# Continuous Hierarchical Representations with Poincaré Variational Auto-Encoders

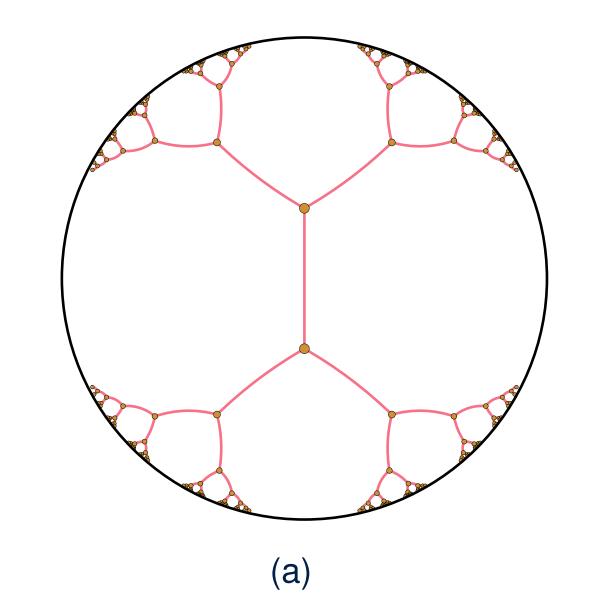


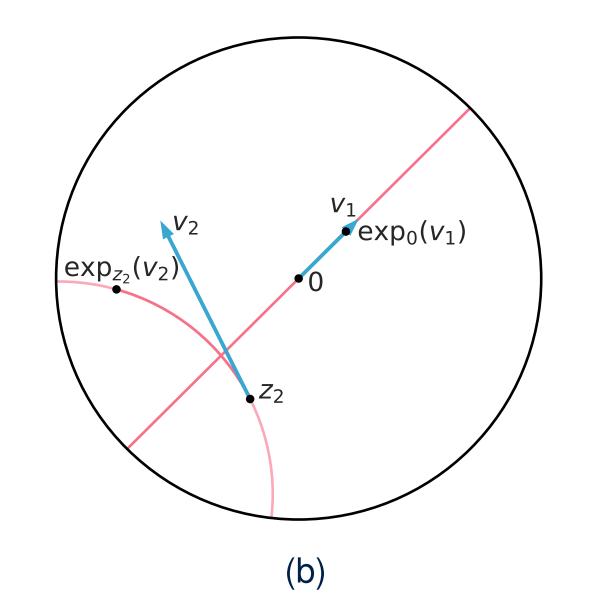
Emile Mathieu<sup>†</sup>, Charline Le Lan<sup>†</sup>, Chris J. Maddison<sup>†\*</sup>, Ryota Tomioka<sup>‡</sup> and Yee Whye Teh<sup>†\*</sup>
† Department of Statistics, University of Oxford, United Kingdom, \* DeepMind, London, United Kingdom, ‡ Microsoft Research, Cambridge, United Kingdom

## Overview

- 1. We propose efficient and reparametrisable sampling schemes, and calculate the probability density functions, for two canonical Gaussian generalisations defined on the Poincaré ball, namely the maximum-entropy and wrapped normal distributions. These are the required ingredients for learning our variational auto-encoder (VAE)s.
- 2. We introduce a decoder architecture explicitly taking into account the hyperbolic geometry, which we empirically show to be crucial.
- 3. We empirically demonstrate that endowing a VAE with a Poincaré ball latent space can be beneficial in terms of model generalisation and can yield more interpretable representations.

# The Poincaré Ball model of hyperbolic geometry

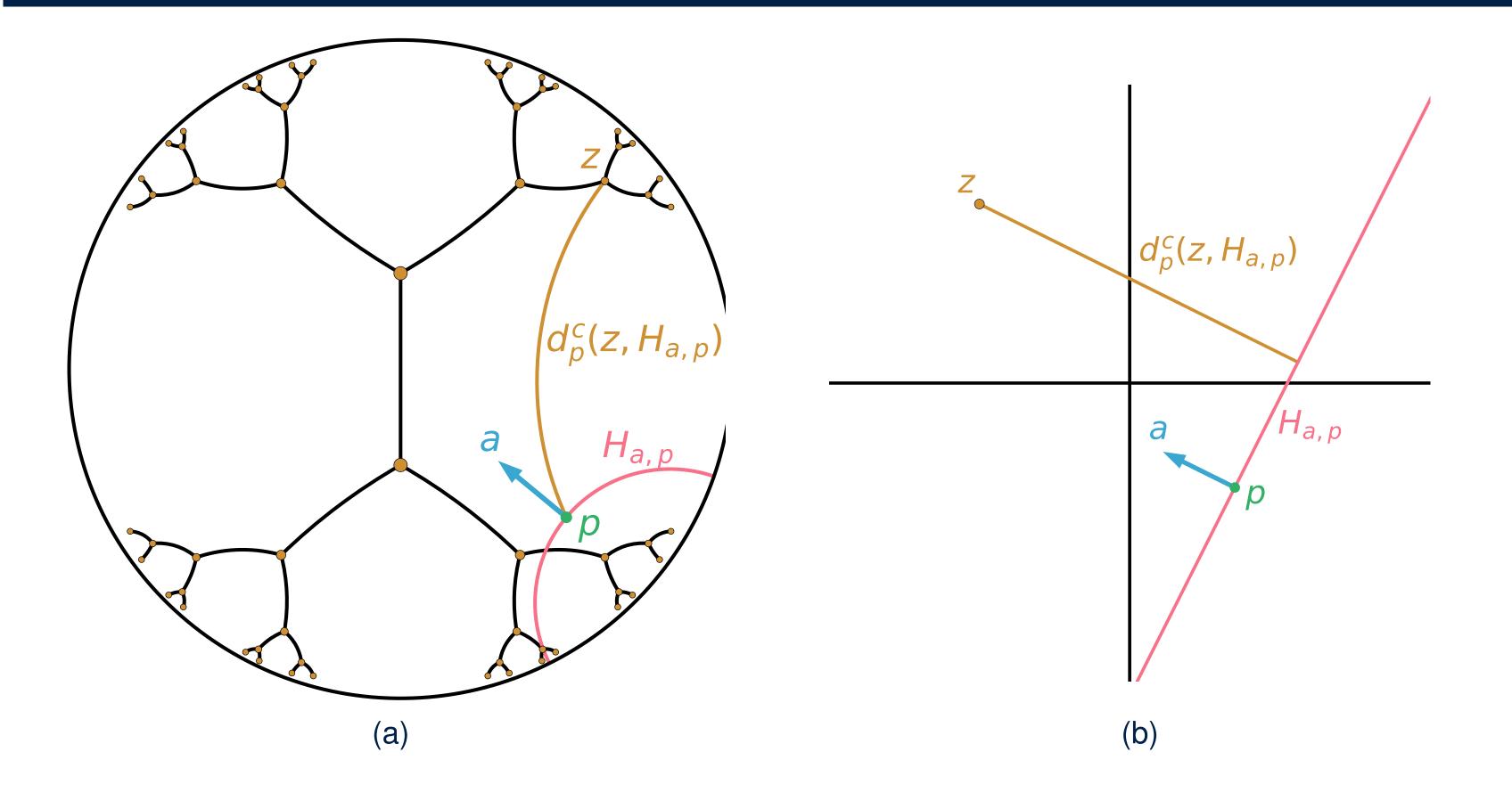




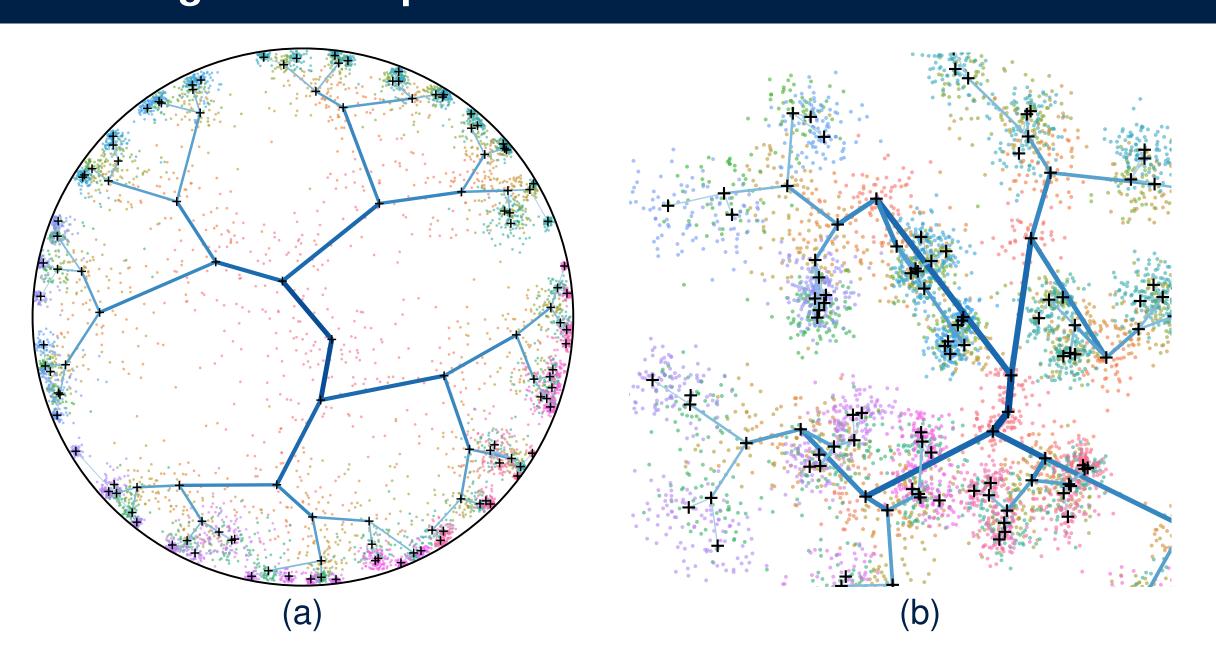
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# Probability measures on $\mathbb{B}^d$

# Hyperbolic decoder



# branching diffusion process



### **MNIST** digits

#### Table 1:

Per digit accuracy of a classifier trained on the learned latent 2-d embeddings. Results are averaged over 10 sets of embeddings and 5 classifier trainings.

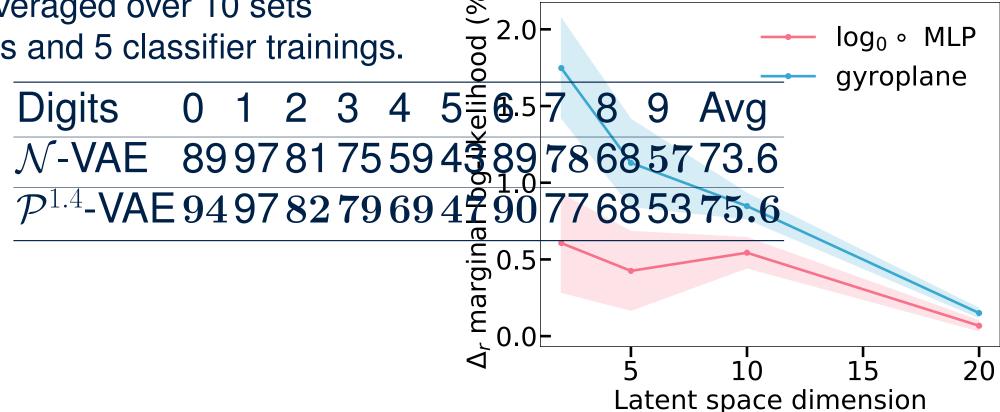


Figure 4: Decoder ablation study on MNIST with *wrapped* normal  $\mathcal{P}^1$ -VAE. Baseline decoder is a MLP.