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Images: Wikipedia, Nando de Freitas.







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I. J. Goodfellow, J. Shlens, and C. Szegedy, Explaining and harnessing adversarial examples,
arXiv:1412.6572, 2014
<https://openai.com/blog/multimodal-neurons/>











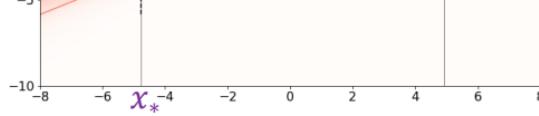


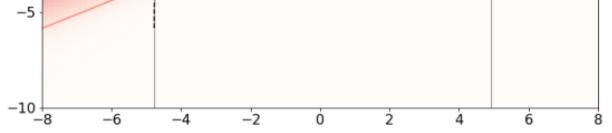
$$p(\textcolor{red}{w}) = N(\textcolor{red}{w} | w_0, \Sigma_0)$$



with: $\lambda = \frac{\sigma^2}{\tau^2}$

...which is again **ridge regression!**



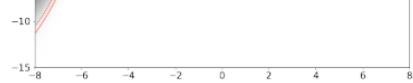
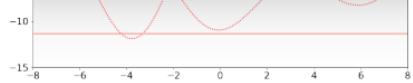


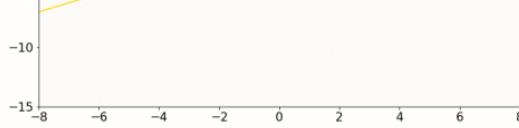


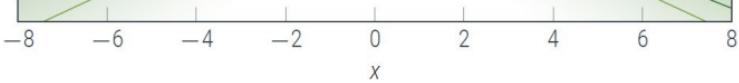


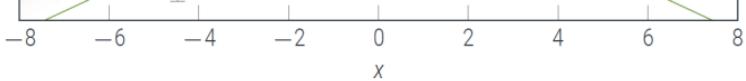
F. K. Gustafsson, M. Danelljan, T. B. Schon, Evaluating scalable Bayesian deep learning methods for robust computer vision, CVPRW. 2020.

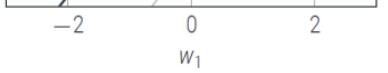
https://openaccess.thecvf.com/content_CVPRW_2020/papers/w20/Gustafsson_Evaluating_Scalable_Bayesian_Deep_Learning_Methods_for_Robust_Computer_Vision_CVPRW_2020_paper.pdf





















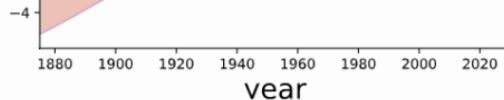
Left: a Bayesian neural network with two hidden layers, transforming a 3-dimensional input into a two-dimensional output. **Right:** output probability density function induced by the random weights of the network. **Video:** as the width of the network increases, the output distribution simplifies, ultimately converging to a multivariate normal in the infinite width limit. https://en.wikipedia.org/wiki/Large_width_limits_of_neural_networks



<https://arxiv.org/pdf/1402.5836.pdf>

- Unusually high temperatures and humidity, coupled with poor organization and planning, meant that the marathon in 1904 had the slowest winning time and most bizarre outcome in Olympic history. <https://www.statista.com/statistics/1099351/olympics-marathon-gold-medal-times-since-1896/>









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■ Heteroscedastic!

- Homoscedastic noise $\sigma_w^2(\mathbf{x}) = \sigma_{MAP}^2$





$$KL(q||p) = \mathbb{E}_q[\log q(x)] - \mathbb{E}_q[\log p(x)] = -\mathbb{E}_q[\log p(x)] - \mathcal{H}(q(x))$$

$$q(w_i) \sim N(\mu_i, \sigma_i)$$

- We want to maximize ELBO \rightarrow Loss = negative ELBO

more approximations. [Osawa et al. 2019]



$$p(\mathbf{w}|\mathbf{X}, \mathbf{y}) \approx q(\mathbf{w}) = \frac{\exp\left(\frac{1}{2}(\mathbf{w} - \mathbf{w}^*)^T H(\mathbf{w}^*)(\mathbf{w} - \mathbf{w}^*)\right)}{\int \exp\left(\frac{1}{2}(\mathbf{w} - \mathbf{w}^*)^T H(\mathbf{w}^*)(\mathbf{w} - \mathbf{w}^*)\right) d\mathbf{w}}$$

θ_{MAP}



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Image: Philipp Hennig

θ_{MAP}



(a) Full **(b) LRank** **(c) KFAC** **(d) Diag.**



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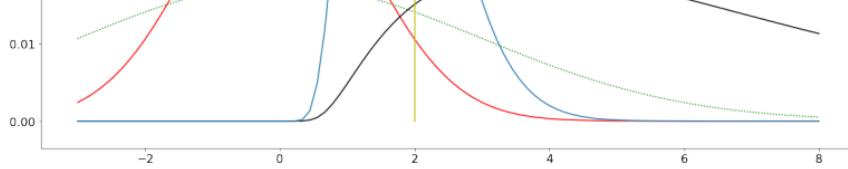
Daxberger E, Kristiadi A, Immer A, Eschenhagen R, Bauer M, Hennig P. Laplace redux-effortless bayesian deep learning. Advances in Neural Information Processing Systems. 2021 Dec 6;34:20089-103.
<https://github.com/AlexImmer/Laplace>

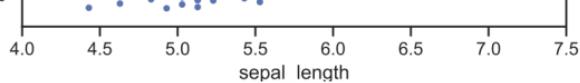
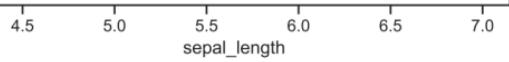


- Then the posterior is: $y_{\text{lin}} \sim \mathcal{N}(f_{\mathbf{w}^*}(\mathbf{x}), J(\mathbf{x})H(\mathbf{w}^*)^{-1}J(\mathbf{x})^{-1})$

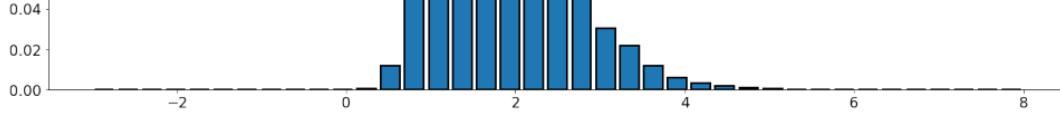








Kevin P. Murphy, Probabilistic Machine Learning: An introduction, section 4.6.7.2, MIT Press, 2021, <https://probml.github.io/pml-book/>





- We can only use a **small number of samples!** $\mathcal{O}(M)$



epistemic

aleatoric



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- Masksensembles

$S = 1.0$



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different networks)

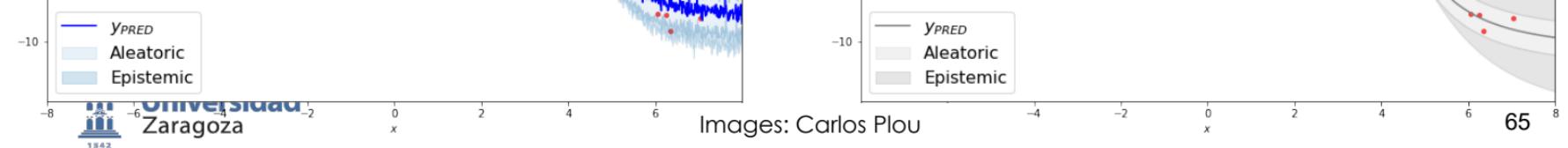
- Better than local approximations



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B. Lakshminarayanan, A. Pritzel, and C. Blundell, Simple and scalable predictive uncertainty estimation using deep ensembles, NeurIPS, 2017

outputs = (● , ... , ○)



- See K.P. Murphy Book2 Chapter 17 <https://probml.github.io/pml-book/book2.html>

(a) Input Image

(b) Ground Truth

(c) Semantic
Segmentation

(d) Aleatoric
Uncertainty

(e) Epistemic
Uncertainty



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Alex Kendall and Yarin Gal. What Uncertainties Do We Need in Bayesian Deep Learning for Computer Vision?, NeurIPS, 2017



Javier Rodríguez-Puigvert, Rubén Martínez-Cantín, Javier Civera, Bayesian Deep Networks for Supervised Single-View Depth Learning, IEEE-RAL, 2021





Figure 5: NYUv2 Depth results. From left: input image, ground truth, depth regression, aleatoric uncertainty, and epistemic uncertainty.

Alex Kendall and Yarin Gal. What Uncertainties Do We Need in Bayesian Deep Learning for Computer Vision?, NeurIPS, 2017













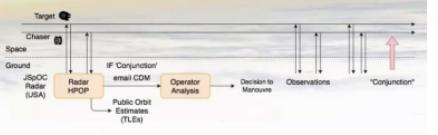


s *a* *s'*

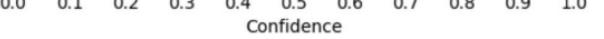
EAS



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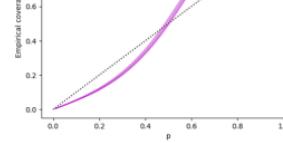
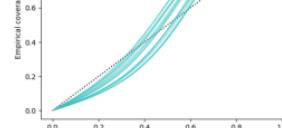


■ n : number of samples

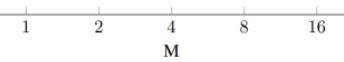


$|\tilde{p} - p|$ for example p

- In a well calibrated model $|\tilde{p} - p| = 0$.







- Csaba Szepesvari, Algorithms of Reinforcement Learning
 - <https://sites.ualberta.ca/~szepesva/rilbook.html>

