

EECS598: Prediction and Learning: It's Only a Game

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## Lecture 12: Online Convex Optimization

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**Announcements**

- Class by Guest Lecturer Ambuj Tewari

**1 Convex Optimization**

$$\min_{x \in C} f(x) \quad (1.1)$$

$C \subseteq \mathbb{R}^d$ ,  $f : \mathbb{R}^d \rightarrow \mathbb{R}$ ,  $C$  is a convex set and  $f$  is a convex function.

$C$  is convex if:  $x, y \in C \Rightarrow \lambda x + (1 - \lambda)y \in C, \forall \lambda \in [0, 1]$

$f$  is convex if:  $f(\lambda x + (1 - \lambda)y) \leq \lambda f(x) + (1 - \lambda)f(y), \forall x, y, \lambda \in [0, 1]$

**Rockafeller:** "Watershed in optimization is not between linearity and non-linearity but it is between convexity and inconvexity".

Seminal work in online convex optimization: Zinkevich (2003) "Online convex prog. and generalized infinitesimal gradient descent".

**1.1 Online Convex Optimization (OCO) "protocol"**

FOR  $t=1$  to  $T$

  learner/player plays  $x_t \in C$

  nature/adversary reveals  $f_t$  (convex)

  learner suffers a cost/loss  $f_t(x_t)$

END

Remarks:

- "Converging to a solution " does not really make sense in this setting
- Redefine goal to be "achieve low regret"

$$regret = \sum_{t=1}^T f_t(x_t) - \min_{x \in C} \sum_{t=1}^T f_t(x) \quad (1.2)$$

## 2 Interesting Special Cases of OCO

### 2.1 Experts Problems

$$C = \Delta^d = \{\vec{p} \in \mathbb{R}^d : p_j \geq 0, \sum_{j=1}^d p_j = 1\} \quad (2.1)$$

$$f_t(x) = l_t \cdot x \text{ where } l_t \in [0, 1]^d \quad (2.2)$$

Think of player's move  $x_t \in C = \Delta^d$  as a probability distribution over experts.  $l_t \in \mathbb{R}$  encodes loss suffered by the experts at time  $t$ .

$l_t \cdot x$  = expected loss of the player where he picks expert  $j$  with probability  $x_j$ .

$$\text{regret} = \sum_{t=1}^T l_t \cdot x_t - \min_{x \in C} \sum_{t=1}^T l_t \cdot x = \text{expected loss of player} - \text{loss of best expert in hindsight} \quad (2.3)$$

### 2.2 Online Classification/Regression using linear prediction and convex loss

FOR  $t=1$  to  $T$

learner/player receives  $z_t \in \mathbb{R}^d$

classifier/predictor encoded by  $w_t \in \mathbb{R}^d$  is used to output  $w_t \cdot z_t$

learner receives true value label  $y_t$

learner suffers  $l[w_t \cdot z_t; y_t]$  (loss function)

END

Let's say we only want to consider linear predictors  $z \rightarrow w \cdot z$  such that  $\|w\|_2 \leq W$ , where  $\|w\|_2 = \sqrt{\sum_{j=1}^d w_j^2}$ .

$$\text{Convex: } C = \{w \in \mathbb{R}^d, \|w\|_2 \leq W\} \quad (2.4)$$

$$f_t(w) = l(w \cdot z_t, y_t) \quad (2.5)$$

$$\text{If } l(\cdot, y) \text{ is convex } \forall y \text{ then } f_t \text{ is convex in } w \quad (2.6)$$

Example of convex losses:

$$l(t, y) = \frac{1}{2}(t - y)^2 \text{ (regression)} \quad (2.7)$$

$$l(t, y) = \max(0, 1 - t \cdot y) \text{ ("hinge loss")} \quad (2.8)$$

$$l(t, y) = \log(1 + e^{-yt}) \text{ ("logistic loss")} \quad (2.9)$$

## 3 Algorithms for OCO

Idea1: Just "follow the leader"

$$x_t \in \arg \min_{x \in C} \sum_{s=1}^{t-1} f_s(x) \quad (3.1)$$

Counter example

$$c = [-1, 1] \in \mathbb{R} \quad (3.2)$$

$$f_t(x) = c_t x \quad (3.3)$$

Leader plays  $x_1 \in [-1, 1]$   $c_1 = -0.05$ ,  $x_2 = 1$ ,  $c_2 = 1$ ,  $x_3 = -1$ ,  $c_3 = -1$ ,  $x_4 = 1$ ,  $c_4 = 1$ , .... For the adversary defined by  $c_1 = -0.5$  and for  $t > 1$

$$c_t = \begin{cases} 1 & t \text{ is even} \\ -1 & t \text{ is odd} \end{cases} \quad (3.4)$$

We will now argue that FTL suffers  $O(T)$  regret. Player's loss:

$$\sum_{t=1}^T c_t x_t = c_1 x_1 + 1 + 1 + 1 \dots + 1 = O(T) \quad (3.5)$$

Best loss in hindsight =  $\min_{x \in [-1, 1]} \sum c_t x \leq \sum c_t 0 = 0 \Rightarrow$  Regret is also  $O(T)$

**Good news about FTL:** \* If  $f_t$ 's are not just convex but strongly convex then FTL has  $O(\log T)$  regret.

\* If we slightly change FTL to include a strongly convex function we can improve the regret bound.

**FTRL: Follow the Regularized leader**

$$x_t \in \arg \min_{x \in c} \eta \sum_{s=1}^{t-1} f_s(x) + \frac{1}{2} \frac{\|x\|_2^2}{\eta} \quad (3.6)$$

We will prove a regret guarantee for FTRL assuming:

- There are no constraints i.e.,  $C = \mathbb{R}^d$
- $f_t$  is a linear function,  $f_t(x) = c_t \cdot x$

**BTL (Beat the Leader) (illegal algorithm)**

$$x_t^{BTL} \in \arg \min_{x \in c} \sum_{s=1}^t f_s(x) \quad (3.7)$$

**Lemma about BTL**

$$\sum_{t=1}^T f_t(x^{BTL}) \leq \sum_{t=1}^T f_t(x), \forall x \in c \quad (3.8)$$

**Proof by backward induction**

$$f_1(x_1^{BTL}) + f_2(x_2^{BTL}) + \dots + f_T(x_T^{BTL}) \leq f_1(x) + f_2(x) + \dots + f_T(x) \quad (3.9)$$

$$f_1(x_{T-1}^{BTL}) + \dots + f_{T-1}(x_{T-1}^{BTL}) \leq f_1(x_T^{BTL}) + f_2(x_T^{BTL}) + \dots + f_{T-1}(x_T^{BTL}) \quad (3.10)$$

Counting down  $T-2, T-3, \dots, 1$  proves the lemma.

$x_1^{FTRL}$  is BTL output on  $\frac{1}{2} \frac{\|x\|^2}{\eta}$

$x_2^{FTRL}$  is BTL output on  $\frac{1}{2} \frac{\|x\|^2}{\eta}, f_1$

$x_3^{FTRL}$  is BTL output on  $\frac{1}{2} \frac{\|x\|^2}{\eta}, f_1, f_2, \dots$

Using BTL Lemma

$$\frac{1}{2} \frac{\|x^{FTRL}\|_2^2}{\eta} + \sum f_t(x_{t+1}^{FTRL}) \leq \frac{1}{2} \frac{\|x\|^2}{\eta} + \sum f_t(x) \quad (3.11)$$

$$\Rightarrow \sum_{t=1}^T (f_t(x_t^{FTRL}) - f_t(x)) \leq \frac{1}{2} \frac{\|x\|_2^2}{\eta} - \frac{1}{2} \frac{\|x_1^{FTRL}\|_2^2}{\eta} + \sum_{t=1}^T (f_t(x_t^{FTRL}) - f_t(x_{t+1}^{FTRL})) \quad (3.12)$$

Because of assumptions  $x_t^{FTRL} = -\eta \sum_{s=1}^{t-1} c_s$ , and hence  $f_t(x_t^{FTRL}) - f_t(x_{t+1}^{FTRL}) = \eta \|c_t\|_2^2$

Therefore regret against  $x \leq \frac{1}{2} \frac{\|x\|^2}{\eta} + \eta \sum_{t=1}^T \|c_t\|_2^2$