

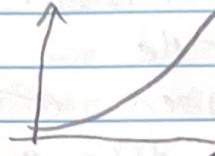
9/10/2025 AMPD UP presentation

I. Mean field games for generative modeling

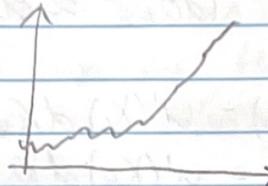
A. Background: stochastic differential equations

1. Brownian motion

a. ODE's: $\dot{x} = F(x)$



b. In real life, though, looks like



c. Hence, we would like

$$\dot{x} = F(x) + \xi \leftarrow \text{white noise}$$

d. To work w/ ξ , we introduce Brownian motion: $\dot{B}_t = \xi$

i. motion for B_t path is determined solely by white noise

e. Brownian motion is defined by properties

i. $B(0) = 0$ a.s.

ii. $(B(t_1), B(t_2) - B(t_1), \dots, B(t_n) - B(t_{n-1}))$ independent for all $t_1 < t_2 < \dots < t_n$

iii. $B(t) - B(s) \sim N(0, t-s)$ for all $0 \leq s \leq t$.

f. justification:

i. say $\xi_i = 1 \text{ or } -1$ w.p. v_1, v_2

ii. consider $S_n = \sum_i \xi_i$

iii. jumps occur every Δt and go distance $\pm \Delta x$

iv. Then displacement $X(t) = \Delta x S_{t/\Delta t}$

v. and $\text{Var}(X(t)) = (\Delta x)^2 \text{Var}(S_{t/\Delta t}) = (\Delta x)^2 \frac{\Delta t}{\Delta t} D^2$ where $D^2 = \text{Var}(\xi_i)$

vi. to get Brownian motion, need $\Delta x, \Delta t \rightarrow 0$. For finite non-zero variance, need $\frac{(\Delta x)^2}{\Delta t} = \text{const}$

8.1.6 We then may define

$$\int \sigma d\theta_t$$

with Ito's sum

h. and we model white noise with

$$dX_t = F(X_t) + \sigma d\theta_t$$

2. Ito's rule

a. treat given σ

$$dX_t = \mu dt + \sigma d\theta_t$$

and a function u , what is $du(X_t)$?

b. Trd: $(d\theta_t)^2 \approx dt$

c. so

$$\begin{aligned} du(X_t) &= u'(X_t) dX_t + \frac{1}{2} u''(X_t) (dX_t)^2 + \dots \\ &= u'(X_t) dX_t + \frac{1}{2} u''(X_t) (\mu^2 dt^2 + \mu \sigma dtd\theta_t + \sigma^2 d\theta_t^2) + \dots \end{aligned}$$

more generally:

du(X) \rightarrow only need 1st and 2nd terms:

$$= \mu u d\theta + \frac{1}{2} \frac{\partial^2 u}{\partial x^2} (\sigma^2) dt$$

3. Fokker Planck / forward Kolmogorov / continuity equation

a. What equation does X_t law $\rho(x, t)$ obey?

b. strategy: weak formulation

c. For my test function ψ ,

$$\mathbb{E}[\psi(X_t)] = \mathbb{E}[\psi(X_0)]$$

$$= \mathbb{E}[\psi(\theta_0 + \frac{1}{2} \sigma^2 dt)]$$

$$\int \psi(\theta_0 + \theta_0 dt) \rho(\theta_0) d\theta_0$$

$$= \int \psi(\theta_0 + \frac{1}{2} \sigma^2 dt) \rho(\theta_0) d\theta_0$$

$$= \mathbb{E}[\psi(\theta_0 + \frac{1}{2} \sigma^2 dt) + \frac{1}{2} \sigma^2 dt]$$

$$\begin{aligned} &= \int (\psi(\theta_0 + \frac{1}{2} \sigma^2 dt) + \frac{1}{2} \sigma^2 dt) \rho(\theta_0) d\theta_0 \\ &= \int (\psi(\theta_0 + \frac{1}{2} \sigma^2 dt) + \frac{1}{2} \sigma^2 dt) \rho(\theta_0) d\theta_0 \end{aligned}$$

d. conclusion:

$$\partial_t \rho = - \partial_x (\mu \rho) + \frac{1}{2} \partial_x^2 (\sigma^2 \rho)$$

i. general:

$$\partial_t \rho = - \nabla \cdot (\mu \rho) + \frac{1}{2} \nabla^2 (\sigma^2 \rho)$$

18. Mean field games

3.8.1 - We have players whose states evolve according to

$$dX_t = V(X_t, t) dt + \sigma dB_t$$

σ is given

b. we can pick V

2. we assume we have only many players whose densities are distributed ^{free} by $p(x, t)$ at time t

a. by Fokker-Planck, we have

$$\partial_t p = - \nabla \cdot (V p) + \frac{1}{2} \sigma^2 \partial_{xx} p (0, t; p)$$

3. at state x and time t , player wants to pick $V(x, t)$ to minimize

$$J_{x, t}(V) = \underbrace{E^{x, t}(M(X(T), \rho, t))}_{\text{state cost}} + \underbrace{\int_t^T L(X_s, V(X_s, s)) ds}_{\text{interaction/collision cost}} + \underbrace{\int_t^T I(X_s, \rho(s, s)) ds}_{\text{terminal cost}}$$

4. Richard Bellman: Dynamic Programming

4. introduce

$$U(x, t) = \min_{V(t)} \{ E^{x, t}(\int_t^T L(X_s, V(X_s, s)) ds + I(X_s, \rho) ds) \}$$

5. Richard Bellman: Dynamic Programming

a. V satisfying for small dt

$$U(x, t) = \min_{V(t)} \{ E^{x, t}(\int_t^{t+dt} L(X_s, V(X_s, s)) ds + I(X_s, \rho) ds + U(X_{t+dt}, t+dt)) \}$$

b. Taylor series

6. Df:

$$dU = \frac{\partial U}{\partial t} dt + \nabla U \cdot dX$$

$$+ \frac{1}{2} \sum \partial_{xx} U(0, t) ds$$

c. so

$$E(U(X_{t+dt}, t+dt))$$

$$= E(U(X_t)) + \int_t^{t+dt} \nabla U \cdot V + \frac{1}{2} \sum \partial_{xx} U(0, t) ds + O$$

BS5d-50

$$L(x, v) + I(x, p) +$$

$$\Omega = \min \left\{ E^{\text{act}} \left(\int_0^T \left[\frac{\partial u}{\partial t} + \nabla u \cdot v + \frac{1}{2} \partial_{xx} u (u \cdot v)^2 \right] dt \right) \right\}$$

e. divide by dt take $dt \rightarrow 0$:

$$\Omega = \min \left\{ E^{\text{act}} \left(\frac{\partial u}{\partial t} + \nabla u \cdot v + \frac{1}{2} \partial_{xx} u (u \cdot v)^2 \right) \right\}$$

$L(x, v) + I(x, p) +$

f. all the X_t 's are replaced by ∞ , E goes away

g. then rearrange:

$$\frac{-\partial u}{\partial t} + \max \left\{ -\nabla u \cdot v - L(x, v) \right\} - \frac{1}{2} \partial_{xx} u (u \cdot v)^2 = I(x, p)$$

h. also,

$$u(x, T)_{ij} = \min \{ \Omega + M(T, p) \} = M(T, p)$$

i. let:

$$H(x, p) = \max \left\{ -p \cdot v - L(x, v) \right\}$$

6. Our Hamilton-Jacobi-Bellman equations are then:

$$\begin{cases} \left(-\frac{\partial u}{\partial t} + H(x, \nabla u) - \frac{1}{2} \partial_{xx} u (u \cdot v)^2 \right)_{ij} = I(x, p) \\ u(x, T) = M(T, p) \end{cases}$$

7. we need a way to recover optimal v

a. for H to have max, we expect

$$-p - \nabla_p H = 0$$

b. or $p = -\nabla_p H(x, v^*)$

c. assume this can be solved for

$$v^* = V^*(x, p)$$

d. so

$$H = -p \cdot v^* - L(x, v^*)$$

e. we note

$$\begin{aligned} p \cdot H &= -p^* - p \cdot \nabla_p V^* - \nabla_p L(x, V^*) \cdot \nabla_p V^* \\ &= -p^* + \nabla_p L \cdot \nabla_p V^* - \nabla_p L \cdot \nabla_p V^* \\ &= -V^* \end{aligned}$$

f. Therefore,

$$\nabla^* (x, t) = -\nabla_p H(x, \nabla u(x, t))$$

∴ our full sys. of eqns is

$$\left. \begin{aligned} \left(-\frac{\partial u}{\partial t} + H(x, \nabla u) \right) - \frac{1}{2} \sum \partial_{x_i} u (u_{x_i})_{ij} &= I(x, p, t) \\ u(x, t) &= m(t, p, t) \end{aligned} \right\}$$

$$\left. \begin{aligned} \partial_t p &= -\nabla \cdot (\nabla^* p) + \frac{1}{2} \sum \partial_{x_i} (u_{x_i})_{ij} p_i p_j \end{aligned} \right\}$$

Initial cond. $p(x, 0) = p_0$

C. Background: calculus of variations

1. say \mathcal{F} maps long to real numbers

2. consider

$$\delta \mathcal{F} = \mathcal{F}[f + \delta f] - \mathcal{F}[f]$$

3. our hope is we can rewrite this in the form

$$\int g \delta f \, dx + O(\delta f^2)$$

then we call g \mathcal{F} 's variational derivative and we write

$$\frac{\delta \mathcal{F}[f]}{\delta f} \text{ for } g(f)$$

4. Alt: $\frac{\delta \mathcal{F}[f]}{\delta f}[g]$ is the fun such that

$$\lim_{h \rightarrow 0} \frac{\mathcal{F}[f + h \delta f] - \mathcal{F}[f]}{h} = \int \frac{\delta \mathcal{F}[f]}{\delta f} g \, dx.$$

in L^2 , easily by Riesz representation

5. to minimize \mathcal{F} , we need

$$\frac{\delta \mathcal{F}}{\delta f} = 0$$

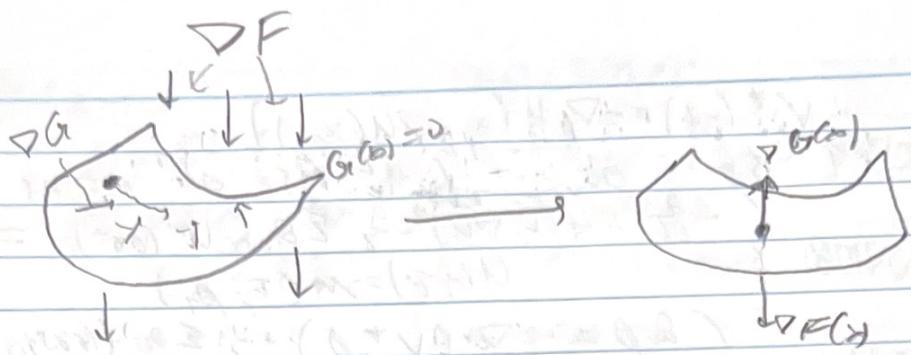
D. Background: Lagrange multipliers

1. say we want to minimize $F(x)$ such that $G(x) = 0$ holds

2. think of $G(x) = 0$ as a surface and x is a particle following field $-\nabla F(x)$ on this surface

3. will keep moving until normal force of surface and field force cancel:

$$-\nabla F(x) \perp \nabla G(x)$$



so 2 b-called a Lagrange multiplier
 3. What if we have a vector constraint?

$$\text{and } \nabla F(x) + \lambda_1 \nabla G_1(x) + \dots + \lambda_n \nabla G_n(x) = 0$$

$$b. \text{ or } \min. F(x) + \lambda \cdot G(x)$$

4. Now, say we want to minimize $F(f)$
 subject to $L(f) = 0$ - differential operator

5. we use a Lagrange multiplier function -
 that enforces the "

5. now, our vector constraint \vec{I} becomes
 a $\vec{\lambda}$ as $n \rightarrow \infty = \lambda(x)$

6. so we try to minimize

$$F(f) + \int \lambda L(f) dx$$

7. Alt: min max

$$\min_f \{F(f) \text{ s.t. } L(f) = 0\}$$

$$= \min_f \max_{\lambda} \{F(f) + \int \lambda L(f) dx\}$$

8. Potential mean field games

$$1. \text{ say } I = \frac{\delta \mathcal{L}}{\delta p}, M = \frac{\delta \mathcal{L}}{\delta v}$$

2. define "real" goal

$$J(v, p) = M(p, t) + \int_0^T \mathcal{L}(p, v, t) dt + \int_0^T \int \lambda L(p, v, t) \rho(t) dt dt$$

a. minimize this for ρ s.t.

$$\frac{\partial \rho}{\partial t} = \nabla \cdot (v \rho) + \frac{1}{2} \sum \lambda_{ij} \rho_{ij} (v_i v_j)_t \rho$$

3. Lagrange multiplier?

$$\int \int \lambda (I \rho + \nabla \cdot (v \rho) - \frac{1}{2} \sum \lambda_{ij} \rho_{ij} (v_i v_j)_t \rho) dx dt$$

$$= \int \int (-\partial \lambda - \nabla \lambda \cdot v - \frac{1}{2} \sum \lambda_{ij} \rho_{ij} (v_i v_j)_t) \rho dx dt$$

$$\int \lambda (I \rho + \nabla \cdot (v \rho)) dx - \int \lambda (I \rho + \nabla \cdot (v \rho)) dx = \Lambda(\lambda, \rho, v)$$

4. variations:

with $\delta p(x_0) = 0$ (don't mess w/ I.C.)

$$J(p+\delta p) + \lambda(p+\delta p) - J(p) - \lambda(p)$$

$$= \int \frac{\delta m}{\delta p} [p(t)] \delta p dt$$

$$+ \int_0^T \int \frac{\delta c^i}{\delta p} [p(t)] \delta p dt$$

$$+ L \delta p dt$$

$$+ \iint (-\partial x - \nabla V - \frac{1}{2} \sum \partial x \partial y L(x_0 + t)) \delta p dt$$

$$+ \int \lambda(T) \delta p(T) dt$$

5. To we require

$$\frac{\delta c^i}{\delta p} [p] + L - \partial x - \nabla V - \frac{1}{2} \sum \partial x \partial y L(x_0 + t) = 0$$

$$\lambda(t) = -\frac{\delta m}{\delta p} [p(t)]$$

6. next, note that

$$H(x_0, v) - \nabla V \cdot v = H(x, -\nabla V)$$

vary v :

$$\iint \delta p \cdot \delta V \delta p dt - \iint \nabla V \cdot \delta V \delta p dt = 0$$

7. conclude

$$\nabla V = \nabla L$$

8. Finally, we can do the same H as before.

recall we found optimality cond

$$\lambda = -\nabla L$$

$$6. we conclude \quad H(x, -\nabla V) = \nabla V \cdot v^* - L(x, v^*)$$

9. finally, rearrange

$$\frac{\delta c^i}{\delta p} [p] = -L - \partial x - \nabla V - \frac{1}{2} \sum \partial x \partial y L(x_0 + t)$$

$$\Rightarrow \lambda = \nabla V + H(x, -\nabla V) + \frac{1}{2} \sum \partial x \partial y L(x_0 + t)$$

10. we conclude that

$$\lambda = -V$$

from before

11. we've recovered the original eq'n

12. Q: What's going on here?

a. Why does optimizing a problem with $\frac{\delta c^i}{\delta p}$ after ad ∇V also optimize a problem with λ ?

F. The paper

1. goal: narrative modeling

IDE. There are many ways to do this w/ MFG

3. Table:

Method	$M(\pi)$	$\mathcal{L}(\pi)$	$L(\pi, v)$
Normalizing flow	$E_p[\log(\pi(\cdot v) - \log p(\cdot v))]$	0	0
Score-based	$-E_p[\log \pi]$	0	$\frac{1}{2} \ v\ ^2 - \text{Data}$
Gradient Flow (a.s.o)	$F(p) e^{-\frac{\ p\ ^2}{2}}$	$\frac{e^{-\frac{\ p\ ^2}{2}}}{2} F(p)$	$\frac{1}{2} \ v\ ^2 e^{-\frac{\ p\ ^2}{2}}$

Method	Dynamics	$H(x_t, \pi)$	Optimal π^*
Normalizing flow	$dx = v dt$	$\frac{1}{2} \ v\ ^2 - p^T v$	$-p^T H(x_t, \nabla \pi)$
Score-based	$dx = (f + \nabla v) dt + \sigma dW$	$-f^T p + \frac{\log p^T p}{2} + \frac{1}{2} \ v\ ^2$	$\sigma \nabla \log \pi$
Gradient Flow (a.s.o)	$dx = v dt$	$\frac{1}{2} e^{\frac{\ p\ ^2}{2}} \ p\ ^2$	$-\frac{\nabla f}{\nabla p}$

4. Score-based

1. likelihood estimation

a. empirical likelihood of π if

$$\prod_i \pi(x_i) \prod_i \frac{\pi(x_i)}{p(x_i)} \stackrel{\text{# times it occurs}}{=} \prod_i \pi(x_i)^{N_i} p(x_i)^{n_i}$$

b. take $\log \pi$, divide by N - want to maximize $\sum p(x_i) \log \pi(x_i)$

c. continuous version:

$$\text{maximize } \int p(x) \log \pi(x) dx$$

$$\Leftrightarrow \text{minimize } -\int p(x) \log \pi(x) dx$$

cross entropy