

# Knowledge Graph Embedding via Metagraph Learning

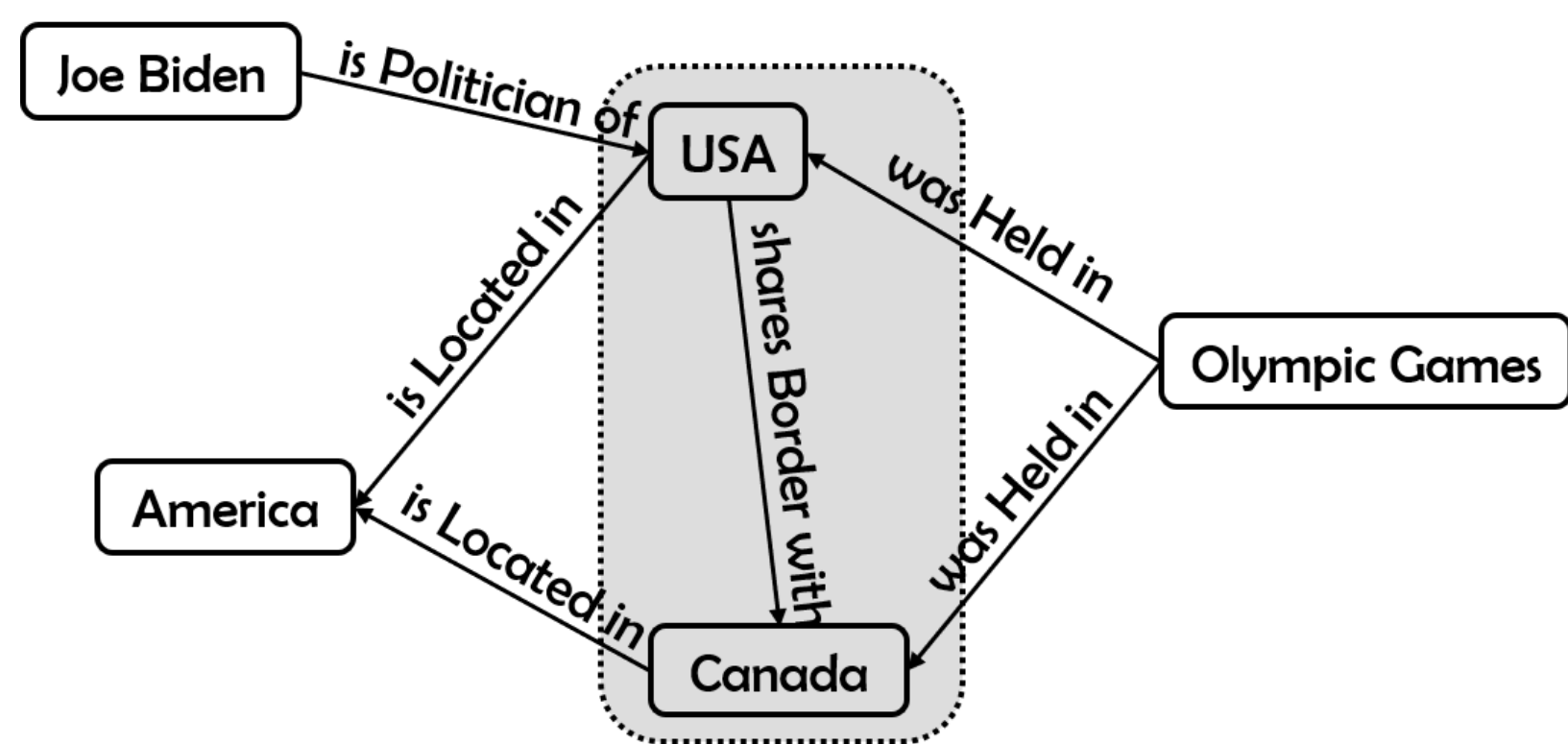
Chanyoung Chung and Joyce Jiyoung Whang

School of Computing, KAIST

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## Preliminaries & Intuition

- A **knowledge graph** is a graphical representation of human knowledge.
  - Each fact is represented as a triplet (head entity, relation, tail entity).
  - Knowledge graph embedding is a representation learning technique that projects entities and relations into a continuous feature space.
- Intuition: **Semantic closeness** can be inferred by **the structural similarity** between entities. If two entities share the same head or tail entity with the same relation, they might belong to the same **semantic category**.



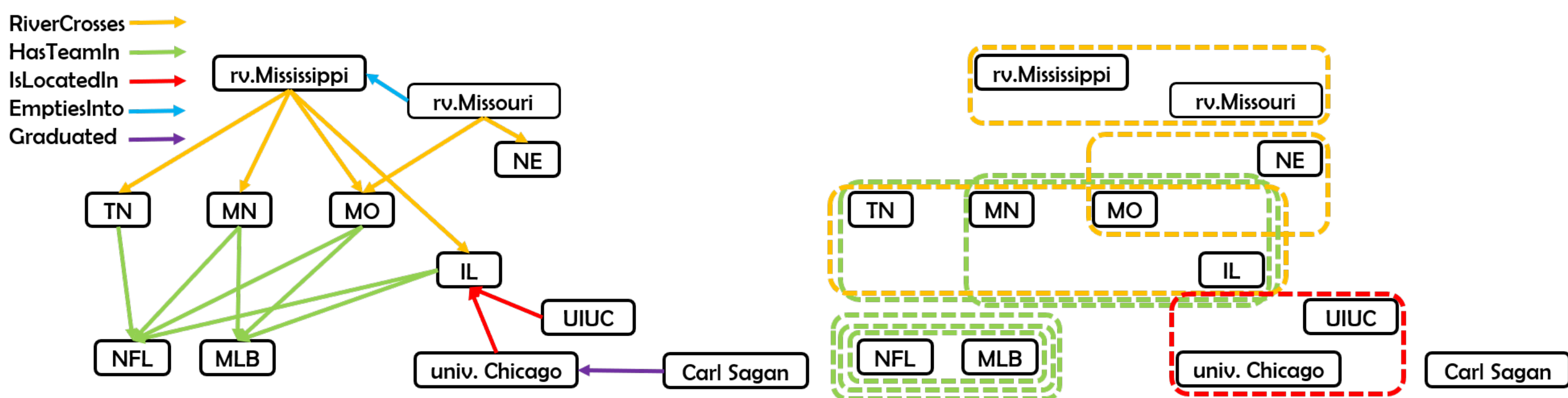
- 'USA' and 'Canada' are structurally similar.
  - They share the same tail entity 'America' with the relation 'is Located in'.
  - They share the same head entity 'Olympic Games' with the relation 'was Held in'.

## Main Contributions

- Propose a new affinity metric that measures the **structural similarity** between entities by converting a knowledge graph into a **hypergraph**.
- Define the **metagraph** of a knowledge graph by grouping semantically close entities and extracting representative interactions between entities.
- Propose the metagraph-based **pre-training model** of knowledge graph embedding which is effective in improving the accuracy of state-of-the-art knowledge graph embedding methods.

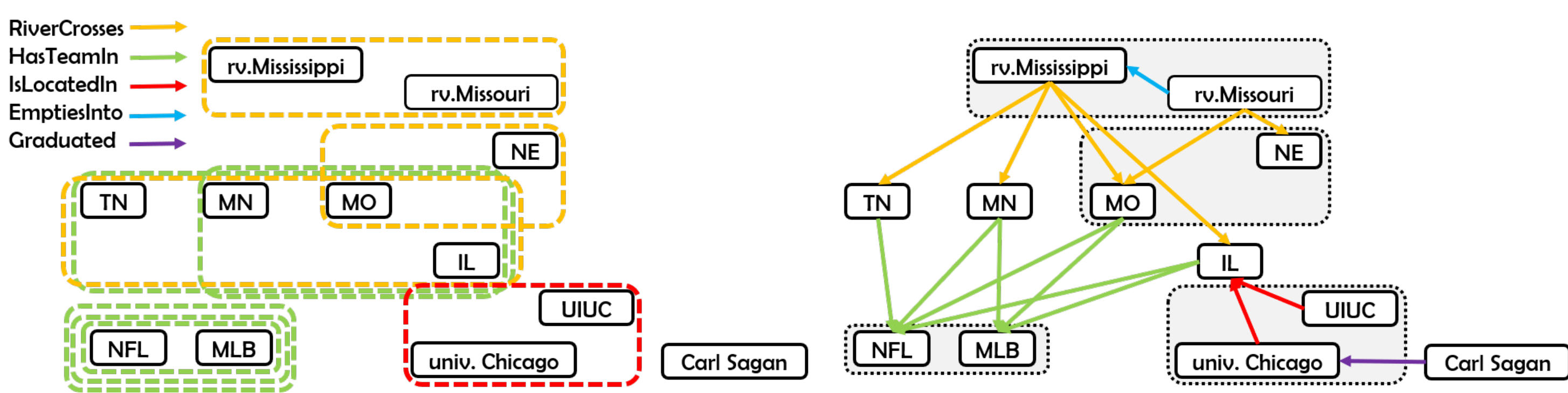
## Step 1: Hypergraph Representation of a Knowledge Graph

- Define a new affinity score that reflects the **structural similarity**.
  - Connect a set of entities via a **hyperedge** if they share the same head entity (or the same tail entity) with the same relation.
- Affinity score between entities  $v_i$  and  $v_j$  is defined as  $a_{ij} = \sum_{l \in \mathcal{L}} 1/d_l^2$ .
  - $\mathcal{L}$  indicates the set of hyperedges which contain  $v_i$  and  $v_j$  simultaneously.
  - $d_l$  indicates the number of entities in the hyperedge  $l$ .



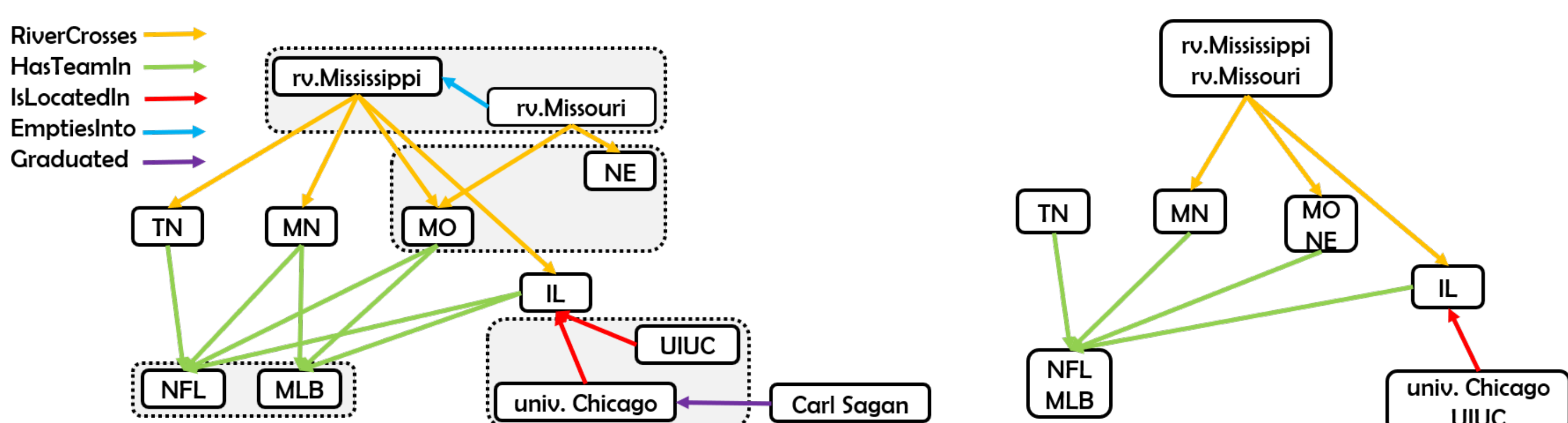
## Step 2: Grouping Entities

- Normalize the affinity scores:  $\hat{a}_{ij} = \frac{a_{ij}}{\sum_k a_{ik}} + \frac{a_{ij}}{\sum_k a_{kj}}$
- Group similar entities by **hypergraph clustering** with the normalized scores.
  - We use an agglomerative hierarchical clustering.



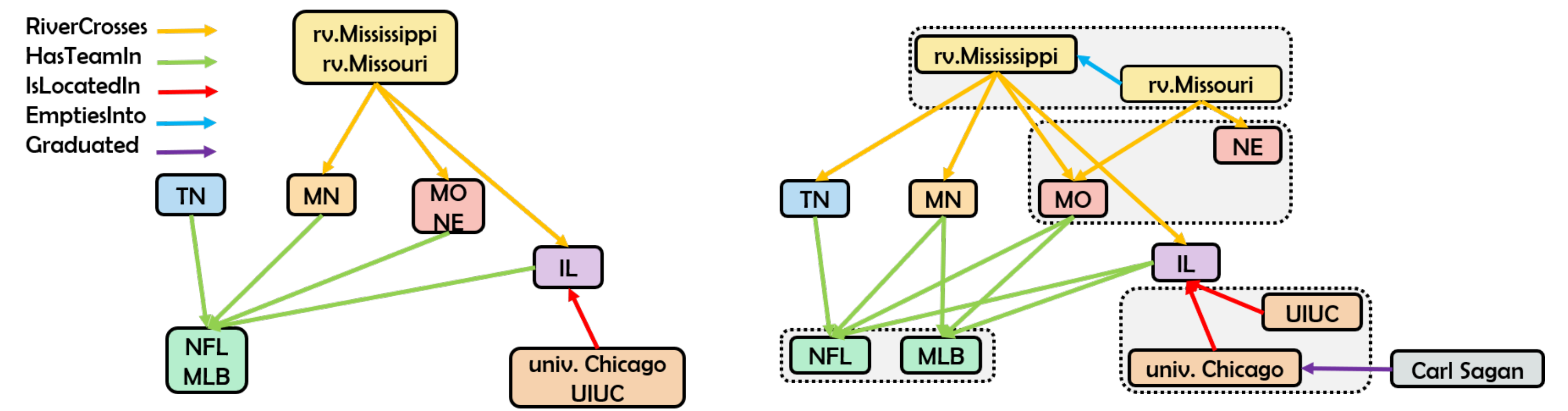
## Step 3: Metagraph of a Knowledge Graph

- Construct the **metagraph** of a knowledge graph.
  - The metagraph preserves a **core structure** of a given knowledge graph.
  - Merge entities in the same group to form a super-entity.
  - Within-group triplets are dropped.
  - Given two super entities  $\mathcal{C}_i$  and  $\mathcal{C}_j$ , we add a triplet  $(\mathcal{C}_i, r, \mathcal{C}_j)$  to the metagraph with the probability of  $\frac{|\{(h, r, t) | h \in \mathcal{C}_i \wedge t \in \mathcal{C}_j \wedge r \in \mathcal{R}\}|}{|\mathcal{C}_i| |\mathcal{C}_j|}$ .



## Step 4. Pre-training of Knowledge Graph Embedding

- Run a **knowledge graph** embedding method on the metagraph.
- Initialize** the corresponding entities and relations in the original knowledge graph with the learned representations on the metagraph.
  - Entities in the same group are initialized with the same representations.



## Experimental Results on Affinity Scores

- Top 5 most similar entities to the target entity in NELL-995.
  - Our affinity measure successfully detects **semantically close** entities.

Target entity	Top 5 most similar entities to the target entity (ties are all included)
emotion.thankfulness	emotion.gratitude, emotion.admiration, emotion.happiness, emotion.joy, emotion.deep.love, emotion.jalousy, emotion.thanks
software.microsoft.word	software.internet.explorer, software.microsoft.frontpage, software.microsoft.powerpoint, software.notepad, software.autocad
sport.american.football	sport.ski, sport.scout, sport.skiing, sport.golf, sport.judo
university.harvard	university.harvard.university, university.harvard.law, school.oxford, university.harvard.law.school, university.john.f.kennedy.school
furniture.queen.bed	furniture.queen, furniture.king.beds, furniture.king.size.beds, furniture.twin.beds, furniture.queen.size.beds

## Experimental Results on Link Prediction

- Link prediction results on three benchmark datasets
- Gain is calculated by

$$\text{Gain}_{\text{metric}} = \text{sign}(\text{metric}) \frac{(\text{Score}_{\text{model}} - \text{Score}_{\text{meta-model}})}{\text{Score}_{\text{model}}} \times 100\%$$

where  $\text{sign}(\text{MR}) = 1$  and  $\text{sign}(\text{MRR}) = \text{sign}(\text{Hit@10}) = -1$ .

- Our **metagraph-based pre-training** always shows positive total gains.
- Our method is effective in improving the performance of the knowledge graph embedding methods.

	MR (↓)	MRR (↑)	Hit@10 (↑)	Total Gain (↑)
FB15K	TransE	89.0	<b>0.596</b>	0.733
	meta-TransE	<b>75.0</b>	0.551	<b>0.798</b>
	Gain (↑)	<b>15.8%</b>	-7.5%	<b>8.8%</b>
	DistMult	<b>106.4</b>	0.414	0.644
	meta-DistMult	143.7	<b>0.541</b>	<b>0.786</b>
NELL-995	Gain (↑)	-35.0%	<b>30.8%</b>	<b>21.9%</b>
	RotatE	34.4	<b>0.691</b>	0.869
	meta-RotatE	<b>33.6</b>	0.690	<b>0.871</b>
	Gain (↑)	<b>2.1%</b>	-0.1%	<b>0.2%</b>
	TransE	7202.4	0.278	<b>0.477</b>
WN18	meta-TransE	<b>6507.5</b>	<b>0.287</b>	0.434
	Gain (↑)	<b>9.6%</b>	<b>3.3%</b>	-9.1%
	DistMult	10312.7	<b>0.298</b>	0.388
	meta-DistMult	<b>8046.0</b>	0.288	<b>0.397</b>
	Gain (↑)	<b>22.0%</b>	-3.6%	<b>2.3%</b>
WN18	RotatE	9243.9	0.350	0.428
	meta-RotatE	<b>8618.7</b>	<b>0.352</b>	<b>0.435</b>
	Gain (↑)	<b>6.8%</b>	<b>0.7%</b>	<b>1.8%</b>
	TransE	210.4	0.521	0.943
	meta-TransE	<b>185.9</b>	<b>0.535</b>	<b>0.949</b>
WN18	Gain (↑)	<b>11.6%</b>	<b>2.7%</b>	<b>0.7%</b>
	DistMult	301.1	0.320	0.550
	meta-DistMult	<b>289.1</b>	<b>0.463</b>	<b>0.732</b>
	Gain (↑)	<b>4.0%</b>	<b>44.7%</b>	<b>33.2%</b>
	RotatE	76.681	<b>0.661</b>	0.882
WN18	meta-RotatE	<b>73.718</b>	0.655	<b>0.884</b>
	Gain (↑)	<b>3.9%</b>	-0.9%	<b>0.2%</b>
	Gain (↑)			<b>3.2%</b>

## Conclusion & Future Work

- We propose the **metagraph-based pre-training** method for knowledge graph embedding by proposing a new affinity metric that measures the **structural similarity** between entities in a knowledge graph.
- We plan to extend our method to generate **overlapping clusters** of entities. Also, we can easily extend our method to a multi-level framework.