

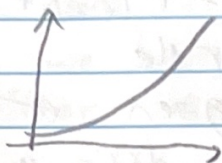
9/10/2025 AMPD UP Presentation

I. Mean field games for generative modeling

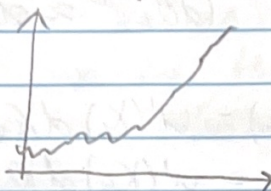
A. Background: stochastic differential equations

1. Brownian motion

a. ODE's: $\dot{x} = F(x)$



b. In real life, though, looks like



c. Hence, we would like

$$\dot{x} = F(x) + \xi \leftarrow \text{white noise}$$

d. To work w/ " ξ " we introduce Brownian

motion: " $B_t = \int \xi$ "

i. motion whose path is determined solely by white noise

e. Brownian motion is defined by properties

i. $B(0) = 0$ a.s.

ii. $B(t_1), B(t_2) - B(t_1), \dots, B(t_n) - B(t_{n-1})$ independent for all $t_1 < \dots < t_n$

iii. $B(t) - B(s) \sim \mathcal{N}(0, t-s)$ for all $0 \leq s \leq t$.

f. justification:

i. say $\xi_i = 1$ or -1 w/prob. $\frac{1}{2}, \frac{1}{2}$

ii. consider $S_n = \sum_{i=1}^n \xi_i$

iii. jumps over every Δt and go define Δx

iv. Then displacement is $X(t) = \Delta x \sum_{i=1}^t \xi_i$

v. and $\text{Var}(X(t)) = (\Delta x)^2 \text{Var}(S_{t/\Delta t}) = (\Delta x)^2 \frac{t}{\Delta t} D^2$ where $D^2 \equiv \text{Var}(\xi_i)$

vi. to get Brownian motion, need $\Delta x, \Delta t \rightarrow 0$. For finite, non zero variance, need $\frac{(\Delta x)^2}{\Delta t} = \text{const.}$

1. If $g = W_t$ then we may define

$$\int \sigma dB_t$$

i. with Ito's sum

h. and we model white noise with

$$dX_t = F(X_t) + \sigma dB_t$$

2. Ito's rule

a. treat given a

$$dX_t = \mu dt + \sigma dB_t$$

and a function u , what is $du(X_t)$?

$$b. \text{Trick: } (dB_t)^2 \approx dt$$

c. so

$$\begin{aligned} du(X_t) &= u'(X_t) dX_t + \frac{1}{2} u''(X_t) (dX_t)^2 + \dots \\ &= u'(X_t) dX_t + \frac{1}{2} u''(X_t) (\mu^2 dt^2 + \mu \sigma dt dB_t + \sigma^2 (dB_t)^2) + \dots \end{aligned}$$

more generally:

$$du(X_t)$$

$$= \nabla u \cdot dx$$

$$+ \frac{1}{2} \sum_{i,j} u_{ij} (\sigma_i \sigma_j) dt$$

d. only need 1st order terms:

$$du(X_t) = u'(X_t) dX_t + \frac{1}{2} u''(X_t) \sigma^2 dt$$

3. Fokker-Planck / forward Kolmogorov / continuity equation

a. What equation does X_t 's law $\rho(x,t)$ obey?

b. strategy: weak formulation

c. For any test function ψ ,

$$E(\psi(X_t)) = E(\psi(X_0) + \int_0^t \dots)$$

$$= E(\psi(X_0) + \int_0^t (\psi'(X_s) \mu + \frac{1}{2} \psi''(X_s) \sigma^2) ds)$$

$$\frac{d}{dt} \int \psi(x) \rho(x,t) dx = \int (\psi'(x) \mu + \frac{1}{2} \psi''(x) \sigma^2) \rho(x,t) dx$$

if ρ is a probability density

$$\int (\psi'(x) \mu + \frac{1}{2} \psi''(x) \sigma^2) \rho(x,t) dx$$

$$= \int (-\partial_x(\mu \rho) + \frac{1}{2} \partial_x^2(\sigma^2 \rho)) \psi dx$$

d. conclusion:

$$\partial_t \rho = -\partial_x(\mu \rho) + \frac{1}{2} \partial_x^2(\sigma^2 \rho)$$

i. general:

$$\partial_t \rho = -\nabla \cdot (\mu \rho) + \frac{1}{2} \sum_{i,j} (\sigma_i \sigma_j) \partial_{x_i} \partial_{x_j} \rho$$

B. Mean field games

1. We have players whose states evolve according to

$$dX_t = v(X_t, t) dt + \sigma dB_t$$

a. σ is given

b. we can pick v

2. we assume we have only many players whose densities are distributed by $\rho(x, t)$ at time t

a. by Fokker-Planck, we have

$$\partial_t \rho = -\nabla \cdot (v \rho) + \frac{1}{2} \nabla^2 (\sigma^2 \rho)$$

3. at state x and time t , player wants to pick $v(x, t)$ to minimize

$$J_{x,t}(v) = \text{terminal cost}$$

$$E^{x,t}(M(X(T), \rho(\cdot, T)))$$

$$+ \int_t^T L(X_s, v(X_s, s))$$

state cost

interaction/collision cost

$$+ I(X_s, \rho(\cdot, s)) ds$$

4. Richard Bellman: Dynamic Programming

4. introduce

$$U(x, t) = \min_v \left\{ E^{x,t} \left(\int_t^T L(X_s, v(X_s, s)) + I(X_s, \rho) ds \right) + U(X(T), \rho(T)) \right\}$$

5. Richard Bellman: Dynamic Programming

a. a satisfying for small dt

$$U(x, t) = \min_v \left\{ E^{x,t} \left(\int_t^{t+dt} L(X_s, v) + I(X_s, \rho) ds + U(X(t+dt), \rho(t+dt)) \right) \right\}$$

b. Taylor series

b. Ito:

$$dU = \frac{\partial U}{\partial t} dt + \nabla U \cdot dX$$

$$+ \frac{1}{2} \nabla^2 U (\sigma^2) dt$$

c. so

$$E(U(X(t+dt), \rho(t+dt)))$$

$$= E(U(X_t) + \int_t^{t+dt} \frac{\partial U}{\partial t} + \nabla U \cdot v + \frac{1}{2} \nabla^2 U (\sigma^2) dt + O(dt^2))$$

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$$L(x, v) + I(x, p) +$$

$$\Theta = \min_v \left\{ E^{xt} \left(\int_0^T \left(\frac{\partial U}{\partial t} + \nabla U \cdot v + \frac{1}{2} \partial_{xx} U (v, v) \right) dt \right) \right\}$$

e. divide by dt take $dt \rightarrow 0$:

$$\Theta = \min_v \left\{ E^{xt} \left(\frac{\partial U}{\partial t} + \nabla U \cdot v + \frac{1}{2} \partial_{xx} U (v, v) \right) \right\}$$

$\uparrow$
 $L(x, v) + I(x, p) +$

f. all the x_t 's are replaced by x , E goes away

g. then rearrange:

$$-\frac{\partial U}{\partial t} + \max_v \left\{ -\nabla U \cdot v - L(x, v) \right\} - \frac{1}{2} \partial_{xx} U (v, v) = I(x, p)$$

h. also,

$$U(x, T) = \min \{ \Theta + M(T, p) \} = M(T, p)$$

i. let

$$H(x, p) = \max_v \{ -p \cdot v - L(x, v) \}$$

6. Our Hamilton-Jacobi-Bellman equations are then:

$$\left(-\frac{\partial U}{\partial t} + H(x, \nabla U) - \frac{1}{2} \partial_{xx} U (v, v) \right) = I(x, p)$$

$$\begin{cases} U(x, T) = M(T, p) \end{cases}$$

7. we need a way to recover optimal v

a. for H to have max, we expect

$$-p - \nabla_v L = 0$$

$$b. \text{ or } p = -\nabla_v L(x, v^*)$$

c. assume this can be solved for $v^* = v^*(x, p)$

d. so

$$H = -p \cdot v^* - L(x, v^*)$$

e. we note

$$\begin{aligned} \nabla_p H &= -v^* - p \cdot \nabla_p v^* - \nabla_p L(x, v^*) \cdot \nabla_p v^* \\ &= -v^* + \nabla_v L \cdot \nabla_p v^* - \nabla_v L \cdot \nabla_p v^* \\ &= -v^* \end{aligned}$$

f. Therefore,

this can be done
and since
only looking
at $v(x, t)$
at one
specific
(x, t)!

$$V^*(x,t) = -\nabla_p H(x, \nabla U(x,t))$$

So our full sys. of eq's is

$$\begin{cases} -\frac{\partial U}{\partial t} + H(x, \nabla U) - \frac{1}{2} \sum \partial_{ij} U (x, t) \rho_{ij} = I(x, \rho_t) \\ U(x, T) = M(T, \rho_T) \end{cases}$$

$$\begin{cases} \partial_t \rho = -\nabla \cdot (V^* \rho) + \frac{1}{2} \sum \partial_{ij} (x, t) \rho_{ij} \rho \\ \rho(x, 0) = \rho_0 \end{cases}$$

Background: calculus of variations

- 1- say $\mathcal{F}$ maps func to real numbers
- 2- consider

$$\delta \mathcal{F} = \mathcal{F}[f + \delta f] - \mathcal{F}[f]$$

3- our hope is we can rewrite this in the form

$$\int g \delta f \, dx + O(\delta f^2)$$

then we call g $\mathcal{F}$'s variational derivative at f and we write

$$\frac{\delta \mathcal{F}}{\delta f}(f) = g(f)$$

4. Alt: $\frac{\delta \mathcal{F}}{\delta f}(f)$ is the func such that for

$$\lim_{h \rightarrow 0} \frac{\mathcal{F}[f + h \delta f] - \mathcal{F}[f]}{h} = \int \frac{\delta \mathcal{F}}{\delta f}(f) \delta f \, dx$$

in L^2 , exists by Riesz representation

5. To minimize $\mathcal{F}$ we need

$$\frac{\delta \mathcal{F}}{\delta f} = 0$$

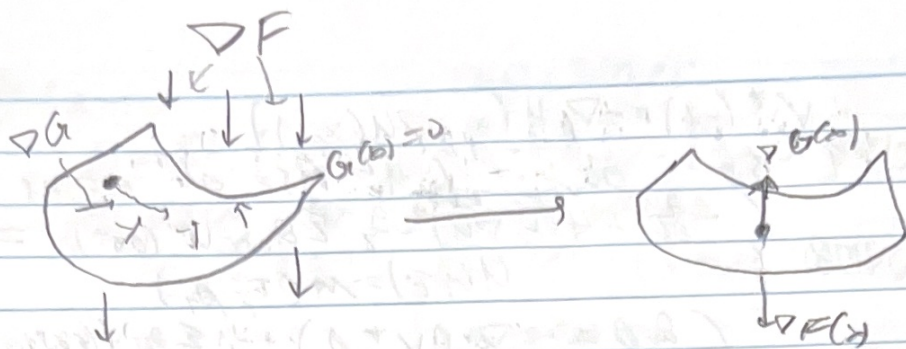
0. Background: Lagrange multipliers

1- say we want to minimize $F(x)$ such that $G(x) = 0$ holds

2- think of $G(x) = 0$ as a surface and x as a particle following field $-\nabla F(x)$ on this surface

3- will keep moving until normal force of surface and field force cancel:

$$-\nabla F(x) = \lambda \nabla G(x)$$



So 2 b. called a Lagrange multiplier

3. What if we have a vector constraint?

$$a. \nabla F(x) + \lambda_1 \nabla G_1(x) + \dots + \lambda_n \nabla G_n(x) = 0$$

$$b. \text{ or } \min F(x) + \lambda \cdot G(x)$$

4. Now, say we want to minimize $F[f]$ subject to $L[f] = 0$ - differential operator

5. we use a Lagrange multiplier function - this enforces the "

5. now, our vector constraint L becomes

$$a \text{ for } n \rightarrow \infty = \lambda(x)$$

6. so we try to minimize

$$F[f] + \int \lambda L[f] dx$$

7. All: min max

$$\min_f \{ F[f] \text{ s.t. } L[f] = 0 \}$$

$$= \min_f \max_{\lambda} \{ F[f] + \int \lambda L[f] dx \}$$

8. Potential mean field games

$$1. \text{ say } I = \int \frac{\partial c}{\partial p}, \quad M = \int \frac{\partial m}{\partial p}$$

2. define "real" goal

$$J(p, \rho) = M(p(t), T) + \int_0^T c(p(t), t) + \int_{\mathbb{R}^d} L(x, v(x, t)) \rho(x, t) dx dt$$

a. minimize this for ρ s.t.

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (v \rho) = \frac{1}{2} \mathbb{E} \Delta_{xx} (G \sigma^T \rho)$$

3. Lagrange multiplier?

$$\int \int \lambda (\partial_t \rho + \nabla \cdot (v \rho) - \frac{1}{2} \mathbb{E} \Delta_{xx} (G \sigma^T \rho)) dx dt$$

$$= \int \int (-\partial_t \lambda - \nabla \lambda \cdot v - \frac{1}{2} \mathbb{E} \partial_{xx} \lambda G \sigma^T) \rho dx dt$$

$$1. \int \lambda(T) \rho(T) dx - \int \lambda(0) \rho(0) dx = \Lambda(\lambda, \rho, v)$$

4. variation:

$\lambda \cdot G$
goes to
integral

with $\delta p(x,0) = 0$ (don't mess up I.C.)

$$\begin{aligned} J(p+\delta p) &= J(p) + \delta J(p) \\ &= \int \frac{\delta \mathcal{L}}{\delta p} \delta p dx \\ &\quad + \int_0^T \int \frac{\delta \mathcal{L}}{\delta p} \delta p dx dt \\ &\quad + \int \int (-\partial_t \lambda - \nabla \lambda \cdot v - \frac{1}{2} \epsilon \partial_x \partial_y \lambda (v \cdot v)) \delta p dx dt \\ &\quad + \int \lambda(T) \delta p(T) dx \end{aligned}$$

$\delta \mathcal{L} = 0$ we require

$$\frac{\delta \mathcal{L}}{\delta p} [p] + L - \partial_t \lambda - \nabla \lambda \cdot v - \frac{1}{2} \epsilon \partial_x \partial_y \lambda (v \cdot v) = 0$$

$$\lambda(t) = - \frac{\delta \mathcal{L}}{\delta p} [p(t)]$$

6. next, note that

$$H(x, -\nabla \lambda) = H(x, -\nabla \lambda)$$

vary

$$\int \int \nabla \lambda \cdot \delta v p dx dt - \int \int \nabla \lambda \cdot \delta v p dx dt = 0$$

7. conclude

$$\nabla \lambda = \nabla \lambda$$

8. Finally, consider same H as before. recall we found optimality cond

$$p = -\nabla \lambda$$

$$\text{6 we conclude } H(x, -\nabla \lambda) = \nabla \lambda \cdot v^* - L(x, v^*)$$

9. finally, rearrange

$$\begin{aligned} \frac{\delta \mathcal{L}}{\delta p} [p] &= -L + \partial_t \lambda + \nabla \lambda \cdot v + \frac{1}{2} \epsilon \partial_x \partial_y \lambda (v \cdot v) \\ &= -L + H(x, -\nabla \lambda) + \frac{1}{2} \epsilon \partial_x \partial_y \lambda (v \cdot v) \end{aligned}$$

10. we conclude that

$$\lambda = -U$$

from before

11. we've recovered the original eq'n

12. Q: What's going on here?

a. Why does optimizing a problem with $\frac{\delta \mathcal{L}}{\delta p}$ also optimize a problem with $\mathcal{L}$?

F. The paper

1. goal: generative modeling

2. There are many ways to do this w/ MFG

3. Table:

Method	$M(p)$	$L(p)$	$L(x, v)$
Normalizing flow	$E_p(\log p)$ $-\log p(x)$	0	0
Score-based	$-E_p \log \pi$	0	$\frac{1}{2} v ^2 - \Delta \phi$
Gradient flow (a.s.o)	$F(p) e^{-\frac{1}{2} \epsilon}$	$\frac{e^{-\frac{1}{2} \epsilon}}{2} F(p)$	$\frac{1}{2} v ^2 e^{-\frac{1}{2} \epsilon}$

Method	Dynamics	$H(x, p)$	Optimal v^*
Normalizing flow	$dx = v dt$	$\sum_k \frac{1}{2} p^2 v_k^2 - p^T V$	$-p^T \nabla \phi(x, \nabla U)$
Score-based	$dx = (f + \sigma v) dt$ $+ \sigma dW_t$	$f^T p + \frac{\sigma^2 p^2}{2} + \Delta \phi$	$\sigma \nabla \log \eta_t$
Gradient flow (a.s.o)	$dx = v dt$	$\frac{1}{2} e^{\frac{1}{2} \epsilon} p ^2$	$-\frac{\sigma F}{\sigma p}$

4. Score-based

1. likelihood estimation

2. empirical likelihood of π or $\pi(x=x_i)$

$$\prod_i \pi(x=x_i) = \prod_i \pi(x=x_i) \prod_i \pi(x=x_i) = \prod_i \pi(x=x_i) N \cdot P(x=x_i)$$

3. take log, divide by N - want to maximize $E P(x=x_i) \log \pi(x=x_i)$

4. continuous version:

$$\text{maximize } \int p(x) \log \pi(x) dx$$

$$\Leftrightarrow \text{minimize } - \int p(x) \log \pi(x) dx$$

cross entropy