

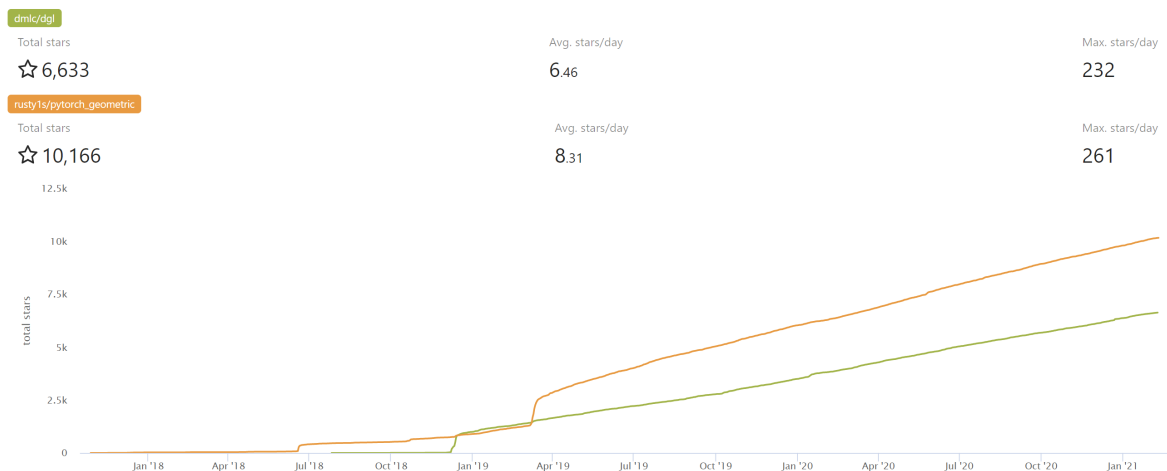
GNN intro

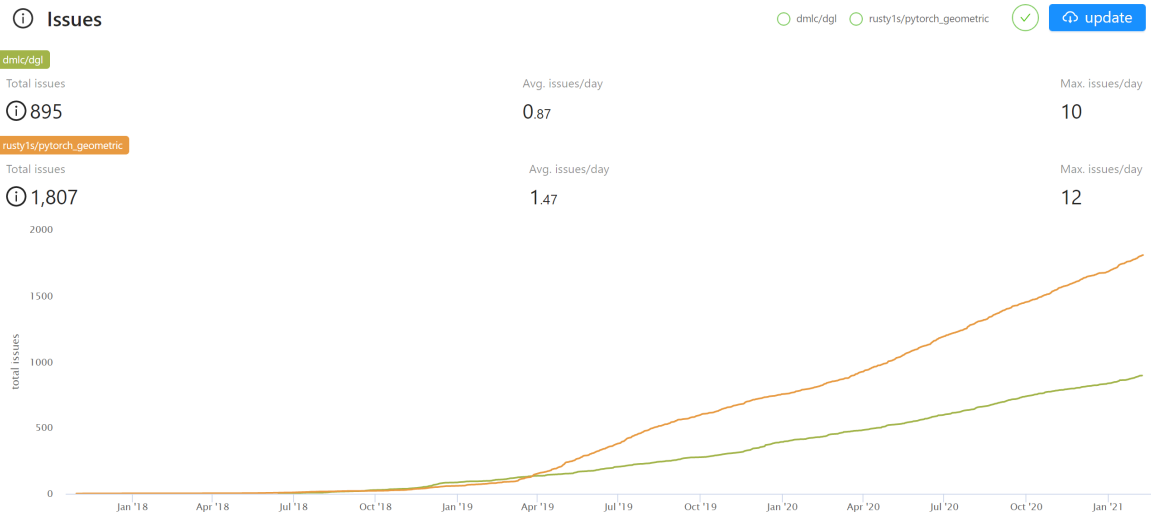
🕒 Created time	@Feb 9, 2021 9:32 PM
🔗 Link	
☰ Summary	Coding introduction to GNN
▼ Type	Article

Outline

▼ Popular packages

▼ PyTorch geometric vs DGL

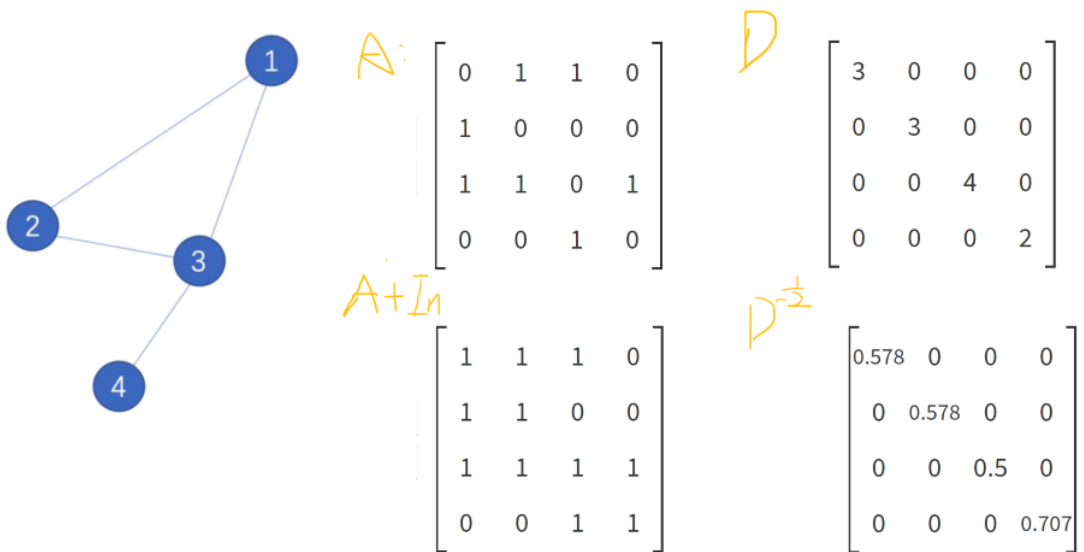




▼ GCN

MP-GNN的中心思想是通过非线性变换从局部节点邻域中反复聚集信息来学习有意义的节点嵌入。

$$H^{(l+1)} = \sigma\left(\tilde{D}^{-\frac{1}{2}} \tilde{A} \tilde{D}^{-\frac{1}{2}} H^{(l)} W^{(l)}\right)$$



$$\tilde{A} = A + I_N :$$

$$\begin{bmatrix} [1. & 1. & 1. & 0.] \\ [1. & 1. & 1. & 0.] \\ [1. & 1. & 1. & 1.] \\ [0. & 0. & 1. & 1.] \end{bmatrix}$$

$$\tilde{D}^{-\frac{1}{2}} :$$

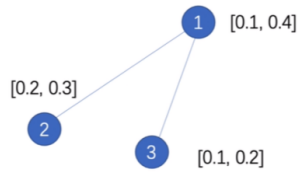
$$\begin{bmatrix} [0.57735027 & 0. & 0. & 0.] \\ [0. & 0.57735027 & 0. & 0.] \\ [0. & 0. & 0.5 & 0.] \\ [0. & 0. & 0. & 0.70710678] \end{bmatrix}$$

$$\tilde{D}^{-\frac{1}{2}} \tilde{A} \tilde{D}^{-\frac{1}{2}} :$$

$$\begin{bmatrix} [0.57735027 & 0. & 0. & 0.] \\ [0. & 0.57735027 & 0. & 0.] \\ [0. & 0. & 0.5 & 0.] \\ [0. & 0. & 0. & 0.70710678] \end{bmatrix} \bullet \begin{bmatrix} [1. & 1. & 1. & 0.] \\ [1. & 1. & 1. & 0.] \\ [1. & 1. & 1. & 1.] \\ [0. & 0. & 1. & 1.] \end{bmatrix} \bullet \begin{bmatrix} [0.57735027 & 0. & 0. & 0.] \\ [0. & 0.57735027 & 0. & 0.] \\ [0. & 0. & 0.5 & 0.] \\ [0. & 0. & 0. & 0.70710678] \end{bmatrix}$$

$$= \begin{bmatrix} [0.33333333 & 0.33333333 & 0.28867513 & 0.] \\ [0.33333333 & 0.33333333 & 0.28867513 & 0.] \\ [0.28867513 & 0.28867513 & 0.25 & 0.35355339] \\ [0. & 0. & 0.35355339 & 0.5] \end{bmatrix}$$

$$H^{(l+1)} = \sigma(\tilde{D}^{-\frac{1}{2}} \tilde{A} \tilde{D}^{-\frac{1}{2}} H^{(l)} W^{(l)})$$







$$H^{(l+1)} = \sigma(AH^{(l)}W^{(l)})$$

$$\hat{A} \times \hat{H} = \begin{bmatrix} 0 & 1 & 1 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0.1 & 0.4 \\ 0.2 & 0.3 \\ 0.1 & 0.2 \end{bmatrix} = \begin{bmatrix} 0.3 & 0.5 \\ 0.1 & 0.4 \\ 0.1 & 0.4 \end{bmatrix} = \begin{bmatrix} [0.2+0.1, 0.3+0.2] \\ [0.1 & , 0.4] \\ [0.1 & , 0.4] \end{bmatrix}$$

$$H^{(l+1)} = \sigma(\tilde{A}H^{(l)}W^{(l)})$$

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 0 \\ 1 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} 0.1 & 0.4 \\ 0.2 & 0.3 \\ 0.1 & 0.2 \end{bmatrix} = \begin{bmatrix} 0.4 & 0.9 \\ 0.3 & 0.7 \\ 0.2 & 0.6 \end{bmatrix} = \begin{bmatrix} [0.1+0.2+0.1, 0.4+0.3+0.2] \\ [0.1+0.2 & , 0.4+0.3] \\ [0.1+0.1 & , 0.4+0.2] \end{bmatrix}$$

Resources

 Name	 Tags	 Description	 Links
<u>GNN learning repo</u>	Code	Collected by Cankun	<u>https://github.com/Wang-Cankun/learn-gnn</u>
<u>PyTorch geometric</u>	Tool	PyTorch based; Stanford CS224W course example	<u>https://github.com/rusty1s/pytorch_geometric</u>
<u>OGB</u>	Tool	Open Graph Benchmark, Datasets; Created by Jure Leskovec	<u>https://ogb.stanford.edu/</u>
<u>SEMI-SUPERVISED CLASSIFICATION WITH GRAPH CONVOLUTIONAL NETWORKS</u>	Paper	Original GCN paper (2016)	<u>https://arxiv.org/pdf/1609.02907.pdf</u>
<u>Graph Neural Networks (GNN) using Pytorch Geometric</u>	Video	PyTorch Geometric basic tutorial from CS224W 2019 class	<u>https://www.youtube.com/watch?v=-UjytpbqX4A</u>
<u>Untitled</u>			