

An embedding-based distance for temporal graphs

Lorenzo Dall'Amico

Ciro Cattuto



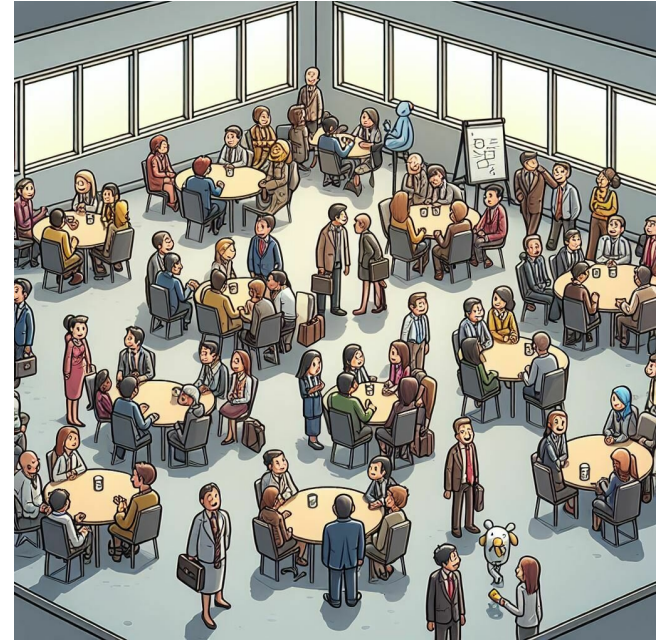
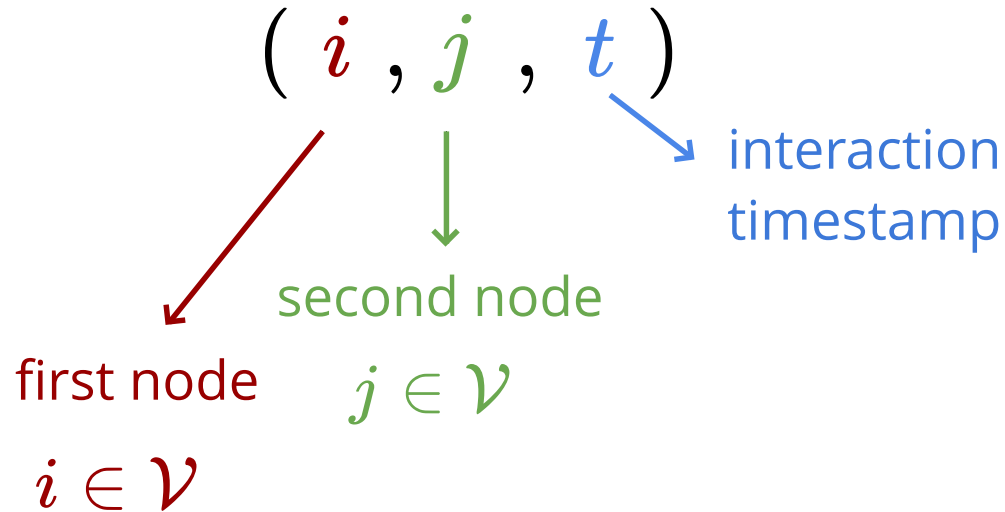
Alain Barrat



Problem statement

Temporal graphs

- Snapshot representation
- A set of n nodes \mathcal{V}
- A set of temporal edges



Temporal graphs

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(i, j, t)



first node

$i \in \mathcal{V}$

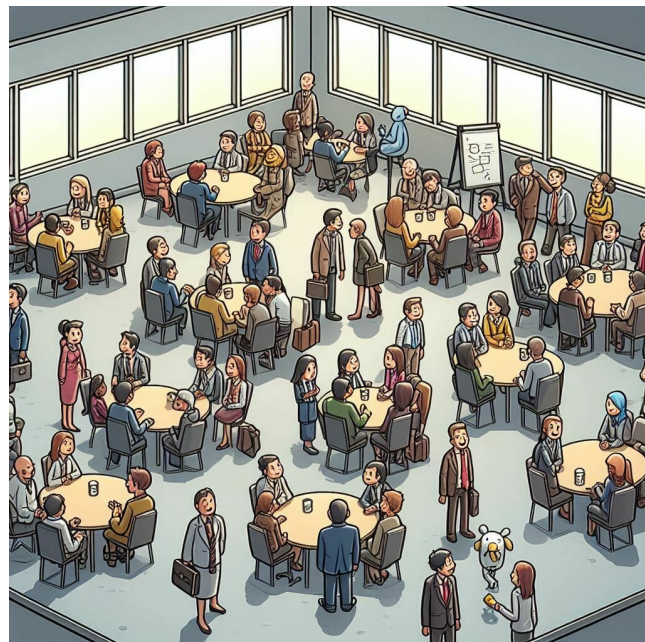


second node

$j \in \mathcal{V}$



interaction
timestamp



Temporal graphs can encode complex dynamic relations between entities

Question

Can we define a distance to compare temporal graphs?



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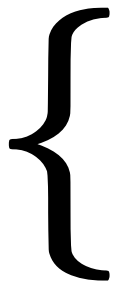


Only few related works:

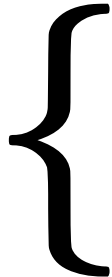
- Bail et al (2023)
- Froese et al (2020),
- Zhanet al (2021)

Desiderata

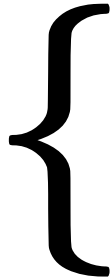

Desiderata

- Usual distance properties
- 
1. non negativity
 2. separation axiom
 3. symmetry
 4. triangle inequality

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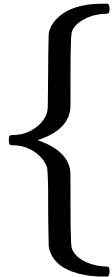


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- Capture **topological** and **temporal** structure of the interactions

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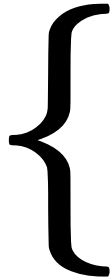
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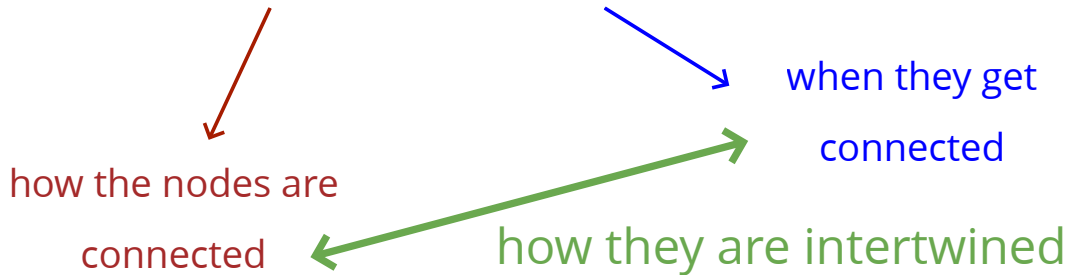
how the nodes are
connected

Desiderata

- Usual distance properties 
 1. non negativity
 2. separation axiom
 3. symmetry
 4. triangle inequality
- Capture **topological** and **temporal** structure of the interactions
 - how the nodes are connected
 - when they get connected

Desiderata

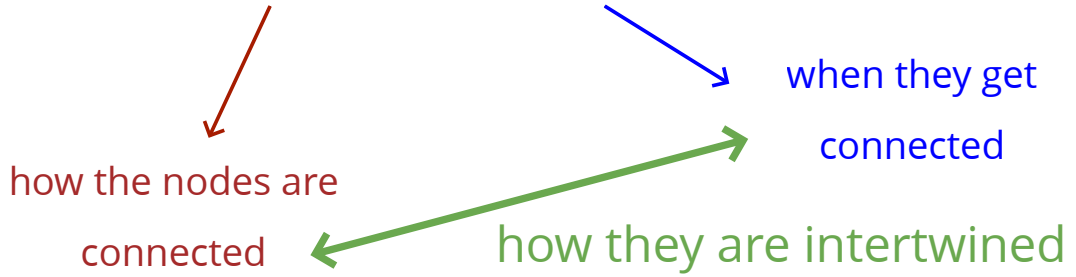
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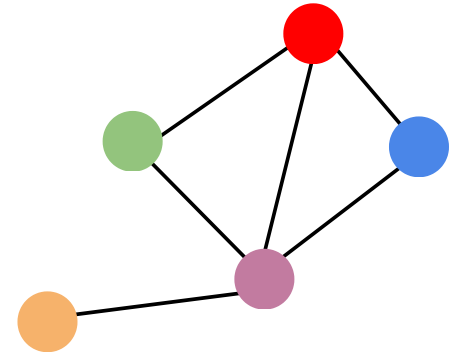
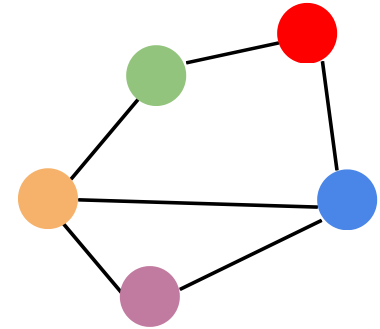
- Can compare graphs with different observation times T

(Un)matched graphs

(Un)matched graphs

Matched graphs:

a **known** bijection between nodes



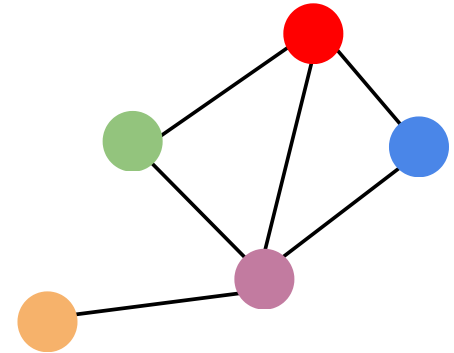
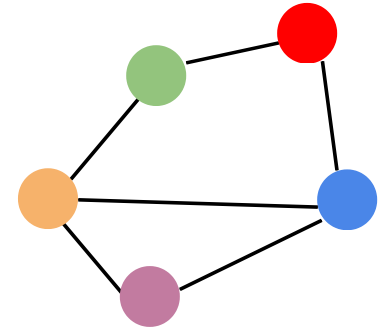
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Unmatched graphs:

Also different number of nodes



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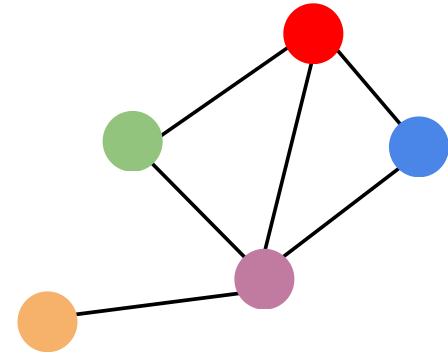
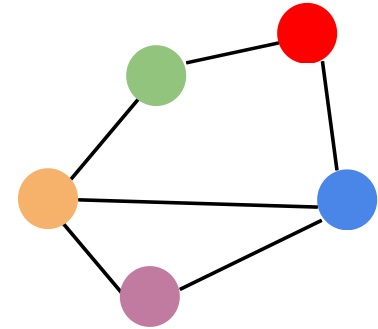
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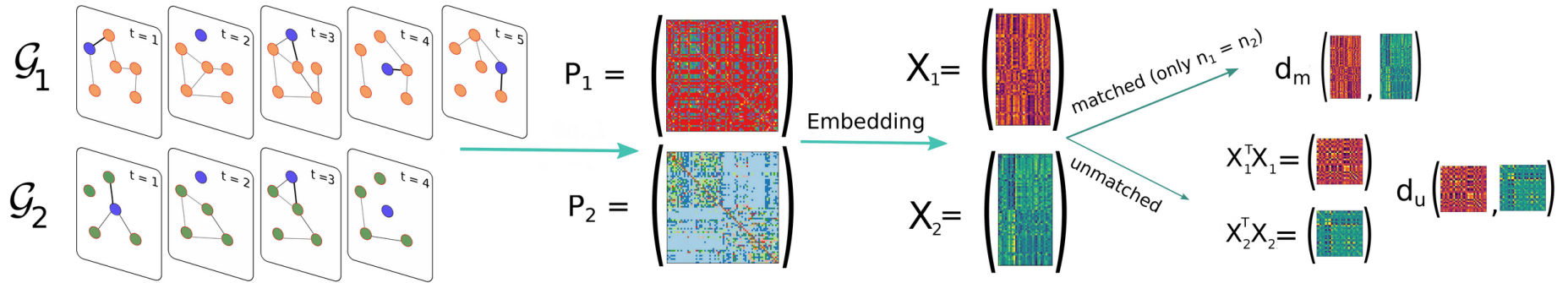
Also different number of nodes

*Two distances to handle
both cases*

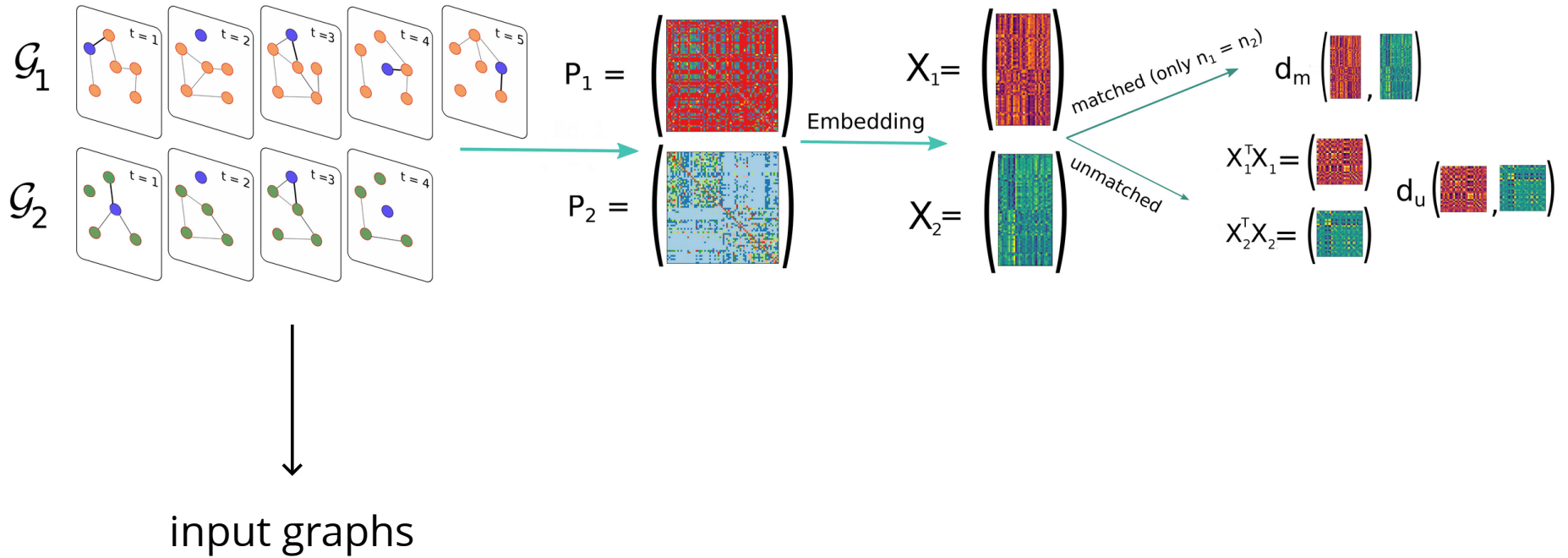


Distance definition

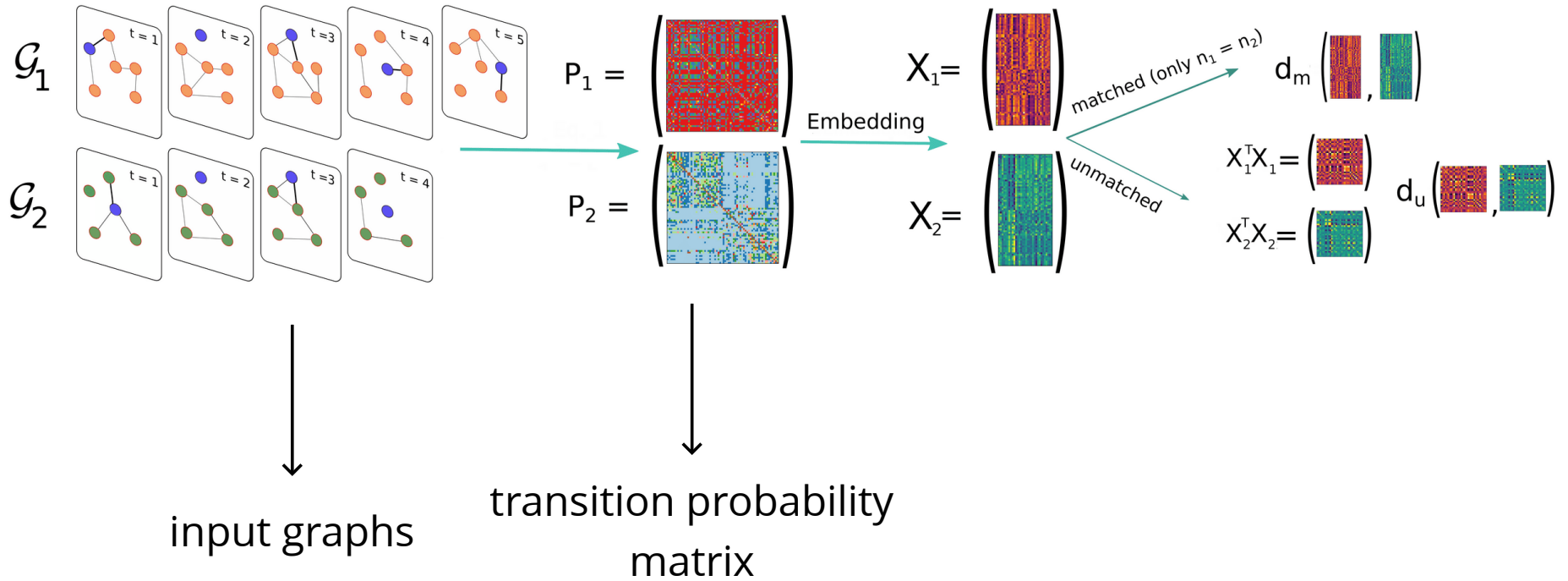
The strategy



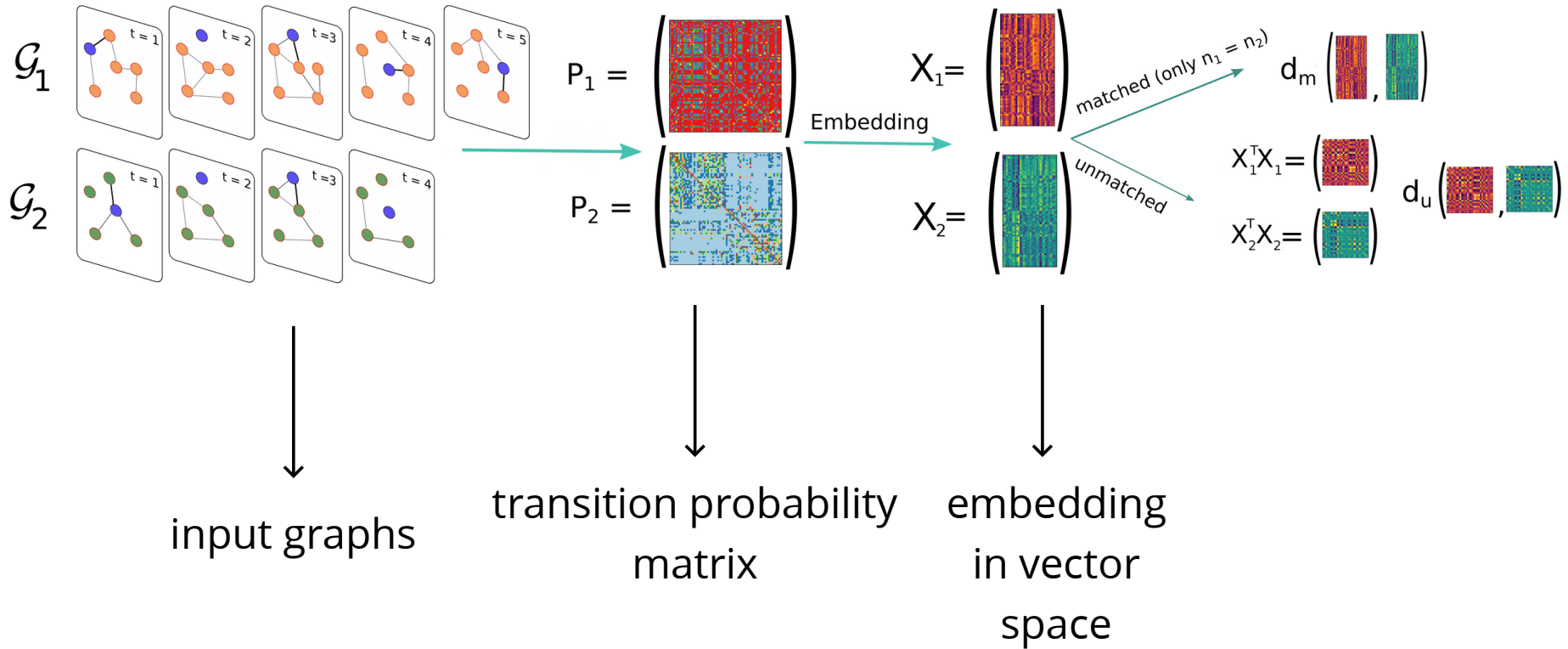
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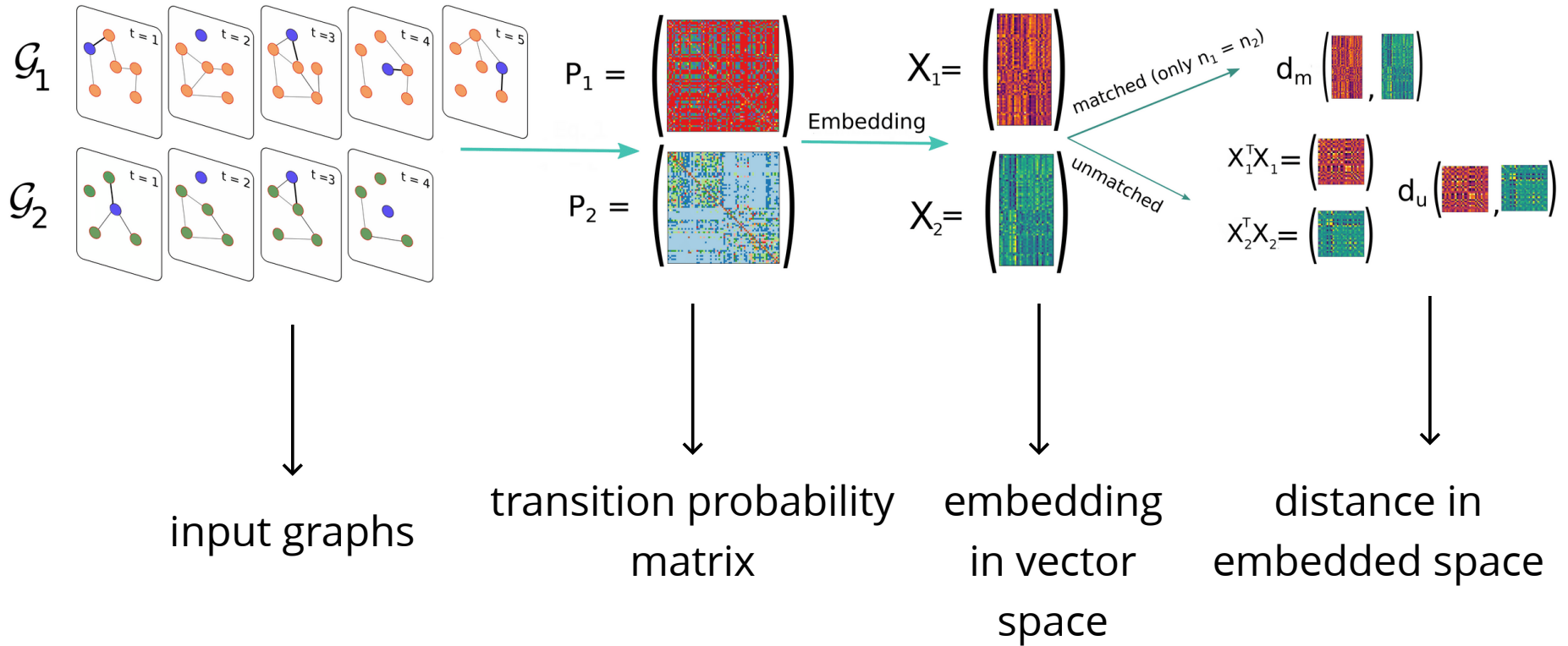
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The strategy



Transition probability matrix

$$P = \frac{1}{T} \sum_{\tau=1}^T L_{\tau} L_{\tau-1} \cdots L_2 L_1$$

- T : total number of snapshots
- L_{τ} : row-normalized instantaneous adjacency matrix with self-loops

P_{ij} : limiting probability to go from i to j with time-respecting random walks

Transition probability matrix

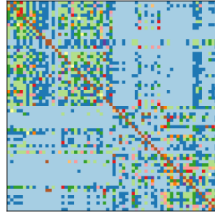
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Depends on
topological and
temporal network
structure

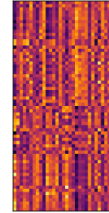
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P_{ij} : *limiting probability to go from i to j with time-respecting random walks*

Embedding

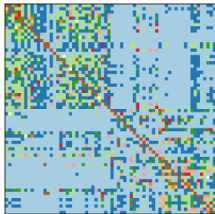


$$P \in \mathbb{R}^{n \times n}$$



$$X \in \mathbb{R}^{n \times d}$$

Embedding

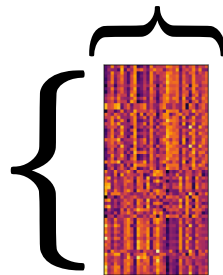


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nodes

embedding
dimensions



$$X \in \mathbb{R}^{n \times d}$$

Embedding

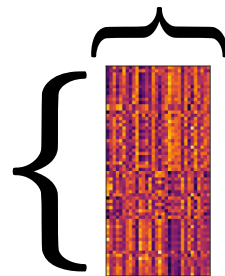


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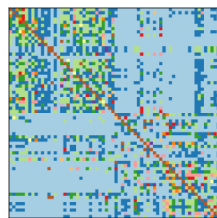


$$X \in \mathbb{R}^{n \times d}$$

Minimize

$$\mathcal{L}(X) = - \sum_{i,j \in \mathcal{V}} \left(P_{ij} - \frac{1}{n} \right) X_i^T X_j - \log \left(\underbrace{\sum_{k \in \mathcal{V}} e^{X_i^T X_k}}_{Z_i} \right)$$

Embedding

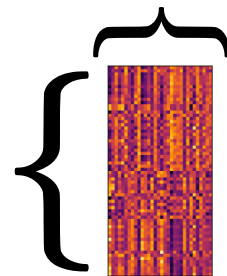


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Embedding

EDRep algorithm

- Fast
- Low dependence on d
- No need to compute P explicitly

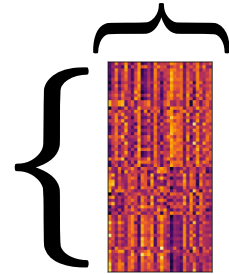
<https://arxiv.org/abs/2303.17475>

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embedding
dimensions

→ nodes



$$X \in \mathbb{R}^{n \times d}$$

Matched graphs

$$d_m = \overbrace{\|X_1 X_1^T - X_2 X_2^T\|_F}^{\text{expensive}}$$

*Entry-wise comparison of similarity
between node pairs*

Matched graphs

$$\begin{aligned}d_m &= \overbrace{\|X_1 X_1^T - X_2 X_2^T\|_F}^{\text{expensive}} \\ &= \underbrace{\sqrt{\|X_1^T X_1\|_F + \|X_2^T X_2\|_F - 2\|X_1^T X_2\|_F}}_{\text{cheap}}\end{aligned}$$

*Entry-wise comparison of similarity
between node pairs*

Unmatched graphs

$$d_u = \left\| \lambda \left(\frac{X_1^T X_1}{n_1} \right) - \lambda \left(\frac{X_2^T X_2}{n_2} \right) \right\|_2$$

$\lambda \in \mathbb{R}^d$: set of ordered eigenvalues

- *Invariant under node permutations*
- *Independent of graph size*

Evaluation

Method 1

Method 1

1. **Generate** several instances of static **random graphs** of varying size (SBM, ER, CM, GM)

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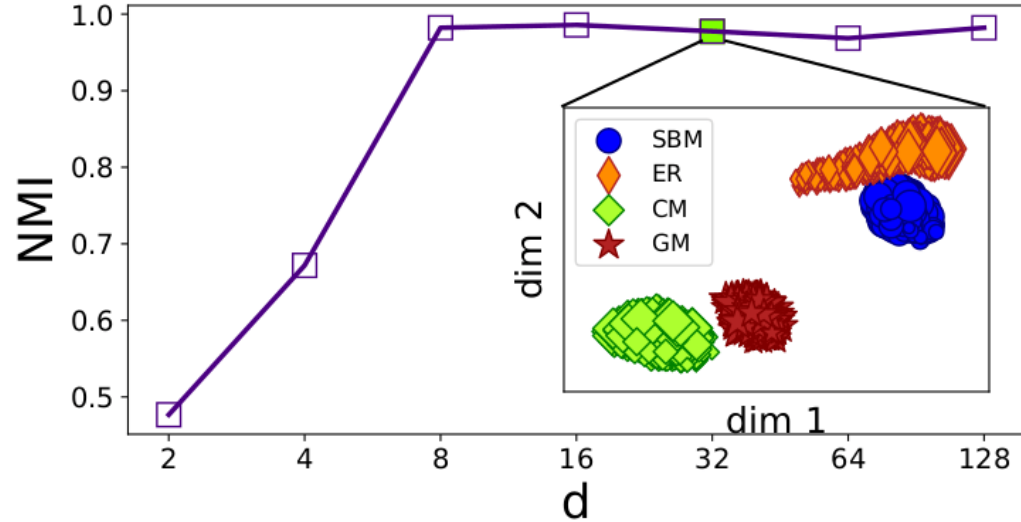
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5. **Compare** inferred cluster label with known generative model

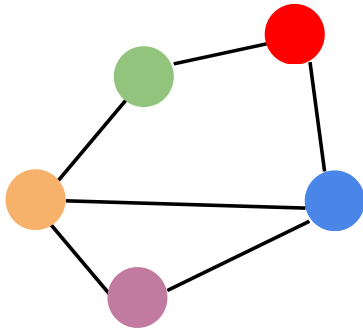
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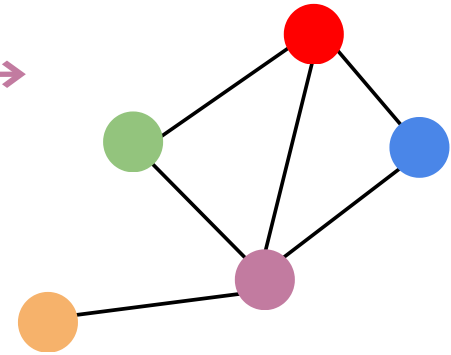
Reconstruction accuracy as function of embedding dimension

Method 2

Randomizations of real graphs



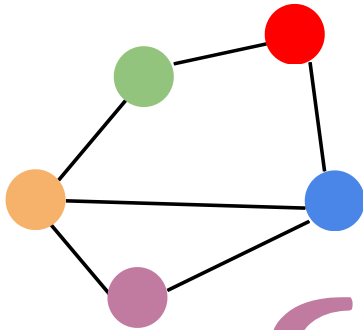
Randomization
preserving Q



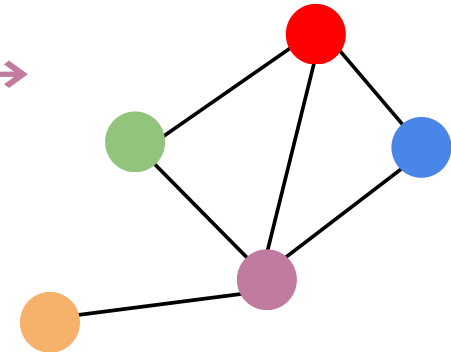
Method 2

Gauvin et al, *Randomized Reference Models for Temporal Networks*

Randomizations of real graphs



Randomization
preserving Q



Q preserved

- *Random*: # temporal edges
- *Random delta*: interaction duration distribution
- *Active snapshot*: node activity state, # of edges at t
- *Time*: aggregated graph
- *Sequence*: structure of each snapshot
- *Weighted degree*: # of interactions per node

Method 2

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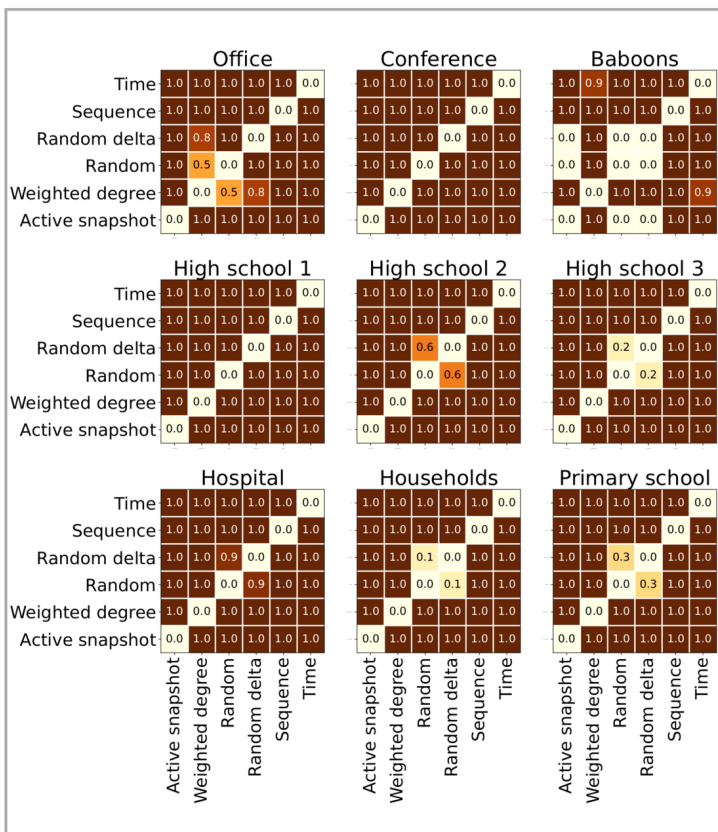
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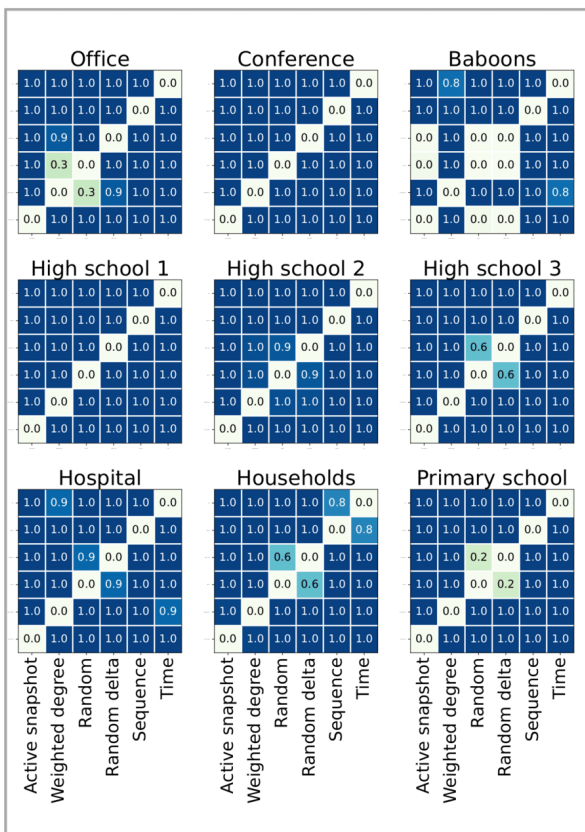
*Distinguishing randomizations
means to be sensitive to Q*

Method 2

d_m



d_u



We can distinguish all shufflings pairs for almost all graphs

Conclusion

Contribution

- We introduce a **distance** between temporal graphs
- Both **matched** and **unmatched** cases
- Discriminate (synthetic, empirical) temporal networks with complex topological and temporal structures

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Outlook

- Data analysis
- Evaluate generative model

THANK YOU



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Website: lorenzodallamico.github.io

foundation
BOTNAR

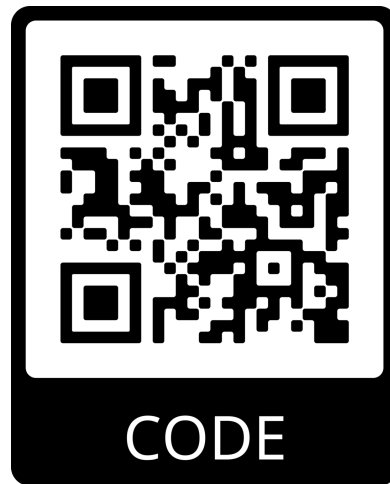
EPFL COVID-19 Real Time
Epidemiology I-DAIR
Pathfinder



European Union's Horizon 2020
No. 101016233



Lagrange project



arXiv:2401.12843