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# Understanding and Improving Knowledge Graph Embedding for Entity Alignment

Lingbing Guo\*, Qiang Zhang\*, Zequn Sun, Mingyang Chen, Wei Hu, Huajun Chen

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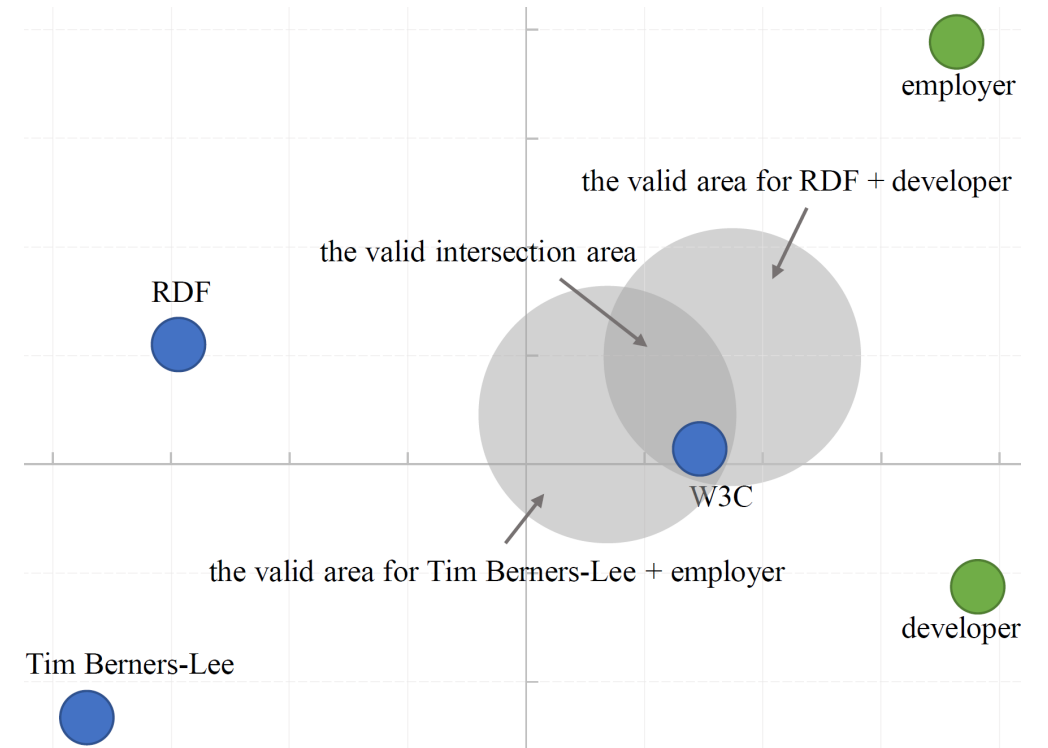
\*: Equal contribution  
[github.com/guolingbing/NeoEA](https://github.com/guolingbing/NeoEA)

# Background



The score function of TransE:

$$\|\mathbf{e}_i + \mathbf{r} - \mathbf{e}_j\| \leq \lambda,$$



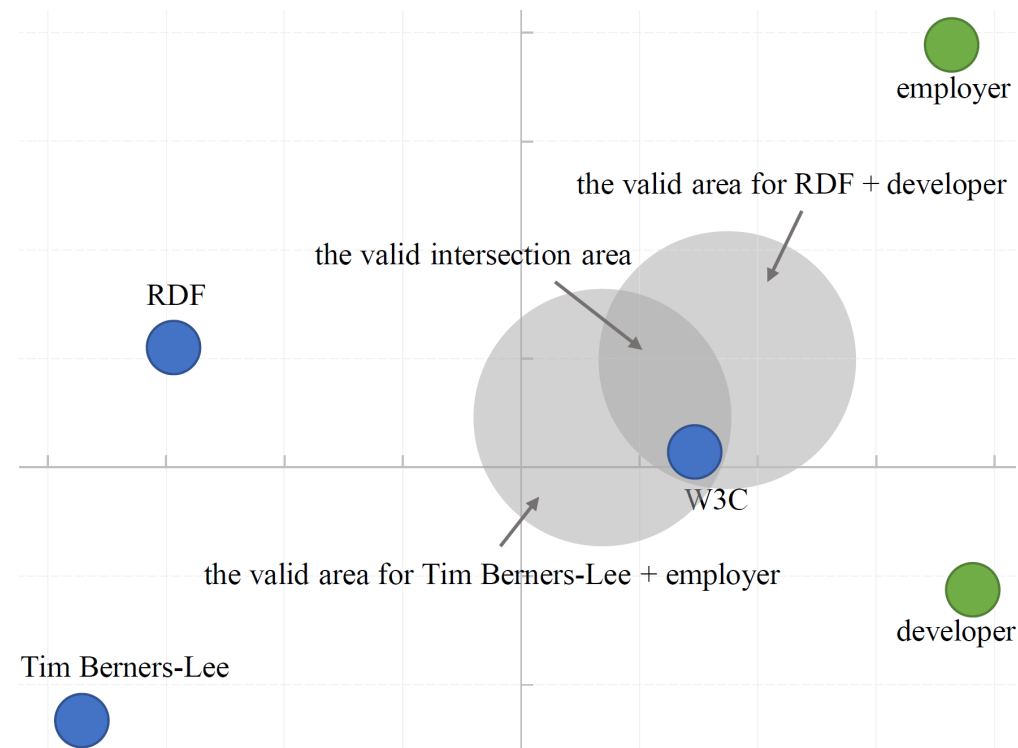
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The entity **W3C** is constrained by two triples:

(Tim Berners-Lee, employer, **W3C**)

(RDF, developer, **W3C**)



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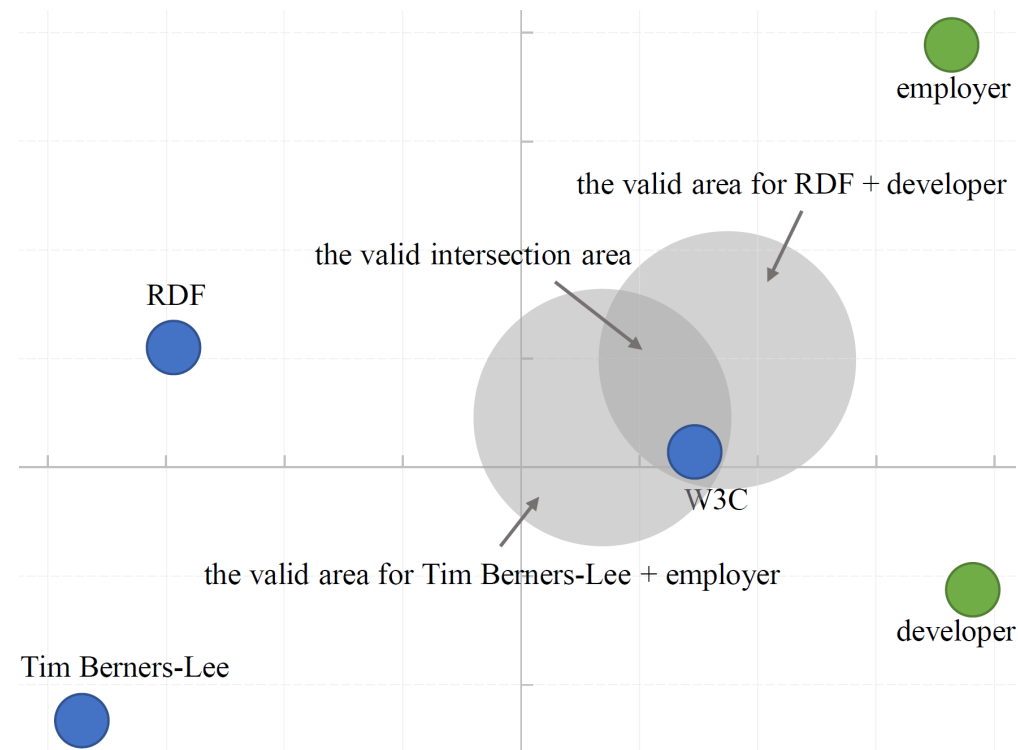
The embedding of **W3C** is constrained by the intersection area of two circles, with the **centers**:

Tim Berners-Lee + employer

RDF + developer

and radii:

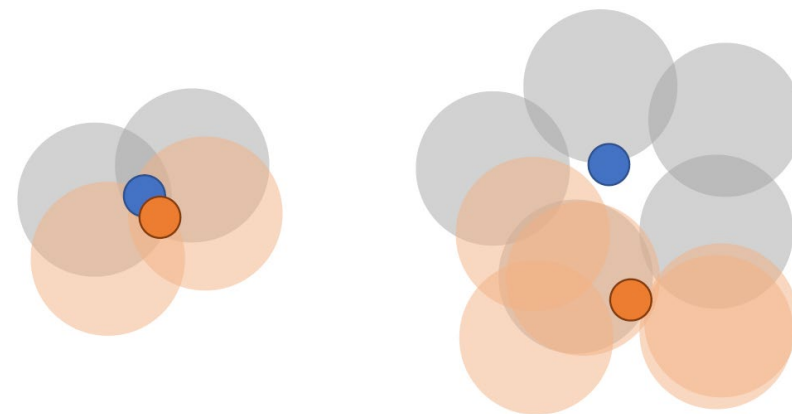
$\lambda$



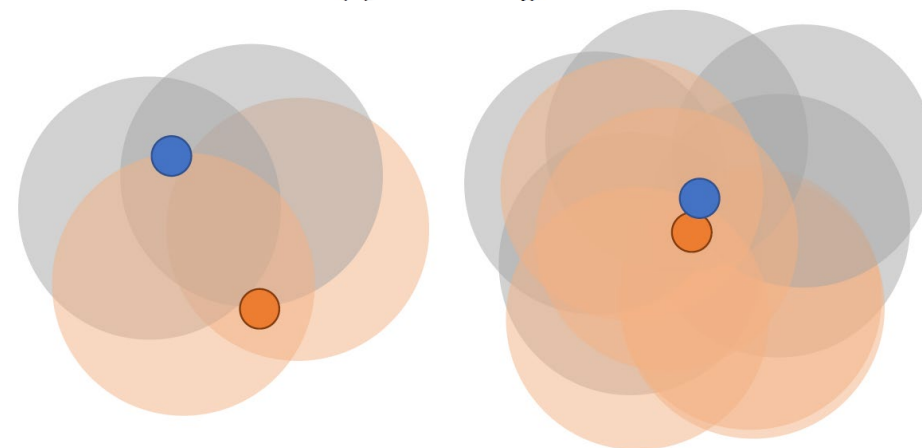
# Embedding-based Entity Alignment (EEA)



With a small number of **entity pairs as anchors**, we can **learn the entity embeddings** of two KGs in a **unified space**.



(a) small margin



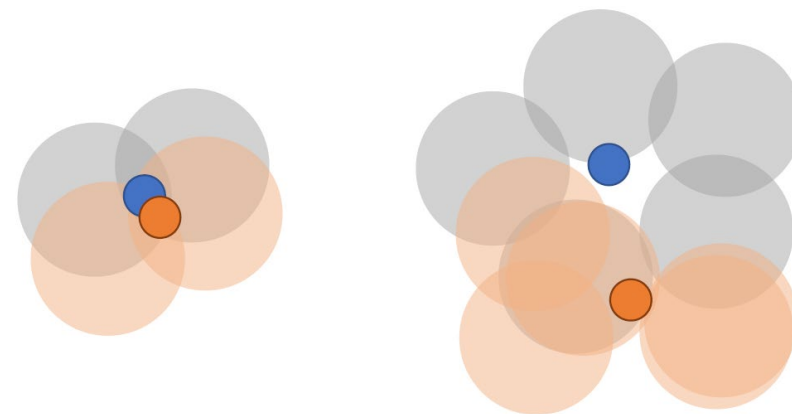
(b) large margin

# Embedding-based Entity Alignment

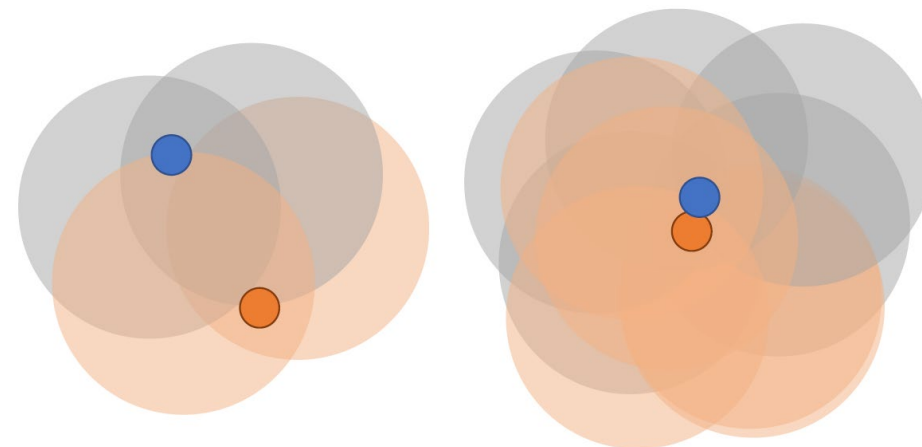


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The blue and orange nodes are entity pairs referred to the same object in real-world.



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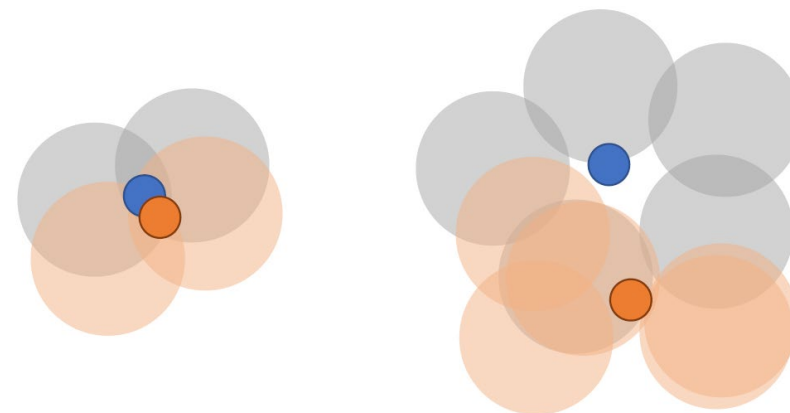
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A small margin (figure a) gives tight constraints, but fails to model entities with more triples.

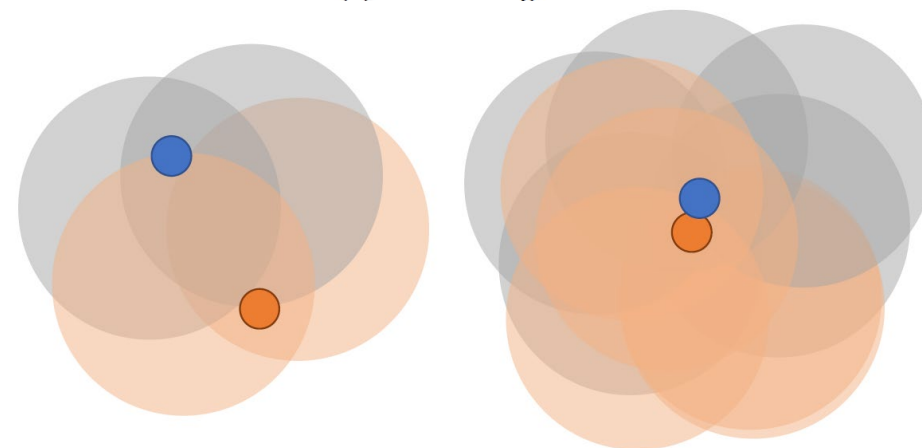
A large margin can model the entities with more triples, but the bound is too loose for the long-tail entities.

**Proposition 2.2** (Discrepancy Bound). *The embedding difference of two potentially aligned entities  $(e_x^1, e_y^2)$  is bound by  $\epsilon$ , which is proportional to the hyper-parameter  $\lambda$ :*

$$\exists \epsilon \propto \lambda, \|e_x^1 - e_y^2\| \leq \epsilon. \quad (4)$$



(a) small margin



(b) large margin



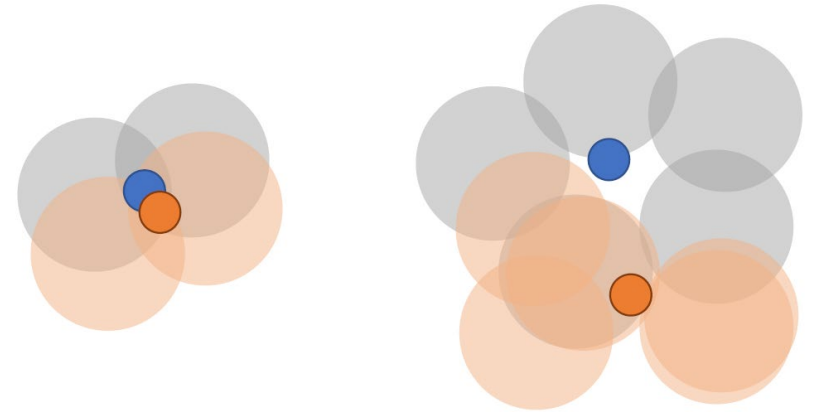
# Considering Additional Constraints



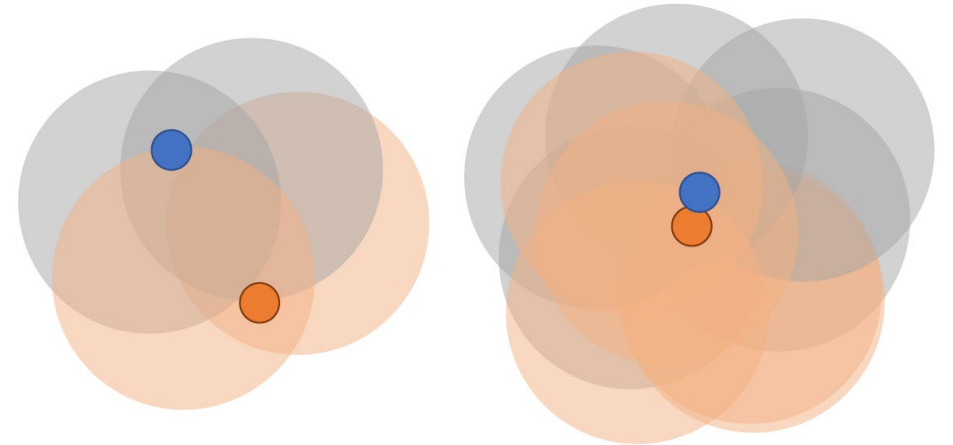
Align the embedding distributions of two KGs:

- A discriminator to discriminate the entities from different KG.
- The embeddings from different KGs try to fool the discriminator.
- Use the method in Domain Adaptation area, an empirical Wasserstein distance based loss is:

$$\mathcal{L}_{\mathbb{A}_E} = \mathbb{E}_{\mathbb{A}_E^1}[f_w(\mathbf{e})] - \mathbb{E}_{\mathbb{A}_E^2}[f_w(\mathbf{e})], \quad (12)$$



(a) small margin



(b) large margin

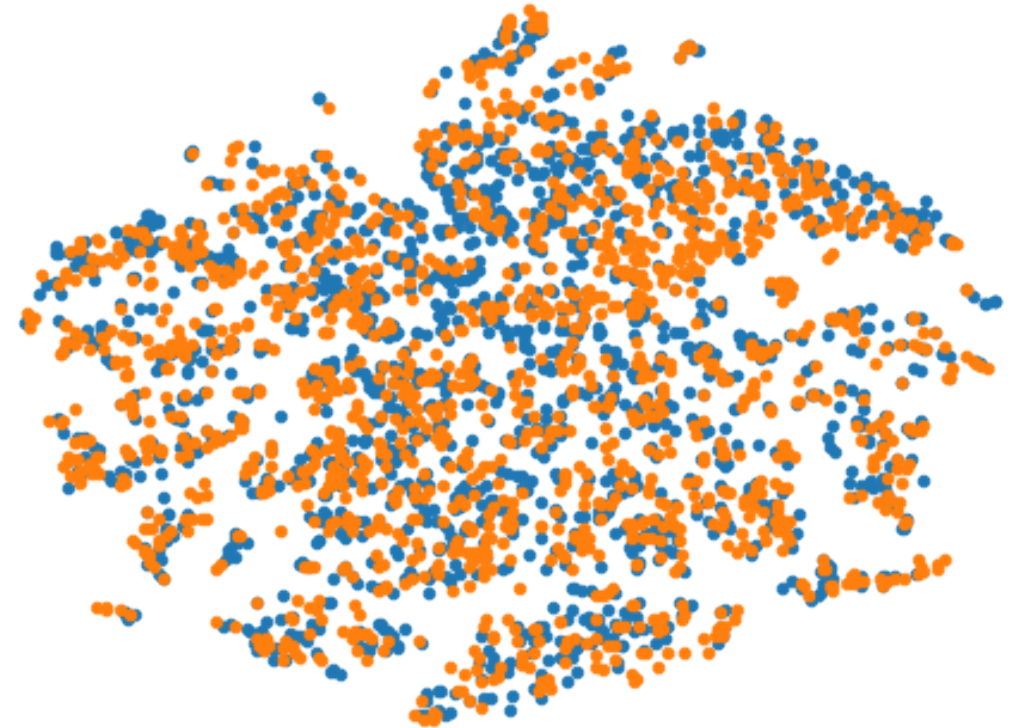


# Conditional Distributions



The direct solution may be less helpful for KG embedding.

- a. The embeddings usually tend to uniformly distribute over the space, leading to that the two distributions are already ``aligned”.

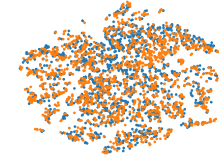


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- b. The entities conditioning on some relations, their distributions are actually different.



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- b. The entities conditioning on some relations, their distributions are discriminative.
- c. Learn to align the conditional distributions to reduce the discrepancy.

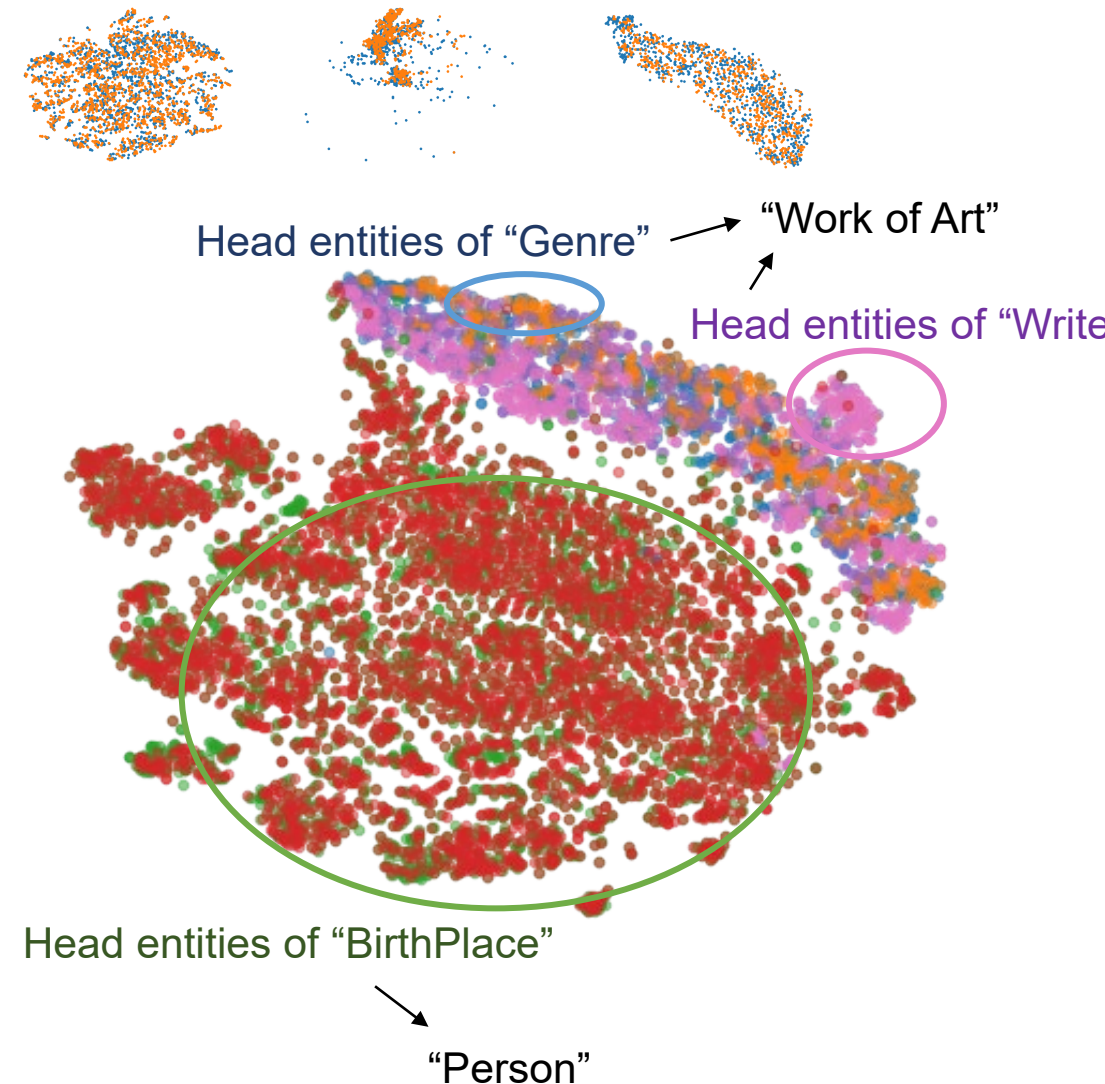


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- d. Some implicit ontology-level information also be captured



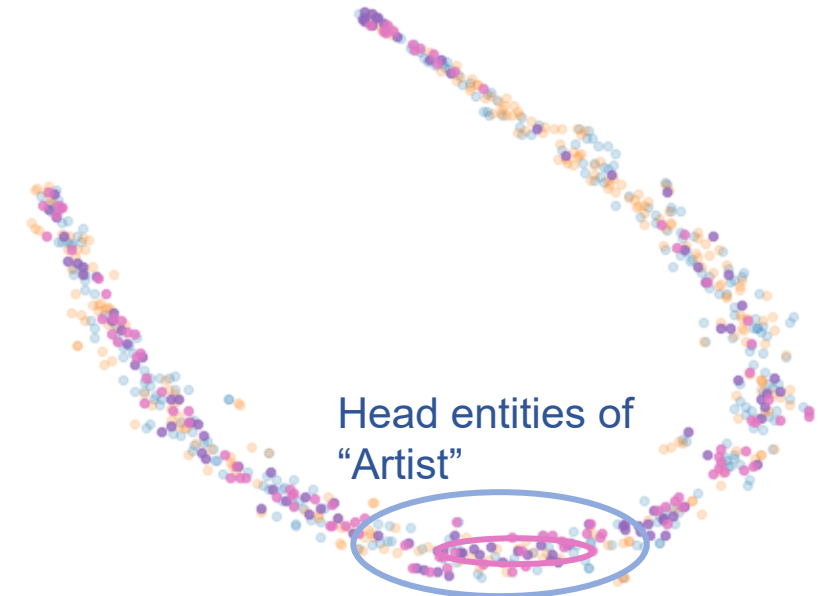


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- e. The triple embeddings conditioning on relation embeddings.



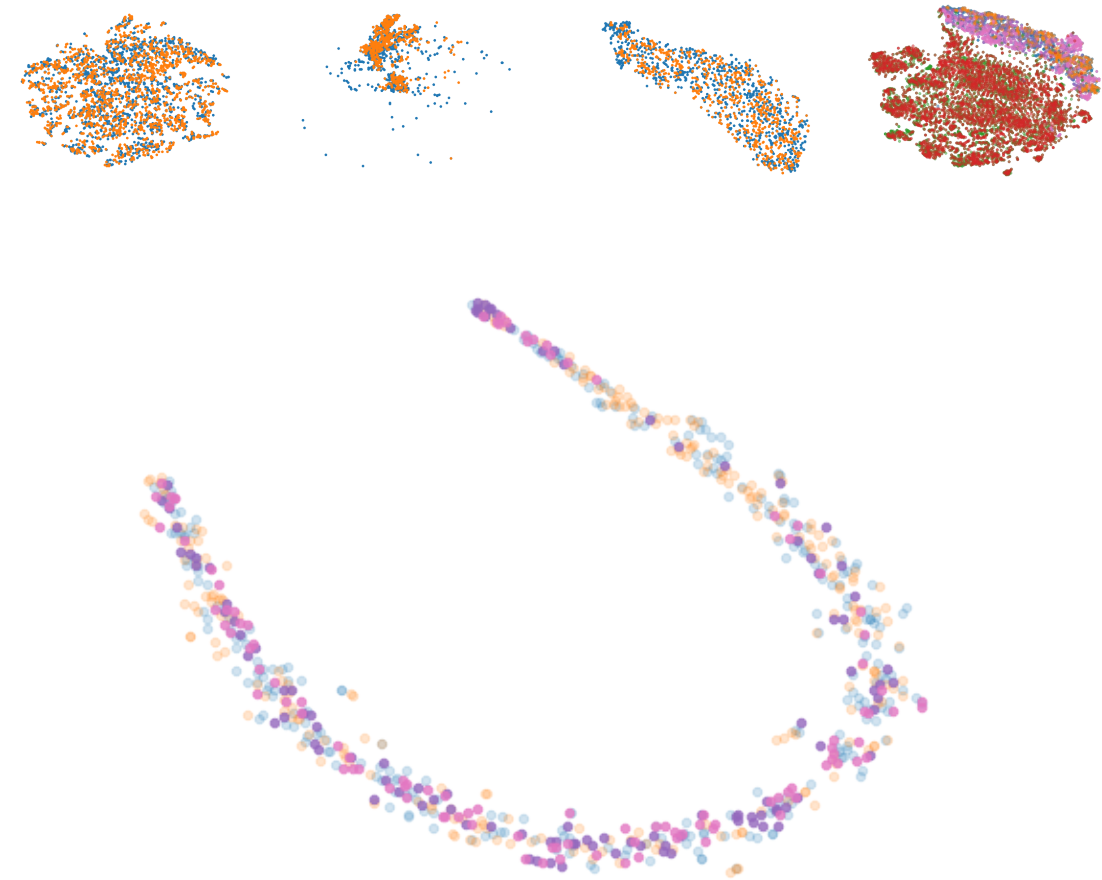
The inner: Head entities of "musicalArtist"

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- e. Condition the triple embeddings on relation embeddings.



**Proposition 3.2** (Expressiveness). *Aligning the conditional neural axioms minimizes the embedding discrepancy of two KGs at the ontology level, without the need of type/class information.*

- All baseline methods gained significant improvement.
- The training time did not increase too much, even compared with the fast baseline method.

Table 1: Results on V1 datasets (5-fold cross-validation).

| Models                    | EN-FR       |             |             | EN-DE       |             |             | D-W         |             |             | D-Y         |             |             |
|---------------------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
|                           | H@1         | H@5         | MRR         | H@1         | H@5         | MRR         | H@1         | H@5         | MRR         | H@1         | H@5         | MRR         |
| BootEA (Sun et al., 2018) | .507        | .718        | .603        | .675        | <b>.820</b> | <b>.740</b> | .572        | .744        | .649        | .739        | .849        | .788        |
| BootEA + NeoEA            | <b>.521</b> | <b>.733</b> | <b>.617</b> | <b>.676</b> | <b>.820</b> | <b>.740</b> | <b>.579</b> | <b>.753</b> | <b>.658</b> | <b>.756</b> | <b>.859</b> | <b>.797</b> |
| SEA (Pei et al., 2019a)   | .280        | .530        | .397        | .530        | .718        | .617        | .360        | .572        | .458        | .500        | .706        | .591        |
| SEA + NeoEA               | <b>.320</b> | <b>.584</b> | <b>.443</b> | <b>.586</b> | <b>.766</b> | <b>.668</b> | <b>.389</b> | <b>.608</b> | <b>.490</b> | <b>.549</b> | <b>.752</b> | <b>.638</b> |
| RSN (Guo et al., 2019)    | .393        | .595        | .487        | .587        | .752        | .662        | .441        | .615        | .521        | .514        | .655        | .580        |
| RSN + NeoEA               | <b>.399</b> | <b>.597</b> | <b>.490</b> | <b>.600</b> | <b>.759</b> | <b>.673</b> | <b>.450</b> | <b>.624</b> | <b>.530</b> | <b>.522</b> | <b>.663</b> | <b>.588</b> |
| RDGCN (Wu et al., 2019)   | .755        | .854        | .800        | .830        | .895        | .859        | .515        | .669        | .584        | .931        | .969        | .949        |
| RDGCN + NeoEA             | <b>.775</b> | <b>.868</b> | <b>.817</b> | <b>.846</b> | <b>.908</b> | <b>.874</b> | <b>.527</b> | <b>.671</b> | <b>.592</b> | <b>.941</b> | <b>.972</b> | <b>.955</b> |

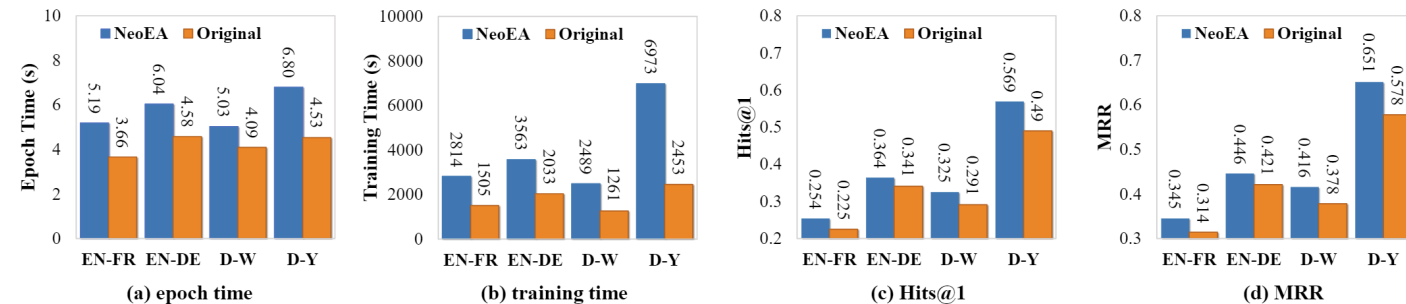
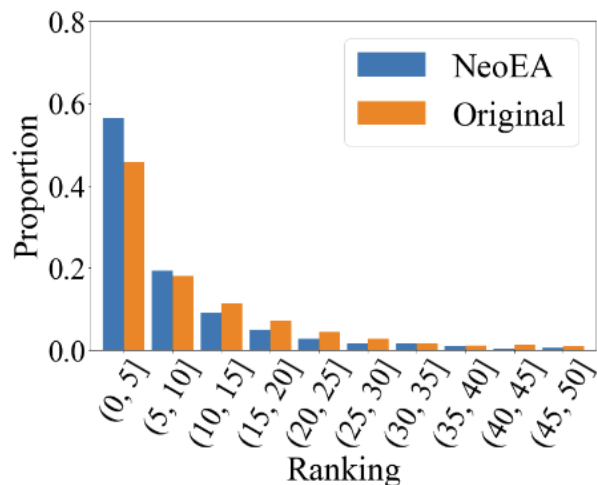


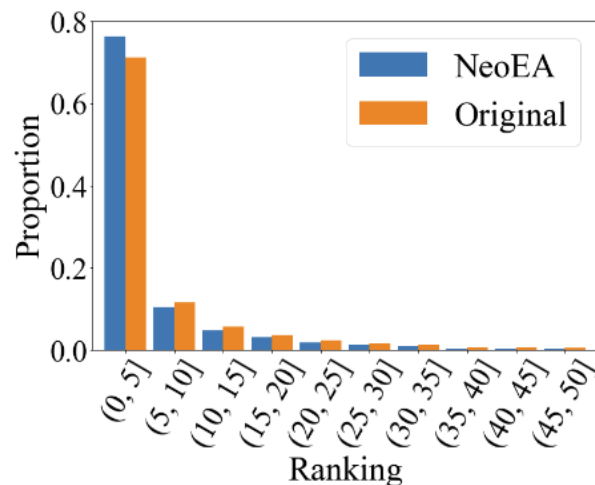
Figure 5: Results on OpenEA 100K datasets, with the fastest EEA model SEA as baseline.



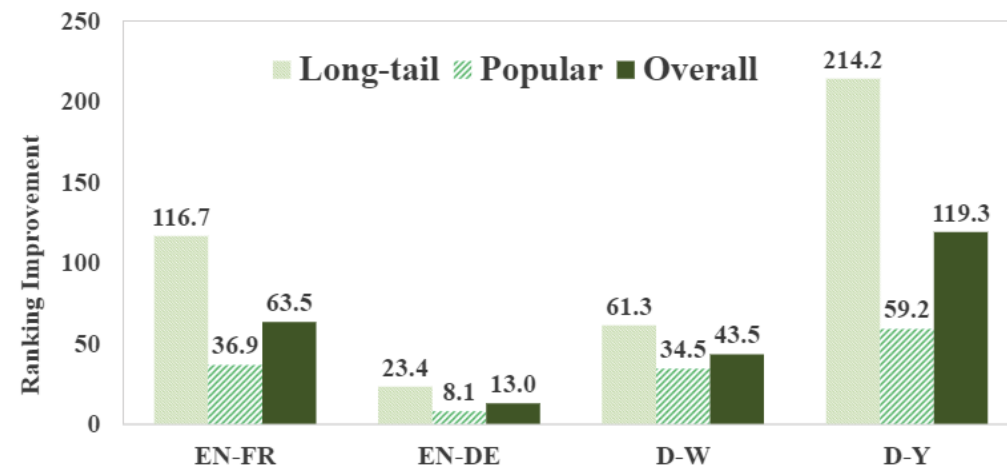
# Experiments



(a) long-tail entities (EN-FR)



(b) popular entities (EN-FR)



(c) average ranking improvement on four datasets

- The long-tail entities (less constrained ones) gained significantly more improvement.
- On most datasets, around three times than popular entities.

# Conclusion



- Analyzing the current EEA methods theoretically.
- A new approach to learn KG embeddings for entity alignment, capturing the implicit ontology-level information.
- Extensive experiments demonstrate consistent and significant improvement overall all baseline methods.

# Thanks for your attention!

- Code and datasets are available at <https://github.com/guolingbing/NeoEA>
- This work is funded by NSFCU19B2027/NSFC91846204,
- National Key R&D Program of China (Funding No.SQ2018YFC000004),
- Zhejiang Provincial Natural Science Foundation of China (No.LGG22F030011).