

# Adversarial Variational Optimization of Non-Differentiable Simulators

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In this note, ... [GL: todo.]

## I. INTRODUCTION

[GL: Prescribed vs. implicit. See case of non-diff models in Balaji et al.]

## II. PROBLEM STATEMENT

Consider a family of conditional densities  $p(\mathbf{x}|\theta)$  defined implicitly through the simulation of a stochastic generative process, where  $\mathbf{x} \in \mathbb{R}^d$  is the observed data and  $\theta$  are the parameters of interest. The simulation may involve some complicated latent process, such that

$$p(\mathbf{x}|\theta) = \int p(\mathbf{x}|\mathbf{z}, \theta) p(\mathbf{z}) d\mathbf{z} \quad (1)$$

where  $\mathbf{z} \in \mathbb{R}^m$  is a latent variable providing an external source of randomness.

We assume that we already have an accurate simulation of the stochastic process underlying  $p(\mathbf{x}|\mathbf{z}, \theta)$ , specified as a function  $g(\cdot; \theta) : \mathbb{R}^m \rightarrow \mathbb{R}^d$ . That is,

$$p(\mathbf{x}|\theta) = \frac{\partial}{\partial x_1} \dots \frac{\partial}{\partial x_d} \int_{\{\mathbf{z}: g(\mathbf{z}; \theta) \leq \mathbf{x}\}} p(\mathbf{z}) d\mathbf{z}. \quad (2)$$

In particular, the simulator  $g$  is assumed to be a non-invertible function, that can only be used to generate data in forward mode. For this reason, evaluating the integral in Eqn. 2 is intractable. Importantly, and as increasingly found in science, we consider the additional constraint that  $g$  is a non-differentiable model, e.g. as specified by computer program.

Given some observed data  $\{\mathbf{x}_i | i = 1, \dots, N\}$ , our goal is the inference of the parameters of interest  $\theta^*$  that max-

imize the (marginal) log-likelihood of the observations:

$$\theta^* = \arg \max_{\theta} \sum_i \log p(\mathbf{x}_i | \theta). \quad (3)$$

[GL: Or rather, define the goal as the minimization of a divergence?]

## III. METHOD

### A. Variational optimization

### B. Generative adversarial networks

### C. Adversarial variational optimization

## IV. EXPERIMENTS

### A. Toy problem

### B. Physics example

## V. RELATED WORKS

[GL: Implicit generative models.] [GL: ABC.] [GL: carl [1].] [GL: Wood's papers.] [GL: CMA-ES.]

## VI. SUMMARY

## ACKNOWLEDGMENTS

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[1] CRANMER, K., PAVEZ, J., AND LOUPPE, G. Approximat-

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