

# RelaViz

Graph Visualization of Learned Relations Between  
Entities

# RelaViz: Design Study Project

- Apply Visualization to Assess the Performance of a Machine Learning Algorithm
- Type of Algorithm: **Relational Learning Algorithm**
- Why? Help algorithm designers verify whether or not the relations their algorithms predict “make sense”



# Part I: The Domain

# Overview: A Relational Learning Algorithm

INPUT:

Entities

[dog, cat, fur, claws]

Relations

[has]

Entity-Relation-Entities

[(dog, has, fur),  
(cat, has, fur),  
(cat, has, claws)]

Relational Learning  
Algorithm

OUTPUT:

New Predictions

[(dog, has, claws)]

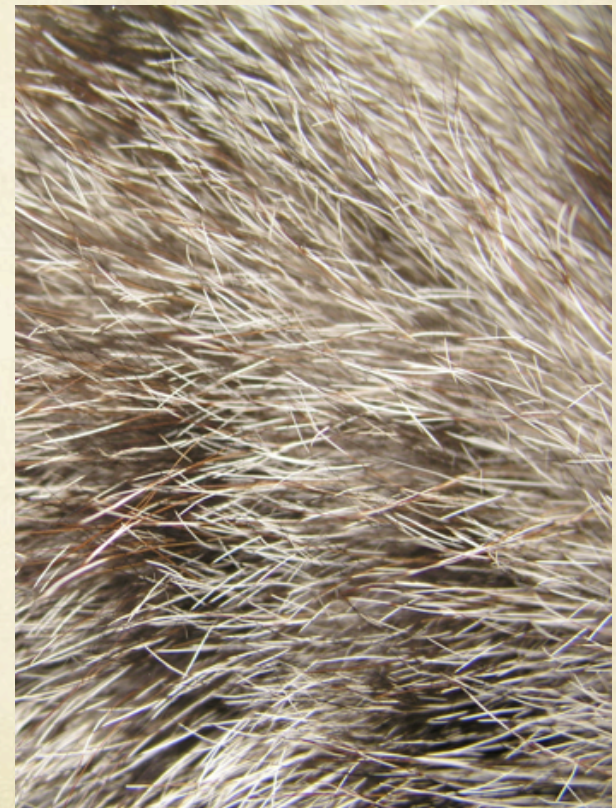
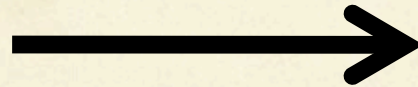
[Bordes et al 2011]

# What's Relational Data?

Entity: Cat

Relation: Has

Entity: Fur

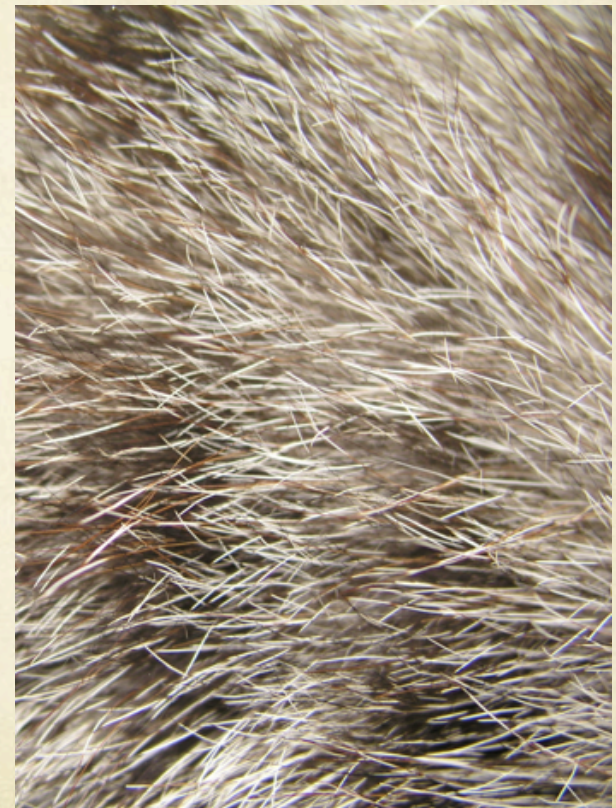
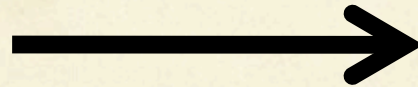


# Relational Data is Directional

Entity: Cat

Relation: Has

Entity: Fur

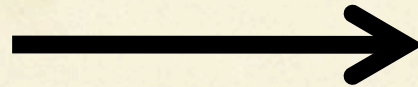


# Relational Data is Directional

Entity: Fur



Relation: Has



Entity: Cat

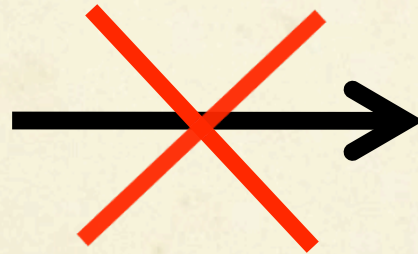


# Relational Data is Directional

Entity: Fur

Relation: Has

Entity: Cat



NO





# How Do We Encode Entity-Relation-Entity Data?

- As a triplet ( $e^l$ ,  $r$ ,  $e^r$ )
- This is a compact, specific encoding which ensures the directionality of the relationship is preserved
- For instance: (cat, has, fur) YES ; (fur, has, cat) NO

# What is Relational Learning?

- Given sets of **entities, relations, and entity-relation-entity** data, learn to predict new **entity-relation-entities**

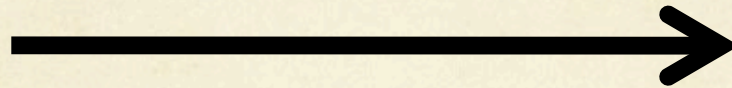
# We're Given:

Entity:

Cat



Relation: Has



Entity:

Fur

# We're Given:

Entity:

Cat



Relation: Has



Entity:

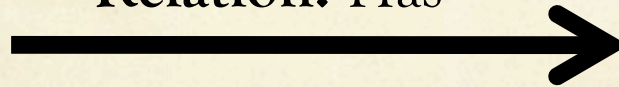
Fur

Entity:

Dog



Relation: Has



Entity:

Fur

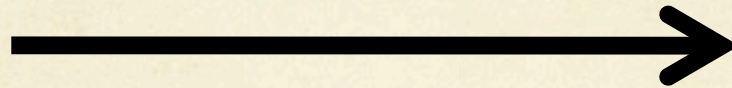
# We're Given:

Entity:

Cat



Relation: Has



Entity:

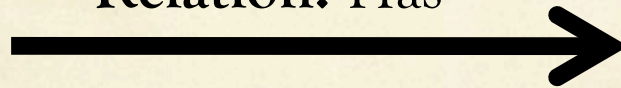
Fur

Entity:

Dog



Relation: Has



Entity:

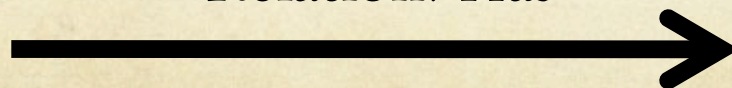
Fur

Entity:

Cat



Relation: Has



Entity:

Claws

# We Predict:

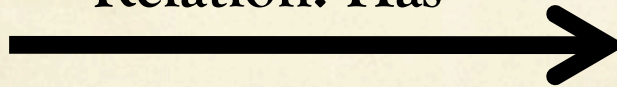
- Given the existing entity-relation-entity the algorithm learned from before, might predict:

Entity:

Dog



Relation: Has

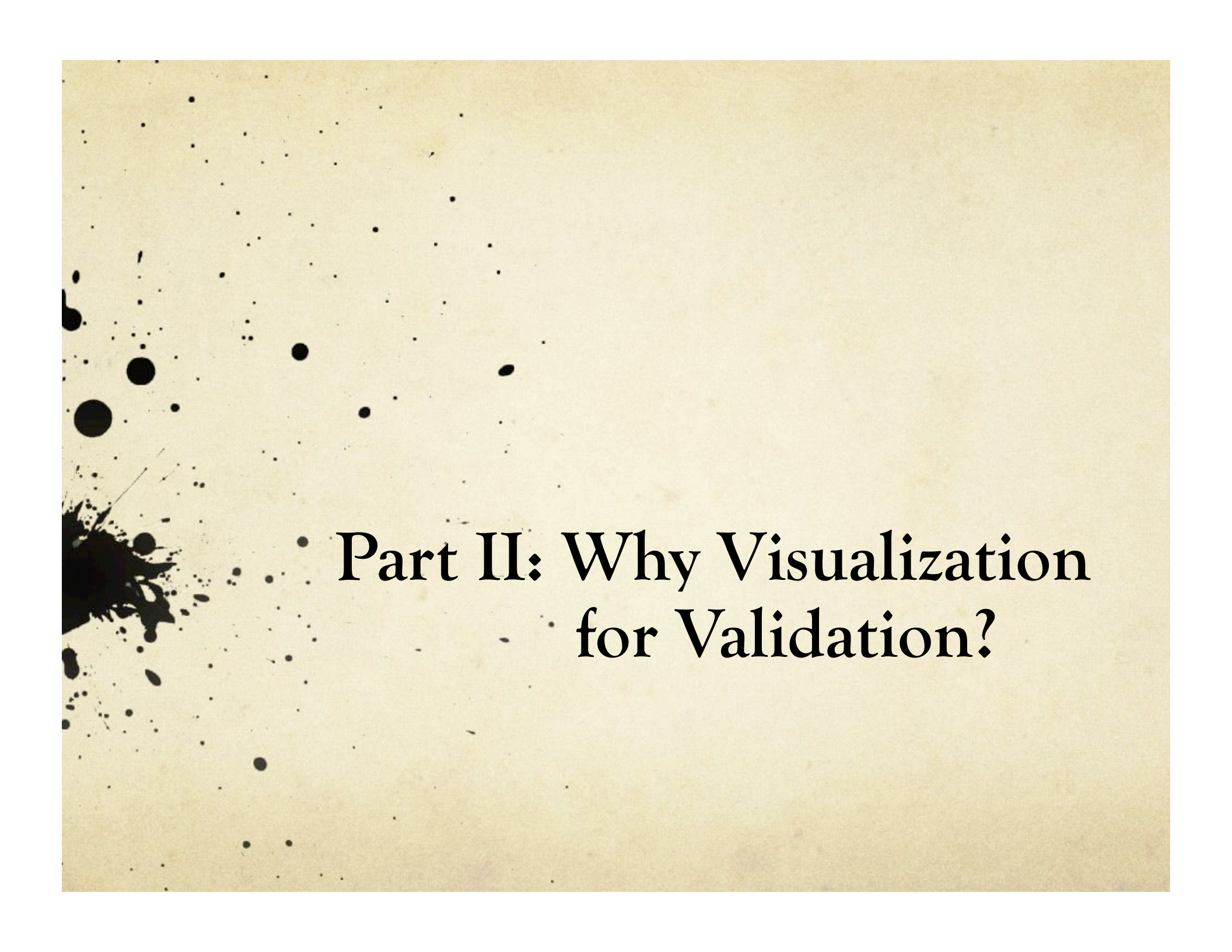


Entity:

Claws

# Why Do We Want To Learn Relations?

- Another step towards building thinking machines with “common sense”
- It is an advantage to be able to predict things ahead of time
  - we have predicted “furry things” usually have claws
- When our agent encounters an unfamiliar “furry thing”, it does not have to walk up and inspect its paws to see if it has claws

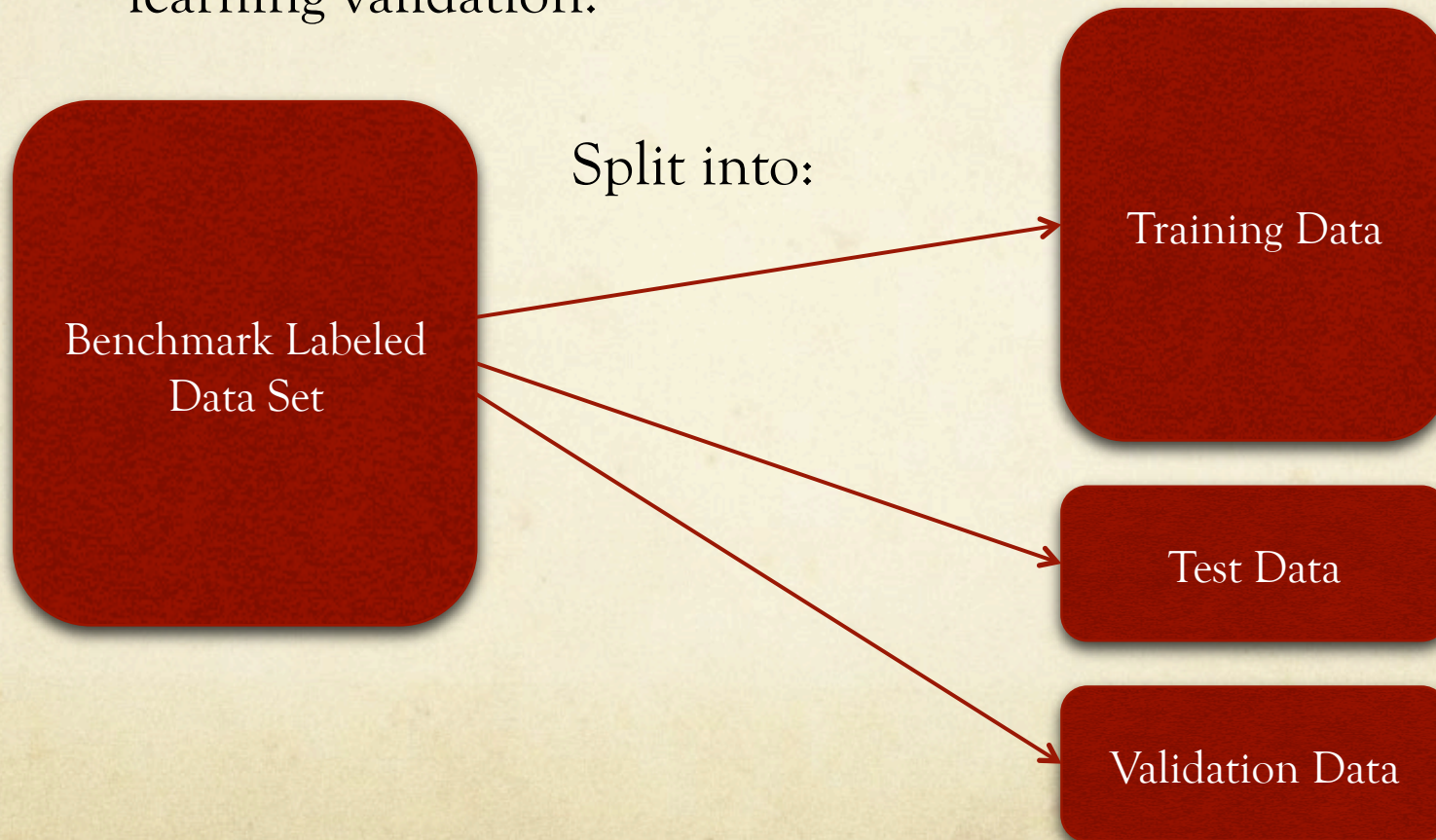


## Part II: Why Visualization for Validation?

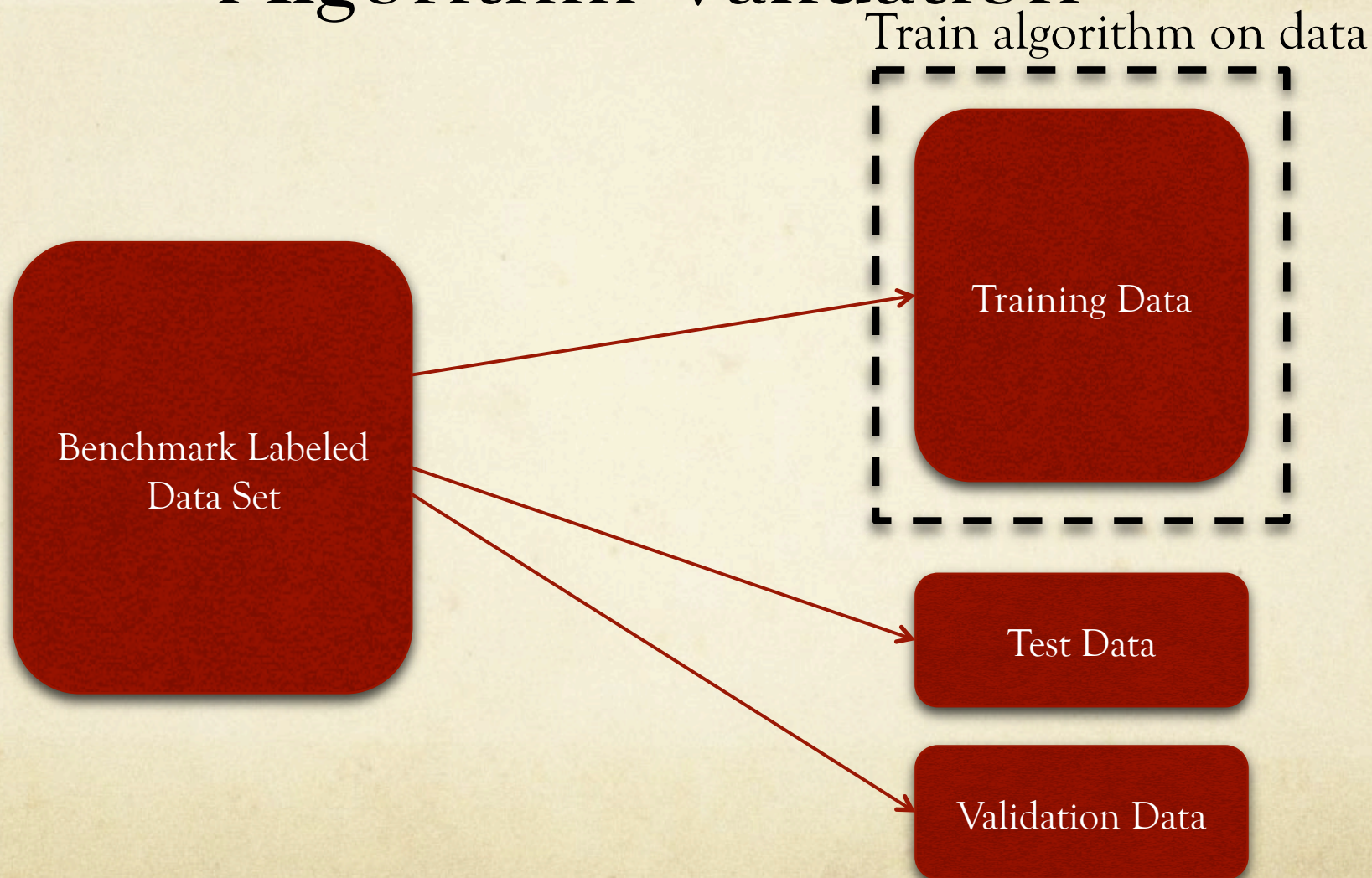


# Current Machine Learning Algorithm Validation

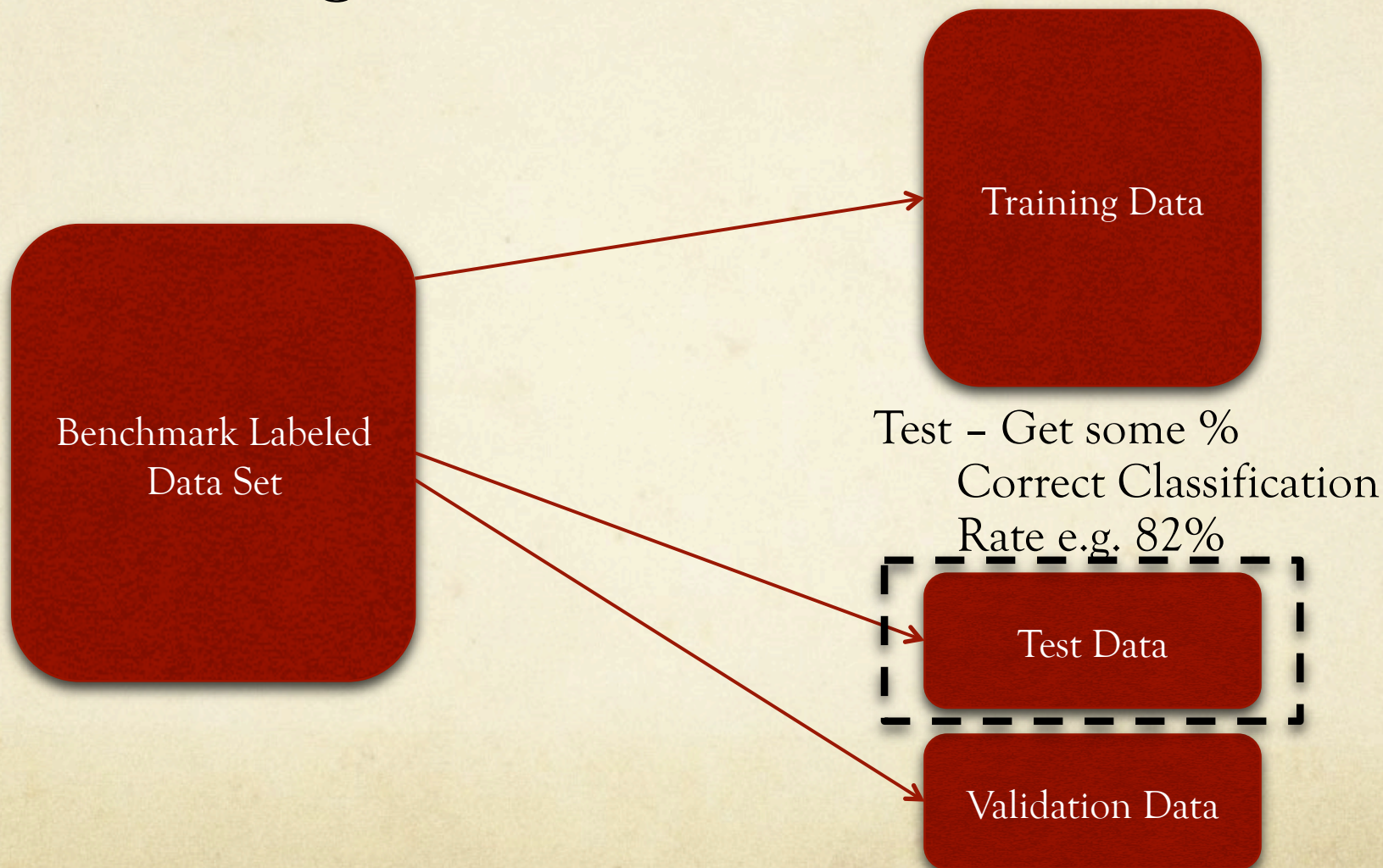
- Current state of affairs for conventional machine learning validation:



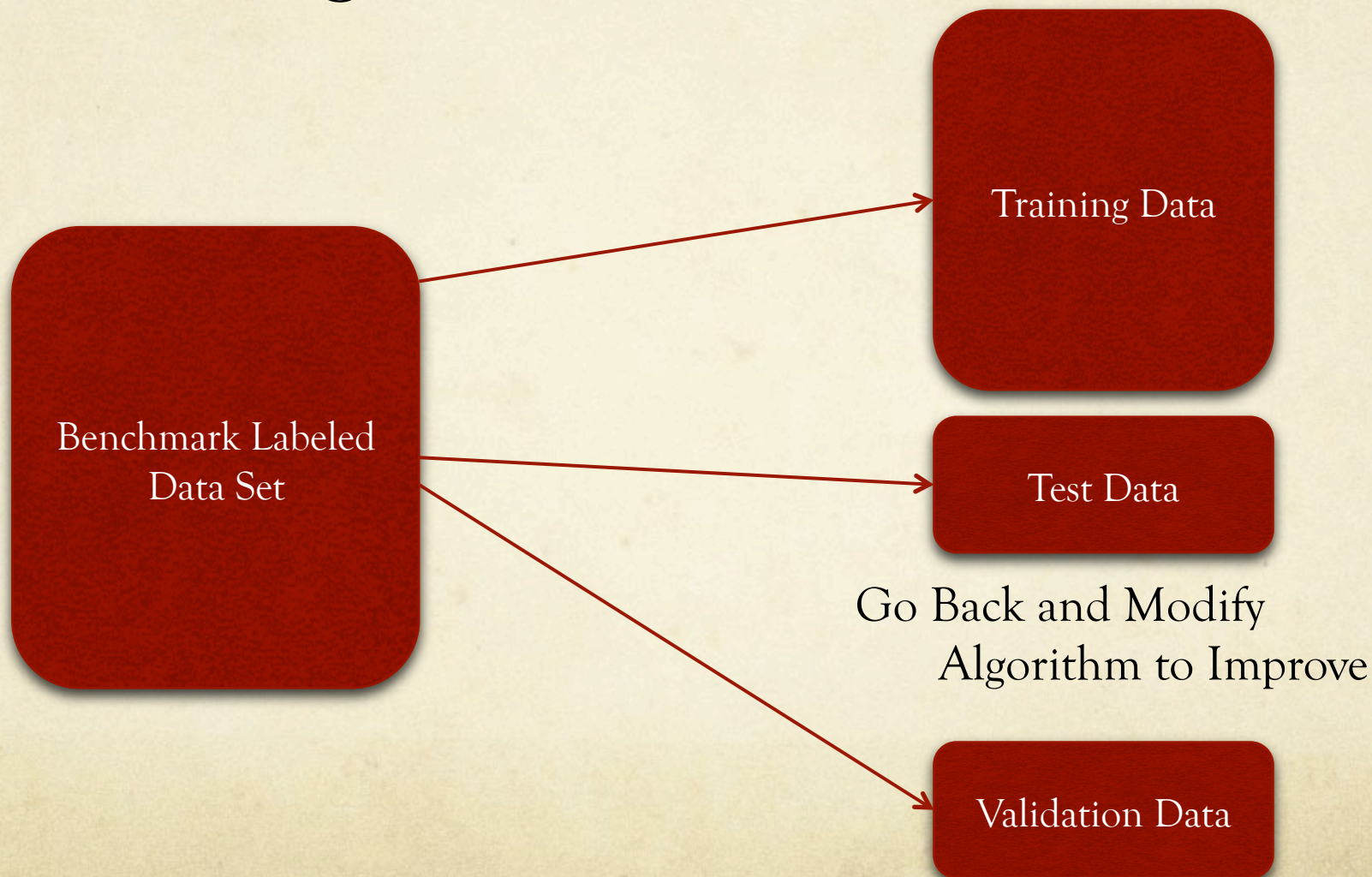
# Current Machine Learning Algorithm Validation



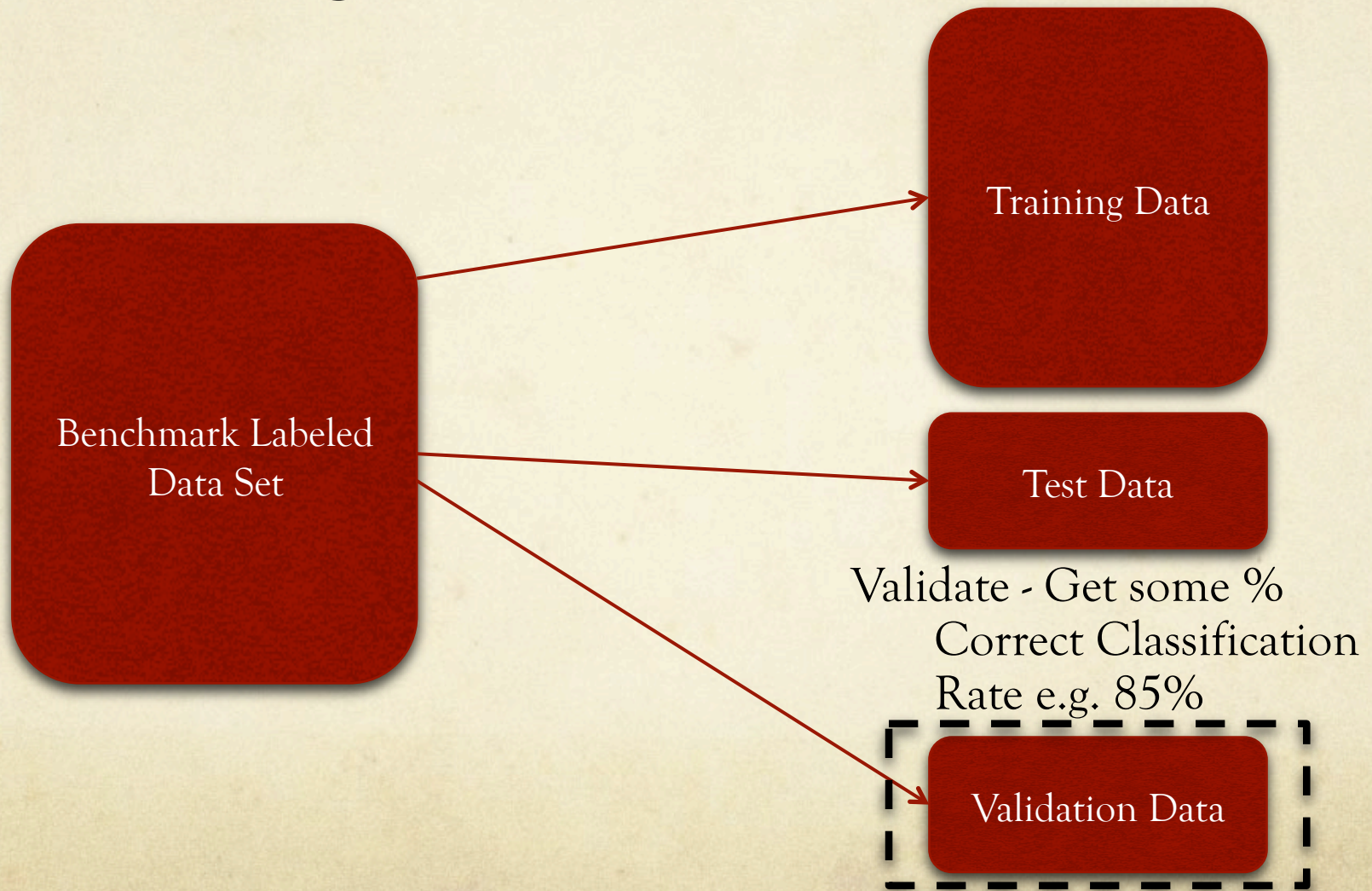
# Current Machine Learning Algorithm Validation



# Current Machine Learning Algorithm Validation



# Current Machine Learning Algorithm Validation



# Machine Learning Algorithm Validation

- Conventionally, we have an automated way of getting a quantitative, percentage measure of new relations we've learned that were “correct”
- E.g. Classification Rate 83.7 %
- So ... what's the problem?

# Why Visualization?

- There is no problem if we just care about assessing performance on a painstakingly annotated benchmark data set by only looking at a classification rate
- However, if we want a richer understanding of identity of the new relations, and the degree of uncertainty associated with those relations, we need something more...

# Why Visualization?

- Here's a current approach for visualizing new relations learned by a relational learning algorithm:

**Table 7: Knowledge extraction.** Examples of lists of  $e^r$  predicted with the embeddings learnt out of raw text for  $e^l = \text{"people"}$ . Lists are displayed by decreasing triplet probability density order.

$e^l$	people				
$r$	build	destroy	won	suffer	control
$e^r$	<i>livelihoods</i>	<i>icons</i>	<i>emmy</i>	<i>sores</i>	<i>rocket</i>
	<i>homes</i>	<i>virtue</i>	<i>award</i>	<i>agitation</i>	<i>stores</i>
	<i>altars</i>	<i>donkeys</i>	<i>everything</i>	<i>treatise</i>	<i>emotions</i>
	<i>houses</i>	<i>cowboy</i>	<i>standings</i>	<i>eczema</i>	<i>spending</i>
	<i>ramps</i>	<i>chimpanzees</i>	<i>pounds</i>	<i>copd</i>	<i>fertility</i>



# Why Visualization?

- Presenting the data in table format will not scale up to the visual inspection of many entity-relation-entity data and many relations between entities.

**Table 7: Knowledge extraction.** Examples of lists of  $e^r$  predicted with the embeddings learnt out of raw text for  $e^l = \text{"people"}$ . Lists are displayed by decreasing triplet probability density order.

$e^l$	people				
$r$	build	destroy	won	suffer	control
$e^r$	<i>livelihoods</i>	<i>icons</i>	<i>emmy</i>	<i>sores</i>	<i>rocket</i>
	<i>homes</i>	<i>virtue</i>	<i>award</i>	<i>agitation</i>	<i>stores</i>
	<i>altars</i>	<i>donkeys</i>	<i>everything</i>	<i>treatise</i>	<i>emotions</i>
	<i>houses</i>	<i>cowboy</i>	<i>standings</i>	<i>eczema</i>	<i>spending</i>
	<i>ramps</i>	<i>chimpanzees</i>	<i>pounds</i>	<i>copd</i>	<i>fertility</i>

# Why Visualization?

- There is no truly expressive tools for assessing a relational learning algorithm's performance, at a fine grain of detail.
- There is no ability to automate validation of new, learned relations on un-encountered data sets
- Therefore, there is a need for an effective visualization tool



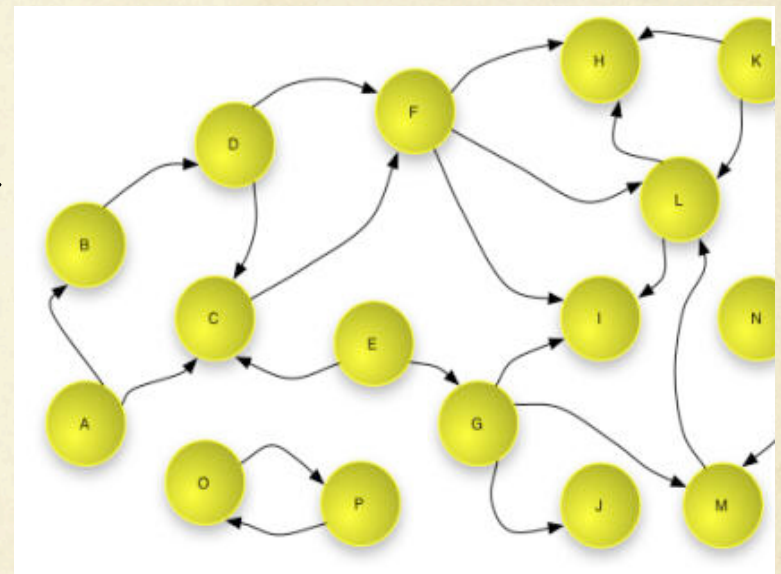
## Part III: The Visualization Solution

# Task Characterization

- Ideally, relational learning algorithm designers should be able to:
  - Examine the identity of learned relations between two entities
  - Examine the directionality of the relation between two entities
  - Examine the probability that a new, learned relation is true
  - Explore the difference between the known, training relations, and the new, learned relations for patterns

# Data Abstraction

- Node-link Graphs
- Graphs are a natural choice for visualizing relational data
- High visibility for multiple relations, and directionality of relations between entities

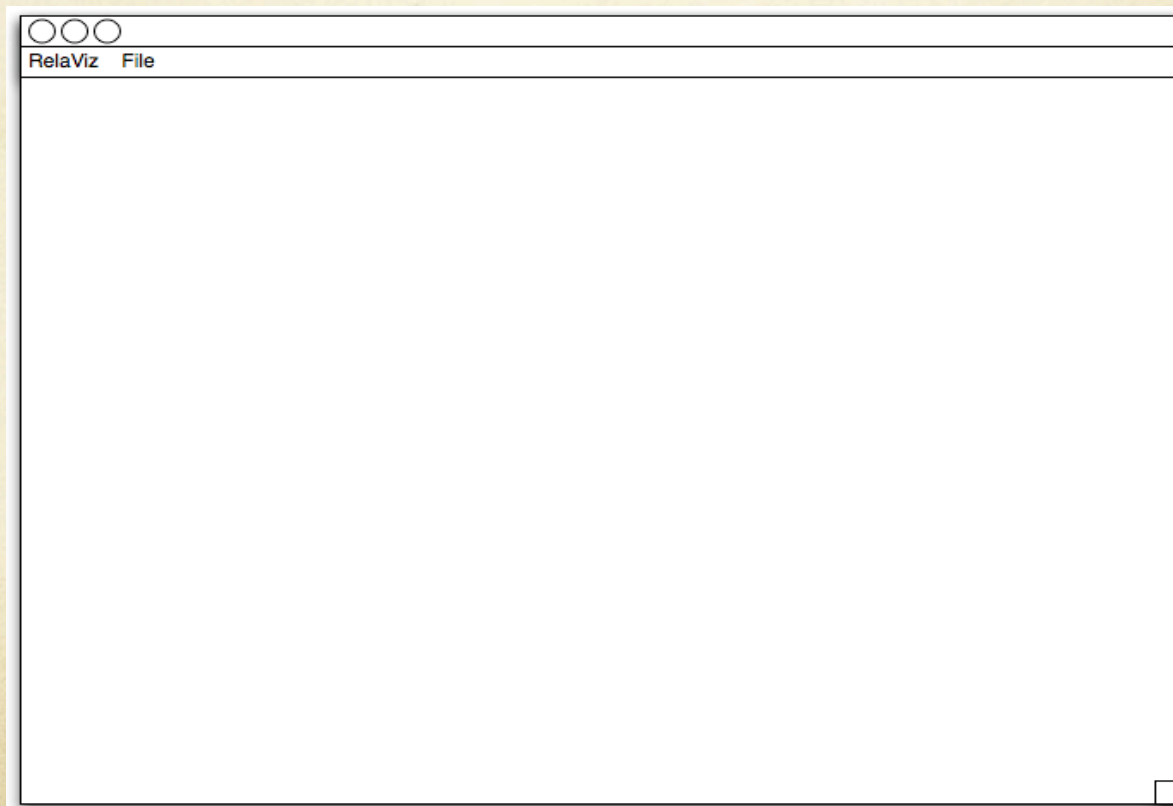


# My Project: RelaViz Visualization Tool

- A visualization tool for inspecting predicted relations between entities produced by a machine-learning algorithm.
- This activity is necessary to determine whether relations match reality, and make intuitive sense.

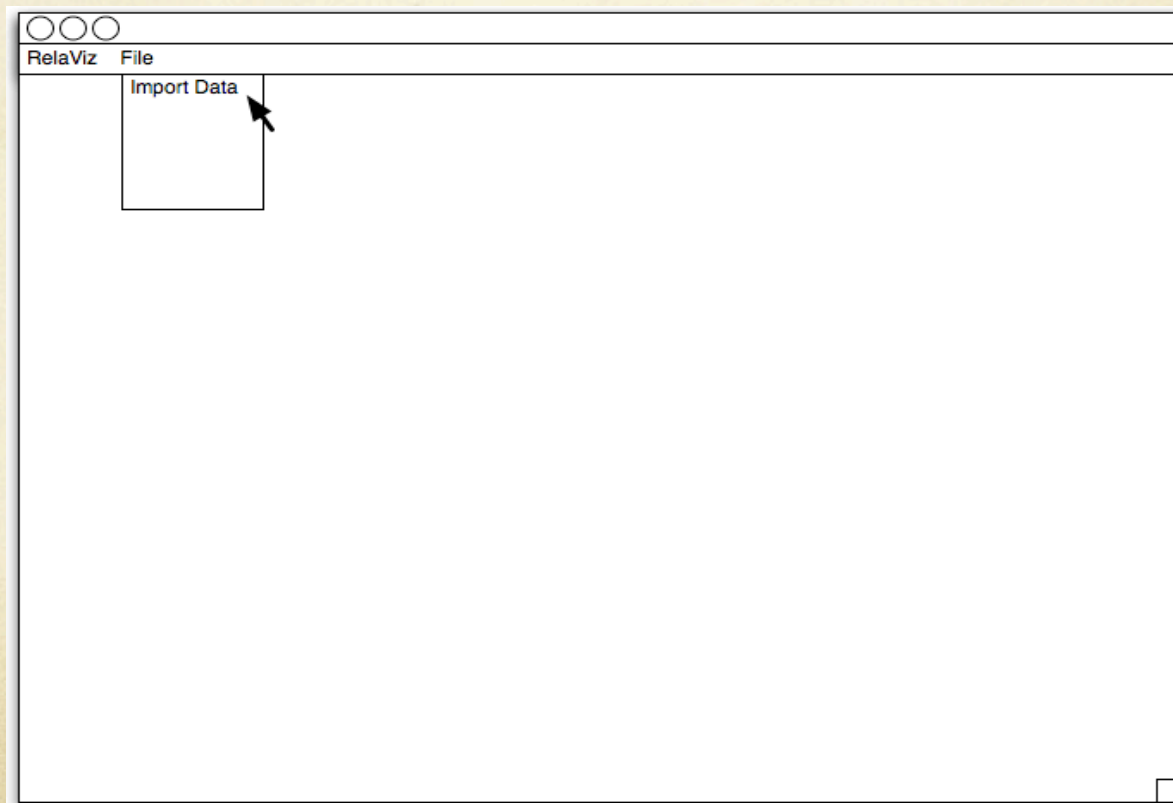
# RelaViz: Scenario Of Use

- The goal is to inspect the relations between entities at a finer degree of resolution. The user will see the following screen upon initializing the system:



# RelaViz: Scenario Of Use

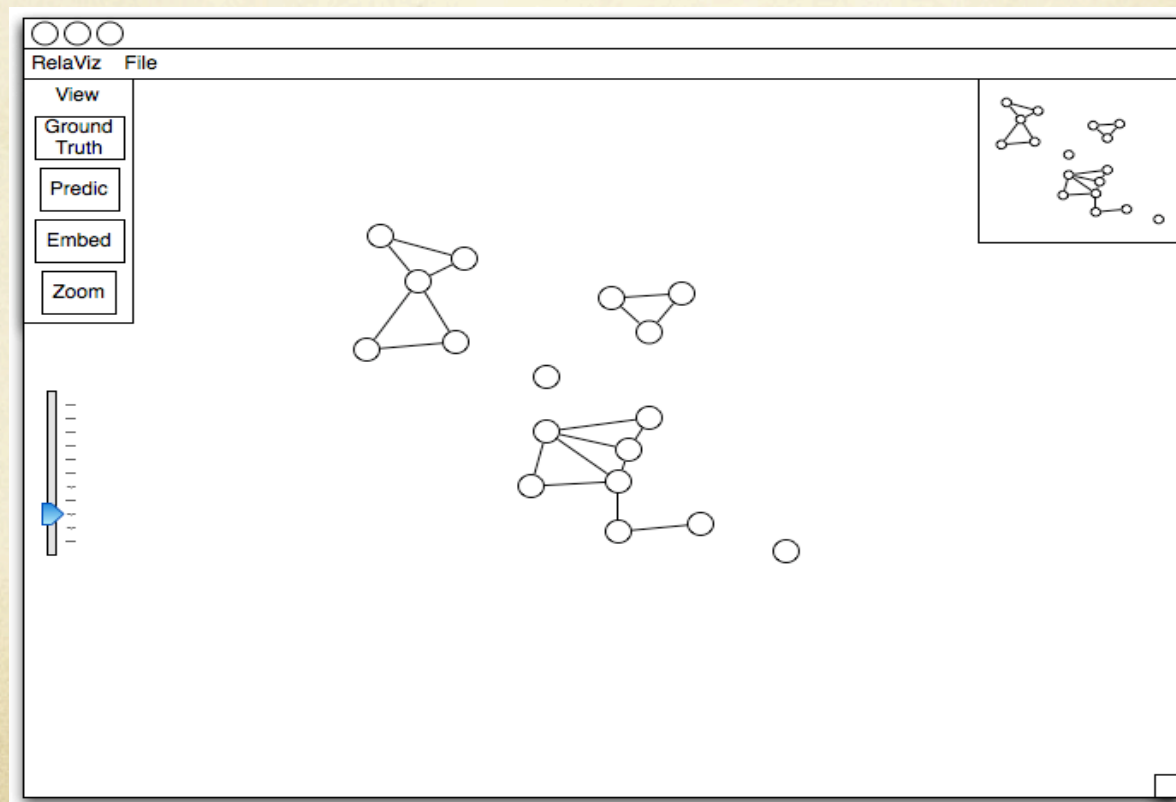
- Select File > Import Data to evoke the OS's native file browser to load graph data:





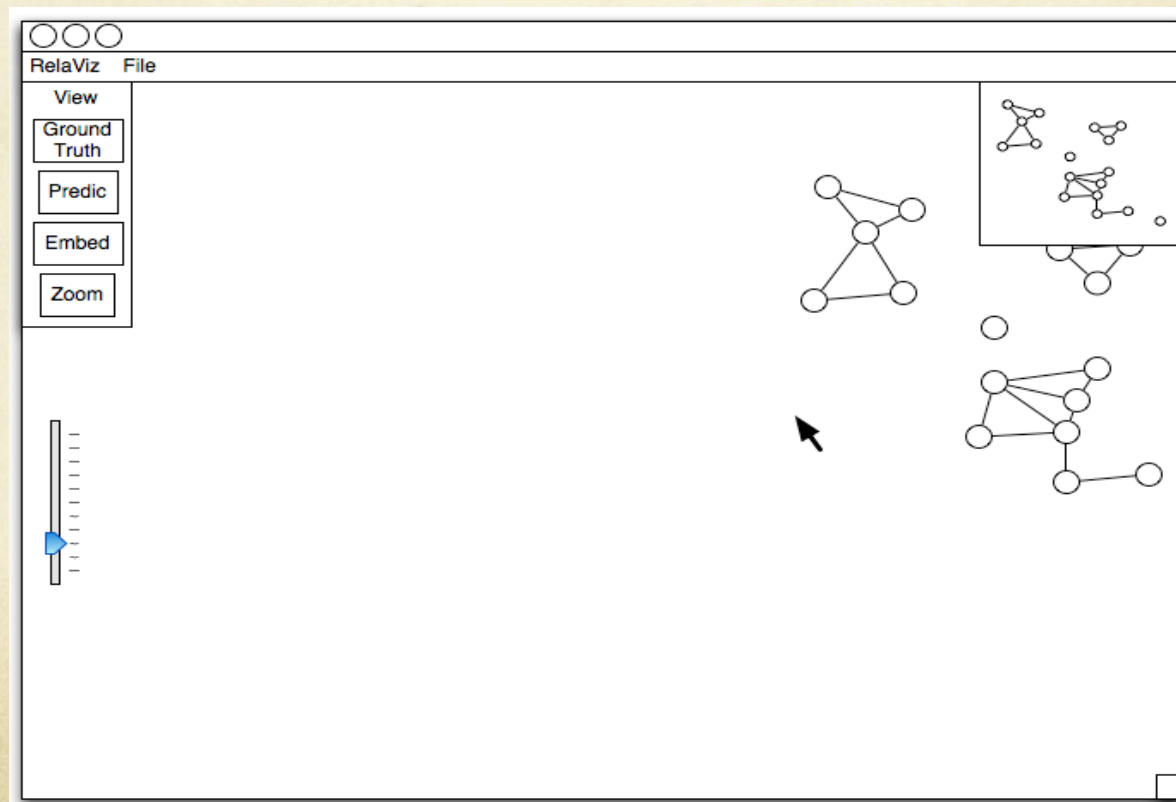
# RelaViz: Scenario Of Use

- Graph will appear in the window, along with several options and a zoom slider controller to the left of the window. A graph overview is also present:



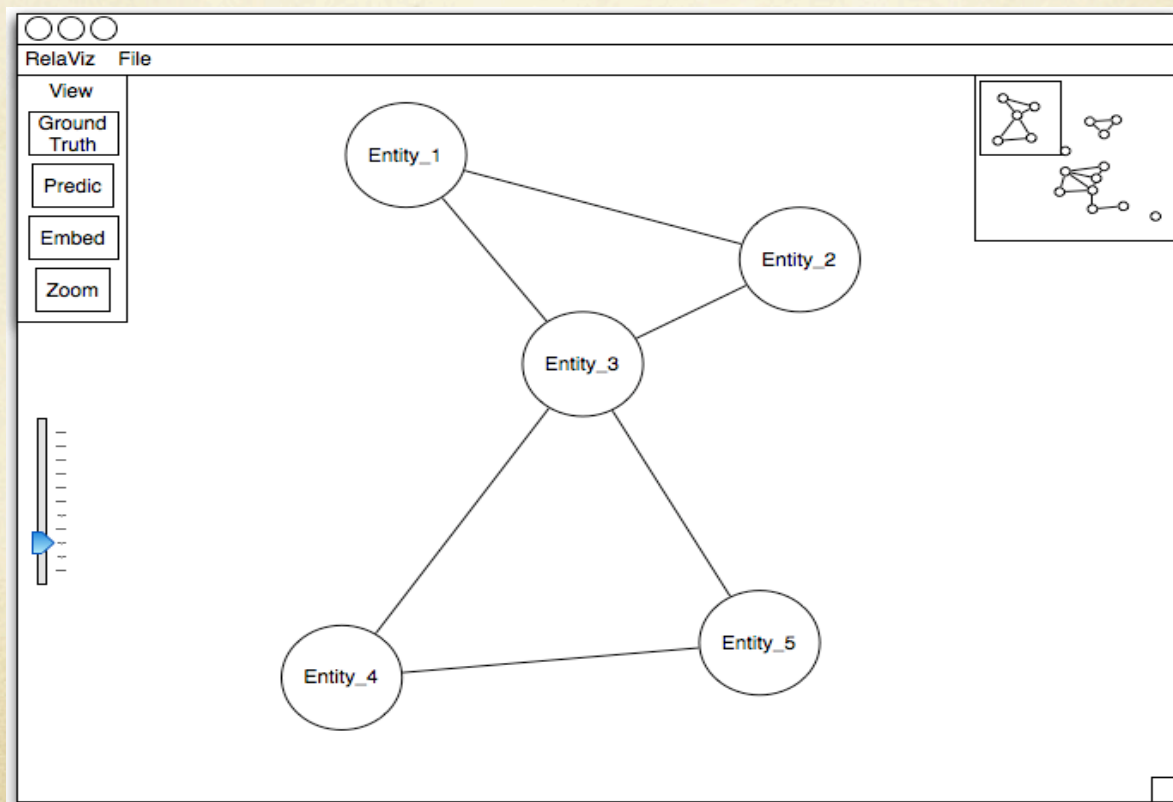
# RelaViz: Scenario Of Use

- Can click and drag whitespace to navigate graph:



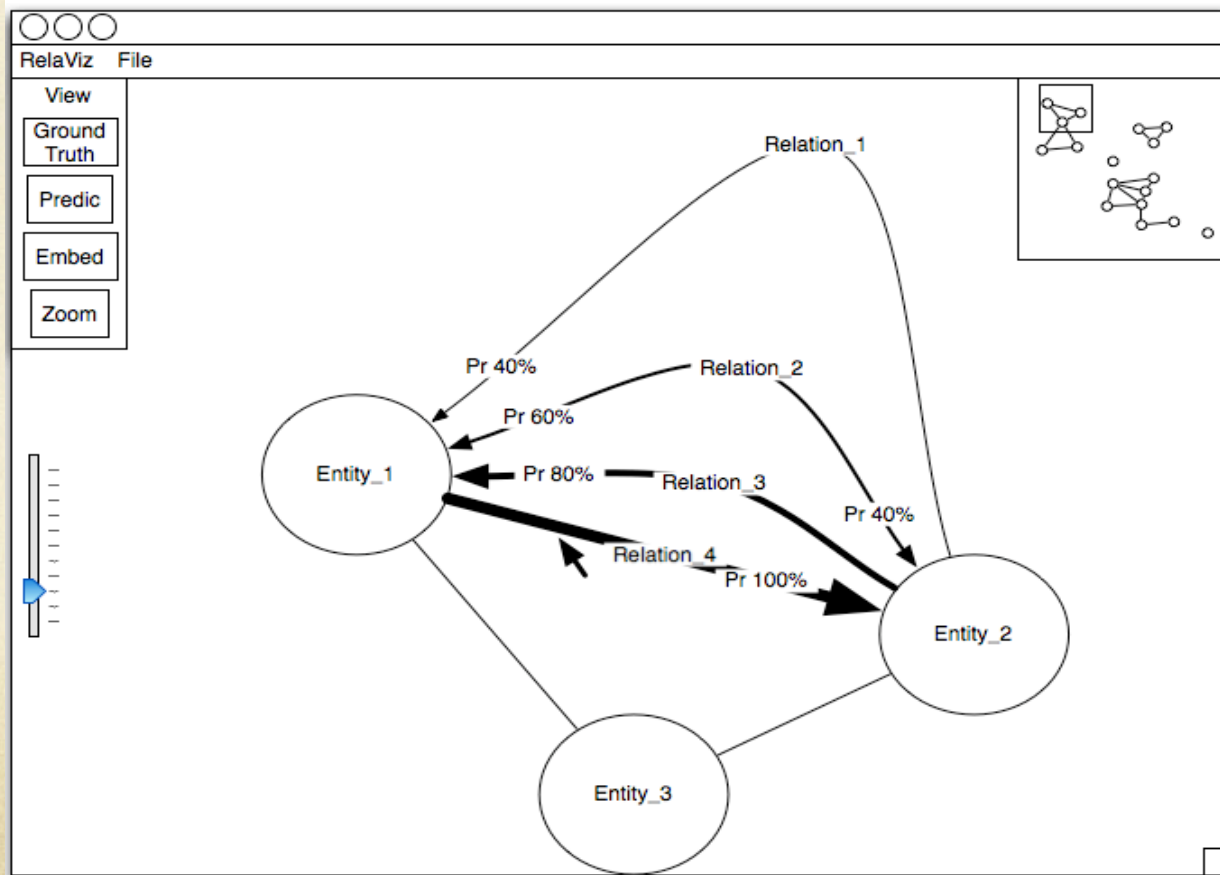
# RelaViz: Scenario Of Use

- To zoom in on a particular area of interest, we can select the “Zoom” button on the left of the display, and click on an area of interest:



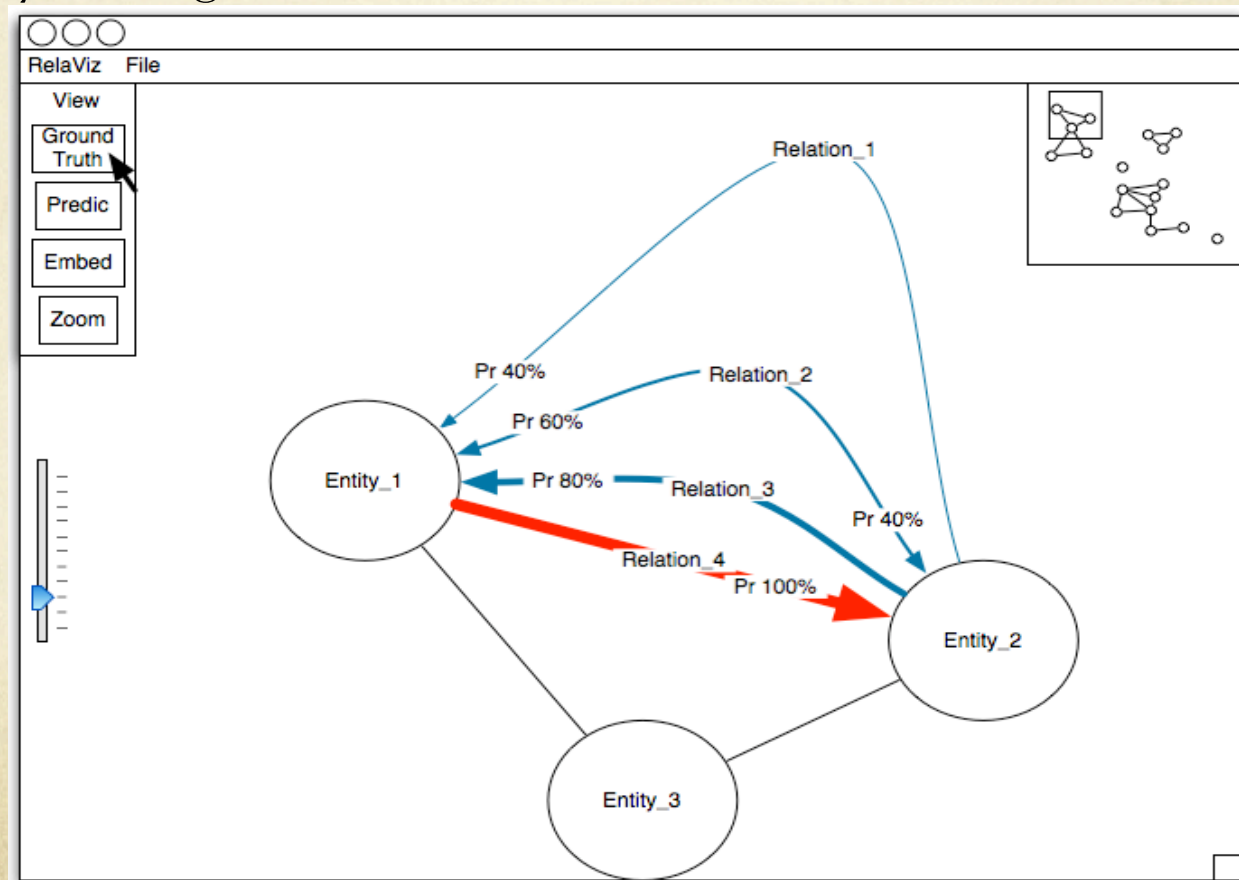
# RelaViz: Scenario Of Use


- Placing the cursor on the link will split it into multiple links indicating the various relations between the two entities. This shows the uncertainty of relations, too.



# RelaViz: Scenario Of Use

- Selecting “Ground Truth” indicates the true, known relational links in red, and shows the relations learned by the algorithm in blue.



The image features a light beige, textured background. On the left side, there is a prominent dark ink splatter that spreads outwards, with smaller droplets scattered across the page. The text 'Part III: Project Update' is centered in the lower half of the image.

## Part III: Project Update

# Project Update

- Note: Joint project with CPSC 540: Machine Learning.
- Still in the process of ironing bugs out of my implemented relational learning algorithm
- To deal with this, I have produced synthetic data as a stand in for visualization in the meantime:
  - Example data point: [1,1,2,0.35]
  - Translation: Entity 1, Relation 1, Entity 2 with 35% confidence

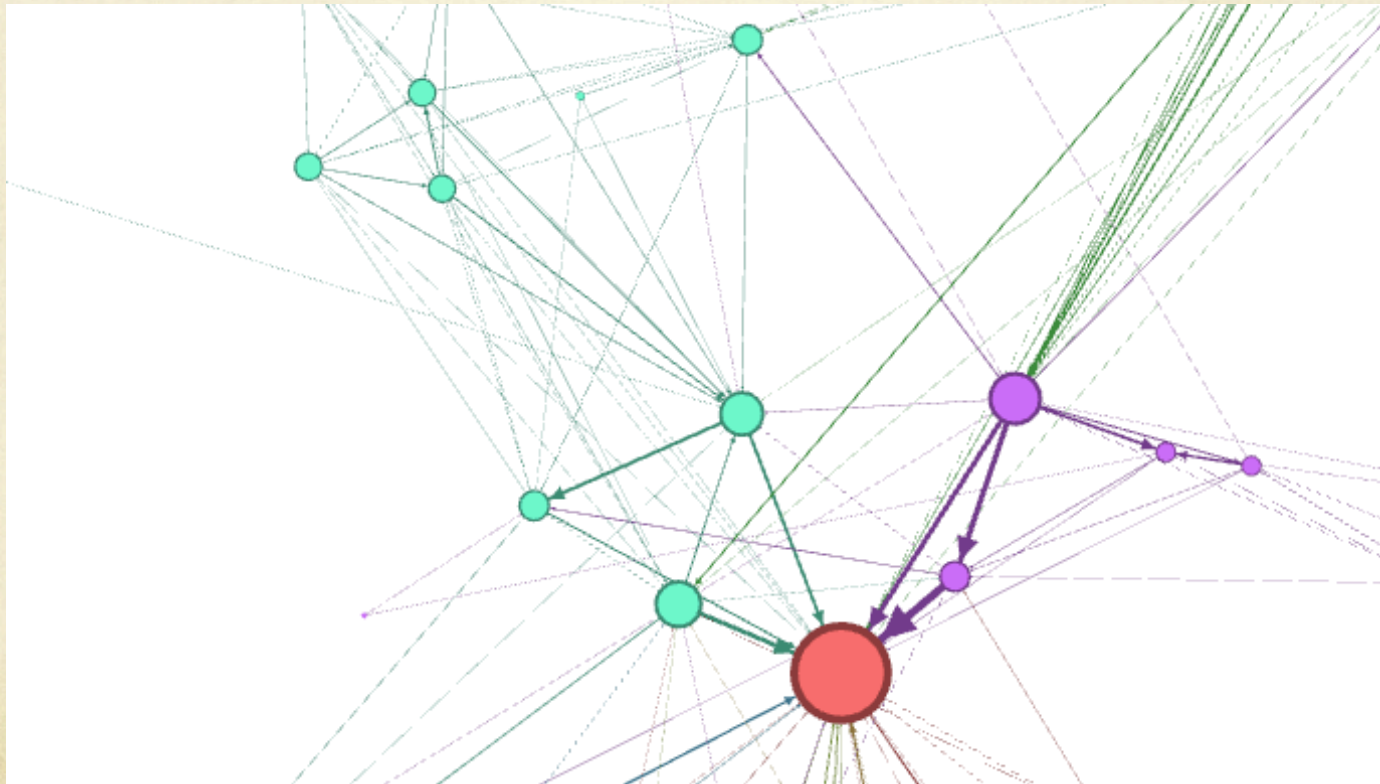
# Project Update


- Have assessed the strengths and weaknesses of the massive graph graph toolkits GraphViz, Gephi, and Tulip
- Have selected Gephi as the toolkit for implementing this project
- Able to load synthetic data into Gephi, and display a directed graph in a simple display
- No link splitting, or entity and relation labeling yet



# Gephi Toolkit Sample Implementation

- Example display of entities and directed relations between them using Gephi:



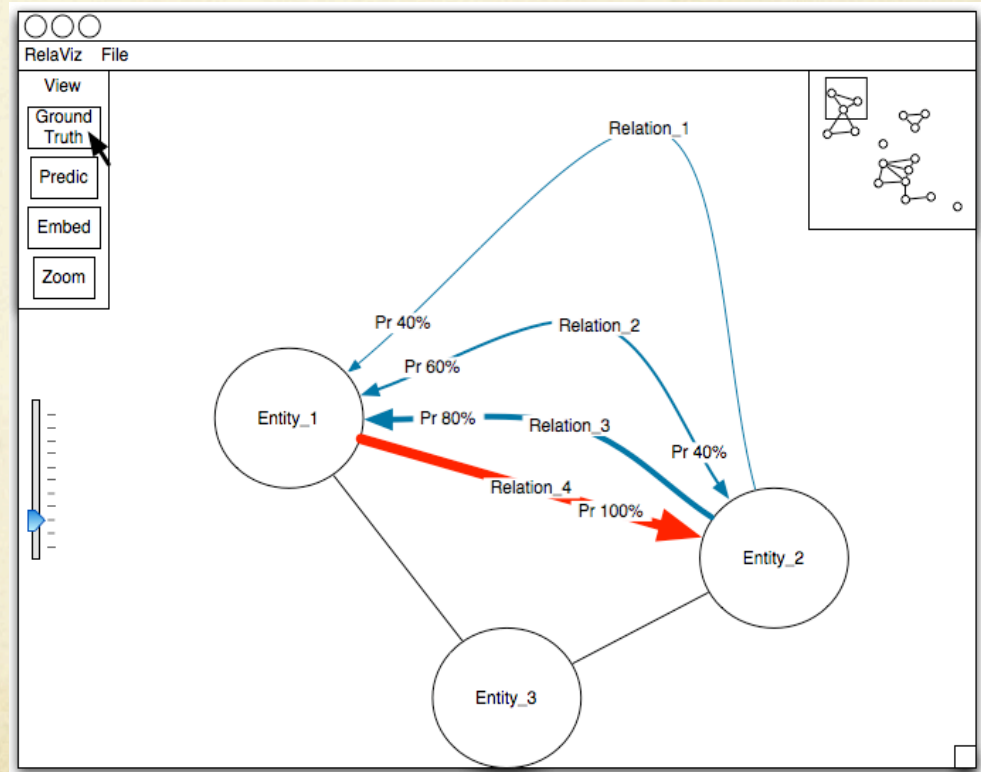


Part IV: Discussion of  
Current Challenges

# Back To Visual Encodings

- Still iterating over how to visualize relational links

- Current Approach:



# Back To Visual Encodings

- BUT, In a recent paper evaluating link types, TAPERED and ANIMATED edges were found to be the most effective over standard arrow:

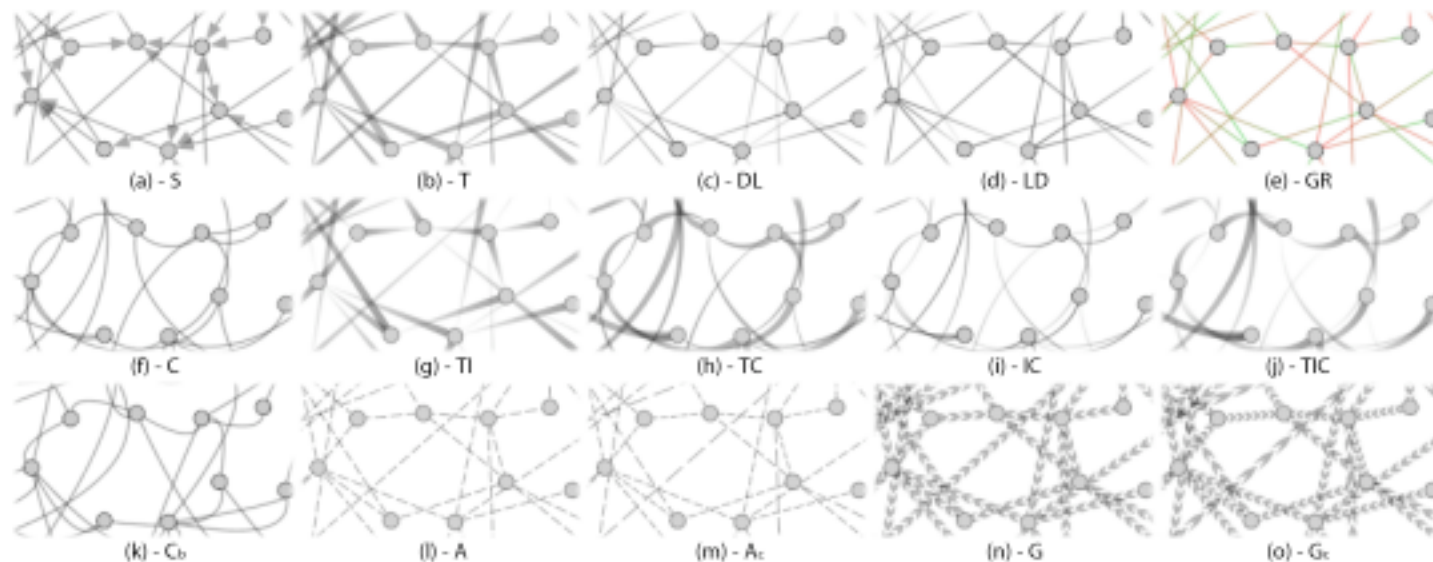


Figure 1: All directed-edge representations used in our initial (a to j), follow-up (b, k, l), and current study (b, l, m, n, o). (a) standard arrow – S, (b) tapered – T, (c) dark-to-light – DL (a.k.a intensity – I), (d) light-to-dark – LD, (e) green-to-red – GR, (f) curvature – C, (g) tapered-intensity – TI, (h) tapered-curvature – TC, (i) intensity-curvature – IC, (j) tapered-intensity-curvature – TIC, (k) biased curvature – C<sub>b</sub>, (l) animated – A, (m) animated compressed – A<sub>c</sub>, (n) glyph – G, and (o) glyph compressed – G<sub>c</sub>.

[Holten et al 2011]

# Back To Visual Encodings

- BUT, In a recent paper evaluating link types, **TAPERED** and **ANIMATED** edges were found to be the most effective over standard arrow:

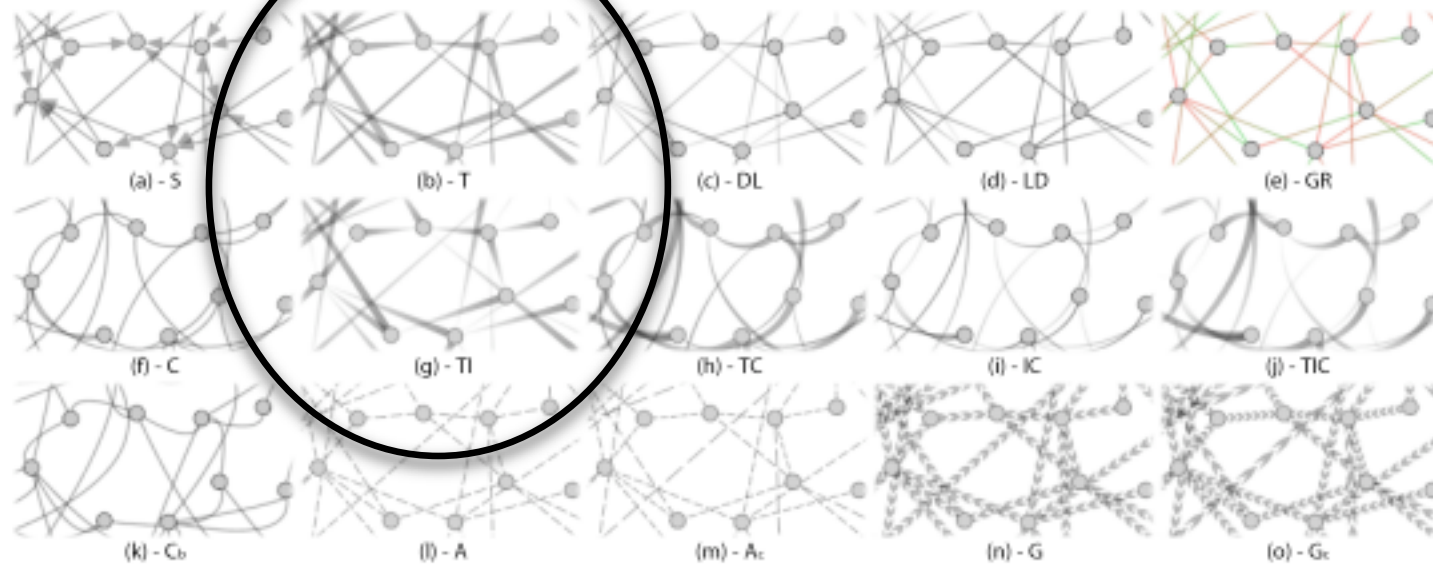


Figure 1: All directed-edge representations used in our initial (a to j), follow-up (b, k, l), and current study (b, l, m, n, o). (a) standard arrow – S, (b) tapered – T, (c) dark-to-light – DL (a.k.a intensity – I), (d) light-to-dark – LD, (e) green-to-red – GR, (f) curvature – C, (g) tapered-intensity – TI, (h) tapered-curvature – TC, (i) intensity-curvature – IC, (j) tapered-intensity-curvature – TIC, (k) biased curvature – C<sub>b</sub>, (l) animated – A, (m) animated compressed – A<sub>c</sub>, (n) glyph – G, and (o) glyph compressed – G<sub>c</sub>.

[Holten et al 2011]

# Back To Visual Encodings

- BUT, In a recent paper evaluating link types, **TAPERED** and **ANIMATED** edges were found to be the most effective over standard arrow:

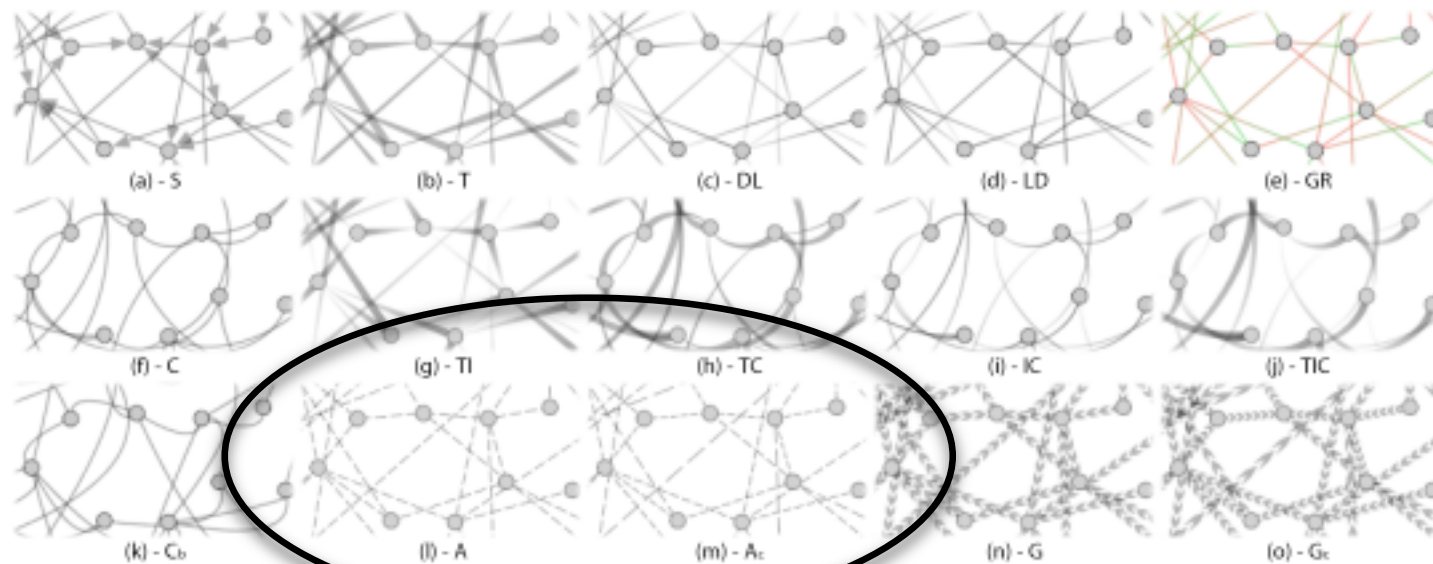
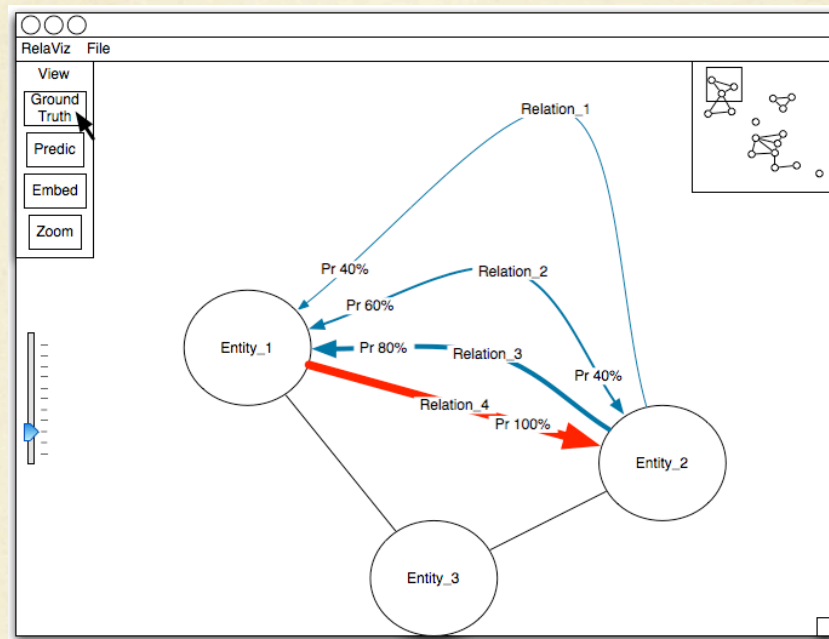


Figure 1: All directed-edge representations used in our initial (a to j), follow-up (b, k, l), and current study (b, l, m, n, o). (a) standard arrow – S, (b) tapered – T, (c) dark-to-light – DL (a.k.a intensity – I), (d) light-to-dark – LD, (e) green-to-red – GR, (f) curvature – C, (g) tapered-intensity – TI, (h) tapered-curvature – TC, (i) intensity-curvature – IC, (j) tapered-intensity-curvature – TIC, (k) biased curvature – C<sub>b</sub>, (l) animated – A, (m) animated compressed – A<sub>c</sub>, (n) glyph – G, and (o) glyph compressed – G<sub>c</sub>.

[Holten et al 2011]

# Back To Visual Encodings

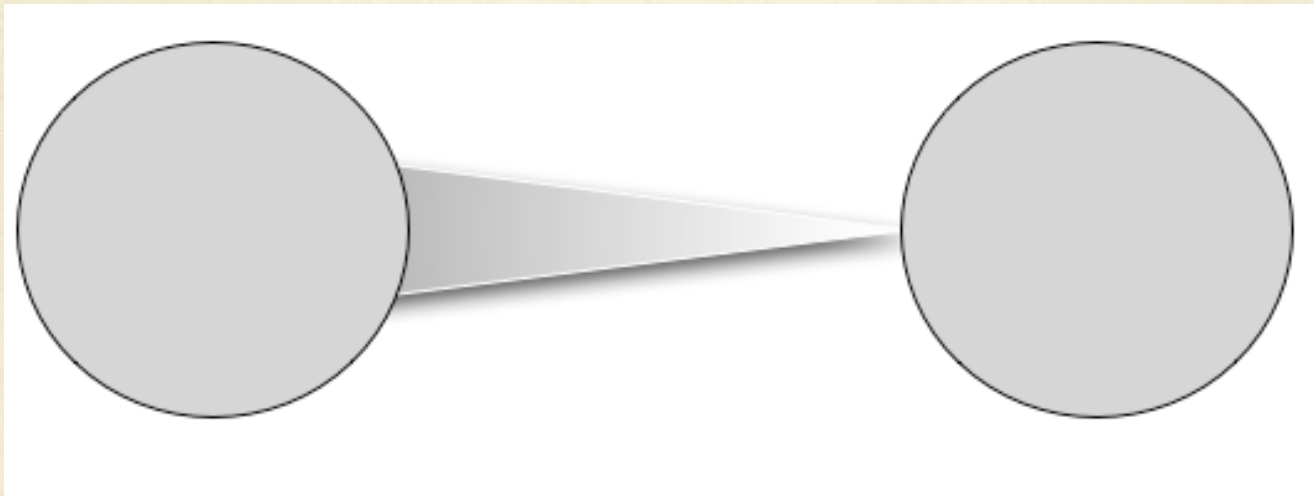
- I've unfortunately chosen **standard arrow with curve**, which, separately, scored relatively less in the evaluation paper:



- My problem now may be to find bi-directional analogues for the tapered and animated links they favor, or look elsewhere

# Back To Visual Encodings

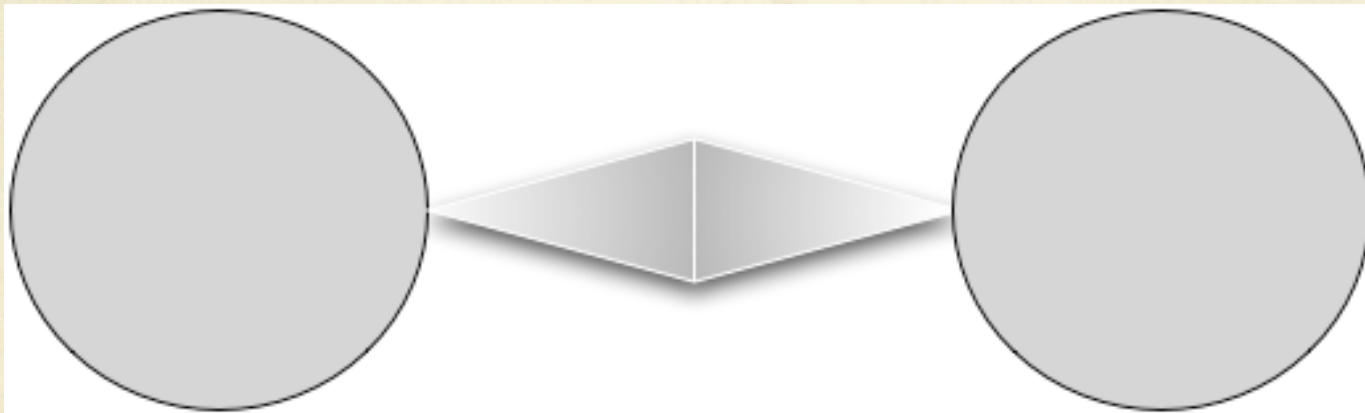
- What's your opinion?
- Given that this is a directed edge:





# Back To Visual Encodings

- What's your opinion?
- Should this be the bi-directional analogue?



# Back To Visual Encodings

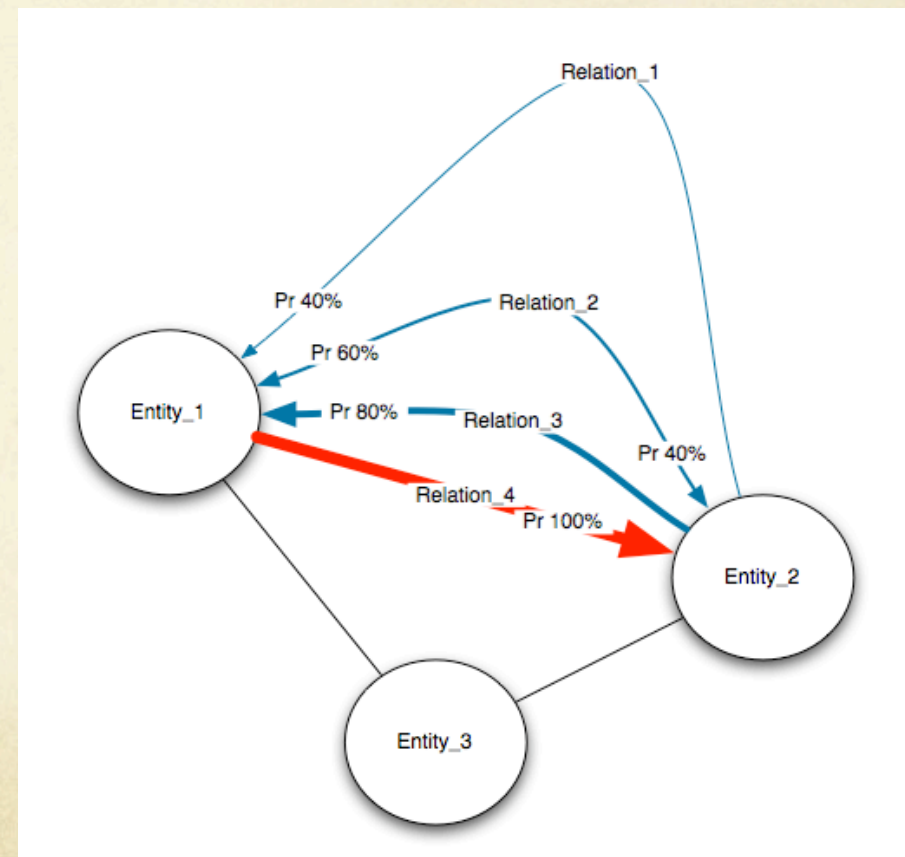
- What's your opinion?
- Should this be the bi-directional analogue?



# Back To Visual Encodings

- Another problem, **channel capacity**.

- We're doing okay with a few relations, but...

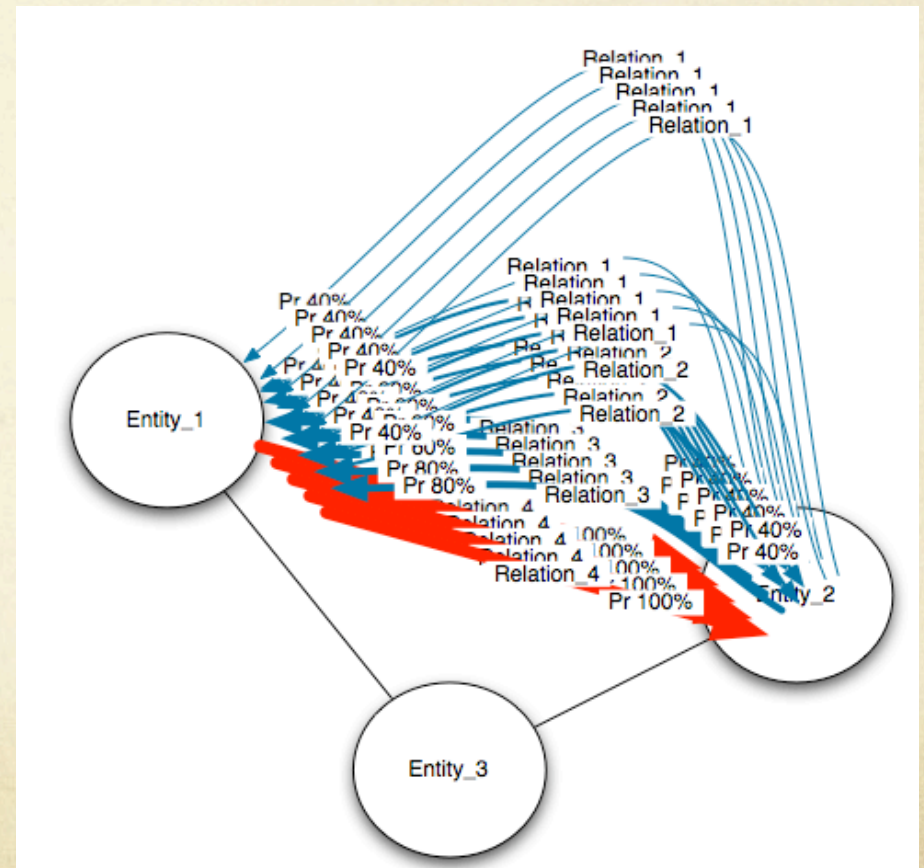


# Back To Visual Encodings

- Another problem, **channel capacity**.

- Many?

- Might become illegible!

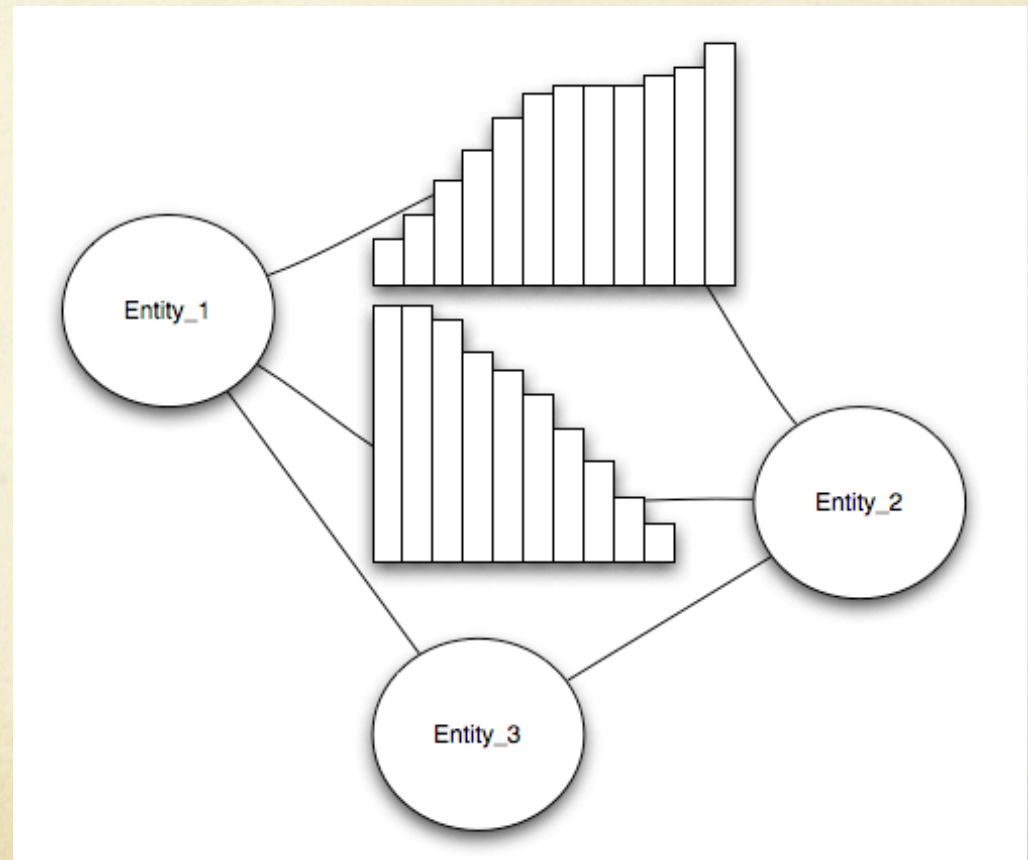


# Back To Visual Encodings

- Another problem, **channel capacity**.

- Possible Solution:

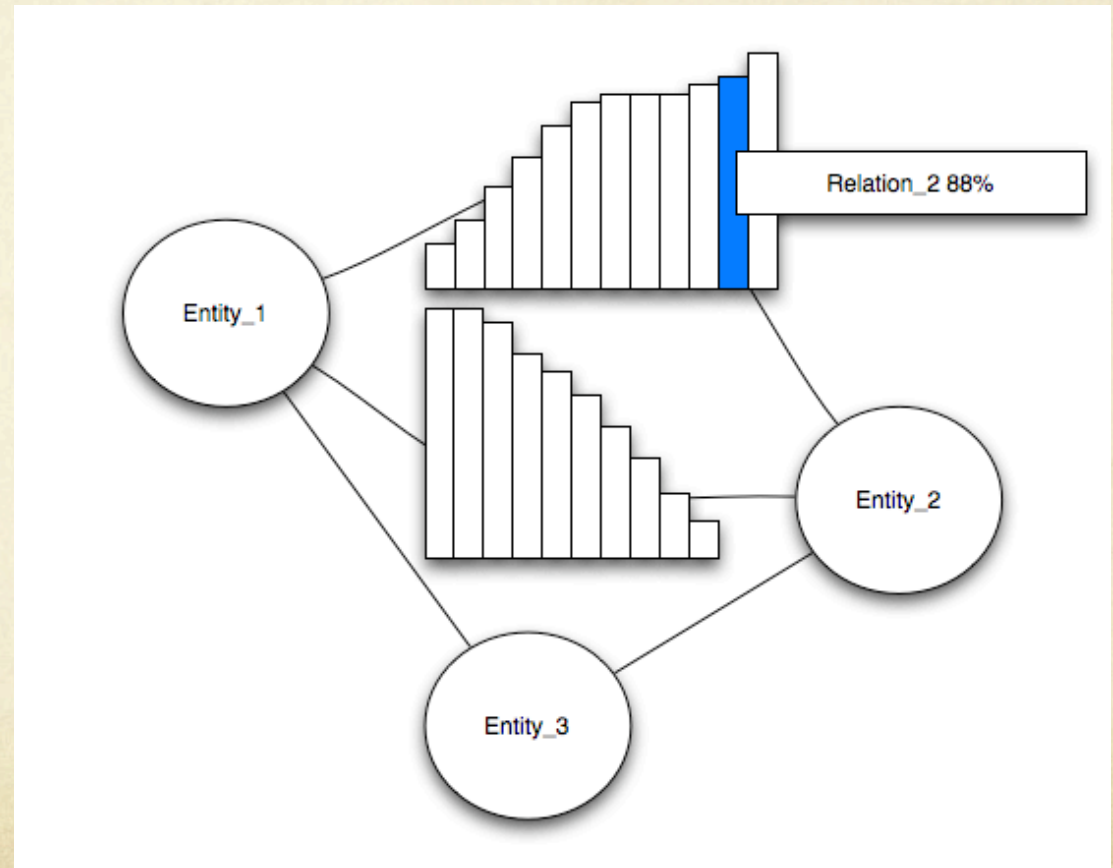
- Bars indicate a **relation**, and bar height is the level of **uncertainty** associated with each relation



# Back To Visual Encodings

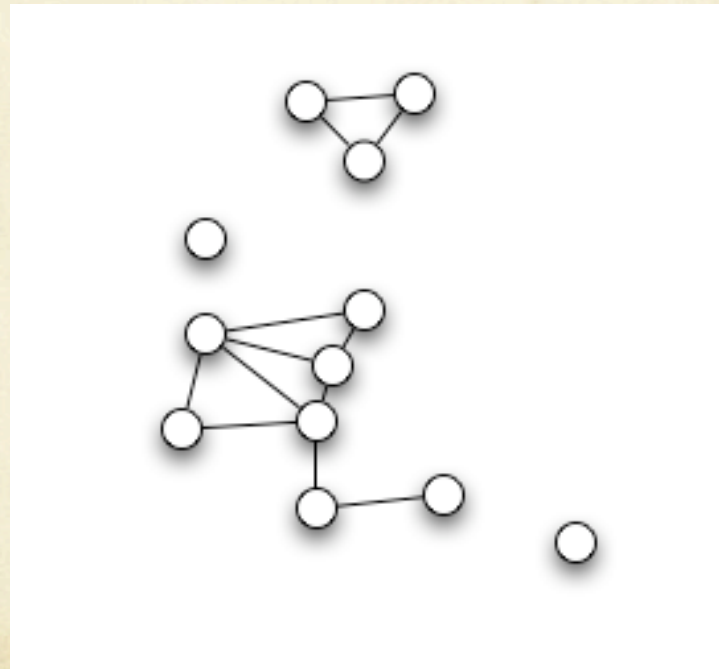
- Another problem, **channel capacity**.

- Hovering the cursor over the bar reveals the relation's identity and the uncertainty associated with it



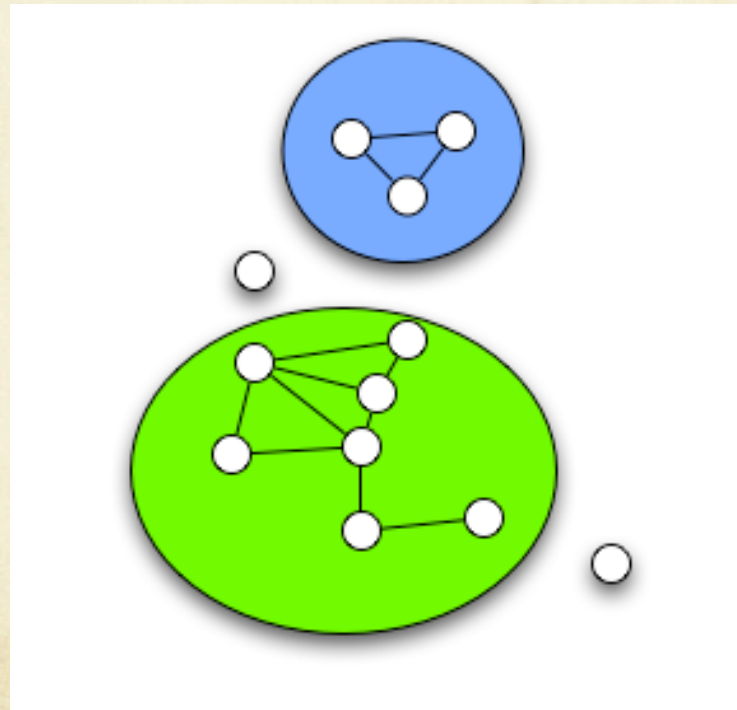
# Further Questions

- What kinds of information should be accessible from an overview of the graph?



# Further Questions

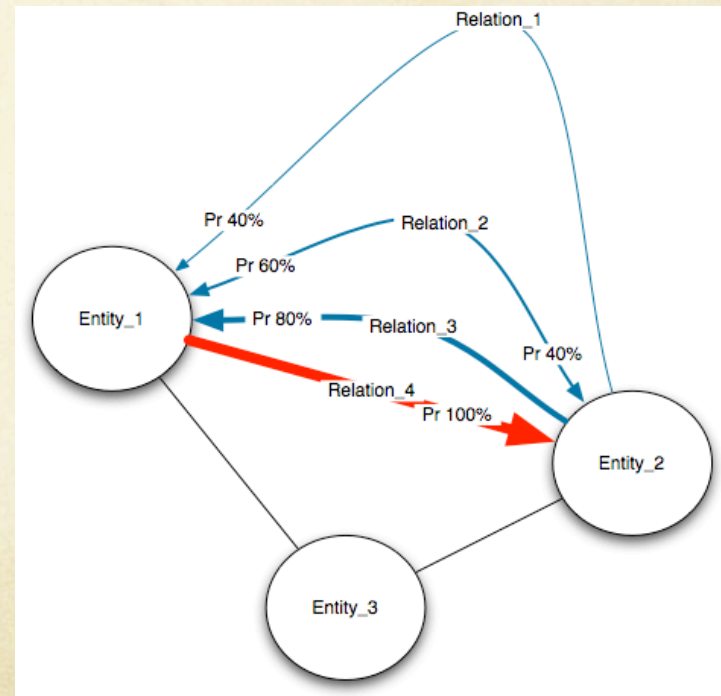
- Group encoding for quick browsing and showing large scale relationships?





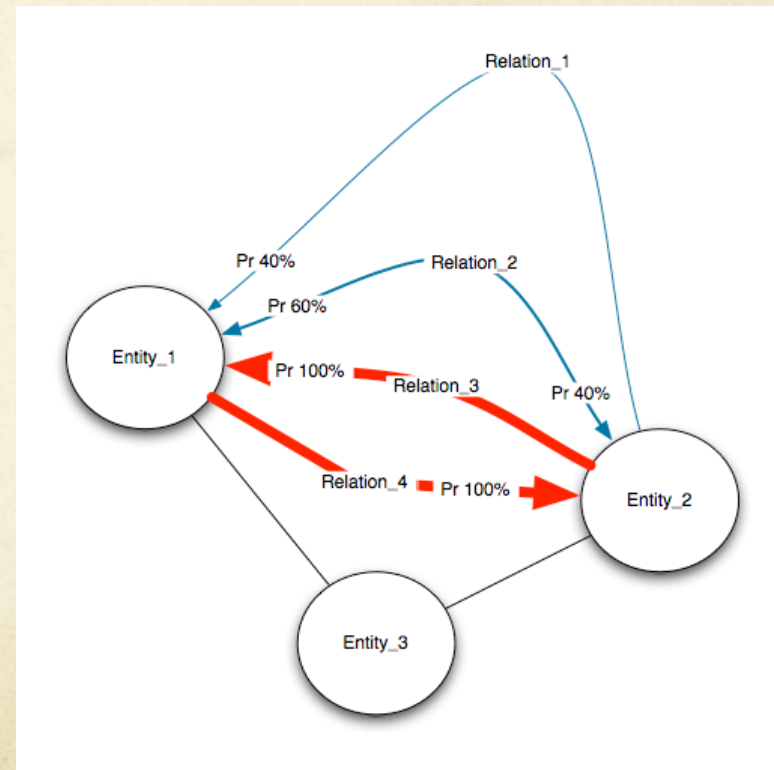
# Further Questions

- Allow for interactive data labeling so an algorithm designer can mark relations that they “approve” as making sense?
- Here Relation 4 is a ground truth, but suppose predicted Relation 3 is correct, too:



# Further Questions

- Allow for interactive data labeling so an algorithm designer can mark relations that they “approve” as making sense?
- Here Relation 4 is a ground truth, but suppose Relation 3 is correct, too:



# Thank You

- This completes the status update for the RelaNiz Project.