

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



*Shobeir Fakhraei*  
*Amazon*

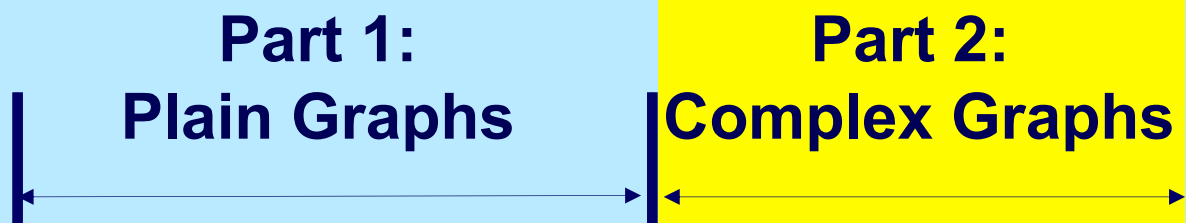


*Christos Faloutsos*  
*CMU / Amazon*



# Bird's eye view

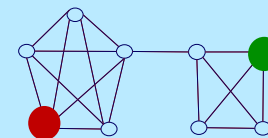
Task	Tool								
	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking	👍								
1.1' Link Prediction		👍							
1.2 Comm. Detection			👍						
1.3 Anomaly Detection				👍					
1.4 Propagation					👍				





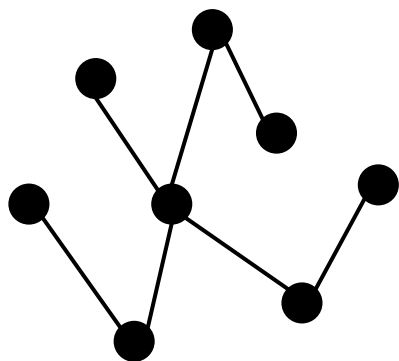
# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
  - P 2.2: Heterogeneous Information Networks
  - P 3.3: Statistical Relational Learning

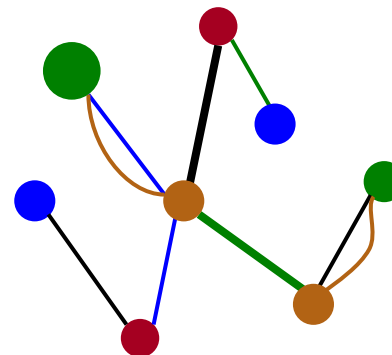


# Complex Networks

What Plain Graphs Tools Capture



Complex Networks

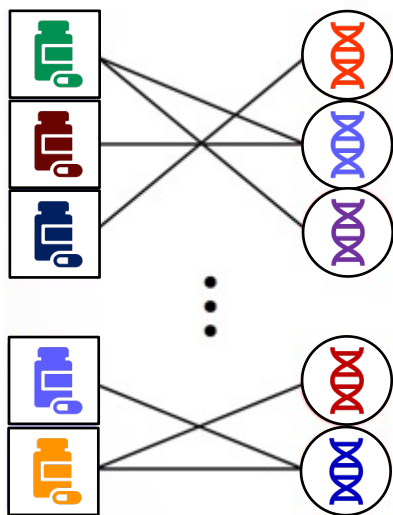




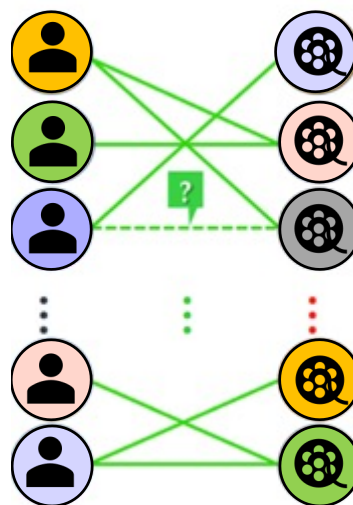
# Complex Network (Many Related Terms)

- Plain Graphs + Extra Information on?
  - Nodes?
    - Multi-typed Networks
  - Edges?
    - Multi-layer Networks
    - Multi-dimensional Networks
    - Multi-modal Networks
  - Both?
    - Attributed Networks
    - Multiplex Networks
    - Multi Relational Networks
    - Heterogenous Information Networks
    - Complex Networks
  - ...

# Common Bipartite Structure



Drug-Target Interactions



Recommender System

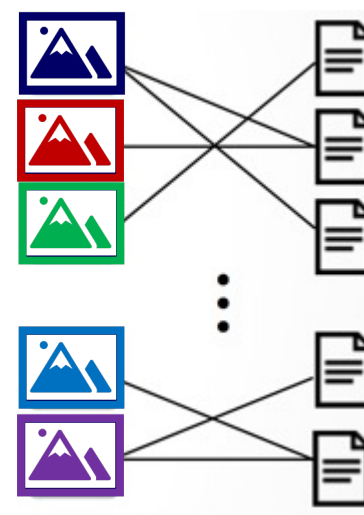
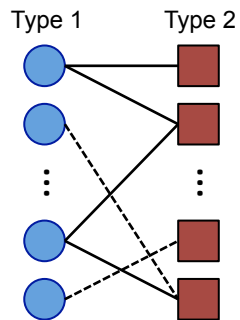


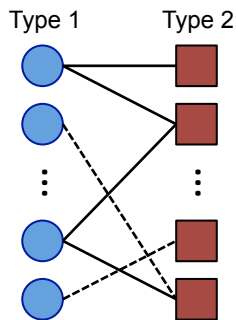
Image Captioning

# Complex Bipartite Network

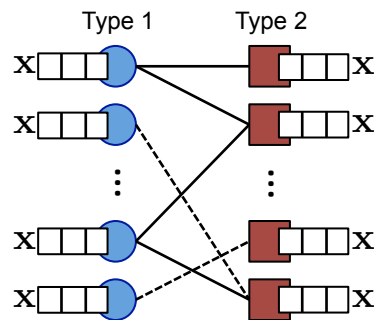


Two types of nodes  
and relation of interest

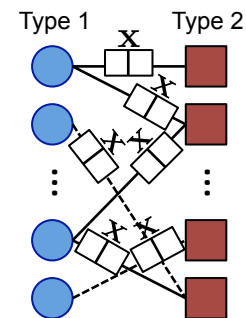
# Complex Bipartite Network



Two types of nodes  
and relation of interest



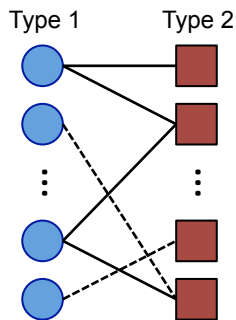
Additional features  
for nodes



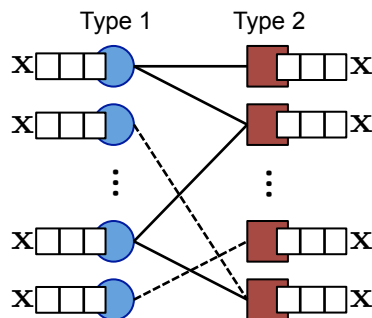
Additional features  
for the relation



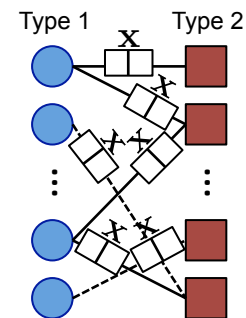
# Complex Bipartite Network



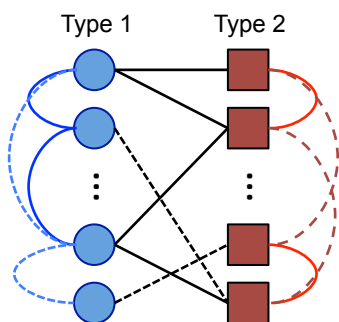
Two types of nodes  
and relation of interest



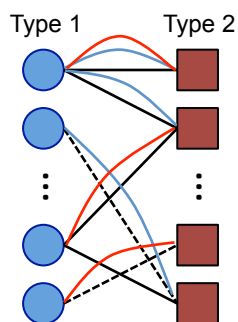
Additional features  
for nodes



Additional features  
for the relation

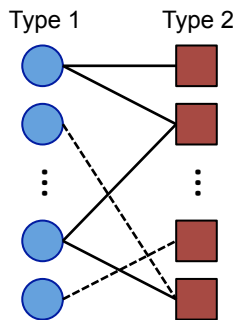


Additional relations  
for nodes

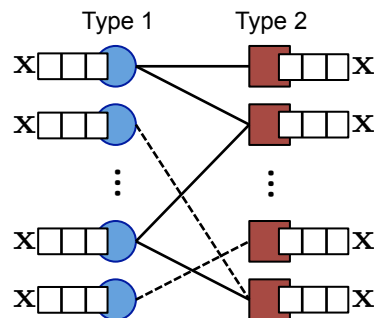


Additional relations  
for the relation

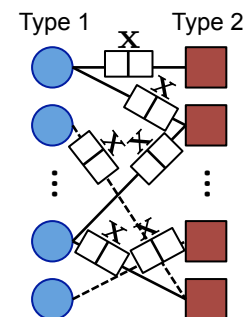
# Complex Bipartite Network



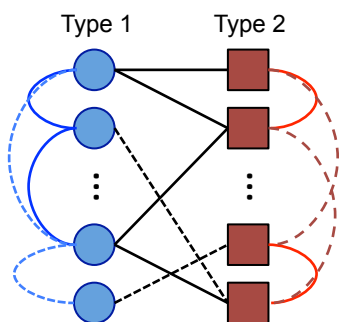
Two types of nodes  
and relation of interest



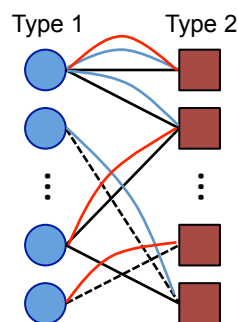
Additional features  
for nodes



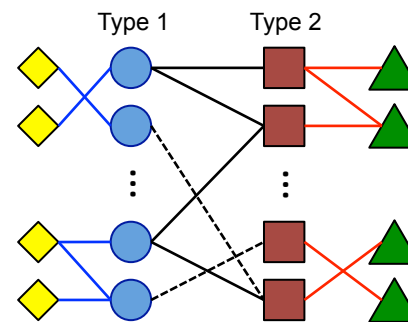
Additional features  
for the relation



Additional relations  
for nodes

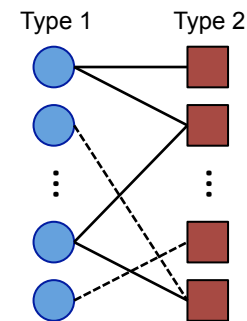
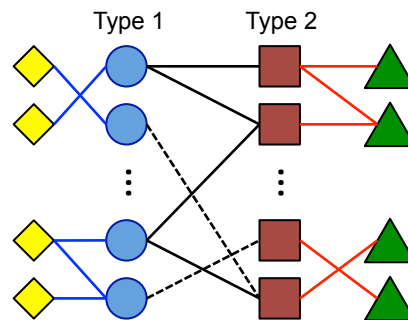
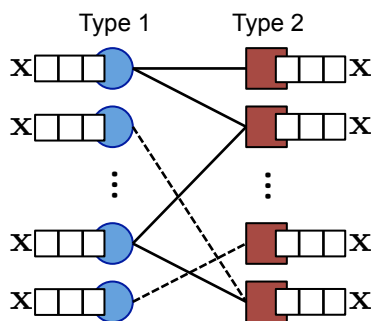


Additional relations  
for the relation



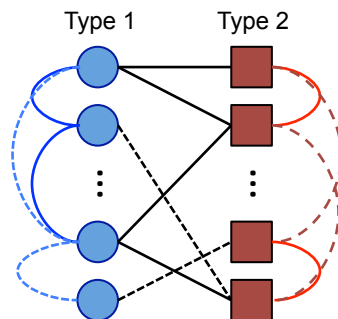
Additional relations  
with external nodes

# Complex Bipartite Network



Euclidean Distance

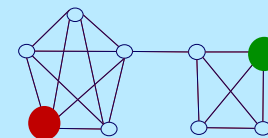
Jaccard/Cosine Similarity





# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
    - P 2.1.1: Factorization Machines
    - P 2.1.2: Tensor Methods
  - P 2.2: Heterogeneous Information Networks
  - P 3.3: Statistical Relational Learning

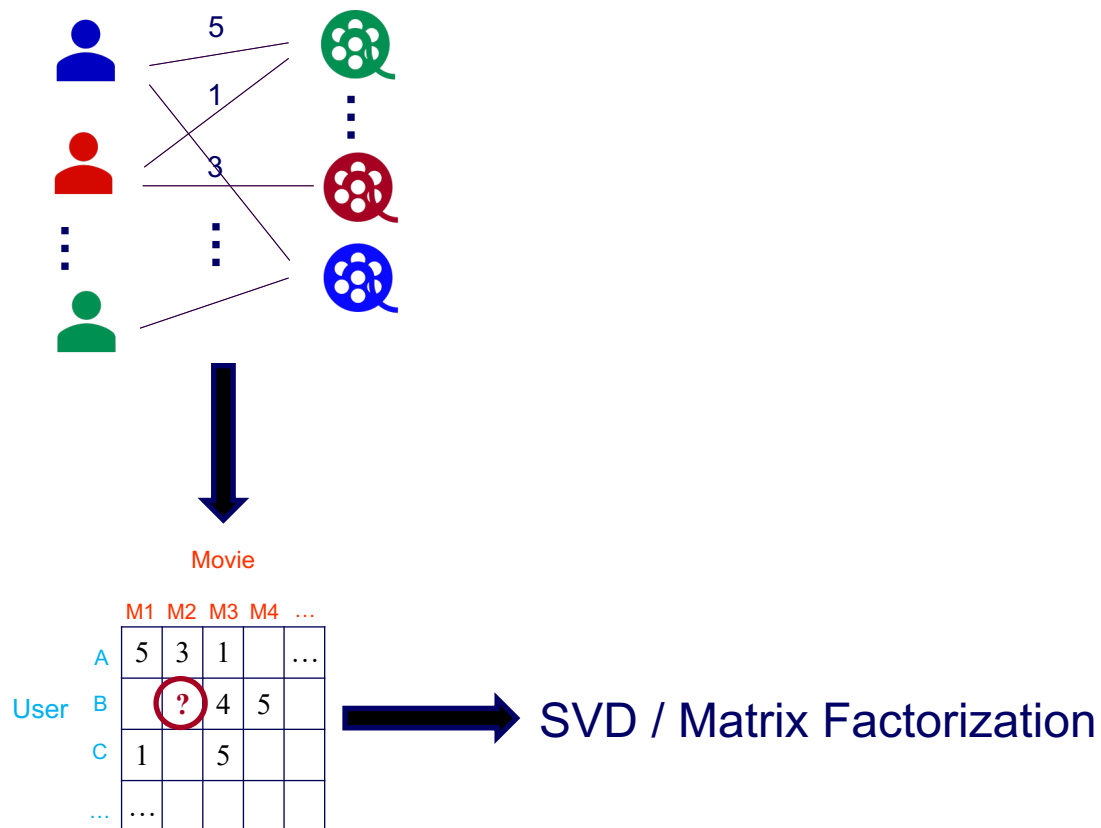




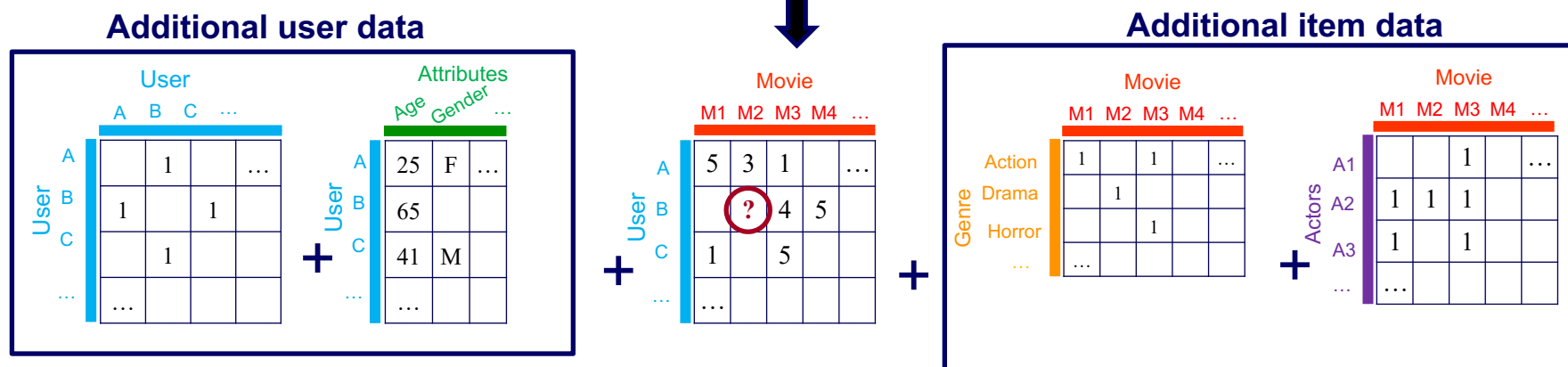
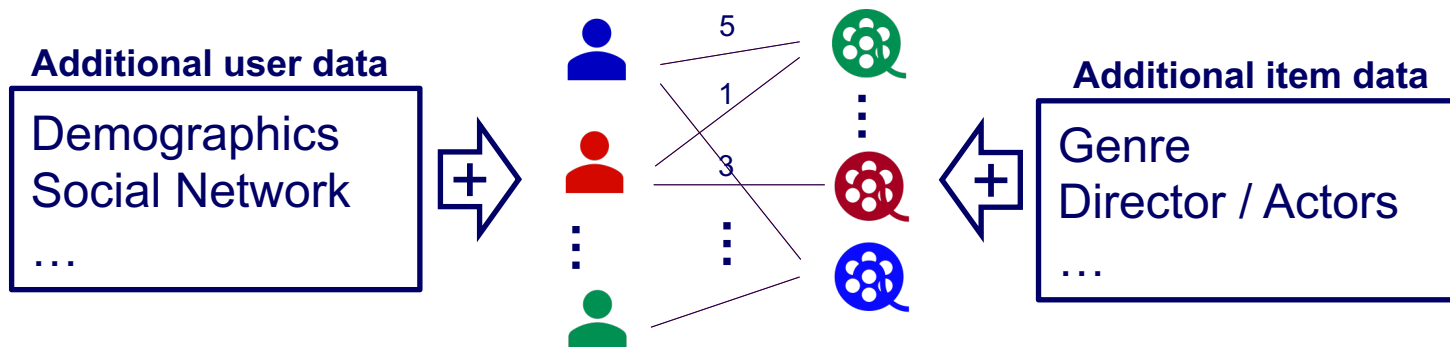
## Question:

- Q: How can we add extra information to a bipartite-graph for link predication / recommender systems?
- A: Factorization Machines is one way!

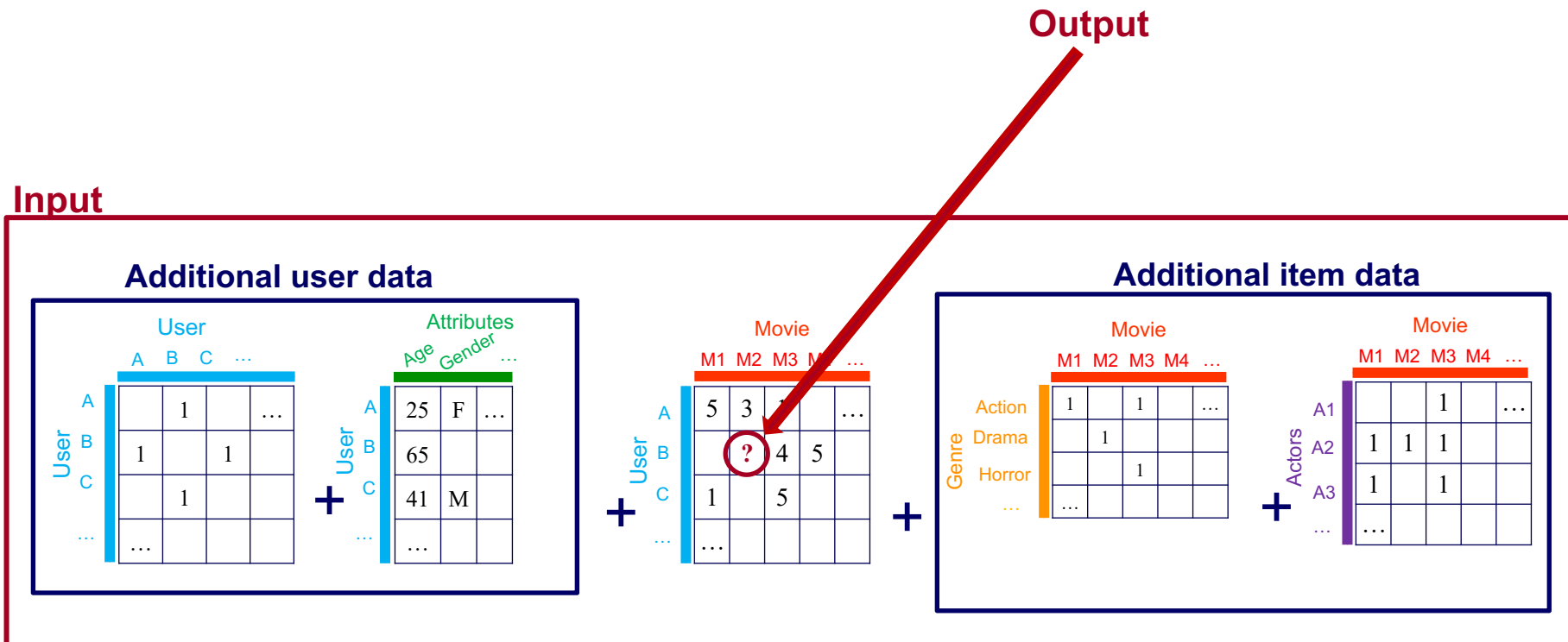
# Bipartite Graph



# How to include additional data?

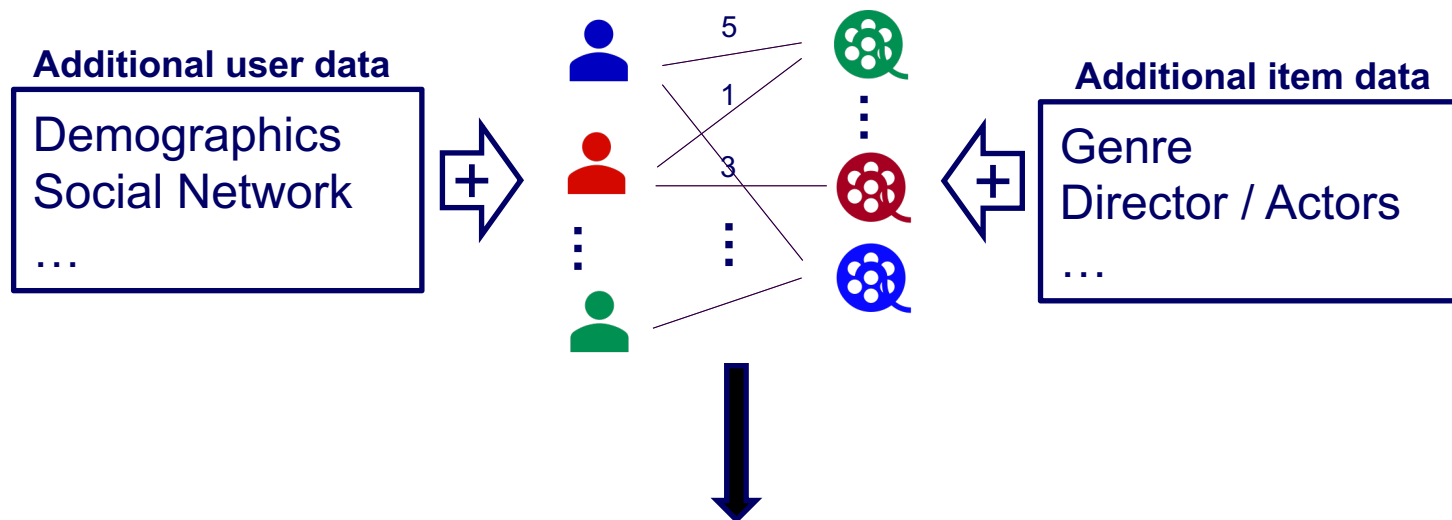


# How to include additional data?





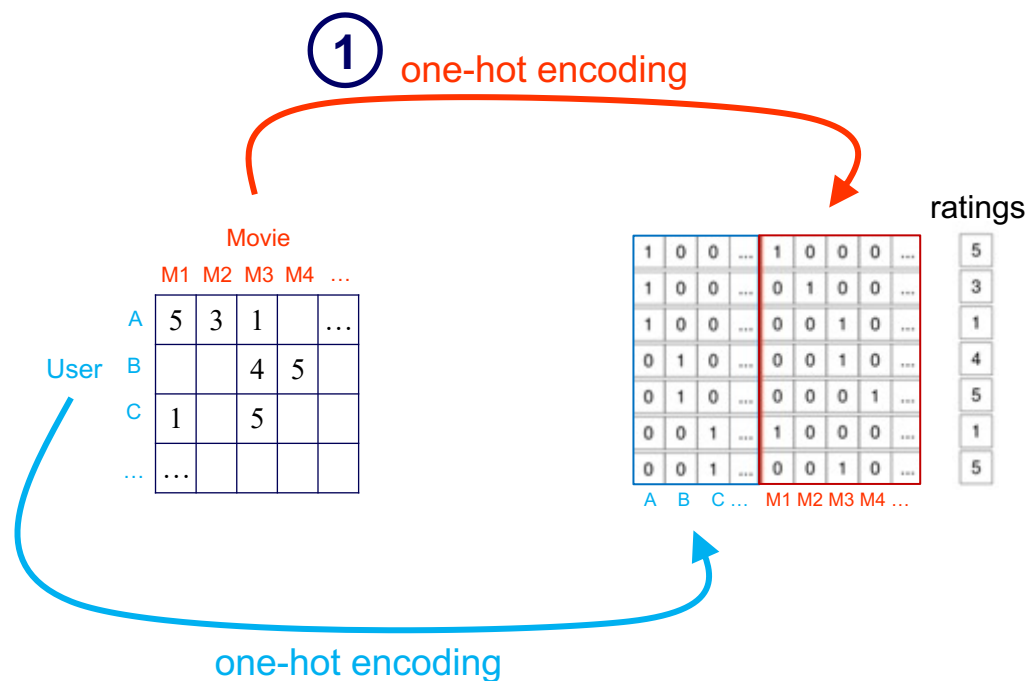
# How to include additional data?



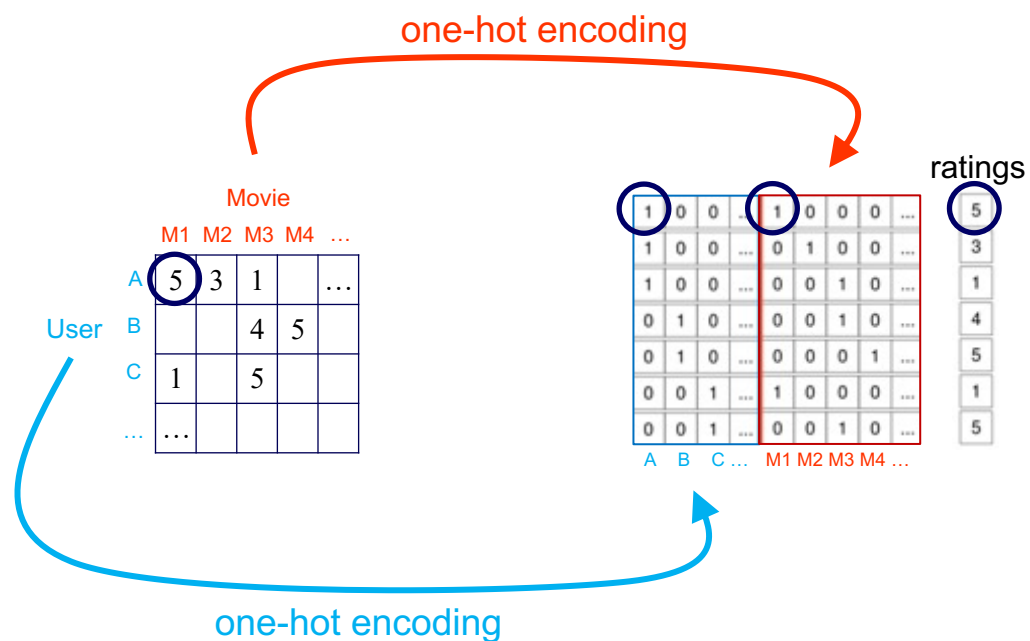
One answer: Factorization Machines

- 
- ① One-hot encoding
  - ② Pairwise Interactions
  - ③ Latent factor representation

# Data Representation in FM



# Data Representation in FM



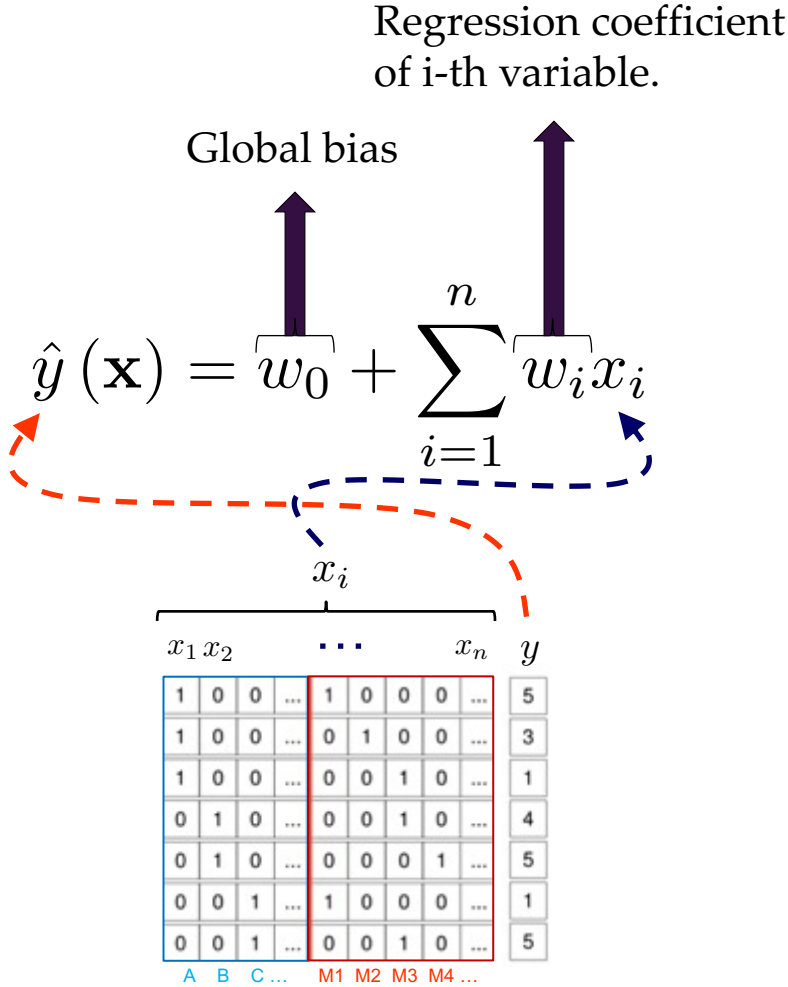
# Factorization Machines

		$x_i$							
		$x_1$	$x_2$	...	$x_n$	$y$			
1	0	0	...	1	0	0	0	...	5
1	0	0	...	0	1	0	0	...	3
1	0	0	...	0	0	1	0	...	1
0	1	0	...	0	0	1	0	...	4
0	1	0	...	0	0	0	1	...	5
0	0	1	...	1	0	0	0	...	1
0	0	1	...	0	0	1	0	...	5
A	B	C	...	M1	M2	M3	M4	...	



Details

# Factorization Machines





Details

# Factorization Machines

Linear Regression

Regression coefficient of  $i$ -th variable.

$$\hat{y}(\mathbf{x}) = w_0 + \sum_{i=1}^n w_i x_i$$

Global bias

Regression coefficient of  $i$ -th variable.

$x_1$	$x_2$	...	$x_n$	$y$						
1	0	0	...	1	0	0	0	0	...	5
1	0	0	...	0	1	0	0	0	...	3
1	0	0	...	0	0	1	0	0	...	1
0	1	0	...	0	0	1	0	0	...	4
0	1	0	...	0	0	0	1	0	...	5
0	0	1	...	1	0	0	0	0	...	1
0	0	1	...	0	0	1	0	0	...	5

A B C ... M1 M2 M3 M4 ...



# Factorization Machines

Regression coefficient  
of  $i$ -th variable.

$$\hat{y}(\mathbf{x}) = \underbrace{w_0}_{\text{Global bias}} + \sum_{i=1}^n \underbrace{w_i x_i}_{\text{Regression coefficient of } i\text{-th variable}} + \sum_{i=1}^n \sum_{j=i+1}^n \underbrace{w_{ij} x_i x_j}_{\text{Pairwise interactions}} \quad \textcircled{2}$$

①

		$x_i$								
		$x_1$	$x_2$	...	$x_n$	$y$				
1	0	0	...	1	0	0	0	...	5	
1	0	0	...	0	1	0	0	...	3	
1	0	0	...	0	0	1	0	...	1	
0	1	0	...	0	0	1	0	...	4	
0	1	0	...	0	0	0	1	...	5	
0	0	1	...	1	0	0	0	...	1	
0	0	1	...	0	0	1	0	...	5	
	A	B	C	...	M1	M2	M3	M4	...	



Details

# Factorization Machines

Regression coefficient of i-th variable.

Global bias

Pairwise interactions

2

$$\hat{y}(\mathbf{x}) = w_0 + \sum_{i=1}^n w_i x_i + \sum_{i=1}^n \sum_{j=i+1}^n w_{ij} x_i x_j$$

1

		$x_i$								
		$x_1$	$x_2$	...	$x_n$	$y$				
1	0	0	...	1	0	0	0	...	5	
1	0	0	...	0	1	0	0	...	3	
1	0	0	...	0	0	1	0	...	1	
0	1	0	...	0	0	1	0	...	4	
0	1	0	...	0	0	0	1	...	5	
0	0	1	...	1	0	0	0	...	1	
0	0	1	...	0	0	1	0	...	5	
	A	B	C	...	M1	M2	M3	M4	...	

Impractical to compute





Details

# Factorization Machines

Regression coefficient of i-th variable.

$$\hat{y}(\mathbf{x}) = \underbrace{w_0}_{\text{Global bias}} + \sum_{i=1}^n \underbrace{w_i x_i}_{\text{Regression coefficient of } i\text{-th variable}} + \sum_{i=1}^n \sum_{j=i+1}^n \underbrace{w_{ij} x_i x_j}_{\text{Pairwise interactions}} \quad \textcircled{2}$$

①

		$x_i$							
		$x_1$	$x_2$	...	$x_n$	$y$			
1	0	0	...	1	0	0	0	...	5
1	0	0	...	0	1	0	0	...	3
1	0	0	...	0	0	1	0	...	1
0	1	0	...	0	0	1	0	...	4
0	1	0	...	0	0	0	1	...	5
0	0	1	...	1	0	0	0	...	1
0	0	1	...	0	0	1	0	...	5
A	B	C	...	M1	M2	M3	M4	...	

$$w_{ij} \approx \hat{w}_{ij} = \langle \mathbf{v}_{\mathbf{x}_i}, \mathbf{v}_{\mathbf{x}_j} \rangle \quad \textcircled{3}$$

Latent factor for each column



Details

# Factorization Machines

$$\hat{y} = w_0 + \sum_{i=1}^n w_i x_i + \sum_{i=1}^n \sum_{j=i+1}^n \overbrace{\langle \mathbf{v}_{x_i}, \mathbf{v}_{x_j} \rangle}^{w_{ij}} x_i x_j$$

Regression  $\rightarrow$   $\min \sum_E (y - \hat{y})^2 + \lambda_1 \|\mathbf{w}_i\|^2 + \lambda_2 \|\mathbf{V}_x\|^2$

$X$												$y$			
1	0	0	...	1	0	0	0	0	...	0	0	0	0	...	5
1	0	0	...	0	1	0	0	...	1	0	0	0	...	3	
1	0	0	...	0	0	1	0	...	0	1	0	0	...	1	
0	1	0	...	0	0	1	0	...	0	0	0	0	...	4	
0	1	0	...	0	0	0	1	...	0	0	1	0	...	5	
0	0	1	...	1	0	0	0	...	0	0	0	0	...	1	
0	0	1	...	0	0	1	0	...	1	0	0	0	...	5	
User			Movie					Time							

# Data Representation in FM

- Categorical Information (One-hot encoding)  
e.g., User and item ID

- Set Information  
e.g., list of friends, other movies watched

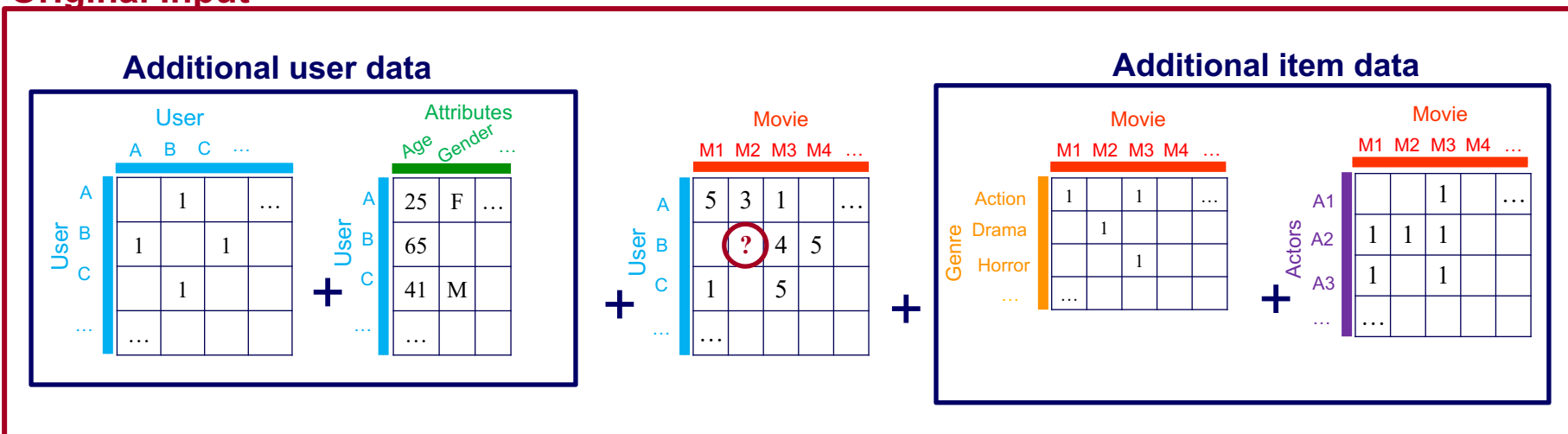
- Continuous  
e.g., time, location, age

1	0	0	...	1	0	0	0	...	0.3	0.3	0.3	0	...	13	5
1	0	0	...	0	1	0	0	...	0.3	0.3	0.3	0	...	14	3
1	0	0	...	0	0	1	0	...	0.3	0.3	0.3	0	...	16	1
0	1	0	...	0	0	1	0	...	0	0	0.5	0.5	...	5	4
0	1	0	...	0	0	0	1	...	0	0	0.5	0.5	...	8	5
0	0	1	...	1	0	0	0	...	0.5	0	0.5	0	...	9	1
0	0	1	...	0	0	1	0	...	0.5	0	0.5	0	...	12	5

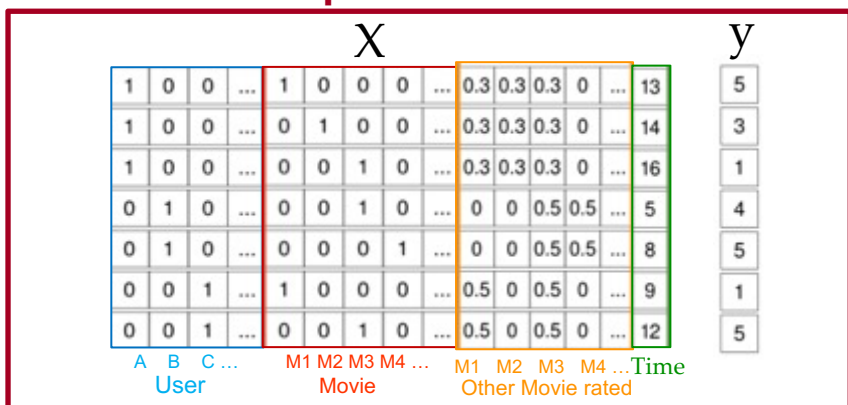
A B C ... M1 M2 M3 M4 ... M1 M2 M3 M4 ... Time  
User Movie Other Movie rated

# Take Away

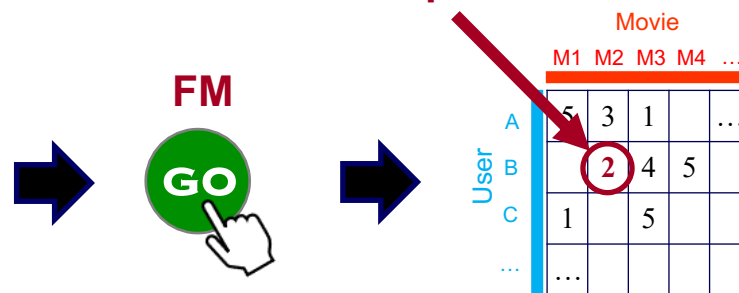
## Original Input



## Transformed Input



## Output



# Software Tools

- SageMaker Factorization Machines:  <https://docs.aws.amazon.com/sagemaker/latest/dg/fact-machines.html>
- libFM: <http://www.libfm.org/>

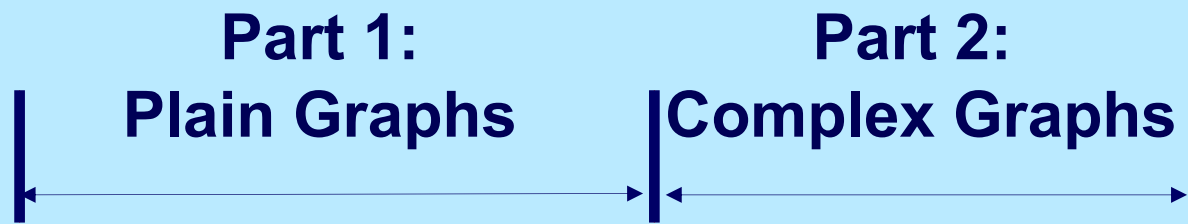


# References

- Rendle, Steffen  
*Factorization machines with libfm*  
ACM Transactions on Intelligent Systems and  
Technology (TIST), 2012

# Bird's eye view

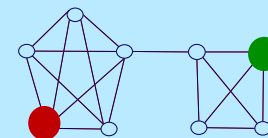
Task	Tool								
	1.1 PR/HITS	1.1 PPR	1.2 METIS/ SVD	1.3 OddBall+	1.4 BP	2.1 FM	2.1 Tensor	2.2 HIN	2.3 SRL
1.1 Node Ranking*	👍					👍			
1.1' Link Prediction		👍				👍			
1.2 Comm. Detection			👍						
1.3 Anomaly Detection				👍					
1.4 Propagation					👍				



(\* or Node Classification)

# Bird's eye view

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  - P 2.1: Factorization Methods
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    - P 2.1.2: Tensor Methods
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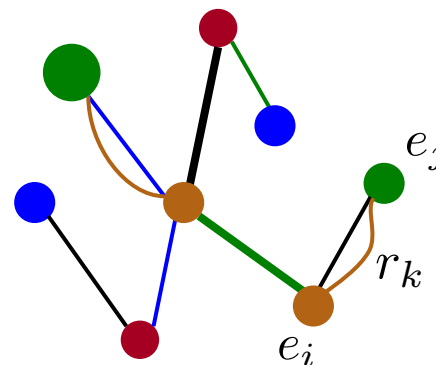
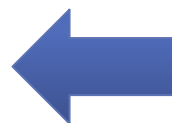


## Question:

- Q: How can we add extra information to a graph and find communities?
- A: Tensors are one way!

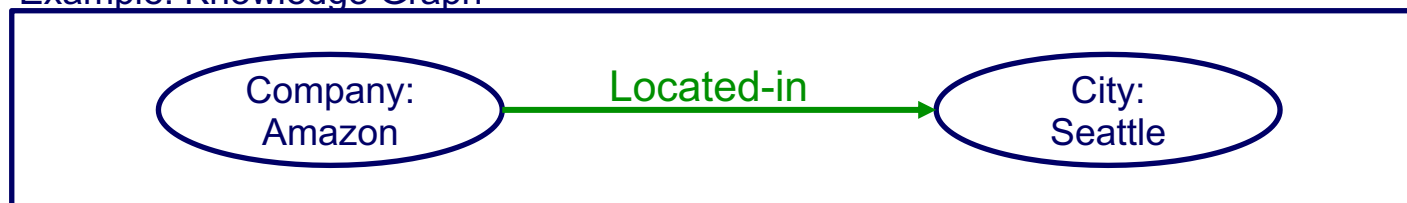
# Multi-relational network

How to represent?

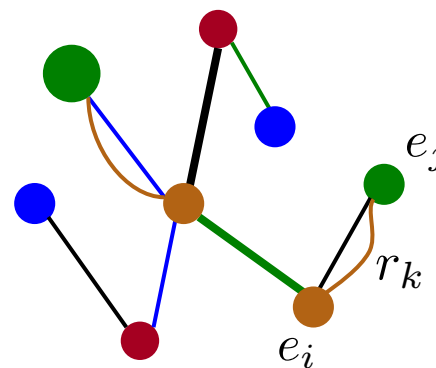
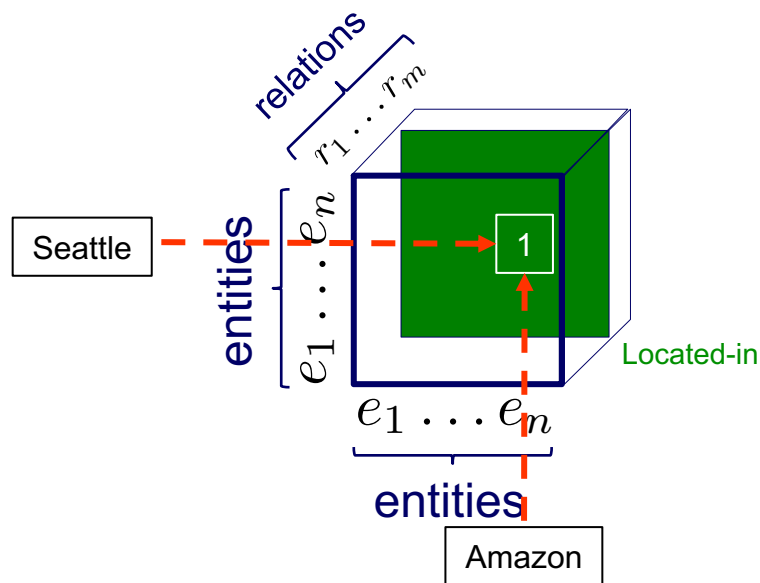


$n$ : entities ( $e$ )  
 $m$ : relations ( $r$ )

Example: Knowledge Graph



# Multi-relational network

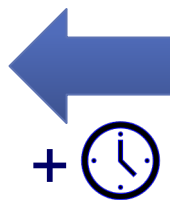
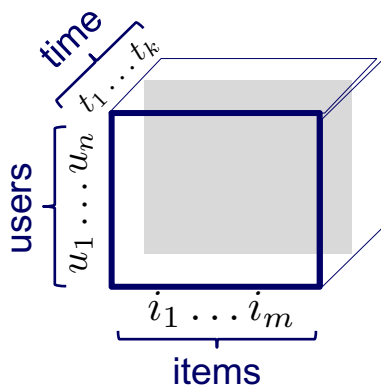
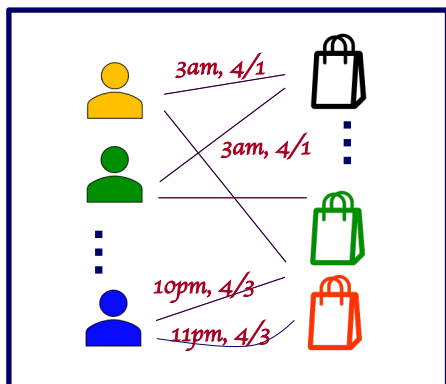


$n$ : entities ( $e$ )  
 $m$ : relations ( $r$ )

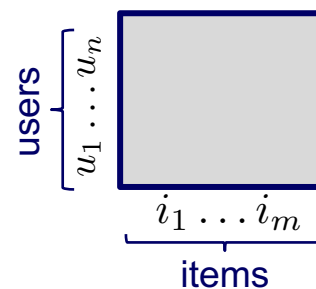
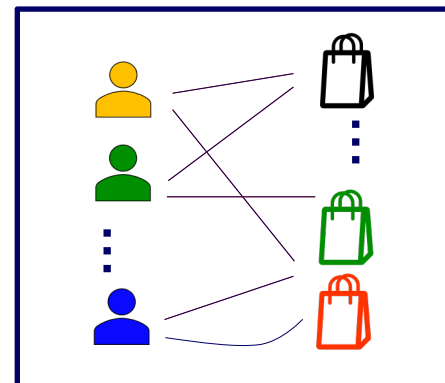
Tensor

# Time-evolving networks

who – buys – what - when



who – buys – what



# Tensor examples

- Q: What is a tensor?
- A: N-D generalization of matrix:

KDD' 17

	data	mining	classif.	tree	...
John	13	11	22	55	...
Peter	5	4	6	7	...
Mary	...	...	...	...	...
Nick	...	...	...	...	...
...	...	...	...	...	...

# Tensor examples

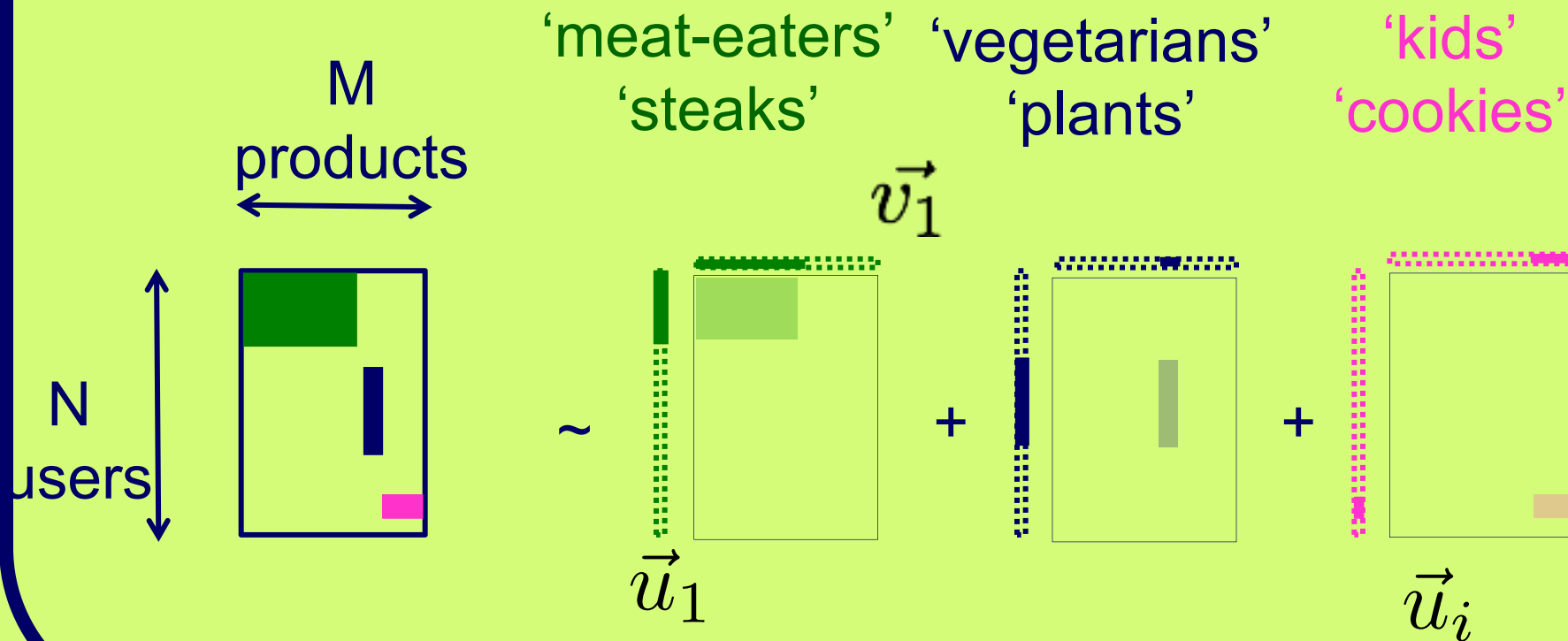
- Q: What is a tensor?
- A: N-D generalization of matrix:

	KDD' 19					
	KDD' 18					
	KDD' 17	data	mining	classif.	tree	...
John		13	11	22	55	...
Peter		5	4	6	7	...
Mary		...	...	...	...	...
Nick		...	...	...	...	...
...		...	...	...	...	...

Reminder (from SVD)

# Tensor factorization

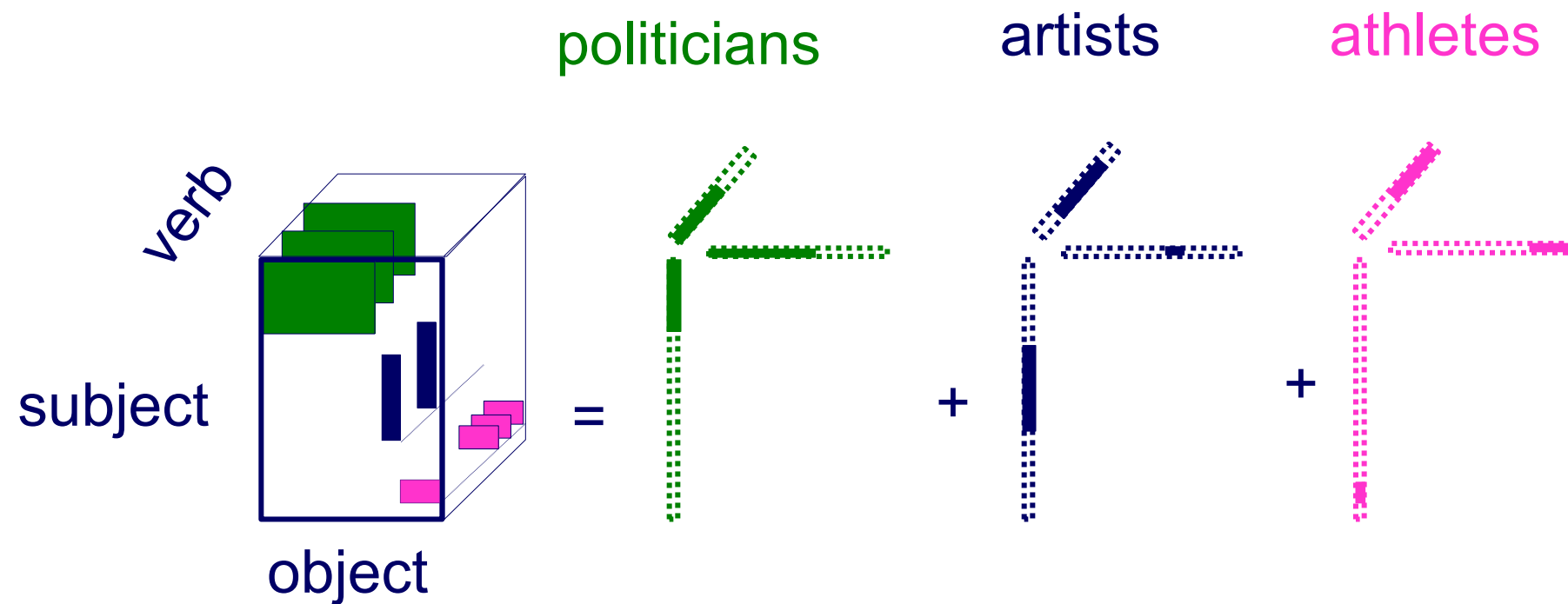
- Recall: (SVD) matrix factorization: finds blocks





# Tensor factorization

One Approach: PARAFAC decomposition





# Example Applications

- ➔ • TA1: Phonecall
- TA2: Network traffic

# TA1: Anomaly detection in time-evolving graphs

- Anomalous communities in phone call data:
  - European country, 4M clients, data over 2 weeks



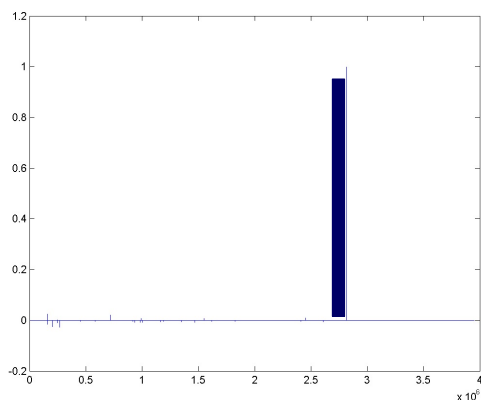
**[PAKDD]** “Com2: Fast Automatic Discovery of Temporal (Comet) Communities”, Miguel Araujo, Spiros Papadimitriou, Stephan Günnemann, Christos Faloutsos, Prithwish Basu, Ananthram Swami, Evangelos Papalexakis, Danai Koutra.

# TA1: Anomaly detection in time-evolving graphs

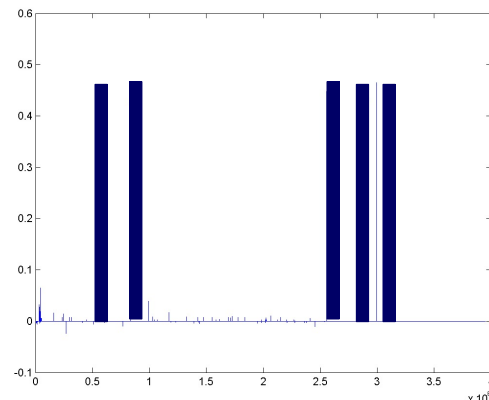
- Anomalous communities in phone call data:
  - European country, 4M clients, data over 2 weeks

PARAFAC

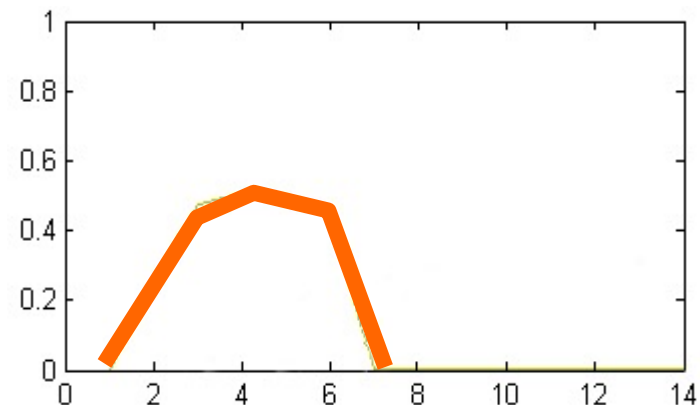
1 caller



5 receivers



4 days of activity



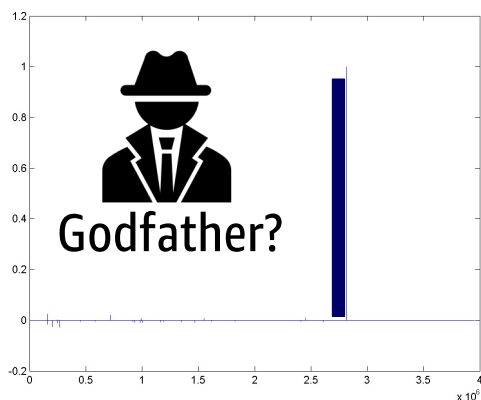
~200 calls to EACH receiver on EACH day!

# TA1: Anomaly detection in time-evolving graphs

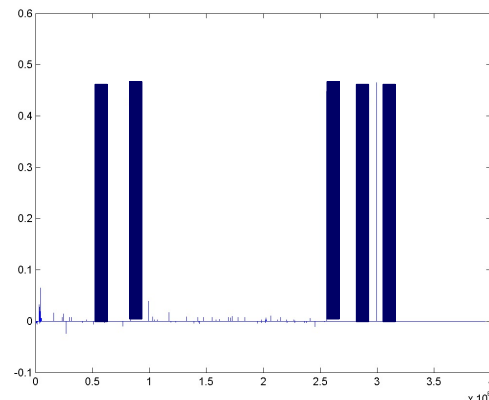
- Anomalous communities in phone call data:
  - European country, 4M clients, data over 2 weeks

PARAFAC

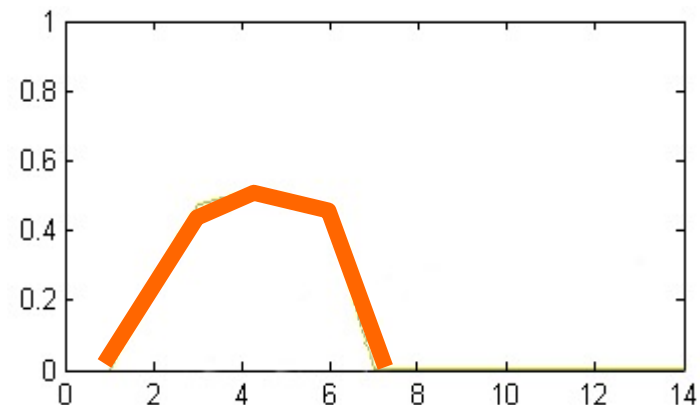
1 caller



5 receivers



4 days of activity



~200 calls to EACH receiver on EACH day!

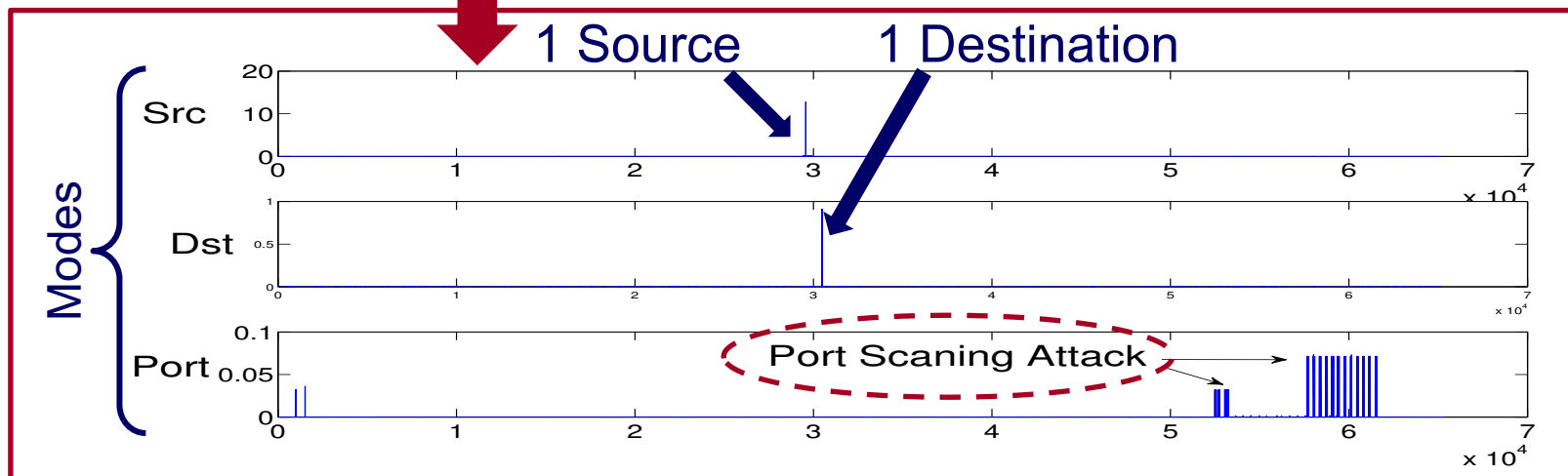
# Example Applications

- TA1: Phonecall
- ➔ • TA2: Network traffic

# TA2: Anomaly detection in network traffic



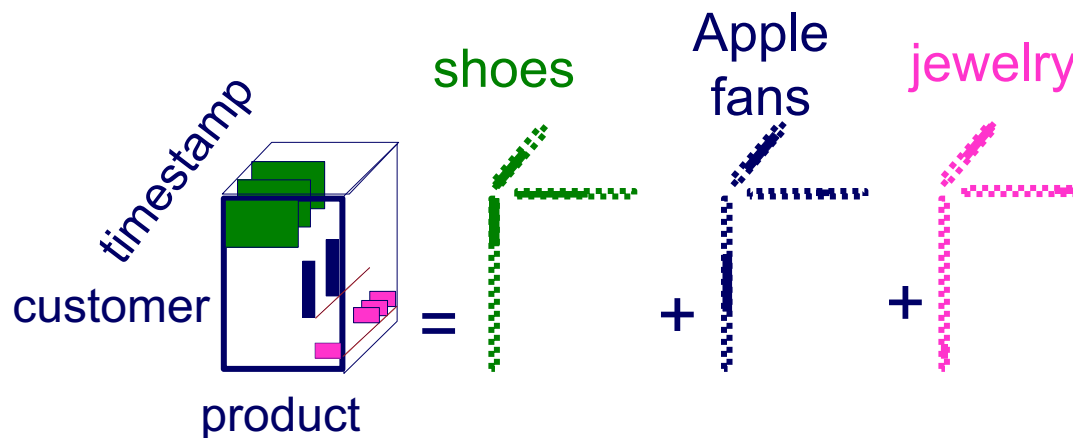
PARAFAC



[ECML/PKDD] "ParCube: Sparse Parallelizable Tensor Decompositions",  
Evangelos E. Papalexakis, Christos Faloutsos, Nikos Sidiropoulos

# Take Away

- Tensor analysis finds latent variables (e.g., market-segments)
  - Deviations  $\rightarrow$  Anomalies
  - Link Prediction
- Extends SVD/factorization, to higher-modes



# Software Tools

- TensorLy: Tensor Learning in Python  
<http://tensorly.org/stable/index.html>
- Tensor Toolbox for MATLAB  
<http://www.tensortoolbox.org/>





# References

- Tamara G. Kolda and Brett W. Bader  
*Tensor Decompositions and Applications*  
SIAM Rev., 51(3), pp 455–500, 2009
- Nicholas D. Sidiropoulos, Lieven De Lathauwer,,  
Xiao Fu,, Kejun Huang, Evangelos E. Papalexakis,  
and Christos Faloutsos  
*Tensor Decomposition for Signal Processing and  
Machine Learning*  
IEEE TSP, 65(13), July 1, 2017



# 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

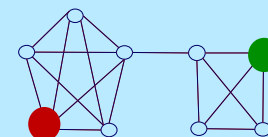
Part 2:

Complex Graphs



# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
  - P 2.2: Heterogeneous Information Networks
    - Metapaths
    - PathSim
  - P 3.3: Statistical Relational Learning





## Question:

Q: How can we find node similarities in networks with extra information?

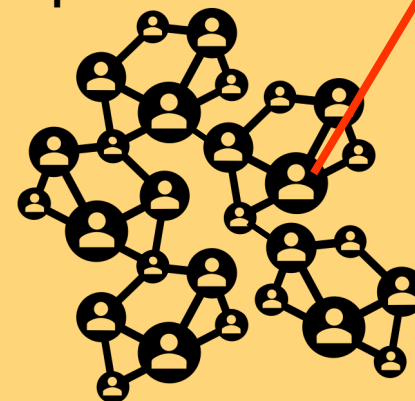


# Question:

Q: In DBLP who are most similar to “Christos Faloutsos”?



**DBLP**  
computer science bibliography



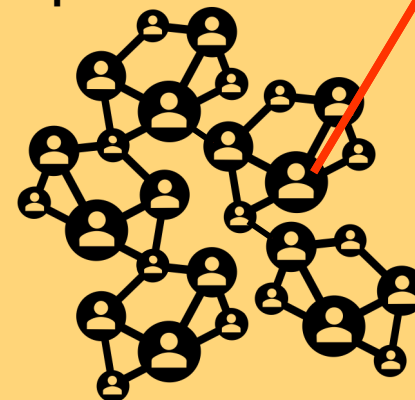


## Question:

Q: In DBLP who are most similar to  
“Christos Faloutsos”?

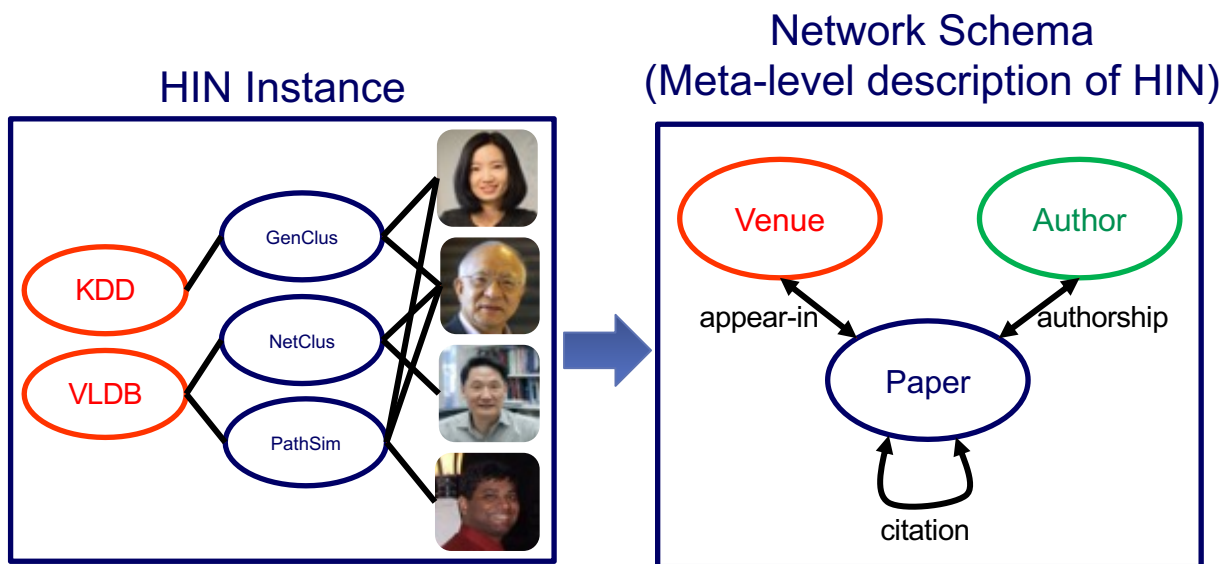
How to define?

DBLP  
computer science bibliography

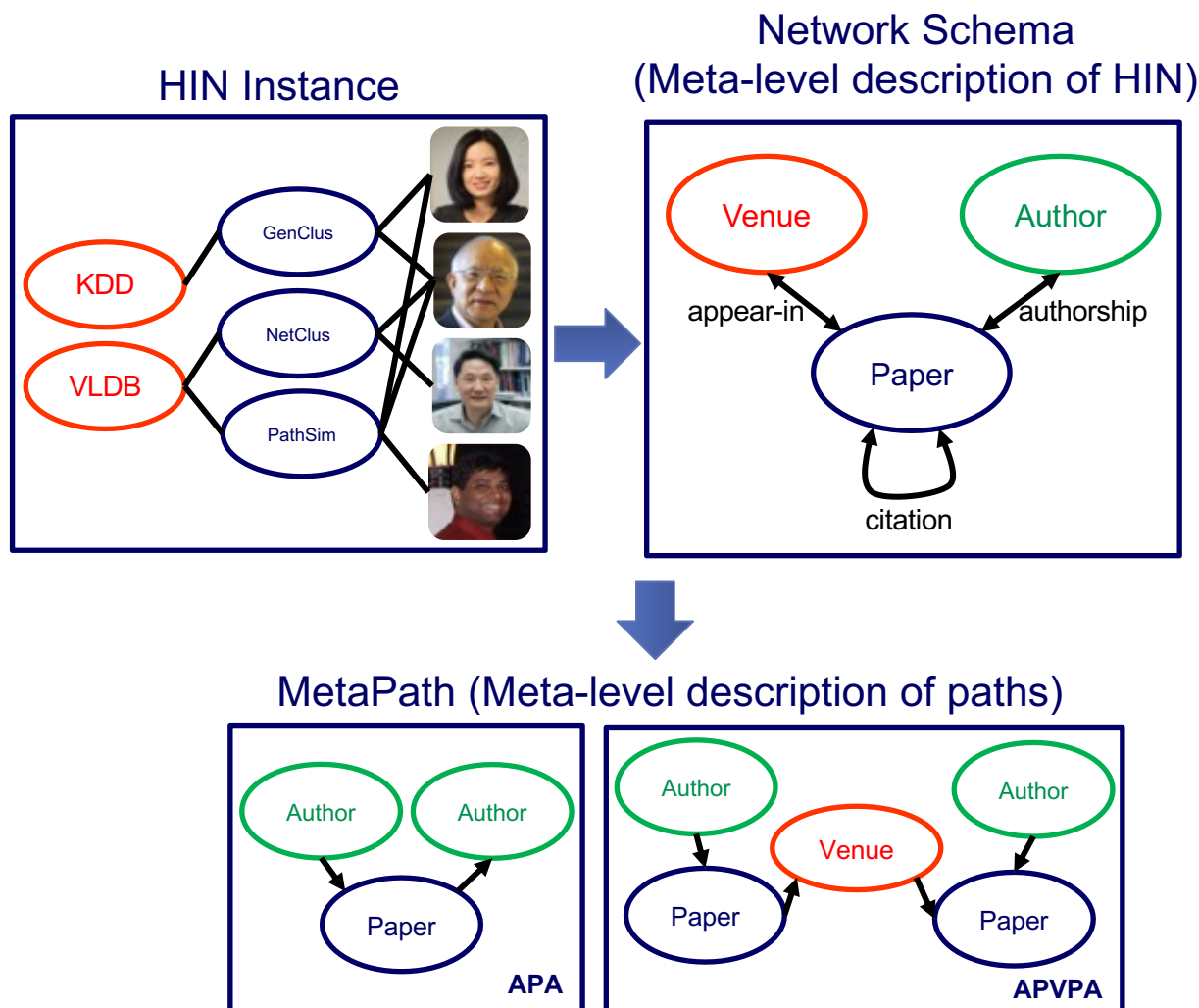


A: PathSim and Meta-path  
is one way!

# Heterogeneous Information Networks (HIN)

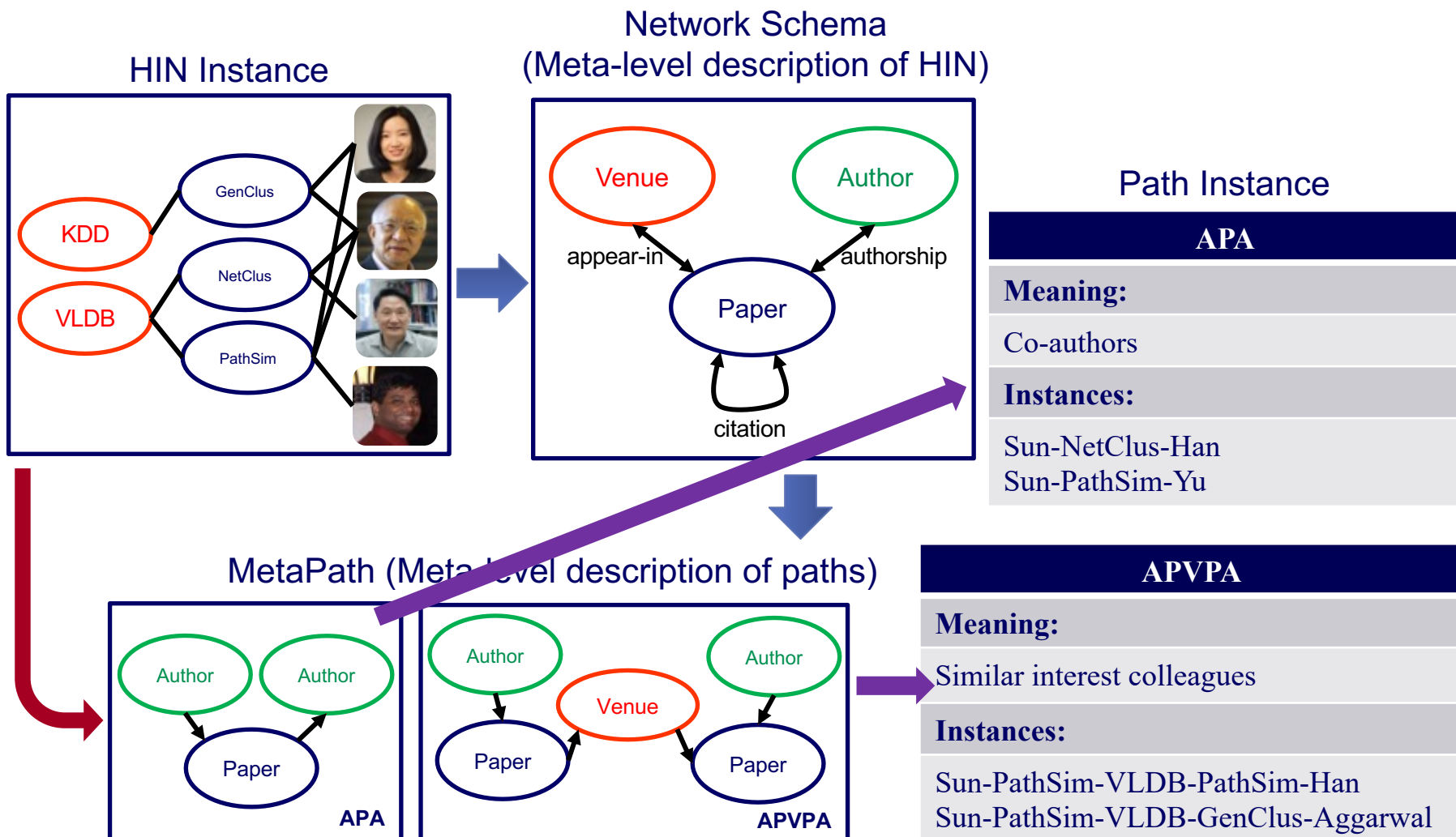


# Heterogeneous Information Networks (HIN)

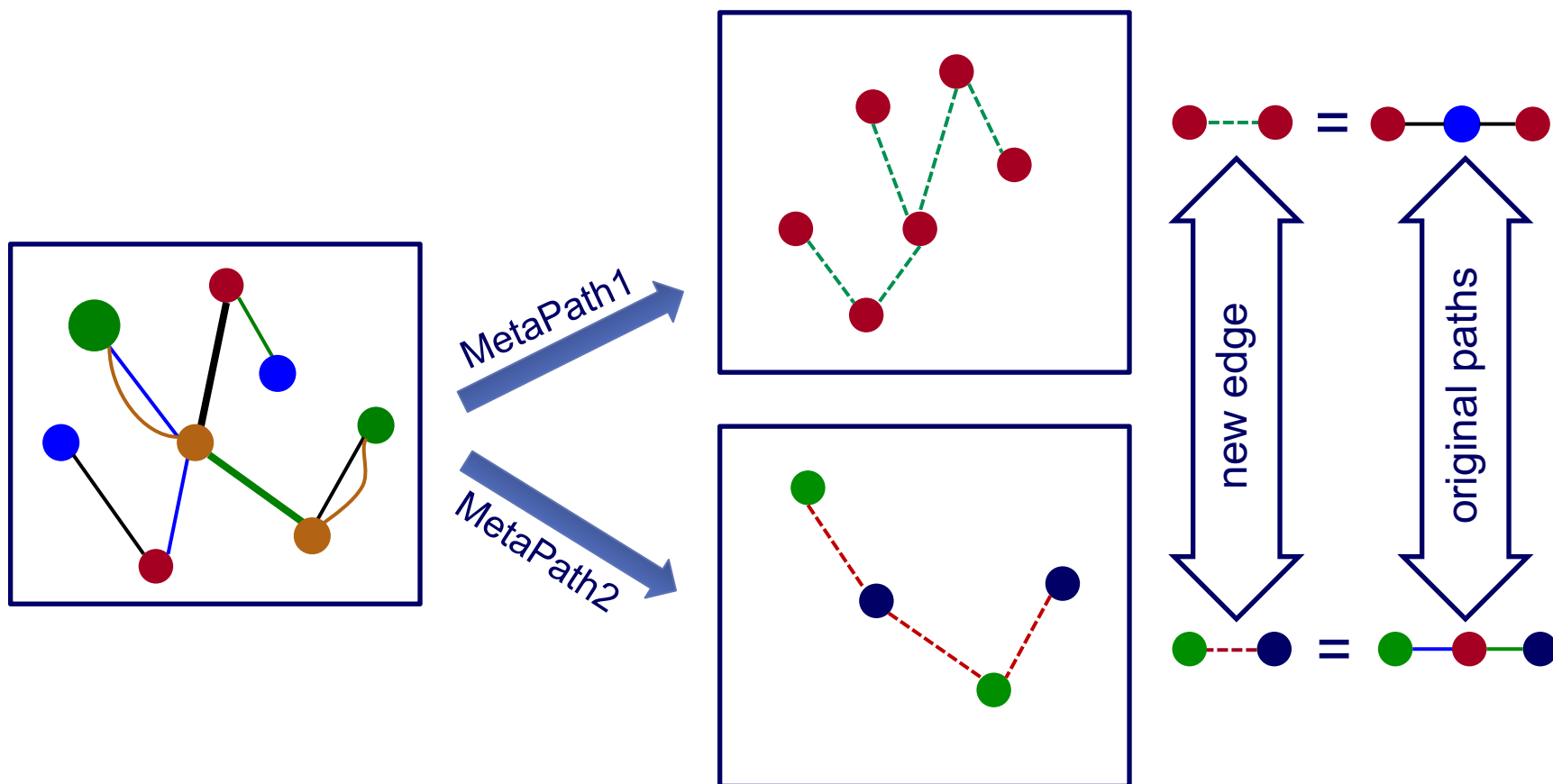




# Heterogeneous Information Networks (HIN)



# Implicit Meta-path Intuition



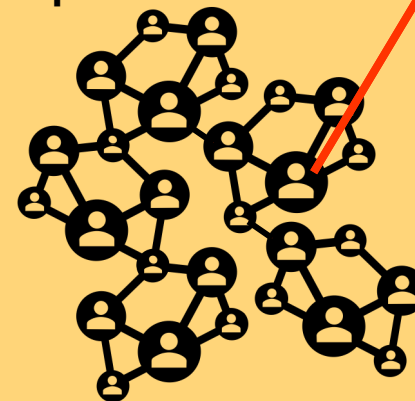


## Question:

Q: In DBLP who are most similar to  
“Christos Faloutsos”?

How to define?

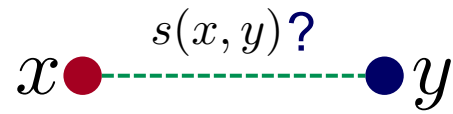
DBLP  
computer science bibliography



A: PathSim and Meta-path  
is one way!

# PathSim

PathSim: Normalized path count between two nodes  $x$ ,  $y$  following a meta-path  $\mathcal{P}$ :

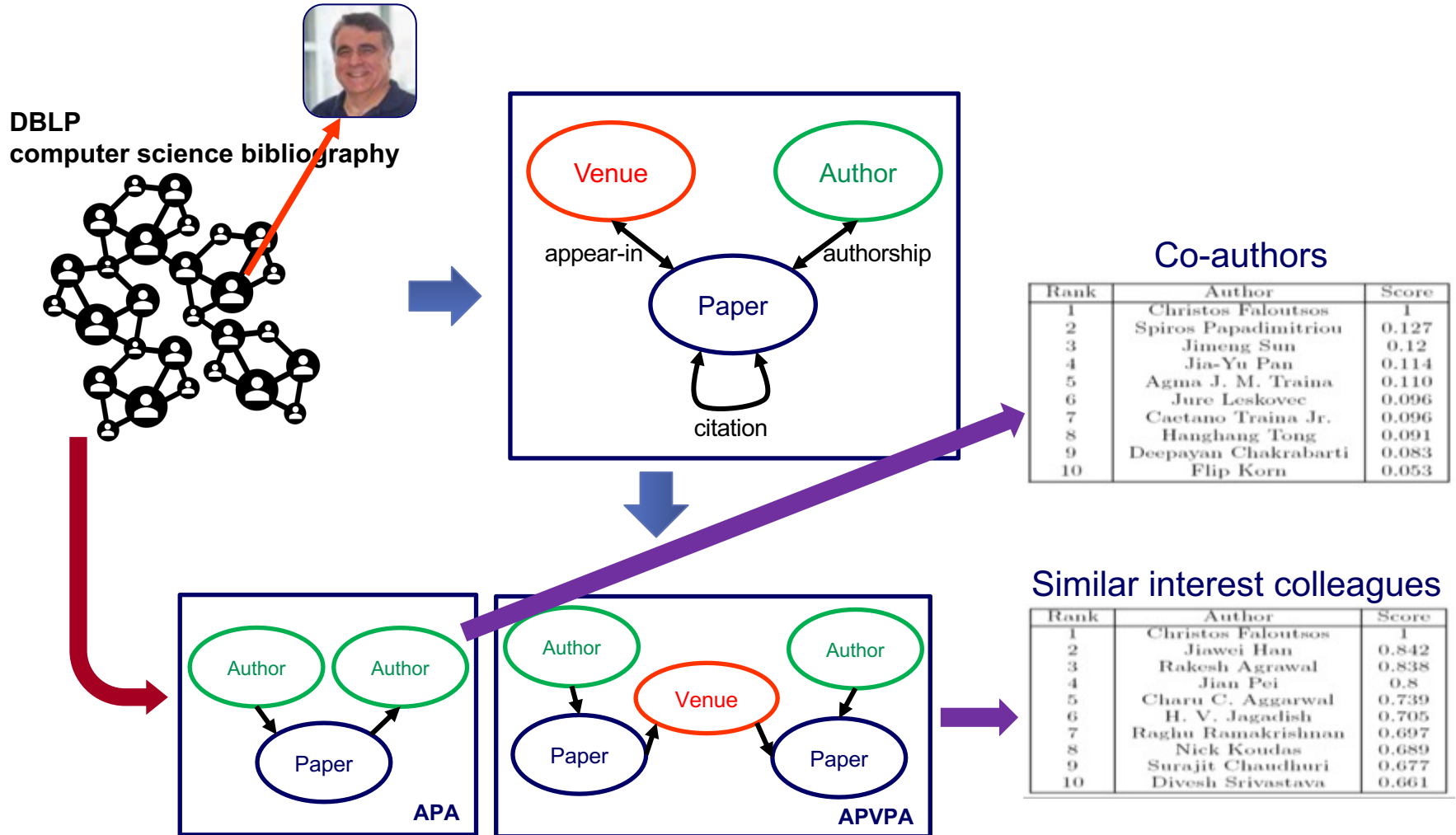


Number of paths between nodes following  $\mathcal{P}$



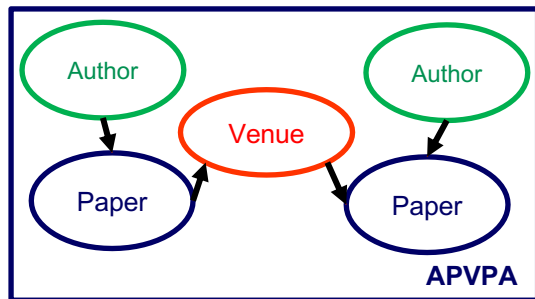
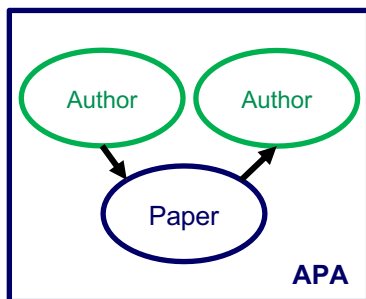
$$s(x, y) = \frac{2 \times |\{p_{x \rightsquigarrow y} : p_{x \rightsquigarrow y} \in \mathcal{P}\}|}{|\{p_{x \rightsquigarrow x} : p_{x \rightsquigarrow x} \in \mathcal{P}\}| + |\{p_{y \rightsquigarrow y} : p_{y \rightsquigarrow y} \in \mathcal{P}\}|}$$

# Different Meta-paths Give Different Semantics



[VLDB] "Pathsim: Meta path-based top-k similarity search in heterogeneous information networks", Sun, Y., Han, J., Yan, X., Yu, P. S., & Wu, T.

# Meta-Path



- Similarity and Search: PathSim
- Link Prediction: PathPredict
- Clustering: PathSelClus



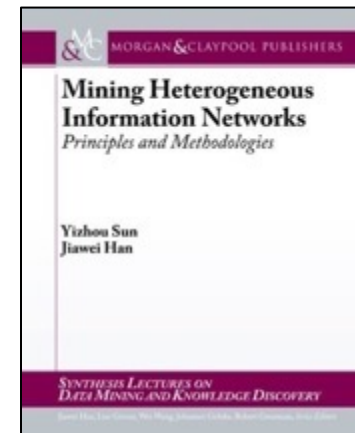
**[Book]** “Mining heterogeneous information networks: principles and methodologies”  
Sun, Yizhou, and Jiawei Han

# Software Tools

- Hetnetpy: <https://het.io/software/#hetnetpy>

# References

- Shi, C., Li, Y., Zhang, J., Sun, Y., & Philip, S. Y. [A survey of heterogeneous information network analysis](#)  
IEEE Transactions on Knowledge and Data Engineering, 2016
- Sun, Yizhou, and Jiawei Han., [Mining heterogeneous information networks: principles and methodologies](#)  
Synthesis Lectures on Data Mining and Knowledge Discovery, 2012







# Bird's eye view

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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

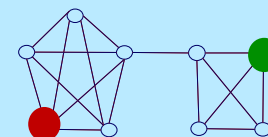
Part 2:

Complex Graphs



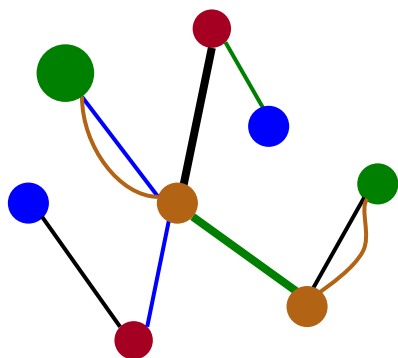
# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
  - P 2.2: Heterogeneous Information Networks
  - P 3.3: Statistical Relational Learning
    - P3.3.1: Node Labeling / Collective Classification
    - P3.3.2: Link Prediction / Recommender Systems
    - P3.3.3: Entity Resolution / Knowledge Graph Identification



# Statistical Relational Learning

Real Data



Dependencies  
& Structure



Flattening

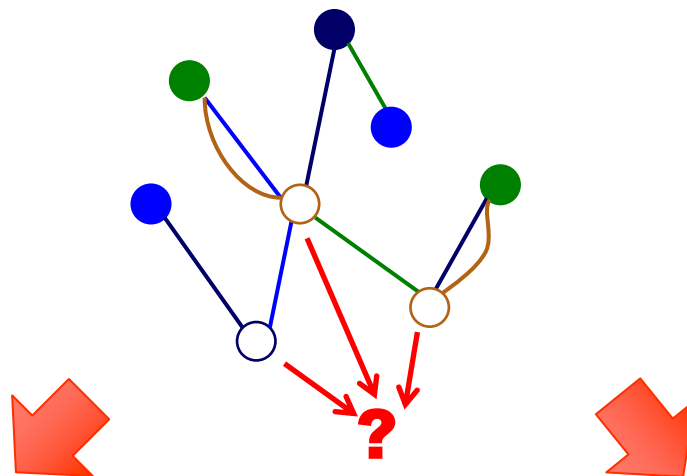


Transformed Data

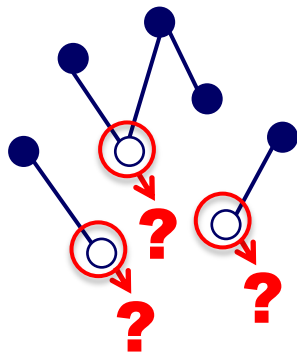
2.26	1.59	1.46	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.84	1.59	1.46	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.71	0.50	1.46	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.42	0.29	0.27	1.23	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.32	0.22	0.21	1.17	1.16	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.26	0.18	0.17	0.14	1.13	1.13	1.10	1.07	1.05	1.03	1.02	1.01
0.20	0.14	0.13	0.11	0.10	0.10	1.10	1.07	1.05	1.03	1.02	1.01
0.15	0.11	0.10	0.08	0.08	0.08	0.07	1.07	1.05	1.03	1.02	1.01
0.11	0.08	0.07	0.06	0.06	0.06	0.05	0.05	1.05	1.03	1.02	1.01
0.07	0.05	0.04	0.04	0.03	0.03	0.03	0.03	0.03	1.03	1.02	1.01
0.05	0.03	0.03	0.02	0.02	0.02	0.02	0.02	0.02	0.02	1.02	1.01
0.02	0.02	0.01	0.01	0.01	0.01	0.01	0.01	0.01	0.01	0.01	1.01

[Suitable for Most ML Algorithms]

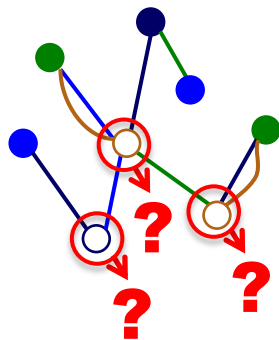
# Complex Networks



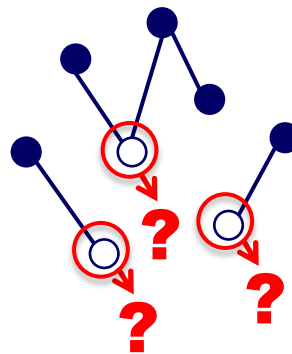
1. Capture multi-relational nature



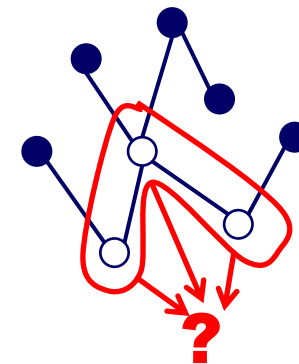
vs.



Joint Inference



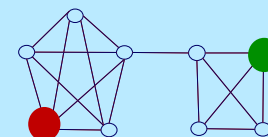
vs.





# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
  - P 2.2: Heterogeneous Information Networks
  - P 3.3: Statistical Relational Learning
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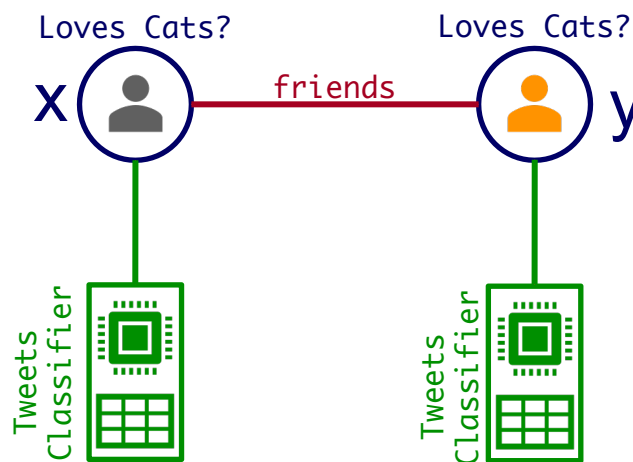


## Question:

Q: How can we propagate labels in networks with extra information?

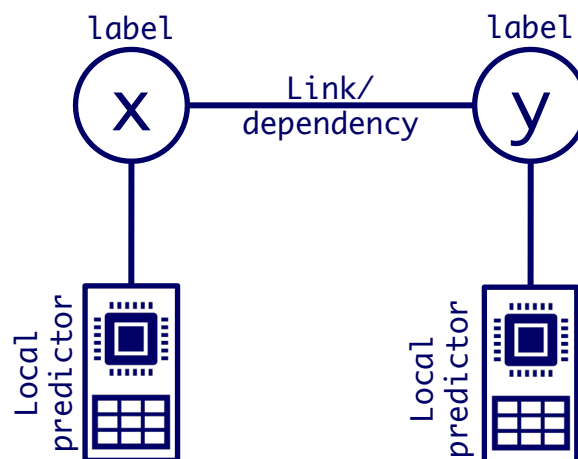
A: Statistical Relational Learning is one way.

# SRL: Node Labeling [Collective Classification]



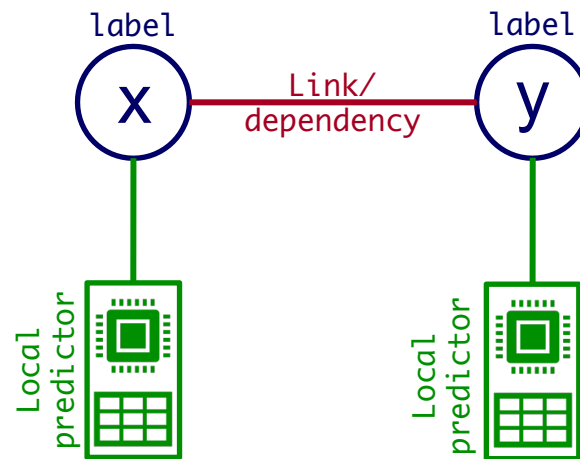
How can we use the friendship relation to improve the predictions?

# SRL: Node Labeling [Collective Classification]





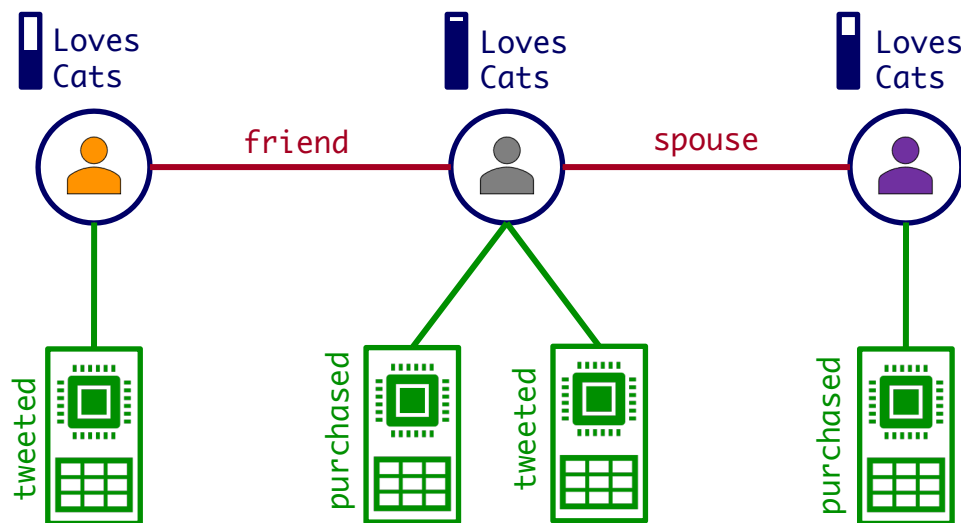
# SRL: Node Labeling [Collective Classification]



SRL Answer:

```
local-predictor(x,l) -> label(x,l)
label(x,l) & link(x,y) -> label(y,l)
```

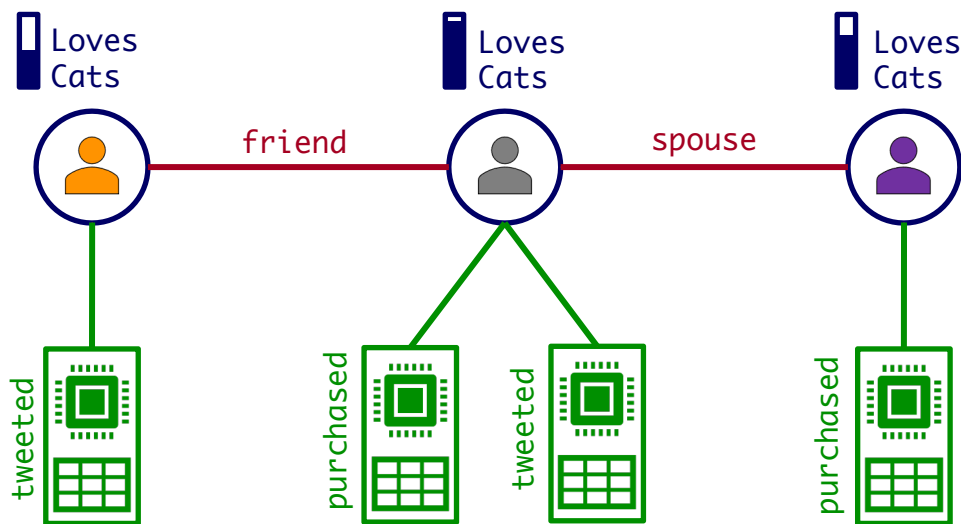
# SRL: Node Labeling [Collective Classification]



$\text{purchased}(x, \text{"cat\_food"}) \rightarrow \text{loves}(x, \text{"Cats"})$   
 $\text{tweeted}(x, \text{"\#catslover"}) \rightarrow \text{loves}(x, \text{"Cats"})$

$\text{loves}(x, \text{"Cats"}) \ \& \ \text{spouse}(x,y) \rightarrow \text{loves}(y, \text{"Cats"})$   
 $\text{loves}(x, \text{"Cats"}) \ \& \ \text{friend}(x,y) \rightarrow \text{loves}(y, \text{"Cats"})$

# SRL: Node Labeling [Collective Classification]

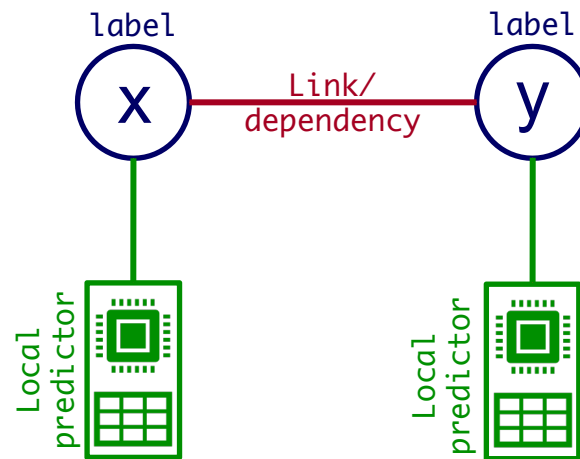


Weights:  
Given by user or  
Learned from data

Soft-values

0.9: purchased(x, "cat\_food") -> loves(x, "Cats")  
 0.8: tweeted(x, "#catslover") -> loves(x, "Cats")  
 0.85: loves(x, "Cats") & spouse(x,y) -> loves(y, "Cats")  
 0.7: loves(x, "Cats") & friend(x,y) -> loves(y, "Cats")

# SRL: Node Labeling [Collective Classification]



SRL Answer:

```
local-predictor(x,l) -> label(x,l)
label(x,l) & link(x,y) -> label(y,l)
```

# Social Spammer Detection



# Social Spammer Detection



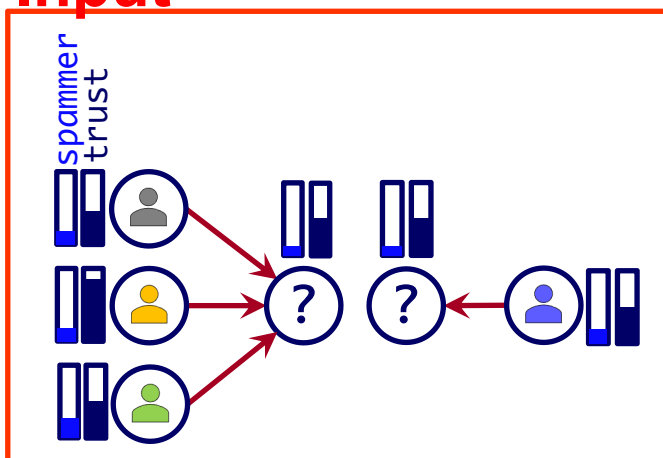
# Social Spammer Detection



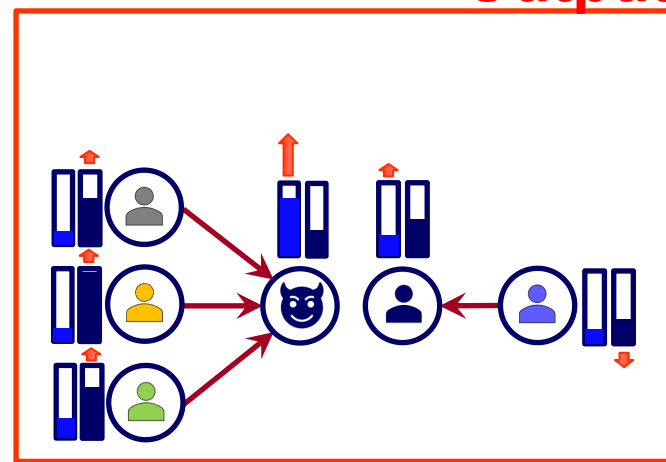
## Task:

1. How do we know who is telling the truth?
2. How do we know who is a spammer?

## Input



## Output

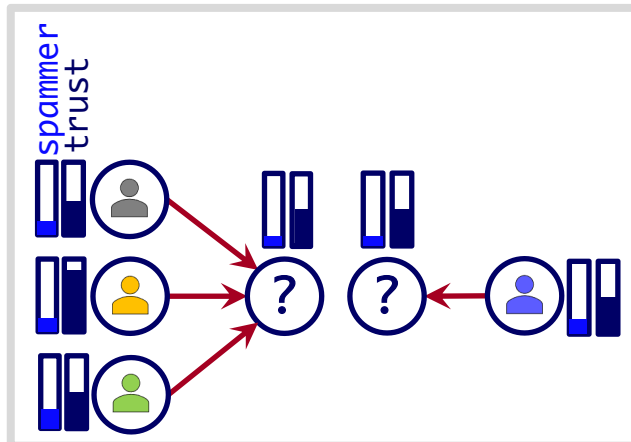


# SRL Answer

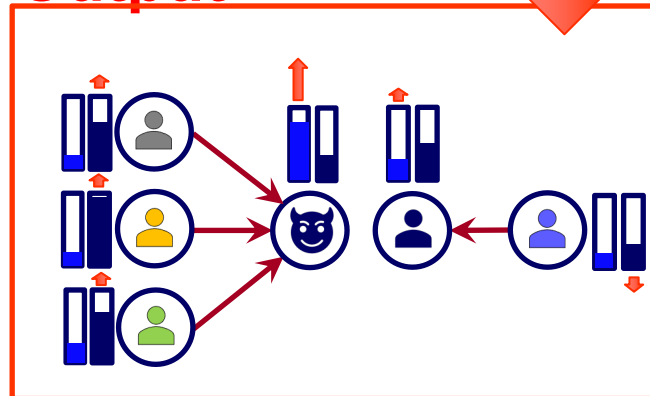
## Input

$\text{prior-trust}(x) \rightarrow \text{trusted}(x)$   
 $\text{trusted}(x) \ \& \ \text{reported}(x,y) \rightarrow \text{spammer}(y)$   
 $\text{spammer}(y) \ \& \ \text{reported}(x,y) \rightarrow \text{trusted}(x)$   
 $\sim\text{spammer}(y) \ \& \ \text{reported}(x,y) \rightarrow \sim\text{trusted}(x)$   
 $\sim\text{spammer}(x)$

+



## Output







# Statistical Relational Learning Frameworks

**Alchemy (MLN)**



<https://alchemy.cs.washington.edu/>



**Probabilistic  
Soft Logic**



<https://psl.linqs.org/>

**Felix (Tuffy)**



<http://i.stanford.edu/hazy/felix/>

# How using PSL looks like:

## Input

### Templates

`prior-trust(x) -> trusted(x)`

`trusted(x) & reported(x,y) -> spammer(y)`

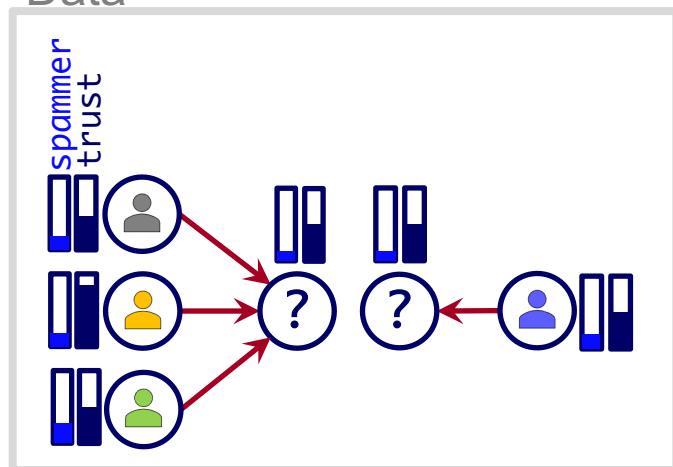
`spammer(y) & reported(x,y) -> trusted(x)`

`~spammer(y) & reported(x,y) -> ~trusted(x)`

`~spammer(x)`

+

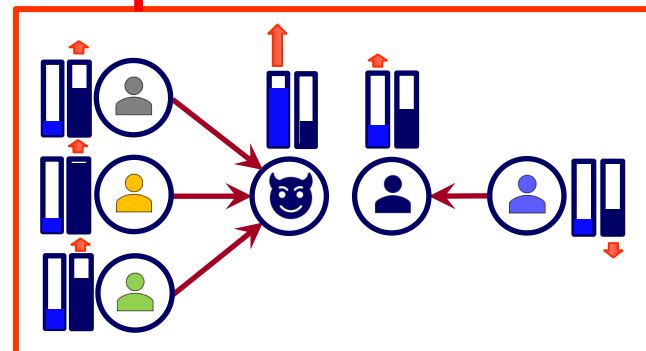
### Data



PSL



## Output



# How using PSL looks like:

## Input

### Templates

`prior-trust(x) -> trusted(x)`

`trusted(x) & reported(x,y) -> spammer(y)`

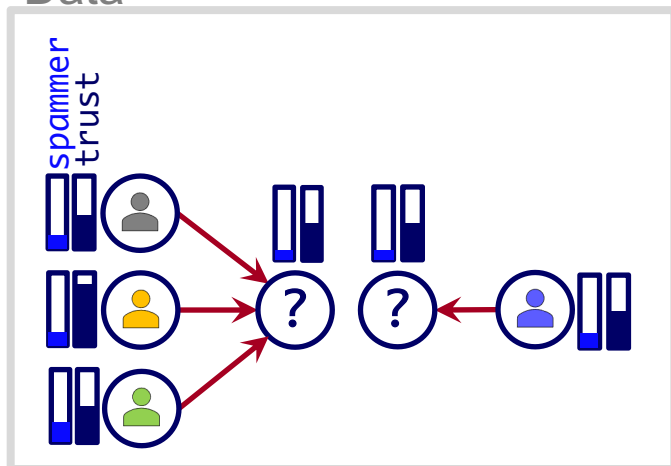
`spammer(y) & reported(x,y) -> trusted(x)`

`~spammer(y) & reported(x,y) -> ~trusted(x)`

`~spammer(x)`

+

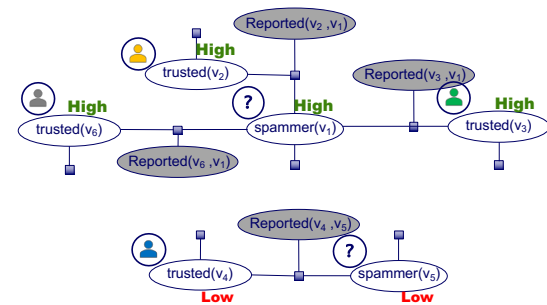
### Data



## PSL



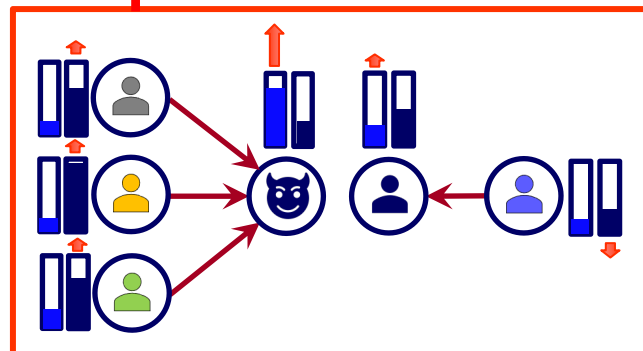
### Grounding & Inference



$$P(\mathbf{Y}|\mathbf{X}) = \frac{1}{Z(\lambda)} \exp \left[ - \sum_{j=1}^m \lambda_j \phi_j(\mathbf{Y}, \mathbf{X}) \right]$$

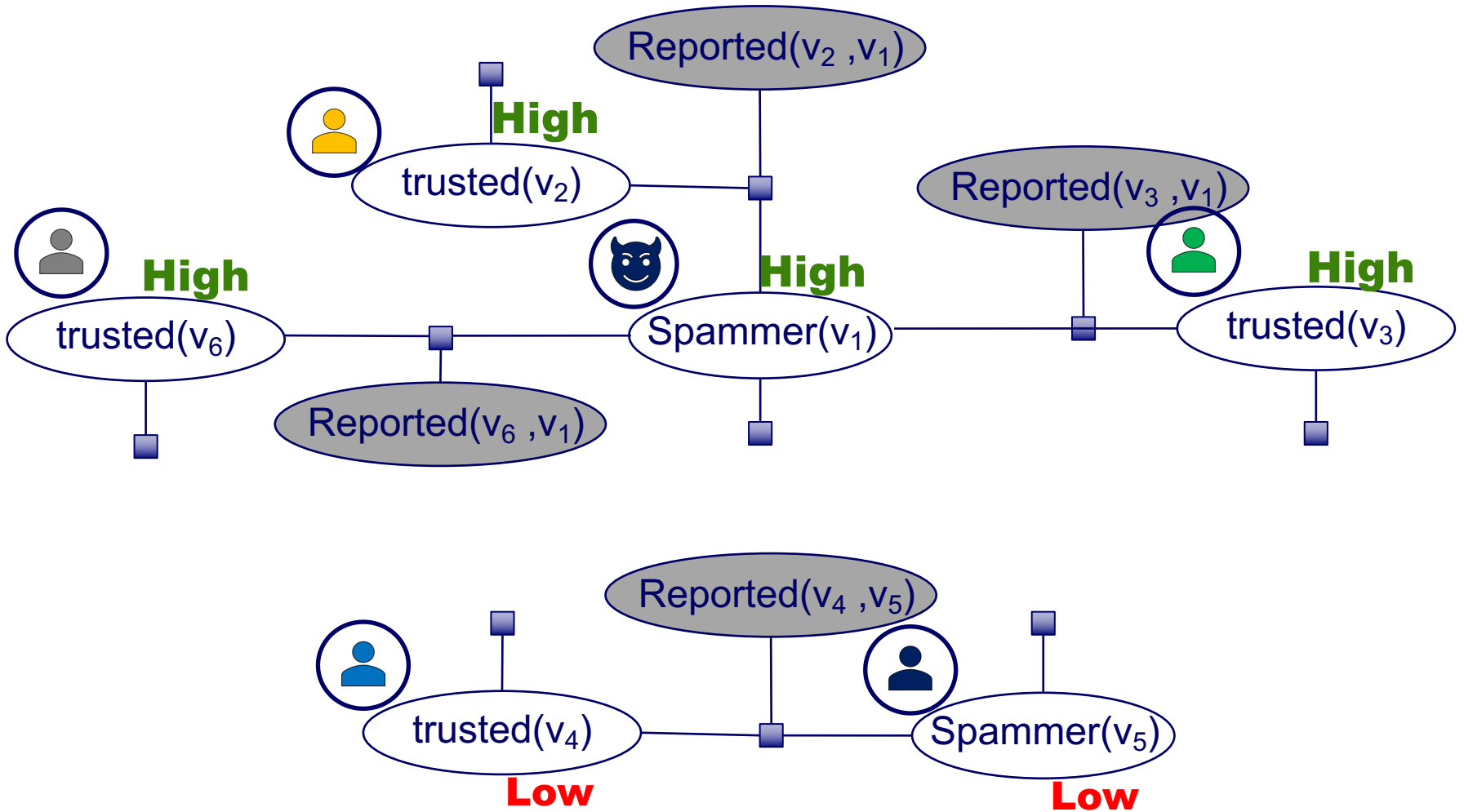


## Output



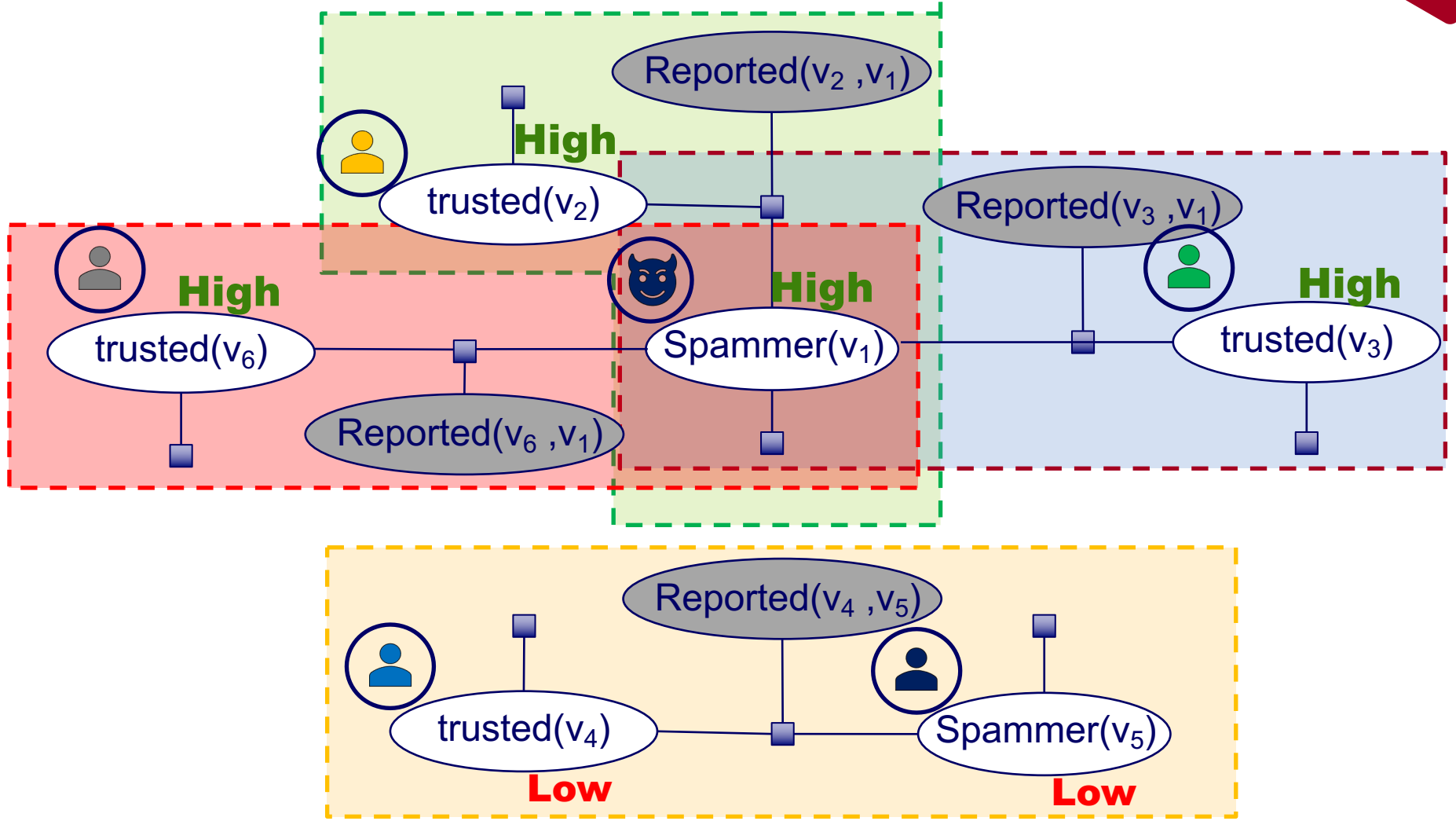
Under the hood!

# Desired PGM Model



Under the hood!

# Templates





Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax



Example PSL rule:

w:  $\overbrace{\text{trusted}(x) \ \& \ \text{reported}(x,y)}^{r_{\text{body}}} \rightarrow \overbrace{\text{spammer}(y)}^{r_{\text{head}}}$



## Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$$w: \underbrace{\text{trusted}(x)}_{0 \leq \text{Soft truth} \leq 1} \ \& \ \underbrace{\text{reported}(x,y)}_{r_{\text{body}}} \rightarrow \underbrace{\text{spammer}(y)}_{r_{\text{head}}}$$

$$\begin{cases} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{cases}$$



## Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$w: \overbrace{\text{trusted}(x) \ \& \ \text{reported}(x,y)}^{r_{\text{body}}} \rightarrow \overbrace{\text{spammer}(y)}^{r_{\text{head}}}$

$0 \leq \text{Soft truth} \leq 1$

$$\begin{cases} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{cases}$$

Ground

$w: \text{trusted}(\text{"alice"}) \ \& \ \text{reported}(\text{"alice"}, \text{"bob"}) \rightarrow \text{spammer}(\text{"bob"})$

0.7

1

?





## Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$w: \overbrace{\text{trusted}(x) \ \& \ \text{reported}(x,y)}^{r_{\text{body}}} \rightarrow \overbrace{\text{spammer}(y)}^{r_{\text{head}}}$

$0 \leq \text{Soft truth} \leq 1$

$$\begin{cases} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{cases}$$

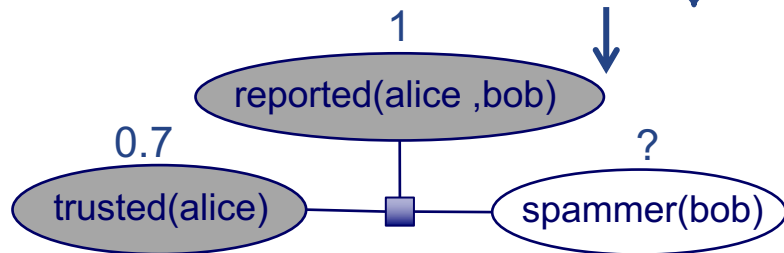
Ground

$w: \text{trusted}(\text{"alice"}) \ \& \ \text{reported}(\text{"alice"}, \text{"bob"}) \rightarrow \text{spammer}(\text{"bob"})$

0.7

1

?



Under the hood!



Probabilistic Soft Logic (PSL):  
A templating language with first-order logic syntax

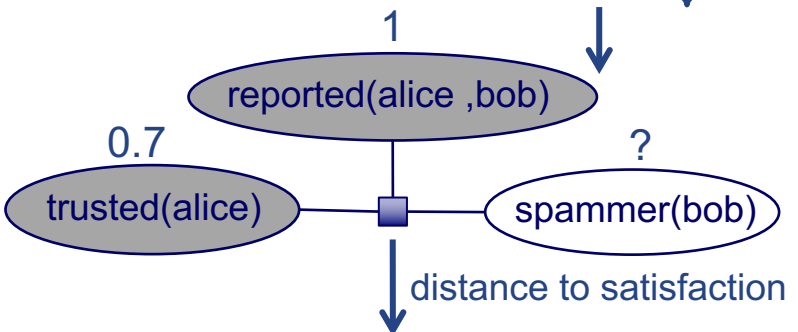
Example PSL rule:

$$w: \underbrace{\text{trusted}(x)}_{0 \leq \text{Soft truth} \leq 1} \ \& \ \underbrace{\text{reported}(x,y)}_{r_{\text{body}}} \ \rightarrow \ \underbrace{\text{spammer}(y)}_{r_{\text{head}}}$$

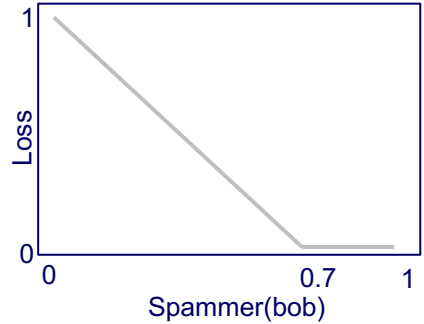
$$\begin{cases} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{cases}$$

Ground

$$w: \underbrace{\text{trusted}(\text{"alice"})}_{0.7} \ \& \ \underbrace{\text{reported}(\text{"alice"}, \text{"bob"})}_{1} \ \rightarrow \ \underbrace{\text{spammer}(\text{"bob"})}_{?}$$



$$\ell = \max \{ \text{value}(r_{\text{body}}) - \text{value}(r_{\text{head}}), 0 \}$$





## Probabilistic Soft Logic (PSL):

A templating language with first-order logic syntax

Example PSL rule:

$w: \underbrace{\text{trusted}(x)}_{r_{\text{body}}} \ \& \ \text{reported}(x,y) \ \rightarrow \ \underbrace{\text{spammer}(y)}_{r_{\text{head}}}$

$0 \leq \text{Soft truth} \leq 1$

$$\begin{cases} p \tilde{\wedge} q = \max(0, p + q - 1) \\ p \tilde{\vee} q = \min(1, p + q) \\ \neg p = 1 - p \end{cases}$$

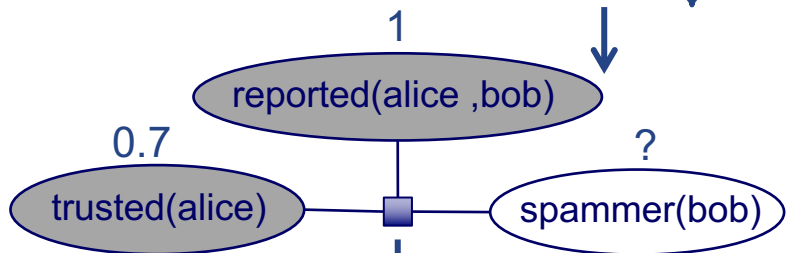
Ground

$w: \text{trusted}(\text{"alice"}) \ \& \ \text{reported}(\text{"alice"}, \text{"bob"}) \ \rightarrow \ \text{spammer}(\text{"bob"})$

0.7

1

?



distance to satisfaction

$$\ell = \max \{ \text{value}(r_{\text{body}}) - \text{value}(r_{\text{head}}), 0 \} \rightarrow \phi_j(\mathbf{Y}, \mathbf{X}) = [\ell_j(\mathbf{Y}, \mathbf{X})]$$

$$P(\mathbf{Y}|\mathbf{X}) = \frac{1}{Z(\lambda)} \exp \left[ - \sum_{j=1}^m \lambda_j \phi_j(\mathbf{Y}, \mathbf{X}) \right]$$

Evidence  
 Unknown variables

# How using PSL looks like:

## Input

### Templates

`prior-trust(x) -> trusted(x)`

`trusted(x) & reported(x,y) -> spammer(y)`

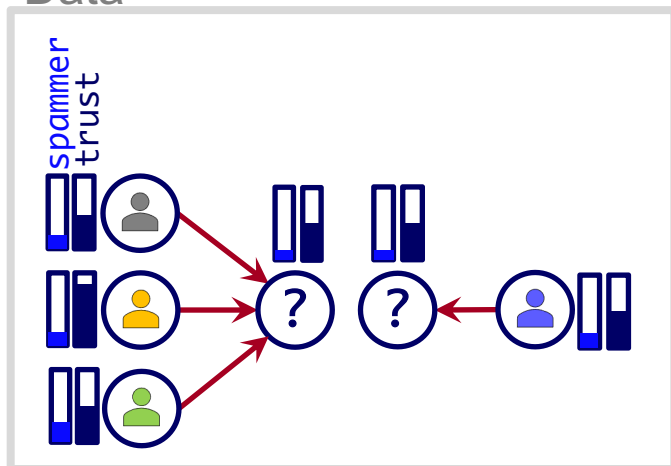
`spammer(y) & reported(x,y) -> trusted(x)`

`~spammer(y) & reported(x,y) -> ~trusted(x)`

`~spammer(x)`

+

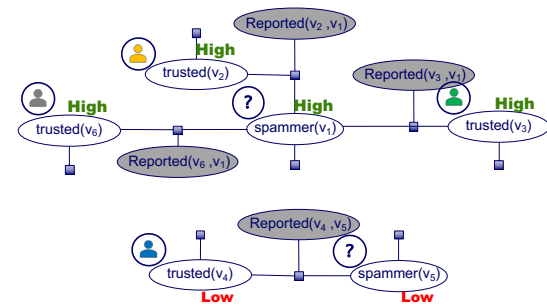
### Data



## PSL



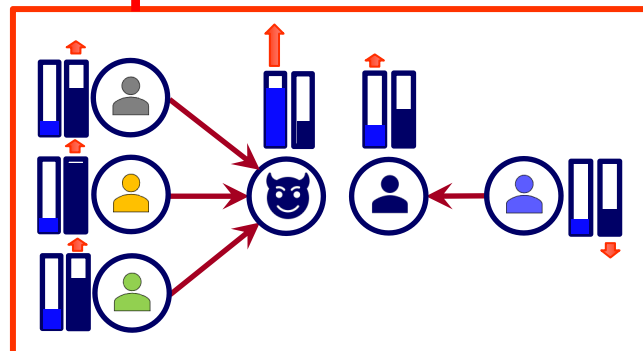
### Grounding & Inference



$$P(\mathbf{Y}|\mathbf{X}) = \frac{1}{Z(\lambda)} \exp \left[ - \sum_{j=1}^m \lambda_j \phi_j(\mathbf{Y}, \mathbf{X}) \right]$$

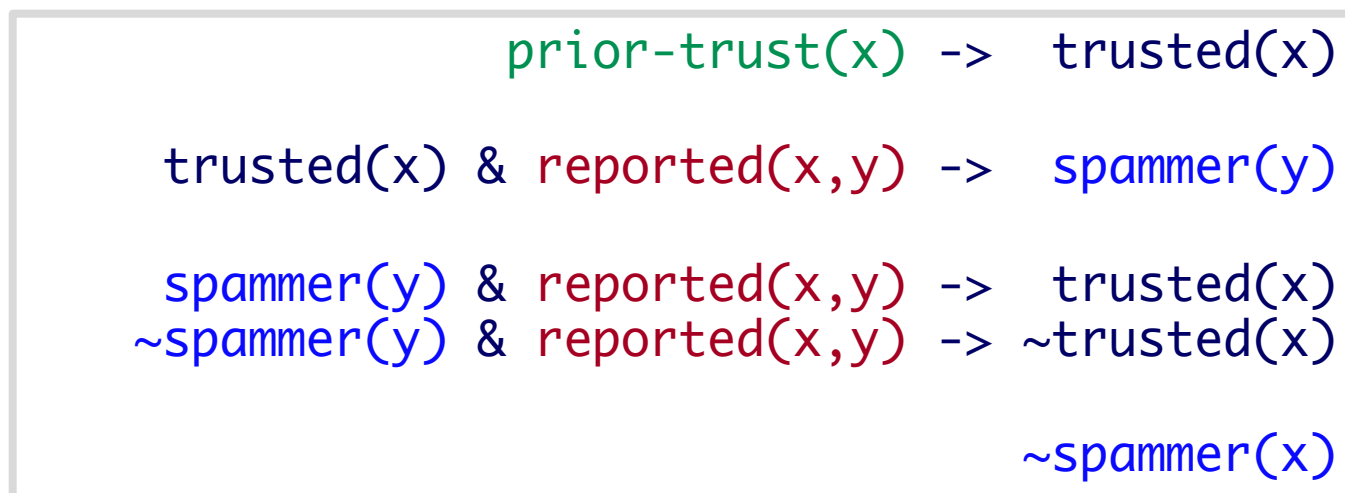


## Output



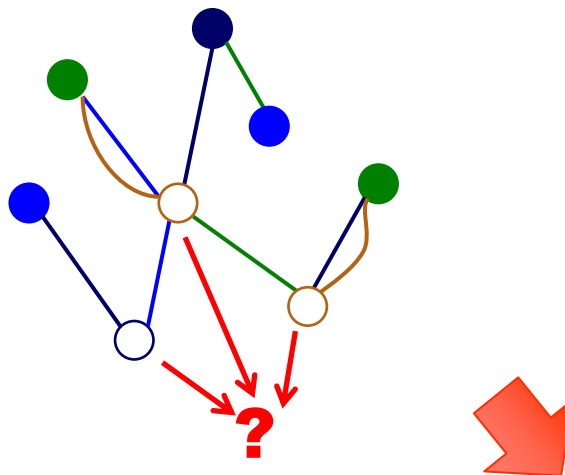
# Social Spammer Detection

- Collective model:

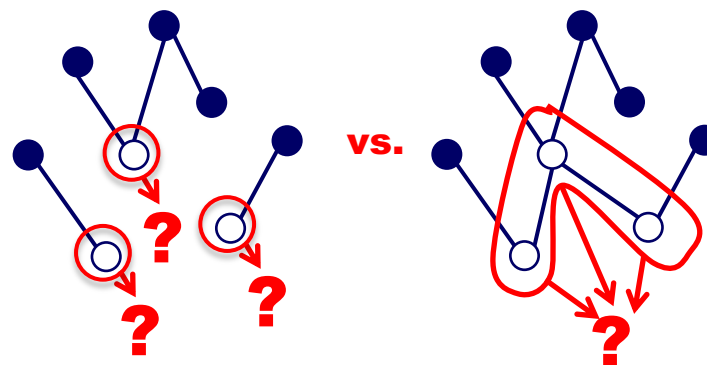


Experiments	AU-PR	AU-ROC
Collective Classification	<b>0.790 ± 0.005</b>	<b>0.788 ± 0.003</b>

# Node Classification



Joint Inference



# Report Model

- Collective model:

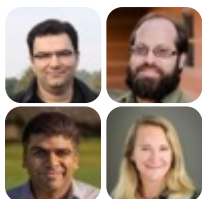
```
prior-trust(x) -> trusted(x)
trusted(x) & reported(x,y) -> spammer(y)
spammer(y) & reported(x,y) -> trusted(x)
~spammer(y) & reported(x,y) -> ~trusted(x)
~spammer(x)
```

- Non-collective model ( $\approx$  weighted sum of the reports):

```
prior-trust(x) & reported(x,y) -> spammer(y)
~spammer(x)
```

# Classification Using Reports

Experiments	AU-PR	AU-ROC
Non-collective model	0.690 $\pm$ 0.003	0.624 $\pm$ 0.001
Collective model	<b>0.790 <math>\pm</math> 0.005</b>	<b>0.788 <math>\pm</math> 0.003</b>



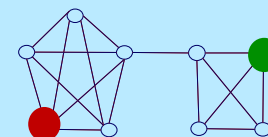
[KDD] “Collective Spammer Detection in Evolving Multi-Relational Social Networks”,  
Fakhraei, S., Foulds, J., Shashanka, M., & Getoor, L.



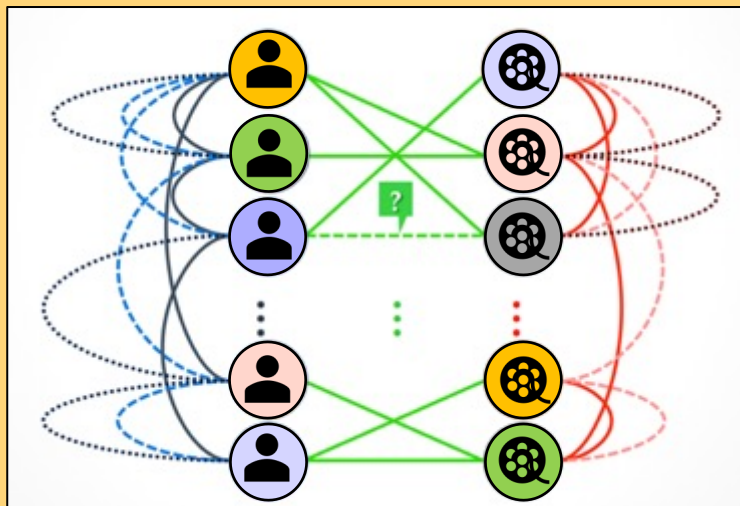


# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
  - P 2.2: Heterogeneous Information Networks
  - P 3.3: Statistical Relational Learning
    - P3.3.1: Node Labeling / Collective Classification
    - P3.3.2: Link Prediction / Recommender Systems
    - P3.3.3: Entity Resolution / Knowledge Graph Identification

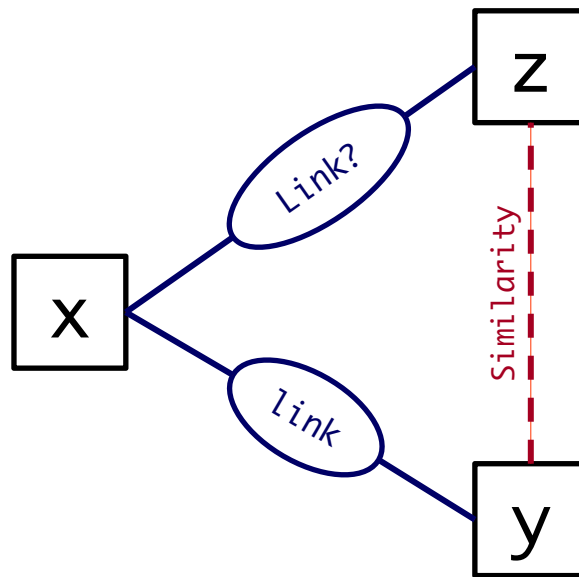


# Question:



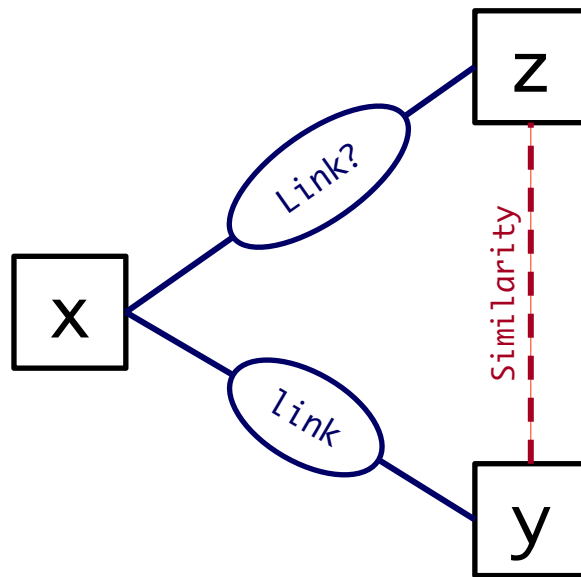
1. How can we use multiple similarities between nodes to infer link values?
2. How can we propagate link information?
3. How can we add additional model signals?

# Link Inference Pattern





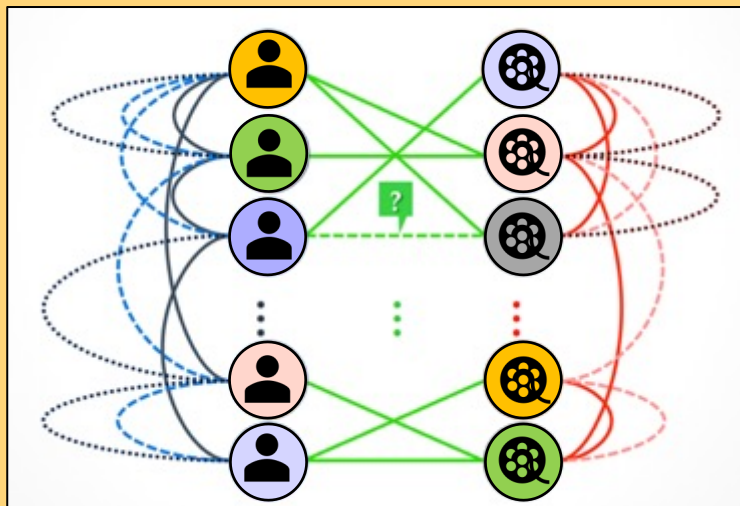
# Link Inference Template



w:  $\text{link}(x,y) \ \& \ \text{similar}(y,z) \rightarrow \text{link}(x,z)$



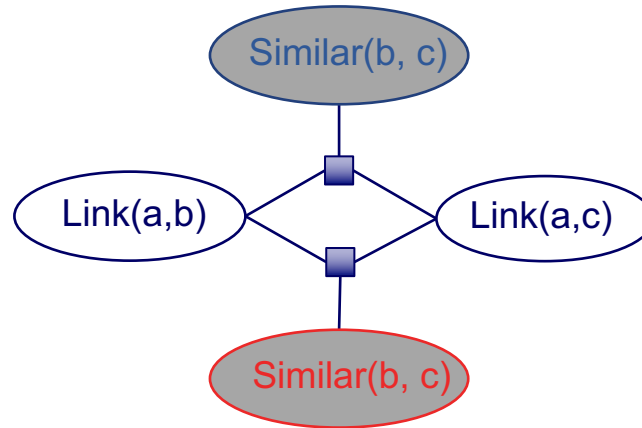
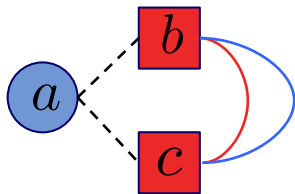
# Question:



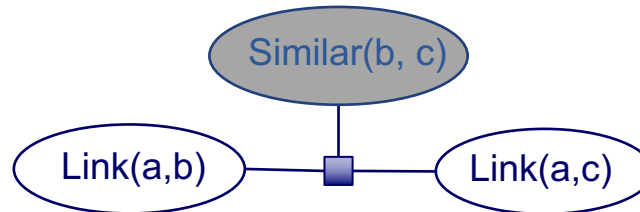
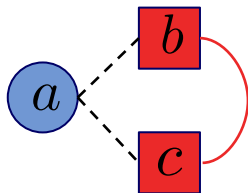
- ? 1. How can we use multiple similarities between nodes to infer link values?
- ? 2. How can we propagate link information?
3. How can we add additional model signals?

# Link Inference Model Characteristics

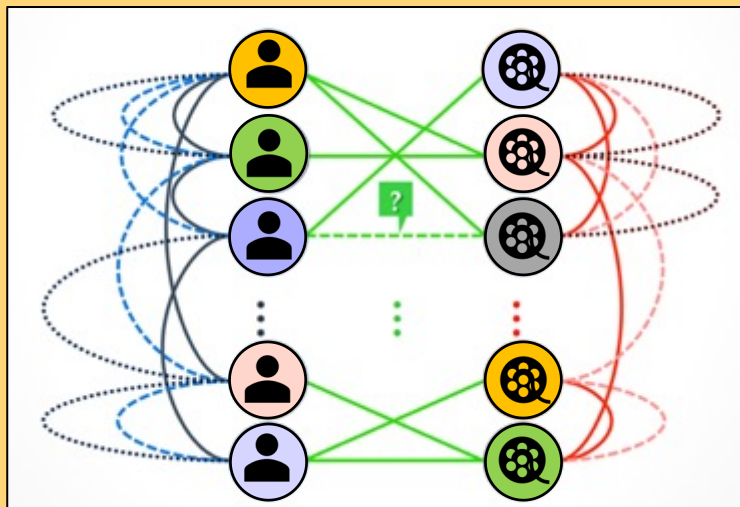
- Support multiple relations



- Joint inference of link values



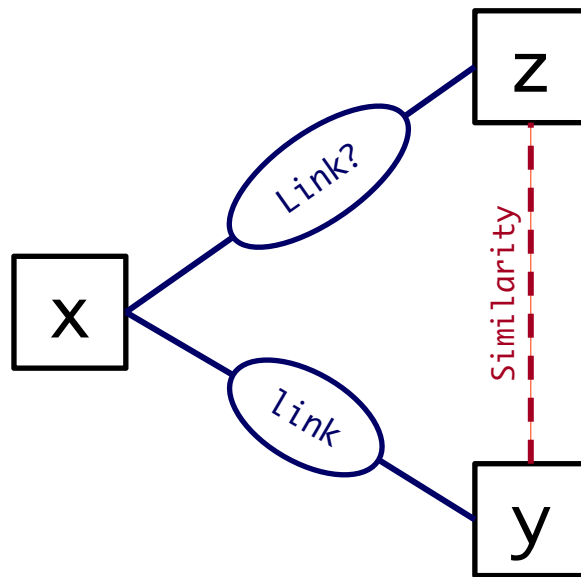
# Question:



- 👍 1. How can we use multiple similarities between nodes to infer link values?
- 👍 2. How can we propagate link information?
- ? 3. How can we add additional model signals?



# Can we add additional signals?

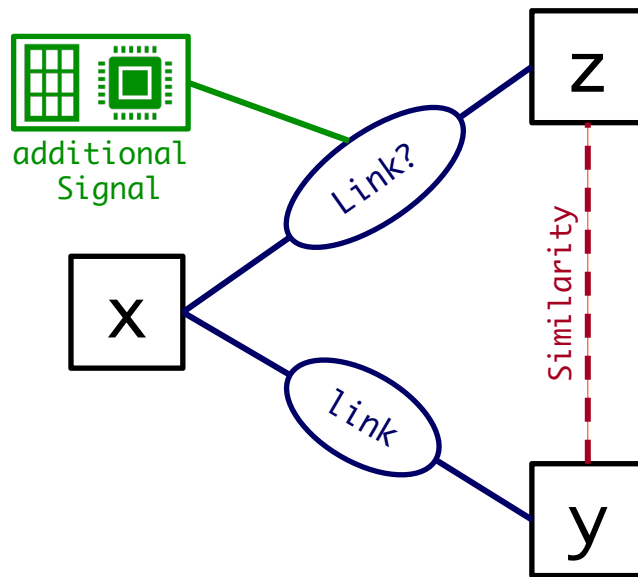


$\text{link}(x,y) \ \& \ \text{similar}(y,z) \ \rightarrow \ \text{link}(x,z)$





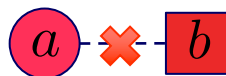
# Can we add additional signals?



$\text{link}(x,y) \ \& \ \text{similar}(y,z) \ \rightarrow \ \text{link}(x,z)$   
 $\text{additional-signal}(x,y) \ \rightarrow \ \text{link}(x,y)$

# Typical Additional Signals

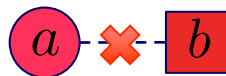
- Enforce sparsity



$\sim \text{rating}(u, i)$

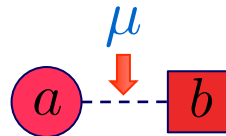
# Typical Additional Signals

- Enforce sparsity



$\sim \text{rating}(u, i)$

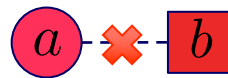
- Distribution statistics



$\text{mean-rating-user}(u) \rightarrow \text{rating}(u, i)$

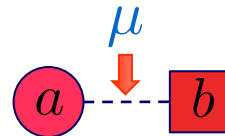
# Typical Additional Signals

- Enforce sparsity



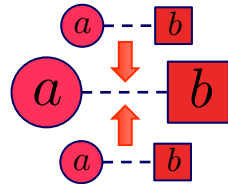
$\sim \text{rating}(u, i)$

- Distribution statistics



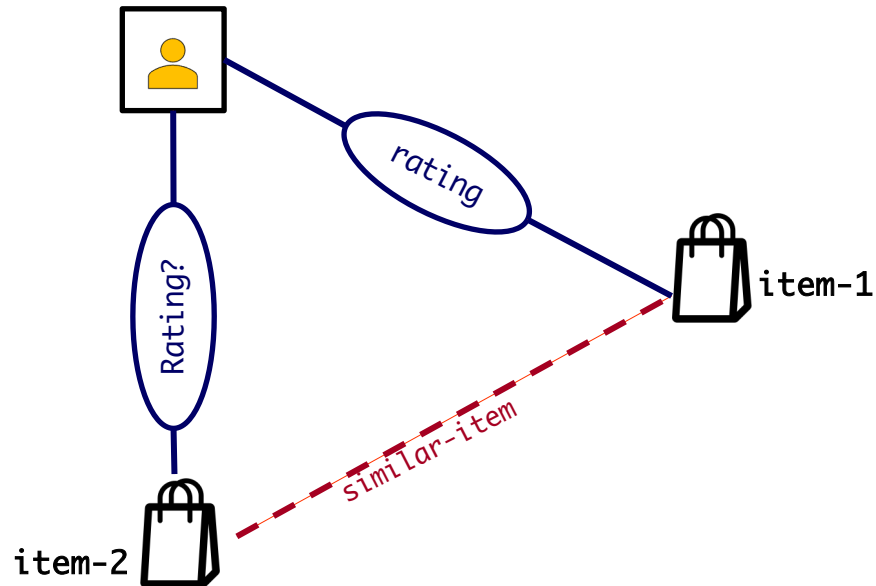
$\text{mean-rating-user}(u) \rightarrow \text{rating}(u, i)$

- Predictions from other models



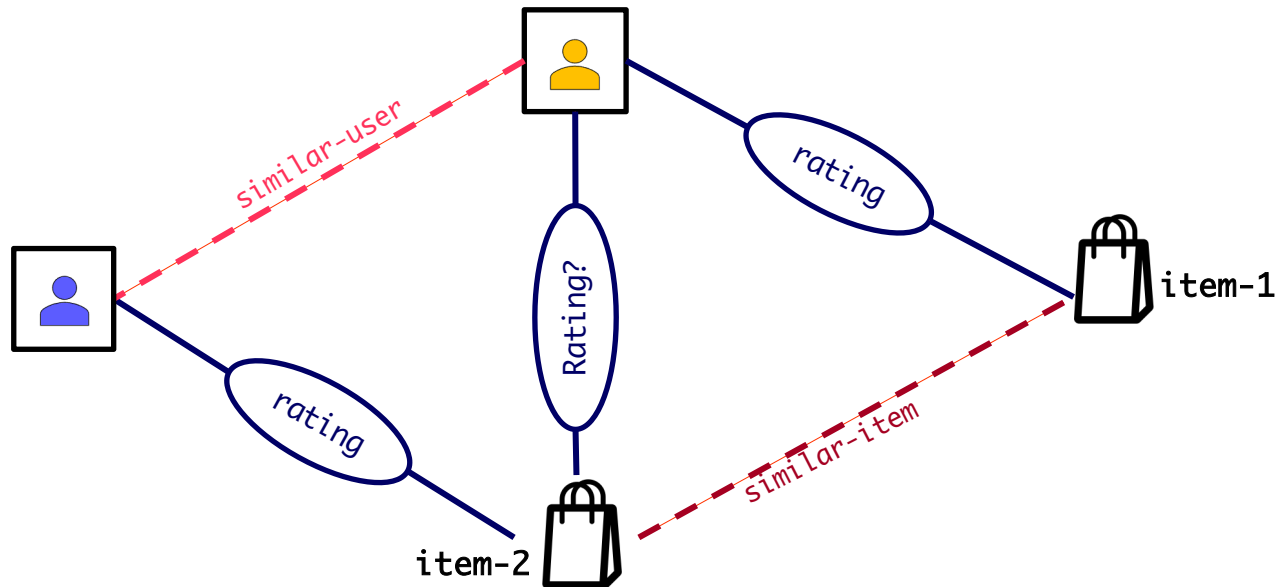
$\text{FM-rating}(u, i) \rightarrow \text{rating}(u, i)$

# Template for Recommender Systems



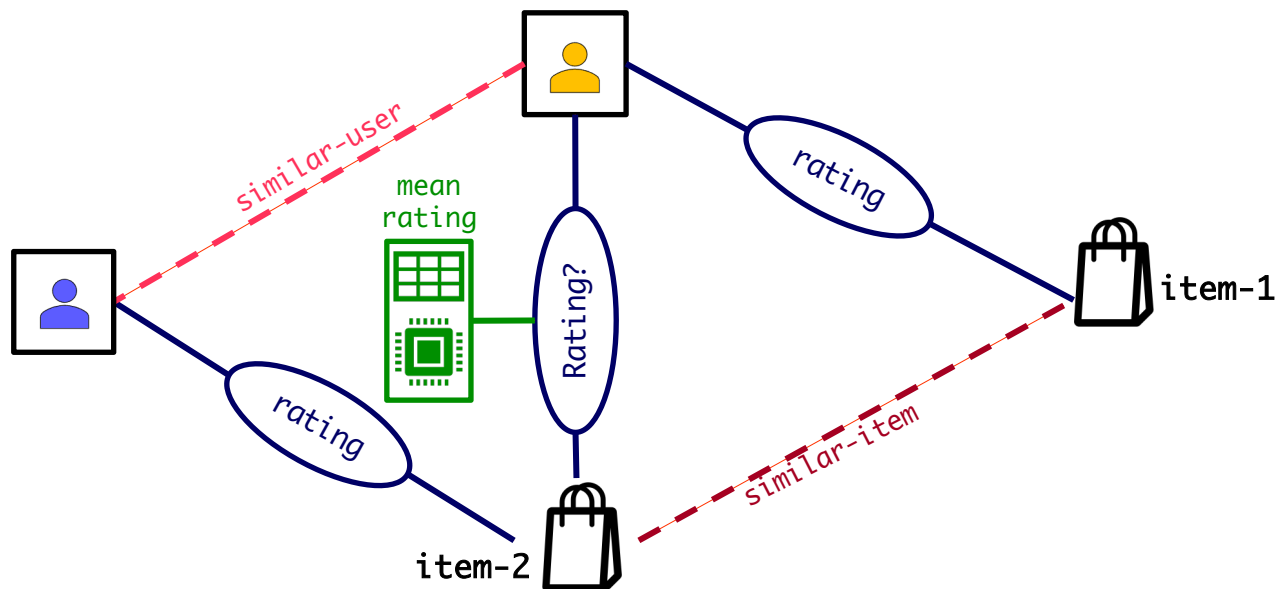
$\text{rating}(u, i1) \ \& \ \text{similar-item}(i1, i2) \ \rightarrow \ \text{rating}(u, i2)$

# Template for Recommender Systems



$\text{rating}(u, i1) \ \& \ \text{similar-item}(i1, i2) \ \rightarrow \ \text{rating}(u, i2)$   
 $\text{rating}(u1, i) \ \& \ \text{similar-user}(u1, u2) \ \rightarrow \ \text{rating}(u2, i)$

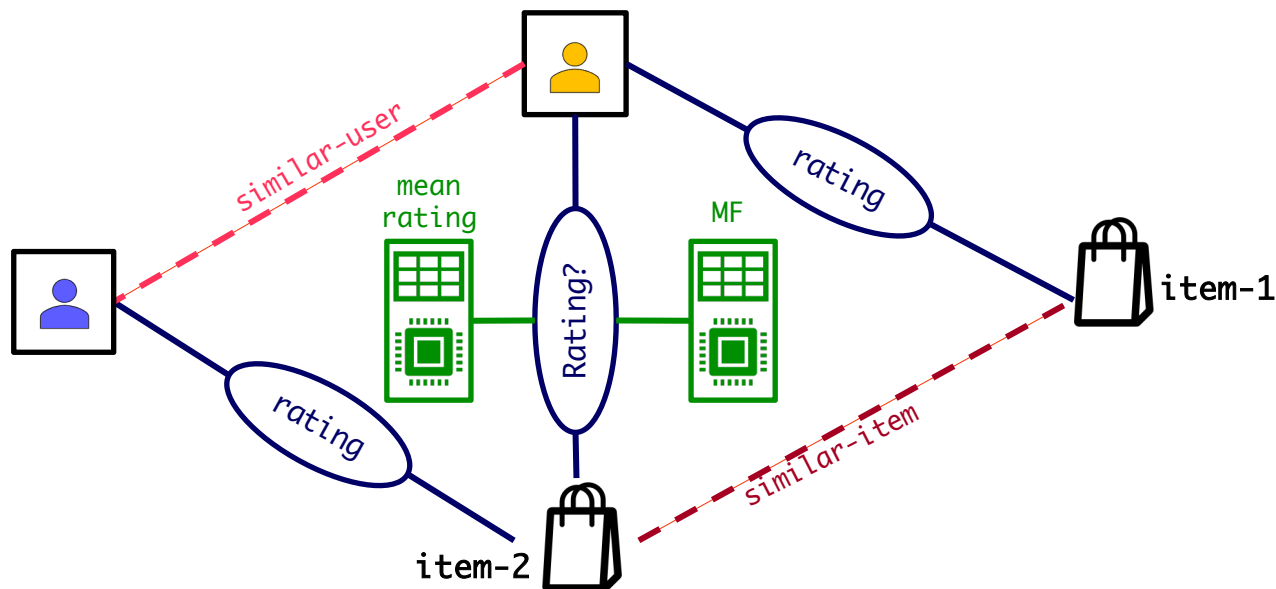
# Template for Recommender Systems



```
rating(u,i1) & similar-item(i1,i2) -> rating(u,i2)
rating(u1,i) & similar-user(u1,u2) -> rating(u2,i)

mean-rating-user(u) -> rating(u,i)
```

# Template for Recommender Systems



$\text{rating}(u, i1) \ \& \ \text{similar-item}(i1, i2) \ \rightarrow \ \text{rating}(u, i2)$   
 $\text{rating}(u1, i) \ \& \ \text{similar-user}(u1, u2) \ \rightarrow \ \text{rating}(u2, i)$

$\text{mean-rating-user}(u) \ \rightarrow \ \text{rating}(u, i)$   
 $\text{mean-rating-item}(i) \ \rightarrow \ \text{rating}(u, i)$

$\text{MF-rating}(u, i) \ \rightarrow \ \text{rating}(u, i)$



# Experimental Validation

Dataset	Yelp	Last.fm
No. of users	34,454	1,892
No. of items	3,605	17,632
No. of ratings	99,049	92,834
Content	514 business categories	9,719 artist tags
Social	81,512 friendships	12,717 friendships
Sparsity	99.92%	99.72%

		Yelp		Last.fm	
Model		RMSE (SD)	MAE (SD)	RMSE (SD)	MAE (SD)
Base models	Item-based	1.216 (0.004)	0.932 (0.001)	1.408 (0.010)	1.096 (0.008)
	MF	1.251 (0.006)	0.944 (0.005)	1.178 (0.003)	0.939 (0.003)
	BPMF	1.191 (0.003)	0.954 (0.003)	1.008 (0.005)	0.839 (0.004)
Hybrid models	Naive hybrid (averaged predictions)	1.179 (0.003)	0.925 (0.002)	1.067 (0.004)	0.857 (0.004)
	BPME-SRIC	1.191 (0.004)	0.957 (0.004)	1.015 (0.004)	0.842 (0.004)
	HyPER	<b>1.173</b> (0.003)	<b>0.917</b> (0.002)	<b>1.001</b> (0.004)	<b>0.833</b> (0.004)

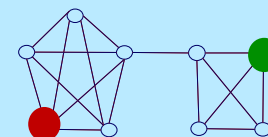


[RecSys] “HyPER: A Flexible and Extensible Probabilistic Framework for Hybrid Recommender Systems”, Kouki, P., Fakhraei, S., Foulds, J., Eirinaki, M., & Getoor, L



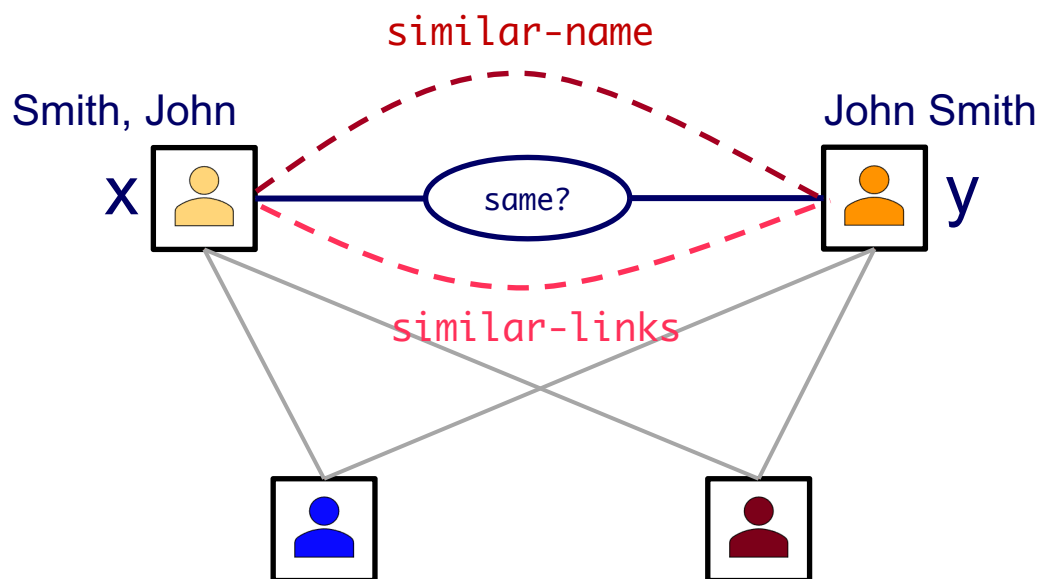
# Bird's eye view

- Part 2: Complex and Heterogeneous Graphs
  - P 2.1: Factorization Methods
  - P 2.2: Heterogeneous Information Networks
  - P 3.3: Statistical Relational Learning
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    - P3.3.2: Link Prediction / Recommender Systems
    - P3.3.3: Entity Resolution / Knowledge Graph Identification





# Entity Resolution

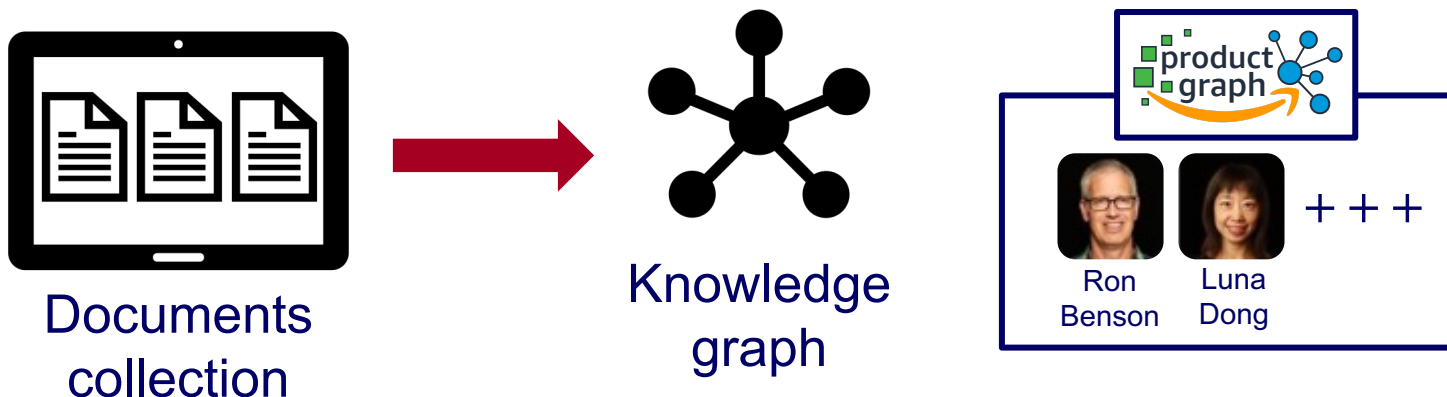


$\text{similar-name}(x,y) \rightarrow \text{same}(x,y)$   
 $\text{similar-links}(x,y) \rightarrow \text{same}(x,y)$

$\text{same}(x,y) \ \& \ \text{same}(y,z) \rightarrow \text{same}(x,z)$

# Knowledge Graph Identification

How can we integrate  
noisy extracted facts into a knowledge graph?



## We can:

- Perform collective classification, entity resolution, link prediction
- Enforce ontological constraints
- Integrate different knowledge source information
- Combine them all!



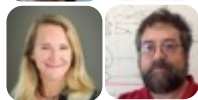
# Experimental Validation



	NELL		MusicBrainz		FreeBase	
	AUC	F1	AUC	F1	AUC	F1
MLN Ontology (Jiang, ICDM)	0.899	0.836				
Additional sources	0.888	0.843	0.672	0.788	0.416	0.734
Entity resolution	0.809	0.804	0.797	0.831		
Ontological relations	0.899	0.832	0.753	0.832	0.569	0.805
<b>All of the above</b>	<b>0.904</b>	<b>0.854</b>	<b>0.901</b>	<b>0.919</b>	<b>0.724</b>	<b>0.840</b>



**[ISWC]** “Knowledge graph identification”,  
Pujara, J., Miao, H., Getoor, L., & Cohen, W.



**[AI Magazine]** “Using semantics and statistics to turn data into knowledge”,  
Pujara, J., Miao, H., Getoor, L., & Cohen, W.

# Software Tools

- PSL: Probabilistic soft logic

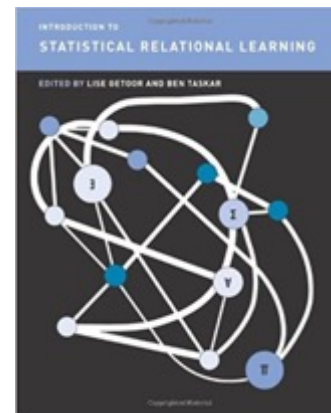
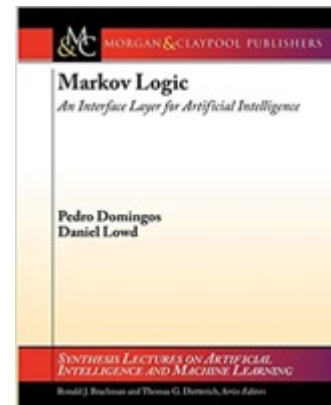
<https://psl.linqs.org/>

- Alchemy: Markov Logic Networks

<https://alchemy.cs.washington.edu/>

# References

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The Journal of Machine Learning Research, 2017
- Domingos, Pedro, and Daniel Lowd  
[Markov logic: An interface layer for artificial intelligence](#)  
Synthesis lectures on artificial intelligence and machine learning, 2009
- Lise Getoor, Ben Taskar (editors)  
[Introduction to Statistical Relational Learning](#)  
MIT Press, 2007





# 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					👍			👍	👍	

