

Typically, the output variables are treated as being conditionally independent given  $\mathbf{h}$  so that this probability distribution is inexpensive to evaluate, but some techniques such as mixture density outputs allow tractable modeling of outputs with correlations.

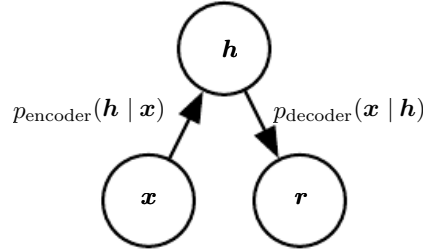


Figure 14.2: The structure of a stochastic autoencoder, in which both the encoder and the decoder are not simple functions but instead involve some noise injection, meaning that their output can be seen as sampled from a distribution,  $p_{\text{encoder}}(\mathbf{h} | \mathbf{x})$  for the encoder and  $p_{\text{decoder}}(\mathbf{x} | \mathbf{h})$  for the decoder.

To make a more radical departure from the feedforward networks we have seen previously, we can also generalize the notion of an **encoding function**  $f(\mathbf{x})$  to an **encoding distribution**  $p_{\text{encoder}}(\mathbf{h} | \mathbf{x})$ , as illustrated in figure 14.2.

Any latent variable model  $p_{\text{model}}(\mathbf{h}, \mathbf{x})$  defines a stochastic encoder

$$p_{\text{encoder}}(\mathbf{h} | \mathbf{x}) = p_{\text{model}}(\mathbf{h} | \mathbf{x}) \quad (14.12)$$

and a stochastic decoder

$$p_{\text{decoder}}(\mathbf{x} | \mathbf{h}) = p_{\text{model}}(\mathbf{x} | \mathbf{h}). \quad (14.13)$$

In general, the encoder and decoder distributions are not necessarily conditional distributions compatible with a unique joint distribution  $p_{\text{model}}(\mathbf{x}, \mathbf{h})$ . [Alain et al. \(2015\)](#) showed that training the encoder and decoder as a denoising autoencoder will tend to make them compatible asymptotically (with enough capacity and examples).

## 14.5 Denoising Autoencoders

The **denoising autoencoder** (DAE) is an autoencoder that receives a corrupted data point as input and is trained to predict the original, uncorrupted data point as its output.

The DAE training procedure is illustrated in figure 14.3. We introduce a corruption process  $C(\tilde{\mathbf{x}} | \mathbf{x})$  which represents a conditional distribution over