

# Efficient approximate sampling of projection determinantal point processes

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# Motivation

## Image search/recommendation systems

relevance



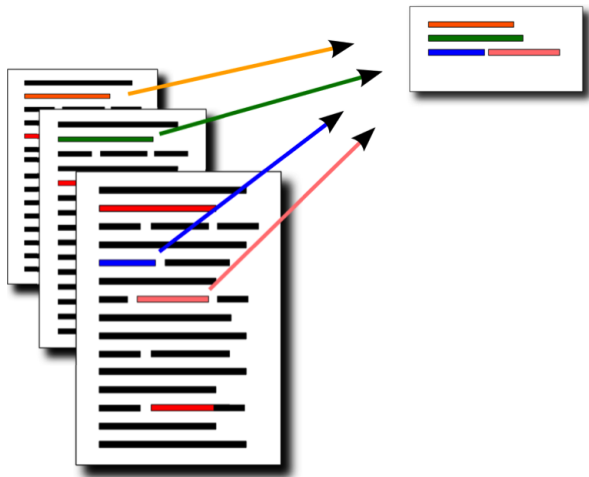
relevance  
+  
diversity



'bolt' query

# Motivation

**Extractive text summarization** (Kulesza & Taskar, 2012)



# Definition

- ▶  $\{1, \dots, N\}$  indices/labels of items
  - ▶ images
  - ▶ sentences
  - ▶ edges of a graph
- ▶  $\text{DPP}(\mathbf{K})$  a measure on subsets of  $\{1, \dots, N\}$
- ▶  $\mathbf{K}$  a PSD similarity kernel
- ▶  $\mathcal{X} \sim \text{DPP}(\mathbf{K})$  if  $\forall S \subseteq \{1, \dots, N\}$ ,

$$\mathbb{P}[S \subseteq \mathcal{X}] = \det \mathbf{K}_S$$

- ▶ Existence is guaranteed when  $\mathbf{0}_N \preceq \mathbf{K} \preceq \mathbf{I}_N$

# Projection DPPs

- ▶  $\mathbf{K}$  is an orthogonal projection matrix
  - ▶  $\text{Spec } \mathbf{K} \in \{0, 1\}^N$

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  - ▶ Summaries made of  $r$  sentences
  - ▶ Bags of  $r$  images

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- ▶ Gram matrix

$$\mathbf{K} = \sum_{i=1}^r \mathbf{u}^{(i)} \mathbf{u}^{(i)\top} = \mathbf{\Phi}^\top \mathbf{\Phi}$$

with  $\varphi_n = (\mathbf{u}_n^{(1)}, \dots, \mathbf{u}_n^{(r)})^\top$

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$$\mathbf{K} = \sum_{i=1}^r u^{(i)} u^{(i)\top} = \Phi^\top \Phi$$

with  $\varphi_n = (u_n^{(1)}, \dots, u_n^{(r)})^\top$

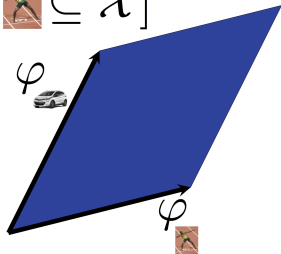
- ▶ Geometrical interpretation

$$\mathbb{P}[S \subseteq \mathcal{X}] = \det \mathbf{K}_S$$

$$= \text{Vol}^2 \{\varphi_i; i \in S\}$$

$$\mathbb{P}[\text{car}, \text{golfer} \subseteq \mathcal{X}]$$

$$= \text{Vol}^2$$





# Diversity

- ▶ Negative association

$$\begin{aligned}\mathbb{P}[\{i, j\} \subseteq \mathcal{X}] &= \left| \begin{array}{cc} \mathbb{P}[i \in \mathcal{X}] & \mathbf{K}_{ij} \\ \mathbf{K}_{ij} & \mathbb{P}[j \in \mathcal{X}] \end{array} \right| \\ &= \mathbb{P}[i \in \mathcal{X}] \mathbb{P}[j \in \mathcal{X}] - \mathbf{K}_{ij}^2 \\ &\leq \mathbb{P}[i \in \mathcal{X}] \mathbb{P}[j \in \mathcal{X}]\end{aligned}$$

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  - ▶ Diversity/repulsion
  - ▶  $|\mathbf{K}_{ij}|$  yields departure from independence

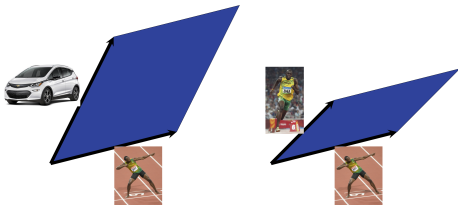
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$$\mathbb{P}[\text{car}, \text{runner} \subseteq \mathcal{X}] \geq \mathbb{P}[\text{runner}, \text{runner} \subseteq \mathcal{X}]$$



# Setup

- ▶ Build the  $r \times N$  feature matrix

$$\mathbf{A} = (\sqrt{q_1}\phi_1 | \dots | \sqrt{q_N}\phi_N)$$

- ▶ If  $\|\phi_i\|^2 = 1$ , 'angles' encode diversity
- ▶  $q_i$  measures relevance of item  $i$

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- ▶  $|\mathcal{X}| \stackrel{\text{a.s.}}{=} r$
- ▶ For  $B = \{i_1, \dots, i_r\}$ ,

$$\mathbb{P}[\mathcal{X} = B] \propto |\det \mathbf{A}_{:B}|^2 = \text{Vol}^2 \{ \sqrt{q_i}\phi_i ; i \in B \}$$

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- ▶  $\text{DPP}(\mathbf{K})$  has support

$$\mathcal{B} \triangleq \{B ; |B| = r, \det \mathbf{A}_{:B} \neq 0\}$$

i.e. collection of columns of  $\mathbf{A}$  forming a basis

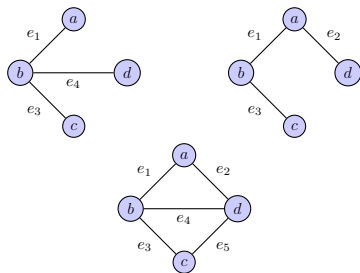
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# One example

Uniform spanning trees (Lyons, 2003)

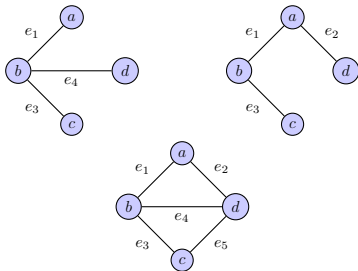


Vertex-edge incidence matrix

$$\begin{array}{c}
 a \\
 b \\
 c \\
 d
 \end{array}
 \begin{bmatrix}
 e_1 & e_2 & e_3 & e_4 & e_5 \\
 -1 & -1 & 0 & 0 & 0 \\
 1 & 0 & -1 & -1 & 0 \\
 0 & 0 & 1 & 0 & -1 \\
 0 & 1 & 0 & 1 & 1
 \end{bmatrix}$$

# One example

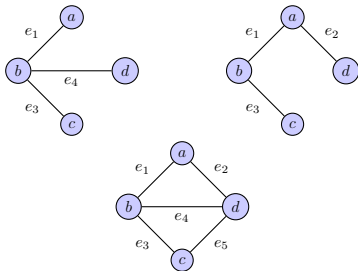
Uniform spanning trees (Lyons, 2003)



$$\mathbf{A} = \begin{array}{c} a \\ b \\ c \\ d \end{array} \begin{array}{ccccc} e_1 & e_2 & e_3 & e_4 & e_5 \\ \left[ \begin{array}{ccccc} -1 & -1 & 0 & 0 & 0 \\ 1 & 0 & -1 & -1 & 0 \\ 0 & 0 & 1 & 0 & -1 \\ 0 & 1 & 0 & 1 & 1 \end{array} \right] \end{array}$$

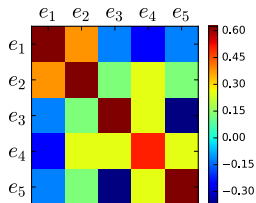
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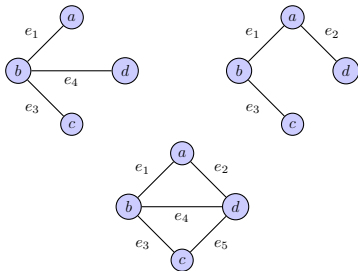
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$$\mathbf{K} = \mathbf{A}^T [\mathbf{A}\mathbf{A}^T]^{-1} \mathbf{A}$$



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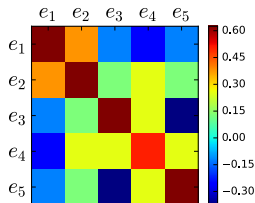


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- ▶  $\text{DPP}(\mathbf{K})$  is a measure on the edge set of  $G$ 
  - ▶  $\mathcal{B}$  = collection of spanning trees of  $G$

$$\text{▶ } \mathbb{P}[\mathcal{X} = B] = \frac{|\det \mathbf{A}_{:B}|^2}{\det \mathbf{A} \mathbf{A}^\top} = \frac{1}{|\mathcal{B}|} \mathbb{1}_{B \in \mathcal{B}}$$

$$\mathbf{K} = \mathbf{A}^\top [\mathbf{A} \mathbf{A}^\top]^{-1} \mathbf{A}$$



## Exact sampling

- ▶ From  $r \times N$  feature matrix  $\mathbf{A} = (\phi_1 | \dots | \phi_N)$
- ▶ To  $N \times N$  projection kernel  $\mathbf{K} = \mathbf{A}^\top [\mathbf{A}\mathbf{A}^\top]^{-1} \mathbf{A}$

**Exact sampling** (Hough et al., 2006; Kulesza & Taskar, 2012)

Sample  $\mathcal{X} \sim \text{DPP}(\mathbf{K})$

- ▶ Marginals

$$\mathbb{P}[\mathcal{X} = B] = \det \mathbf{K}_B$$

- ▶ Chain rule,  $J = \{i_1, \dots, i_k\}$

$$\mathbb{P}[i_{k+1} = i | J] \propto \mathbf{K}_{ii} - \mathbf{K}_{i,J} \mathbf{K}_J^{-1} \mathbf{K}_{J,i}$$

- ▶ Costly: eigen-decomposition + Gram-Schmidt =  $\mathcal{O}(N^3 + Nr^2)$

# Approximate sampling - 1

- ▶ From  $r \times N$  feature matrix  $\mathbf{A} = (\phi_1 | \dots | \phi_N)$

## Approximate sampling (Anari et al., 2016; Li et al., 2016)

Build a Markov chain,  $\mathbf{B} \triangleq \mathbf{A}_{:B}$

- ▶ State space  $\mathcal{B} \triangleq \{B; \det \mathbf{B} \neq 0\}$
- ▶ Stationary distribution

$$\propto |\det \mathbf{B}|^2 = \text{Vol}^2 \{\phi_i; i \in B\} \cdot \mathbb{1}_{B \in \mathcal{B}}$$

- ▶ Basis-exchange graph
  - ▶  $B \leftrightarrow B' = (B \setminus \{i\}) \cup \{j\}$
  - ▶ Full analysis: polynomial mixing time
  - ▶ Local and correlated moves on  $\mathcal{B}$

# Approximate sampling - 1

*But a dream within a dream?  
Is all that we see or seem  
One from the pitiless wave?  
O God! can I not save  
Them with a tighter clasp?  
O God! can I not grasp  
While I weep--while I weep!  
Through my fingers to the deep,  
How few! yet how they creep  
Grains of the golden sand--  
And I hold within my hand  
Of a surf-tormented shore,  
I stand amid the roar  
Is but a dream within a dream.  
All that we see or seem  
Is it therefore the less gone?  
In a vision, or in none,  
In a night, or in a day,  
Yet if hope has flown away  
That my days have been a dream;  
You are not wrong, who deem  
Thus much let me avow--  
And, in parting from you now,  
Take this kiss upon the brow!*

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## Approximate sampling - 2

- ▶ From  $r \times N$  feature matrix  $\mathbf{A} = (\phi_1 | \dots | \phi_N)$

**Approximate sampling** (G., Bardenet & Valko, 2017)

Build a Markov chain,  $\mathbf{B} \triangleq \mathbf{A}_{:B}$

- ▶ State space  $\mathcal{B} \triangleq \{B; \det \mathbf{B} \neq 0\}$
- ▶ Stationary distribution

$$\propto |\det \mathbf{B}|^2 = \text{Vol}^2 \{\phi_i; i \in B\} \cdot \mathbb{1}_{B \in \mathcal{B}}$$

- ▶ Wander in a continuous embedding of  $\mathcal{B}$ 
  - ▶ Geometrical representation of  $\mathcal{B}$
  - ▶ More decorrelated moves, empirically faster mixing

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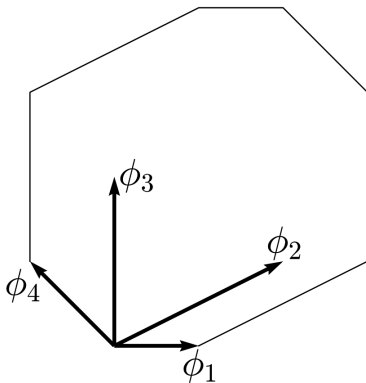
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# Continuous embedding of the state space $\mathcal{B}$

Volume spanned by feature vectors

$$\mathcal{Z}(\mathbf{A}) \triangleq \mathbf{A}[0, 1]^N$$

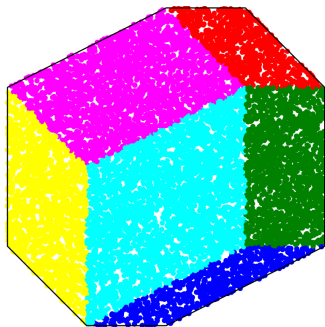
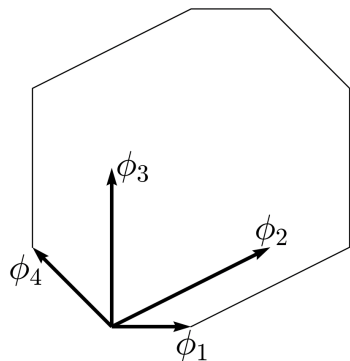




# Continuous embedding of the state space $\mathcal{B}$

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admits a natural tiling (Dyer & Frieze, 1994),  $\mathbf{B} \triangleq \mathbf{A}_{:B}$

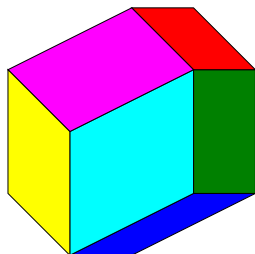
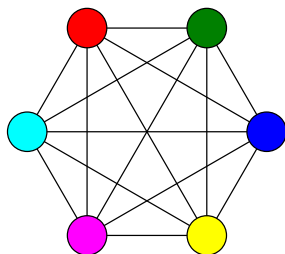
$$\text{Vol } \mathcal{Z}(\mathbf{A}) = \sum_{B \in \mathcal{B}} \text{Vol } \mathbf{B} = \sum_{B \in \mathcal{B}} |\det \mathbf{B}|$$

## Random walk on $\mathcal{B}$ i.e. on tiles

- ▶ From  $r \times N$  feature matrix  $\mathbf{A} = (\phi_1 | \dots | \phi_N)$
- ▶ Limiting distribution,  $\mathbf{B} \triangleq \mathbf{A}_{:B}$

$$\mathbb{P}[\mathcal{X} = B] \propto \text{Vol}^2 \mathbf{B} \cdot \mathbb{1}_{B \in \mathcal{B}}$$

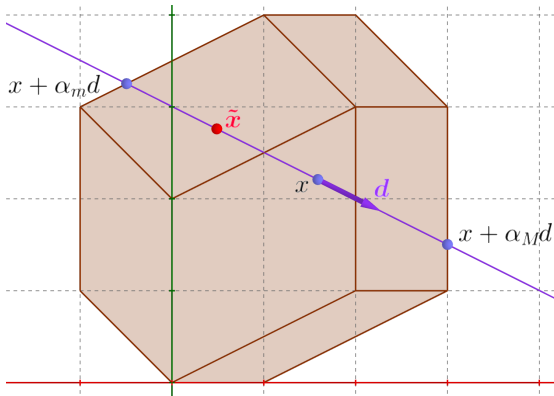
- ▶ State space  $\mathcal{B} \triangleq \{B; \det \mathbf{B} \neq 0\}$
- ▶ Continuous embedding of  $\mathcal{B}$  via tiling of  $\mathcal{Z}(\mathbf{A}) = \mathbf{A}[0, 1]^N$

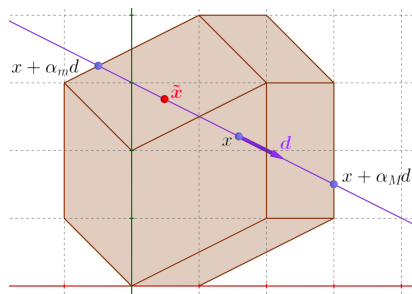


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## Underlying continuous walk

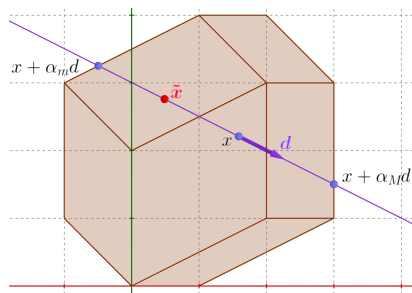
- ▶  $\mathcal{Z}(\mathbf{A})$  is a polytope (convex)
- ▶ Hit-and-run is efficient for convex bodies (Lovász & Vempala, 2003)



Random walk on  $\mathcal{B}$  i.e. on tilesContinuous random walk on  $\mathcal{Z}(\mathbf{A})$ 

# Random walk on $\mathcal{B}$ i.e. on tiles

## Continuous random walk on $\mathcal{Z}(\mathbf{A})$



## Discrete random walk on $\mathcal{B}$

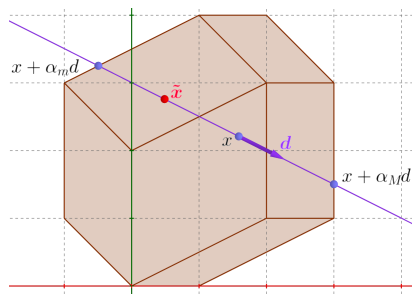
- Identify the tile in which  $x$  lies

$$\begin{aligned} \min_{y \in \mathbb{R}^N} \quad & c^T y \\ \text{s.t.} \quad & \mathbf{A}y = x \\ & 0 \leq y \leq 1 \end{aligned}$$

- $B_x = \{i; y_i^* \in ]0, 1[ \}$

# Random walk on $\mathcal{B}$ i.e. on tiles

## Continuous random walk on $\mathcal{Z}(\mathbf{A})$



Continuous target distribution

$$\pi(x) dx = \sum_{B \in \mathcal{B}} C_B \times \mathbb{1}_B(x) dx$$

## Discrete random walk on $\mathcal{B}$

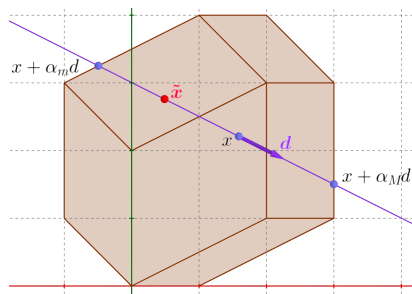
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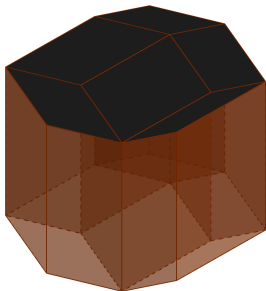
Discrete target distribution

$$\mathbb{P}[B_x = B] \propto \int_B \pi(x) dx = C_B \times \text{Vol } B$$

# Acceptance = 1

Continuous target distribution

$$\pi(x) dx = \mathbb{1}_{Z(\mathbf{A})}(x) dx = \sum_{B \in \mathcal{B}} \mathbf{1} \times \mathbb{1}_B(x) dx$$

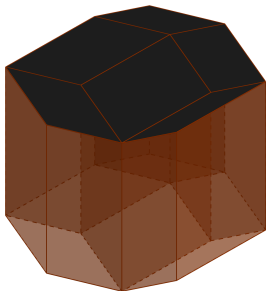




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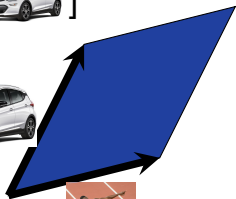


Discrete target distribution

$$\mathbb{P}[B_x = B] \propto 1 \times \text{Vol } B = \text{Vol}^1 B$$

$$\mathbb{P}[B_x = \text{Jamaican Sprinter}, \text{Chevy Spark}]$$

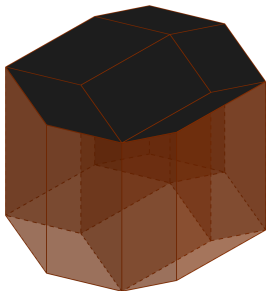
$$\propto \text{Vol}^1$$



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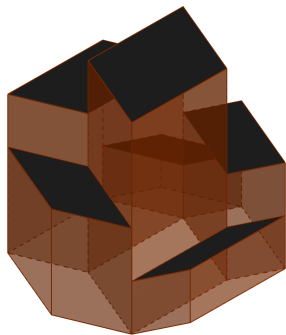
$$\mathbb{P}[B_x = B] \propto 1 \times \text{Vol } \mathbf{B} = \text{Vol}^1 \mathbf{B}$$



$$\text{Acceptance} = \frac{\text{Vol } B(\tilde{x})}{\text{Vol } B(x)}$$

Continuous target distribution

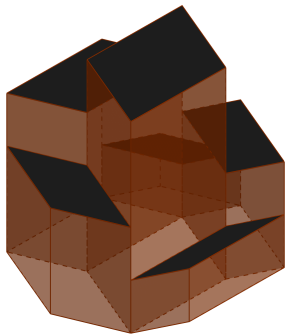
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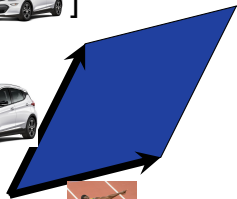


Discrete target distribution

$$\mathbb{P}[B_x = B] \propto \text{Vol } \mathbf{B} \times \text{Vol } \mathbf{B} = \text{Vol}^2 \mathbf{B}$$

$$\mathbb{P}[B_x = \text{🏃, 🚗}]$$

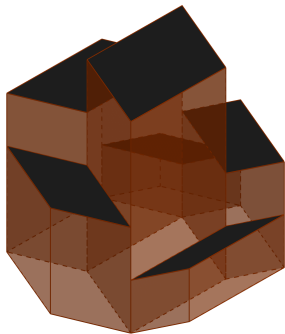
$$\propto \text{Vol}^2$$



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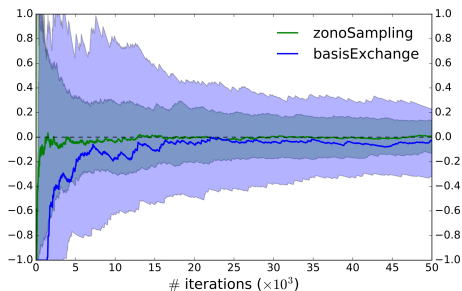
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## Behaviour of our chain

Relative error of the estimation of  $\mathbb{P}[\{i_1, i_2, i_3\} \subseteq \mathcal{X}] = \det \mathbf{K}_{\{i_1, i_2, i_3\}}$

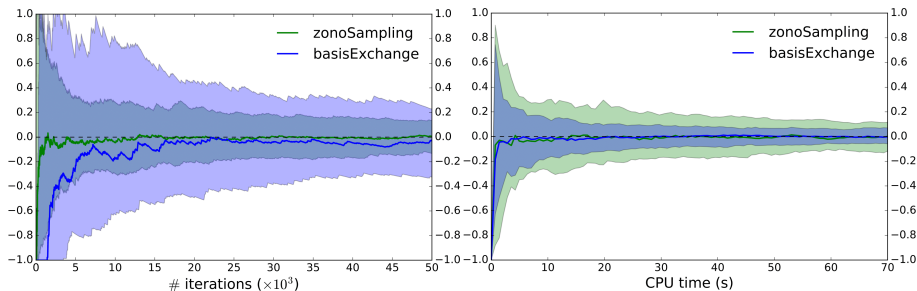


- ▶ Better mixing
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**Fast** sampling of projection DPPs?

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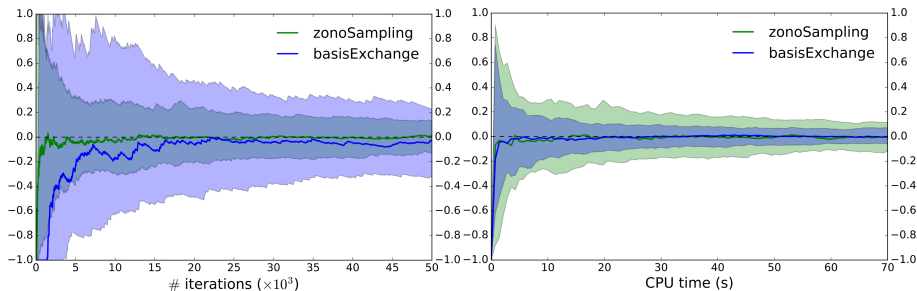


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*Fast sampling of projection DPPs?*

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- ▶ Better mixing
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- ▶ Slower
- ▶ Solve LPs

**Efficient** sampling of projection DPPs!



# Summarizing a news article from Slate

Find  $Y$  to maximize (Kulesza & Taskar, 2012)

$$\int \text{ROUGE-1F}(Y, Z) \text{DPP}(Z) dZ \approx \frac{1}{N} \sum_{i=1}^N \text{ROUGE-1F}(Y, Y_i)$$

where  $Y_i$  are samples from our Markov chain

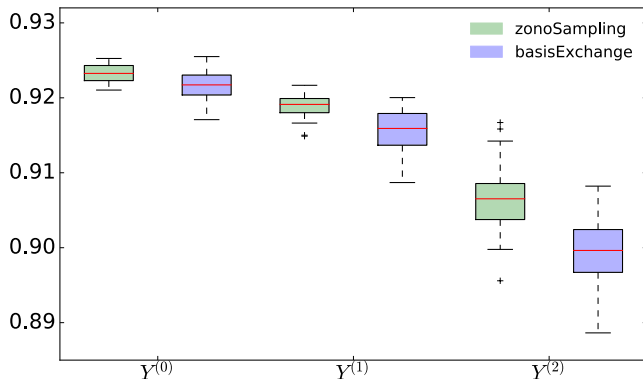


Figure 1: Estimation of the integrated cost

# Conclusion

- ▶ Provide feature matrix  $\mathbf{A}$  (full row rank)
  - ▶ Build DPP( $\mathbf{A}^\top(\mathbf{A}\mathbf{A}^\top)^{-1}\mathbf{A}$ )
  - ▶ Continuous embedding of the state space
  - ▶ New bridge MCMC  $\cap$  Optimization = hit-and-run + LPs
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