

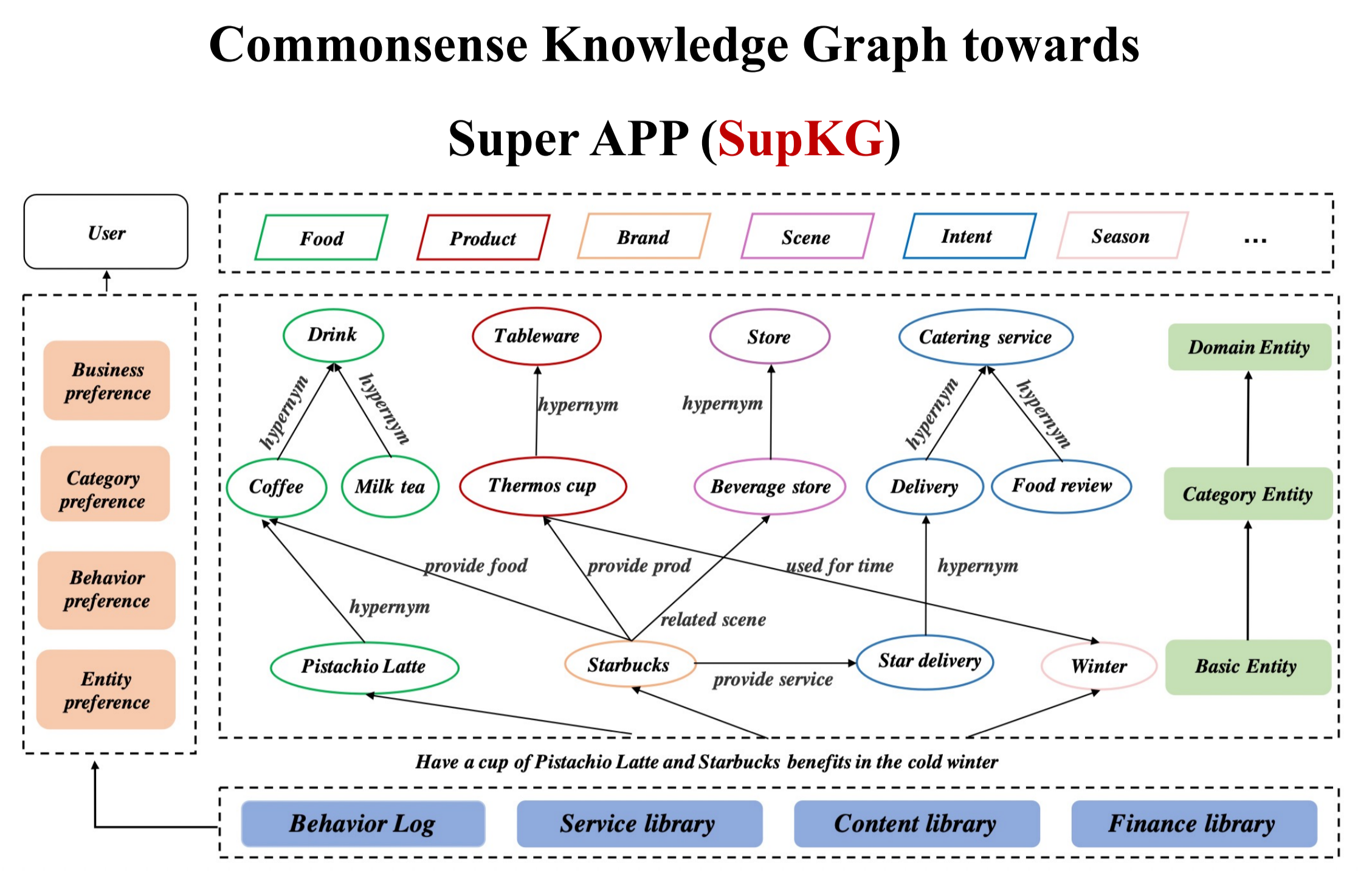
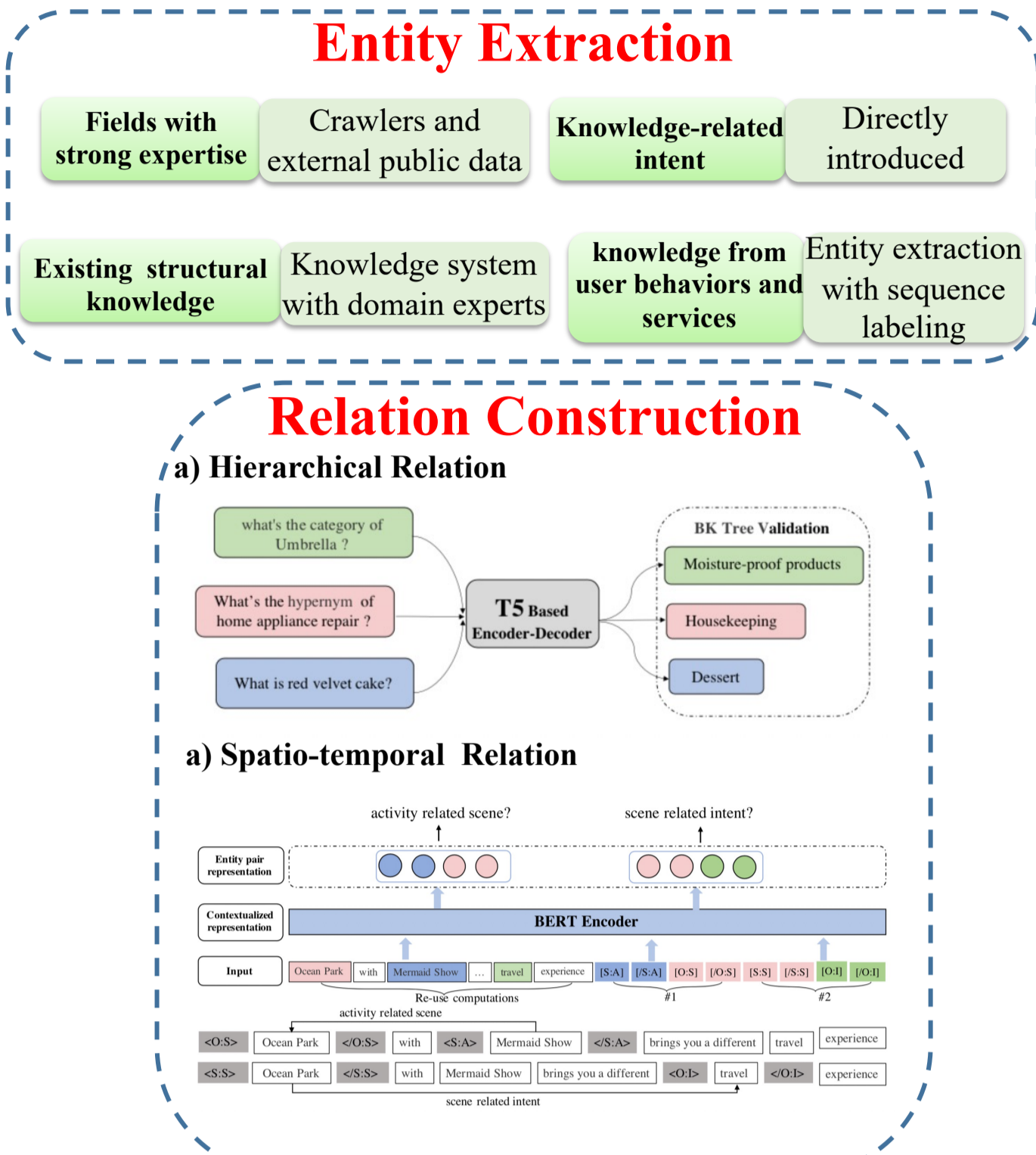
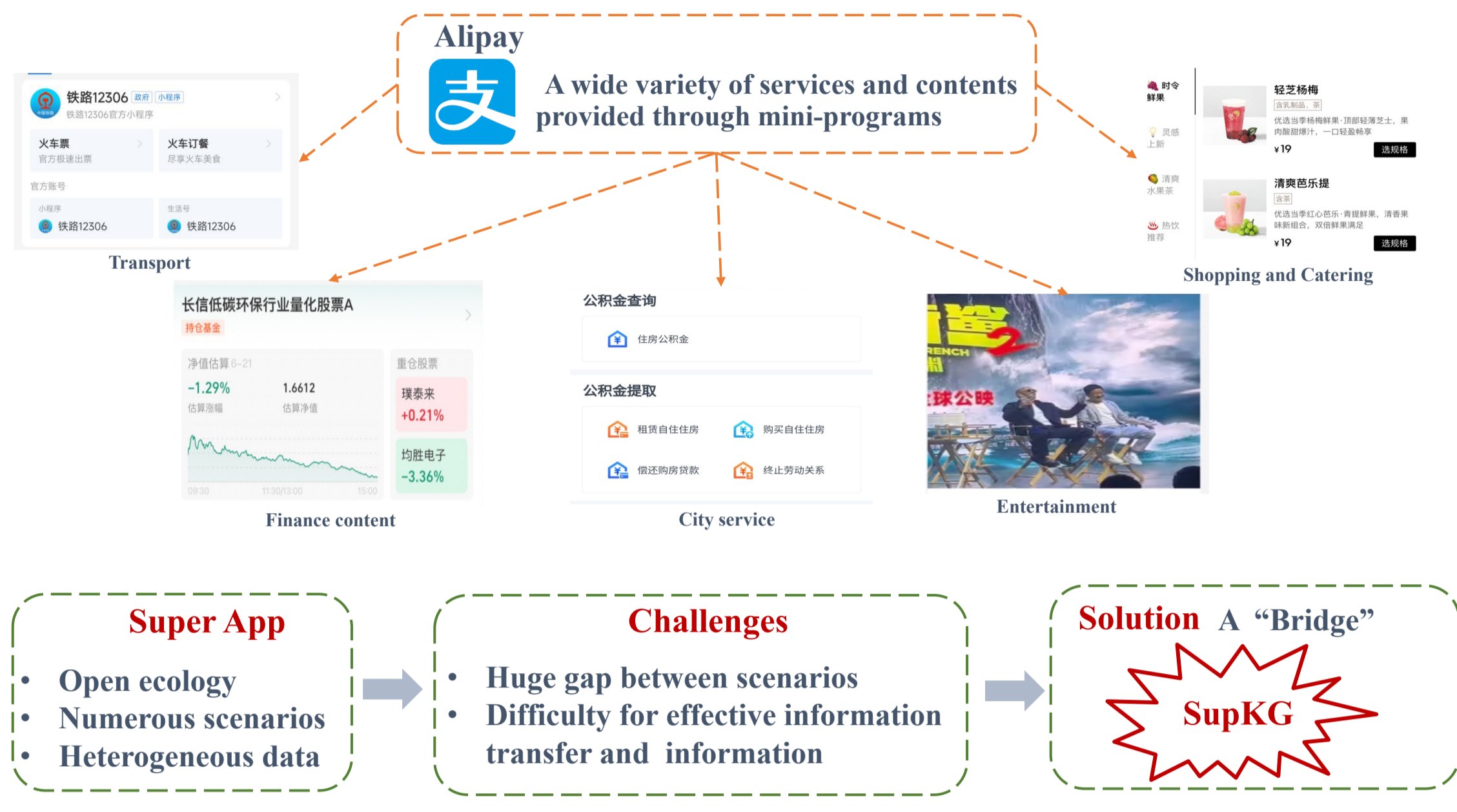
# Commonsense Knowledge Graph towards Super APP

## and Its Applications in Alipay

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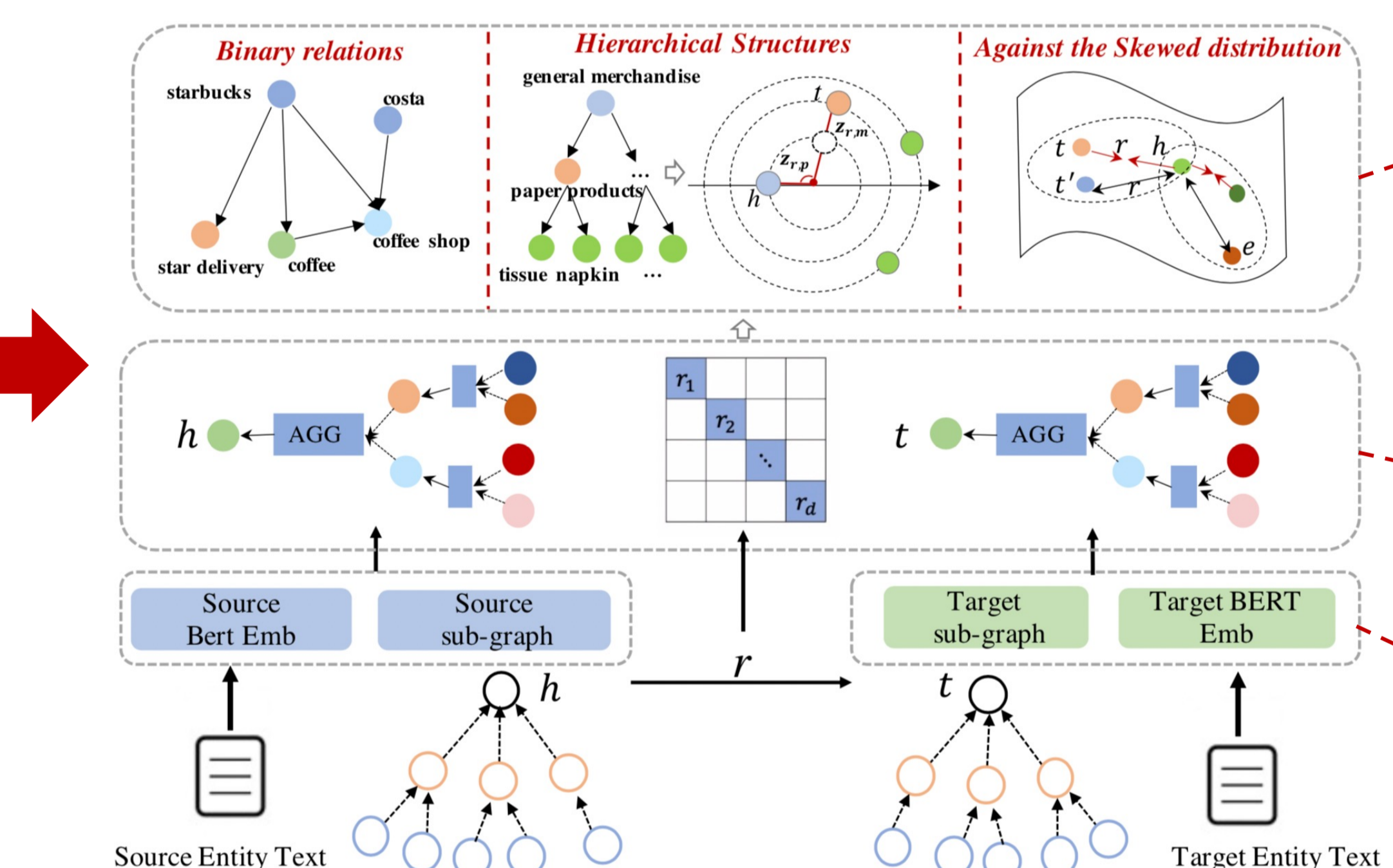


### Background & SupKG



### Representation Learning of SupKG

- #### Challenges
- Textual and structural information complement each other in KGE
  - SupKG exhibit the skewed data distribution
  - Hierarchical structures are ubiquitous in SupKG



- DistMult based interaction
- MLP based scoring
- CR loss with negatives
- Mapping as modulus and phase
- Distance in the polar coordinate system
- Margin based loss
- Entity-level contrast
- Margin based loss
- Multi-layer Propagation
- Attention based Aggregation
- LSTM-like Updating

### Experiments & Applications

- #### Compared to AliCoCos
- Heterogeneous and unstructured data source
  - Distinct emphasis from e-commerce for relation extraction
  - More powerful representation capability

#### Over performance comparison

Methods	Hit@K				MRR
	K = 5	K = 10	K = 15	K = 20	
TransE [4]	0.2346	0.3145	0.3652	0.4019	0.1555
TransR [19]	0.1751	0.2247	0.2622	0.2916	0.1410
TransD [17]	0.2483	0.3068	0.3407	0.3638	0.1834
TransH [29]	0.2488	0.3071	0.3419	0.3667	0.1828
ConvE [10]	0.1658	0.2229	0.2718	0.3133	0.1234
RESCAL [22]	0.2825	0.3238	0.3487	0.3681	0.2206
BLP [9]	0.2299	0.3115	0.3613	0.3981	0.1515
HAKE [33]	0.2169	0.2541	0.2732	0.2871	0.1669
RGCN [24]	0.0675	0.0962	0.1189	0.1414	0.0526
KGNN [15]	0.1477	0.2187	0.2699	0.3128	0.1053
AliCoCo2 [20]	0.3402	0.4395	0.4705	0.4926	0.2433
OURS	0.3557	0.4446	0.4954	0.5310	0.2571

#### Ablation study

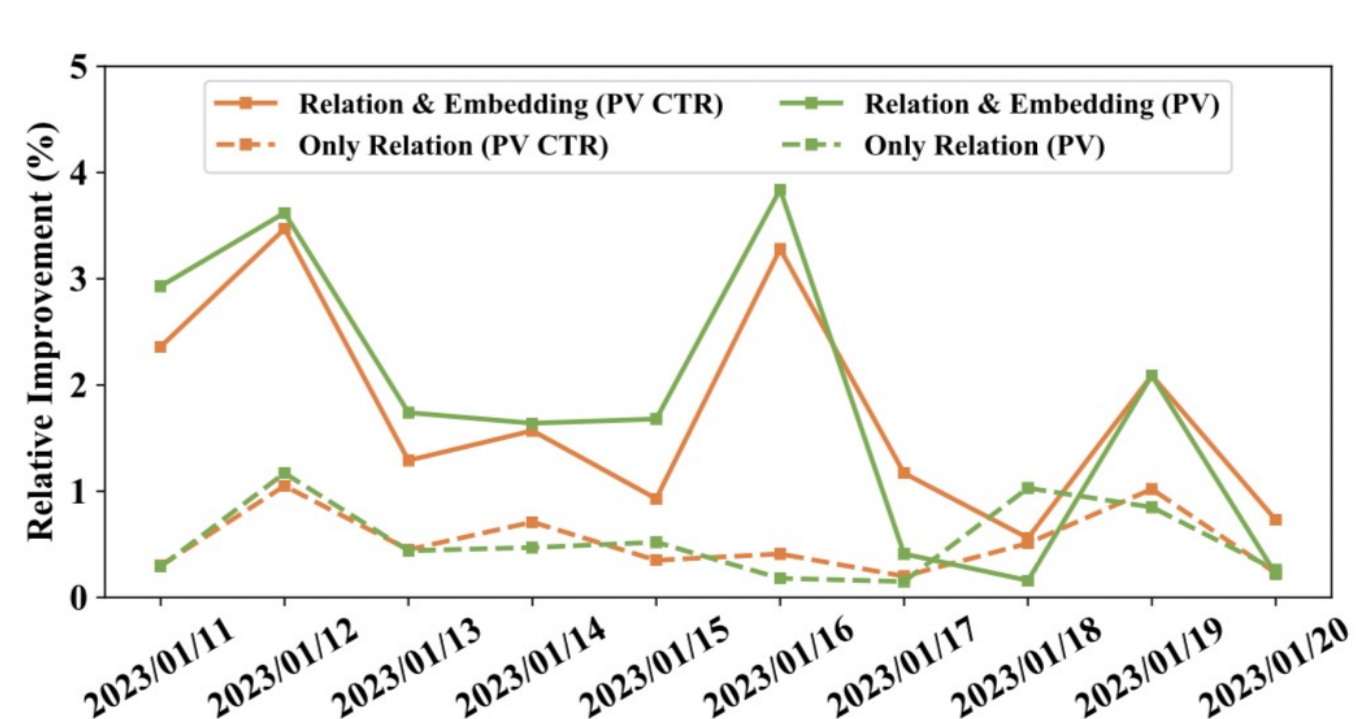
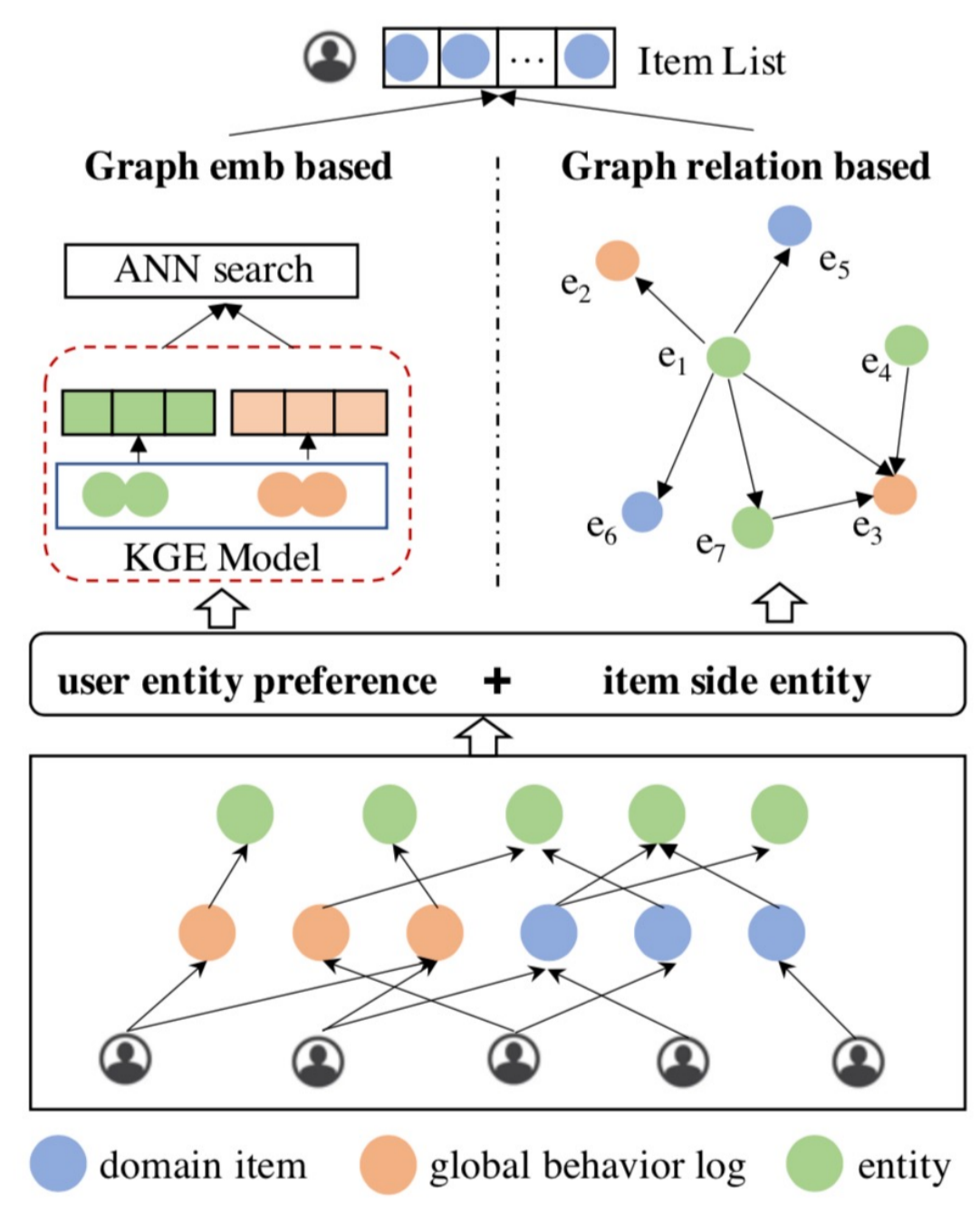
TI	GS	HL	CL	Hit@K				MRR
				K = 5	K = 10	K = 15	K = 20	
✓	✓	✓	✓	0.2605	0.3032	0.3319	0.3548	0.2095
✓	✓	✓	✓	0.2576	0.3076	0.3408	0.3664	0.2014
✓	✓	✓	✓	0.2102	0.2897	0.3417	0.3822	0.1485
✓	✓	✓	✓	0.3341	0.4236	0.4786	0.5186	0.2462
✓	✓	✓	✓	0.2359	0.3254	0.3826	0.4251	0.1651
✓	✓	✓	✓	0.3557	0.4446	0.4954	0.5310	0.2571

Table 3: Quantitative comparison of different methods.  
Table 4: Ablation studies of our proposal. "TI" means textual information; "GS" means graph structure; "HL" means hierarchy aware learning module; "CL" means contrastive learning module.

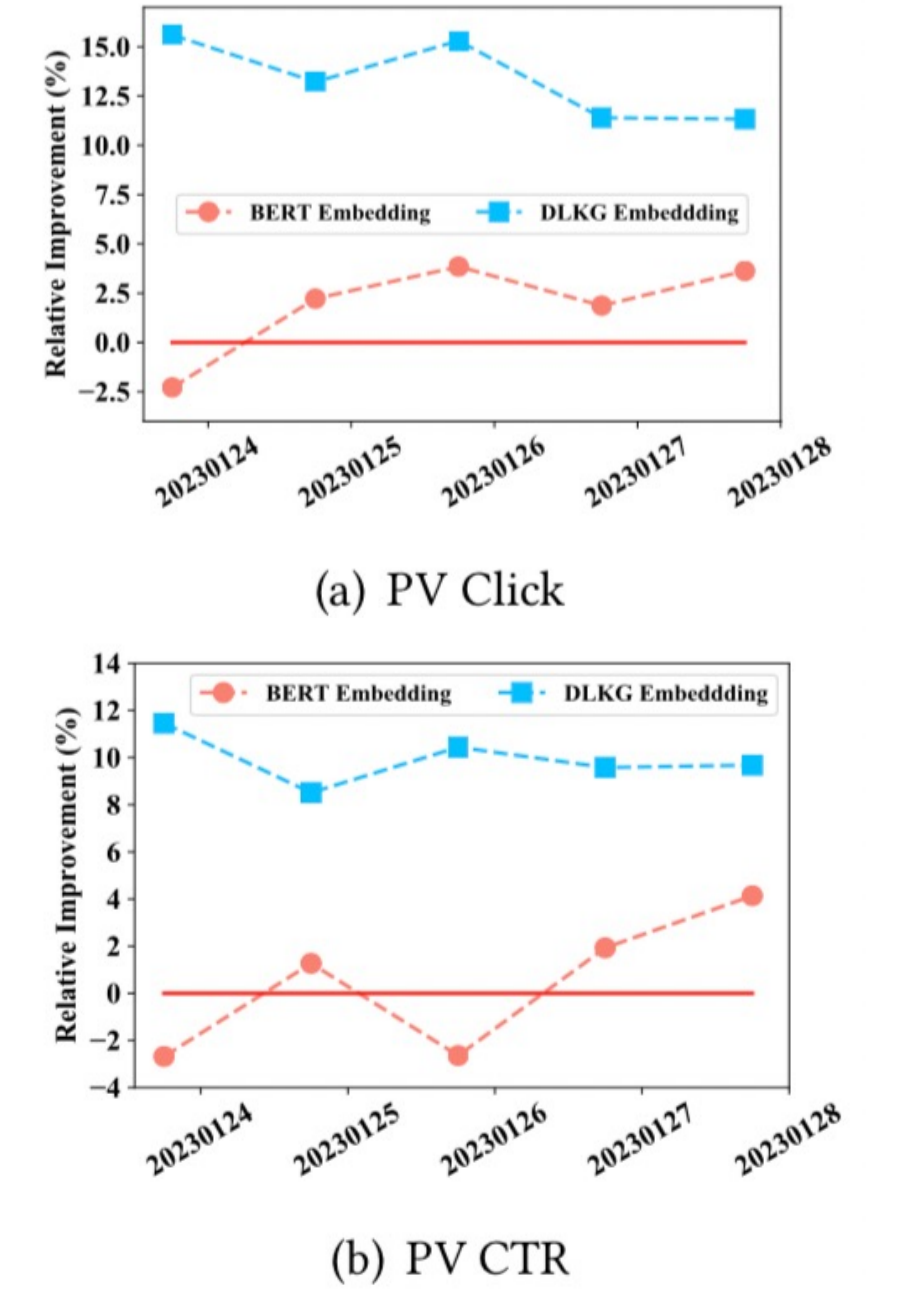
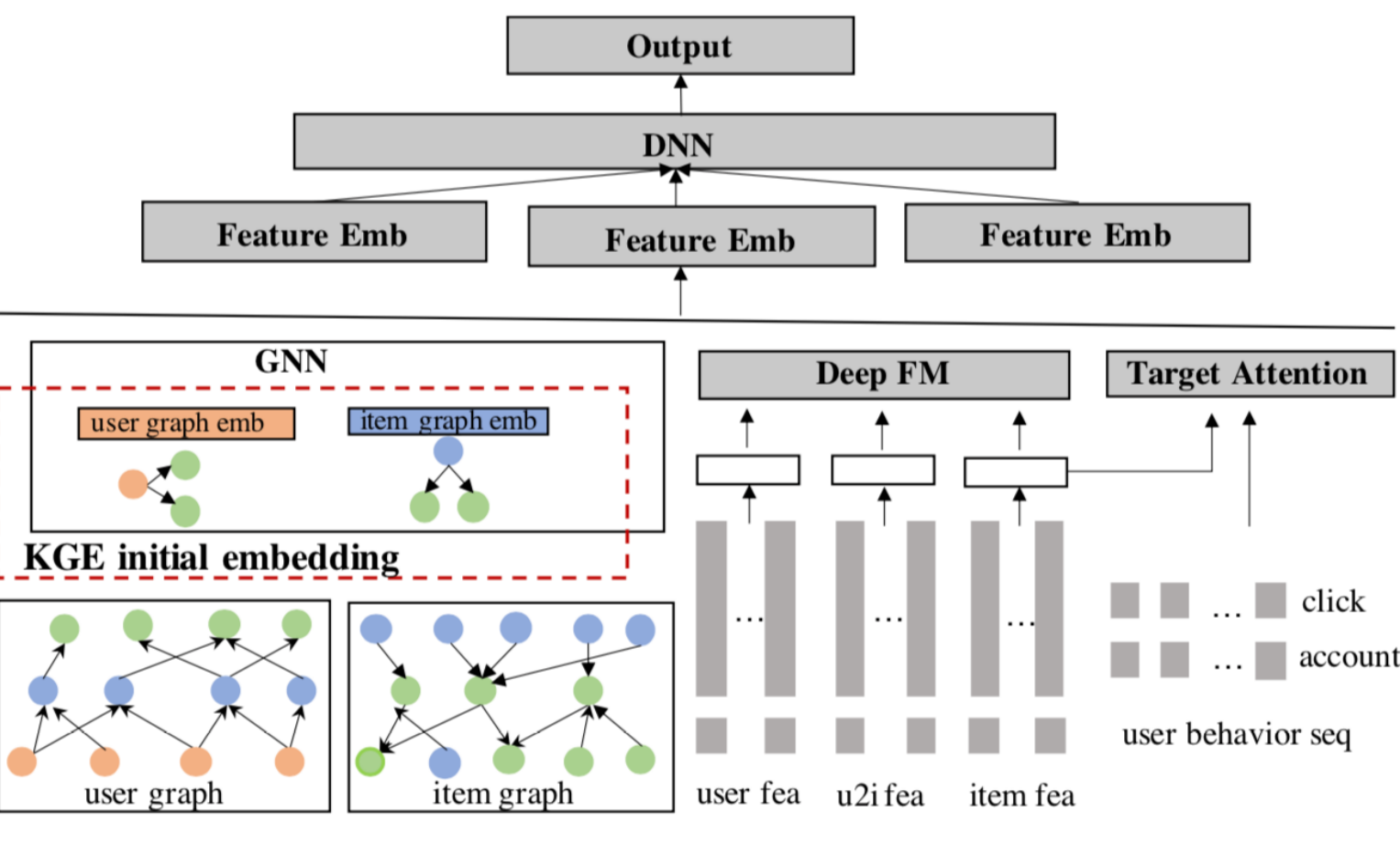
#### Supplementing potential knowledge

Source entity	Relation	Target entities retrieved
Musical instrument shop (乐器行)	scene_related_prod	Ukulele (乌克里里), Folk drum (民族鼓), Violin (小提琴), old records (老唱片), Percussion instrument (敲击乐器)
CBA	activity_need_prod	Basketball shoes (篮球鞋), Basketball (篮球), Sneaker (球鞋), Jersey (球衣)
Anti-inflammatory (消炎药)	prod_in_scene	Drugstore (药店), Fair-price drugstore (平价药店), TCM pharmacy (中药坊), Children's hospital (儿童医院), Community hospital (社区医院)
Bartending (调酒)	intent_related_food	Cocktail (鸡尾酒), Blueberry wine(蓝莓酒), Plum wine(青梅酒), Foreign wine(洋酒)
Family trip (亲子游)	intent_related_scene	Parent-child park(亲子乐园), Adventure park (探险乐园), wild animal park(野生动物园)

#### Integrating global behaviors With SupKG for matching



#### Enhancing item and user representation in graph-based ranking



### Conclusions

- We propose SupKG, a commonsense knowledge graph toward Super APP to help comprehensively characterize user behaviors across different business scenarios in a more fine-grained manner.
- We devise a novel representation learning framework, enabling various applications to draw support from effective representations of entities and relations from SupKG.
- A series of offline/online to demonstrate that i) the proposed representation learning framework could substantially help supplement potential knowledge for SupKG; ii) the learned embedding and SupKG could well warm up various downstream by provide high-quality SupKG knowledge.