

Outline

1 Introduction

- Deep Generative Models Overview
- Latent Space Overview
- Main Claim

2 Theory

- Notation and Assumptions
- Main Result
- Relationship to Diversity
- Proofs
- Potential Implications

3 Experiments

- Introduction to VAEs
- VAE Modification
- Experimental Setup
- Results

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Generative Models

Problem

Given training data, generate samples from the same distribution as the training data (true distribution).

Deep Generative Models

Definition (Deep Generative Model)

A *deep generative model* is a (possibly randomized) function, denoted g and typically parameterized as a neural network, that accepts some vector $z \in \mathbb{R}^d$ for some d as input and outputs some image $X \in \mathcal{I}$, where \mathcal{I} represents the space of images.

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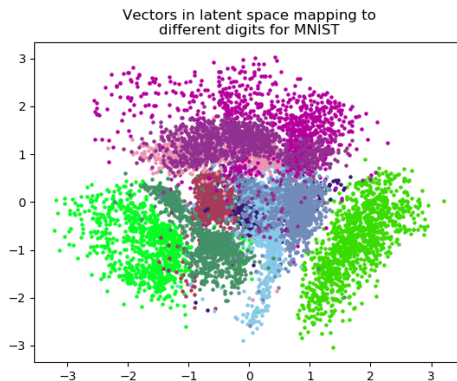
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- 1 Sample $z \sim \mathcal{N}(0, I_d)$ from *latent space*
- 2 Obtain $X = g(z)$
- 3 Hope that distribution of outputs is close to true distribution

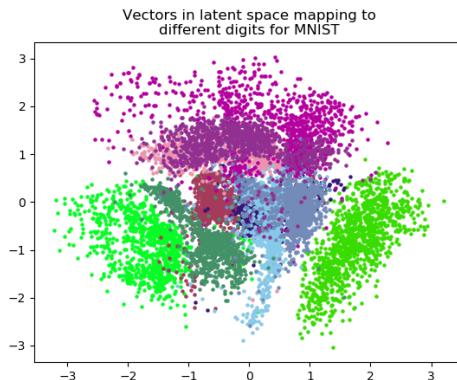
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Examples

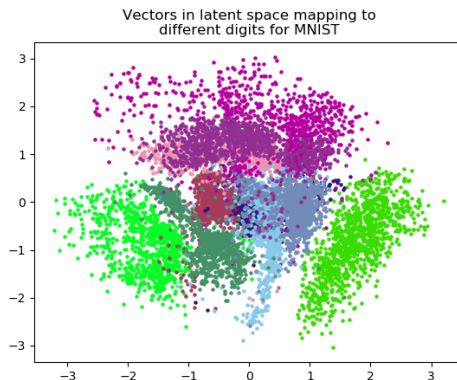


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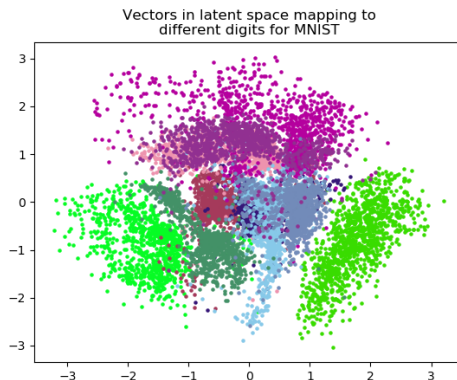
- Latent space of deep generative model mapping latent codes to handwritten digits

Examples



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- Each colored region maps to a specific digit (**class**)

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- Latent space of deep generative model mapping latent codes to handwritten digits
- Each colored region maps to a specific digit (class)
- Everything else: “holes”

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- If $z \in K_i$, then $r(z) := \inf_{z' \in \bigcup_{j \neq i} K_j} \|z - z'\|_2$
 - How far away am I from the closest point in a different class?

Assumptions

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$$p_i \leq 1/5$$

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Every latent vector maps to some image in the true distribution.

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Class Radius to Diversity

Theorem

Under the aforementioned assumptions, we have the following regarding the expected class radius of each image in the latent space of our generative model:

$$\mathbb{E}_{z \sim \mathcal{N}(0, I_d)} r(z) \leq \frac{\log \left(4\pi \log \left(1 / \|p\|_2^2 \right) \right)}{\sqrt{2 \log \left(1 / \|p\|_2^2 \right)}}$$

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- How do we interpret $\log \left(1 / \|p\|_2^2 \right)$?

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- $\sum p_i^2 = \|p\|_2^2$

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Definition (α -order Rényi Entropy)

$$H_\alpha(p) = \frac{1}{1-\alpha} \log \left(\sum_{i=1}^K p_i^\alpha \right)$$

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Special Case: Collision Entropy

$$H_2(p) = - \log \left(\sum_{i=1}^K p_i^2 \right) = \log \left(\frac{1}{\|p\|_2^2} \right)$$

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Fact (Maximum Entropy Distribution)

For all α , the distribution maximizing the α -order Rényi Entropy is the uniform distribution, yielding:

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$$\mathbb{E}_{z \sim \mathcal{N}(0, I_d)} r(z) \leq \frac{\log(4\pi \log(K))}{\sqrt{2 \log(K)}}$$

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Some Details

(Slightly rewritten) Result from Fawzi et al. (2018)

$$\mathbb{E}_{z \sim \mathcal{N}(0, I_d)} r(z) \leq \sum_{i=1}^K \Phi^{-1}(p_i) \cdot p_i + \frac{e^{-\Phi^{-1}(p_i)^2/2}}{\sqrt{2\pi}}$$

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Then Jensen:

$$\mathbb{E}_{z \sim \mathcal{N}(0, I_d)} r(z) \leq \gamma \left(\sum_{i=1}^K p_i \cdot p_i \right) = \gamma \left(\|p\|_2^2 \right) = \frac{\log \left(4\pi \log \left(1 / \|p\|_2^2 \right) \right)}{\sqrt{2 \log \left(1 / \|p\|_2^2 \right)}}$$

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Compare $\mathbb{E}[r(z)]$ for g_1 and g_2 ; claim that the generator with higher class radius is less diverse.

Unfortunately, it is unclear that computing $\mathbb{E}[r(z)]$ is easier than computing $\|p\|_2^2$.

Adversarial Examples - A Tangential Connection

- Recall:

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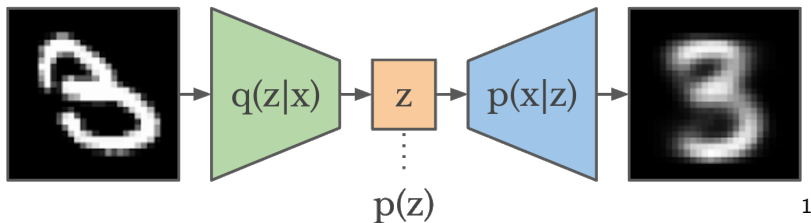
$$L \cdot \frac{\log \left(4\pi \log \left(1 / \|p\|_2^2 \right) \right)}{\sqrt{2 \log \left(1 / \|p\|_2^2 \right)}}$$

- Under the probability decay assumption, above approaches 0 as the number of classes K grows arbitrarily large

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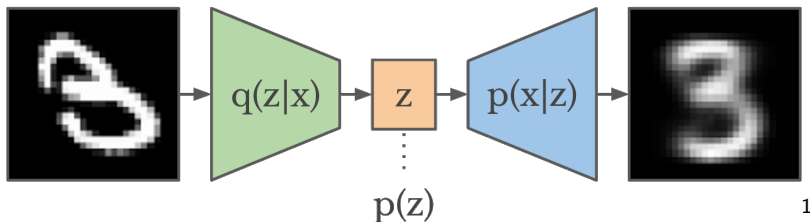
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VAE Architecture



¹Diagram courtesy of Danijar Hafner.

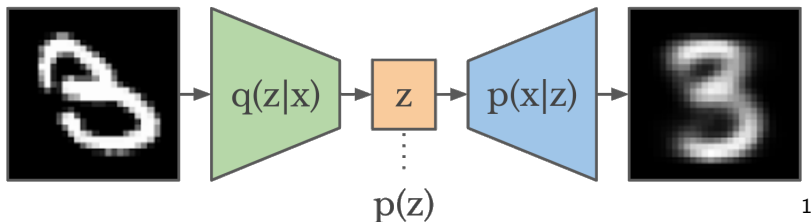
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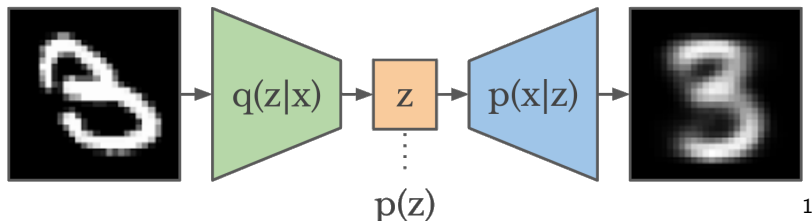
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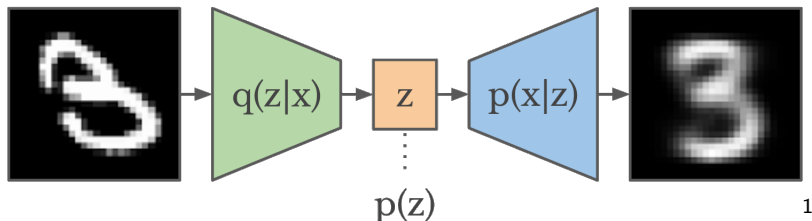
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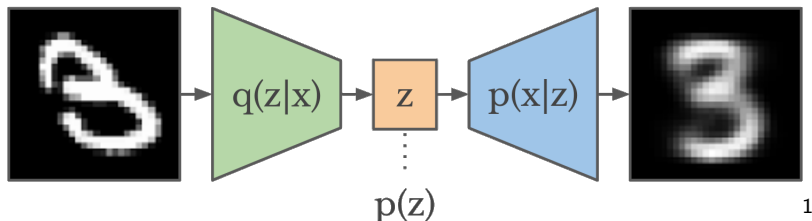
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- **Objective:** Minimize expected reconstruction loss

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Motivation

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Regularize with $\omega(\cdot, \cdot)$ summed over many pairs of images. To force ω to be low, enforce Lipschitz constant via network weight clipping.

Outline

- 1 Introduction
 - Deep Generative Models Overview
 - Latent Space Overview
 - Main Claim
- 2 Theory
 - Notation and Assumptions
 - Main Result
 - Relationship to Diversity
 - Proofs
 - Potential Implications
- 3 Experiments
 - Introduction to VAEs
 - VAE Modification
 - Experimental Setup
 - Results

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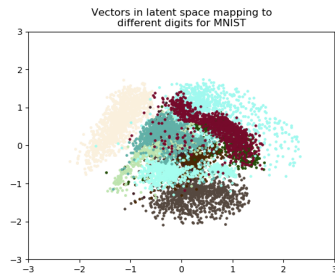
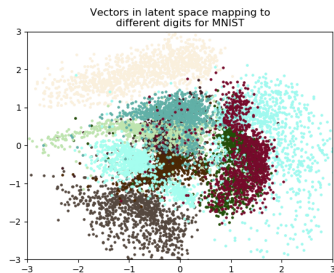
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- Clip weights to $[-0.3, 0.3]$

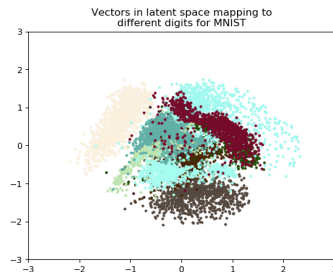
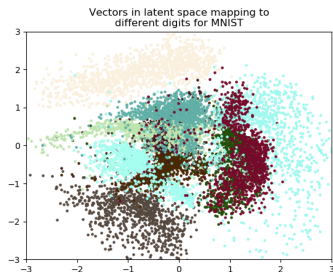
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Geometric Implications



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Conclusion: Modified VAE makes classes come closer to one another but decreases probability mass of space covered

Sample Quality



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Conclusion: Modified VAE does not change quality of generated samples noticeably

Interpretation of Results

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Problem

For future: Devise an optimization objective that favors both closer classes and better coverage of the latent space.

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- Develop optimization procedures to achieve these properties
- Test generative models for diversity
- **Meta-Problem**: Theoretically understand generative models better

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