BNPlib for density estimation:

A nonparametric C++ library

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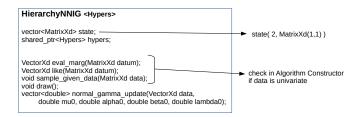
https://github.com/poliprojects/BNPlib

Algoritmhs

Algorithm <Hierarchy<Hypers>.Mixture> unsigned int maxiter = 20000; unsigned int burnin = 5000; int num clusters; MatrixXd data; vector<unsigned int> allocations; vector<Hierarchy<Hypers>> unique values; Neal2 <Hierarchy<Hypers>.Mixture> void initialize() override; void sample allocations() override; void sample unique values() override; Neal8 <Hierarchy<Hypers>.Mixture> unsigned int n_aux = 3; vector<Hierarchy<Hypers>> aux unique values;

void sample allocations() override;

Hierarchies



HierarchyDummy <Hypers>

vector<MatrixXd> state; shared ptr<Hypers> hypers;

VectorXd eval_marg(MatrixXd datum);
VectorXd like(MatrixXd datum);
void sample_given_data(MatrixXd data);
void draw(j;
std:vector<Eigen::MatrixXd>dummy_update(MatrixXd data,
VectorXd muo. MatrixXd lambda0):

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Hyperparameters

HypersFixedNNIG

double mu0, lambda, alpha0, beta0;

HypersDummy

VectorXd mu0; MatrixXd lambda0;

Mixtures

DirichletMixture

double totalmass:

double const prob_existing_cluster(int card, unsigned int n) double const prob_new_cluster(unsigned int n, unsigned int n_unique)

PitYorMixture

double strength; double discount:

double const prob_existing_cluster(int card, unsigned int n) double const prob_new_cluster(unsigned int n, unsigned int n_unique) $\frac{1}{2}$

Factory

To choose the Algorithm at runtime:

```
template < class AbstractProduct, typename... Args>
class Factory{
private:
    std::map<Identifier, Builder> storage;
    //[...]
public:
    static Factory& Instance();
    std::unique ptr<AbstractProduct> create object(
        const Identifier &name, Args... args) const;
    void add_builder(const Identifier &name,
        const Builder &builder);
    //[...]
factories, input
```

Multivariate Proto

```
message Par_Col {
    repeated double elems = 1;
    }
message Param {
    repeated Par_Col par_cols= 1;
    }
message UniqueValues {
    repeated Param params= 1;
message IterationOutput {
    repeated int32 allocations = 1;
    repeated UniqueValues uniquevalues = 2;
}
message ChainOutput {
    repeated IterationOutput chain = 1;
}
```

Collectors

