**IntelliGame Lab组会日志**

**时间：**2021年12月23日

**地点：**创新中心B-318

**主讲人：**郭康帅

**记录人：**袁伟民

**组会内容摘要：**

1、Hello, everyone. Consider Real graphs (networks) are often high-dimensional and difficult to process. First, I will discuss shallow Graph Representation Learning, Called Graph\Node embeddings, mapping nodes to low-dimensional embeddings. Let H^L denote the Graph feature, and let A denote the adjacency matrix in the classical Graph theorem. I will introduce that Graph Neural Networks ,which described deep learning architectures for graph-structured data and layer message-passing H^(L+1)=f（A，H^L ）.The Paradigm relies on the Graph Nets architecture schematics introduced by Battaglia (2018) and the “message passing neural network” framework proposed by Gilmer (2017). Next, I will review a GNN playground allows you to see how these different components and architectures contribute to a GNN’s ability to learn a real task.

**重要事务进展：**

1. 庄岩、何攀的专利；
2. 电网的magazine争取在1月中旬写完。
3. 研二准备下周三开题答辩（开题可以考虑从比赛中选择题目）。
4. 创新创业大赛。

**重要会议链接**

<http://123.57.137.208/index.html>

<https://aideadlin.es/?sub=ML,CV,NLP>

https://ccfddl.github.io/