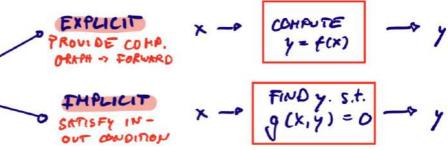
# DEEP IMPLICIT LAYERS: NEURAL ODES, EQUILIBRIUM HOOFLS,...

# D. DUVENAUD (U.T), J. Z. KOLTER (LHU), H. JOHNSON (BRHN)

LAYER = DIFFER. PARAMETRIC FCT.



#### WHY USE IMPLICIT LAYERS ?

- 1. POWERFUL REPRESENTATION
- 2. HEMORY EFFICIENCY
- 3 DESIGN SHPLICITY
- 4. ABSTRACTION: "WHAT" "HOW"

### 1) DEEP EQ. H. QUEURHLODES (S)DAFT. OPTIH.

THREE CUSS. SEHANTIC SEE. LANDUAGE M.

CONT. TIME
SYSTEMS
OBVER. HONELS
SHOOTE DENSITY
EST.

CONSTRAINED

### HISTORICAL BACKGROUND

- RECURRENT BACKPROP [PINEDA 27', ALHEIDA 87']
- APPLIED ENGINEERING FRICO-MARTINEZ ET AL. 92', 95'I
- DIFFERENTIABLE OPTIMIENTICH
  LO STRUCTURED WES [SOHUSON ET AL. 16']
  LO D. DECLARATIVE DETS [GLOUD ET AL. 16', 19']
  LO OPTIVET [AMOS + MOLTER 17']
  LO CUXPY LAYERS [AGARMALET AL. 19']
  LO SOUMED [WANG ET AL., 19']
  LO SUBMODULAR OPTIM. [DISOLONGA+KRAUSE, 19']

#### SOLVING ODES A IMPLICIT LAYER

$$\frac{dz}{dt} = f(z(t), t, \theta)$$

- → 2(t1)= 2(t0)+ S+(2(t), 6,0) dt
- => y = odeint (t, x, to. tu. dt)
- = DROP-IN REPLACEMENT RESNET

- CONTINUOUS TIKE PHYSICS HODELS

  W FNCORPORATE KNOWN STRUCTURES!

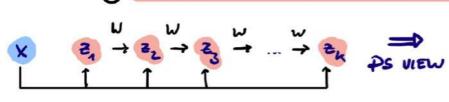
  W HAMELTONIANS / LAGRANCIANS
- CONTINUOUS PORTALIZANO FLOWS

  4 EKSIER CHANCE OF UKRS. COMPUTATION

  LO HUMETIZATION FOR DENSITY COMPUTATION

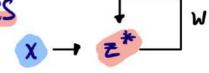
  LO HOMEOMORPHICMS ON POINT CLOUDS

# (6) HATTHEHATICS OF IMPLICIT LAYERS



HE-INJECT!

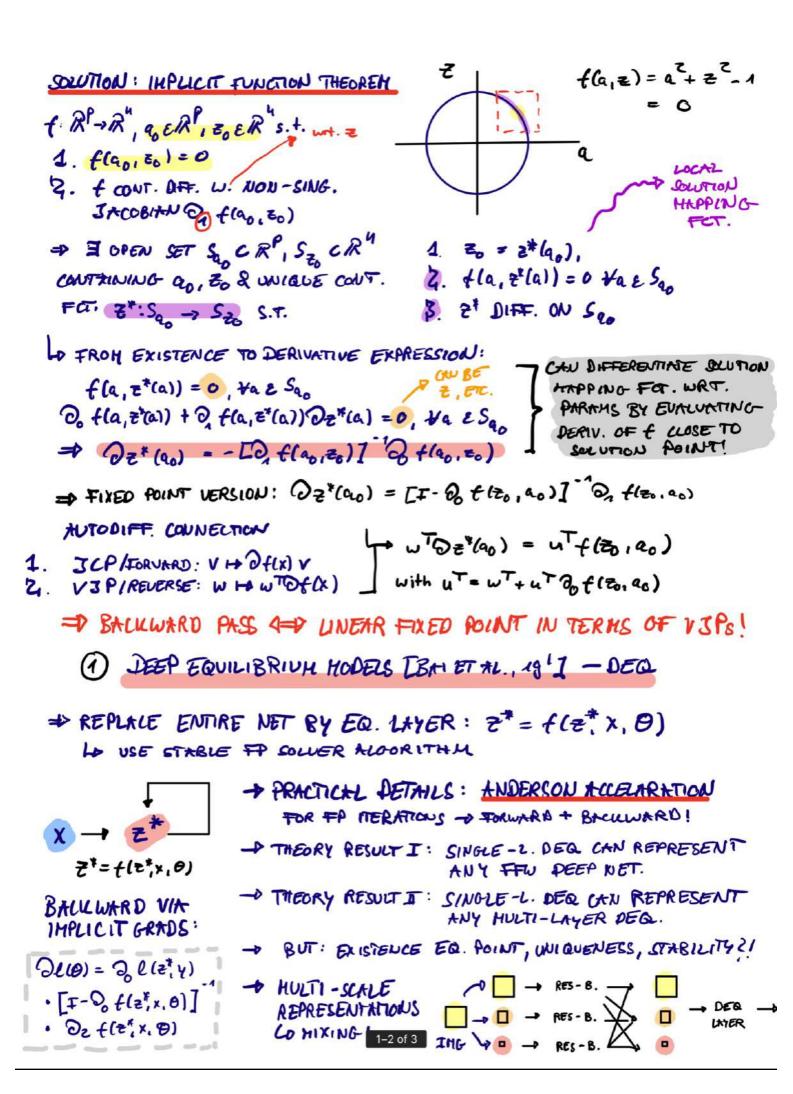
Z = 0 (WZ; +x) 1013



EQUILIBRIUM POINT

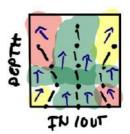
HOW TO ANCIEPROP THROUGH

- HOW TO BACKPROP THROUGHT - HENORY PROBLEM!



# (2) NEURAL ORDINARY DIFFERENTIAL EQ. [CHEN ET AL. , 15']

= odeint (f, x, to, tu, dt) = USE XNY SOLVER: EVIER, RK, HDAPTIVE LO & COUT. DIFF. + LIPSCHITZ GO FIT LOCAL POLYNOMIAL!



LO "PROBLEM": "INPUT PATHS" CAN'T OVERLAP! - ONLY BISECINE TRAFOS LA OFTEN DYNAMICS BECOME MORE COMPLEK W. TRAINING - MORE FOT. EVALS

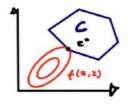
LA CONTINUOUS -TIME BY WA ADSOINT METHOD: AUGHENT TRACE W. USP +OCA) LA USE WHEN YOU CARE ABOUT TRAJECTORY - D CHANGE OF VAR. - WORK. FLOWS

LA TRICK TO GET AROUND 3+COBIAN TRACE: tr(t) = Ewar(O.1) GUTAU] HUTCH WOOD'S TRACE ESTI HATOR

4 NUMERICAL ERROR => PROPORTIONAL TO SOLVER TOLERANCE!

## DEFERENTIABLE OPTIMIZATION

Z = arg min f(Z,x)



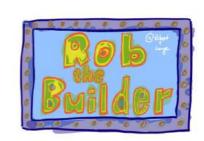
LO SOLUTION TO CONSTRAINED OFF. AND SOLUTION TO KKT CONDITIONS LA VIEW OPTIM. PROLEDURE AS A TIERATION = E.G. PROSECTED GO Zhr = Proje [Zu- & Of (Zu, X)] - HEAW: INPLICIT FET. THEOREM LA APPLICATIONS: LEARN CONVEX POLYTOPES, HAIST SODUKO, HVAC MPC LO CUXPY LAYERS - DIFFERENTIABLE CONVEX MODELING - PROBLEM!

### FUTURE DIRECTIONS AND OPEN PROBLEMS

DEQ U. - ODE D DROP-IN THPHAT O CONT. TS REPLACEMENT -D INEGULAR - PHYSICS o SUPERVISED LEARNING O FLEXIBLE DENSITY O STANDARD O HOMEOM. ULI SUPERVISED

- REGULARIZING DERS / NEURAL ODES FOR 555 FASTER SOLVING - PENAUZE DINAMICS
- ADAPT ARCHITECTURES TO EXPLOIT 222 MEHORY ADVANTAGES - DEQ "CELL" NAS
- SCALING/ APPLYING 555 LATENT SDES
- POE SOLUTIONS AS 222 A LAYER

1-3 of 3



F. HUTTER (UOFREIBURG): HETA-LEARNING NEURAL ARCHITECTURES,
INITIAL WEIGHTS, HYPERPARAMETERS AND ALGORITHM COMPONENTS?

1 SAMPLE- EFFICIENT BOINT HETH-LEARNING OF HULTI- COMPONENTS

ELSKEN ET AL. 20' & METANAS LU SIMULTANEOUS UEIGHTS + KRLH.

COMPUTE - UPDATE META-W.

NETA-L. + META-ARCH.

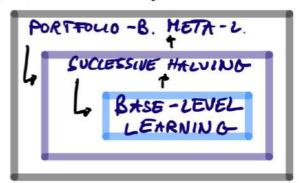
UDDATE TASK WEIGHTS T.L.

+ TASK ARCHITECTURE

TASK

COMPUTE TASK LOSS

BIMMER ET AL. 20' -> KUTO-PITORH
LA KULTI-TIDELITY + FCROSS PATA



LO OTT - P. RL : SEARL, FRANKE ET AL. &'

2 HETA - LEARNING TO IMPROVE EXISTING ALGOS

#### CHAILENGES WHEN LEARNING-FROM SCRATCH:

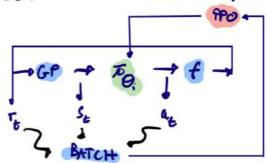
GENERALIZATION FNSTAD:

TH. GUARANTEES THEROVE

SOTA PERF.

LO TISO: APPLICATION TO COMB.
SOLVER ALGO SELECTION

WOLPP ET AL. 20': YETA-L. \*CO. FCT. FOR BAYES OFT.



LA ALSO: DYNAMIC ALGO CONFIG. - ADAPT PARAMS TO COMERT

(3) BENCHHARKS AS FOUNDATIONS OF MEASURABLE PROGRESS

HOP FLAY GROUND
RESAU ET AL. 20'
W FAST TO RUN
W KLUY DING TO CONTROL

NAS - BENCH - KY Z

4 FAST EVALUATION BASED ON
TABULAR LOOK-UPS => SCHOOLE RUN
SURROGATE
HODELS

### L. ZINTGRAF (U.O OXFORD): 'EXPLORATION IN HETA-RL'

MOTIVATION: LEARNING A NEW TASK OFTEN REGULES EXPLORATION

1 EXPLORE @ HETA-TEST TIME VS. EXPLORE @ HETA-TRAIN TIME

THANY -EPIS. - LEARNING

BYEW - EPIS. - LEARNING

COULINE ADAPTATION

EXPLORATION IN DUCTUE BIAS -

HANY - EPISODE - LEARNING

LO EXPLORATION "FREE" DURING LEARNING

LO GOAL: EFFLUENT PATA COLLECTION

LO LOG COH ET AL. 20'],

HETAGENRL [KIRSCH ET AL. 20']

LO HYOPIC EXPLORATION

B. FEW - EPISODE - LEARNING LO MAX. RETURN AFTER N EPISODES LO GRADIENT - BASED ADAPTATION LA AGGREGATION - BASED ADAPT.

C. ONLINE & DAPTATION

LY MAX. EXP. RETURN ONLINE

LY SOLUTION VIA BAYES - ADAPTIVE

AGENTS - DUFF & BARTO DZ'

TASK BELIEF - OPTIMAL AUTION

UNDER UNLERT.

-> APPROK. (DFERENCE - vari BAD)

CZINTGRAF ET AL 20'0.7

CHALLENGE: DEED TO EXPLORE MEM-TEST STRATEGIES AT HETA-TRAIN THE

TO FIND!

STATE WALVE HAY VARY ACROSS TASKS

C. ONLINE ADAPTATION

SPACE = HYPER - STREE SPACE = HYPER - STREE

EXTRINSIC HYPER-STATE BONUS FOR REWARD NOVELTY BONUS WRONG B. FALF.

B. FEW-EPISODE-LEARNING

- HETA CURE [ZHANG ET AL. 20']
LO HAY. INFO GAIN OF EXPLORATION POLICY

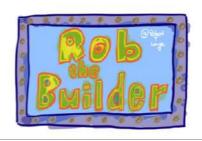
- DEPLORE-THEN-EXECUTE DUVETAL. 20']
Ly EXPLICIT LEARNING OF EXPLORATION
TO RECOVER TASK ID EMBEDDINOS

\* HANY - EPISODE - LEARNING

- OPEN Q! FUTURE RESEARCH

4 HOW TO DETINE + SEARCH 21

TO SET EX PLORATION BONUSES!



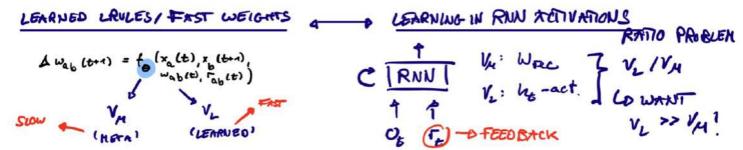
### L. KIRSCH (IDSIA): (GENERAL META-LEARNING)

MOTIVATION: HINITIZE HAND-CRAFTED FUDUCTUE BIASES LA NEED FOR BROAD GENERALIZATION TO BE APPLICABLE

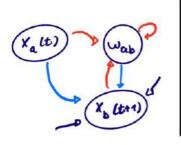
1 HETAGENRL - KIRCH ETAL ZOZO DIVERSE FORMATION

- DENERALIENTION TO UNSEEN EINUS + OUTPERFORMING PPO UT - DESTENSION BY LEARNED PF -> OH ET AL ZO' 2ND ORDER-ORADS!

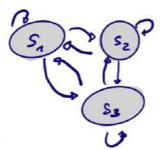
2 VARIABLE SHARED HETA - LEARNING (VS-HL)



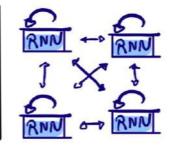
LO VS-MZ: Smuj & olby + Esmi Wy + Esmi Vij)



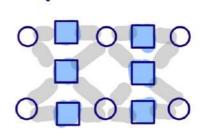
FAST WEIGHTS



SINDLE RUN



US- HETA- RNN



DEUR XL NET VIEW

LA HETA-LEARN GENERAL LEARNING ALSO - HUIST VS. FASHIOD HAUST

3 BOOTSTR\*PPING AT CONSECTURE

GENERAL HETA-LEARNER



UNSUPERVISED OBJECTIVE I BW.