

Approximate Inference in Continuous Determinantal Point Processes

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DPPs in ML have focused on *diverse subset selection* from **discrete** sets

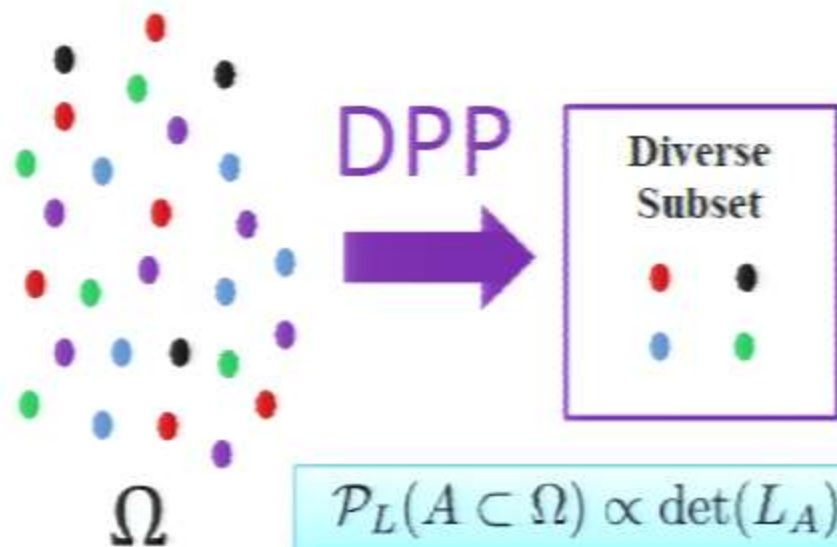
- Diverse image search



- Document summarization



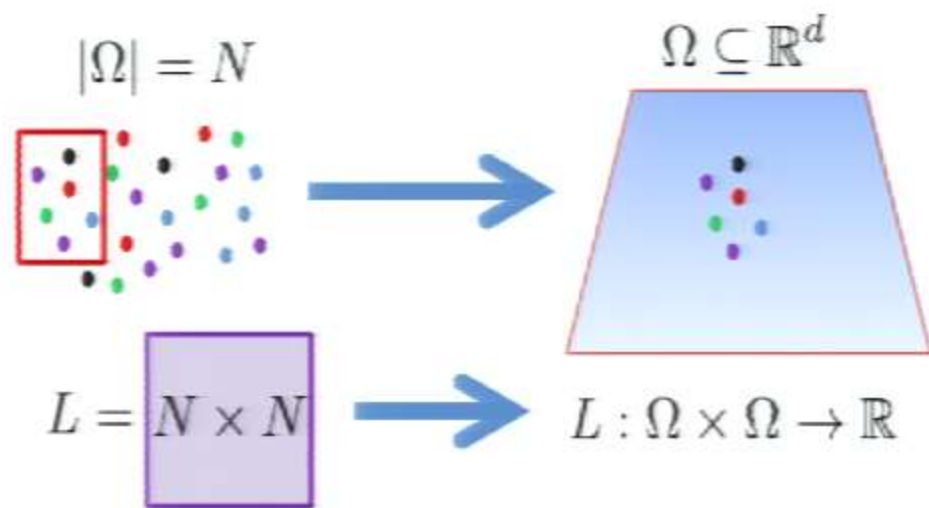
- Detecting multiple object trajectories



Many applications in **continuous** spaces

- Mixture modeling
- Ecological modeling/ spatial stats

DPPs on Continuous Spaces



In discrete case, sampling is $O(N^3)$. [Hough et. al., 2006]

- only need $\text{eig}(L)$
- makes DPPs useful in practice

How do we sample in continuous case?

Need to:

1. eigendecompose kernel function
2. sample from densities based on eigenfunctions (**HARD!**)

Method 1: Low Rank Approx. + Dual Samp.

→ Independent approx. samples

Kernel function

$$L(\mathbf{x}, \mathbf{y}) = \sum_{n=1}^{\infty} \lambda_n \phi_n(\mathbf{x}) \overline{\phi_n(\mathbf{y})}$$

Low rank approx.

$$\tilde{L}(\mathbf{x}, \mathbf{y}) = B(\mathbf{x})^* B(\mathbf{y})$$

Nystrom Method

Random Fourier Features

Dual kernel matrix

C
 $D \times D$

Amazingly, $\text{eig}(C) \leftrightarrow \text{eig}(\tilde{L})$.

So sampling just as in discrete case ... $O(D^3)$.

Method 2: Gibbs Samp. for fixed- sized DPP

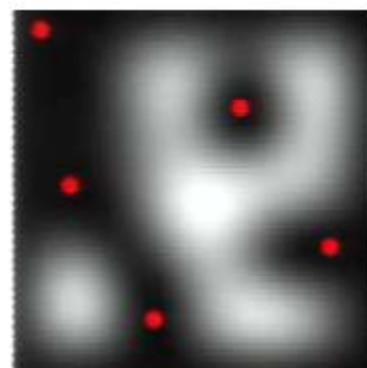
→ Dependent approx. samples

Iteratively sample

$$x_k \sim p(x_k | \{x_j\}_{j \neq k})$$

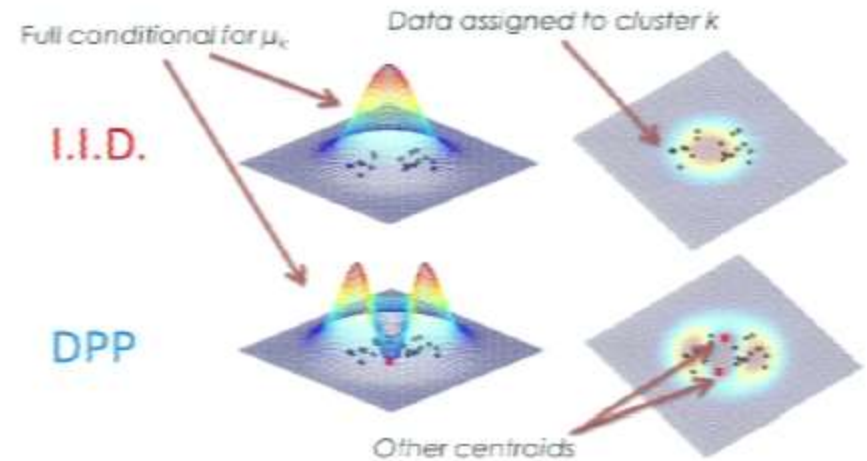
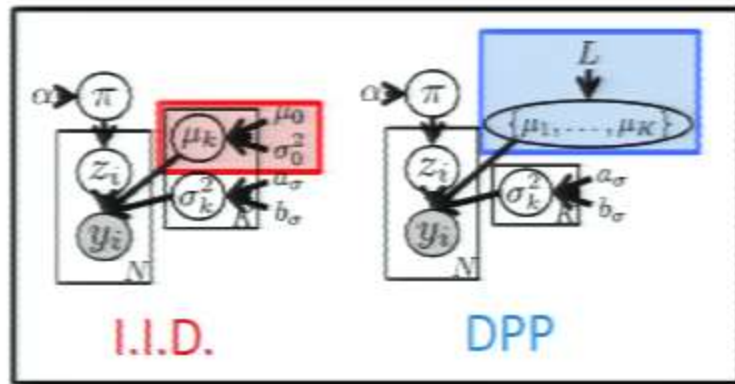
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tilted 1-DPP

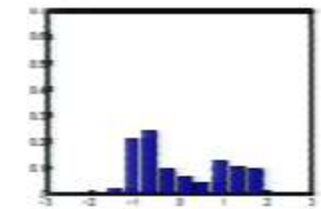
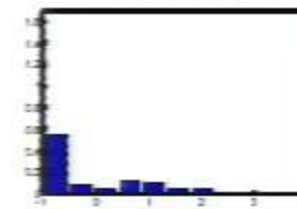
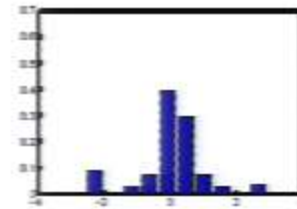
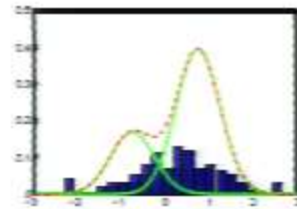
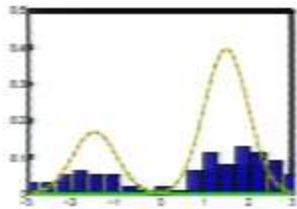


- derived using Schur's determinantal formula

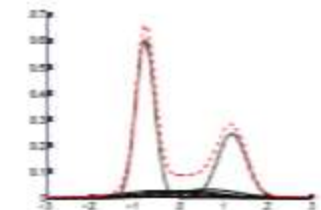
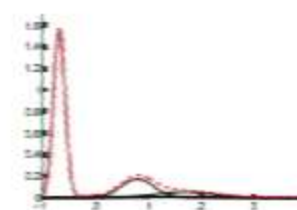
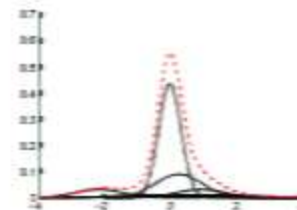
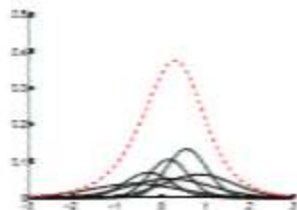
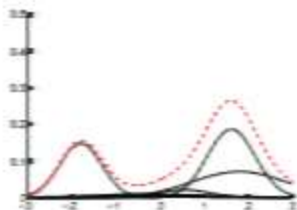
Mixture of Gaussian with DPP Prior



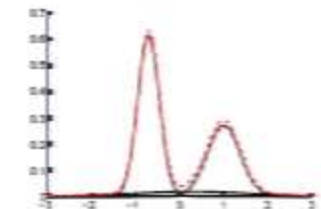
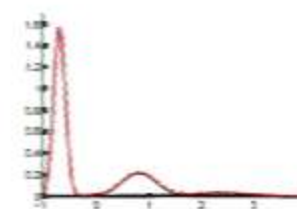
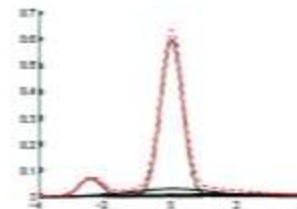
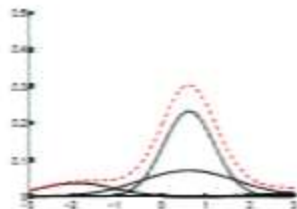
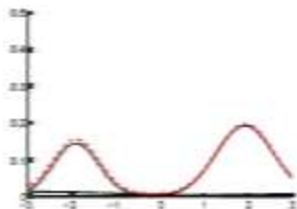
Data



I.I.D.



DPP



Well-Sep

Poor-Sep

Galaxy

Enzyme

Acidity

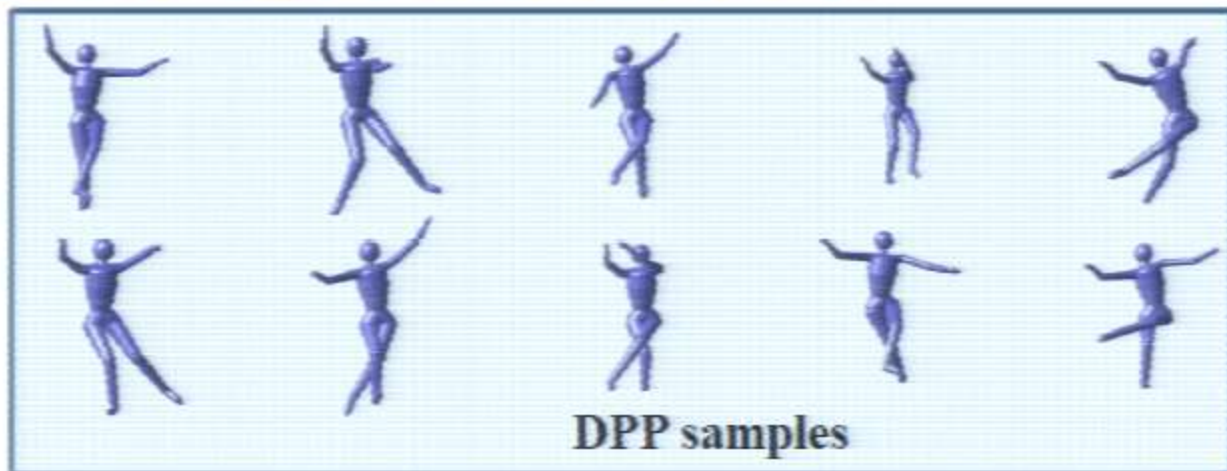
Leads to higher accuracy in classification tasks, as well !!

Synthesizing Human Pose

Behavior:
dance



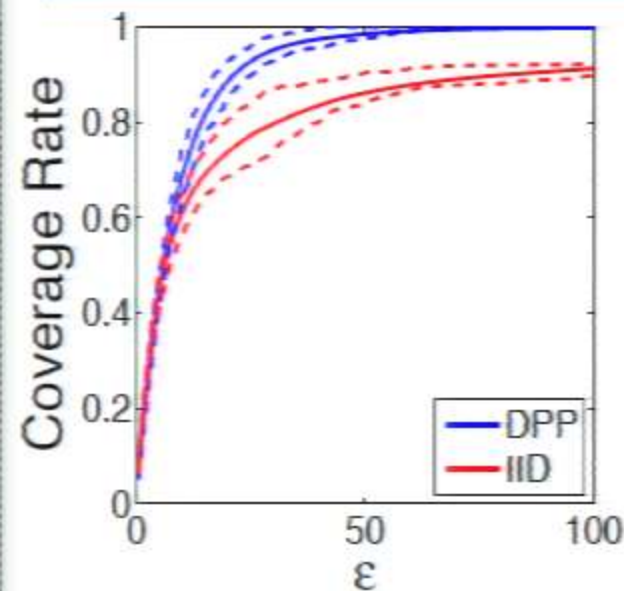
Original



DPP samples



Random samples



In 62 dimensions! Complexity of sampling scales linearly with d

Better coverage of space than random sampling