

# Leveraging Recursive Gumbel-Max Trick for Approximate Inference in Combinatorial Spaces



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# Latent Combinatorial Structures in Beer Reviews

Pours a slight tangerine orange and straw yellow. The head is nice and bubbly but fades very quickly with a little lacing. Smells like Wheat and European hops, a little yeast in there too. There is some fruit in there too, but you have to take a good whiff to get it. The taste is of wheat, a bit of malt, and a little fruit flavour in there too. Almost feels like drinking Champagne, medium mouthful otherwise. Easy to drink, but not something I'd be trying every night.

Appearance: 3.0

**Aroma: 4.0**

Palate: 4.5

Taste: 4.0

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**Predictor (**

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Jianbo Chen, Le Song, Martin Wainwright, Michael Jordan. Learning to explain: An information-theoretic perspective on model interpretation.

# Latent Combinatorial Structures in Beer Reviews



Utilizing latent structure and prior knowledge gives us:

- Interpretability
- Faster inference for the predictor

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# Sequence Modeling with Non-monotonic Orders

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$$\prod_{i=1}^n p(x_i | x_1, \dots, x_{i-1})$$

$$\prod_{i=1}^n p(x_{\sigma_i} | x_{\sigma_1}, \dots, x_{\sigma_{i-1}})$$

# Outline of contributions

- Extension of Gumbel-Max Trick for Structured Latent Variables
  - How to sample discrete structure ✓
  - How to compute its probability ✓
- Construction of Gradient Estimators for Stochastic Optimization

$$\min_{\theta} \mathbb{E}_{p(X|\theta)} \mathcal{L}(X)$$

# Gumbel-Max Trick

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- $X \sim \text{Cat}(\text{softmax}(\theta)), \theta \in \mathbb{R}^n$
- Gumbel-Max Trick defines transformation
  - $g_i = -\log(-\log(u_i))$  for  $u_i \sim U[0,1]^d$
  - Let  $\phi(g, \theta) = \arg \max_{i=1\dots d} (\theta_i + g_i)$  then  $X = \phi(g, \theta)$

# Gumbel-Max Trick properties

- $X = \arg \max_{i=1\dots d} (\theta_i + g_i)$ ,  $g_i \stackrel{\text{i.i.d.}}{\sim} \text{Gumbel}(g_i | 0)$

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- $p(X, g_1, \dots, g_d) = p(X)p(g_X) \prod_{i \neq X} p(g_i | g_X) =$   
 $= \text{Cat}(X | \text{soft max}(\theta)) \cdot \text{Gumbel}(g_X | \log \sum_i \exp \theta_i) \cdot \prod_{i \neq X} \text{TruncGumbel}(g_i | \theta_i, g_X)$ 
  - ↑ Categorical r.v.
  - ↑ Maximal Gumbel
  - ↑ Remaining Gumbels  
are independent

# Gumbel-Max Trick properties

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Categorical r.v.



Maximal Gumbel



Remaining Gumbels  
are independent

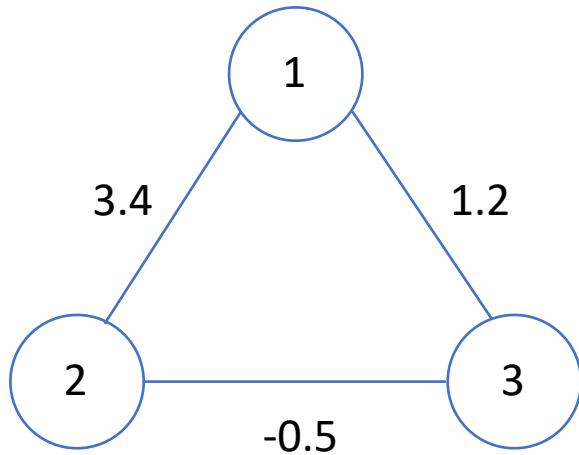
# Gumbel-Max for Permutations

$$\begin{array}{ccccc} 1.3 & 2.8 & -0.5 & 3.4 & -0.8 \\ \textcircled{1} & \textcircled{2} & \textcircled{3} & \textcircled{4} & \textcircled{5} \end{array} \quad \theta + g$$

$$X = \arg \text{sort}(\theta + g)$$

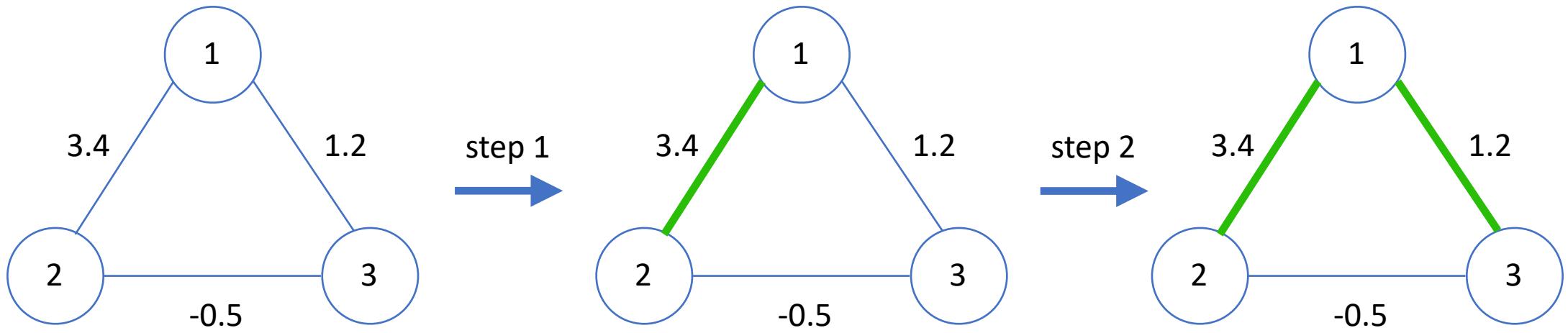
$$p(X|\theta) = \prod_{j=1}^k \frac{\exp \theta_{X_j}}{\sum_{u=j}^k \exp \theta_{X_u}}$$

# Gumbel-Max for Spanning Trees: Kruskal's



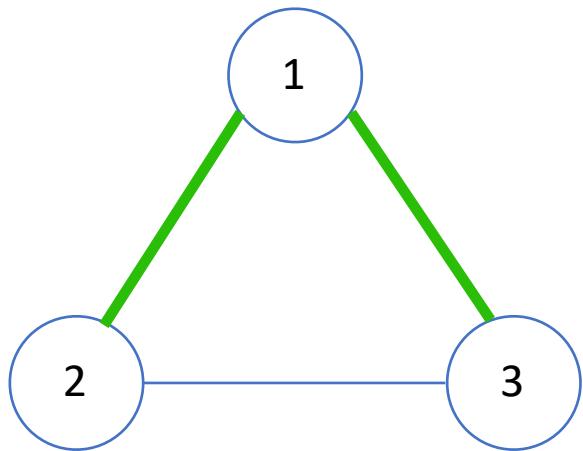
$\theta_i + g_i$  - weights of the undirected graph

# Gumbel-Max for Spanning Trees: Kruskal's



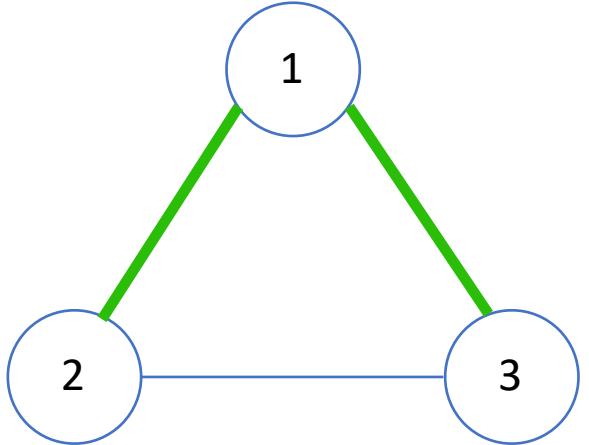
$\theta_i + g_i$  - weights of the undirected graph

# Trace of the algorithm



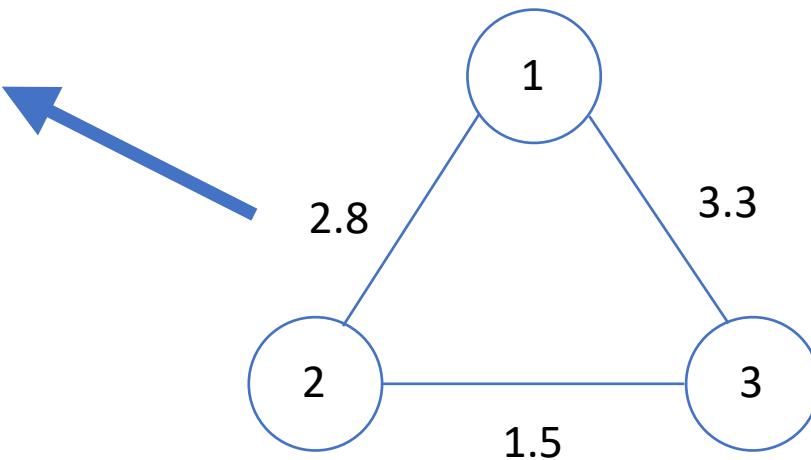
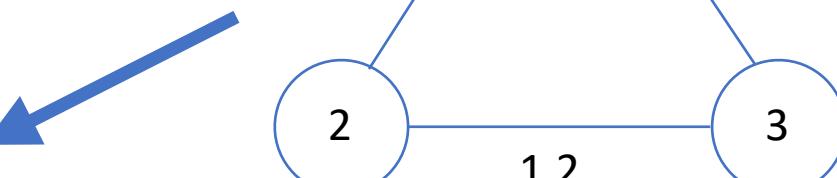
$$p(X | \theta) - ?$$

# Trace of the algorithm



$$p(X|\theta) = \sum_{\pi} p(X, \pi | \theta)$$

$$p(T|\theta) \stackrel{\text{def.}}{=} p(X, \pi | \theta)$$



$$\theta_i + g_i$$

$$T = (\{1,2\}, \{1,3\})$$

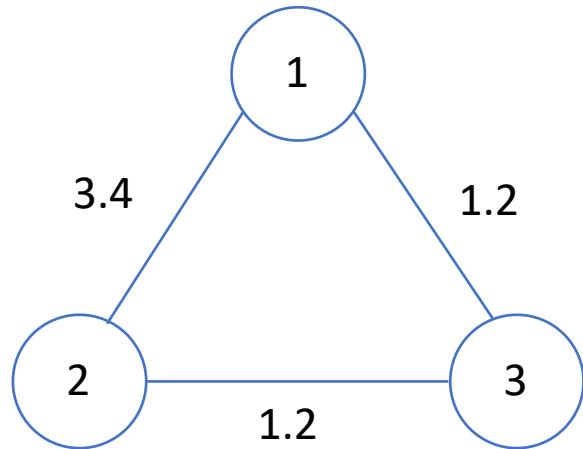
$$\pi = (1,2)$$

$$\theta_i + \tilde{g}_i$$

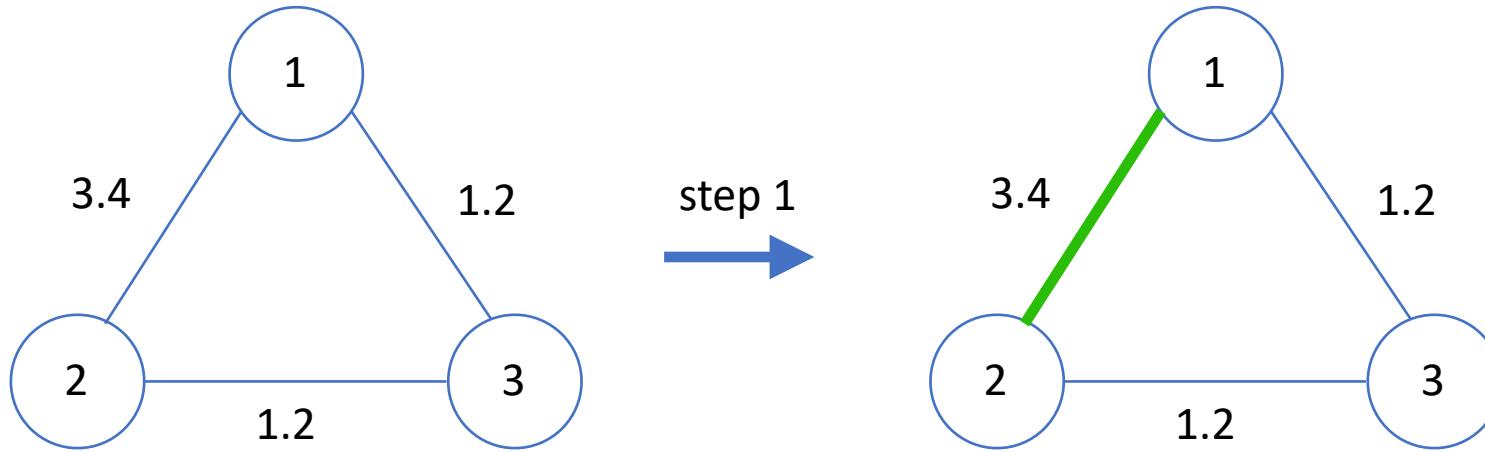
$$\tilde{T} = (\{1,3\}, \{1,2\})$$

$$\tilde{\pi} = (2,1)$$

# When property does not hold: Prim's



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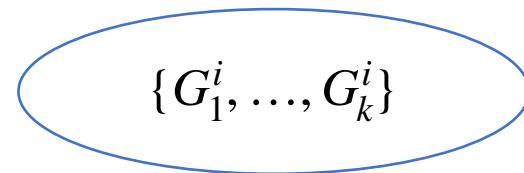
$$E_{12} \sim \text{Gumbel}(E_{12} \mid \log(\exp \theta_{12} + \exp \theta_{13}))$$

$$E_{13} \sim \text{TruncGumbel}(E_{13} \mid \theta_{13}, E_{12})$$

$$E_{23} \sim \text{Gumbel}(E_{23} \mid \theta_{23})$$

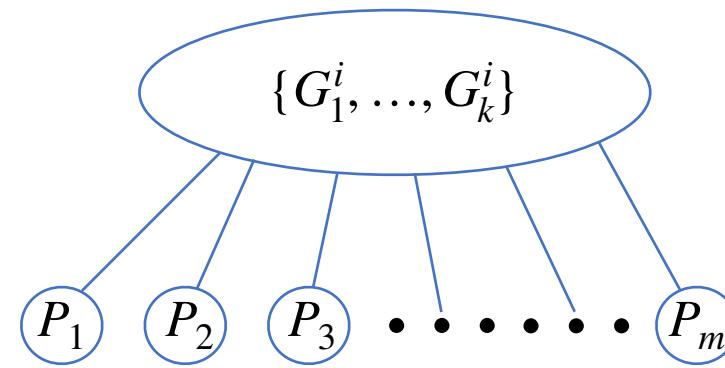
# Stochastic Invariance in General

Recursion level  $i$



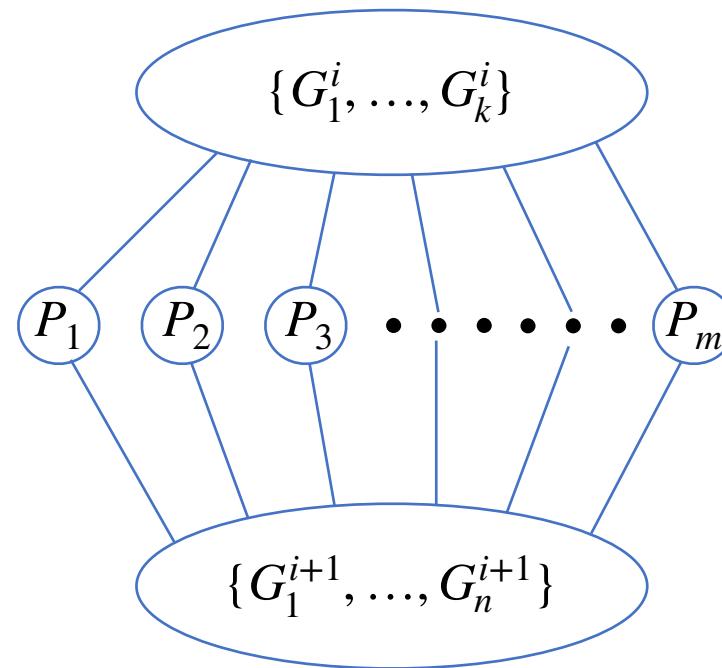
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# Stochastic Invariance in General

Recursion level  $i$



Recursion level  $i+1$

Stochastic Invariance



- $X \sim p(X | \theta)$
- $p(T | \theta)$
- $\tilde{G} \sim p(G | T, \theta)$

# Gradient Estimation

$$\frac{d}{d\theta} \mathbb{E}_{p(X|\theta)} \mathcal{L}(X)$$

# Gradient Estimation

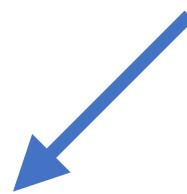
$$\frac{d}{d\theta} \mathbb{E}_{p(X|\theta)} \mathcal{L}(X)$$



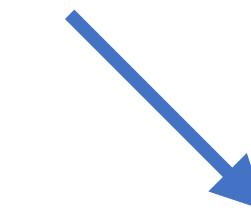
$$\frac{d}{d\theta} \mathcal{L}(\phi(\epsilon, \theta))$$

# Gradient Estimation

$$\frac{d}{d\theta} \mathbb{E}_{p(X|\theta)} \mathcal{L}(X)$$



$$\frac{d}{d\theta} \mathcal{L}(\phi(\epsilon, \theta))$$



$$\mathcal{L}(\tilde{X}) \frac{d}{d\theta} \log p(\tilde{X}|\theta)$$

Williams R. J. Simple statistical gradient-following algorithms for connectionist reinforcement learning

Max B. Paulus, Dami Choi, Daniel Tarlow, Andreas Krause, Chris J. Maddison. The Concrete Distribution: A Continuous Relaxation of Discrete Random Variables

# Gradient Estimation with Trace Variable

- Compute Score Function in Gumbel Space

$$g_{\theta}^G = \mathcal{L}(X) \nabla_{\theta} \log p(G | \theta)$$

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- But we can do better

$$\text{use } g_{\theta}^T = \mathcal{L}(X) \nabla_{\theta} \log p(T | \theta)$$

$$\text{instead of } g_{\theta}^X = \mathcal{L}(X) \nabla_{\theta} \log p(X | \theta)$$

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- We can show that  $g_\theta^T = \mathbb{E}_{G|T} [g_\theta^G]$  and  $g_\theta^X = \mathbb{E}_{T|X} [g_\theta^T]$

$$\implies \text{Var}[g_\theta^X] \leq \text{Var}[g_\theta^T] \leq \text{Var}[g_\theta^G]$$

# Conclusion

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