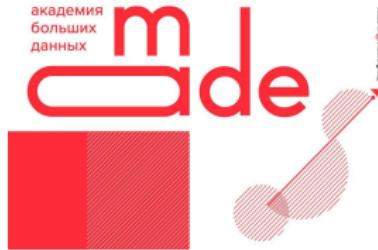


# GNN for RecSys & Knowledge Graphs

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**BigData Academy MADE from Mail.ru Group**

**Graph Neural Networks and Applications**



# Topics

- ① Large-Scale Rec Sys (PinSAGE recap)
- ② GNN & RecSys
- ③ Adding Knowledge Graphs

# PinSAGE

# Large Scale RecSys: PinSAGE

- Pinterest: 3 billion pins and boards; 16 billion interactions; label, text and image features

## Human curated collection of pins



Very ape blue  
structured coat

Natty Gritty

Picked for you  
Street style



Hans Wegner chair  
Room and Board

Presented by  
Room & Board

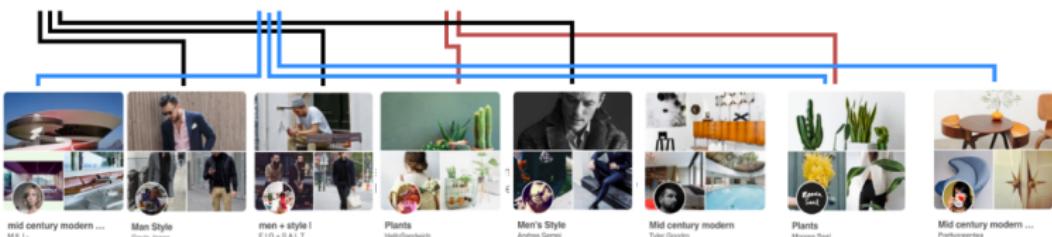


This is just a beautiful  
image for thoughts.  
Yay or nay, your choice.

Annie Teng  
Plantation

**Pins:** Visual bookmarks someone has saved from the internet to a board they've created.

**Pin features:** Image, text, link



## Boards

from Leskovec et al., 2018

# Large Scale RecSys: PinSAGE

Recommendations pipeline:

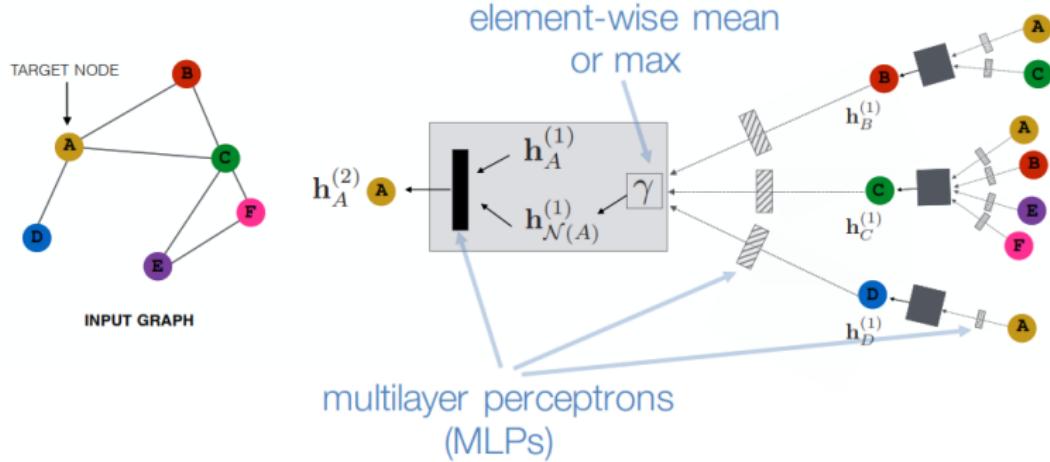
- Collect consequent clicks
- Train system using metric learning approach
- Generate embeddings
- Recommend via k-NN

Key advances:

- Sub-sample neighborhoods for efficient GPU batching
- Producer-consumer training pipeline
- Curriculum learning for negative samples
- MapReduce for efficient inference

# Large Scale RecSys: RW-GCN

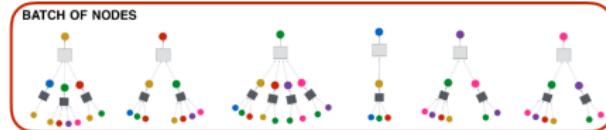
- Train so that pins that are consecutively clicked have similar embeddings, use smart negative sampling



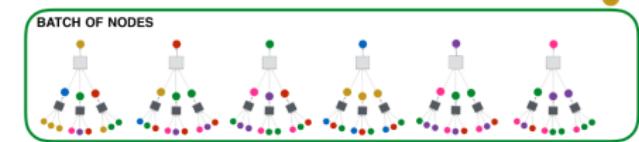
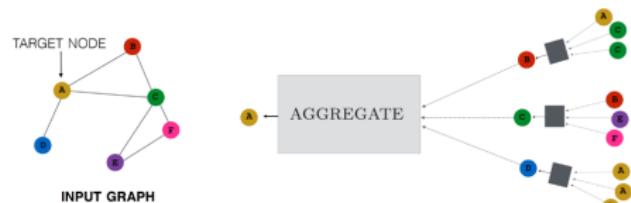
from Leskovec et al., 2018

# Large Scale RecSys: Batch Sampling

- Use one computation graph, sample nodes according top-PPR among neighbors



Every node has unique compute graph. Can't batch on GPU!



Compute graphs have same structure = efficient GPU batching

from Leskovec et al., 2018

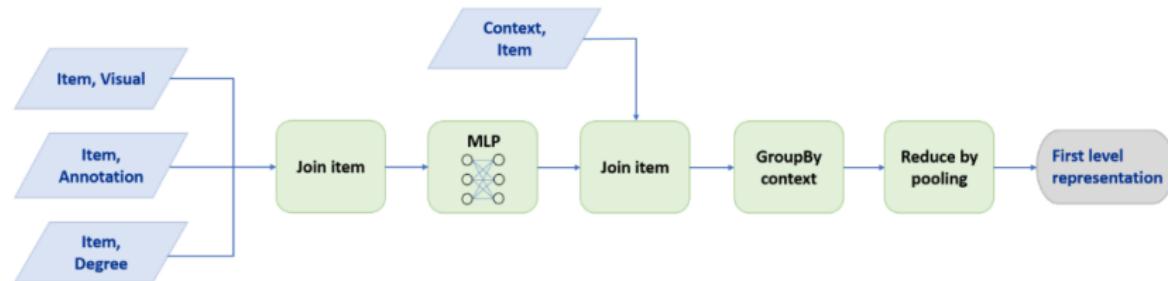
# Large Scale RecSys: Training

CPU (producer):

- Select a batch of pins
- Run random walks (for PPR approximation)
- Construct their computation graphs

GPU (consumer):

- Multi-layer aggregations
- Loss computation
- Backprop



from Leskovec et al., 2018

# Large Scale RecSys: Training

- Include more and more hard negative samples for each epoch

$$\mathcal{L} = \sum_{(u,v) \in D} \max(0, -\mathbf{z}_u^\top \mathbf{z}_v + \mathbf{z}_u^\top \mathbf{z}_n + \Delta)$$

set of training pairs from user logs    “positive”/true training pair    “negative” sample    “margin” (i.e., how much larger positive pair similarity should be compared to negative)



Source pin



Positive



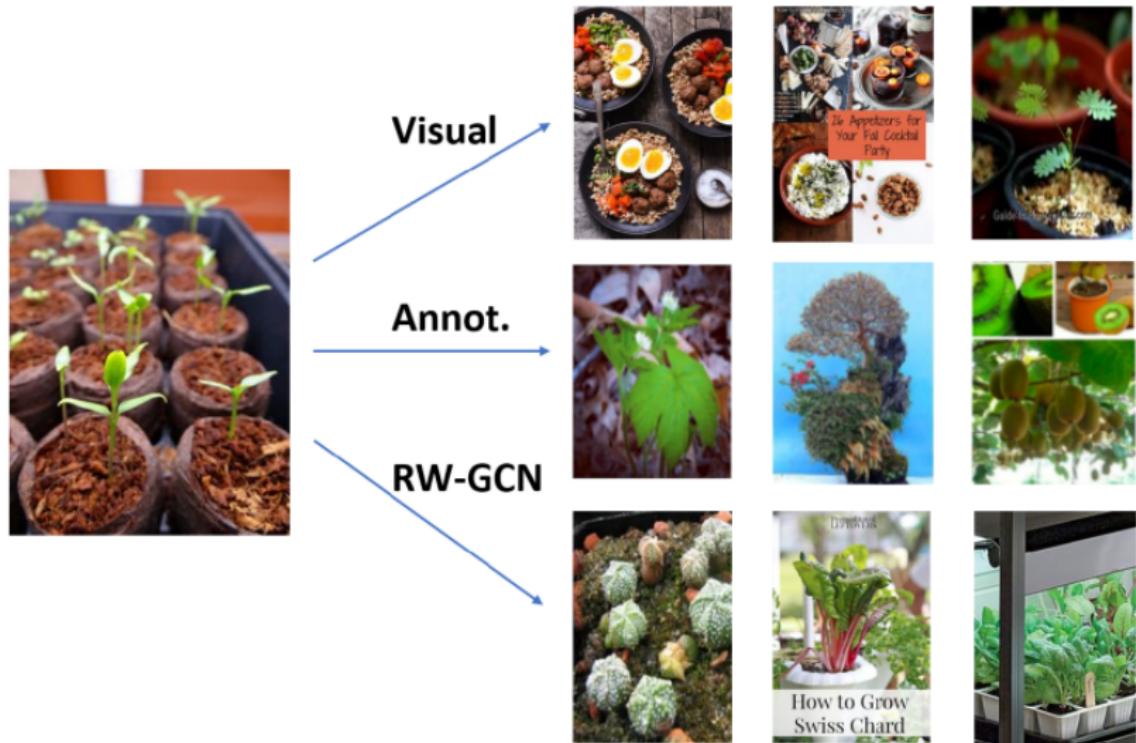
Easy negative



Hard negative

from Leskovec et al., 2018

# Large Scale RecSys: Visual Comparison



# PinnerSAGE: 2020

- ① Take users' action pins from the last 90 days and cluster them into a small number of clusters.
- ② Compute a medoid based representation for each cluster.
- ③ Compute an importance score of each cluster to the user.

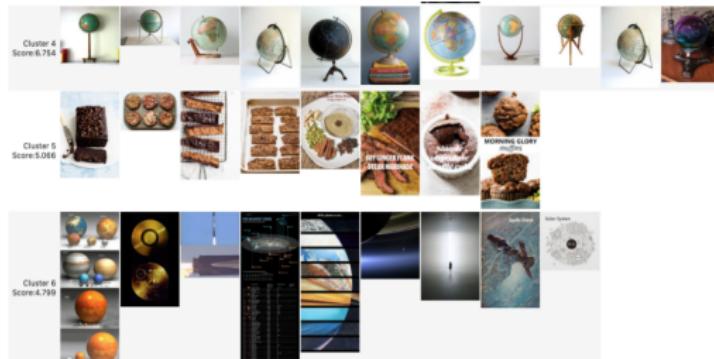


Figure 5: PinnerSage clusters of an anonymous user.

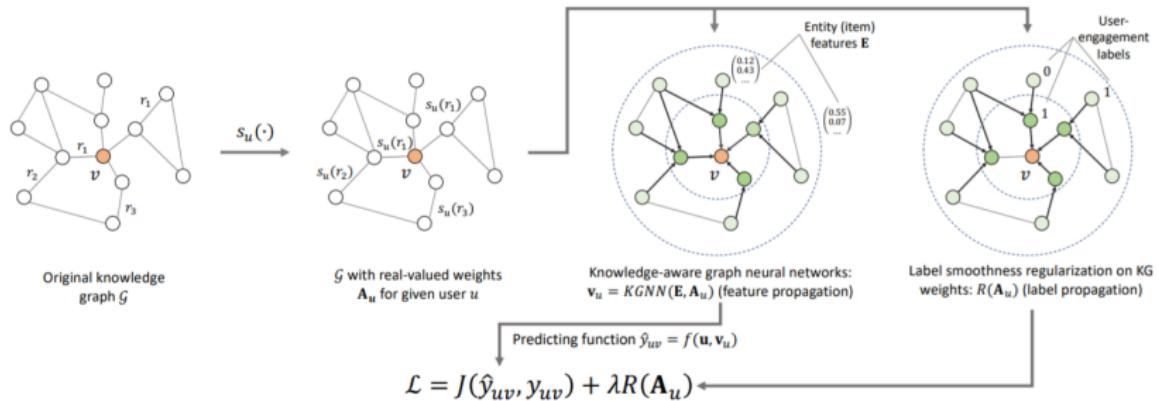


Figure 6: Sample recommendations generated by PinnerSage for the top 3 clusters 5.

from Leskovec et al., 2020

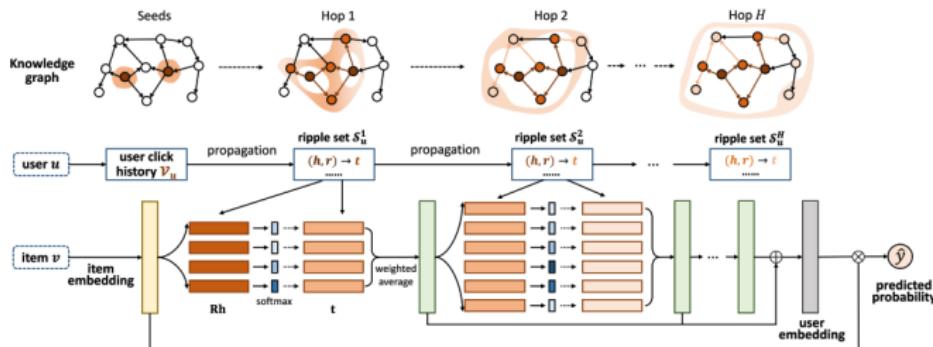
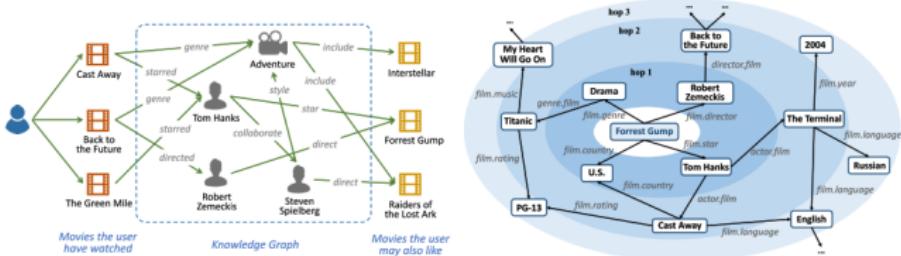
# Knowledge-aware Graph Neural Networks with Label Smoothness Regularization for Recommender Systems

- ① Proposed KGNN-LS model takes original KG and transform it into a user-specific weighted graph
- ② Feature propagation using GNN with feature smoothness



from Wang et al., 2019

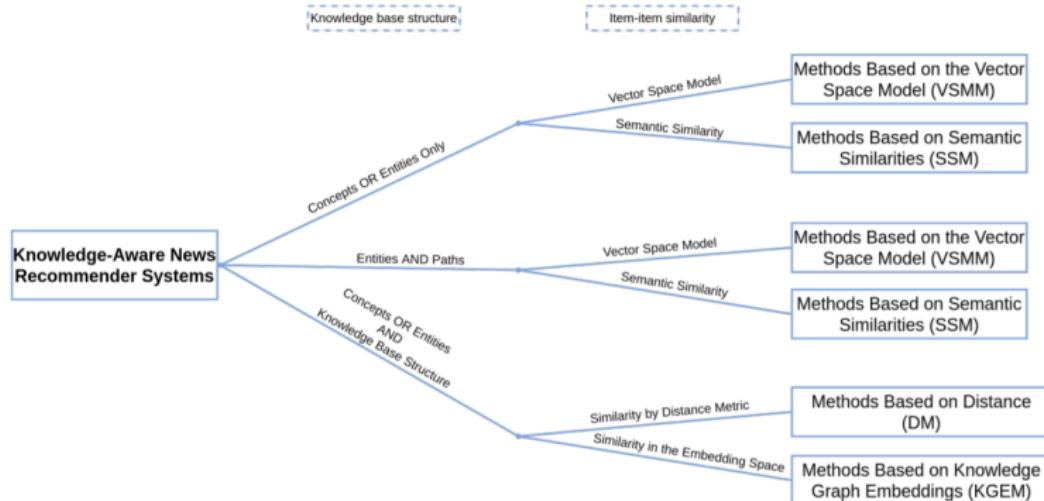
# RippleNet: KG-to-RecSys



from Guo et al., 2018

# A Survey On Knowledge-Aware News Recommender Systems

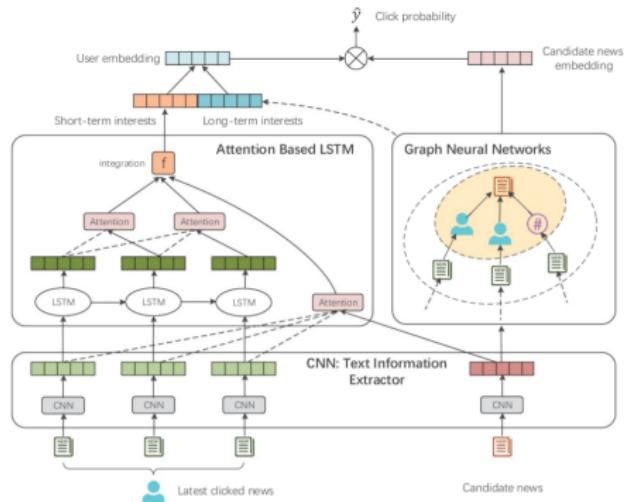
- ① The categorization of knowledge-aware news recommender systems.
- ② Taxonomy based on the type of knowledge base structure utilized and the way of computing item-item similarity



from Paulheim et al., 2021

# Graph neural news recommendation with long-term and short-term interest modeling

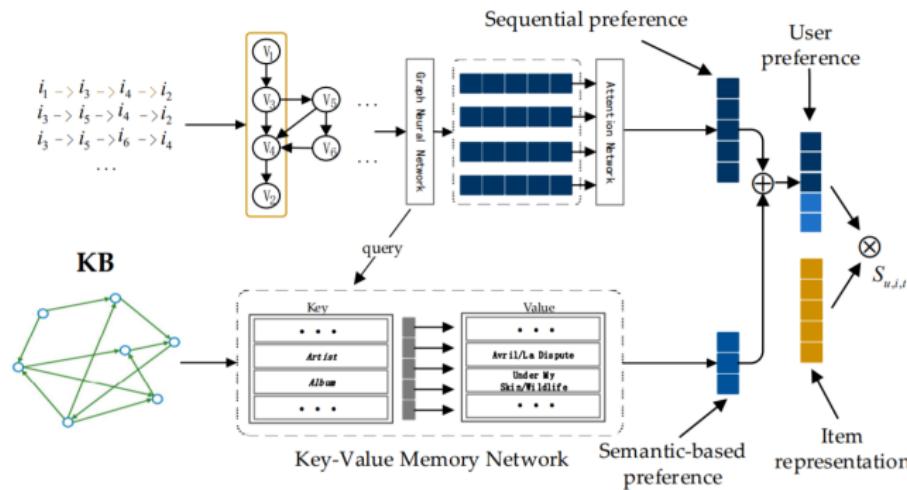
- ① heterogeneous graph for interactions of users, news and latent topics
- ② topic information alleviate the sparsity of user-item interactions
- ③ graph neural networks to learn user and news representations



from Shao et al., 2020

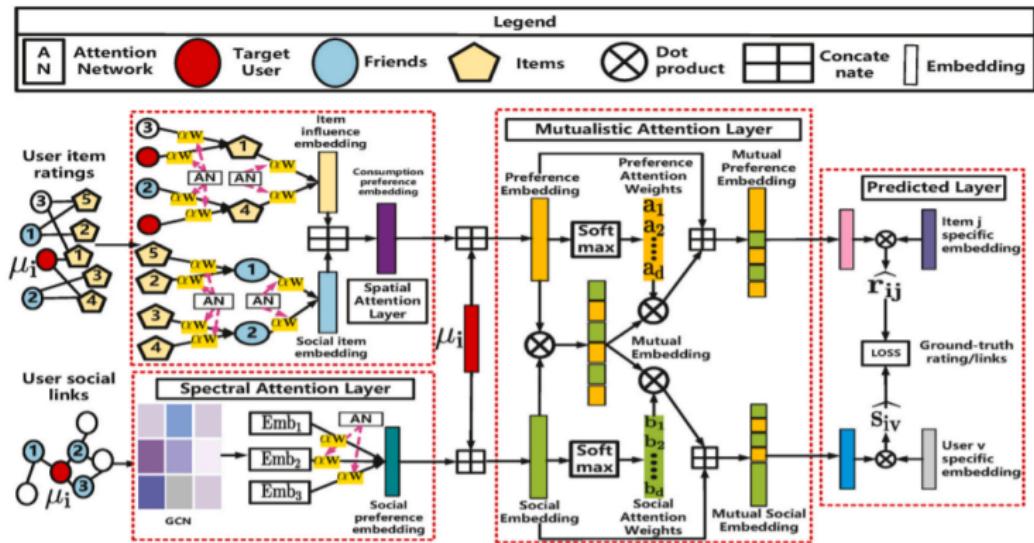
# Knowledge-Enhanced Graph Neural Networks for Sequential Recommendation

- ① Linking existing external knowledge base entities with items in recommender systems,
- ② Key-value memory networks are able to incorporate KB knowledge,
- ③ GNN component is used to capture complex transitions.



# MutualRec: Joint friend and item recommendations with mutualistic attentional graph neural networks

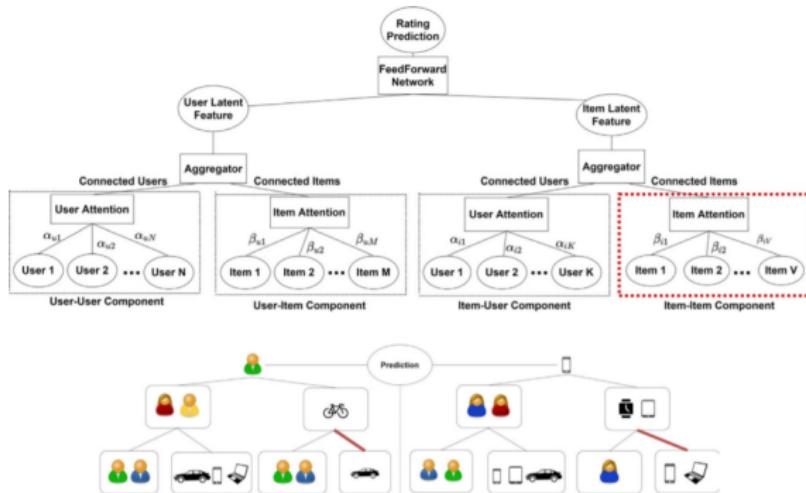
- ① Spatial attention layer, spectral attention layer, mutualistic attention layer and predicted layers



from Liu et al., 2021

# HeteroGraphRec: A heterogeneous graph-based neural networks for social recommendations

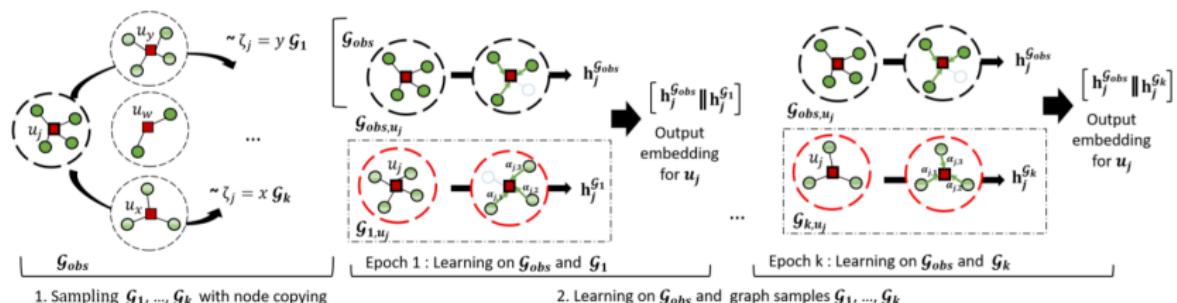
- ① social recommendations by modeling the social network as a heterogeneous graph,
- ② utilizing GNNs with attentions to aggregate information for building the connections between user to user, item to item, and user to item.



from Jafari et al., 2021

# Framework for recommending accurate and diverse items using bayesian graph convolutional neural networks

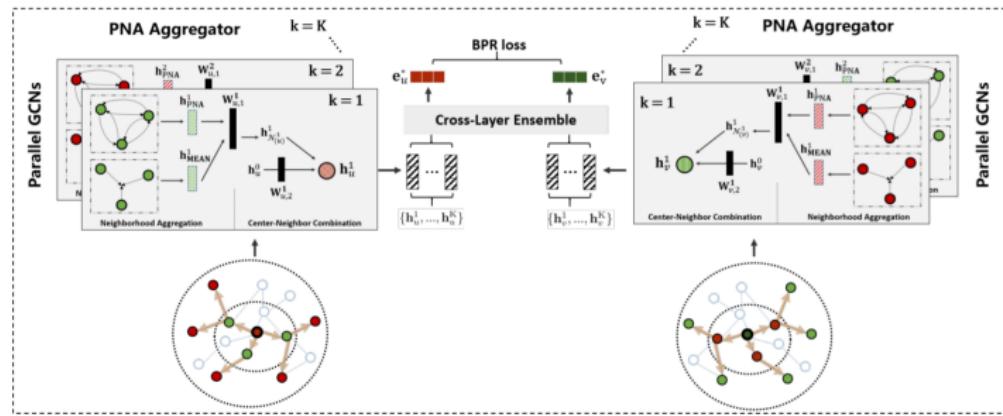
- ① There are missing links that represent a user's future actions. In addition, there may be spurious or misleading positive interactions.
- ② Model the uncertainty in the user-item interaction graph using the Bayesian Graph Convolutional Neural Network framework via Bayesian Probabilistic Ranking training loss.



from Coates et al., 2020

# Neighbor Interaction Aware Graph Convolution Networks for Recommendation

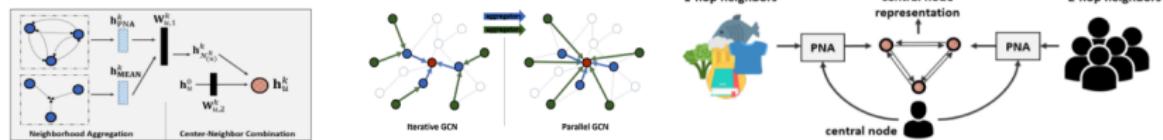
- ① NIA-GCN framework. Arrowed lines present the flow of information. Solid black rectangular boxes denote densely-connected MLPs.
- ② Cross-hatched blue rectangles denote embeddings learned from the neighborhood.
- ③ Rectangles with black slash denote central node embeddings.



from Coates et al., 2020

# Neighbor Interaction Aware Graph Convolution Networks for Recommendation

- ① PNA layer. A user node as the central node is assumed. The case of item node as central node is symmetric.
- ② Difference between proposed Parallel-GCN and Iterative GCN. Arrowed lines present the flow of aggregation.
- ③ Cross-Depth Ensemble for better node aggregation.

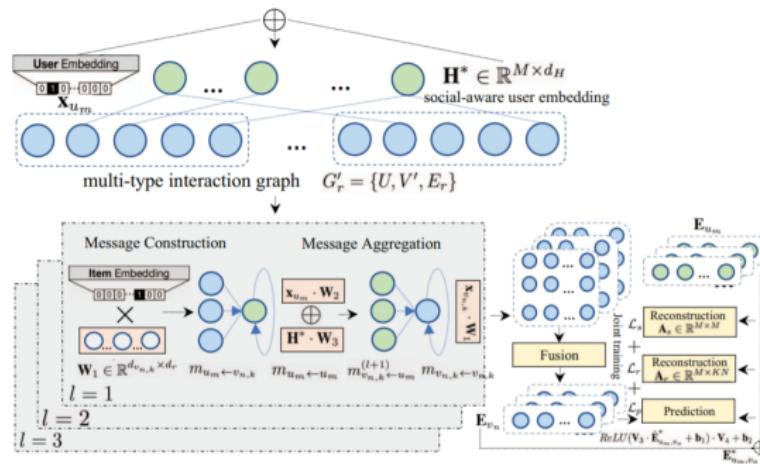


from Coates et al., 2020

see also Zhang et al., 2020

# Global Context Enhanced Social Recommendation with Hierarchical Graph Neural Networks

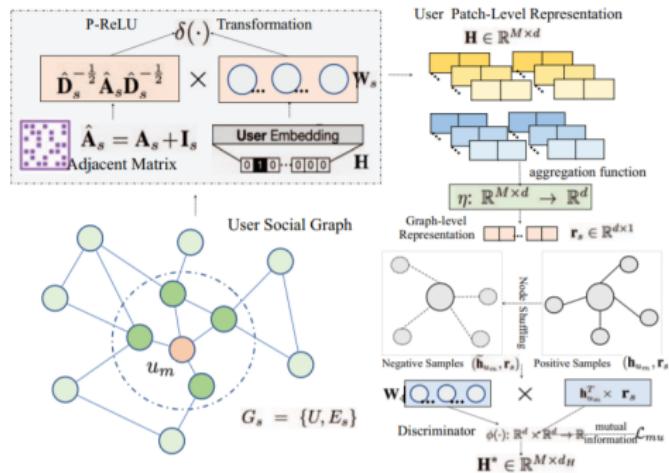
- ① Social Recommendation framework with Hierarchical Graph Neural Networks (SR-HGNN).
- ② Relation-aware reconstructed graph neural network to inject the cross-type collaborative semantics.



from Yin et al., 2020

# Global Context Enhanced Social Recommendation with Hierarchical Graph Neural Networks

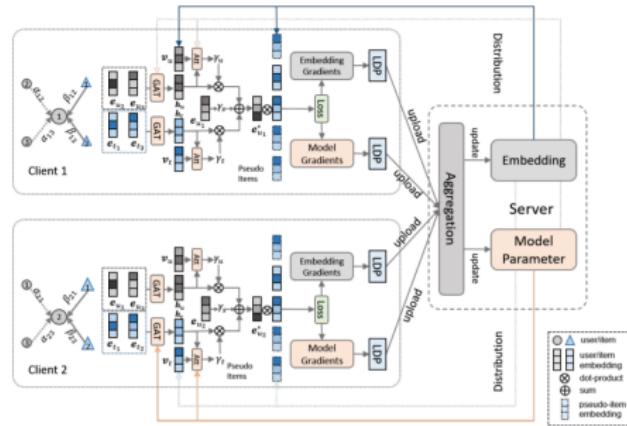
- ① Augmentation of SR-HGNN with a social relation encoder based on the mutual information learning paradigm
- ② SR-HGNN captures the global social contextual signals



from Yin et al., 2020

# Federated Social Recommendation with Graph Neural Network

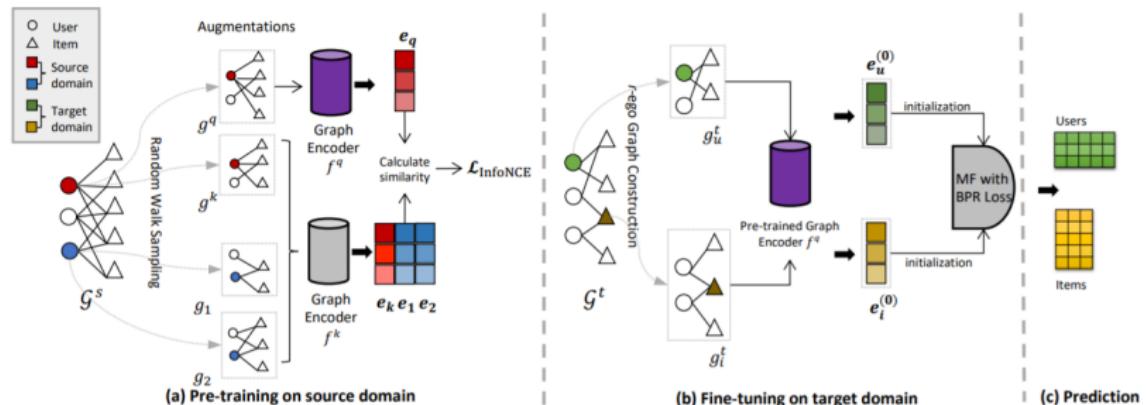
- ① FeSoG uses the local GAT layer to infer node embeddings and adopt the attention layer to aggregate social neighbors and item neighbors.
- ② Sampling a set of pseudo items bundled with local data.
- ③ Both the embedding gradients and model gradients are uploaded to the server for aggregation after LDP operation.



from Yu et al., 2021

# Pre-training Graph Neural Network for Cross Domain Recommendation

- ① PCRec model pretrains with the structural learning of nodes' embedding
- ② Target domain is put into the pre-trained model to initialize nodes' embedding and fine-tune by a bipartite recommendation system
- ③ Finally, applied fine-tuned embedding is used to predict.



from Yu et al., 2021

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