

Geometric Algebra Transformers (GATr)

NN learns from symmetric data.

- **Symmetric data:** transform data without changing the context.
- Want NN built to be *equivariant* to transformations.
- **Equivariance:** exists a transformation for *each* input transformation.
 - Feature mapping $f: X \rightarrow Y$ is equivariant to a group of transformations if:
 - Every transformation $\pi \in \Pi$ of the input $x \in X$
 - Is associative with a transformation $\psi \in \Psi$ of the features $f(x)$

$$\psi[f(x)] = f(\pi[x])$$

- **Invariance:** exists a transformation for *every* input transformation
 - The feature transformation isn't different for different input transformation.

E(3) symmetry = Euclidean 3D symmetry.

- Symmetry to rigid transformations.
 - **Rigid transformations:** rotations, translations, flips.
 - **SE(3) symmetry:** E(3) without flips.
- **N-body experiment:** simulate movements of N point masses moving according to gravitation laws.
 - Law of physics don't depend on global translation and rotation.
 - With E(3) the physics law are invariant with respect to spatial translations.

GATr is an equivariant NN.

- **Input:** multivectors and additional scalars
 - **Multivectors:** object from geometric algebra that manages geometric objects at once.
 - Can be seen as array of 16 element.
 - Depending on which element is activated, it represents a different object.
 - **Additional scalars:** sort of lightweight positional embeddings to avoid additional overhead.
 - Multivectors can be very big.
 - 10 multivectors \cong 1 traditional transformer model
- Works as a transformer but embedded in geometric algebra context.
 - **Linear and Bilinear layers:** process individual sequence elements
 - **Attention layer:** mix between the sequence elements.
 - **Equivariant normalization:** consider norm of individual vectors.
 - **Scale non linearity:** generalized non linearity.

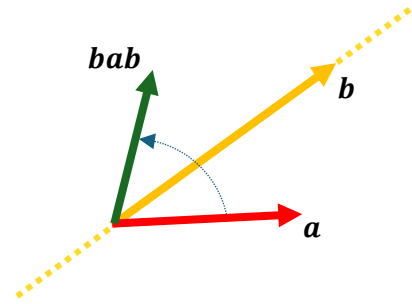
Object / operator	Scalar 1	Vector $e_0 \ e_i$		Bivector $e_{0i} \ e_{ij}$		Trivector $e_{0ij} \ e_{123}$		PS e_{0123}
Scalar $\lambda \in \mathbb{R}$	λ	0	0	0	0	0	0	0
Plane w/ normal $n \in \mathbb{R}^3$, origin shift $d \in \mathbb{R}$	0	d	n	0	0	0	0	0
Line w/ direction $n \in \mathbb{R}^3$, orthogonal shift $s \in \mathbb{R}^3$	0	0	0	s	n	0	0	0
Point $p \in \mathbb{R}^3$	0	0	0	0	0	p	1	0
Pseudoscalar $\mu \in \mathbb{R}$	0	0	0	0	0	0	0	μ
Reflection through plane w/ normal $n \in \mathbb{R}^3$, origin shift $d \in \mathbb{R}$	0	d	n	0	0	0	0	0
Translation $t \in \mathbb{R}^3$	1	0	0	$\frac{1}{2}t$	0	0	0	0
Rotation expressed as quaternion $q \in \mathbb{R}^4$	q_0	0	0	0	q_i	0	0	0
Point reflection through $p \in \mathbb{R}^3$	0	0	0	0	0	p	1	0

Geometric algebra.

- **Basis vector (e_i):** orthogonal vectors that represent multivector coordinates.
 - **Orthogonality:** dot product is zero
 - $\|e_i^2\| = 1$
- **Geometric product: xy**
 - Square must be equal to squared norm: $v * v = \langle v, v \rangle = \|v\|^2$
 - **Special case:** $\|e_i * e_j\| = 2$
 - Antisymmetric: $e_i * e_j = -(e_j * e_i)$
 - **Proof:** $e_i e_j + e_j e_i = (e_i + e_j)^2 - e_i^2 - e_j^2 = 0$ ■
 - **Number of basis (d):** how many e_i there are.
 - It doesn't matter what order e_i are multiplied.
 - The output will have the same base vectors with different sign.
 - So, there will be $\sum_{i=0}^d \binom{d}{i} = 2^d$ base combinations (products)
 - **Number of basis (d):** count of e_i vectors
 - **Geometric algebra dimension:** $\sum_{i=0}^d \binom{d}{i} = 2^d$
- **Multivector:** $x = x_s + x_1 e_1 + x_2 e_2 + x_3 e_3 + x_{12} e_1 e_2 + x_{13} e_1 e_3 + x_{23} e_2 e_3 + x_{123} e_1 e_2 e_3$
 - This formulation is specifically for 3D Euclidean geometry.
 - **Grade:** number of basis associate to x_i
- **Inner product:** $\langle x, y \rangle = (xy + yx)/2$
 - Symmetric part of the geometric product
 - Computes the similarity between vectors.
- **Outer product:** $x \wedge y = (xy - yx)/2$
 - Antisymmetric part of the geometric product
 - Represents the weighted and oriented subspace spanned by the vector.
 - $\langle x, y \rangle + x \wedge y = xy$
- **Wedge product:** represent the objects intersection.
- **Dual:** $x \mapsto x^*$
 - Sends basis vectors to their inverse.
 - As bit flip
 - $e_1 \mapsto e_{23} \equiv e_{001} \mapsto e_{110}$
- **Grade involution (\hat{x}):** flips the sign of the odd-grade elements of x
- **Sandwich product:** $\rho(x)_u = u[x] = \begin{cases} uxu^{-1} & \text{if } u \text{ is even} \\ u\hat{x}u^{-1} & \text{if } u \text{ is odd} \end{cases}$
 - Reflect the vector around a point.
 - Any rotation can be represented as two reflections around some vectors.
- **Left contraction:** $x|y = \langle xy \rangle_{l-k}$
 - Takes parts geometric product part that corresponds to the difference of vectors grades.
- **Join:** $x, y = (x^* \wedge y^*)^*$
 - Join an object between two elements.
- **Blades:** $x = x_1 \wedge x_2 \wedge x_3 \wedge \dots \wedge x_k$
 - Wedge product of more vectors of grade i from 1 to k .

2D Geometric algebra.

- Two coordinates e_1, e_2
 - Multivector:** $x = x_s + x_1 e_1 + x_2 e_2 + x_{12} e_1 e_2$
 - Scalar** (x_s): grade 0
 - Vector** ($x_i e_i$): grade 1 = point
 - Bivector** ($x_{12} e_1 e_2$): grade 2
 - Number of bases:** $d = 2$
 - Geometric algebra dimension:** $2^d = 4$
- Inner product:** dot product
- Outer product:** gives a bivector.
 - Bivector area:** $||u \wedge v|| = ||u|| * ||v|| * \sin(\theta)$
- Sandwich product:** reflection of a vector on another one



Projective 2D Geometric algebra.

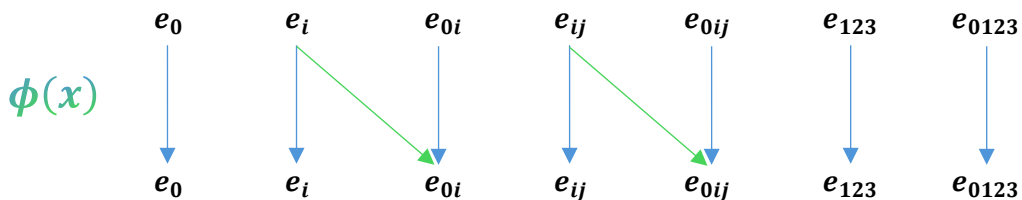
- Three coordinates e_0, e_1, e_2
 - Multivector:** $x = x_s + x_0 e_0 + x_1 e_1 + x_2 e_2 + x_{01} e_0 e_1 + x_{02} e_0 e_2 + x_{12} e_1 e_2 + x_{012} e_0 e_1 e_2$
 - Scalar** (x_s): grade 0
 - Vector** ($x_i e_i$): grade 1 = line
 - Bivector** ($x_{ij} e_i e_j$): grade 2
 - Trivector** ($x_{012} e_0 e_1 e_2$): grade 3
 - Describe a line.
 - $e_0^2 = 0$
 - Destroy bivector/trivectors.
 - Number of bases:** $d = 3$
 - Geometric algebra dimension:** $2^d = 8$
- Join:** the output of joining two objects
 - Two joined points (scalar) give a line (vector).

Projective 3D Geometric algebra.

- The geometric algebra used by GATr
- Four coordinates e_0, e_1, e_2, e_3
 - Multivector:** $x = x_s + \sum_{i=0}^3 x_i e_i + \sum_{i=0}^2 \sum_{j=i+1}^3 x_{ij} e_i e_j + \sum_{i=0}^1 \sum_{j=i+1}^2 \sum_{k=j+1}^3 x_{ijk} e_i e_j e_k + x_{0123} e_0 e_1 e_2 e_3$
 - Scalar** (x_s): grade 0
 - Vector** ($x_i e_i$): grade 1 = plane
 - Bivector** ($x_{ij} e_i e_j$): grade 2
 - Trivector** ($x_{012} e_0 e_1 e_2$): grade 3 = points
 - Describe a plane.
 - $e_0^2 = 0$
 - Destroy bivector/trivectors.
 - Number of bases:** $d = 3$
 - Geometric algebra dimension:** $2^d = 8$
- Wedge product:** the output of intersect two objects.
 - Two intersected planes (vectors) give a line (bivector).
 - Is a geometric product for orthogonal planes (vectors).
 - Opposite of joint

Equivariant linear layer

- GATr neurons are multivectors.
- **GATr linear layer:** linear mapping from a (input) multivector to a (neuron) multivector
 - One mapping for each multivector.
 - n^2 mappings, where n = input multivectors
 - Summed all together at each output neuron.
- An equilinear layer has always the form $\phi(x) = \sum_{k=0}^{d+1} w_k \langle x \rangle_k + \sum_{k=0}^d v_k e_0 \langle x \rangle_k$
 - Sum of weighted blade projections
 - Each weight is a learnable scalar.
 - w_k multiplies each multivector ($\langle x \rangle_k$) component.
 - $e_i \rightarrow e_i$ map
 - v_k multiplies each multivector ($\langle x \rangle_k$) that doesn't have e_0 component.
 - Turns $\langle x \rangle_k$ component into the analogue with e_0 component.
 - $e_i \rightarrow e_{0i}$ map
 - **Blade projection ($\langle x \rangle_k$):** multivector x with only the components of grade k
 - So, each component of grade k will have same weights.



- The additive scalars are processed with a classic linear layer.
 - Weight + bias
 - Equilinear layer **CANNOT** have bias.
 - Lost of equivariance

