

# Online Optimization, Learning, and Games (O2LG)

## Lesson 9: Learning with Stochastic Gradients

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# Recall: Follow The Regularized Leader (FTRL)

$$x_{n+1} = \arg \min_{x \in \mathcal{X}} \left\{ \sum_{k=1}^n \ell_k(x) + \underbrace{\lambda h(x)}_{\text{"}\ell_0(x)\text{"}} \right\} \quad (\text{FTRL})$$

where

- regularization function  $h: \mathcal{X} \rightarrow \mathbb{R}$  is strongly convex.      #  $h - (K_h/2)\|\cdot\|^2$  convex for some  $K_h > 0$
- regularization weight  $\lambda > 0$  can be tuned.

## Theorem 1 (Shalev-shwartz et al. 2006, Shalev-Shwartz 2012)

*Assume:*  $h$  is  $K_h$ -strongly convex; each  $\ell_n$  is  $G$ -Lipschitz continuous;  $\lambda = G\sqrt{T/(2K_h R_h)}$  with  $R_h = \max h - \min h$ .

$$\text{Reg}(T) \leq G\sqrt{(2R_h/K_h) T} = \mathcal{O}(\sqrt{T}).$$

# Linearization and gradient descent

## Follow the linearized leader

$$x_{n+1} = \arg \min_{x \in \mathcal{X}} \left\{ \eta \sum_{k=1}^n \langle g_k, x \rangle + h(x) \right\}. \quad (\text{FTLL})$$

## Dual averaging

$$y_{n+1} = y_n - \eta g_n, \quad x_{n+1} = Q(y_{n+1}), \quad (\text{DA})$$

where  $Q(y) = \arg \max_{x \in \mathcal{X}} \{ \langle y, x \rangle - h(x) \}$  is the **mirror map** associated to  $h$ .

## Online Gradient Descent (OGD)

Special case when  $h(x) = (1/2)\|x\|_2^2$ :

# lazy version

$$y_{n+1} = y - \eta g_n, \quad x_{n+1} = \Pi_{\mathcal{X}}(y_{n+1}). \quad (\text{OGD})$$

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# Recall: Oracle feedback

## The oracle model

A **stochastic first-order oracle (SFO)** model of  $g_n$  is a random vector  $\hat{g}_n$  of the form

$$\hat{g}_n = g_n + U_n + b_n, \quad (\text{SFO})$$

where  $U_n$  is **zero-mean** and  $b_n = \mathbb{E}[\hat{g}_n \mid \mathcal{F}_n] - g_n$  is the **bias** of  $\hat{g}_n$ .

## Assumptions 1

- **Bias:**  $\|b_n\| \leq B_n$ .
- **Variance:**  $\mathbb{E}[\|U_n\|^2 \mid \mathcal{F}_n] \leq \sigma_n^2$ .
- **Second moment:**  $\mathbb{E}[\|\hat{g}_n\|^2 \mid \mathcal{F}_n] \leq M_n^2$ .

# Stochastic Gradient Descent (SGD)

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**Algorithm 1** Stochastic Gradient Descent (SGD)# OGD with stochastic feedback

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**Require:** convex **action set**  $\mathcal{X} \subseteq \mathcal{V}$ ; convex **loss functions**  $\ell_n: \mathcal{X} \rightarrow \mathbb{R}, n = 1, 2, \dots$ **Initialize:**  $y_1 \in \mathbb{R}^{\mathcal{A}}$ .**for all**  $n = 1, 2, \dots$  **do**    play  $x_n \leftarrow \Pi(y_n)$ .

▷ action selection

    incur  $c_n = \ell_n(x_n)$ .

▷ incur cost

    observe an estimate  $\hat{g}_n$  of  $g_n \in \partial \ell_n(x_n)$ .

▷ SFO feedback

    set  $y_{n+1} \leftarrow y_n - \eta_n \hat{g}_n$ .

▷ update state

**end for**

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# Regret under SGD

- Gradient trick:

# linear model

$$\ell_n(\mathbf{x}_n) - \ell_n(\mathbf{p}) \leq \langle \mathbf{g}_n, \mathbf{x}_n - \mathbf{p} \rangle \quad \text{for all } \mathbf{p} \in \mathcal{X}.$$

- Energy function:

# as before

$$F_n = \frac{1}{2} \|\mathbf{y}_n - \mathbf{p}\|^2 - \frac{1}{2} \|\mathbf{y}_n - \mathbf{x}_n\|^2.$$

- Energy inequality:

#  $\hat{\mathbf{g}}_n$  instead of  $\mathbf{g}_n$ 

$$F_{n+1} \leq F_n - \eta \langle \hat{\mathbf{g}}_n, \mathbf{x}_n - \mathbf{p} \rangle + \frac{\eta^2}{2} \|\hat{\mathbf{g}}_n\|^2.$$

- Expand and rearrange:

# How?

$$\langle \mathbf{g}_n, \mathbf{x}_n - \mathbf{p} \rangle \leq \frac{F_n - F_{n+1}}{\eta} - \langle \mathbf{U}_n, \mathbf{x}_n - \mathbf{p} \rangle - \langle \mathbf{b}_n, \mathbf{x}_n - \mathbf{p} \rangle + \frac{\eta}{2} \|\hat{\mathbf{g}}_n\|^2.$$

- How to bound the regret?



# Regret of SGD

## Theorem 2

👉 *Assume:* feedback of the form (SFO) and  $\eta = \text{diam}(\mathcal{X}) / \sqrt{\sum_{n=1}^T M_n^2}$ .

✓ *Then:* for all  $p \in \mathcal{X}$ , the SGD algorithm enjoys the bound

$$\mathbb{E}[\text{Reg}_p(T)] \leq \text{diam}(\mathcal{X}) \sum_{n=1}^T B_n + \text{diam}(\mathcal{X}) \sqrt{\sum_{n=1}^T M_n^2}$$

where the diameter of a set,  $\text{diam}(\mathcal{X})$ , is the supremum of distances between its points.

### Remarks:

- $\mathcal{O}(\sqrt{T})$  regret if feedback is unbiased ( $b_n = 0$ ) and has finite variance ( $M_n \leq M$ ).
- This bound is tight in  $T$ .

🔗 Abernethy et al. 2008

# References

- [1] Jacob Abernethy et al. Optimal Strategies and Minimax Lower Bounds for Online Convex Games. In: Jan. 2008, pp. 415–424 (cited at slide 0).
- [2] Shai Shalev-Shwartz. Online Learning and Online Convex Optimization. In: *Foundations and Trends® in Machine Learning* 4.2 (2012), pp. 107–194 (cited at slide -6).
- [3] Shai Shalev-shwartz and Yoram Singer. Convex Repeated Games and Fenchel Duality. In: *Advances in Neural Information Processing Systems*. Ed. by B. Schölkopf, J. Platt, and T. Hoffman. Vol. 19. MIT Press, 2006 (cited at slide -6).