

# Two Analyses of Modern Deep Learning: Graph Neural Networks and Language Model Finetuning

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**Noam Razin**

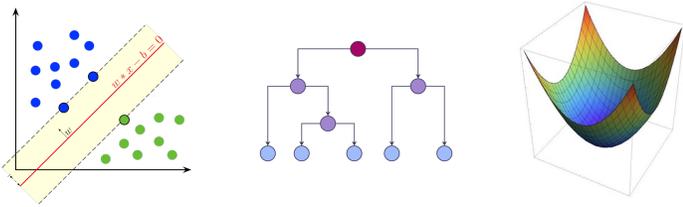
Tel Aviv University

# Machine Learning Paradigms

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## Classical Machine Learning



**Models:** Linear predictors, decision trees,...

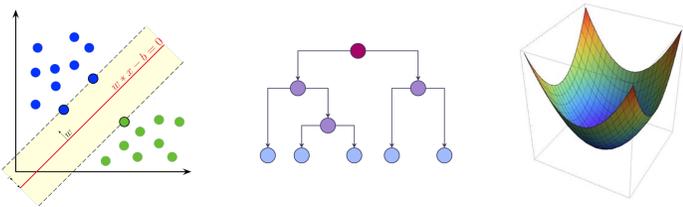
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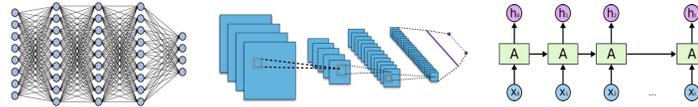
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✔ Theory: Well-established

## “Classical” Deep Learning



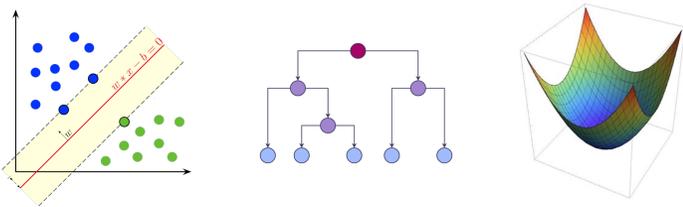
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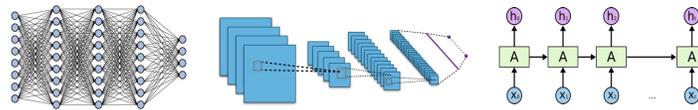
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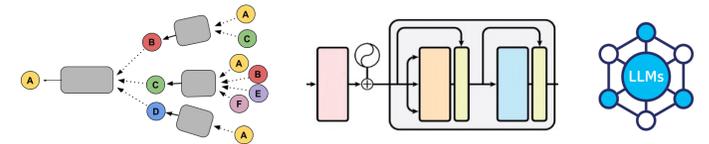


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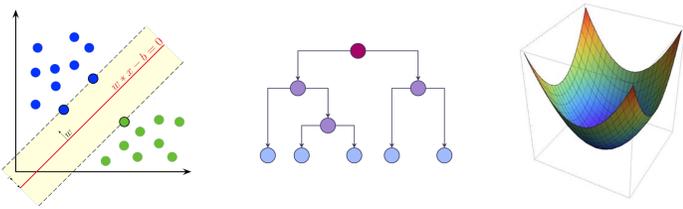


**Models:** GNN, Transformer, State Space Model,...

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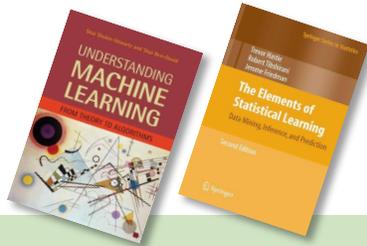
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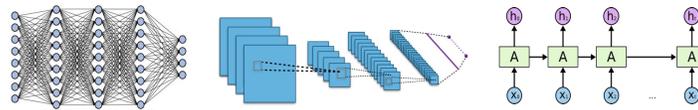
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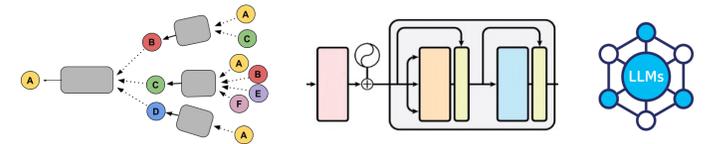


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⊗ Theory: Limited

# My Research: Theoretical Foundations of Deep Learning

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Implicit Regularization in Deep Learning May Not Be Explainable by Norms

[R + Cohen](#) | *NeurIPS 2020*

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# On the Ability of Graph Neural Networks to Model Interactions Between Vertices

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# Graph Neural Networks (GNNs)

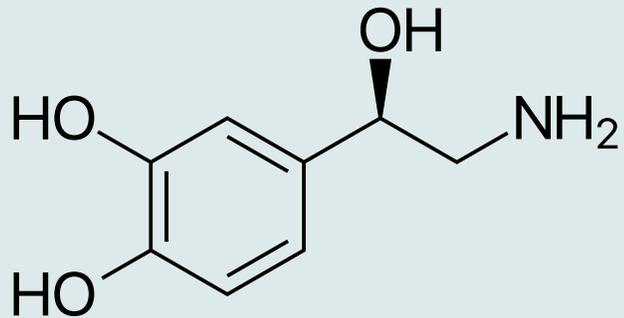
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## Graph Prediction



## Vertex Prediction



# Expressivity of GNNs

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## Challenge

Develop mathematical theory for GNNs

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**Expressivity:** Which functions can GNNs realize?

*all functions over graphs*

*functions GNNs can realize*

# Expressivity of GNNs

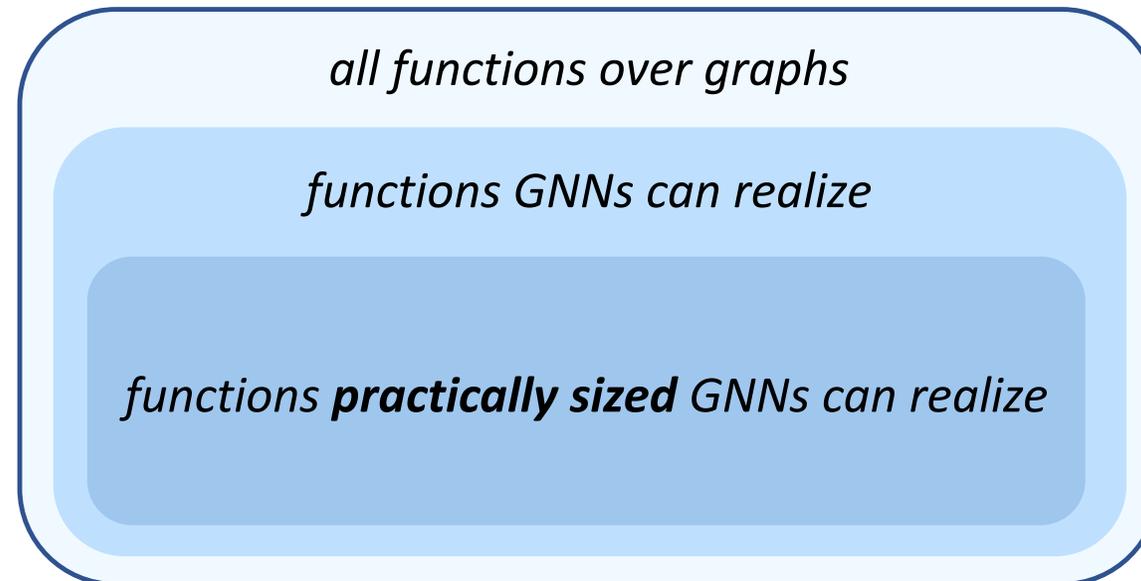
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# Limitations of Existing Analyses

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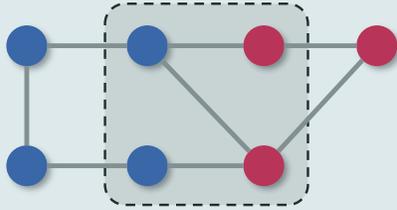
**Q:** How do graph structure and GNN architecture affect interactions?

# Main Contributions: Ability of GNNs to Model Interactions

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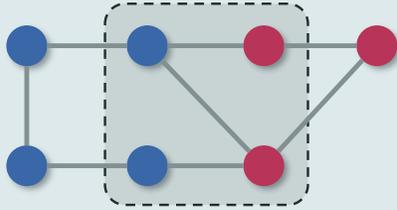
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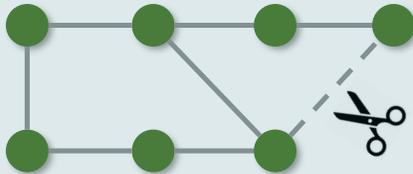
**Theory:** Characterize ability of certain GNNs to **model interactions between vertices**

# Main Contributions: Ability of GNNs to Model Interactions

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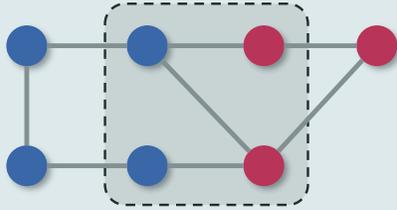


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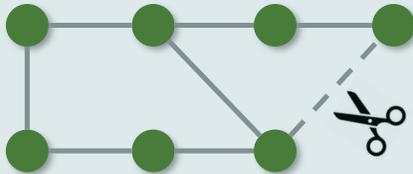


**Application:** **Edge sparsification** algorithm preserving interactions

# Main Contributions: Ability of GNNs to Model Interactions



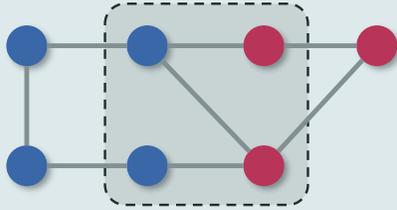
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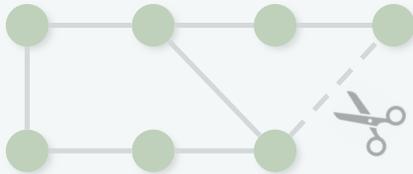
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**State-Of-The-Art**

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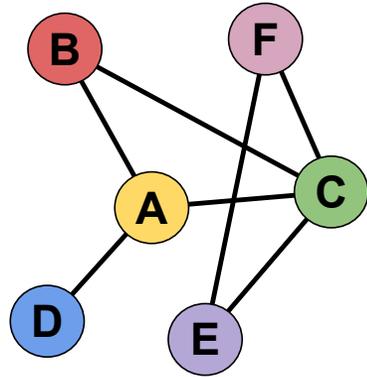
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# Message-Passing GNNs

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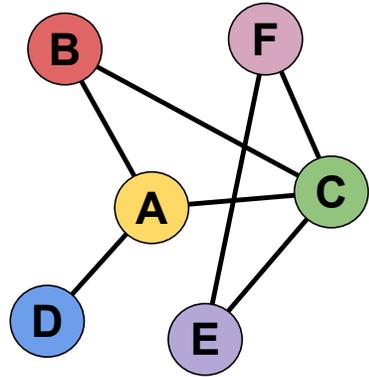
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**Inputs:** Graph  $G = (V, E)$  , vertex features  $X = (x^{(1)}, \dots, x^{(|V|)})$

# Message-Passing GNNs

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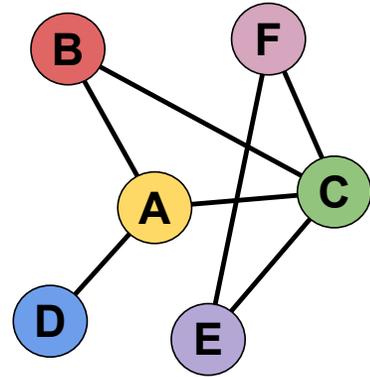


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**Initialize:**  $h^{(0,i)} := x^{(i)}$  for  $i \in V$

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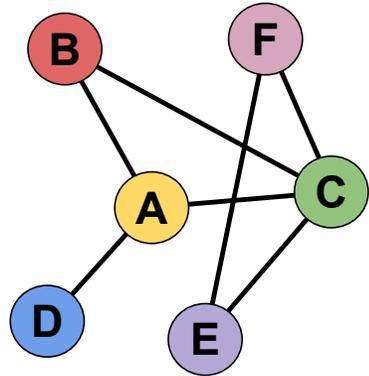


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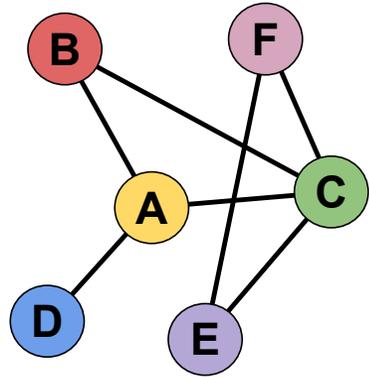
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$$h^{(l,i)} = \text{AGG} \left( \left\{ W^{(l)} h^{(l-1,j)} : j \in \text{neighbors}(i) \right\} \right)$$

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$$h^{(l,i)} = \text{PROD} \left( \left\{ W^{(l)} h^{(l-1,j)} : j \in \text{neighbors}(i) \right\} \right)$$

# GNNs for Vertex vs Graph Prediction

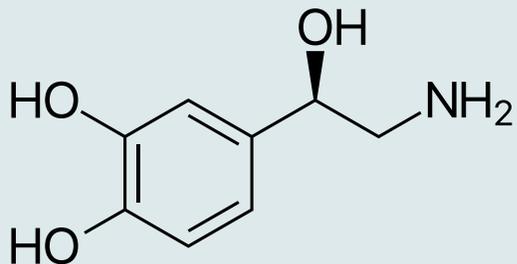
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After  $L$  layers the GNN produces  $h^{(L,1)}, \dots, h^{(L,|V|)}$

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**Graph Prediction:** Single output for the whole graph

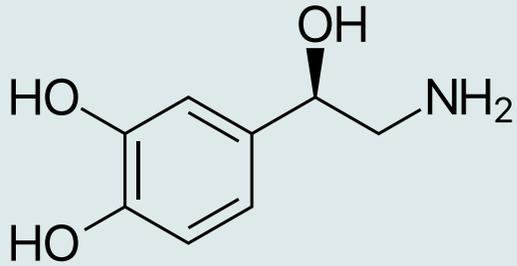


$$GNN(X) = W^{(o)}_{\text{AGG}}(h^{(L,1)}, \dots, h^{(L,|V|)})$$

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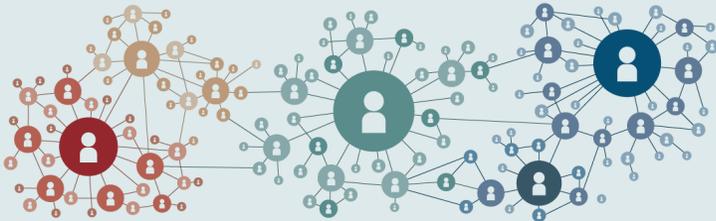
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**Graph Prediction:** Single output for the whole graph



$$GNN(X) = W^{(o)} \text{AGG}(h^{(L,1)}, \dots, h^{(L,|V|)})$$

**Vertex Prediction:** Output for every  $t \in V$



$$GNN^{(t)}(X) = W^{(o)} h^{(L,t)}$$

# Separation Rank

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Widely used measure for **interaction modeled across partition of input variables**

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- Measure of **entanglement** in quantum mechanics



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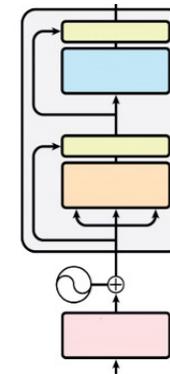
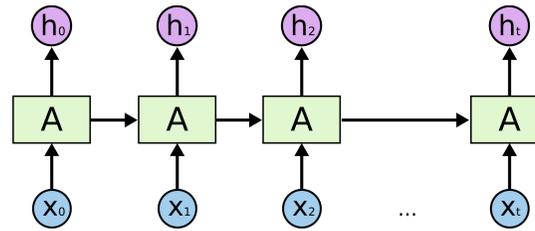
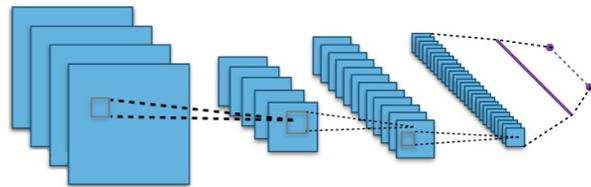
Widely used measure for **interaction modeled across partition of input variables**

vertices of an input graph

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- Analyses of convolutional, recurrent, and self-attention NNs  
(e.g. Cohen & Shashua 2017, Levine et al. 2018;2020, R et al. 2022)



# Separation Rank: Formal Definition

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Let  $f : (\mathbb{R}^D)^N \rightarrow \mathbb{R}$  and subset of variables  $\mathcal{I} \subseteq \{1, \dots, N\}$

$$f \left( \underbrace{\begin{array}{|c|c|} \hline \square & \square \\ \hline \end{array}}_{X_{\mathcal{I}}} \dots \underbrace{\begin{array}{|c|c|} \hline \square & \square \\ \hline \end{array}}_{X_{\mathcal{I}^c}} \right)$$

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$$\text{sep}(f; \mathcal{I}) := \min R \text{ s.t. } f(X) = \sum_{r=1}^R g_r(X_{\mathcal{I}}) \cdot \bar{g}_r(X_{\mathcal{I}^c})$$

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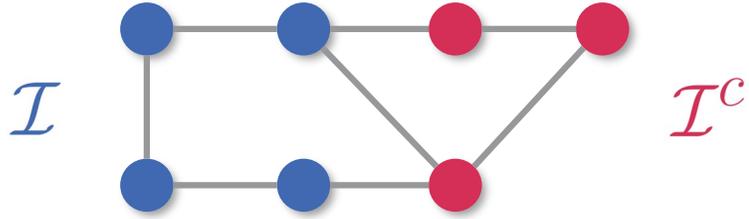
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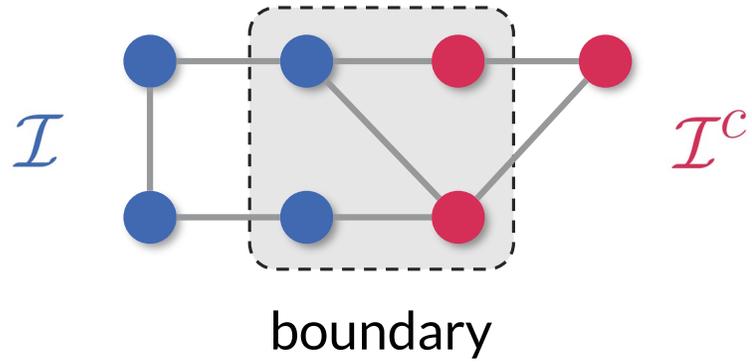
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Higher  $\text{sep}(f; \mathcal{I}) \rightarrow$  stronger interaction between  $X_{\mathcal{I}}$  and  $X_{\mathcal{I}^c}$

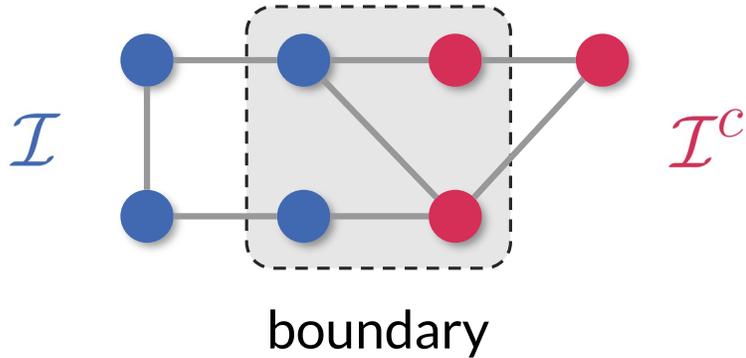
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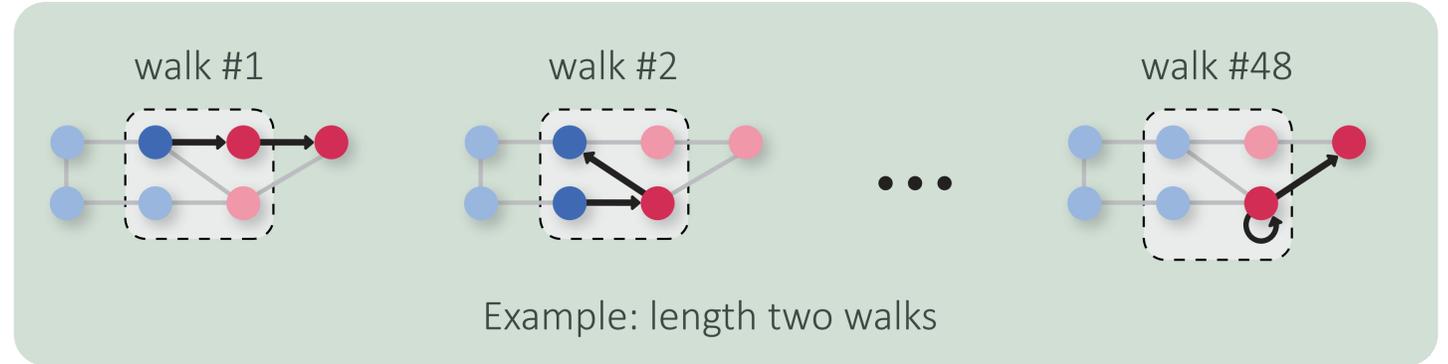
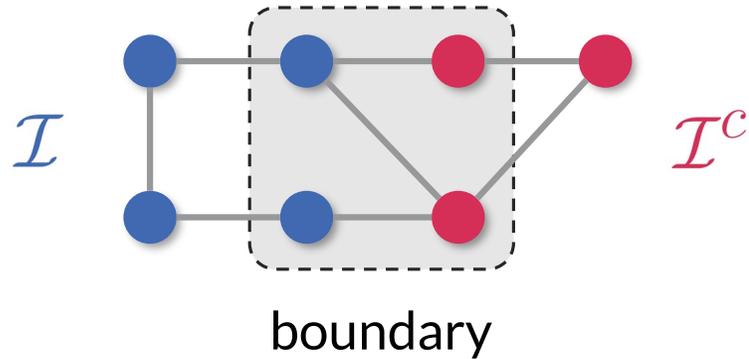
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**Graph Prediction** (with depth  $L$  GNN)

$$\text{WI}_{L-1}(\mathcal{I}) := \# \text{ length } L - 1 \text{ walks from boundary}$$

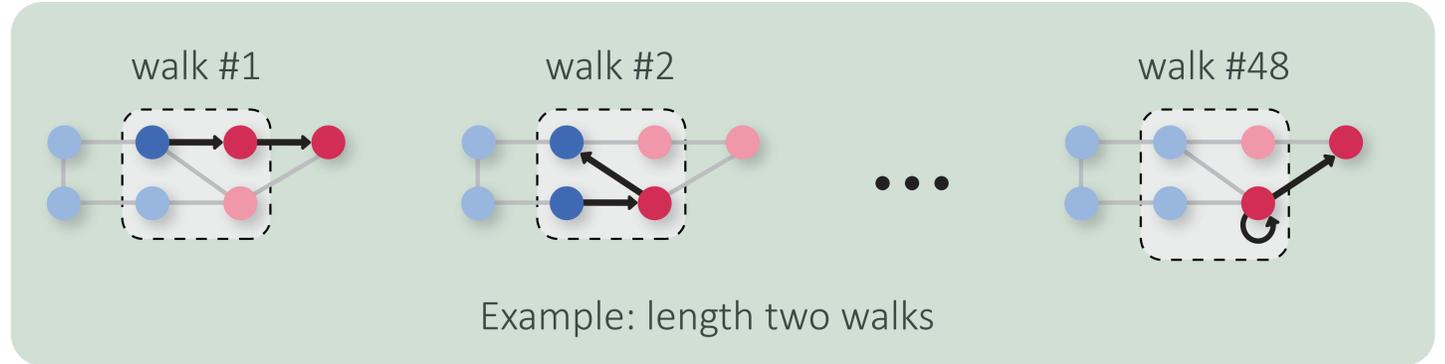
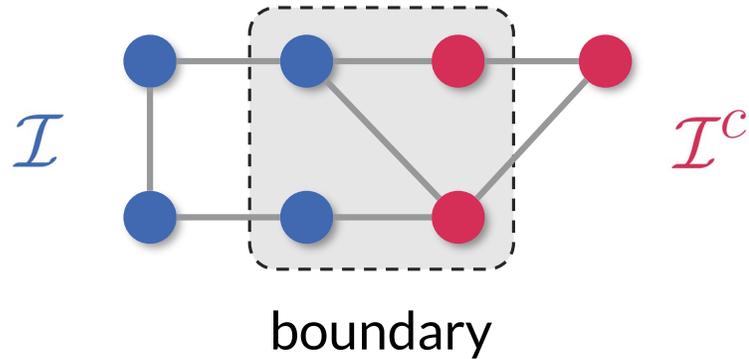
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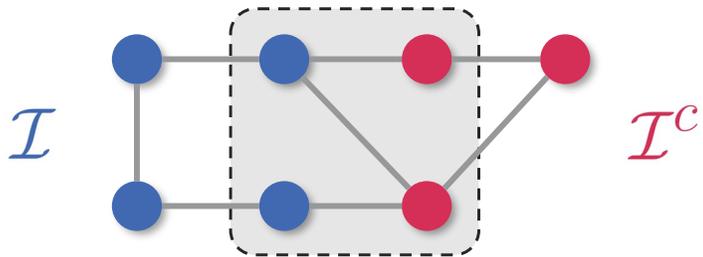
## Vertex Prediction (with depth $L$ GNN)

$$WI_{L-1,t}(\mathcal{I}) := \# \text{ length } L - 1 \text{ walks from boundary to } t \in V$$

# Main Result: Strength of Interaction $\propto$ Walk Index

## Theorem

For a depth  $L$  GNN with width  $D$  and  $\mathcal{I} \subseteq V$ :

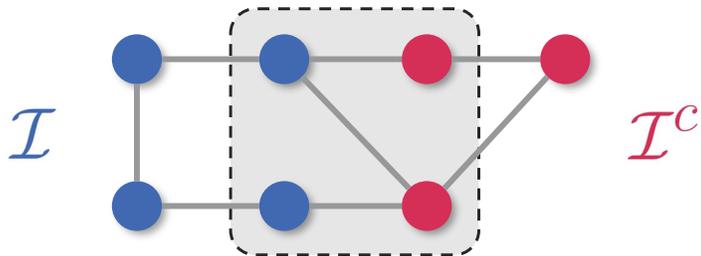


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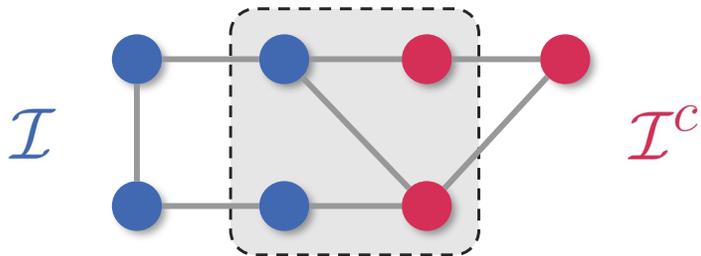
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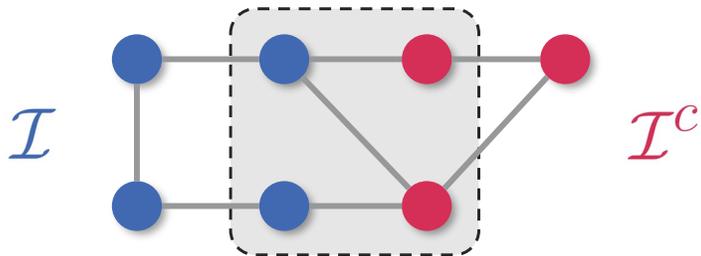
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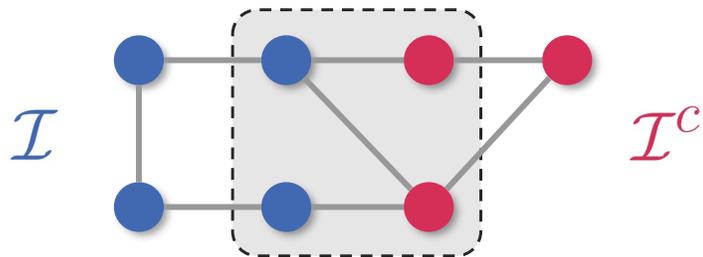
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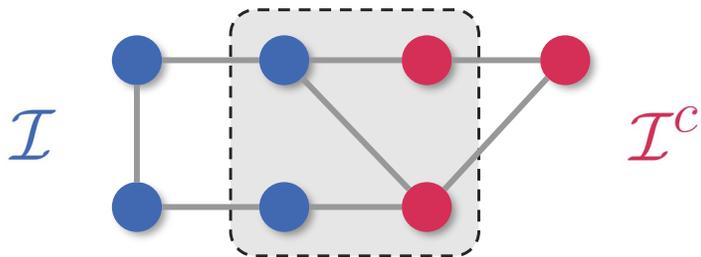
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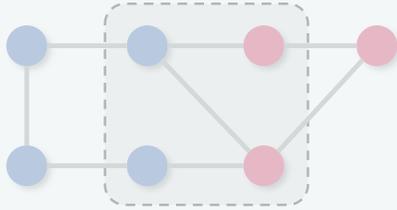
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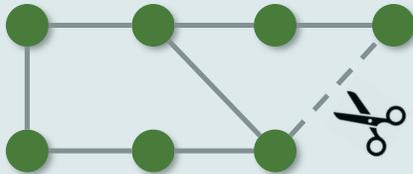
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**Experiment:** Implications of theory apply to widespread GNNs with **ReLU non-linearity** (GCN, GAT, GIN)

# Main Contributions: Ability of GNNs to Model Interactions



**Theory:** Characterize ability of certain GNNs to **model interactions between vertices**



**Application:** **Edge sparsification** algorithm preserving interactions

**State-Of-The-Art**

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Computations over large-scale graphs are **expensive**



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Our theory leads to a simple & effective algorithm for pruning edges

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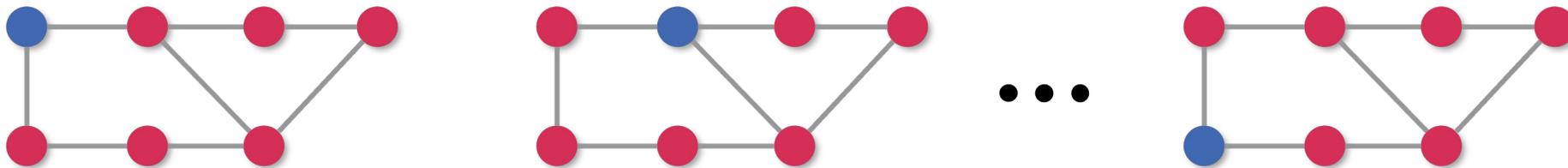
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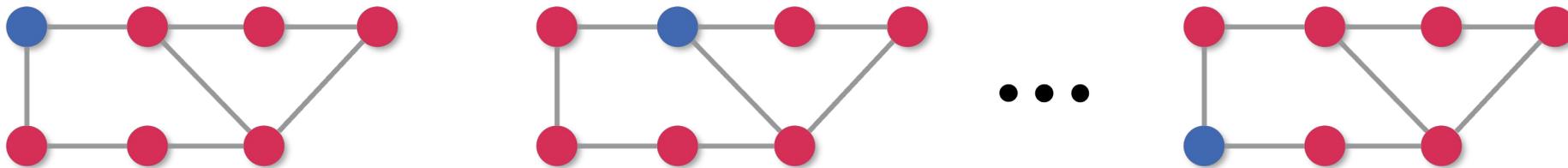
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(2) Remove edge that will keep maximal walk indices

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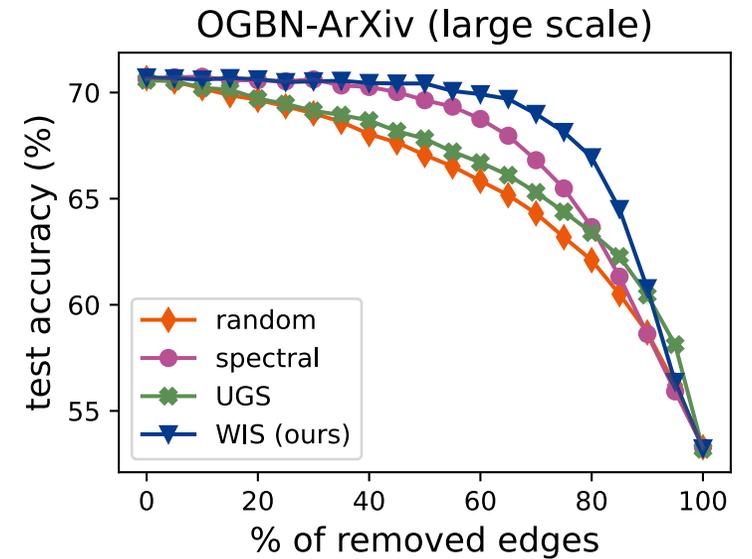
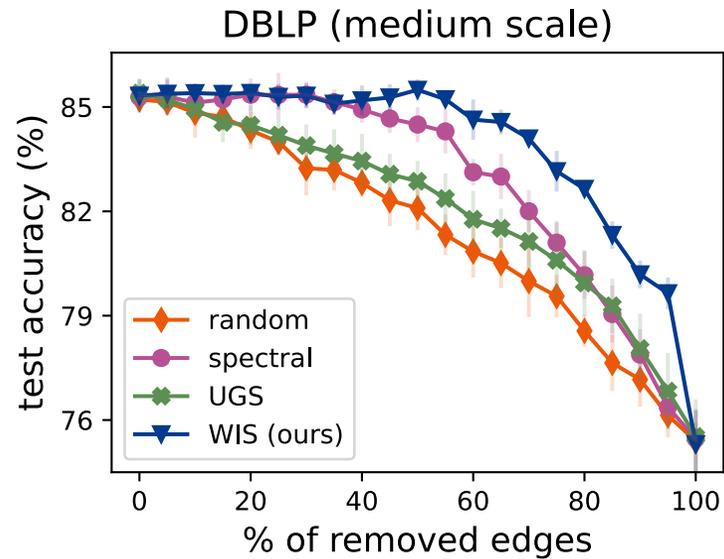
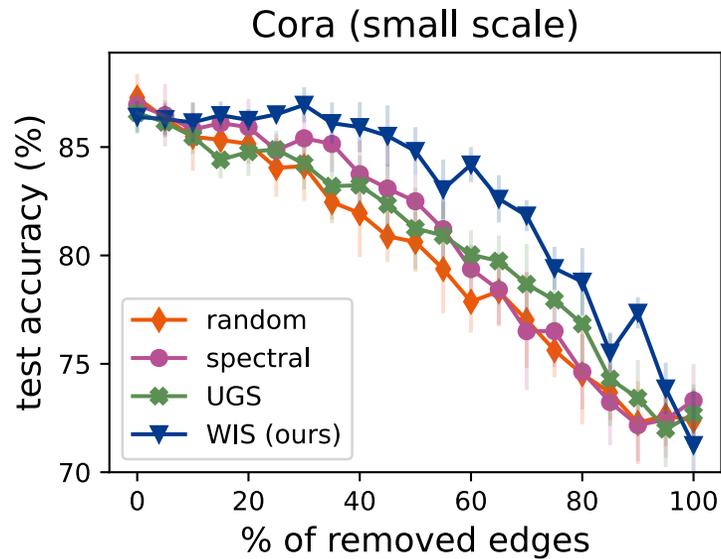
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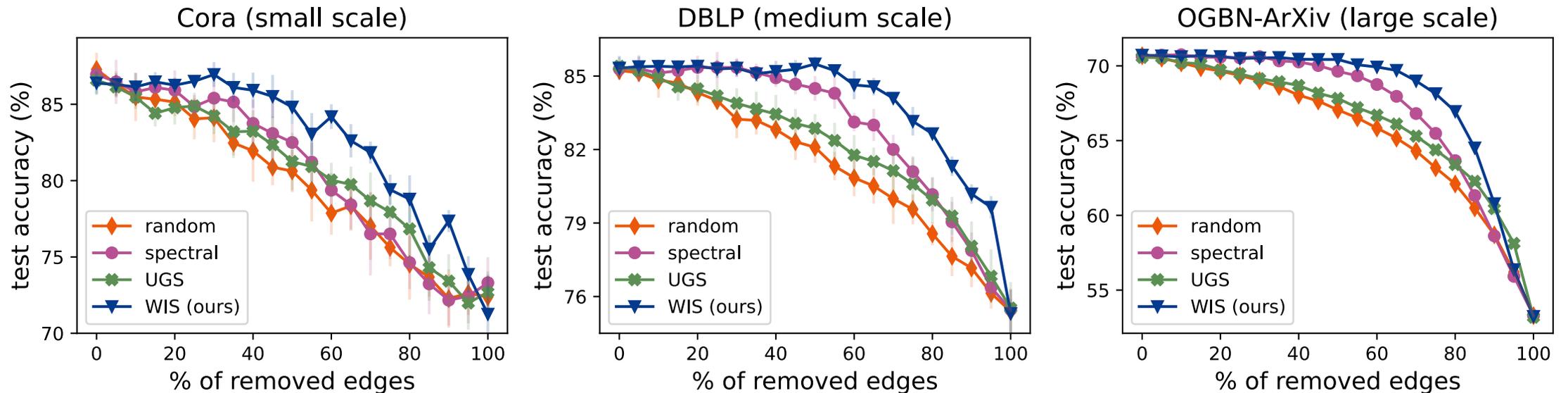


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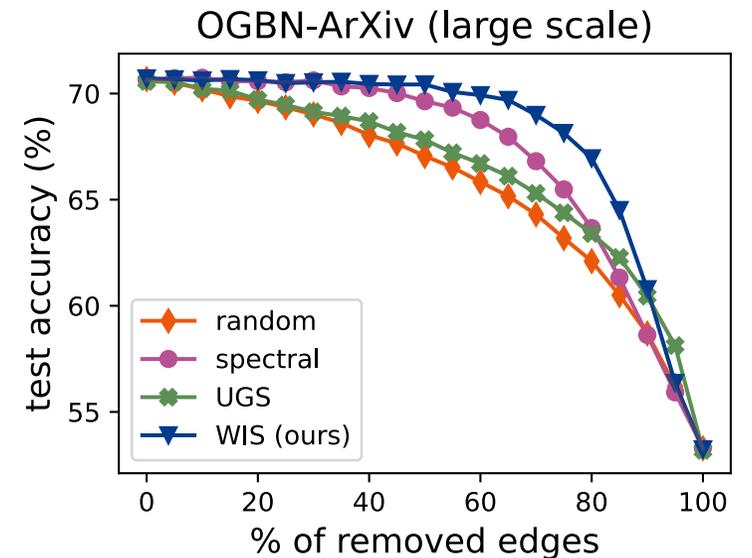
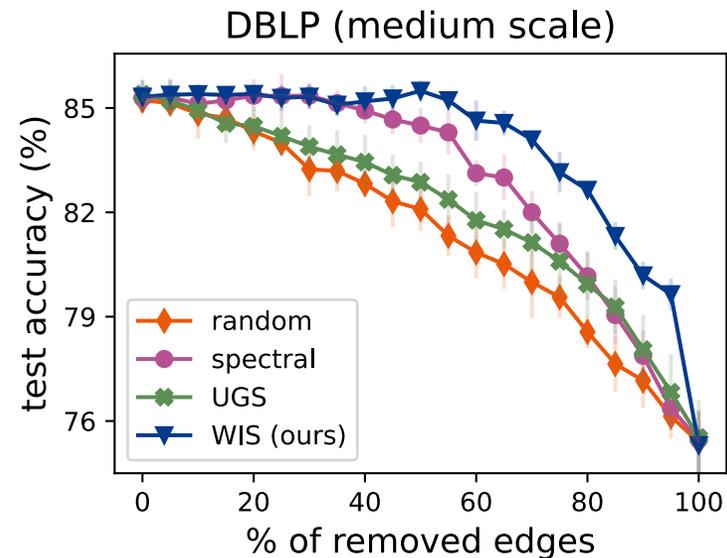
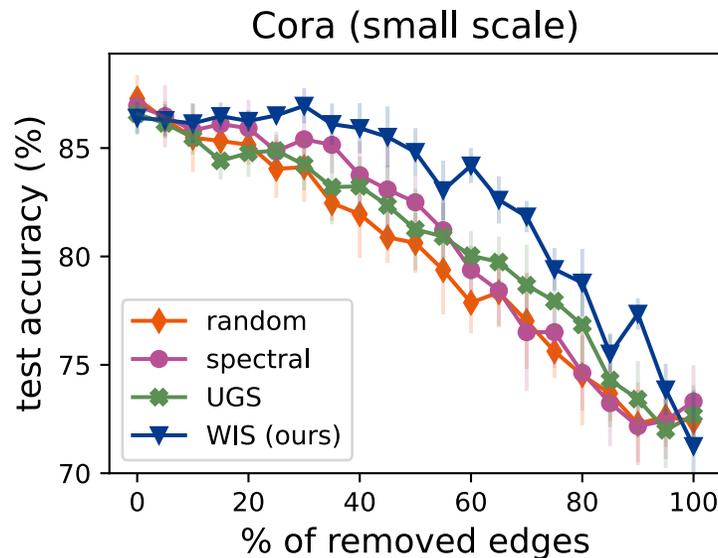
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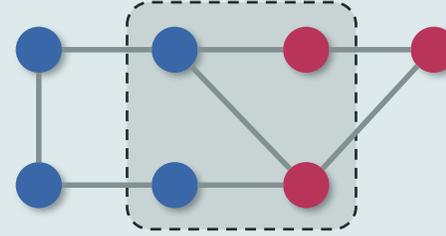
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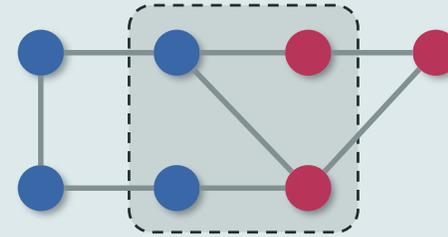
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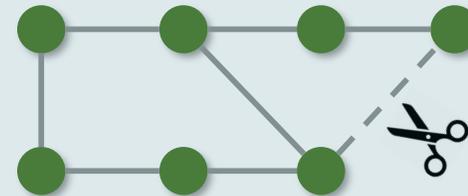
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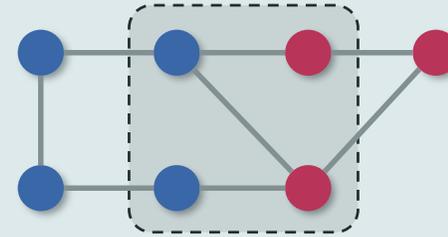
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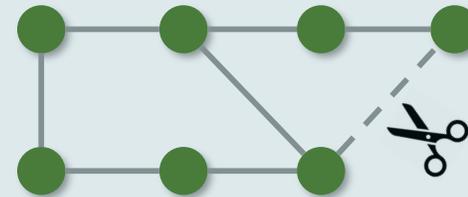
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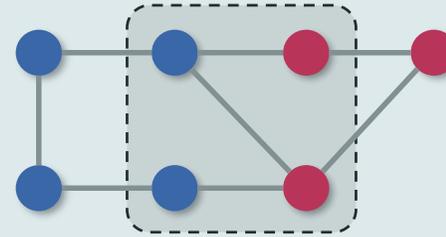


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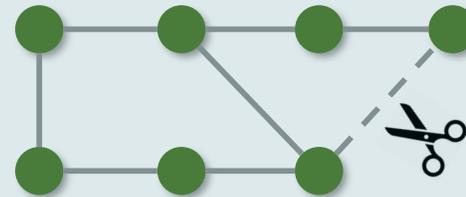
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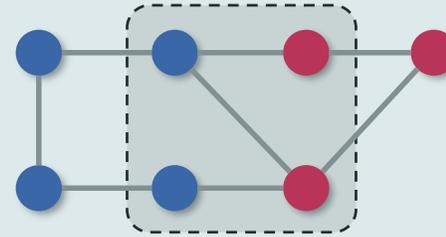
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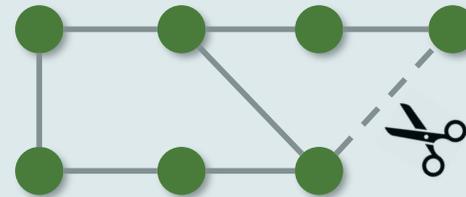
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- Improving performance of GNNs **beyond edge sparsification**

# Vanishing Gradients in Reinforcement Finetuning of Language Models

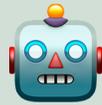
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# Language Models (LMs)

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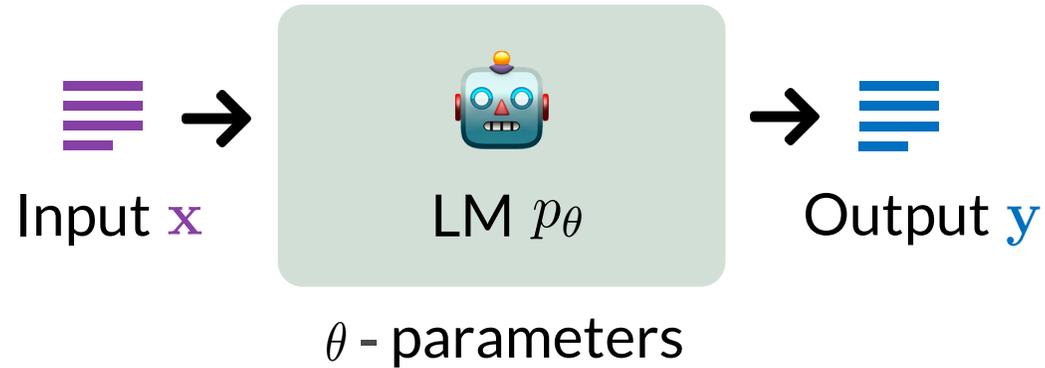


LM  $p_{\theta}$

$\theta$  - parameters

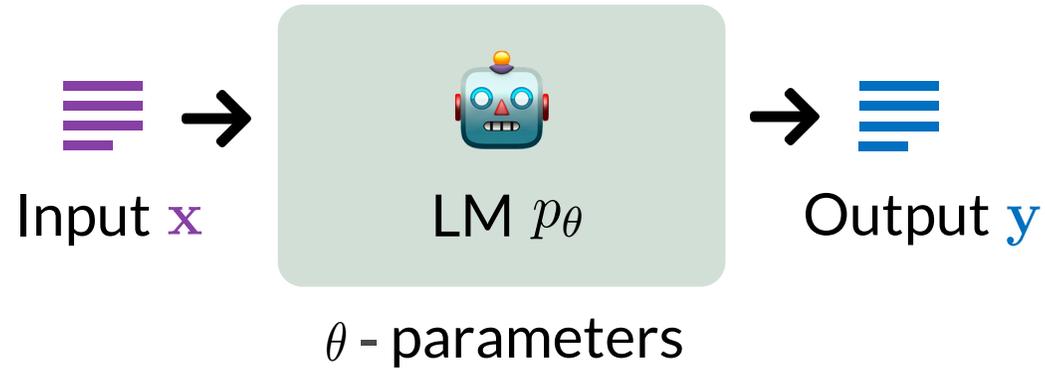
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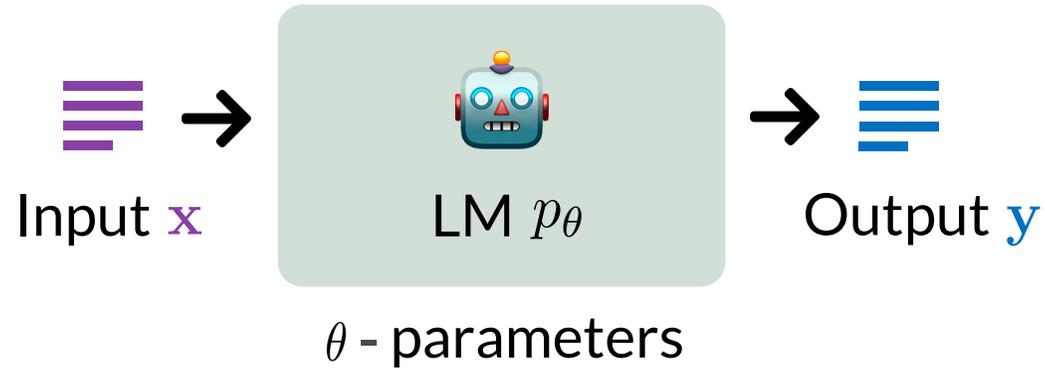
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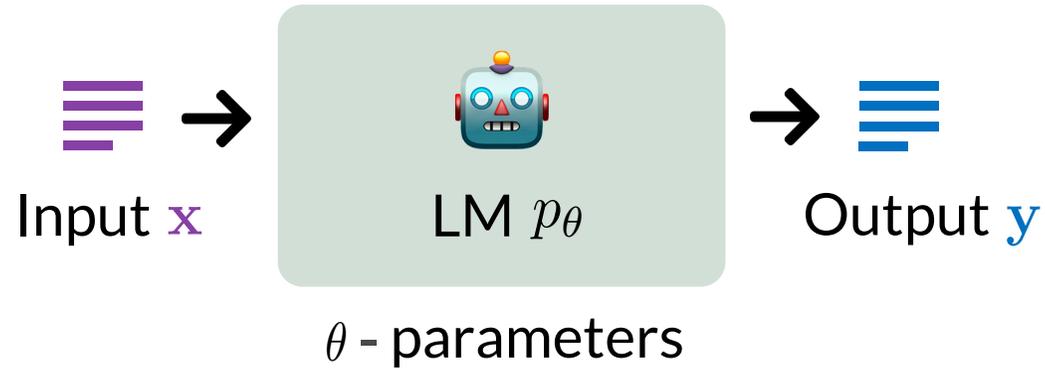
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**softmax** is used for producing next-token probabilities

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Can be problematic when finetuning text distribution differs from pretraining

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# Prevalence and Detrimental Effects of Vanishing Gradients

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3 of 7 datasets contain considerable # of train inputs with small reward std and low reward

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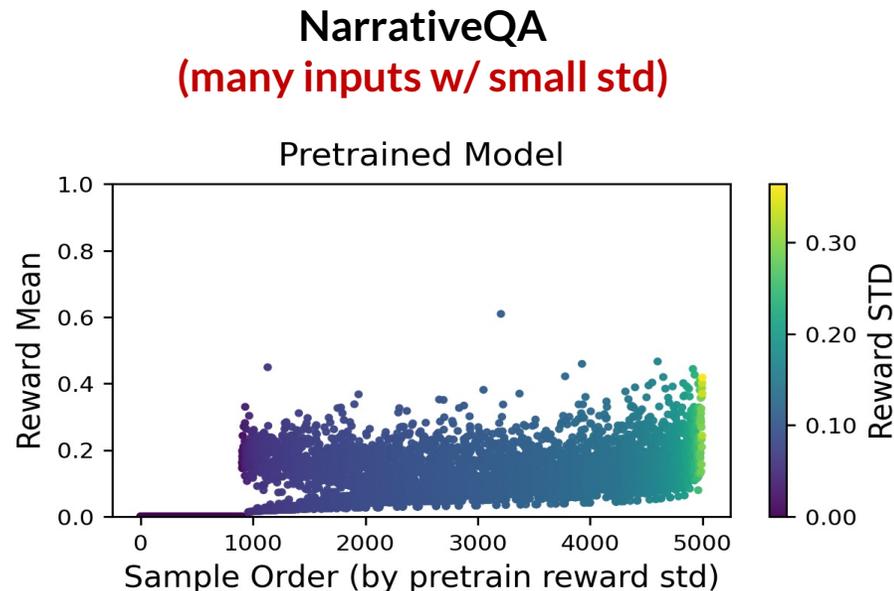
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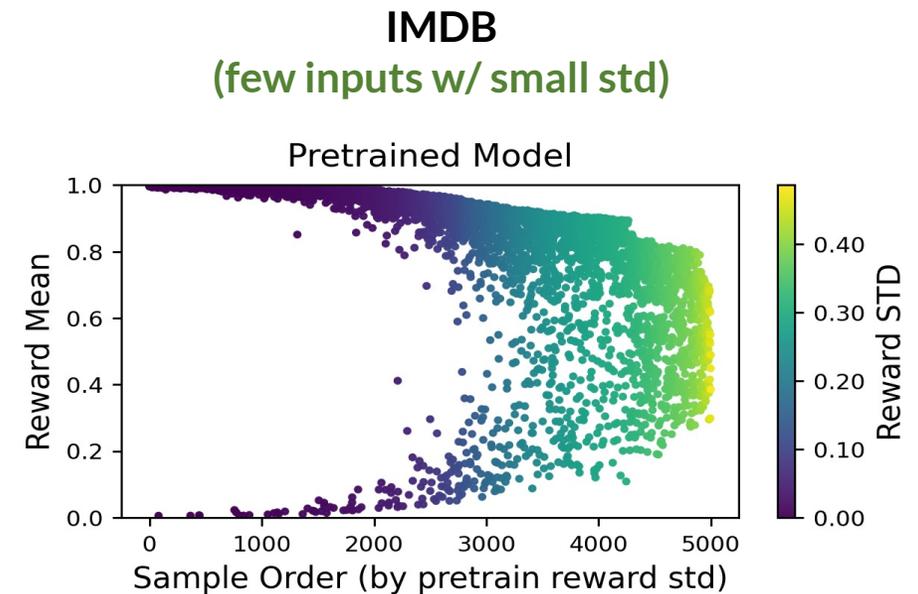
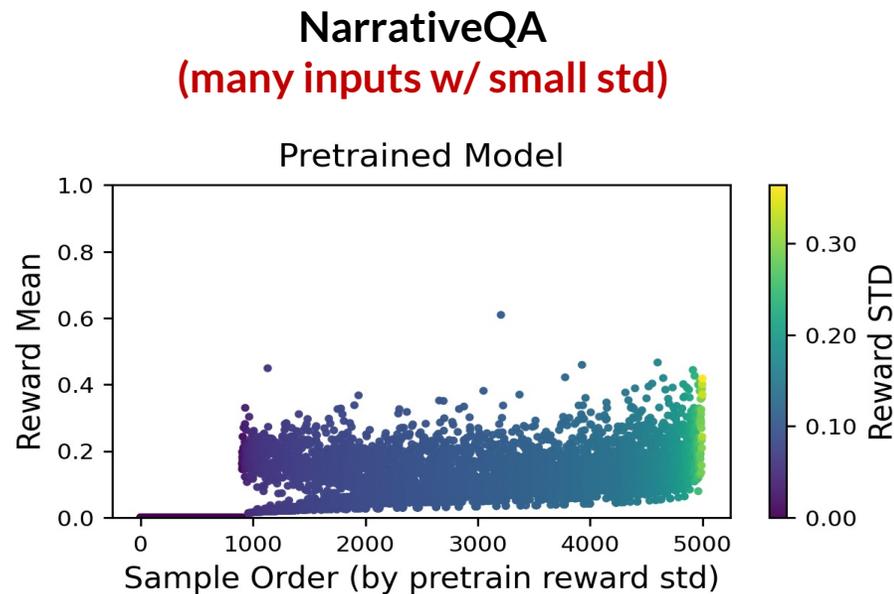
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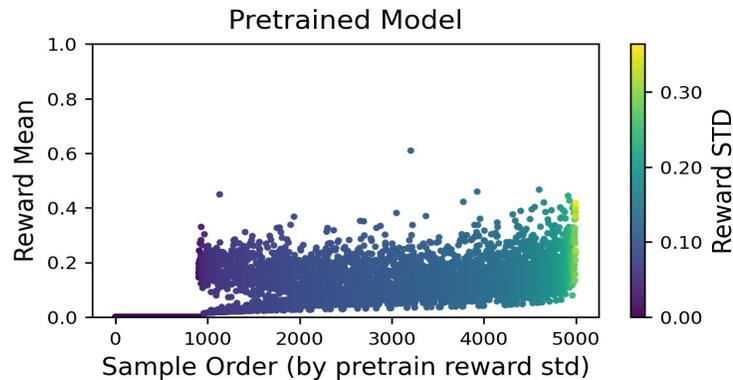
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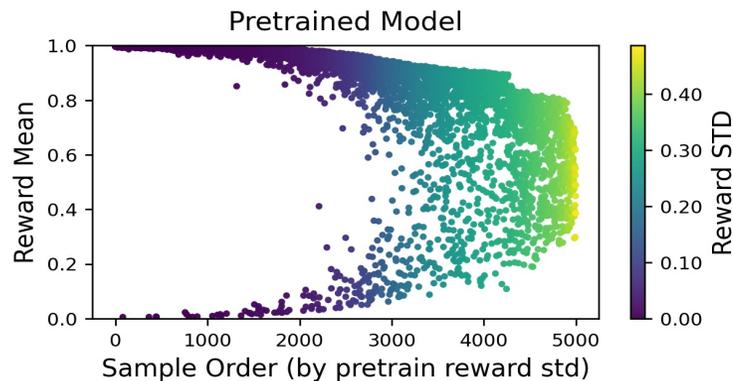
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**NarrativeQA**  
(many inputs w/ small std)



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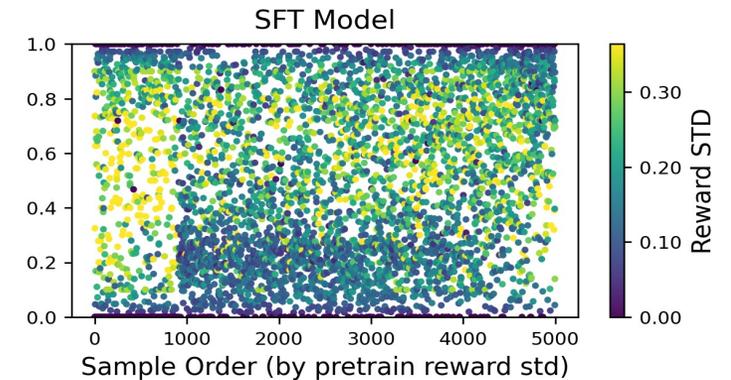
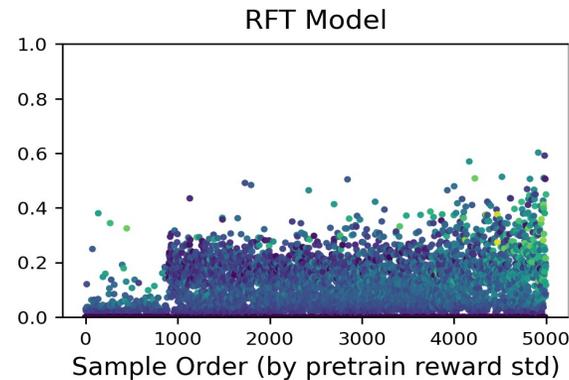
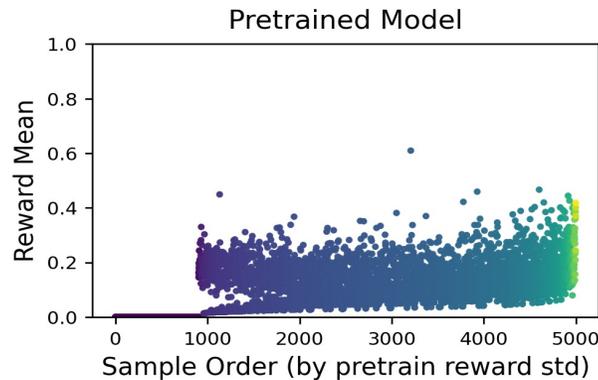
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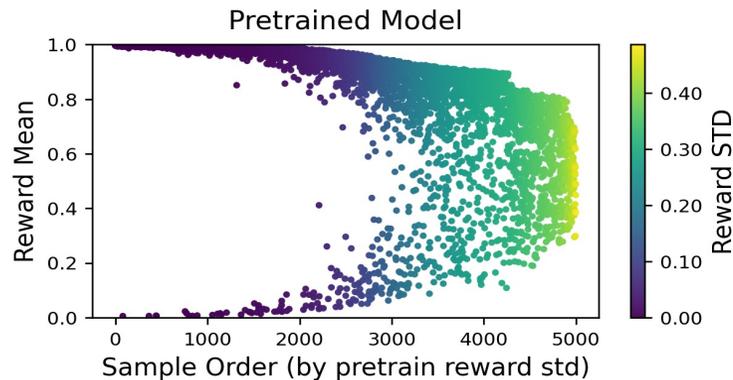
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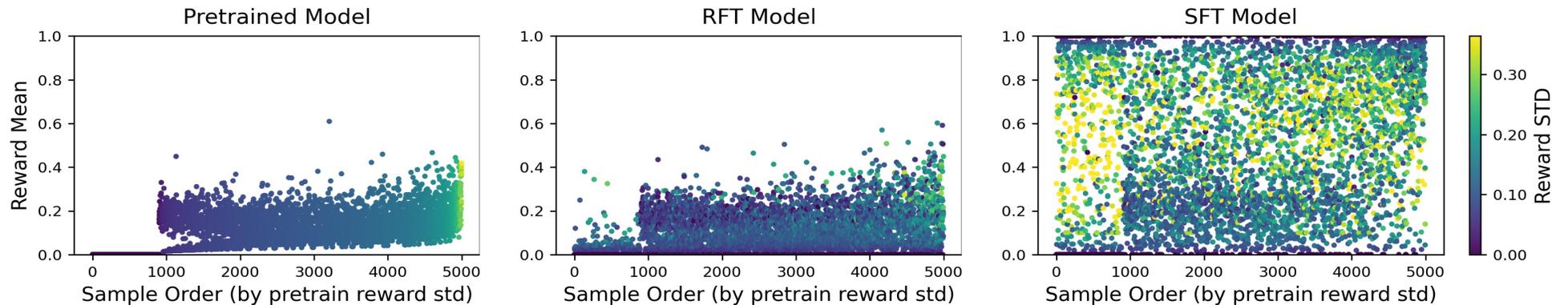
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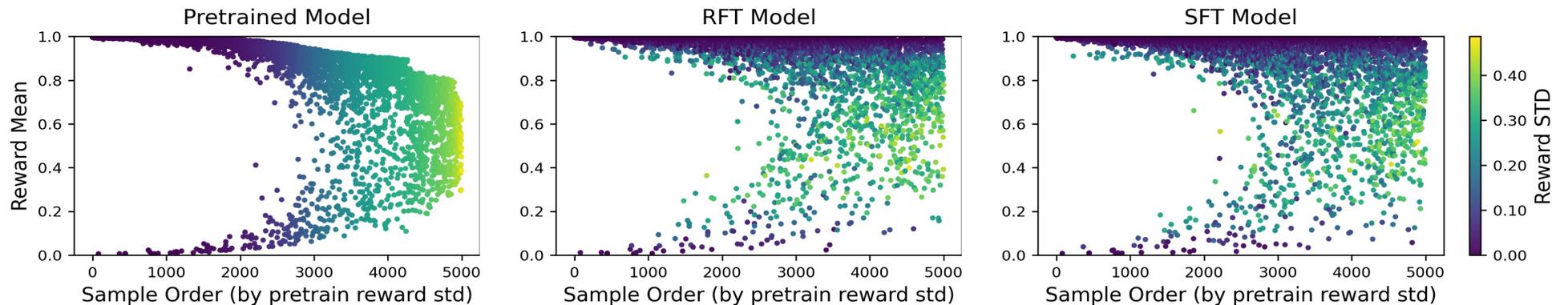
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## Finding III

RFT performance is worse when inputs with small reward std are prevalent



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🕒 We address Q via controlled experiments and theoretical analysis

# Controlled Experiments and Theoretical Analysis

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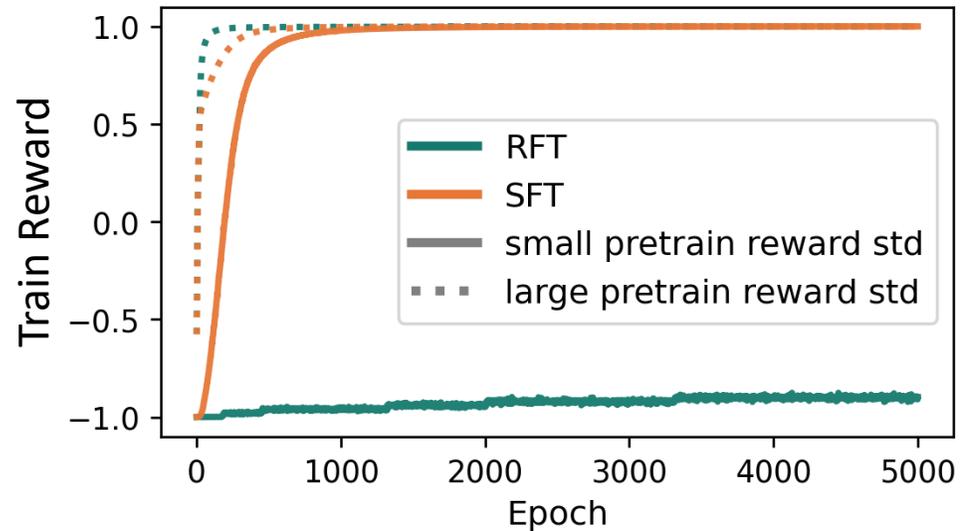
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Environments with **perfect exploration**,  
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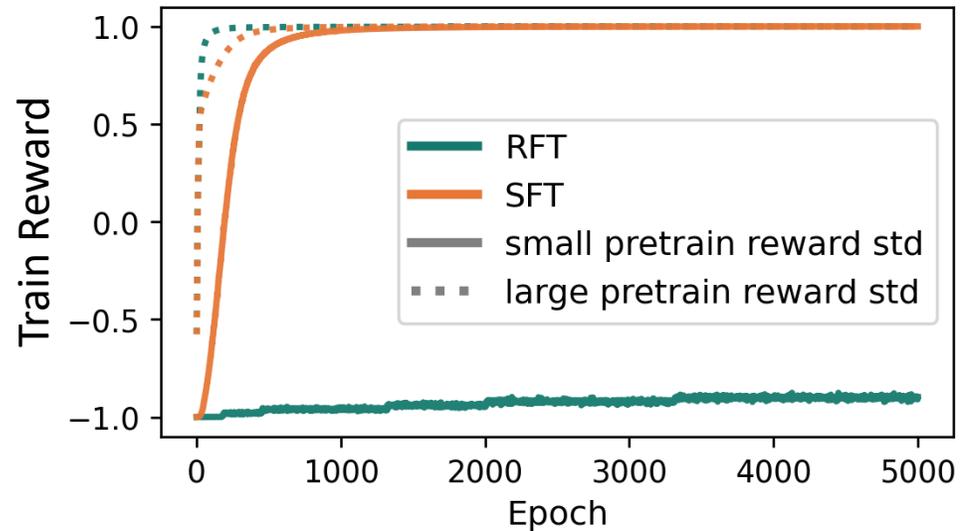
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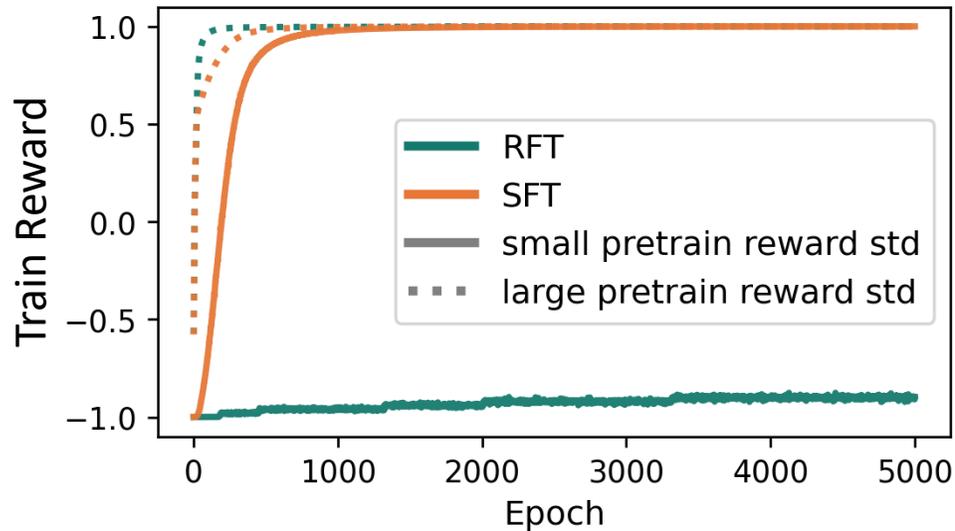
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Simplified setting of linear classification over  
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Time it takes to correctly classify input  $\mathbf{x}$  is:

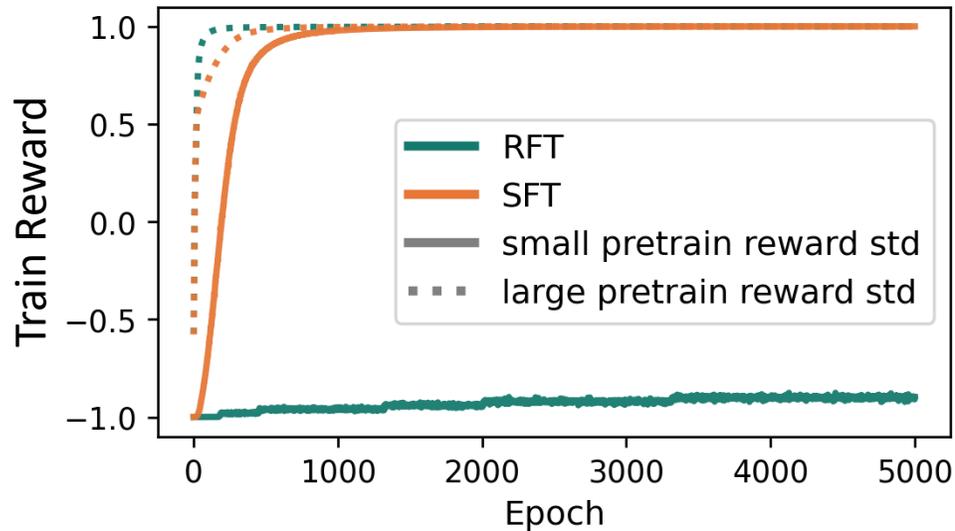
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⚠ RFT struggles to maximize reward for inputs with small reward std despite perfect exploration

# Main Contributions: Vanishing Gradients in RFT

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$\nabla_{\theta} V_{\theta}(\mathbf{x}) \approx 0$  Fundamental vanishing gradients problem in RFT



Vanishing gradients are prevalent and harm ability to maximize reward



Exploring ways to overcome vanishing gradients in RFT

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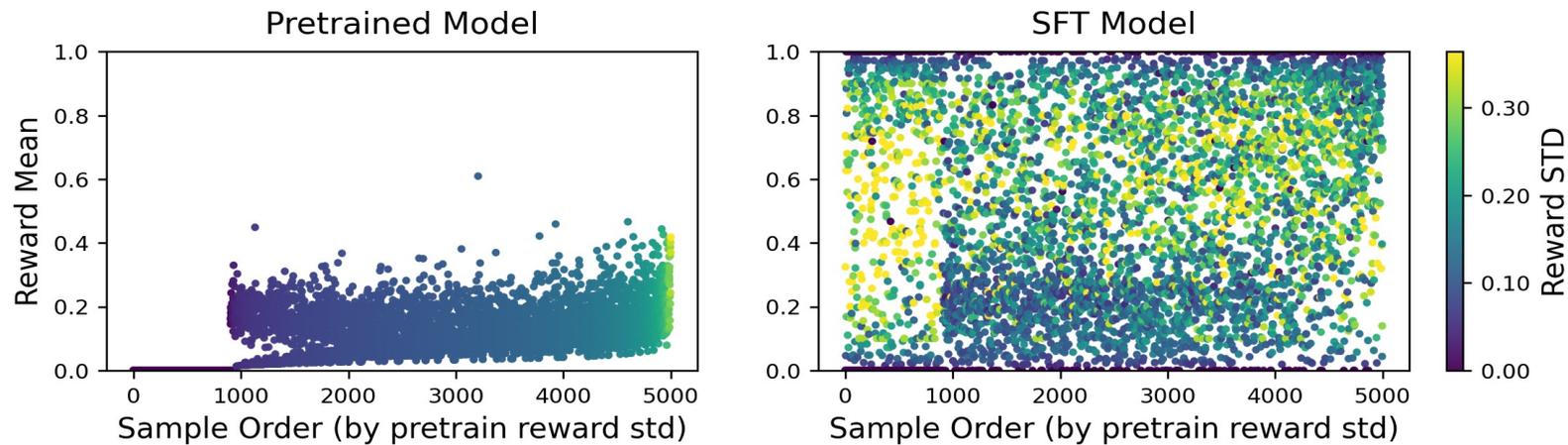
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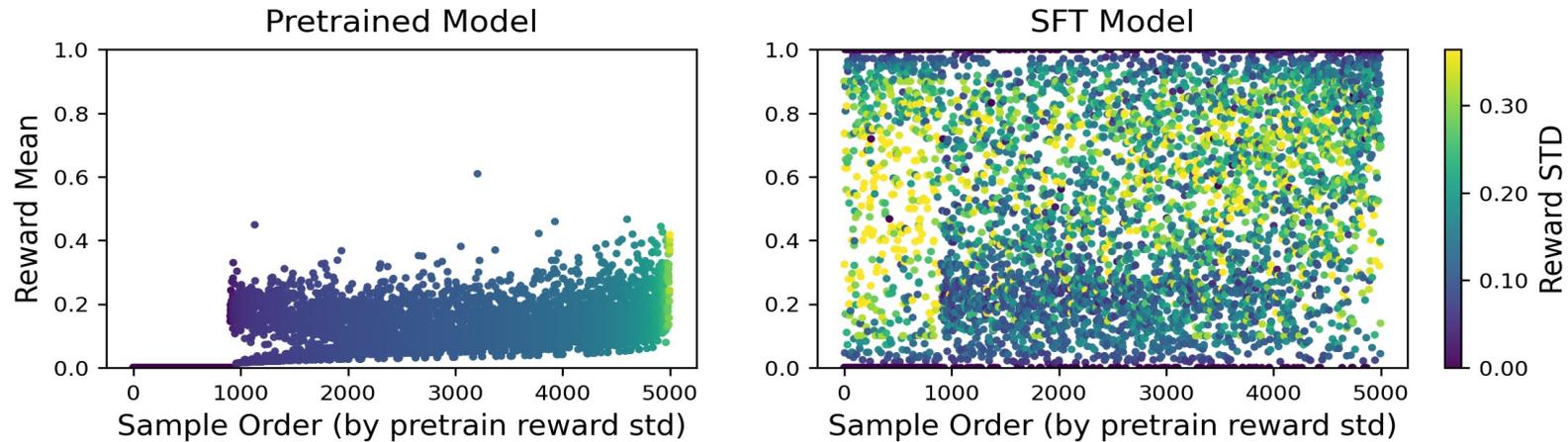


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ⓘ Importance of SFT in RFT pipeline: mitigates vanishing gradients

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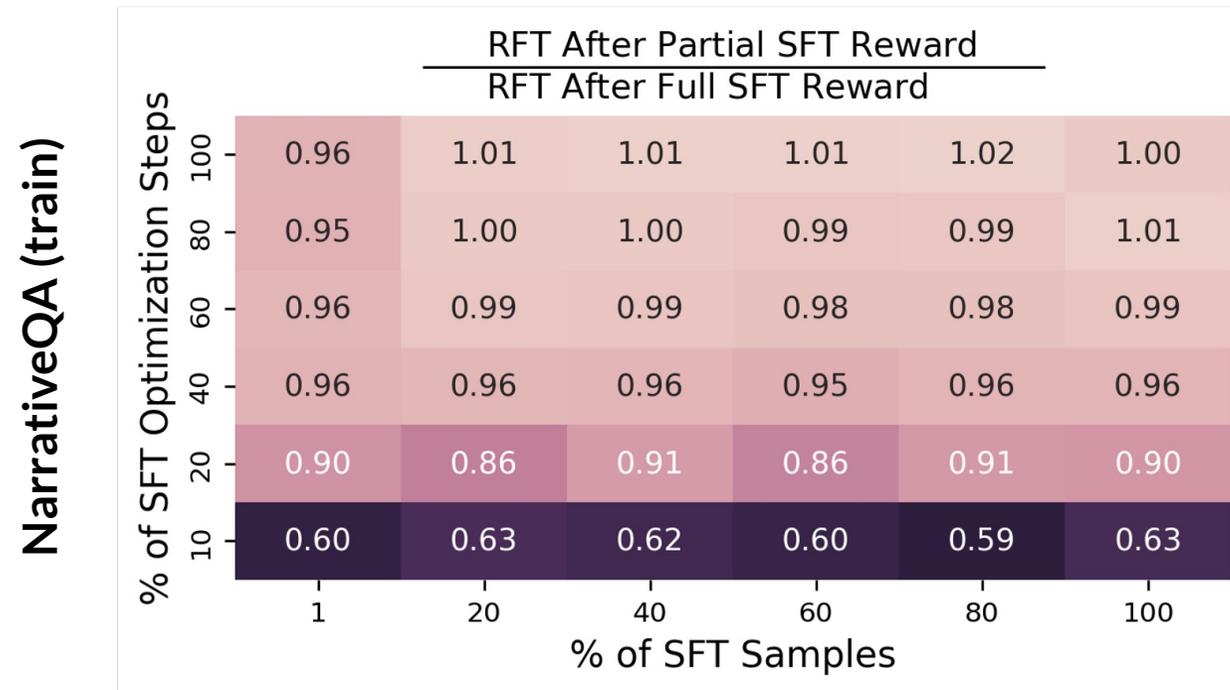
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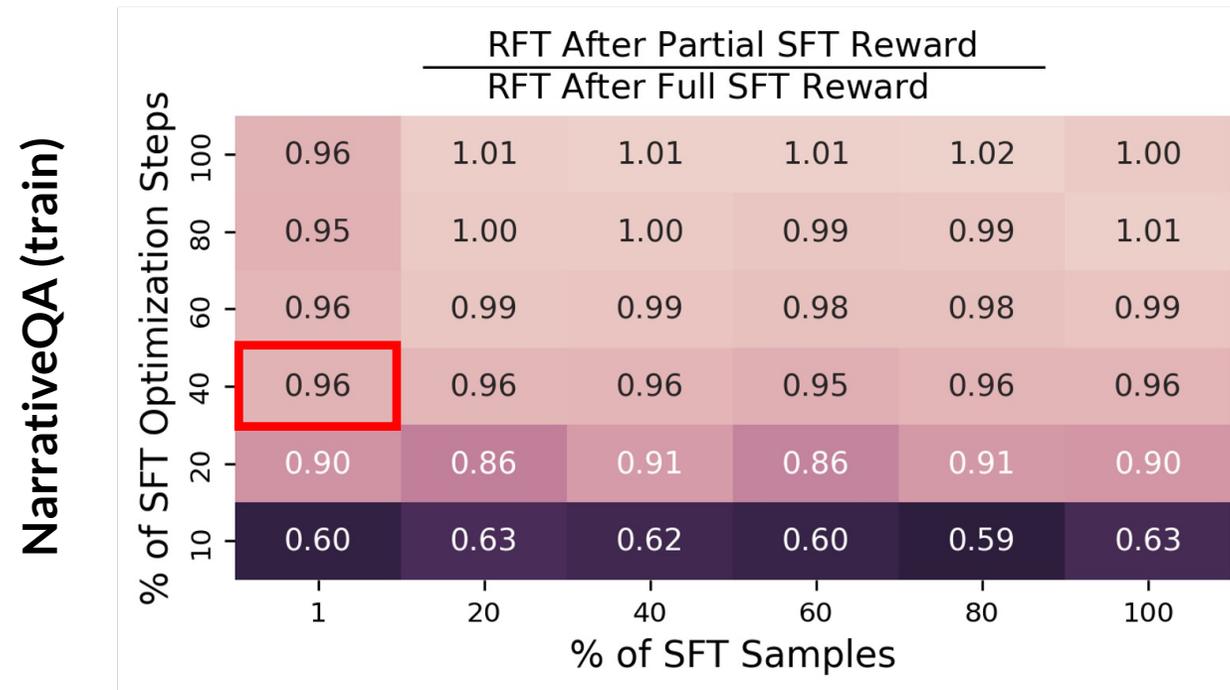


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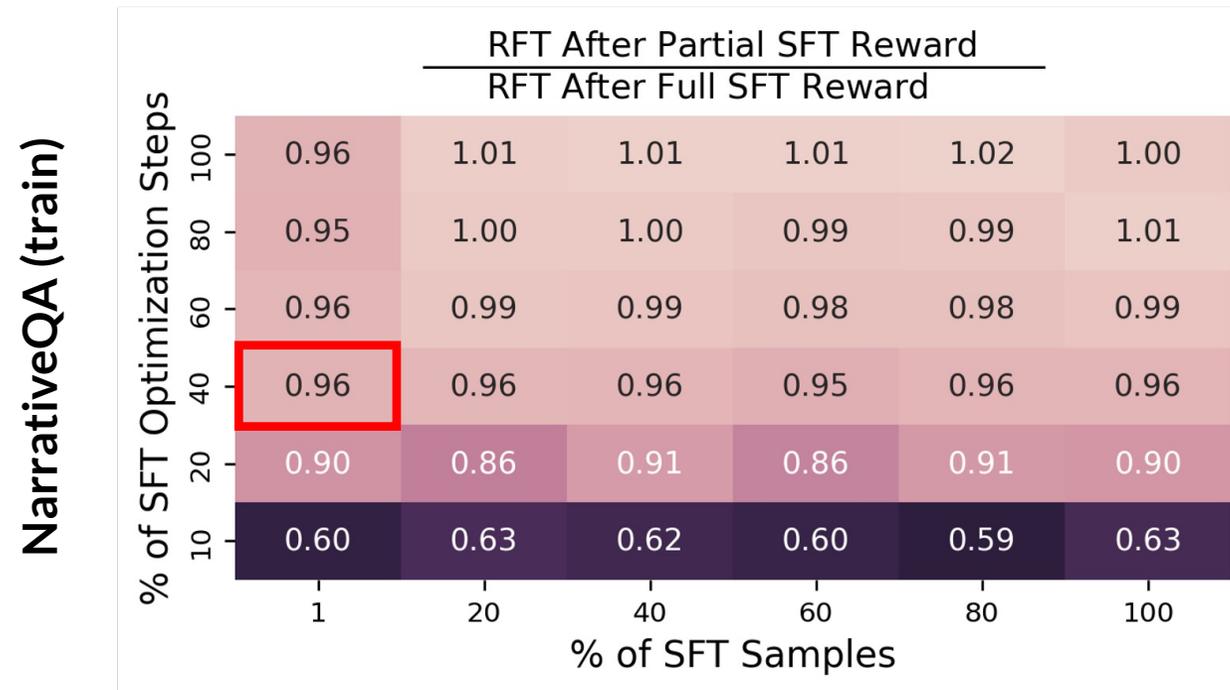


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🕒 **Reward std is a key quantity to track for successful RFT**

# Thank You!

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