



节点流行度预测

北航计算机学院 姬硕

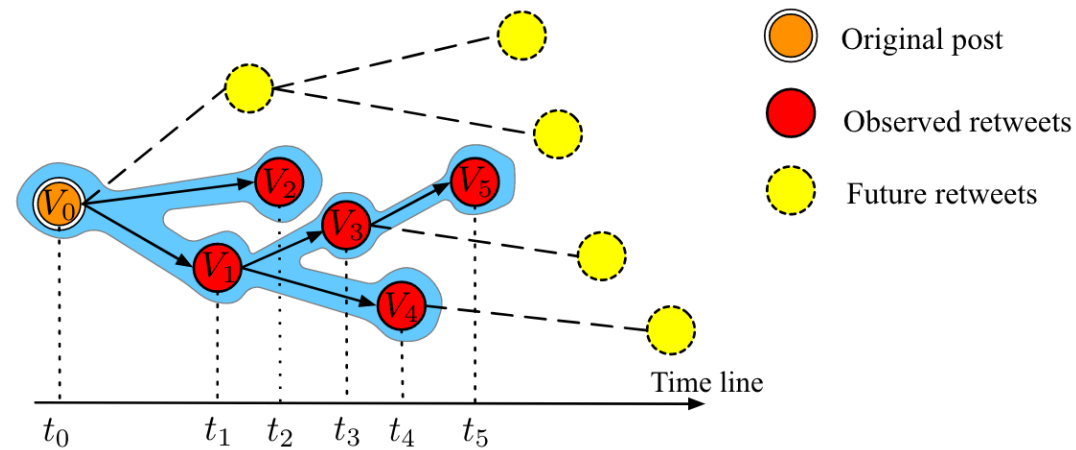
2023年6月16日



问题概述

■ Node Popularity Prediction

- Forecast **how many users** would like to interact with a target item or online content in the future
- Online Social Network, Paper Citation Network...



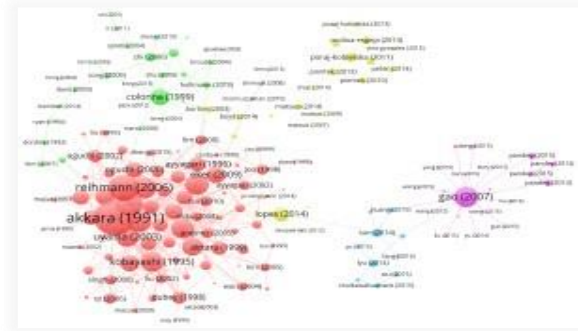


问题概述

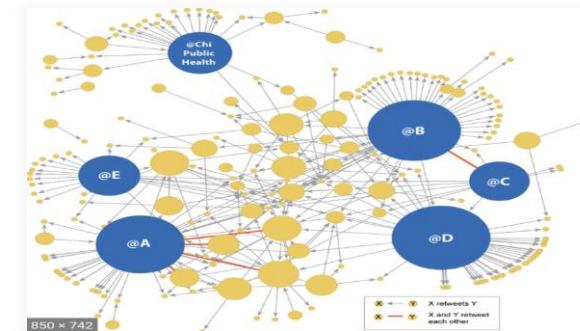
■ Node Popularity Prediction

- Help online shopping or social media platforms to **identify popular items or digital content**

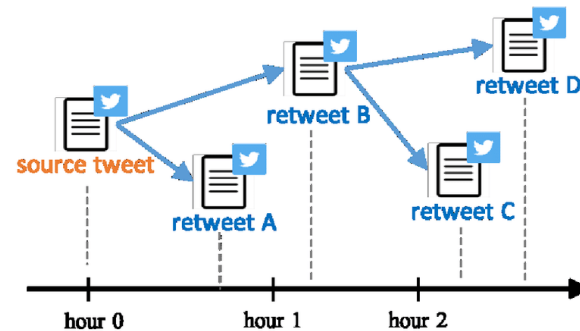
Citation of publication



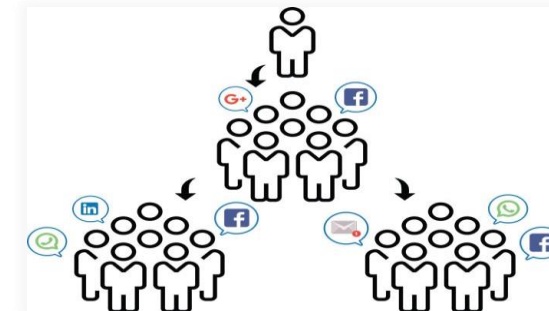
Forwarding of Weibo



Retweet of a tweet



Viral marketing





问题概述

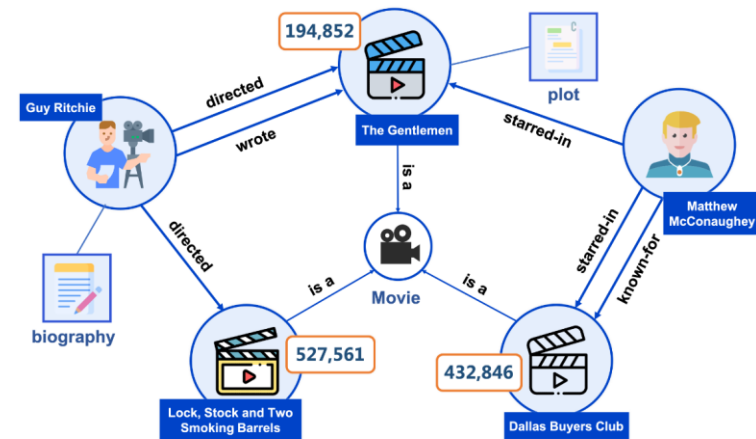
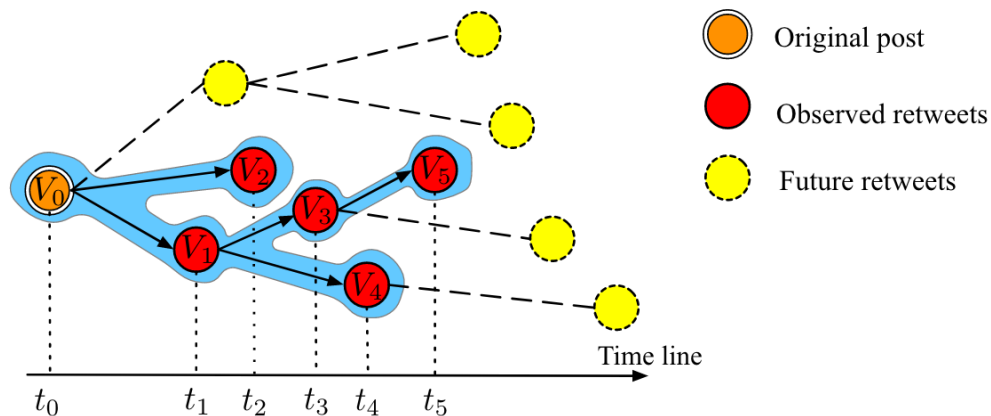
■ Node Popularity Prediction

- A task to forecast **how many users** would like to interact with a target item or online content in the future
- Online Social Network, Paper Citation Network...



■ Node Importance Estimation

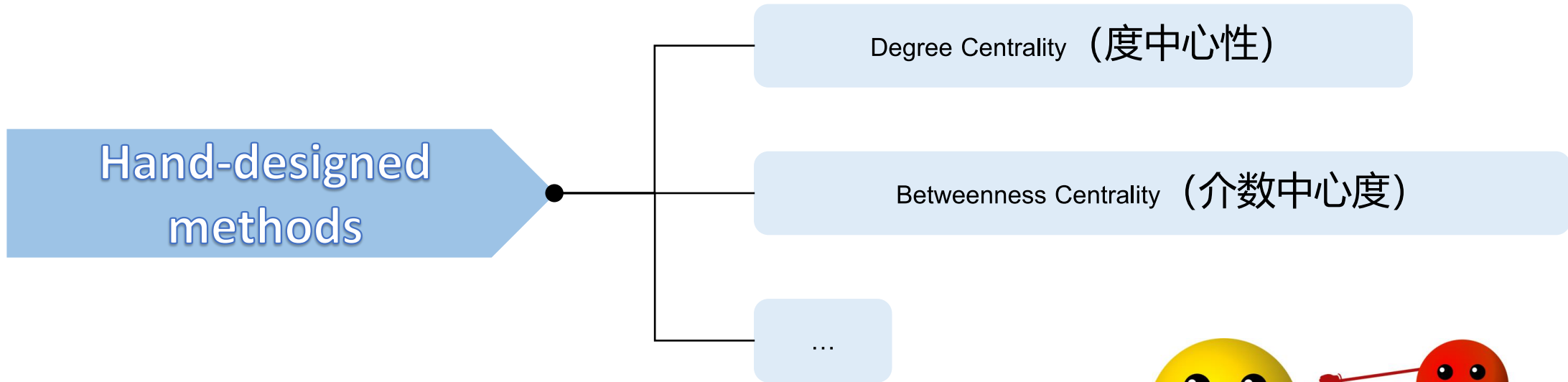
- A task of inferring the **significance or the popularity** of a node in a graph according to the structure and attribute information
- Knowledge Graph



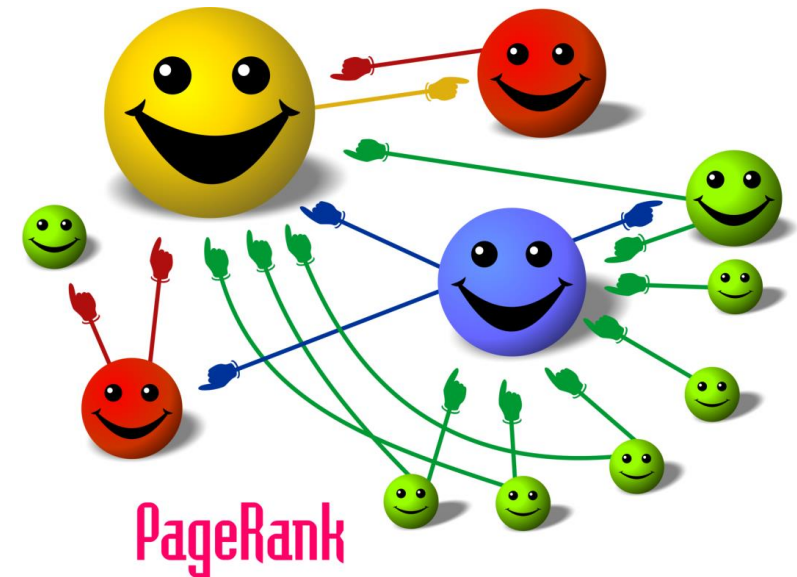


Node Importance Estimation

■ Hand-designed methods



- prior assumptions
- no learnable parameters





Node Importance Estimation

■ Machine-learned methods

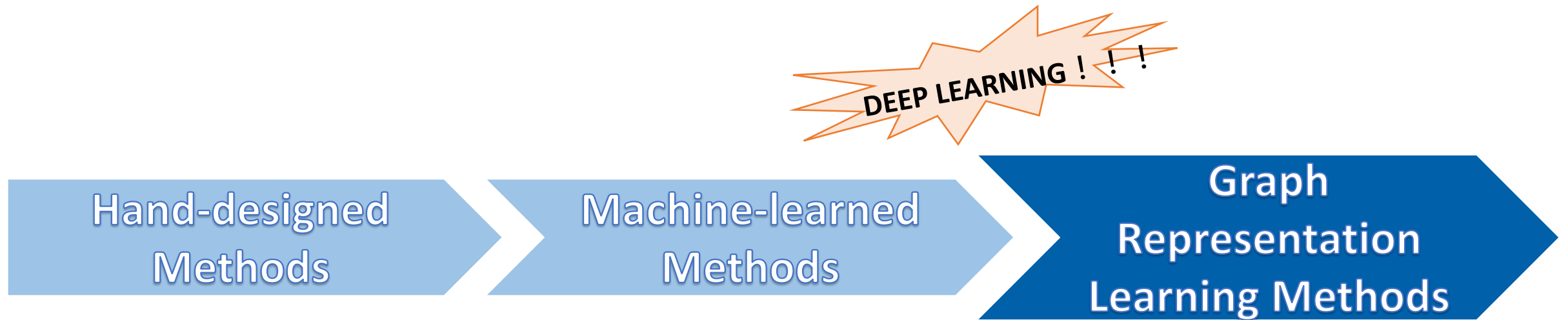


- 性能高度依赖于提取的节点特征
- 无法捕获图中丰富的信息



Node Importance Estimation

■ Graph Representation Learning Methods

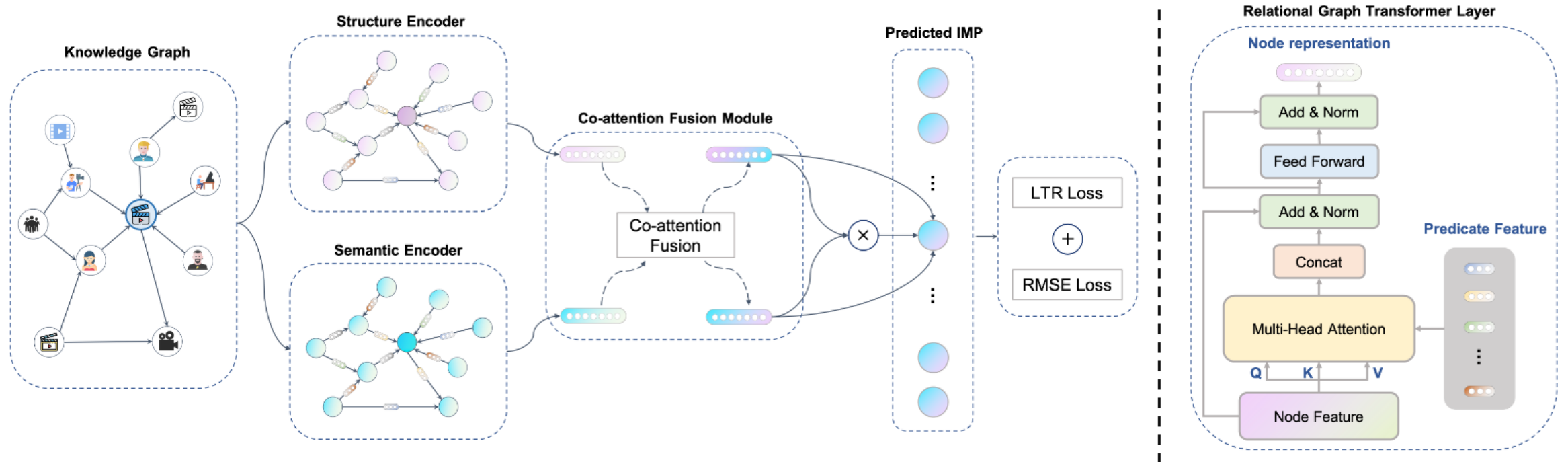


- 自动地学习节点的表示
- 提取图结构信息



Node Importance Estimation

■ Graph Representation Learning Methods



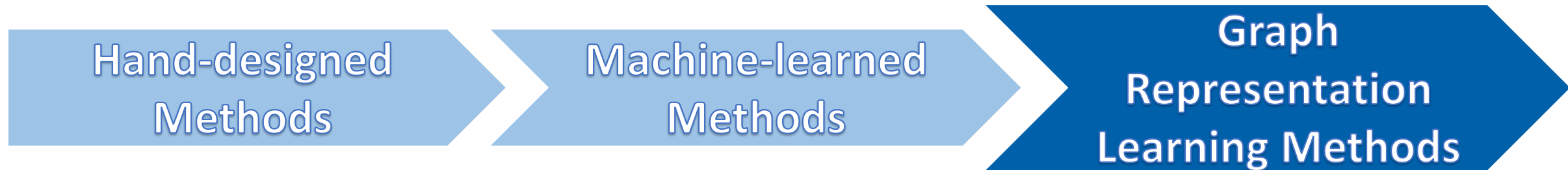
- Aggregate messages of neighbors
- Leverage abundant structural and semantic information

Huang H, Sun L, Du B, et al. Representation Learning on Knowledge Graphs for Node Importance Estimation. Proceedings of the 27th ACM SIGKDD Conference on Knowledge Discovery & Data Mining. 2021: 646-655.



Node Importance Estimation

■ Related Work





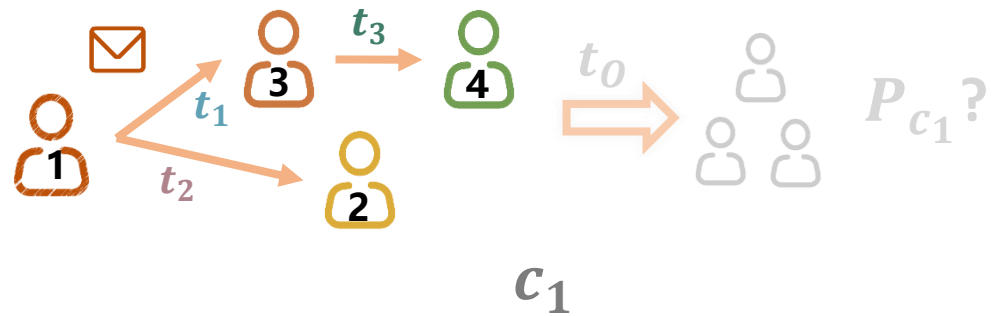
Node Popularity Prediction

■ Cascade

- Given a message m , the diffusion process of m on the network generates a cascade c .
- We use a chronological sequence $c(t) = (u_i^c, v_i^c, t_i^c)$ to represent the diffusion process of m before time t .

■ Node Popularity Prediction

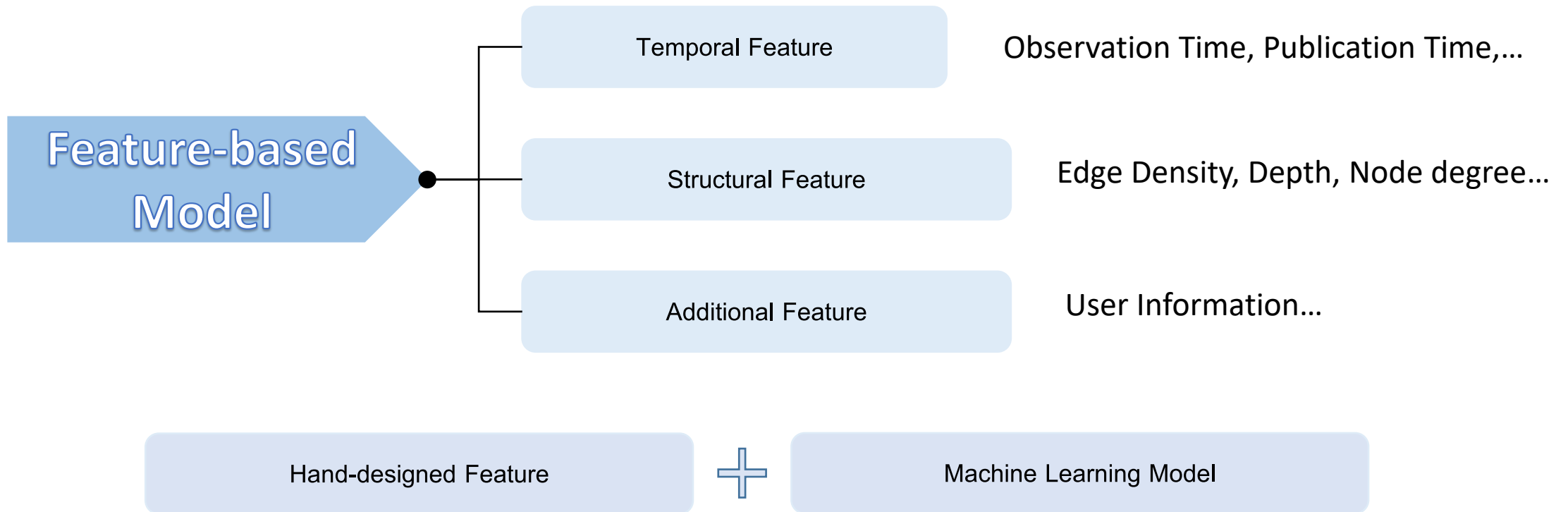
- Given a cascade c begins at t_0^c , predict its incremental popularity from t_0^c to $t_0^c + t_p$.





Node Popularity Prediction

■ Feature-based Model



- 性能高度依赖于提取的节点特征
- 特征提取过程中丢失大量信息



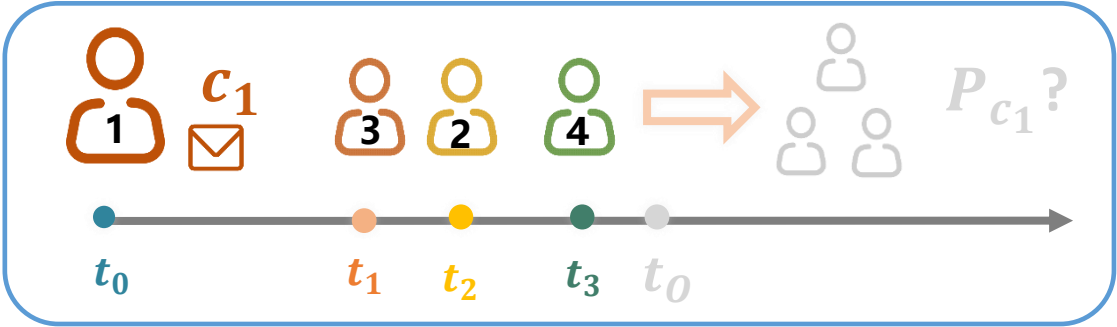
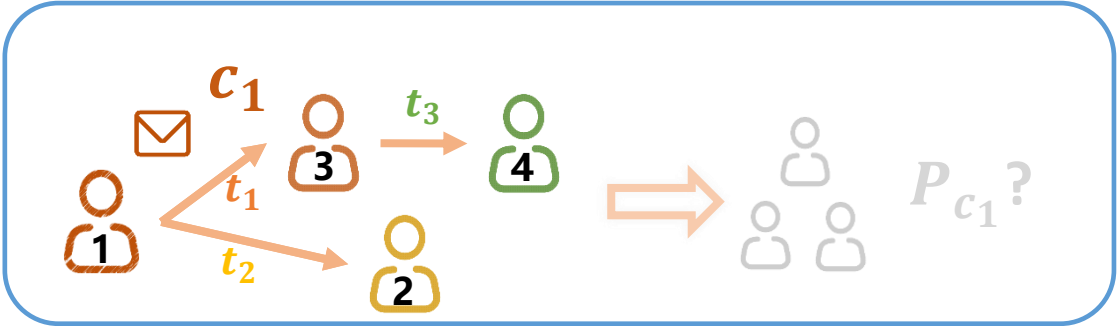
Node Popularity Prediction

■ Sequential Model

DEEP LEARNING ! ! !

Feature-based

Sequential Model





Node Popularity Prediction

Sequential Model



- DFTC

The diagram illustrates the DFTC (Diffusion-based Feature Temporal Cascade) architecture. At the top is the output "Popularity Level", indicated by an upward arrow. Below it is a box labeled "Temporal Attention Fusion". This box receives input from four parallel paths:

 - Temporal Process:** This path is enclosed in a dashed box and contains two sub-paths:
 - Growth Trend:** Represented by a line graph of "Total Views" vs "Time" showing an upward curve. This path uses an "LSTM" model.
 - Fluctuation:** Represented by a line graph of "Hourly Views" vs "Time" showing a fluctuating line. This path uses an "Attention CNN" model.
 - Content Features:** This path is also enclosed in a dashed box and contains two sub-paths:
 - Text Features:** Represented by a snippet of text from a document titled "Understanding LSTM Networks". This path uses "Hierarchical Attention".
 - Meta-data:** Represented by a table of metadata:

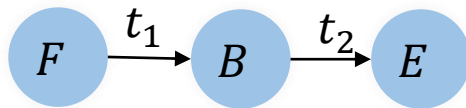
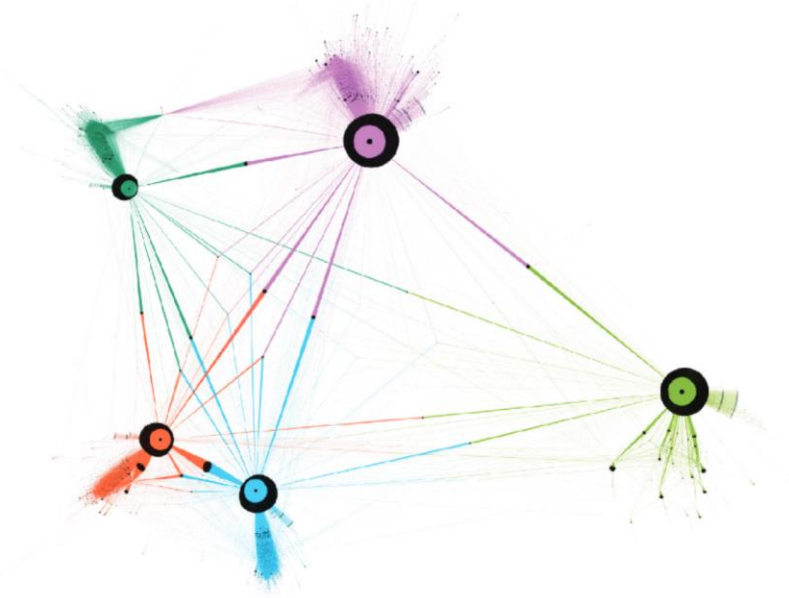
Category	Tag
Author	Fans
Publish time	Language
...	...

 This path uses "Embeddings & FC layers".
- Adopt recurrent neural network for modeling the **long term growth trend** and convolutional neural network for capturing **short term fluctuations**



Node Popularity Prediction

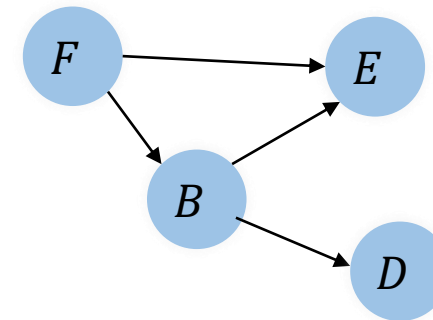
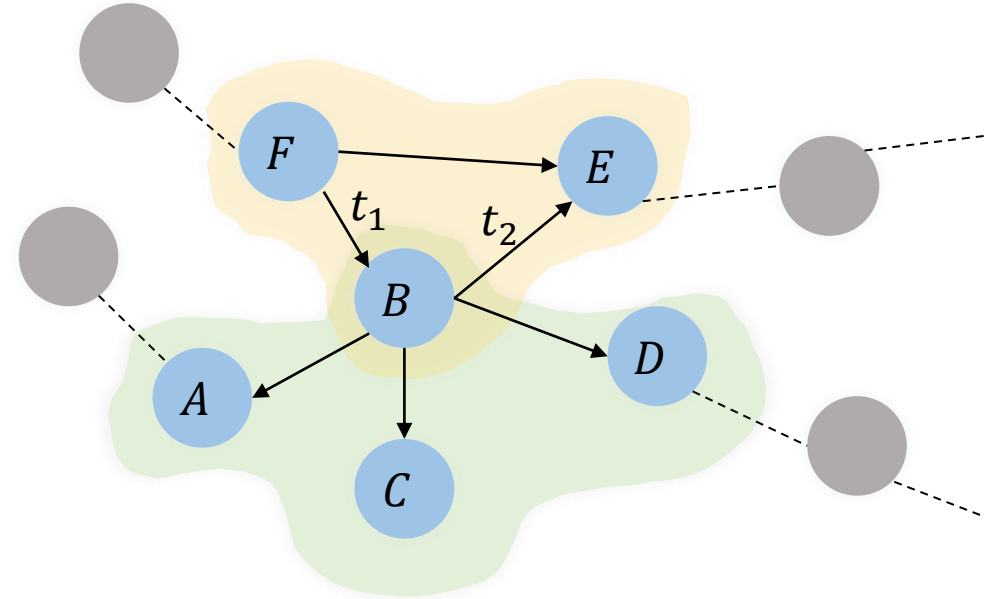
Sequential Model



Temporal Feature



Correlation between cascades **X**



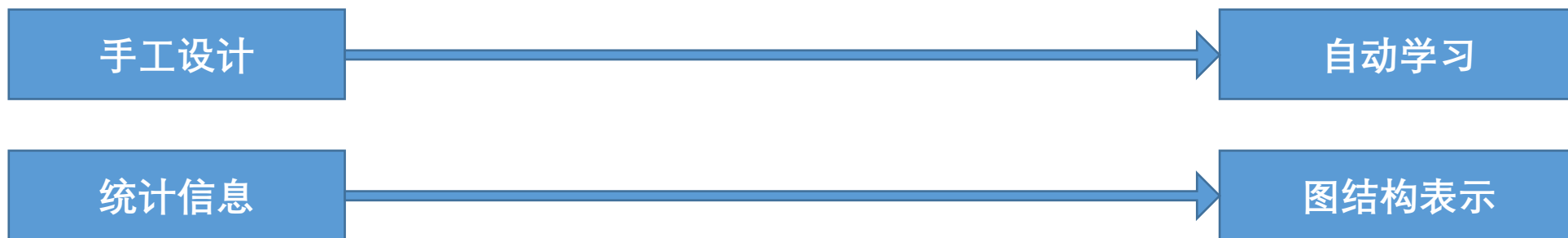
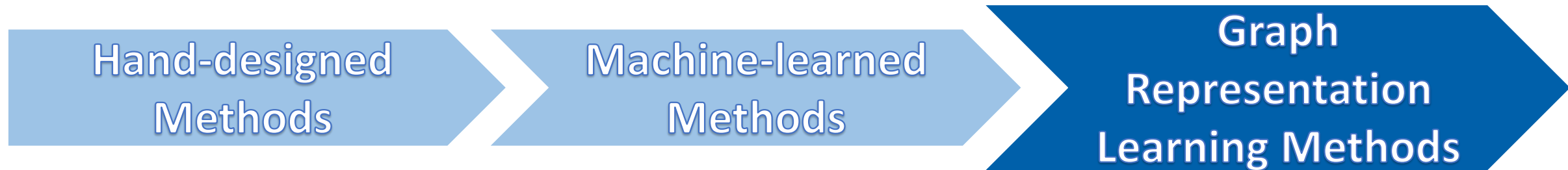
Structural Feature





Node Importance Estimation

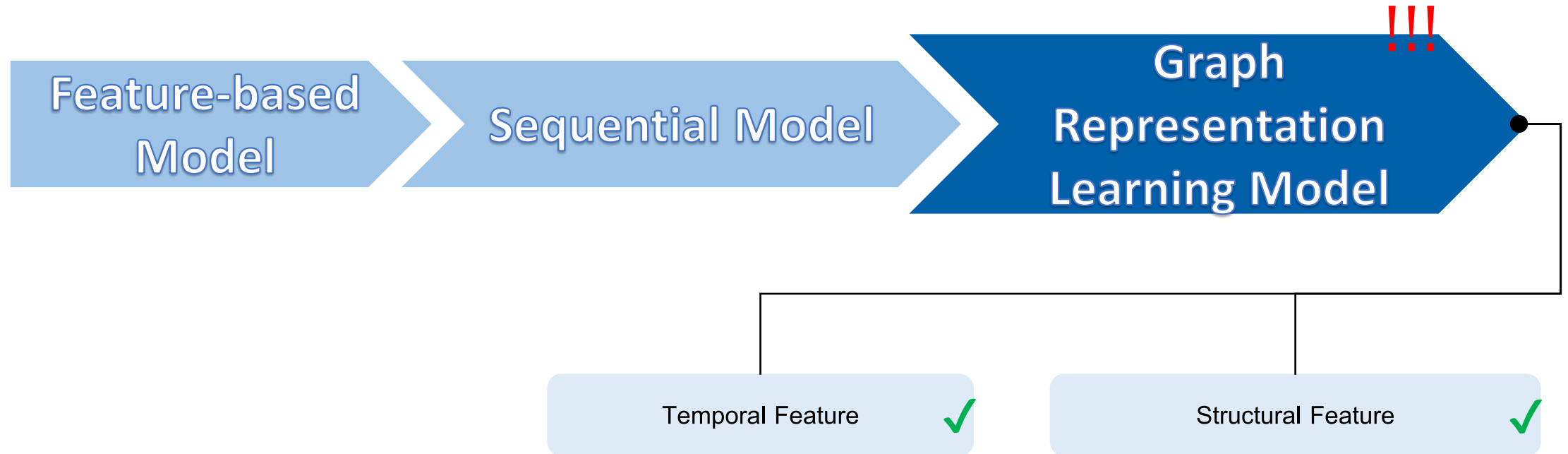
■ Related Work





Node Popularity Prediction

■ Graph Representation Learning Model

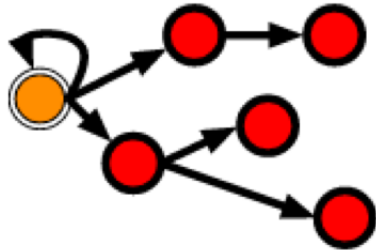




Structural Feature

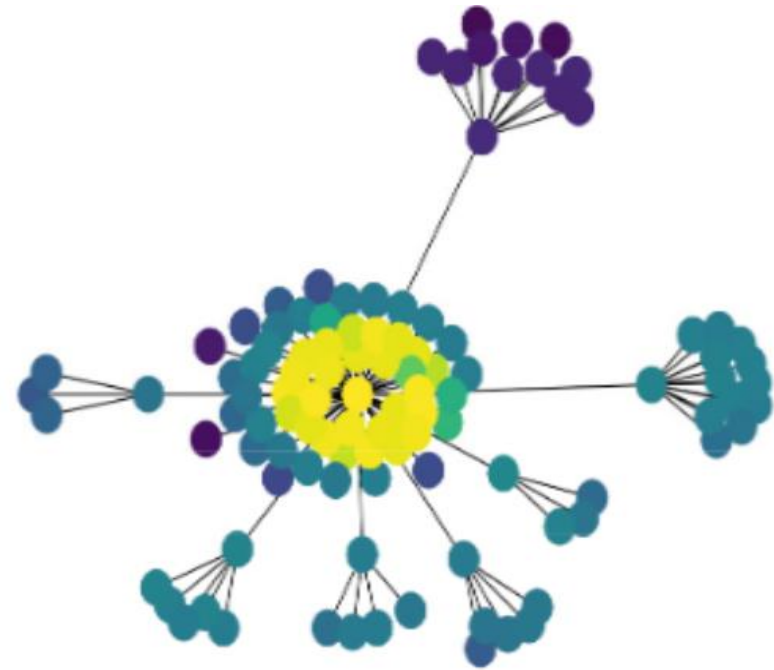
■ Cascade Graph

- Given an information item I_i and the corresponding cascade c_i , a **cascade graph** is defined as $\mathcal{G}_c = (\mathcal{V}_c, \mathcal{E}_c)$, where nodes \mathcal{V}_c are **all participants** of cascade c_i , and matrix \mathcal{E}_c contains a set of edges representing all the **relationships** between \mathcal{V}_c in a cascade.



■ Global Graph

- A global graph $\mathcal{G}_g = (\mathcal{V}_g, \mathcal{E}_g)$ is a **collection of \mathcal{V}_g nodes and a set of $\mathcal{E}_g \subseteq \mathcal{V}_g \times \mathcal{V}_g$ edges.**

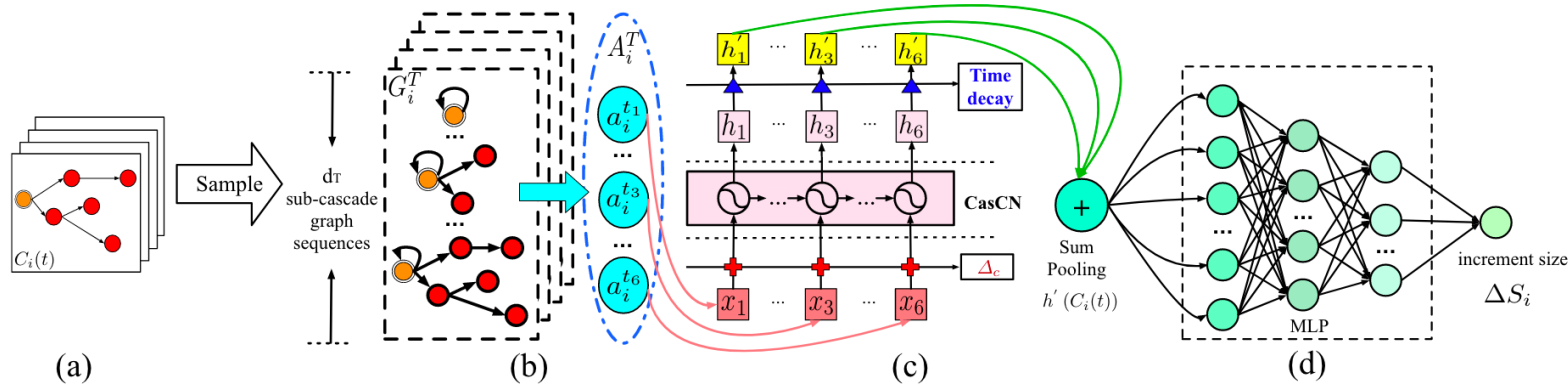




Node Popularity Prediction

Chen X, Zhou F, Zhang K, et al. Information diffusion prediction via recurrent cascades convolution. IEEE 35th international conference on data engineering (ICDE). 2019.

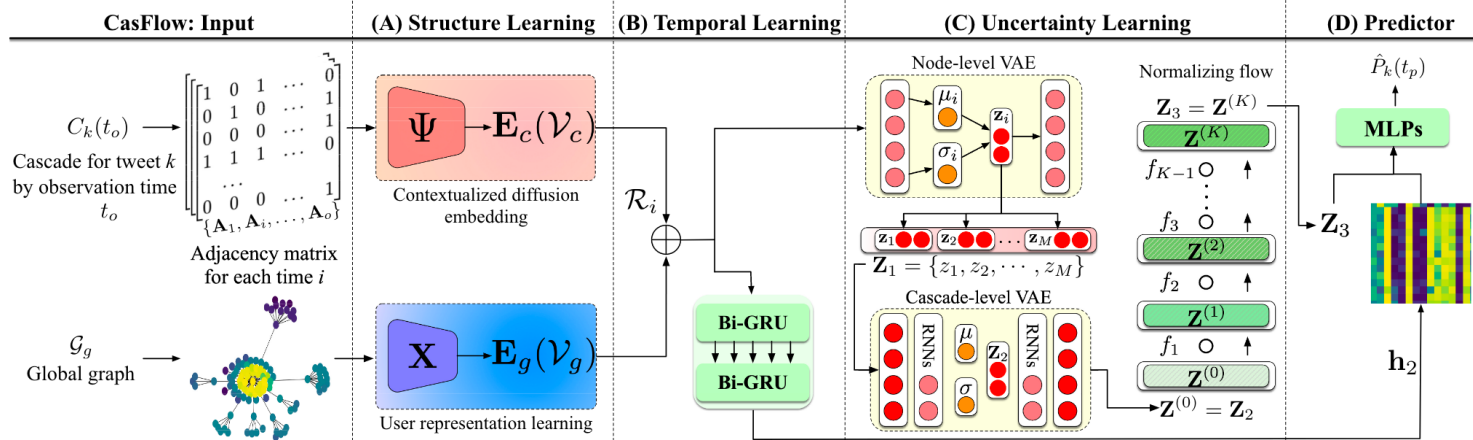
CasCN



- Learn the structural and temporal patterns via the combination of classical LSTM and GCN

CasFlow

Xovee Xu, Fan Zhou, Kunpeng Zhang, Siyuan Liu, and Goce Trajcevski. 2021. CasFlow: Exploring Hierarchical Structures and Propagation Uncertainty for Cascade Prediction. IEEE Transactions on Knowledge and Data Engineering (2021)



- Graph embedding technique and sparse matrix factorization
- Jointly models cascades from both a micro (user) and a macro (overall cascade estimating) level

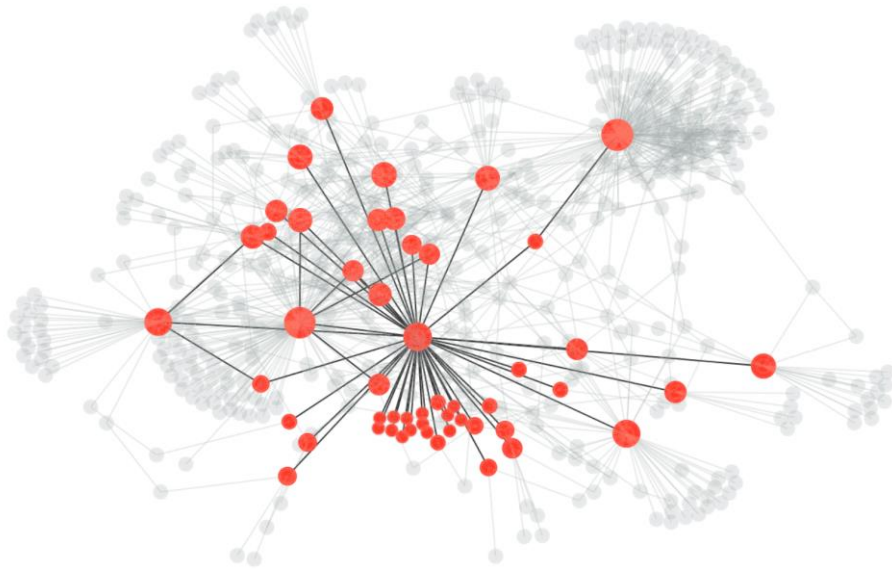


Motivation

■ Cascade Graph

- A cascade graph is constructed based on its **participants and their interactions**.

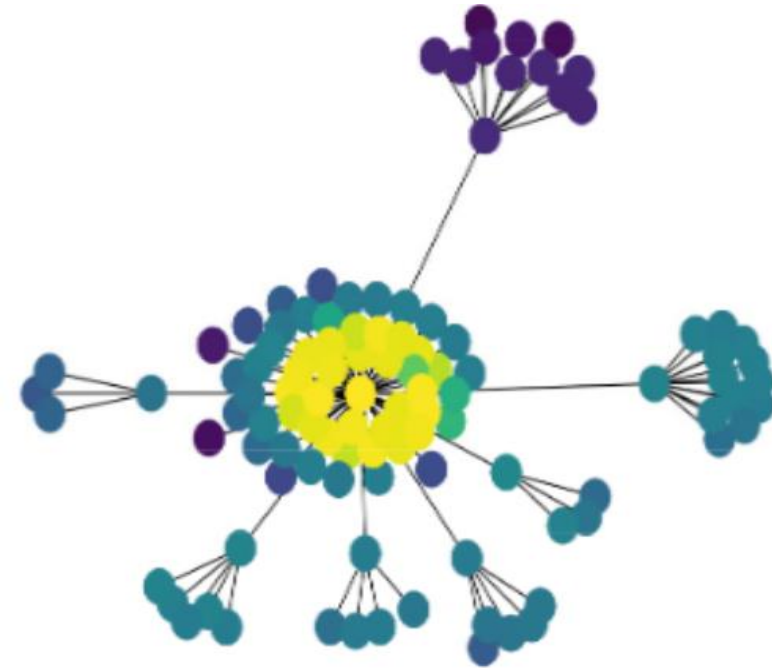
Local Spread of Information



■ Global Graph

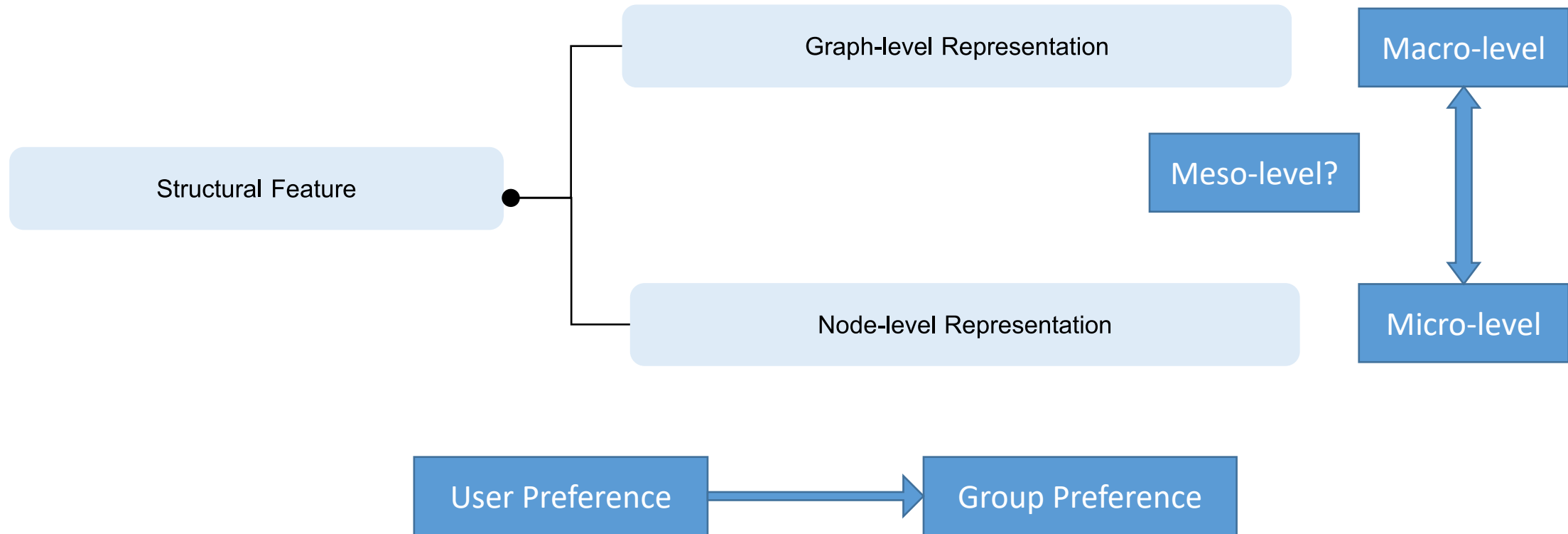
- A global graph is a **collection of all nodes and a set of their edges**.

Global Information



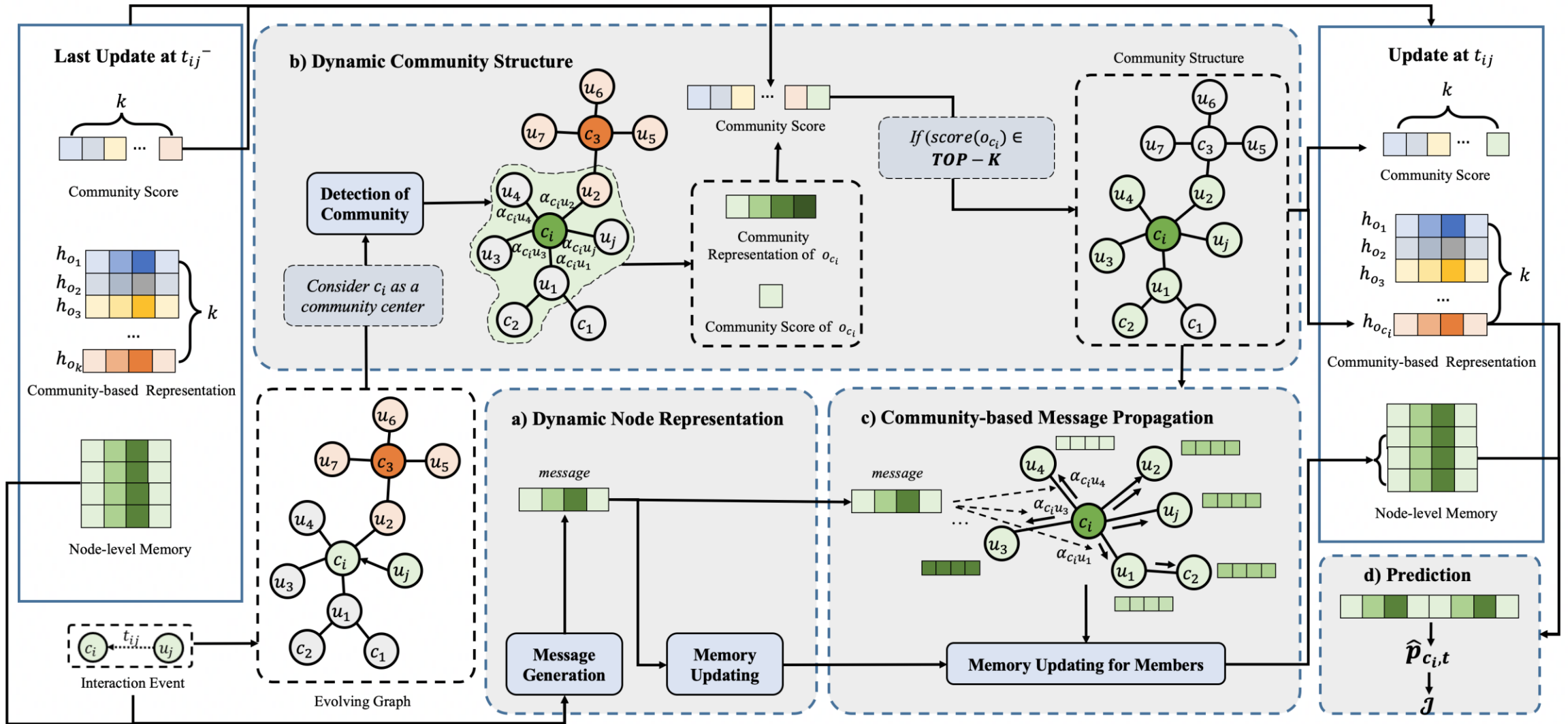


Motivation



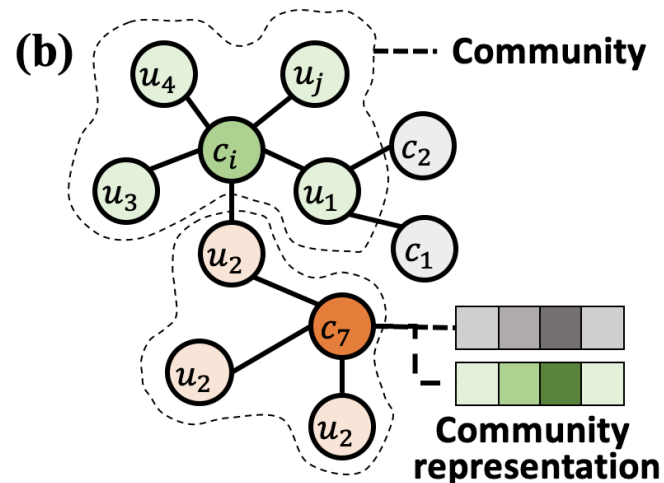
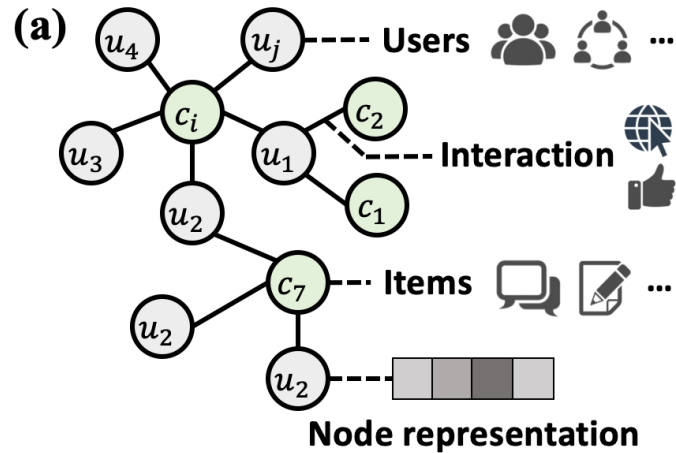


Community-based Dynamic Graph Learning for Popularity Prediction





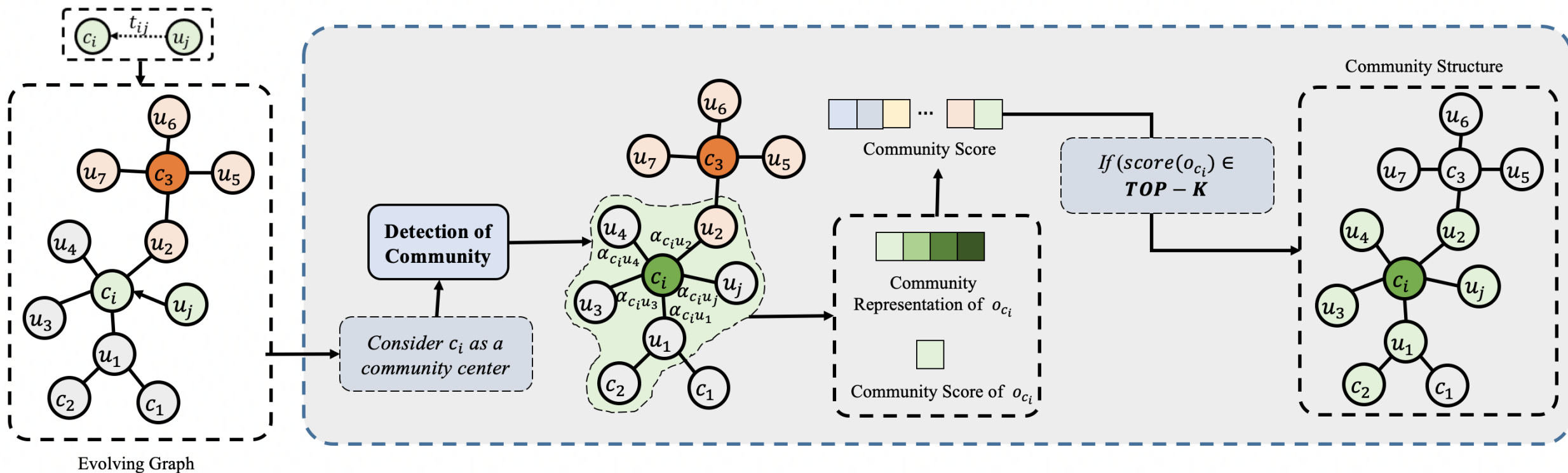
Community



- People tends to form groups based on **similar interests, backgrounds and hobbies**, etc. Moreover, graphs in real world often contain a number of communities with **star-like structures** which consist of a popular central node connected to many peripheral nodes.
- We model network as a user-item bi-graph, and communities are formed based on **group preference**. Each community is represented by **an influential user or typical item** which act as a **community center**. People with similar interests, and items with similar topic are assigned to the community.



Community Detection

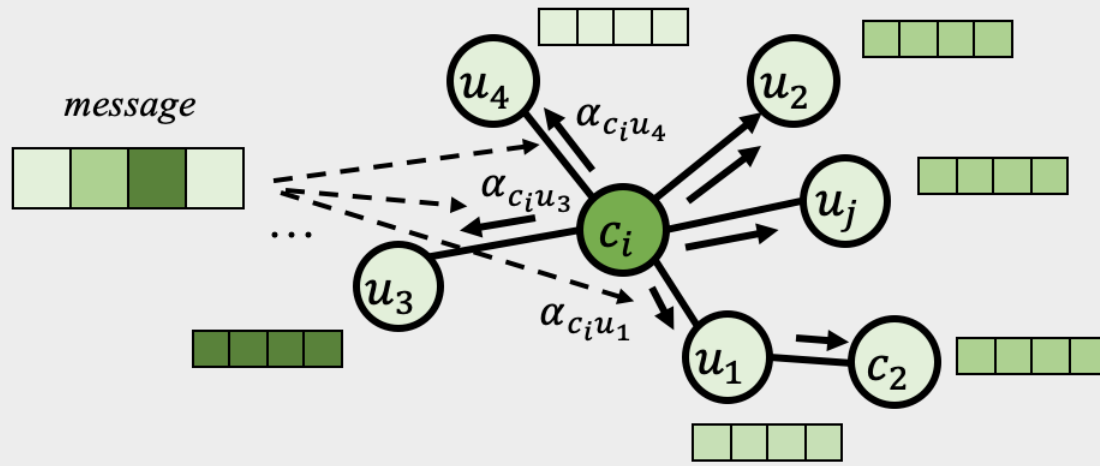


- learning both temporal group preference and high-order structural information



Community-based Message Propagation

c) Community-based Message Propagation



- Propagate messages to the whole community to **spread the effect of event**
- Since users in same community have similar interests and more likely to interact with similar items



Experiment

Datasets

Table 2: Statistics of datasets.

Datasets	#Users	#Items	#Interactions
Twitter	18297	11544	3312348
AMiner	25490	8562	2104091
APS	23989	11159	1944509

Results

Table 3: Performance of different methods.

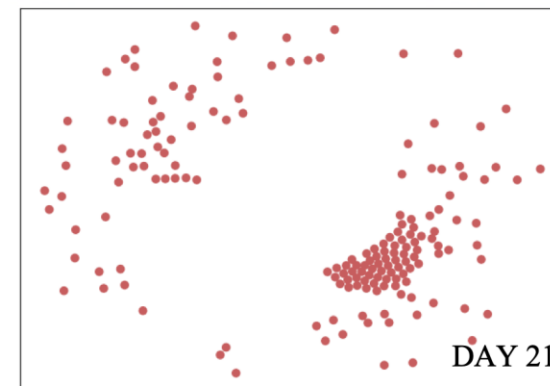
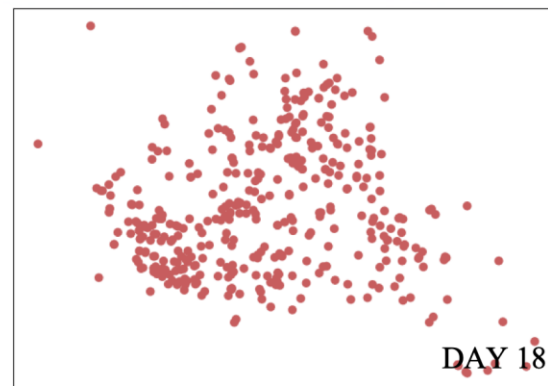
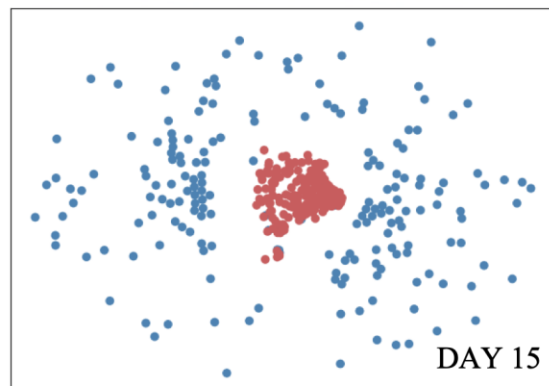
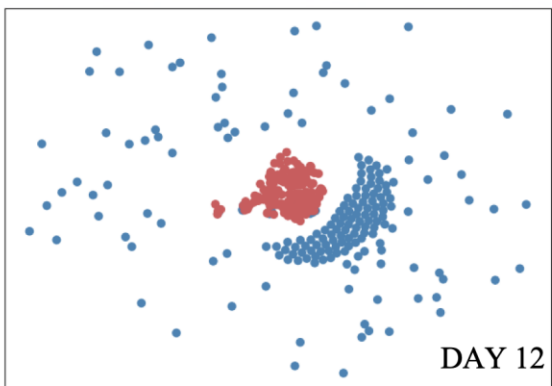
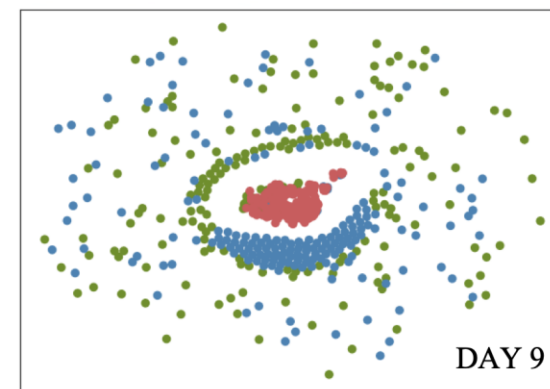
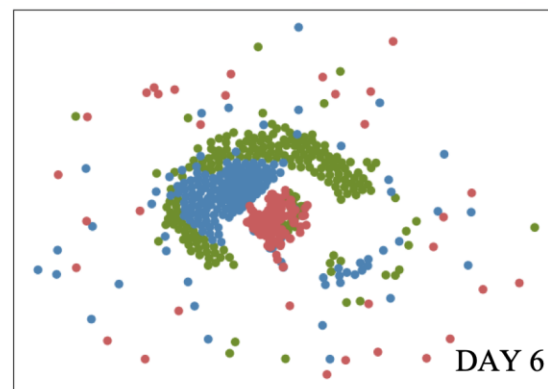
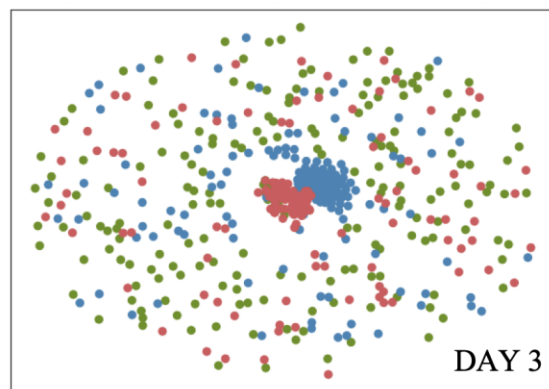
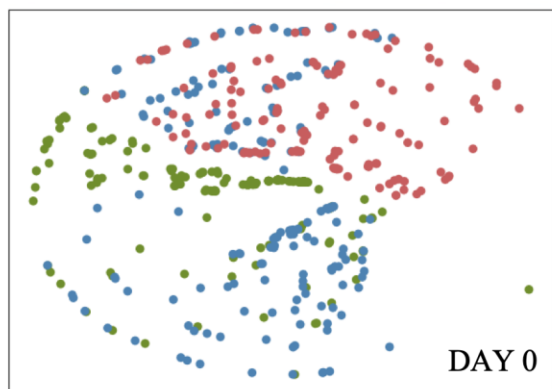
Model	Twitter				AMiner				APS			
	MSLE	MALE	MAPE	PCC	MSLE	MALE	MAPE	PCC	MSLE	MALE	MAPE	PCC
DT	4.4247	1.6282	0.4831	0.4416	2.1208	1.1182	0.3133	0.7554	2.5917	1.2643	0.3669	0.6382
SVR	3.8866	1.6257	0.5237	0.4828	2.6203	1.2680	0.4016	0.6601	2.3908	1.2203	0.3836	0.5910
LSTM	4.2281	1.6653	0.5309	0.5056	2.3736	1.2591	0.4074	0.8215	2.2889	1.2108	0.3926	0.7298
DFTC	2.3737	1.1200	0.3611	0.6387	1.3159	0.8901	0.2903	0.8690	1.6744	1.0079	0.3256	0.7760
LightGCN	4.3951	1.4277	0.3560	0.5965	2.7766	1.2604	0.2991	0.7784	2.3054	1.1885	0.3114	0.7546
CasFlow	2.4185	1.1732	0.3355	0.5980	1.4883	0.9401	0.2672	0.7908	1.7894	1.0557	0.3101	0.6903
TGN	2.2789	1.1550	0.3470	0.6377	1.1302	0.8330	0.2455	0.8475	1.2763	0.8846	0.2779	0.7985
CDGP	2.0182	1.0742	0.3370	0.7028	0.9574	0.7677	0.2317	0.8727	1.2256	0.8683	0.2680	0.8004



Experiment

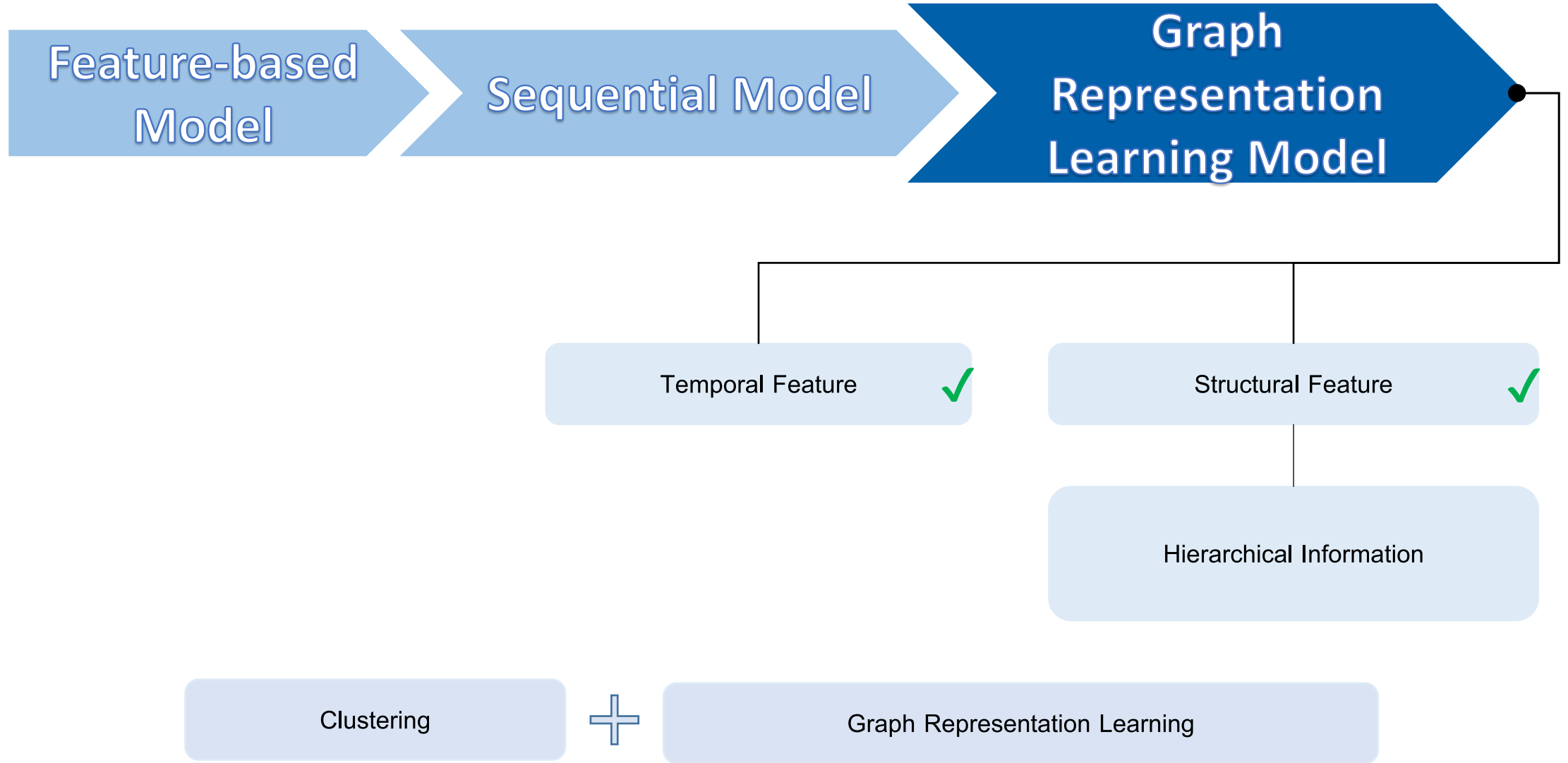
■ Results

● Community 1 ● Community 2 ● Community 3





Future Work





感谢聆听

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