



A Dynamic Heterogeneous Network with Time-Based Mini-Batch for Information Diffusion Prediction

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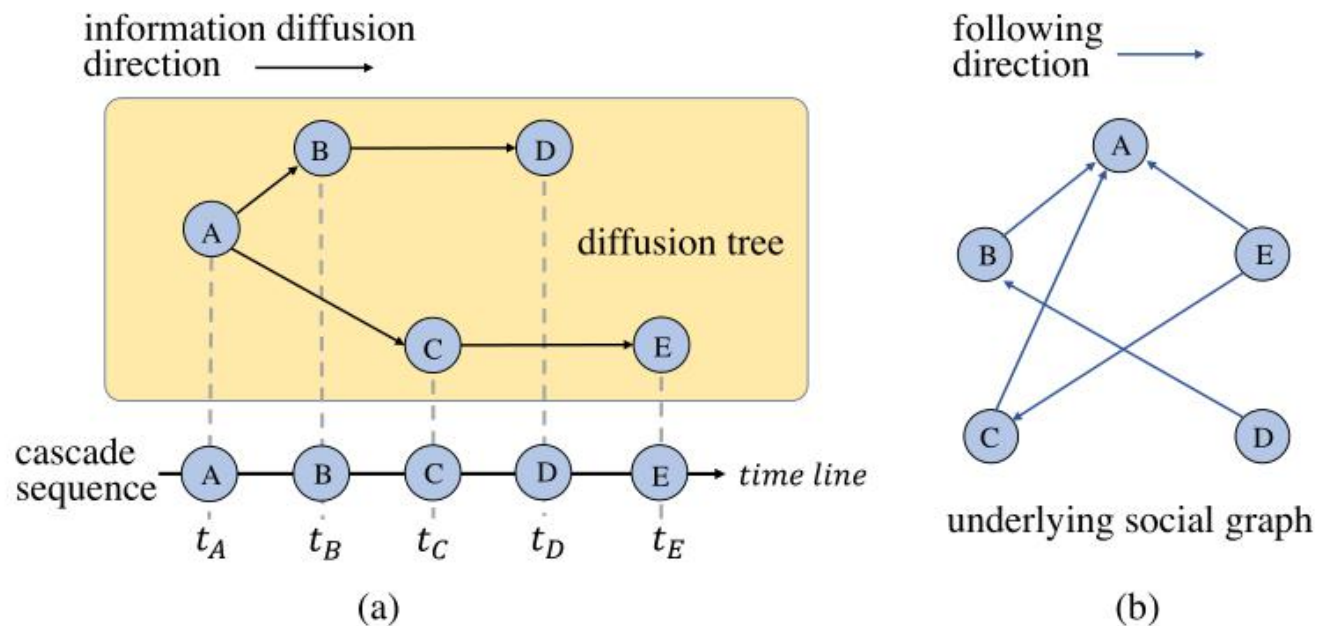
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Github:<https://github.com/DHQPNTM/DHQPNTM>
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Introduction



Existing approaches either focus only on the use of **diffusion paths** or use **social networks**, without considering both factors together. And the existing GNN still suffers from excessive smoothness.

In this paper, we propose the Dynamic Heterogeneous Graph Perception Network with Time-Based Mini-Batch (DHGPNTM) for Information Diffusion Prediction

Fig. 1. An example of an information cascade sequence, diffusion tree and social graph.

Method

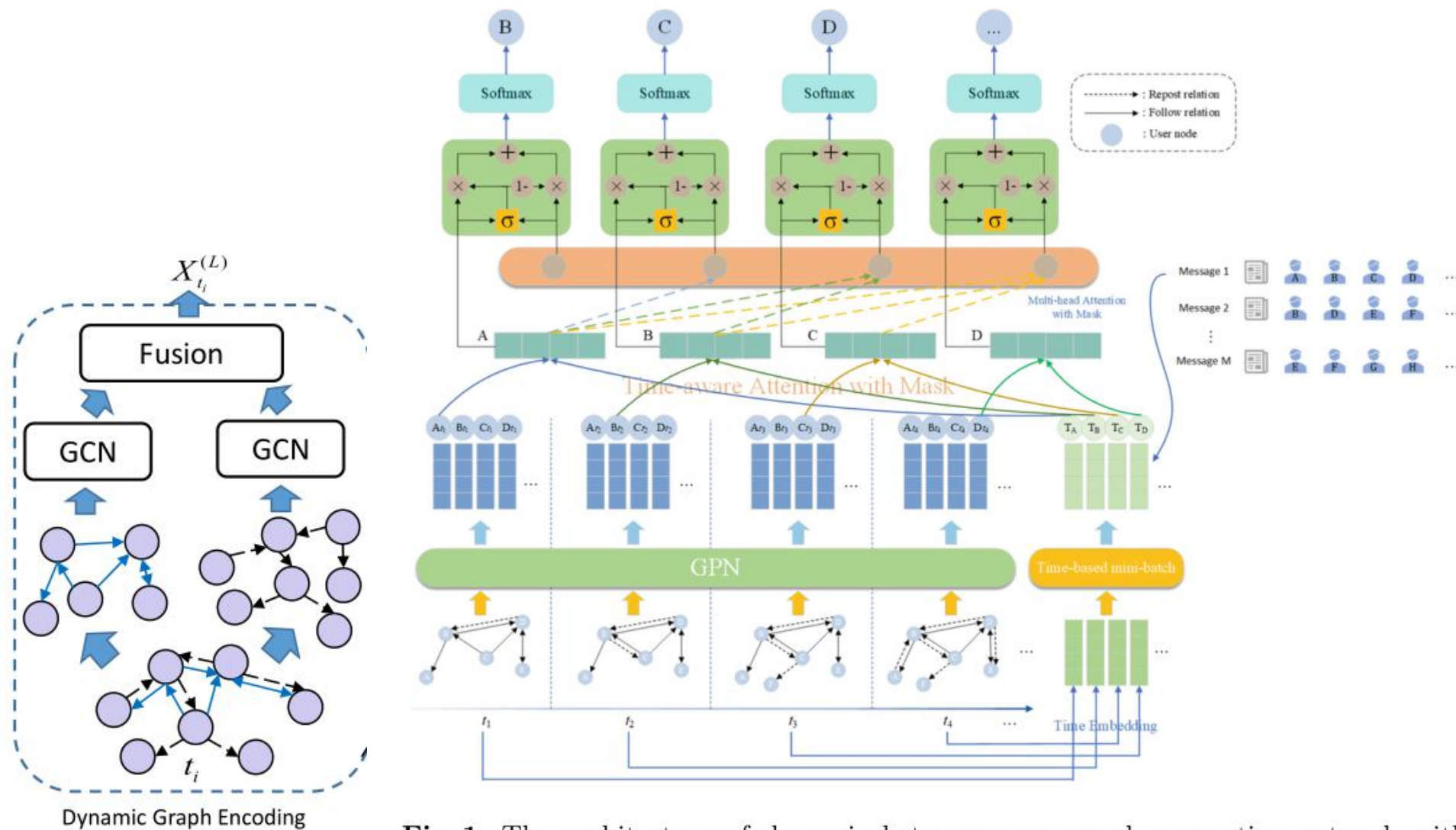


Fig. 1. The architecture of dynamic heterogeneous graph perception network with time-based mini-batch.

Method

Heterogeneous Graph Construction

$$G_H^i = (V, E_H^i) \quad E_H^i = E \cup E_M^i$$

$$G_H = \{G_H^1, G_H^2, \dots, G_H^n\}$$

Graph Perception Network

$$e_{uv} = \text{ReLU}((f_{MLP}^l(h_v^{l-1}))^T W_a^l f_{MLP}^l(h_u^{l-1})), \quad (1)$$

$$\alpha_{uv} = \text{Softmax}(e_{uv}) = \frac{\exp(e_{uv})}{\sum_{k \in N(v) \cup \{v\}} \exp(e_{kv})}, \quad (2)$$

$$h_v^l = \text{ReLU}\left(\sum_{u \in N(v) \cup \{v\}} \alpha_{uv} \cdot f_{MLP}^l(h_u^{l-1})\right), \quad (3)$$

$$h_v = \text{ReLU}(f_P(h_v^0) + f_P(h_v^L)), \quad (4)$$

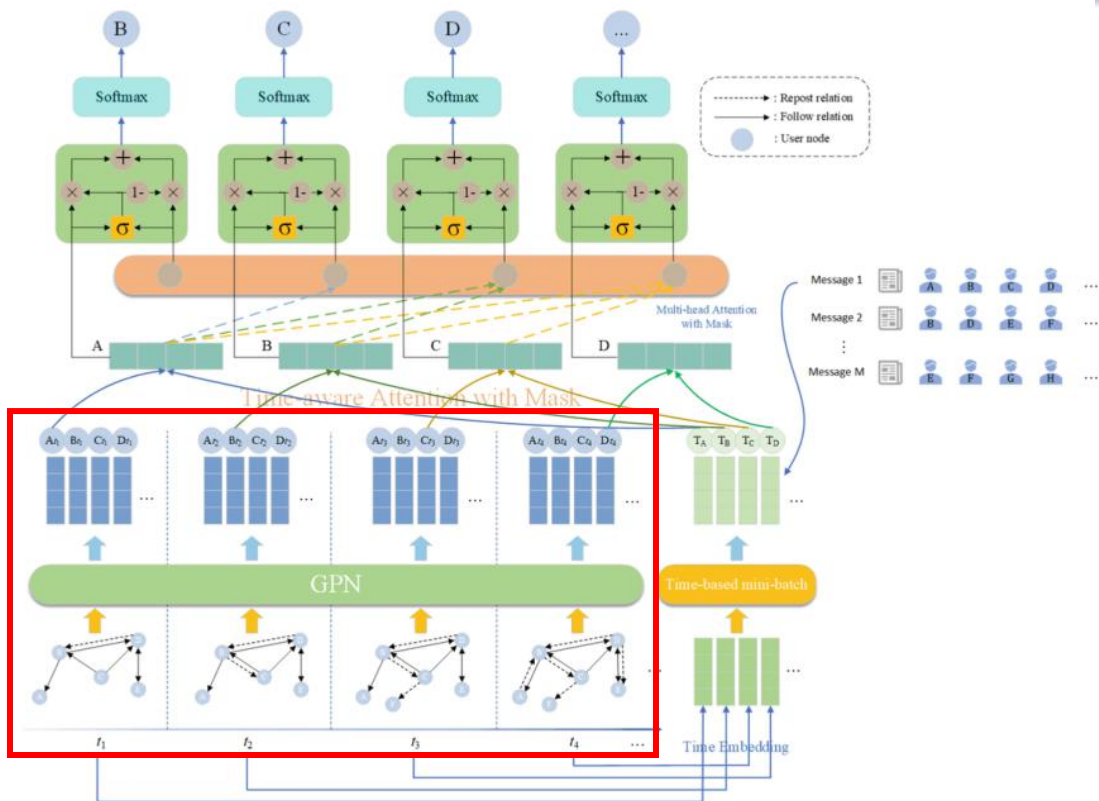
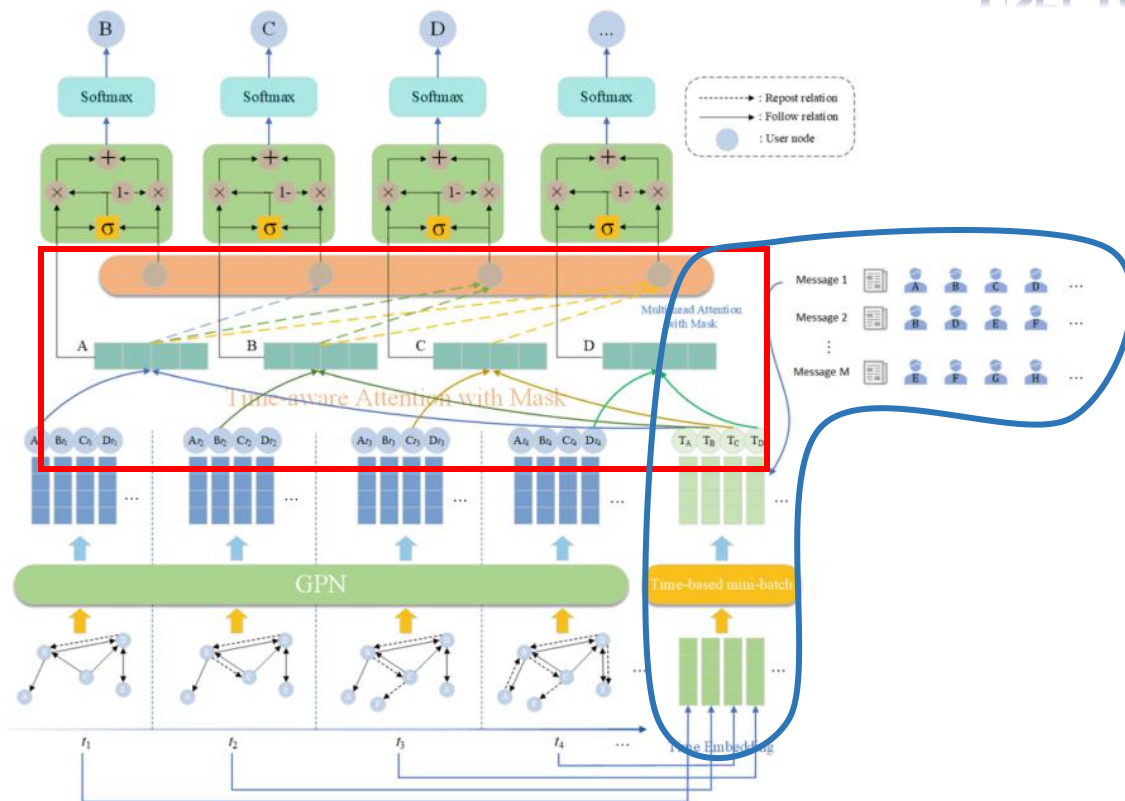


Fig. 1. The architecture of dynamic heterogeneous graph perception network with time-based mini-batch.

Method

User Dynamic Preferences Based on Mini-Batch

$$\tilde{v}_{ij} = \text{Softmax}\left(\frac{h_j^T t'}{\sqrt{d}}\right) \cdot h_j, \quad t' = \text{Lookup}(t_{ij}), \quad (5)$$



Dependency-Aware User Embedding

$$\tilde{V} = \{\tilde{v}_{11}, \tilde{v}_{12}, \dots, \tilde{v}_{MN_c}\} \in R^{M \times N_c \times d}$$

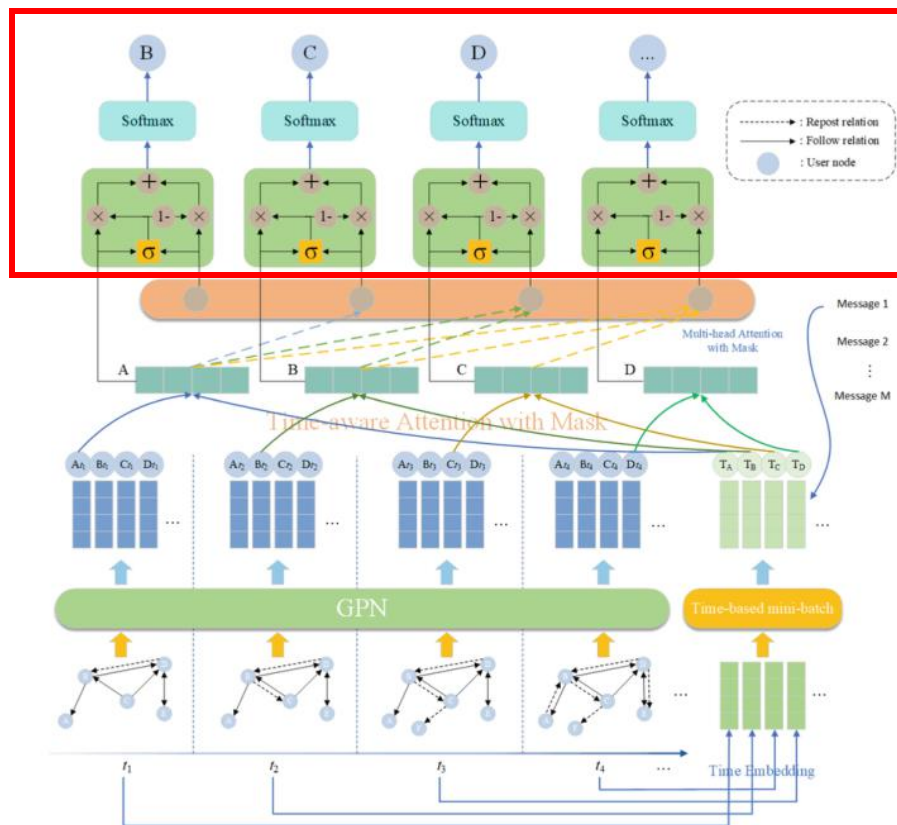
$$\text{Attention}(Q, K, S) = \text{Softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)S,$$

$$h_i = \text{Attention}(\tilde{V}W_i^Q, \tilde{V}W_i^K, \tilde{V}W_i^S),$$

$$Z = [h_1 : h_2 : \dots : h_{Head}]W^O, \quad (6)$$

Fig. 1. The architecture of dynamic heterogeneous graph perception network with time-based mini-batch.

Method



Fusion Gate

$$F = \text{sigmoid}(\tilde{V}W_f^1 + ZW_f^2 + b_f), A = F \odot \tilde{V} + (1 - F) \odot Z, \quad (7)$$

Predicting & Loss

$$\hat{Y} = \text{Softmax}(W_2(\text{Relu}(W_1A^T + b_1))^T + b_2), \quad (8)$$

$$\mathcal{L}(\theta) = - \sum_{i=1}^M \sum_{j=2}^{N_c} \sum_{k=1}^{|V|} y_{ijk} \log(\hat{y}_{ijk}), \quad (9)$$

Fig. 1. The architecture of dynamic heterogeneous graph perception network with time-based mini-batch.

Experiments

Table 1. Statistics of the Twitter, Douban, and Memetracker datasets.

Datasets	Twitter	Douban	Memetracker
# Users	12,627	23,123	4,709
# Links	309,631	348,280	-
# Cascades	3,442	10,602	12,661
Avg. Length	32.60	27.14	16.24



Experiments

Datasets	Model	hits@10	hits@50	hits@100	map@10	map@50	map@100
Twitter	DeepDiffuse	4.57	8.80	13.39	3.62	3.79	3.85
	TopoLSTM	6.51	15.48	23.68	4.31	4.67	4.79
	NDM	21.52	32.23	38.31	14.30	14.80	14.89
	SNIDSA	23.37	35.46	43.49	14.84	15.40	15.51
	FOREST	26.18	40.95	50.39	17.21	17.88	18.02
	DyHGCN	28.10	47.17	58.16	16.86	17.73	17.89
	DHGPNTM	29.68	48.65	59.86	18.13	18.99	19.15
Douban	DeepDiffuse	9.02	14.93	19.13	4.80	5.07	5.13
	TopoLSTM	9.16	14.94	18.93	5.00	5.26	5.32
	NDM	10.31	18.87	24.02	5.54	5.93	6.00
	SNIDSA	11.81	21.91	28.37	6.36	6.81	6.91
	FOREST	14.16	24.79	31.25	7.89	8.38	8.47
	DyHGCN	15.92	28.53	36.05	8.56	9.12	9.23
	DHGPNTM	17.86	31.32	38.87	10.37	10.98	11.09
Memetracker	DeepDiffuse	13.93	26.50	34.77	8.14	8.69	8.80
	NDM	25.44	42.19	51.14	13.57	14.33	14.46
	FOREST	29.43	47.41	56.77	16.37	17.21	17.34
	DyHGCN	29.74	48.45	58.39	16.48	17.33	17.48
	DHGPNTM	30.70	50.48	60.63	18.01	18.92	19.06



Thanks