

1 Generative modelling

Learn $p_{\text{model}} \approx p_{\text{data}}$, sample from p_{model} .

- Explicit density:
 - Approximate:
 - * Variational: VAE, Diffusion
 - * Markov Chain: Boltzmann machine
 - Tractable:
 - * Autoregressive: FVSBN/NADE/MADE, Pixel(C/R)NN, WaveNet/tcn, Autor. Transf.,
 - * Normalizing Flows
- Implicit density:
 - Direct: Generative Adversarial Networks
 - MC: Generative Stochastic Networks

Autoencoder: $X \rightarrow Z \rightarrow X$, $g \circ f \approx \text{id}$, f and g are NNs. Optimal linear autoencoder is PCA. Undercomplete: $|Z| < |X|$, else overcomplete. Overcomp. is for denoising, inpainting. Latent space should be continuous and interpolable. Autoencoder spaces are neither, so they are only good for reconstruction.

2 Variational AutoEncoder (VAE)

Sample z from prior $p_\theta(z)$, to decode use conditional $p_\theta(x | z)$ defined by a NN.

$D_{\text{KL}}(P||Q) := \int_x p(x) \log \frac{p(x)}{q(x)} dx$: KL divergence, measure similarity of prob. distr. $D_{\text{KL}}(P||Q) \neq D_{\text{KL}}(Q||P)$, $D_{\text{KL}}(P||Q) \geq 0$ Likelihood $p_\theta(x) = \int_z p_\theta(x | z) p_\theta(z) dz$ is hard to max., let enc. NN be $q_\phi(z | x)$, $\log p_\theta(x^i) = \mathbb{E}_z [\log p_\theta(x^i | z)] - D_{\text{KL}}(q_\phi(z | x^i) || p_\theta(z)) + D_{\text{KL}}(q_\phi(z | x^i) || p_\theta(z | x^i))$. Red is intractable, use ≥ 0 to ignore it; Orange is reconstruction loss, clusters similar samples; Purple makes posterior close to prior, adds cont. and interp. Orange - Purple is ELBO, maximize it.

$x \xrightarrow{\text{enc}} \mu_{z|x}, \Sigma_{z|x} \xrightarrow{\text{sample}} z \xrightarrow{\text{dec}} \mu_{x|z}, \Sigma_{x|z} \xrightarrow{\text{sample}} \hat{x}$ Backprop through sample by reparametr.: $z = \mu + \sigma \epsilon$. For inference, use μ directly. Disentanglement: features should correspond to distinct factors of variation. Can be done with semi-supervised learning by making z conditionally independent of given features y .

2.1 β -VAE

Disentangle by $\max_{\theta, \phi} \mathbb{E}_x [\mathbb{E}_{z \sim q_\phi} \log p_\theta(x | z)]$ s.t. $D_{\text{KL}}(q_\phi(z | x) || p_\theta(z)) < \delta$, with KKT: $\max \text{Orange} - \beta \text{Purple}$.

3 Autoregressive generative models

Autoregression: use data from the same input variable at previous time steps Discriminative: $P(Y | X)$, generative: $P(X, Y)$,

maybe with Y missing. Sequence models are generative: from $x_i \dots x_{i+k}$ predict x_{i+k+1} .

Tabular approach: $p(\mathbf{x}) = \prod_i p(x_i | \mathbf{x}_{<i})$, needs 2^{i-1} params. Independence assumption is too strong. Let $p_{\theta_i}(x_i | \mathbf{x}_{<i}) = \text{Bern}(f_i(\mathbf{x}_{<i}))$, where f_i is a NN. Fully Visible Sigmoid Belief Networks: $f_i = \sigma(\alpha_0^{(i)} + \alpha^{(i)} \mathbf{x}_{<i}^T)$, complexity n^2 , but model is linear.

Neural Autoregressive Density Estimator: add hidden layer. $\mathbf{h}_i = \sigma(\mathbf{b} + \mathbf{W}_{\cdot, <i} \mathbf{x}_{<i})$, $\hat{x}_i = \sigma(c_i + \mathbf{V}_{i, \cdot} \mathbf{h}_i)$. Order of \mathbf{x} can be arbitrary but fixed. Train by max log-likelihood in $O(TD)$, can use 2nd order optimizers, can use teacher forcing: feed GT as previous output.

Extensions: Convolutional; Real-valued: conditionals by mixture of gaussians; Order-less and deep: one DNN predicts $p(x_k | x_{i_1} \dots x_{i_j})$.

Masked Autoencoder Distribution Estimator: mask out weights s.t. no information flows from $x_d \dots$ to \hat{x}_d . Large hidden layers needed. Trains as fast as autoencoders, but sampling needs D forward passes.

PixelRNN: generate pixels from corner, dependency on previous pixels is by RNN (LSTM). PixelCNN: also from corner, but condition by CNN over context region (perceptive field) \Rightarrow parallelize. For conditionals use masked convolutions. Channels: model R from context, G from R + cont., B from G + R + cont. Training is parallel, but inference is sequential \Rightarrow slow. Use conv. stacks to mask correctly.

NLL is a natural metric for autoreg. models, hard to evaluate others.

WaveNet: audio is high-dimensional. Use dilated convolutions to increase perceptive field with multiple layers.

AR does not work for high res images/video, convert the images into a series of tokens with an AE: Vector-quantized VAE. The codebook is a set of vectors. $x \xrightarrow{\text{enc}} z \xrightarrow{\text{codebook}} z_q \xrightarrow{\text{dec}} \hat{x}$.

We can run an AR model in the latent space.

3.1 Attention

\mathbf{x}_t is a convex combination of the past steps, with access to all past steps. For $X \in \mathbb{R}^{T \times D}$: $K = XW_K, V = XW_V, Q = XW_Q$. Check pairwise similarity between query and keys via dot product: let attention weights be $\alpha = \text{Softmax}(QK^T / \sqrt{D})$, $\alpha \in \mathbb{R}^{1 \times T}$. Adding mask

M to avoid looking into the future:

$$X = \text{Softmax} \left(\frac{(XW_Q)(XW_K)^T}{\sqrt{D}} + M \right) (XW_V)$$

Multi-head attn. splits W into h heads, then concatenates them. Positional encoding injects information about the position of the token. Attn. is $O(T^2D)$.

4 Normalizing Flows

VAs dont have a tractable likelihood, AR models have no latent space. Want both. Change of variable for $x = f(z)$: $p_x(x) = p_z(f^{-1}(x)) \left| \det \frac{\partial f^{-1}(x)}{\partial x} \right|$

$p_z(f^{-1}(x)) \left| \det \frac{\partial f(z)}{\partial z} \right|^{-1}$. Map $Z \rightarrow X$ with a deterministic invertible f_θ . This can be a NN, but computing the determinant is $O(n^3)$. If the Jacobian is triangular, the determinant is $O(n)$. To do this, add a coupling layer:

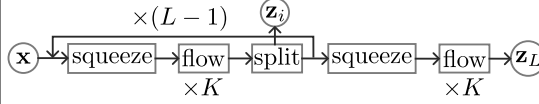
$$\begin{pmatrix} y^A \\ y^B \end{pmatrix} = \begin{pmatrix} h(x^A, \beta(x^B)) \\ x^B \end{pmatrix}, \text{ where } \beta \text{ is any model, and } h \text{ is elementwise.}$$

$$\begin{pmatrix} x^A \\ x^B \end{pmatrix} = \begin{pmatrix} h^{-1}(y^A, \beta(y^B)) \\ y^B \end{pmatrix}, J = \begin{pmatrix} h' & h' \beta' \\ 0 & 1 \end{pmatrix}$$

Stack these for expressivity, $f = f_k \circ \dots \circ f_1$.

$$p_x(x) = p_z(f^{-1}(x)) \prod_k \left| \det \frac{\partial f_k^{-1}(x)}{\partial x} \right|.$$

Sample $z \sim p_z$ and get $x = f(z)$.



- Squeeze: reshape, increase chan.
- ActNorm: batchnorm with init. s.t. output $\sim \mathcal{N}(0, \mathbf{I})$. $y_{i,j} = \mathbf{s} \odot \mathbf{x}_{i,j} + \mathbf{b}$, $\mathbf{x}_{i,j} = (\mathbf{y}_{i,j} - \mathbf{b}) / \mathbf{s}$, $\log \det = H \cdot W \cdot \sum_i \log |\mathbf{s}_i|$: linear.
- 1×1 conv: permutation along channel dim. Init \mathbf{W} as rand. orthogonal $\in \mathbb{R}^{C \times C}$ with $\det \mathbf{W} = 1$. $\log \det = H \cdot W \cdot \log |\det \mathbf{W}|$: $O(C^3)$. Faster: $\mathbf{W} := \mathbf{P}(\mathbf{L} + \text{diag}(\mathbf{s}))$, where \mathbf{P} is a random fixed permut. matrix, \mathbf{L} is lower triang. with 1s on diag., \mathbf{U} is upper triang. with 0s on diag., \mathbf{s} is a vector. Then $\log \det = \sum_i \log |\mathbf{s}_i|$: $O(C)$

Conditional coupling: add parameter \mathbf{w} to β .

SRFlow: use flows to generate many high-res images from a low-res one. Adds affine injector between conv. and coupling layers. $\mathbf{h}^{n+1} = \exp(\beta_{\theta,s}^n(\mathbf{u})) \cdot \mathbf{h}^n + \beta_{\theta,b}(\mathbf{u})$, $\mathbf{h}^n = \exp(-\beta_{\theta,s}^n(\mathbf{u})) \cdot (\mathbf{h}^{n+1} - \beta_{\theta,b}^n(\mathbf{u}))$, $\log \det = \sum_{i,j,k} \beta_{\theta,s}^n(\mathbf{u}_{i,j,k})$.

StyleFlow: Take StyleGAN and replace the network $\mathbf{z} \rightarrow \mathbf{w}$ (aux. latent space) with a normalizing flow conditioned on attributes.

C-Flow: condition on other normalizing flows: multimodal flows. Encode original image \mathbf{x}_B^1 :

$\mathbf{z}_B^1 = f_\phi^{-1}(\mathbf{x}_B^1 | \mathbf{x}_A^1)$; encode extra info (image, segm. map, etc.) \mathbf{x}_A^2 : $\mathbf{z}_A^2 = g_\theta^{-1}(\mathbf{x}_A^2)$; generate new image \mathbf{x}_B^2 : $\mathbf{x}_B^2 = f_\phi(\mathbf{z}_B^1 | \mathbf{z}_A^2)$.

Flows are expensive for training and low res. The latent distr. of a flow needn't be \mathcal{N} .