

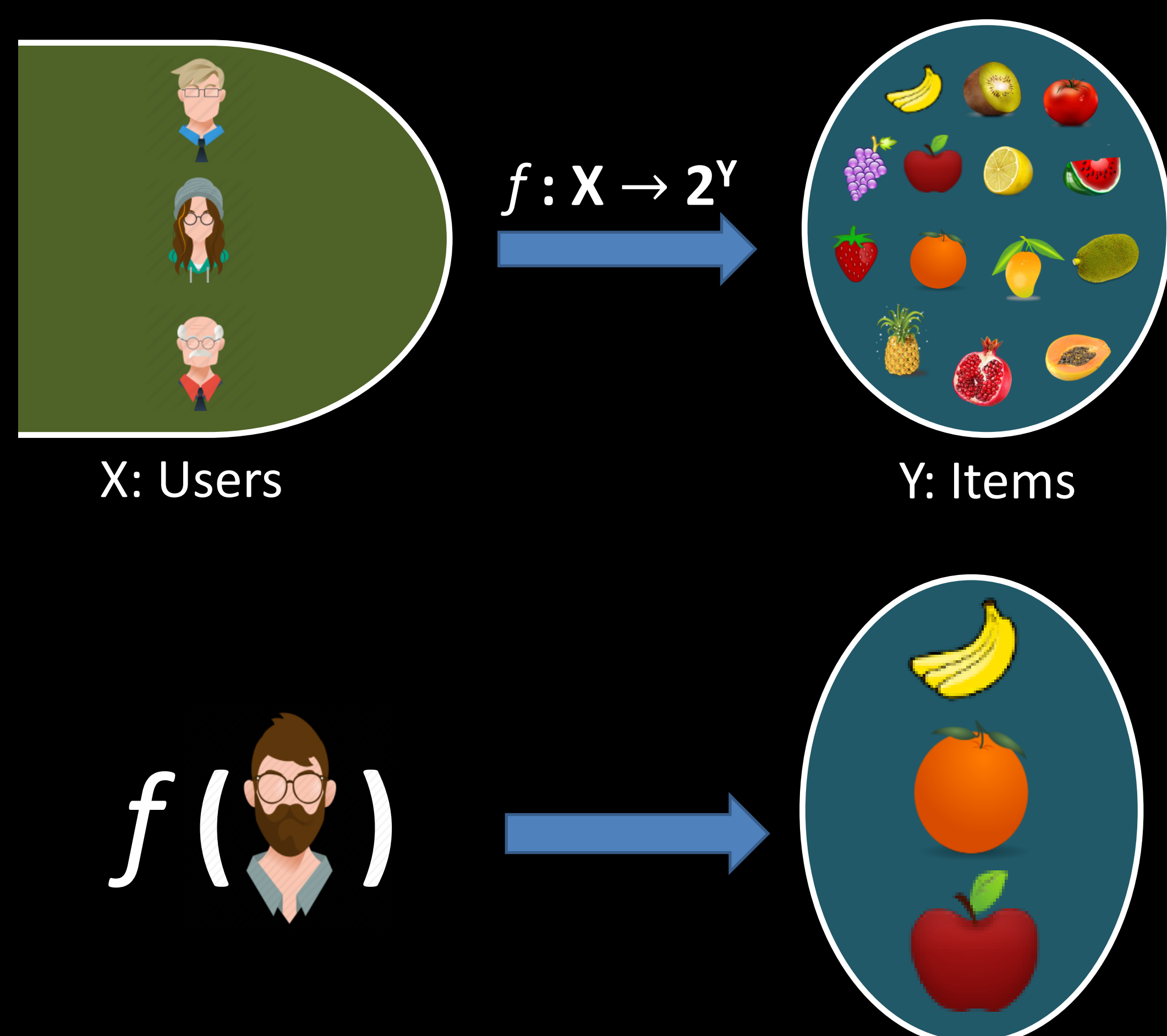
# FastXML: A Fast, Accurate and Stable Tree-classifier for eXtreme Multi-label Learning

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## Extreme Multi-Label Learning

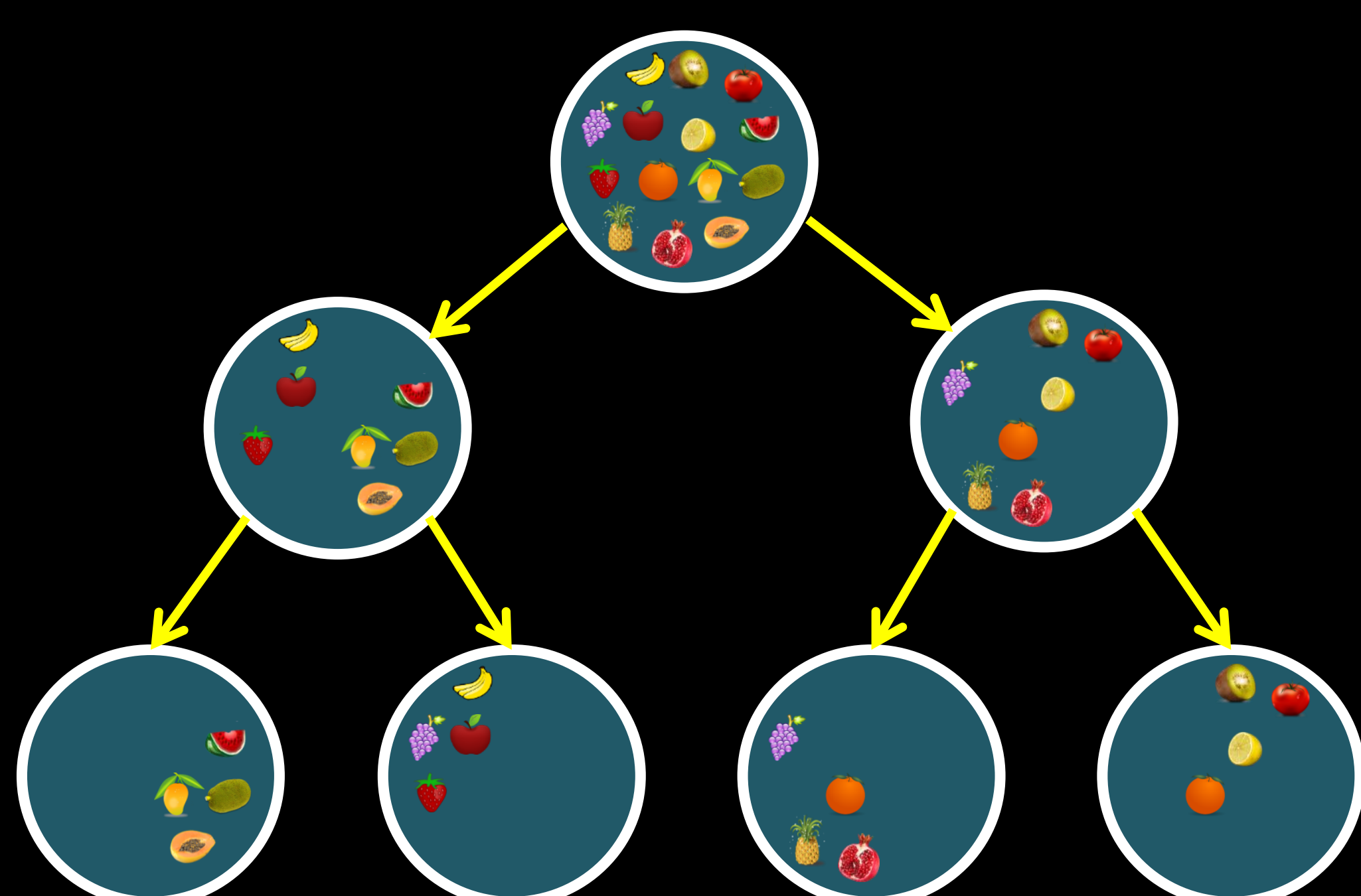
- Learning with millions of labels
- New paradigm for ranking and recommendation



## Our Contributions

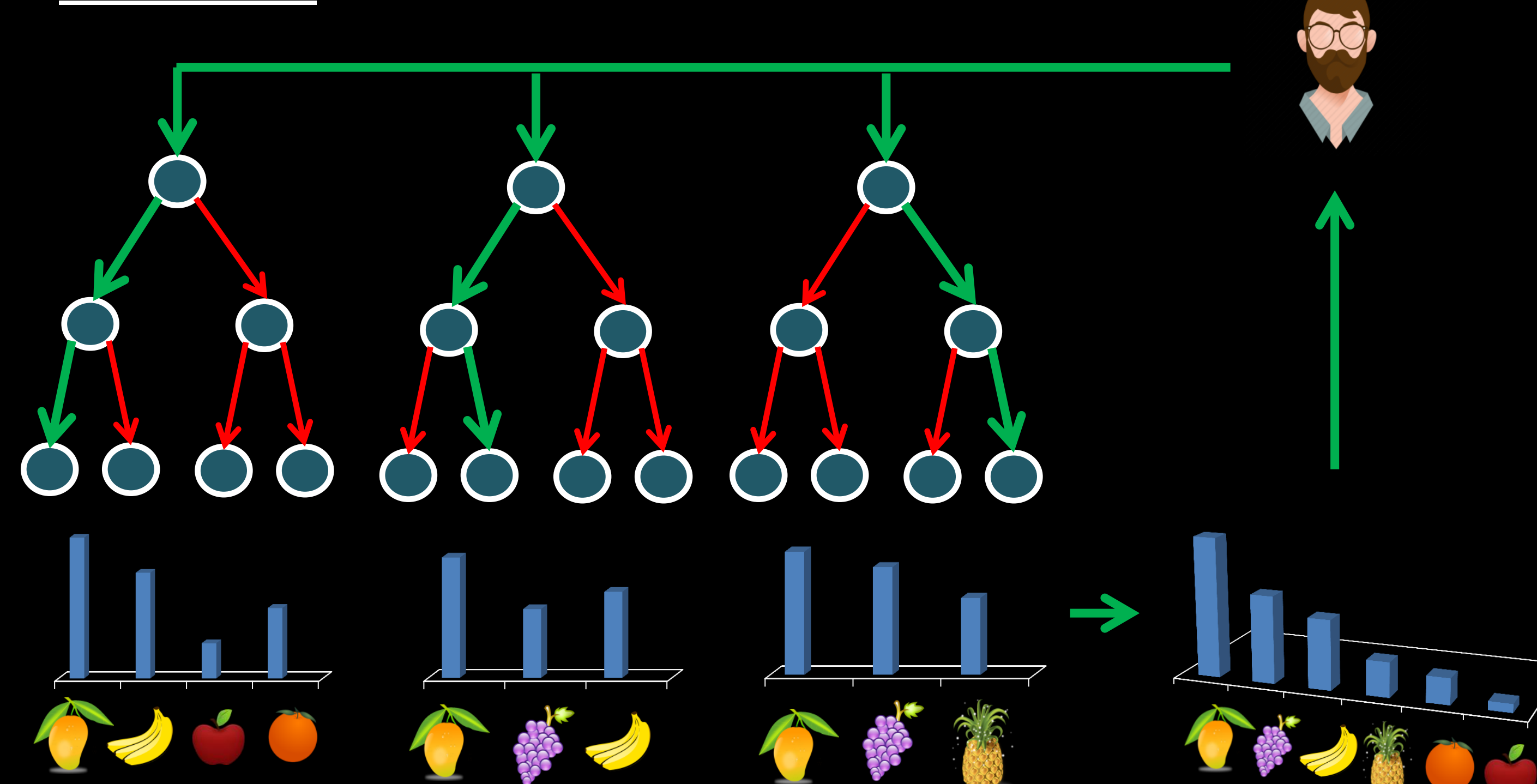
- We formulate a novel node partitioning objective which directly optimizes an nDCG based ranking loss.
- We propose an efficient optimization algorithm for the novel formulation.
- We train on 4 M points, 1 M categories and 160 K features data set in 8 hours on a single core desktop.
- We improve prediction accuracy significantly over the state of the art Extreme Multi-Label learning algorithms.

## Prediction in Logarithmic Time



## FastXML

### Overview

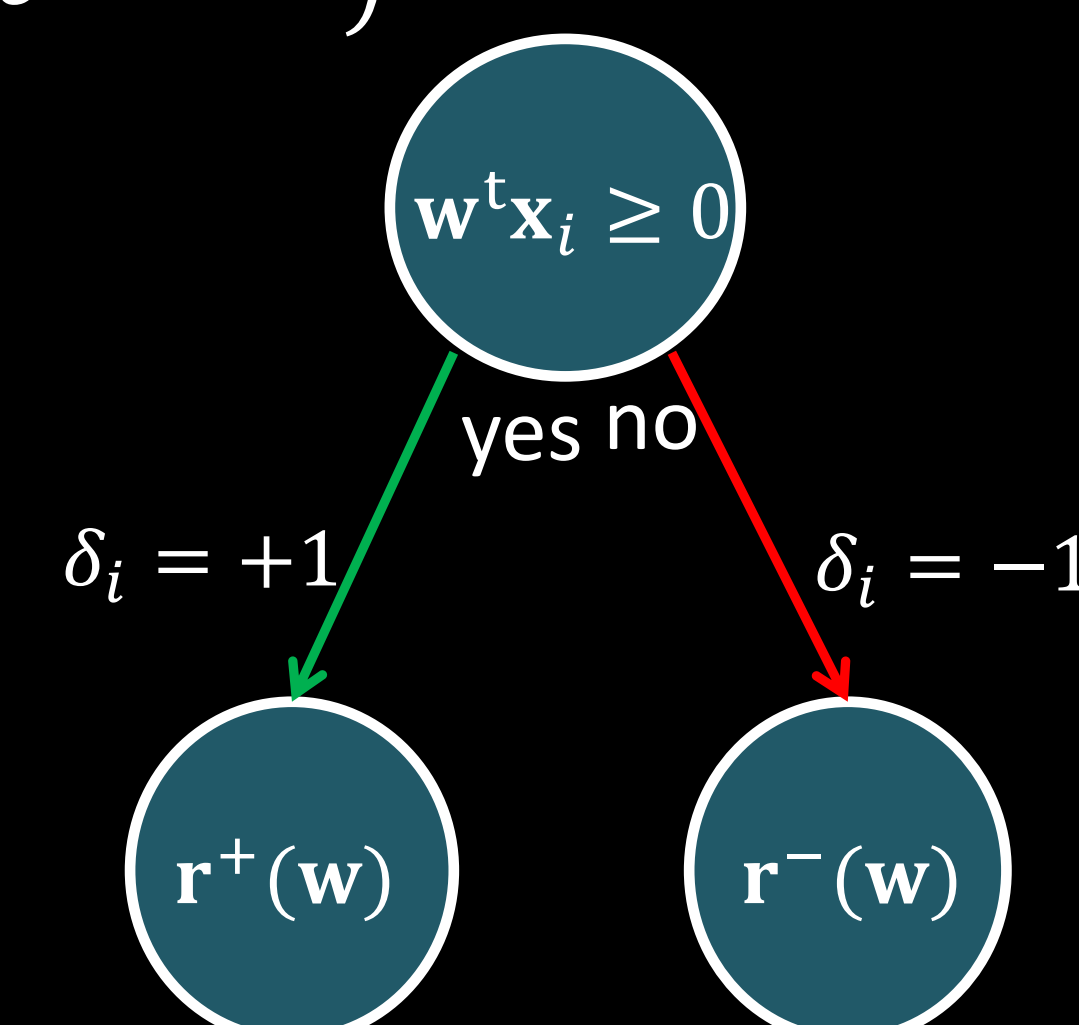


### Formulation

$$\text{Min}_{\mathbf{w}, \delta, \mathbf{r}^{\pm}} \|\mathbf{w}\|_1 + \sum_i C_{\delta}(\delta_i) \log(1 + e^{-\delta_i \mathbf{w}^t \mathbf{x}_i}) + C_r \sum_i L_i^+(\delta_i, \mathbf{r}^+) + L_i^-(\delta_i, \mathbf{r}^-)$$

where

$$L_i^{\pm}(\delta_i, \mathbf{r}^{\pm}) = -\frac{1 \pm \delta_i}{2} \sum_j \frac{N_{y_i} y_{ij}}{\log(1 + r_j^{\pm})}$$

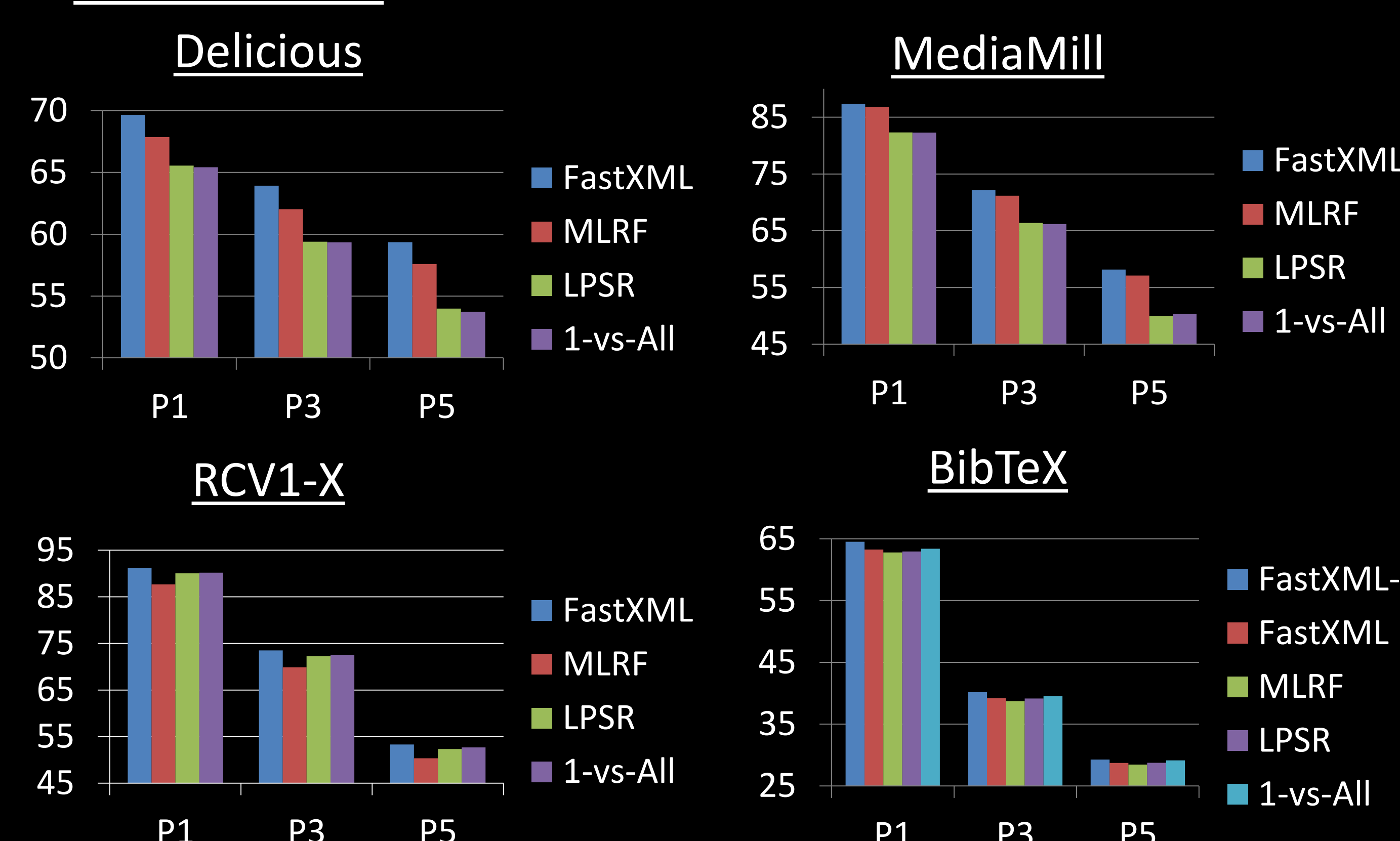


### Alternating Minimization

- Initialize  $\mathbf{w}$  to 0 and  $\delta_i$  to +1 or -1 at random
- Repeat until convergence
  - $\mathbf{r}^{\pm} = \text{rank}(\sum_i: \delta_i = \pm 1 N_{y_i} \mathbf{y}_i)$
  - $\delta_i = \text{sign}(v_i^- - v_i^+)$
  - $v_i^{\pm} = C_{\delta}(\pm 1) \log(1 + e^{\mp \mathbf{w}^t \mathbf{x}_i}) - C_r \sum_j \left( \frac{N_{y_i} y_{ij}}{\log(1 + r_j^{\pm})} \right)$
- $\mathbf{w} = \text{Solve } \ell_1 \text{ Logistic Regression}(\{\mathbf{x}_i, \delta_i\}) \mathbf{z}$

## Results – Small Data Sets

### Precision at K

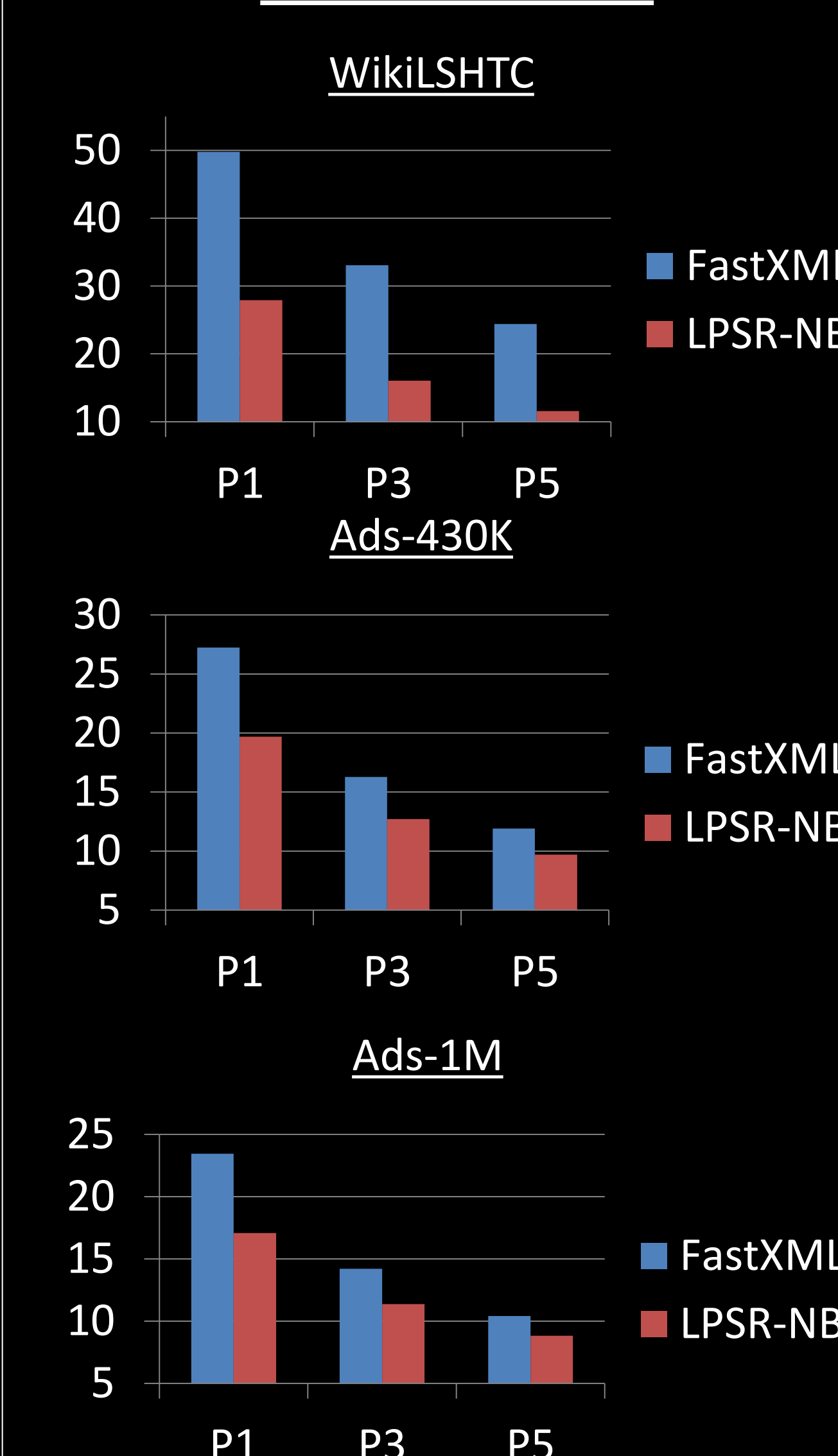


## Results – Large Data Sets

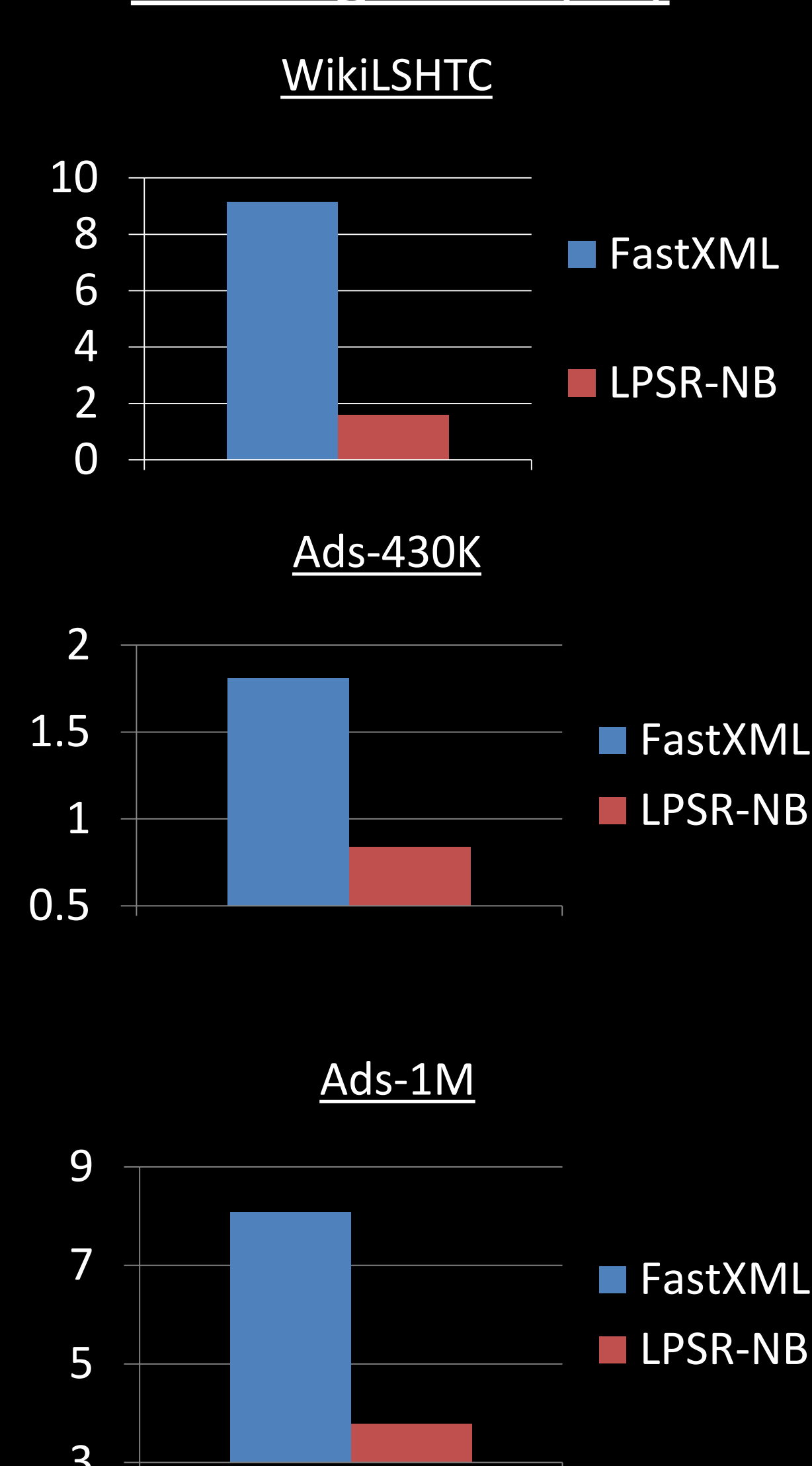
### Data Set Statistics

Data Set	# of Training Points (M)	# of Test Points (M)	# of Dimensions (M)	# of Labels (M)
Wikipedia	1.89	0.47	1.62	0.33
Ads-430K	1.12	0.50	0.088	0.43
Ads-1M	3.92	1.56	0.16	1.08

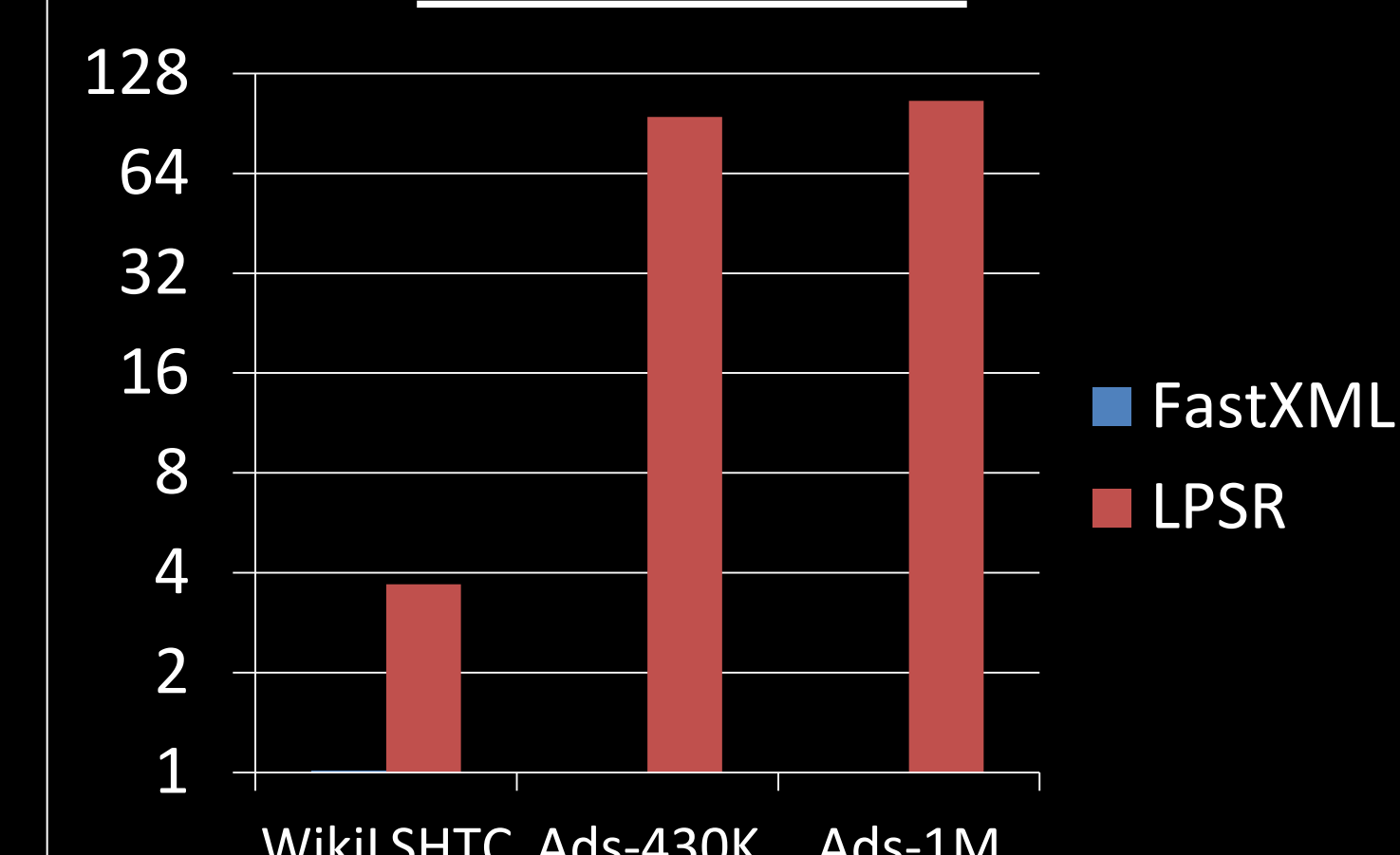
### Precision at K



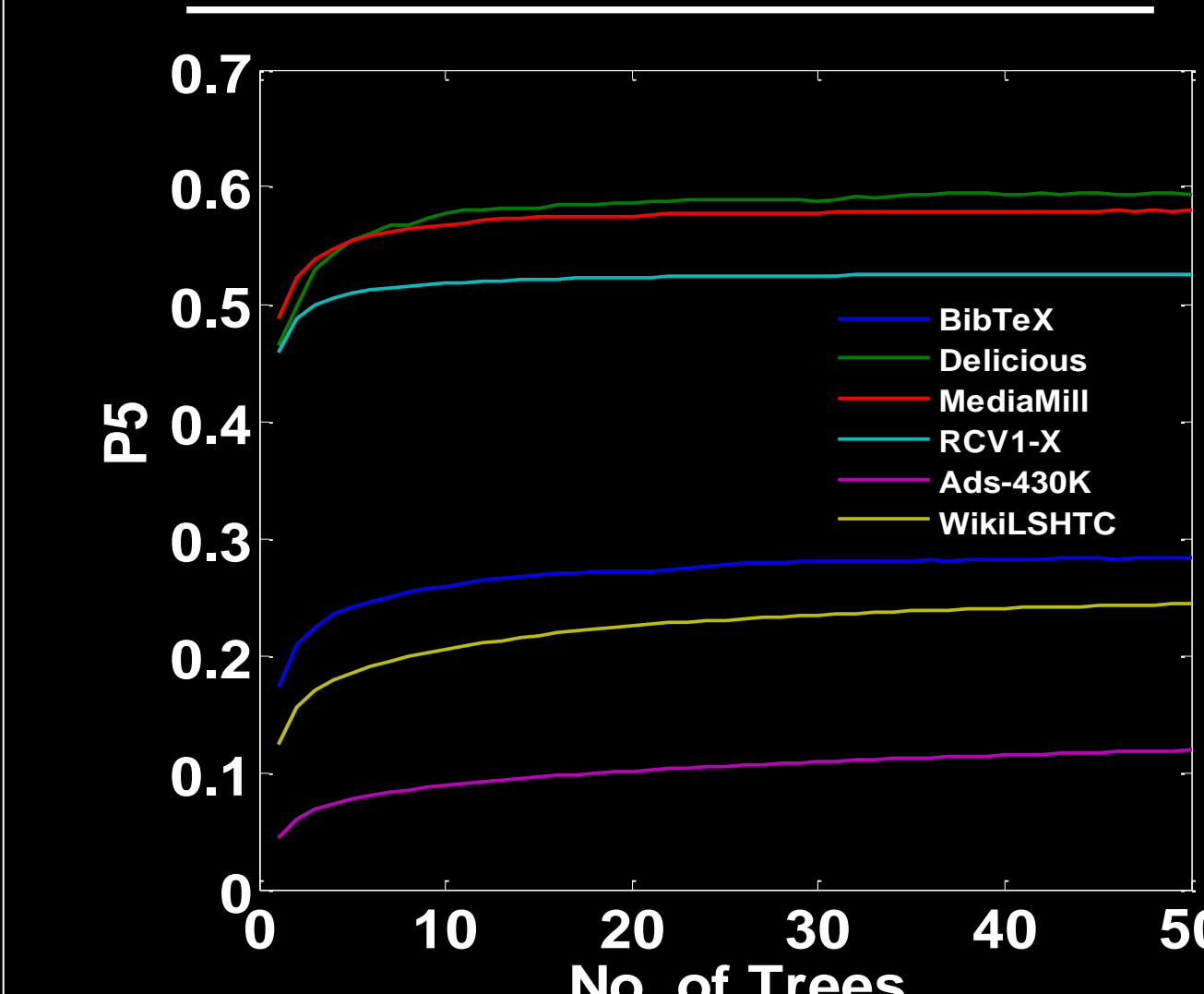
### Training Time (Hr)



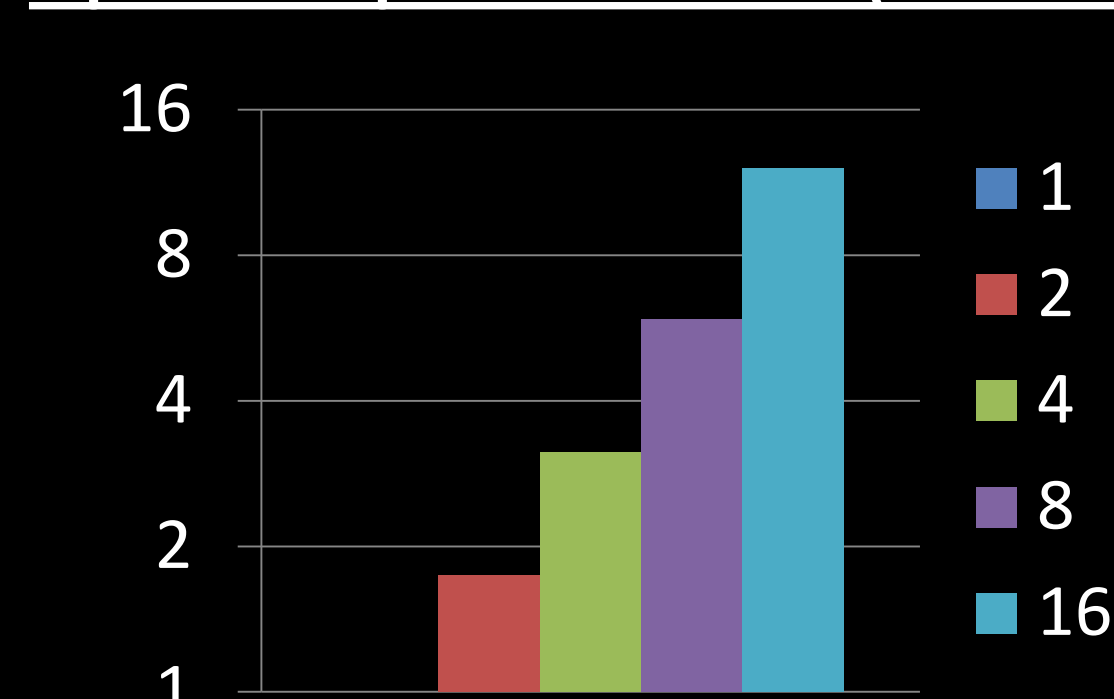
### Tree Balance



### Random Tree Selection



### Speedup vs Cores (Ads-1M)



### Variants of FastXML

