

Next Week Guest Lectures on Zoom

Score-Based Models and Diffusion Models

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Recap: Boltzmann Machine Training

- Objective: maximum likelihood learning (assume $T=1$):

- Probability of one sample:

$$P(y) = \frac{\exp(\frac{1}{2}y^\top W y)}{\sum_{y'} \exp(y'^\top W y')}$$

- Maximum log-likelihood:

$$L(W) = \frac{1}{N} \sum_{y \in D} \frac{1}{2} y^\top W y - \log \sum_{y'} \exp(\frac{1}{2} y'^\top W y')$$

Can we avoid calculating the gradient of normalizing constant ($\nabla_x Z_\theta$)?

Z_θ : Normalizing constant

Score Matching

- Score Function

- Definition:

model $p_{\theta}(x)$
 ↓
 model $\nabla_x \log p_{data}(x) : \mathbb{R}^d \rightarrow \mathbb{R}^d$

$p(x) = \frac{e^{-f_\theta(x)}}{\sum_{x'} e^{-f_\theta(x')}}$
 $\log p(x) = -f_\theta(x)$
 $- \sum_{x'} f_\theta(x')$
 $\nabla \log p(x) = -\nabla f_\theta(x)$

- Idea: directly fitting the score function:

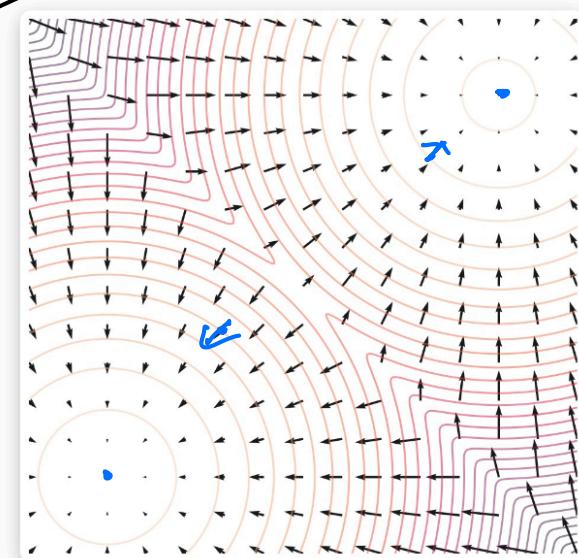
- $\min_{\theta} \mathbb{E}_{p_{data}} \|\nabla_x \log p_{\theta}(x) - \nabla_x \log p_{data}(x)\|^2$

- No need to compute $\nabla_x Z_{\theta}$!

- Problem:

- How to compute $\nabla_x \log p_{data}(x)$?

$$\{x_1, \dots, x_n\}$$



Score function (the vector field) and density function (contours) of a mixture of two Gaussians.

Score Matching

$$\bar{E}_{P_{\text{data}}} \left[\left\| \nabla_x \log P_\theta(x) - \nabla_x \log P_{\text{data}}(x) \right\|^2 \right]$$

$$= \bar{E}_{P_{\text{data}}} \left[(\nabla_x \log P_\theta(x))^2 \right] + \bar{E}_{P_{\text{data}}} \left[\left\| \nabla_x \log P_{\text{data}}(x) \right\|^2 \right] \\ - 2 \bar{E}_{P_{\text{data}}} \left\langle \nabla_x \log P_\theta(x), \nabla_x \log P_{\text{data}}(x) \right\rangle$$

Integrating by parts

$$\left(\bar{E}_P \left\langle f(x), \nabla_x \log P(x) \right\rangle = - \bar{E}_P [\text{div } f(x)] \right)$$

$$\text{where } \text{div } f(x) = \sum_i \frac{\partial f_i(x)}{\partial x_i}$$

$$\Rightarrow \bar{E}_{P_{\text{data}}} \left\langle \nabla_x \log P_\theta(x), \nabla_x \log P_{\text{data}}(x) \right\rangle = - \bar{E} \left[\text{Tr} \left(\nabla_x^2 \log P_\theta(x) \right) \right]$$

$$\Rightarrow \text{loss} \Leftrightarrow \bar{E}_{P_{\text{data}}} \left[(\nabla_x \log P_\theta(x))^2 \right]_2 - 2 \bar{E}_{P_{\text{data}}} \left[\text{Tr} \left(\nabla_x^2 \log P_\theta(x) \right) \right]$$

Score Matching

use $\mu/\nu \rightarrow 0$ parameterize

$\partial_x \log P_\theta(x) : S_\theta(x) : \mathbb{R}^d \rightarrow \mathbb{R}^d$

loss: $\frac{1}{N} \sum_{\text{training } x_i} \left(\|S_\theta(x_i)\|_2^2 - 2 \overline{\mathcal{T}_\nu(\cdot | S_\theta(x_i))} \right)$

\mathcal{T}

$\mathcal{O}(d)$ $\mathcal{O}(d^3)$

Sliced Score Matching

$$L(\theta) = \frac{1}{N} \sum_{x \in D} \underbrace{\|s_\theta(x)\|^2}_{A G(w(x))} - 2 \left[\text{Tr}(Ds_\theta(x)) \right]$$

random projections

$$\text{Let } M \in \mathbb{R}^{d \times d}, \text{ random, } \mathbb{E}[v^T] = I, \mathbb{E}_V[v^T M v] = \mathbb{E}[v^T M v] = \text{Tr}(M)$$

Sample v_1, \dots, v_K

$$v_1^T M v_1, \dots, v_K^T M v_K$$

$$k < c < d$$

Score Matching: Langevin Dynamics

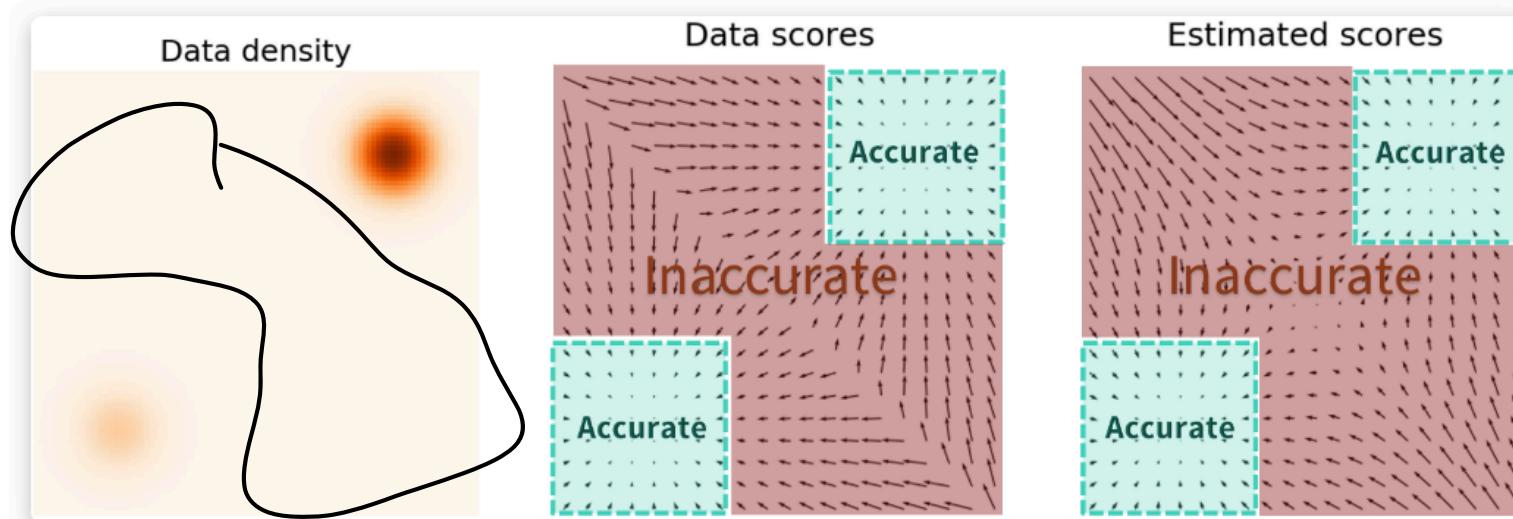
$$x_0 \quad \epsilon \ll 1$$
$$x_{t+1} \leftarrow x_t + \epsilon \nabla_x \log p(x) + \sqrt{2\epsilon} z_t, z_t \sim N(0, I)$$

Stationary (equilibrium distribution): $p(x)$

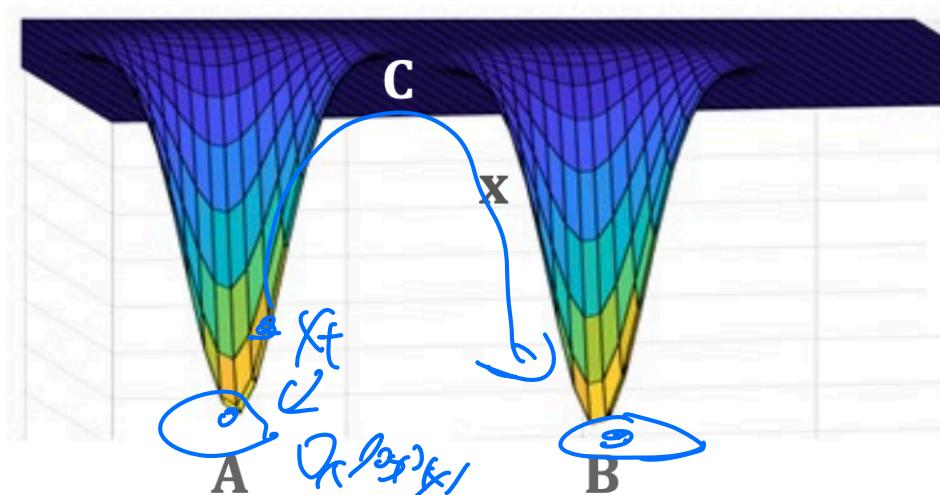
$$\{x_1, \dots, x_N\} \rightarrow p(x)$$

Practical Issues

- Score function estimation is inaccurate in low density regions (few data available).



- Sampling is Slow



Annealing: Denoising Score Matching

- Fit several “smoothed” versions of p_{data} :
 - Choose temperatures: $\sigma_1, \sigma_2, \dots, \sigma_T$
 - $p_{\sigma_i, data}(x) = \underbrace{p_{data}(x)}_{\text{raw data}} * \underbrace{N(0, \sigma_i)}_{\text{gaussian}} = \int_{\delta} p_{data}(x - \delta) N(x; \delta, \sigma_i) d\delta$
 - Implementation:
 - Take a sample x , draw a sample $z \sim N(0, \sigma_i)$, output $x' = x + z$.

$$\sigma_1 > \sigma_2 > \dots > \sigma_{L-1} > \sigma_L$$

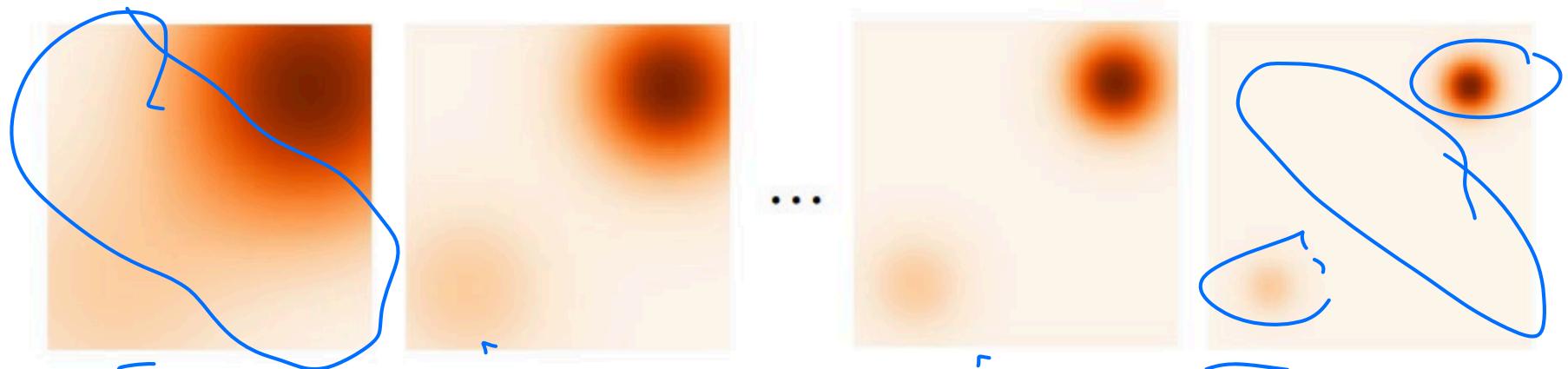


Figure by Stefano Ermon.

Annealing: Denoising Score Matching

$$\arg \min_{\theta} \sum_i \lambda(\sigma_i) \mathbb{E}_{x \sim p_{\sigma_i, \text{data}}} \| \underline{s_{\theta}(x, i)} - \underline{\nabla_x \log p_{\sigma_i, \text{data}}(x)} \|^2$$

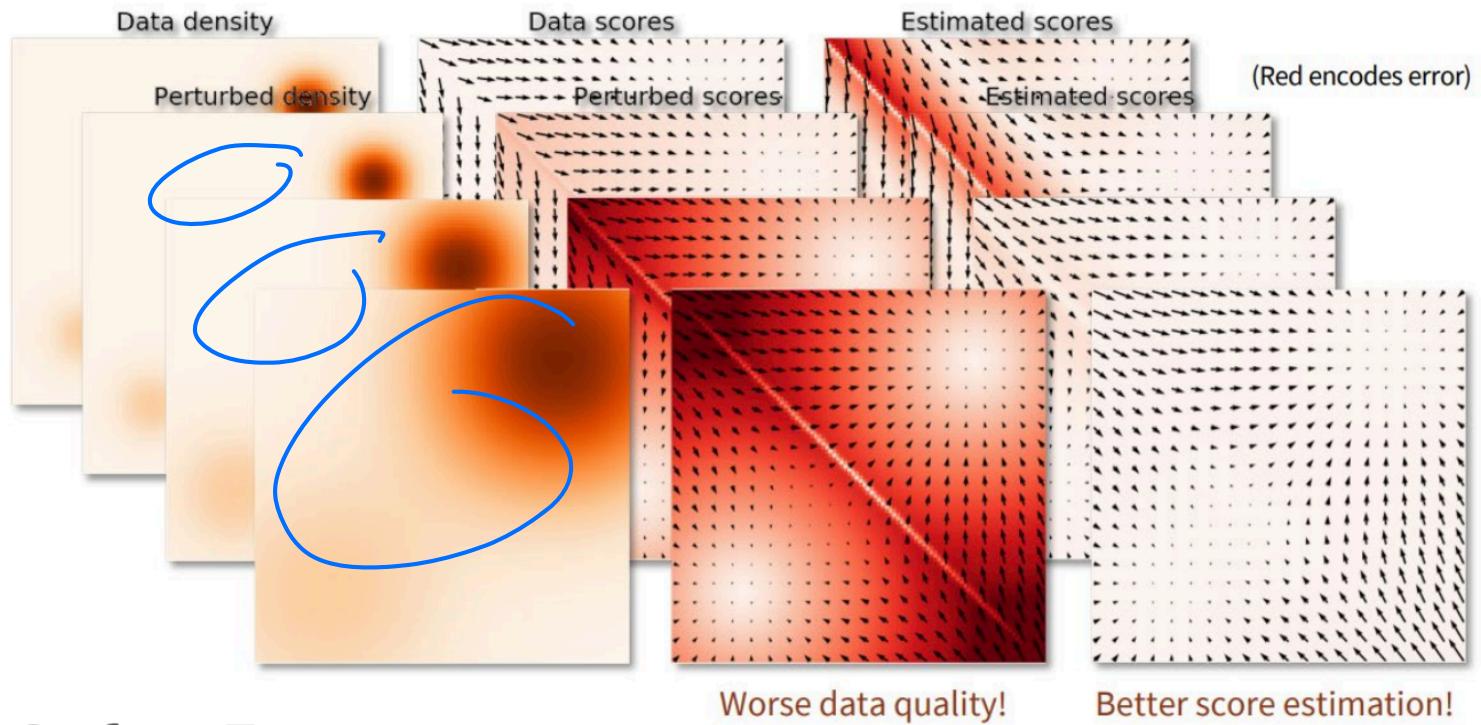


Figure by Stefano Ermon.

Annealed Langevin Dynamics

Algorithm 1 Annealed Langevin dynamics.

Require: $\{\sigma_i\}_{i=1}^L, \epsilon, T$.

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1: Initialize  $\tilde{\mathbf{x}}_0$ 
2: for  $i \leftarrow 1$  to  $L$  do
3:    $\alpha_i \leftarrow \epsilon \cdot \sigma_i^2 / \sigma_L^2$        $\triangleright \alpha_i$  is the step size.
4:   for  $t \leftarrow 1$  to  $T$  do
5:     Draw  $\mathbf{z}_t \sim \mathcal{N}(0, I)$ 
6:      $\tilde{\mathbf{x}}_t \leftarrow \tilde{\mathbf{x}}_{t-1} + \frac{\alpha_i}{2} \mathbf{s}_\theta(\tilde{\mathbf{x}}_{t-1}, \sigma_i) + \sqrt{\alpha_i} \mathbf{z}_t$ 
7:   end for
8:    $\tilde{\mathbf{x}}_0 \leftarrow \tilde{\mathbf{x}}_T$ 
9: end for
return  $\tilde{\mathbf{x}}_T$ 
```

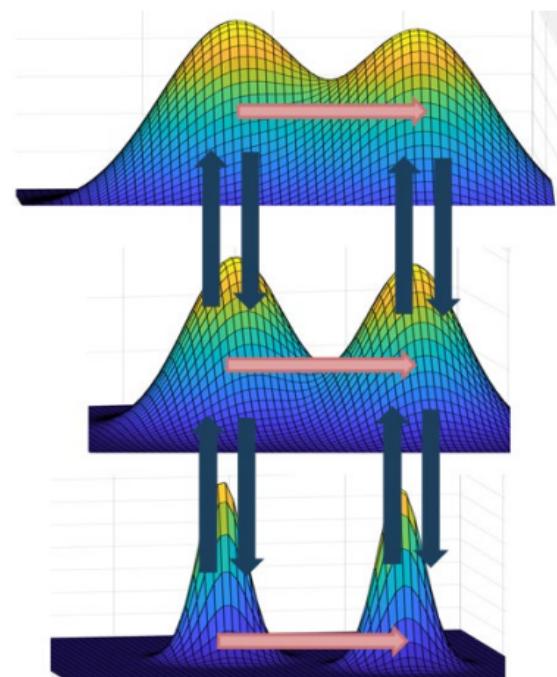


Figure from Song-Ermon '19

Diffusion Models



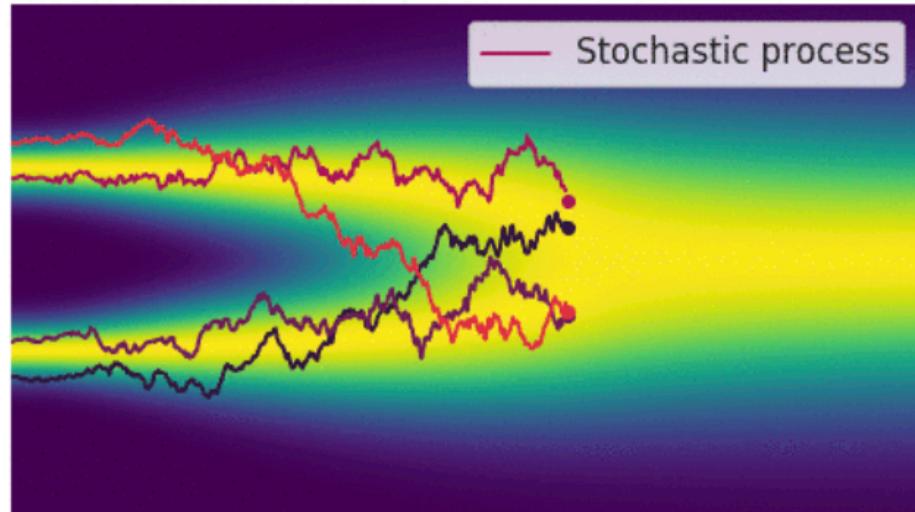
An image generated by Stable Diffusion based on the text prompt "a photograph of an astronaut riding a horse"

Perturbing Data with an SDE

$$\sigma_1 < \sigma_2 \dots \sigma_T$$

- Let the number of noise scales approaches infinity!

$$\sigma_1, \dots, \sigma_T \quad T \text{ large}, X_T = \mathcal{N}(0, \sigma_T) \\ T \rightarrow \infty, \{\sigma_t\}_t$$



Perturbing data to noise with a continuous-time stochastic process.

Stochastic Differential Equations

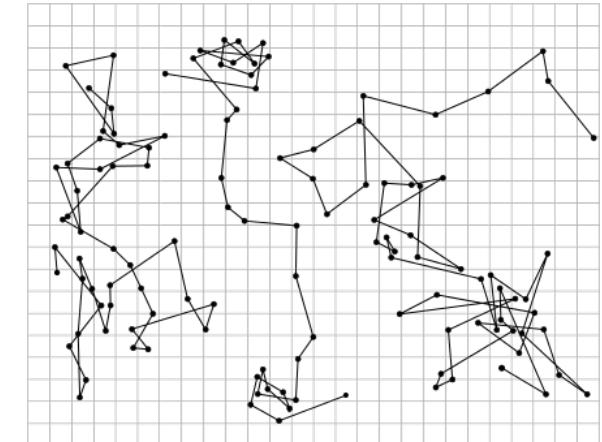
$$dx = \underbrace{f(x, t)dt}_{\text{drift terms}} + \underbrace{g(t)dw}_{\text{diffusion coefficient}}$$

- $x(0)$: real image, $x(T)$: Gaussian noise.
- $f(x, t)$: $\underbrace{\text{drift terms. } g(t)}$: diffusion coefficient.
- dw : Brownian motion
 - $w(t+u) - w(t) \sim N(0, u)$
- $f(x, t)$ and $g(t)$ are parts of the model.

• Variance Exploding SDE: $dx = \sqrt{\frac{d[\sigma^2(t)]}{dt}} dw$.

• Variance Preserving SDE: $dx = -\frac{1}{2}\beta(t)xdt + \sqrt{\beta(t)}dw$.

• $\sigma(t), \beta(t)$ are hyper-parameters.



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Reversing the SDE

- Reversing the SDE: finding some stochastic process that goes from noise to data.
 - Use to generate data!
- Theorem (Anderson '82): there exists a reversing SDE, and it has a nice form:

$$dx = [f(x, t) - g^2(t) \underbrace{\nabla_x \log p_t(x)}_{\text{red wavy line}}] dt + g(t) dw$$

- Strategy: learn the score function, then solve this reverse SDE.

$$\begin{array}{c} X(\tau) \xrightarrow{\text{warp}} (0, \mathcal{I}) \\ \downarrow \\ X(0) \end{array}$$

Reversing the SDE

- Learning the score function: use score matching!

$$\arg \min_{\theta} \sum_i \lambda(\sigma_i) \mathbb{E}_{x \sim p_{\sigma_i, \text{data}}} \|s_{\theta}(x, i) - \nabla_x \log p_{\sigma_i, \text{data}}(x)\|^2$$

$$\Rightarrow \arg \min_{\theta} \mathbb{E}_{t \sim \text{unif}[0, T]} \mathbb{E}_{p_t(x)} [\lambda(t) \|s_{\theta}(x, t) - \nabla_x \log p_t(x)\|^2]$$

- Use existing techniques: sliced score matching
- No need to tune temperature schedule
 - Still need to choose a forward SDE, $\lambda(\sigma_i)$, etc
 - Typically choose $\lambda(t) \propto 1/\mathbb{E} \left[\|\lambda_{\alpha(t)} \log p(x(t) | x(0))\|^2 \right]$

Sampling by Solving the Reverse SDE

$$X(\tau) \sim \mathcal{N}(\mu, \Sigma), \quad X(0)$$

$$dx = [f(x, t) - g^2(t) \nabla_x \log p_t(x)]dt + g(t)dw$$

- Euler-Maruyama discretization:

- $\Delta x \leftarrow [f(x, t) - g^2(t)s_\theta(x, t)]\Delta t + g(t)\sqrt{\Delta t}z_t$
- $x \leftarrow x + \Delta x$
- $t \leftarrow t + \Delta t$

- Other solvers:

- Runge-Kutta
- Predictor-corrector (Song et al. '21)

Evaluating Probability by Converting to ODE

- De-randomizing SDE

$$dx = [f(x, t) - g^2(t) \nabla_x \log p_t(x)]dt + g(t)dw$$

\downarrow

$$dx = [f(x, t) - g^2(t) \nabla_x \log p_t(x)]dt, x(T) \sim p_T$$

- Given an initial distribution and an ODE, we can evaluate probability at any time
 - Say given $x(T) \sim p_T$ and $dx = f(x, t)dt$

$$\log p_0(x(0)) = \log p_T(X(T)) + \int_0^T \text{Tr}(Df_\theta(x, t))dt$$

- Solve via ODE.