Inductive Link Prediction in Knowledge Graphs using Path-based Neural Networks

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Abstract—Link prediction is a crucial research area in knowledge graphs, with many downstream applications. In many realworld scenarios, inductive link prediction is required, where predictions have to be made among unseen entities. Embeddingbased models usually need fine-tuning on new entity embeddings, and hence are difficult to be directly applied to inductive link prediction tasks. Logical rules captured by rule-based models can be directly applied to new entities with the same graph typologies, but the captured rules are discrete and usually lack generosity. Graph neural networks (GNNs) can generalize topological information to new graphs taking advantage of deep neural networks, which however may still need fine-tuning on new entity embeddings. In this paper, we propose SiaILP, a path-based model for inductive link prediction using siamese neural networks. Our model only depends on relation and path embeddings, which can be generalized to new entities without fine-tuning. Experiments show that our model achieves several new state-of-the-art performances in link prediction tasks using inductive versions of WN18RR, FB15k-237, and Nell995. Our code is available at https://github.com/canlinzhang/SiaILP.

Index Terms—Inductive Link Prediction, Siamese Neural Network, Knowledge Graph Reasoning, Machine Learning

I. INTRODUCTION

Link prediction is a crucial task in network analysis that involves predicting the existence or likelihood of a connection between two nodes in a network [1]–[3]. It has various applications, including social network analysis [4], recommendation systems [5], and biological network analysis [6]. In recent years, there has been a growing interest in the inductive approach to link prediction, which involves predicting links between nodes that are not present in the training knowledge graph [7]–[10].

Compared to the transductive link prediction scenario where models are trained and evaluated on a fixed set of entities, the inductive link prediction scenario is more challenging. This is because inductive link prediction models need to generalize to unseen entities for evaluation [7]. Due to this reason, traditional embedding-based link prediction models [1]–[3], [11], [12] cannot be directly applied to the inductive scenario, where new entities do not possess trained embeddings. In contrast, many rule-based link prediction models [13]–[15] explicitly capture entity-invariant topological structures from the training knowledge graph. The learned rules can then be applied to unseen entities with the same topological structures.

However, the learned rules are discrete and usually suffer from sparsity, making rule-based models lack of generosity [7].

Graph neural networks (GNNs) [16], [17] can implicitly capture the topological structures of a graph into network weights, and hence can be generalized to larger and more complicated graphs containing unseen entities. A series of GNNs-based inductive link prediction models have been developed in recent years, achieving promising performances [7], [9], [10], [18], [19]. However, most GNNs-based models still rely on entity embeddings [18], [20], which can be problematic when fine-tuning on new entity embeddings is forbidden.

In this paper, we present novel inductive link prediction models based on siamese neural networks. Our models are path-based in order to capture entity-invariant topological structures from a knowledge graph. To be specific, our connection-based model predicts the target relation using the connecting paths between two entities, while our subgraph-based model predicts the target relation using the out-reaching paths from two entities. Both of our models exclude entity embeddings, which therefore can be directly applied to new knowledge graphs of the same topological structures without any fine-tuning. Experiments show that our models achieve several new state-of-the-art performances on the inductive versions [7] of the benchmark link prediction datasets WN18RR [21], FB15K-237 [22] and Nell-995 [23].

Our models apply **sia**mese neural network for **i**nductive **l**ink **p**rediction, therefore are named as SiaILP. Briefly speaking, we recognize two advantages from our models:

- 1. **Strictly inductive**: Our models are path-based excluding entity embeddings, which can be directly applied to new entities for link prediction without fine-tuning.
- 2. **New state-of-the-art**: We apply our models to the inductive versions [7] of link prediction datasets WN18RR [21], FB15K-237 [22] and Nell-995 [23]. Experiments show that our models achieve several new state-of-the-art performances compared to other benchmark models.

In the following section, we will briefly introduce related work for link prediction. Then, we will present our models in Section 3, after describing some basic concepts of link prediction. After that, experimental results will be provided in Section 4. Finally, we conclude this paper in Section 5.

II. RELATED WORK

In this section, we would introduce benchmark models published in the recent years for both transductive link prediction and inductive link prediction.

Transductive Link Prediction: The field of knowledge graph representation learning has gained significant attention in the last decade. Inspired by the success of word embeddings in language modeling [24], [25], various link prediction models have been created based on entity and relation embeddings, including TransE [1], Distmult [3], ComplEx [11], RotatE [2], and ConvE [12]. However, these models often treat each triplet independently and do not consider the topological structure of the knowledge graph. Recently, graph neural networks (GNNs), such as graph convolutional networks (GCNs) [17] and graph attention networks (GATs) [16], have been designed to capture global topological and structural information inherent in knowledge graphs. Models like CompGCN [18], RGCN [20], WGCN [26], and VR-GCN [27] apply GCNs to the link prediction problem using the topological structure from a knowledge graph, achieving new state-of-the-art results on benchmark datasets such as WN18RR [21], FB15K-237 [22], and Nell-995 [23].

Inductive Link Prediction: Rule-based models like RuleN [13], Neural-LP [28], and DRUM [15] use logical and statistical approaches to capture knowledge graph structures and topology as explicit rules for inductive link prediction, but these rules often lack generality. In contrast, graph neural networks (GNNs) implicitly capture knowledge graph structures into network parameters, offering greater adaptability. GraIL [7] is a typical application of GNNs on inductive link prediction, along which the inductive versions of WN18RR [21], FB15K-237 [22] and Nell-995 [23] datasets are presented as benchmark evaluation on inductive link prediction models.

Following GraIL, CoMPILE [10] uses communicative message-passing GNNs to extract directed enclosing subgraphs for each triplet in inductive link prediction tasks. Graph convolutional network (GCN)-based models like ConGLR [9], INDIGO [29], and LogCo [19] are also applied to inductive link prediction. ConGLR combines context graphs with logical reasoning, LogCo integrates logical reasoning and contrastive representations into GCNs, and INDIGO transparently encodes the input graph into a GCN for inductive link prediction. Lastly, TACT focuses on relation-corrupted inductive link prediction using a relational correlation graph (RCG) [8].

Beyond these models, NBFNet [30] takes advantages of both traditional path-based model and graph neural networks for inductive link prediction, which is very similar to our model: Instead, we combine traditional path-based models with siamese neural networks other than GNNs for inductive link prediction, which is described in the next section. All the inductive link prediction models mentioned in this section will serve as our baselines.

III. METHODOLOGY

In this section, we will first describe the problem of link prediction and its related concepts. Then, we will introduce the structures of our connection-based model as well as our subgraph-based model for inductive link prediction. After that, we will provide details on our recursive path finding algorithm.

A. Description on the Problem and Concepts

A knowledge graph can be denoted as $\mathcal{G}=(\mathcal{E},\mathcal{R},\mathcal{T})$, where \mathcal{E} and \mathcal{R} represent the set of *entities* and *relations*, respectively. A *triple* (s,r,t) in the triple set \mathcal{T} indicates that there is a relation r from the *source entity* s to the *target entity* t. We say that there is a *path* $r_1 \wedge r_2 \wedge \cdots \wedge r_k$, from entity s to t, if there are entities $e_1, \cdots e_{k-1}$ in \mathcal{E} such that $(s,r_1,e_1), (e_1,r_2,e_2), \cdots, (e_{k-1},r_k,t)$ are known triples in \mathcal{T} . We use the letter p to denote a path. We use $|\mathcal{E}|, |\mathcal{R}|$ and $|\mathcal{T}|$ to denote the number of entities, number of relations, and number of triples in \mathcal{G} , respectively. In this paper, we recognize a path p only by its relation sequence $r_1 \wedge r_2 \wedge \cdots \wedge r_k$. The on-path entities $e_1, \cdots e_{k-1}$ are ignored.

Then, knowledge graph completion, or link prediction, means that given the known graph \mathcal{G} , we need to predict (in probability) whether an unknown triple (s,r,t) is correct. To be specific, transductive link prediction guarantees that both s and t exist in \mathcal{E} , while inductive link prediction assumes either s or t to be unknown. For inductive link prediction, an inference knowledge graph $\mathcal{G}_{inf} = (\mathcal{E}_{inf}, \mathcal{R}, \mathcal{T}_{inf})$ is given with new entity set \mathcal{E}_{inf} and new triples \mathcal{T}_{inf} , but the relation set \mathcal{R} and graph topology are invariant. Then, the model will predict the correctness of (s, r, t) based on \mathcal{G}_{inf} .

Besides, in most knowledge graphs, the relation r is directed. For instance, $(monkey, has_part, tail)$ is a known triple in WordNet while $(tail, has_part, monkey)$ is not [31]. Then, the inverse relation r^{-1} can be defined for each relation $r \in \mathcal{R}$, so that (t, r^{-1}, s) is a known triple whenever (s, r, t) is. Accordingly, we can expand the relation set to be $\mathcal{R} \cup \mathcal{R}^{-1}$ with $\mathcal{R}^{-1} = \{r^{-1}\}_{r \in \mathcal{R}}$; and the triple set becomes $\mathcal{T} \cup \mathcal{T}^{-1}$ with $\mathcal{T}^{-1} = \{(t, r^{-1}, s)\}_{(s, r, t) \in \mathcal{T}}$. Hence, the *inverse-added knowledge graph* will be $\tilde{\mathcal{G}} = (\mathcal{E}, \mathcal{R} \cup \mathcal{R}^{-1}, \mathcal{T} \cup \mathcal{T}^{-1})$. To minimize confusion, we still use the symbol \mathcal{G} .

In this paper, we always work with inverse-added knowledge graphs. We always expand the relation set to $\mathcal{R} \cup \mathcal{R}^{-1}$ and triple set to $\mathcal{T} \cup \mathcal{T}^{-1}$. In this way, a path can be formed by connecting both initial and inverse relations. For example, we can have a path $p = r_1 \wedge r_2^{-1} \wedge r_3$ from s to t, where $r_1, r_3 \in \mathcal{R}$ and $r_2^{-1} \in \mathcal{R}^{-1}$ (or in other words $r_2 \in \mathcal{R}$). Moreover, given a path $p = r_1 \wedge \cdots \wedge r_k$ from s to t, we can always obtain the inverse path $p^{-1} = r_k^{-1} \wedge \cdots \wedge r_1^{-1}$, which is from t to s.

B. Structure of the Connection-based Model

Suppose we have an inverse-added knowledge graph $\mathcal{G} = (\mathcal{E}, \mathcal{R} \cup \mathcal{R}^{-1}, \mathcal{T} \cup \mathcal{T}^{-1})$. Inspired by the Word2Vec model [24], we apply the input and output embeddings to the relations in \mathcal{G} . That is, we will generate both the input embedding \mathbf{v}_r and the output embedding $\tilde{\mathbf{v}}_r$ for each relation $r \in \mathcal{R} \cup \mathcal{R}^{-1}$. This gives us the input embedding matrix $(\mathbf{v}_1, \cdots, \mathbf{v}_{2|\mathcal{R}|}) \in \mathbb{R}^{D \times 2|\mathcal{R}|}$, and the output embedding matrix $(\tilde{\mathbf{v}}_1, \cdots, \tilde{\mathbf{v}}_{2|\mathcal{R}|}) \in \mathbb{R}^{D \times 2|\mathcal{R}|}$, where D is the dimension size of the embedding and $|\mathcal{R}|$ is the number of initial relations.

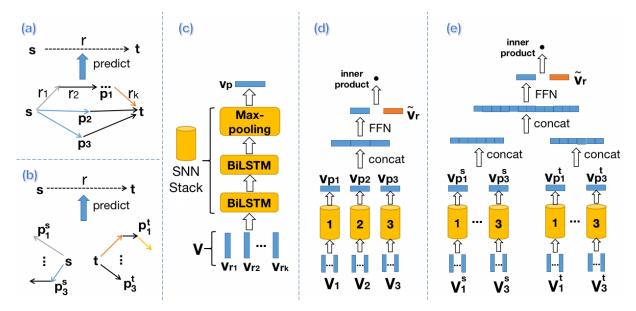


Fig. 1. The architectures of our proposed models. (a): Given the connection paths from s to t, our connection-based model will predict the target relation r. (b): Given out-reaching paths from s and t respectively, our subgraph-based model will predict the target relation r. (c): The architecture of one stack in our siamese neural network. (d): The architecture of our connection-based model. (e): The architecture of our subgraph-based model.

Given two entities s and t in the graph \mathcal{G} , suppose there are three different paths, $p_1 = r_1 \wedge \cdots \wedge r_k$, $p_2 = r'_1 \wedge \cdots \wedge r'_{k'}$ and $p_3 = r''_1 \wedge \cdots \wedge r''_{k''}$, from s to t. Here, the path length and the composing relations of each path can be different. Then, the framework of our connection-based model is very simple: Given p_1 , p_2 and p_3 from s to t, the model will predict (in probability) whether the triple (s, r, t) is correct with respect to a target relation $r \in \mathcal{R}$. Figure 1 (a) briefly indicates this framework.

Before continuing, note that we only need to consider $r \in \mathcal{R}$, i.e. an initial relation, as our target relation. This is because predicting the correctness of (s, r^{-1}, t) given paths p_1 , p_2 and p_3 from s to t is equivalent to predicting that of (t, r, s) given the inverse paths p_1^{-1} , p_2^{-1} and p_3^{-1} from t to s.

We obtain embedding sequences $\mathbf{V}_1 = (\mathbf{v}_1, \cdots, \mathbf{v}_k)$, $\mathbf{V}_2 = (\mathbf{v}'_1, \cdots, \mathbf{v}'_{k'})$ and $\mathbf{V}_3 = (\mathbf{v}''_1, \cdots, \mathbf{v}''_{k''})$ for paths p_1, p_2 , and p_3 , respectively. Each \mathbf{v}_i represents the input embedding of the relation at the corresponding path position. We construct a connection-based model using a Siamese Neural Network (SNN) framework. This involves three stacks of deep neural networks, sharing the same parameters and weights during training. Stack one takes \mathbf{V}_1 as input, stack two takes \mathbf{V}_2 , and stack three takes \mathbf{V}_3 .

Each stack, as shown in Figure 1 1 (c), consists of two layers of bi-directional LSTM (bi-LSTM) layers [32] and one max-pooling layer, denoted as f_{LSTM_1} , f_{LSTM_2} and f_{max} , respectively. Within a bi-LSTM layer, the hidden vectors from forward and backward LSTM networks are concatenated at each time step. Suppose $(\mathbf{h}_1, \cdots, \mathbf{h}_k) = f_{LSTM_2}(f_{LSTM_1}((\mathbf{v}_1, \cdots, \mathbf{v}_k)))$ are the output hidden vectors from the second bi-LSTM layer when \mathbf{V}_1 is the input. We will make sure $\mathbf{h}_i \in \mathbb{R}^D$ for $i=1,\cdots,k$. Then, we will do dimension-wise max-pooling: $\mathbf{h}_{max} = f_{max}(\mathbf{h}_1, \cdots, \mathbf{h}_k)$

to obtain $\mathbf{h}_{max} \in \mathbb{R}^D$, where each dimension $h_{max}^d = \max(h_1^d, \dots, h_k^d)$ for $d = 1, \dots, D$.

We use $\mathbf{h}_{max}^{\mathbf{V}_1}$ to denote the output vector from the stack implementing on \mathbf{V}_1 . Similarly, we will obtain $\mathbf{h}_{max}^{\mathbf{V}_2}$ and $\mathbf{h}_{max}^{\mathbf{V}_3}$ from the stacks implementing on \mathbf{V}_2 and \mathbf{V}_3 , respectively. After that, we concatenate these three output vectors into one vector $\mathbf{h}_{concat} \in \mathbb{R}^{3D}$. Then, a feed forward network f_{FFN} is applied: $\mathbf{h}_{rep} = f_{FFN}(\mathbf{h}_{concat})$, where $\mathbf{h}_{rep} \in \mathbb{R}^D$ is the vector representation of the three paths p_1, p_2 and p_3 . One can regard \mathbf{h}_{rep} as the 'connection embedding' for p_1, p_2, p_3 .

Finally, given a target relation $r \in \mathcal{R}$, we will obtain its output embedding $\tilde{\mathbf{v}}_r$. We will further normalize the magnitude of \mathbf{h}_{rep} and $\tilde{\mathbf{v}}_r$ to unit length: $||\mathbf{h}_{rep}||_2 = ||\tilde{\mathbf{v}}_r||_2 = 1$, where $||\cdot||_2$ is the L-2 norm. Then, we calculate $\mathbf{h}_{rep} \cdot \tilde{\mathbf{v}}_r$, the inner product between \mathbf{h}_{rep} and $\tilde{\mathbf{v}}_r$, which is the final output value of the connection-based model. We denoted this output value as $P((s,r,t)|p_1,p_2,p_3)$ or $P_{(s,r,t)}^{connection}$, which is the evaluated probability for (s,r,t) to be correct, given paths p_1 , p_2 and p_3 between s and t. Figure 1 (d) describes the architecture of the connection-based model.

However, there could be less than three different paths between two entities s and t. Then, we will need the subgraph-based model for link prediction.

C. Structure of the Subgraph-based Model

Given two entities s and t in the graph \mathcal{G} , suppose there are three different paths p_1^s , p_2^s and p_3^s from s to some other entities; also, suppose there are three different paths p_1^t , p_2^t and p_3^t from t to some other entities. Then, we build another model to predict (in probability) whether the triple (s, r, t) is correct with respect to a target relation $r \in \mathcal{R}$, given p_1^s , p_2^s , p_3^s , p_1^t , p_2^t and p_3^t . Figure 1 (b) briefly indicates this framework. Since the

out-reaching paths essentially represents the subgraph around an entity, we refer to this model as the subgraph-based model.

Again, we only need to consider $r \in \mathcal{R}$, an initial relation, as our target relation in the triple (s,r,t). This is because predicting the correctness of (s,r^{-1},t) given p_1^s , p_2^s , p_3^s from s and p_1^t , p_2^t , p_3^t from t is equivalent to predicting that of (t,r,s) given p_1^t , p_2^t , p_3^t from t and p_1^s , p_2^s , p_3^s from s.

Similarly, we obtain embedding sequences V_1^s , V_2^s , V_3^s , V_1^t , \mathbf{V}_2^t and \mathbf{V}_3^t for paths $p_1^s, p_2^s, p_3^s, p_1^t, p_2^t$ and p_3^t , respectively as in the connection-based model. The source and target paths share the same input embedding matrix, which is independent from the embedding matrix in the connection-based model. Again, we build SNN stacks to perform on the embedding sequences: Given V_1^s , V_2^s and V_3^s as input, each stack in the SNN will path them through two bi-LSTM layers and one max-pooling layer to obtain $\mathbf{h}_{max}^{\mathbf{V}_{1}^{s}} \in \mathbb{R}^{D}$, $\mathbf{h}_{max}^{\mathbf{V}_{2}^{s}} \in \mathbb{R}^{D}$ and $\mathbf{h}_{max}^{\mathbf{V}_{3}^{s}} \in \mathbb{R}^{D}$, respectively. Then, $\mathbf{h}_{concat}^{s} \in \mathbb{R}^{3D}$ is obtained by concatenating these three vectors, which is the output of the SNN. Note that there is no topological difference between source entity subgraph and target entity subgraph. Hence, the same SNN is performed on \mathbf{V}_1^t , \mathbf{V}_2^t and \mathbf{V}_3^t to obtain $\mathbf{h}_{concat}^t \in \mathbb{R}^{3D}$. Then, we further concatenate \mathbf{h}_{concat}^s and \mathbf{h}_{concat}^t into vector $\mathbf{h}_{concat}^{(s,t)} \in \mathbb{R}^{6D}$. After that, a feed forward network f_{FFN} will be applied: $\mathbf{h}_{rep}^{(s,t)} = f_{FFN}(\mathbf{h}_{concat}^{(s,t)}),$ where $\mathbf{h}_{rep}^{(s,t)} \in \mathbb{R}^D$ can be viewed as the 'subgraph embedding' of p_1^s , p_2^s , p_3^s , p_1^t , p_2^t and p_3^t .

Finally, given $r \in \mathcal{R}$, we normalize the magnitude of $\mathbf{h}_{rep}^{(s,t)}$ and $\tilde{\mathbf{v}}_r$ to unit length. Here, $\tilde{\mathbf{v}}_r$ is the output embedding of r, independent from the connection-based model. Then, we calculate the inner product between $\mathbf{h}_{rep}^{(s,t)}$ and $\tilde{\mathbf{v}}_r$, which is the final output of the subgraph-based model as described in Figure 1 (e). We denote this value as $P((s,r,t)|p_1^s,p_2^s,p_3^s,p_1^t,p_2^t,p_3^t)$ or $P_{(s,r,t)}^{subgraph}$, which is the evaluated probability for (s,r,t) to be correct, given paths p_1^s , p_2^s , p_3^s from s and p_1^t , p_2^t , p_3^t from t.

We can see that both our models are path-based, depending only on the topological structure in a knowledge graph. No entity embeddings are involved in our models.

D. Recursive Path-finding Algorithm

Given an entity s in the graph \mathcal{G} , we use a recursive algorithm to find out-reaching paths from s. Intuitively, if s reaches t via path p, we will further extend p by reaching out to each direct neighbor of t recursively. Here is a more detailed description:

Suppose at the current step, we possess a path $p=r_1\wedge\cdots\wedge r_k$ starting from s and ending at another entity t. Also, suppose the on-path entities are $\{s,e_1,\cdots,e_{k-1},t\}$, which are unique so that the path is acyclic. Also, we set the upper bound on the length of a path to be \mathbf{L} . Also, we denote C_l^s to be the number of recursions already performed from s on paths of length l. Then, we set the upper bound on C_l^s to be \mathbf{C} , for $l=1,2,\cdots,\mathbf{L}-1$.

We define Q_s to be the *qualified entity set* given the initial entity s. If entity t at current recursion step does not belong

to Q_s , we will not record the discovered path p. In this paper, Q_s can be the entire entity set \mathcal{E} , or the set containing all the direct neighbors of s, or the set containing only one given entity t_0 .

Define N_t^s to be the number of discovered paths from s to t. Again, in this paper, paths are only differed from each other by their relation sequences, rather than their onpath entities. We stop recording discovered paths from s to t when N_s^t reaches \mathbf{N} , our pre-defined upper bound. Also, suppose the direct neighbors ("one-hop" connections) of t are $\{t'_1, \cdots, t'_n\}$, where each t'_i is connected with t via a triple (t, r'_i, t'_i) . Again, r'_i may be either an initial or an inverse relation.

Finally, we will decide whether to continue the recursion for each direct neighbor t_i' of the current entity t. That is, if the path length $|p| < \mathbf{L}$, the current number of recursions $C^s_{|p|} < \mathbf{C}$, and the direct neighbor t_i' does not belong to the current on-path entities $\{s, e_1, \cdots, e_{k-1}, t\}$, we will proceed to the next recursion step with respect to source entity s, path $p' = r_1 \wedge \cdots \wedge r_k \wedge r_i'$, target entity t_i' and on-path entities $\{s, e_1, \cdots, e_{k-1}, t, t_i'\}$. In the meanwhile, $C^s_{|p|}$ will increase by 1. Here, on-path entities are considered to guarantee an acyclic path for next recursion.

Again, this path-finding algorithm depends on the starting entity s, which is summarized below.

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Algorithm 1: Recursive Path-finding from entity s
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Initialize L, C, N. Func (p=r_1\wedge\cdots\wedge r_k,\,t,\,\{s,e_1,\cdots,e_{k-1},t\},\,Q_s): if t\in Q_s and N_t^s<\mathbf{N} then Record the path p from s to t; N_t^s\longleftarrow N_t^s+1. end for r_i',\,t_i' in the direct neighbor of t do if |p|<\mathbf{L} and C_{|p|}^s<\mathbf{C} and t_i'\notin\{s,e_1,\cdots,e_{k-1},t\} then Func (p=r_1\wedge\cdots\wedge r_k\wedge r_i',\,t_i',\,\{s,e_1,\cdots,e_{k-1},t,t_i'\},\,Q_s); C_{|p|}^s\longleftarrow C_{|p|}^s+1. end end Run Func (p=\emptyset,\,s,\,\{s\},\,Q_s).
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Here, we use $\mathbf{Func}(x, y, \cdots)$ to represent a function with input x, y, etc. Also, $p = \emptyset$ means that the path p starts from empty, or none, or length-zero. If s reaches out to a direct neighbor t by r, then p recursively becomes p = r.

In the next section, we will introduce how to implement our models and path-finding algorithms on inductive link prediction datasets, as well as the performances of our model on these datasets.

IV. EXPERIMENTAL RESULTS

In this section, we will first introduce the commonly used datasets for inductive link prediction model evaluation, as well as other published models providing baselines for comparison.

Model		WN1	18RR			FB15	K-237		Nell-995				
Model	v1	v2	v3	v4	v1	v2	v3	v4	v1	v2	v3	$\overline{v4}$	
Neural-LP	86.02	83.78	62.90	82.06	69.64	76.55	73.95	75.74	64.66	83.61	87.58	85.69	
DRUM	86.02	84.05	63.20	82.06	69.71	76.44	74.03	76.20	59.86	83.99	87.71	85.94	
RuleN	90.26	89.01	76.46	85.75	75.24	88.70	91.24	91.79	84.99	88.40	87.20	80.52	
GraIL	94.32	94.18	85.80	92.72	84.69	90.57	91.68	94.46	86.05	92.62	93.34	87.50	
TACT	95.43	97.54	87.65	96.04	83.15	93.01	92.10	94.25	81.06	93.12	96.07	85.75	
CoMPILE	98.23	99.56	93.60	99.80	85.50	91.68	93.12	94.90	80.16	95.88	96.08	85.48	
ConGLR	99.58	99.67	93.78	99.88	85.68	92.32	93.91	95.05	86.48	95.22	96.16	88.46	
LogCo	99.43	99.45	93.99	98.75	89.74	<u>93.65</u>	94.91	<u>95.26</u>	91.24	95.96	96.28	<u>87.81</u>	
SiaILP solo	87.46	84.39	79.78	77.71	88.03	94.95	92.75	95.42	83.58	87.65	91.22	81.98	
SiaILP hybrid	93.10	91.57	85.61	87.35	<u>88.64</u>	93.39	92.81	93.20	76.35	88.20	89.88	81.03	

TABLE I THE AUC-PR METRIC VALUES (IN %) OF INDUCTIVE LINK PREDICTION ON TWELVE DATASET VERSIONS. THE BEST SCORE IS IN **BOLD** AND THE SECOND BEST ONE IS <u>UNDERLINED</u>.

Model		WN1	8RR			FB15	K-237		Nell-995				
Model	v1	v2	v3	v4	v1	v2	v3	v4	v1	v2	v3	v4	
Neural-LP	74.37	68.93	46.18	67.13	52.92	58.94	52.90	55.88	40.78	78.73	82.71	80.58	
DRUM	74.37	68.93	46.18	67.13	52.92	58.73	52.90	55.88	19.42	78.55	82.71	80.58	
RuleN	80.85	78.23	53.39	71.59	49.76	77.82	87.69	85.60	53.50	81.75	77.26	61.35	
GraIL	82.45	78.68	58.43	73.41	64.15	81.80	82.83	89.29	59.50	93.25	91.41	73.19	
CoMPILE	83.60	79.82	60.69	75.49	67.64	82.98	84.67	87.44	58.38	93.87	92.77	75.19	
ConGLR	85.64	92.93	70.74	92.90	68.29	85.98	88.61	89.31	81.07	94.92	94.36	81.61	
LogCo	90.16	86.73	68.68	79.08	73.90	84.21	86.47	89.22	61.75	93.48	94.44	80.82	
NBFNet	94.80	90.50	89.30	89.00	83.40	<u>94.90</u>	<u>95.10</u>	96.00	_	_		_	
SiaILP solo	79.26	75.44	73.22	71.14	88.29	95.19	96.88	96.77	78.00	89.08	97.40	81.94	
SiaILP hybrid	84.32	83.03	77.41	76.48	81.95	92.89	93.99	95.03	67.00	79.62	90.96	75.02	

TABLE II

The Hits@10 metric values (in %) of inductive link prediction (entity-corrupted ranking) on twelve dataset versions. The best score is in **bold** and the second best one is <u>underlined</u>.

Then, we will introduce the training methods and evaluation metrics we applied. The performances of our models are provided right after. Finally, an ablation study will be conducted to see if the existing structure reaches an optimism.

A. Datasets and Baseline Models

We work on the benchmark datasets for inductive link prediction proposed with the GraIL model [7], which are derived from WN18RR [21], FB15k-237 [22], and NELL-995 [23]. Each of the WN18RR, FB15k-237 and NELL-995 datasets are further developed into four different versions for inductive link prediction. Each version of each dataset contains a training graph and an inference graph, whereas the entity set of the two graphs are disjoint. Detailed statistics on the number of entities, triples and relation types of the datasets are summarized in many papers, such as [7]–[9]. For simplicity, we do not repeat the statistics in this paper again.

We adapt benchmark inductive link prediction models published in recent years as baselines in this paper. They are Neural-LP from [14], RuleN from [13], DRUM from [15], GraIL from [7], R-GCN from [20], CoMPILE from [10], ConGLR from [9], INDIGO from [29], NBFNet from [30], LogCo from [19] and TACT from [8]. Performances of these models will be given in subsection 4.4.

B. Training Protocols

Suppose we obtain the inverse-added knowledge graph $\mathcal{G}=(\mathcal{E},\mathcal{R}\cup\mathcal{R}^{-1},\mathcal{T}\cup\mathcal{T}^{-1})$ for training. For the connection-based SiaILP model, we implement the recursive path-finding algorithm on each entity $s\in\mathcal{E}$ to discover paths from s to its direct neighbors. Specifically, we use $\mathbf{L}=10$, $\mathbf{C}=20000$, $\mathbf{N}=50$, and set Q_s to be the direct neighbors of s. For more details on this algorithm, please refer to subsection 3.4. We repeat this algorithm ten times for each $s\in\mathcal{E}$ to enrich the discovered paths.

Afterwards, we train the connection-based model using contrastive learning (negative sampling) with the discovered paths. We randomly select three paths p_1 , p_2 , and p_3 from s to t and provide their corresponding input embedding sequences \mathbf{V}_1 , \mathbf{V}_2 , and \mathbf{V}_3 to the connection-based model. We also provide the model with the output embedding of the target relation, which is either the ground-truth relation r in a training triple (s, r, t) (where Q_s being the direct neighbor of s ensures the existence of such a triple), or a randomly selected relation $r' \in \mathcal{R}$. The connection-based model calculates the inner product as described in subsection 3.2, with a label of 1 for the true relation r and 0 for the random relation r'.

Here is the training strategy for the subgraph-based model: For each triple $(s, r, t) \in \mathcal{T}$, we randomly select two additional

Model		WN1	18RR			FB15	K-237		Nell-995			
Model	v1	v2	v3	v4	v1	v2	v3	v4	v1	v2	v3	v4
Neural-LP	54.80	23.60	3.00	19.50	7.30	3.60	3.90	4.10	5.00	5.70	3.30	3.20
DRUM	27.70	3.40	14.10	26.00	5.40	3.40	2.70	2.60	17.00	5.50	3.80	1.80
GraIL	74.90	62.80	37.70	61.00	1.60	1.30	0.30	1.70	14.60	1.00	0.70	1.70
TACT	99.50	97.80	85.20	98.20	74.10	<u>71.70</u>	<u>72.20</u>	<u>40.90</u>	<u>77.60</u>	<u>53.30</u>	<u>35.40</u>	<u>44.40</u>
SiaILP hybrid	85.11	85.26	75.70	82.44	70.73	82.64	82.43	81.04	85.00	70.38	65.39	68.81

TABLE III

The Hits@1 metric values (in %) of inductive link prediction (**relation-corrupted ranking**) on twelve dataset versions. The best score is in **bold** and the second best one is underlined.

Model		WN1	8RR			FB15	K-237		Nell-995			
Model	v1	v2	v3	v4	v1	v2	v3	v4	v1	v2	v3	v4
R-GCN	2.10	11.00	24.50	8.10	2.40	3.40	3.50	3.30	26.00	0.80	1.40	3.00
GraIL	0.60	10.70	17.50	22.60	1.00	0.40	6.60	3.00	0.00	7.40	2.50	0.50
INDIGO	<u>98.40</u>	97.30	91.90	<u>96.10</u>	<u>53.10</u>	<u>67.60</u>	66.50	66.30	80.00	<u>56.90</u>	<u>64.40</u>	<u>45.70</u>
SiaILP hybrid	99.47	97.05	91.24	98.46	81.95	93.51	93.29	93.68	100.00	81.30	83.31	81.12

TABLE IV

The Hits@3 metric values (in %) of inductive link prediction (**relation-corrupted ranking**) on twelve dataset versions. The best score is in **bold** and the second best one is underlined.

entities s' and t' from \mathcal{E} and a random relation $r' \in \mathcal{R}$. We apply the recursive path-finding algorithm separately from s,t,s', and t', using $\mathbf{L}=3$, $\mathbf{C}=20000$, and $\mathbf{N}=50$. However, for comprehensive subgraph representation, we set $Q_s, Q_t, Q_{s'}$, and $Q_{t'}$ to be the entire set \mathcal{E} . Similarly, the training is based on contrastive learning, which creates four triples: (s,r,t), (s,r',t), (s,r,t'), and (s',r,t). For each triple, we randomly select three out-reaching paths from each entity as input paths. The model calculates the inner product as described in section 3.3, with a label of 1 for a true triple and 0 for a corrupted triple.

We set the dimension of each relation embedding to be D=300 in both models. We set the number of hidden units to be H=150 in each forward and backward LSTM layers in all siamese neural network stacks. The learning rate is 10^{-5} , the batch size is 32 and the training epoch is 10 across all models on all datasets. The models are trained on an Apple M1 Max CPU.

C. Evaluation Metrics

We apply both classification metric and ranking metric to evaluate the performance of our model. For classification metric, we use the area under the precision-recall curve (AUC-PR) following GraIL [7]. That is, we replace the source or target entity of each test triple with a random entity to form a negative triple. Then, we score the positive test triples with an equal number of negative triples to calculate AUC-PR.

For the ranking metric, however, there seems to be two different settings. The first setting is purposed in GraIL [7] and followed by CoMPILE [10], ConGLR [9], INDIGO [29], NBFNet [30] and LogCo [19], where each test triple is ranked among other 50 negative triples whose source or target entities are replaced by random entities. Accordingly, Hits@10 (the rate of true test triples ranked top-10 in all performed rankings)

is calculated with respect to all test triples. We refer to this setting as **entity-corrupted ranking**. This setting coincides with that in the AUC-PR metric.

The second setting is proposed both in TACT [8] and INDIGO [29], where each test triple is ranked among other negative triples whose relation is replaced by other relations in the graph. Accordingly, Hits@1 is calculated with respect to all test triples in the paper presenting TACT [8], while Hit@3 is calculated in the paper presenting INDIGO [29]. Here, the number of candidate triples depends on the number of relations in the graph. We refer to this setting as **relation-corrupted ranking**. To comprehensively evaluate our models, we apply both settings as our ranking metrics.

D. Performances

The AUC-PR and entity-corrupted Hits@10 scores of Neural-LP, RuleN and DRUM are obtained from [7], while the relation-corrupted Hits@1 score of these three models are obtained from [8]. The AUC-PR and entity-corrupted Hits@10 scores of TACT are obtained from the re-implementations by [9], whereas the relation-corrupted Hits@1 scores of TACT are still obtained from the initial paper [8]. R-GCN is only used as relation-corrupted Hits@3 baselines, obtained from [29]. Performances of the remaining models are obtained from their initial papers.

The AUC-PR results for the selected models are in Table I, while their entity-corrupted Hits@10 performances are shown in Table II. Here, "SiaILP solo" refers to using only the subgraph-based model. "SiaILP hybrid" refers to combining both connection-based and subgraph-based models, with the output score from each model being averaged on an input triple. Table I and Table II show that our models achieve several new state-of-the-art results. To be specific, one can see an interesting tendency in our models' performances: Our

Model		WN1	18RR			FB15	K-237		Nell-995				
Model	v1	v2	v3	v4	v1	v2	v3	v4	v1	v2	v3	v4	
SiaILP basic solo	87.46	84.39	79.78	77.71	88.03	94.95	92.75	95.42	83.58	87.65	91.22	81.98	
SiaILP basic hybrid	93.10	91.57	85.61	87.35	88.64	93.39	92.81	93.20	76.35	88.20	89.88	81.03	
SiaILP large solo	87.80	83.72	77.93	78.32	86.63	94.95	93.62	94.42	86.96	88.16	89.83	81.79	
SiaILP large hybrid	88.29	87.29	83.25	84.51	82.44	94.71	93.98	93.85	77.09	85.37	90.05	70.91	

 $\label{thm:table v} \textbf{TABLE V}$ Ablation study: AUC-PR performances from four different settings of SiaILP models.

Model		WN1	18RR			FB15	K-237		Nell-995			
Model	v1	v2	v3	v4	v1	v2	v3	v4	v1	v2	v3	v4
SiaILP basic solo	79.26	75.44	73.22	71.14	88.29	95.19	96.88	96.77	78.00	89.08	97.40	81.94
SiaILP basic hybrid	84.32	83.03	77.41	76.48	81.95	92.89	93.99	95.03	67.00	79.62	90.96	75.02
SiaILP large solo	76.58	78.53	72.45	71.87	82.93	94.56	94.91	95.86	82.00	87.18	97.15	82.08
SiaILP large hybrid	74.70	83.03	76.39	76.42	81.95	92.05	94.34	95.96	76.00	76.52	91.89	63.56

 $\label{thm:local_transform} TABLE~VI \\ Ablation~study:~Hits@~10~performances~from~four~different~settings~of~SiaILP~models.$

models are dominant on the inductive FB15K-237 datasets, with new state-of-the-art performances in almost every metric category. On contrast, when performing on the inductive Nell-995 datasets, our models achieve fewer new state-of-the-art performances (yet still be competitive). Finally, our models are less competitive when performing on the inductive WN18RR datasets, with only one second best performance achieved.

According to the statistics in [7], inductive WN18RR datasets have fewest relation types yet densest relation connections among these three inductive dataset series. On contrast, inductive FB15K-237 datasets have most relation types yet sparsest relation connections, while inductive Nell-995 datasets are relatively 'intermediate' regarding the relation type and density. Intuitively speaking, the fewer the types of relations and the denser the connections made by these relations in a knowledge graph, the more similar the subgraphs will be to each other. One can imagine an extreme situation: There is only one relation type in a knowledge graph, whereas each entity is connected to all the other entities. In this case, path-based subgraphs with the same topological structure among different entities are totally indistinguishable. Accordingly, here is our explanation: Comparing to those in the inductive FB15K-237 datasets, path-based subgraphs in the inductive Nell-995 datasets are more similar to each other, and hence less distinguishable to our models. This issue becomes most severe in the inductive WN18RR datasets, leading to the indicated tendency in the performances of our models.

This tendency, in fact, represents a trade-off, wherein prediction accuracy is sacrificed in favor of the capacity for strict inductive link prediction. This is because a strict inductive link prediction model has to depend purely on path-based topological information in a knowledge graph. Therefore, it appears acceptable for our SiaILP models to be less competitive in certain scenarios compared to entity-involved models.

Then, the relation-corrupted Hits@1 and Hits@3 performances of all models are shown in Table III and Table IV, respectively. Here, we only apply SiaILP hybrid setting, since

performances by each single model are less satisfying. We can see that our SiaILP model performs especially well on relation-corrupted rankings, which outperforms the baselines by a great margin on the inductive versions of FB15K-237 and Nell-995. Here, our models can directly use relation embeddings in relation-corrupted ranking scenarios. To our models, this is more straightforward than in entity-corrupted ranking scenarios, where entities are indirectly represented by path-based connections or subgraphs. Hence, our models become competitive when performing on the inductive WN18RR datasets for relation-corrupted inductive link prediction tasks, regarding-less the relation type and connection density issue mentioned in above.

E. Ablation Studies

Throughout our experiments, both our connection-based model and subgraph-based model are performed with different numbers of paths to discover the optimized setting. We discover that three paths connecting the source and target entities, or three out-reaching paths from each of the source and target entity are in general enough to represent the sub-graphic topology among a source-target entity pair. To testify this statement, beyond selecting three out-reaching paths ('basic') from each entity, we also select six out-reaching paths ('large') from each entity in the subgraph-based model. In order to control variability, the number of connecting paths between two entities in the connection-based model is always three. The models are evaluated using AUC-PR and entity-corrupted Hits@10 ranking, with solo and hybrid settings to be the same. The corresponding scores are shown in Table V and VI, respectively.

We can see that the best performances in general come from selecting three out-reaching paths for each entity in the subgraph-based model ('basic), whereas models with solo and hybrid settings possess different advantages. This observation leads to the default setting in this paper.

Correspondingly, we also set the number of connecting paths to be three and six in the connection-based model, while keeping the number of out-reaching paths in the subgraphbased model to be always three. Similar results are obtained showing that three connecting paths in general leads to better performance than six paths. To reduce redundancy, we do not provide corresponding scores again.

In addition, we discovered that the dense relation connections in inductive WN18RR datasets lead to many 'popular' entities: About 14% entities have more than 5 times direct neighbors than average. Consequently, our path-finding algorithm can easily pass through the popular entities and capture from their out-reaching connections the relatively limited relation types, making the established path-based subgraphs even harder to distinguish. To mitigate this issue, when working on inductive WN18RR datasets, we modified our path-finding algorithm to avoid popular entities as much as possible. Hence, the discovered paths are involved with more 'rare' entities, making the established subgraphs contain more diverse relation types, and hence more distinguishable. This modification increases the performances of our models by about 6% on the inductive WN18RR datasets, compared to our early stage results.

However, this modification fails to significantly improve our models' performances on the inductive FB15K-237 and Nell-995 datasets. We believe that this is because there are less popular entities in these two dataset series. For instance, only about 2% entities have more than 5 times direct neighbors than average in the inductive FB15K-237 datasets. As a result, the impact of avoiding popular entities in path-finding is limited when working on inductive FB15K-237 and Nell-995 datasets. To reduce redundancy, we will not provide more tables to show the corresponding performance scores.

Besides, we find that applying both models to the relationcorrupted link prediction tasks but only applying the subgraphbased model to the entity-corrupted tasks will achieve the best performance. Finally, the upper bounds on path lengths in both models are chosen in balance of performance optimization and computational complexity. Due to the vast array of parameter setting combinations, it is not feasible to present all performance results in this section.

V. CONCLUSION

In this paper, we proposed path-based inductive link prediction models. We only employ relation embeddings and paths embeddings to capture the topological structure of a knowledge graph, excluding entity embeddings. We apply siamese neural network architectures to further reduce the number of parameters in our models. These designs make the size of our models be negligible compared to graph convolutional network based models, when applied to large knowledge graphs. Experimental results show that our models achieve several new state-of-the-art performances on the inductive versions of the link prediction datasets WN18RR, FB15K-237 and Nell-995.

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