



# Efficient and Reliable Optimization for Deep Learning and Media Generation

*PhD Dissertation Defense Talk*

**Yatong Bai**

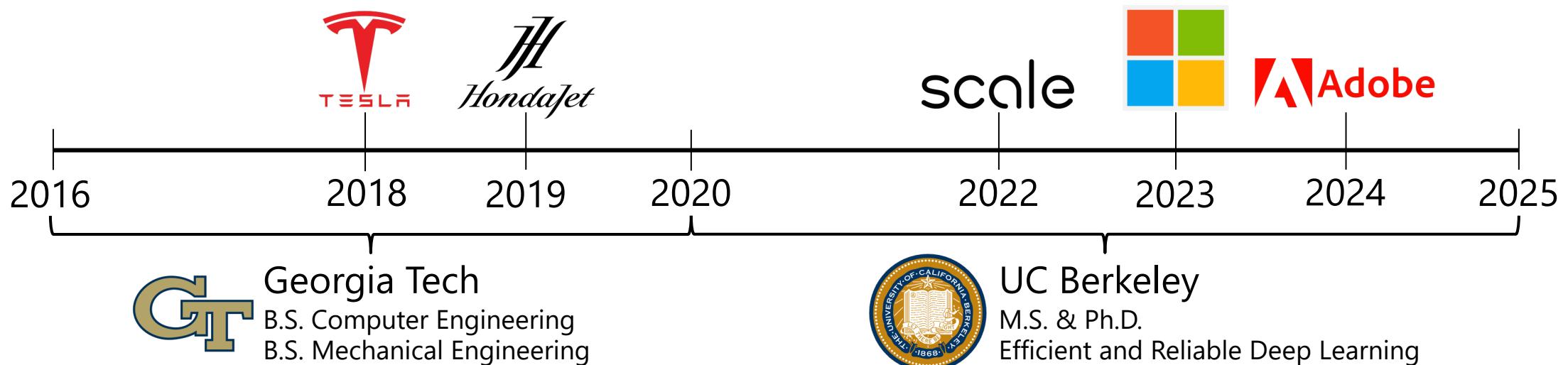
University of California, Berkeley



# My Journey So Far

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- 5<sup>th</sup>-year PhD candidate at UC Berkeley.
- Advisor: Somayeh Sojoudi.



# This Presentation

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- An overview of my PhD research.
- **Efficient and reliable discriminative models** under input uncertainties.
  - Efficient Convex Optimization for Neural Network (Adversarial) Training.
  - Mixing Classifiers to Alleviate the Accuracy-Robustness Trade-Off.
- **Efficient and reliable media generation** aligned with human preference.
  - ConsistencyTTA: Accelerating Diffusion-Based Text-to-Audio Generation.
  - DRAGON: Optimizing Distributional Rewards Enhances Diffusion Models.
- Summary.

# Efficient and Reliable Deep Learning and Media Creation

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Convex Optimization  
for Training Neural Nets

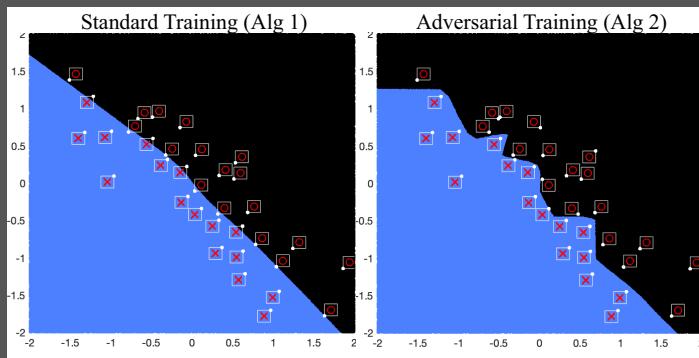
Safe Deep Learning –  
Adversarial Robustness

Diffusion Models –  
Audio/Music Generation

# Efficient and Reliable Deep Learning and Media Creation

## Convex Optimization for Training Neural Nets

- Convex Training  
for Two-Layer ReLU Neural Networks
- Convex Adversarial Training  
for *Robust* Two-Layer ReLU NNs



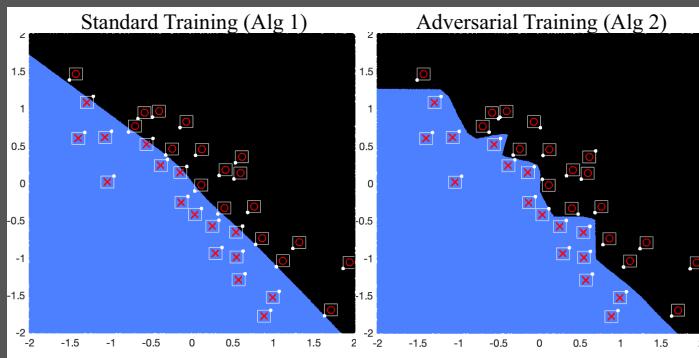
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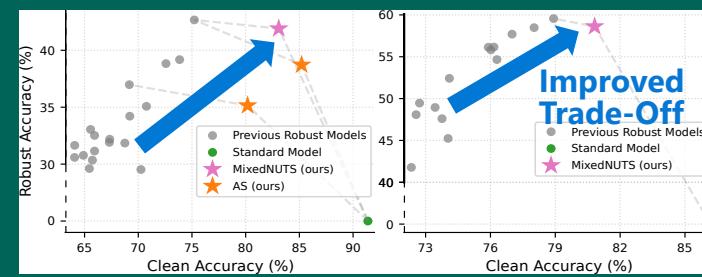
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- Convex Training  
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## Safe Deep Learning – Adversarial Robustness

- LLM Vulnerability  
Ranking Manipulation for  
Conversational Search Engines
- Robust Image Classification  
Tackling the “Accuracy-Robustness  
Trade-Off”

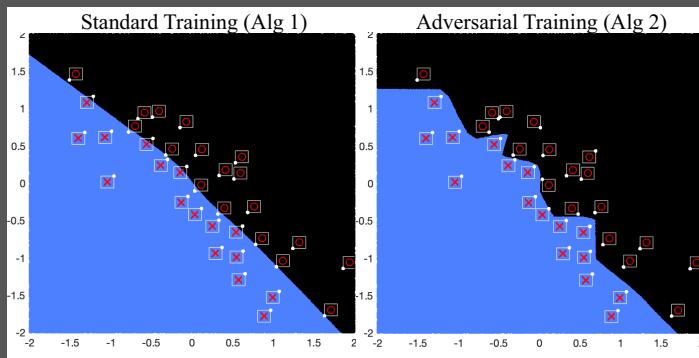


## Diffusion Models – Audio/Music Generation

# Efficient and Reliable Deep Learning and Media Creation

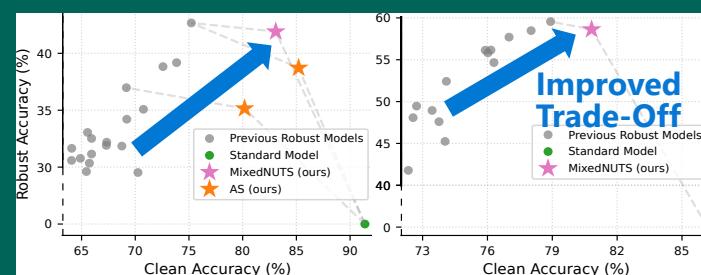
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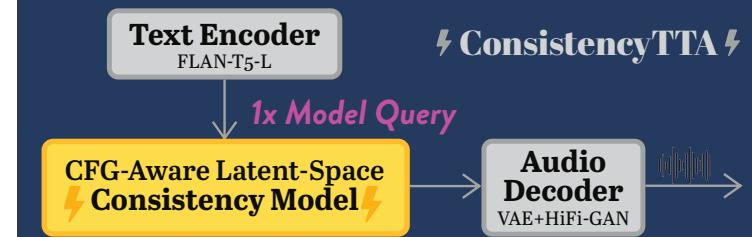
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## Diffusion Models – Audio/Music Generation

- ConsistencyTTA  
Accelerating Diffusion-Based  
Text-to-Audio Generation
- Reward Optimization  
Optimizing Distributional Rewards  
Enhances Music Generation



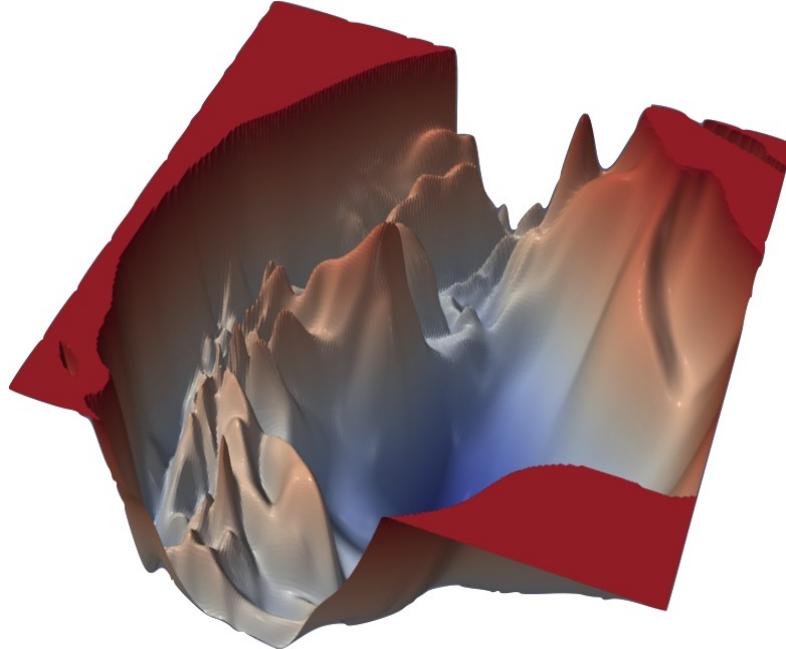
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# Challenges of Deep Discriminative Models

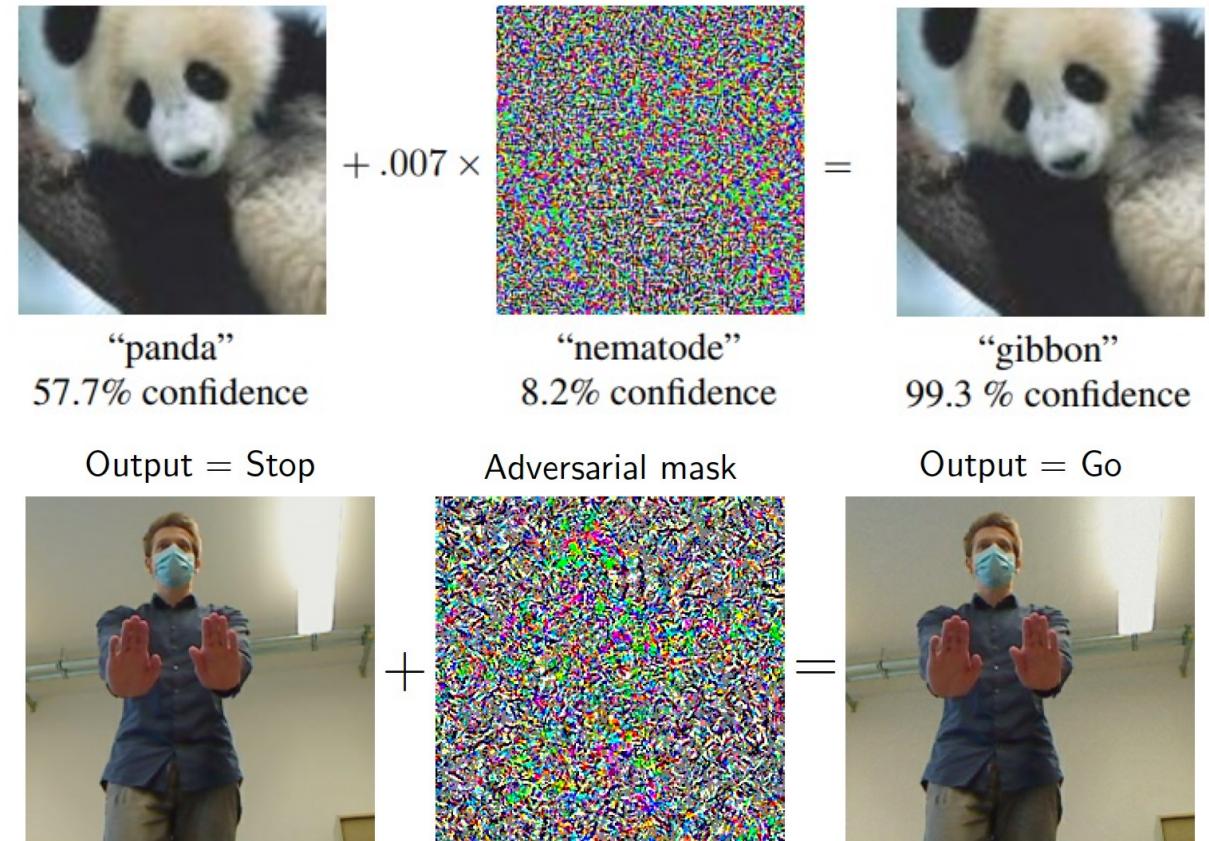
Ragged Optimization Landscapes.



Many spurious local minima

Source: Visualizing the Loss Landscape of Neural Nets

Vulnerable to adversarial inputs.

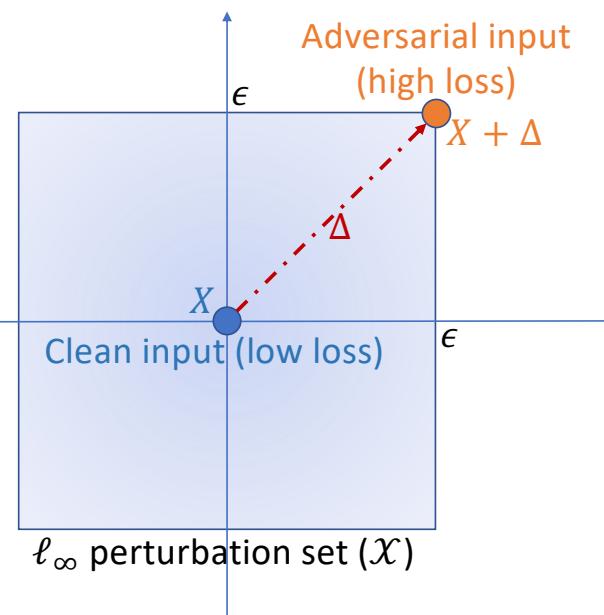


Source: Explaining and Harnessing Adversarial Examples

# Robust Classification Background

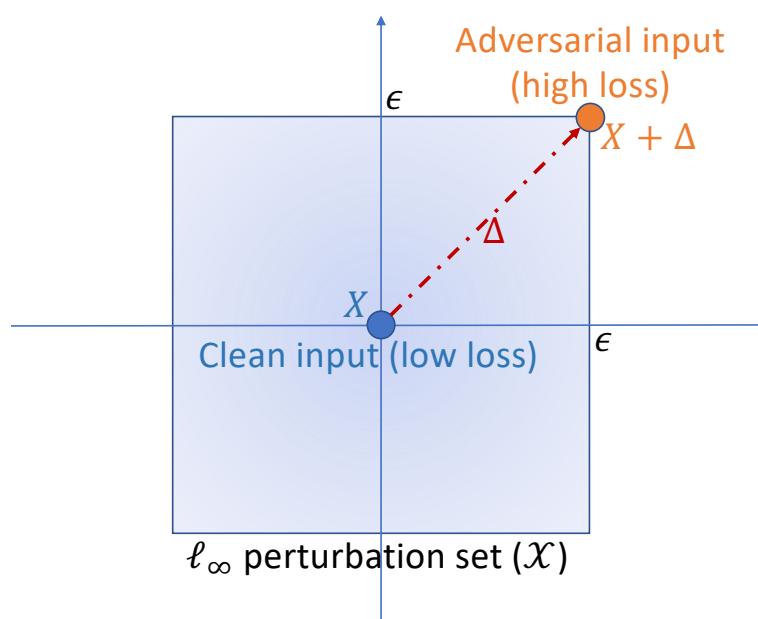
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Geometric interpretation  
of adversarial examples.

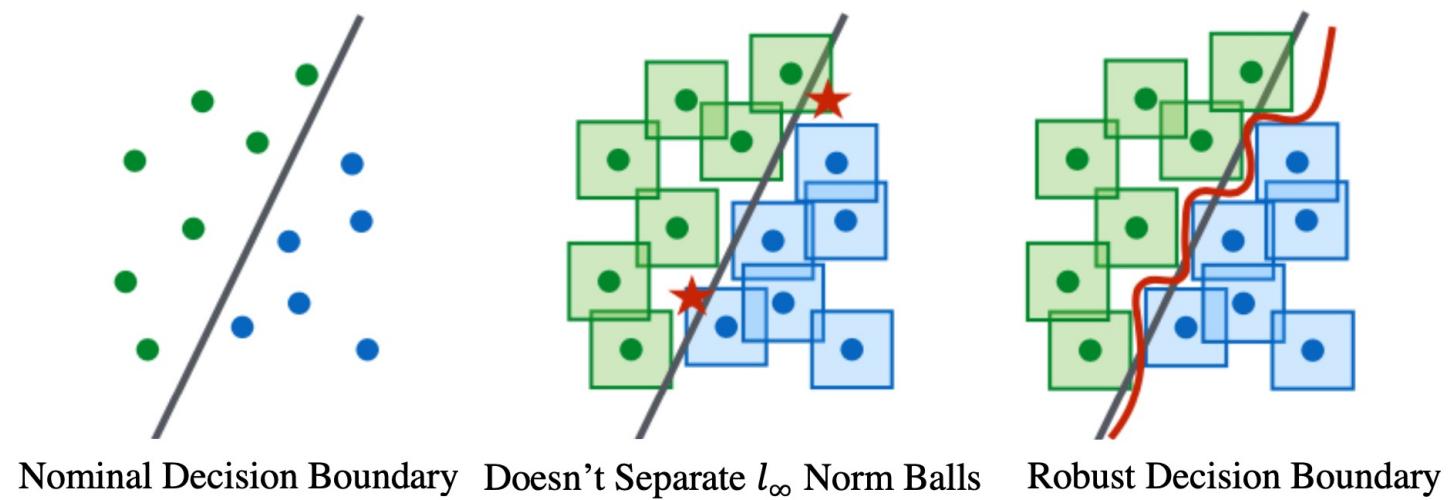


# Robust Classification Background

Geometric interpretation  
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Robust classifiers separate perturbation sets.



Madry, A., Makelov, A., Schmidt, L., Tsipras, D., and Vladu, A. Towards deep learning models  
resistant to adversarial attacks. International Conference on Learning Representations, 2018.

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# Convex Optimization for Neural Net Training (SIMODS, ACC)

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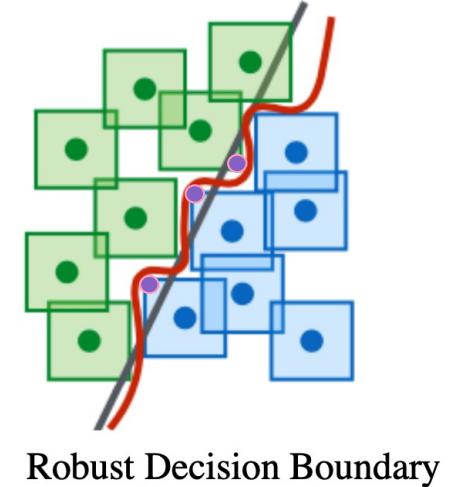
- **Background**

- Training neural networks with global optimality has been *intractable*.
- *Adversarial training* builds robust models by training with adversary.
- Even more challenging optimization:  $\min_{\theta} \max_{\epsilon} \ell(\theta, x + \epsilon)$ .

$$\min_{\theta} \max_{\epsilon} \ell(\theta, x + \epsilon)$$

Adversary finds worst perturbation

Trainer optimizes network parameters

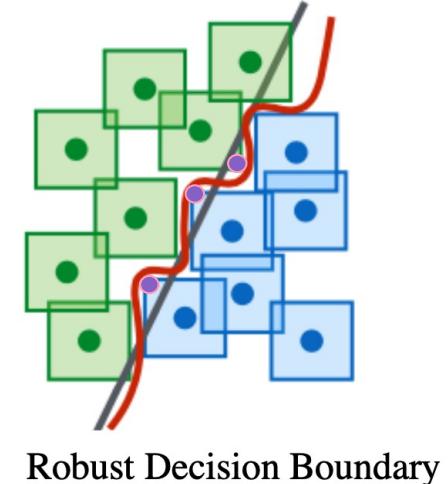


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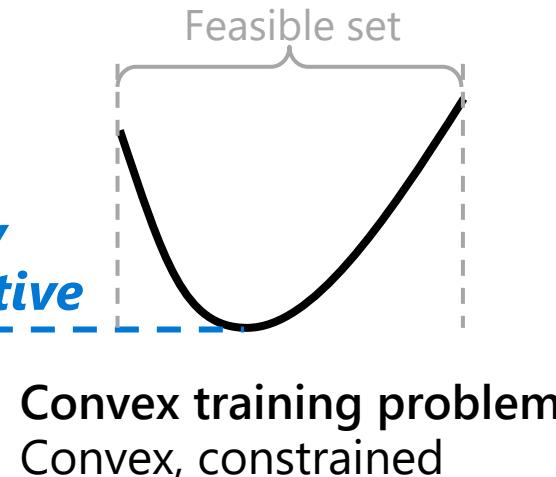
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- Convex Training

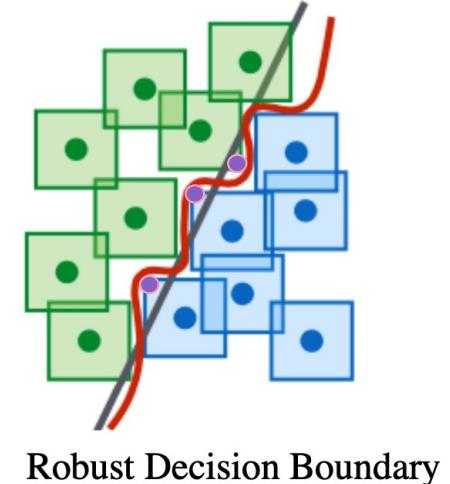


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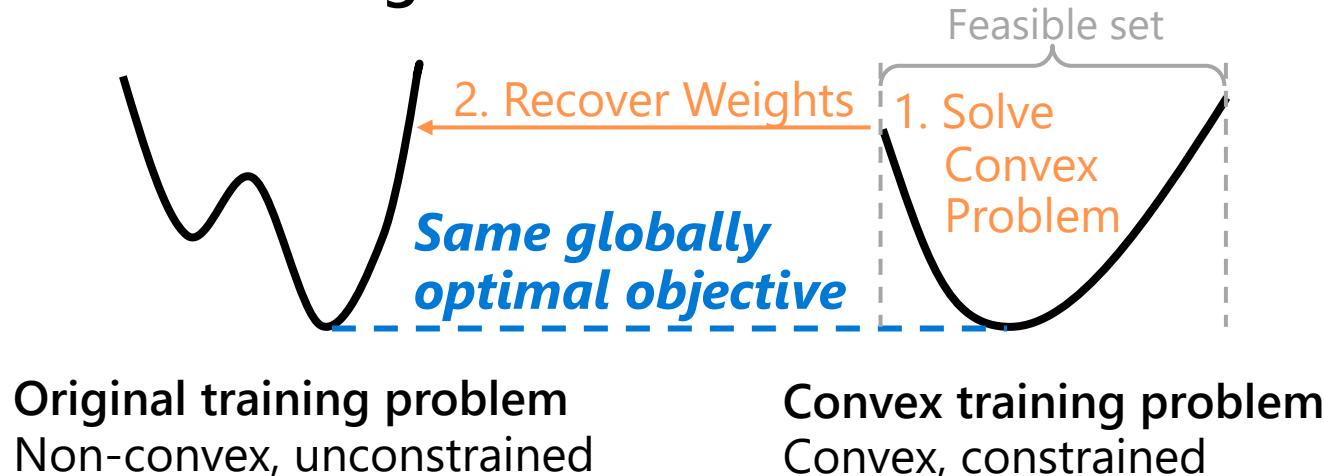
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$\max_{\epsilon}$       *Adversary finds worst perturbation*  
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- Convex Training

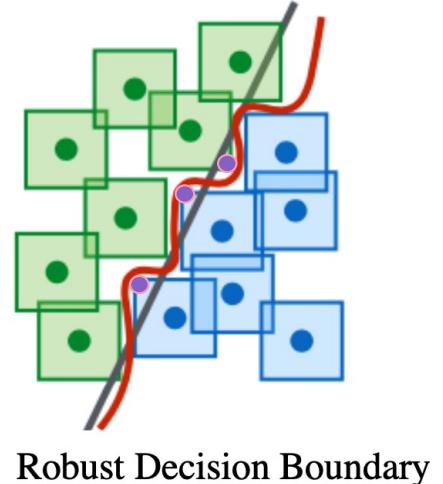


# Convex Optimization for Neural Net Training (SIMODS, ACC)

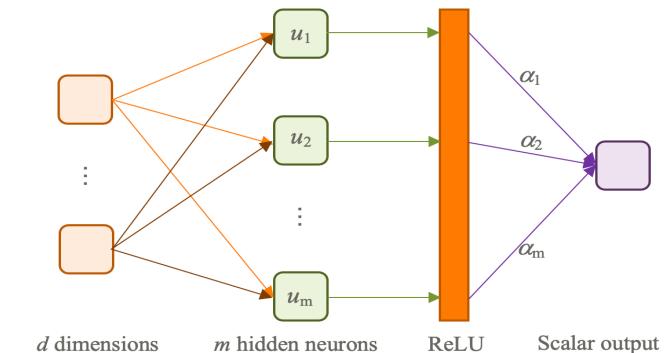
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Adversary finds worst perturbation  
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## Convex Training



Applies to one-hidden-layer scalar-output neural networks

# Convex Optimization for Neural Net Training (*SIMODS, ACC*)

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- **Challenges of convex training**
  - Problem size is exponential to data dimension.
  - Traditional algorithm:  
interior point method (cubic complexity).

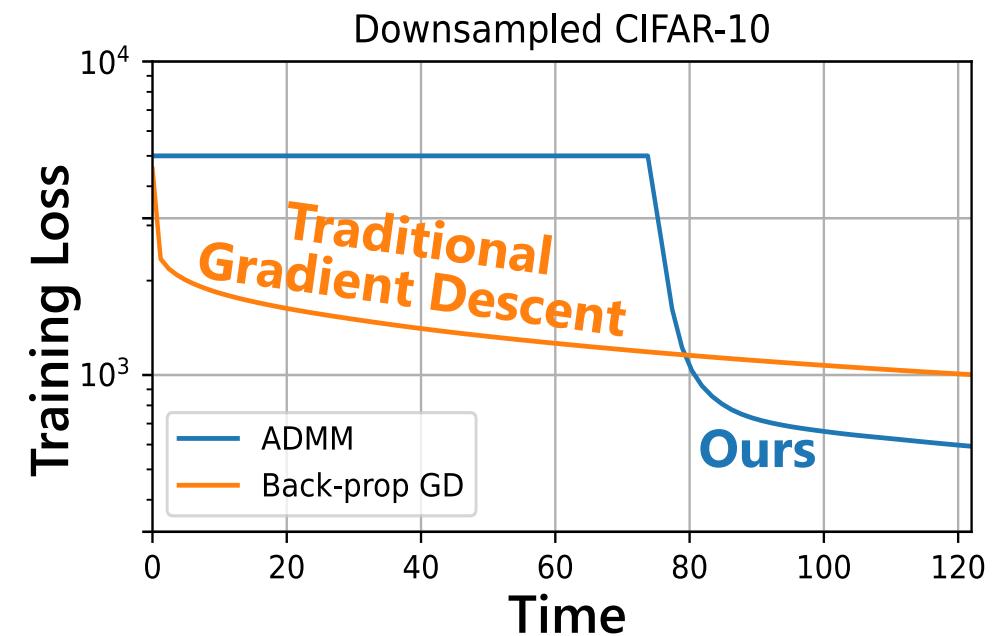
# Convex Optimization for Neural Net Training (*SIMODS, ACC*)

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- Our solutions
  - An approximation with provable relaxation gap,  
giving probabilistic *global optimality*.
  - An *ADMM algorithm* with *quadratic complexity*.
  - Complexity: Previous *exponential*  $\mathcal{O}(d^6(\frac{n}{d})^{3d})$   
 $\downarrow$   
Ours *quadratic*  $\mathcal{O}(n^2 d^2)$ .

# Convex Optimization for Neural Net Training (SIMODS, ACC)

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# Convex Optimization for Neural Net Training (*SIMODS, ACC*)

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- A convex optimization problem for adversarial training.
  - Train robust neural networks with *global optimality* (provable upper bound).

# Convex Optimization for Neural Net Training (*SIMODS, ACC*)

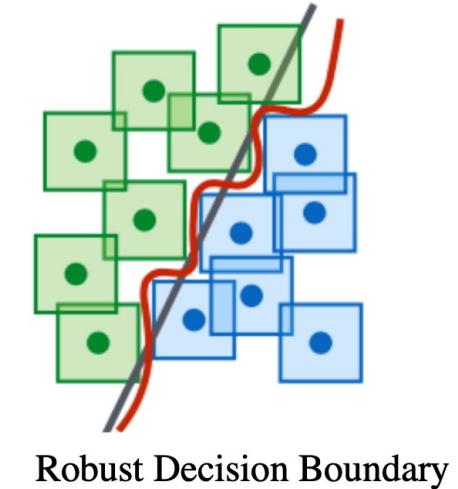
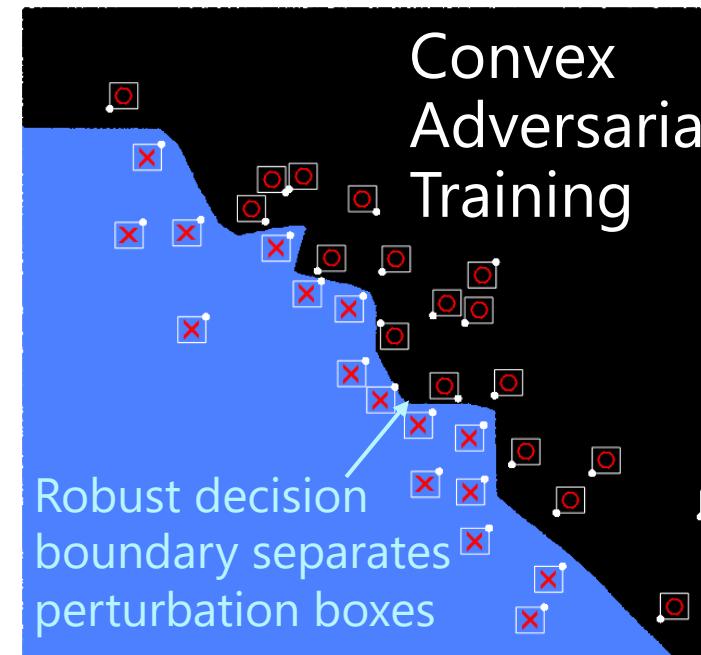
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# Convex Optimization for Neural Net Training (*SIMODS*, ACC)

- A convex optimization problem for adversarial training.
  - Train robust neural networks with *global optimality* (provable upper bound).



Robust Decision Boundary

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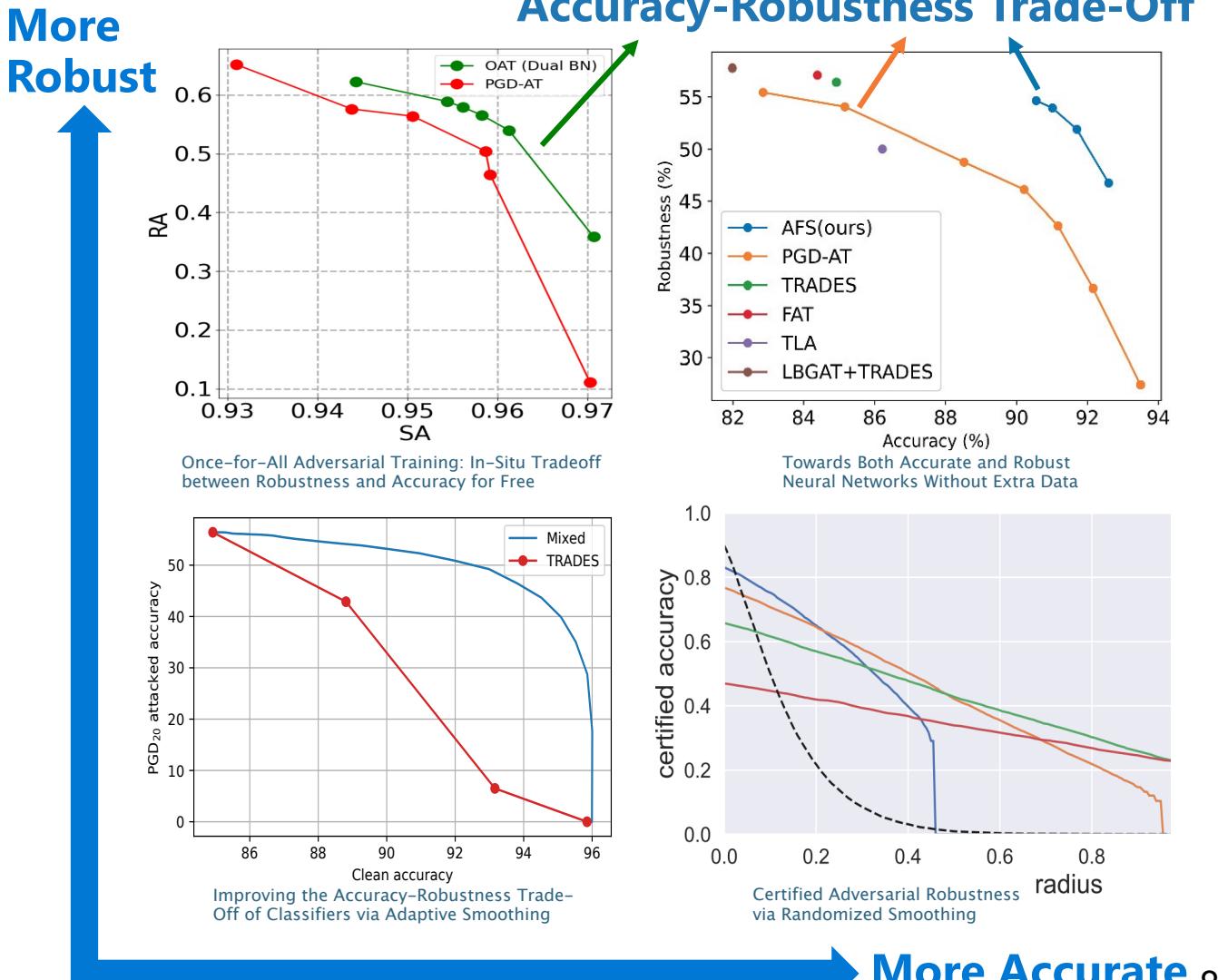
# Accuracy-Robustness Trade-Off

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- Robust models often sacrifice “clean accuracy”.
  - Clean accuracy: accuracy in natural circumstances (no attack).
  - Robust accuracy: accuracy when subject to attack.

# Accuracy-Robustness Trade-Off

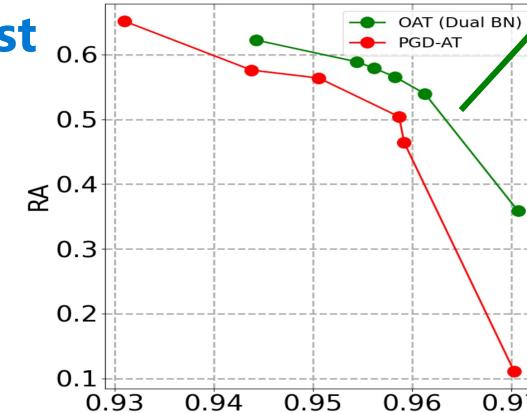
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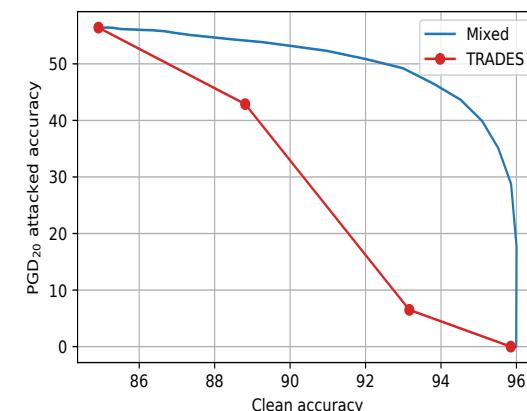
# Accuracy-Robustness Trade-Off

- Robust models often sacrifice “clean accuracy”.
  - Clean accuracy: accuracy in natural circumstances (no attack).
  - Robust accuracy: accuracy when subject to attack.
- Implications
  - Discourages deploying robust models in real life.
  - Real-world services are still unsafe!

More Robust

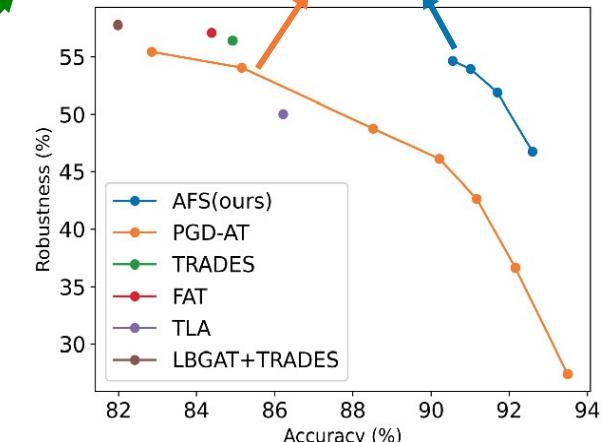


Once-for-All Adversarial Training: In-Situ Tradeoff  
between Robustness and Accuracy for Free

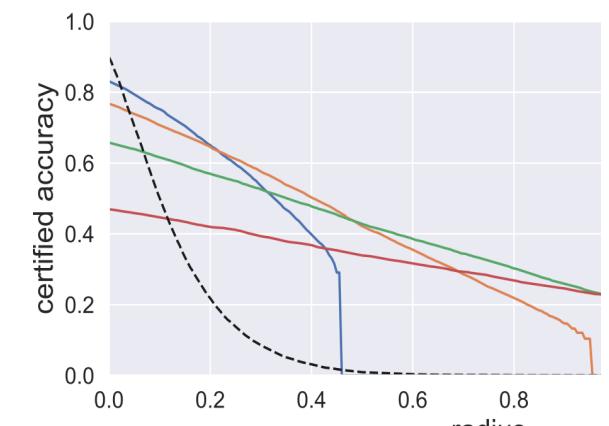


Improving the Accuracy-Robustness Trade-Off  
of Classifiers via Adaptive Smoothing

Accuracy-Robustness Trade-Off



Towards Both Accurate and Robust  
Neural Networks Without Extra Data



Certified Adversarial Robustness  
via Randomized Smoothing

# Tackling Accuracy-Robustness Trade-Off (*TMLR, SIMODS, L4DC*)

---

- With convex training addressing optimization challenges, we now focus on generalization.
- Our solution to the accuracy-robustness trade-off:**
  - Mix the predicted *probabilities* of a robust model and a standard model.

$$f(x) := \log((1 - \alpha) \cdot \sigma \circ g(x) + \alpha \cdot \sigma \circ h(x))$$

Diagram illustrating the computation of the mixed logit function  $f(x)$ :

- The final output  $f(x)$  is labeled "Convert back to logits".
- The term  $(1 - \alpha) \cdot \sigma \circ g(x)$  is labeled "Accurate Base Classifier (ABC)".
- The term  $\alpha \cdot \sigma \circ h(x)$  is labeled "Robust Base Classifier (RBC)".
- A "Trade-Off Parameter  $\alpha$ " is shown influencing both terms.
- An arrow labeled "Softmax" points from the sum of the two terms to the final result  $f(x)$ .

# Tackling Accuracy-Robustness Trade-Off (*TMLR, SIMODS, L4DC*)

---

$$f(x) := \log \left( (1 - \alpha) \cdot \sigma \circ g(x) + \alpha \cdot \sigma \circ h(x) \right)$$

↑  
Trade-Off  
Parameter  $\alpha$

↑  
Accurate Base  
Classifier (ABC)

↑  
Robust Base  
Classifier (RBC)

Convert back to logits

Softmax

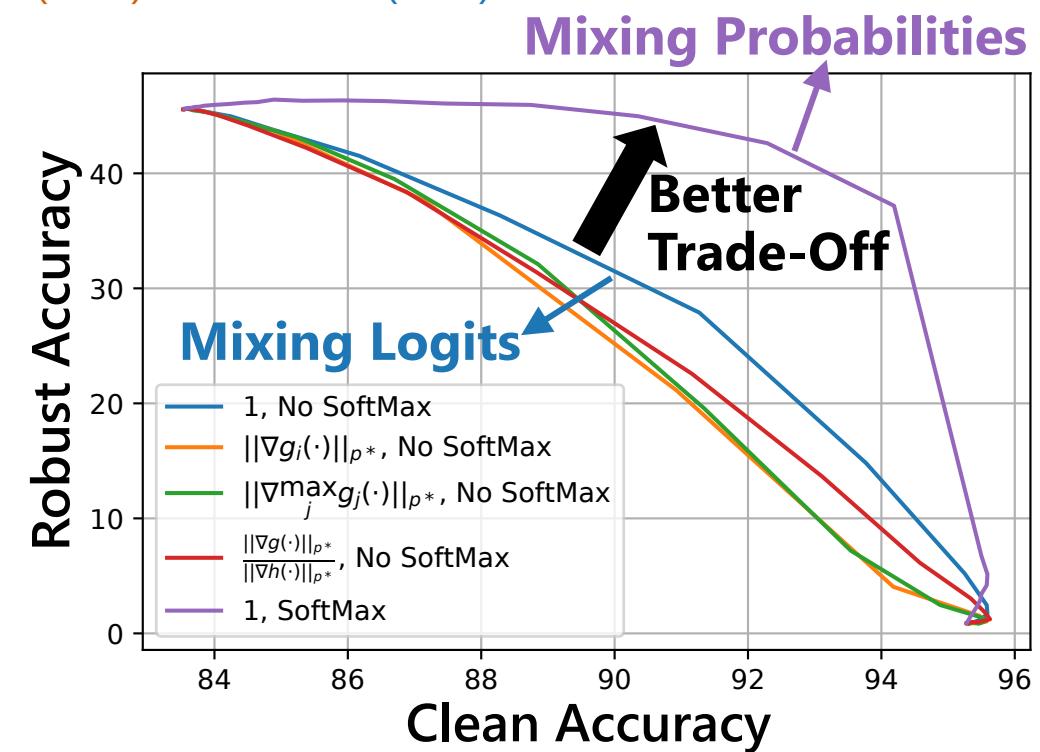
- Mixing probability versus logits.

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Convert back to logits  
Softmax  
Trade-Off Parameter  $\alpha$   
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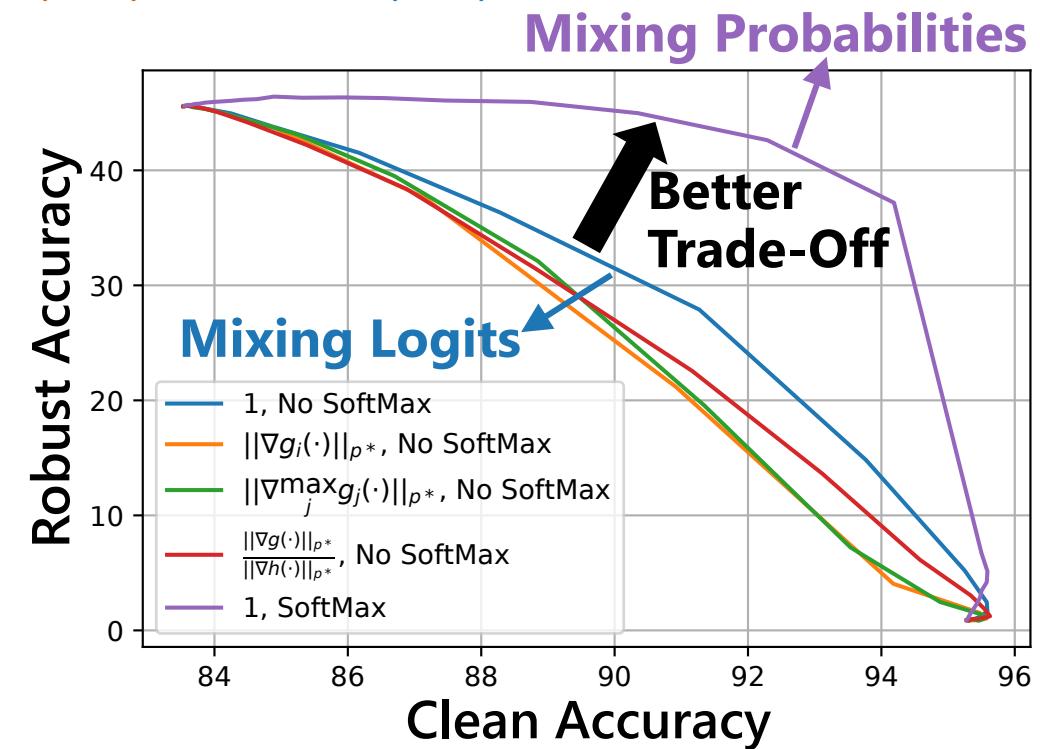


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$$f(x) := \log((1 - \alpha) \cdot \sigma \circ g(x) + \alpha \cdot \sigma \circ h(x))$$

Convert back to logits  
↓  
Trade-Off Parameter  $\alpha$       Accurate Base Classifier (ABC)      Robust Base Classifier (RBC)  
Softmax

- Mixing probability versus logits.
  - Logits: unbounded.
    - Can be “arbitrarily wrong”.
  - Probabilities: in  $[0, 1]$ .
    - Damage from non-robustness is contained.
  - Mixing probability is better!



# Tackling Accuracy-Robustness Trade-Off (*TMLR, SIMODS, L4DC*)

---

$$f(x) := \log\left(\left(1 - \alpha(x)\right) \cdot \sigma \circ g(x) + \alpha(x) \cdot \sigma \circ h(x)\right)$$

Diagram illustrating the components of the function  $f(x)$ :

- The term  $\alpha(x)$  is labeled "Trade-Off Parameter  $\alpha$ ".
- The term  $\sigma \circ g(x)$  is labeled "Accurate Base Classifier (ABC)".
- The term  $\sigma \circ h(x)$  is labeled "Robust Base Classifier (RBC)".
- A grey arrow labeled "Convert back to logits" points from the right side of the equation to the left.
- A grey arrow labeled "Softmax" points from the right side of the equation to the left.

- Adaptive Smoothing: let  $\alpha$  change with  $x$ .

# Tackling Accuracy-Robustness Trade-Off (*TMLR, SIMODS, L4DC*)

$$f(x) := \log((1 - \alpha(x)) \cdot \sigma \circ g(x) + \alpha(x) \cdot \sigma \circ h(x))$$

Convert back to logits  
Softmax  
Trade-Off Parameter  $\alpha$  Accurate Base Classifier (ABC) Robust Base Classifier (RBC)

- Adaptive Smoothing: let  $\alpha$  change with  $x$ .



“panda”  
57.7% confidence

**Clean example**  
Small  $\alpha$  to favor accurate model



“gibbon”  
99.3 % confidence

**Adversarial example**  
Large  $\alpha$  to favor robust model

# Tackling Accuracy-Robustness Trade-Off (*TMLR, SIMODS, L4DC*)

$$f(x) := \log\left(\left(1 - \alpha(x)\right) \cdot \sigma \circ g(x) + \alpha(x) \cdot \sigma \circ h(x)\right)$$

Diagram illustrating the computation of  $f(x)$ :

- Upward arrows from  $\alpha(x)$  and  $g(x)$  are labeled "Trade-Off Parameter  $\alpha$ ".
- Upward arrow from  $h(x)$  is labeled "Robust Base Classifier (RBC)".
- Upward arrow from  $g(x)$  is labeled "Accurate Base Classifier (ABC)".
- A downward arrow from the result is labeled "Convert back to logits".
- An arrow from the result to the final output is labeled "Softmax".

- Adaptive Smoothing: let  $\alpha$  change with  $x$ .
  - The *mixing network*  $\alpha(x)$ : a new neural network component.
  - Train  $\alpha(x)$  with strong adversaries that exploits the new structure.



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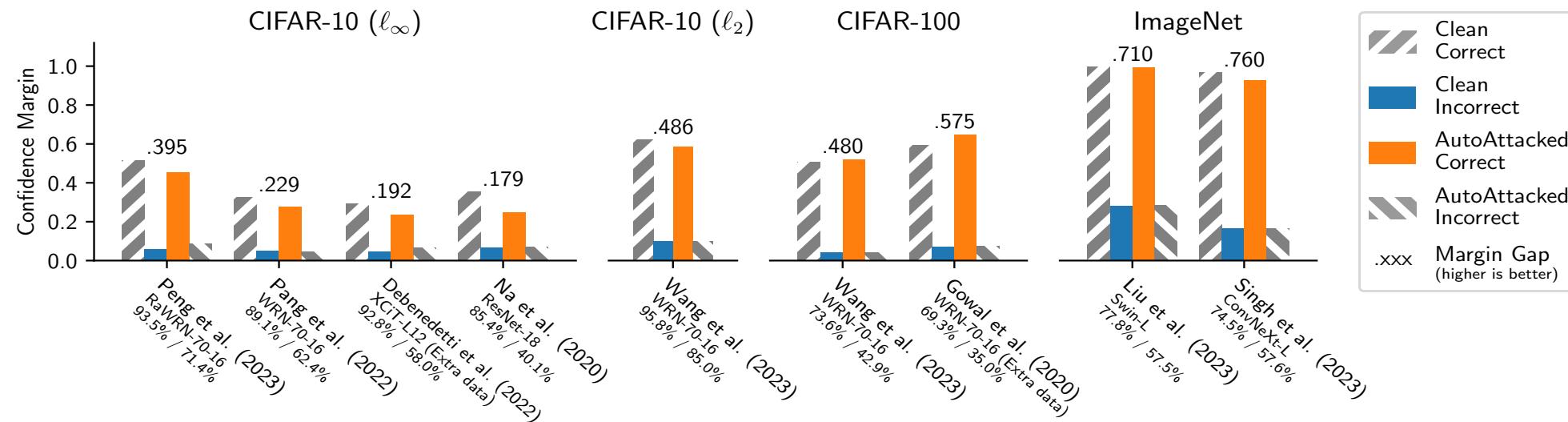
**Adversarial example**  
Large  $\alpha$  to favor  
robust model

# Tackling Accuracy-Robustness Trade-Off (*TMLR*, *SIMODS*, *L4DC*)

- Why does mixing probabilities improve the trade-off?

Robust models are more confident when correct than when incorrect, even when attacked.

i.e., Orange (attacked correct) is higher than Blue (clean incorrect) in the confidence plot.

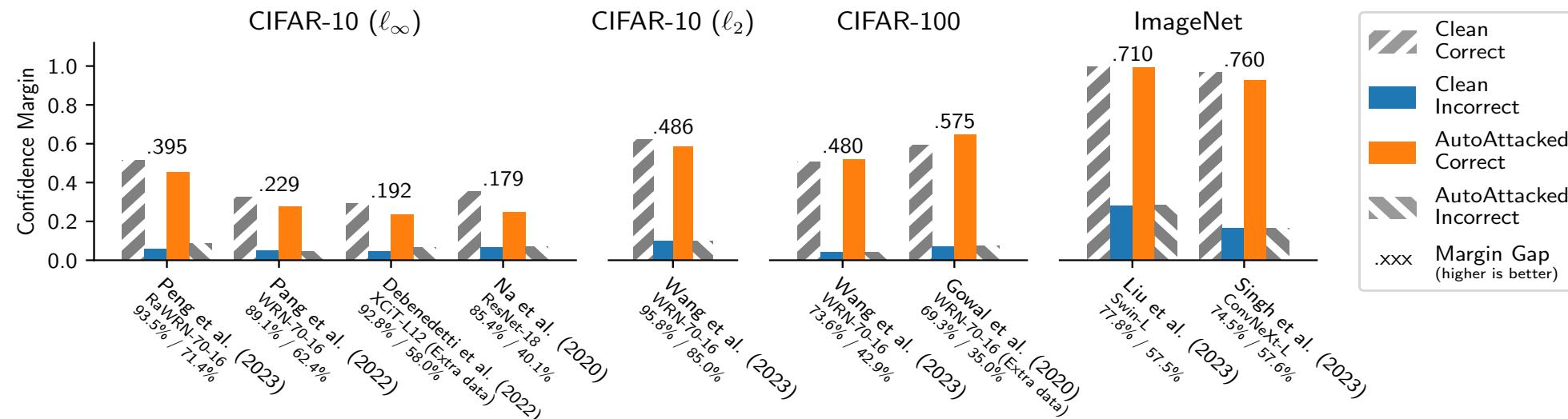


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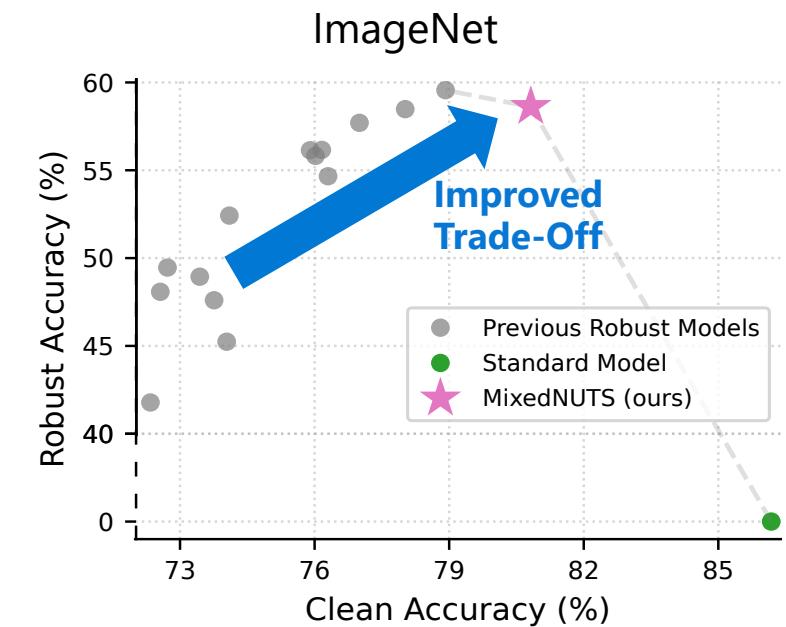
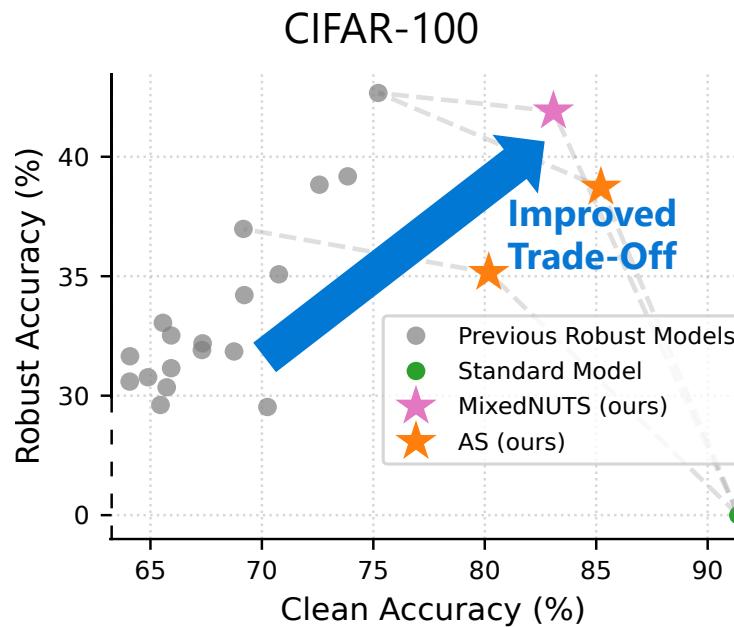
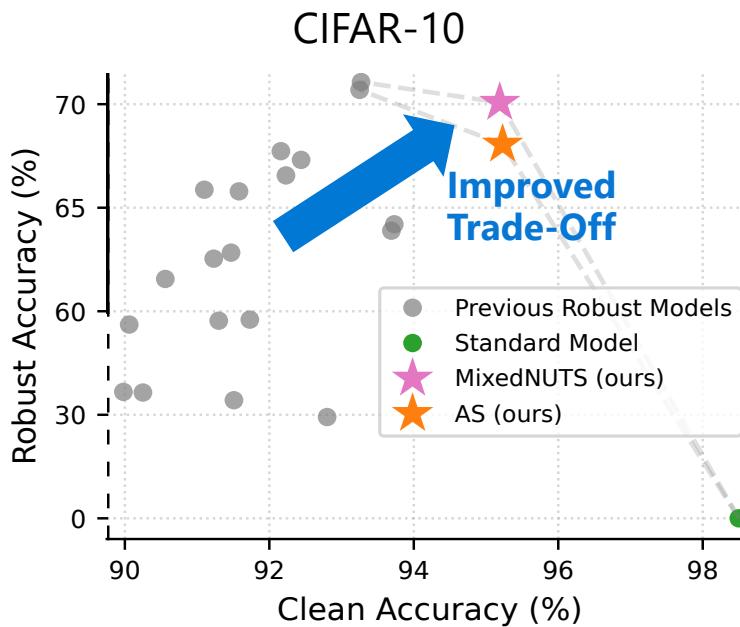


- Can we “enlarge” this benign confidence property?

Apply non-linear transformation to the robust model logits  $h(x)$ .

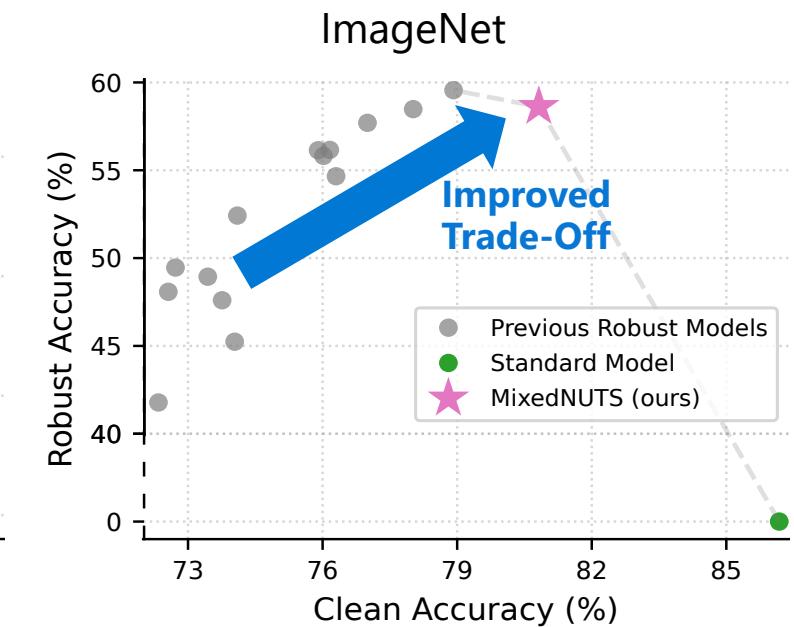
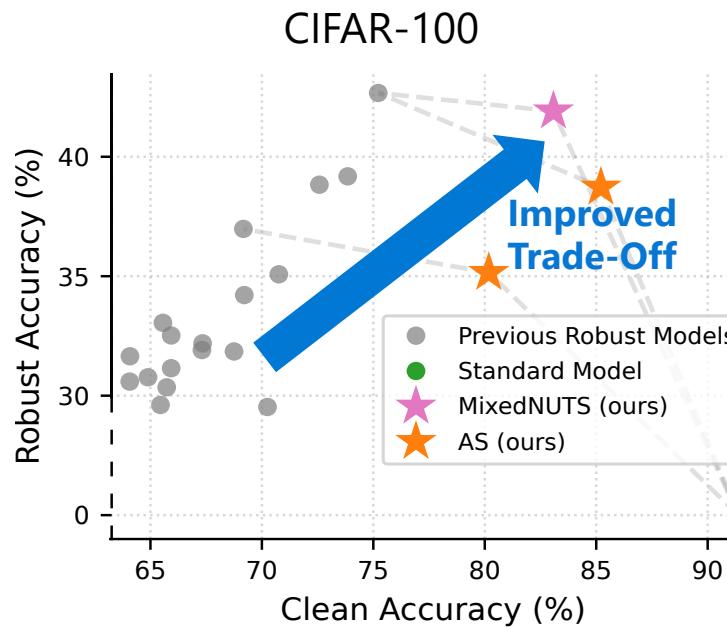
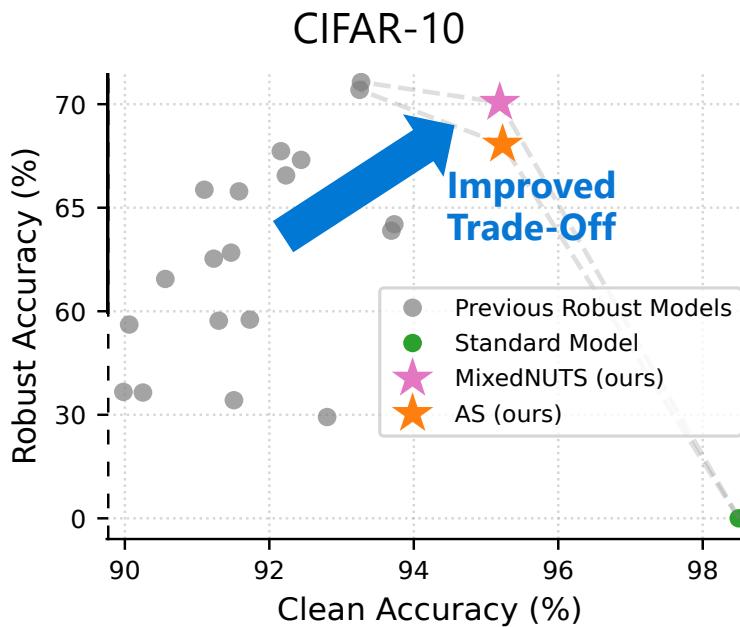
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- Mixing with non-linear transformation (MixedNUTS) improves accuracy-robustness balance.



# Tackling Accuracy-Robustness Trade-Off (*TMLR*, *SIMODS*, *L4DC*)

- Mixing with non-linear transformation (MixedNUTS) improves accuracy-robustness balance.



- Also: certified robustness.
- Mostly training-free.

# Summary On Robust Classification

---

|                           | Efficiency | Reliability |
|---------------------------|------------|-------------|
| <b>Convex Training</b>    |            |             |
| <b>Mixing Classifiers</b> |            |             |

# Summary On Robust Classification

---

|                           | <b>Efficiency</b> | <b>Reliability</b>  |
|---------------------------|-------------------|---|
| <b>Convex Training</b>    | • Polynomial-time | <ul style="list-style-type: none"><li>• Global optimality guarantee</li><li>• Robustness guarantees w/ adversarial training</li></ul> |
| <b>Mixing Classifiers</b> |                   |   |

# Summary On Robust Classification

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| <b>Mixing Classifiers</b> | <ul style="list-style-type: none"><li>• Training-free</li><li>• Plug-and-play</li></ul> | <ul style="list-style-type: none"><li>• Interpretable formulation</li><li>• Robust models are now practical</li></ul>                 |

# Summary On Robust Classification

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- So far, we made *discriminative models* more dependable.
  - Especially when the training data does not cover all scenarios.
- Next, we discuss *generative models*.
  - A different train-test mismatch; different efficiency and reliability challenges.

# This Presentation

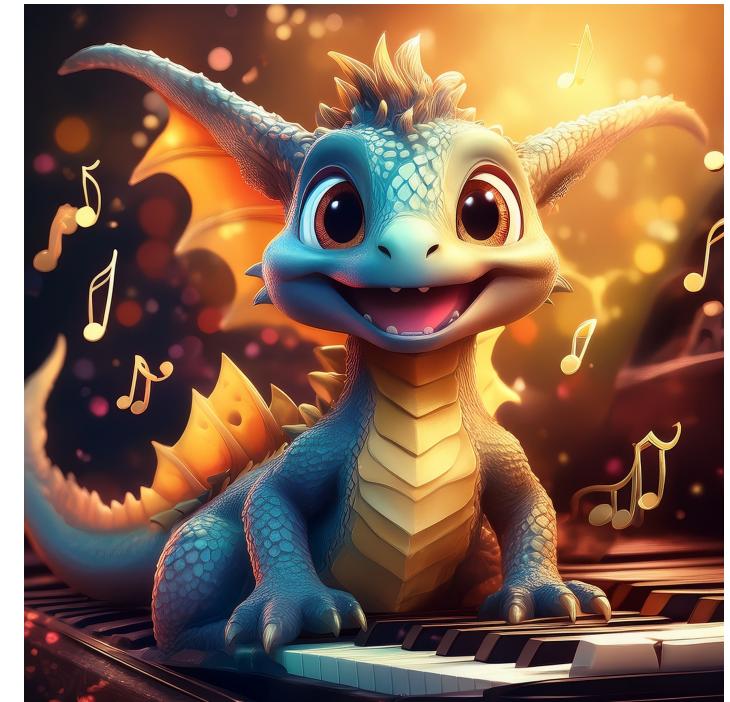
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- An overview of my PhD research.
- **Efficient and reliable discriminative models under input uncertainties.**
  - Efficient Convex Optimization for Neural Network (Adversarial) Training.
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# Media Generation

---

- **Media generation, a recently emerged impactful deep learning area**
  - E.g., audio, music, images, videos.
  - Models interact with people in a creative way.
  - Alignment with human need is paramount!



AI-generated cover image  
for a research project

# Media Generation

---

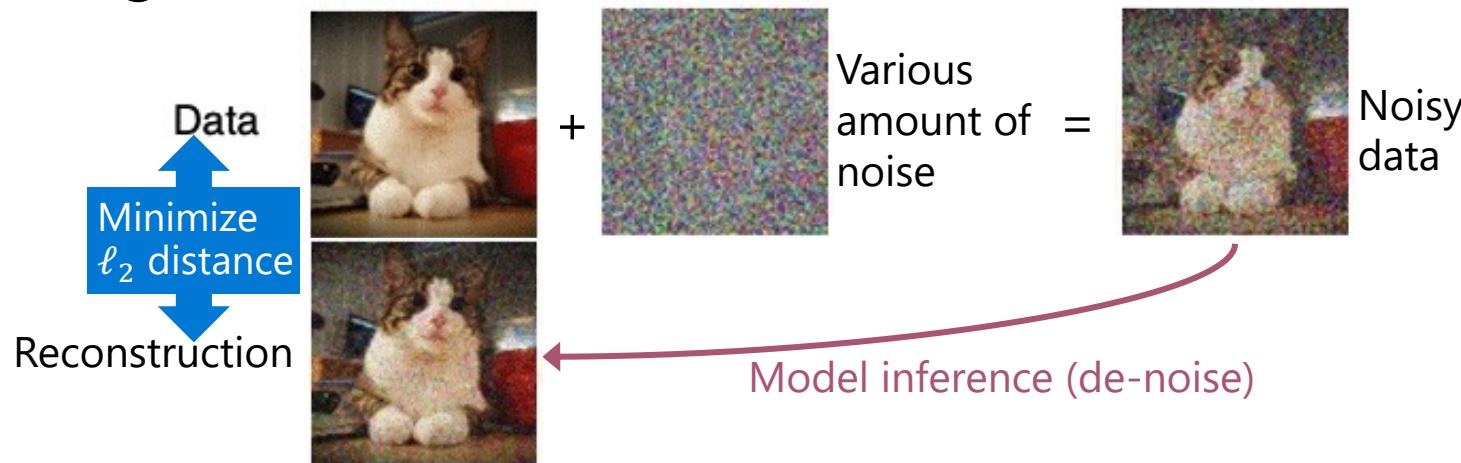
- **Media generation, a recently emerged impactful deep learning area**
  - E.g., audio, music, images, videos.
  - Models interact with people in a creative way.
  - Alignment with human need is paramount!
- **Audio/music creation**
  - Global music industry reached US\$26.2 billion in 2022.
  - Film and video market reached US\$273.35 billion.
  - Amateurs can now become composers/directors!



AI-generated cover image  
for a research project

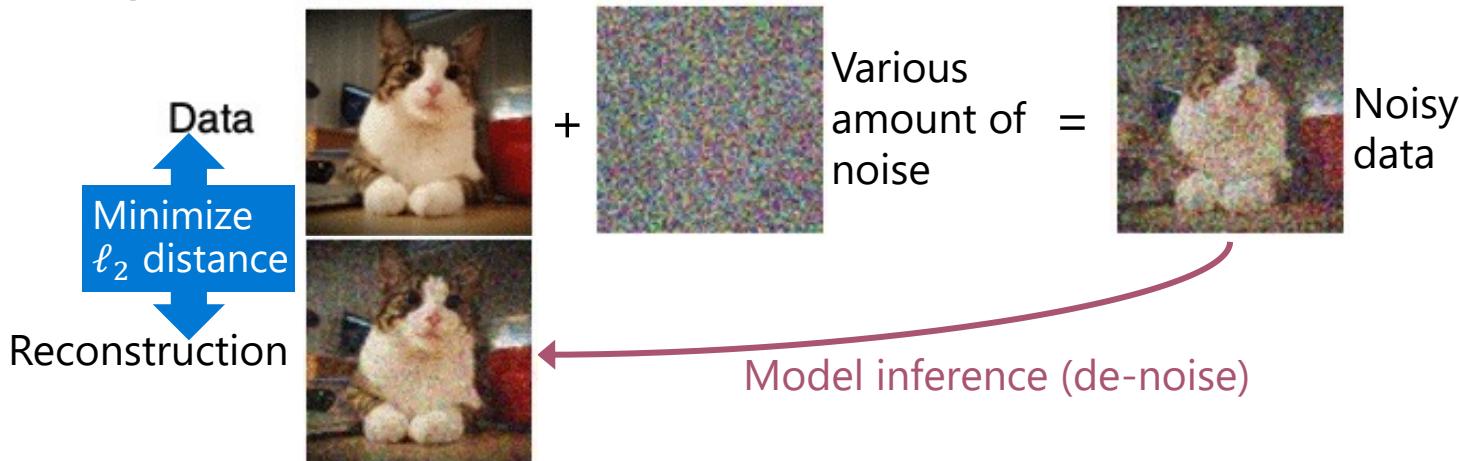
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- Diffusion models are one of the most popular approaches to media generation.
  - Training

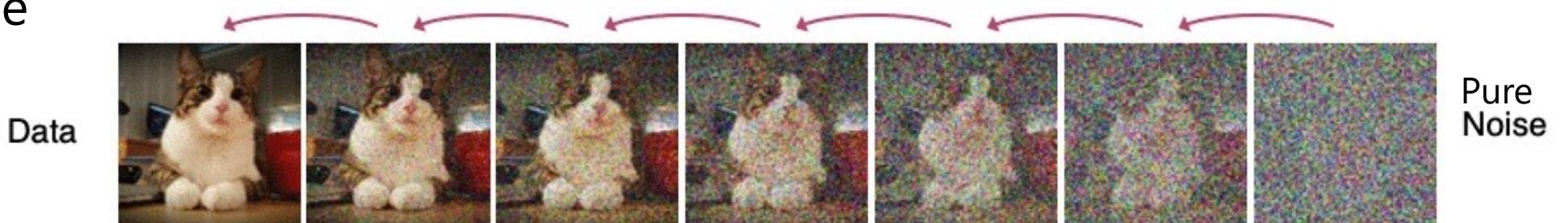


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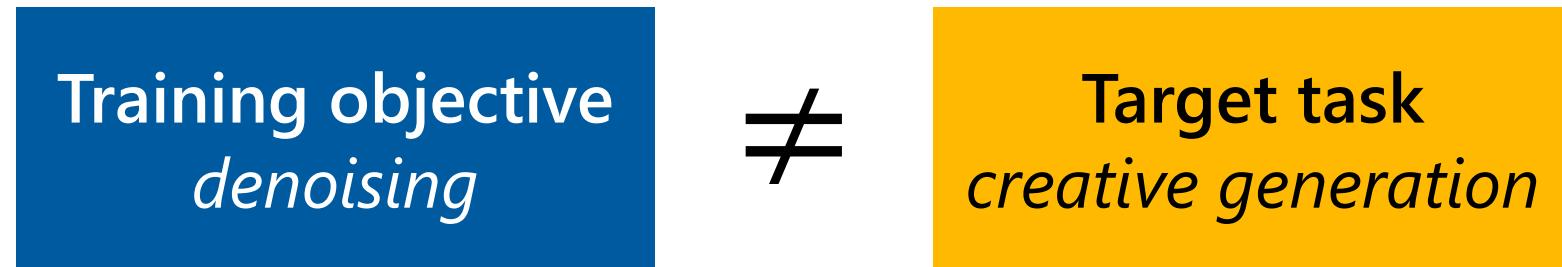
- Inference



# Training Objective Mismatch

---

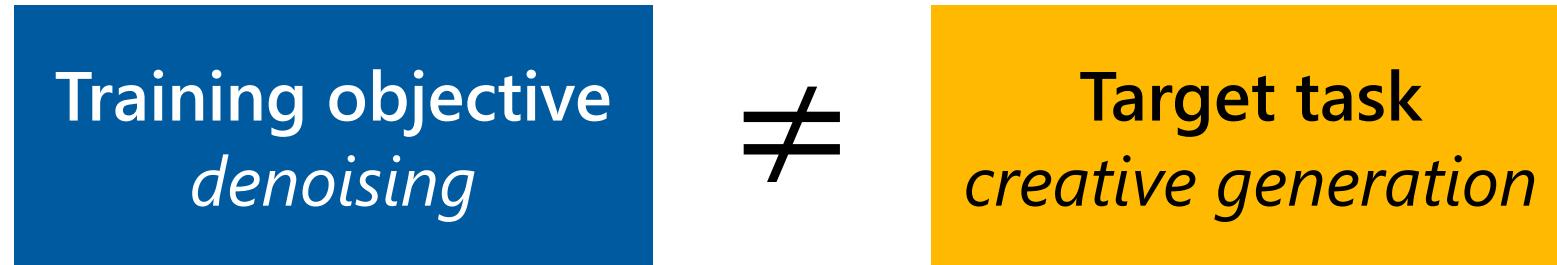
- Diffusion models' training objective (de-noising) does not match the target task (creative generation).



# Training Objective Mismatch

---

- Diffusion models' training objective (de-noising) does not match the target task (creative generation).



- Two issues:
  - Slow inference (due to iterative inference).
  - Reward misalignment (good denoiser ≠ good creator).

# This Presentation

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# ConsistencyTTA (*INTERSPEECH* 2024)

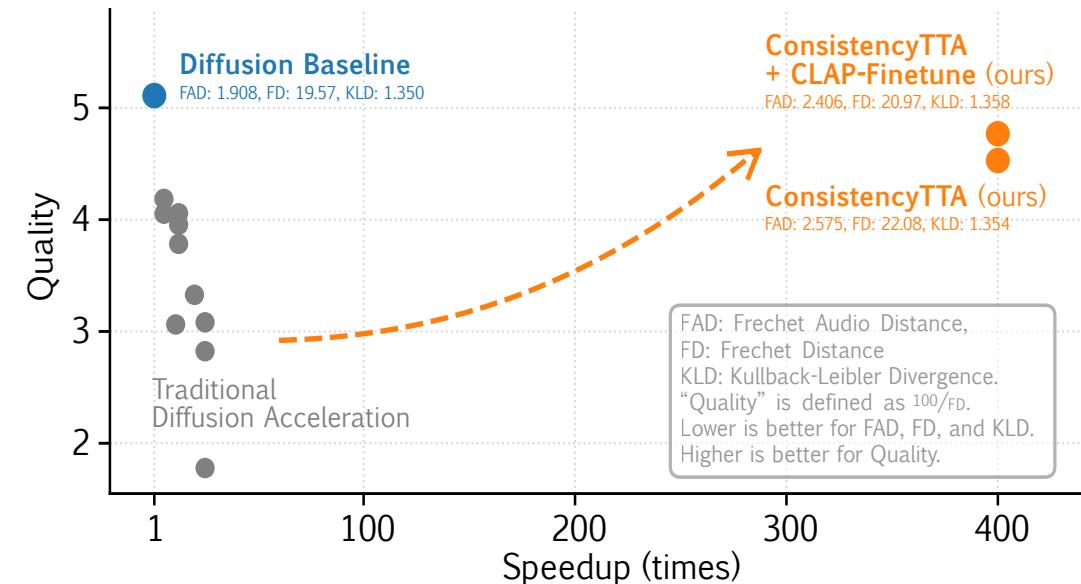
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- Can we tackle both issues via non-iterative inference?

# ConsistencyTTA (*INTERSPEECH 2024*)

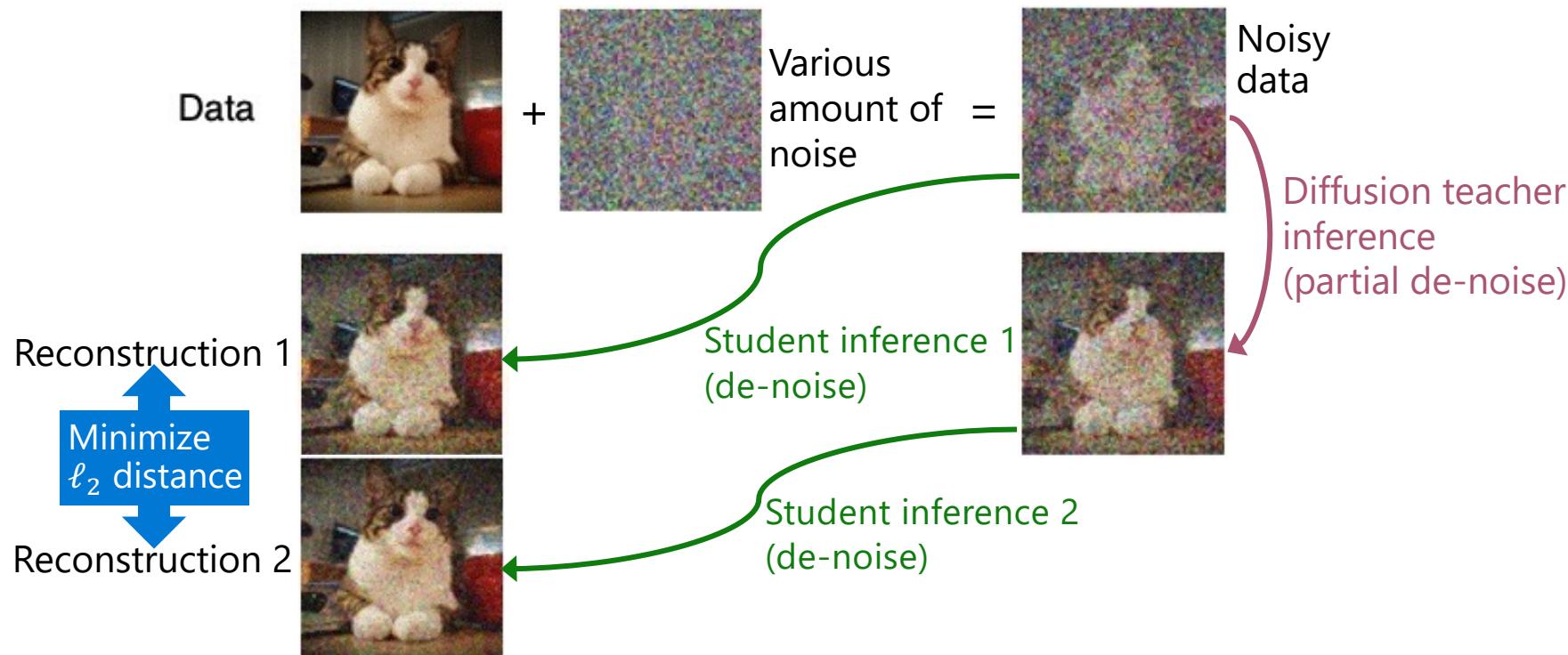
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- Can we tackle both issues via non-iterative inference?
- Accelerate diffusion-based text-to-audio generation with consistency distillation.
  - In-the-wild audio (environmental sound).
  - **400x** theoretical acceleration.
  - **72x** real-world speed-up.
  - Minimal change in audio quality.



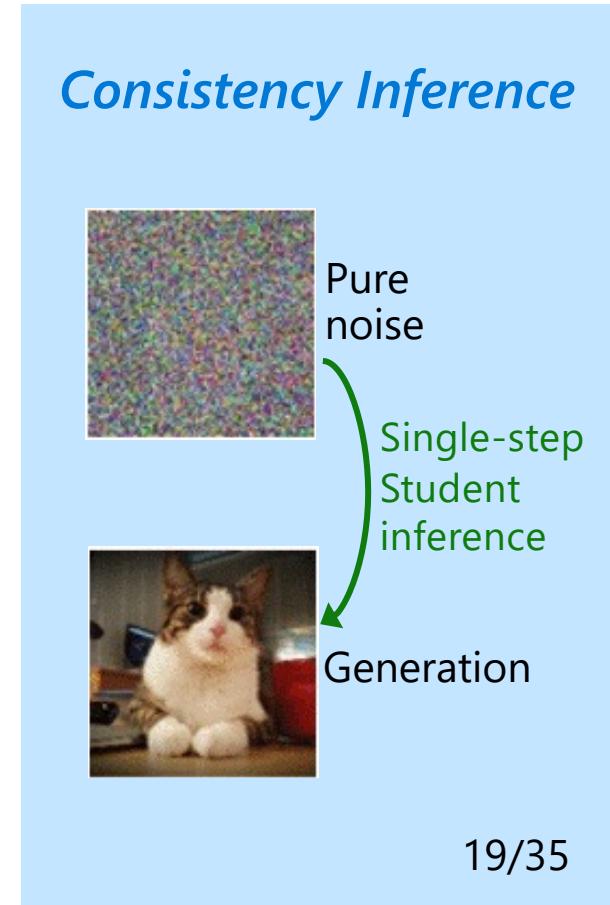
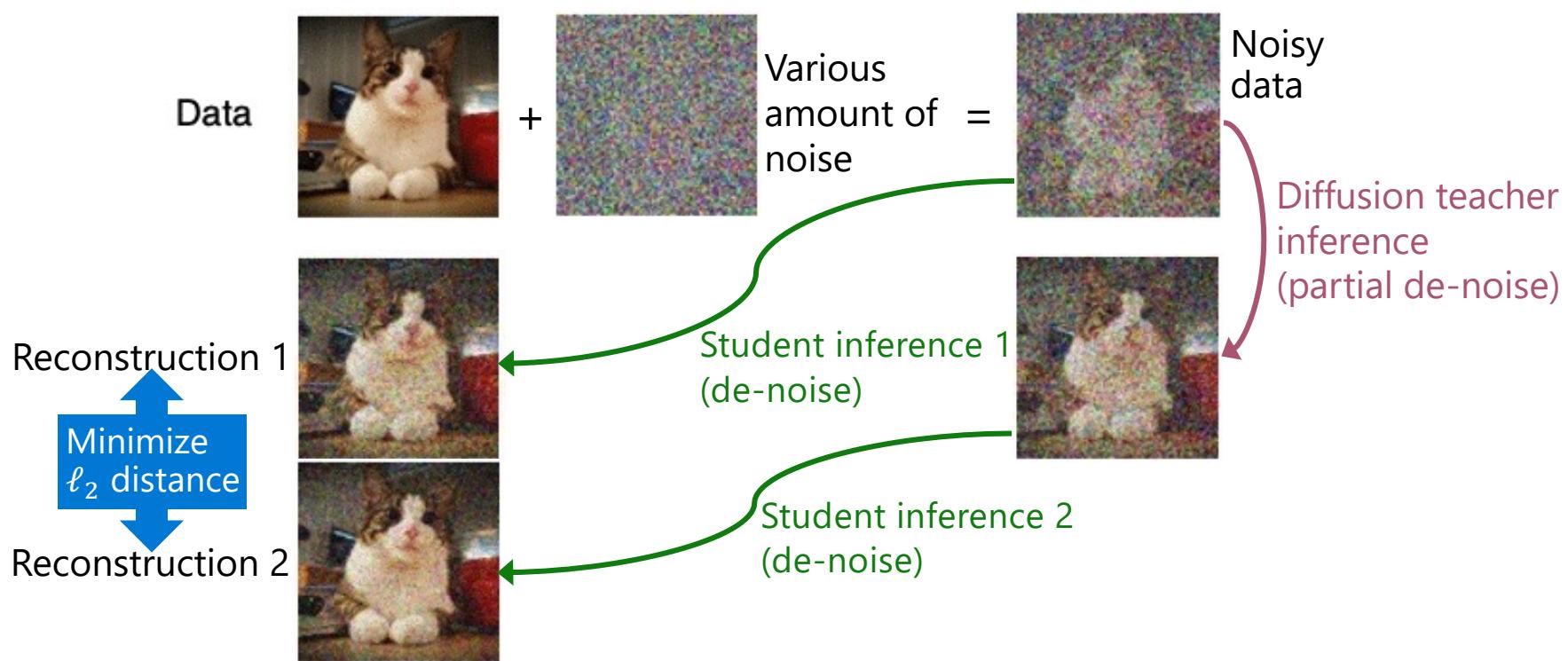
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- Consistency distillation
  - Condensed model capability: same model size, inference iterations decreased to **1**.



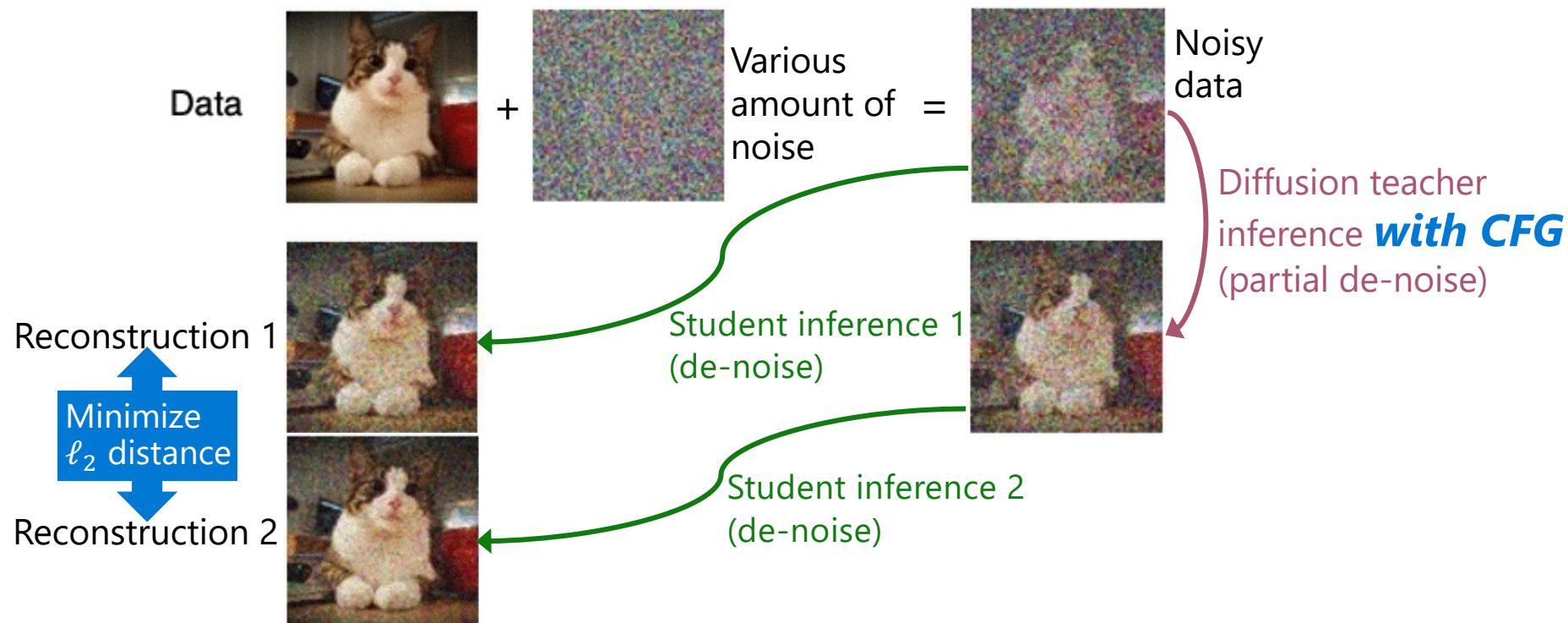
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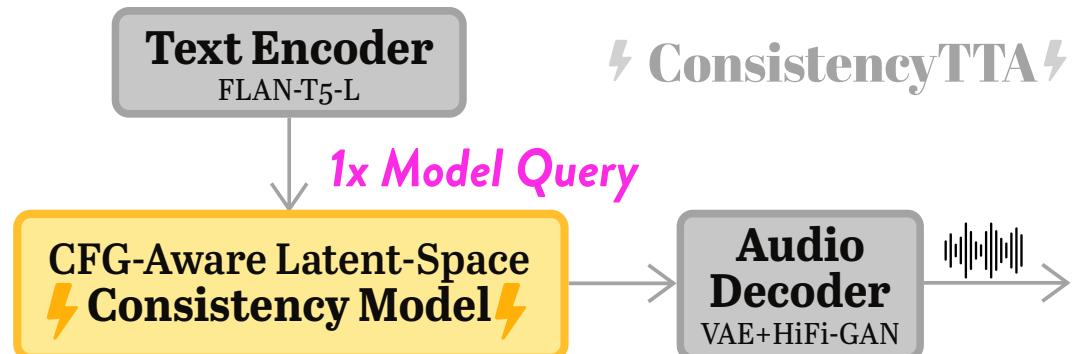
- **Classifier-Free Guidance:** inference-time operation outside the denoiser that enhances results.
- **CFG-Aware Distillation:**



# ConsistencyTTA (INTERSPEECH 2024)

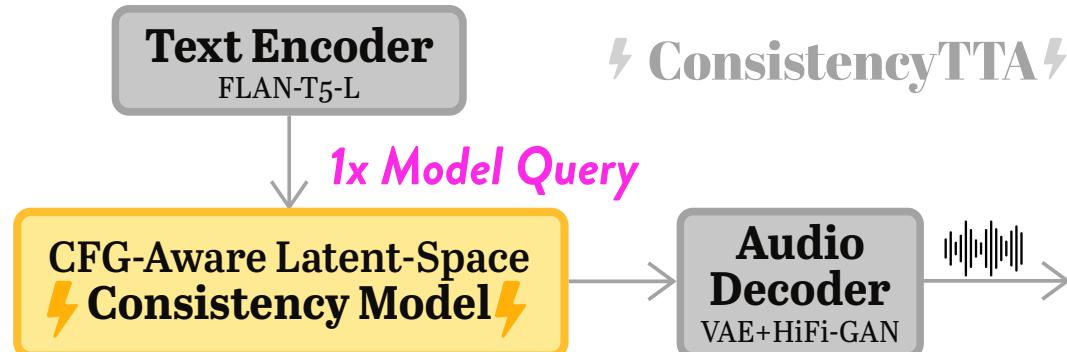
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- Now, our model has *non-iterative inference* and is *end-to-end differentiable*.

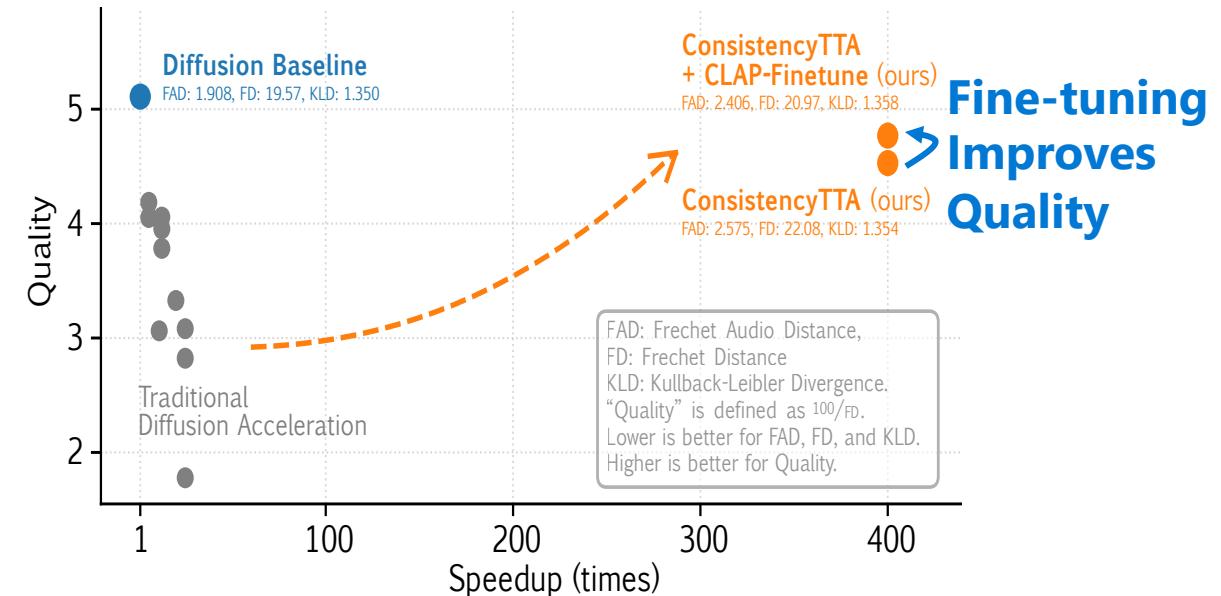


# ConsistencyTTA (INTERSPEECH 2024)

- Now, our model has *non-iterative inference* and is *end-to-end differentiable*.
- We can *fine-tune target task reward functions* to address train-test mismatch.
  - CLAP Score: cosine similarity of a generation and a reference in an embedding space.



⚡ ConsistencyTTA

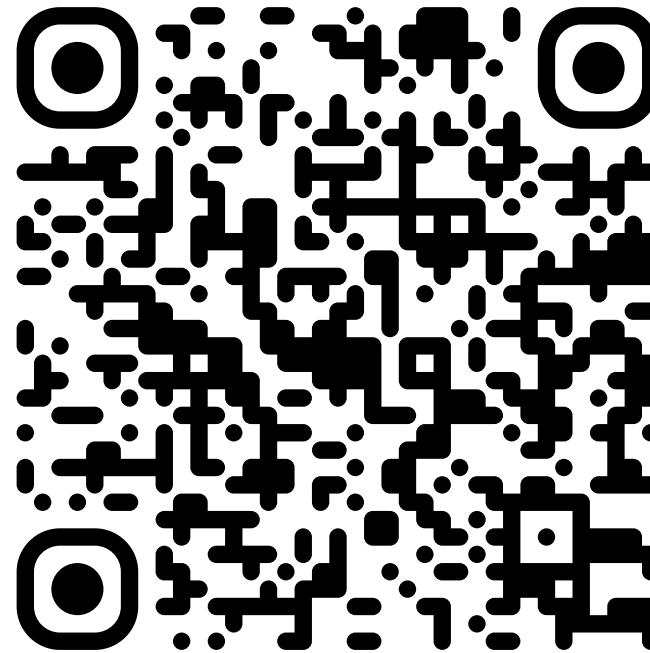


# ConsistencyTTA Live Demo

---

- Demo Link

<https://huggingface.co/spaces/Bai-YT/ConsistencyTTA>



# This Presentation

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- An overview of my PhD research.
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# Optimizing Distributional Rewards Enhances Diffusion Models

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# Optimizing Distributional Rewards Enhances Diffusion Models

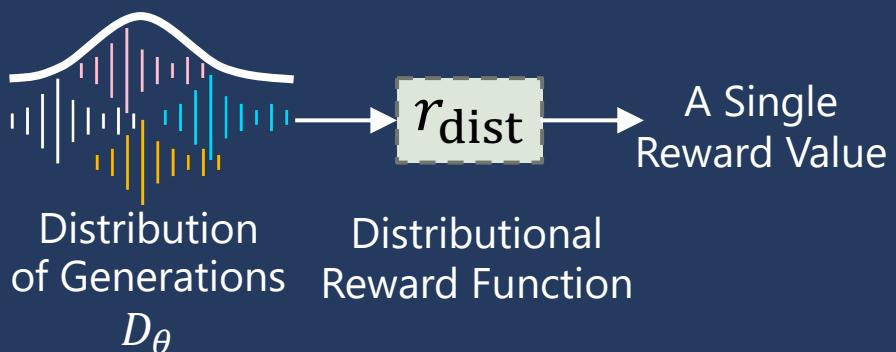
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- ConsistencyTTA tackled training objective misalignment with non-iterative inference.
- Can we instead make **reward optimization compatible with iterative denoising?**
- Can we make diffusion media generation **more aligned with human preference?**
- We propose DRAGON.
  - An online on-policy **reward optimization** framework for media creation.  
Compatible with reward functions that evaluate **individual examples or distributions**.

# DRAGON Method

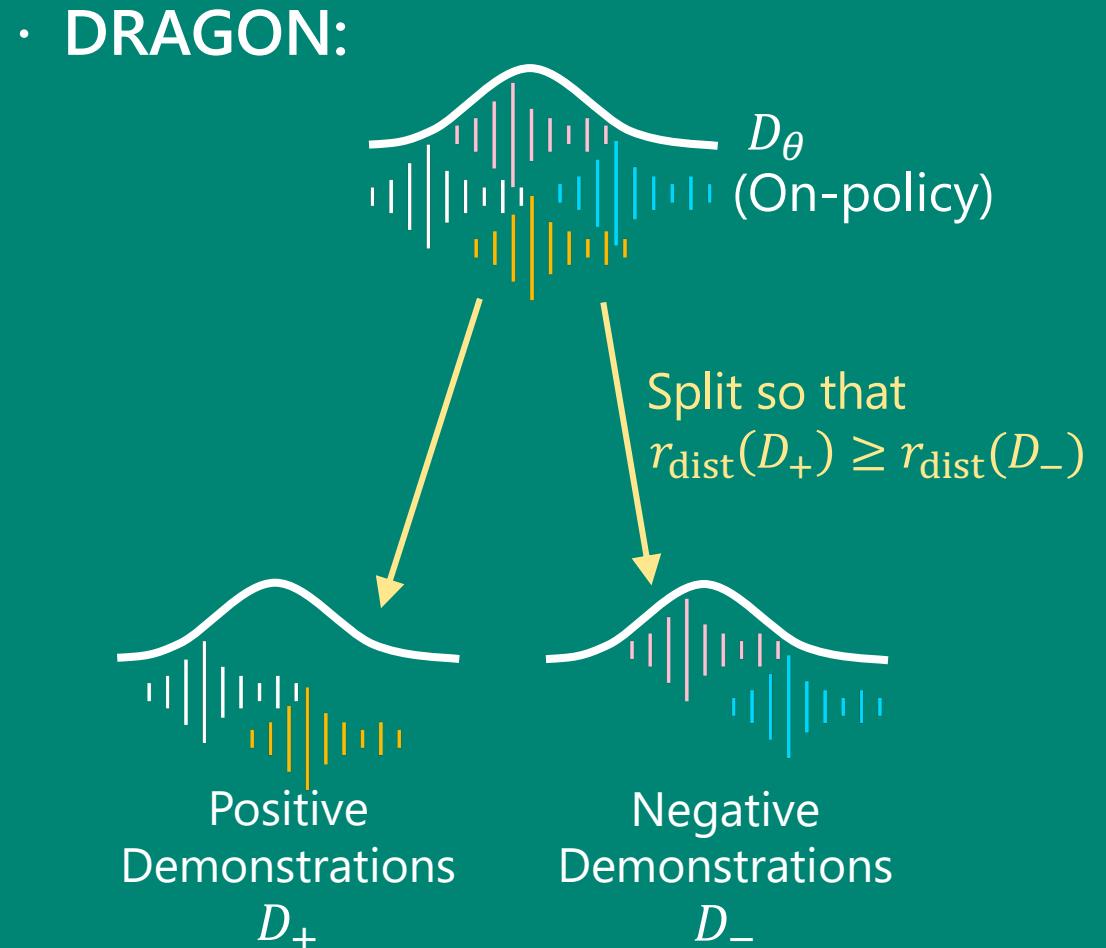
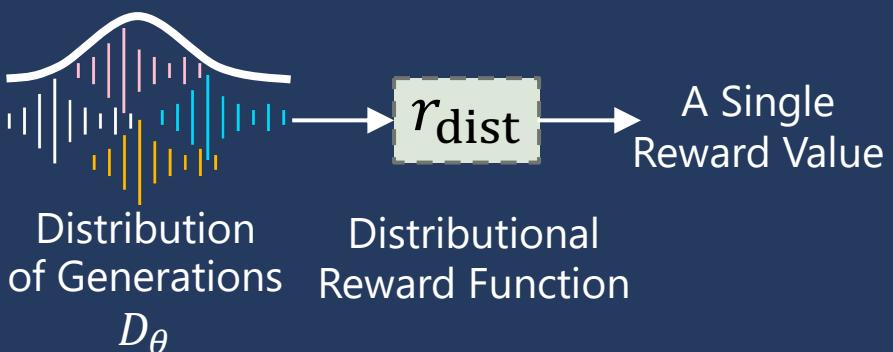
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- Goal:
  - Maximize a reward function  
 $r_{\text{dist}}: \mathcal{P} \rightarrow \mathbb{R}$   
that evaluates **distributions**.
  - Per-instance reward special case  
 $r_{\text{dist}}(D_\theta) = \mathbb{E}_{X \sim D_\theta} r_{\text{instance}}(X).$



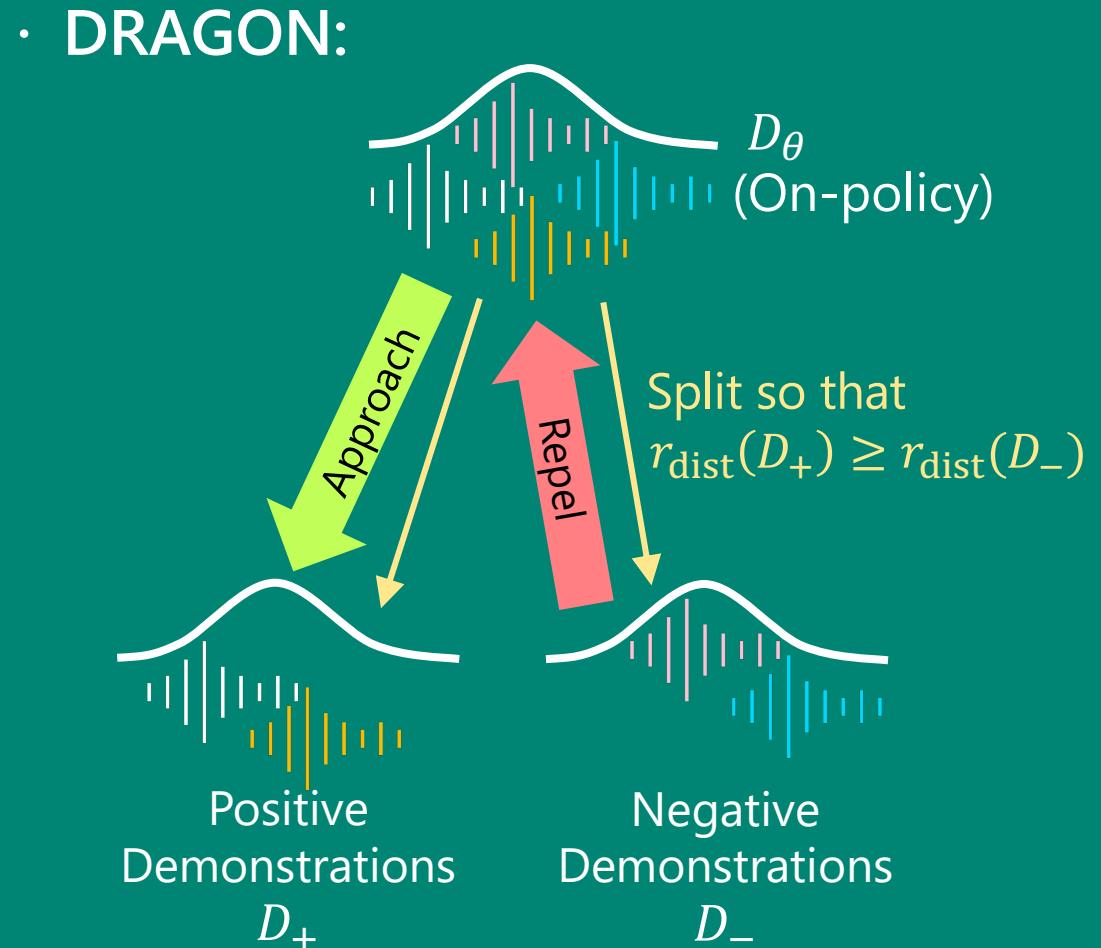
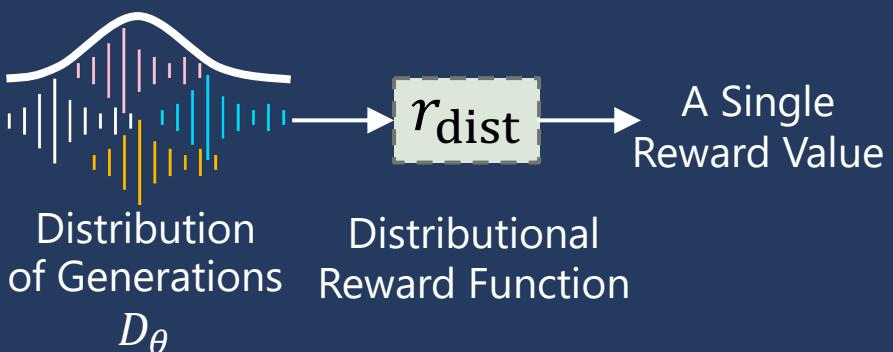
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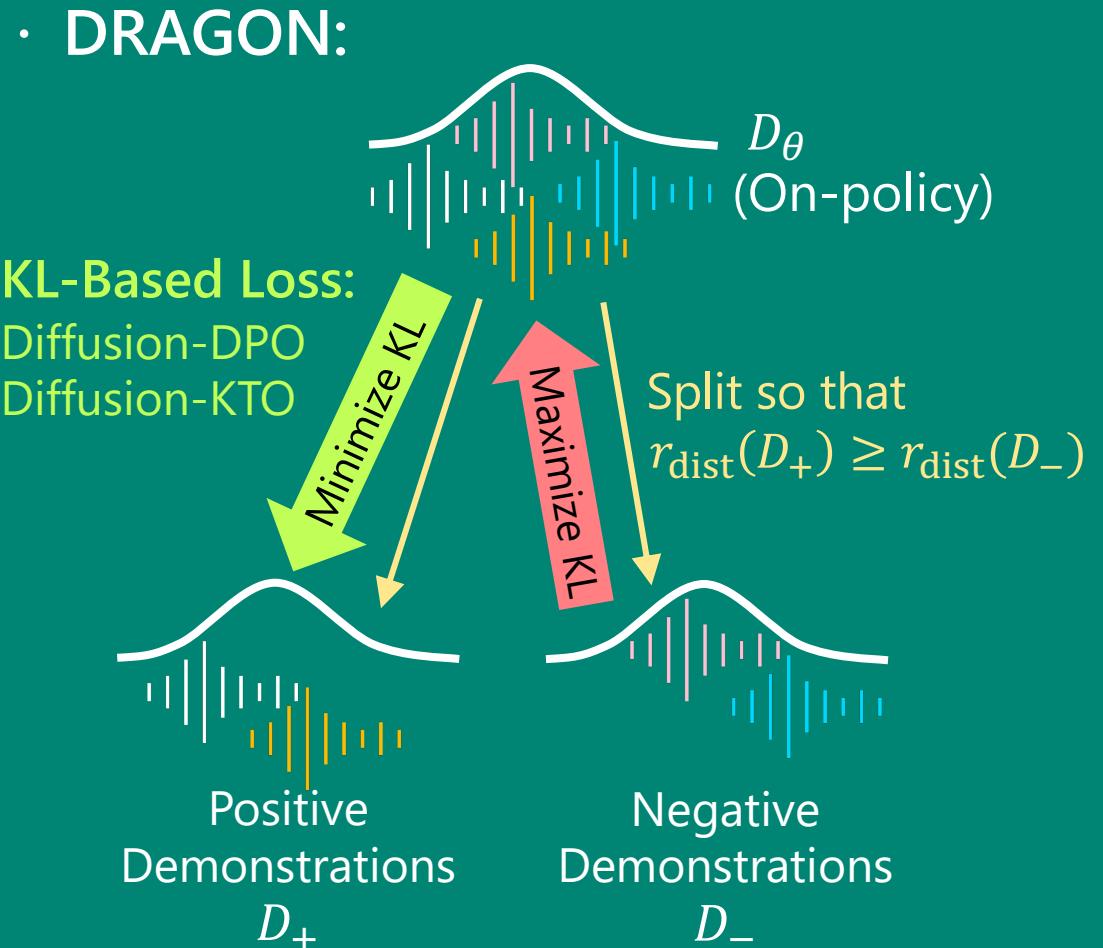
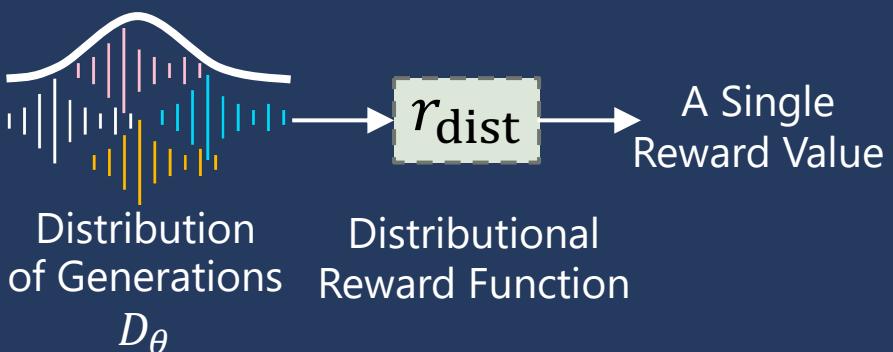
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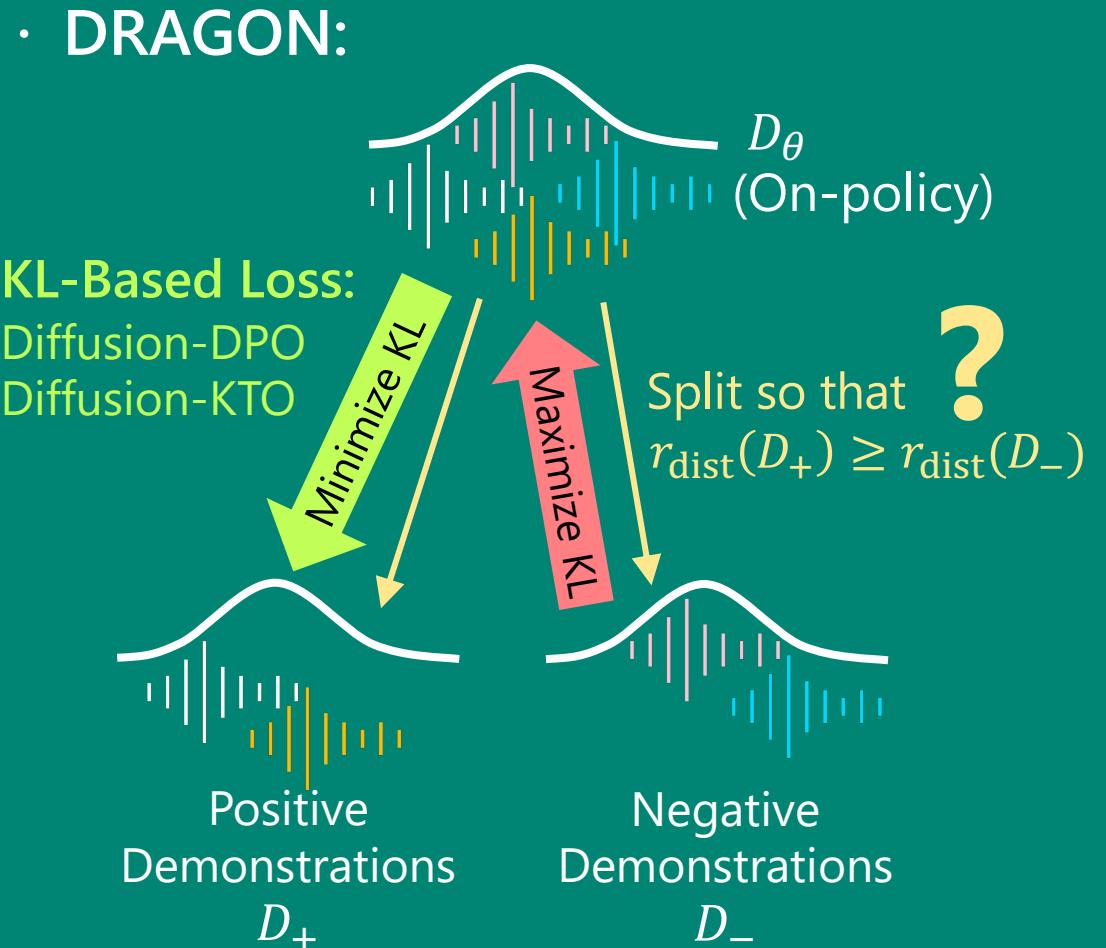
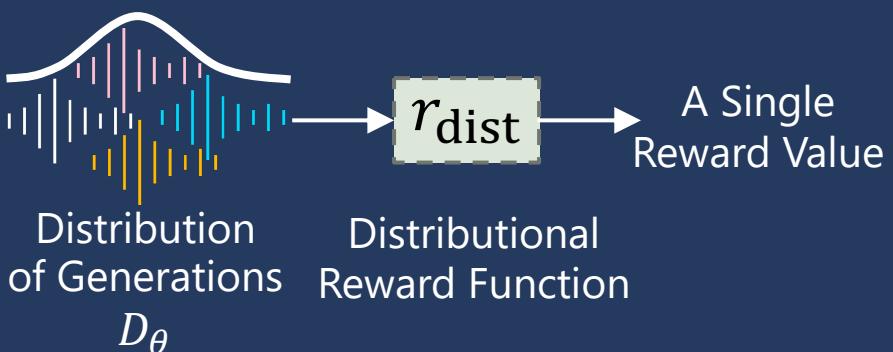
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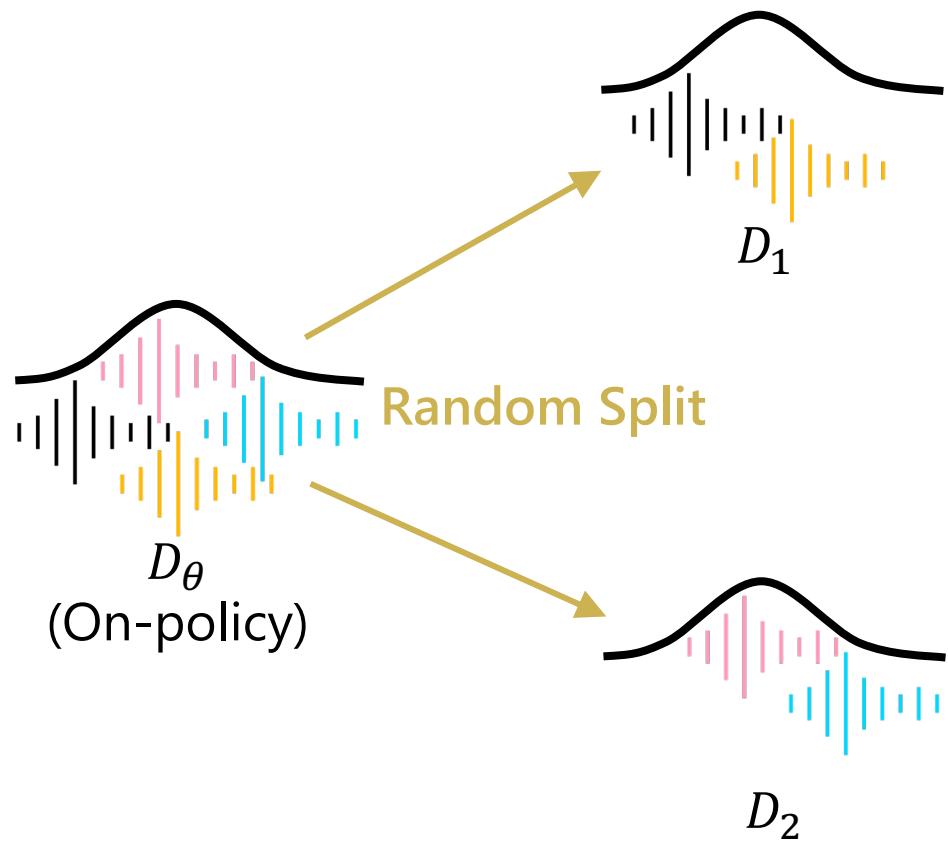
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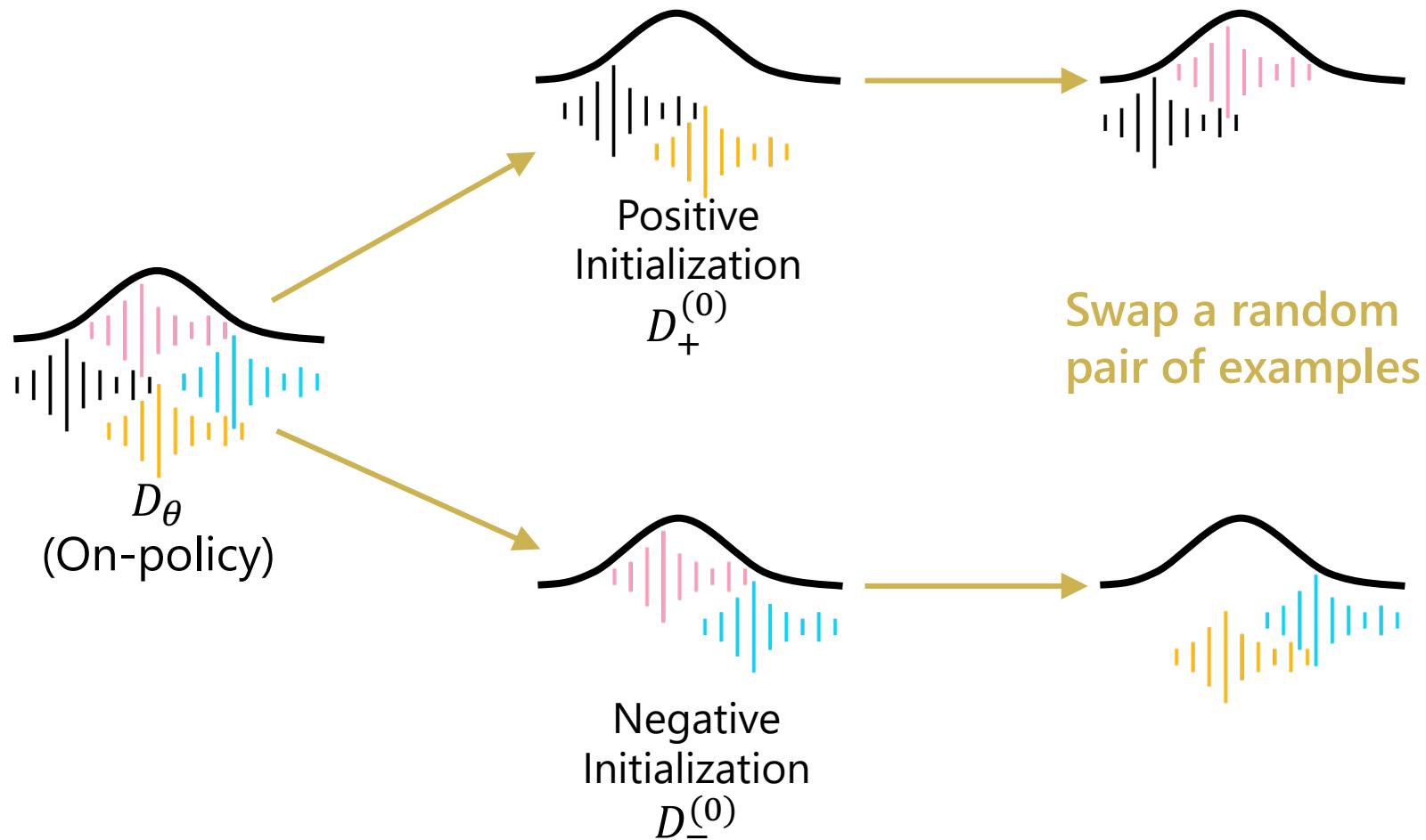
# Splitting into $D_+$ and $D_-$

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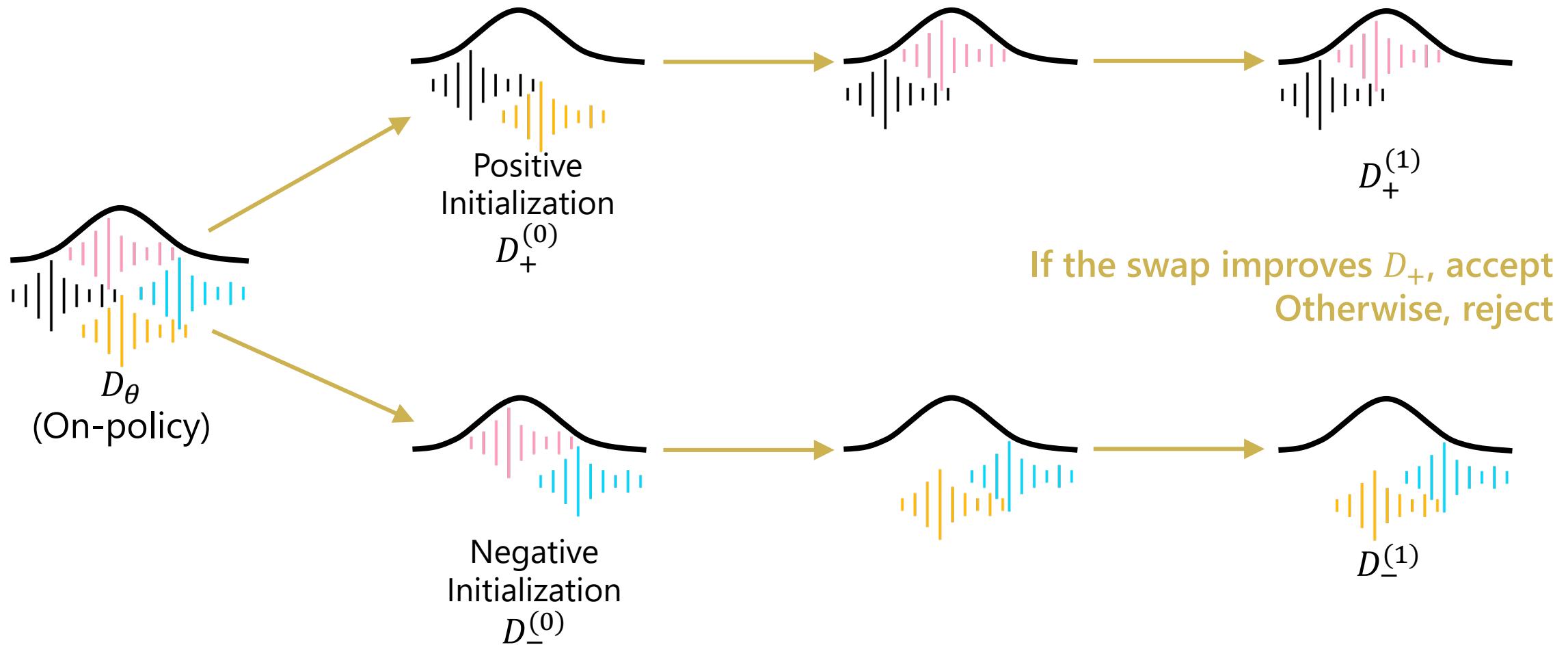
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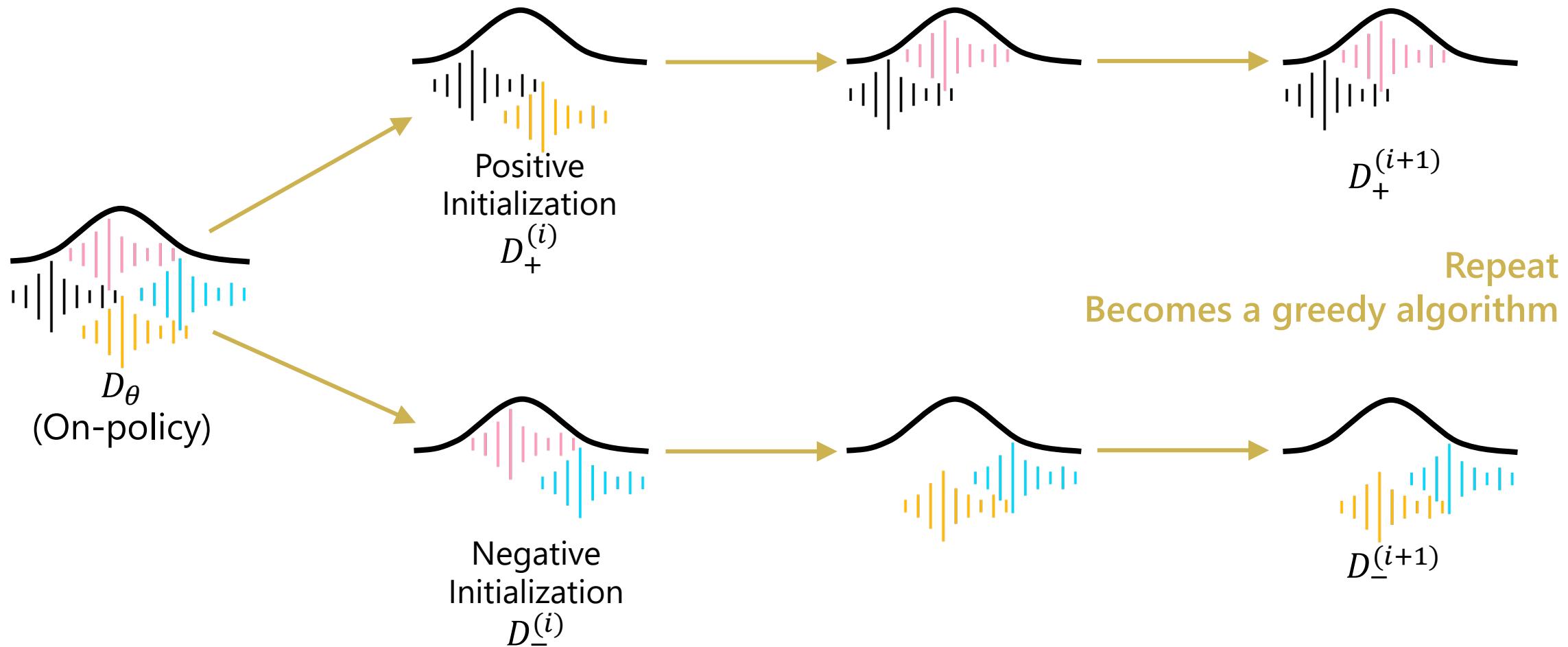
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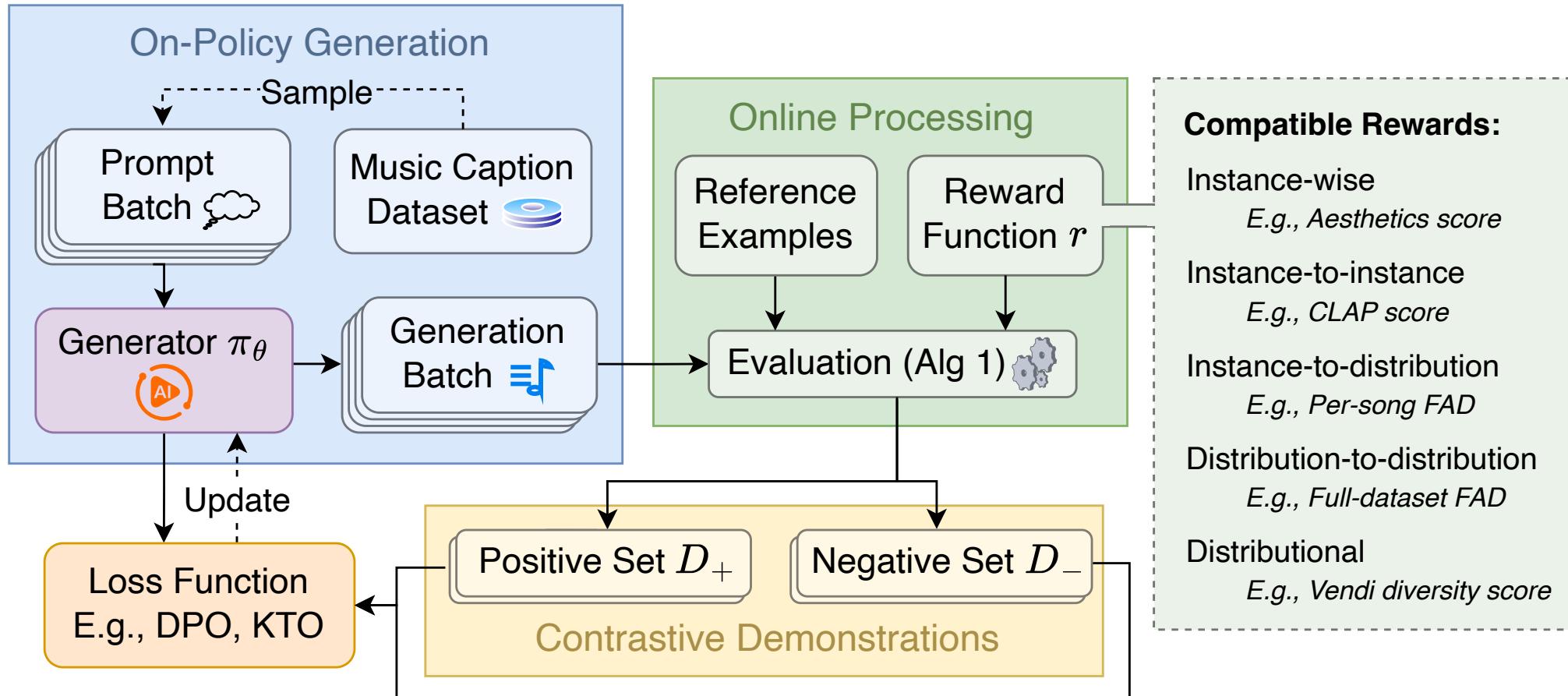


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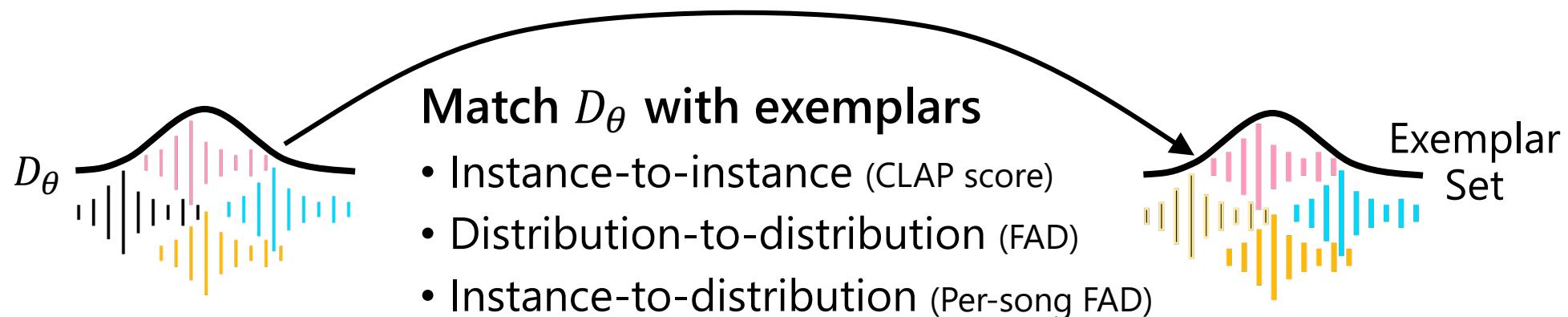
# DRAGON Workflow



# A New Way to Construct Rewards

---

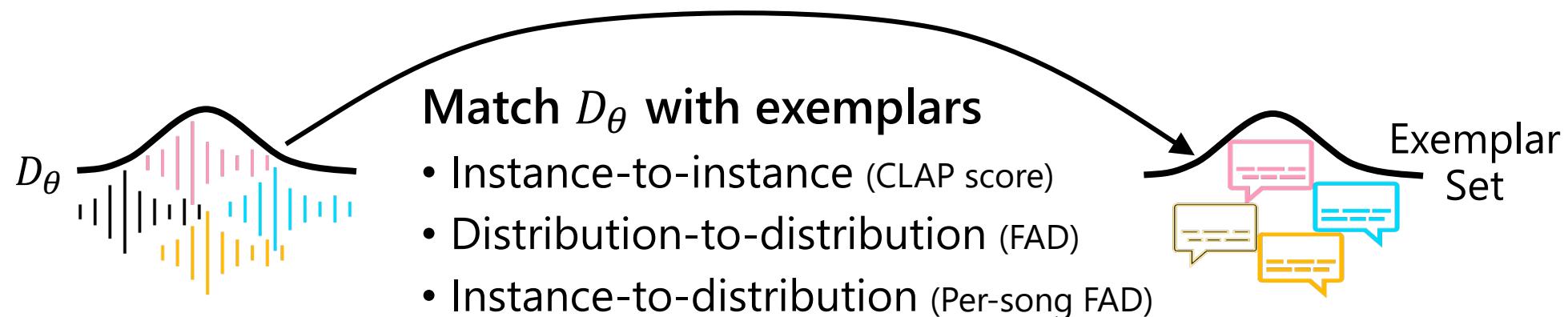
- Reward construction has been challenging for media generation.
  - Media is perceptive. Hard to use criteria-based rewards like LLM alignment.
  - Hard to gather high-quality large-scale preference annotations.
- Leveraging DRAGON's versatility, we construct exemplar-based rewards.
  - Exemplars: A set of high-quality music embeddings.



# A New Way to Construct Rewards

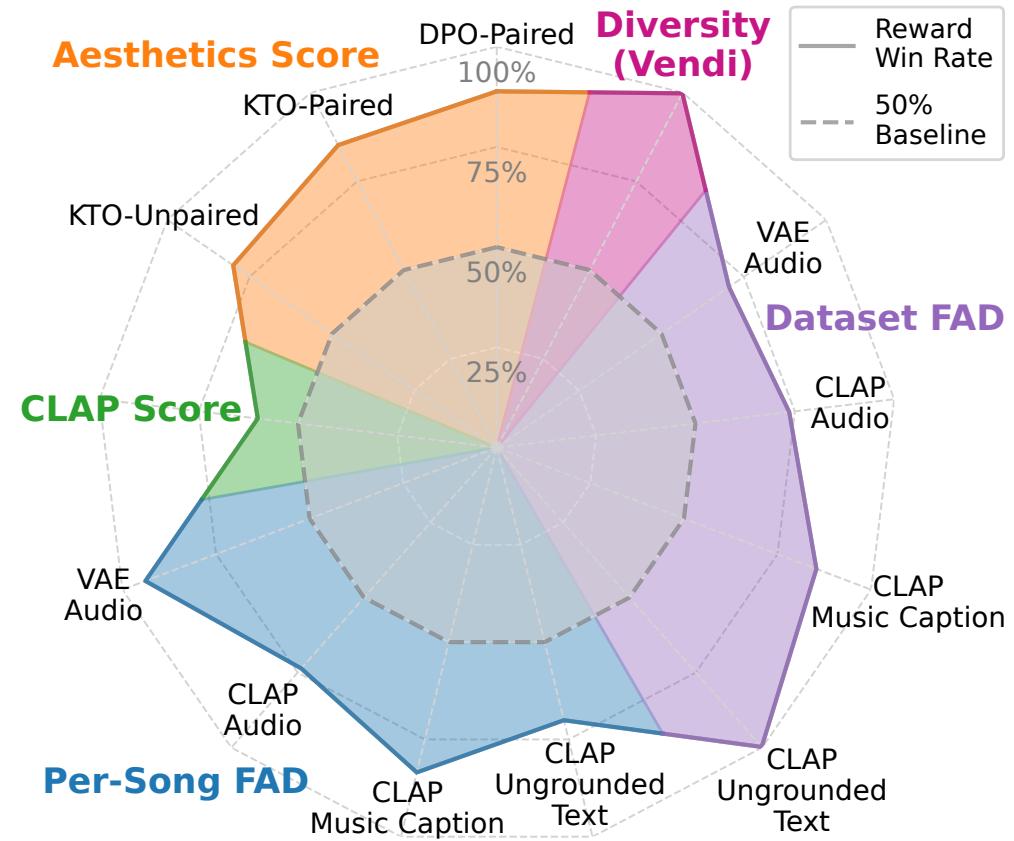
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- Leveraging DRAGON's versatility, we construct exemplar-based rewards.
  - Exemplars: A set of high-quality **text** (e.g., music captions, via cross-modal embedding spaces).



# Main Experiment Result

Each vertex considers a reward metric and reports the win rate of the DRAGON model optimized for the metric.



- Experiment results on optimizing a text-to-music diffusion model.
- Over 20 reward functions, DRAGON achieves an **81.45% win rate** on average.

# Human Listening Test

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- DRAGON-vs-Baseline binary comparison test.
  - 21 raters, each rate 20 random blinded pairs (420 total).

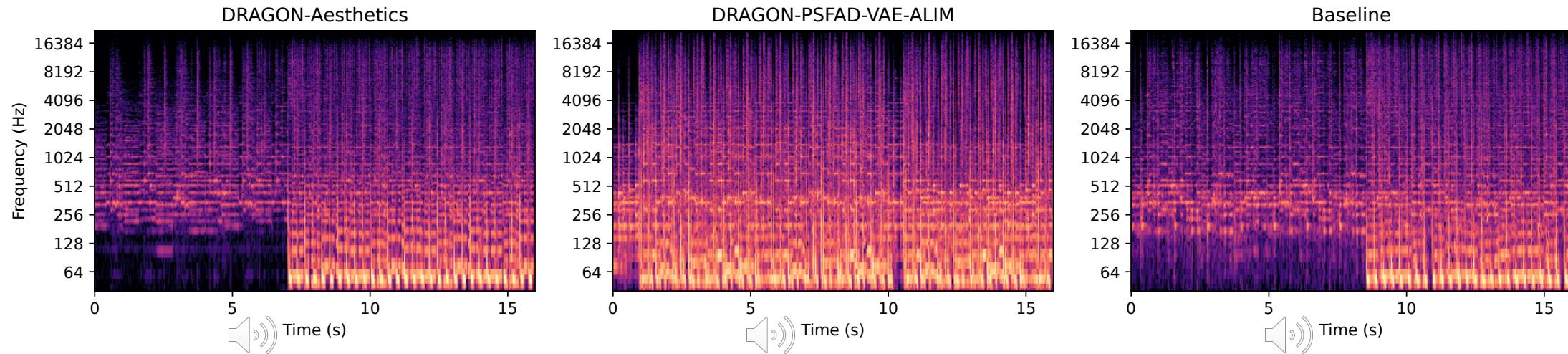


- Via exemplar sets, DRAGON improves human-perceived quality without human annotated preference dataset.

# Generation Examples

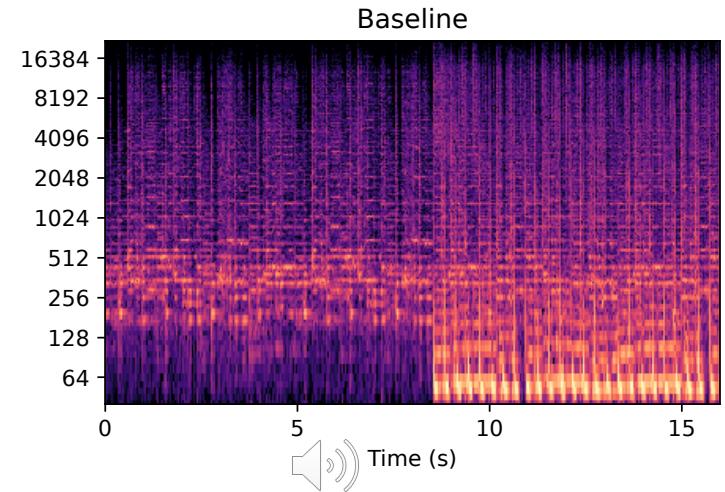
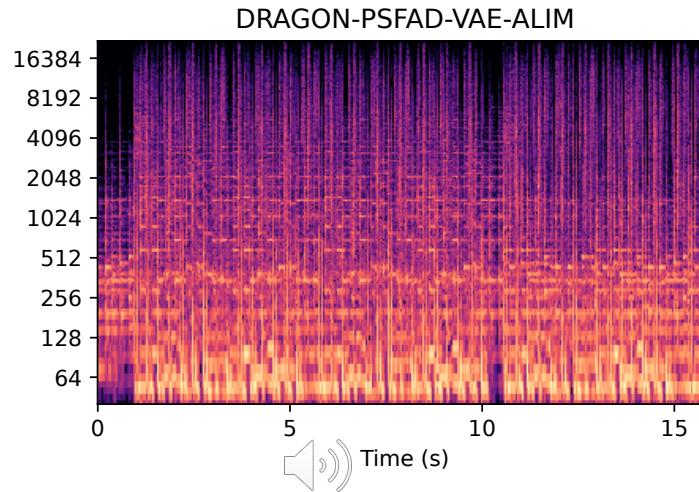
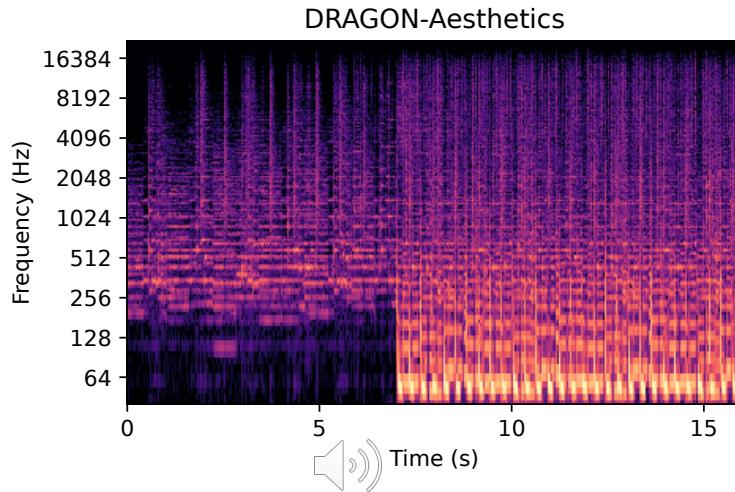
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Electro dance song to play in the pub to cheer up the crowd.

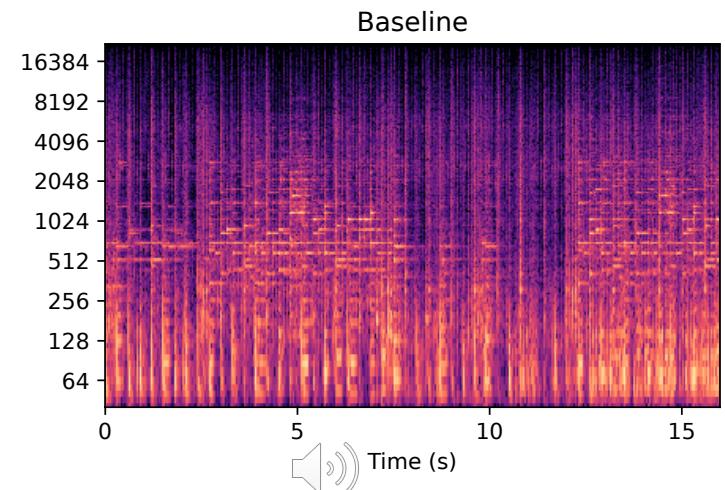
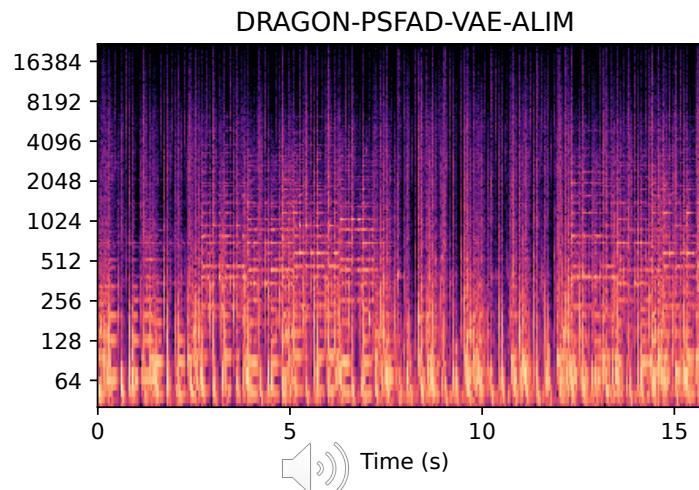
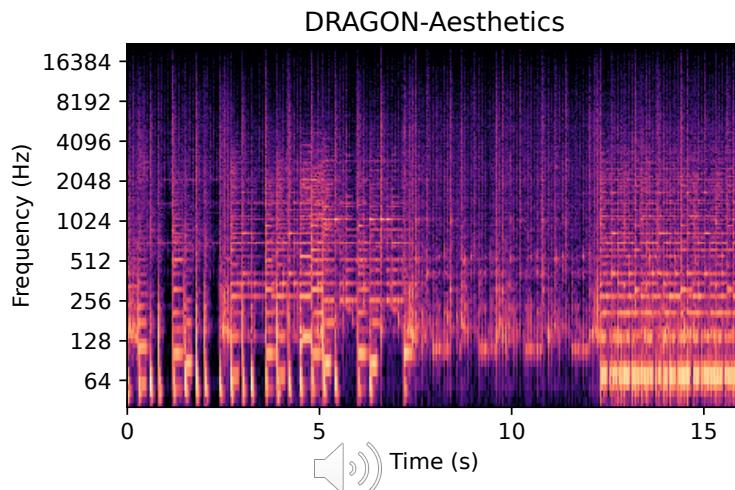


# Generation Examples

Electro dance song to play in the pub to cheer up the crowd.



a show stopping broadway musical opening number



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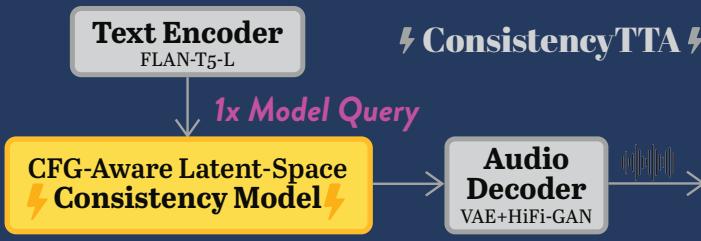
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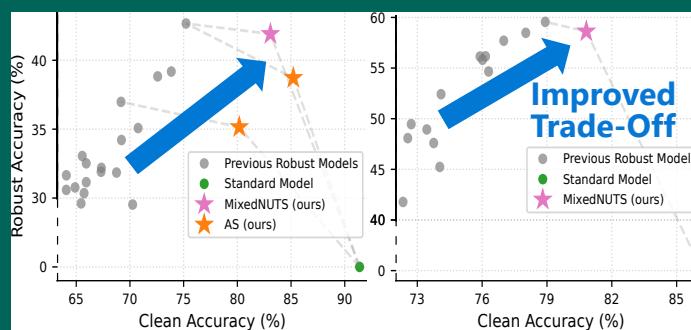
## Diffusion Models – Audio/Music Generation

- Distillation/Acceleration
- Reward Optimization



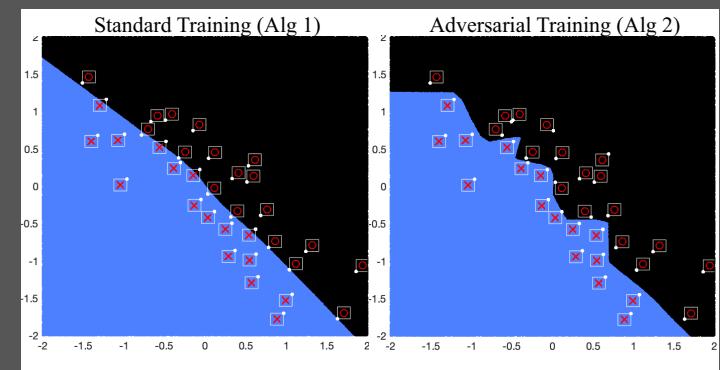
## ML Safety – Adversarial Robustness

- Accuracy-Robustness Balance



## Convex Optimization for Training Neural Nets

- Convex Training
- Convex Adversarial Training



# Summary

---

|                               | <b>Efficiency</b>   | <b>Reliability</b>  |
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| <b>Distributional Reward</b>  |   |   |

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| <b>Distributional Reward</b>  | <ul style="list-style-type: none"><li>• Exemplar-based reward</li></ul>                 | <ul style="list-style-type: none"><li>• Reward optimization on a distribution level</li><li>• Address the training objective mismatch</li></ul> |

# Next Steps

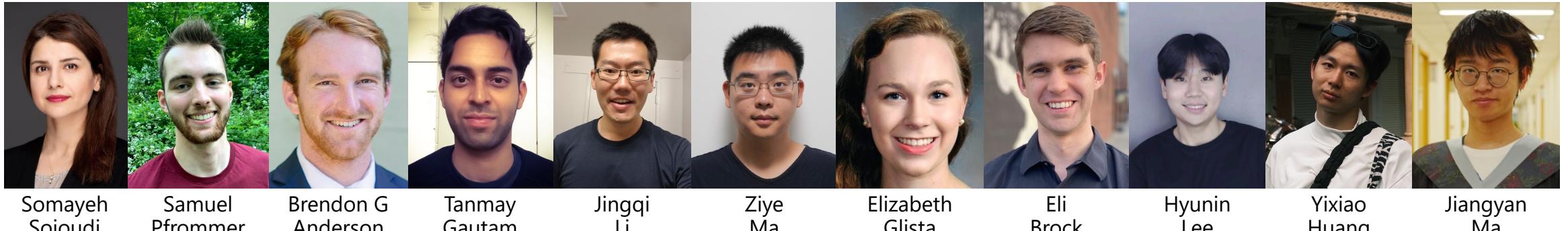
---

- **Efficient and Reliable Optimization for Deep Learning and Media Generation** in an industry setting.
  - Distillation + reward optimization for diffusion models.
  - Adversarial attack and defense with generative models.
  - Optimizing more fine-grained rewards for media generation (e.g., text adherence).
- Research scientist at the music generation team of  **ByteDance**.

# Thanks to my collaborators and peers!

---

- Somayeh group:



- Other research collaborators:



- Dissertation Committee:



- And many others!

# Publications Presented

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1. Practical Convex Formulation of Robust One-Hidden-Layer Neural Network Training.  
**Yatong Bai**, Tanmay Gautam, Yu Gai, Somayeh Sojoudi, in American Control Conference (ACC), 2022.
2. Efficient Global Optimization of Two-Layer ReLU Networks: Adversarial Training and Quadratic-time Algorithms.  
**Yatong Bai**, Tanmay Gautam, Somayeh Sojoudi, in *SIAM Journal on Mathematics of Data Science (SIMODS)* 5 (2), 446-474, 2023.
3. Mixing Classifiers to Alleviate the Accuracy-Robustness Trade-Off.  
**Yatong Bai**, Brendon G. Anderson, Somayeh Sojoudi, in *Annual Learning for Dynamics & Control Conference (L4DC)*, 2024.
4. Improving the Accuracy-Robustness Trade-Off of Classifiers via Adaptive Smoothing.  
**Yatong Bai**, Brendon G. Anderson, Aerin Kim, Somayeh Sojoudi, in *SIAM Journal on Mathematics of Data Science (SIMODS)* 6 (3), 2024.
5. MixedNUTS: Training-Free Accuracy-Robustness Balance via Nonlinearly Mixed Classifiers.  
**Yatong Bai**, Mo Zhou, Vishal M. Patel, Somayeh Sojoudi, in *Transactions on Machine Learning Research (TMLR)*, 2024.
6. ConsistencyTTA: Accelerating Diffusion-Based Text-to-Audio Generation with Consistency Distillation.  
**Yatong Bai**, Trung Dang, Dung Tran, Kazuhito Koishida, and Somayeh Sojoudi, in *INTERSPEECH*, 2024.
7. DRAGON: Distributional Rewards Optimize Diffusion Generative Models.  
**Yatong Bai**, Jonah Casebeer, Somayeh Sojoudi, Nicholas J. Bryan, under submission.