Deep Generative Models

Lecture 4: Maximum Likelihood Learning

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- **Goal:** learn a probability distribution p(x) over images x
 - Generation: If we sample x_{new} ~ p(x), x_{new} should look like a dog (sampling)
 - **Density estimation:** p(x) should be high if x looks like a dog, and low otherwise (*anomaly detection*)
 - Unsupervised representation learning: We should be able to learn what these images have in common, e.g., ears, tail, etc. (*features*)
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- First question: how to represent p_θ(x). Second question: how to learn it.

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 - For example, a FVSBN for all possible choices of the logistic regression parameters. *M* = {*P*_θ, θ ∈ Θ}, θ = concatenation of all logistic regression coefficients

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- What is "best"?

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- 2. Specific prediction tasks: we are using the distribution to make a prediction
 - Is this email spam or not?
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- 3. Structure or knowledge discovery: we are interested in the model itself
 - How do some genes interact with each other?
 - What causes cancer?

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- Notice that KL-divergence is asymmetric, i.e., D(p||q) ≠ D(q||p)
- Measures the expected number of extra bits required to describe samples from p(x) using a code based on q instead of p
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- Suppose the coin is biased, and P[H] ≫ P[T]. Then it's more efficient to uses fewer bits on average to represent heads and more bits to represent tails, e.g.
 - Batch multiple samples together
 - Use a short sequence of bits to encode *HHHH* (common) and a long sequence for *TTTT* (rare).
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 - Like Morse code: $E = \bullet$, $A = \bullet -$, $Q = - \bullet -$
- KL-divergence: if your data comes from p, but you use a scheme optimized for q, the divergence D_{KL}(p||q) is the number of extra bits you'll need on average

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• We can simplify this somewhat:

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- Problem: In general we do not know $P_{\rm data}$.

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with the *empirical log-likelihood*:

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• Equivalently, maximize likelihood of the data $P_{\theta}(\mathbf{x}^{(1)}, \cdots, \mathbf{x}^{(m)}) = \prod_{\mathbf{x} \in \mathcal{D}} P_{\theta}(\mathbf{x})$

1. Express the quantity of interest as the expected value of a random variable.

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• Variance:

$$V_{P}[\hat{g}] = V_{P}\left[\frac{1}{T}\sum_{t=1}^{T}g(x^{t})\right] = \frac{V_{P}[g(x)]}{T}$$

Thus, variance of the estimator can be reduced by increasing the number of samples.

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- Example learning task: How should we choose P_θ(x) from M if 60 out of 100 tosses are heads in D?

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Optimize for θ which makes D most likely. What is the solution in this case?

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• More generally, log-likelihood function

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Non-convex optimization problem, but often works well in practice

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- Thus, we typically restrict the **hypothesis space** of distributions that we search over

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• Evaluate generalization performance on a held-out validation set

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- Other ways of measuring similarity are possible (Generative Adversarial Networks, GANs)