

The Bayesian Learning Rule

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<http://emtiyaz.github.io>



AI that learn like humans

Quickly adapt to learn new skills, throughout
their lives

Human Learning at
the age of 6 months.



Converged at the
age of 12 months

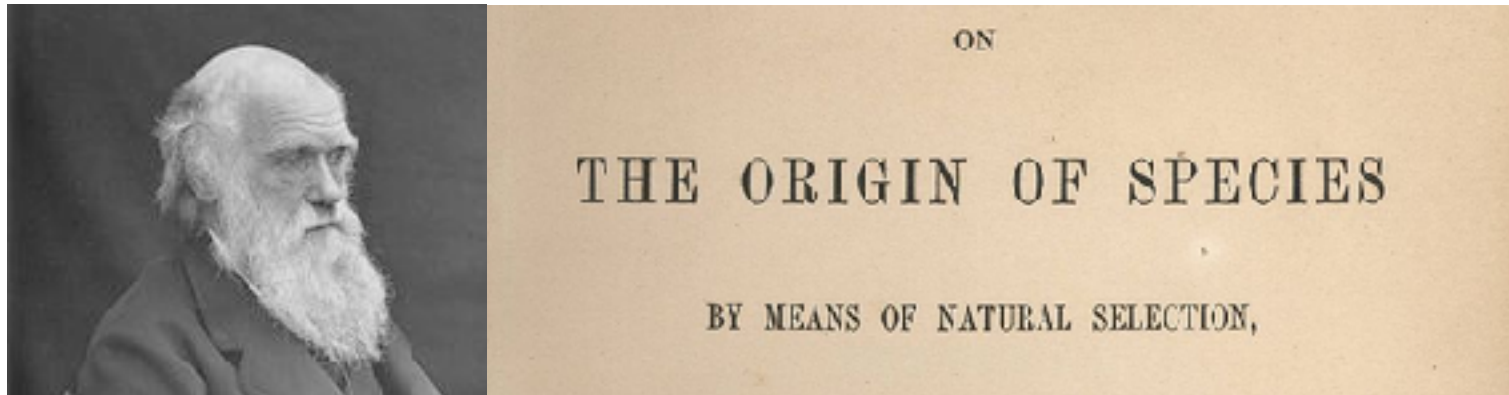


Transfer
skills
at the age
of 14
months



AI that learn like humans

Quickly adapt to learn new skills, throughout
their lives



The Origin of Algorithms

A good algorithm must revise its
past beliefs by using useful
future information

Principles of “good” algorithms?

- Bayesian principles
 - To unify/generalize/improve learning-algorithms
 - By computing “posterior approximations”
- Bayesian Learning rule (BLR)
 - Derive many existing algorithms
 - Deep Learning (SGD, RMSprop, Adam)
 - Design new algorithms for uncertainty in DL
- Impact: Everything with the same principle

The Bayesian Learning Rule



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Abstract

We show that many machine-learning algorithms are specific instances of a single algorithm called the *Bayesian learning rule*. The rule, derived from Bayesian principles, yields a wide-range of algorithms from fields such as optimization, deep learning, and graphical models. This includes classical algorithms such as ridge regression, Newton's method, and Kalman filter, as well as modern deep-learning algorithms such as stochastic-gradient descent, RMSprop, and Dropout. The key idea in deriving such algorithms is to approximate the posterior using candidate distributions estimated by using natural gradients. Different candidate distributions result in different algorithms and further approximations to natural gradients give rise to variants of those algorithms. Our work not only unifies, generalizes, and improves existing algorithms, but also helps us design new ones.

Bayesian learning rule

See Table 1 in Khan and Rue, 2021

Learning Algorithm	Posterior Approx.	Natural-Gradient Approx.	Sec.
Optimization Algorithms			
Gradient Descent	Gaussian (fixed cov.)	Delta method	1.3
Newton's method	Gaussian	——“——	1.3
Multimodal optimization _(New)	Mixture of Gaussians	——“——	3.2
Deep-Learning Algorithms			
Stochastic Gradient Descent	Gaussian (fixed cov.)	Delta method, stochastic approx.	4.1
RMSprop/Adam	Gaussian (diagonal cov.)	Delta method, stochastic approx., Hessian approx., square-root scaling, slow-moving scale vectors	4.2
Dropout	Mixture of Gaussians	Delta method, stochastic approx., responsibility approx.	4.3
STE	Bernoulli	Delta method, stochastic approx.	4.5
Online Gauss-Newton (OGN) _(New)	Gaussian (diagonal cov.)	Gauss-Newton Hessian approx. in Adam & no square-root scaling	4.4
Variational OGN _(New)	——“——	Remove delta method from OGN	4.4
BayesBiNN _(New)	Bernoulli	Remove delta method from STE	4.5
Approximate Bayesian Inference Algorithms			
Conjugate Bayes	Exp-family	Set learning rate $\rho_t = 1$	5.1
Laplace's method	Gaussian	Delta method	4.4
Expectation-Maximization	Exp-Family + Gaussian	Delta method for the parameters	5.2
Stochastic VI (SVI)	Exp-family (mean-field)	Stochastic approx., local $\rho_t = 1$	5.3
VMP	——“——	$\rho_t = 1$ for all nodes	5.3
Non-Conjugate VMP	——“——	——“——	5.3
Non-Conjugate VI _(New)	Mixture of Exp-family	None	5.4

A Bayesian Origin

$$\min_{\theta} \ell(\theta) \quad \text{vs} \quad \min_{q \in \mathcal{Q}} \mathbb{E}_{q(\theta)}[\ell(\theta)] - \mathcal{H}(q)$$

\uparrow
 Posterior approximation (expo-family)

Entropy

Bayesian Learning Rule [1,2] (natural-gradient descent)

Natural and Expectation parameters of q

$$\lambda \leftarrow \lambda - \rho \nabla_{\mu} \left\{ \mathbb{E}_q[\ell(\theta)] - \mathcal{H}(q) \right\}$$

$$\lambda \leftarrow (1 - \rho) \lambda - \rho \nabla_{\mu} \mathbb{E}_q[\ell(\theta)]$$

\uparrow
Old belief

\uparrow
New information = natural gradients

Using posterior's information geometry to balance new vs old information

1. Khan and Rue, The Bayesian Learning Rule, arXiv, <https://arxiv.org/abs/2107.04562>, 2021

2. Khan and Lin. "Conjugate-computation variational inference...." Alstats (2017).

Bayesian learning rule: $\lambda \leftarrow (1 - \rho)\lambda - \rho \nabla_{\mu} \mathbb{E}_q[\ell(\theta)]$

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Gradient Descent from Bayes

$$\text{GD: } \theta \leftarrow \theta - \rho \nabla_{\theta} \ell(\theta)$$

$$\text{BLR: } m \leftarrow m - \rho \nabla_m \ell(m)$$

“Global” to “local”
(the delta method)

$$\mathbb{E}_q[\ell(\theta)] \approx \ell(m)$$

$$m \leftarrow m - \rho \nabla_{\textcolor{red}{m}} \mathbb{E}_q[\ell(\theta)]$$

$$\lambda \leftarrow \lambda - \rho \nabla_{\textcolor{red}{\mu}} (\mathbb{E}_q[\ell(\theta)] - \mathcal{H}(q))$$

Derived by choosing **Gaussian with fixed covariance**

Gaussian distribution $q(\theta) := \mathcal{N}(m, 1)$

Natural parameters $\lambda := m$

Expectation parameters $\mu := \mathbb{E}_q[\theta] = m$

Entropy $\mathcal{H}(q) := \log(2\pi)/2$

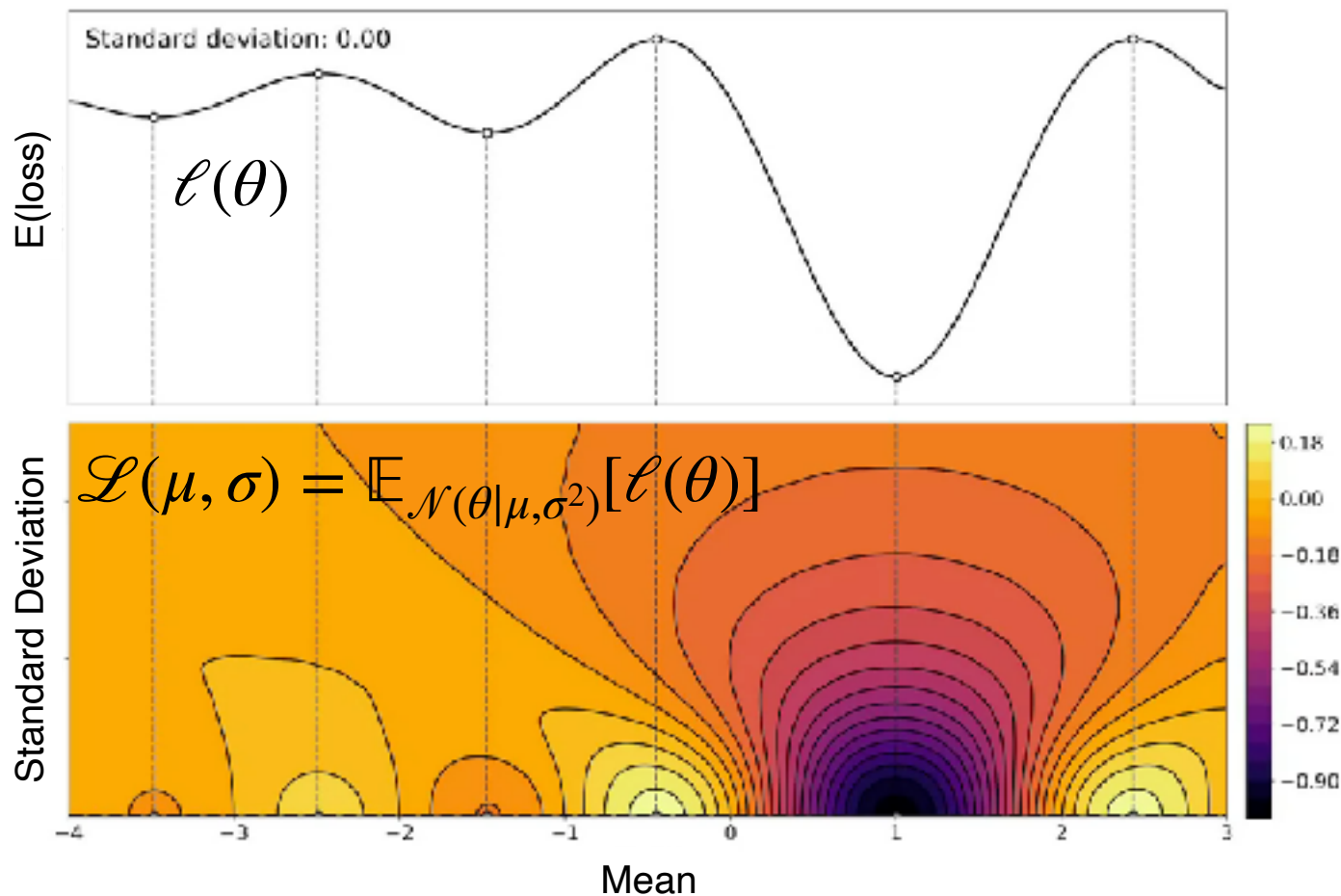
Bayesian learning rule: $\lambda \leftarrow (1 - \rho)\lambda - \rho \nabla_{\mu} \mathbb{E}_q[\ell(\theta)]$

Put the expectation
(Bayes) back in!

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1. Khan, et al. "Fast and scalable Bayesian deep learning by weight-perturbation in Adam." *ICML* (2018).
2. Osawa et al. "Practical Deep Learning with Bayesian Principles." *NeurIPS* (2019).
3. Lin et al. "Handling the positive-definite constraints in the BLR." *ICML* (2020).

Bayes Objective



Instead of the original loss, optimize a different one (Gaussian convolution)

A popular idea of “implicit regularization” in DL [4], but also common in other fields (RL, search, robust optimization)

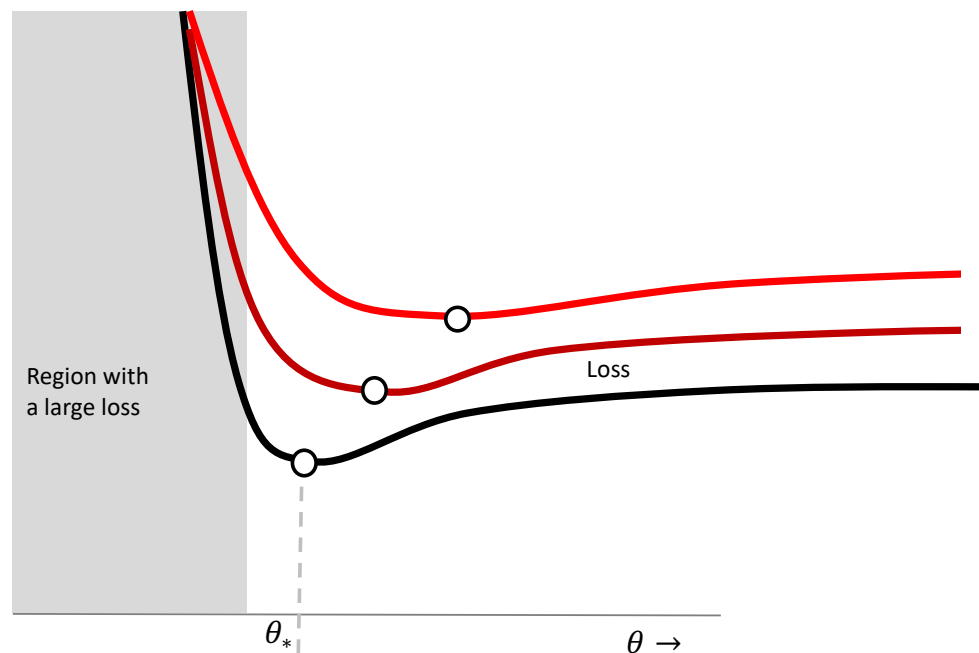
1. Zellner, A. "Optimal information processing and Bayes's theorem." *The American Statistician* (1988)
2. Many other: Bissiri, et al. (2016), Shawe-Taylor and Williamson (1997), Cesa-Bianchi and Lugosi (2006)
3. Huszar's blog, Evolution Strategies, Variational Optimisation and Natural ES (2017)
4. Smith et al., On the Origin of Implicit Regularization in Stochastic Gradient Descent, ICLR, 2021

Bayes Prefers Flatter directions

$$\text{GD: } \theta \leftarrow \theta - \rho \nabla_{\theta} \ell(\theta) \quad \Rightarrow \quad \nabla_{\theta} \ell(\theta_*) = 0$$

$$\text{BLR: } m \leftarrow m - \rho \nabla_{\textcolor{red}{m}} \mathbb{E}_q[\ell(\theta)] \quad \Rightarrow \quad \nabla_m \mathbb{E}_{q_*}[\ell(\theta)] = 0$$

Bayesian solution injects “noise” which has a similar regularization effect to noise in Stochastic GD. It prefers “flatter” directions.



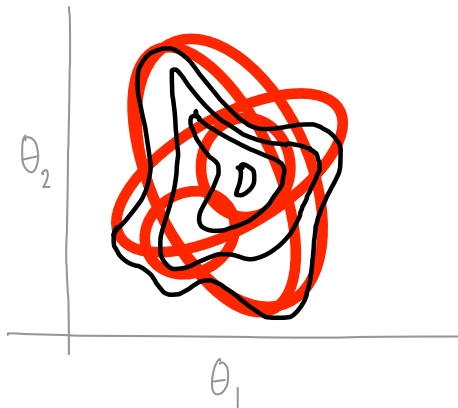
Deriving Learning-Algorithms from the Bayesian Learning Rule

Posterior Approximation \longleftrightarrow Learning-Algorithm

Complex



Simple



Bayes' rule

Mixture
of Newton

Newton

Gradient
Descent

Newton's Method from Bayes

Newton's method: $\theta \leftarrow \theta - H_\theta^{-1} [\nabla_\theta \ell(\theta)]$

$$Sm \leftarrow (1 - \rho)Sm - \rho \nabla_{\mathbb{E}_q(\theta)} \mathbb{E}_q[\ell(\theta)]$$

$$-\frac{1}{2}S \leftarrow (1 - \rho)S - \rho \frac{1}{2} S^{-1} \nabla_{\mathbb{E}_q(\theta)} \mathbb{E}_q[\ell(\theta)]$$

$$\lambda \leftarrow (1 - \rho) \nabla_{\mu} \mathcal{H}(q) + \rho \nabla_{\mu} \mathcal{H}(q) \quad -\nabla_{\mu} \mathcal{H}(q) = \lambda$$

Derived by choosing a **multivariate Gaussian**

Gaussian distribution $q(\theta) := \mathcal{N}(\theta|m, S^{-1})$

Natural parameters $\lambda := \{Sm, -S/2\}$

Expectation parameters $\mu := \{\mathbb{E}_q(\theta), \mathbb{E}_q(\theta\theta^\top)\}$

Newton's Method from Bayes

Newton's method: $\theta \leftarrow \theta - H_{\theta}^{-1} [\nabla_{\theta} \ell(\theta)]$

Set $\rho=1$ to get $m \leftarrow m - H_m^{-1} [\nabla_m \ell(m)]$

$$m \leftarrow m - \rho \mathbf{S}^{-1} \nabla_m \ell(m)$$

$$\mathbf{S} \leftarrow (1 - \rho) \mathbf{S} + \rho \mathbf{H}_m$$

Delta Method

$$\mathbb{E}_q[\ell(\theta)] \approx \ell(m)$$

Express in terms of gradient and Hessian of loss:

$$\nabla_{\mathbb{E}_q(\theta)} \mathbb{E}_q[\ell(\theta)] = \mathbb{E}_q[\nabla_{\theta} \ell(\theta)] - 2\mathbb{E}_q[\mathbf{H}_{\theta}]m$$

$$\nabla_{\mathbb{E}_q(\theta\theta^{\top})} \mathbb{E}_q[\ell(\theta)] = \mathbb{E}_q[\mathbf{H}_{\theta}]$$

$$Sm \leftarrow (1 - \rho)Sm - \rho \nabla_{\mathbb{E}_q(\theta)} \mathbb{E}_q[\ell(\theta)]$$

$$\mathbf{S} \leftarrow (1 - \rho)\mathbf{S} - \rho 2 \nabla_{\mathbb{E}_q(\theta\theta^{\top})} \mathbb{E}_q[\ell(\theta)]$$

BLR Variants

RMSprop

$$g \leftarrow \hat{\nabla} \ell(\theta)$$

$$s \leftarrow (1 - \rho)s + \rho g^2$$

$$\theta \leftarrow \theta - \alpha(\sqrt{s} + \delta)^{-1}g$$

Variational Online Gauss-Newton (VOGN)

$$g \leftarrow \hat{\nabla} \ell(\theta), \text{ where } \theta \sim \mathcal{N}(m, \sigma^2)$$

$$s \leftarrow (1 - \rho)s + \rho(\Sigma_i g_i^2)$$

$$m \leftarrow m - \alpha(s + \gamma)^{-1} \nabla_{\theta} \ell(\theta)$$

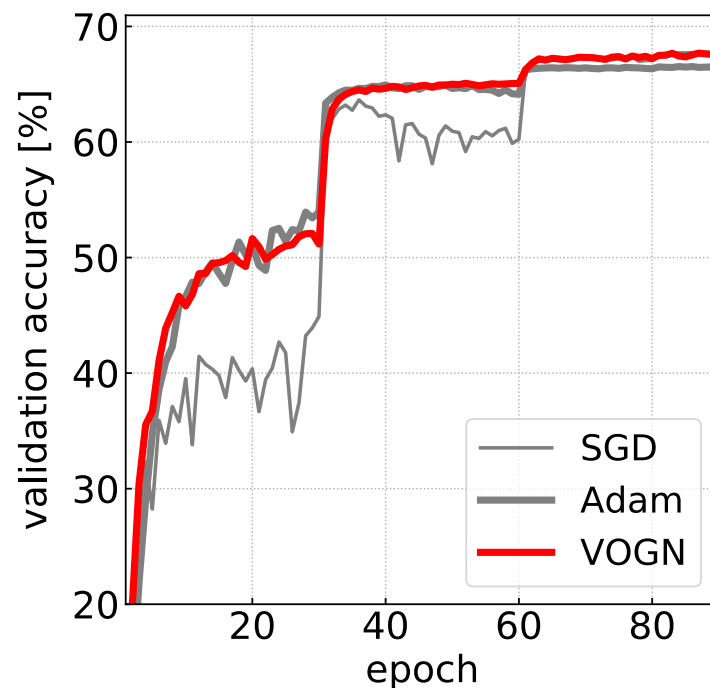
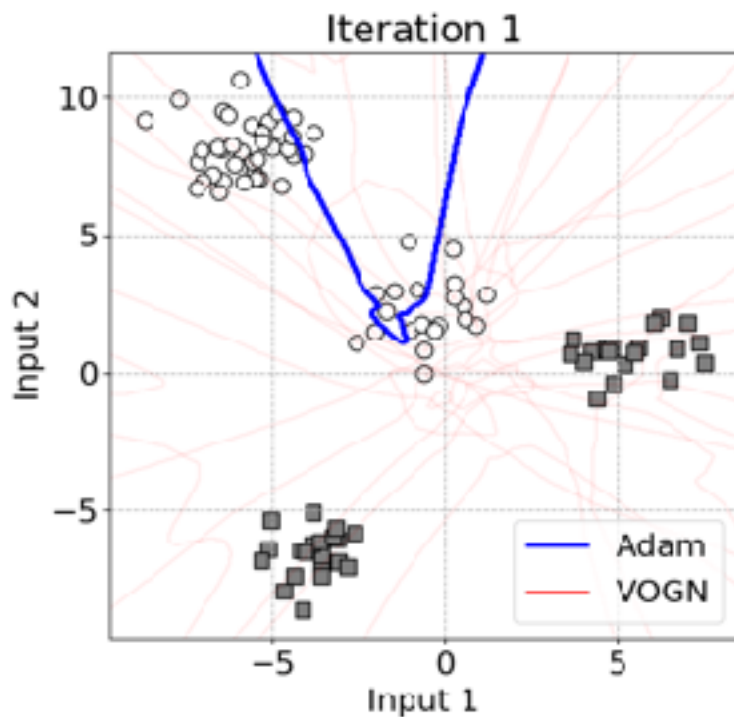
$$\sigma^2 \leftarrow (s + \gamma)^{-1}$$

Available at <https://github.com/team-approx-bayes/dl-with-bayes>

1. Khan, et al. "Fast and scalable Bayesian deep learning by weight-perturbation in Adam." *ICML* (2018).
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Uncertainty of Deep Nets

VOGN: A modification of Adam but match the performance on ImageNet



Code available at <https://github.com/team-approx-bayes/dl-with-bayes>

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BLR variant [3] got 1st prize in NeurIPS 2021 Approximate Inference Challenge

Watch **Thomas Moellenhoff's** talk at
<https://www.youtube.com/watch?v=LQInIN5EU7E>.

Mixture-of-Gaussian Posteriors with an Improved Bayesian Learning Rule

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Peter Nickl¹, Mohammad Emtiyaz Khan¹



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2 Computer Vision Group
Technical University of Munich, Germany

Dec 14th, 2021 — NeurIPS Workshop on Bayesian Deep Learning

1. Khan, et al. "Fast and scalable Bayesian deep learning by weight-perturbation in Adam." *ICML* (2018).
2. Osawa et al. "Practical Deep Learning with Bayesian Principles." *NeurIPS* (2019).
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Bayes leads to robust solutions

Avoiding sharp minima

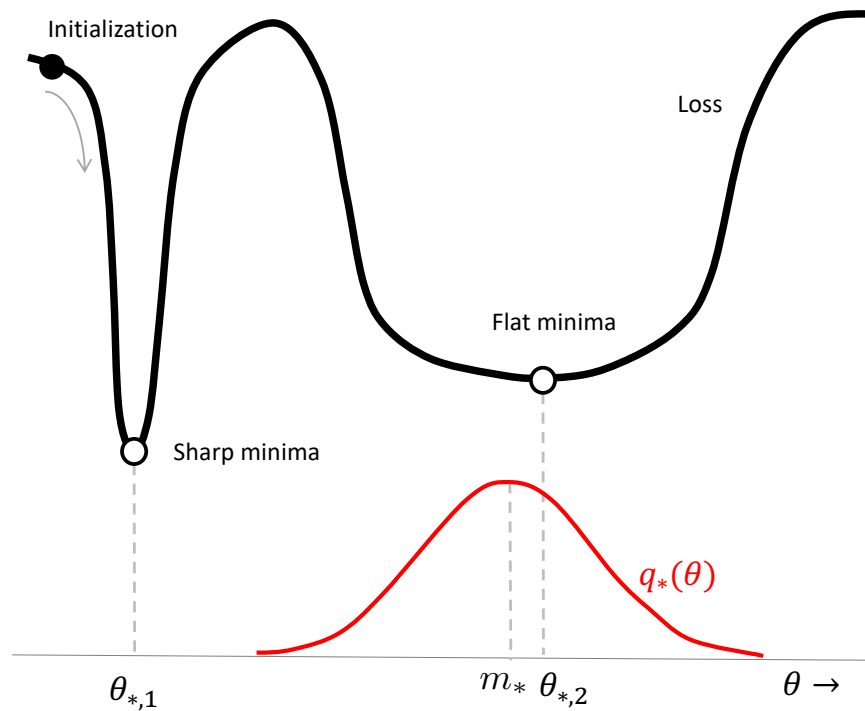
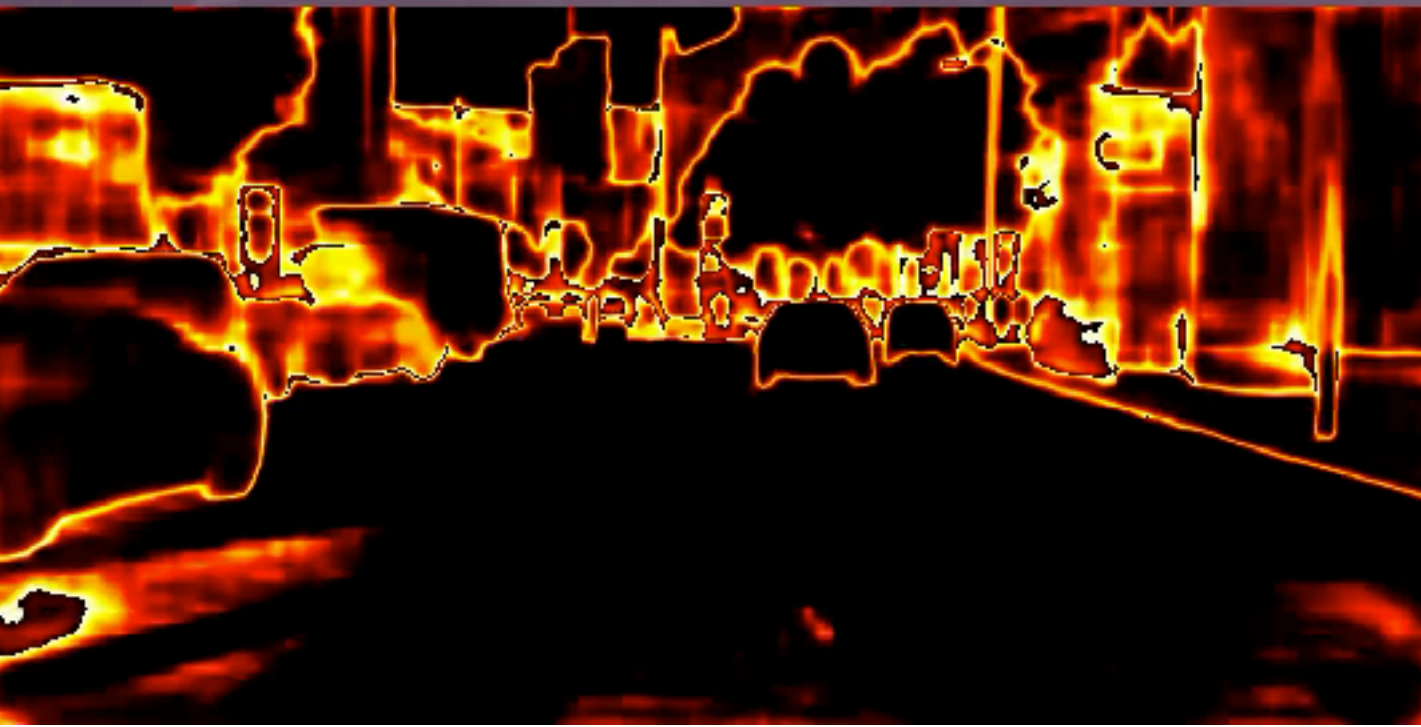


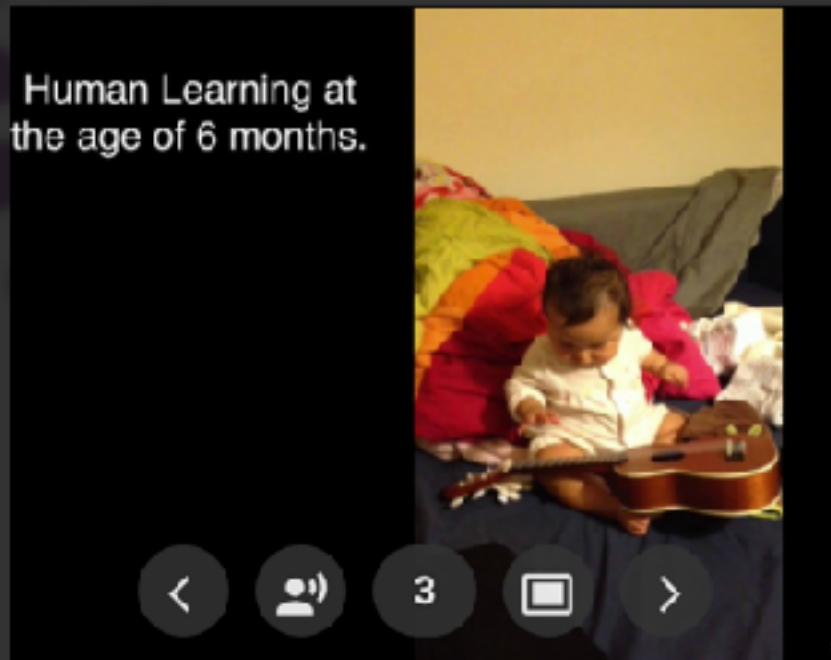
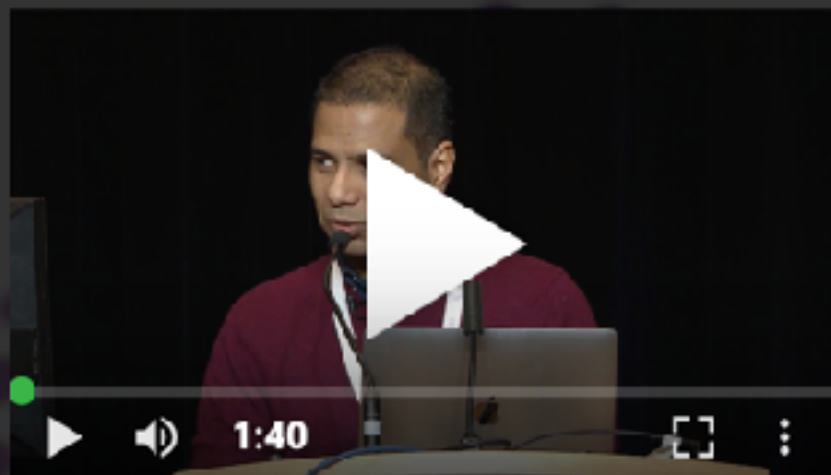


Image
Segmentation



Uncertainty
(entropy of
class probs)

NeurIPS 2019 Tutorial



Deep Learning with Bayesian Principles

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How do adapt the knowledge?

Perturbation, Sensitivity, and Duality



via steampunktendencies.com

The Bayes-Duality Project

Toward AI that learns adaptively, robustly, and continuously, like humans



Emtiyaz Khan

Research director
(Japan side)

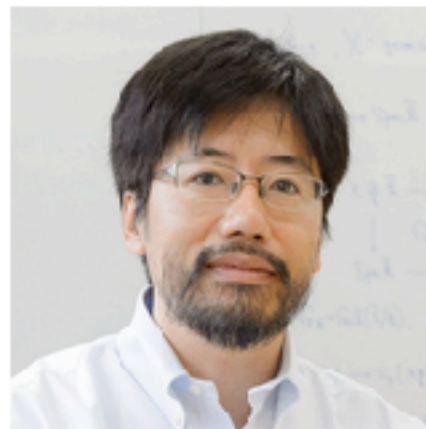
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Math-Science Team at
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Tokyo Institute of
Technology

Received total funding of around **USD 3 million** through JST's CREST-ANR and Kakenhi Grants.

Summary

- Bayesian principles
 - To unify/generalize/improve learning-algorithms
 - By computing “posterior approximations”
- Bayesian Learning rule (BLR)
 - Derive many existing algorithms
 - Deep Learning (SGD, RMSprop, Adam)
 - Design new algorithms for uncertainty in DL
- Impact: Everything with the same principle

Approximate Bayesian Inference Team

<https://team-approx-bayes.github.io/>

We have many open positions!
Come, join us.



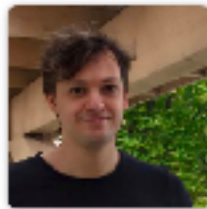
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Pierre Alquier
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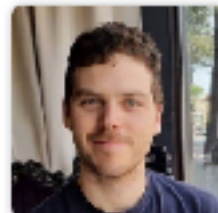
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