

# From Autoencoders to Variational Autoencoders: The Loss Function

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# From Autoencoders to Variational Autoencoders

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- Modify encoder component
- Modify loss function

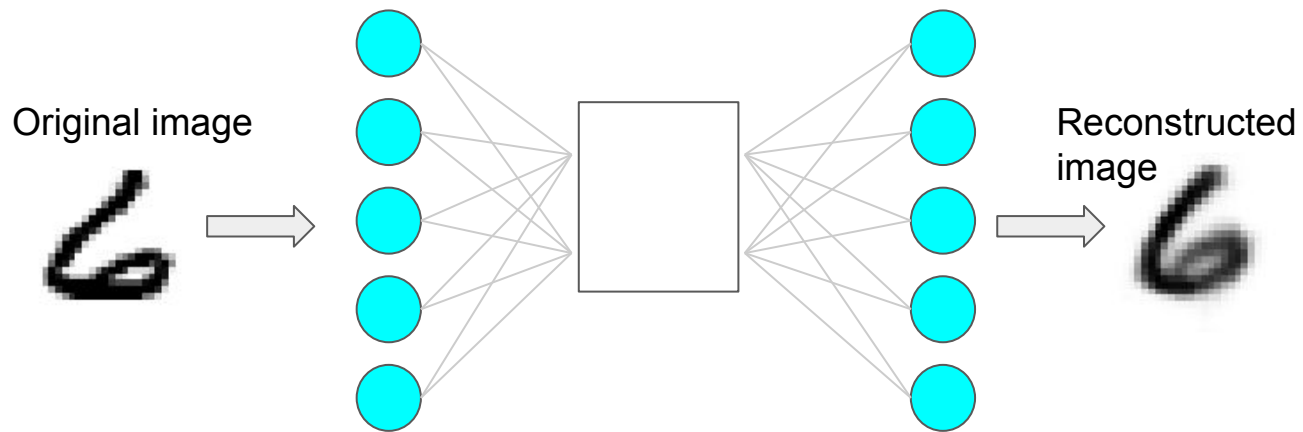
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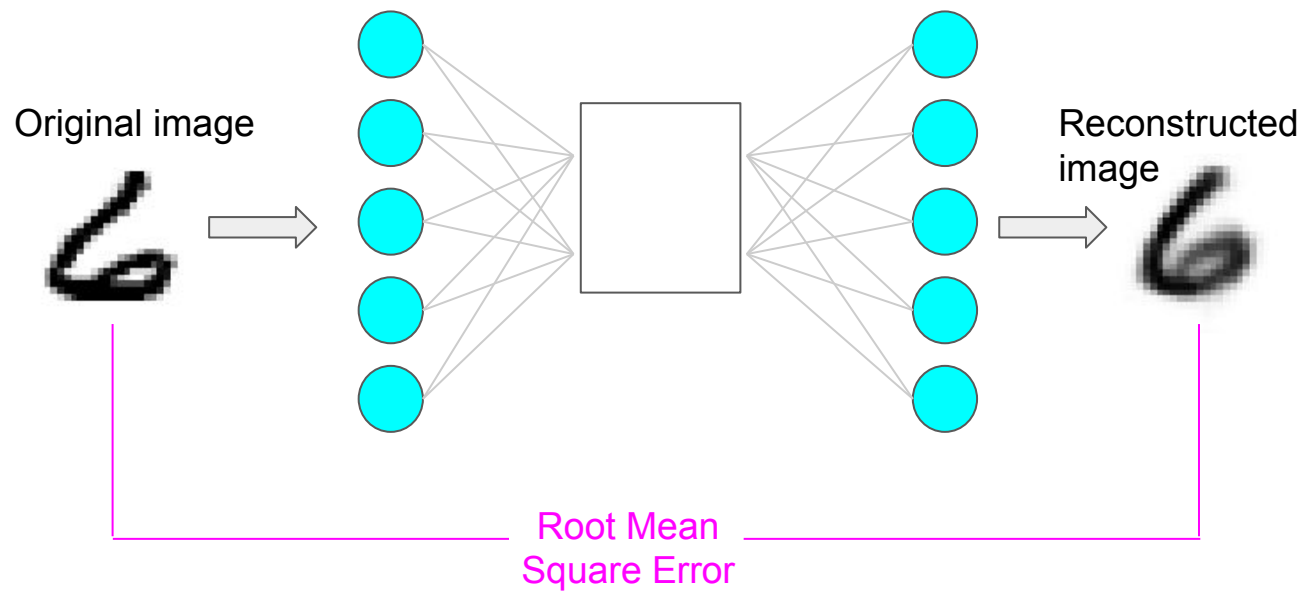
# Loss function: Autoencoder

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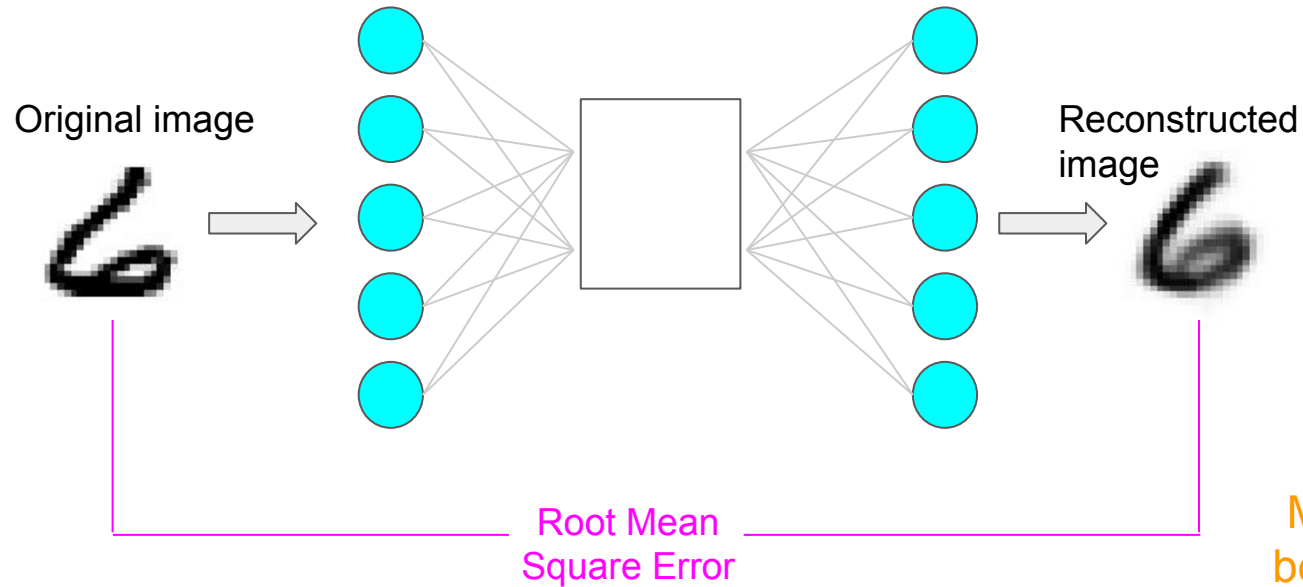
# Loss function: Autoencoder

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# Loss function: Autoencoder

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**Training goal:**  
Minimise difference  
between original and  
reconstructed image

## Loss function: Autoencoder

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$$LOSS = RMSE$$

## Loss function: Variational Autoencoder

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Kullback–Leibler Divergence

$$LOSS = RMSE + KL$$



## Loss function: Variational Autoencoder

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Reconstruction error

# Loss function: Variational Autoencoder

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Reconstruction error

Difference between  
normal distribution  
(mean vector, log  
variance vector) from  
standard normal  
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# Kullback–Leibler Divergence: The intuition

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  - KL divergence isn't symmetric
  - $KL(A, B) \neq KL(B, A)$

# Kullback–Leibler Divergence: The intuition

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- Measures the difference between two probability distributions
- It's not a *distance*
  - KL divergence isn't symmetric
  - $KL(A, B) \neq KL(B, A)$
- Can be given in “closed” form with normal distributions

## Kullback–Leibler Divergence (Closed form)

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$$D_{KL}(N(\mu, \sigma) || N(0, 1)) = \frac{1}{2} \sum (1 + \log(\sigma^2) - \mu^2 - \sigma^2)$$

## Kullback–Leibler Divergence (Closed form)

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Sum across all  
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# Loss function: Variational Autoencoder

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$$LOSS = RMSE + KL$$

Reconstruction error

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# What does the KL loss term do?

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Penalize observations where mean and log variance vectors differ significantly from the parameters of a standard normal distribution (mean vector = 0 and log variance = 0)

# KL divergence loss term fixes

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- Promotes symmetry around the origin
- Decreases chance of large gaps between clusters of points

## Weighting the loss function

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$$LOSS = \alpha \cdot RMSE + KL$$

reconstruction loss weight

## Weighting the loss function

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- If  $\alpha$  is too large -> same issues as with AE



## Weighting the loss function

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$$LOSS = \alpha \cdot RMSE + KL$$

- Finding the correct value for  $\alpha$  is a delicate exercise
- If  $\alpha$  is too small -> poorly reconstructed images
- If  $\alpha$  is too large -> same issues as with AE
- $\alpha$  can be treated as a hyper-parameter to optimise

# What next?

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- Implement VAE