Variational Autoencoders

Learning generative models with latent representations

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Deep Generative Models - SoSe 2019

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Inference through optimization

• The target:

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- idea: rephrase inference as optimization

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$$P(X|z) = \mathcal{N}(X|f(z;\phi), \sigma^2 \cdot I)$$
 (2)

ullet f is deterministic, ${\cal N}$ enables optimization

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- Q(Z) should be close to P(Z|X)

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$$= \mathbb{E}_{Z \sim Q}[\log Q(Z) - (\log P(X|Z) + \log P(Z) - \log P(X))] \qquad (5)$$

$$= \mathbb{E}_{Z \sim Q}[\log Q(Z) - \log P(X|Z) - \log P(Z)] + \log P(X) \tag{6}$$

5

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What we have now:

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- ... so we can choose an entry which depends on x

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- P(z|X) will hopefully be approximated well by Q(z|X). (discussion later)

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Working through the math - 6

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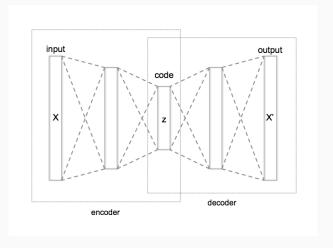
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- We can use neural networks to approximate those!
- Are we finished now?

Variational Autoencoders

What is an autoencoder?



 $\label{lem:figure 1: Taken from https://commons.wikimedia.org/wiki/File: $$ Autoencoder_structure.png, (CC BY-SA 4.0) $$$

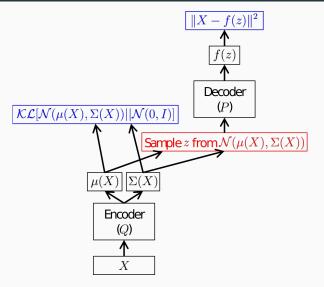
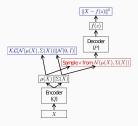
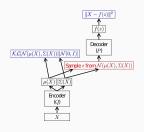
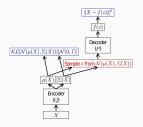


Figure 2: Taken from "Auto-Encoding Variational Bayes", Kingma & Welling, 2014

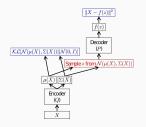




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- the problem is in backpropagation
- you can't propagate through a sampling layer

All the parts in detail

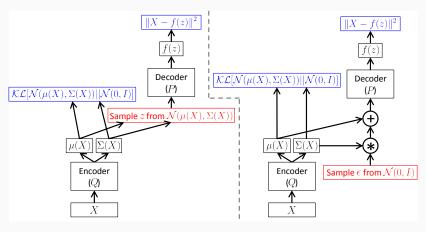


Figure 3: Taken from "Tutorial on Variational Autoencoders", Doersch, 2016

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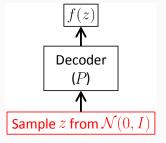


Figure 4: Taken from "Tutorial on Variational Autoencoders", Doersch, 2016

Code!

Code presentation

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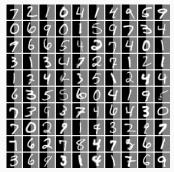
- VAEs are density models, GAN not so much
- but the density is still intractable
- there is no mathematical guarantee for choosing a "good" latent

Applications of VAE

VAE for generating images



(a) Taken from "Tutorial on Variational Autoencoders", Doersch, 2016



(b) Taken from GitHub https://
github.com/yzwxx/vae-celebA

VAE for translations

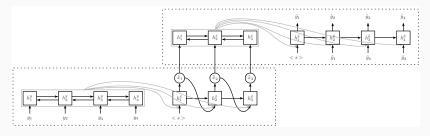


Figure 6: Taken from "Semantic Parsing with Semi-Supervised Sequential Autoencoders", Kocisky et al, 2016

More complex VAE usage

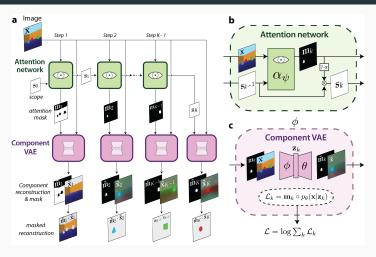


Figure 7: Taken from "MONet: Unsupervised Scene Decomposition and Representation", Burgess et al., 2019

More complex VAE usage

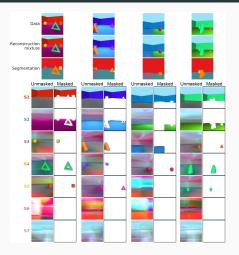


Figure 8: Taken from "MONet: Unsupervised Scene Decomposition and Representation", Burgess et al., 2019

Further reading

- "Stochastic Backpropagation and Approximate Inferencein Deep Generative Models" by Danilo Rezende et al., 2014
- "Auto-Encoding Variational Bayes" by Durk Kingma and Max Welling, 2014
- "Tutorial on Variational Autoencoders" by Carl Doersch, 2016
- "Variational Inference: A Review for Statisticians" by David Blei et al., 2018
- "Improving Variational Inference with Inverse Autoregressive Flow" by Durk Kingma, 2016
- "Attend, Infer, Repeat: Fast Scene Understanding with Generative Models" by Ali Eslami et al., 2016
- "The Dreaming Variational Autoencoder for Reinforcement Learning Environments" by Per-Arne Andersen, 2018

Questions?

Any remaining questions?

Kullback Leibler Divergence

- characterizes the "distance" between distributions
- positive, 0 only if two distributions are equal (almost everywhere)¹
- not a metric, since it is asymetric, but still useful

$$KL(P||Q) = \int p(x) \log \frac{p(x)}{q(x)} dx$$
 (11)

$$= \mathbb{E}_{x \sim p}[\log \frac{p(x)}{q(x)}] = \mathbb{E}_{x \sim p}[\log(p(x)) - \log(q(x))]$$
 (12)

$$KL(P||Q) = 0$$
, iff $P = Q$

¹In a mathematical, strict sense, for practical purposes

Kullback Leibler Divergence

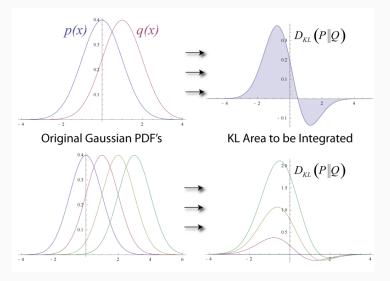


Figure 9: Taken from "Kullback-Leibler divergence", Wikipedia, CC BY-SA 3.0