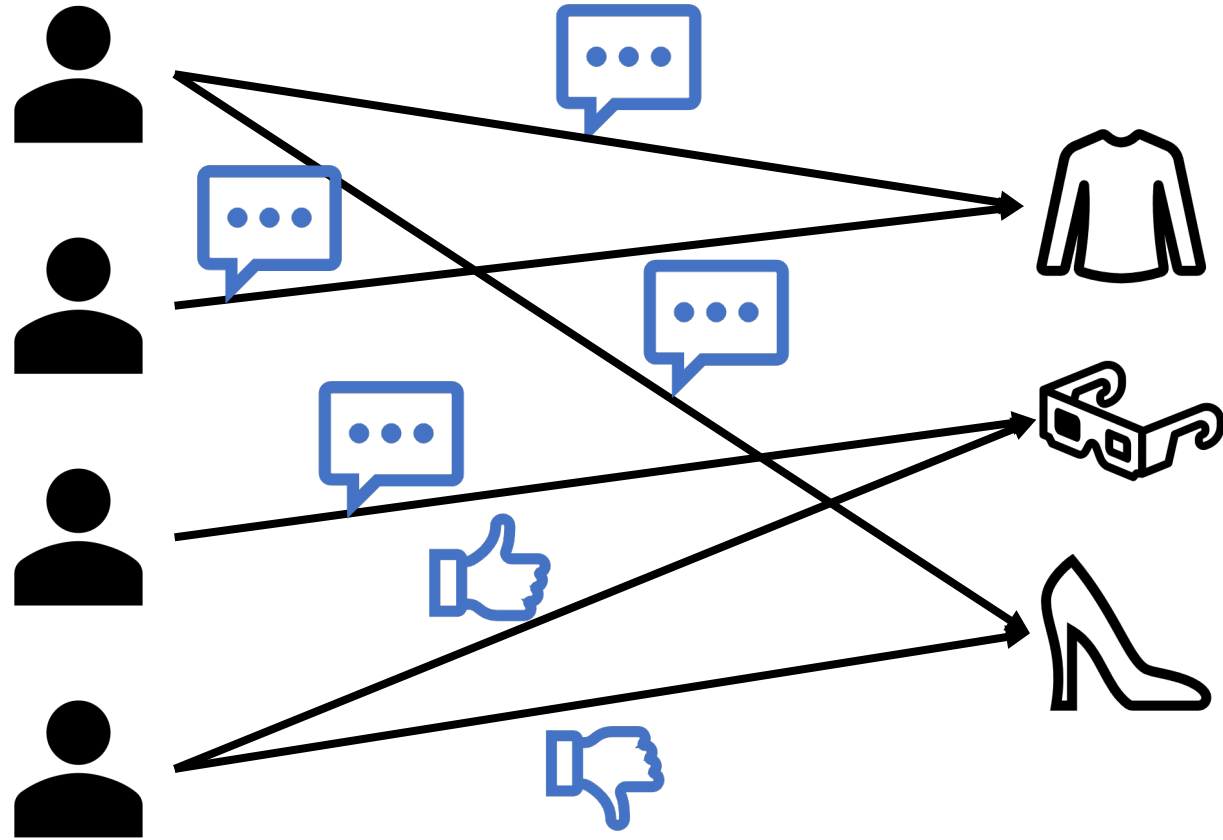


# Graph Fraud Detection based on Accessibility Score Distributions

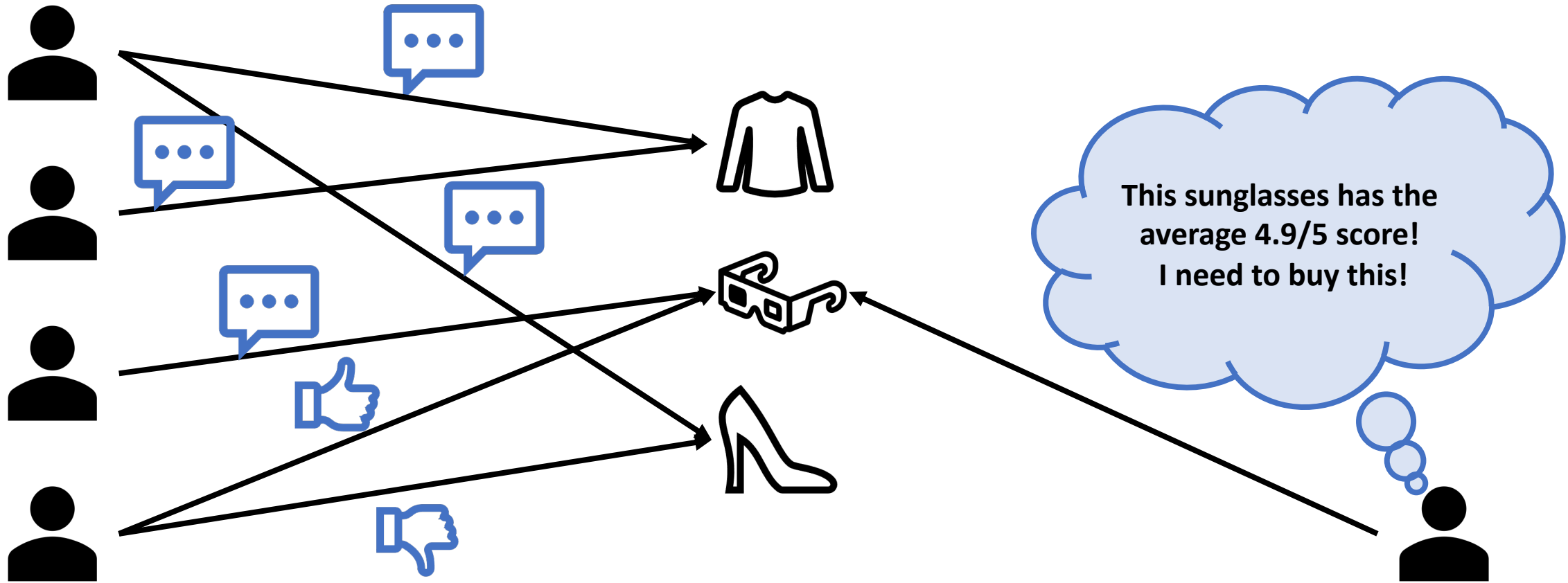
**Minji Yoon**

Carnegie Mellon University

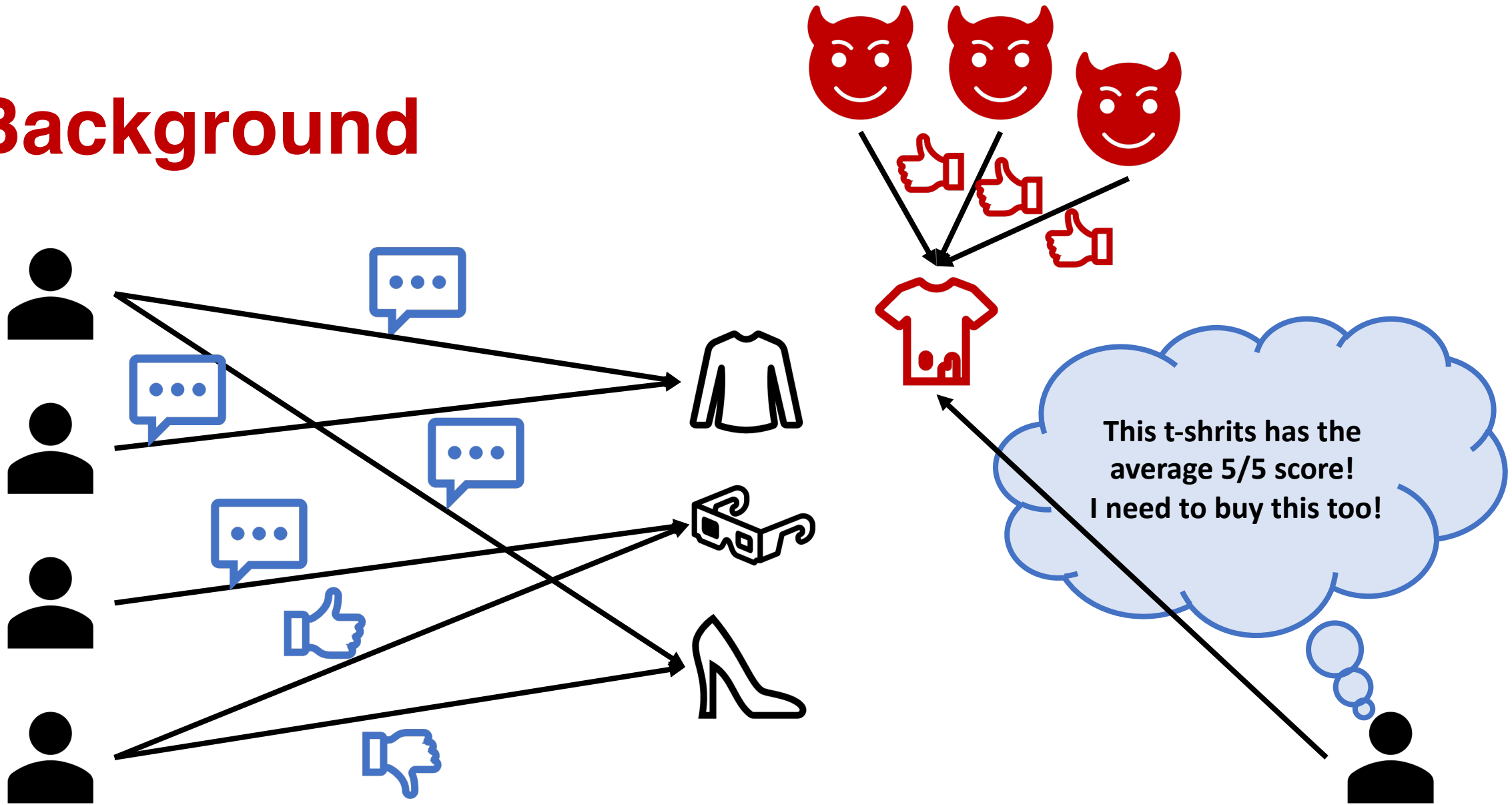
# Background



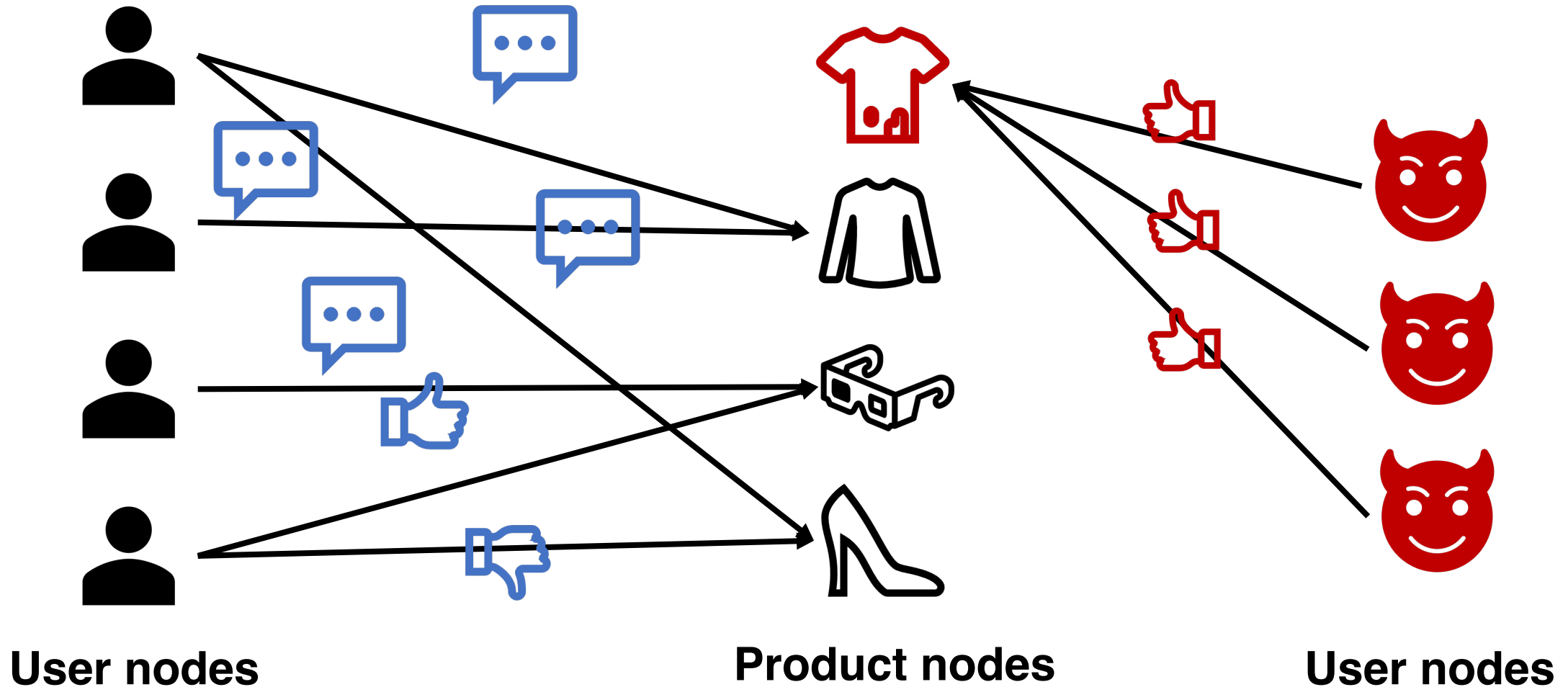
# Background



# Background

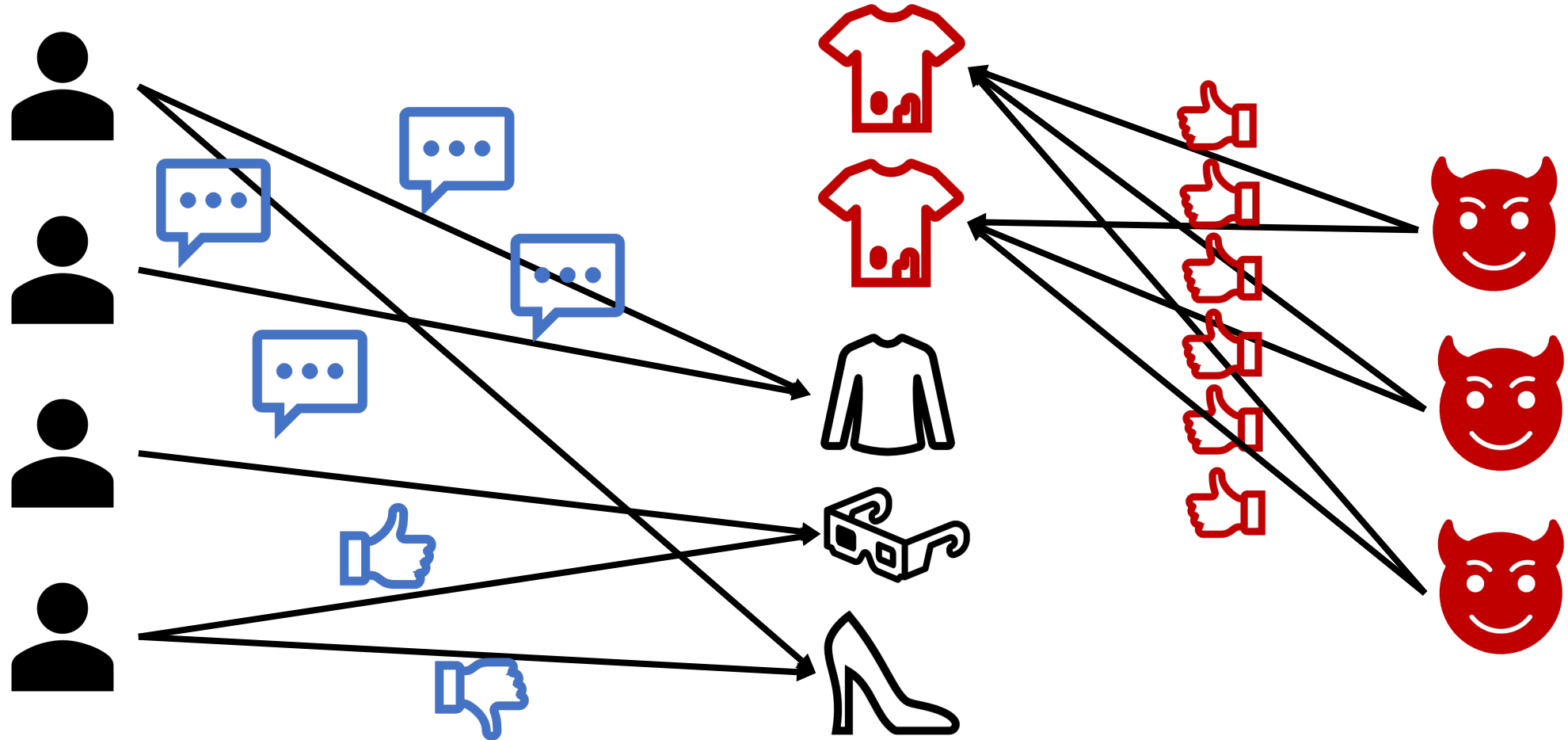


# Graph fraud detection 🔍



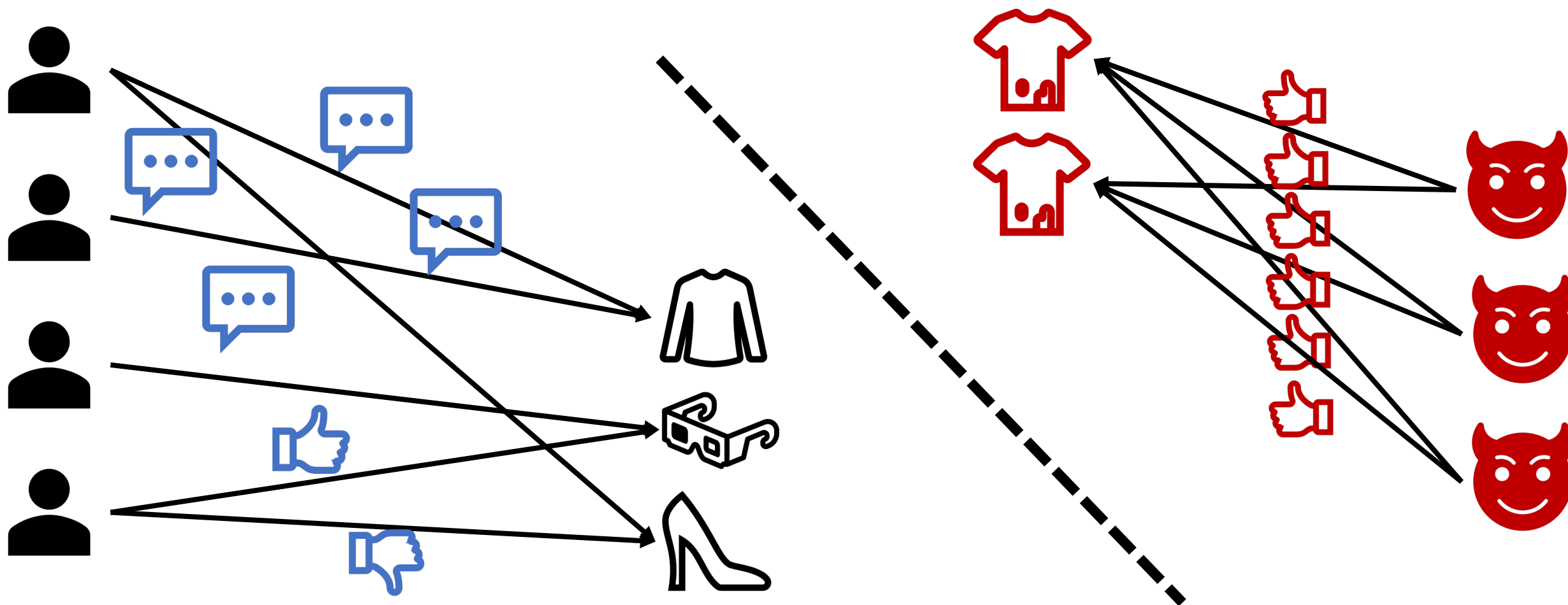
# Previous graph fraud detection methods

- Type 1: detect dense interconnections among fraudsters



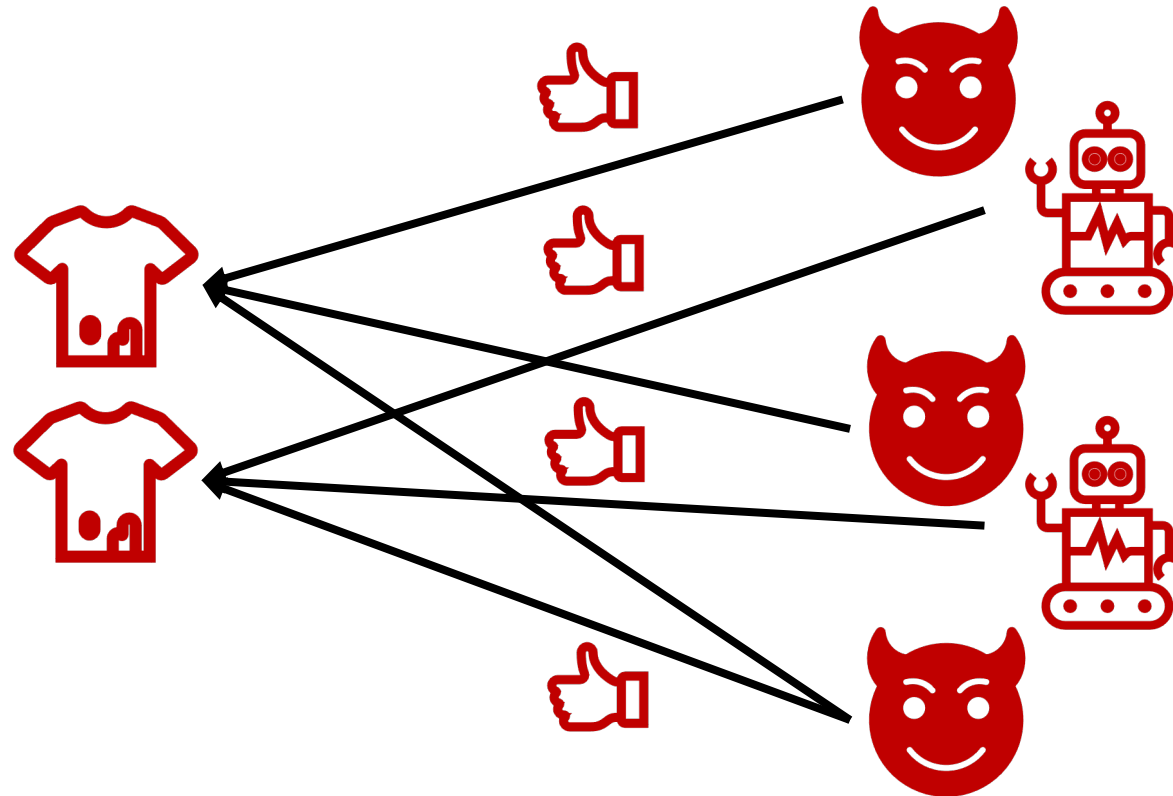
# Previous graph fraud detection methods

- Type 2: detect isolated fraud communities



# Fraudsters circumvent them easily

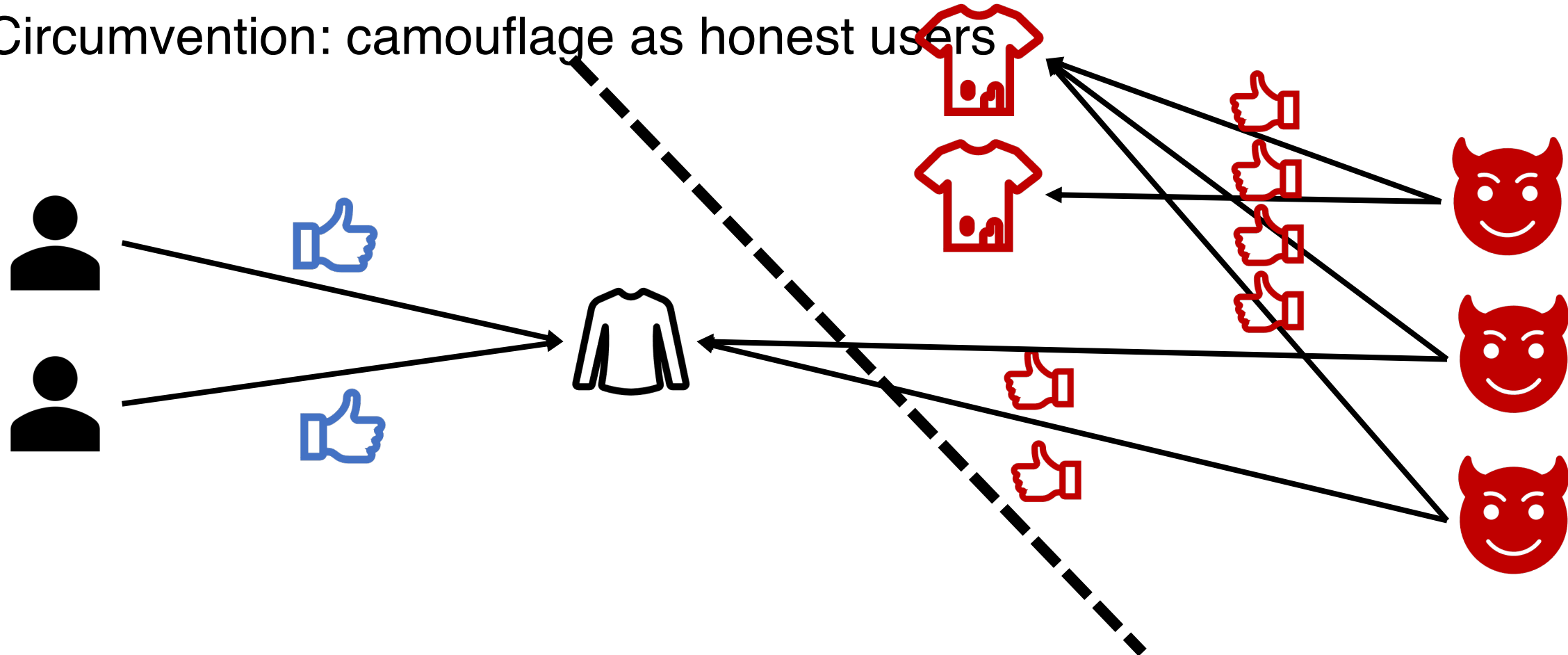
- Type 1: detect dense interconnections among fraudsters
- Circumvention: generate a number of bot accounts





# Fraudsters circumvent them easily

- Type 2: detect isolated fraud communities
- Circumvention: camouflage as honest users



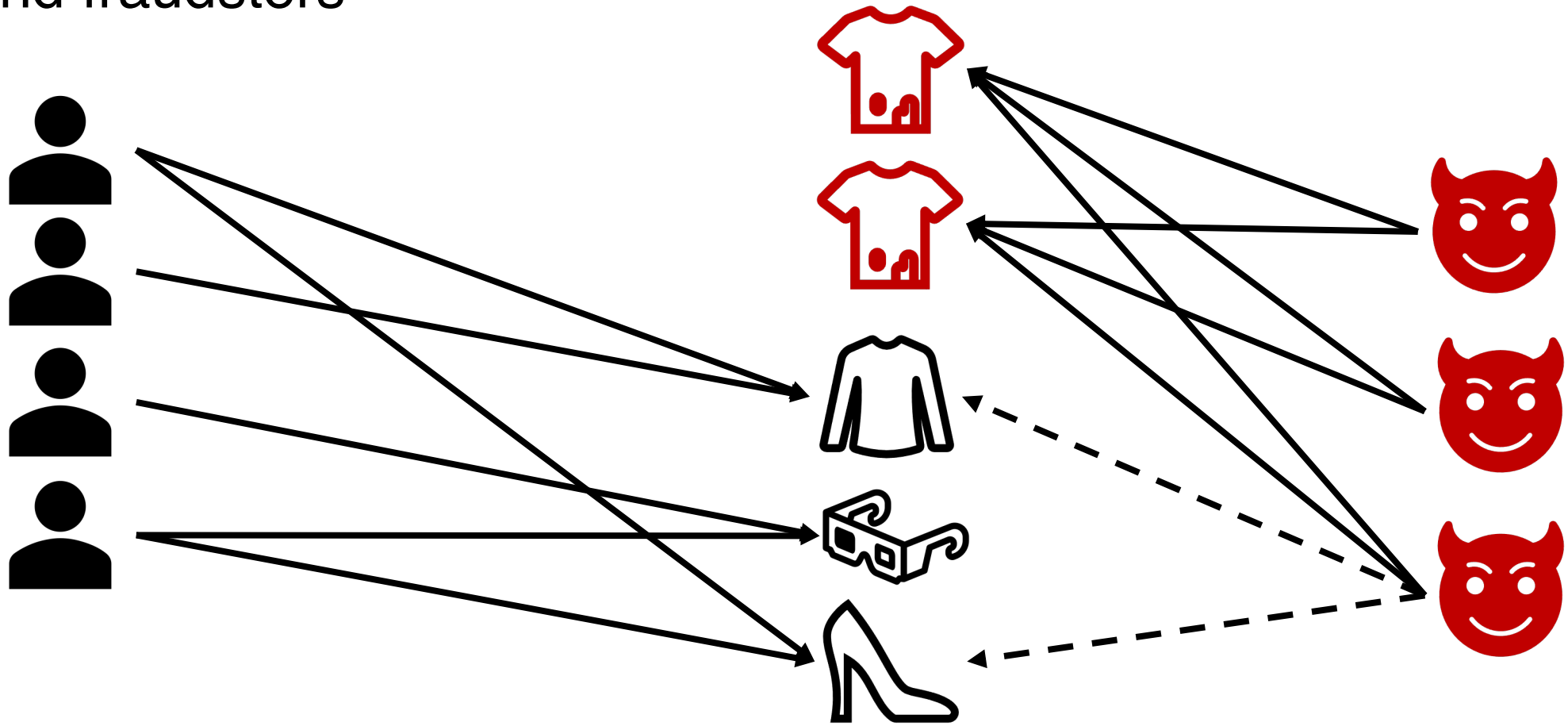
# Our approach

- Characteristics that are *hard for frauds to manipulate*



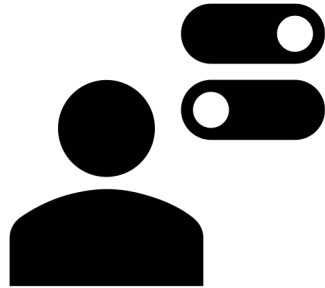
# Our approach

- **Unidirectionality of communication** between honest users and fraudsters



# Our approach

- **Unidirectionality of communication** between honest users and fraudsters
- This unidirectionality is generated by honest users
  - hard for fraudsters to manipulate like densities or connections



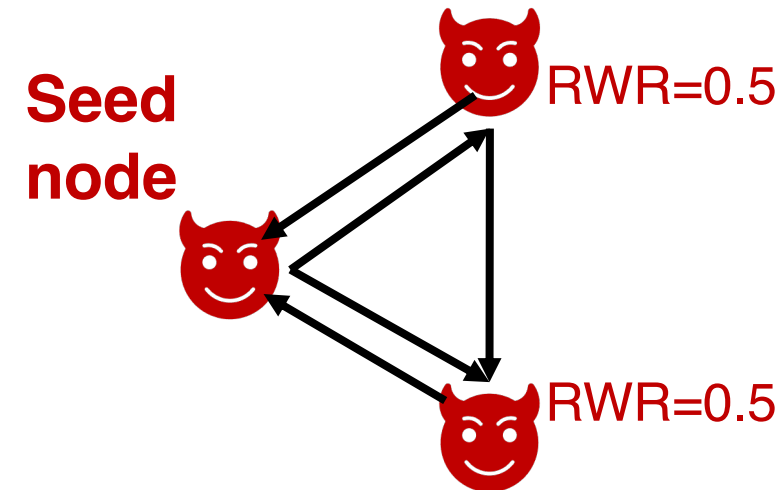
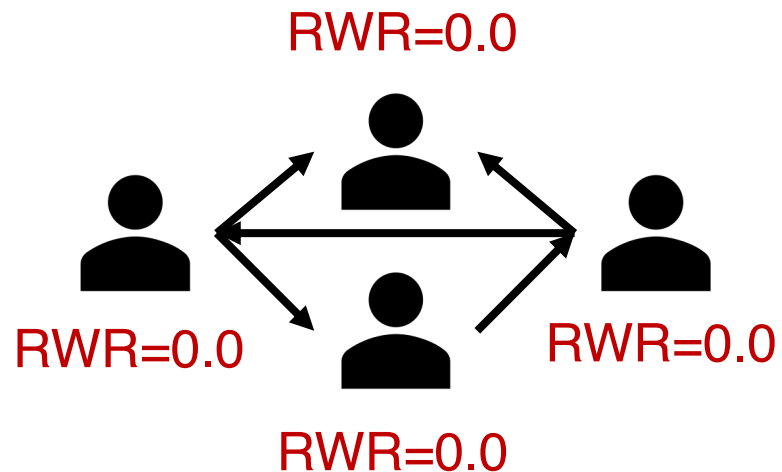
# Our approach

1. Define an **accessibility score** to quantify the unidirectionality
2. Observation: unidirectionality makes fraudsters have **skewed accessibility score distributions**
3. Theoretical analysis
4. Novel graph fraud detection algorithm, **SkewA**



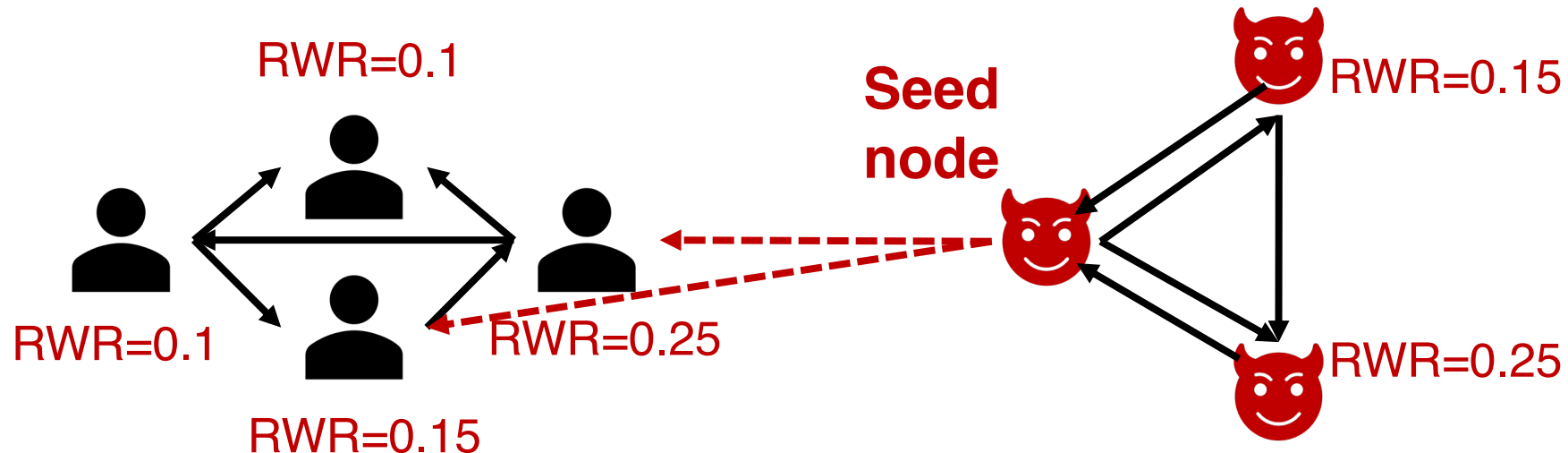
# Accessibility score vector

- RWR scores
  - How easily the seed node  $v_i$  could reach other nodes



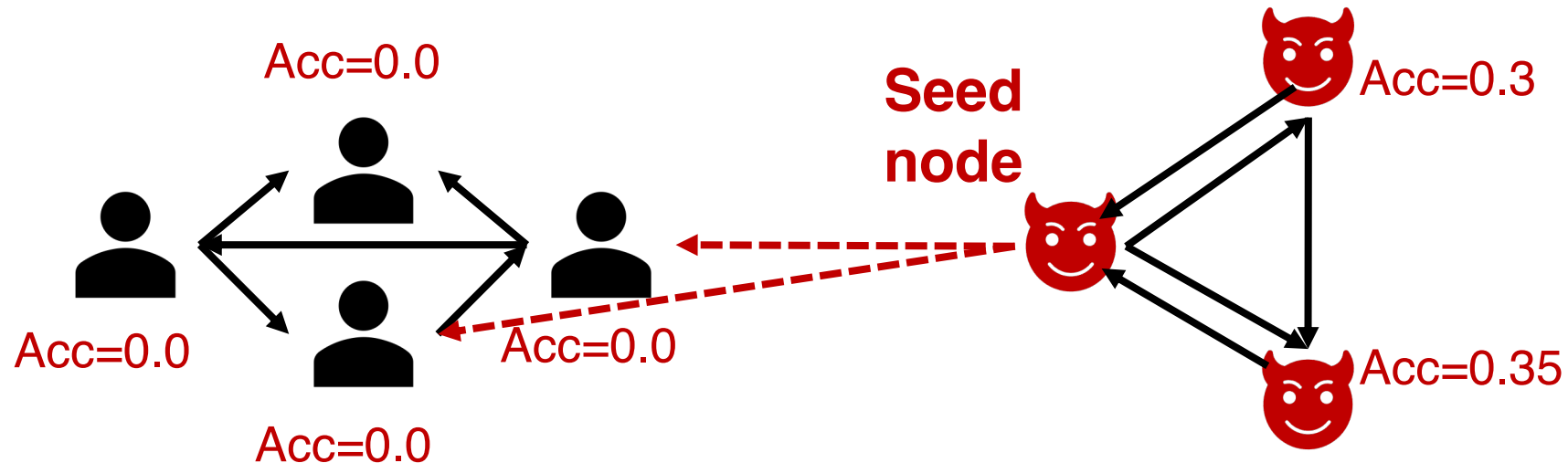
# Accessibility score vector

- RWR scores
  - How easily the seed node  $v_i$  could reach other nodes
  - From the perspective of the seed node
  - Easily manipulated by the seed node by adding edges to target nodes to increase their RWR scores



# Accessibility score vector

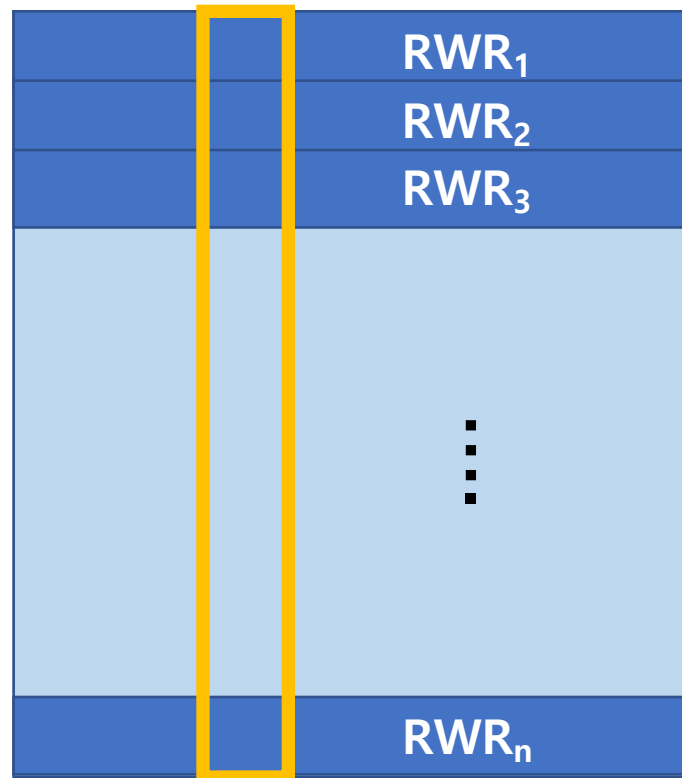
- Accessibility scores
  - How easily other nodes could reach the seed node  $v_i$
  - Estimated by target nodes and hard for the seed node to control.





# Accessibility score vector

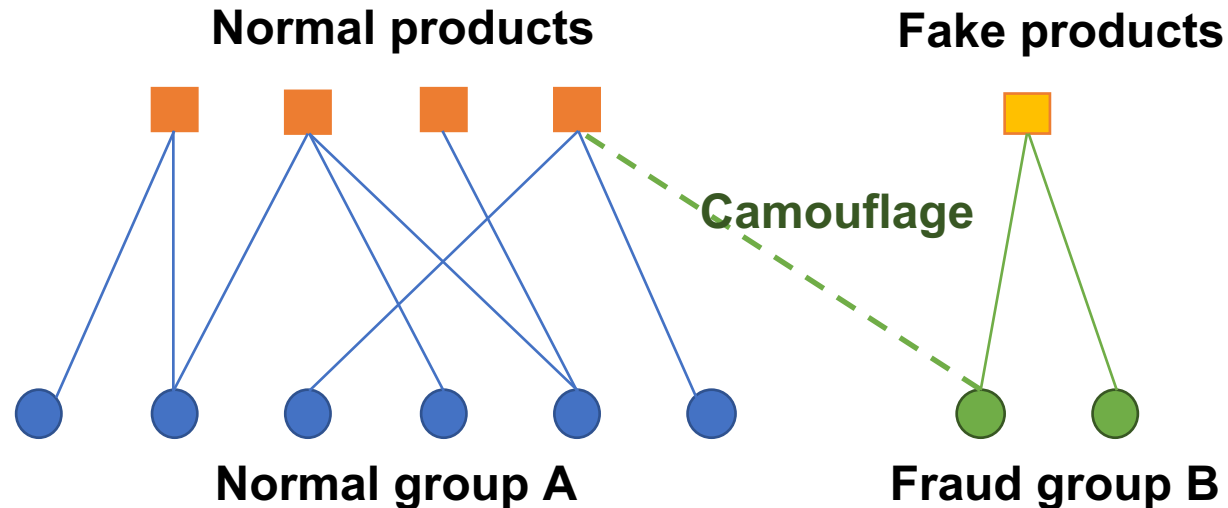
- Accessibility score matrix is transpose to RWR score matrix



Accessibility of  $i$  th products

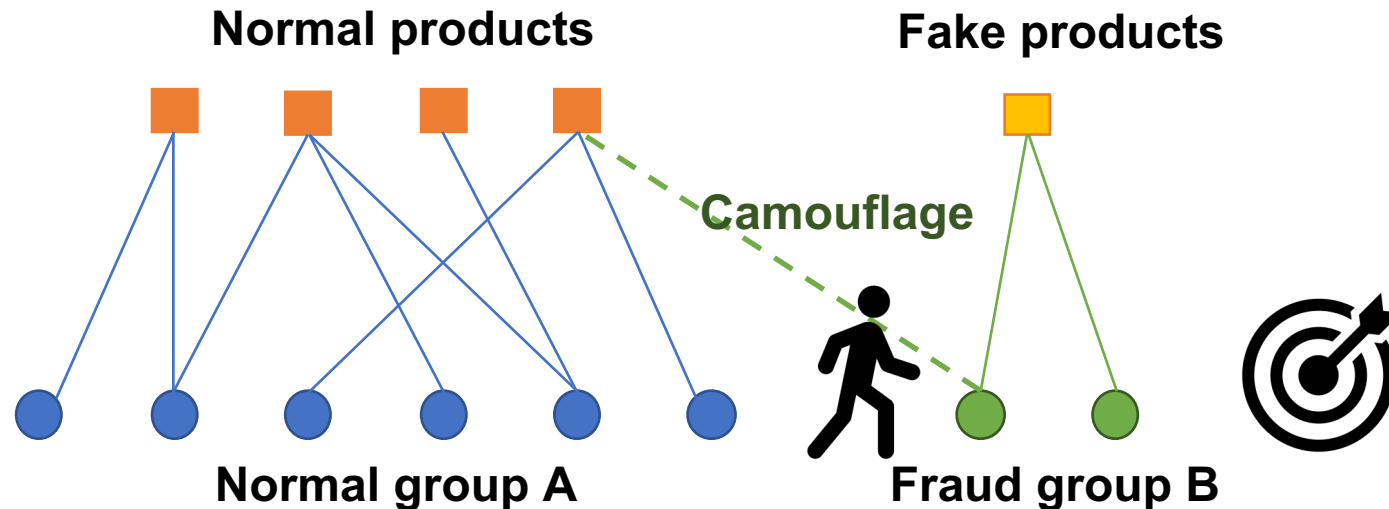
# Skewed Accessibility Score Distributions

- **Fraudsters** have..
  - High accessibility scores from their fraudulent group
  - Low accessibility scores from the honest group



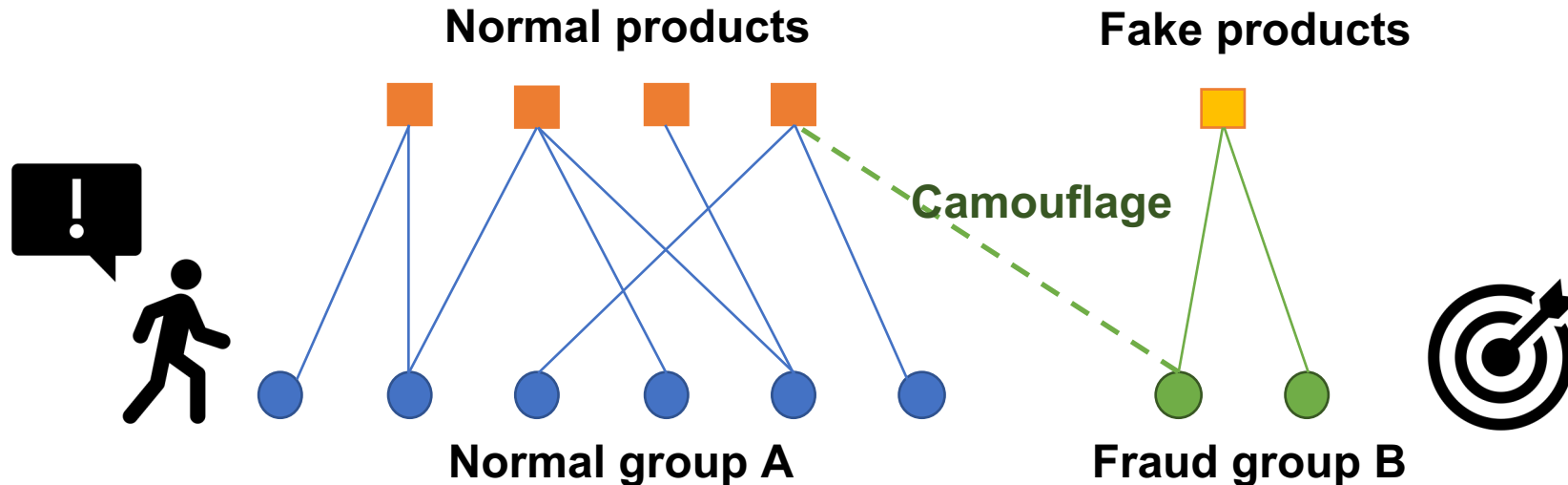
# Skewed Accessibility Score Distributions

- **Fraudsters** have high accessibility scores from the fraud group



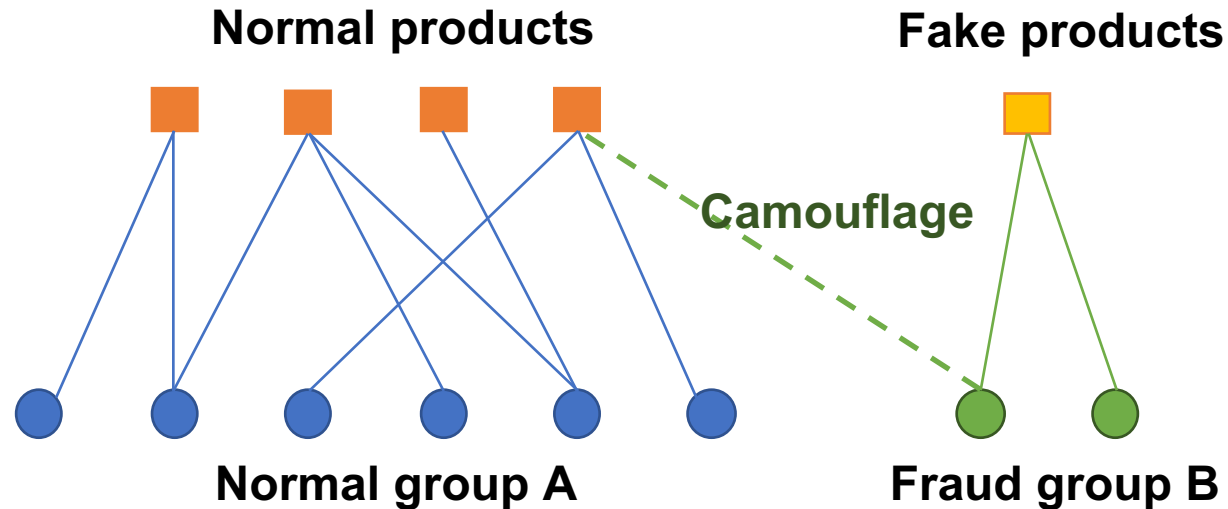
# Skewed Accessibility Score Distributions

- **Fraudsters** have low accessibility scores from the honest group



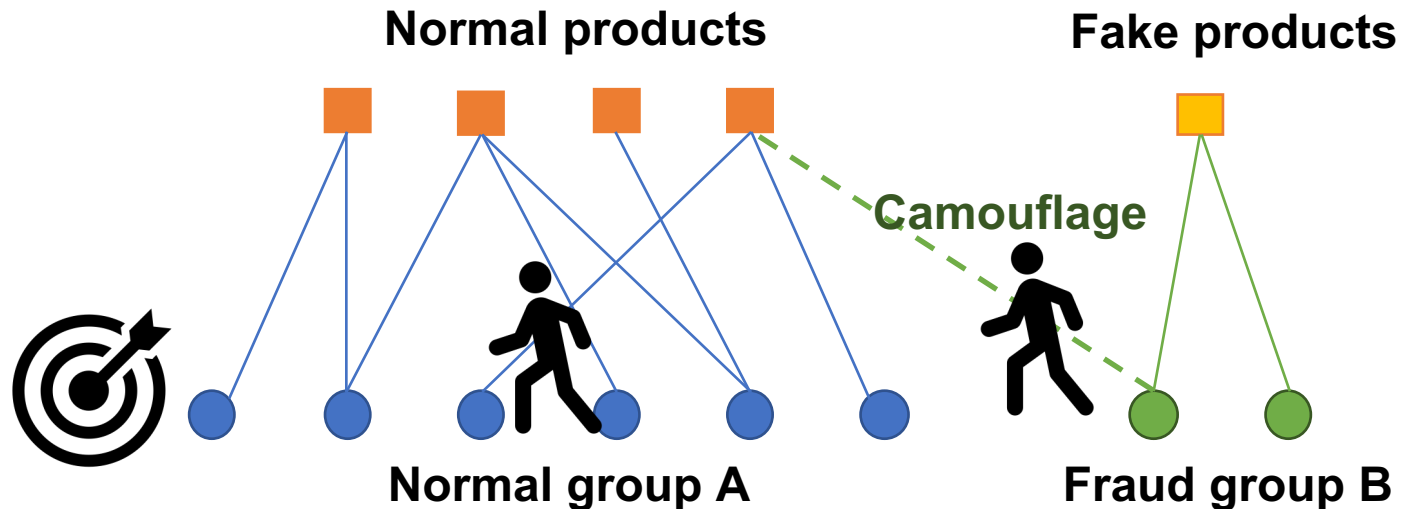
# Skewed Accessibility Score Distributions

- **Honest users** have more even accessibility distributions



# Skewed Accessibility Score Distributions

- **Honest users** have more even accessibility distributions

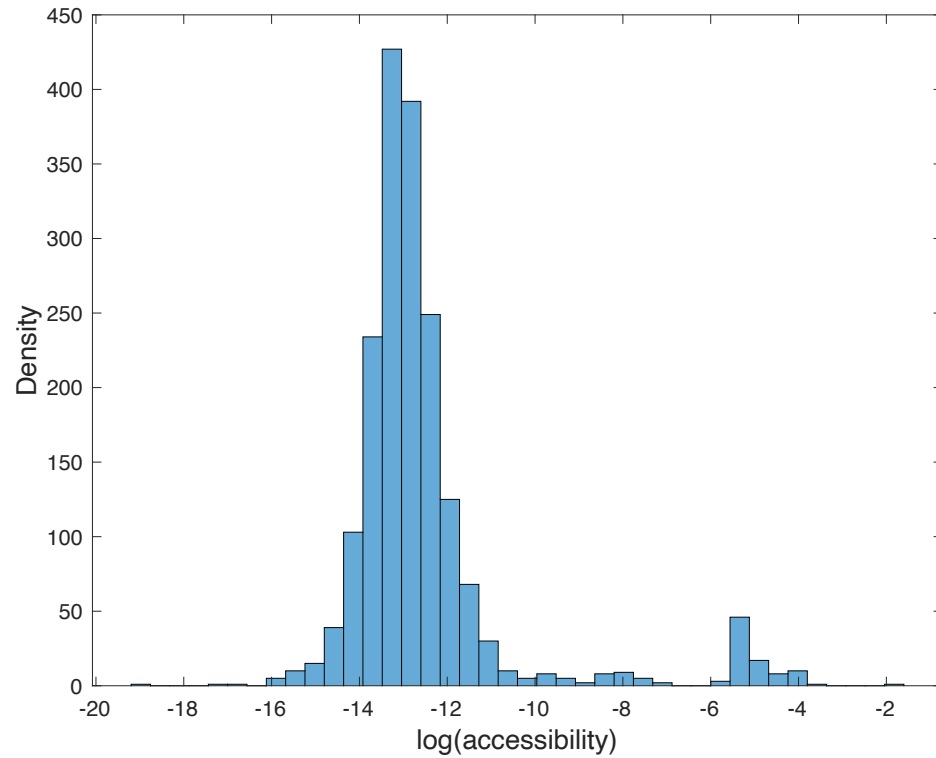


# Skewed Accessibility Score Distributions

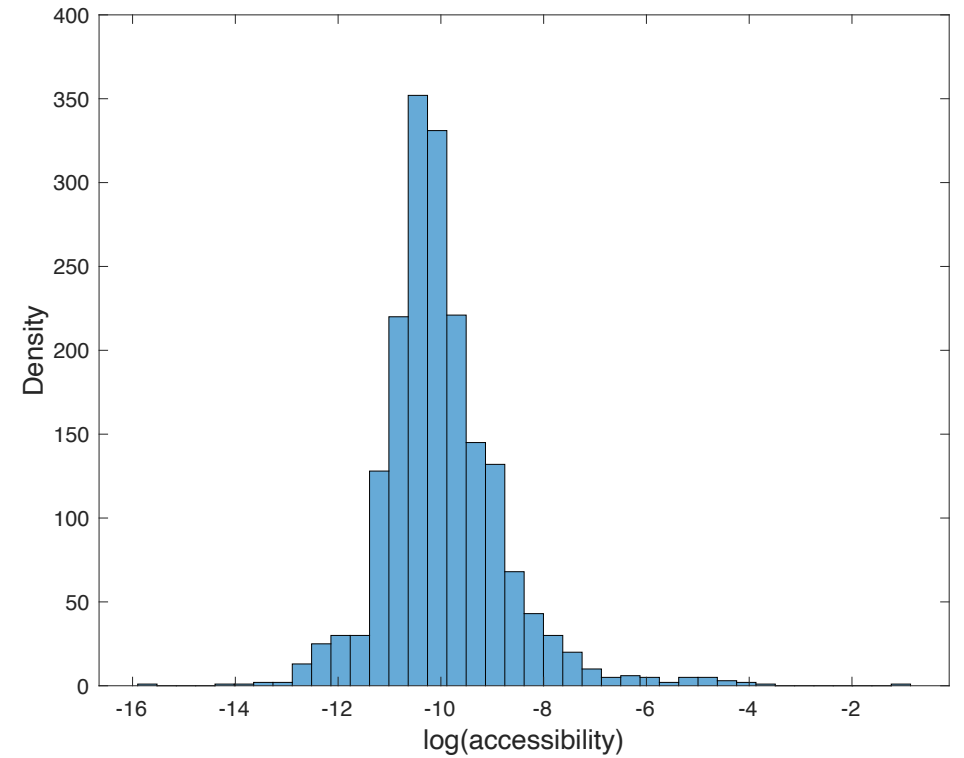
**Theorem 2 (Ratio of Propagated Scores).** *Given ratio of camouflage edges to honest edges  $\rho_a$  and ratio of camouflage edges to fake edges  $\rho_c$ , scores propagated into group  $S_1$  and  $S_2$  at the  $k$ -th iteration of RWR computation are:*

$$\begin{aligned}s_1(k) &= (1 - \rho_a)s_1(k - 1) + \rho_a\rho_cs_1(k - 1) + \rho_cs_2(k - 1) \\s_2(k) &= \rho_a(1 - \rho_c)s_1(k - 1) + (1 - \rho_c)s_2(k - 1)\end{aligned}$$

# Skewed Accessibility Score Distributions



(a) Fraudster



(b) Honest user

**Probability density function of accessibility scores**



# Proposed method: SkewA

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**Algorithm 1:** SKEWA

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**Input:** A bipartite graph  $G$ , Top  $k$   
**Output:**  $k$  fraudsters  
Compute accessibility score matrix  $\mathbf{A}_{acc}$ ;  
Compute  $\alpha = \log(\frac{m}{n_1})$ ;  
**foreach** column vector  $\mathbf{a}$  in  $\mathbf{A}_{acc}$  **do**  
    | *ComputeHonesty*( $\mathbf{a}$ ,  $\alpha$ )  
**return**  $k$  nodes with lowest honesty scores

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**Algorithm 2:** ComputeHonesty

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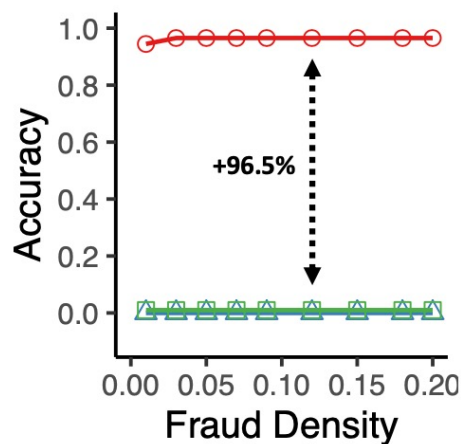
**Input:** Accessibility score vector  $\mathbf{a}$ , parameter  $\alpha$   
**Output:** Honesty score  $s_{honest}$   
Find local minimum in pdf;  
Divide into  $S_1$  and  $S_2$  by the local minimum;  
Compute sum and variance of  $S_1$  and  $S_2$ ;  
 $s_{honest} = (\text{var}_1 \text{var}_2)^{\frac{\alpha}{2}} (\text{sum}_2)^{-\frac{2}{\alpha}}$ ;  
**return**  $s_{honest}$

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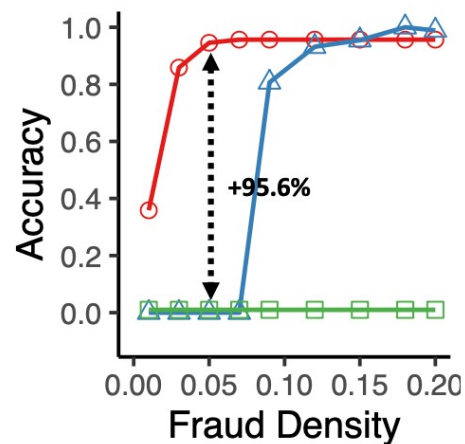
# Experiment 1.

## Robustness to sparse frauds

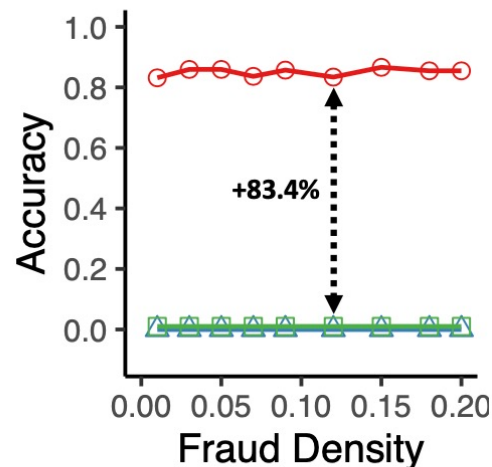
SkewA  
SpokEN  
FRAUDAR



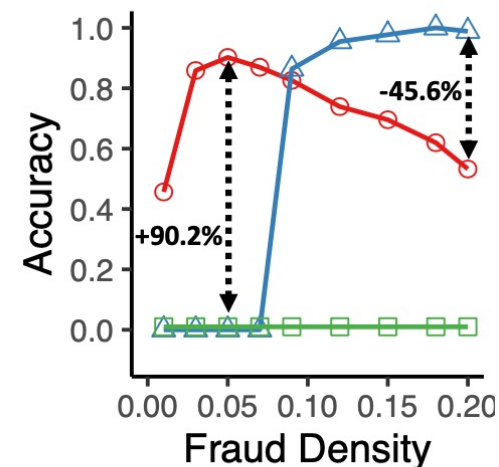
(a) Wiki-vote w/o camouflage



(b) TripAdvisor w/o camouflage



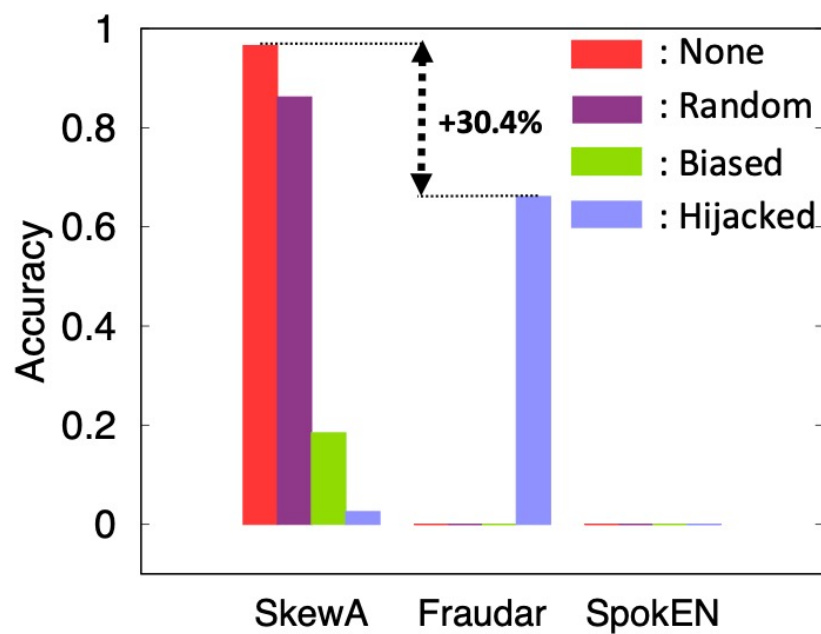
(c) Wiki-vote w/ camouflage



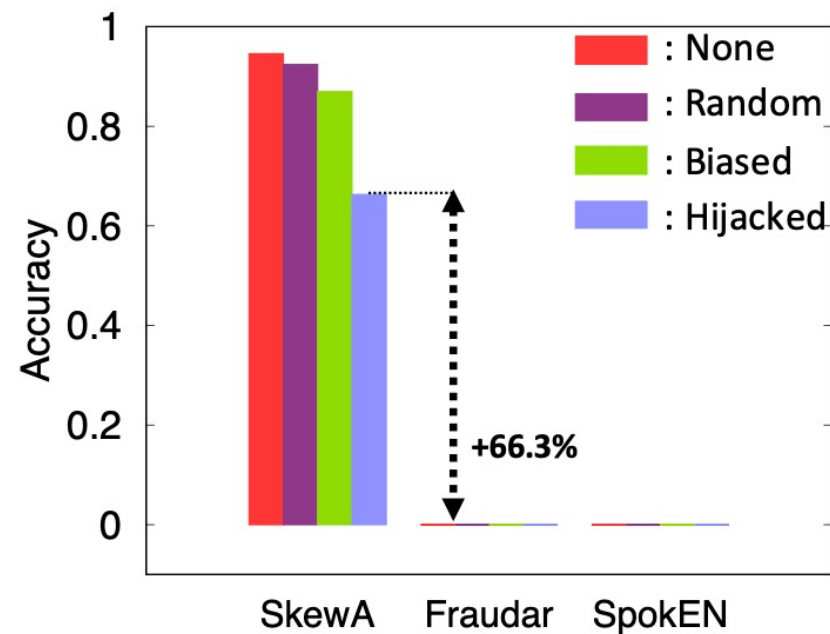
(d) TripAdvisor w/ camouflage

# Experiment 2.

## Camouflage-resistance



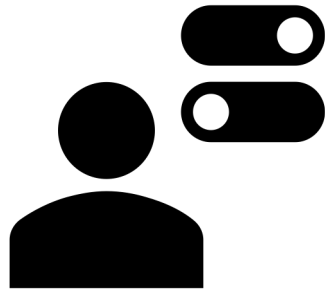
(a) Wiki-vote



(b) TripAdvisor

# Conclusion

- Focus on **unidirectionality of communication**
  - Hard for fraudsters to manipulate
- Define **accessibility scores**
  - Measure the unidirectionality
- Analyze **skewed accessibility score distributions for fraudsters**



# Conclusion

- Novel graph fraud detection algorithm: **SkewA**
  - Robust to sparse frauds
  - Robust to camouflaged frauds
  - Theoretical analysis
  - Presents up to 95.6% accuracy in public benchmarks

# Thank you

Paper: <https://minjiyoon.xyz/Paper/SkewA.pdf>

Code: <https://github.com/minjiyoon/PKDD21-SkewA>