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Youth in high dimensions *online*
ICTP- 3rd July 2020

Dynamics in high-dimensional non-convex landscapes: from slow descent to activation

VR, G. Biroli, C. Cammarota, arXiv:2006.08399

VR, J. Phys A: Math Theor 53 (2020)

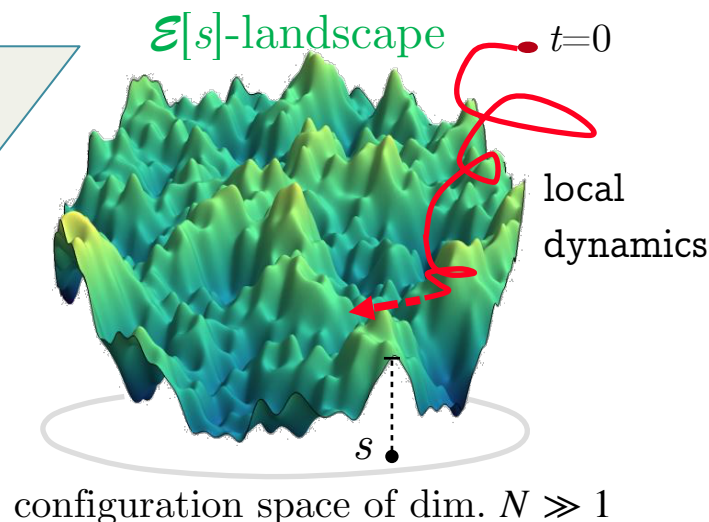
VR, G.Biroli, C.Cammarota, EPL 126 (2019)

The problem

Stochastic dynamics in high- d landscapes

Goal: understand **noisy gradient-descent** dynamics in high-dimensional landscapes.

$$\frac{ds_t}{dt} = -\nabla \mathcal{E}[s_t] + \eta_t \quad \begin{array}{l} \mathcal{E} = \text{landscape} \\ \eta_t = \text{weak noise} \end{array}$$

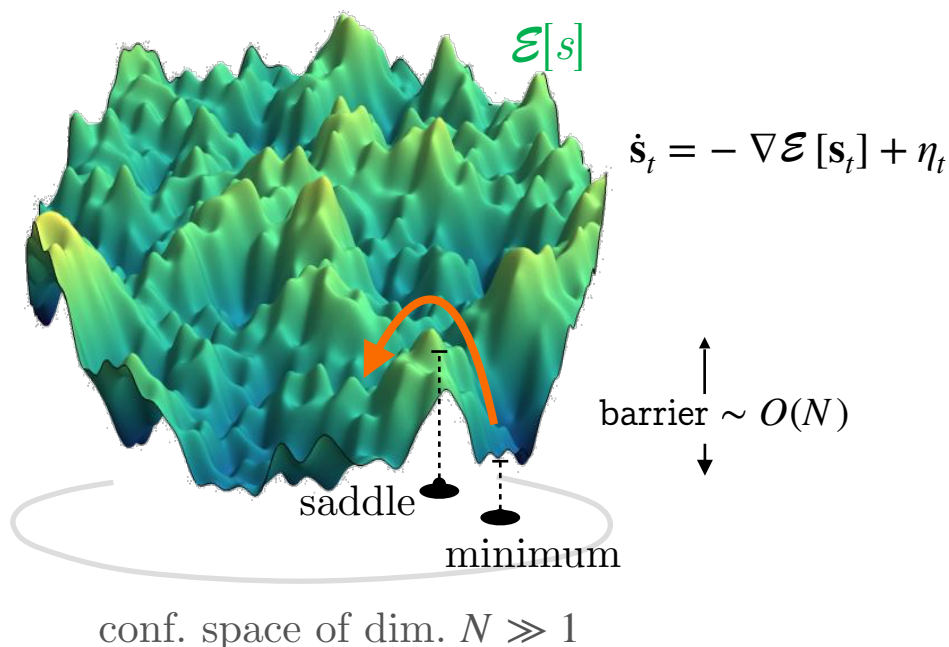


Gain: optimization in high- d with local dynamics is ubiquitous.

- ▶ complex systems in physics —glasses, and biology —proteins, evolutionary biology
- ▶ inference and optimization —cost/loss landscapes
- ▶ quantum computing —fidelities in optimal control

Here: **random high- d functionals** with Gaussian statistics [\rightarrow e.g. E. Subag talk]

Challenging: why?

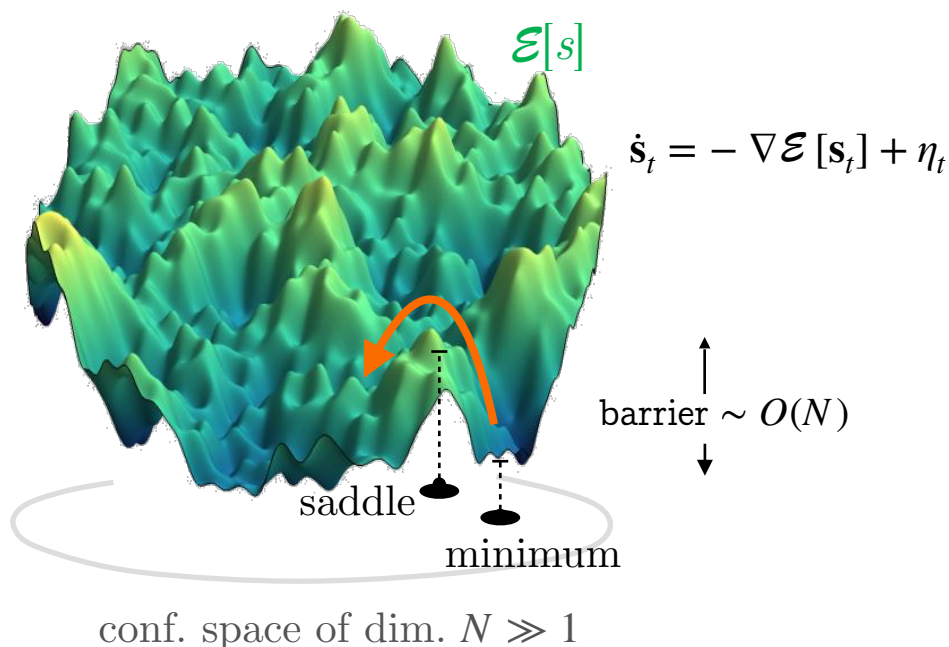


[1] Non-convexity & trapping

Proliferation of stationary points $\mathcal{N} \sim e^{N\Sigma}$ of different stability:
[minima, maxima, saddles]

Need to classify exponential complexity

Challenging: why?



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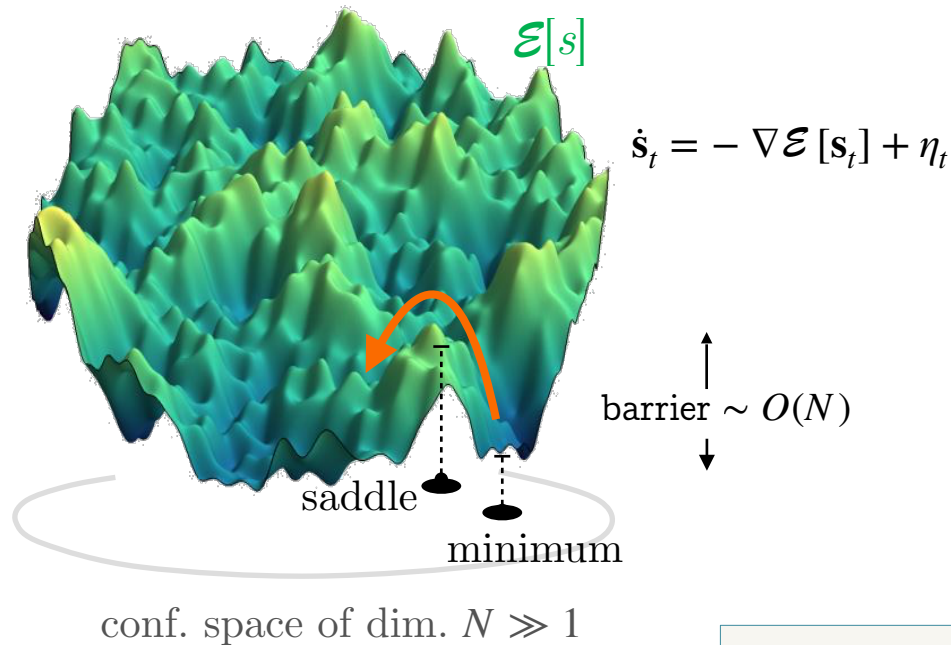
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[2] Rare dynamical events

Barriers scale with N , jumps exponentially rare $\tau \sim e^{N\Delta\mathcal{E}}$
[suppressed when $N \rightarrow \infty$]

Need to go beyond standard mean field

Challenging: why?



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[3] Entropy of volumes

Given a reference minimum, exponential majority of other saddles/minima are far away and not locally connected

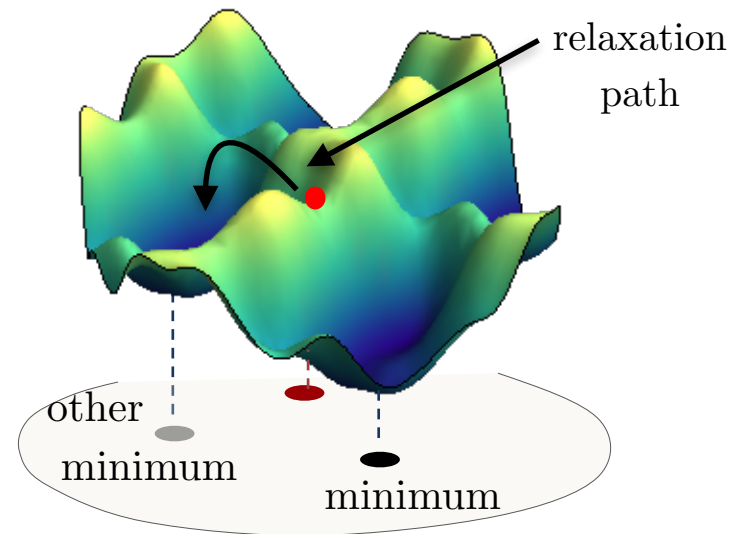
Need large deviations to look locally

Activation: the challenge, more precisely

In high N we know* how to describe “relaxation paths”: **DMFT** [\rightarrow e.g. P. Urbani talk]

$$\mathcal{Z}_{\text{dyn}} = \int \mathcal{D}Q \exp \left(-N \mathcal{A}[Q(t, t')] \right) \rightarrow \frac{\delta \mathcal{A}}{\delta Q} = 0$$

- Captures typical dynamics: $\mathcal{A} = 0$
- “Short” times $t \neq O(N)$



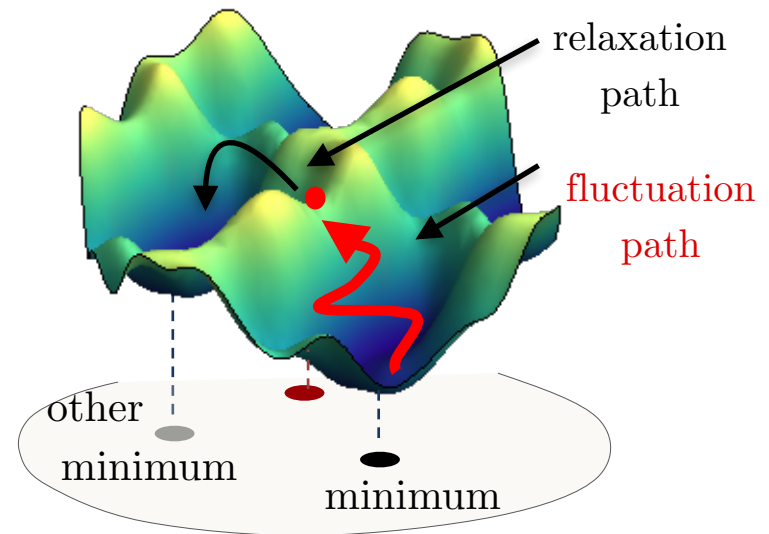
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Because of trapping, dynamics when $N \gg 1$ is often **activated**:

“fluctuation paths” generated by rare noise fluctuations [$\mathcal{A} > 0$] that require $t \sim e^N$
-huge open problem in glasses and beyond-

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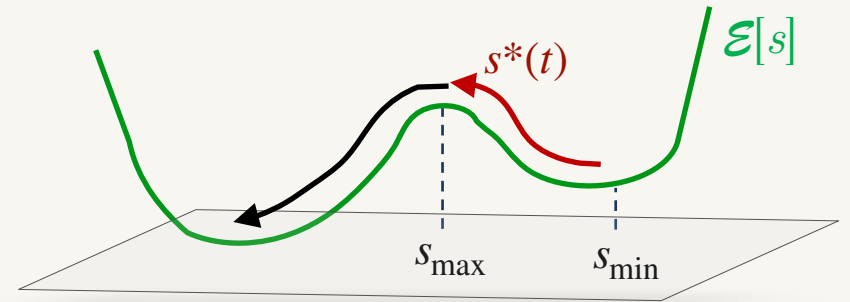
The strategy

[from slow descent to activation]

From relaxation to activation: building instantons

Instantons in low-d: double well, T small

$$\mathcal{Z}_{\text{dyn}} = \int_{s(0)=s_0}^{s(\tau)=s_\tau} \mathcal{D}s \exp \left(-\frac{1}{T} \left[\dot{s}(t) + \mathcal{E}'(s) \right]^2 \right)$$

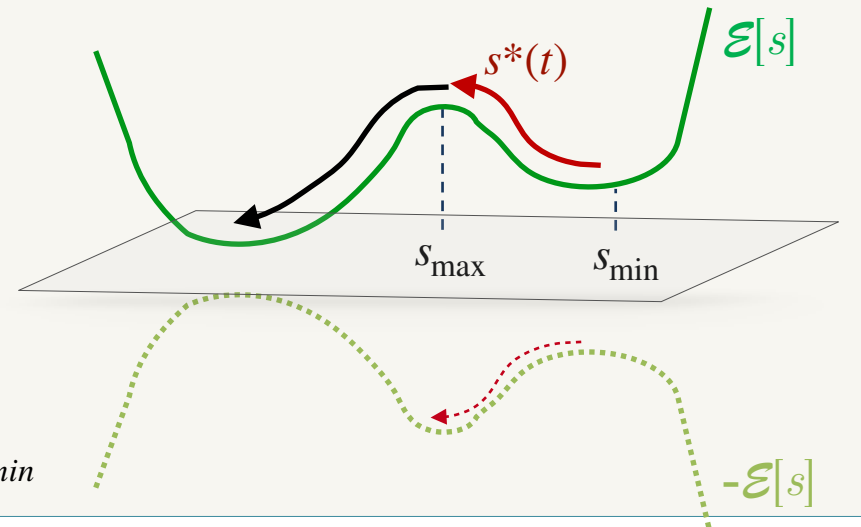


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- Most probable fluctuation path $s^*(t)$ from s_{\min} to maximum s_{\max} satisfies $\dot{s}^* = -\mathcal{E}'(s^*)$
- **Time reversed** of relaxation path from s_{\max} to s_{\min}

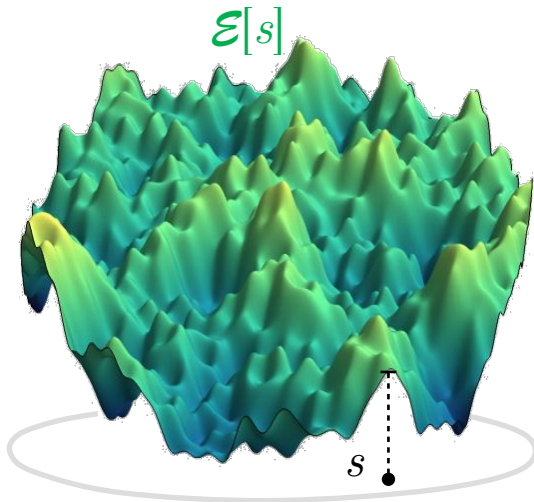
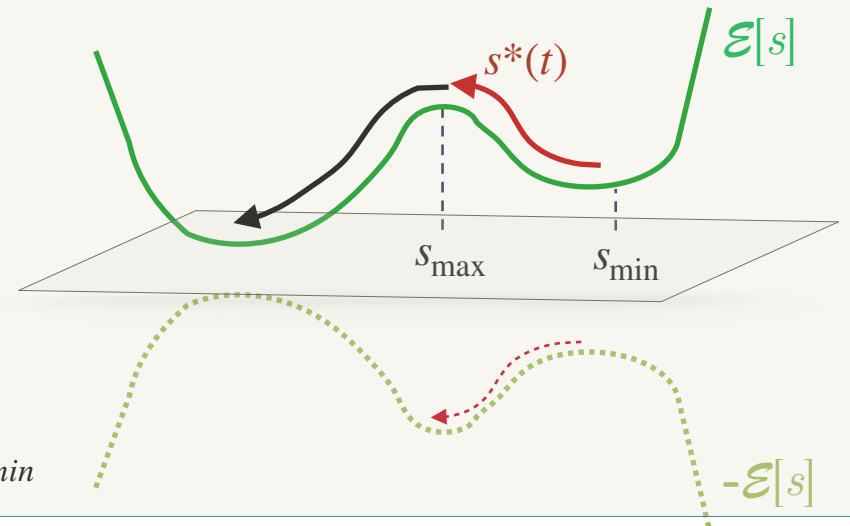


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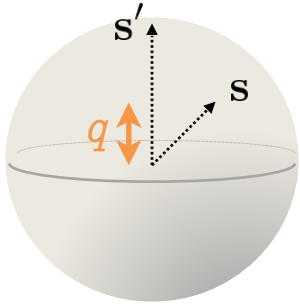


In high-dimension: — see also Lopatin, Ioffe '99

[1] **Non-convexity.** Exponentially many minima and saddles: how are they organized in dynamical paths?

[3] **Entropy.** What subset of the $\sim e^N$ saddles/minima represents escape states/final states?

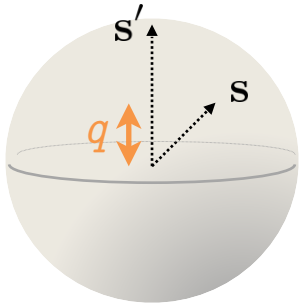
The program:



- Configuration space: sphere of radius $\sqrt{N} \gg 1$
- Functional: random Gaussian monomial with **isotropic correlations**

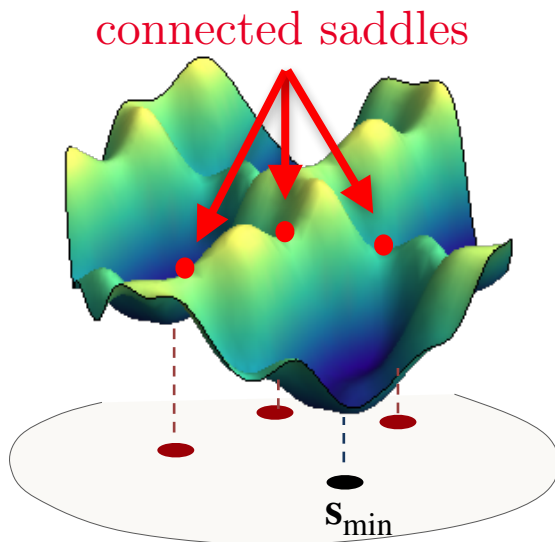
$$\mathcal{E}[\mathbf{s}] = \sum_{i_1 \leq i_2 \leq \dots \leq i_p} J_{i_1 i_2 \dots i_p} s_{i_1} s_{i_2} \dots s_{i_p} \quad \langle \mathcal{E}[\mathbf{s}] \mathcal{E}[\mathbf{s}'] \rangle = \frac{N}{2} \left(\frac{\mathbf{s} \cdot \mathbf{s}'}{N} \right)^p$$

The program:



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[1] Geometry: looking at the landscape locally

For any minimum, get connected saddles: how many, how high, how far.

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[2] Geometry-dependent dynamics

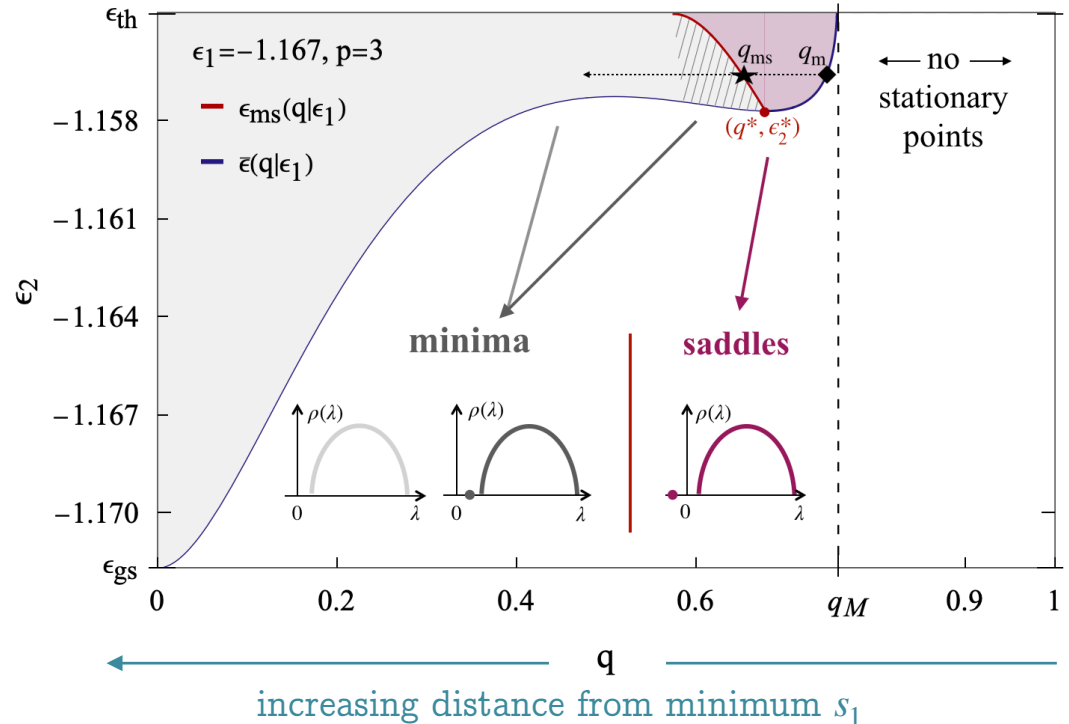
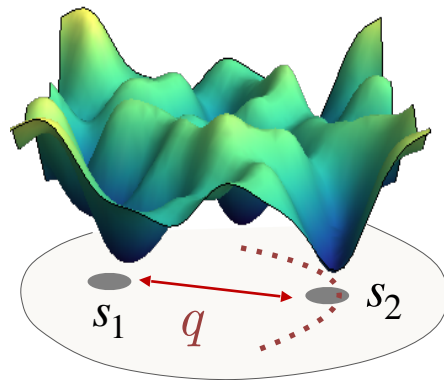
Dynamics initialized at saddles: where it ends up? How?

[3] Time reversal: building instantons

VR Biroli Cammarota, arXiv:2006.08399

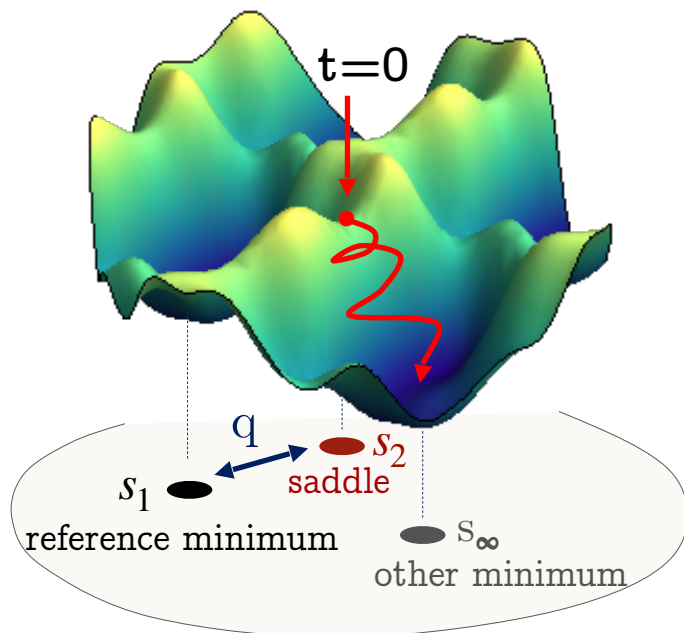
Results

[1] Geometry: looking at the landscape locally



- Technically: a **quenched Kac-Rice formalism** to compute saddles complexity $\Sigma \sim \frac{\log \mathcal{N}}{N}$
- Stability of stationary points controlled with random matrix theory:
Hessians are GOE shifted + deformed with finite-rank perturbations [\rightarrow **BBP transitions**]

[2] Dynamics conditioned to the geometry



Dynamical mean-field equations with saddles as initial conditions*. Give typical values of:

$$c(t, t') = \frac{\mathbf{s}(t) \cdot \mathbf{s}(t')}{N} \quad \text{correlations along dynamical path}$$

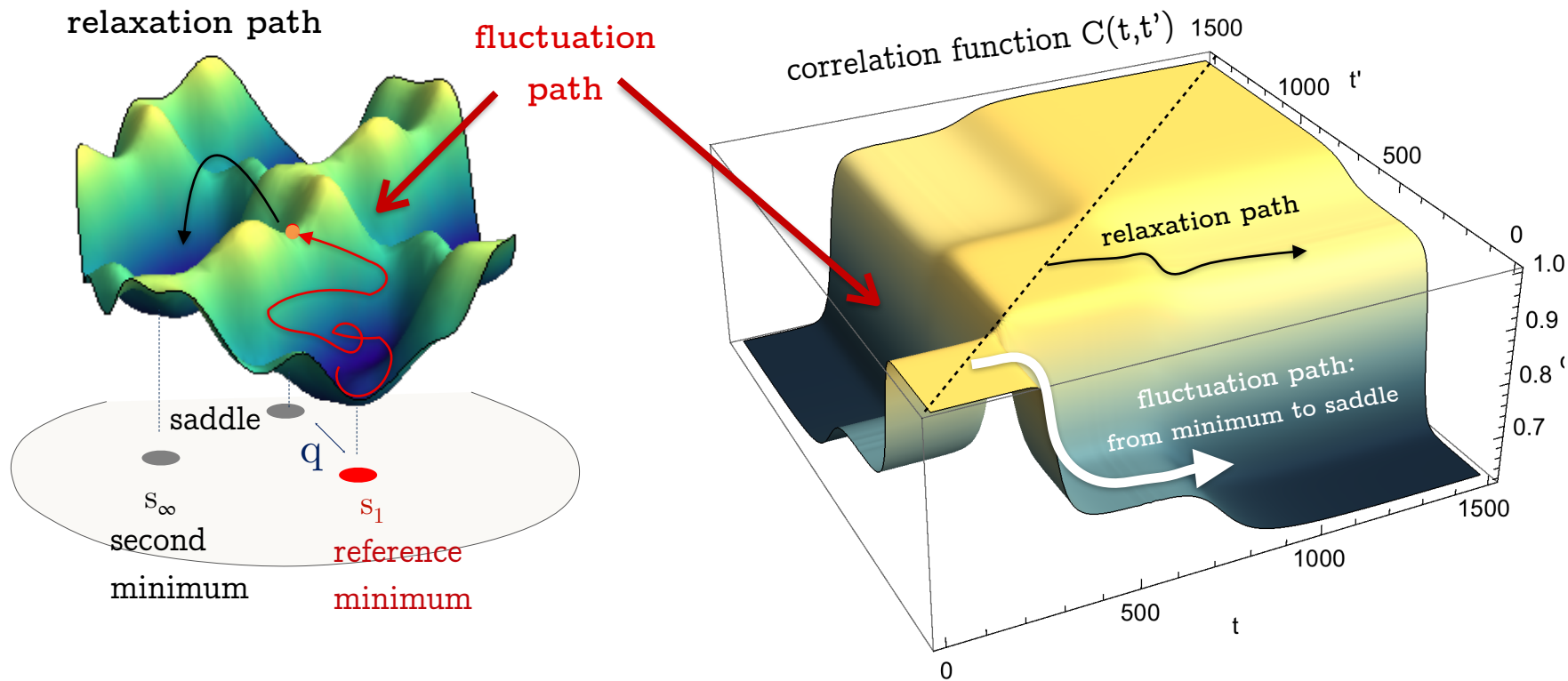
$$Q(t) = \frac{\mathbf{s}(t) \cdot \mathbf{s}_1}{N} \quad \text{overlap with the fixed minimum}$$

$$\begin{aligned} (\partial_t + z(t)) c(t, t') &= \alpha r(t', t) + \frac{p(p-1)}{2} \int_0^\infty ds r(t, s) [c(t, s)]^{p-2} c(t', s) + \frac{p}{2} \int_0^\infty ds [c(t, s)]^{p-1} r(t', s) \\ &\quad - \frac{p(p-1)}{2} \frac{q^2}{q^2 - q^{2p}} c(t') \int_0^\infty ds r(t, s) \left\{ c^{p-2}(t) c^{p-1}(s) - \frac{q^{p-1}}{2} (c^{p-2}(t) Q^{p-1}(s) + Q^{p-2}(t) Q(s) c^{p-2}(s)) \right\} \\ &\quad - \frac{p(p-1)}{2} \frac{q^2}{q^2 - q^{2p}} Q(t') \int_0^\infty ds r(t, s) \left\{ Q^{p-2}(t) Q^{p-1}(s) - \frac{q^{p-1}}{2} (Q^{p-2}(t) c^{p-1}(s) + c^{p-2}(t) Q^{p-2}(s) c(s)) \right\} \\ &\quad - \frac{p}{2} \frac{q^2}{q^2 - q^{2p}} \int_0^\infty ds r(t', s) \{ [Q(t) Q(s)]^{p-1} + [c(t) c(s)]^{p-1} - q^{p-1} ([Q(t) c(s)]^{p-1} + [c(t) Q(s)]^{p-1}) \} \\ &\quad + \mathcal{F}_{\mathcal{E}, q}[c, Q] \end{aligned}$$

boundary terms— initial conditions

* Similar conditioning: Dembo Subag '19, Barrat Burioni Mezard '96, Barrat Franz '98

[3] The shape of high- d instantons



First example of instanton for high- d Langevin: correlation function along escape paths from minimum to saddle to another minimum

$\epsilon_1 = -1.167$
 $\epsilon_{\text{saddle}} = -1.1555$
 $q = .75$
 overlap wt saddle = 0.957351
 overlap wt min = 0.619584
 $\epsilon_\infty = -1.15595$

In the talk:

- ▶ Dynamics in high- d non-convex landscapes with extensive barriers: sharp **separation of timescales** — slow descent vs activated jumps
- ▶ Can build **instantons** for 2-point functions — via DMFT & time reversal
- ▶ Crucial ingredient: control on **local landscape geometry** — via Kac-Rice

Some perspectives:

- ▶ Contribution from **saddles entropy**: more general escape processes
- ▶ Activated processes from family of **rare saddles**
- ▶ **Non-Gaussian** random landscapes

Details: