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### Roadmap





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## What is Directed Hypergraph?

- In the real world, there are...
  - Directional relations: "Follow" in a social media
  - Group relations: Academic collaborations



#### Social Media



#### **Collaborations of**

**Researchers** 

## What is Directed Hypergraph?

- Directional relations + Group relations = Directional group relations
  - Chemical reactions
  - Question & Answering



## What is Directed Hypergraph?

- Directed hypergraph consists of nodes and hyperarcs.
- Each hyperarc consists of two node sets: Head set and Tail set.
- Head set: Destination & Tail set: Source



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What is Reciprocity?

• How mutually are nodes linked?

In a graph: # of Mutually Connected Edges # of Edges



• Useful in understanding human interaction, computer virus spread

model, and behavior (trust) prediction.



### **Our Research Question**

- RQ1) How can we measure reciprocity in a directed hypergraph?
- RQ2) What are the real-world hypergraphs' reciprocal patterns?
- RQ3) Can we generate real-world hypergraphs' reciprocal patterns?



### Roadmap

OverviewReciprocity Measure

Observations

Generators

Conclusions

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## **Overall Framework**

AXIOM (8 axioms): 8 properties that a proper reciprocity measure should have.

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#### HyperRec:

A hypergraph reciprocity measure that satisfies all the proposed axioms.

• We provide reciprocity measures for a hyperarc and a hypergraph.





- HyperRec is based on the random surfer's return probability.
- Consider measuring the reciprocity of a specific hyperarc  $e_1$ .
- Ideally, it should return to each of its sources with prob. 1/(tail set size).



- There are observed hyperarcs  $(e_2, e_3)$ .
- We use these hyperarcs (Reciprocal set) to measure the reciprocity of  $e_1$ .
- HyperRec measures how far observed hyperarcs are from the ideal case.
- Distance: Transition (return) probability distance between them.



• Transition (return) probability from node 2 to other nodes.



Reciprocity in Directed Hypergraphs: Measures, Findings, and Generators



• Transition (return) probability from node 2 to other nodes.



• Transition (return) probability from node 2 to other nodes.



• Transition (return) probability from node 3 to other nodes.



Reciprocity in Directed Hypergraphs: Measures, Findings, and Generators

• Transition (return) probability from node 3 to other nodes.



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• Transition (return) probability from node 3 to other nodes.



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• Transition (return) probability from node 3 to other nodes.



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• Transition (return) probability from node 3 to other nodes.



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Reciprocity in Directed Hypergraphs: Measures, Findings, and Generators

![](_page_20_Figure_1.jpeg)

### Roadmap

OverviewReciprocity Measure

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![](_page_21_Picture_5.jpeg)

![](_page_21_Picture_7.jpeg)

## Observation

• What are the real-world hypergraphs' reciprocal patterns?

![](_page_22_Figure_2.jpeg)

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Reciprocity in Directed Hypergraphs: Measures, Findings, and Generators

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### Observation

#### Observation 1: Hypergraph Level.

Real-world hypergraphs are more reciprocal than randomized hypergraphs.

iAF1260biJO1366enroneudata miningsoftwaremathserver201420152016Real World $r(G)$ 21.45522.53359.00179.41612.07815.3169.60813.21910.8296.9233.045Null $r(G)$ 0.3060.27014.8624.6330.0940.1470.0180.0020.00010.000*0.000*NullD Stat0.6250.6420.5300.8070.3550.3770.1240.1600.1470.1000.005			metabolic		email		citation		q&a		bitcoin		
Real World $r(G)$ 21.45522.53359.00179.41612.07815.3169.60813.21910.8296.9233.045Null $r(G)$ 0.3060.27014.8624.6330.0940.1470.0180.0020.00010.000*0.000*Null $r(G)$ 0.6250.6420.5300.8070.3550.3770.1240.1600.1470.1000.005			iAF1260b	iJO1366	enron	eu	data mining	software	math	server	2014	2015	2016
Null $r(G)$ 0.306 0.270 14.862 4.633 0.094 0.147 0.018 0.002 0.0001 0.000* 0.000*   Null D Stat 0.625 0.642 0.530 0.807 0.355 0.377 0.124 0.160 0.147 0.100 0.000*	Real World	r(G)	21.455	22.533	59.001	79.416	12.078	15.316	9.608	13.219	10.829	6.923	3.045
[ 17-31000 ] = 0.020 ] = 0.042 ] = 0.097 = 0.001 [ = 0.001 ] = 0.011 ] = 0.011 ] = 0.124 = 0.100 ] = 0.141 = 0.100 ]	Null	r(G) D-Stat	0.306 0.625	$0.270 \\ 0.642$	$14.862 \\ 0.539$	$4.633 \\ 0.807$	$0.094 \\ 0.355$	$0.147 \\ 0.377$	0.018 0.124	$0.002 \\ 0.160$	0.0001 0.147	0.000* 0.100	$0.000^{*}$ 0.050

\*\* Null hypergraph is a randomized hypergraph that fills nodes uniformly at random where hyperarc size is preserved.

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![](_page_23_Picture_7.jpeg)

#### Observation

Observation 2: Hyperarc Level.

Arcs with non-zero reciprocity tend to have higher head set out-degree and tail set in-degree.

![](_page_24_Figure_3.jpeg)

### Roadmap

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![](_page_25_Picture_6.jpeg)

![](_page_25_Picture_8.jpeg)

- Realistic ≒ Can preserve reciprocal patterns.
- ReDi iteratively add nodes and create hyperarcs ∝ group degree.
- Extent of reciprocity is being controlled by hyperparameters  $\beta_1$  and  $\beta_2$ .

![](_page_26_Picture_4.jpeg)

- 0. Initialize with normal graph edges.
- Add one node and decide the number of hyperarcs to be added with node 7.
- 2. Choose new hyperarcs' size.

![](_page_26_Picture_9.jpeg)

- Realistic ≒ Can preserve reciprocal patterns.
- ReDi iteratively add nodes and create hyperarcs ∝ group degree.
- Extent of reciprocity is being controlled by hyperparameters  $\beta_1$  and  $\beta_2$ .

![](_page_27_Picture_4.jpeg)

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Add two hyperarcs!

- ). Initialize with normal graph edges.
- Add one node and decide the number of hyperarcs to be added with node 7.
- 2. Choose new hyperarcs' size.

![](_page_27_Picture_11.jpeg)

- Realistic ≒ Can preserve reciprocal patterns.
- ReDi iteratively add nodes and create hyperarcs  $\propto$  group degree.
- Extent of reciprocity is being controlled by hyperparameters  $\beta_1$  and  $\beta_2$ .

![](_page_28_Picture_4.jpeg)

- D. Initialize with normal graph edges.
- Add one node and decide the number of hyperarcs to be added with node 7.
- 2. Choose new hyperarcs' size.

![](_page_28_Picture_9.jpeg)

![](_page_29_Picture_1.jpeg)

- 3. Toss a coin, and decide whether current hyperarc is reciprocal ( $\propto \beta_1$ ) or random ( $\propto 1 \beta_1$ ).
- 4. (Random) Put a new node in either head or tail set, and fill the remaining positions ∝ the group degree. Then add hyperarc.
- 5. (Reciprocal) Choose a hyperarc to be reciprocal.
- 6. Toss a coin ( $\propto \beta_2$ ), and decide how many and which nodes will we bring.
- 7. Fill remaining positions  $\propto$  the group degree, and add hyperarc.

![](_page_30_Picture_1.jpeg)

- 3. Toss a coin, and decide whether current hyperarc is reciprocal ( $\propto \beta_1$ ) or random ( $\propto 1 \beta_1$ ).
- 4. (Random) Put a new node in either head or tail set, and fill the remaining positions ∝ the group degree. Then add hyperarc.
- 5. (Reciprocal) Choose a hyperarc to be reciprocal.
- 6. Toss a coin ( $\propto \beta_2$ ), and decide how many and which nodes will we bring.
- 7. Fill remaining positions  $\propto$  the group degree, and add hyperarc.

![](_page_31_Picture_1.jpeg)

- 3. Toss a coin, and decide whether current hyperarc is reciprocal ( $\propto \beta_1$ ) or random ( $\propto 1 \beta_1$ ).
  - 4. (Random) Put a new node in either head or tail set, and fill the remaining positions ∝ the group degree. Then add hyperarc.
  - 5. (Reciprocal) Choose a hyperarc to be reciprocal.
  - 6. Toss a coin ( $\propto \beta_2$ ), and decide how many and which nodes will we bring.
  - 7. Fill remaining positions  $\propto$  the group degree, and add hyperarc.

![](_page_31_Picture_8.jpeg)

![](_page_32_Picture_1.jpeg)

- 3. Toss a coin, and decide whether current hyperarc is reciprocal ( $\propto \beta_1$ ) or random ( $\propto 1 \beta_1$ ).
  - 4. (Random) Put a new node in either head or tail set, and fill the remaining positions ∝ the group degree. Then add hyperarc.
  - 5. (Reciprocal) Choose a hyperarc to be reciprocal.
- 6. Toss a coin ( $\propto \beta_2$ ), and decide how many and which nodes will we bring.
- 7. Fill remaining positions  $\propto$  the group degree, and add hyperarc.

![](_page_33_Picture_1.jpeg)

- 3. Toss a coin, and decide whether current hyperarc is reciprocal ( $\propto \beta_1$ ) or random ( $\propto 1 \beta_1$ ).
- 4. (Random) Put a new node in either head or tail set, and fill the remaining positions ∝ the group degree. Then add hyperarc.
- 5. (Reciprocal) Choose a hyperarc to be reciprocal.
- 6. Toss a coin ( $\propto \beta_2$ ), and decide how many and which nodes will we bring.
- Fill remaining positions ∝ the group degree. Then add hyperarc.

![](_page_33_Picture_8.jpeg)

Reproducibility of observation 1 of ReDi:

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ReDi can preserve the reciprocity value of hypergraphs.

	metal		oolic em		nail	citation		q&a		bitcoin		
		iAF1260b	iJO1366	enron	eu	data mining	software	math	server	2014	2015	2016
Real World	r(G)	21.455	22.533	59.001	79.416	12.078	15.316	9.608	13.219	10.829	6.923	3.045
-												
${\bf ReDi}$	r(G)	21.727	22.185	59.161	79.489	12.601	14.279	9.427	13.229	10.267	6.587	3.497
(Section 5)	D-Stat	<u>0.098</u>	<u>0.104</u>	0.053	<u>0.043</u>	0.212	0.151	<u>0.011</u>	0.005	<u>0.045</u>	0.033	0.017
Null	r(G)	0.306	0.270	14.862	4.633	0.094	0.147	0.018	0.002	0.0001	$0.000^{*}$	$0.000^{*}$
	D-Stat	0.625	0.642	0.539	0.807	0.355	0.377	0.124	0.160	0.147	0.100	0.050

#### Reproducibility of observation 2 of ReDi:

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ReDi can preserve the relationship between arc degree and reciprocity.

![](_page_35_Figure_3.jpeg)

### Roadmap

Reciprocity Measure

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![](_page_36_Picture_6.jpeg)

![](_page_36_Picture_8.jpeg)

### Conclusions

Our contributions in this work:

- Principled Reciprocal Measure: HyperRec
- Observations in Real-world Directed Hypergraphs
  - 1. Hypergraph level
  - 2. Hyperarc level
- Realistic Generative Model: ReDi

The code and datasets used in the paper are available at

https://github.com/kswoo97/hyprec

## **Skipped Details**

- AXIOMs: Properties that a proper reciprocity measure should have.
- Reciprocal set: Composing a reciprocal set of the target arc.
- Components of HyperRec: Formal expression of HyperRec.
- Searching algorithm (Ferret): Finding a proper reciprocal set fast & accurately.
- Soundness of HyperRec: Theoretical analysis that a HyperRec can satisfy all the axioms.
- Exactness of Ferret: Theoretical analysis that a Ferret's output is accurate.
- Additional experimental results: Additional experiments and full dataset results regarding observations and generations.

![](_page_39_Picture_0.jpeg)