

Graphical Neural Network(GNN)

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Background Knowledge:

1. Distributed Vector Transformation:

- Local (one-hot) representation (size V) \Rightarrow Distributed representation (size D)

$$r = EI_w$$

E = trainable embedding matrix

I_w = local representation

r = output vector

- For example:

$$\alpha_{dog,cat,monkey} = [dog \ cat \ monkey] = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix}, \alpha \subset \mathbb{R}^{4 \times 3}$$

$$E = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \end{bmatrix} = \begin{bmatrix} \text{weights for dimension 1} \\ \text{weights for dimension 2} \\ \text{weights for dimension 3} \end{bmatrix}, E \subset \mathbb{R}^{3 \times 4}$$

$$r = E\alpha = \begin{bmatrix} e_{11} & e_{12} & e_{13} & e_{14} \\ e_{21} & e_{22} & e_{23} & e_{24} \\ e_{31} & e_{32} & e_{33} & e_{34} \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} e_{14} & e_{12} & e_{11} \\ e_{24} & e_{22} & e_{21} \\ e_{34} & e_{32} & e_{31} \end{bmatrix}, r \subset \mathbb{R}^{3 \times 3}$$

- How to find E ?

In general, neural network training, which has different approached (mentioned in different note)

- What does this mean?

Transforms discrete symbolic representations into continuous and meaningful distributed representation, which capture the relationships between concepts.

Compress the dimensions => make processing easier

2. Gradient

- Definition:

The slope of the error curve at a specific point, a multidimensional compass that points toward lower error.

- Loss function:

$L(w_1, w_2, w_3, \dots, w - n)$, where w_n are all the weights in the network.

$$\boxed{\text{Gradient} = \left[\frac{\partial L}{\partial w_1}, \frac{\partial L}{\partial w_2}, \frac{\partial L}{\partial w_3}, \dots, \frac{\partial L}{\partial w_n} \right]}, \text{contains the partial derivative of loss function}$$

- Gradient Vanishing: when these partial derivatives become extremely small
- Gradient Descent: using these to "descend" the error mountain

GNN

1. What is GNN?

- Neural models trying to find the dependencies between input graphs through passing the message between nodes of graphs

2. General Design of GNN

- Denote the graph as
 $G = (V, E)$
 $|V| = N$, the number of nodes (A, B, \dots, G) in the graph
 $|E| = N^e$, the number of edges
- Neural Message Passing
 current neighbor states → prepare message e.g. $A = f(D \Rightarrow F), B = f(E \Rightarrow F)$
 → Summarize received information →
 $\text{Current Node State } h_{(t-1)}^n \rightarrow h_n^t = q(h_{(t-1)}^n, x) \rightarrow \text{Next Node State } h_n^t$
- General Equation representing the logic of **Message Passing**

$$h_n^t = q\left(h_{(t-1)}^n, \cup_{k \in \forall n_j: n \rightarrow n_j} f_t(h_{(t-1)}^n, k, h_{(t-1)}^{n_j})\right)$$

$h_{(t-1)}^{n_j}$: Current state of neighbor node n_j
 \cup means the aggregation over all neighbors n_j
 f_t : Message function
 q : Update function
 \cup : Permutation – invariant aggregation operator (sum, max/min, attention-weighted combination)

- GRU Fights Gradient Vanishing:
 Decide what to remember and what to forget when processing sequential data.

$$h_n^t = GRU(h_{(t-1)}^n, m)$$
, update the next node's state using GRU mechanism

$$m = \sum_{\forall n_j: n \rightarrow n_j} E_k h_{(t-1)}^{n_j}, m \text{ is the FINAL aggregated message from neighborhood}$$

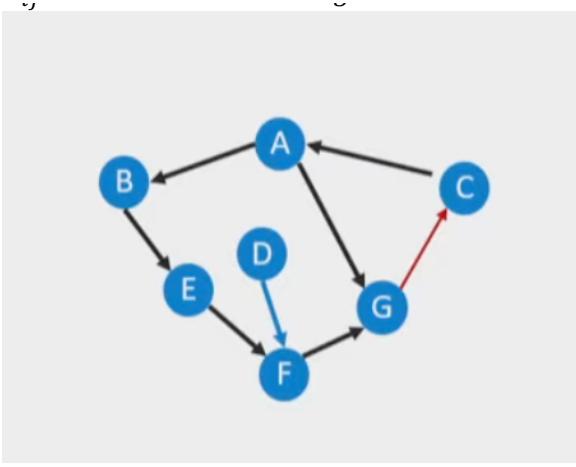
E_K : a learnable weight matrix, which transforms neighbor information on edge type k
 k : edge type index (friend, family, colleague)

$$\text{If } h_{(t-1)}^{n_j} \subset \mathbb{R}^{1 \times D}, \quad E_k \subset \mathbb{R}^{D \times D}$$

- Adjacency Matrix (A) -- How message between each node start flowing
 According to the graph:
 In general

$$A = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 \end{bmatrix}, \quad N = \begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \end{bmatrix}, \text{representing each node}$$

$A_{ij} = 1$ when there is an edge from node i to node j
 $A_{ii} = 0$ when there's no edge like above



$$\dot{A}N = \begin{bmatrix} b + g \\ e \\ a \\ f \\ f \\ g \\ c \end{bmatrix}, \text{this is Message Aggregation, } \boxed{m = \sum_{j \in N(i)} h_j}.$$

AN represents the message received, it will experience either update function or gating (like GRU) afterward.

- GNN in Matrix Operation: number of nodes = V

$$1. \text{Node States: } H_t = \begin{bmatrix} h_t^{n_0} \\ \dots \\ h_t^{n_K} \end{bmatrix}, H_t \subset \mathbb{R}^{V \times D}$$

$$2. \text{Message to be sent: } M_t^k = E_k H_t, M_t^k \subset \mathbb{R}^{V \times M}$$

$$3. \text{Received Messages: } R_t = \sum_k A M_t^k, R_t \subset \mathbb{R}^{V \times M}$$

$$4. \text{Update } H_{t+1} = \text{GRU}(H_t, R_t)$$

- Related Python Skills:
- Tensor operations: `np.random.rand(rows, columns)`
- Result feature: `np.einsum()`
- Example in feature transformation:

```

H = np.random.rand(4,6) #4 nodes, 6 features -- representing initial features of nodes
W = np.random.rand(6,6) #Weight matrix -- representing the relations we want
A = np.random.rand(4,4) #adjacency matrix -- representing adjacency between each node

#Step 1: H @ W, transformation of node features
#Step 2: A @ H, neighborhood aggregation
#Step 3: Step 1 @ Step 2, representing the features under certain context defined by W

#Implementation
result = np.einsum('ab,bc,ac->ab',H,W,A @ H)

print(result)

```

Last executed at 2025-11-09 23:52:29 in 7ms

```

[[0.00582522 0.34805634 0.87707221 0.07009528 1.00984862 0.57468148]
 [1.94699754 0.95089662 0.71370607 1.48573596 0.77851049 1.19245227]
 [2.1654061 2.24591608 1.84443366 0.03855653 0.33354836 1.53125122]
 [1.44694365 2.12301669 2.48225943 1.23538871 1.65580911 1.75077962]]

```