

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

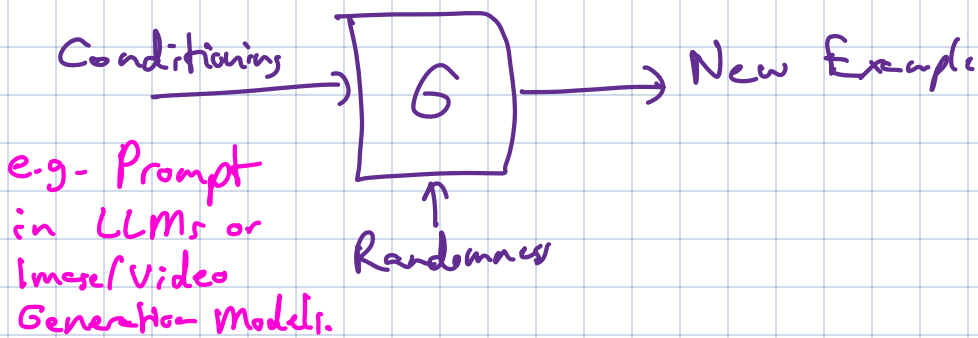
← Understood/Conceptualized as sampling
from an unknown distribution.

Unconditional



We'll use these for
teaching the core
ideas.

Conditional



This is the most
practically useful
setting.

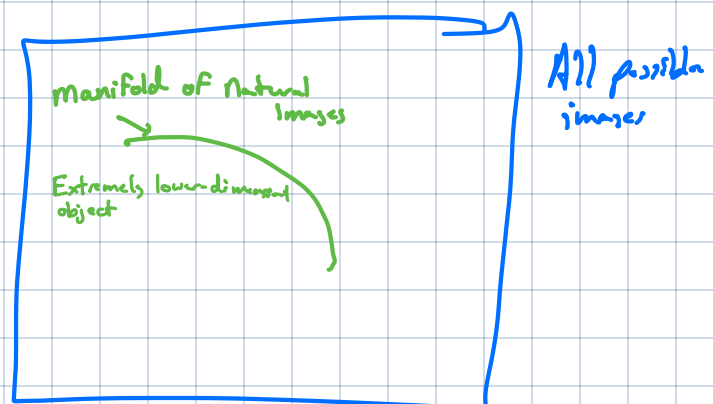
Ideas that don't work

A) Use a classifier



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

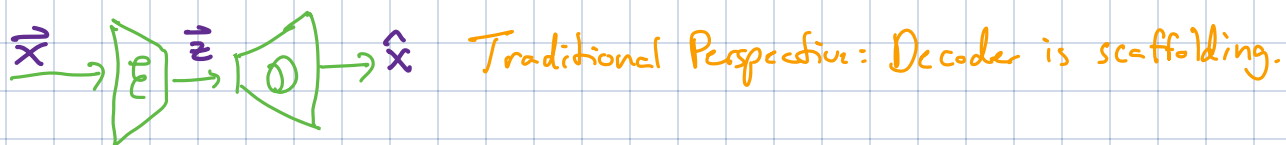
Result: Noise-like image that classifier
confidently classifies as a cat.



B) Use an autoencoder

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

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



Try using \mathcal{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 imgs."

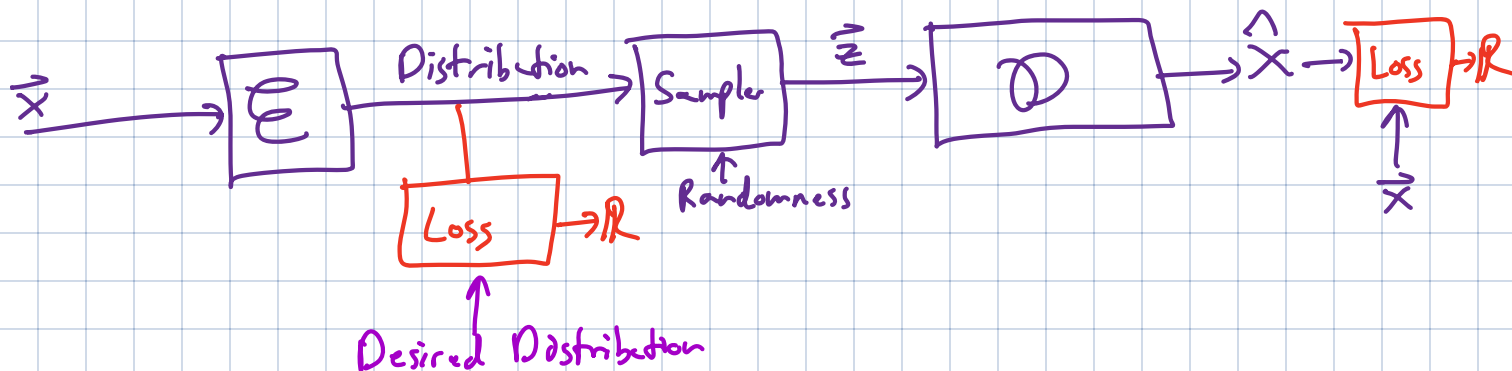
What went wrong? The \vec{z} that was random was nothing like the \vec{z} seen during training.

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 Property of Distribution:

- A) Continuous
- B) Easy to sample
- C) Easy to compute loss

Loss on Distributions...

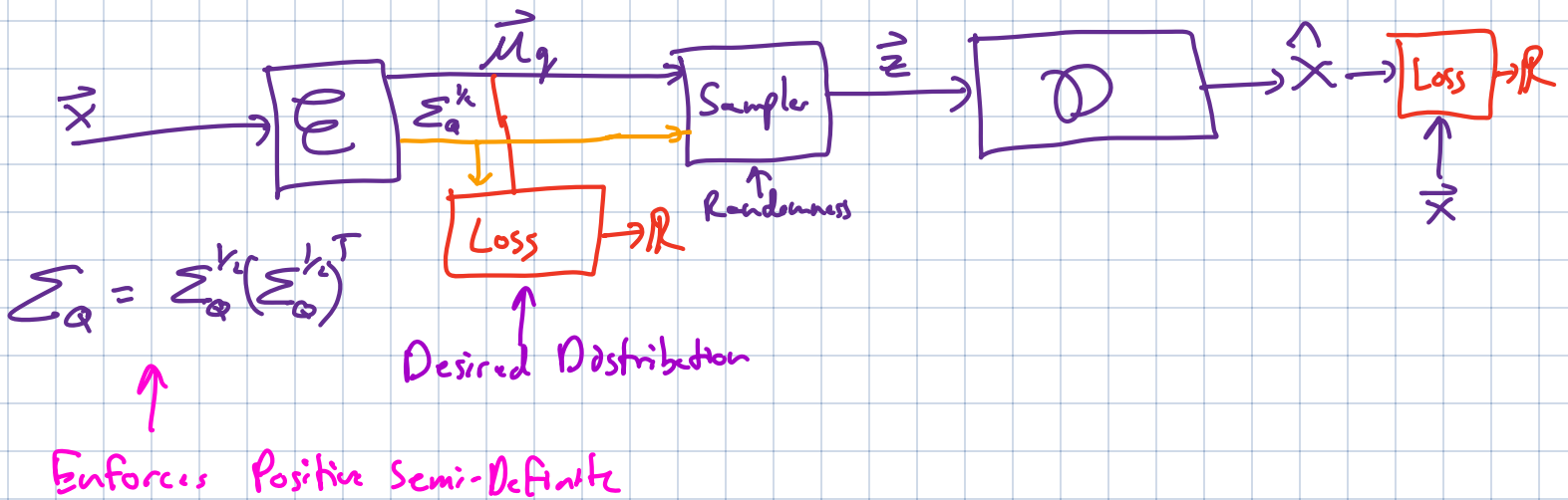
$$\text{KL Divergence } \text{KL}(Q||P) = \int Q(z) \ln \frac{Q(z)}{P(z)} dz$$

Asymmetric, but
for a good
reason.

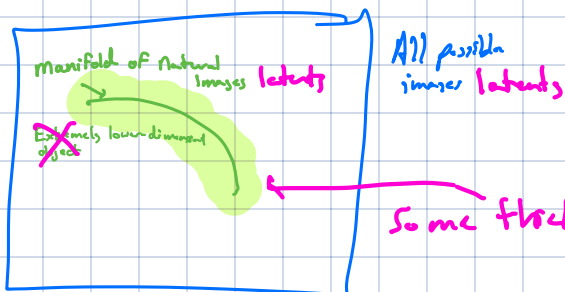
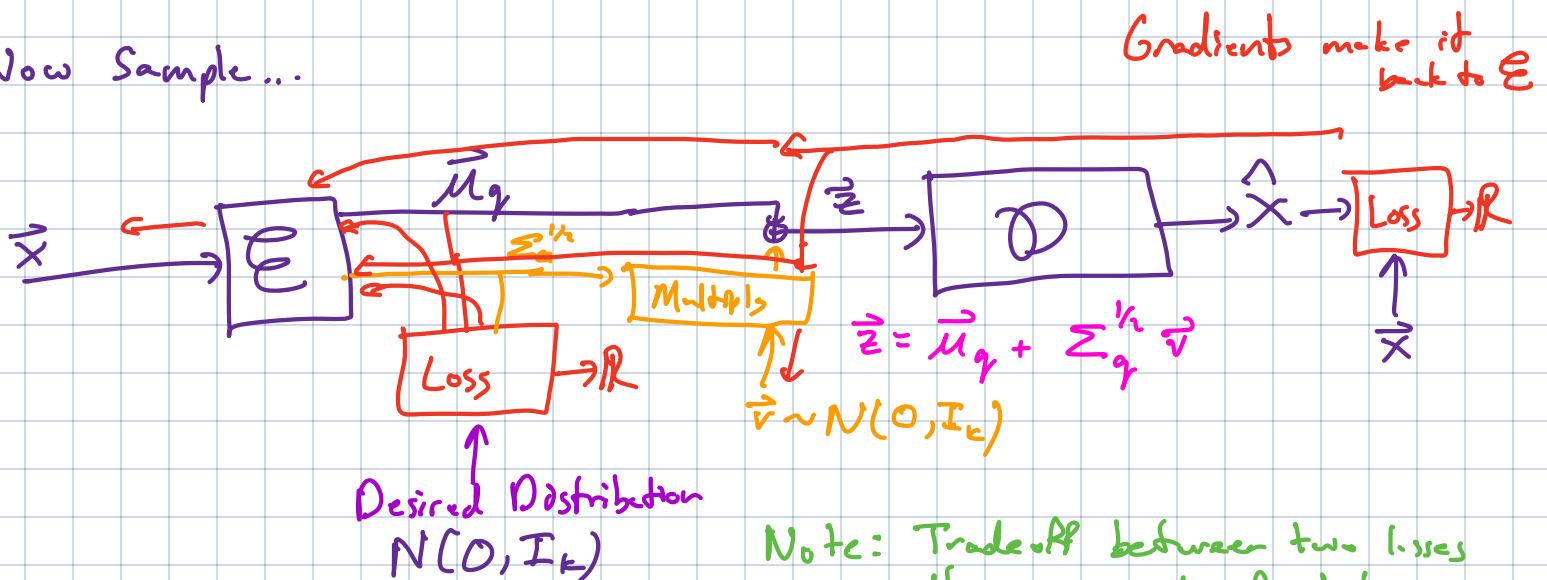
Note: Put desired distribution in P spot. Q is our distribution.
Why? Don't want Q generating lots of things out-of-distrib.

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

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



Now Sample...



Note: Tradeoff between two losses
Hyperparameter for balance.

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

- Key New Tricks:
- 1) Using a KL Divergence Regularizer on q 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.

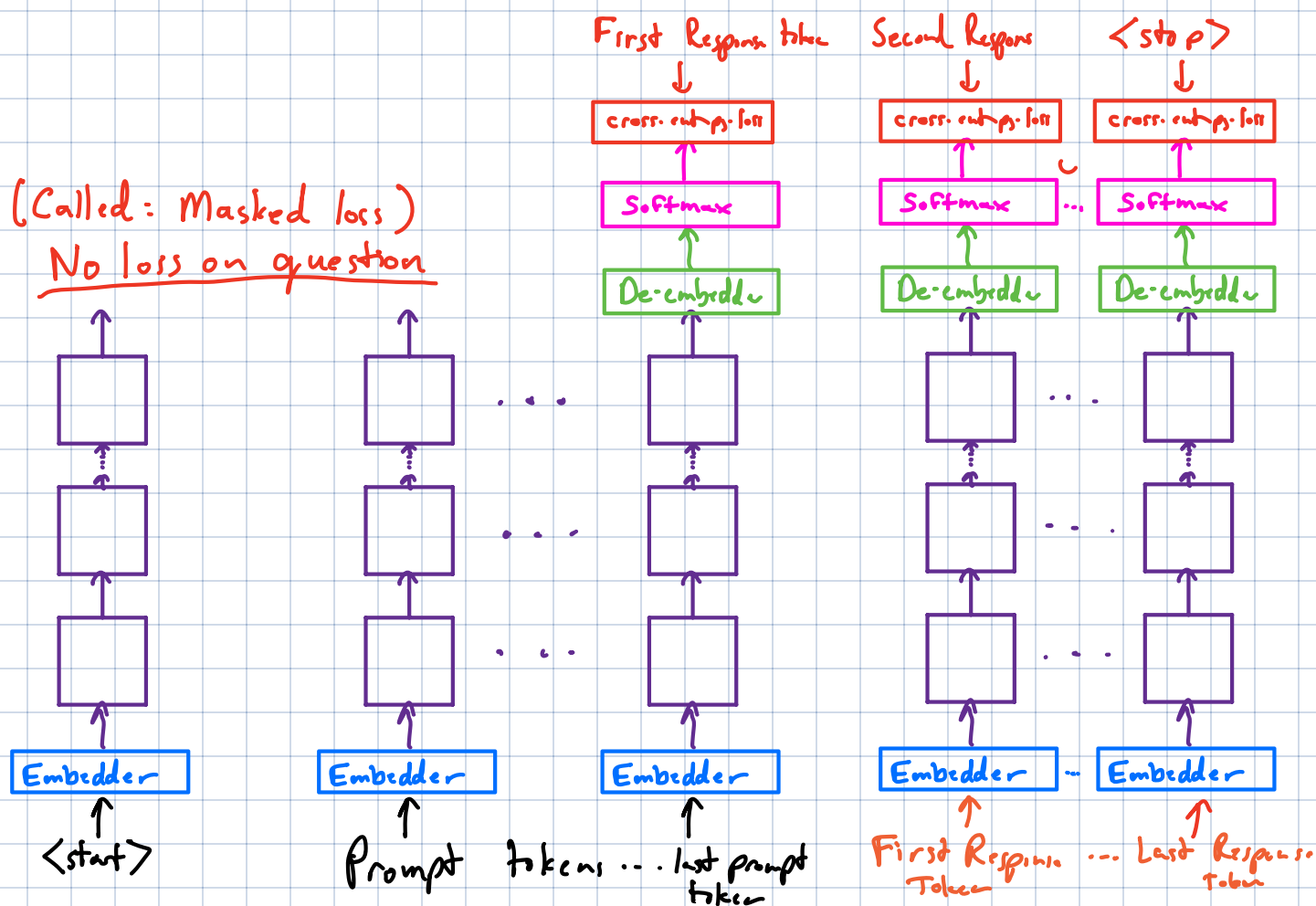
These tricks are useful beyond this VAE setting.

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 gradients through.

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.
↖ test 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 shifting?

Recent Paper: Karan & 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 $\alpha > 1$