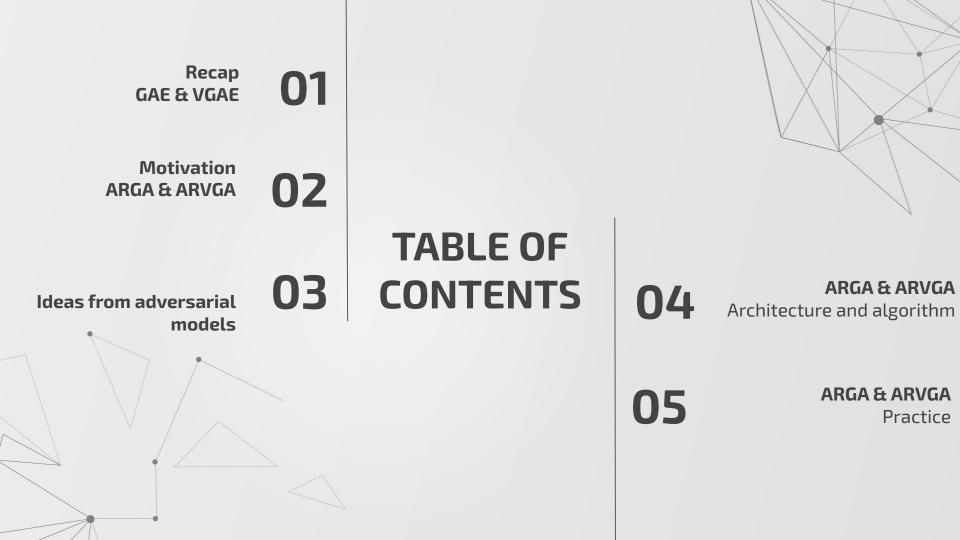
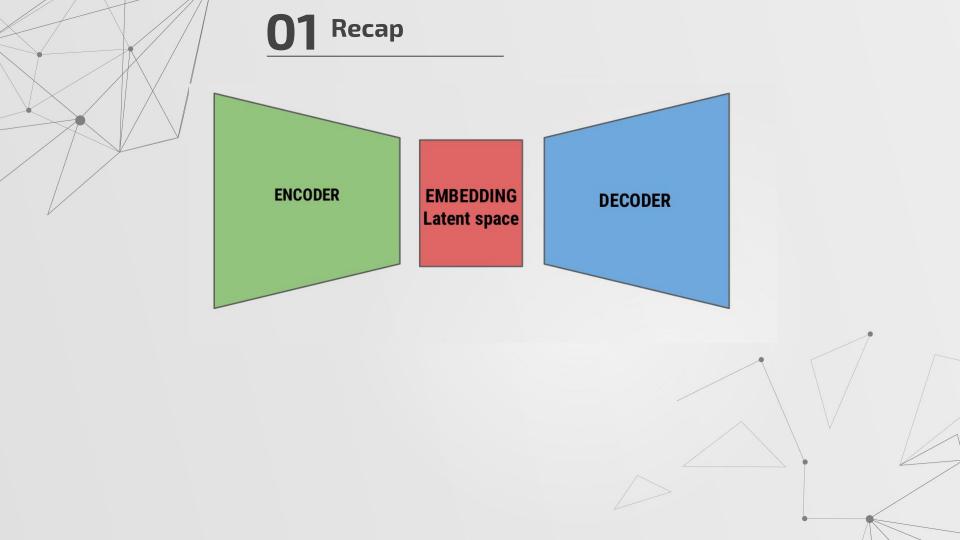
# Adversarially regularized GAE (ARGA)

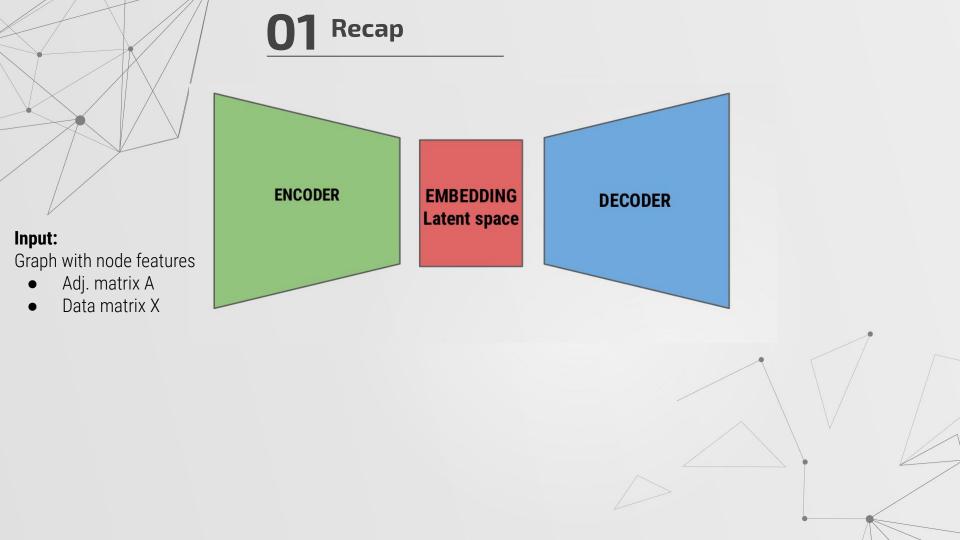
# Adversarially regularized VGAE (ARVGA)

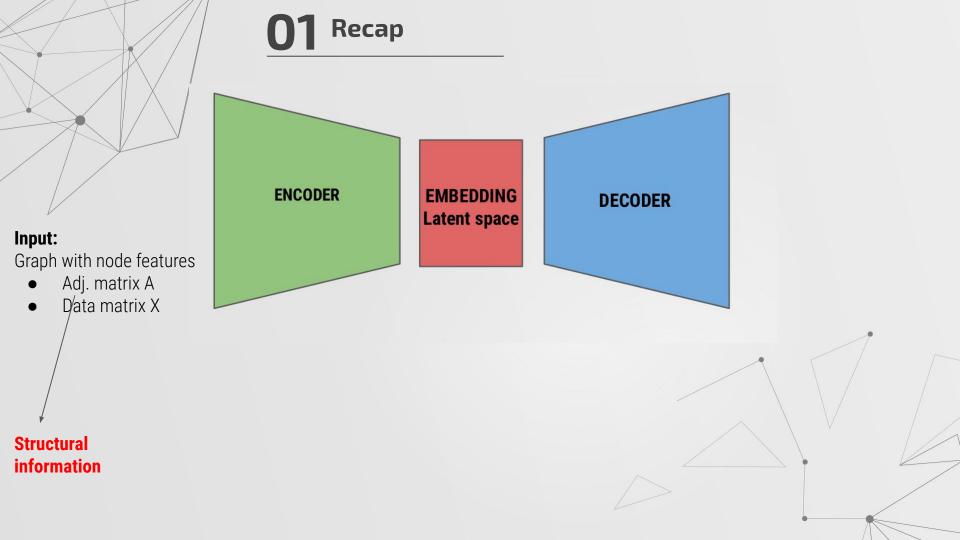
Gabriele Santin<sup>1</sup>

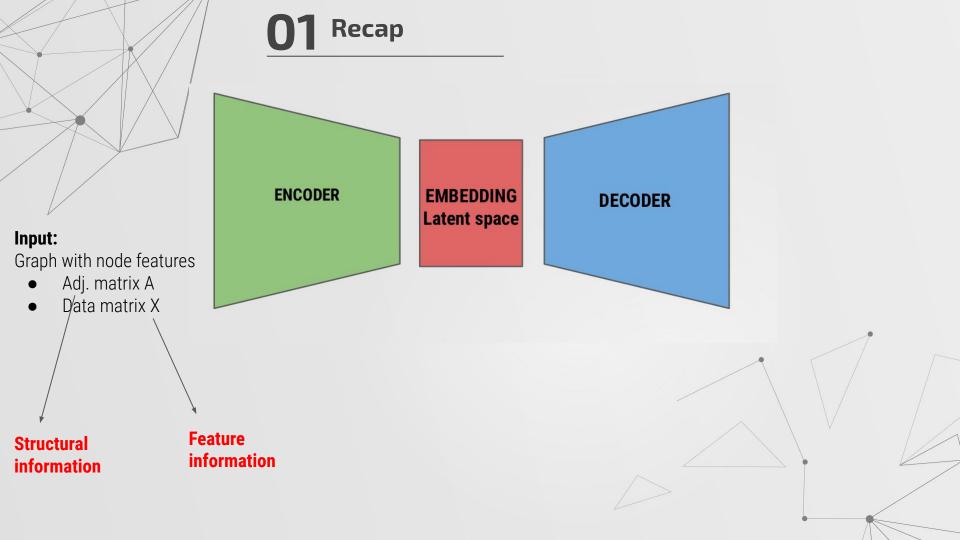
MobS<sup>1</sup> Lab, Fondazione Bruno Kessler, Trento, Italy

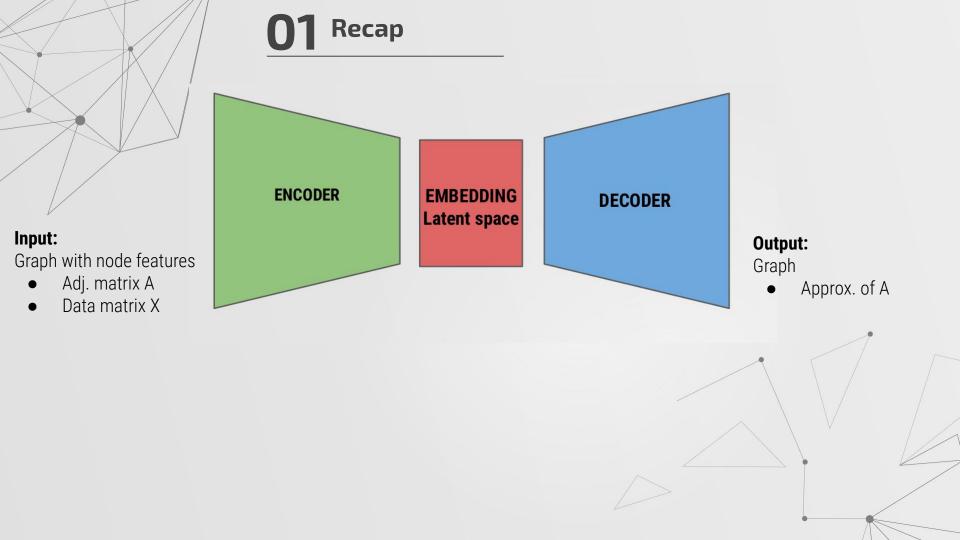


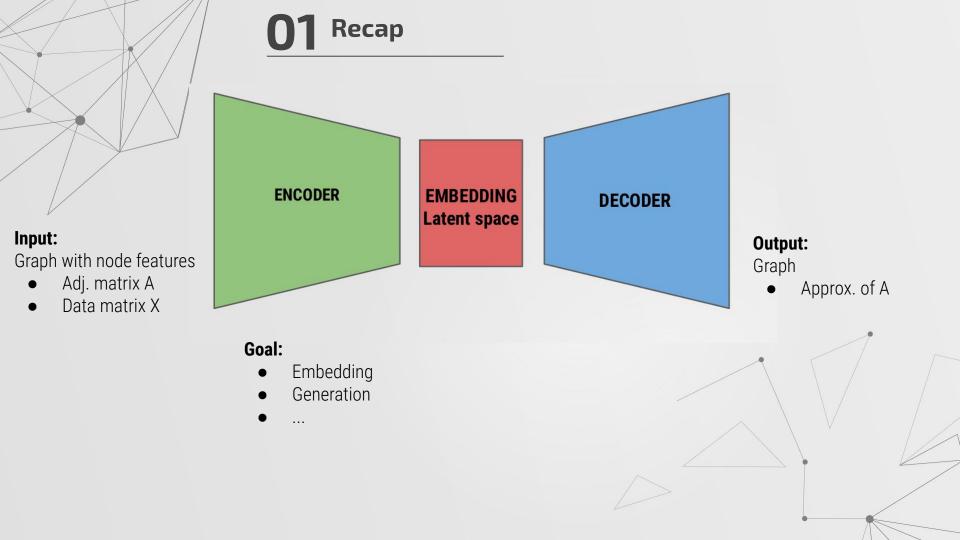


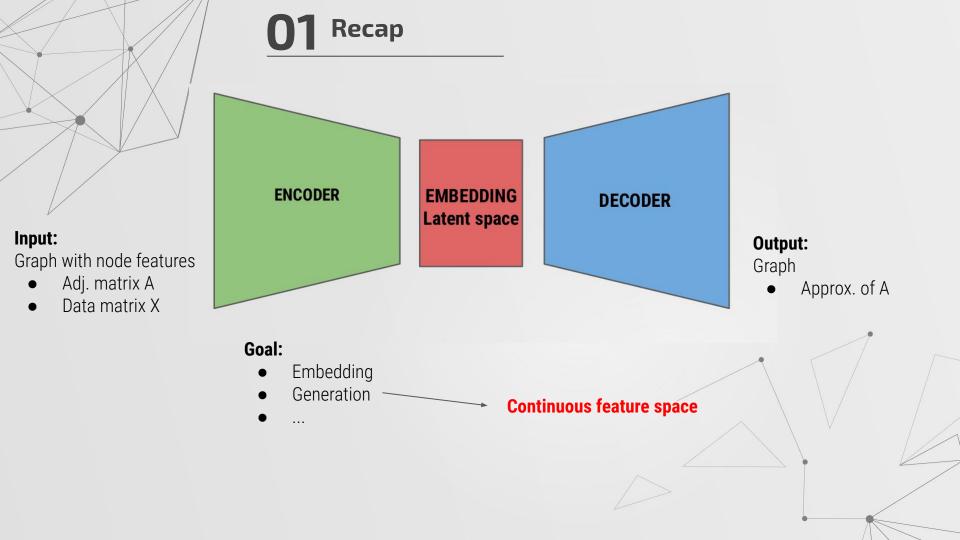


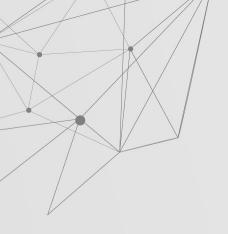












# O1 Recap

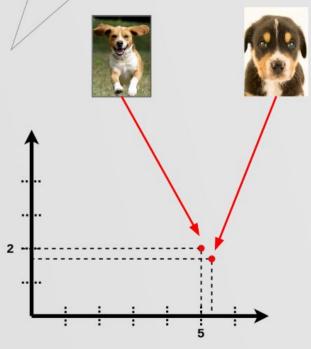
#### **GAE vs VGAE:**

- Embedding on nodes
- Each nodes is mapped to its latent representation



# O1 Recap

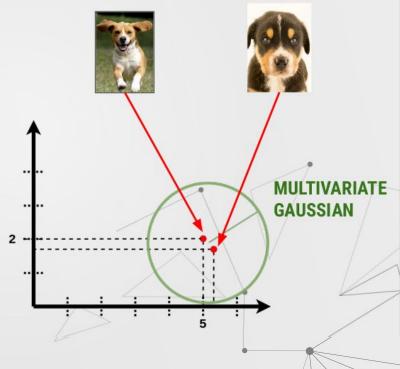
# Autoencoder (encoder)

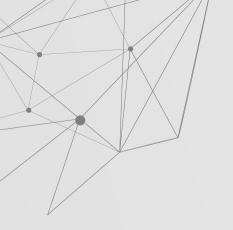


#### **GAE vs VGAE:**

- Embedding on nodes
- Each nodes is mapped to its latent representation

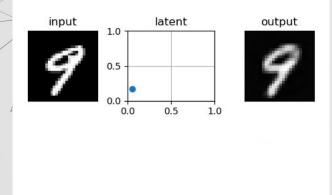
# Variational Autoencoder (encoder)





#### **Motivation:**





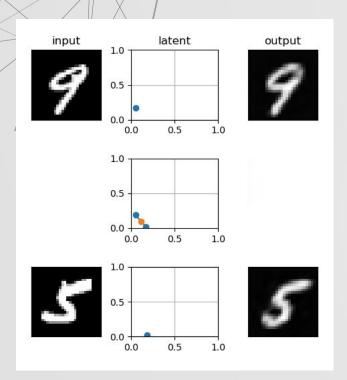
0.0

0.5

1.0

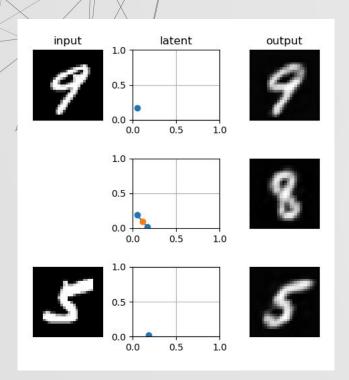
#### **Motivation:**





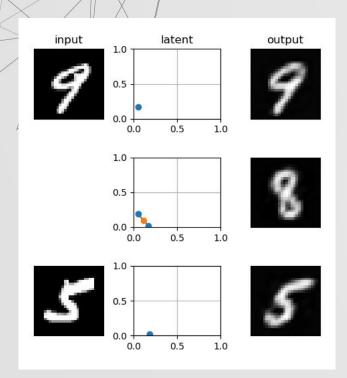
#### **Motivation:**





#### **Motivation:**



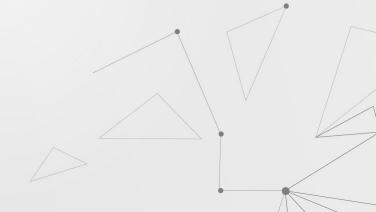


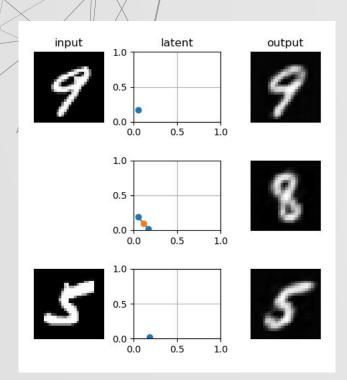
#### **Motivation:**

The importance of the latent representation

**AE and GAE**: only reconstruction loss

**VAE and VGAE**: regularize to have continuous latent representation





#### **Motivation:**

The importance of the latent representation

**AE and GAE**: only reconstruction loss

**VAE and VGAE**: regularize to have continuous latent representation

ARGA & ARVGA improve it



#### **Motivation:**

The importance of the latent representation

**Adversarially** regularized graph autoencoder (ARGA) **Adversarially** regularized variational graph autoencoder (ARVGA)

S. Pan, R. Hu, G. Long, J. Jiang, L. Yao, and C. Zhang, *Adversarially regularized graph autoencoder for graph embedding*. in Proc. of IJCAI, 2018, pp. 2609–2615.



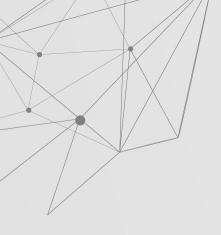
#### **Motivation:**

The importance of the latent representation

**Adversarially** regularized graph autoencoder (ARGA) **Adversarially** regularized variational graph autoencoder (ARVGA)

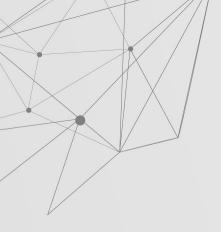
We have a look at adversarial training

S. Pan, R. Hu, G. Long, J. Jiang, L. Yao, and C. Zhang, *Adversarially regularized graph autoencoder for graph embedding*. in Proc. of IJCAI, 2018, pp. 2609–2615.



**Goal:** generate fake objects (e.g. images) similar to real ones **Idea:** play an adversarial game with two agents

I. Goodfellow et al., Generative Adversarial Nets. in Proc. of NIPS, 2014, pp. 2672--2680.



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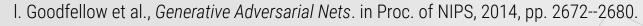
Idea: play an adversarial game with two agents

**Generator:** maps noise z to a fake object x

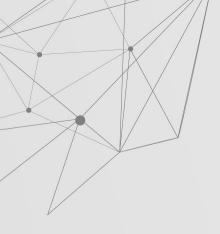
**Discriminator:** maps object x to probability of real/fake

**Game:** The generator tries to fool the discriminator

The discriminator tries to detect the fake objects







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**Generator:** maps noise z to a fake object x

**Discriminator:** maps object x to probability of real/fake

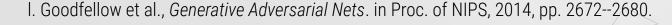
**Game:** The generator tries to fool the discriminator

The discriminator tries to detect the fake objects

$$\min_{G} \max_{D} \mathbb{E}_{\boldsymbol{x} \sim p_{\text{data}}(\boldsymbol{x})}[\log D(\boldsymbol{x})] + \mathbb{E}_{\boldsymbol{z} \sim p_{\boldsymbol{z}}(\boldsymbol{z})}[\log(1 - D(G(\boldsymbol{z})))]$$

I. Goodfellow et al., Generative Adversarial Nets. in Proc. of NIPS, 2014, pp. 2672--2680.

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The **Discriminator** wants to **max**:

$$\min_{G} \max_{D} \mathbb{E}_{\boldsymbol{x} \sim p_{\text{data}}(\boldsymbol{x})}[\log D(\boldsymbol{x})] + \mathbb{E}_{\boldsymbol{z} \sim p_{\boldsymbol{z}}(\boldsymbol{z})}[\log (1 - D(G(\boldsymbol{z})))]$$

The **Discriminator** wants to **max**:

- Recall that D(x) is in [0, 1]
- First term:
  - $\rightarrow$  large if D(x) is close to 1
  - $\rightarrow$  assign high probability to real objects

I. Goodfellow et al., Generative Adversarial Nets. in Proc. of NIPS, 2014, pp. 2672--2680.

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#### The **Discriminator** wants to **max**:

- Recall that D(x) is in [0, 1]
- First term:
  - $\rightarrow$  large if D(x) is close to 1
  - → assign high probability to real objects
- Second term:
  - $\rightarrow$  large if 1-D(G(z) is close to 1
  - $\rightarrow$  large if D(G(z)) is close to 0
  - → assign low probability to fake objects
- I. Goodfellow et al., Generative Adversarial Nets. in Proc. of NIPS, 2014, pp. 2672--2680.

$$\min_{G} \max_{\boldsymbol{x}} \mathbb{E}_{\boldsymbol{x} \sim p_{\text{data}}(\boldsymbol{x})}[\log D(\boldsymbol{x})] + \mathbb{E}_{\boldsymbol{z} \sim p_{\boldsymbol{z}}(\boldsymbol{z})}[\log(1 - D(G(\boldsymbol{z})))]$$

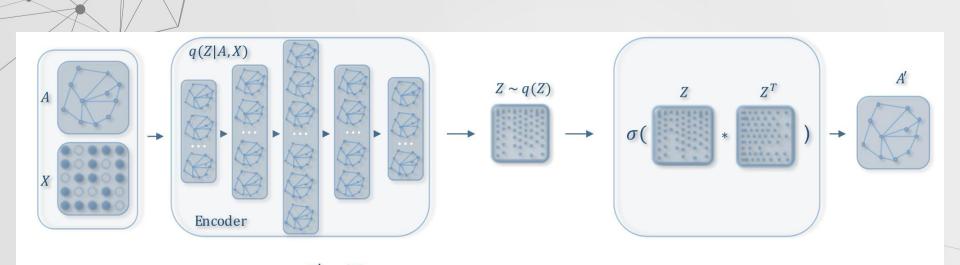
The **Generator** wants to min:

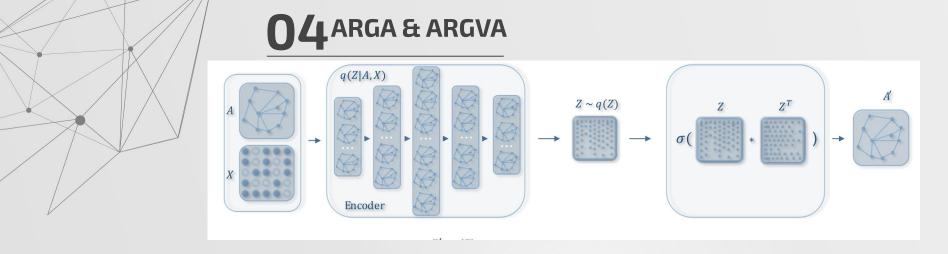
$$\min_{G} \max_{D} \mathbb{E}_{\boldsymbol{x} \sim p_{\text{data}}(\boldsymbol{x})}[\log D(\boldsymbol{x})] + \mathbb{E}_{\boldsymbol{z} \sim p_{\boldsymbol{z}}(\boldsymbol{z})}[\log (1 - D(G(\boldsymbol{z})))]$$

The **Generator** wants to min:

- Second term:
  - $\rightarrow$  small if 1-D(G(z) is close to 0
  - $\rightarrow$  small if D(G(z) is close to 1
  - → fool the discriminator into assigning high probability to fake objects

I. Goodfellow et al., Generative Adversarial Nets. in Proc. of NIPS, 2014, pp. 2672--2680.





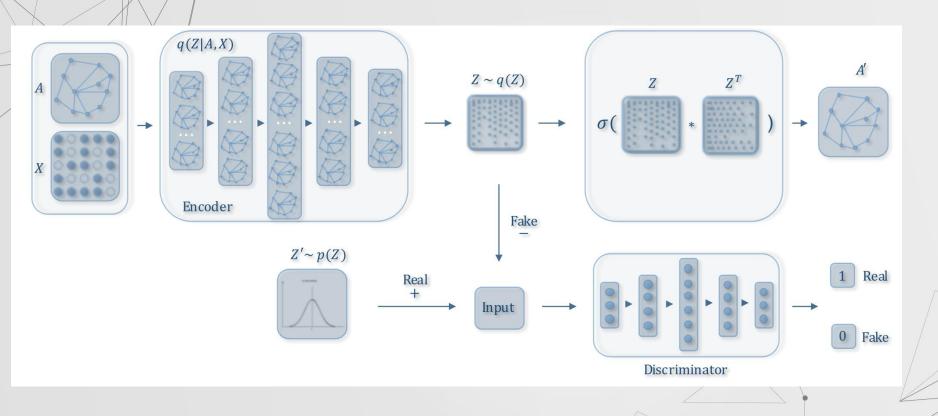
#### **Architecture** as in GAE/VGAE:

- **Encoder**: 2-layer GCN (with 2x for mean and logstd in VGAE)
- **Decoder**: inner product

#### → Same **loss** as GAE/VGAE:

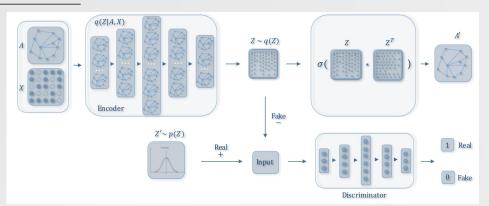
- **GAE**: reconstruction loss
- **VGAE**: rec. + KL regularization

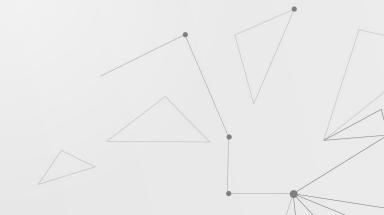


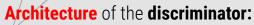


**Architecture** of the discriminator:

- Standard fully connected NN with 3 layers



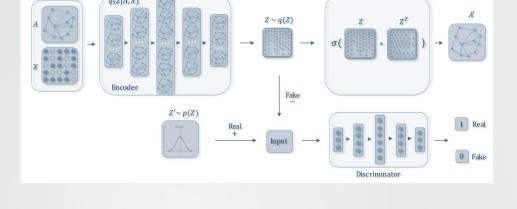


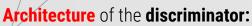


- Standard fully connected NN with 3 layers

Working on the latent space

→ continuous values!





- Standard fully connected NN with 3 layers

 $Z \sim q(Z)$   $Z \sim q(Z)$ 

Working on the latent space → continuous values!

→ Adversarial **loss**:

Real: samples from N(0, 1)

Fake: samples from the latent encoding

 $\min_{\mathcal{G}} \max_{\mathcal{D}} \mathbb{E}_{\mathbf{z} \sim p_z} [\log \mathcal{D}(\mathbf{Z})] + \mathbb{E}_{\mathbf{x} \sim p(\mathbf{x})} [\log (1 - \mathcal{D}(\mathcal{G}(\mathbf{X}, \mathbf{A})))]$ 

#### Algorithm 1 Adversarially Regularized Graph Embedding

#### Require:

 $G = \{V, E, X\}$ : a Graph with links and features;

T: the number of iterations;

K: the number of steps for iterating discriminator;

d: the dimension of the latent variable

#### Ensure: $\mathbf{Z} \in \mathbb{R}^{n \times d}$

1: **for** iterator =  $1, 2, 3, \dots, T$  **do** 

Generate latent variables matrix **Z** through Eq.(4);

3:

4:

5:

6:

- 7: Update the graph autoencoder with its stochastic gradient by Eq. (10) for ARGA or Eq. (11) for ARVGA; end for
- end for 8: **return**  $\mathbf{Z} \in \mathbb{R}^{n \times d}$

This is: Z = E(X, A)

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These are the usual GAE/VGAE losses

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5: Sample m entities  $\{\mathbf{a}^{(1)}, \dots, \mathbf{a}^{(m)}\}$  from the prior distribution  $p_z$ 

6: Update the discriminator with its stochastic gradient:

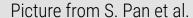
$$abla rac{1}{m} \sum_{i=1}^m [\log \mathcal{D}(\mathbf{a}^i) + \log (1 - \mathcal{D}(\mathbf{z}^{(i)}))]$$

end for

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K training loops of the discriminator



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K training loops of the discriminator

Sample fake gaussians



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K training loops of the discriminator

Sample fake gaussians

Sample true gaussians



#### Algorithm 1 Adversarially Regularized Graph Embedding

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T: the number of iterations;

K: the number of steps for iterating discriminator;

d: the dimension of the latent variable  $a_n = a_n \times d$ 

Ensure:  $\mathbf{Z} \in \mathbb{R}^{n \times d}$ 

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K training loops of the discriminator

Sample fake gaussians

Sample true gaussians

Update the discriminator

#### Algorithm 1 Adversarially Regularized Graph Embedding

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end for

Update the graph autoencoder with its stochastic gradient by Eq. (10) for ARGA or Eq. (11) for ARVGA;

end for

8: return  $\mathbf{Z} \in \mathbb{R}^{n \times d}$ 

K training loops of the discriminator

Sample fake gaussians

Sample true gaussians

Update the discriminator

Missing: update the encoder (written in the text)

CLASS ARGA (encoder, discriminator, decoder=None)

The Adversarially Regularized Graph Auto-Encoder model from the "Adversarially Regularized Graph Autoencoder for Graph Embedding" paper. paper.

#### **PARAMETERS**

- · encoder (Module) The encoder module.
- · discriminator (Module) The discriminator module.
- · decoder (Module, optional) The decoder module. If set to None, will default to the torch\_geometric.nn.models.InnerProductDecoder . (default: None )

#### discriminator\_loss(z)

[source]

Computes the loss of the discriminator.

#### **PARAMETERS**

z (Tensor) - The latent space Z.

#### reg\_loss(z) [source]

Computes the regularization loss of the encoder.

#### **PARAMETERS**

z (Tensor) - The latent space Z.

reset\_parameters() [source]



CLASS ARGA (encoder, discriminator, decoder=None)

[source

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Computes the regularization loss of the encoder.

PARAMETERS

z (Tensor) - The latent space Z.

reset\_parameters() [source

class ARGA(GAE):

decode ( \*args, \*\*kwargs ) [source]

Runs the decoder and computes edge probabilities.

encode (\*args, \*\*kwargs) [source]

Runs the encoder and computes node-wise latent variables.

recon\_loss(z, pos\_edge\_index, neg\_edge\_index=None) [sour

Given latent variables z, computes the binary cross entropy loss for positive edges pos\_edge\_index and negative sampled edges.

CLASS ARGVA ( encoder, discriminator, decoder=None ) [source]

The Adversarially Regularized Variational Graph Auto-Encoder model from the "Adversarially Regularized Graph Autoencoder for Graph Embedding" paper. paper.

#### **PARAMETERS**

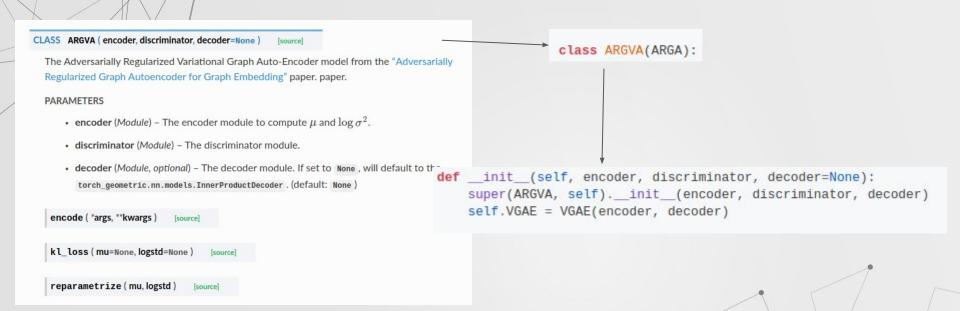
- encoder (Module) The encoder module to compute  $\mu$  and  $\log \sigma^2$ .
- · discriminator (Module) The discriminator module.
- decoder (Module, optional) The decoder module. If set to None, will default to the torch\_geometric.nn.models.InnerProductDecoder. (default: None)

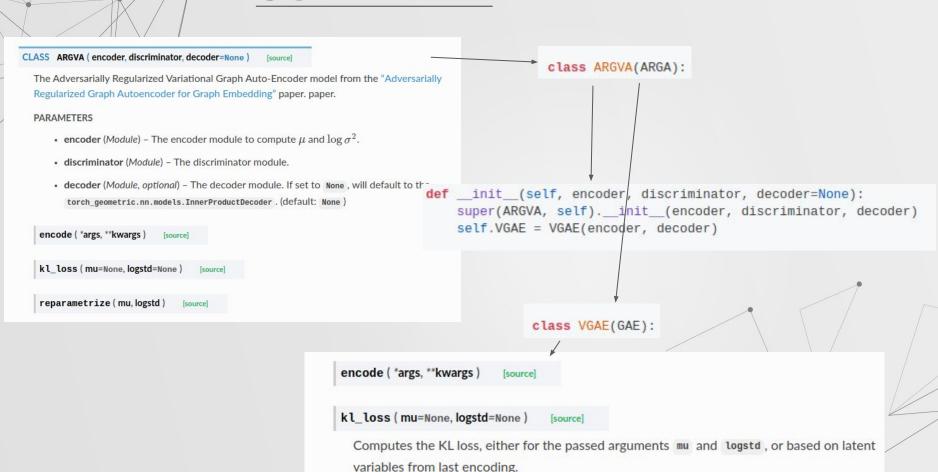
encode ( \*args, \*\*kwargs ) [source]

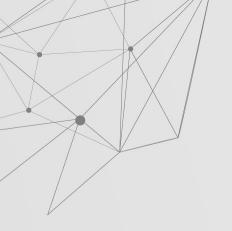
kl\_loss ( mu=None, logstd=None ) [source]

reparametrize ( mu, logstd ) [source]









Jupyter Notebook

