

Acceleration through Optimistic No-Regret Dynamics

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Method: Gradient Descent, Frank-Wolfe method, Nesterov's accelerated method, Heavy Ball ... etc.

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L -smooth convex problems $\min_{x \in \mathcal{X}} f(x)$.

- : Nesterov's accelerated method: $O(\frac{1}{T^2})$.

L -smooth and μ -strongly convex problems $\min_{x \in \mathcal{X}} f(x)$. Denote $\kappa := \frac{L}{\mu}$.

- : Nesterov's accelerated method: $O(\exp(-\frac{T}{\sqrt{\kappa}}))$.

Online learning (minimizing regret)

Online learning protocol:

- 1: **for** $t = 1$ to T **do**
- 2: Play w_t according to $\text{OnlineAlgorithm}^w(\ell_1(w_1), \dots, \ell_{t-1}(w_{t-1}))$.
- 3: Receive loss function $\ell_t(\cdot)$ and suffer loss $\ell_t(w_t)$.
- 4: **end for**

$$\text{Regret}_T^w := \sum_{t=1}^T \ell_t(w_t) - \sum_{t=1}^T \ell_t(w^*).$$

convex loss functions $\{\ell_t(\cdot)\}_{t=1}^T$.

- $\frac{\text{Regret}_T^w}{T} = O\left(\frac{1}{\sqrt{T}}\right)$.

strongly convex loss functions $\{\ell_t(\cdot)\}_{t=1}^T$.

- $\frac{\text{Regret}_T^w}{T} = O\left(\frac{\log T}{T}\right)$.

New perspective: A two-player zero-sum game

A zero-sum game (*Fenchel game*)

$$g(x, y) := \langle x, y \rangle - f^*(y).$$

$$V^* := \min_{x \in \mathcal{X}} \max_{y \in \mathcal{Y}} g(x, y) \stackrel{\text{def}}{=} \min_{x \in \mathcal{X}} \max_{y \in \mathcal{Y}} \langle x, y \rangle - f^*(y) \stackrel{\text{Fenchel}}{=} \min_{x \in \mathcal{X}} f(x).$$

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Equivalent to solving the underlying optimization problem!

If (\hat{x}, \hat{y}) is an ϵ -equilibrium of the game, then

$$f(\hat{x}) \leq \min_x f(x) + \epsilon.$$

Algorithm 0 Meta Algorithm

- 1: Given a sequence of weights $\{\alpha_t\}$.
 - 2: **for** $t = 1, 2, \dots, T$ **do**
 - 3: $y_t := \text{OnlineAlgorithm}^Y(g(x_1, \cdot), \dots, g(x_{t-1}, \cdot)).$
 - 4: $x_t := \text{OnlineAlgorithm}^X(g(\cdot, y_1), \dots, g(\cdot, y_{t-1}), g(\cdot, y_t)).$
 - 5: y -player's loss function: $\alpha_t \ell_t(y) := \alpha_t (f^*(y) - \langle x_t, y \rangle).$
 - 6: x -player's loss function: $\alpha_t h_t(x) := \alpha_t (\langle x, y_t \rangle - f^*(y_t)).$
 - 7: **end for**
 - 8: Output $(\bar{x}_T, \bar{y}_T) := \left(\frac{\sum_{s=1}^T \alpha_s x_s}{A_T}, \frac{\sum_{s=1}^T \alpha_s y_s}{A_T} \right).$
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Let $x^* = \arg \min_x f(x).$

$$\alpha\text{-REG}^Y := \sum_{t=1}^T \alpha_t \ell_t(y_t) - \min_{y \in \mathcal{Y}} \sum_{t=1}^T \alpha_t \ell_t(y) \quad (2)$$

$$\alpha\text{-REG}^X := \sum_{t=1}^T \alpha_t h_t(x_t) - \sum_{t=1}^T \alpha_t h_t(x^*) \quad (3)$$

Algorithm 0 Meta Algorithm

- 1: Given a sequence of weights $\{\alpha_t\}$.
 - 2: **for** $t = 1, 2, \dots, T$ **do**
 - 3: $y_t := \text{OnlineAlgorithm}^Y(g(x_1, \cdot), \dots, g(x_{t-1}, \cdot)).$
 - 4: $x_t := \text{OnlineAlgorithm}^X(g(\cdot, y_1), \dots, g(\cdot, y_{t-1}), g(\cdot, y_t)).$
 - 5: y -player's loss function: $\alpha_t \ell_t(y) := \alpha_t (f^*(y) - \langle x_t, y \rangle).$
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 - 7: **end for**
 - 8: Output $(\bar{x}_T, \bar{y}_T) := \left(\frac{\sum_{s=1}^T \alpha_s x_s}{A_T}, \frac{\sum_{s=1}^T \alpha_s y_s}{A_T} \right).$
-

Define the weighted average regret $\overline{\alpha\text{-REG}} := \frac{\alpha\text{-REG}}{A_T}$, $A_T := \sum_{t=1}^T \alpha_t$.

Theorem: $f(\bar{x}_T) \leq \min_x f(x) + \frac{\alpha\text{-REG}^x}{A_T} + \frac{\alpha\text{-REG}^y}{A_T}.$

Nesterov's 1983 accelerated method

(Unconstrained Optimization: $\min_{x \in \mathbb{R}^n} f(x)$)

Algorithm 1 Nesterov's method from the Meta Algorithm

- 1: Given the sequence of weights $\{\alpha_t = t\}$.
 - 2: **for** $t = 1, 2, \dots, T$ **do**
 - 3: **y-player plays** *Optimistic-FTL*.
 $y_t \leftarrow \nabla f(\tilde{x}_t) = \arg \min_{y \in \mathcal{Y}} \sum_{s=1}^{t-1} \alpha_s \ell_s(y) + m_t(y)$,
where $m_t(y) = \alpha_t \ell_{t-1}(y)$ and $\tilde{x}_t := \frac{1}{A_t} (\alpha_t x_{t-1} + \sum_{s=1}^{t-1} \alpha_s x_s)$.
 - 4: **x-player plays** *Gradient Descent*.
 - 5: $x_t = x_{t-1} - \gamma_t \alpha_t \nabla h_t(x) = x_{t-1} - \gamma_t \alpha_t y_t = x_{t-1} - \gamma_t \alpha_t \nabla f(\tilde{x}_t)$.
 - 6: **end for**
 - 7: Output $(\bar{x}_T, \bar{y}_T) := \left(\frac{\sum_{s=1}^T \alpha_s x_s}{A_T}, \frac{\sum_{s=1}^T \alpha_s y_s}{A_T} \right)$.
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$$\bar{x}_{t+1} = \bar{x}_t - \frac{1}{4L} \nabla f(\tilde{x}_{t+1}) + \left(\frac{t-1}{t+2}\right)(\bar{x}_t - \bar{x}_{t-1}).$$

Other accelerated variants

(Constrained Optimization: $\min_{x \in \mathcal{K}} f(x)$)

Algorithm 2 Nesterov's method from the Meta Algorithm

- 1: Given the sequence of weights $\{\alpha_t = t\}$.
 - 2: **for** $t = 1, 2, \dots, T$ **do**
 - 3: **y-player plays** `Optimistic-FTL`.
$$y_t \leftarrow \nabla f(\tilde{x}_t) = \arg \min_{y \in \mathcal{Y}} \sum_{s=1}^{t-1} \alpha_s \ell_s(y) + m_t(y),$$
where $m_t(y) = \alpha_t \ell_{t-1}(y)$ and $\tilde{x}_t := \frac{1}{A_t} (\alpha_t x_{t-1} + \sum_{s=1}^{t-1} \alpha_s x_s)$.
 - 4: **(A) x-player plays** `Mirror Descent`.
 - 5: $x_t = \arg \min_{x \in \mathcal{X}} \gamma_t \langle x, \alpha_t y_t \rangle + V_{x_{t-1}}(x)$.
 - 6: **Or, (B) x-player plays** `Be-The-Regularized-Leader`.
 - 7: $x_t = \arg \min_{x \in \mathcal{X}} \sum_{s=1}^t \theta_s \langle x, \alpha_s y_s \rangle + \frac{1}{\eta} R(x)$,
 - 8: **end for**
 - 9: Output $(\bar{x}_T, \bar{y}_T) := \left(\frac{\sum_{s=1}^T \alpha_s x_s}{A_T}, \frac{\sum_{s=1}^T \alpha_s y_s}{A_T} \right)$.
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(A) Nesterov's 1988 (1-memory) and (B) Nesterov's 2005 (∞ -memory) accelerated method

Heavy Ball method

(Unconstrained Optimization: $\min_{x \in \mathbb{R}^n} f(x)$)

Algorithm 3 Heavy Ball from the Meta Algorithm

- 1: Given the sequence of weights $\{\alpha_t = t\}$.
 - 2: **for** $t = 1, 2, \dots, T$ **do**
 - 3: **y-player plays** FTL .
 $y_t \leftarrow \nabla f(\bar{x}_{t-1}) = \arg \min_{y \in \mathcal{Y}} \sum_{s=1}^{t-1} \alpha_s \ell_s(y) \quad \bar{x}_{t-1} := \frac{\sum_{s=1}^{t-1} \alpha_s x_s}{A_{t-1}}$
 - 4: **x-player plays** Gradient Descent .
 - 5: $x_t = x_{t-1} - \gamma_t \alpha_t \nabla h_t(x) = x_{t-1} - \gamma_t \alpha_t y_t = x_{t-1} - \gamma_t \alpha_t \nabla f(\tilde{x}_t)$.
 - 6: **end for**
 - 7: Output $(\bar{x}_T, \bar{y}_T) := \left(\frac{\sum_{s=1}^T \alpha_s x_s}{A_T}, \frac{\sum_{s=1}^T \alpha_s y_s}{A_T} \right)$.
-

$$\bar{x}_t = \bar{x}_{t-1} - \frac{\gamma_t \alpha_t^2}{A_t} \nabla f(\bar{x}_{t-1}) + \left(\frac{\alpha_t A_{t-2}}{A_t \alpha_{t-1}} \right) (\bar{x}_{t-1} - \bar{x}_{t-2}). \text{ (Heavy ball)}$$

$$\bar{x}_t = \bar{x}_{t-1} - \frac{\gamma_t \alpha_t^2}{A_t} \nabla f(\tilde{x}_t) + \left(\frac{\alpha_t A_{t-2}}{A_t \alpha_{t-1}} \right) (\bar{x}_{t-1} - \bar{x}_{t-2}). \text{ (Nesterov's alg.)}$$

Analysis: L -smooth convex optimization problems

y -player plays `Optimistic-FTL`

$$y_t \leftarrow \nabla f(\tilde{x}_t) = \arg \min_{y \in \mathcal{Y}} \sum_{s=1}^{t-1} \alpha_s \ell_s(y) + \alpha_t \ell_{t-1}(y)$$

$$\alpha\text{-REG}^y := \sum_{t=1}^T \alpha_t \ell_t(y_t) - \min_{y \in \mathcal{Y}} \sum_{t=1}^T \alpha_t \ell_t(y) \leq \sum_{t=1}^T \frac{L \alpha_t^2}{A_t} \|x_{t-1} - x_t\|^2.$$

x -player plays `MirrorDescent`

$$x_t = \arg \min_{x \in \mathcal{K}} \gamma'_t \langle \nabla f(\tilde{x}_t), x \rangle + V_{x_{t-1}}(x)$$

$$\alpha\text{-REG}^x := \sum_{t=1}^T \alpha_t h_t(x_t) - \sum_{t=1}^T \alpha_t h_t(x^*) \leq \frac{D}{\gamma_T} - \sum_{t=1}^T \frac{1}{2\gamma_t} \|x_{t-1} - x_t\|^2.$$

where D is a constant such that $V_{x_t}(x^*) \leq D$ for all t .

$$f(\bar{x}_T) - \min_{x \in \mathcal{X}} f(x) \leq \frac{1}{A_T} \left(\frac{D}{\gamma_T} + \sum_{t=1}^T \left(\frac{\alpha_t^2 L}{A_t} - \frac{1}{2\gamma_t} \right) \|x_{t-1} - x_t\|^2 \right) = O\left(\frac{LD}{T^2}\right).$$

as long as γ_t satisfying $\frac{1}{CL} \leq \gamma_t \leq \frac{1}{4L}$ for some constant $C > 4$.

Thank you!

Other instances of the meta-algorithm

- Accelerated linear rate of Nesterov's method for strongly convex and smooth problems
- Accelerated Proximal Method
- Accelerated Frank-Wolfe

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