



Jonas Köhler*



Andreas Krämer*



Frank Noé

Smooth Normalizing Flows

35th Conference on Neural Information Processing Systems (NeurIPS 2021)

Outline

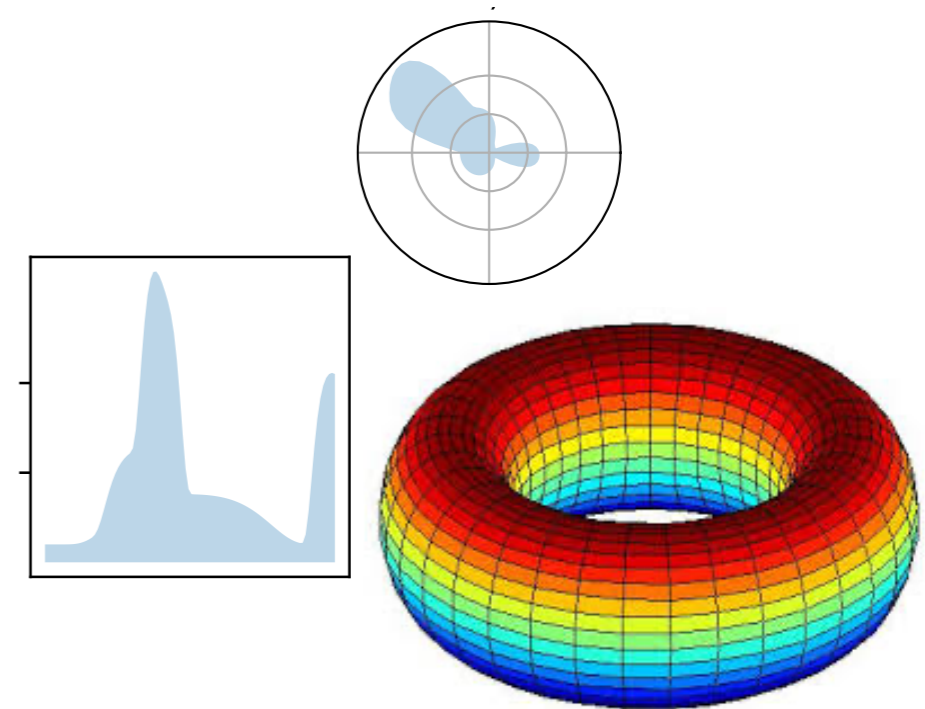
- A new class of flow transforms

- ▶ smooth
- ▶ expressive

- ▶ defined on complex topologies ($\mathbb{T}^n \times [0,1]^m$)

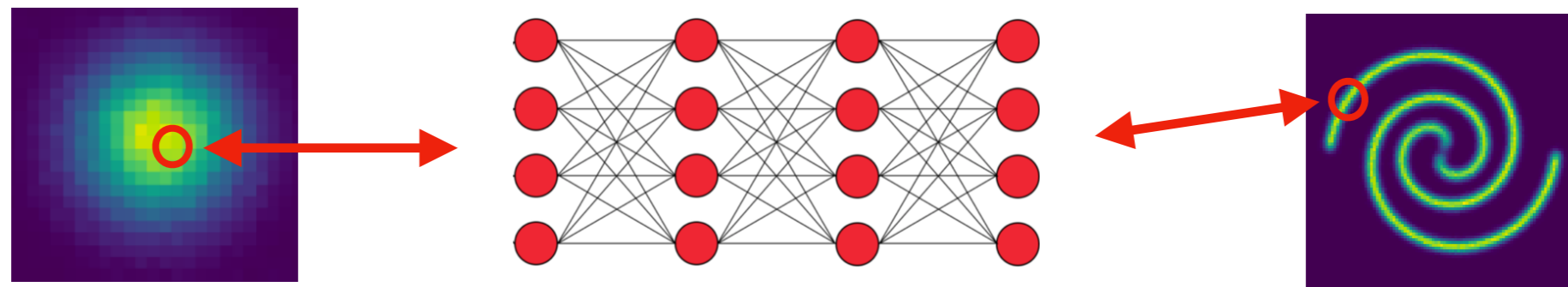
- Efficient inversion and bidirectional training

- Utilizing smoothness (force matching; MM potentials)



Normalizing Flows

Deep Probabilistic Models



Simple Prior Distribution

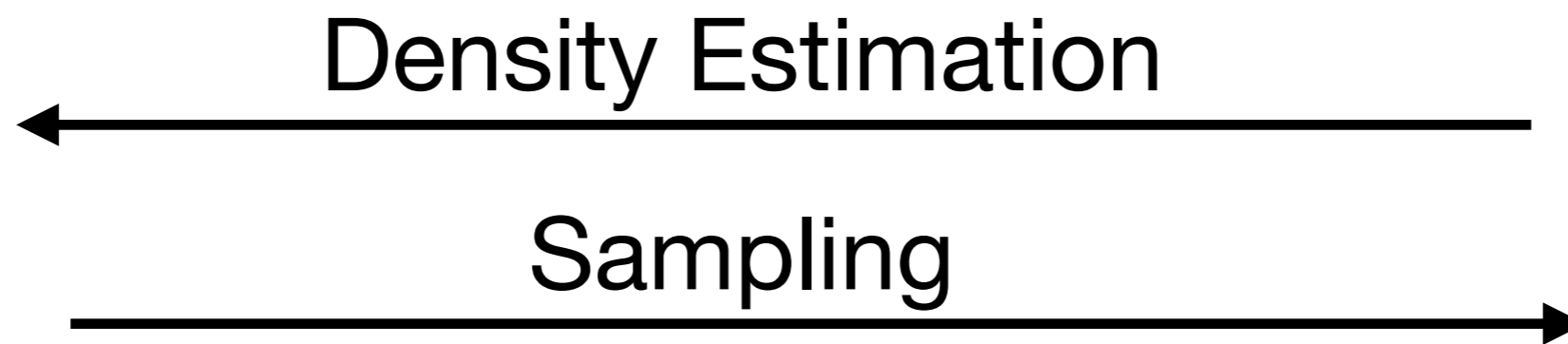
$$z \sim p_0$$

Network

$$f: \mathbb{R}^n \rightarrow \mathbb{R}^n$$

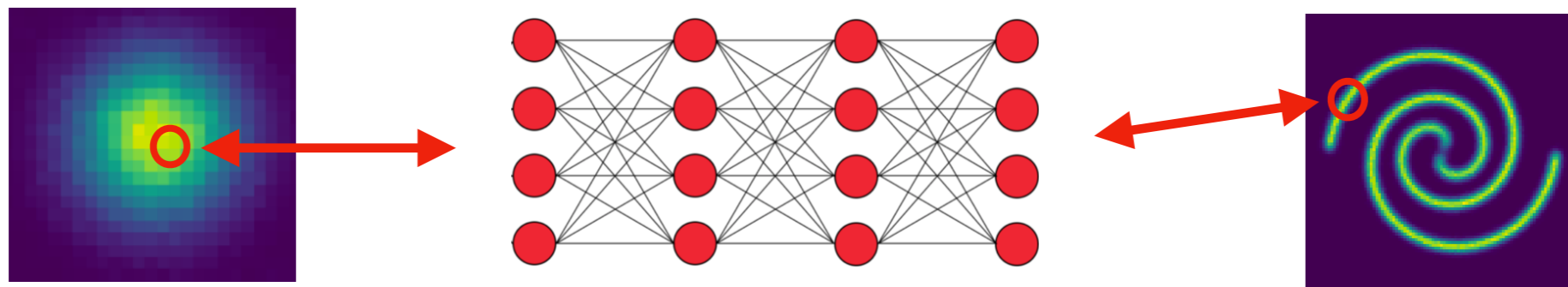
Complicated Distribution

$$x = f(z) \sim p_f$$



Normalizing Flows

Deep Probabilistic Models



Simple Prior Distribution

$$z \sim p_0$$

Network

$$f: \mathbb{R}^n \rightarrow \mathbb{R}^n$$

Complicated Distribution

$$x = f(z) \sim p_f$$

$$p_f(x) = p_0(f^{-1}(x)) | \det J_{f^{-1}}(x) |$$

Normalizing Flows in Physics Applications

Generative Modeling

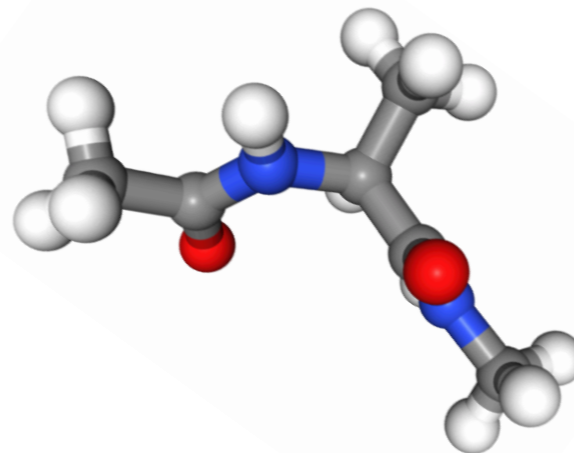
- A replacement or add-on for iterative samplers (e.g., MC, MD)

Density Estimation

- Processing of observed data (relative free energy/entropy/
stability of metastable states)

Energy $u = -\log p$

Force $F = \frac{\partial}{\partial x} \log p$



Normalizing Flows in Physics Applications

Generative Modeling

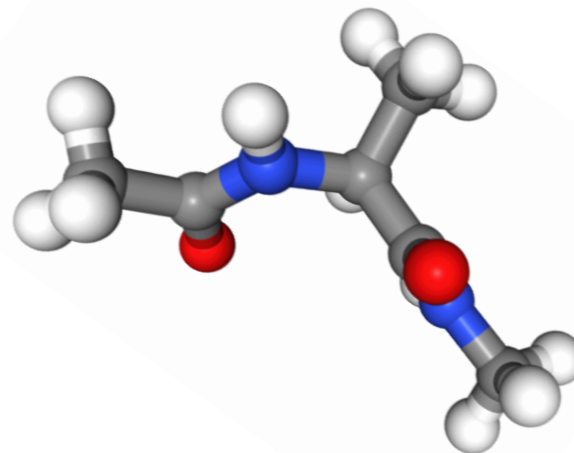
- A replacement or add-on for iterative samplers (e.g., MC, MD)

Density Estimation

- Processing of observed data (relative free energy/entropy/
stability of metastable states)

Energy $u = -\log p$

Force $F = \frac{\partial}{\partial x} \log p$

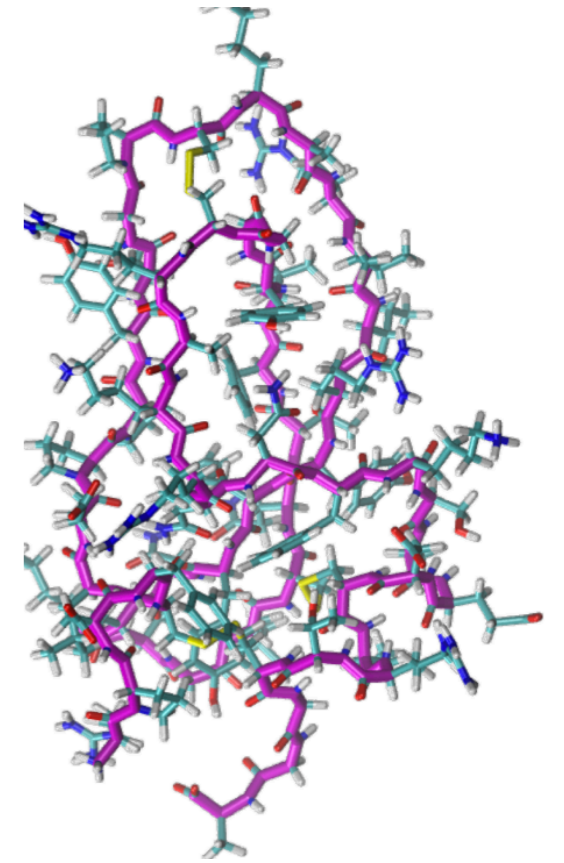


requires smooth transformations

Boltzmann Generators

Noé, Olsson, Köhler, Wu, Science (2019)

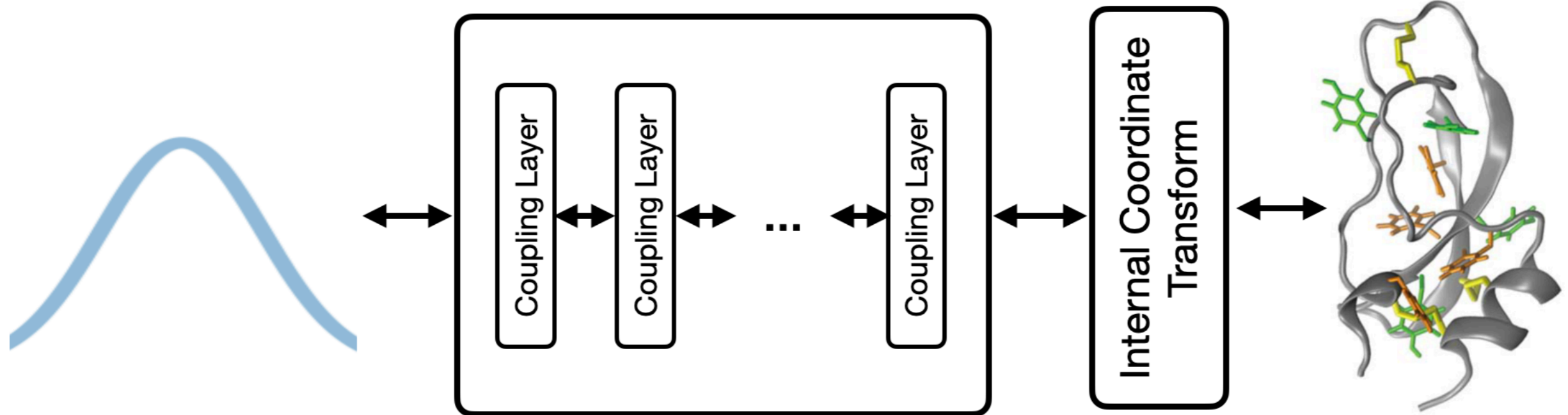
- Given: potential energy $u(x)$, MD data
- Match the Boltzmann distribution $p(x) \sim e^{-u(x)}$
- Reweight samples to the target distribution



Simple Priors

Normalizing Flow

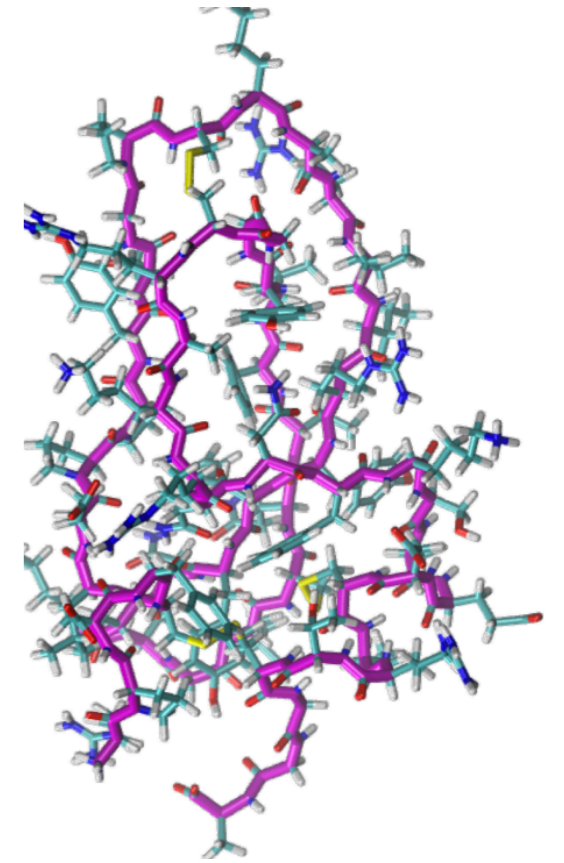
Atomistic Coordinates



Boltzmann Generators

Noé, Olsson, Köhler, Wu, Science (2019)

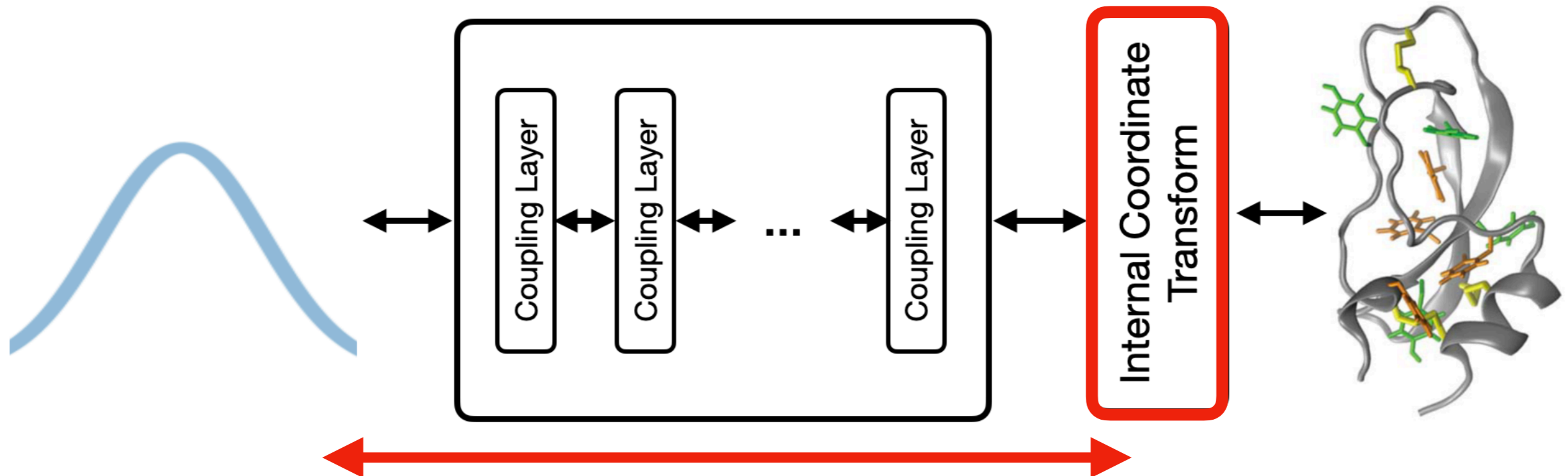
- Given: potential energy $u(x)$, MD data
- Match the Boltzmann distribution $p(x) \sim e^{-u(x)}$
- Reweight samples to the target distribution



Simple Priors

Normalizing Flow

Atomistic Coordinates

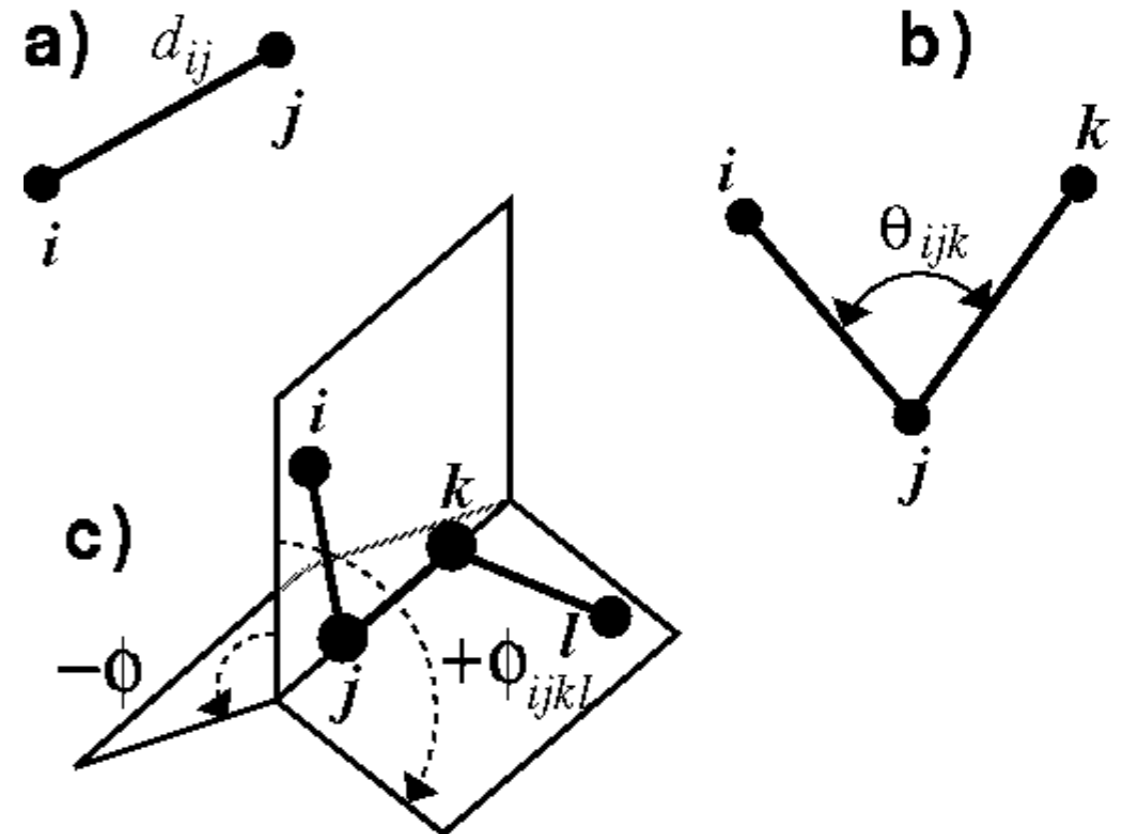


Bidirectional training requires efficient inversion.

Internal Coordinates

Topological Constraints

- Bond Lengths $d_{ij} \in (0, \infty)$
- Angles $\theta_{ijk} \in [0, \pi]$
- Torsions $\phi_{ijkl} \in S^1$



Flows operate on product spaces of tori and compact intervals.

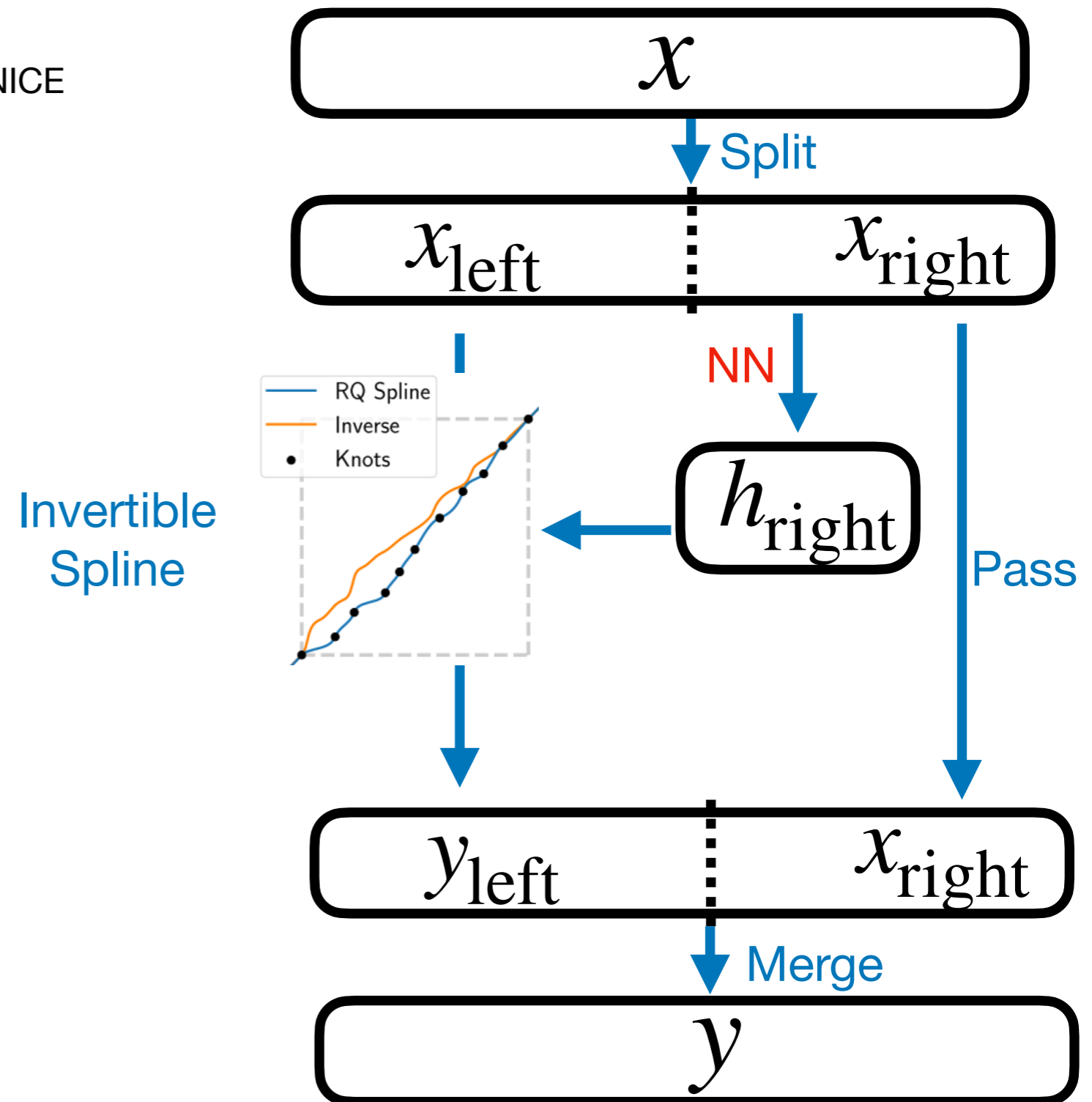
Desiderata

- We need an expressive flow architecture that ...
 - ▶ ... is smooth
 - ▶ ... is efficient in the forward and inverse direction
 - ▶ ... works on nontrivial topologies (circular and compact intervals)

Neural Spline Flows

Durkan et al. (2019): arXiv:1906.04032

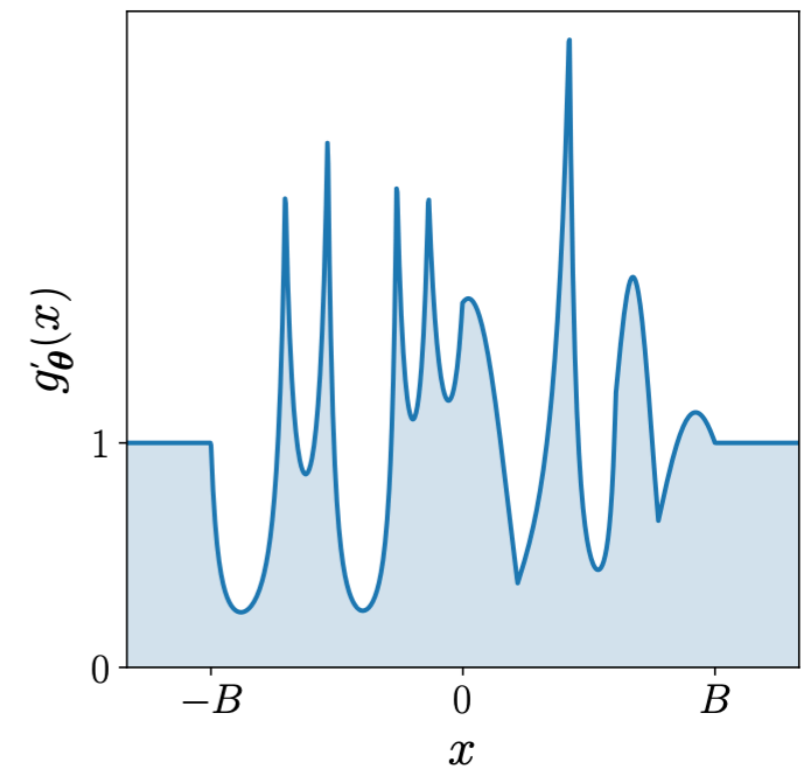
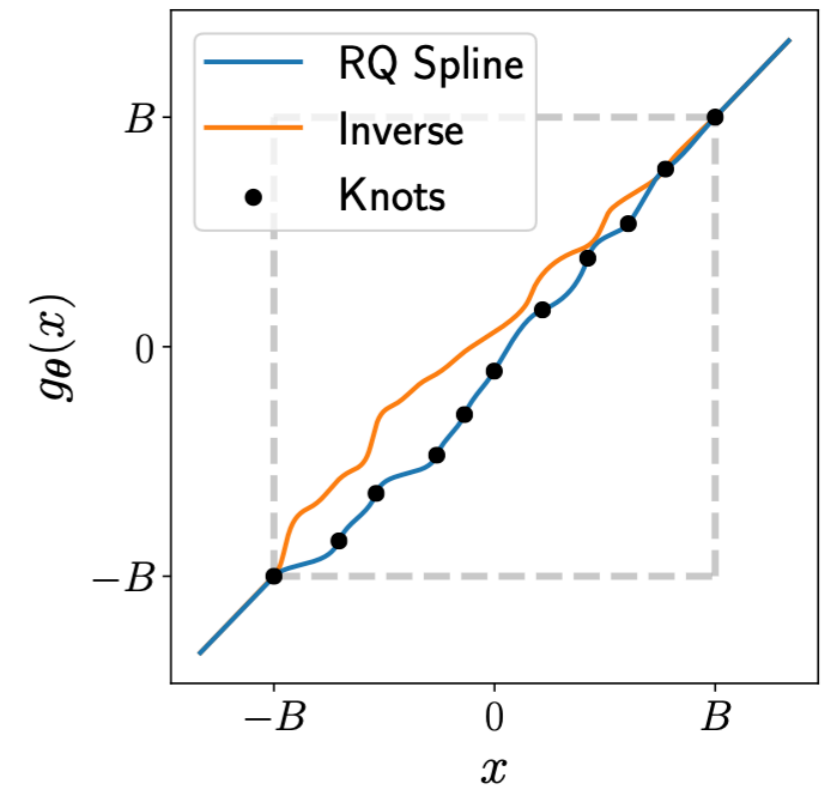
- Coupling layer Dinh et al. (2014): NICE



Neural Spline Flows

Durkan et al. (2019): arXiv:1906.04032, Rezende et al. (2020): arXiv: 2002.02428

- Coupling layer Dinh et al. (2014): NICE
- Monotonic rational quadratic splines
 - Multimodal transforms
 - Analytic inverse
- Applicable to compact intervals and circular domains Rezende et al. (2020)

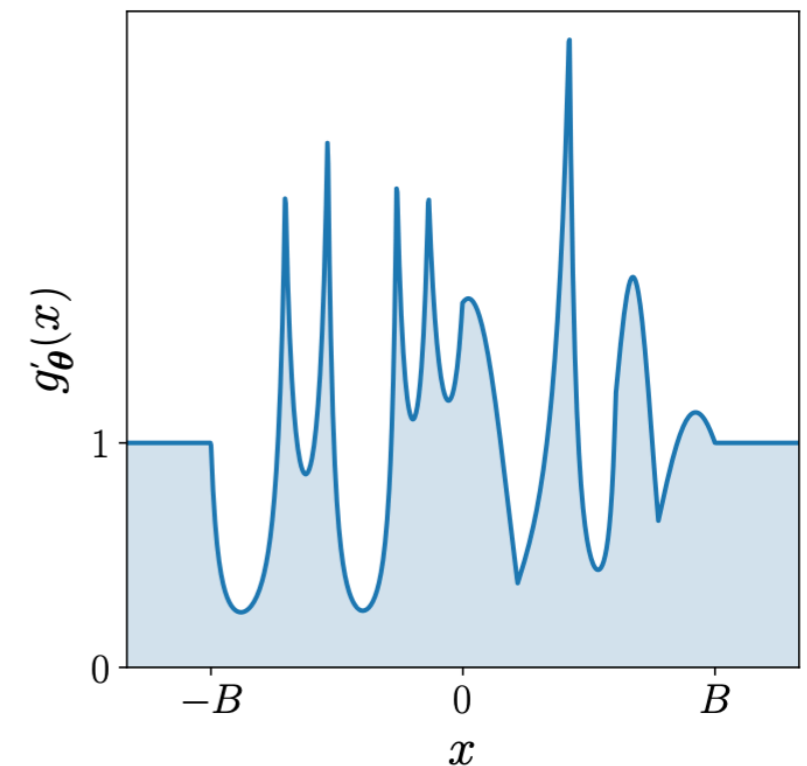
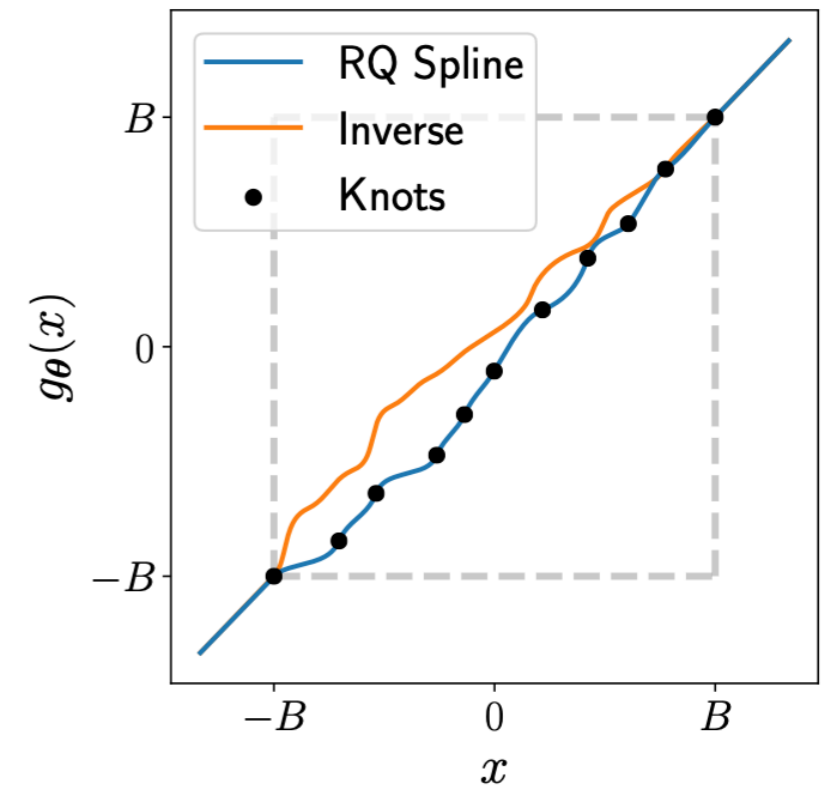


Neural Spline Flows

Durkan et al. (2019): arXiv:1906.04032, Rezende et al. (2020): arXiv: 2002.02428

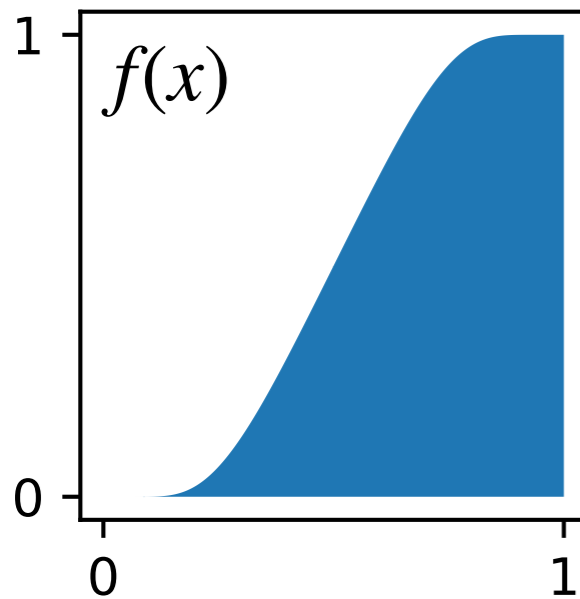
- Coupling layer Dinh et al. (2014): NICE
- Monotonic rational quadratic splines
 - Multimodal transforms
 - Analytic inverse
- Applicable to compact intervals and circular domains Rezende et al. (2020)
- Discontinuous forces

Is there a smooth alternative?



Construction of Smooth Transforms

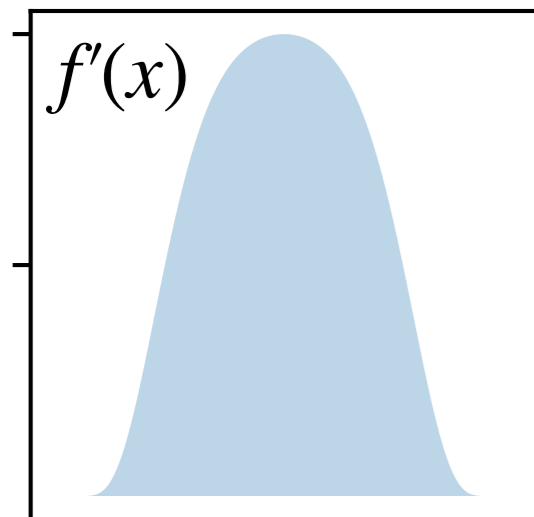
Bump Function



- Compact bump functions, e.g.

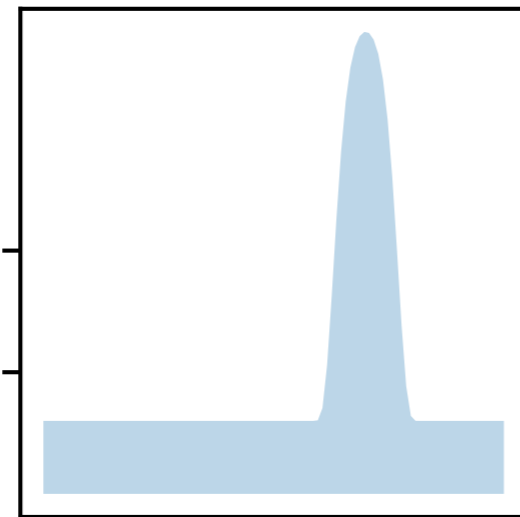
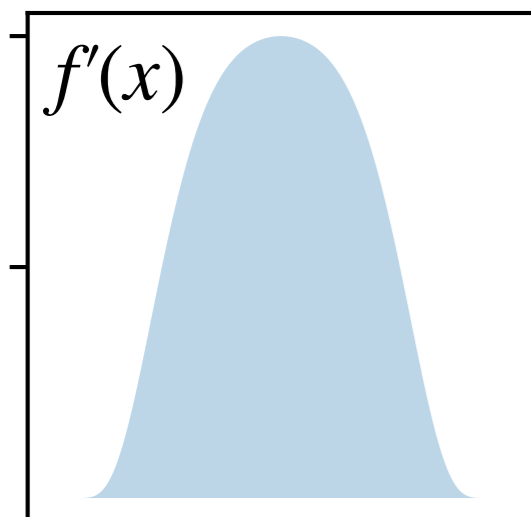
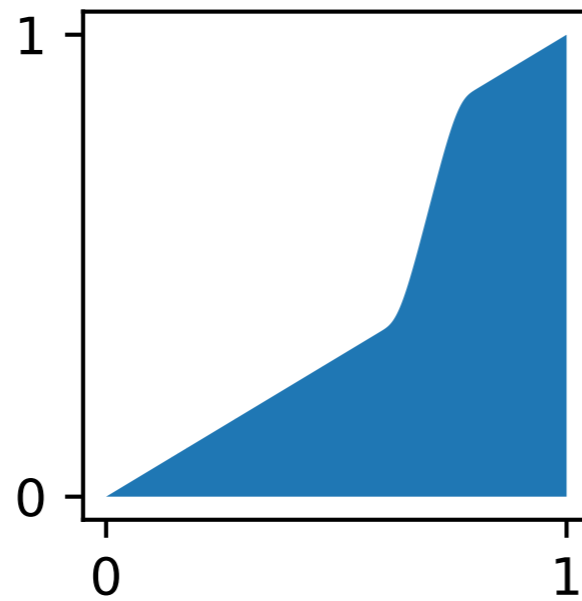
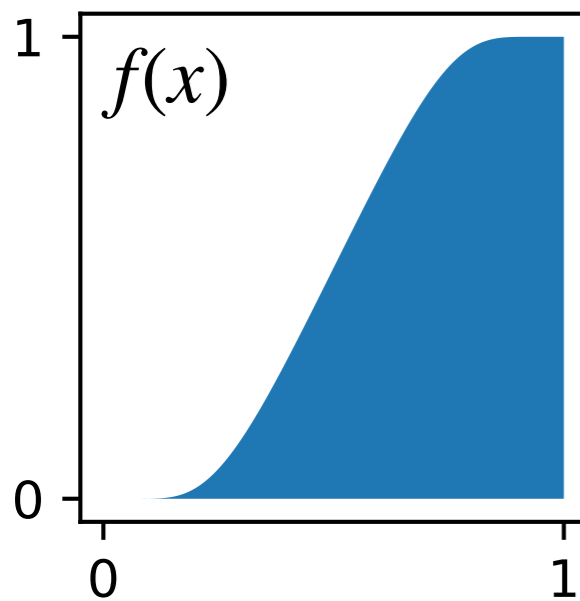
- $\sigma(x) = \frac{\rho(x)}{\rho(x) + \rho(1-x)}$ with a smooth ramp $\rho(x)$

- Derivatives vanish at 0 and 1



Construction of Smooth Transforms

Bump Function Scale/shift/+const

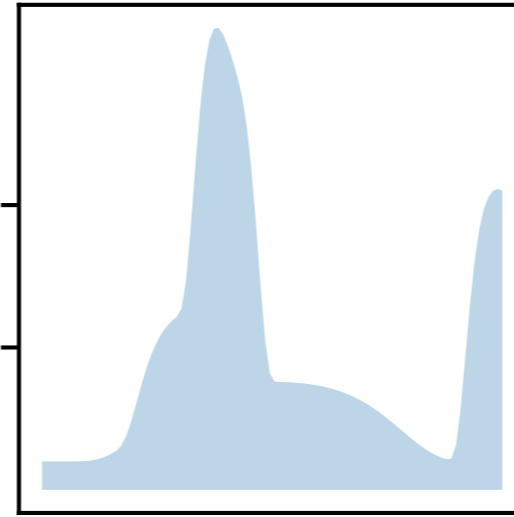
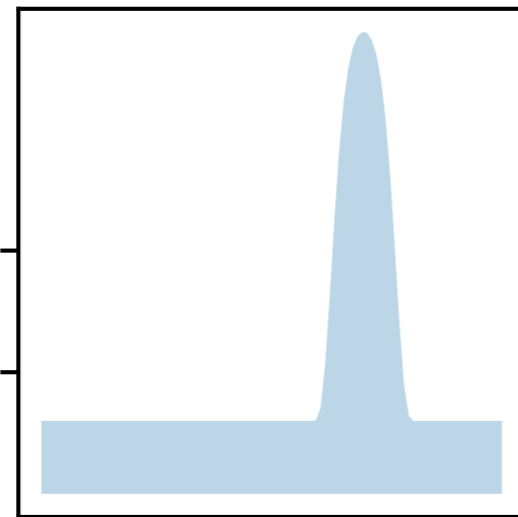
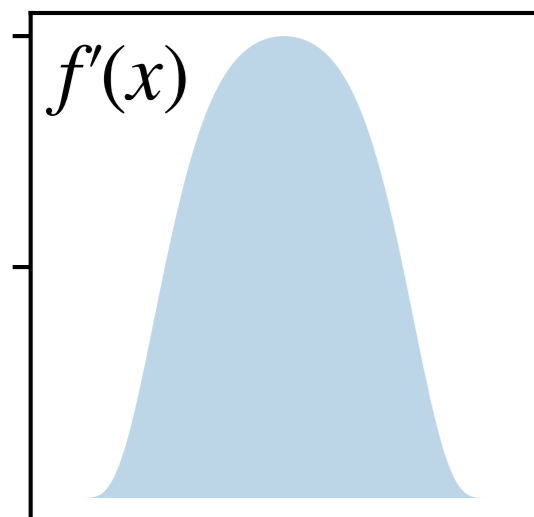
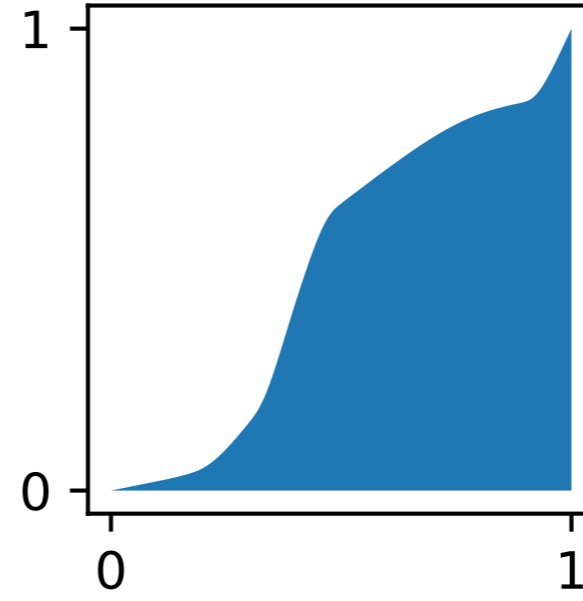
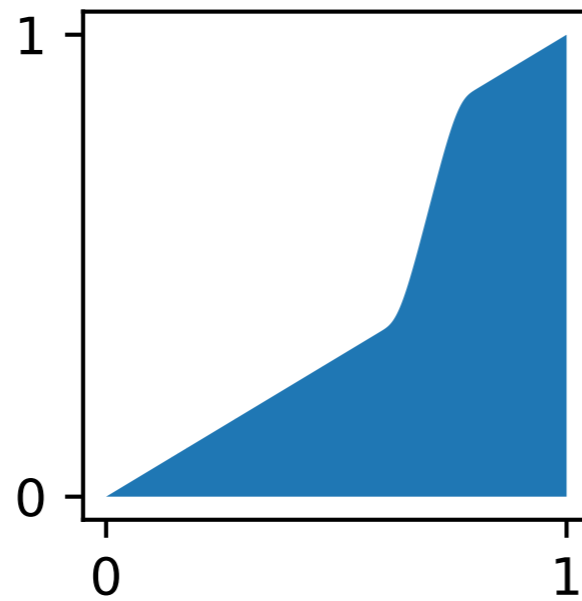
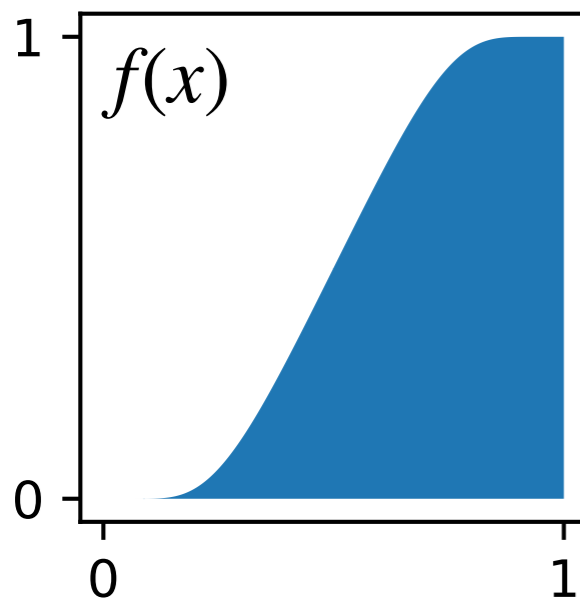


Construction of Smooth Transforms

Bump Function

Scale/shift/+const

Mix



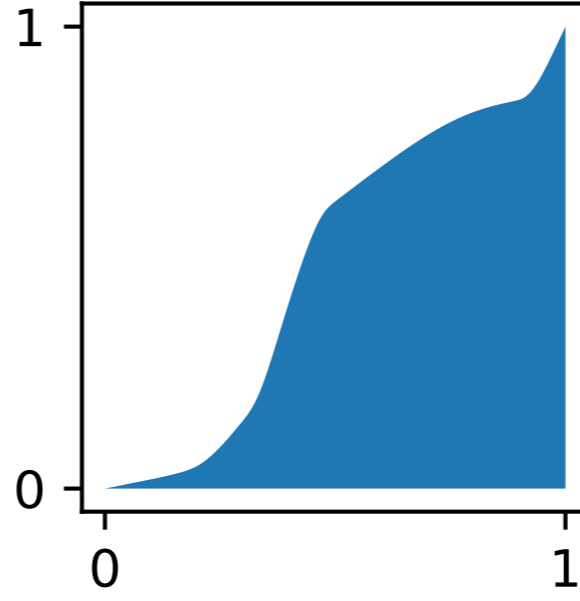
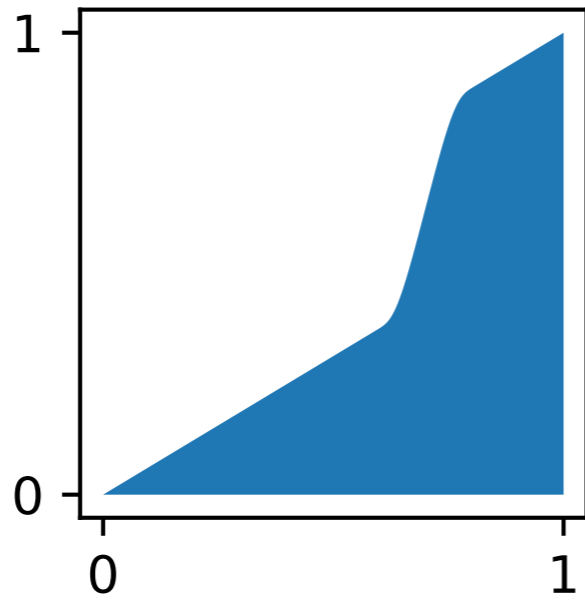
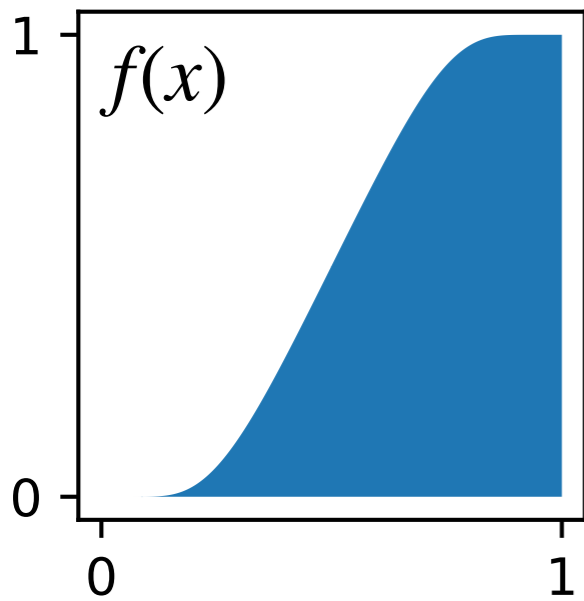
$$f(x) = \sum w_i f_i(x)$$

Construction of Smooth Transforms

Bump Function

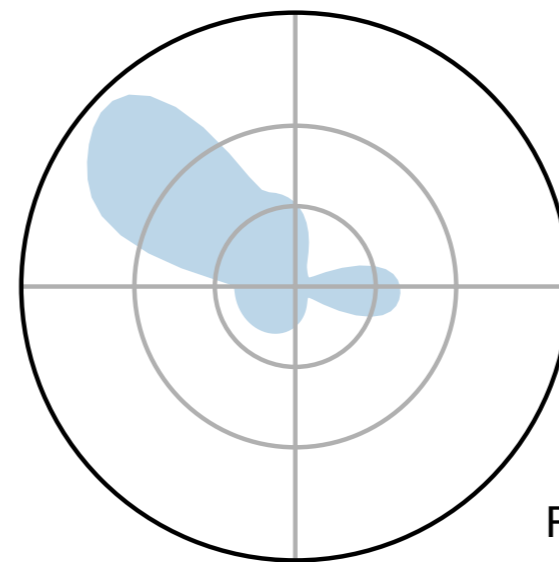
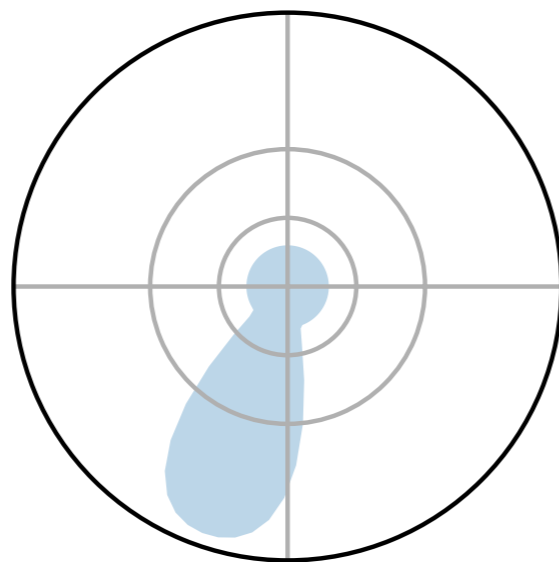
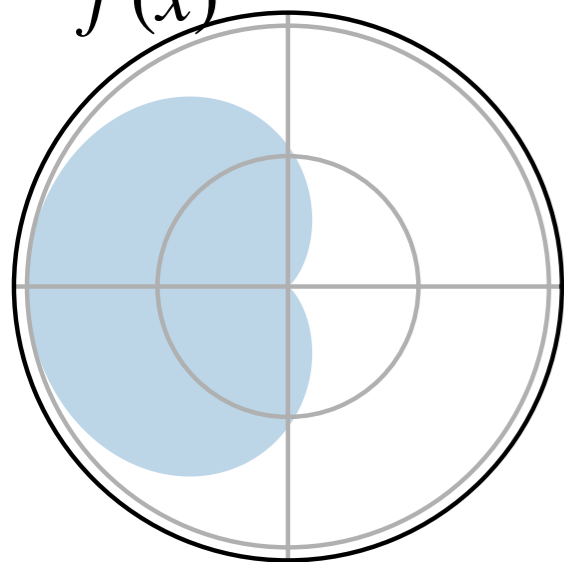
Scale/shift/+const

Mix



$$f(x) = \sum w_i f_i(x)$$

$f'(x)$

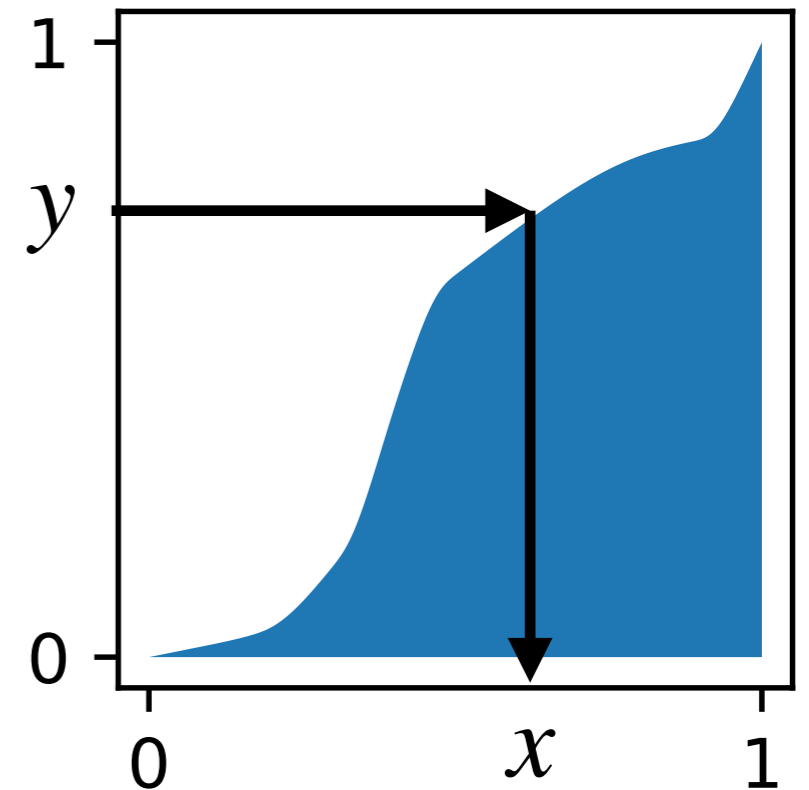


$$\sum_{k=1}^n f'(x + k)$$

Rezende et al. (2020): arXiv: 2002.02428

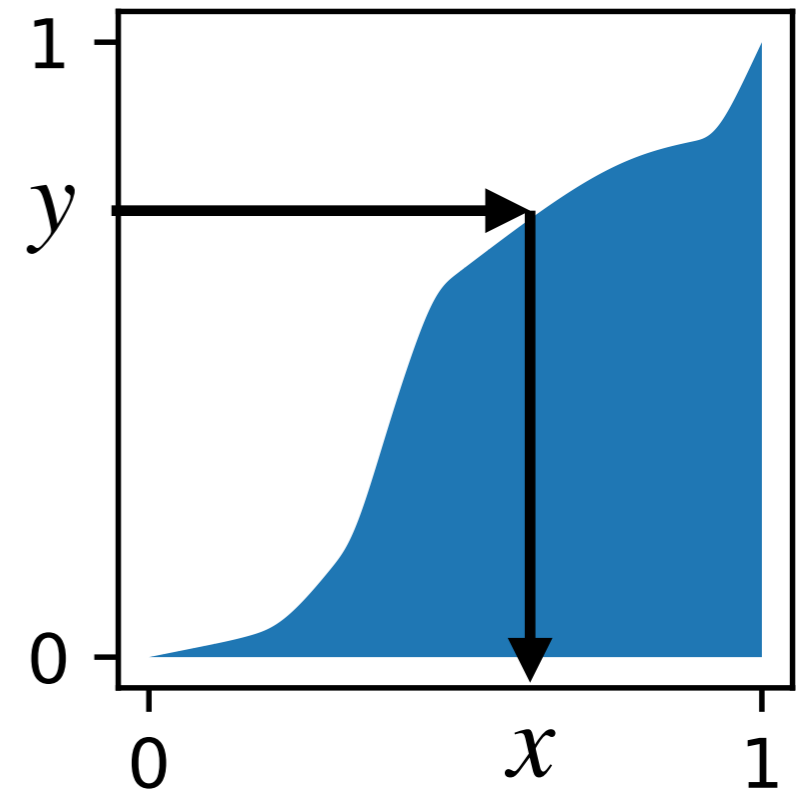
Inversion

- Non-analytic inverse
 - Need to solve a 1D root-finding problem for each transform
 - Bisection: one order of magnitude slower than neural spline flows
-



Inversion

- Non-analytic inverse
- Need to solve a 1D root-finding problem for each transform
- Bisection: one order of magnitude slower than neural spline flows

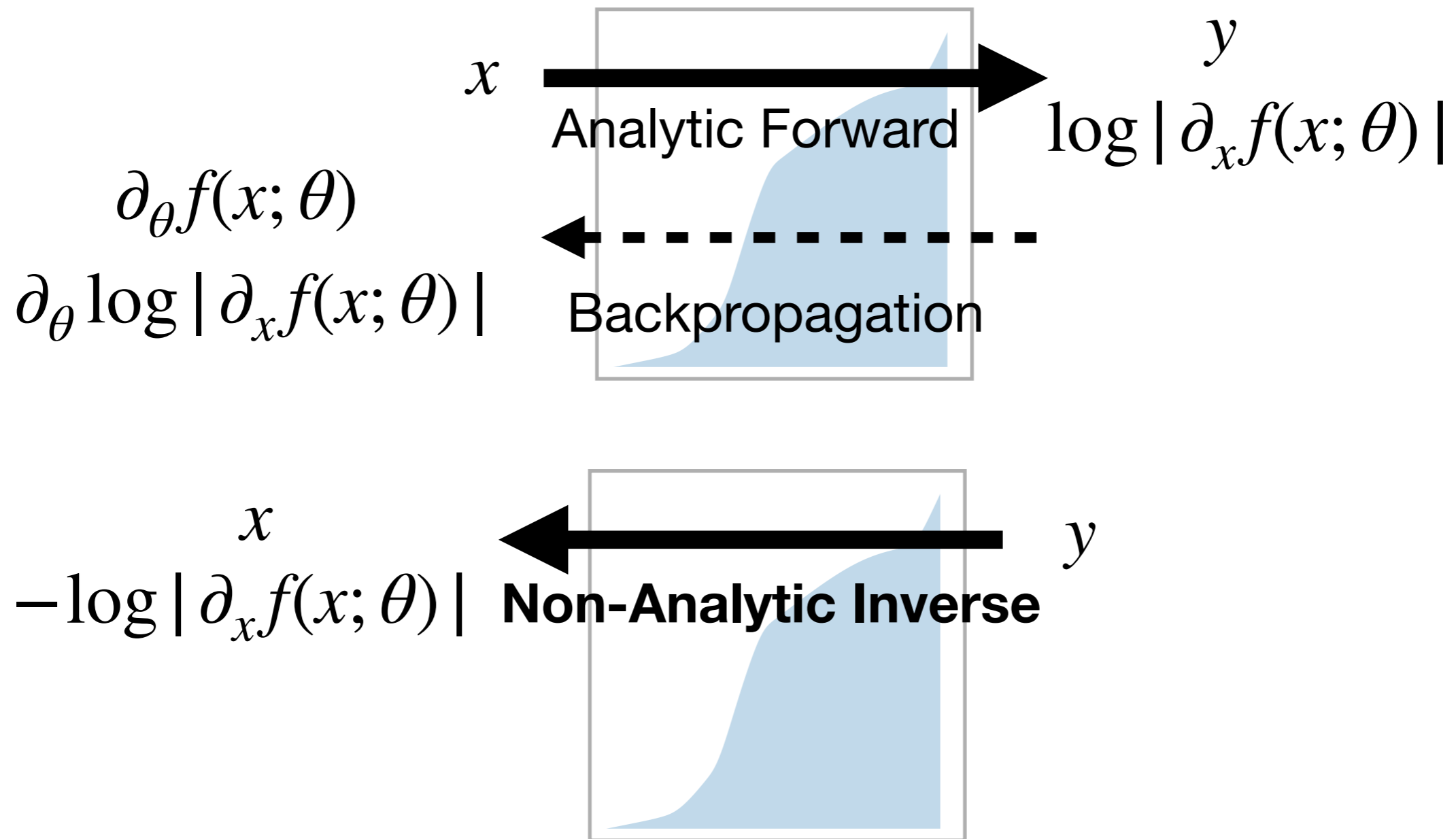


- Multi-bin bisection
 - Naive parallelism in low-dimensional (<1000-dim) applications

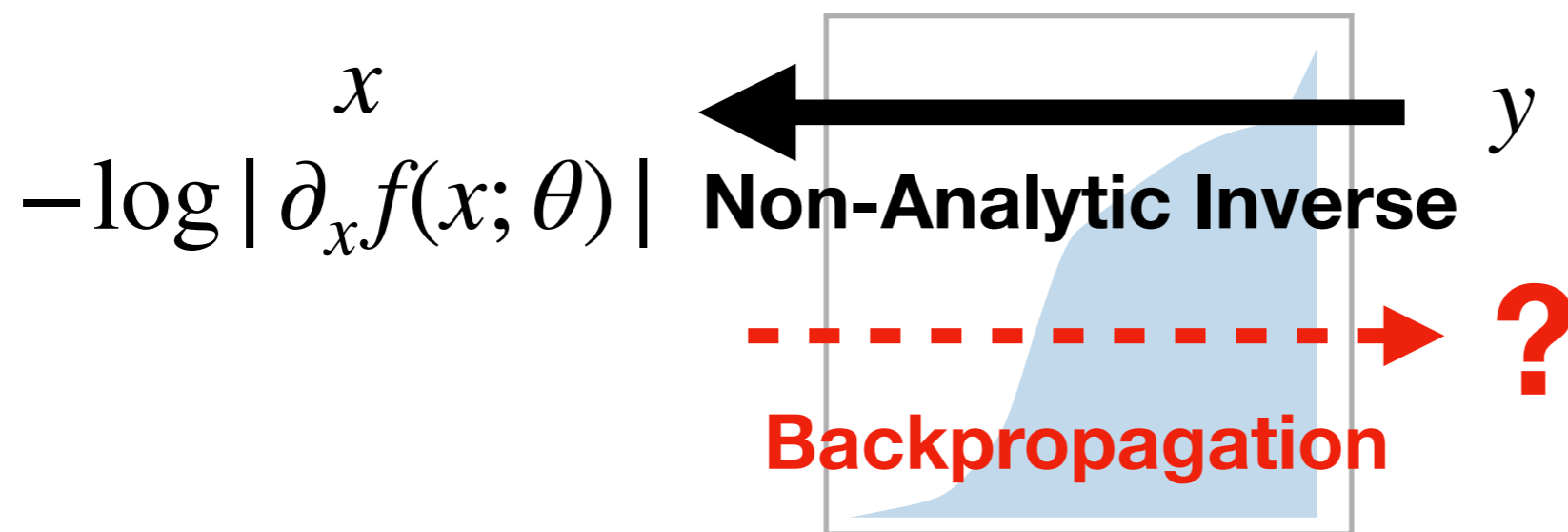
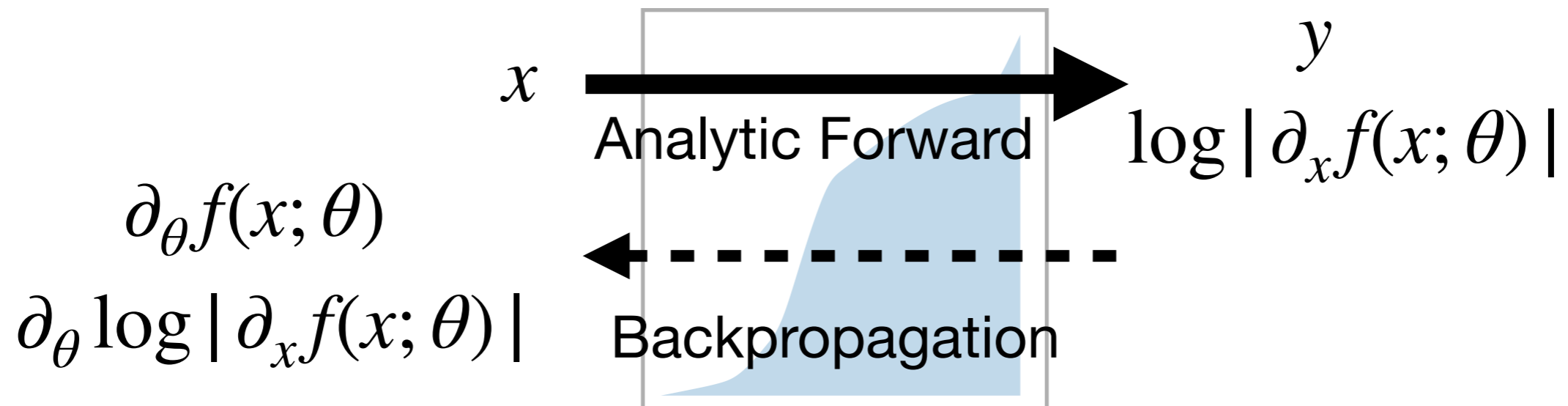
Performance vs. analytic inverse

dim	#bins	slowdown
2	128	2.1
32	32	2.7
512	4-8	6.5

Blackbox-Inversion



Blackbox-Inversion



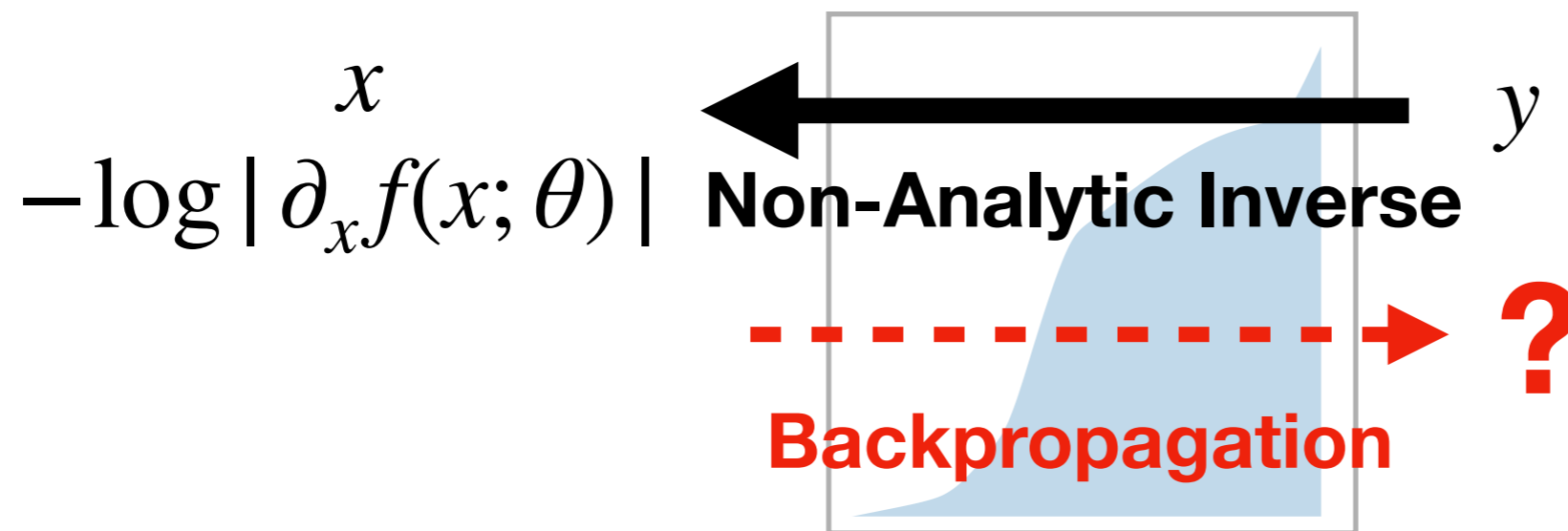
Blackbox-Inversion

$$\partial_y x(y; \theta) = (\partial_x f(x; \theta))^{-1}$$

$$\partial_\theta x(y; \theta) = - (\partial_x f(x; \theta))^{-1} \partial_\theta f(x; \theta)$$

$$\partial_y \log |\partial_y x(y; \theta)| = - (\partial_x f(x; \theta))^{-1} \log |\partial_x f(x; \theta)|$$

$$\partial_\theta \log |\partial_y x(y; \theta)| = - (\partial_x f(x; \theta))^{-1} (\log |\partial_x f(x; \theta)| \partial_\theta f(x; \theta) - \partial_\theta \partial_x f(x; \theta))$$



Express inverse gradients through forward gradients

Desiderata

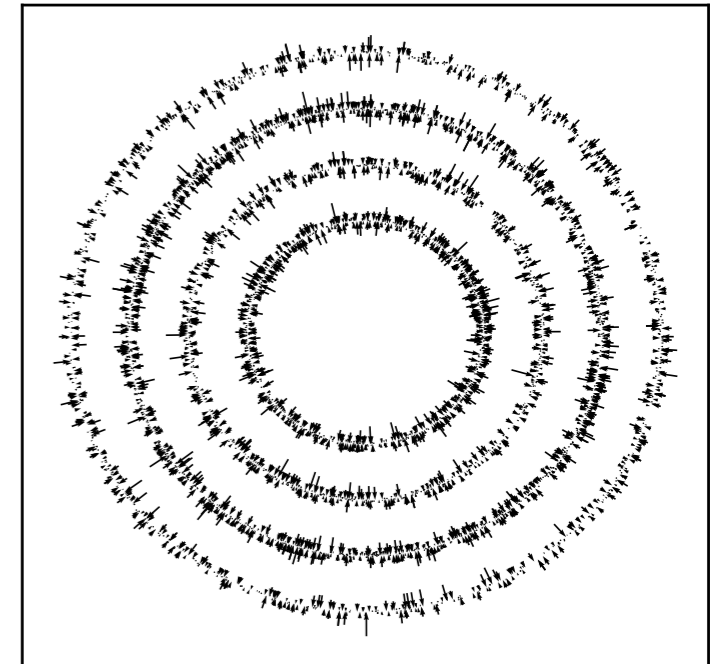
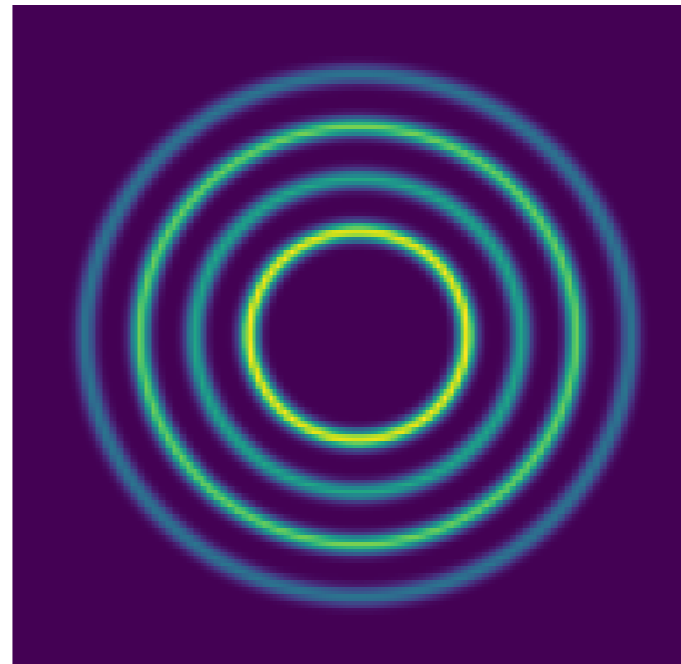
- We need an expressive flow architecture that ...
 - ▶ ... is smooth
 - ▶ ... is efficient in the forward and inverse direction
 - ▶ ... works on nontrivial topologies (circular and compact intervals)



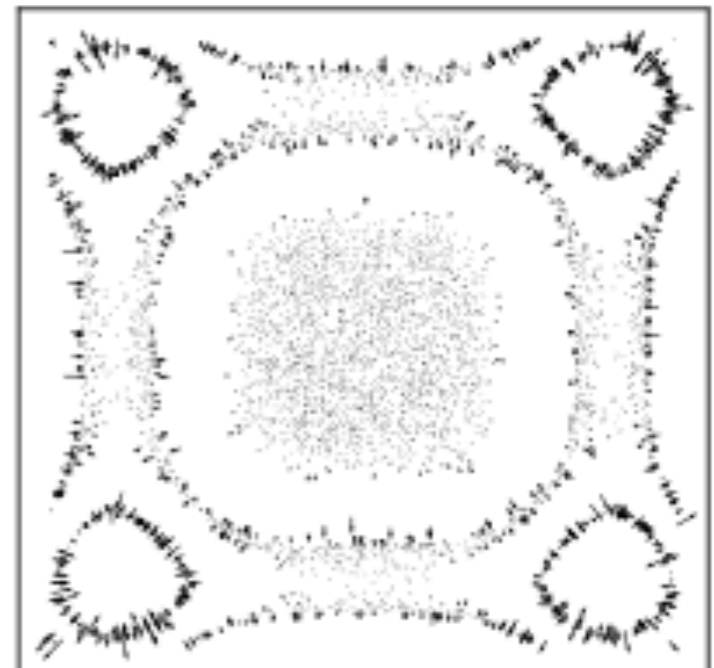
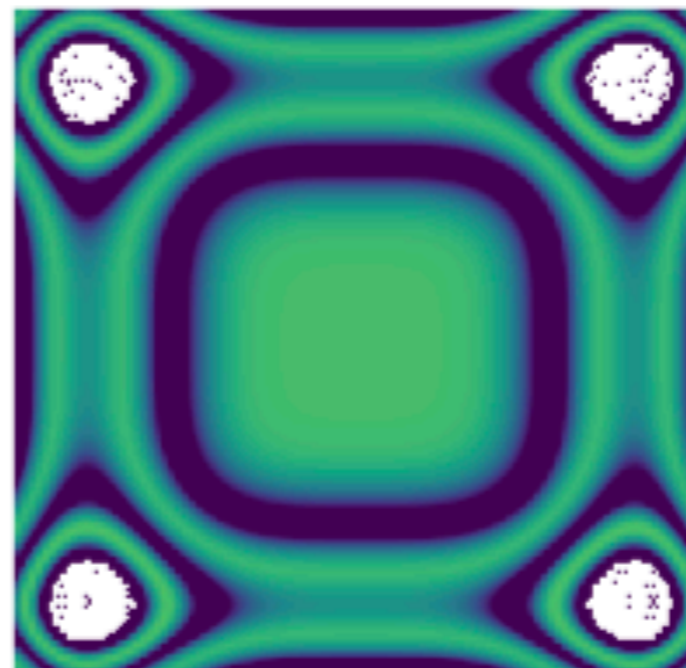
Toy Examples

- Maximum likelihood training on samples

Compact Domains



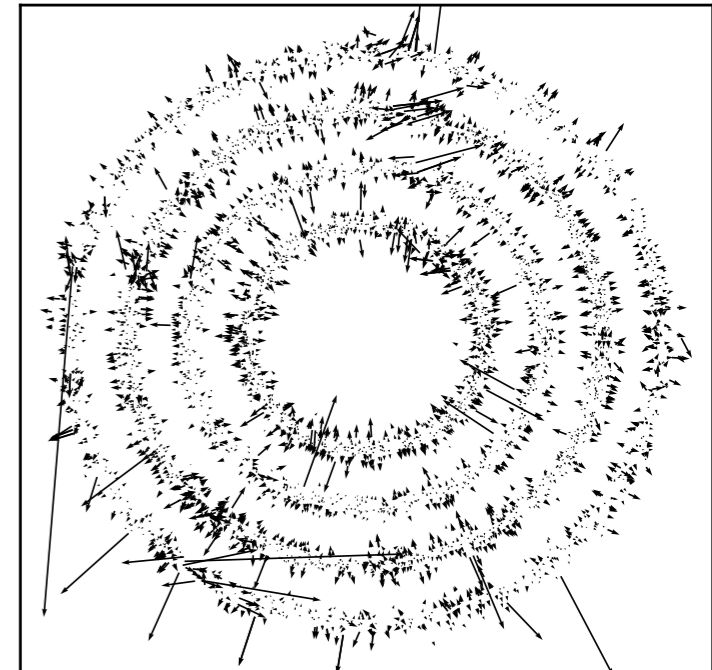
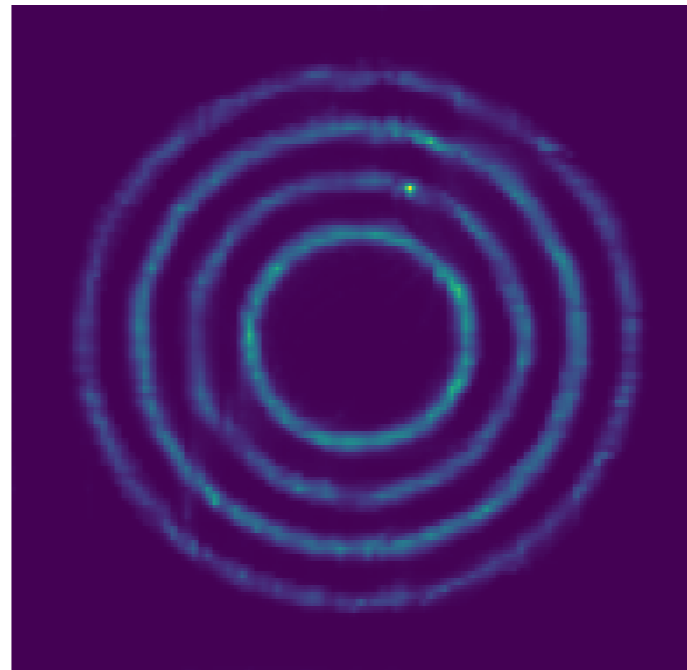
Periodic Domains



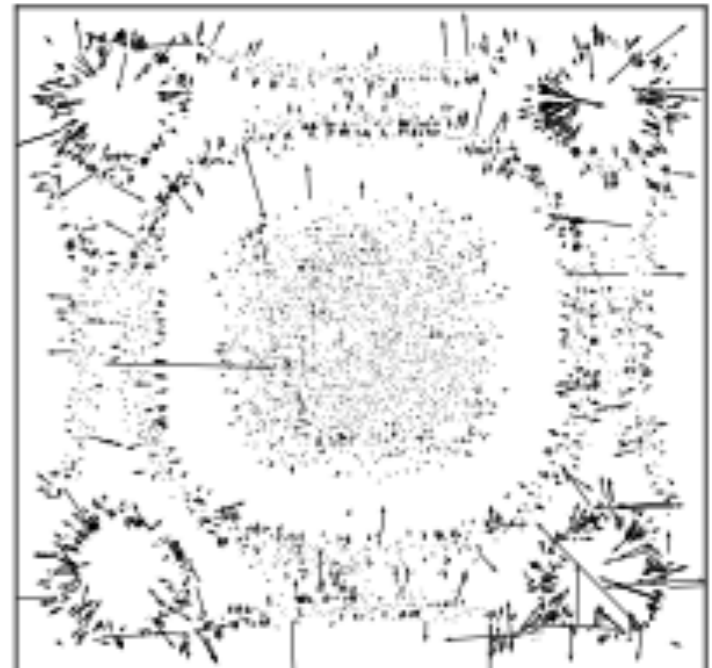
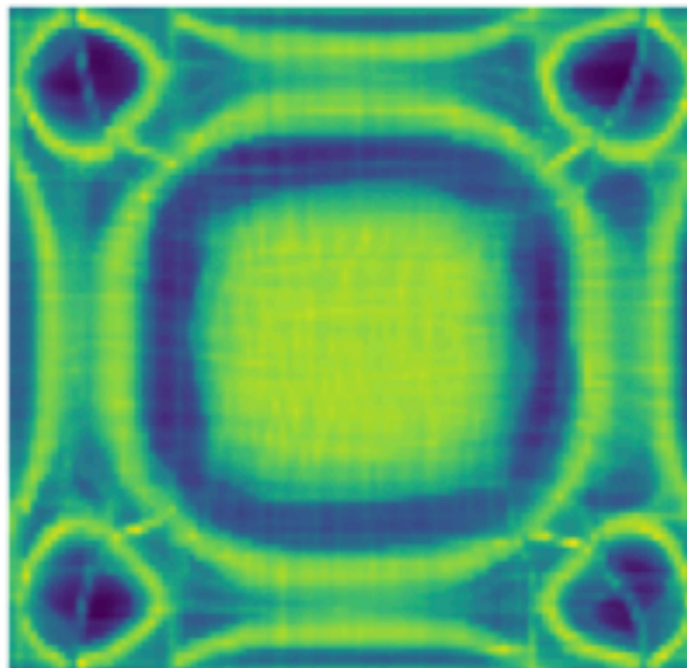
Toy Examples

- Maximum likelihood training on samples
- Neural spline flows reproduce the density but **have discontinuous forces and extreme outliers**

Compact Domains



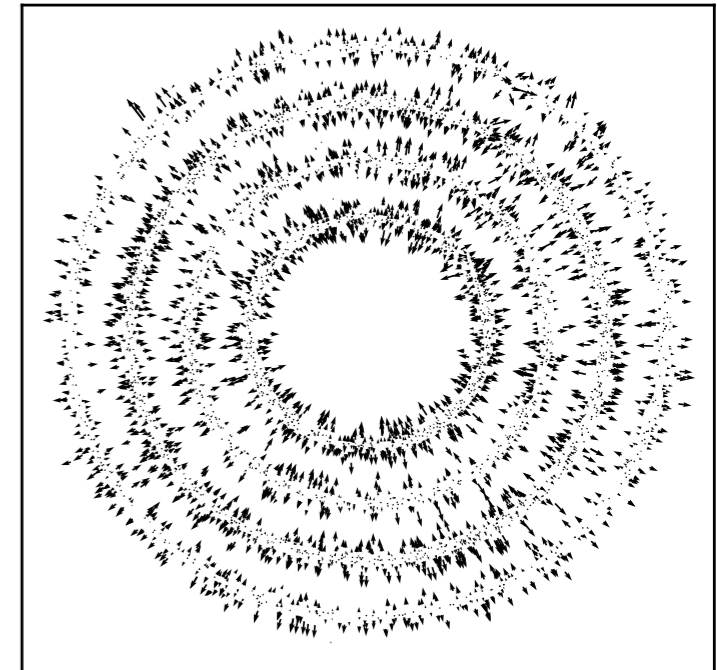
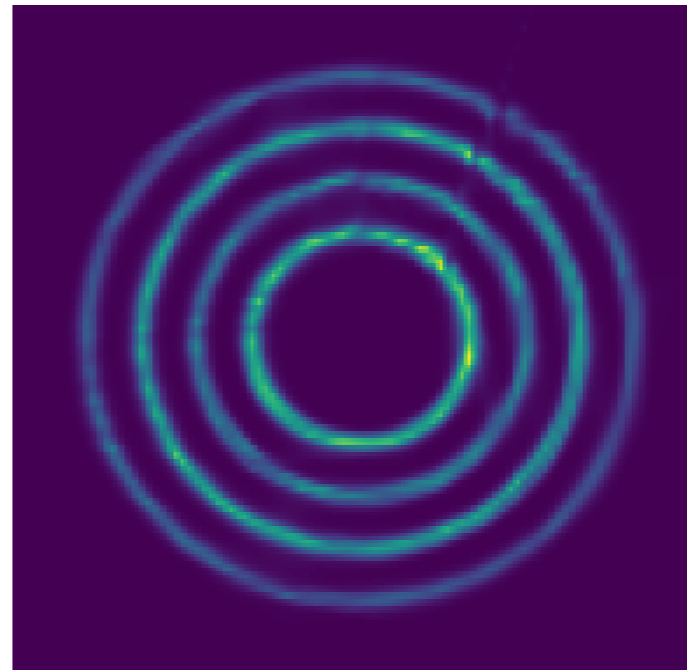
Periodic Domains



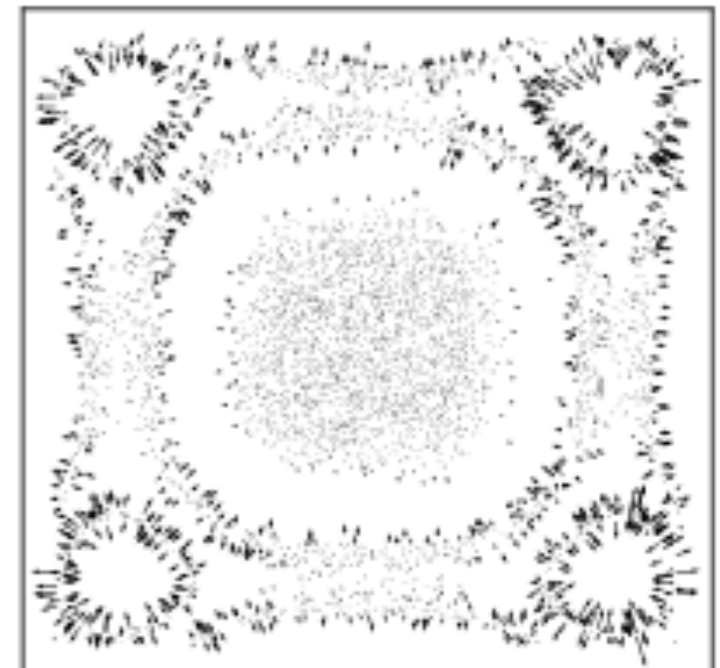
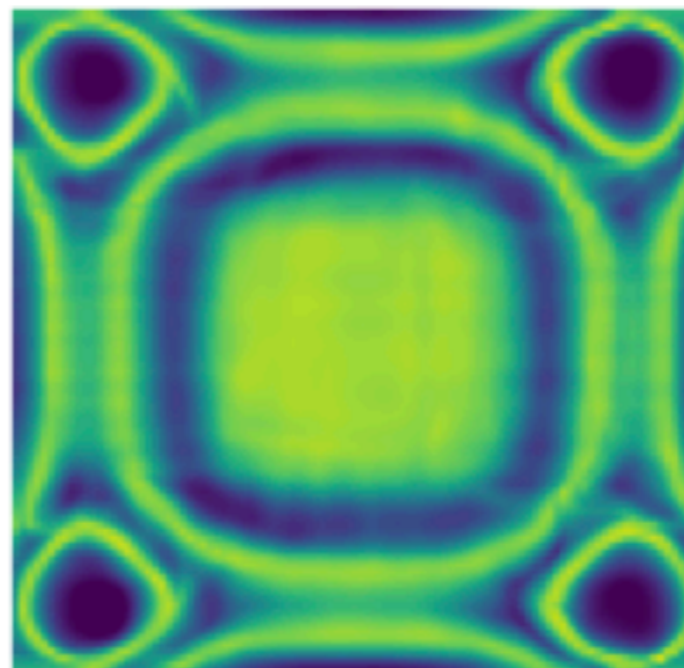
Toy Examples

- Maximum likelihood training on samples
- Neural spline flows reproduce the density but **have discontinuous forces and extreme outliers**
- Mixtures of bump functions **reproduce density and forces**

Compact Domains

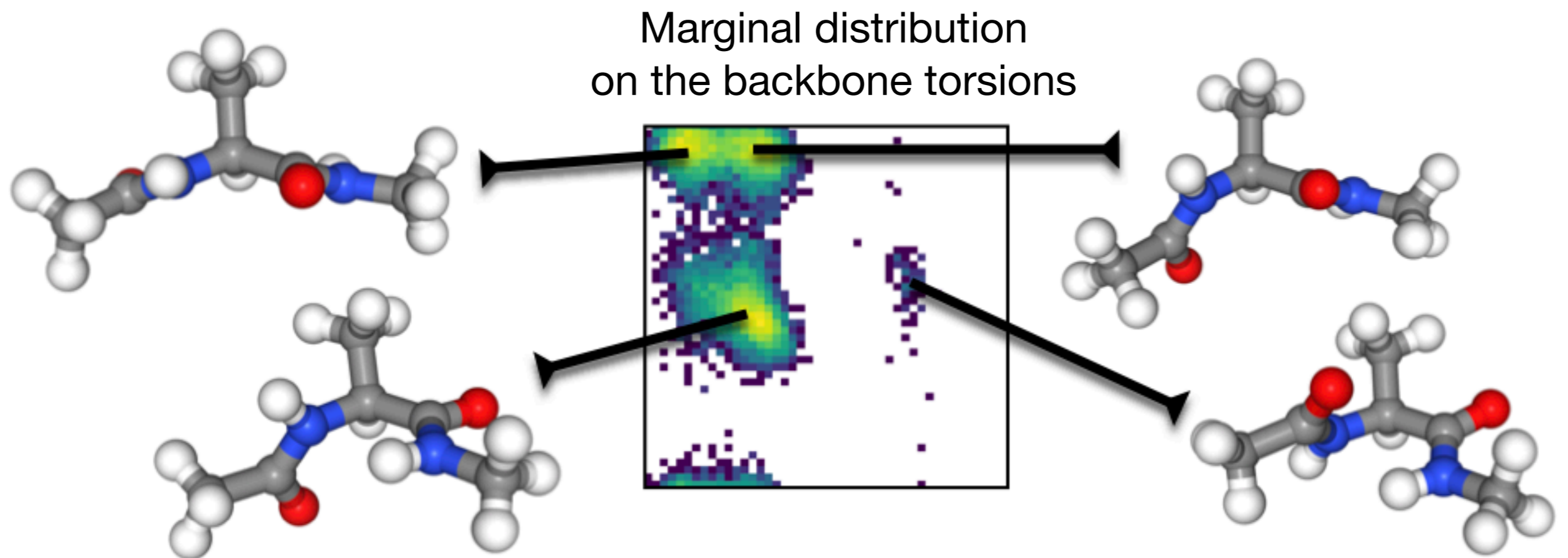


Periodic Domains

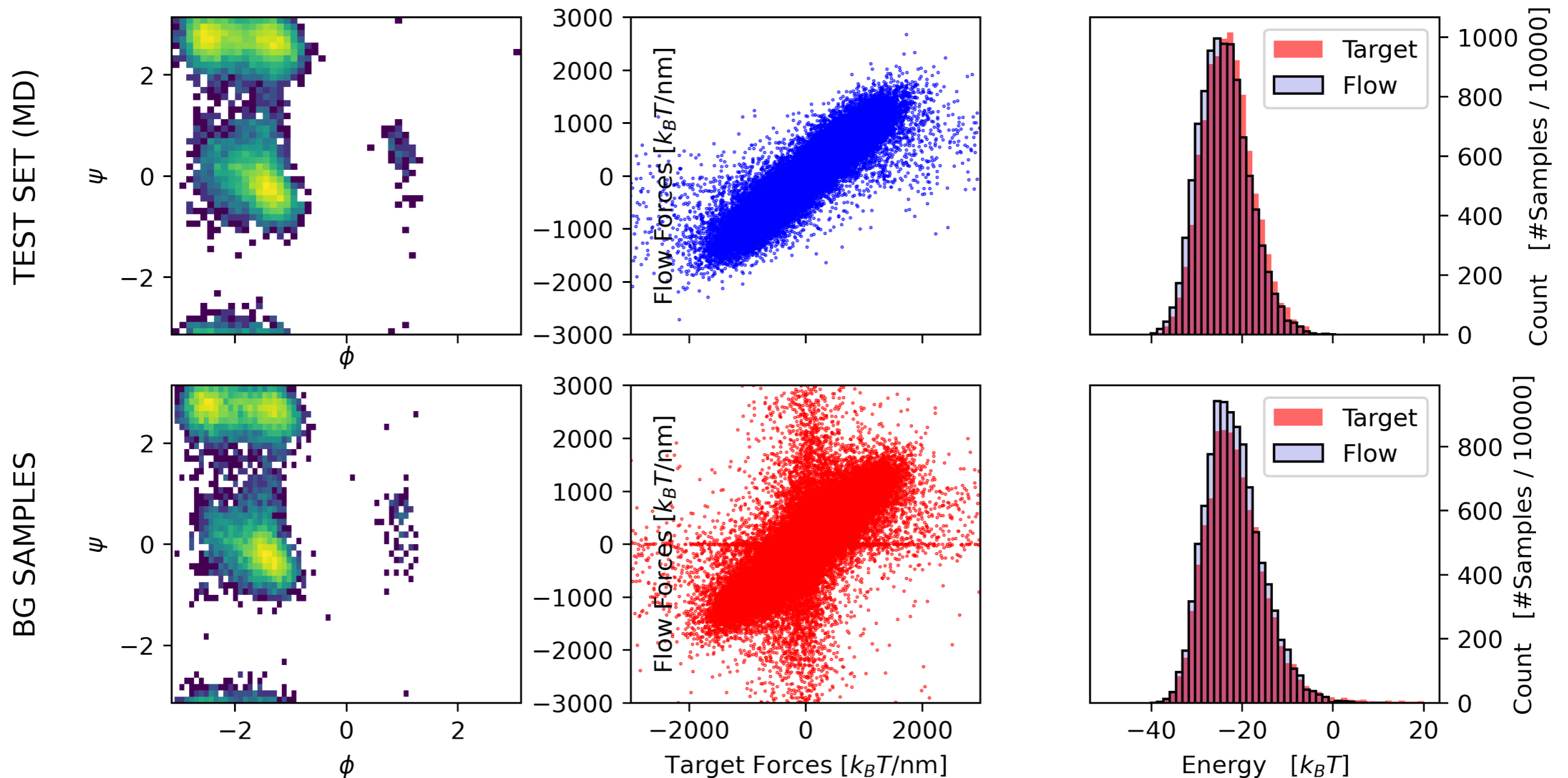


Alanine Dipeptide

- Flow operates on 60 internal coordinates (circular and non-circular)
- Multimodal target distribution $\mu(x) = \exp(-u(x))/Z$

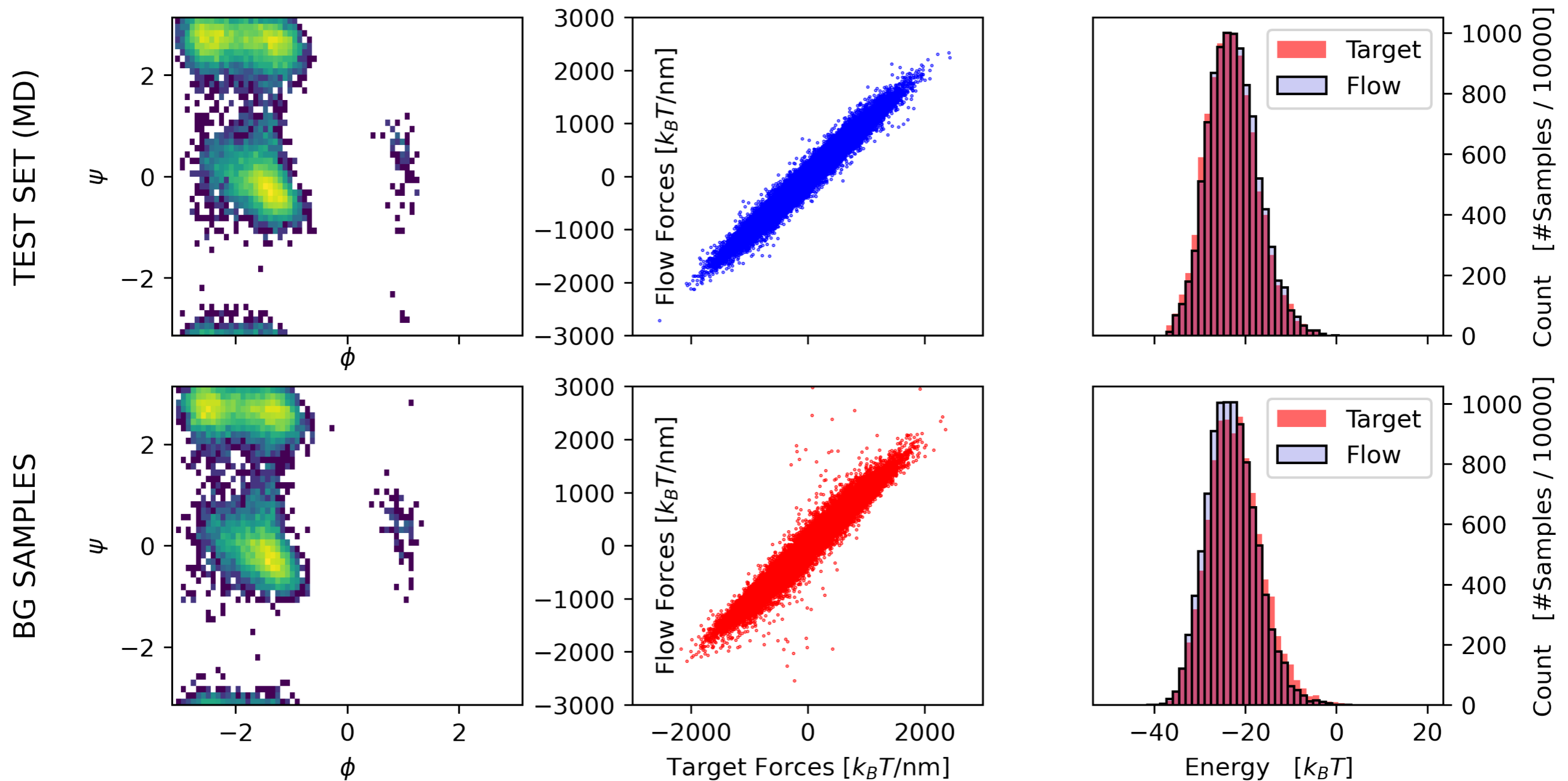


Spline Flows



Sampling efficiency: 25%

Smooth Flows



Sampling efficiency 38%

Training Flows by Force Matching

- Force residual with respect to ground truth forces

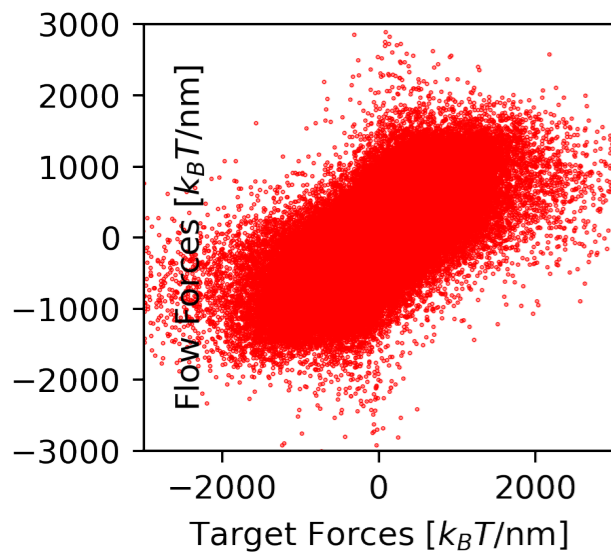
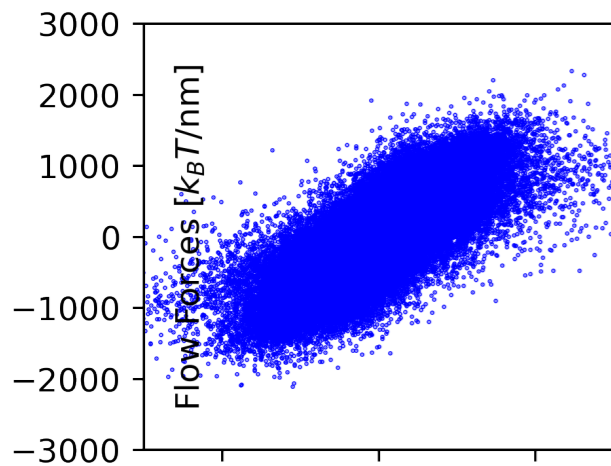
$$\mathcal{L}_{\text{FM}}(\boldsymbol{\theta}) := \mathbb{E}_{\mathbf{x} \sim \mu(\mathbf{x})} \left[\|\mathbf{f}(\mathbf{x}) - \partial_{\mathbf{x}} \log p_f(\mathbf{x}; \boldsymbol{\theta})\|_2^2 \right]$$

- Combine it with maximum-likelihood estimation

$$\mathcal{L}(\boldsymbol{\theta}) = \omega_n \mathcal{L}_{\text{NLL}}(\boldsymbol{\theta}) + \omega_k \mathcal{L}_{\text{KLD}}(\boldsymbol{\theta}) + \underline{\omega_f \mathcal{L}_{\text{FM}}(\boldsymbol{\theta})}$$

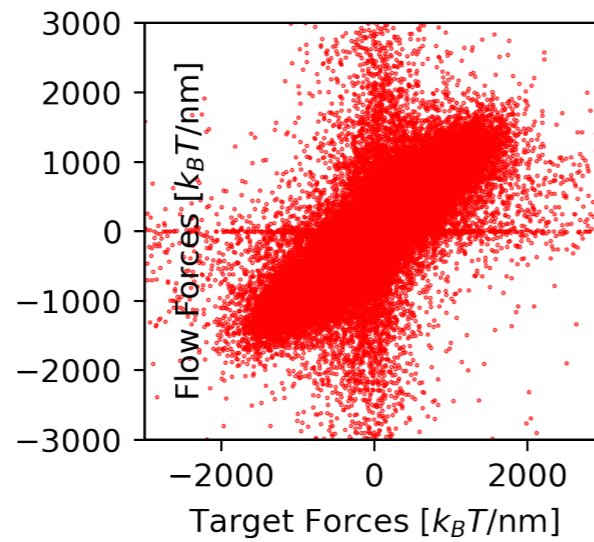
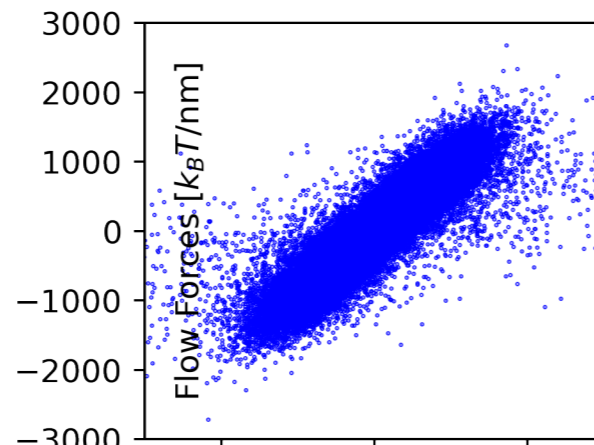
Smooth Flows

RealNVP



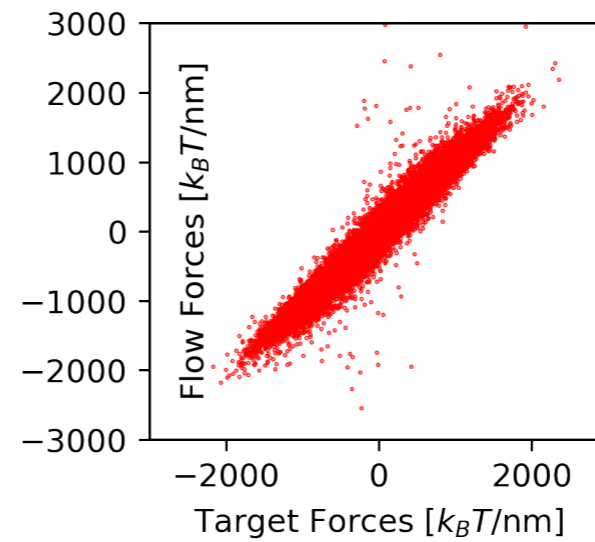
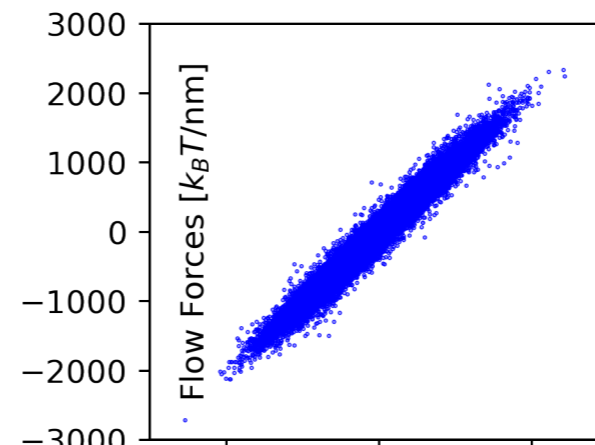
<1%

Spline



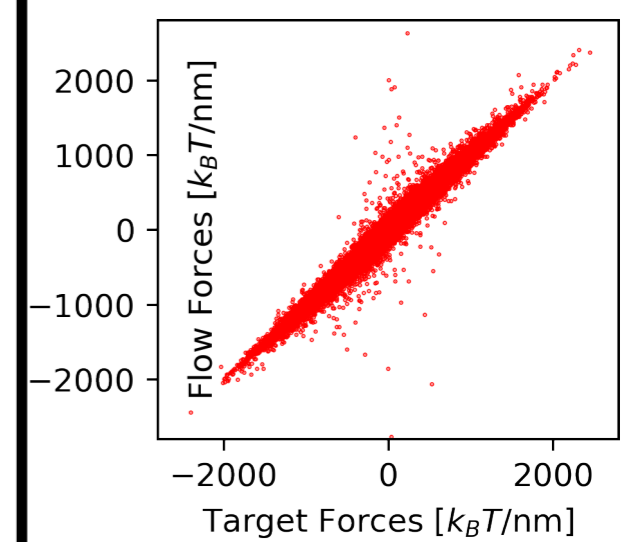
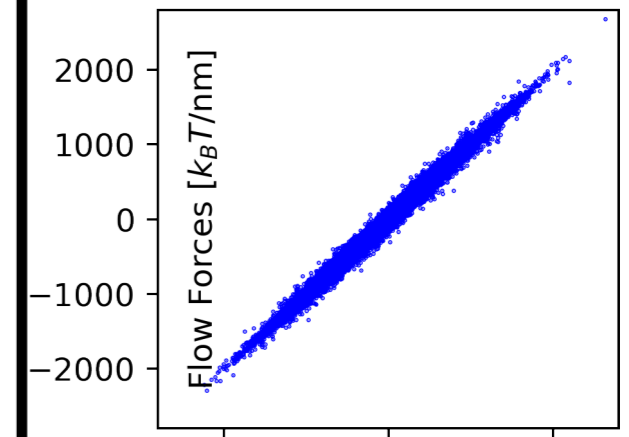
25%

Smooth



38%

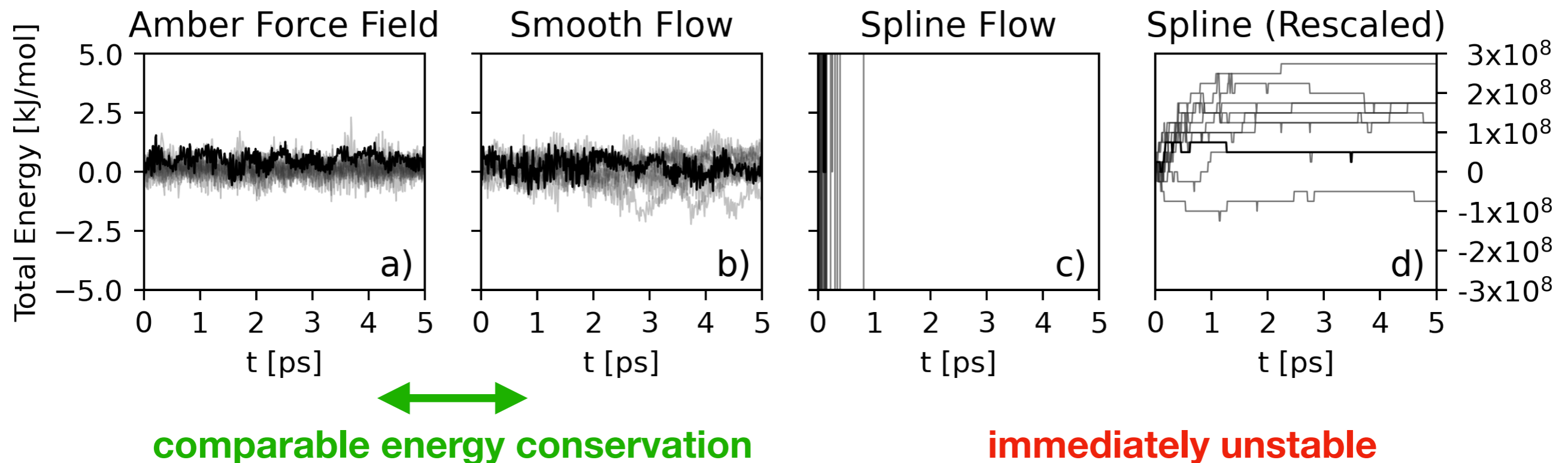
Smooth+FM



42%

Using Flows as Molecular Potentials

- Molecular dynamics simulations (NVE)
- Energy fluctuations are solely due to numerical integration errors
- Discontinuous forces -> energy not conserved



Conclusions

- Smooth flow architecture on compact intervals and tori
- Efficient backpropagation through black-box inversion
- Smoothness
 - improves the inductive bias for physical applications
 - enables training normalizing flows with force matching
 - opens new ways of applying normalizing flows (e.g., simulations)

