# Improved Robustness and Hyperparameter Selection in the Modern Hopfield Network

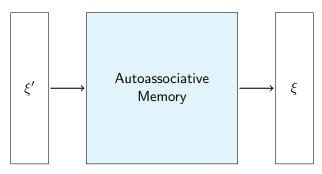
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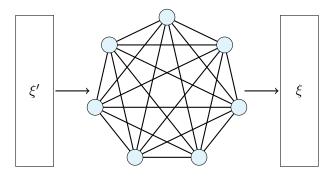
#### **Autoassociative Memories**

- Learn to associate a state with itself.
- Relax probe towards a learned state.



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#### Classical Hopfield Network

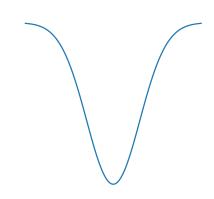
- Association by Hebbian learning.
  - Biological inspiration.
  - Easy to analyze.
- Relax by matrix multiplication.
  - Mean field approximation.
  - Nonlinearity keeps states in bipolar domain.
  - Energy guaranteed to achieve a minima (under sensible conditions).

$$W = \sum_{k} \xi_{k} \otimes \xi_{k} \qquad (1)$$

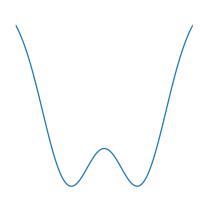
$$\xi_{t+1} = \operatorname{Sign}(W \cdot \xi_t)$$
 (2)

$$E(\xi) = -\frac{1}{2}\xi^T W \xi \tag{3}$$

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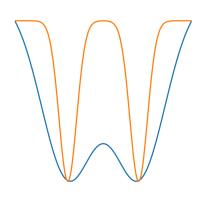


- Key trick: Replace quadratic energy with general polynomial.
  - Heck, anything with a vaguely polynomial shape.

$$f_n(x) = x^n$$

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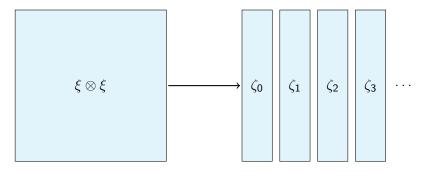
$$f_n(x) = \begin{cases} x^n \text{ if } x \ge 0\\ -\epsilon x \text{ if } x < 0 \end{cases}$$



#### n – The Interaction Vertex

- Controls the range of influence that memories have.
- However, also radically alters the network architecture.

Memory matrix replaced by list of memory states – vectors of same dimension as data.

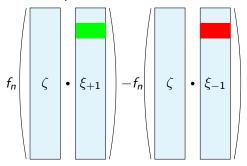


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Relaxation no longer uses mean field - now a contrastive difference.

• Negative energy no longer means "stable" – the energy difference between a neuron clamped on and off indicates stability.



#### n – The Interaction Vertex

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Learning no longer supports Hebbian - now requires gradient descent.

$$W = \sum_k \xi_k \otimes \xi_k$$
 
$$\operatorname{Loss}(\xi) = \tanh \left[\beta \sum_{\mu} \left( f_n \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) - f_n \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right]$$

#### Properties - Network Capacity

Larger network capacities with higher interaction vertices:

$$K_{\text{max}} = \frac{1}{2(2n-3)!!} \frac{N^{n-1}}{\ln(N)}$$
 (4)

Notably, super-linear for n > 2.

#### Properties - Training Times

Faster training times with higher interaction vertices:

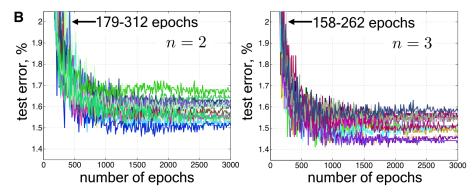


Figure: Krotov and Hopfield 2016, Figure 01

## Properties – Feature to Prototype Transition

Low interaction vertices result in memories that look like features, while higher interaction vertices result in memories that look like prototypes:

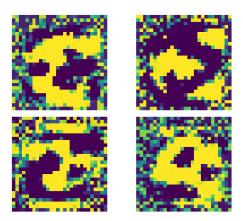


Figure: Feature-like Memories, n = 2

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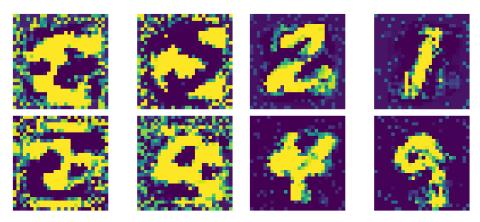


Figure: Feature-like Memories, n = 2

Figure: Prototype-like Memories, n = 20

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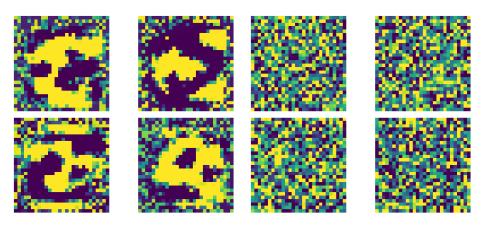


Figure: Feature-like Memories, n = 2

Figure: Prototype-like Memories, n = 20

$$\tanh \left[\beta \sum_{\mu} \left( f_n \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) - f_n \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right]$$

- **1** Calculate similarities  $\zeta \cdot \xi_{+1}$ ,  $\zeta \cdot \xi_{-1}$
- 2 Pass similarities through interaction function  $f_n$
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- Pass through activation function (e.g. Sign or tanh)

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$$\tanh \left[\beta \sum_{\mu} \left( f_n \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) - f_n \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right]$$

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$$= N^n$$

# How large is too large?

Network parameters	Interaction function value
N = 100, n = 2	10 <sup>4</sup>
N = 100, n = 5	10 <sup>10</sup>
N = 100, n = 10	10 <sup>18.89</sup>
N = 100, n = 20	10 <sup>40</sup>

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N = 100, n = 10	$10^{18.89}$
N = 100, n = 20	10 <sup>40</sup>

Maximum value of a float32 is  $\approx 3.4 \cdot 10^{38}$ . Maximum value of a float64 is  $\approx 1.8 \cdot 10^{304}$ .

$$\tanh \left[\beta \sum_{\mu} \left( f_n \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) - f_n \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right]$$

$$\tanh \left[ \frac{\beta}{\beta} \sum_{\mu} \left( f_n \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) - f_n \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right]$$

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$$\tanh \left[ \sum_{\mu} \left( f_n \left( \mathcal{G} \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) - f_n \left( \mathcal{G} \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right) \right]$$

If  $f_n$  is homogenous:  $f(\alpha x) = \alpha^k f(x)$ .

Weaker than linear - includes Polynomial and Rectified Polynomial.

$$\tanh \left[ \sum_{\mu} \left( f_n \left( \frac{\beta}{N} \left( \zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) - f_n \left( \frac{\beta}{N} \left( -\zeta_{\mu,i} + \sum_{j \neq i} \zeta_{\mu,j} \xi_j \right) \right) \right) \right]$$

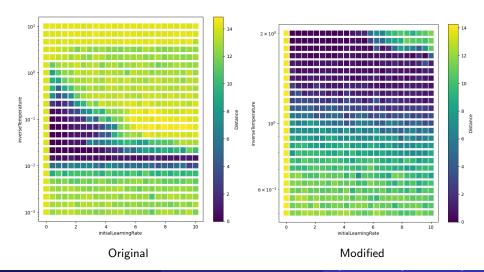
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Provably doesn't alter network properties (e.g. capacity)

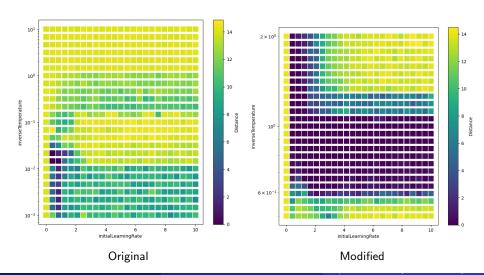
#### Results of Modifications – Autoassociative Memory

$$n = 2$$



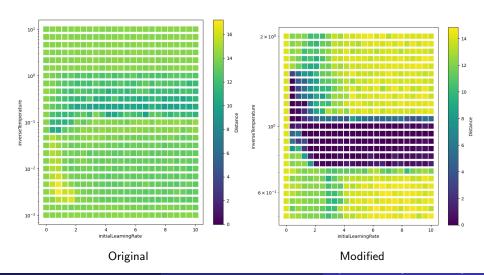
#### Results of Modifications – Autoassociative Memory

$$n = 10$$



# Results of Modifications – Autoassociative Memory

$$n = 20$$



#### Conclusion

- Modern Hopfield Network generalizes Classical Hopfield Network.
- Network capacity increases with the interaction vertex, even super-linearly.
- The original network (Krotov and Hopfield, 2016) has very unstable behavior for larger interaction vertices.
- The original network also has wildly shifting optimal hyperparameter regions.
- Our modifications solve both the instability and shifting hyperparameter regions at no additional cost.