



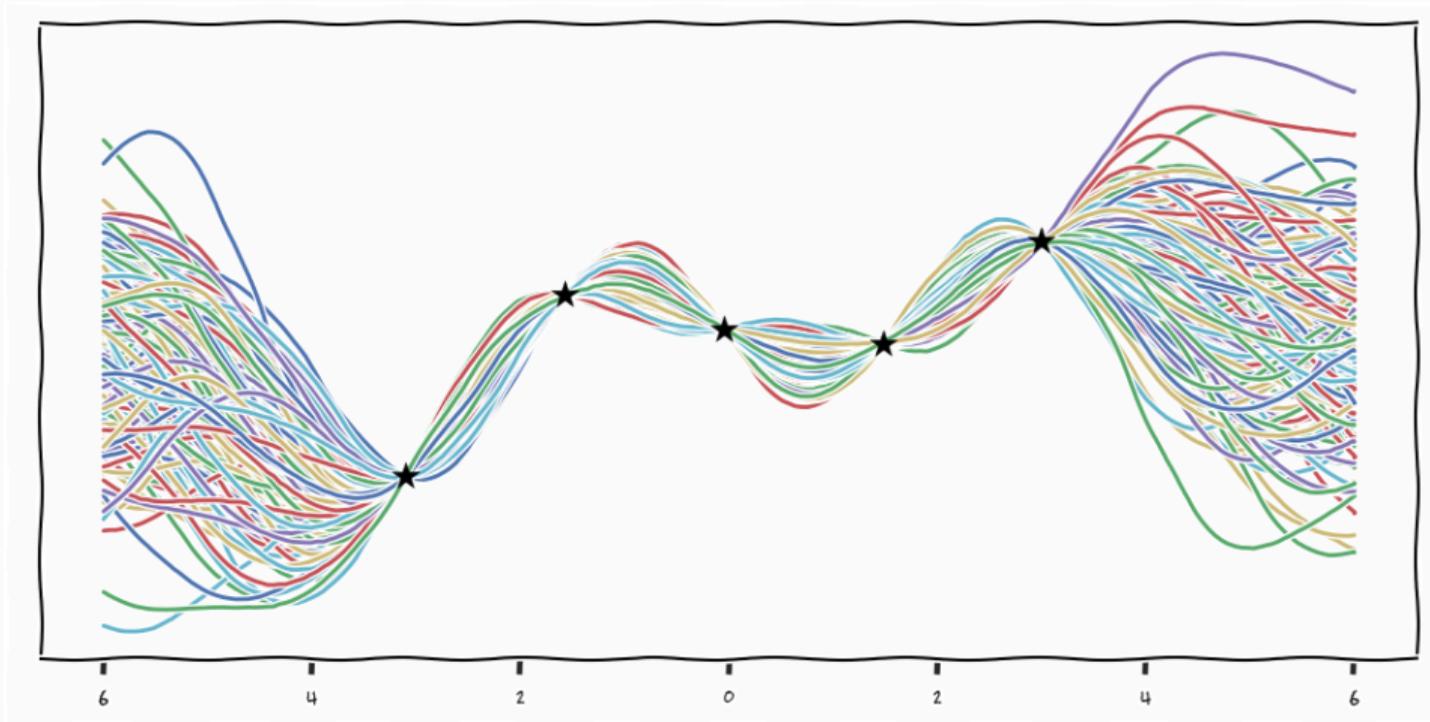
Machine Learning and the Physical World

Lecture 14 : Generative Models

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26th of November, 2025

<http://carlhenrik.com>



Prophet of Probable Truths

*O Jaynes, whose mind with reason burned,
Where others guessed, you deeply turned—
To principles, to logic tight,
You carved out paths through Bayesian light.*

*No mystic veil, no black-box creed,
But inference grounded in human need:
To reason with what we truly know,
And let the priors gently grow.*

ChatGPT:
write an ode
to Ed Jaynes

DeepAI: generate
an image of a
beaver eating a
watermelon



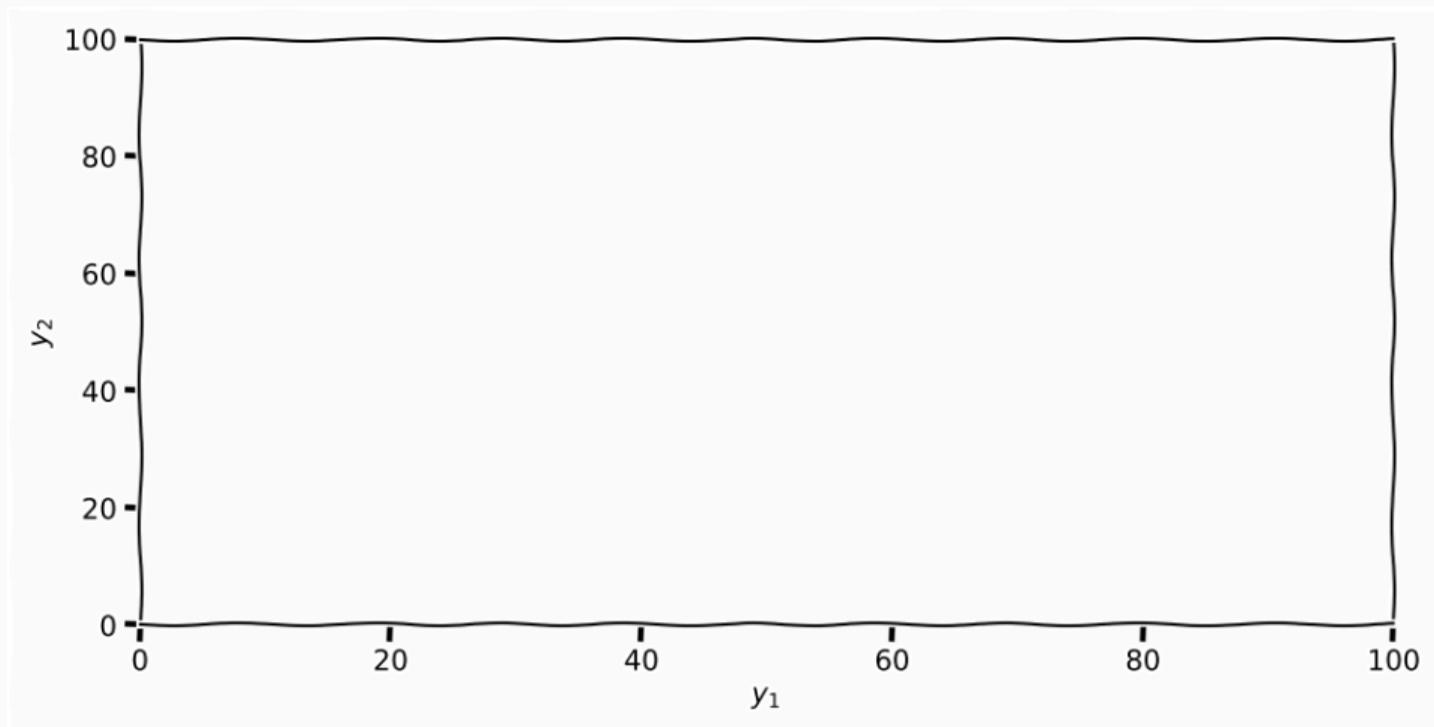


β vs θ

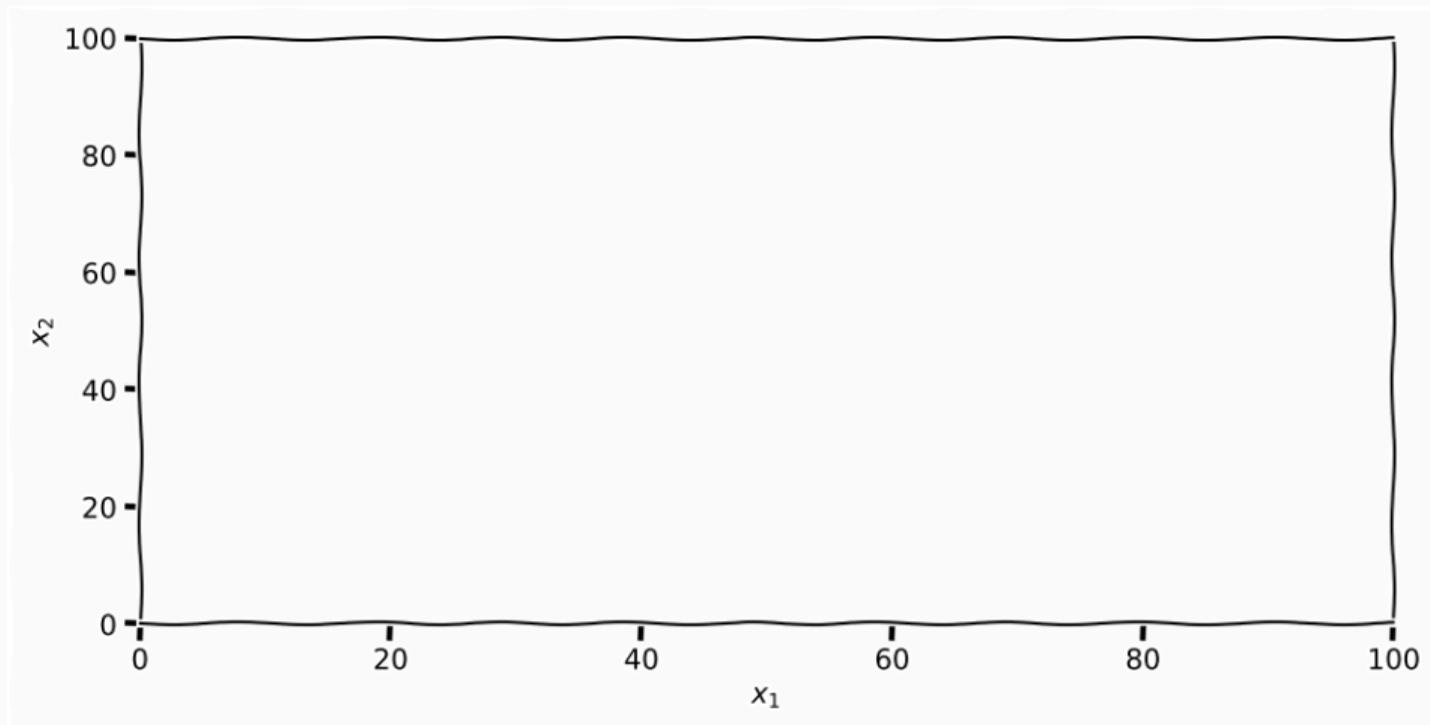
$$p(\theta | \mathcal{D}) = \frac{p(\mathcal{D} | \theta)p(\theta)}{p(\mathcal{D})}$$

$$p(y | \mathcal{D}) = \int p(y | \theta)p(\theta | \mathcal{D})d\theta$$

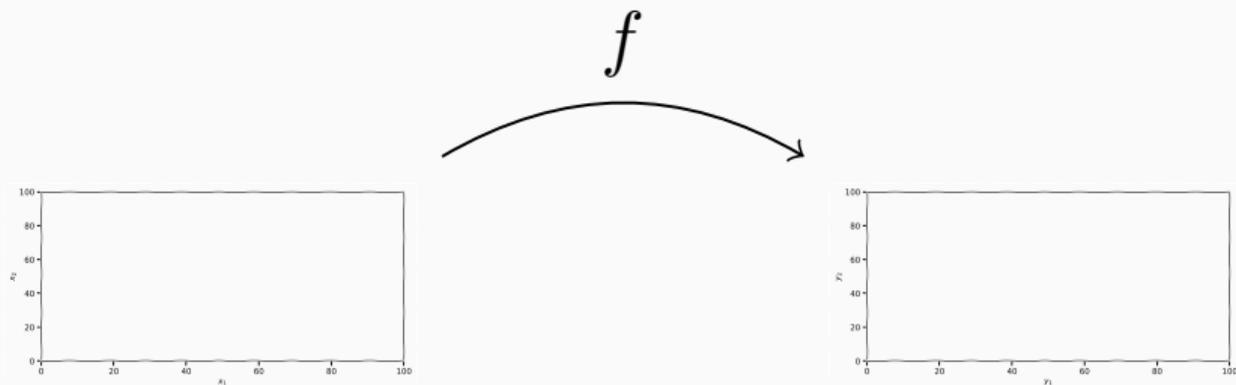
What is a Generative Model



Parameter Space

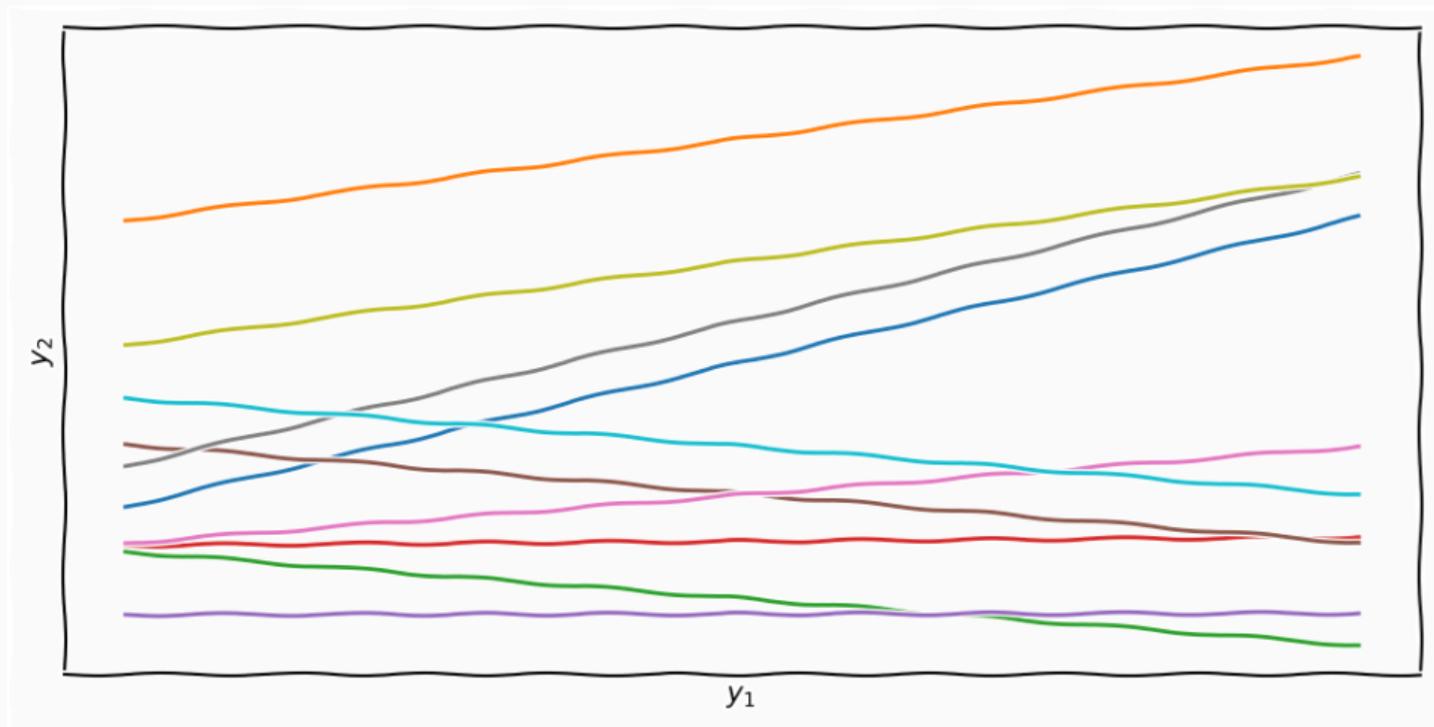


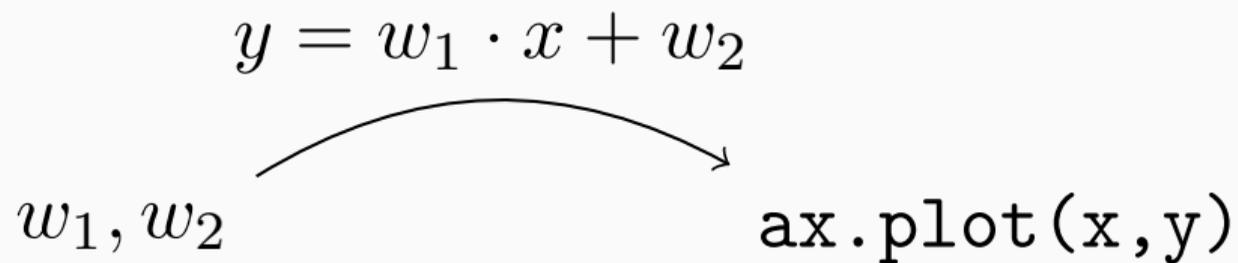
Generative Mapping



$$y = f(x)$$

Linear Regression

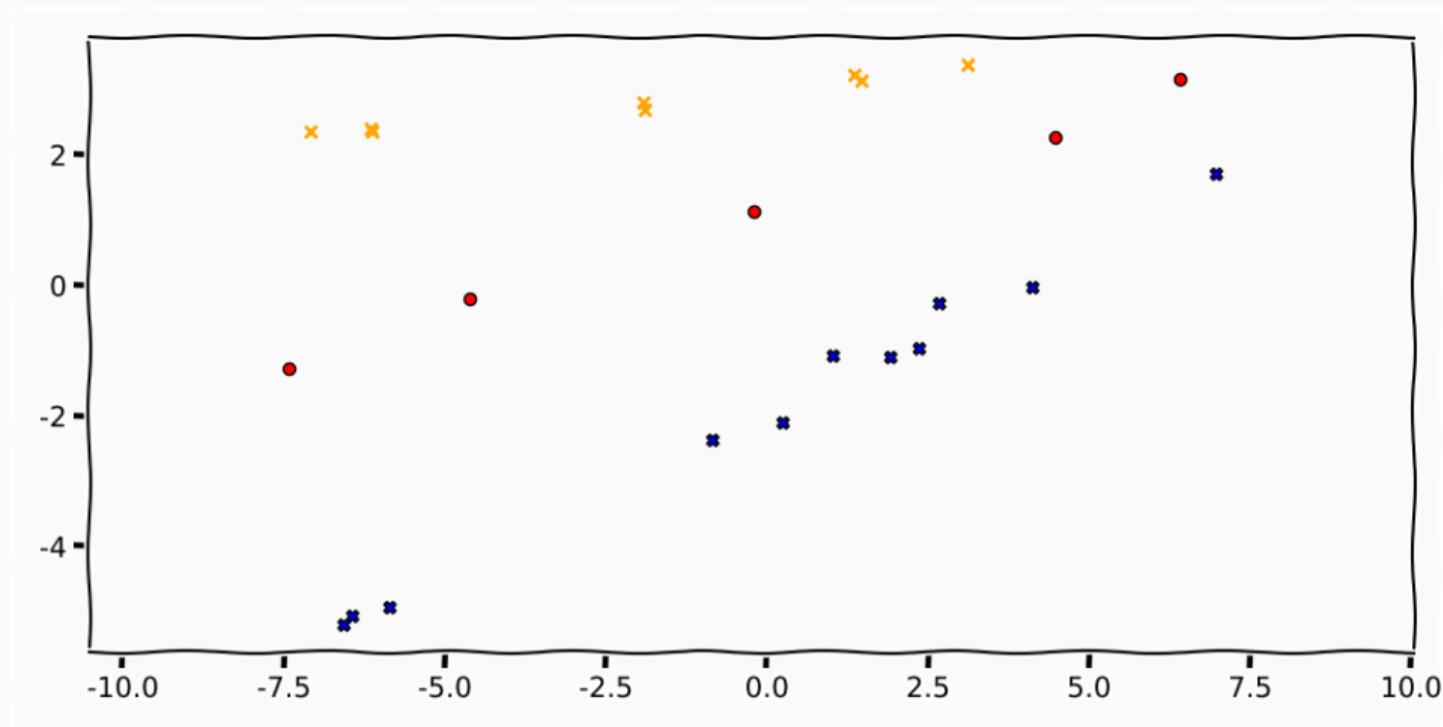


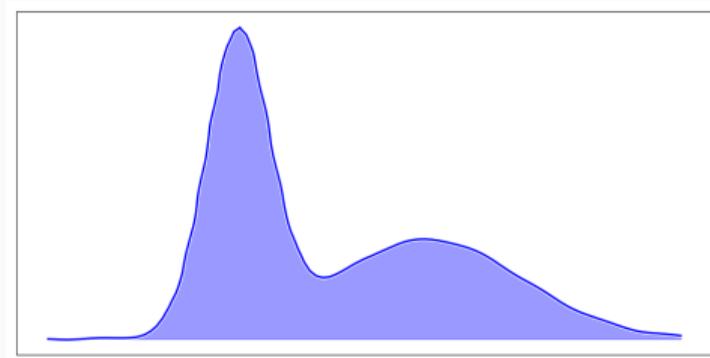




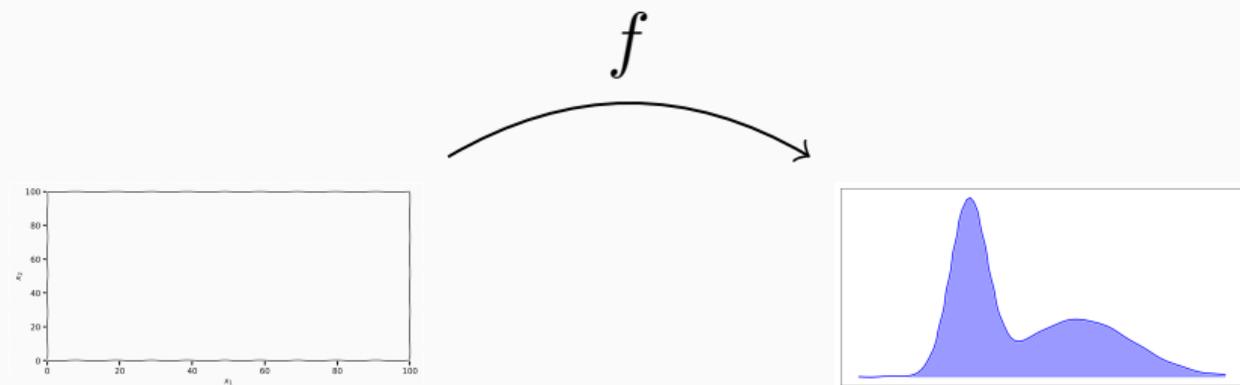
Data is computations that the universe have already done for us
– Prof. Neil D. Lawrence

Linear Regression with Data

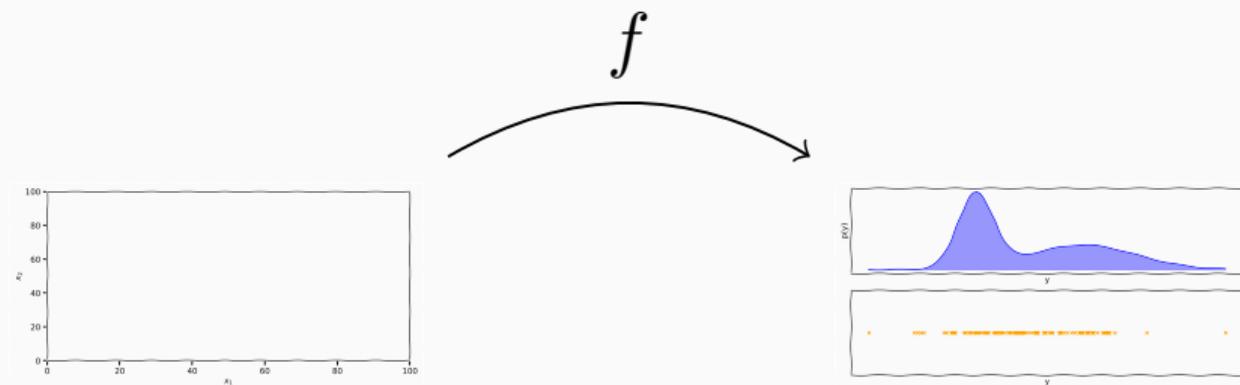




Generative Mapping



Generative Mapping

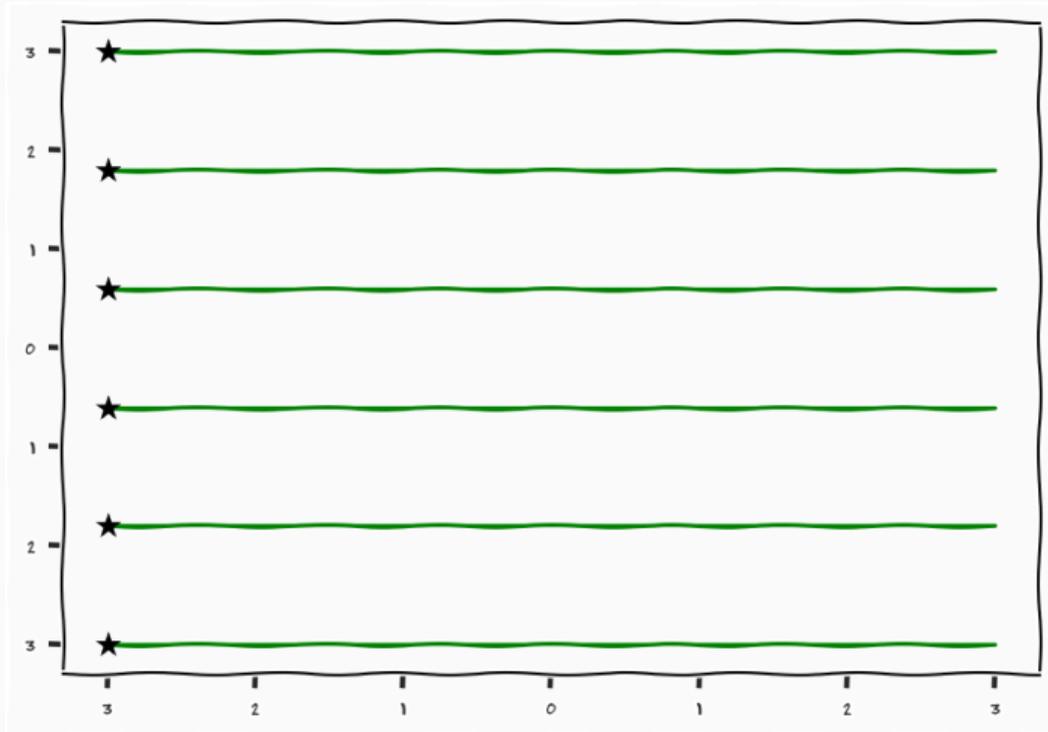


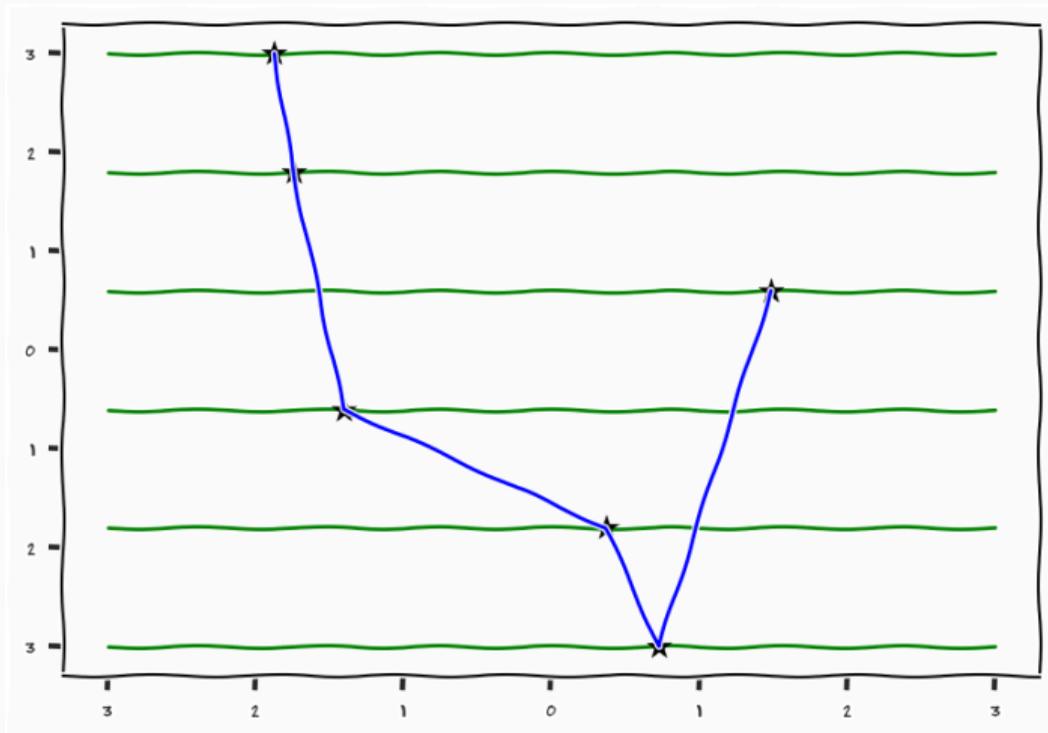
- Where should we introduce uncertainty?

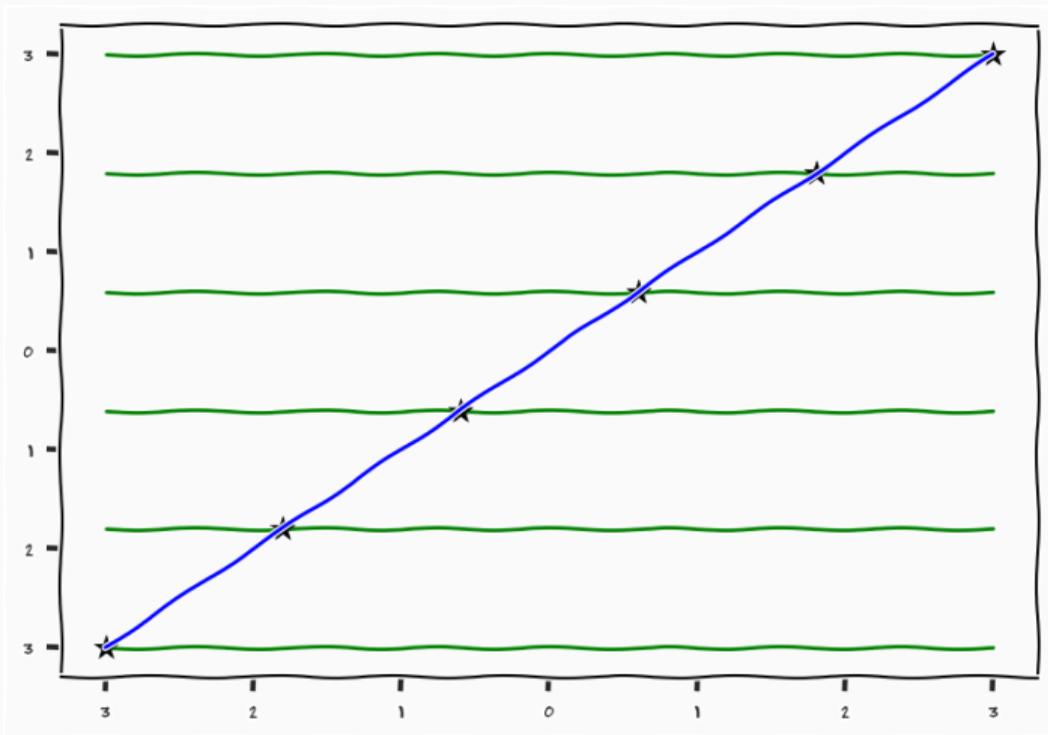
- Where should we introduce uncertainty?
- How should we choose the generative function?

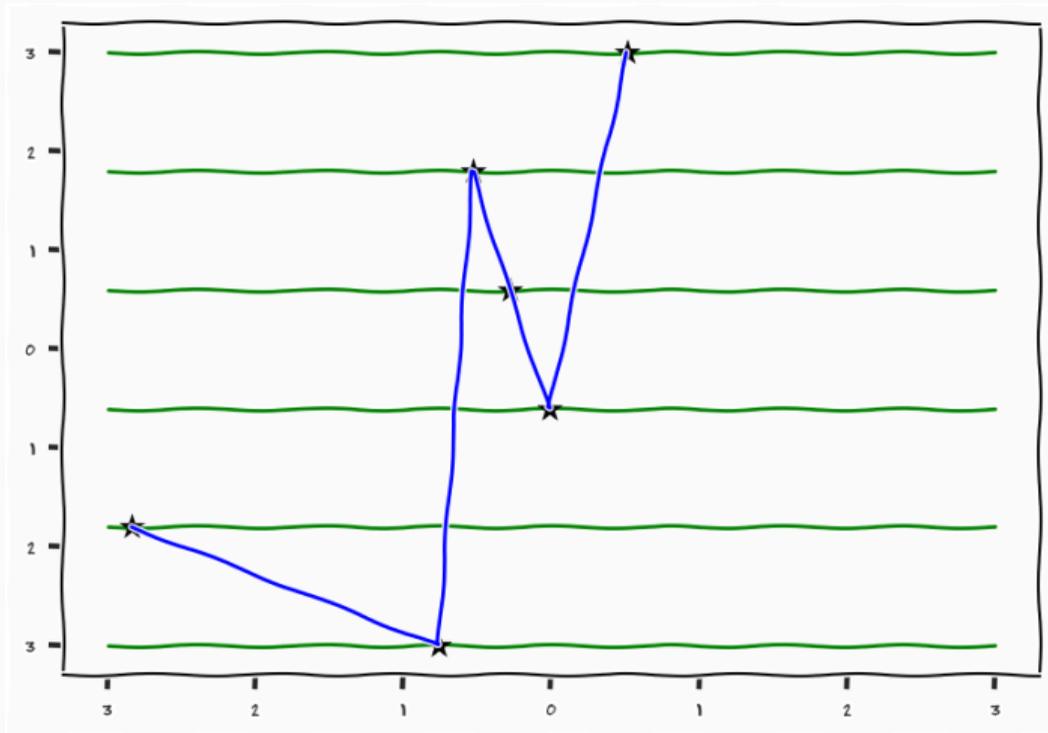
- Where should we introduce uncertainty?
- How should we choose the generative function?
- How should we choose latent representation?

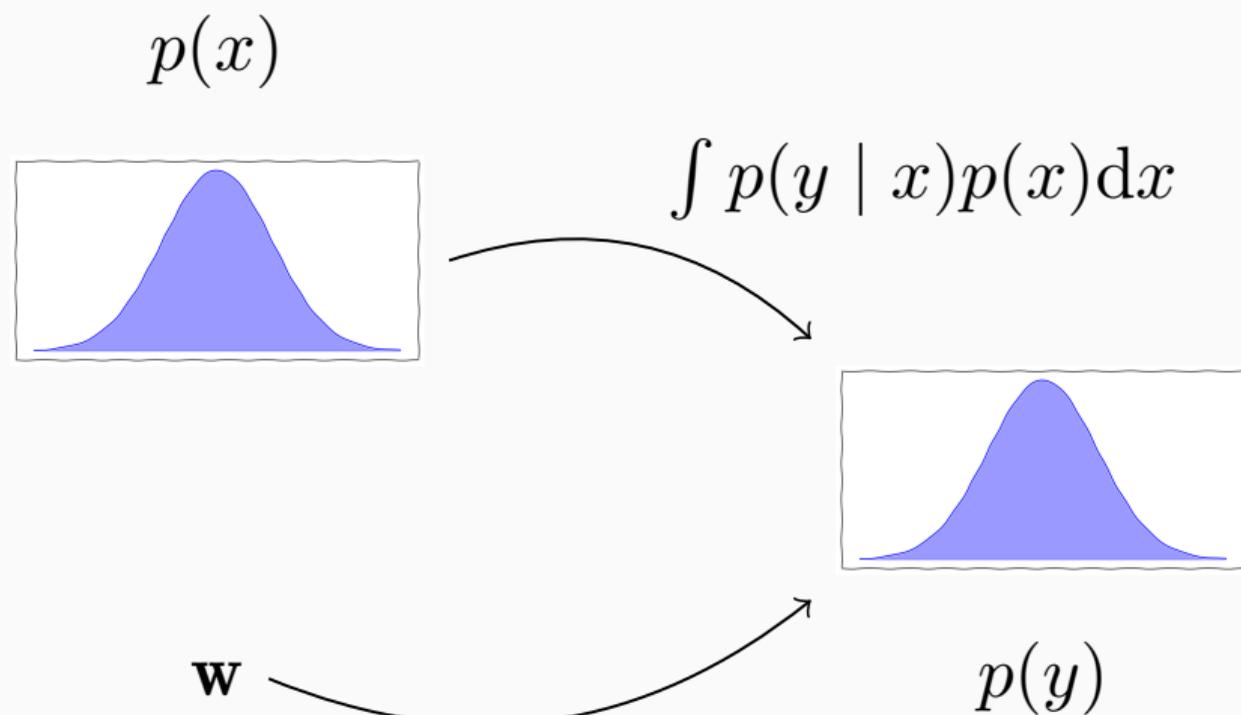
- Where should we introduce uncertainty?
- How should we choose the generative function?
- How should we choose latent representation?
- *How can we constrain the above using data?*

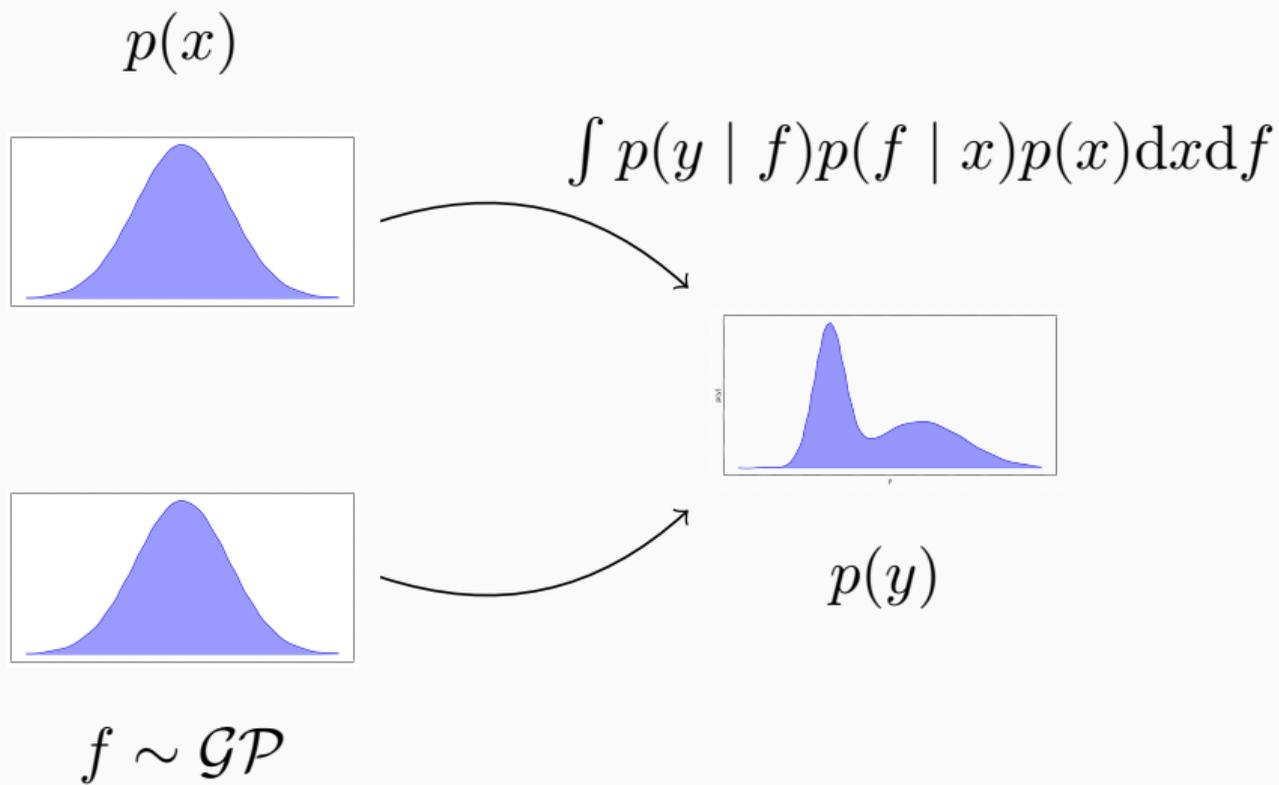




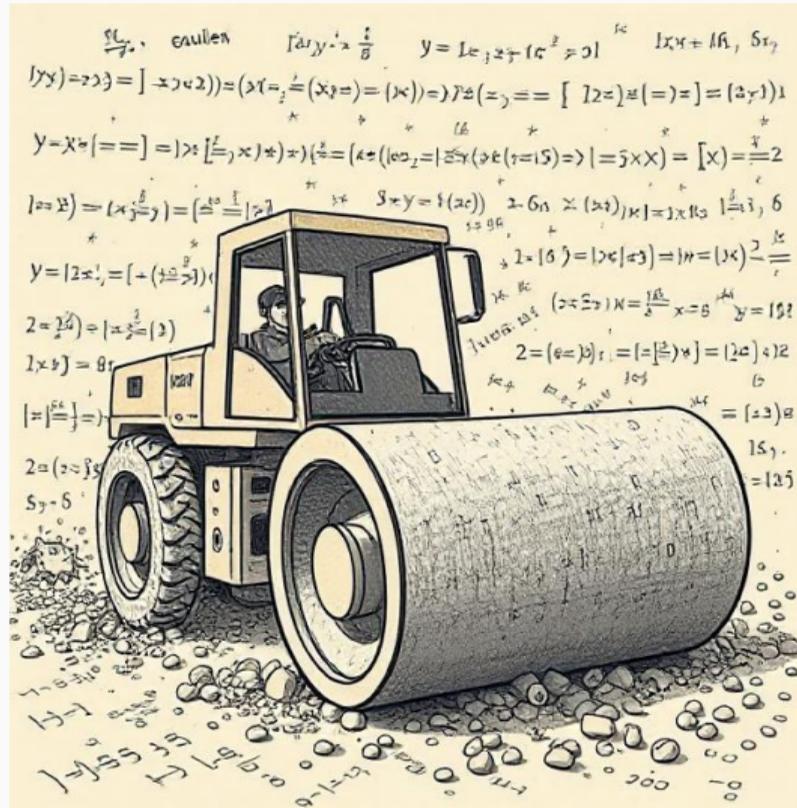


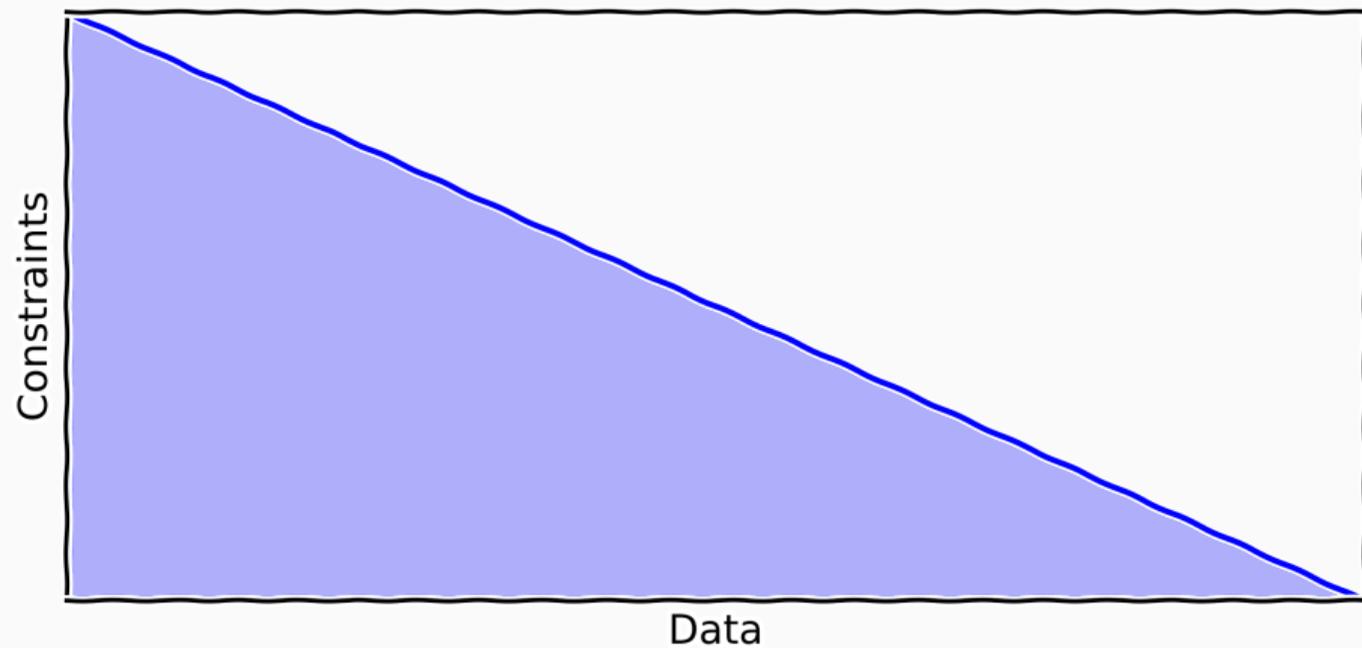








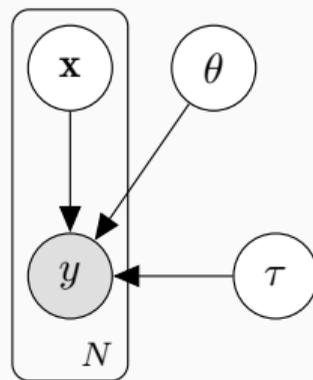




November 26, 2025

Regularisation

Variational Auto-encoders “Auto-Encoding Variational Bayes”



$$p(y) = \int \prod_i^N p(y_i | x_i) p(x_i) dx_i$$

$$\text{KL}(q(x | y) || p(x | y)) = \int q(x | y) \log \frac{q(x | y)}{p(x | y)} dx$$

$$\begin{aligned}\text{KL}(q(x | y) || p(x | y)) &= \int q(x | y) \log \frac{q(x | y)}{p(x | y)} dx \\ &= \int q(x | y) \log \frac{q(x | y)}{\left(\frac{p(y|x)p(x)}{p(y)}\right)} dx\end{aligned}$$

$$\begin{aligned}\text{KL}(q(x | y) || p(x | y)) &= \int q(x | y) \log \frac{q(x | y)}{p(x | y)} dx \\ &= \int q(x | y) \log \frac{q(x | y)}{\left(\frac{p(y|x)p(x)}{p(y)}\right)} dx \\ &= \log p(y) + \int q(x | y) \log \frac{q(x | y)}{p(x)} dx - \int q(x | y) \log p(y | x) dx\end{aligned}$$

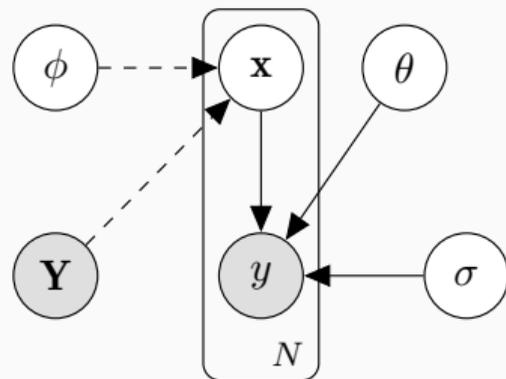
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$$\begin{aligned}\log p(y) &= \int q(x | y) \log p(y | x) dx - \text{KL}(q(x | y) || p(x)) \\ &\quad + \text{KL}(q(x | y) || p(x | y)) \\ &\geq \int q(x | y) \log p(y | x) dx - \text{KL}(q(x | y) || p(x))\end{aligned}$$

VAE Objective

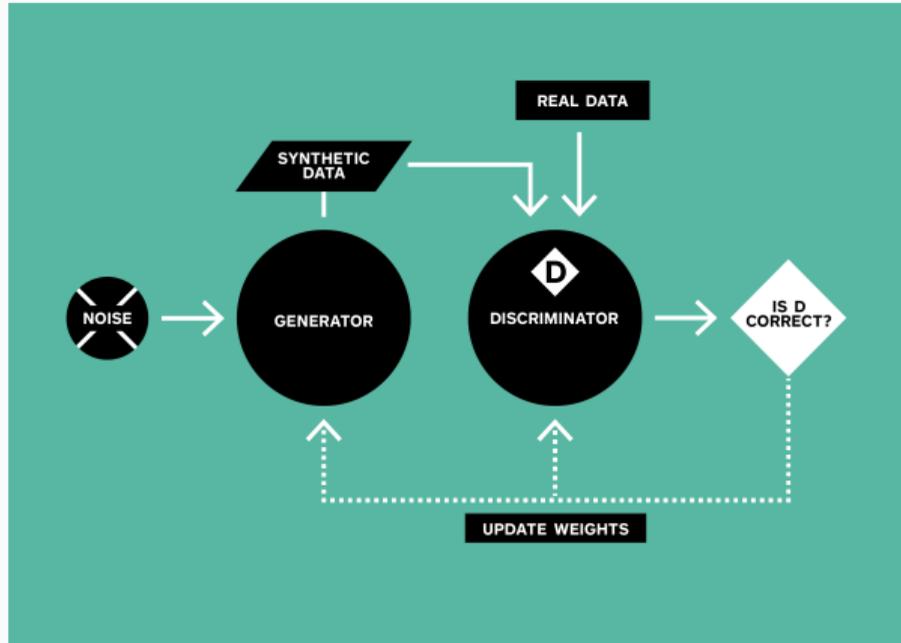
$$\hat{\theta}, \hat{\phi} = \operatorname{argmax}_{\theta, \phi} \mathbb{E}_{q_{\phi}(x|y)} [\log p_{\theta}(y | x)] - \text{KL}(q_{\phi}(x | y) || p(x))$$

Variational Auto-encoders “Auto-Encoding Variational Bayes”

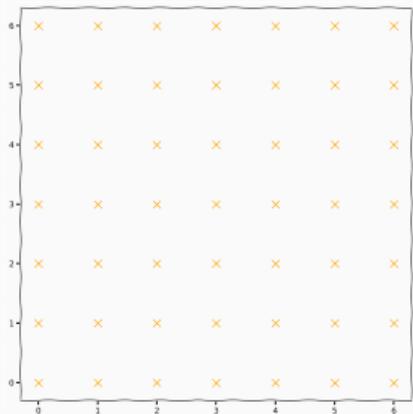


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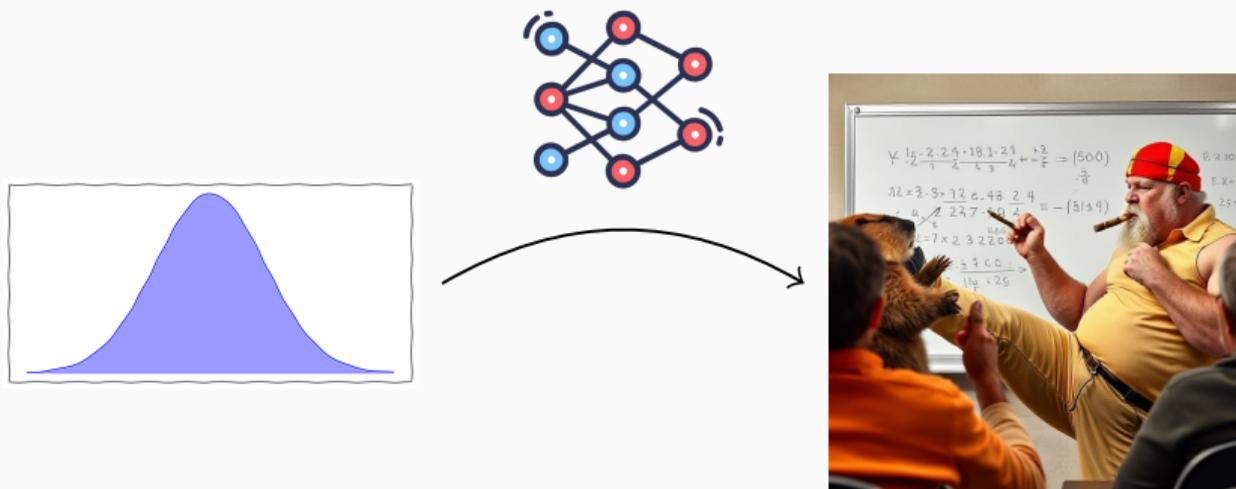
Generative Adversarial Networks “A Possibility for Implementing Curiosity and Boredom in Model-Building Neural Controllers”



All about the function



All about the function



$$\int_a^b f(x)dx = \int_{y(a)}^{y(b)} f(x(y)) \frac{dx}{dy} dy$$

Transformation function $y : \mathcal{X} \rightarrow \mathcal{Y}$

Inverse $x : \mathcal{Y} \rightarrow \mathcal{X}$

$$P(a \leq x < b) = \int_a^b p(x) dx$$

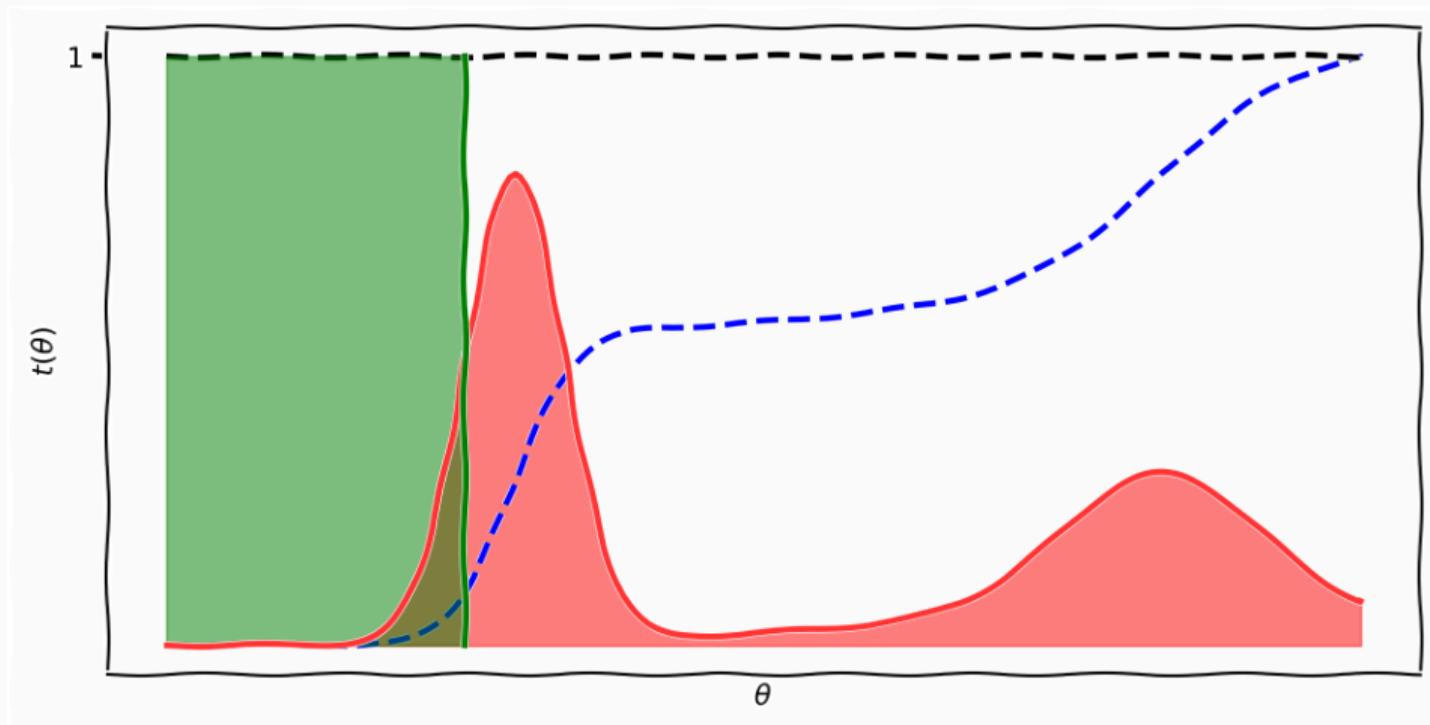
$$P(y(a) \leq y < y(b)) = \int_{y(a)}^{y(b)} p(x(y)) \frac{dx}{dy} dy$$

$$\Rightarrow p(y) = p(x(y)) \frac{dx}{dy}$$

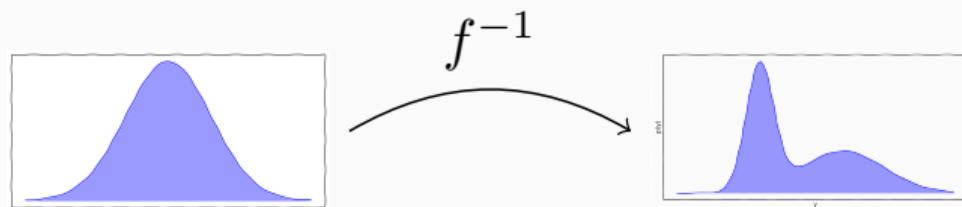
$p(x)$ is a density function

$$p(y) = p(x(y)) \left| \frac{dx}{dy} \right|$$

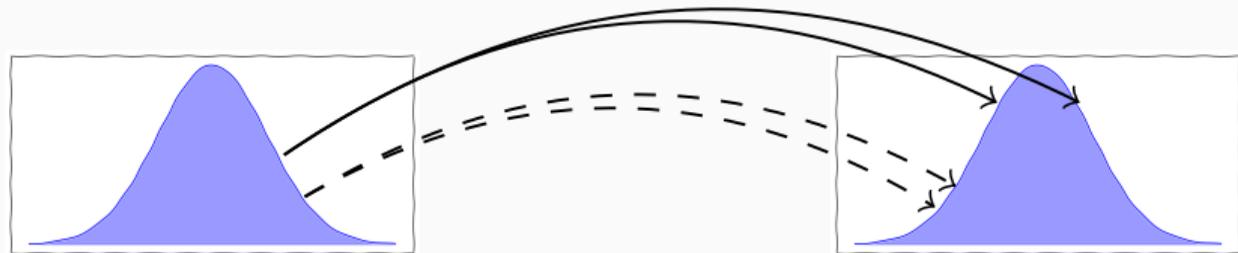
Change of Variable



Normalising Flows “Normalizing Flows: an Introduction and Review of Current Methods”



$$\operatorname{argmax}_{\theta} \log(p(y)) = \log \left(\left| \frac{df_{\theta}}{dy} \right| \right) + \log(p(f_{\theta}(y)))$$





x_T

...

x_t

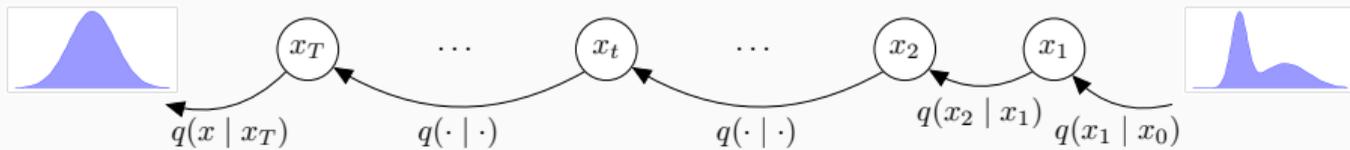
...

x_2

x_1





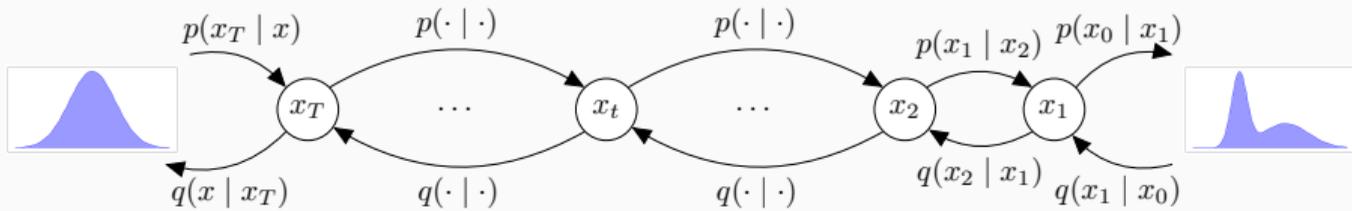




$$\mathcal{N}(\mathbf{x}_T; \boldsymbol{\mu}, \boldsymbol{\Sigma})$$

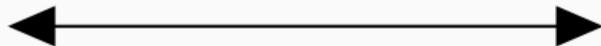


\mathbf{x}_0

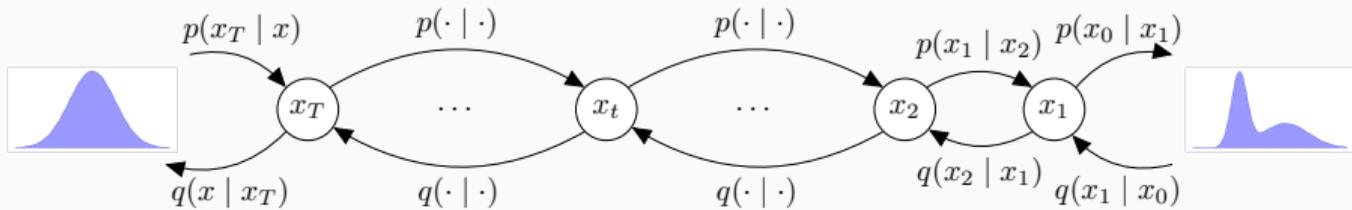




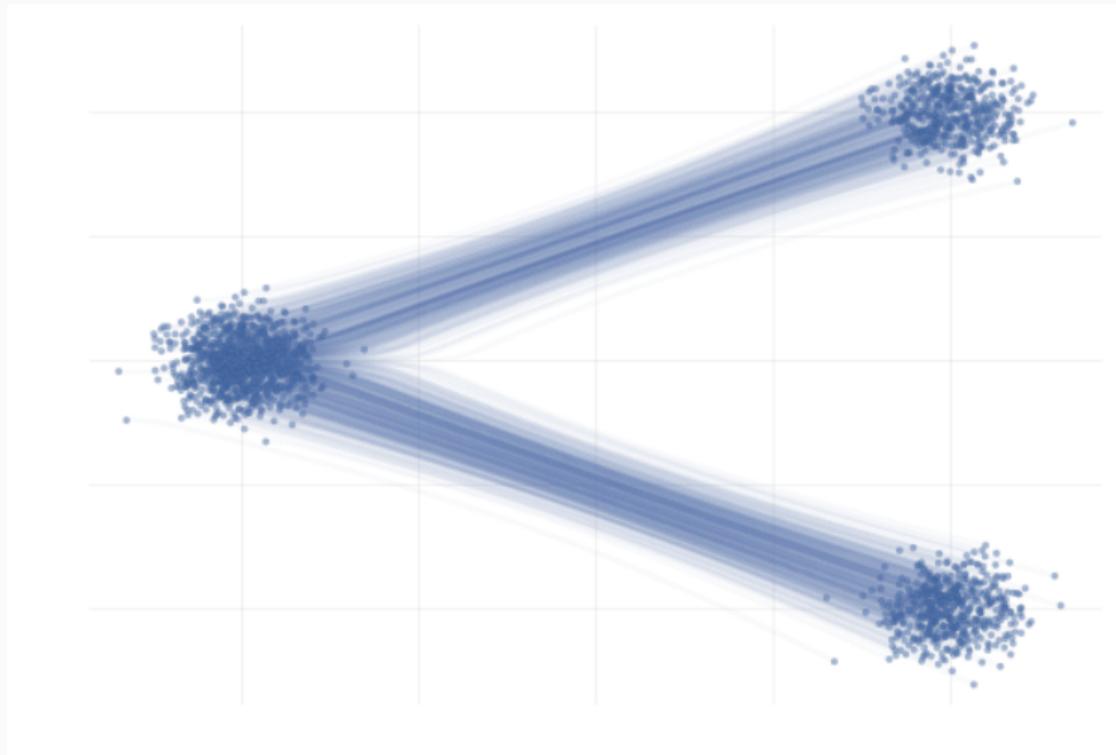
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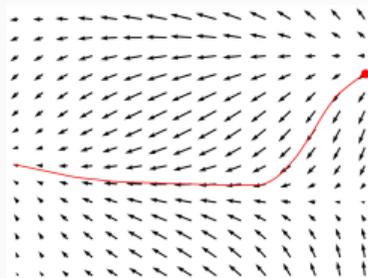


$$p(\mathbf{x}_0 \mid \mathbf{x}_T)$$



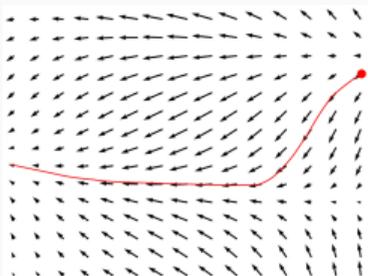
Flow Matching





- Ordinary Differential Equation

$$X : [0, 1] \rightarrow \mathbb{R}^d, \quad t \rightarrow X_t$$

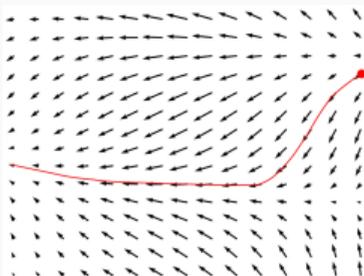


- Ordinary Differential Equation

$$X : [0, 1] \rightarrow \mathbb{R}^d, \quad t \rightarrow X_t$$

- Vector Field (defines ODE)

$$u : \mathbb{R}^d \times [0, 1] \rightarrow \mathbb{R}^d, \quad (x, t) \rightarrow u_t(x)$$



- Ordinary Differential Equation

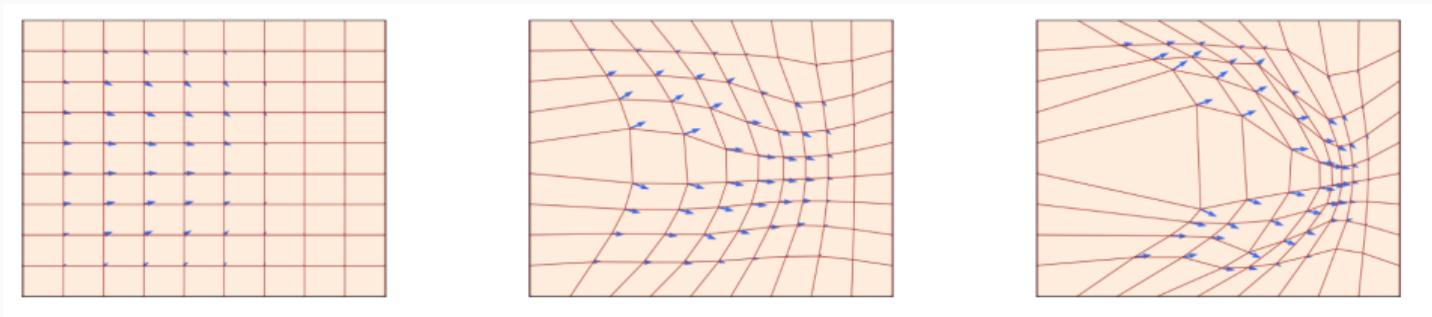
$$X : [0, 1] \rightarrow \mathbb{R}^d, \quad t \rightarrow X_t$$

- Vector Field (defines ODE)

$$u : \mathbb{R}^d \times [0, 1] \rightarrow \mathbb{R}^d, \quad (x, t) \rightarrow u_t(x)$$

- Flow

$$\psi : \mathbb{R}^d \times [0, 1] \rightarrow \mathbb{R}^d$$
$$\frac{d}{dt}\psi_t(x_0) = u_t(\psi(x_0))$$



Existence

If u is continuously differentiable with a bounded derivative, then the ODE in has a unique solution given by a flow ψ_t . In this case the flow is a *diffeomorphism* for all t .

- Normalising flows - Density transformation

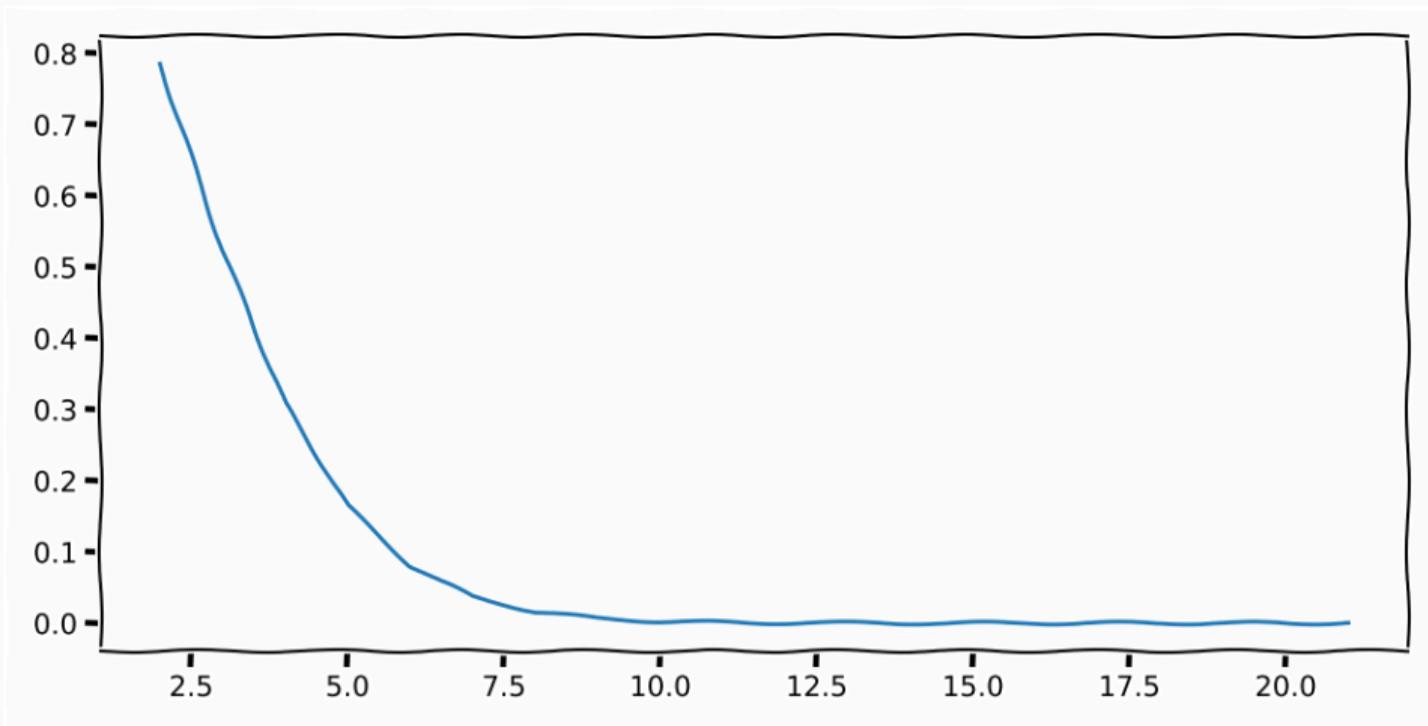
- Normalising flows - Density transformation
- Diffusion Models - Stochastic Differential Equation

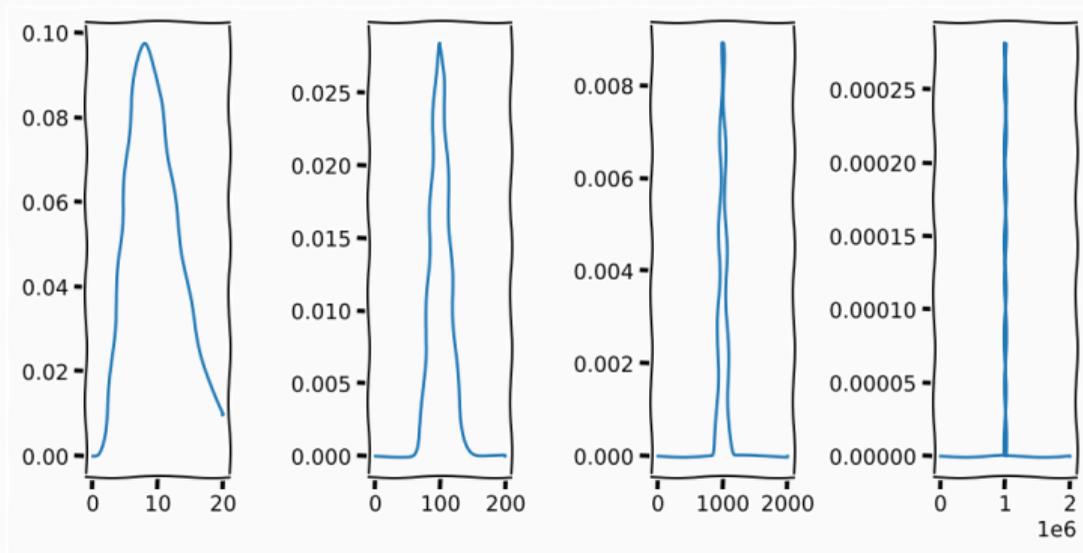
- Normalising flows - Density transformation
- Diffusion Models - Stochastic Differential Equation
- Flow Matching - Ordinary Differential Equation

Diffusion Models as Simulators



Hypercube vs Hypersphere

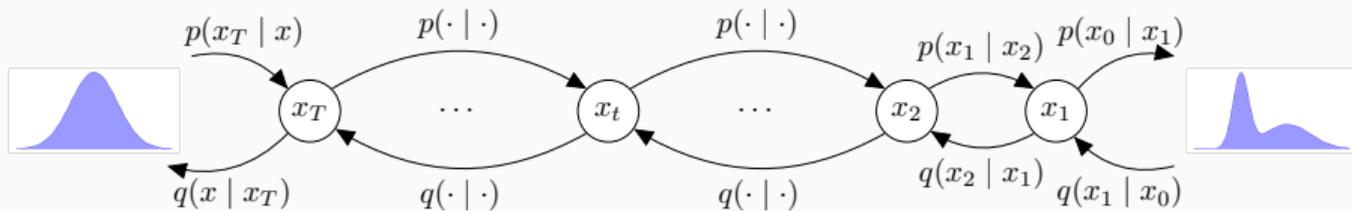




Theorem (Gaussian Annullus)

$$\|\mathcal{N}(\mathbf{0}, \mathbf{I}_{d \times d})\|^2 \sim \chi_d^2$$

Diffusion Model



- Excellent parametrisation of support of complex distributions

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- They are very high-dimensional

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- They are not density models but based on samples

- Excellent parametrisation of support of complex distributions
- They are very high-dimensional
- They are not density models but based on samples
- Challenging to control support of generation

- Parametrisation the support of the model

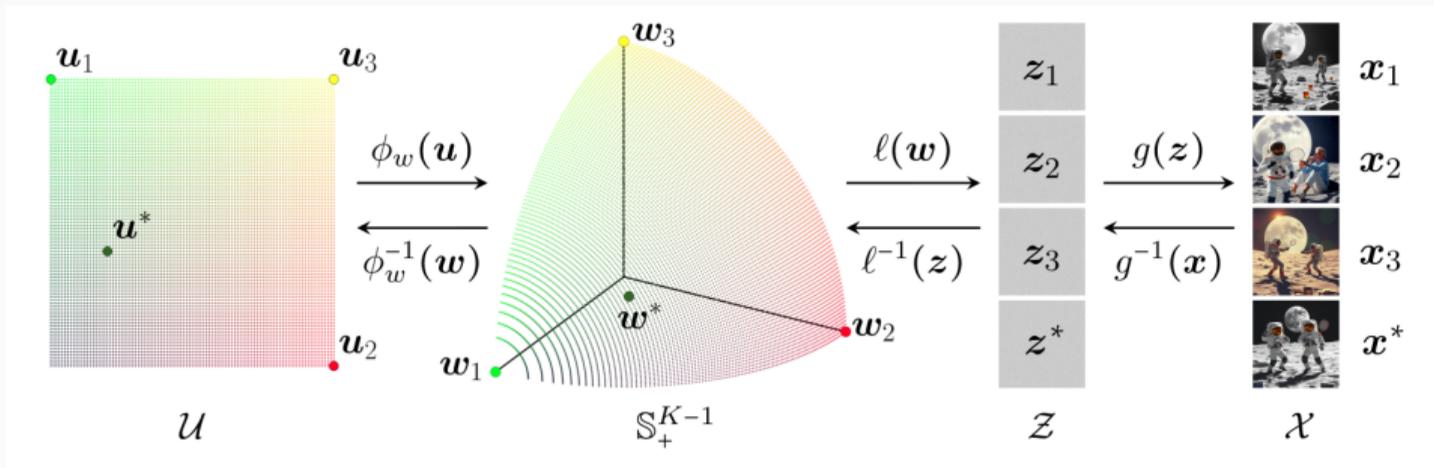
- Parametrisation the support of the model
- Low dimensional subspace representation that allows for emulation

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- Non-parametric subspace

- Parametrisation the support of the model
- Low dimensional subspace representation that allows for emulation
- Non-parametric subspace
- Bijective relationship between representation and model

Erik Bodin et al. (2024). “**Linear Combinations of Gaussian Latents in Generative Models: Interpolation and Beyond**”. In: *Proceedings of the Thirteenth International Conference on Learning Representations (ICLR)*

Samuel Willis et al. (2025). “**Define Latent Spaces By Example: Optimisation Over the Outputs of Generative Models**”. In: *CoRR*



$$\tilde{\mathbf{x}} = \sum_{k=1}^K w_k \mathbf{x}_k = \mathbf{w}^T \mathbf{X}$$

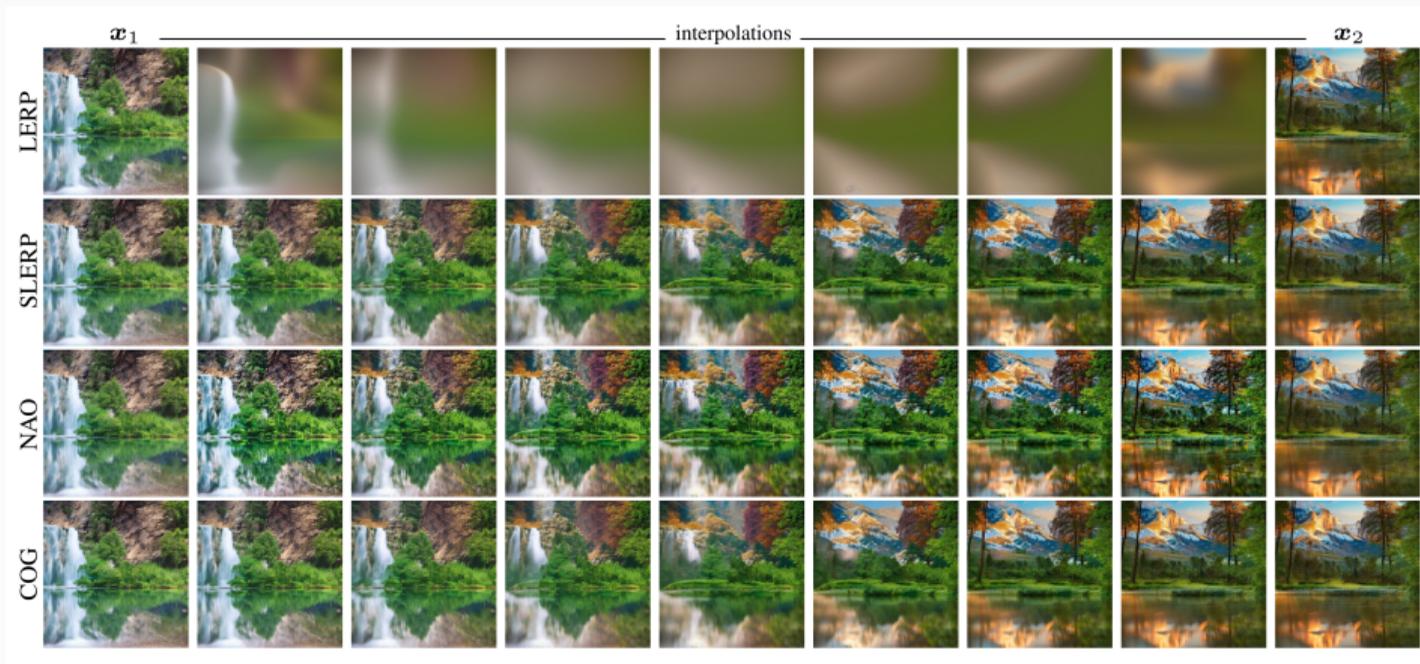
$$\tilde{\mathbf{x}} = \sum_{k=1}^K w_k \mathbf{x}_k = \mathbf{w}^T \mathbf{X}$$
$$\tilde{\mathbf{x}} \sim \mathcal{N} \left(\sum_{k=1}^K w_k \boldsymbol{\mu}, \mathbf{w}^T \mathbf{w} \boldsymbol{\Sigma} \right)$$

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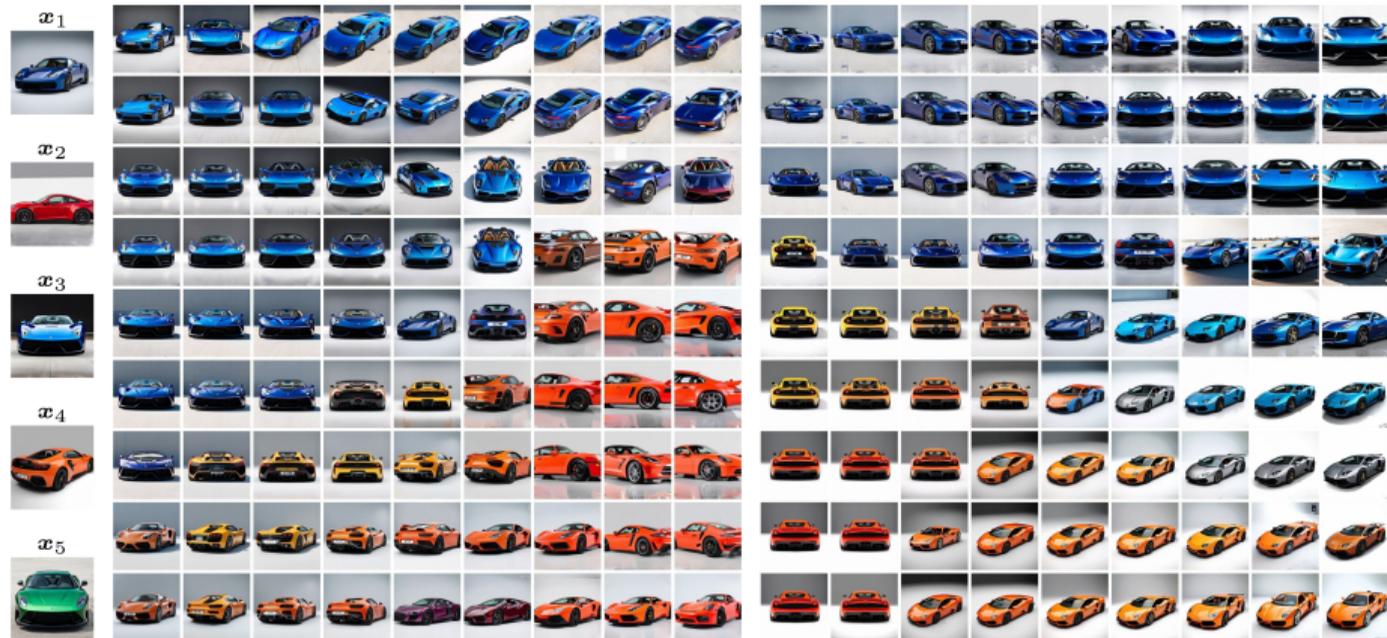
$$\tilde{\mathbf{x}} \sim \mathcal{N} \left(\sum_{k=1}^K w_k \boldsymbol{\mu}, \mathbf{w}^T \mathbf{w} \boldsymbol{\Sigma} \right)$$

$$\mathbf{z} = \mathcal{T}(\mathbf{w}^T \mathbf{X}) = \left(1 - \frac{\sum_{k=1}^K w_k}{\sqrt{\mathbf{w}^T \mathbf{w}}} \right) \boldsymbol{\mu} + \frac{\mathbf{w}^T \mathbf{X}}{\mathbf{w}^T \mathbf{w}}$$

Interpolation



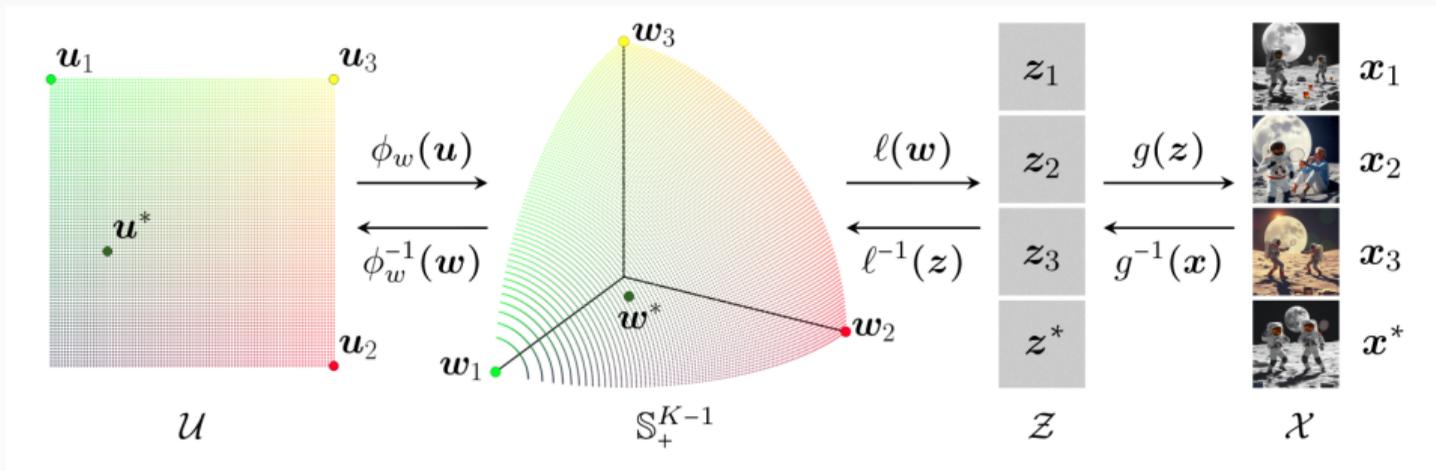
Subspace

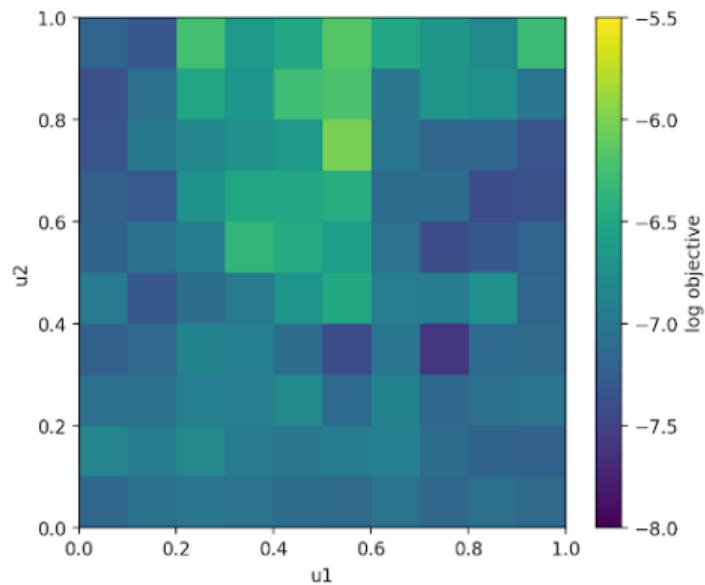
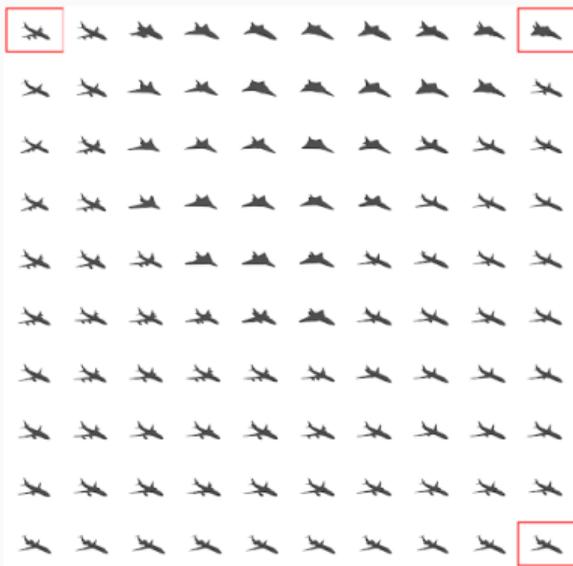


- P1 Validity** All locations (in the surrogate space) must be supported by the generative model.
- P2 Uniqueness** All locations must encode unique objects given the seeds.
- P3 Stationarity** The relationship between objects' similarity as a function of their Euclidean distance in the surrogate space should be approximately maintained for any pair of objects throughout the space



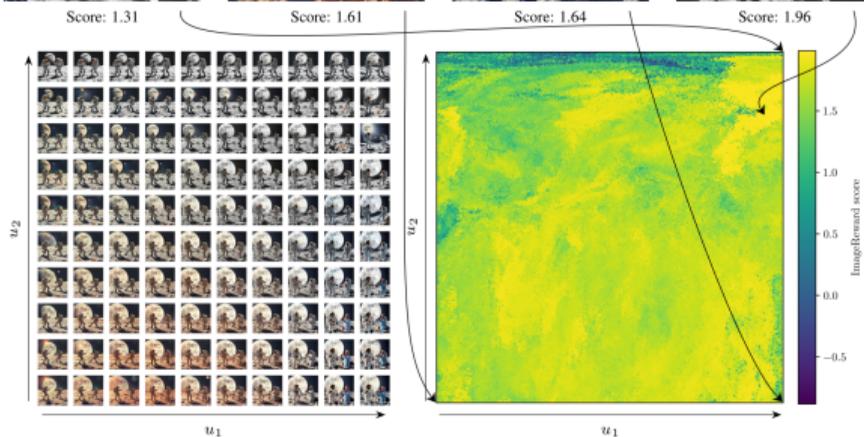
$$\phi : \mathcal{U} \rightarrow \mathcal{Z}$$





"A photo of two astronauts on the moon playing badminton while drinking tea"

Seeds defining \mathcal{U}^2





Generation: "A vehicle"



Target: "A matte black, dull hovercraft vehicle through vineyards"



Example 1: "A matte black, dull pedal boat on a wooden pier"

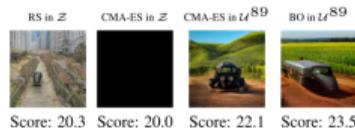
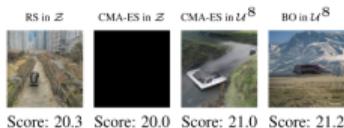
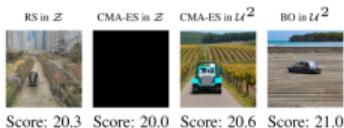
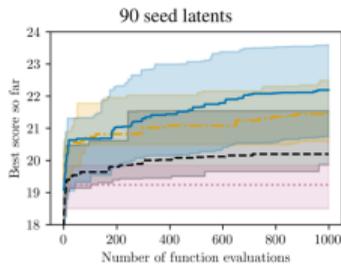
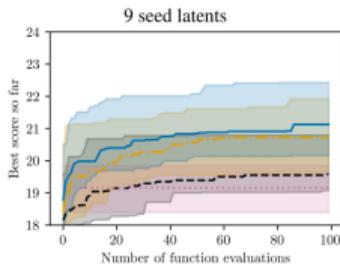
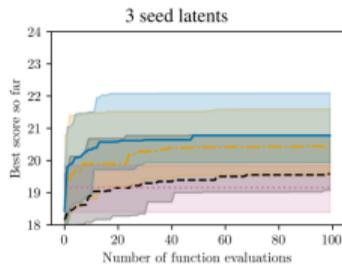


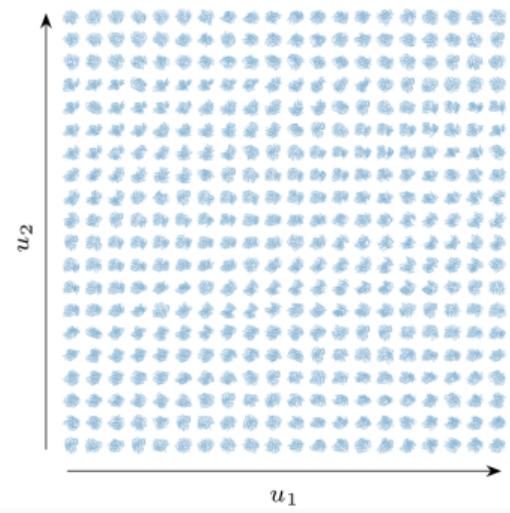
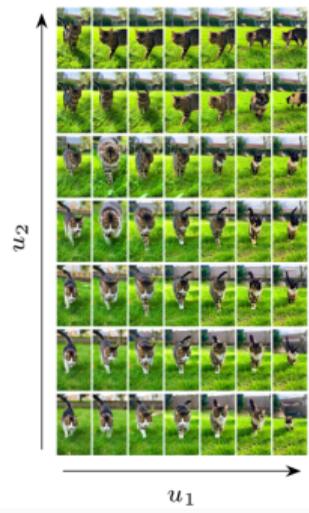
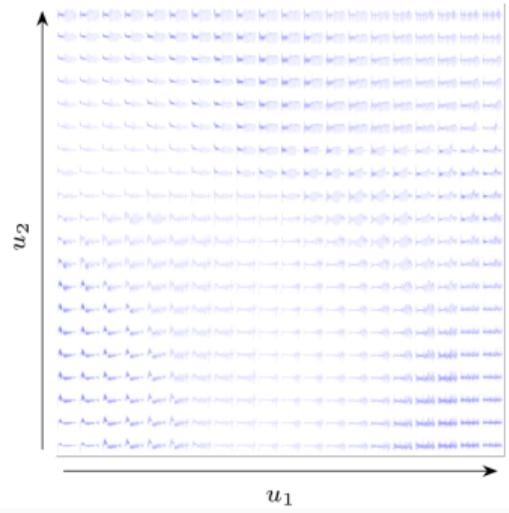
Example 2: "A purple, glossy hovercraft vehicle on a wooden boardwalk"

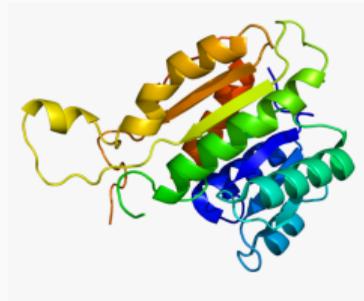
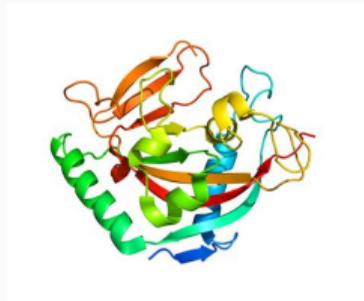
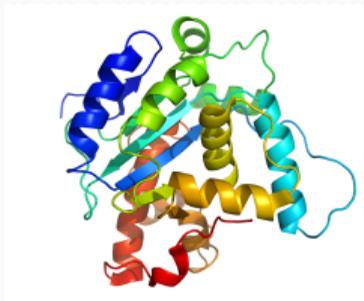


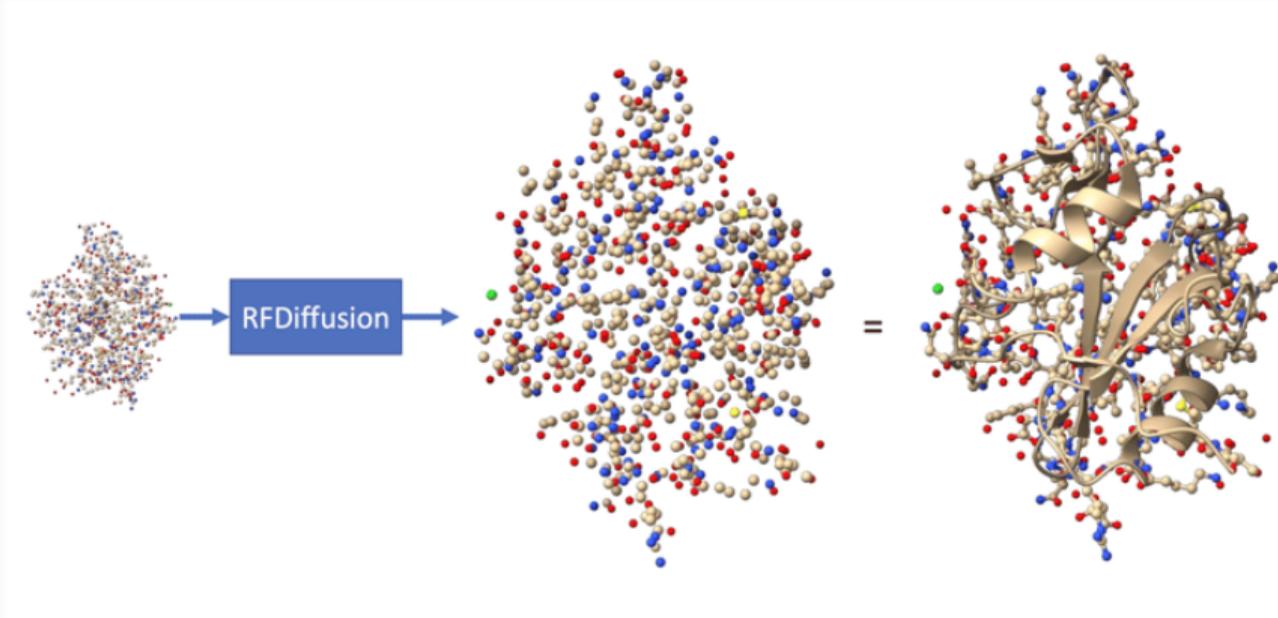
Example 3: "A teal, glossy tow truck through vineyards"

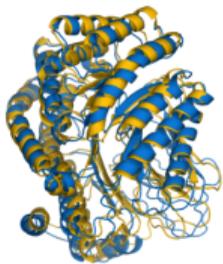
--- Random search (RS) in \mathcal{Z} CMA-ES in \mathcal{Z} -.-.- CMA-ES in \mathcal{U} — Bayesian optimisation (BO) in \mathcal{U}



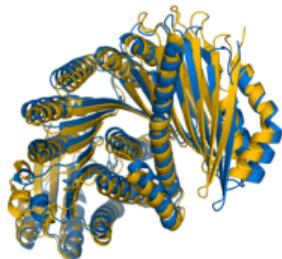




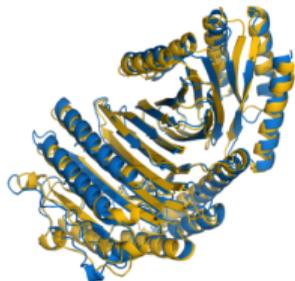




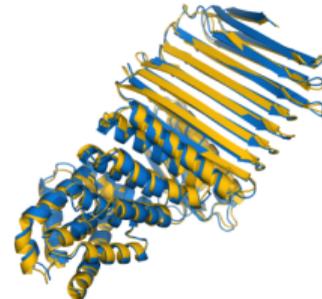
5.00 RMSE



2.54 RMSE

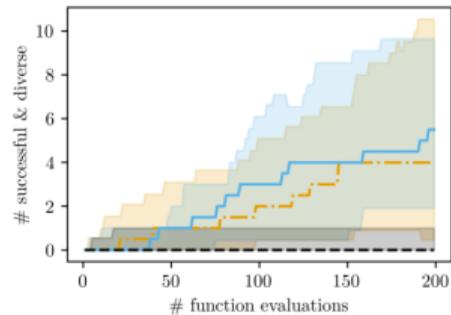
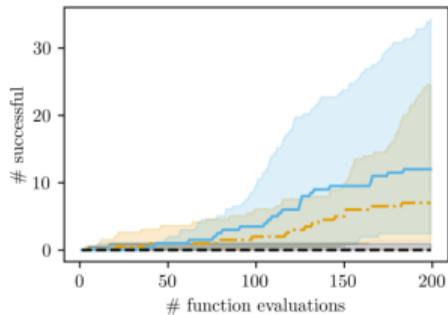
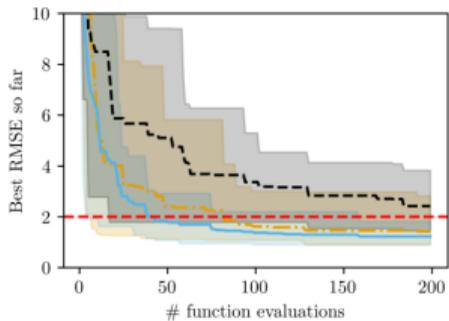


1.83 RMSE

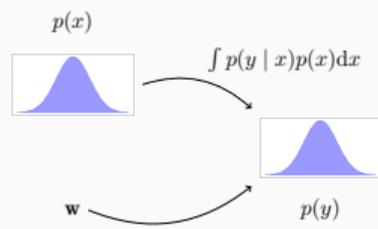


1.10 RMSE

— CMA-ES in \mathcal{U} with random latents
 — CMA-ES in \mathcal{U} with filtered latents
 - - - Random search in \mathcal{Z}
 ⋯ Threshold



Trade-off



Summary

- a very high-level **narrative** of recent development

- a very high-level **narrative** of recent development
- neural network infrastructure work as black-boxes

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- constraints/bias comes from algorithms and data

- a very high-level **narrative** of recent development
- neural network infrastructure work as black-boxes
- constraints/bias comes from algorithms and data
- Lots of interesting work in connection with the recent developments and material in this course

eof

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