Node Embedding

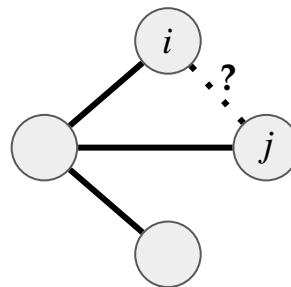## Analysis of complex interconnected data

Common prediction tasks

- ## Link Prediction

  Classic example:

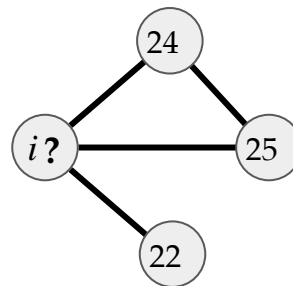 $$z(i, j) = |\mathcal{N}(i) \cap \mathcal{N}(j)|$$

$$z(i, j) = f(h_i, h_j)$$

e.g. how likely it is for them to become friend?

- ## Node Classification

  What can be a simple predictor?

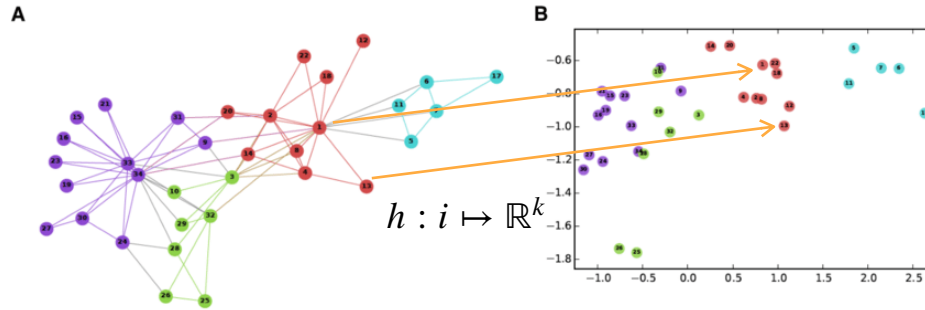 $$z(i) = \frac{1}{|\mathcal{N}(i)|} \sum_{j \in \mathcal{N}(i)} z(j)$$

$$z(i) = f(h_i)$$

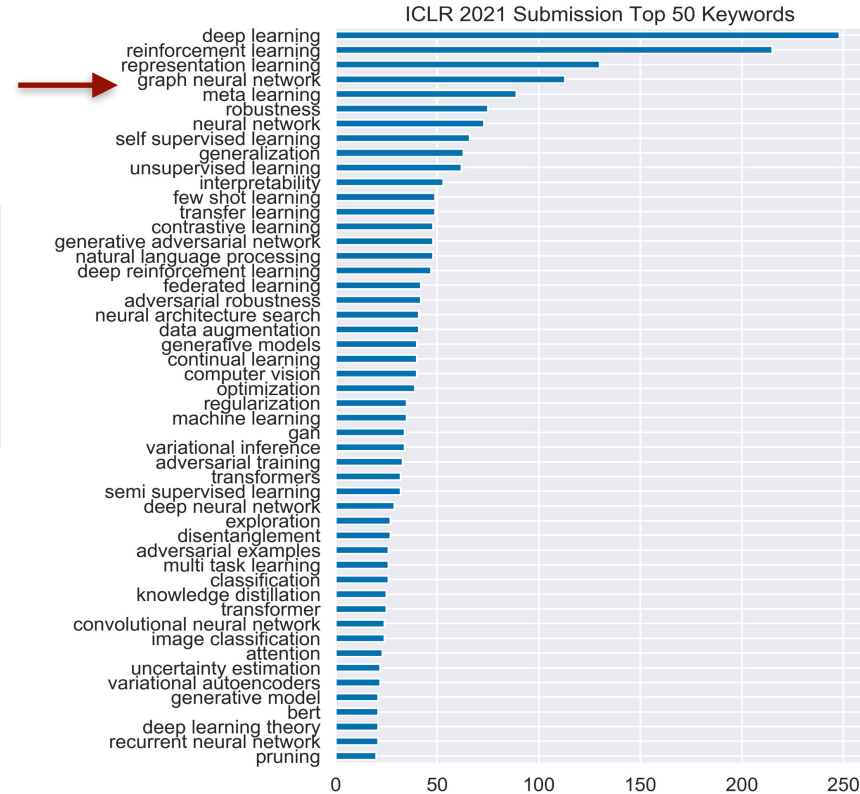e.g. what is the age of a user based on his friends ages?

Instead of an hand-crafted measure, we can learn this

Graph Representation Learning

One of the hottest research topic in the ML community

$$h : i \mapsto \mathbb{R}^k$$

Node embedding methods derive a vector representation per each node in the graph so that structurally similar nodes have closer vectors

From A Tutorial on Network Embeddings, 2018

ICLR 2021 Submission Top 50 Keywords

deep learning
reinforcement learning
representation learning
graph neural network
meta learning
robustness
neural network
self supervised learning
generalization
unsupervised learning
interpretability
few shot learning
transfer learning
contrastive learning
generative adversarial network
natural language processing
deep reinforcement learning
federated learning
adversarial robustness
neural architecture search
data augmentation
generative models
continual learning
computer vision
optimization
regularization
machine learning
gan
variational inference
adversarial training
transformers
semi supervised learning
deep neural network
exploration
disentanglement
adversarial examples
multi task learning
classification
knowledge distillation
transformer
convolutional neural network
image classification
attention
uncertainty estimation
variational autoencoders
generative model
bert
deep learning theory
recurrent neural network
pruning

Basic Vector Representation for Nodes

- Row in the Adjacency matrix:

$$h_{10} = [0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 1 \quad 1 \quad 0 \quad 1]^{\top}$$
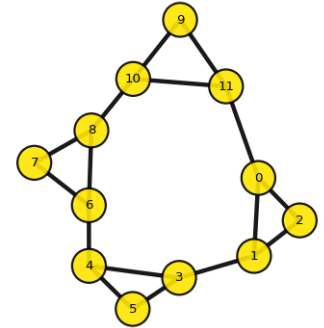
What is the common neighbour predictor based on h?

$$z(i,j) = h_i^{\top} h_j$$

- Row in the Laplacian matrix

- k-smallest nontrivial eigenvectors of Graph Laplacian a.k.a. Laplacian eigenmaps (LE)
  - K-means on this gives the Spectral Clustering

- Learn $h : i \mapsto \mathbb{R}^k$ so that
  - distance in the embedded space $\Rightarrow$ link prediction
  - decision boundaries in the embedded space $\Rightarrow$ node classification

$A \in \{0,1\}^{N \times N}$

	0	1	2	3	4	5	6	7	8	9	10	11	
0	0	1	1	0	0	0	0	0	0	0	0	1	3
1	1	0	1	1	0	0	0	0	0	0	0	0	3
2	1	1	0	0	0	0	0	0	0	0	0	0	2
3	0	1	0	0	1	1	0	0	0	0	0	0	3
4	0	0	0	1	0	1	1	1	0	0	0	0	3
5	0	0	0	1	1	0	0	0	0	0	0	0	2
6	0	0	0	0	1	0	0	1	1	0	0	0	3
7	0	0	0	0	1	0	1	0	1	0	0	0	2
8	0	0	0	0	0	0	1	1	0	0	1	0	3
9	0	0	0	0	0	0	0	0	0	0	1	1	2
10	0	0	0	0	0	0	0	0	1	1	0	1	3
11	1	0	0	0	0	0	0	0	0	1	1	0	3
	3	3	2	3	3	2	3	2	3	2	3	3	

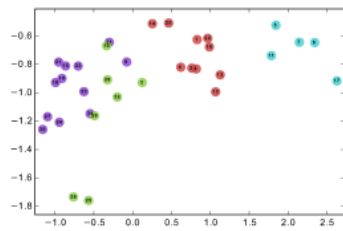# Graph Representation Learning
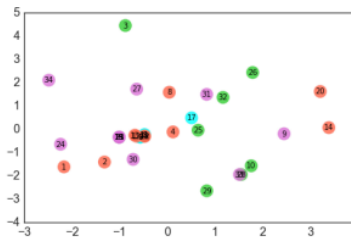
Map each node to a vector: $h : i \in G \mapsto \mathbb{R}^k$

Embed the graph in vector space: $G \to H^{n \times k}$ {each row gives the embedding of one node}
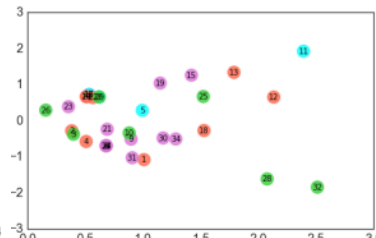
- distance in the embedded space $\Rightarrow$ link prediction: $h_i^\top h_j$

- decision boundaries in the embedded space $\Rightarrow$ node classification

(a) Output: DeepWalk

(e) Output: LE

(f) Output: SVD

This can be trained unsupervised, e.g. based on cross-entropy loss puts connected nodes close-by, to preserves the edge structure:

$$\sum_{(i,j) \in E} \log \sigma(h_i^\top h_j) + \sum_{(i,j) \notin E} \log(1 - \sigma(h_i^\top h_j))$$

Links   non-Links

See A Tutorial on Network Embeddings, 2018

logistic/squashing/activation function: $\sigma(x) = \dfrac{1}{1 + e^{-x}} : \mathbb{R} \to (0,1)$
Gives a single probability

An Encoder-Decoder Perspective

Goal: Similarity in the embedding space (e.g. $h_i^\top h_j$) approximates the similarity in the graph
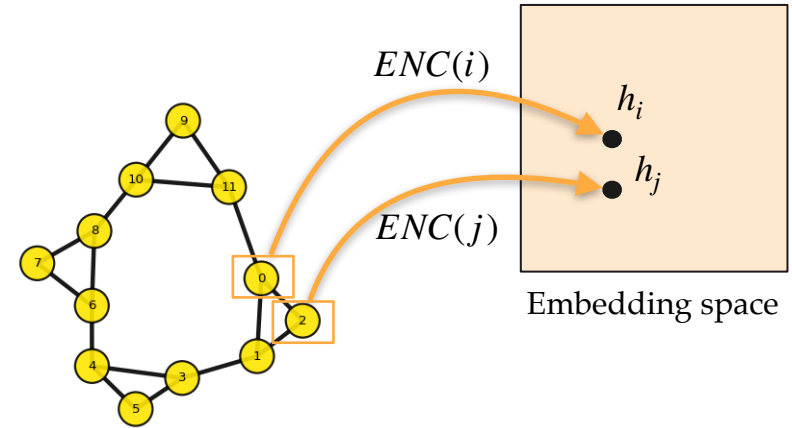
We need to define:

- **Encoder** gives low dimensional embedding that summarizes the graph position and structure in local neighbourhood

$$ENC(i) = h_i : i \rightarrow \mathbb{R}^k$$

- **Decoder** reconstructs this neighbourhood given the embedding of the node, or the pairwise similarities

$$S_G(i,j) \approx DEC(h_i, h_j) : \mathbb{R}^k \times \mathbb{R}^k \rightarrow \mathbb{R}^+$$

What can be a simple similarity measure here? *A*

Embedding space

$$\mathscr{L} = \sum_{i,j} l(DEC(h_i, h_j), S_{ij})$$

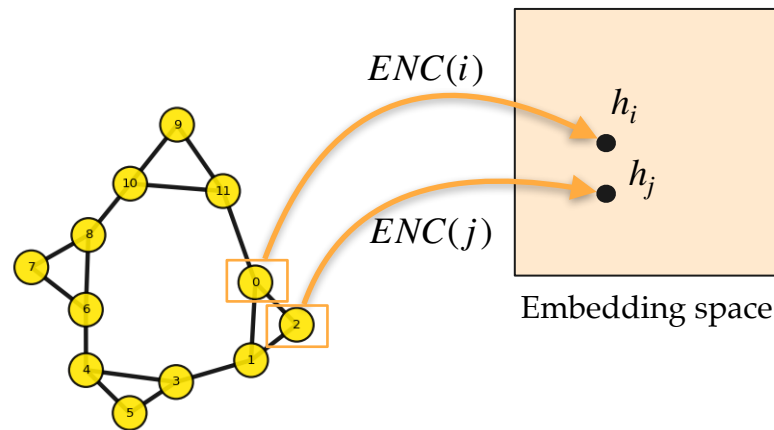Minimize using SGD, we directly optimize the embedding of each node

An example embedding

$$DEC(h_i, h_j) = \|h_i - h_j\|_2^2 \quad : \text{L2-distance}$$

$$l(DEC(h_i, h_j), S_{ij}) = DEC(h_i, h_j) \cdot S_{ij}$$

Intuition: similar nodes with far away embeddings have higher loss

$S_G(i, j)$ => if S is according to Laplacian, this gives identical to the solution for spectral clustering, i.e. k smallest eigenvectors of the Laplacian, that is the **Laplacian eigenmaps (LE) technique**
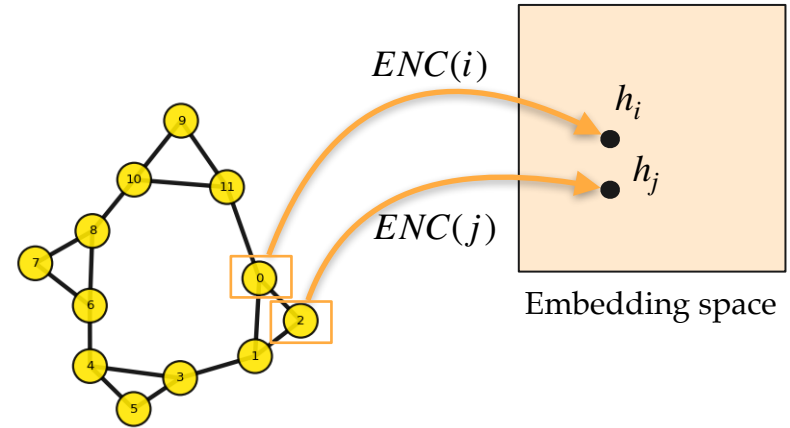
Laplacian Eigenmap

https://www.cs.mcgill.ca/~wlh/grl_book/files/GRL_Book-Chapter_3-Node_Embeddings.pdf

Inner-product methods

Embedding space

$DEC(h_i, h_j) = h_i^\top h_j$: dot product

$l(DEC(h_i, h_j), S_{ij}) = (DEC(h_i, h_j) - S_{ij})^2$ $\Rightarrow \mathcal{L} = \|HH^\top - S\|_2^2$

Intuition: distance in embedding space be the same as the distance in graph

$S_G(i, j)$ => If $S = A$, the method is the Graph Factorization (GF) approach1 [Ahmed et al., 2013]

If S is set based on powers of A, $A, A^2 \ldots A^k$, the method is called GraRep [Cao et al., 2015]

If S is any classic neighbourhood overlap measure, the method is called HOPE [Ou et al., 2016]

These methods use a deterministic measure of similarity, which is limited and can be expensive to compute, it is it is better to use stochastic measure of neighbourhood overlap

Random walk embeddings

Embedding space

$$DEC(h_i, h_j) = \frac{e^{h_i^\top h_j}}{\sum_k e^{h_i^\top h_k}}$$: Softmax function: $\mathbb{R}^k \to \Delta_k$, probability simplex

$$p_k \in \Delta_k \Rightarrow \sum_k p_k = 1$$

$$l(DEC(h_i, h_j), S_{ij}) = -S_{ij} \log(DEC(h_i, h_j))$$: Cross-entropy loss, negative log likelihood that when minimized maximizes the likelihood of the graph

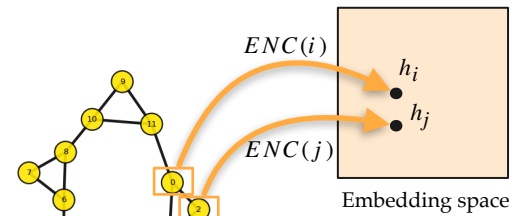Intuition: nodes have similar embeddings are more likely to co-occur on short random walks over the graph

$$S_G(i, j) = p_{\mathscr{G},\mathscr{T}}(j|i)$$: probability of visiting j on a length $\mathscr{T}$ random walk from i
=> stochastic and asymmetric: $S_{ij} \neq S_{ji}$

$$l = -\log(\frac{e^{h_i^\top h_j}}{\sum_k e^{h_i^\top h_k}}) p_{\mathscr{G},\mathscr{T}}(j|i) \Rightarrow \mathscr{L} = -\sum_i \sum_{j \in \mathscr{N}_R(i)} \log(\frac{e^{h_i^\top h_j}}{\sum_k e^{h_i^\top h_k}})$$

sum over nodes j seen on
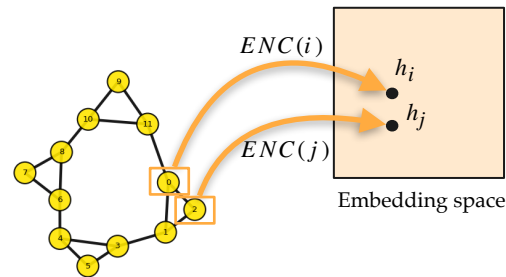random walks starting from i

This is expensive to compute

Random walk embeddings

Embedding space

$$DEC(h_i, h_j) = \frac{e^{h_i^\top h_j}}{\sum_k e^{h_i^\top h_k}}$$: Softmax function

$$l(DEC(h_i, h_j), S_{ij}) = -S_{ij}\log(DEC(h_i, h_j))$$: Cross-entropy loss, negative log likelihood that when minimized maximizes the likelihood of the graph

$$S_G(i, j) = p_{\mathcal{G}, \mathcal{T}}(j \mid i)$$: probability of visiting j on a length $\mathcal{T}$ random walk from i

This is expensive to compute as is:

If approximated with a hierarchical softmax the method is called **DeepWalk** [Perozzi et al., 2014]

If *loss* is approximated with a negative sampling, the method is called **Node2Vec** [Grover and Leskovec, 2016]

We can reformulate the loss as:

Explanation for the derivation:
https://arxiv.org/pdf/1402.3722.pdf

$$l \approx -\log(\sigma(h_i^\top h_j)) - \sum_k \log(\sigma(h_i^\top h_k))$$

logistic function: $\sigma(x) = \frac{1}{1 + e^{-x}}$: $\mathbb{R} \to (0,1)$

Instead of normalizing w.r.t. all nodes, just normalize against random "negative samples"

More negative samples => more robust
In practice between 5 to 20

A summary of shallow embedding algorithms

Method	$DEC(h_i, h_j)$ Decoder	$S_G(i,j)$ Similarity measure	$l(DEC(h_i, h_j), S_{ij})$ Loss function
Lap. Eigenmaps	$\|\mathbf{z}_u - \mathbf{z}_v\|_2^2$	general	$\text{DEC}(\mathbf{z}_u, \mathbf{z}_v) \cdot \mathbf{S}[u,v]$
Graph Fact.	$\mathbf{z}_u^\top \mathbf{z}_v$	$\mathbf{A}[u,v]$	$\|\text{DEC}(\mathbf{z}_u, \mathbf{z}_v) - \mathbf{S}[u,v]\|_2^2$
GraRep	$\mathbf{z}_u^\top \mathbf{z}_v$	$\mathbf{A}[u,v], ..., \mathbf{A}^k[u,v]$	$\|\text{DEC}(\mathbf{z}_u, \mathbf{z}_v) - \mathbf{S}[u,v]\|_2^2$
HOPE	$\mathbf{z}_u^\top \mathbf{z}_v$	general	$\|\text{DEC}(\mathbf{z}_u, \mathbf{z}_v) - \mathbf{S}[u,v]\|_2^2$
DeepWalk	$\dfrac{e^{\mathbf{z}_u^\top \mathbf{z}_v}}{\sum_{k \in \mathcal{V}} e^{\mathbf{z}_u^\top \mathbf{z}_k}}$	$p_{\mathcal{G}}(v\|u)$	$-\mathbf{S}[u,v] \log(\text{DEC}(\mathbf{z}_u, \mathbf{z}_v))$
node2vec	$\dfrac{e^{\mathbf{z}_u^\top \mathbf{z}_v}}{\sum_{k \in \mathcal{V}} e^{\mathbf{z}_u^\top \mathbf{z}_k}}$	$p_{\mathcal{G}}(v\|u)$ (biased)	$-\mathbf{S}[u,v] \log(\text{DEC}(\mathbf{z}_u, \mathbf{z}_v))$

Deepwalk

Algorithm 1 DeepWalk(G, w, d, γ, t)

Input: network $G(V, E)$
    window size w
    embedding size d
    walks per vertex γ
    walk length t

Output: matrix of vertex representations $\Phi \in \mathbb{R}^{|V| \times d}$

1: Initialization: Sample Φ from $\mathcal{U}^{|V| \times d}$
2: Build a binary Tree T from V
3: **for** $i = 0$ to γ **do**
4:     $\mathcal{O} = \text{Shuffle}(V)$
5:     **for each** $v_i \in \mathcal{O}$ **do**
6:         $\mathcal{W}_{v_i} = RandomWalk(G, v_i, t)$
7:         SkipGram$(\Phi, \mathcal{W}_{v_i}, w)$
8:     **end for**
9: **end for**

Phases of DeepWalk approach

Algorithm 2 SkipGram$(\Phi, \mathcal{W}_{v_i}, w)$

1: **for each** $v_j \in \mathcal{W}_{v_i}$ **do**
2:     **for each** $u_k \in \mathcal{W}_{v_i}[j - w : j + w]$ **do**
3:         $J(\Phi) = -\log \Pr(u_k \mid \Phi(v_j))$
4:         $\Phi = \Phi - \alpha * \frac{\partial J}{\partial \Phi}$
5:     **end for**
6: **end for**

SkipGram is a language model that maximizes the co-occurrence probability among the words that appear within a window, w, in a sentence

- 32 to 64 random walks from each node of a length of about 40 steps
- Random walks as sentences, maximize probability of predicting neighbour nodes
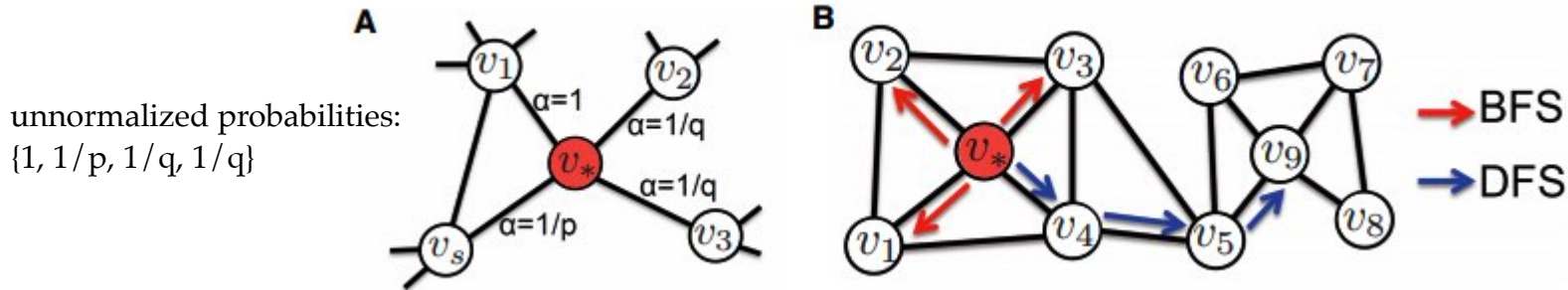
https://towardsdatascience.com/graph-embeddings-the-summary-cc6075aba007
https://arxiv.org/pdf/1403.6652.pdf

Node2vec

Similar to Deepwalk but interpolates between random walks that discover larger neighborhood (Q), and those that stay local (P)

unnormalized probabilities:
{1, 1/p, 1/q, 1/q}

BFS-like walk: Low value of p
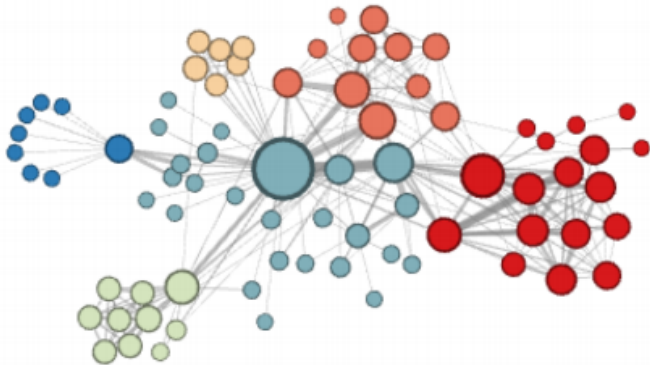
DFS-like walk: Low value of q

Two parameters:
- Return parameter p: Return back to the previous node
- In-out parameter q: Moving outwards (DFS) vs. inwards (BFS): Intuitively, q is the "ratio" of BFS vs. DFS
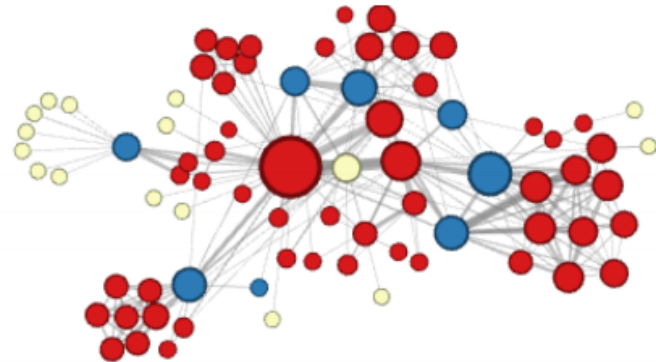
Node2Vec Different ways to embed

Embedding so that nodes
- in the same cluster are placed close together (DFS)
- with similar roles are placed close together (BFS)

Community structure

Structural equivalence / roles

https://arxiv.org/pdf/1607.00653.pdf

Limitations of Shallow Embeddings

No parameter sharing ⇒ less scalable
- encoder directly optimizes a unique embedding vector for each node
- the number of parameters grows with size of graph

Ignores features or attributes & labels

Inherently transductive ⇒ can not process unseen nodes

Read more:
 A Tutorial on Network Embeddings, 2018 &
Representation Learning on Graphs, 2017 &
GLR book's chapter on node embedding, 2020

From Shallow Embeddings to Graph Neural Nets

- No parameter sharing $\Rightarrow$ less scalable
- Ignores features or attributes
- Inherently transductive $\Rightarrow$ can not process unseen nodes

optimized a unique embedding vector for each node $\Rightarrow$ more complex encoder models, graph neural networks which work based on feature propagation

$$f(X, A)$$

- Number of parameters doesn't grow with graph size but feature dimension
- Naturally incorporates node features
- Inherently inductive $\Rightarrow$ infer embedding for unseen nodes

Watch https://www.cs.mcgill.ca/~wlh/grl_book/files/hamilton_grl_talk.mp4

Resources: Libraries and Datasets

Ogb.stanford.edu

Graphlearning.io

github.com/rusty1s/pytorch_geometric

dgl.ai

graphneural.network

github.com/deepmind/graph_nets

github.com/deepmind/jraph

https://pytorch-geometric.readthedocs.io/en/latest/modules/datasets.html

github.com/graphdeeplearning/benchmarking-gnns

based on https://petar-v.com/talks/GNN-Wednesday.pdf

Graph Likelihood

Embedding space

We want to maximize the graph likelihood $= Max \prod_{(i,j) \in E} p(i,j)^{s_{ij}} \prod_{(i,j) \notin E} (1 - p(i,j))$

Links be likely   non-Links be not likely

This is similar to minimizing the negative log likelihood

$$= Min - \sum_{(i,j) \in E} log(p(i,j))s_{ij} - \sum_{(i,j) \notin E} log(1 - p(i,j))$$

Links   non-Links

With S = A, and $p(i,j) = \sigma(h_i^\top h_j)$ we get

$$h* = argmin_h - \sum_{(i,j) \in E} log\,\sigma(h_i^\top h_j) - \sum_{(i,j) \notin E} log(1 - \sigma(h_i^\top h_j))$$

Links   non-Links

$$h* = argmin_h - \sum_{(i,j) \in E} log\,\sigma(h_i^\top h_j) + \sum_{(i,j) \notin E} log(\sigma(h_i^\top h_j))$$

Links   non-Links

$\sigma(x) = \dfrac{1}{1 + e^{-x}} : \mathbb{R} \to (0,1)$
logistic/squashing/activation function: gives a single probability