

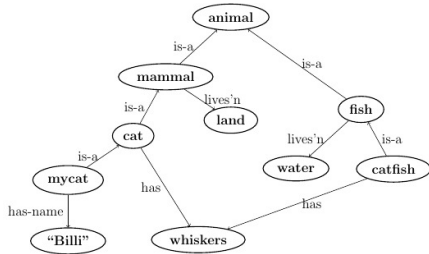
# Biological Vision and Applications

## Module 07-05: Graph Neural Networks

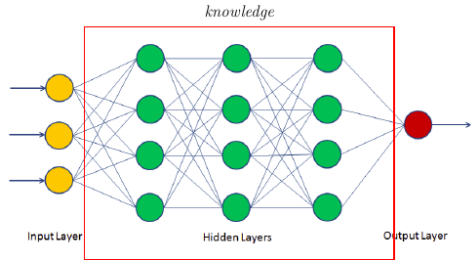
Hiranmay Ghosh



# Explicit knowledge vs. Implicit knowledge



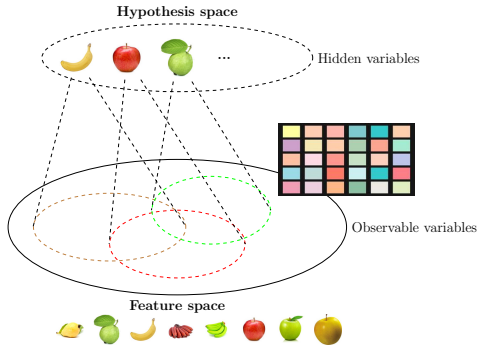
- Explicit knowledge
  - ▶ Model based
  - ▶ Inductive generalization
  - ▶ Slow
  - ▶ Good for reasoning



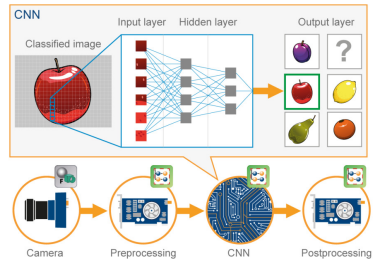
- Implicit knowledge
  - ▶ Emergent knowledge
  - ▶ No generalization
  - ▶ Fast
  - ▶ Good for understanding

# Model-based Reasoning vs. Model-less understanding

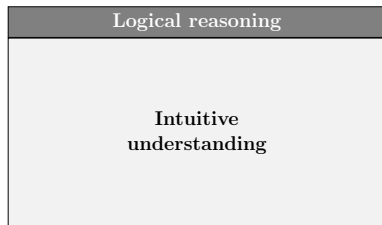
## Model-based reasoning



## Model-less understanding



# Dual Process Theory



Human Cognitive Process

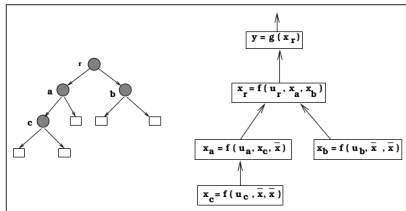
- Interaction?
  - Reasoning = asking questions
- Can we have reasoning coupled with understanding
    - ▶ “Intersection of deep learning and structured approaches”
    - ▶ Inductive generalization is the key to AI
    - ▶ Structure with emergent knowledge

Position paper from DeepMind, Google Brain, MIT, University of Edinburgh (2018)

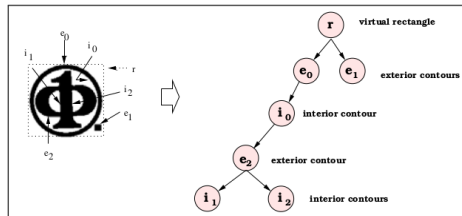
[Comments on the position paper](#)

# Combining structural analysis and machine learning

## Part-based recognition of logos (1998)



- Functions  $f()$ ,  $g()$  realized as NN
  - ▶ Trained with large data set
- Identical property descriptors  $u_x$

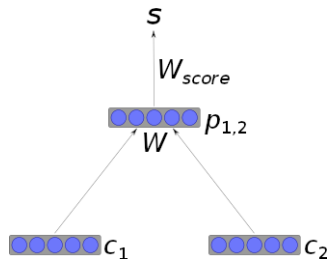


- Fairs better than a single NN

Frasconi, et al. A General Framework for Adaptive Processing of Data Structures

Frasconi, et al. Logo Recognition by Recursive Neural Networks

# Recursive Neural Network (RvNN)



- $c_1, c_2$  are inputs
  - ▶ Vectors of dimension  $n$
- $p_{12}$  is the output
  - ▶ Also a vectors of dimension  $n$
- $p_{12} = \mathbf{tanh}(W[c_1; c_2])$ , where
  - ▶  $W$  is a learned  $n \times 2n$  weight matrix

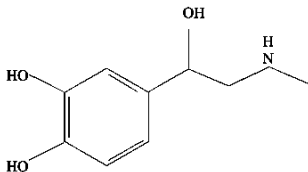
- Limitations
  - ▶ Data must be organized as a binary tree
  - ▶ Data flow is one way – leaf to root

# Graph Neural Network

Data is represented as a graph

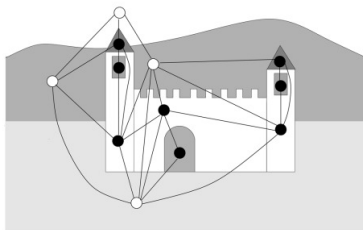
- Graph focussed Application

- ▶ What is the property of the molecule ?
- ▶  $output = \tau(G)$

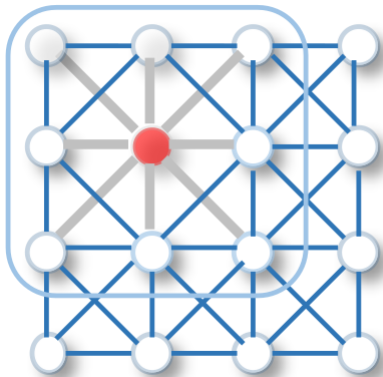


- Node focussed Application

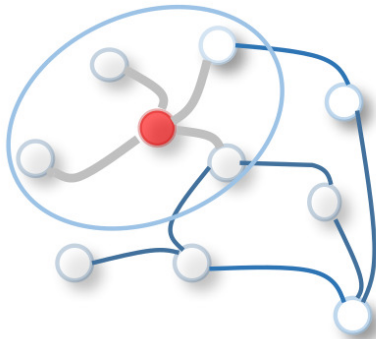
- ▶ What does each of the nodes represent ?
- ▶  $output = \tau(G, n)$



## 2D Convolution vs. Graph Convolution



2D Convolution

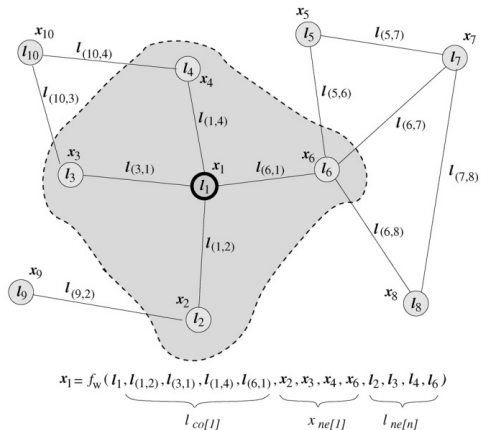


Graph Convolution



# Convolutional Graph Neural Network

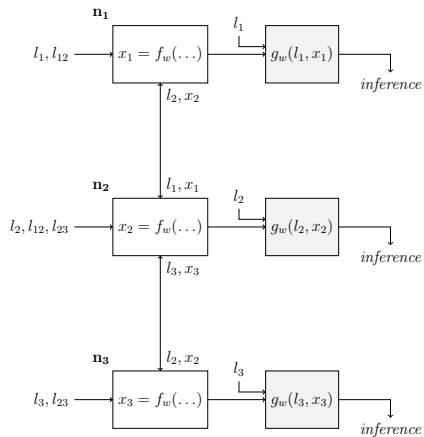
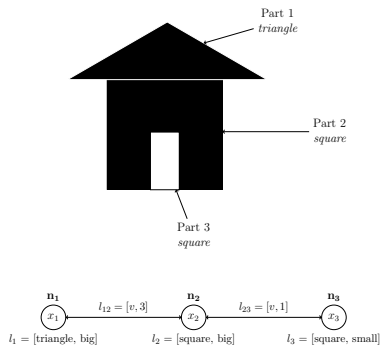
## Processing model



- Nodes have identical property (feature) descriptors ( $l_n$ )
  - ▶ e.g. color, texture, shape
- Edges have identical property descriptors ( $l_{mn}$ )
  - ▶ e.g. distance between the center of gravities of the nodes
- State of a node:  $x_n$

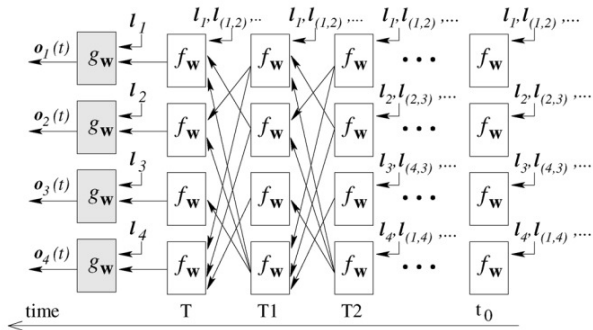
# Graph Neural Network

## Processing model: Example



# Graph Neural Network

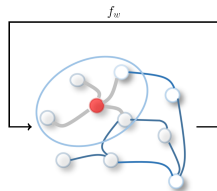
## Recurrent Processing



- $f_w()$  and  $g_w()$  are learned with training
- Take the output after several recursions
  - Is the system guaranteed to go into a steady state after a finite number of iterations?

# Recursive & Convolutional Graph Neural Network

## Rec-GNN & Conv-GNN



**Recursive GNN:**  
Same weights  
at every time-stamp

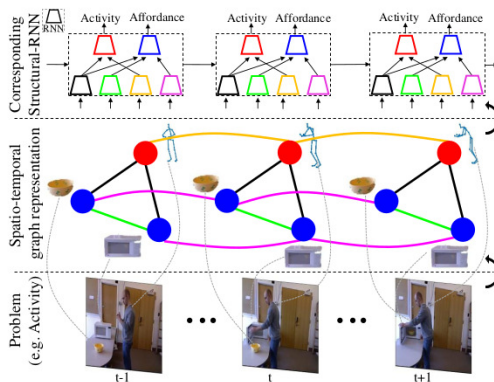


**Convolutional GNN:**  
Different weights at different time-stamps

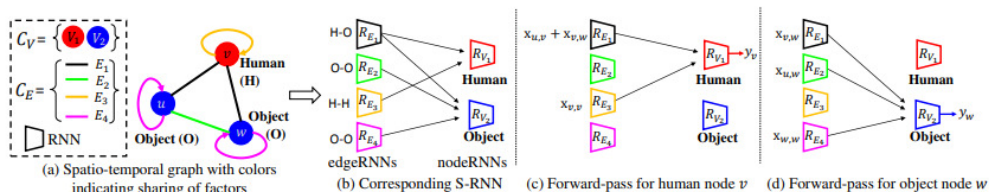
[A compact review of ... GNN](#)

# Structured RNN (S-RNN)

GNN: Spatio-Temporal adaptation



# Construction of S-RNN for a video shot



CVPR-16 Paper \*, (Presentation Video) \*

- Rec-GNN / Conv-GNN (still images - 2D/3D)
  - ▶ Fine-grained classification (e.g. bird species)
  - ▶ 3D point cloud processing (LiDAR)
- S-RNN (video / motion picture)
  - ▶ Human action recognition
  - ▶ Human/Robot - Object Interaction
  - ▶ Human Motion Modeling

# Limitations and Future Research

- Scalability
  - ▶ Graph size needs to be limited
  - ▶ Number of nodes / number of edges
- Heterogeneity of graphs
  - ▶ Presently graphs are assumed to be homogeneous
- Dynamicity
  - ▶ Graph structure changing over time
- Model depth
  - ▶ Performance (accuracy) drops with depth



Quiz 07-05

End of Module 07-05