

GRAND: Graph Neural Diffusion

Molecular Team Lecture Series

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Researchers



Benjamin Paul Chamberlain
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DeepMind & Twitter

Background (1)

Two perspective on Image processing:

Continuous:

“The real world is continuous as are high definition images”

“Treat an image as function, evolve it using ODEs or PDEs”

Discrete:

“A computer always model image as a tensor”

“Treat an image as a tensor and evolve it using linear algebra”

Background (2)

Ordinary Differential Equation (ODE):

“Differential equation containing one independent variable and the derivatives of those functions”

$$\frac{d\mathbf{z}}{dt} = f(\mathbf{z}, t), \quad f : \mathbb{R}^n \times \mathbb{R} \rightarrow \mathbb{R}^n$$

$$\frac{d\mathbf{z}}{dt} = A\mathbf{z}, \quad A \in \mathbb{R}^{n \times n}$$

$$\mathbf{z}(t) = e^{A(t-t_0)} \mathbf{z}(t_0)$$

Neural Ordinary Differential Equations

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Abstract

We introduce a new family of deep neural network models. Instead of specifying a discrete sequence of hidden layers, we parameterize the derivative of the hidden state using a neural network. The output of the network is computed using a black-box differential equation solver. These continuous-depth models have constant memory cost, adapt their evaluation strategy to each input, and can explicitly trade numerical precision for speed. We demonstrate these properties in continuous-depth residual networks and continuous-time latent variable models. We also construct continuous normalizing flows, a generative model that can train by maximum likelihood, without partitioning or ordering the data dimensions. For training, we show how to scalably backpropagate through any ODE solver, without access to its internal operations. This allows end-to-end training of ODEs within larger models.

NIPS 2019 Best Paper

Background (3)

Partial Differential Equation (PDE):

“equation which imposes relations between the various partial derivatives of a multivariable function”

1. $u_x + u_y = 0$ (전달)

2. $u_x + yu_y = 0$ (전달)

3. $u_x + uu_y = 0$ (충격파)

4. $u_{xx} + u_{yy} = 0$ (라플라스 방정식)

5. $u_{tt} - u_{xx} + u^3 = 0$ (상호작용파)

6. $u_t + uu_x + u_{xxx} = 0$ (분산파)

7. $u_{tt} + u_{xxxx} = 0$ (진동하는 막대)

8. $u_t - iu_{xx} = 0$ ($i = \sqrt{-1}$) (양자역학)

$$u(x, y, \dots)$$

$$\frac{\partial u}{\partial x} = u_x$$

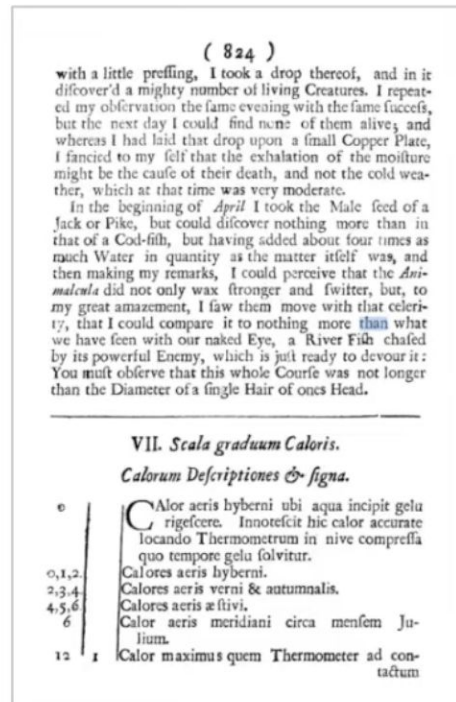
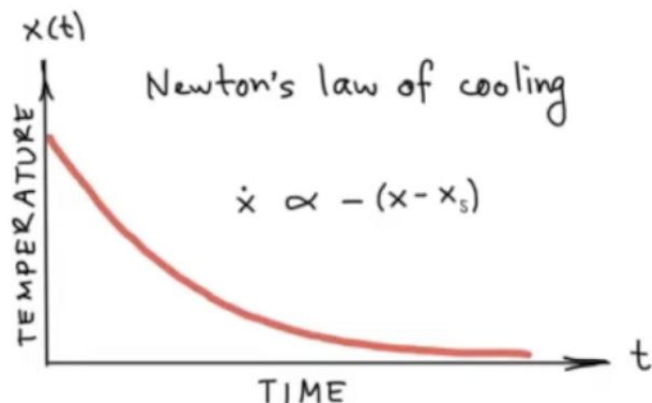


$$-\frac{\hbar^2}{2m} \nabla^2 \psi + V\psi = E\psi$$

History of Diffusion (1)

Newton Law of Cooling:

“The temperature a hot body loses in a given time is proportional to the temperature difference between the object and the environment”



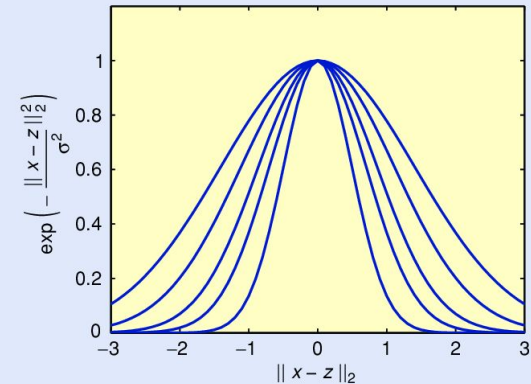
Isaac Newton

“A Scale of the Degrees of Heat”

Newton, 1701

Heat Diffusion Equation

$$\dot{x} = a \Delta x.$$



This PDE is linear and its solution can be given in closed form as the convolution of the initial temperature distribution with a time-dependent Gaussian kernel

$$x(u,t) = x(u,0) * \exp(-|u|^2/4t).$$

$$\dot{x}(u,t) = \operatorname{div}(a(u,t) \nabla x(u,t))$$

History of Diffusion (2-1)

Fourier Heat Conduction Law :

“heat flux resulting from thermal conduction is proportional to the magnitude of the temperature gradient and opposite to it in sign ”

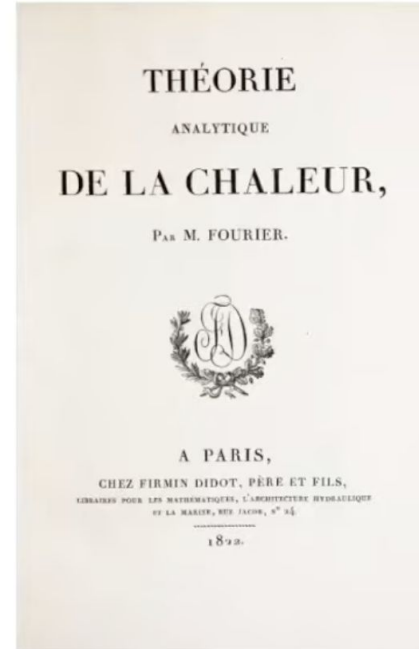
$$\vec{q} = -k\nabla T$$

where

q is the vector of local heat flux density [$\text{W}\cdot\text{m}^{-2}$]

k is the materials conductivity [$\text{W}\cdot\text{m}^{-1}\cdot\text{K}^{-1}$]

∇T is the temperature gradient [$\text{K}\cdot\text{m}^{-1}$]



Joseph Fourier

Fourier
1822

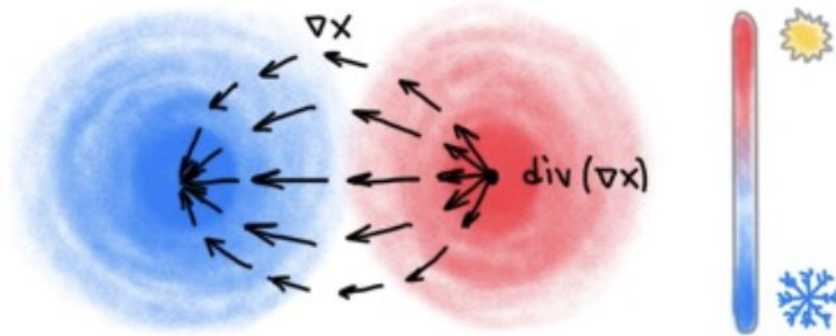
History of Diffusion (2-2)



J. Fourier

Fourier's heat transfer law

$$h = -a \nabla x$$



Fourier
1822

History of Diffusion (3)

heat flux $h \propto -\nabla x$



conservation condition: $\frac{\partial}{\partial t}x = -\text{div}(h)$
("no heat created or disappears")

$$\frac{\partial}{\partial t}x = -\text{div}(\nabla x)$$



Adolf Eugen Fick

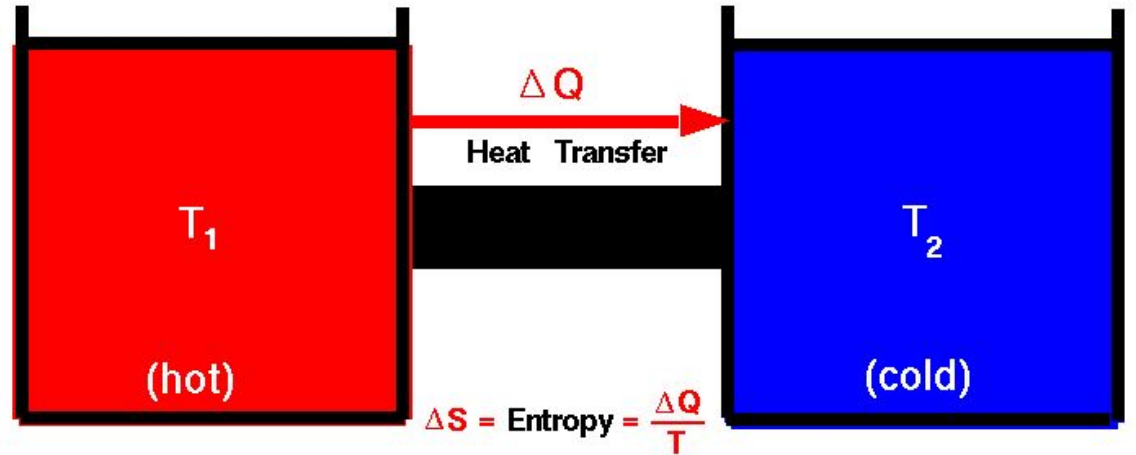
Fick
1855

Diffusion and Entropy



Second Law of Thermodynamics

Glenn
Research
Center



Diffusion is a direct result of the second law or entropy:

There exists a useful thermodynamic variable called entropy (S). A natural process that starts in one equilibrium state and ends in another will go in the direction that causes the entropy of the system plus the environment to increase for an irreversible process and to remain constant for a reversible process.

$$S_f = S_i \text{ (reversible)}$$

$$S_f > S_i \text{ (irreversible)}$$

History of Diffusion (4)

Brownian Motion :

“Random motion of particles suspended in a medium (a liquid or a gas).”

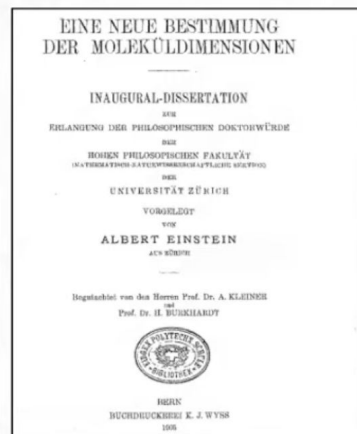
“Albert Einstein published a paper where he modeled the motion of the pollen particles as being moved by individual water molecules”

Particle random walk:

$$dx_t = \mu dt + \sigma dW_t$$

Particle density diffusion:

$$\frac{\partial \rho}{\partial t} = c \Delta \rho$$



Albert Einstein

Einstein
1905

History of Diffusion (5)

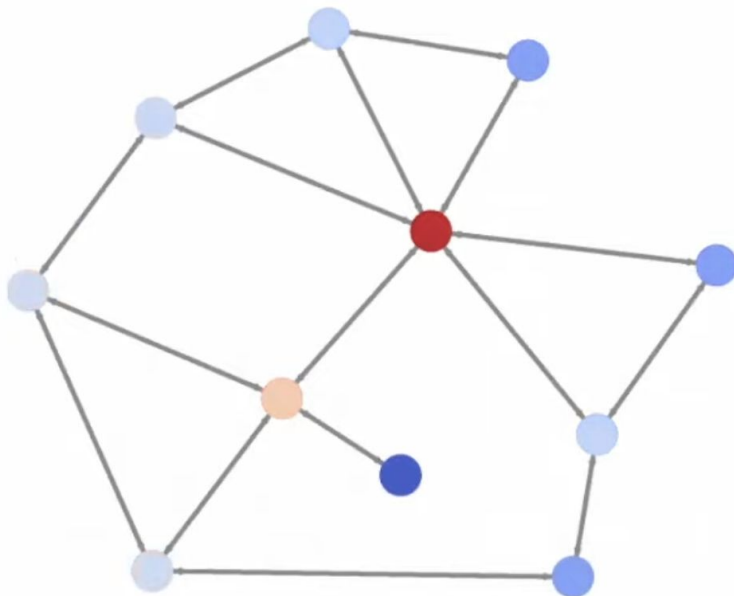
Diffusion in a
Discrete Domain:

“Google Page Rank”

“Laplacian Matrix”


Laplacian diffusion on graphs:

$$X_t = LX_{t-1}$$



Pierre-Simon Laplace

Laplacian Matrix

Labelled graph	Degree matrix	Adjacency matrix	Laplacian matrix
	$\begin{pmatrix} 2 & 0 & 0 & 0 & 0 & 0 \\ 0 & 3 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 & 0 \\ 0 & 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 0 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \end{pmatrix}$	$\begin{pmatrix} 2 & -1 & 0 & 0 & -1 & 0 \\ -1 & 3 & -1 & 0 & -1 & 0 \\ 0 & -1 & 2 & -1 & 0 & 0 \\ 0 & 0 & -1 & 3 & -1 & -1 \\ -1 & -1 & 0 & -1 & 3 & 0 \\ 0 & 0 & 0 & -1 & 0 & 1 \end{pmatrix}$

The symmetric normalized Laplacian matrix is defined as:^[1]

$$L^{\text{sym}} := D^{-\frac{1}{2}} L D^{-\frac{1}{2}} = I - D^{-\frac{1}{2}} A D^{-\frac{1}{2}},$$

The elements of L^{sym} are given by

$$L_{i,j}^{\text{sym}} := \begin{cases} 1 & \text{if } i = j \text{ and } \deg(v_i) \neq 0 \\ -\frac{1}{\sqrt{\deg(v_i) \deg(v_j)}} & \text{if } i \neq j \text{ and } v_i \text{ is adjacent to } v_j \\ 0 & \text{otherwise.} \end{cases}$$

Diffusion Equation


Homogeneous: diffusion is same everywhere and in every direction

Non-Homogeneous: diffusion is expressed through diffusivity constant

$$\frac{\partial}{\partial t}x = \Delta x$$


**Homogeneous
Isotropic**

Position-dependent diffusivity


$$\frac{\partial}{\partial t}x = -\text{div}(a\nabla x)$$

**Non-homogeneous
Isotropic**

Position & direction dependent diffusivity


$$\frac{\partial}{\partial t}x = -\text{div}(\mathbf{A}\nabla x)$$

**Non-homogeneous
Anisotropic**

Diffusion in Image Processing

$$\frac{\partial}{\partial t}x = c\Delta x$$

$$\frac{\partial}{\partial t}x = \operatorname{div}\left[\frac{1}{1 + (|\nabla x|/\lambda)^2}\nabla x\right]$$



Homogeneous
diffusion



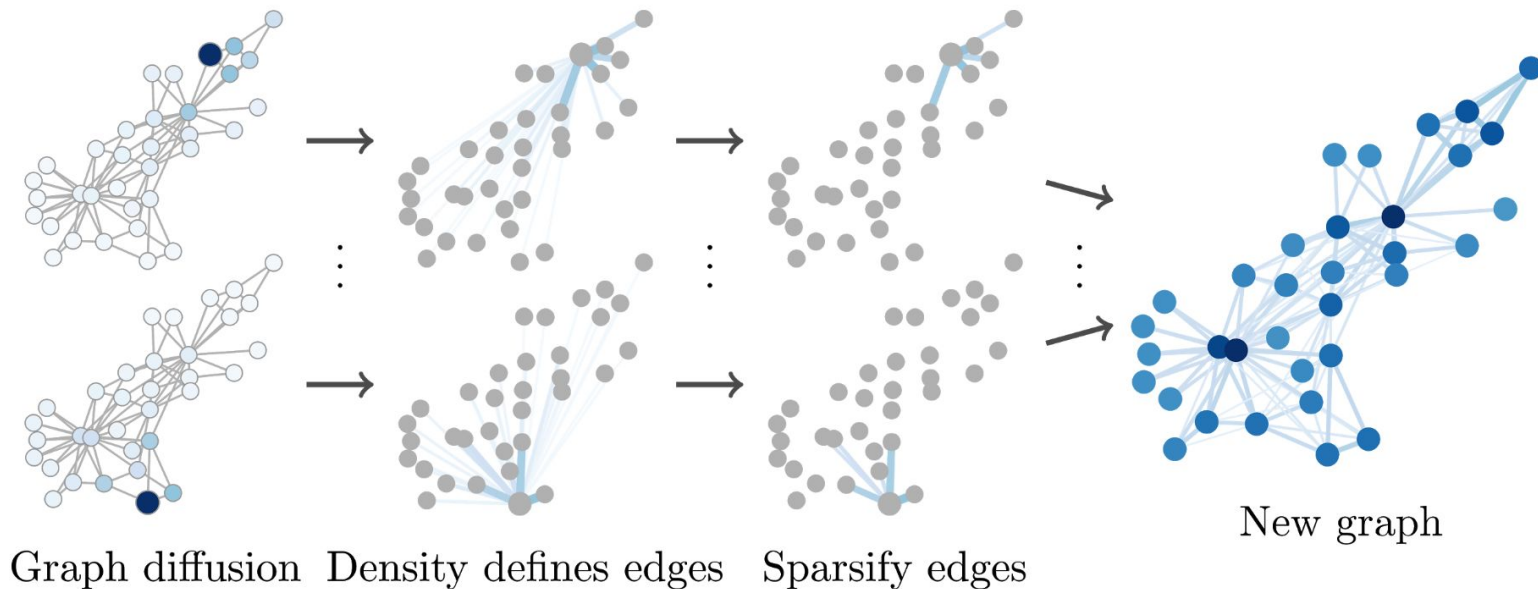
Non-homogeneous
diffusion

Connecting PDEs to GNNs

MPN is Diffusion

Message passing is just a diffusion process:

“In short, message passing is nothing but discrete diffusion”



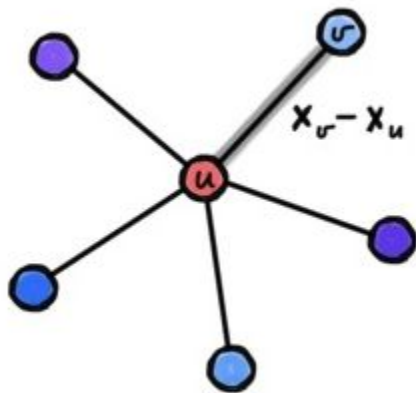
Spatial Discretization $\frac{\partial x(u, t)}{\partial t} = \text{div}[g(u, x(u, t), t) \nabla x(u, t)],$

GNNs exchange information between adjacent nodes = Diffusion

Spatial Derivatives = Difference between adjacent node features

$$\dot{\mathbf{X}}(t) = \text{div}(\mathbf{A}(\mathbf{X}(t)) \nabla \mathbf{X}(t))$$

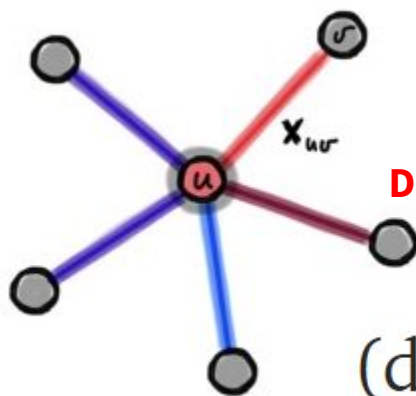
$$(\nabla \mathbf{X})_{uv} = \mathbf{x}_v - \mathbf{x}_u$$



Gradient \rightarrow flow along edges

$$\mathbf{A}(\mathbf{X}) = \text{diag}(a(\mathbf{x}_u, \mathbf{x}_v))$$

Diffusivity \rightarrow strength of diffusion



$$(\text{div}(\mathbf{X}))_u = \sum_v w_{uv} \mathbf{x}_{uv}$$

Divergence \rightarrow Agg of edges

Graph Diffusion Equation (1)

$$\dot{\mathbf{X}}(t) = \text{div}(\mathbf{A}(\mathbf{X}(t))\nabla\mathbf{X}(t))$$

Matrix Differential Equation

$$\dot{\mathbf{X}}(t) = (\mathbf{A}(\mathbf{X}(t)) - \mathbf{I})\mathbf{X}(t).$$

Temporal
Discretization

$$[\mathbf{X}(k+1) - \mathbf{X}(k)]/\tau = [\mathbf{A}(\mathbf{X}(k)) - \mathbf{I}]\mathbf{X}(k)$$

$$\mathbf{X}(k+1) = \mathbf{X}(k) + \tau[\mathbf{A}(\mathbf{X}(k)) - \mathbf{I}]\mathbf{X}(k)$$

$$\mathbf{X}(k+1) = [(1-\tau)\mathbf{I} + \tau\mathbf{A}(\mathbf{X}(k))]\mathbf{X}(k) = \mathbf{Q}(k)\mathbf{X}(k)$$

Explicit/Forward Euler Scheme

➤ Recursive form with linear operator $\mathbf{Q}(k)$

Graph Diffusion Equation (2)

$$\dot{\mathbf{X}}(t) = (\mathbf{A}(\mathbf{X}(t)) - \mathbf{I})\mathbf{X}(t).$$

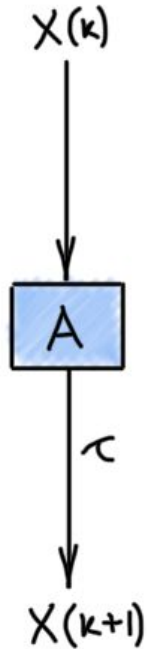
$$\mathbf{X}(k+1) = [(1-\tau)\mathbf{I} + \tau\mathbf{A}(\mathbf{X}(k))]\mathbf{X}(k) = \mathbf{Q}(k)\mathbf{X}(k)$$

$$[(1+\tau)\mathbf{I} - \tau\mathbf{A}(\mathbf{X}(k))]\mathbf{X}(k+1) = \mathbf{B}(k)\mathbf{X}(k+1) = \mathbf{X}(k)$$

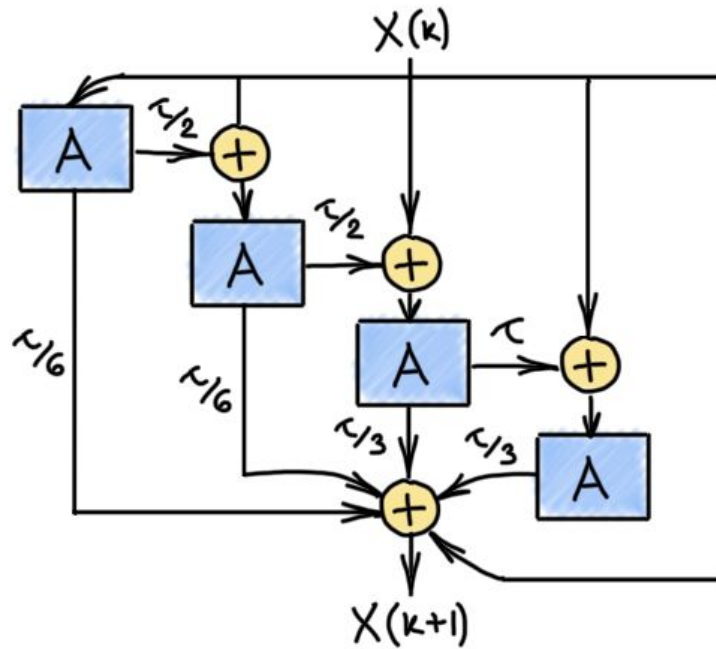
Semi/Implicit Scheme

➤ **Need to solve a linear system (Inversion of B)**

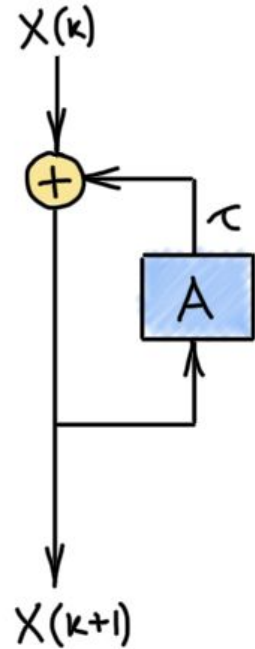
Different Discretization Scheme



EXPLICIT



RUNGE - KUTTA 4



IMPLICIT

GRAND

$$\dot{\mathbf{X}}(t) = \text{div}(\mathbf{A}(\mathbf{X}(t))\nabla\mathbf{X}(t)) \quad \mathbf{A}(\mathbf{X}) = \text{diag}(a(\mathbf{x}_u, \mathbf{x}_v))$$

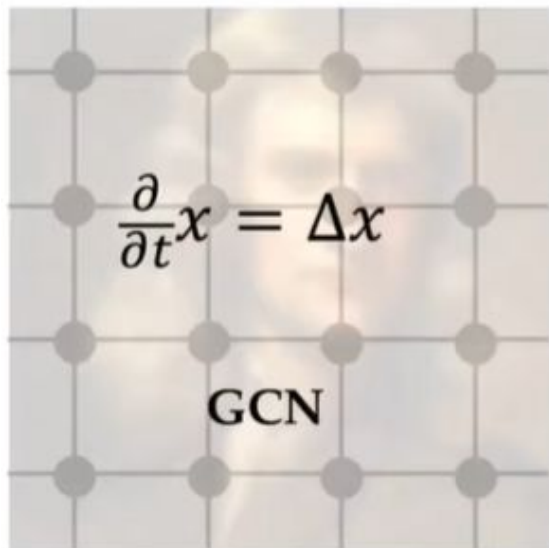
Recall that a is function that determine similarity between node i and node j

$$\frac{\partial \mathbf{x}(t)}{\partial t} = \text{div}[\mathbf{G}(\mathbf{x}(t), t)\nabla\mathbf{x}(t)] \quad \mathbf{G} = \text{diag}(a(x_i(t), x_j(t), t))$$

Almost Every GNN architecture can be formalized as a discretization scheme!! (GAT = Explicit Scheme \rightarrow Attention = Diffusivity)

- 1) The discrete time index = layer of GNN
- 2) Running the diffusion for multiple iterations = Applying GNN layer multiple times
- 3) Output = the solution of $\mathbf{X}(t)$ in diffusion equation at some end time T

Diffusivity for GNNs

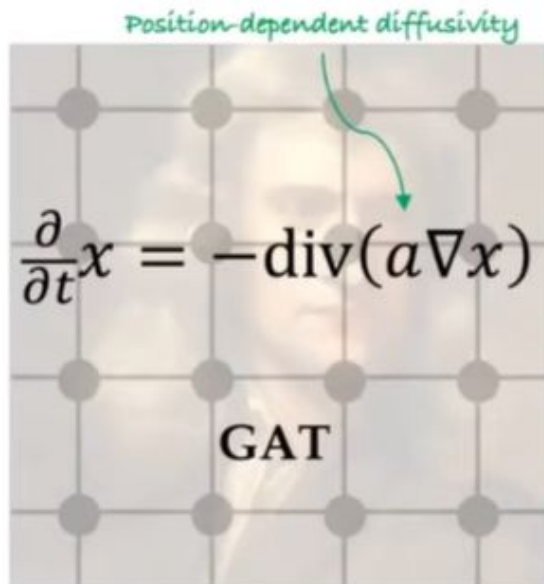


A 5x5 grid of nodes with a blurred background image of a person's face. The equation $\frac{\partial}{\partial t}x = \Delta x$ is centered in the grid.

$$\frac{\partial}{\partial t}x = \Delta x$$

GCN

Position-dependent diffusivity

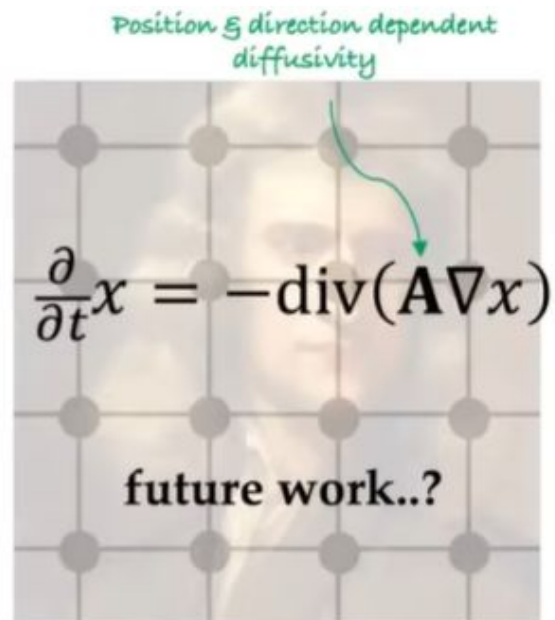


A 5x5 grid of nodes with a blurred background image of a person's face. A green arrow points from the text "Position-dependent diffusivity" to a node in the top row. The equation $\frac{\partial}{\partial t}x = -\text{div}(a\nabla x)$ is centered in the grid.

$$\frac{\partial}{\partial t}x = -\text{div}(a\nabla x)$$

GAT

Position & direction dependent diffusivity



A 5x5 grid of nodes with a blurred background image of a person's face. A green arrow points from the text "Position & direction dependent diffusivity" to a node in the top row. The equation $\frac{\partial}{\partial t}x = -\text{div}(\mathbf{A}\nabla x)$ is centered in the grid.

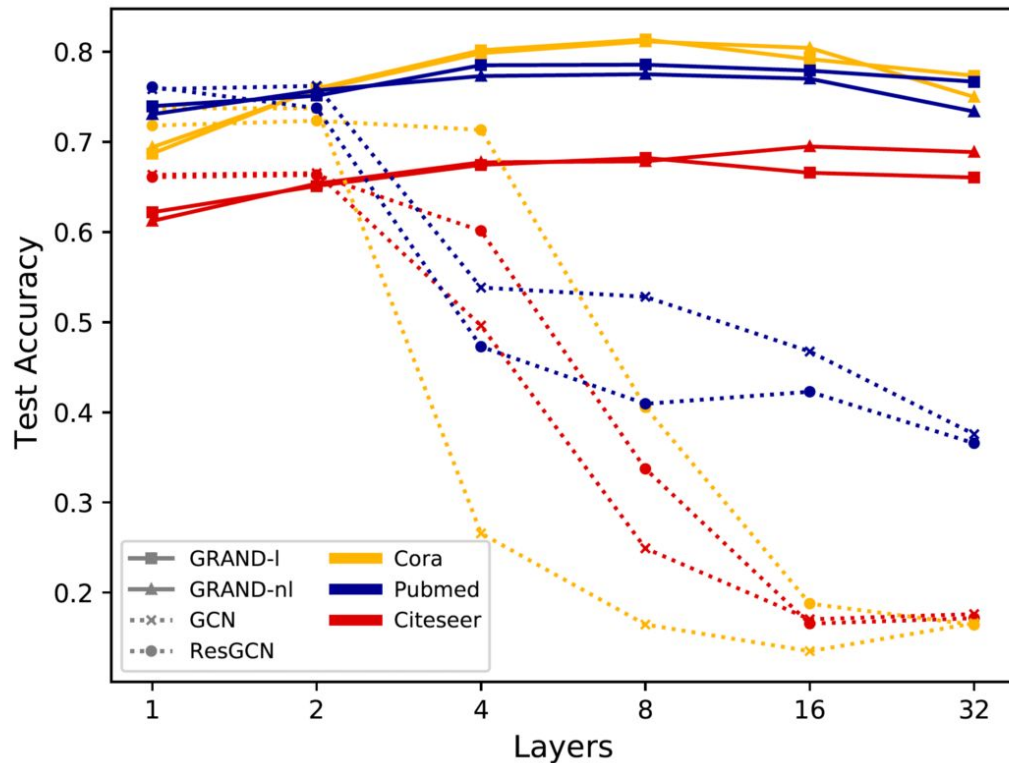
$$\frac{\partial}{\partial t}x = -\text{div}(\mathbf{A}\nabla x)$$

future work..?

Result (1)

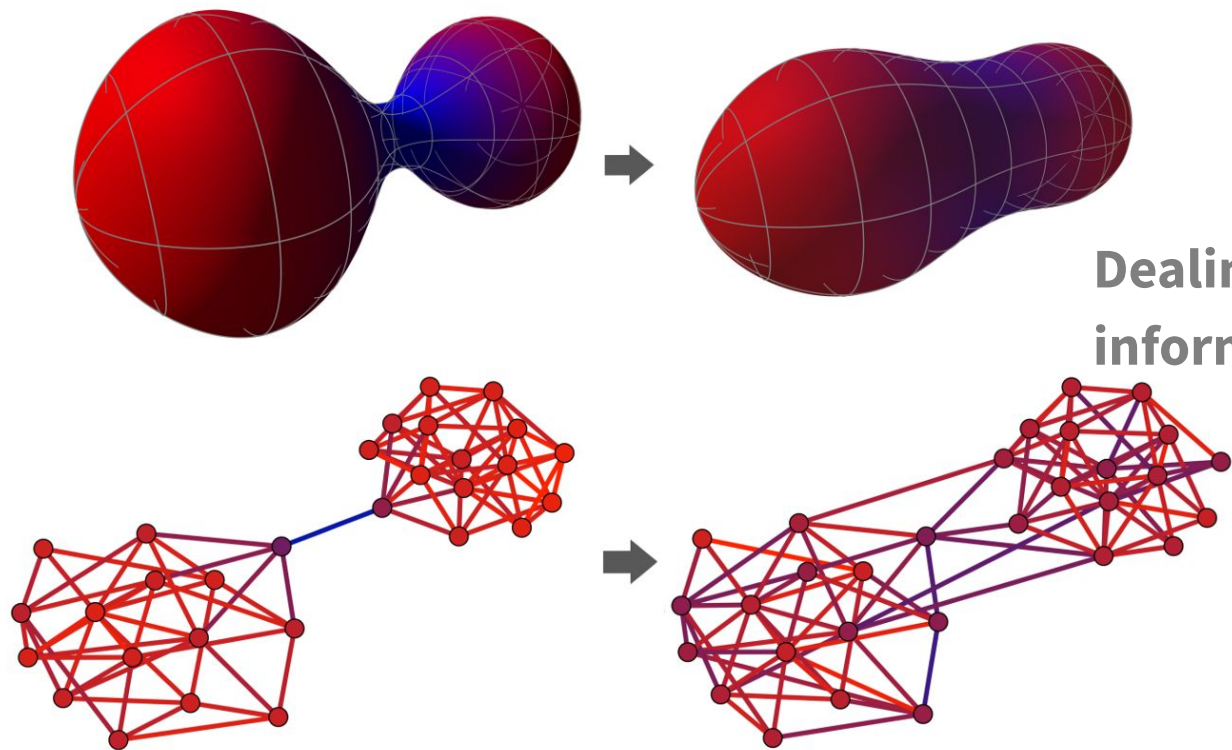
Planetoid splits	CORA	CiteSeer	PubMed
GCN	81.9 ± 0.8	69.5 ± 0.9	79.0 ± 0.5
GAT	82.8 ± 0.5	71.0 ± 0.6	77.0 ± 1.3
MoNet	82.2 ± 0.7	70.0 ± 0.6	77.7 ± 0.6
GS-maxpool	77.4 ± 1.0	67.0 ± 1.0	76.6 ± 0.8
Lanczos	79.5 ± 1.8	66.2 ± 1.9	78.3 ± 0.3
AdaLanczos	80.4 ± 1.1	68.7 ± 1.0	78.1 ± 0.4
CGNN[†]	81.7 ± 0.7	68.1 ± 1.2	80.2 ± 0.3
GDE*	83.8 ± 0.5	72.5 ± 0.5	79.9 ± 0.3
GODE*	83.3 ± 0.3	72.4 ± 0.6	80.1 ± 0.3
GRAND-l (ours)	84.7 ± 0.6	73.3 ± 0.4	80.4 ± 0.4
GRAND-nl (ours)	83.6 ± 0.5	70.8 ± 1.1	79.7 ± 0.3
GRAND-nl-rw (ours)	82.9 ± 0.7	73.6 ± 0.3	81.0 ± 0.4

Result (2)



- 1) Explicit GNN layers are replaced with the continuous analog with diffusion time
- 2) Diffusion Model can solve the oversmoothing problem

Graph Rewiring



Dealing with Scalability and
information bottleneck

Summary

- 1) **PDEs are intimately related to GNNs (GNN is nothing but numerical solution to PDE)**
 - 2) **New perspective on old problem like oversmoothing**
 - 3) **New architecture inspired by numerical ODE solvers**
 - 4) **Stability conditions**
 - 5) **Access to new domains inspired by PDEs**
-

Thank you

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