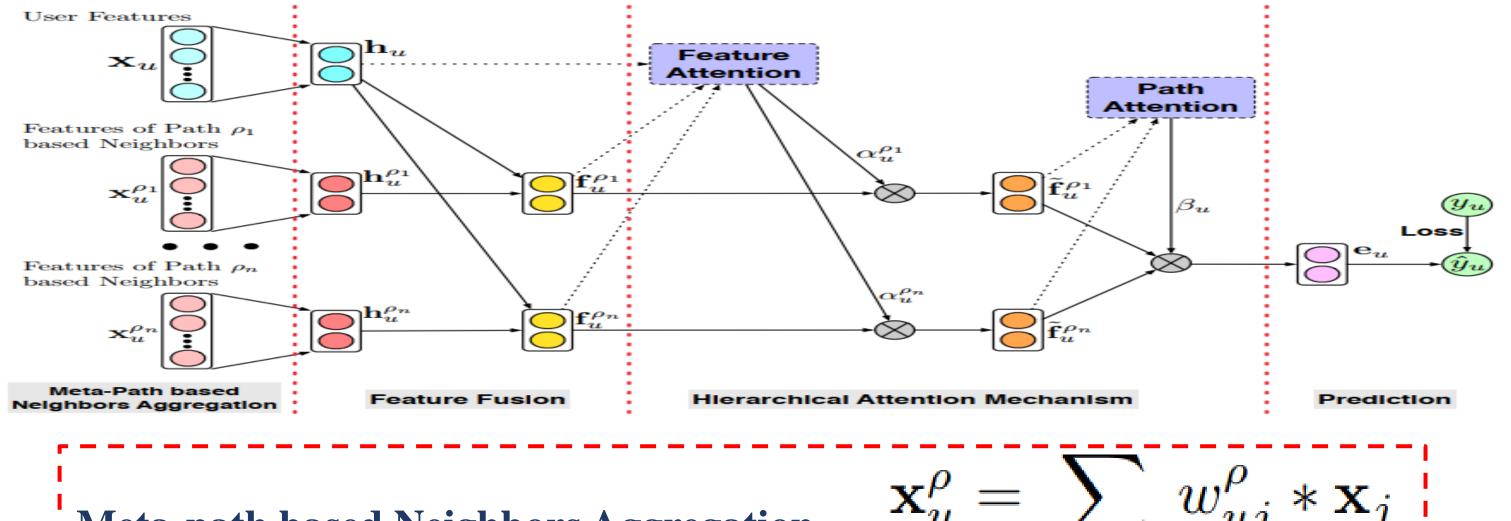
(a) UMU The lifting percentages of cash-out rate in users with different amount

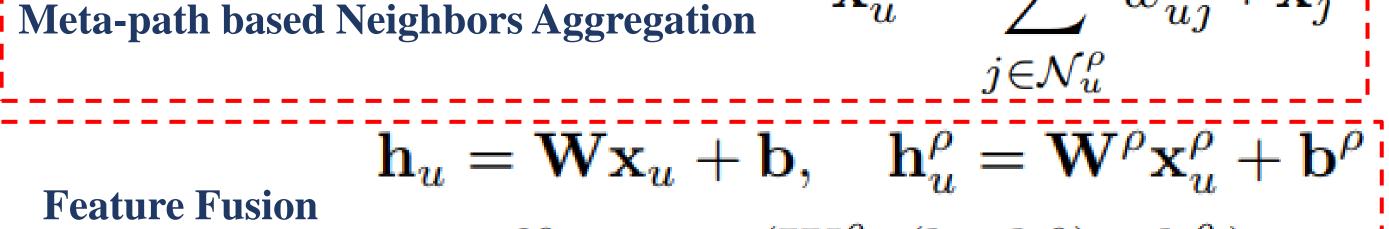
(b) UU

of cash-out neighbors against users without any cash-out neighbor in two meta-paths.

Observations in Real Data

- **Users** with higher cash-out rate tend to have more cash-out neighbors
 - Meta-path based Neighbors
- ❖ Different meta-path based neighbors have different impacts on users
 - Hierarchical Attention Mechanism





$$\mathbf{f}_{u}^{\rho} = \text{ReLU}(\mathbf{W}_{F}^{\rho}g(\mathbf{h}_{u},\mathbf{h}_{u}^{\rho}) + \mathbf{b}_{F}^{\rho})$$

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$$\boldsymbol{\sigma}_{u}^{\rho} = \text{ReLU}(\mathbf{W}_{f}^{1}[\mathbf{h}_{u};\mathbf{f}_{u}^{\rho}] + \mathbf{b}_{f}^{1}),$$

$$\boldsymbol{\sigma}_{u}^{\rho} = \text{ReLU}(\mathbf{W}_{f}^{2}\boldsymbol{v}_{u}^{\rho} + \mathbf{b}_{f}^{2}),$$

$$\boldsymbol{\beta}_{u,\rho} = \frac{\exp(\mathbf{z}^{\rho^{\mathrm{T}}} \cdot \widetilde{\mathbf{f}}_{u}^{C})}{\sum_{\rho' \in \mathcal{P}} \exp(\mathbf{z}^{\rho'^{\mathrm{T}}} \cdot \widetilde{\mathbf{f}}_{u}^{C})},$$

Experiments

Dataset

❖ Ten Days Dataset

1.99 million users (2018/03/21~2018/03/31)

One Month Dataset

5.16 million users (2018/03/01~2018/03/31) **AHIN**

* #User : 56.75 millions * #Merchants : 0.51millions

* #Transfer relation : 77.40 millions

* #Transaction : 20.64 millions

* #Attribute : 123

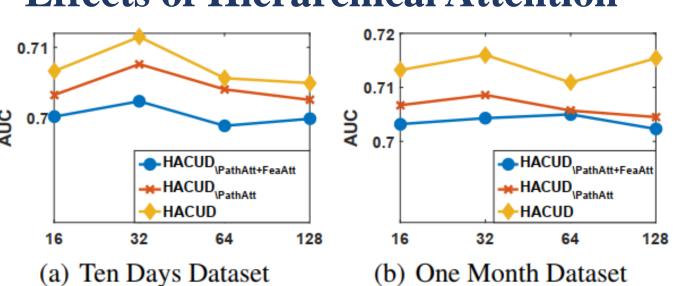
Metric

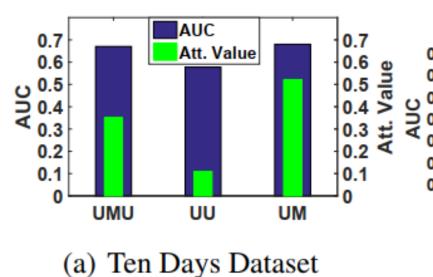
$$AUC = \frac{\sum_{u \in \mathcal{U}^+} rank_u - \frac{|\mathcal{U}^+| \times (|\mathcal{U}^+| + 1)}{2}}{|\mathcal{U}^+| \times |\mathcal{U}^-|}$$

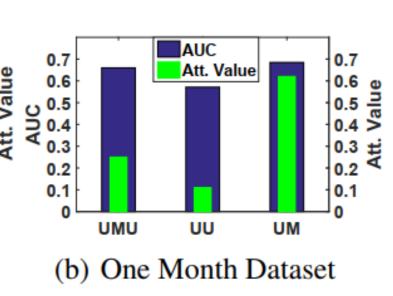
Performance Comparison

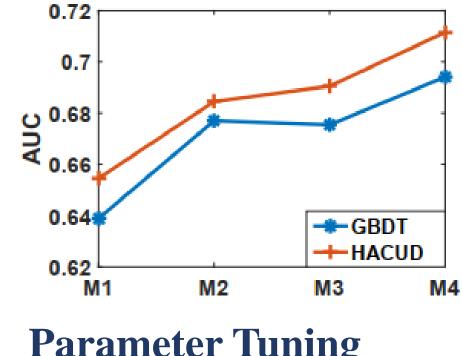
	AUC							
Algorithm	Ten Days Dataset			One Month Dataset				
	d = 16	d = 32	d = 64	d = 128	d = 16	d = 32	d = 64	d = 128
Node2vec	0.5893	0.5913	0.5926	0.5930	0.5980	0.6063	0.6009	0.6021
Metapath2vec	0.5914	0.5903	0.5917	0.5920	0.6005	0.5976	0.5995	0.5983
Node2vec + Feature	0.6455	0.6464	0.6510	0.6447	0.6541	0.6561	0.6607	0.6518
Metapath2vec + Feature	0.6456	0.6429	0.6469	0.6485	0.6550	0.6552	0.6523	0.6545
Structure2vec	0.6537	0.6556	0.6598	0.6545	0.6641	0.6632	0.6657	0.6678
GBDT	0.6389	0.6389	0.6389	0.6389	0.6467	0.6467	0.6467	0.6467
$GBDT_{Struct}$	0.6948	0.6948	0.6948	0.6948	0.6968	0.6968	0.6968	0.6968
HACUD	0.7066	0.7115	0.7056	0.7049	0.7132	0.7160	0.7109	0.7154

Effects of Hierarchical Attention









Impact of Different

Meta-paths

Parameter Tuning

