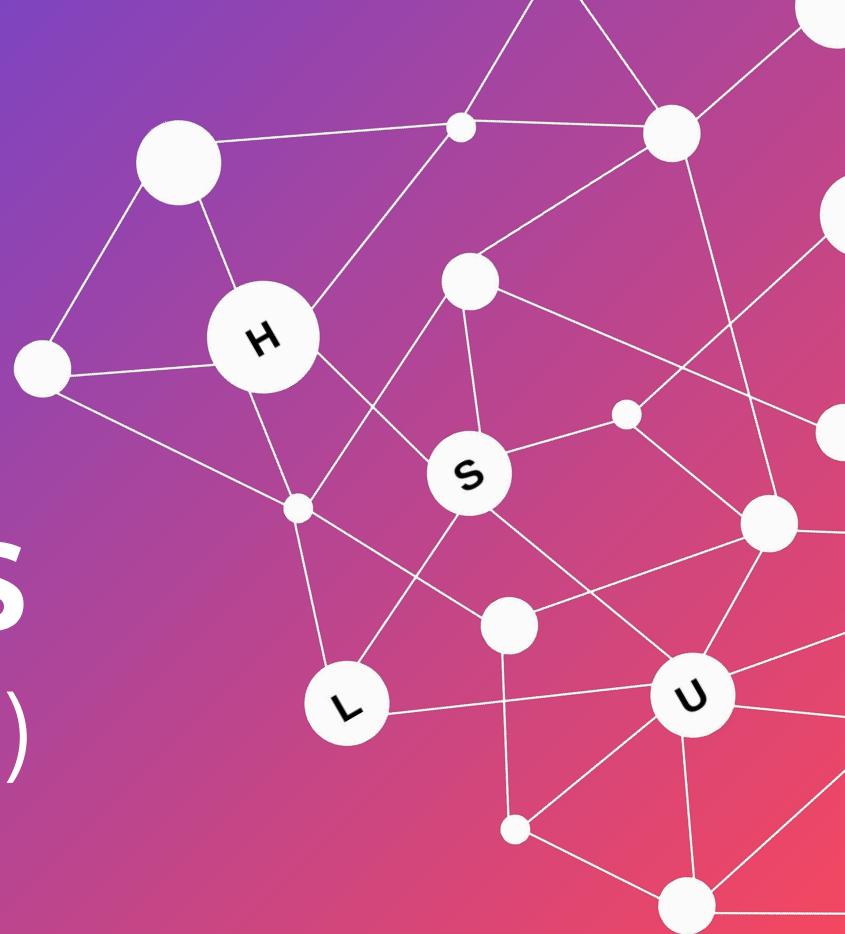


# Why AI Loves Vectors

(And You Should Too!)

Andrei Cătălin Coman  
andrei.coman@idiap.ch



**HSLU** Hochschule  
Luzern

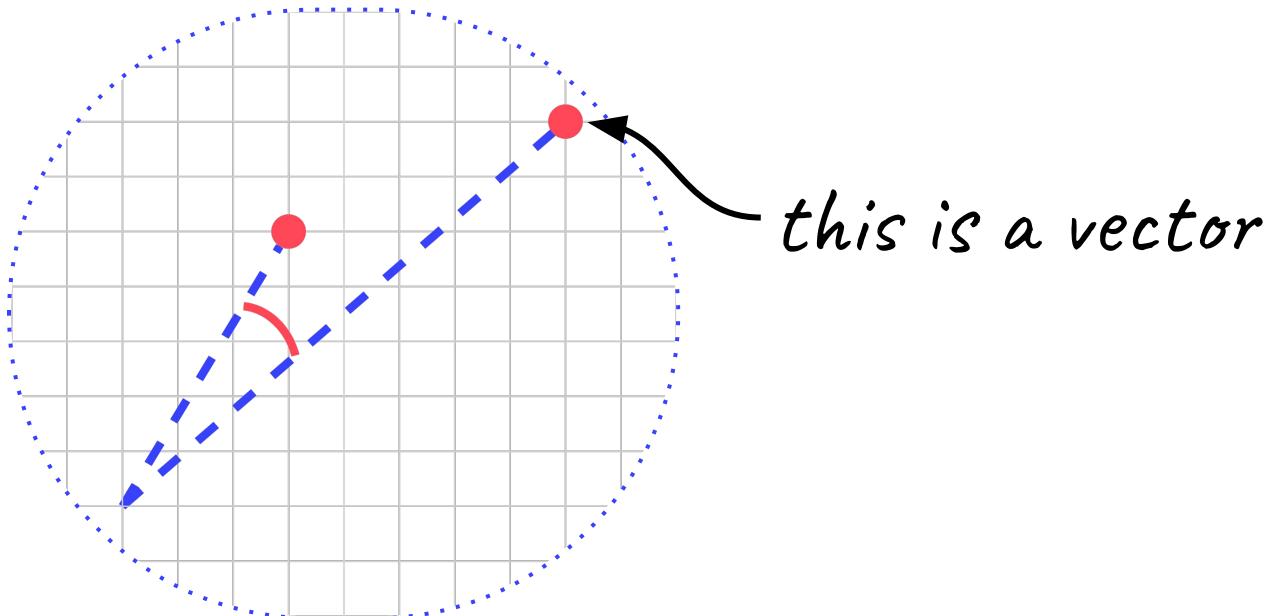
**idiap**  
RESEARCH INSTITUTE

**EPFL**<sub>1</sub>

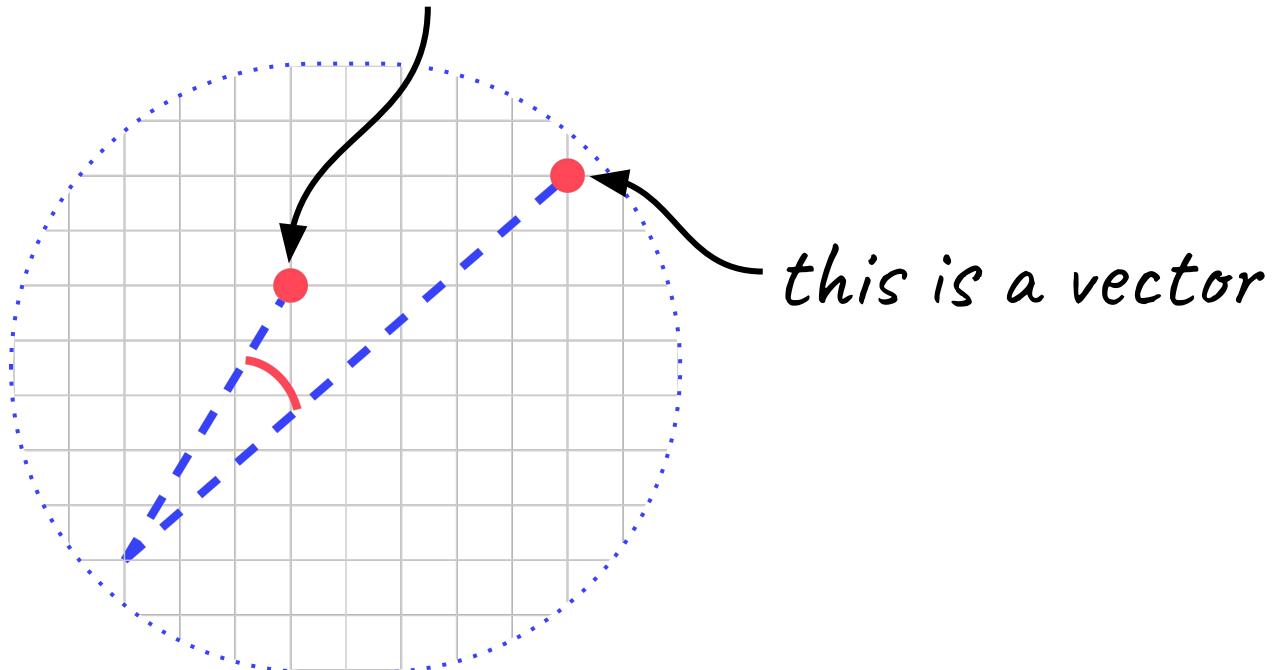
We are witnessing an **AI revolution.**

You can **understand** it, **build** it, and **shape** it.

You have access to **tools**, **knowledge**, and **opportunities**.

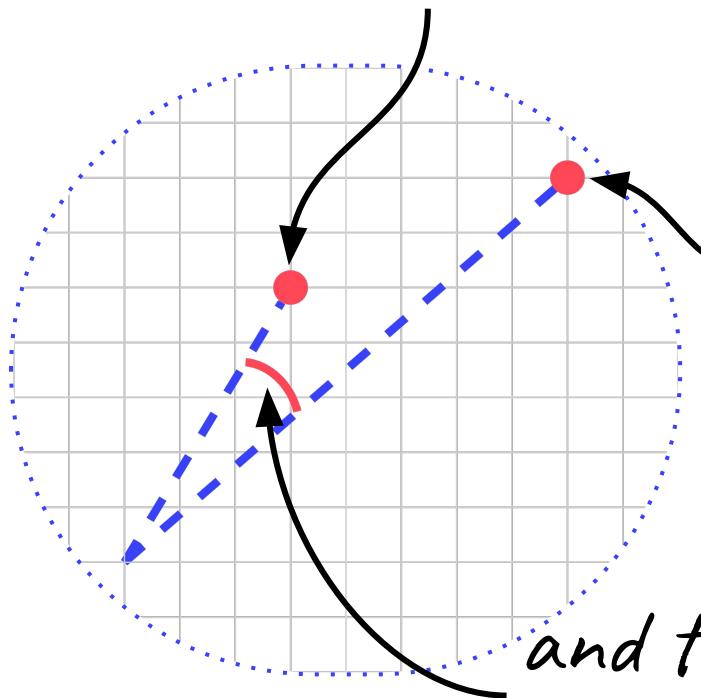


this is another vector



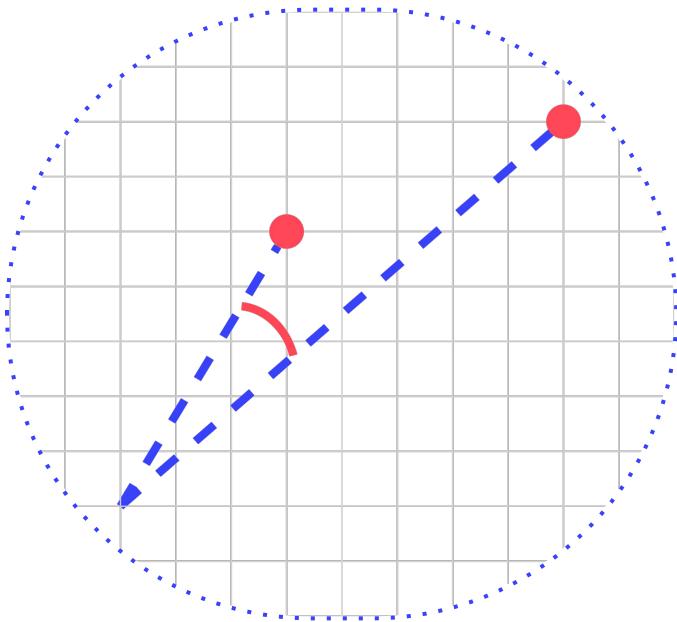
this is a vector

this is another vector



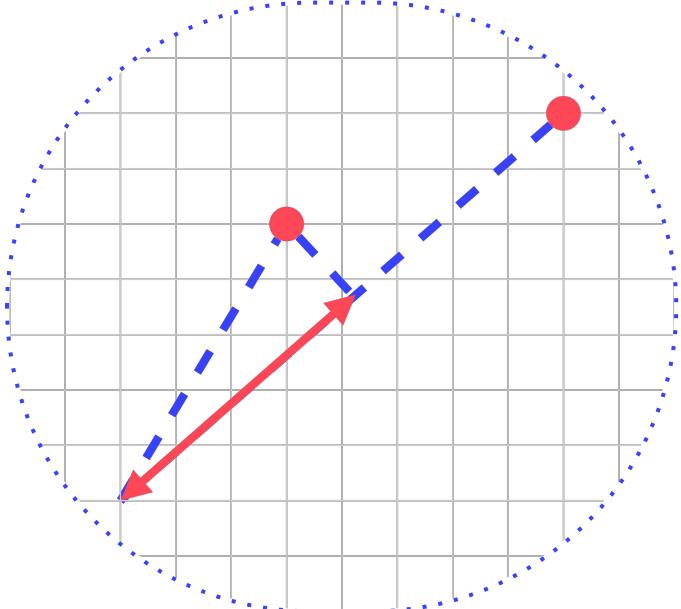
this is a vector

and this is the angle  
between them



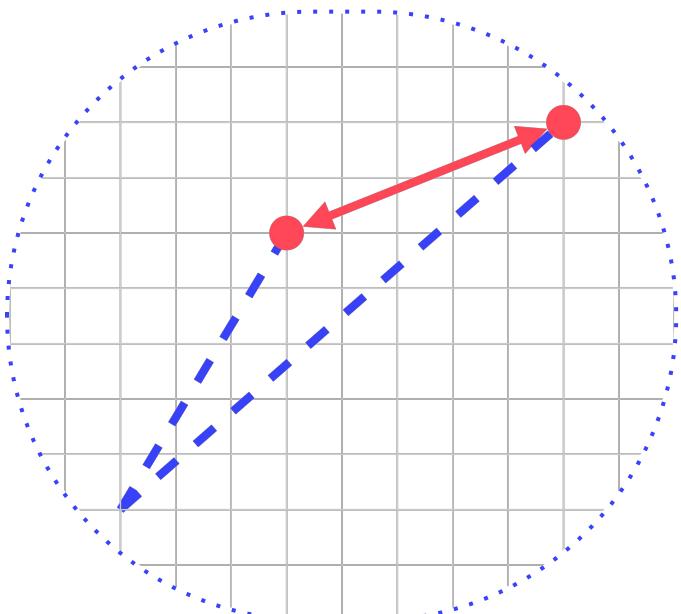
## Cosine Distance

$$1 - \frac{A \cdot B}{\|A\| \cdot \|B\|}$$



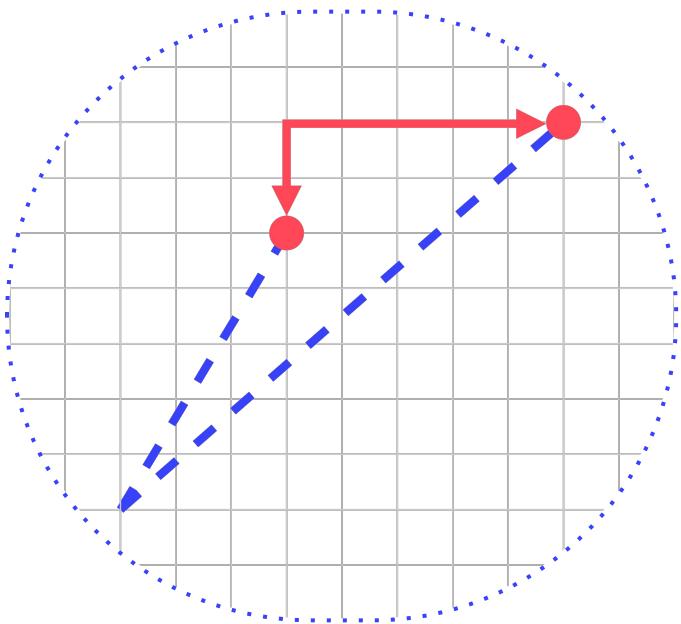
## Dot Product

$$A \cdot B = \sum_{i=1}^n A_i B_i$$



## Euclidean (L2)

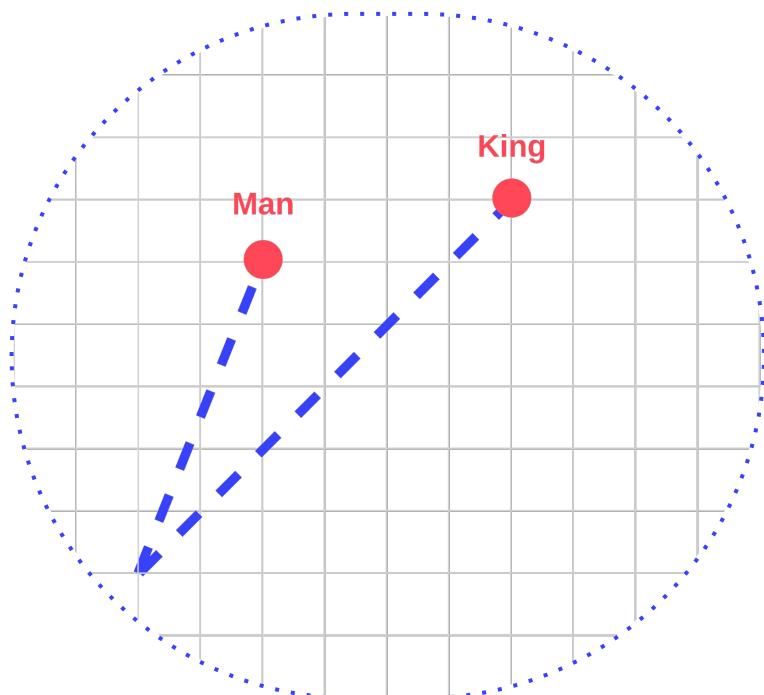
$$\sqrt{\sum_{i=1}^n (A_i - B_i)^2}$$

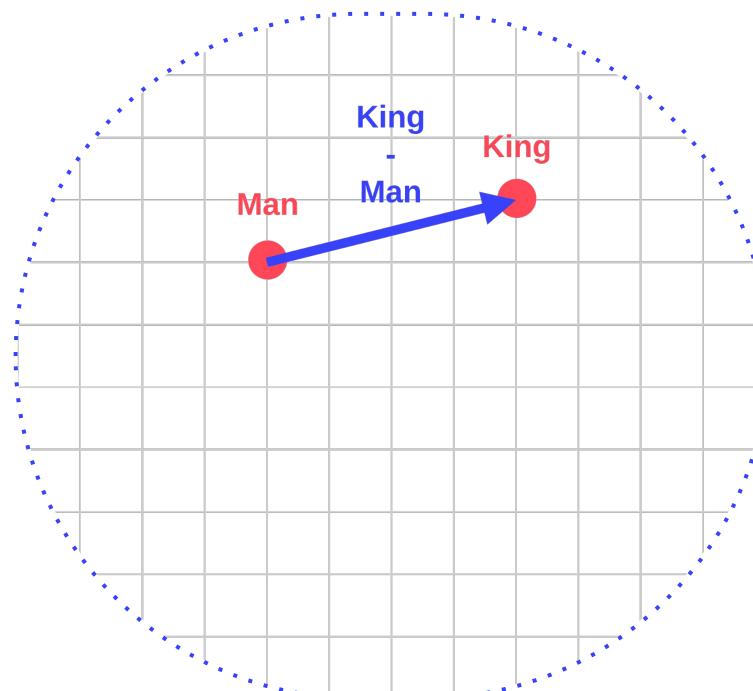


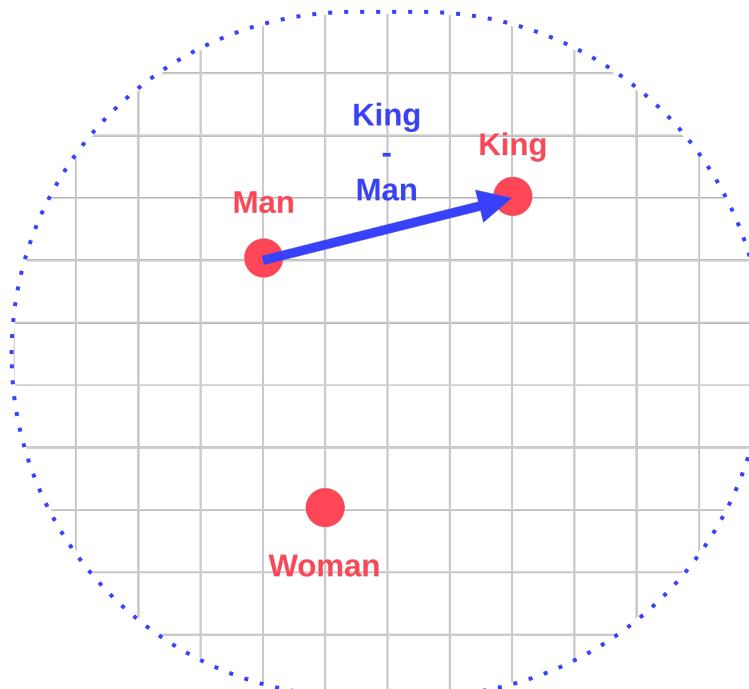
# Manhattan (L1)

$$\sum_{i=1}^n |A_i - B_i|$$

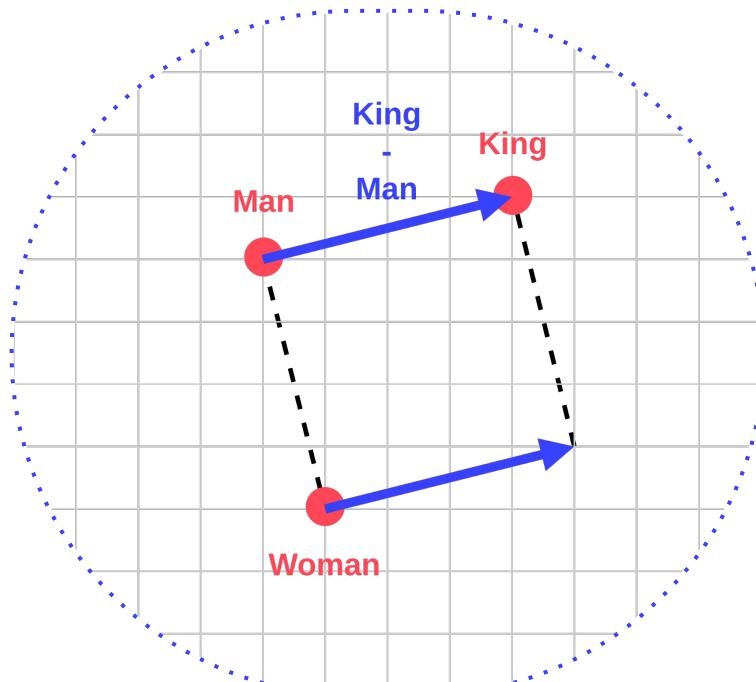
Quantify the **relation** between  
vector A and **vector B**



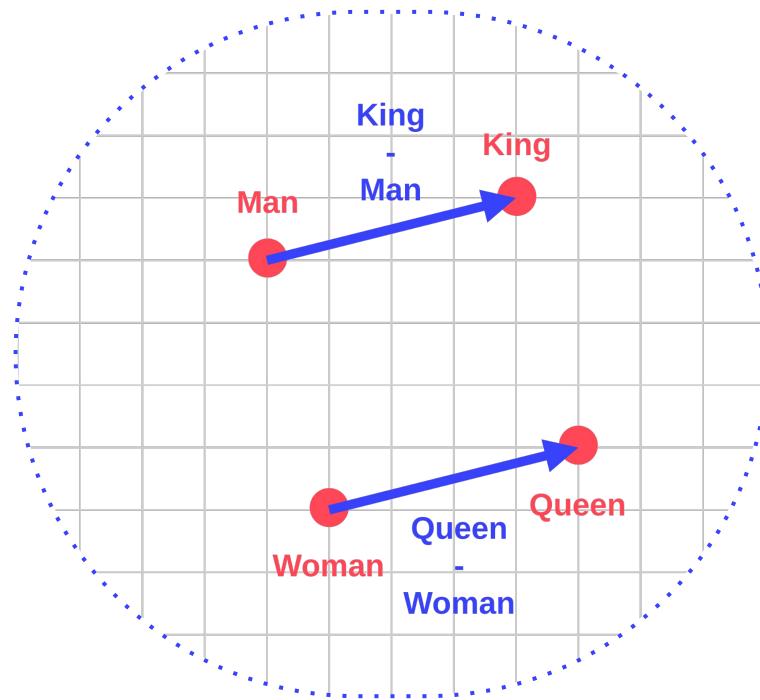


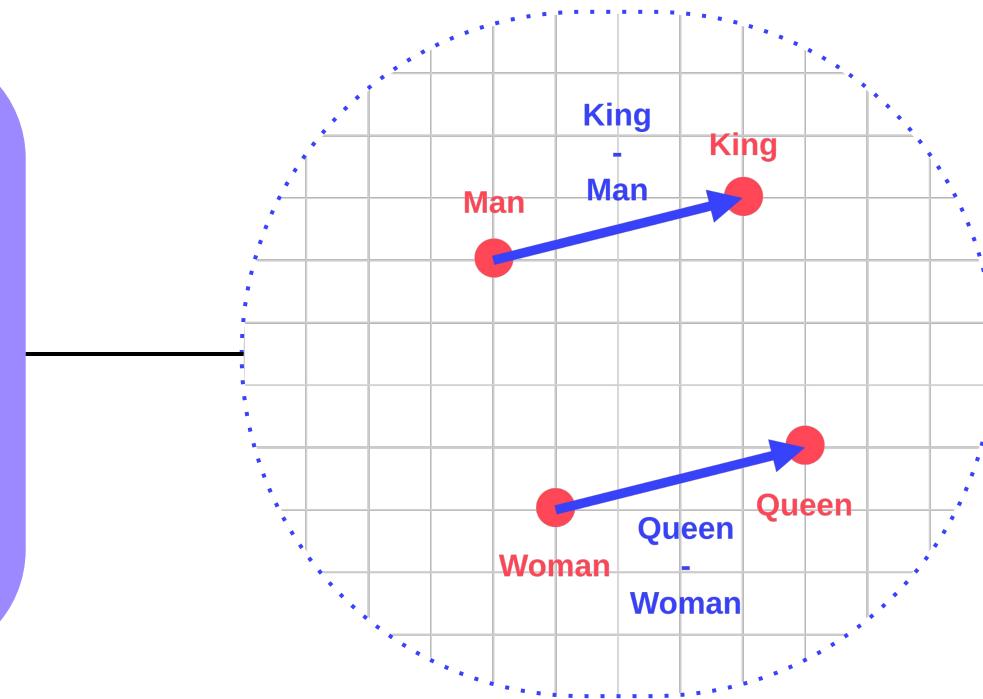
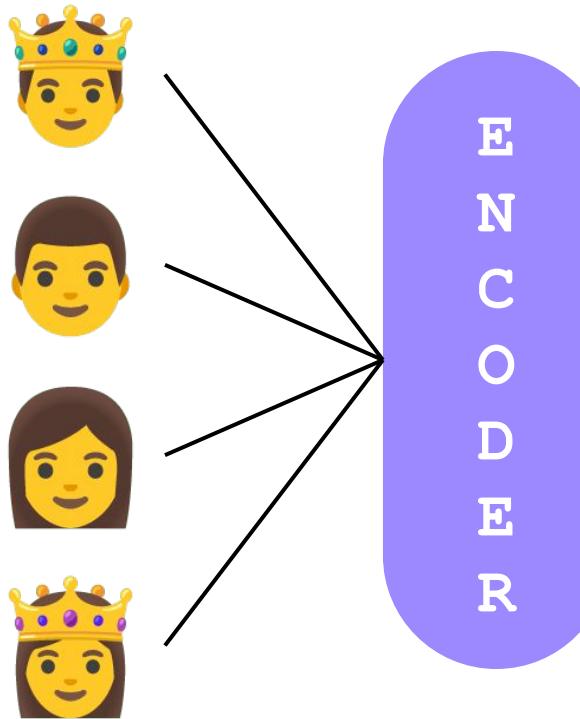


King - Man + Woman

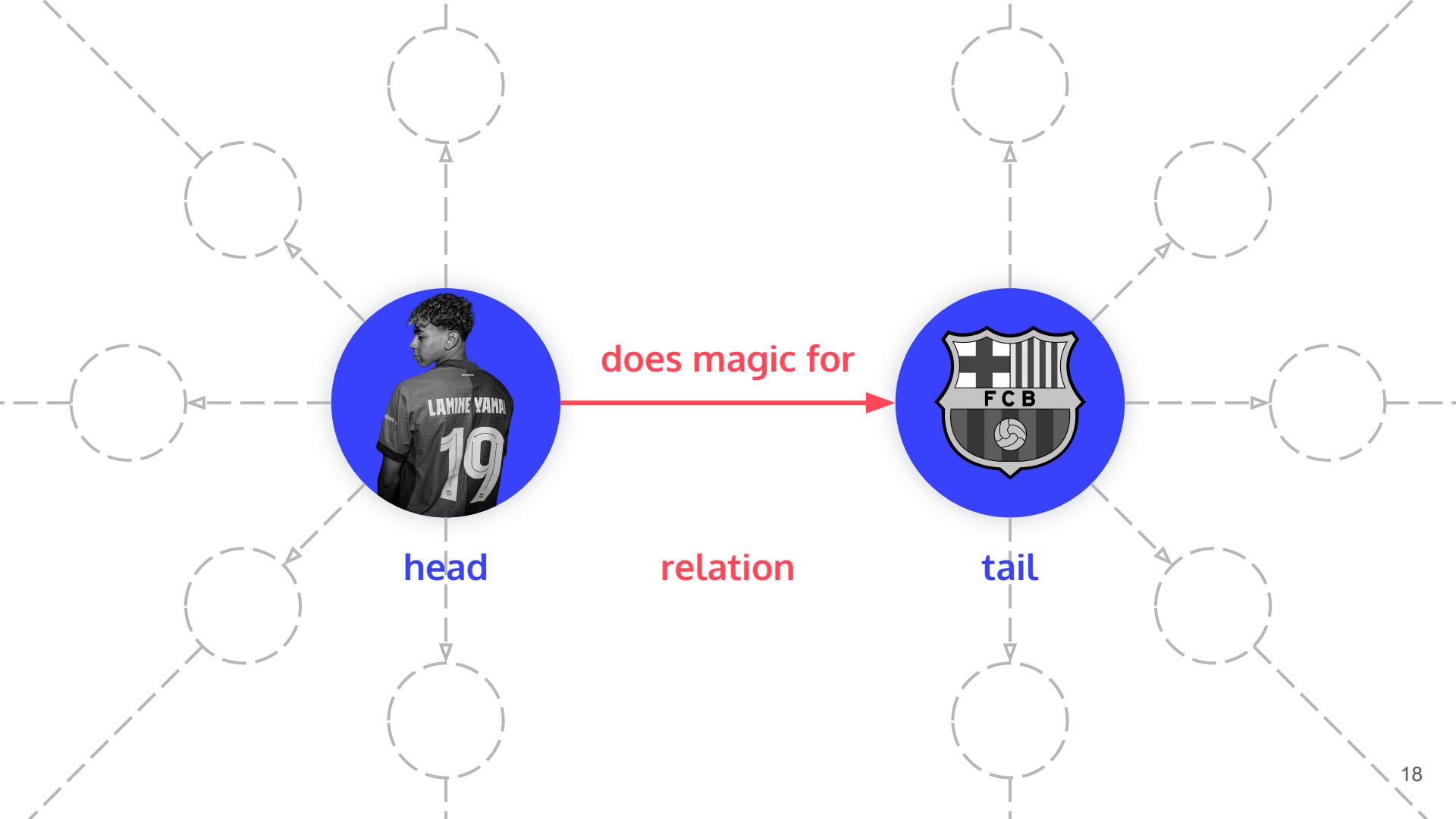


$$\begin{array}{c} \text{King} \\ - \\ \text{Man} \\ + \\ \text{Woman} \\ \approx \\ \text{Queen} \end{array}$$

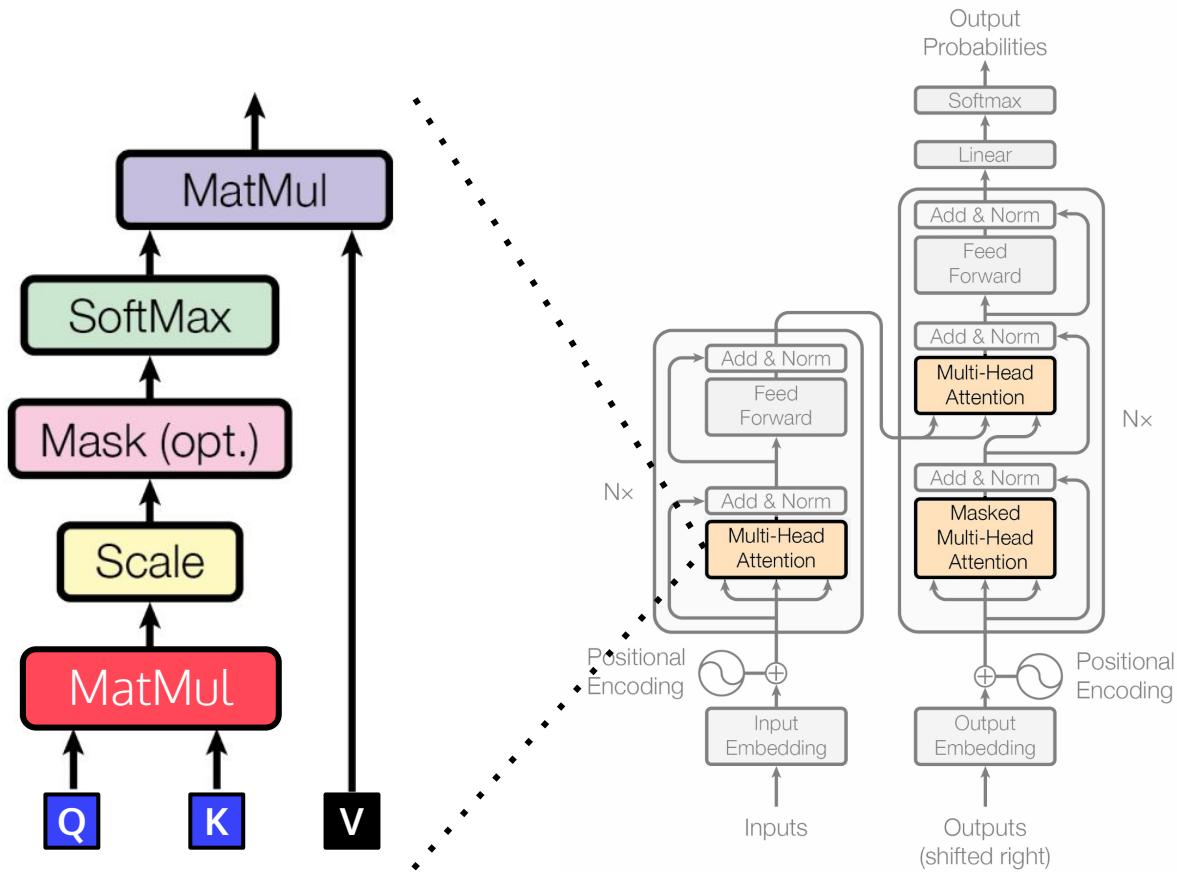




Quantify the **relation** between  
head and tail



Quantify the **relation** between  
**query** and **key**



## Vectors

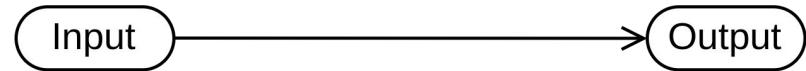
encode meaning.

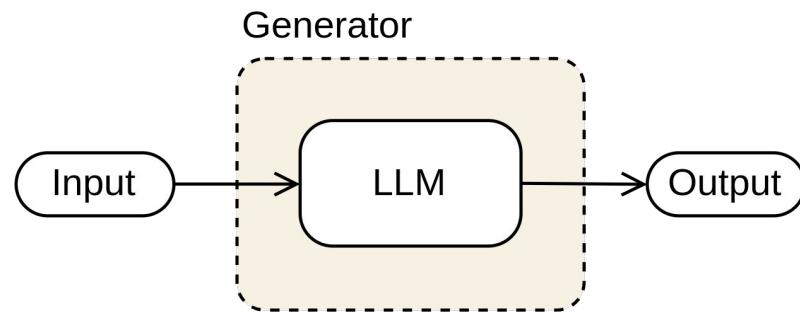
are the language AI “thinks” in.

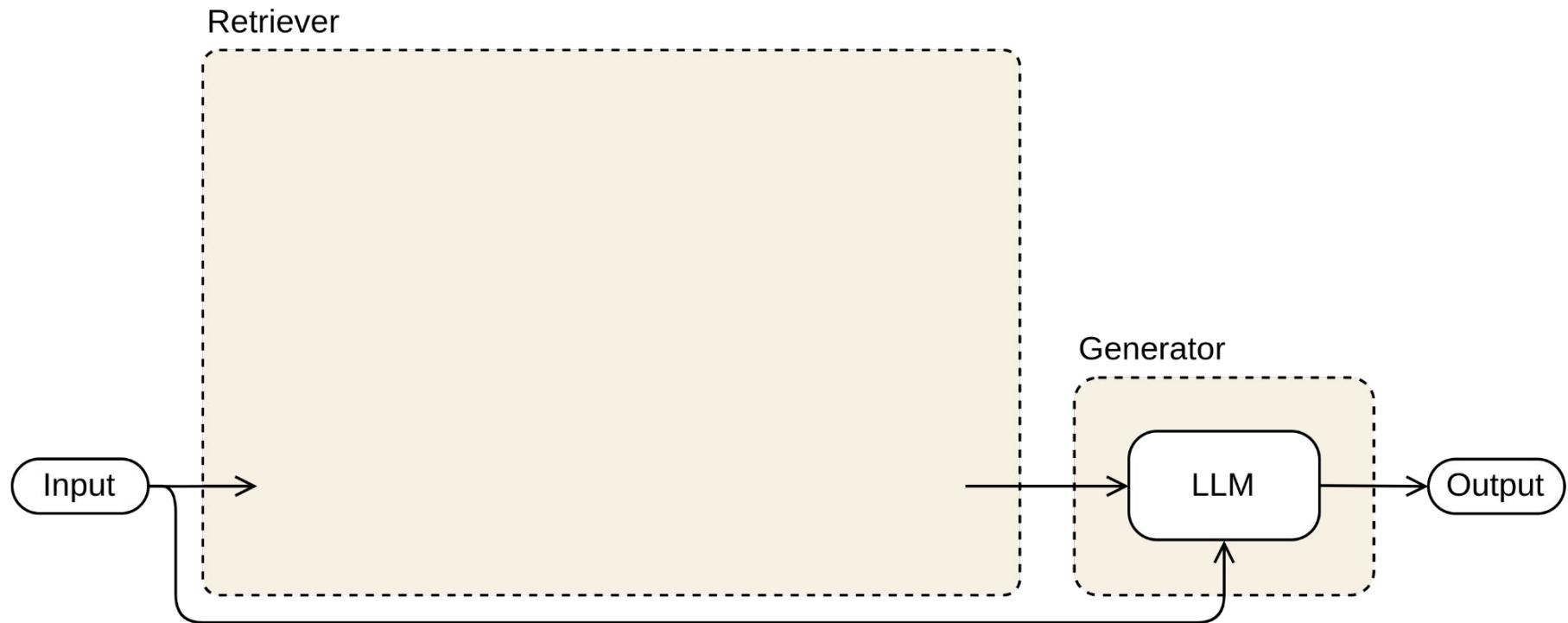
are how language becomes computable.

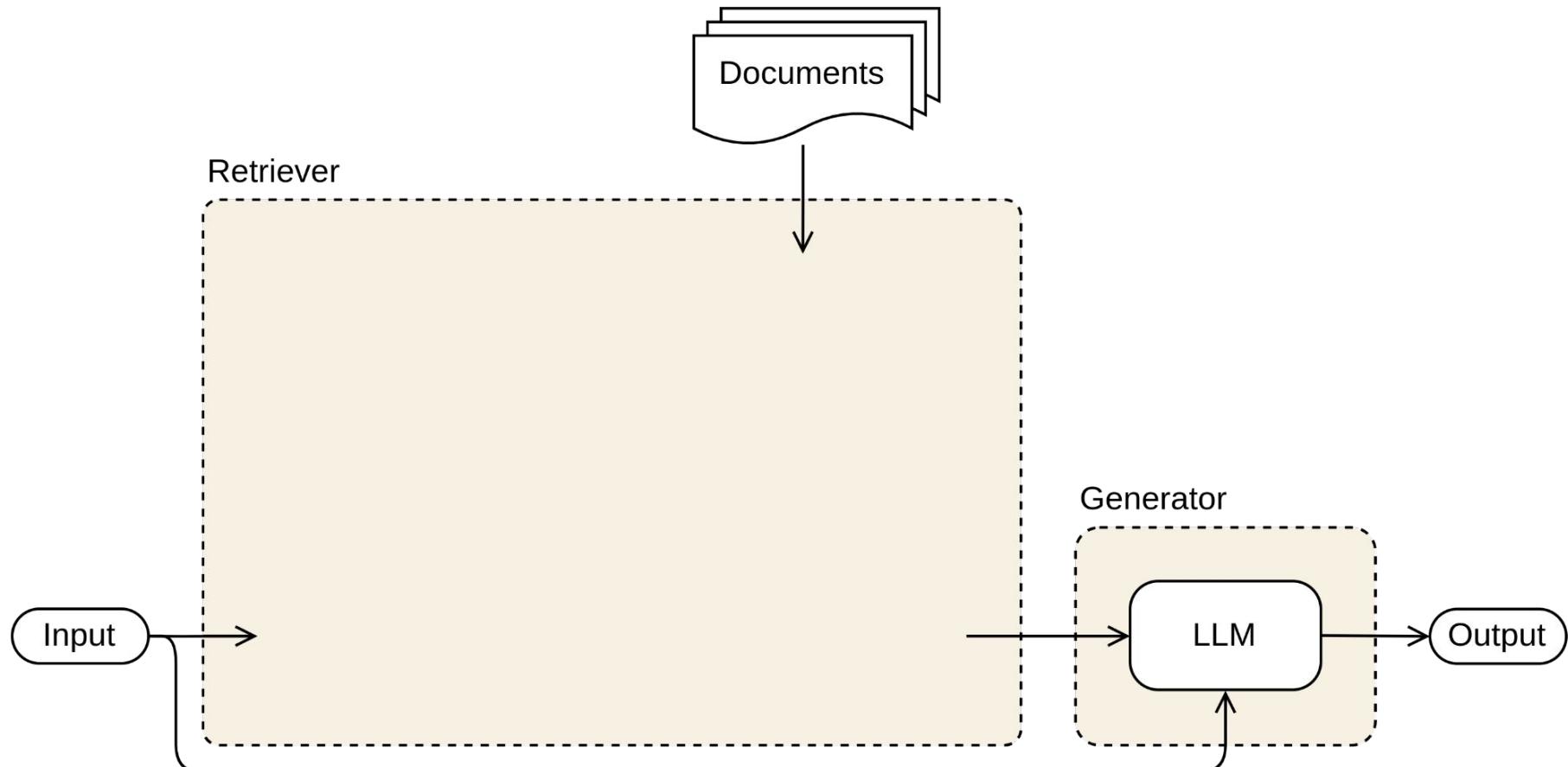
are the quiet engine behind your favourite apps.

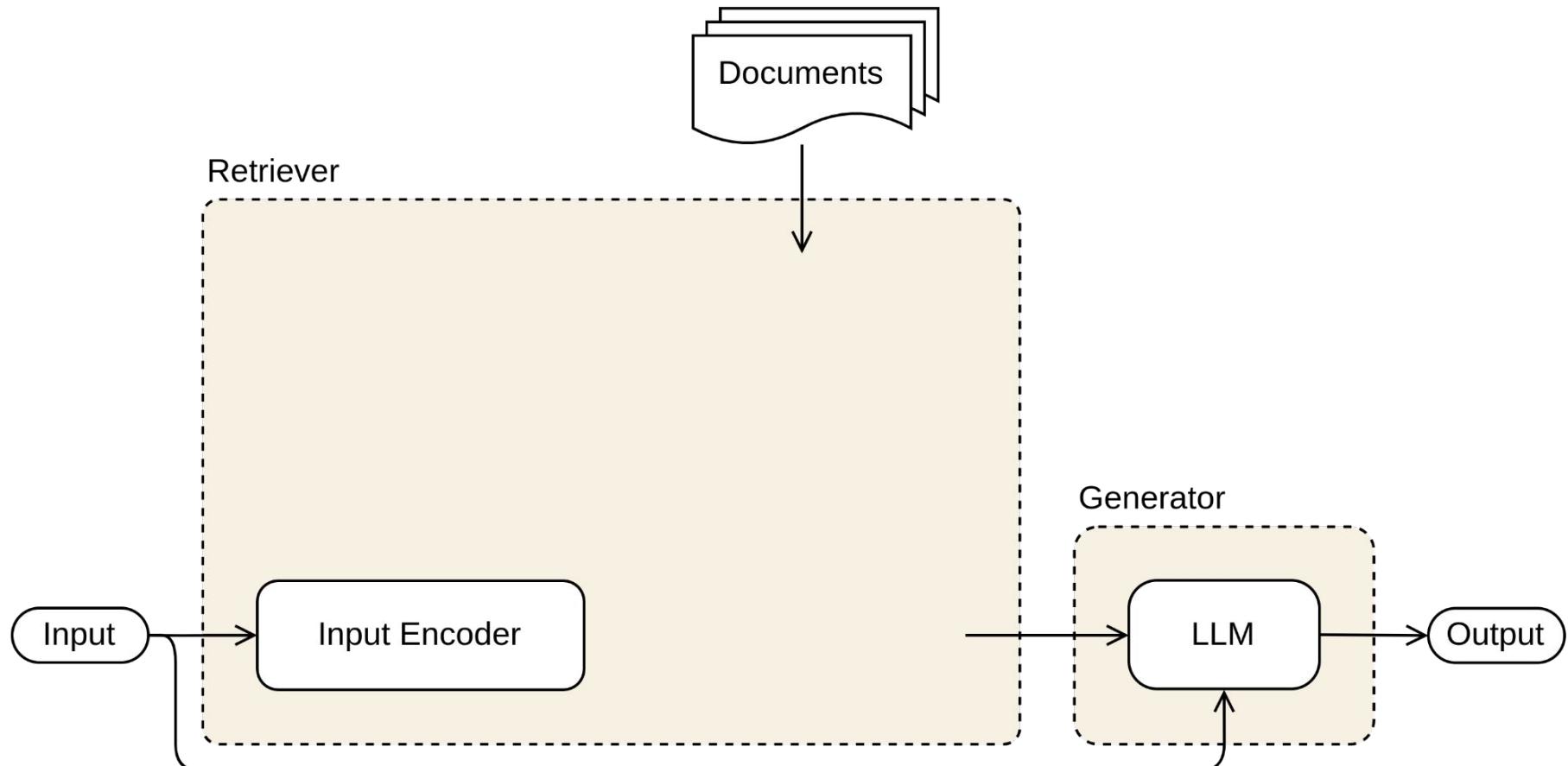


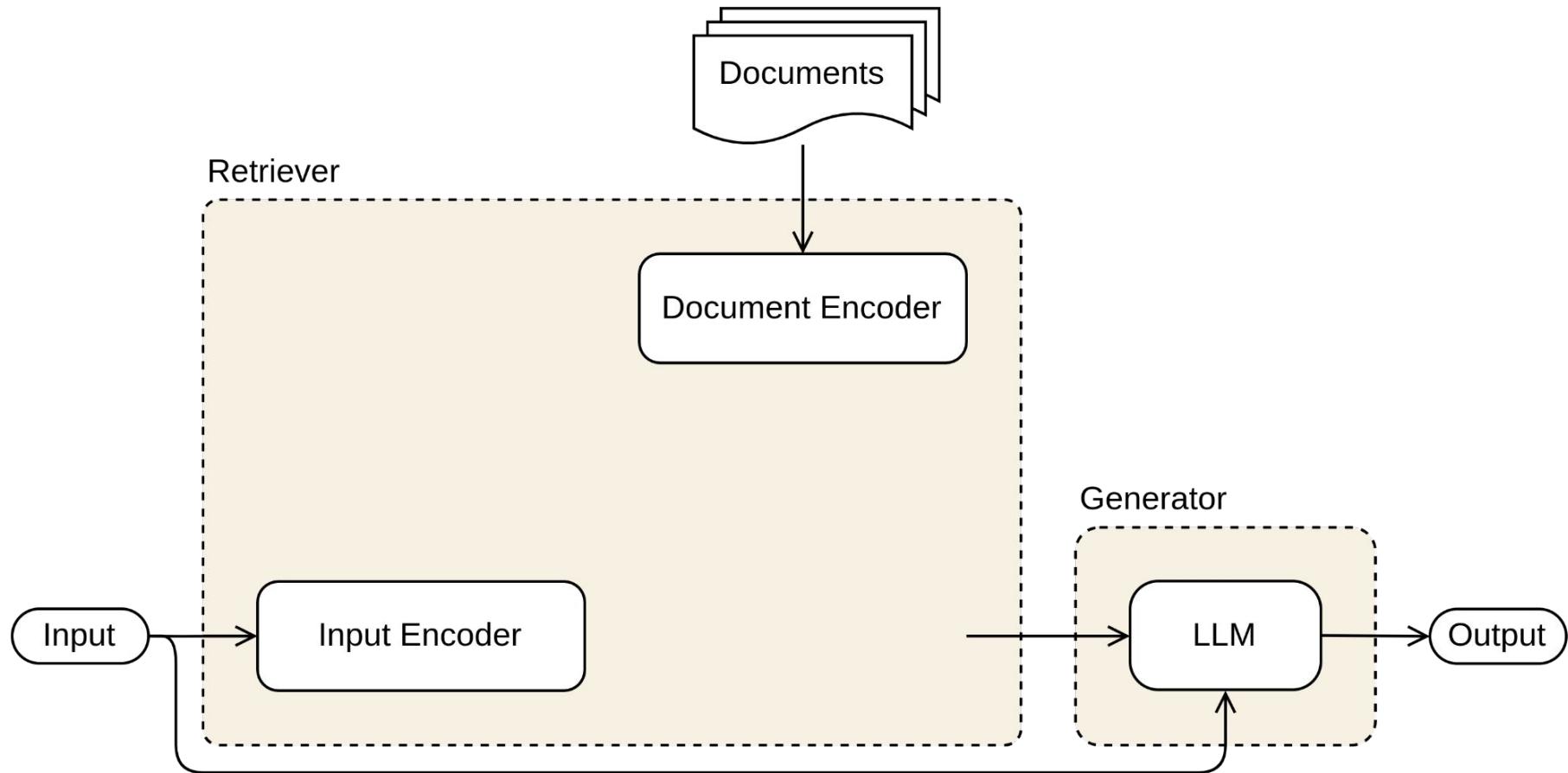


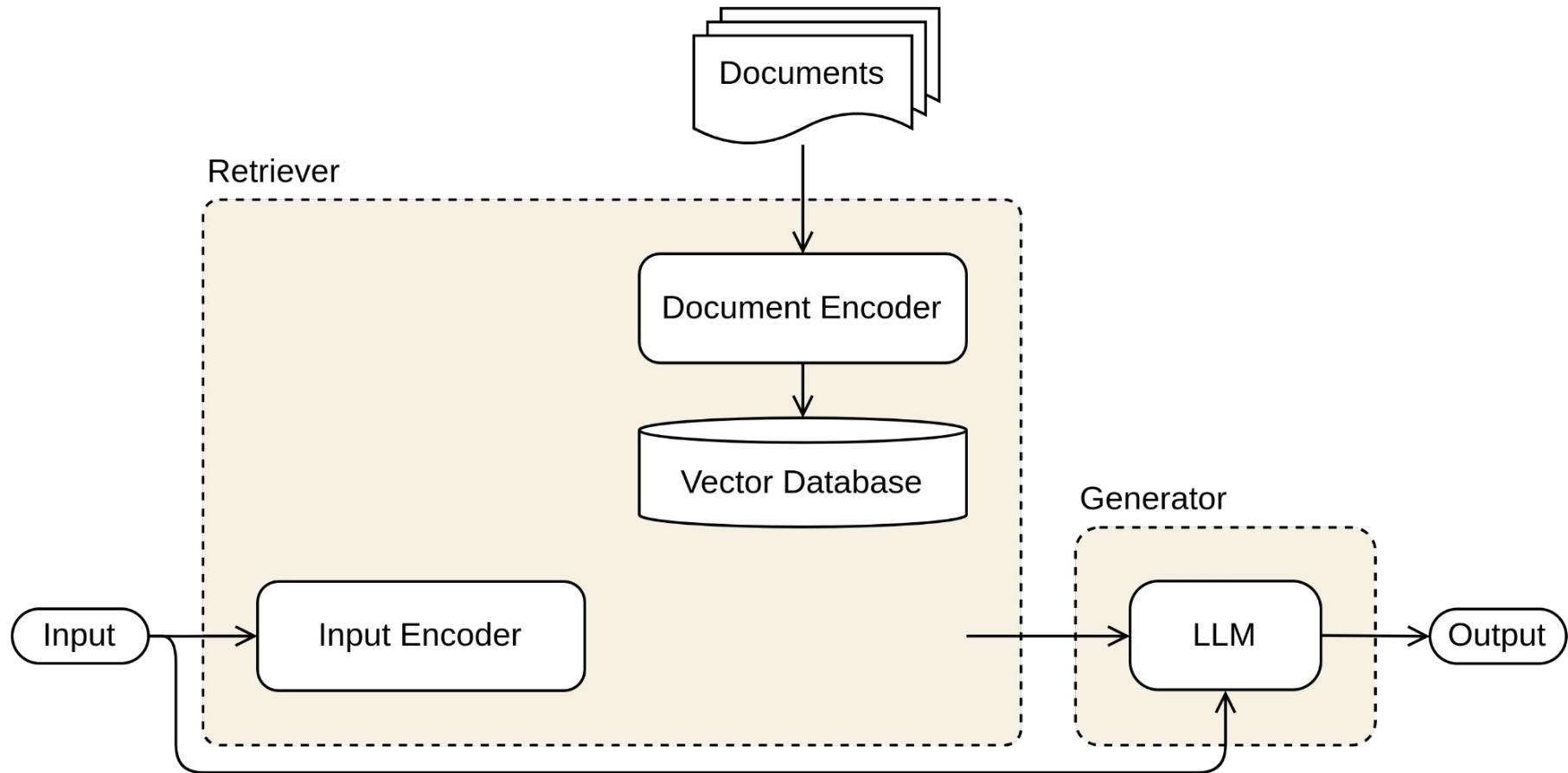


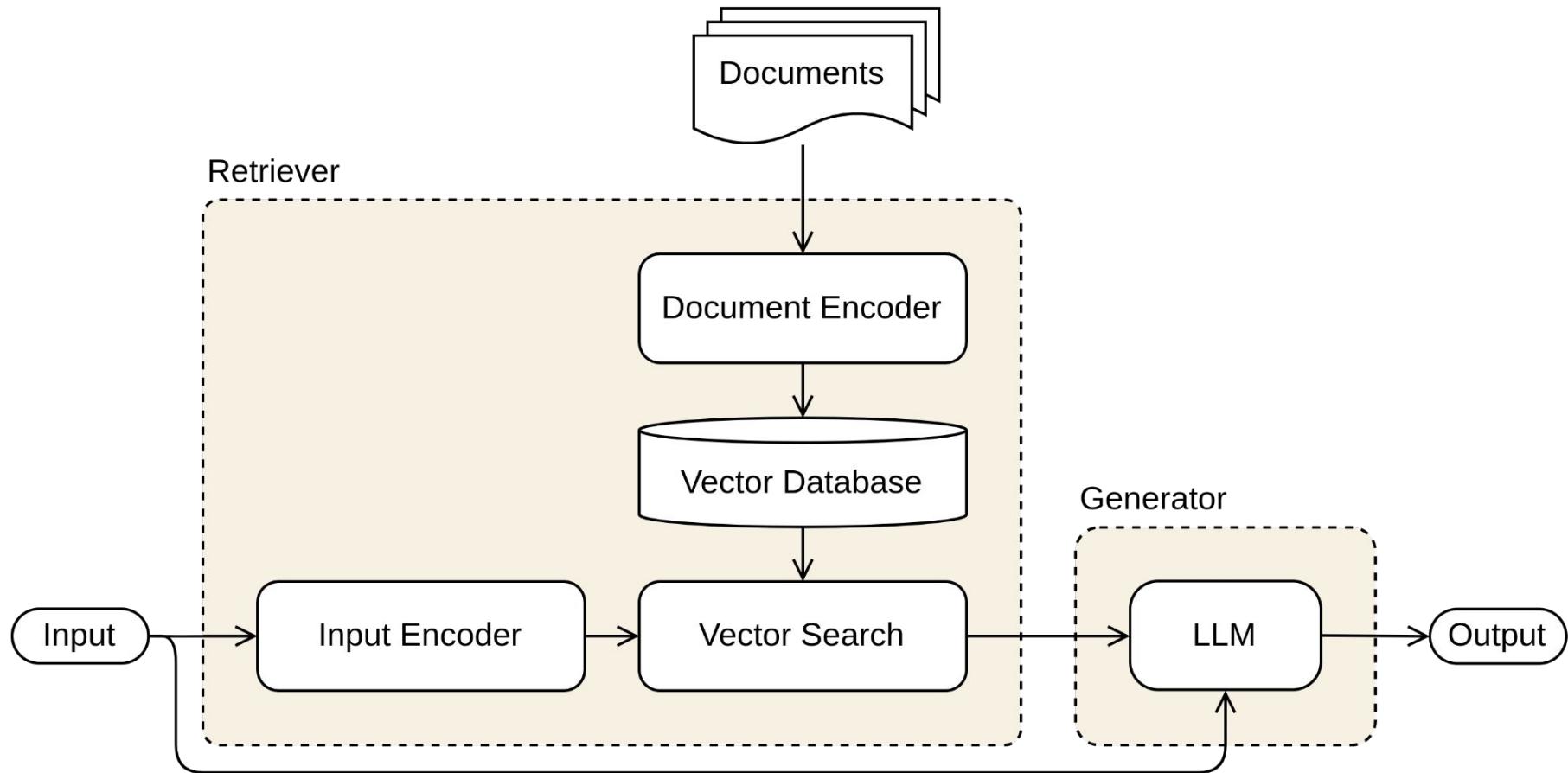


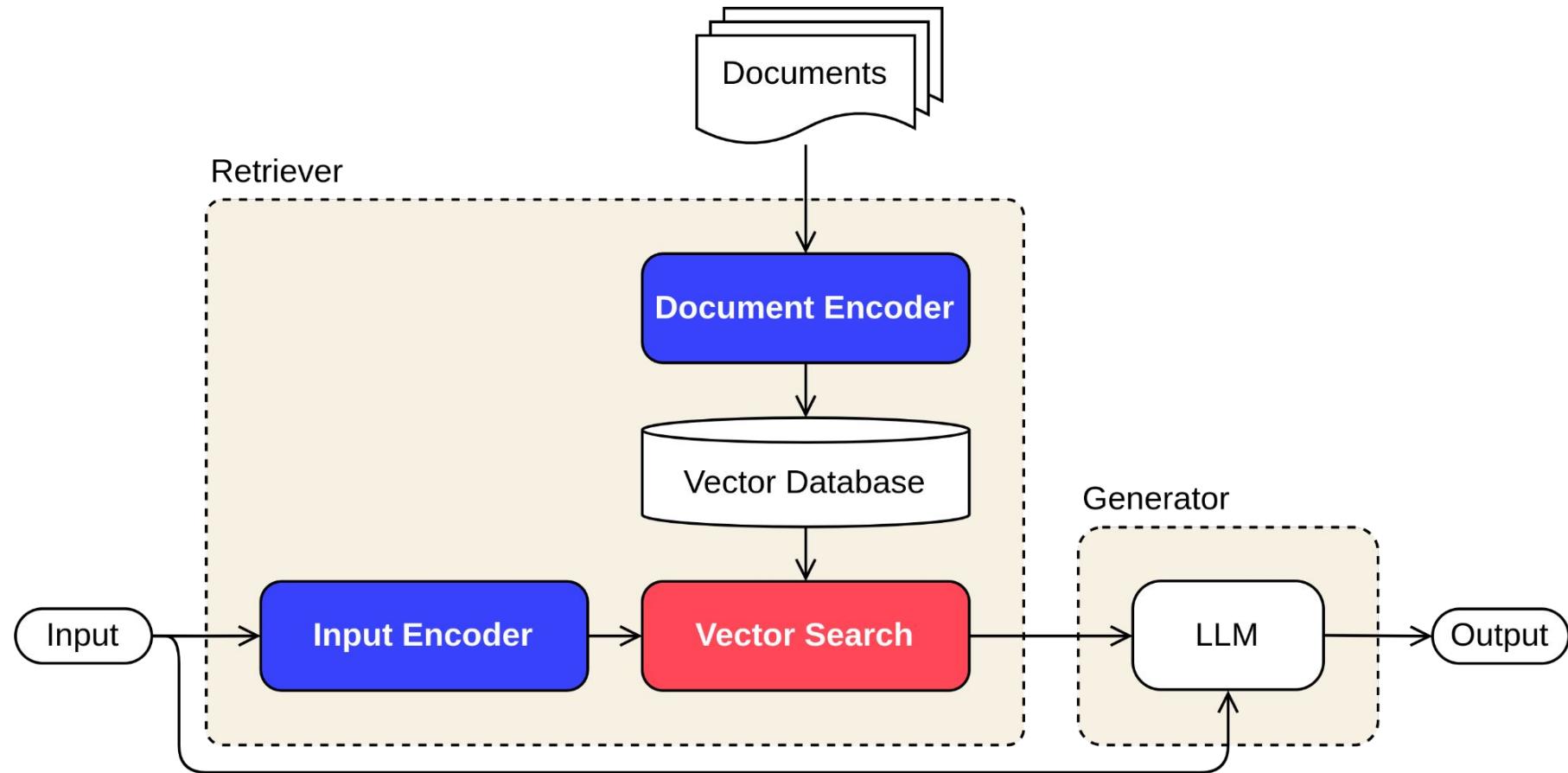


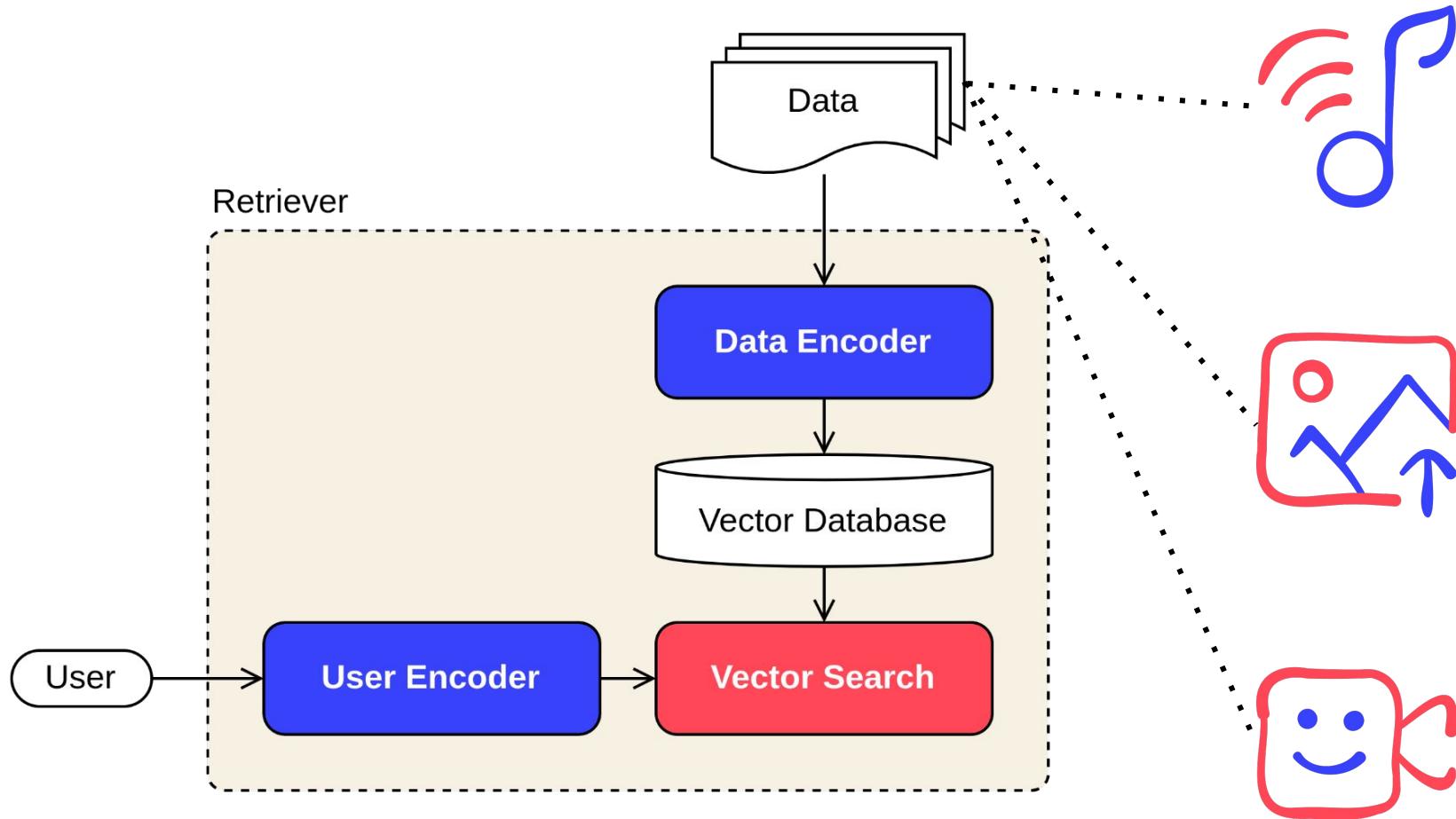


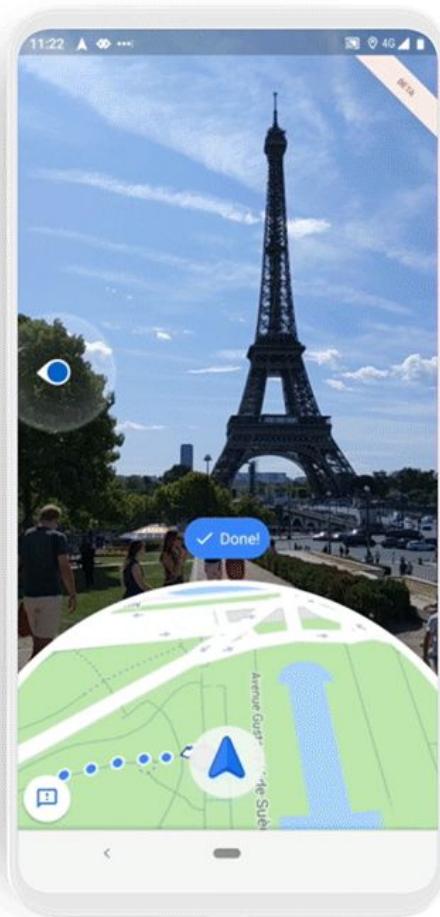
















Following

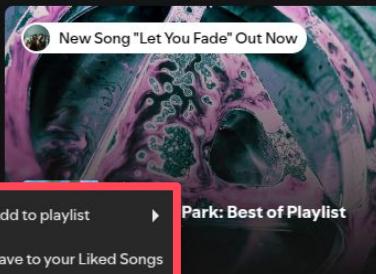
...

## Popular

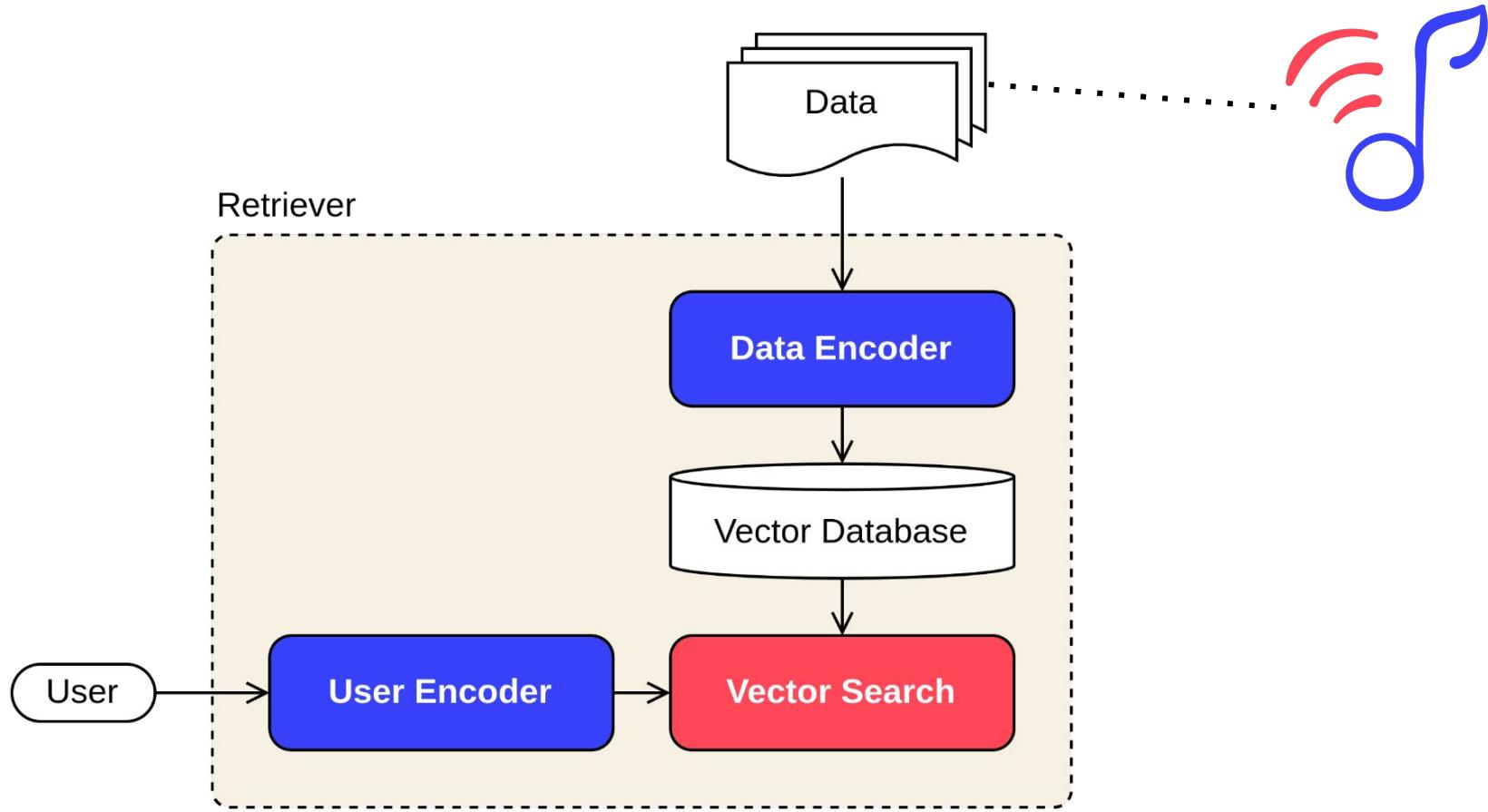
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2		Numb	<input type="checkbox"/> Music video	2,245,600,977	3:07
3		The Emptiness Machine	<input checked="" type="checkbox"/> E <input type="checkbox"/> Music video	549,895,238	3:10
4		Faint	<input type="checkbox"/> Music video	1,007,938,211	2:42
5		One Step Closer	<input type="checkbox"/> Music video	959,730,959	2:37

See more

## Artist pick



- [+ Add to playlist](#)
- [+ Save to your Liked Songs](#)
- [+ Add to queue](#)
- [\(⌚\) Go to song radio](#)
- [\(💿\) Go to album](#)



**Song**: Feel Good Inc.

  └ **Artist**: Gorillaz

    └ **Genre**: Alternative Rock

    └ **Subgenre**: Trip-Hop, Electronica

    └ **Members**: Damon Albarn, Jamie Hewlett

**Song:** Feel Good Inc.

**Artist:** Gorillaz

**Genre:** Alternative Rock

**Subgenre:** Trip-Hop, Electronica

**Members:** Damon Albarn, Jamie Hewlett

**Featuring:** De La Soul

**Album:** Demon Days

**Release Year:** 2005

**Labels:** Parlophone, Virgin

**Themes:** Anti-consumerism, Isolation, Media Culture

**Mood:** Energetic, Dark, Playful

**Lyrics:** [embedded text]

**Song:** Feel Good Inc.

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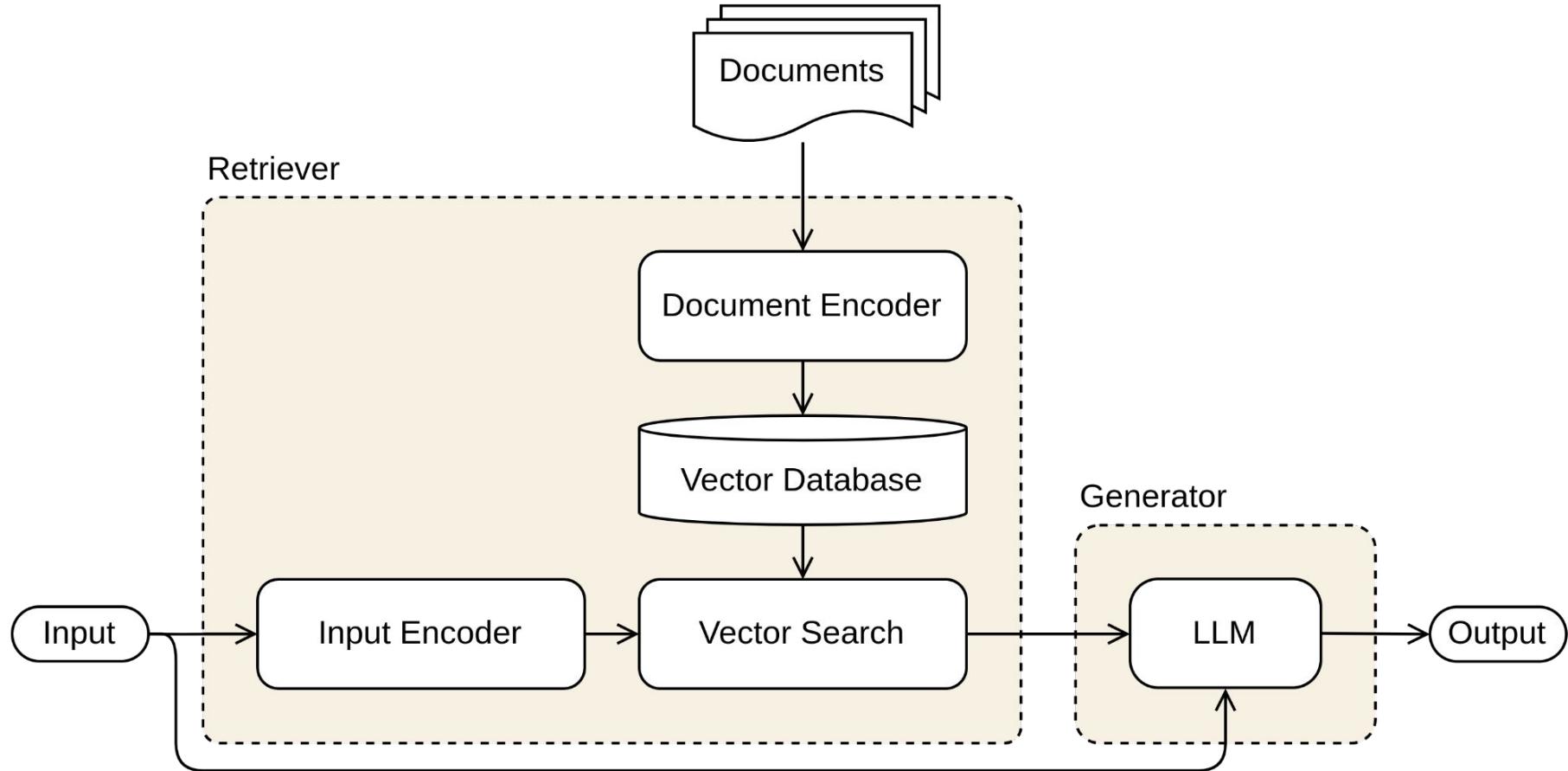
**Audio Features:** [embedded audio]

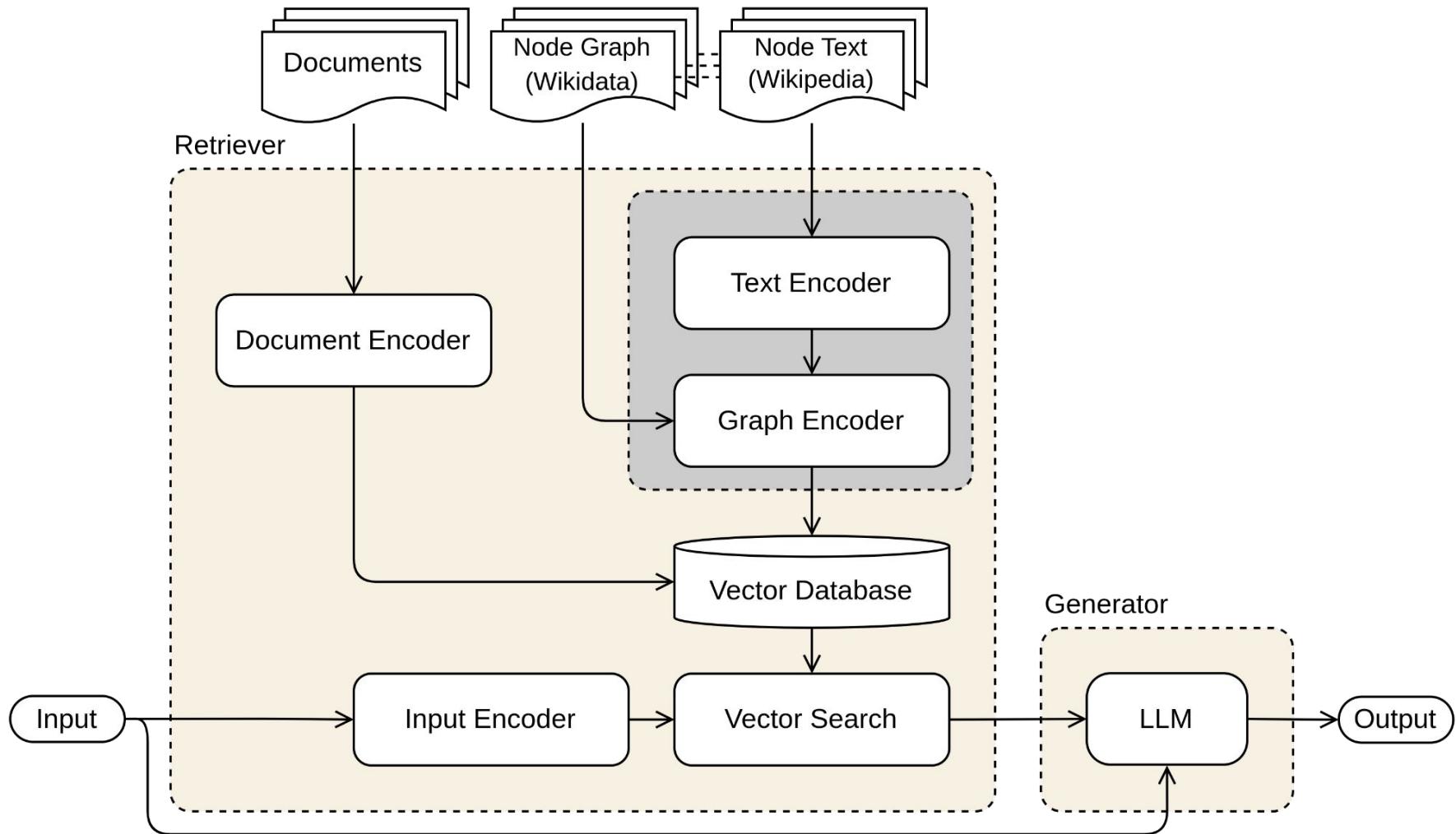
**BPM:** 139

**Key:** D Minor

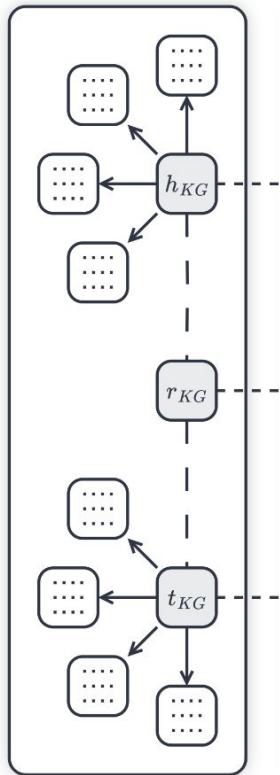
**Energy:** High

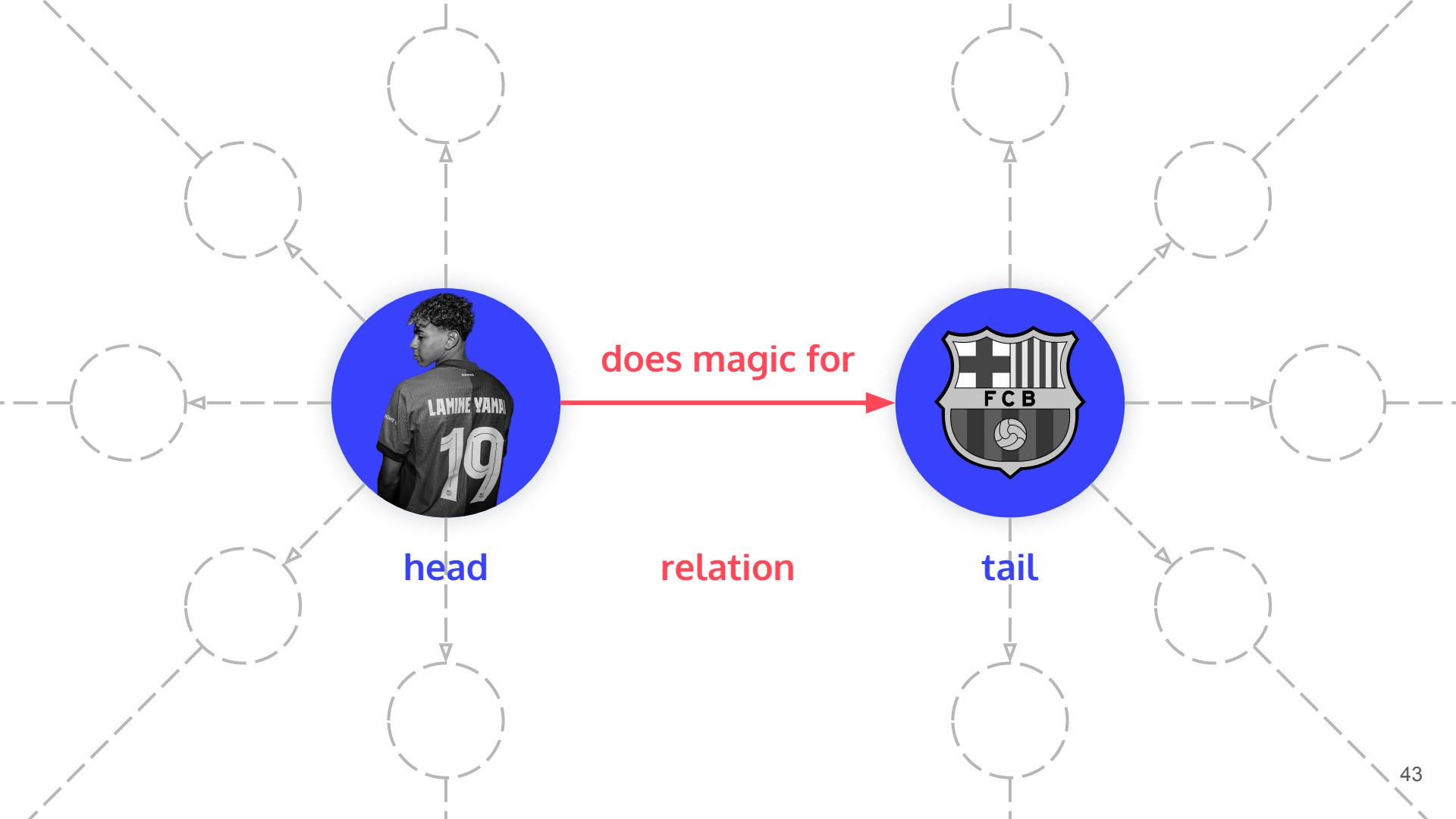
**Danceability:** Medium-High





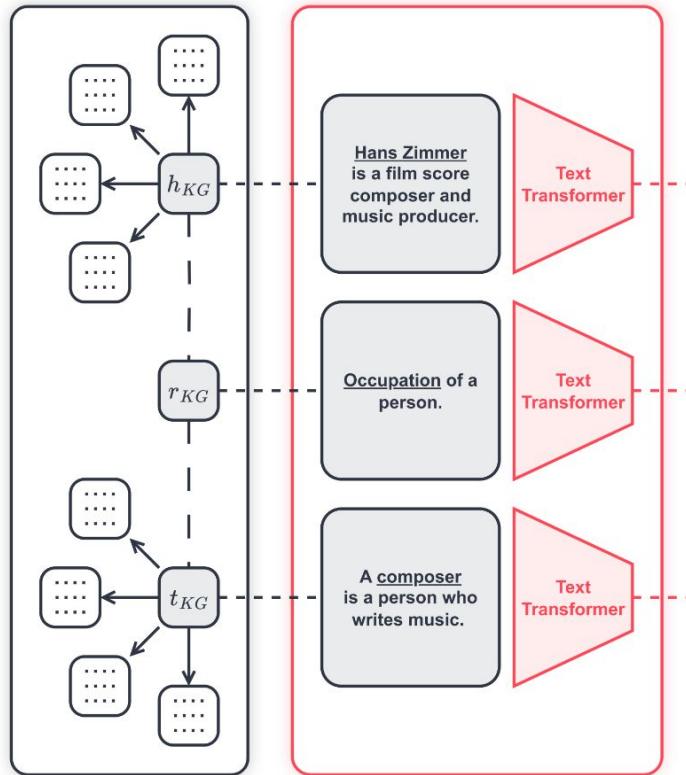
## Knowledge Graph

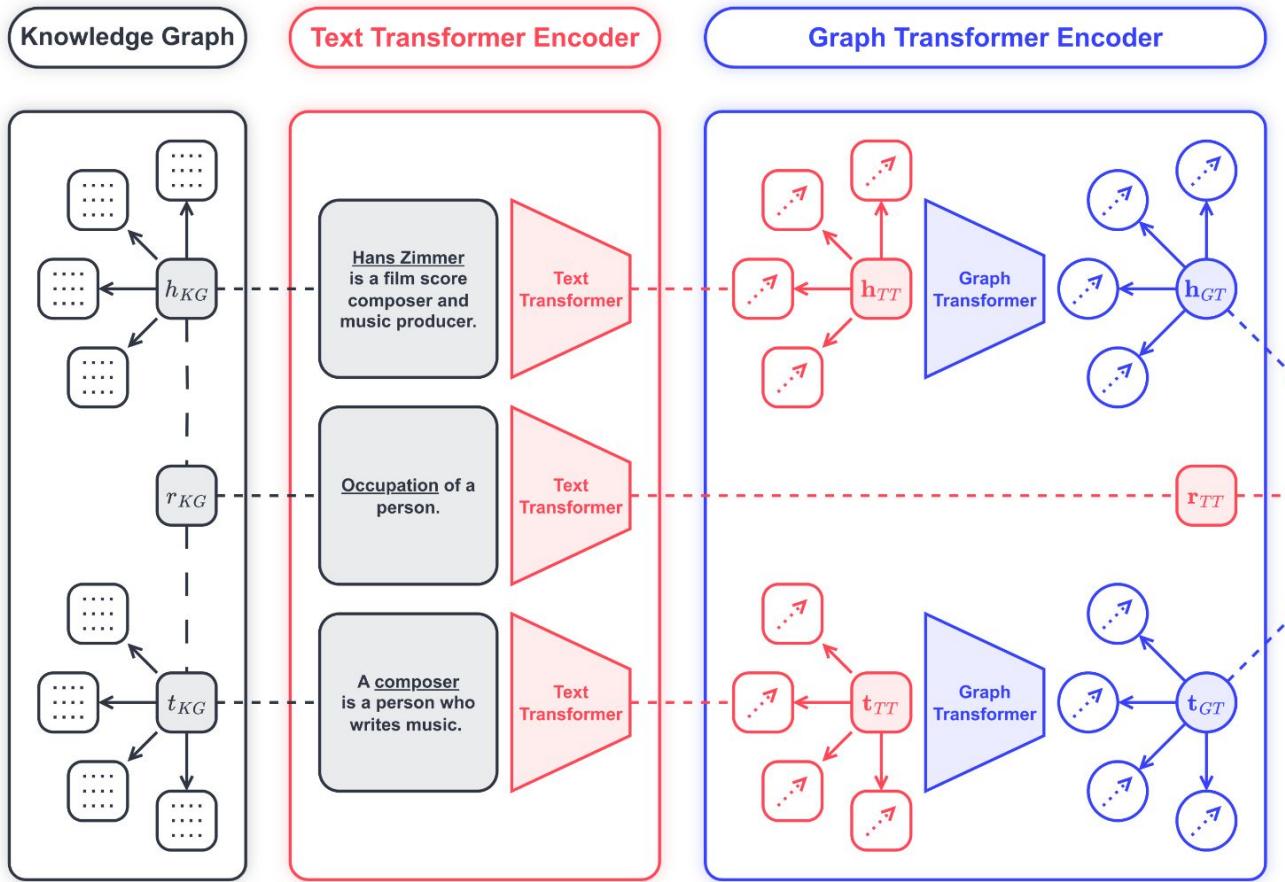




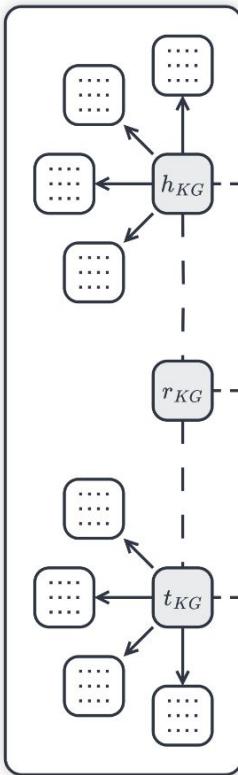
## Knowledge Graph

## Text Transformer Encoder

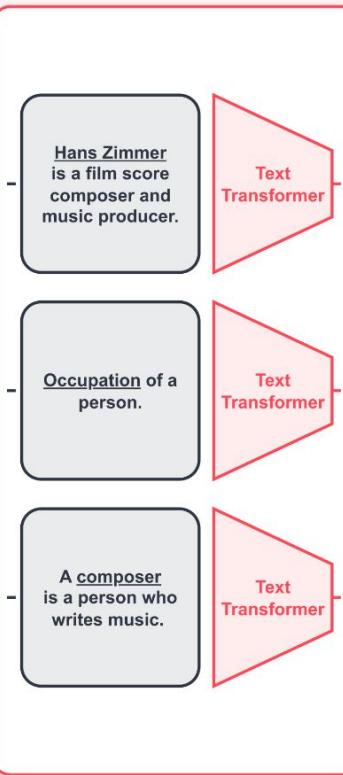




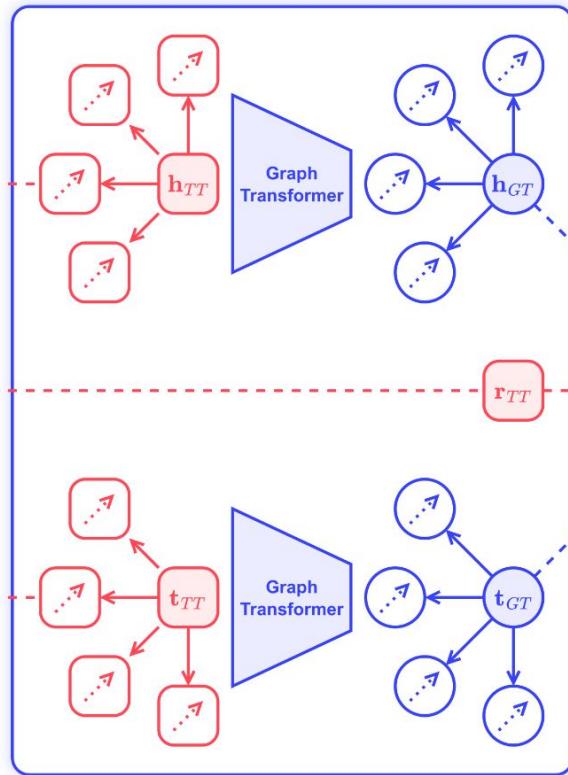
### Knowledge Graph



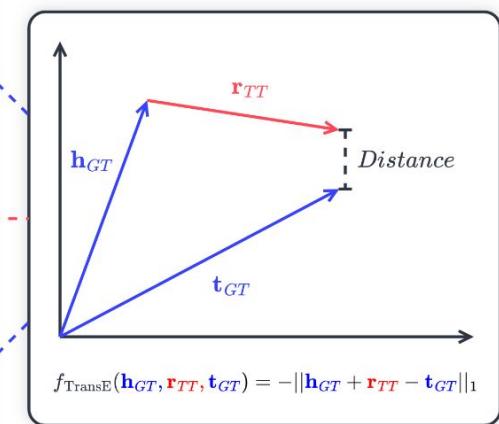
### Text Transformer Encoder



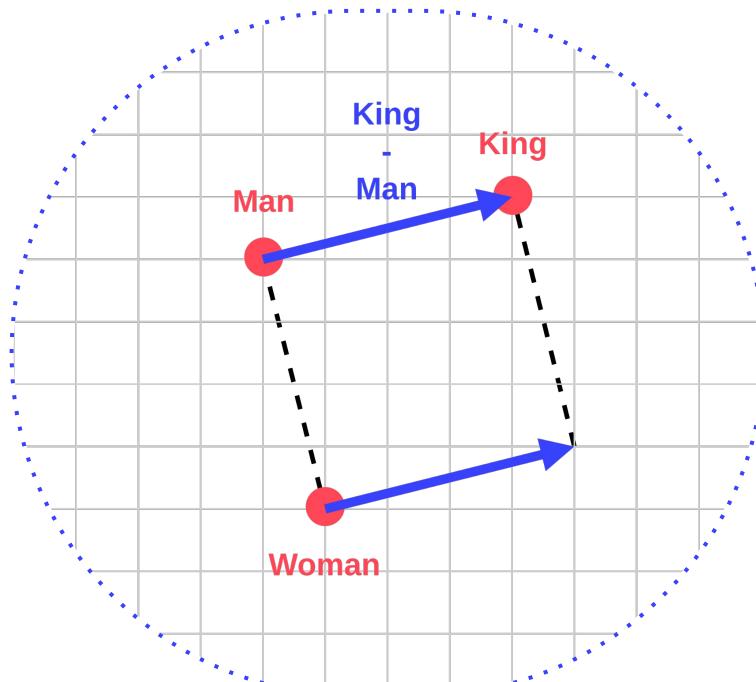
### Graph Transformer Encoder

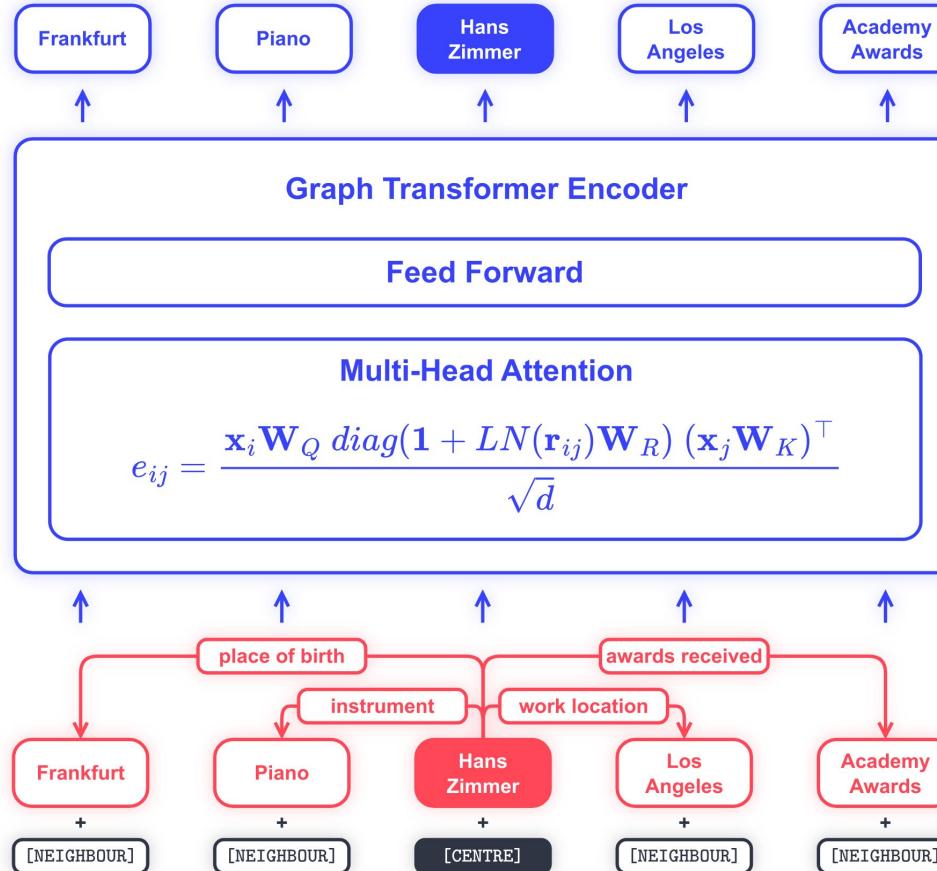


### Link Prediction Objective



King - Man + Woman





<b>Model</b>	<b>WN18RR<sub>IND</sub></b>				<b>FB15k-237<sub>IND</sub></b>			
	<b>MRR</b>	<b>H@1</b>	<b>H@3</b>	<b>H@10</b>	<b>MRR</b>	<b>H@1</b>	<b>H@3</b>	<b>H@10</b>
<i>Text-Only Models</i>								
DKRL* <sub>BERT<sub>BASE</sub></sub>	0.139	0.048	0.169	0.320	0.144	0.084	0.151	0.263
BOW* <sub>BERT<sub>BASE</sub></sub>	0.180	0.045	0.244	0.450	0.173	0.103	0.184	0.316
BLP* <sub>BERT<sub>BASE</sub></sub>	0.285	0.135	0.361	0.580	0.195	0.113	0.213	0.363
FnF-T <sub>BERT<sub>BASE</sub></sub>	<b>0.373</b>	<b>0.238</b>	<b>0.442</b>	<b>0.647</b>	<b>0.266</b>	<b>0.174</b>	<b>0.297</b>	<b>0.453</b>

Table 1: WN18RR<sub>IND</sub> and FB15k-237<sub>IND</sub> test set results. \*Daza et al. (2021); \*Markowitz et al. (2022)<sup>49</sup>

<b>Model</b>	<b>WN18RR<sub>IND</sub></b>				<b>FB15k-237<sub>IND</sub></b>			
	<b>MRR</b>	<b>H@1</b>	<b>H@3</b>	<b>H@10</b>	<b>MRR</b>	<b>H@1</b>	<b>H@3</b>	<b>H@10</b>
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FnF-T <sub>BERT<sub>MEDIUM</sub></sub>	0.342	0.213	0.405	0.603	0.253	0.164	0.281	0.431
FnF-T <sub>BERT<sub>SMALL</sub></sub>	0.320	0.197	0.379	0.572	0.239	0.152	0.265	0.411
FnF-T <sub>BERT<sub>MINI</sub></sub>	0.268	0.156	0.318	0.498	0.204	0.128	0.223	0.354
FnF-T <sub>BERT<sub>TINY</sub></sub>	0.193	0.098	0.230	0.385	0.164	0.100	0.176	0.289

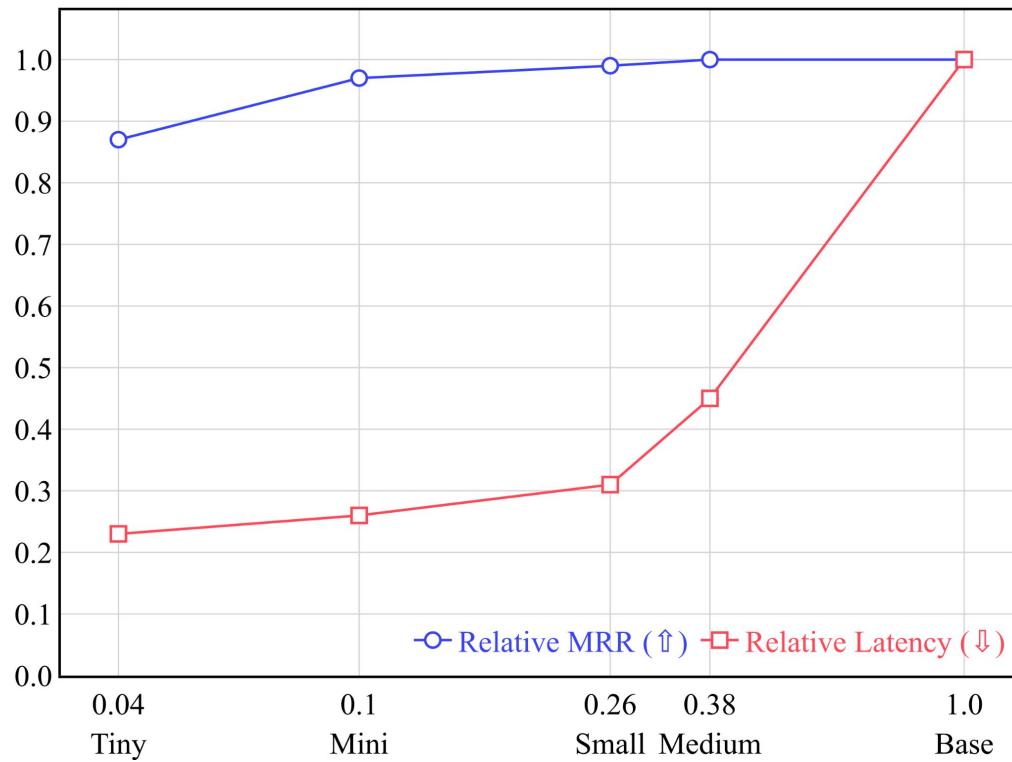
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Model	WN18RR <sub>IND</sub>				FB15k-237 <sub>IND</sub>			
	MRR	H@1	H@3	H@10	MRR	H@1	H@3	H@10
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<i>Structure-Informed Models</i>								
StAR* <sub>BERT<sub>BASE</sub></sub>	0.321	0.192	0.381	0.576	0.163	0.092	0.176	0.309
StATIK* <sub>BERT<sub>BASE</sub></sub>	0.516	0.425	0.558	0.690	0.224	0.143	0.248	0.381
FnF-TG <sub>BERT<sub>BASE</sub></sub>	0.732	0.652	0.785	<b>0.875</b>	0.316	0.214	0.350	<b>0.524</b>

Table 1: WN18RR<sub>IND</sub> and FB15k-237<sub>IND</sub> test set results. \*Daza et al. (2021); \*Markowitz et al. (2022)<sup>1</sup>

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FnF-TG <sub>BERT<sub>BASE</sub></sub>	0.732	0.652	0.785	<b>0.875</b>	0.316	0.214	0.350	<b>0.524</b>
FnF-TG <sub>BERT<sub>MEDIUM</sub></sub>	<b>0.737</b>	<b>0.661</b>	<b>0.789</b>	0.873	0.314	0.214	0.353	0.515
FnF-TG <sub>BERT<sub>SMALL</sub></sub>	0.727	0.648	0.781	0.867	<b>0.316</b>	<b>0.216</b>	<b>0.354</b>	0.518
FnF-TG <sub>BERT<sub>MINI</sub></sub>	0.713	0.632	0.768	0.857	0.302	0.204	0.337	0.502
FnF-TG <sub>BERT<sub>TINY</sub></sub>	0.638	0.543	0.700	0.808	0.288	0.195	0.318	0.475

Table 1: WN18RR<sub>IND</sub> and FB15k-237<sub>IND</sub> test set results. \*Daza et al. (2021); \*Markowitz et al. (2022) 52



## Input

Breakout is an arcade game developed and published by Atari , Inc. , released on May 13 , 1976 . It was conceptualized by Nolan Bushnell and Steve Bristow , influenced by the 1972 Atari arcade game Pong , and built by Steve Wozniak aided by Steve Jobs . Breakout was the basis and inspiration for certain aspects of the Apple II personal computer . [ ... ]

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## Output

Subject: Breakout Object: Atari

Relation: developer

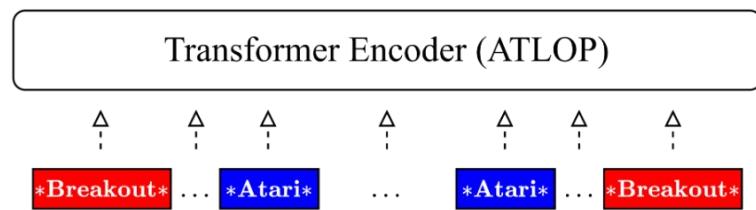
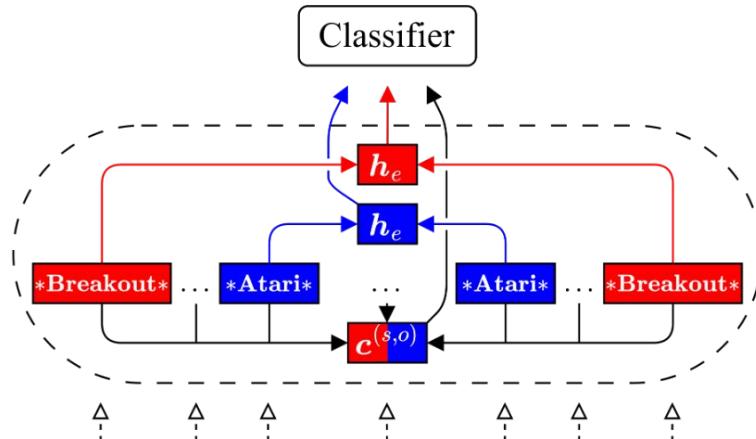
Subject: Breakout Object: Atari

Relation: publisher

## Input

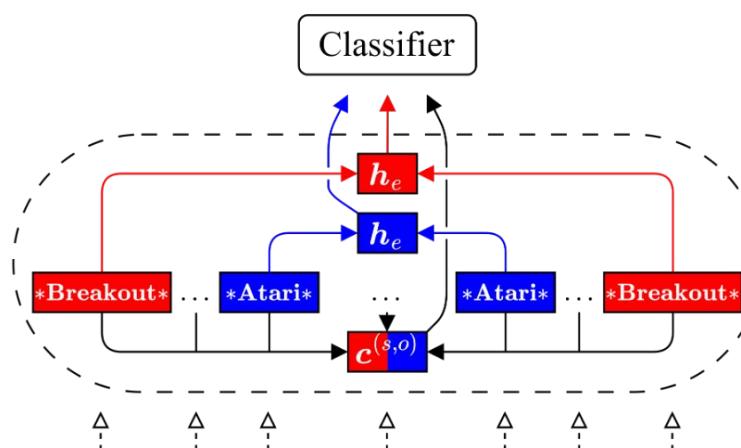
Breakout is an arcade game developed and published by Atari , Inc. , released on May 13 , 1976 . It was conceptualized by Nolan Bushnell and Steve Bristow , influenced by the 1972 Atari arcade game Pong , and built by Steve Wozniak aided by Steve Jobs . Breakout was the basis and inspiration for certain aspects of the Apple II personal computer . [ ... ]

## Previous Method

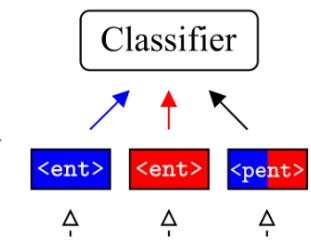


## Previous Method

## Proposed Method

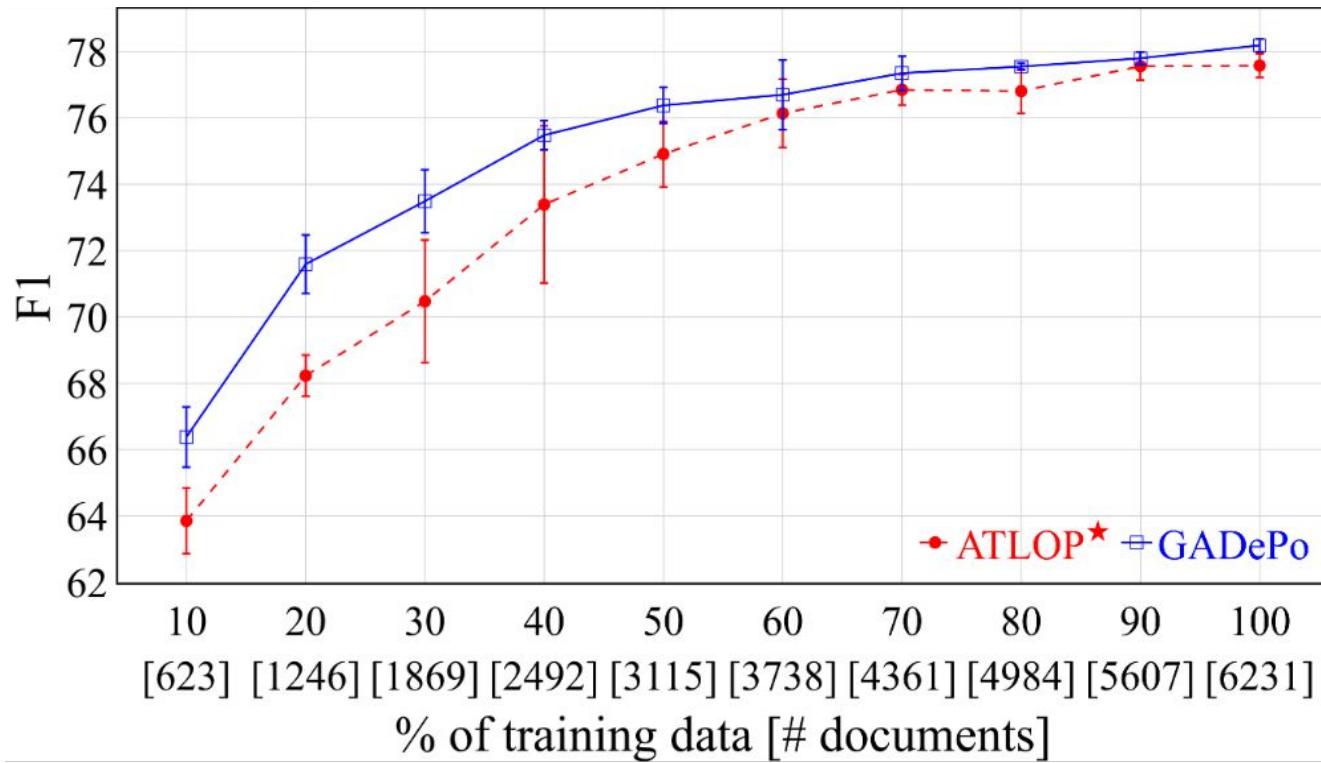


$$e_{ij} = \frac{\mathbf{x}_i \mathbf{W}_Q \text{ diag}(\text{LN}(\mathbf{c}_{ij} \mathbf{W}_C)) (\mathbf{x}_j \mathbf{W}_K)^\top}{\sqrt{d}}$$

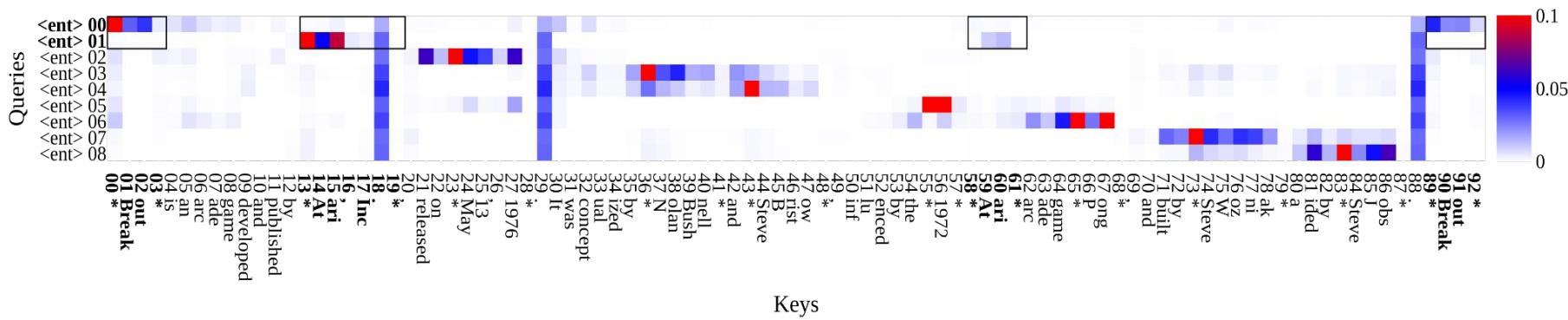


Transformer Encoder (ATLOP)

Joint Text-Graph Transformer Encoder (GADePo)



Attention heat map



## Output

Subject: Breakout Object: Atari

Relation: developer

Subject: Breakout Object: Atari

Relation: publisher

## Input

Breakout is an arcade game developed and published by Atari , Inc. , released on May 13 , 1976 . It was conceptualized by Nolan Bushnell and Steve Bristow , influenced by the 1972 Atari arcade game Pong , and built by Steve Wozniak aided by Steve Jobs . Breakout was the basis and inspiration for certain aspects of the Apple II personal computer . [ ... ]

