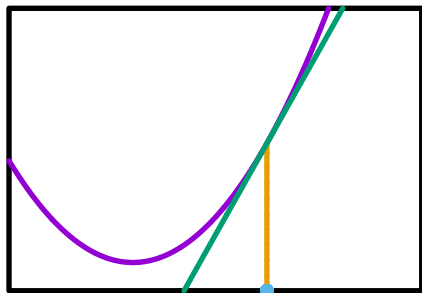


An Introduction to Online Convex Optimization



Wouter M. Koolen

CWI

Centrum Wiskunde & Informatica

ILPS Lunch, Friday 12th May, 2017

About me

Tenure tracker in CWI Machine Learning group on VENI grant

I work on Machine Learning Theory

- Online learning
- Easy data
- Game tree search

Adversarial Intelligence blog



<http://blog.wouterkoolen.info>

Local chair COLT'17 Amsterdam ← **check it out!**

Grand Goal of Machine Learning



Design systems that improve performance by learning from data.

system + data = better system

- Batch learning: training \rightarrow production
- Online learning: continuously improving.

Overview



Overview of today's content

- Example
- OCO problem
- Classic algorithm for OCO
- Modern OCO developments

Example: spam classification (linear model)



- A new email arrives.
Encoded as feature vector x_t (bag of words, ...)
- System assigns a spam rating $w_t^\top x_t$
Puts it in **inbox** or **spam folder**
- User intervenes if misclassified ☹️
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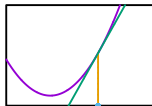
Question

How to pick w_t ?

We need a loss function. Variety of choices:

square loss	$(w_t^\top x_t - y_t)^2$
logistic loss	$-\ln(1 + e^{-y_t w_t^\top x_t})$
hinge loss	$\max\{0, 1 - y_t w_t^\top x_t\}$

What is OCO and why is it useful?

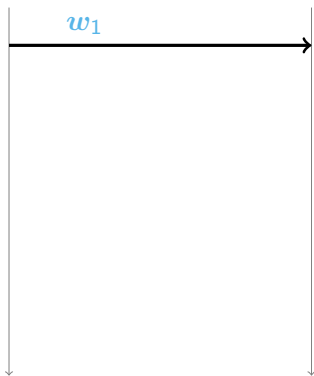


- Model for sequential decision making problems like spam filtering, portfolio investment, route planning, data compression, etc ...
- Close fit to a range of practical problems
- Very crisp (theoreticians)
- Many of the features of hard, complex problems
- Powerful and principled methods
- Basis of reductions
 - online to batch (for statistical learning)
 - bandits (for partial information problems)
 - saddle point problems (solving games)
 - non-convex problems

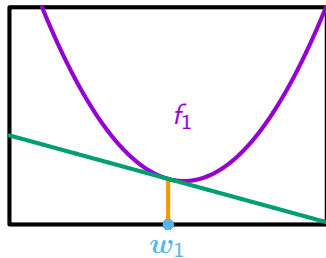
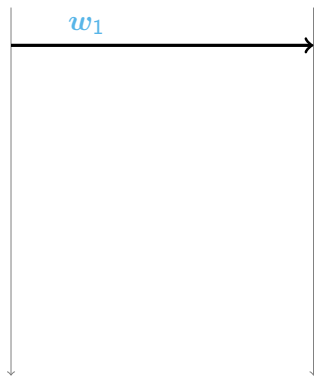
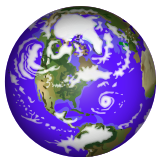
Online Convex Optimisation, Protocol



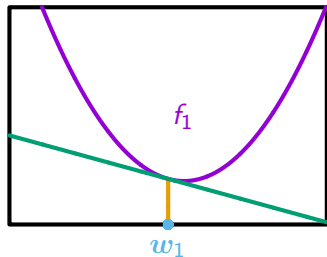
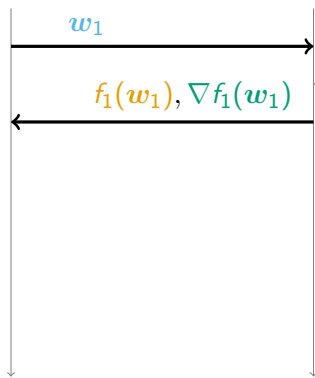
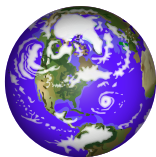
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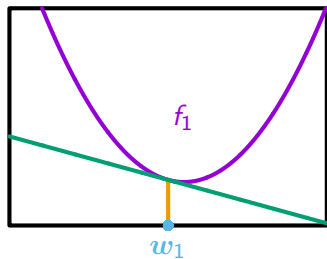
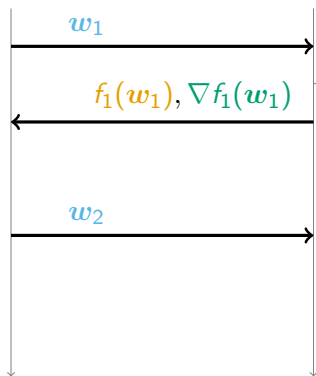
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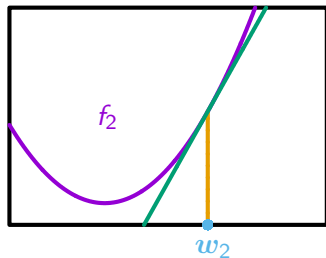
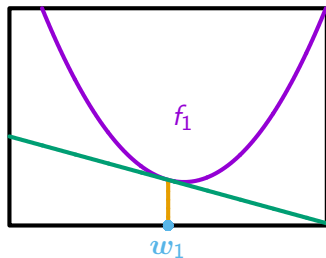
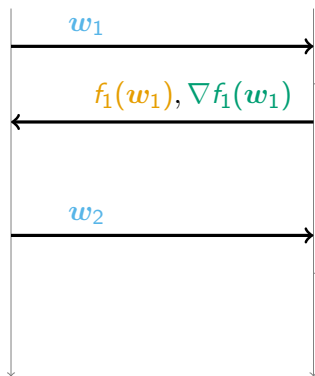
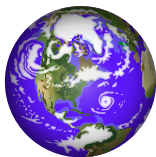
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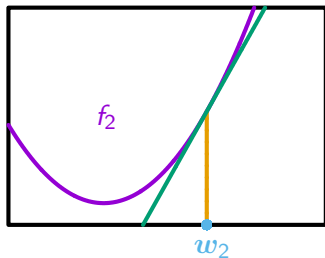
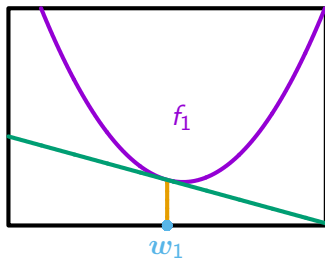
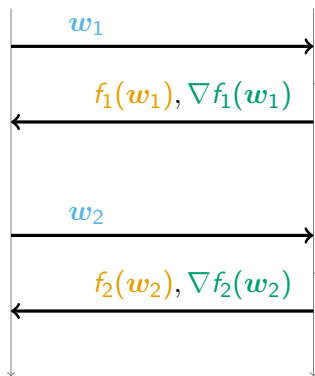
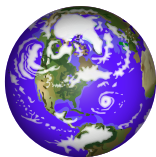
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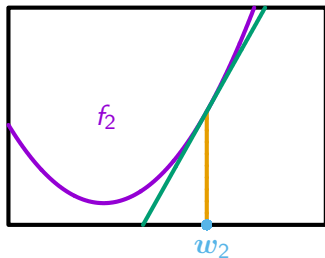
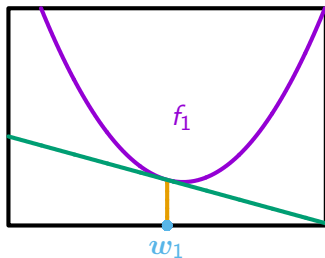
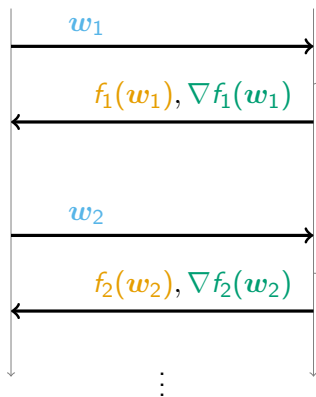
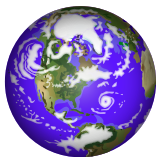
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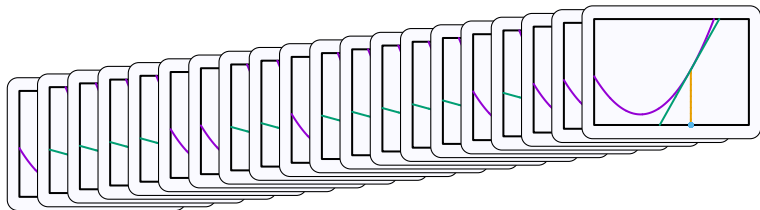
Online Convex Optimisation, Protocol



Online Convex Optimisation, Protocol



Online Convex Optimisation, Objective



Definition (Regret)

$$R_T = \underbrace{\sum_{t=1}^T f_t(\mathbf{w}_t)}_{\text{Online loss}} - \underbrace{\min_{\mathbf{u}} \sum_{t=1}^T f_t(\mathbf{u})}_{\text{Optimal loss}}$$

Online Gradient Descent [Zinkevich, 2003]

$$\mathbf{w}_{t+1} = \mathbf{w}_t - \eta \nabla f_t(\mathbf{w}_t)$$

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Worst-case regret guarantee:

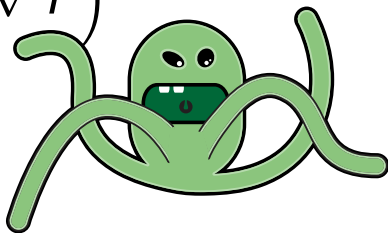
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Refined measures of complexity of OCO problems

- Gradient norms (maybe the gradients vanish)
- Curvature (strongly convex, exp concave, mixable)
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In both cases the key is

- Adaptive tuning of the learning rate
- Knowledge about the loss beyond convexity (add quadratic)

Go-to algorithms: AdaGrad, Online Newton Step, MetaGrad

Conclusion

I hope you got a flavour of OCO.

Happy to discuss in more detail.

Thanks!