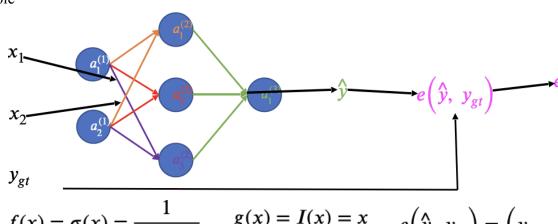
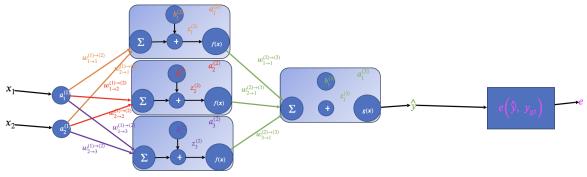
Supervised Learning VIII - Neural Networks (cont.)

1. Example



$$f(x) = \sigma(x) = \frac{1}{1 + e^{-x}} \qquad g(x) = I(x) = x \qquad e\left(\hat{y}, \ y_{gt}\right) = \left(y_{gt} - \hat{y}\right)^2$$



c.

Forward equations:

$$\begin{split} z_{1}^{(2)} &= w_{1 \to 1}^{(1) \to (2)} a_{1}^{(1)} + w_{2 \to 1}^{(1) \to (2)} a_{2}^{(1)} + b_{1}^{(2)} & a_{1}^{(2)} &= f\left(z_{1}^{(2)}\right) \\ z_{2}^{(2)} &= w_{1 \to 2}^{(1) \to (2)} a_{1}^{(1)} + w_{2 \to 2}^{(1) \to (2)} a_{2}^{(1)} + b_{2}^{(2)} & a_{2}^{(2)} &= f\left(z_{2}^{(2)}\right) \\ z_{3}^{(2)} &= w_{1 \to 3}^{(1) \to (2)} a_{1}^{(1)} + w_{2 \to 3}^{(1) \to (2)} a_{2}^{(1)} + b_{3}^{(2)} & a_{3}^{(2)} &= f\left(z_{3}^{(2)}\right) \\ z_{1}^{(3)} &= w_{1 \to 1}^{(2) \to (3)} a_{1}^{(2)} + w_{2 \to 1}^{(2) \to (3)} a_{2}^{(2)} + w_{3 \to 1}^{(2) \to (3)} a_{2}^{(2)} + b_{1}^{(3)} & a_{1}^{(3)} &= f\left(z_{1}^{(3)}\right) \end{split}$$

Backward equations:

$$\frac{\partial e}{\partial w_{2\rightarrow 1}^{(2)\rightarrow (3)}} = \frac{\partial e}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial w_{2\rightarrow 1}^{(2)\rightarrow (3)}} = -\hat{y} \left(y_{gt} - \hat{y} \right) 1 \quad a_{2}^{(2)}$$

$$\frac{\partial e}{\partial w_{1\rightarrow 1}^{(1)\rightarrow (2)}} = \frac{\partial e}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial a_{1}^{(2)}} \frac{\partial a_{1}^{(2)}}{\partial w_{1\rightarrow 1}^{(1)\rightarrow (2)}} \frac{\partial z_{1}^{(2)}}{\partial w_{1\rightarrow 1}^{(1)\rightarrow (2)}} = -\hat{y} \left(y_{gt} - \hat{y} \right) 1 \quad w_{1\rightarrow 1}^{(2)\rightarrow (3)} \quad \sigma' \left(z_{1}^{(2)} \right)$$

$$\frac{\partial e}{\partial w_{1\rightarrow 2}^{(1)\rightarrow (2)}} = \frac{\partial e}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial a_{2}^{(2)}} \frac{\partial a_{2}^{(2)}}{\partial z_{2}^{(2)}} \frac{\partial z_{2}^{(2)}}{\partial w_{1\rightarrow 2}^{(1)\rightarrow (2)}} = -\hat{y} \left(y_{gt} - \hat{y} \right) 1 \quad w_{2\rightarrow 1}^{(2)\rightarrow (3)} \quad \sigma' \left(z_{2}^{(2)} \right)$$

$$\frac{\partial e}{\partial w_{2\rightarrow 3}^{(1)\rightarrow (2)}} = \frac{\partial e}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial a_{3}^{(2)}} \frac{\partial a_{2}^{(2)}}{\partial z_{2}^{(2)}} \frac{\partial z_{2}^{(2)}}{\partial w_{2\rightarrow 3}^{(1)\rightarrow (2)}} = -\hat{y} \left(y_{gt} - \hat{y} \right) 1 \quad w_{2\rightarrow 1}^{(2)\rightarrow (3)} \quad \sigma' \left(z_{3}^{(2)} \right)$$

$$\frac{\partial e}{\partial b_{1}^{(3)}} = \frac{\partial e}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial a_{1}^{(3)}} \frac{\partial a_{1}^{(2)}}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(2)}}{\partial z_{1}^{(2)}} \frac{\partial z_{1}^{(2)}}{\partial z_{1}^{(2)}}$$

e.

f.

Backward equations:
$$\frac{\partial e}{\partial w_{2\rightarrow 1}^{(2)\rightarrow(3)}} = \begin{bmatrix} \frac{\partial e}{\partial y} & \frac{\partial y}{\partial z_{1}^{(3)}} & \frac{\partial w_{2\rightarrow 1}^{(2)\rightarrow(3)}}{\partial y} & \frac{\partial e}{\partial z_{1}^{(3)}} & \frac{\partial e}{\partial b_{1}^{(3)}} & \frac{\partial e}{\partial y} & \frac{\partial z_{1}^{(3)}}{\partial y} & \frac{\partial z_{1}^{(3)}}{\partial b_{1}^{(3)}} \\ \frac{\partial e}{\partial w_{1\rightarrow 1}^{(1)\rightarrow(2)}} & \frac{\partial e}{\partial y} & \frac{\partial e}{\partial z_{1}^{(3)}} & \frac{\partial z_{1}^{(3)}}{\partial z_{1}^{(3)}} & \frac{\partial z_{1}^{(2)}}{\partial z_{1}^{(2)}} & \frac{\partial z_{1}^{(2)}}{\partial z_{1}^{(2)}} & \frac{\partial z_{1}^{(3)}}{\partial z_{1}^{(3)}} & \frac{\partial z_{1}^{(3)}}{\partial z_{1}^{(3)}} & \frac{\partial z_{1}^{(2)}}{\partial z_{1}^{(2)}} &$$

i. Cache the value and compute it only once and store them

$$\frac{\partial e}{\partial z_1^{(3)}} = \frac{\partial e}{\partial \hat{y}} \frac{\partial \hat{y}}{\partial z_1^{(3)}} = -\hat{y} \left(y_{gt} - \hat{y} \right) g' \left(z_1^{(3)} \right)$$

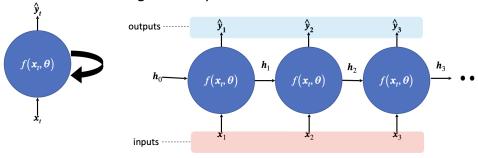
$$\frac{\partial e}{\partial z_{1}^{(2)}} = \frac{\partial e}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial a_{1}^{(2)}} \frac{\partial a_{1}^{(2)}}{\partial z_{1}^{(2)}} \quad = \frac{\partial e}{\partial z_{1}^{(3)}} w_{1 \to 1}^{(2) \to (3)} \sigma' \left(z_{1}^{(2)} \right)$$

$$\frac{\partial e}{\partial z_{2}^{(2)}} = \frac{\partial e}{\partial z_{1}^{(3)}} \frac{\partial z_{1}^{(3)}}{\partial a_{2}^{(2)}} \frac{\partial a_{2}^{(2)}}{\partial z_{2}^{(2)}} = \frac{\partial e}{\partial z_{1}^{(3)}} w_{2 \to 1}^{(2) \to (3)} \sigma' \left(z_{2}^{(2)} \right)$$

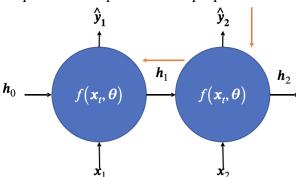
$$\frac{\partial e}{\partial z_3^{(2)}} = \frac{\partial e}{\partial z_1^{(3)}} \frac{\partial z_1^{(3)}}{\partial a_3^{(2)}} \frac{\partial a_3^{(2)}}{\partial z_3^{(2)}} = \frac{\partial e}{\partial z_1^{(3)}} w_{3 \to 1}^{(2) \to (3)} \sigma' \left(z_3^{(2)} \right)$$

- i. Cached values
- 2. Backpropagation Through Time (BPTT)
 - a. What about sequences? Current NNs only deal with grids/vector input
 - b. Recurrent NNs (RNNs): derived from State Machines
 - c. "Unrolls" given a sequence

"Unrolls" given a sequence:



- i.
 3. Vanilla RNN with BPTT
 - a. Using computation and perform backprop like normal



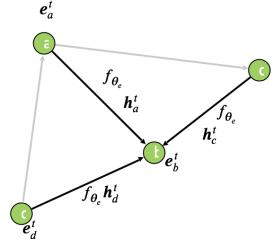
$$\begin{aligned} \boldsymbol{H}_t &= f\big(\boldsymbol{X}_t \boldsymbol{U} + \boldsymbol{H}_{t-1} \boldsymbol{W} + \boldsymbol{b}_s\big) \\ \boldsymbol{Y}_t &= \boldsymbol{H}_t \boldsymbol{V} + \boldsymbol{b}_o \end{aligned}$$

1. Input is in batch form

$$\frac{\partial L}{\partial b_o} \qquad \frac{\partial L}{\partial b_o} | x_2, y_2 \qquad \frac{\partial L}{\partial b_o} | x_1, y_1
\frac{\partial L}{\partial b_s} \qquad \frac{\partial L}{\partial b_s} | x_2, y_2 \qquad \frac{\partial L}{\partial b_s} | x_1, y_1
\frac{\partial L}{\partial U} = \qquad \frac{\partial L}{\partial U} | x_2, y_2 \qquad + \frac{\partial L}{\partial U} | x_1, y_1
\frac{\partial L}{\partial W} | x_2, y_2 \qquad \frac{\partial L}{\partial W} | x_1, y_1
\frac{\partial L}{\partial V} | x_2, y_2 \qquad \frac{\partial L}{\partial W} | x_1, y_1
\frac{\partial L}{\partial V} | x_2, y_2 \qquad \frac{\partial L}{\partial V} | x_1, y_1$$

ii.

- 4. RNN Variants
 - a. Different "cell types"
 - **LSTM** i.
 - ii. **GRU**
 - iii. **LRU**
 - iv.
 - b. Only difference is in how internal state is computed/maintained
 - Big difference, add specific areas for "forgetting" and "remembering"
- 5. Graph Structure?



a.

What you need to define:

An edge function f_{θ_a} An aggregator function γ 2) $q_b^t = \gamma \left(\left\{ \mathbf{h}_i^t \right\}_{i \in N(b)} \right)$ A vertex function g_{θ_n}

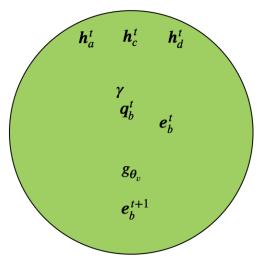
Computational Process:

1)
$$\mathbf{h}_{i}^{t} = f_{\theta_{e}}(\mathbf{e}_{i}^{t}), i \in N(b)$$

2)
$$\boldsymbol{q}_b^t = \gamma \left(\left\{ \boldsymbol{h}_i^t \right\}_{i \in N(b)} \right)$$

3)
$$e_b^{t+1} = g_{\theta_b}(e_b^t, q_b^t)$$

b.



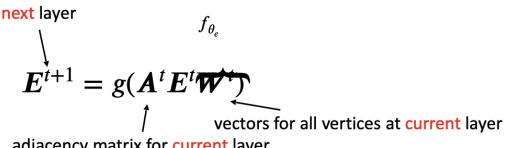
6. Easy to Vectorize

c.

a.
$$\gamma = \sum_{\text{(matrix mult. w/ adjacency matrix)}}$$

$$f_{\theta_e} = \text{dense NN}$$

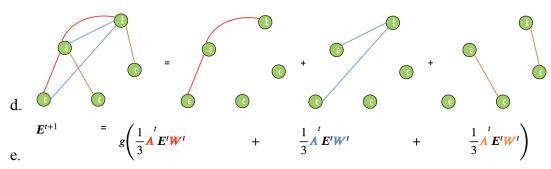
c.
$$g_{\theta_v} = \text{some (element-wise independent) activation function 'g'}$$



adjacency matrix for current layer

7. Multi-view Graphs?

- a. Edges all have one "type" (represent the same type of link)
- b. Not true for many problems
- c. Can we make GNNs work for multi-view graphs?

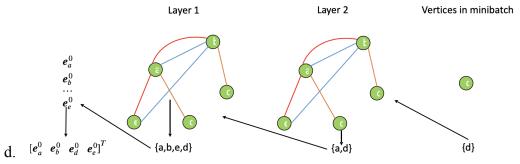


8. Can we use GNNs to model the brain?

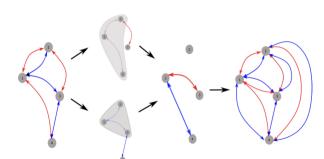
- a. Built in topology
- b. Encode lifecycle rules
 - i. Start off with lots of connections
 - ii. Prune connections over time
- c. Natural architecture for wiring costs, energy constraints, etc.



- 9. Make GNNs Computable
 - a. $E^{t+1} = g(A^t E^t W^t)$ takes a lot of memory (and time)
 - b. Problem: too big for (most) GPUs....doesn't scale
 - i. Limitations in sparse support
 - c. Can we make it?



- 10. Changing the Graph Structure: Vertex Inflation
 - a. The brain changes its structure over its lifetime
 - b. GNNs reuse the same graph for each layer
 - c. Idea: change the graph structure as a function of layer
 - i. Vertex inflation: shortcut "long paths" in the graph
 - ii. Performance?



d.