



# CS 760: Machine Learning **Generative Models**

Misha Khodak

University of Wisconsin-Madison  
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# Outline

- **Intro to Generative Models**
  - Histograms, Parametrizing Distributions
- **Flow-based Models**
  - Transformations, training, sampling
- **Generative Adversarial Networks (GANs)**
  - Generators, discriminators, training, examples
- **Diffusion Models**

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# Generative Models

- Goal: learn an underlying process for (unlabeled) data.
- Recall generative vs discriminative modeling from Naive Bayes lecture.

# Applications: Generate Images

- Old idea---tremendous growth
- Historical evolution:

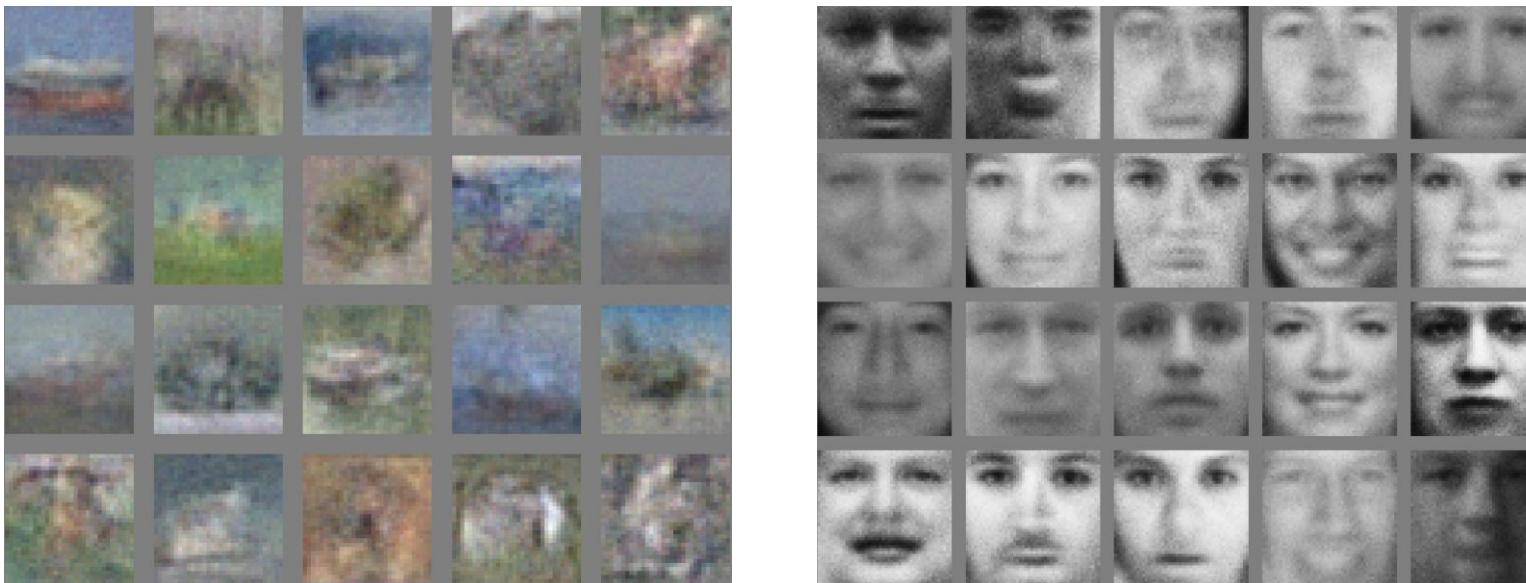


2006: Hinton et al

2013: Kingma & Welling

# Applications: Generate Images

- More recently, GAN models: 2014
  - Goodfellow et al



# Applications: Generate Images

- More recently, GAN models
  - StyleGAN, Karras, Laine, Aila, 2018



# Applications: Generate Images

- Today, Diffusion Models: DALL·E 3, Stable Diffusion 3.5



Prompt: ~\*~aesthetic~\*~ #boho #fashion, full-body 30-something woman laying on microfloral grass, candid pose, overlay reads Stable Diffusion 3.5, cheerful cursive typography font.

# Applications: Generate Images/Video

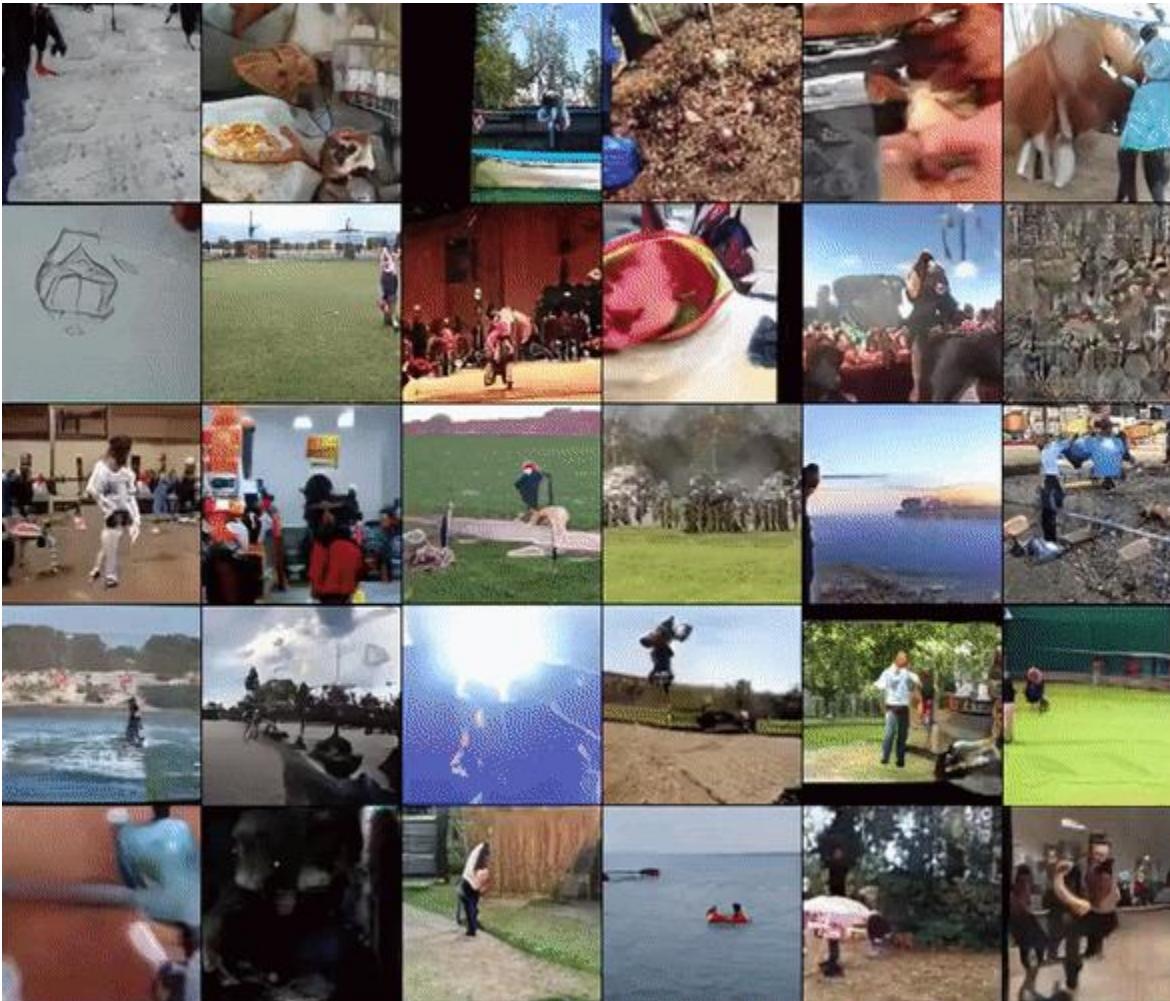
- GANs can also generate video
  - Plus transfer:



CycleGAN: Zhu, Park, Isola & Efros, 2017

# Applications: Generate Video

- GANs can also generate video (DVD-GAN, Clark et al)



# Applications: Generate Video

- Diffusion model can generate long videos up to a minute long with high visual quality.



[OpenAI Sora]

# Additional Applications

- **Compress data**
  - Can often do better than fixed methods like JPEG
  - Similar to nonlinear dimensionality reduction
- **Obtain good representations**
  - Then can fine-tune for particular tasks
  - Unlabeled data is cheap, labeled data is not.

# Goal: Learn a Distribution

- Want to estimate  $p_{\text{data}}$  from samples

$$x^{(1)}, x^{(2)}, \dots, x^{(n)} \sim p_{\text{data}}(x)$$

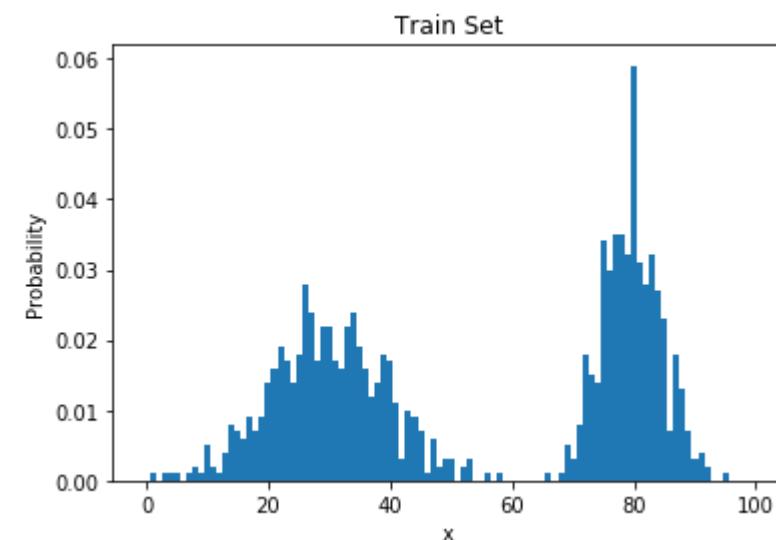
- Desired abilities:
  - **Inference**: compute  $p(x)$  for some  $x$
  - **Sampling**: obtain a sample from  $p(x)$

# Goal: Learn a Distribution

- Want to estimate  $p_{\text{data}}$  from samples

$$x^{(1)}, x^{(2)}, \dots, x^{(n)} \sim p_{\text{data}}(x)$$

- **One way:** build a histogram:
- Bin data space into  $k$  groups.
  - Estimate  $p_1, p_2, \dots, p_k$
- Train this model:
  - Count times bin  $i$  appears in dataset



# Histograms: Inference & Samples

- **Inference**: check our estimate of  $p_i$
- **Sampling**: straightforward, select bin  $i$  with probability  $p_i$ , then select uniformly from bin  $i$ .
- But ...
  - inefficient in high dimensions

# Parametrizing Distributions

- Don't store each probability, store  $p_\theta(x)$
- One approach: likelihood-based
  - We know how to train with **maximum likelihood**

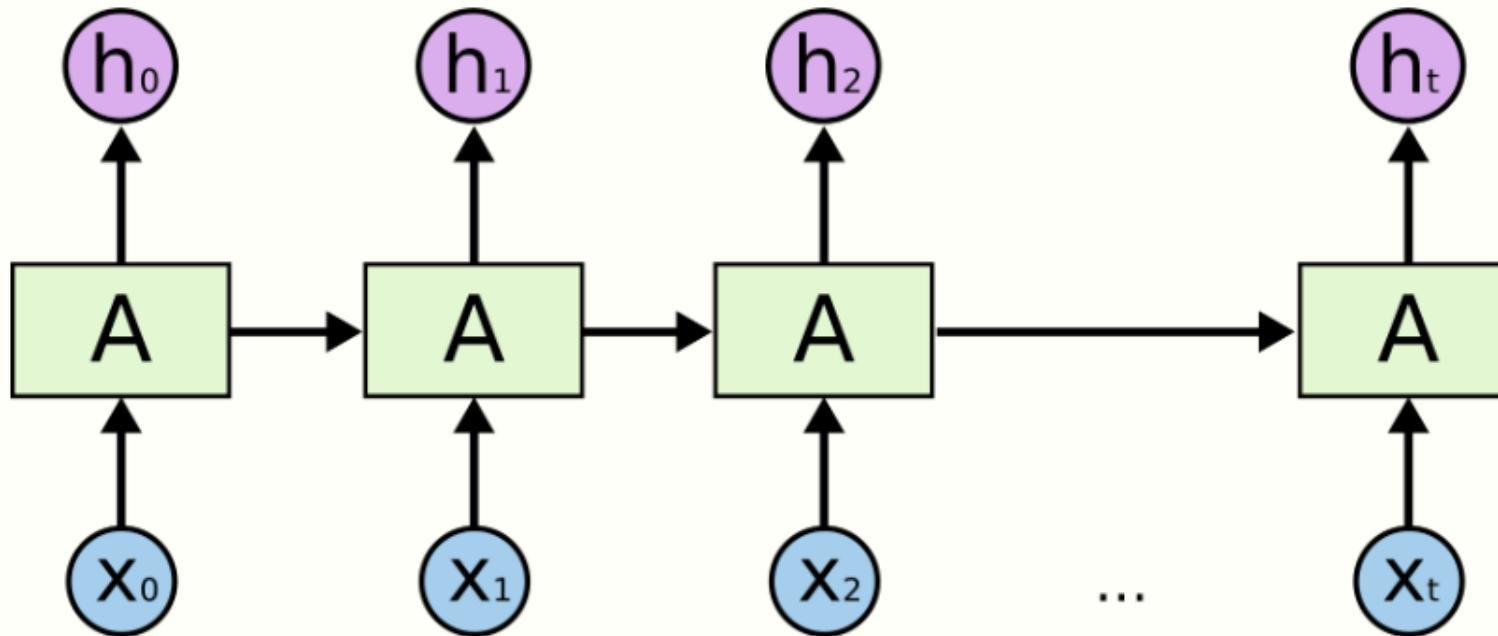
$$\arg \min_{\theta} -\frac{1}{n} \sum_{i=1}^n \log p_{\theta}(x^{(i)})$$

# Parametrizing Distributions

- One approach: likelihood-based
  - We know how to train with **maximum likelihood**
  - Then, train with SGD
  - Just need to make some choices for  $p_\theta(x)$ 
    - For example, recall Gaussian mixture models.
    - But many types of data have more complex underlying distributions.

# Parametrizing Distributions: Autoregressive models

- e.g. recurrent neural networks, transformers.



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# Flow Models

- One way to specify  $p_\theta(x)$
- Use a latent variable  $z$  with a “simple” (e.g Gaussian) distribution.
- Then use a “complex” transformation,  $x = f_\theta(z)$ .

# Flow Models

- We will need to compute the inverse transformation and take its derivative as well (for training).
- So compose multiple “simple” transformations

$$x = f_{\theta_k}(f_{\theta_{k-1}}(\dots f_{\theta_1}(z)))$$

$$z = f_{\theta_1}^{-1}(f_{\theta_2}^{-1}(\dots f_{\theta_k}^{-1}(x)))$$

# Flow Models

- Transform a simple distribution to a complex one via a chain of invertible transformations (the “flow”)

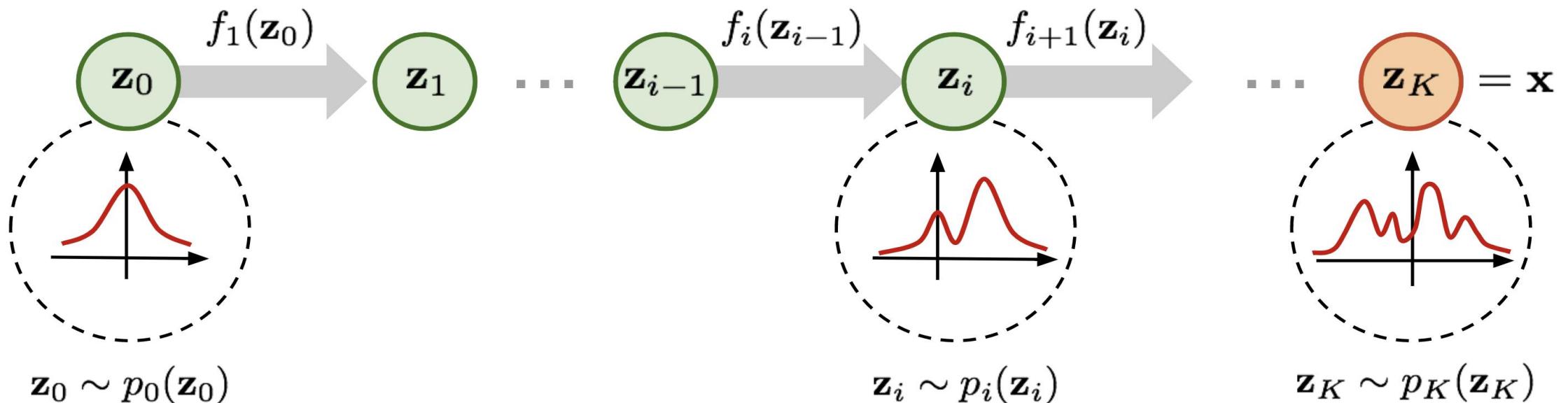
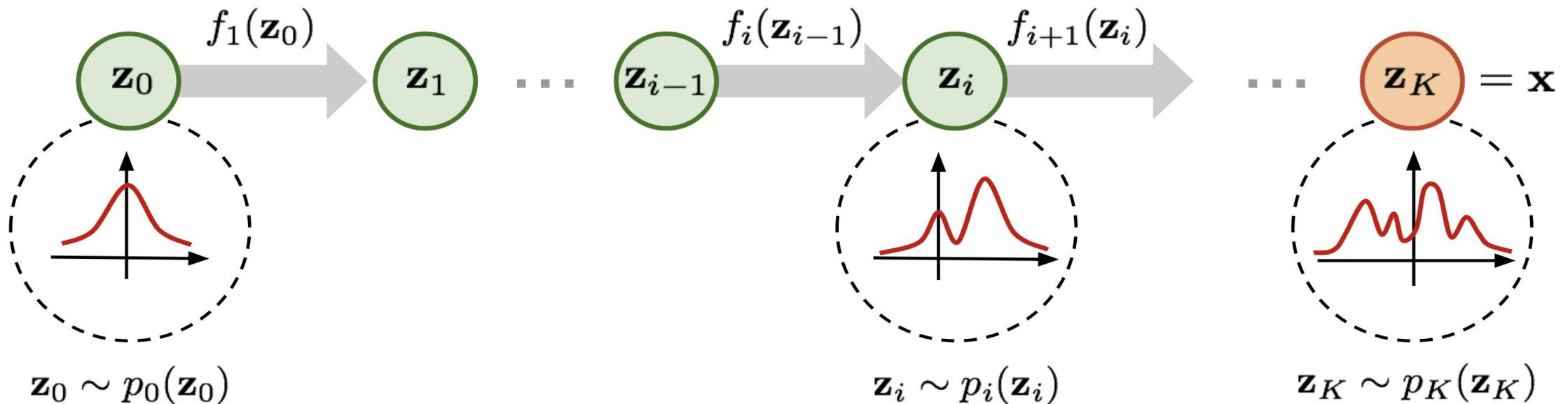


image from Lilian Weng

# Flow Models: How to sample?

- Sample from  $z$  (the latent variable)---has a simple distribution that lets us do it: Gaussian, uniform, etc.
- Then run the sample  $z$  through the flow to get a sample  $x$



# Flow Models: How to train?

- Relationship between  $p_x(x)$  and  $p_z(z)$  (densities of  $x$  and  $z$ ), given that  $x = f_\theta(z)$ ?

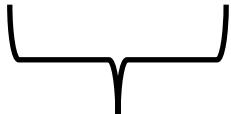
$$p_x(x) = p_z(f_\theta^{-1}(x)) \left| \frac{\partial f_\theta^{-1}(x)}{\partial x} \right|$$

[change of variables]

Determinant of Jacobian matrix

# Flow Models: Training

$$\max_{\theta} \sum_i \log(p_x(x^{(i)}; \theta)) = \max_{\theta} \left( \sum_i \log(p_z(f_{\theta}^{-1}(x^{(i)}))) + \log \left| \frac{\partial f_{\theta}^{-1}(x^{(i)})}{\partial x} \right| \right)$$



Maximum Likelihood



Latent variable version



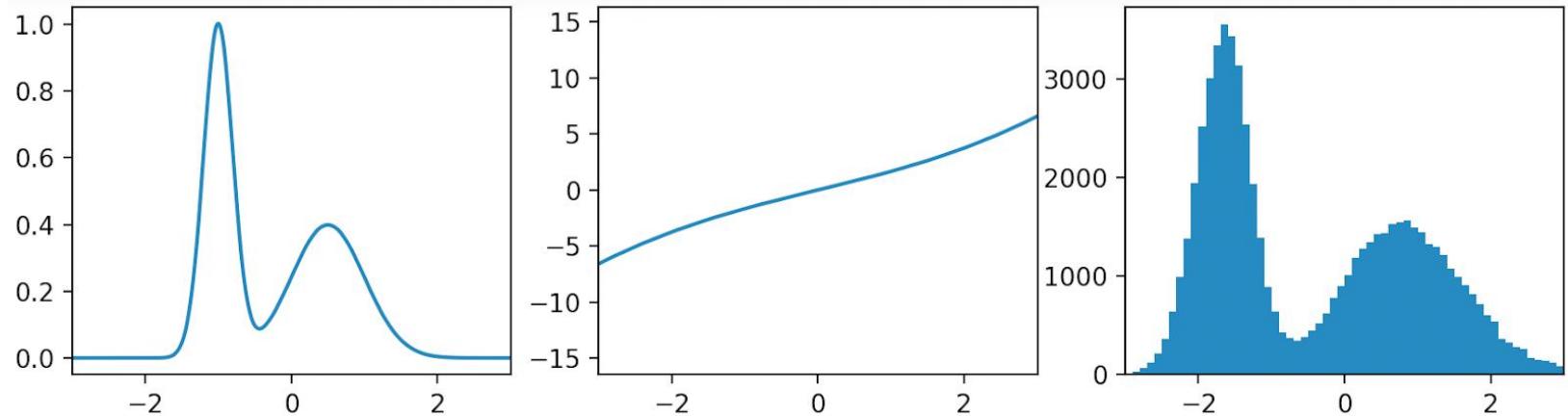
Determinant of Jacobian matrix

# Flows: Example

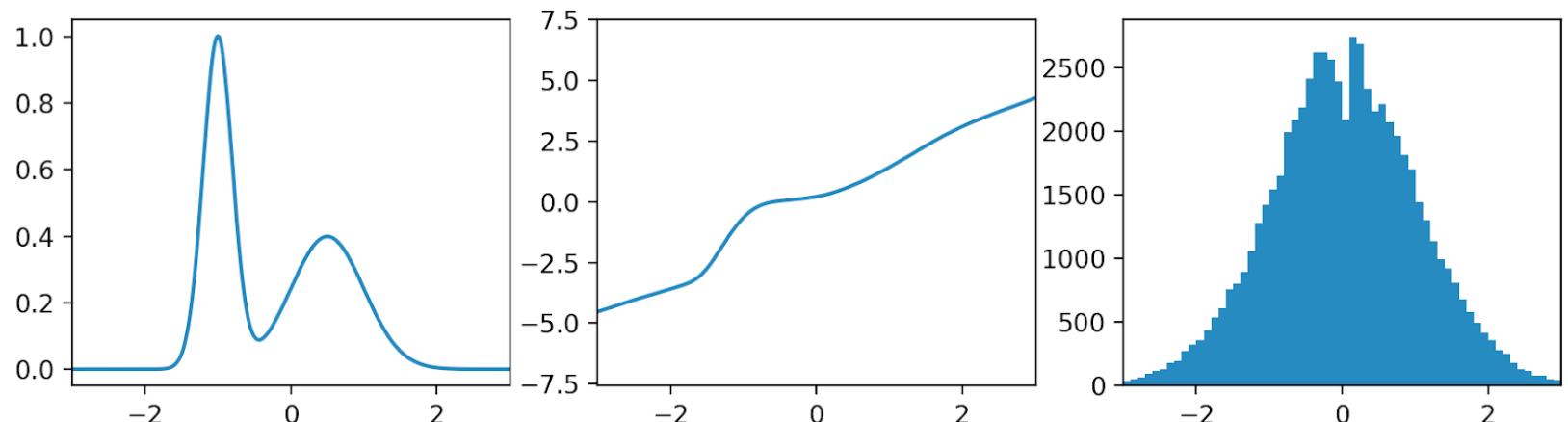
- Inverse flow to a Gaussian (right)

Inverse Flow

- Before training:



- After training:



# Flows: Transformations

- What kind of  $f$  transformations should we use?
- Many choices:
  - Affine:  $f(x) = A^{-1}(x - b)$
  - Elementwise:  $f(x_1, \dots, x_d) = (f(x_1), \dots, f(x_d))$
  - Splines
- Desirable properties:
  - Invertible
  - Differentiable

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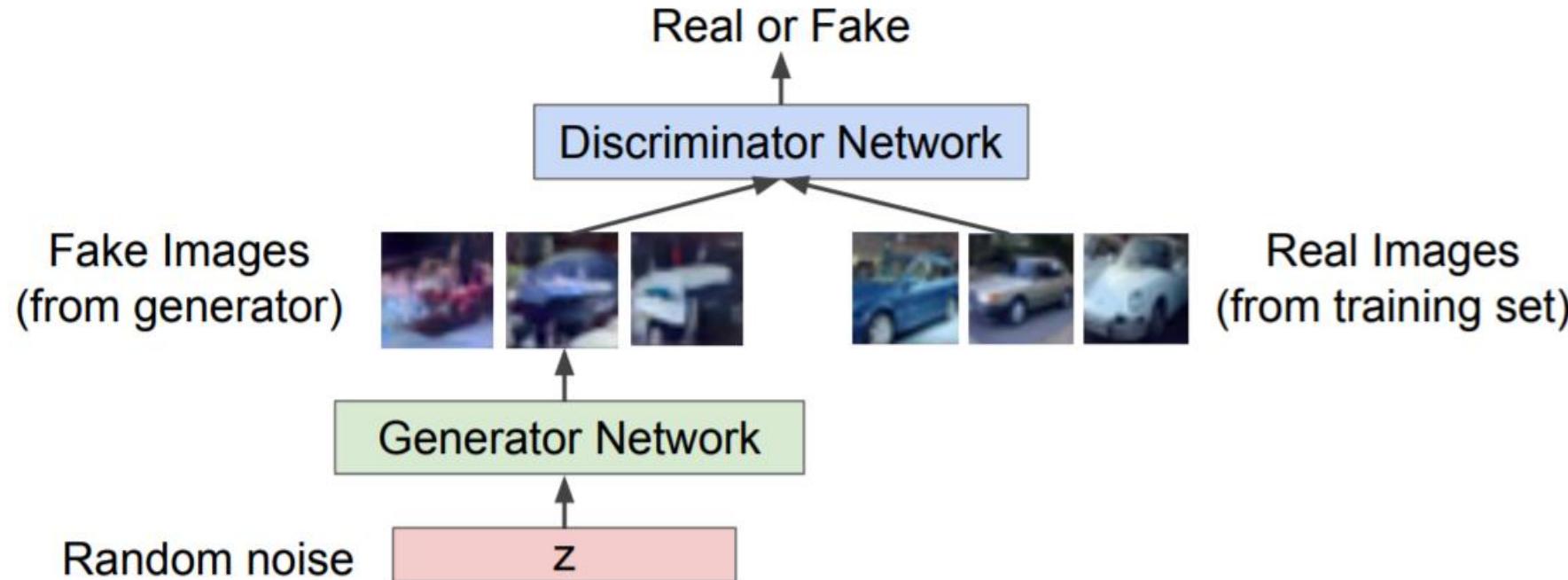
# GANs: Generative Adversarial Networks

- So far we've been modeling the density...
  - What if we just want to get high-quality samples?
- GANs do this.
  - Think of art forgery
  - Left: original
  - Right: forged version
  - Two-player game:
    - **Generator** wants to pass off the discriminator as an original
    - **Discriminator** wants to distinguish forgery from original



# GANs: Basic Setup

- Let's set up networks that implement this idea:
  - **Discriminator** network
  - **Generator** network



# GAN Training: Discriminator

- How to train these networks? Two sets of parameters to learn:  $\theta_d$  (discriminator) and  $\theta_g$  (generator)
- Let's fix the generator. What should the discriminator do?
  - Distinguish fake and real data: binary classification.
  - Use the cross-entropy loss, we get

$$\max_{\theta_d} \mathbb{E}_{x \sim p_{\text{data}}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

$\uparrow$   
**Real data, want  
to classify 1**

 $\uparrow$   
**Fake data, want  
to classify 0**

# GAN Training: Generator & Discriminator

- How to train these networks? Two sets of parameters to learn:  $\theta_d$  (discriminator) and  $\theta_g$  (generator)
- This makes the **discriminator** better, but also want to make the **generator** more capable of fooling it:
  - Minimax game! Train jointly.

$$\min_{\theta_g} \max_{\theta_d} \mathbb{E}_{x \sim p_{\text{data}}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$



Real data, want  
to classify 1



Fake data, want  
to classify 0

# GAN Training: Alternating Training

- So we have an optimization goal:

$$\min_{\theta_g} \max_{\theta_d} \mathbb{E}_{x \sim p_{\text{data}}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

- Alternate training:

- **Gradient ascent**: fix generator, make the **discriminator** better:

$$\max_{\theta_d} \mathbb{E}_{x \sim p_{\text{data}}} \log D_{\theta_d}(x) + \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

- **Gradient descent**: fix discriminator, make the **generator** better

$$\min_{\theta_g} \mathbb{E}_{z \sim p(z)} \log(1 - D_{\theta_d}(G_{\theta_g}(z)))$$

# GAN Training: Issues

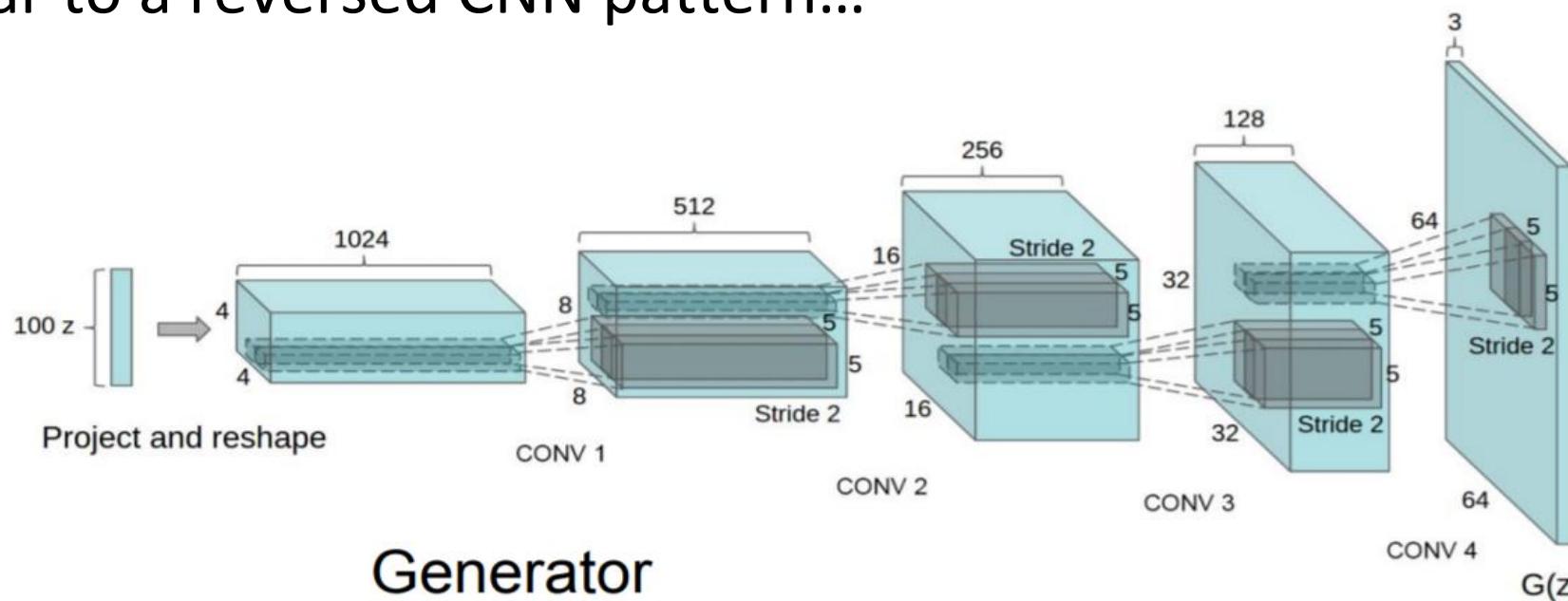
- Training often not stable
- Many tricks to help with this:
  - Replace the generator training with

$$\max_{\theta_g} \mathbb{E}_{z \sim p(z)} \log(D_{\theta_d}(G_{\theta_g}(z)))$$

- Better gradient shape
- Choose number of alternating steps carefully
- Can still be challenging.

# GAN Architectures

- **Discriminator**: image classification, use a **CNN**
- What should **generator** look like
  - Input: noise vector  $z$ .
  - Output: an image (i.e. a 3-channel  $\times$  width  $\times$  height volume)
  - Similar to a reversed CNN pattern...



# GANs: Example

- Output of a GAN after 5 epochs of training:



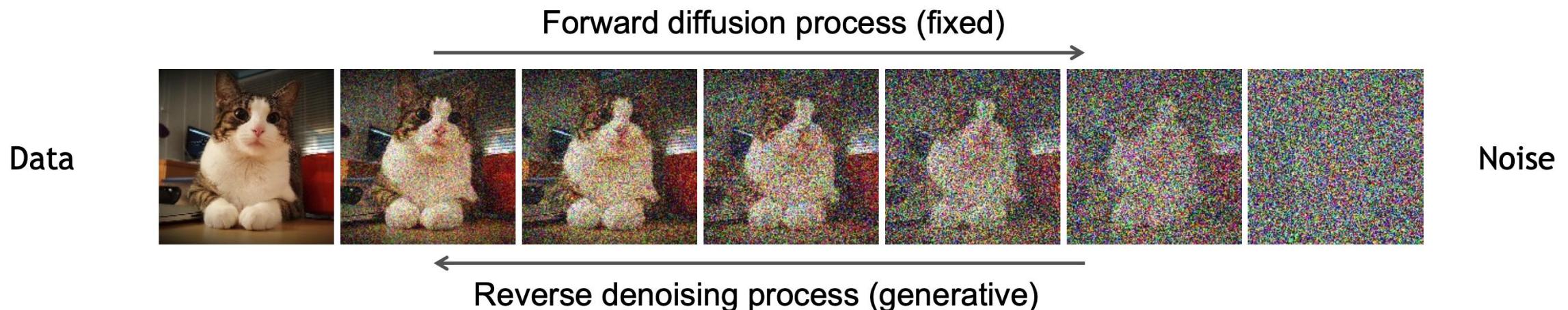
image from Radford et al '16

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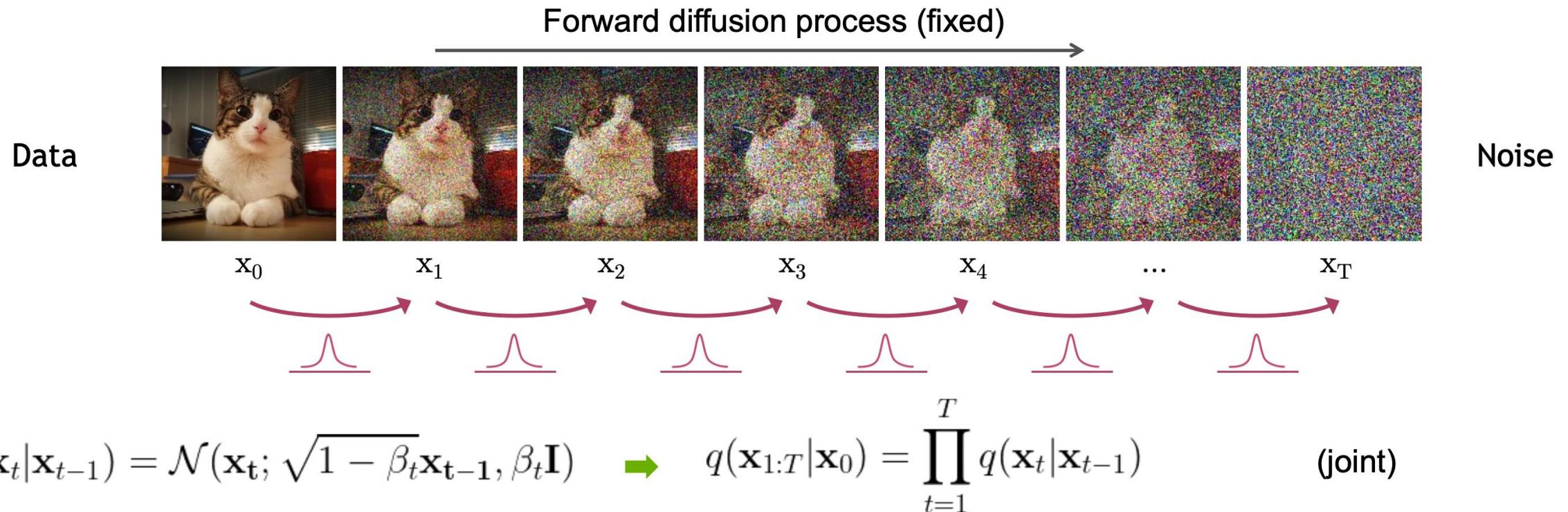
# Diffusion Models (optional)

- **Learning to generate by denoising**
- Denoising diffusion models consist of two processes:
  - Forward diffusion process that gradually adds noise to input
  - Reverse denoising process that learns to generate data by denoising



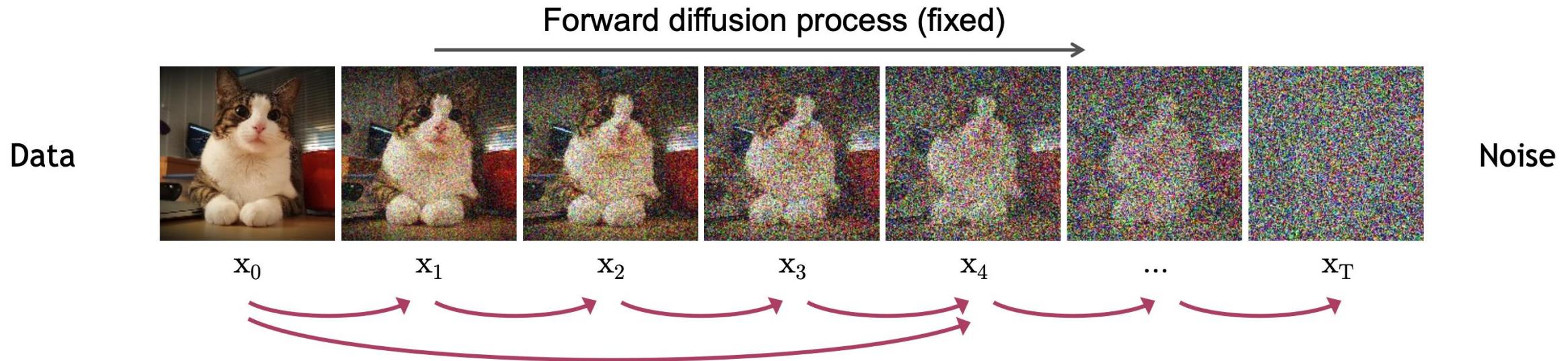
# Diffusion Models (optional)

- The formal definition of the forward process in  $T$  steps:



# Diffusion Models (optional)

- Diffusion Kernel



**Define**  $\bar{\alpha}_t = \prod_{s=1}^t (1 - \beta_s)$    $q(\mathbf{x}_t | \mathbf{x}_0) = \mathcal{N}(\mathbf{x}_t; \sqrt{\bar{\alpha}_t} \mathbf{x}_0, (1 - \bar{\alpha}_t) \mathbf{I})$  **(Diffusion Kernel)**

For sampling:  $\mathbf{x}_t = \sqrt{\bar{\alpha}_t} \mathbf{x}_0 + \sqrt{(1 - \bar{\alpha}_t)} \boldsymbol{\epsilon}$  where  $\boldsymbol{\epsilon} \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$

$\beta_t$  values schedule (i.e., the noise schedule) is designed such that  $\bar{\alpha}_T \rightarrow 0$  and  $q(\mathbf{x}_T | \mathbf{x}_0) \approx \mathcal{N}(\mathbf{x}_T; \mathbf{0}, \mathbf{I})$

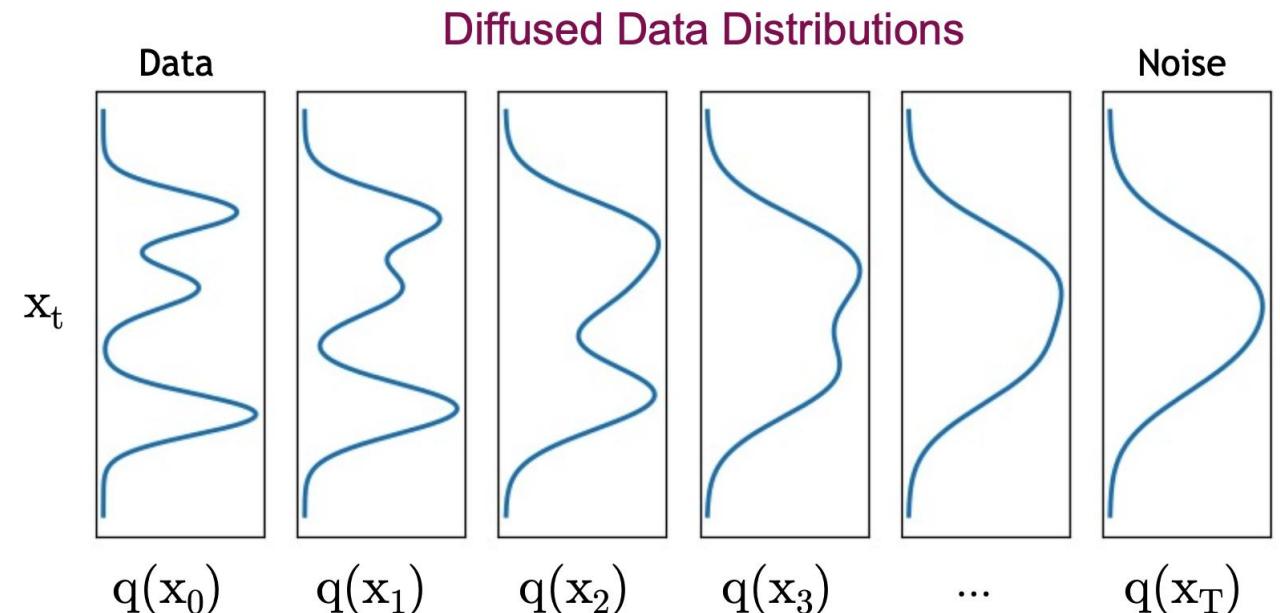
# Diffusion Models (optional)

- What happens to a distribution in the forward diffusion?

So far, we discussed the diffusion kernel  $q(\mathbf{x}_t|\mathbf{x}_0)$  but what about  $q(\mathbf{x}_t)$ ?

$$q(\mathbf{x}_t) = \underbrace{\int q(\mathbf{x}_0, \mathbf{x}_t) d\mathbf{x}_0}_{\text{Diffused data dist.}} = \underbrace{\int q(\mathbf{x}_0) q(\mathbf{x}_t|\mathbf{x}_0) d\mathbf{x}_0}_{\text{Joint dist.}} = q(\mathbf{x}_0) \underbrace{\int q(\mathbf{x}_t|\mathbf{x}_0) d\mathbf{x}_0}_{\text{Input data dist.} \quad \text{Diffusion kernel}}$$

The diffusion kernel is Gaussian convolution.



We can sample  $\mathbf{x}_t \sim q(\mathbf{x}_t)$  by first sampling  $\mathbf{x}_0 \sim q(\mathbf{x}_0)$  and then sampling  $\mathbf{x}_t \sim q(\mathbf{x}_t|\mathbf{x}_0)$  (i.e., ancestral sampling).

# Diffusion Models (optional)

- Generative Learning by Denoising

Recall, that the diffusion parameters are designed such that  $q(\mathbf{x}_T) \approx \mathcal{N}(\mathbf{x}_T; \mathbf{0}, \mathbf{I})$

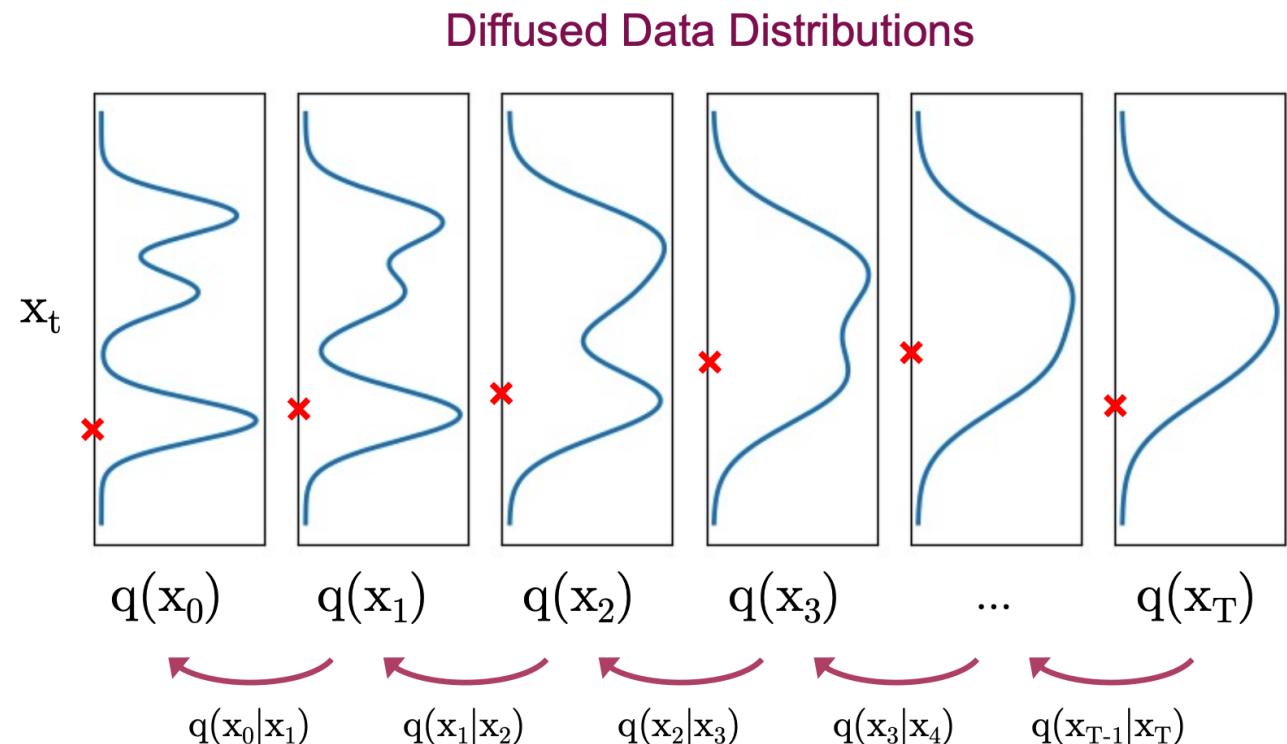
**Generation:**

Sample  $\mathbf{x}_T \sim \mathcal{N}(\mathbf{x}_T; \mathbf{0}, \mathbf{I})$

Iteratively sample  $\mathbf{x}_{t-1} \sim \underbrace{q(\mathbf{x}_{t-1} | \mathbf{x}_t)}_{\text{True Denoising Dist.}}$

In general,  $q(\mathbf{x}_{t-1} | \mathbf{x}_t) \propto q(\mathbf{x}_{t-1})q(\mathbf{x}_t | \mathbf{x}_{t-1})$  is intractable.

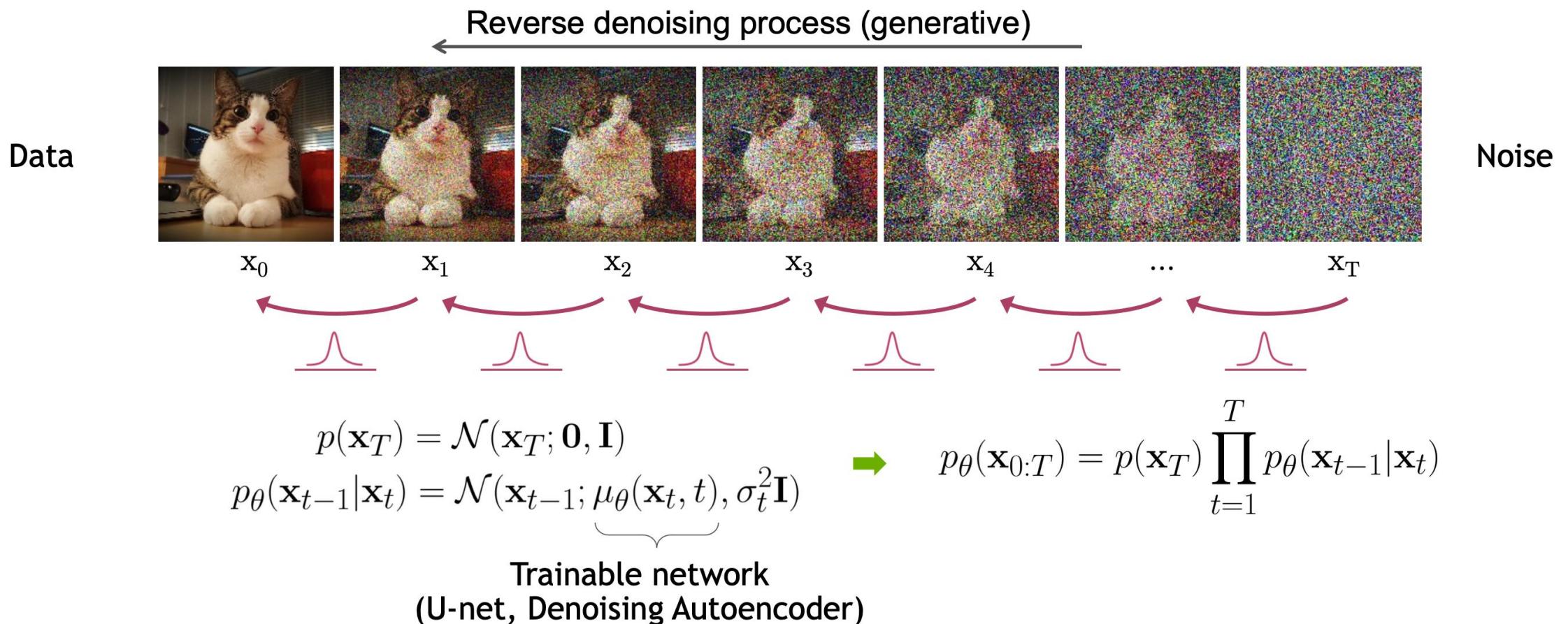
Can we approximate  $q(\mathbf{x}_{t-1} | \mathbf{x}_t)$ ? Yes, we can use a **Normal distribution** if  $\beta_t$  is small in each forward diffusion step.



# Diffusion Models (optional)

- Reverse Denoising Process

## Formal definition of forward and reverse processes in T steps:





# Thanks Everyone!

Some of the slides in these lectures have been adapted/borrowed from materials developed by Mark Craven, David Page, Jude Shavlik, Tom Mitchell, Nina Balcan, Elad Hazan, Tom Dietterich, Pedro Domingos, Jerry Zhu, Yingyu Liang, Volodymyr Kuleshov, Fei-Fei Li, Justin Johnson, Serena Yeung, Pieter Abbeel, Peter Chen, Jonathan Ho, Aravind Srinivas, Ruiqi Gao, Tengyang Xie