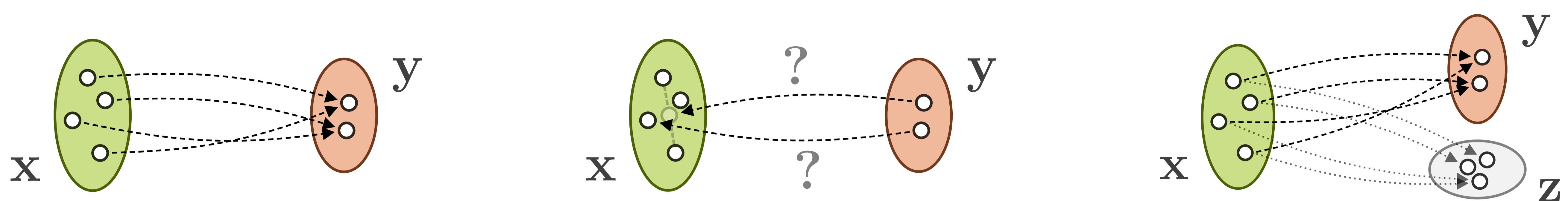


Benchmarking Invertible Architectures on Inverse Problems

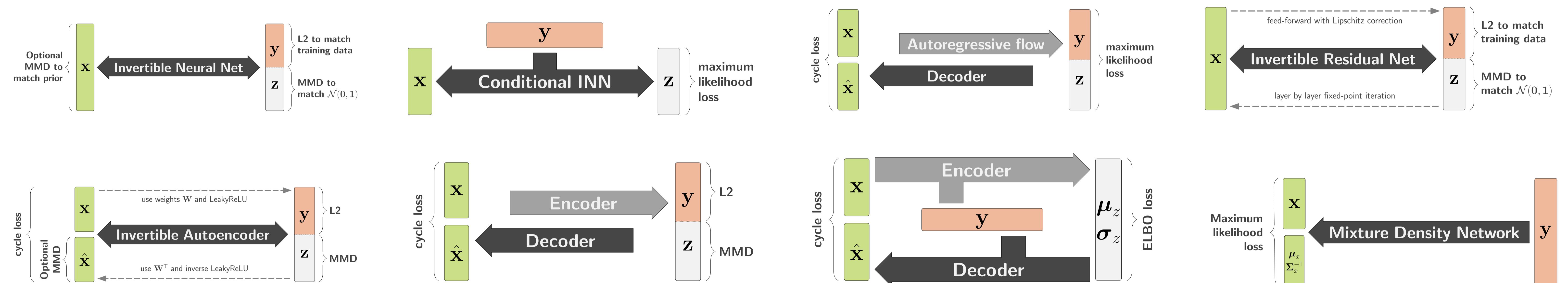
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Inverse Problems

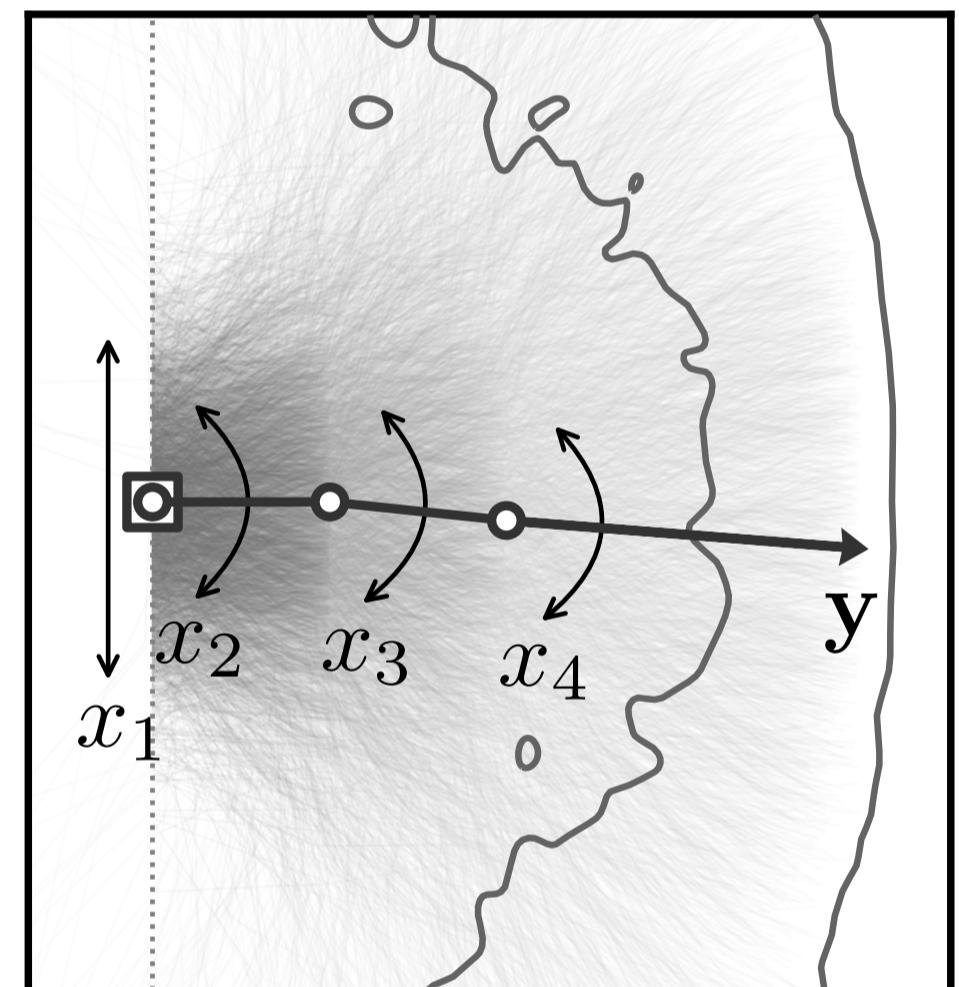


Invertible Architectures

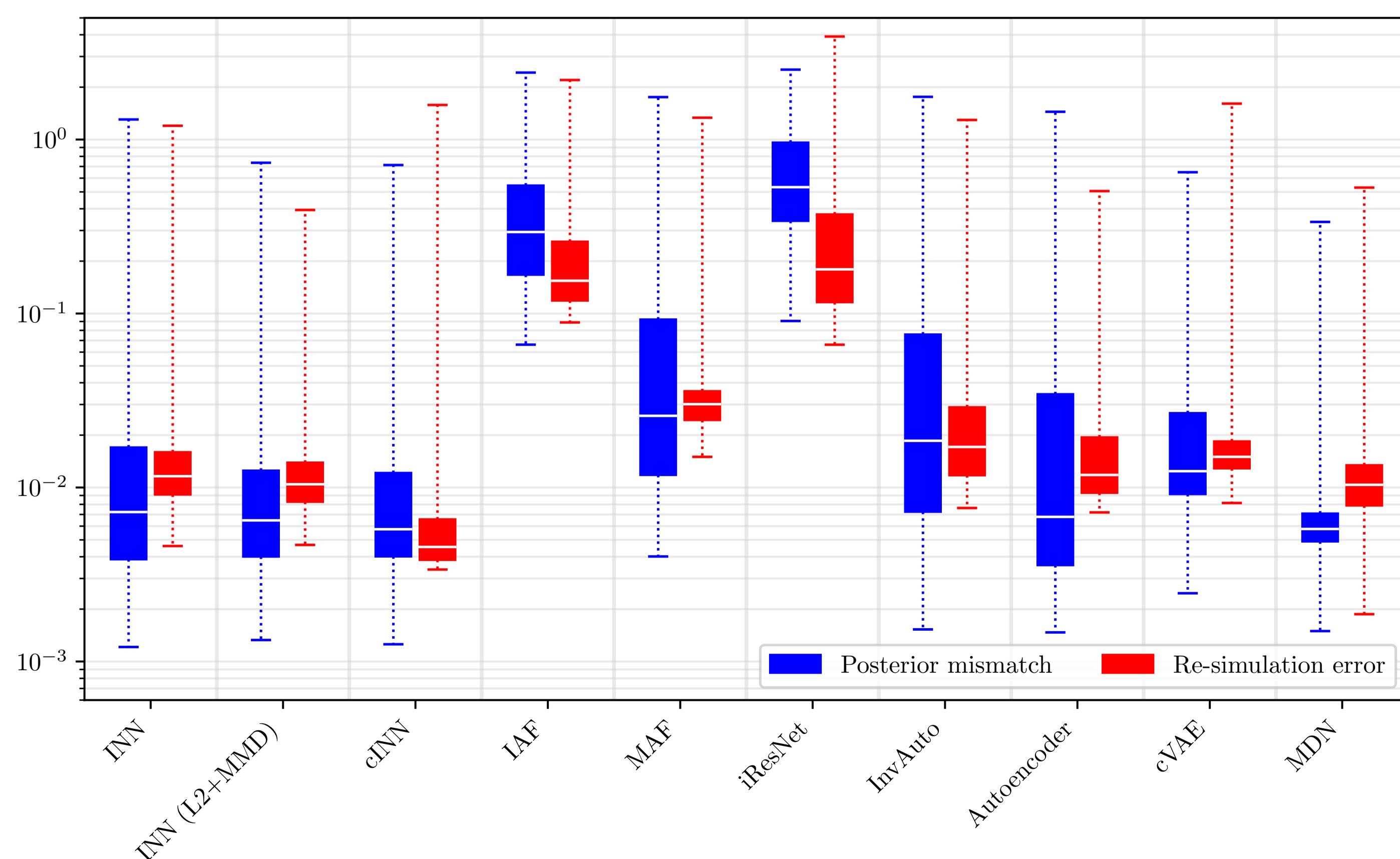
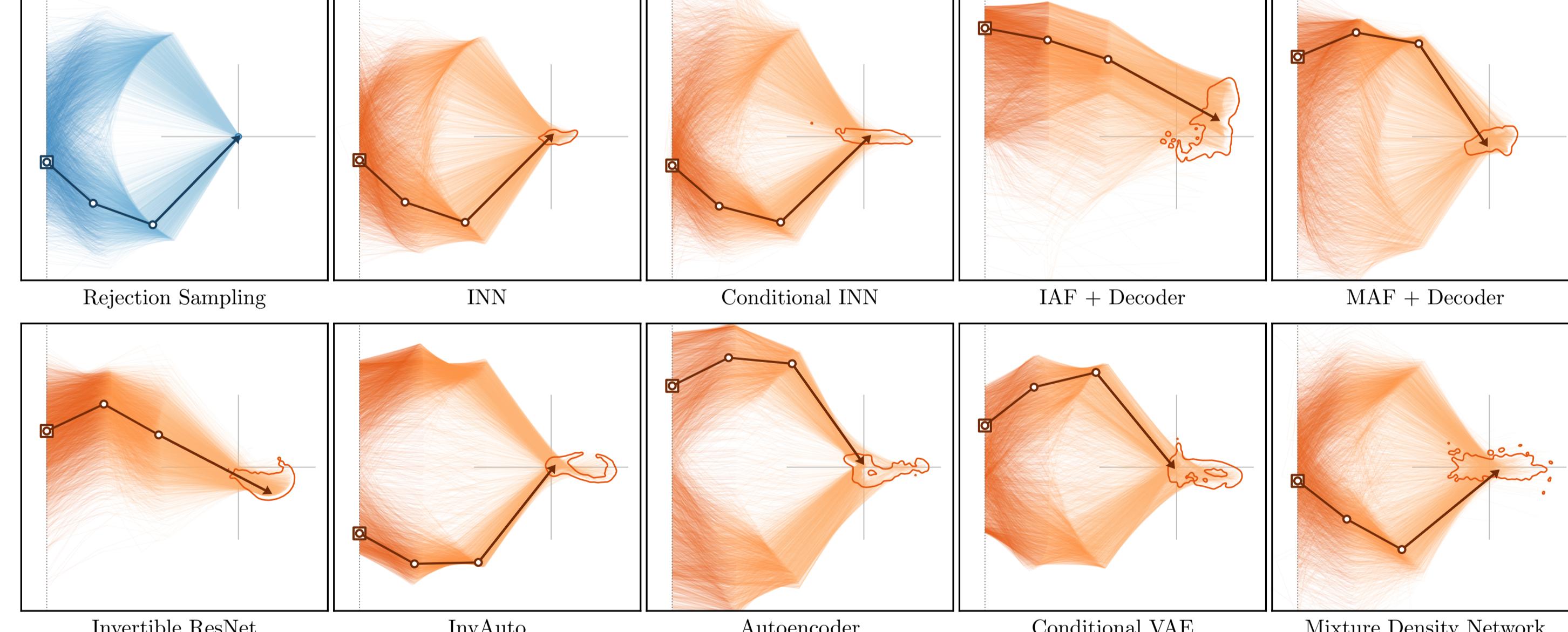


- ▶ all networks scaled to about 3 million trainable parameters
- ▶ same training data and number of updates for all experiments
- ▶ ground truth posterior $p(\mathbf{x} | \mathbf{y})$ available via rejection sampling

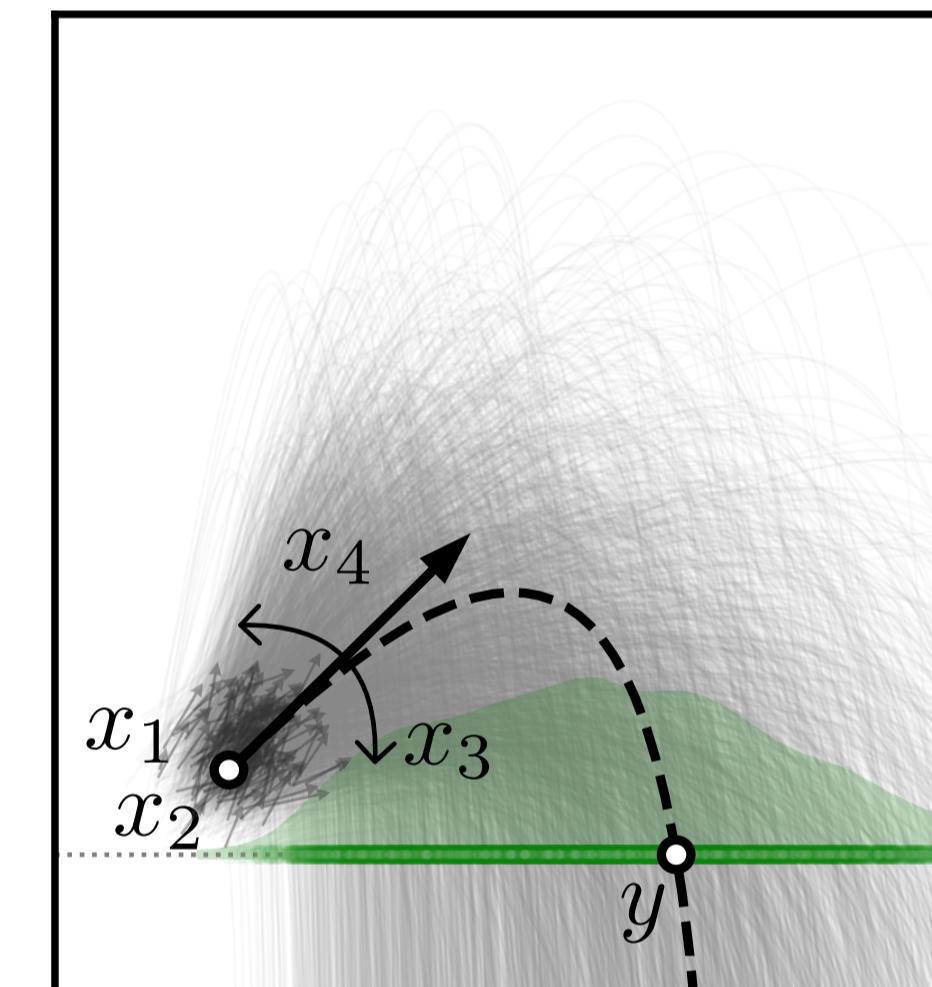
Inverse Kinematics Benchmark



- ▶ 2D robot arm with three segments
- ▶ \mathbf{x} are vertical position and three joint angles
- ▶ \mathbf{y} is 2D position of arm's end point
- ▶ Gaussian prior favoring fully stretched pose



Inverse Ballistics Benchmark



- ▶ point mass thrown up and right until it hits ground
- ▶ \mathbf{x} are initial position angle and force
- ▶ \mathbf{y} is where it hits the ground
- ▶ Mix of Gaussian, uniform and Poisson priors

