

# Introduction to SDE training and sampling

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2. How do we sample?
3. How do we train?

- Sampling requires solving the reverse SDE
- Solving the reverse SDE requires training a score model

# Sampling by solving the reverse SDE

- Reverse SDE

$$dx = [f(x, t) - g(t)^2 \nabla_x \log p_t(x)]dt + g(t)dw$$

- $w$  is Brownian motion (backward in time)
- $dt$  is a negative time increment
- We have  $f$  and  $g$  from the forward SDE, which is defined by user
- Need trained time-dependent score  $s(x, t) \approx \nabla_x \log p_t(x)$

## Euler-Maruyama solver

- Simplest SDE solver is Euler-Maruyama
- Discretize  $[0, 1]$  into  $T$  steps
- Follow reverse SDE dynamics + a little Gaussian noise  $z_t$  (resembles Langevin dynamics)

$$\delta x \leftarrow [f(x, t) - g^2(t)s(x, t)]\delta t + g(t)\sqrt{|\delta t|}z_t$$

$$x \leftarrow x + \delta x$$

$$t \leftarrow t + \delta t$$

- Langevin dynamics for comparison:  $x \leftarrow x + \text{scale} * s(x, t) + \text{other scale} * z_t$

## Euler-Maruyama + predictor corrector illustration

- Other solvers don't fix a discretization
- Have resulted in improved image generation quality

- The main missing piece is the score function  $s(x, t) \approx \nabla_x \log p_t(x)$
- Training looks really close to score matching



## Training: Quick review of score matching

- Start with image  $x_0$
- Have  $I$  noise scales  $\sigma_i$  to perturb original image  $x_0$
- Use score-matching to train score function at perturbed  $x'$  given  $x_0$  and  $\sigma_i$

$$\sum_i \sigma_i^2 E_{p_{data}(x)} E_{p_{\sigma_i}}(x'|x) \|s(x', \sigma_i) - \nabla_{x'} \log p_{\sigma_i}(x'|x)\|$$

- Score matching objective

$$\sum_i \sigma_i^2 E_{p_{data}(x)} E_{p_{\sigma_i}}(x'|x) \|s(x', \sigma_i) - \nabla_{x'} \log p_{\sigma_i}(x'|x)\|$$

- SDE training objective

$$E_{t \sim U(0,1)} E_{x(0)} E_{x(t)|x(0)} \lambda(t) \cdot \|s(x, t) - \nabla_x \log p_{0t}(x(t)|x(0))\|_2^2$$

- How do we get  $x(t)|x(0)$ ? Solve forward noising SDE, which was manually defined w/o learnable components