

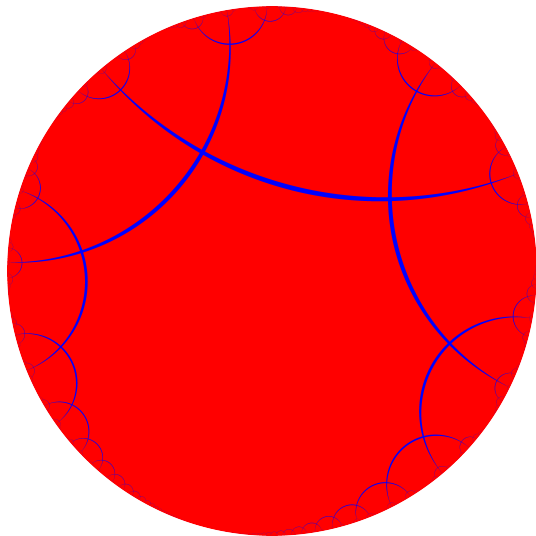
Arithmetic expression geometry with an application on learnable non-linearity

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- ① Arithmetic expression geometry: the first glimpse
- ② On the efficiency of gradient learning
- ③ A learnable non-linearity
- ④ Arithmetic expression geometry: more topics
- ⑤ Perspectives, future work, and unsolved problems

Arithmetic expression geometry: the first glimpse



The famous example of word2vec

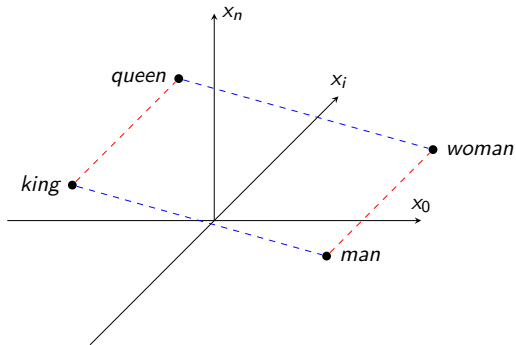


Figure: regularity of word2vec

$$(\alpha + 1) \times 2 \neq \alpha \times 2 + 1$$

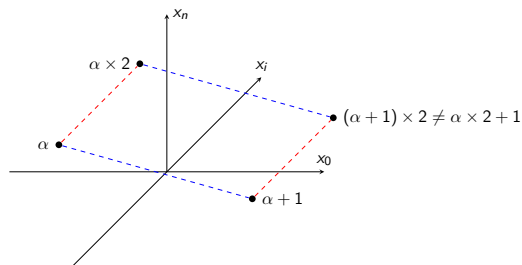
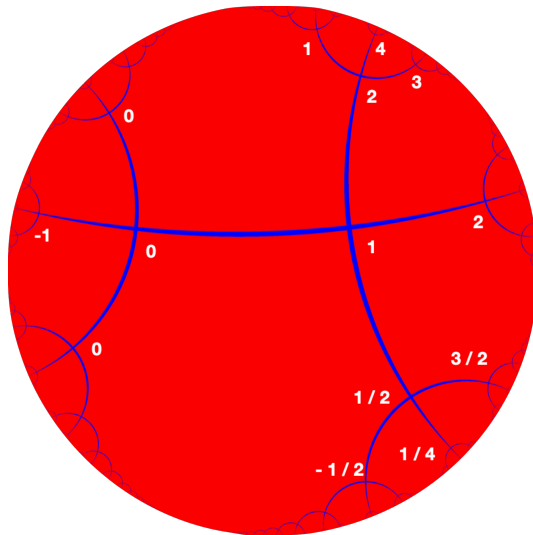


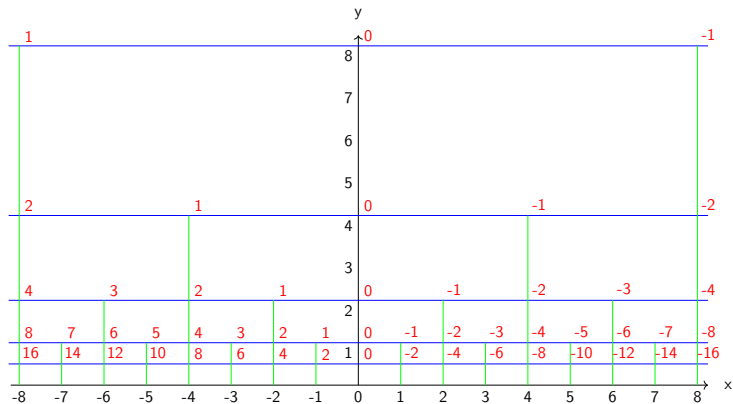
Figure: contradiction of numbers in Euclidean space

One arrangement in hyperbolic space



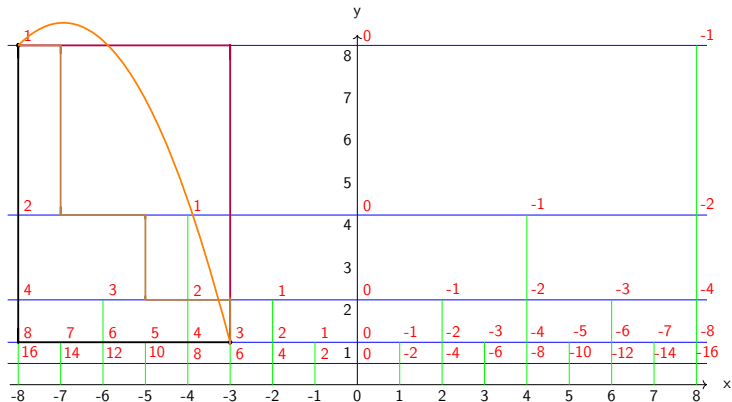
Another arrangement in hyperbolic space

$$a = -\frac{y}{x}$$



Encoding threadlike expressions as paths

- black line $1 \times 8 - 5 = 3$



$$a_\delta = (a_0 + \mu\epsilon \cos \theta)e^{\lambda\epsilon \sin \theta}$$

$$a_\delta = a_0 e^{\lambda\epsilon \sin \theta} + \mu\epsilon \cos \theta$$

Both formula can be simplified to the same result:

$$a_\delta = a_0 + \epsilon(a_0\lambda \sin \theta + \mu \cos \theta)$$

Then, we have the following equation:

$$\frac{1}{\delta}(a_\delta - a_0) = \frac{\epsilon}{\delta}(\mu \cos \theta + x_0\lambda \sin \theta)$$

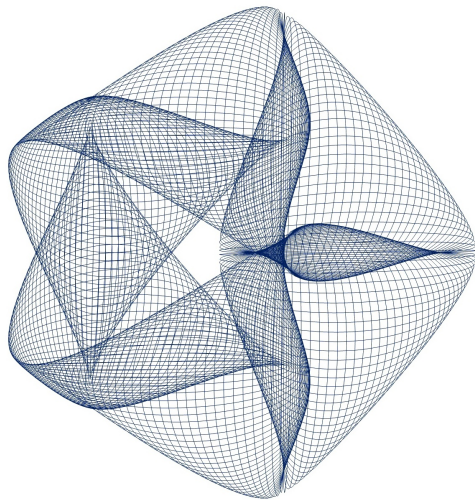
When both δ and ϵ are towards zero, we get da/dt , and hence

$$\frac{da}{dt} = u(\mu \cos \theta + a\lambda \sin \theta)$$

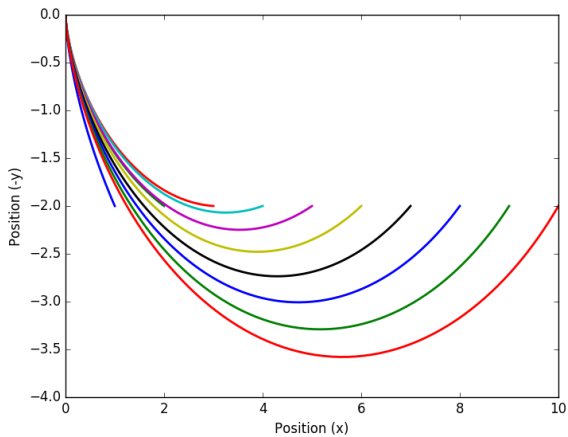
Or, we can change it to another form

$$\frac{da}{ds} = \mu \cos \theta + a\lambda \sin \theta \tag{1}$$

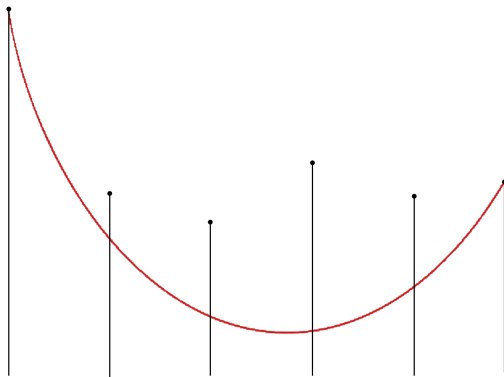
On the efficiency of gradient learning



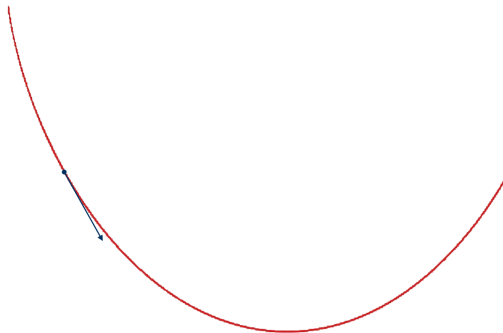
Brachistochrone problem

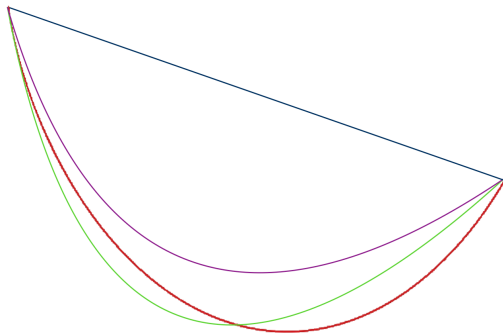


The first experiment

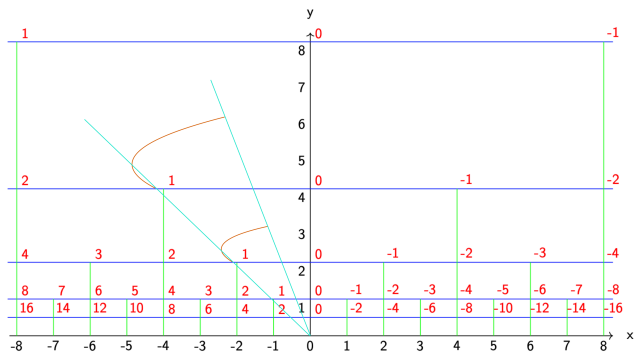


An improvement

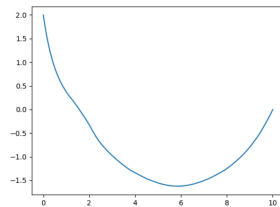
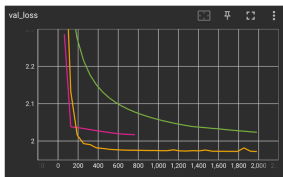




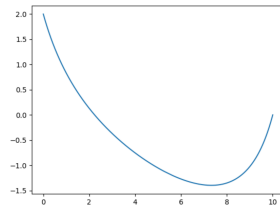
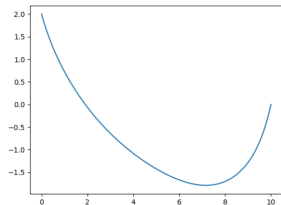
One way reachable



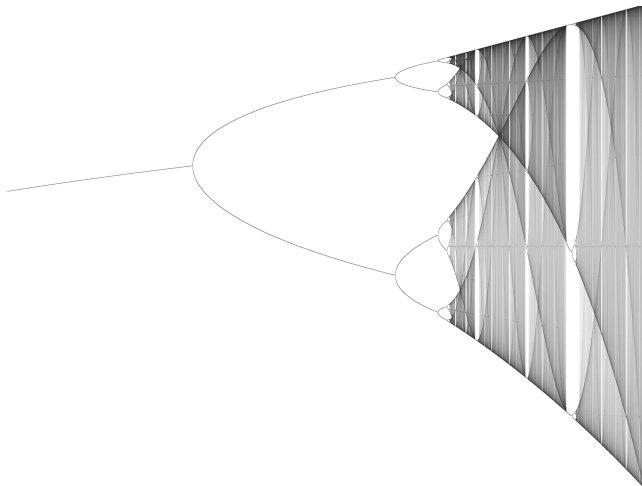
Experiment results













LSTM



A learnable non-linearity



	logistic map $p = 3.5$	logistic map $p = 3.8$	logistic map $p = 3.9$	spline	learnable non-linearity
task success					
parameter learnable					

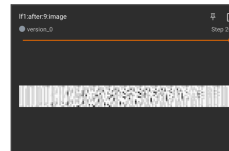
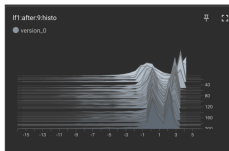
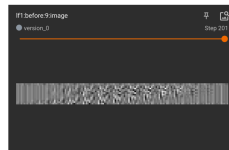
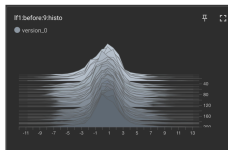
Conv



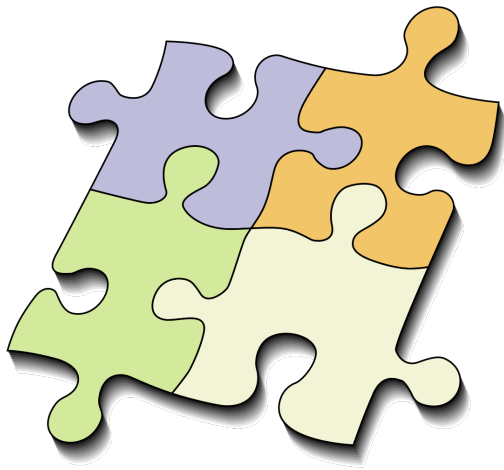
Learnable non-linearity



Conv



Arithmetic expression geometry: more topics



Trick of Riemann mapping

- The efficiency of gradient learning