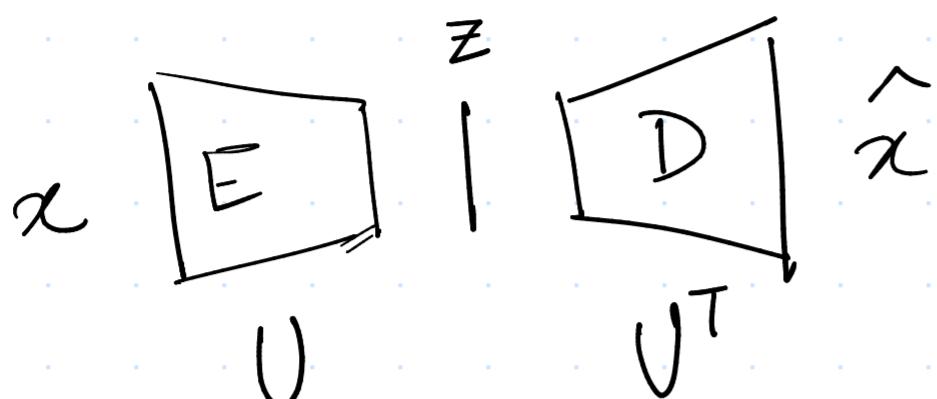


# VAEs (Variational Auto-Encoders)

26/02/2025

## Autoencoders (A.E's)



$$z = U^T x$$

$$\begin{aligned} \hat{x} &= U z \\ &= U U^T x. \end{aligned}$$

# with one layer neurons  
and without any non-linearity  
the A.E. behaves as PCA.

### Objective function :-

$$\min \frac{\|\hat{x} - UU^T x\|^2}{\text{s.t. } U \cdot U^T = I}.$$

$$I \cdot I^T = I$$

Autoencoders  $\rightarrow$  used for dimensionality reduction  $\rightarrow$  undercomplete autoencoder.

$$x \in \mathbb{R}^m$$

$$m \gg n.$$

$$z \in \mathbb{R}^n$$

$$x \boxed{E} z \boxed{D} \hat{x} \approx x.$$

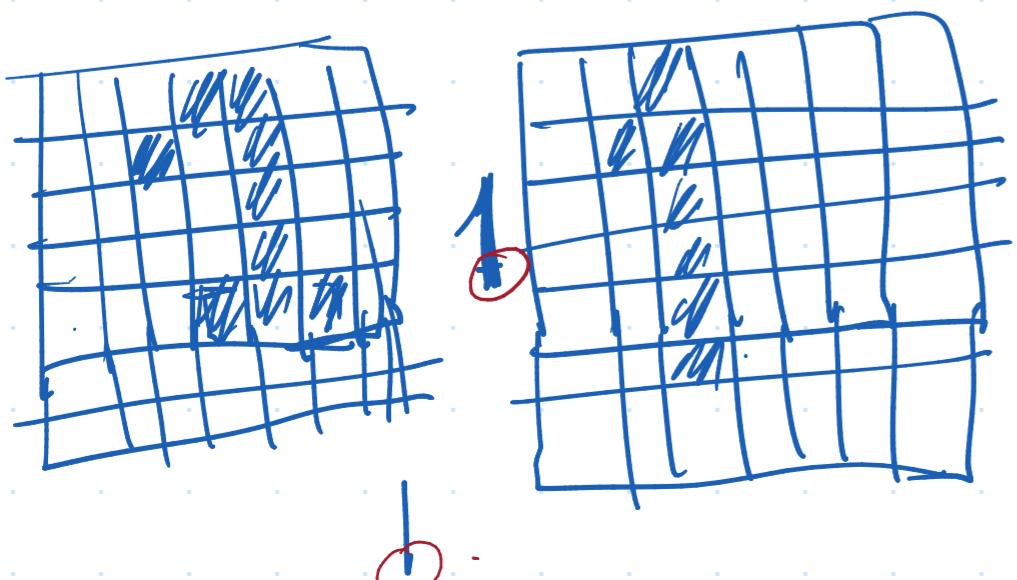
undercomplete  
autoencoder.



$$x \in \mathbb{R}^m$$

$$z \in \mathbb{R}^n$$

$$7 \times 7$$



$$n \gg m.$$

redundant features

$$\begin{array}{c} 28 \\ 28 \times 28 \\ 224 \\ 56 \times \\ 784 \end{array}$$

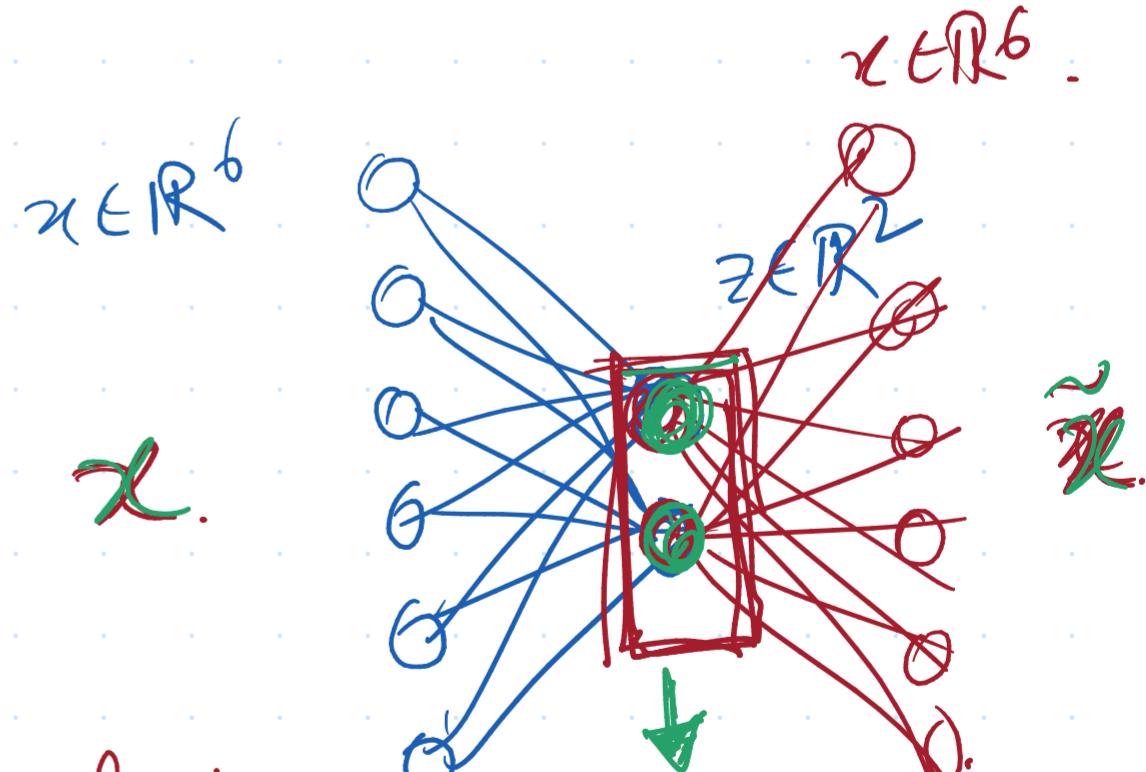
$$28 \times 28 \Rightarrow 784.$$

$$28 \rightarrow \boxed{1}$$

$$x'$$

$$R^1$$

$$y' \in \{0, 1, 2, \dots, 9\}.$$



$x \in \mathbb{R}^{m \times n}$  higher dimensional.

$z \in \mathbb{R}^n$  where  $m \gg n$ , is always lower dimensional.

  $\rightarrow$  no labels.



MSE loss.

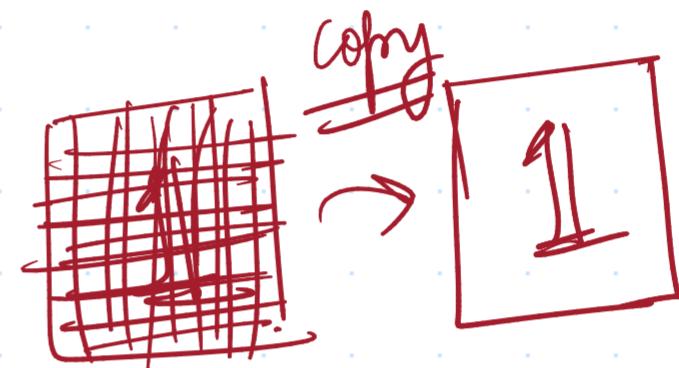
L1 loss.

$L_2/L_1$  minimize for similarity

$(5, 7, 3, 2, 1)$

$\downarrow$   $\downarrow$   $\rightarrow$   $(5, 7, 1, 2, 1)$

$(5, 7, 5, 2, 2)$



$$\cos\theta = \frac{\mathbf{a} \cdot \mathbf{b}}{\|\mathbf{a}\| \|\mathbf{b}\|} = \frac{25+49+9+4+1}{\sqrt{25+49+9+4+1}} = \frac{1}{\sqrt{1} \sqrt{1}} = 1$$

$\boxed{\theta = \cos^{-1}(1) = 0^\circ}$

$[-1 \text{ to } 1]$

$(1, 2, 3) \quad (4, 5, 6)$

$$\rightarrow \sqrt{(4-1)^2 + (5-2)^2 + (6-3)^2} \approx \text{high.}$$

but cosine similarity  
 $= 0$ .

$$A = [1, 0] \quad B = [-1, 0].$$

$$x = [3, 4]$$

$$\hat{x} = [-\theta; 0]$$

$$\theta = 90$$

Conine  
(-1, 1)

MSE K  
(0, ∞)

$$x = [3, 4]$$
$$\hat{x} = (-4, 3)$$

L1  
(0, ∞)

$$C.S. = \frac{x \cdot \hat{x}}{\|x\| \|\hat{x}\|} =$$

$$\frac{-24}{25} = \boxed{-0.96}$$

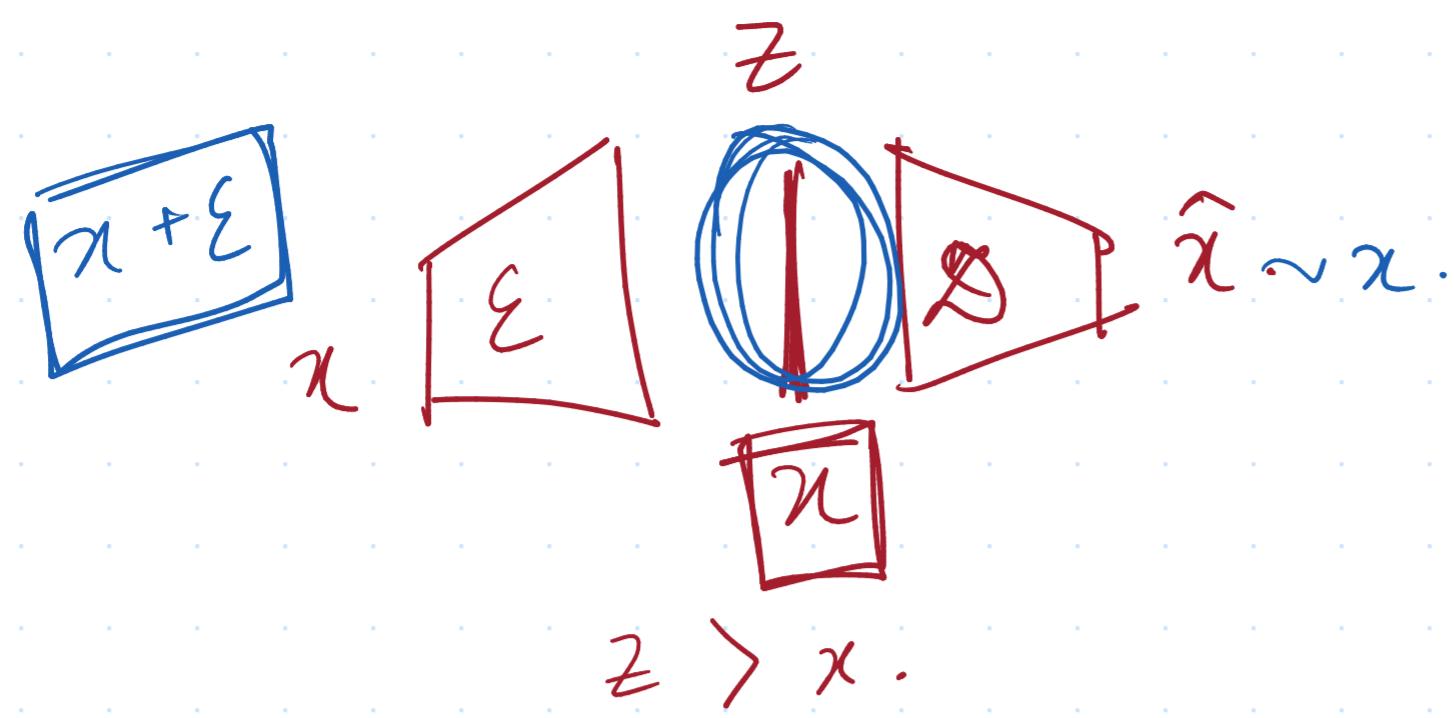
$$\sqrt{(-1)^2 + (3)^2}$$

$$MSE = \frac{1}{n} \sum_{i=1}^n (x_i - \hat{x}_i)^2$$

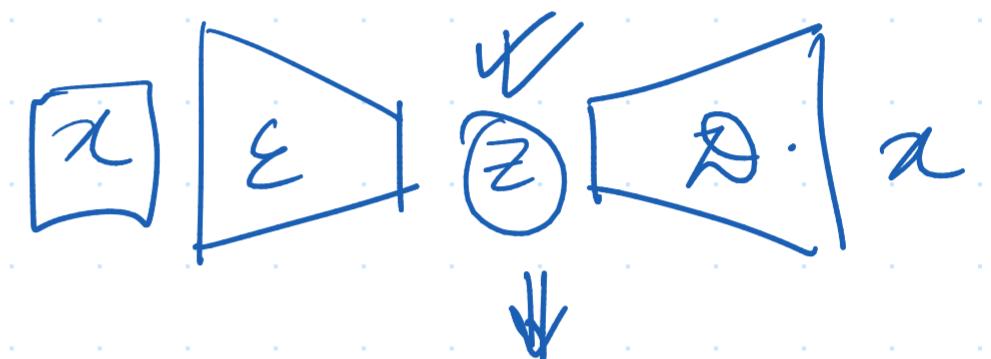
$$= \frac{1}{2} ((3 - (-4))^2 + (4 - (-3))^2) = \frac{49 + 49}{2}$$

$$= \boxed{49}.$$

MSE, L1 good for  
better representation.



identity mapping is being  
learnt.



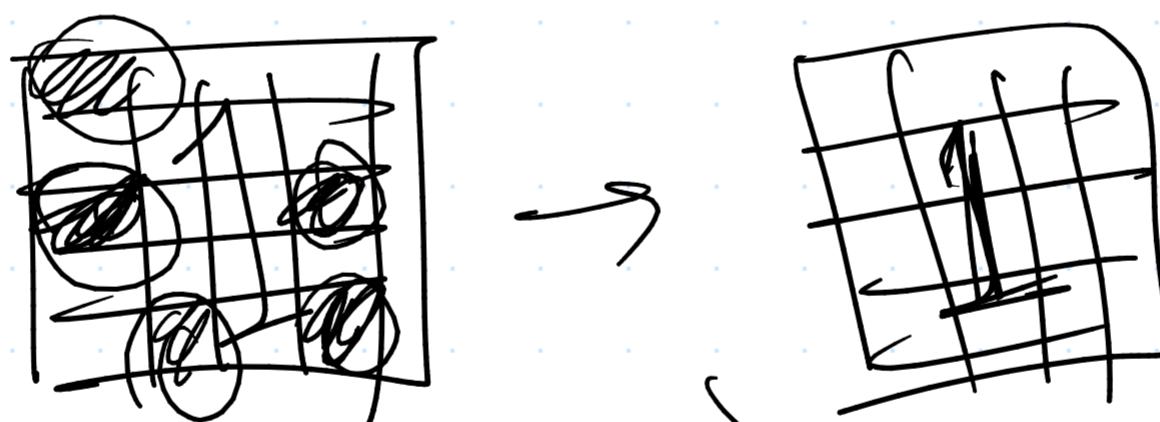
Noise Removal.



Denoising autoencoder:

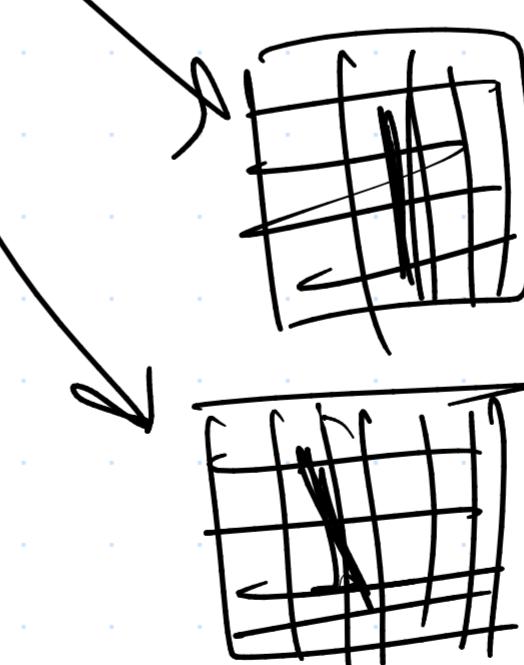
identity mapping

$$U = I$$

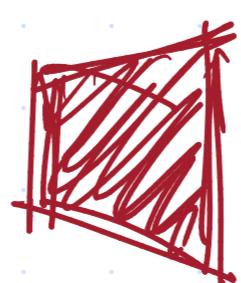


100%  
→

outliers.



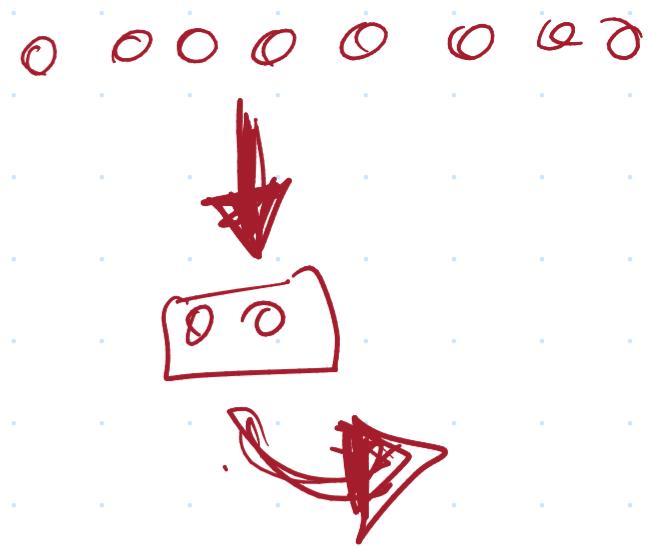
95% → Good image + Noise.



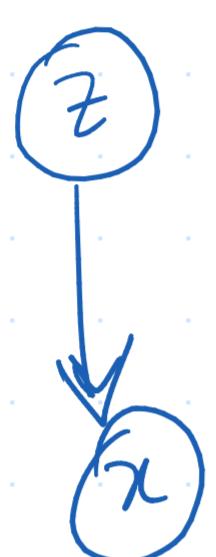
## Variational AE-stochastic

$z \rightarrow$  comes from a certain distribution.

$z \sim \mathcal{G}(0, I)$  some Gaussian, say.



Variational Inference  $\rightarrow$  (Bayesian statistics)



hidden variable

$p(z|x)$   $\rightarrow$  latent var.  
given an input.

- Topic Modelling
- Classification
- Encoding to lower dim, etc.

$$p(z|x) = p(x|z) \cdot p(z) \rightarrow \text{prior.}$$

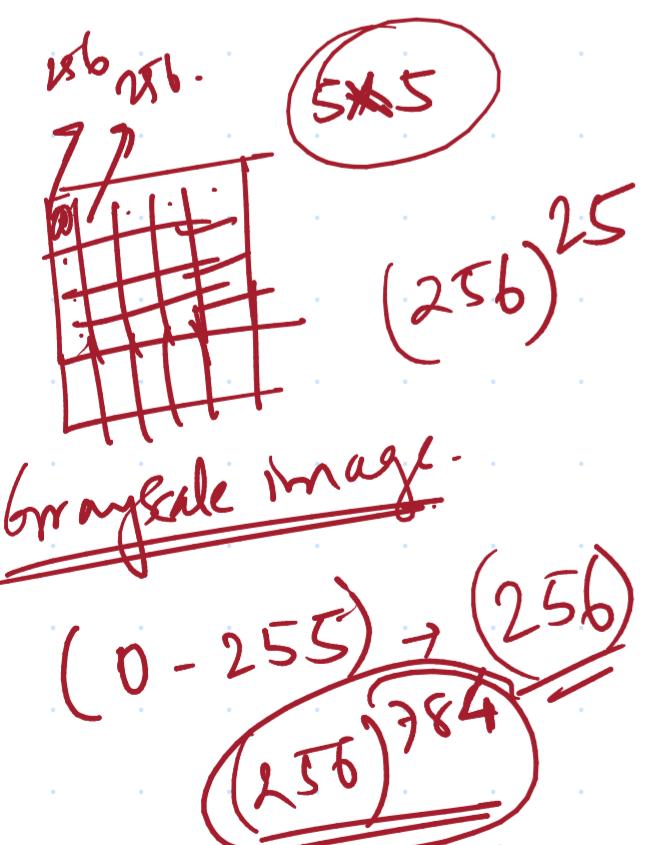
Decoder/Model

$p(x)$

$$\int_z p(x|z) \cdot p(z) dz$$

Intractable quantity

when  $z \rightarrow$  higher dimension, then

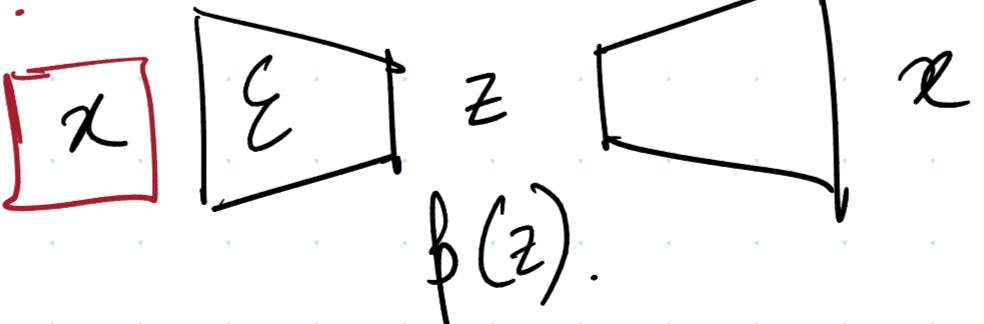


Grayscale image

$$(0 - 255) \rightarrow (256)^25$$

$$(256)^784$$

Image

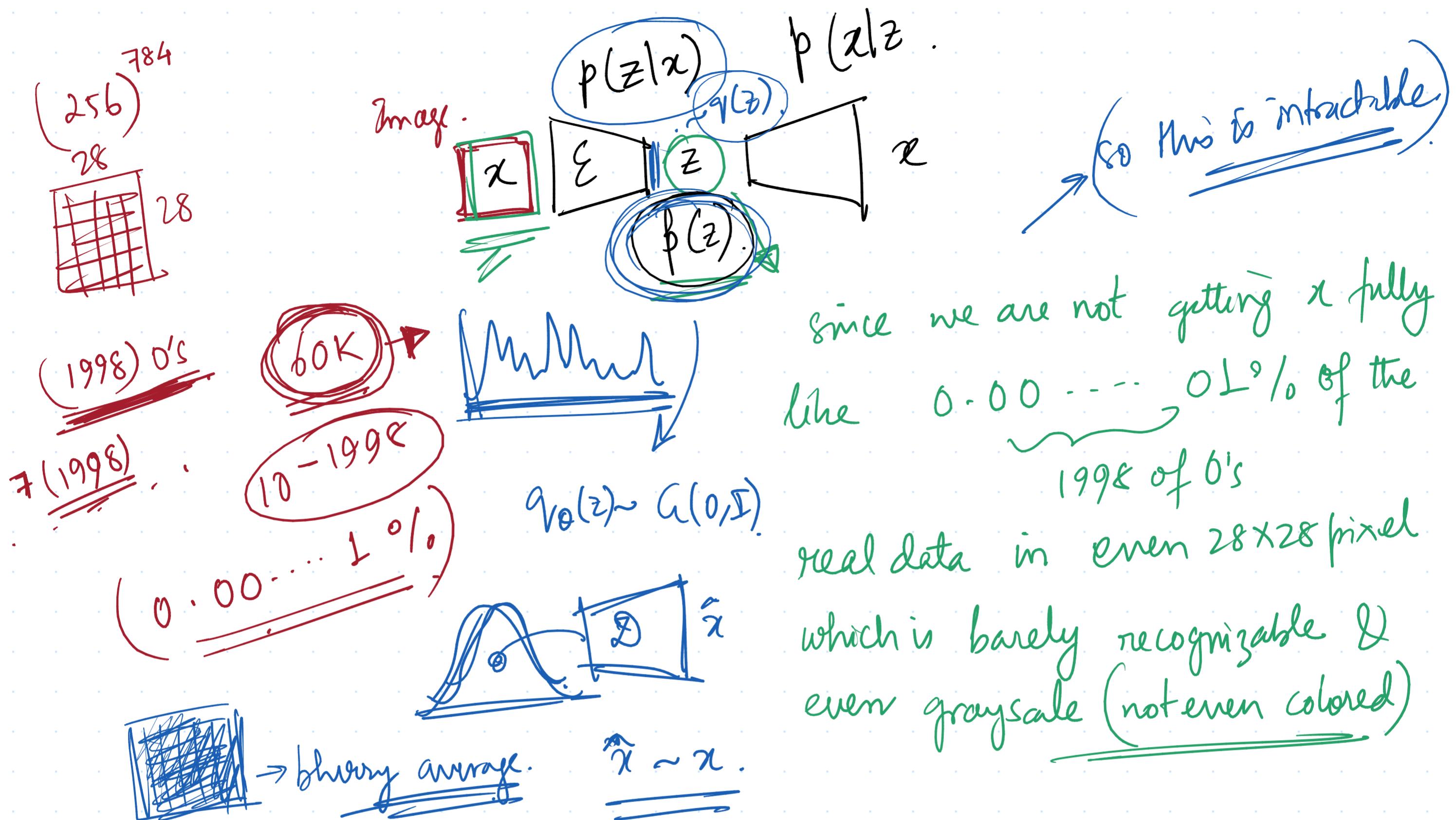


$$\int_{z_1 z_2 z_3 z_4} \dots$$

becomes complicated  
integral.

- \* Sampling techniques  $\rightarrow$  one line of technique to address this intractability.

$$p(z|x) = \frac{p(x|z) p(z)}{p(x)} \rightarrow \text{prior.}$$



## \* Variational Inference

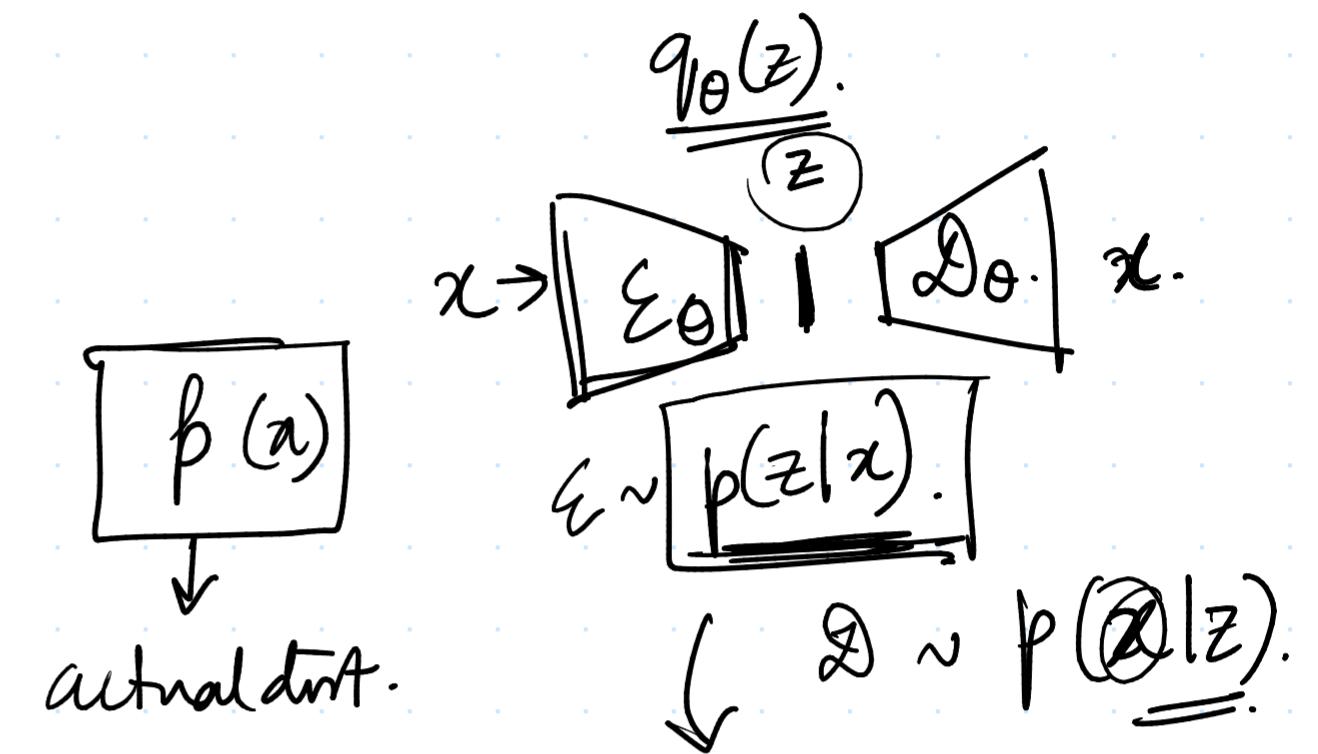
Turn this intractable quantity to an optimization problem, by assuming there is another distribution which is tractable. Now, find the parameters of that distribution that is very close to this one. That distribution is used as a surrogate to the current intractable distribution.

$q_0(z) \leftarrow$  comes from a well behaved family of distributions. (like Gaussian)

$\min KL(q(z) \parallel p(z|x))$

← Minimize the KL divergence  
b/w these two distributions

$\approx q_{\theta}(z|x) \approx q_{\theta}(z)$ . since  $\theta$  is dependent on  $x$ .



$$q_{\theta}(z|x) \approx q(z)$$

$$z \sim a(0, I)$$

### Information

$$I = -\log(p(x))$$

$x \rightarrow$  event.

Higher probability means lower information

Entropy → Expectation of the information.

$$E[x] = \sum x p(x).$$

$$H = E[I] = -\sum p(x) \log(p(x)).$$

KL-divergence → more like : Entropy of  $p$  - Entropy of  $q$ .

$$KL(p \parallel q) = -\sum p(x) \log p(x) + \sum q(x) \log q(x).$$

But in KL we compute the expectation w.r.t. certain quantities, like e.g., if the expectation is w.r.t.  $q$ , then this is KL divergence.

$$KL(q \parallel p) = -\sum q(x) \log p(x) + \sum q(x) \log q(x).$$

$$KL(q \parallel p) = -\sum q(x) \log \frac{p(x)}{q(x)}$$

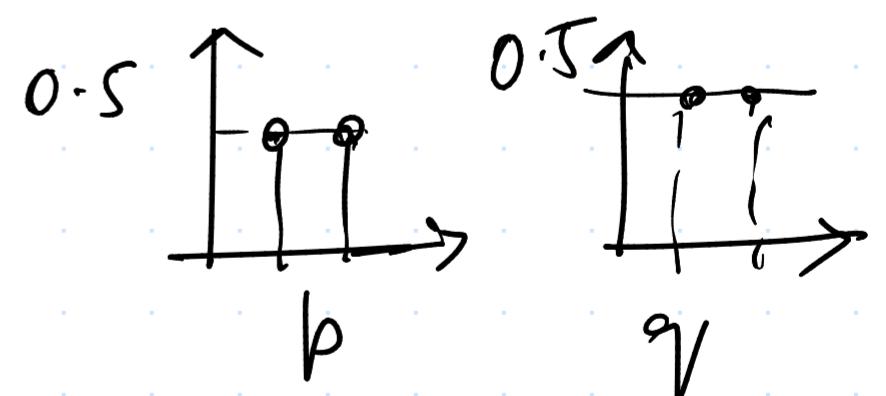
KL can also be written as the information loss if we want to transfer from one dist to another, hence, this is a measure b/w two distributions.

- property of KL divergence
- $\underline{KL(p \parallel q) \neq KL(q \parallel p)}$ . → hence divergence & not distance
  - $\underline{KL(p \parallel q) \text{ or } KL(\cdot \parallel \cdot) > 0}$ .

Hence the measure of dissimilarity b/w the two distributions.

$$KL(p \parallel q)$$

$$= -\sum q \log \frac{p(x)}{q(x)}.$$



$$= -\sum q \log \frac{0.5}{0.5} = -\sum q \log(1) = 0$$

So, we were minimizing the KL divergence b/w  $q_{\theta}(z)$  and  $p(z|x)$  → intractable. Here  $q_{\theta}(z) \rightarrow$  well behaved family

of distribution:

$$\min_{\theta} KL(q_{\theta}(z) \parallel p(z|x))$$

KL( $q_{\theta}(z) \parallel p(z|x)$ )  $\rightarrow$  KLD in continuous space

$$= - \int_z q_{\theta}(z) \log \frac{p(z|x)}{q_{\theta}(z)}$$

$$= - \int_z q_{\theta}(z) \log \frac{p(z,x)}{q_{\theta}(z) p(x)}$$

$$= - \int_z q_{\theta}(z) \log \frac{p(z|x)}{q_{\theta}(z)} \cdot \frac{1}{p(x)}$$

$$= - \int_z q_{\theta}(z) \log \frac{p(z|x)}{q_{\theta}(z)} + \int_z q_{\theta}(z) \log p(x)$$

$$\therefore \min_{\theta} KL(q_{\theta}(z) \parallel p(z|x)) = - \int_z q_{\theta}(z) \log \frac{p(z|x)}{q_{\theta}(z)}$$

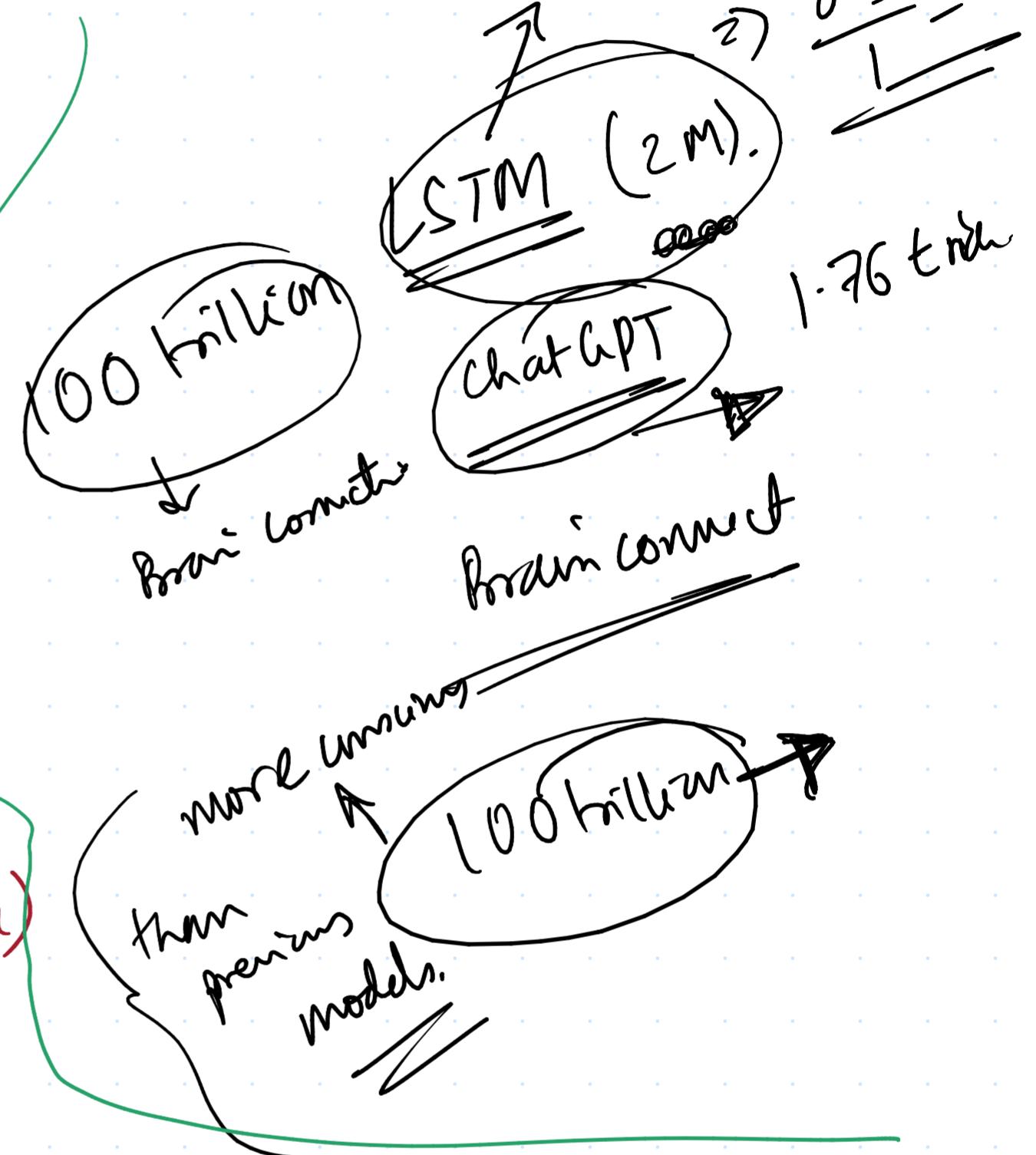


$$p(x) = 0$$

$$\frac{0.5 - 0.2}{1 - 0}$$

$$\frac{0.3}{1} = 0.3$$

$$1.76 \text{ trin}$$



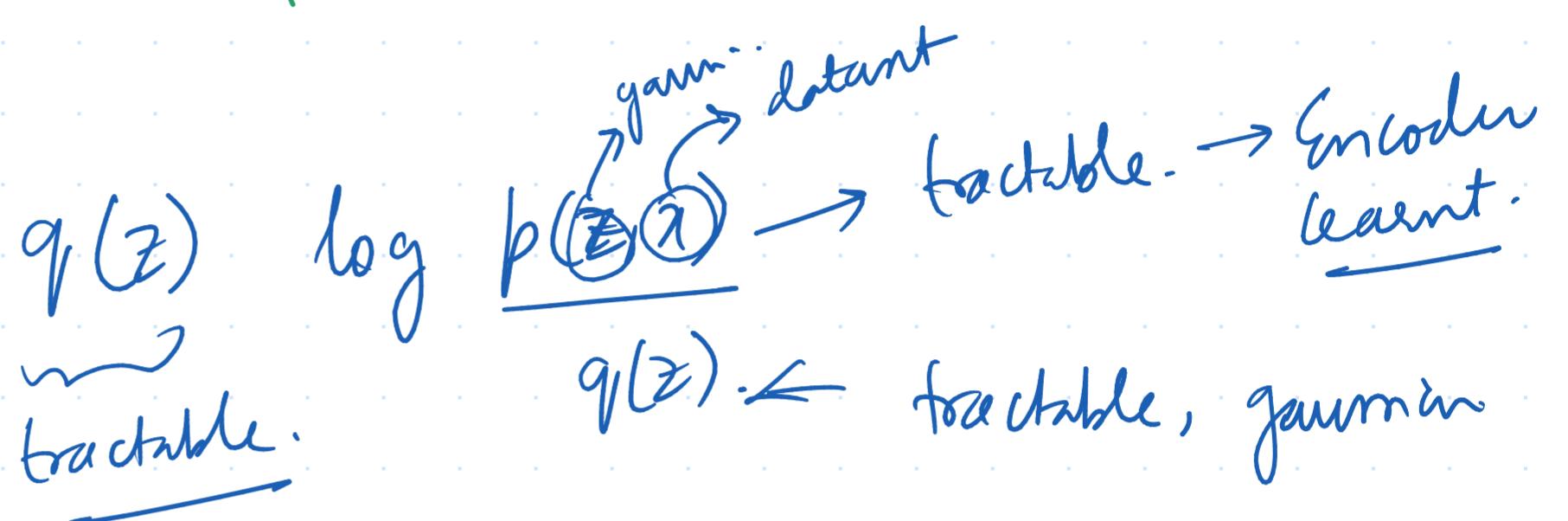
Since we are integrating on  $z$  and  $p(x)$  is observation, which is a constant, and it doesn't depend on  $z$  or anything, hence we are taking it out.  $\rightarrow$  Nothing to do with  $\theta$  either.

$$\min \underbrace{KL(q(z) || p(z|x))}_{\text{maximize this quantity}} = - \int q(z) \log \frac{p(z|x)}{q(z)} + \log p(x).$$

constant.  
 &  
 tractable.  
 $\equiv$

$\mathcal{ELBO}$  - Evidence Lower Bound.

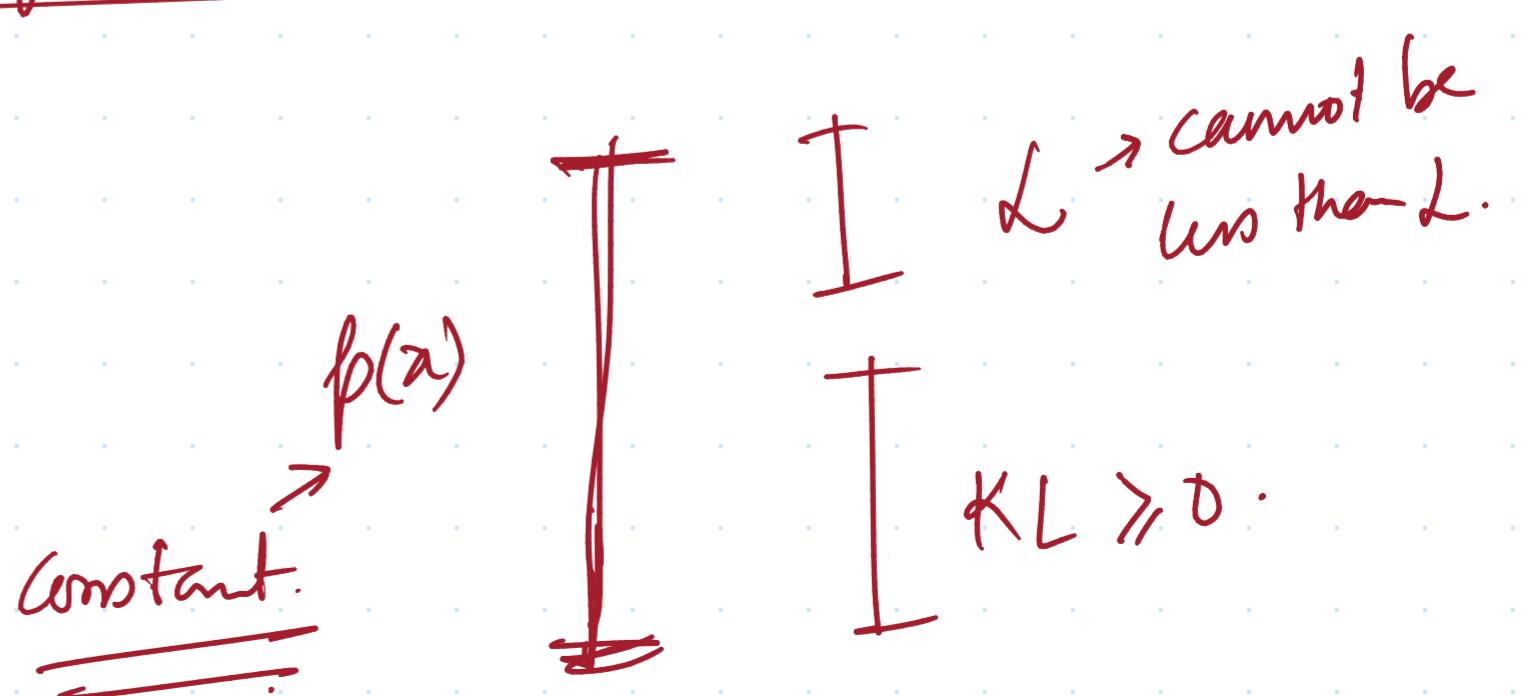
$\mathcal{VLB}$  - Variational lower Bound.



$$\log p(x) = \underbrace{KL(q(z) || p(z|x))}_{\text{constant.}} + \underbrace{\int q(z) \log \frac{p(z|x)}{q(z)}}_{\geq 0} \quad L \text{ or lower bound.}$$

$$L \neq \log p(x) \text{ unless } \boxed{KL = 0}$$

Hence,  $L = \text{lower bound of } \log p(x)$ .



Lower Bound :-

$q(z)$

$$\mathcal{L} = \int q(z) \log \frac{p(z|x)}{q(z)}$$

$$p(x|z) = \frac{p(x,z)}{p(z)}$$

$$= \int q(z) \log \frac{p(x|z)p(z)}{q(z)} \quad \begin{matrix} \leftarrow \text{decoder} \\ \leftarrow \text{well defined Gaussian} \end{matrix}$$

$$p(x,z) = \underline{\underline{p(x|z)}} \cdot \underline{\underline{p(z)}}$$

$$= \int q(z) \log p(x|z)$$

$$+ \int q(z) \log \frac{p(z)}{q(z)}$$

$q(z)$  well behaved gaussian distribution.

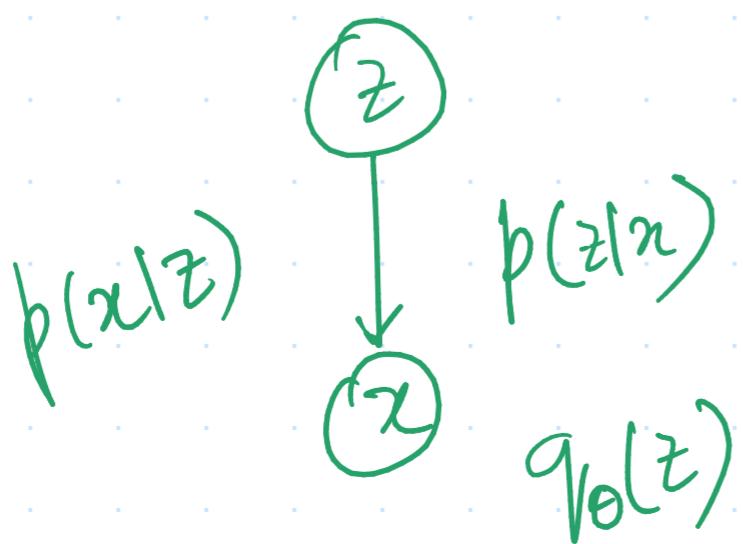
-  $KL(q||p)$ .

maximize  $\mathcal{L}$

$$= \max \int q(z) \log p(x|z).$$

=  $\max E[\log p(x|z)] \rightarrow$  likelihood of the data.

$$\log p(x) = KL(q(z)||p(z|x)) + E[p(x|z)] = KL(q(z)||p(z))$$



Maximize Likelihood :-

- Gaussian - minimize MSE
- Bernoulli → minimize CE loss.

Gaussian :-

$$\underbrace{\|x - \hat{x}\|_2^2}_{\text{A.E.}} + \text{KL}(\underbrace{q(z) \parallel N(0, I)}_{\text{VAE}})$$

This additional loss in VAEs ensures that the  $z$  is Gaussian.

Since  $z \rightarrow$  stochastic hence no backpropagation.

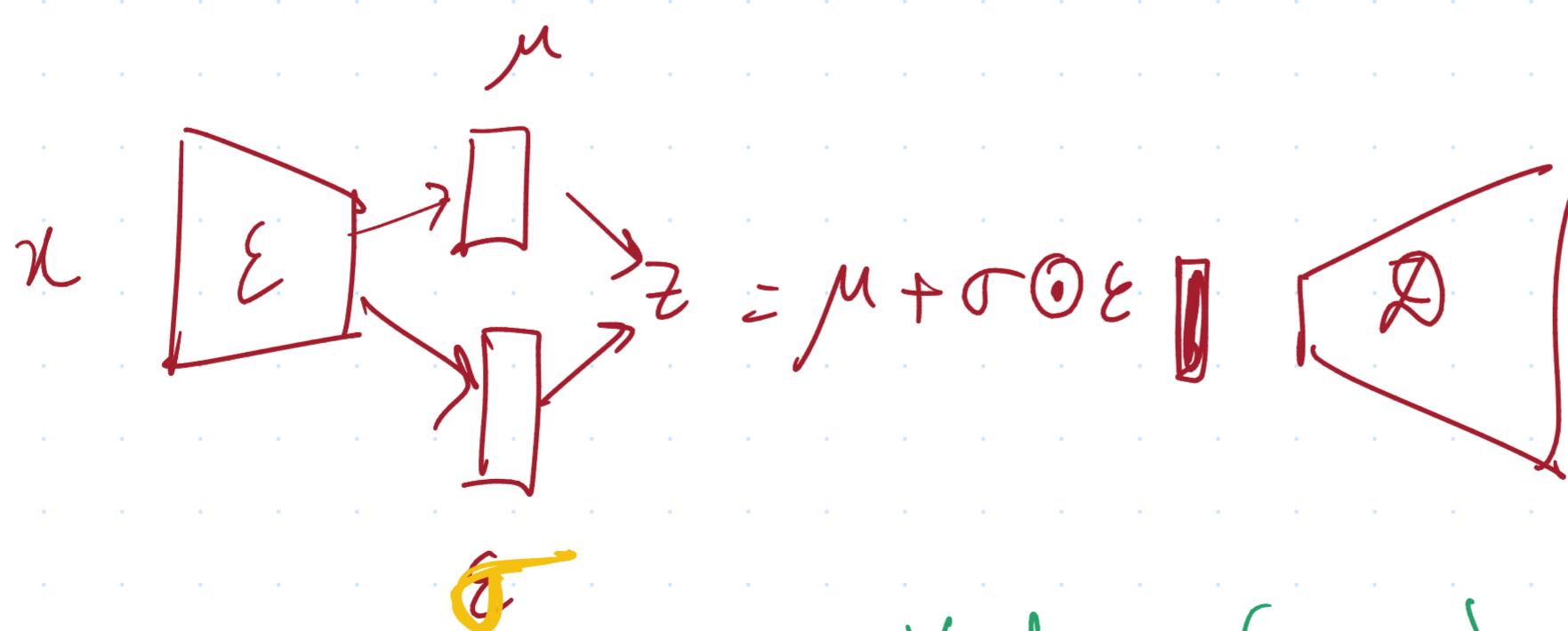
Reparameterization Trick :- Find the mean & variance of the dist. via the neural network.

(mean, variance)



deterministic.

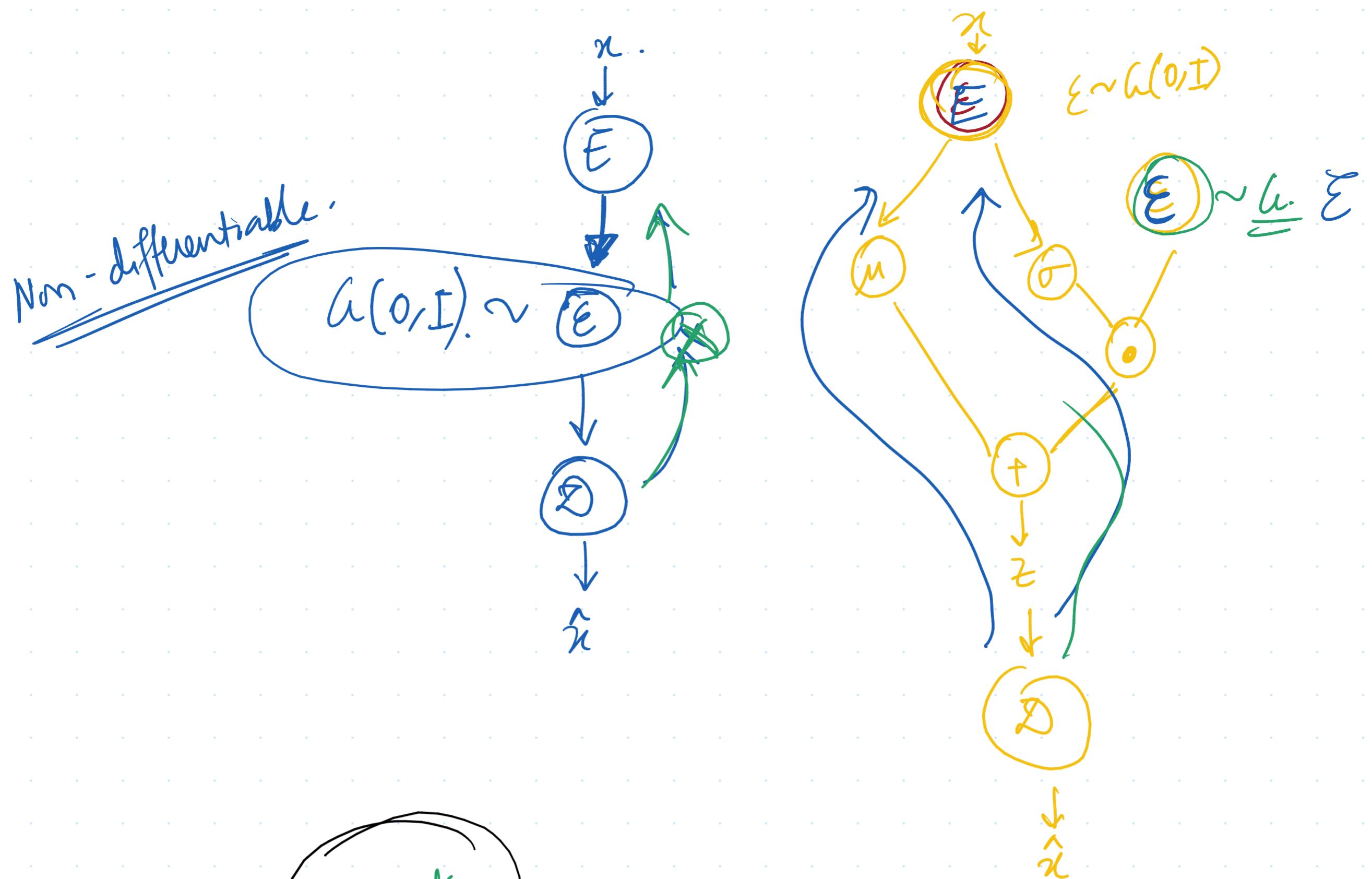
Through this Gaussian  $\rightarrow$  sample something random; representation of  $z \rightarrow$  parameters of  $z$  in the model.



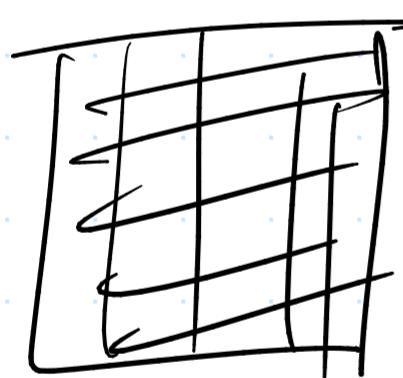
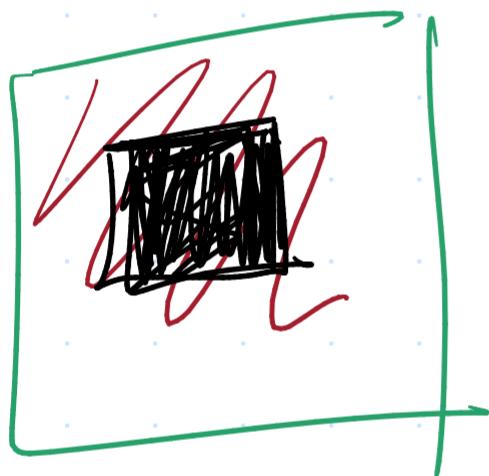
Vectors  $(\mu, \sigma)$  are learned by

Idea of reparameterization)

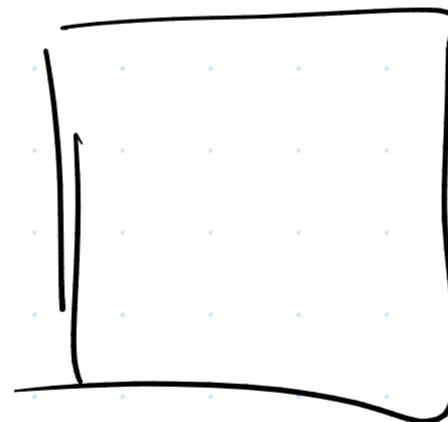
backpropagation.



Inpainting

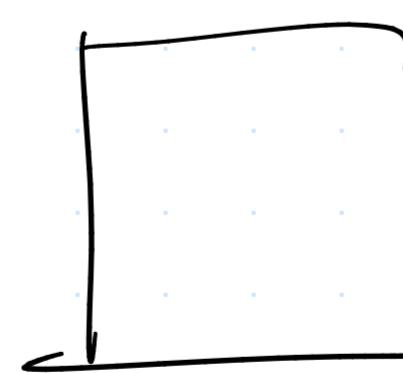


Grayscale  $z \sim$



Colorization  
Colored mag.

$z \sim$

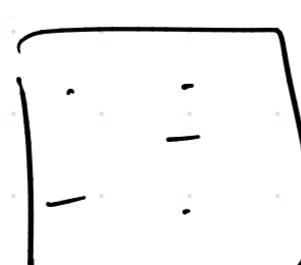


colored.

Old photos  $\rightarrow$



$\rightarrow$



New photo

Super-resolution



144px

$\rightarrow$



720px

High resolution

Depth map → relativistic images.

De-blurring images.

