

# Mining Meaningful Knowledge from User Behavior: Network-based Approach

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KAIST



# Outline

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Part 1: Research Motivation & Background

Part 2: **Multi-modal** User Behavior Analysis

Part 3: **Multi-aspect** User Behavior Analysis

Part 4: Vision for the future



# Outline

Part 1: Research Motivation & Background



Part 2: **Multi-modal** User Behavior Analysis

Part 3: **Multi-aspect** User Behavior Analysis

Part 4: Vision for the future



# User Behaviors in E-Commerce





# How retailers can keep up with consumers

October 2013 | Article

*“... 35 percent of what consumers purchase on Amazon and 75 percent of what they watch on Netflix come from product recommendations ...”*

<https://www.mckinsey.com/industries/retail/our-insights/how-retailers-can-keep-up-with-consumers>

## Importance of user behavior analysis

# How Netflix's AI Recommendation Engine Helps It Save \$1 Billion A Year

On Wednesday, Aug 7 2019, by Vishnu Subramanian

Over the last decade, Netflix has slowly grown into the world's most popular subscription-based video streaming service, offering a wide selection of films and TV series including several “Netflix Originals” produced by the company themselves in-house. Netflix has over 150 million subscribers worldwide, a testament to the company's cross-cultural popularity and market dominance in several countries around the world. While this popularity can be attributed to Netflix's pioneering model, an affordable subscription fee and top-notch content/programming, Netflix is also known for using techniques from Artificial Intelligence to maintain its market dominance. Chief among these is the Netflix Recommendation Engine, a tool that is reportedly worth over \$1 Billion per year to the company in indirect cost savings.



<https://artelliq.com/blog/how-netflix-s-ai-recommendation-engine-helps-it-save-1-billion-a-year/>





### Deep Learning State of the Art (2020)

Lex Fridman

MIT

Date/Time: Mon, Jan 6, 3-4:30pm

Room: E54-100

<https://www.youtube.com/watch?v=0VH1Lim8gL8>

## Recommendation System

“Recommendation system is the **most important** in terms of **impact part of AI systems...**”

“...the **most powerful AI space for the next a couple of decades** is recommendation systems. They are going to have **the biggest impact on our society** because they **affect the information we see, how we learn, what we think, how we communicate.** **These algorithms are controlling us...**”

**Importance of user behavior analysis**



# Other Applications

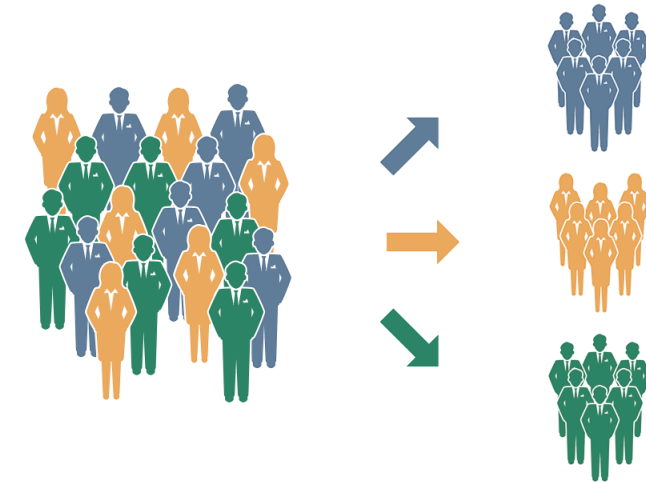
## Search engine



## Ad retargeting/remarketing



## User segmentation





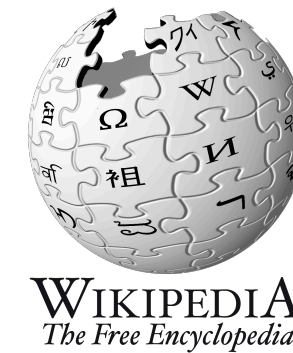
# Collecting More Data

## More Data → Better Performance

Computer Vision  
(Image)



Natural Language  
Processing (Text)



YAHOO!  
NEWS





# Collecting Data in User Behavior Analysis

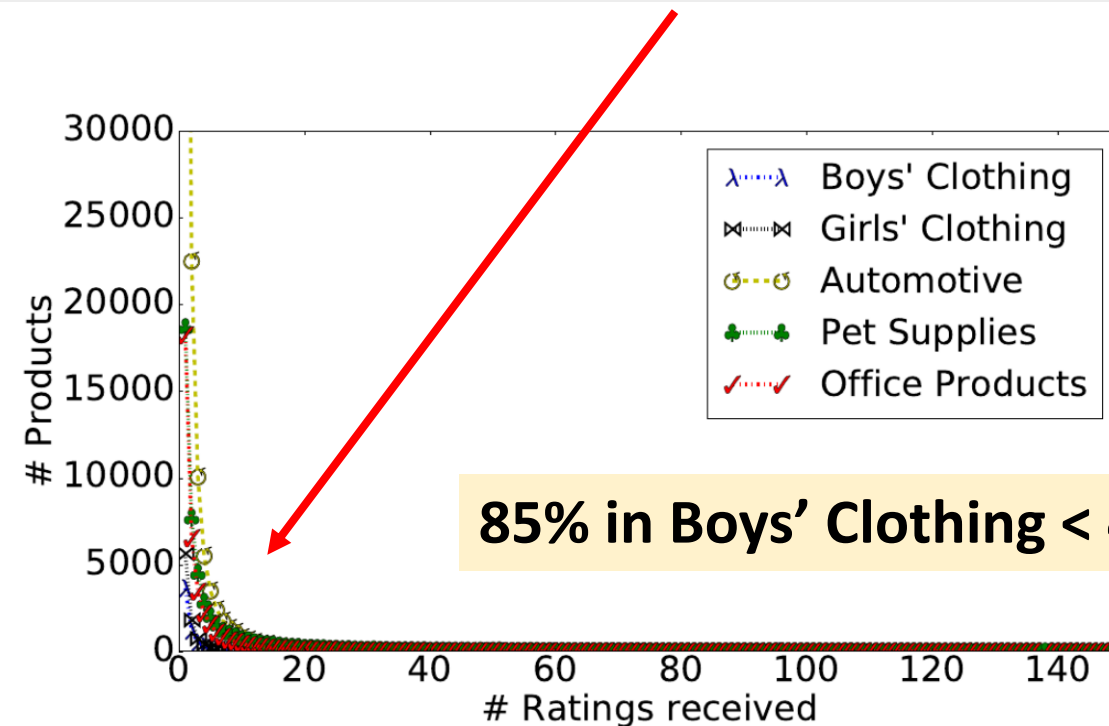


User explicit feedback  
requires **user engagement**



**Hard to collect!**

Most items receive **few** feedback from users



**85% in Boys' Clothing < 4 ratings**

**Data sparsity!**



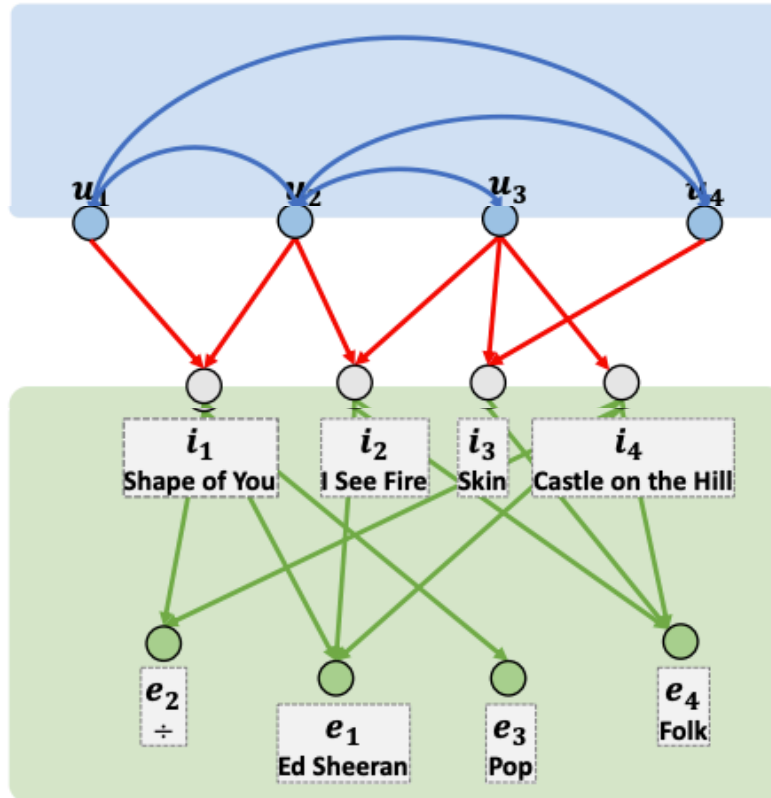
# Collecting Data in User Behavior Analysis

We need to make use of  
**user implicit feedback or auxiliary data**





# How can we represent user behavior in the real-world?



## User-User Connections

- Social Relations
- Same Profiles ...

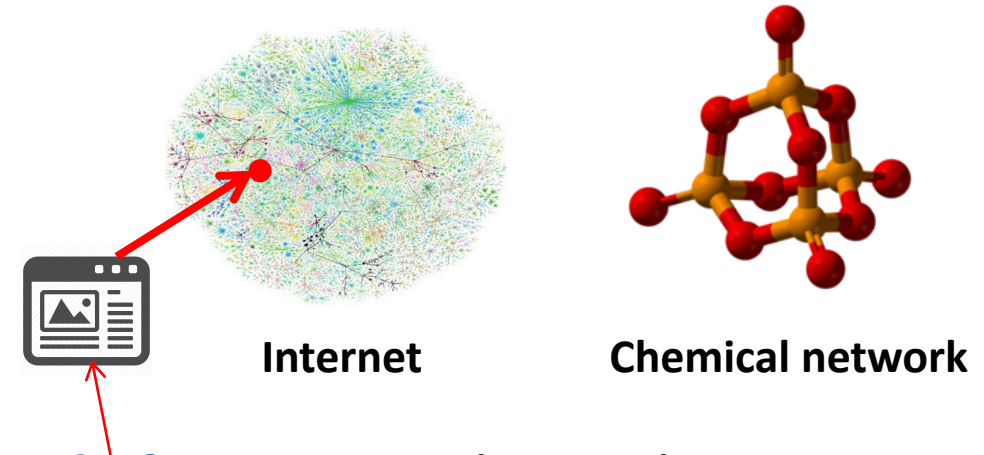
## User-Item Interactions

- Implicit Feedback
- Explicit Feedback ...

## Item-Item Connections

- Same Attributes
- External Knowledge ...

- Many types of data can be flexibly formulated as **networks**
  - e.g., Internet, biological network, chemical network, network of neurons

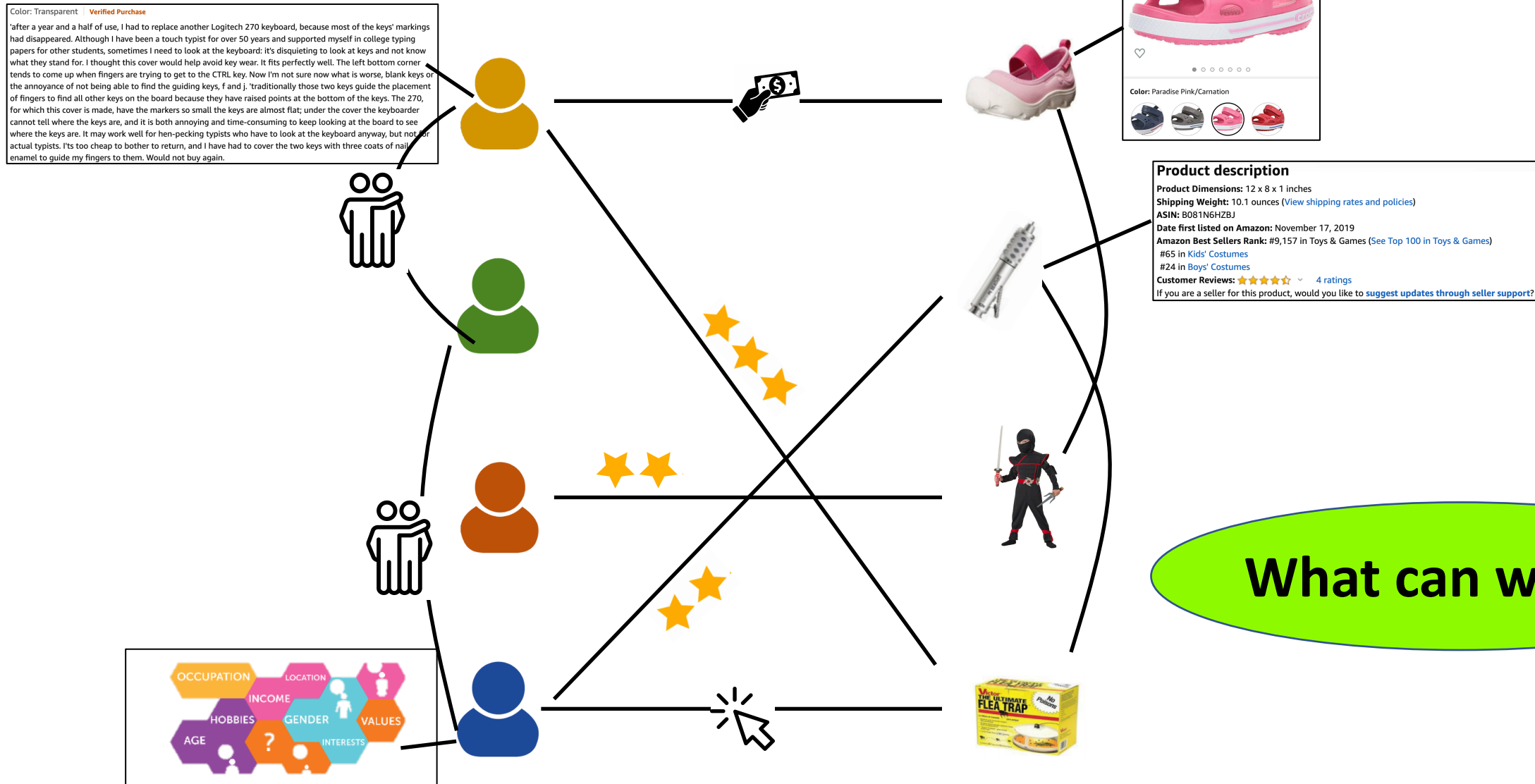


- **Node features** can be easily incorporated
  - Text or image as features of nodes

Network best represents complex user behavior

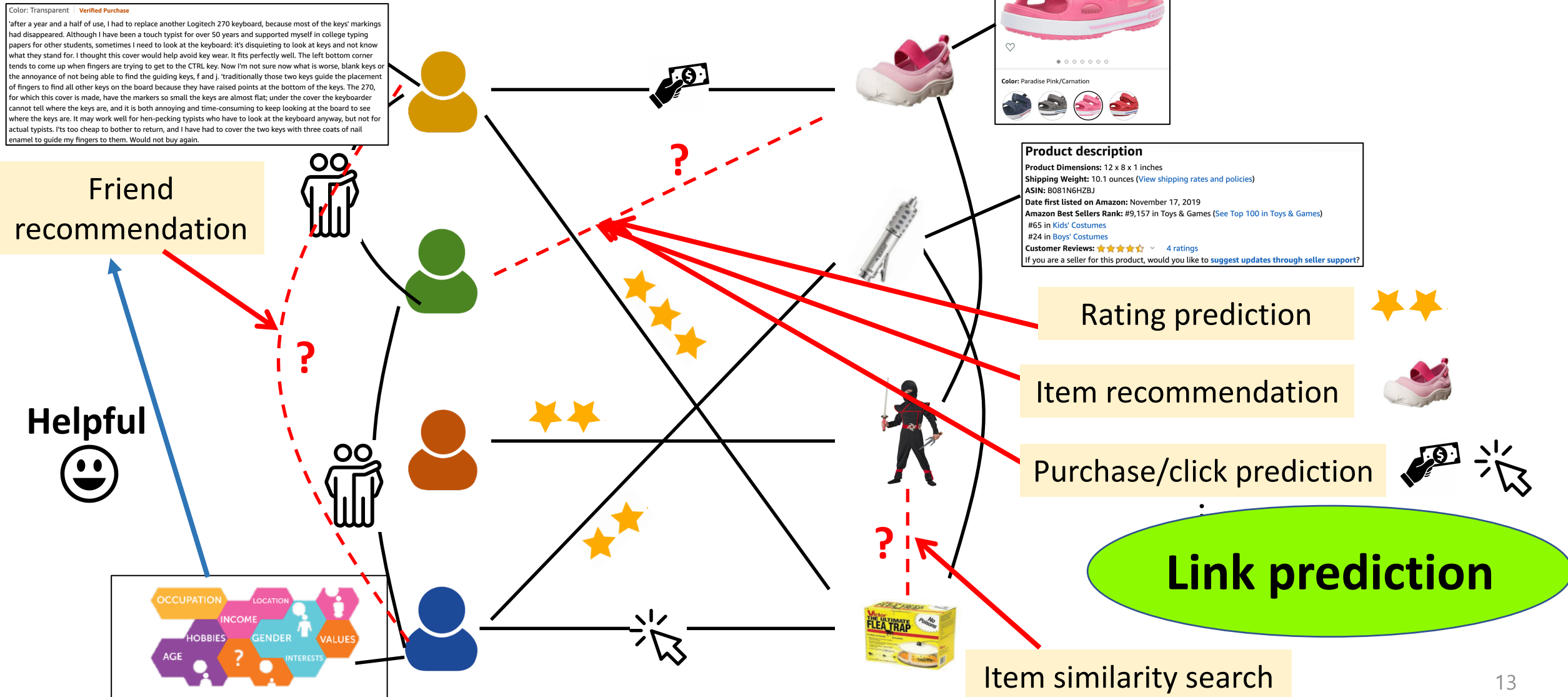


# User Behaviors as a Network



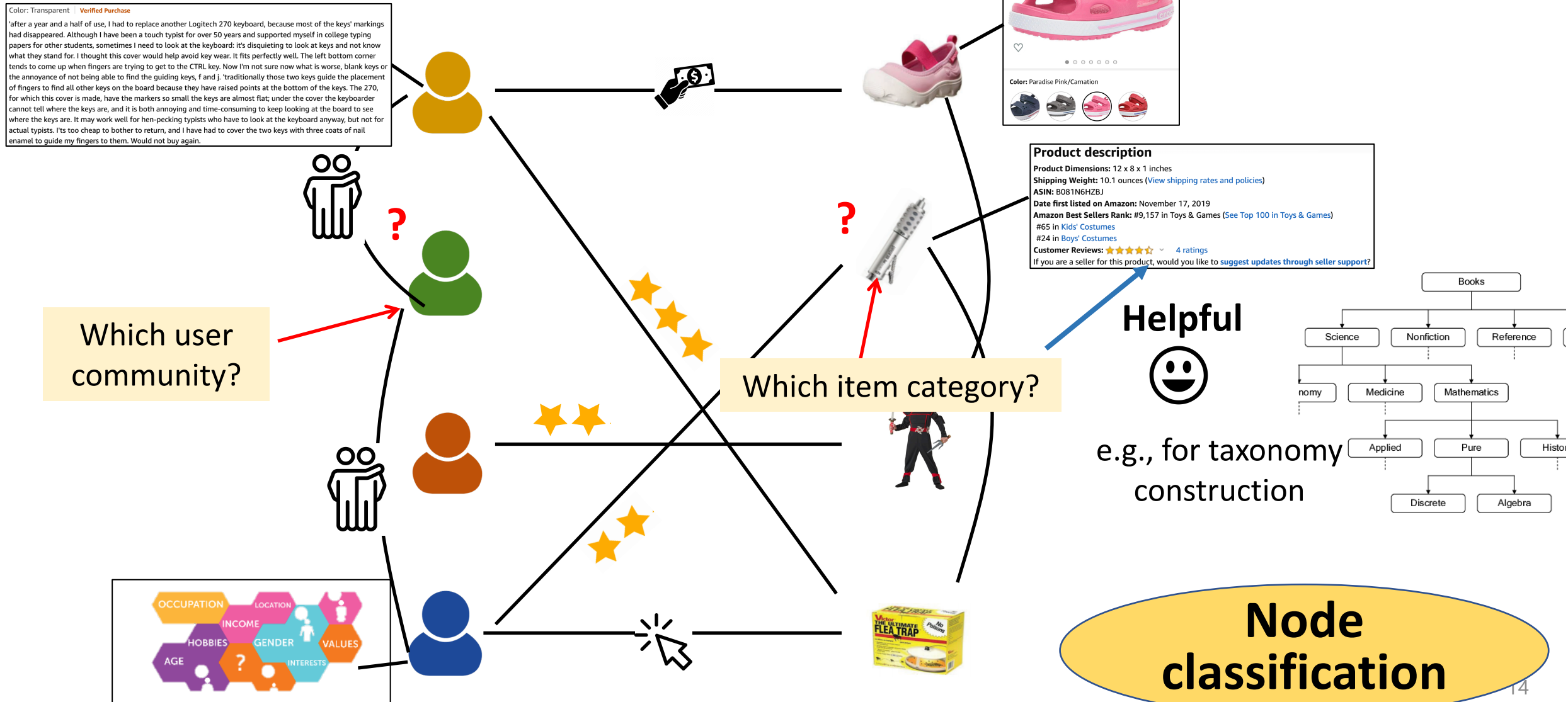


# User Behaviors as a Network



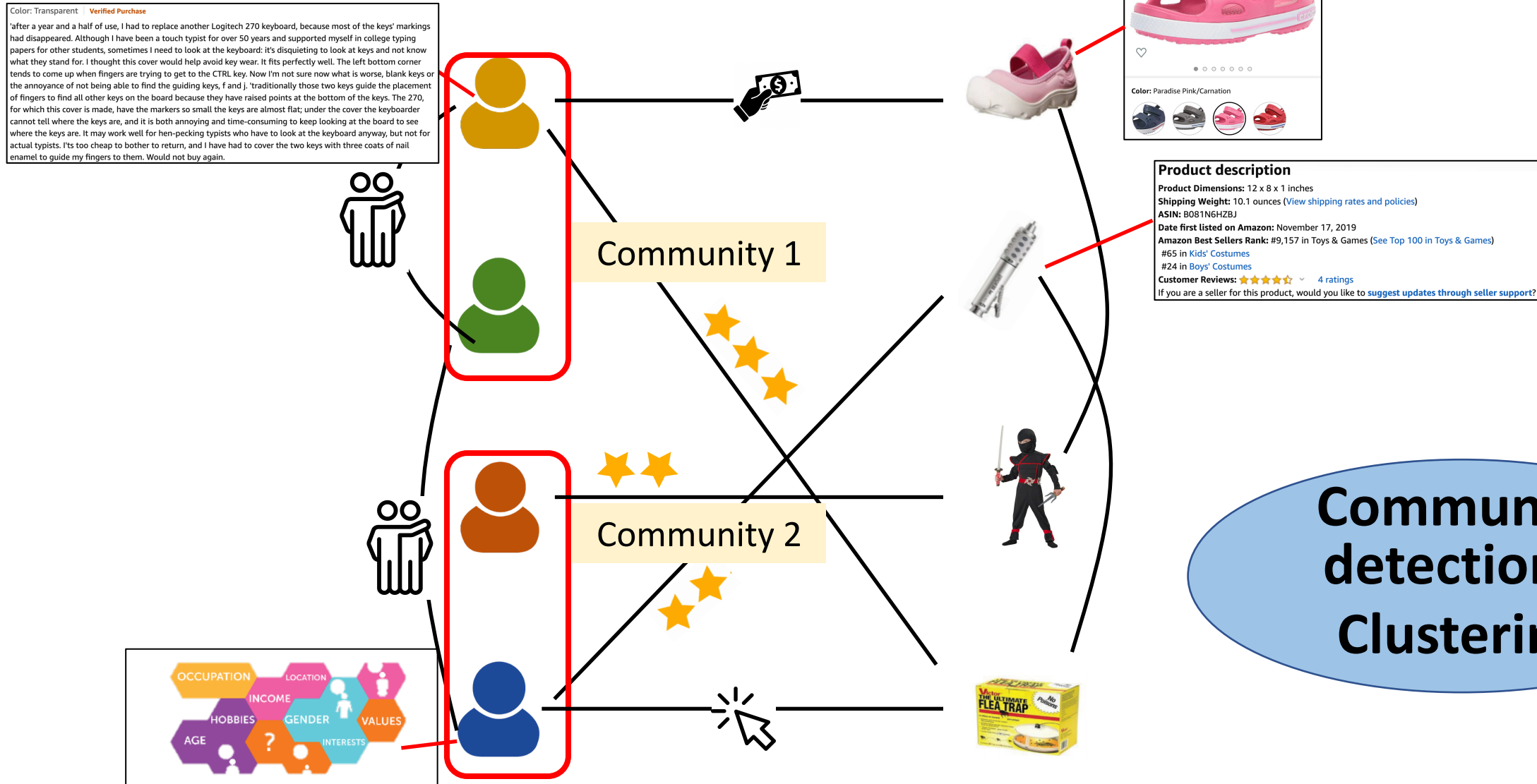


# User Behaviors as a Network





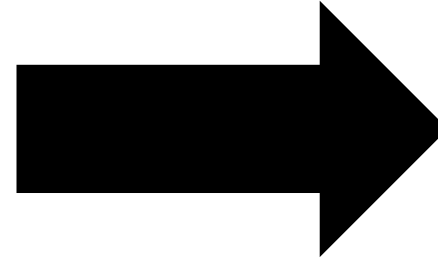
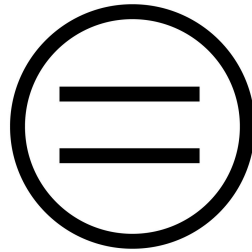
# User Behaviors as a Network





# User Behaviors as a Network

**Understanding  
user behavior network**



**The **key** for  
accurate  
user behavior  
analysis**

**Learning representations for  
nodes and understanding  
relationship between nodes  
in user behavior network**





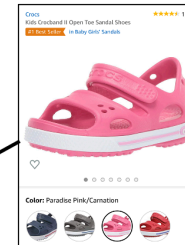
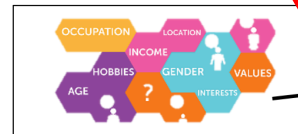
# Challenges of User Behavior Analysis

## 1. User behavior data is **multi-modal**

- Click
- Purchase
- Friend
- Item image
- Item description text
- User reviews
- User demographics
- Also-viewed, also-bought
- ...

Color: Transparent Verified Purchase  
 'after a year and a half of use, I had to replace another Logitech 270 keyboard, because most of the keys' markings had disappeared. Although I have been a touch typist for over 50 years and supported myself in college typing papers for other students, sometimes I need to look at the keyboard! It's disgusting to look at keys and not know what they stand for. I thought this cover would help avoid key wear. It fits perfectly well. The left bottom corner tends to come up when fingers are trying to get to the CTRL key. Now I'm not sure now what is worse, blank keys or the annoyance of not being able to find the guiding keys, 'f' and 'j' - traditionally those two keys guide the placement of fingers to find all other keys on the board because they have raised points at the bottom of the keys. The 270, for which this cover is made, have the markers so small the keys are almost flat; under the cover the keyboard cannot tell where the keys are, and it is both annoying and time-consuming to keep looking at the board to see where the keys are. It may work well for hem-pecking typists who have to look at the keyboard anyway, but not for actual typists. It's too cheap to bother to return, and I have had to cover the two keys with three coats of nail enamel to guide my fingers to them. Would not buy again.'

Friend recommendation



**Product description**  
 Product Dimensions: 12 x 8 x 1 inches  
 Shipping Weight: 10.1 ounces (View shipping rates and policies)  
 ASIN: B081N6HZBJ  
 Date first listed on Amazon: November 17, 2019  
 Amazon Best Sellers Rank: #9,157 in Toys & Games (See Top 100 in Toys & Games)  
 #65 in Kids' Costumes  
 #24 in Boys' Costumes  
 Customer Reviews: ★★★★★ 4 ratings  
 If you are a seller for this product, would you like to suggest updates through seller support?



## How to extract knowledge from multi-modal user behavior data?

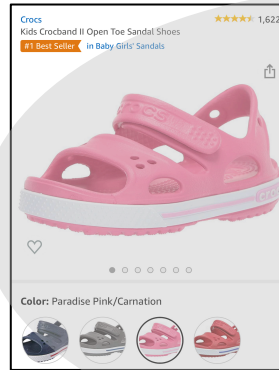


# vs. Modeling data in other domains?

Computer vision  
Natural language processing (NLP)

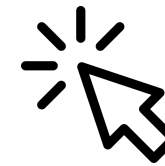
User behavior analysis

Data type



★★★★★ Good concept maladjusted to the keyboard's const  
Reviewed in the United States on December 7, 2019  
Color: Transparent | Verified Purchase  
'after a year and a half of use, I had to replace another Logitech 270  
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enamel to guide my fingers to them. Would not buy again.

Various sources



Click



Add-to-cart



Purchase



Friend



Follow



Rating



Helpful



Dislike



Demographics

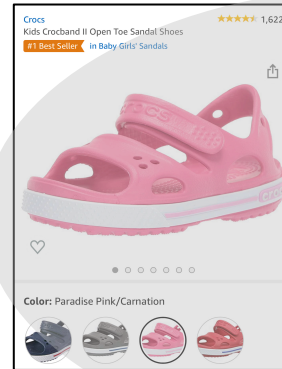


# vs. Modeling data in other domains?

**Computer vision**    **Natural language processing (NLP)**

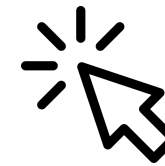
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**Various sources**



Click



Add-to-cart



Purchase



Friend



Follow



Rating



Helpful



Dislike



Demographics

**Methodology**    **Pretrained deep learning model**  
+ Finetuning

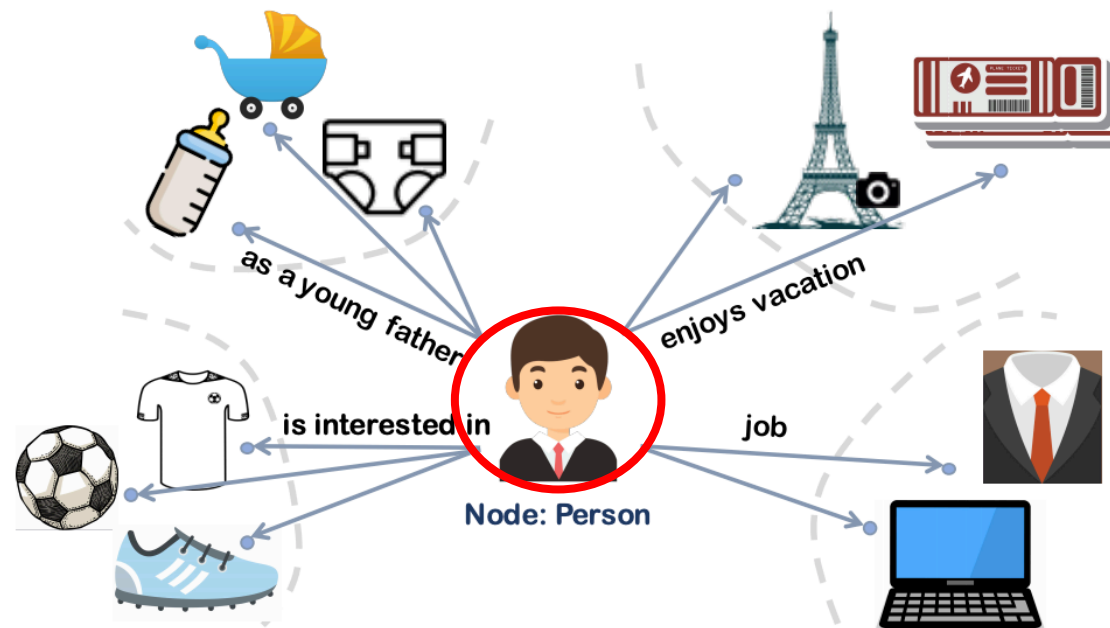
Insight from data analysis +  
Application specific model

**Ability to deal with various types of data is the key for user behavior analysis**

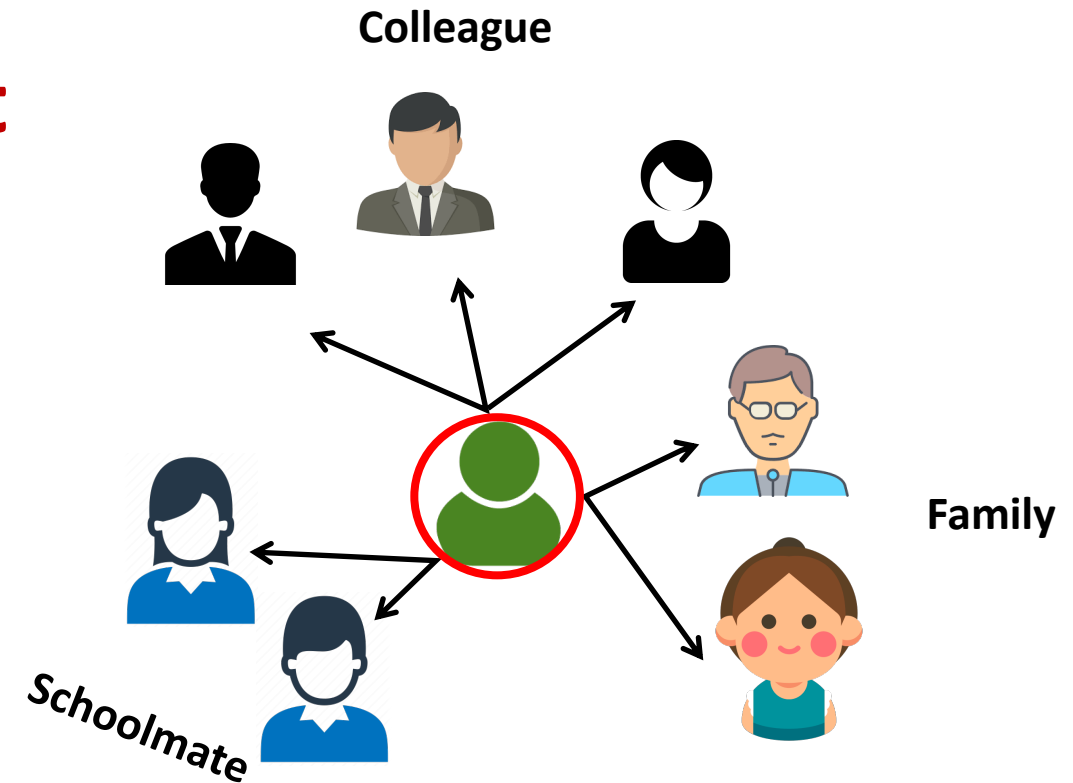


# Challenges of User Behavior Analysis

## 2. User behavior has **multi-aspect**



**Purchase history**



**Social network**

**How to differentiate among multiple aspects?**

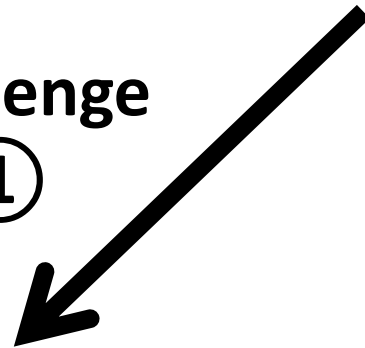


# Recap: User Behavior Analysis

**Goal:** To understand and extract meaningful knowledge from user behaviors

Challenge

①

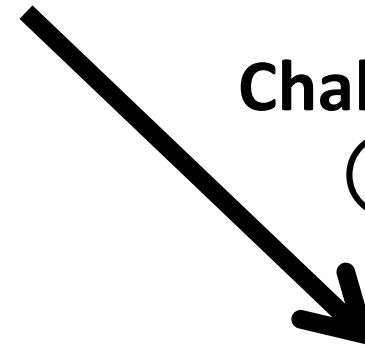


User behavior data is  
**multi-modal**

How to extract knowledge from  
different modalities?

Challenge

②



User behavior  
has **multi-aspect**

How to differentiate  
multiple aspects?



# Overview: User Behavior Analysis

## Part2: Multi-modal

<b>User</b>	<input checked="" type="checkbox"/> Demographics	[RecSys15]
	<input type="checkbox"/> Social network	[WWW16, InforSci16]
	<input type="checkbox"/> User Review	[InforSci19, SIGIR18]
<b>Item</b>	<input type="checkbox"/> Meta-data	[RecSys15, ICDM18]
	<input type="checkbox"/> Item description	[Recsys16, InforSci17]
	<input checked="" type="checkbox"/> Image	[WWW17]
	<input checked="" type="checkbox"/> Affinity relation	[WWW17]
<b>User-Item</b>	<input type="checkbox"/> Rating	[RecSys16, WWW17, InforSci17,19, SIGIR18,ICDM18]
	<input type="checkbox"/> Click/Purchase/ Add-to-cart/ Add-to-favorite	[IJCAI19b, InforSci20,KNOSYS20]
	<input type="checkbox"/> Bookmark	[ICDM18]
	<input type="checkbox"/> Time information	[IJCAI19a, KNOSYS20, sub_b]

## Part 3: Multi-aspect

<input checked="" type="checkbox"/>	Homogeneous Network	[KDD20]
<input checked="" type="checkbox"/>	Multiplex Network	[AAAI20, KNOSYS20]
<input checked="" type="checkbox"/>	Heterogeneous Network	[ICDM18, CIKM19, KDD20, sub_c]



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Part 1: Research Motivation & Background

Part 2: **Multi-modal** User Behavior Analysis ✓

Part 3: **Multi-aspect** User Behavior Analysis

Part 4: Vision for the future



# Overview: User Behavior Analysis

## Part2: Multi-modal

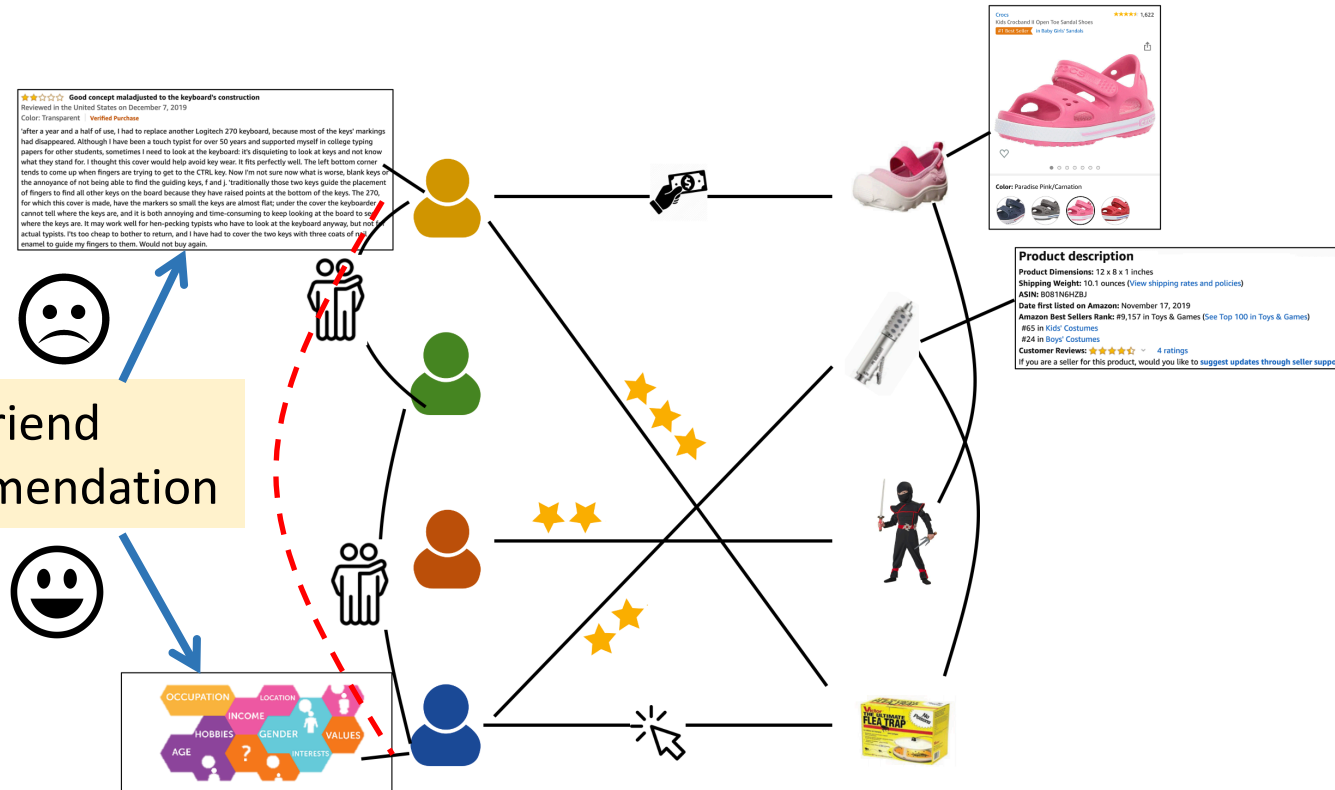
<b>User</b>	Demographics	[RecSys15]
	Social network	[WWW16, InforSci16]
	User Review	[InforSci19, SIGIR18]
<b>Item</b>	Meta-data	[RecSys15, ICDM18]
	Item description	[Recsys16, InforSci17]
	Image	[WWW17]
	Affinity relation	[WWW17]
<b>User-Item</b>	Rating	[RecSys16, WWW17, InforSci17,19, SIGIR18, ICDM18]
	Click/Purchase/ Add-to-cart/ Add-to-favorite	[IJCAI19b, InforSci20, KNOSYS20]
	Bookmark	[ICDM18]
	Time information	[IJCAI19a, KNOSYS20, sub_b]

## Part 3: Multi-aspect

Homogeneous Network	[KDD20]
Multiplex Network	[AAAI20, KNOSYS20]
Heterogeneous Network	[ICDM18, CIKM19, KDD20, sub_c]



# User behavior data is **multi-modal**



- Click
- Purchase
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- Item description text
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- User demographics
- Also-viewed, also-bought
- ...

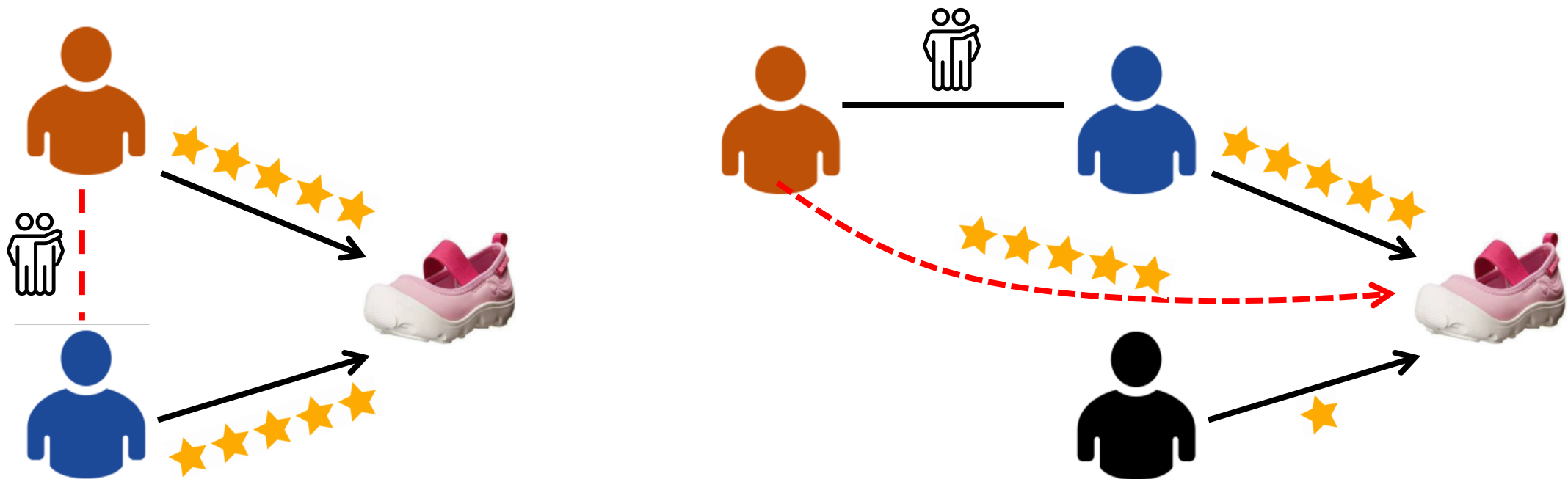
**How to extract knowledge from multi-modal user interaction?**



# How Does User Social Network Help?

## Homophily effect

Likely to be friends with users with similar interest

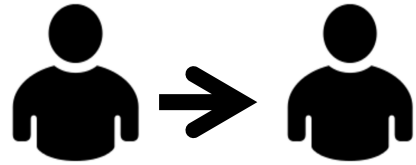




# Social information of users [WWW'16, InforSci'16]

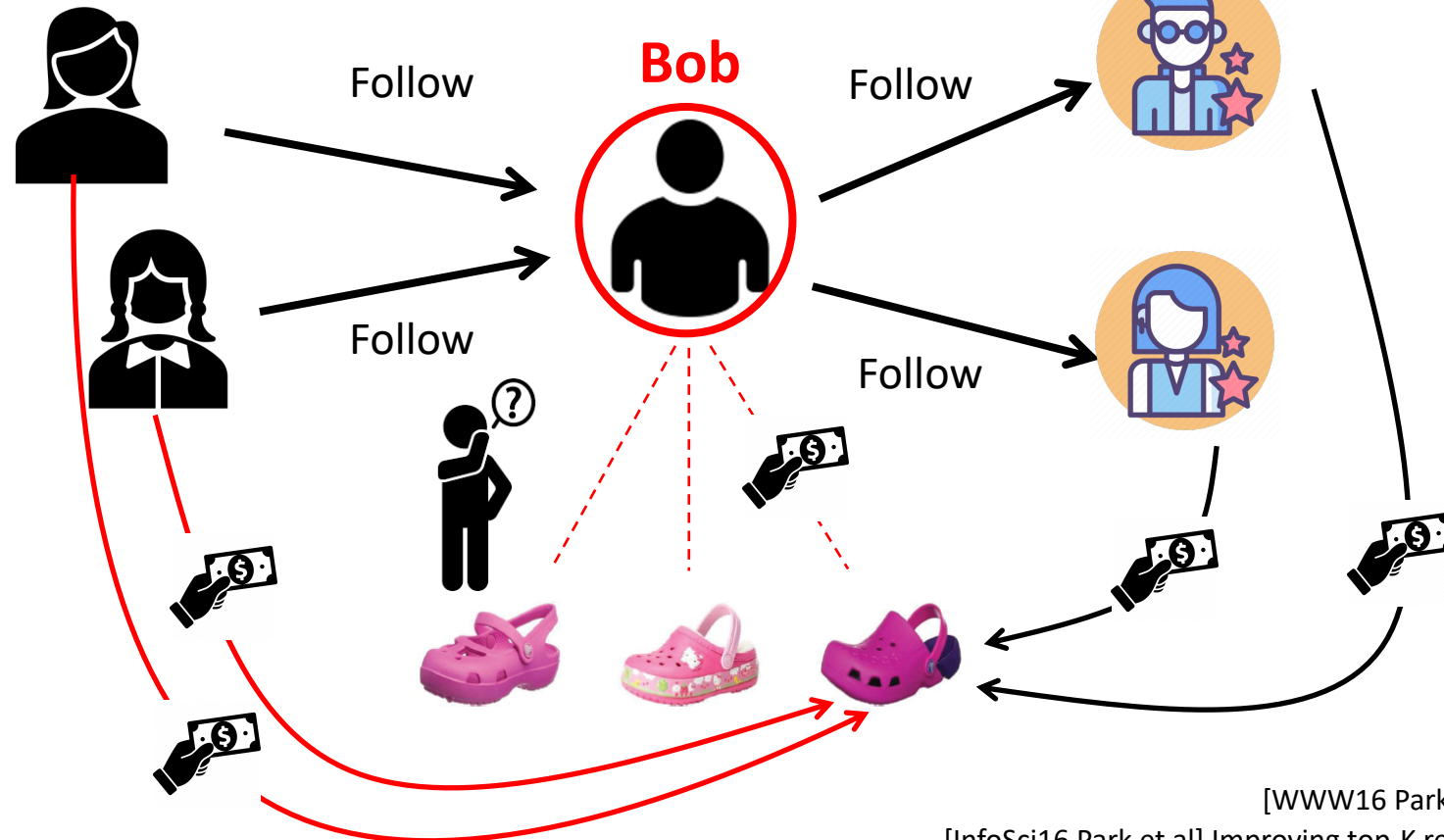


①

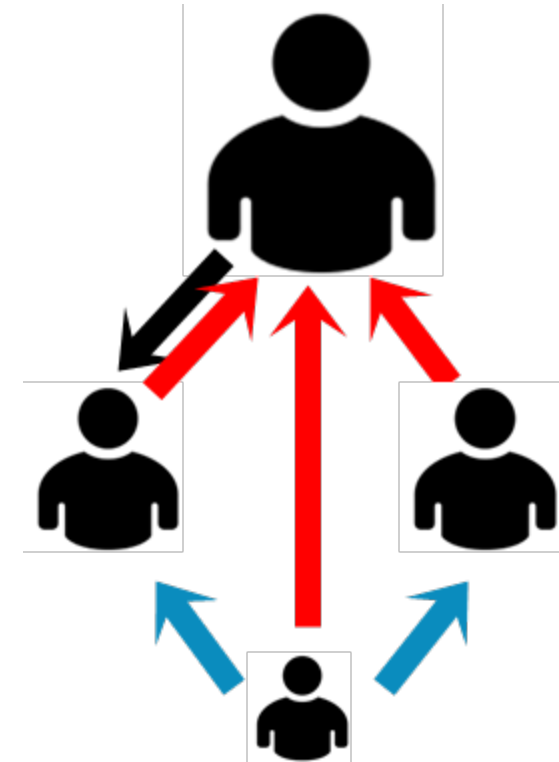


Follower

Followee

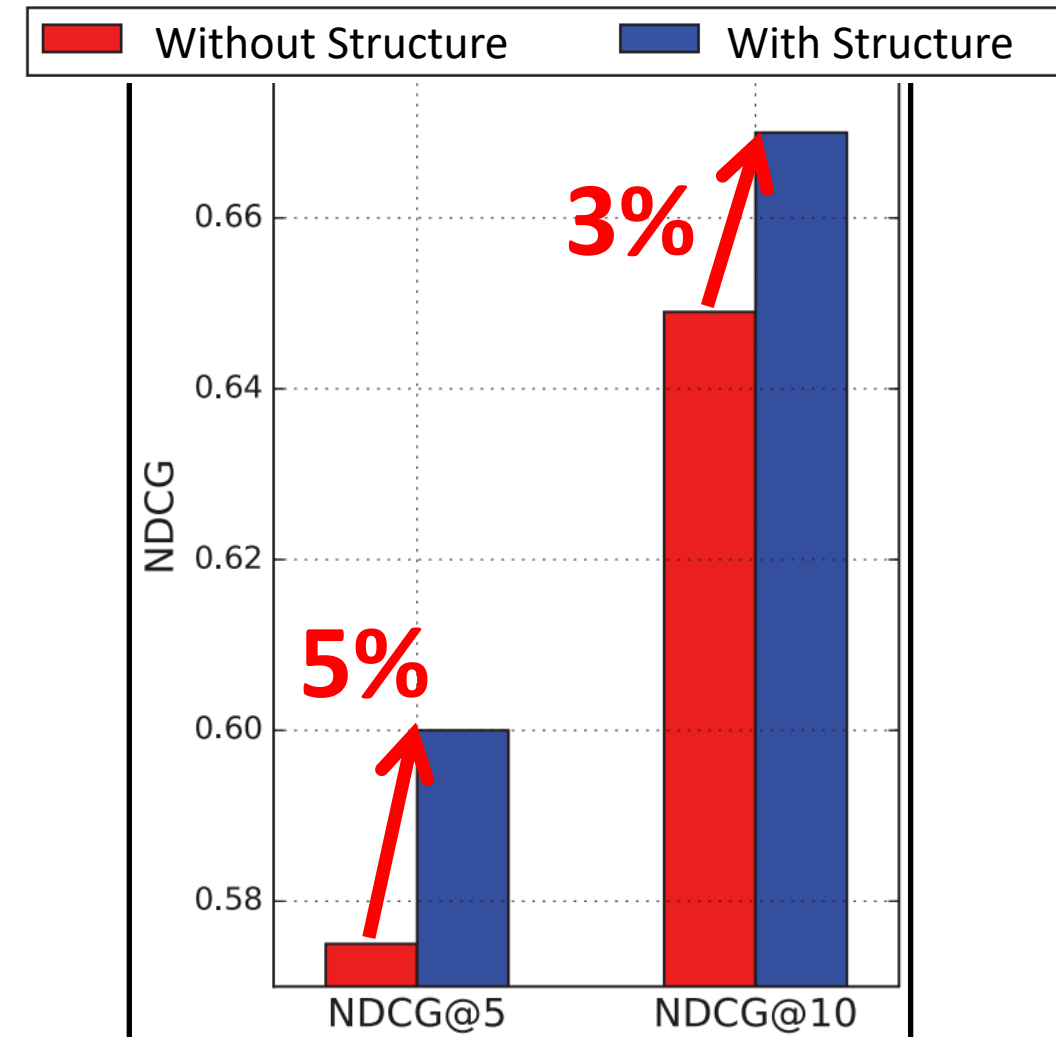
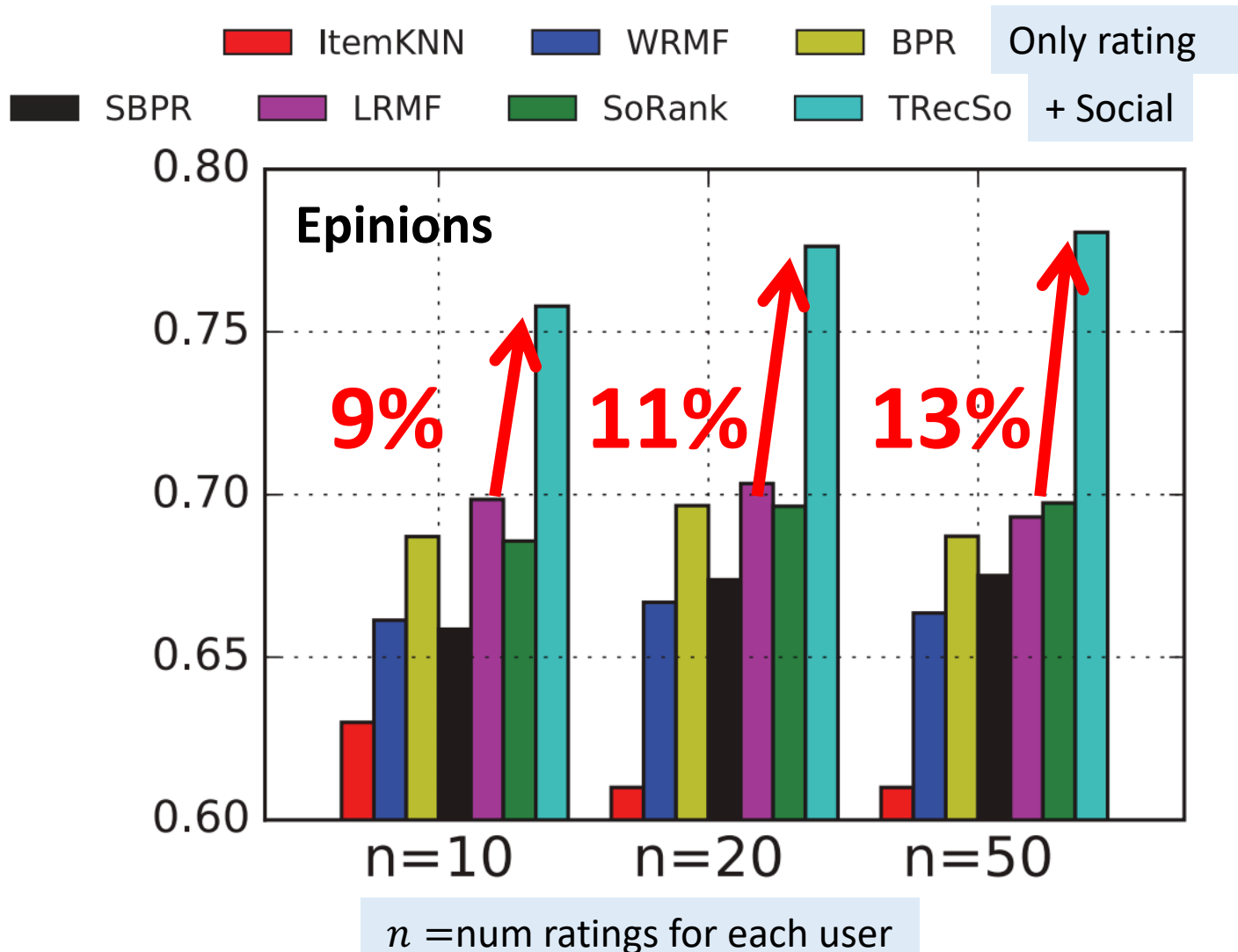


② Structural importance





# Social information of users [WWW16, InforSci16]



[WWW16 Park et al] TRecSo: Enhancing Top-k Recommendation With Social Information
















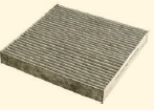
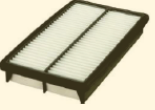












[InfoSci16 Park et al] Improving top-K recommendation with trustor and trustee relationship in user trust network



# How Does Item Relational Network Help? [WWW'17]

**Clothing Domain**



Product Domain	Target	Also-viewed item (Item relational network)
Boys' Clothing		    
Girls' Clothing		    
Automotive		    
Pet Supplies		    
Office Products		    

**Non-clothing Domain**



**Visually related**








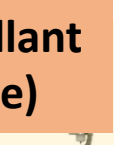












**Functionally related**



# How Does Item Relational Network Help? [WWW'17]

**Clothing Domain**

**Non-clothing Domain**

Product Domain	Target	Also-viewed item (Item relational network)					
Boys' Clothing							
Girls' Clothing							
Automotive	<b>Flea repellent (Liquid)</b>			<b>Flea repellent (Trap)</b>		<b>Flea repellent (Capsule)</b>	
Pet Supplies							
Office Products							

**Visually related**

**Functionally related**

**Functionality** cannot be captured by item images



# How Does Item Affinity Network Help? [WWW'17]

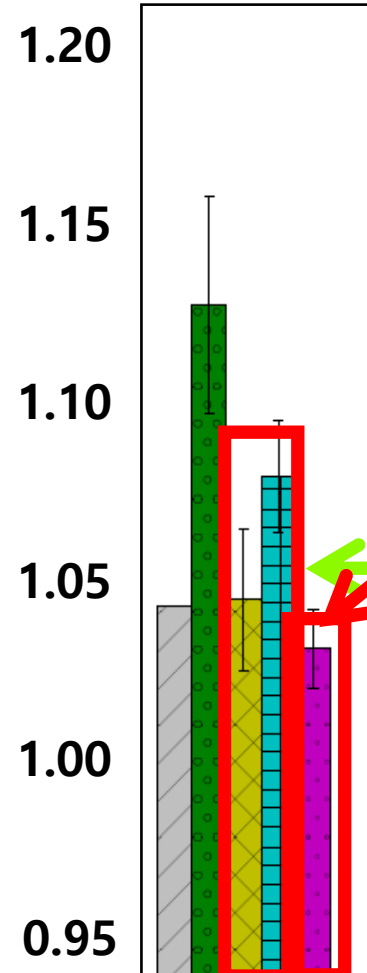
## Rating Prediction Task

PMF	Rating only
VMF	+ Visual
MCF	+ Also-viewed
VMCF	+ Both

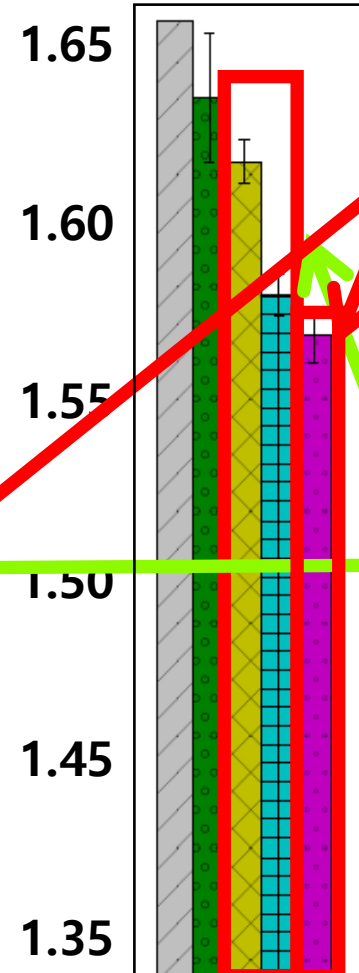
The smaller  
the better

Mean Squared Error

### Boy's Clothing



### Pet Supplies



Combining both visual  
information and item  
affinity network **performs  
the best regardless of the  
domains**

Clothing domain  
→ Visual information

Non-clothing domain  
→ also-viewed information



[RecSys16 Kim and Park et al] Convolutional Matrix Factorization for Document Context-Aware Recommendation  
 [InfoSci17 Kim and Park et al] Deep Hybrid Recommender Systems via Exploiting Document Context and Statistics of Items  
 [SIGIR18 Hyun and Park et al] Review Sentiment-Guided Scalable Deep Recommender System  
 [InforSci18 Hyun, Park et al] Target-Aware Convolutional Neural Network for Target-Level Sentiment Analysis  
 [IJCAI19a Lee, Park et al] Action Space Learning for Heterogeneous User Behavior Prediction  
 [IJCAI19b Kim, Kim, Park et al] Sequential and Diverse Recommendation with Long Tail

# Others

- **User demographics / Item metadata** [RecSys'15]
  - Age, resident, purchased time, category, price, quantity, etc
  - **User purchase prediction competition (Top 1.1% out of 850 teams. Paper invited)**
- **User review / Item description text** [RecSys'16, InforSci'17,19, SIGIR'18]
  - **Field-Weighted Citation Impact (FWCI): 54.34 (Top 1% worldwide)**
  - **Top-2 Cited paper in RecSys'16 (Cited 311 times)**
    - c.f.) Top-1: Deep neural networks for YouTube recommendations (work by Google)
- **Temporal dynamics (sequence of clicks/purchases)** [IJCAI'19b, KNOSYS'20, sub]
- **Heterogeneous behaviors** [IJCAI'19a, InforSci'20]
  - Click, Purchase, Add-to-Cart, Favorite

[KNOSYS20 Park et al] An Encoder-Decoder Switch Network for Purchase Prediction

[InforSci20 Park et al] Click-aware Purchase Prediction with Push at the Top

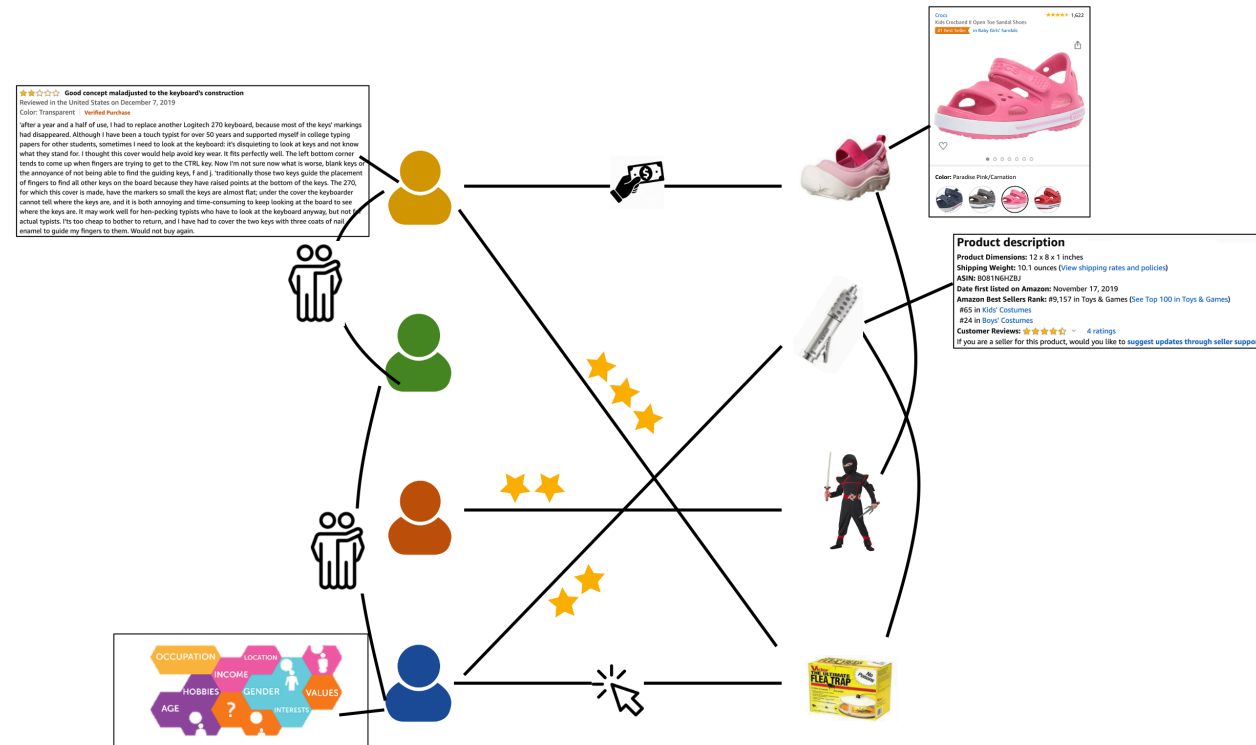
[RecSys15 Park et al] Predicting User Purchase in E-commerce by Comprehensive Feature Engineering and Decision Boundary Focused Under-Sampling

[sub Hyun, Cho, Park et al] Time-variant Review Representation for Recommender System



## Part 2

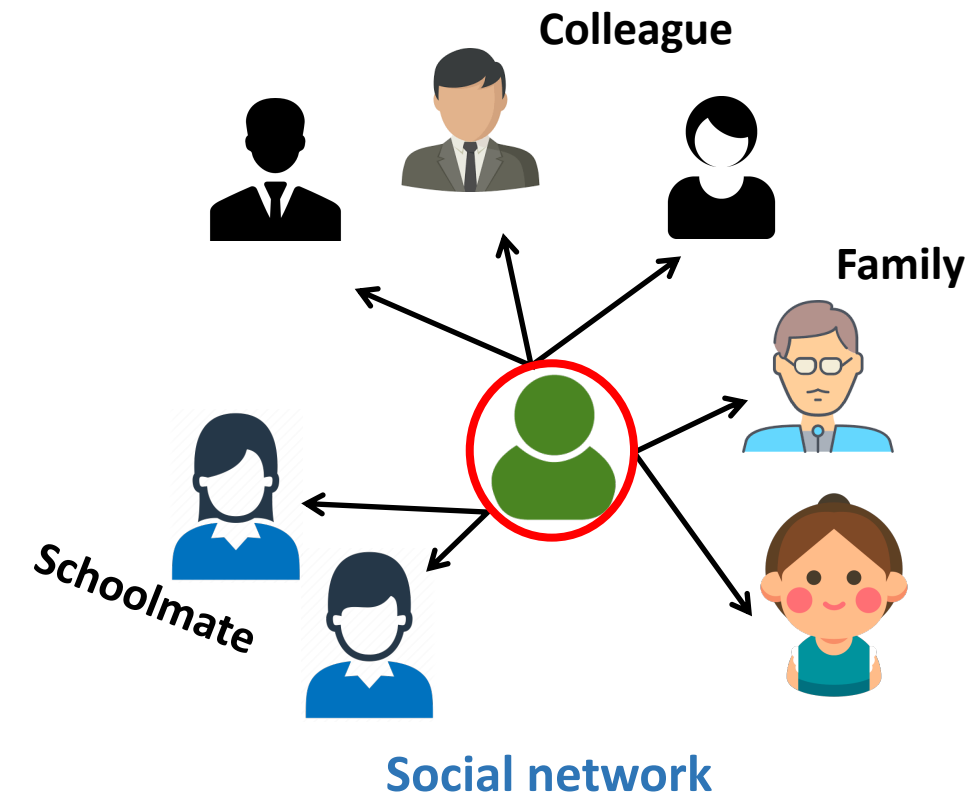
So far,  
different types of user behavior



What?  
How?

## Part 3

Now, we will go  
deeper into each user



Why?



# Outline

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Part 3: **Multi-aspect** User Behavior Analysis ✓

Part 4: Vision for the future



# Overview: User Behavior Analysis

## Part2: Multi-modal

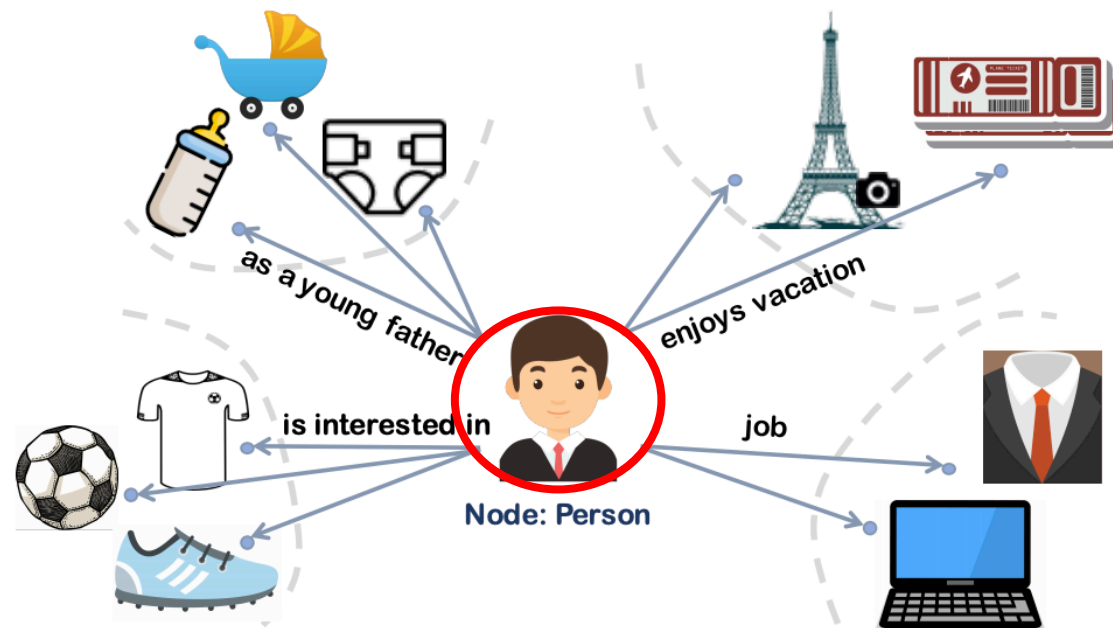
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	Time information	[IJCAI19a, KNOSYS20, sub_b]

## Part 3: Multi-aspect

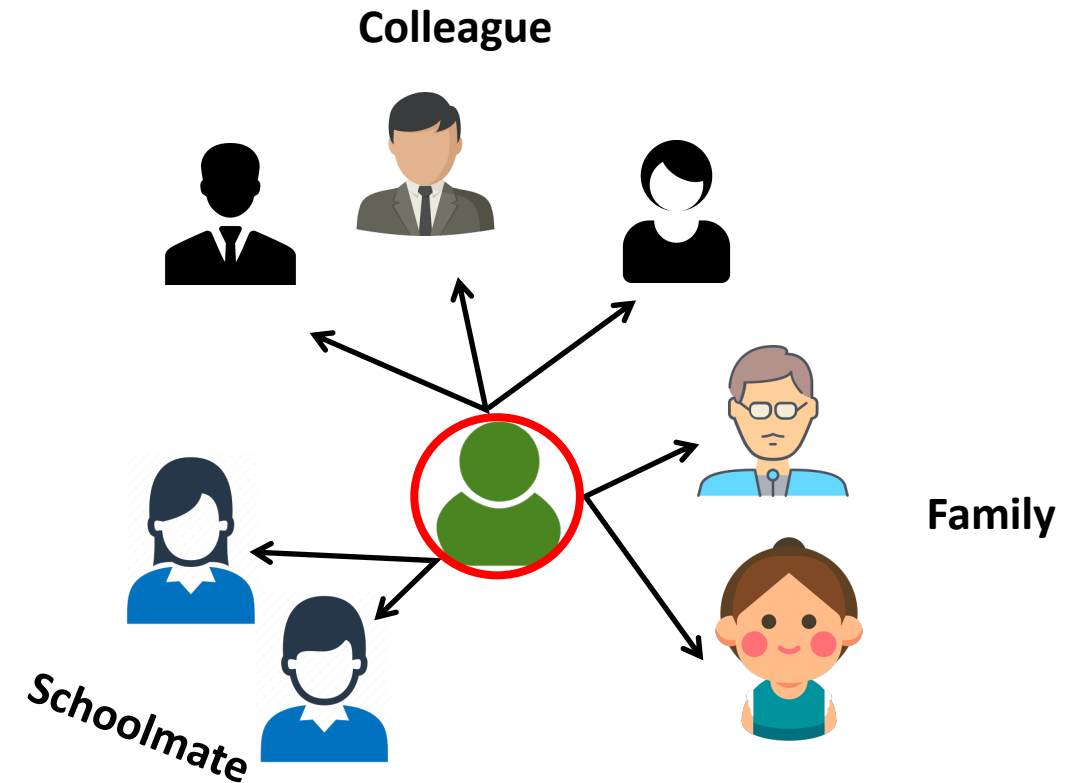
Homogeneous Network	[KDD20]
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# User behavior has **multi-aspect**



**Purchase history**



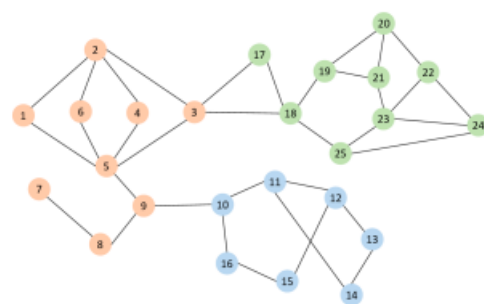
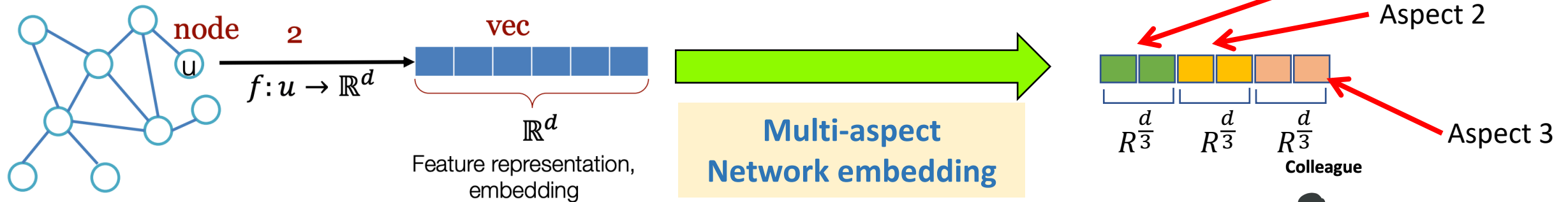
**Social network**

**How to differentiate among multiple aspects?**



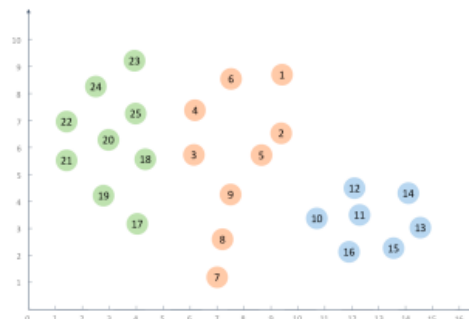
# What is Network Embedding?

- Encode nodes so that **similarity in the embedding space** approximates **similarity in the original network**
- Similar nodes in a network have similar vector representations

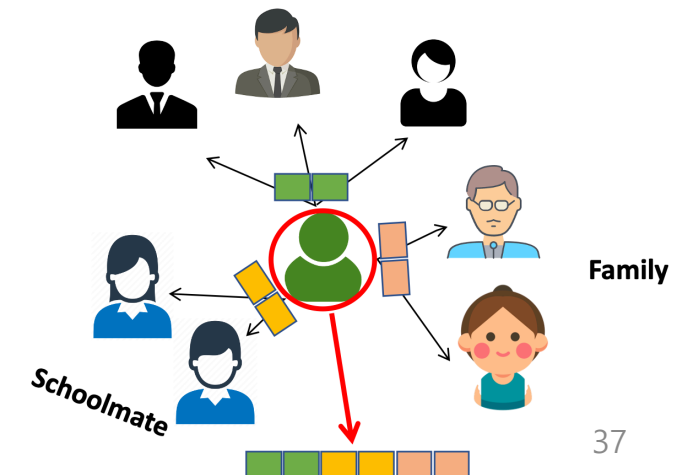


Input

Network Embedding

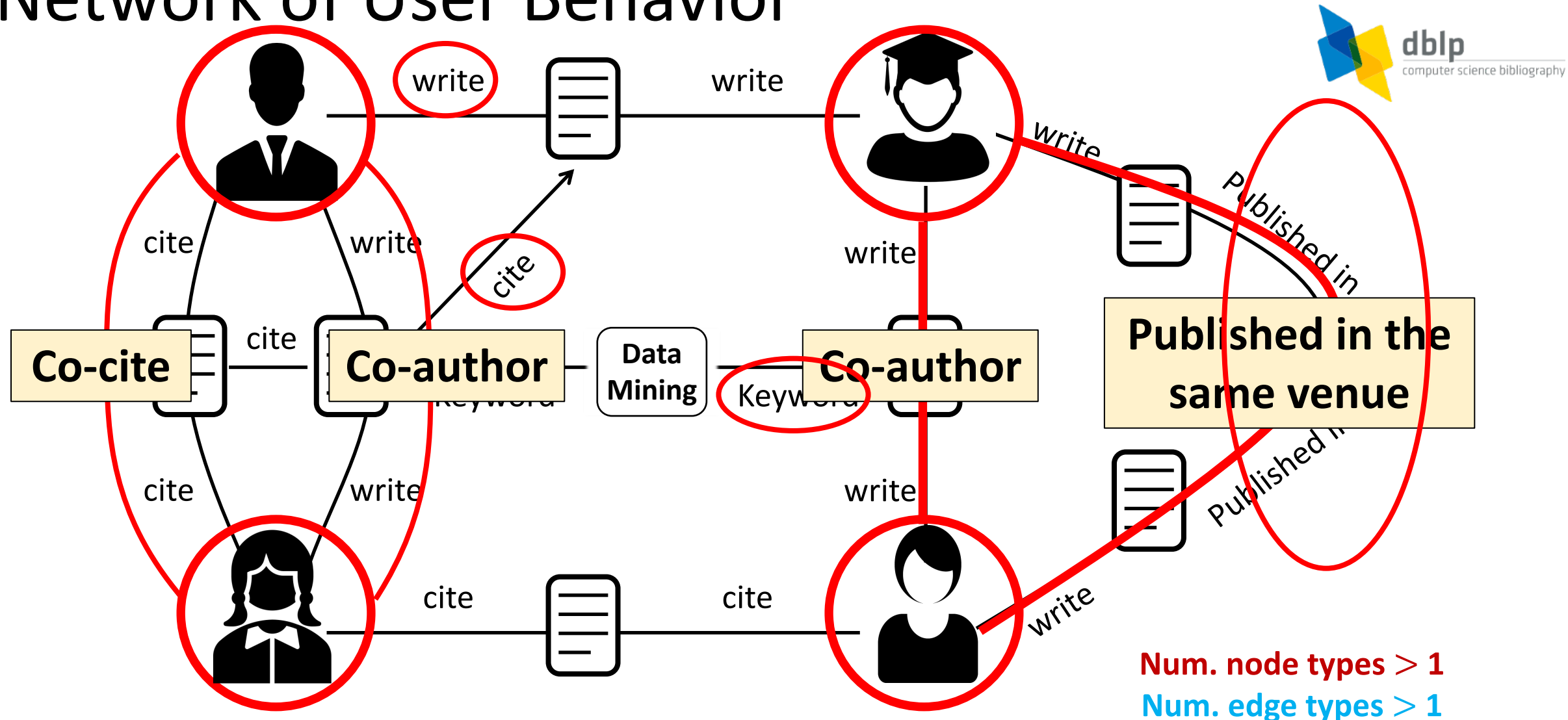


Output





# Network of User Behavior

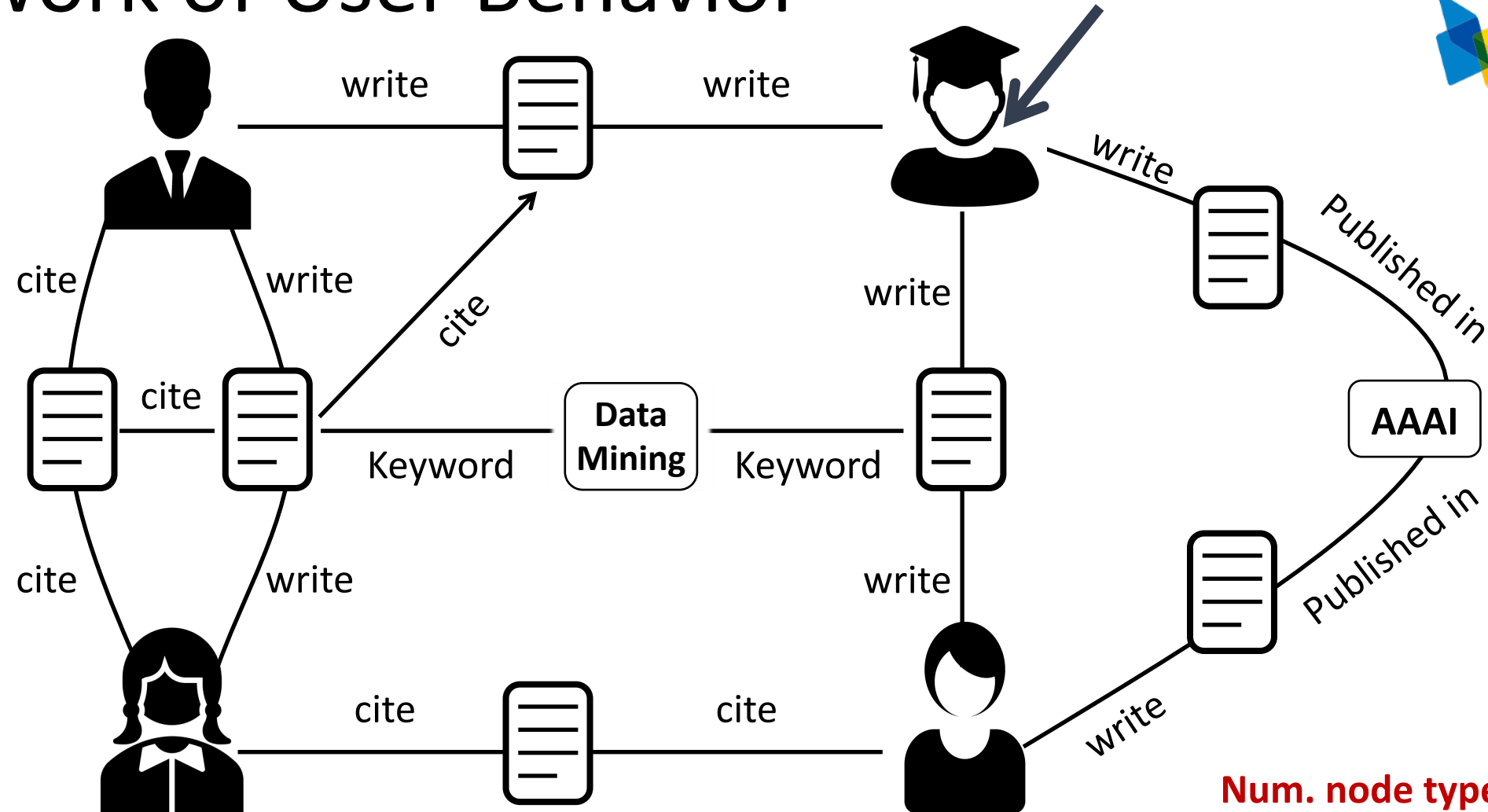


**Heterogeneous Information Network**



# Network of User Behavior

Task: Research interest?



Num. node types > 1

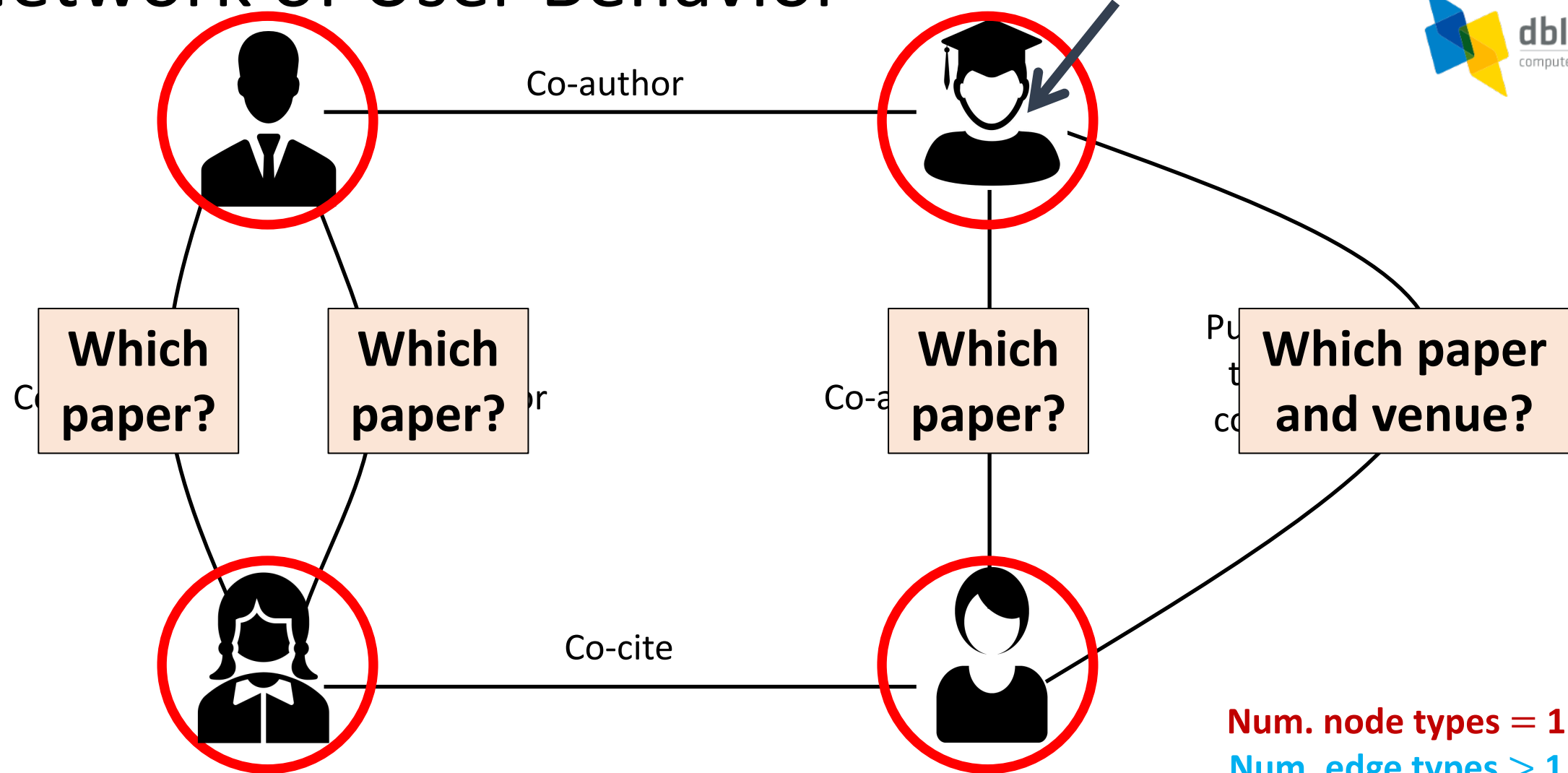
Num. edge types > 1

Heterogeneous Information Network



# Network of User Behavior

Task: Research interest?



Num. node types = 1

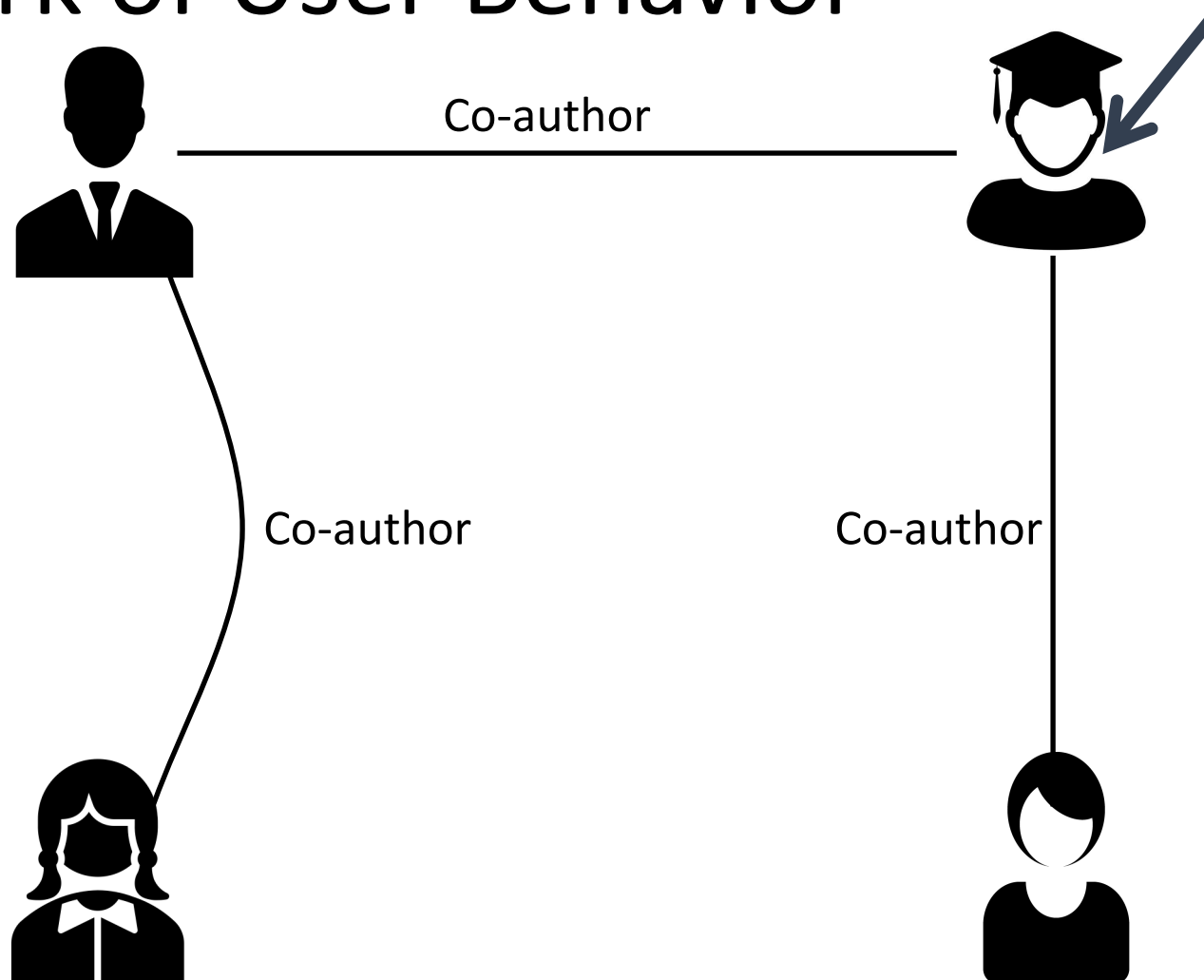
Num. edge types > 1

Multiplex Network



# Network of User Behavior

Task: Research interest?



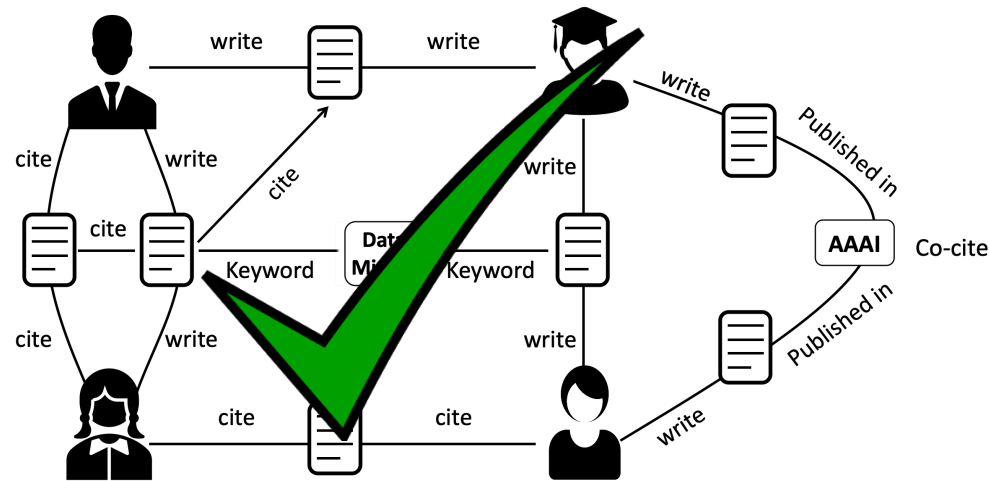
Num. node types = 1

Num. edge types = 1

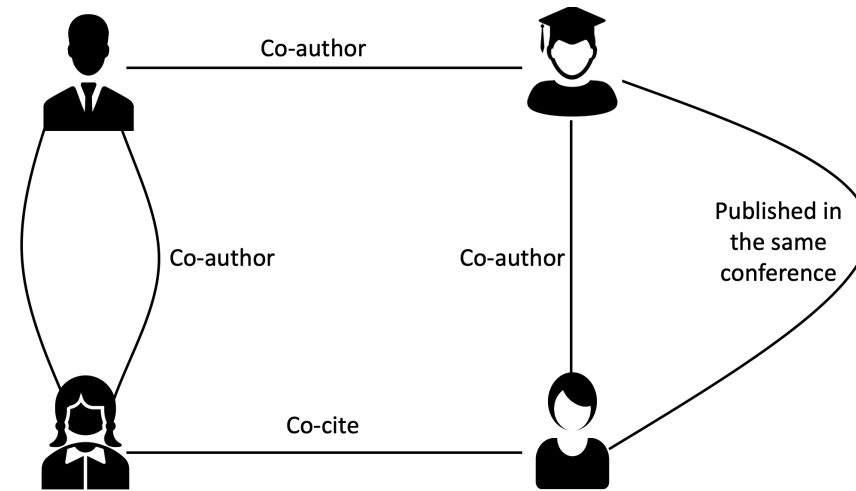
Homogeneous Network



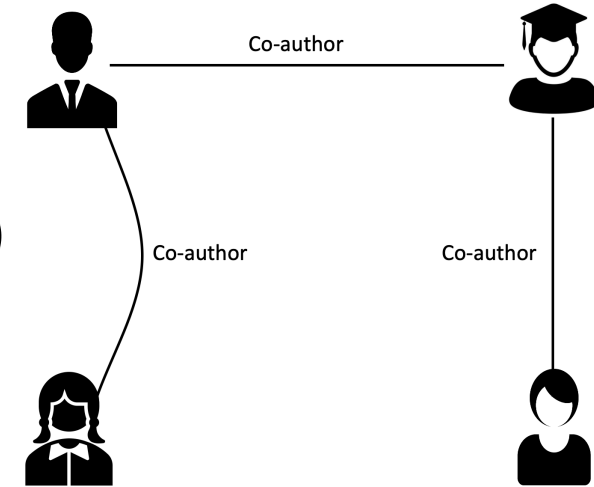
# Recap: Multi-aspect User Behavior



Heterogeneous network  
[ICDM18, CIKM19, KDD20, sub\_c]



Multiplex network  
[AAAI20, KNOSYS20]



Homogeneous network  
[KDD20]

The amount of Information

Rich

Sparse

Easy

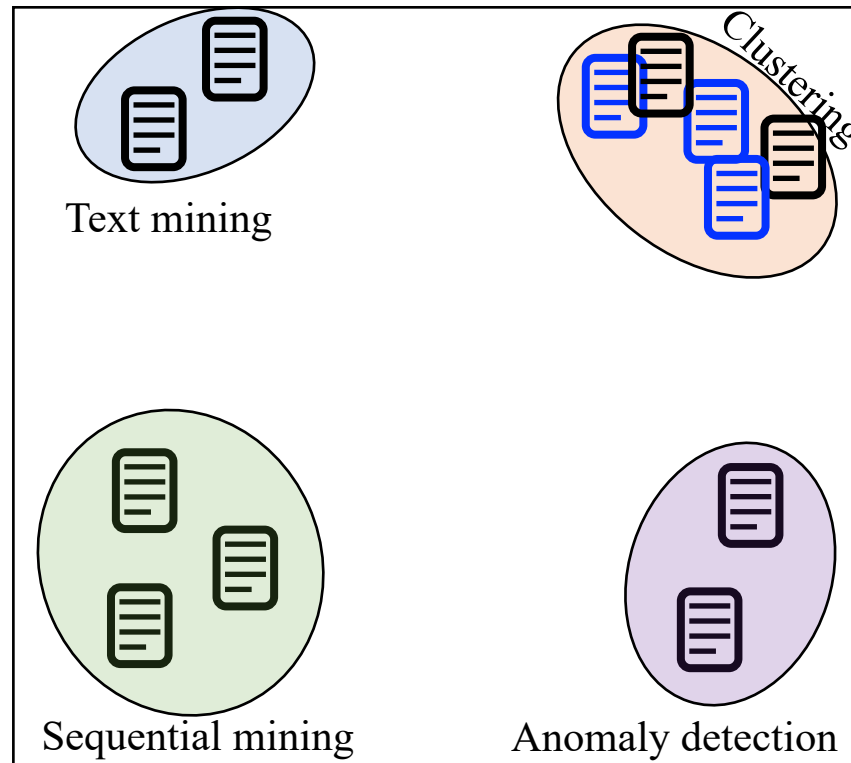
Difficulty of understanding **multi-aspect** user behavior

Difficult



# Why does it matter? ex) Author identification

 Bob's Paper
  Alice's Paper
  Target Paper written by Bob



Bob

Has **multiple** papers in various research areas



Alice

**Only** works on “Clustering” topic



?

?



Bob

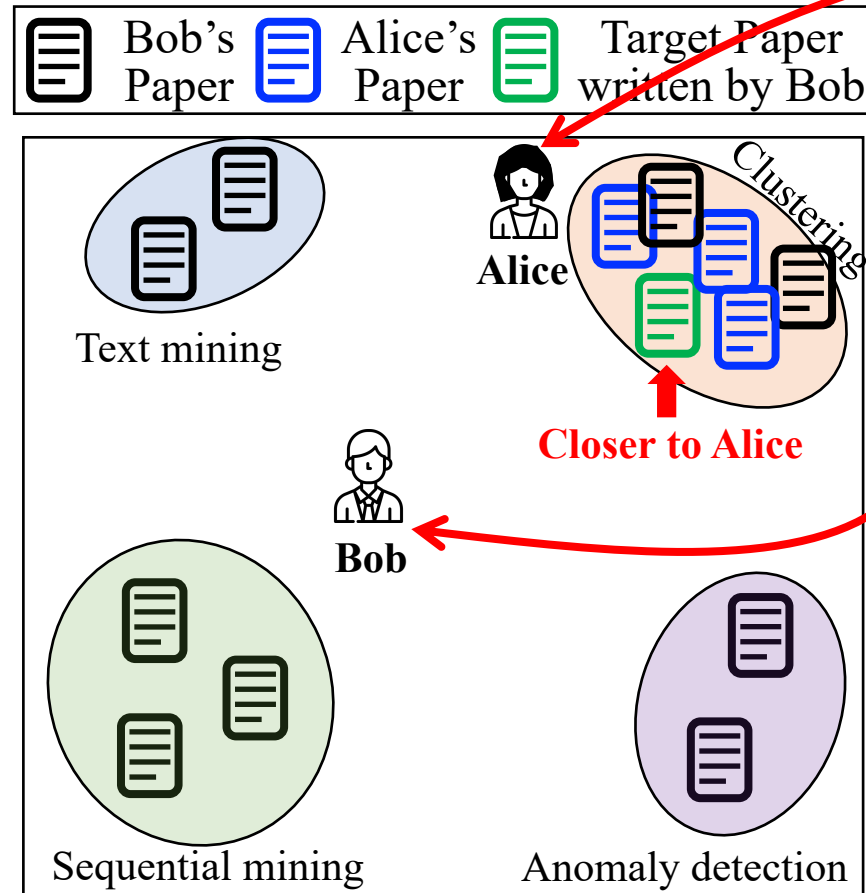


Alice

Where are the **optimal points for embedding**?



# Why does it matter? ex) Author identification




Has **multiple** papers in various research areas



**Only** works on “Clustering” topic



Where are the **optimal points for embedding**?

Q. What will be the prediction for a new paper on “Clustering” written by Bob? 




Ans. Alice's Paper 😞

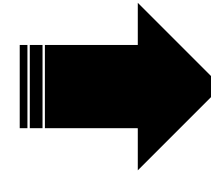
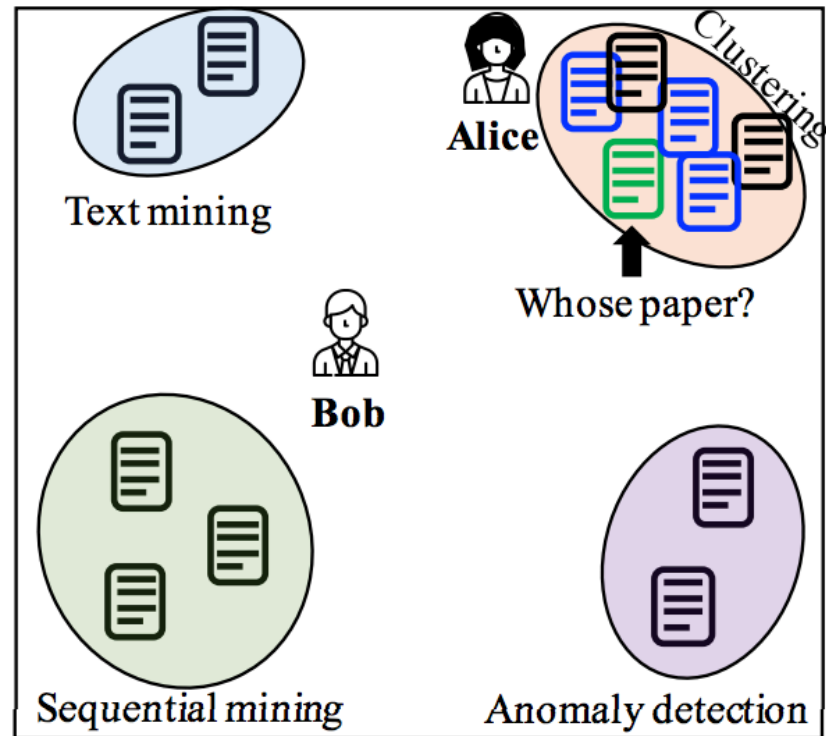
∴ Embedded together with “Clustering” papers  
→ Closer to Alice



Bob has **multi-aspects** and should be considered

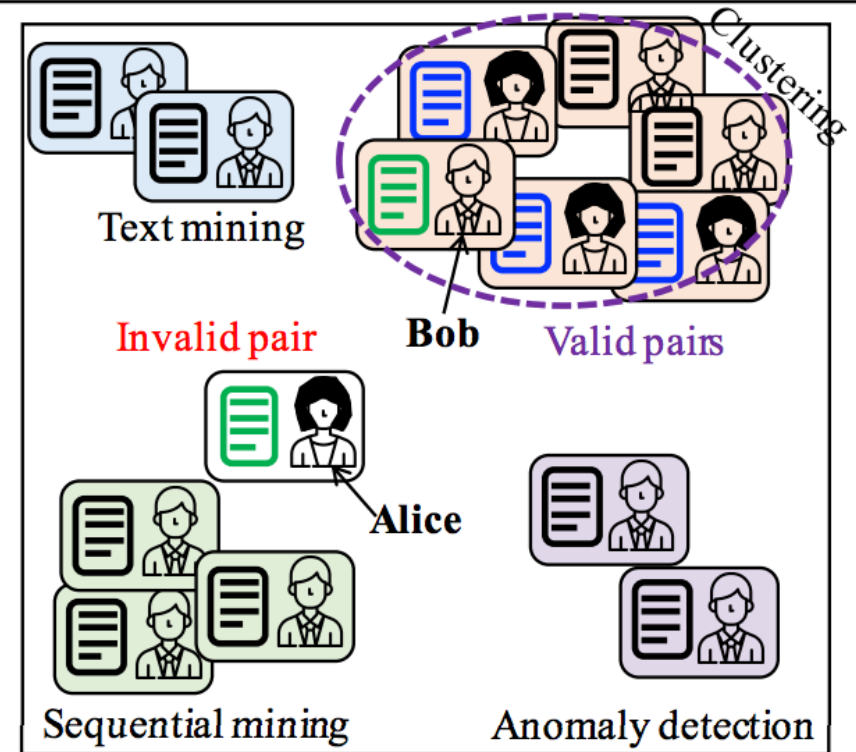


# Pair Embedding Framework [CIKM'19]

 Bob's Paper
  Alice's Paper
  Target Paper written by Bob



 (Paper-Bob) Pair embedding
  (Paper-Alice) Pair embedding



Associated research topic

Pair validity information

- whether  is written by 

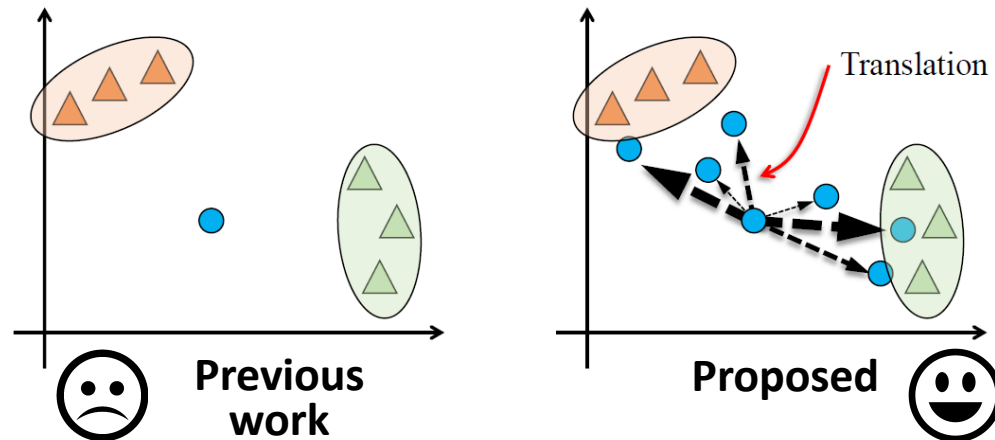




# Translation-based Metric learning Approach [ICDM'18]

- Alternative way of pair embedding
- “Translate” each user to items considering the user’s relation with items

○ User    △ Relevant Item



User 1

Item 2

Translation

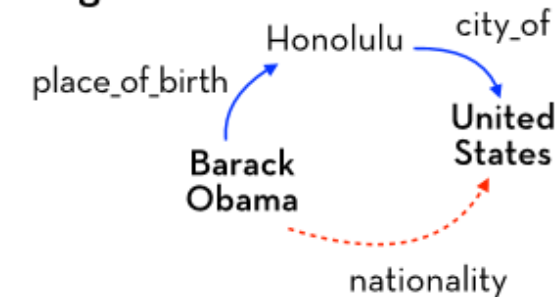
$$r_{12} = f(\alpha_1^n, \beta_2^{nbr})$$

History of  
User 1 + Item 2



## Translation Mechanism

Knowledge Base

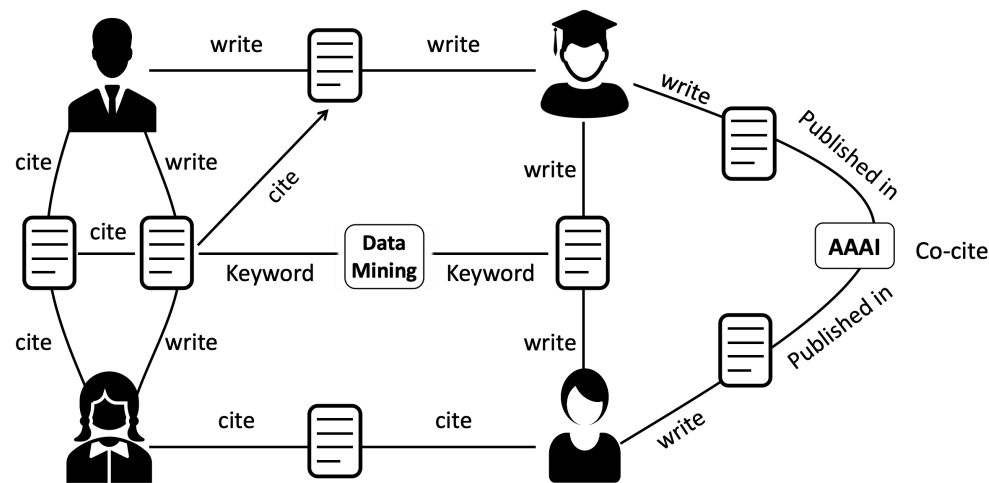


$$\overrightarrow{\text{Barack\_Obama}} + \overrightarrow{\text{place\_of\_birth}} \approx \overrightarrow{\text{Honolulu}}$$

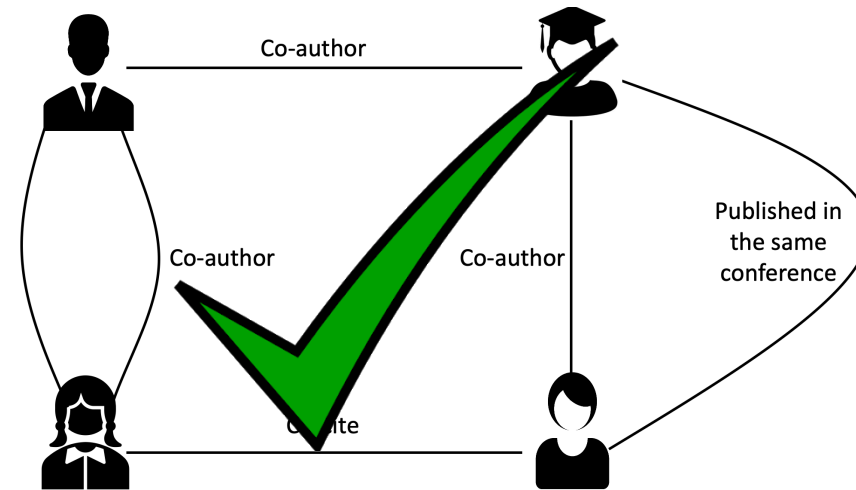
Translation vector



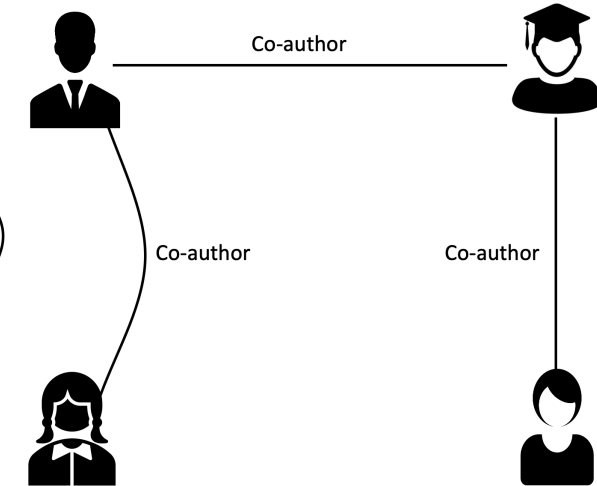
# Recap: Multi-aspect User Behavior



Heterogeneous network  
[ICDM18, CIKM19, sub\_c]



Multiplex network  
[AAAI20, KBS20]



Homogeneous network  
[sub\_a]

The amount of Information

Rich

Sparse

Easy

Difficulty of understanding **multi-aspect** user behavior

Difficult



# Why Consider Multiplex Network?

- **Example 1: Social network**

- Relationship between users

Num. node types = 1

Num. edge types > 1

Node: User

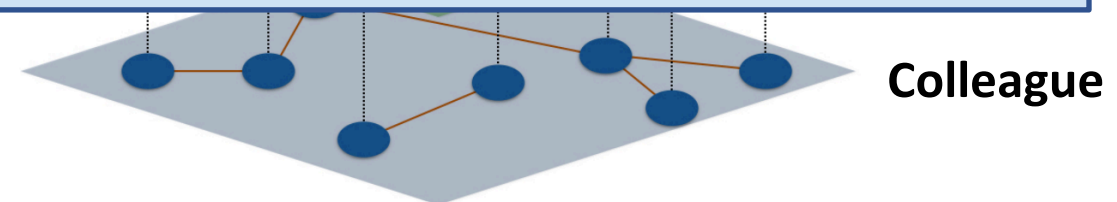
- **Example 2: E-commerce**

We know different relations exists between nodes.  
Then, how can we use them **to model multi-aspect user behavior?**

- Relationship between movies
  - Common director, common actor

- **Example 5: Transportation network in a city**

- Relation between locations in a city
  - Bus, train, car, taxi

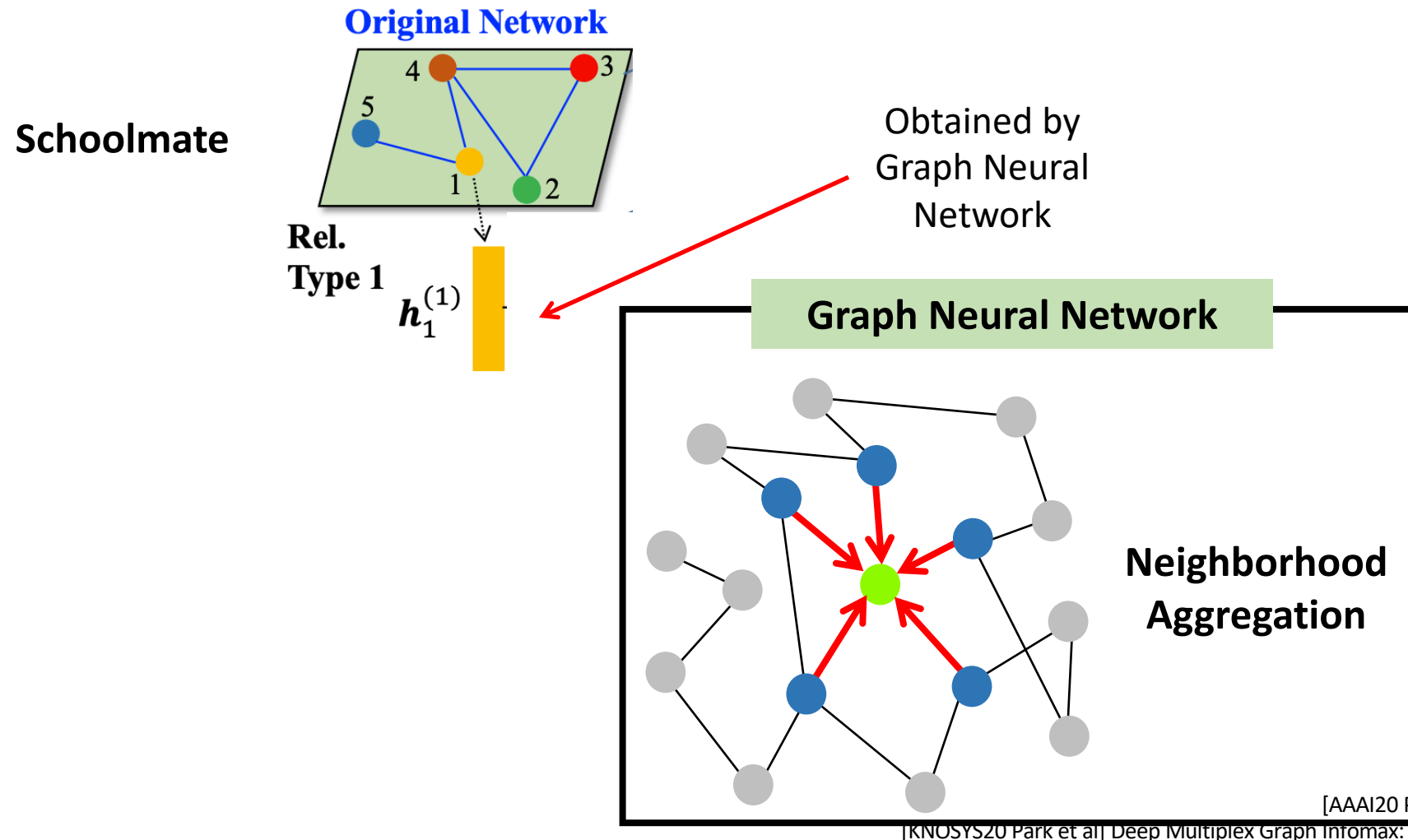


**Social Network**



# Deep Multiplex Graph Infomax [AAAI'20]

## Social Network



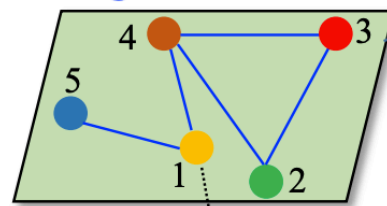


# Deep Multiplex Graph Infomax [AAAI'20]

## Social Network

Schoolmate

Original Network



Rel.  
Type 1

$h_1^{(1)}$

Local  
information

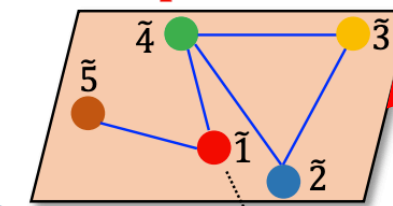
Shuffle feature matrix

Corrupt

$\tilde{X}$

Obtained by  
Graph Neural  
Network

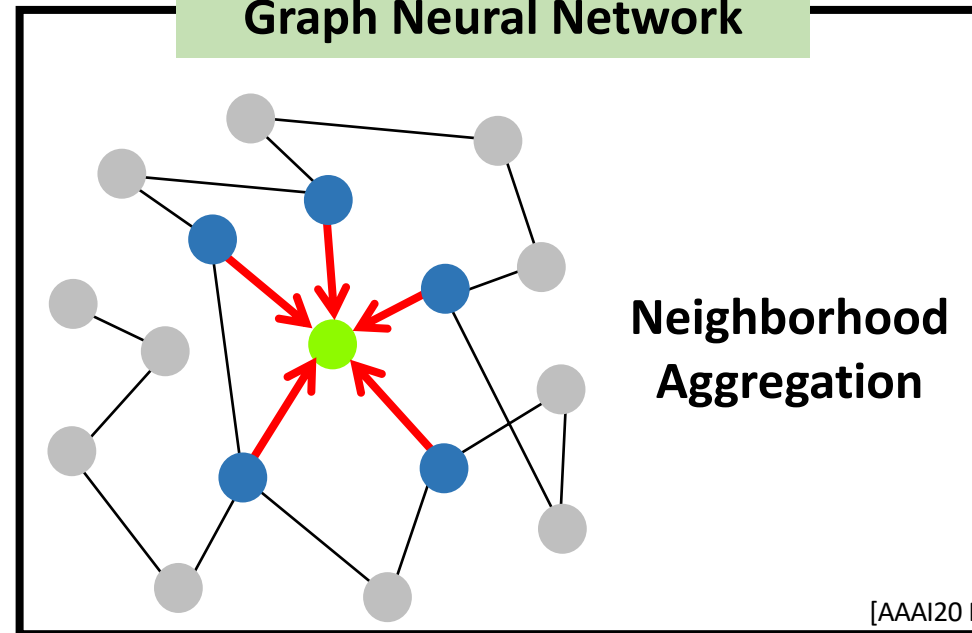
Corrupted Network



$\tilde{h}_1^{(1)}$

Local  
information

Graph Neural Network



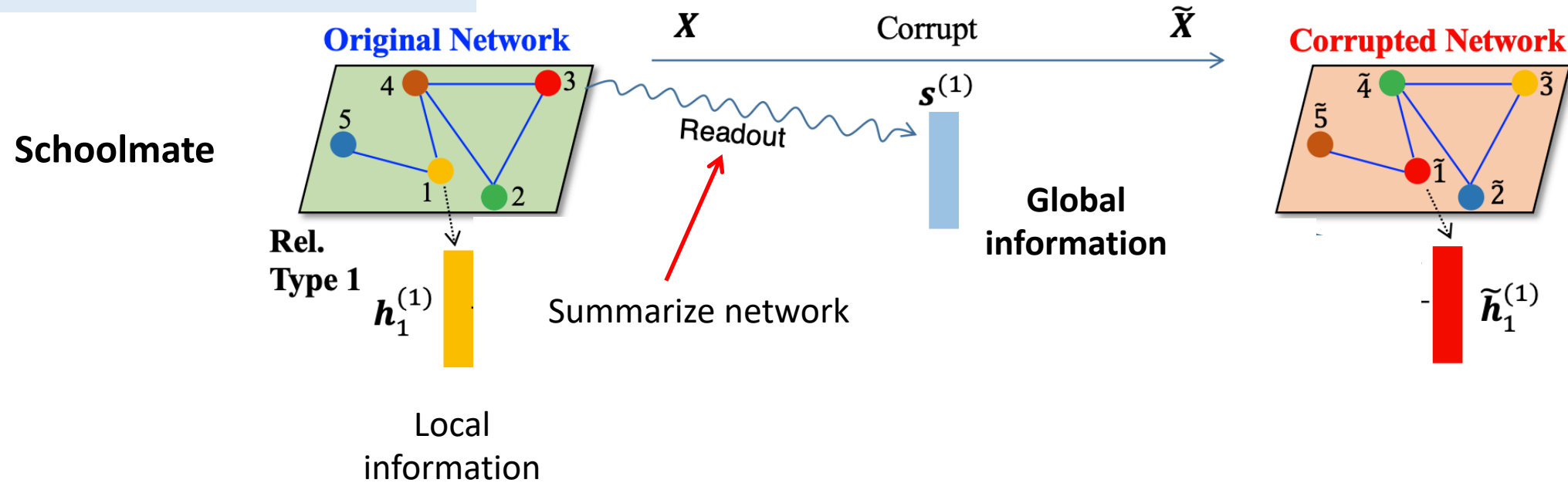
Neighborhood  
Aggregation

This is required for  
unsupervised training



# Deep Multiplex Graph Infomax [AAAI'20]

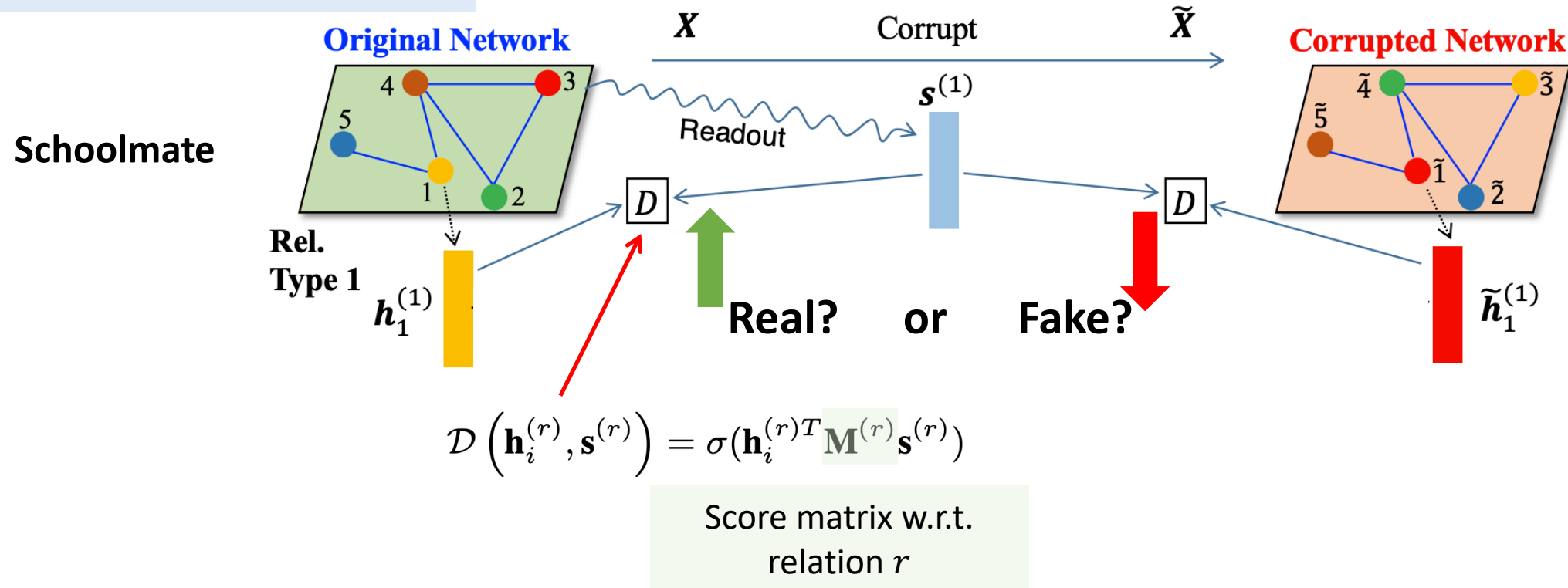
## Social Network





# Deep Multiplex Graph Infomax [AAAI'20]

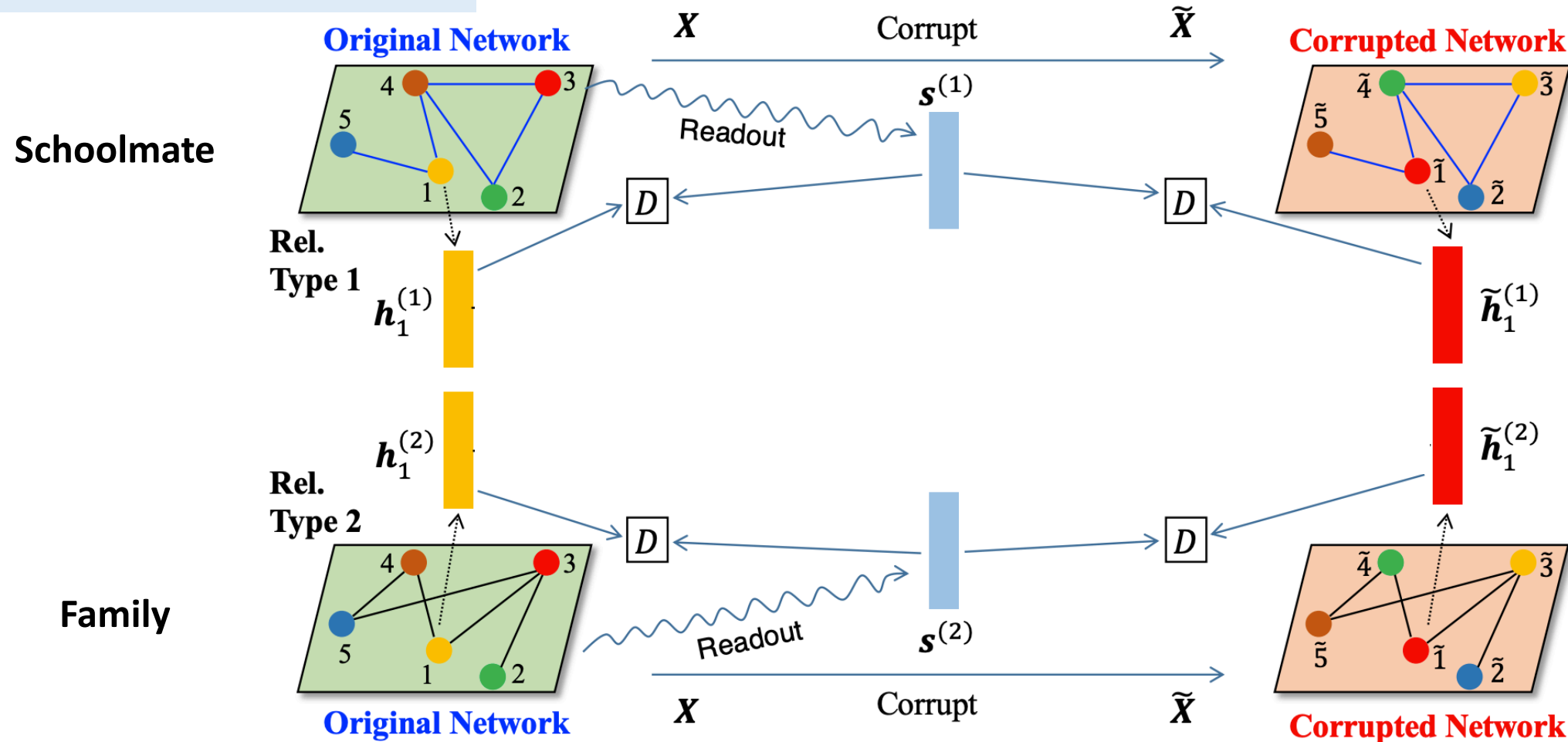
## Social Network





# Deep Multiplex Graph Infomax [AAAI'20]

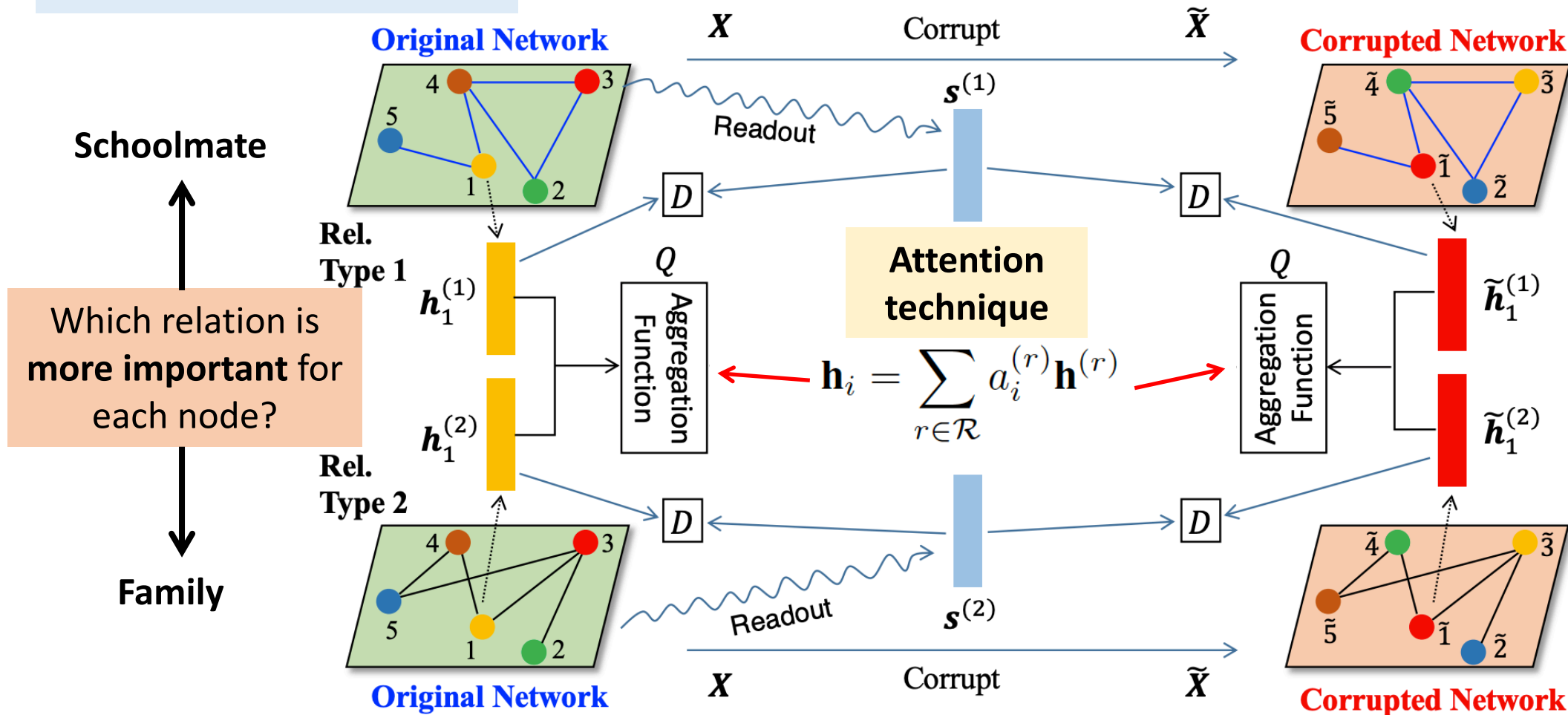
## Social Network





# Deep Multiplex Graph Infomax [AAAI'20]

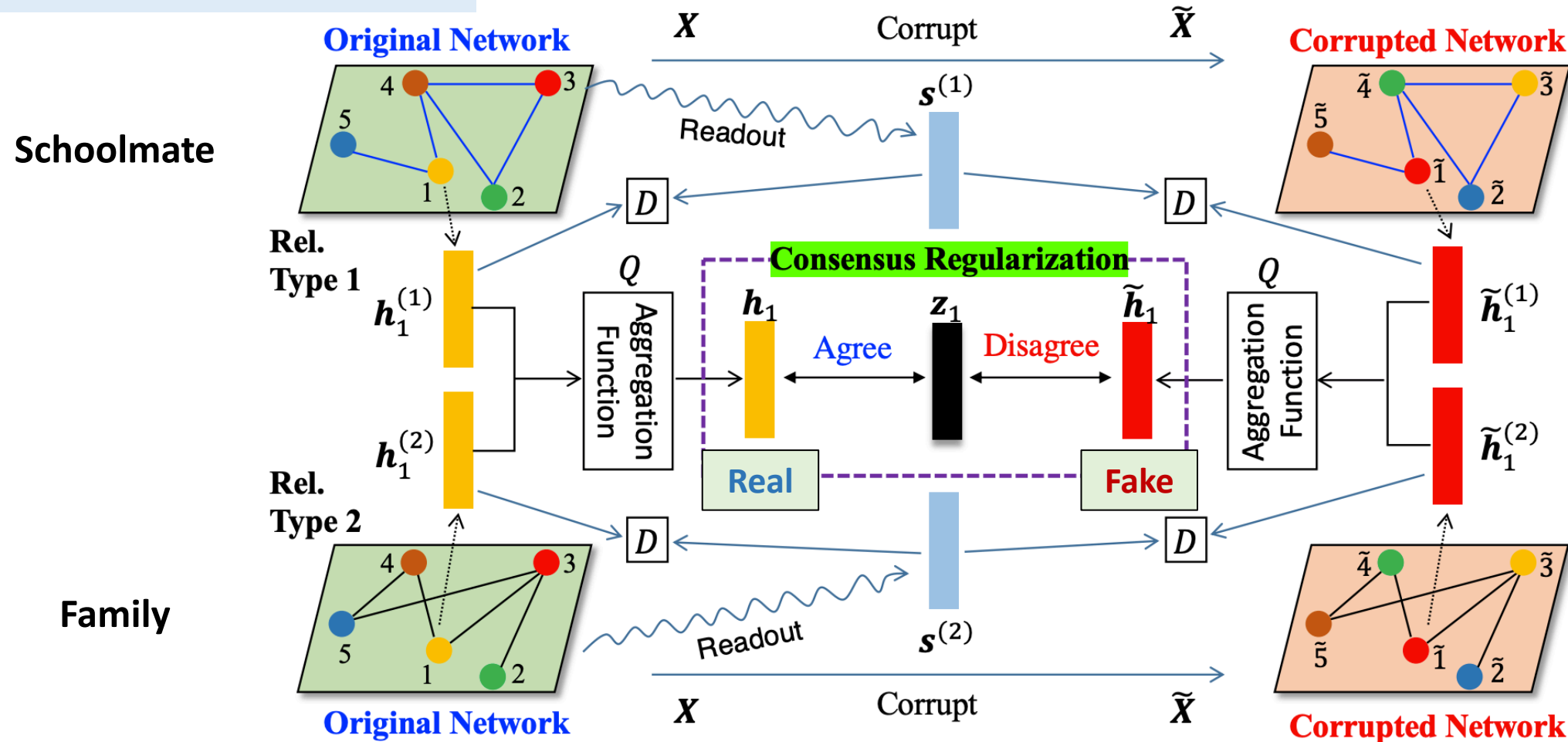
## Social Network





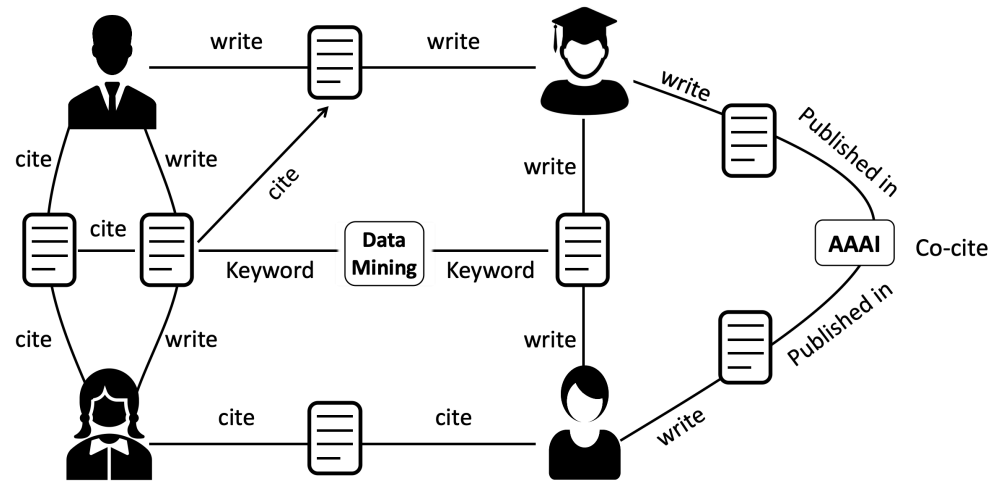
# Deep Multiplex Graph Infomax [AAAI'20]

## Social Network

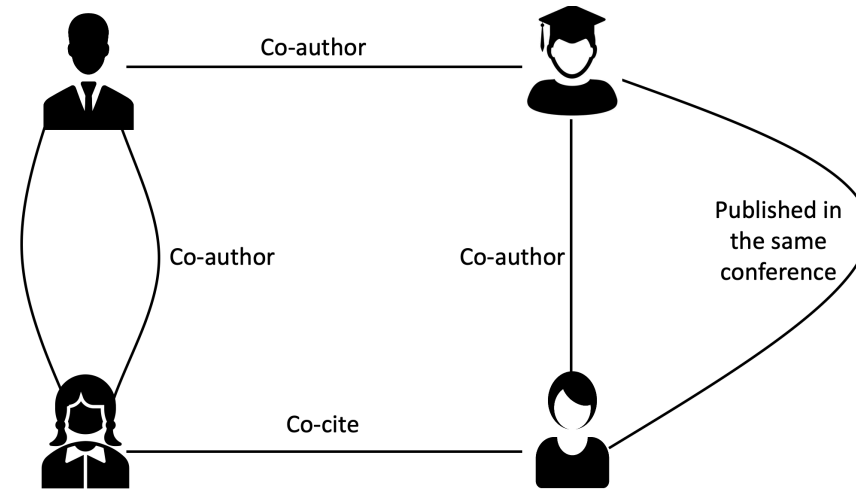




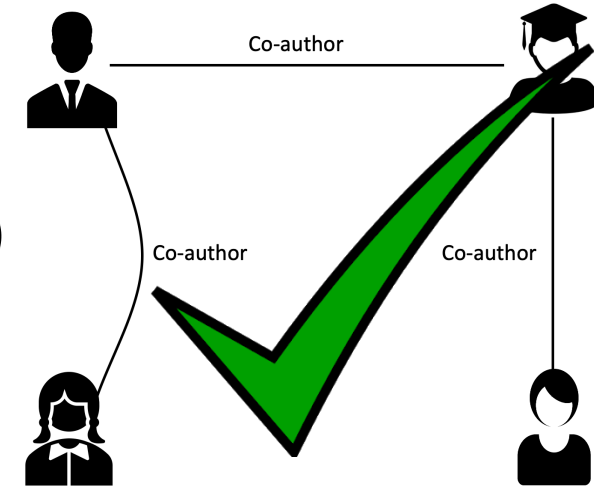
# Recap: Multi-aspect User Behavior



Heterogeneous network  
[ICDM18, CIKM19, KDD20, sub\_c]



Multiplex network  
[AAAI20, KNOSYS20]



Homogeneous network  
[KDD20]

The amount of Information

Rich

Sparse

Easy

Difficulty of understanding **multi-aspect** user behavior

Difficult



# Why Homogeneous Network?

**In reality,**  
**Node features (types) or labels are not always given**



Can we capture the multi-aspect user behavior  
**solely based on the network structure?**

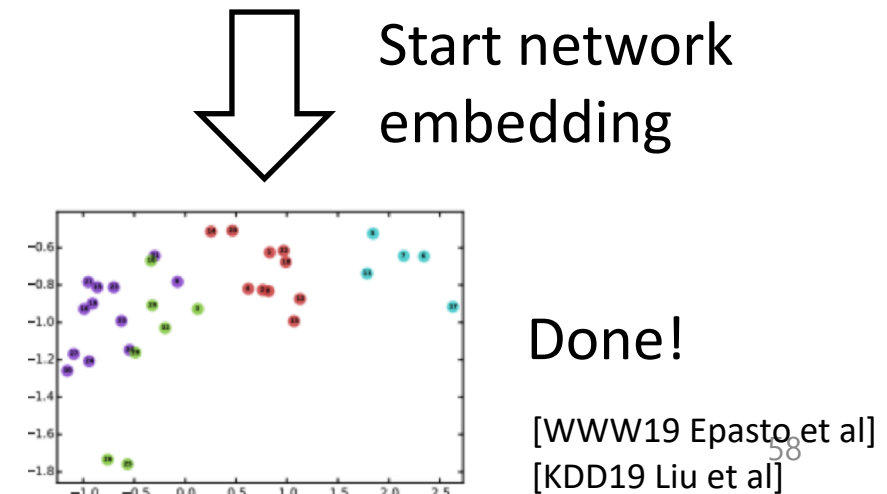
**The most challenging case!**



# Clustering-based aspect assignment

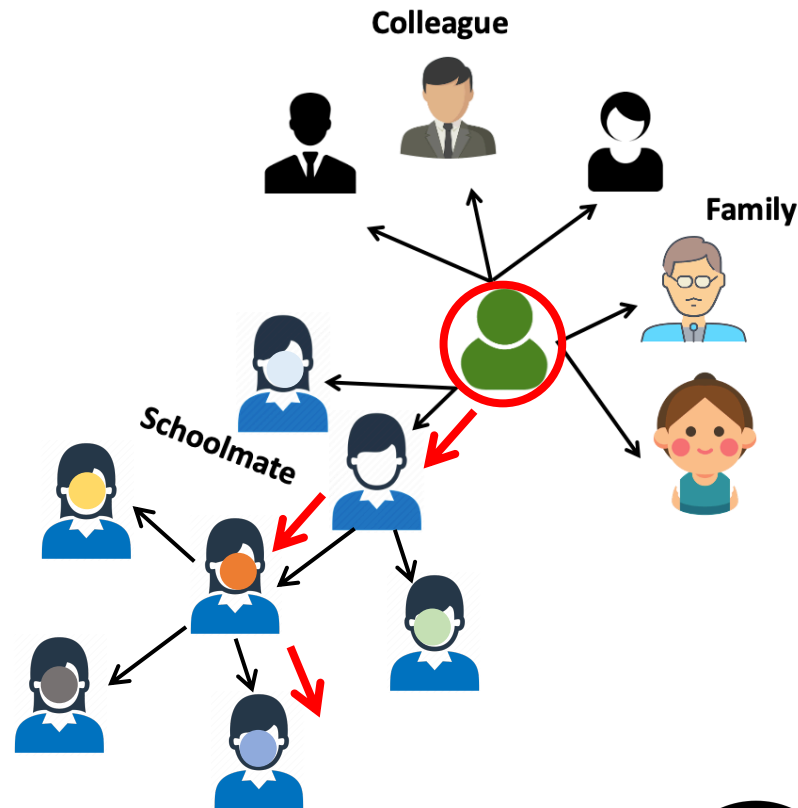


- 1. Each node always has the same **fixed aspect** regardless of its current context
- 2. Final network embedding **quality depends on the performance of clustering**
  - Training **cannot be done end-to-end**





# Context-based aspect assignment [KDD'20]

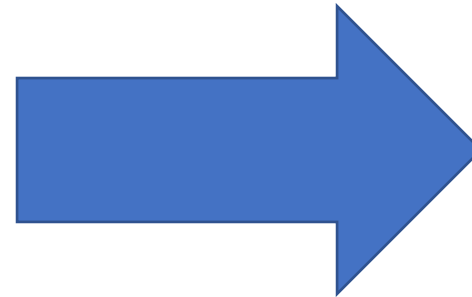


Considers  
multi-hop neighbors

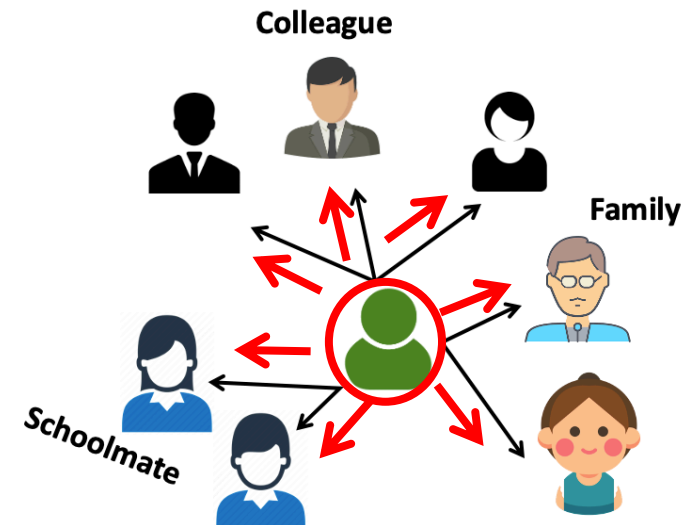


More effective for **capturing**  
**multi-aspect** user behavior

Context: **Schoolmate**



Assign "Schoolmate" aspect  
Previous clustering-based method

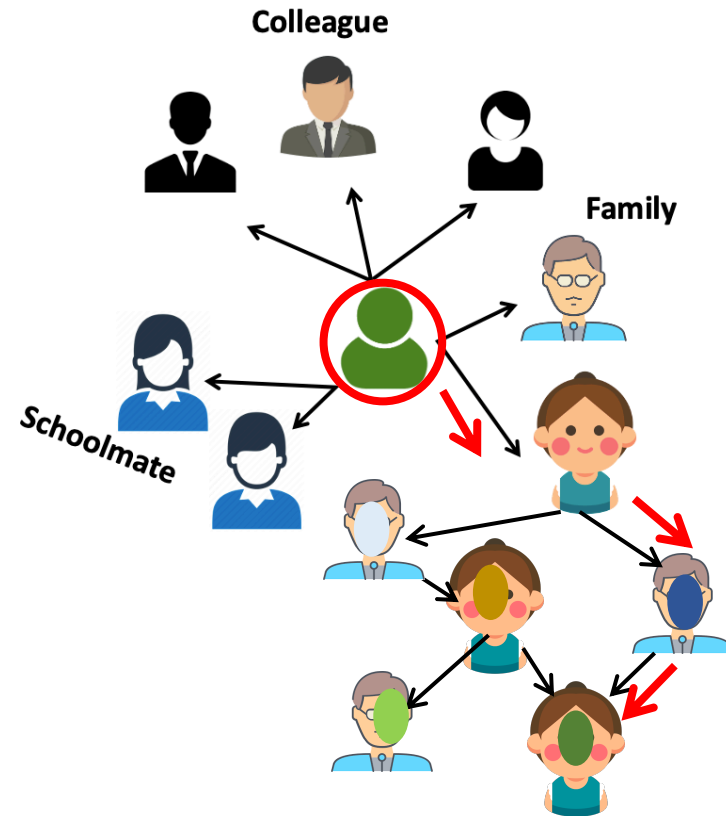


Only considers  
one-hop neighbors

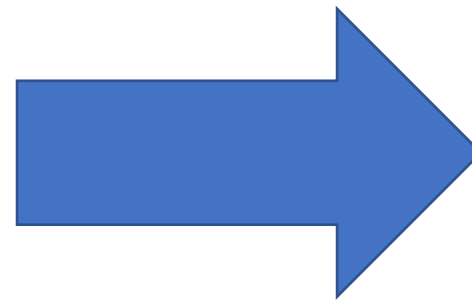




# Context-based aspect assignment [KDD'20]



Context: **Family**



Assign "Family" aspect

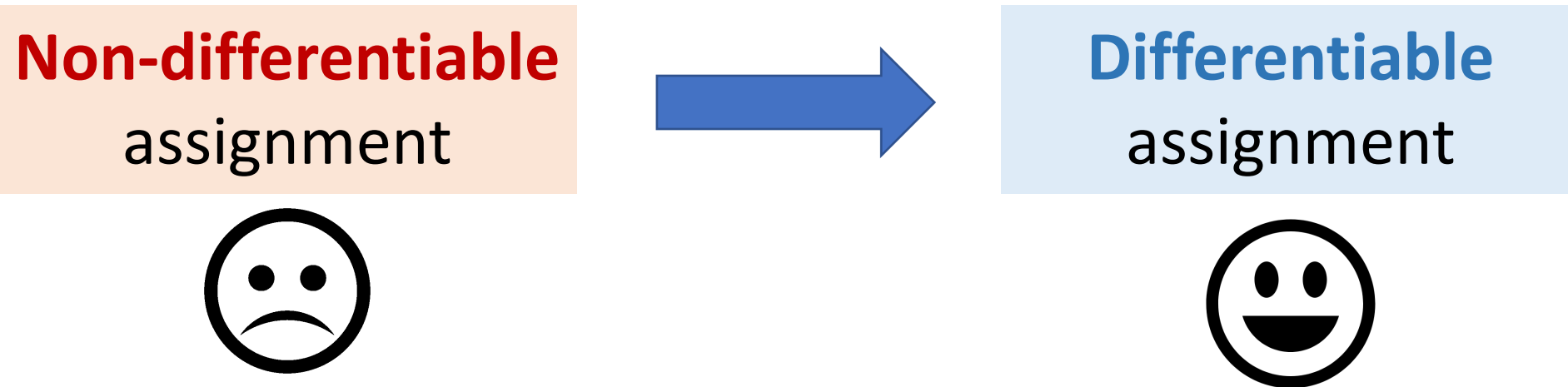
**Assign a single aspect for each node based on the context**

**This assignment process is non-differentiable**



# Gumbel-Softmax based Aspect Selection [KDD'20]

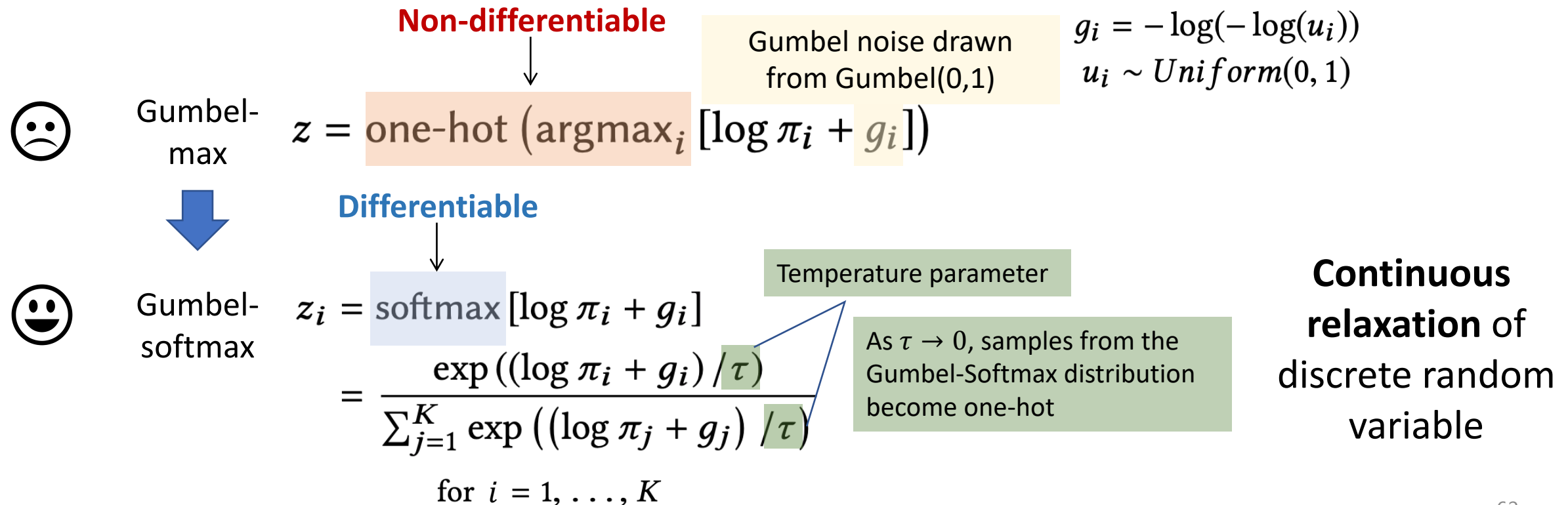
- Adopt the **Gumbel-softmax trick** to **dynamically sample aspects based on the context**





# Gumbel-Softmax Trick (Jang et al, 2017)

- A simple way to draw a one-hot sample  $\mathbf{z}$  from the **categorical distribution**
- **Given:** A  $K$ -dimensional **categorical distribution** with class probability  $\pi_1, \pi_2, \dots, \pi_K$





# Gumbel-Softmax based Aspect Selection [KDD'20]

- Adopt the **Gumbel-softmax trick** to dynamically sample aspects based on the context

Gumbel-softmax

Aspect of node  $v_i$

$p(\text{Aspect of node } v_i | \mathcal{N}(v_i))$   
Local context of  $v_i$

Embedding of  $v_i$

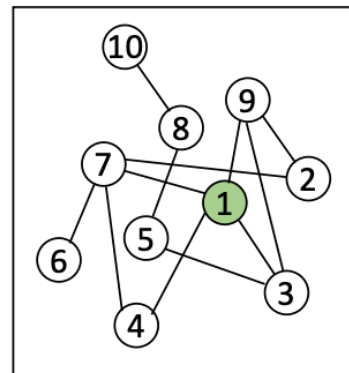
Embedding of  $\mathcal{N}(v_i)$  regarding aspect  $s$

$$p(\text{Aspect of node } v_i | \mathcal{N}(v_i)) = \frac{\exp[\langle \mathbf{P}_i, \text{Readout}^{(s)}(\mathcal{N}(v_i)) \rangle + g_s] / \tau}{\sum_{s'=1}^K \exp[\langle \mathbf{P}_i, \text{Readout}^{(s')}(\mathcal{N}(v_i)) \rangle + g_{s'}] / \tau}$$

Sample the aspect that gives the highest value

Probability of  $v_i$  being selected as aspect  $s$  given its context  $\mathcal{N}(v_i)$

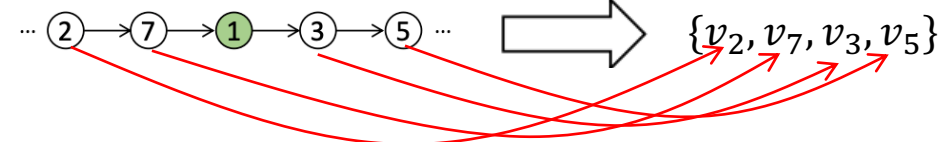
Network



Random walk

Target:  $v_1$

Context ( $\mathcal{N}(v_1)$ )



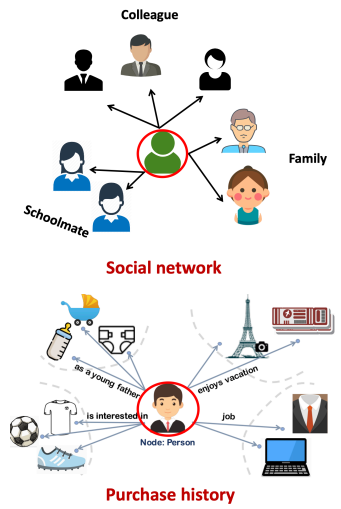


# Summary of Contributions

- Developed tools for mining meaningful knowledge from **multi-modal** and **multi-aspect** user behavior data

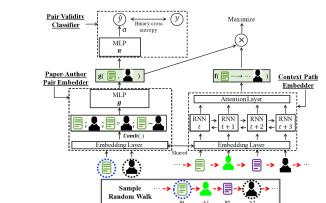
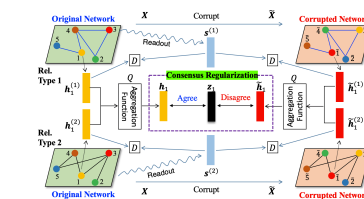
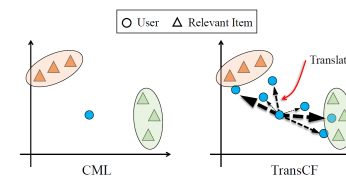
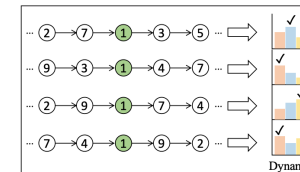
Knowledge  
representation

Represent user behavior  
based on network  
structures



Information  
Extraction

Develop network mining  
techniques for user  
behavior understanding





# Outline

Part 1: Research Motivation & Background

Part 2: **Multi-modal** User Behavior Analysis

Part 3: **Multi-aspect** User Behavior Analysis

Part 4: Vision for the future





# Research Agenda

- **Research Philosophy**

- Research in data mining should be **driven by the real-world needs**

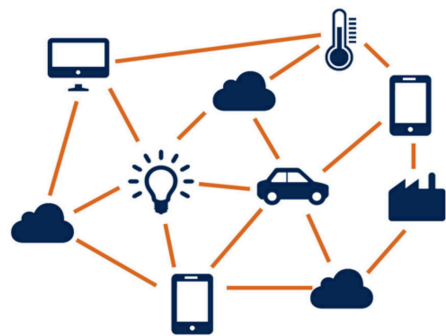
- **Research Goal**

- Building **practical** artificial intelligent solutions with potential for **impact** in the real-world

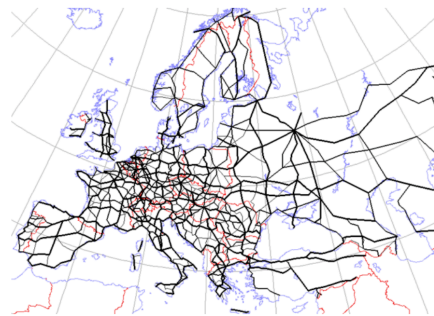


# Network as a General Framework

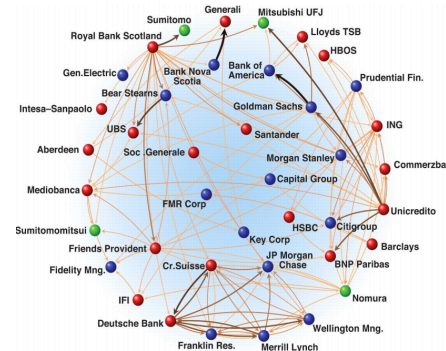
- Current research: **User behavior** as a network
- Future direction: Network as a **General Framework**
- Our world is more closely connected than we think
- Network is a **general yet powerful framework to represent complex relationships in reality**
  - Any type of relations between any type of entities (+ optionally features)



Internet-of-Things



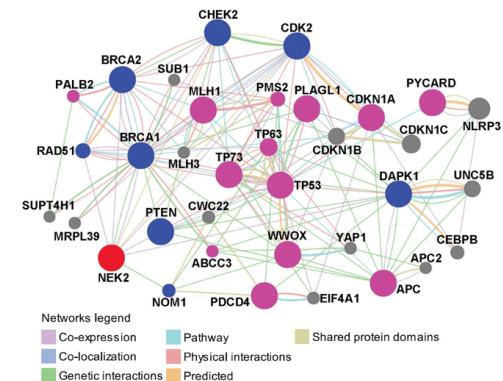
Road network



Financial network



Logistic network



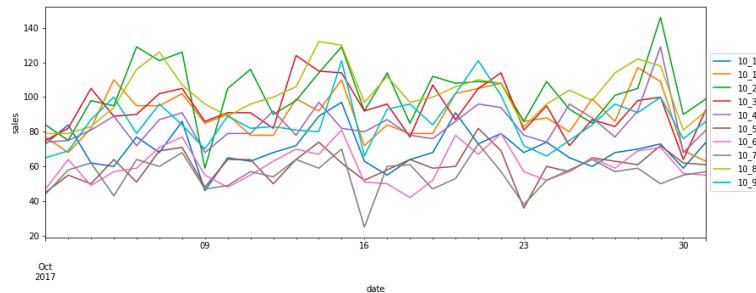
Gene network

Many problems in our real-life can be modeled as machine learning tasks **over large networks**

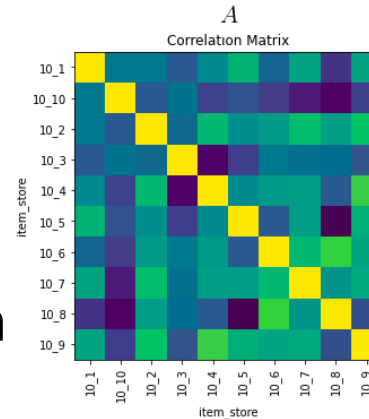


# Network mining in **Retail / Manufacturing Industry**

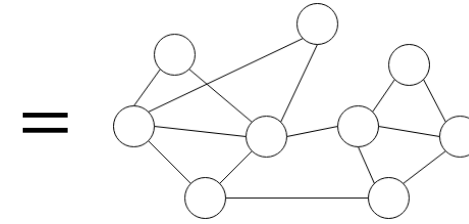
- Demand forecasting
- Sales forecasting
- Anomaly detection in sensor stream



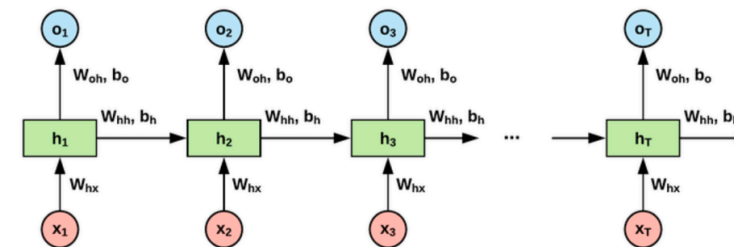
Sales of an item for multiple stores



Captures relationship between stores  
(Global view)



GNN



Captures sequential pattern  
(Local view)

RNN

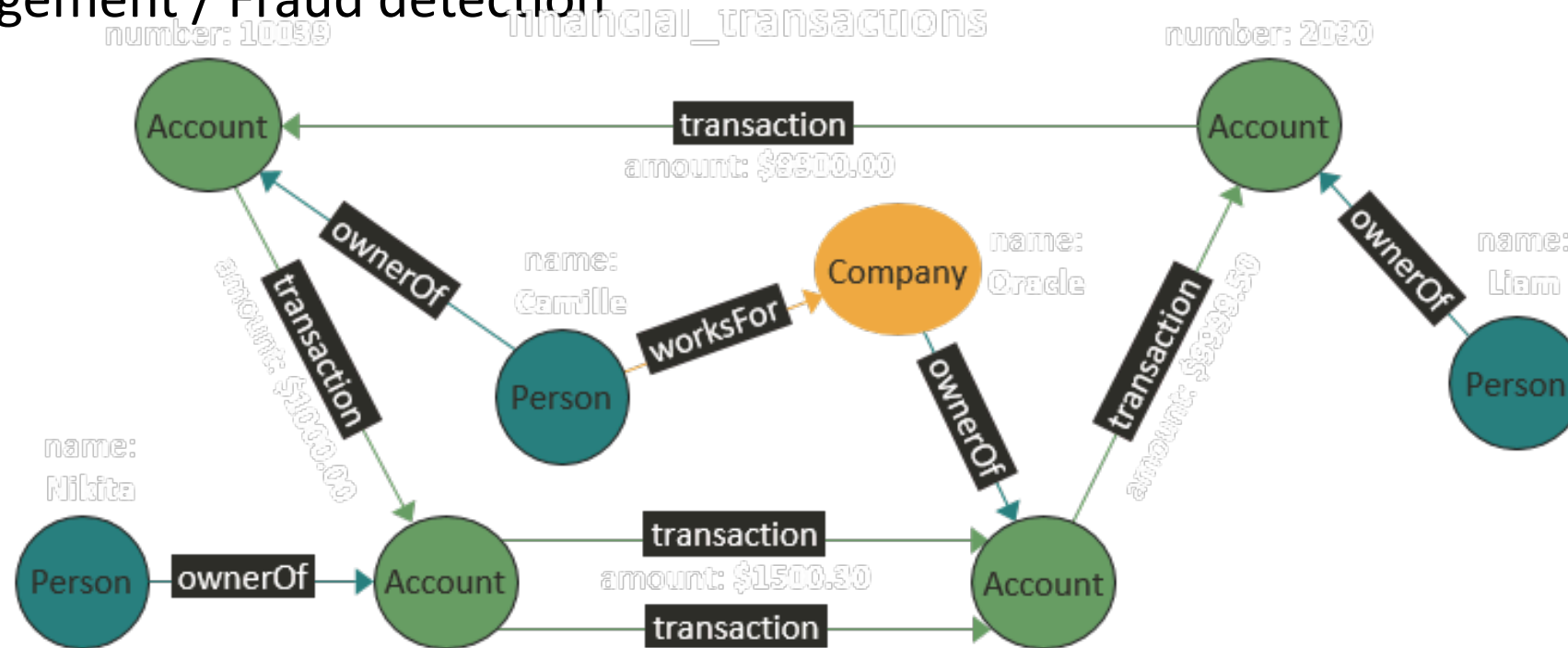
**Predict future sales**

Use a **graphical representation of time series** to predict future



# Network mining in **Finance**

- Stock market prediction
- Risk management / Fraud detection

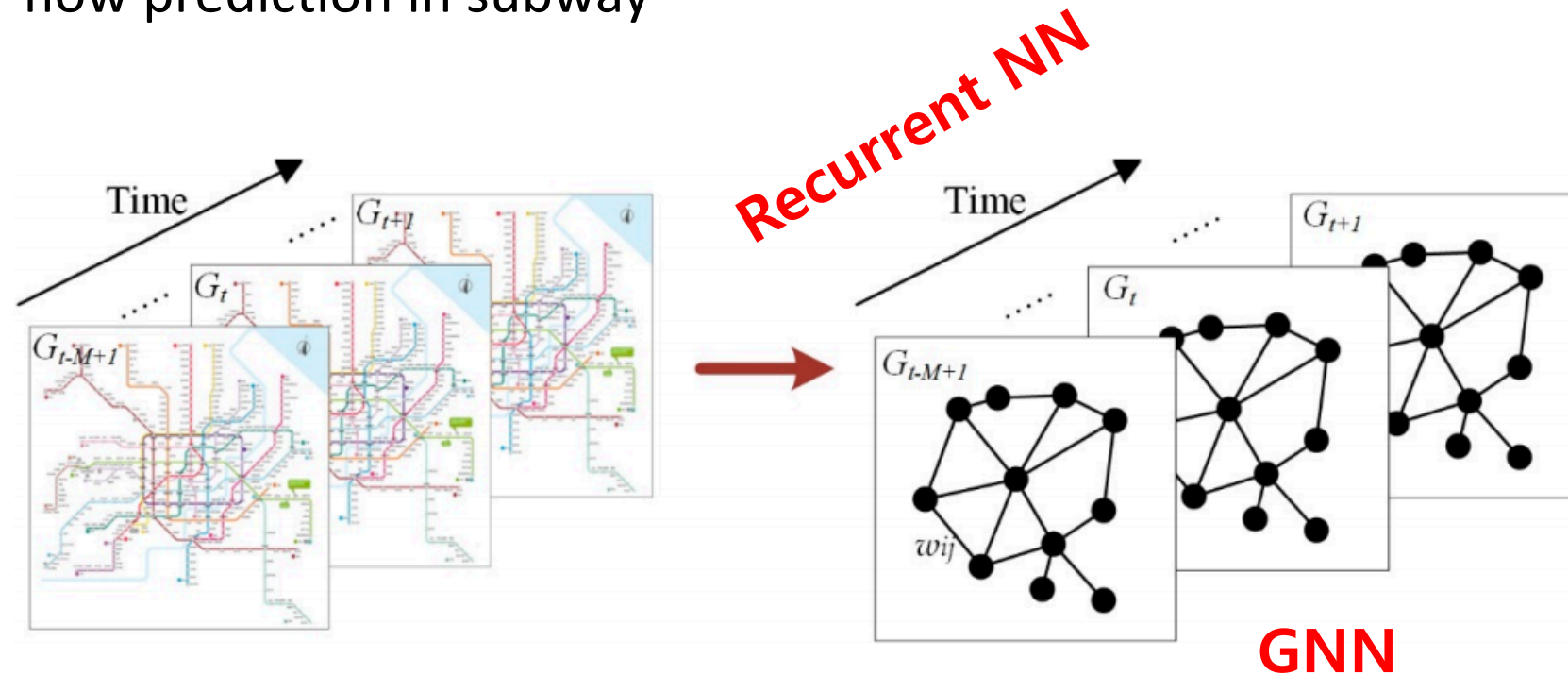


Fraud detection in heterogeneous information network



# Network mining in **Urban Computing**

- Bike flow prediction
- Taxi demand prediction / Ride-hailing demand forecasting (Uber, Lyft)
- Passenger flow prediction in subway



Spatio-temporal GNN



# Vision for the Future: Overview

## Short Term

### In-depth User Behavior Analysis

Malicious user behavior

Evolving user behavior

POI recommendation

Influence maximization

⋮

### Broader Applications in Various Domains

Retail

Manufacturing

Finance

Urban Computing

⋮



## Long Term

### Advancing Fundamentals on Network Algorithms

Robustness

Data Sparsity

Fairness

Scalability

⋮

Flexibility

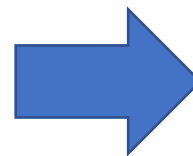
Interpretability

Security & Privacy

Visualization

⋮

**Expertise in multi-modal data  
mining using network-based  
technology**



Solid foundation for building  
practical solutions  
**across various disciplines**



Thank you!  
Questions?