Graph Neural Networks for Recommendation: Reproducibility, Graph Topology, and Node Representation

Part 0. Introduction and Background

 \bigcirc 20 minutes

The 2nd Learning on Graphs Conference (LoG 2023)



TUTORIALS



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USEFUL RESOURCES

All useful materials for this tutorial (slides, papers, codes) are accessible at our website:

https://sisinflab.github.io/tutorial-gnns-recsys-log2023/



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01

02

INTRODUCTION & MOTIVATIONS

RECOMMENDER SYSTEMS GNNS & RECOMMENDATION

03





INTRODUCTION & MOTIVATIONS

Why a tutorial on GNNs-based recommendation?





As searched on DBLP through the keywords "graph" and "recommend".



PREVIOUS RELATED TUTORIALS

Reference	Venue	Website	Slides	Video
Wang et al. [25]	WSDM 2020	[link]	[link]	X
El-Kishky et al. [13]	KDD 2022	[link]	[link]	X
Gao et al. [15]	WSDM 2022	[link]	[link]	[link]
Purificato et al. [20]	UMAP 2023	[link]	[link]	X
Purificato et al. [19]	CIKM 2023	[link]	[link]	X

*The table with clickable links is accessible at our website!

They provide a **general overview** of GNNsbased recommendation, or address **different topics** from our tutorial

- Highly-related topics to LoG.
- Different from previous tutorials.
- Covers three topics widely debated in GRL.





TOPICS

01

REPRODUCIBILITY

How can we reproduce SOTA graph-based recommendation approaches?

02

GRAPH TOPOLOGY

O3 NODE REPRESENTATION

TOPICS

01

REPRODUCIBILITY

How can we reproduce SOTA graph-based recommendation approaches?

02

GRAPH TOPOLOGY

Do topological properties of the datasets influence the performance of graph-based recsys?

03

NODE REPRESENTATION

TOPICS

01

REPRODUCIBILITY

How can we reproduce SOTA graph-based recommendation approaches?

02

GRAPH TOPOLOGY

Do topological properties of the datasets influence the performance of graph-based recsys?

03

NODE REPRESENTATION

What are the most popular strategies to represent nodes in graph-based recsys?

TUTORIAL SCHEDULE

Total duration: 180 minutes

Introduction and background: 20 minutes

- Introduction and motivations of the tutorial: <u>5 minutes</u>
- Basics concepts of recommender systems & GNNs-based recommendation: <u>15 minutes</u>

Reproducibility: 60 minutes

- [Hands-on #1] Implementation and reproducibility of GNNs-based recsys in Elliot with PyG and reproducibility issues: 35 minutes
- Performance comparison of GNNs-based approaches to traditional recommendation systems: <u>10 minutes</u>

Break and Q&A: 15 minutes

Graph topology: 30 minutes

- Concepts and formulations of graph topological properties of the user-item graph: <u>15 minutes</u>
- Impact of topological graph properties on the performance of GNNs-based recsys: <u>15 minutes</u>

Node representation: 45 minutes

- Design choices to train node embeddings from scratch: <u>20 minutes</u>
- **Hands-on #2** Leveraging item's multimodal side-information for node embeddings: <u>25 minutes</u>

Closing remarks and Q&A: 10 minutes







RECOMMENDER SYSTEMS



"Recommender Systems are software tools and techniques providing suggestions for items to be of use of a user. The suggestions provided are aimed at supporting their users in various decision-making processes, such as items to buy, what music to listen , or what news to read."

[Ricci et al.]





RECOMMENDATION PIPELINE



Overview of our framework Elliot [Anelli et al.] for reproducible recommender systems evaluation.

RECOMMENDATION DATASET





	<i>i</i> ₁	i ₂	i ₃	i_4	i_5	i ₆
u_1	1	0	1	1	1	0
<i>u</i> ₂	0	0	0	0	1	0
<i>u</i> ₃	1	1	1	0	0	0
u_4	0	0	1	1	0	1

user-item interaction matrix

FACTORIZATION-BASED MODELS







GNNS & RECOMMENDATION



A NON-EXHAUSTIVE TIMELINE



level [Wang et al. (2019b)]







user-item interaction matrix

	u_1	u_2	u_3	u_4	<i>i</i> ₁	i ₂	i ₃	i_4	i_5	i ₆
<i>u</i> ₁	0	0	0	0	1	0	1	1	1	0
<i>u</i> ₂	0	0	0	0	0	0	0	0	1	0
<i>u</i> ₃	0	0	0	0	1	1	1	0	0	0
u_4	0	0	0	0	0	0	1	1	0	1
<i>i</i> ₁	1	0	1	0	0	0	0	0	0	0
i ₂	0	0	1	0	0	0	0	0	0	0
i ₃	1	0	1	1	0	0	0	0	0	0
i ₄	1	0	0	1	0	0	0	0	0	0
i ₅	1	1	0	0	0	0	0	0	0	0
i ₆	0	0	0	1	0	0	0	0	0	0

adjacency matrix

BIPARTITE



user-item interaction matrix

	u_1	u_2	u_3	u_4	i_1	i ₂	i ₃	i_4	i_5	i ₆
<i>u</i> ₁	0	0	0	0	1	0	1	1	1	0
<i>u</i> ₂	0	0	0	0	0	0	0	0	1	0
<i>u</i> ₃	0	0	0	0	1	1	1	0	0	0
u_4	0	0	0	0	0	0	1	1	0	1
i_1	1	0	1	0	0	0	0	0	0	0
i ₂	0	0	1	0	0	0	0	0	0	0
i ₃	1	0	1	1	0	0	0	0	0	0
i ₄	1	0	0	1	0	0	0	0	0	0
i_5	1	1	0	0	0	0	0	0	0	0
i ₆	0	0	0	1	0	0	0	0	0	0

adjacency matrix

UNDIRECTED



user-item interaction matrix

	u_1	u_2	u_3	u_4	i_1	i ₂	i ₃	i_4	i_5	i ₆
u_1	0	0	0	0	1	0	1	1	1	0
<i>u</i> ₂	0	0	0	0	0	0	0	0	1	0
<i>u</i> ₃	0	0	0	0	1	1	1	0	0	0
u_4	0	0	0	0	0	0	1	1	0	1
<i>i</i> ₁	1	0	1	0	0	0	0	0	0	0
i ₂	0	0	1	0	0	0	0	0	0	0
i ₃	1	0	1	1	0	0	0	0	0	0
i_4	1	0	0	1	0	0	0	0	0	0
i ₅	1	1	0	0	0	0	0	0	0	0
i ₆	0	0	0	1	0	0	0	0	0	0

adjacency matrix

MESSAGE-PASSING (LAYER 1)





MESSAGE-PASSING (LAYER 1)



MESSAGE-PASSING (LAYER 2)



MESSAGE-PASSING (LAYER 2)



FACTORIZATION & MESSAGE-PASSING



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THANKS!

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