



BiNE: Bipartite Network Embedding

ACM SIGIR 2018, July 8, Ann Arbor Michigan, U.S.A.

MingGao^{*}, Leihui Chen^{*}, Xiangnan He⁺, Aoying Zhou^{*}

^{*}East China Normal University

⁺National University of Singapore

Background

□ Network

- A ubiquitous data structure to model the relationships between entities

□ Network embedding

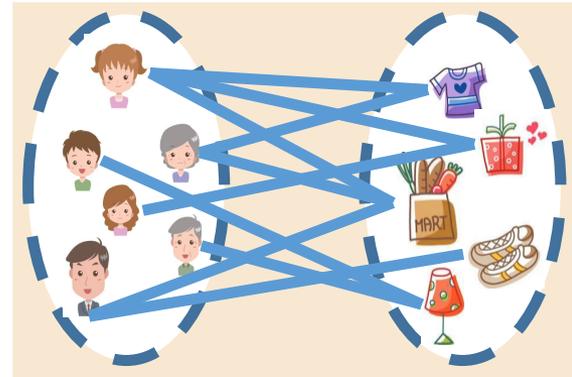
- Crucial to obtain the representations for vertices
- Helpful to many applications, such as **vertex labeling**, **link prediction**, **recommendation**, and **clustering**, etc.

Homogeneous Network



- ✓ Social network
- ✓ Collaboration network
- ✓ Transportation network
- ✓ ...

Heterogeneous Network

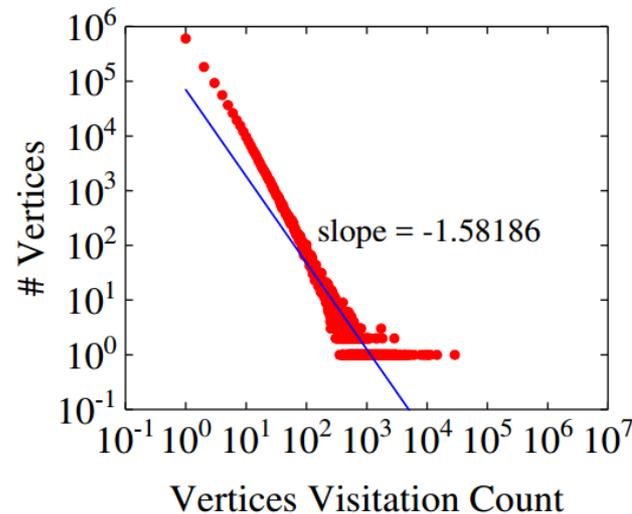


- ✓ Item adoption
- ✓ Web visiting
- ✓ Question answering
- ✓ ...

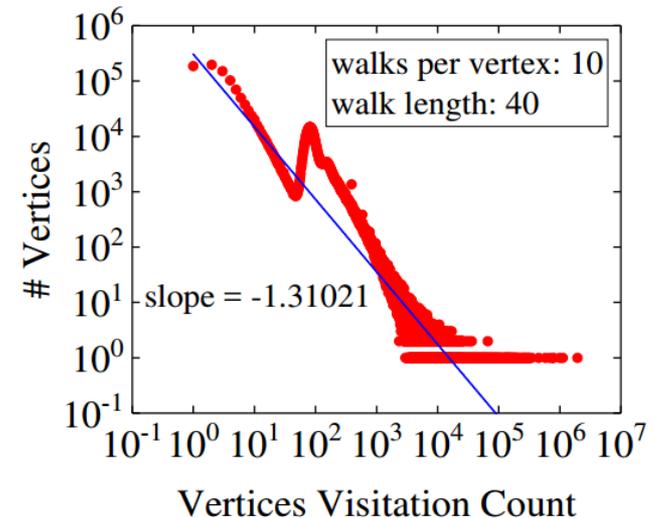
Drawbacks of Existing Works for Bipartite Networks

□ Homogeneous network embedding:

- Ignore **type information** of vertices (e.g., Node2vec, DeepWalk, etc.)
- Ignore key characteristic of bipartite network -- **power-law distribution of vertex degrees**



(a) YouTube



(b) Random walk generator

Heterogeneous network embedding:

- MetaPath2vec [Dong et al, KDD'17] treats **explicit and implicit relations** as contributing **equally**



Outline

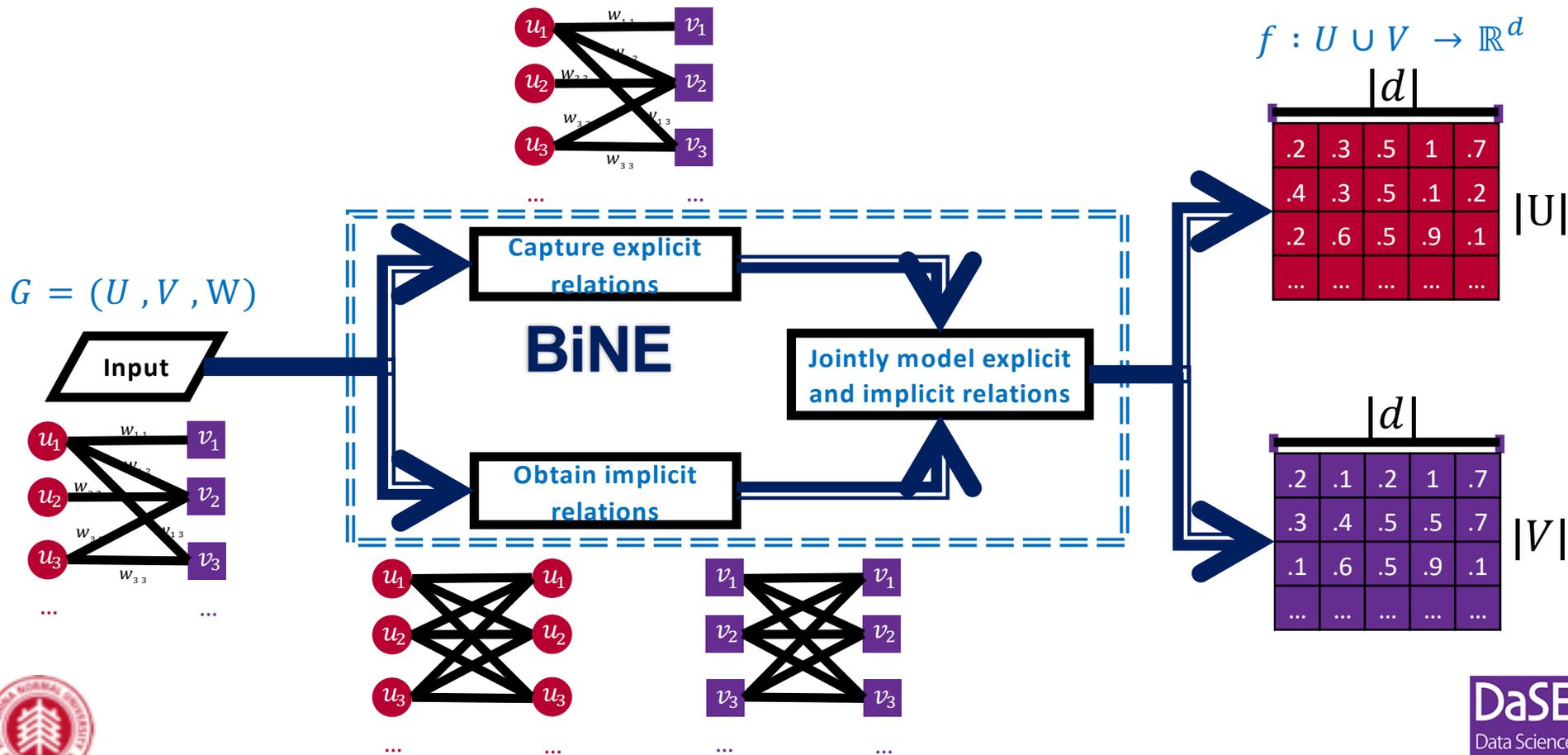
- Background & Motivations
- Proposed Method**
- Experiments and Results
- Conclusions



BiNE: Bipartite Network Embedding

Two Characteristics of BiNE

- Modeling the **explicit and implicit relations** simultaneously
- A **biased and self-adaptive random walk generator**



Modeling Explicit Relations (Observed links)

□ Original network space

The joint probability between vertices u_i and v_j is **defined** as:

$$P(i, j) = \frac{w_{ij}}{\sum_{e_{ij} \in E} w_{ij}}$$



□ Embedding space

The joint probability between vertices u_i and v_j is **estimated** as:

$$\hat{P}(i, j) = \frac{1}{1 + \exp(-\vec{u}_i^T \vec{v}_j)}$$

□ Preserving the local proximity

Minimizing the difference (KL-divergence) between the two distributions:

$$\begin{aligned} \text{minimize } O_1 = KL(P || \hat{P}) &= \sum_{e_{ij} \in E} P(i, j) \log\left(\frac{P(i, j)}{\hat{P}(i, j)}\right) \\ &\propto - \sum_{e_{ij} \in E} w_{ij} \log \hat{P}(i, j). \end{aligned}$$

Modeling Implicit Relations (High-order relations)

Constructing Corpus of Vertex Sequences

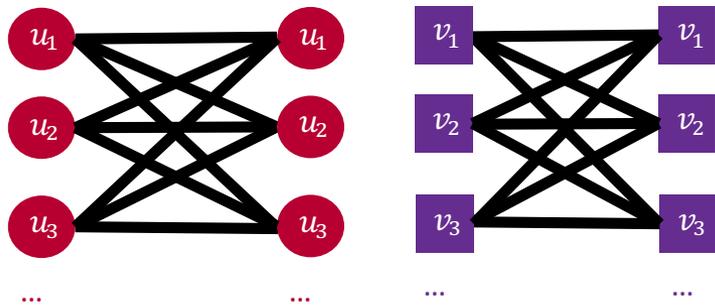
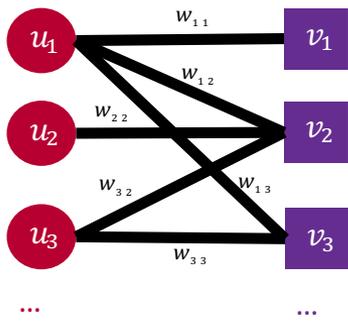
➤ Construct **U-U** and **V-V** networks

$$w_{ij}^U = \sum_{k \in V} w_{ik} w_{jk}; \quad w_{ij}^V = \sum_{k \in U} w_{ki} w_{kj}$$

➤ Run **Self-adaptive** random walker

- 1) # of walks starting from a vertex depends on its centrality score.
- 2) Length of a vertex sequence is controlled by a stop probability.

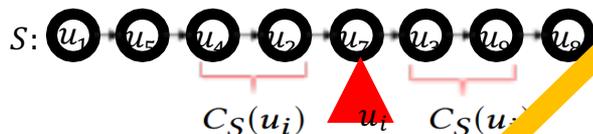
Optimizing a point-wise classification loss to capture the high-order correlations



Capturing the High-order Relations

- **Assumption:** vertices frequently co-occurred in the same context of a sequence should be assigned to **similar embeddings**.

A. Taking corpus of users D^U as example, given a sequence S , $ws(=2)$ and a vertex u_i :



$$P(u_c | u_i) = \frac{\exp(\vec{u}_i^T \vec{\theta}_c)}{\sum_{k=1}^{|U|} \exp(\vec{u}_i^T \vec{\theta}_k)}$$

$$P(v_c | v_j) = \frac{\exp(\vec{v}_j^T \vec{\theta}_c)}{\sum_{k=1}^{|V|} \exp(\vec{v}_j^T \vec{\theta}_k)}$$

B. maximize $O_2 = \prod_{u_i \in S \wedge S \in D^U} \prod_{u_c \in C_S(u_i)} P(u_c | u_i)$.

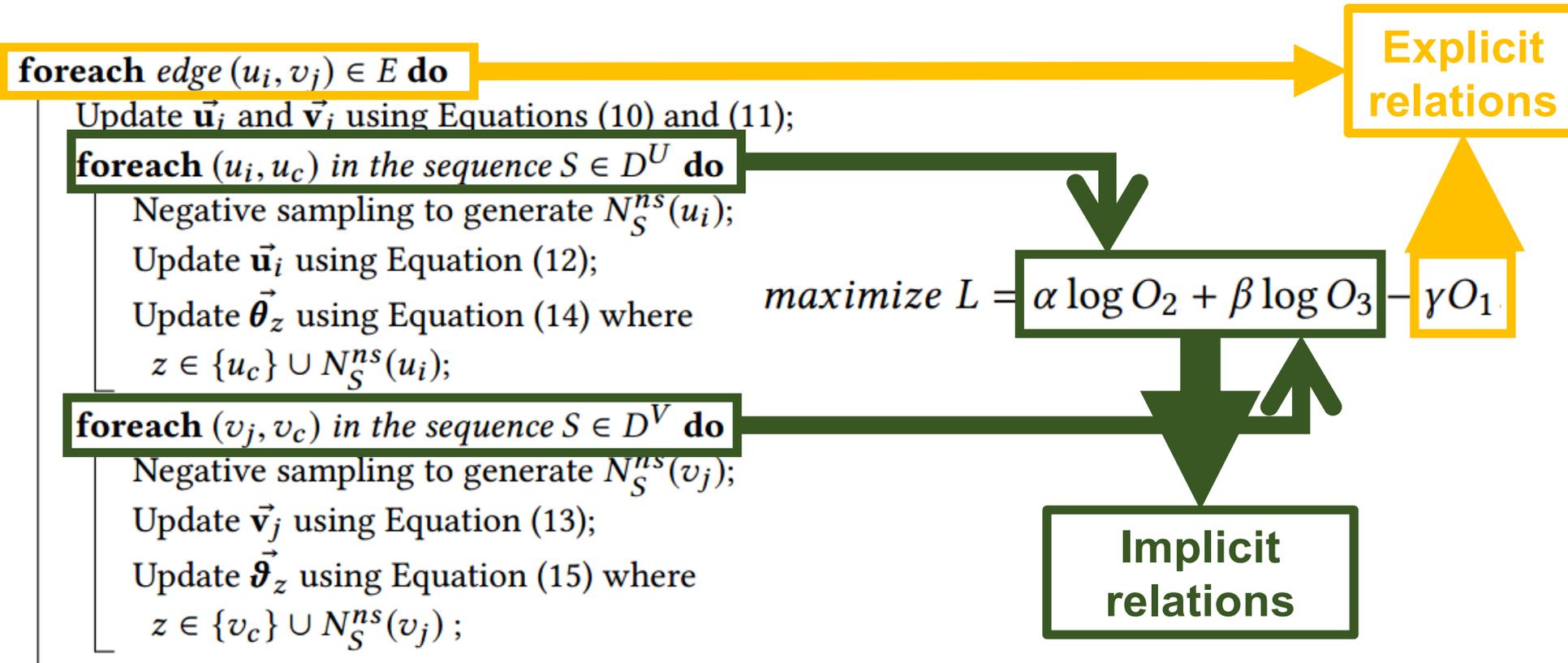
C. maximize $O_3 = \prod_{v_j \in S \wedge S \in D^V} \prod_{v_c \in C_S(v_j)} P(v_c | v_j)$.

Sample High-quality and Diverse Negatives with Locality Sensitive Hashing (LSH)



Joint Optimization

□ A joint optimization framework



Outline

- Background & Motivations
- Proposed Method
- Experiments and Results**
- Conclusions



Experimental Setting-up

□ Tasks

- Two tasks: **link prediction (classification) & recommendation (ranking)**

□ Datasets and Metrics

Task	Link Prediction		Recommendation		
Type	undirected, unweighted		undirected, weighted		
Metric	AUC-ROC, AUC-PR		F1, NDCG, MAP, MRR		
Name	Tencent	Wikipedia	VisualizeUs	DBLP	MovieLens
$ U $	14,259	15,000	6,000	6,001	69,878
$ V $	1,149	3,214	3,355	1,308	10,677
$ E $	196,290	172,426	35,639	29,256	10,000,054
Density	1.2%	0.4%	0.2%	0.4%	1.3%

□ Research Questions

- **RQ1** Performance of BiNE compared to representative baselines
- **RQ2** Is the implicit relations helpful?
- **RQ3** Effect of random walk generator



Baselines

□ Network embedding methods

- DeepWalk [*Perozzi et al KDD 2014*]
- LINE [*Tang et al WWW 2015*]
- Node2vec [*Grover et al KDD 2016*]
- Metapath2vec++ [*Dong et al KDD 2017*]

□ Recommendation methods

- BPR [*Rendle et al UAI 2009*]
- RankALS [*Takács et al Recsys 2012*]
- FISMAuc [*Kabbur et al KDD 2013*]

□ Link Prediction methods [*Xia et al ASONAM 2012*]

- JC (Jaccard coefficient)
- AA (Adamic/Adar)
- Katz (Katz index)
- PA (Preferential attachment)



RQ1: Performance of Link Prediction

Table 3: Link prediction performance on Tencent and Wikipedia.

Algorithm	Tencent		Wikipedia	
	AUC-ROC	AUC-PR	AUC-ROC	AUC-PR
JC	51.49%	66.18%	63.90%	73.04%
AA	50.63%	65.66%	87.37%	91.12%
Katz	50.90%	65.06%	90.84%	92.42%
PA	55.60%	68.99%	90.71%	93.37%
DeepWalk	57.62%	71.32%	89.71%	91.20%
LINE	59.68%	73.48%	91.62%	93.28%
Node2vec	59.28%	72.62%	89.93%	91.23%
Metapath2vec++	60.70%	73.69%	89.56%	91.72%
BiNE	60.98%**	73.77%**	92.91%**	94.45%**

** indicates that the improvements are statistically significant for $p < 0.01$ judged by paired t-test.

Observations:

1. **Data-dependent supervised manner is more advantageous.**
2. **Positive effect of modeling both explicit and implicit relations into the embedding process.**
3. **Effectiveness of modeling the explicit and implicit relations in different ways.**



RQ2: Performance of Recommendation

Table 4: Performance comparison of Top-10 Recommendation on VisualizeUs, DBLP, and MovieLens.

Algorithm	VisualizeUs				DBLP				Movielens			
	F1@10	NDCG@10	MAP@10	MRR@10	F1@10	NDCG@10	MAP@10	MRR@10	F1@10	NDCG@10	MAP@10	MRR@10
BPR	6.22%	9.52%	5.51%	13.71%	8.95%	18.38%	13.55%	22.25%	8.03%	7.58%	2.23%	40.81%
RankALS	2.72%	3.29%	1.50%	3.81%	7.62%	11.50%	7.52%	14.87%	8.48%	7.95%	2.66%	38.93%
FISMauc	10.25%	15.46%	8.86%	16.67%	9.81%	13.77%	7.38%	14.51%	6.77%	6.13%	1.63%	34.04%
DeepWalk	5.82%	8.83%	4.28%	12.12%	8.50%	24.14%	19.71%	31.53%	3.73%	3.21%	0.90%	15.40%
LINE	9.62%	13.76%	7.81%	14.99%	8.99%	14.41%	9.62%	17.13%	6.91%	6.50%	1.74%	38.12%
Node2vec	6.73%	9.71%	6.25%	13.95%	8.54%	23.89%	19.44%	31.11%	4.16%	3.68%	1.05%	18.33%
Metapath2vec++	5.92%	8.96%	5.35%	13.54%	8.65%	25.14%	19.06%	31.97%	4.65%	4.39%	1.91%	16.60%
BiNE	13.63%**	24.50%**	16.46%**	34.23%**	11.37%**	26.19%**	20.47%**	33.36%**	9.14%**	9.02%**	3.01%**	45.95%**

** indicates that the improvements are statistically significant for $p < 0.01$ judged by paired t-test.

Observations:

1. Positive effect of considering **information of weight**
2. Importance of focusing on the **higher-order proximities** among vertices
3. **Jointly training** is superior to **separately training + post-processing**



Utility of Implicit Relations (RQ2)

Table 5: BiNE with and without implicit relations.

	Without Implicit Relations		With Implicit Relations	
Link Prediction				
Dataset	AUC-ROC	AUC-PR	AUC-ROC	AUC-PR
Tencent	59.78%	73.05%	60.98%**	73.77%**
WikiPedia	91.47%	93.73%	92.91%**	94.45%**
Recommendation				
Dataset	MAP@10	MRR@10	MAP@10	MRR@10
VisualizeUS	7.91%	15.65%	16.46%**	34.23%**
DBLP	20.20%	32.95%	20.47%**	33.36%**
MovieLens	2.86%	43.98%	3.01%**	45.95%**

** indicates that the improvements are statistically significant for $p < 0.01$ judged by paired t-test.

Observation:

Modeling high-order implicit relations is effective to **complement** with explicit relation modeling.



Random Walk Generator (RQ3)

Table 6: BiNE with different random walk generators.

	Uniform Random Walk Generator		Biased and Self-adaptive Random Walk Generator	
Link Prediction				
Dataset	AUC-ROC	AUC-PR	AUC-ROC	AUC-PR
Tencent	59.75%	73.06%	60.98%**	73.77%**
WikiPedia	88.77%	91.91%	92.91%**	94.45%**
Recommendation				
Dataset	MAP@10	MRR@10	MAP@10	MRR@10
VisualizeUS	15.93%	33.66%	16.46%**	34.23%**
DBLP	11.79%	23.41%	20.47%**	33.66%**
MovieLens	2.91%	46.12%	3.04%**	46.20%**

** indicates that the improvements are statistically significant for $p < 0.01$ judged by paired t-test.

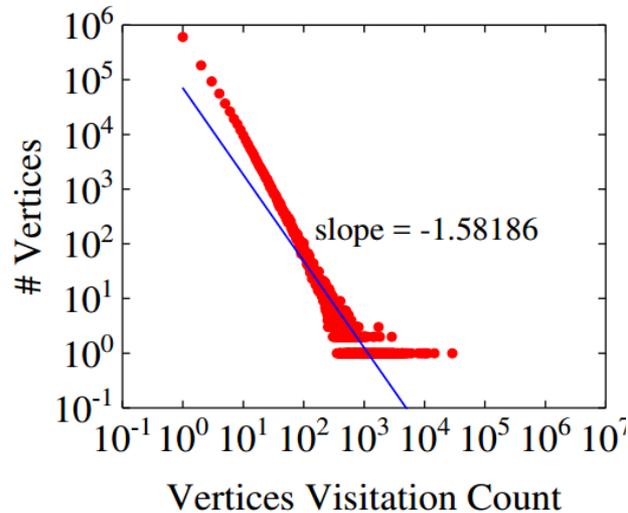
Observation:

The **biased and self-adaptive** random walk generator contributes to learning better vertex embeddings.



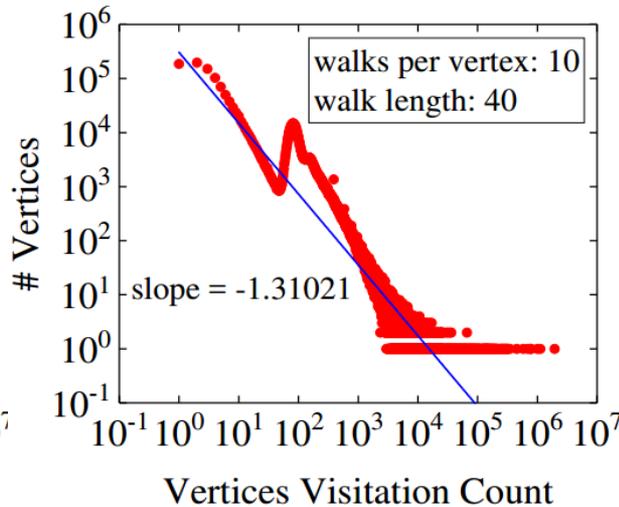
Random Walk Generator (RQ3)

Distribution of vertex degree:



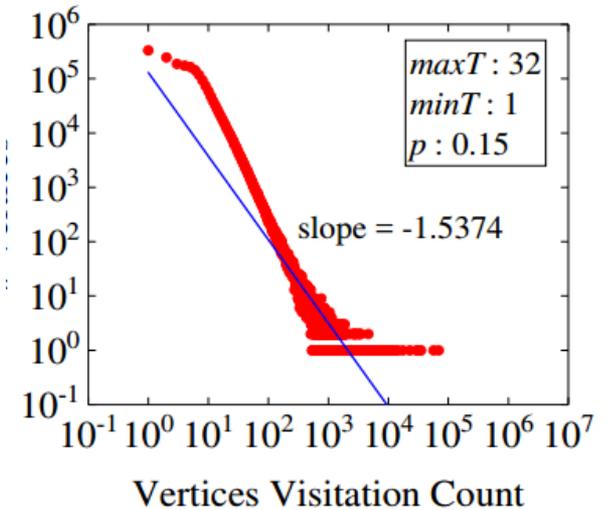
(a) YouTube

DeepWalk Generator:



(b) Random walk generator

Our Generator:



(c) Self-Adaptive generator

Observation:

The **biased and self-adaptive** random walk generator contributes to learning better vertex embeddings.



Case Study

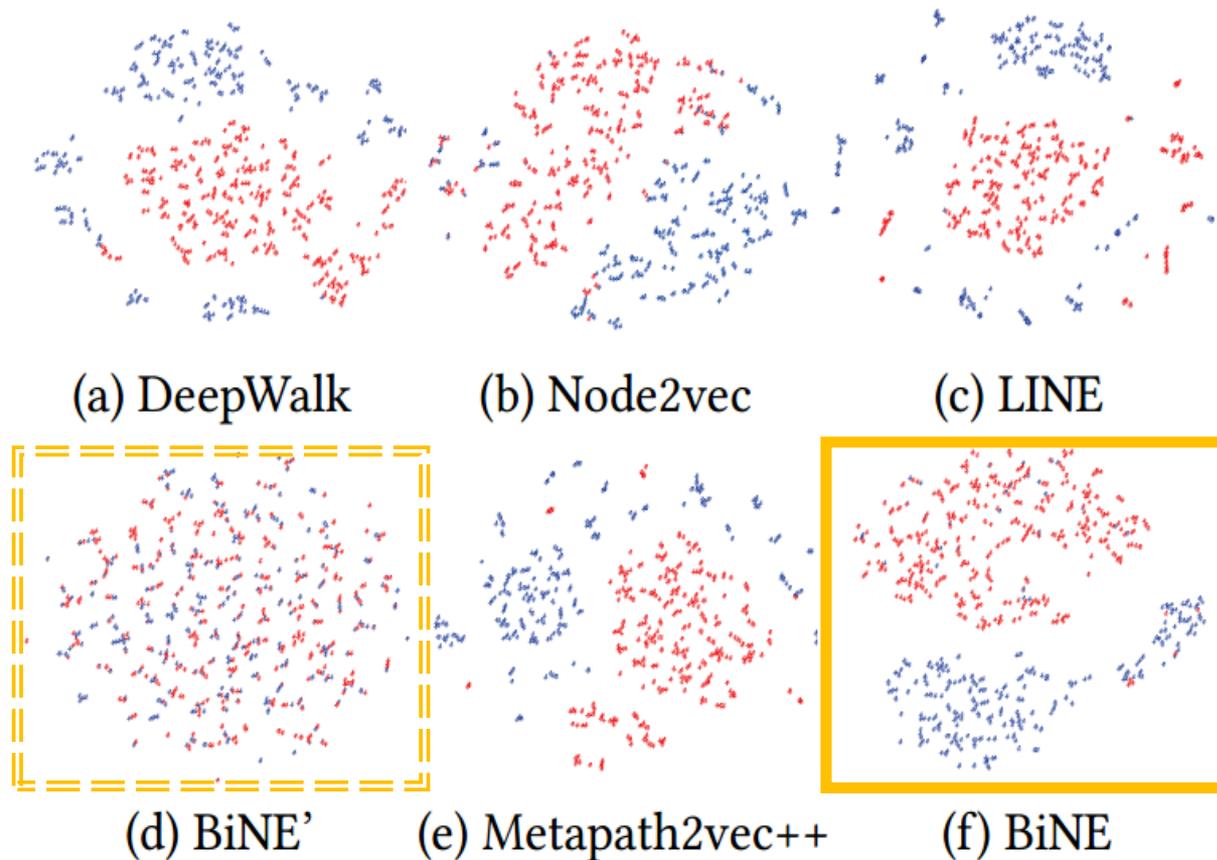


Figure 6: Visualization of authors in DBLP. Color of a vertex indicates the research fields of the authors (red: “computer science theory”, blue: “artificial intelligence”). BiNE’ is the version of BiNE – without implicit relations.

Conclusions

□ Conclusions

- Propose a dedicated approach for embedding bipartite networks
- Jointly model both the explicit relations and higher-order implicit relations
- Extensive experiments on several tasks of link prediction, recommendation, and visualization

□ Future work

- Extend our BiNE method to model auxiliary side info
- Investigate how to efficiently refresh embeddings for dynamic bipartite networks
- Network embedding + adversarial training



Acknowledgments



□ Ming Gao (高明)
(East China Normal University)



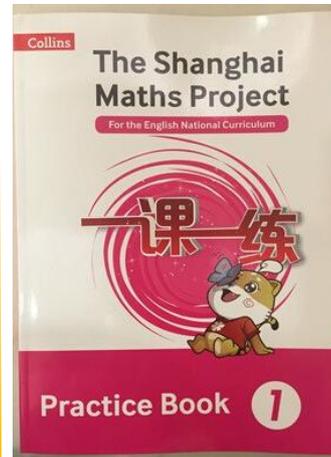
□ Leihui Chen (陈雷慧)
(East China Normal University)



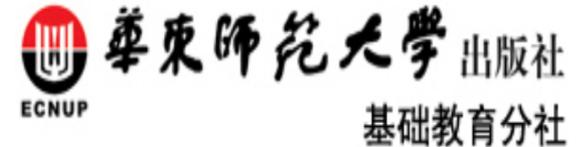
□ Aoying Zhou (周傲英)
(East China Normal University)



□ National Natural Science Foundation of China



□ The Press of East China Normal University



□ National Research Foundation, Prime Minister's Office, Singapore





**Thank You
for Your Attention**

Code available:



Negative Sampling

□ Optimizing a point-wise classification loss

- $p(u_c|u_i)$ can be approximate as:

$$p(u_c, N_S^{ns}(u_i)|u_i) = \prod_{z \in \{u_c\} \cup N_S^{ns}(u_i)} P(z|u_i)$$

$$P(z|u_i) = \begin{cases} \sigma(\vec{\mathbf{u}}_i^T \vec{\boldsymbol{\theta}}_z), & \text{if } z \text{ is a context of } u_i \\ 1 - \sigma(\vec{\mathbf{u}}_i^T \vec{\boldsymbol{\theta}}_z), & z \in N_S^{ns}(u_i) \end{cases} \longrightarrow \text{LSH-based}$$

- Following the similar formulations, we can get the counterparts for the conditional probability $p(z|v_i)$



LSH-based Negative Sampling

□ LSH-based negative sampling method

- For a center vertex u_i , high-quality negatives should be the vertices that are **dissimilar** from u_i

	Frequency-based or popularity-based sampling	LSH-based negative sampling
Strategy	High frequency objects	Dissimilar objects
Word Embedding	Useless words	
Network Embedding	Popular items or active users	



Experimental Results

□ Performance of BiNE with different negative sampling strategies.

TABLE 8: BiNE with different negative sampling strategies.

	Frequency-based Negative Sampling		LSH-based Negative Sampling	
Link Prediction				
Dataset	AUC-ROC	AUC-PR	AUC-ROC	AUC-PR
Tencent	60.80%	73.64%	60.98%	73.77%
WikiPedia	92.21%	94.12%	92.91%	94.45%
Recommendation				
Dataset	MAP@10	MRR@10	MAP@10	MRR@10
VisualizeUS	9.10%	19.72%	16.46%**	32.93%**
DBLP	20.46%	32.93%	20.47%	33.93%**
MovieLens	3.01%	45.86%	3.01%	45.95%

** indicates that the improvements are statistically significant for $p < 0.01$ judged by paired t-test.

Observations:

1. Two methods show roughly equivalent performance in most case.
2. However, there are situations (see VisualizeUS) in which LSH-based sampling method uses dissimilar information obtained from user behavior data can generate more reasonable negative samples

