

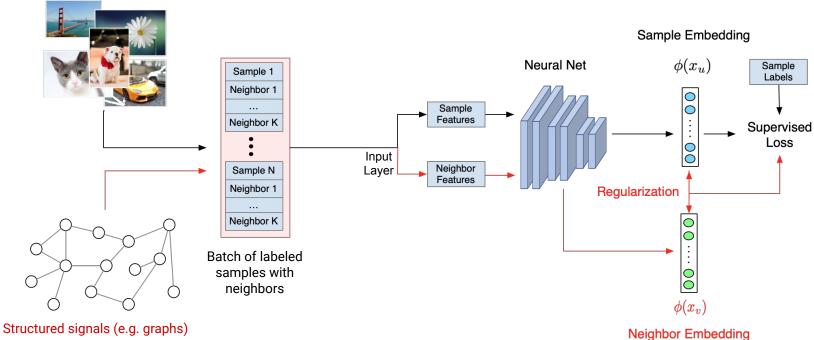


#### Allan Heydon

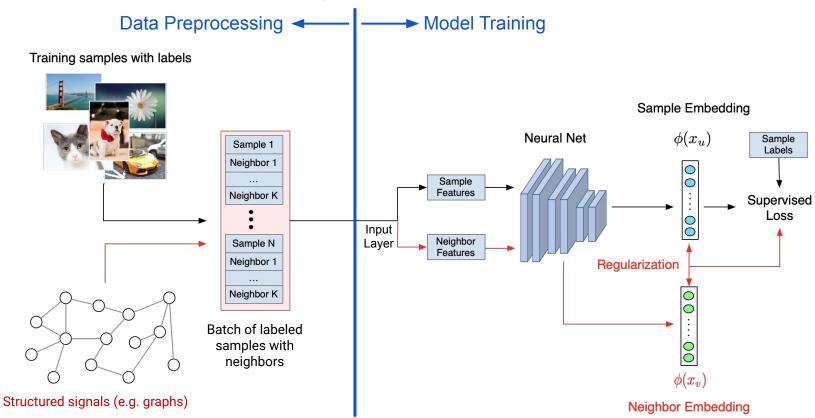




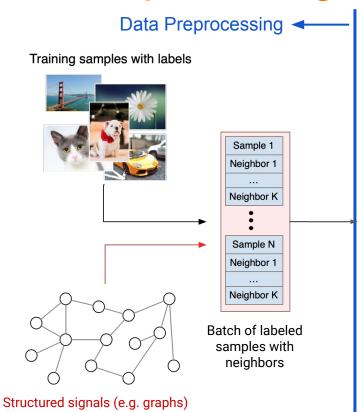
#### Training samples with labels





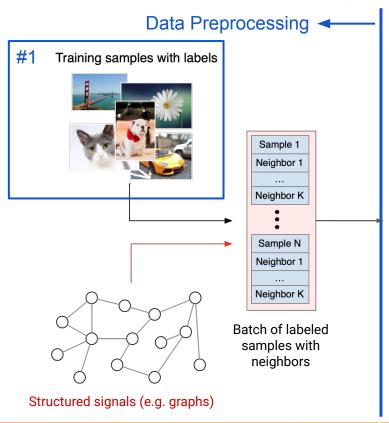






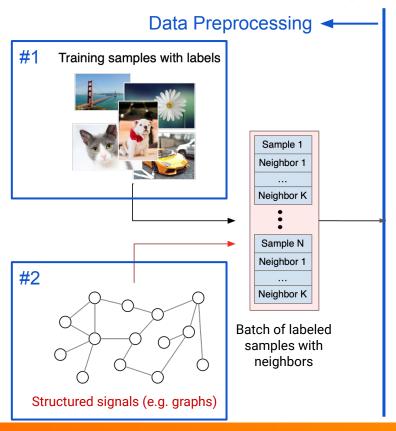
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- 1. Training examples
  - Most of these may be unlabeled, but a subset need to be labeled for training.

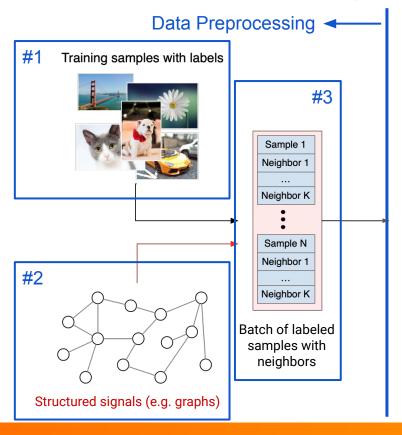




- 1. Training examples
  - Most of these may be unlabeled, but a subset need to be labeled for training.
- 2. Similarity graph
  - Graph nodes denote examples.
  - Weighted graph edges represent degree of similarity between pairs.
  - o Two forms:
    - Natural
    - Constructed

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- Training examples
  - Most of these may be unlabeled, but a subset need to be labeled for training.
- 2. Similarity graph
  - o Graph nodes denote examples.
  - Weighted graph edges represent degree of similarity between pairs.
  - o Two forms:
    - Organic
    - Constructed
- Combine labeled examples with their neighbors in the similarity graph

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### **Training Examples**



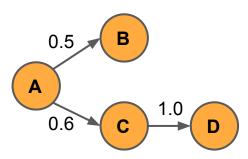
- Represented by tensorflow.Example protocol buffers.
- Stored in <u>TFRecord files</u>, which contain a sequence of Examples.
- Each example must define a string-valued feature containing its globally unique ID.
- Labeled examples are distinguished by defining a single-valued feature containing the label value.
- The NSL toolset requires that labeled and unlabeled examples are stored in separate TFRecord files.



#### Similarity Graphs

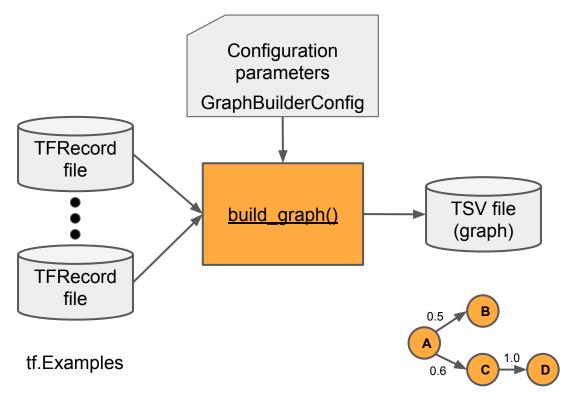
#2
Structured signals (e.g. graphs)

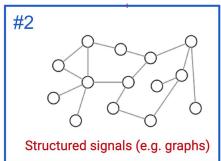
- Represented using TSV files, each with 3 columns:
  - source\_id <TAB> target\_id [ <TAB> edge\_weight ]
- I/O helper functions:
  - o <u>nsl.tools.read tsv graph(filename)</u>: graph
  - nsl.tools.write tsv graph(filename, graph): None
- Python graph representation:
  - o dict: source\_id → (dict: target\_id → edge\_weight)
  - Example: { "A": { "B": 0.5, "C": 0.6 }, "C": { "D": 1.0 } }
- Graph utils:
  - o <u>nsl.tools.add edge(graph, edge)</u>: Boolean
  - nsl.tools.add undirected edges(graph): None





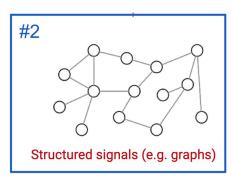
### **Graph Building**





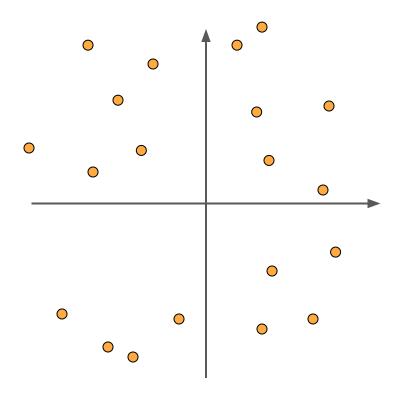


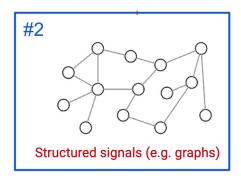
#### Graph Building algorithm



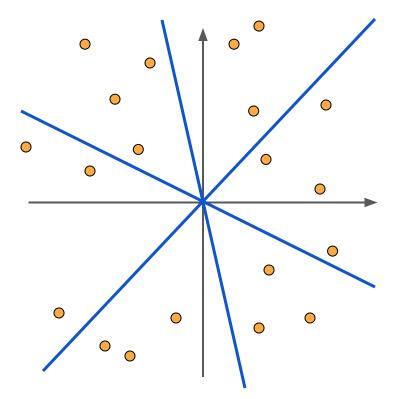
- Requires every input tf.Example to have 2 features:
  - o id -- singleton bytes list identifying example
  - embedding -- dense float list containing an embedding
- All embeddings must have the same dimension d
- Compares all pairs of inputs for similarity
- Similarity computation:
  - edge\_weight = cosine\_similarity(embedding1, embedding2)
  - This is the cosine of the angle between the two embeddings when each is thought of as a vector in R<sup>d</sup>.
- Problem: # of pairs is  $O(n^2)$ .

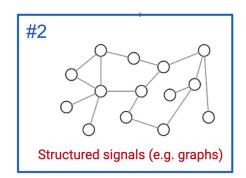






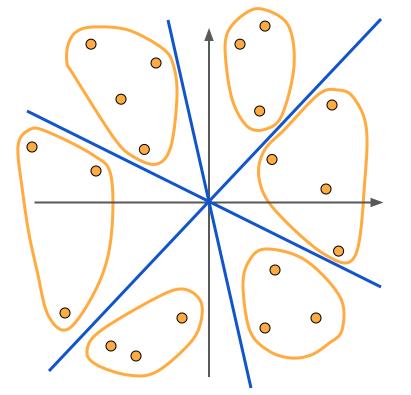


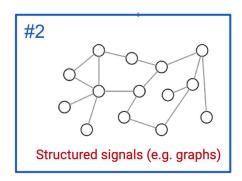




Randomly split points into LSH buckets

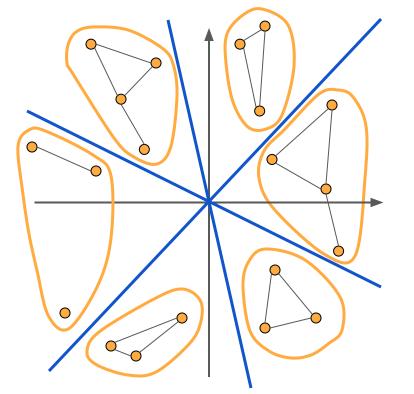


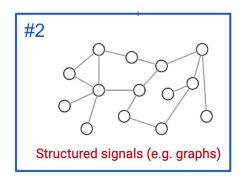




- Randomly split points into LSH buckets
- Compare all point pairs in each bucket

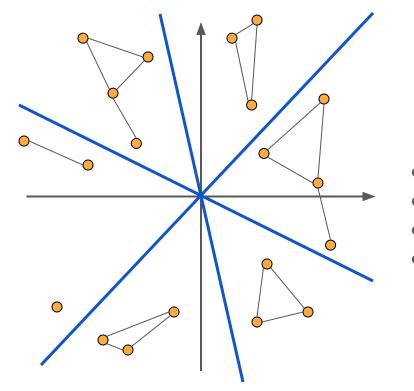


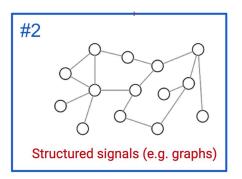




- Randomly split points into LSH buckets
- Compare all point pairs in each bucket
- Construct intra-bucket edges

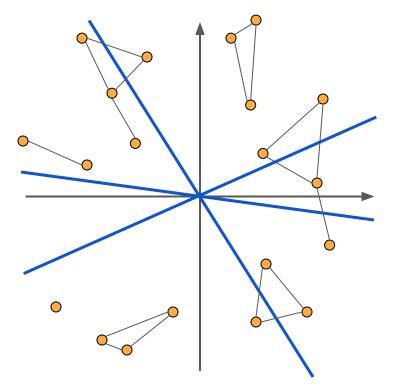


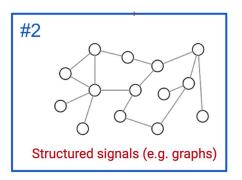




- Randomly split points into LSH buckets
- Compare all point pairs in each bucket
- Construct intra-bucket edges
- Note: No edges across buckets!

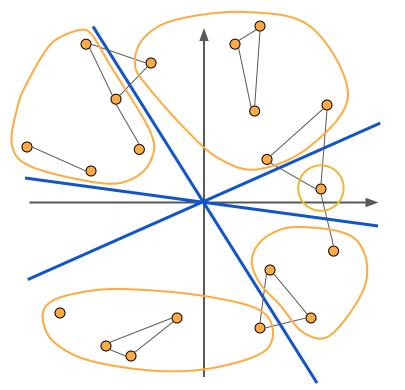


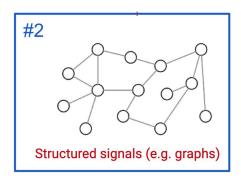




- Randomly split points into LSH buckets
- Compare all point pairs in each bucket
- Construct intra-bucket edges
- Note: No edges across buckets!
- Repeat this process multiple times

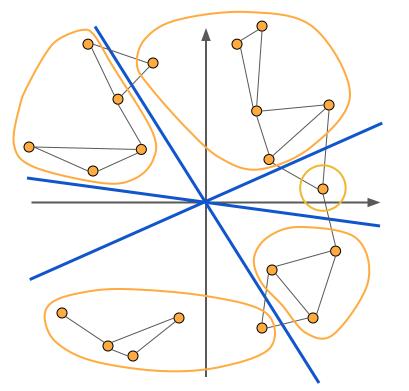


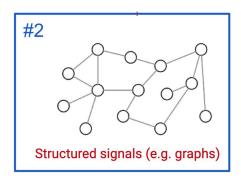




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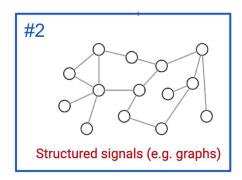


- Randomly split points into LSH buckets
- Compare all point pairs in each bucket
- Construct intra-bucket edges
- Note: No edges across buckets!
- Repeat this process multiple times
  - Each round of randomized LSH bucketing finds new edges



### nsl.configs.GraphBuilderConfig

- id\_feature\_name: string
  - Name of the feature containing the example ID
- embedding\_feature\_name: string
  - Name of the feature containing the (dense) embedding
- similarity\_threshold: float
  - Lower bound on cosine similarity for edge to be created
- Ish\_rounds: int
  - Number of LSH bucketing rounds performed
- Ish\_splits: int
  - Number of random partitions on each LSH round
  - → Maximum of 2<sup>lsh\_splits</sup> LSH buckets per round
- random\_seed: int

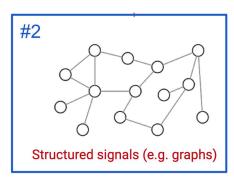


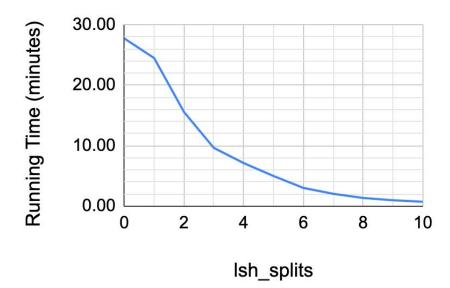


### LSH Splits vs. Rounds

- 50K samples
- 100-D embedding vectors
- 0.9 similarity threshold

Goal: Achieve 99.7+% recall of all edges resulting from lsh\_splits = 0.





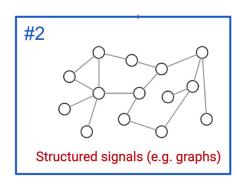


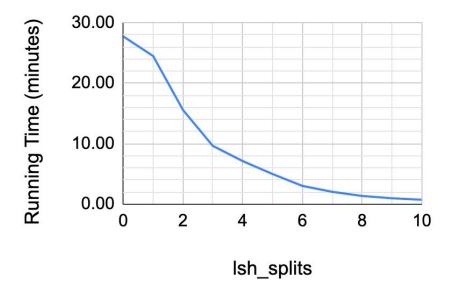
### LSH Splits vs. Rounds

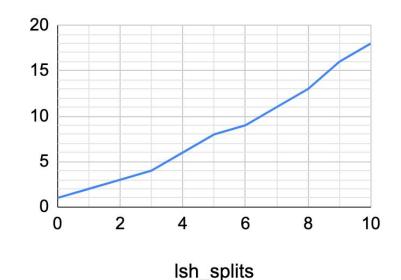
- 50K vertices
- 100-D embedding vectors
- 0.9 similarity threshold

Goal: Achieve 99.7+% recall of all edges resulting from lsh\_splits = 0.

Ish rounds

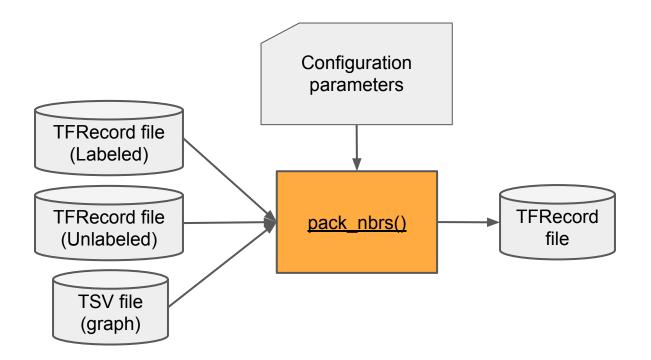


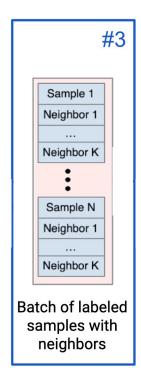






### Packing Neighbors together

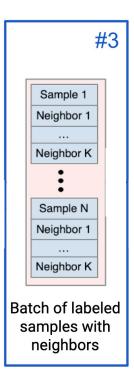






#### nsl.tools.pack\_nbrs()

- labeled\_examples\_path: string
  - Pathname of TFRecord file containing labeled Examples
- unlabeled\_example\_path: string
  - Pathname of TFRecord file containing unlabeled Examples
- graph\_path: string
  - Pathname of TSV file containing graph edges
- output\_training\_data\_path: string
  - Pathname of TFRecord file where merged training Examples are written
- add\_undirected\_edges: boolean (default=False)
  - If True, all input graph edges are made symmetric
- max\_nbrs: int (default=None)
  - Max # of neighbors to pack with each labeled Example
- id\_feature\_name: string (default="id")
  - Name of the feature containing the example ID





#### Running tools as binaries

Both data preprocessing tools can be run as binaries.

Graph Builder:

```
$ python -m neural_structured_learning.tools.build_graph \
[flags] embedding_file.tfr... output_graph.tsv
```

Pack Neighbors:

\$ python -m neural\_structured\_learning.tools.pack\_nbrs \
[flags] labeled.tfr unlabeled.tfr graph.tsv output.tfr