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Lecture 17Methods for decorrelated classifiers

Modify training data

remove mass from features X

planing — reweight signal & backgd. mass
 distns to look same
 train with weighted events.

$$L = \sum_{i \in \text{sig}} w_i^{(sig)} \log y(x_i) + \sum_{i \in \text{bg}} w_i^{(bg)} \log(1 - y(x_i))$$

Modify training procedure

→ 2 approaches that are SOTA

— Adversarial decorrelation — Louppe, Kagan, Cranmer 1611.01046
 — Shimmer et al 1703.03507

— Distance Decorrelation — Kasieczka & OS 2001.05310

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Adversarial Decorelation

Idea: train 2nd NN that tries to predict m from $f_{cl}(x)$
 if it succeeds $\rightarrow m$ & f_{cl} are not st. indep.
 fails \rightarrow " " are st. indep.

example of adversarial training
 want: adversary to be as good as it can be and still fail

$$\text{loss: } L = L_{cl}[f_{cl}] - \lambda L_{adv}[f_A(f_{cl}), m]$$

goal: $\min_{f_{cl}} \max_{adv} L$



min-max objective!
 non convex \leftrightarrow saddle pt.

e.g. MSE $(f_A(f_{cl}) - m)^2$

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Pros: works well when it works

Cons: training is challenging

unstable

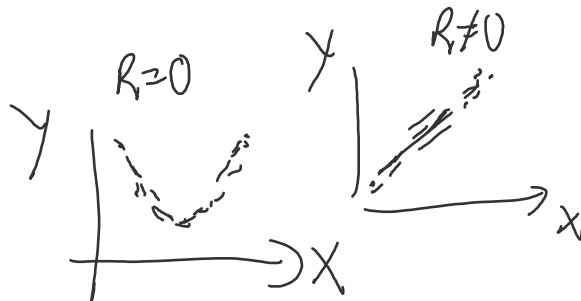
requires a lot tuning of learning rates, #epochs, ...

Alternative — what if we could add a regularizer term to loss which promotes decorrelation?

Want: $C(f_{cl}, m) \geq 0$

$$L \approx L_{cl} + \lambda C(f_{cl}, m)$$

≥ 0 iff f_{cl} & m are statistically independent.



Pearson correlation coeff. $R^{(X,Y)} = \frac{\langle (X-\bar{X})(Y-\bar{Y}) \rangle}{\dots}$

only measures linear correlations!

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5 statisticians have invented a measure of statistical dependence
 Székely & Rizzo et al
 (2007), ...

↓
 "distance correlation"

$$d\text{Cov}^2(X, Y) = \langle \|\vec{X} - \vec{X}'\| \|\vec{Y} - \vec{Y}'\| \rangle + \langle \|\vec{X} - \vec{X}''\| \|\vec{Y} - \vec{Y}''\| \rangle - 2 \langle \|\vec{X} - \vec{X}'\| \|\vec{Y} - \vec{Y}''\| \rangle$$

$(X, Y), (X', Y'), (X'', Y'')$ are iid

from joint distribution $P(X, Y)$.

↓
 $= 0$ iff $P(X, Y) = P(X)P(Y)$
 i.e. X & Y are st. indep.
 otherwise > 0 .

$$d\text{Corr}^2(X, Y) = \frac{d\text{Cov}^2(X, Y)}{d\text{Cov}(X, X) d\text{Cov}(Y, Y)}$$

$$0 \leq d\text{Corr} \leq 1.$$

use in loss term
 (dimensionless).

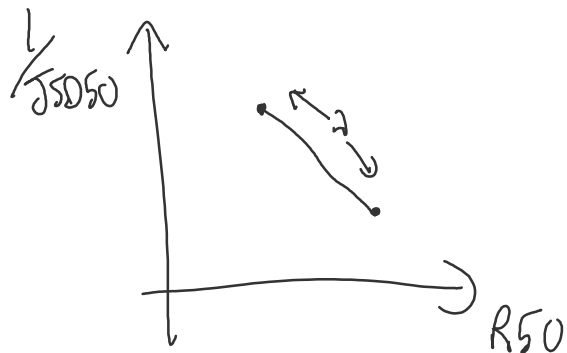
"Disco Decorelation"

$$L = L_C(f_{cl}) + \lambda d\text{Corr}^2(m, f_{cl}) \Big|_{bg}$$

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Both adv. & diso decor. have a tunable parameter λ .

- λ large decor \geq perf.
- λ small perf \geq decor



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Generative Modeling

- Given some data $\{x_i\}$: goal is to learn (explicitly or implicitly) prob density $p(x)$ that data was drawn from s.t. can sample from it and generate new examples.



3 major approaches:

- Generative Adversarial Networks (GANs)
- Variational Autoencoders (VAEs)
- Density Estimation

learn map from noise \rightarrow data
 $z \sim N(0, 1)$ or uniform $\rightarrow G(z) \leftarrow$ data.

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For HGP, Generative Modeling has many applications

In general goal is to speed up simulations. → simulate data once and for all
train GAN, etc on it to learn dist'n
generate more examples

↓
Suppose simulations
are expensive
time consuming

or train on data and bypass simulators altogether

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GANs

Idea: adversarial training but generator instead of classifier

train 2 NNs: G generator \rightarrow z (noise) \rightarrow x (data)

D critic \rightarrow classifier generated samples vs. data.
adversary discriminator

goal GAN: generator can fool the discriminator

and discriminator is as good as it can be.

GAN loss: $L = \sum_{i \in \text{data}} \log D(x_i) + \sum_{i \in \text{gen}} \log (1 - D(G(z_i)))$

min max
G D L

usual BCE (but keep in mind, usually use -BCE for classification)