

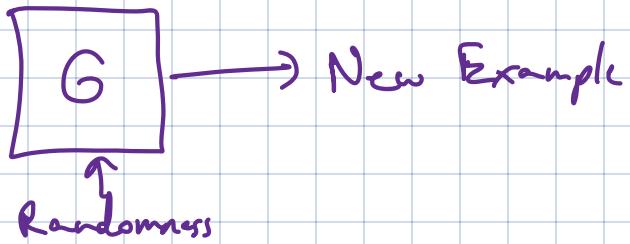
Today: Generative Models: VAE
Start Post-training and test-time compute
(We'll return to generative models)
after Post-training interlude

Announce: Fill out survey
Extra Credit for everyone (3%).
IF 75% of class does the survey.
Due: Fri of Thanksgiving week.
Submit Draft Reports today
& do reviews this weekend

Generative Models

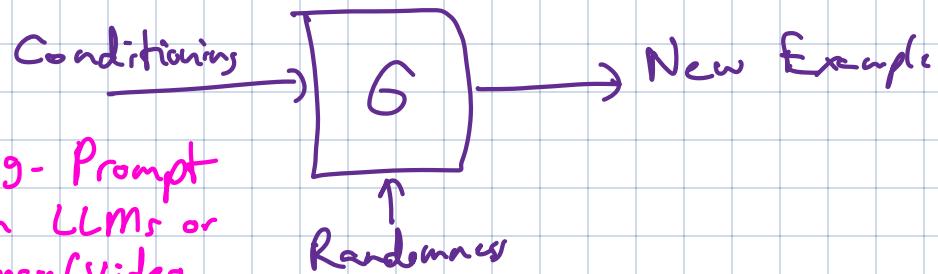
← Understood/Conceptualized as sampling
from an unknown distribution.

Unconditional



We'll use these for teaching the core ideas.

Conditional



e.g. Prompt
in LLMs or
Image/Video
Generation Models.

This is the most practically useful setting.

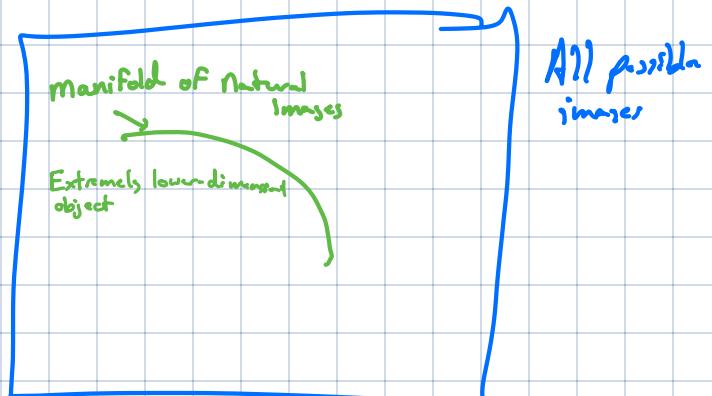
Ideas that don't work

A) Use a classifier



Try: Random Uniform Image
Followed by Gradient Ascent
on the Cat Score

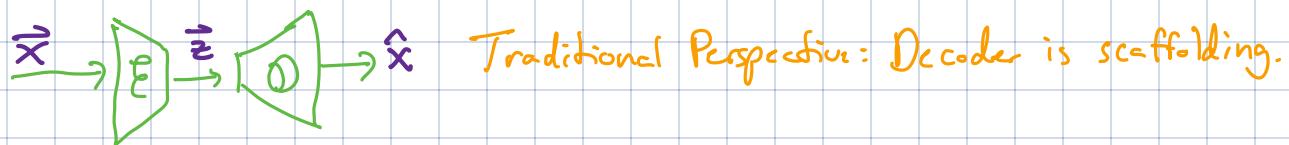
Result: Noisy-like image that classifier
confidently classifies as a cat.



B) Use an autoencoder

Core Ingredients: Labels are \vec{x} ; itself.

Architecture has an encoder followed by a decoder
Bottleneck in the middle.



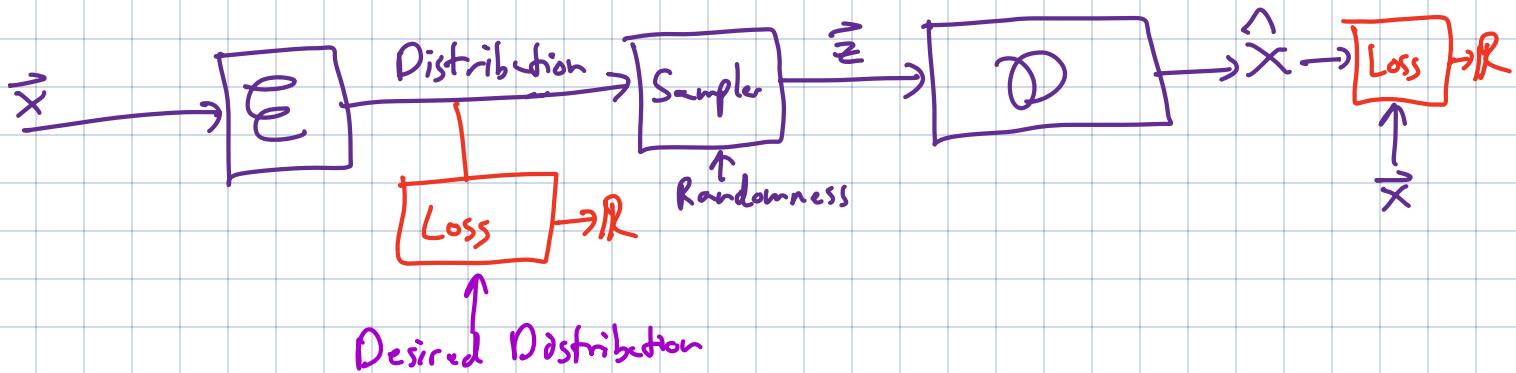
Try using D to generate samples.

Try: Draw \vec{z} from a random distribution. — If \vec{z} too small, get blurry junk
If \vec{z} big, "Noise-like lines."

What went wrong? The \vec{z} that was random
was nothing like the \vec{z} seen during training.

VAE Approach

- 3 key ingredients: 1) Make \vec{z} random during training too.
- 2) Add a loss on distribution of \vec{z}
- 3) Make this work with SGD



Desired Properties of Distribution: A) Continuous
B) Easy to sample
C) Easy to compute loss

Loss on Distributions...

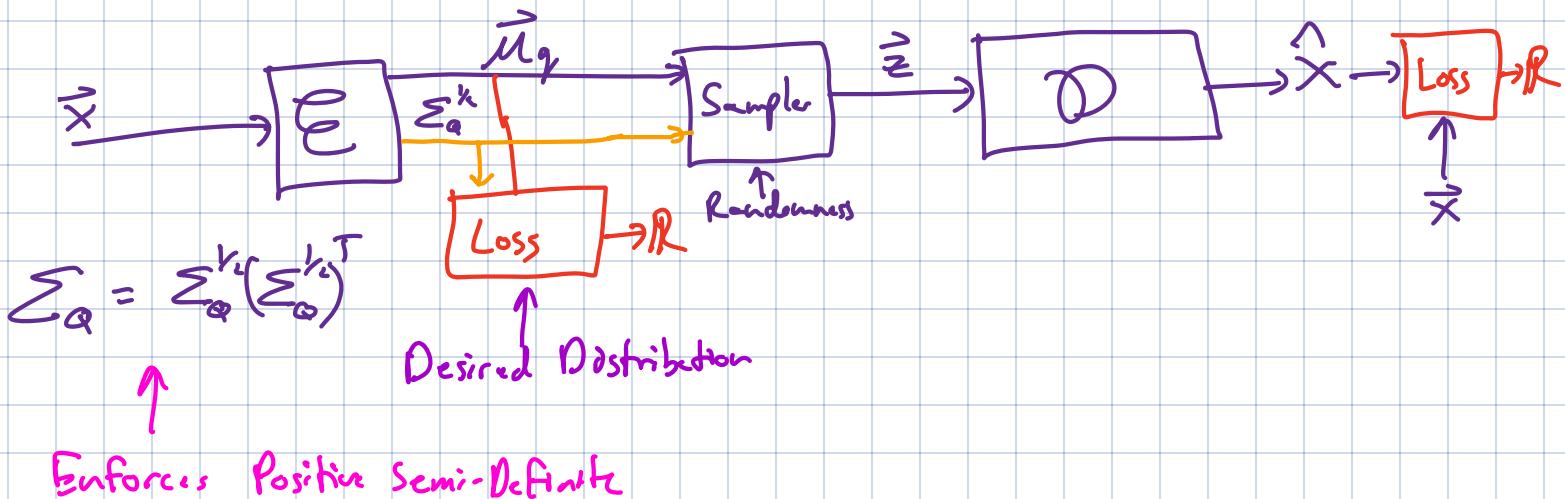
$$KL \text{ Divergence } KL(Q||P) = \int Q(z) \ln \frac{Q(z)}{P(z)} dz$$

Asymmetric, but
for a good
reason.

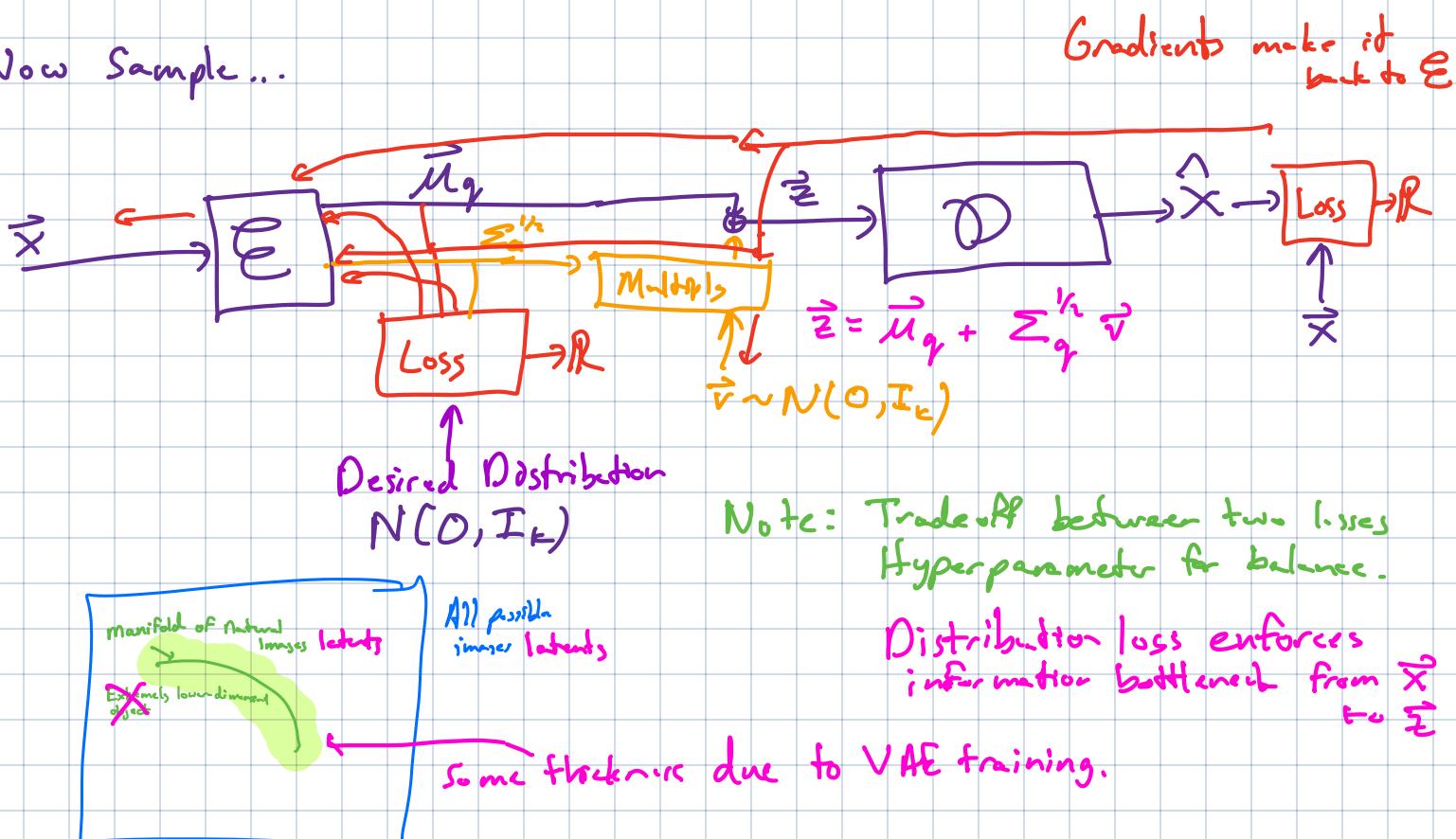
Note: Put desired distribution in P spot. Q is our distribution.
 Why? Don't want Q generating lots of things out-of-dist.

Our choice for distribution: $N(0, I_k)$

$$KL(N(\vec{\mu}_q, \Sigma_q) || N(0, I_k)) = \frac{1}{2} \text{Tr}(\Sigma_q) + \vec{\mu}_q^T \vec{\mu}_q - k - \log \det \Sigma_q$$



Now Sample...



Note: Tradeoff between two losses
 Hyperparameter for balance.

Distribution loss enforces information bottleneck from \vec{x} to Σ

Some thickness due to VAE training.

- Key New Tricks:
- 1) Using a KL Divergence Regularizer on a distribution
 - 2) Treating Sampling in a way that allows gradients to just pass through it.
 - 3) Accepting the stochasticity of random noise in sampling as just more stochasticity in SGD-style optimization.

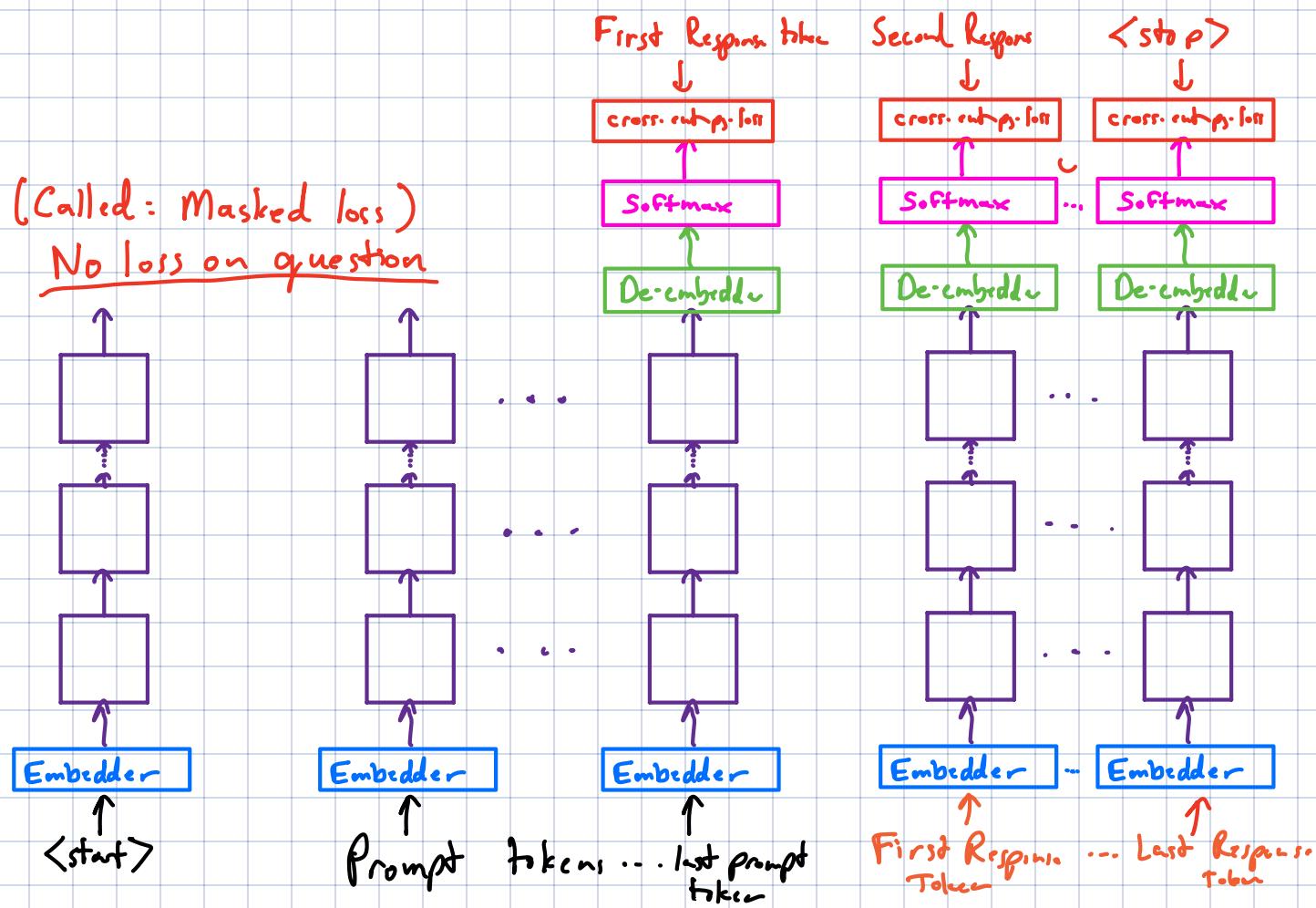
These tricks are useful beyond this VAE setting.

e.g. Quantization-Aware-Training (QAT) uses (2) during training to train a model whose performance does not degrade much when quantized.
Keep weights in high-precision, but quantize in forward-pass. Ordinarily, quantization is non-differentiable/gives zero-gradients. But pretend it is added noise and pass gradient thru

You also saw in homework how introducing noise the right way lets you get gradients for some otherwise non-differentiable losses.

Post-training including RLVR.

Recall basic SFT for instruction following.



For LLMs, one key advance was "Chain-of-thought". So it is useful to have examples that show their work while solving a problem.

But how can we make a model better at solving problems?

Two parts to the answer:

A) Be willing to spend more compute while answering.
Fast time compute

B) Train it to be better.

Test-time compute: 0) Oldest Approach: pure prompting.

"Think step by step. Be careful."

1) Repeated generation. Instead of one try, generate N responses.

At Inference/Test time: A) Take Majority/Plurality Vote
B) Take highest prob

2) Sample better...

Observation (Empirical): RLVR-ed models improved performance and showed generalization/transfer of reasoning to new domains. But people noticed that their outputs were also higher-prob under the base models (without RLVR tuning) as well.

So how much of this gain is distribution shaping?

Recent Paper: Karen & Du, "Reasoning with Sampling: Your base model is smarter than you think" Oct 16, 2025.

We want a good answer. That includes thinking. If we sample from original model, what can go wrong? Moving forward one token at a time, we can make a mistake... and then flounder.

Older Approach: Beam-Search with some k.

To do what? Sample from higher-likelihood sequences.

Alternative: Sample not from $p(\vec{x})$ but from $\text{normalized}(p(\vec{x}))^\alpha$ when $\alpha > 1$