

# Data-Dependent Algorithms for Bandit Convex Optimization

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## Bandit Convex Optimization

- Sequential optimization problem
- $\mathcal{K} \subset \mathbb{R}^n$  compact action space,  $f_t$  convex loss functions
- At time  $t$ , learner chooses action  $x_t$  and suffers loss  $f_t(x_t)$
- Goal: minimize regret

$$\max_{x \in \mathcal{K}} \sum_{t=1}^T f_t(x_t) - f_t(x)$$

- Zero-th order convex optimization problem: learner has no access to gradient information!

Summary of existing work:

- 1 Lipschitz [Flaxman et al 2005]:  $\mathcal{O}(T^{3/4})$
- 2 Smooth and strongly convex loss [Levy et al 2014]:  $\mathcal{O}(\sqrt{T})$
- 3 Smooth loss [Dekel et al 2015]:  $\mathcal{O}(T^{5/8})$
- 4 Strongly convex loss [Agarwal et al 2010]:  $\mathcal{O}(T^{2/3})$
- 5 etc.

Remarks:

- 1 Results are not data-dependent
- 2 Algorithms require a priori knowledge of loss function regularity

# General framework for BCO Algorithms

Idea:

- 1 Use zero-th order information to estimate the gradient
- 2 Feed the gradient estimate into a normal convex optimization algorithm

Key part: estimating the gradient!

- Suppose we want to play  $x_t$
- Instead, sample and play point  $y_t$  on ellipse  $E_t$  around  $x_t$ .
- $\nabla f_t(x_t) \approx \nabla \mathbb{E}_{y \in E_t} [\tilde{f}_t(y)] \approx \nabla f_t(y_t)$

# Data-dependent sampling

Remark:

- Scaling of ellipse and learning rate both factor into the regret bound
- Historically both tuned based on worst-case data
- Algorithms do not adapt to easier data

Questions:

- Can we derive algorithms that learn faster on easier data?
- Can we characterize what easier data is for BCO problems?
- Can we construct algorithms that consolidate some of the existing regret bounds?

# Data-dependent sampling

Idea:

- Scale ellipse and learning rate optimally according to the actual data that we see.

Consequences:

- Data-dependent regret bound in terms of average curvature of the ellipsoid.
- Adaptively attains smooth, strongly convex, etc. regret bounds as worst-case results.

For more details, please stop by the poster. Thank you!