

Quantized Compressed Sensing with Score-based Generative Models

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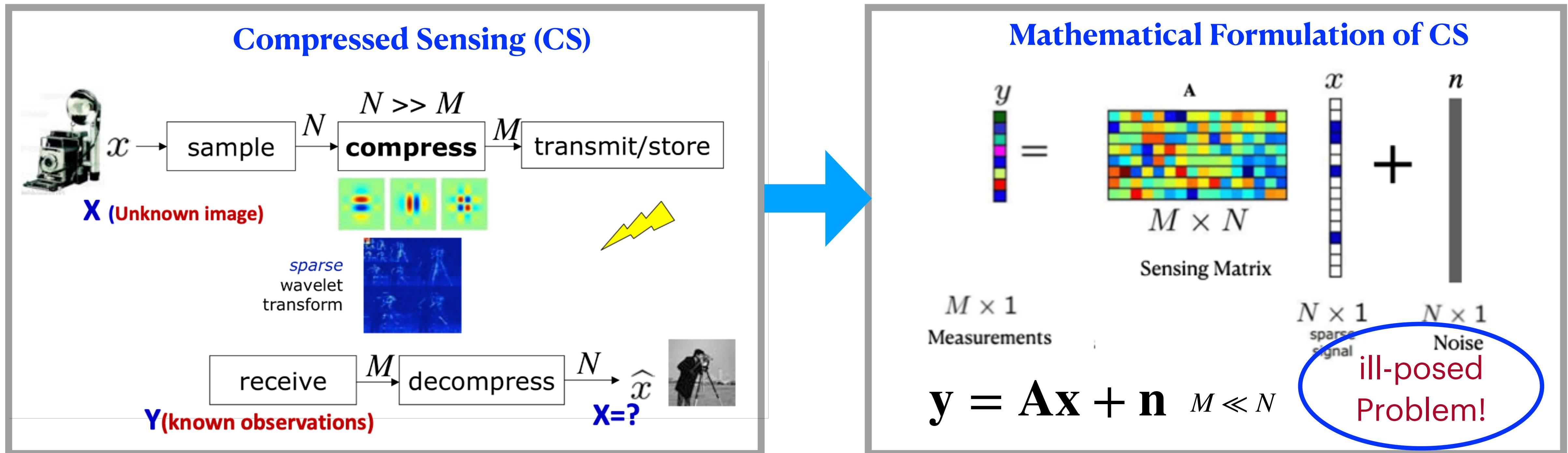
Yoshiyuki Kabashima
The University of Tokyo

Contents

- **Background: Quantized Compressed Sensing**
- **Generative Models: Score-based Generative Models (SGM)**
- **QCS-SGM: Quantized Compressed Sensing with SGM**
- **QCS-SGM+: Improved QCS-SGM for general sensing matrices**

Background

■ Compressed Sensing



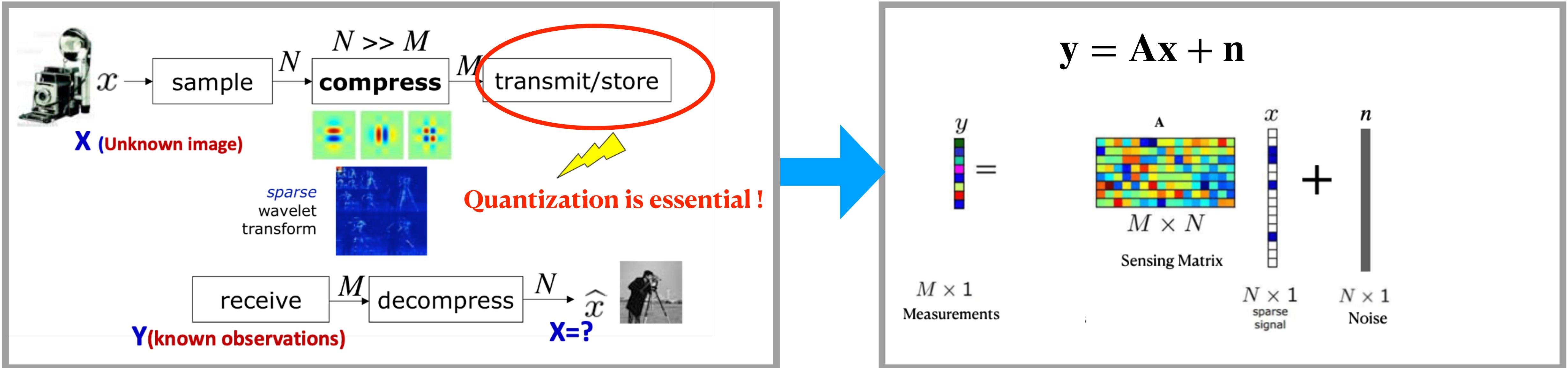
- **Goal:** Recover a ***sparse*** or ***compressible*** signal from $M \ll N$ measurements
- **Solution:** Exploit the sparsity as regularization, e.g., L1 regularization
- **Theoretical guarantee** [Candes-Romberg-Tao2006]



Candes Romberg Tao

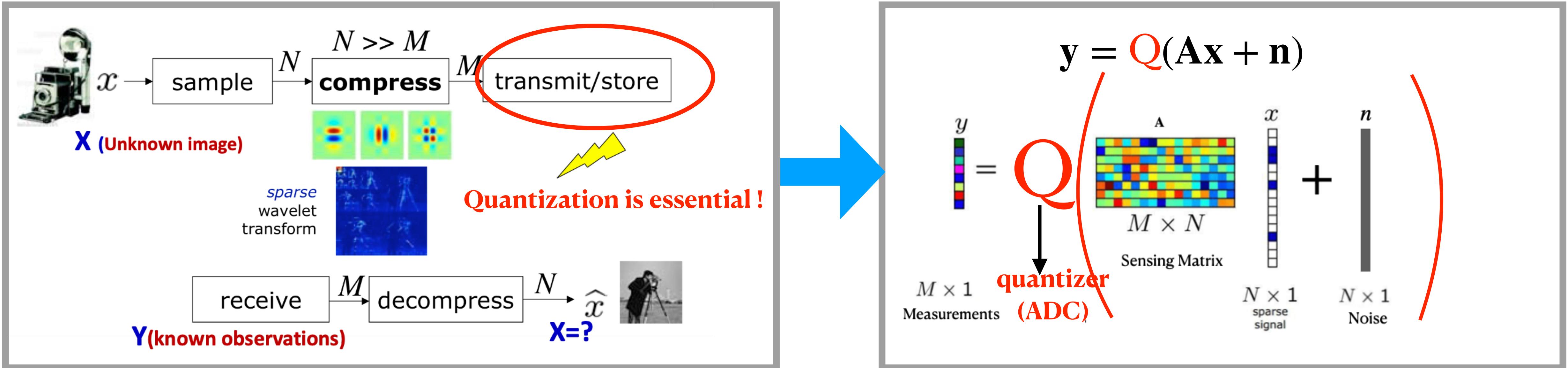
Background

■ Quantized Compressed Sensing



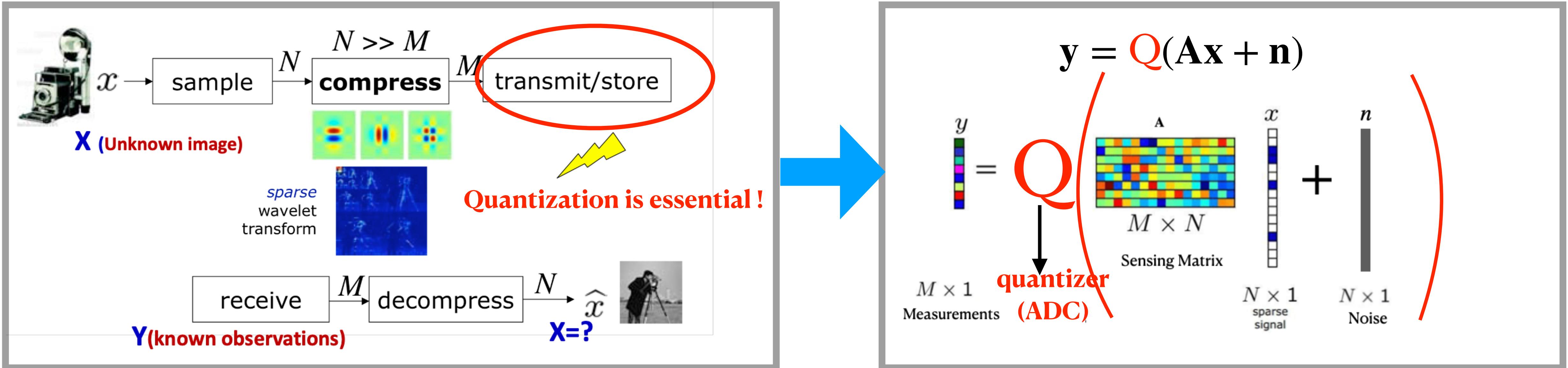
Background

■ Quantized Compressed Sensing

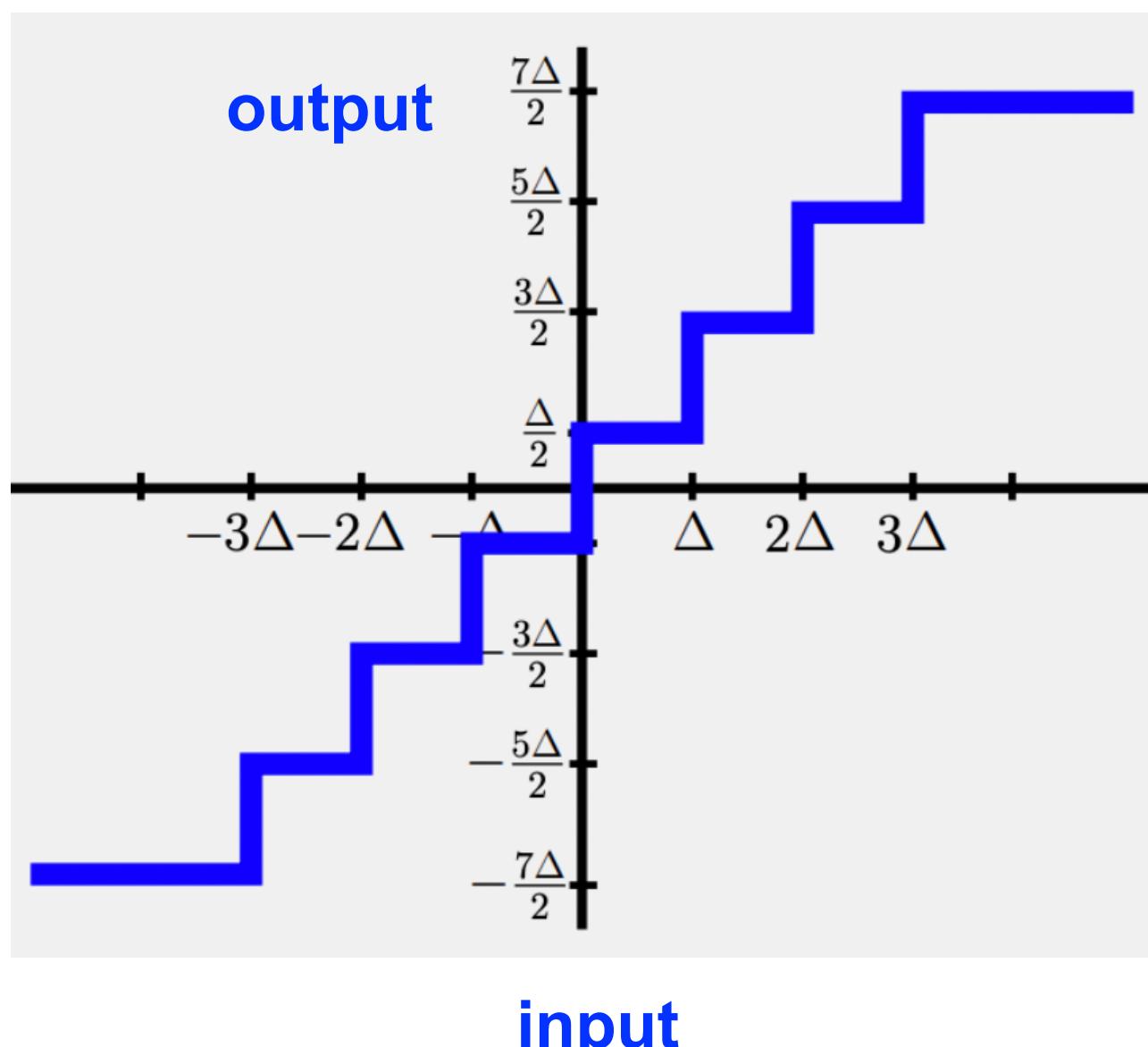


Background

■ Quantized Compressed Sensing



- Quantizer (ADC converter)



Extreme case: 1-bit quantization

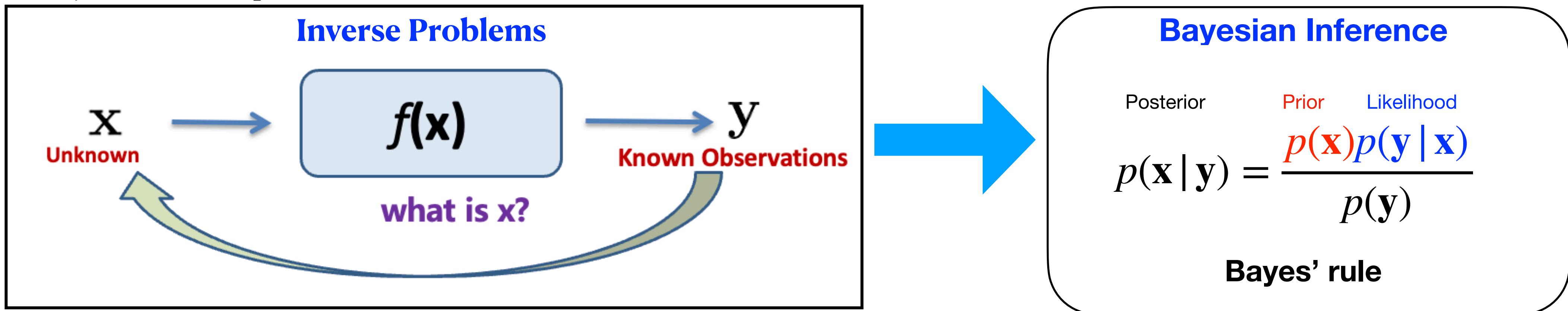
$$y = \text{sign}(Ax + n) \in \{-1, +1\}^M$$

Practical Challenges

- ✓ Quantization, especially low-precision quantization, leads to **severe information loss**
- ✓ Quantization is a **non-linear operation**, which makes the linear algorithms no longer work

A Bayesian Perspective

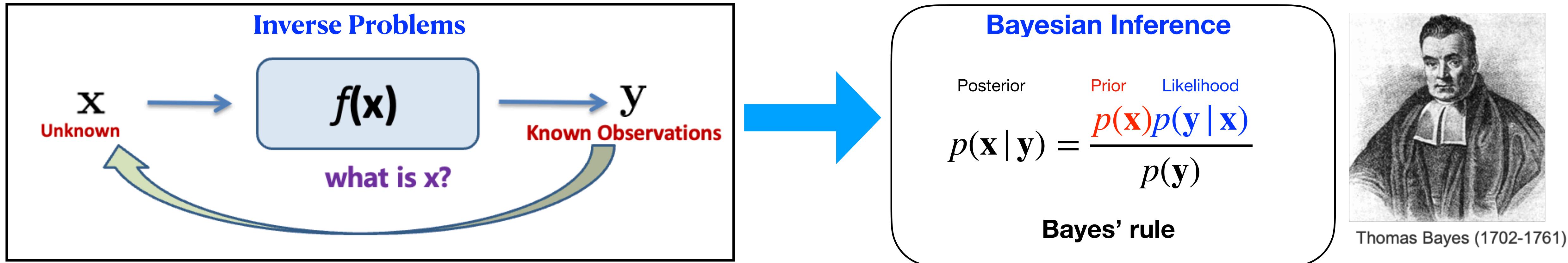
■ Bayesian Perspective



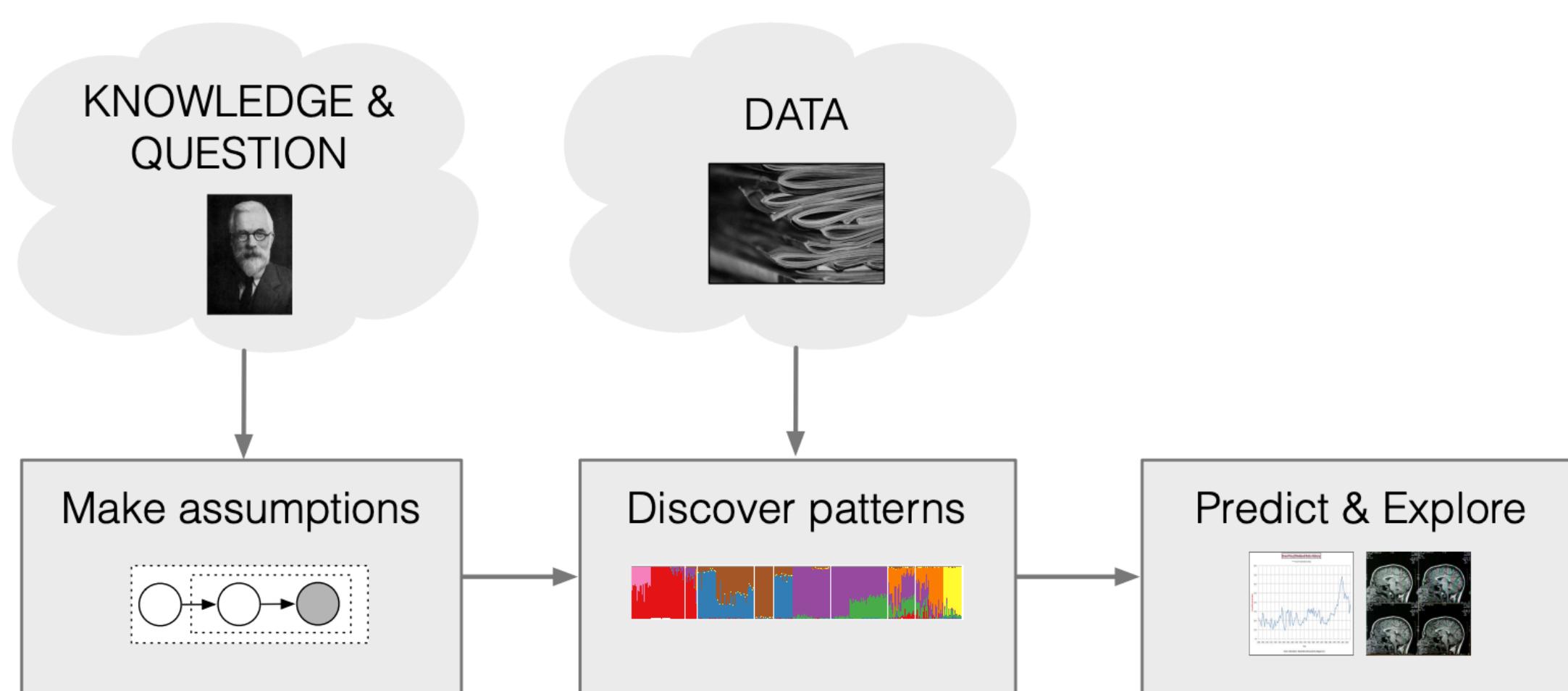
Thomas Bayes (1702-1761)

A Bayesian Perspective

■ Bayesian Perspective



■ Why Bayesian?



Bayesian Learning Framework

[David Blei 2016]

Structure Constraint as Prior Distribution

1. The standard L1 sparsity can be viewed as a Laplace prior
2. More complicated prior, e.g., structured sparsity, and low-rankness can be used to improve performance.
3. However, hand-crafted priors might still fail to capture the rich structure in natural signals.

A Bayesian Perspective

■ Key idea

**The more you know *a priori*
the less you need!**

You can easily recognize
someone you are familiar with
at one single sight

A Bayesian Perspective

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How to obtain a good
prior knowledge?

**Learn a good prior using powerful
deep generative models**

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Generative Models

■ Deep Generative Models

“What I cannot create, I do not understand” ——Richard Feynman



Samples from a Data Distribution

$$\{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N\} \stackrel{\text{i.i.d.}}{\sim} p(\mathbf{x})$$

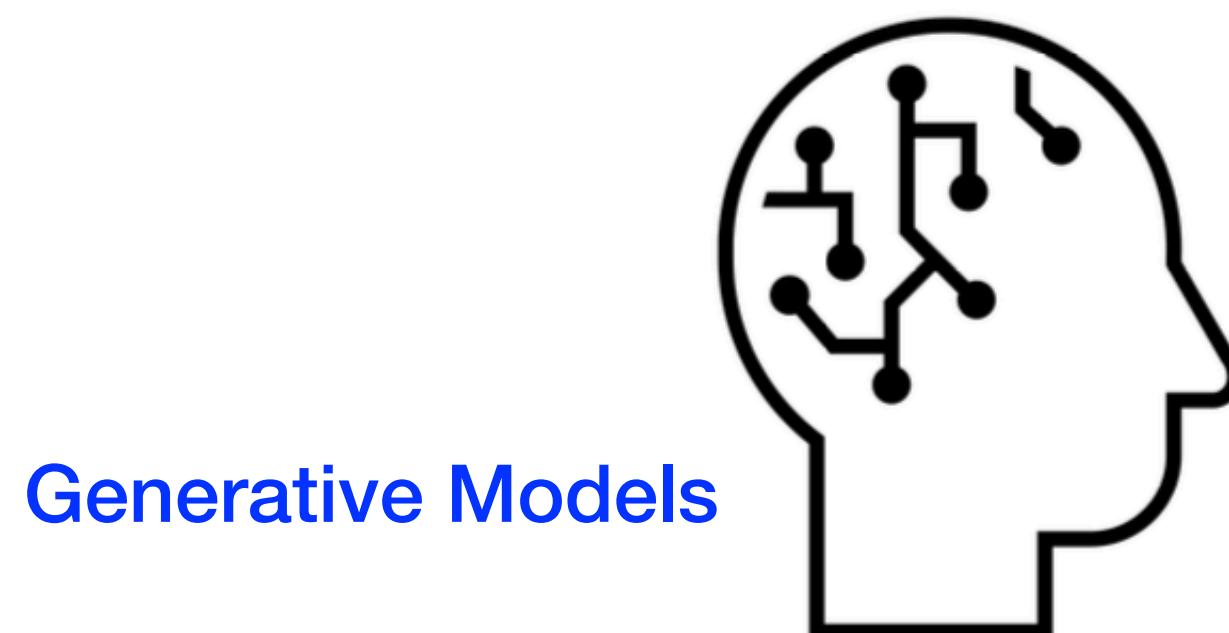
Train

A thick green arrow pointing from the cloud of cat images towards the right side of the diagram.



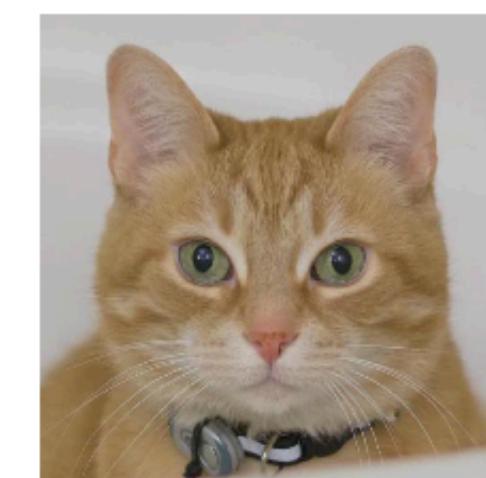
Generative Models

Neural Network



Sample

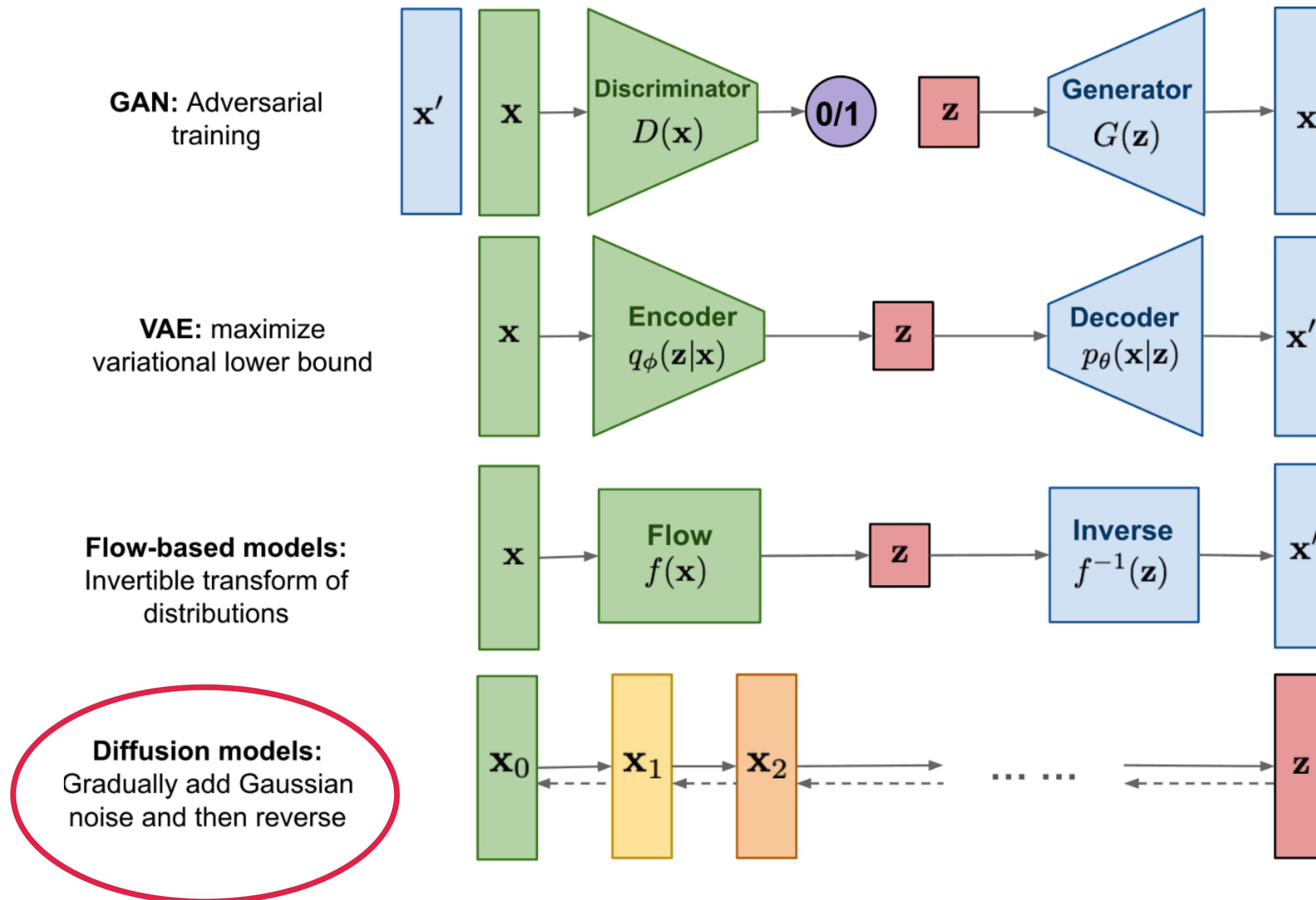
A thick green arrow pointing from the neural network head towards the generated image on the right.



Generative Learning

Generative Models

■ Overview of different types of generative models



Diffusion Models (aka Score-based Generative models):
Emerging as the most powerful generative models !

Score-based Generative Models

■ Score-based Generative Models (SGM)

To model the gradient of the log probability density function, known as the (Stein) score function

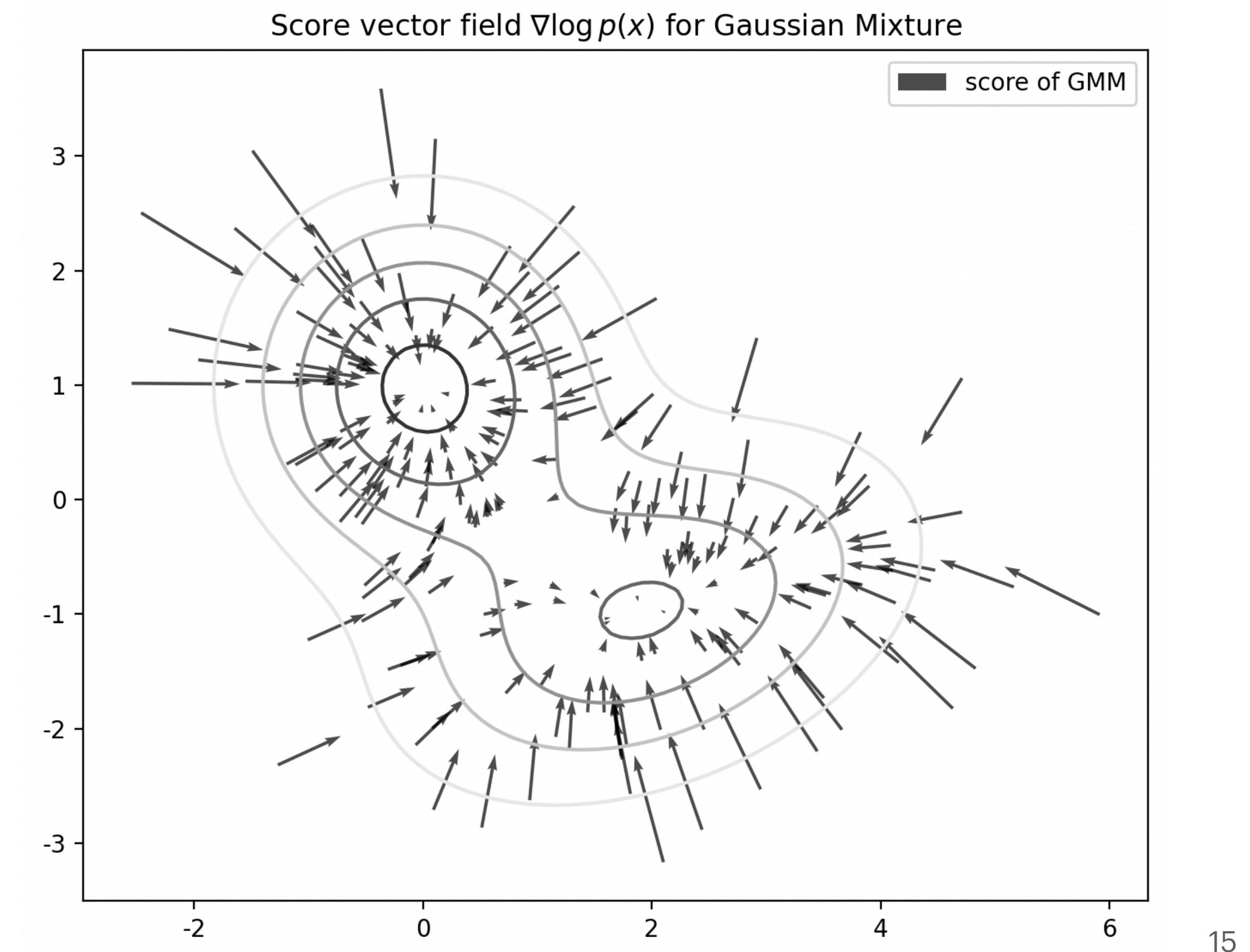
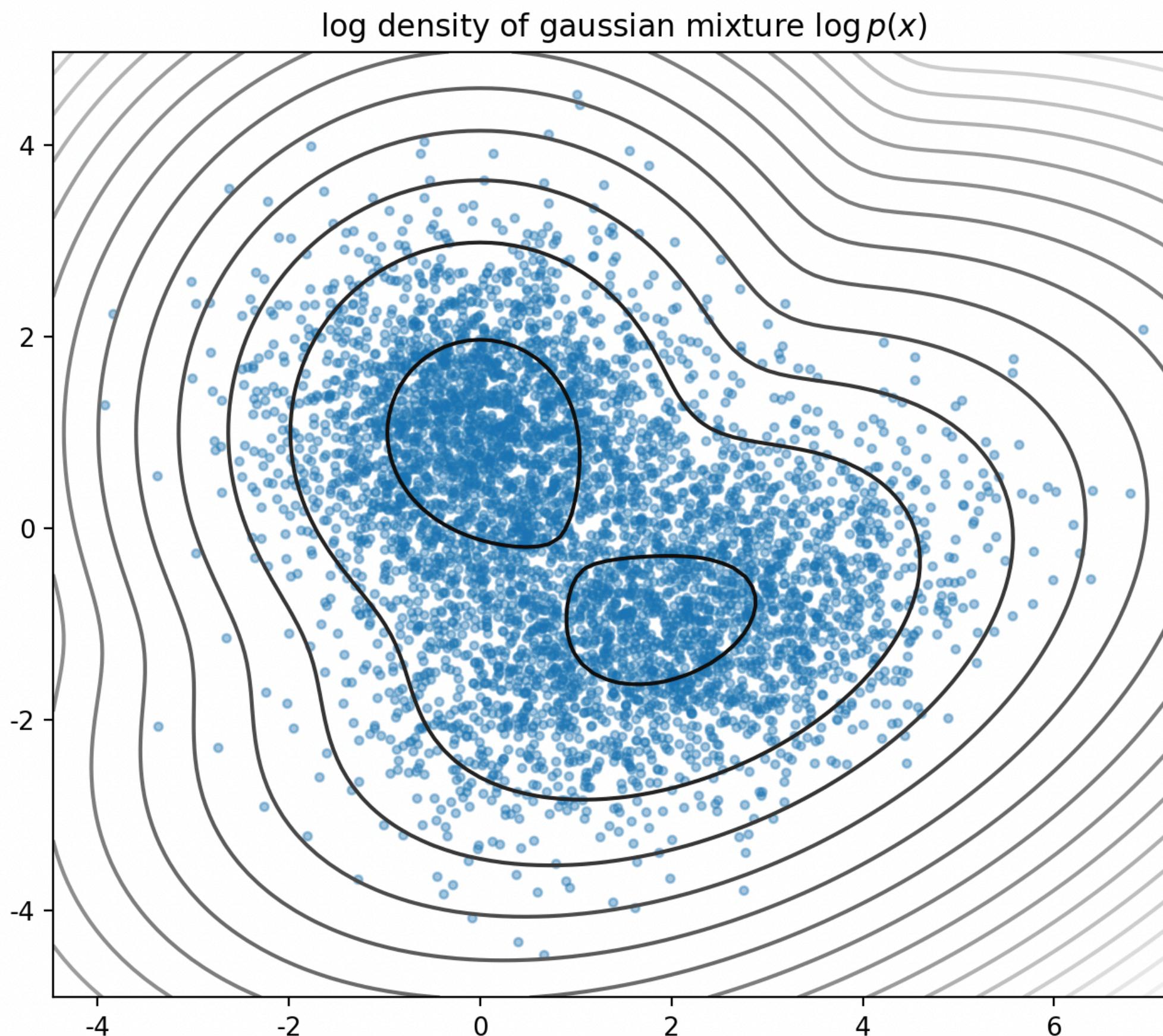
$$\nabla_{\mathbf{x}} \log p(\mathbf{x}) \quad \text{Vector Field}$$

Score-based Generative Models

■ Score-based Generative Models (SGM)

To model the gradient of the log probability density function, known as the (Stein) score function

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Score-based Generative Models

■ Why caring about score functions?

◆ **Avoiding the difficulty of intractable normalizing constants.**

$$p_{\theta}(\mathbf{x}) = \frac{e^{-f_{\theta}(\mathbf{x})}}{Z_{\theta}} \quad Z_{\theta} = \int e^{-f_{\theta}(\mathbf{x})} d\mathbf{x}$$

$$\mathbf{s}_{\theta}(\mathbf{x}) = \nabla_{\mathbf{x}} \log p_{\theta}(\mathbf{x}) = -\nabla_{\mathbf{x}} f_{\theta}(\mathbf{x}) - \underbrace{\nabla_{\mathbf{x}} \log Z_{\theta}}_{=0} = -\nabla_{\mathbf{x}} f_{\theta}(\mathbf{x})$$

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- ◆ Enabling sampling using Langevin dynamics G. Parisi 1981

\mathbf{x}_K converges to samples from $p(\mathbf{x})$
when $\epsilon \rightarrow 0, K \rightarrow \infty$

$$\mathbf{x}_{i+1} \leftarrow \mathbf{x}_i + \epsilon \nabla_{\mathbf{x}} \log p(\mathbf{x}) + \sqrt{2\epsilon} \mathbf{z}_i, \quad i = 0, 1, \dots, K \quad \mathbf{z}_i \sim \mathcal{N}(0, I).$$

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How to obtain the score function?

Score-based Generative Models

- Noise Perturbed Score-Matching Song et al 2019

Annealing: using multiple noise scales $\{\beta_t\}_{t=1}^T$ for the perturbation!

$$\mathbf{x}_t = \mathbf{x} + \beta_t \mathbf{z} \quad 0 < \beta_1 < \beta_2 < \dots < \beta_T$$

$$p_{\beta_t}(\mathbf{x}_t) = \int p(\mathbf{x})N(\mathbf{x}_t | \mathbf{x}, \beta_t^2) d\mathbf{x}$$

Score-based Generative Models

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$$p_{\beta_t}(\mathbf{x}_t) = \int p(\mathbf{x})N(\mathbf{x}_t | \mathbf{x}, \beta_t^2) d\mathbf{x}$$

Noise Conditional Score Network (NCSN)

Using neural network to estimate the score $\nabla_{\mathbf{x}_t} \log p_{\beta_t}(\mathbf{x}_t)$ of each noise-perturbed distribution $p_{\beta_t}(\mathbf{x}_t)$

$$\mathbf{s}_\theta(\mathbf{x}_t, t) \approx \nabla_{\mathbf{x}_t} \log p_{\beta_t}(\mathbf{x}_t) \quad \forall t$$

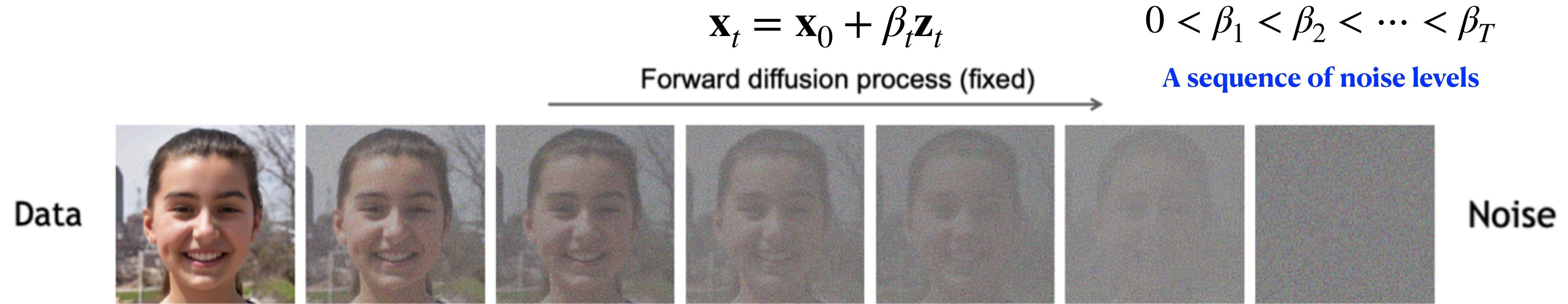
Estimated Score True Score

Loss function:

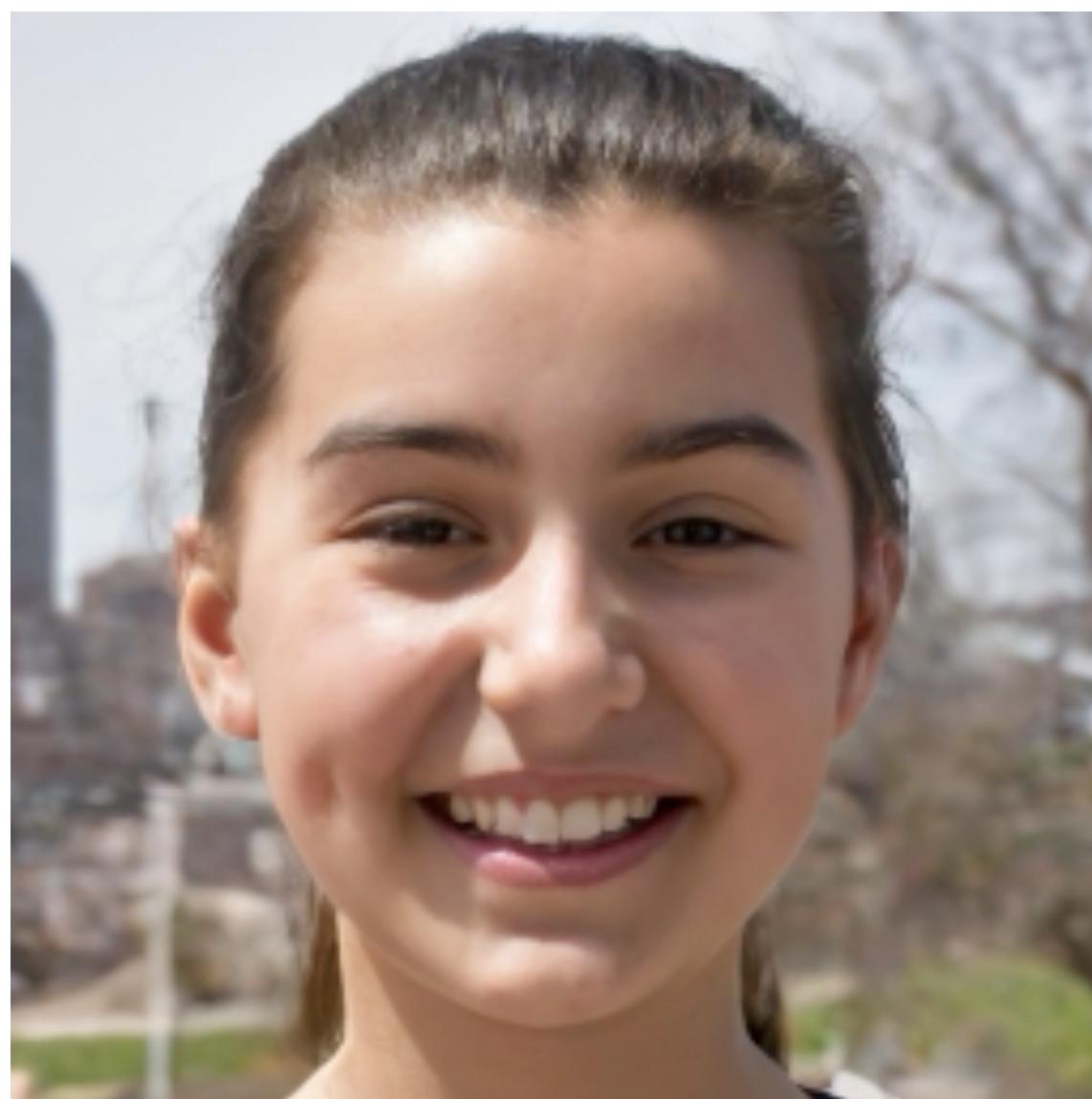
$$\sum_{t=1}^T \lambda_t \mathbf{E}_{p_{\beta_t}(\mathbf{x}_t)} \|\nabla_{\mathbf{x}_t} \log p_{\beta_t}(\mathbf{x}_t) - \mathbf{s}_\theta(\mathbf{x}_t, t)\|^2$$

Score-based Generative Models

■ A Big Picture

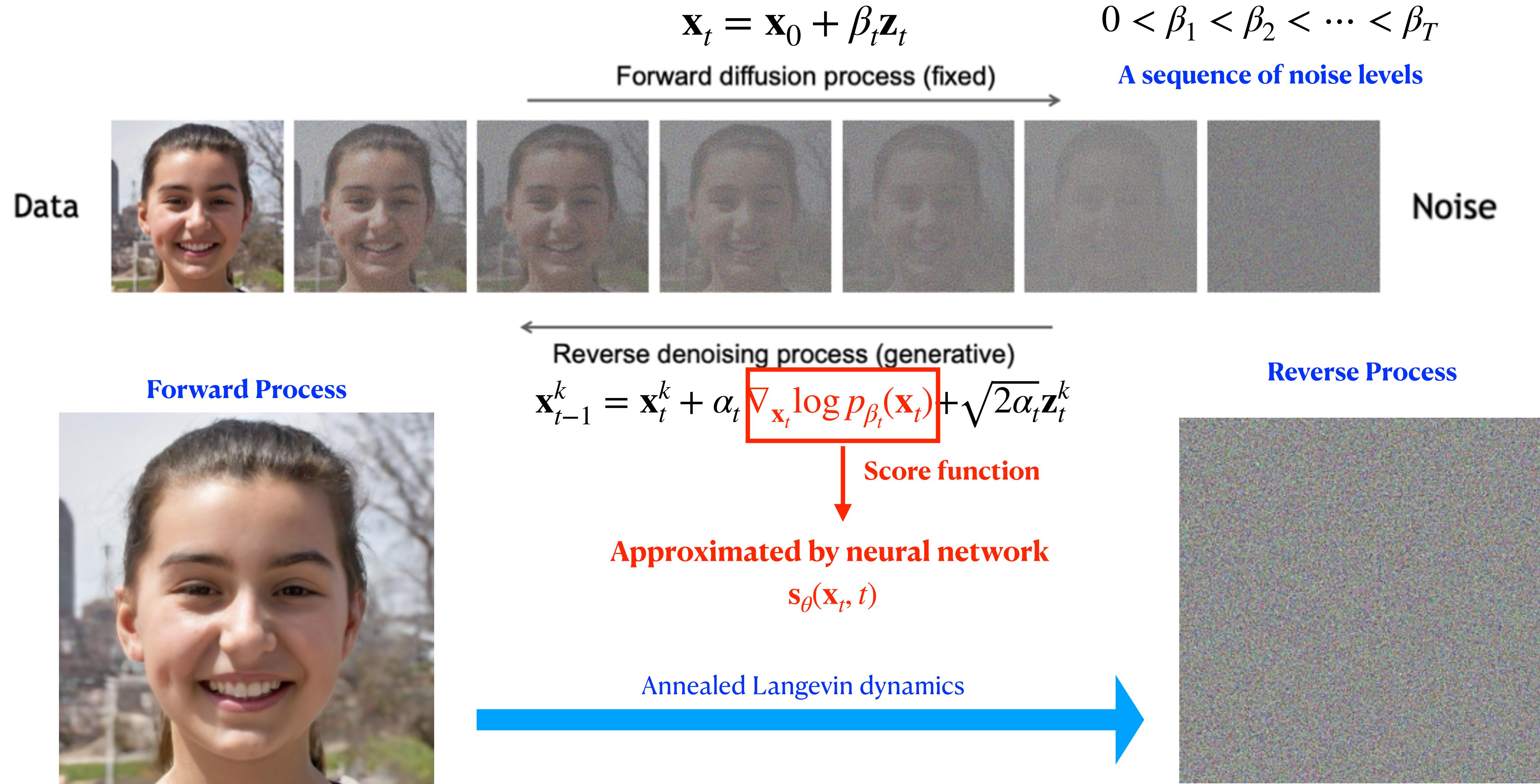


Forward Process



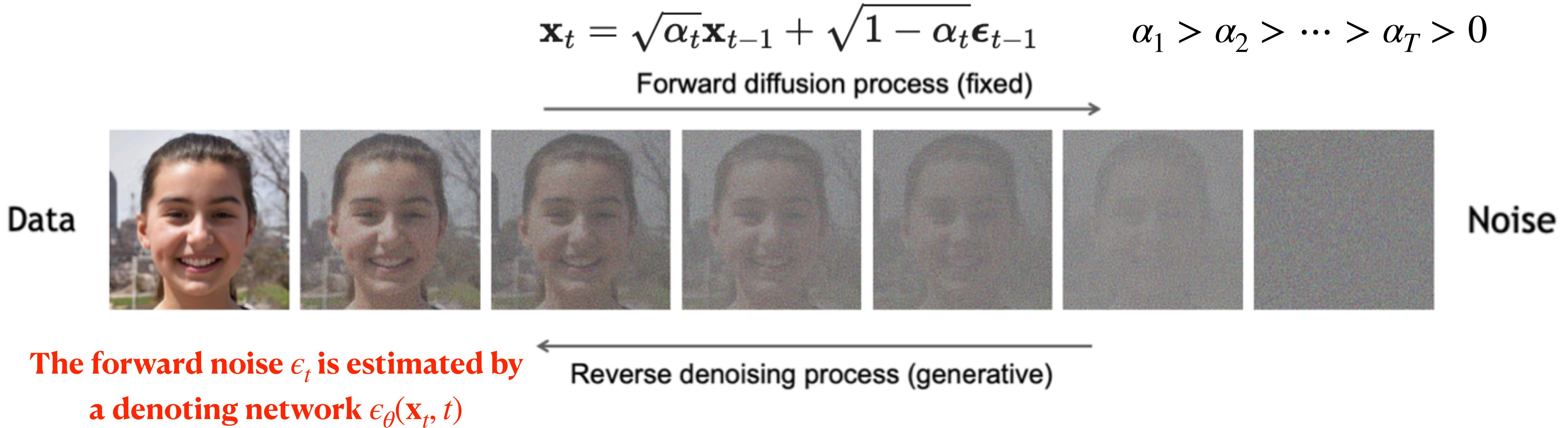
Score-based Generative Models

■ A Big Picture

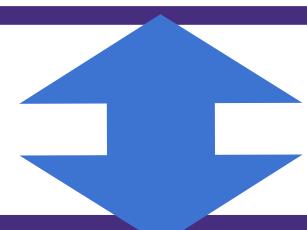


Score-based Generative Models

■ Connection to denoising diffusion probabilistic models (DDPM)



DDPM loss: $L_t^{\text{simple}} = \mathbb{E}_{t \sim [1, T], \mathbf{x}_0, \boldsymbol{\epsilon}_t} \left[\|\boldsymbol{\epsilon}_t - \epsilon_\theta(\mathbf{x}_t, t)\|^2 \right]$



After some reformulation

Score Matching Loss $L_{\text{SM}} = \mathbb{E}_{t, \mathbf{x}, \mathbf{x}_t} \|\nabla_{\mathbf{x}_t} \log p(\mathbf{x}_t) - \mathbf{s}_\theta(\mathbf{x}_t, t)\|^2$

Score Estimation of $\nabla_{\mathbf{x}_t} \log p(\mathbf{x}_t)$

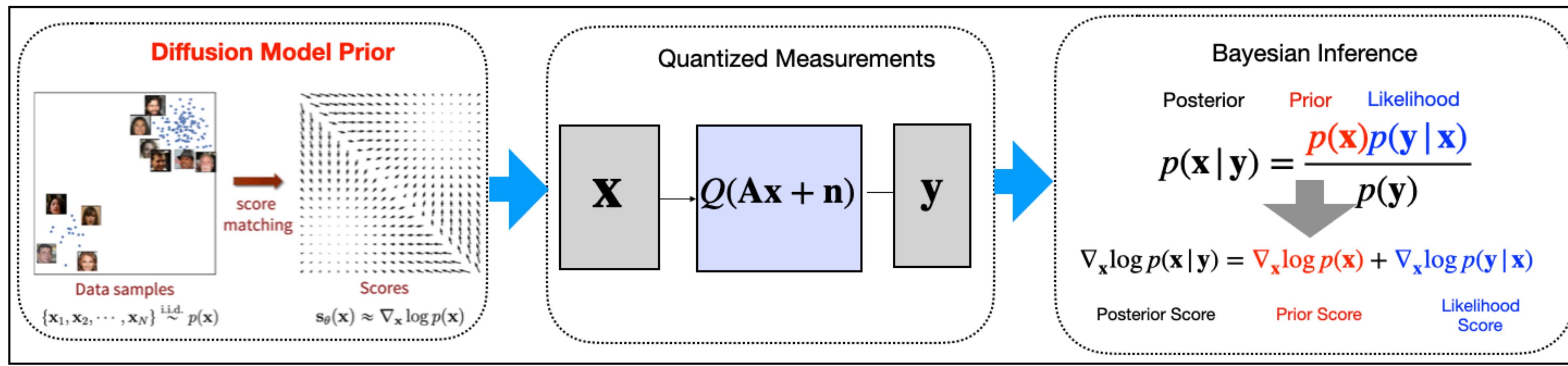
$$\mathbf{s}_\theta(\mathbf{x}_t, t) = -\frac{1}{\sqrt{1 - \bar{\alpha}_t}} \epsilon_\theta(\mathbf{x}_t, t)$$

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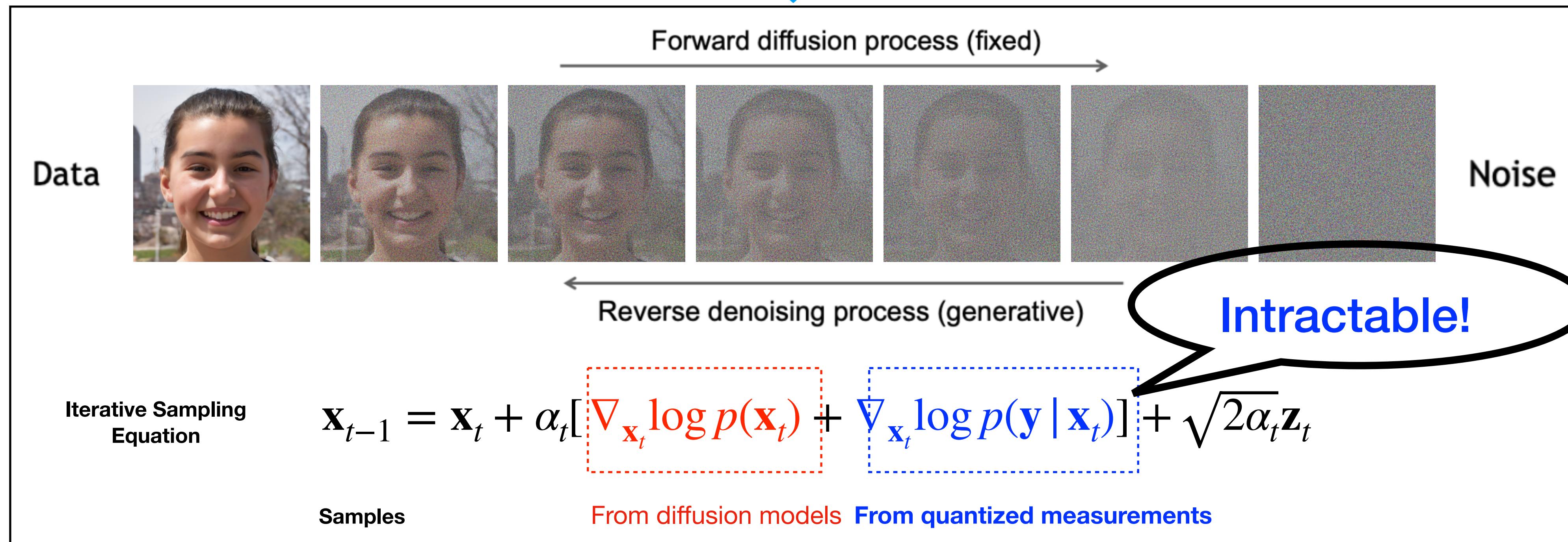
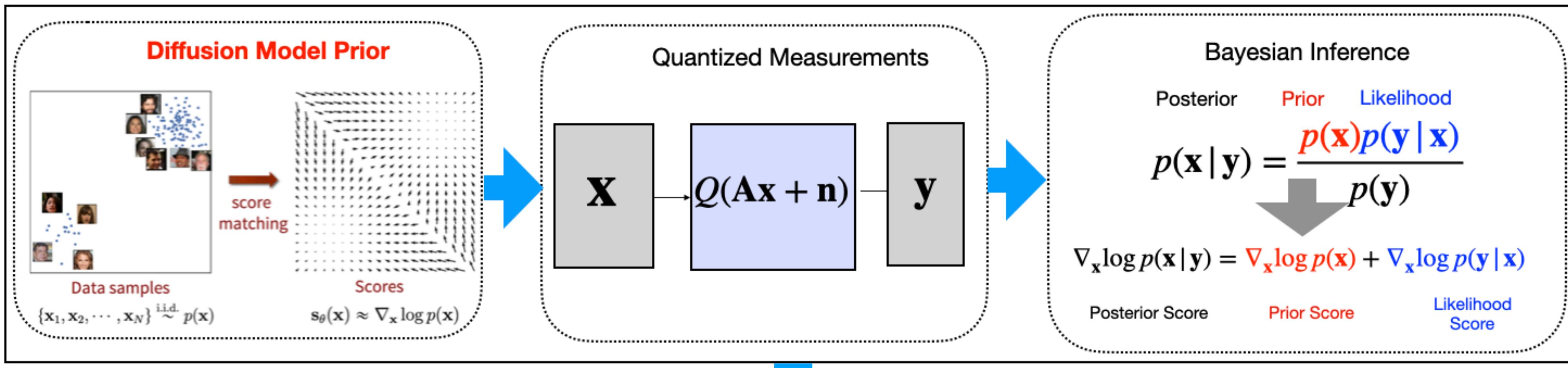
QCS-SGM: Quantized CS with SGM

■ Our solution: QCS-SGM



QCS-SGM: Quantized CS with SGM

■ Our solution: QCS-SGM



QCS-SGM: Quantized CS with SGM

■ Our solution: QCS-SGM

$$p(\mathbf{y} \mid \mathbf{x}_t) = \int p(\mathbf{y} \mid \mathbf{x}_0) p(\mathbf{x}_0 \mid \mathbf{x}_t) d\mathbf{x}_0$$

Perturbed signal Original signal Reverse transition probability

Using the Bayes' rule:

$$p(\mathbf{x}_0 \mid \mathbf{x}_t) = \frac{p(\mathbf{x}_t \mid \mathbf{x}_0) p(\mathbf{x}_0)}{\int p(\mathbf{x}_t \mid \mathbf{x}_0) p(\mathbf{x}_0) d\mathbf{x}_0}$$

Tractable (Gaussian) unknown

Note: The result is intractable even for linear model $\mathbf{y} = \mathbf{A}\mathbf{x}_0 + \mathbf{n}$

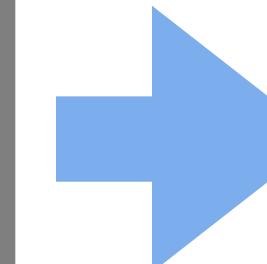
QCS-SGM: Quantized CS with SGM

■ Two Assumptions of QCS-SGM

- **Assumption 1**

The prior $p(\mathbf{x}_0)$ is non-informative w.r.t. $p(\mathbf{x}_t | \mathbf{x}_0)$

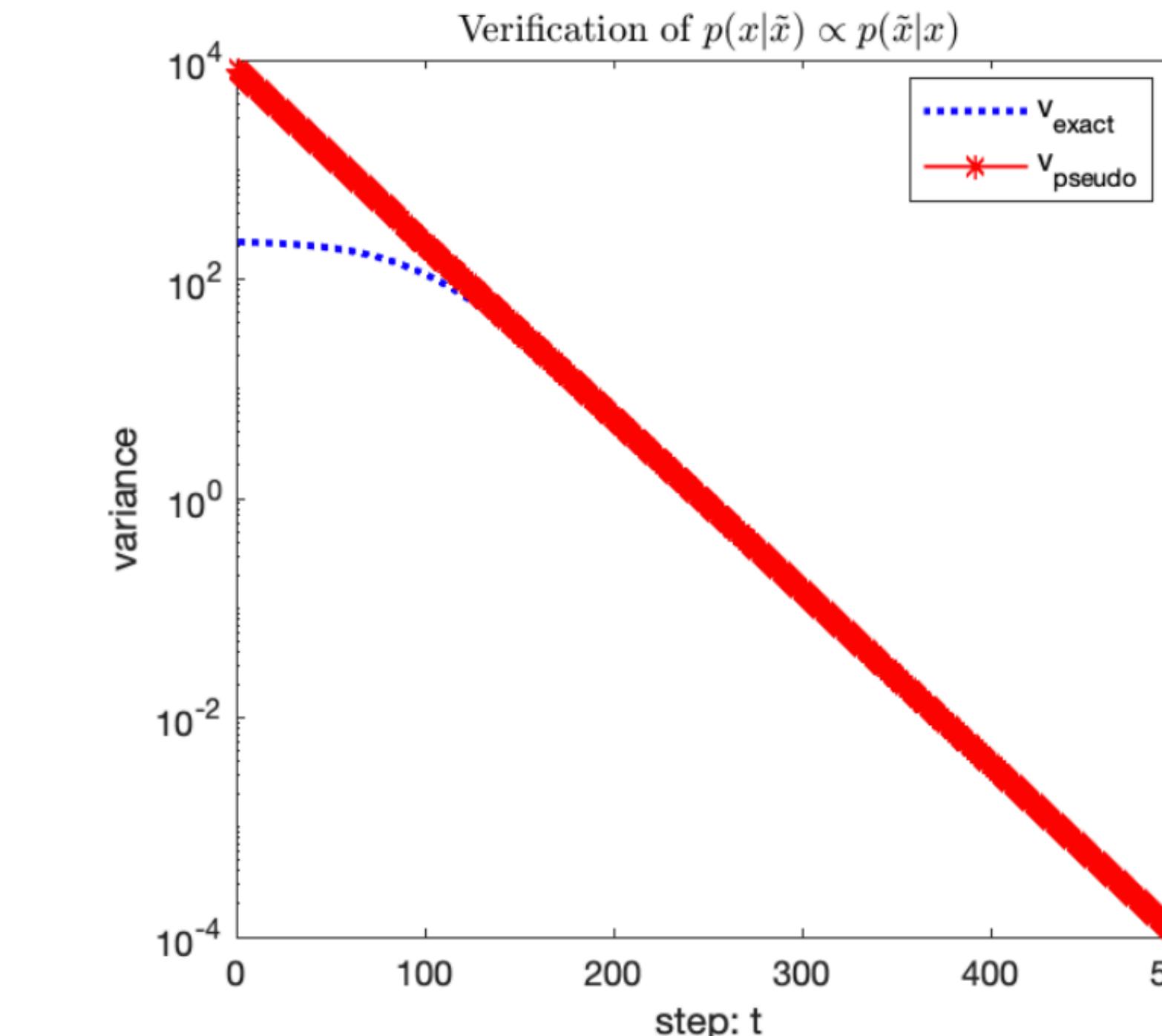
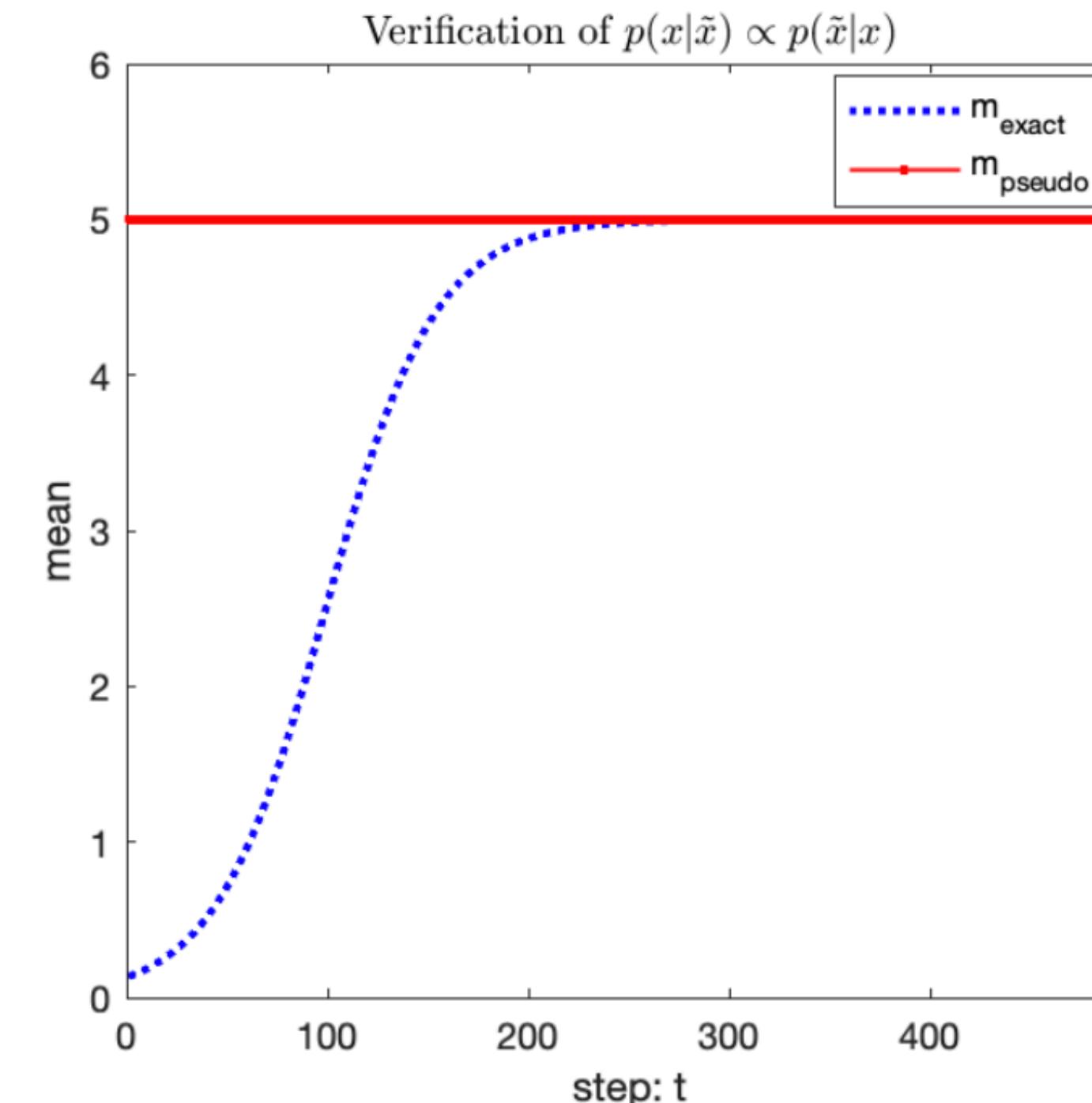
$$\begin{aligned} p(\mathbf{x}_0 | \mathbf{x}_t) &\propto p(\mathbf{x}_t | \mathbf{x}_0)p(\mathbf{x}_0) \\ &\propto p(\mathbf{x}_t | \mathbf{x}_0) \end{aligned}$$



Closed-form Approximation

$$p(\mathbf{x}_0 | \mathbf{x}_t) \approx N(\mathbf{x}_0 | \mathbf{x}_t, \beta_t^2 \mathbf{I})$$

Asymptotically accurate when the perturbed noise is negligible



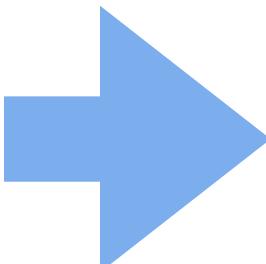
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Closed-form Approximation

$$p(\mathbf{x}_0 | \mathbf{x}_t) \approx N(\mathbf{x}_0 | \mathbf{x}_t, \beta_t^2 \mathbf{I})$$

- **Assumption 2**

Asymptotically accurate when the perturbed noise is negligible

The sensing matrix \mathbf{A} is row-orthogonal, i.e.,

$$\mathbf{A}\mathbf{A}^T = \text{Diagonal matrix}$$

(Approximately) satisfied by many popular CS matrices
e.g., DFT, DCT, Hadamard, and random Gaussian matrices, etc.

QCS-SGM: Quantized CS with SGM

■ Results of Pseudo-likelihood Score

- **Theorem 1:** Under assumptions 1 and 2, we obtain a **closed-form solution** to the likelihood score

$$\nabla_{\mathbf{x}_t} \log p(\mathbf{y} \mid \mathbf{x}_t) = \mathbf{A}^T \mathbf{G}(\beta_t, \mathbf{y}, \mathbf{A}, \mathbf{x}_t)$$

where

$$\mathbf{G}(\beta_t, \mathbf{y}, \mathbf{A}, \mathbf{x}_t) = [g_1, g_2, \dots, g_M]^T \in \mathbb{R}^{M \times 1}$$

$$g_m = \frac{\exp\left(-\frac{\tilde{u}_{y_m}^2}{2}\right) - \exp\left(-\frac{\tilde{l}_{y_m}^2}{2}\right)}{\sqrt{\sigma^2 + \beta_t^2 \parallel \mathbf{a}_m^T \parallel_2^2} \int_{\tilde{l}_{y_m}}^{\tilde{u}_{y_m}} \exp\left(-\frac{t^2}{2}\right) dt} \quad \tilde{u}_{y_m} = \frac{\mathbf{a}_m^T \mathbf{x}_t - u_{y_m}}{\sqrt{\sigma^2 + \beta_t^2 \parallel \mathbf{a}_m^T \parallel_2^2}} \quad \tilde{l}_{y_m} = \frac{\mathbf{a}_m^T \mathbf{x}_t - l_{y_m}}{\sqrt{\sigma^2 + \beta_t^2 \parallel \mathbf{a}_m^T \parallel_2^2}}$$

- **Corollary:** In the special case of linear case $\mathbf{y} = \mathbf{Ax} + \mathbf{n}$

$$\nabla_{\mathbf{x}_t} \log p(\mathbf{y} \mid \mathbf{x}_t) = \mathbf{A}^T (\sigma^2 \mathbf{I} + \beta_t^2 \mathbf{A} \mathbf{A}^T)^{-1} (\mathbf{y} - \mathbf{A} \mathbf{x}_t)$$

✓ Explain the necessity of annealing term in Jalal et al. (2021a)

$$\nabla_{\mathbf{x}_t} \log p(\mathbf{y} \mid \mathbf{x}_t) = \frac{\mathbf{A}^T (\mathbf{y} - \mathbf{A} \mathbf{x}_t)}{\sigma^2 + \gamma_t^2}$$

✓ Extend and improve Jalal et al. (2021a) in the general case

QCS-SGM: Quantized CS with SGM

■ Resultant Algorithm

Algorithm 1: Quantized Compressed Sensing with SGM (QCS-SGM)

Input: $\{\beta_t\}_{t=1}^T, \epsilon, K, \mathbf{y}, \mathbf{A}, \sigma^2$, quantization codewords \mathcal{Q} and thresholds $\{[l_q, u_q] | q \in \mathcal{Q}\}$

Initialization: $\mathbf{x}_1^0 \sim \mathcal{U}(0, 1)$

```
1 for  $t = 1$  to  $T$  do
2    $\alpha_t \leftarrow \epsilon \beta_t^2 / \beta_T^2$ 
3   for  $k = 1$  to  $K$  do
4     Draw  $\mathbf{z}_t^k \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ 
5     Compute  $\mathbf{G}(\beta_t, \mathbf{y}, \mathbf{A}, \mathbf{x}_t^{k-1})$  as (12) (or (15) for 1-bit)
6      $\mathbf{x}_t^k = \mathbf{x}_t^{k-1} + \alpha_t [\mathbf{s}_\theta(\mathbf{x}_t^{k-1}, \beta_t) + \boxed{\mathbf{A}^T \mathbf{G}(\beta_t, \mathbf{y}, \mathbf{A}, \mathbf{x}_t^{k-1})}] + \sqrt{2\alpha_t} \mathbf{z}_t^k$ 
7    $\mathbf{x}_{t+1}^0 \leftarrow \mathbf{x}_t^K$ 
```

Output: $\hat{\mathbf{x}} = \mathbf{x}_T^K$

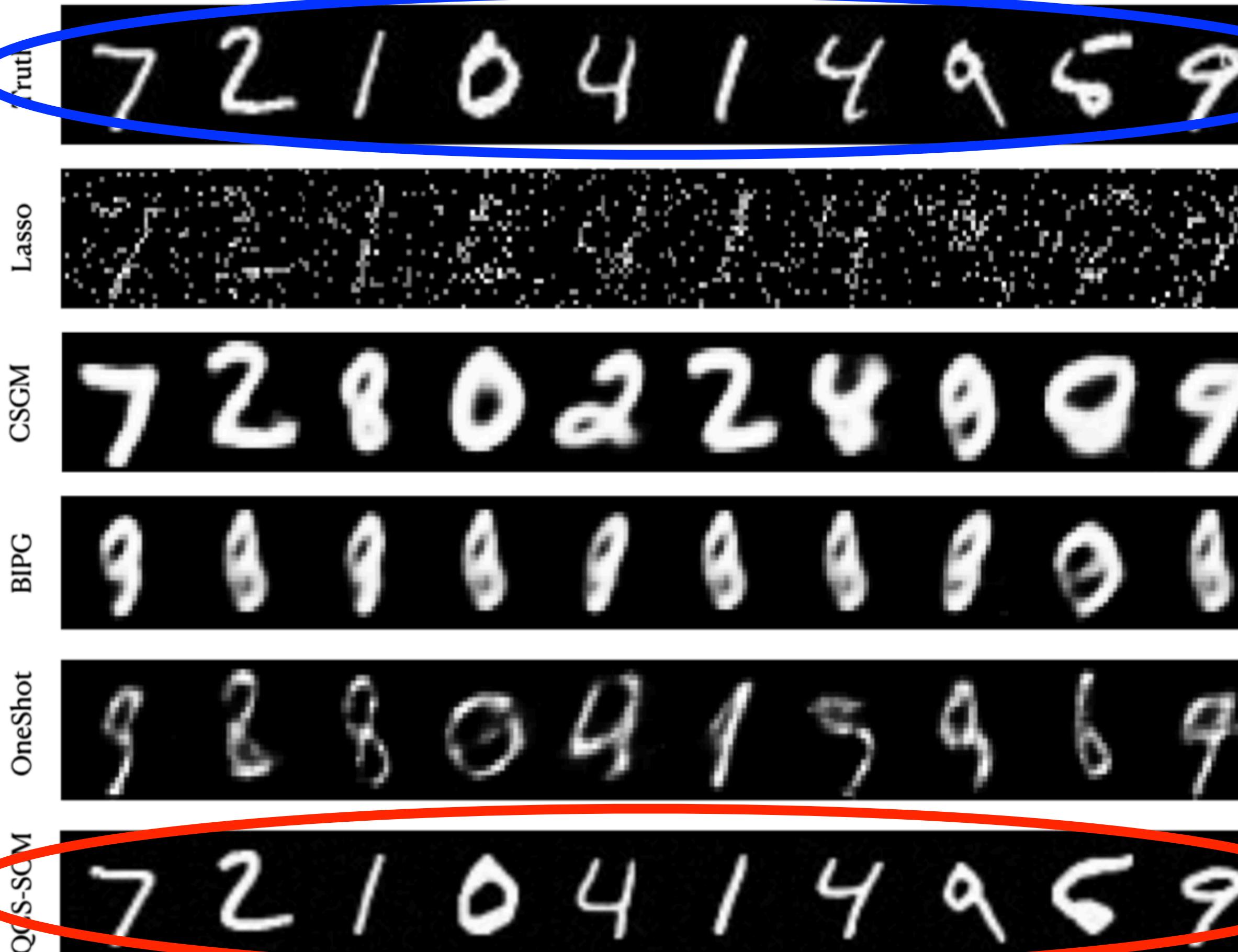
Only this term is different from SGM!

Code Available: <https://github.com/mengxiangming/QCS-SGM>

QCS-SGM: Quantized CS with SGM

■ Experimental Results

1-bit CS on MNIST 28×28



Ground Truth

1-bit CS on CelebA 64×64



(a) MNIST, $M = 200, \sigma = 0.05$

Our Method

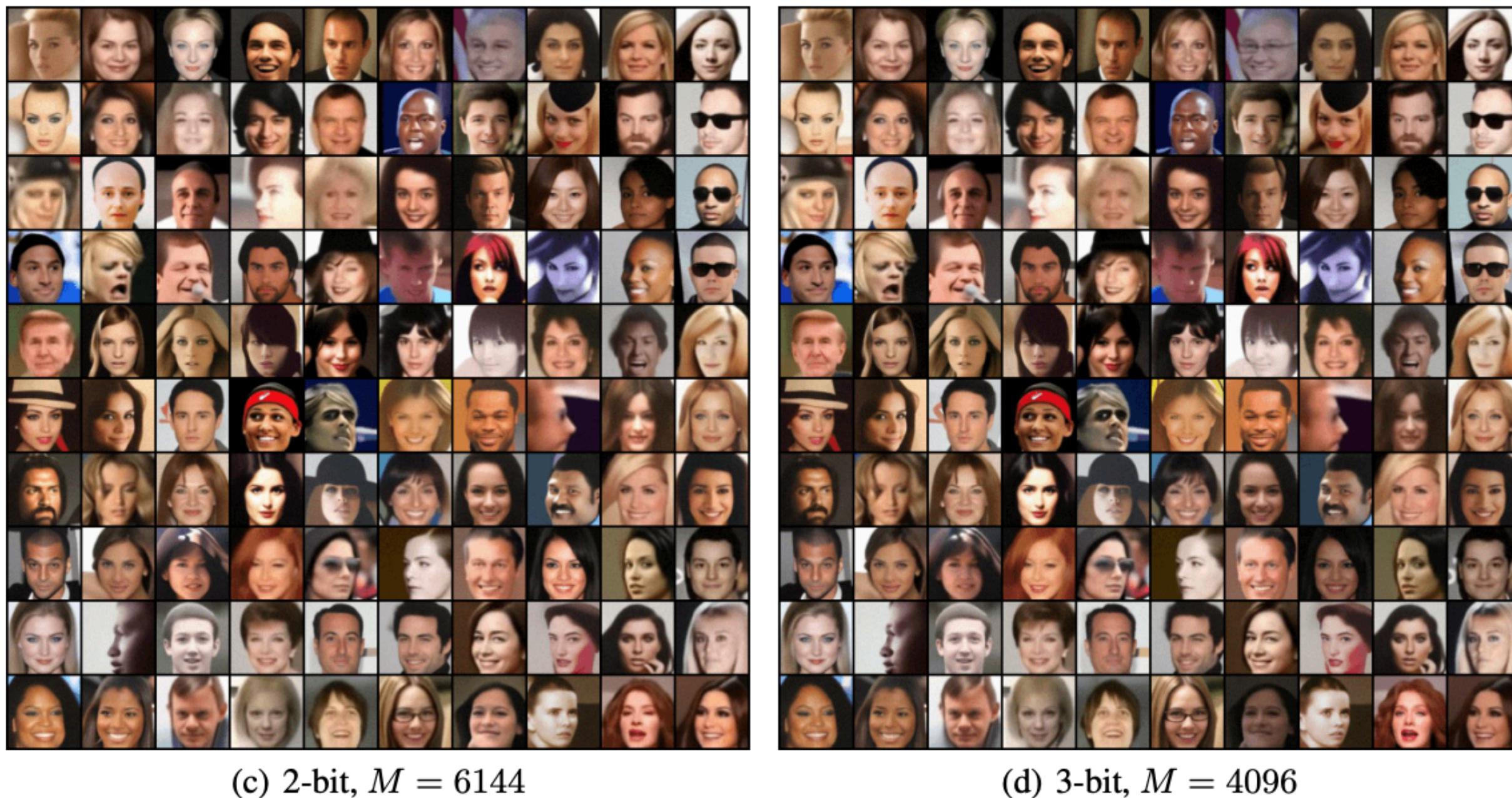
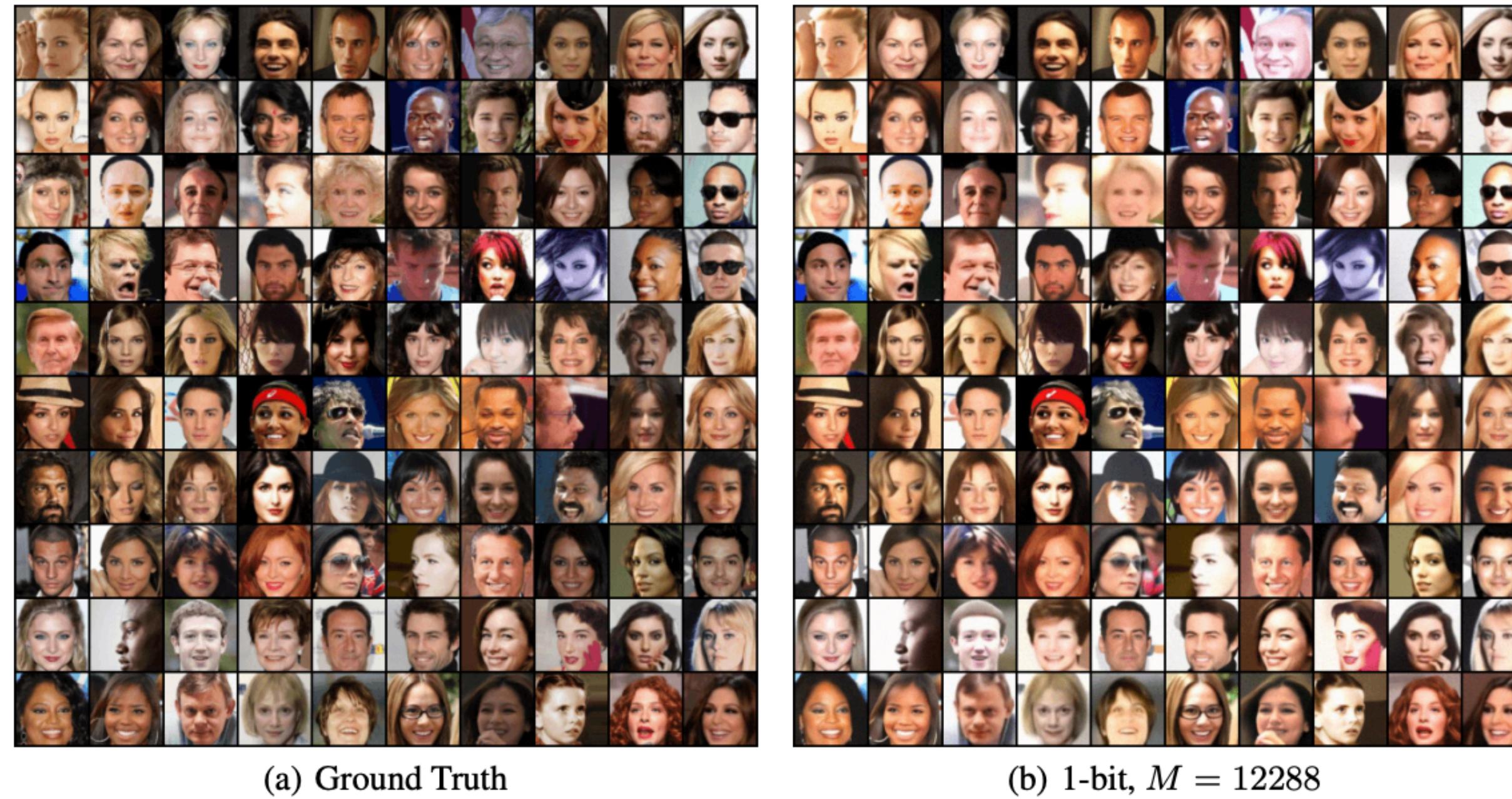
(b) CelebA, $M = 4000, \sigma = 0.001$

The proposed QCS-SGM achieves remarkably better performances

QCS-SGM: Quantized CS with SGM

■ Experimental Results

Results of QCS-SGM on CelebA
in the **fixed budget** case
 $(Q \times M = 12288)$



QCS-SGM: Quantized CS with SGM

■ Experimental Results

FFHQ 256×256 high-resolution images

$$\text{Compression Ratio } \frac{M}{N} = \frac{1}{8} \ll 1$$



The proposed QCS-SGM can even accurately recover high-resolution image
from only a few low-resolution (1,2,3-bit) quantized measurements

QCS-SGM: Quantized CS with SGM

■ Experimental Results

Comparison with Jalal et al in the special linear case on MNIST



(a) Truth



(b) ALD (Jalal et al.,
2021a)



(c) Ours

$M = 200$, $\sigma = 0.05$ and the condition number of matrix A is $\text{cond}(A) = 1000$

The proposed QCS-SGM outperforms the Jalal et al for general matrices

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QCS-SGM+: Improved Quantized CS with SGM

■ Limitation of QCS-SGM

**QCS-SGM is limited to
(approximately) row-orthogonal matrices \mathbf{A}**

Why? The pseudo-likelihood is otherwise intractable

$$p(\mathbf{y}|\mathbf{x}_t) \simeq \tilde{p}(\mathbf{y}|\mathbf{z}_t = \mathbf{Ax}_t) = \int \prod_{m=1}^M \mathbb{1}((z_{t,m} + \tilde{n}_{t,m}) \in \mathbf{Q}^{-1}(y_m)) \mathcal{N}(\tilde{\mathbf{n}}_t; \mathbf{0}, \mathbf{C}_t^{-1}) d\tilde{\mathbf{n}}_t$$

$\mathbf{C}_t^{-1} = \sigma^2 \mathbf{I} + \beta_t^2 \mathbf{A} \mathbf{A}^T$

Intractable integration

QCS-SGM+: Improved Quantized CS with SGM

■ A New Perspective

$$\underbrace{p(\mathbf{y}|\mathbf{x}_t) \simeq \tilde{p}(\mathbf{y}|\mathbf{z}_t = \mathbf{A}\mathbf{x}_t)}_{\text{Partition Function (normalization term)}} = \int \prod_{m=1}^M \underbrace{\mathbb{1}((z_{t,m} + \tilde{n}_{t,m}) \in Q^{-1}(y_m))}_{\text{Likelihood}} \underbrace{\mathcal{N}(\tilde{\mathbf{n}}_t; \mathbf{0}, \mathbf{C}_t^{-1}) d\tilde{\mathbf{n}}_t}_{\text{Prior}}$$

The pseudo-likelihood can be viewed as the partition function of random variables $\tilde{\mathbf{n}}_t$

One fundamental Problem in Bayesian Inference

QCS-SGM+: Improved Quantized CS with SGM

■ A New Perspective

$$p(\mathbf{y}|\mathbf{x}_t) \simeq \tilde{p}(\mathbf{y}|\mathbf{z}_t = \mathbf{A}\mathbf{x}_t) = \int \prod_{m=1}^M \underbrace{\mathbb{1}((z_{t,m} + \tilde{n}_{t,m}) \in Q^{-1}(y_m))}_{\text{Likelihood}} \underbrace{\mathcal{N}(\tilde{\mathbf{n}}_t; \mathbf{0}, \mathbf{C}_t^{-1}) d\tilde{\mathbf{n}}_t}_{\text{Prior}}$$

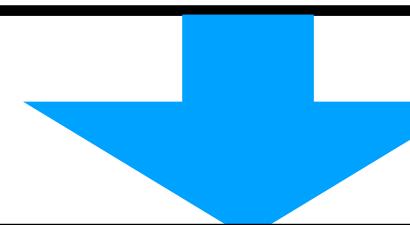
Partition Function (normalization term)

Likelihood

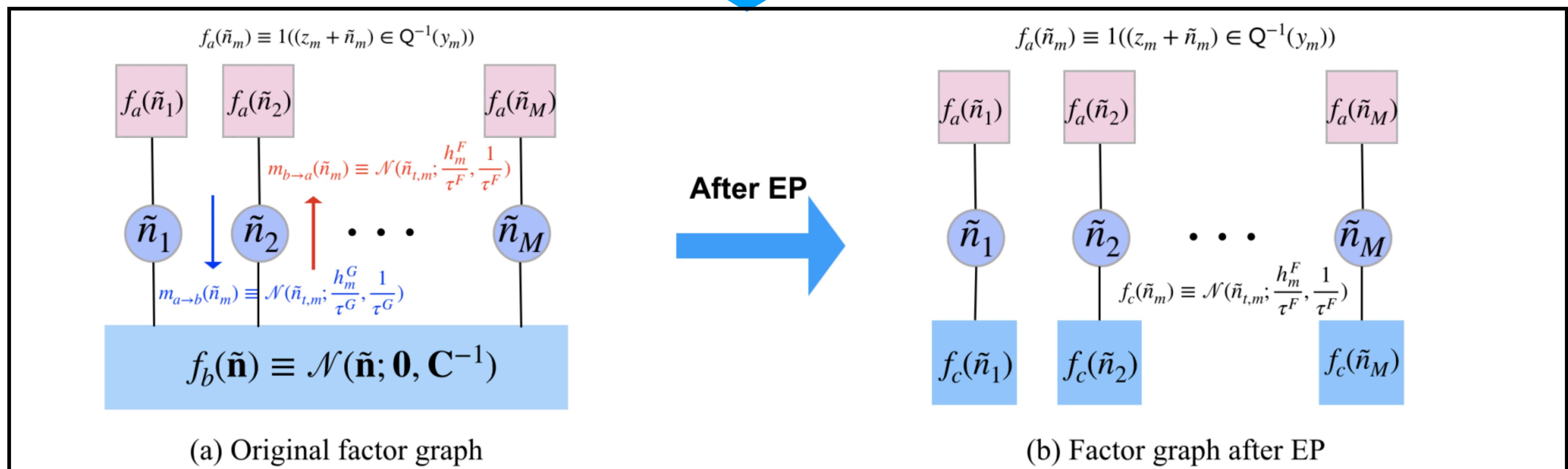
Prior

One fundamental Problem in Bayesian Inference

The pseudo-likelihood can be viewed as the partition function of random variables $\tilde{\mathbf{n}}_t$



Resort to the famous expectation propagation (EP) Minka 2001



QCS-SGM+: Improved Quantized CS with SGM

■ QCS-SGM+

Algorithm 1: QCS-SGM+

Input: $\{\beta_t\}_{t=1}^T, \epsilon, \gamma, IterEP, K, \mathbf{y}, \mathbf{A}, \sigma^2$, quantization thresholds $\{[l_q, u_q] | q \in \mathcal{Q}\}$

Initialization: $\mathbf{x}_1^0 \sim \mathcal{U}(0, 1)$

```
1 for  $t = 1$  to  $T$  do
2    $\alpha_t \leftarrow \epsilon \beta_t^2 / \beta_T^2$ 
3   for  $k = 1$  to  $K$  do
4     Draw  $\mathbf{z}_t^k \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ 
5     Initialization:  $\mathbf{h}^F, \tau^F, \mathbf{h}^G, \tau^G$ 
6     for  $it = 1$  to  $IterEP$  do
7        $\mathbf{h}^G = \frac{\mathbf{m}^a}{\chi^a} - \mathbf{h}^F$ 
8        $\tau^G = \frac{1}{\chi^a} - \tau^F$ 
9        $\mathbf{h}^F = \frac{\mathbf{m}^b}{\chi^b} - \mathbf{h}^G$ 
10       $\tau^F = \frac{1}{\chi^b} - \tau^G$ 
11      Compute  $\nabla_{\mathbf{x}_t} \log p_{\beta_t}(\mathbf{y} | \mathbf{x}_t)$  as (11)
12       $\mathbf{x}_t^k = \mathbf{x}_t^{k-1} + \alpha_t \left[ \mathbf{s}_{\theta}(\mathbf{x}_t^{k-1}, \beta_t) + \gamma \nabla_{\mathbf{x}_t} \log p_{\beta_t}(\mathbf{y} | \mathbf{x}_t) \right] + \sqrt{2\alpha_t} \mathbf{z}_t^k$ 
13       $\mathbf{x}_{t+1}^0 \leftarrow \mathbf{x}_t^K$ 
Output:  $\hat{\mathbf{x}} = \mathbf{x}_T^K$ 
```

Running EP to approximate
the pseudo-likelihood

Code: <https://github.com/mengxiangming/QCS-SGM-plus>

QCS-SGM+: Improved Quantized CS with SGM

■ Experimental Results

- General Matrices

(a) ill-conditioned matrices

$$\mathbf{A} = \mathbf{V}\Sigma\mathbf{U}^T$$

\mathbf{V} and \mathbf{U} are independent Harr-distributed matrices

nonzero singular values of \mathbf{A} satisfy $\frac{\lambda_i}{\lambda_{i+1}} = \kappa^{1/M}$, where κ is the condition number.

(b) correlated matrices

$$\mathbf{A} = \mathbf{R}_L \mathbf{H} \mathbf{R}_R$$

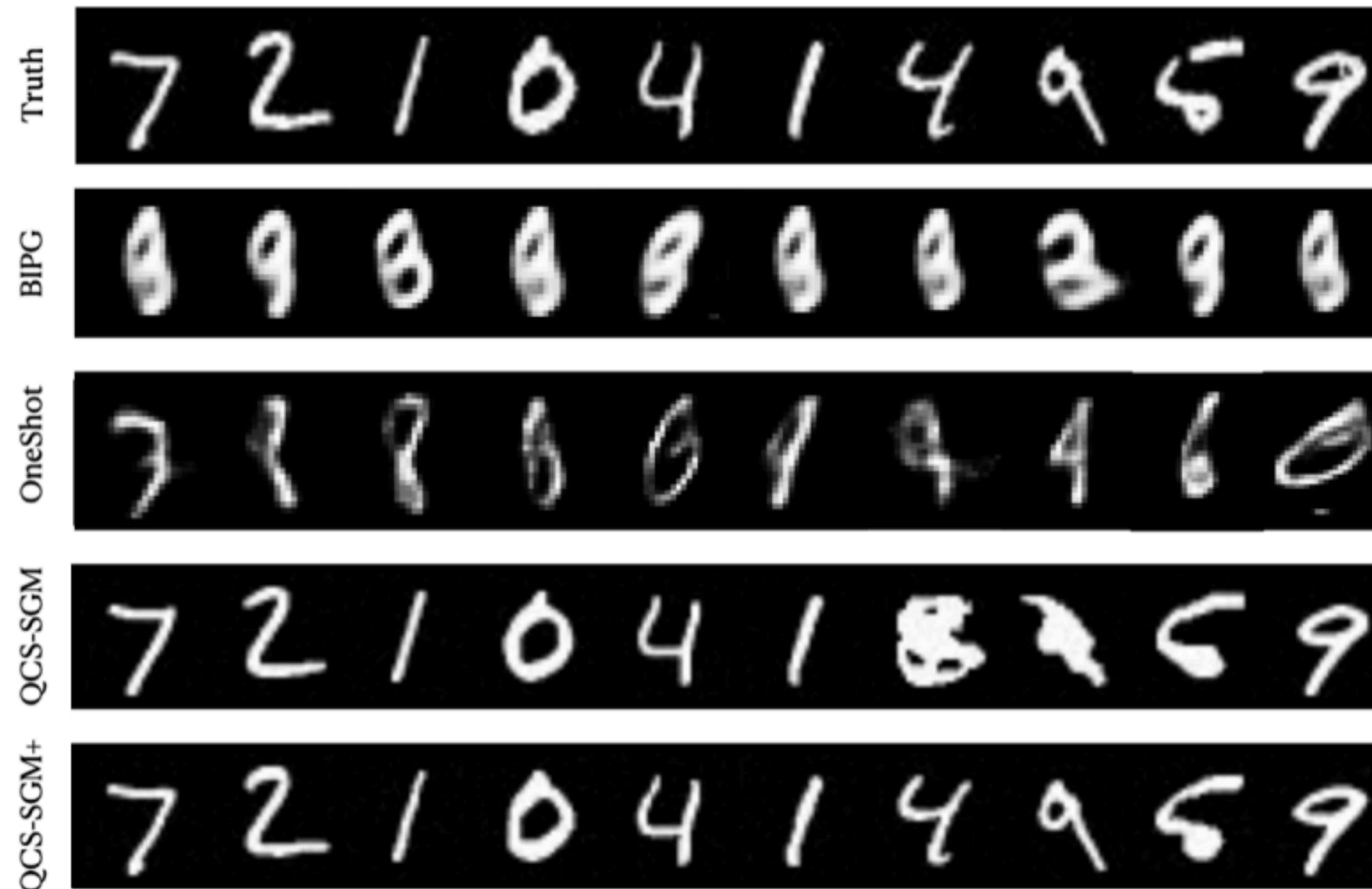
where $\mathbf{R}_L = \mathbf{R}_1^{\frac{1}{2}} \in \mathbb{R}^{M \times M}$ and $\mathbf{R}_R = \mathbf{R}_2^{\frac{1}{2}} \in \mathbb{R}^{N \times N}$, $\mathbf{H} \in \mathbb{R}^{M \times N}$ is a random matrix

The (i, j) th element of both R1 and R2 is $\rho^{|i-j|}$ and ρ is termed the correlation coefficient

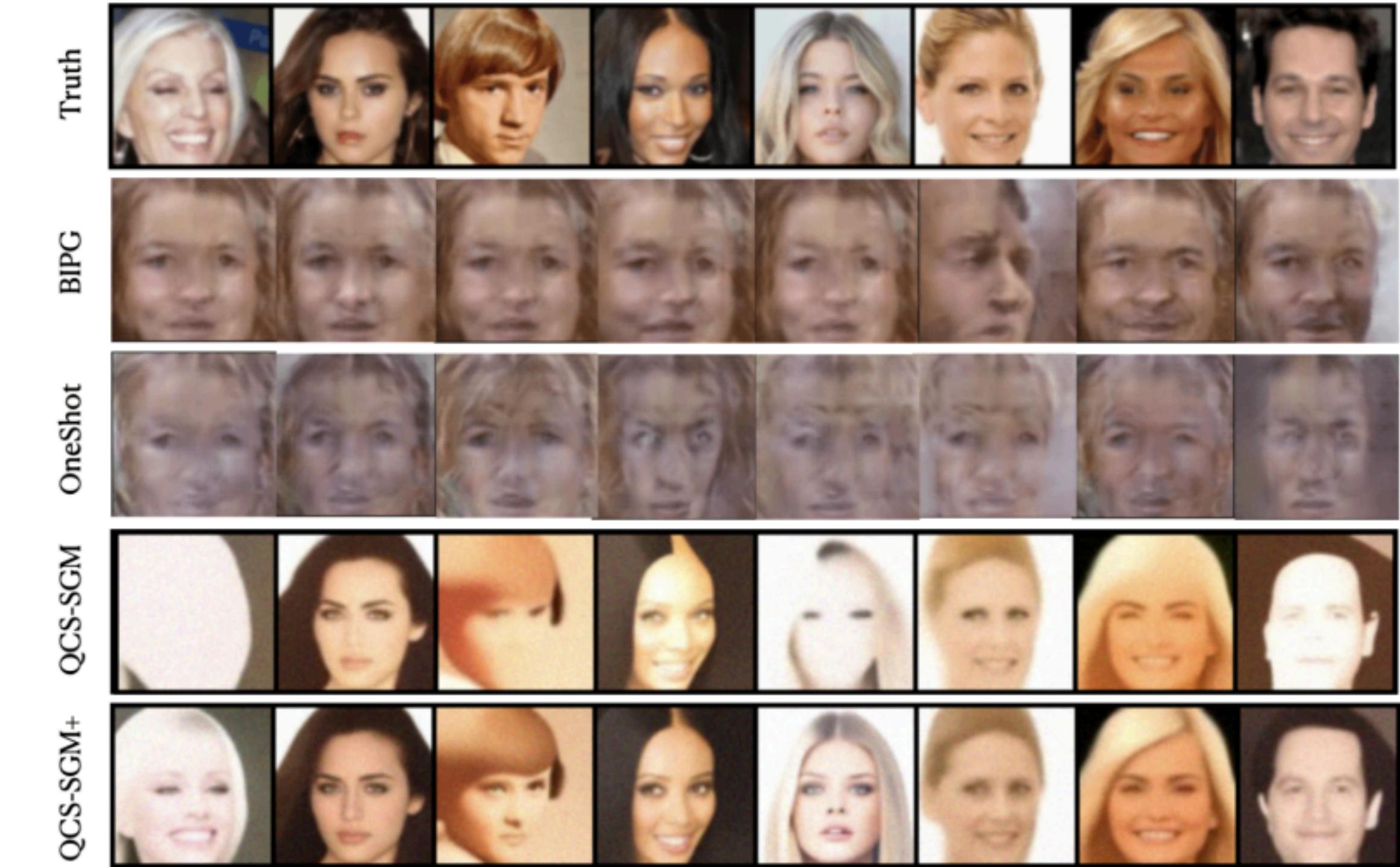
QCS-SGM+: Improved Quantized CS with SGM

■ Experimental Results

1-bit CS on MNIST and CelebA for ill-conditioned A ($\kappa = 10^3$ for MNIST and $\kappa = 10^6$ for CelebA)



(a) MNIST, $M = 400, \sigma = 0.05, \kappa = 10^3$

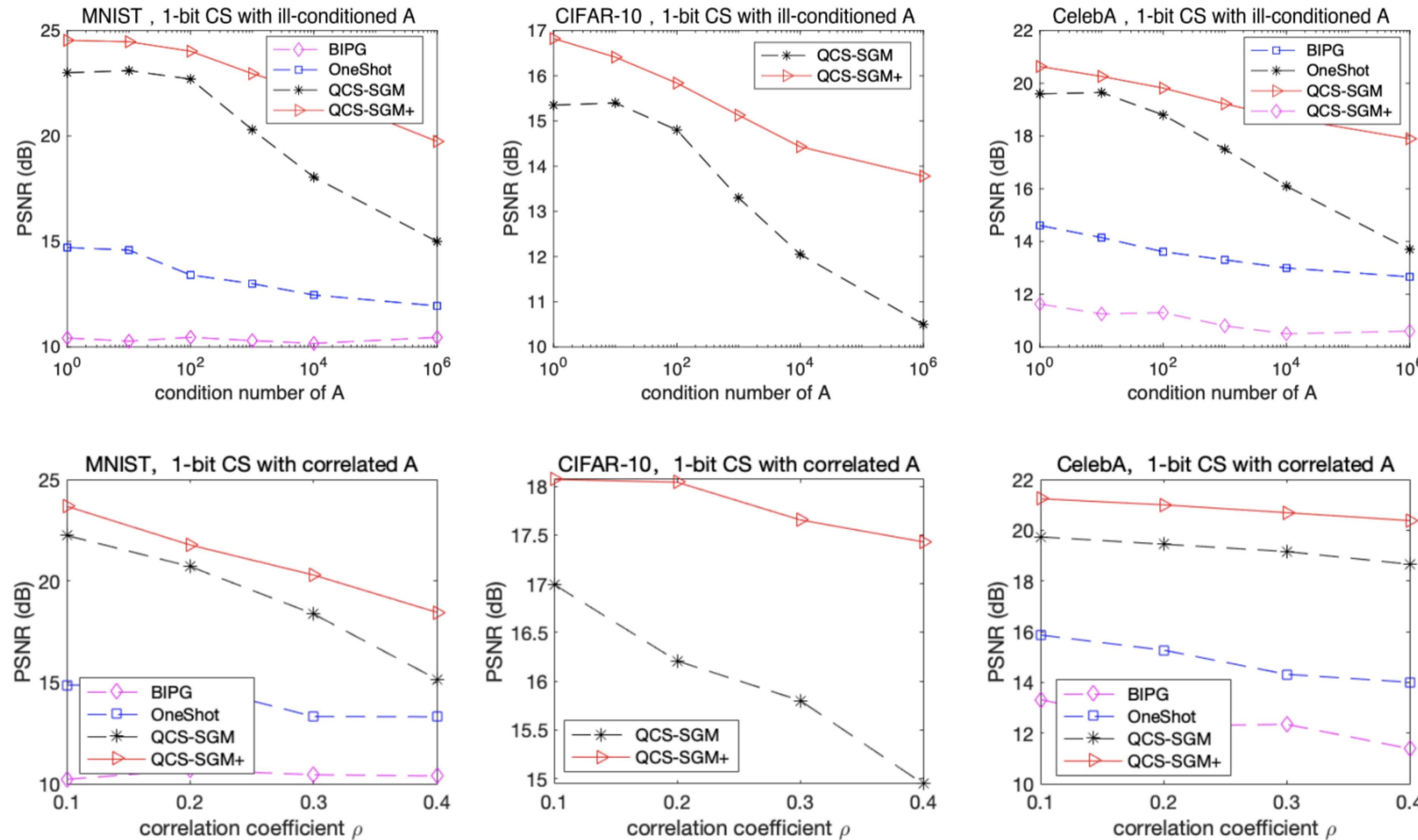


(b) CelebA, $M = 4000, \sigma = 0.001, \kappa = 10^6$

It can be seen that QCS-SGM+ apparently outperforms the original QCS-SGM and other methods.

QCS-SGM+: Improved Quantized CS with SGM

■ Experimental Results



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QCS-SGM+: Improved Quantized CS with SGM

■ Experimental Results

Truth	QCS-SGM+	QCS-SGM
7 2 1 0 4 1 4 9	7 2 1 0 4 1 4 9	7 2 1 0 4 1 8 8
5 9 0 6 9 0 1 5	5 9 0 6 9 0 1 5	5 9 0 6 9 0 1 5
9 7 3 4 9 6 6 5	9 7 3 4 9 6 6 5	9 7 3 4 9 6 6 5
4 0 7 4 0 1 3 1	4 0 7 4 0 1 3 1	4 0 7 4 0 1 3 1
3 4 7 2 7 1 2 1	3 4 7 2 7 1 2 1	3 4 7 2 2 1 2 1
1 7 4 2 3 5 1 2	1 7 4 2 3 5 1 2	3 7 9 2 3 5 1 2
4 4 6 3 5 5 6 0	4 4 6 3 5 5 6 0	4 4 6 3 6 5 6 8
4 1 9 5 7 8 9 3	4 1 9 5 7 8 9 3	4 1 9 5 7 8 9 3

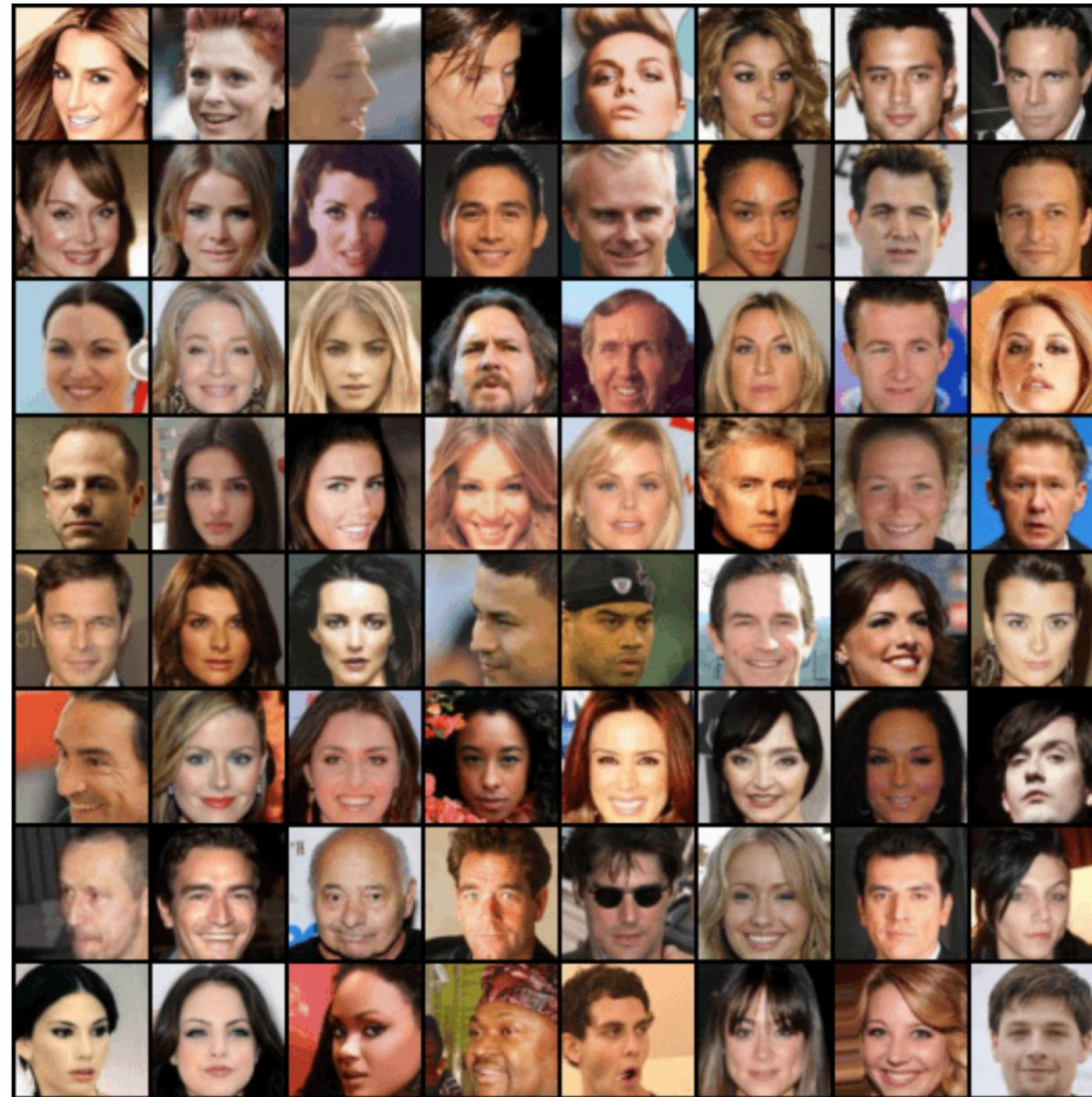
(b) 1-bit CS with correlated A , $\rho = 0.4$, $M = 400$, $\sigma = 0.1$

It can be seen that QCS-SGM+ apparently outperforms the original QCS-SGM and other methods.

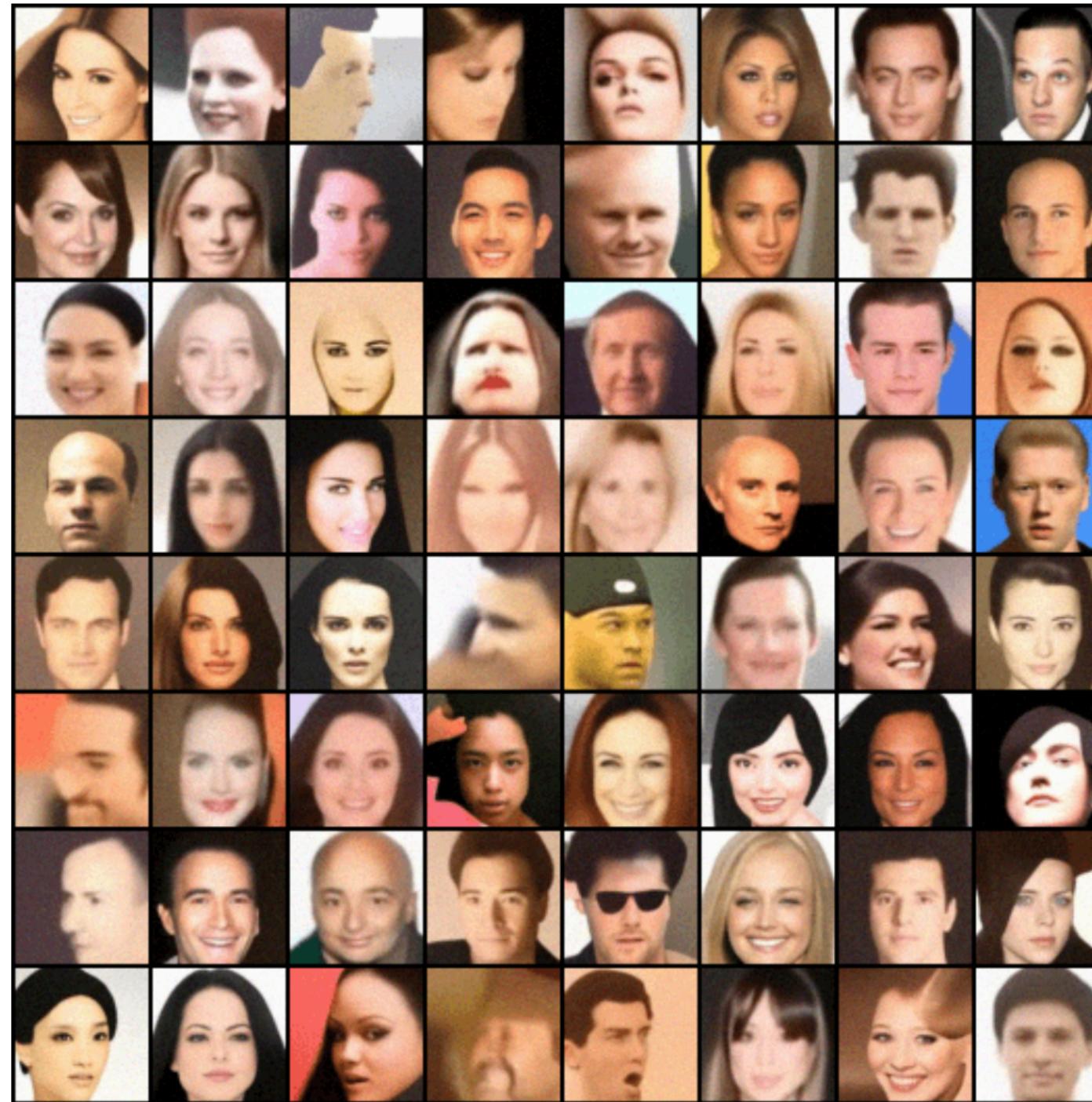
QCS-SGM+: Improved Quantized CS with SGM

■ Experimental Results

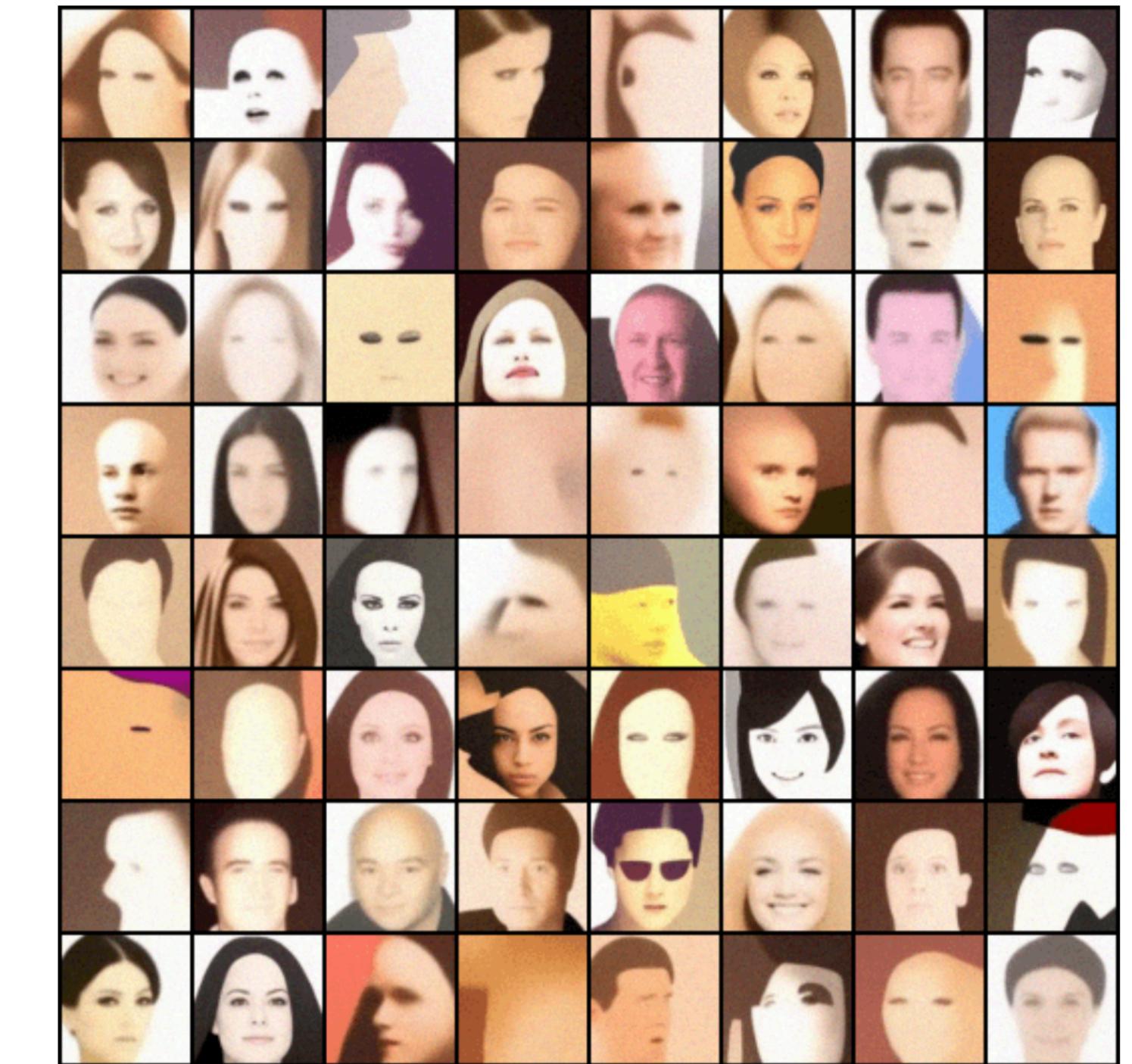
Truth



QCS-SGM+



QCS-SGM



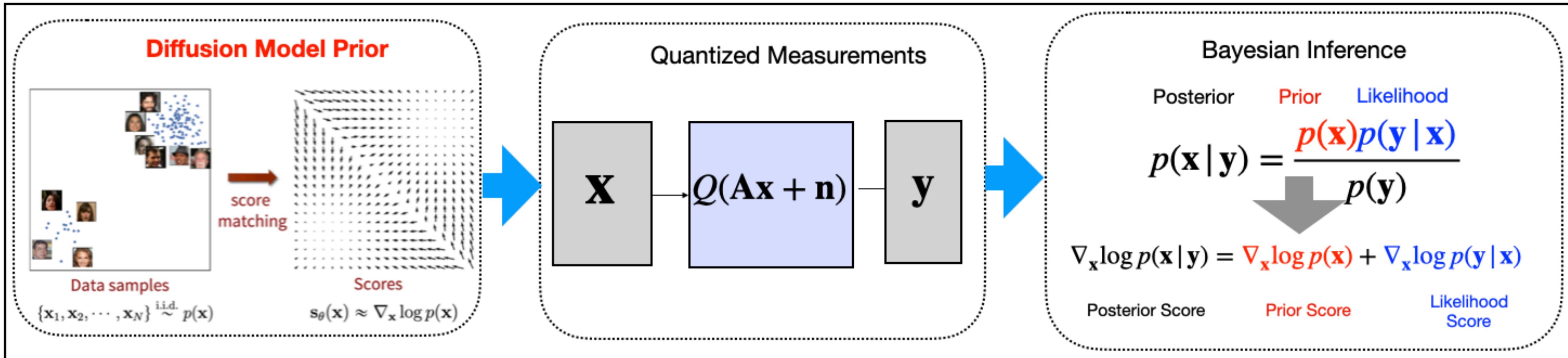
1-bit CS on CelebA for ill-conditioned A ($\kappa = 10^6$ for CelebA), $M = 4000 \ll N, \sigma = 0.1$

It can be seen that QCS-SGM+ apparently outperforms the original QCS-SGM.

Brief Summary

■ Summary

We proposed **QCS-SGM**, one quantized CS algorithm using score-based models (diffusion models), as well as an advanced variant **QCS-SGM+** for general sensing matrices.



Code: <https://github.com/mengxiangming/QCS-SGM>

Code: <https://github.com/mengxiangming/QCS-SGM-plus>

Thank you!

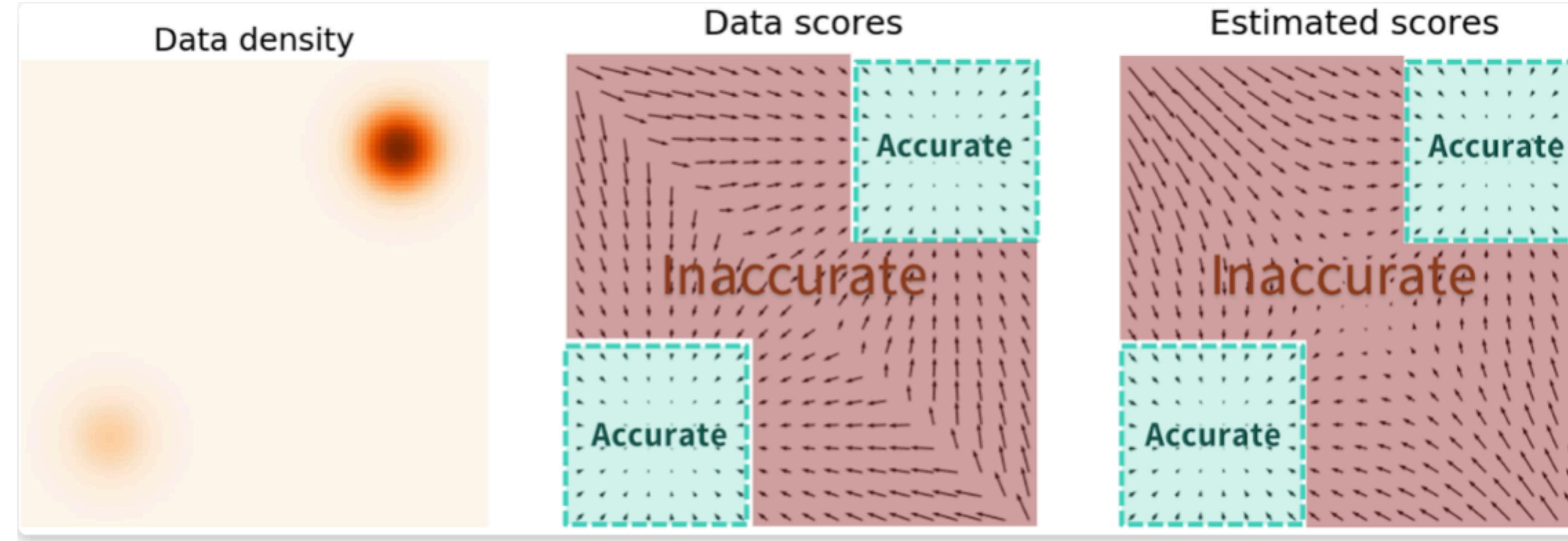
Q&A

Score-based Generative Models

■ Noise Perturbed Score-Matching

Estimated scores are only accurate in high density regions.

Original distribution
 $p(\mathbf{x})$

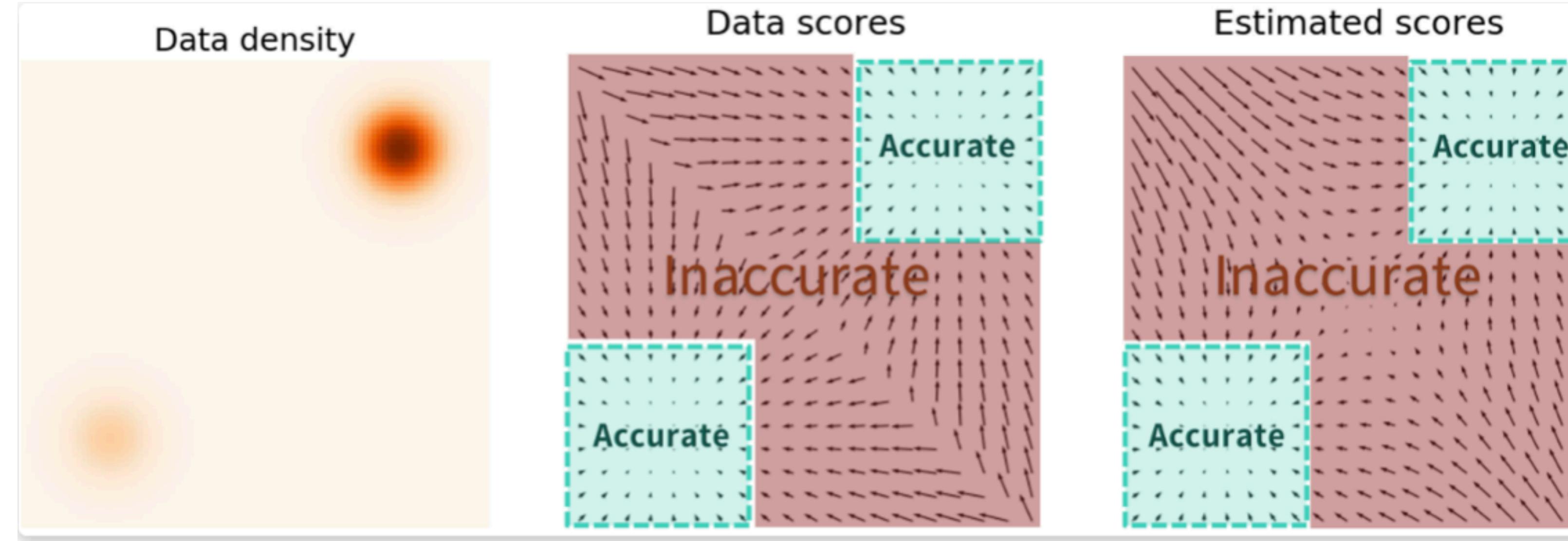


Score-based Generative Models

■ Noise Perturbed Score-Matching

Estimated scores are only accurate in high density regions.

Original distribution
 $p(\mathbf{x})$



Corrupted noise

$$\mathbf{x}' = \mathbf{x} + \beta \mathbf{z}$$

Noise-perturbed
 $p_\beta(\mathbf{x}')$

$$\mathbf{z} \sim \mathcal{N}(0, I)$$

Estimated scores are accurate everywhere for noise perturbed data

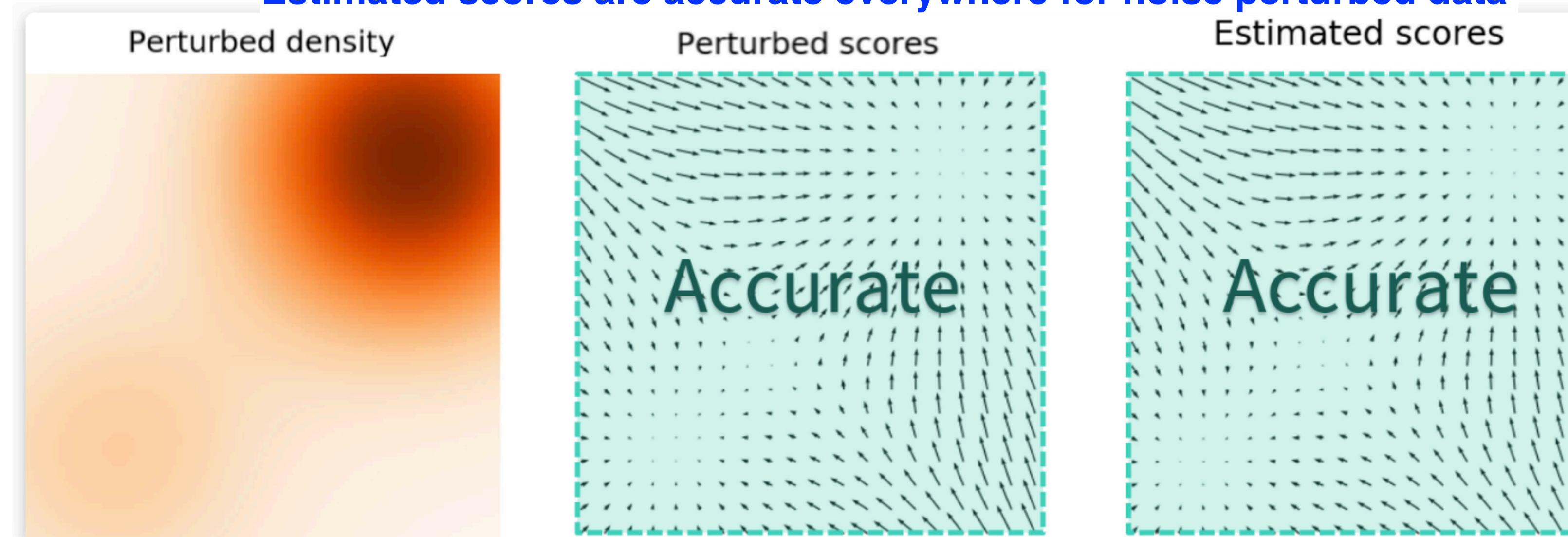
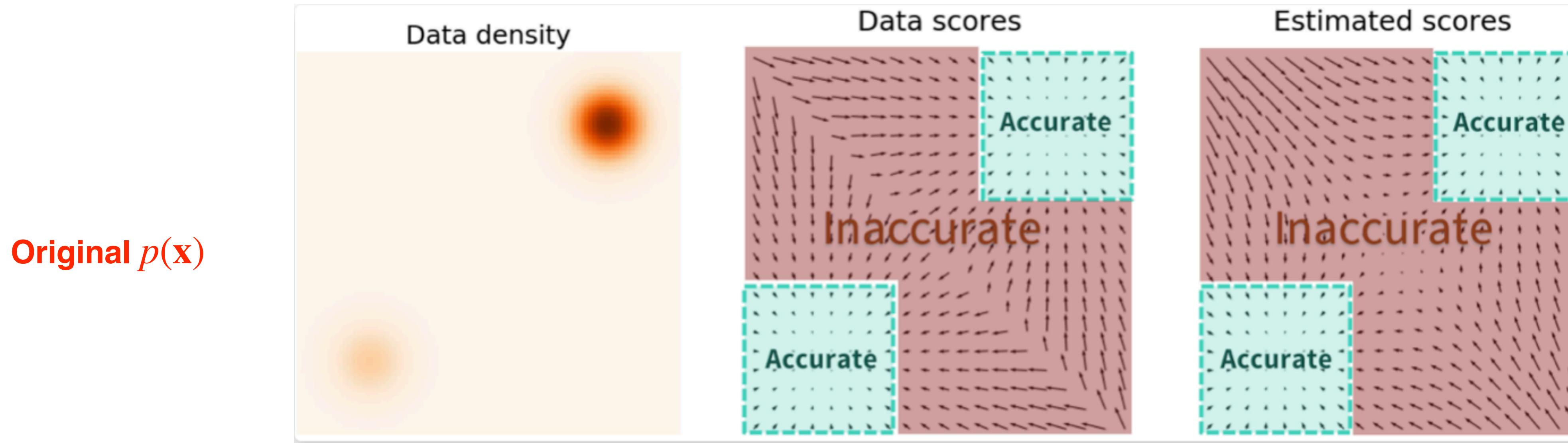


Figure credit to Yang Song

Score-based Generative Models

■ Noise Perturbed Score-Matching

Estimated scores are only accurate in high density regions.



Estimated scores are accurate everywhere for noise perturbed data

Q: how to choose an appropriate noise scale β for the perturbation?

Large noise: cover the low-density regions well, but different from the original distribution

Small noise: similar to the original distribution, but does not cover low-density regions well

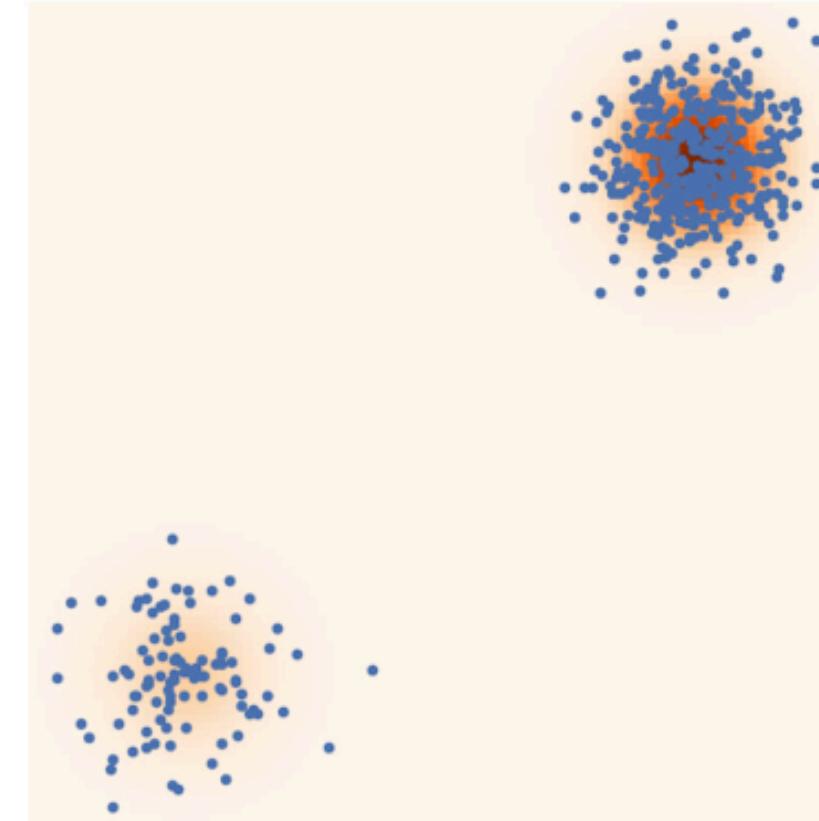
Score-based Generative Models

■ Noise Perturbed Score-Matching

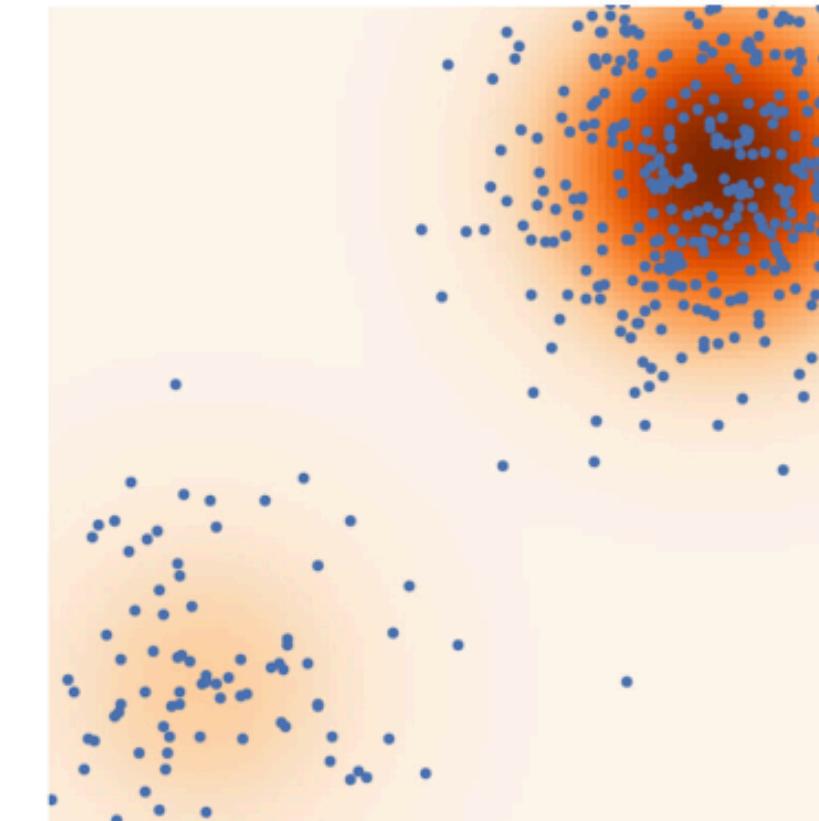
Annealing: using multiple noise scales $\{\beta_t\}_{t=1}^T$ for the perturbation!

$$\mathbf{x}_t = \mathbf{x} + \beta_t \mathbf{z} \quad 0 < \beta_1 < \beta_2 < \dots < \beta_T$$

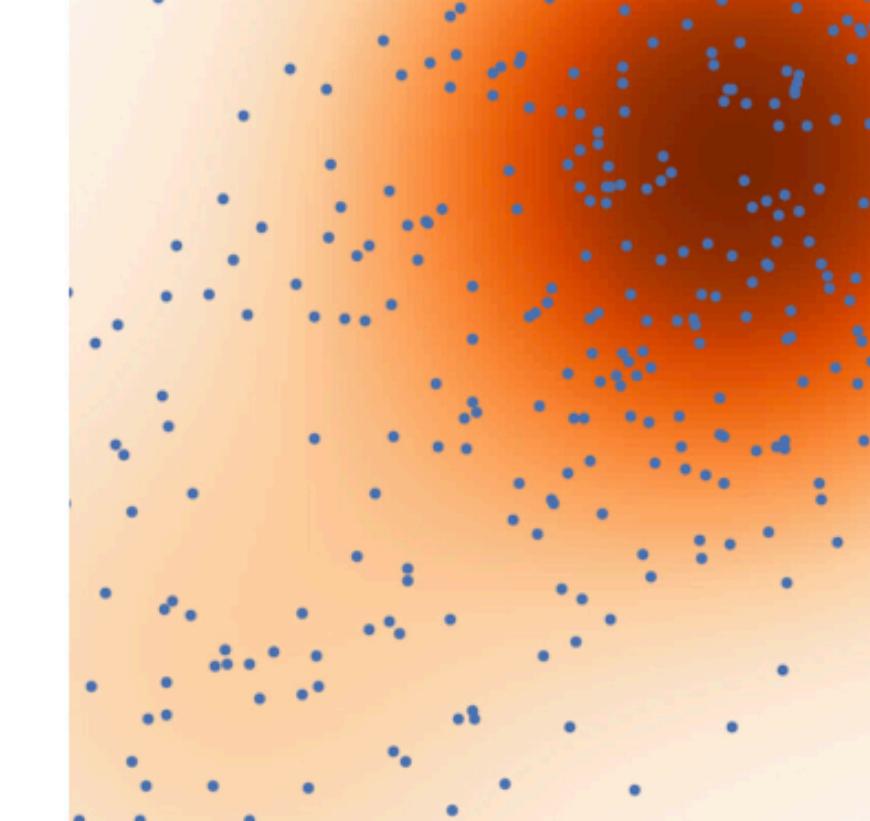
β_1



β_2



β_3



samples of \mathbf{x}_t

estimated scores

