

## OT with Invariances

First Approach:

(e.g., rotations, reflections) Choose an invariance class

Want to find best (soft) matching and best global registration between spaces





Variations of this objective have been proposed in many contexts (ICP, SoftAssign Procrustes, etc)

Often tailored to 2D/3D

Poor scalability / stability

We seek a formulation that is sufficiently general yet efficiently optimizable.

$$\min_{\Gamma \in \Pi(\mathbf{a}, \mathbf{b})} \min_{\mathbf{P} \in \mathscr{F}} \sum_{ij} \Gamma_{ij} d(\mathbf{x}^{(i)}, \mathbf{P} \mathbf{y}^{(j)})$$

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## AM, Jegelka, Jaakkola. AISTATS 2019

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## Invariance with Schatten-balls