## Glass dynamics and Signal reconstruction in rough landscapes

## INFN

SAPIENZA
Universitì di Roma

Baity-Jesi, Sagun, Geiger, Spiegler, Ben Arous, Cammarota, LeCun, Wyart, Biroli PMLR 2018 Ros, Ben Arous, Biroli, Cammarota PRX 2019

(1)


FUTURE AI RESEARCH

## Glasses and aging dynamics

amorphous solids, or stuck liquids

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H=\sum_{i<j} V\left(r_{i j}\right) ; \quad r_{i j}=\left|\mathbf{r}_{i}-\mathbf{r}_{j}\right|
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Sciortino 2005

## A mean field model of glass transition

p-spin model ( $\mathrm{p}>2$ )

$$
H=-\sum J_{i_{1} \ldots i_{p}} s_{i_{1}} \ldots s_{i_{p}}
$$

$$
\left(i_{1}, \ldots, i_{p}\right) \quad \text { Derrida 1980, Crisanti, Sommers } 1992
$$

New dynamical properties, i.e. aging Cugliandolo, Kurchan 1993



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Energy

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Spectrum of the Hessian


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Spectrum of the Hessian


## Machine Learning

Dynamical experiments to infer the landscape

## Machine Learning

Estimation of a function able to classify images


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## Machine Learning os glass quenches

distance between output and correct answer, i.e.

$$
\ell\left(\{w\} ; \mathbf{X}^{\alpha}, Y^{\alpha}\right)=\left(Y^{\alpha}-f\left(\{w\} ; \mathbf{X}^{\alpha}\right)\right)^{2}
$$

Loss function

$$
\mathcal{L}\{w\}=\frac{1}{M} \sum_{\alpha}^{M} \ell\left(\{w\} ; \mathbf{X}^{\alpha}, Y^{\alpha}\right)
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Learning (training): minimise the Loss function from random initial condition
Stochastic Gradient Descent $\quad \mathbf{w}(t+\Delta t)=\mathbf{w}(t)-\eta \nabla_{w} \sum_{\alpha}^{B} \ell\left(\{w\} ; \mathbf{X}^{\alpha}, Y^{\alpha}\right)$

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Quenches : rapid coolings from high temperature, i.e. almost random initial configuration

Relaxation dynamics $\quad \dot{r}_{\alpha, i}(t)=-\nabla_{\alpha, i} H+\eta_{\alpha, i}(t)$


How is learning dynamics? How the loss landscape?

## Learning as interrupted Aging and Diffusion

Baity-Jesi, Sagun, Geiger, Spiegler, Ben Arous, Cammarota, LeCun, Wyart, Biroli PMLR 2018

Toy model: 1 hidden layer, ReLU, sigmoid in output, MSE as a loss Fully connected: 3 hidden layers, ReLU, log likelihood Small Net: 2 hidden convolutional layers,

2 fully connected ReLU, log likelihood
ResNet18: 18 hidden convolutional layers
MNIST, CFAR-10, CFAR-100


Mean Square displacement


(c) Small Net on CIFAR-10, $B=100, \alpha=0.01$.

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Flat bottom of the Loss landscape!
Dr. Chiara Cammarota

## Aging is restored for under-parametrised NN!

Toy model: 1 hidden layer (MUCH SMALLER), ReLU, sigmoid in output, MSE as a loss

(a) Loss of the under-parametrized model.

(b) Mean square displacement of the under-parametrized model.

## Much more on Machine Learning

Three intertwined elements in machine learning:
training algorithm
data structure
network structure


How SGD works in state of the art machine learning? (path)
Many people (Franz Goldt Saad Saxe Urbani etc)

How generalisation is achieved? (outcome)
Many people (Biroli Montanari Zecchina etc)

How all this can be improved?
Milder overparametrization
Optimised algorithm (mostly SGD)
Improved use of the data

## Inference

From landscape structure to algorithmic predictions..and optimisation

## An example of signal reconstruction

MATRIX PCA, TENSOR PCA, MIXED MODELS



## An example of signal reconstruction

## MATRIX PCA, TENSOR PCA, MIXED MODELS

Estimation of rank-one k-tensor from a noisy channel(s)
Observation Corrupting noise Signal

$$
T_{i_{1}, \ldots, i_{k}}=W_{i_{1}, \ldots, i_{k}}+v_{i_{1}} \ldots v_{i_{k}}
$$

Maximum likelihood estimator: minimum squared distance

$$
H_{k}=-\sum_{\left(i_{1}, \ldots, i_{k}\right)}\left(T_{i_{1}, \ldots, i_{k}}-x_{i_{1}} \ldots x_{i_{k}}\right)^{2} \propto-\sum_{\left(i_{1}, \ldots, i_{k}\right)} J_{i_{1}, \ldots, i_{k}} x_{i_{1}} \ldots x_{i_{k}}-r N\left(\sum_{i} \frac{x_{i} v_{i}}{N}\right)^{k}+\mathrm{const}
$$

with $J_{i_{1}, \ldots, i_{k}} \propto W_{i_{1}, \ldots, i_{k}}$ and $r$ signal to noise ratio
..also MIXED matrix / tensor models

## Landscape hints of signal reconstruction

$$
\dot{\mathbf{x}}=-\nabla_{\mathbf{x}} \mathcal{L}(\mathbf{x}(t))+\mu(t) \mathbf{x}(t)
$$

Minimisation via gradient flow on the sphere from random initial condition, where likelihood / cost landscape is rough


Landscape matter: gradient, Hessian

## Tensor PCA: the full landscape structure

Kac-Rice formula to enumerate stationary points (at any risk/likelyhood level and latitude)

$$
\mathcal{N}_{N}(E, \bar{q} ; r)=\int \prod_{i} d x_{i} \delta\left(\nabla_{x} H_{r}\right)\left|\operatorname{det} \nabla^{2} H\right| \delta(H-E) \delta\left(\sum_{i} v_{i} x_{i}-N \bar{q}\right)
$$

Beyond annealed computation: Replicated Kac-Rice
Subag 2015

$$
\left\langle\log \mathcal{N}_{N}(E, \bar{q} ; r)\right\rangle=\lim _{n \rightarrow 0} \frac{\left\langle\mathcal{N}(E, \bar{q} ; r)^{n}\right\rangle-1}{n}
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$>$ Structure of stationary points
$>$ Distribution of Hessians eigenvalues

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## Matrix-Tensor PCA: how gradient flow escapes minima

Sarao, Biroli, Cammarota, Krzakala, Zdeborova Spotlight at NIPS 2019


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## When less is better: AMP vs Langevin

Sarao, Biroli, Cammarota, Krzakala, Urbani, Zdeborova PRX 2020

$$
\begin{array}{ll}
T_{i, j}=W_{i, j}+v_{i} v_{j} & \left\langle W_{i, j}^{2}\right\rangle=\Delta_{W} \\
S_{k, l, m}=Z_{k, l, m}+v_{k} v_{l} v_{m} & \left\langle Z_{k, l, m}^{2}\right\rangle=\Delta_{Z}
\end{array}
$$

$$
{ }_{2.0}^{2.5} \quad \ddots \quad \ddots_{0} \quad H=-\sum_{\left(i_{1}, \ldots, i_{p}\right)} J_{i_{1}, \ldots, i_{p}} x_{i_{1}} \ldots x_{i_{p}}-r N\left(\sum_{i} \frac{x_{i} v_{i}}{N}\right)^{k}
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$$
H_{\mathrm{tot}}=H_{p=2, k=2}+H_{p=3, k=3}
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AMP much better than Langevin!



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Given problem / algorithm used, landscape info can help to chose the best strategy

## Troning the landscape

$$
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$$

IT $\quad \lambda_{I T} \sim O(1)$
AMP, GD $\quad \lambda_{A L} \sim N^{\frac{k-2}{2}}$
Tensor Unfolding, SOS $\lambda_{A L} \sim N^{\frac{k-2}{4}}$
Idea: sample the landscape on $R$ points



$$
-\frac{x_{C M}(t+1)-x_{C M}(t)}{\eta}=\frac{1}{R} \sum_{a=1}^{R} \mathbf{g}_{a}=\frac{1}{R} \sum_{a=1}^{R}\left(r \mathbf{g}_{\mathbf{s}}+\mathbf{g}_{\mathbf{n}_{a}}\right)=r \mathbf{g}_{\mathbf{s}}+\mathbf{g}_{\mathbf{n}_{R}} \quad{ }^{\mathrm{r}} \quad \mathbf{g}_{\mathbf{n}_{R}} \sim \frac{\mathbf{g}_{\mathbf{n}_{a}}}{\sqrt{R}}
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## Ironing the landscape

$$
H=-\sum_{\left(i_{1}, \ldots, i_{k}\right)} J_{i_{1}, \ldots, i_{k}} x_{i_{1}} \ldots x_{i_{k}}-r N\left(\sum_{i} \frac{x_{i} v_{i}}{N}\right)^{k}
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Idea: sample the landscape on R points

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Averaged landscape descent: $\quad \lambda_{A L} \sim N^{\frac{k-2}{4}} \quad$ as good as it can get!

## Learning dynamics in rough landscapes

Learning as rough loss/risk/ cost landscapes exploration



Machine Learning as interrupted aging (slowed down by glassy landscape) and diffusion

Tensor PCA: detailed information on landscape structure and accurate prediction of algorithmic transition

Tensor PCA: two strategies (one is very general!) to optimise GD


To which extent are these concepts general (e.g. phase retrieval) and / or applicable to ML? Can we reduce overparametrization, dataset's size, propose more efficient versions of SGD?

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Thank you!


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$\square$

Dynamics, data structure...and Hopfield
Consider the Hopfield model $\quad H=-\sum_{(i, j)}^{N} J_{i j} s_{i} s_{j} \quad J_{i j}=\frac{1}{N} \sum_{\alpha}^{P} \xi_{i}^{\alpha} \xi_{j}^{\alpha}$


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Add correlation

$$
\xi_{i}^{\alpha}=\operatorname{sign}\left(\sum_{\mathrm{k}}^{\mathrm{D}} \mathrm{c}_{\mathrm{k}}^{(i, j)} \mathrm{f}_{\mathrm{i}}^{\mathrm{k}}\right)
$$

$$
\alpha_{P}=P / N
$$



## Dynamics, data structure... and Hopfield

Negri Lauditi Perugini Lucibello Malatesta arXiv:2303.16880 (2023)
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