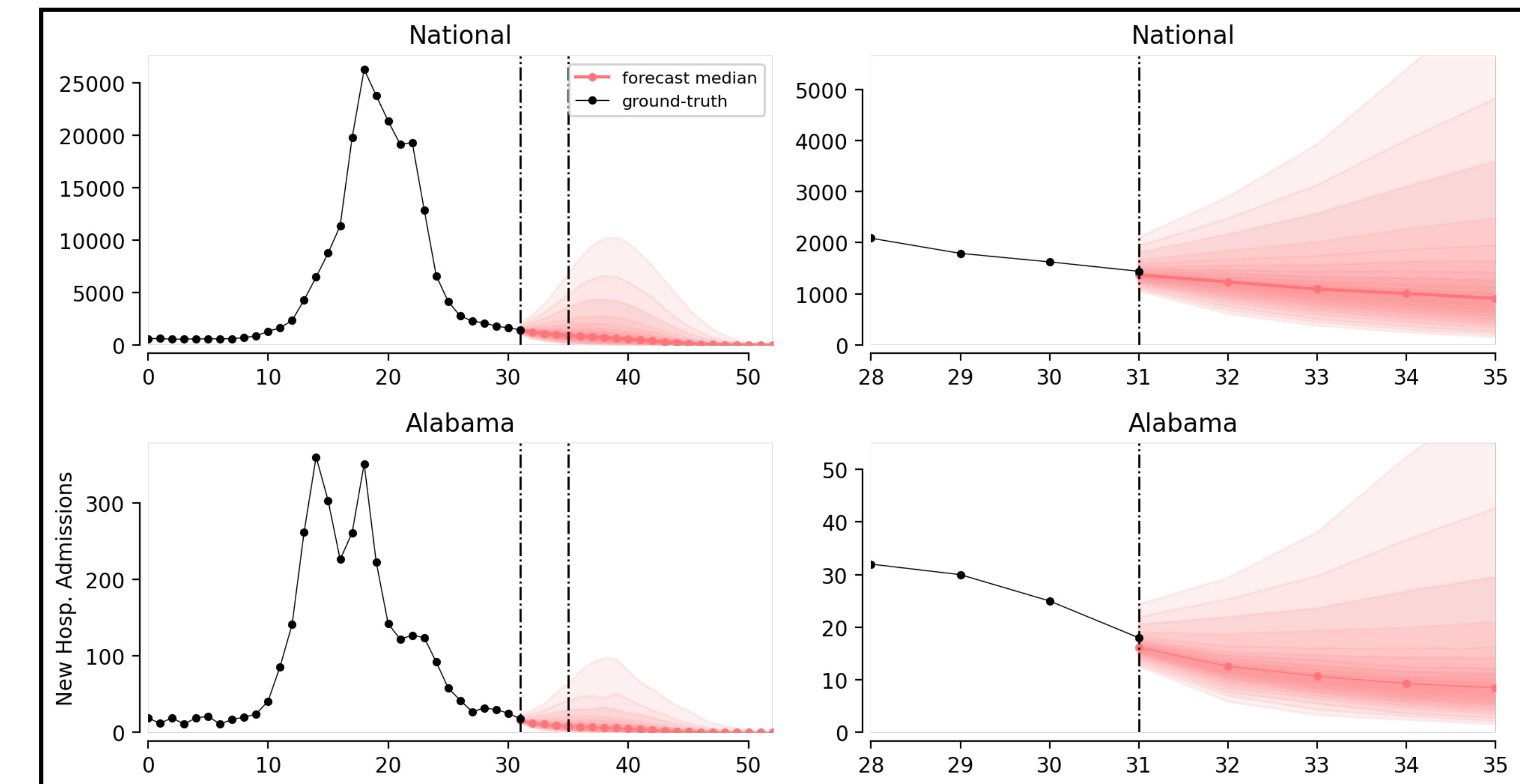


INFLUPAINT: GENERATIVE ARTIFICIAL INTELLIGENCE TO FORECAST SEASONAL INFLUENZA IN THE U.S.

JOSEPH LEMAITRE, JESS K. EDWARDS, JUSTIN LESSLER



THE UNIVERSITY
of NORTH CAROLINA
at CHAPEL HILL

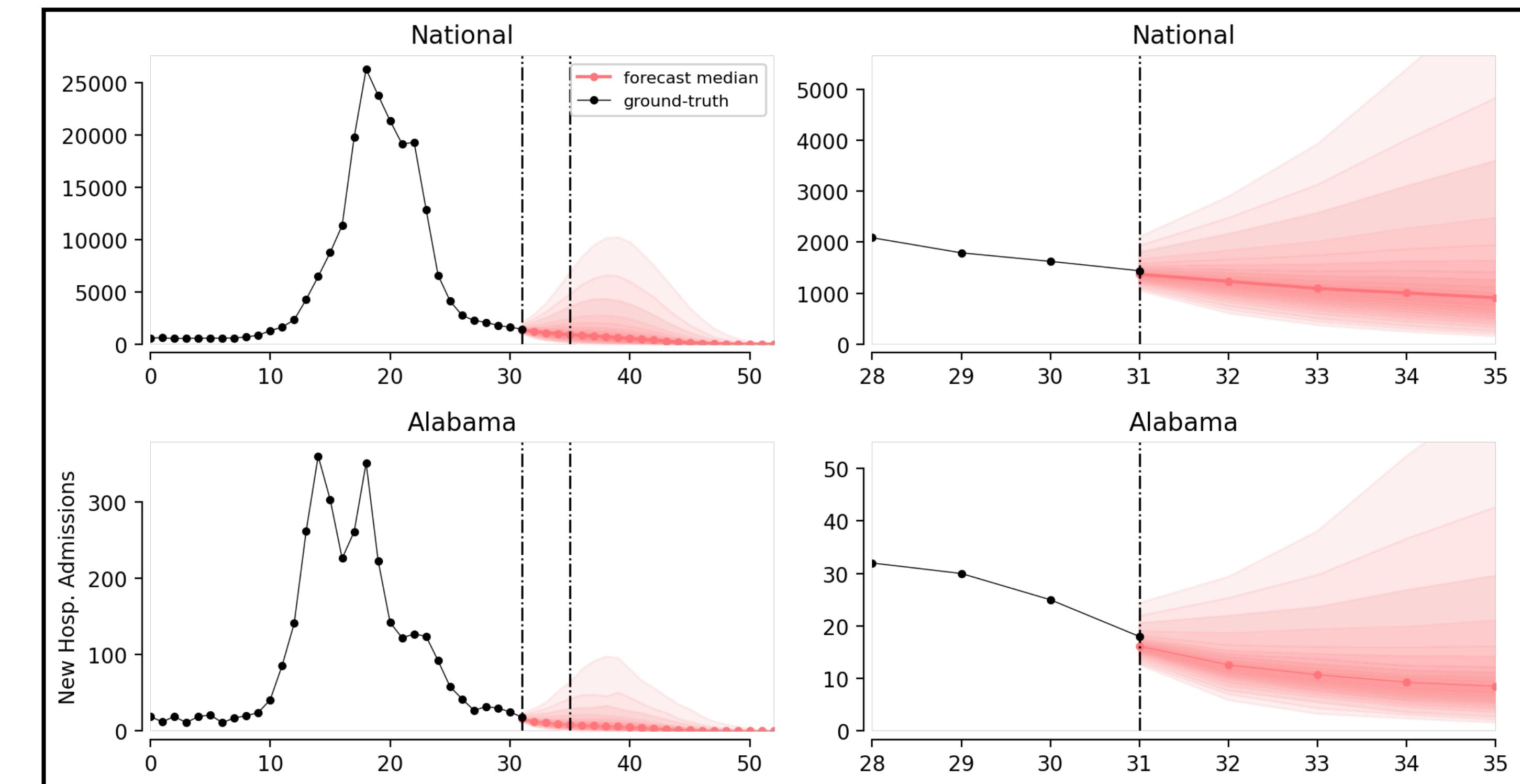
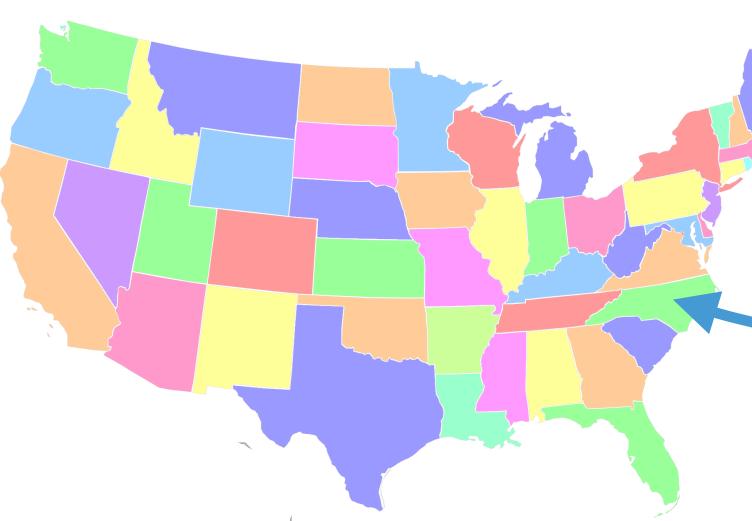


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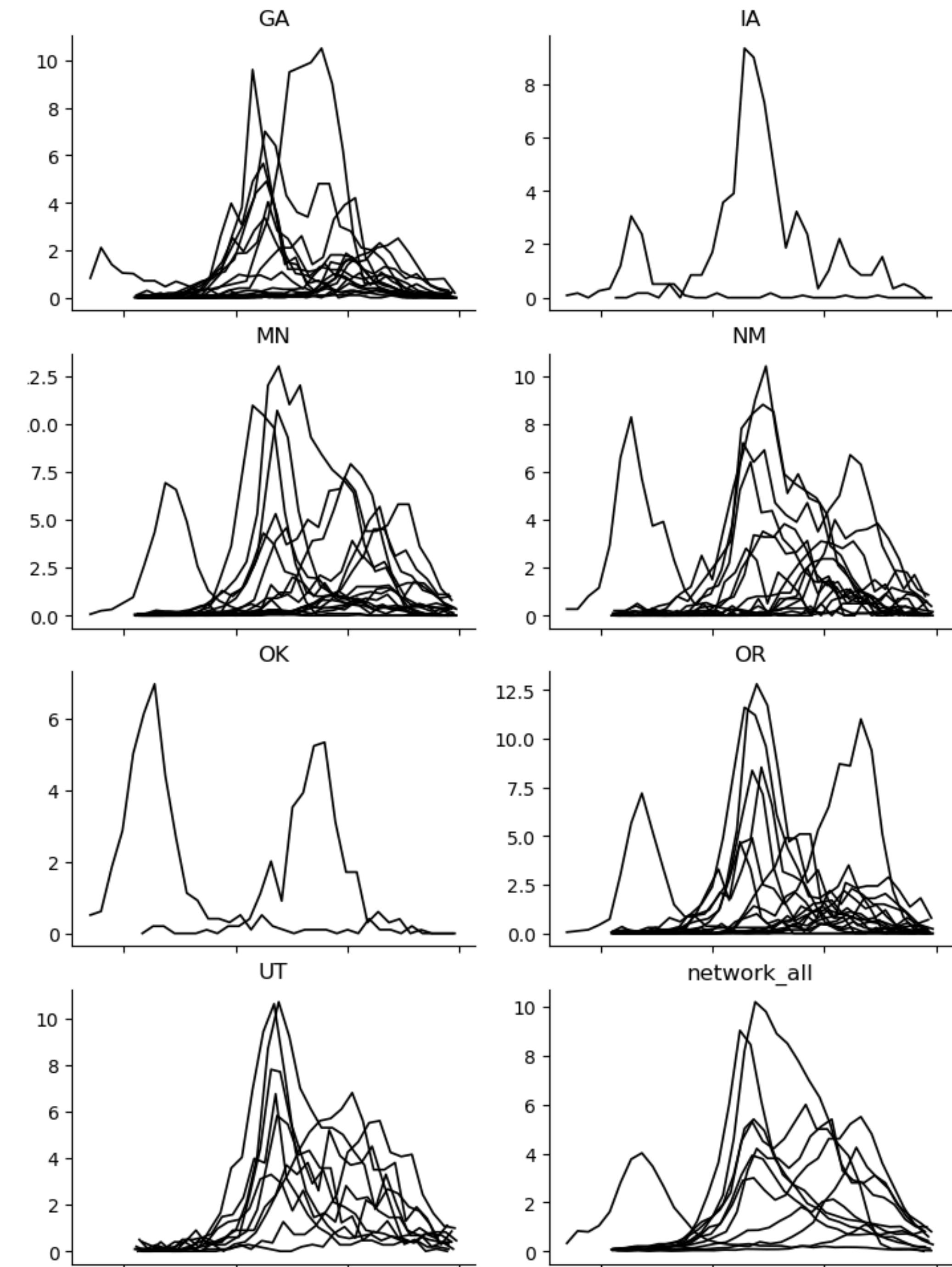
BROADER GOALS

A. Produce forecasts of infectious disease transmission that reflect the diversity of the observed patterns

- How many “modes” has the FluSurv data →

B. Build hybrid statistical/mechanistic models

- So flexible statistical modeling framework



DEEP GENERATIVE AI MODELING

- **Generative models:** generate new data; builds a representation of the data generating process
- Denoising Diffusion Probabilistic Models (DDPM) provide high-quality samples with **good diversity and mode coverage** (no mode collapse like GANs).

Think DALL-E 2 🎨

- Other methods: variational autoencoders (VAE), autoregressive models (ARM), generative adversarial networks (GAN)

$$\underbrace{\Pr(\theta|x)}_{\text{posterior}} = \frac{\overbrace{\Pr(x|\theta)}^{\text{likelihood}} \overbrace{\Pr(\theta)}^{\text{prior}}}{\Pr(x)}$$

Very useful

Denoising Diffusion Probabilistic Models

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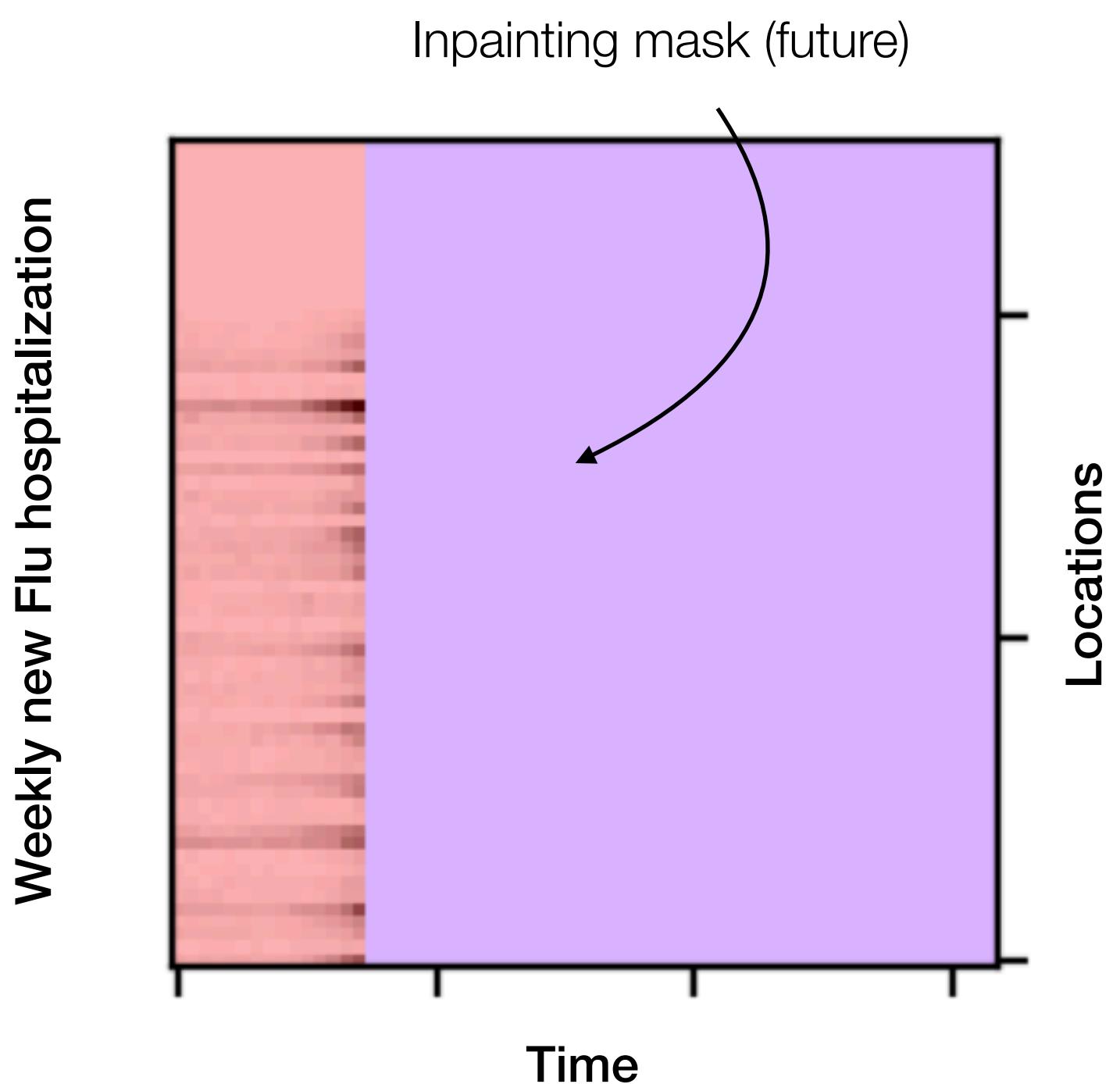
Diffusion Models Beat GANs on Image Synthesis

Prafulla Dhariwal*
OpenAI
prafulla@openai.com

Alex Nichol*
OpenAI
alex@openai.com

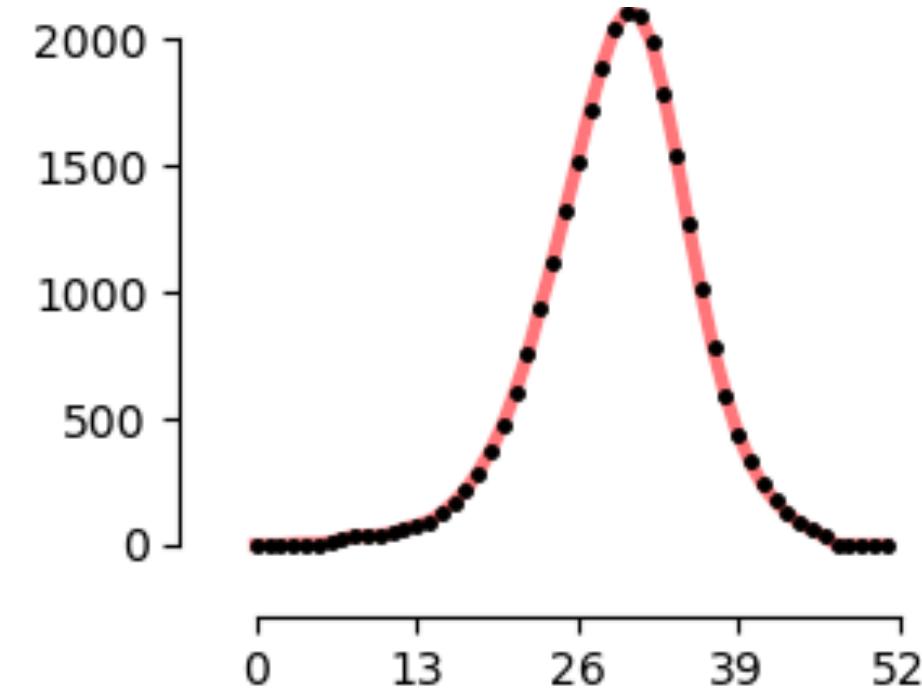
DEEP GENERATIVE AI MODELING

- We **treat influenza epidemic curves as images** (axes are time and location, pixel value is e.g incident hospitalization). We generate epidemic trajectories using a DDPM...



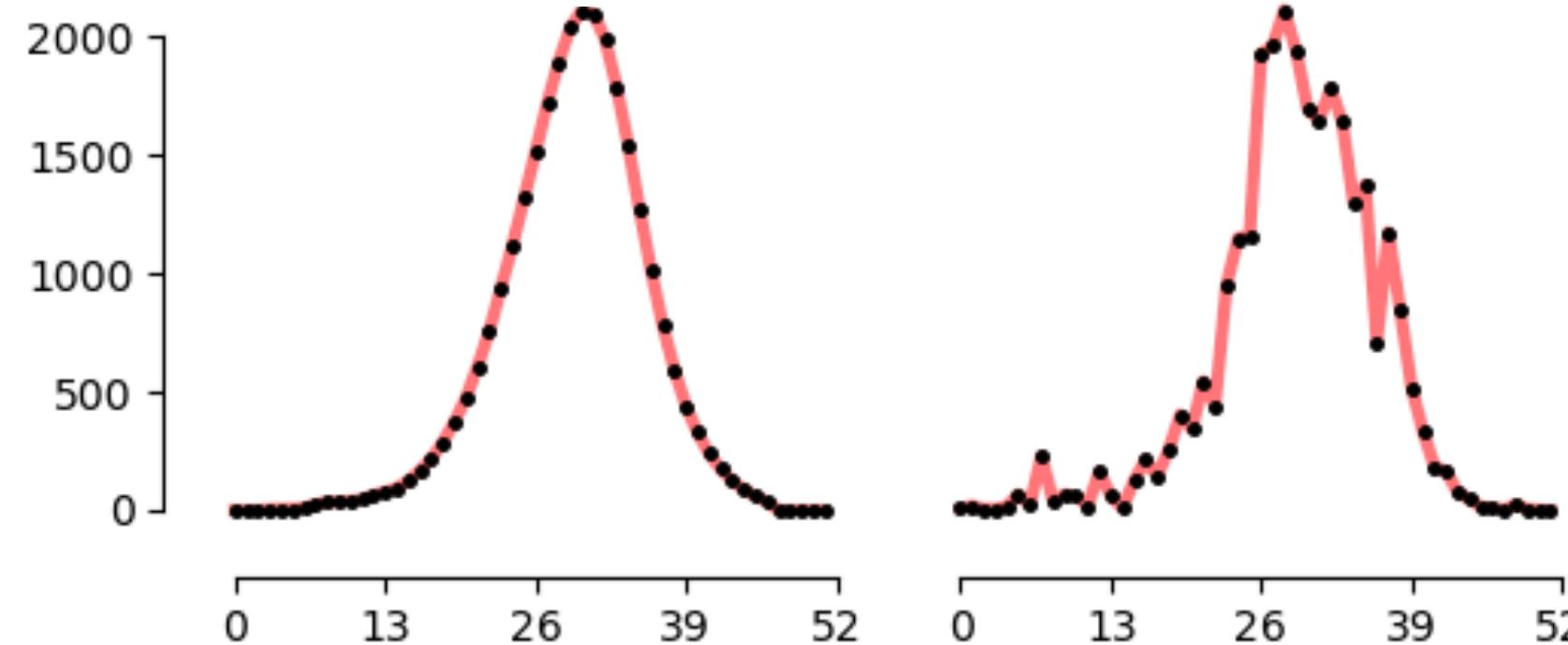
 DENOISING DIFFUSION PROBABILISTIC MODELS 101

Pure signal

 “diffusion time” 

DENOISING DIFFUSION PROBABILISTIC MODELS 101

Pure signal

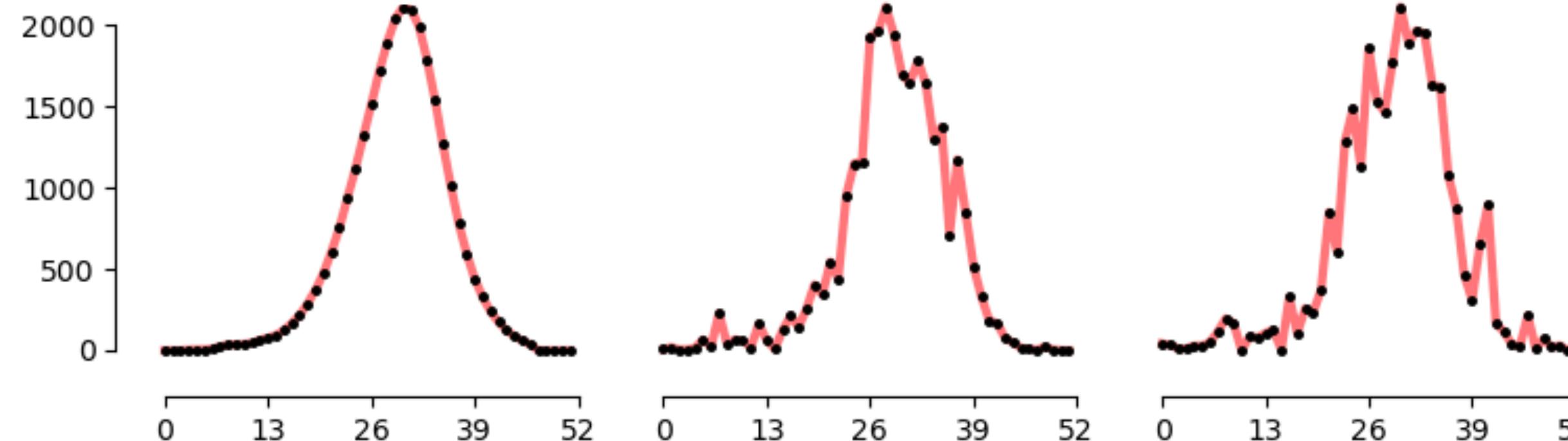


“diffusion time”



 DENOISING DIFFUSION PROBABILISTIC MODELS 101

Pure signal



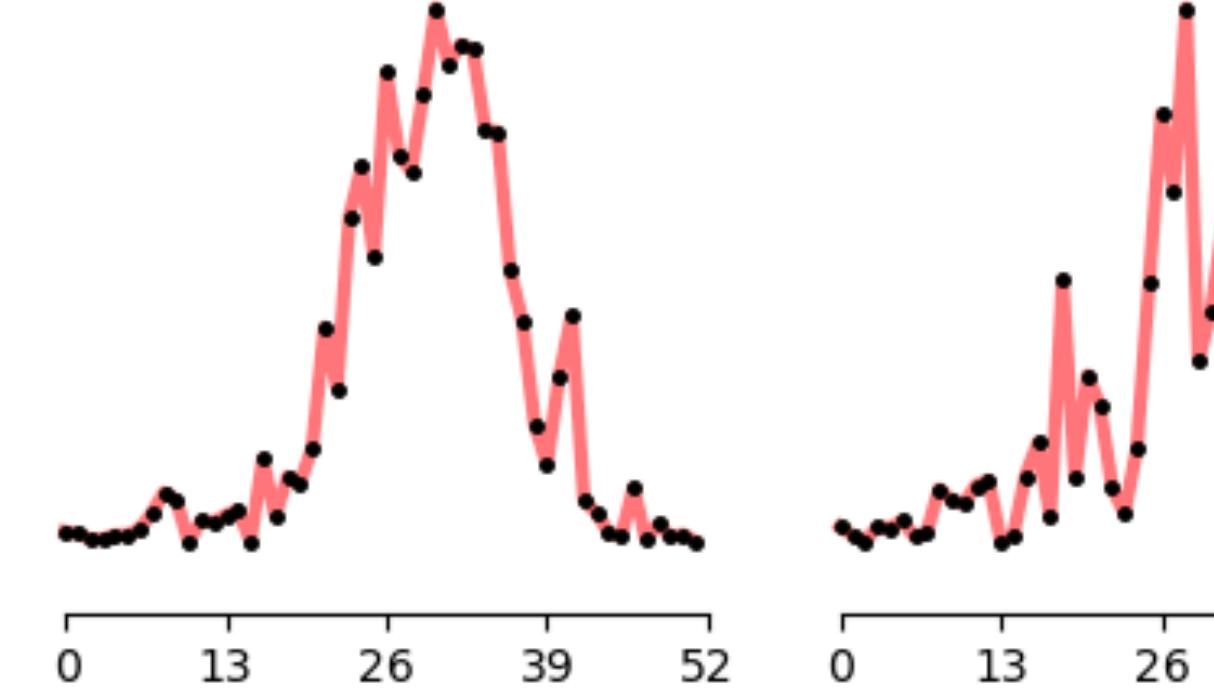
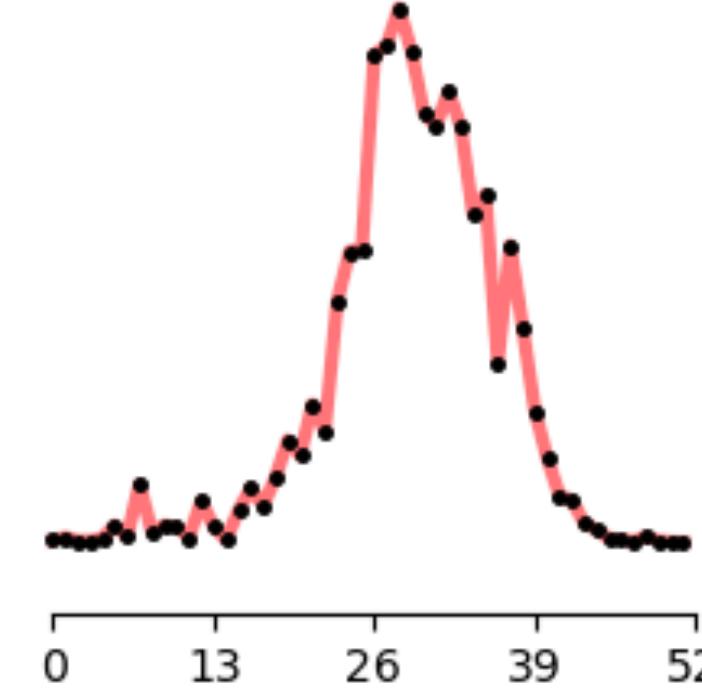
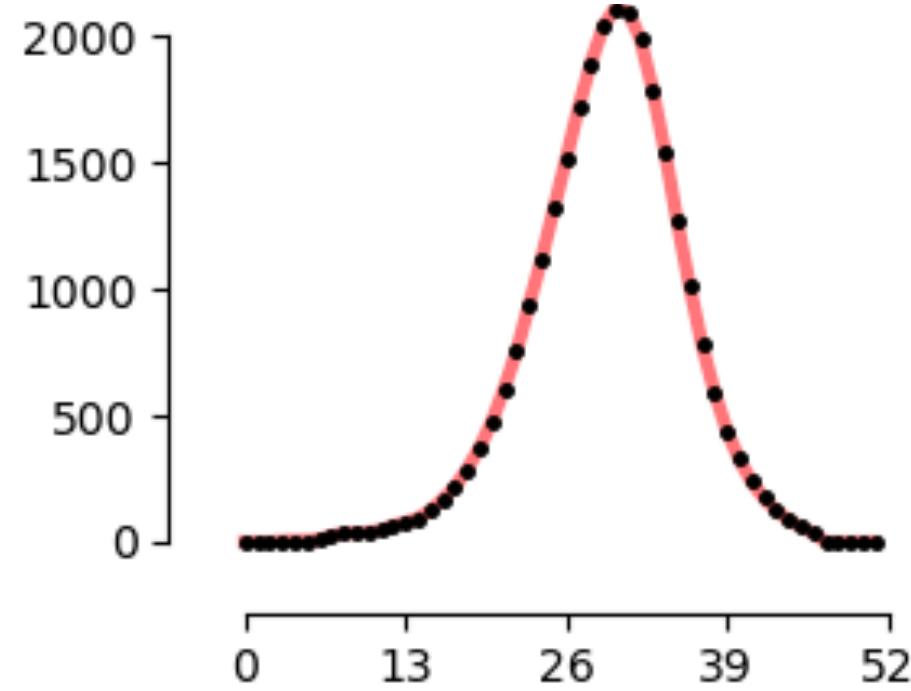
“diffusion time”



DENOISING DIFFUSION PROBABILISTIC MODELS 101

$$q(\mathbf{x}_t \mid \mathbf{x}_{t-1})$$

Pure signal

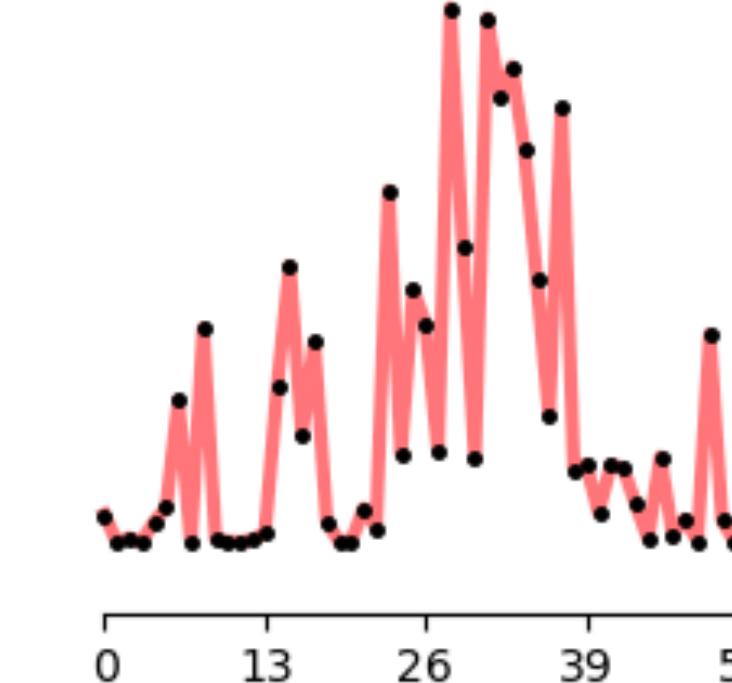
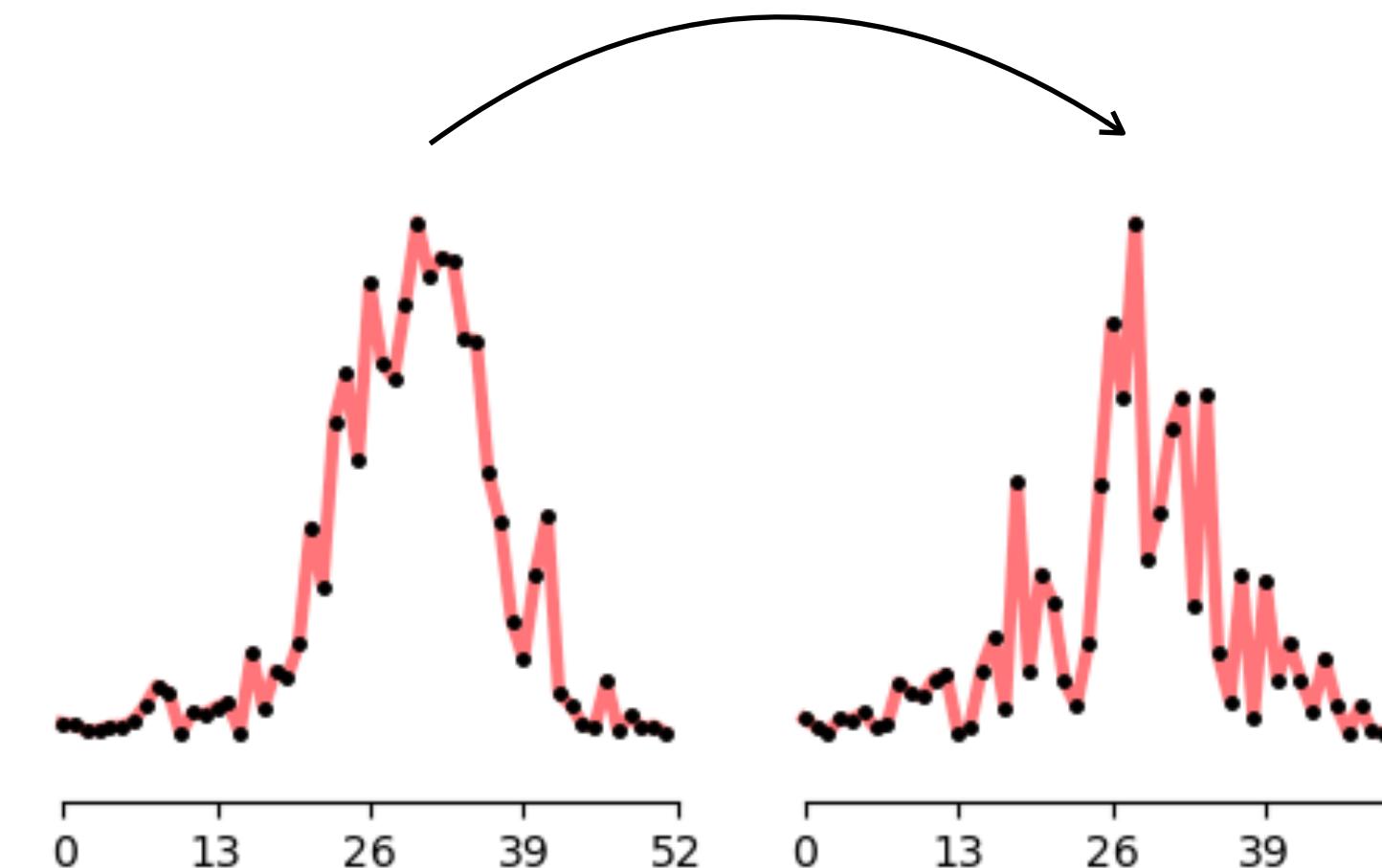
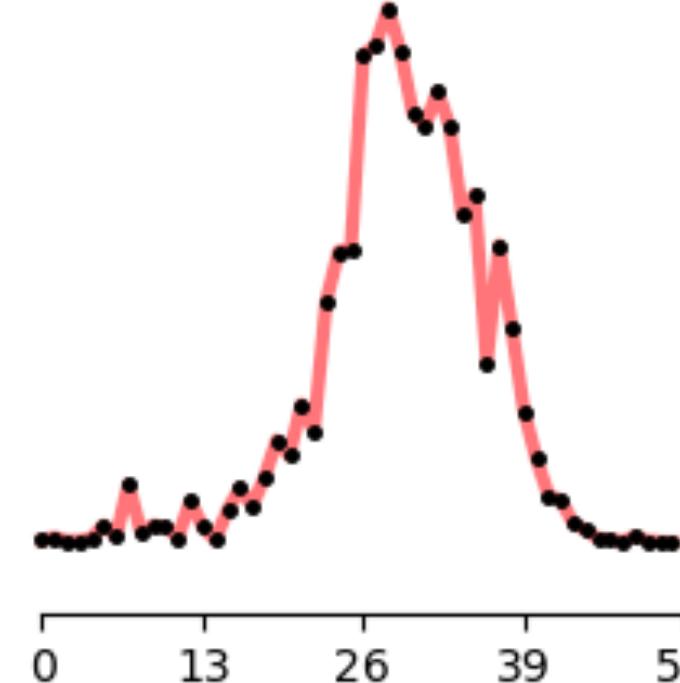
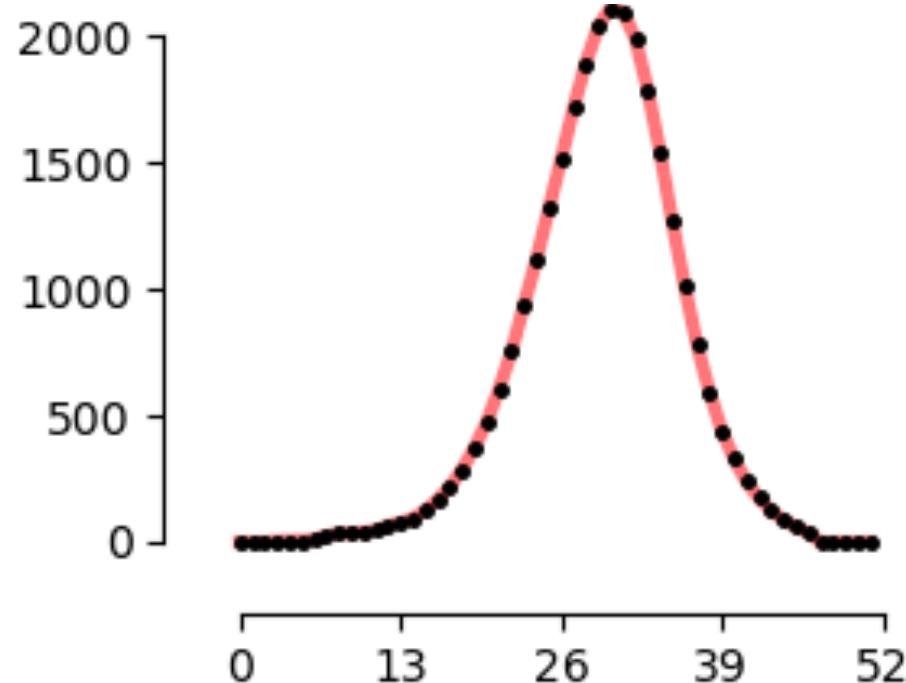


“diffusion time”

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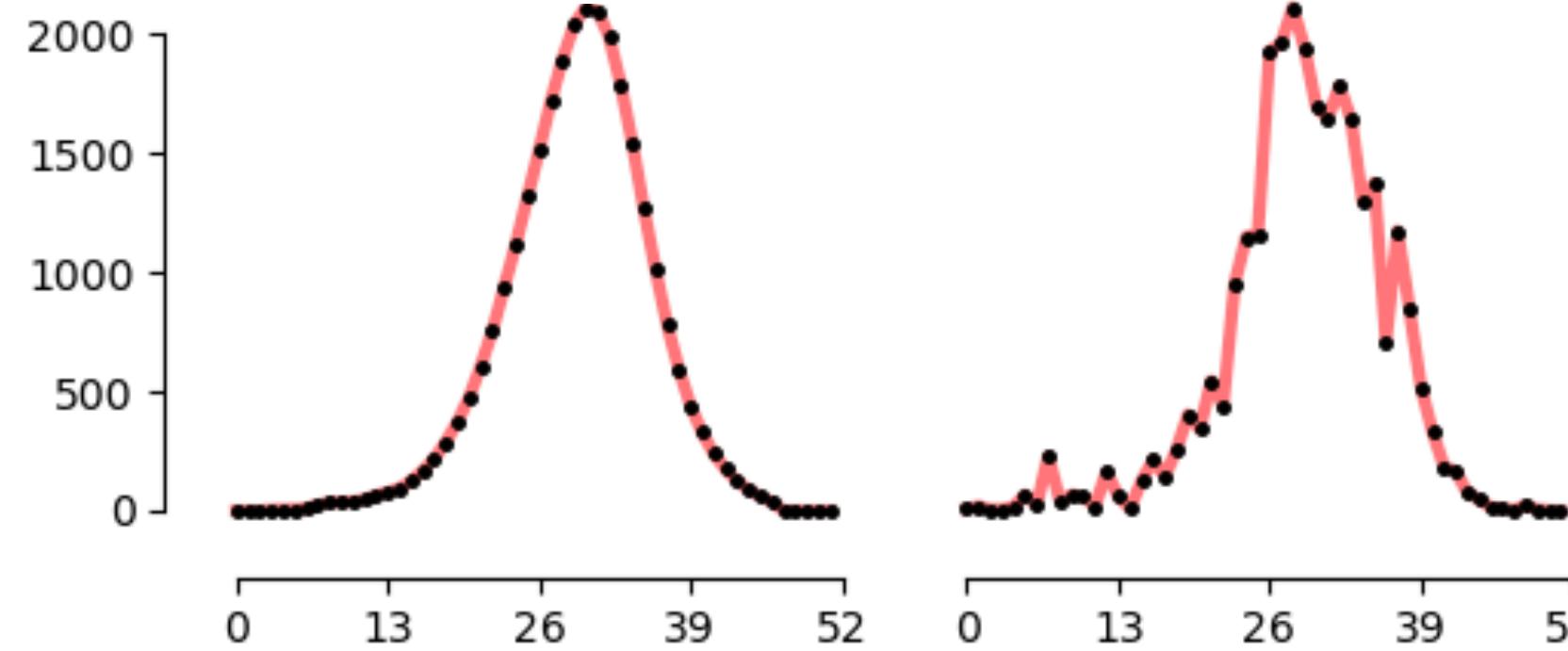


“diffusion time”

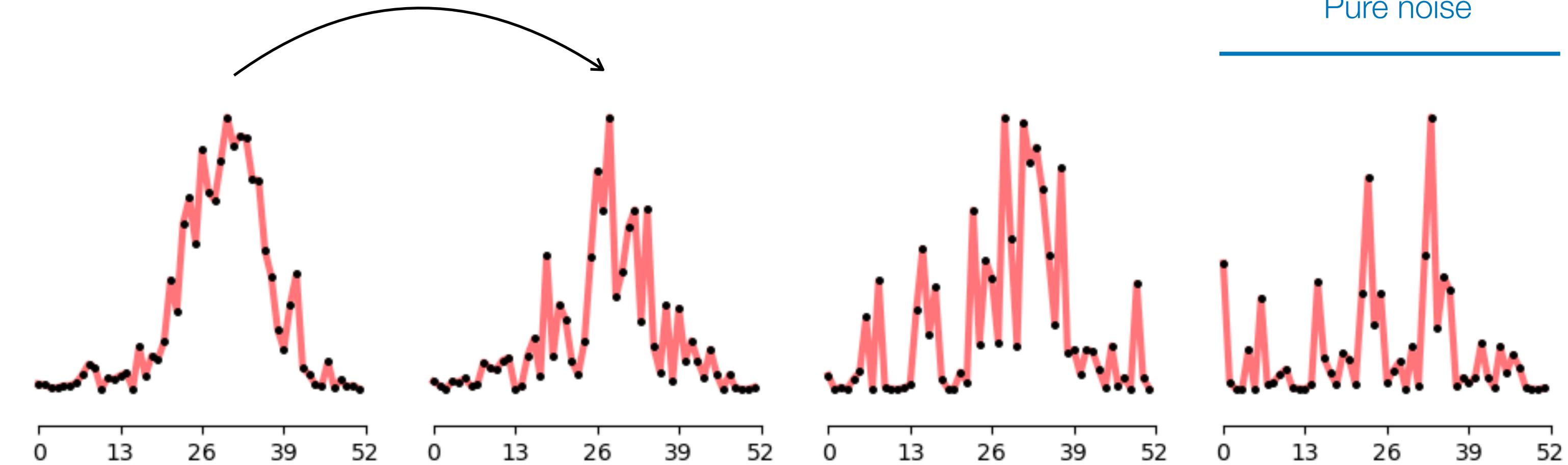
DENOISING DIFFUSION PROBABILISTIC MODELS 101

$$q(\mathbf{x}_t \mid \mathbf{x}_{t-1})$$

Pure signal



Pure noise

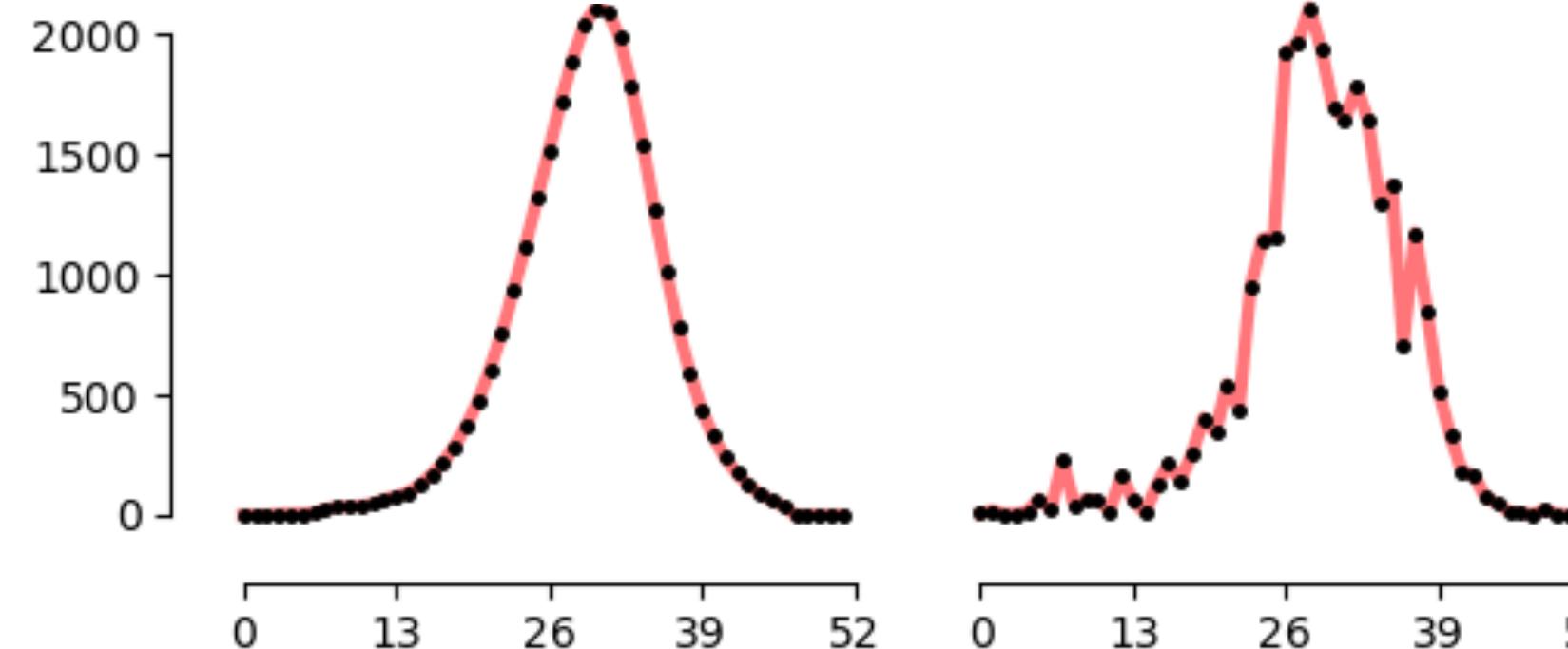


“diffusion time”

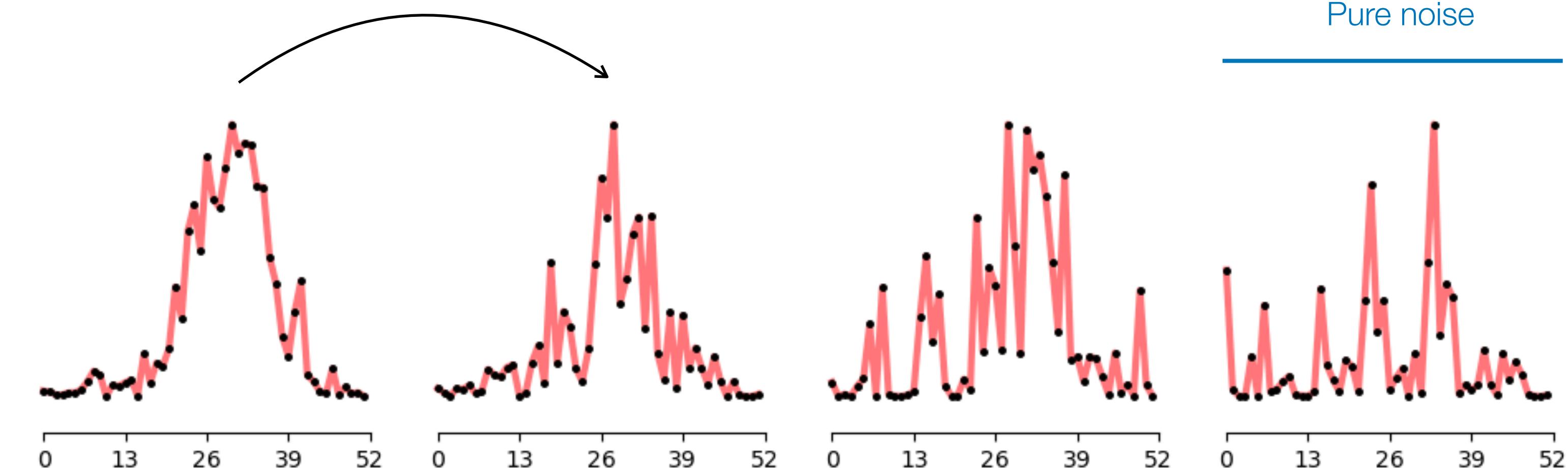
DENOISING DIFFUSION PROBABILISTIC MODELS 101

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Pure signal

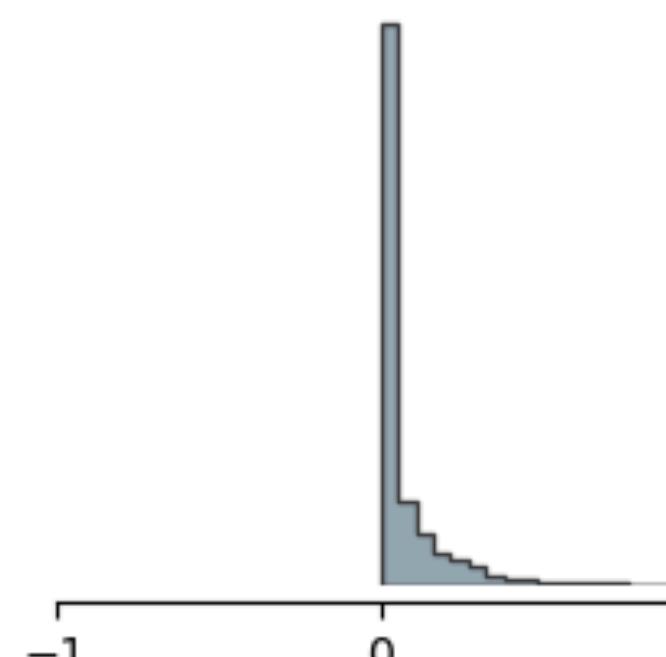


Pure noise

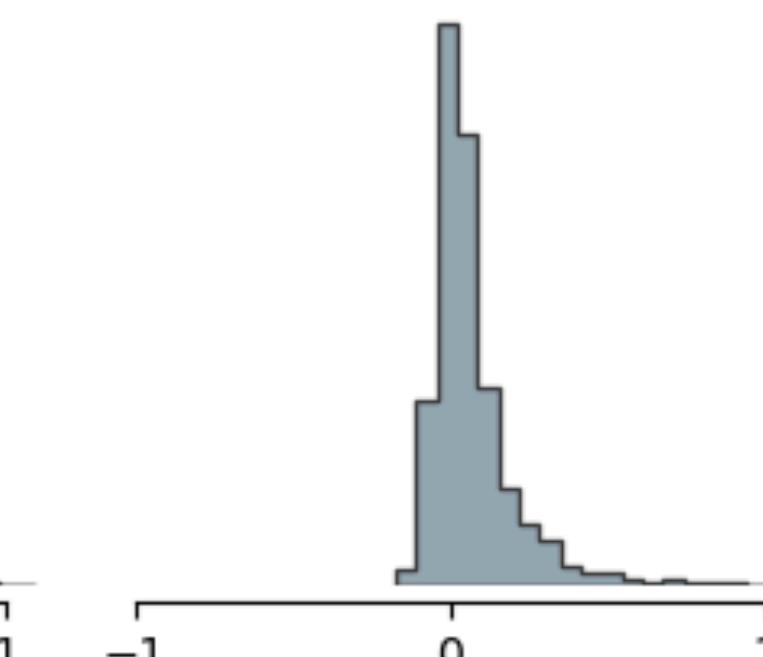


“diffusion time”

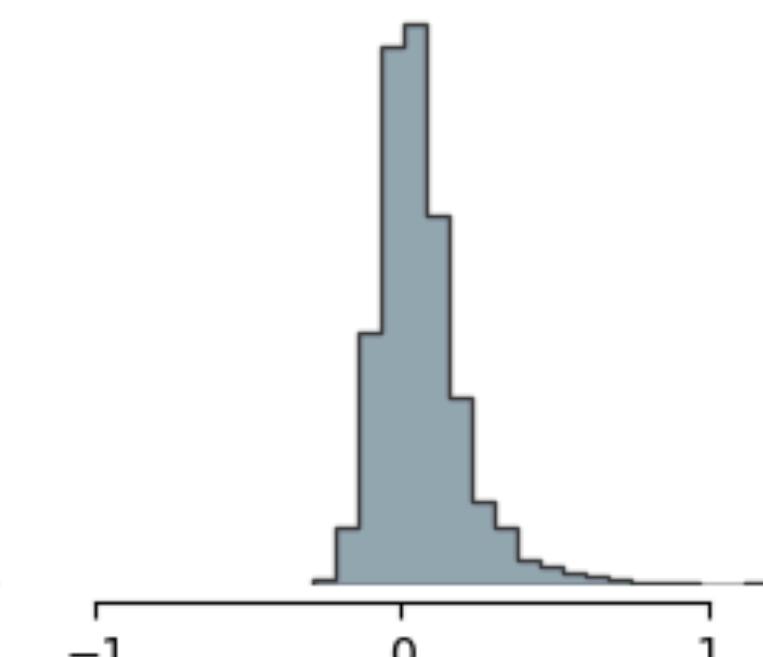
$t = 0$
(original)



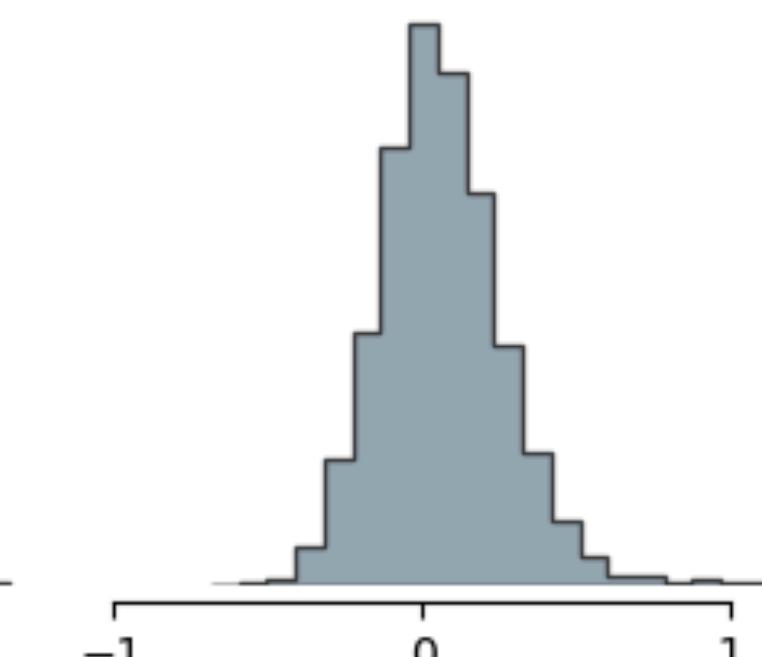
$t = 30$



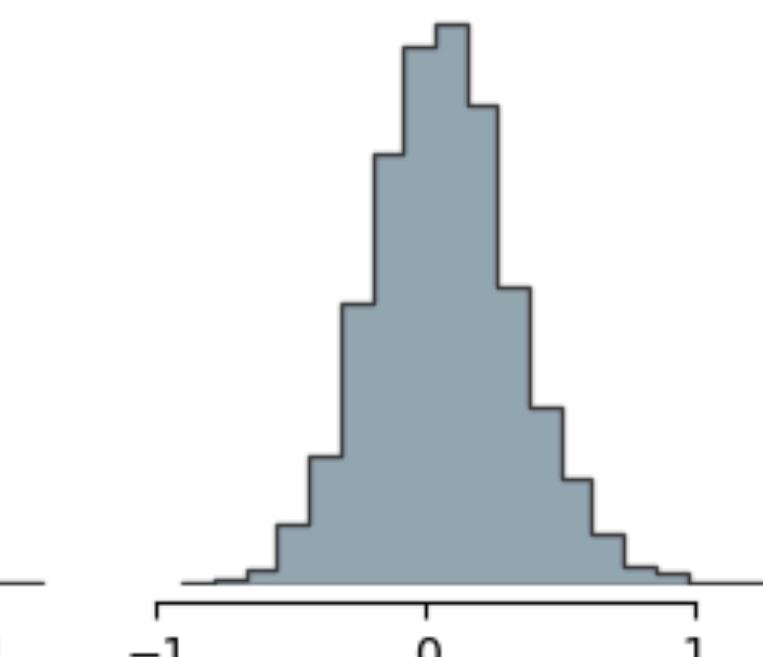
$t = 50$



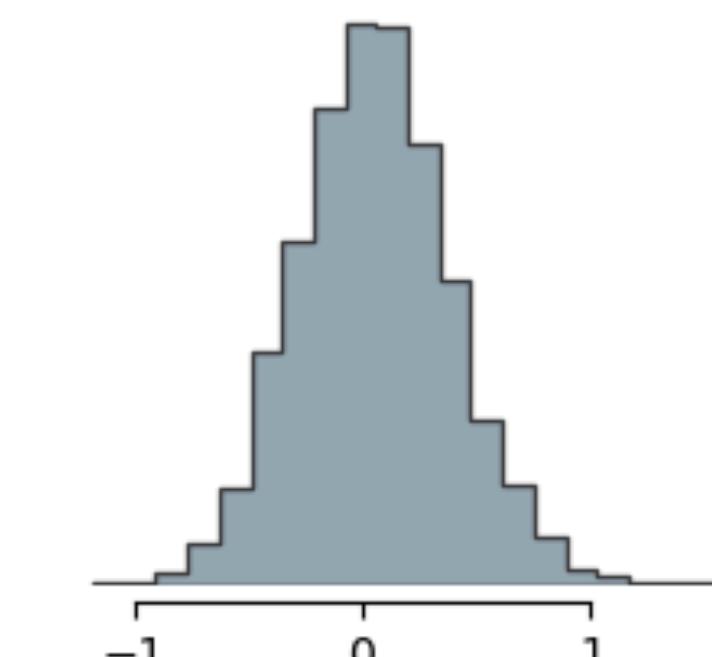
$t = 100$



$t = 150$



$t = 200$

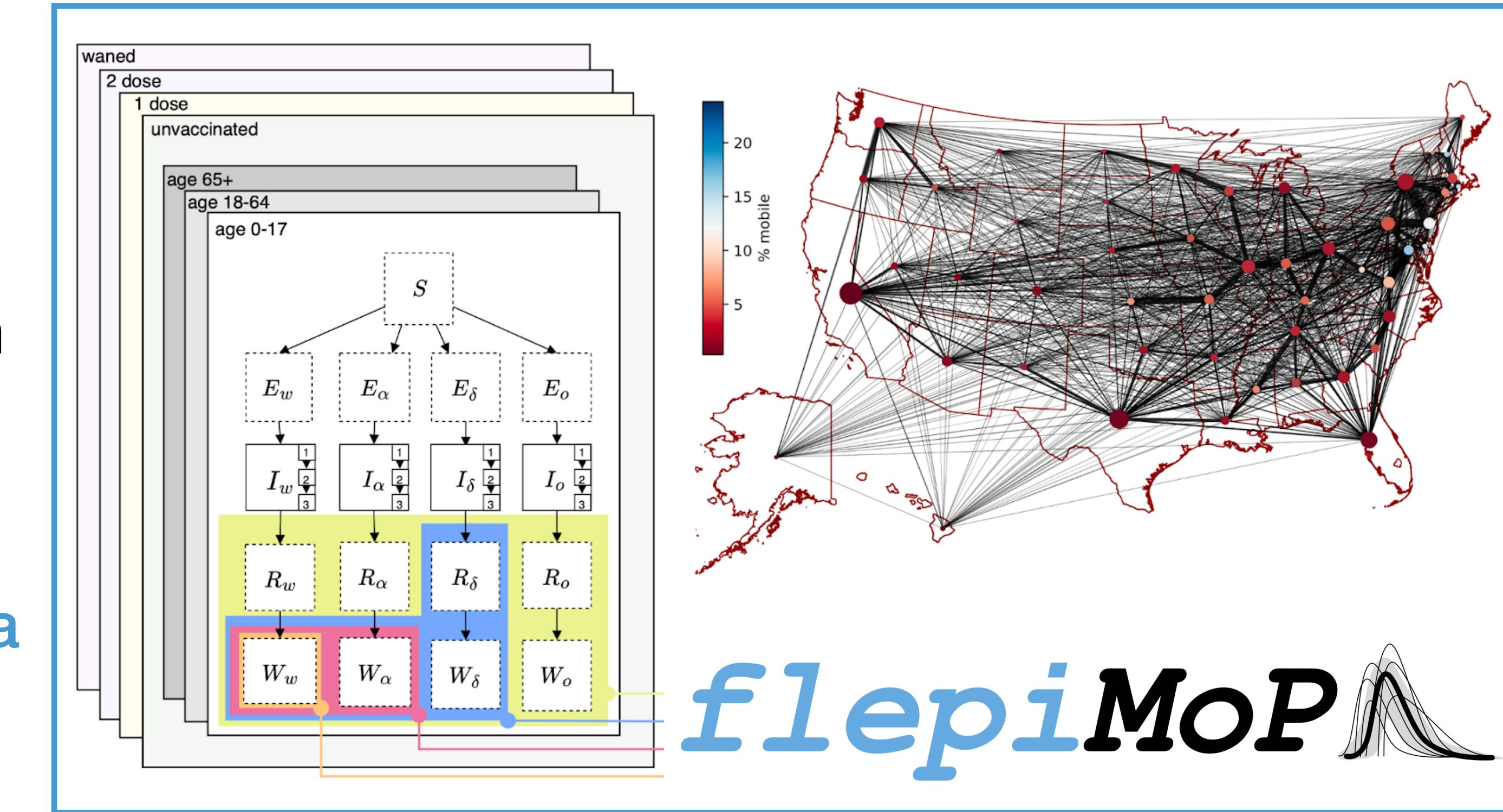


$$p_{\theta}(\mathbf{x}_{t-1} \mid \mathbf{x}_t)$$

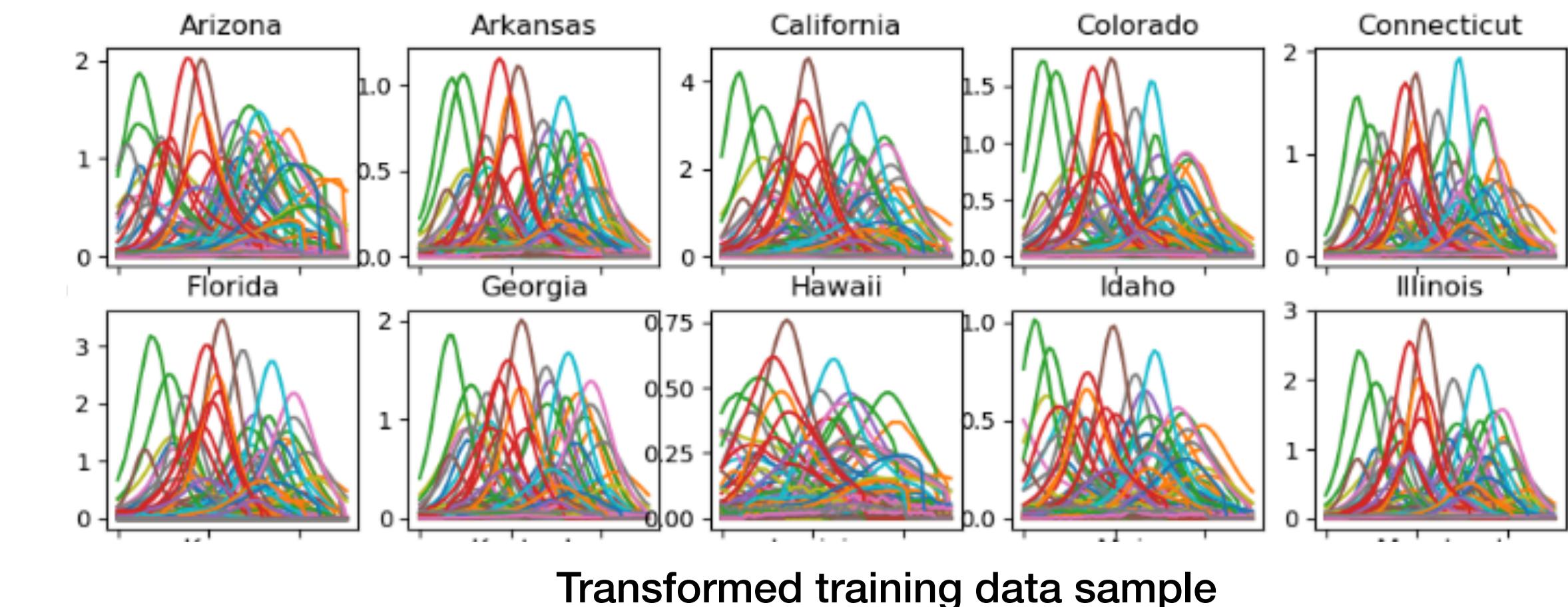
TRAINING DATA

- No dataset corresponds to what we want to model (New Hospital Admission at the state level). We mix 🍳:

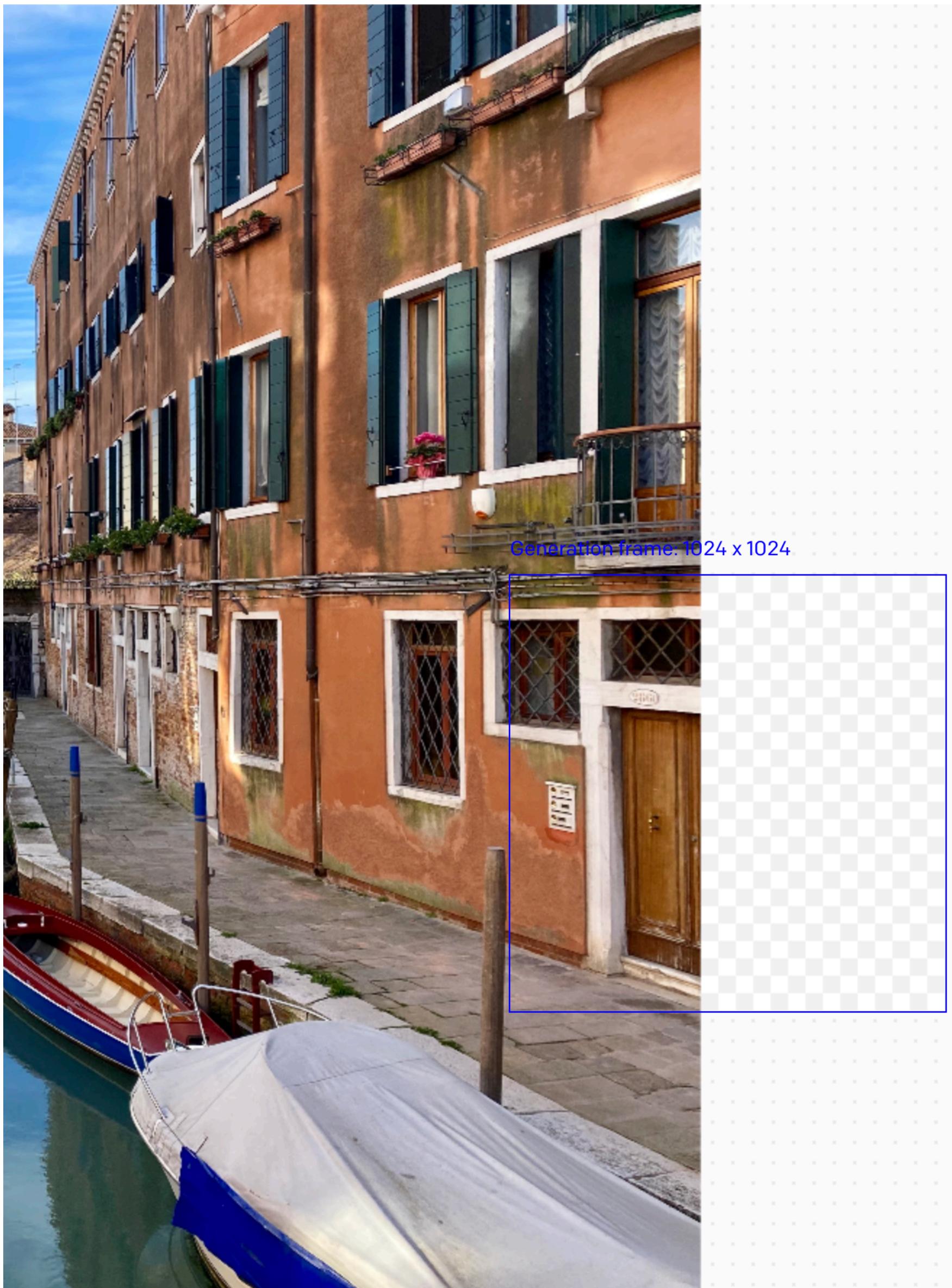
- Outputs from a mechanistic influenza transmission model (flepiMoP.org 🐈)



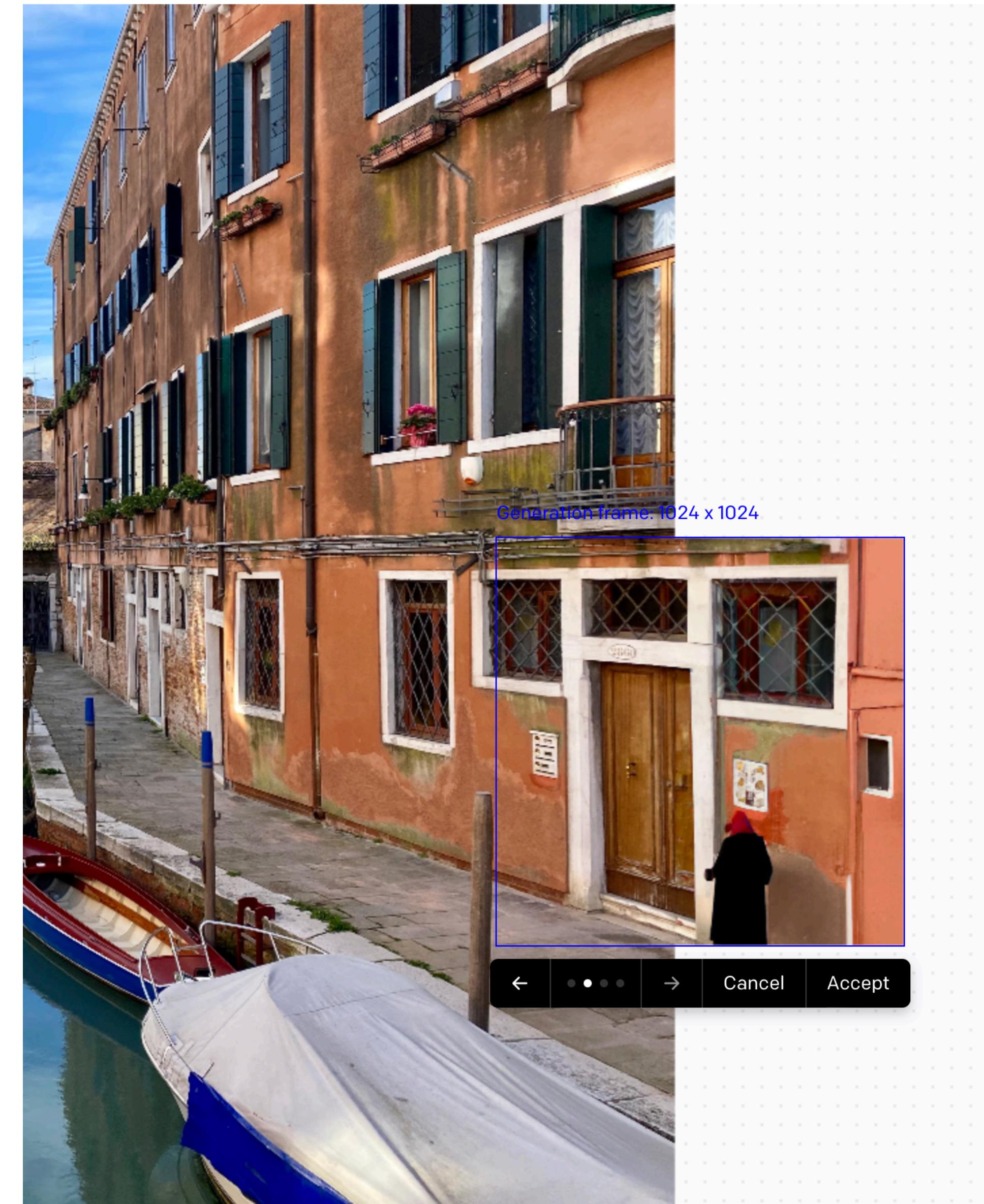
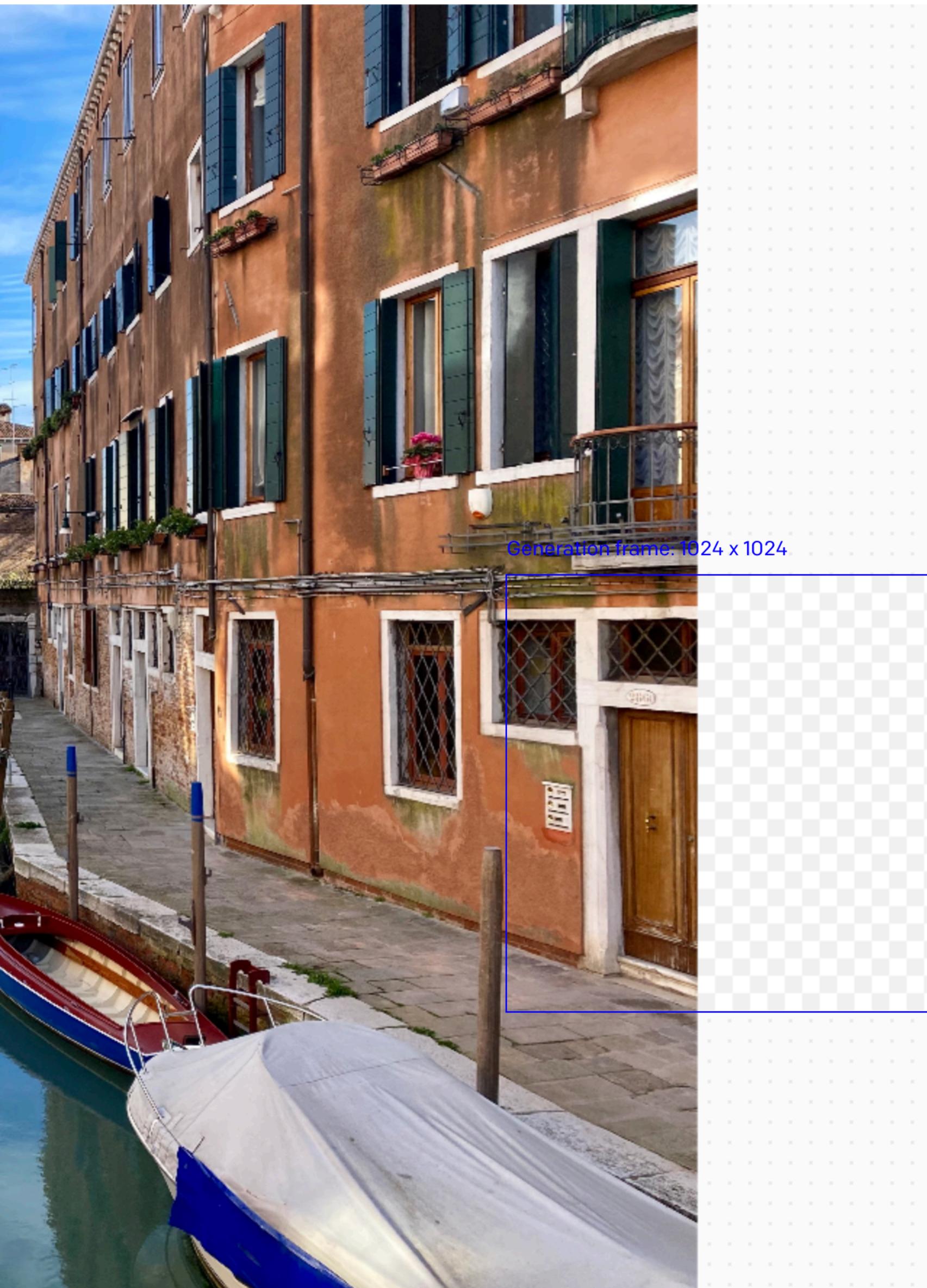
- Reported US influenza data (Fluview, FluSurv) at different locations (very small datasets, dozen of samples),
- Augmented & scaled



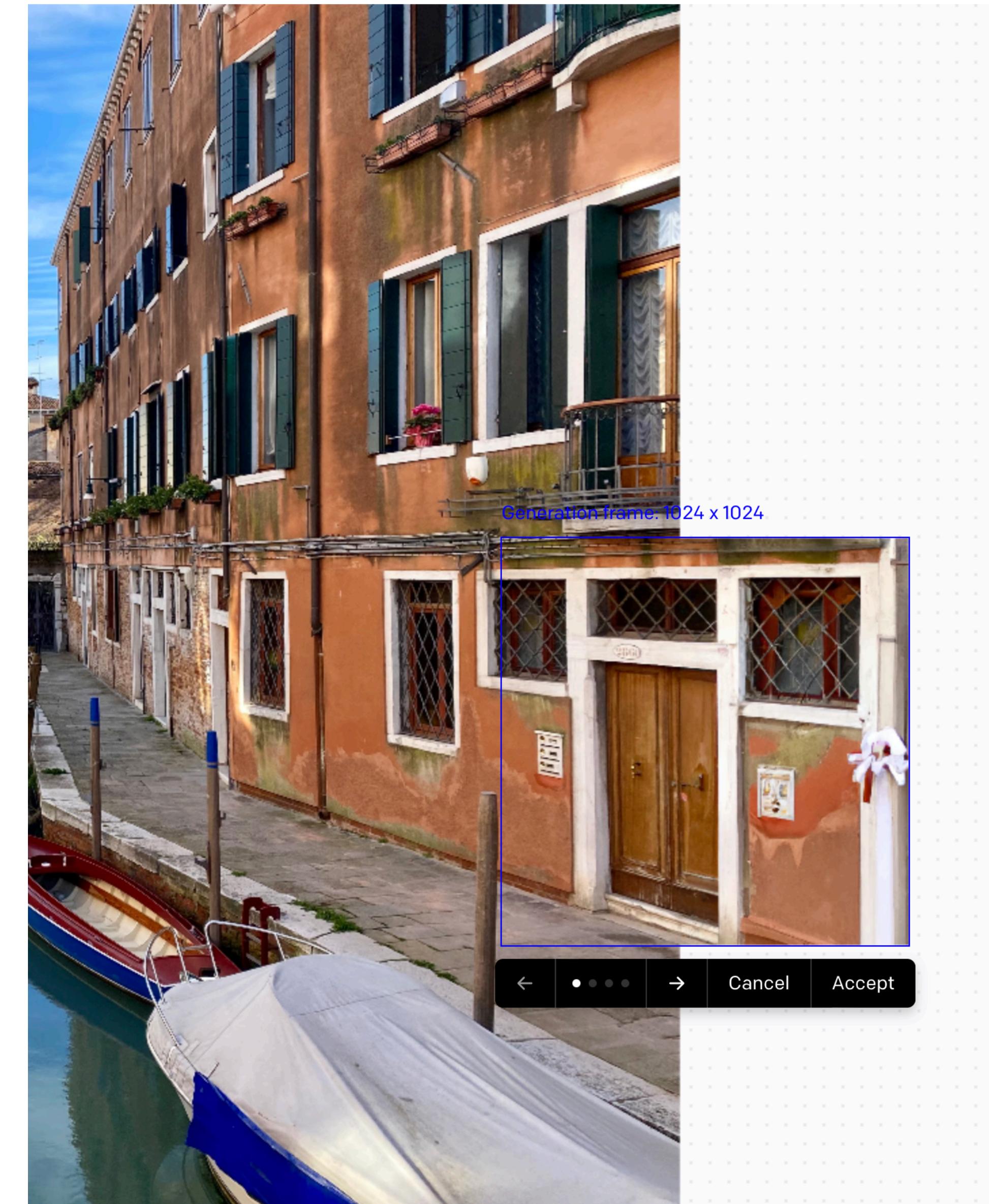
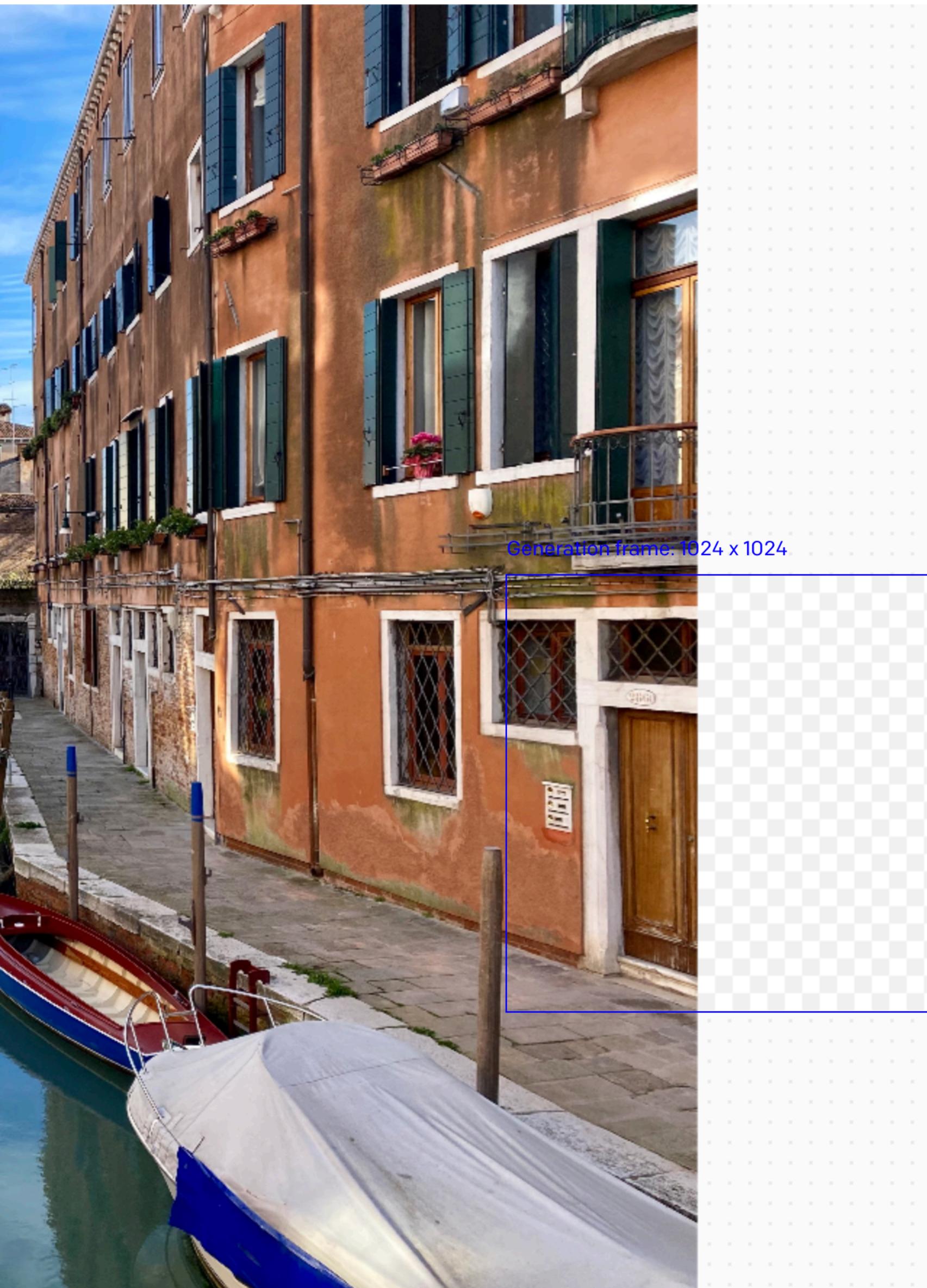
CONDITIONING DENOISING DIFFUSION MODELS



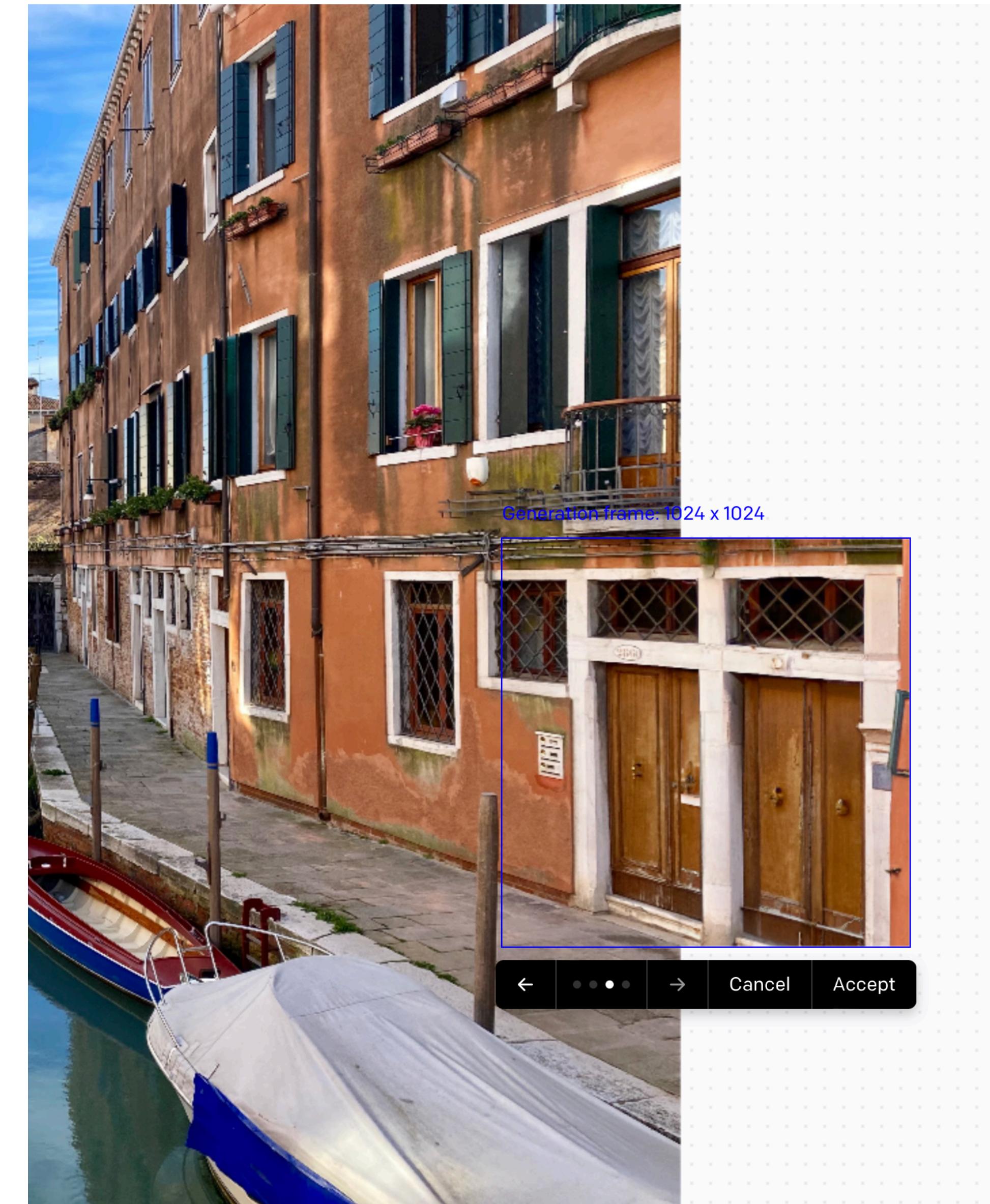
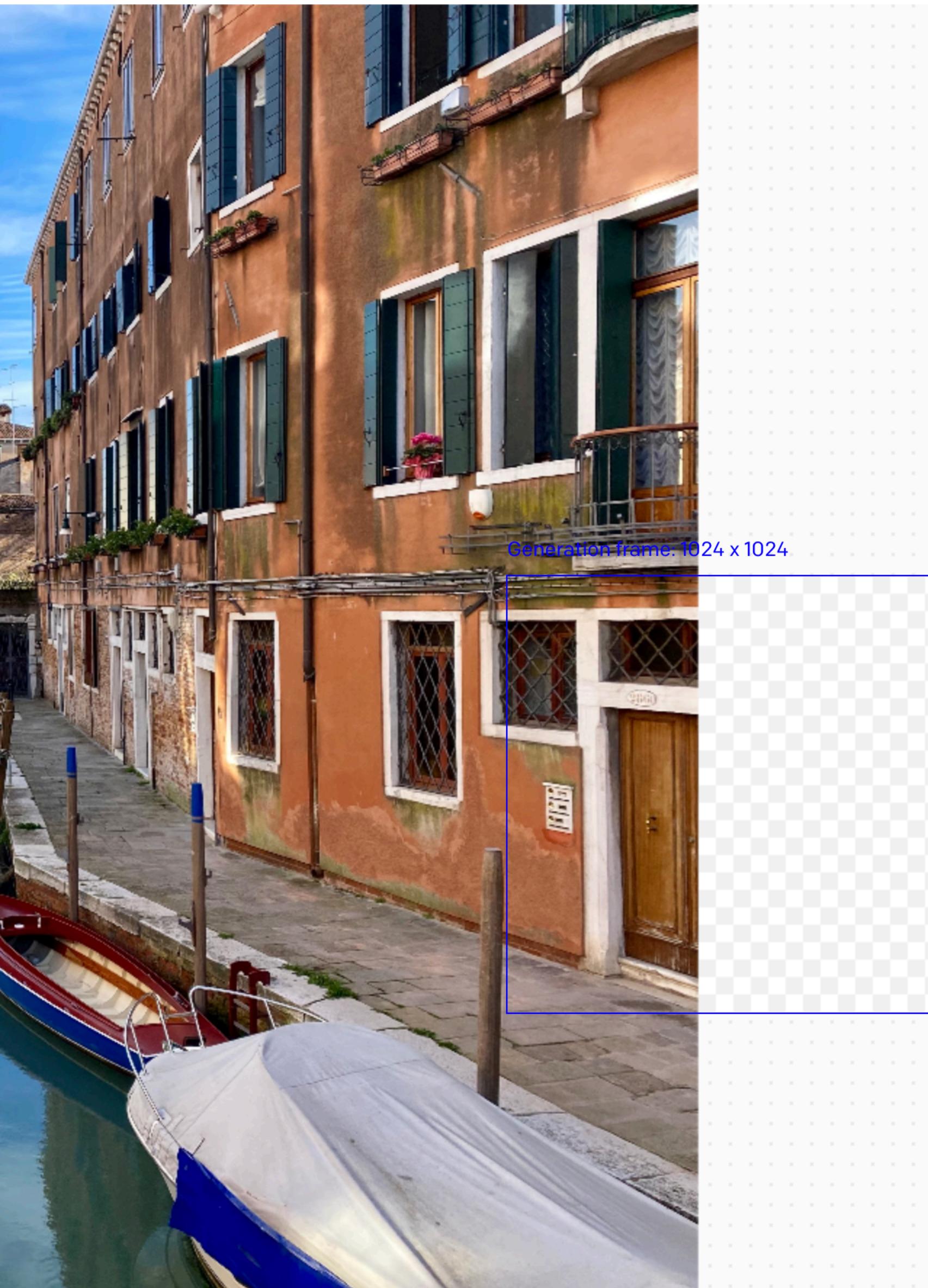
CONDITIONING DENOISING DIFFUSION MODELS



CONDITIONING DENOISING DIFFUSION MODELS



CONDITIONING DENOISING DIFFUSION MODELS



INPAINTING

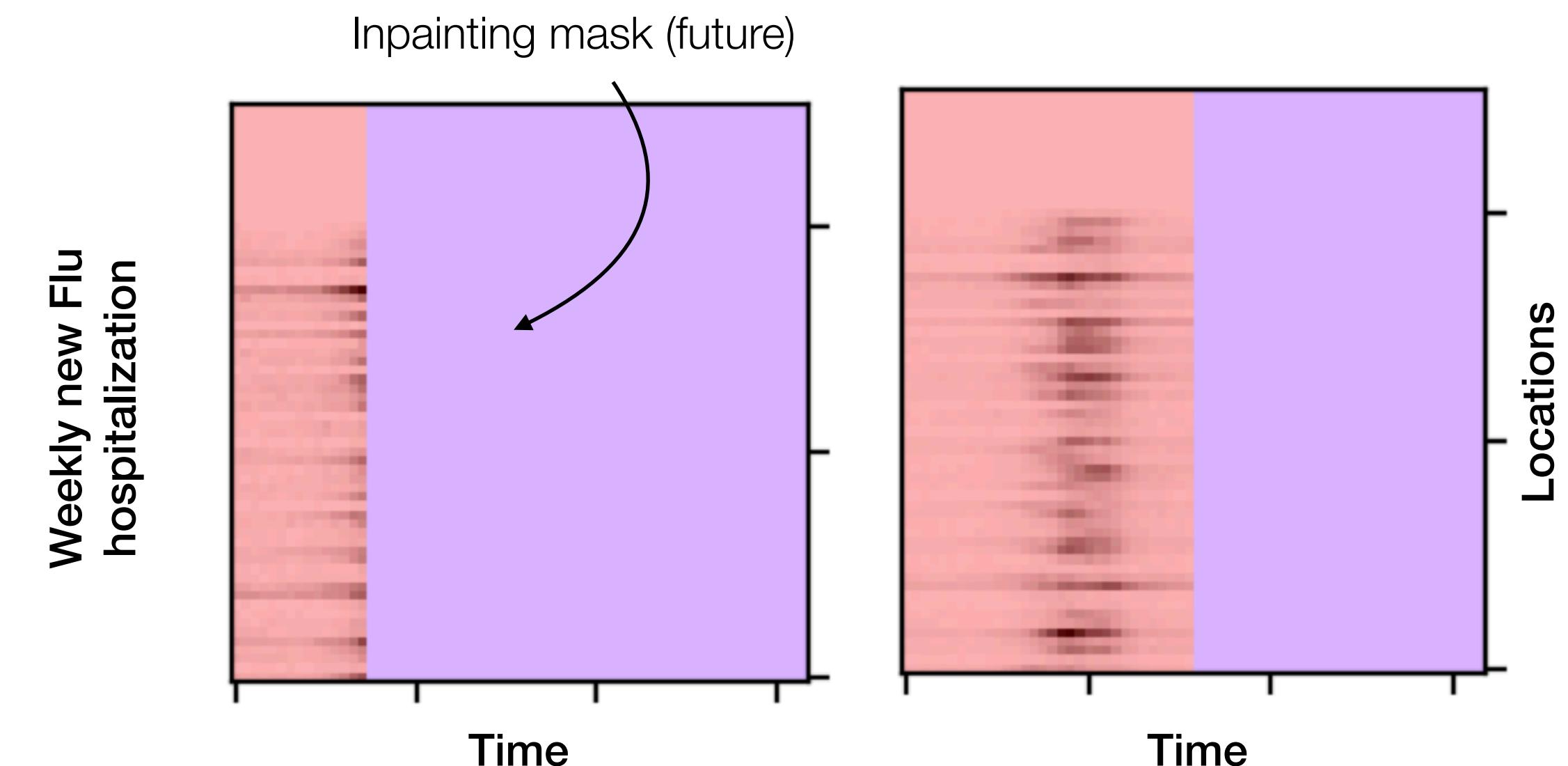
- **Inpainting** alter the reverse diffusion by sampling the unmasked regions using ground-truth
- **REpaint** outperforms SOTA for inpainting
- Parameters: the **global harmonization** is defined by the resampling schedule
- The mask can have any shape

RePaint: Inpainting using Denoising Diffusion Probabilistic Models

Andreas Lugmayr Martin Danelljan Andres Romero Fisher Yu Radu Timofte Luc Van Gool

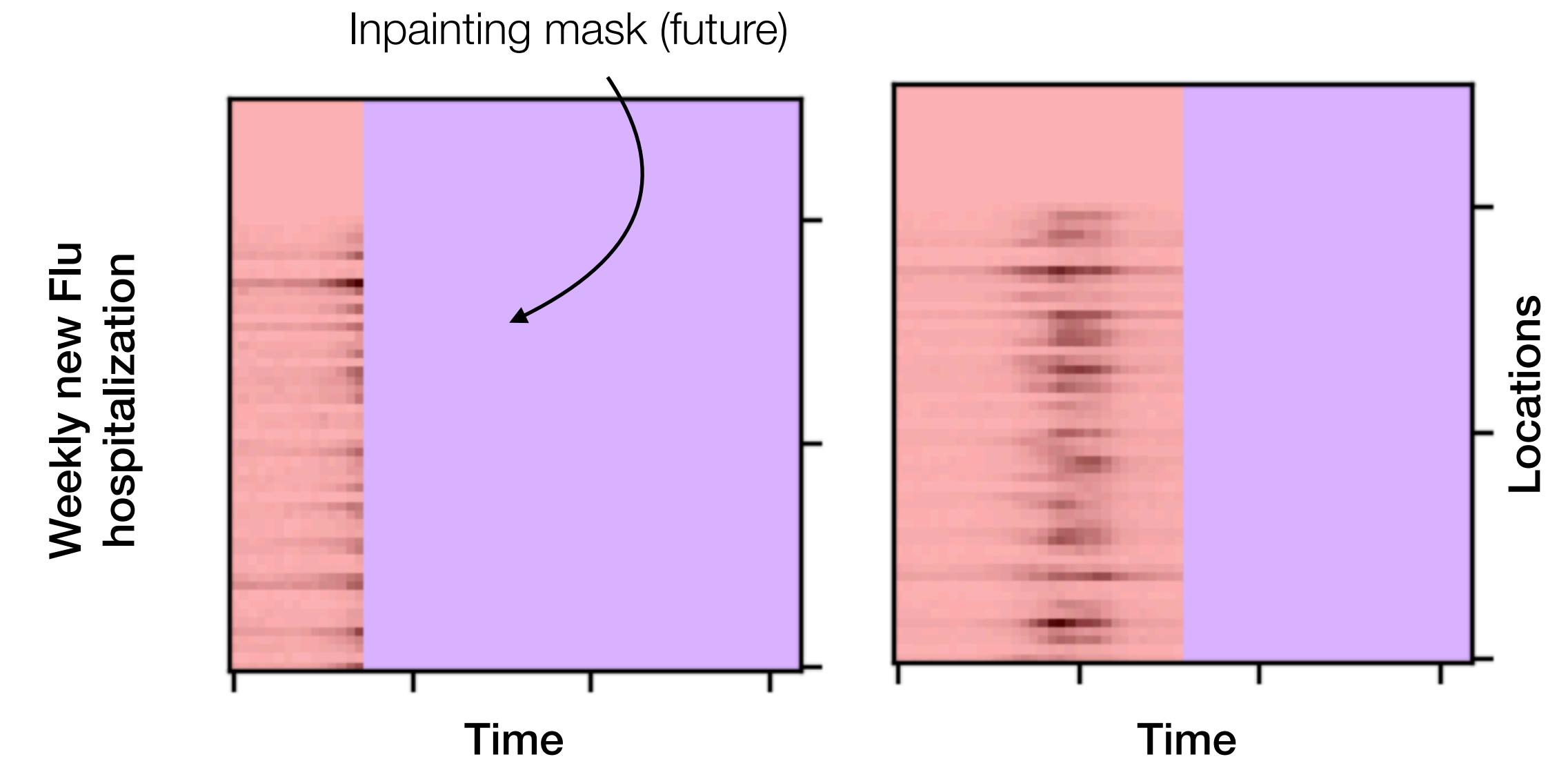
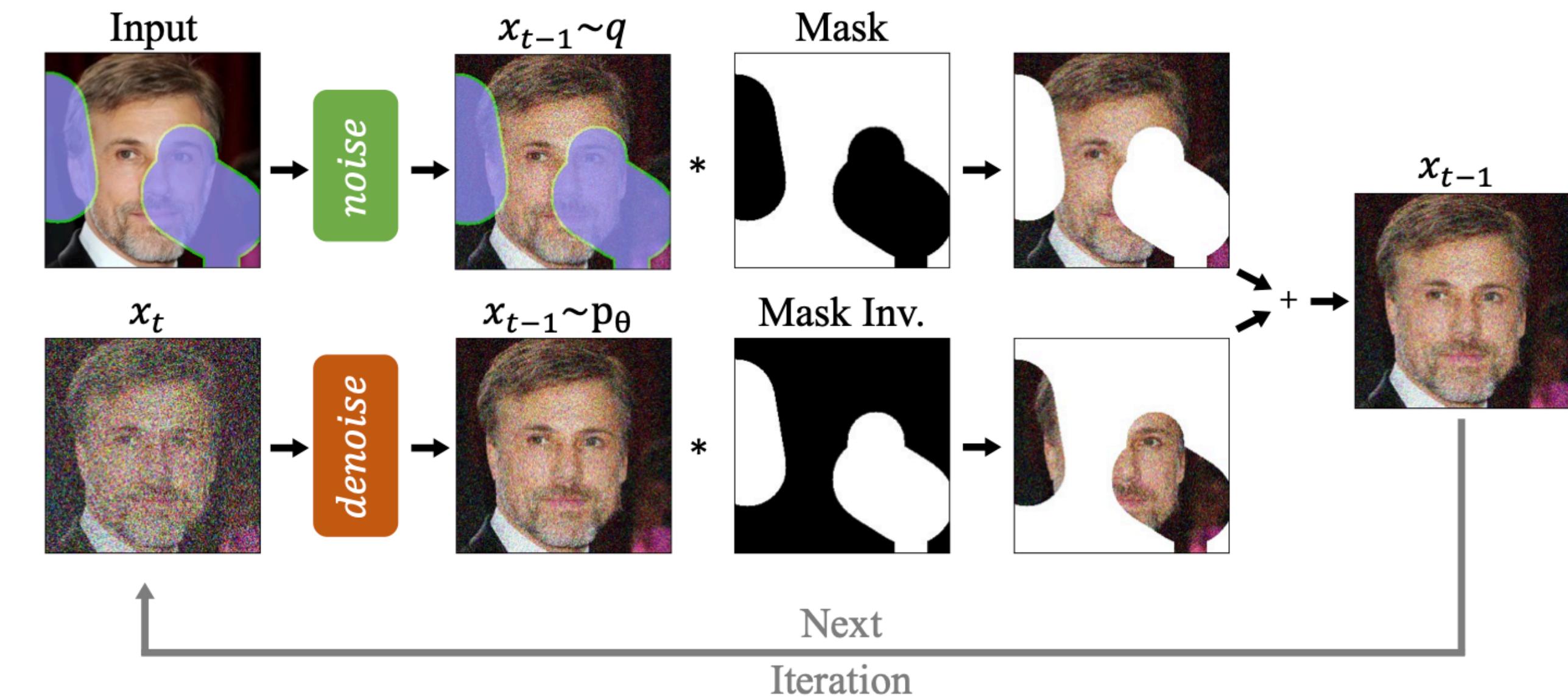
Computer Vision Lab

ETH Zürich, Switzerland



INPAINTING

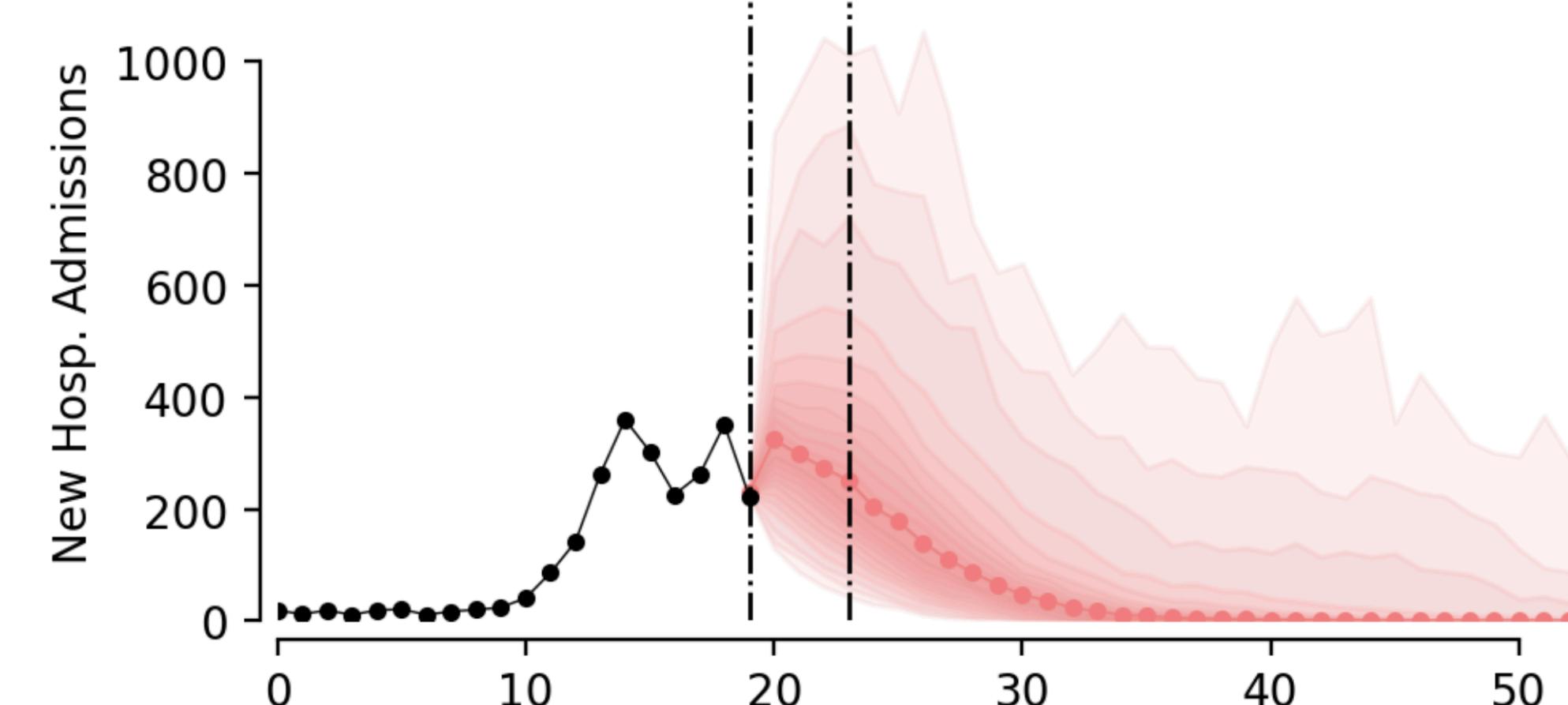
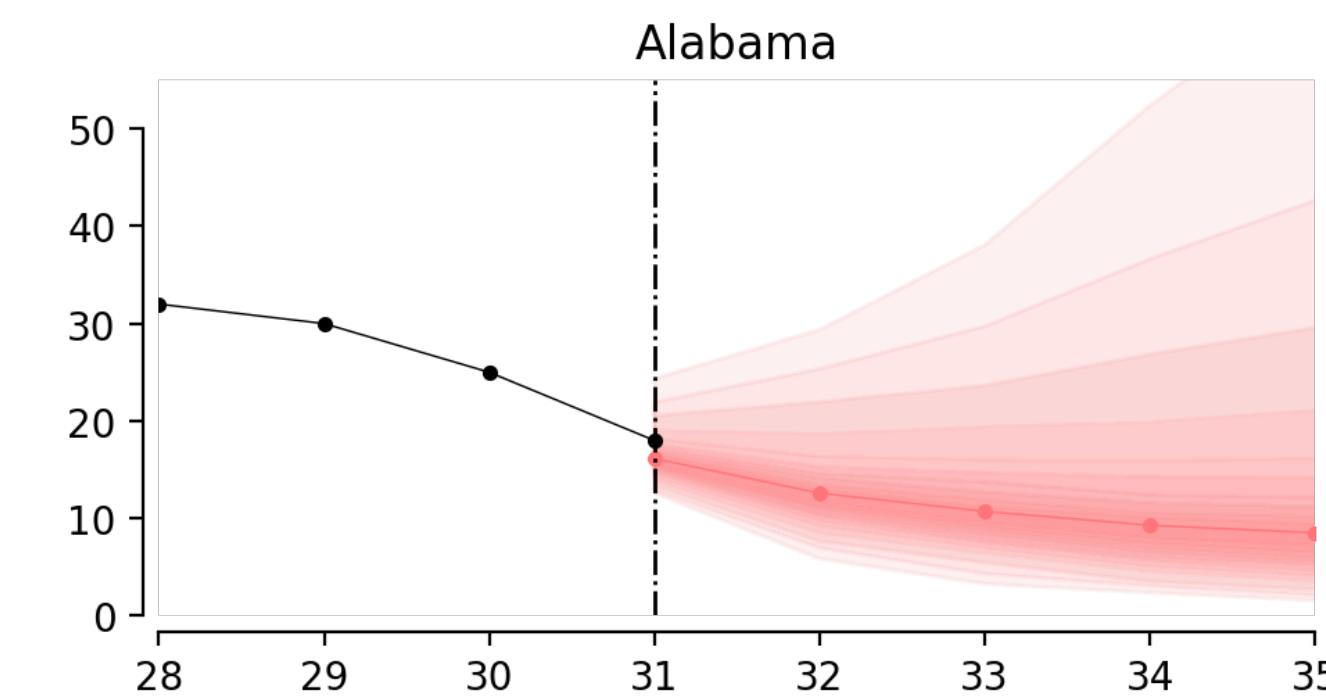
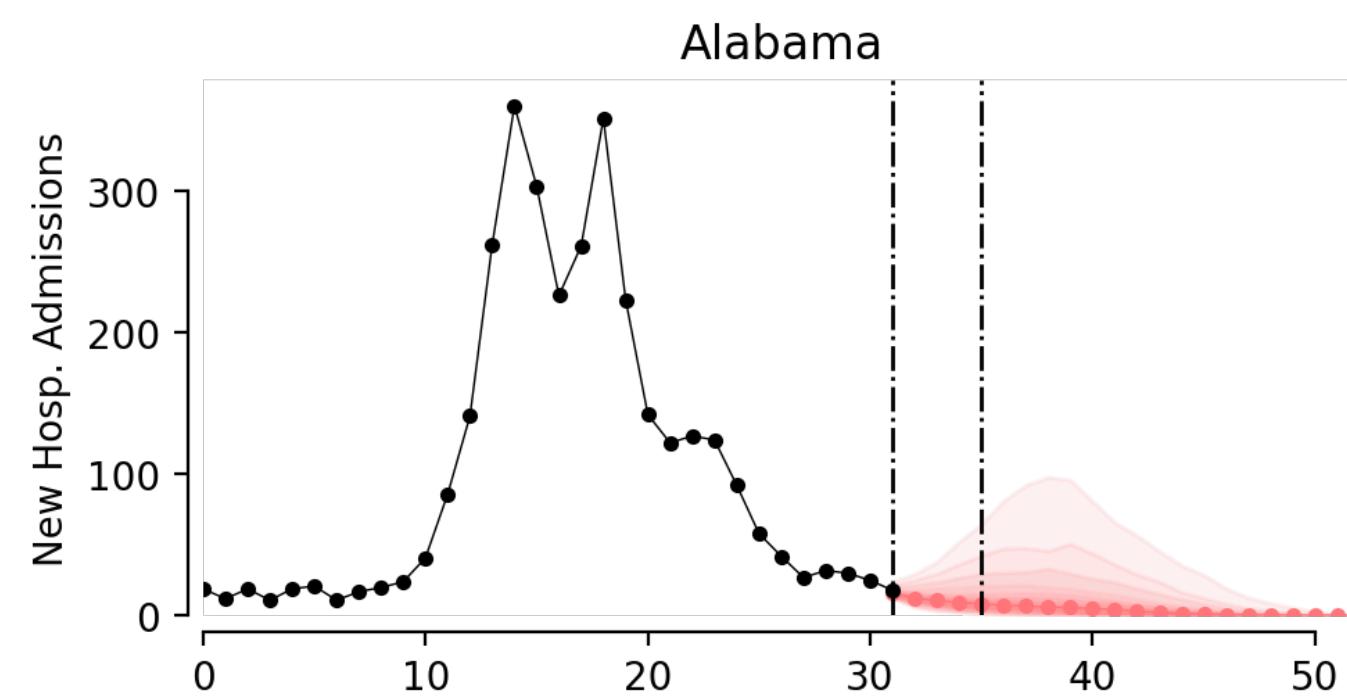
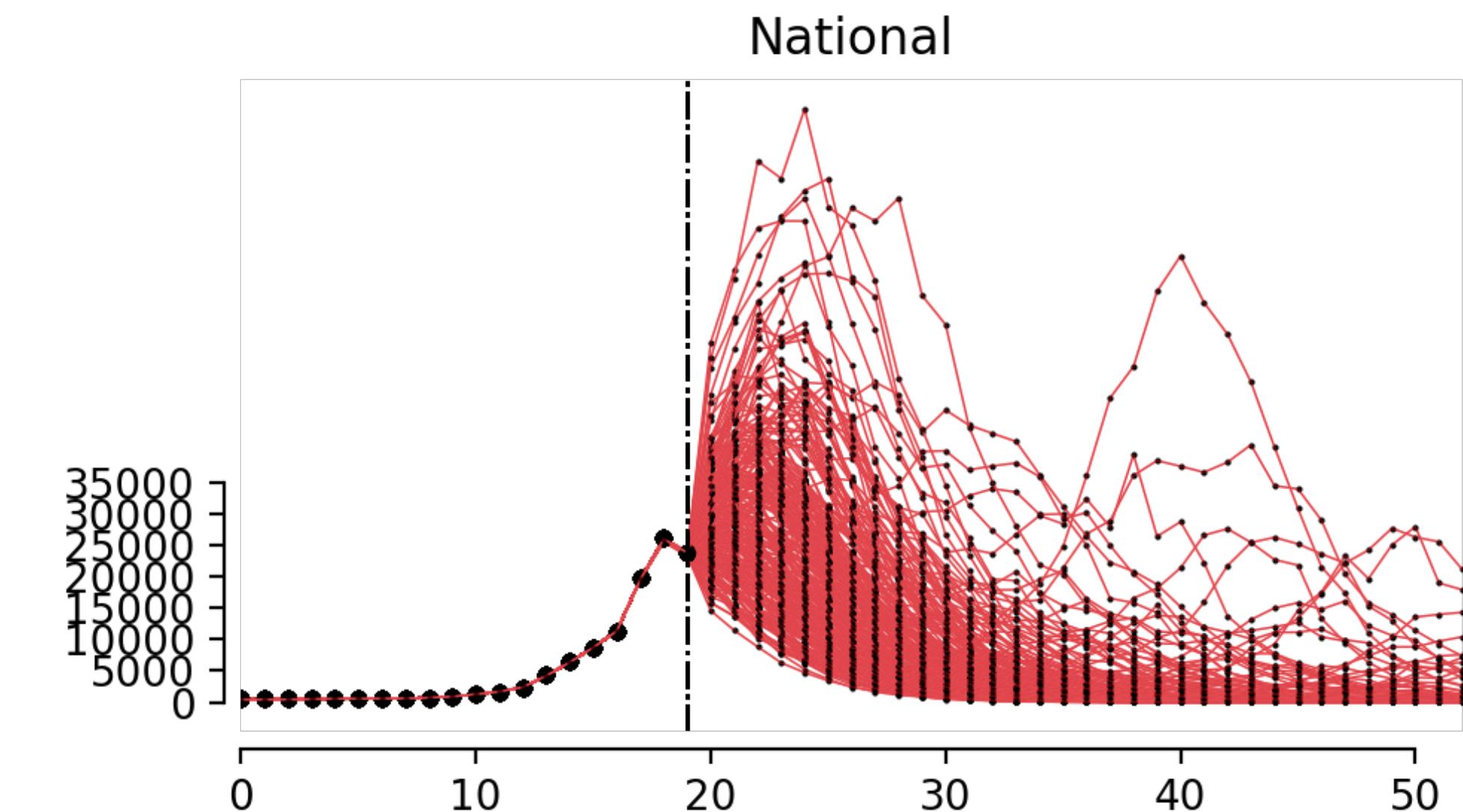
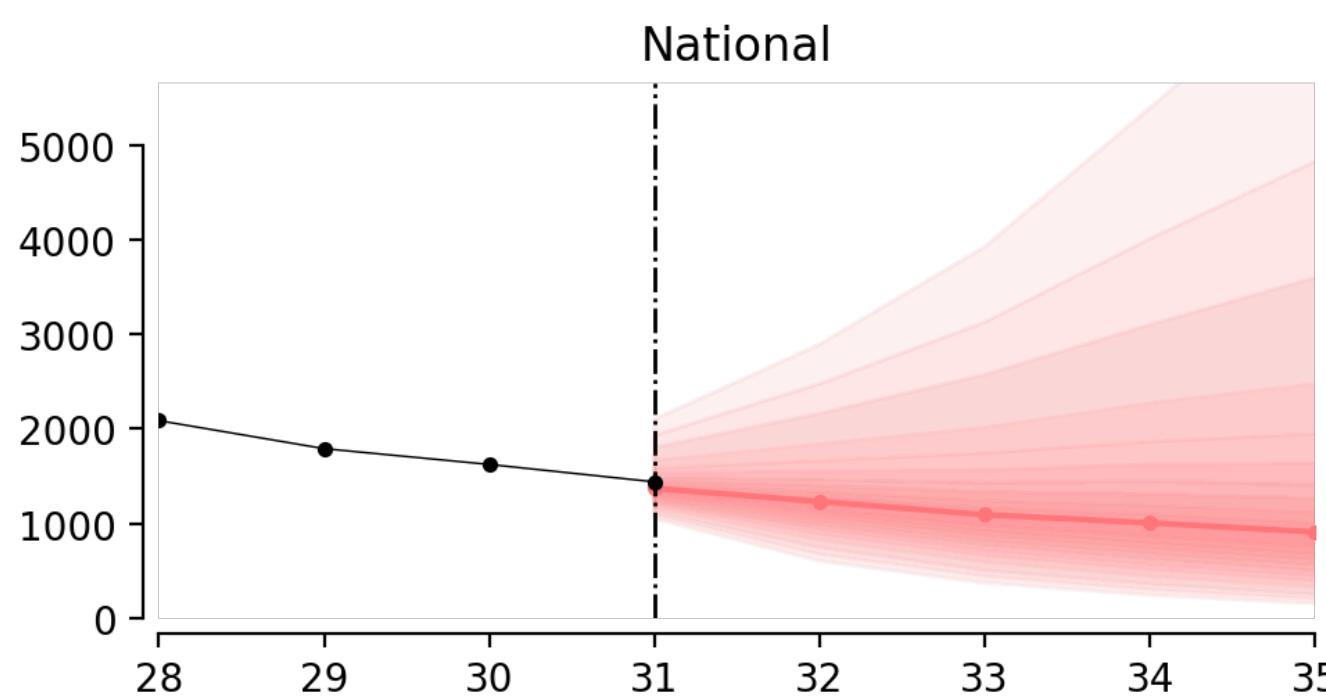
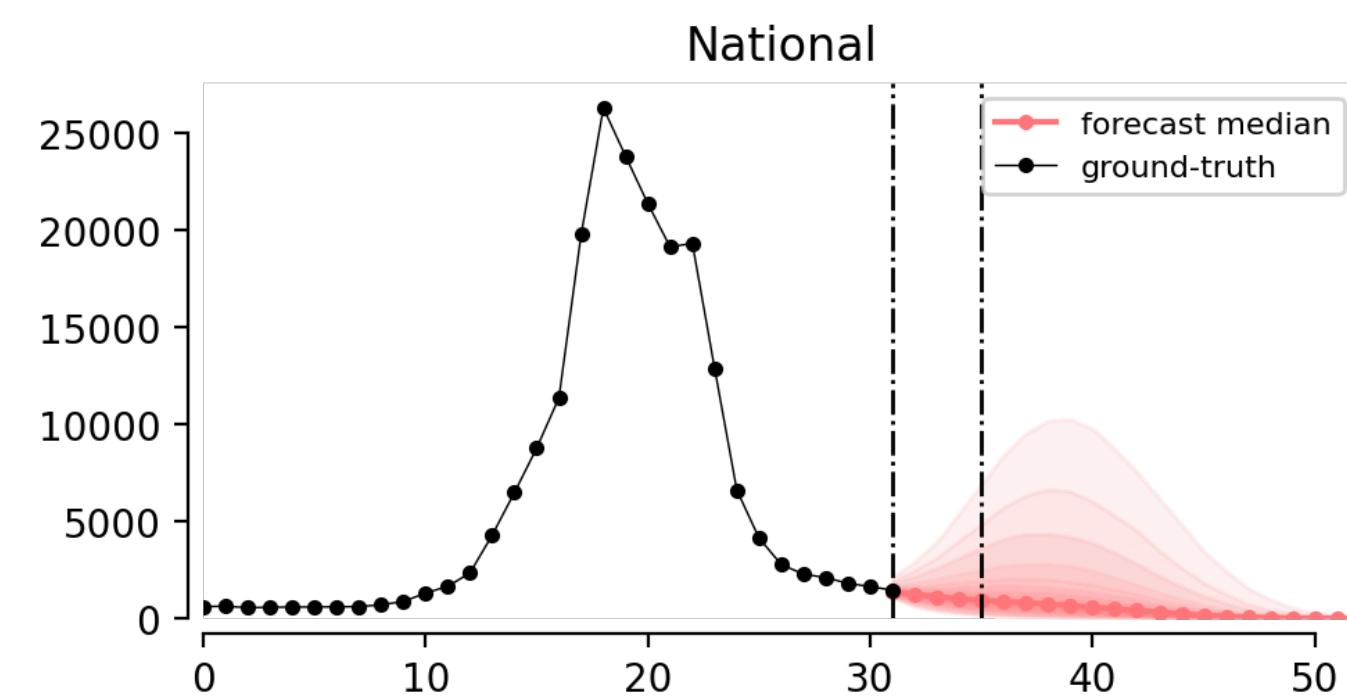
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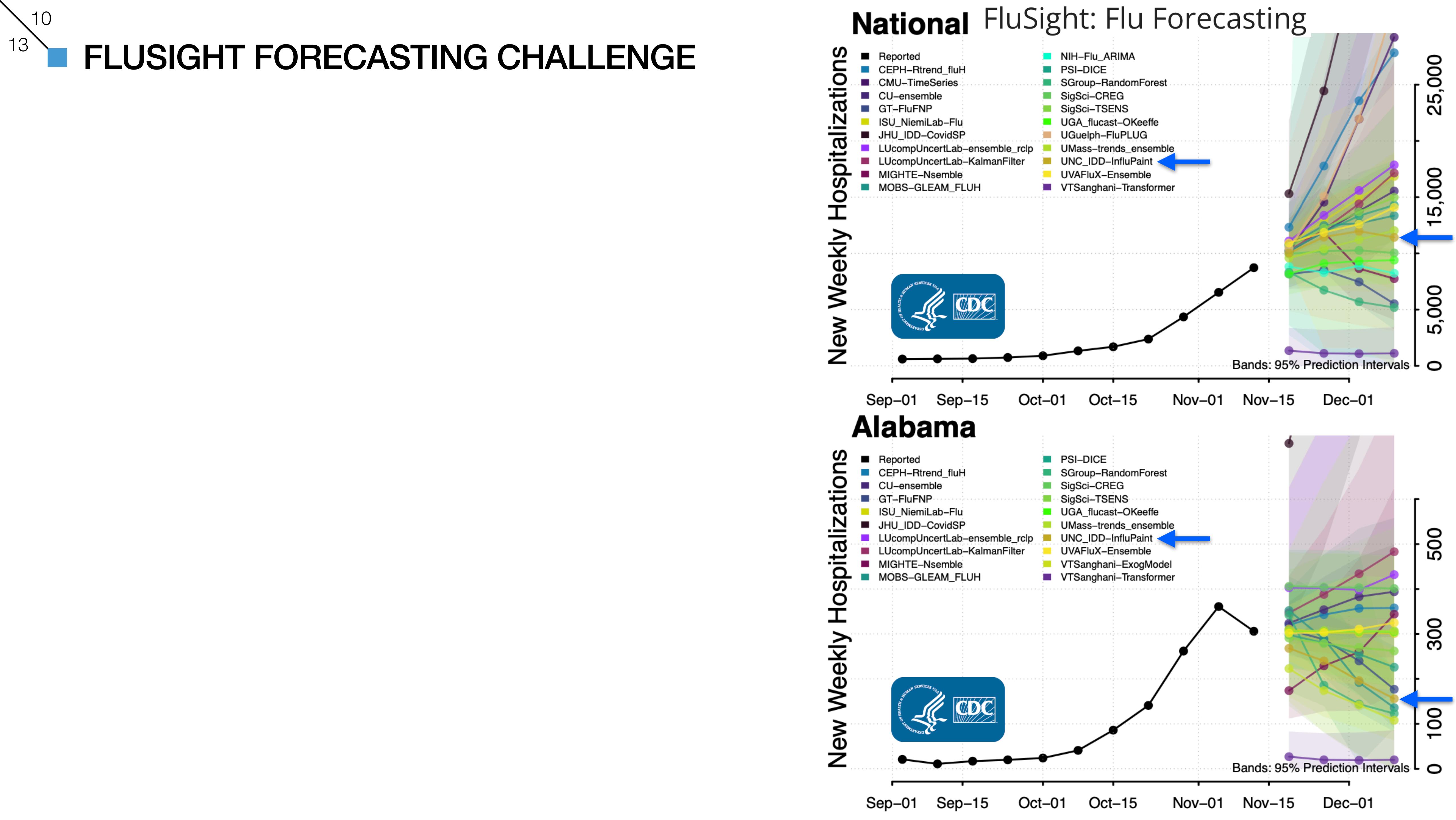


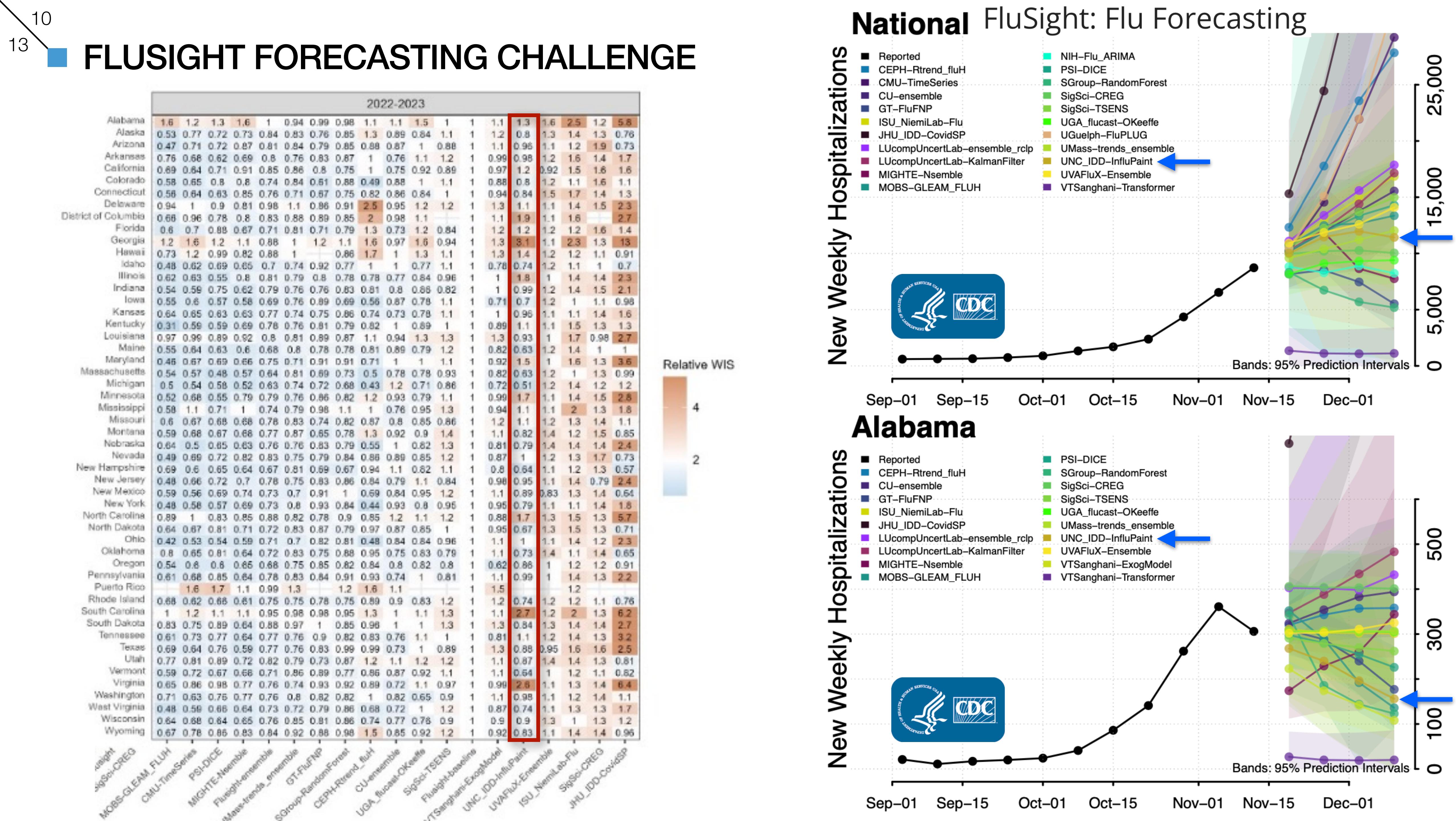
EXAMPLE OUTPUTS

Ground-truth

Forecast









SO WHAT ?

- **Theory**

- “*You can't just treat forecasts as images, the incidence and time axes have completely different semantics (even if e.g locality is important)*”
- Some very nice **theoretical properties** – e.g DDPMs as SDEs, proof that *Repaint* generalizes well to unseen masks without retraining

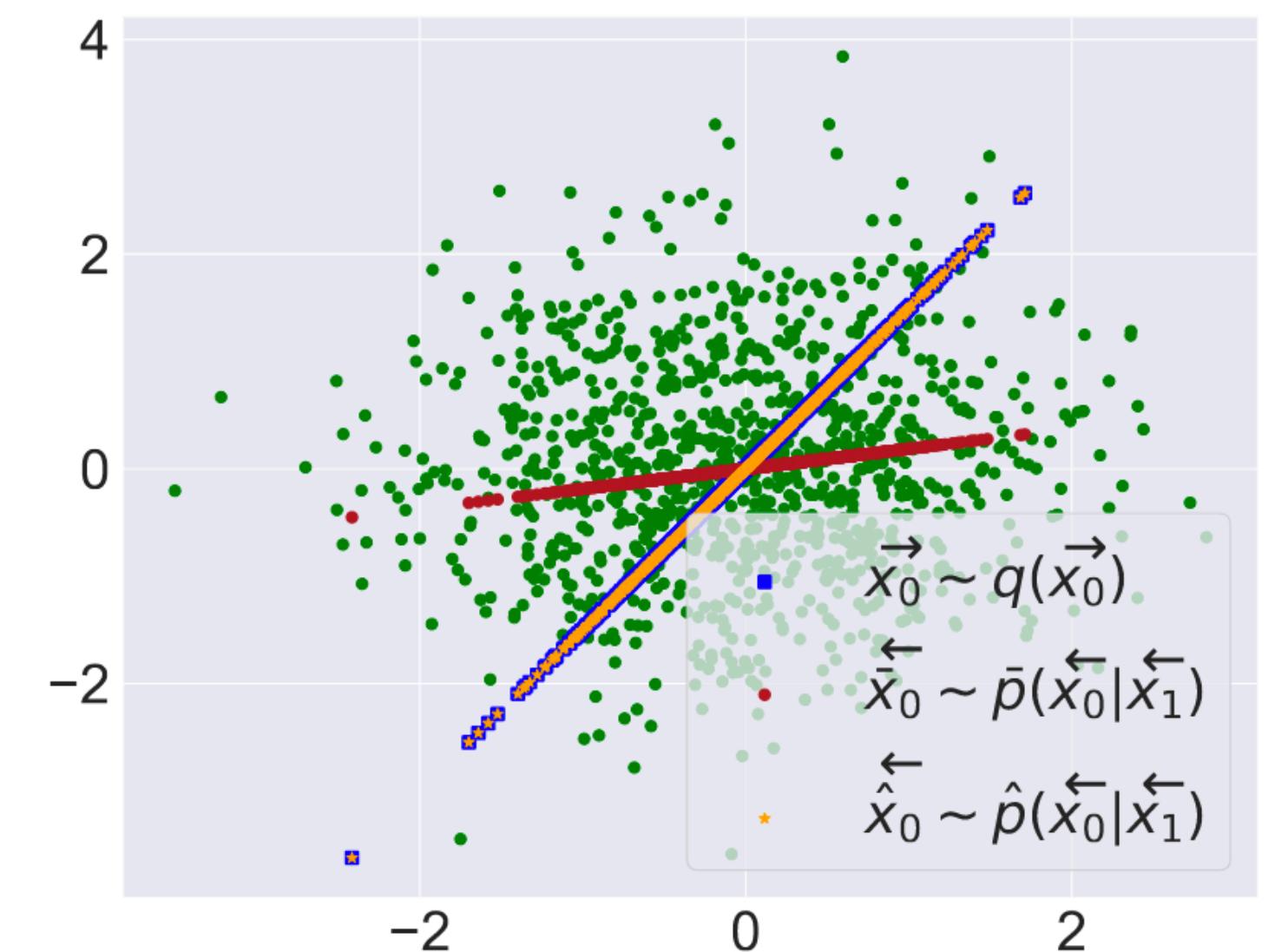
- **Practice**

- Surprisingly works
- Good diversity: double peaks and single peaks, little bumps ...
- Poor forecasting performance

A Theoretical Justification for Image Inpainting using
Denoising Diffusion Probabilistic Models

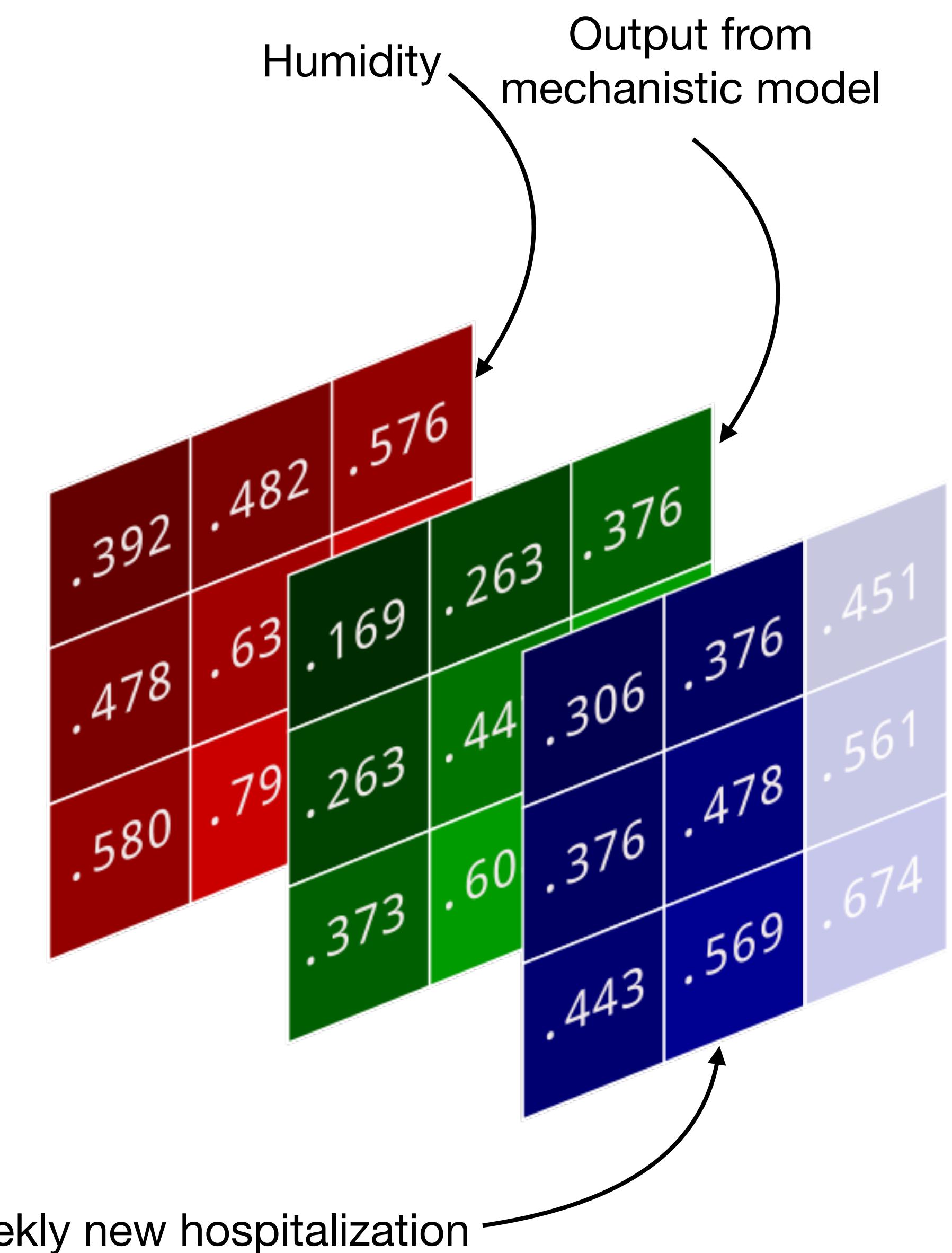
Litu Rout*, Advait Parulekar†, Constantine Caramanis‡ and Sanjay Shakkottai§

The University of Texas at Austin



CURRENT WORK

- Covariates (humidity, Flu strains...) as additional image channels.
- But also **mechanistic model outputs**, leveraging the masking flexibility
- Broader applicability of knowing $p(\mathbf{x})$: imputation, structure discovery, density estimation



THANK YOU FOR YOUR ATTENTION

 **Code** github.com/jcblemai/inpainting-idforecasts

 **Forecasts** github.com/cdcepi/Flusight-forecast-data



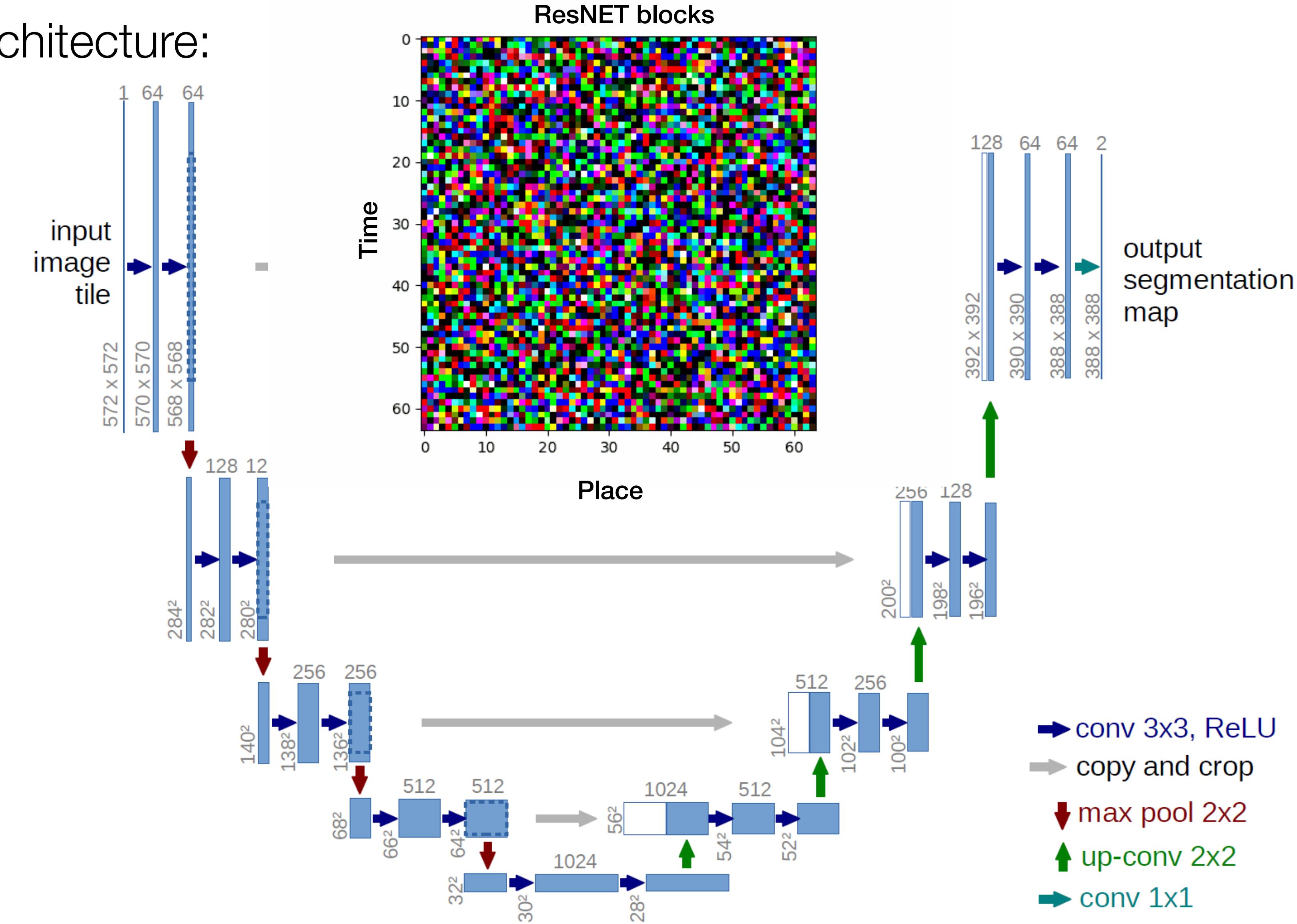
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A DDPM ARCHITECTURE FOR INFECTIOUS DISEASE

- Backward process network architecture:

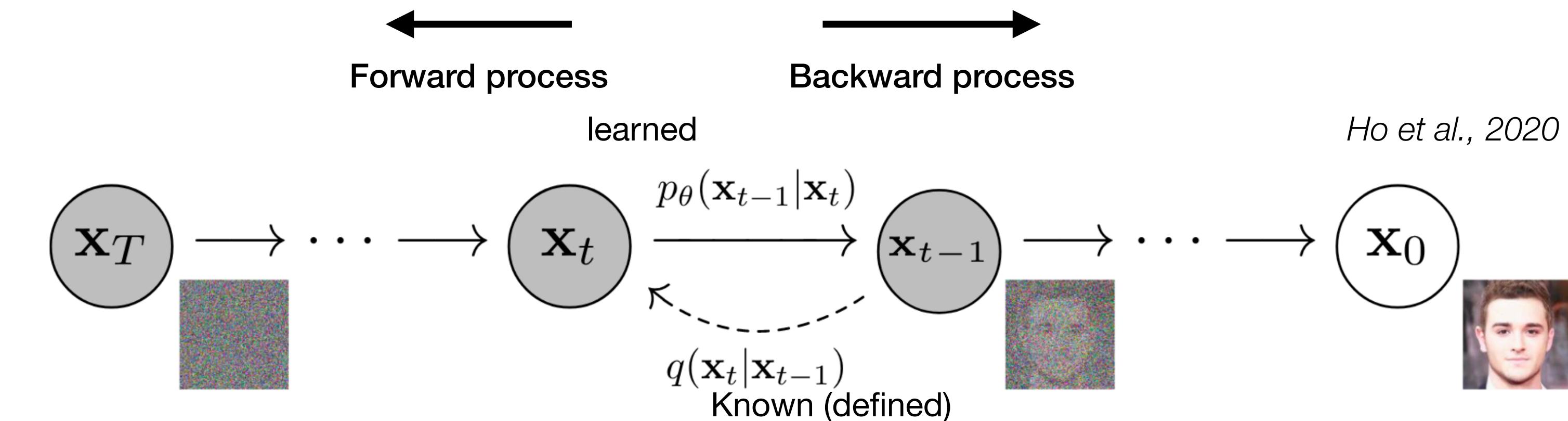
- U-net** with

- Wide ResNet block
- + Attention module
- + Group normalization
- + Residual connections
- + **many tricks** 



DENOISING DIFFUSION PROBABILISTIC MODELS

- DDPM consists of two transforms:
- **Forward:** Markov chain that gradually adds noise to the data until the signal is destroyed;
- **Backward:** trained neural network that denoises an image for one step.
- **Training** of the neural net is done on forward-transformed samples from the dataset.
- **Sampling** consists of generating gaussian random noise images and transforming them with the backward transform.
- We stay very close to the literature for image generation.



Algorithm 1 Training

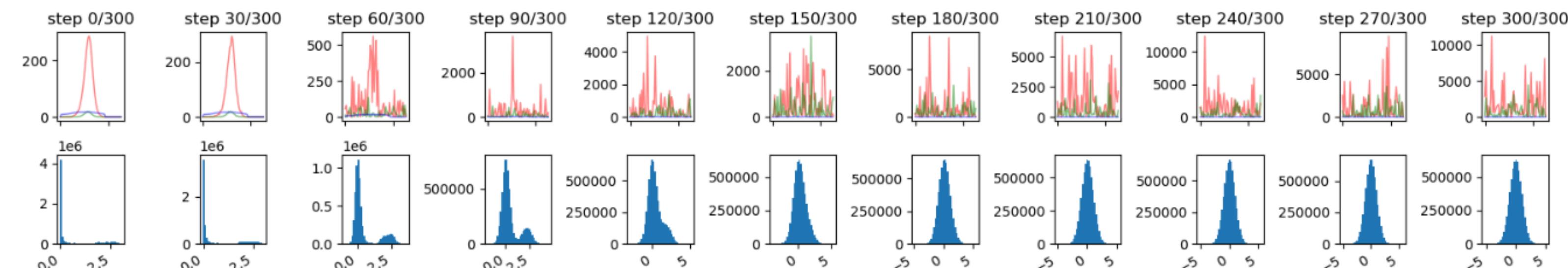
```

1: repeat
2:    $\mathbf{x}_0 \sim q(\mathbf{x}_0)$ 
3:    $t \sim \text{Uniform}(\{1, \dots, T\})$ 
4:    $\epsilon \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ 
5:   Take gradient descent step on
      $\nabla_\theta \|\epsilon - \epsilon_\theta(\sqrt{\bar{\alpha}_t} \mathbf{x}_0 + \sqrt{1 - \bar{\alpha}_t} \epsilon, t)\|^2$ 
6: until converged
  
```

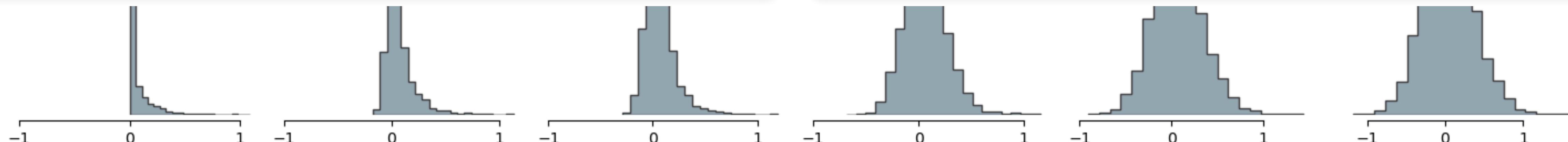
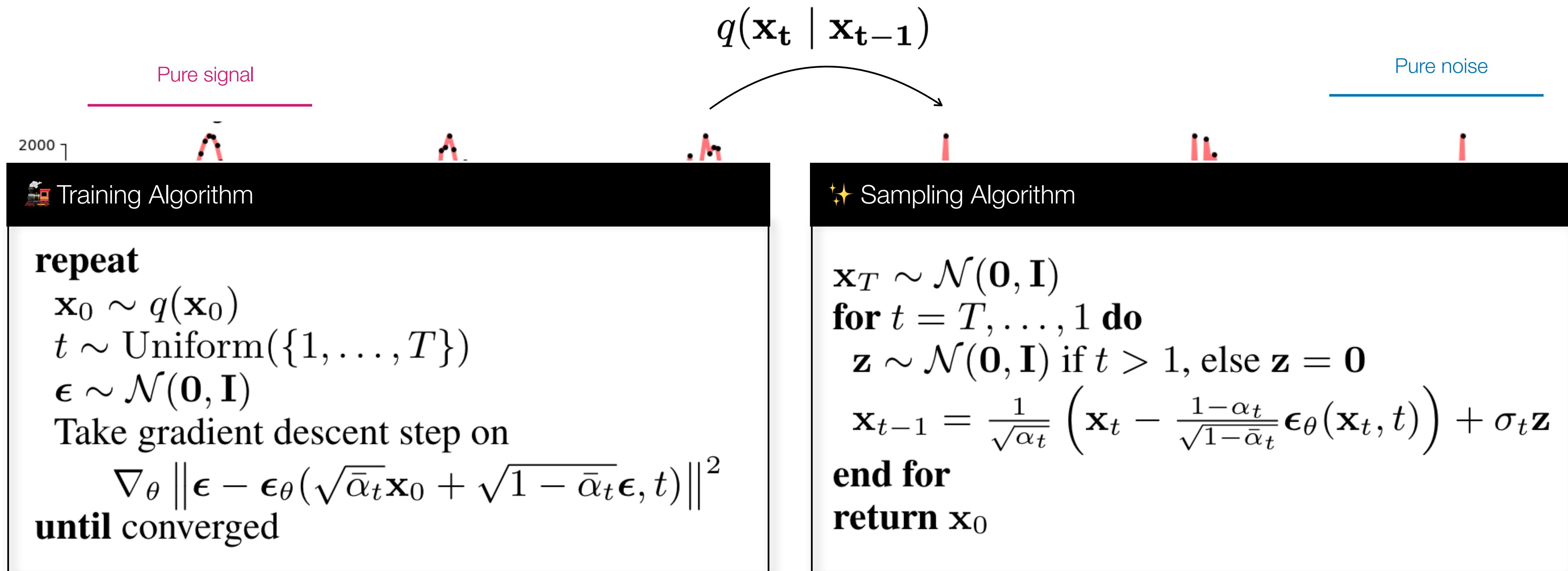
Algorithm 2 Sampling

```

1:  $\mathbf{x}_T \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ 
2: for  $t = T, \dots, 1$  do
3:    $\mathbf{z} \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$  if  $t > 1$ , else  $\mathbf{z} = \mathbf{0}$ 
4:    $\mathbf{x}_{t-1} = \frac{1}{\sqrt{\alpha_t}} \left( \mathbf{x}_t - \frac{1 - \alpha_t}{\sqrt{1 - \bar{\alpha}_t}} \epsilon_\theta(\mathbf{x}_t, t) \right) + \sigma_t \mathbf{z}$ 
5: end for
6: return  $\mathbf{x}_0$ 
  
```



DENOISING DIFFUSION PROBABILISTIC MODELS 101



$$p_{\theta}(\mathbf{x}_{t-1} \mid \mathbf{x}_t)$$