

Answering Why-Questions for Subgraph Queries in Multi-Attributed Graphs

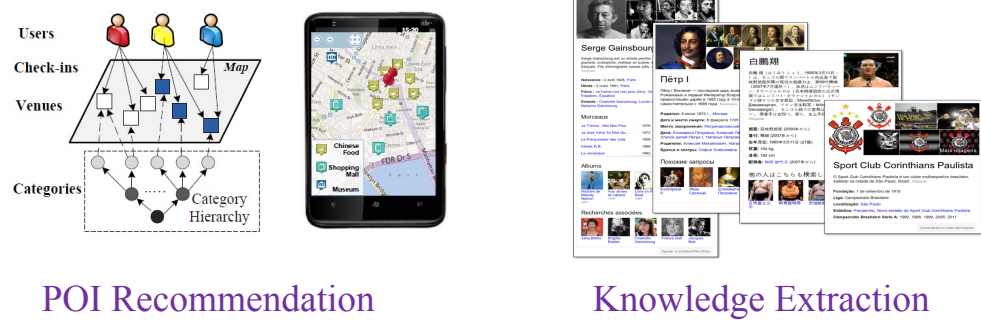
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Introduction

- Subgraph queries have been applied to access and understand complex networks.

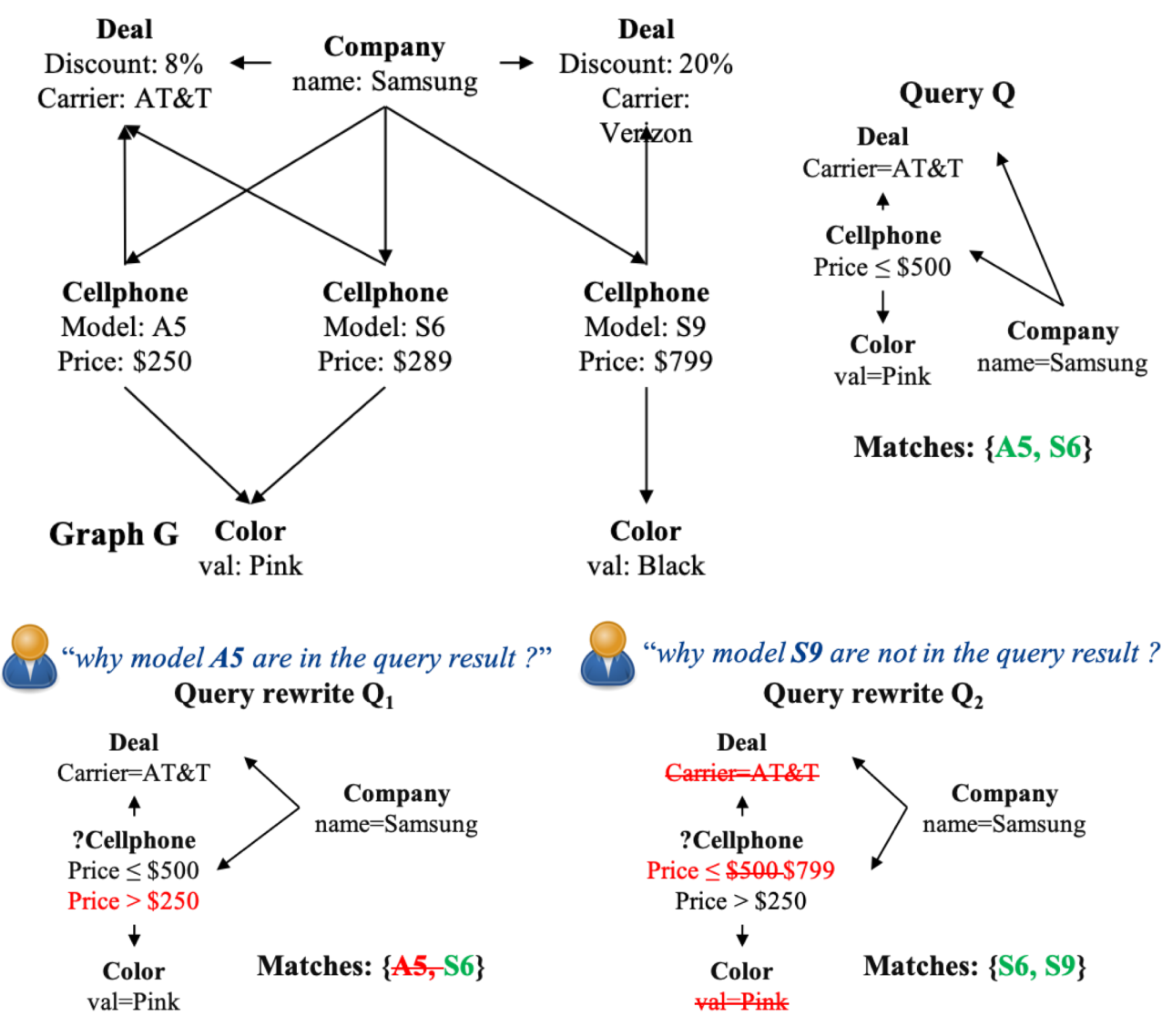


- Writing queries is nevertheless a nontrivial task for end users:

- The graph is large and heterogeneous.
- Users often need to revise the queries multiple times to find desirable answers.

- Why-questions.

- Why question: “why some (unexpected) entities are in the query answer?”; and
- Why-not question: “why certain entities are missing from the query result?”



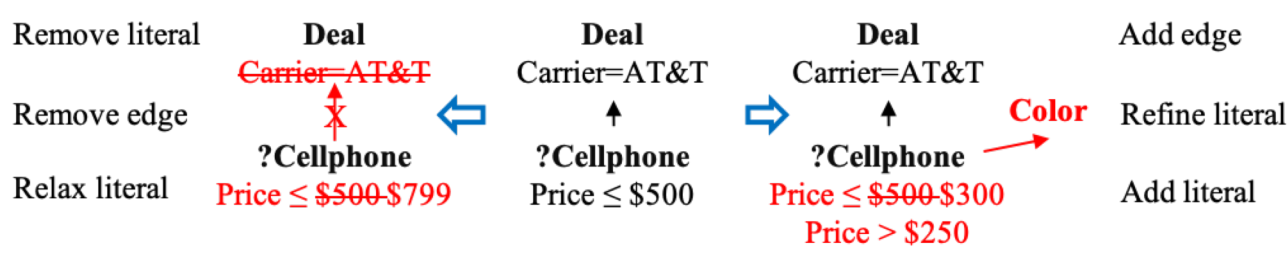
Problem Formulation

- Categorization of Why-Questions.

- Why: why the nodes in V_{Nu} are included as matches for u_o in G
- Why-not: why the nodes in V_{Cu} are not matches of u of Q ?

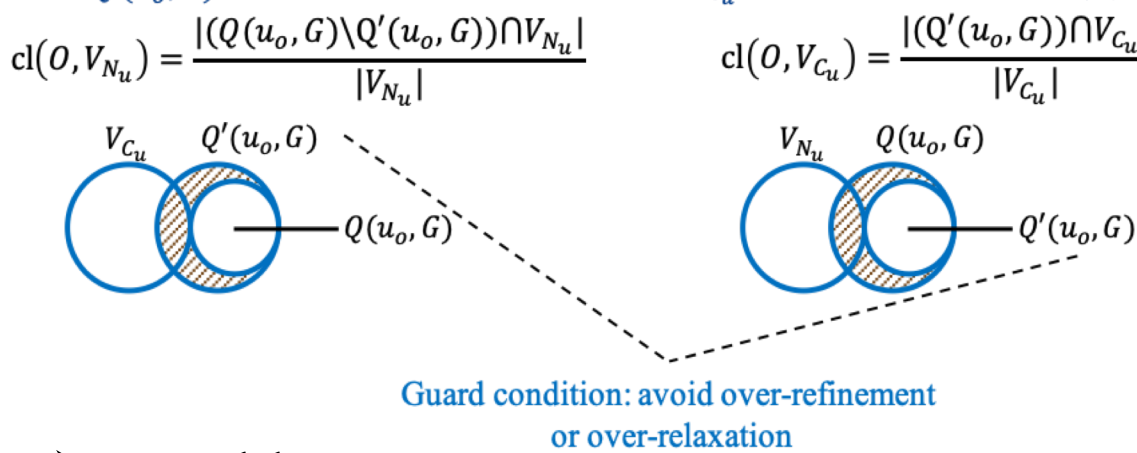
- Answers for Why-Questions

- Query rewrites: query editing operators;



- Answer closeness $cl(O, V_u)$:

- Why: the fraction of V_{Nu} that are excluded from $Q'(u_o, G)$.
- Why-not: the fraction of new matches in V_{Cu} that are introduced in $Q'(u_o, G)$.



- Problem statement

- ❖ Given a query Q , answer $Q(u_o, G)$, graph G , a Why-question W , editing budget B ,
- ❖ Compute a query rewrite $Q' = Q \oplus O^*$, such that

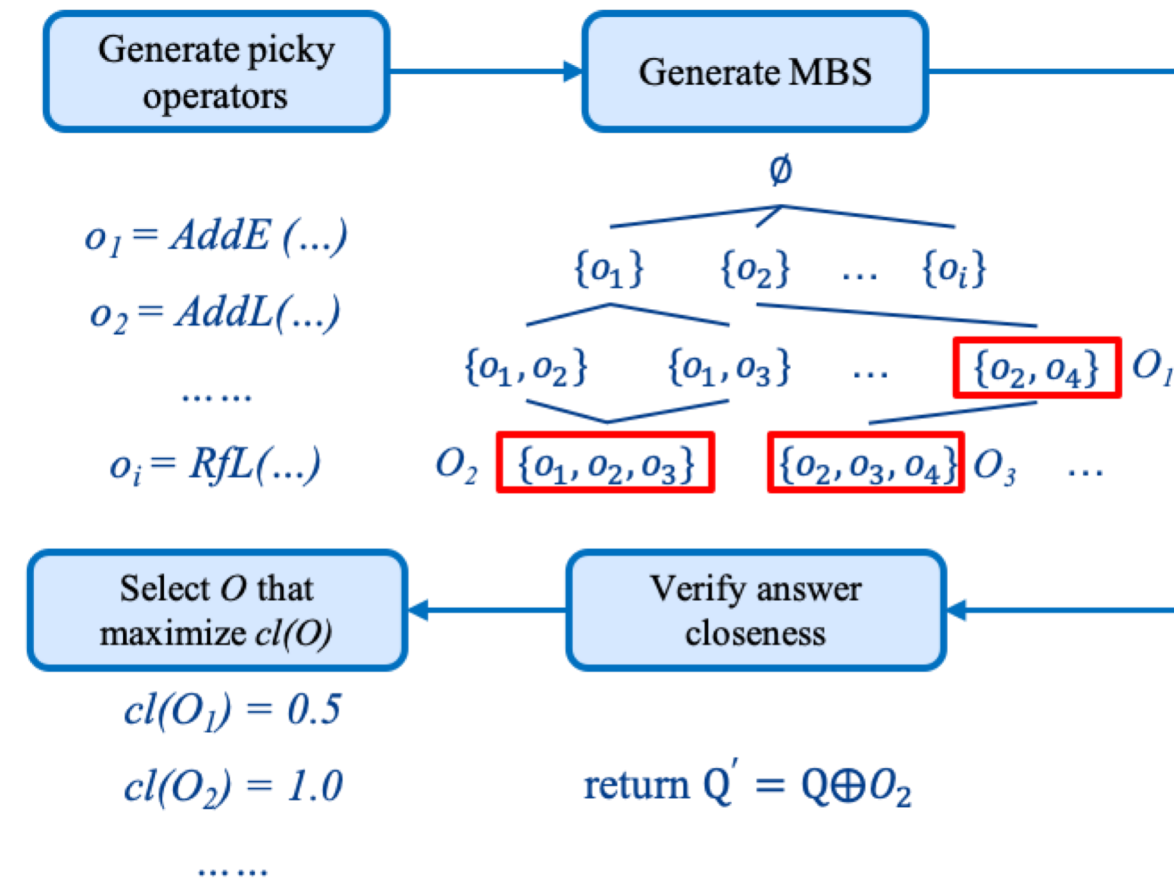
$$O^* = \operatorname{argmax}_{O: c(O) \leq B} cl(O, V_u)$$

Answering Why Questions

- Computing optimal query rewrites

- Maximum bounded set (MBS): with $c(O) \leq B$ and all of its superset has cost exceeds B .

- An exact algorithm (ExactWhy):



- ❖ Time cost: $O(|Q| |N_{d_{Q+1}}(Q(u_o, G))| + |O_s|^{3B} |N_{d_{Q+1}}(V_{Nu})|^{3B})$.

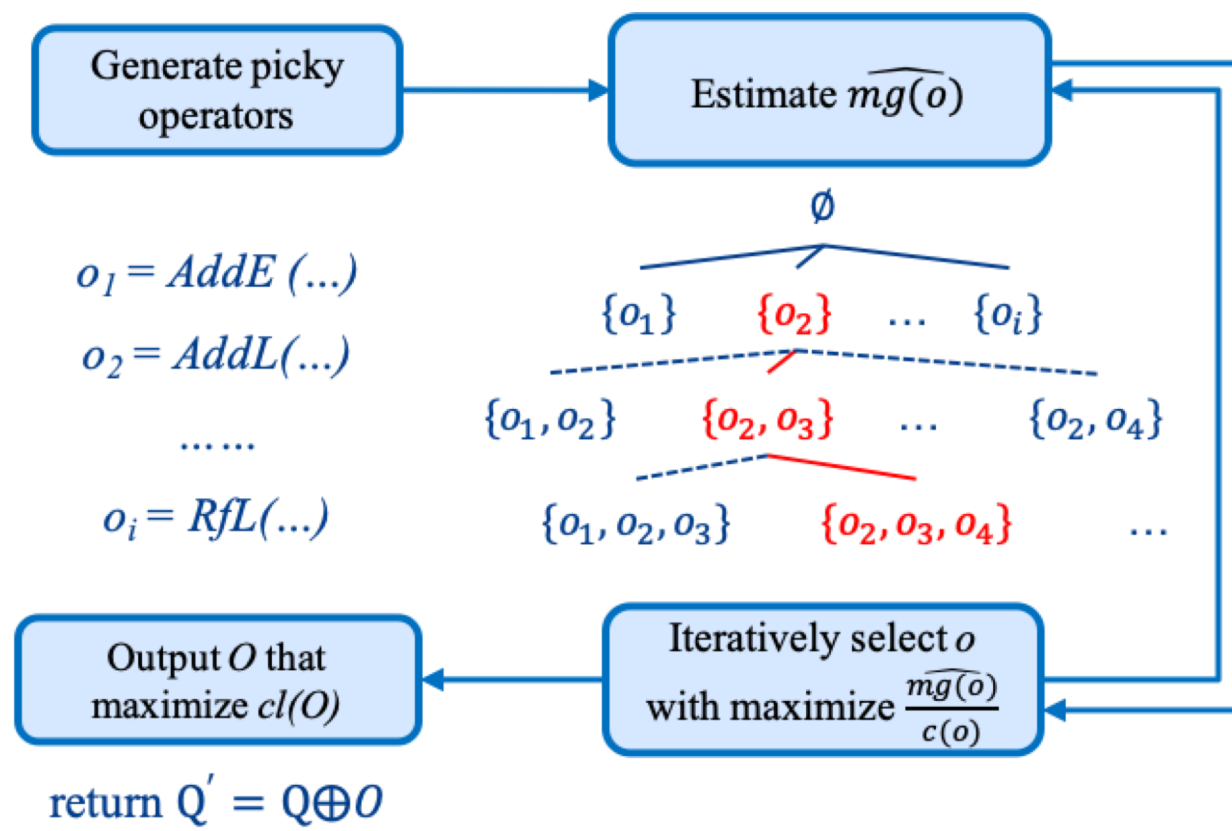
- Approximating optimal query rewrites

- Given refinement operator set O , the marginal gain of an operator o to O :

$$mg(O, o) = cl(O \oplus \{o\}) - cl(O);$$

- Function $cl(\cdot)$ is submodular;

- An approximation algorithm ApproxWhy:



- ❖ Approximation: $\frac{1}{2} \cdot (1 - \frac{1}{e}) \cdot cl(O^*, V_{Nu}) - 6B\epsilon$;

- ❖ Time cost: $O(|Q| |N_{d_{Q+1}}(Q(u_o, G))| + |O_s| |N_{d_{Q+1}}(V_{Nu})|^{2B} + |O_s|^2 |N_{d_{Q+1}}(V_{Cu})|)$.

Answering Why-not Questions

- Computing optimal query rewrites

- An exact algorithm (ExactWhyNot):

- ❖ Following the similar manner with ExactWhy but considers only relaxation operators;

- ❖ Time cost: $O(|Q| |O_s|^{2B} |N_{d_Q}(V_{Cu})|^{2B})$.

- A faster heuristic

- A heuristic algorithm HeuWhyNot:

- ❖ Following the similar manner with ApproxWhy;
- ❖ Time cost: $O(|Q| |N_{d_Q}(V_{Cu})| + |O_s|^2 |N_{d_Q}(V_{Cu})|)$.

Extensions

- Q that contains multiple output nodes;
- Why-empty: answer set is empty;
- Why-so-many: too many answers.

Evaluation

Datasets

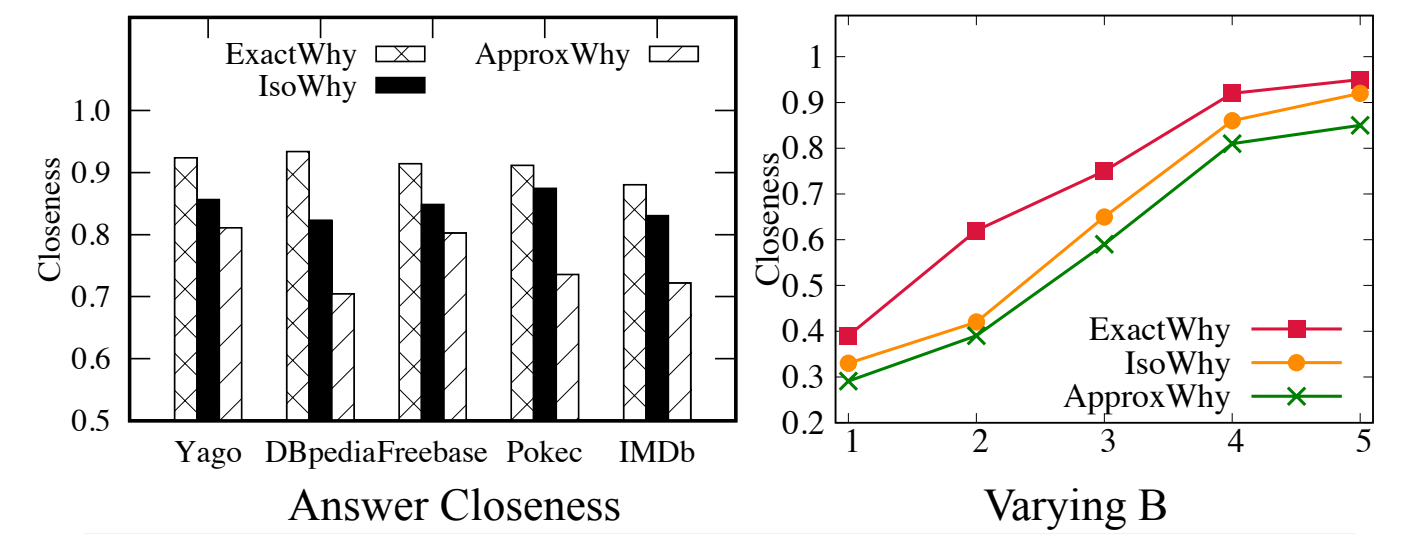
Name	#Nodes	#Edges	#Labels	Attributes per node
DBpedia	4.86M	15M	676	9
Yago	1.54M	2.37M	324K	5
Freebase	40.32M	63.2M	8630	8
Pokec	1.6M	30.6M	10	60
IMDb	1.7M	5.2M	8	6
BSBM	up to 50M	up to 126M	up to 3080	up to 20

Algorithms

- ExactWhy, ApproxWhy, IsoWhy
- ExactWhyNot, FastWhyNot, IsoWhyNot

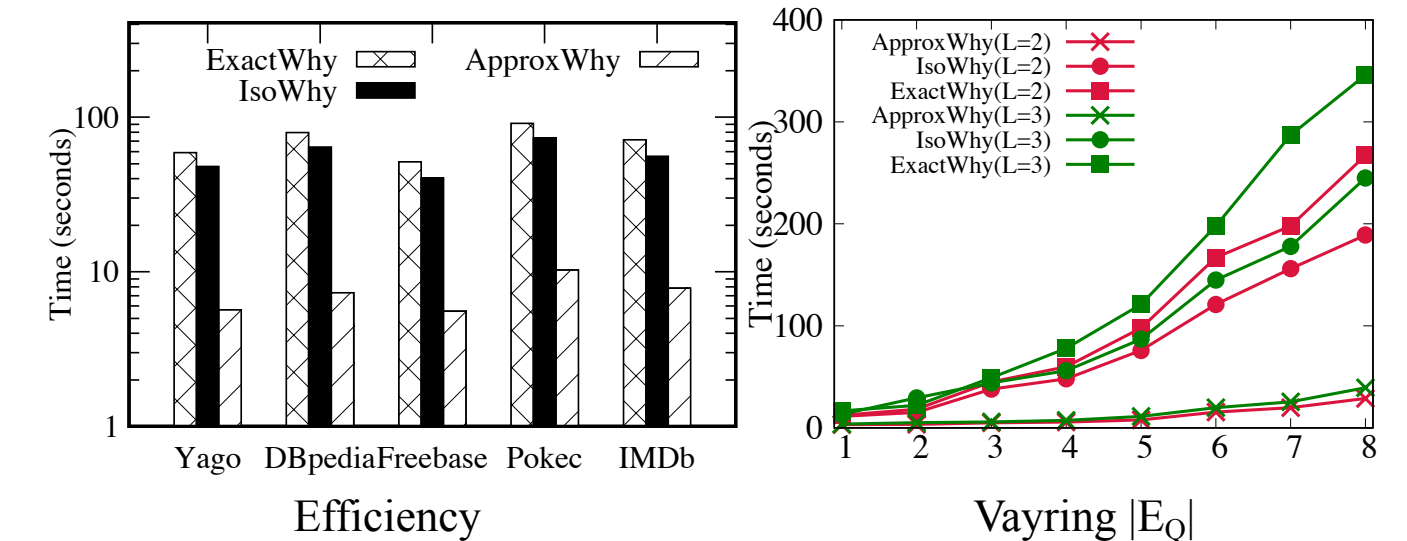
Results

- Answering Why questions: Effectiveness



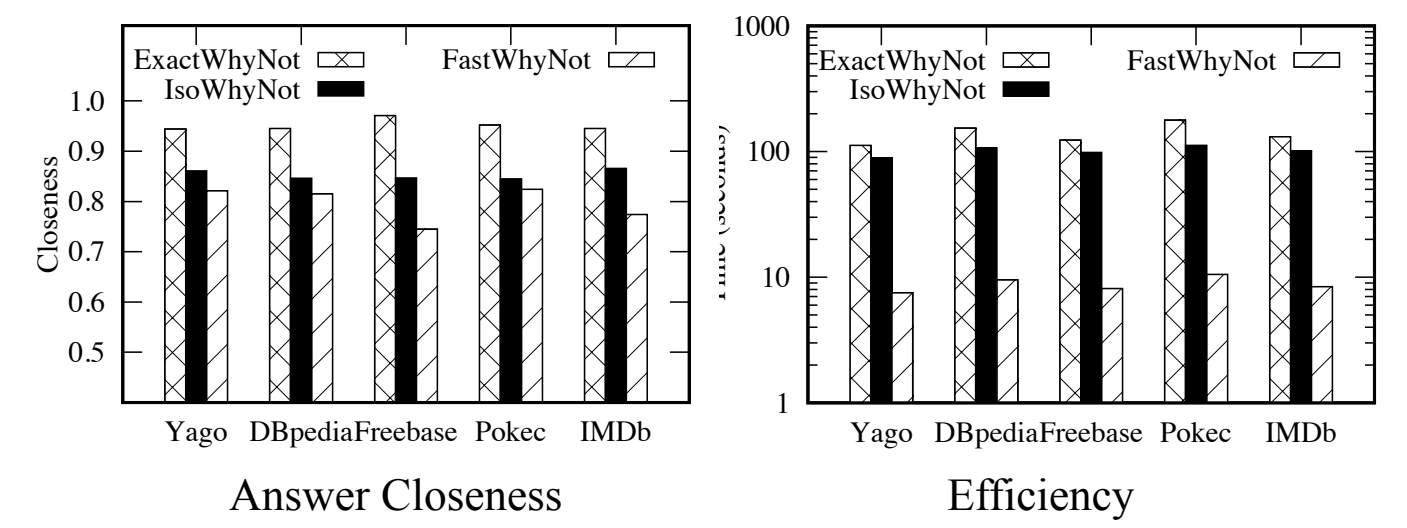
ApproxWhy computes good query rewrites that have closeness at least 85% to their optimal counterpart

- Answering why questions: Efficiency



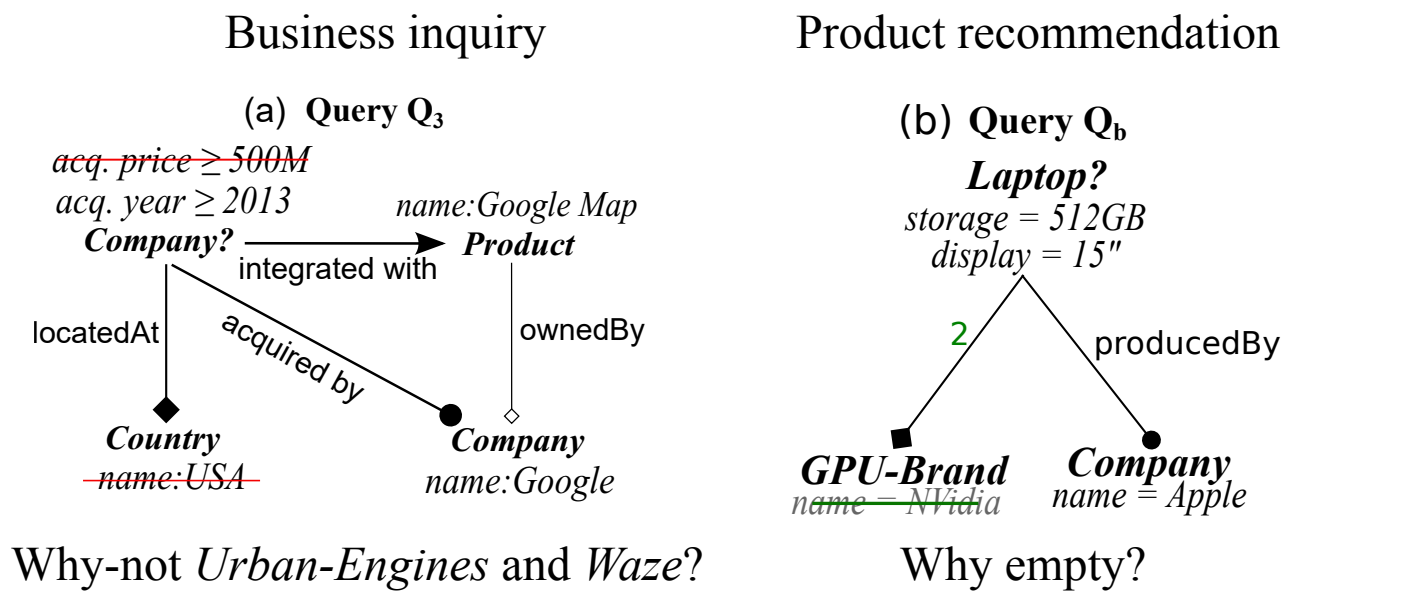
It is feasible to answer why questions for large graphs.

- Answering why-not questions



The result is consistent with the results for Why questions.

- Case study



Following Up work and Acknowledgement

- Answering Why-Questions by Exemplars (SIGMOD'2019);
- NAVIGATE: Explainable Visual Graph Exploration by Examples (SIGMOD'19 Demo);
- This work is supported in part by NSF IIS-1633629, USDA/NIFA 2018-67007-28797, Siemens and Huawei HIRP.