

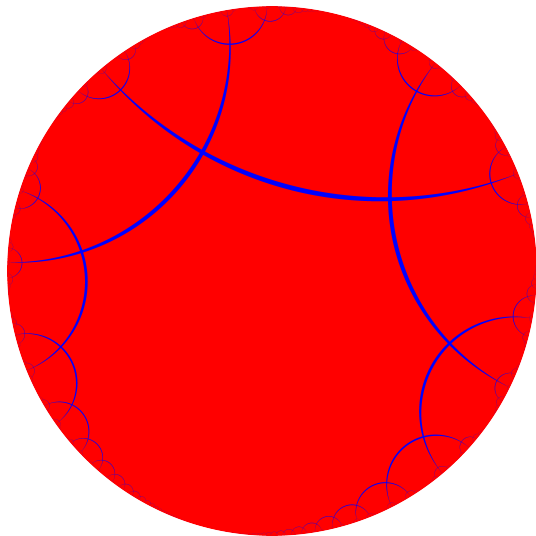
# Arithmetic expression geometry with an application on learnable non-linearity

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- ② On the efficiency of gradient learning
- ③ A learnable non-linearity
- ④ Arithmetic expression geometry: more topics
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# Arithmetic expression geometry: the first glimpse



The famous example of word2vec

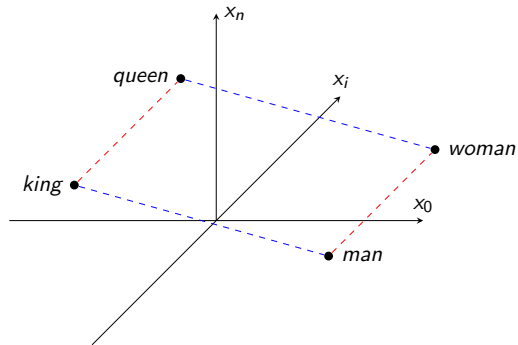


Figure: regularity of word2vec

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

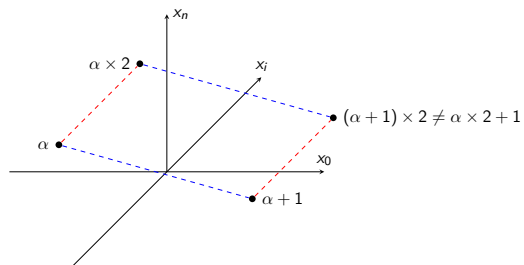
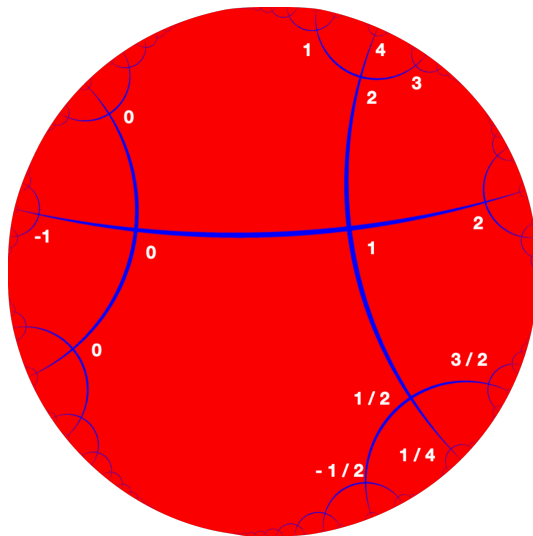


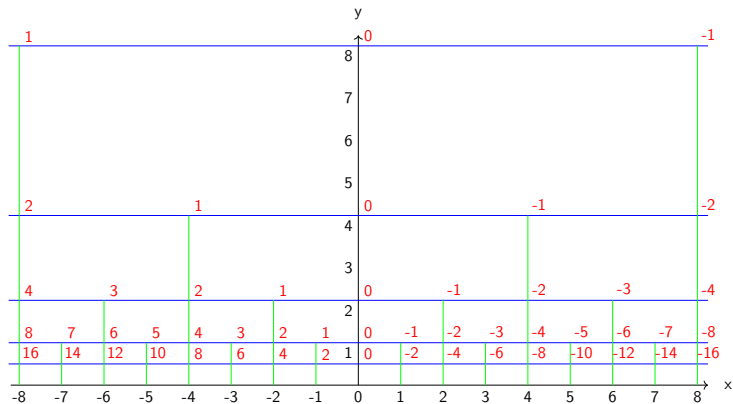
Figure: contradiction of numbers in Euclidean space

# One arrangement in hyperbolic space



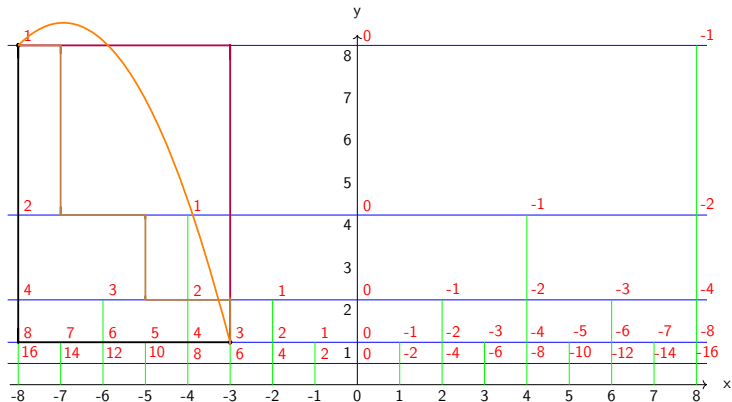
# Another arrangement in hyperbolic space

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



## 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:

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

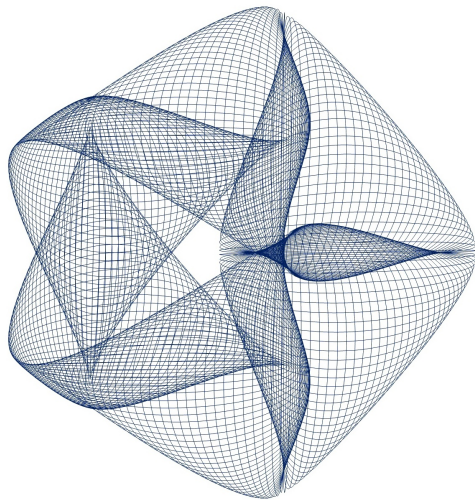
When both  $\delta$  and  $\epsilon$  are towards zero, we get  $da/dt$ , and hence

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

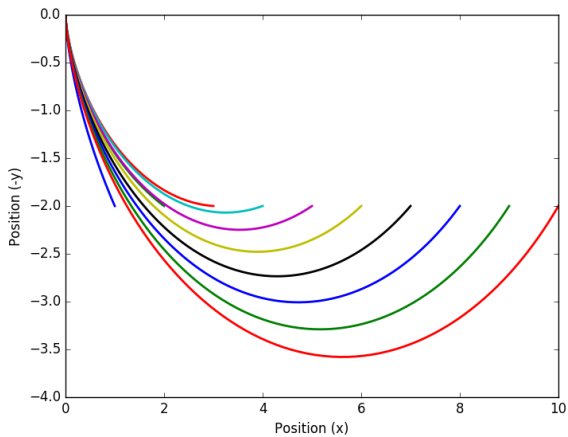
Or, we can change it to another form

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

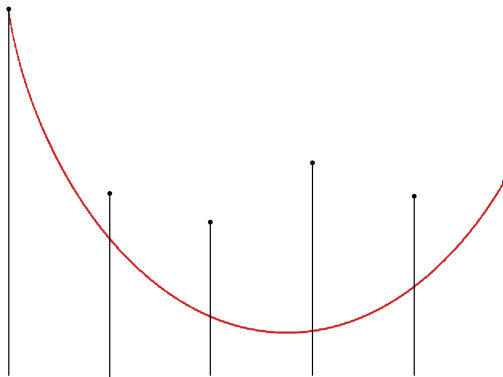
# On the efficiency of gradient learning



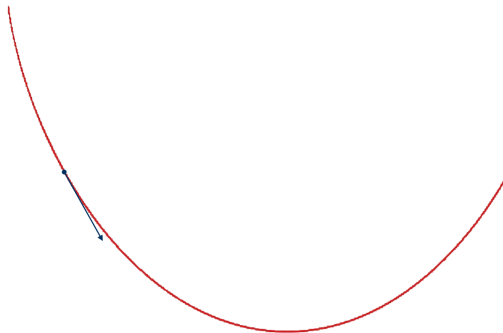
# Brachistochrone problem

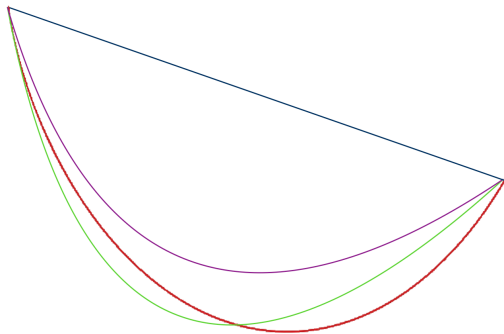


# The first experiment

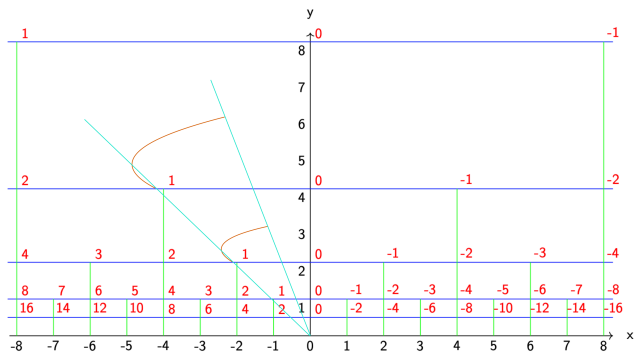


# An improvement



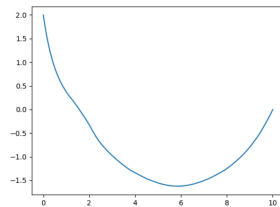
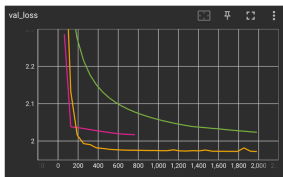


# One way reachable

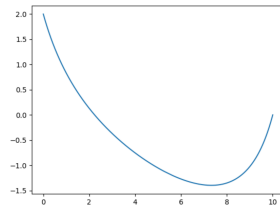
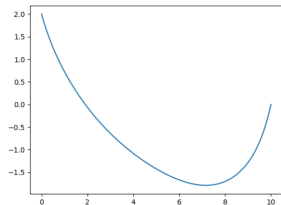




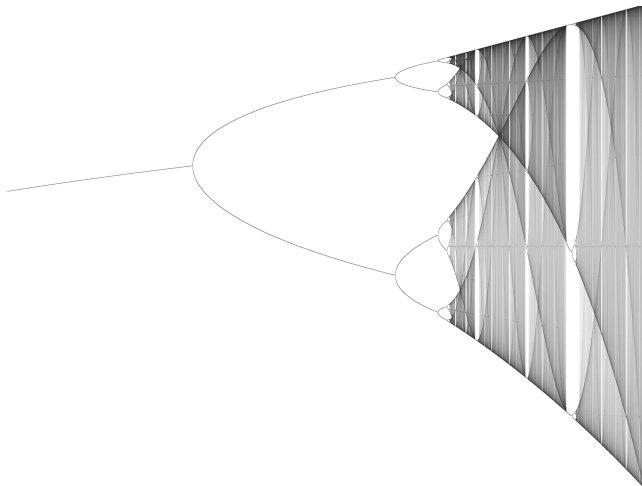
# Experiment results













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					

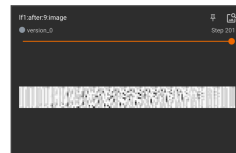
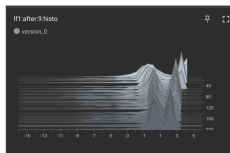
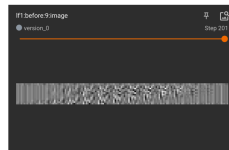
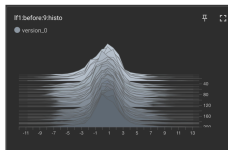
Conv



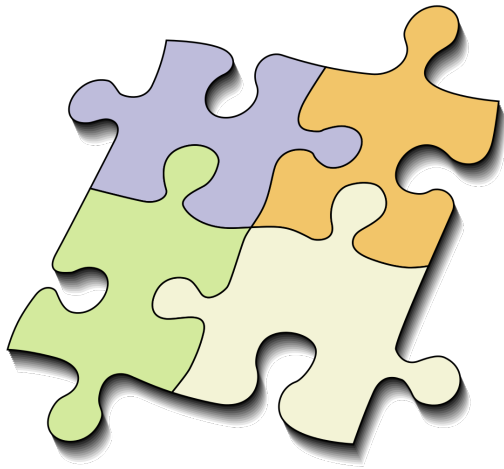
Learnable non-linearity



Conv



# Arithmetic expression geometry: more topics



On the hyperbolic plane

$$ds^2 = \frac{dx^2 + dy^2}{y^2}$$

the Laplacian is

$$\Delta = -y^2 \left( \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right)$$

Given

$$A = -\frac{x}{y} \tag{2}$$

We have

$$\Delta A = -y^2 \left( \frac{\partial^2}{\partial x^2} A + \frac{\partial^2}{\partial y^2} A \right) = y^2 \left( \frac{1}{\partial y} \left( \frac{1}{\partial y} \frac{x}{y} \right) \right) = 2A$$

# A jigsaw by Riemann mapping

