

Glass dynamics and Signal reconstruction in rough landscapes

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Baity-Jesi, Sagun, Geiger, Spiegler, Ben Arous, Cammarota, LeCun, Wyart, Biroli PMLR 2018 Ros, Ben Arous, Biroli, Cammarota PRX 2019 Sarao, Biroli, Cammarota, Krzakala, Urbani, Zdeborova PRX 2020 Sarao, Biroli, Cammarota, Krzakala, Zdeborova Spotlight at NeurIPS 2019 Biroli, Cammarota, Ricci-Tersenghi J. Phys. A: Math. and Theor. 2020 Sarao, Biroli, Cammarota, Krzakala, Urbani, Zdeborova NeurIPS 2020 Biroli, Cammarota, Ricci-Tersenghi in preparation

PROGETTI DI RICERCA DI RILEVANTE INTERESSE NAZIONALE

FUTURE AI RESEARCH

A workshop on disorder **DISORDERED SYSTEMS DAYS AT KING'S** To celebrate Reimer Kühn **COLLEGE LONDON**

Glasses and aging dynamics

amorphous solids, or stuck liquids

$$H = \sum_{i < j} V(r_{ij}) ; \qquad r_{ij} = |\mathbf{r}_i - \mathbf{r}_j|$$



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

New dynamical properties, i.e. aging





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Dynamical experiments to infer the landscape

Estimation of a function able to classify images



Estimation of a function able to classify images



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Machine Learning vs glass quenches

distance between output and correct answer, i.e.

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

notion
$$\mathcal{L}\{w\} = \frac{1}{M} \sum_{\alpha}^{M} \ell(\{w\}; \mathbf{X}^{\alpha}, Y^{\alpha})$$



Loss function

Machine Learning vs glass quenches



Machine Learning vs glass quenches

distance between output and correct answer, i.e.

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

$$\mathcal{L}\{w\} = \frac{1}{M} \sum_{\alpha}^{M} \ell(\{w\}; \mathbf{X}^{\alpha}, Y^{\alpha})$$
Learning (training): minimise the Loss function from random initial condition
Stochastic Gradient Descent

$$\mathbf{w}(t + \Delta t) = \mathbf{w}(t) - \eta \nabla_{w} \sum_{\alpha}^{B} \ell(\{w\}; \mathbf{X}^{\alpha}, Y^{\alpha})$$
Quenches : rapid coolings from high temperature,
i.e. almost random initial configuration

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

How is learning dynamics? How the loss landscape?

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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



Slow decay of Loss function

Mean Square displacement



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Slow decay of Loss function

Mean Square displacement



Aging is restored for under-parametrised NN! Baity-Jesi, Sagun, Geiger, Spiegler, Ben Arous, Cammarota, LeCun, Wyart, Biroli PMLR 2018

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



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

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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 $T_{i_1,...,i_k} = W_{i_1,...,i_k} + v_{i_1}...v_{i_k}$



Maximum likelihood estimator: minimum squared distance

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

with $J_{i_1,...,i_k} \propto W_{i_1,...,i_k}$ and *r* signal to noise ratio ...also MIXED matrix / tensor models

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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 Ros, Ben Arous, Biroli, Cammarota PRX 2019

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

$$\mathcal{N}_N(E,\overline{q};r) = \int \prod_i dx_i \delta(\nabla_x H_r) |\det \nabla^2 H |\delta(H-E)\delta\left(\sum_i v_i x_i - N\overline{q}\right)$$

Beyond annealed computation: Replicated Kac-Rice Subag 2015

$$\langle \log \mathcal{N}_N(E,\overline{q};r) \rangle = \lim_{n \to 0} \frac{\langle \mathcal{N}(E,\overline{q};r)^n \rangle - 1}{n}$$

> Structure of stationary points > Distribution of Hessians eigenvalues

Tensor PCA: the full landscape structure

Ros, Ben Arous, Biroli, Cammarota PRX 2019

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0.6

0.4

0.2

0.0

0

100

200

t

However Langevin would work more efficiently on $H_{p=2,k=2}$ only ... at least in the vicinity of the equator

300 400 500 600

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However Langevin would work more efficiently on $H_{p=2,k=2}$ only ... at least in the vicinity of the equator AMP much better than Langevin!



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However Langevin would work more efficiently on $H_{p=2,k=2}$ only ... at least in the vicinity of the equator

Given problem / algorithm used, landscape info can help to chose the best strategy 12 September, 2023

AMP much better than Langevin!



Biroli, Cammarota, Ricci-Tersenghi J. Phys. A: Math. and Theor. 2020



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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 $accure a tensition = 10^{10^3}$ accure atensition of algorithm ic transition

10964

 10^{6}

 10^{5}

 $\operatorname{Tensor}_{\mathfrak{S}_{10^{\circ}}}^{\mathfrak{p}} \operatorname{PCA: two strategies (one strategies (one$



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?

 10^{8}

10

 10^{-6}

10-8

10⁻¹⁰

10⁻¹²

10 10

10⁻ 10⁻

 10^{1}

 10^{2}

 10^{3}

t [steps]

 $\Delta \left(t_{\rm w}, t_{\rm w} + t \right) / D(t_{\rm w})$

Learning dynamics in rough landscapes

Learning as rough loss/risk/cost landscapes exploration



pted aging (slowed down v landscape) and diffusion



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Learning dynamics in rough landscapes

Learning as rough loss/risk/cost landscapes exploration



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Thank you!



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?

 10^{8}

Consider the Hopfield model

$$H = -\sum_{(i,j)}^{N} J_{ij} s_i s_j \qquad \qquad J_{ij} = \frac{1}{N} \sum_{\alpha}^{P} \xi_i^{\alpha} \xi_j^{\alpha}$$



Dynamics ...and Hopfield



Dynamics ...and Hopfield



Negri Lauditi Perugini Lucibello Malatesta arXiv:2303.16880 (2023)



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