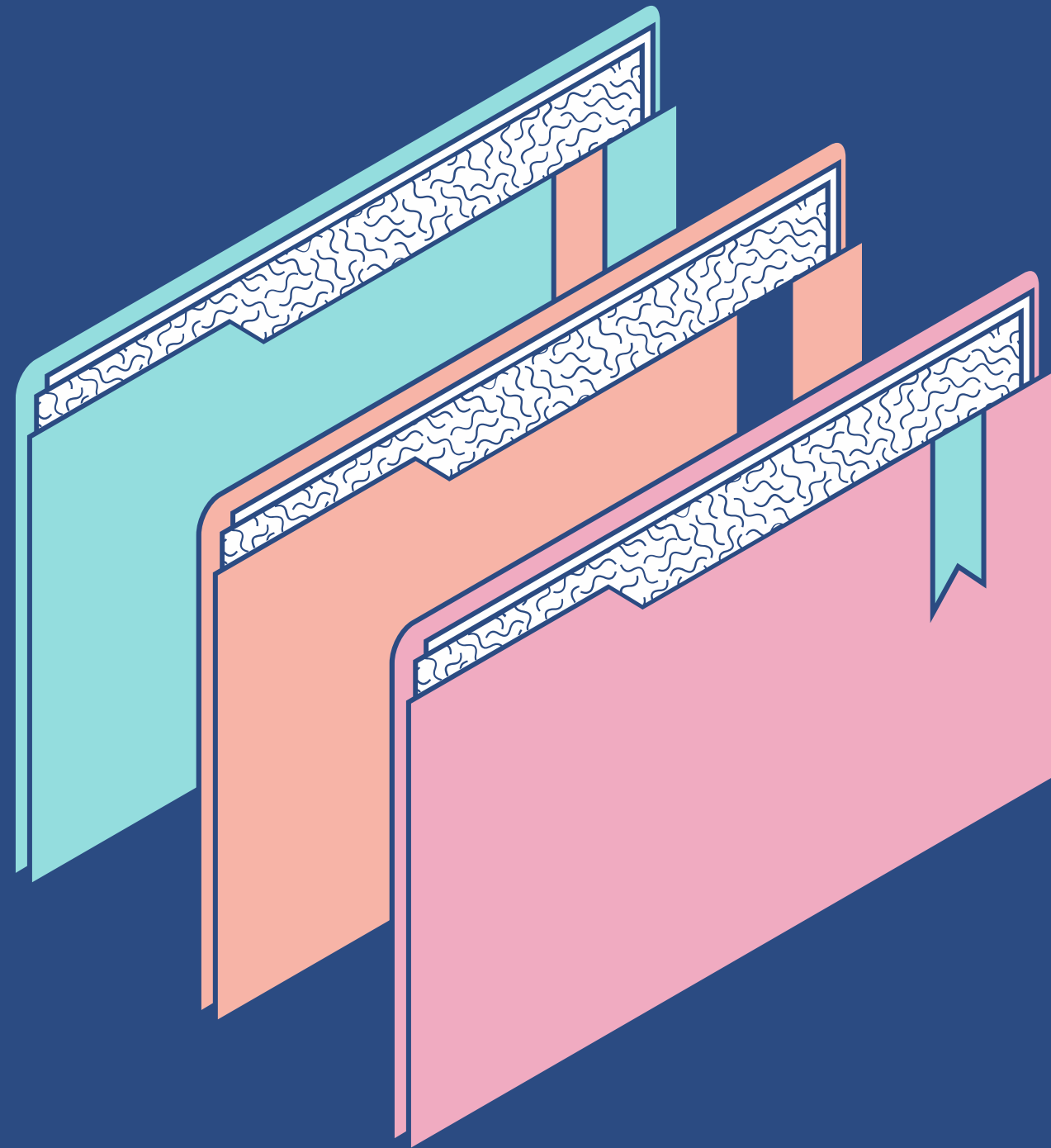




Neural Execution of Graph Algorithms

MohamedElfatih

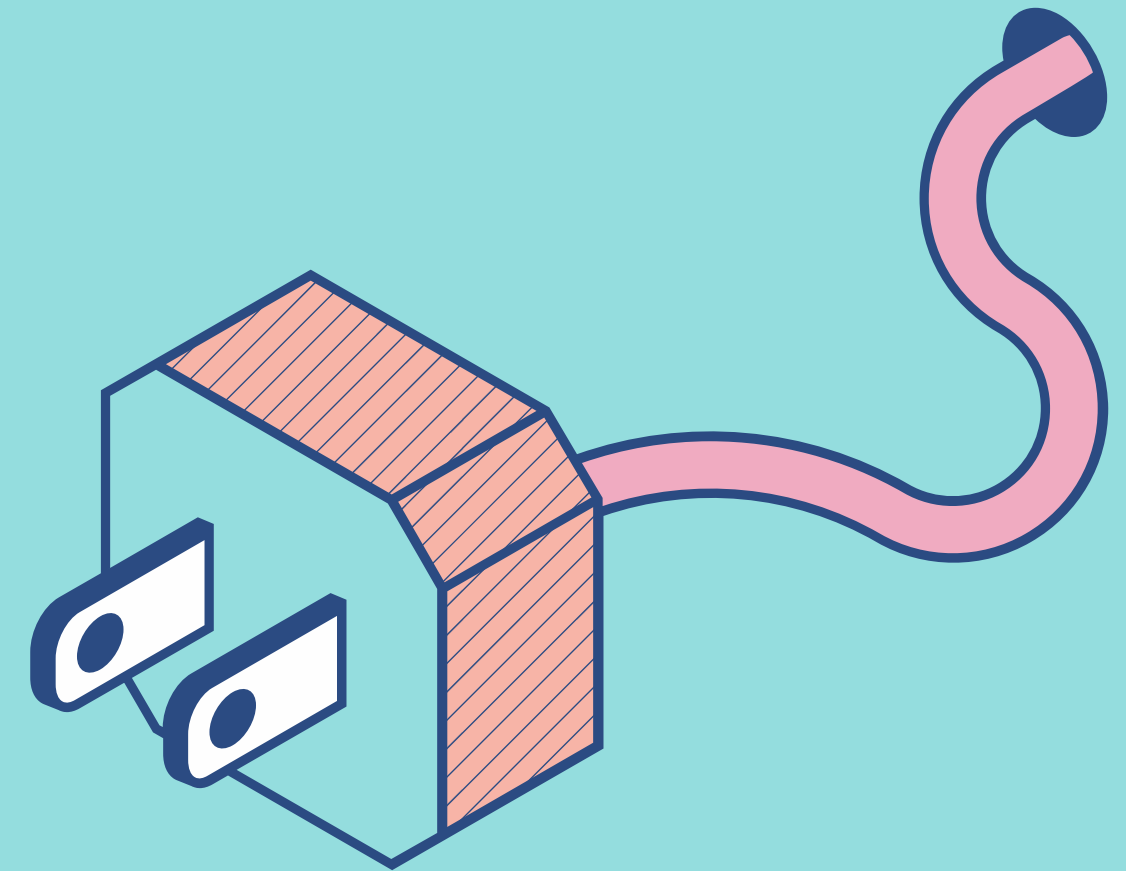


Agenda

KEY TOPICS DISCUSSED
IN THIS PRESENTATION

- Introduction
- Implementation
- Experiments
- Results
- Future work

**Can we make neural
network reasons like an
algorithms?**

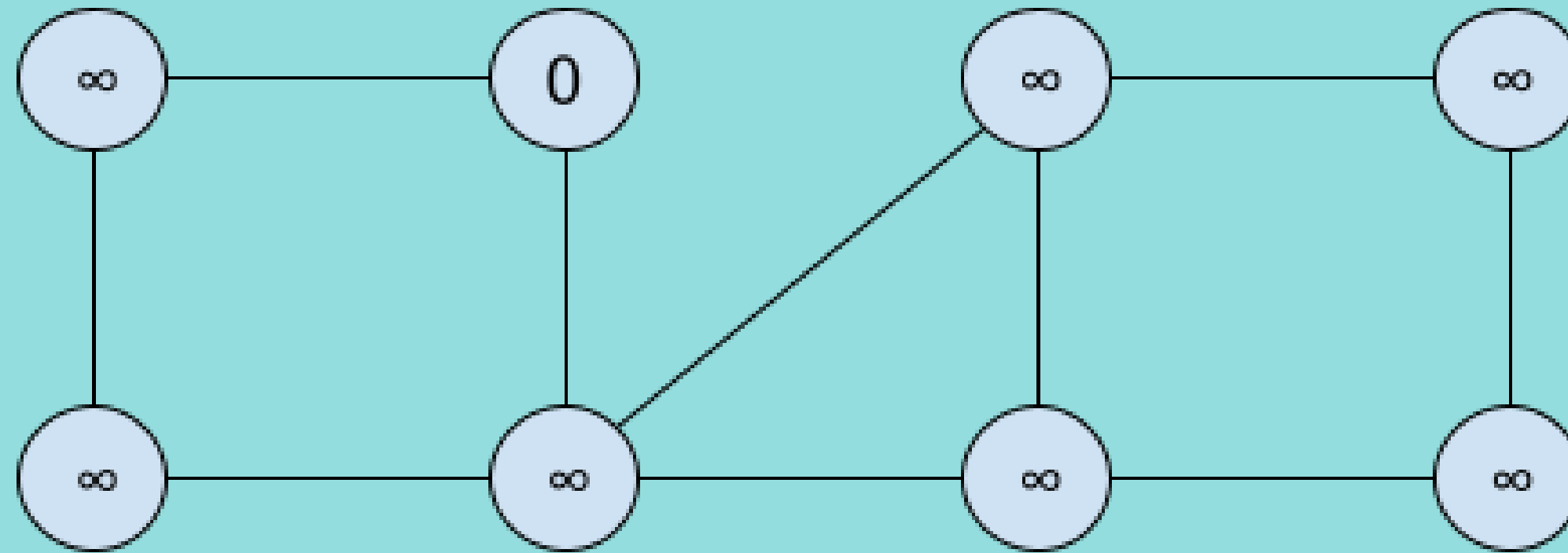


But...

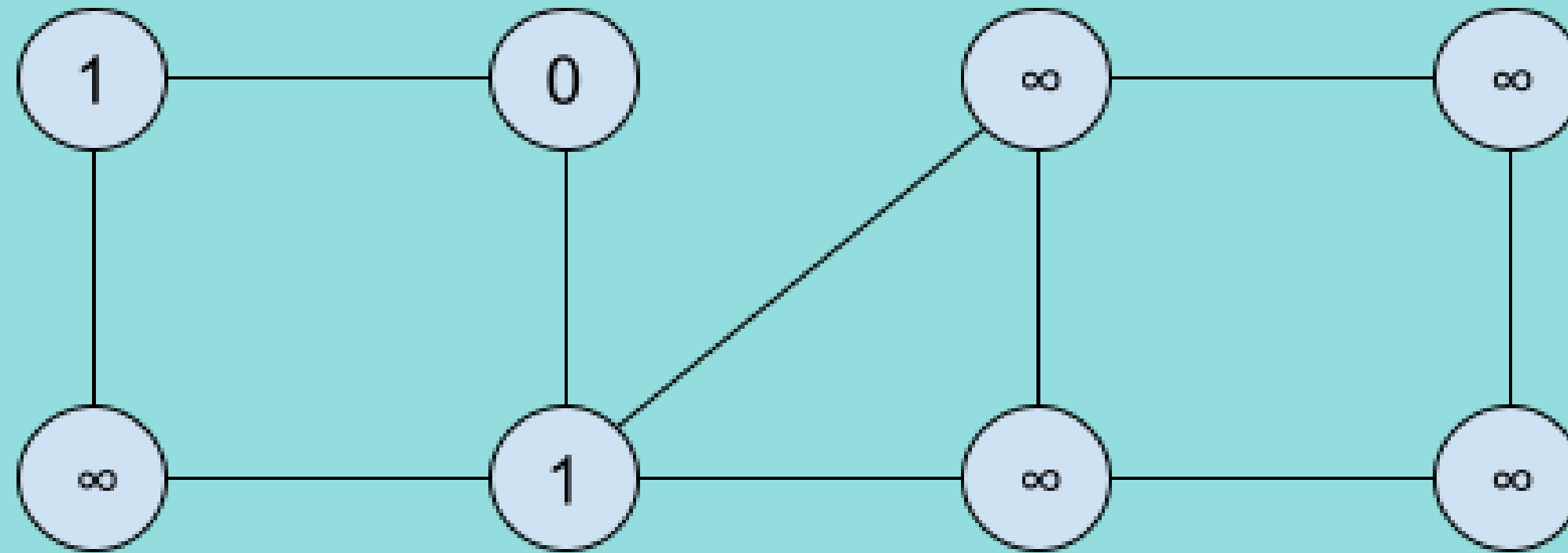
What is an Algorithm?

Breadth-First Search

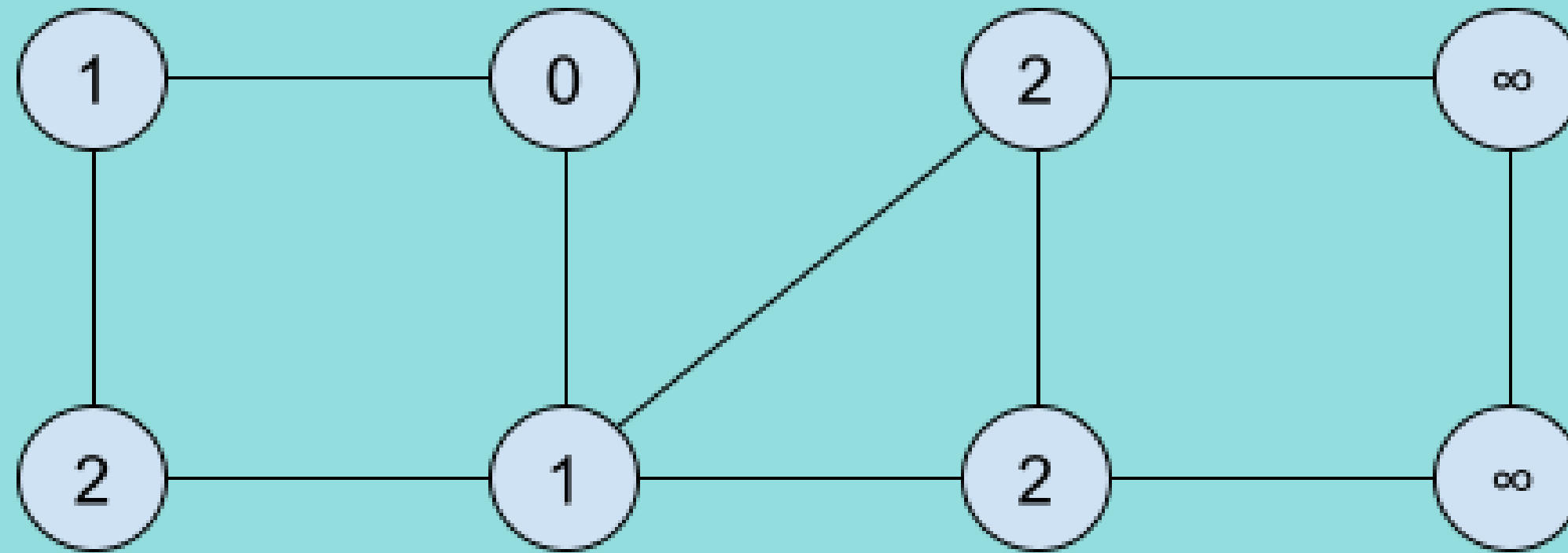
Initially



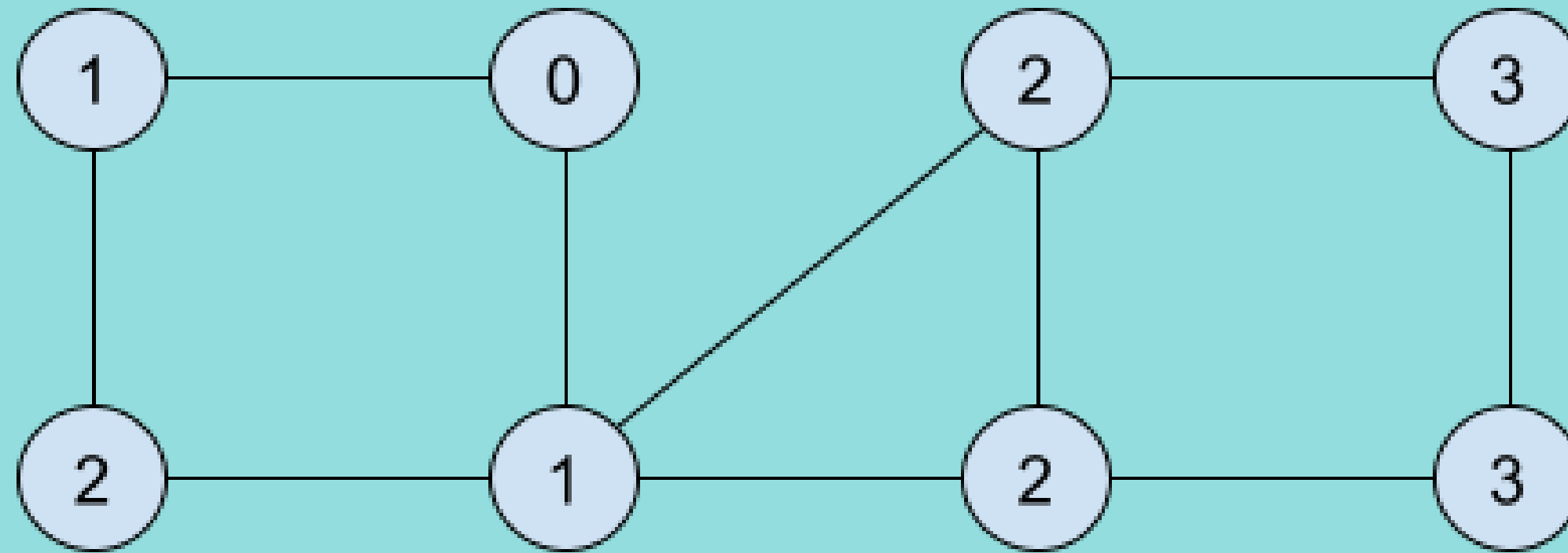
First step



Second step



Third step





Neural Network

- Operate on raw input data.
- Generalize on noisy conditions.
- Reusable across tasks.
- More data.
- Not quite interpretable

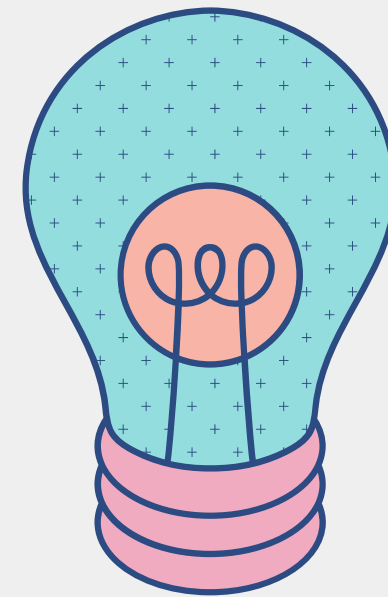
Classical Algorithms

- Strongly generalize.
- Interpretable.
- Enables a more personalized kind of learning for students.
- Input must match specifications
- tasks variations



Neural Network

- Operate on raw input data.
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Combine Both!

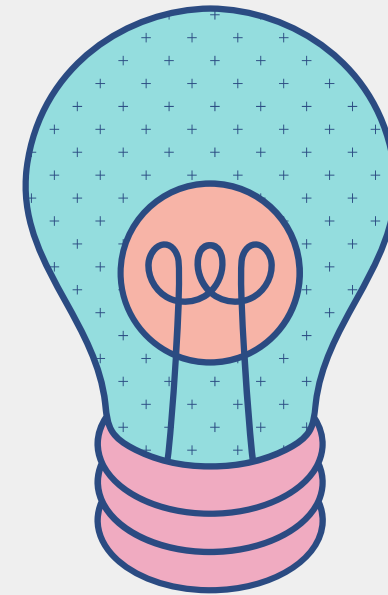
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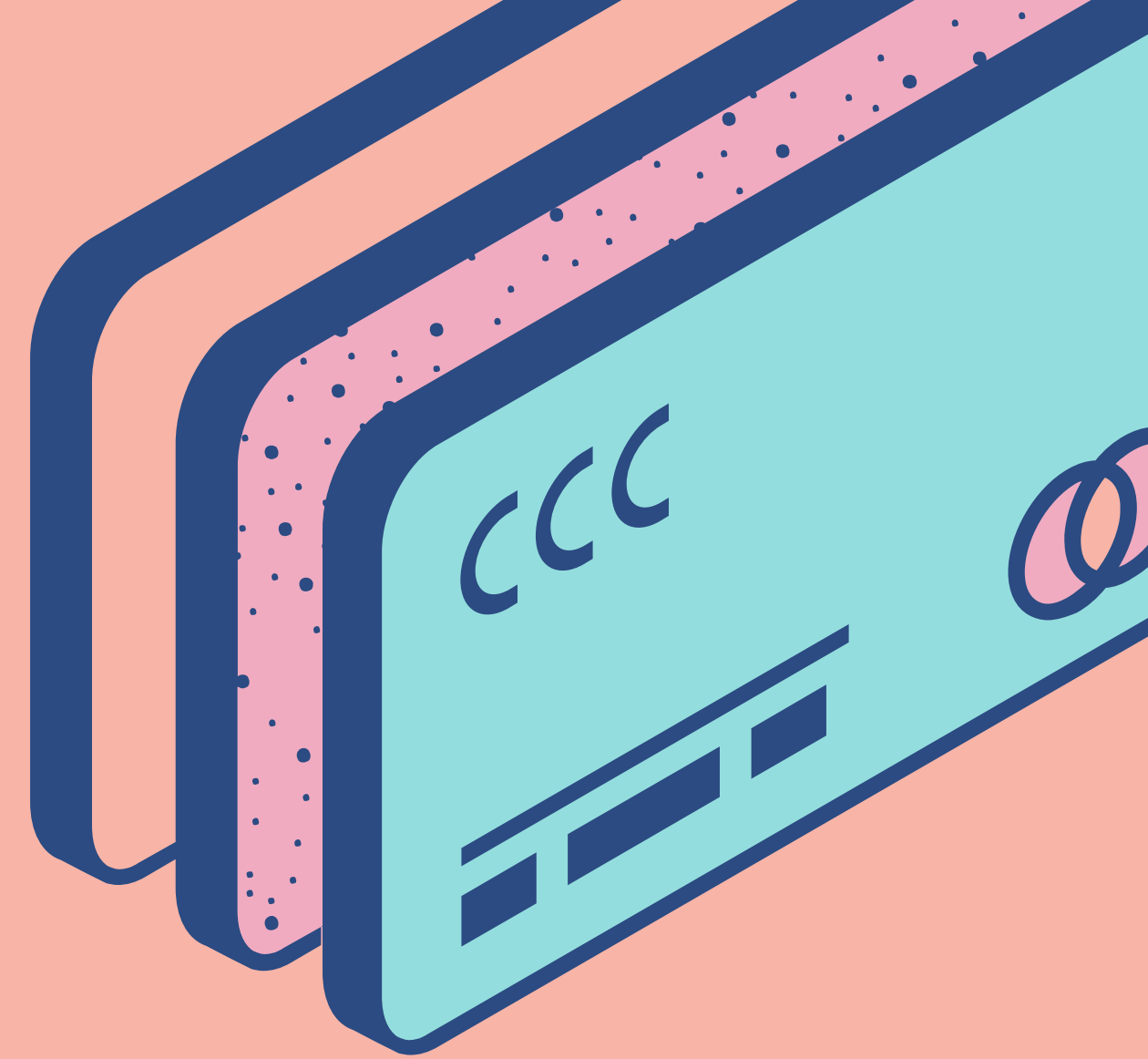
Combine Both!

Classical Algorithms

- Strongly generalize.
- Interpretable.
- Input must match specifications
- tasks variations

Can we make neural network reasons like algorithms?

Why?



Strong Generalization

Learning reasoning not a mapping

Multi-task learning

reuse algorithms across tasks

Discovering Novel Algorithms

Improved heuristics for interactable problems

Executor Framework



Results


Reachability Results

	My Results	Paper Results
GAT	99/100	92.34/99.97
MPNN-max	100/100	99.92/99.8

BellmanFord mean-squared error

Method	My Results	Paper Result
MPNN-max (no reach)	4.24	2.628

Future Work

 Multi-task learning between Reachability and Bellman

 Implement Prim



Do you have any questions?

Feel free to ask any question

