Data Mining:

Advanced Techniques

Graph Mining: part 3

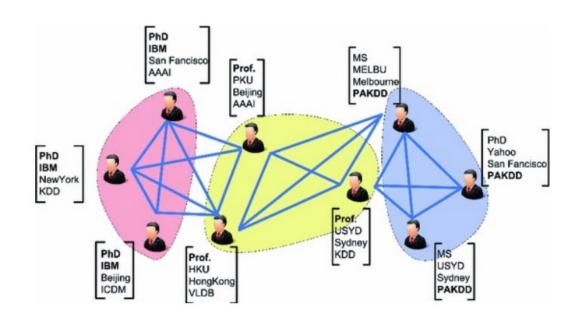
- 主讲教师: 陈佳伟, <u>sleepyhunt@zju.edu.cn</u>
 - https://jiawei-chen.github.io/
- TA: 陈思睿, chenthree@zju.edu.cn

Slides from Sheng Zhou

https://zhoushengisnoob.github.io/

Review --- Graph data

- A graph is a mathematical structure used to model pairwise relations between objects.
- Graph can be formally defined as: $G = \{V, E, X\}$
 - V denotes the set of nodes
- E denotes the set of edges between nodes
- X denotes the set of features of nodes

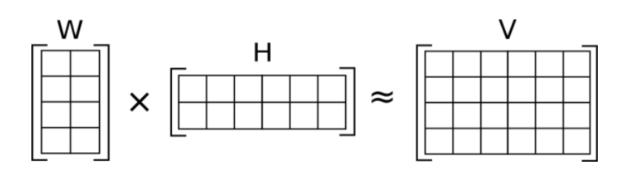


Review---Matrix factorization

- Matrix factorization
 - factorizing a matrix into a product of two lower-dimensional matrices
 - The goal is to approximate the original matrix by capturing its underlying structure and patterns

W, H: embedding of nodes

V: graph features



Review---Random walk

Node representation via random walk

 Performing random walk on graph to generate multiple sequences of nodes

 utilizing word2vec technique to get the node representation

Review--- Graph Neural Network

- Graph data
- Classic graph representation learning
- Graph neural network
 - Three perspectives



- Applications
- Promising directions

Formal definition

$$\mathbf{h}_{u}^{(k+1)} = \text{UPDATE}^{(k)} \left(\mathbf{h}_{u}^{(k)}, \text{ AGGREGATE}^{(k)} \left(\left\{ \mathbf{h}_{v}^{(k)}, \forall v \in \mathcal{N}(u) \right\} \right) \right)$$
$$= \text{UPDATE}^{(k)} \left(\mathbf{h}_{u}^{(k)}, \mathbf{m}_{\mathcal{N}(u)}^{(k)} \right),$$

$$\mathbf{h}_{u}^{(0)} = \mathbf{x}_{u} \qquad \mathbf{z}_{u} = \mathbf{h}_{u}^{(K)}, \forall u \in \mathcal{V}$$

- Two key steps:
 - Aggregate: how to aggregate information from neighbors
 - Update: how to update the node features based on the information from the neighbors

- Summary of GNN from spectral perspective
 - Convolutional network (Why, How, transfer to graph)
 - Challenge in graph (undefined)
 - Spectral --- Fourier Transform (basis is important)
 - Basis in graph (what we want? Smoothing!)
 - Define Laplace matrix in graph (estimate smoothing)
 - Basis --- eigenvector of Laplace matrix
 - Different strategies of filtering (efficient!)
 - GCN --- simplified but deep!

怎么找idea? --- 更好的模型(借鉴)

现有方法:







观察到:







新的idea:





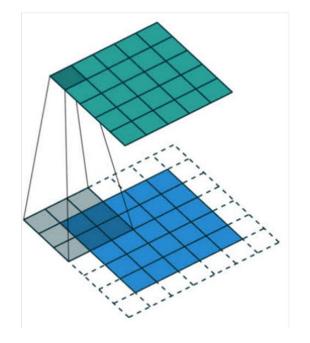


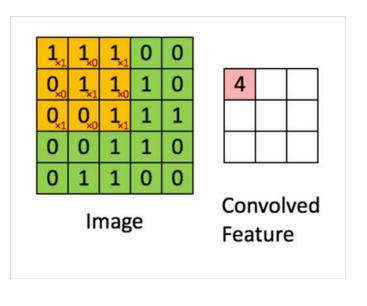
为何方法更 适合这个问题?

Have seen:

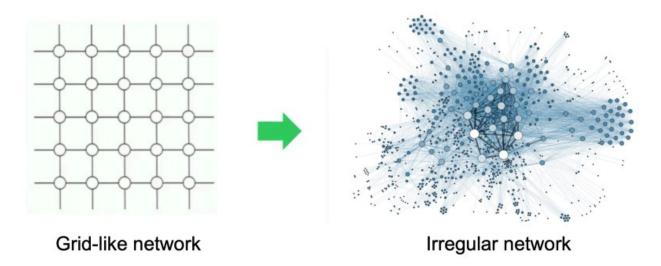
Convolutional network in computer vision

$$h(x,y) = (f * g)(x,y) = \sum_{m,n} f(x - m, y - n)g(m,n)$$





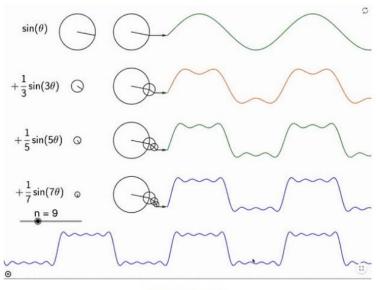
Challenges:



- Permutation invariance
- Undefination of f(x,y-1)?
- Varying number of neighbors
 - hard to define convolution kernel



Solutions: Spectral! Define Fourier Transform on Graph



信号的变换

- Disentangle the original signals according to the frequencies
 Different level of smoothing
- Facilitate convolution

$$f * g = \mathcal{F}^{-1} \{ \mathcal{F} \{ f \} \cdot \mathcal{F} \{ g \} \}$$

Solutions: Spectral! Define Fourier Transform on Graph

- Define basis from Laplace matrix
 - $[u_1, u_2, u_3, ..., u_n]$ are the eigenvectors of the matrix L



- Capturing graph structure: L = D A
- Orthogonal
- Easy calculation
- Fourier transformation on graph

$$\hat{f} = U^T f$$

$$f = U\hat{f}$$



GNN: Define various convolutional kernel

$$f * g = U ((U^T f) \cdot (U^T g))$$
$$f * g = U g_{\theta} U^T f$$

According to practical needs:

$$g_{\theta}(\Lambda) = \operatorname{diag}(\theta)$$

$$g_{\theta}(\Lambda) = \sum_{k=0}^{K-1} \theta_k \Lambda^k,$$

Review--- GNN from Loss Perspective

GCN optimizes smoothing regularizer

Considering the following objective function:

$$\arg \min_{\mathbf{F}} \ \mathcal{L} = \|\mathbf{F} - \mathbf{S}\|_F^2 + c \cdot tr(\mathbf{F}^\top \mathbf{L} \mathbf{F}).$$
$$\mathbf{F}^{(k)} \approx \theta \tilde{A} \mathbf{F}^{(k-1)}$$

GCN is equivalence to optimizing this formula via gradient descent

Complex Graph Learning

- Complex Graph
 - Directed Graph
 - Heterogeneous Graph
 - Dynamic Graph
- Challenges:
 - Complex relations, Different Structures

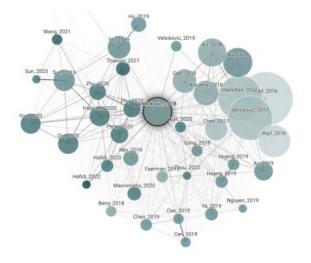
- Complex Graph
 - Directed Graph
 - Heterogeneous Graph
 - Dynamic Graph
- Challenges:
 - Complex relations, Unique Nature

- Directed Graph
 - A Directed Network/Graph refers to a network where edges have specific directions.
 - In directed networks, edges not only contain adjacency information but often also encompass hierarchical or semantic information.

- Directed Graph
 - More common in real-world
 - I love you does not suggest you love me....







引用网络

- Challenge of directed graph learning
 - Asymmetric Proximity/Relations
- Key research topics:
 - How to capture asymmetric proximity?
 - How to capture (Local) hierarchical structure?

- Build on the foundation of vanilla graph model
 - Matrix Factorization Based
 - HOPE[Ou et al., 2016]
 - Random Walk Based
 - APP[Zhou et al., 2017]
 - InfoWalk[Zhou et al., 2021]
 - Graph Neural Networks Based

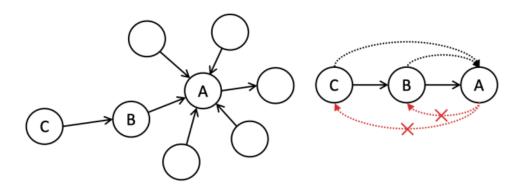
Matrix Factorization-Based Methods:

$$\min \|\mathbf{S} - \mathbf{U}^s \cdot \mathbf{U}^{t^{ op}}\|_F^2$$
 $\mathbf{S} = \mathbf{M}_q^{-1} \cdot \mathbf{M}_l$ Two sets of Embeddings

Table 1: General Formulation for High-order Proximity Measurements

Proximity Measurement	\mathbf{M}_g	\mathbf{M}_l
Katz	$\mathbf{I} - \beta \cdot \mathbf{A}$	$eta \cdot \mathbf{A}$
Personalized Pagerank	$\mathbf{I} - \alpha \mathbf{P}$	$(1-\alpha)\cdot \mathbf{I}$
Common neighbors	I	\mathbf{A}^2
Adamic-Adar	I	$\mathbf{A} \cdot \mathbf{D} \cdot \mathbf{A}$

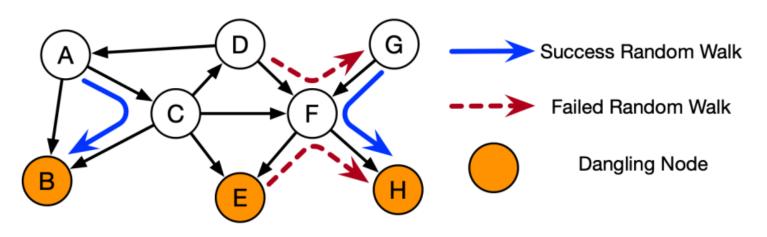
Random-walk-based Methods-APP:



Asymmetric Proximity²

$$\ell = \sum_{u} \sum_{v} \#Sampled_{u}(v) \cdot (log\sigma(\vec{s_{u}} \cdot \vec{t_{v}}))$$
$$+k \cdot E_{t_{n} \sim P_{D}}[log\sigma(-\vec{s_{u}} \cdot \vec{t_{n}})])$$

Random-walk-based Methods-infowalk:



有向网络中的随机游走

- Random-walk-based Methods-infowalk:
 - Ignoring the direction of edges during random walk.

$$P\left(\mathcal{R}_{v_i}^{k+1} = b \mid \mathcal{R}_{v_i}^{k} = a\right) = \begin{cases} \frac{1}{d_a^{\mathsf{out}} + d_a^{\mathsf{in}}} & \mathsf{E}_{ab} = 1 \text{ or } \mathsf{E}_{ba} = 1\\ 0 & \mathsf{otherwise} \end{cases}$$

The direction of edges is recorded.

$$r_{i,i+1} = \begin{cases} 1 & \text{if } \mathrm{E}_{i,i+1} = 1 \text{ and } \mathrm{E}_{i+1,i} = 0 \\ -1 & \text{if } \mathrm{E}_{i,i+1} = 0 \text{ and } \mathrm{E}_{i+1,i} = 1 \\ 0 & \text{if } \mathrm{E}_{i,i+1} = 1 \text{ and } \mathrm{E}_{i+1,i} = 1 \end{cases}$$

- Random-walk-based Methods-infowalk:
 - The random walk results in a sequence with directions.

$$v_i \xrightarrow{r_{i,j}} v_j \xrightarrow{r_{j,j+1}} \dots \xrightarrow{r_{k-1,k}} v_k$$

Direction information is encoded into learning:

$$s_{i,i+k} = \frac{1}{k} \sum_{j=i}^{i+k-1} r_{j,j+1}$$

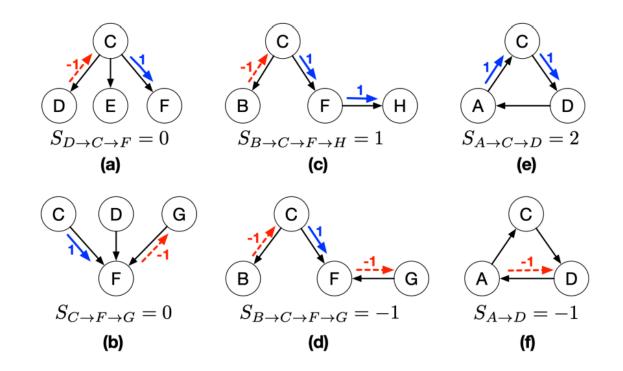
$$P(v \mid u, s_{u,v} > 0) = \frac{\exp(h_u^s \cdot h_v^t)}{\sum_{k \in V} \exp(h_u^s \cdot h_v^t)}$$

$$P(v \mid u, s_{u,v} < 0) = \frac{\exp(h_v^s \cdot h_u^t)}{\sum_{k \in V} \exp(h_v^s \cdot h_u^t)}$$

$$P(v \mid u, s_{u,v} = 0) = \frac{\exp(h_v^s \cdot h_u^t + h_u^s \cdot h_v^t)}{\sum_{k \in V} \exp(h_v^s \cdot h_u^t + h_u^s \cdot h_v^t)}$$

Direction-Aware User Recommendation Based on Asymmetric Network Embedding (TOIS 2021)

- Random-walk-based Methods-infowalk:
 - Capturing hierarchy relations



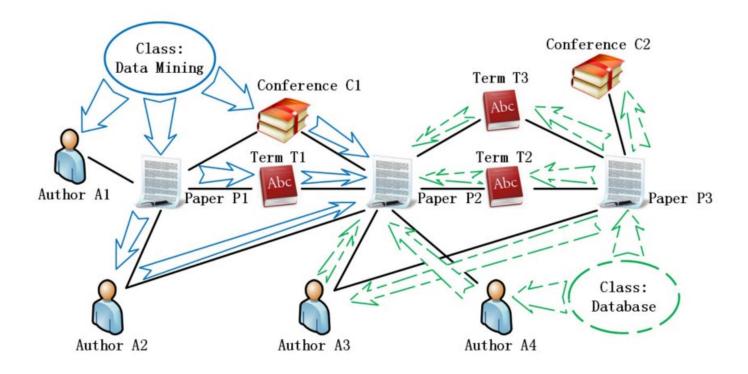
- Graph Neural Network for directed graph
 - How to capture the direction signals?

$$\mathbf{m}_{i,\leftarrow}^{(k)} = \operatorname{AGG}_{\leftarrow}^{(k)} \left(\left\{ (\mathbf{x}_{j}^{(k-1)}, \mathbf{x}_{i}^{(k-1)}) : (j, i) \in E \right\} \right)$$

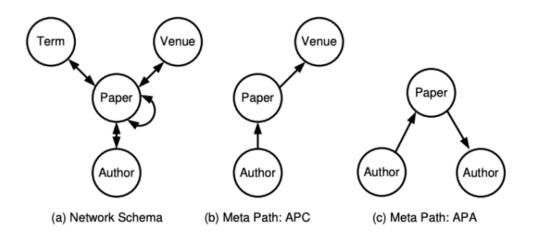
$$\mathbf{m}_{i,\rightarrow}^{(k)} = \operatorname{AGG}_{\rightarrow}^{(k)} \left(\left\{ (\mathbf{x}_{j}^{(k-1)}, \mathbf{x}_{i}^{(k-1)}) : (i, j) \in E \right\} \right)$$

$$\mathbf{x}_{i}^{(k)} = \operatorname{COM}^{(k)} \left(\mathbf{x}_{i}^{(k-1)}, \mathbf{m}_{i,\leftarrow}^{(k)}, \mathbf{m}_{i,\rightarrow}^{(k)} \right).$$

- Heterogeneous graph
 - Various node types and edge types



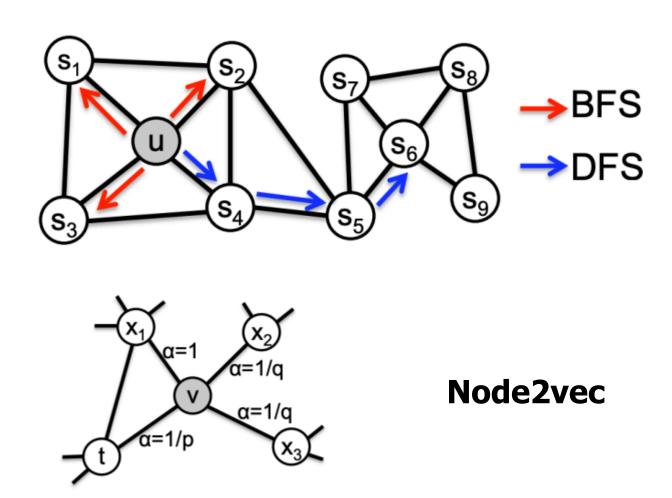
- Heterogeneous information graph
 - Various node types and edge types
 - Key: Meta-path: A path with semantic meaning
 - A sequence consisting of nodes' types (or edges' types)



- Heterogeneous information graph
 - Building on the basis of vanilla graph learning methods
 - \bigcirc Node2Vec \Rightarrow Metapath2Vec
 - \bigcirc SDNE \Rightarrow HIN2Vec

 - Questions to answer:
 - How to capture the information on the meta-paths?
 - How to inject these information into embeddings?

Heterogeneous information graph-Metapath2vec



- Heterogeneous information graph-Metapath2vec
 - Nodes can be connected through different meta-paths.
 - Hetergenous Skip-gram
 - Considering whether a node exists in the context of node according to the t-th type of Meta-path

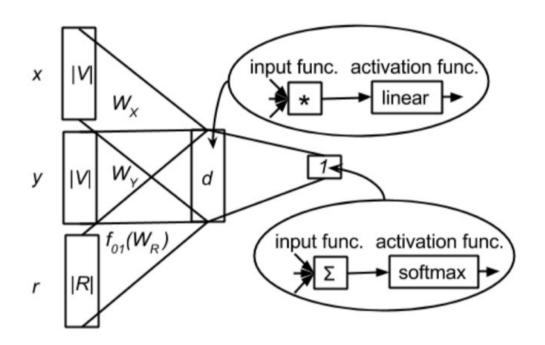
$$\arg \max_{\theta} \sum_{v \in V} \sum_{t \in T_V} \sum_{c_t \in N_t(v)} \log p(c_t \mid v; \theta)$$
$$p(c_t \mid v; \theta) = \frac{e^{X_{c_t} \cdot X_v}}{\sum_{u \in V} e^{X_u \cdot X_v}}$$

- Heterogeneous information graph-Metapath2vec
 - Sampling strategies of Metapath2vec

$$p\left(v^{i+1} \mid v_t^i, \mathcal{P}\right) = \begin{cases} \frac{1}{|N_{t+1}(v_t^i)|} & (v^{i+1}, v_t^i) \in E, \phi\left(v^{i+1}\right) = t+1\\ 0 & (v^{i+1}, v_t^i) \in E, \phi\left(v^{i+1}\right) \neq t+1\\ 0 & (v^{i+1}, v_t^i) \notin E \end{cases}$$

Restricted Random Walk strategy specifically designed for heterogeneous information networks, with other parts being consistent with Node2Vec.

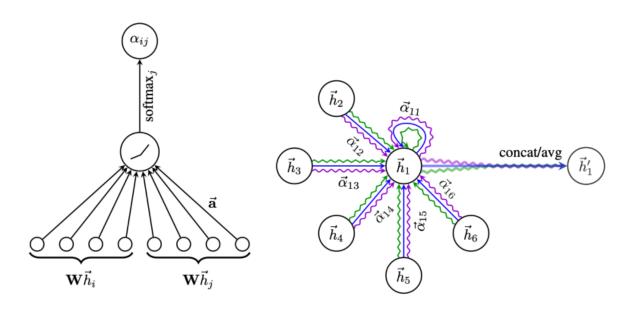
Heterogeneous information graph-HIN2vec



$$\log O_{x,y,r}(x,y,r) = L(x,y,r) \log P(r|x,y) + [1 - L(x,y,r)] \log[1 - P(r|x,y)]$$

HIN2Vec: Explore Meta-paths in Heterogeneous Information Networks for Representation Learning(CIKM2017)

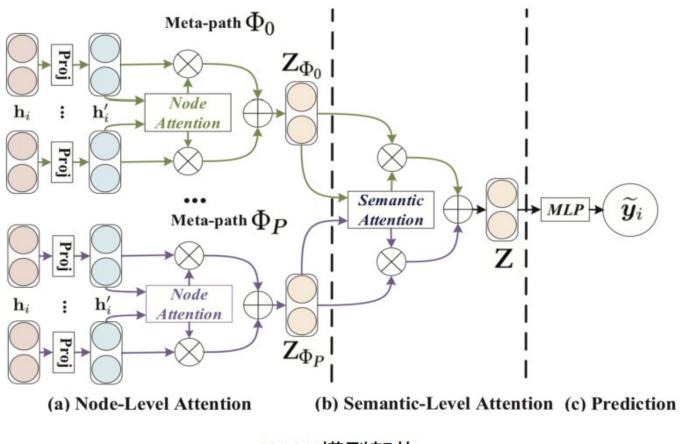
Heterogeneous information graph-Metapath2vec



Graph Attention Network

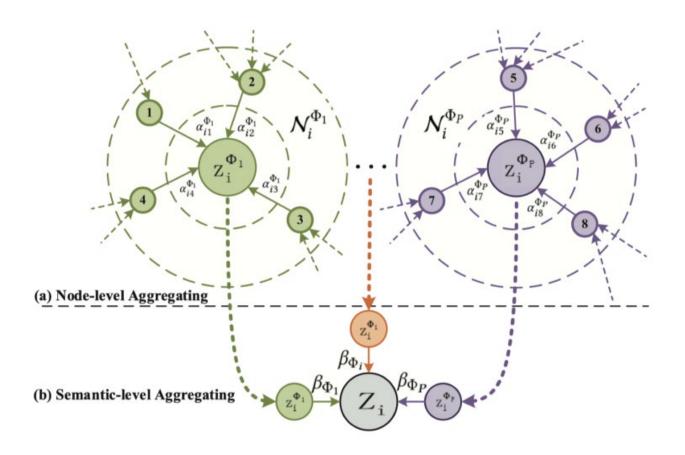
How to leverage attention mechanism in HIN to capture the **diverse importance** of nodes and meta-paths?

Heterogeneous information graph-HGAT



HAN 模型架构

Heterogeneous information graph-HGAT



- Heterogeneous information graph-HGAT
- Node-level Attention

$$\alpha_{ij}^{\Phi} = \operatorname{softmax}_{j} \left(e_{ij}^{\Phi} \right) = \frac{\exp \left(\sigma \left(\mathbf{a}_{\Phi}^{T} \cdot \left[\mathbf{h}_{i}' \| \mathbf{h}_{j}' \right] \right) \right)}{\sum_{k \in \mathcal{N}_{i}^{\Phi}} \exp \left(\sigma \left(\mathbf{a}_{\Phi}^{T} \cdot \left[\mathbf{h}_{i}' \| \mathbf{h}_{k}' \right] \right) \right)}$$

$$\mathbf{z}_i^\Phi = \sigma \left(\sum_{j \in \mathcal{N}_i^\Phi} lpha_{ij}^\Phi \cdot \mathbf{h}_j'
ight)$$

Semantic-level Attention

$$w_{\Phi_p} = \frac{1}{|\mathcal{V}|} \sum_{i \in \mathcal{V}} \mathbf{q}^{\mathrm{T}} \cdot \tanh\left(\mathbf{W} \cdot \mathbf{z}_i^{\Phi_p} + \mathbf{b}\right)$$
$$\beta_{\Phi_p} = \frac{\exp\left(w_{\Phi_p}\right)}{\sum_{p=1}^{P} \exp\left(w_{\Phi_p}\right)}$$
$$\mathbf{Z} = \sum_{p=1}^{P} \beta_{\Phi_p} \cdot \mathbf{Z}_{\Phi_p}$$

Complex Graph Mining-Benchmark

Heterogeneous information graph-Benchmark

Table 3: Node classification benchmark. Vacant positions ("-") mean that the models run out of memory on large graphs.

	DBLP		IMDB		ACM		Freebase	
	Macro-F1	Micro-F1	Macro-F1	Micro-F1	Macro-F1	Micro-F1	Macro-F1	Micro-F1
RGCN	91.52±0.50	92.07±0.50	58.85±0.26	62.05±0.15	91.55±0.74	91.41±0.75	46.78±0.77	58.33±1.57
HAN	91.67±0.49	92.05±0.62	57.74±0.96	64.63±0.58	90.89±0.43	90.79±0.43	21.31±1.68	54.77±1.40
GTN	93.52±0.55	93.97±0.54	60.47±0.98	65.14±0.45	91.31±0.70	91.20 ± 0.71	-	-
RSHN	93.34±0.58	93.81±0.55	59.85±3.21	64.22±1.03	90.50±1.51	90.32±1.54	-	-
HetGNN	91.76±0.43	92.33±0.41	48.25±0.67	51.16±0.65	85.91±0.25	86.05±0.25	-	-
MAGNN	93.28 ± 0.51	93.76±0.45	56.49±3.20	64.67±1.67	90.88±0.64	90.77±0.65	-	-
HetSANN	78.55 ± 2.42	80.56±1.50	49.47±1.21	57.68±0.44	90.02±0.35	89.91±0.37	-	-
HGT	93.01±0.23	93.49±0.25	63.00±1.19	67.20±0.57	91.12±0.76	91.00±0.76	29.28±2.52	60.51±1.16
GCN	90.84±0.32	91.47±0.34	57.88±1.18	64.82±0.64	92.17±0.24	92.12±0.23	27.84±3.13	60.23±0.92
GAT	93.83±0.27	93.39±0.30	58.94±1.35	64.86 ± 0.43	92.26±0.94	92.19±0.93	40.74±2.58	65.26±0.80
imple-HGN	94.01±0.24	94.46±0.22	63.53±1.36	67.36±0.57	93.42±0.44	93.35±0.45	47.72±1.48	66.29±0.4

Seems limited performance gain?

Are we really making much progress? Revisiting, benchmarking, and refining heterogeneous graph neural networks(KDD 2021)

Complex Graph Mining-Benchmark

Heterogeneous information graph-HGNN

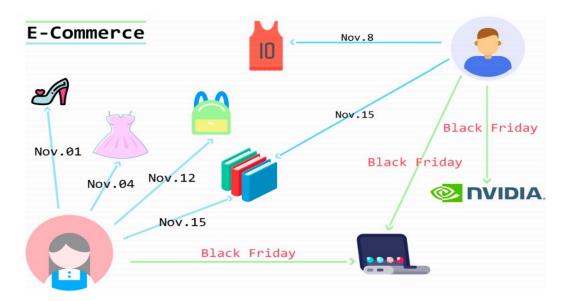
$$\hat{\alpha}_{ij} = \frac{\exp\left(\operatorname{LeakyReLU}\left(\boldsymbol{a}^{T}[\boldsymbol{W}\boldsymbol{h}_{i}||\boldsymbol{W}\boldsymbol{h}_{j}||\boldsymbol{W}_{r}\boldsymbol{r}_{\psi(\langle i,j\rangle)}]\right)\right)}{\sum_{k\in\mathcal{N}_{i}}\exp\left(\operatorname{LeakyReLU}\left(\boldsymbol{a}^{T}[\boldsymbol{W}\boldsymbol{h}_{i}||\boldsymbol{W}\boldsymbol{h}_{k}||\boldsymbol{W}_{r}\boldsymbol{r}_{\psi(\langle i,k\rangle)}]\right)\right)},$$

$$\boldsymbol{h}_{i}^{(l)} = \sigma\left(\sum_{j\in\mathcal{N}_{i}}\alpha_{ij}^{(l)}\boldsymbol{W}^{(l)}\boldsymbol{h}_{j}^{(l-1)} + \boldsymbol{W}_{\mathrm{res}}^{(l)}\boldsymbol{h}_{i}^{(l-1)}\right).$$

$$\alpha_{ij}^{(l)} = (1-\beta)\hat{\alpha}_{ij}^{(l)} + \beta\alpha_{ij}^{(l-1)},$$

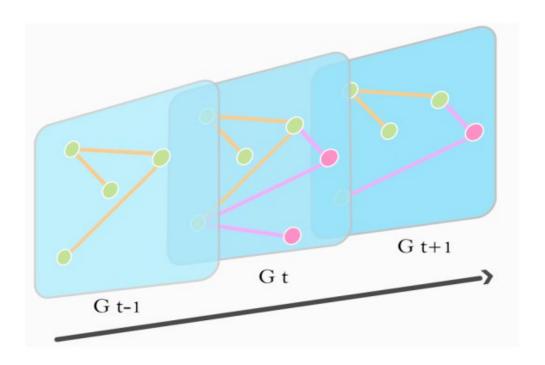
Are we really making much progress? Revisiting, benchmarking, and refining heterogeneous graph neural networks(KDD 2021)

- Dynamic(Temporal) Graph
 - Networks in the real world are not static, but dynamic
 - node and edges would evolve over time

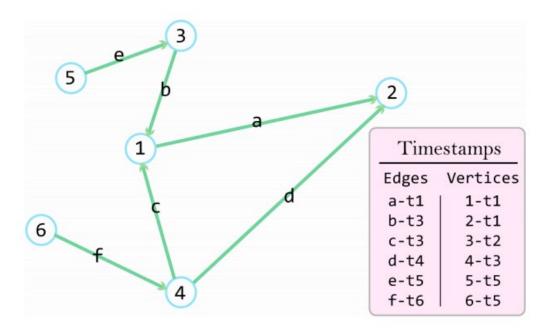


- Challenges of dynamic graph learning
 - How to formally define dynamic graph?
 - Edges and nodes evolve over time, and neighborhood
 aggregation is subject to temporal constraints
 - How to encode the temporal information into embedding

- Dynamic(Temporal) Graph-definition
 - Discrete dynamic graph model
 - A chronological series of static graph snapshots



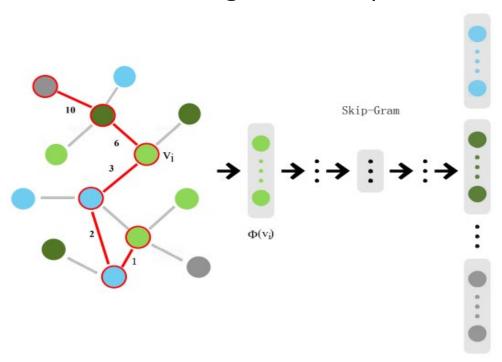
- Dynamic(Temporal) Graph-definition
 - Continual dynamic graph model
 - A series of edge event streams



- Dynamic(Temporal) Graph-definition
 - Continual VS. Discrete
 - Continual is more general
 - Continual dynamic graph incurs less memory cost
 - Suitable for scenarios with variable length time intervals
 - Continual drawing increasing attention

- Build on the foundation of vanilla graph model (借鉴)
 - Random-walker-based methods
 - Auto-encoder-based methods
 - Graph neural network-based methods

- Dynamic(Temporal) Graph-CTDNE
 - each edge has a corresponding timestamp
 - the nodes in the random walk are connected by a series of edges with incrementing timestamps



- Dynamic(Temporal) Graph-CTDNE
 - Generating a sequence of temporal edges

$$W = ((w_m, t_m), (w_{m-1}, t_{m-1}), ..., (w_0, t_0))$$
 s.t. $t_m > t_{m-1} > ... > t_0, (w_i, w_{i-1}, t_{i-1}) \in \mathcal{G}$

The temporal walk starts from the node with a later timestamp, walks along the temporal edges, and arrives at the node with an earlier timestamp.

Continuous-Time Dynamic Network Embeddings (WWW 2018)

- Dynamic(Temporal) Graph-CTDNE
 - Strategies of starting point
 - Unbiased: uniform

Using temporal information!

$$Pr(e) = \frac{1}{|\mathcal{G}|}$$

 Biased: Edges with later timestamps have a higher probability of being sampled

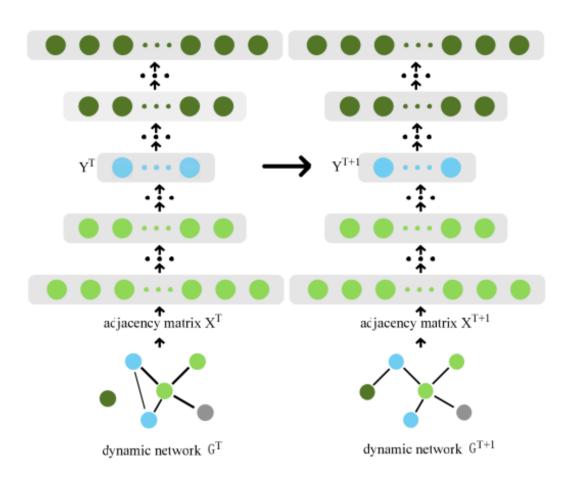
$$Pr(e) = \frac{\exp(t - t_{min})}{\sum_{e' \in \mathcal{G}} \exp(t' - t_{min})}$$

Continuous-Time Dynamic Network Embeddings (WWW 2018)

- Dynamic(Temporal) Graph-CTDNE
 - Strategies of learning
 - employing the concept of Skip-Gram to maximize the co-occurrence probability of node embeddings within the window

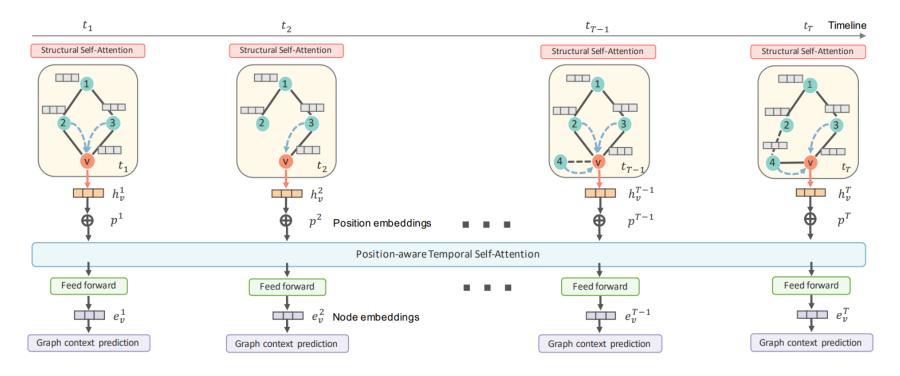
$$Pr(W = | f(v_i)) = \prod_{v_{i+k} \in W} Pr(v_{i+k}|f(v_i))$$

Dynamic(Temporal) Graph-Auto-encoder



- ☐ In the discrete model
- □ the weight parameters from the previous snapshot are used to initialize the network for the next snapshot

Dynamic(Temporal) Graph-Dysat



Running static graph methods for each snapshot, and then performing sequence model to capture temporal relations

Dynamic(Temporal) Graph-Dysat

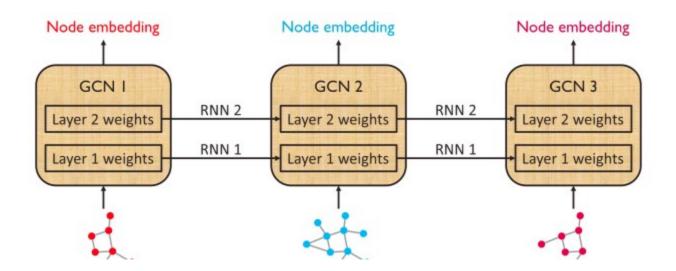
The first order by sate
$$Z_{v} = \boldsymbol{\beta_{v}}(X_{v}W_{v}), \qquad \boldsymbol{\beta_{v}^{ij}} = \frac{\exp(e_{v}^{ij})}{\sum\limits_{k=1}^{T} \exp(e_{v}^{ik})},$$

$$e_{v}^{ij} = \left(\frac{((X_{v}W_{q})(X_{v}W_{k})^{T})_{ij}}{\sqrt{F'}} + M_{ij}\right)$$

$$M_{ij} = \begin{cases} 0, & i \leq j \\ -\infty, & \text{otherwise} \end{cases}$$

DySAT: Deep Neural Representation Learning on Dynamic Graphs via Self-Attention Networks (WSDM'20)

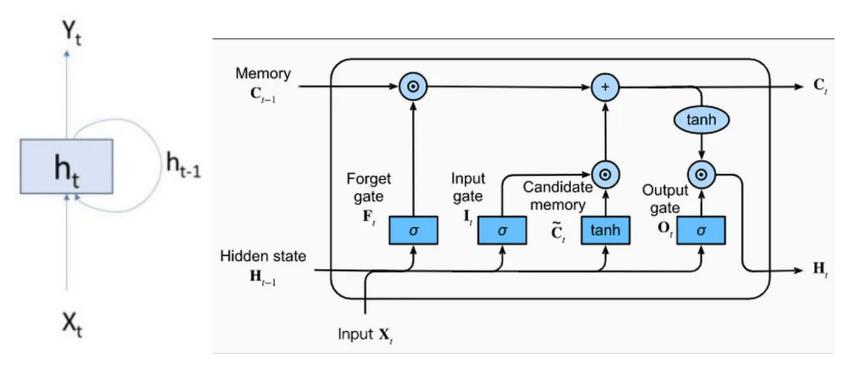
Dynamic(Temporal) Graph-evolveGCN



EvolveGCN adopts parameter-level: using a RNN to capture the dynamic patterns of the parameters of the GNN rather than representation

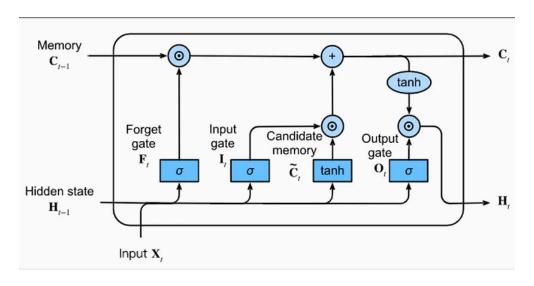
Parameters are relatively more stable.

- Dynamic(Temporal) Graph-evolveGCN
 - LSTM



RNN

- Dynamic(Temporal) Graph-evolveGCN
 - LSTM



$$egin{aligned} f_t &= \sigma(W_{hf}x_t + W_{hf}h_{t-1} + b_f) \ i_t &= \sigma(W_{hi}x_t + W_{hi}h_{t-1} + b_i) \ ilde{C}_t &= anh(W_{hc}x_t + W_{hc}h_{t-1} + b_c) \ ilde{C}_t &= f_t * C_{t-1} + i_t * ilde{C}_t \ h_t &= anh(C_t) \ o_t &= \sigma(W_{ho}x_t + W_{ho}h_{t-1} + b_o) \ h_t &= o_t * anh(C_t) \end{aligned}$$

f:记忆门,要保留多少信息;

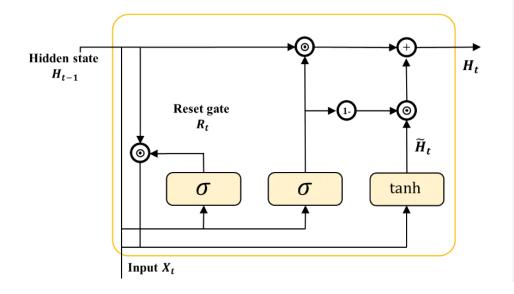
i: 输入门, 输入信号要保留多少;

C: 记忆模块, 之前信息的叠加;

h: 当前的状态, 隐层表征

基本思想: 搞个记忆单元, 来存储长期的信息

- Dynamic(Temporal) Graph-evolveGCN
 - GRU: simpler and efficient



Update gate:

$$z_t = \sigma(W_z \cdot [h_{t-1}, x_t] + b_z)$$

• Reset gate:

$$r_t = \sigma(W_r \cdot [h_{t-1}, x_t] + b_r)$$

Candidate hidden state:

$$\tilde{h}_t = \tanh(W \cdot [r_t * h_{t-1}, x_t] + b)$$

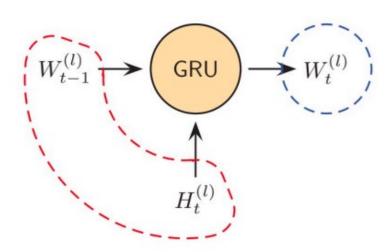
New hidden state:

$$h_t=(1-z_t)*h_{t-1}+z_t* ilde{h}_t$$

主要区别:合并了c和f,没有了输入门,没有了输出门

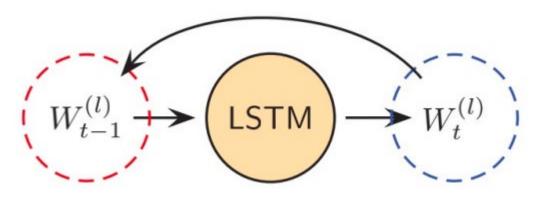
- Dynamic(Temporal) Graph-evolveGCN
 - EvolveGCN-H: Parameters as hidden state

$$\underbrace{W_t^l}_{\text{hidden state}} = \mathbf{GRU}(\underbrace{H_t^l}_{\text{input}} + \underbrace{W_{t-1}^l}_{\text{hidden state}})$$



- Dynamic(Temporal) Graph-evolveGCN
 - EvolveGCN-O: Parameters as input and output

$$\underbrace{\widetilde{W_t^l}_{\text{output}}}^{\text{GCN weights}} = \mathbf{LSTM}(\underbrace{\widetilde{W_{t-1}^l}_{\text{input}}}^{\text{GCN weights}})$$



- Dynamic(Temporal) Graph-evolveGCN
 - EvolveGCN-O Vs. EvolveGCN-H

- When node attributes are abundant, the H scheme is more effective, as its RNN includes additional node representation inputs.
- When the structure of the network is more important, the O scheme focuses more on structural changes and could be better.

- Dynamic(Temporal) Graph-TGAT for continual DG
 - TGAT extends the message-passing to dynamic graphs
 - sampling and aggregating the representations of historical neighbors layer by layer

$$\mathbf{Z}(t) = [\tilde{h}_0^{(l-1)}(t)||\Phi(0), \tilde{h}_1^{(l-1)}(t)||\Phi(t-t_1), ..., \tilde{h}_N^{(l-1)(t)}||\Phi(t-t_N)]$$

time representation function, mapping time differences into vectors.

- Dynamic(Temporal) Graph-TGAT for continual DG
 - 1) Employs an attention mechanism, obtaining the query, key, and value:

$$\mathbf{q}(t) = [\mathbf{Z}(t)]_0 \mathbf{W}_Q, \mathbf{K}(t) = [\mathbf{Z}(t)]_{1:N} \mathbf{W}_Q, \mathbf{V}(t) = [\mathbf{Z}(t)]_{1:N} \mathbf{W}_V$$

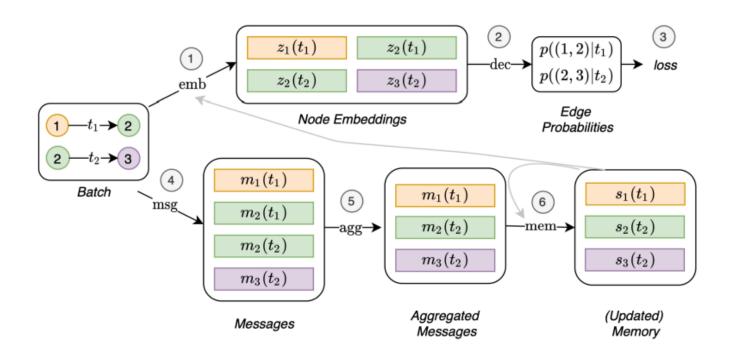
2) After the local attention layer:

$$\mathbf{h}(t) = \operatorname{Attn}(\mathbf{q}(t), \mathbf{K}(t), \mathbf{V}(t)) \in \mathbb{R}^{d_h},$$

3) Generate the reprensetation:

$$\tilde{\mathbf{h}}_0^{(l)}(t) = \text{FFN}(\mathbf{h}(t)||\mathbf{x}_0)$$

- Dynamic(Temporal) Graph-TGN for continual DG
 - Improving TGAT with a memory mechanism



- Dynamic(Temporal) Graph-TGN for continual DG
 - Generating messages when an edge event occurs

$$\mathbf{m}_{i}(t) = \operatorname{msg}(\mathbf{s}_{i}(t^{-}), \mathbf{s}_{j}(t^{-}), \Delta t, \mathbf{e}_{ij}(t))$$

$$\mathbf{m}_{j}(t) = \operatorname{msg}(\mathbf{s}_{j}(t^{-}), \mathbf{s}_{i}(t^{-}), \Delta t, \mathbf{e}_{ij}(t))$$

Updating nodes memories

$$\mathbf{s}_i(t) = \text{mem}(\mathbf{m}_i(t), \mathbf{s}_i(t^-))$$

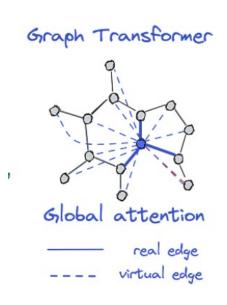
- Dynamic(Temporal) Graph-TGN for continual DG
 - Updating nodes' embeddings with neighbors and memories

$$\mathbf{z}_i(t) = \sum_{j \in \eta_i^K(t)} h(\mathbf{s}_i(t), \mathbf{s}_j(t), \mathbf{s}_{ij}, \mathbf{x}_i, \mathbf{x}_j)$$

A general framework subsumes existing strategies

Complex Graph Mining-Directions

- Better models (借鉴的思路)
 - Building on the shoulder of vanilla methods
 - Transformers for complex graph
 - Position encoding capturing spatio-temporal patterns



Complex Graph Mining-Directions

- New tasks (新问题)
 - Building on the shoulder of vanilla graph
 - Emphasizing the importance and challenges of the problems
 - Robustness (attacks, noisy, OOD, etc)
 - Fairness
 - Privacy
 - Anomy detection
 - Incremental learning

....

Complex Graph Mining-Directions

- Theoretical analyses (分析型)
 - Analyzing the nature of the complex graph and existing methods
 - Why existing methods work? Based on which assumptions?
 - Expressive power of existing methods on complex graph
 - Heterophily complex graph?



THANK YOU!