

Лекция 5. Графови невронни мрежи.  
*DSCM023 „Прогнозиране чрез анализ на данни - III“*



ИНСТИТУТ за СЪВРЕМЕННИ  
ФИЗИЧЕСКИ ИЗСЛЕДВАНИЯ



НОВ  
БЪЛГАРСКИ  
УНИВЕРСИТЕТ

Стоян Мишев, Петър Христов

<https://facebook.com/nbudatasience>

Графи и въпроси върху операцията конволюция

Спекрална теория на графи

Конволюция на графи in inverse space

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# Графи и въпроси върху операцията КОНВОЛЮЦИЯ

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<https://youtu.be/Iiv9R6BjxHM>

# Graph Domain

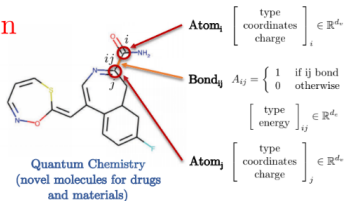


Social networks  
(Advertisement/  
recommendation)

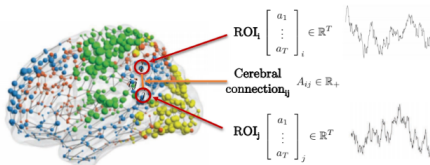
$$\text{User}_i \begin{bmatrix} \text{messages} \\ \text{images} \\ \text{videos} \end{bmatrix}_i \in \mathbb{R}^d$$

$$\text{User connection}_{ij} A_{ij} = \begin{cases} 1 & \text{if } ij \text{ friends} \\ 0 & \text{otherwise} \end{cases}$$

$$\text{User}_j \begin{bmatrix} \text{messages} \\ \text{images} \\ \text{videos} \end{bmatrix}_j \in \mathbb{R}^d$$



Brain connectivity  
(sMRI)



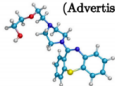
Brain analysis  
(Neuroscience/neuro-diseases)

Functional  
activations (fMRI)

# Graph Domain



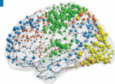
Social networks  
(Advertisement)



Drug/Material  
molecules  
(Chemistry)



3D Meshes  
(Computer Graphics)



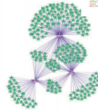
Brain  
connectivity  
(Neuroscience)



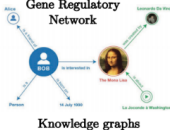
Transportation  
networks



Words relationships  
(NLP)



Gene Regulatory  
Network



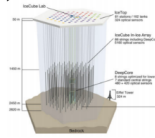
Knowledge graphs



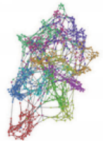
Scene understanding



Recommender  
systems (Amazon,  
Netflix)



Neutrino  
detection (High-  
energy Physics)

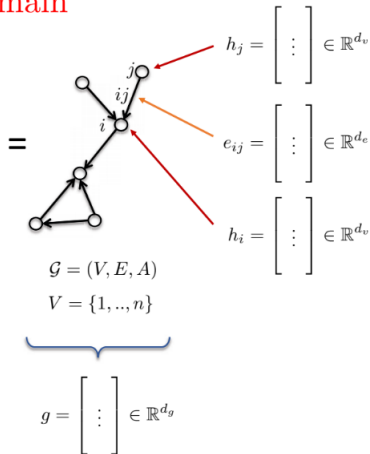
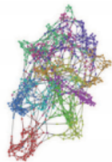


Graph

# Graph Domain

- **Graphs  $G$**  are defined by :

- Vertices  $V$
- Edges  $E$
- Adjacency matrix  $A$

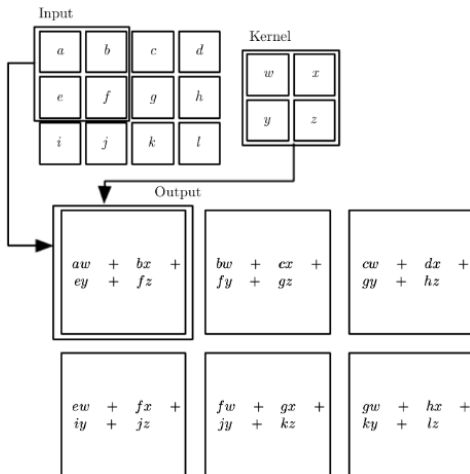


- **Graph features :**

- Node features :  $h_i, h_j$  (atom type)
- Edge features :  $e_{ij}$  (bond type)
- Graph features :  $g$  (molecule energy)

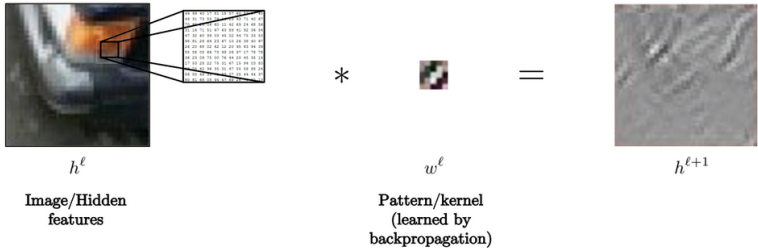
# Операция „конволюция“

15



- Convolutional layer (for grids) :

$$\begin{array}{ccc} h^{\ell+1} & = & w^\ell * h^\ell \\ n_1 \times n_2 \times d & & n_1 \times n_2 \times d \\ & & 3 \times 3 \times d \end{array}$$



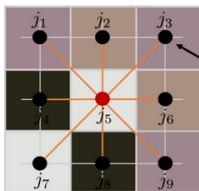


# Convolution

- How to define convolution ?

- Definition #1 : Convolution as **template matching**
- $O(n)$  by parallelization and for compact support patterns

$$\begin{aligned}
 h_i^{\ell+1} &= w^\ell * h_i^\ell \\
 n_1 \times n_2 \times d &\nearrow \\
 &= \sum_{\substack{j \in \Omega \\ j \in \mathcal{N}_i}} \langle w_j^\ell, \underbrace{h_{i-j}^\ell}_{h_{i+j}^\ell = h_{ij}^\ell} \rangle \\
 &= \sum_{j \in \mathcal{N}_i} \langle w_j^\ell, h_{ij}^\ell \rangle \\
 &= \sum_{j \in \mathcal{N}_i} \left\langle \begin{bmatrix} w_j^\ell \end{bmatrix}, \begin{bmatrix} h_{ij}^\ell \end{bmatrix} \right\rangle
 \end{aligned}$$



Node  $j_3$  is always located at the top-right corner of the pattern.

All nodes of the template  $w^\ell$  are always ordered/positioned the same way !

$\ell$

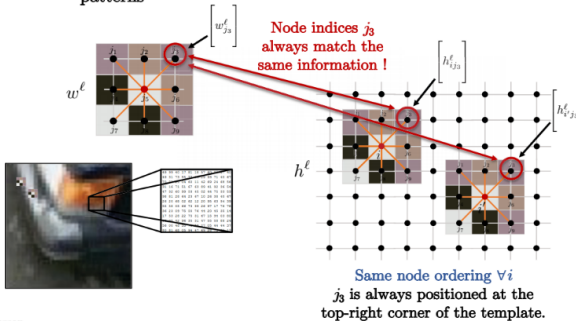
$$\begin{bmatrix} w_{j_3}^\ell \end{bmatrix} \in \mathbb{R}^d$$

Template features at  $i$ .

# Convolution

- How to define convolution ?

- Definition #1 : Convolution as **template matching**
- $O(n)$  by parallelization for compact support patterns



$$\begin{aligned}
 h_i^{\ell+1} &= w^\ell * h_i^\ell \\
 &= \sum_{j \in \mathcal{N}_i} \langle w_j^\ell, h_{ij}^\ell \rangle \\
 &= \sum_{j \in \mathcal{N}_i} \left\langle \begin{bmatrix} w_j^\ell \end{bmatrix}, \begin{bmatrix} h_{ij}^\ell \end{bmatrix} \right\rangle
 \end{aligned}$$

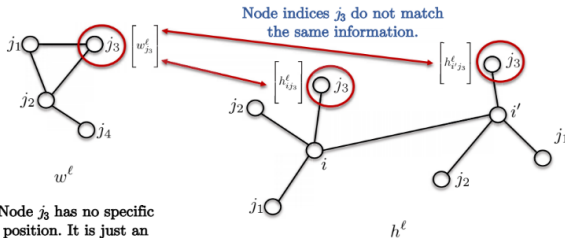
$$\left\langle \begin{bmatrix} w_{j_3}^\ell \end{bmatrix}, \begin{bmatrix} h_{ij_3}^\ell \end{bmatrix} \right\rangle$$

$$\left\langle \begin{bmatrix} w_{j_3}^\ell \end{bmatrix}, \begin{bmatrix} h_{i'j_3}^\ell \end{bmatrix} \right\rangle$$

These matching scores are always for the top-right corner between the template and the image patches.

# Graph Convolution

- Can we extend **template matching** for graphs ?
- Main issues :
  - No node ordering** : How to match template features with data features **when nodes have no given position** (index is not a position) ?



**No node ordering on graphs :**  
 The correspondence of nodes is lost on graphs.  
 There is no up, down, right and left on graphs.

$$\left\langle \begin{bmatrix} w_{j_3}^\ell \end{bmatrix}, \begin{bmatrix} h_{i'j_3}^\ell \end{bmatrix} \right\rangle$$

$$\left\langle \begin{bmatrix} w_{j_3}^\ell \end{bmatrix}, \begin{bmatrix} h_{ij_3}^\ell \end{bmatrix} \right\rangle$$

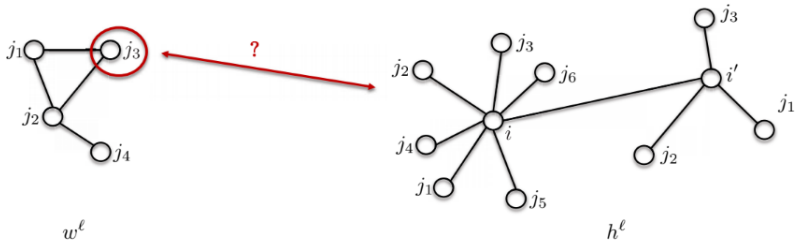
These matching scores have **no meaning** as they do not compare the same information.

$$h_i^{\ell+1} = w^\ell *_{\mathcal{G}} h_i^\ell$$

$$\nearrow_{n \times d} = \sum_{j \in \mathcal{N}_i} \langle w_j^\ell, h_{ij}^\ell \rangle$$

# Graph Convolution

- Can we extend **template matching for graphs** ?
  - Main issues :
    - **No node ordering** : How to match template features with data features ?
    - **Heterogeneous neighborhood** : How to deal with different neighborhood sizes ?



# Graph Convolution

- How to define convolution ?

- Definition #1 : Template matching
- Definition #2 : Convolution theorem

- Fourier transform of the convolution of two functions is the pointwise product of their Fourier transforms

$$\mathcal{F}(w * h) = \mathcal{F}(w) \odot \mathcal{F}(h) \quad \Rightarrow \quad w * h = \mathcal{F}^{-1}(\mathcal{F}(w) \odot \mathcal{F}(h))$$

- Generic Fourier transform has  $O(n^2)$  complexity, but if the domain is a grid then complexity can be reduced to  $O(n \log n)$  with FFT<sup>[1]</sup>.
- Can we extend the Convolution theorem to graphs ?
  - How to define Fourier transform for graphs ?
  - How to compute fast spectral convolutions in  $O(n)$  time for compact kernels ?

$$w *_G h \stackrel{?}{=} \mathcal{F}_G^{-1}(\mathcal{F}_G(w) \odot \mathcal{F}_G(h))$$

Права и обратна трансформация:

$$H(f) = \int_{-\infty}^{\infty} h(t)e^{2\pi i f t} dt, \quad h(t) = \int_{-\infty}^{\infty} H(f)e^{-2\pi i f t} df$$

If ...	then ...
$h(t)$ is real	$H(-f) = [H(f)]^*$
$h(t)$ is imaginary	$H(-f) = -[H(f)]^*$
$h(t)$ is even	$H(-f) = H(f)$ [i.e., $H(f)$ is even]
$h(t)$ is odd	$H(-f) = -H(f)$ [i.e., $H(f)$ is odd]
$h(t)$ is real and even	$H(f)$ is real and even
$h(t)$ is real and odd	$H(f)$ is imaginary and odd
$h(t)$ is imaginary and even	$H(f)$ is imaginary and even
$h(t)$ is imaginary and odd	$H(f)$ is real and odd

$$F(g * f) = F(g).F(f), \quad g * f = F^{-1}(F(g).F(f))$$

Права и обратна трансформация:

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$h(t)$ is real and even	$H(f)$ is real and even
$h(t)$ is real and odd	$H(f)$ is imaginary and odd
$h(t)$ is imaginary and even	$H(f)$ is imaginary and even
$h(t)$ is imaginary and odd	$H(f)$ is real and odd

$$F(g * f) = F(g).F(f), \quad g * f = F^{-1}(F(g).F(f))$$

За дискретни данни  $h_k$ :

$$H_n = \sum_{k=0}^{N-1} h_k e^{2\pi i k n / N}, \quad h_k = \frac{1}{N} \sum_{n=0}^{N-1} H_n e^{-2\pi i k n / N}, \quad \sum_{k=0}^{N-1} |h_k|^2 = \frac{1}{N} \sum_{n=0}^{N-1} |H_n|^2$$

Колко операции са нужни за дискретното преобразуване на Фурие  $H_n = \sum_{k=0}^{N-1} W^{nk} h_k$ , където  $W \equiv e^{2\pi i/N}$ ? Може би  $\sim N^2 \dots$



Колко операции са нужни за дискретното преобразуване на Фурие  $H_n = \sum_{k=0}^{N-1} W^{nk} h_k$ , където  $W \equiv e^{2\pi i/N}$ ? Може би  $\sim N^2$ ... Оказва се, че това може да стане с  $\sim N \log_2 N$  операции. Danielson и Lanczos (1942) показват, че дискретното преобразование на Фурие с дължина  $N$  може да се запише като **сума от две** дискретни преобразования на Фурие, всяко с дължина  $N/2$ . Едното е преобразуването на стойностите, които стоят на четни позиции, а другото - на нечетните:

$$F_k = \sum_{j=0}^{N-1} W^{kj} f_j = \dots = F_k^e + W^k F_k^o$$

# Спекрална теория на графи

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ENCYCLOPEDIA OF MATHEMATICS AND ITS APPLICATIONS

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## *Eigenspaces of graphs*

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D. Cvetković  
*University of Belgrade*

P. Rowlinson  
*University of Stirling*

S. Simić  
*University of Belgrade*

Conference Board of the Mathematical Sciences

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# CBMS

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Regional Conference Series in Mathematics

Number 92

## Spectral Graph Theory

Fan R. K. Chung

 **CAMBRIDGE**  
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# Graph Laplacian

- **Core operator** in Spectral Graph Theory

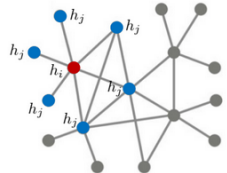
$$\mathcal{G} = (V, E, A) \quad \rightarrow \quad \Delta = I - D^{-1/2} A D^{-1/2} \quad \text{Normalized Laplacian}$$

where  $D = \text{diag}(\sum_{j \neq i} A_{ij})$

- Interpretation :

- **Measure of smoothness** : Difference between local value  $h_i$  and its neighborhood average values  $h_j$ .

$$(\Delta h)_i = h_i - \sum_{j \in \mathcal{N}_i} \frac{1}{\sqrt{d_i d_j}} A_{ij} h_j$$



-

$$\Delta \equiv \nabla^2 = \sum_i \partial_{x_i}^2$$

-

$$\Delta \equiv \nabla^2 = \sum_i \partial_{x_i}^2$$

- Фурие трансформация на граф се нарича разлагането на матрицата на Лаплас за този граф по собствени вектори (създаващи, т.нар. Фурие базис на граф).

# Fourier Functions

- **Eigen-decomposition** of graph Laplacian :

Lap Eigenvalues/  
Spectrum

Lap Eigenvectors/  
Fourier functions

$$\Delta = \Phi^T \Lambda \Phi$$

$n \times n$

Fourier functions form  
an orthonormal basis

where  $\Phi = [\phi_1, \dots, \phi_n] = \begin{bmatrix} | & & | \\ \phi_1 & \dots & \phi_n \\ | & & | \end{bmatrix}$  and  $\Phi^T \Phi = I$ ,  $\langle \phi_k, \phi_{k'} \rangle = \delta_{kk'}$

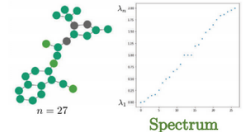
$n \times n$

where  $\Lambda = \text{diag}(\lambda_1, \dots, \lambda_n) = \begin{bmatrix} \lambda_1 & & 0 \\ & \ddots & \\ 0 & & \lambda_n \end{bmatrix}$  and  $0 \leq \lambda_1 \leq \dots \leq \lambda_n = \lambda_{\max} \leq 2$

$n \times n$

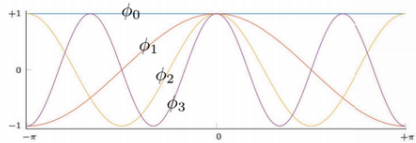
and  $\Delta \phi_k = \lambda_k \phi_k$ ,  $k = 1, \dots, n$

$n \times 1$



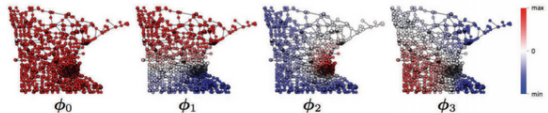
# Fourier Functions

- Grid/Euclidean domain :



First eigenvectors of 1D Euclidean Laplacian = standard Fourier basis

- Graph domain :



First Laplacian eigenvectors of a graph

Fourier functions related to graph geometry  
(s.a. communities, hubs, etc)  
Spectral graph clustering<sup>[1]</sup>

[1] Von Luxburg, A tutorial on spectral clustering, 2007

# Fourier Transform

- **Fourier series** : Decompose function  $h$  with Fourier functions<sup>[1]</sup> :

$$\begin{aligned}
 h &= \sum_{k=1}^n \underbrace{\langle \phi_k, h \rangle}_{\substack{\mathcal{F}(h)_k = \hat{h}_k = \phi_k^T h \\ \text{scalar}}} \phi_k \\
 &= \sum_{k=1}^n \hat{h}_k \phi_k \\
 &= \underbrace{\Phi \hat{h}}_{\mathcal{F}^{-1}(\hat{h})}
 \end{aligned}$$

$$\text{Fourier transforms are one line of code (linear operations)} \left\{ \begin{array}{ll} \mathcal{F}(h) = \Phi^T h & \text{Fourier Transform/} \\ n \times 1 = \hat{h} & \text{coefficients of Fourier Series} \\ \mathcal{F}^{-1}(\hat{h}) = \Phi \hat{h} & \text{Inverse Fourier Transform} \\ n \times 1 = \Phi \Phi^T h = h \text{ as } \mathcal{F}^{-1} \circ \mathcal{F} = \Phi \Phi^T = \text{I} & \text{Orthonormal basis/} \\ & \text{Invertible transformation} \end{array} \right.$$

[1] K. Hammond, P. Vandergheynst, R. Gribonval, Wavelets on graphs via spectral graph theory, 2011



## Конволюция на графи in inverse space

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# Convolution Theorem

- Fourier transform of the convolution of two functions is the pointwise product of their Fourier transforms :

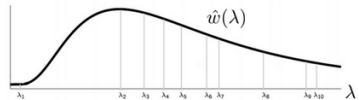
$$\begin{aligned}
 w * h &= \underbrace{\mathcal{F}^{-1}}_{\Phi} \left( \underbrace{\mathcal{F}(w)}_{\Phi^T w = \hat{w}} \odot \underbrace{\mathcal{F}(h)}_{\Phi^T h} \right) \\
 &= \Phi \left( \hat{w} \odot \Phi^T h \right) \\
 &= \Phi \left( \hat{w}(\Lambda) \Phi^T h \right) \\
 &= \Phi \hat{w}(\Lambda) \Phi^T h \\
 &= \hat{w}(\underbrace{\Phi \Lambda \Phi^T}_{\Delta}) h \\
 &= \hat{w}(\Delta) h
 \end{aligned}$$

$\begin{matrix} n \times n \\ n \times n \\ n \times 1 \end{matrix}$

Expensive computation  $O(n^2)$   
No FFT

$$\hat{w} = \begin{bmatrix} \hat{w}(\lambda_1) \\ \vdots \\ \hat{w}(\lambda_n) \end{bmatrix}$$

$$\hat{w}(\Lambda) = \text{diag}(\hat{w}) = \begin{bmatrix} \hat{w}(\lambda_1) & & 0 \\ & \ddots & \\ 0 & & \hat{w}(\lambda_n) \end{bmatrix}$$



Spectral function/filter

`https:  
//github.com/xbresson/spectral_graph_convnets/blob/  
master/02_graph_convnet_lenet5_mnist_pytorch.ipynb`