

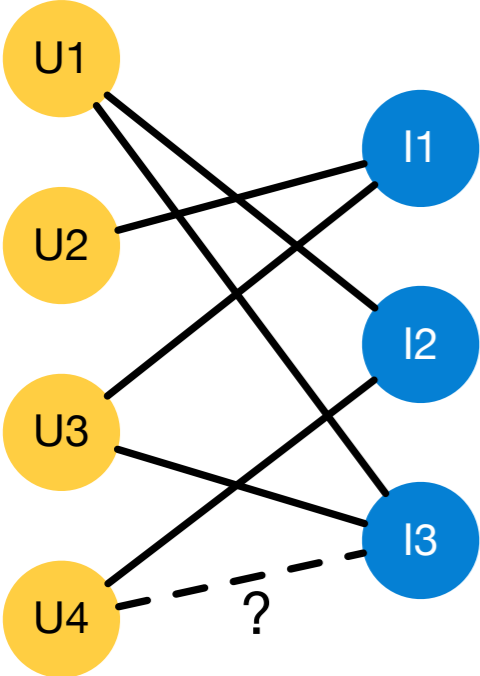
# EFLEC: Efficient Feature-LEakage Correction in GNN based Recommendation Systems

Isshan Kumar, Yaochen Hu (Presenter), Yingxue Zhang  
Huawei Noah's Ark Lab

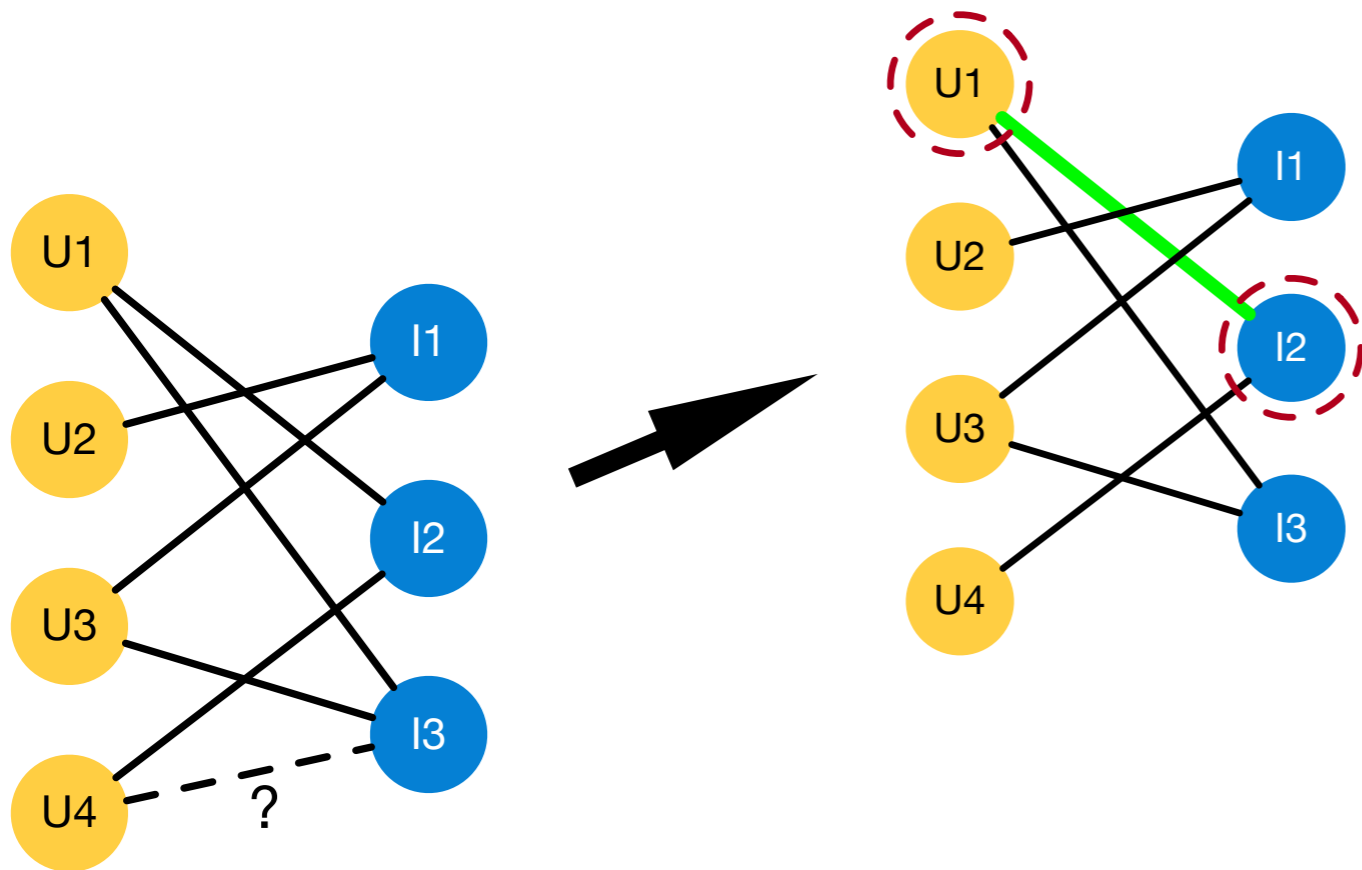
July, 2022



# Feature Leakage Problem in GNN based Recommender Systems

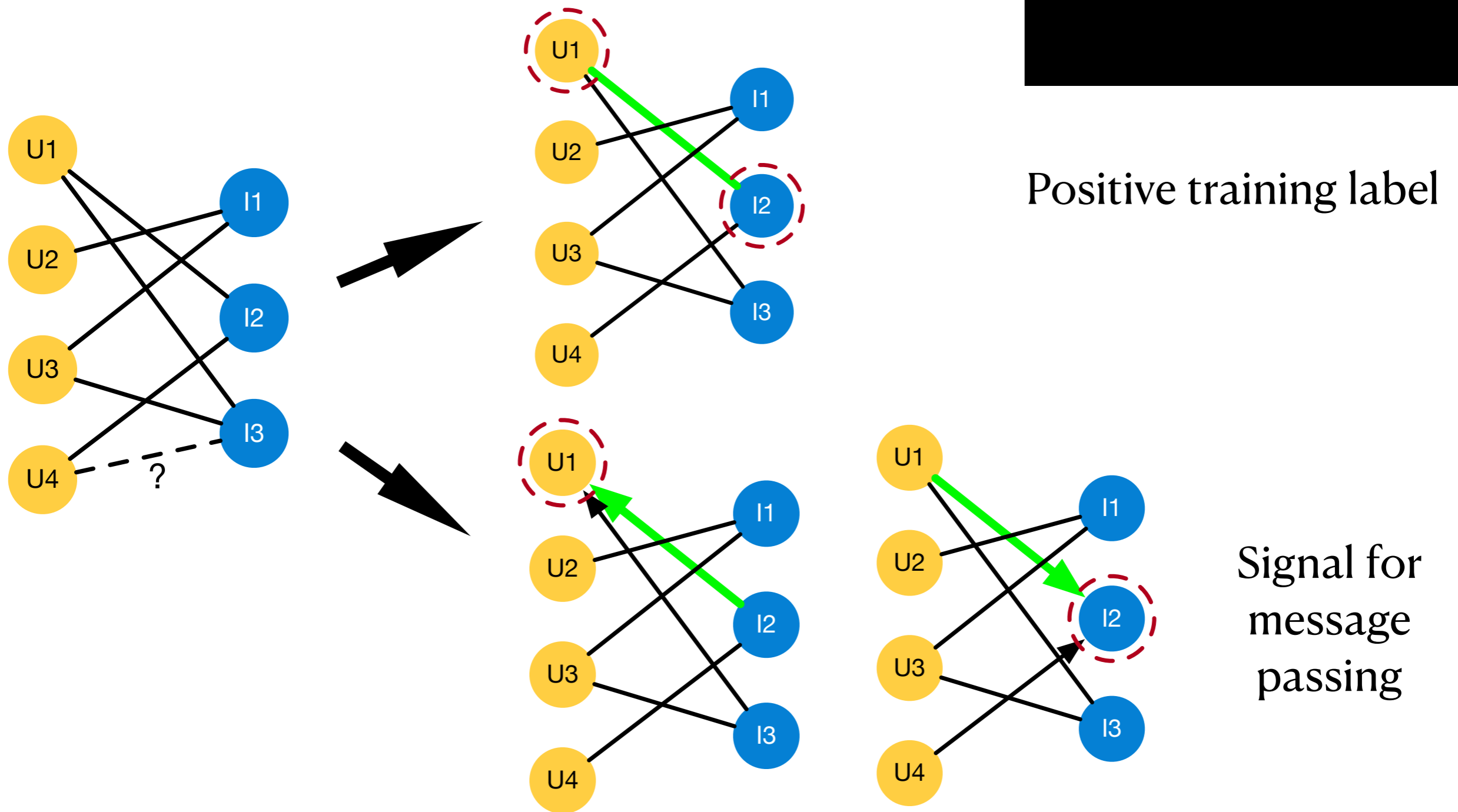


# Feature Leakage Problem in GNN based Recommender Systems

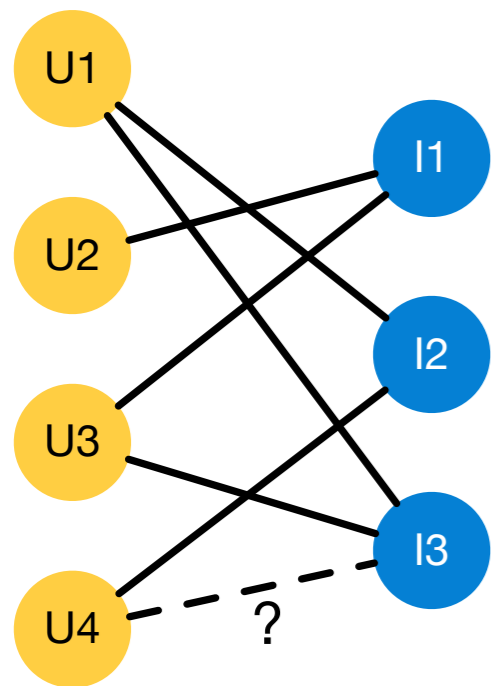


Positive training label

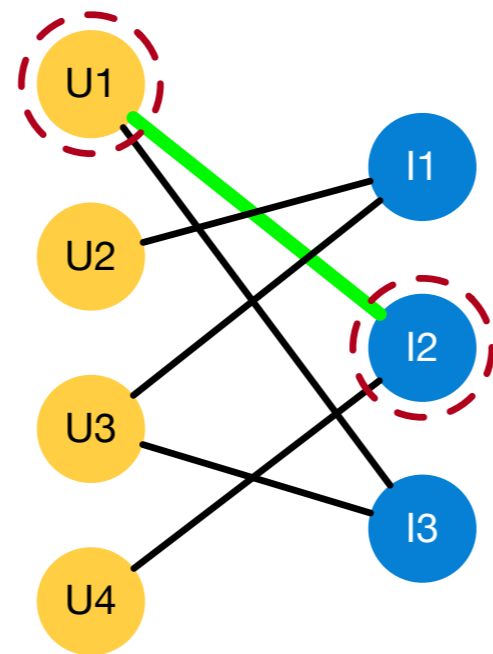
# Feature Leakage Problem in GNN based Recommender Systems



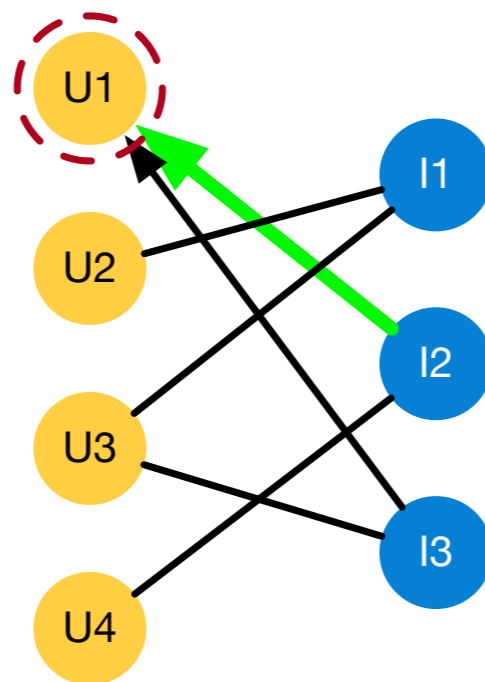
# Feature Leakage Problem in GNN based Recommender Systems



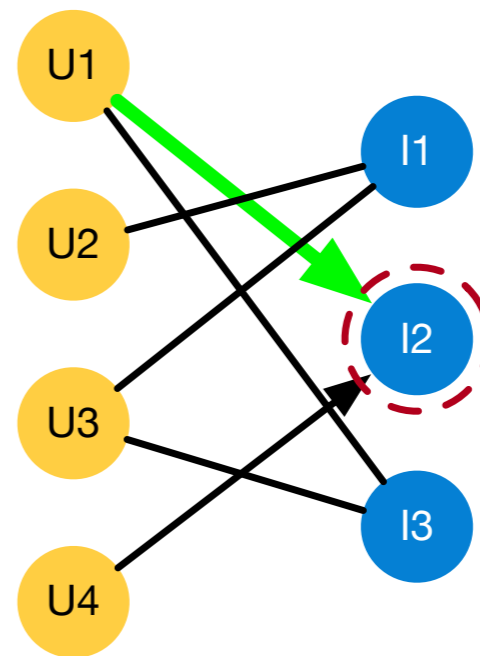
In the prediction phase, every pair of nodes does not have an edge in the graph.



Positive training label



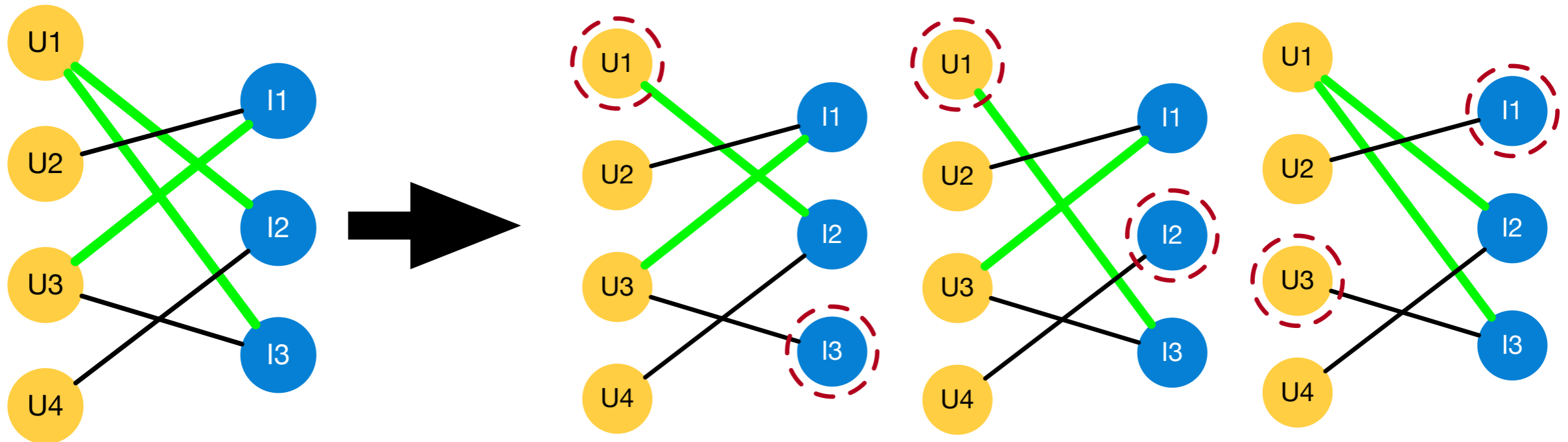
Signal for message passing





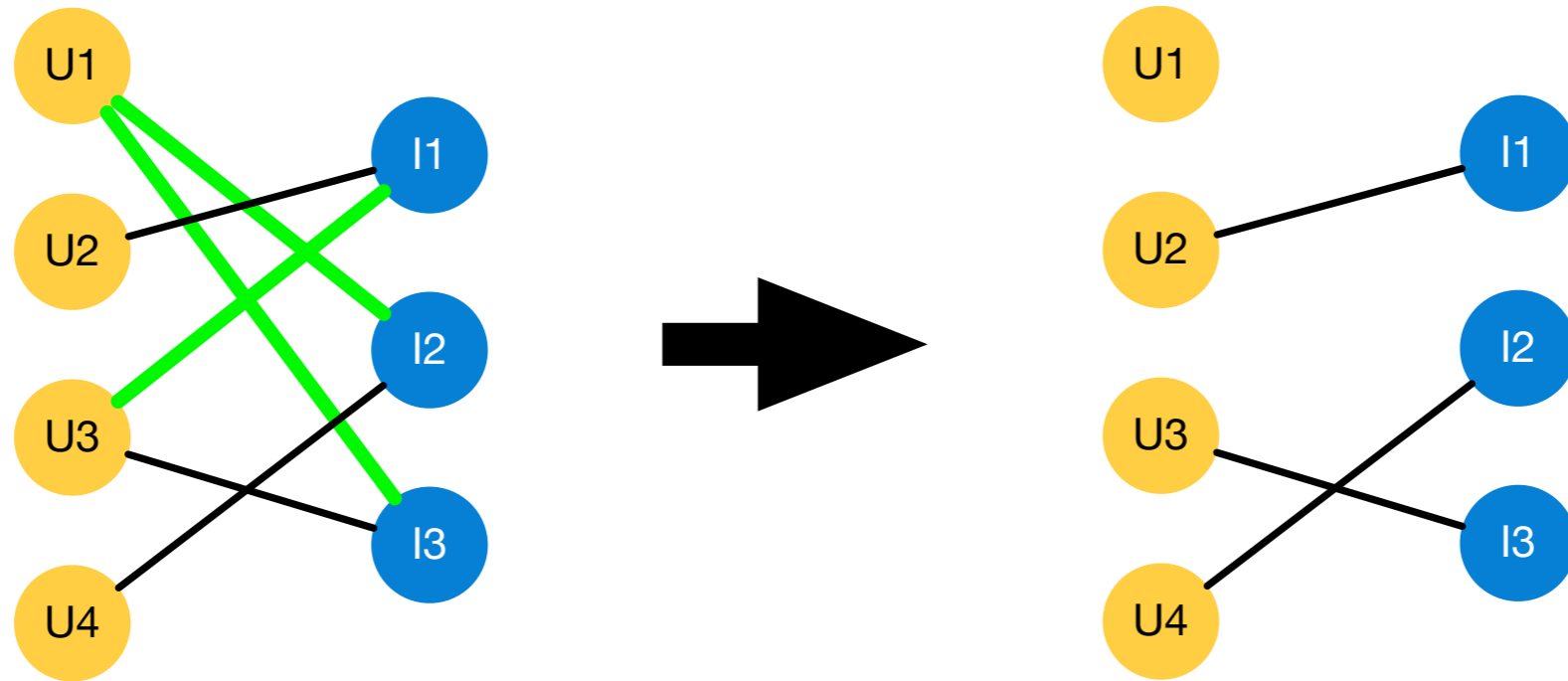
How to efficiently solve the  
feature leakage problem in GNN-  
based recommender systems?

# A Naive Solution: Accurate Removal



Cons: computationally infeasible

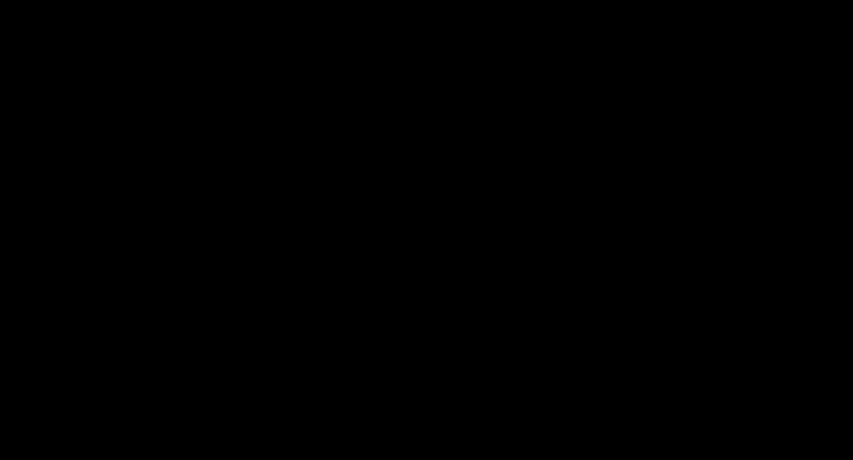
# Sample and Removal Method



Jiani Zhang, Xingjian Shi, Shenglin Zhao, and Irwin King. 2019. STAR-GCN: Stacked and reconstructed graph convolutional networks for recommender systems.

Cons: potential loss of information





Is it possible to use the graph information  
as an **accurate removal** method while  
keeping an acceptable computation  
complexity as the **sample and removal**  
method?

# An Algebraic Trick

- Seek the relation of the node embeddings from the original graph and those after the accurate removal method.

$$\hat{\mathbf{A}}_{z,*}^k \mathbf{E}^{(0)} = |\mathcal{N}(z)| / |\hat{\mathcal{N}}(z)| \left( \mathbf{A}_{z,*}^k \mathbf{E}^{(0)} - \left( A_{z\bar{z}} \mathbf{A}_{z,*}^{k-1} \mathbf{E}^{(0)} + \tilde{\Delta}_z^k \right) \right)$$

$$\tilde{\Delta}_z^k = \mathbf{A}_{z,*}^{k-2} \mathbf{E}^{(0)} \cdot \sum_{i \in \hat{\mathcal{N}}(z)} A_{zi}^2 - \hat{\mathbf{A}}_{z,*}^{k-2} \mathbf{E}^{(0)} \cdot |\mathcal{N}(\hat{z})| / |\mathcal{N}(z)| \sum_{i \in \hat{\mathcal{N}}(z)} \hat{A}_{zi}^2$$



Embeddings from the original graph



Embeddings from graph after accurate removal method

# Main Results

**Table 1: Dataset statistics.**

Dataset	#User	#Items	#Interactions	Density
Instant	63,884	10,664	174,527	2e-4
Instrument	54,272	33,030	161,105	9.8e-5
Yelp	31,668	38,048	1,561,406	1.3e-3
Gowalla	29,858	40,981	1,027,370	8.4e-4

**Table 2: Mean results of recall@20, nDCG@20, and time per epoch (T) in seconds. Bold represent the best and underline represents the second best. Vanilla is not considered in the ranking for time.**

Method		Instant			Instrument			Yelp			Gowalla		
		Recall	nDCG	T(s)	Recall	nDCG	T(s)	Recall	nDCG	T(s)	Recall	nDCG	T(s)
2 Layers	Vanilla	<u>0.1698</u>	<u>0.0805</u>	2.96	0.0392	0.0187	2.75	0.0577	0.0467	110.13	0.1623	<u>0.1375</u>	82.65
	DropEdge	0.1656	0.0776	<u>4.43</u>	<u>0.0465</u>	<u>0.0216</u>	<u>4.57</u>	<u>0.0581</u>	<b>0.0469</b>	<u>259.93</u>	0.1622	<u>0.1375</u>	<u>130.01</u>
	S&R	<b>0.2202</b>	<b>0.1047</b>	5.23	<b>0.0541</b>	<b>0.0257</b>	<u>4.62</u>	0.0576	<u>0.0466</u>	444.94	0.1628	<b>0.1379</b>	259.49
	EFLEC	<b>0.2207</b>	<b>0.1029</b>	<b>3.11</b>	<b>0.0546</b>	<b>0.0260</b>	<b>3.06</b>	<b>0.0583</b>	<b>0.0469</b>	<b>122.75</b>	<u>0.1630</u>	<b>0.1382</b>	<b>72.88</b>
3 Layers	Vanilla	0.1776	0.0874	4.52	0.0471	0.0216	3.55	<b>0.0604</b>	<b>0.0489</b>	136.23	<u>0.1677</u>	<u>0.1414</u>	67.15
	DropEdge	<u>0.1806</u>	<u>0.0825</u>	<b>3.65</b>	<u>0.0521</u>	<u>0.0241</u>	<b>3.70</b>	<b>0.0603</b>	<b>0.0487</b>	<u>219.73</u>	<b>0.1690</b>	<b>0.1422</b>	<u>105.28</u>
	S&R	<b>0.2160</b>	<b>0.1059</b>	5.72	<b>0.0574</b>	<b>0.0270</b>	5.18	<u>0.0600</u>	<u>0.0485</u>	465.03	<b>0.1687</b>	<b>0.1420</b>	190.42
	EFLEC	<b>0.2155</b>	<b>0.1046</b>	<u>4.56</u>	<b>0.0573</b>	<b>0.0271</b>	<u>4.15</u>	<u>0.0602</u>	<u>0.0485</u>	<b>145.11</b>	<b>0.1689</b>	<b>0.1422</b>	<b>71.06</b>

# Thank you!

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