

Flow Matching and Rectified Flow

UW MLJC Summer Workshop 2026

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Incomplete Overview of Generative Models

- Minimax, Game Theory: Generative Adversarial Model (GAN)
- Maximum Likelihood Estimation: Variational Autoencoder (VAE)
- Continuous “Time” Approach:
 - SDE-Based:
 - Denoising Diffusion Model, Score-based Generative Model
 - 1-Step ODE-Based Model:
 - Based on Optimal Transport (OT), but it doesn’t scale well in high-dimensional space.
 - **Flow-Matching: OT-CFM, Rectified Flow, etc.**
- Energy-Based Model: Engression, etc.

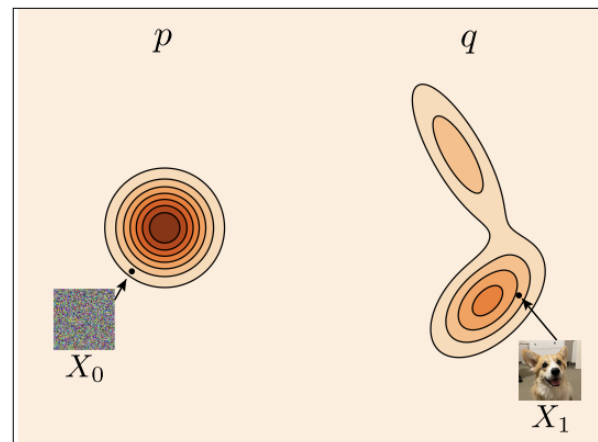
Flow Matching

- Construct an ODE that moves the distribution
 - From $\mathbf{p}$ at $t = 0$
 - To $\mathbf{q}$ at $t = 1$
- Training: Find $u(x, t)$

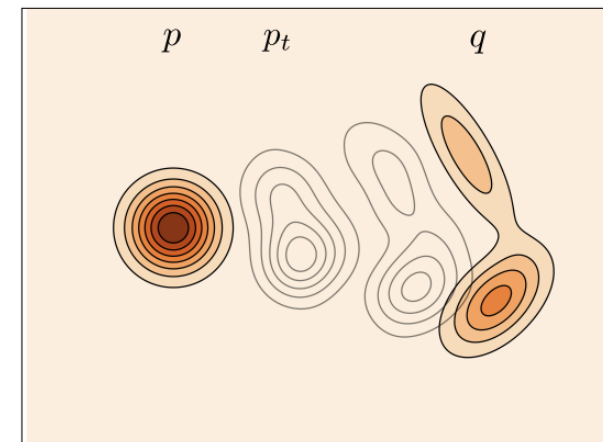
$$\frac{\partial x}{\partial t} = u_{\theta}(x, t)$$

- Inference: Integrate ODE

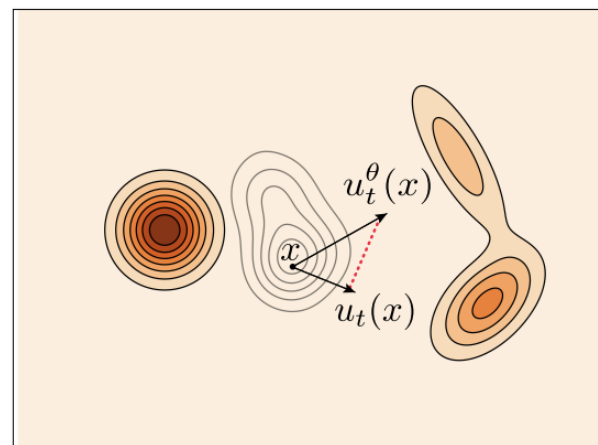
$$X_1 = \int_0^1 u_{\theta}(x, t) dt, \quad x(0) = X_0$$



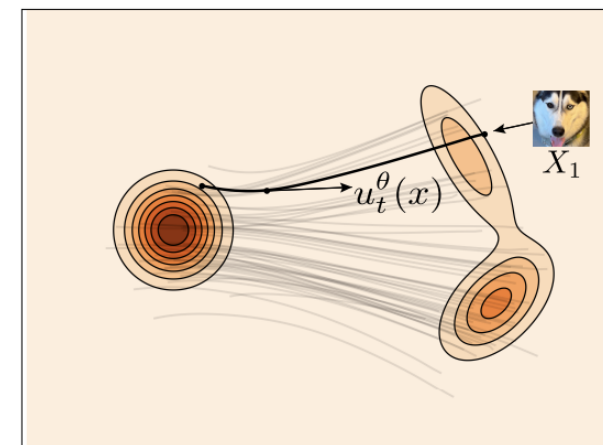
(a) Data.



(b) Path design.

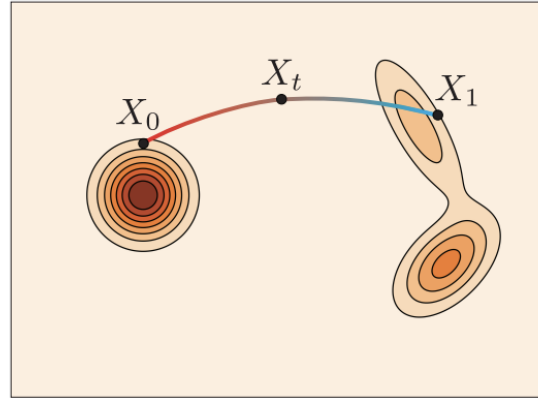


(c) Training.

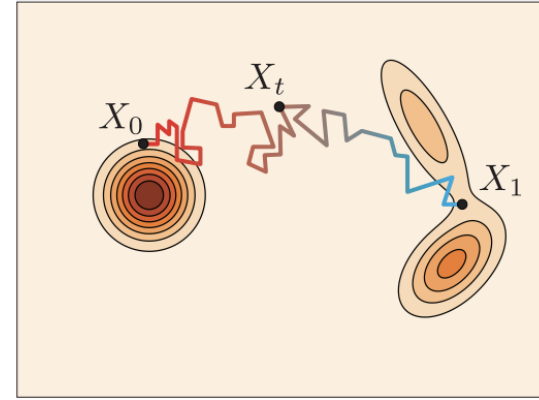


(d) Sampling.

Benefit of Flow Matching



(a) Flow

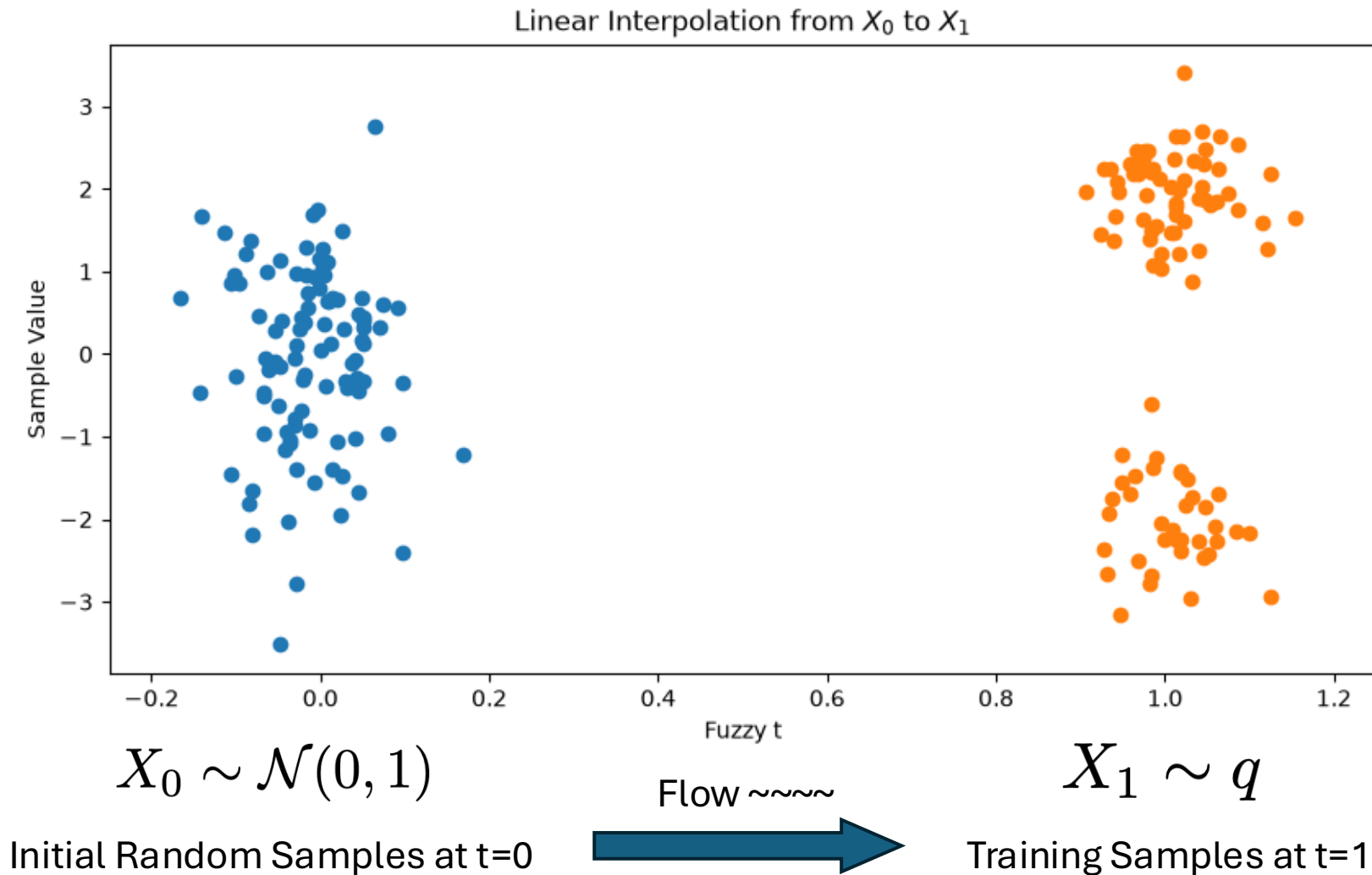


(b) Diffusion

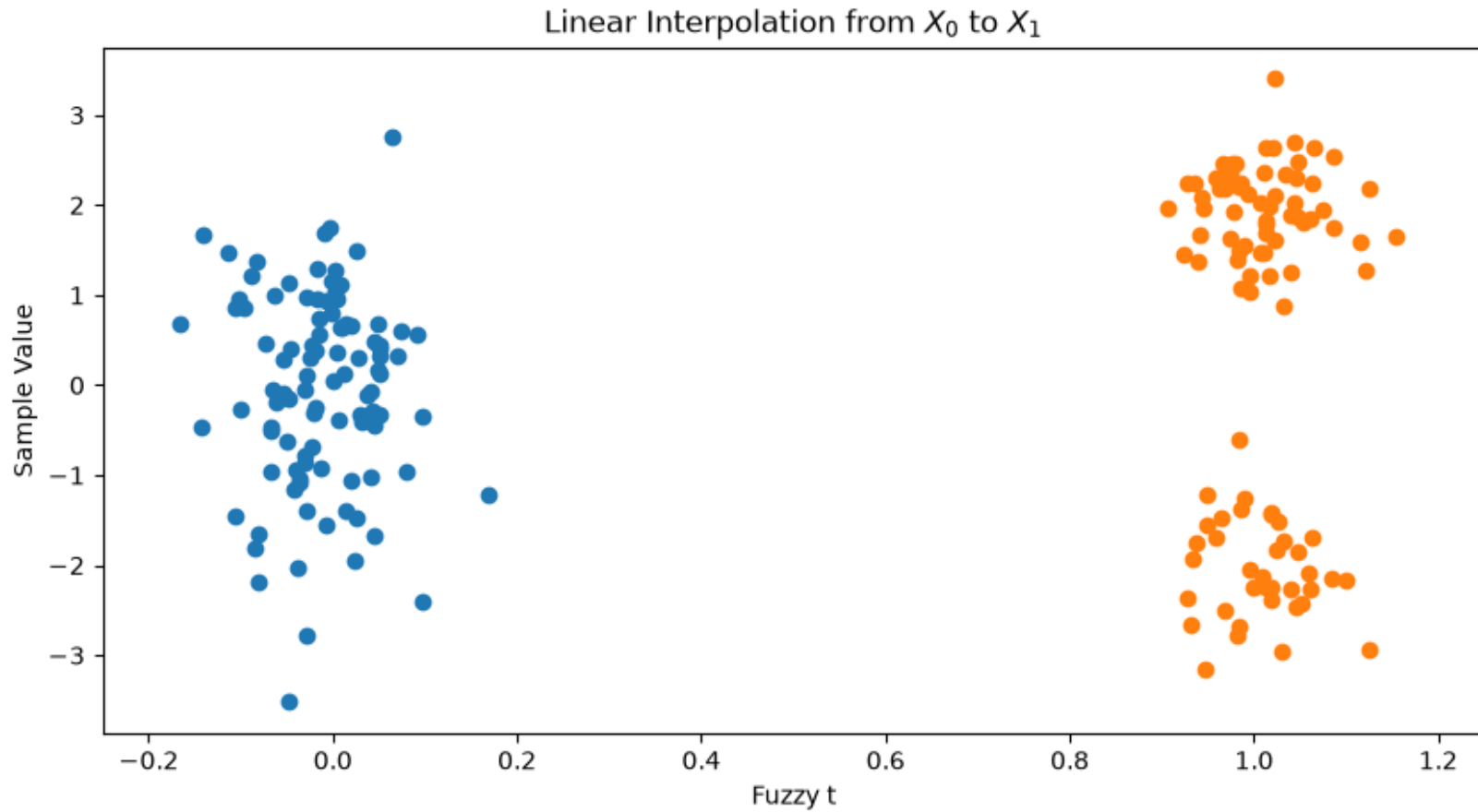
- The flow matching has more stable trajectory
- Only initial X_0 is stochastic, everything else is deterministic**
 - Including both training and inferencing → Easier training and inferencing
 - We can use proven architecture

despite diffusion model is called stable diffusion

Flow Matching Algorithm, in 1d

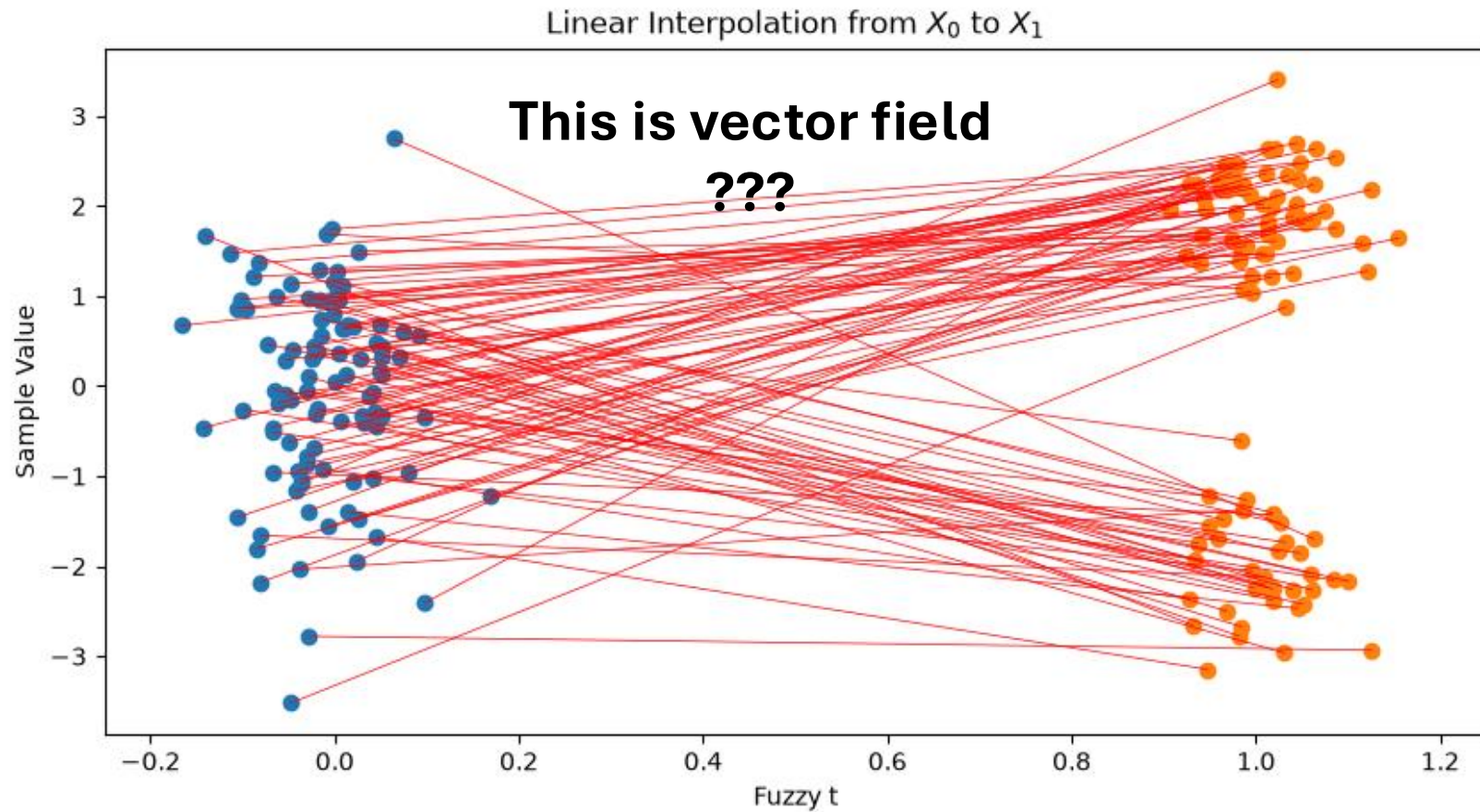


Flow Matching Algorithm, in 1d



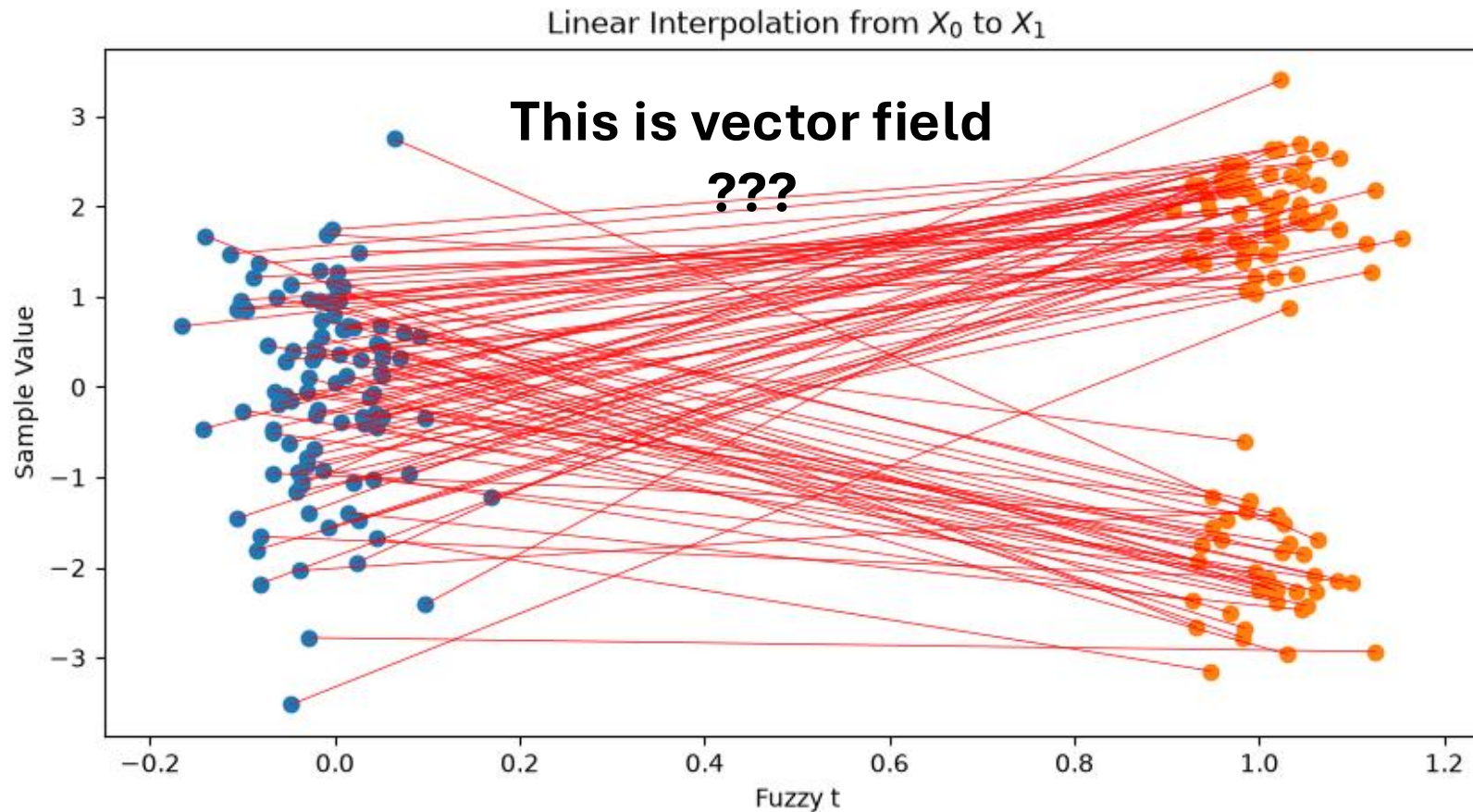
How do we know the corresponding pairs?

Flow Matching Algorithm, in 1d



How do we know the corresponding pairs? **In spirit of ML, we choose randomly**

Flow Matching Algorithm, in 1d



In higher dimension, the probability of intersecting two line is low

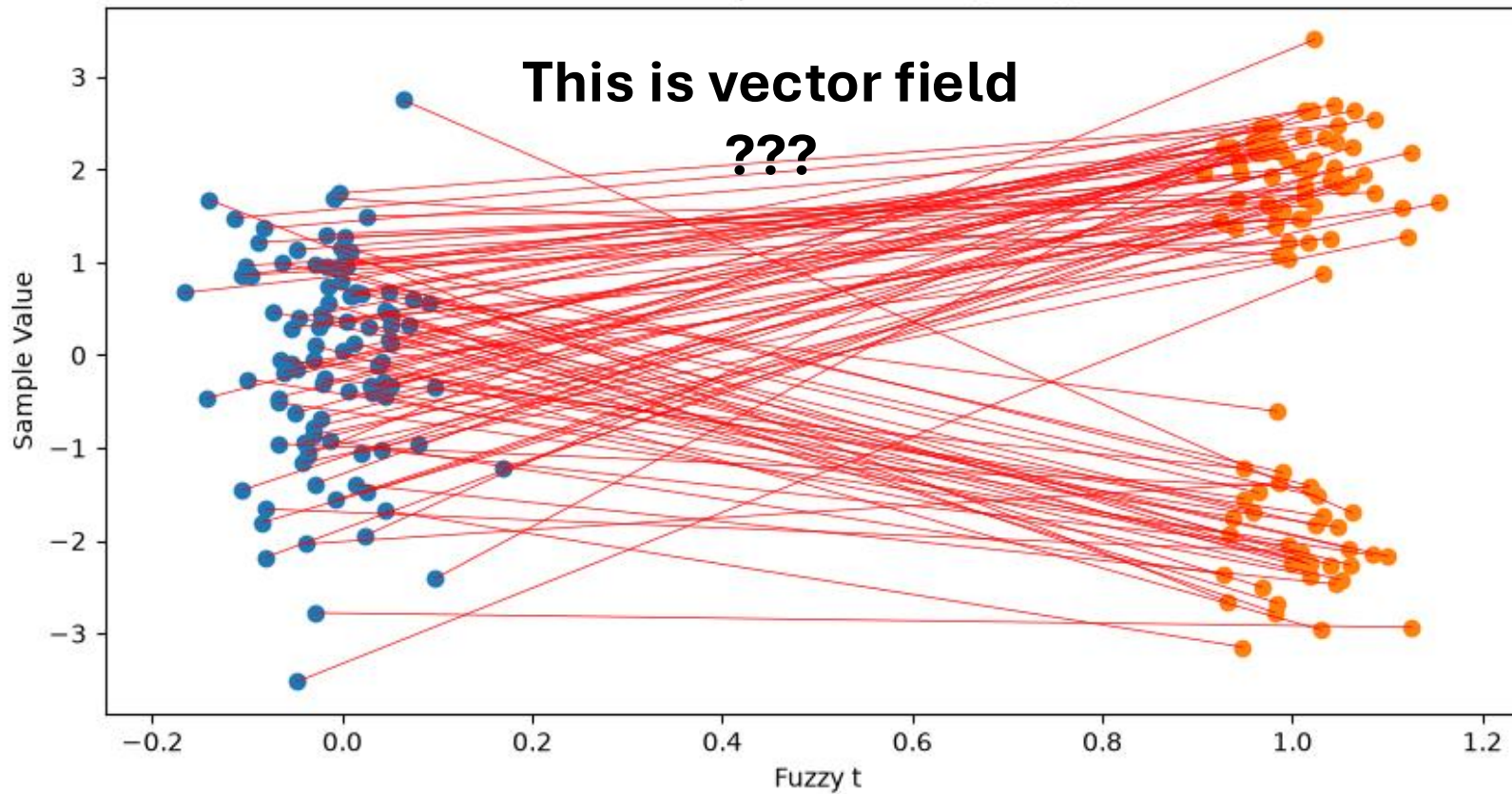
Curse/Bless(?) of dimensionality

Also, don't worry,
we can **rectify** it later

How do we know the corresponding pairs? **In spirit of ML, we choose randomly**

Flow Matching Algorithm, in 1d

Linear Interpolation from X_0 to X_1



In higher dimension, the probability of intersecting two line is low

Curse/Bless(?) of dimensionality

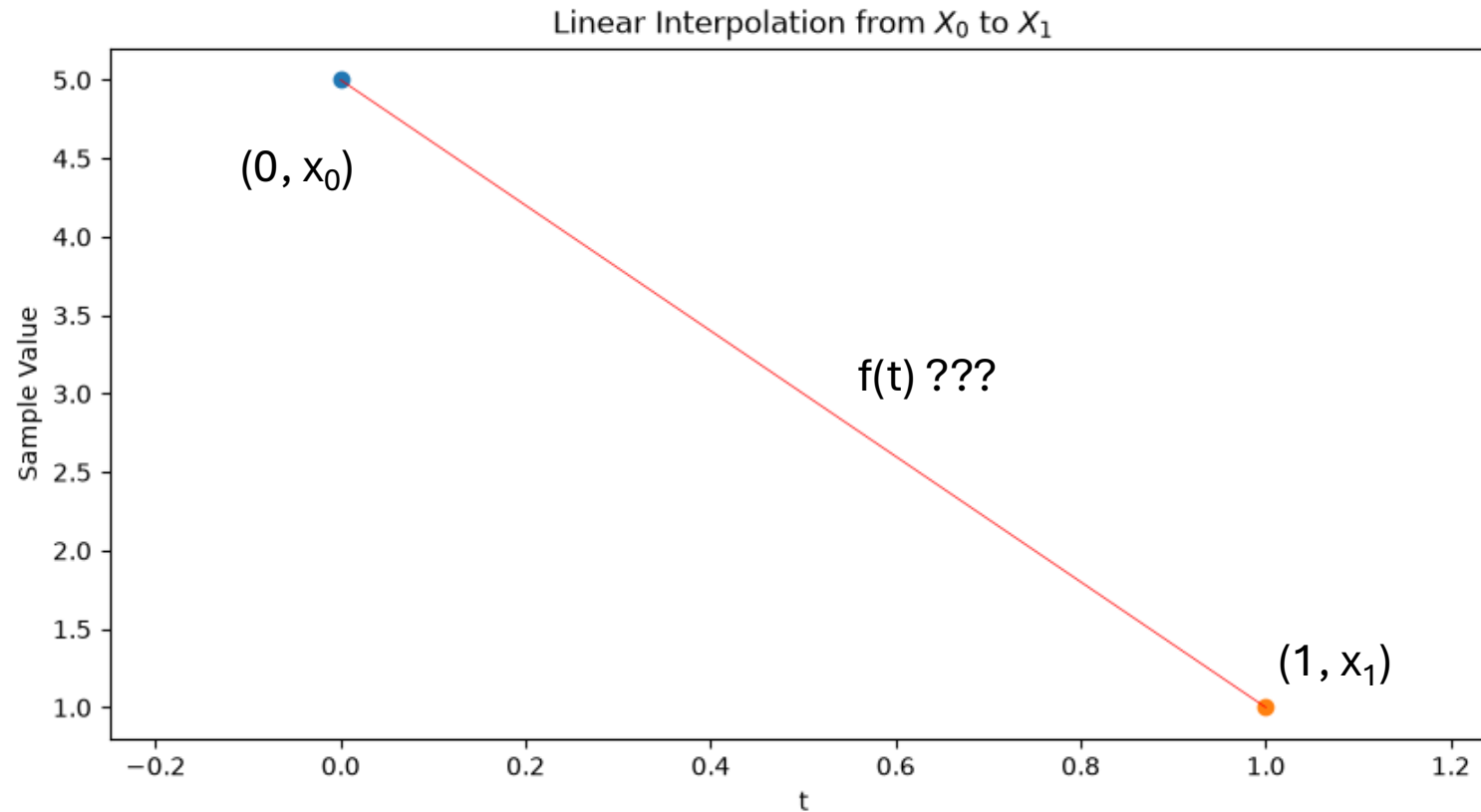
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How do we know the corresponding pairs? **In spirit of** choose random

Constructing Target Flow Trajectory

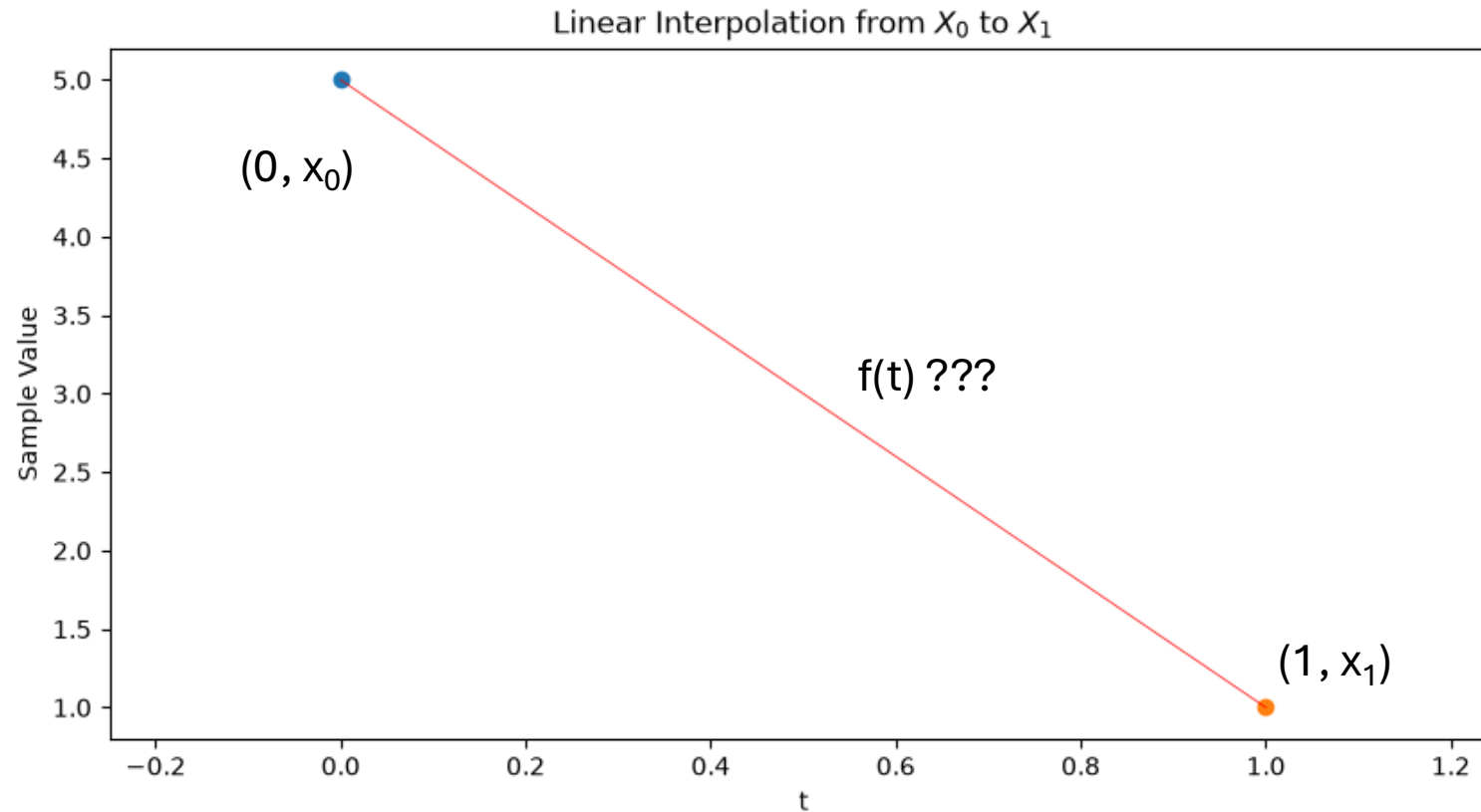
Warm-up exercise: Find a function that interpolate $(0, x_0)$ and $(1, x_1)$



Magical Word: Convex Combination

Constructing Target Flow Trajectory

Warm-up exercise: Find a function that interpolate $(0, x_0)$ and $(1, x_1)$



$$f(t) = (1 - t)x_0 + tx_1$$

Define NN Model

See Notebook



```
# input 2d (x, t)
# output 1d dx/dt
self.net = nn.Sequential(
    ...
)
```

Define NN Model

Example MLP, feel free to replace with your own favorite: CNN, RNN, transformer, Unet, ...

```
self.net = nn.Sequential(  
    nn.Linear(2, 10),  
    nn.ReLU(),  
  
    nn.Linear(10, 64),  
    nn.ReLU(),  
  
    nn.Linear(64, 10),  
    nn.ReLU(),  
  
    nn.Linear(10, 1),  
)
```

Training Loop

See Notebook



```
# interpolate the state at random time t
# convex combination between tensor_X0 and tensor_X1
x_at_t = ...
```



```
# forward path, invoke the NN model
dx_dt_pred = ...
```



```
# calculate target velocity, Hint
# dx    x1 - x0
# ---- = -----
# dt    t1 - t0
dx_dt_target = ...
```



```
# loss function: mean squared error MSE
loss = ...
```

Training Loop

See Notebook



```
# interpolate the state at random time t
# convex combination between tensor_X0 and tensor_X1
x_at_t = (1-t) * tensor_X0 + t * tensor_X1
```



```
# forward path, invoke the NN model
dx_dt_pred = model(x_at_t, t)
```

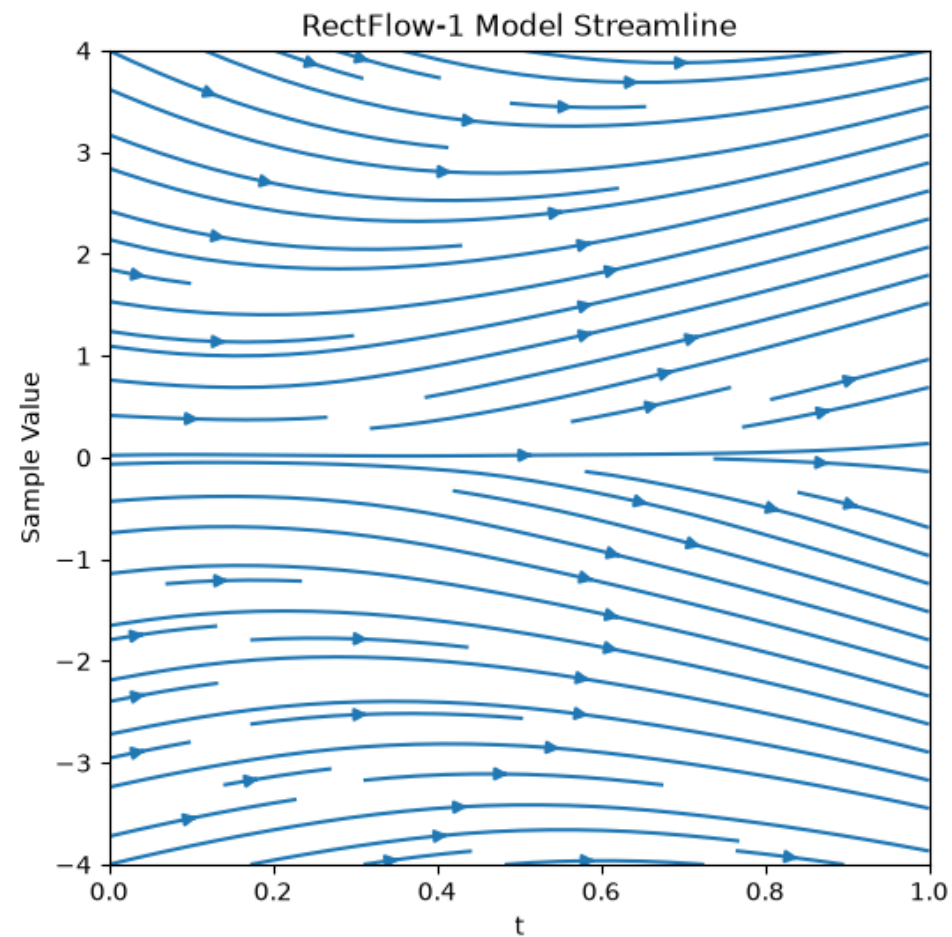
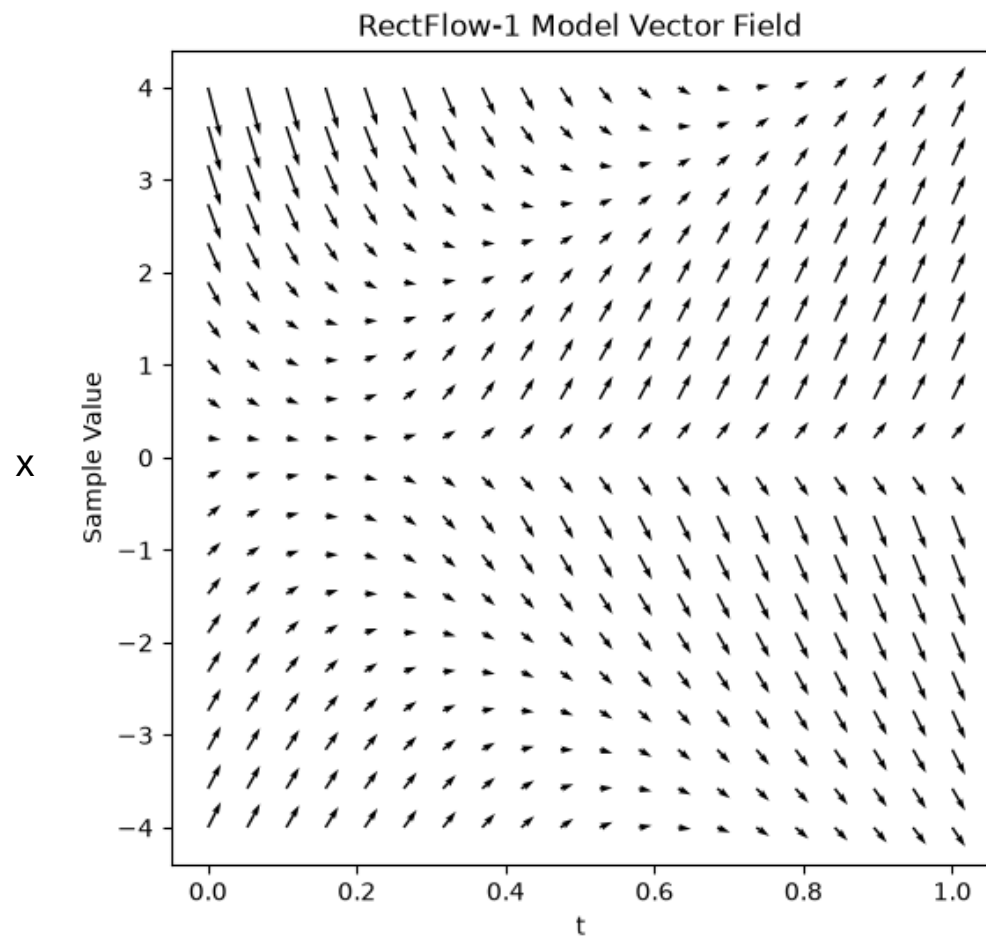


```
# calculate target velocity, Hint
# dx    x1 - x0
# ---- = -----
# dt    t1 - t0
dx_dt_target = tensor_X1 - tensor_X0
```



```
# loss function: mean squared error MSE
loss = torch.mean((dx_dt_pred - dx_dt_target) ** 2)
```

Vector Field of $\frac{\partial x}{\partial t} = u_{\theta}(x, t)$



Integrating the ODE

$$X_1 = \int_0^1 u_\theta(x, t) dt, \quad x(0) = X_0$$

➡ # construct input for current "time"
`t = np.ones_like(x) * (i / steps)`

➡ # get the vector field
`dx_dt = ...`

➡ # simple explicit Euler method
`x = ...`

Integrating the ODE

Forward Integration

construct input for current "time"

`t = np.ones_like(x) * (i / steps)`

get the vector field

`dx_dt = model(x, t)`

simple explicit euler method

`x = x + dx_dt * dt`



Backward Integration

construct input for current "time"

`t = np.ones_like(x) * (i / steps)`

get the vector field

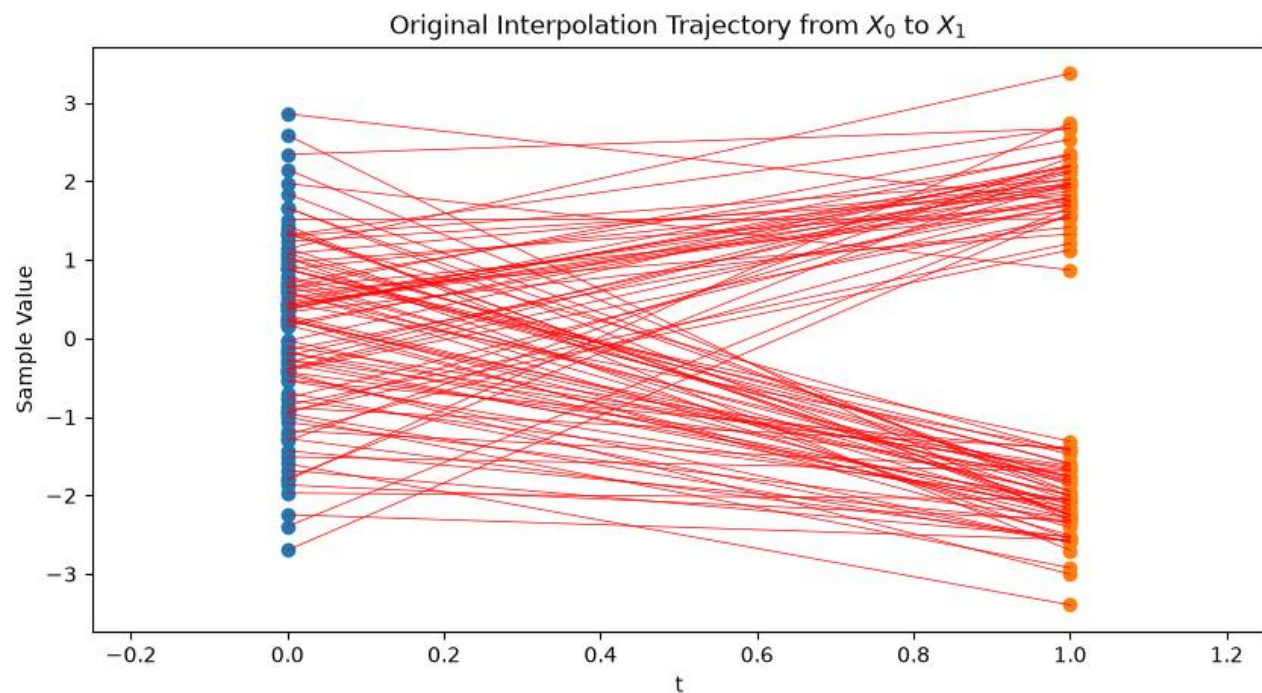
`dx_dt = model(x, t)`

simple explicit euler method

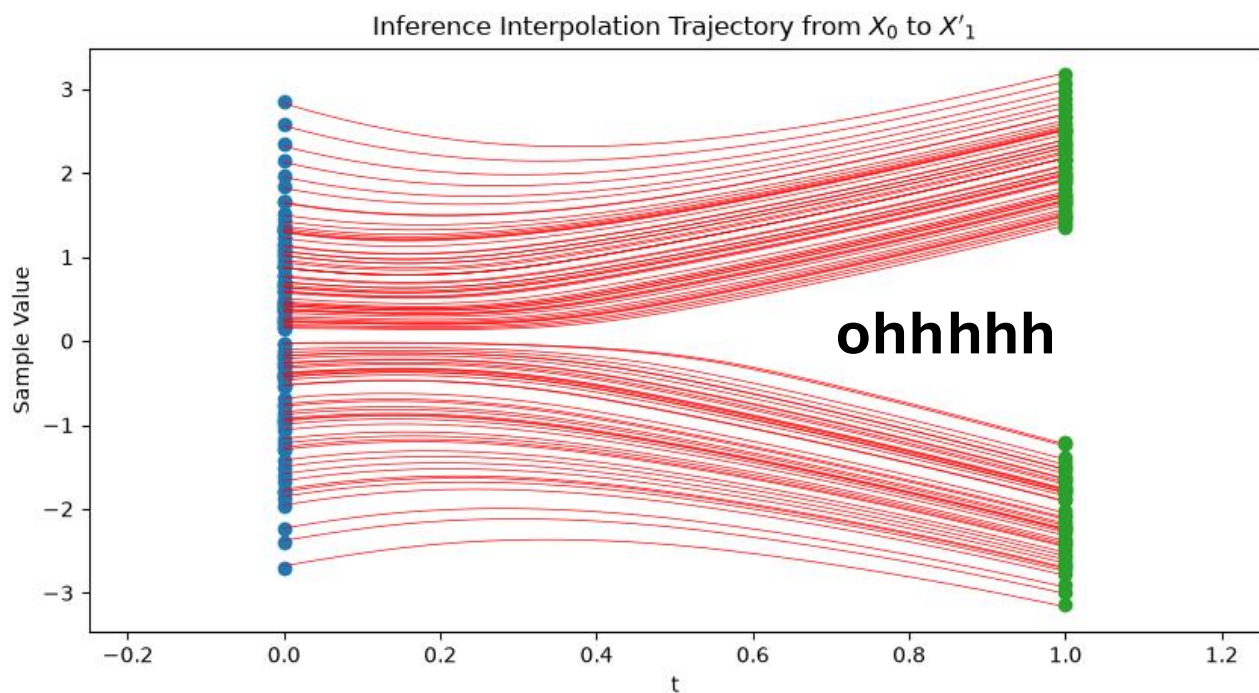
`x = x - dx_dt * dt`



The Flow ~~~~

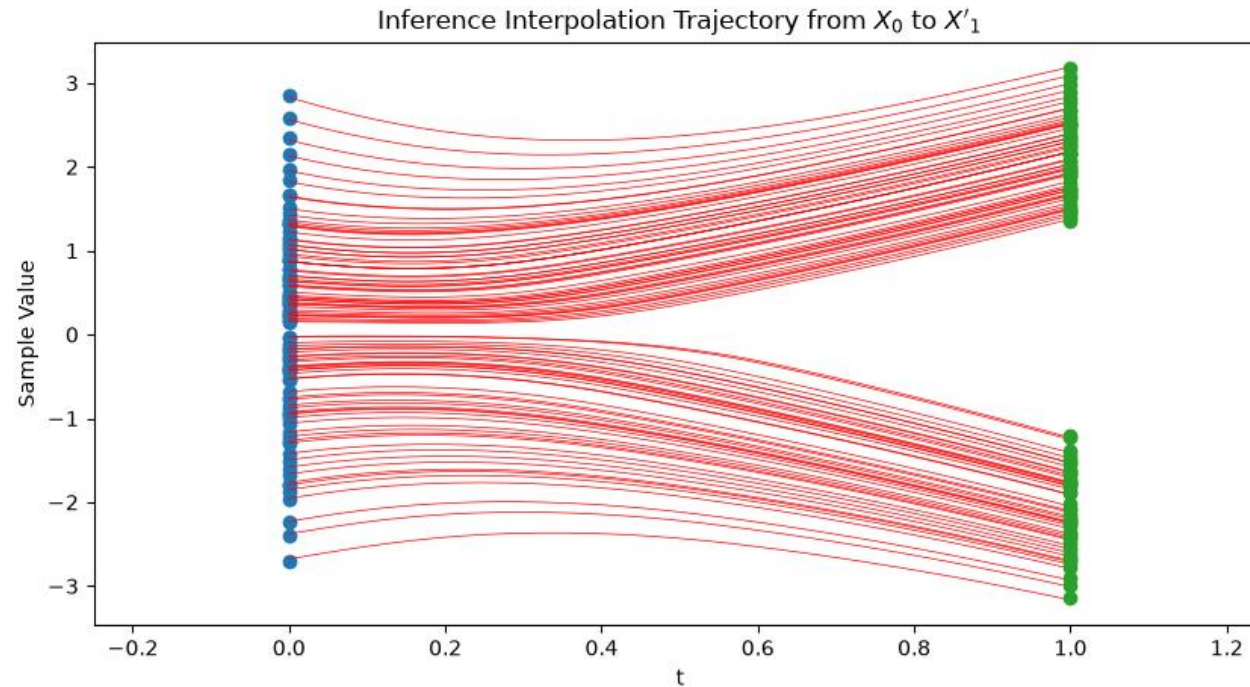


Original
Training
Sample



Generated
Training
Sample

The Flow ~~~~



ODEs always have a unique solution for a given initial condition $\rightarrow$ Trajectory cannot intersect

Can we use this to improve the initial random sampling and path interpolation?

The Flow ~~~~



ODEs always have a unique solution for a given initial condition → Trajectory cannot intersect

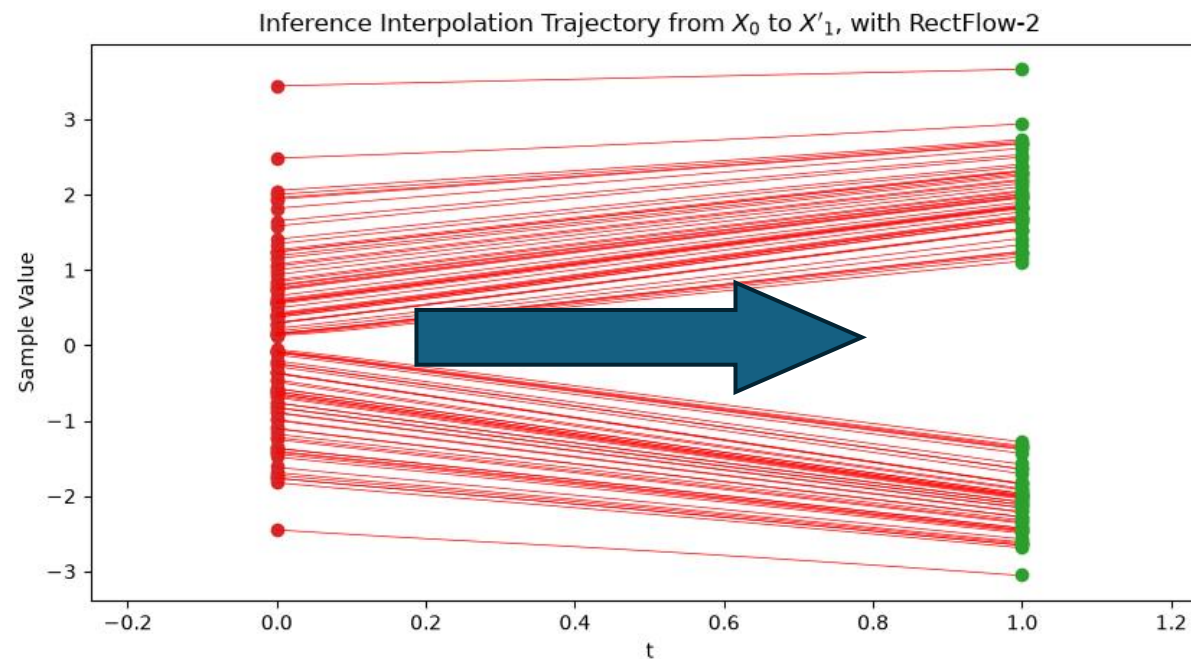
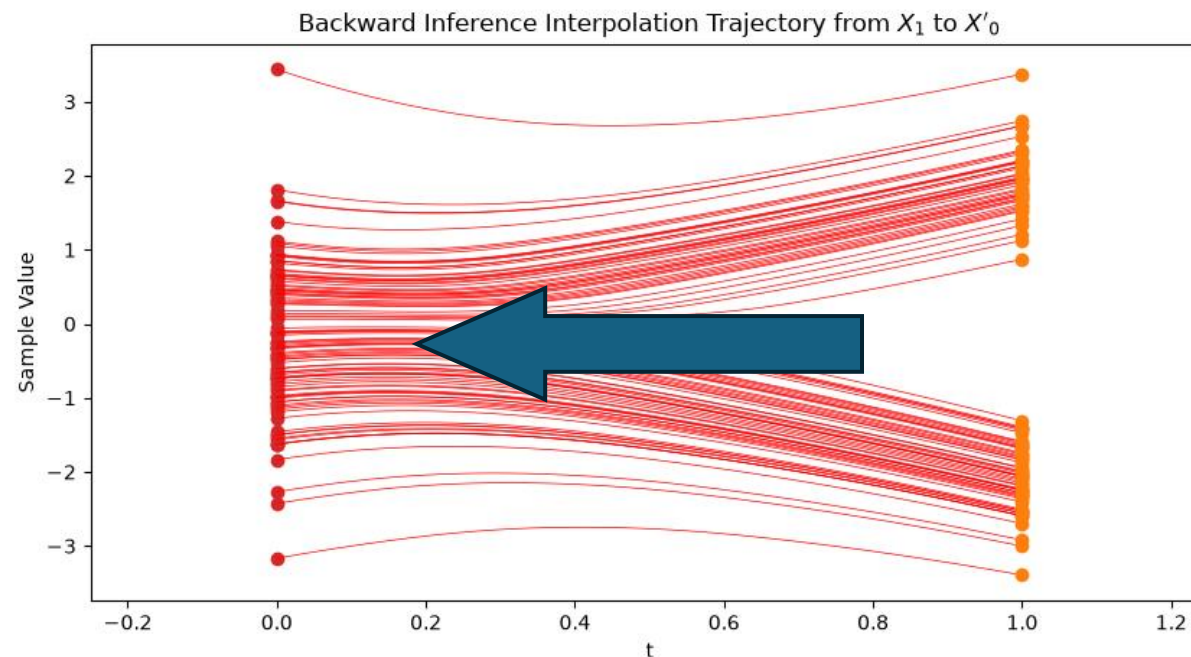
Can we use this to improve the initial random sampling and path interpolation?

Let's go back by running back in time!

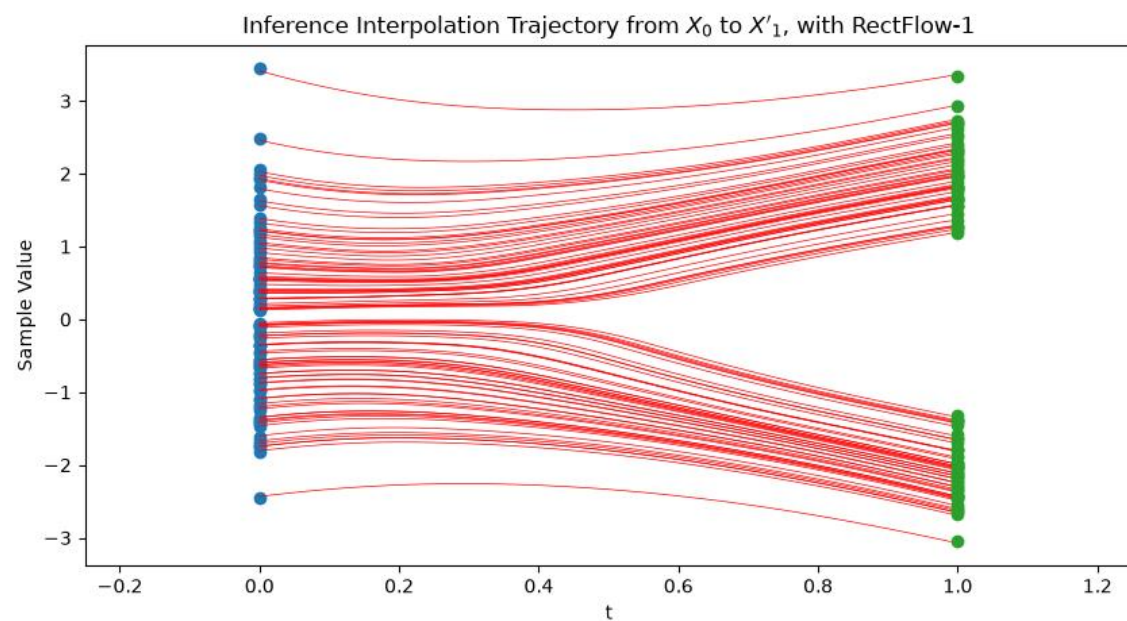
The Reflow ~~~~

Use backward inference to refine the initial random sample

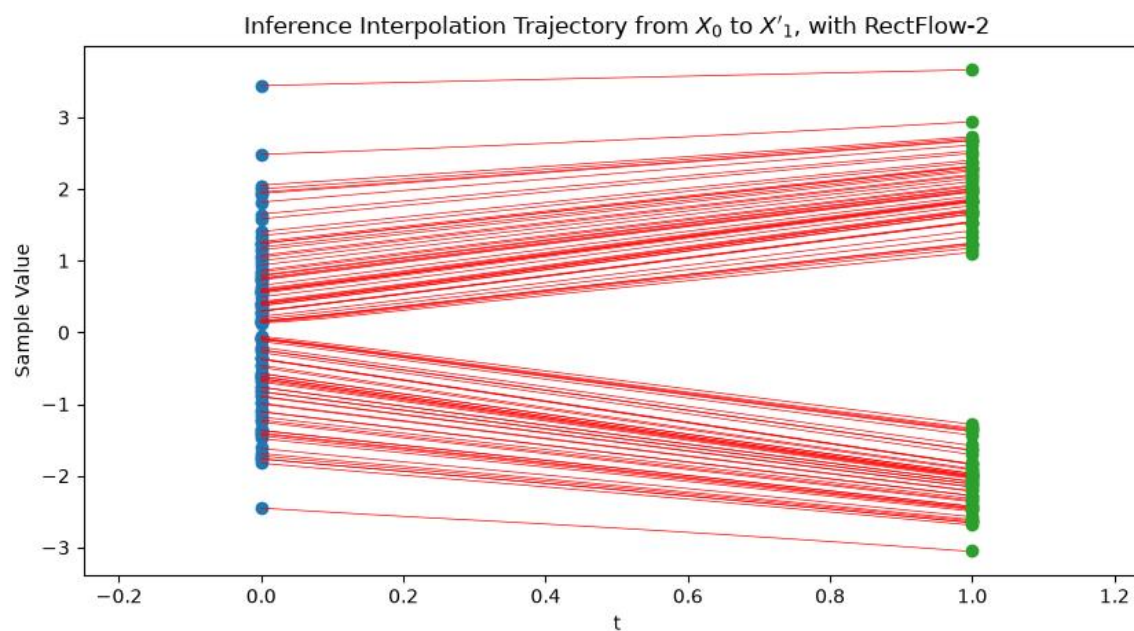
Then repeat using the new X_0 and the training dataset X_1



The Reflow ~~~~

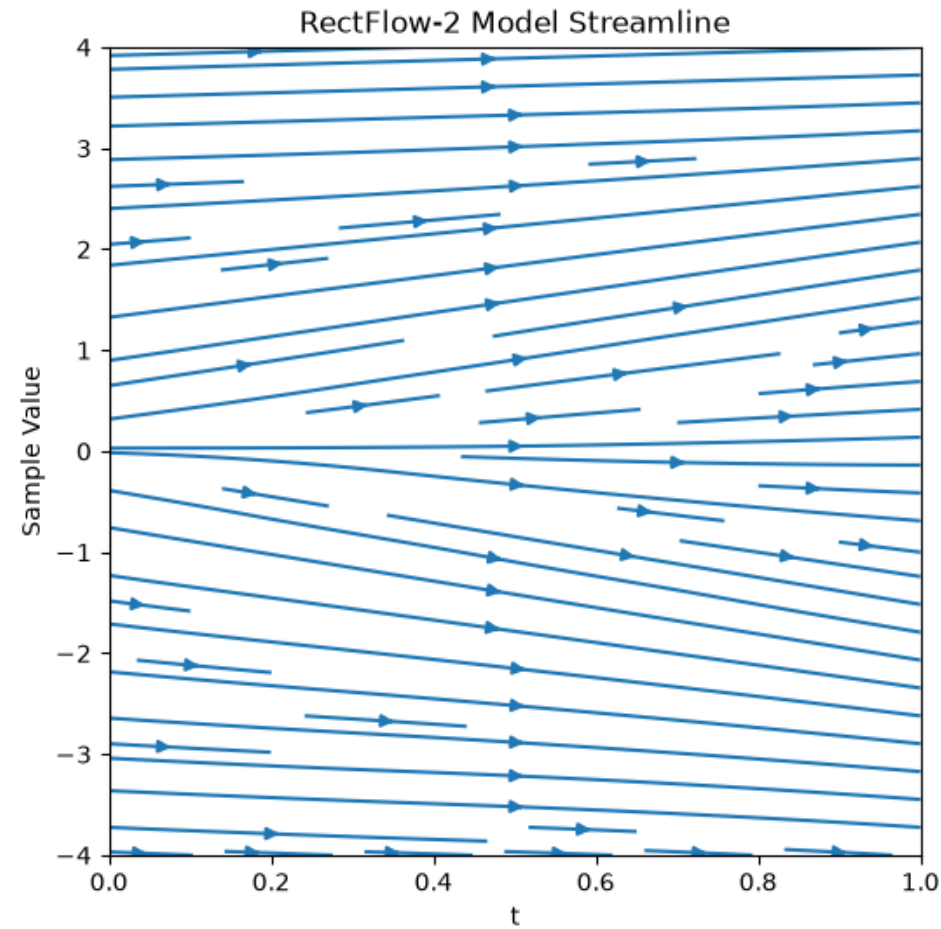
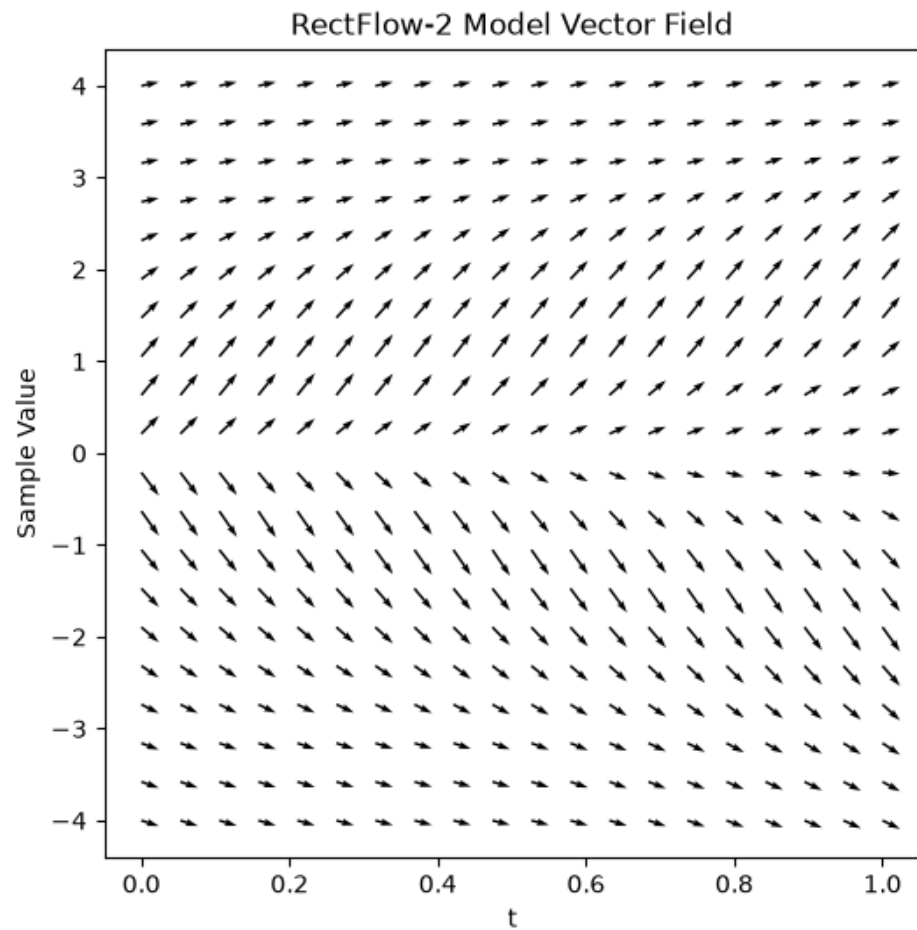


First Pass



Second Pass

The Reflow ~~~~



MNIST Example

- Now you have the basics.
- Move on to the MNIST Example.
- Have Fun

