

Variational Inference

Ideas and Advancements

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A simple example

Suppose we generate our data in the following manner-

$$x \sim \mathcal{N}(\mu_0, \sigma_0^2)$$

How to infer μ_0 and σ_0 given $X = (x_1, x_2, \dots, x_n)$?

A rather practical example

Now, suppose we generate our data as follows-

$$\begin{aligned}z &\sim \mathcal{N}(\mu_0, \sigma_0^2) \\x &\sim \text{Pois}(e^z)\end{aligned}$$

How to infer μ_0 and σ_0 given $X = (x_1, x_2, \dots, x_n)$?

Setup

Let \mathbf{x} be the set of observed variables and \mathbf{z} be the set of latent variables with joint density $p(\mathbf{z}, \mathbf{x})$. The inference problem is to compute the conditional density of the $p(\mathbf{z}|\mathbf{x})$.

We can write the conditional density as

$$p(\mathbf{z}|\mathbf{x}) = \frac{p(\mathbf{z}, \mathbf{x})}{p(\mathbf{x})} = \frac{p(\mathbf{x}|\mathbf{z})p(\mathbf{z})}{p(\mathbf{x})} \propto p(\mathbf{x}|\mathbf{z})p(\mathbf{z})$$

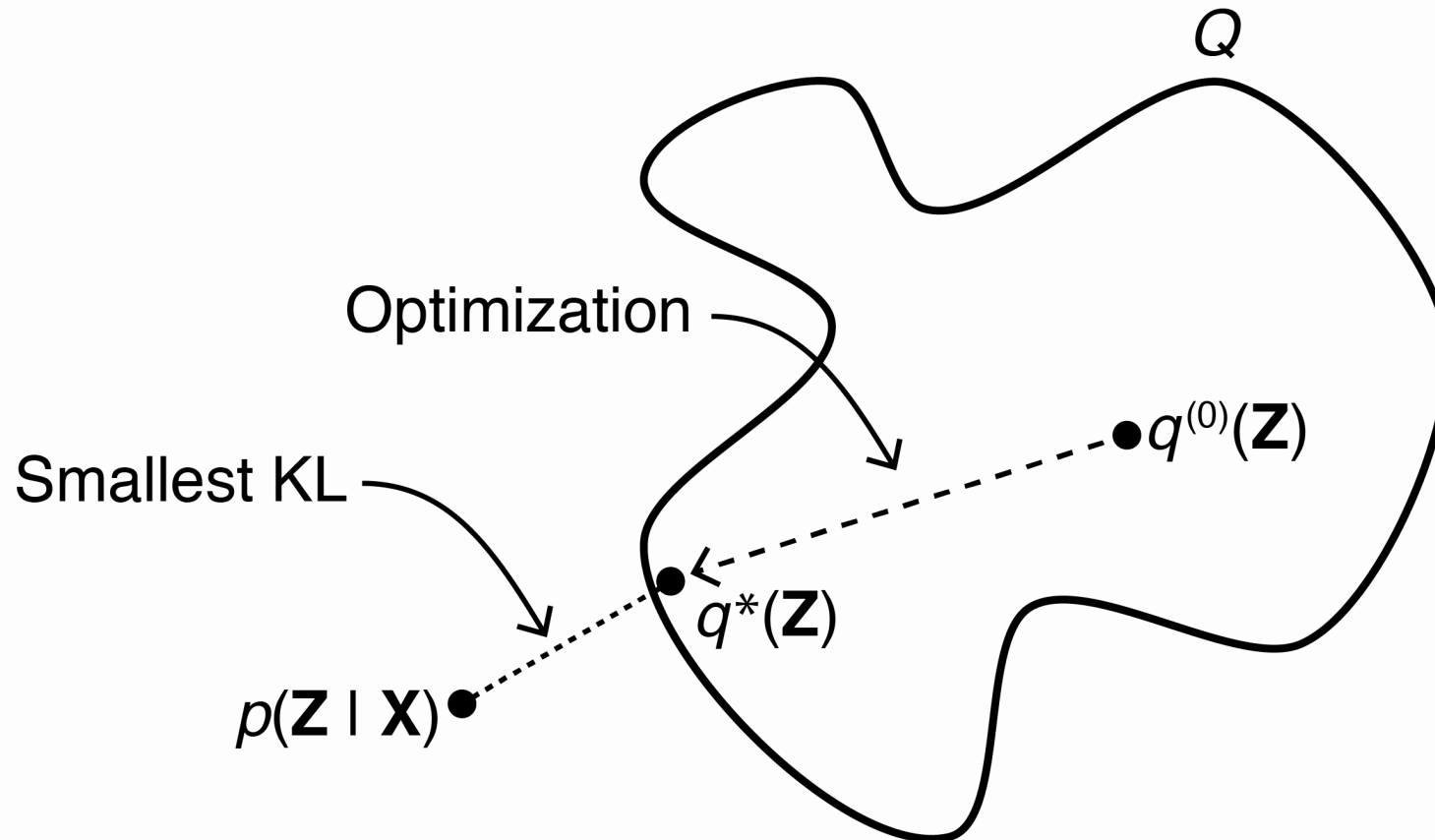
Approximate Inference

1. The **Slow** Markov Chain Monte Carlo
2. The **OverPowered** Variational Inference!



Variational Inference

Instead of sampling from the exact conditional density $p(z|x)$, we approximate our conditional density using a "close-enough" density which is simple enough to sample from. Our problem now becomes an **optimization** problem!



But how does this help?

$$\text{KL}(q(z|\phi)||p(z|x)) = \int q(z|\phi) \ln \left(\frac{q(z|\phi)}{p(z|x)} \right) dz$$

$$\underbrace{E_{q(z|\phi)} \left[\ln \left(\frac{p(z|x)}{q(z|\phi)} \right) \right]}_{\text{ELBO}(\phi)} = \ln(p(x)) - \text{KL}(q(z|\phi)||p(z|x))$$

Notice that minimizing the KL is same as maximizing the ELBO. Hence our goal now is to maximize this ELBO!

Maximizing the ELBO

$$\text{ELBO}(\phi) = E_{q(z|\phi)} \left[\ln \left(\frac{p(z|\mathbf{x})}{q(z|\phi)} \right) \right]$$

Impressive! But ...

- Not always available in closed form
- Not scalable
- Not fast **enough**

Advances leading to Stochastic Variational Inference

- Gradient estimators of the ELBO
- Robbin's Monro Algorithm
- Natural Gradient

Gradient Estimators of the ELBO

$$\begin{aligned}\nabla_{\phi}\text{ELBO}(\phi) &= E_{q(z|\phi)} \left[\nabla_{\phi} \ln q(z|\phi) \ln \frac{p(x, z|\theta)}{q(z|\phi)} \right] \\ &\approx \frac{1}{S} \sum_{s=1}^S \nabla_{\phi} \ln q(z^s|\phi) \ln \frac{p(x, z^s|\theta)}{q(z^s|\phi)}\end{aligned}$$

where $z^s \sim q(z|\phi)$

Robbin's Monro Algorithm

Usage

Given a function $g(\phi)$ such that

$$E(g(\phi)) = f(\phi)$$

It helps us find ϕ^* such that $f(\phi) = 0$

For our case, $E_q(g(\phi)) = \nabla_{\phi} \text{ELBO}(\phi)$ where

$$g(\phi) = \nabla_{\phi} \ln q(z|\phi) \ln \frac{p(x, z|\theta)}{q(z|\phi)}$$

Algorithm

At every iteration t , we update ϕ as follows-

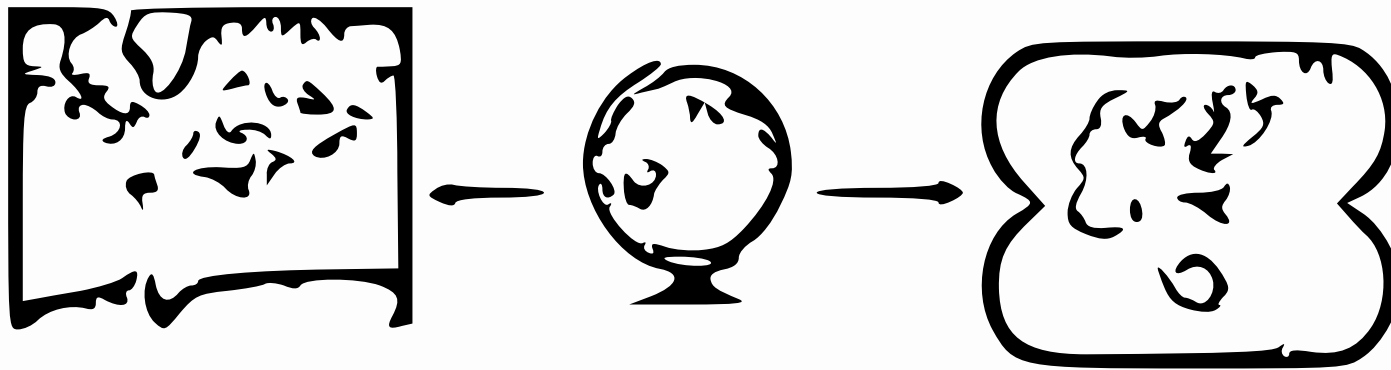
$$\phi^{(t)} = \phi^{(t-1)} + \rho_t g_t \left(\phi^{(t-1)} \right),$$

where g_t is an independent draw from $g(\phi)$ and the step sizes ρ_t follow-

$$\sum \rho_t = \infty \text{ and } \sum \rho_t^2 < \infty$$

Natural Gradient

- Euclidean gradient overshoots in regions of high curvature and becomes very slow in regions of low curvature
- Riemannian metric structure instead of the Euclidean metric structure
- Direction of steepest descent for Riemannian spaces is not the same



Mapping a manifold to a flat coordinate system distorts distances.

Natural Gradient

Solution: We compute the gradient directly on the globe!

Suppose we have a parameter space-

$$\Theta = \{\mathbf{w} \in \mathbf{R}^n\}$$

$$\text{Euclidean Distance: } |d\mathbf{w}|^2 = \sum_{i=1}^n (dw_i)^2$$

$$\text{Riemannian Distance: } |d\mathbf{w}|^2 = \sum_{i,j=1}^n g_{i,j}(\mathbf{w}) dw_i dw_j,$$

So what do you think should be this distance metric?

Natural Gradient

The Fisher Information metric-

$$[\mathcal{I}(\phi)]_{i,j} = \mathbf{E} \left[\left(\frac{\partial}{\partial \phi_i} \log f(z; \phi) \right) \left(\frac{\partial}{\partial \phi_j} \log f(z; \phi) \right) \mid \phi \right]$$

These three ideas together give us **Stochastic Variational Inference** which is **fast** and **scalable**!



References

1. [Stochastic Variational Inference](#)
2. [Robbin's Monro Algorithm](#)
3. [Natural Gradient](#)