

# GNN Script

Unity05

December 23, 2021

# 1 Message Passing Graph Neural Networks

## 1.1 Introduction

The idea behind message passing GNNs is **k - hop neighborhood aggregation**. One single GNN layer can be looked at as one single hop.

A GNN layer mainly consists of two parts: **Message Computation** and **Aggregation**.

### 1.1.1 Message Computation

Each node computes a message based on it's embedding in the previous layer.

$$m_u^{(l)} = \phi^{(l)} \left( h_u^{(l-1)} \right)$$

$m_u^{(l)}$	...	message of node u in layer l
$\phi^{(l)}$	...	message computation function of layer l
$h_u^{(l-1)}$	...	node u's embedding in layer l - 1

### 1.1.2 Aggregation

Node v's new embedding is computed by aggregating its own message as well as all of its neighbor node's messages.

$$h_v^{(l)} = \sigma \left( \square^{(l)} \left( \{m_u^{(l)} \mid u \in N(v)\}, m_v^{(l)} \right) \right)$$

$\sigma$	...	nonlinear activation function
$h_v^{(l)}$	...	node v's new embedding in layer l - 1
$\square^{(l)}$	...	aggregation function of layer l
$m_u^{(l)}$	...	message of node u in layer l
$N(v)$	...	neighborhood of node v

$$3^x - (\sqrt{3})^{x+4} + 20 = 0$$
$$\Leftrightarrow (\sqrt{3^x} - 4.5)^2 - \frac{1}{4} = 0$$

$$\Leftrightarrow (\sqrt{3^x} - 4.5)^2 = \frac{1}{4}$$

$$\Leftrightarrow \sqrt{3^x} - 4.5 = + - \sqrt{\frac{1}{4}}$$

$$\Leftrightarrow \sqrt{3^x} = + - 0.5 + 4.5$$

$$\Rightarrow \sqrt{3^{x_0}} = 5$$

$$\Leftrightarrow 3^{x_0} = 5^2$$

$$\Leftrightarrow x_0 = \log_3 5^2$$

$$\Leftrightarrow x_0 = 2 * \log_3 5$$

$$\Rightarrow \sqrt{3^{x_1}} = 4$$

$$\Leftrightarrow 3^{x_1} = 4^2$$

$$\Leftrightarrow x_1 = \log_3 4^2$$

$$\Leftrightarrow x_1 = 2 * \log_3 4$$

$$\Rightarrow s = 2 * \log_3 5 + 2 * \log_3 4$$

$$\Leftrightarrow s = 2 * (\log_3 5 + \log_3 4)$$

$$\Leftrightarrow s = 2 * \log_3 5 * 4$$

$$\Leftrightarrow s = 2 * \log_3(20)$$