

Geometric Deep Learning Self-Study Group

Session 6

November 17, 2025

Aaron Margolis

<https://armargolis.github.io/>

Session Outline

Equivariance and Invariance
Aaron (15 minutes)

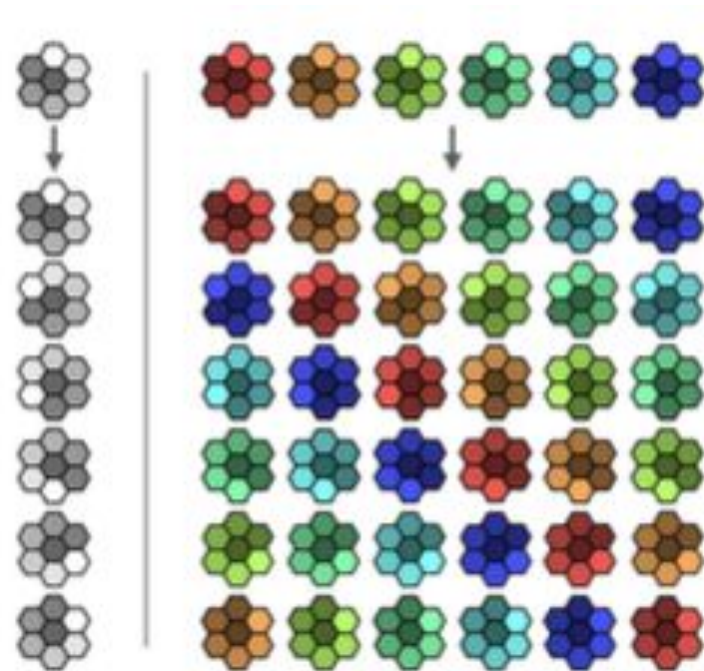
[Quantum Formalism Academy](#)

Bambordé (15 minutes)

Homework

Aaron (30 minutes)

Remaining Sessions:
Dec 1: Manifolds



Source:

Taco Cohen, Maurice Weiler, Berkay Kicanaoglu, Max Welling
<https://proceedings.mlr.press/v97/cohen19d/cohen19d.pdf>

Equivariance

“A Change in Perspective is
worth 80 IQ points.”

-Alan Kay

“Relativity”
by MC Escher



Invariance and Equivariance

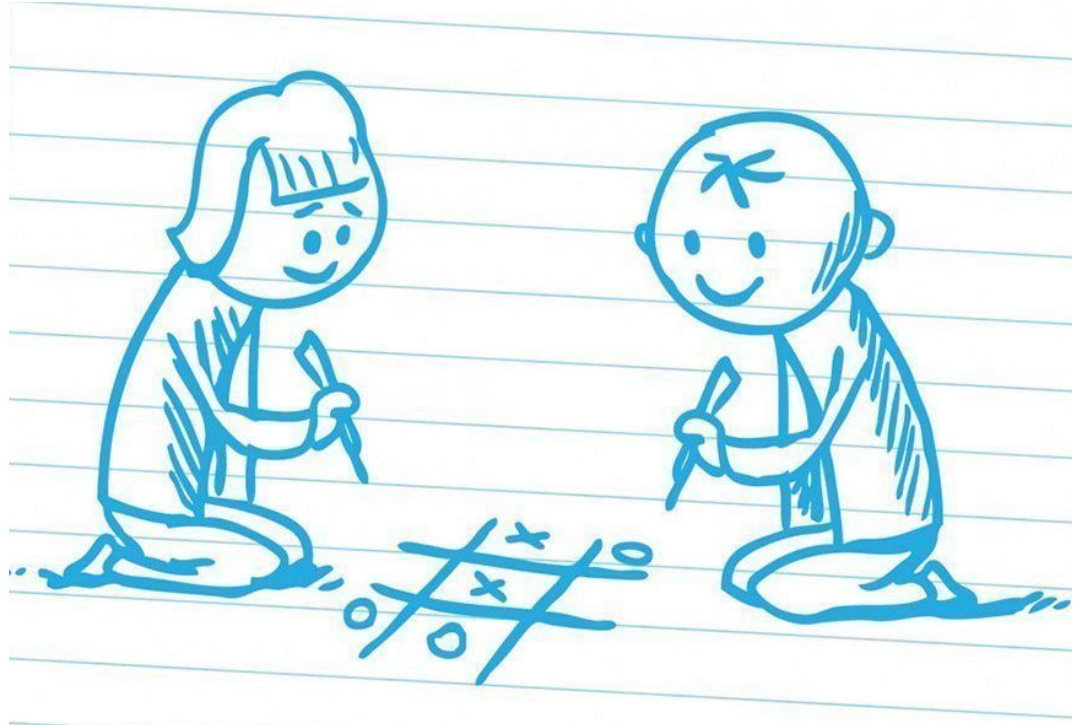
Invariant:

Number of X's and O's

Who has won

Equivariant:

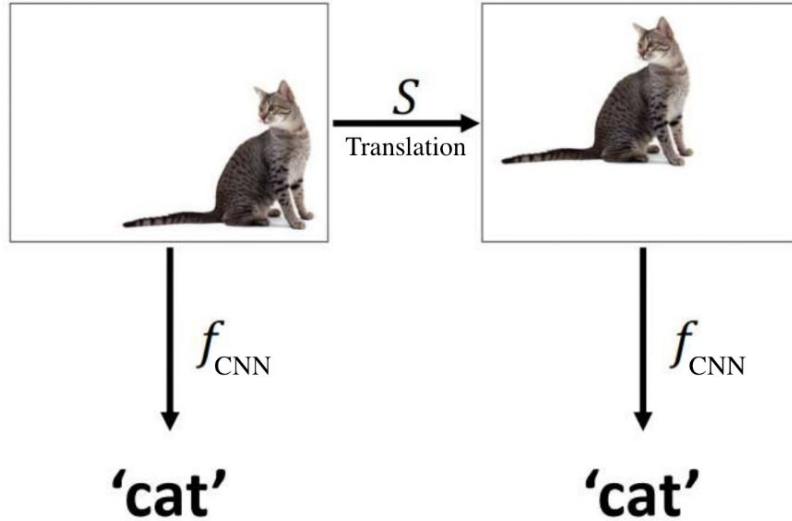
Each square- lower right corner
to her is upper left corner to him



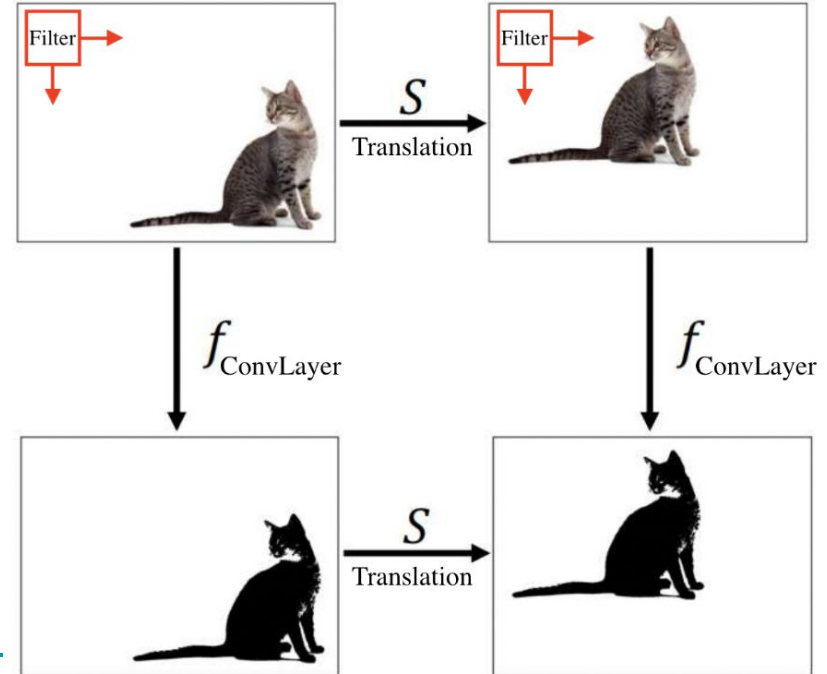
<https://www.youcubed.org/tasks/tic-tac-toe-sums/>

Invariance and Equivariance in 2D

Invariance



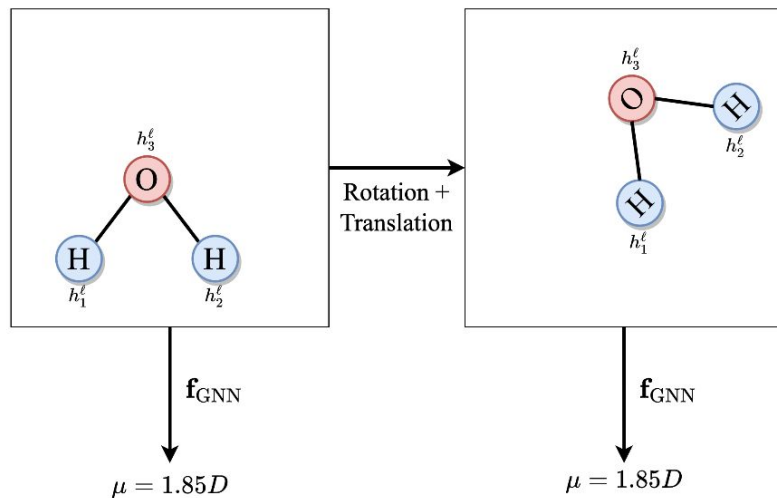
Equivariance



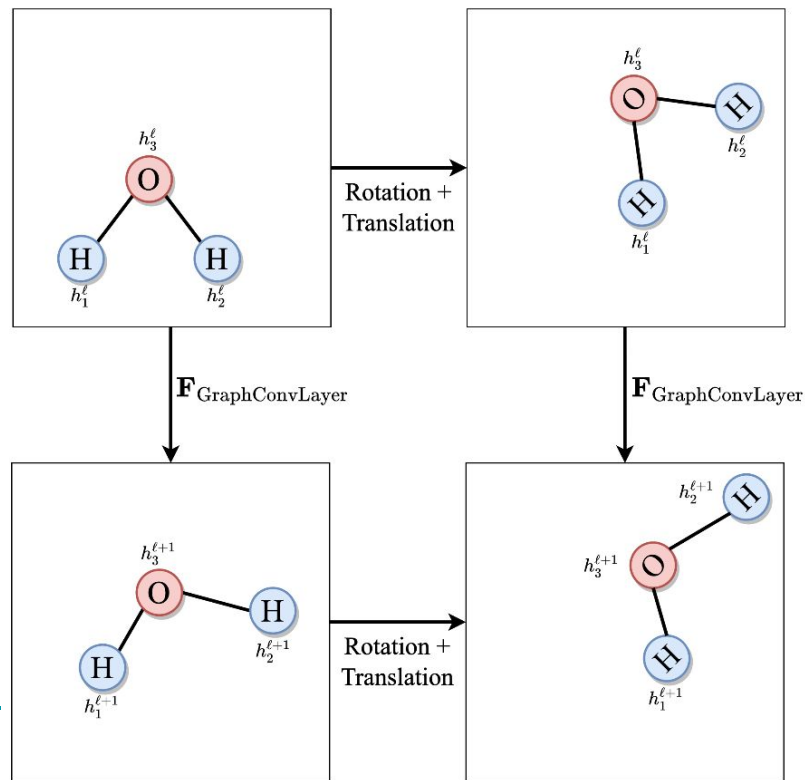
Source: Chaitanya Joshi, Charlie Harris, Ramon Viñas Torné
https://github.com/ARMargolis/GDL100Practical2025/blob/main/GDL100_Practical_3_2025.ipynb

Invariance and Equivariance in 3D

Invariance

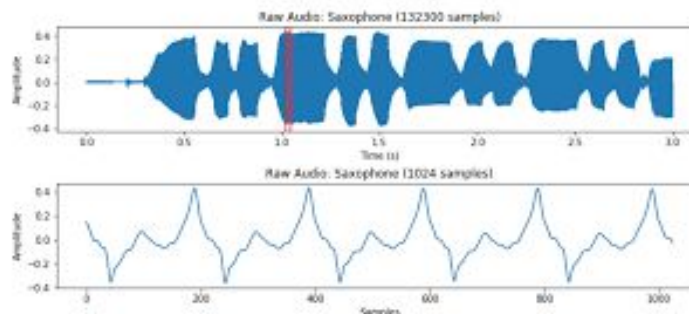


Equivariance

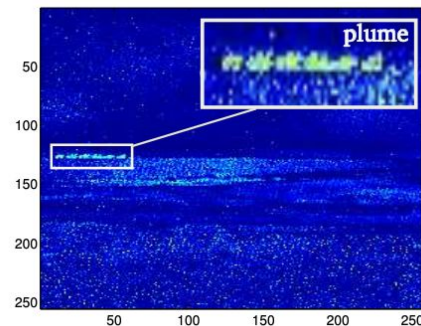


Source: Chaitanya Joshi, Charlie Harris, Ramon Viñas Torné
https://github.com/ARMargolis/GDL100Practical2025/blob/main/GDL100_Practical_3_2025.ipynb

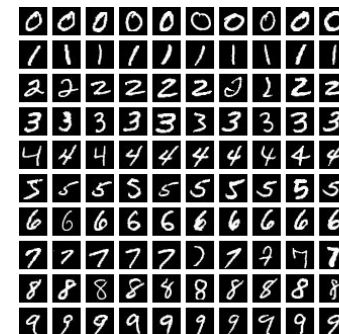
Invariant, Equivariant or Neither?



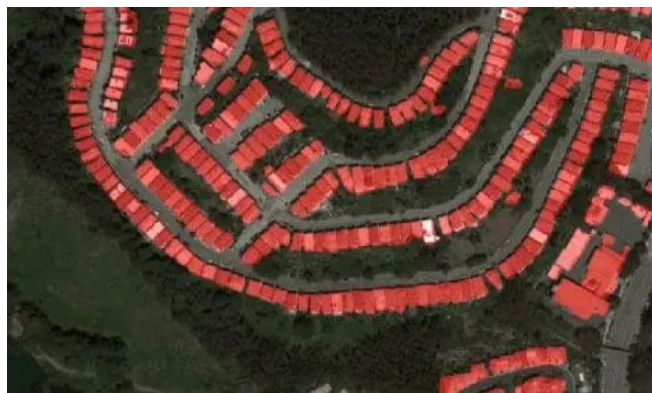
Sound Identification



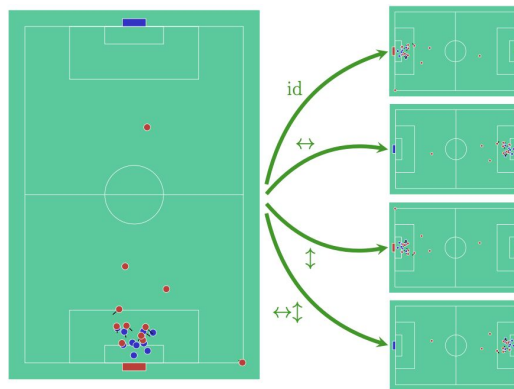
Plume Detection



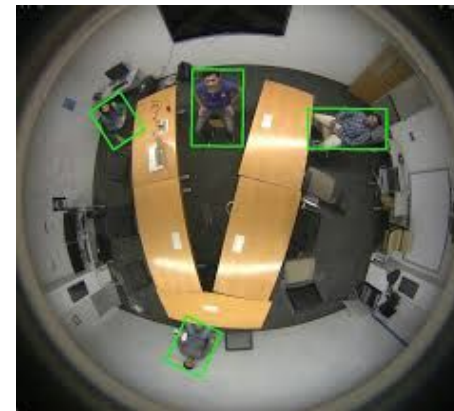
MNIST



Satellite Imagery

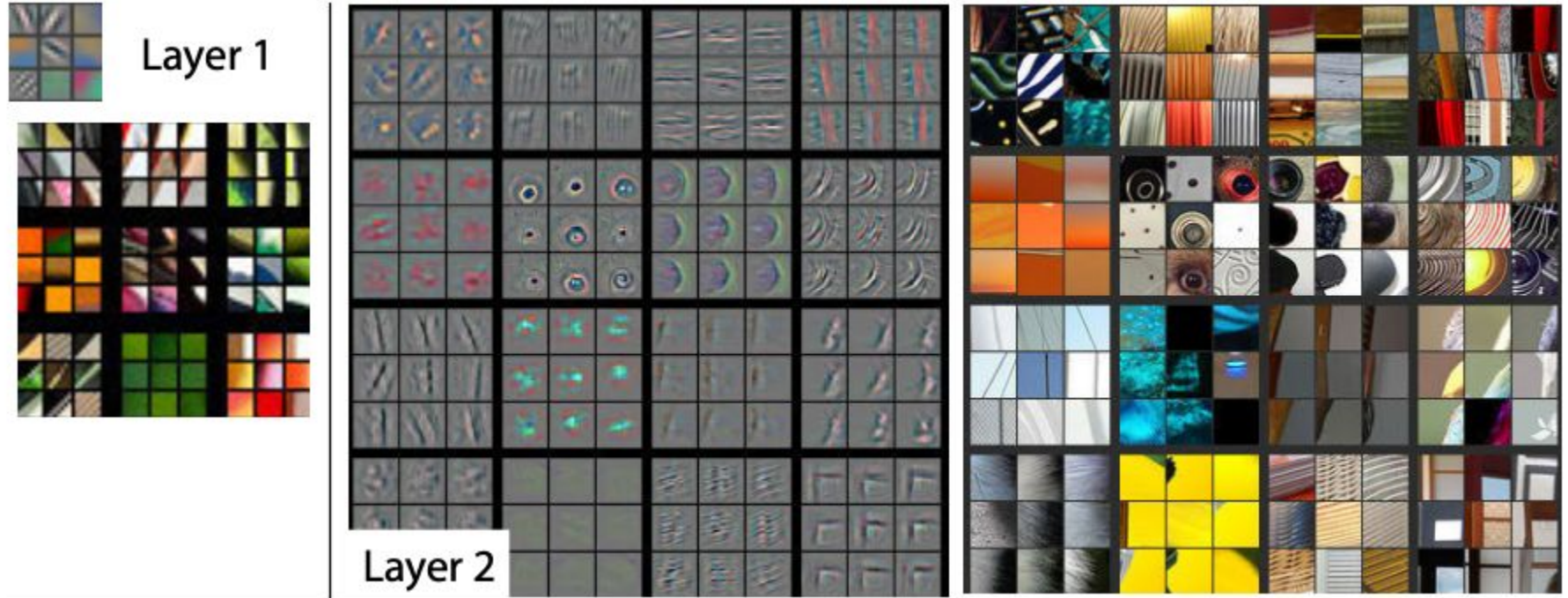


Sports (Corner Kicks)



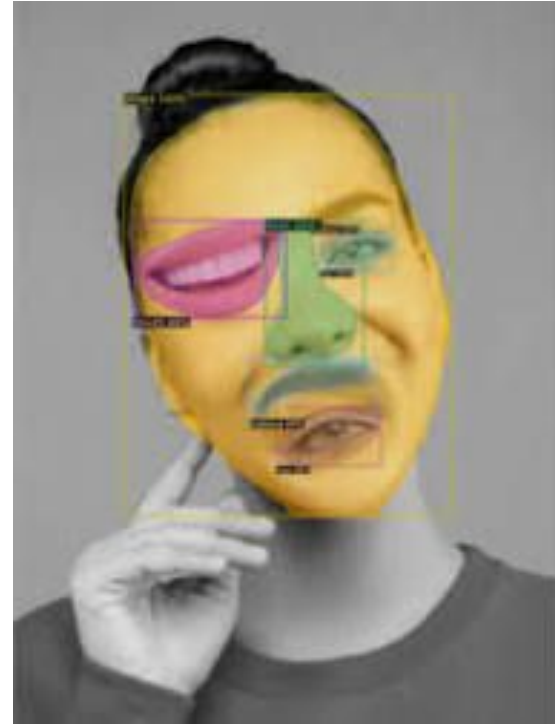
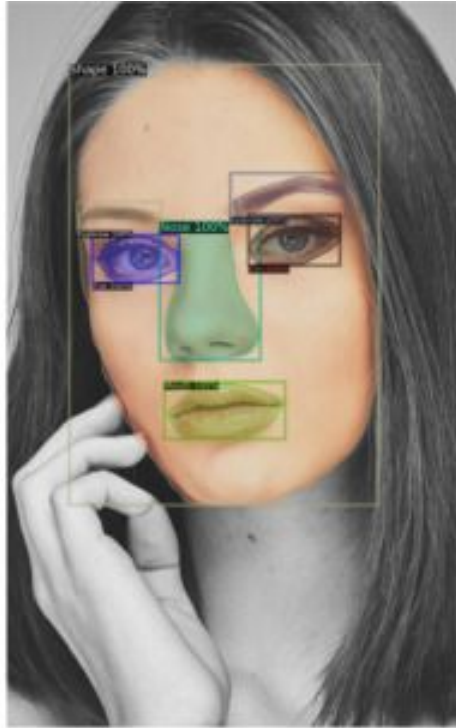
Fisheye Lenses

Equivariance: Layer by Layer



Source: Visualizing and Understanding Convolutional Networks
By Matthew D. Zeiler, Rob Fergus

Picasso Problem: The wrong type of invariance



Source:

Valentina Gliozzi, Gian Luca Pozzato, Alberto Valse

<https://www.sciencedirect.com/science/article/abs/pii/S0141938222000439>

Tip for the homework

<https://colab.research.google.com/drive/1h7U15-qFC2yy6roRIfLPk5TSlo6sONsm>

To make it easier to see what convolutions are doing, replace the randomly generated inputs with MNIST

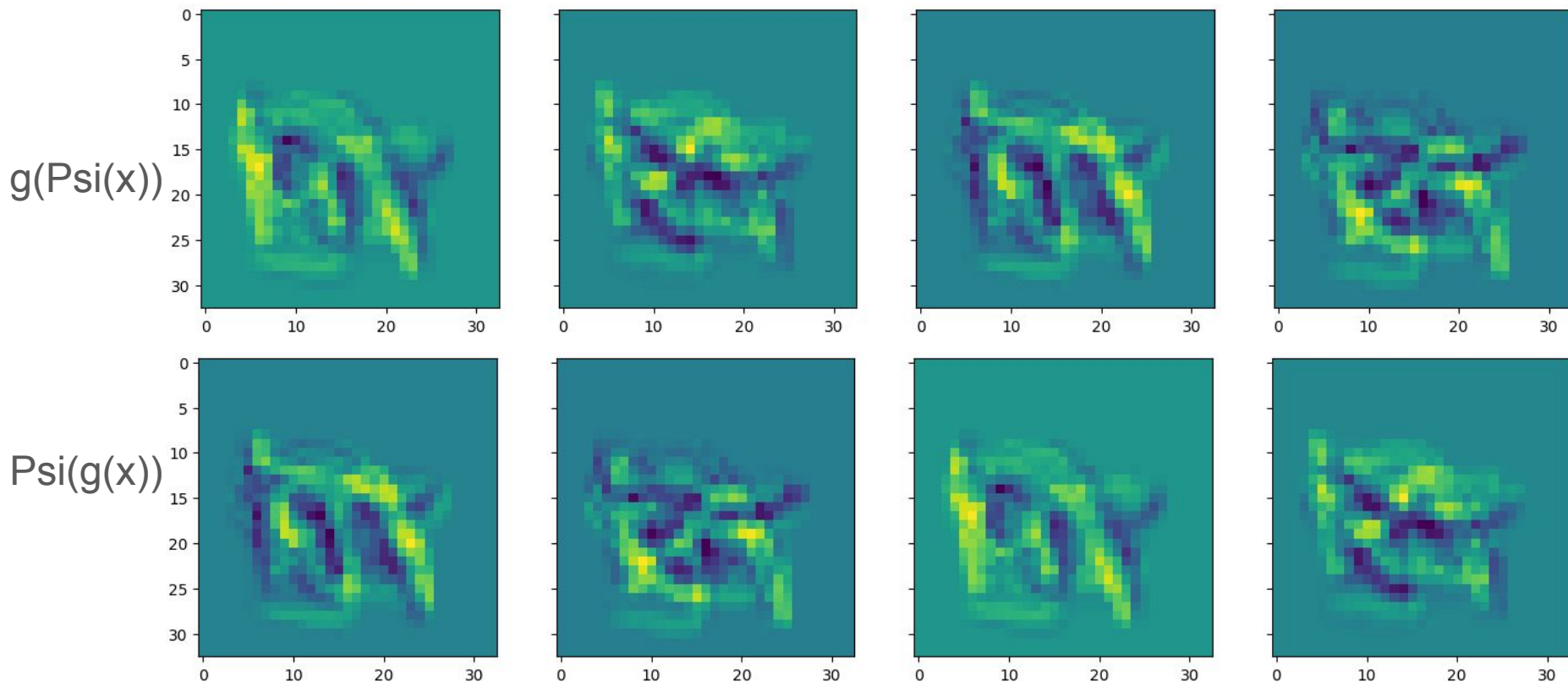
```
from torchvision import datasets, transforms
from torch.utils.data import DataLoader
import torch

transform = transforms.ToTensor()
train_dataset = datasets.MNIST(root="./data", train=True, download=True, transform=transform)

x = torch.zeros(batchsize, in_channels, S, S)
for i in range(batchsize):
    for j in range(in_channels):
        x[i, j, :28, :28]=train_dataset[batchsize*i+j][0]
```

Tip for the homework (Result)

<https://colab.research.google.com/drive/1h7U15-qFC2yy6roRIfLPk5TSlo6sONsm>



References and Resources

Main Reference:

Geometric Deep Learning: Grids, Groups, Graphs, Geodesics, and Gauges

Michael M. Bronstein, Joan Bruna, Taco Cohen, Petar Veličković

<https://geometricdeeplearning.com/book/> We'll use the chapters rather than the big pdf

Additional References:

Mathematical Foundations of Geometric Deep Learning by Borde and Bronstein

<https://www.arxiv.org/abs/2508.02723>

Introduction to Geometric Deep Learning by Patrick Nicolas

<https://patricknicolas.substack.com/p/introduction-to-geometric-deep-learning>

Further Reading:

Valence Labs

<https://portal.valencelabs.com>

Graph Learning on Wednesdays

<https://sites.google.com/view/graph-learning-on-weds>