

# Link prediction in Knowledge Graph with Multi-Attention Graph Neural Networks

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# Multi-relational Graphs & Self-Attention Mechanism

- i) A knowledge graph is a directed labeled graph in which the labels have well-defined meanings. One important characteristic of KG is **incompleteness**
- ii) Self-Attention in GNNs let to **SOTA performance** on many Graph Representation Learning tasks

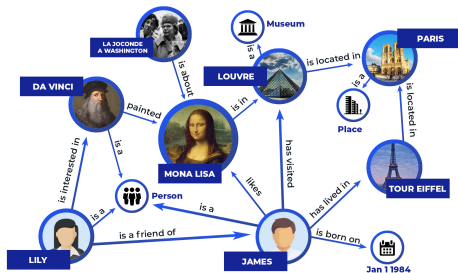


Figure: Visualize Knowledge Graph

Self-attention  
Probability score matrix

	Hello	I	love	you
Hello	0.8	0.1	0.05	0.05
I	0.1	0.6	0.2	0.1
love	0.05	0.2	0.65	0.1
you	0.2	0.1	0.1	0.6

Softmax(Attention)  
equation

Self-attention as a  
undirected weighted graph

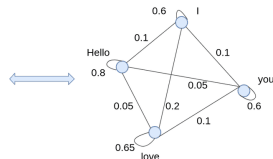
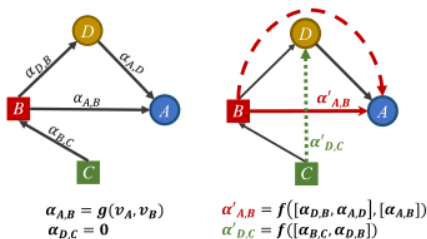


Figure: Self-attention

# Attention mechanism limitation



- Previous model using attention mechanism only consider nodes that directly connected by an edge.
- The nodes in multi-hop neighbors of a node can provide important network context information

Figure: Multi-hop attention diffusion

# Preliminaries and problem statement

- i) Knowledge graph (KG) is a heterogeneous graph. KG is defined by a set of entities (nodes)  $v_i \in \mathcal{V}$ , a set of relations (edges)  $e = (v_i, r_k, v_j)$
- ii) KG completion refers to the task of predicting an entity that has a specific relation with another given entity [Bordes et al., 2013]
  - Input: Given  $(?, r, t)$  or  $(h, r, ?)$  or  $(h, ?, t)$
  - Output: Give a list ranked contain entity/relation which can replace "?"
- iii) A general Graph Neural Network (GNN) approach learns an embedding that maps nodes and/or edge types into a continuous vector space.

# Multi-hop Attention Diffusion

- Input: A set of triples  $(v_i, r_k, v_j)$ , where  $v_i, v_j$  are nodes and  $r_k$  is the edge type
  - i) Edge Attention Computation: Compute the attention scores on all edges
- Attention score  $s$  for an edge  $(v_i, r_k, v_j)$

$$s_{i,k,j}^{(l)} = \delta(\mathbf{v}_a^{(l)} \tanh(\mathbf{W}_h^{(l)} \mathbf{h}_i^{(l)} \parallel \mathbf{W}_t^{(l)} \mathbf{h}_j^{(l)} \parallel \mathbf{W}_r^{(l)} \mathbf{r}_k^{(l)})) \quad (1)$$

For each edge of the graph  $\mathcal{G}$ , applying Eq.1, obtain an attention score matrix  $\mathbf{S}^{(l)}$

$$\mathbf{S}_{i,j}^{(l)} = \begin{cases} s_{i,j,k}^{(l)}, & \text{if } (v_i, r_k, v_j) \text{ appears in } \mathcal{G} \\ -\infty, & \text{otherwise} \end{cases} \quad (2)$$

Attention matrix

$$\mathbf{A}^{(l)} = \text{softmax}(\mathbf{S}^{(l)}) \quad (3)$$

# Multi-hop Attention Diffusion

ii) Attention Diffusion for Multi-hop Neighbors: Enable attention between nodes that are not directly connected in the graph by using Attention diffusion procedure  
 Procedure processing based the powers of the 1-hop attention matrix  $\mathbf{A}$

$$\mathcal{A} = \sum_{i=0}^{\infty} \theta_i \mathbf{A}^i \quad (4)$$

Where  $\sum_{i=0}^{\infty} \theta_i = 1$  and  $\theta_i > 0$

Implementation: Using geometric distribution  $\theta_i = \alpha(1 - \alpha)^i$ , where  $\alpha \in (0, 1]$

If  $\theta_0 = \alpha \in (0, 1]$ ,  $\mathbf{A}^0 = \mathbf{I} \Rightarrow$  Personalized Page Rank (PPR)

Graph attention diffusion based feature aggregation:

$$\text{AttDiff}(\mathcal{G}, \mathbf{H}^{(l)}, \Theta) = \mathcal{A}\mathbf{H}^{(l)} \quad (5)$$

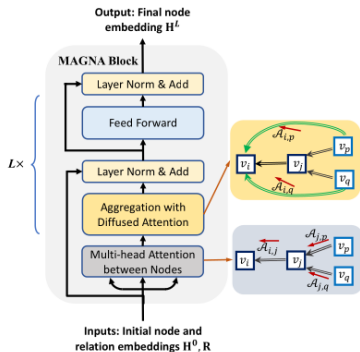
Approximate  $\mathcal{A}\mathbf{H}^{(l)}$  by defining a sequence which converges to the true value of  $\mathcal{A}\mathbf{H}^{(l)}$  is  $\mathbf{Z}^{(k)}$  when  $K \rightarrow \infty$ :  $\mathbf{Z}^{(0)} = \mathbf{H}^{(l)}$ ,  $\mathbf{Z}^{(k+1)} = (1 - \alpha)\mathcal{A}\mathbf{Z}^{(k)} + \alpha\mathbf{Z}^{(0)}$

# Multi-head Graph Attention Diffusion Layer

## Multi-head Graph Attention Diffusion Layer

$$\hat{\mathbf{H}}^{(l)} = \text{MultiHead}(\mathcal{G}, \tilde{\mathbf{H}}^{(l)}) = \left( \parallel_{i=1}^M \text{head}_i \right) \mathbf{W}_0$$

$$\text{head}_i = \text{AttDiff}(\mathcal{G}, \tilde{\mathbf{H}}^{(l)}, \Theta), \tilde{\mathbf{H}}^{(l)} = \text{LN}(\mathbf{H}^{(l)})$$



## Deep Aggregation

$$\hat{\mathbf{H}}^{(l+1)} = \hat{\mathbf{H}}^{(l)} + \mathbf{H}^{(l)}$$

$$\mathbf{H}^{(l+1)} = \mathbf{W}_2^{(l)} \text{ReLU}(\mathbf{W}_1^{(l)} \text{LN}(\mathbf{H}^{(l+1)})) + \hat{\mathbf{H}}^{(l+1)}$$

MAGNA generalizes GAT:

- Removing the restriction of attending to direct neighbors
- Using layer normalization and deep aggregation to achieve higher expressive

Figure: MAGNA Architecture



# Knowledge Graph Completion

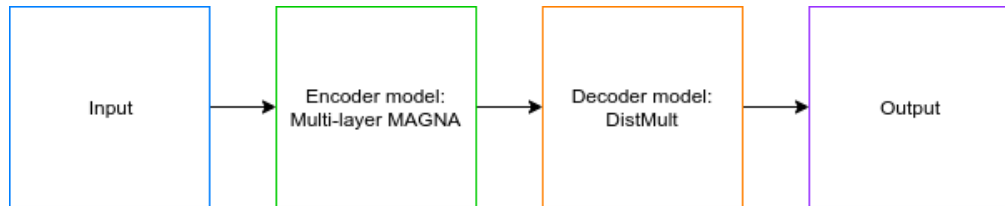


Figure: Encoder-Decoder framework for LP Problem

- The encoder applies the proposed MAGNA model to compute the entity embeddings
- The decoder makes link prediction given the embeddings

# Conclusion & Improvement ideas

**Conclusion** Multi-hop Attention Graph Neural Network, MAGNA, has two main advantages:

- Captures long-range interactions between nodes that are not directly connected but may be multiple hops away.
- The attention computation is context-dependent.

## Improvement ideas

- Can we compose combine local features around a node with multi-hop attention using Graph Diffusion, then obtained entity embeddings and relation embeddings???
- Graph Diffusion is still complexity too much, can we improve this issue?

# References



Guangtao Wang, Rex Ying, Jing Huang, and Jure Leskovec.  
Multi-hop attention graph neural network, 2021.