

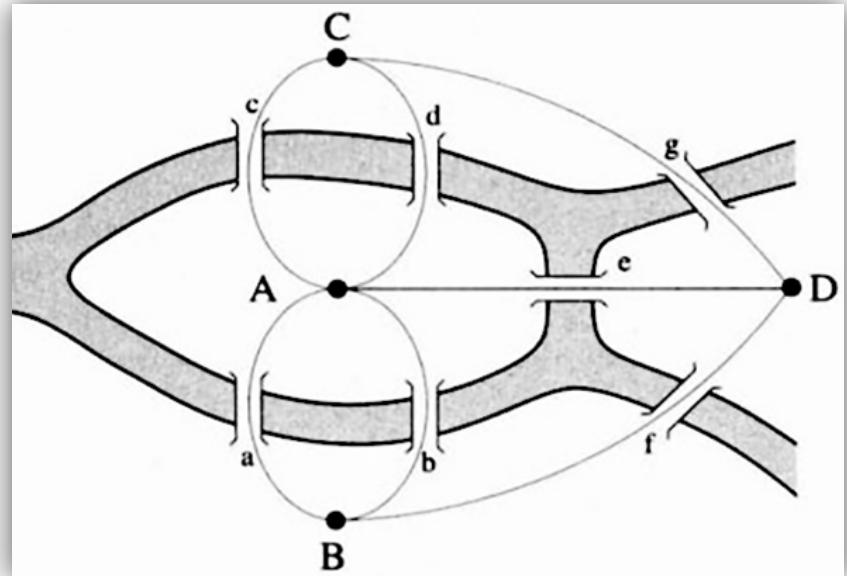
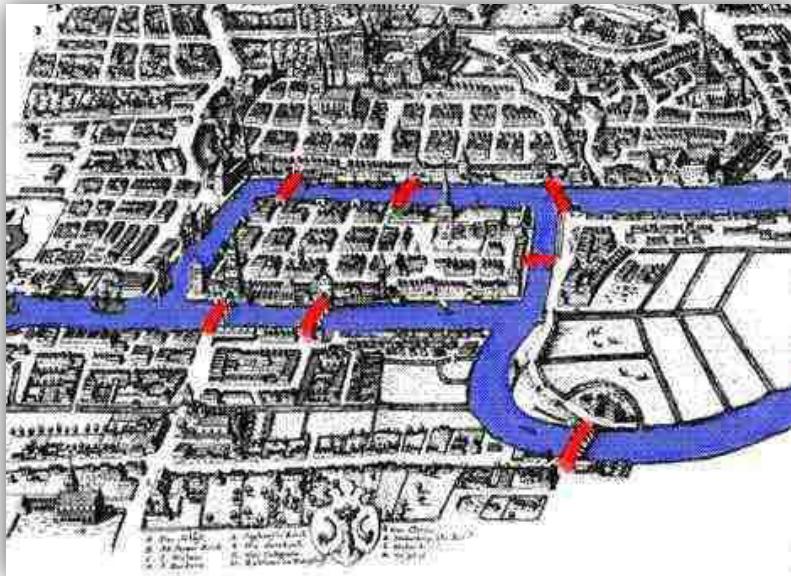


# Learning on Partial-Order Hypergraphs

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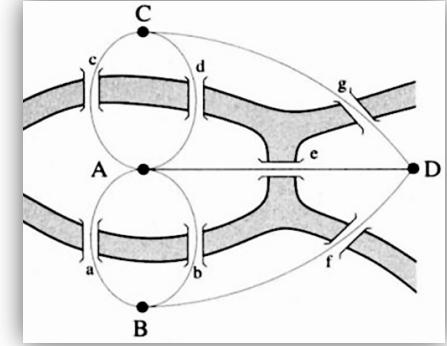




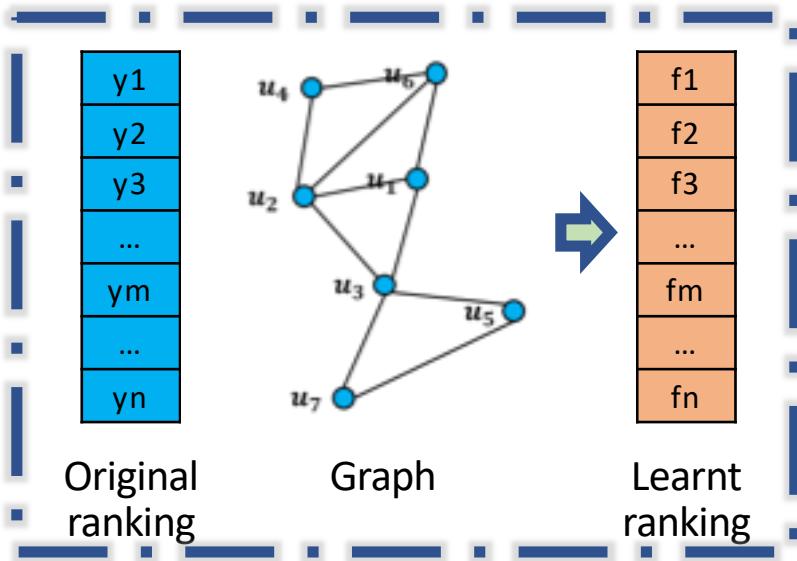
**Solution for the Konigsburg Bridge problem proposed by Euler in 1736.**

- World Wide Web; social networks; structured knowledge; user-product interactions; supply chains; cash transaction flow; Co-authorship networks; etc.

- World Wide Web → Find important Web pages
- Social networks → Target potential customers
- User-product interactions → Recommend products
- .....



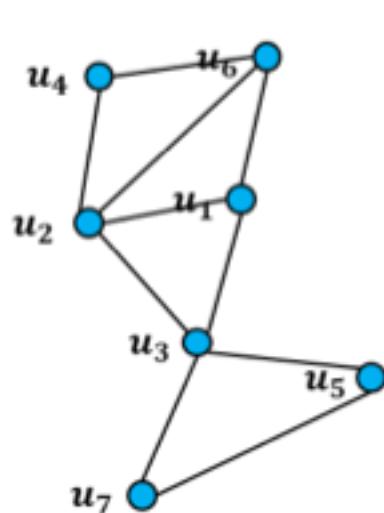
Unsupervised, semi-supervised or supervised learning



$$\Gamma = \mathcal{L} + \lambda \mathcal{G}$$

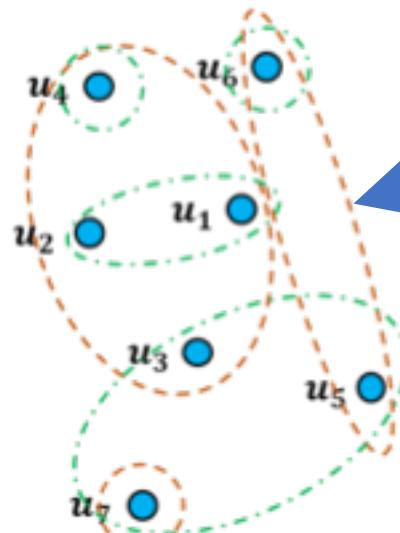
Squared loss       $\mathcal{L} = \sum_{i=1} (y_i - f_i)^2$   
 Graph regularizer     $\mathcal{G} = \sum_{i,j=1} a_{ij} (f_i - f_j)^2$   
 Adjacency  
 Smoothness

Uni	City	Sal
$u_1$	$c_1$	$s_2$
$u_2$	$c_1$	$s_2$
$u_3$	$c_1$	$s_1$
$u_4$	$c_1$	$s_4$
$u_5$	$c_2$	$s_1$
$u_6$	$c_2$	$s_3$
$u_7$	$c_3$	$s_1$



(a) Data

(b) Simple Graph

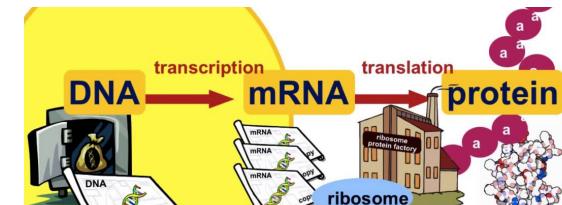
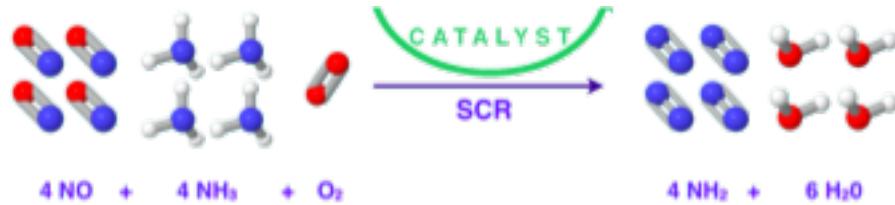


Hyperedge

(c) Hypergraph

(d) |

- Hypergraph VS. Simple Graph: captures the **higher-order relations** among vertices.

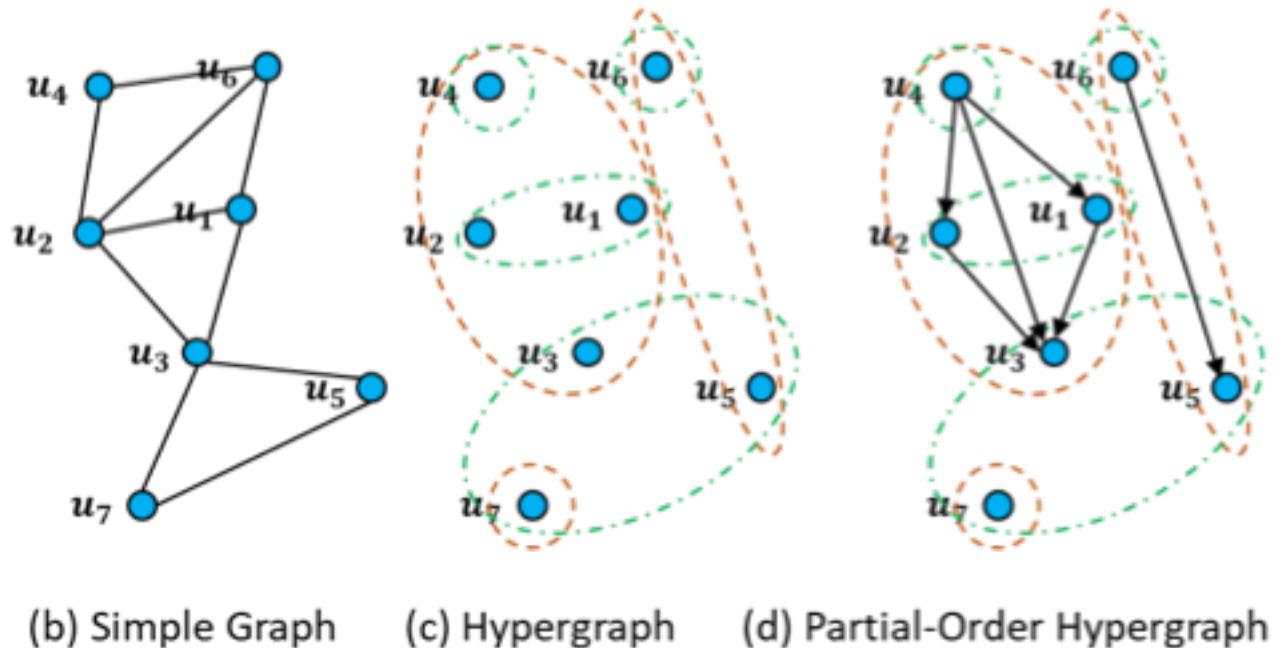




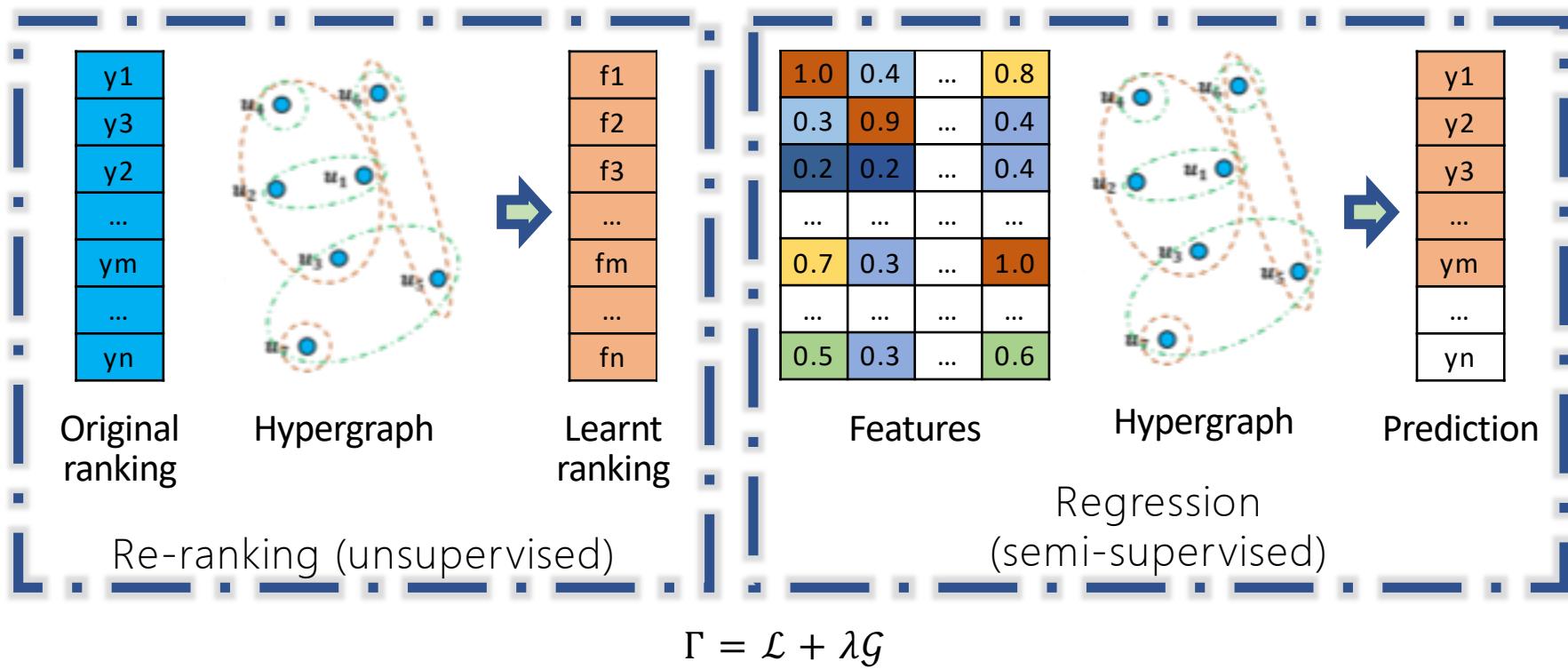
# Outline

- Background
- **Methodology**
- Experiment

Uni	City	Sal
$u_1$	$c_1$	$s_2$
$u_2$	$c_1$	$s_2$
$u_3$	$c_1$	$s_1$
$u_4$	$c_1$	$s_4$
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$u_6$	$c_2$	$s_3$
$u_7$	$c_3$	$s_1$

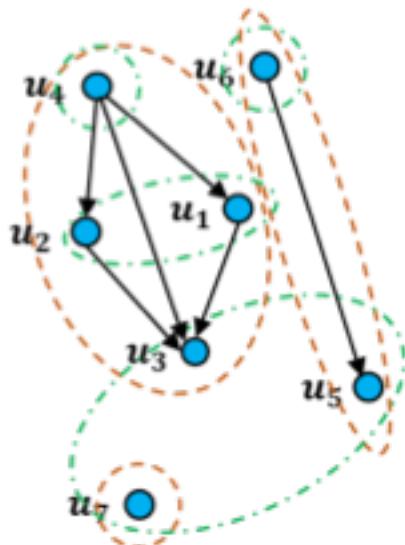


- Salary level (universities); Number of clicks (Web page); Number of purchases (Products)
- POH VS. Hypergraph: captures the **ordering relationships** commonly exist, such as in graded categorical features and numerical features.



- Task-specific loss  $\mathcal{L}$  and hypergraph regularization term  $\mathcal{G}$  (similar vertices get similar predictions).

$$\mathcal{G} = \sum_{i=1}^N \sum_{j=1}^N \underbrace{g(\mathbf{x}_i, \mathbf{x}_j)}_{\text{strength of smoothness}} \underbrace{\sum_{k=1}^M H_{ik} H_{jk}}_{\text{smoothness}} \|f(\mathbf{x}_i) - f(\mathbf{x}_j)\|^2.$$



Partial-Order Hypergraph

- Task-specific and prior knowledge driven partial-order relations

$$\{p^r(\mathbf{x}_i, \mathbf{x}_j) \rightarrow q^r(f(\mathbf{x}_i), f(\mathbf{x}_j)) \mid r = 1, 2, \dots, R\}$$

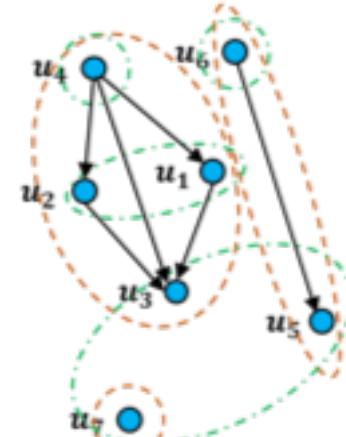
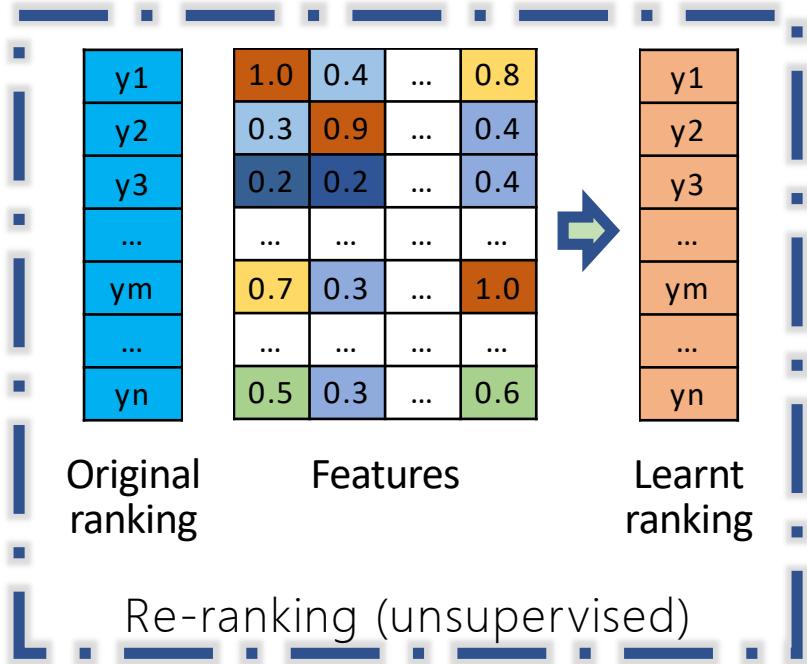


$$\Gamma = \mathcal{L} + \lambda \mathcal{G} + \beta \mathcal{P}$$

- $\mathcal{L}$  and  $\mathcal{G}$  follows the same formulation in hypergraph-based learning

- $\mathcal{P}$  is a regularization term to encode partial-order rules:

$$\mathcal{P}_1 = \sum_{r=1}^R \frac{a_r}{|\mathbf{H}^r|} \sum_{\{i,j \mid H_{ij}^r \neq 0\}} (1 - q^r(\hat{\mathbf{y}}_i, \hat{\mathbf{y}}_j)) H_{ij}^r,$$



- Salary:  $\text{salary}_>(x_i, x_j) \rightarrow \text{rank}_<(x_i, x_j)$ ;
- NCEE:  $(\text{NCEE}_>(x_i, x_j) \rightarrow \text{rank}_<(x_i, x_j))$ ;

$$\mathcal{L} = \sum_{i=1}^n (y_i - f_i)^2$$

Squared loss

$$\Gamma = \mathcal{L} + \lambda \mathcal{G} + \beta \mathcal{P}$$

Hypergraph regularizer

Partial-order regularizer

$$\mathcal{G} = \sum_{i=1}^N \sum_{j=1}^N \underbrace{g(\mathbf{x}_i, \mathbf{x}_j)}_{\text{strength of smoothness}} \sum_{k=1}^M H_{ik} H_{jk} \underbrace{\|f(\mathbf{x}_i) - f(\mathbf{x}_j)\|^2}_{\text{smoothness}}.$$

$$\mathcal{P} = \sum_{r=1}^R \frac{a_r}{|\mathbf{H}^r|} \sum_{\{i, j | H_{ij}^r \neq 0\}} \text{ReLU}((f_i - f_j) H_{ij}^r)$$



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# Experiment: University Ranking

- Chinese university ranking dataset:

*Ground truth & Original ranking:* average fusion of traditional rankings in 2016 and 2015, respectively.

*Features:* official platforms, mass media, social media, et al.

- Evaluation metrics: Mean absolute error (MAE), Kendall's Tau, and Spearman rank.
- Compared methods:

*Baselines:* Simple Graph; Hypergraph; GMR.

*POH methods:* POH-Salary ( $\text{salary}_>(x_i, x_j) \rightarrow \text{rank}_<(x_i, x_j)$ );  
POH-NCEE ( $NCEE_>(x_i, x_j) \rightarrow \text{rank}_<(x_i, x_j)$ );  
POH-All.

- Hypergraph > Simple Graph;
- POH-based methods >>> Baselines;
- POH-All > POH-Salary & POH-NCEE

**Table 1: Performance comparison among our methods and baselines.**

Methods	MAE	Kendall's Tau	Spearman
Simple Graph	$0.074 \pm 9e-3$	$0.870 \pm 2e-2$	$0.970 \pm 8e-3$
Hypergraph	$0.067 \pm 7e-3$	$0.876 \pm 9e-3$	$0.974 \pm 5e-3$
GMR	$0.065 \pm 7e-3$	$0.871 \pm 3e-2$	$0.970 \pm 1e-2$
POH-Salary	$0.054 \pm 1e-2^*$	$0.892 \pm 1e-2^*$	$0.979 \pm 5e-3^*$
POH-NCEE	$0.055 \pm 1e-2^*$	$0.893 \pm 9e-3^*$	$0.978 \pm 5e-3^*$
POH-All	$0.053 \pm 1e-2^*$	$0.898 \pm 1e-2^{**}$	$0.980 \pm 6e-3^{**}$

\* and \*\* denote that the corresponding performance is significantly better ( $p\text{-value} < 0.05$ ) than all baselines and all other methods, respectively.



# Experiment: Popularity Prediction

- **Micro-video dataset:** 9,719 micro-videos from Vine.  
*Features:* user activities, object distribution, aesthetic description, sentence embedding, etc.
- **Evaluation metrics:** Kendall's Tau, and Spearman rank.
- **Compared methods:**  
*Baselines:* Simple Graph; Hypergraph; GCN.  
*POH methods:*  
POH-Follow ( $\text{followers}_>(x_i, x_j) \rightarrow \text{popularity}_>(x_i, x_j)$ );  
POH-Loop ( $\text{loops}_>(x_i, x_j) \rightarrow \text{popularity}_>(x_i, x_j)$ );  
POH-All.

Chen, Jingyuan, et al. "Micro tells macro: Predicting the popularity of micro-videos via a transductive model." ACM MM. 2016.

- Hypergraph > Simple Graph;
- POH-based methods >>> Hypergraph;
- POH-based methods >>> GCN > Hypergraph,

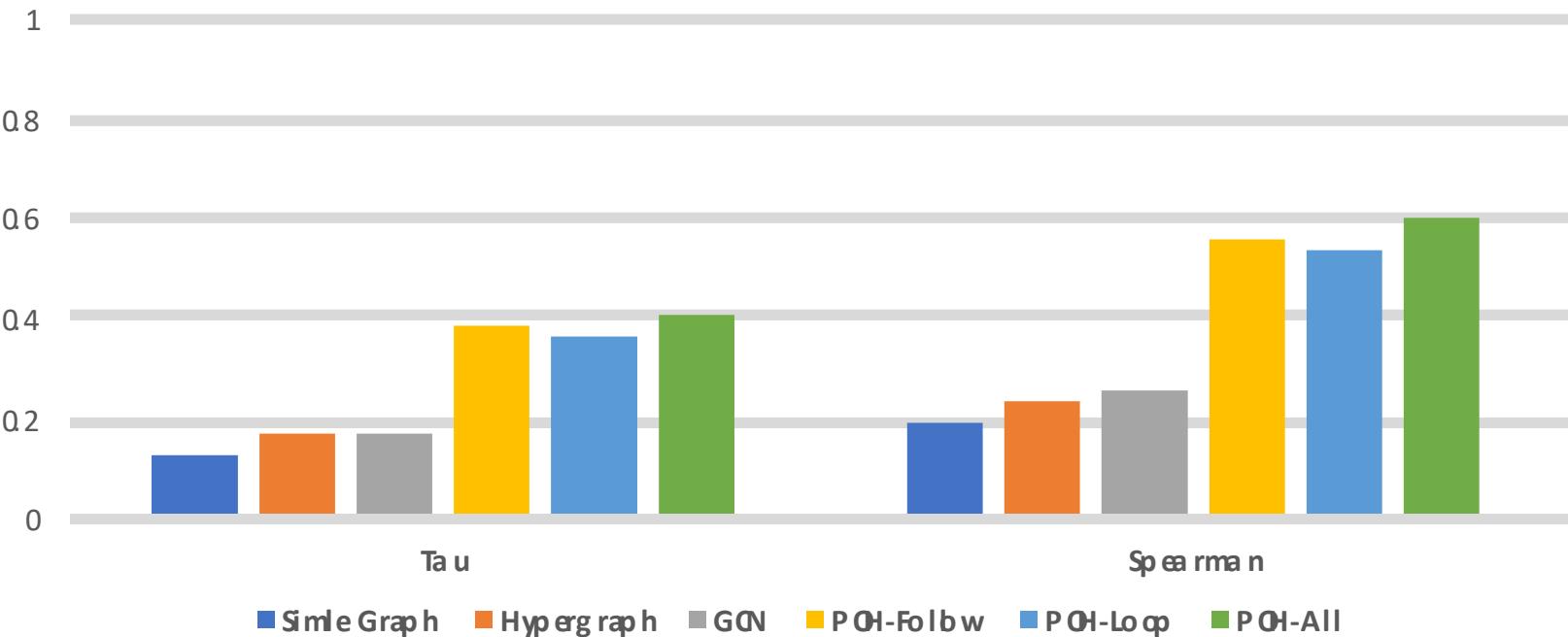


Figure 1: Performance comparison among our methods and baselines.



# Conclusion & Future Work

- We proposed a novel **partial-order hypergraph** that enhances the conventional hypergraph.
- We **generalized** the existing **graph-based learning** methods to partial-order hypergraphs.
- The proposed POH-based learning **significantly outperforms** conventional graph-based learning methods.
  
- We would optimize the spatial complexity of POH via **discrete hashing** techniques.
- We plan to explore **automatic extraction** of partial-order relations and construction of POH.



Thanks