

Fast Incremental SimRank on Link-Evolving Graphs

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→ Overview

- Existing incremental method
- Our approaches
 - express ΔS as a rank-one Sylvester equation:
 $O(Kn^2)$
 - prune “unaffected areas” of ΔS :
 $O(K(nd + |AFF|))$ with $|AFF| < n^2$
- Empirical evaluations
- Conclusions

Overview

- Similarity Assessment plays a vital role in our lives.



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8 [Evolution of trust networks in social web applications using supervised learning](#) Original Research Article

Procedia Computer Science, Volume 3, 2011, Pages 833-839

Kiyana Zolfaghar, Abdollah Aghaie

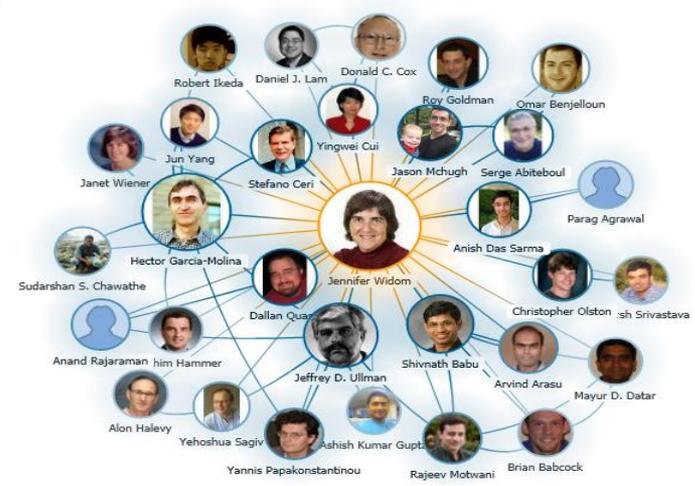
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Citation Graph



Collaboration Network

SimRank Overview

- SimRank

- An appealing link-based similarity measure (KDD '02)
- Basic philosophy

Two vertices are similar if they are referenced by similar vertices.

- Two Forms

- Original form (KDD '02)

$$s(a, a) = 1$$

$$s(a, b) = \frac{C}{|\mathcal{I}(a)| |\mathcal{I}(b)|} \sum_{j \in \mathcal{I}(b)} \sum_{i \in \mathcal{I}(a)} s(i, j)$$

similarity btw.
nodes a and b

damping factor

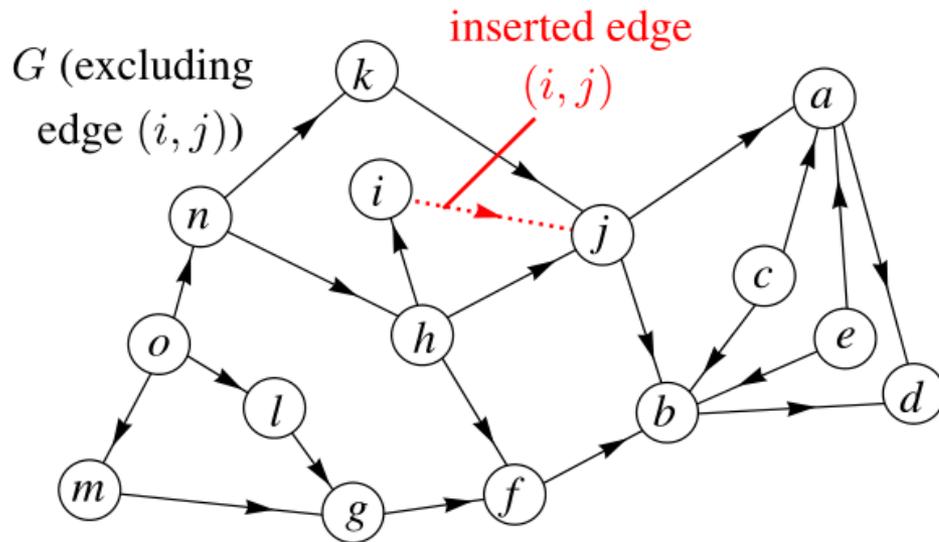
- Matrix form (EDBT '10)

in-neighbor set of node b

$$\mathbf{S} = C \cdot (\mathbf{Q} \cdot \mathbf{S} \cdot \mathbf{Q}^T) + (1 - C) \cdot \mathbf{I}_n$$

- Batch Computations
 - All Pairs $s(*,*)$
 - Single Pair $s(a,b)$
 - Single Source $s(*,q)$
 - Similarity Join $s(x,y)$ for all x in A , and y in B .
- Incremental Paradigms:
 - link-evolving:
 - Li et. al. [EDBT 2010] needs $O(r^4n^2)$ time for approximation.
 - node-evolving:
 - He et al. [KDD 2010] --- GPU based

Motivation



Node-Pair	in G	in $G \cup \Delta G$	
	sim	sim _{true}	sim _{Li et al.}
(a, b)	0.075	0.062	0.073
(a, d)	0.000	0.006	0.002
(i, f)	0.246	0.246	0.246
(k, g)	0.128	0.128	0.128
(k, h)	0.288	0.288	0.288
(j, f)	0.206	0.138	0.206
(m, l)	0.160	0.160	0.160
(j, b)	0.000	0.030	0.001

- Li et al. [EDBT 2010] using SVD for incremental SimRank is approximate.
- When ΔG is small, the “affected areas” of ΔS are also small.

Problem (INCREMENTAL SIMRANK COMPUTATION)

Given: G , S , ΔG , and C .

Compute: ΔS to S .

Main Idea

- For every edge update, ΔQ has a rank-one structure

$$\Delta Q = \mathbf{u} \cdot \mathbf{v}^T$$

$$\Delta Q = \begin{matrix} \text{yellow rectangle} \\ \mathbf{u} \end{matrix} \begin{matrix} \text{yellow rectangle} \\ \mathbf{v}^T \end{matrix}$$

- Characterize ΔS as

$$\Delta S = \mathbf{M} + \mathbf{M}^T, \text{ where } \mathbf{M} \text{ satisfies}$$

$$\mathbf{M} = C \cdot \tilde{\mathbf{Q}} \cdot \mathbf{M} \cdot \tilde{\mathbf{Q}}^T + C \cdot \mathbf{u} \cdot \mathbf{w}^T$$

compute \mathbf{M} via mat-vec multiplication

In comparison

$$\tilde{\mathbf{S}} = C \cdot \tilde{\mathbf{Q}} \cdot \tilde{\mathbf{S}} \cdot \tilde{\mathbf{Q}}^T + (1 - C) \cdot \mathbf{I}_n$$

compute $\tilde{\mathbf{S}}$ via mat-mat multiplication

Mat-Mat \rightarrow Mat-Vec Multiplication

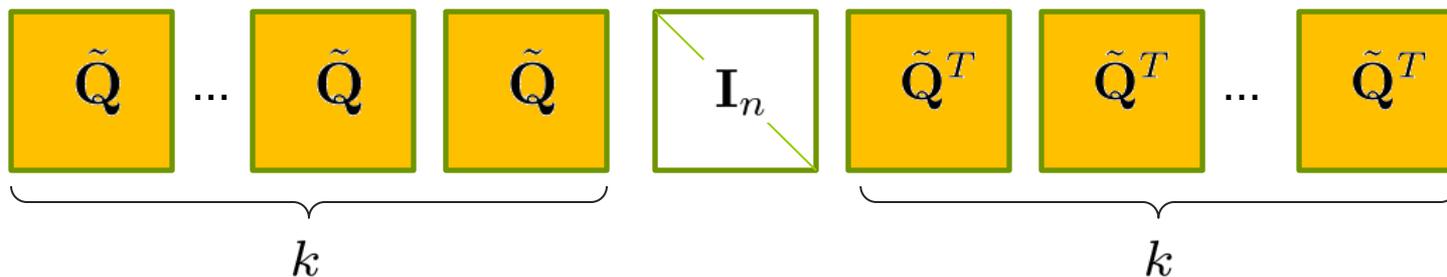
- Based on

$$\mathbf{X} = \sum_{k=0}^{\infty} \mathbf{A}^k \cdot \mathbf{C} \cdot \mathbf{B}^k \quad \Leftrightarrow \quad \mathbf{X} = \mathbf{A} \cdot \mathbf{X} \cdot \mathbf{B} + \mathbf{C}$$

we have

$$\mathbf{M} = \sum_{k=0}^{\infty} C^{k+1} \cdot \tilde{\mathbf{Q}}^k \cdot \mathbf{u} \cdot \mathbf{w}^T \cdot (\tilde{\mathbf{Q}}^T)^k,$$

$$\tilde{\mathbf{S}} = (1 - C) \cdot \sum_{k=0}^{\infty} C^k \cdot \tilde{\mathbf{Q}}^k \cdot \mathbf{I}_n \cdot (\tilde{\mathbf{Q}}^T)^k.$$



Mat-Mat \rightarrow Mat-Vec Multiplication

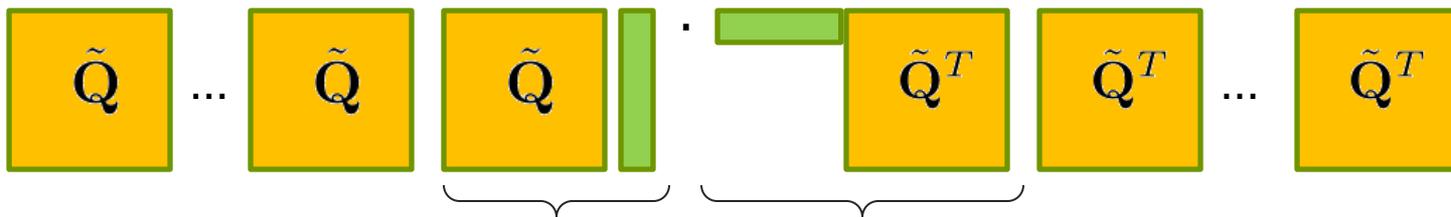
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$$\tilde{\mathbf{S}} = (1 - C) \cdot \sum_{k=0}^{\infty} C^k \cdot \tilde{\mathbf{Q}}^k \cdot \mathbf{I}_n \cdot (\tilde{\mathbf{Q}}^T)^k.$$



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Mat-Mat \rightarrow Mat-Vec Multiplication

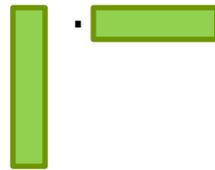
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$$\mathbf{M} = \sum_{k=0}^{\infty} C^{k+1} \cdot \tilde{\mathbf{Q}}^k \cdot \mathbf{u} \cdot \mathbf{w}^T \cdot (\tilde{\mathbf{Q}}^T)^k,$$

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Mat-Mat \rightarrow Mat-Vec Multiplication

- Based on

$$\mathbf{X} = \sum_{k=0}^{\infty} \mathbf{A}^k \cdot \mathbf{C} \cdot \mathbf{B}^k \quad \Leftrightarrow \quad \mathbf{X} = \mathbf{A} \cdot \mathbf{X} \cdot \mathbf{B} + \mathbf{C}$$

we have

$$\mathbf{M} = \sum_{k=0}^{\infty} C^{k+1} \cdot \tilde{\mathbf{Q}}^k \cdot \mathbf{u} \cdot \mathbf{w}^T \cdot (\tilde{\mathbf{Q}}^T)^k,$$

$$\tilde{\mathbf{S}} = (1 - C) \cdot \sum_{k=0}^{\infty} C^k \cdot \tilde{\mathbf{Q}}^k \cdot \mathbf{I}_n \cdot (\tilde{\mathbf{Q}}^T)^k.$$

$$\mathbf{M} = \sum_{k=0}^{\infty} C^{k+1} \cdot \begin{array}{|c|} \hline \phantom{\tilde{\mathbf{Q}}^k} \\ \hline \end{array} \cdot \begin{array}{|c|} \hline \phantom{\mathbf{u} \cdot \mathbf{w}^T} \\ \hline \end{array} = \sum_{k=0}^{\infty} C^{k+1} \cdot \begin{array}{|c|c|} \hline \phantom{\tilde{\mathbf{Q}}^k} & \phantom{\mathbf{u} \cdot \mathbf{w}^T} \\ \hline \end{array}$$

Challenges

- For every edge update, ΔQ has a rank-one structure

$$\Delta Q = \mathbf{u} \cdot \mathbf{v}^T$$

$$\Delta Q = \begin{matrix} \text{vertical rectangle} \\ \mathbf{u} \end{matrix} \cdot \begin{matrix} \text{horizontal rectangle} \\ \mathbf{v}^T \end{matrix}$$

- Characterize ΔS as

$$\Delta S = \mathbf{M} + \mathbf{M}^T, \text{ where } \mathbf{M} \text{ satisfies}$$

$$\mathbf{M} = C \cdot \tilde{\mathbf{Q}} \cdot \mathbf{M} \cdot \tilde{\mathbf{Q}}^T + C \cdot \mathbf{u} \cdot \mathbf{w}^T$$

Finding u, v, w is challenging !!

Finding \mathbf{u}, \mathbf{v}

- For every edge update, $\Delta\mathbf{Q}$ has a rank-one structure

$$\Delta\mathbf{Q} = \mathbf{u} \cdot \mathbf{v}^T$$

$$\Delta\mathbf{Q} = \mathbf{u} \mathbf{v}^T$$

where

(1) for edge (i, j) insertion,

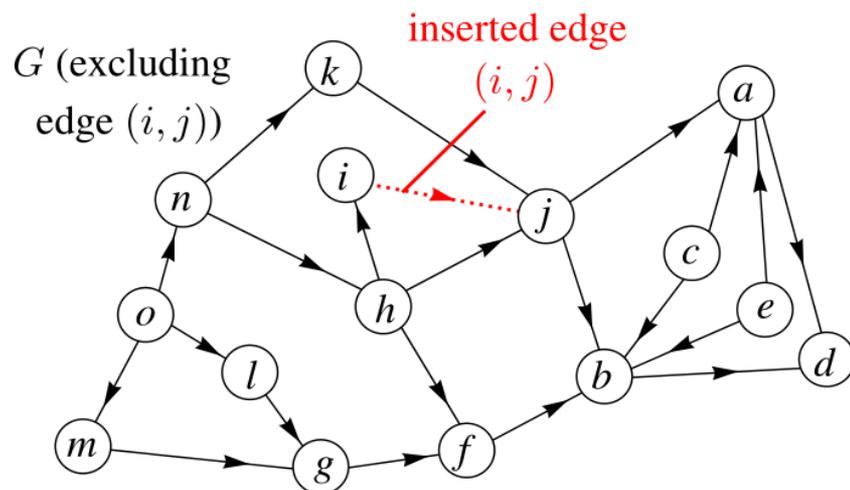
$$\mathbf{u} = \begin{cases} \mathbf{e}_j & (d_j = 0) \\ \frac{1}{d_j+1} \mathbf{e}_j & (d_j > 0) \end{cases}, \quad \mathbf{v} = \begin{cases} \mathbf{e}_i & (d_j = 0) \\ \mathbf{e}_i - [\mathbf{Q}]_{j,\star}^T & (d_j > 0) \end{cases}$$

(2) for edge (i, j) deletion,

$$\mathbf{u} = \begin{cases} \mathbf{e}_j & (d_j = 1) \\ \frac{1}{d_j-1} \mathbf{e}_j & (d_j > 1) \end{cases}, \quad \mathbf{v} = \begin{cases} -\mathbf{e}_i & (d_j = 1) \\ [\mathbf{Q}]_{j,\star}^T - \mathbf{e}_i & (d_j > 1) \end{cases}$$

~

Example



$$[\tilde{\mathbf{Q}}]_{j, \star} = \begin{bmatrix} 0 & \cdots & 0 & \overset{(h)}{\frac{1}{3}} & \frac{1}{3} & 0 & \overset{(k)}{\frac{1}{3}} & 0 & \cdots & 0 \end{bmatrix}$$

- Since the old $[\mathbf{Q}]_{j, \star} = \begin{bmatrix} 0 & \cdots & 0 & \overset{(h)}{\frac{1}{2}} & 0 & 0 & \overset{(k)}{\frac{1}{2}} & 0 & \cdots & 0 \end{bmatrix} \in \mathbb{R}^{1 \times 15}$,
after insertion: $\Delta \mathbf{Q} = \mathbf{u} \cdot \mathbf{v}^T$ with

$$\mathbf{u} = \frac{1}{d_j + 1} \mathbf{e}_j = \frac{1}{3} \mathbf{e}_j = \begin{bmatrix} 0 & \cdots & 0 & \overset{(j)}{\frac{1}{3}} & 0 & \cdots & 0 \end{bmatrix}^T \in \mathbb{R}^{15 \times 1},$$

$$\mathbf{v} = \mathbf{e}_i - [\mathbf{Q}]_{j, \star}^T = \begin{bmatrix} 0 & \cdots & 0 & \overset{(h)}{-\frac{1}{2}} & \overset{(i)}{1} & \overset{(j)}{0} & \overset{(k)}{-\frac{1}{2}} & 0 & \cdots & 0 \end{bmatrix}^T \in \mathbb{R}^{15 \times 1}.$$

Finding w

- For every edge update, ΔQ has a rank-one structure

$$\Delta Q = \mathbf{u} \cdot \mathbf{v}^T \quad \text{Step 1} \quad \Delta Q = \begin{array}{|c|} \hline \mathbf{u} \\ \hline \end{array} \begin{array}{|c|} \hline \mathbf{v}^T \\ \hline \end{array}$$

- Characterize ΔS as

$$\text{Step 3} \quad \Delta S = \mathbf{M} + \mathbf{M}^T, \text{ where } \mathbf{M} \text{ satisfies}$$

$$\mathbf{M} = \mathbf{C} \cdot \tilde{\mathbf{Q}} \cdot \mathbf{M} \cdot \tilde{\mathbf{Q}}^T + \mathbf{C} \cdot \mathbf{u} \cdot \mathbf{w}^T \quad (1)$$

Theorem There exists $\mathbf{w} = \mathbf{y} + \frac{\lambda}{2} \mathbf{u}$ with

$$\mathbf{y} = \mathbf{Q} \cdot \mathbf{z}, \quad \text{Step 2} \quad \mathbf{y} = \mathbf{Q} \cdot \mathbf{z}, \quad \mathbf{z} = \mathbf{S} \cdot \mathbf{v}$$

s.t. Eq.(1) is a rank-one Sylvester Equation w.r.t. \mathbf{M} .

$$\mathbf{y} = \mathbf{Q} \cdot \mathbf{z}$$

$$\mathbf{z} = \mathbf{S} \cdot \mathbf{v}$$

$$\mathbf{y} = \mathbf{Q} \cdot \mathbf{z}$$

$$\lambda = \mathbf{v}^T \cdot \mathbf{z}$$

$$\lambda = \mathbf{v}^T \cdot \mathbf{z}$$

Complexity Analysis

- Time complexity: $O(Kn^2)$

No mat-mat multiplications

Step 1. Find \mathbf{u}, \mathbf{v} s.t. $\Delta \mathbf{Q} = \mathbf{u} \cdot \mathbf{v}^T$

$$\mathbf{u} = \begin{cases} \mathbf{e}_j & (d_j = 0) \\ \frac{1}{d_j+1} \mathbf{e}_j & (d_j > 0) \end{cases}, \quad \mathbf{v} = \begin{cases} \mathbf{e}_i & (d_j = 0) \\ \mathbf{e}_i - [\mathbf{Q}]_{j,\star}^T & (d_j > 0) \end{cases}$$

Step 2. Find \mathbf{w} s.t. $\mathbf{M} = \mathbf{C} \cdot \tilde{\mathbf{Q}} \cdot \mathbf{M} \cdot \tilde{\mathbf{Q}}^T + \mathbf{C} \cdot \mathbf{u} \cdot \mathbf{w}^T$

initialize $\xi_0 \leftarrow \mathbf{C} \cdot \mathbf{u}$, $\eta_0 \leftarrow \mathbf{w}$, $\mathbf{M}_0 \leftarrow \mathbf{C} \cdot \mathbf{u} \cdot \mathbf{w}^T$
for $k = 0, 1, 2, \dots$

$$\xi_{k+1} \leftarrow \mathbf{C} \cdot \tilde{\mathbf{Q}} \cdot \xi_k, \quad \eta_{k+1} \leftarrow \tilde{\mathbf{Q}} \cdot \eta_k$$

$$\mathbf{M}_{k+1} \leftarrow \xi_{k+1} \cdot \eta_{k+1}^T + \mathbf{M}_k$$

Step 3. Compute $\Delta \mathbf{S}$ as

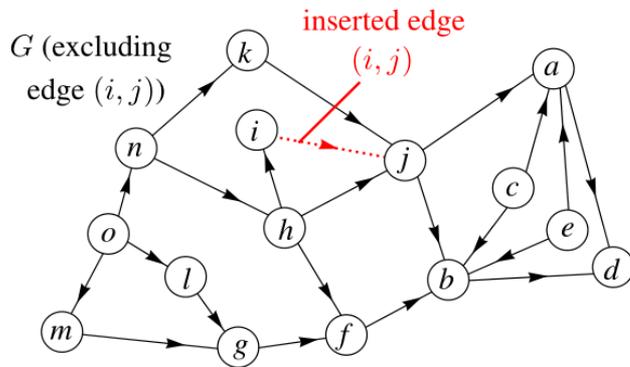
$$\Delta \mathbf{S} = \mathbf{M} + \mathbf{M}^T$$



Can we further improve it?

Pruning

- Key observation:
 - When link updates are small, “affected areas” in ΔS (or M) are often small as well.

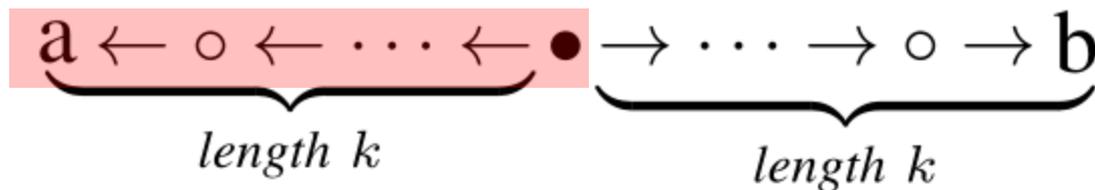


	(a)	(b)	(c)	(d)	(e)	(f)	...	(i)	(j)	(k) ... (o)
(a)	-0.005	-0.009	0	0.009					-0.009	
(b)	-0.004	-0.006	0	0.006					-0.007	0
(c)	0	0	0	0			0		0	0
(d)	-0.002	-0.002	0	-0.005					0	
⋮										
(i)		0						0	0	0
(j)	0.028	0.037	0	0				-0.068	-0.104	-0.060
⋮										
(o)		0						0	0	0

- Challenge:
 - How to identify only “unaffected areas” in ΔS to skip unnecessary recomputations for link update ?

Paths Aggregation

- $[A^k]_{i,j}$ counts # of length- k paths from node i to j .
- $[S]_{a,b}$ counts the weighted sum of paths:



$$S = C \cdot (Q \cdot S \cdot Q^T) + (1 - C) \cdot I_n$$

$$\Leftrightarrow [S]_{a,b} = (1 - C) \cdot \sum_{k=0}^{\infty} C^k \cdot [Q^k \cdot (Q^T)^k]_{a,b}$$

Q is the weighted (*i.e.*, row-normalized) matrix of A^T

Paths captured by M

$$\Delta S = M + M^T$$

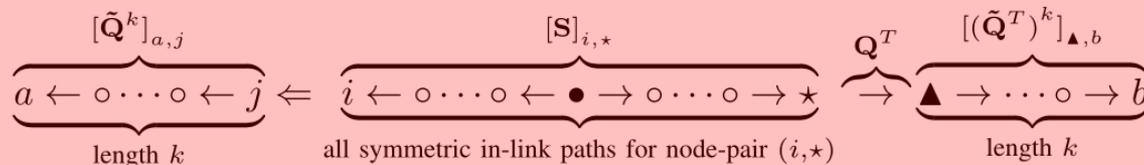
$$M = C \cdot \tilde{Q} \cdot M \cdot \tilde{Q}^T + C \cdot u \cdot w^T$$

- Expansion of M

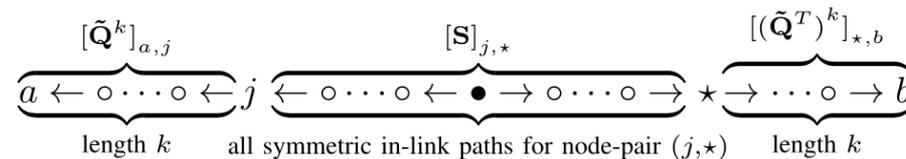
$$[M]_{a,b} = \frac{1}{d_j+1} \left(\underbrace{\sum_{k=0}^{\infty} C^{k+1} \cdot [\tilde{Q}^k]_{a,j} [S]_{i,\star} Q^T \cdot [(\tilde{Q}^T)^k]_{\star,b}}_{\text{Part 1}} - \underbrace{\sum_{k=0}^{\infty} C^k [\tilde{Q}^k]_{a,j} [S]_{j,\star} [(\tilde{Q}^T)^k]_{\star,b}}_{\text{Part 2}} \right. \\ \left. + \mu \underbrace{\sum_{k=0}^{\infty} C^{k+1} [\tilde{Q}^k]_{a,j} [(\tilde{Q}^T)^k]_{j,b}}_{\text{Part 3}} \right)$$

- Three types of paths identified by M

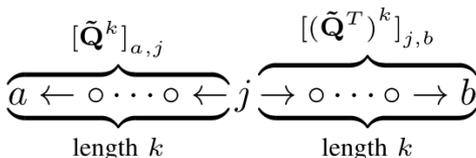
- P1:



- P2:



- P3:



Unaffected Areas

- Since M merely tallies these paths, node-pairs without having such paths could be safely pruned.
- Iteratively Pruning:

Let $\mathcal{F}_1 := \{b \mid b \in \mathcal{O}(y), \exists y, \text{ s.t. } [\mathbf{S}]_{i,y} \neq 0\}$

$$\mathcal{F}_2 := \begin{cases} \emptyset & (d_j = 0) \\ \{y \mid [\mathbf{S}]_{j,y} \neq 0\} & (d_j > 0) \end{cases}$$

$\mathcal{A}_k \times \mathcal{B}_k :=$

$$\begin{cases} \{j\} \times (\mathcal{F}_1 \cup \mathcal{F}_2 \cup \{j\}) & (k = 0) \\ \{(a, b) \mid a \in \tilde{\mathcal{O}}(x), b \in \tilde{\mathcal{O}}(y), \exists x, \exists y, \text{ s.t. } [\mathbf{M}_{k-1}]_{x,y} \neq 0\} & (k > 0) \end{cases}$$

Then

$$[\mathbf{M}_k]_{a,b} = 0 \quad \text{for all } (a, b) \notin (\mathcal{A}_k \times \mathcal{B}_k) \cup (\mathcal{A}_0 \times \mathcal{B}_0)$$

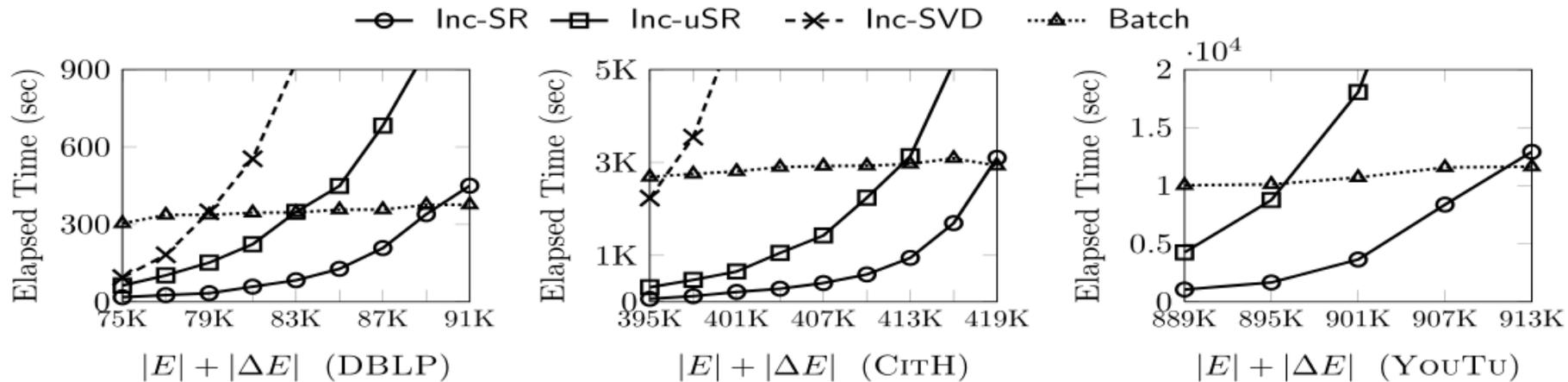
- Complexity: $O(K(nd + |\text{AFF}|))$ with

$$|\text{AFF}| := \text{avg}_{k \in [0, K]} (|\mathcal{A}_k| \cdot |\mathcal{B}_k|)$$

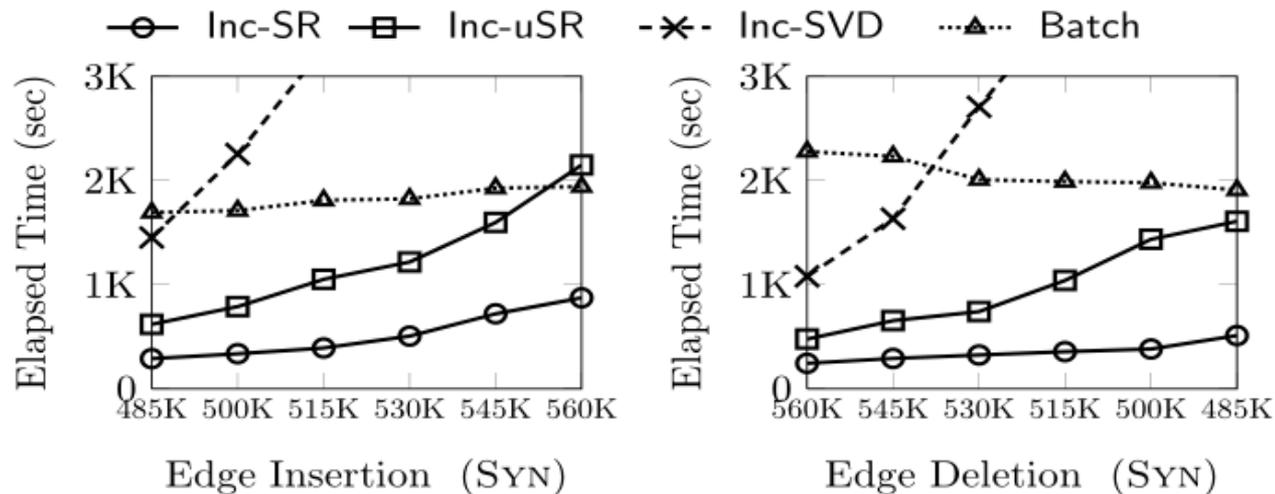
Experimental Settings

- Datasets
 - Real: DBLP, CITH, YOUTU
 - Synthetic: GraphGen generator
- Compared Algorithms
 - Inc-SR : Our Incremental SimRank with Pruning
 - Inc-uSR : Our Incremental SimRank without Pruning
 - Inc-SVD [EDBT '10]: the best known link-update algorithm
 - Batch, the batch SimRank via fine-grained memoization
- Evaluations
 - Time Efficiency
 - Effectiveness of Pruning
 - Intermediate Memory
 - Exactness

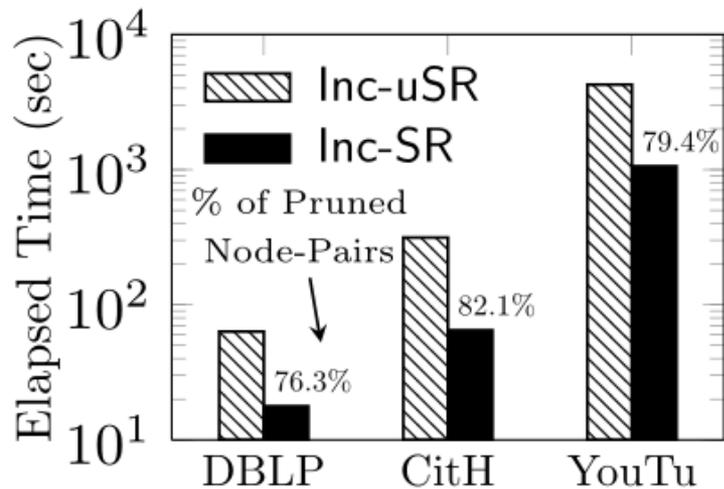
Time Efficiency



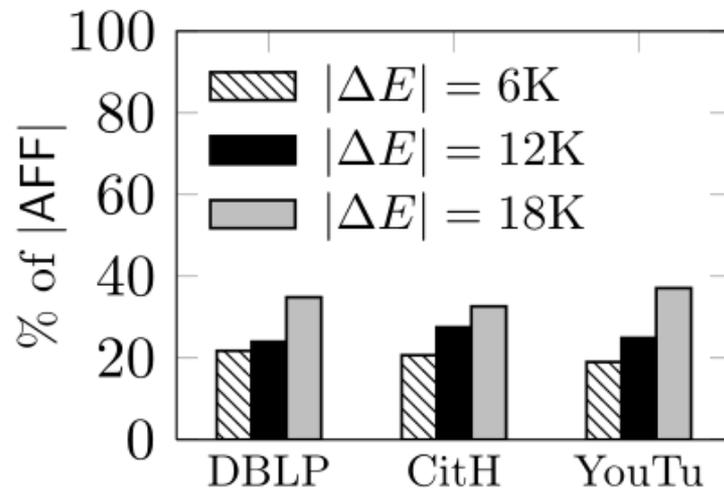
(a) Time Efficiency of Incremental SimRank on Real Data



Effectiveness of Pruning



(d) Effect of Pruning



(e) % of Affected Areas *w.r.t.* $|\Delta E|$

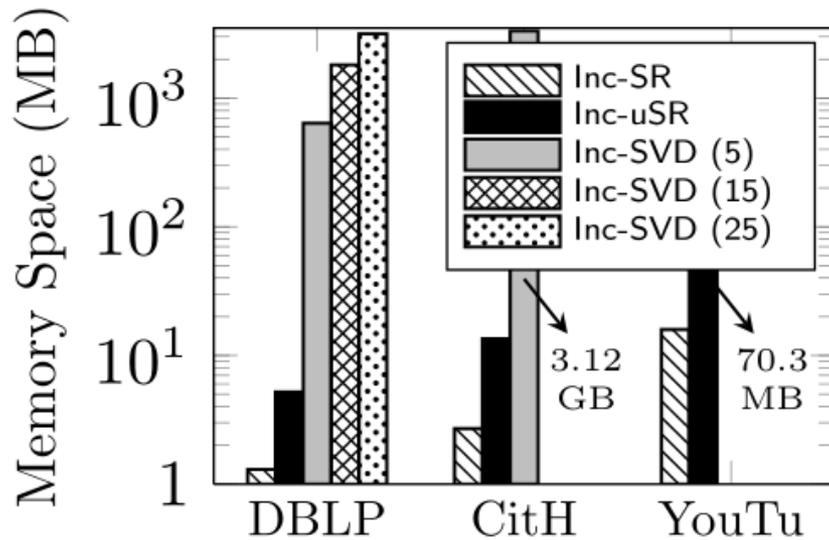


Fig. 3: Memory Space

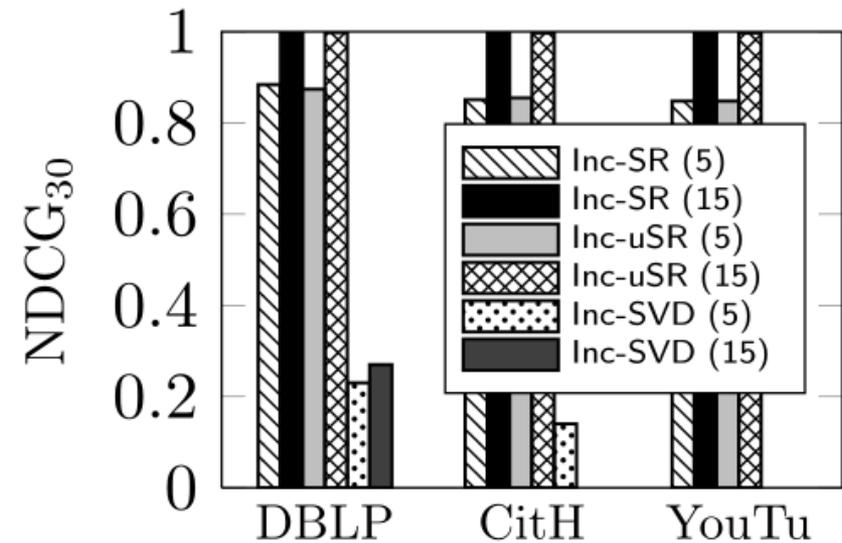


Fig. 4: NDCG₃₀ Exactness

Conclusions

- Two efficient methods are proposed to incrementally compute SimRank on link-evolving graphs
 - ΔS is characterized via a rank-one Sylvester equation, improving the time to $O(Kn^2)$ for every link update.
 - A pruning strategy skipping unnecessary recomputations, which further reduces the time to $O(K(nd + |AFF|))$.
- Empirical evaluations to show the superiority of our methods from several times to one order of magnitude.

A stage with blue curtains and a wooden floor. The text "Thank you!" and "Q/A" is displayed in the center.

Thank you!

Q/A