Deep Norm

MLP













An Inductive Bias for Distances: Neural Nets that Respect the Triangle Inequality

Deep Norms, Wide Norms, and Neural Metrics

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We Seek to Model Distances on Some Set

- Distance tells us how close or far apart things are
- Examples of things:
 - Nodes in a graph (shortest path length)
 - States in reinforcement learning (optimal value function)
 - $\circ~$ Items in a recommender system
 - $\circ\,$ Images in computer vision

Hypothesis: Triangle Inequality is a Good Inductive Bias

The (shortest) distance from A to C is *no greater* than the distance from A to B plus the distance from B to C.

$d(A, C) \leq d(A, B) + d(B, C)$

Many have found this to be a useful inductive bias:

- Kaelbling's DG Learning (1993)
- Schaul et al.'s Universal Value Functions (2015)
- He et al.'s Optimality Tightening (2016)
- Hsieh et al.'s Collaborative Metric Learning (2017)
- Snell et al.'s Prototypical Networks (2017)



Deep Metric Learning

Map inputs to a latent metric space, e.g., Rⁿ with Euclidean metric (right), and apply the metric in the latent space. AKA **Siamese network** (Bromley 1994).

This architecture satisfies the triangle inequality.



Where <u>Euclidean</u> Metric Learning Fails

1. Many simple metrics cannot be embedded into any Euclidean space.



2. Many metrics we care about (e.g., almost all RL tasks) are asymmetric!



Comparison of Architectures

| | N1 / M1-2 Positive Definite | N2 Positive Homogenous | N3 / M3 Triangle Inequality | N4 / M4 Symmetric | Universal Norm Approximator |
|------------------|-----------------------------------|--|-----------------------------------|----------------------|-----------------------------------|
| Euclidean | 1 | Image: A second s | 1 | 1 | × |
| Unconstrained NN | × | × | × | × | 1 |

Comparison of Architectures

| | | Metric / Norr | | | | |
|------------------|-----------------------------------|------------------------------|-----------------------------------|----------------------|-----------------------------------|--|
| | N1 / M1-2 Positive Definite | N2 Positive Homogenous | N3 / M3 Triangle Inequality | N4 / M4 Symmetric | Universal Norm Approximator | |
| Euclidean | 1 | 1 | ~ | ~ | × | |
| Unconstrained NN | × | × | × | × | ~ | |
| Deep Norm | × | 1 | 1 | × | ~ | Deep $ ightarrow$ more expressive |
| Wide Norm | × | 1 | 1 | × | 1 | Fast for pairwise distance in large mini-batches! |
| Neural Metric | × | × | 1 | × | 1 | Can use either DN or WN as base architecture. |



Modeling 2D Norms



Learning General Value Functions

Problem: Learn a Universal Value Function Approximator (UVFA) $V_{\theta}(s, q)$ in goal-oriented RL environment: R(s,s')=-1 eps terminates @ **s** = **g**







Fig. 5: GVF results. Generalization as measured by SPL metric (higher is better) on held out (s, g) pairs as function of fraction of goals seen during training. Results averaged over 3 seeds and error bar indicates standard deviation. For fraction = 1 we evaluate on entire data.

Application: Norm/Metric Substitution

Can be used in any architecture / algorithm that uses a Euclidean norm or metric

- Clustering & retrieval
- Collaborative metric learning
- Few-shot learning (e.g., prototypical networks)

e.g., asymmetric node2vec?

May be useful for **asymmetric** applications (e.g., DAGs, ordered embeddings, entailment)

Caveat: triangle inequality not always necessary / sensible



Thanks for watching!

• Check out our paper to learn more!

• Check our Github:

https://github.com/spitis/deepnorms

for Tensorflow (v1) and Pytorch implementations.

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