

Pytorch Geometric tutorials

- Antonio Longa and Gabriele Santin
- Open source project
- Learn how to use Geometric Deep Learning
- Pytorch Geometric



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How it works

- Brief introduction to a GDL model
- Practice!
- Feel free to join, ask and present



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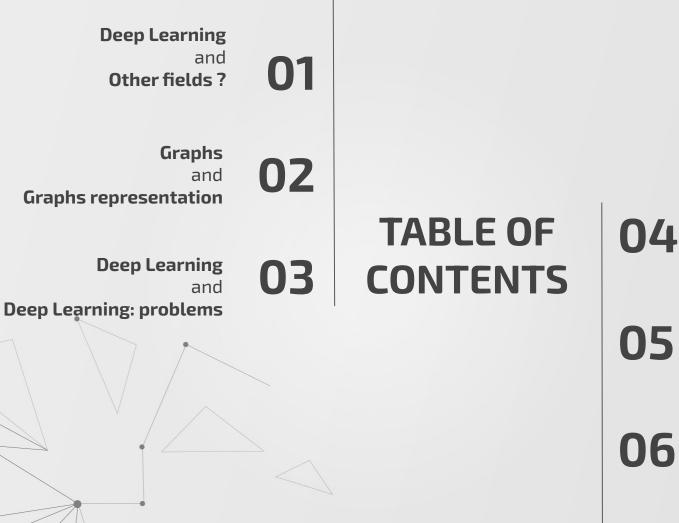
How it works

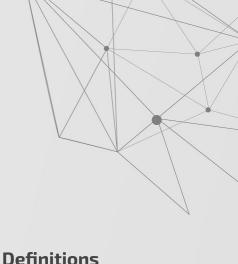
- Brief introduction to a GDL model
- Practice!
- Feel free to join, ask and present

Who are you?

- Researchers
- Students
- Engineers
- ..





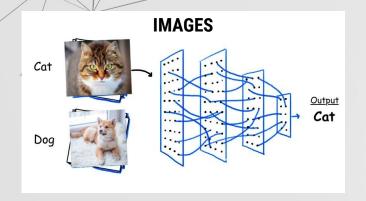


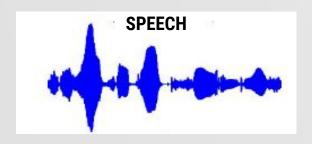
Definitions

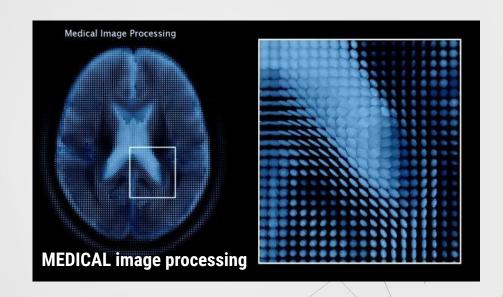
Graph Neural Networks

Conclusions and future works

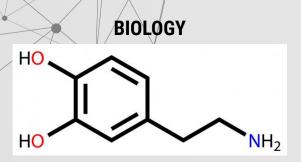
Deep Learning



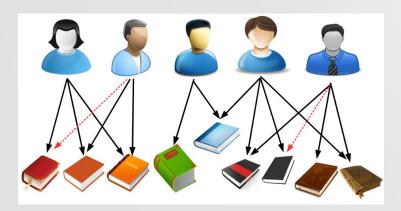




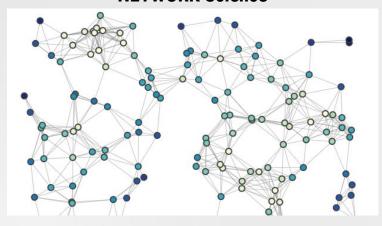
01 Other fields?



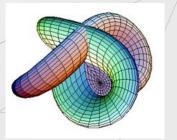
RECOMMENDER SYSTEMS



NETWORK Science







O1 Other fields?

DIFFERENCE BETWEEN:

- Images and manifold?
- Speech and molecules?
- RX images and graphs?

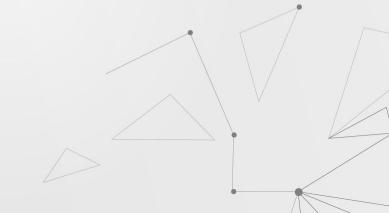


O1 Other fields?

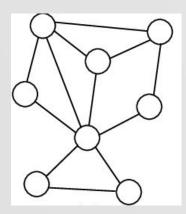
DIFFERENCE BETWEEN:

- Images and manifold?
- Speech and molecules?
- RX images and graphs?

NON-EUCLIDEAN DOMAINS

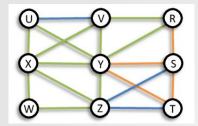


Undirected

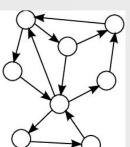


02 Graphs

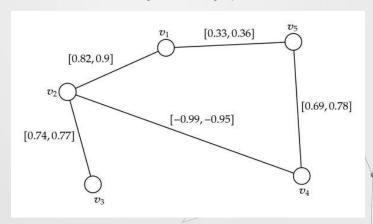
Node labeled graph



Directed

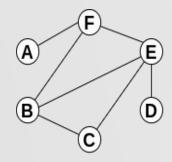


Edge labeled graph



03 Graph representation

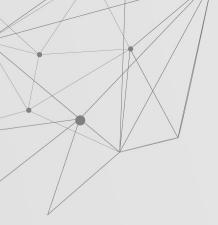
GRAPH



ADJ MATRIX

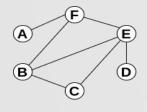
	Α	В	С	D	Е	F
Α	0	0	0	0	0	1
В		0	1	0	1	1
С			0	0	1	0
D				0	1	0
Ε					0	1
F	- 1					0





03 Deep learning

GRAPH



ADJ MATRIX

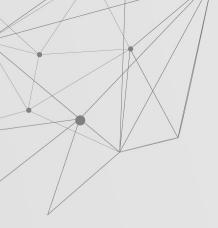
	Α	В	С	D	E	F
Α	0	0	0	0	0	1
В		0	1	0	1	1
С			0	0	1	0
D E				0	1	0
E					0	1
F	- 1		į	î, î		0

Neural network



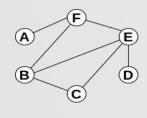






03 Deep learning

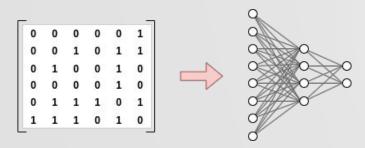
GRAPH



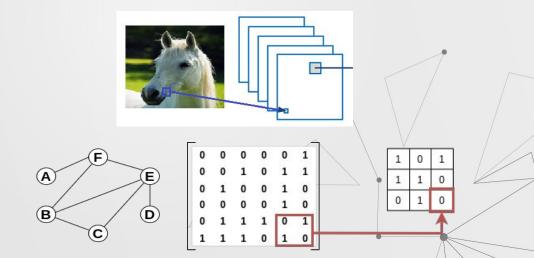
ADJ MATRIX

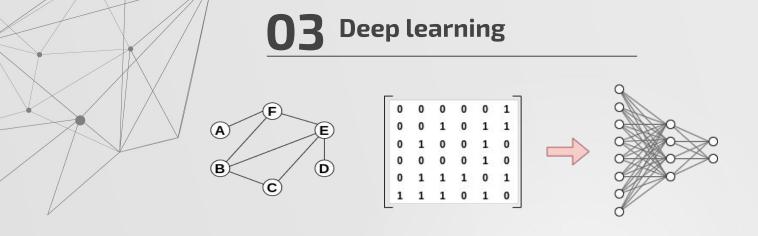
	Α	В	С	D	Е	F
Α	0	0	0	0	0	1
В		0	1	0	1	1
С			0	0	1	0
D E				0	1	0
Е					0	1
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Neural network



Convolution Neural network





PROBLEMS:

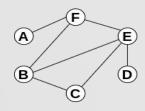
- Different sizes
- NOT invariant to nodes ordering

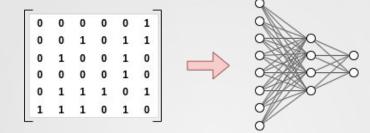


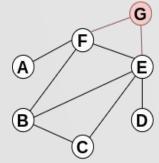


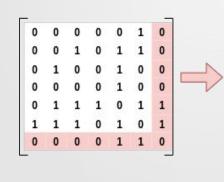
03 Deep learning: problems

Different sizes





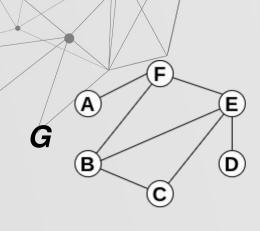




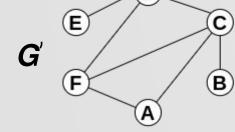


03 Deep learning: problems

NOT invariant to node ordering



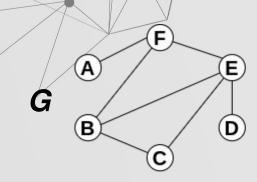
$$G = G'$$

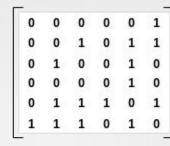




03 Deep learning: problems

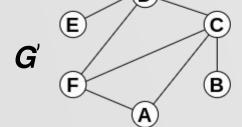
NOT invariant to node ordering





$$G = G'$$

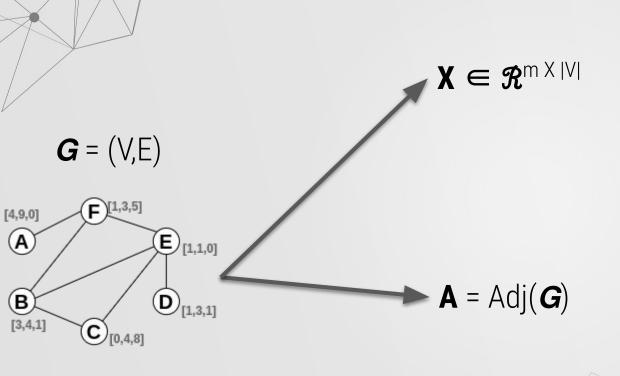


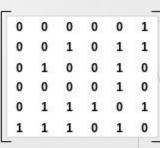


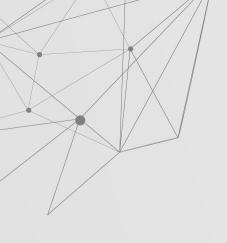




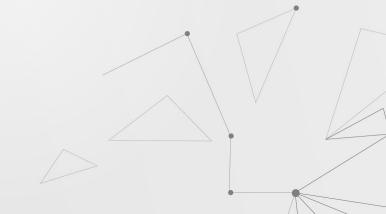
Definitions







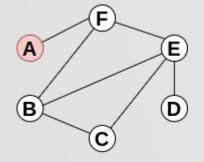
- Define a computation graph
- **Use** the computation graph



COMPUTATION GRAPH

The neighbour of a node define its computation graph

INPUT GRAPH

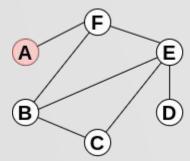




COMPUTATION GRAPH

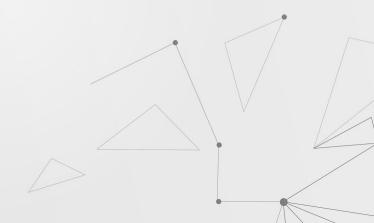
The neighbour of a node define its computation graph

INPUT GRAPH



COMPUTATION GRAPH

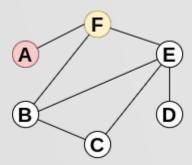




COMPUTATION GRAPH

The neighbour of a node define its computation graph

INPUT GRAPH



COMPUTATION GRAPH

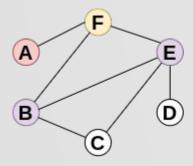




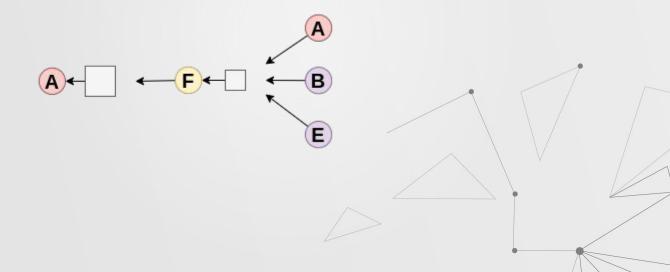
COMPUTATION GRAPH

The neighbour of a node define its computation graph

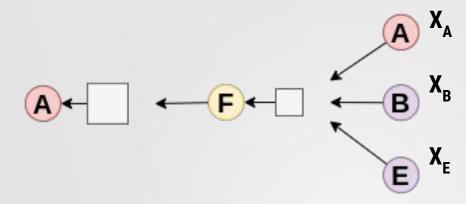
INPUT GRAPH

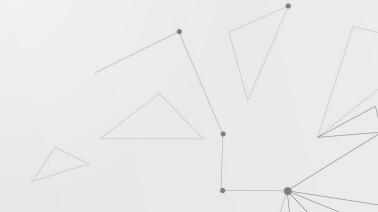


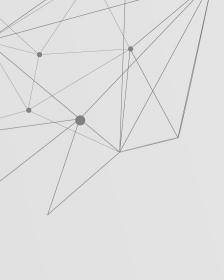
COMPUTATION GRAPH

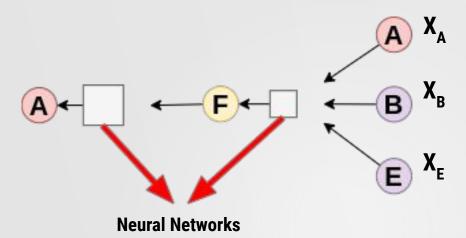






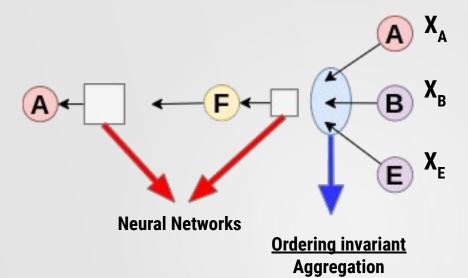




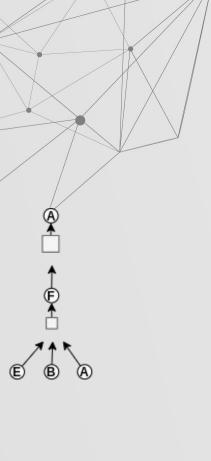




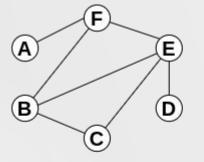




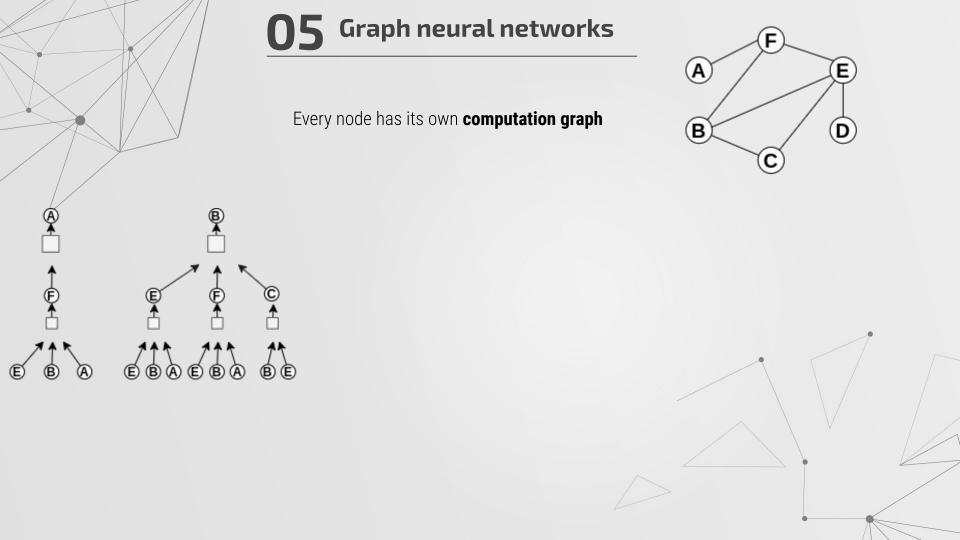
Sum Average

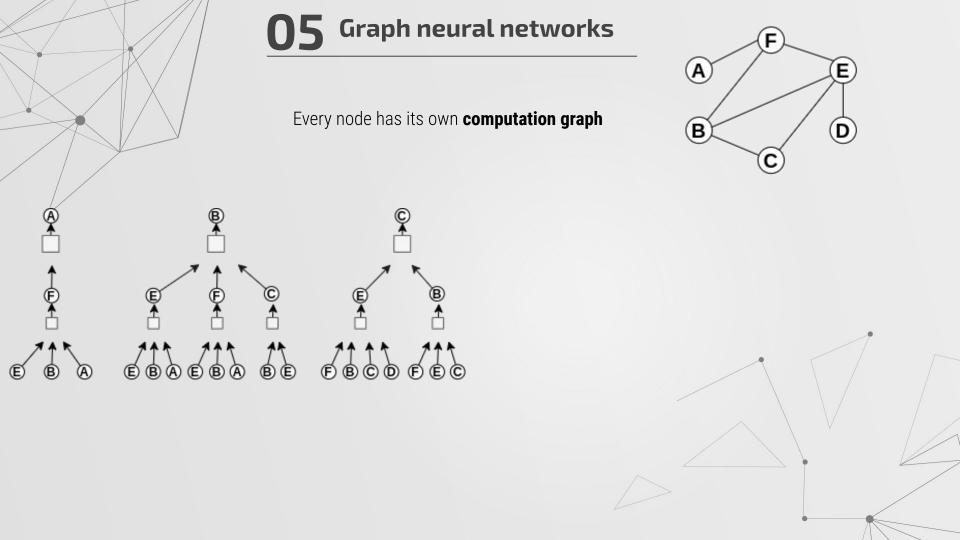


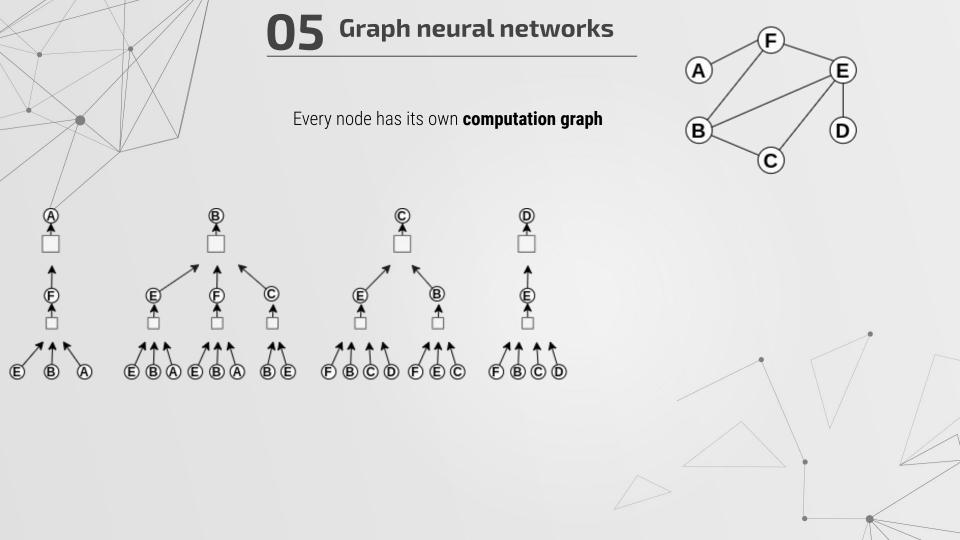
Every node has its own **computation graph**

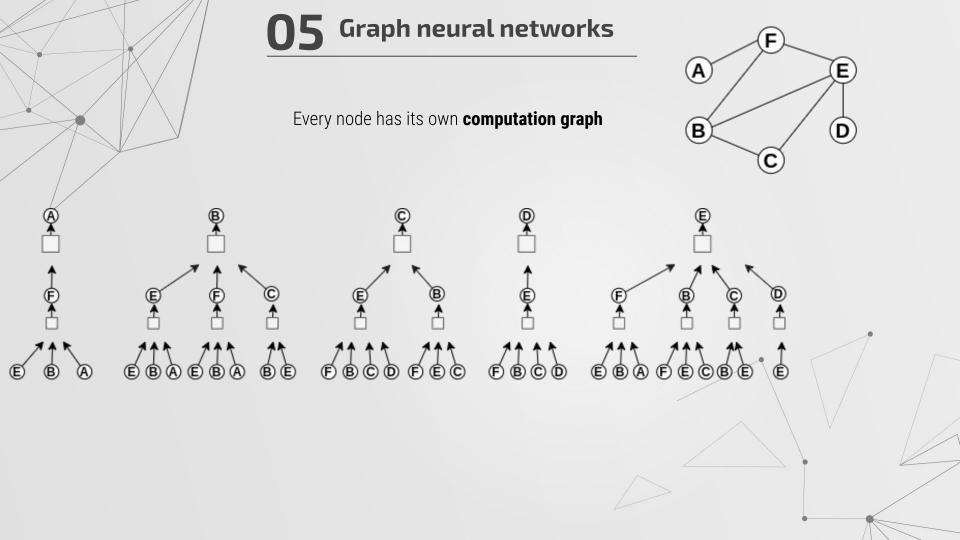


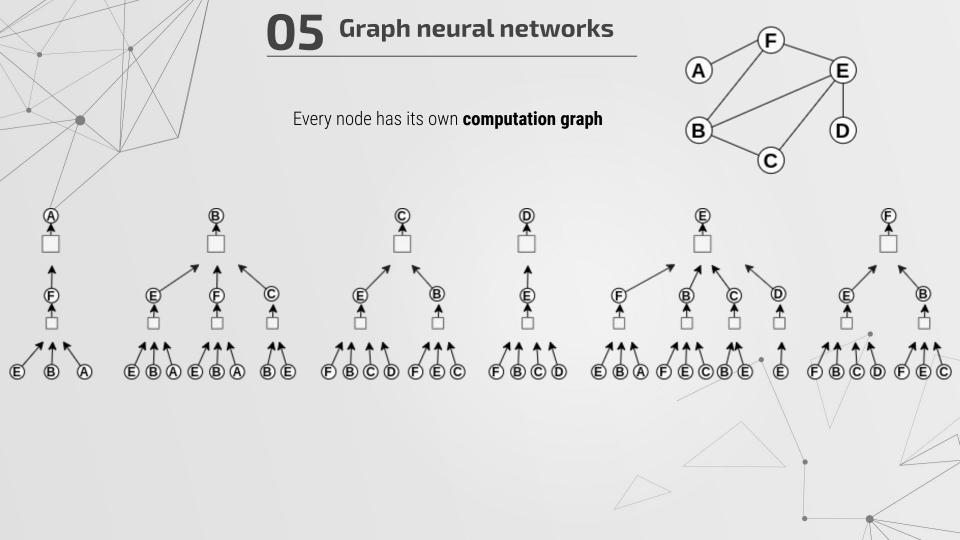




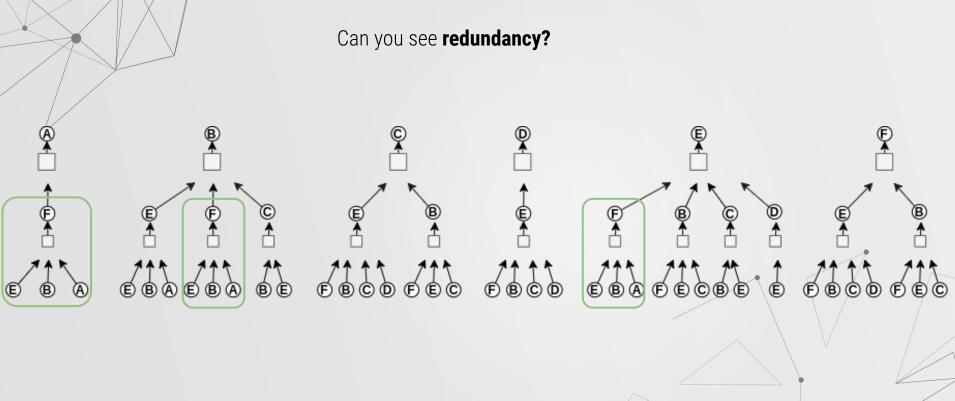


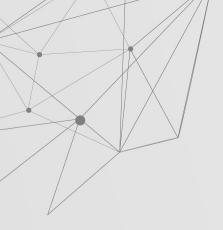


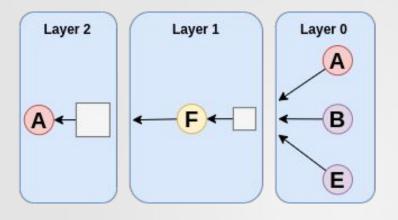


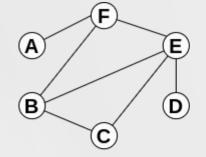


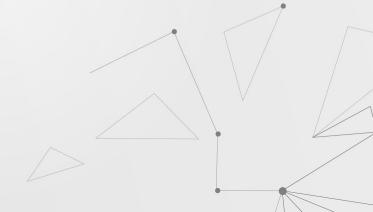
Graph neural networks Can you see redundancy? EBAEBA BE FBCOFEC FBCO EBAFECBE E FBCOFEC

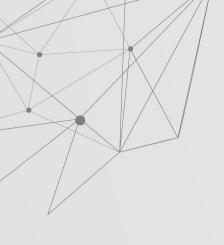




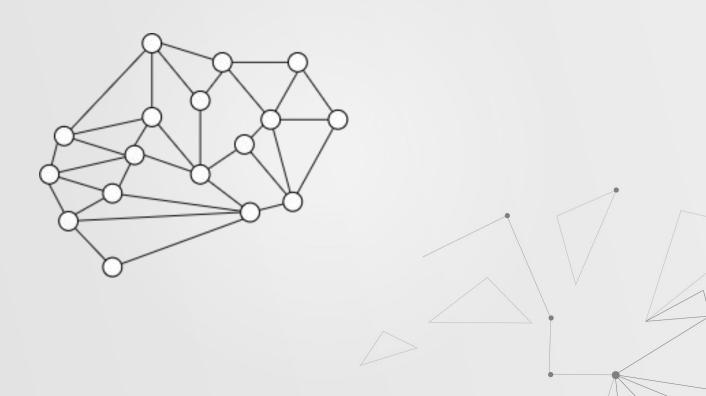


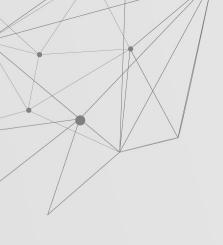




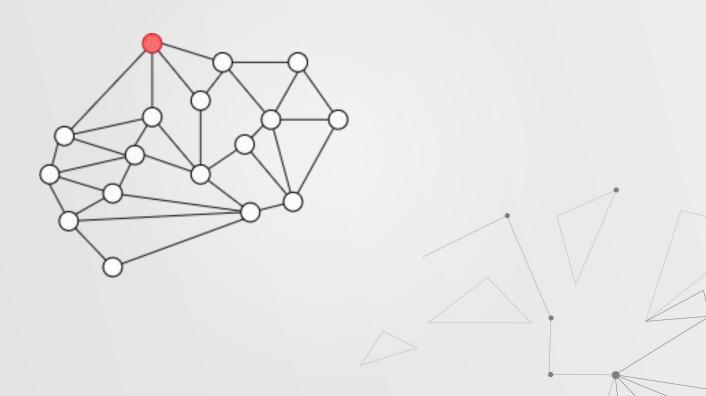


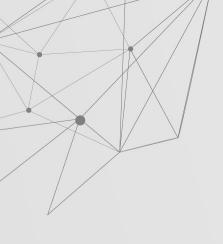
How much you have to **unroll**?



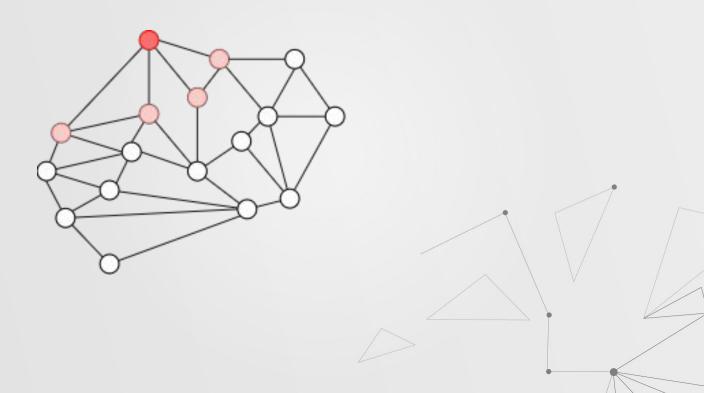


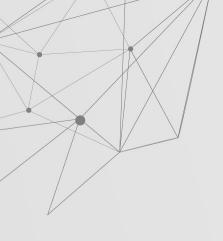
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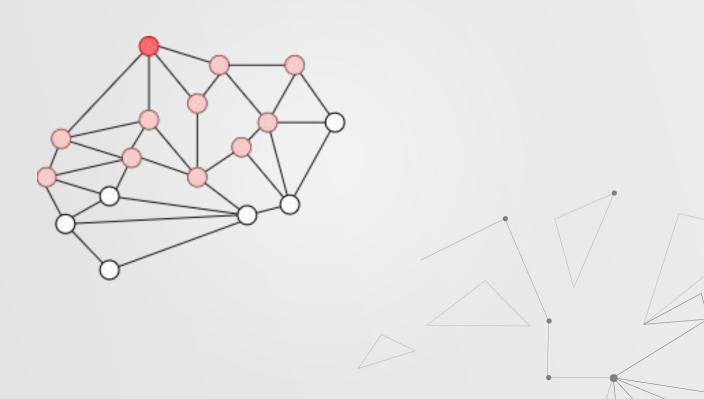


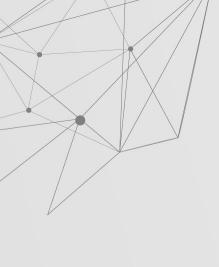
How much you have to **unroll**?



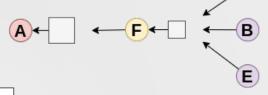


How much you have to **unroll**?



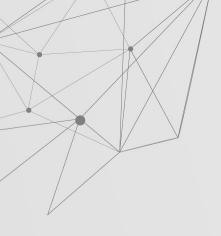


Math

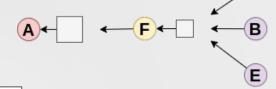


$$H_v^0 = X_v$$



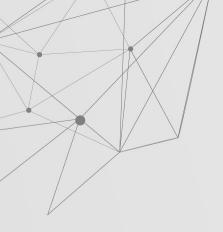


Math

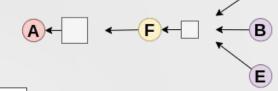


$$H_v^0 = X_v$$

$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$



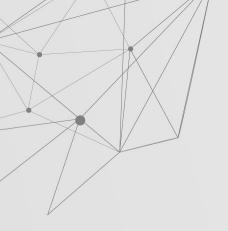
Math



$$H_v^0 = X_v$$

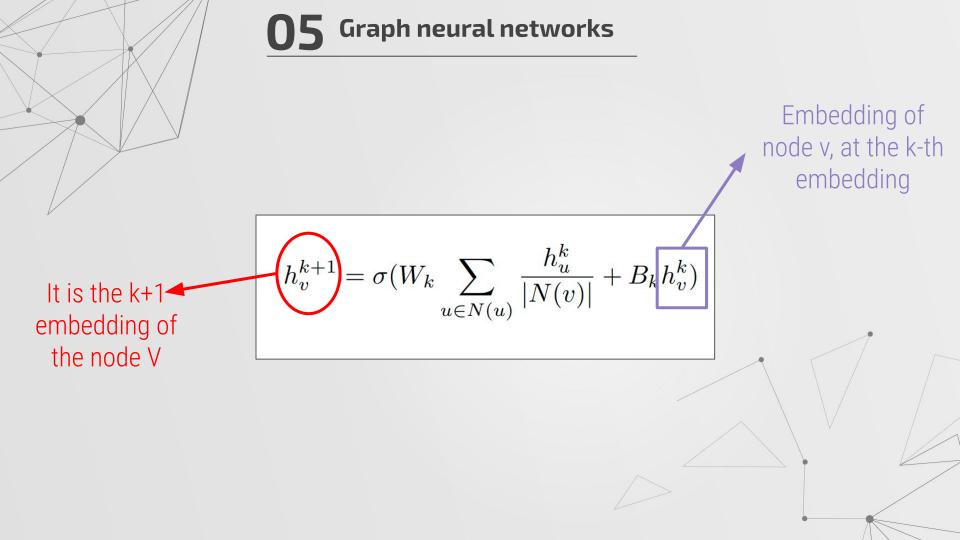
$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

$$Z_v = h_v^K$$



$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

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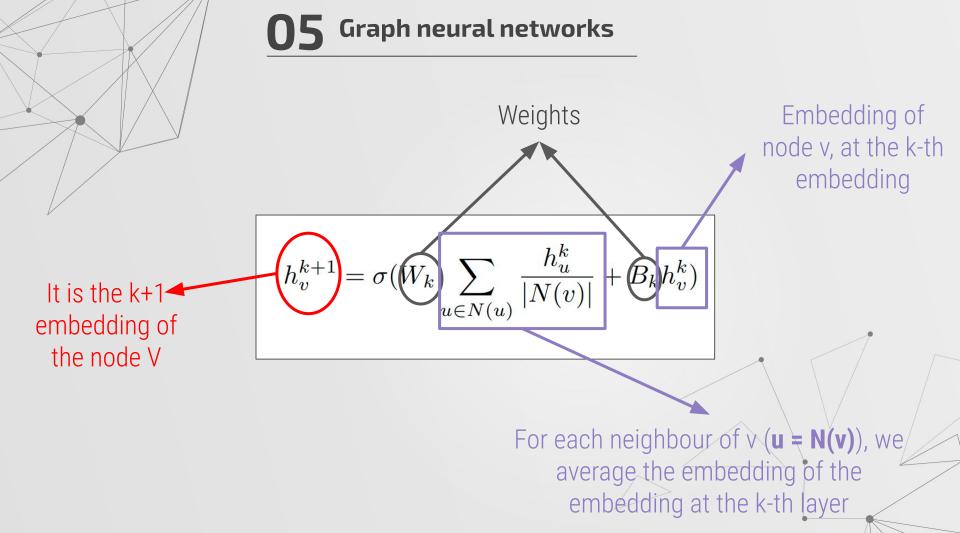


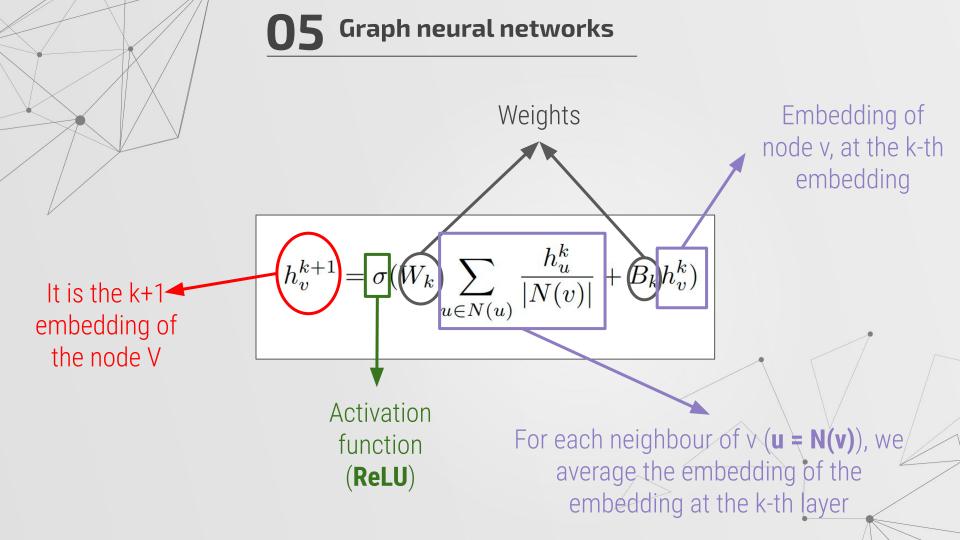
Embedding of node v, at the k-th embedding

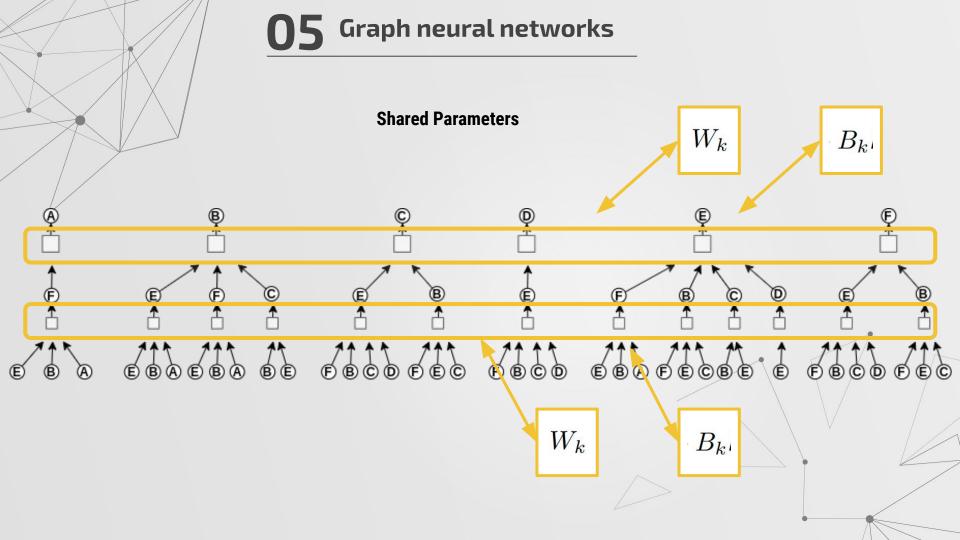
It is the k+1 embedding of the node V

$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

For each neighbour of $v(\mathbf{u} = \mathbf{N}(\mathbf{v}))$, we average the embedding of the embedding at the k-th layer









$H_v^0 = X_v$

$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

$$Z_v = h_v^K$$

Inductive Representation Learning on Large Graphs

William L. Hamilton* wleif@stanford.edu

Rex Ying*

Jure Leskovec

rexying@stanford.edu

jure@cs.stanford.edu

Department of Computer Science Stanford University Stanford, CA, 94305



$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

$$h_v^{k+1} = \sigma([W_k \cdot AGG(\{h_u^{k-1}, \forall u \in N(v)\}), B_k h_v^k])$$

$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

$$h_v^{k+1} = \sigma([W_k \mid AGG(\{h_u^{k-1}, \forall u \in N(v)\}), B_k h_v^k])$$

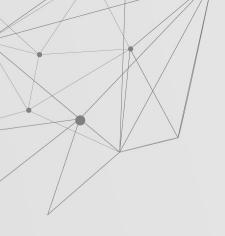
$$h_v^{k+1} = \sigma(W_k \sum_{u \in N(u)} \frac{h_u^k}{|N(v)|} + B_k h_v^k)$$

$$h_v^{k+1} = \sigma([W_k \mid AGG(\{h_u^{k-1}, \forall u \in N(v)\}), B_k h_v^k])$$

$$h_v^{k+1} = \sigma([W_k \cdot AGG(\{h_u^{k-1}, \forall u \in N(v)\}), B_k h_v^k])$$

AGG:

- AGG → POOL: es: element-wise min/max
- **AGG** \rightarrow **LSTM**: (note not order invariant)



07 Practice

Jupyter-notebook

