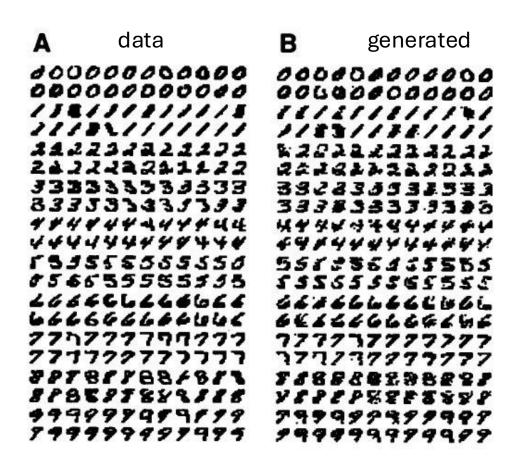
Wake-sleep algorithm

Hinton et al., 1995, Science

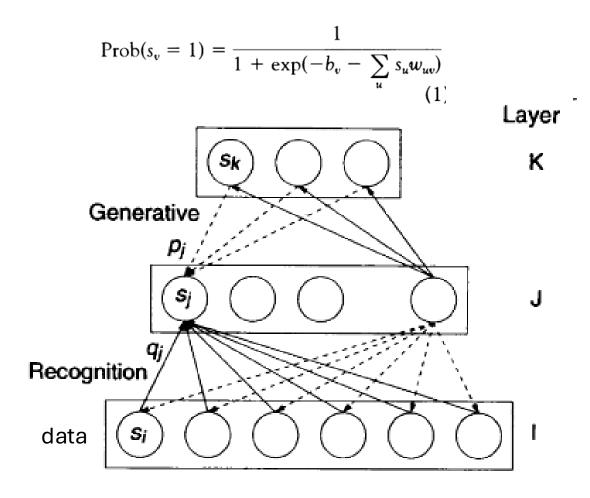
Objective

- Unsupervised learning of data
- Generative model
- Local updates (no back-prop)



ASK! (I might be wrong)
Hopping between paper & presentation

Core idea



- Alternating update steps (wake-sleep)
 - Wake: use recognition, update generation
 - Sleep: use generation, update recognition
- Sample new data starting from layer K
- Optimize with information-theory
 - Minimize the information required to "transmit" data
 - Representation 'cost' (knowing generative weights)
 - Difference to real input

Sigmoid believe network (stochastic, binary states)

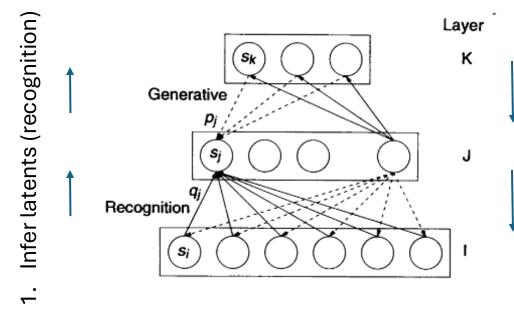
Wake

$$Prob(s_{v} = 1) = \frac{1}{1 + \exp(-b_{v} - \sum_{u} s_{u}w_{uv})}$$
(1)

$$C(s_j^{\alpha}) = -s_j^{\alpha} \log p_j^{\alpha} - (1 - s_j^{\alpha}) \log(1 - p_j^{\alpha})$$
(2)

$$C(\alpha,d) = C(\alpha) + C(d|\alpha)$$

$$= \sum_{\ell \in L} \sum_{j \in \ell} C(s_j^{\alpha}) + \sum_{i} C(s_i^{d}|\alpha)$$
 (3)



$$\Delta w_{kj} = \epsilon s_k^{\alpha} (s_j^{\alpha} - p_j^{\alpha}) \tag{4}$$

$$\min_{\alpha} C(\alpha, d) = C(\alpha) + C(d \mid \alpha)$$

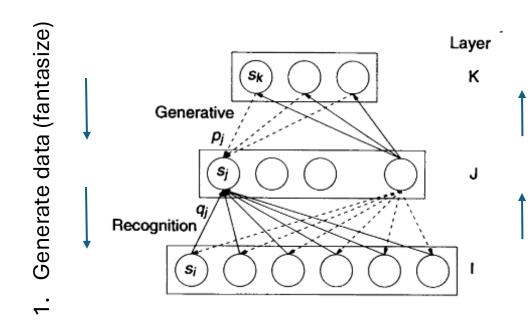
$$= \sum_{\ell \in L} \sum_{j \in \ell} C(s_j^{\alpha}) + \sum_{i} C(s_i^{d} \mid \alpha)$$
 (3)

$$C(d) = \sum_{\alpha} Q(\alpha|d)C(\alpha,d)$$

$$-\left[-\sum_{\alpha} Q(\alpha|d)\log Q(\alpha|d)\right]$$
Entropy (5)

of the system. As in physics, C(d) is minimized when the probabilities of the alternatives are MAGIC IN BETWEEN costs by the Experimental distribution (at a temperature of 1)

$$P(\alpha \mid d) = \frac{\exp[-C(\alpha, d)]}{\sum_{\alpha} \exp[-C(\beta, d)]}$$
 (6)

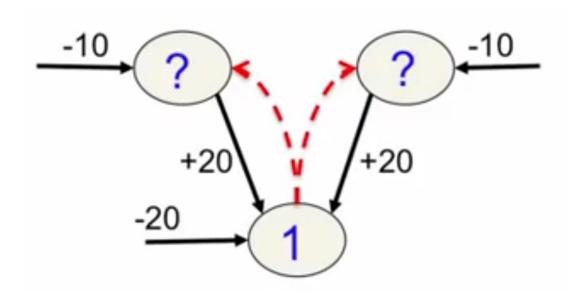


Optimize recognition weights across*all possible representations*

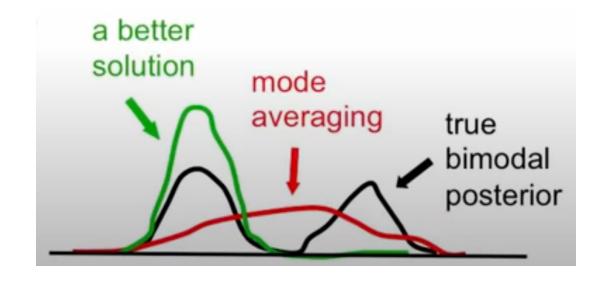
$$\Delta w_{jk} = \epsilon s_j^{\gamma} (s_k^{\gamma} - q_k^{\gamma})$$

Caveats: Mode averaging

Sleep (generative) phase



$$\Delta w_{jk} = \epsilon s_j^{\gamma} (s_k^{\gamma} - q_k^{\gamma})$$



Not a fatal flaw, because wake-phase training partially avoids such situations

Take-home

- Simple idea -> effective data generation
- Mathematically grounded
- Many ideas of today's generational networks are 30 years old

