LEARNING PROTOTYPE-ORIENTED SET REPRESENTATIONS FOR META-LEARNING

Anonymous authors
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ABSTRACT

Learning from set-structured data is a fundamental problem that has recently attracted increasing attention, where a series of summary networks are introduced to deal with the set input. In fact, many meta-learning problems can be treated as set-input tasks. Most existing summary networks aim to design different architectures for the input set in order to enforce permutation invariance. However, scant attention has been paid to the common cases where different sets in a meta-distribution are closely related and share certain statistical properties. Viewing each set as a distribution over a set of global prototypes, this paper provides a novel optimal transport (OT) based way to improve existing summary networks. To learn the distribution over the global prototypes, we minimize its OT distance to the set empirical distribution over data points, providing a natural unsupervised way to improve the summary network. Since our plug-and-play framework can be applied to many meta-learning problems, we further instantiate it to the cases of few-shot classification and implicit meta generative modeling. Extensive experiments demonstrate that our framework significantly improves the existing summary networks on learning more powerful summary statistics from sets and can be successfully integrated into metric-based few-shot classification and generative modeling applications, providing a promising tool for addressing set-input and meta-learning problems.

1 INTRODUCTION

Machine learning models, such as convolutional neural networks for images (He et al. 2016) and recurrent neural networks for sequential data (Sutskever et al. 2014), have achieved great success in taking advantage of the structure in the input space (Maron et al. 2020). However, extending them to handle unstructured input in the form of sets, where a set can be defined as an unordered collections of elements, is not trivial and has recently attracted increasing attention (Jurewicz & Strømberg-Derczynski, 2021). Set-input is relevant to a range of problems, such as understanding a scene formed of a set of objects (Eslami et al. 2016), classifying an object composed of a set of 3D points (Qi et al. 2017), and estimating summary statistics from a set of data points for implicit generative models (Chen et al. 2021). Moreover, many meta-learning problems, which process different but related tasks, may also be viewed as set-input tasks (Lee et al., 2019), where an input set corresponds to the training dataset of a single task. Therefore, we broaden the scope of set related applications by including traditional set-structured input problems and most meta-learning problems. Both of them aim to improve the quick adaptation ability for unseen sets, even though the latter is more difficult because of limited samples or the occurrence of new categories for classification problems.

For a set-input, the output of the model must not change if the elements of the input set are reordered, which entails permutation invariance of the model. To enforce this property, multiple researchers have recently focused on designing different network architectures, which can be referred to as a *summary network* for compressing the set-structured data into a fixed-size output. For example, the prominent works of Zaheer et al. (2017) and Edwards & Storkey (2017) combined the standard feed-forward neural networks with a set-pooling layer, which have been proven to be universal approximators of continuous permutation invariant functions (Zaheer et al. 2017). Lee et al. (2019) further introduced Set Transformer to encode and aggregate the features within the set using the multi-head attention mechanism. Maron et al. (2020) designed deep models and presented a principled approach to learn sets of symmetric elements. Despite the effectiveness and recent popularity of

these works in set-input problems, there are several shortcomings for existing summary networks, which could hinder their applicability and further extensions: 1) The parameters of the summary network are typically optimized by a task-specific loss function, which could limit the models' flexibility. 2) A desideratum of a summary network is to extract set features, which have enough ability to represent the summary statistics of the input set and thus benefit the corresponding set-specific task; but for many existing summary networks, there is no clear evidence or constraint that the outputs of the summary network could describe the set's summary statistics well. These limits still remain even using the recent more carefully designed summary networks, while sets with limited samples further exacerbate the problem.

To address the above shortcomings, we present a novel and generic approach to improve the summary networks for set-structured data and adapt them to meta-learning problems. Motivated by meta-learning that aims to extract transferable patterns useful for all related tasks, we assume that there are K global prototypes (i.e., centers) among the collection of related sets, and each prototype or center is encouraged to capture the statistical information shared by those sets, similar to the "topic" in topic modeling or "dictionary atom" in dictionary learning. Specifically, for the jth set, we consider it as a discrete distribution P_j over all the samples within the set (in data or feature space). At the same time, we also represent this set with another distribution Q_j (in the same space with P_j), supported on K global prototypes with a K-dimensional set representation $\boldsymbol{h}_j$. Since $\boldsymbol{h}_j$ measures the importance of global prototypes for set j, it can be treated as the prototype proportion for summarizing the salient characteristics of set j. Moreover, the existing summary networks can be adopted to encode set j as $\boldsymbol{h}_j$ for their desired property of permutation invariance. In this way, we can formulate the learning of summary networks as the process of learning a P_j to be as close to Q_j as possible, a process facilitated by leveraging the optimal transport (OT) distance (Peyré & Cuturi 2019). Therefore, the global prototypes and summary network can be learned by jointly optimizing the corresponding task loss and OT distance between P_j and Q_j in an *end-to-end* manner. We can refer to this approach as prototype-oriented framework for meta-learning, which is applicable to a range of unsupervised and supervised tasks, such as set-input problems solved by summary networks, meta generation (Hong et al., 2020c; Antoniou et al., 2017), metric-based few-shot classification (Snell et al., 2017), and learning summary statistics for approximate Bayesian computation (Chen et al., 2021).

Since our plug-and-play framework can be applied to many meta-learning problems, this paper further instantiates it to the cases of metric-based few-shot classification and implicit meta generative modeling. We summarize our contributions as follows: (1) We formulate the learning of summary network as the distribution approximation problem by minimizing the distance between distribution over data points and another distribution over global prototypes. (2) We leverage optimal transport distance to measure the distance between the distributions for use in a joint learning algorithm. (3) We apply our method to metric-based few-shot classification and construct implicit meta generative model, where summary network is used to extract the summary statistics from set and optimized by the OT loss. Experiments on several meta-learning tasks demonstrate that introducing the OT loss into existing summary networks can extract more effective set representations for the corresponding tasks, which can be also integrated into existing few-shot classification and GAN frameworks, producing a new way to learn the set' summary statistics applicable to many applications.

2 BACKGROUND

2.1 SUMMARY NETWORKS FOR SET-STRUCTURED INPUT

To deal with the set-structured input $D_j = \{\boldsymbol{x}_{j,1:N_j}\}$ and satisfy the permutation invariance in set, a remarkably simple but effective summary network is to perform pooling over embedding vectors extracted from the elements of a set. More formally,

$$S_\phi\left(D_j\right) = g_{\phi_2}\left(\text{pool}\left(\left\{f_{\phi_1}\left(\boldsymbol{x}_{j1}\right), \ldots, f_{\phi_1}\left(\boldsymbol{x}_{jN_j}\right)\right\}\right)\right), \tag{1}$$

where $f_{\phi_1}(\cdot)$ acts on each element of a set and $g_{\phi_2}(\text{pool}(\cdot))$ aggregates these encoded features and produces desired output, and $\phi = \{\phi_1, \phi_2\}$ denotes the parameters of the summary network. Most network architectures for set-structured data follow this structure; see more details from the previous works (Lee et al., 2019; Zaheer et al., 2017; Edwards & Storkey, 2017; Maron et al., 2020). Despite their effectiveness, there is no clear evidence that the output of these summary networks

could describe a set's summary statistics well, which have been proven crucial for the set-structured inference problems (Chen et al., 2021) and may be also important to other set-specific tasks.

2.2 Optimal Transport

Although OT has a rich theory, we limit our discussion to OT for discrete distributions and refer the reader to Peyré & Cuturi (2019) for more details. Let us consider p and q as two discrete probability distributions on the arbitrary space $X \subseteq \mathbb{R}^d$, which can be formulated as $p = \sum_{i=1}^{n} a_i \delta_{x_i}$ and $q = \sum_{j=1}^{m} b_j \delta_{y_j}$. In this case, $\boldsymbol{a} \in \Sigma^n$ and $\boldsymbol{b} \in \Sigma^m$, where Σ^m denotes the probability simplex of $\mathbb{R}^m$. The OT distance between $\boldsymbol{a}$ and $\boldsymbol{b}$ is defined as

$$\mathrm{OT}(\boldsymbol{a}, \boldsymbol{b}) = \min_{\mathbf{T} \in U(\boldsymbol{a}, \boldsymbol{b})} \langle \mathbf{T}, \mathbf{C} \rangle, \tag{2}$$

where $\langle \cdot, \cdot \rangle$ means the Frobenius dot-product; $\mathbf{C} \in \mathbb{R}_{\geq 0}^{n \times m}$ is the transport cost function with element $C_{ij} = C(x_i, y_j)$; $\mathbf{T} \in \mathbb{R}_{>0}^{n \times m}$ denotes the doubly stochastic transport probability matrix such that $U(\boldsymbol{a}, \boldsymbol{b}) := \{\mathbf{T} \mid \sum_i^n T_{ij} = b_j, \sum_j^m T_{ij} = a_i\}$. To relax the time-consuming problem when optimising the OT distance, Cuturi (2013) introduced the entropic regularization, $H = -\sum_{ij} T_{ij} \ln T_{ij}$, leading to the widely-used Sinkhorn algorithm for discrete OT problems.

3 Proposed framework

In meta-learning, given a meta-distribution $p_{\mathcal{M}}$ of tasks, the marginal distribution p_j of task j is sampled from $p_{\mathcal{M}}$ for $j \in \mathcal{J}$, where $\mathcal{J}$ denotes a finite set of indices. For example, we can sample p_j from $p_{\mathcal{M}}$ with probability $\frac{1}{\mathcal{J}}$ when $p_{\mathcal{M}}$ is uniform over a finite number of marginals. During meta-training, direct access to the distribution of interest p_j is usually not available. Instead, we will observe a set of data points $D_j = \{\boldsymbol{x}_{ji}\}_{i=1}^{N_j}$, which consists of N_j i.i.d samples from p_j over $\mathbb{R}^d$. We can roughly treat the meta-learning problems as the set-input tasks, where dataset D_j from p_j corresponds to an input set. In this paper, to learn more representative features from related but unseen sets in meta-learning problems, we adopt the summary network as the encoder to extract set representations and improve it by introducing the OT loss and global prototypes, providing many applications. Besides, we also provide the applications to metric-based few-shot classification and implicit generative framework by assimilating the summary statistics. Below we describe our model in detail.

3.1 Learning global prototypes and set representation via optimal transport

Given J sets from meta-distribution $p_{\mathcal{M}}$, we can represent each set D_j from meta-distribution $p_{\mathcal{M}}$ as an empirical distribution over N_j samples on the original data space, formulated as

$$P_j = \sum_{i=1}^{N_j} \frac{1}{N_j} \delta_{\boldsymbol{x}_{ji}}, \boldsymbol{x}_{ji} \in \mathbb{R}^d. \tag{3}$$

Since all sets (distributions) draw from meta-distribution $p_{\mathcal{M}}$ are closely related, it is reasonable to assume that these sets share some statistical information. Motivated by dictionary learning and topic modeling, we define the shared information as the learnable global prototype matrix $\mathbf{B} = \{\boldsymbol{\beta}_k\} \in \mathbb{R}^{d \times K}$, where K means the number of global prototypes and $\boldsymbol{\beta}_k$ denotes the distributed representation of the k-th prototype in the same space of the observed data points (i.e., "topic" in topic modeling). Given the global prototype matrix $\mathbf{B}$, each set j can be represented with a K-dimensional weight vector $\boldsymbol{h}_j \in \Sigma_k$ ($e.g.$, "topic proportion" in topic modeling), where h_{jk} indicates the weight of the prototype $\boldsymbol{\beta}_k$ for set j. Therefore, we can represent set D_j with another distribution Q_j on global prototypes $\boldsymbol{\beta}_{1:K}$, defined as

$$Q_j = \sum_{k=1}^{K} h_{jk} \delta_{\boldsymbol{\beta}_k}, \boldsymbol{\beta}_k \in \mathbb{R}^d, \tag{4}$$

where $\boldsymbol{h}_j$ can be viewed as set representation for describing set j. Since set j can be represented as Q_j and P_j, we propose to learn set-specific representation $\boldsymbol{h}_j$ and K global prototypes $\mathbf{B}$ by pushing

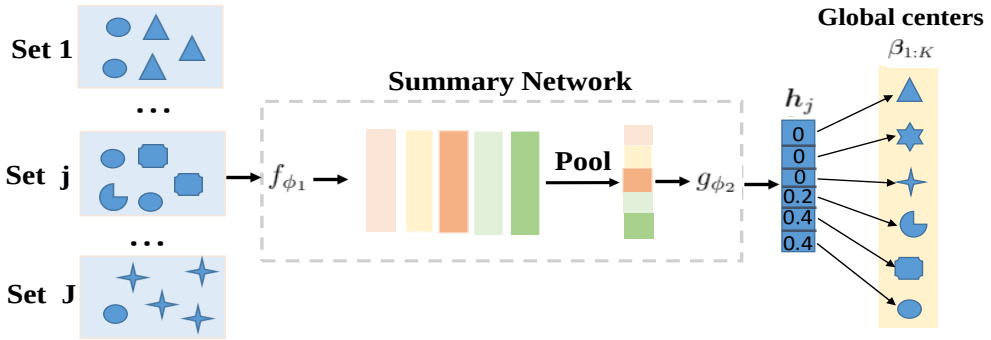


Figure 1: An overview of our proposed framework, where "pool" operation including mean, sum, max or similar. We compute the representation $\boldsymbol{h}_j$ for set j using the summary network in Equation 1, which is the weight vector of the global prototypes (i.e., centers) $\boldsymbol{\beta}_{1:K}$ in the corresponding set.

Q_j towards P_j:

$$\mathrm{OT}(P_j, Q_j) = \min_{\mathbf{B}, \boldsymbol{h}_j} \langle \mathbf{T}, \mathbf{C} \rangle \overset{\text{def.}}{=} \sum_{i}^{N_j} \sum_{k}^{K} C_{ik} T_{ik}, \tag{5}$$

where $\mathbf{C} \in \mathbb{R}_{\geq 0}^{N_j \times K}$ is the transport cost matrix. In this paper, to measure the distance between data point $\boldsymbol{x}_{ji}$ in set j and prototype $\boldsymbol{\beta}_k$, unless specified otherwise, we specify the construction of $\mathbf{C}$ as $C_{ik} = 1 - \cos(\boldsymbol{x}_{ji}, \boldsymbol{\beta}_k)$, for providing an upper-bounded positive similarity metric. Besides, the transport probability matrix $\mathbf{T} \in \mathbb{R}_{>0}^{N_j \times K}$ should satisfy $\Pi(\boldsymbol{a}, \boldsymbol{b}) := \left\{ \mathbf{T} \mid \mathbf{T}\mathbf{1}_K = \boldsymbol{a}, \mathbf{T}^\top \mathbf{1}_{N_j} = \boldsymbol{b} \right\}$ with $T_{ik} = T(\boldsymbol{x}_{ji}, \boldsymbol{\beta}_k)$, where $\boldsymbol{a} = [\frac{1}{N_j}] \in \Sigma^{N_j}$ and $\boldsymbol{b} = [h_{jk}] \in \Sigma^K$ denote the respective probability vectors for distribution P_j in Equation 3 and Q_j Equation 4.

Since $\boldsymbol{h}_j$ should be invariant to the permutations of the samples in set j, we adopt summary network to encode the set of N_j points. For unsupervised tasks, taking the summary network in Equation 1 as the example, we can directly add a Softmax activation function into S_ϕ to enforce the simplex constraint in set representation $\boldsymbol{h}_j$, denoted as $\boldsymbol{h}_j = \mathrm{Softmax}(S_\phi(D_j))$. As shown in Fig. 1, given J sets, to learn the global prototype matrix $\mathbf{B}$ and the summary network parameterized by ϕ, we adopt the entropic constraint (Cuturi, 2013) and define the average OT loss for all training sets as

$$L_{\mathrm{OT}} = \min_{\mathbf{B}, \phi} \frac{1}{\mathcal{J}} \sum_{j=1}^{\mathcal{J}} \left(\sum_{i}^{N_j} \sum_{k}^{K} C_{ik} T_{ik} - \epsilon \sum_{i}^{N_j} \sum_{k}^{K} -T_{ik} \ln T_{ik} \right) = \min_{\mathbf{B}, \phi} \frac{1}{\mathcal{J}} \sum_{j=1}^{\mathcal{J}} \left(\mathrm{OT}_\epsilon(P_j, Q_j) \right), \tag{6}$$

where ϵ is a hyper-parameter for entropic constraint. Algorithm 1 describes the workflow of OT distance for improving summary network under unsupervised tasks. For supervised tasks, set j is denoted as $D_j = \{\boldsymbol{x}_{j,1:N_j}, \boldsymbol{y}_j\}$, where $\boldsymbol{y}_j$ is the ground-truth output determined by specific task. As $\boldsymbol{h}_j$ is a normalized weight vector, directly using it to realize the corresponding task may be undesired. Denoting $\boldsymbol{z}_j = \mathrm{pool}\left(\left\{ f_{\phi_1}(\boldsymbol{x}_{j1}), \ldots, f_{\phi_1}(\boldsymbol{x}_{jN_j}) \right\}\right)$, we project it to the following vectors:

$$\boldsymbol{h}_j = f_e(\boldsymbol{z}_j), \quad \hat{\boldsymbol{y}}_j = f_\lambda(\boldsymbol{z}_j), \tag{7}$$

where $\boldsymbol{h}_j$ and $\hat{\boldsymbol{y}}_j$ are responsible for the OT and task-specific losses, respectively. Now the summary network parameters $\tilde{\phi} = \{e, \lambda, \phi_1\}$ and the K global prototypes $\mathbf{B}$ can be learned by jointly optimizing the task-specific loss (computed by $\hat{\boldsymbol{y}}_j$ and $\boldsymbol{y}_j$) and OT loss in Equation 6. In summary, minimizing the OT distance between the prototype distribution Q_j and empirical distribution P_j provides a principled and unsupervised way to encourage the summary network to capture the set's summary statistics, where a suite of summary networks can be integrated into this plug-and-play framework. Therefore, it realizes efficient learning from new sets for both unsupervised and supervised tasks.

3.2 Application to Metric-based Few-shot Classification

As a challenging meta-learning problem, few-shot classification has recently attracted increasing attention, where one representative method is metric-based few-shot classification algorithms. Taking

the ProtoNet (Snell et al., 2017) as the example, we provide a simple but effective method to improve its classification performance with the help of OT distance and summary network, where we refer the reader to ProtoNet for more details. In a specific, ProtoNet represents each class by computing an M-dimensional representation $\mathbf{c}_j \in \mathbb{R}^M$, with an embedding function $f_{\phi_1} : \mathbb{R}^d \to \mathbb{R}^M$, where we adopt the same ϕ_1 as the learnable parameters, following the feature extractor in summary network in Equation 1 for simplicity. Formally, ProtoNet adopts the average pooling to aggregate the embedded features of support points belonging to its class into vector $\mathbf{c}_j = \frac{1}{|S_j|} \sum_{(\mathbf{x}_{ji}, y_{ji}) \in S_j} f_{\phi_1}(\mathbf{x}_{ji})$. ProtoNet then compares the distance between a query point $f_{\phi_1}(\boldsymbol{x})$ to the $\mathbf{c}_j$ in the same embedding space. Motivated by the summary network, we further introduce a feed-forward network g_{ϕ_2} to map the $\mathbf{c}_j$ into the $\boldsymbol{h}_j$ used to define Q_j distribution over $\mathbf{B}$. Therefore, the functions g_{ϕ_2} and f_{ϕ_1} can be jointly optimized by minimizing the OT distance between P_j and Q_j and the original classification loss in ProtoNet, where $\mathbf{c}_j$ is still used to perform classification since $\boldsymbol{h}_j$ is a normalized weight vector. Only introducing matrix $\mathbf{B}$ and g_{ϕ_2}, whose parameters are usually negligible compared to the original feature extractor f_{ϕ_1}, our proposed method provides a simple but effective way to enforce the f_{ϕ_1} to learn more powerful representation $\mathbf{c}_j$ of each class and feature $f_{\phi_1}(\boldsymbol{x})$ of query sample, benefiting the metric-based few-shot classification.

3.3 Application to Implicit Meta Generative models

Considering implicit meta generative modeling is still a challenging but important task in meta-learning, we further present how to construct the model by introducing set representation $\boldsymbol{h}_j$ as summary statistics, where we consider GAN-based implicit models. Specifically, given $p_j \sim p_{\mathcal{M}}$, we aim to construct a parametrized pushforward ($i.e.$, generator) of reference Gaussian distribution ρ, denoted as $T_\theta(\cdot, p_j)\sharp\rho$, to approximate the marginal distribution p_j, where θ summarizes the parameters of pushforward. Since it is unaccessible to the distribution of interest p_j, we replace p_j with P_j and use the summary network to encode set D_j into $\boldsymbol{h}_j$ as discussed above, which is further fed into the generator serving as the conditional information, denoted as $T_\theta(\boldsymbol{z}; \boldsymbol{h}_j), \boldsymbol{z} \sim \rho$. To enforce the pushforward $T_\theta(\boldsymbol{z}; \boldsymbol{h}_j)$ to fit the real distribution P_j as good as possible, we introduce a discriminator f_w following the standard GAN (Goodfellow et al., 2014). Generally, our GAN-based model consists of three components. Summary network $S_\phi(\cdot)$ focuses on learning the summary statistics $\boldsymbol{h}_j$ by minimizing the OT distance between P_j and Q_j. The pushforward aims to push the combination of a random noise vector $\boldsymbol{z}$ and statistics $\boldsymbol{h}_j$ to generate samples that resemble the ones from P_j, where we simply adopt a concatenation for $\boldsymbol{h}_j$ and $\boldsymbol{z}$ although other choices are also available. Besides, f_w tries to distinguish the "fake" samples from the "real" samples in set D_j. Therefore, we optimize the implicit meta generative model by defining the objective function as:

$$\min_{\mathbf{B},\phi,\theta} \max_{w} V(\mathbf{B}, \phi, \theta, w) = L_{\text{OT}} + \frac{1}{\mathcal{J}} \sum_{j=1}^{\mathcal{J}} \mathbb{E}_{\boldsymbol{x}\sim P_j}[\log f_w(\boldsymbol{x})] + \mathbb{E}_{\boldsymbol{z}\sim\rho}[\log(1 - f_w(T_\theta(\boldsymbol{z}; \boldsymbol{h}_j)))] \quad (8)$$

In addition to the standard GAN loss, we can also adopt the Wasserstein GAN (WGAN) of Arjovsky et al. (2017) to approximate P_j. It is also flexibly to decide the input fed into f_w. For example, following the conditional GAN (CGAN) of Mirza & Osindero (2014), we can combine $\boldsymbol{h}_j$ and data points (generated or real), where the critic can be denoted as $f_w(\boldsymbol{x}, \boldsymbol{h}_j)$ and $f_w(T_\theta(\boldsymbol{z}; \boldsymbol{h}_j), \boldsymbol{h}_j)$, respectively. Since we focus on fitting the meta-distribution with the help of the summary network and OT loss, we leave the problem-specific design of generator, critic, and summary network as future work for considerable flexibility in architectures. We defer to Appendix A the illustration of our proposed model in Fig. 4 and detailed algorithm in Algorithm 2.

4 Related Work

Learning Summary Representation of Set-input. We first consider summary networks reviewed in Section 2.1 as the closest line of related works to ours. Recently, models for unstructured inputs in the form of sets have rapidly gained attention. For example, Zaheer et al. (2017) and Edwards & Storkey (2017) introduced the leading approaches by adopting standard feed-forward neural networks and a set-pooling layer to constrain the permutation invariance. Although remarkably simple, these architectures have been proved to be a universal approximator for any set function (Zaheer et al. 2017). Considering attention-based models perform a weighted summation over a set of features, Lee et al. (2019) designed Set Transformer to process every element in an input set, which

can explicitly model higher-order interactions among the elements in a set. Wagstaff et al. (2019) provided a theoretical study on the limitations of representing functions on sets with such networks. Maron et al. (2020) further presented a principled approach to learning sets of symmetric elements. Different from them that focus on designing more stronger models, we naturally introduce a general framework to improve existing summary networks based on the OT distance and global prototypes.

Metric-based few-shot classification methods. Recently, researchers proposed simple but effective few-shot classification algorithms, where most related work to ours is metric-based few-shot classification algorithms. For example, MatchingNet (Vinyals et al., 2016) and ProtoNet (Snell et al., 2017) learned to classify samples by computing distances to representatives of each class. Using an attention mechanism over a learned embedding of the support set to predict classes for the query set, MatchingNet (Vinyals et al., 2016) can be viewed as a weighted nearest-neighbor classifier applied within an embedding space. ProtoNet (Snell et al., 2017) takes a class's prototype to be the mean of its support set in the learned embedding space, which further performs classification for an embedded query point by finding the nearest class prototype. Importantly, the global prototypes in our paper are shared among all sets, which is different from the specific prototype for each class in ProtoNet but suitable for our case. Different from these studies usually compute each class' prototype by averaging the encoded features of data points within the class and learn the encoder based on the classification loss, we further project the average aggregated feature vector to $\boldsymbol{h}_j$ and learn the whole encoder network by jointly minimizing the classification loss and OT distance.

Meta GAN-based Models. As discussed by Hong et al. (2020a), meta GAN-based models can be roughly divided into optimization-based, fusion-based, and transformation-based methods. Clouâtre & Demers (2019) and Liang et al. (2020) integrated GANs with meta-learning algorithms to realize the optimization-based methods, including model-agnostic meta-learning (MAML) (Finn et al., 2017) and Reptile (Nichol et al., 2018). Hong et al. (2020b;c) fused multiple conditional images by combining matching procedure with GANs, providing fusion-based methods. For transformation based methods, Antoniou et al. (2017) and Hong et al. (2020a) combine only one image and the random noise into the generator to produce a slightly different image from the same category, without using the multiple images from same category. Besides, a recent work that connects existing summary network with GAN is MetaGAN (Zhang et al. 2018), which feeds the output of the summary network into the generator and focuses on few-shot classification using MAML. The key difference of these models from ours is that we adopt the OT distance to optimize the summary network for capturing each sets' summary statistics, which are assimilated into the existing GAN-based models as conditional information. In this general framework, the summary network, generator, and discriminator can be flexibly chosen for specific tasks.

5 Experiments

We conduct extensive experiments to evaluate the performance of our proposed prototype-oriented framework for meta-learning. We show that our method outperforms state-of-art baselines, including improving summary networks, few-shot generation, and few-shot classification. Unless specified otherwise, we set the hyper-parameter of entropic constraint as $\epsilon = 0.1$ for all experiments and adopt the Adam optimizer (Kingma & Ba, 2015) with learning rate 0.001.

5.1 Experiments about OT distance in Summary Network

To evaluate the effectiveness of OT loss in improving the summary network designed for set-structured input, we conduct three tasks on two classical architectures: DeepSets (Zaheer et al. 2017) and Set Transformer (Lee et al. 2019), where the former uses standard feed-forward neural networks and the latter adopts the attention-based network architecture. For Set Transformer and DeepSets, the summary network is defined in Equation 1 and optimized by the task-specific loss; for Set Transformer(+OT) and DeepSets(+OT), the summary network, defined as in Equations 1 and 7, is optimized with matrix $\mathbf{B}$ by both the OT loss and task-specific loss. We provide more details about toy datasets, network architectures, and training schemes in Appendix B.

Amortized Clustering with Mixture of Gaussians (MoGs): We consider the task of maximum likelihood of MoGs with C components, denoted as $P(x;\boldsymbol{\theta}) = \sum_{c=1}^{C} \pi_c N\left(x \mid \mu_c, \operatorname{diag}\left(\sigma_c^2\right)\right)$. Given the dataset $X = \{x_{1:n}\}$ generated from the MoG, the goal is to train a neural network, which

Table 1: Test performance of different methods, where left table denotes the likelihood for MoG with varying C (number of components), oracle is the likelihood of true parameters for the test data, and right denotes the test accuracy for point cloud classification task with varying N (number of points).

Task	**Test likelihood for MoG**					**Test accuracy for the point cloud classification**				
Algorithm	**C=4**	**C=5**	**C=6**	**C=7**	**C=8**	**N=64**	**N=128**	**N=256**	**N=512**	**N=1024**
Oracle	-1.473	-1.660	-1.820	-1.946	-2.058	-	-	-	-	-
DeepSets	-1.809	-1.812	-1.897	-2.115	-2.261	79.14	82.5	84.6	85.7	86.8
DeepSets(+OT)	**-1.723**	**-1.743**	**-1.861**	**-2.078**	**-2.214**	**79.91**	**83.65**	**85.22**	**86.25**	**86.93**
Set Transformer	-1.501	-1.721	-1.859	-2.003	-2.106	79.0	82.3	84.46	85.8	86.3
Set Transformer(+OT)	**-1.486**	**-1.676**	**-1.828**	**-1.967**	**-2.084**	**80.0**	**83.3**	**85.6**	**86.5**	**86.8**

takes X as input set and outputs parameters $\boldsymbol{\theta}$. Each dataset contains $n \in [100, 500]$ points on a 2D plane, each of which is sampled from one of C Gaussians. Table 1 summarizes the test average likelihood of different models with varying $C \in \{4, 8\}$, where we set $K = 50$ for all C. We observe that Set Transformer outperforms DeepSets largely, validating the effectiveness of attention mechanisms in this task. Besides, both Set Transformer(+OT) and DeepSets(+OT) improve their baselines, showing that the OT loss can encourage the summary networks to learn more efficient summary statistics.

Point Cloud Classification: Here, we evaluate our method on the task of point cloud classification using the ModelNet40 (Chang et al., 2015) dataset [1], which consists of 3D objects from 40 different categories. By treating each object as a point cloud, we represent it as a set of N vectors in $\mathbb{R}^3$ (x; y; z-coordinates). Table 1 reports the classification accuracy, where we perform the experiments with varying $N \in \{64, 1024\}$, set $K = 40$, and use the Euclidean distance to define the cost function. Clearly, both of the DeepSets and Set Transformer can be improved by adding the OT loss. Notably, fewer points would lead to lower classification results, where the OT loss plays a more important role.

Sum of Digits: Following Zaheer et al. (2017), we aim to compute the sum of a given set of digits, where we consider MNIST8m (Loosli et al., 2007) containing 8 million instances of 28×28 grey-scale stamps of digits in $\{0, ..., 9\}$. By randomly sampling a subset of maximum $M = 10$ images from MNIST8m, we build $N = 100k$ "sets" of training, where we denote the sum of digits in that set as the set-label. We construct $100k$ sets of test MNIST digits, where we vary the M starting from 10 all the way up to 100. The output of the summary network is a scalar, predicting the sum of M digits. In this case, we adopt L1 as the task-specific loss and set $K = 10$. We show the accuracy of digit summation for different algorithms in Fig. 2 and find that the OT loss can enhance the summary networks to achieve better generalization.

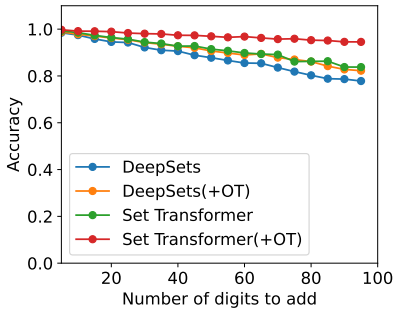


Figure 2: Accuracy of digit summation with image inputs, where all models are trained on tasks of length 10 at most and tested on examples of length up to 100.

5.2 Experiments on Few-shot Classification

To explore whether our proposed method can improve the metric-based few-shot classification, we consider two commonly-used algorithms as the baselines, including ProtoNet (Snell et al., 2017) and MatchNet (Vinyals et al., 2016). Denoting the feature extractor in each algorithm as f_{ϕ_1}, we consider several popular backbones, including ResNet10 and ResNet34 (He et al., 2016). Recalling the discussions in section 3.2, to enforce f_{ϕ_1} to learn more powerful image features, we additionally introduce matrix $\mathbf{B}$ and net g_{ϕ_2} and learn the model by minimizing the OT distance and classification errors. We perform the experiments on the CUB (Welinder et al., 2010) and miniImageNet (Ravi & Larochelle, 2016). As a fine-grained few-shot classification benchmark, CUB contains 200 different classes of birds with a total of $11,788$ images of size $84 \times 84 \times 3$, where we split the dataset into 100 base classes, 50 validation classes, and 50 novel classes following Chen et al. (2019). miniImageNet is derived from ILSVRC-12 dataset (Russakovsky et al., 2015), consisting of $84 \times 84 \times 3$ images from 100 classes with 600 random samples in each class. We follow the splits used in previous work

[1] We adopt the point-cloud dataset directly from the authors of Zaheer et al. 2017

(Ravi & Larochelle, 2016), which splits the dataset into 64 base classes, 16 validation classes, and 20 novel classes. Table 2 reports the 5way5shot and 5way10shot classification results of different methods on miniImageNet and CUB. We see that introducing the OT distance and summary network can consistently improve over baseline classifiers, and the performance gain gradually increases with the development of number of network layers. This suggests that our proposed plug-and-play framework can be flexibly used to enhance the metric-based few-shot classification, without the requirement of designing complicated models on purpose.

Table 2: 5way5shot and 5way10shot classification accuracy (%) on CUB and miniImageNet.

Datasets	**CUB**		**miniImageNet**	
ProtoNet(resnet10)	84.32 $\pm$0.51	87.41 $\pm$0.49	72.74$\pm$0.63	78.14 $\pm$0.56
ProtoNet(+OT) (resnet10)	**84.44 $\pm$0.51**	**87.69 $\pm$0.53**	**72.94 $\pm$0.66**	**78.76 $\pm$0.49**
ProtoNet(resnet34)	87.33 $\pm$0.48	91.75 $\pm$0.47	73.99$\pm$0.64	78.64 $\pm$0.56
ProtoNet(+OT) (resnet34)	**88.34$\pm$0.46**	**92.17 $\pm$0.48**	**75.15 $\pm$0.63**	**79.05 $\pm$0.52**
MatchNet (resnet10)	82.98 $\pm$0.56	85.97 $\pm$0.53	68.82 $\pm$0.65	**72.06 $\pm$0.54**
MatchNet(+OT) (resnet10)	**83.64 $\pm$0.58**	**86.02 $\pm$0.56**	**68.95 $\pm$0.62**	71.94 $\pm$0.56
MatchNet (resnet34)	84.66$\pm$ 0.55	86.32 $\pm$ 0.56	68.32 $\pm$ 0.66	**72.41 $\pm$ 0.63**
MatchNet(+OT) (resnet34)	**85.50 $\pm$ 0.66**	**86.75 $\pm$ 0.61**	**68.51 $\pm$ 0.64**	71.98 $\pm$ 0.59

5.3 Experiments on Few-shot Generation

Here, we consider few-shot generation task to investigate the effectiveness of our proposed implicit meta generative framework, where we consider CGAN (Mirza & Osindero, 2014) and DAGAN (Antoniou et al., 2017) as baselines for their ability to generate conditional samples. For CGAN-based models, we adopt summary network as the encoder to extract the feature vector $\boldsymbol{h}_j$ from a given set D_j, which is further fed into the generator and discriminator as the conditional information. Since the original DAGAN only assimilates one image into the generator, in our framework, we replace the encoder in DAGAN with summary network to learn the set representation. For DAGAN-based models, we adopt the same way with the original DAGAN to construct the real/samples for the critic and explain here for clarity: we sample two sets (D_{1j}, D_{2j}) from the same distribution or category; then we represent the real samples as the combination of D_{1j} and D_{2j} and the fake ones as the combination of D_{1j} and $\hat{D}_{1j}$ from the generator (conditioned on D_{1j}). Different from our framework that separately optimizes the summary network using the OT loss, all other models for comparison in this paper jointly optimize the encoder (e.g., summary network) with the generator by the generator loss. Besides, for a fair comparison, we also consider introducing the additional reconstruction loss (mean square error, MSE) to optimize the generator and encoder in baselines. We consider the DeepSets as the summary network for its simple architecture. For 3D natural images, we adopt the pretrained densenet (Iandola et al., 2014) to extract features from each data pints, and take the features as the input to summary network. To evaluate the quality of generated samples, we adopt commonly used metric Fréchet Inception Distance (FID) (Heusel et al., 2017), where we only report the FID score (Heusel et al., 2017) considering the notable performance gap between our model and the compared ones. We provide several examples on toy datasets to show the efficiency of our proposed model in Appendix D.

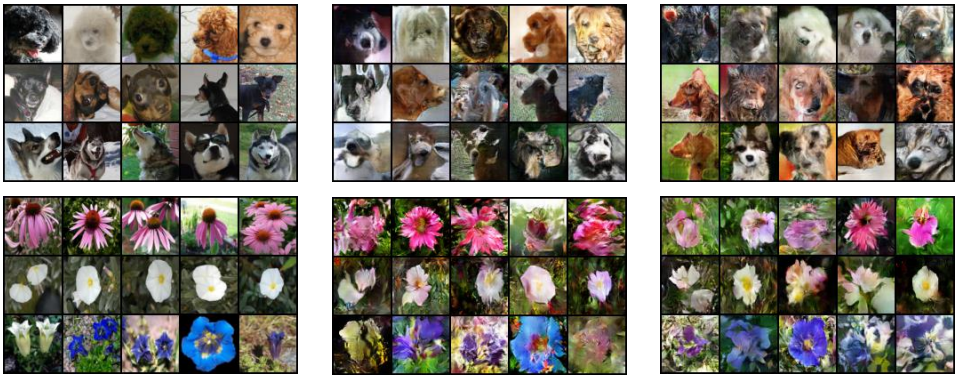
Table 3: FID $\downarrow$ of images generated by different methods with varying unseen angles A on MNIST.

Algorithms	**A=-160**	**A=-120**	**A=-80**	**A=-40**	**A=0**	**A=40**	**A=80**	**A=120**	**A=160**
CGAN	227.94	203.59	211.74	231.63	228.35	222.87	195.30	202.69	202.35
CGAN+MSE	225.56	201.09	209.11	222.54	223.61	220.18	193.75	200.12	201.13
CGAN+OT	**213.30**	**193.42**	**196.56**	**217.28**	**210.27**	**206.44**	**181.05**	**190.19**	**191.22**
DAGAN	169.85	201.58	157.95	204.23	218.42	196.70	160.35	198.24	164.64
DAGAN+MSE	169.77	200.12	155.87	202.16	215.12	194.61	159.08	197.48	163.23
DAGAN+ OT	**159.51**	**174.07**	**135.89**	**177.64**	**197.09**	**186.17**	**142.40**	**174.75**	**146.69**

Rotated MNIST: Following Wu et al. (2020), we artificially transform each image in MNIST dataset (LeCun, 1998) with 18 rotations (-180 to 180 by 20 degrees), leading to 18 distributions characterized by angle A. We choose 9 interleaved distributions for training and the rest as unseen distributions for testing. We consider the CGAN-based and DAGAN-based models, respectively.

During the test stage, for each unseen distribution, we randomly sample 1000 real images and generate 20 fake images based on every 20 real images and repeat this process 50 times (i.e., $1000/20$), resulting in 1000 generated samples for each method. We summarize the test performance in Table 3 with varying A. We can find that our proposed framework allows for better generalization to related but unseen distributions at test time, indicating the OT loss can enforce the summary network to capture more salient characteristics.

Natural Images: We further consider few-shot image generation on Flowers (Nilsback & Zisserman, 2008) and Animal Faces (Deng et al., 2009), where we follow seen/unseen split provided in Liu et al. (2019). Flowers dataset contains 8189 images of 102 categories, which are divided into 85 training seen and 17 testing unseen categories; Animal Faces dataset contains $117,574$ animal faces collected from 149 carnivorous animal categories, which are split into 119 training seen and 30 testing unseen categories. We present the example images generated by DAGAN and DAGAN(+OT) in Fig. 3, and observe that our method achieves the lowest FID, where we compute the FID scores with the similar way in Rotated MNIST experiment and present the network architecture in Appendix E. We find that our proposed model has the ability to generate more realistic natural images compared with baselines. This indicates the summary network in our proposed framework can successfully capture the important summary statistics within the set, beneficial for the few-shot image generation.



(a) Real images
Above: Animal Face
Below: Oxford flower

(b) Fake images generated by DAGAN
Above: Animal Face
Below: Oxford flower

(c) Fake images generated by DAGAN+OT
Above: Animal Face
Below: Oxford flower

Figure 3: The images generated by DAGAN and DAGAN+OT conditioned on 3 different categories on Oxford(flower) and animal face datasets. The FID $\downarrow$ scores of DAGAN and DAGAN+OT on Oxford are 97.25 and **91.78**, respectively. The FIDs of DAGAN and DAGAN+OT on animal face are 139.14 and **131.51**.

6 Conclusion

In this paper, we present a novel method to improve existing summary networks designed for set-structured input based on optimal transport, where a set is endowed with two distributions: one is the empirical distribution over the data points, and another is the distribution over the learnable global prototypes. Moreover, we use the summary network to encode input set as the prototype proportion (i.e., set representation) for global centers in corresponding set. To learn the distribution over global prototypes and summary network, we minimize the OT distance between two distributions in terms of the defined cost function. Only additionally introducing the acceptable parameters, our proposed model provides a natural and unsupervised way to improve the summary network. In addition to the set-input problems, our plug and play framework has shown appealing properties that can be applied to many meta-learning tasks, where we consider the cases of metric-based few-shot classification and implicit meta generative modeling. Extensive experiments have been conducted, showing that our proposed framework achieves state-of-the-art performance on both improving existing summary networks and meta-learning models for set-input problems. Due to the flexibility and simplicity of the our proposed framework, there are still some exciting extensions of our work. For example, an interesting future work would be to apply our proposed framework into approximate Bayesian computation for posterior inference.

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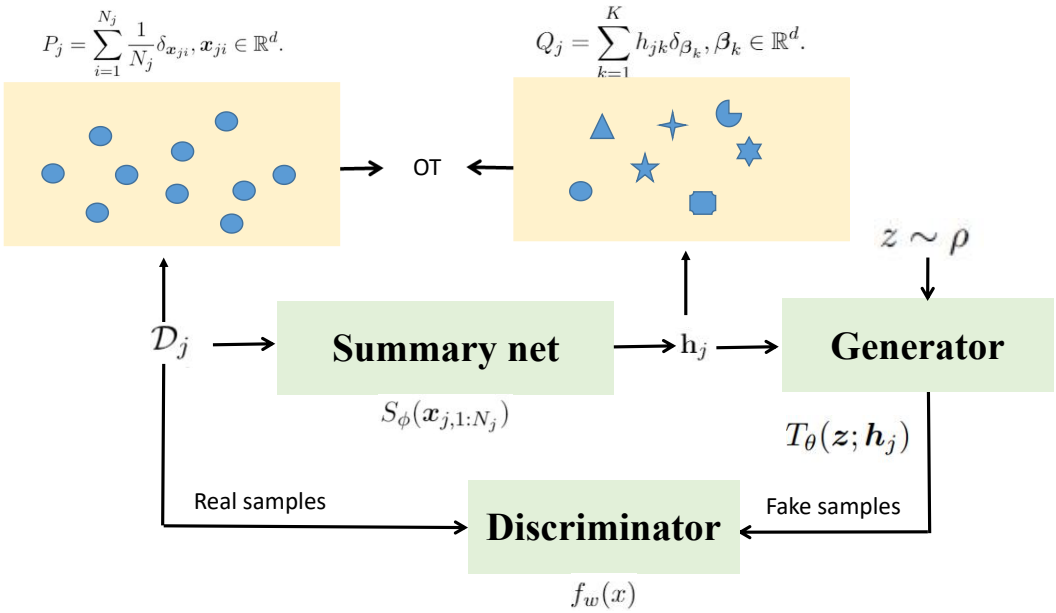

Figure 4: The overview of our proposed implicit meta generative framework, where we sample the j-th distribution from training sets, feed the data points into the summary network, generate the fake samples with the random noise and summary output as the input, discriminate the real/fake samples.

Algorithm 1 Workflow about minimizing the OT distance between P_j and Q_j.

Require: Datasets $\mathcal{D}_{1:J}$, batch size m, learning rate α, initial summary network parameters ϕ, initial global prototype matrix $\mathbf{B}$, cost function C and hyper-parameter ϵ.
while $\mathbf{B}, \phi$ has not converged **do**
  Randomly choose j from $1, 2, .., \mathcal{J}$
  Sample the real data $\{\boldsymbol{x}_{ji}\}_{i=1}^m$ from set j, which is denoted as empirical distribution P_j in Equation 3;
  Adopt the summary network in Equation 1 and embed the observed batch data into the set representation $\boldsymbol{h}_j = \mathrm{Softmax}(S_\phi(D_j))$;
  Represent the Q_j with global prototype matrix $\mathbf{B}$ and statistics $\boldsymbol{h}_j$ in Equation 4;
  Compute the loss $\mathrm{OT}_\epsilon(P_j, Q_j)$ between P_j and Q_j with Sinkhorn algorithm in Equation 6;
  $g_{\mathbf{B}} \leftarrow \nabla_{\mathbf{B}} [\mathrm{OT}_\epsilon(P_j, Q_j)]$;
  $\mathbf{B} \leftarrow \mathbf{B} + \alpha g_{\mathbf{B}}$;
  $g_\phi \leftarrow \nabla_\phi [\mathrm{OT}_\epsilon(P_j, Q_j)]$;
  $\phi \leftarrow \phi + \alpha g_\phi$;
end while

A ALGORITHMS AND ILLUSTRATION OF OUR PROPOSED MODELS

The pseudo code for introducing the OT distance to improve the summary network under the unsupervised tasks is presented in Algorithm 1. Besides, the pseudo code for the implicit meta generative modeling is provided in Algorithm 2.

Algorithm 2 The workflow of our proposed implicit meta generative framework.

Require: Datasets $\mathcal{D}_{1:J}$, initial discriminator parameters w, initial generator parameters θ, initial summary network parameters ϕ, initial matrix $\mathbf{B}$, the cost function C, the number of critic iterations per generator iteration η_{critic}, the batch size m, learning rate α and the hyper-parameter ϵ.

while w, θ,$\mathbf{B}$, ϕ has not converged **do**
  Randomly choose j from $1, 2, .., \mathcal{J}$
  for $t = 1, \cdots, \eta_{critic}$ **do**
    Sample the real data set $D_j = \{\boldsymbol{x}_{ji}\}_{i=1}^{m}$ from j-th empirical distribution P_j;
    Embed the observed batch data into the statistics $\boldsymbol{h}_j = \mathrm{Softmax}(S_\phi(D_j))$;
    Sample a batch of prior samples $\{z_i\}_{i=1}^{m}$ from $p(z)$;
    $g_w \leftarrow -\nabla_w \frac{1}{m} \sum_{i=1}^{m} [\log f_w(x_j^i) + \log(1 - f_w(T_\theta(z_i, \boldsymbol{h}_j)))]$;
    $w \leftarrow w + \alpha g_w$
  end for;
  Represent the Q_j with global prototype matrix $\mathbf{B}$ and set representation/statistics $\boldsymbol{h}_j$
  Compute the loss $\mathrm{OT}_\epsilon(P_j, Q_j)$ between P_j and Q_j with Sinkhorn algorithm in Equation 6
  $g_{\mathbf{B}} \leftarrow \nabla_{\mathbf{B}} [\mathrm{OT}_\epsilon(P_j, Q_j)]$;
  $\mathbf{B} \leftarrow \mathbf{B} + \alpha g_{\mathbf{B}}$;
  $g_\phi \leftarrow \nabla_\phi [\mathrm{OT}_\epsilon(P_j, Q_j)]$;
  $\phi \leftarrow \phi + \alpha g_\phi$; see Algorithm 1 for more details;
  Sample a batch of latent variables $\left\{z^{(i)}\right\}_{i=1}^{m} \sim p(z)$;
  $g_\theta \leftarrow \nabla_\theta \left[\frac{1}{m} \sum_{i=1}^{m} \log\left(1 - f_w\left(T_\theta(z_i, \boldsymbol{h}_j)\right)\right)\right]$;
  $\theta \leftarrow \theta + \alpha g_\theta$;
end while

B Experimental settings about introducing OT distance into the Summary Networks

B.1 Details for amortized clustering with mixtures of Gaussians

We generate the 2D toy datasets following the Lee et al. (2019), where we additionally vary the C (the number of components) from 4 to 8. Below, we present the detailed generation process about the toy datasets:

1. Specify the number of components C for 2D toy dataset.
2. Generate the number of data points, $n \sim \mathrm{Uniform}(100, 500)$.
3. Sample the mean vector for C components.

$$\mu_{c,d} \sim \mathrm{Uniform}(-4, 4), \quad c = 1, \ldots, C, \quad d = 1, 2$$

4. Sample the cluster labels.

$$\pi \sim \mathrm{Dir}\left(\mathbf{1}^\top\right), \quad z_i \sim \mathrm{Categorical}(\pi), i = 1, \ldots, n, z_i = 1, \ldots, C$$

5. Generate data from spherical Gaussian.

$$x_i \sim \mathcal{N}\left(\mu_{z_i}, (0.3)^2 I\right), i = 1, \ldots, n$$

B.2 Details about Set-Transformer-based and DeepSets-based architectures used in MoGs experiments

DeepSets In terms of the DeepSets, the f_{ϕ_1} in summary network contains 3 permutation-equivariant layers with 256 channels followed by mean-pooling over the set structure. Then the resulting vector representation $\boldsymbol{z}_j$ of the set is then fed to a fully connected layer with 512 units followed by a linear layer $512 \times C(1 + 2 * 2)$, where C denotes the number of components. We use ELU activation at all layers. To introduce the OT loss into the DeepSets, we further feed the $\boldsymbol{z}_j$ into a fully connected layer with 512 units followed by a 50-way softmax unit and also introduce the global matrix $\mathbf{B} \in \mathbb{R}^{2\times 50}$.

Table 4: Detailed architectures of Set Transformer used in the MoGs experiments, cited from Lee et al. (2019), where C denotes the number of components.

Encoder			Decoder	
rFF	**SAB**	**ISAB**	**Pooling**	**PMA**
FC(128, ReLU)	SAB(128, 4)	ISABm(128, 4)	mean	PMA4(128, 4)
FC(128, ReLU)	SAB(128, 4)	ISABm(128, 4)	FC(128, ReLU)	SAB(128, 4)
FC(128, ReLU)	-	-	FC(128, ReLU)	FC(C · (1 + 2 · 2),)
FC(128, ReLU)	-	-	FC(128, ReLU)	FC(C · (1 + 2 · 2),)
-	-	-	FC(C · (1 + 2 · 2),)	-

Table 5: Detailed architectures of Set Transformer used in the point cloud classification experiments, cited from Lee et al. (2019).

Encoder		Decoder	
rFF	**ISAB**	**Pooling**	**PMA**
FC(256, ReLU)	ISAB(256, 4)	max	Dropout(0.5)
FC(256, ReLU)	ISAB(256, 4)	Dropout(0.5)	PMA1(256, 4)
FC(256, ReLU)	-	FC(256, ReLU)	Dropout(0.5)
FC(256,)	-	Dropout(0.5)	FC(40,)
-	-	FC(40,)	-

Set Transformer To perform the MoGs experiments, we adopt the same architecture for Set Transformer following Lee et al. (2019), whose parameters are reported in Table 4. To introduce the OT loss, we also add the two fully connected layers with 256 units on the resulting vector $\boldsymbol{z}_j$ followed by a 50-way softmax unit, and a global prototype matrix $\mathbf{B} \in \mathbb{R}^{2\times 50}$.

B.3 Details about Set-Transformer-based and DeepSets-based architectures used in sum of digits

DeepSets Following the official code in Zaheer et al. (2017), we adopt the default architecture to implement the DeepSets, where we first project the image into a 128-dimensional vector with three convolutional layers and apply summary network on the 128-dimensional vectors. To build DeepSets(+OT), we take the set representation $\boldsymbol{z}_j$ after sum-pooling in summary network as the input and introduce fully connected layer with 128 units followed by a 10-way softmax unit, and a global prototype matrix $\mathbf{B} \in \mathbb{R}^{128\times 10}$.
Set Transformer For Set Transformer, we follow the similar structure used in MoGs experiments, where we also project the image with three convolutional layers and output a scalar. To build Set Transformer(+OT), we take the representation $\boldsymbol{z}_j$ after sum-pooling in summary network as the input and introduce fully connected layer with 128 units followed by a 10-way softmax unit, and a center matrix $\mathbf{B} \in \mathbb{R}^{128\times 10}$.

B.4 Details about Set-Transformer-based and DeepSets-based architectures used in point cloud classification

DeepSets For original DeepSets, we adopt the same architecture with Zaheer et al. (2017). In a specific, the f_{ϕ_1} in summary network contains 3 permutation-equivariant layers with 256 channels followed by max-pooling over the set structure. Then the resulting vector representation $\boldsymbol{z}_j$ of the set is then fed to a fully connected layer with 256 units followed by a 40-way softmax unit. We use Tanh activation at all layers and dropout on the layers after set-max-pooling (i.e. two dropout operations) with 50% dropout rate. To introduce the OT loss into the DeepSets, we further feed the $\boldsymbol{z}_j$ into a fully connected layer with 256 units followed by a 40-way softmax unit, with 70% dropout rate. Besides, we additionally introduce the center matrix $\mathbf{B} \in \mathbb{R}^{3\times 40}$.

Set Transformer We also adopt the same architecture to implement the Set Transformer, where we summarize the parameters in Table 5, following Lee et al. (2019). To improve the Set Transformer with OT distance, we also introduce a fully connected layer with 256 units followed by a 40-way softmax unit, with 90% dropout rate, and a center matrix $\mathbf{B} \in \mathbb{R}^{3\times 40}$.

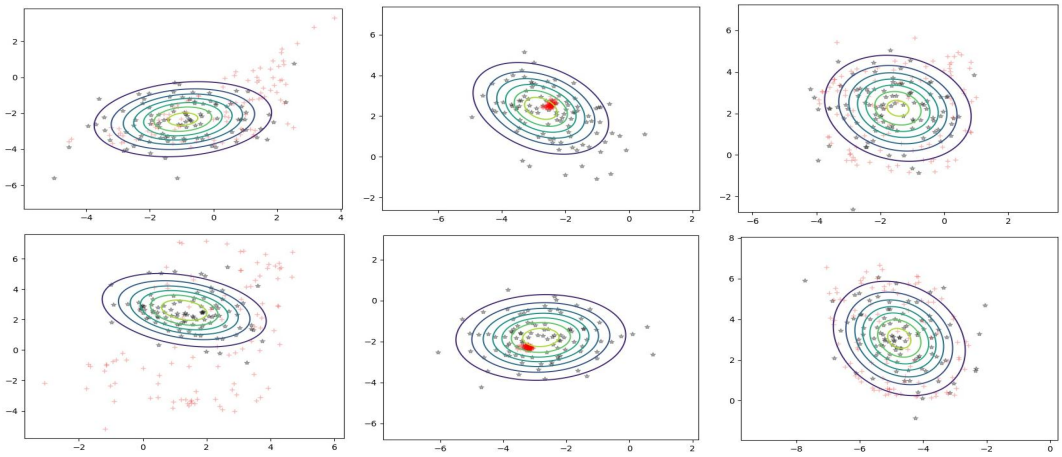

Figure 5: Visualization of real samples from the true distributions (gray points) and generated samples (red points) by different models (from first to third column: CGAN, CGAN+MSE and our proposed CGAN+OT), where we also plot the contour of each Gaussian distribution.

C EXPERIMENTAL SETTINGS ABOUT FEW-SHOT CLASSIFICATION

Denote the prototype for set j (computed by f_{ϕ_1}) in few-shot classification as $\boldsymbol{c}_j$. We consider two backbones for f_{ϕ_1}, including ResNet10 and ResNet34, which produce the 512-dimensional $\boldsymbol{c}_j$. To improve the metric-based few-shot classification with our framework, taking the $\boldsymbol{c}_j$ as input, we further construct the g_{ϕ_2}. Specifically, we introduce a fully connected network with architecture as $512 \rightarrow 256$ units with ReLU function followed by a $\mathbf{X}$-way ($\mathbf{X}$=64 for CUB, and $\mathbf{X}$=128 for miniImageNet) Softmax function and a center matrix $\mathbf{B} \in \mathbb{R}^{512\times\mathbf{X}}$. We conduct 10000 tasks of the training set $\mathcal{D}_{tr}$ to train the model while 1000 tasks of the test set $\mathcal{D}_{te}$ to evaluate the learned model. And $\mathcal{D}_{tr} \cap \mathcal{D}_{te} = \emptyset$. We run 60 epochs to train the model on CUB and miniImageNet. The model is trained using Adam optimizer with default settings (learning rate $1e-3$, $\beta = (0.9, 0.999)$, and $\epsilon = 1e-8$) on one Nvidia Geforce RTX3090 GPU.

D ADDITIONAL EXPERIMENTAL RESULTS ON FEW-SHOT GENERATION ABOUT TOY DATASETS

We test our algorithm through a series of synthetic data sets and realistic data sets. For synthetic datasets, we set T_θ , f_w and S_ϕ as fully connected neural networks, where T_θ , f_w have 4 hidden layers and f_{ϕ_1} and g_{ϕ_2} (we adopt DeepSets) have 3 hidden layers. Each layer has 200 nodes, and the activation function is chosen as RELU, where we adopt the softmax in the final layer.

Normal distribution on 2D toy data: We first consider the 2D normal case, where the training data contains $10K$ sets and each set contains 100 data points from $N(\boldsymbol{\mu}, \boldsymbol{\Sigma})$. We sample the mean, variance, and covariance from $U[-5, 5]$, $U[1, 2]$, and $U[-0.5, 0.5]$, respectively. Fig. 5 shows the real (gray points) and generated samples (red points) by different models given unseen test sets, where we only consider CGAN-based methods for the simple toy data. We find that our model (third column) can improve the resistance to mode collapse compared with CGAN+MSE (second column) and better fit the unseen test distributions than CGAN (first column). This result indicates the OT loss can spur the summary network to capture more desired statistics for unseen distributions.

One-dimensional Gaussian distributions: In this case, we generate another collection of synthetic $1-D$ datasets based on Gaussian parametric family, where the means and variances are sampled from $\mathrm{U}[-1, 1]$ and $\mathrm{U}[0.5, 2]$ respectively. The training data contains $10K$ sets each containing 50 samples. We also visualize the pdfs of gaussian distributions with randomly means and variance in Fig 6, which are used to sample test data, and show the 500 data points generated by the push-forward. For this experiment, we set the dimension of z and summary vector s as 2.

Multi-family distribution on 1D toy data: To validate if our proposed model can capture many types of distributional families simultaneously, we construct a collection of synthetic 1-D datasets each containing 100 samples from either an Exponential, Gaussian or Laplacian distribution with

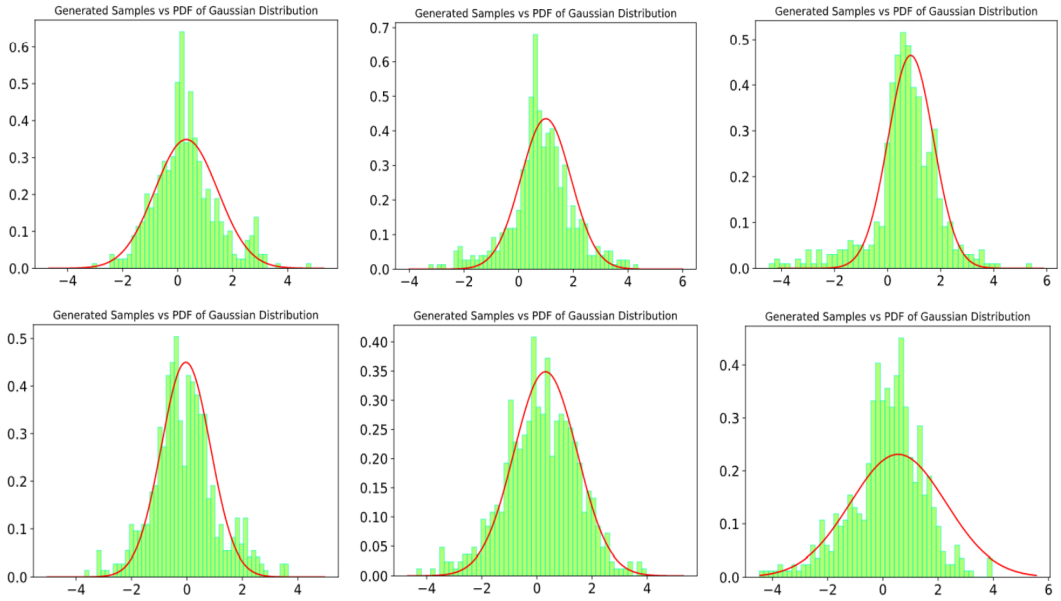

Figure 6: The generated samples by the generator vs the pdf of the true distribution conditioned on the one dimensional Gaussian distributions.

equal probability. For Gaussian and Laplacian distributions, means and variances are sampled from $U[-1, 1]$ and $U[0.5, 2]$ respectively; for Exponential distributions, rates are sampled from $U[0.5, 2]$. Fig. 7 visualizes the pdfs of six one-dimensional test distributions with different means and variances and the generated data points. It is interesting to observe that the generated data points can fit the corresponding pdf well, indicating our model can generalize to different distributions with varying parameters. Besides, our model performs slightly worse on the Exponential distributions, perhaps attributing to the fact that it is the only non-symmetric distribution.

E DETAILS ABOUT NATURAL IMAGE GENERATIONS

We use denseNet proposed by Huang et al. (2018) as the backbone of summary network, then a pooling operation is conducted as Zaheer et al. (2017) does. And a 2-layer fully connected network with ReLU activation function is finally employed to embed the 4096-D visual features into the corresponding 512-D set representations $\boldsymbol{h}_j$. As for conditional generator (conditioned on set representations as well as Gaussian noise), we introduce a 2-layer embedding network [100→600→100] with LeakyReLU activation function to embed the input noise $\mathbf{n}$. Besides, we use a 5-layer deconvolution network [ConvTranspose2d($\mathbf{X}$ + 100, 512, 4, 1, 0)→ ConvTranspose2d(512, 256, 4, 2, 1)→ConvTranspose2d(512, 128, 4, 2, 1)→ConvTranspose2d(128, 64, 4, 2, 1)→ConvTranspose2d(64, 3, 4, 2, 1)], where $\mathbf{X} = 64, 128$ for oxford and animal face datasets respectively with BatchNorm along channels and ReLU activation function to deconvolute the concatenated noise embeddings and set representations $cat([\mathbf{n}, \boldsymbol{h}_j])$ as fake output images $\boldsymbol{x}_{fake} : \mathbb{R}^{N\times3\times64\times64}$. Finally, a 5-layer discriminator network [Conv2d(2*3, 64, 4, 2, 1)→Conv2d(64, 128, 4, 2, 1))→Conv2d(128, 256, 4, 2, 1)→Conv2d(256, 512, 4, 2, 1)→Conv2d(512, 1, 4, 1, 0)] with BatchNorm as well as LeakyReLU activation function at the first fourth deconvolutional layers and the last layer without BatchNorm while with sigmoid activation funtion to distinguish the true or fake generated images.

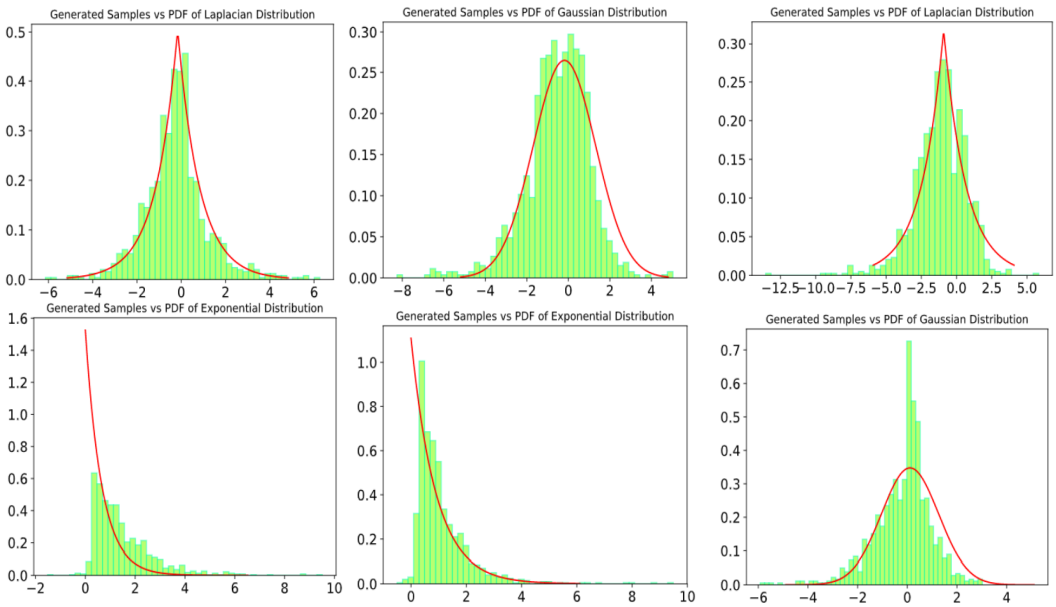

Figure 7: The generated samples by the generator vs the pdf of the true distribution conditioned on the multi distributions.