

# Graph Mining & Multi-Relational Learning Tools and Applications Part I



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# Bird's eye view

Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
Task									
1.1 Node Ranking									
1.1' Link Prediction									
1.2 Comm. Detection									
1.3 Anomaly Detection									
1.4 Propagation									

Part 1:  
Plain Graphs

Part 2:  
Complex Graphs



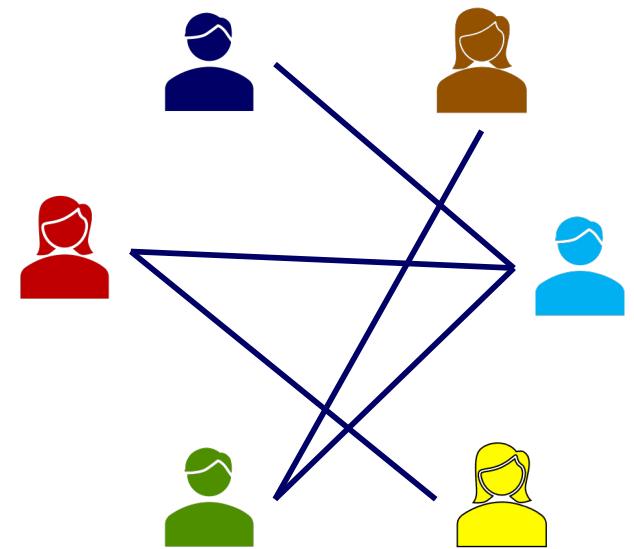


# Bird's eye view

- Introduction - motivation
- Part#1: (plain) Graphs
- Part#2: MRL, Tensors etc
- Conclusions

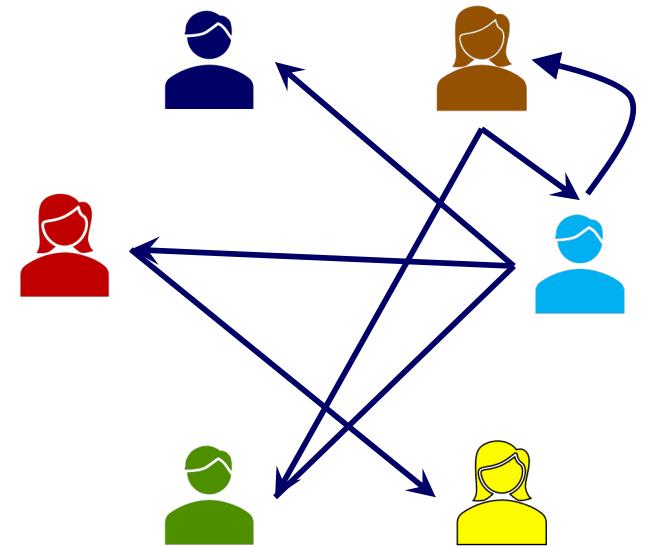
# Social networks

 Who-friends-whom



# Social networks

-  Who-friends-whom
-  Who-follows-whom
- Who-retweets-whom



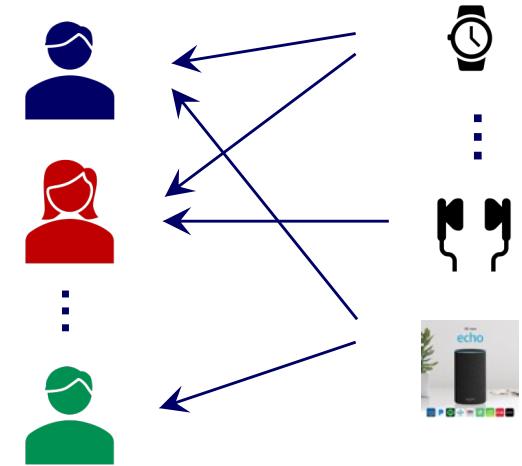
# Biology/medicine

- Protein-protein interaction networks
- Drugs and side-effects
- Symptoms and disease



# e-commerce examples

Who-buys-what



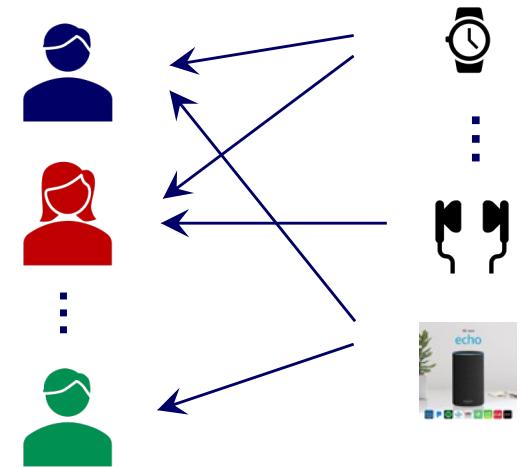
# e-commerce examples

Who-buys-what



Who sells what

Who reviews what



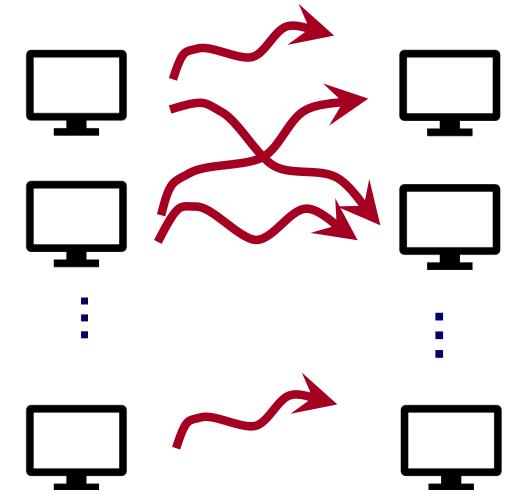
# Cyber-security

Who-buys-what



Who-sells-what

Who-reviews-what



Which\_machine - connects\_to - what ↗

...

<subject> related-to <object> : graph

# Examples on complex graphs?

(all the previous examples, are on ‘plain’ graphs)



# Bird's eye view

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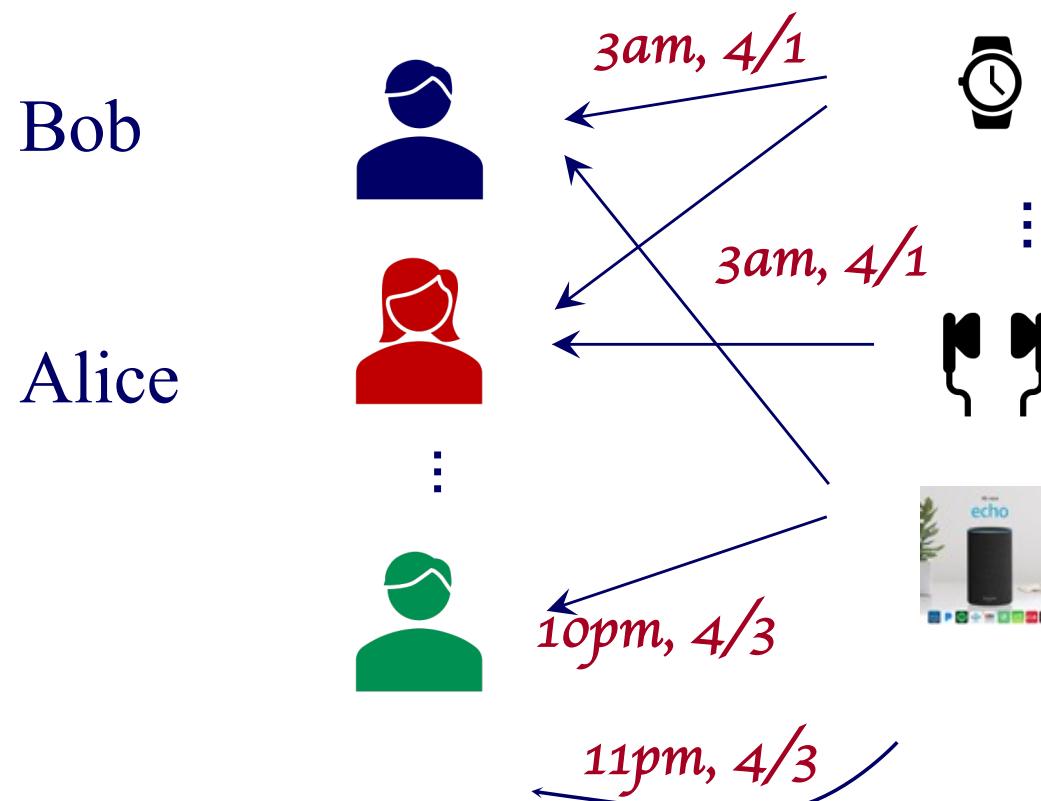
**Part 1:  
Plain Graphs**

**Part 2:  
Complex Graphs**



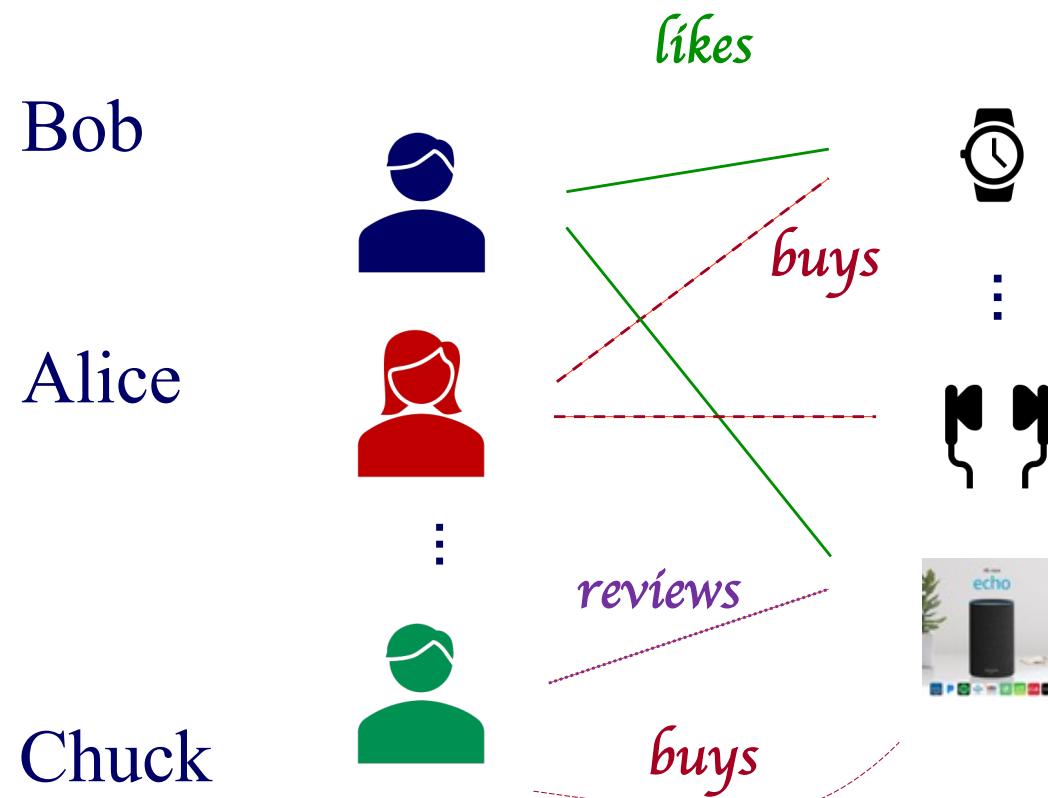
# Complex, e.g., time-evolving graphs

- What is ‘normal’? suspicious? Groups?



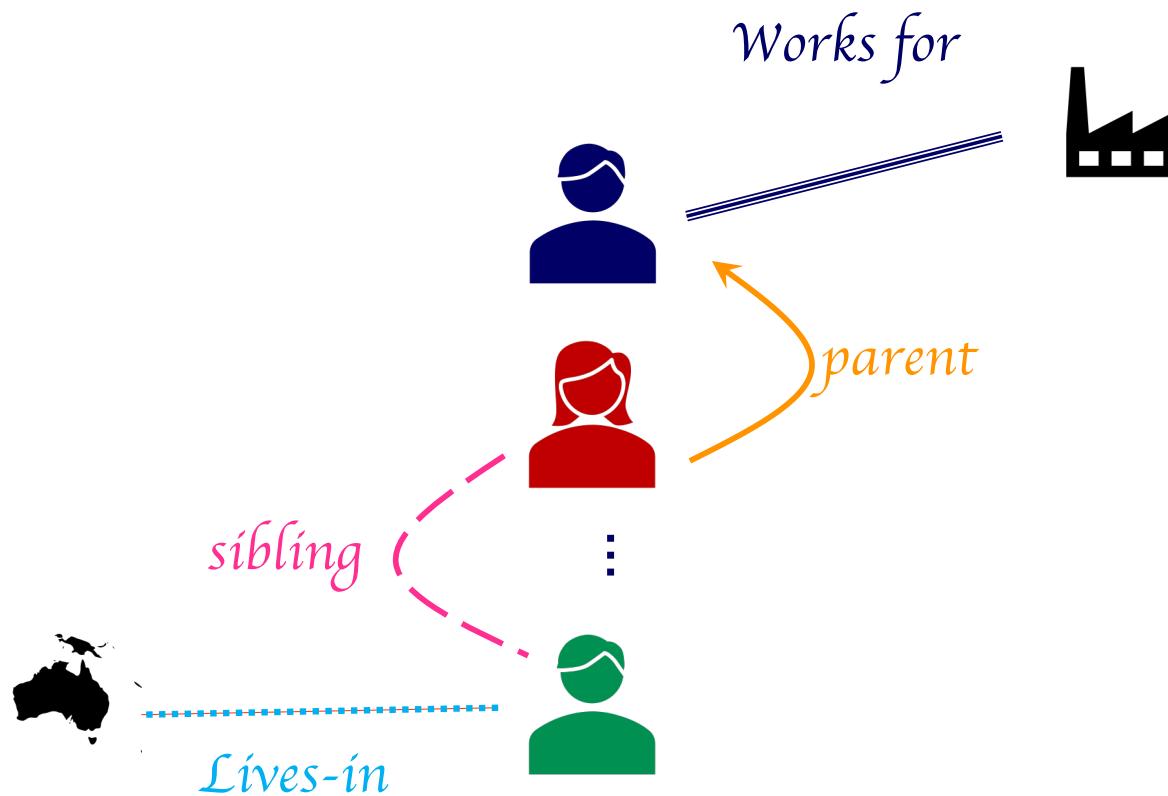
# Complex, e.g., MultiView Graph

- What is ‘normal’? suspicious? Groups?



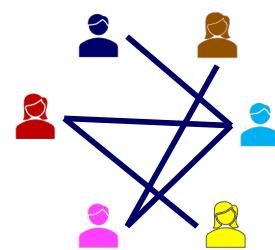
# In general, Knowledge Graph

- What is ‘normal’? suspicious? Groups?



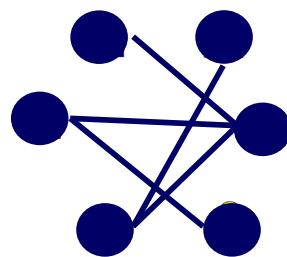
# Definitions

plain



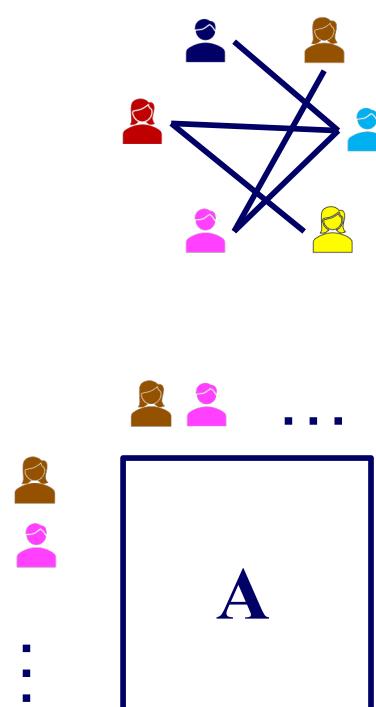
# Definitions

plain



# Definitions

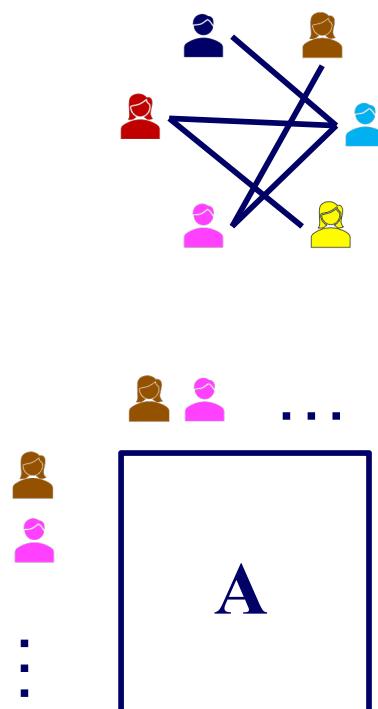
plain



## Matrix

# Definitions

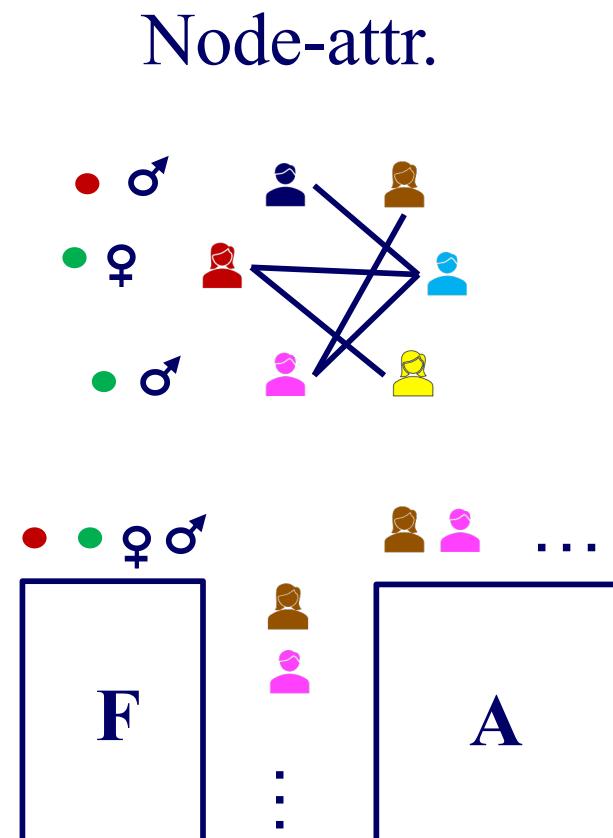
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Matrix

WWW'2021 Tutorial

Complex

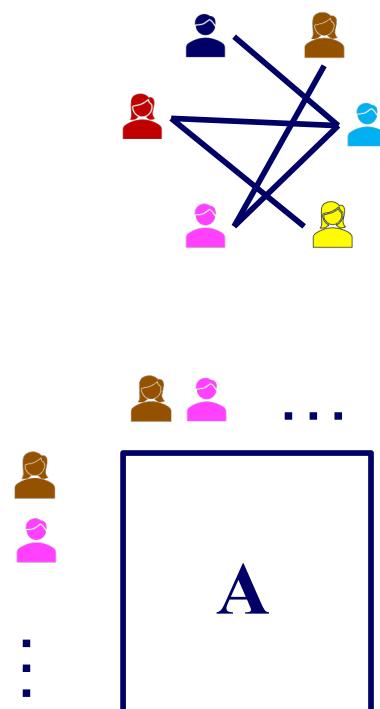


Coupled Matrices

S. Fakhraei and C. Faloutsos

# Definitions

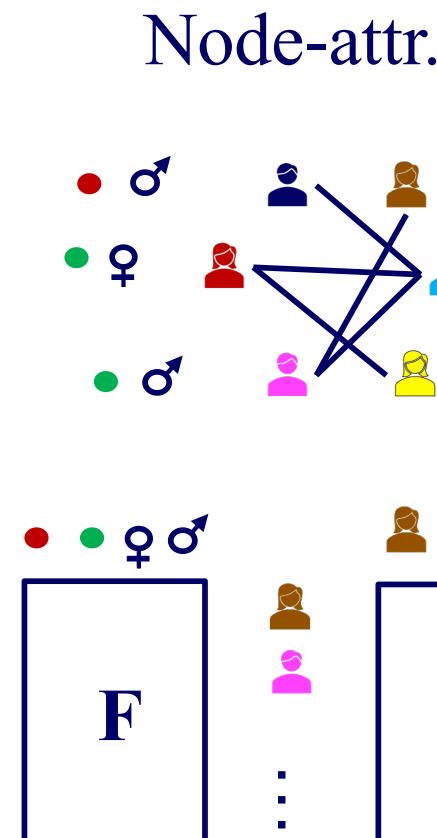
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Matrix

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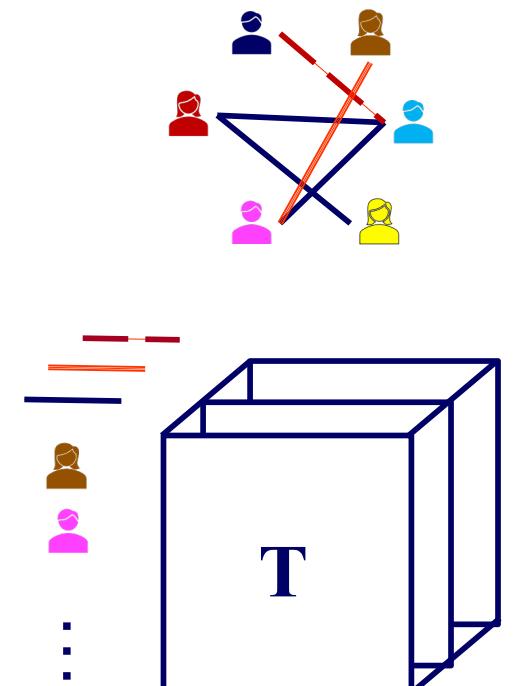
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Coupled Matrices

S. Fakhraei and C. Faloutsos

Edge-attr.



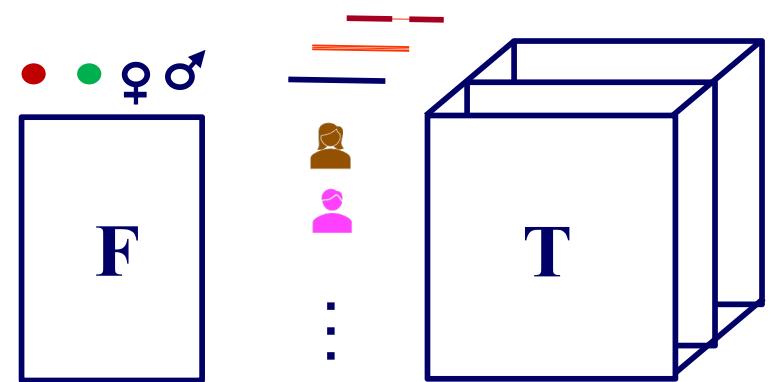
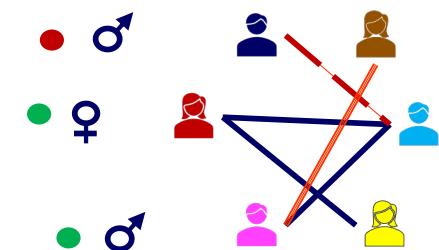
Tensor

26

# Definitions

‘Complex’ include any combination:

- Edge AND node attributes
- Timestamps
- Locations
- ...

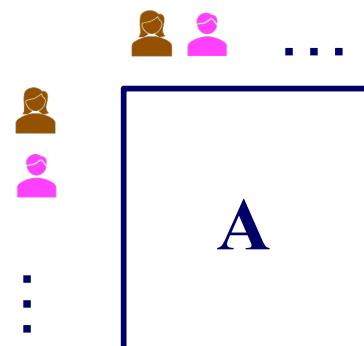
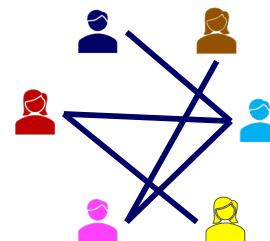


Coupled Matrix-Tensor

# Definitions

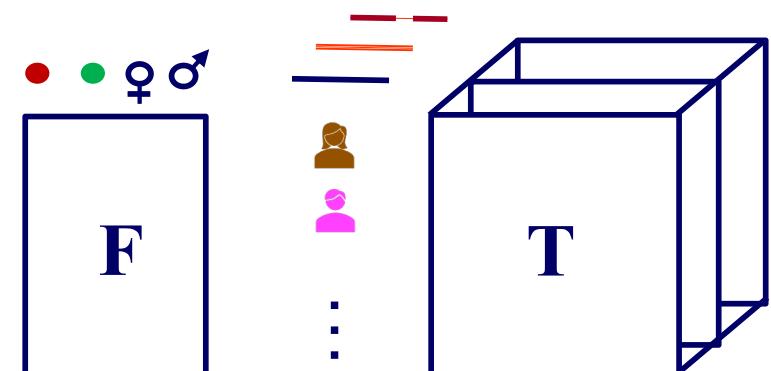
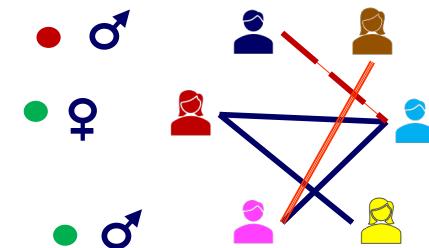
## PART 1

Plain graphs



## PART 2

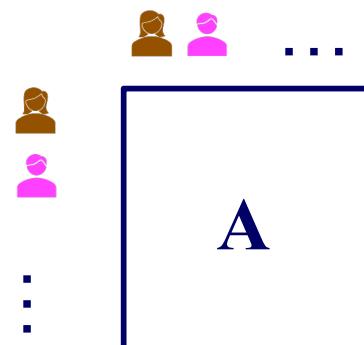
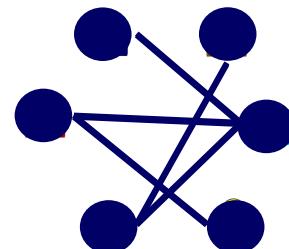
Complex graphs



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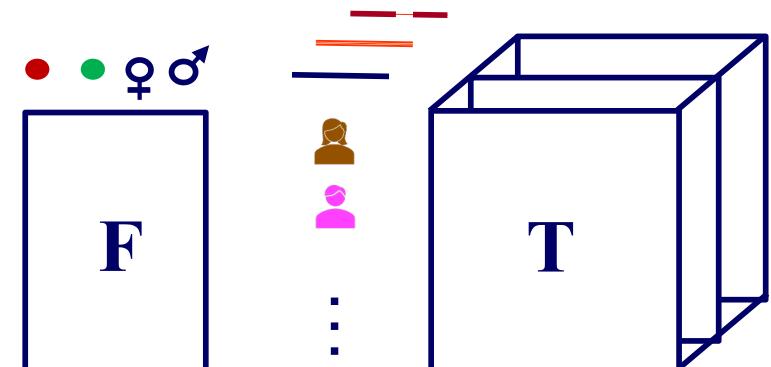
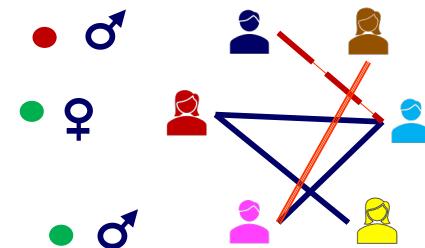
## PART 1

Plain graphs



## PART 2

Complex graphs



# ‘Recipe’ Structure:

- Problem definition



- Short answer/solution



- LONG answer – details



- Conclusion/short-answer



# NOT covered here

- Deep Learning / GNN
- See, eg., [www.dgl.ai/](http://www.dgl.ai/)
  - w/ tutorials and s/w
  - from aws colleagues





# Bird's eye view

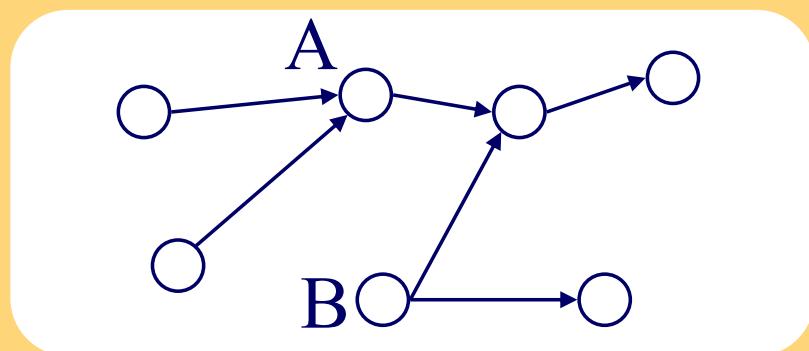
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**Part 1:**  
**Plain Graphs**      **Part 2:**  
**Complex Graphs**

# Node importance - Motivation:



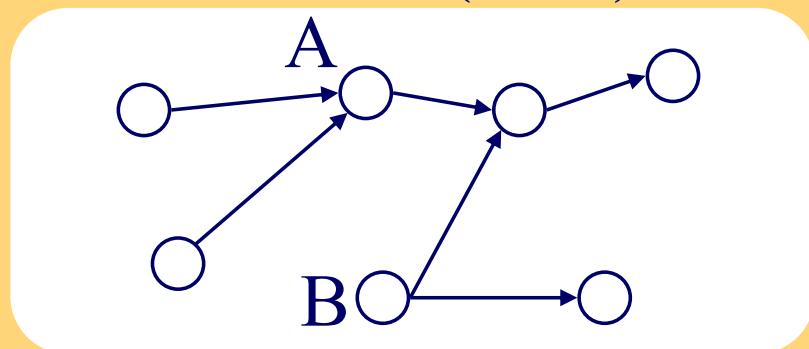
- Given a graph (eg., web pages containing the desirable query word)
- Q1: Which node is the most important?
- Q2: How close is node ‘A’ to node ‘B’?



# Node importance - Motivation:



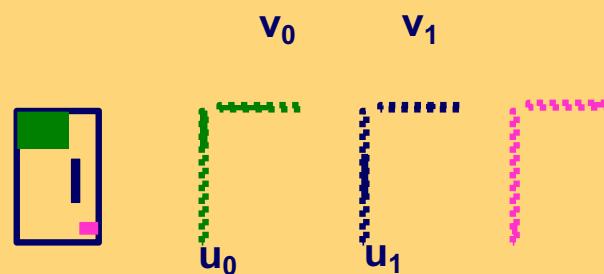
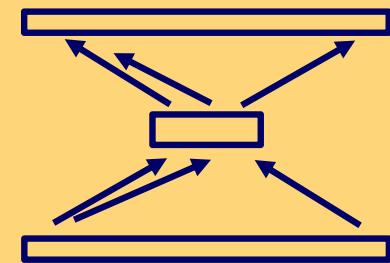
- Given a graph (eg., web pages containing the desirable query word)
- Q1: Which node is the most important?
  - **PageRank (PR = RWR)**, HITS (SVD)
- Q2: How close is node ‘A’ to node ‘B’?
  - Personalized P.R. (PPR)





# SVD properties (Singular Value Decomposition)

- ✓ Hidden/latent variable detection
- ✓ Compute node importance (HITS)
- ✓ Block detection
- ✓ Dimensionality reduction
- ✓ Embedding (linear)
  - SVD is a special case of 'deep neural net'

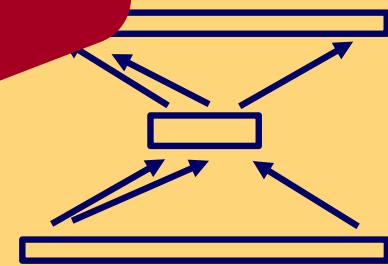


# SVD properties



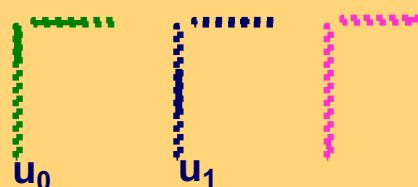
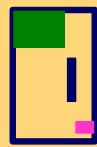
- ✓ Hidden/latent variable detection
- ✓ Compute node importance
- ✓ Block detection
- ✓ Dimensionality reduction
- ✓ Embedding (matrix factorization)
- SVD is a special case of 'deep neural net'

SVD!



Matrix?

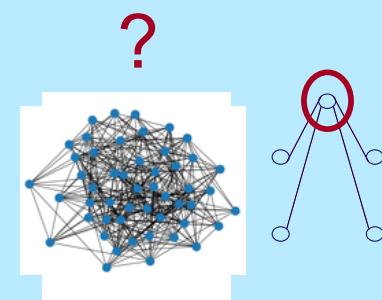
$v_0 \quad v_1$





# Bird's eye view

- Introduction – Motivation
- Part#1: (simple) Graphs
  - P1.1: node importance
    - PageRank and Personalized PR
    - HITS
    - SVD

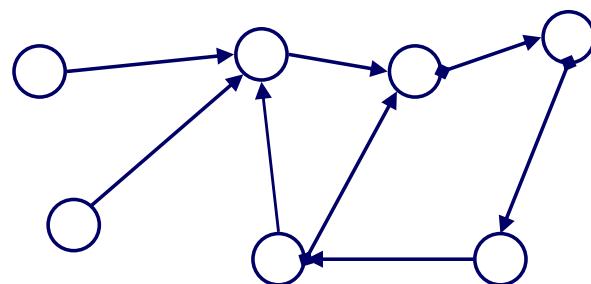


# PageRank

- Brin, Sergey and Lawrence Page (1998). *Anatomy of a Large-Scale Hypertextual Web Search Engine*. 7th Intl World Wide Web Conf.
- Page, Brin, Motwani, and Winograd (1999). *The PageRank citation ranking: Bringing order to the web*. Technical Report

# Problem: PageRank

Given a directed graph, find its most interesting/central node



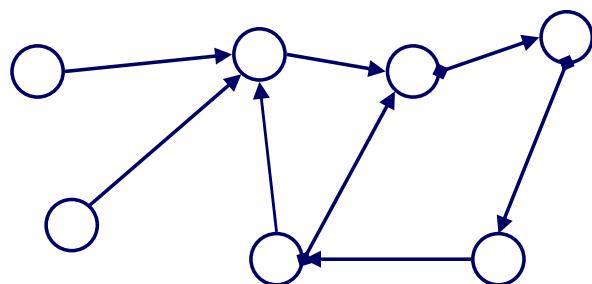
A node is important,  
if its parents are important  
(recursive, but OK!)

# Problem: PageRank - solution



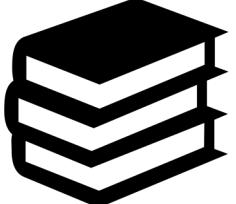
Given a directed graph, find its most interesting/central node

Proposed solution: Random walk; spot most ‘popular’ node (-> steady state prob. (ssp))



A node **high ssp**,  
if its parents have **high ssp**  
(recursive, but OK!)

# (Simplified) PageRank algorithm



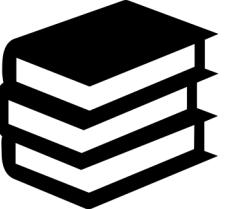
- Let  $\mathbf{A}$  be the adjacency matrix;
- let  $\mathbf{B}$  be the transition matrix: transpose, column-normalized - then

From  $\mathbf{B}$

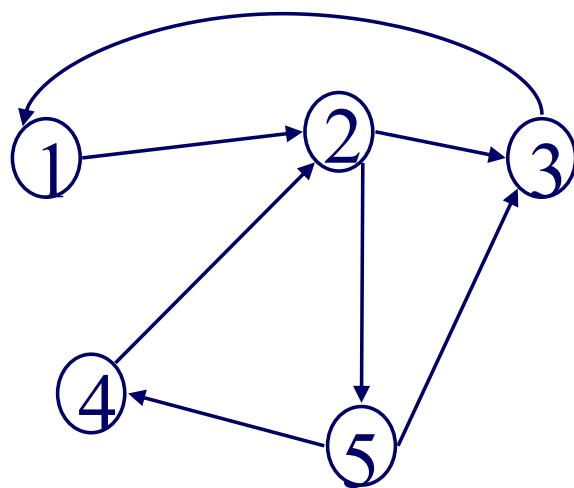
$$\begin{bmatrix} & & 1 & & \\ 1 & & & 1 & \\ & 1/2 & & & 1/2 \\ & & & & 1/2 \\ & 1/2 & & & \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \\ p_3 \\ p_4 \\ p_5 \end{bmatrix} = \begin{bmatrix} p_1 \\ p_2 \\ p_3 \\ p_4 \\ p_5 \end{bmatrix}$$

# (Simplified) PageRank algorithm

DETAILS



- $B p = p$



$$B \quad p = p$$
$$\begin{bmatrix} & & 1 & & \\ 1 & & & 1 & \\ & 1/2 & & & 1/2 \\ & & & & 1/2 \\ & & 1/2 & & \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \\ p_3 \\ p_4 \\ p_5 \end{bmatrix} = \begin{bmatrix} p_1 \\ p_2 \\ p_3 \\ p_4 \\ p_5 \end{bmatrix}$$

  
DETAILS

# Definitions



- A**      Adjacency matrix (from-to)
- D**      Degree matrix = (diag ( d1, d2, ..., dn) )
- B**      Transition matrix: to-from, column  
normalized

$$\mathbf{B} = \mathbf{A}^T \mathbf{D}^{-1}$$

# (Simplified) PageRank algorithm

DETAILS



- $\mathbf{B} \mathbf{p} = \mathbf{1} * \mathbf{p}$
- thus,  $\mathbf{p}$  is the **eigenvector** that corresponds to the highest eigenvalue ( $=1$ , since the matrix is column-normalized)
- Why does such a  $\mathbf{p}$  exist?
  - $\mathbf{p}$  exists if  $\mathbf{B}$  is  $n \times n$ , nonnegative, irreducible [Perron–Frobenius theorem]

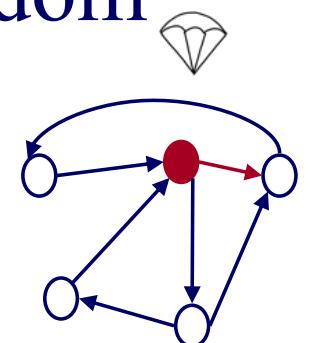
# (Simplified) PageRank algorithm

- In short: imagine a particle randomly moving along the edges
- compute its steady-state probabilities (ssp)



Full version of algo: with occasional random jumps

Why? To make the matrix irreducible



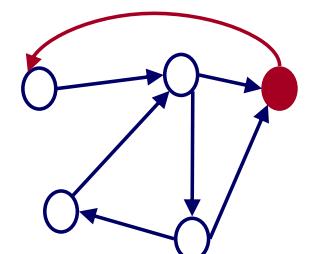
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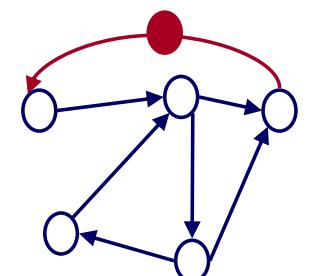
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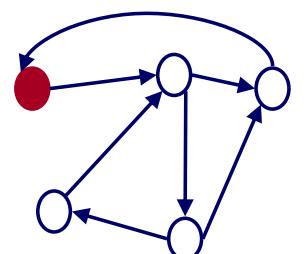
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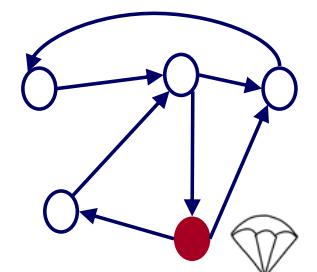
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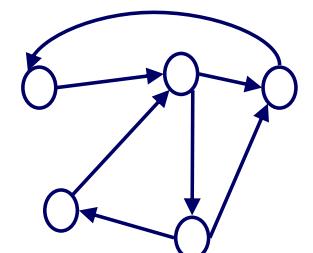
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- compute its steady-state probabilities (ssp)



**PageRank = PR**

**= Random Walk with Restarts = RWR**

**= Random surfer**



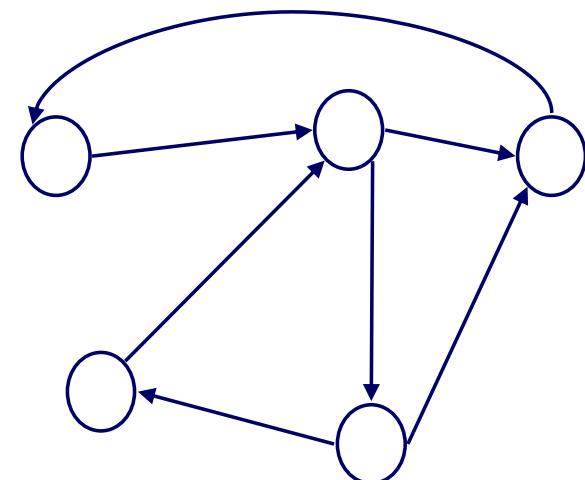
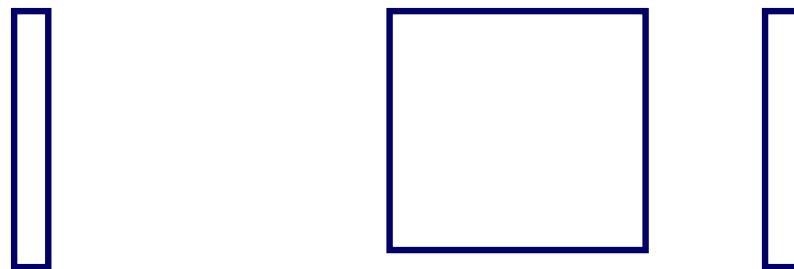
# Full Algorithm



- With probability  $1-c$ , fly-out to a random node
- Then, we have

$$\mathbf{p} = c \mathbf{B} \mathbf{p} + (1-c)/n \mathbf{1} \Rightarrow$$

$$\mathbf{p} = (1-c)/n [\mathbf{I} - c \mathbf{B}]^{-1} \mathbf{1}$$



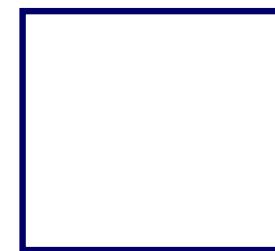
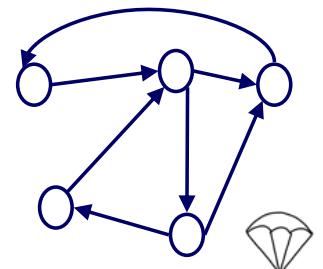
  
DETAILS

# Full Algorithm

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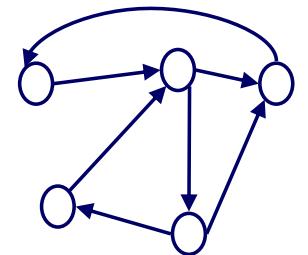
$$\mathbf{p} = (1-c)/n [\mathbf{I} - c \mathbf{B}]^{-1} \mathbf{1}$$



$$\begin{bmatrix} 1 \\ 1 \\ \vdots \\ 1 \end{bmatrix}$$

# Notice:

- pageRank  $\sim$  in-degree
- (and HITS, also:  $\sim$  in-degree)





# Bird's eye view

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Plain Graphs

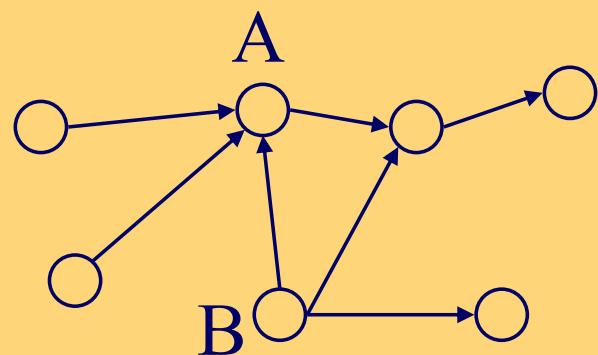
Part 2:

Complex Graphs



# Node importance - Motivation:

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- • Q2: How close is node ‘A’ to node ‘B’?

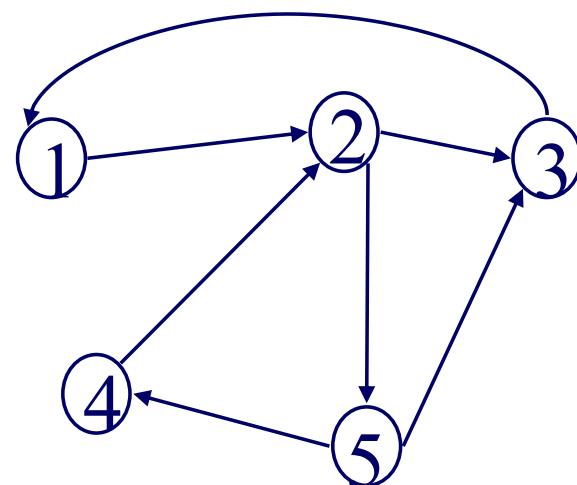


# Personalized P.R.

- Taher H. Haveliwala. 2002. *Topic-sensitive PageRank*. (WWW '02). 517-526.  
<http://dx.doi.org/10.1145/511446.511513>

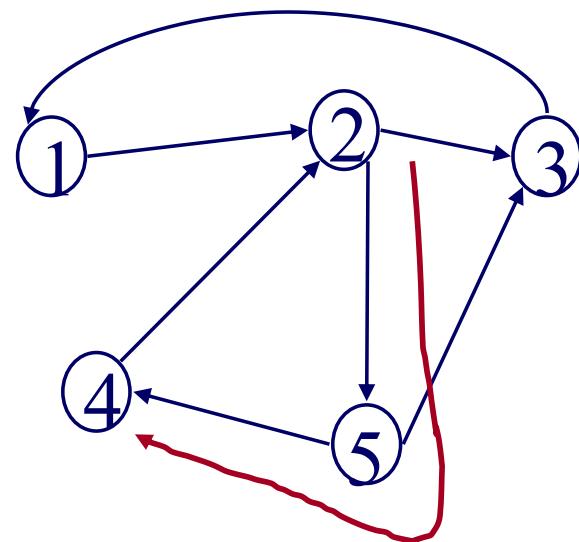
# Extension: Personalized P.R.

- How close is ‘4’ to ‘2’?
- (or: if I like page/node ‘2’, what else would you **recommend**?)



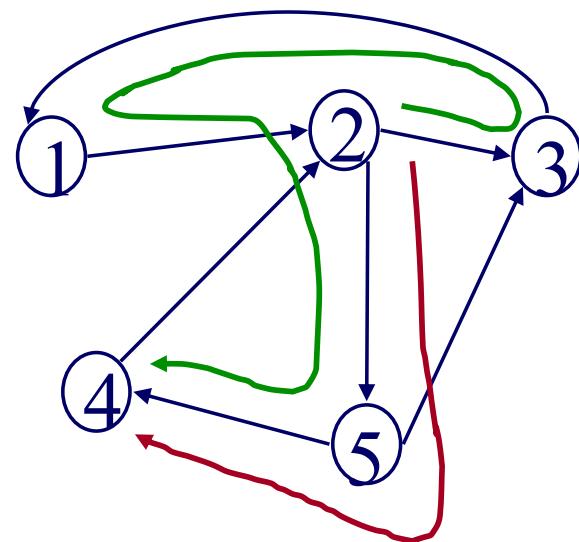
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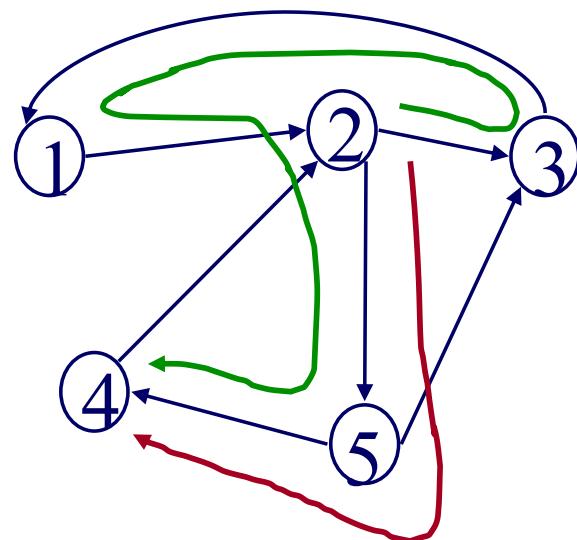
# Extension: Personalized P.R.

- How close is ‘4’ to ‘2’?
- (or: if I like page/node ‘2’, what else would you **recommend**?)



# Extension: Personalized P.R.

- How close is ‘4’ to ‘2’?
- (or: if I like page/node ‘2’, what else would you **recommend**?)



High score ( $A \rightarrow B$ ) if

- Many
- Short
- Heavy

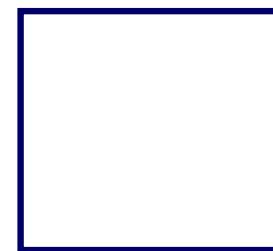
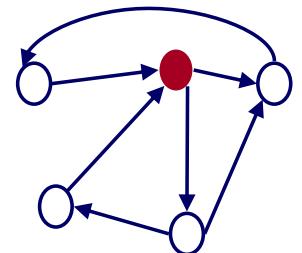
paths  $A \rightarrow B$

# Extension: Personalized P.R

your favorite

- With probability  $1-c$ , fly-out to a random node(s)
- Then, we have

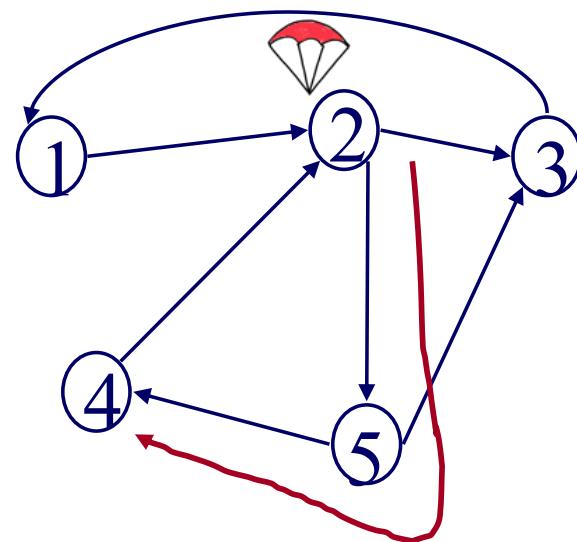
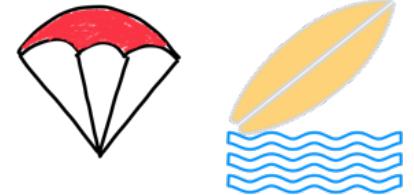
$$\mathbf{p} = c \mathbf{B} \mathbf{p} + (1-c)/n \cancel{\mathbf{1}} \Rightarrow \vec{\mathbf{e}}$$
$$\mathbf{p} = (1-c)/n [\mathbf{I} - c \mathbf{B}]^{-1} \cancel{\mathbf{1}}$$



$$\begin{bmatrix} \vec{\mathbf{e}} \\ \cancel{0} \\ 1 \\ \dots \\ \cancel{0} \end{bmatrix}$$

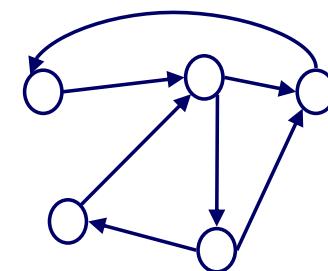
# Extension: Personalized P.R.

- How close is ‘4’ to ‘2’?
- A: compute Personalized P.R. of ‘4’, restarting from ‘2’



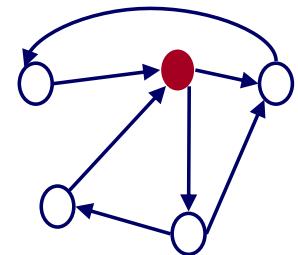
# Extension: Personalized P.R.

- How close is ‘4’ to ‘2’?
- A: compute Personalized P.R. of ‘4’,  
restarting from ‘2’ – Related to
  - ‘escape’ probability
  - ‘round trip’ probability
  - ...



# Applications of node proximity

- Recommendation
- Link prediction
- ‘Center Piece Subgraphs’
- ...



*Fast Algorithms for Querying and Mining Large Graphs*

Hanghang Tong, PhD dissertation, CMU, 2009. TR: CMU-ML-09-112.



# Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
<b>1.1 Node Ranking</b>			👍							
1.1' Link Prediction				👍						
1.2 Comm. Detection										
1.3 Anomaly Detection										
1.4 Propagation										

Part 1:

Plain Graphs

Part 2:

Complex Graphs



# Bird's eye view

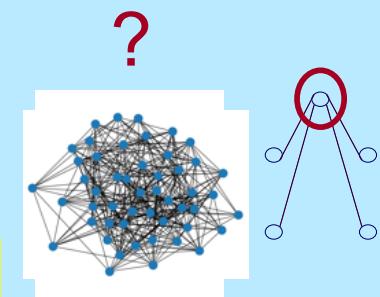
Tool	1.1 PR HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
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1.1 Node Ranking	👍								
1.1' Link Prediction		👍							
1.2 Comm. Detection									
1.3 Anomaly Detection									
1.4 Propagation									

**Part 1:**  
**Plain Graphs**      **Part 2:**  
**Complex Graphs**



# Bird's eye view

- Introduction – Motivation
- Part#1: (simple) Graphs
  - P1.1: node importance
    - PageRank and Personalized PR
    - HITS
  - SVD (Singular Value Decomposition)



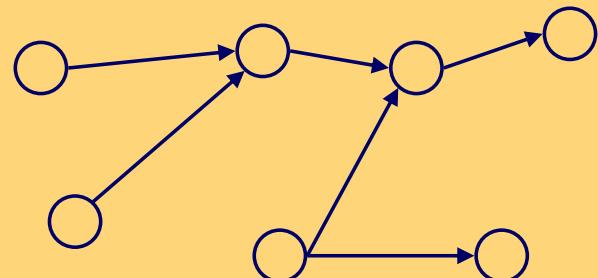
# Kleinberg's algo (HITS)

Kleinberg, Jon (1998). *Authoritative sources in a hyperlinked environment*. Proc. 9th ACM-SIAM Symposium on Discrete Algorithms.



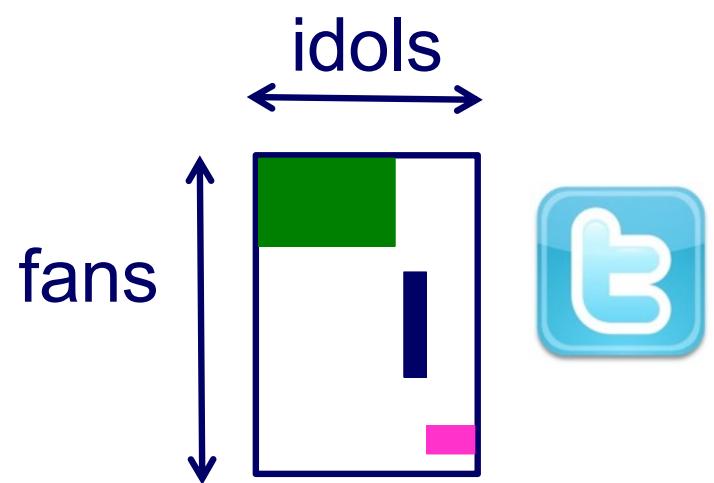
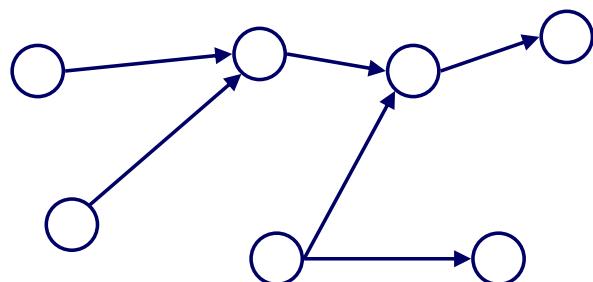
## Recall: problem dfn

- Given a graph (eg., web pages containing the desirable query word)
- Q1: Which node is the most important?



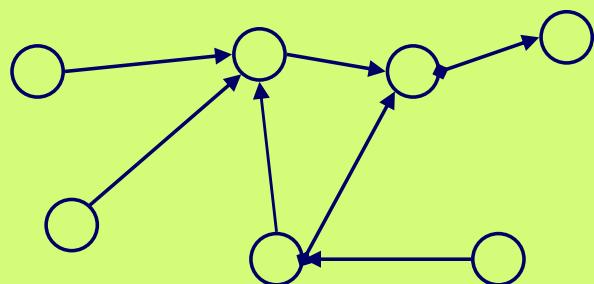
# Why not just PageRank?

1. HITS (and its derivative, SALSA), differentiate between “hubs” and “authorities”
2. HITS can help to find the largest community
3. (SVD: powerful tool)



# Problem: PageRank

Given a directed graph, find its most interesting/central node

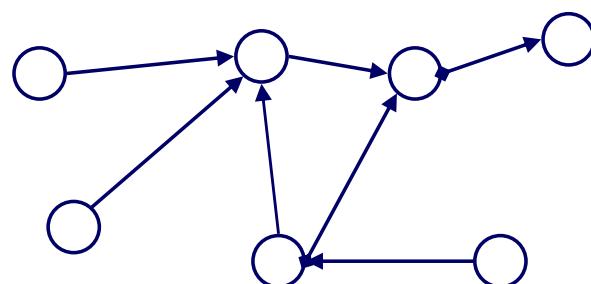


A node is important,  
if its parents are important  
(recursive, but OK!)

# HITS

## Problem: ~~PageRank~~

Given a directed graph, find its most interesting/central node

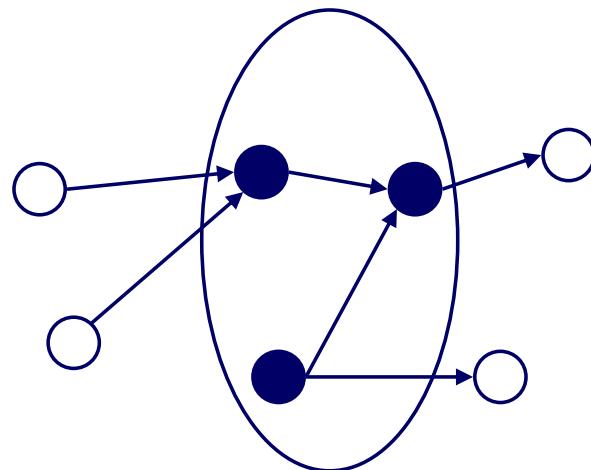


A node is important,  
if its parents are important  
(recursive, but OK!) ``wise''

AND: A node is ``wise''  
if its children are important

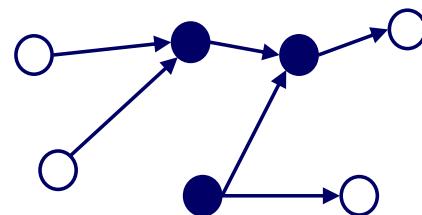
# Kleinberg's algorithm

- Step 0: find nodes with query word(s)
- Step 1: expand by one move forward and backward



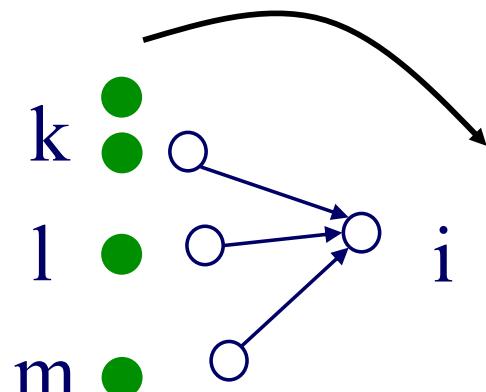
# Kleinberg's algorithm

- on the resulting graph, give high score (= ‘authorities’) to nodes that many “wise” nodes point to
- give high wisdom score (‘hubs’) to nodes that point to good ‘authorities’



# Kleinberg's algorithm

Then:



$$a_i = h_k + h_l + h_m$$

that is

$a_i = \text{Sum } (h_j) \quad \text{over all } j \text{ that}$   
 $(j, i)$  edge exists

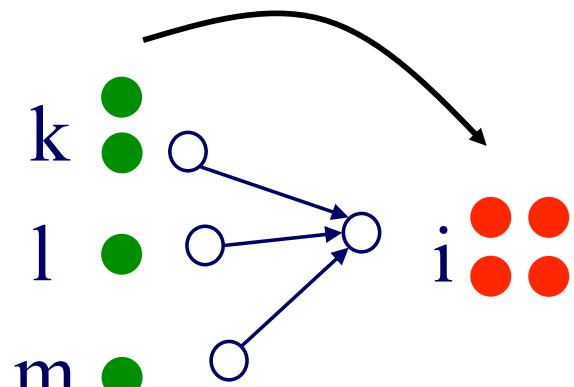
or

$$\mathbf{a} = \mathbf{A}^T \mathbf{h}$$

$$| = \boxed{\nearrow \searrow} |$$

# Kleinberg's algorithm

Then:



$$a_i = h_k + h_l + h_m$$

that is

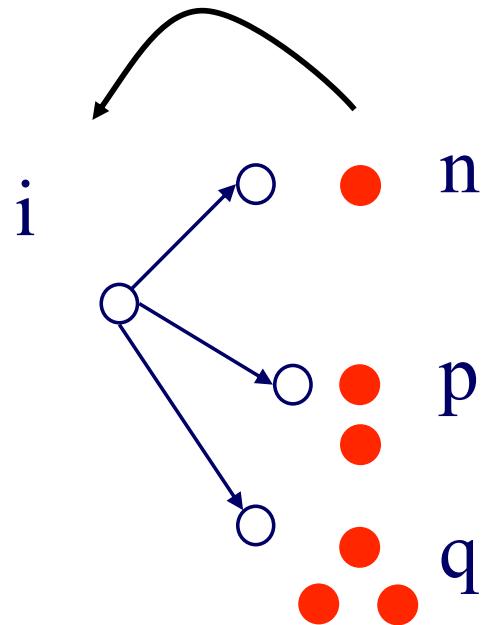
$$a_i = \text{Sum } (h_j) \quad \text{over all } j \text{ that } (j, i) \text{ edge exists}$$

or

$$\mathbf{a} = \mathbf{A}^T \mathbf{h}$$

$$\boxed{\mathbf{A}^T} = \boxed{\begin{array}{c} \nearrow \\ \searrow \end{array}} \boxed{\mathbf{h}}$$

# Kleinberg's algorithm



symmetrically, for the ‘hubness’:

$$h_i = a_n + a_p + a_q$$

that is

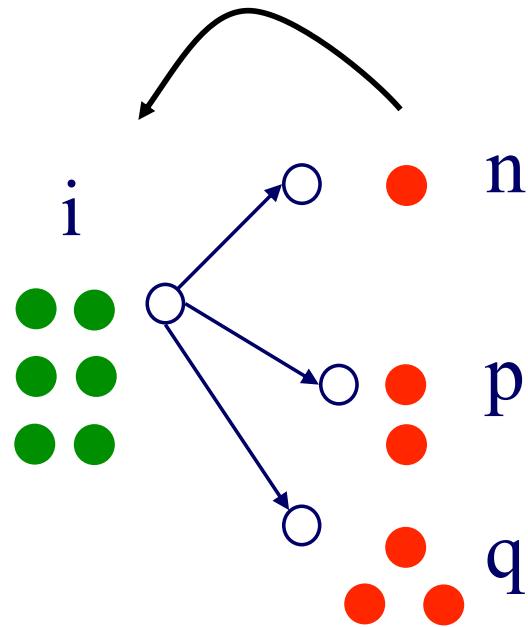
$$h_i = \text{Sum } (q_j) \quad \text{over all } j \text{ that} \\ (i,j) \text{ edge exists}$$

or

$$\mathbf{h} = \mathbf{A} \mathbf{a}$$

$$\mathbf{|} = \boxed{\quad} \quad \mathbf{|}$$

# Kleinberg's algorithm



symmetrically, for the ‘hubness’:

$$h_i = a_n + a_p + a_q$$

that is

$$h_i = \text{Sum } (q_j) \quad \text{over all } j \text{ that } (i,j) \text{ edge exists}$$

or

$$\mathbf{h} = \mathbf{A} \mathbf{a}$$

$$\mathbf{|} = \boxed{\quad} \quad \mathbf{|}$$

# Kleinberg's algorithm

In conclusion, we want vectors  $\mathbf{h}$  and  $\mathbf{a}$  such that:

$$\mathbf{h} = \mathbf{A} \mathbf{a} \quad | \quad \| = \boxed{\phantom{00}} \quad \|$$
$$\mathbf{a} = \mathbf{A}^T \mathbf{h}$$

# Kleinberg's algorithm

In conclusion, we want vectors  $\mathbf{h}$  and  $\mathbf{a}$  such that:

$$\left| \begin{array}{l} \mathbf{h} = \mathbf{A} \mathbf{a} \\ \mathbf{a} = \mathbf{A}^T \mathbf{h} \end{array} \right| = \boxed{\quad} \quad \boxed{\quad}$$

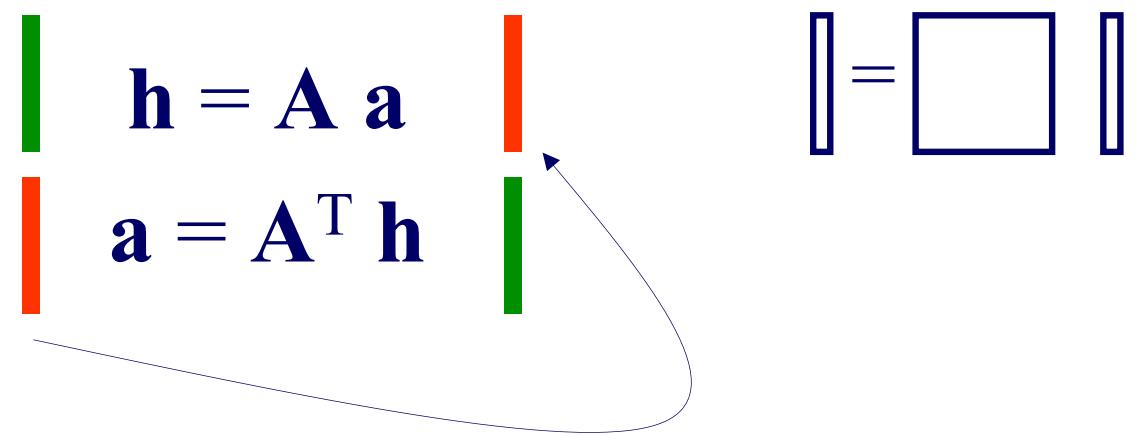
# Kleinberg's algorithm

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$$\begin{array}{c} \boxed{\mathbf{h} = \mathbf{A} \mathbf{a}} \\ \boxed{\mathbf{a} = \mathbf{A}^T \mathbf{h}} \end{array}$$

# Kleinberg's algorithm

In conclusion, we want vectors  $\mathbf{h}$  and  $\mathbf{a}$  such that:

$$\begin{array}{c} \boxed{\mathbf{h} = \mathbf{A} \mathbf{a}} \\ \boxed{\mathbf{a} = \mathbf{A}^T \mathbf{h}} \end{array}$$


# Kleinberg's algorithm

In short, the solutions to

$$\mathbf{h} = \mathbf{A} \mathbf{a}$$

$$\mathbf{a} = \mathbf{A}^T \mathbf{h}$$

Dfn: in  
+4

are the left- and right- singular-vectors of the adjacency matrix  $\mathbf{A}$ .

Starting from random  $\mathbf{a}'$  and iterating, we'll eventually converge

... to the vector of strongest singular value.

# Kleinberg's algorithm - results

Eg., for the query ‘java’:

0.328 www.gamelan.com

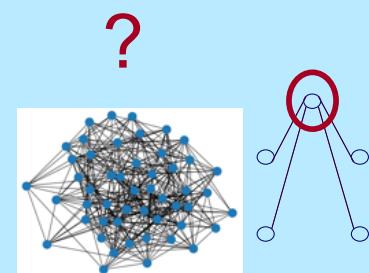
0.251 java.sun.com

0.190 www.digitalfocus.com (“the java developer”)



# Bird's eye view

- Introduction – Motivation
- Part#1: (simple) Graphs
  - P1.1: node importance
    - PageRank and Personalized PR
    - HITS
    - SVD (Singular Value Decomposition)



# SVD properties

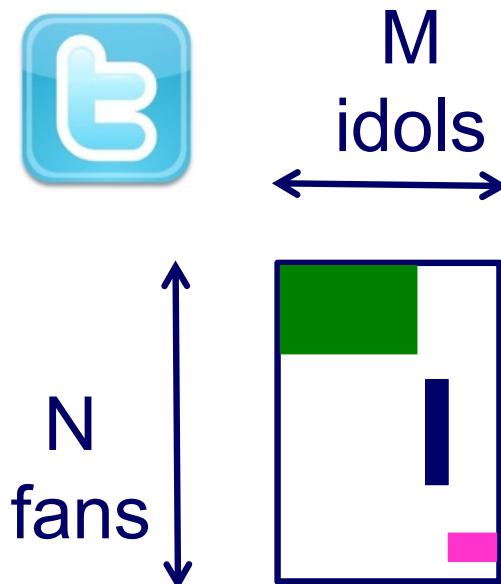
- Hidden/latent variable detection
- Compute node importance (HITS)
- Block detection
- Dimensionality reduction
- Embedding

$$\mathbf{h} = \mathbf{A} \mathbf{a}$$
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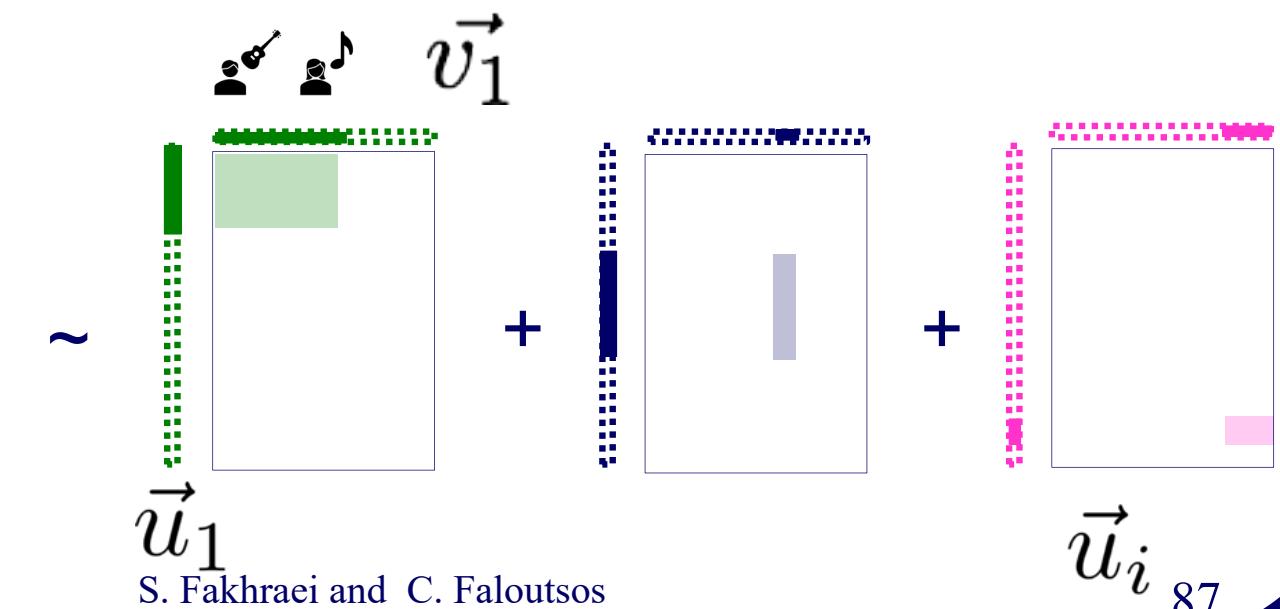
Dfn: in  
+4

# Crush intro to SVD

- (SVD) matrix factorization: finds blocks

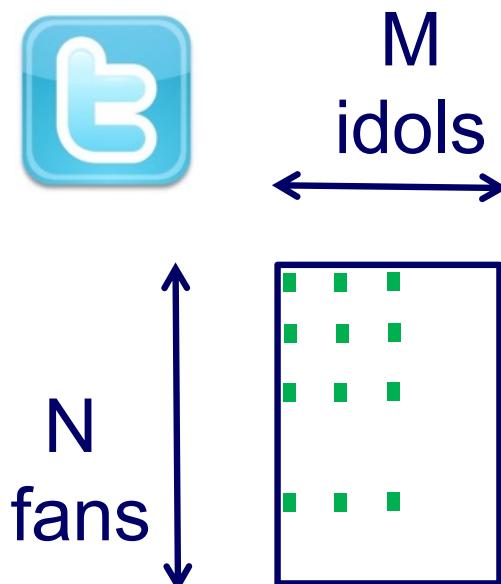


'music lovers'    'sports lovers'    'citizens'  
'singers'                'athletes'              'politicians'



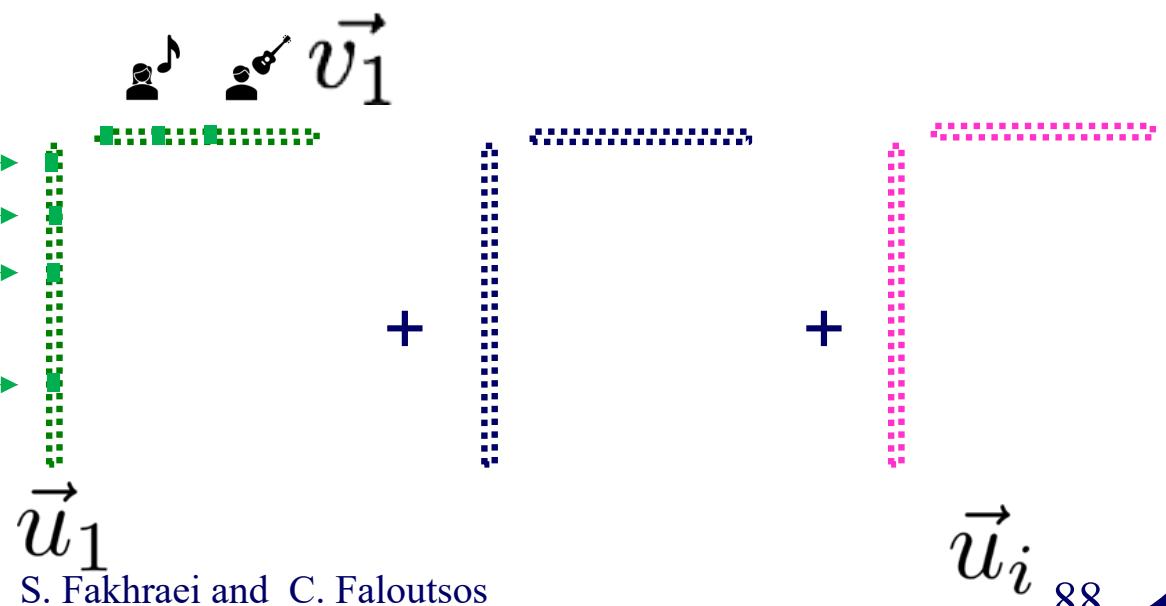
# Crush intro to SVD

- (SVD) matrix factorization: finds blocks  
**A) Even if shuffled!**



WWW'2021 Tutorial

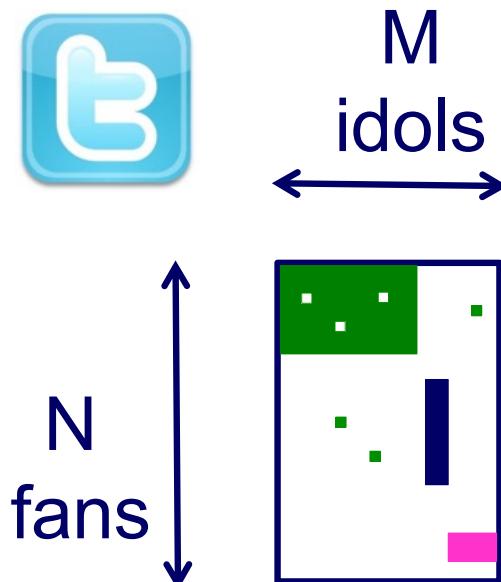
'music lovers' 'sports lovers' 'citizens'  
'singers' 'athletes' 'politicians'



S. Fakhraei and C. Faloutsos

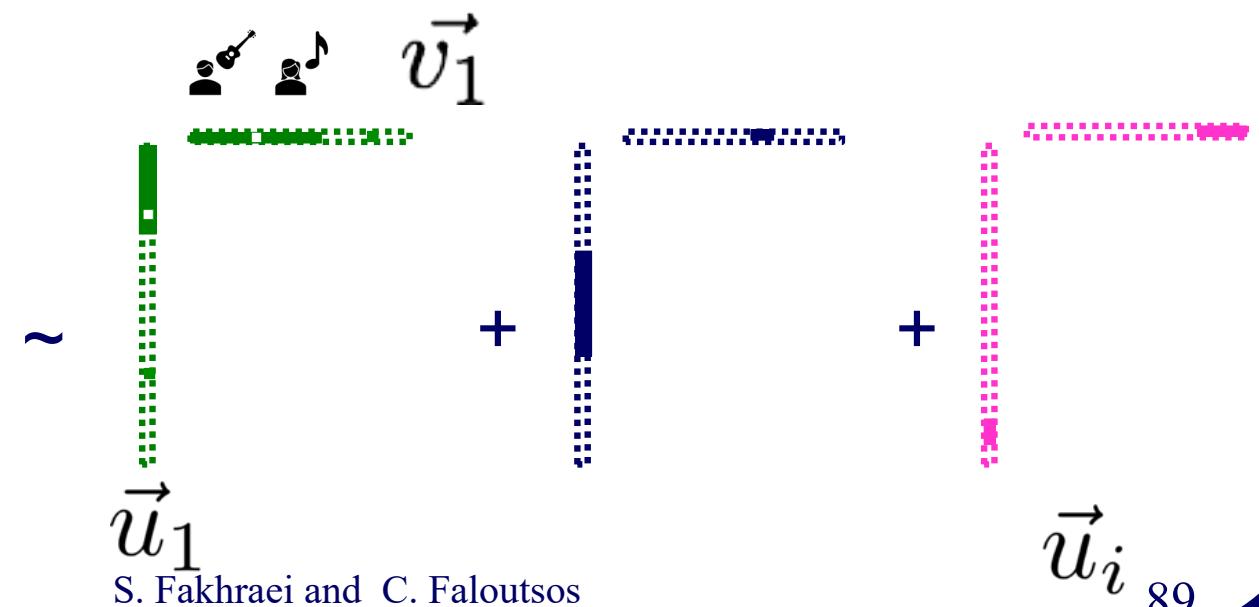
# Crush intro to SVD

- (SVD) matrix factorization: finds blocks  
**B) Even if ‘salt+pepper’ noise**



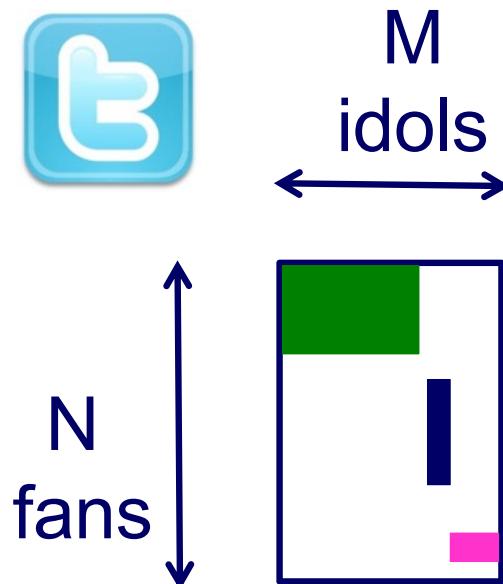
WWW'2021 Tutorial

‘music lovers’ ‘sports lovers’ ‘citizens’  
‘singers’ ‘athletes’ ‘politicians’



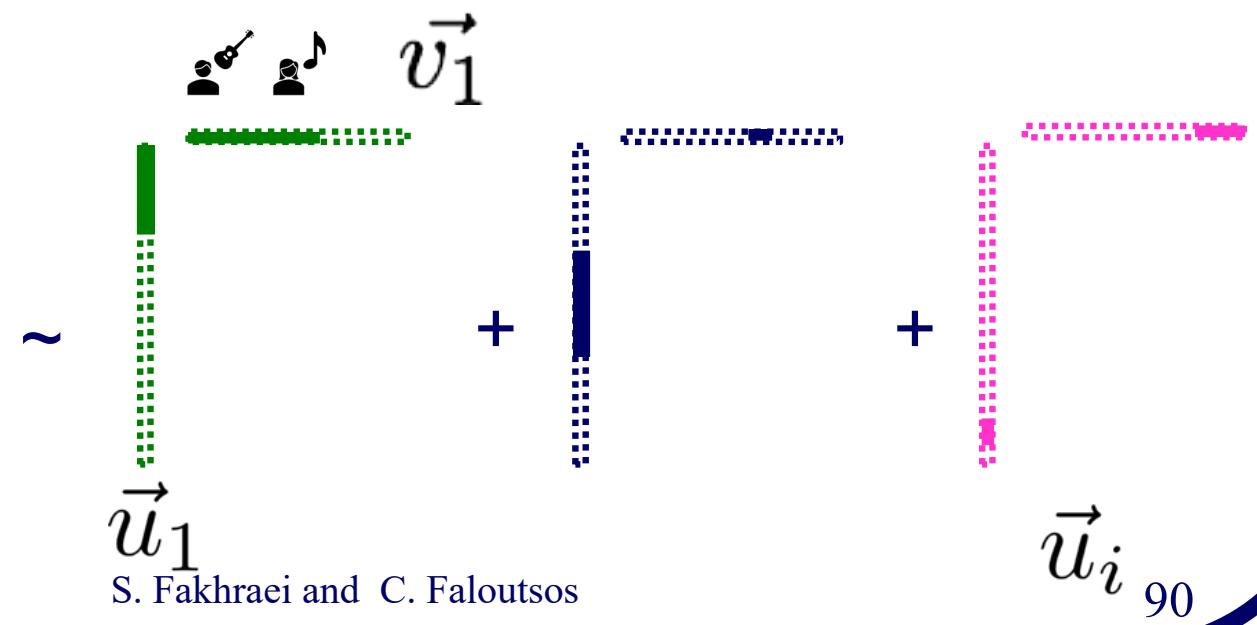
# Crush intro to SVD

- Basis for anomaly detection – P1.3
- Basis for tensor/PARAFAC – P2.1



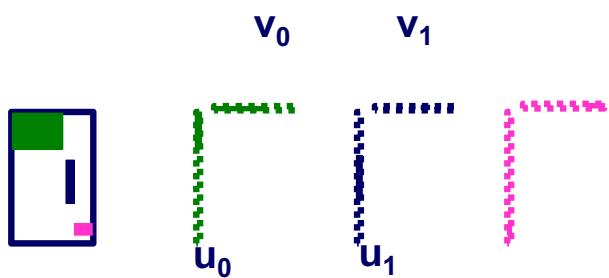
WWW'2021 Tutorial

'music lovers' 'sports lovers' 'citizens'  
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# SVD properties

- ✓ Hidden/latent variable detection
  - Compute node importance (HITS)
  - Block detection
  - Dimensionality reduction
  - Embedding



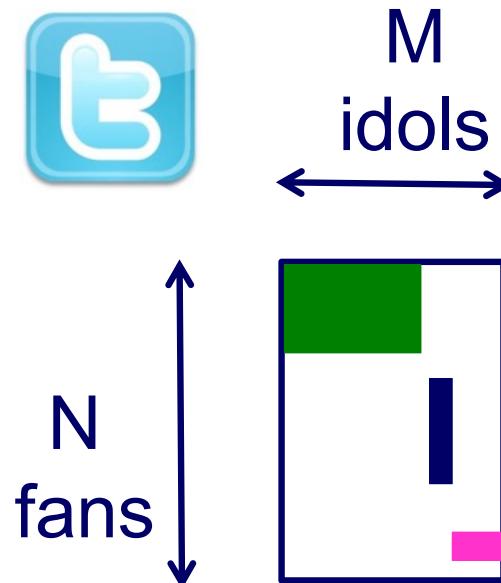
$$\mathbf{h} = \mathbf{A}^T \mathbf{a}$$

$$\mathbf{a} = \mathbf{A} \mathbf{h}$$

Dfn: in  
+4

# Crush intro to SVD

- (SVD) matrix factorization: finds blocks  
HITS: first singular vector, ie, fixates on largest group

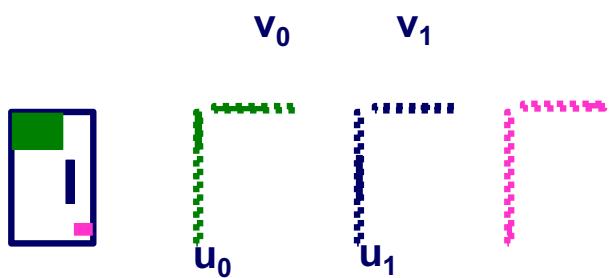


WWW'2021 Tutorial



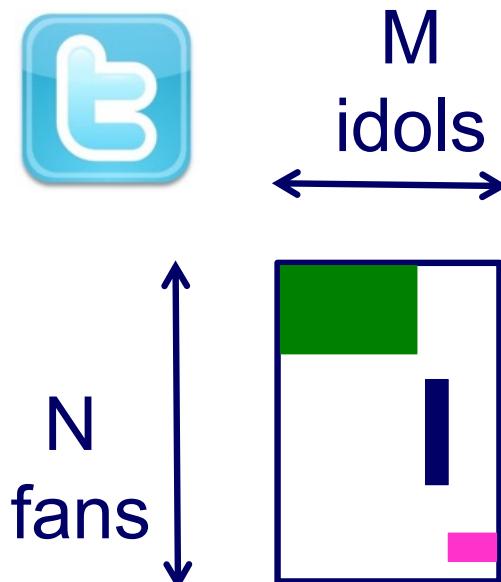
# SVD properties

- ✓ Hidden/latent variable detection
- ✓ Compute node importance (HITS)
  - Block detection
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  - Embedding



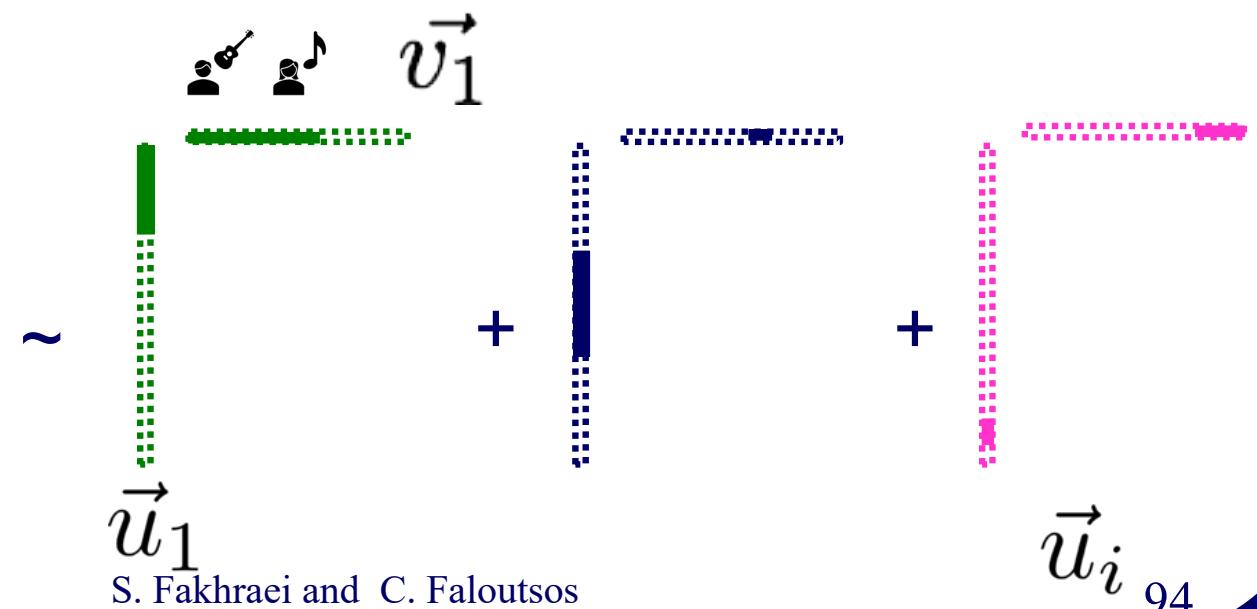
# Crush intro to SVD

- (SVD) matrix factorization: finds blocks



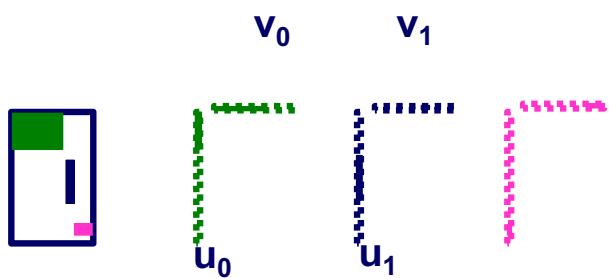
WWW'2021 Tutorial

'music lovers'   'sports lovers'   'citizens'  
'singers'        'athletes'        'politicians'



# SVD properties

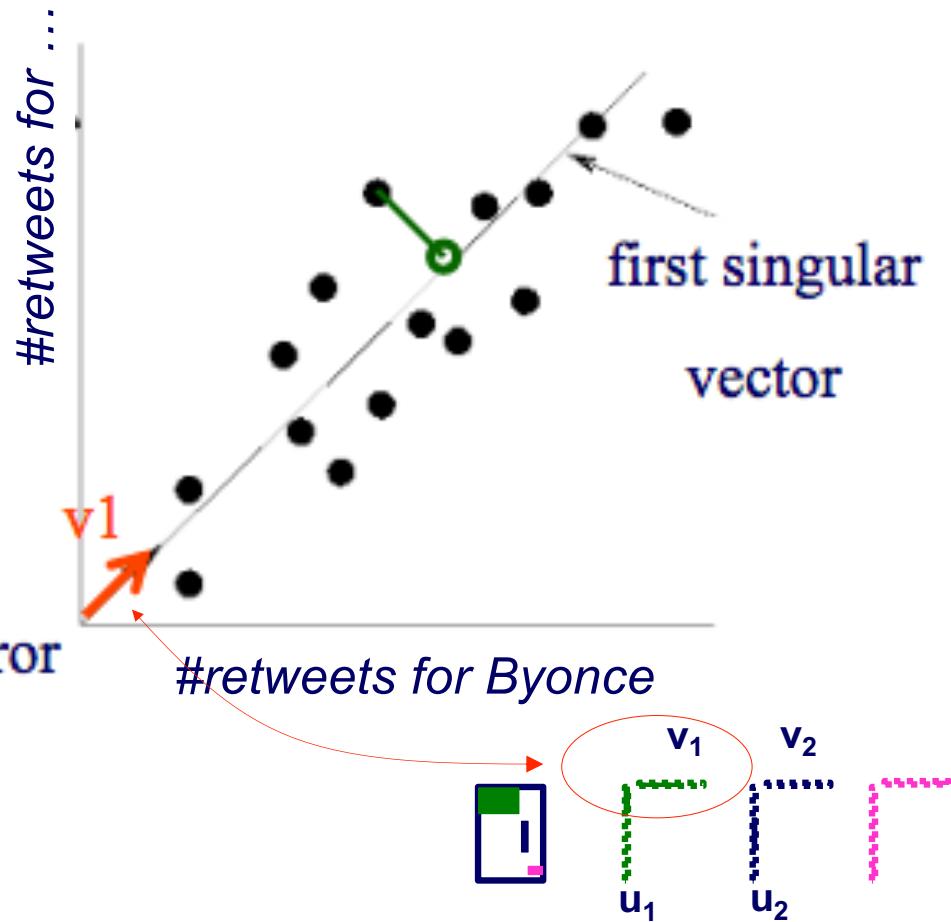
- ✓ Hidden/latent variable detection
- ✓ Compute node importance (HITS)
- ✓ Block detection
- Dimensionality reduction
- Embedding



# SVD - intuition

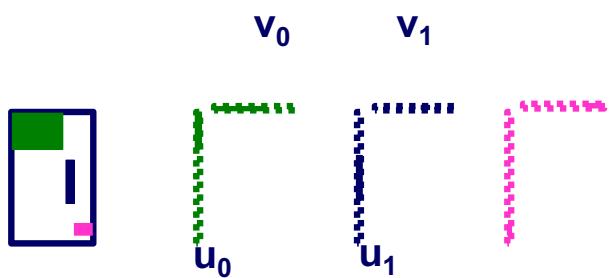
SVD: gives  
best axis to project

- minimum RMS error



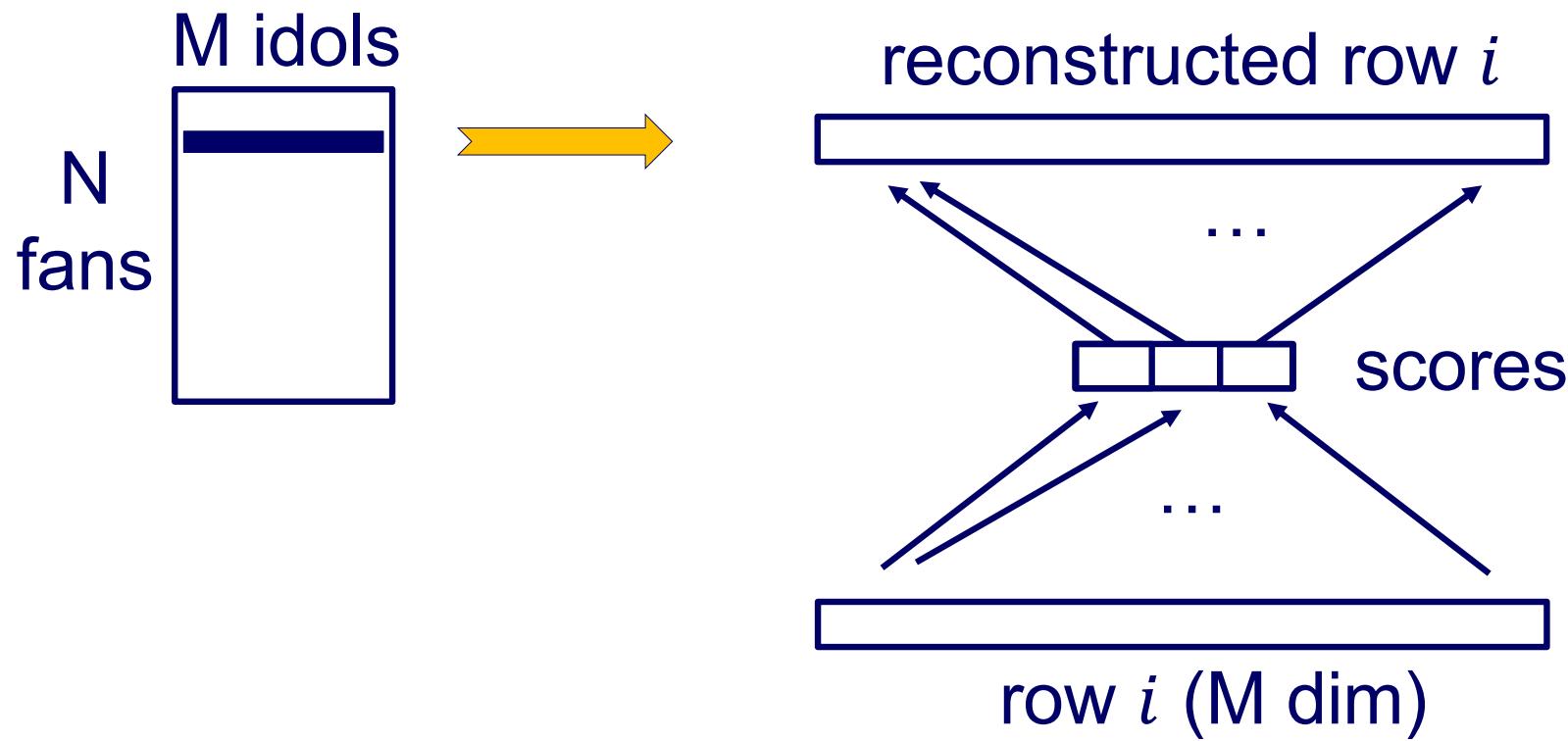
# SVD properties

- ✓ Hidden/latent variable detection
- ✓ Compute node importance (HITS)
- ✓ Block detection
- ✓ Dimensionality reduction / projection
- Embedding



# Crush intro to SVD

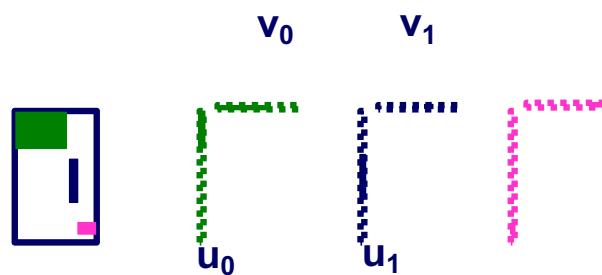
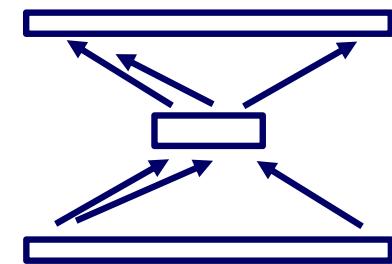
- SVD compression is a linear **autoencoder**



*Independent Component Analysis*, Aapo Hyvarinen, Erkki Oja, and Juha Karhunen (Wiley, 2001) – sec 6.2.4, p. 136.

# SVD properties

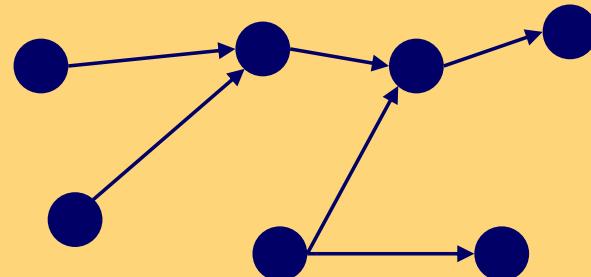
- ✓ Hidden/latent variable detection
- ✓ Compute node importance (HITS)
- ✓ Block detection
- ✓ Dimensionality reduction
- ✓ Embedding (linear)
  - SVD is a special case of 'deep neural net'



# Node importance - Motivation:



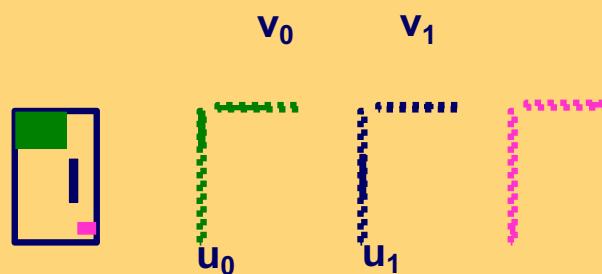
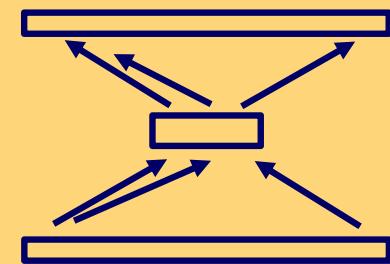
- Given a graph (eg., web pages containing the desirable query word)
- Q1: Which node is the most important?
  - **PageRank (PR = RWR)**, HITS
- Q2: How close is node ‘A’ to node ‘B’?
  - **Personalized P.R.**



# SVD properties



- ✓ Hidden/latent variable detection
- ✓ Compute node importance (HITS)
- ✓ Block detection
- ✓ Dimensionality reduction
- ✓ Embedding (linear)
  - SVD is a special case of 'deep neural net'

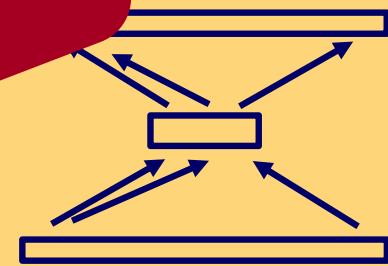




# SVD properties

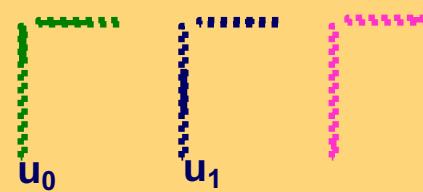
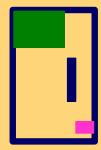
- ✓ Hidden/latent variable detection
- ✓ Compute node importance
- ✓ Block detection
- ✓ Dimensionality reduction
- ✓ Embedding (e.g., word2vec)
- SVD is a special case of 'deep neural net'

SVD!



Matrix?

$v_0 \quad v_1$





# Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
<b>1.1 Node Ranking</b>		👍								
1.1' Link Prediction			👍							
<b>1.2 Comm. Detection</b>										
1.3 Anomaly Detection										
1.4 Propagation										

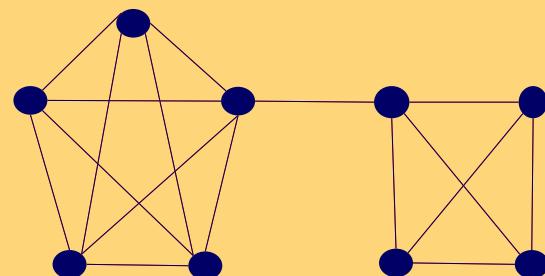
Part 1:  
Plain Graphs

Part 2:  
Complex Graphs

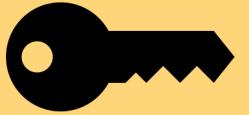


# Problem

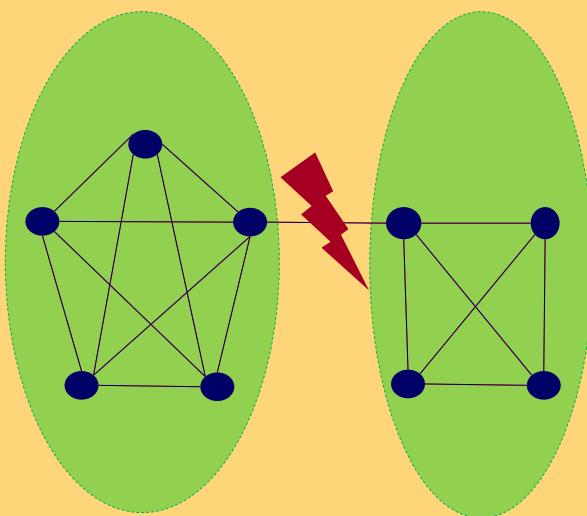
- Given a graph, and  $k$
- Break it into  $k$  (disjoint) communities



# Short answer

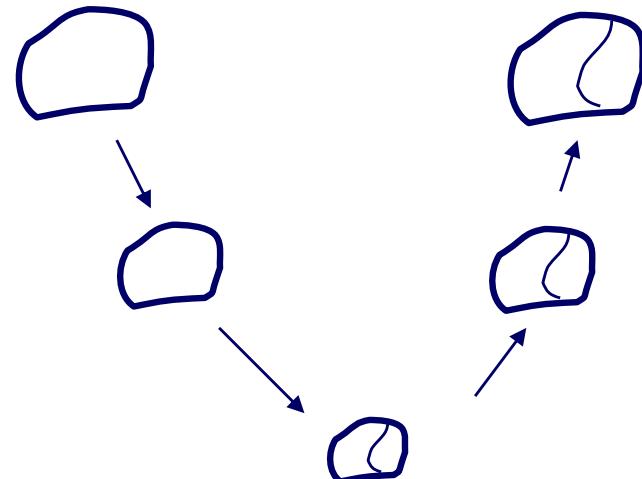


- METIS [Karypis, Kumar]



# Solution#1: METIS

- Arguably, the best algorithm
- Open source, at
  - <http://glaros.dtc.umn.edu/gkhome/fetch/sw/metis/metis-5.1.0.tar.gz>
- and \*many\* related papers, at same url
- Main idea:
  - coarsen the graph;
  - partition;
  - un-coarsen



# Solution #1: METIS

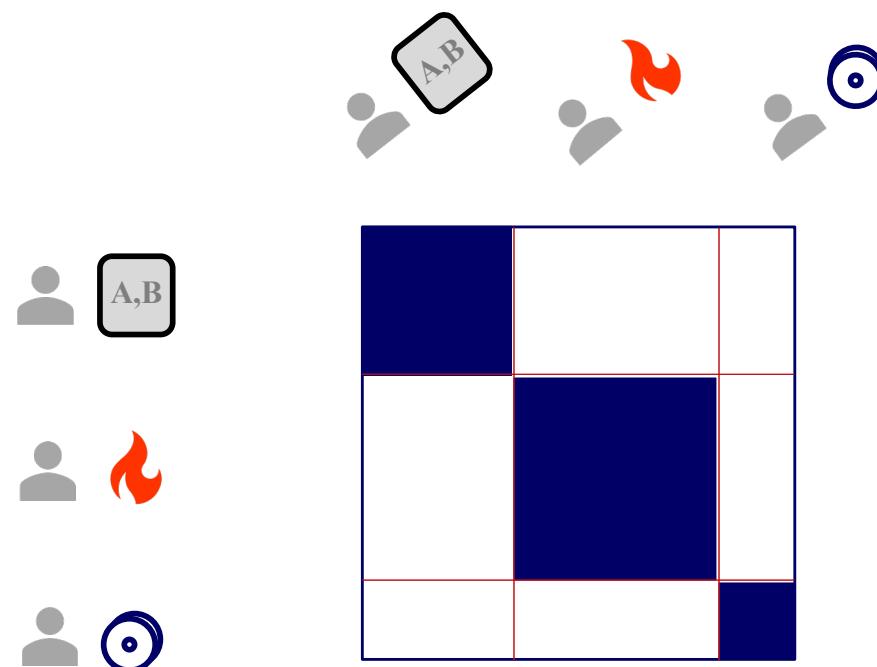
- G. Karypis and V. Kumar. *METIS 4.0: Unstructured graph partitioning and sparse matrix ordering system*. TR, Dept. of CS, Univ. of Minnesota, 1998.
- <and many extensions>

# Solutions #2,3...

- **Fiedler vector** ( $2^{\text{nd}}$  singular vector of Laplacian).
- **Modularity:** *Community structure in social and biological networks* M. Girvan and M. E. J. Newman, PNAS June 11, 2002. 99 (12) 7821-7826;  
<https://doi.org/10.1073/pnas.122653799>
- **Co-clustering:** [Dhillon+, KDD'03]
- **Clustering** on the  $A^2$  (square of adjacency matrix)  
[Zhou, Woodruff, PODS'04]
- **Minimum cut / maximum flow** [Flake+, KDD'00]
- ....

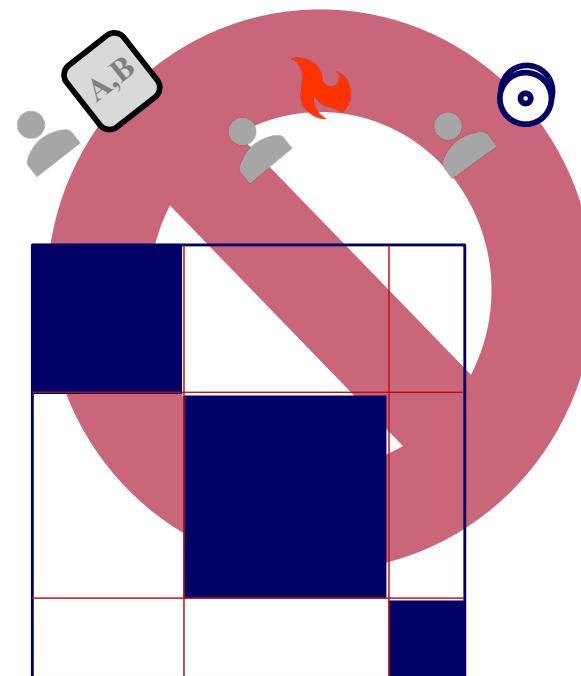
# A word of caution

- BUT: often, there are **no good cuts**:



# A word of caution

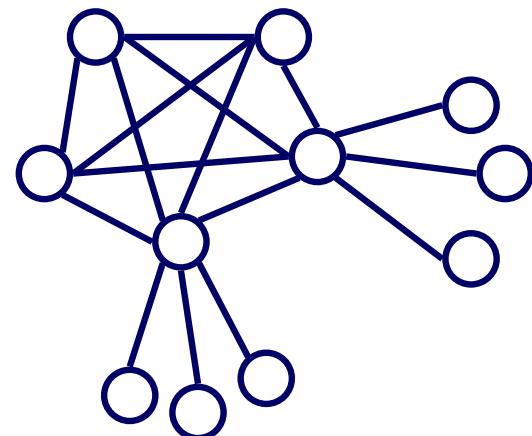
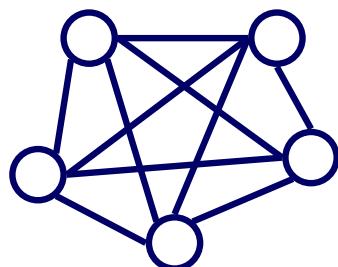
- BUT: often, there are **no good cuts**:





## A word of caution

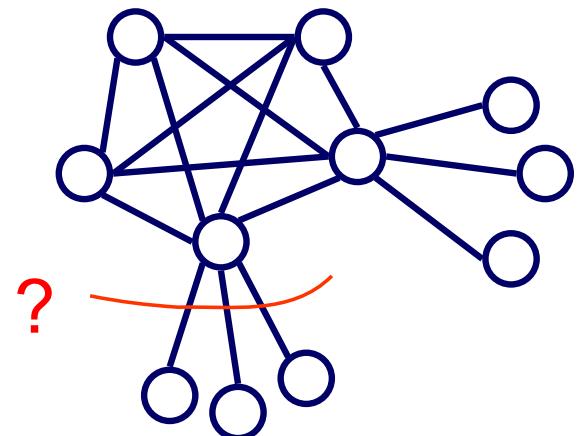
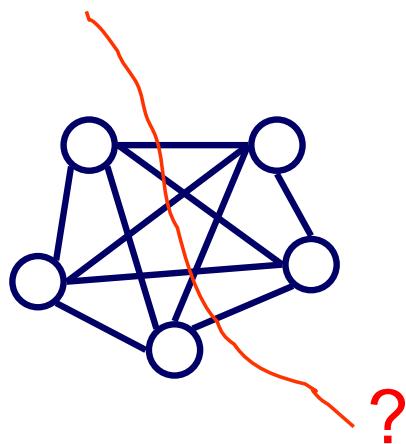
- Maybe there are no good cuts: ``jellyfish'' shape [Tauro+'01], [Siganos+, '06], strange behavior of cuts [Chakrabarti+'04], [Leskovec+, '08]





## A word of caution

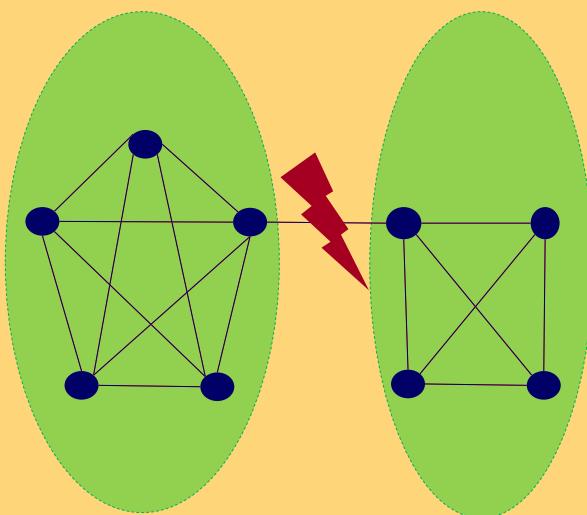
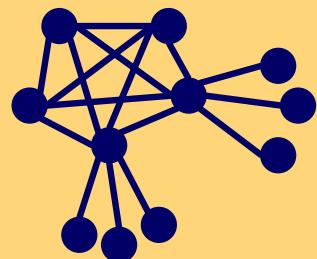
- Maybe there are no good cuts: ``jellyfish'' shape [Tauro+'01], [Siganos+, '06], strange behavior of cuts [Chakrabarti+, '04], [Leskovec+, '08]



# Short answer



- METIS [Karypis, Kumar]
- (but: maybe NO good cuts exist!)





# Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍								
1.1' Link Prediction			👍							
1.2 Comm. Detection				👍						
1.3 Anomaly Detection										
1.4 Propagation										

Part 1:

Plain Graphs

Part 2:

Complex Graphs



# Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
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1.3 Anomaly Detection										
1.4 Propagation										

Part 1:

Plain Graphs

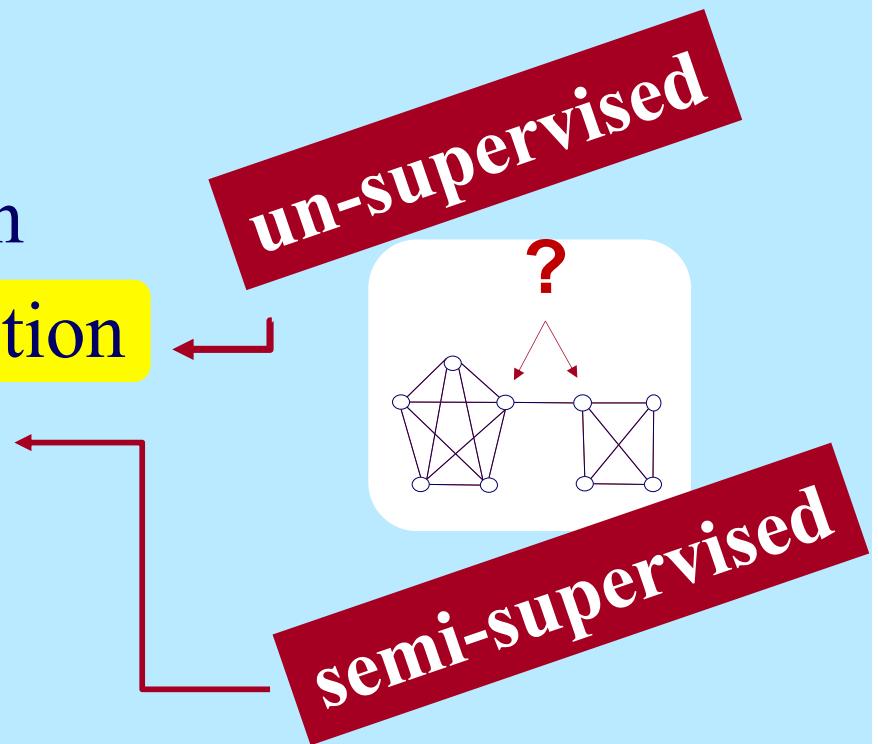
Part 2:

Complex Graphs



# Bird's eye view

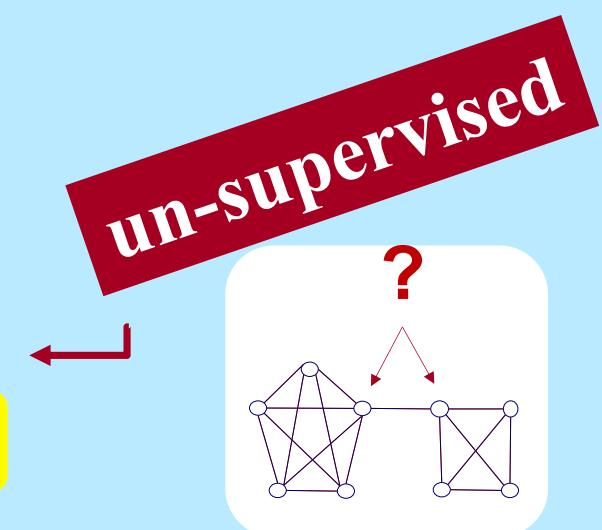
- Introduction – Motivation
- Part#1: (simple) Graphs
  - P1.1: node importance
  - P1.2: community detection
  - P1.3: fraud/anomaly detection
  - P1.4: belief propagation





# Bird's eye view

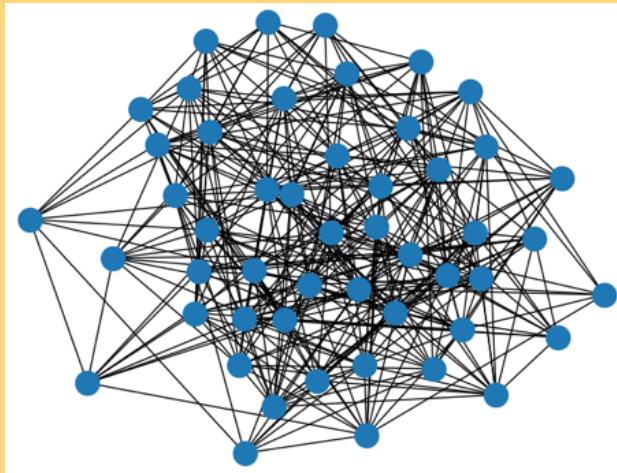
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    - P1.3.2. Lock-step behavior
  - P1.4: belief propagation





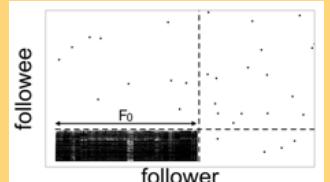
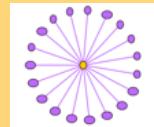
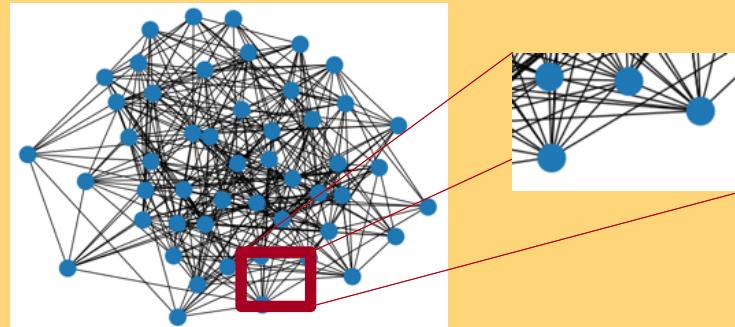
# Problem

Given:



Find:

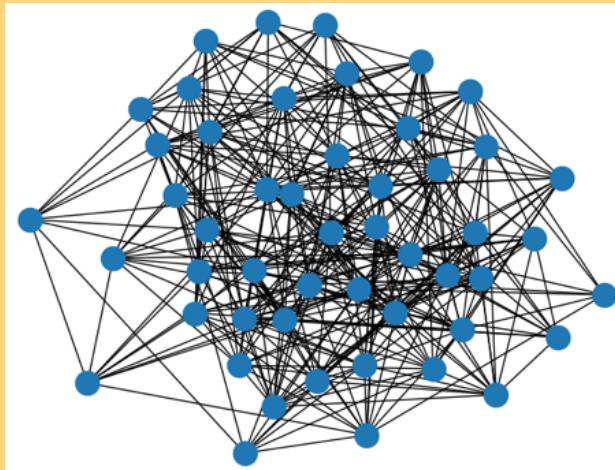
- 1) Outliers
- 2) Lock-step





# Solution

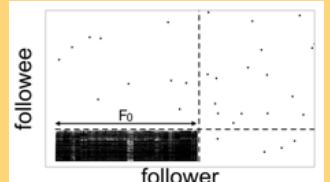
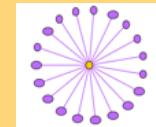
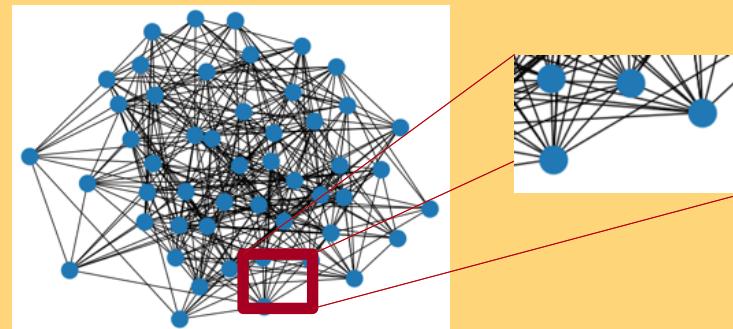
Given:



Find:

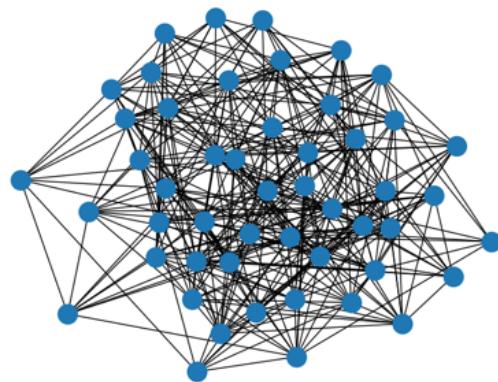
- 1) Outliers
- 2) Lock-step

OddBall  
SVD



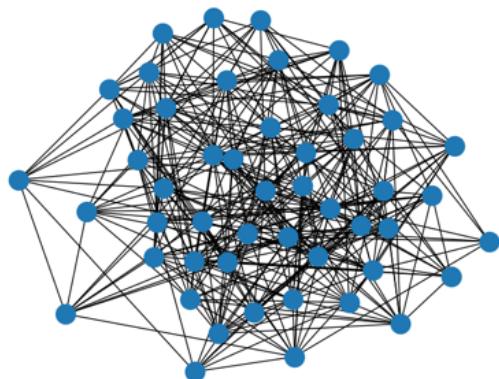
## P1.3.1. Outliers

- Which node(s) are strange?
  - Q: How to start?

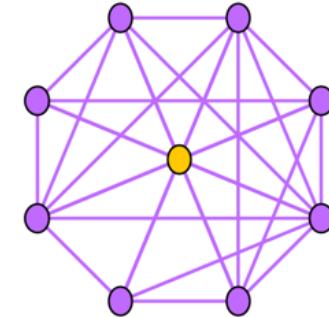
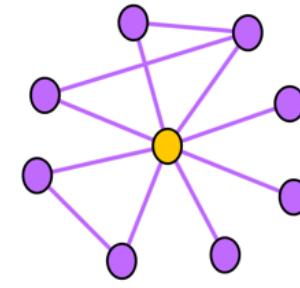
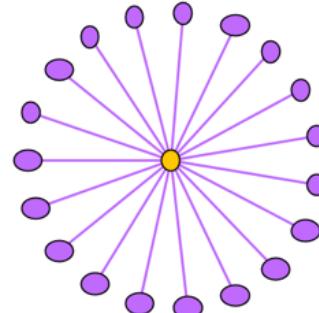
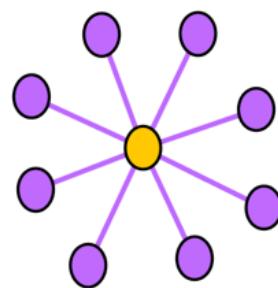


## P1.3.1. Outliers

- Which node(s) are strange?
  - Q: How to start?
  - A1: egonet; and extract node features



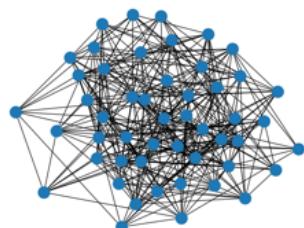
# Ego-net Patterns: Which is strange?



*Oddball: Spotting anomalies in weighted graphs,* Leman Akoglu, Mary McGlohon, Christos Faloutsos, PAKDD 2010

## P1.3.1. Outliers

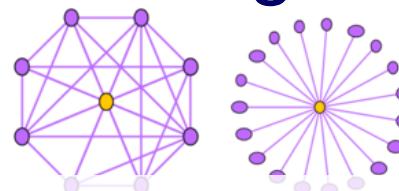
- Which node(s) are strange?
  - Q: How to start?
  - A: egonet; and extract node features
  - Q': which features?
  - A': ART! Infinite! Pick a few, e.g.:



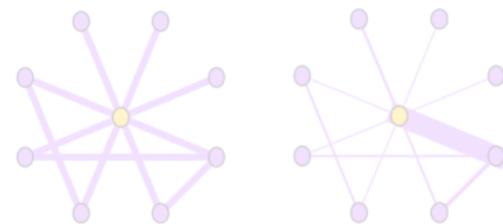
KDD2020 ADS Panel: In ML  
*'feature engineering is the hardest part'*

# Ego-net Patterns

- $N_i$ : number of neighbors (degree) of ego  $i$
- $E_i$ : number of edges in egonet  $i$

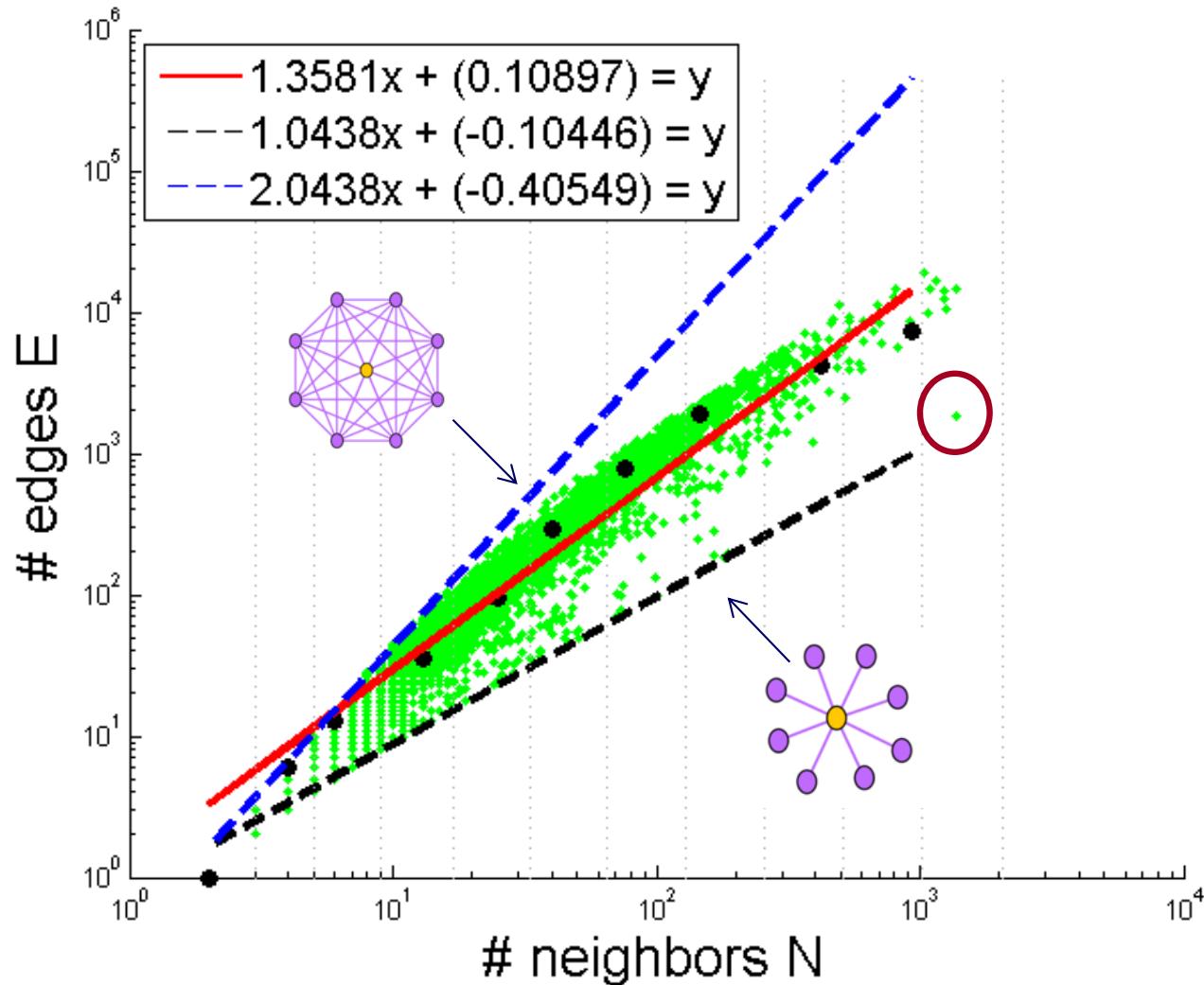


- $W_i$ : total weight of egonet  $i$
- $\lambda_{w,i}$ : principal eigenvalue of the weighted adjacency matrix of egonet  $i$



*Oddball: Spotting anomalies in weighted graphs*, Leman Akoglu, Mary McGlohon, Christos Faloutsos, PAKDD 2010

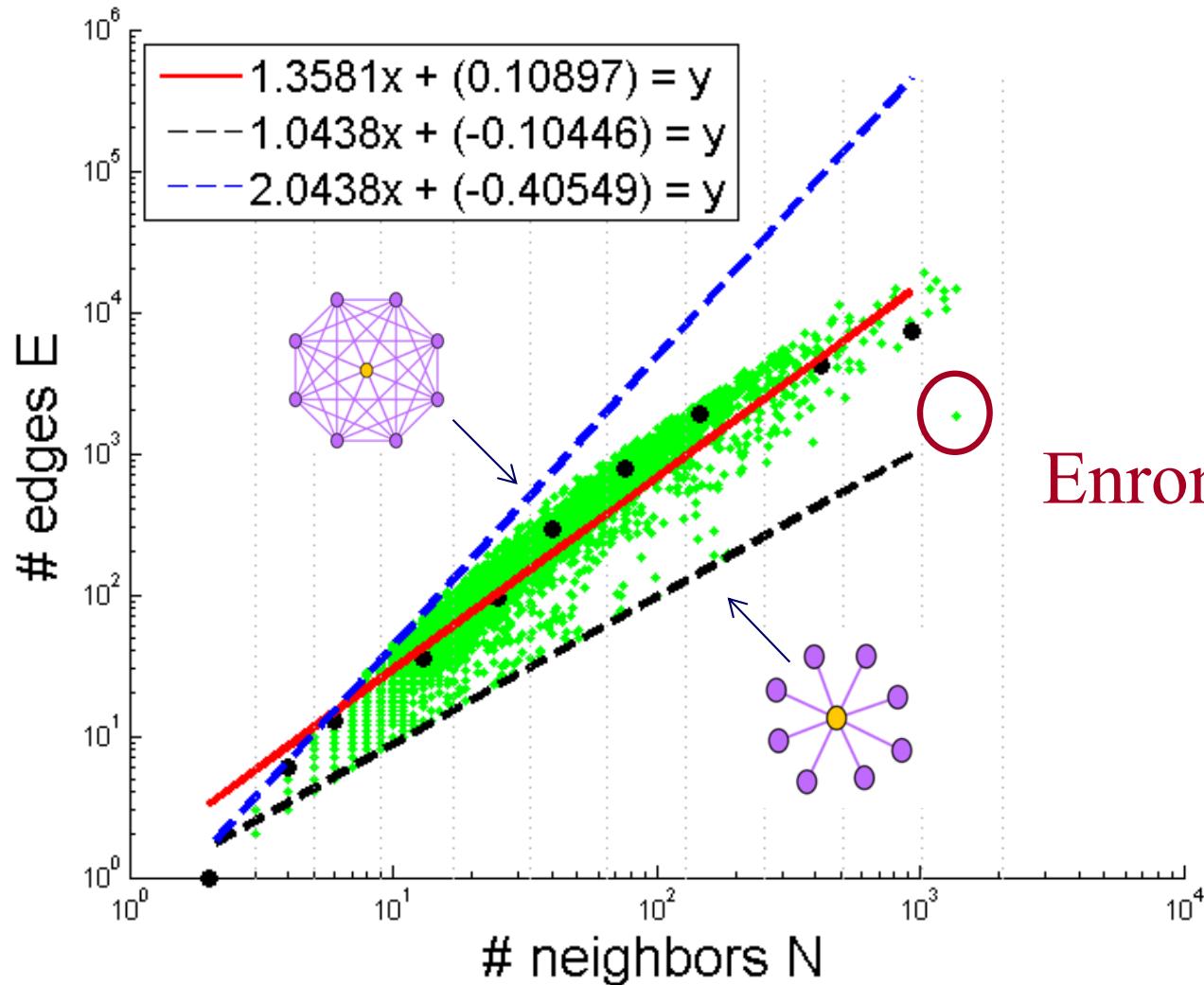
# Pattern: Ego-net Power Law Density



$$E_i \propto N_i^\alpha$$
$$1 \leq \alpha \leq 2$$

*Oddball: Spotting anomalies in weighted graphs*, Leman Akoglu, Mary McGlohon, Christos Faloutsos, PAKDD 2010

# Pattern: Ego-net Power Law Density



$$E_i \propto N_i^\alpha$$
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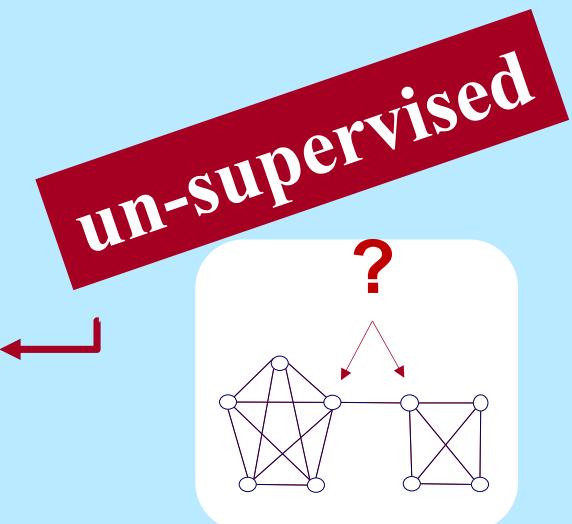
Enron CEO

*Oddball: Spotting anomalies in weighted graphs*, Leman Akoglu, Mary McGlohon, Christos Faloutsos, PAKDD 2010



# Bird's eye view

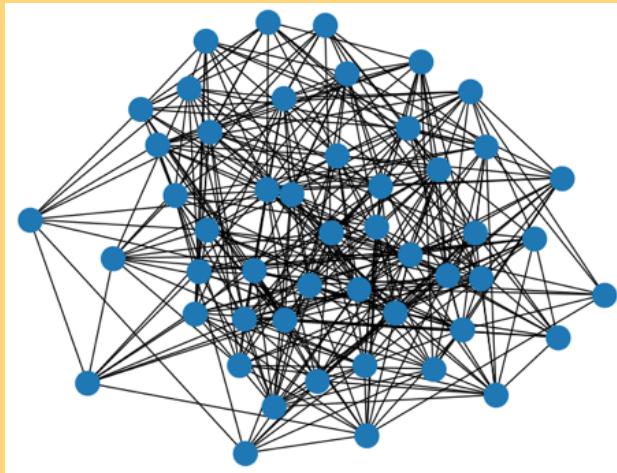
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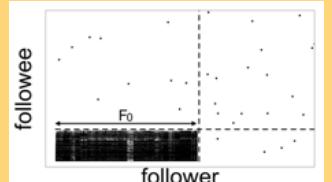
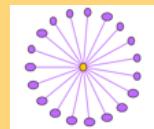
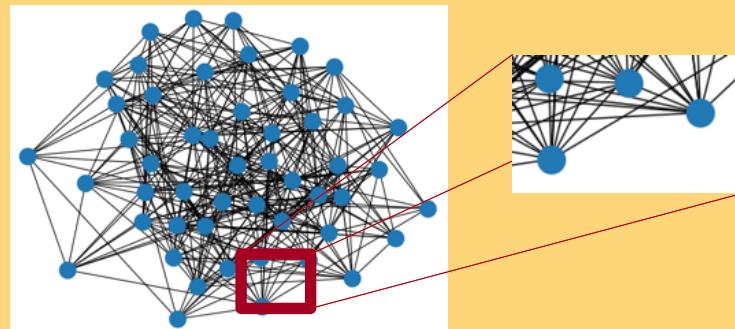
# Problem

Given:



Find:

- 1) Outliers
- 2) Lock-step



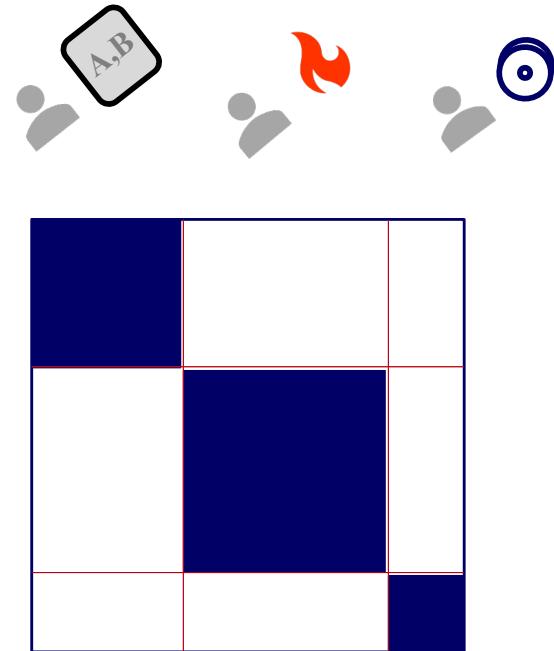
## P1.3.1. How to find ‘suspicious’ groups?

- ‘blocks’ are normal, right?

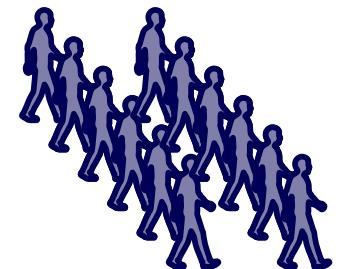


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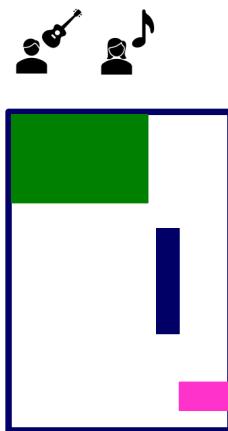
# Except that:



- ‘blocks’ are normal, ~~right?~~
- ‘hyperbolic’ communities are more realistic  
[Araujo+, PKDD’14]



idols



fans

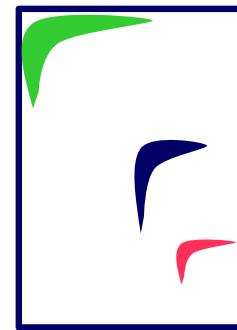
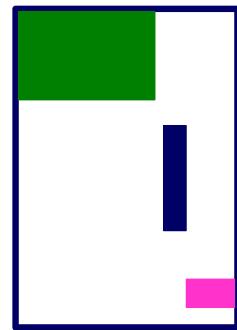


# Except that:

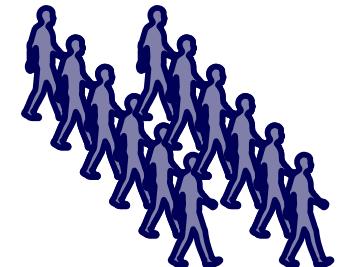


- ‘blocks’ are usually suspicious
- ‘hyperbolic’ communities are more realistic  
[Araujo+, PKDD’14]

Q: Can we spot blocks, easily?



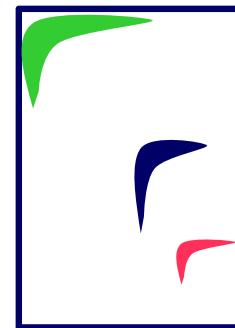
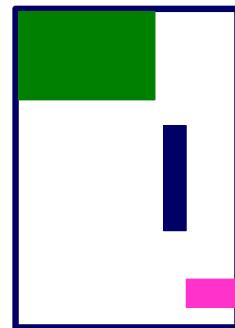
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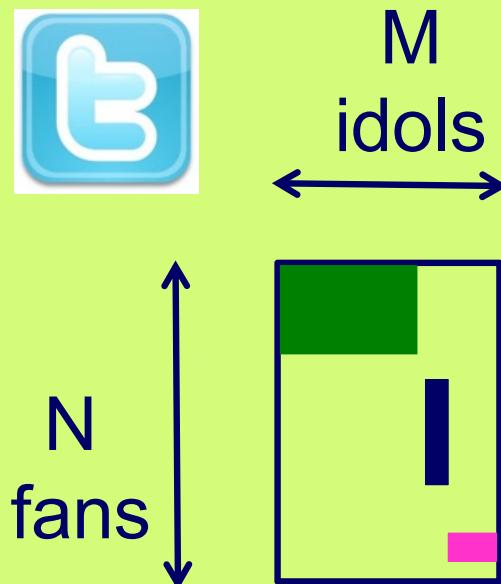
A: Silver bullet: SVD!



Reminder (from HITS)

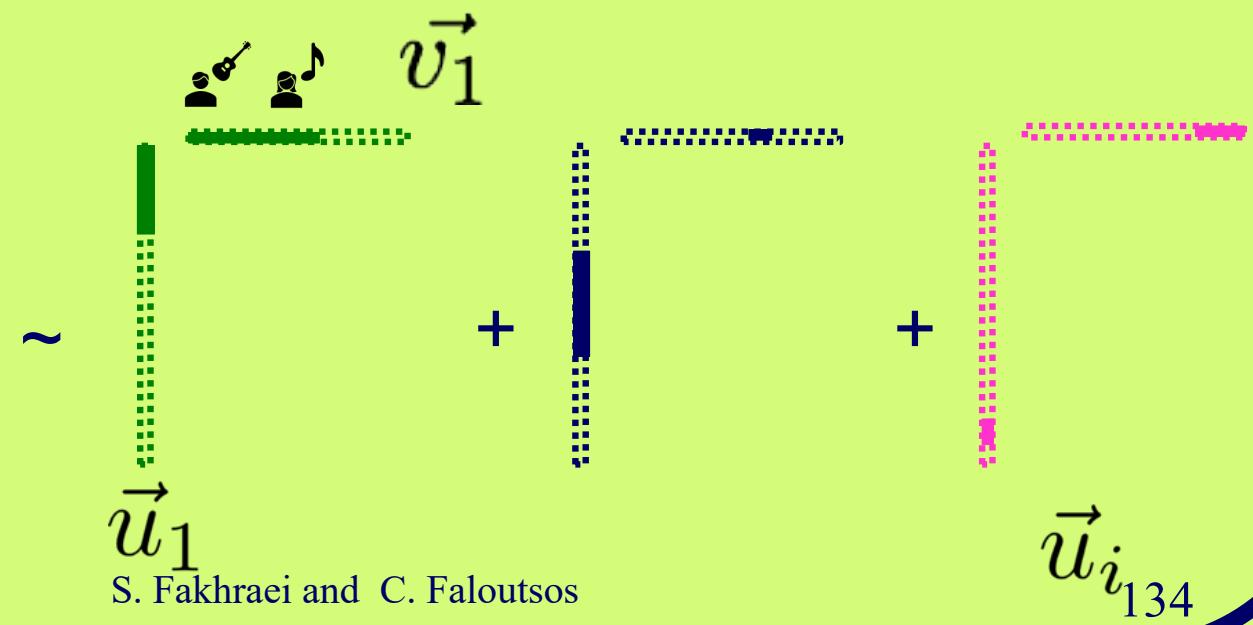
# Crush intro to SVD

- Recall: (SVD) matrix factorization: finds blocks



WWW'2021 Tutorial

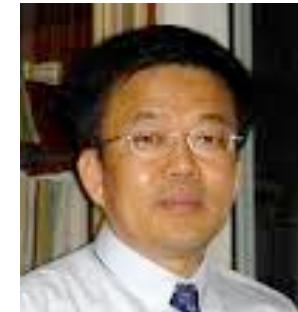
'music lovers'   'sports lovers'   'citizens'  
'singers'        'athletes'        'politicians'



S. Fakhraei and C. Faloutsos

# Inferring Strange Behavior from Connectivity Pattern in Social Networks

## PAKDD'14



Meng Jiang, Peng Cui, Shiqiang Yang (Tsinghua)  
Alex Beutel, Christos Faloutsos (CMU)



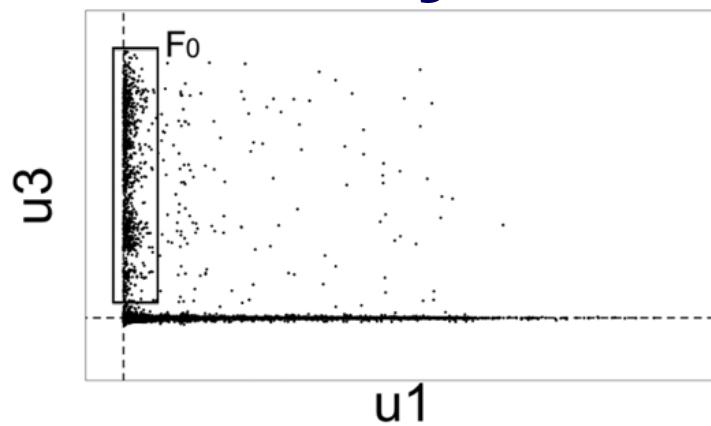
# Dataset

- Tencent Weibo 
- 117 million nodes (with profile and UGC data)
- 3.33 billion directed edges

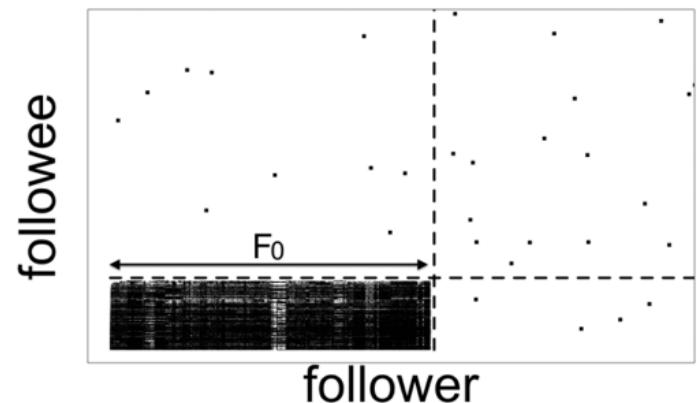
# Real Data



“Rays”



“Block”

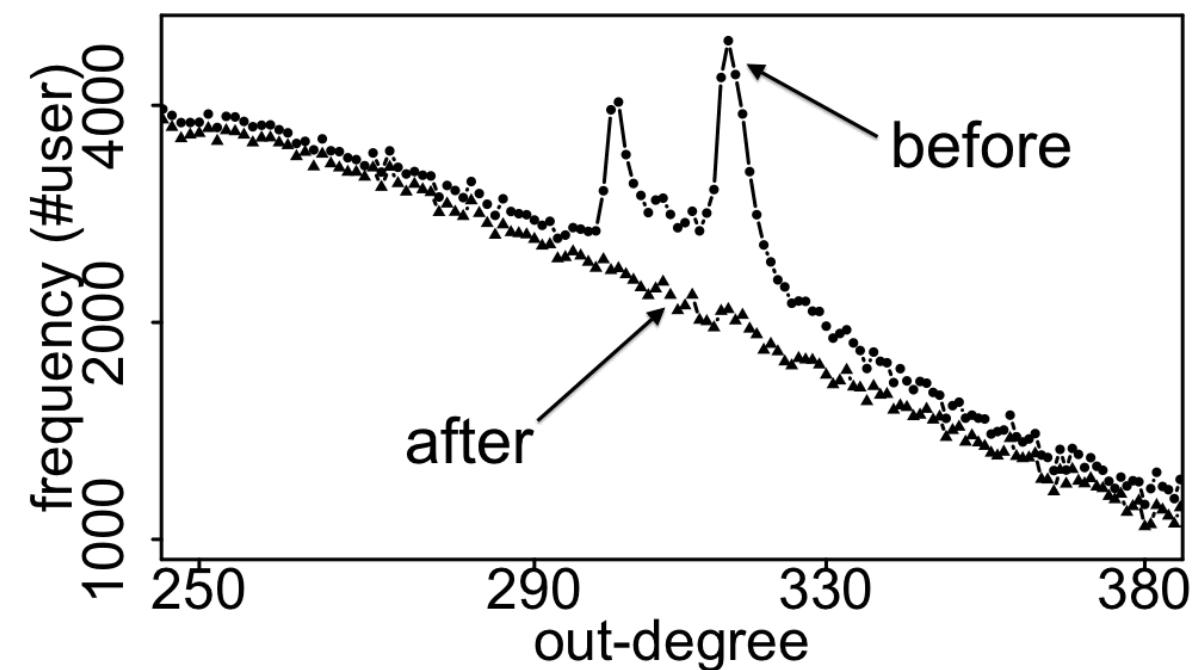
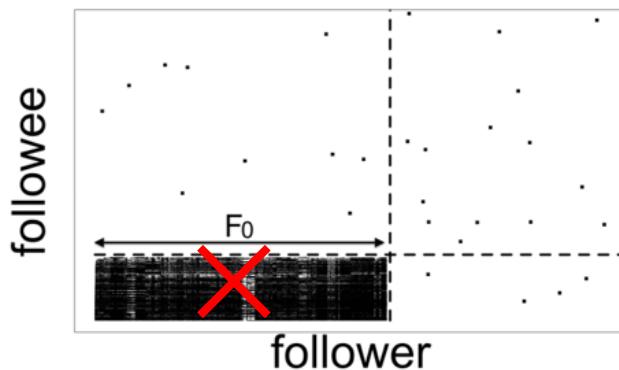


‘blocks’ create ‘spokes’

# Real Data



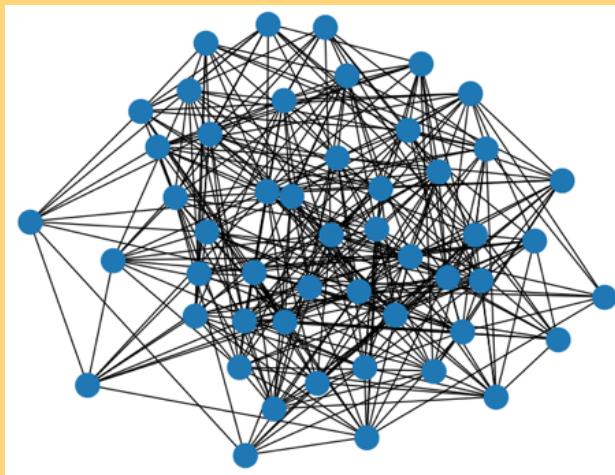
- Spikes on the out-degree distribution





# Solution

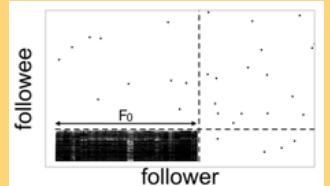
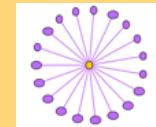
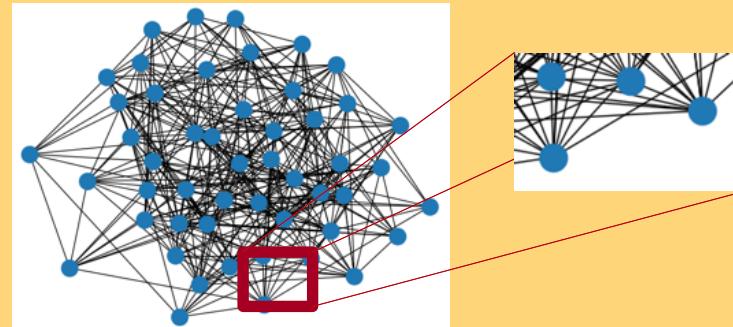
Given:



Find:

- 1) Outliers
- 2) Lock-step

OddBall  
SVD





# Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍								
1.1' Link Prediction			👍							
1.2 Comm. Detection				👍						
1.3 Anomaly Detection					👍					
1.4 Propagation										

Part 1:

Plain Graphs

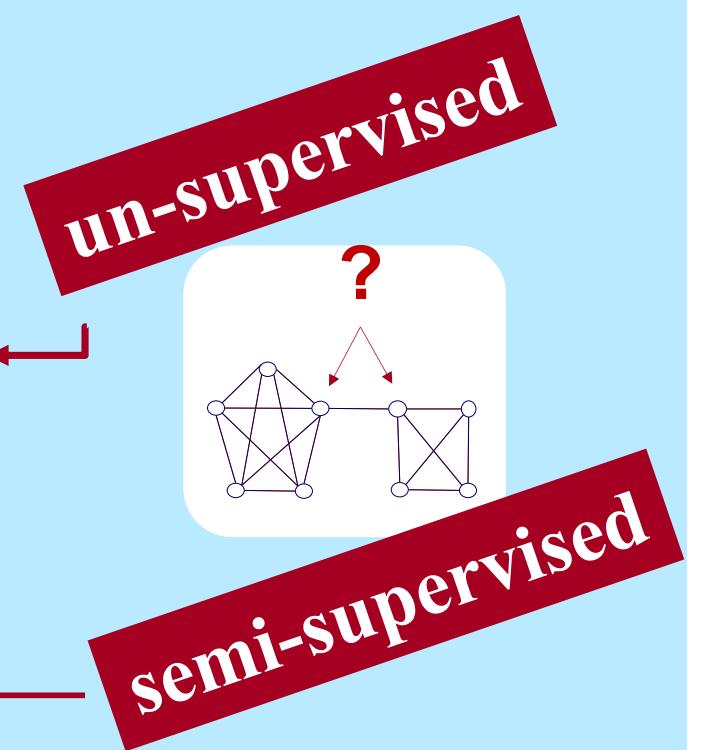
Part 2:

Complex Graphs



# Bird's eye view

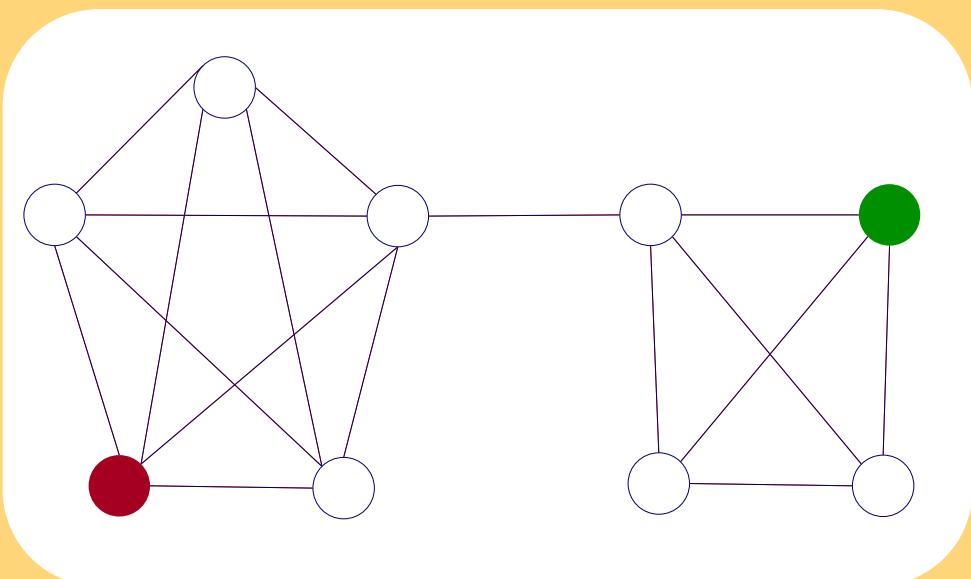
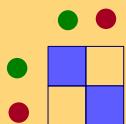
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  - P1.4: belief propagation





# Problem

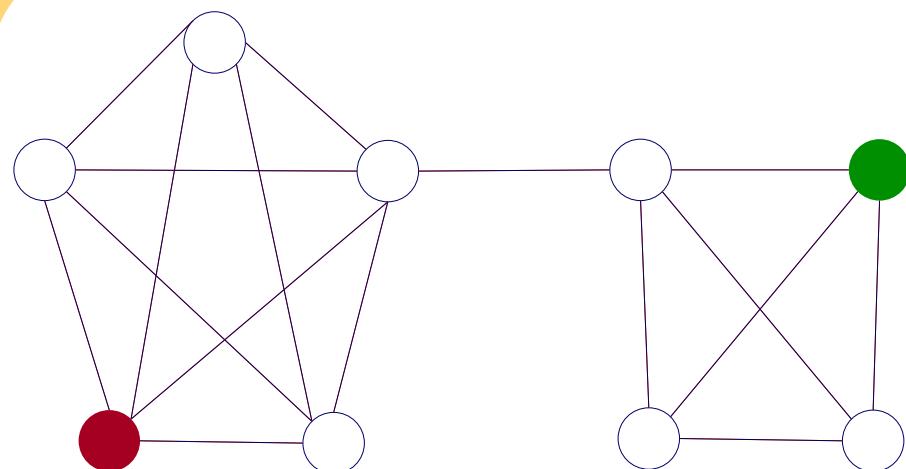
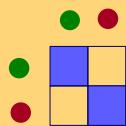
- What color, for the rest?
  - Given homophily (/heterophily etc)?



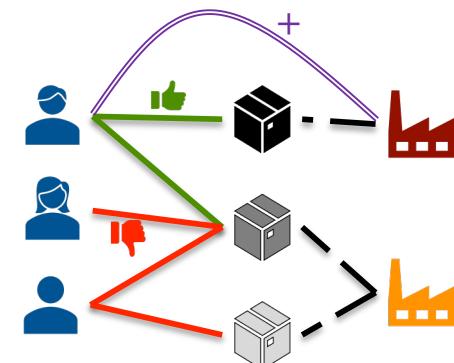
# Short answer:



- What color, for the rest?
- A: Belief Propagation ('zooBP')



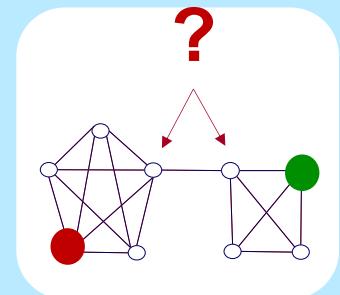
[www.cs.cmu.edu/~deswaran/code/zobp.zip](http://www.cs.cmu.edu/~deswaran/code/zobp.zip)





# Bird's eye view

- Introduction – Motivation
- Part#1: (simple) Graphs
  - ...
  - P1.4: belief propagation
    - Basics
    - Fast, linear approximation (FaBP)
    - Latest: zooBP
    - Success stories

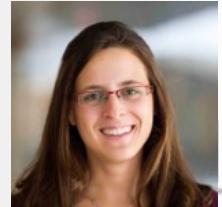




Prof. Danai Koutra  
U. Michigan

# Background

# Belief Propagation

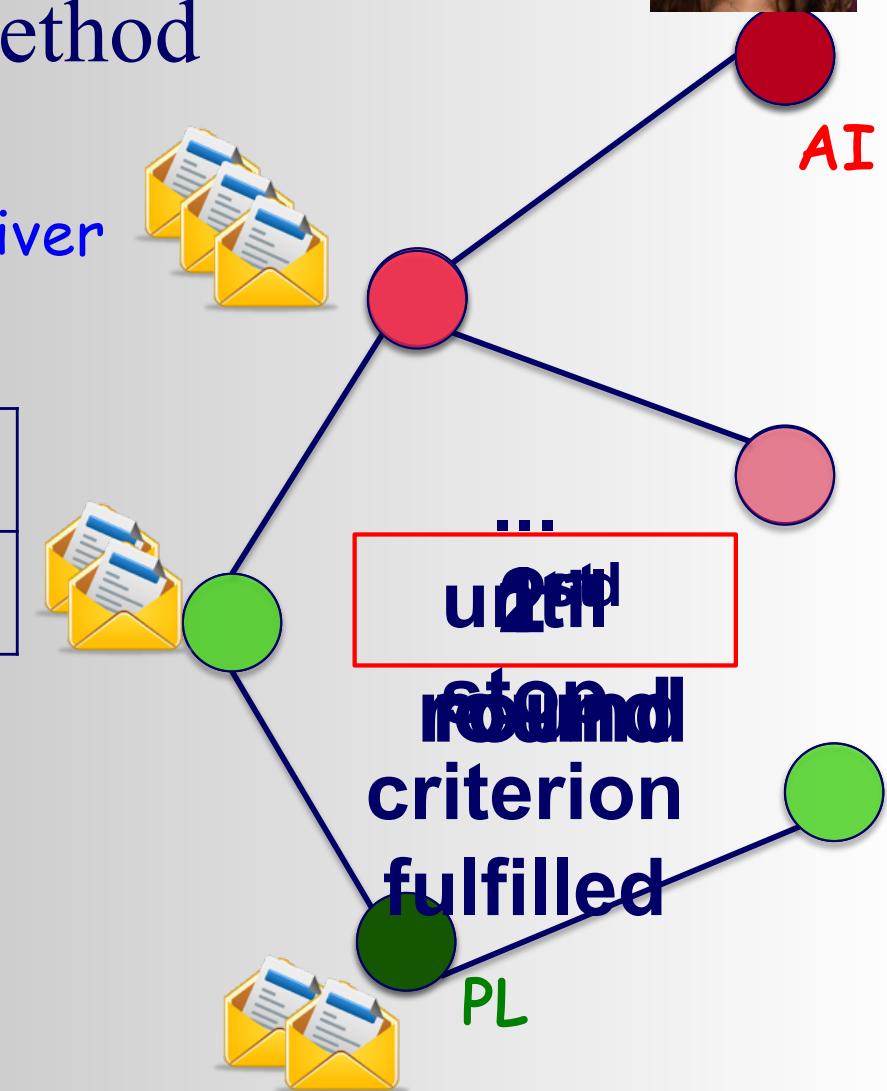


- Iterative message-based method
- “Propagation matrix”:
  - ❖ Homophily

class of receiver

	red	green
red	0.9	0.1
green	0.1	0.9

class of sender



[Pearl '82][Yedidia+ '02] ... [Gonzalez+ '09][Chechetka+ '10]

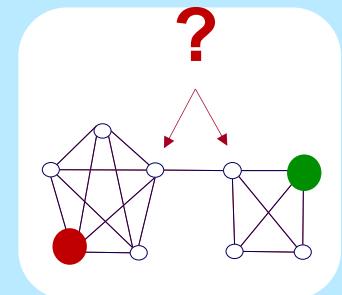


# Background



# Bird's eye view

- Introduction – Motivation
- Part#1: (simple) Graphs
  - ...
  - P1.4: belief propagation
    - Basics
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    - Success stories



# Unifying Guilt-by-Association Approaches: Theorems and Fast Algorithms



Danai Koutra

U Kang

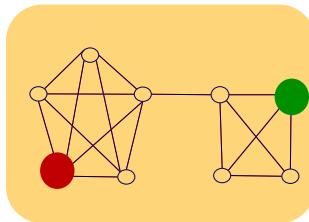
Hsing-Kuo Kenneth Pao

Tai-You Ke

Duen Horng (Polo) Chau

Christos Faloutsos

*ECML PKDD, 5-9 September 2011, Athens, Greece*



# BP vs. Linearized BP



DETAILS

Original [Yedidia+]:

## Belief Propagation



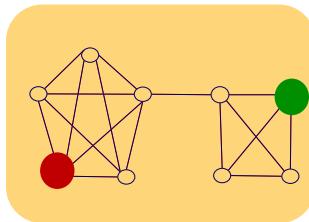
$$m_{ij}(x_j) \leftarrow \sum_{x_i} \phi_i(x_i) \cdot \psi_{ij}(x_i, x_j) \cdot \prod_{n \in N(i) \setminus j} m_{ni}(x_i)$$



$$b_i(x_i) \leftarrow \cdot \phi_i(x_i) \cdot \prod_{j \in N(i)} m_{ij}(x_i)$$

non-linear

- Closed-form formula?
- Convergence?



# BP vs. Linearized BP



DETAILS

Original [Yedidia+]:

Our proposal:

## Belief Propagation



$$m_{ij}(x_j) \leftarrow \sum_{x_i} \phi_i(x_i) \cdot \psi_{ij}(x_i, x_j) \cdot \prod_{n \in N(i) \setminus j} m_{ni}(x_i)$$



$$b_i(x_i) \leftarrow \phi_i(x_i) \cdot \prod_{j \in N(i)} m_{ij}(x_i)$$

non-linear



Closed-form formula?

Convergence?

## Linearized BP

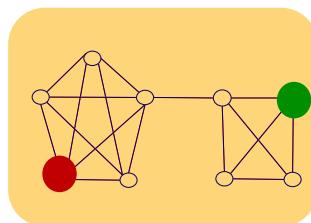
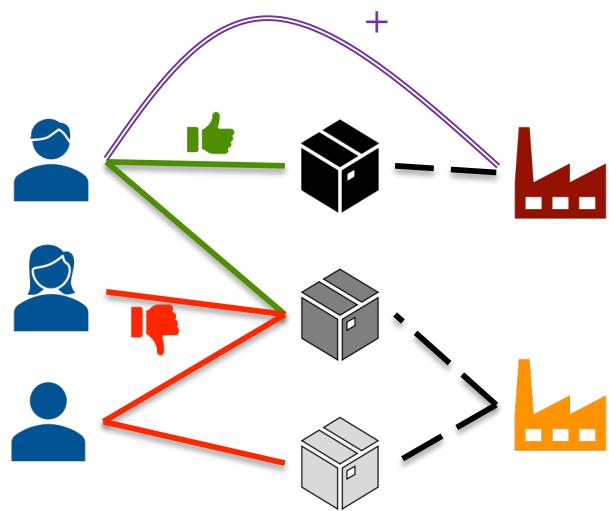
BP is approximated by

$$[\mathbf{I} + a\mathbf{D} - c' \mathbf{A}] \mathbf{b}_h = \phi_h$$

1	1	1		0	0
	d1	d2	d3	?	-10 <sup>-2</sup>
					10 <sup>-1</sup>
				2	

linear

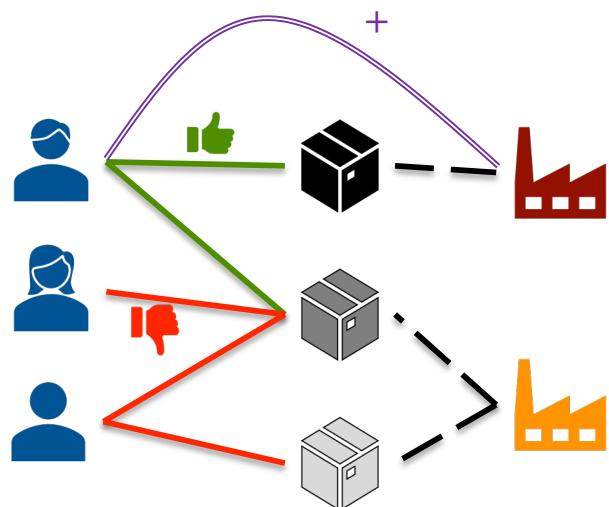
# Problem: anomalies in ratings



- Given a heterogeneous graph on users, products, sellers and positive/negative ratings with “seed labels”
- Find the top  $k$  most anomalous users, products and sellers

Dhivya Eswaran, Stephan Günnemann, Christos Faloutsos,  
Disha Makhija, Mohit Kumar, “ZooBP: Belief Propagation for  
Heterogeneous Networks”, VLDB 2017

# Problem: anomalies in ratings

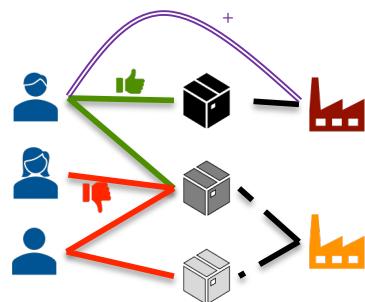


- Given a heterogeneous graph on users, products, sellers and positive/negative ratings with “seed labels”
- Find the top  $k$  most anomalous users, products and sellers

Dhivya Eswaran, Stephan Günnemann, Christos Faloutsos,  
Disha Makhija, Mohit Kumar, “ZooBP: Belief Propagation for  
Heterogeneous Networks”, VLDB 2017

DETAILS

# Problem: anomalies in ratings



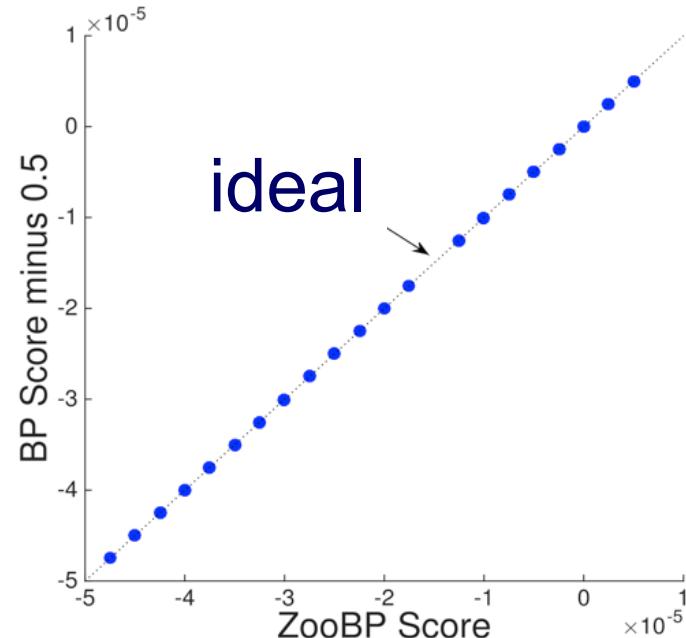
**Theorem 1** (ZooBP). *If  $\mathbf{b}, \mathbf{e}, \mathbf{P}, \mathbf{Q}$  are constructed as described above, the linear equation system approximating the final node beliefs given by BP is:*

$$\mathbf{b} = \mathbf{e} + (\mathbf{P} - \mathbf{Q})\mathbf{b} \quad (\text{ZooBP}) \quad (10)$$

Dhivya Eswaran, Stephan Günnemann, Christos Faloutsos,  
Disha Makhija, Mohit Kumar, “ZooBP: Belief Propagation for  
Heterogeneous Networks”, VLDB 2017

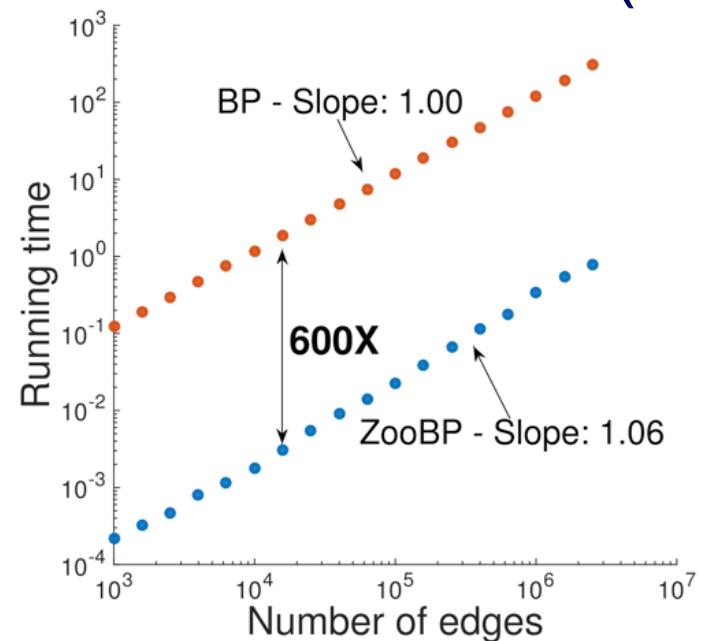
# ZooBP: features

Fast; convergence guarantees.



Near-perfect accuracy

600x (matlab)  
3x (C++)



linear in graph size

Dhivya Eswaran, Stephan Günnemann, Christos Faloutsos,  
Disha Makhija, Mohit Kumar, “ZooBP: Belief Propagation for  
Heterogeneous Networks”, VLDB 2017

# ZooBP: code etc

<http://www.cs.cmu.edu/~deswaran/code/zoobp.zip>

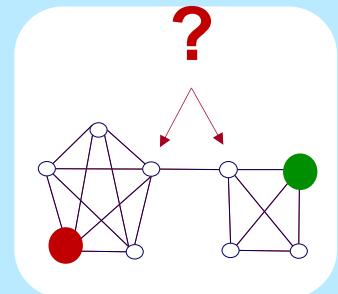


Dhivya Eswaran, Stephan Günnemann, Christos Faloutsos,  
Disha Makhija, Mohit Kumar, “ZooBP: Belief Propagation for  
Heterogeneous Networks”, VLDB 2017



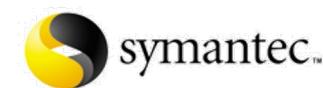
# Bird's eye view

- Introduction – Motivation
- Part#1: (simple) Graphs
  - ...
  - P1.4: belief propagation
    - Basics
    - Fast, linear approximation (FaBP)
    - Latest: zooBP
    - Success stories



# Other ‘success stories’?

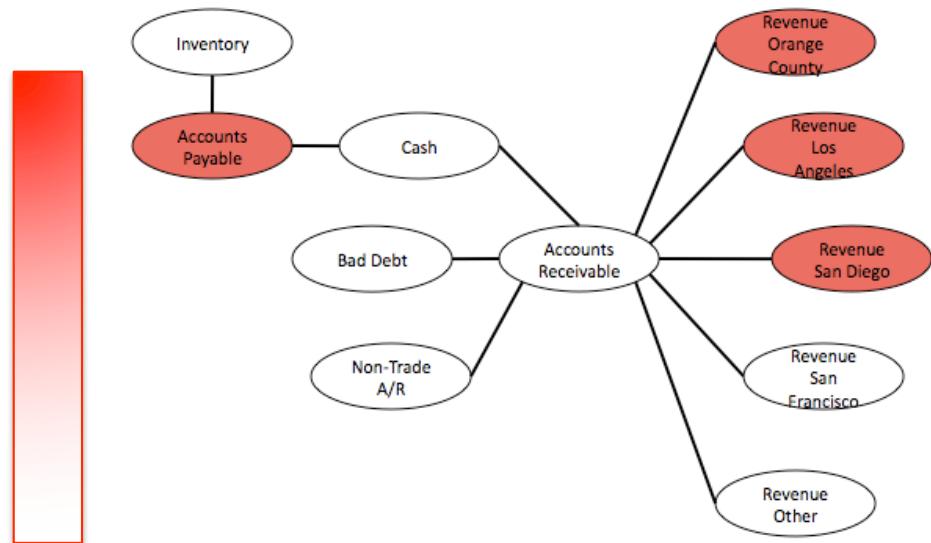
- Accounting fraud
- Malware detection



# Network Effect Tools: SNARE

- Some accounts are sort-of-suspicious – how to combine weak signals?

Before



Mary McGlohon, Stephen Bay, Markus G. Anderle, David M. Steier, Christos Faloutsos: *SNARE: a link analytic system for graph labeling and risk detection*. KDD 2009: 1265-1274

# Polonium: Tera-Scale Graph Mining and Inference for Malware Detection

*SDM 2011, Mesa, Arizona*



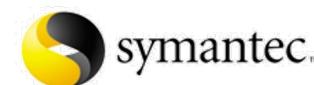
**Polo Chau**

Machine Learning Dept



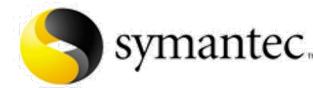
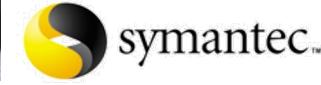
**Carey Nachenberg**

Vice President & Fellow



**Jeffrey Wilhelm**

Principal Software Engineer



**Adam Wright**  
Software Engineer

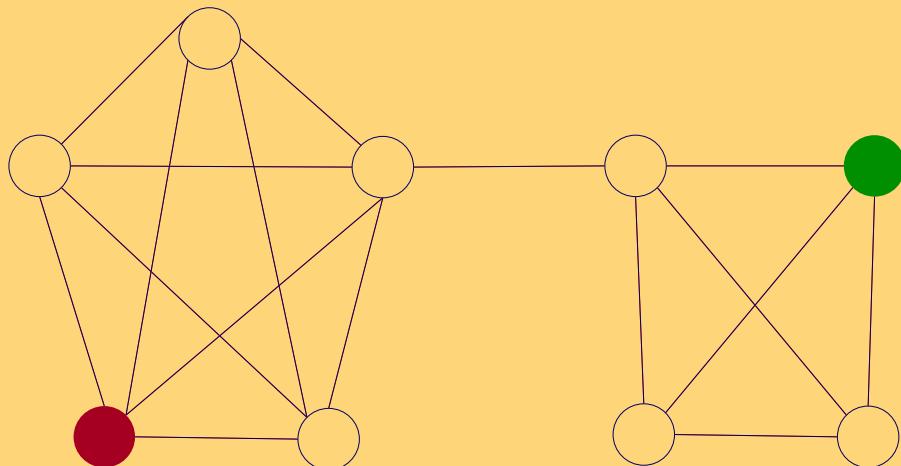
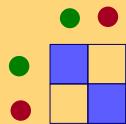


**Prof. Christos Faloutsos**  
Computer Science Dept

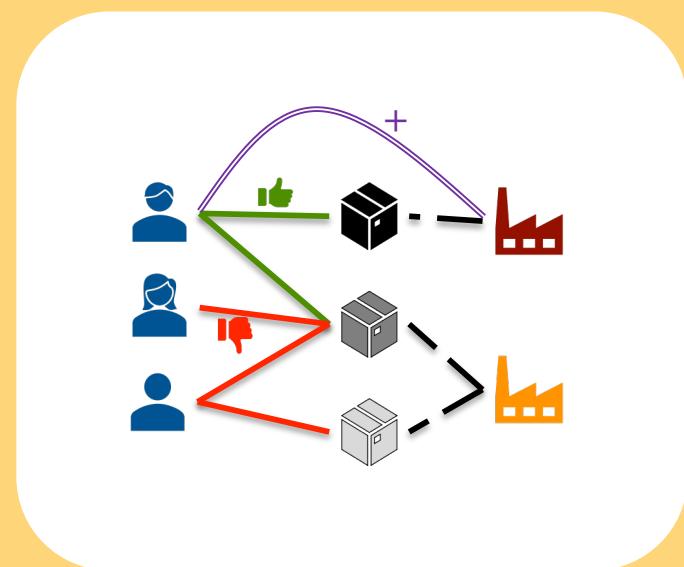
# Short answer:



- What color, for the rest?
- A: Belief Propagation ('zooBP')



[www.cs.cmu.edu/~deswaran/code/zoobp.zip](http://www.cs.cmu.edu/~deswaran/code/zoobp.zip)





# Bird's eye view

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking		👍								
1.1' Link Prediction			👍							
1.2 Comm. Detection				👍						
1.3 Anomaly Detection					👍					
1.4 Propagation						👍				

Part 1:

Plain Graphs

Part 2:

Complex Graphs

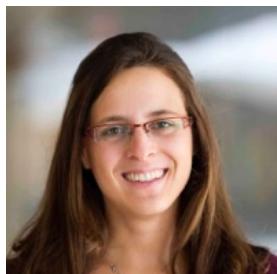
# Conclusions for Part P1

- Over-arching conclusion:
  - Many, time-tested tools for plain graphs (PR, SVD, BP)

Task	Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP
1.1 Node Ranking		👍				
1.1' Link Prediction			👍			
1.2 Comm. Detection				👍		
1.3 Anomaly Detection					👍	
1.4 Propagation						👍

**Part 1:  
Plain Graphs**

# Thanks to



Danai Koutra  
U. Michigan

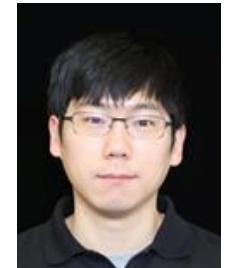


Dhivya Eswaran  
CMU -> Amazon



Vagelis  
Papalexakis  
UCR

Namyong Park  
CMU



Hyun Ah Song  
CMU -> Amazon

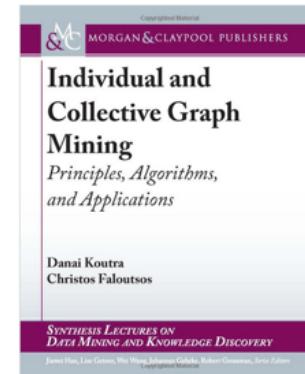
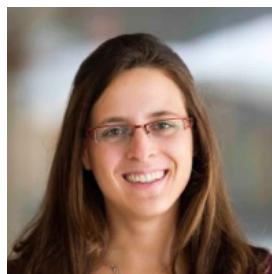


# P1 – Graphs - More references

Danai Koutra and Christos Faloutsos,

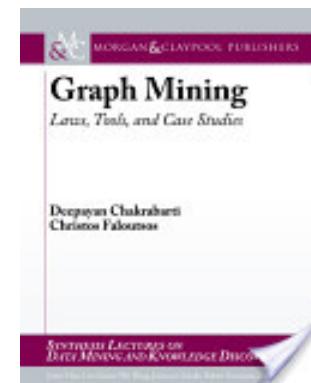
*Individual and Collective Graph Mining:  
Principles, Algorithms, and Applications*

October 2017, Morgan Claypool



# P1 – Graphs - More references

Deepayan Chakrabarti and Christos Faloutsos,  
*Graph Mining: Laws, Tools, and Case Studies*  
Oct. 2012, Morgan Claypool.



# P1 – Graphs - More references

## Anomaly detection

- Leman Akoglu, Hanghang Tong, & Danai Koutra, *Graph based anomaly detection and description: a survey* Data Mining and Knowledge Discovery (2015) 29: 626.
- Arxiv version:  
<https://arxiv.org/abs/1404.4679>



# Bird's eye view

Tool	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
Task									
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1.1' Link Prediction		👍							
1.2 Comm. Detection			👍						
1.3 Anomaly Detection				👍					
1.4 Propagation					👍				

Part 1:  
Plain Graphs

Part 2:  
Complex Graphs

