

# Parameter-Free Online Linear Optimization with Side Information via Universal Coin Betting

Jongha (Jon) Ryu<sup>1</sup>, Alankrita Bhatt<sup>1</sup>, and Young-Han Kim<sup>1,2</sup>

<sup>1</sup>University of California, San Diego

<sup>2</sup>Gauss Labs, Inc

AISTATS 2022

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$ 
  - Learner picks  $\mathbf{w}_t \in V$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$ 
  - Learner picks  $\mathbf{w}_t \in V$
  - Receives a vector  $\mathbf{g}_t \in V$  s.t.  $\|\mathbf{g}_t\| \leq L$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$ 
  - Learner picks  $\mathbf{w}_t \in V$
  - Receives a vector  $\mathbf{g}_t \in V$  s.t.  $\|\mathbf{g}_t\| \leq L$
  - Gains reward  $\langle \mathbf{g}_t, \mathbf{w}_t \rangle$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$ 
  - Learner picks  $\mathbf{w}_t \in V$
  - Receives a vector  $\mathbf{g}_t \in V$  s.t.  $\|\mathbf{g}_t\| \leq L$
  - Gains reward  $\langle \mathbf{g}_t, \mathbf{w}_t \rangle$
- **Goal:** maximize the cumulative reward  $\sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{w}_t \rangle$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$ 
  - Learner picks  $\mathbf{w}_t \in V$
  - Receives a vector  $\mathbf{g}_t \in V$  s.t.  $\|\mathbf{g}_t\| \leq L$
  - Gains reward  $\langle \mathbf{g}_t, \mathbf{w}_t \rangle$
- **Goal:** maximize the cumulative reward  $\sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{w}_t \rangle$
- The standard performance measure: regret with respect to the best static competitor in hindsight

$$\text{Reg}(\mathbf{u}; \mathbf{g}^T) := \sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{u} \rangle - \sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{w}_t \rangle \text{ for } \mathbf{u} \in V$$

# Problem Setting: Online Linear Optimization (OLO)

- $V$ : Hilbert space with norm  $\|\cdot\|$
- In each round  $t = 1, 2, \dots$ 
  - Learner picks  $\mathbf{w}_t \in V$
  - Receives a vector  $\mathbf{g}_t \in V$  s.t.  $\|\mathbf{g}_t\| \leq L$
  - Gains reward  $\langle \mathbf{g}_t, \mathbf{w}_t \rangle$
- **Goal:** maximize the cumulative reward  $\sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{w}_t \rangle$
- The standard performance measure: regret with respect to the best static competitor in hindsight

$$\text{Reg}(\mathbf{u}; \mathbf{g}^T) := \sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{u} \rangle - \sum_{t=1}^T \langle \mathbf{g}_t, \mathbf{w}_t \rangle \text{ for } \mathbf{u} \in V$$

- **Issues:** (1) learning rate tuning; (2) static competitors are weak

# (1) Parameter-Free OLO via Universal Gambling

- To attain optimal rates, naive approaches require  $\|\mathbf{u}\|$

# (1) Parameter-Free OLO via Universal Gambling

- To attain optimal rates, naive approaches require  $\|\mathbf{u}\|$
- **Q.** Can we attain optimal regret w/o such a priori knowledge?

## (1) Parameter-Free OLO via Universal Gambling

- To attain optimal rates, naive approaches require  $\|\mathbf{u}\|$
- **Q.** Can we attain optimal regret w/o such a priori knowledge?
- **A.** Orabona and Pál [2016] showed that universal coin betting algorithm can be converted to a near-optimal-regret parameter-free OLO algorithm!

# (1) Parameter-Free OLO via Universal Gambling

- To attain optimal rates, naive approaches require  $\|\mathbf{u}\|$
- **Q.** Can we attain optimal regret w/o such a priori knowledge?
- **A.** Orabona and Pál [2016] showed that universal coin betting algorithm can be converted to a near-optimal-regret parameter-free OLO algorithm!
- Key tool: Fenchel duality

# (1) Parameter-Free OLO via Universal Gambling

- To attain optimal rates, naive approaches require  $\|\mathbf{u}\|$
- **Q.** Can we attain optimal regret w/o such a priori knowledge?
- **A.** Orabona and Pál [2016] showed that universal coin betting algorithm can be converted to a near-optimal-regret parameter-free OLO algorithm!
- **Key tool:** Fenchel duality
- **Note:** Other parameter-free algorithms exist

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak
  - **Example:** for  $g, -g, g, -g, \dots$ , the best reward with  $\mathbf{u} \in V$  is zero

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak
  - **Example:** for  $\mathbf{g}, -\mathbf{g}, \mathbf{g}, -\mathbf{g}, \dots$ , the best reward with  $\mathbf{u} \in V$  is zero
  - In general,  $\langle \sum_{t=1}^T \mathbf{g}_t, \mathbf{u} \rangle$  can be large iff  $\|\sum_{t=1}^T \mathbf{g}_t\|$  is large

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak
  - Example: for  $\mathbf{g}, -\mathbf{g}, \mathbf{g}, -\mathbf{g}, \dots$ , the best reward with  $\mathbf{u} \in V$  is zero
  - In general,  $\langle \sum_{t=1}^T \mathbf{g}_t, \mathbf{u} \rangle$  can be large iff  $\|\sum_{t=1}^T \mathbf{g}_t\|$  is large
- Q. Can we leverage a possible structure in  $(\mathbf{g}_t)_{t \geq 1}$ ?

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak
  - Example: for  $\mathbf{g}, -\mathbf{g}, \mathbf{g}, -\mathbf{g}, \dots$ , the best reward with  $\mathbf{u} \in V$  is zero
  - In general,  $\langle \sum_{t=1}^T \mathbf{g}_t, \mathbf{u} \rangle$  can be large iff  $\|\sum_{t=1}^T \mathbf{g}_t\|$  is large
- Q. Can we leverage a possible structure in  $(\mathbf{g}_t)_{t \geq 1}$ ?
- Our approach: Assuming that we have access to a side information sequence  $(h_t)_{t \geq 1}$  which may potentially capture a structure, develop a method that adapts to side information!

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak
  - Example: for  $\mathbf{g}, -\mathbf{g}, \mathbf{g}, -\mathbf{g}, \dots$ , the best reward with  $\mathbf{u} \in V$  is zero
  - In general,  $\langle \sum_{t=1}^T \mathbf{g}_t, \mathbf{u} \rangle$  can be large iff  $\|\sum_{t=1}^T \mathbf{g}_t\|$  is large
- Q. Can we leverage a possible structure in  $(\mathbf{g}_t)_{t \geq 1}$ ?
- Our approach: Assuming that we have access to a side information sequence  $(h_t)_{t \geq 1}$  which may potentially capture a structure, develop a method that adapts to side information!
- Example:  $h_t = \text{sgn}(\langle \mathbf{g}_{t-1}, \mathbf{f} \rangle)$

## (2) OLO with Side Information

- Static competitors  $\{\mathbf{u}: \mathbf{u} \in V\}$  are weak
  - Example: for  $\mathbf{g}, -\mathbf{g}, \mathbf{g}, -\mathbf{g}, \dots$ , the best reward with  $\mathbf{u} \in V$  is zero
  - In general,  $\langle \sum_{t=1}^T \mathbf{g}_t, \mathbf{u} \rangle$  can be large iff  $\|\sum_{t=1}^T \mathbf{g}_t\|$  is large
- Q. Can we leverage a possible structure in  $(\mathbf{g}_t)_{t \geq 1}$ ?
- Our approach: Assuming that we have access to a side information sequence  $(h_t)_{t \geq 1}$  which may potentially capture a structure, develop a method that adapts to side information!
- Example:  $h_t = \text{sgn}(\langle \mathbf{g}_{t-1}, \mathbf{f} \rangle)$
- To capture a more complex structure, we consider tree-structured side information sequences

# This Paper

- Generalize (1) the parameter-free OLO algorithm of Orabona and Pál [2016] for (2) OLO with (tree) side information

# This Paper

- Generalize (1) the parameter-free OLO algorithm of Orabona and Pál [2016] for (2) OLO with (tree) side information
- **Our contribution:** develop an OLO algorithm that efficiently adapts to tree-structured side information sequences via universal gambling

# This Paper

- Generalize (1) the parameter-free OLO algorithm of Orabona and Pál [2016] for (2) OLO with (tree) side information
- **Our contribution:** develop an OLO algorithm that efficiently adapts to tree-structured side information sequences via universal gambling
- **Idea:** convert the existing **context-tree weighting** method [Willems et al., 1995] from universal compression to an OLO algorithm, via the **duality lens** established by Orabona and Pál [2016]

# This Paper

- Generalize (1) the parameter-free OLO algorithm of Orabona and Pál [2016] for (2) OLO with (tree) side information
- **Our contribution:** develop an OLO algorithm that efficiently adapts to tree-structured side information sequences via universal gambling
- **Idea:** convert the existing **context-tree weighting** method [Willems et al., 1995] from universal compression to an OLO algorithm, via the **duality lens** established by Orabona and Pál [2016]
- **Experiment:** online linear regression with absolute loss

# Please Visit Our Poster!

- Poster session #5
- **Date/Time (PDT)**: Mar 30, 2022 (Wed) / 8:30am – 10:00am
- **Date/Time (AoE)**: Mar 30, 2022 (Wed) / 3:30am – 5:00am

# References I

- Francesco Orabona and Dávid Pál. Coin betting and parameter-free online learning. In *Adv. Neural Inf. Proc. Syst.*, volume 29. Curran Associates, Inc., 2016.
- Frans MJ Willems, Yuri M Shtarkov, and Tjalling J Tjalkens. The context-tree weighting method: Basic properties. *IEEE Trans. Inf. Theory*, 41(3):653–664, 1995.