



Statistical Physics and Machine learning 101, (part 3)

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European Research Council



Institut Universitaire de France



Les Houches winter workshop (2003)



Learning the cavity method from Marc Mezard, in 2003 in a winter session in Les Houches

Les Houches summer school (2006)

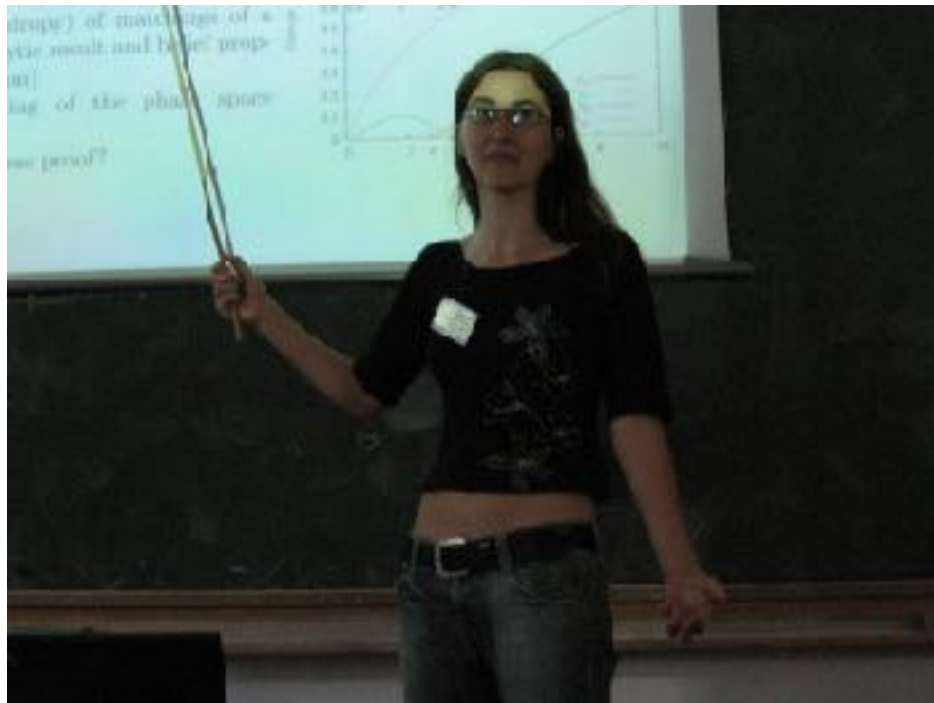
2 young promising students



A distinguished professor



A notable
visiting spouse
during an
"historic"
moment



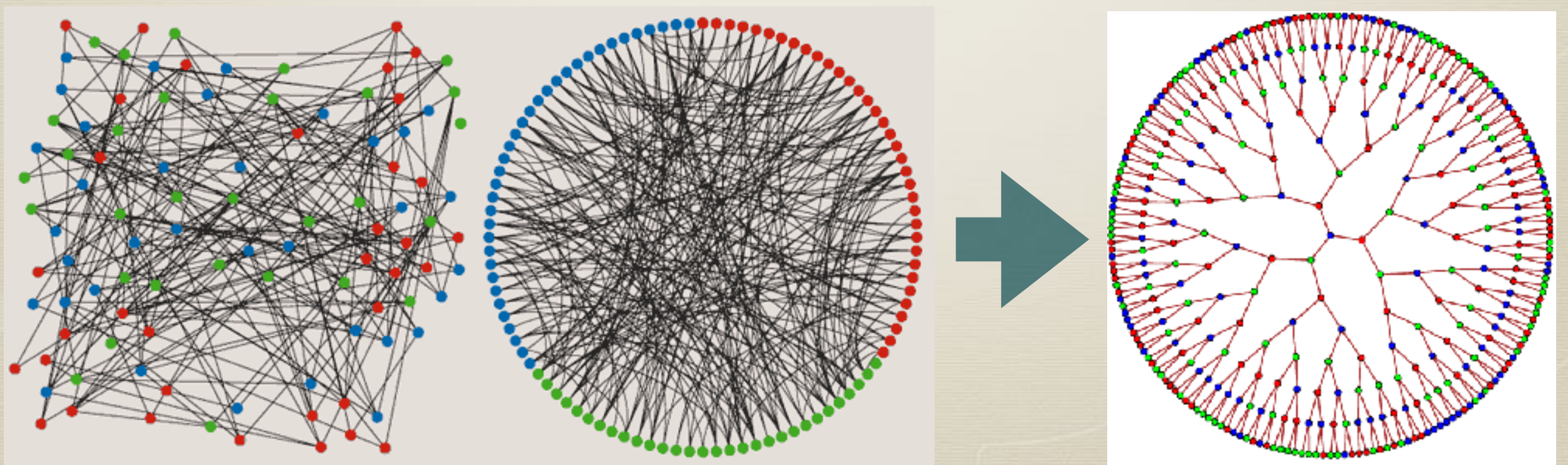
Statistical physics of colouring

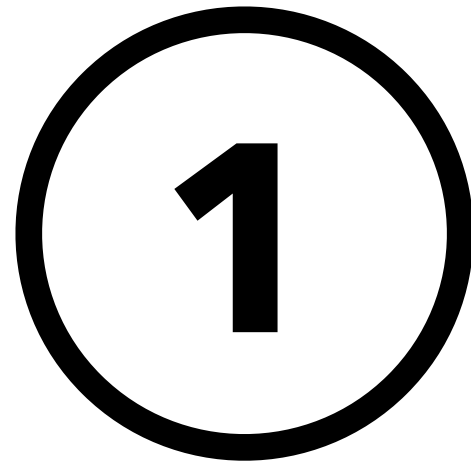
Coloring = zero temperature behavior of an **anti-ferromagnetic Potts model**.

Cost function = Hamiltonian: $\mathcal{H} = \sum_{\langle ij \rangle} \delta(s_i, s_j) \quad s_i = 1, 2, \dots, q$

Spin glass-like problem : The random graph plays the role of **disorder**

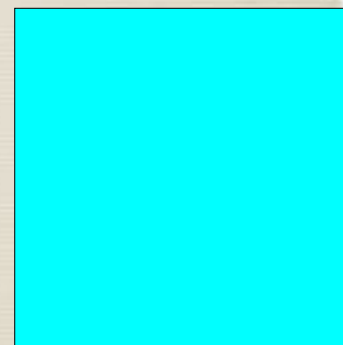
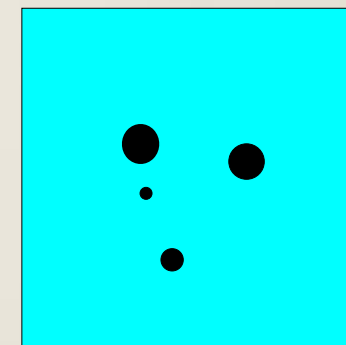
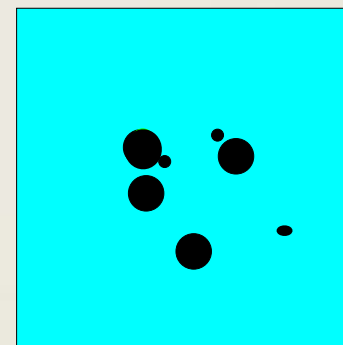
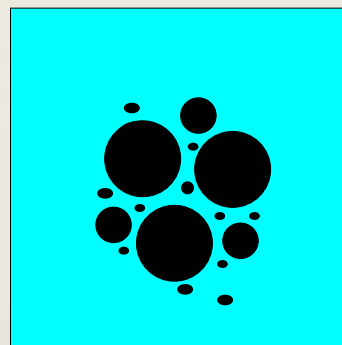
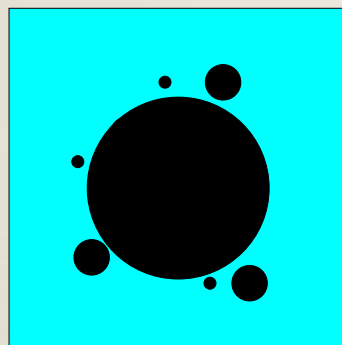
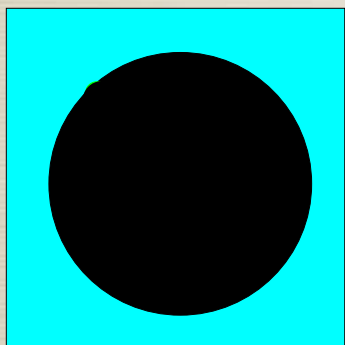
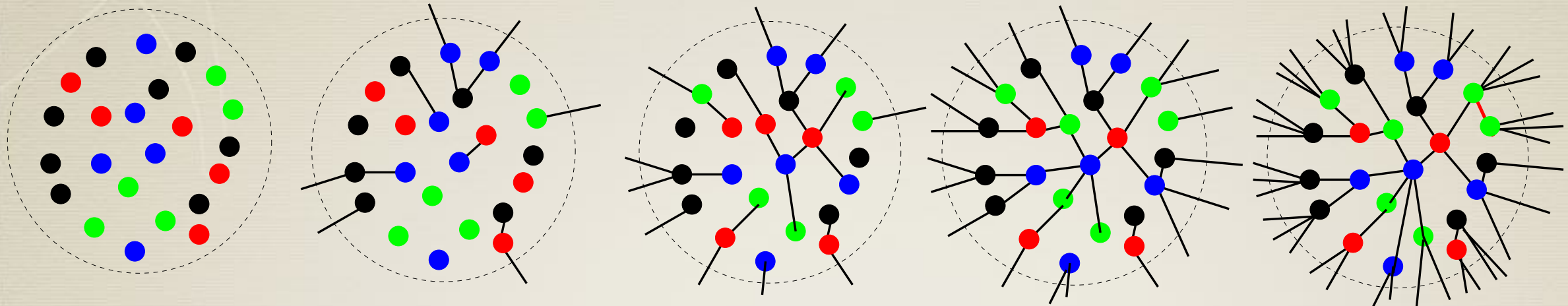
Tree-like local structure of the graph: as N grows the neighborhood of a random vertex is almost surely a tree up to distance $\log_c N$.





**The space of solution of random
Constraint satisfaction problems**

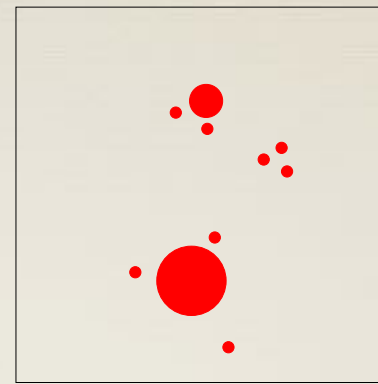
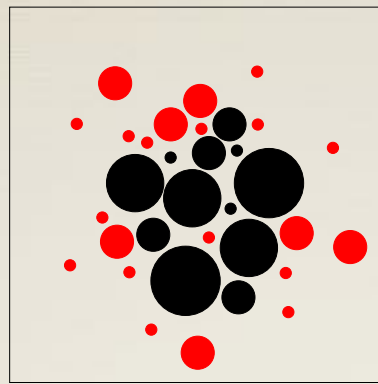
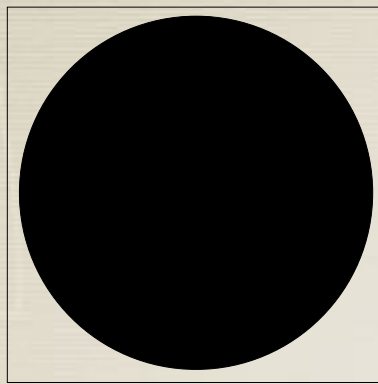
The Phase Space



Increasing average degree
(more constraints, less freedom)

Many phase transitions

Average degree →



c_d



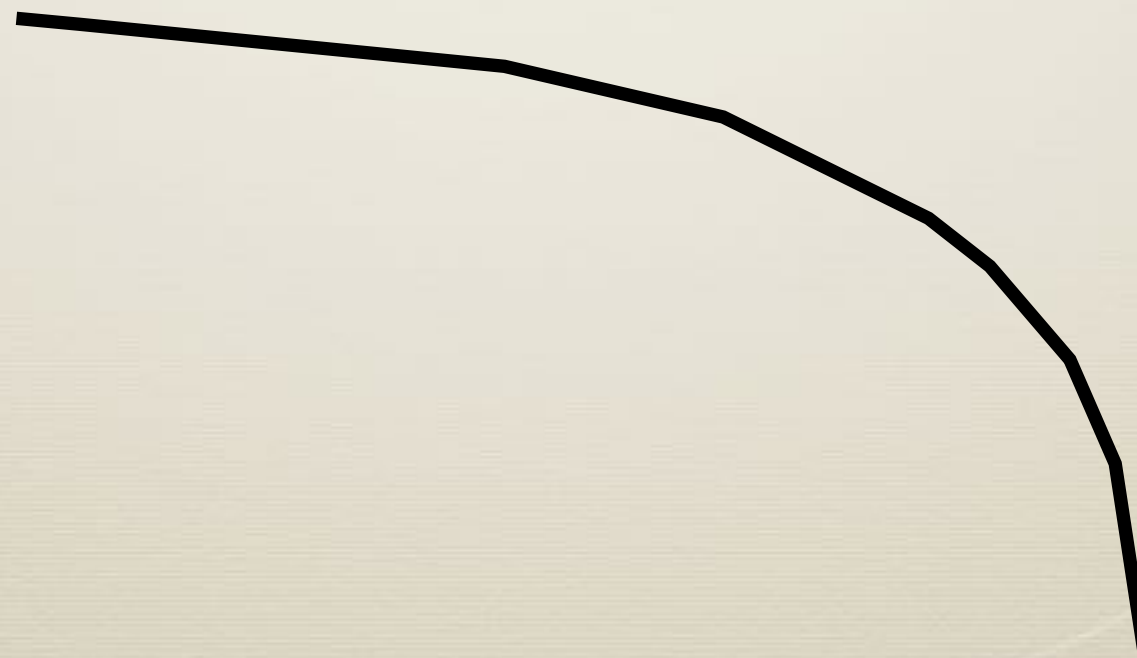
Clustering/Dynamic transition



The phase space splits into exponentially many states

$$c_d(3) = 4, c_d(4) = 8.35, c_d(5) = 12.84$$

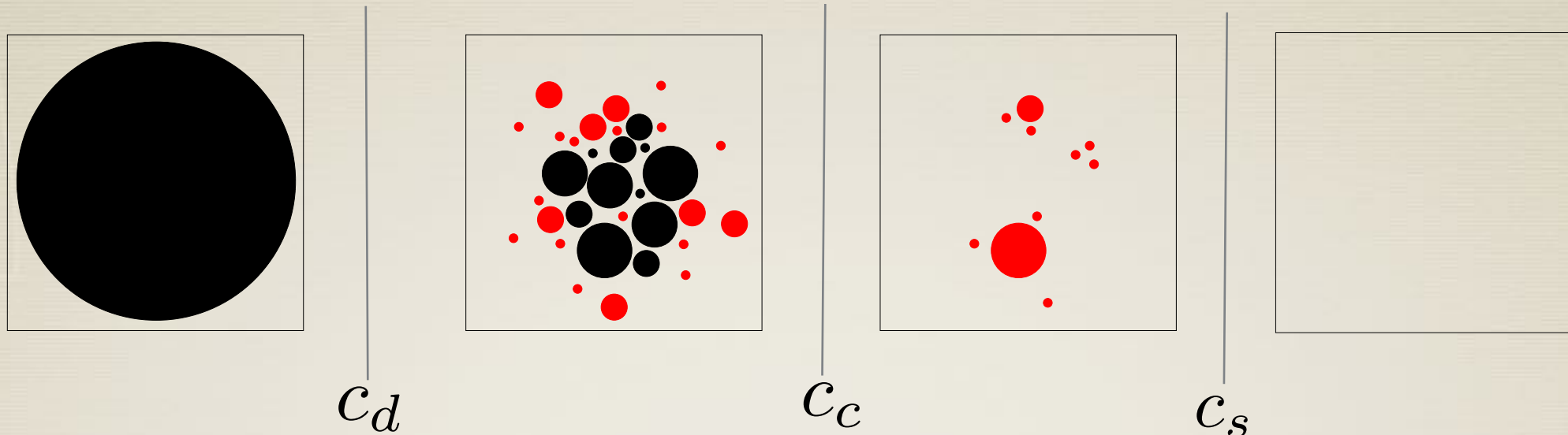
*Log of Numbers
of clusters
(divided by #variables)*



Average degree →

Many phase transitions

Average degree $\rightarrow$



Clustering/Dynamic transition

The phase space splits into exponentially many states

$$c_d(3) = 4, c_d(4) = 8.35, c_d(5) = 12.84$$

Condensation transition

Entropy dominated by finite number of the largest states.

$$c_c(3) = 4, c_c(4) = 8.46, c_c(5) = 13.23$$

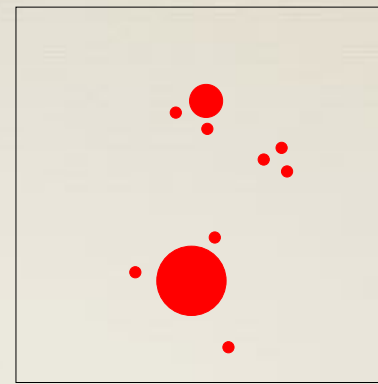
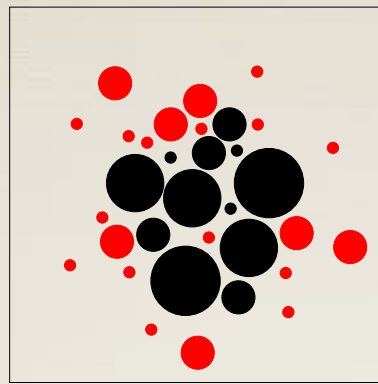
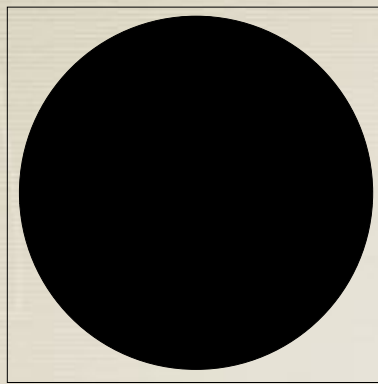
COL/UNCOL transition

No more clusters, uncolorable phase

$$c_s(3) = 4.69, c_s(4) = 8.90, c_s(5) = 13.67$$

Many phase transitions

Average degree →

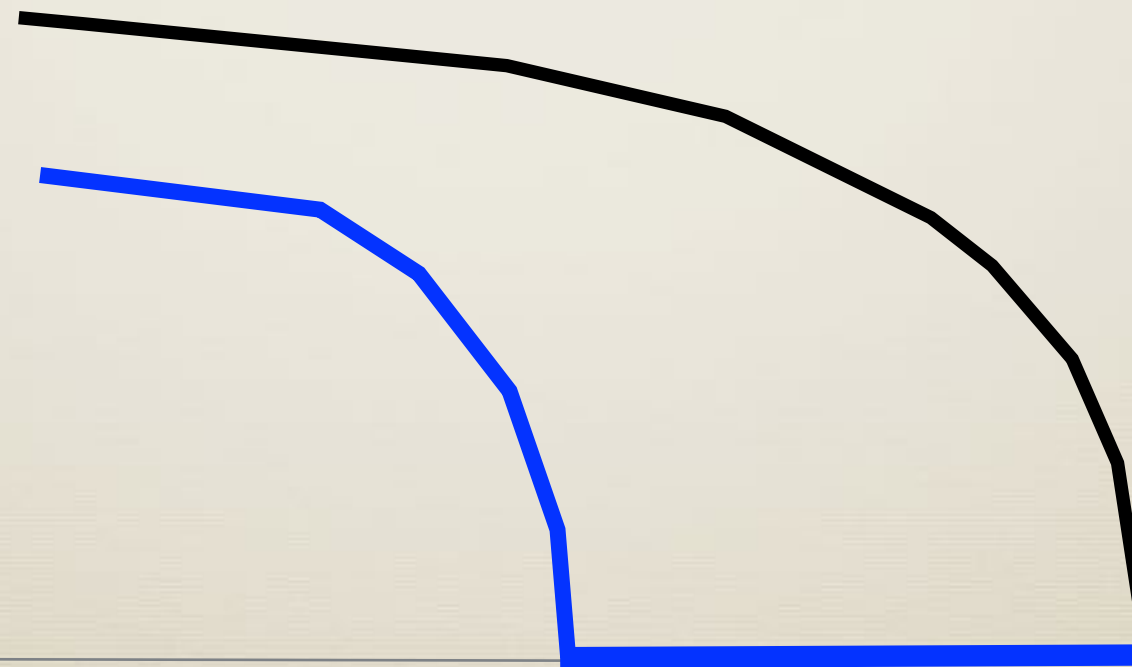


*Log of Numbers
of clusters*

(divided by #variables)

*Log of Numbers needed
to cover 99,99% of
solutions*

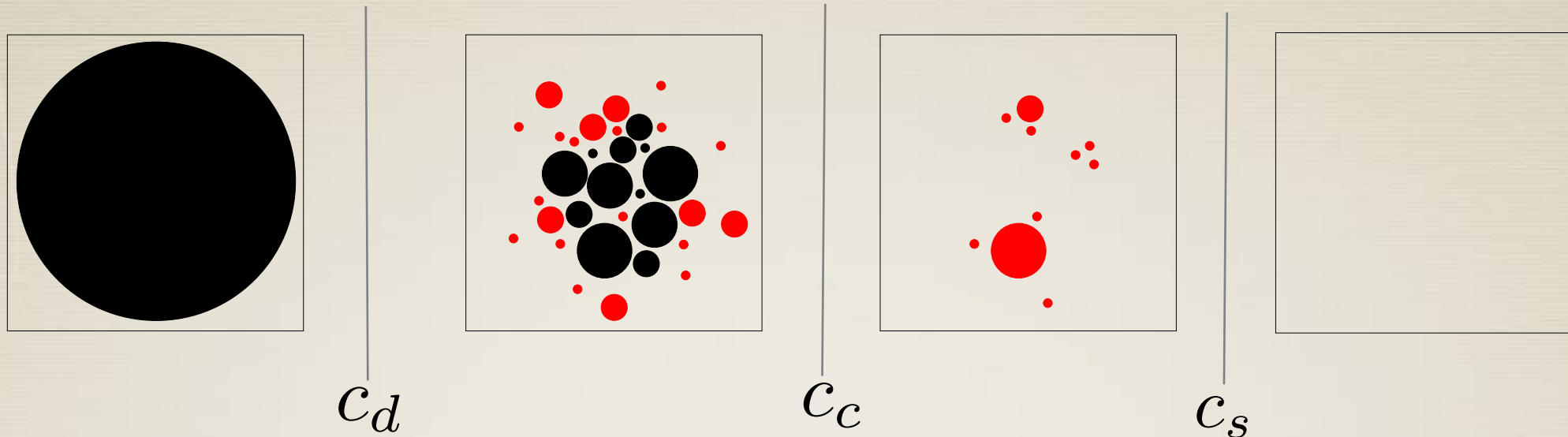
(divided by #variables)



Average degree →

Many phase transitions

Average degree $\rightarrow$



Clustering/Dynamic transition

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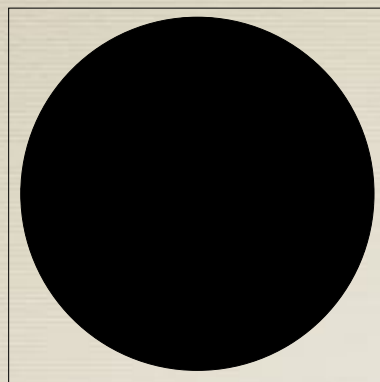
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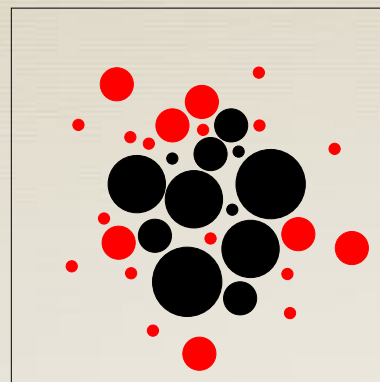
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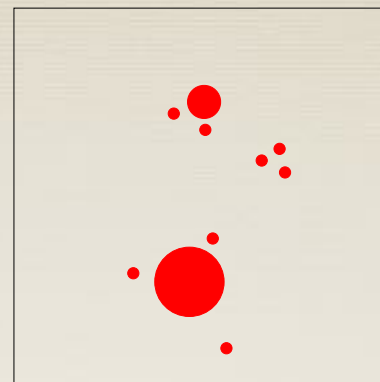
Soft and Rigid clusters



C_d



C_c



C_s



Two types of clusters are found

Soft or “unfrozen” clusters

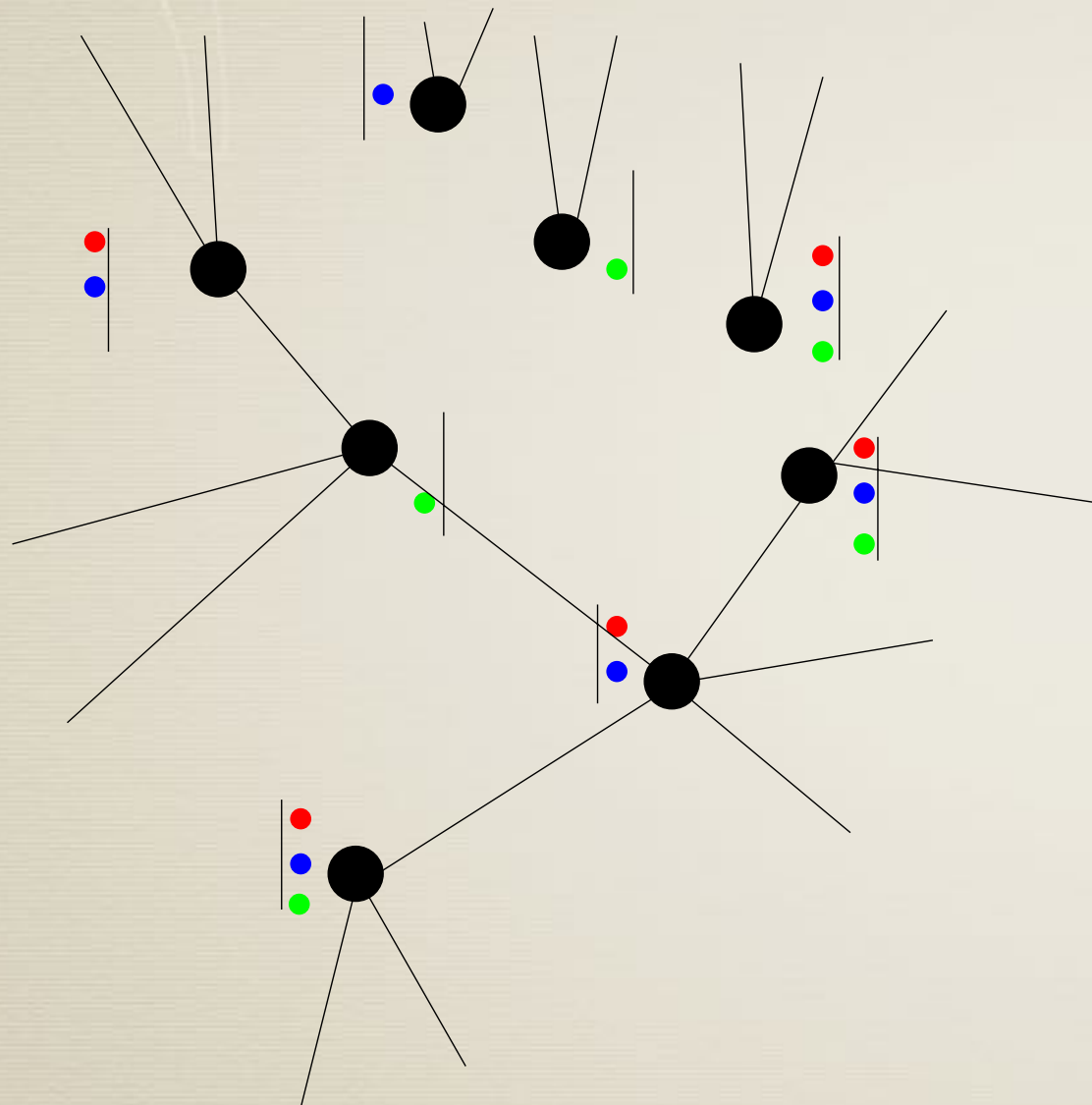
All variables are allowed at least two different colors in the cluster

Rigid or “frozen” clusters

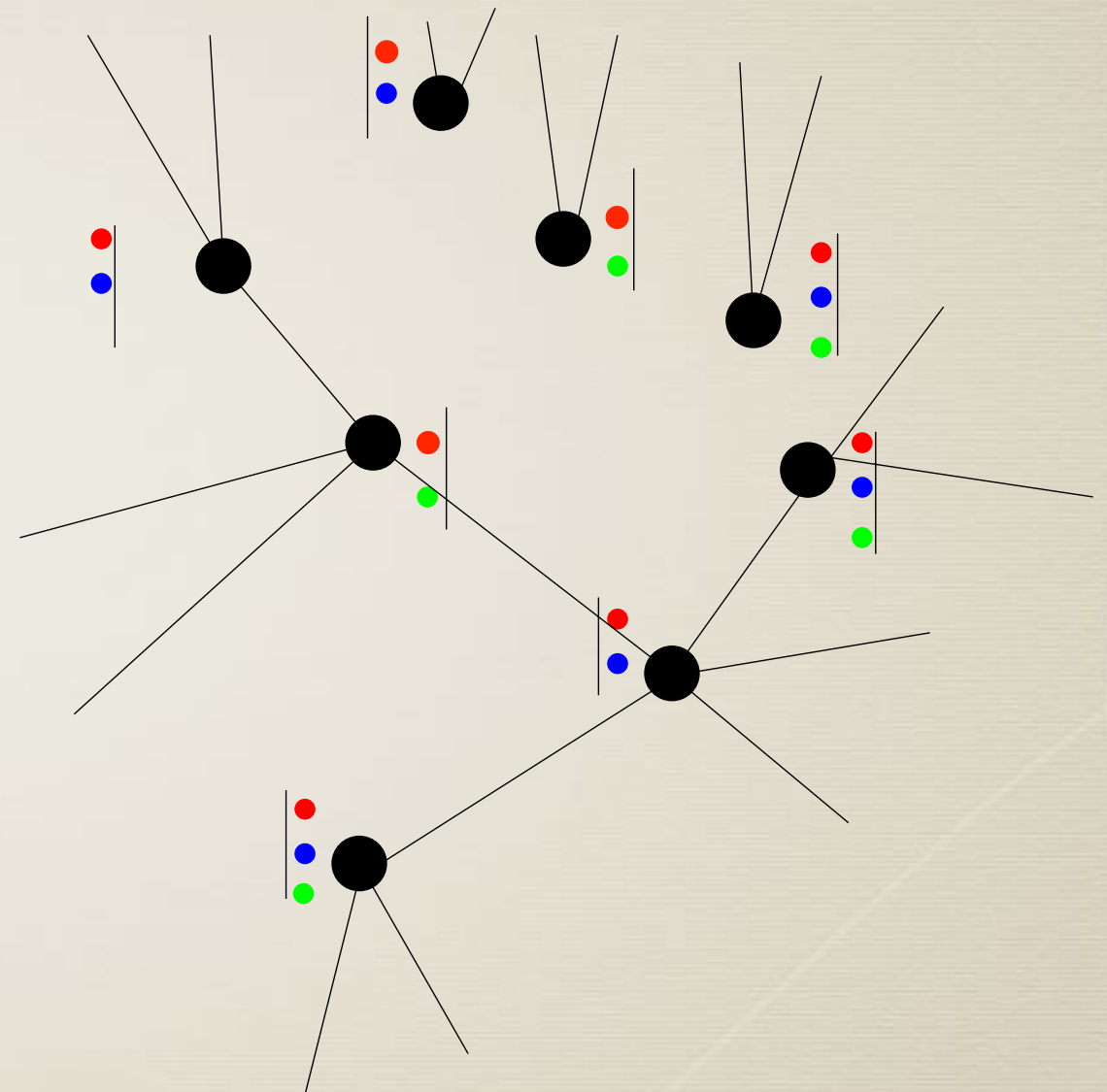
A finite fraction of variables are allowed only one color in all solutions belonging to the cluster: we say that these variables “freeze”

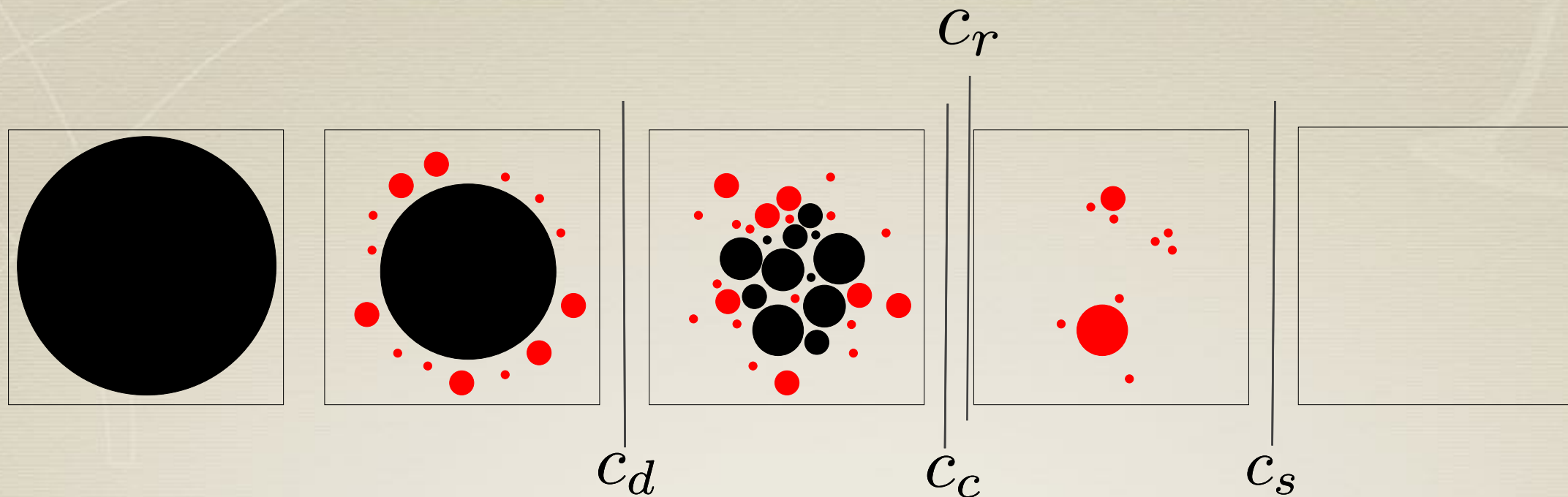
The set of solutions in a frozen cluster has a **rigid backbone**:
A finite fraction of variables have the same values in all solutions

Allowed colors in a frozen “rigid” cluster



Allowed colors in a unfrozen “soft” cluster





★ Clustering/Dynamic transition

- The phase space splits into exponentially many states

$$c_d(3) = 4, c_d(4) = 8.35, c_d(5) = 12.84$$

★ Condensation transition

- Entropy dominated by finite number of the largest states.

$$c_c(3) = 4, c_c(4) = 8.46, c_c(5) = 13.23$$

★ COL/UNCOL transition

- No more clusters, uncolorable phase

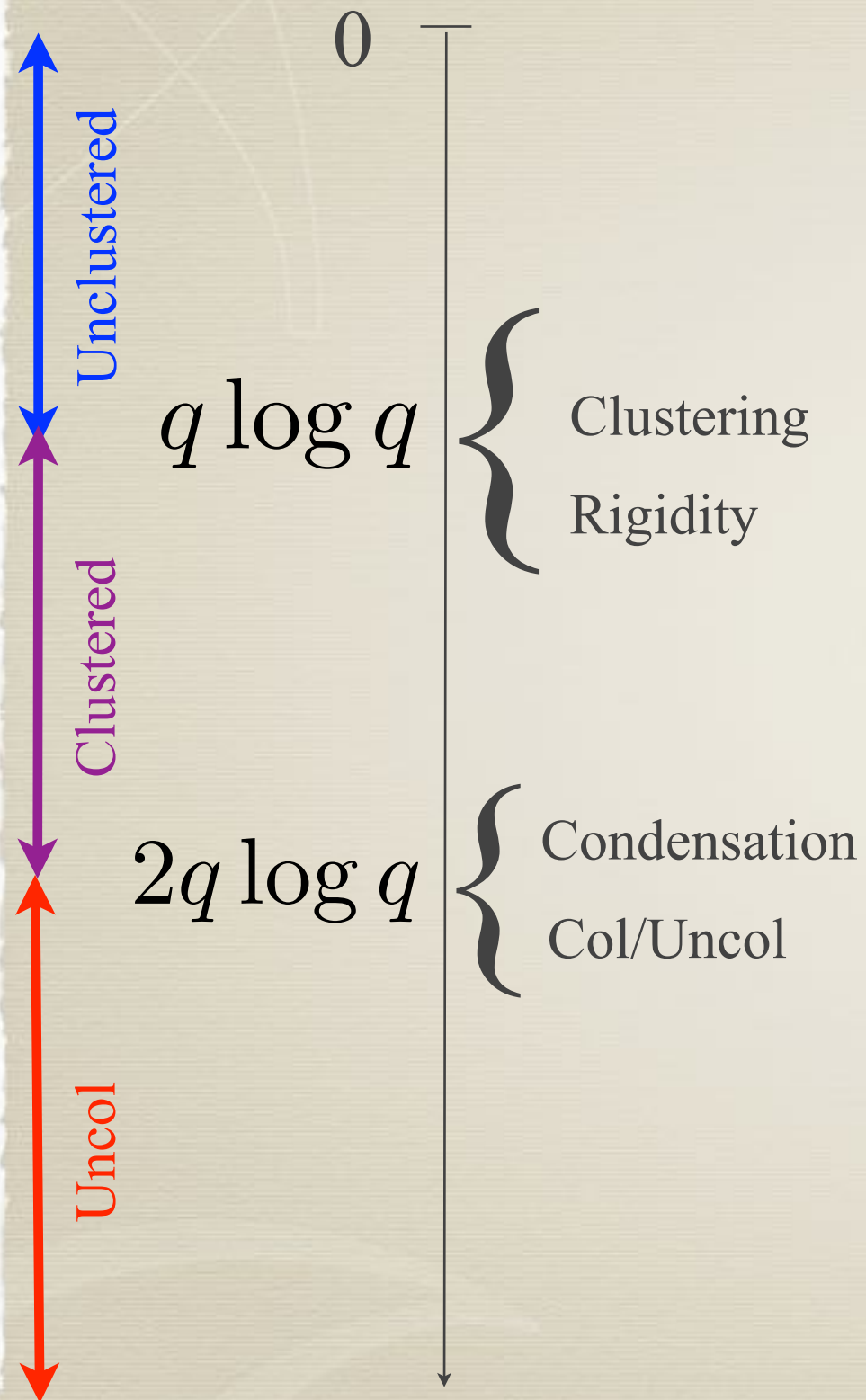
$$c_s(3) = 4.69, c_s(4) = 8.90, c_s(5) = 13.67$$

★ Rigidity/Jamming transition

- Frozen variables appears in the dominating states.

$$c_r(3) = 4.66, c_r(4) = 8.83, c_r(5) = 13.55$$

Asymptotic for large number of colors



$$c_d \approx q(\log q + \log \log q + 1 - O(1))$$

$$c_r \simeq q(\log q + \log \log q + 1)$$

$$c_K \approx 2q \log q - \log q - 2 \log 2$$

$$c_q \simeq 2q \log q - \log q - 1$$

years

PROOF OF THE SATISFIABILITY CONJECTURE FOR LARGE k

JIAN DING*, ALLAN SLY[†], AND NIKE SUN

University of Chicago;

University of California–Berkeley and Australian National University;

Microsoft Research and Massachusetts Institute of Technology

ABSTRACT. We establish the satisfiability threshold for random k -SAT for all $k \geq k_0$. That is, there exists a limiting density $\alpha_s(k)$ such that a random k -SAT formula of clause density α is with high probability satisfiable for $\alpha < \alpha_s$, and unsatisfiable for $\alpha > \alpha_s$. The satisfiability threshold $\alpha_s(k)$ is given explicitly by the one-step replica symmetry breaking prediction from statistical physics. We believe that our methods may apply to a range of random CSPs in the 1RSB universality class.

1. INTRODUCTION

A long-standing open problem has been to understand the density of constraints at which a random constraint satisfaction problems become unsatisfied. In the random k -SAT model, while a series of results have given what are now impressively close upper and lower bounds [Coj13], the existence of a critical density remained a fundamental open problem. In this paper we establish the satisfiability threshold for all k sufficiently large, and further give an explicit description of the threshold.

Our proof relies heavily on insights from statistical physics, in particular the way in which solutions break into clusters. Based on so-called replica symmetry breaking arguments, physicists have made detailed predictions concerning the geometry of the space of solutions. These heuristics guide our proof, and the limiting density α_s that we establish is given by the one-step replica symmetry breaking prediction [MPZ02, MMZ06].

The sharp upper bound on α_s follows from the interpolative free energy bounds for diluted spin glass models established by Franz–Leone [FL03] and Panchenko–Talagrand [PT04]. The

d
thers...

(Berkeley)

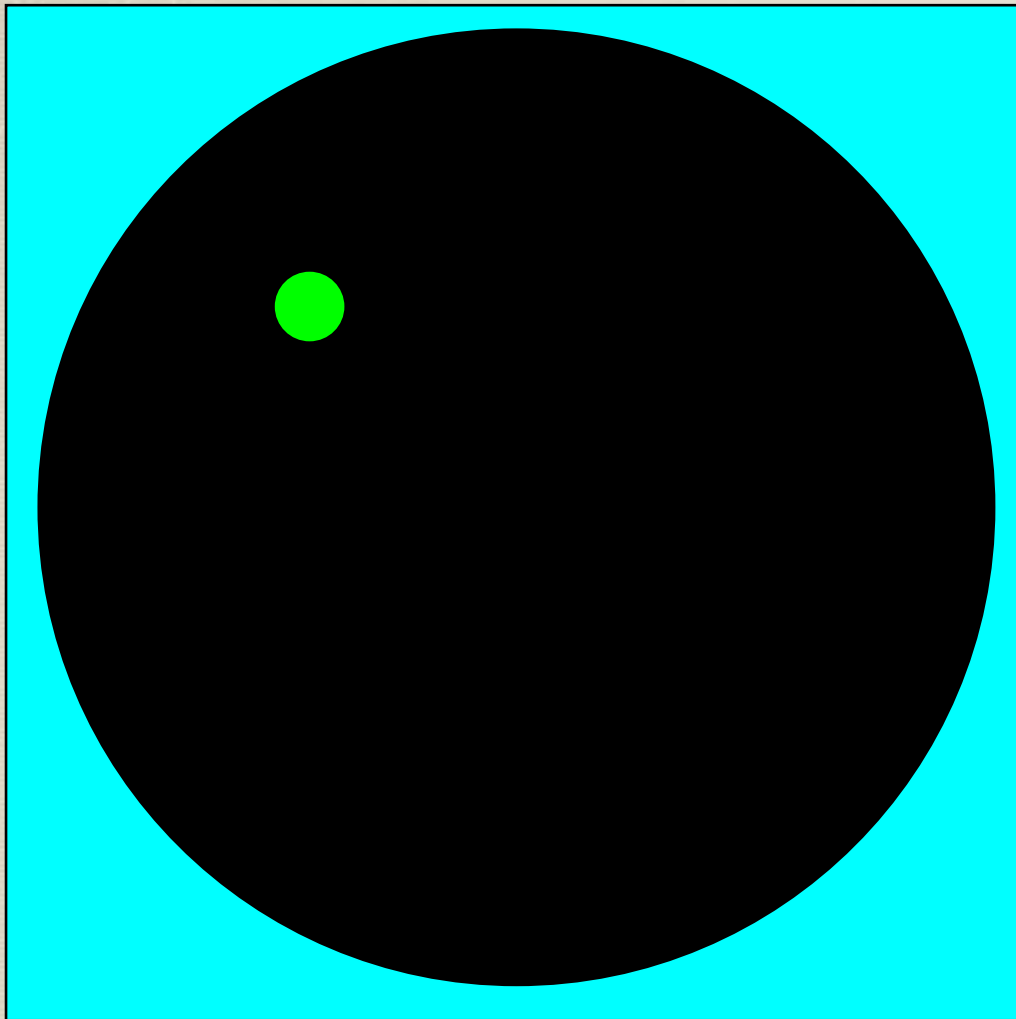
(Berkeley)

(Toronto)

2

Algorithmic consequences

Arkless strategy for flood victims



You are on a rugged landscape
that is being flooded
What to do?

Strategy 1: Build an ark !

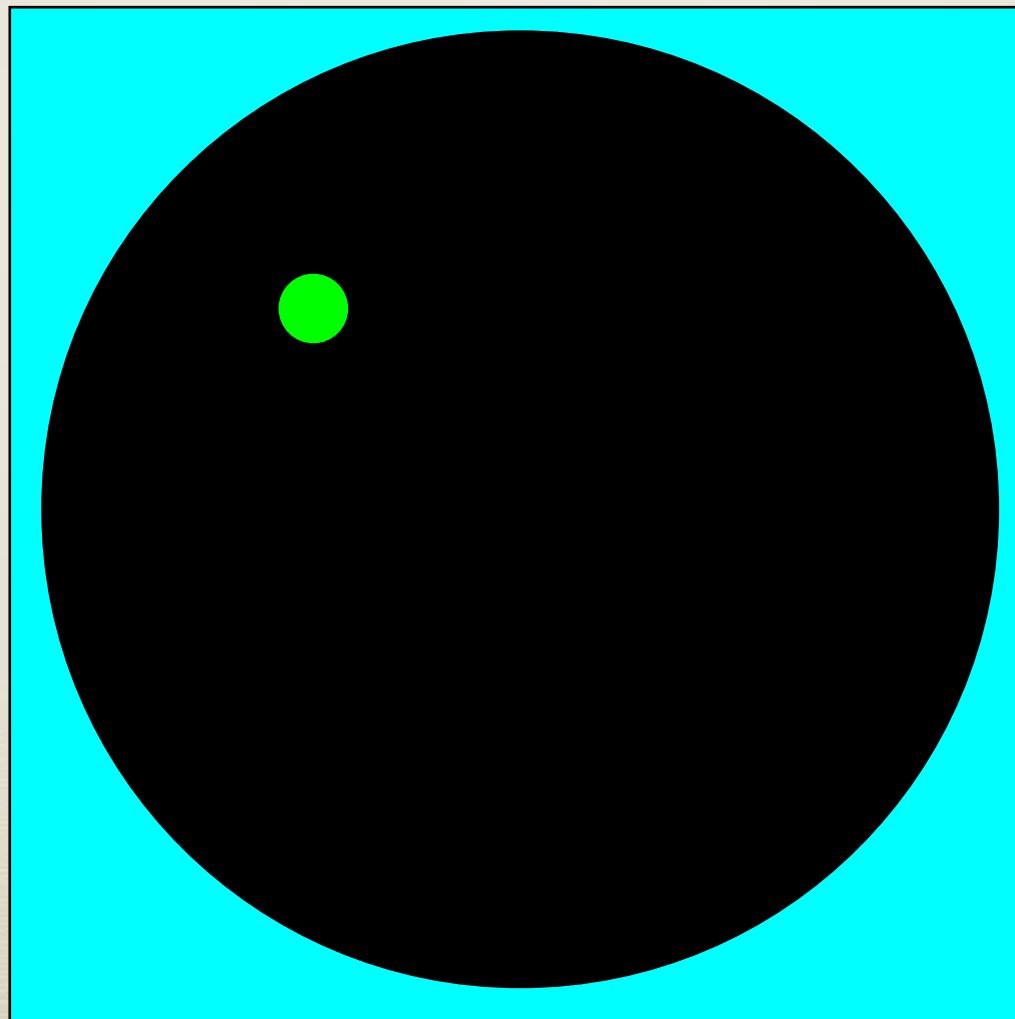


Need for an ark-less strategy!
Too long !

“Wet toes” algorithm

Arkless strategy for flood victims

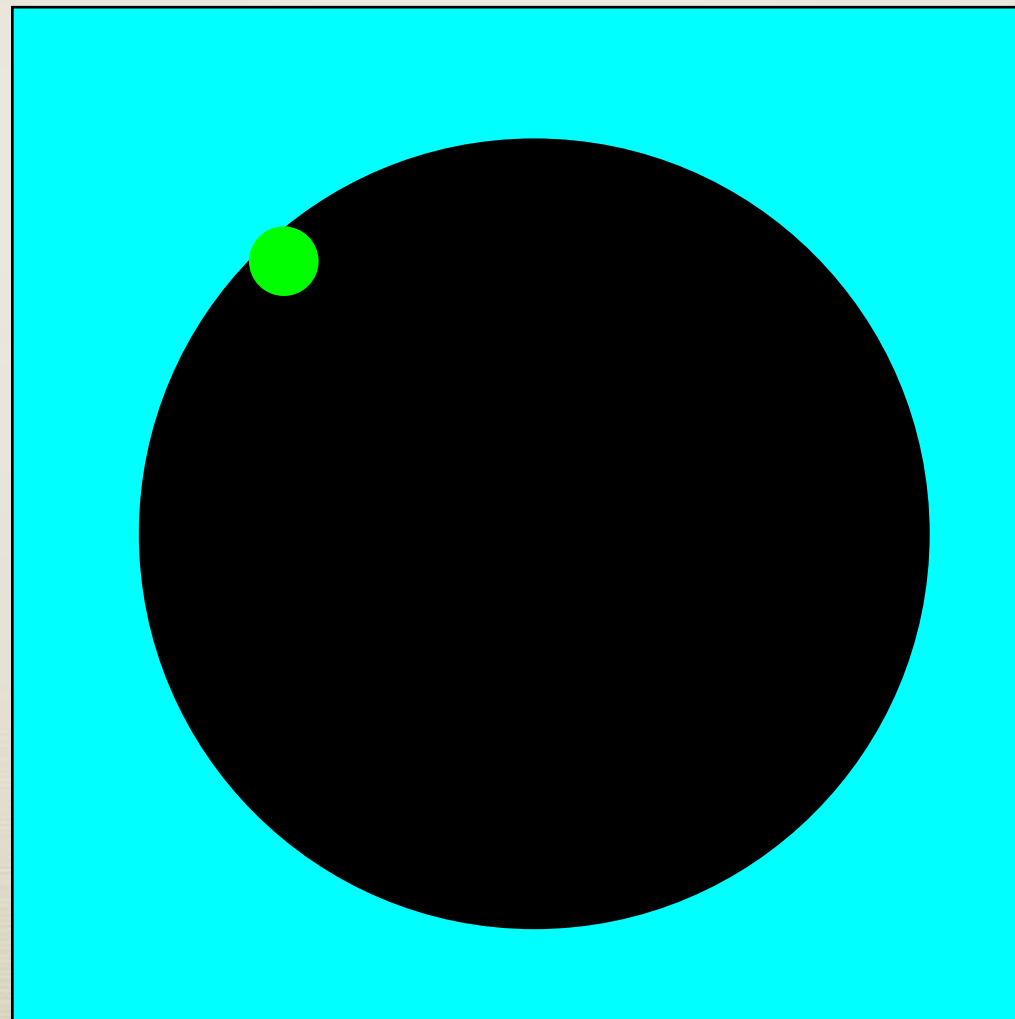
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“Wet toes” algorithm

Arkless strategy for flood victims

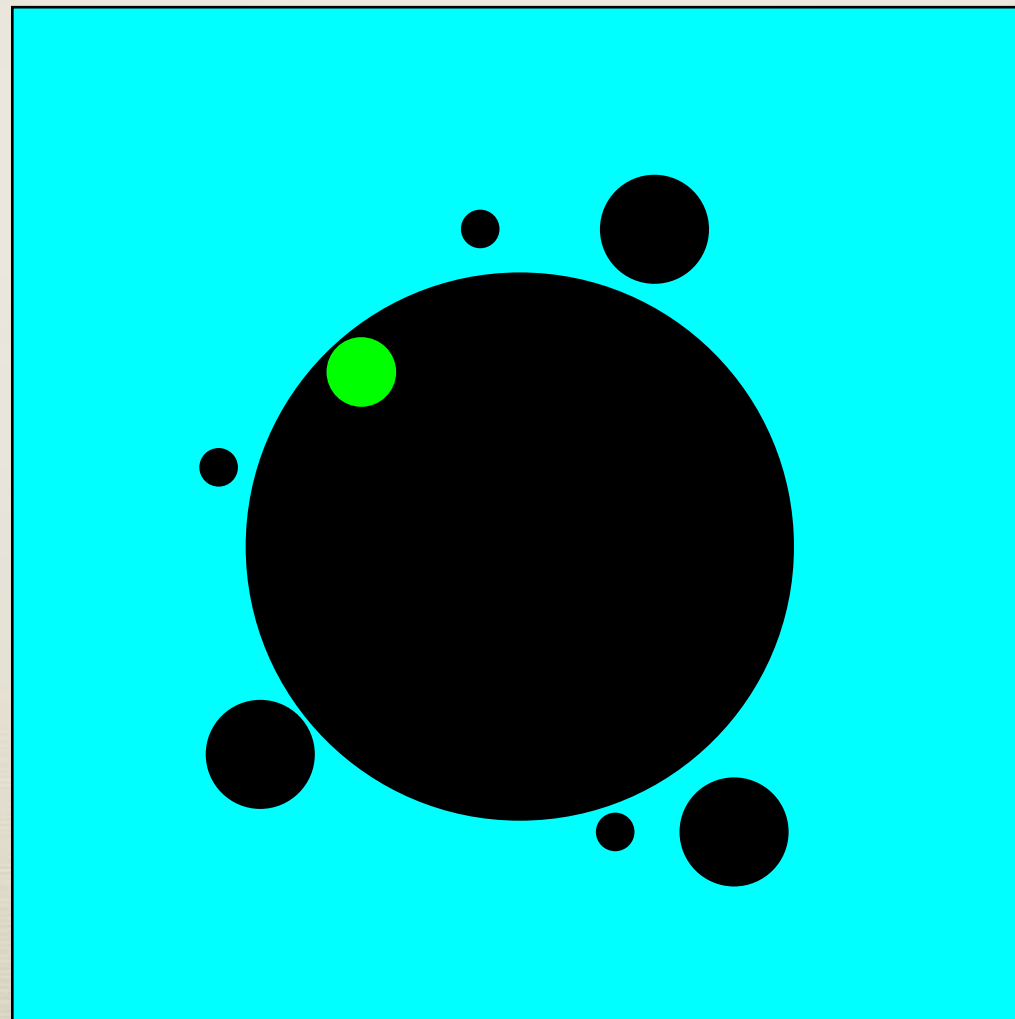
Water goes up. When your toes are wet
step back on the land!



“Wet toes” algorithm

Arkless strategy for flood victims

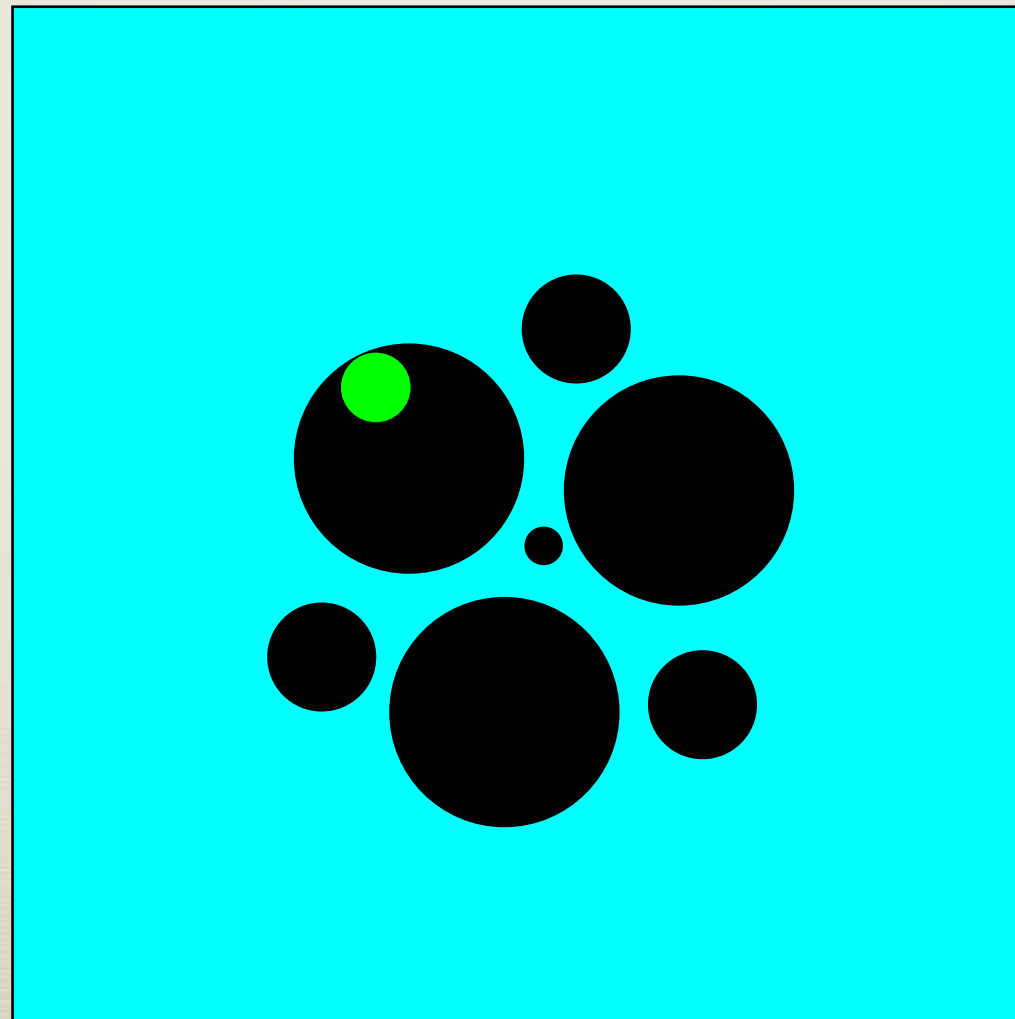
And wait until your toes get wet again...



“Wet toes” algorithm

Arkless strategy for flood victims

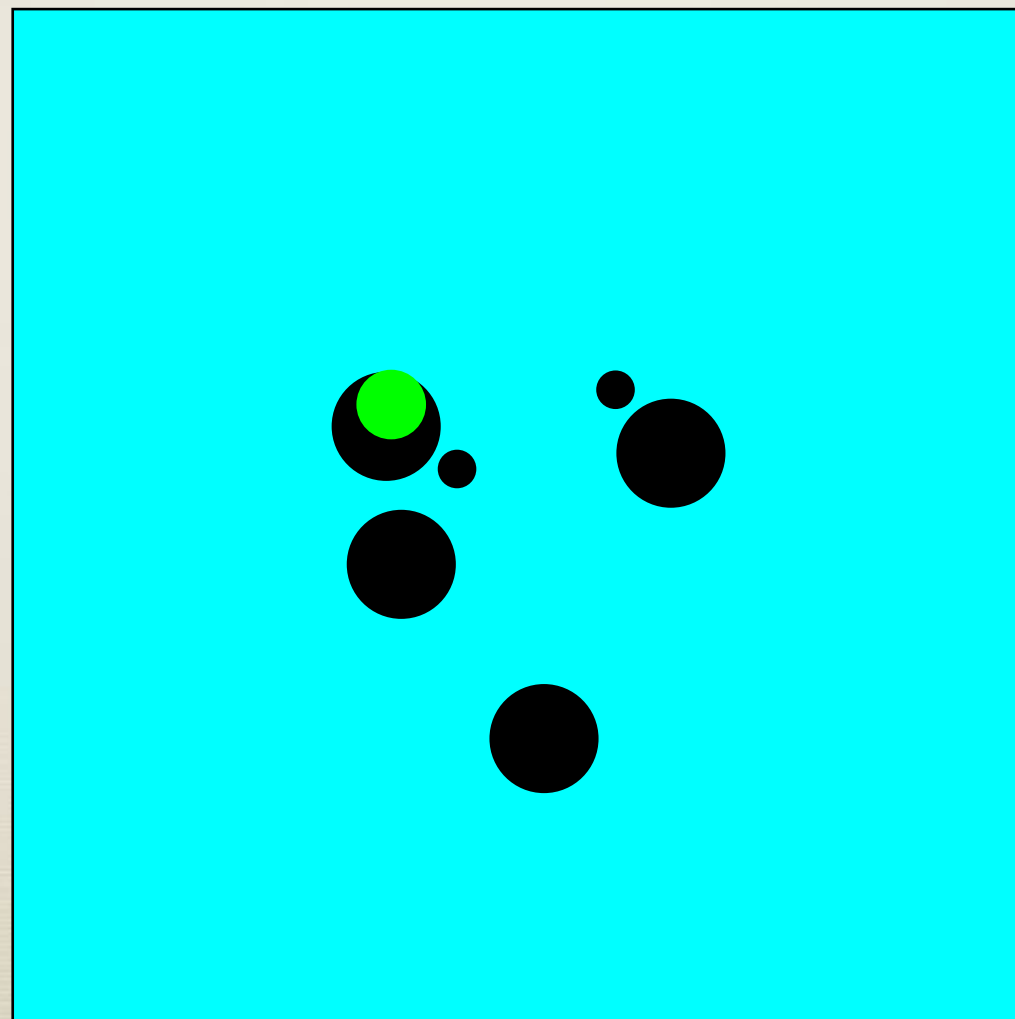
Sooner or later you'll find yourself on a smaller island...



“Wet toes” algorithm

Arkless strategy for flood victims

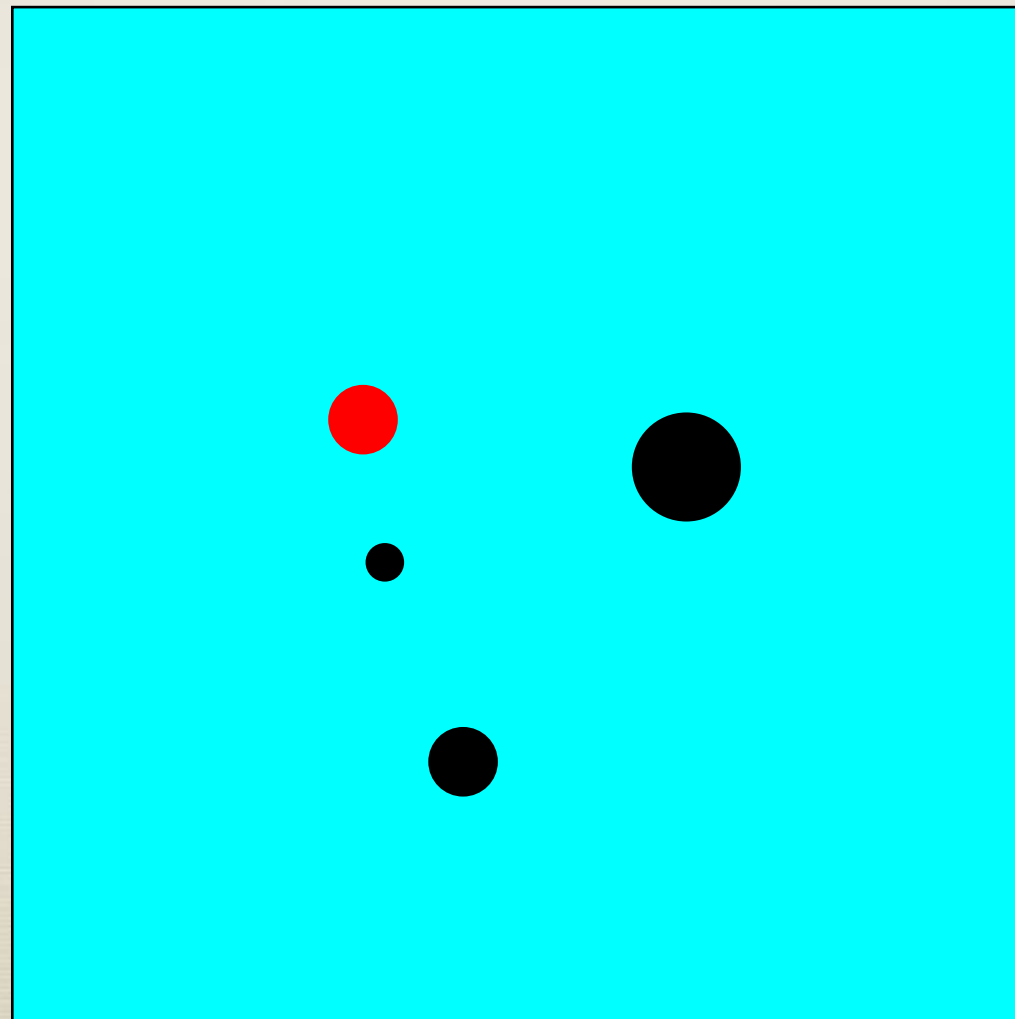
Then even a smaller one...



“Wet toes” algorithm

Arkless strategy for flood victims

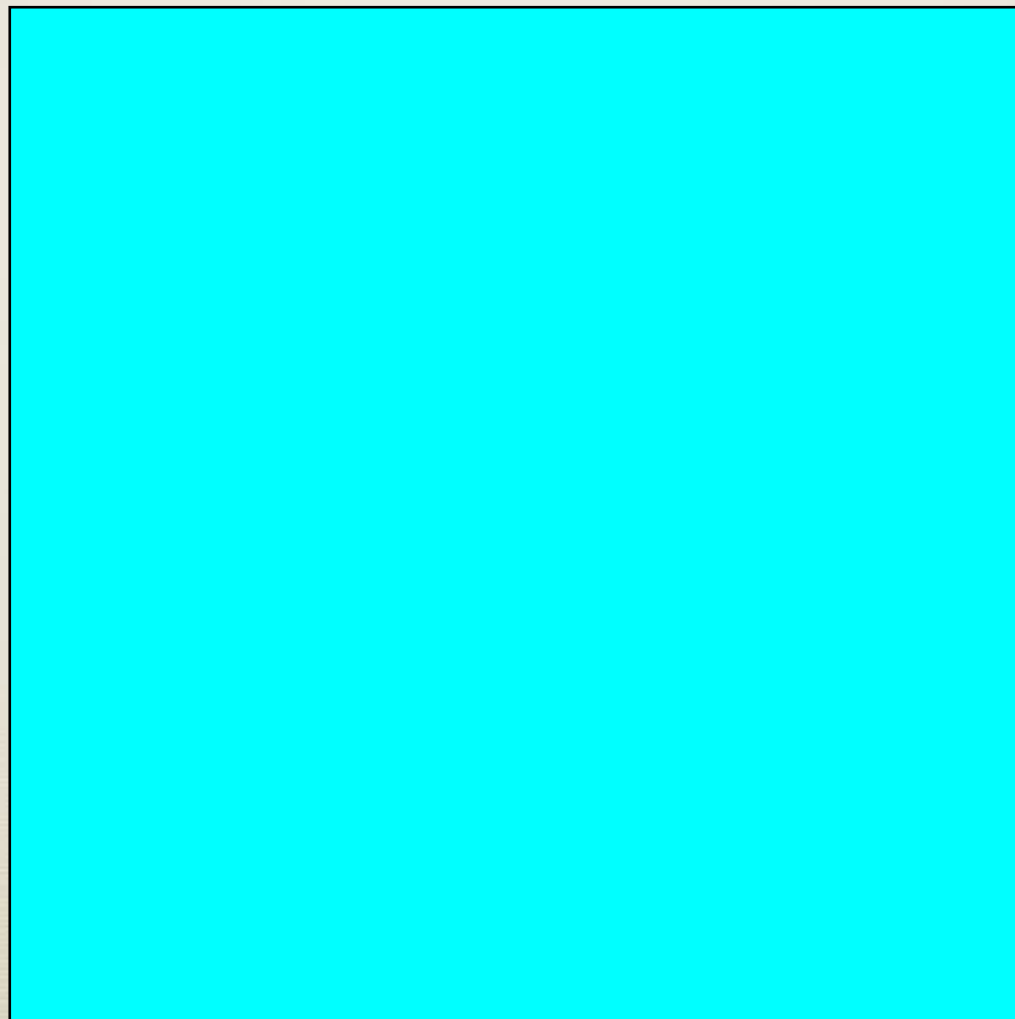
Until eventually you'll drown (if you can't swim!)



“Wet toes” algorithm

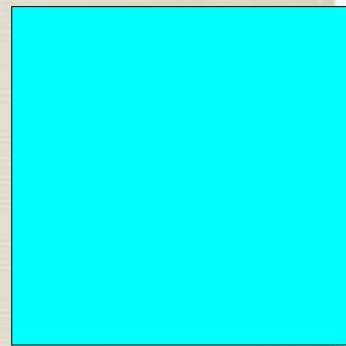
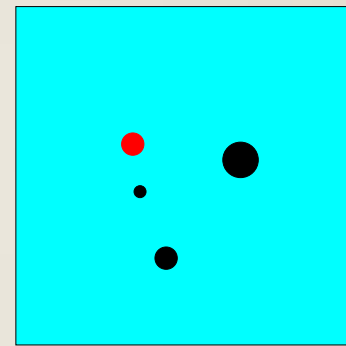
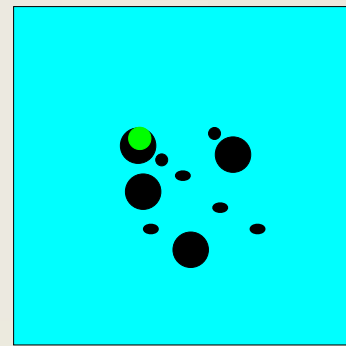
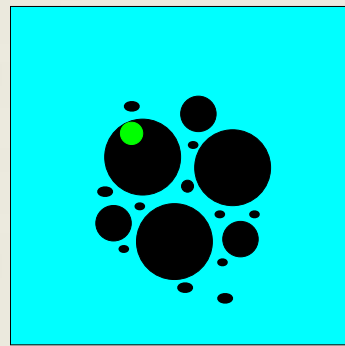
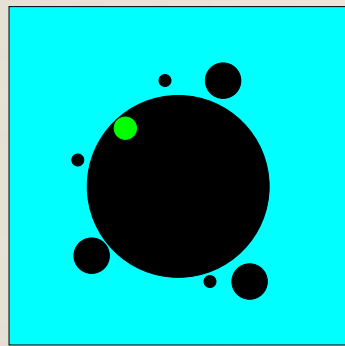
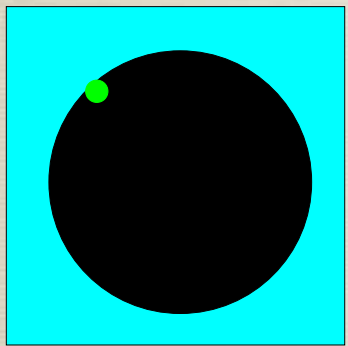
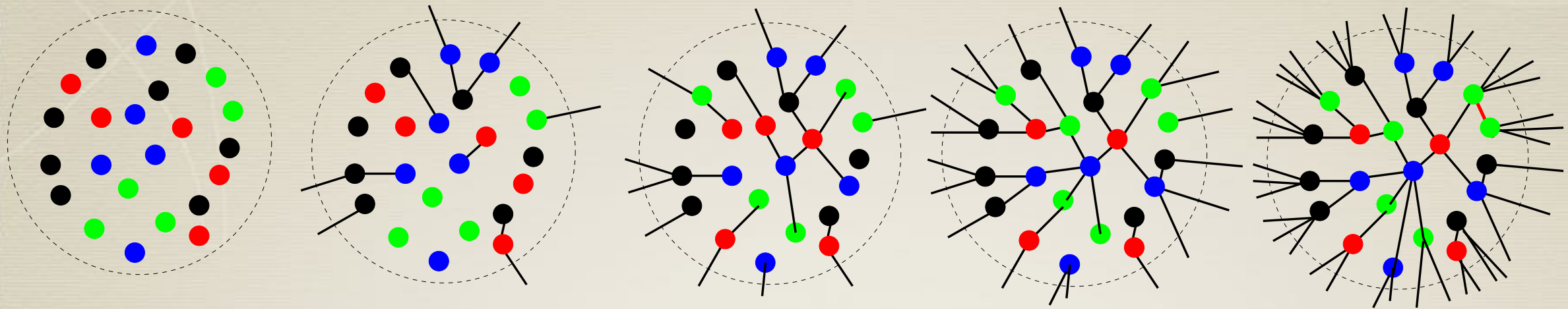
Arkless strategy for flood victims

Finally, all land will be flooded!



“Wet toes” algorithm and coloring

Add links one by one and use a local algorithm to solve contradictions



$c_{\text{dyn.}}$

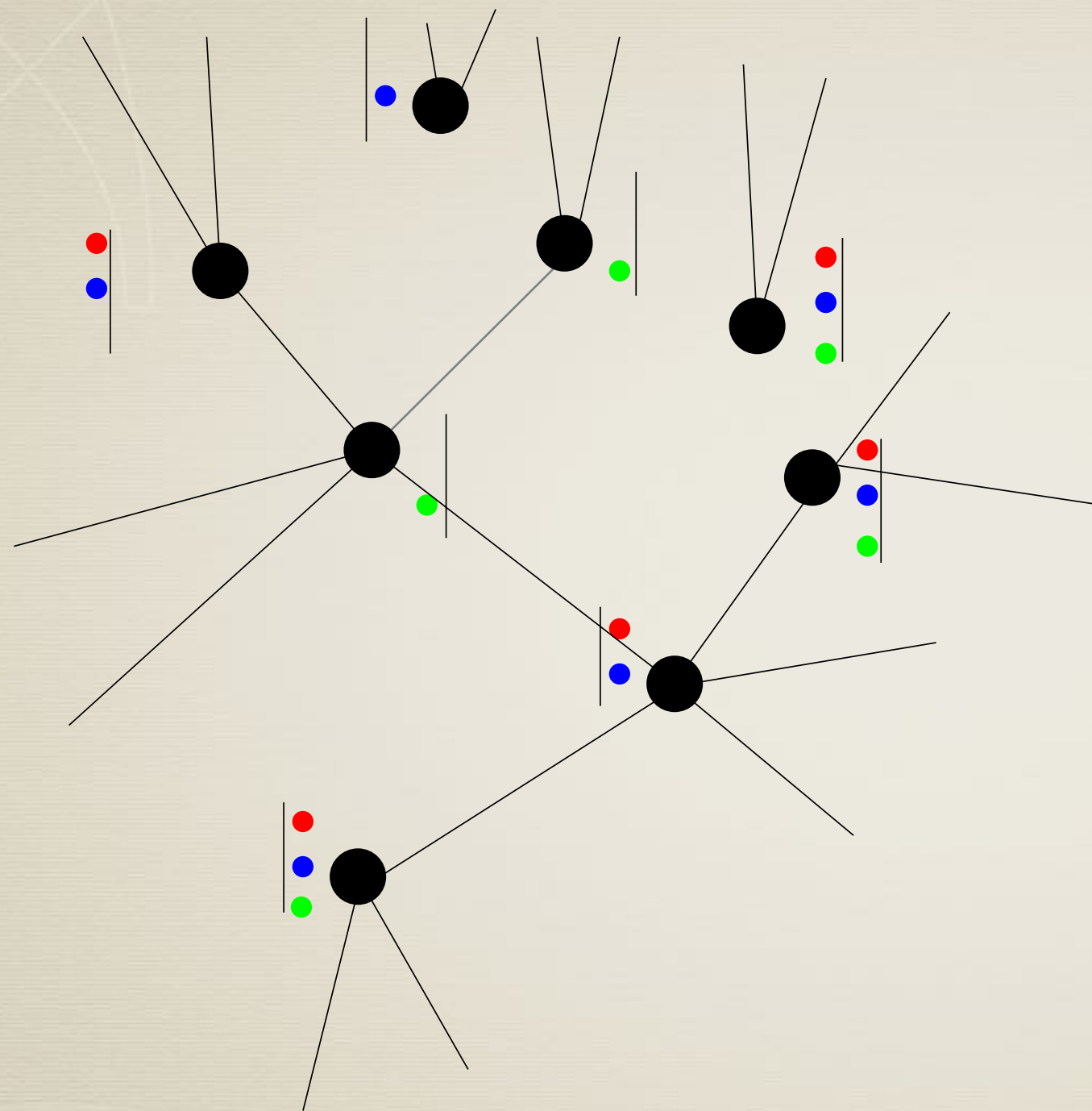
$c_{\text{cond.}}$

$c_{\text{algo.}}$

$c_{\text{col.}}$

The algorithm works until the cluster disappears

The hard-field catastrophe



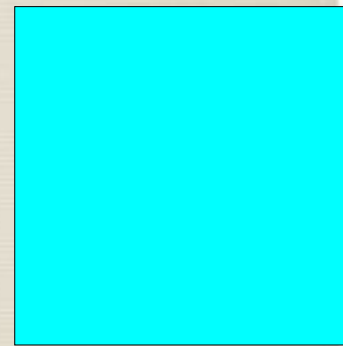
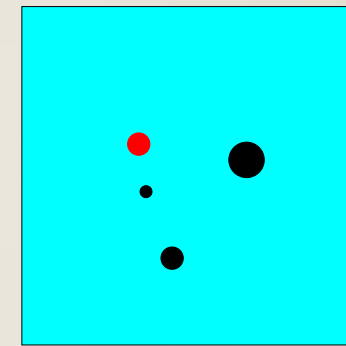
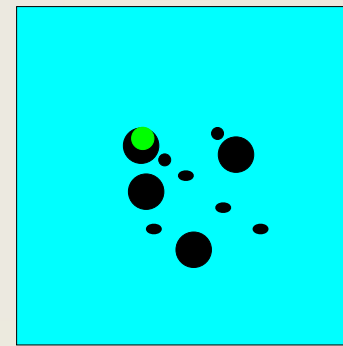
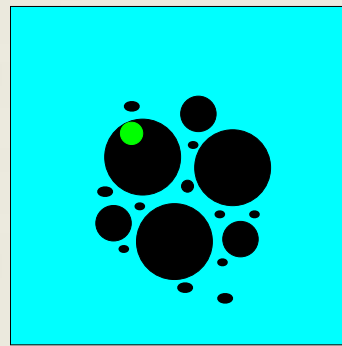
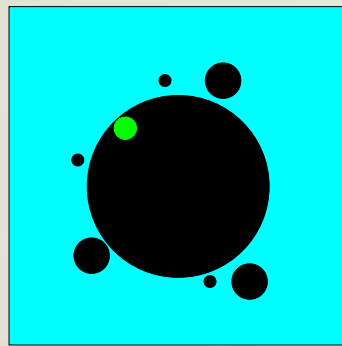
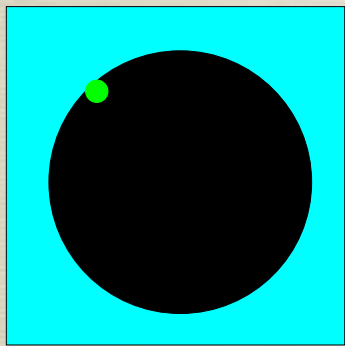
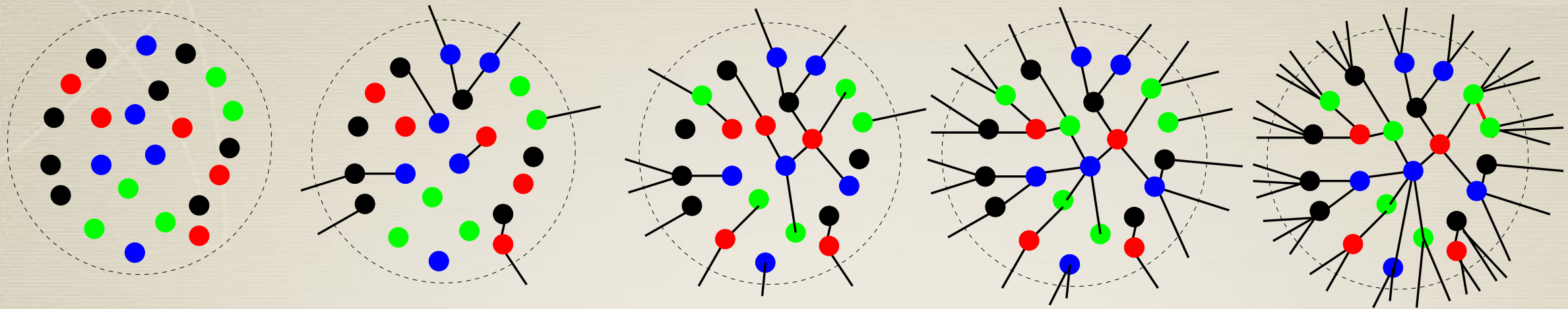
● Consider a cluster with (a finite fraction of) frozen variables

● Add a link at random

● With a finite probability, the whole cluster is killed!

“Wet toes” algorithm and coloring

Add links one by one and use a local algorithm to solve contradictions



$c_{\text{dyn.}}$

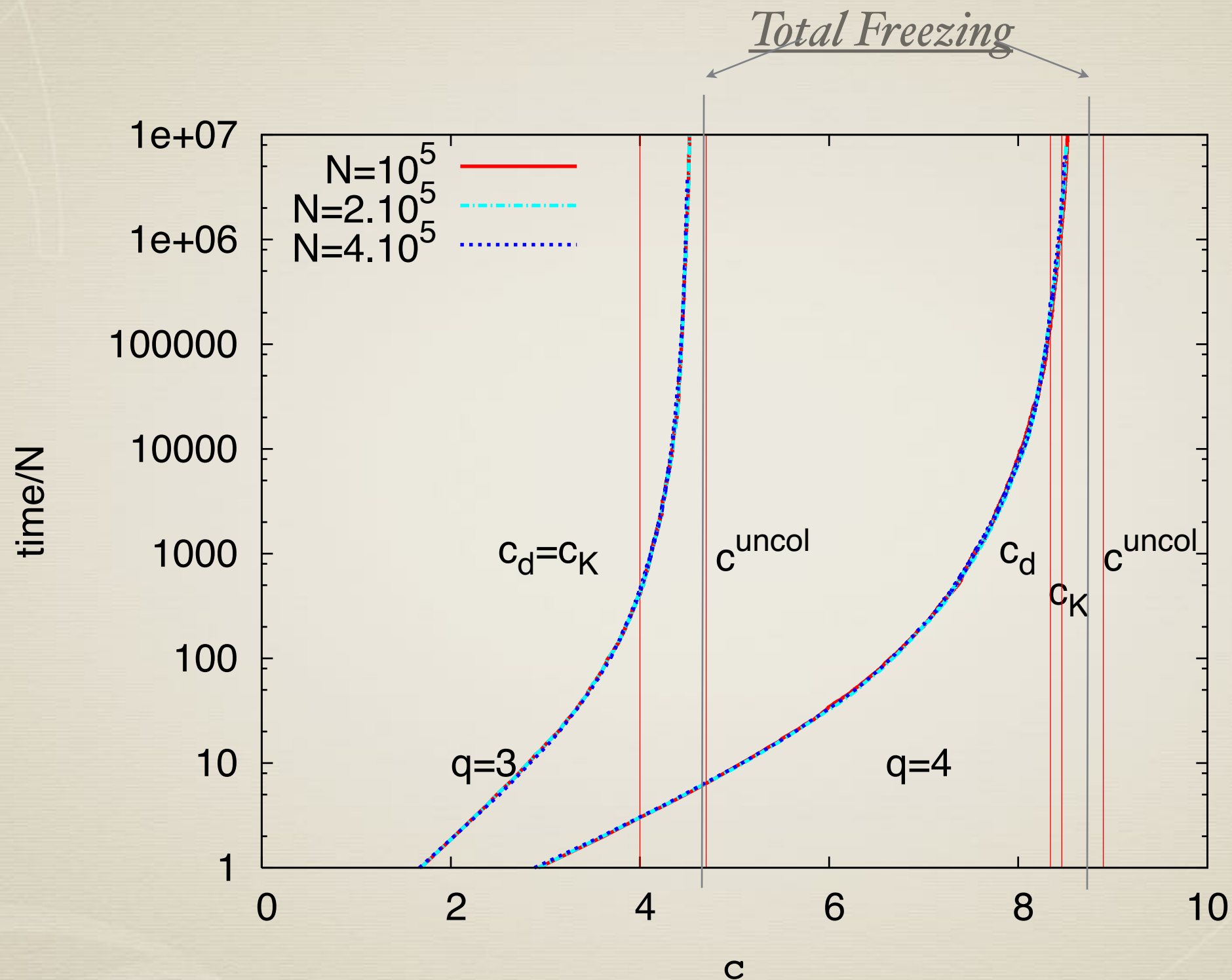
$c_{\text{cond.}}$

$c_{\text{algo.}}$

$c_{\text{col.}}$

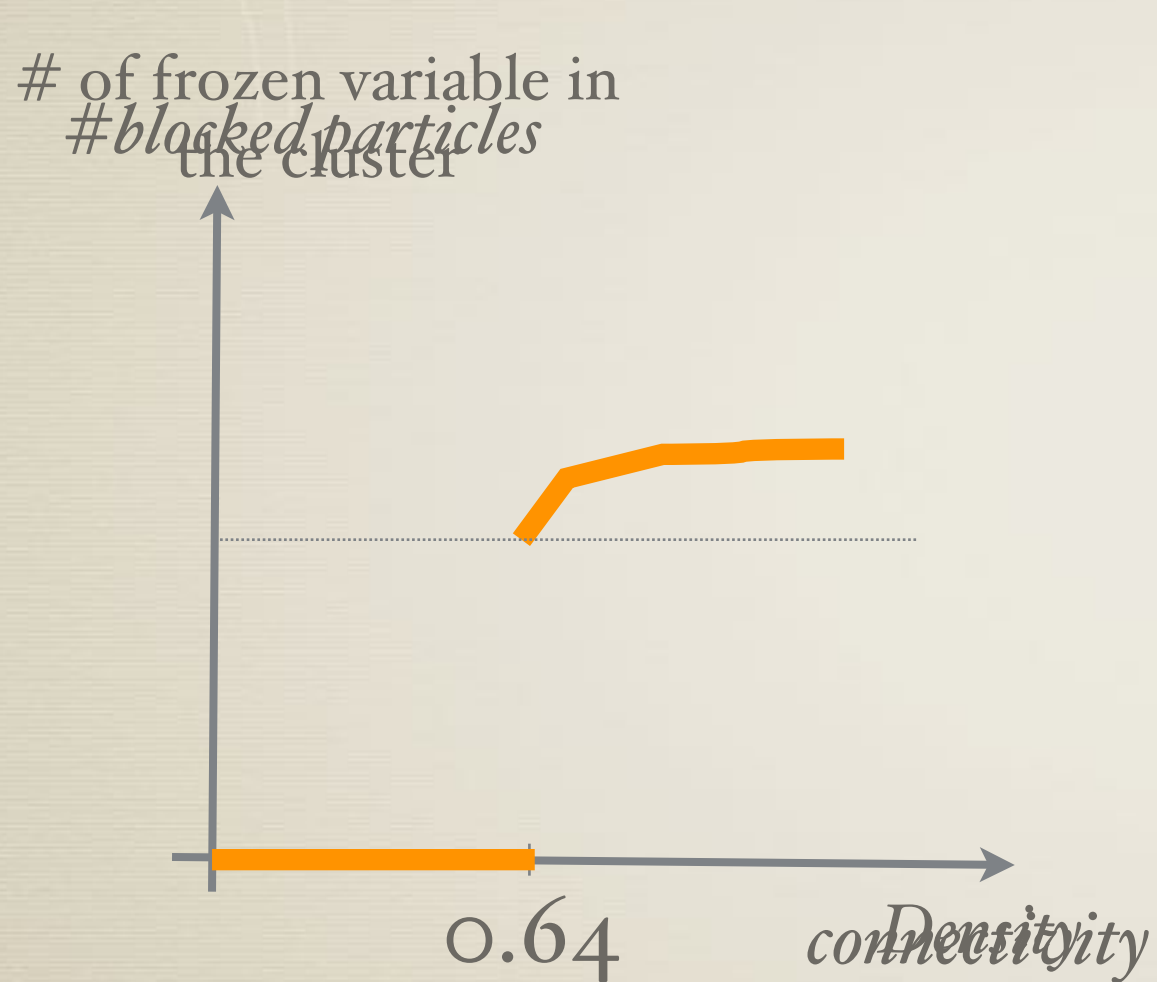
The algorithm works until the cluster disappears... and this happens when variables freeze!

Performance of the “Wet toes” algorithm

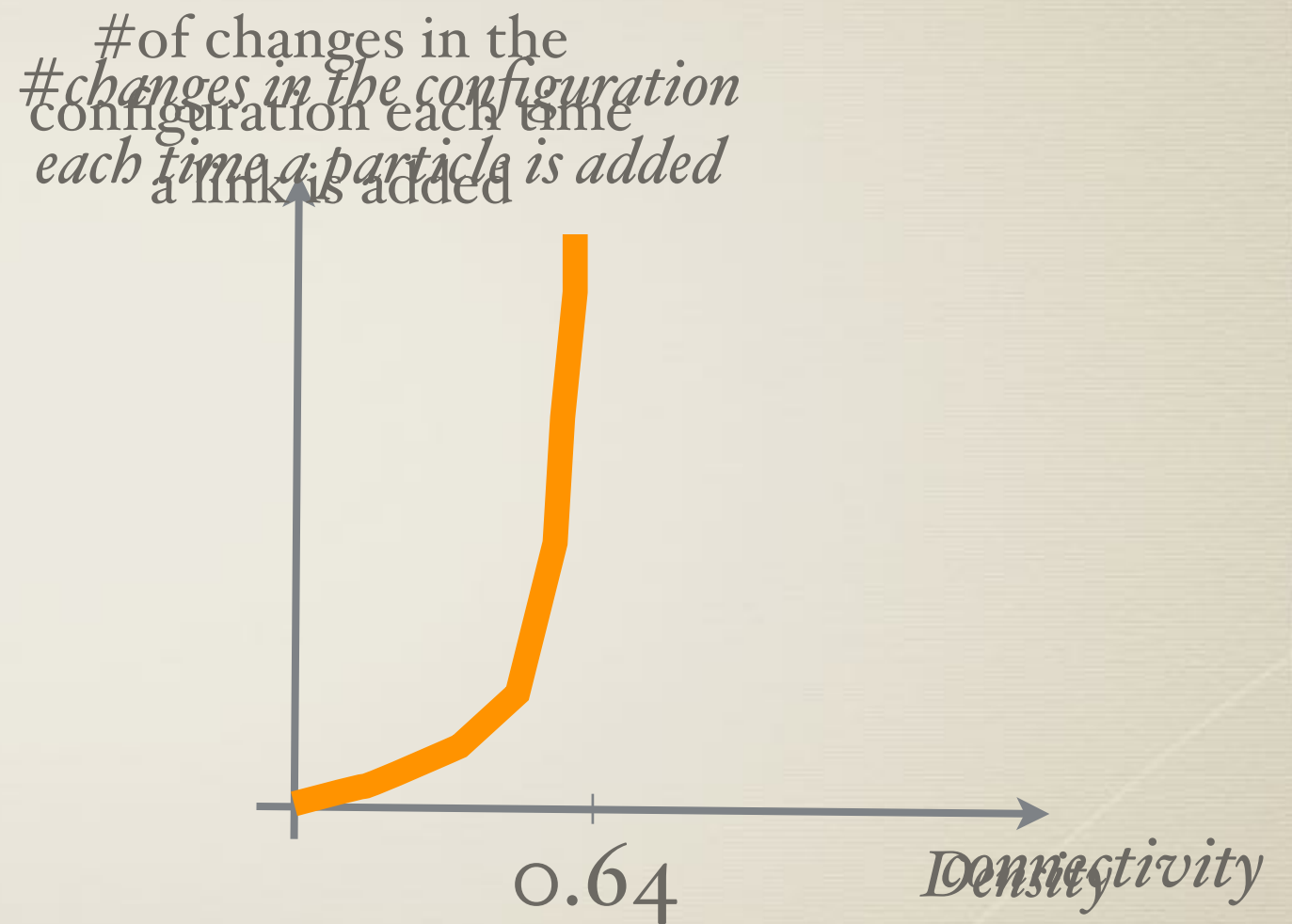


Goes beyond the dynamical and the condensation transitions for $q=3$ & 4

Jamming = freezing



First order Transition



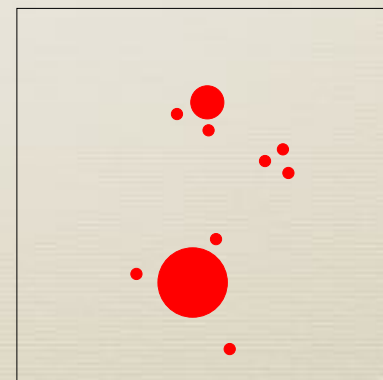
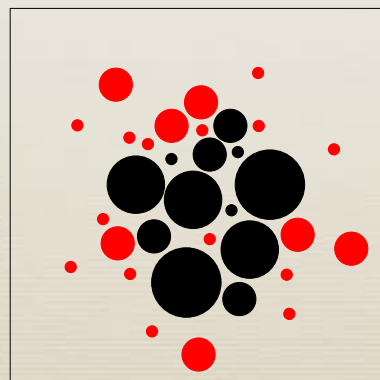
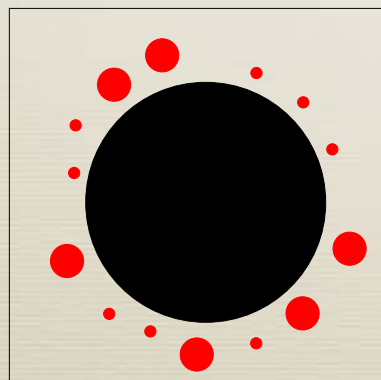
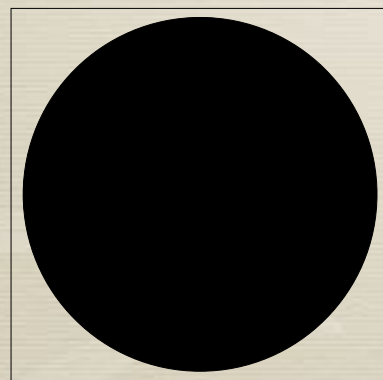
Second order Transition

3

Energy landscapes

Energy landscapes

Energy Landscapes



c_d

c_{frozen}

c_s

Descent algorithms work just fine so far!

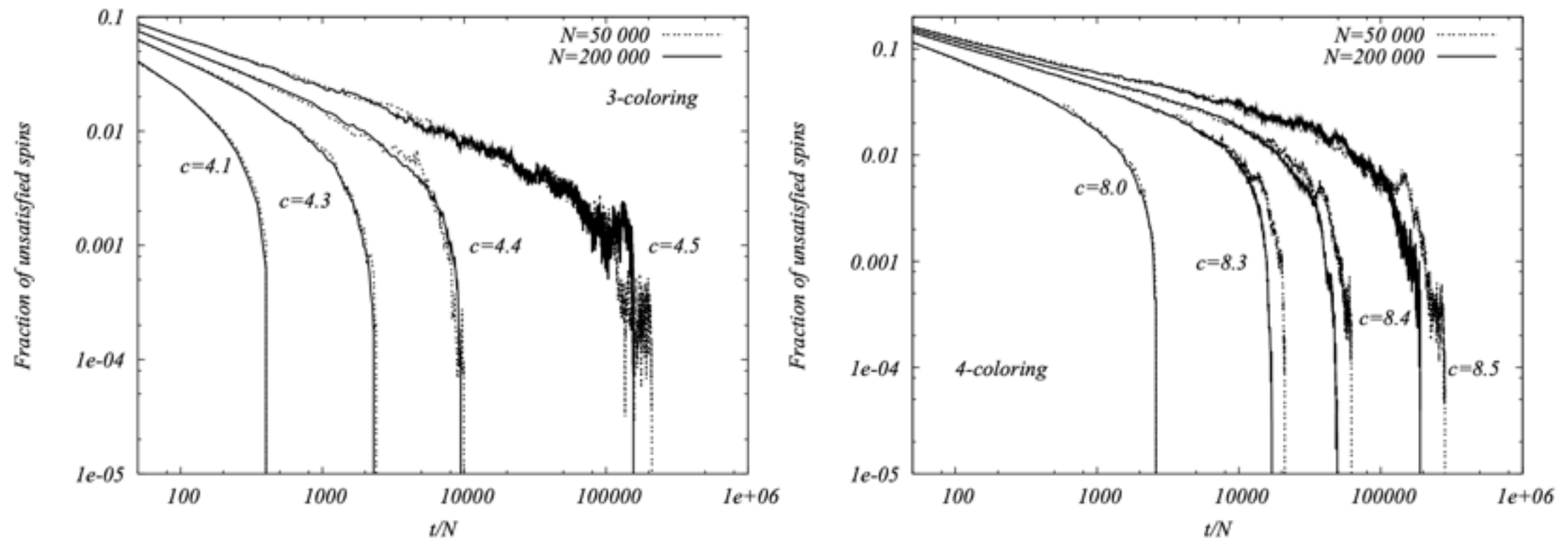
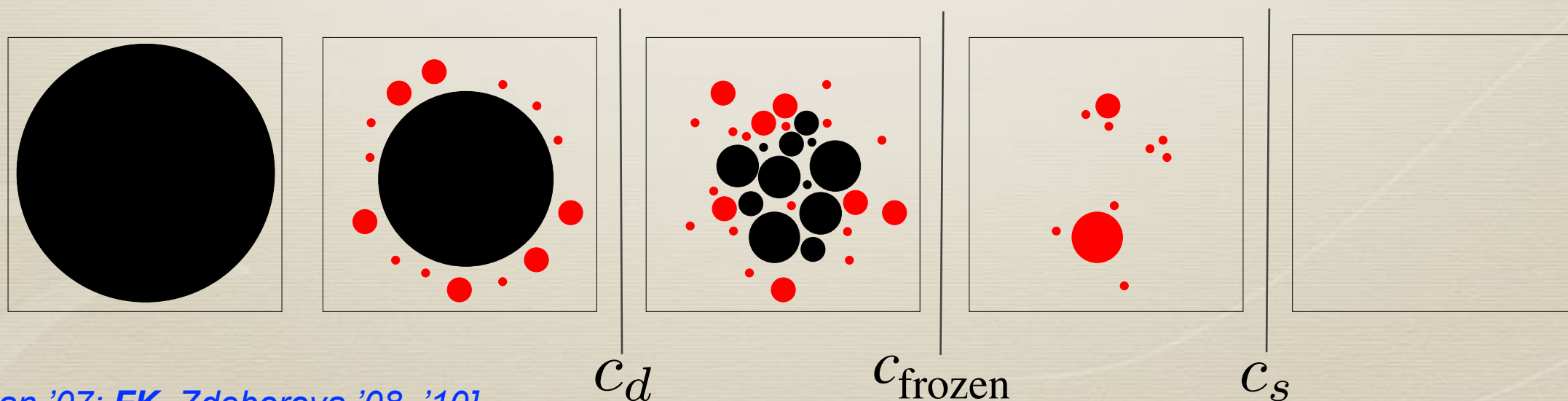
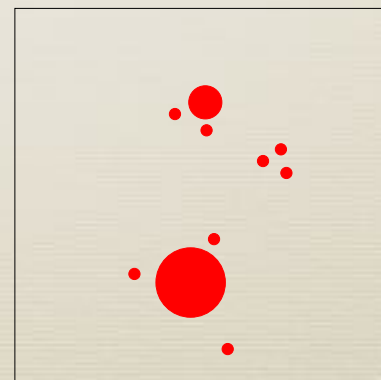
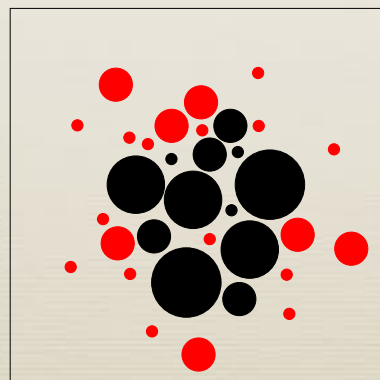
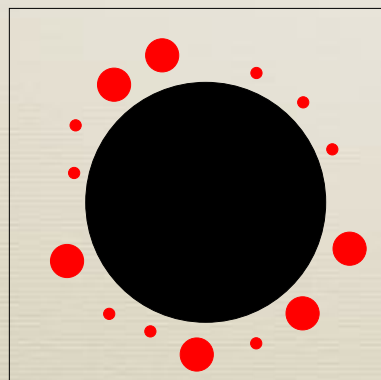
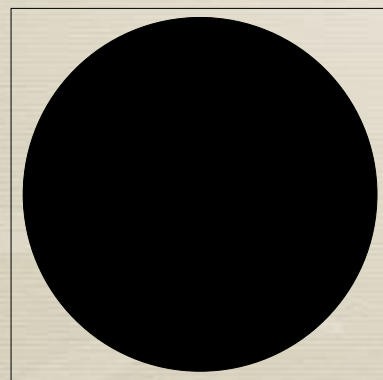
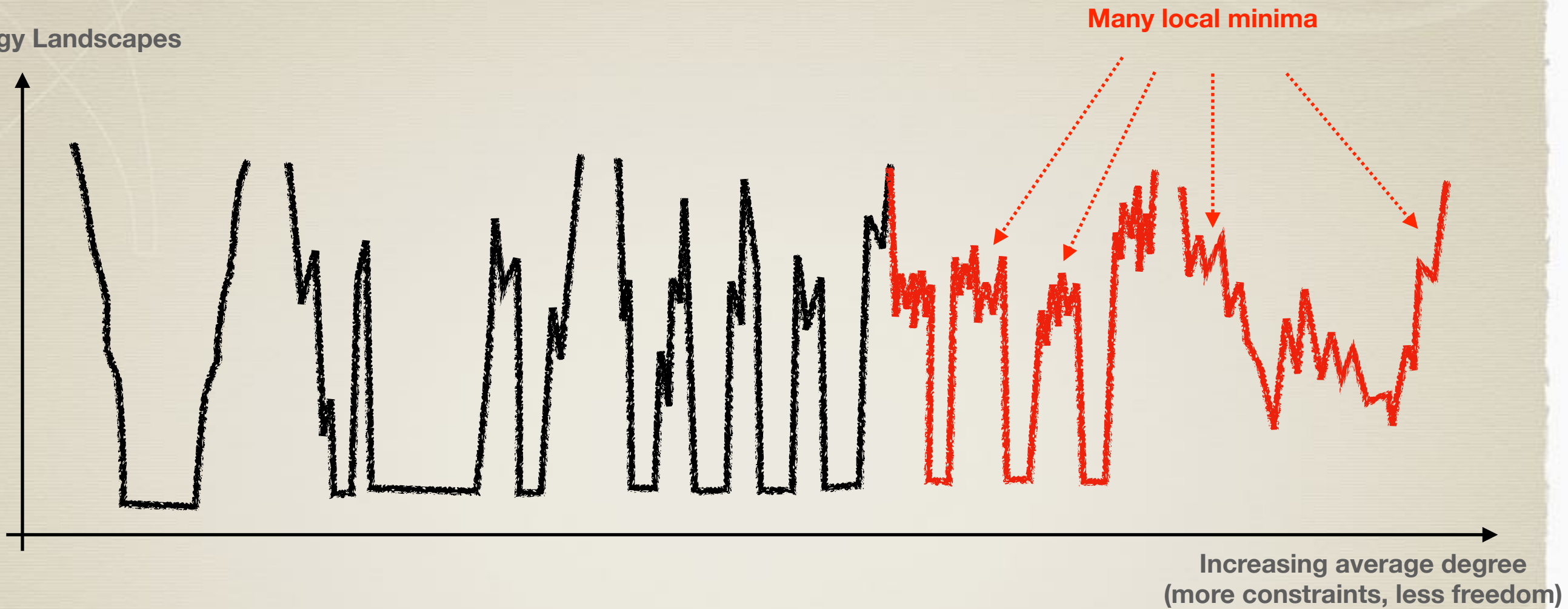


FIG. 10: Performance of the Walk-COL algorithm in coloring random graphs for 3-coloring (left) and 4-coloring (right). We plot the rescaled time (averaged over 5 instances) needed to color a graph of connectivity c . The strategy allows one to go beyond the clustering transition ($c_d = 4$ for 3-coloring and $c_d = 8.35$ for 4-coloring) in linear time with respect to the size of the graph.



Energy landscapes

Energy Landscapes

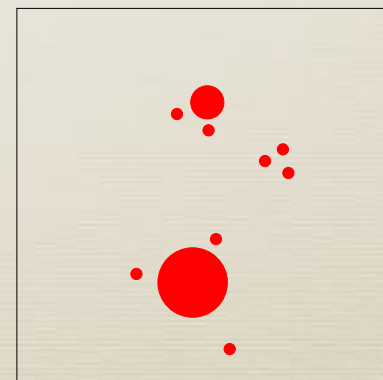
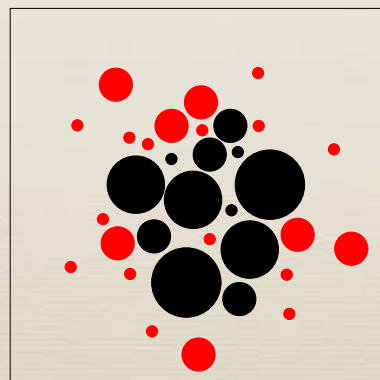
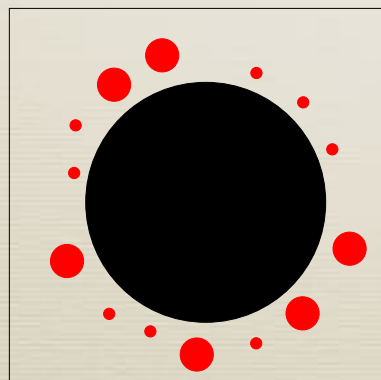
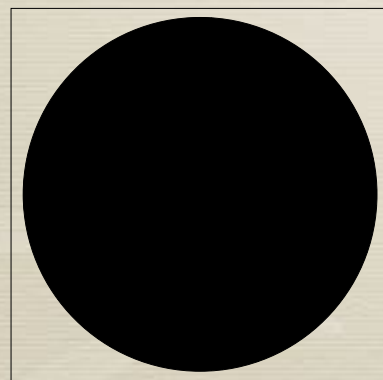
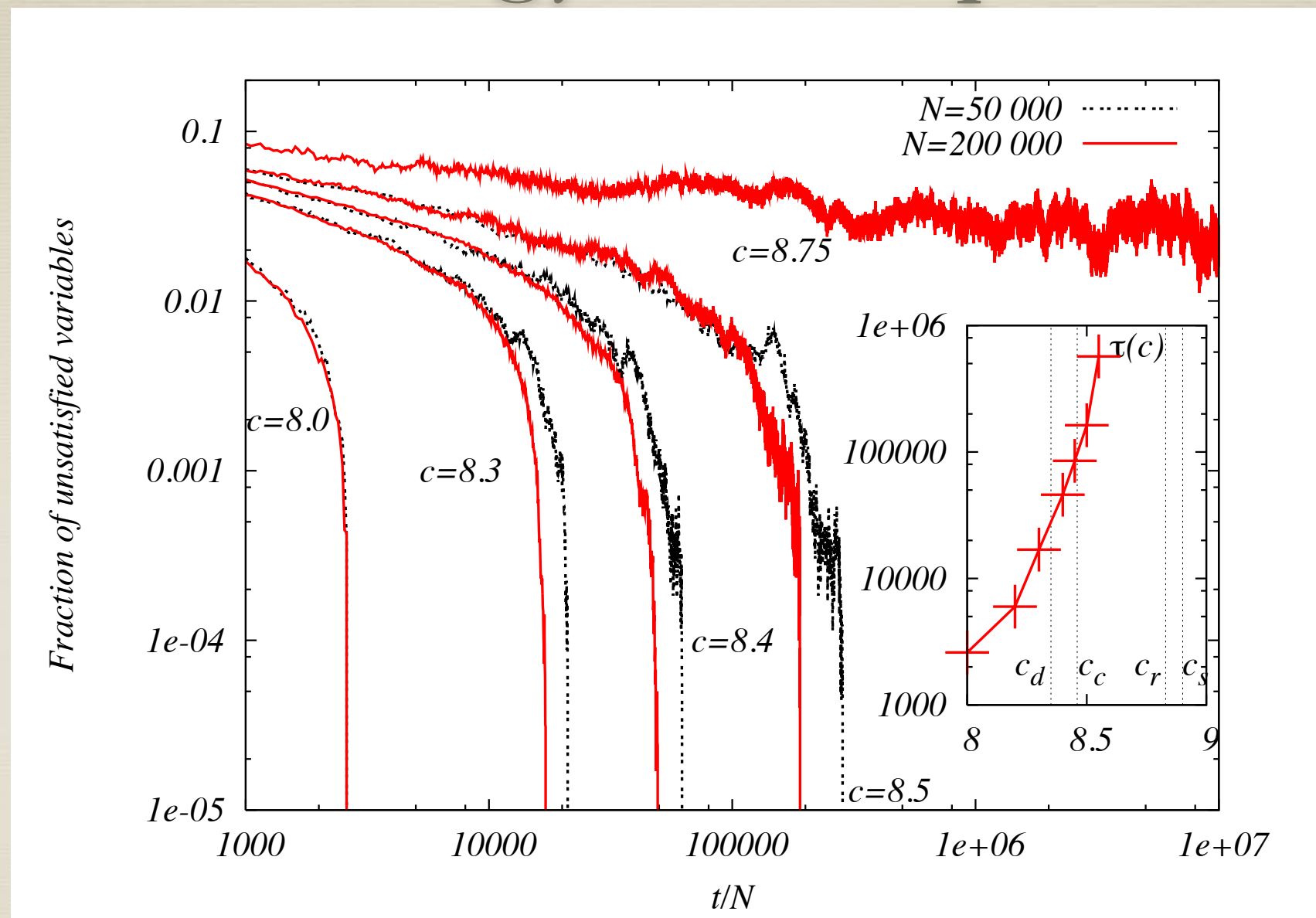


C_d

C_{frozen}

C_s

Energy landscapes



c_d

c_{frozen}

c_s

Rigid solutions are hard to find

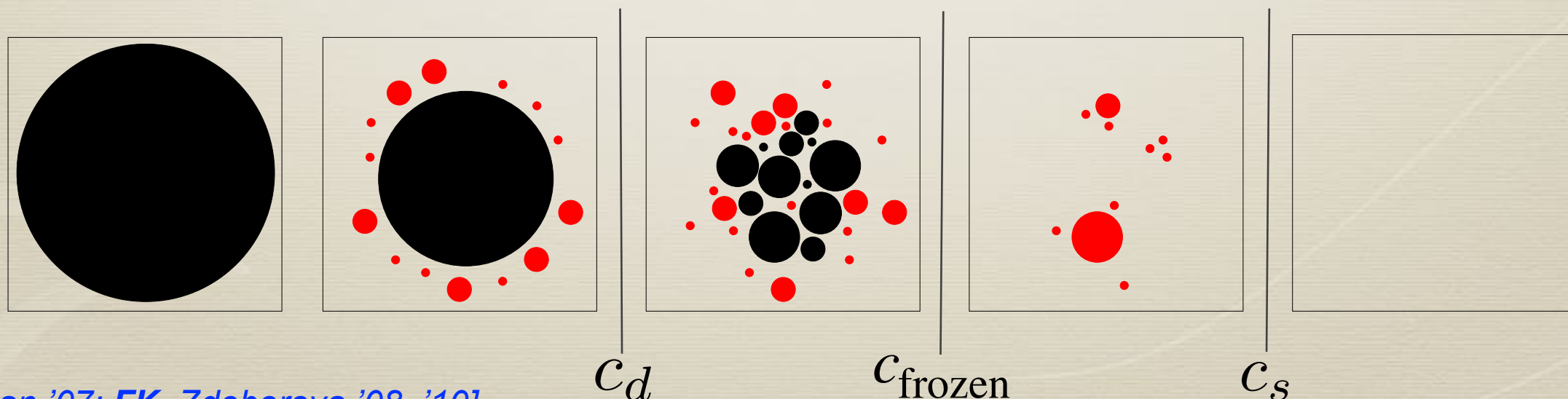
Many polynomial algorithm works

Nothing works

(We tried rigorous algorithms, empirical ones, survey propagation, many clever and many stupid ideas & even quantum computing....)

Two major open problems:

- * Can one design an algorithm that find “rigid”, “frozen” or “jammed” solution?
- * Can one find a solution to q colouring for connectivity larger than $q \log(q)$?

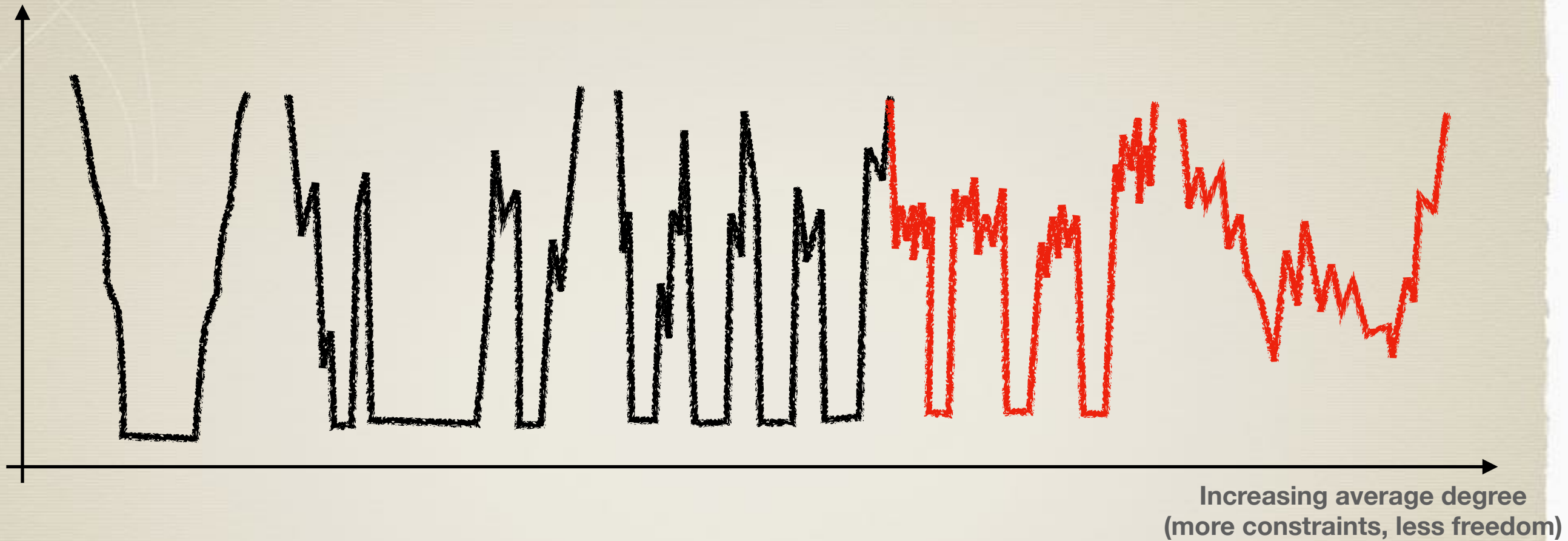




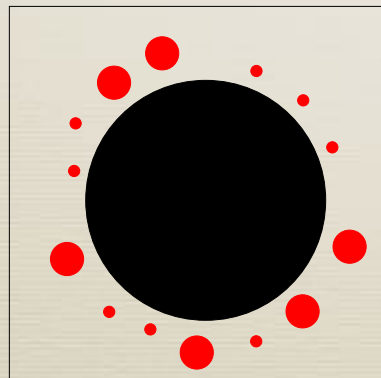
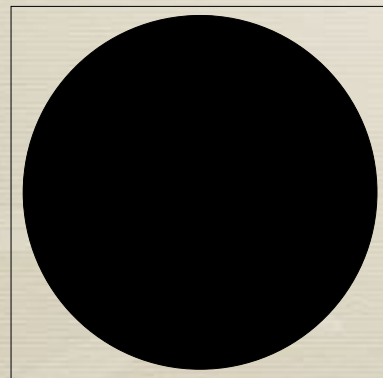
Back to machine learning

Energy landscapes

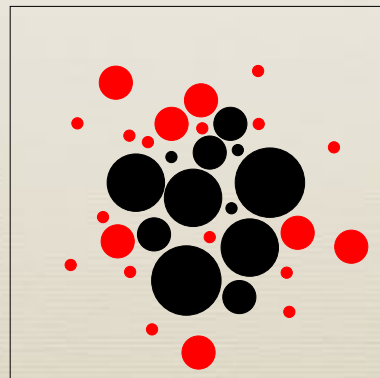
Energy Landscapes



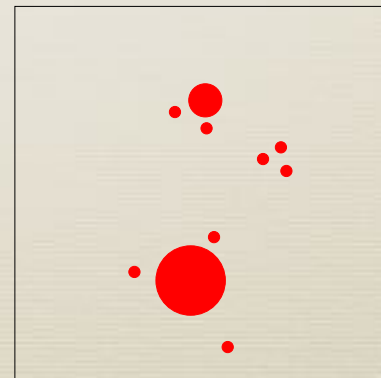
Smaller network



c_d



c_{frozen}



c_s



Energy landscapes

Energy Landscapes

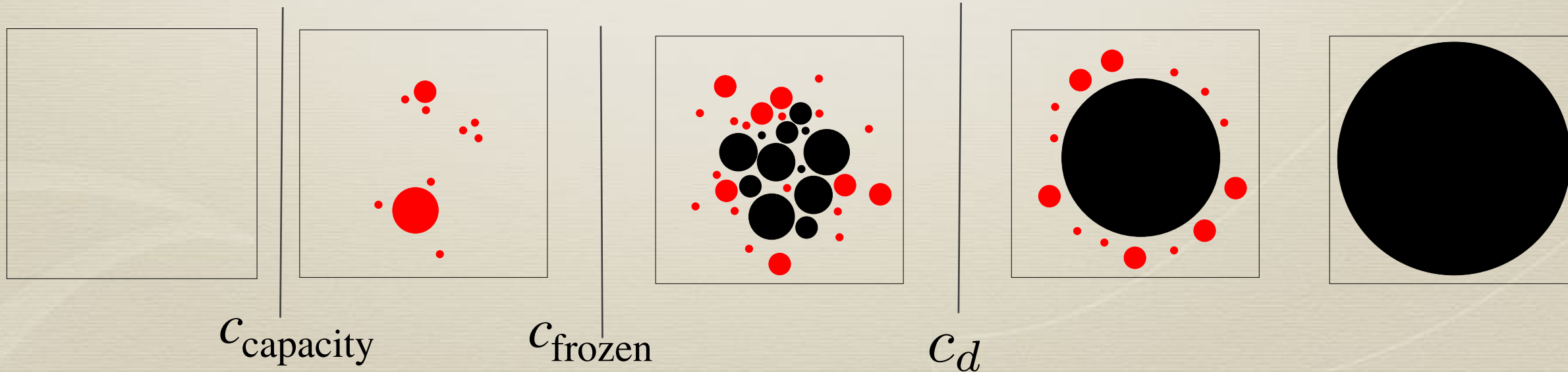
over-paramatrized

Under-paramatrized



"true"
Interpolation
threshold

Larger network



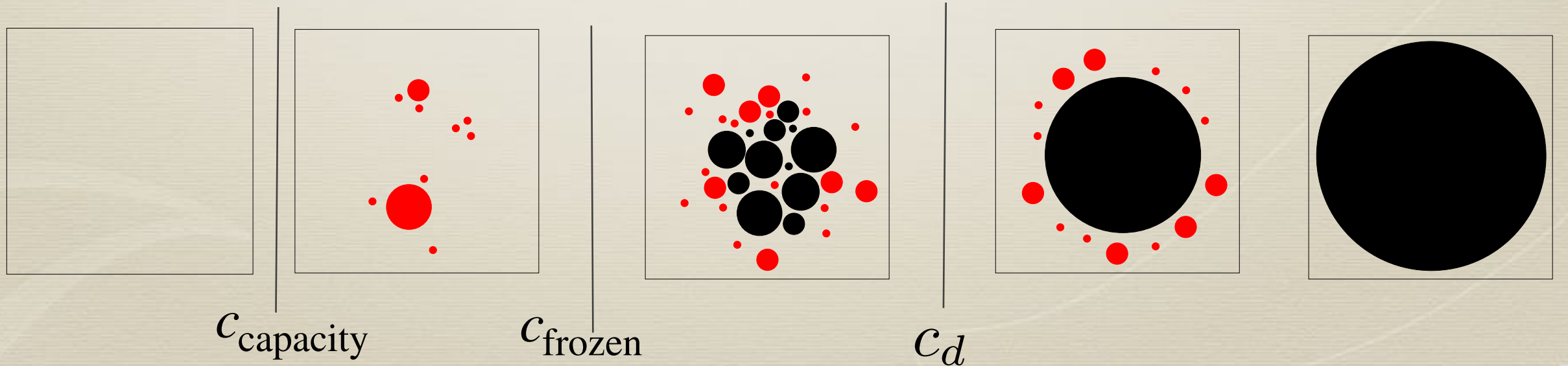
Energy landscapes

Energy Landscapes



"effective"
Interpolation
threshold

Larger network



Energy landscapes

Comparing Dynamics: Deep Neural Networks versus Glassy Systems

Marco Baity-Jesi¹ Levent Sagun^{2,3} Mario Geiger³ Stefano Spigler^{3,2} Gérard Ben Arous⁴
Chiara Cammarota⁵ Yann LeCun^{4,6,7} Matthieu Wyart³ Giulio Biroli^{2,8}

PAPER

A jamming transition from under- to over-parametrization affects generalization in deep learning

S Spigler^{1,3,4} , M Geiger^{1,3}, S d'Ascoli², L Sagun¹, G Biroli² and M Wyart¹

Published 28 October 2019 • © 2019 IOP Publishing Ltd

[Journal of Physics A: Mathematical and Theoretical](#), Volume 52, Number 47

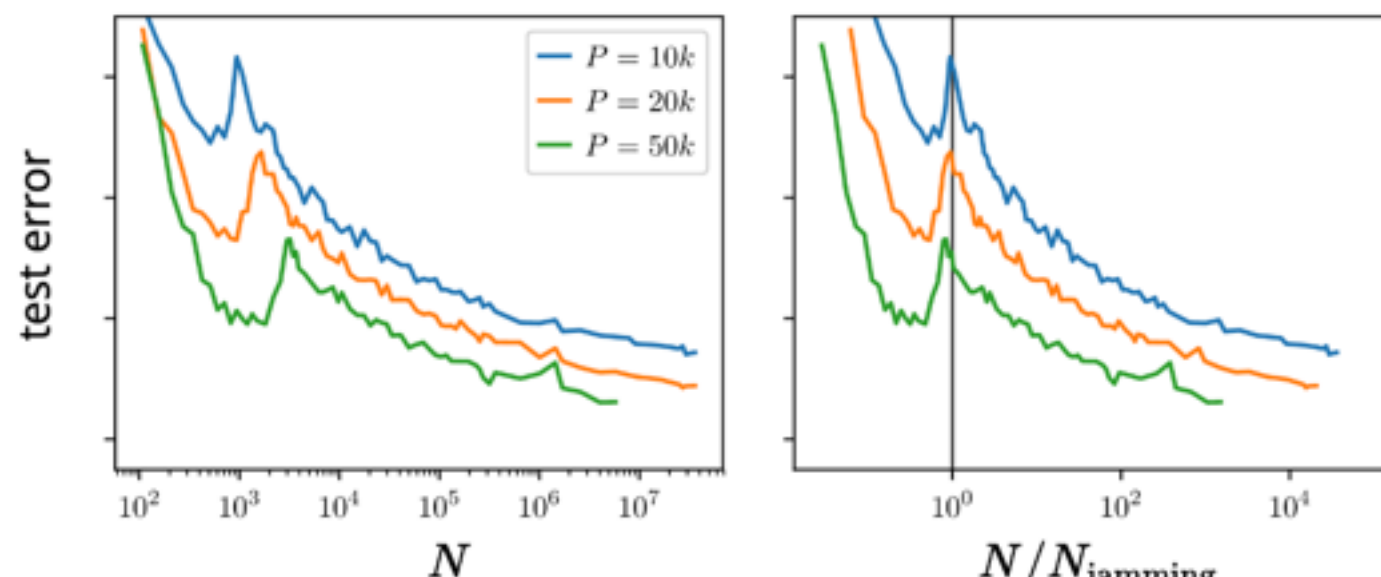
[Machine Learning and Statistical Physics: Theory, Inspiration, Application](#)



The jamming transition as a paradigm to understand the loss landscape of de

Fig

Generalization



“Double Descent” behaviour
@ the algorithmic
interpolation threshold

Other interesting ideas?

- All solutions are connected in super-duper-over-parameterized networks

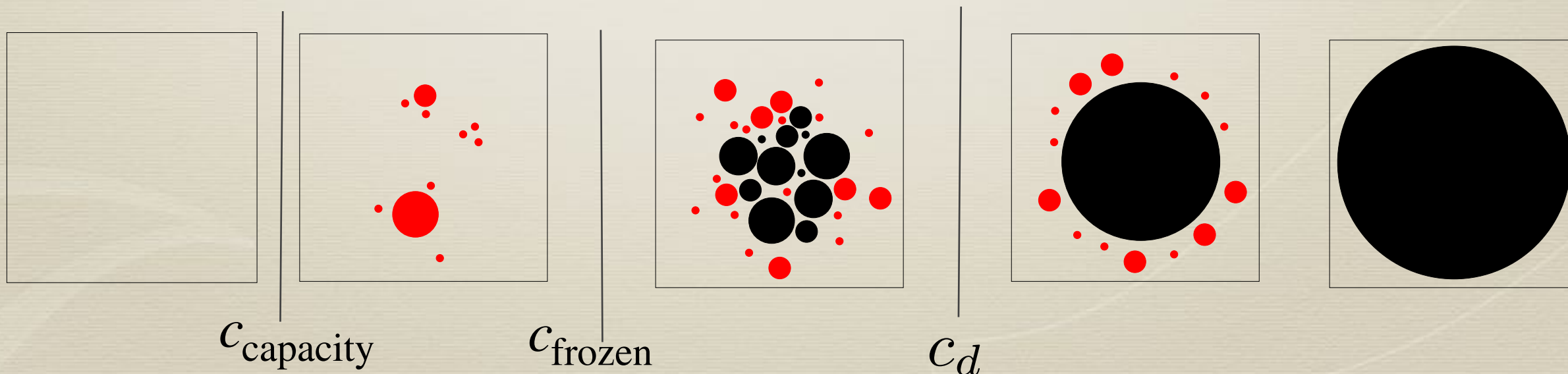
Freeman, C. D. & Bruna, J. Topology and geometry of half-rectified network optimization. *arXiv preprint arXiv:1611.01540* (2016).

Garipov, T., Izmailov, P., Podoprikin, D., Vetrov, D. P. & Wilson, A. G. Loss surfaces, mode connectivity, and fast ensembling of dnns. In *Advances in Neural Information Processing Systems*, 8789–8798 (2018).

Draxler, F., Veschgini, K., Salmhofer, M. & Hamprecht, F. A. Essentially no barriers in neural network energy landscape. *arXiv preprint arXiv:1803.00885* (2018).

Kuditipudi, R. *et al.* Explaining landscape connectivity of low-cost solutions for multilayer nets. In *Advances in Neural Information Processing Systems*, 14574–14583 (2019).

Larger network



Other interesting ideas?

Bad Global Minima Exist and SGD Can Reach Them

Shengchao Liu, Dimitris Papailiopoulos
University of Wisconsin–Madison

Dimitris Achlioptas
University of California, Santa Cruz

Abstract

Several recent works have aimed to explain why severely overparameterized models, generalize well when trained by Stochastic Gradient Descent (SGD). The emergent consensus explanation has two parts: the first is that there are “no bad local minima”, while the second is that SGD performs implicit regularization by having a bias towards low complexity models. We revisit both of these claims using a set of image classification with common deep neural network architectures. Our first finding is that there exist bad *global* minima, *i.e.*, models that generalize perfectly, yet have poor generalization. Our second finding is that using *unlabeled* training data, we can easily construct initialization to quickly converge to such bad global minima. For example, on (Standard) ImageNet and (Restricted) ImageNet, this can be achieved by starting SGD with a model trained by fitting random labels on the training data: while subsequently adding the correct labels, the resulting model will reach zero training error, the result is a test accuracy degradation of up to 40% compared to training from a random initialization. Finally, we show that regularization seems to provide SGD with an escape route: once heuristics such as data augmentation are used, starting from a complex model (adversarial initialization) has no effect on the test accuracy.

over-parameterized networks

solutions should generalise well!

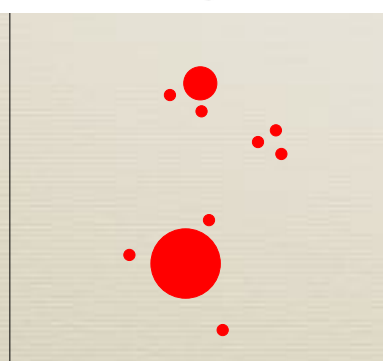
Recipe for bad solutions:

- 1) Train your data with random labels until zero errors
- 2) Slowly put back the correct label, train to zero error

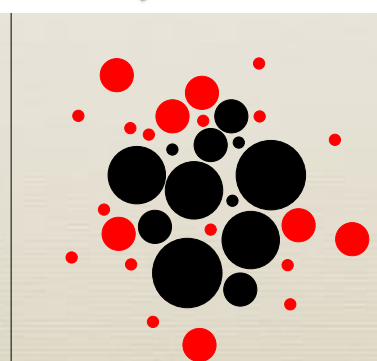
This yield rare, very bad solutions!



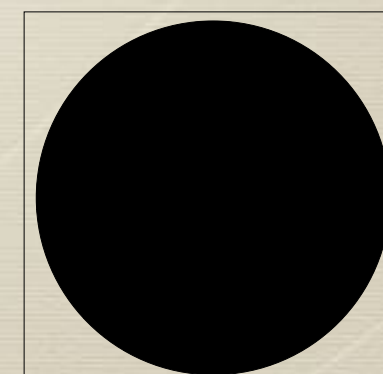
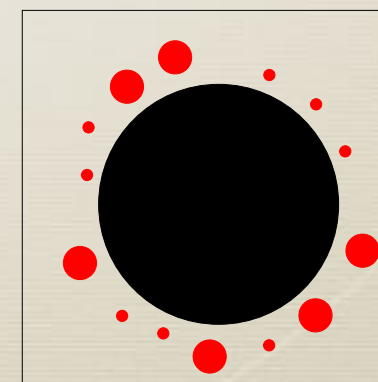
C_{capacity}



C_{frozen}



C_d



Other interesting ideas?

- All solutions are connected
- The set of solutions can

Unreasonable effectiveness of learning neural networks: From accessible states and robust ensembles to basic algorithmic schemes

 Carlo Baldassi, Christian Borgs, Jennifer T. Chayes, Alessandro Ingrosso, Carlo Lucibello, Luca Saglietti, and Riccardo Zecchina

 Check for updates

Published November 15, 2016

Shaping the learning landscape in neural networks around wide flat minima

 Carlo Baldassi, Fabrizio Pittorino, and  Riccardo Zecchina

PNAS January 7, 2020 117 (1) 161-170; first published December 23, 2019 <https://doi.org/10.1073/pnas.1908636117>

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Article

Figures & SI

Info & Metrics

 PDF

Larger network

ML 2019

Entropy-SGD: biasing gradient descent into wide valleys*

Pratik Chaudhari^{1,2}, Anna Choromanska³, Stefano Soatto¹, Yann LeCun^{4,5}, Carlo Baldassi^{6,7}, Christian Borgs⁸, Jennifer Chayes⁸, Levent Sagun⁴ and Riccardo Zecchina^{6,7}

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[Journal of Statistical Mechanics: Theory and Experiment](#), Volume 2019, December 2019

[Machine Learning 2019](#)

C_{cap}

A word of conclusion

Physics:

glasses

electron glasses

hard spheres...

Computer science:

constraint satisfaction

problems

Neural networks:

Hopfield model

Energy-based models

Deep learning

Information theory:

Error correcting codes

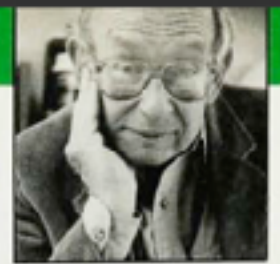
Signal processing:

Compressed sensing

Finance

Statistics, inference and machine learning

REFERENCE FRAME



SPIN GLASS VI: SPIN GLASS AS CORNUCOPIA

Philip W. Anderson

Some attentive readers will recall a remark I made in my fourth column (September 1988, page 9), to the effect that in the difficulties and annoying features encountered in the study of spin glasses, we were beginning to have an inkling of results that would turn out to be among the most important of modern theoretical physics. I shall now try to make that clear to you. I explained one of the key results last time (July, page 9): the discovery by Gérard Toulouse and his collaborators that there are many inequivalent solutions of the TAP theory of the SK long-range spin glass and that those solutions can be arranged in an "ultrametric tree" whose branches already begin dividing as T is lowered below T_c . To remind you what this argon means: The TAP theory is the mean-field theory David Thouless, Richard Palmer and I constructed. That theory, we thought, would in principle be exact because fluctuations about it should be negligible in view of the many long-range interactions each spin has in the SK spin glass. "Ultrametric" is an ant's-eye view of a tree, in which the only way to get to another leaf is to climb all the way down to the common branch point and bark up (see the illustration in my last column).

This mysterious class of problems includes a great many mathematical "toys," such as bisecting random graphs, setting up mixed-doubles tournaments and inventing tours of length N for traveling salesmen or Chinese postmen; but it also contains many highly practical problems, such as routing telephone networks to N cities, designing chips with N transistors, connecting N chips together, evolving the fittest animal with N genes and doing almost anything useful with N neurons. Large complex optimization problems are everywhere around us, and almost anything that can be learned about them is of immense importance.

An important branch of computer science is complexity theory, which classifies such large problems according to their "size" as the number of states that problem. The size of the SK spin glass is $MN - 1/2$, the number of steps it takes a computer to solve an NP-complete problem is a number proportional to a power of the size. For large N , this is forever. This is cl

the spin glass is not more trouble than it is worth. Our statistical mechanical solution gives *average* answers for an ensemble of examples of the given problem. Such an answer is valid for a generic, or typical, instance of the problem. In the case of the spin glass, the average number describes the generic instance of the problem involving the given distribution of J_{ij} 's. But the mapping algorithm might transform that generic instance into a special case or vice versa. This issue was perhaps somewhat clarified in an exchange between Eric Baum (Princeton), on the one hand, and Daniel Stein (University of Arizona), G. Baskaran (MATSCIENCE, Madras, India) and myself, on the other, about NP-complete problems with "golf course"



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