

Graph Neural Network for Recommendations

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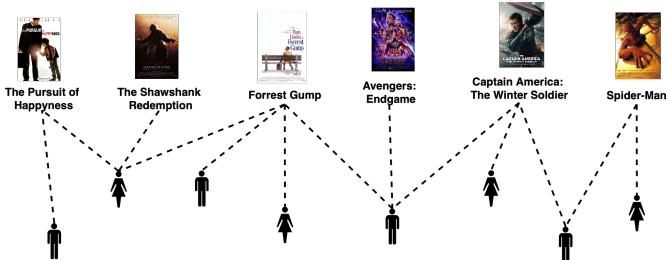
Tutorial website: <https://deeprs-tutorial.github.io>



Data Science and Engineering Lab



A General Paradigm

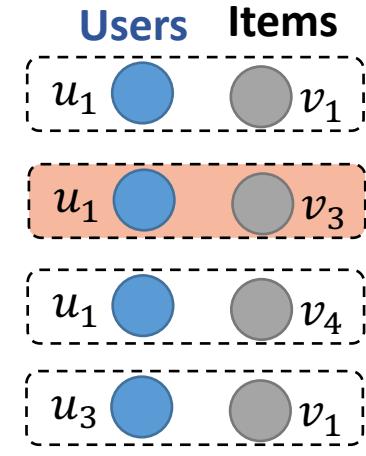


users →

items

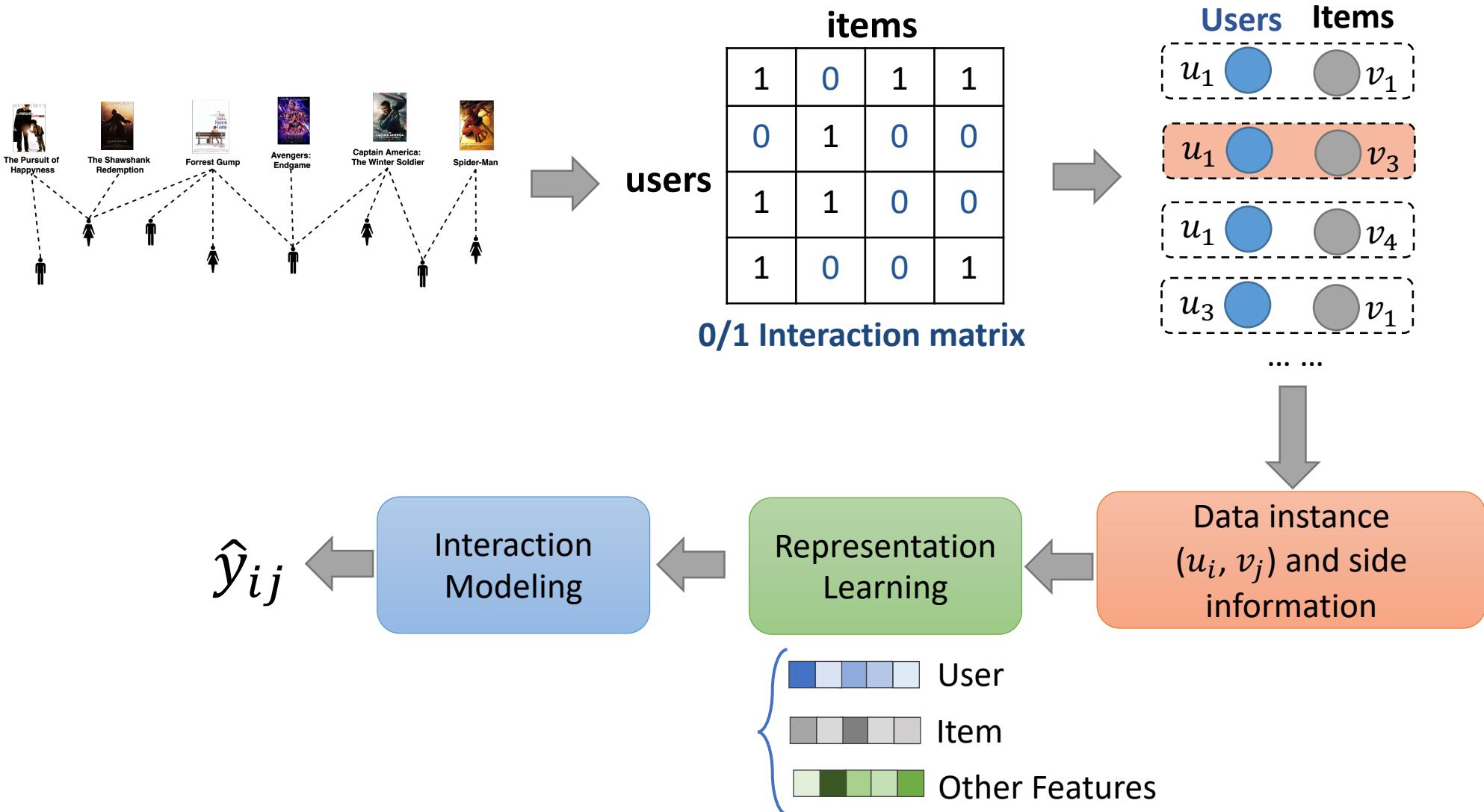
	1	0	1	1
1	1	0	1	1
0	0	1	0	0
1	1	1	0	0
1	1	0	0	1

0/1 Interaction matrix

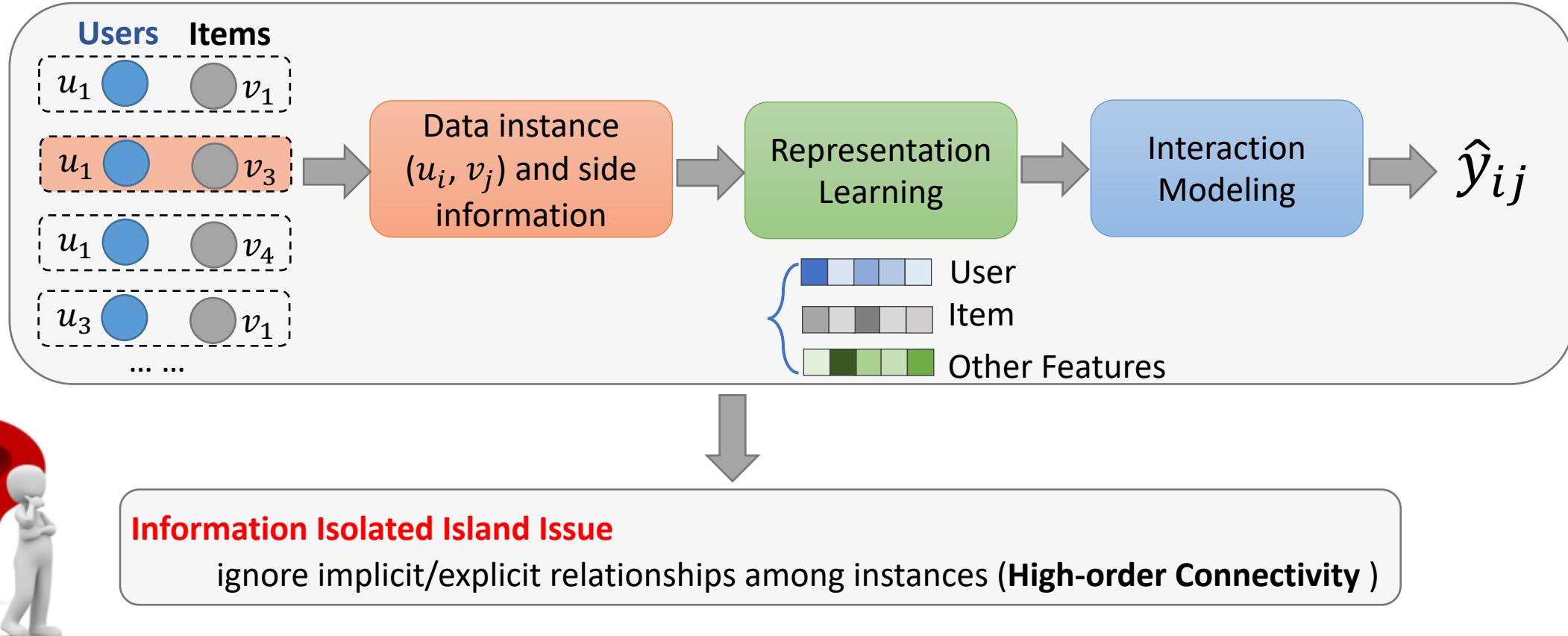


Data instance
 (u_i, v_j) and side
 information

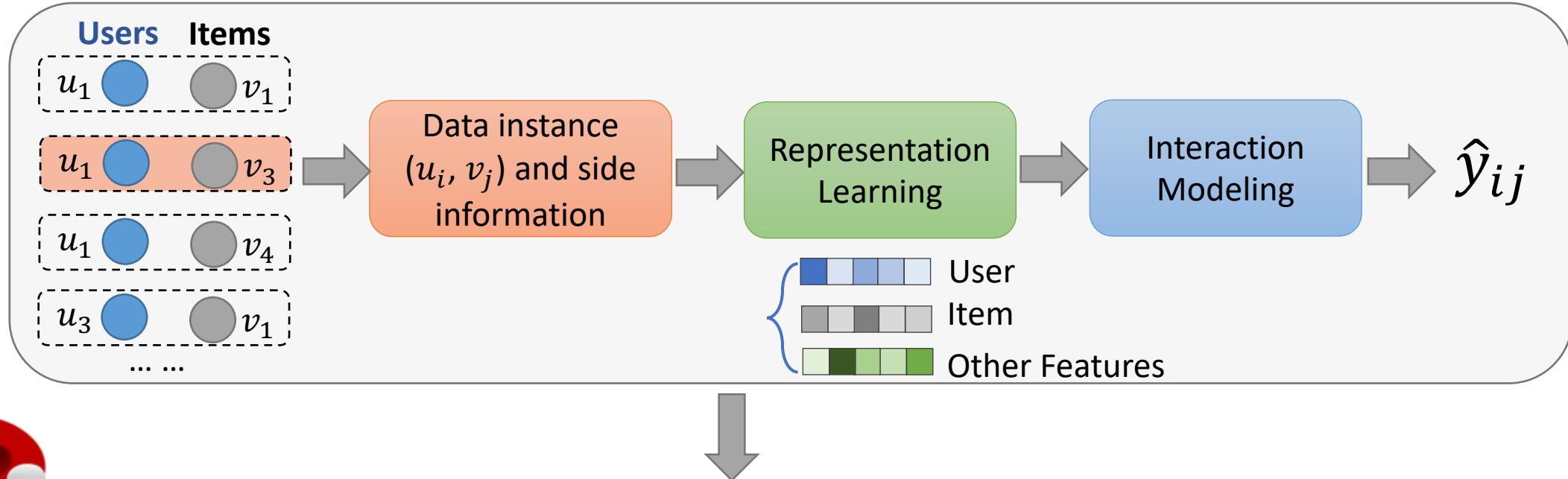
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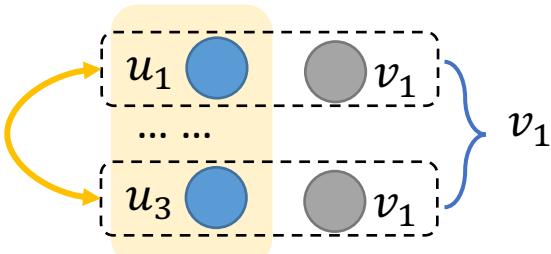


A General Paradigm

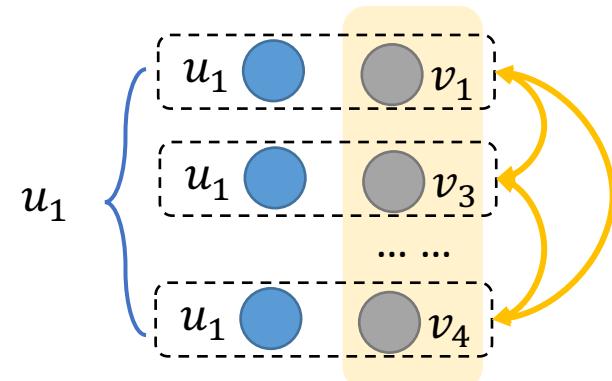


Information Isolated Island Issue

ignore implicit/explicit relationships among instances (**High-order Connectivity**)



Behavior similarity
among users/items



Data as Graphs

Most of the data in RS has essentially a graph structure

- E-commerce, Content Sharing, Social Networking ...

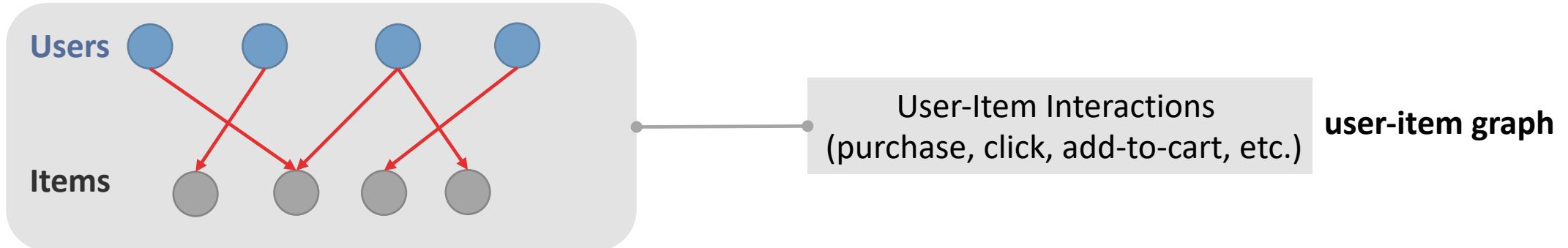
The world is more closely connected than you might think!

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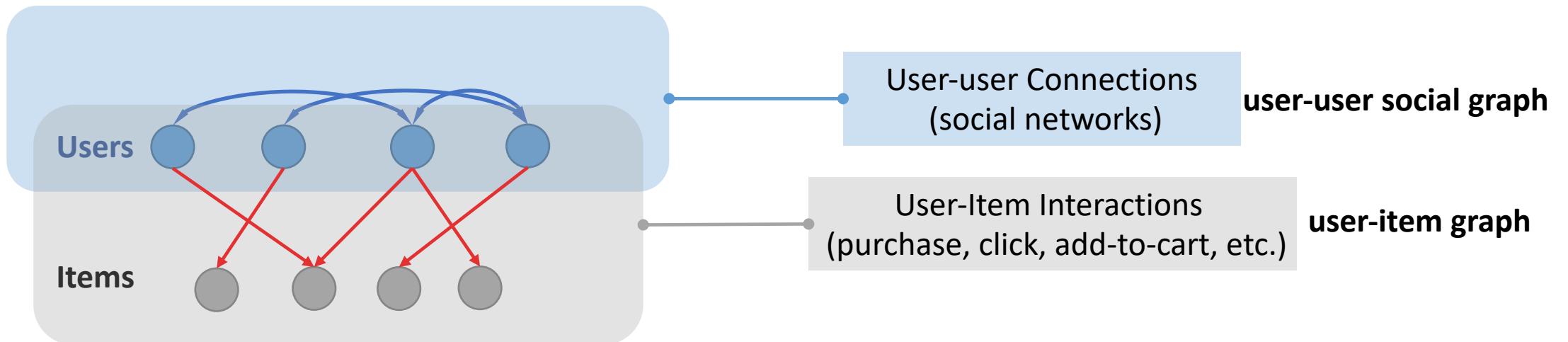


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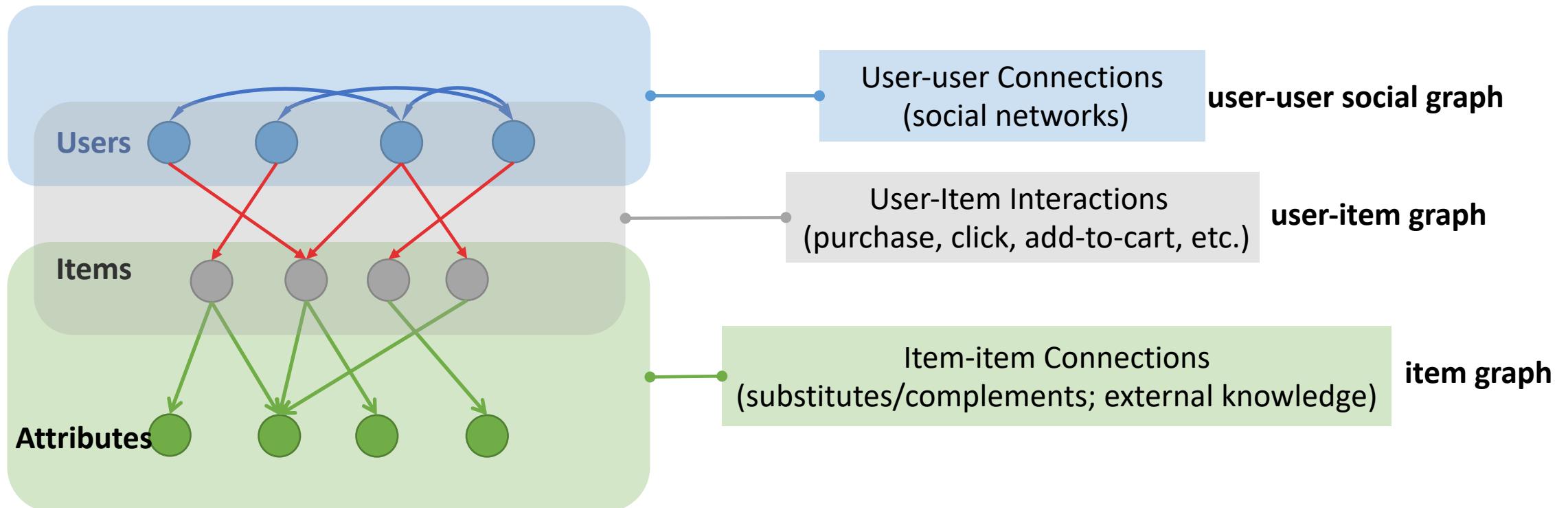


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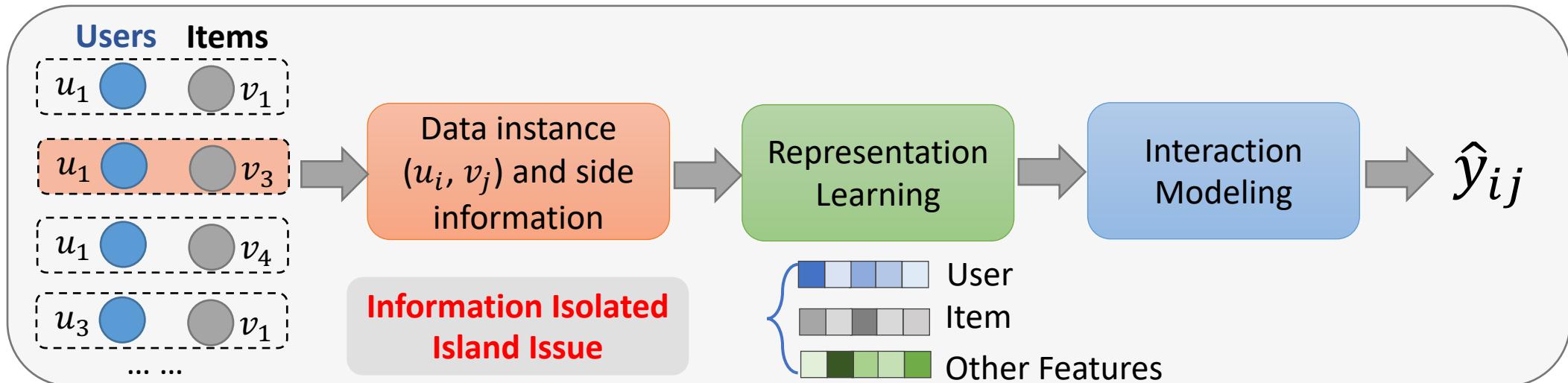
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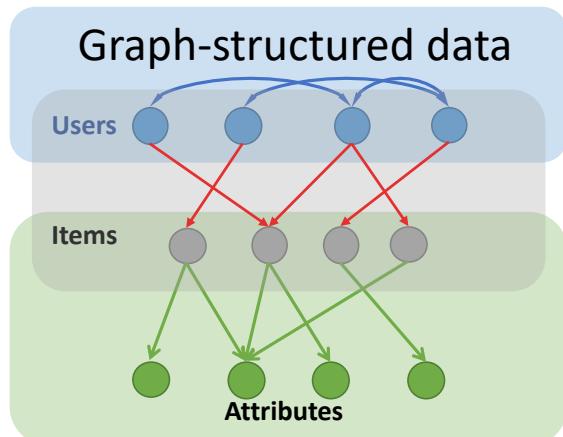
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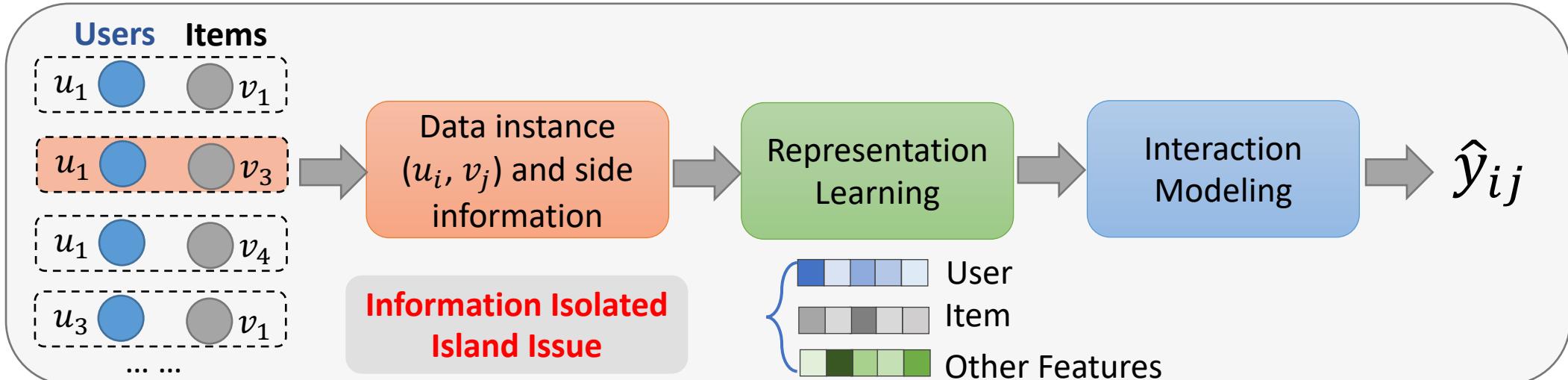
How to solve such issue?



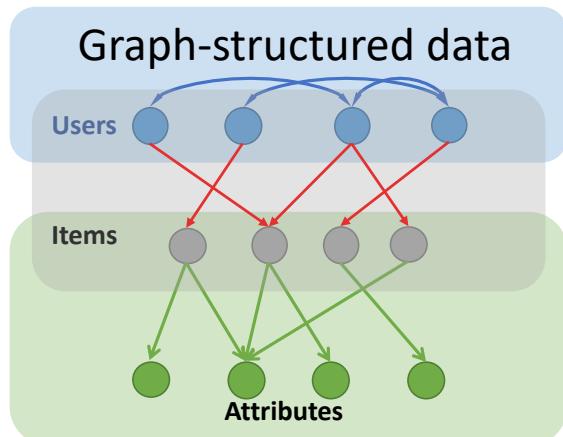
Explore & Exploit Relations among Instances



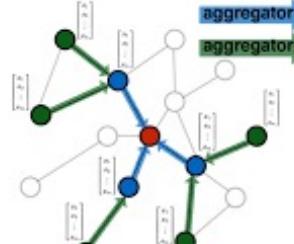
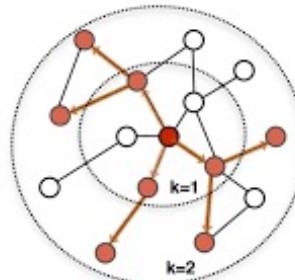
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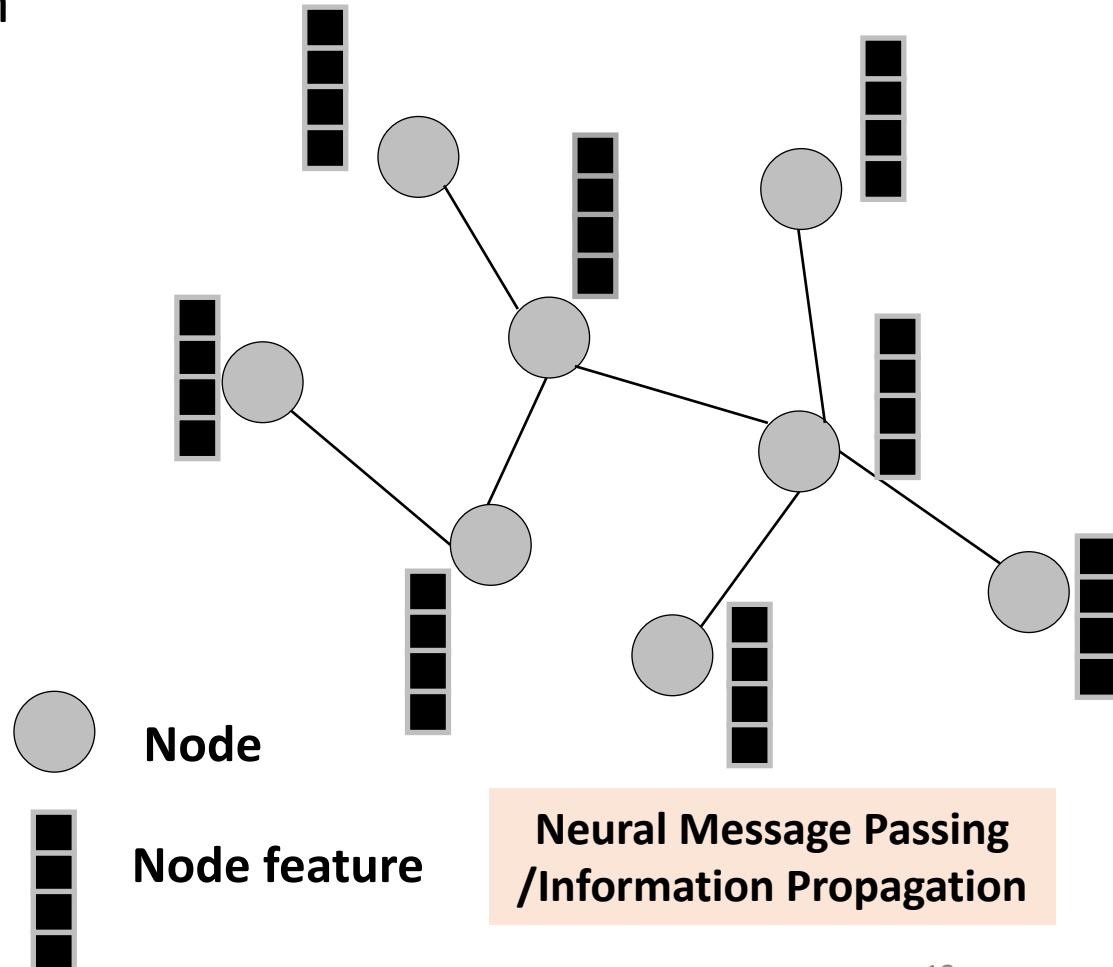


Graph Neural Networks (GNNs)



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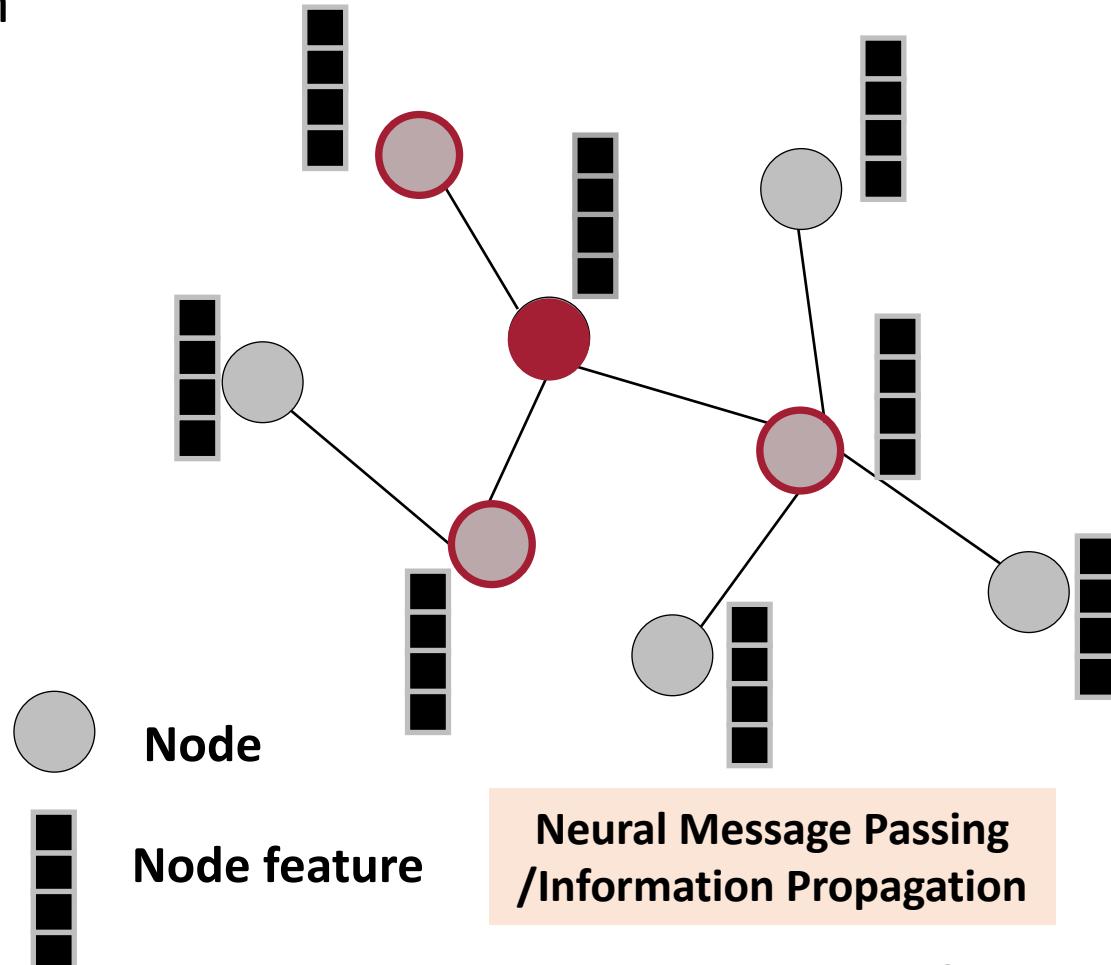
→ **Key idea:** Generate node embeddings via using neural networks to aggregate information from local neighborhoods.



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1. Model a local structural information (neighborhood) of a node;

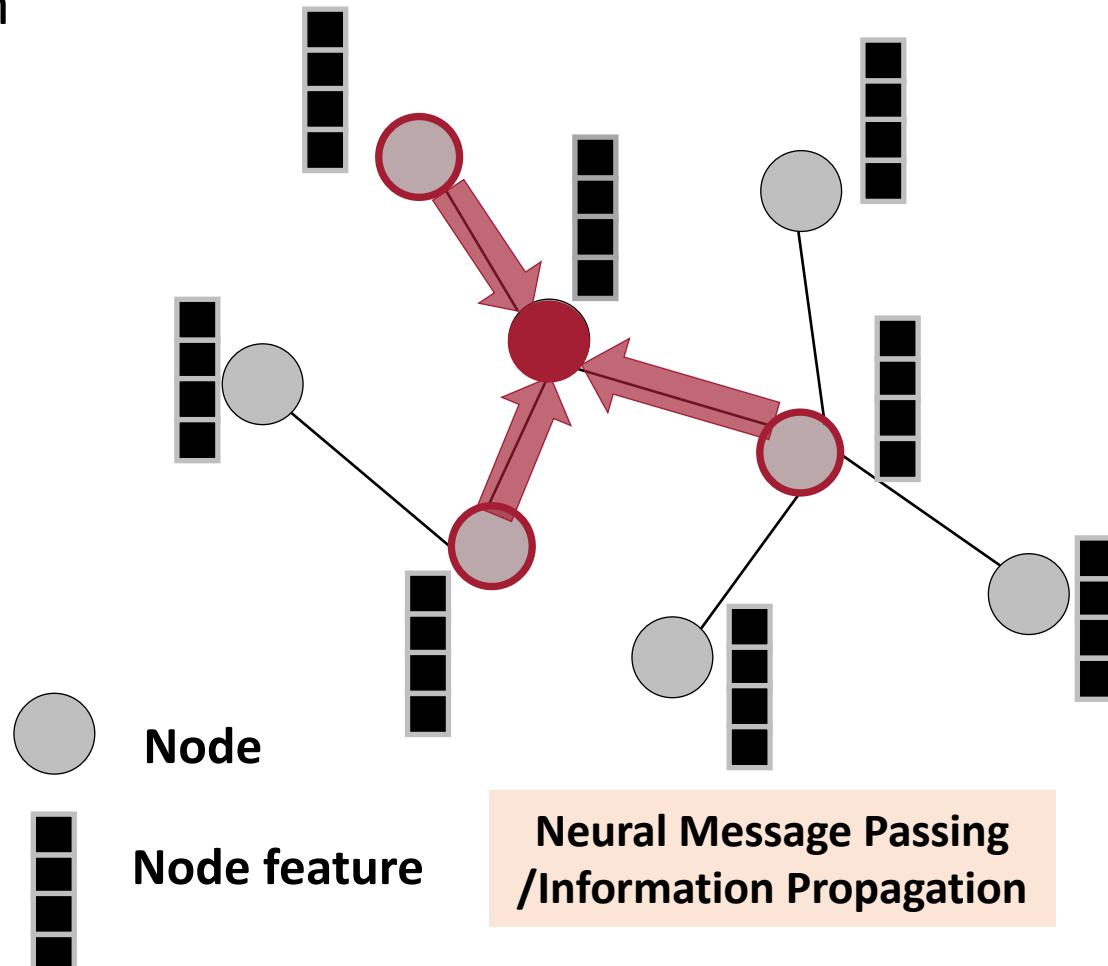


Graph Neural Networks (GNNs)

→ **Key idea:** Generate node embeddings via using neural networks to aggregate information from local neighborhoods.

1. Model a local structural information (neighborhood) of a node;
2. Aggregation operation;
3. Representation update.

GNNs can naturally integrate node feature and the topological structure for graph-structured data.



Graph Neural Networks (GNNs)

Basic approach: Average neighbor messages and apply a neural network.

$$\mathbf{h}_v^0 = \mathbf{x}_v$$

Initial 0-th layer embeddings are equal to node v 's features

$$\mathbf{h}_v^k = \sigma \left(\mathbf{w}_1^k \sum_{u \in N(v)} \frac{\mathbf{h}_u^{k-1}}{\sqrt{|N(u)|}} + \mathbf{w}_2^k \mathbf{h}_v^{k-1} \right)$$

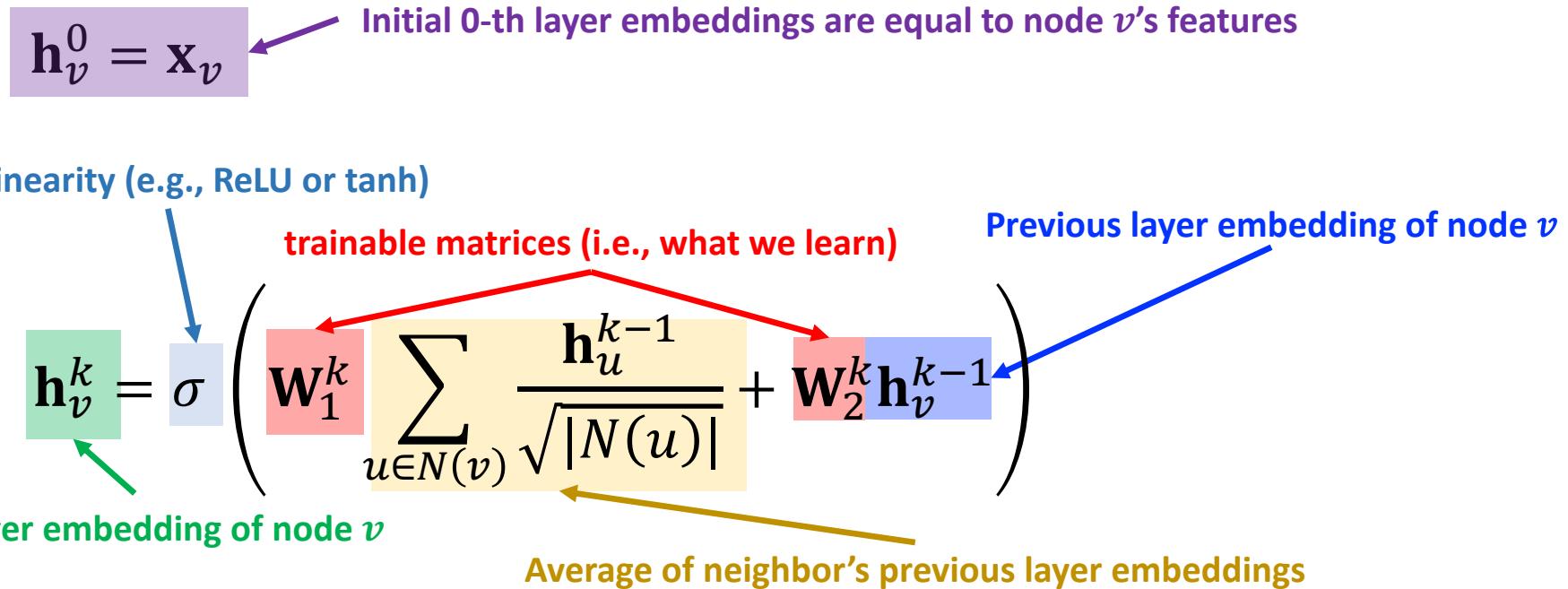
k-th layer embedding of node v

$$\mathbf{z}_v = \mathbf{h}_v^k$$

Embedding after k layers of neighborhood aggregation.

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Graph Neural Network (GNN)

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- GraphSAGE:

- GAT:

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- GraphSAGE:

$$\mathbf{h}_v^k = \sigma \left([\mathbf{W}_1^k \cdot \text{AGG} (\{\mathbf{h}_u^{k-1}, \forall u \in N(u)\}), \mathbf{W}_2^k \cdot \mathbf{h}_v^k] \right)$$

Generalized Aggregation: mean, pooling, LSTM

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$$\mathbf{h}_v^k = \sigma \left(\sum_{u \in N(v)} \alpha_{v,u} \mathbf{W}^k \mathbf{h}_u^{k-1} \right)$$

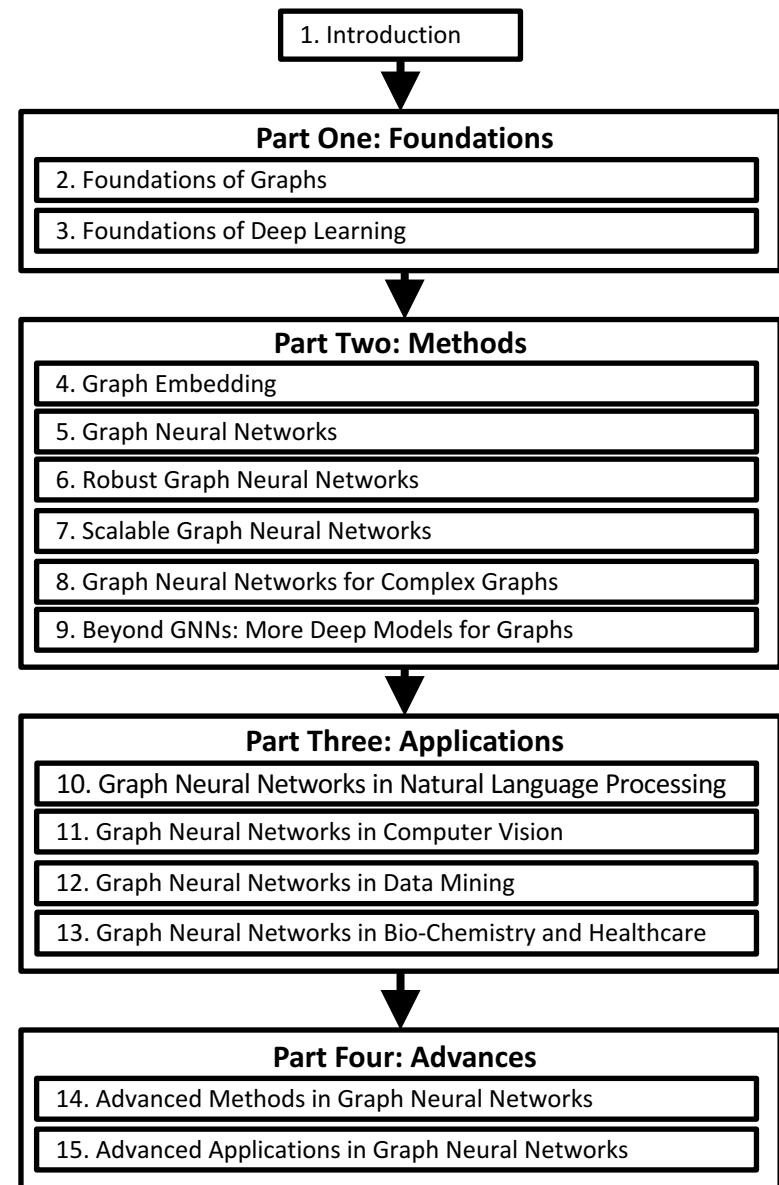
Learned attention weights

Book: Deep Learning on Graphs

https://cse.msu.edu/~mayao4/dlg_book/



Yao Ma and Jiliang Tang, MSU



GNNs based Recommendation

■ Collaborative Filtering

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■ Collaborative Filtering with Side Information (Users/Items)

□ Social Recommendation (Users)

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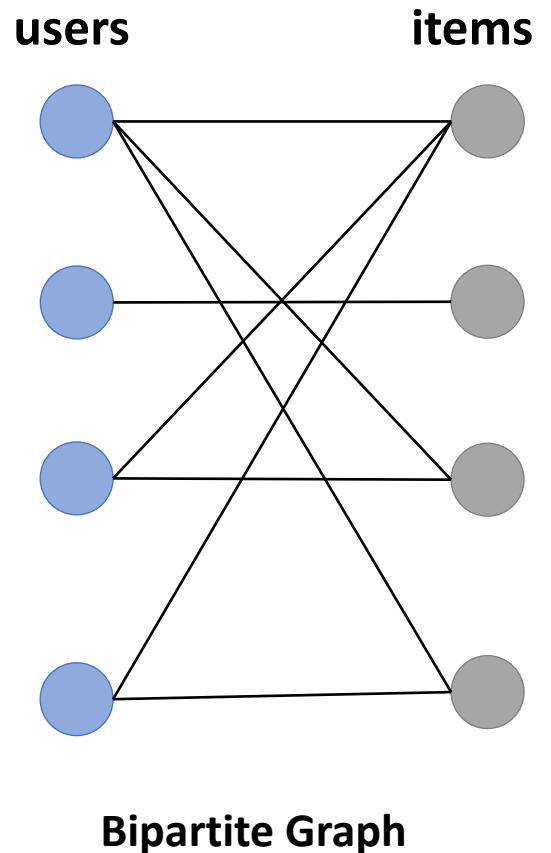
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Interactions as Bipartite Graph

		items			
		1	0	1	1
users		0	1	0	0
1	1	0	0	0	0
1	0	0	0	1	

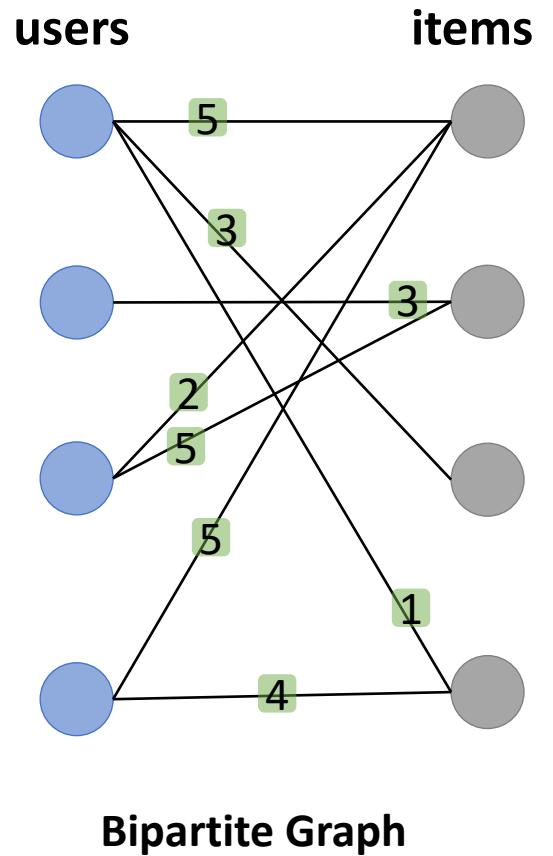
0/1 Interaction matrix



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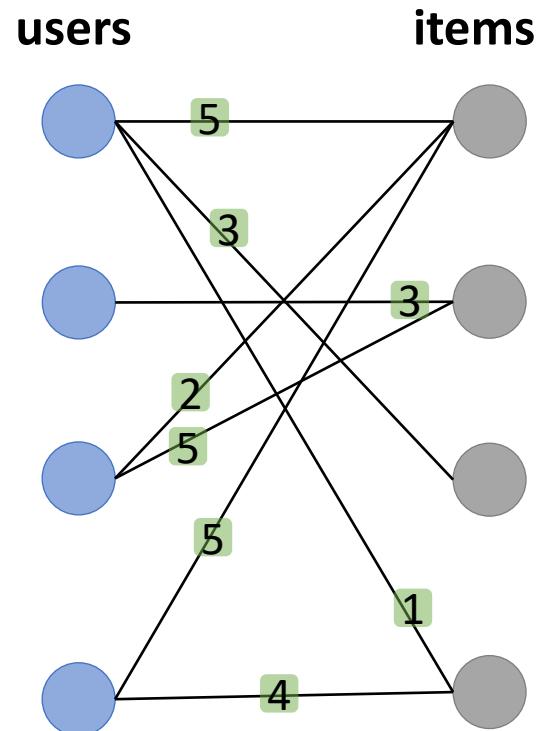
Weighted interaction matrix

		items			
		5	0	3	1
users		5	3	0	0
		0	3	0	0
2	5	0	0	0	0
5	0	0	0	4	



User representation learning

Aggregate for each rating: $\mu_{i,r} = \sum_{j \in \mathcal{N}_{i,r}} \frac{1}{c_{ij}} W_r x_j$



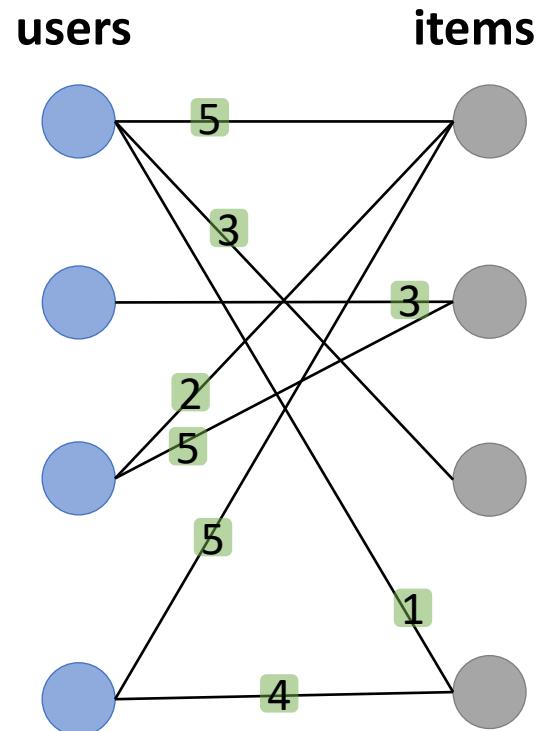
Bipartite Graph

User representation learning

Aggregate for each rating: $\mu_{i,r} = \sum_{j \in \mathcal{N}_{i,r}} \frac{1}{c_{ij}} W_r x_j$

$$u_i = \mathbf{W} \cdot \sigma(\text{accum}(u_{i,1}, \dots, u_{i,R}))$$

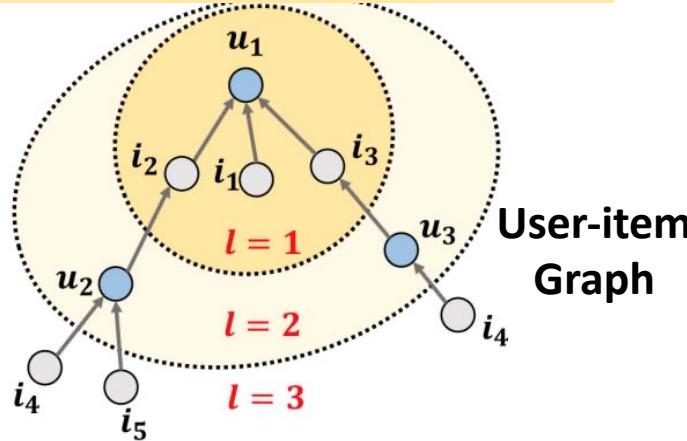
Item representation learning in a similar way



Bipartite Graph

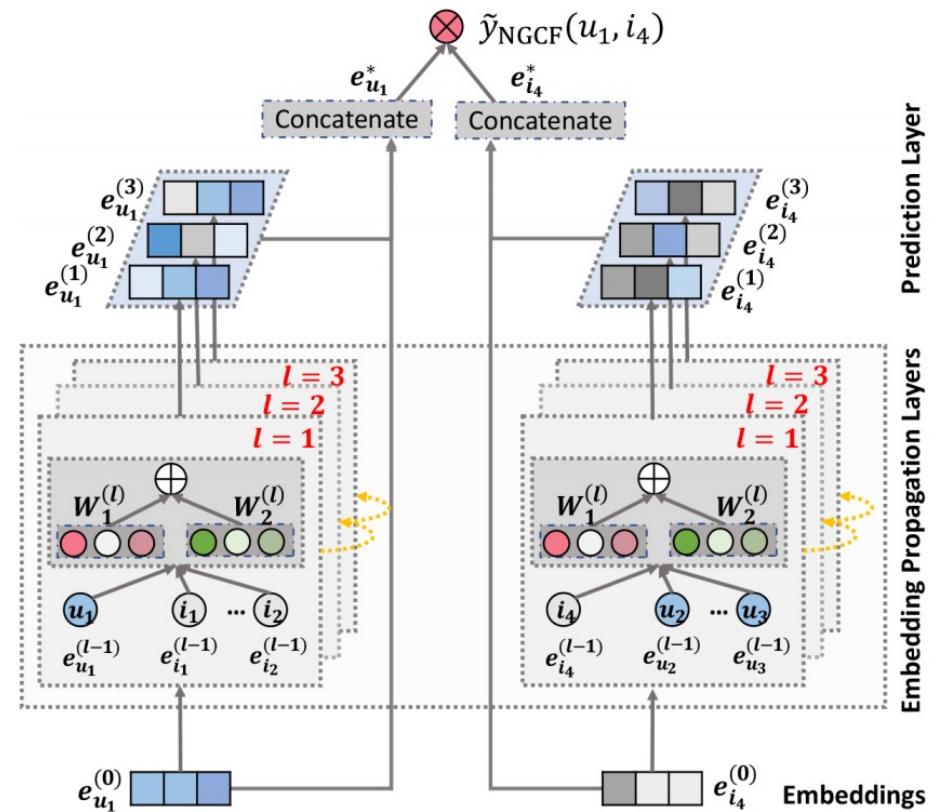
NGCF

High-order Connectivity for u_1

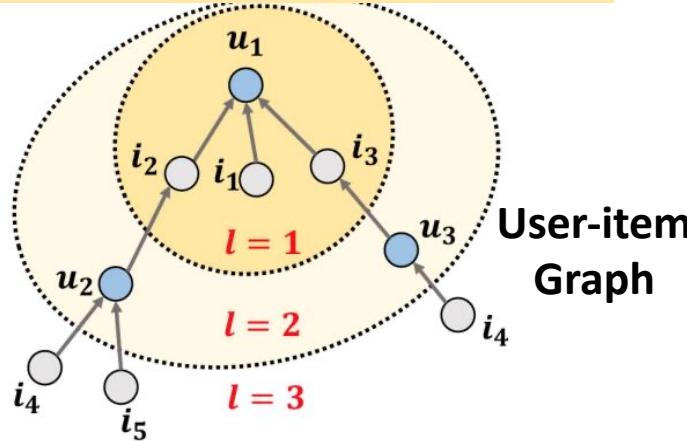


Embedding Propagation, inspired by GNNs

- Propagate embeddings recursively on the user-item graph
- Construct information flows in the embedding space



High-order Connectivity for u_1



$$e_u^{(l)} = \text{LeakyReLU} \left(\mathbf{m}_{u \leftarrow u}^{(l)} + \sum_{i \in N_u} \mathbf{m}_{u \leftarrow i}^{(l)} \right),$$

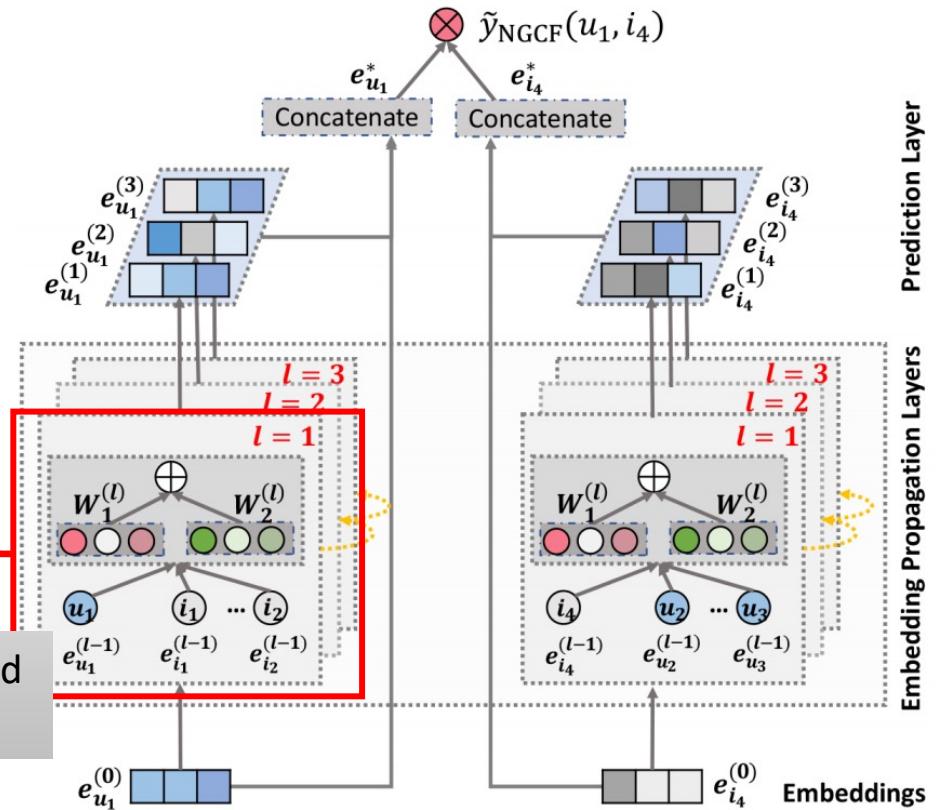
$$\begin{cases} \mathbf{m}_{u \leftarrow i}^{(l)} = p_{ui} \left(\mathbf{W}_1^{(l)} e_i^{(l-1)} + \mathbf{W}_2^{(l)} (e_i^{(l-1)} \odot e_u^{(l-1)}) \right) \\ \mathbf{m}_{u \leftarrow u}^{(l)} = \mathbf{W}_1^{(l)} e_u^{(l-1)} \end{cases}$$

Self-connections

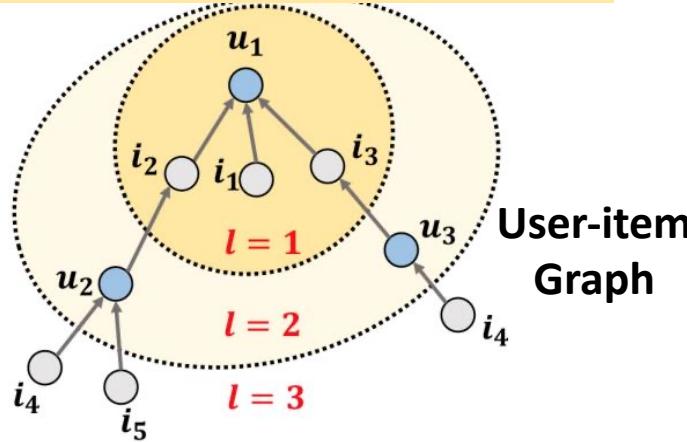
collaborative signal: message passed from interacted items to u

Embedding Propagation, inspired by GNNs

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High-order Connectivity for u_1



$$\mathbf{e}_u^* = \mathbf{e}_u^{(0)} \parallel \cdots \parallel \mathbf{e}_u^{(L)}, \quad \mathbf{e}_i^* = \mathbf{e}_i^{(0)} \parallel \cdots \parallel \mathbf{e}_i^{(L)},$$

$$\mathbf{e}_u^{(l)} = \text{LeakyReLU}\left(\mathbf{m}_{u \leftarrow u}^{(l)} + \sum_{i \in \mathcal{N}_u} \mathbf{m}_{u \leftarrow i}^{(l)}\right),$$

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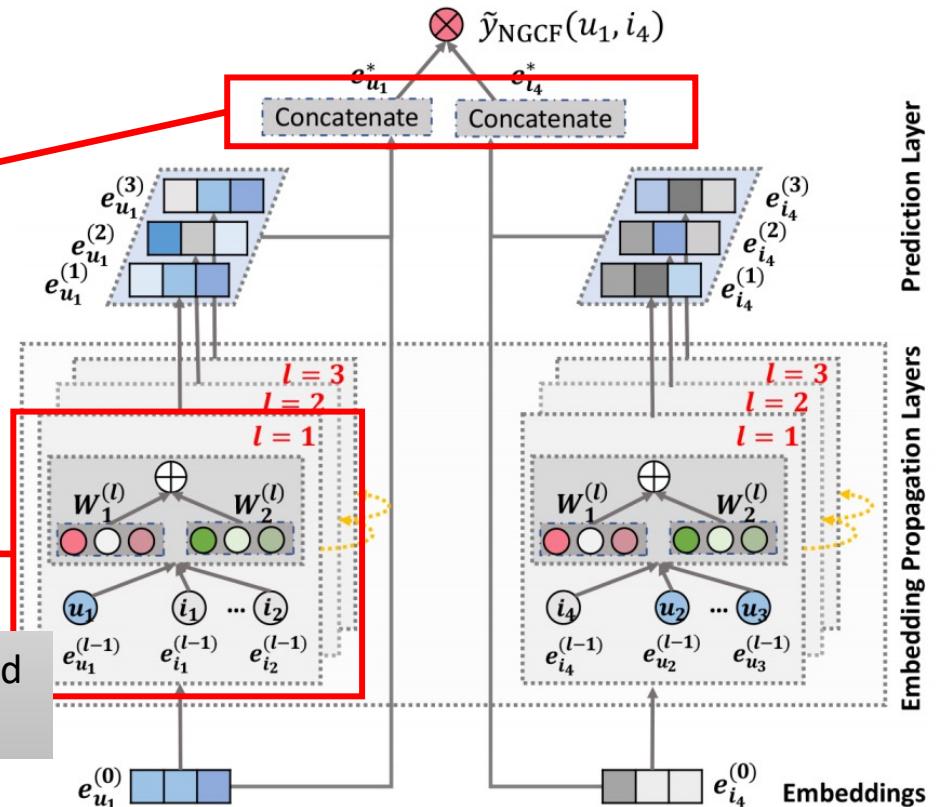
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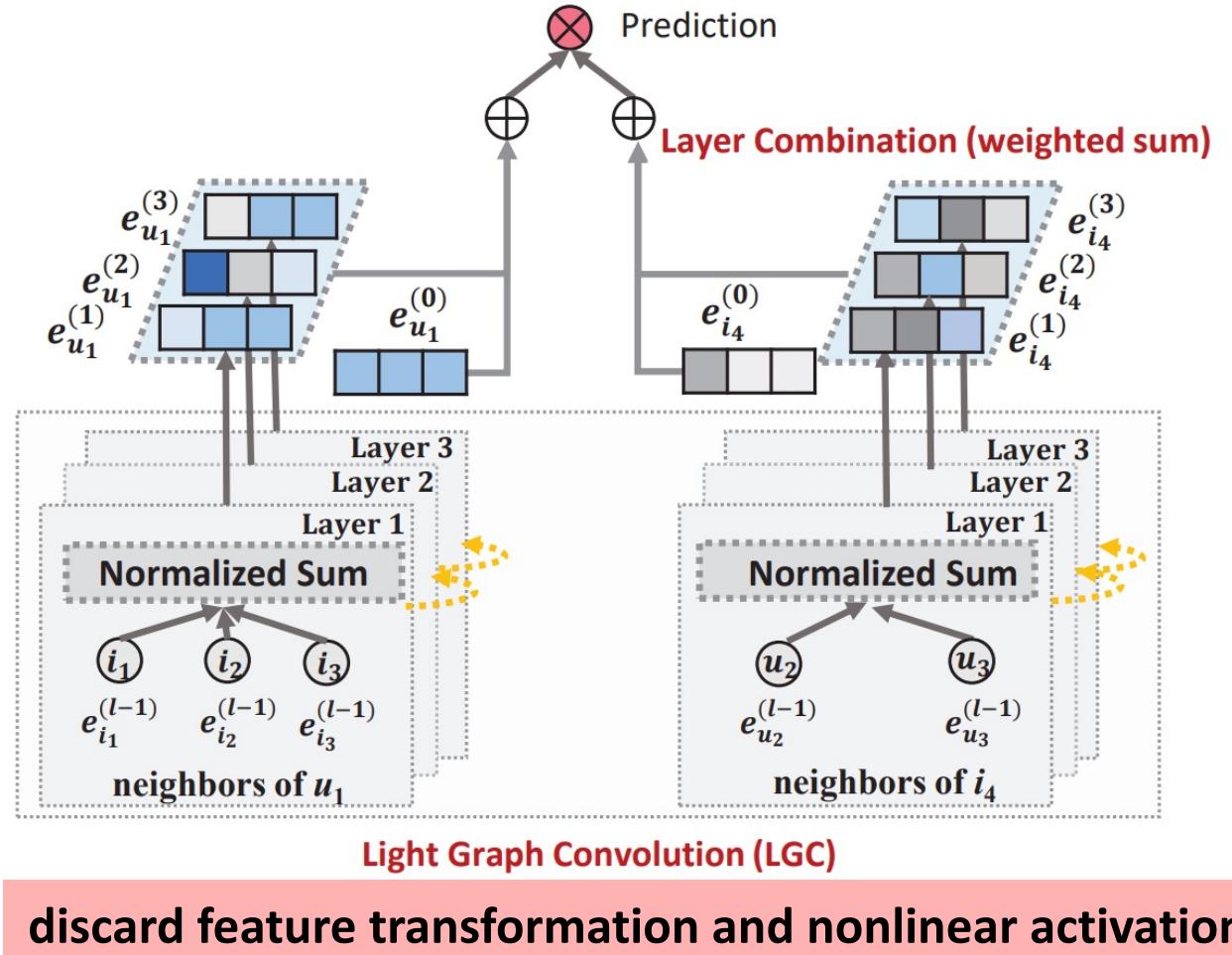
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Different layers



LightGCN

Simplifying GCN for recommendation



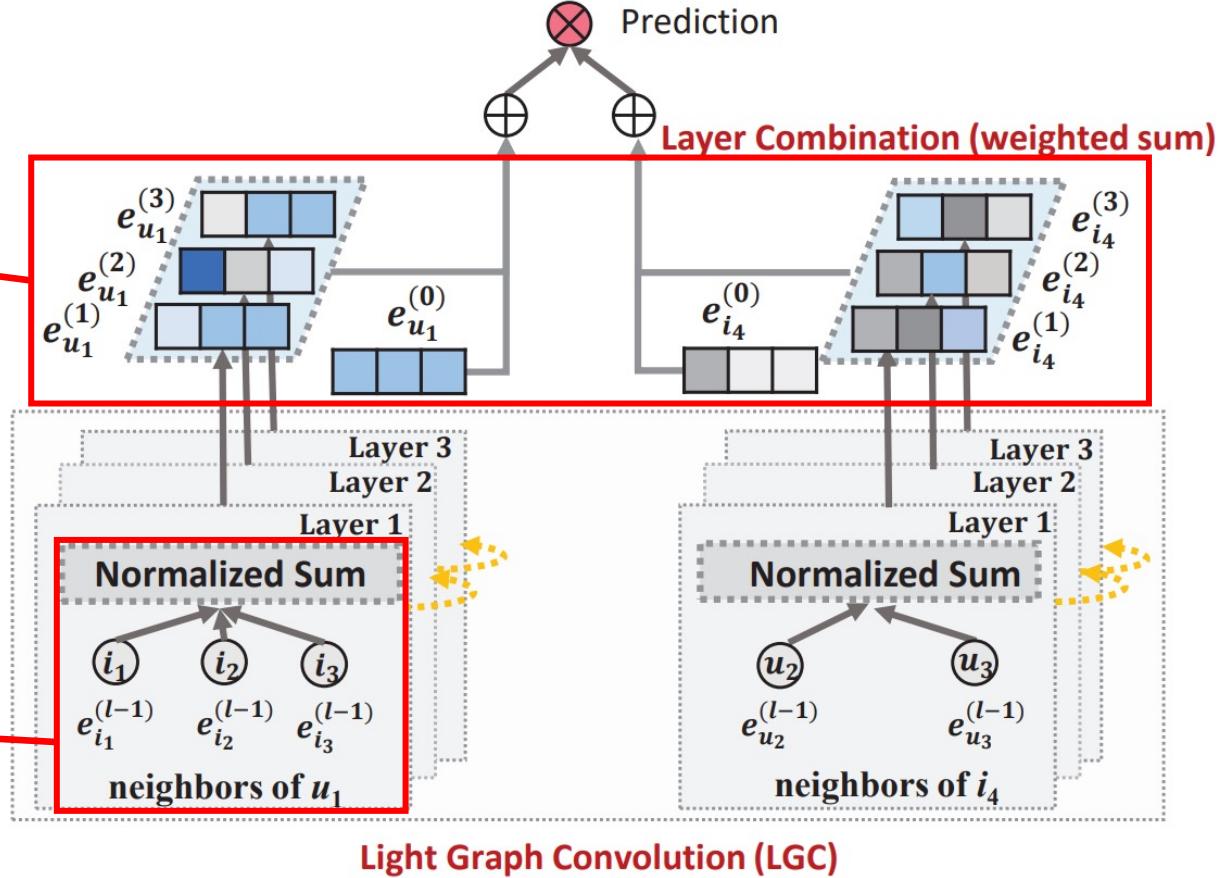
LightGCN

Simplifying GCN for recommendation

$$\mathbf{e}_u = \sum_{k=0}^K \alpha_k \mathbf{e}_u^{(k)}; \quad \mathbf{e}_i = \sum_{k=0}^K \alpha_k \mathbf{e}_i^{(k)},$$

$$\mathbf{e}_u^{(k+1)} = \sum_{i \in N_u} \frac{1}{\sqrt{|N_u|} \sqrt{|N_i|}} \mathbf{e}_i^{(k)},$$

$$\mathbf{e}_i^{(k+1)} = \sum_{u \in N_i} \frac{1}{\sqrt{|N_i|} \sqrt{|N_u|}} \mathbf{e}_u^{(k)}.$$



discard feature transformation and nonlinear activation

GNN based Recommendation

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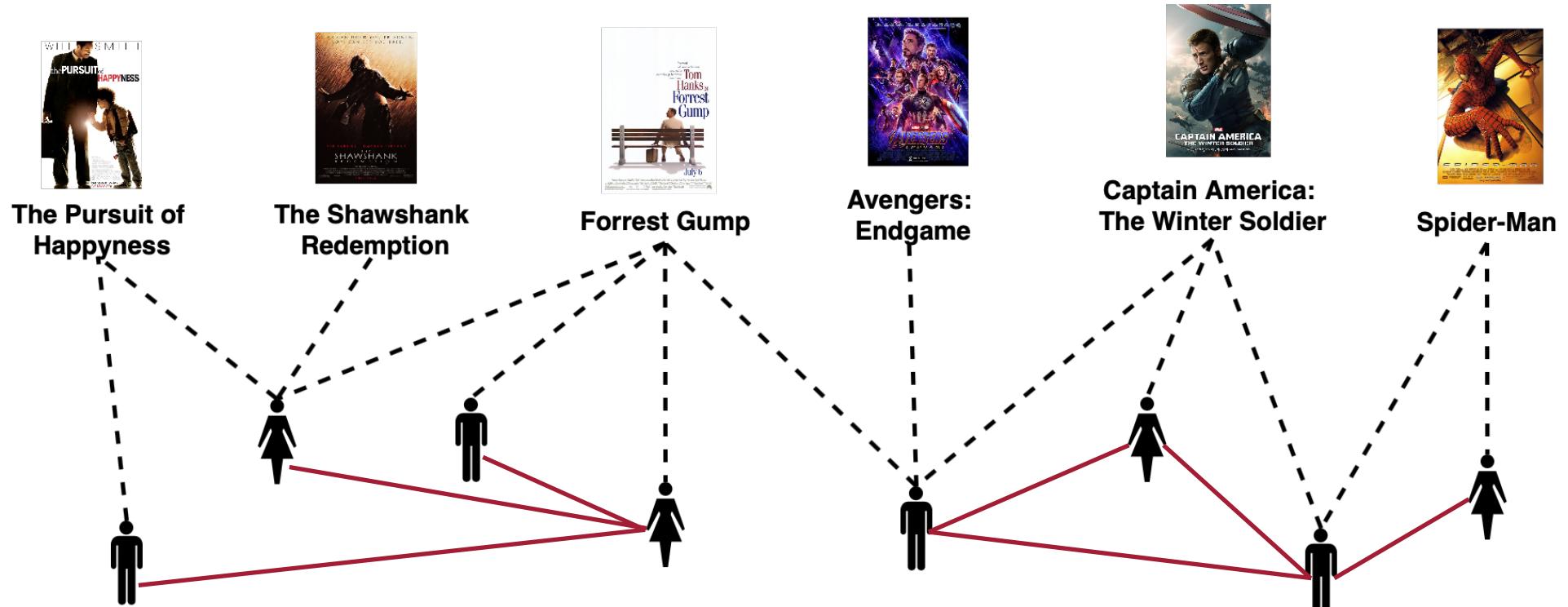
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Social Recommendation

Side information about users: social networks

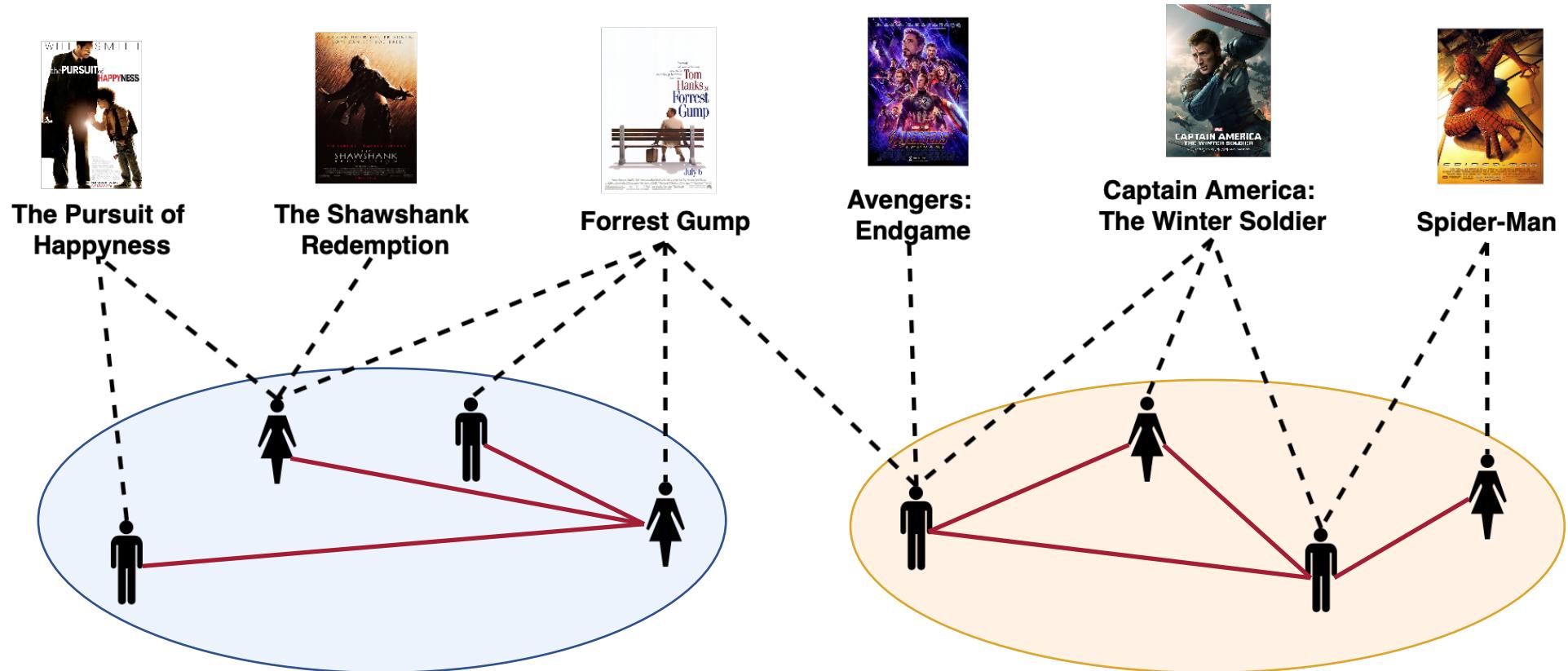
- Users' preferences are similar to or influenced by the people around them (nearer neighbours)
[Tang et. al, 2013]



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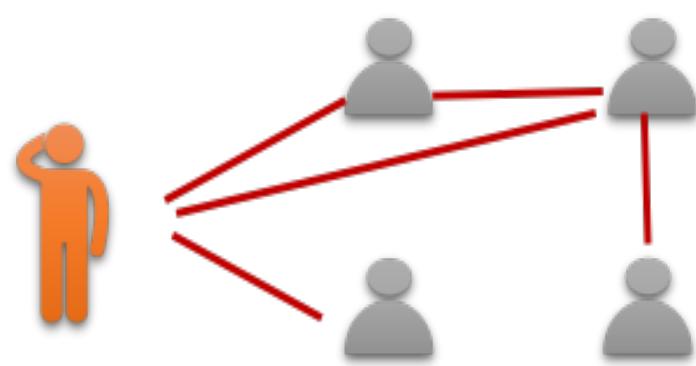


GraphRec

Graph Data in Social Recommendation



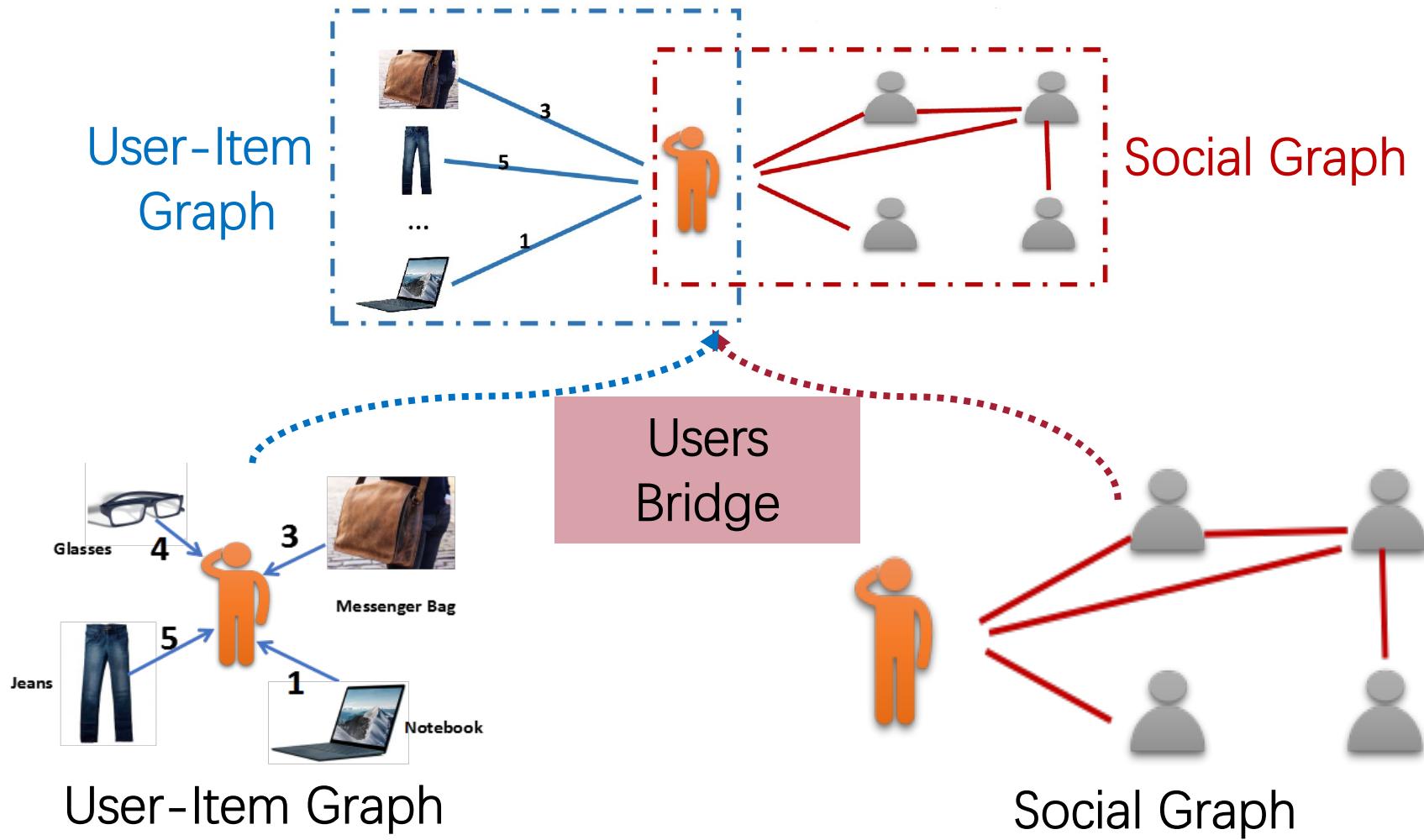
User-Item Graph



Social Graph

GraphRec

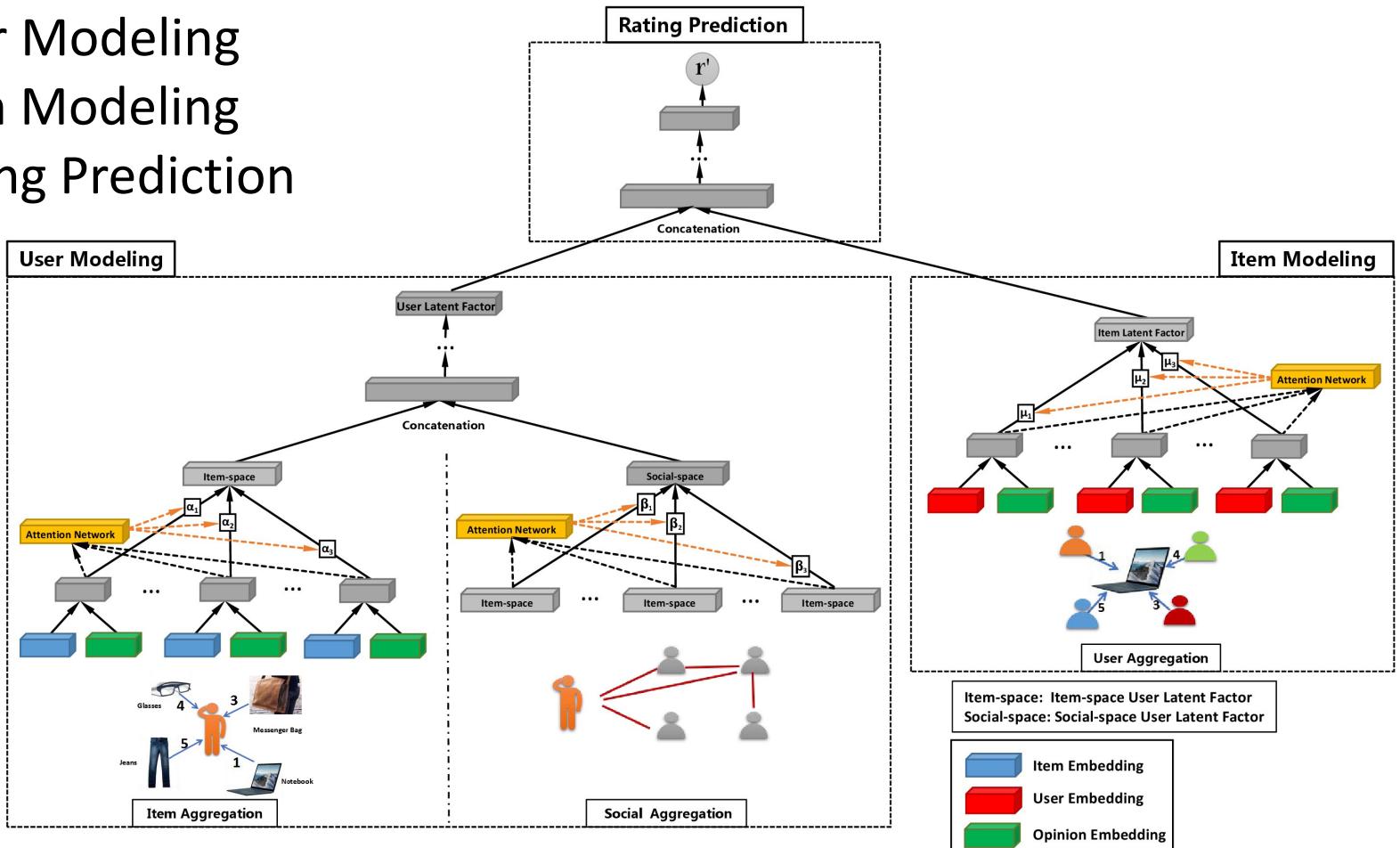
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GraphRec

Three Components:

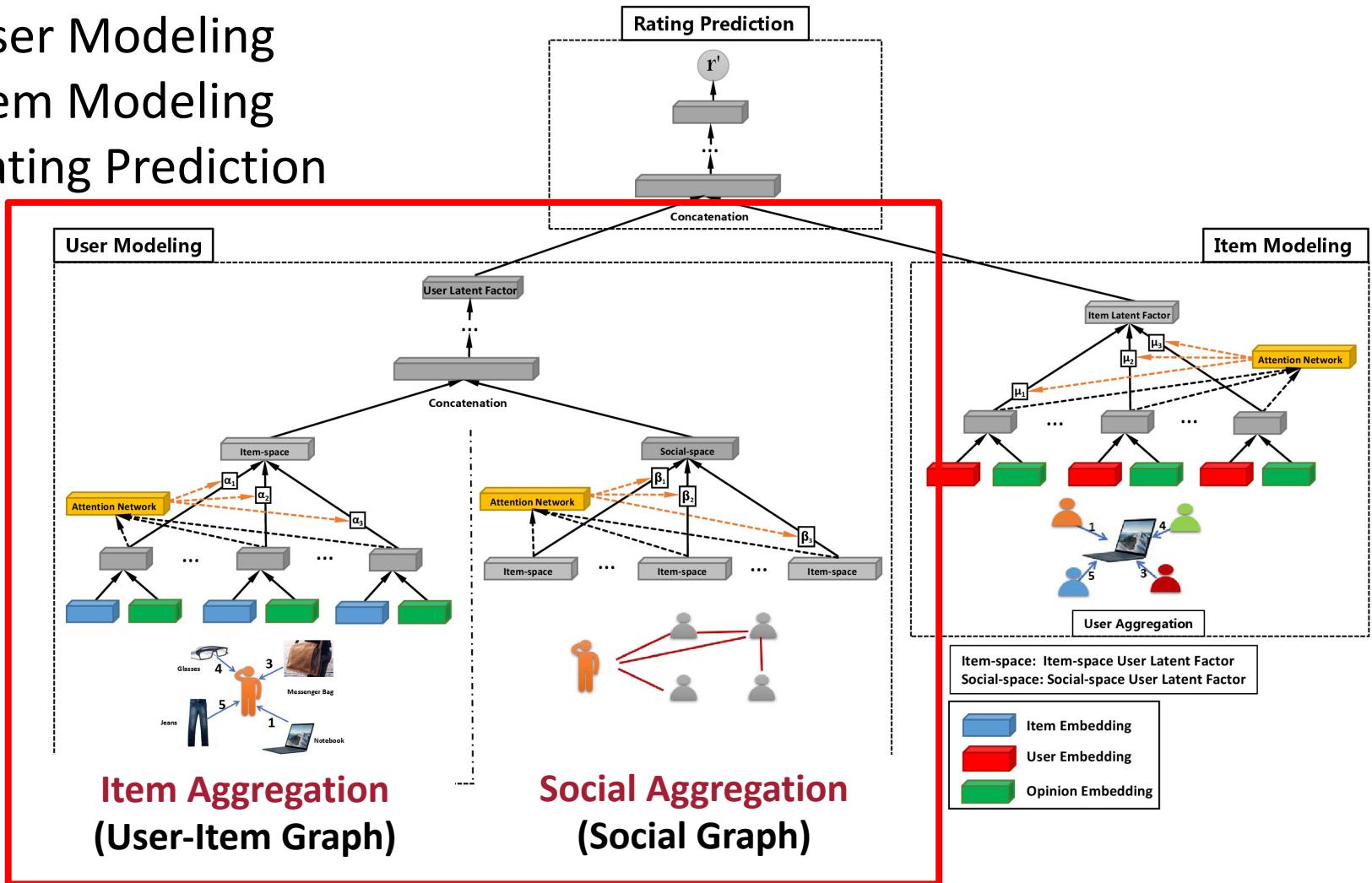
- User Modeling
- Item Modeling
- Rating Prediction



GraphRec

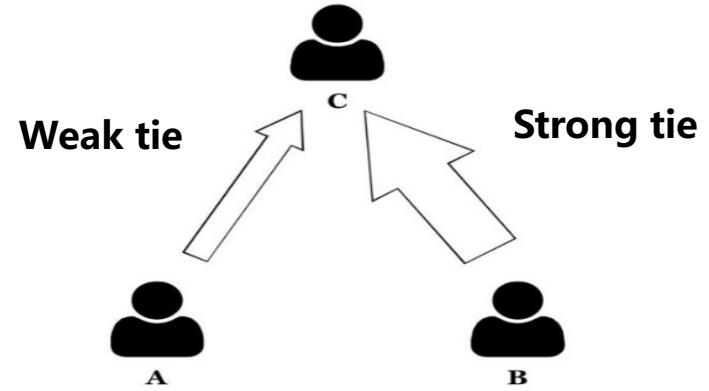
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GraphRec: User Modeling

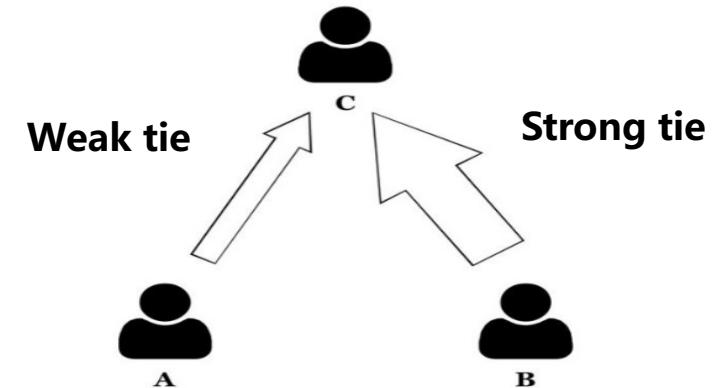
- Social Aggregation in user-user social graph
- Users are likely to share more similar tastes with strong ties than weak ties.



GraphRec: User Modeling

- Social Aggregation in user-user social graph
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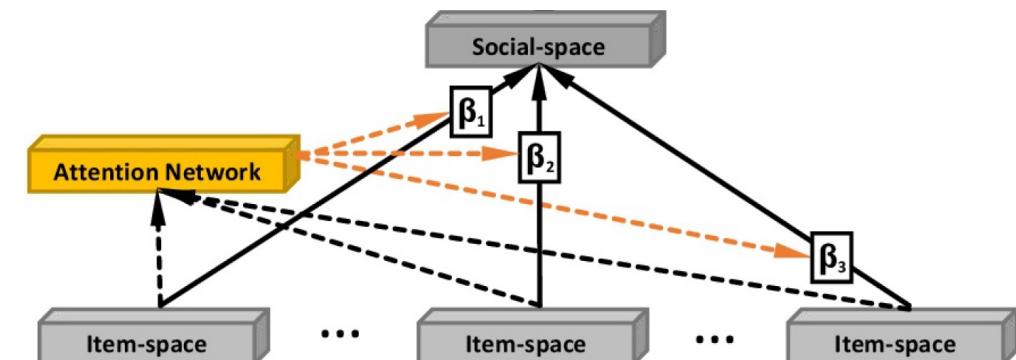
 **Attention network to differentiate the importance weight.**



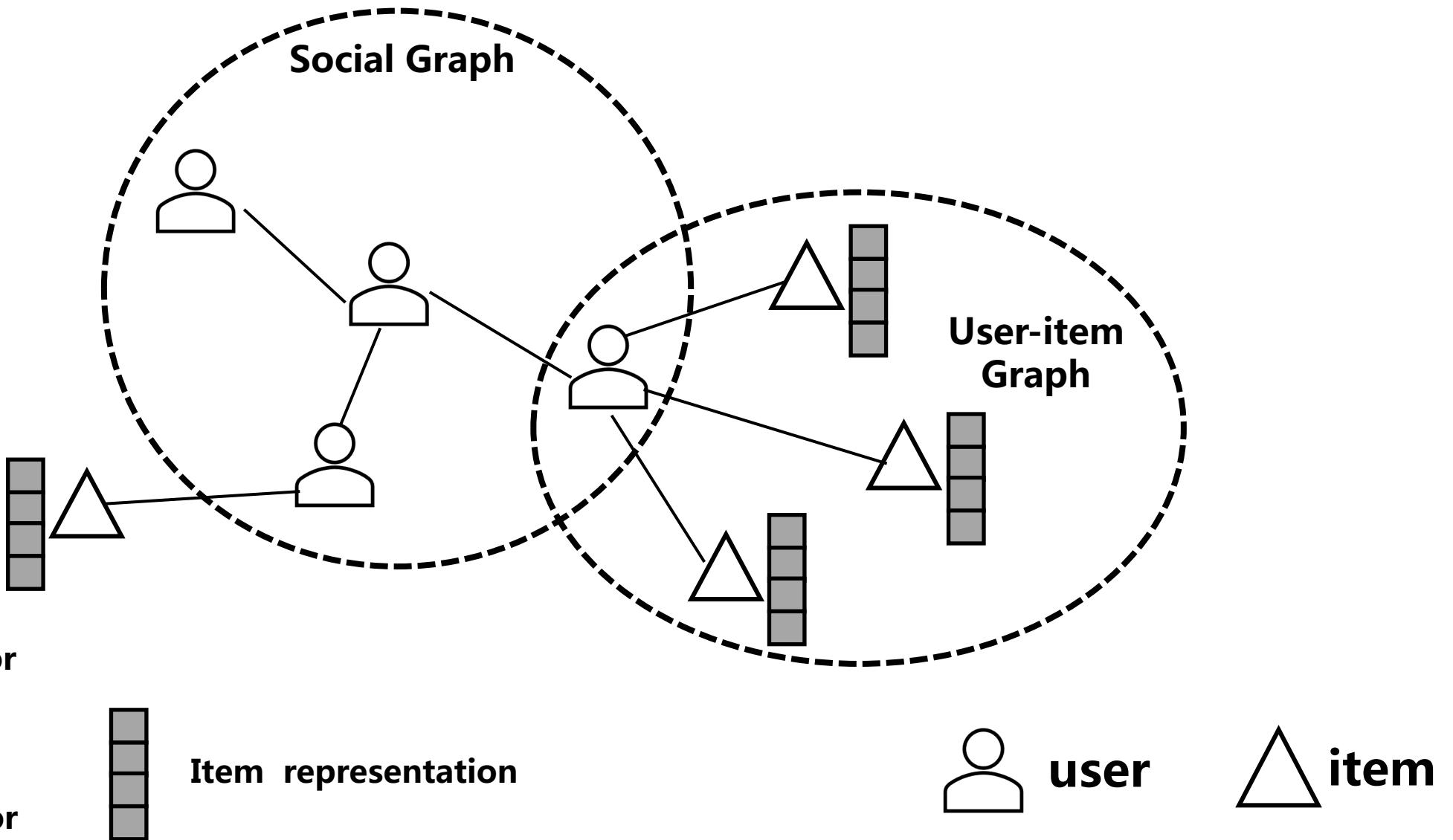
Aggregating item-space users messages from social neighbors

$$\mathbf{h}_i^S = \sigma(\mathbf{W} \cdot \left\{ \sum_{o \in N(i)} \beta_{io} \mathbf{h}_o^I \right\} + \mathbf{b})$$

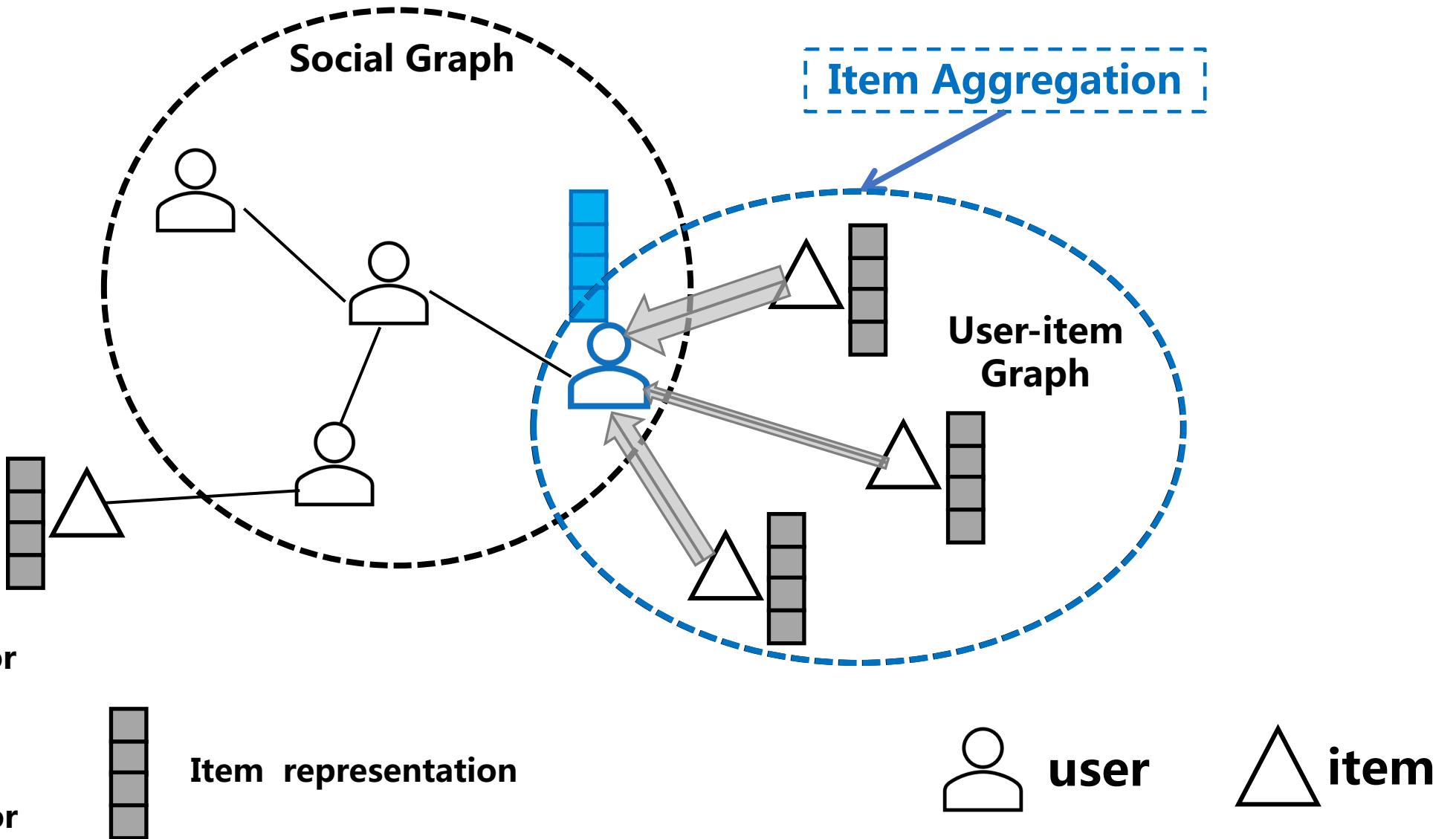
attentive weight



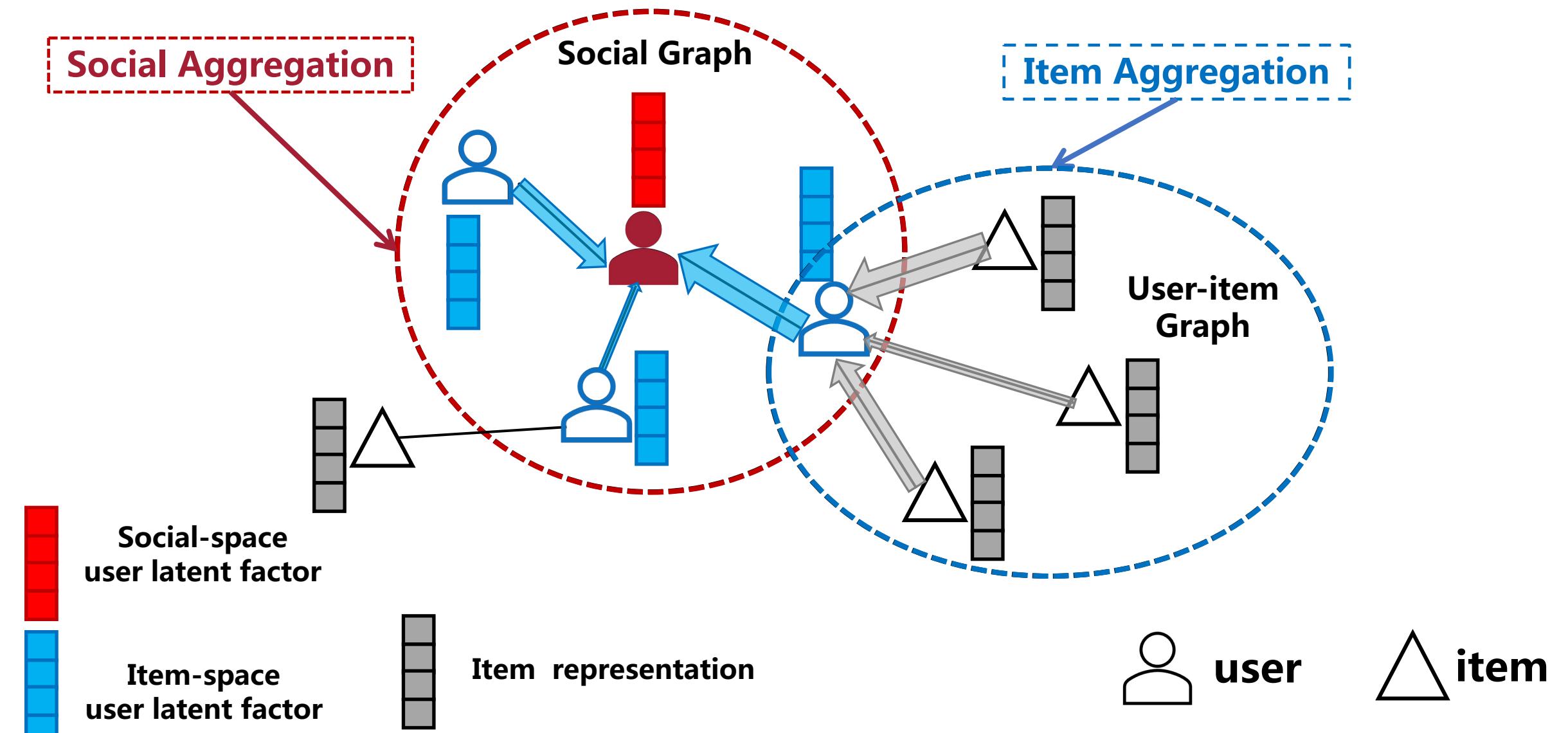
User Modeling: Social Aggregation



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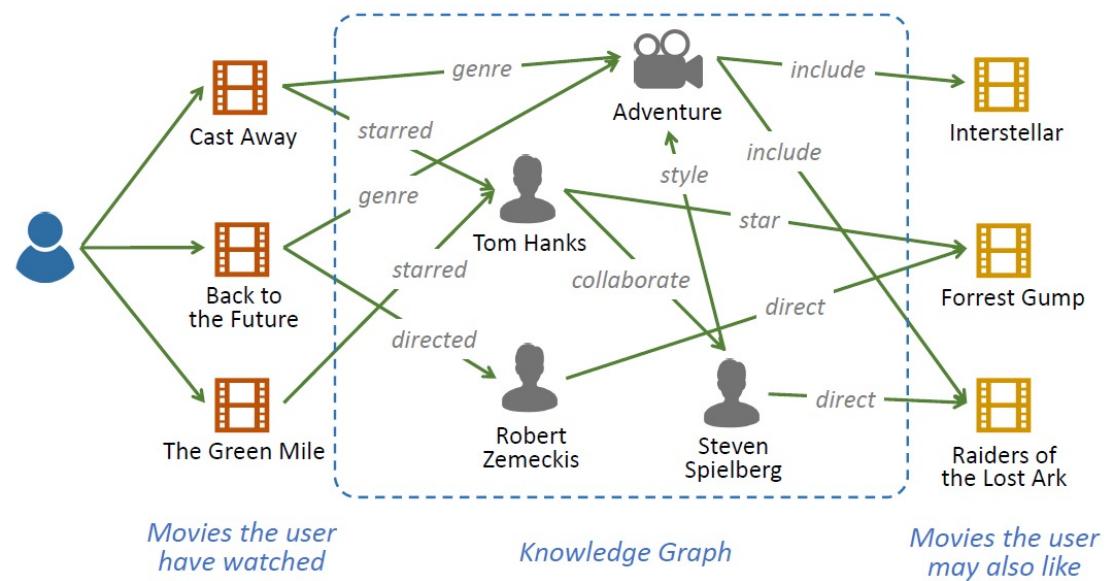
KGCN (WWW'19)

Side information about items: Knowledge Graph (KG)

Heterogeneous Graph:

- Nodes: entities (Items)
- Edges: relations

Triples: (head, relation, tail)



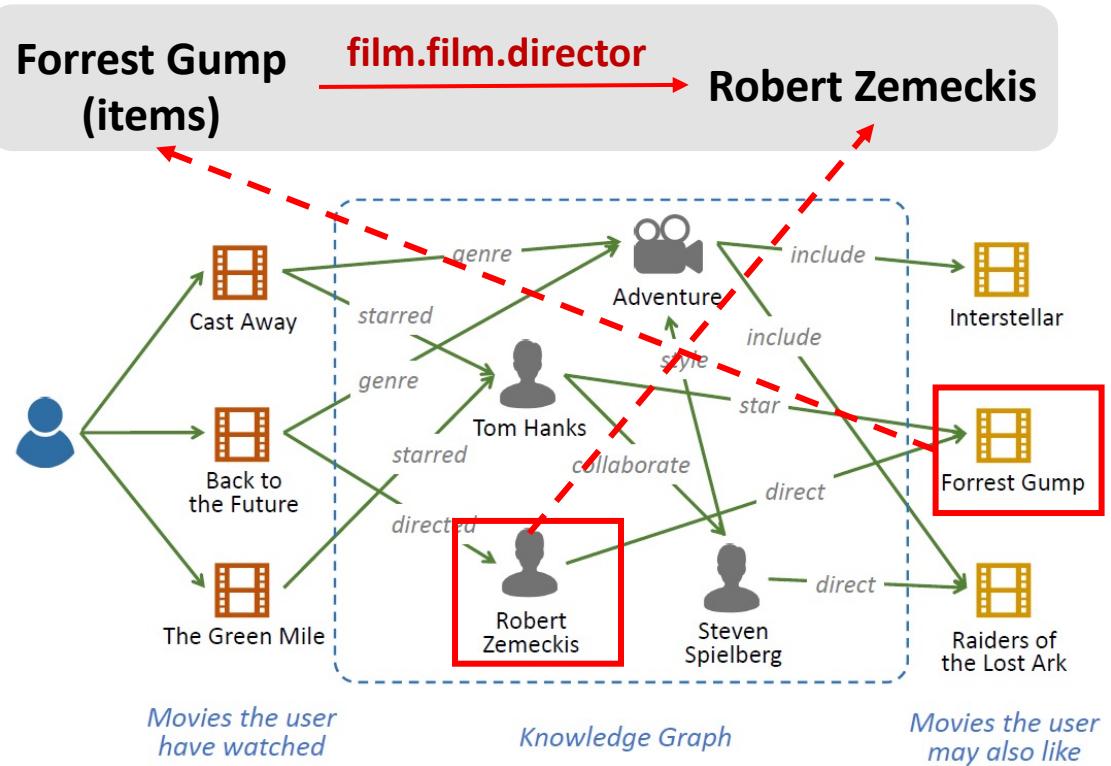
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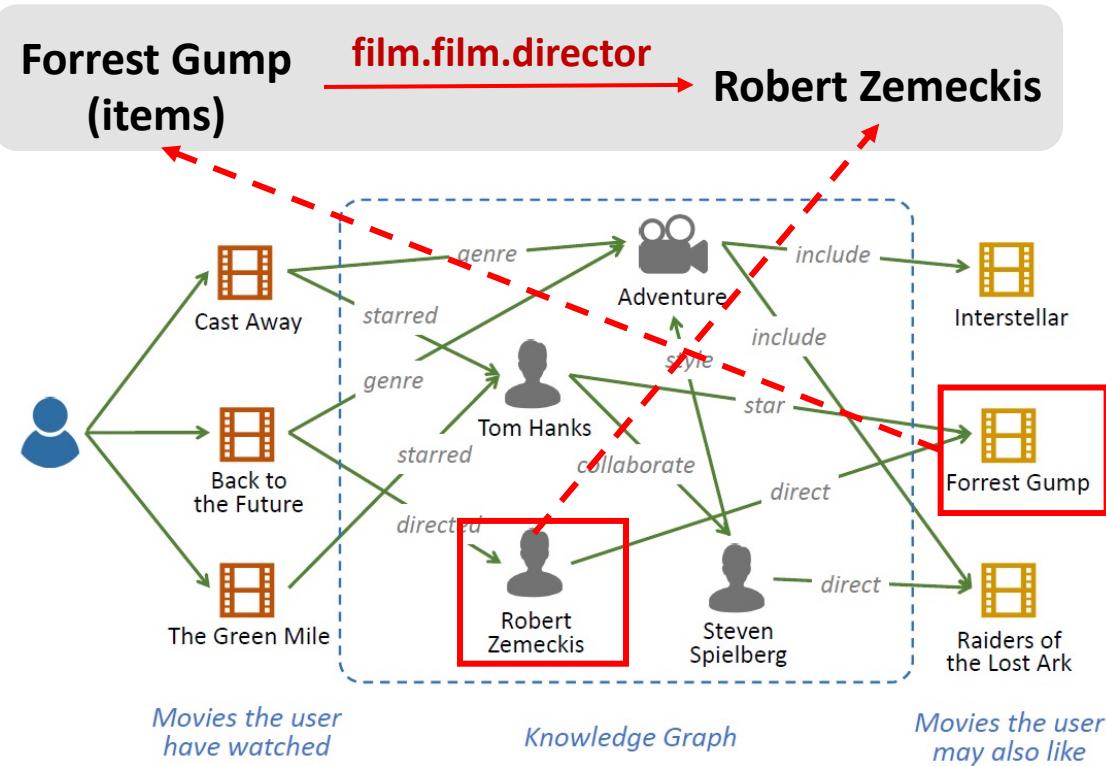
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Heterogeneous Graph:

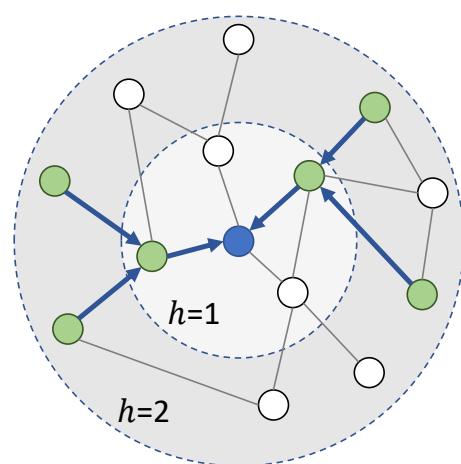
- Nodes: entities (Items)
- Edges: relations

Triples: (head, relation, tail)



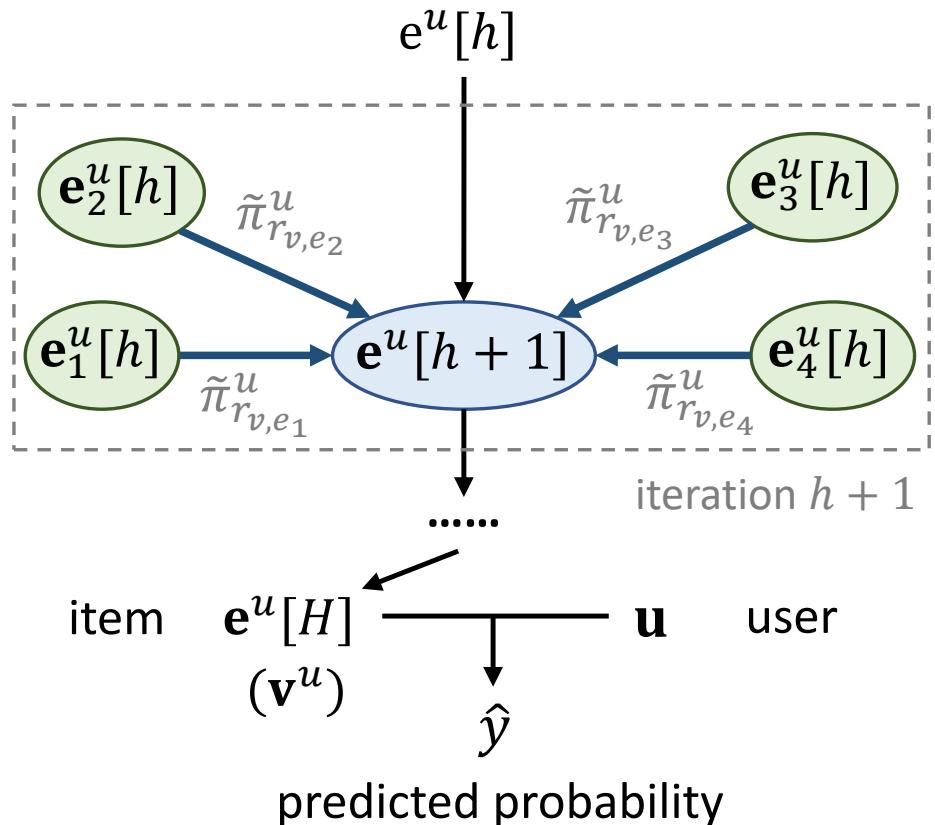
$$\hat{y}_{uv} = f(\mathbf{u}, \boxed{\mathbf{v}^u})$$

GNNs?



KGCN (WWW'19)

- Representation Aggregation of neighboring entities



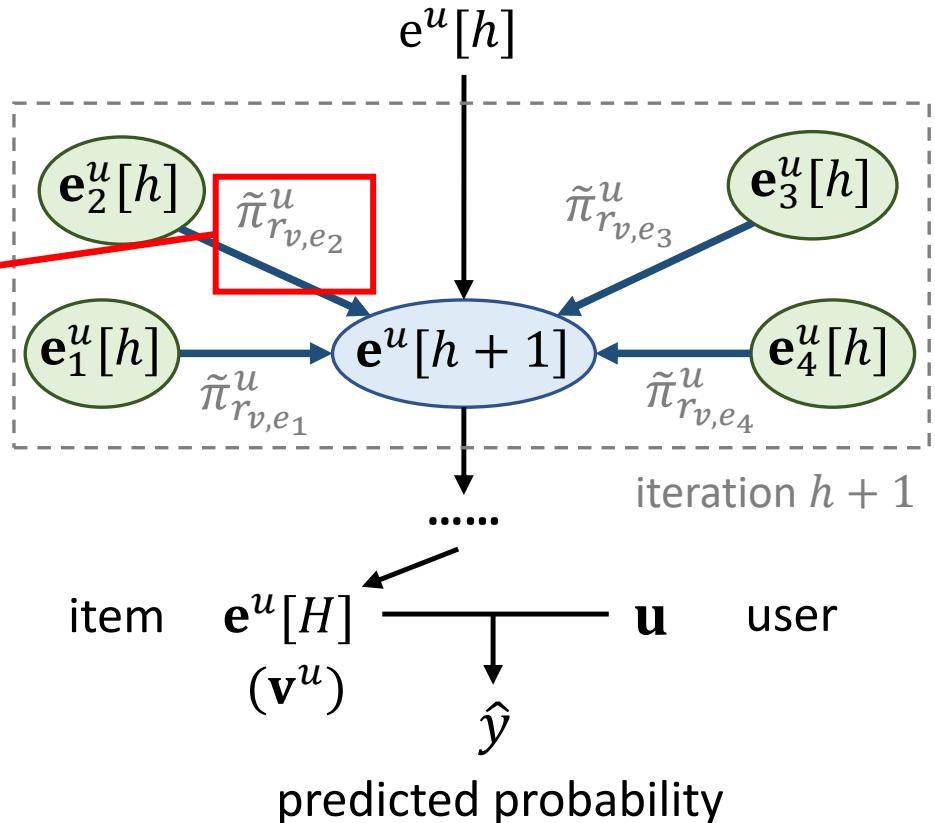
Transform a heterogeneous KG into a user-personalized weighted graph

KGCN (WWW'19)

- Representation Aggregation of neighboring entities

$$\pi_r^u = g(\mathbf{u}, \mathbf{r}) \quad \begin{matrix} \text{user-specific relation} \\ (\text{e.g., inner product}) \end{matrix}$$

$$\tilde{\pi}_{r_{v,e}}^u = \frac{\exp(\pi_{r_{v,e}}^u)}{\sum_{e \in N(v)} \exp(\pi_{r_{v,e}}^u)} \quad \begin{matrix} & \\ & \text{Normalized} \end{matrix}$$



Transform a heterogeneous KG into a user-personalized weighted graph

KGCN (WWW'19)

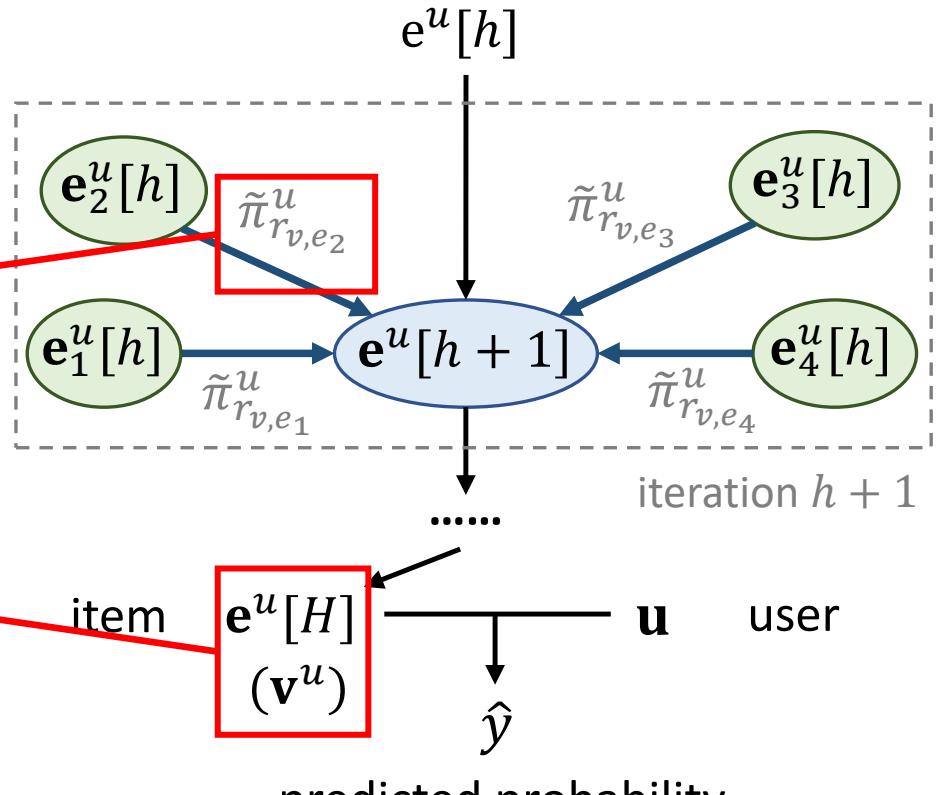
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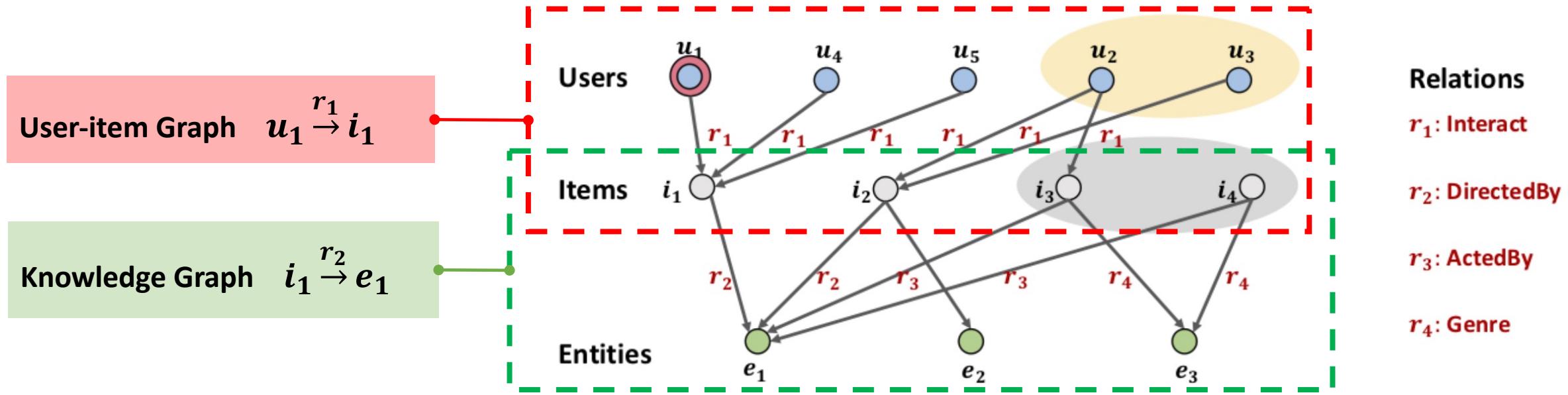
$$\mathbf{v}_{N(v)}^u = \sum_{e \in N(v)} \tilde{\pi}_{r_{v,e}}^u \mathbf{e}_e$$

$$\hat{y}_{uv} = f(\mathbf{u}, \mathbf{v}^u)$$

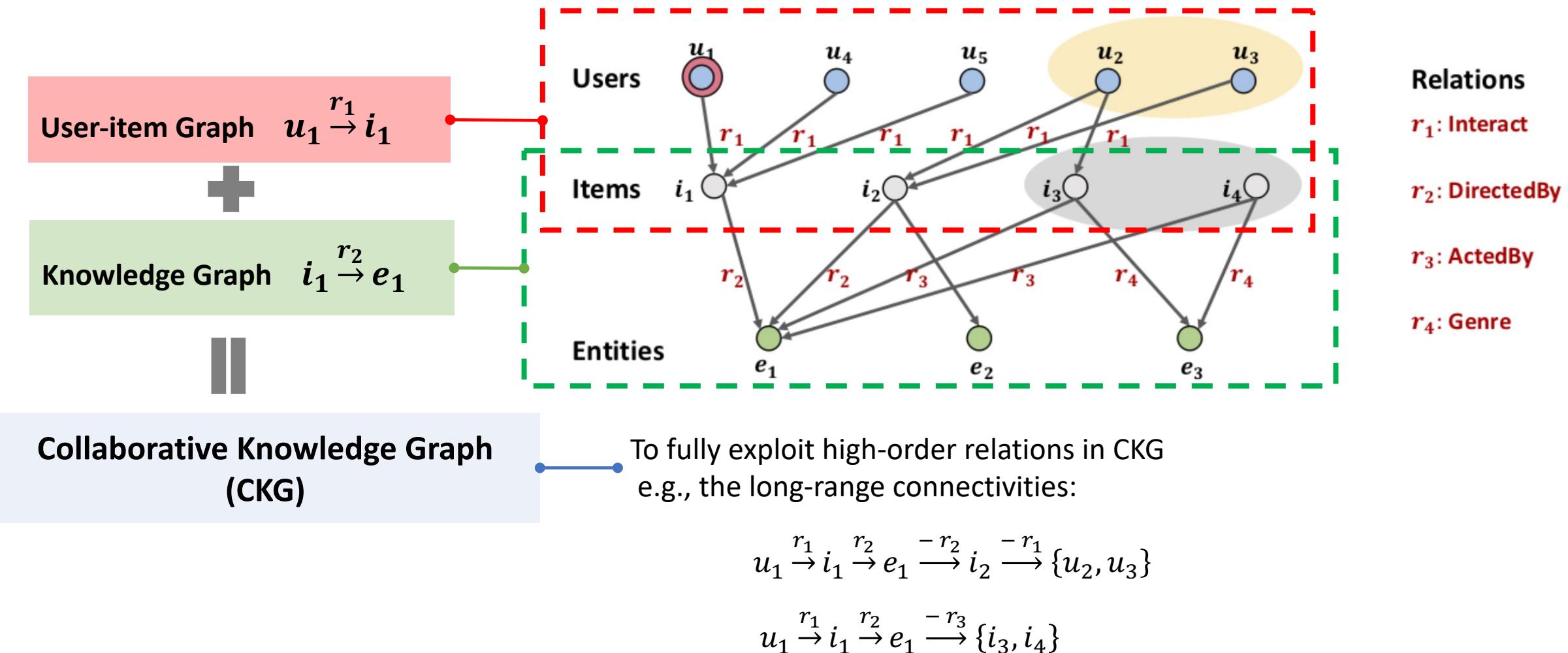


Transform a heterogeneous KG into a user-personalized weighted graph

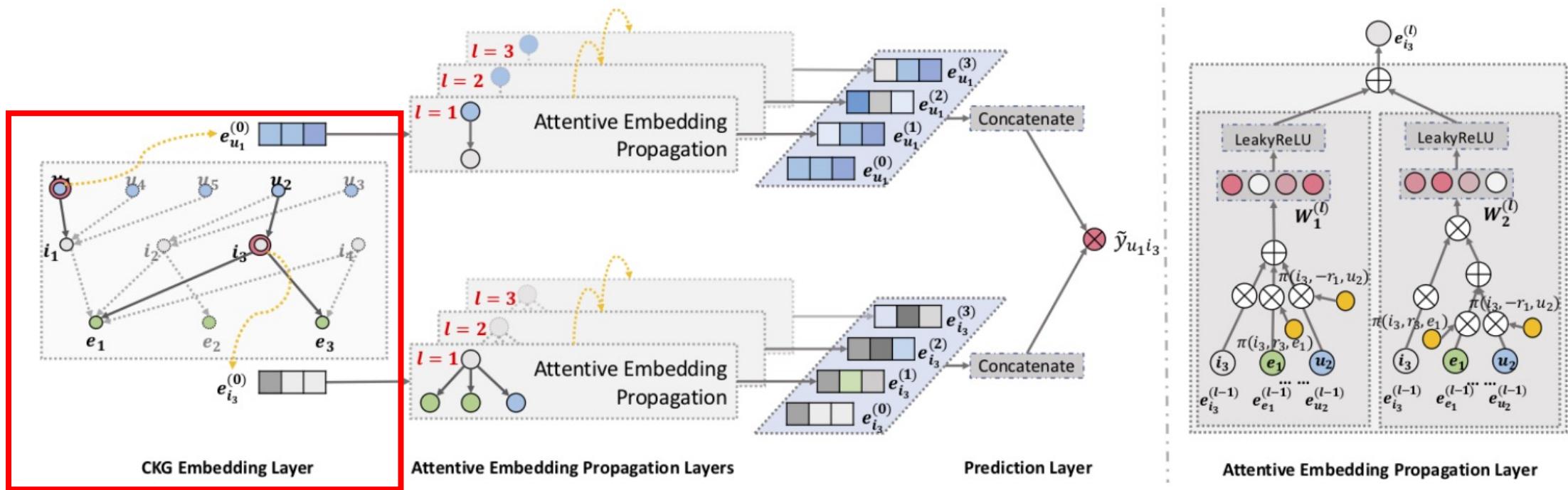
KGAT



KGAT



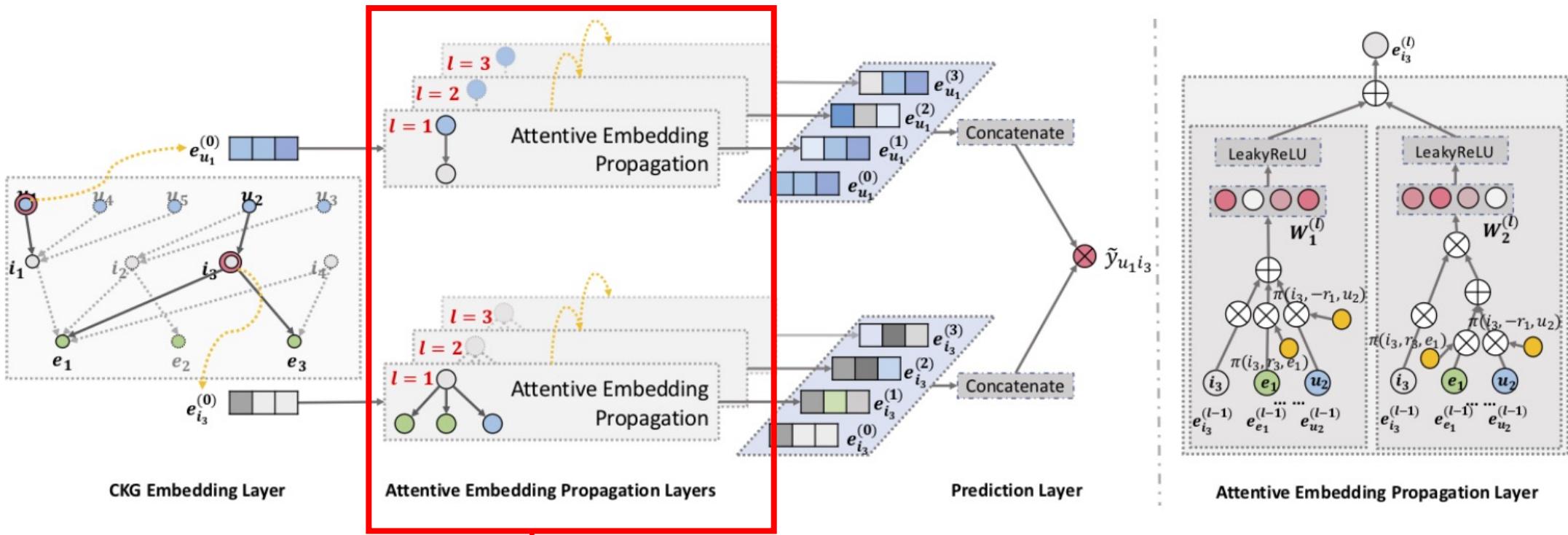
KGAT



$$g(h, r, t) = \|\mathbf{W}_r \mathbf{e}_h + \mathbf{e}_r - \mathbf{W}_r \mathbf{e}_t\|_2^2$$

$$\mathcal{L}_{KG} = \sum_{(h, r, t, t') \in \mathcal{T}} -\ln \sigma(g(h, r, t') - g(h, r, t))$$

KGAT

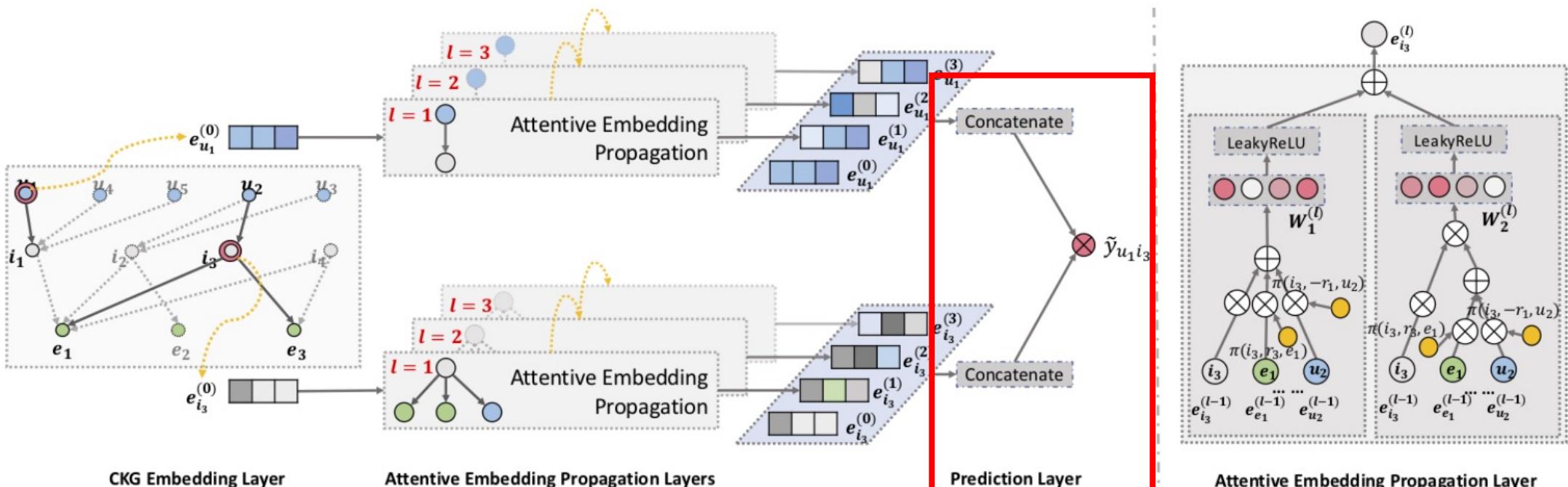


$$\text{Information Propagation: } \mathbf{e}_{\mathcal{N}_h} = \sum_{(h, r, t) \in \mathcal{N}_h} \pi(h, r, t) \mathbf{e}_t$$

$$\text{Knowledge-aware Attention: } \pi(h, r, t) = (\mathbf{W}_r \mathbf{e}_t)^\top \tanh((\mathbf{W}_r \mathbf{e}_h + \mathbf{e}_r))$$

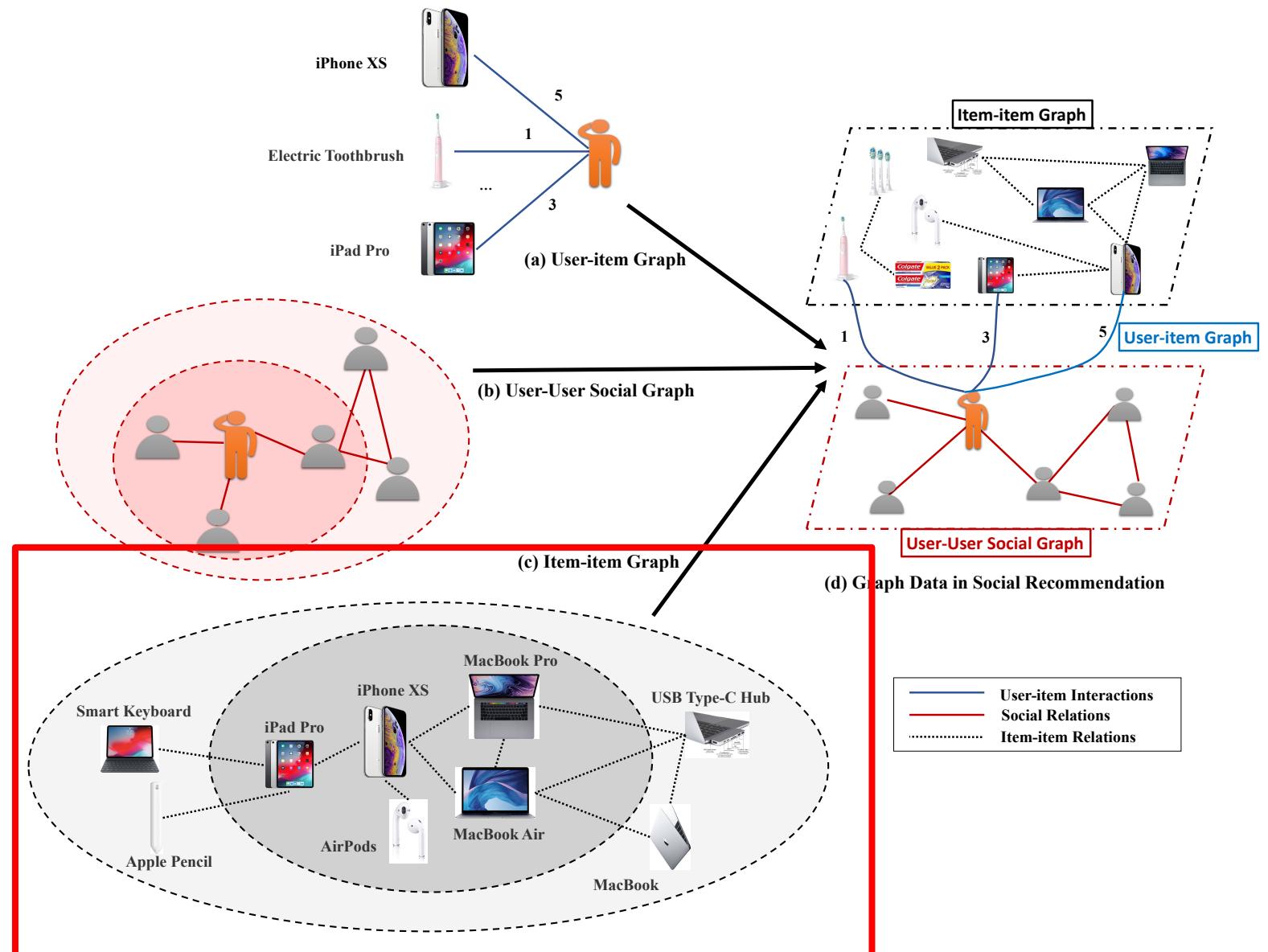
$$\begin{aligned} \text{Information Aggregation: } f_{\text{Bi-Interaction}} &= \text{LeakyReLU}(\mathbf{W}_1(\mathbf{e}_h + \mathbf{e}_{\mathcal{N}_h})) + \\ &\quad \text{LeakyReLU}(\mathbf{W}_2(\mathbf{e}_h \odot \mathbf{e}_{\mathcal{N}_h})), \end{aligned}$$

KGAT



$$\mathbf{e}_u^* = \mathbf{e}_u^{(0)} \parallel \cdots \parallel \mathbf{e}_u^{(L)}, \quad \mathbf{e}_i^* = \mathbf{e}_i^{(0)} \parallel \cdots \parallel \mathbf{e}_i^{(L)} \quad \hat{y}(u, i) = \mathbf{e}_u^{*\top} \mathbf{e}_i^*$$

GraphRec+



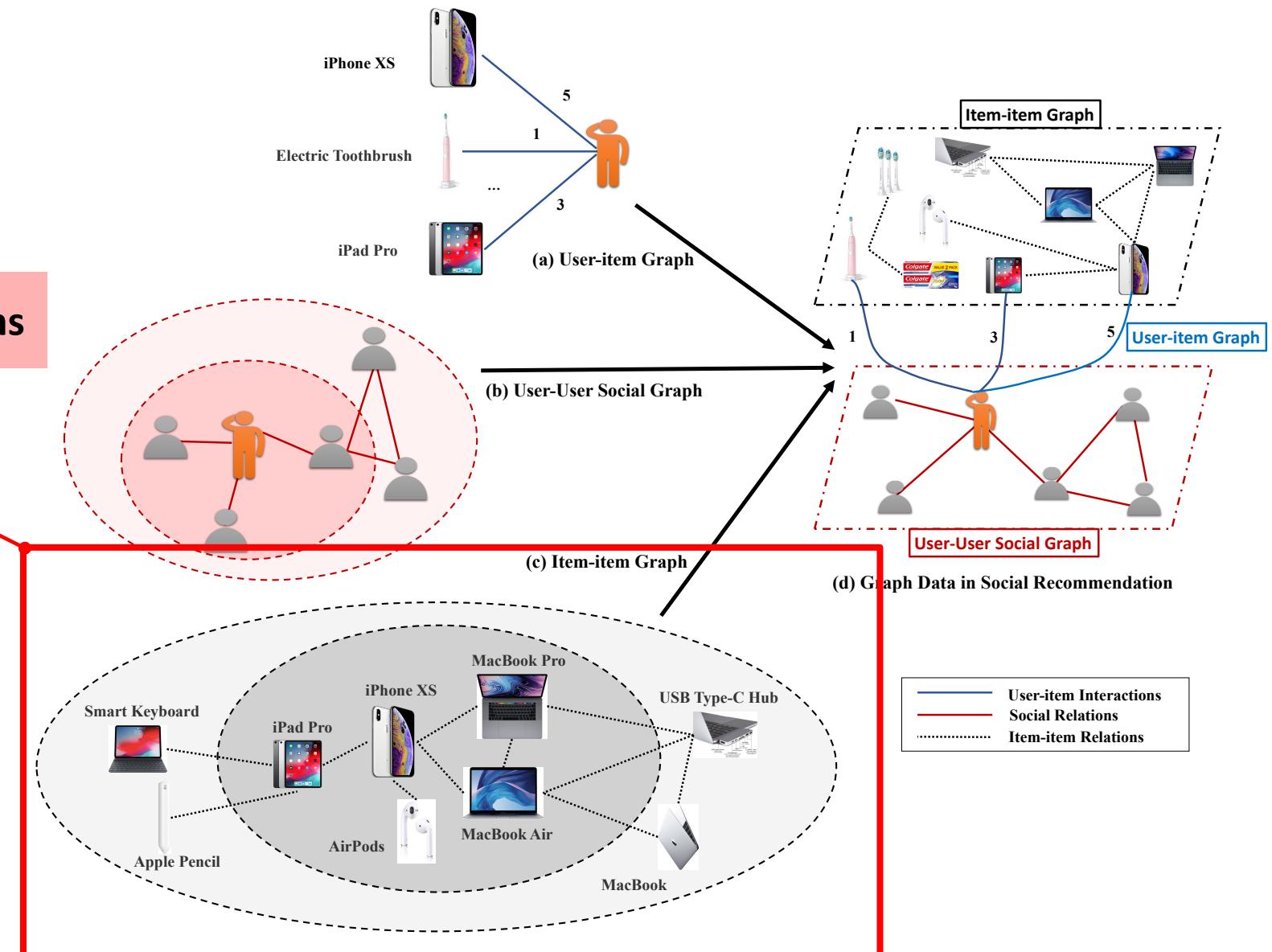
GraphRec+

Item-item Graph

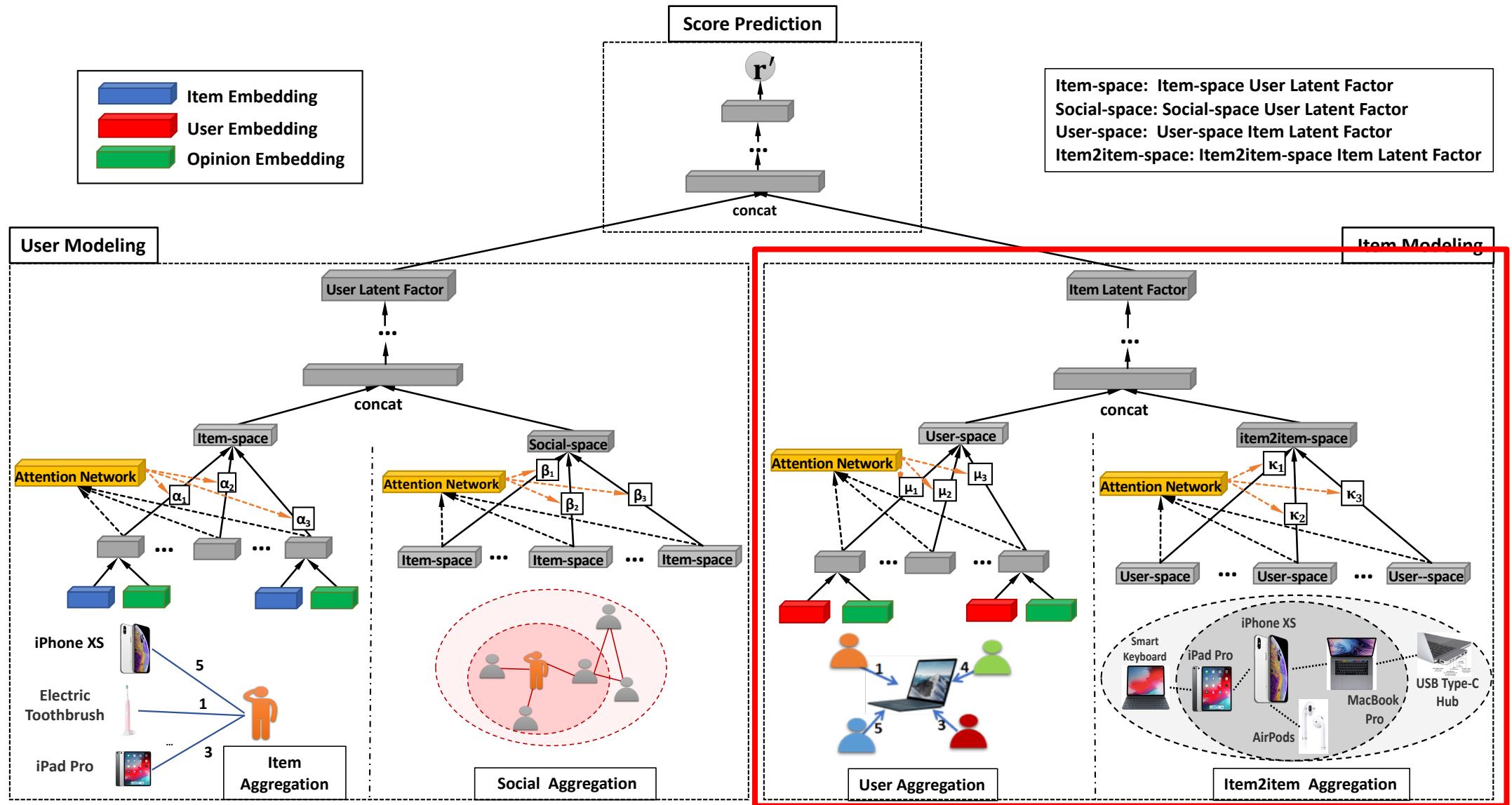
Substitutable and Complementary Items

E.g.,

- ‘users who bought A also bought B’
- ‘users who viewed A also viewed B’



GraphRec+



Conclusion: Future Directions

Depth

When the deeper GNNs can help in recommender systems?

Conclusion: Future Directions

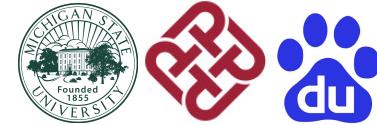
● Depth

When the deeper GNNs can help in recommender systems?

● Security (Data Poisoning Attack & Defense)

- Edge
 - user-item interactions
 - social relations
 - knowledge graph
- Node (users/items) Features
- Local Graph Structure

Conclusion: Future Directions

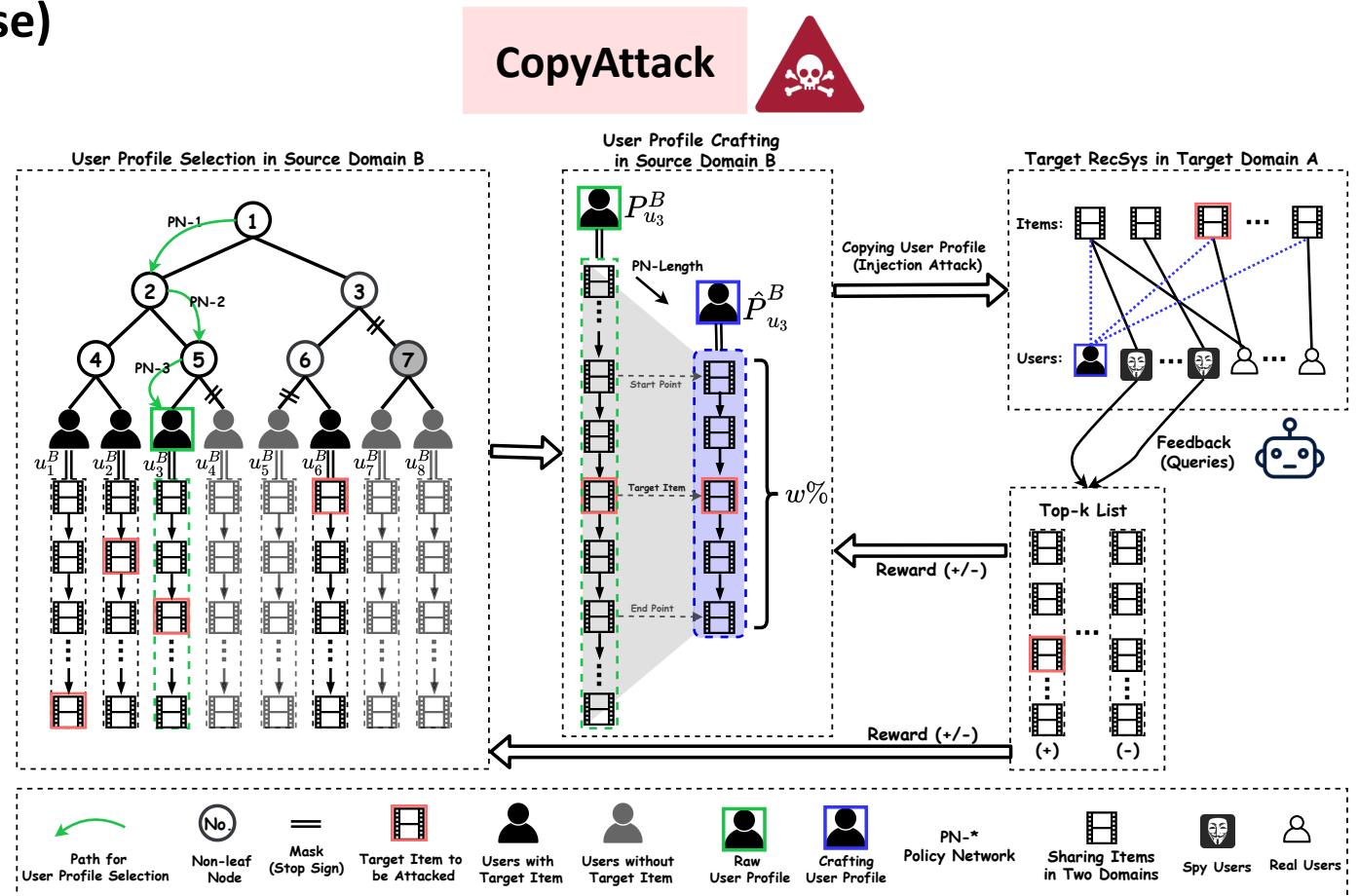


Depth

When the deeper GNNs can help in recommender systems?

Security (Data Poisoning Attack & Defense)

- Edge
 - user-item interactions
 - social relations
 - knowledge graph
 - Node (users/items) Features
 - Local Graph Structure



Ads

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I am actively recruiting self-motivated Ph.D. students, Master, and Research Assistants. Visiting scholars and interns are also welcome. Send me an email with your CV if you are interested.