

Dueling Convex Optimization

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Problem Overview

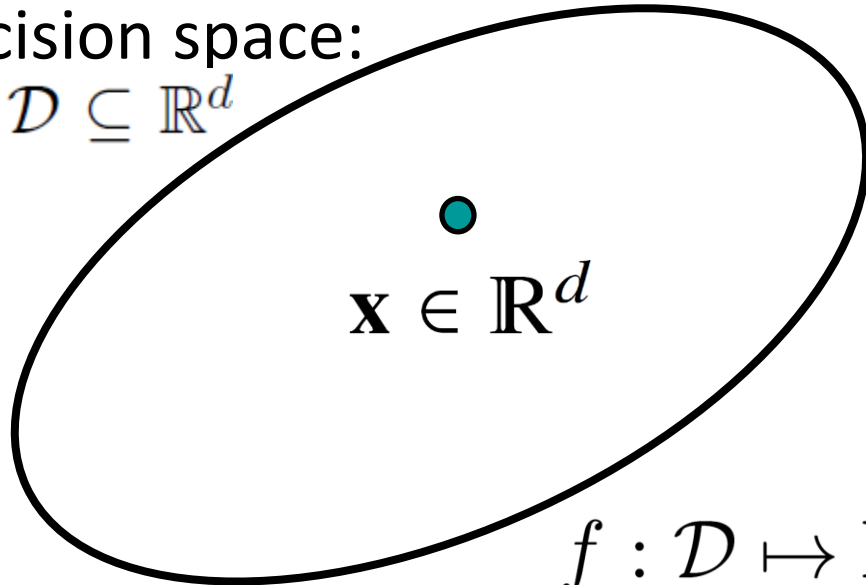
Dueling Convex Optimization

Problem: Online Convex Optimization

Classical problem of **Online Convex Optimization (OCO)**

Decision space:

$$\mathcal{D} \subseteq \mathbb{R}^d$$



$$\mathbf{x} \in \mathbb{R}^d$$

$$f : \mathcal{D} \mapsto \mathbb{R}^d$$

Convex

$$\{f_1, f_2, \dots, f_t\} : \mathcal{D} \mapsto \mathbb{R}^d$$

At round $t = 1, 2, \dots, T$

- Environment chooses f_t
- Play point $\mathbf{x}_t \in \mathcal{D}$
- Receive feedback at \mathbf{x}_t

End

First order feedback:

Gradient information $\nabla f_t(\mathbf{x}_t)$

Zerth order feedback:

Function value $f_t(\mathbf{x}_t)$

Objective: Fast Convergence to Optimal Point

Function Optimization (minimization): Find a point $\mathbf{x} \in \mathbb{R}^d$

Estimation error, given $(\epsilon, \delta) \in [0, 1]$: $Pr(\bar{f}(\mathbf{x}) - \bar{f}(\mathbf{x}^*) < \epsilon) \geq 1 - \delta$

where, averaged function: $\bar{f}(x) := \sum_{t=1}^T \frac{\mathbb{E}_{f_t \sim \mathcal{P}} [f_t(x)]}{T}$

and, true minimizer: $\mathbf{x}^* := \arg \min_{z \in \mathbb{R}^d} \bar{f}(z)$

with least possible #queries (T)



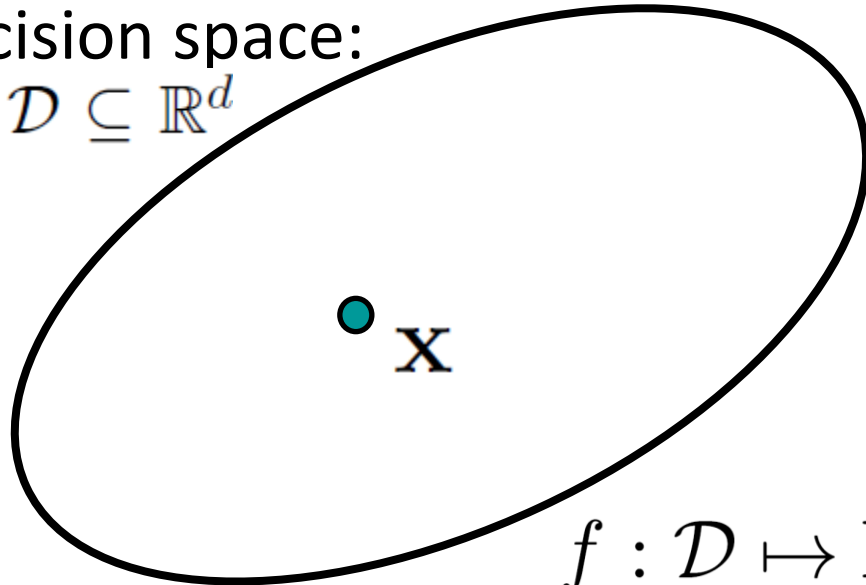
Same objective
with
Duelling/Comparison feedback?

Our Setup: Optimization from 0/1 feedback

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X **First order** feedback:
Gradient information $\nabla f_t(\mathbf{x}_t)$

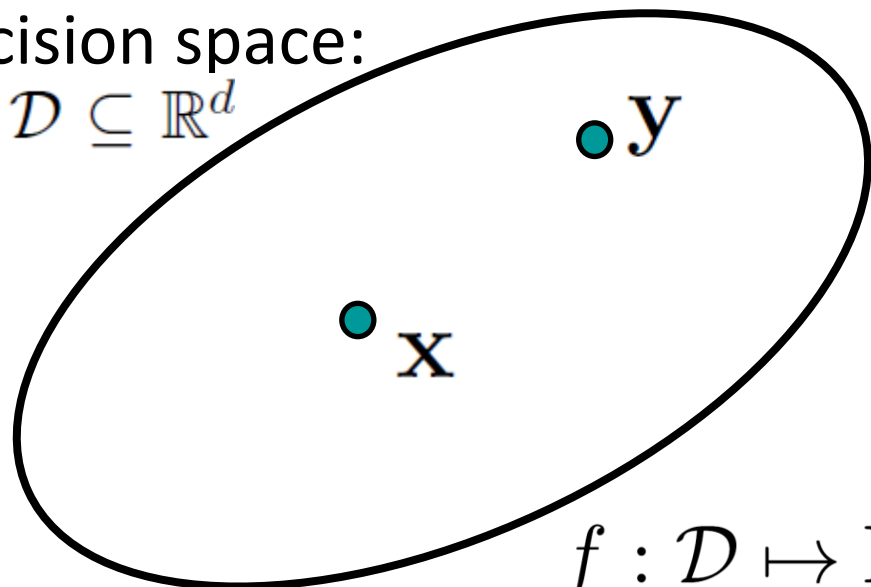
X **Zeroth order** feedback:
Function value $f_t(\mathbf{x}_t)$

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Convex

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At round $t = 1, 2, \dots, T$

- Environment chooses f_t

- Play pair $(x_t, y_t) \in \mathcal{D}$

- See comparison: $o_t = 1(f(x_t) > f(y_t))$

End

0/1 Comparison feedback: **Much “weaker”!!**

Prior works: Almost none!

1. Jamieson et al. *Query complexity of derivative-free optimization*.
NeurIPS 2012.

- Only **strongly-convex+ smooth** functions

2. Kumagai W. *Regret analysis for continuous dueling bandit*.
NeurIPS 2015.

- Extremely **restricted function class**: Twice continuously differentiable, L-Lipschitz, strongly convex and smooth and a thrice differentiable, rotation symmetric preference map.

Main Challenge

- No gradient information!
- 1 bit feedback: **Impossible to estimate gradient magnitude!**



Impossibility result:
Non-stationary function sequence

Impossibility: Non-stationary or Stochastic Sequences

Simple two-point decision space: $\mathcal{D} = \{\mathbf{x}_1, \mathbf{x}_2\}$

$$\mathcal{F} = \{f_1, f_2\} \quad f_t = \begin{cases} f_1, & \text{with prob. } \gamma \\ f_2, & \text{with prob. } 1-\gamma \end{cases}$$

Instance $\mathcal{I} = (\mathbf{x}^*, \mathbf{y}^*)$ (where $\mathbf{x}^* = \mathbf{x}_2$)

$$f_1(\mathbf{x}) = \begin{cases} 1, & \text{if } \mathbf{x} = \mathbf{x}_1 \\ 0, & \text{otherwise} \end{cases}$$

$$f_2(\mathbf{x}) = \begin{cases} 0, & \text{if } \mathbf{x} = \mathbf{x}_1 \\ 1, & \text{otherwise} \end{cases}$$

$$Pr_{f_t \sim \mathcal{P}}(\mathbf{x}_2 \succ \mathbf{x}_1) = 0.99$$

No ways to distinguish!

$$f_2(\mathbf{x}) = \begin{cases} 0, & \text{if } \mathbf{x} = \mathbf{x}_1 \\ 0.1, & \text{otherwise} \end{cases}$$

Same!

$$\begin{aligned} \mathbb{E}_{f_t \sim \mathcal{P}}[f_t(\mathbf{x}_1)] &= 0.0099 \\ \mathbb{E}_{f_t \sim \mathcal{P}}[f_t(\mathbf{x}_2)] &= 0.001 \end{aligned}$$



Summary of Results

(Fixed function $f_t = f, \forall t \in [T]$)

Our results: Fixed function $f_t=f, \forall t \in [T]$

Rate of Convergence (Sample-Complexity of our algorithms)

Observe: $o_t = \mathbf{1}(f(x_t) > f(y_t))$

Noisy: $P(o_t = \mathbf{1}(f(x_t) > f(y_t))) > \frac{1}{2} + \nu$

- Only smooth functions

$$O\left(\frac{d\beta D}{\epsilon}\right), D = \|\mathbf{x}_1 - \mathbf{x}^*\|^2$$

- Faster convergence with
Strong convexity

$$O\left(\frac{d\beta}{\alpha} \left(\log_2\left(\frac{\alpha}{\epsilon}\right) + \|\mathbf{x}_1 - \mathbf{x}^*\|^2\right)\right)$$

- Smooth functions

$$O\left(\frac{d\beta D}{\epsilon \nu^2} \log \frac{d\beta D}{\epsilon \nu^2 \delta}\right)$$

- Strong convex+ Smooth
(Faster convergence)

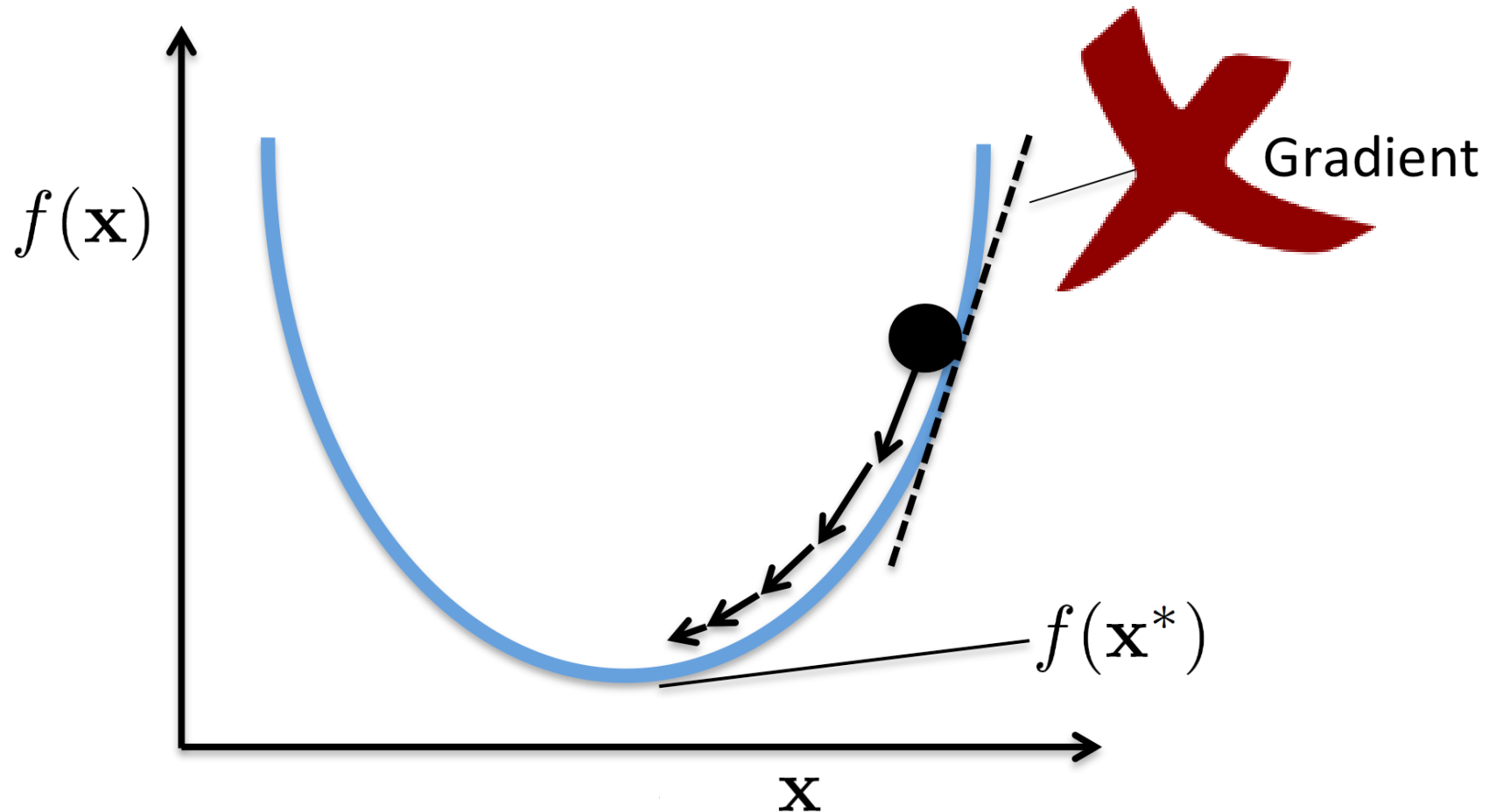
$$O\left(\frac{d\beta}{\nu^2 \alpha} \left(\log_2\left(\frac{\alpha}{\epsilon}\right) + D\right)\right) \log \frac{d\beta D \log(\alpha/\epsilon)}{\nu^2 \delta}$$



Solution approach: Main Idea

Can we hope for Gradient descent?

Impossible to estimate gradient magnitude
from 0/1 comparison feedback!



But at least Gradient direction?

Key finding:

For any vector $\mathbf{g} \in \mathbb{R}^d$: $\mathbb{E}[\text{sign}(\mathbf{g} \cdot \mathbf{u})\mathbf{u}] = \frac{c}{\sqrt{d}} \frac{\mathbf{g}}{\|\mathbf{g}\|}$

where, $\mathbf{u} \sim$ sphere of unit radius in \mathbb{R}^d

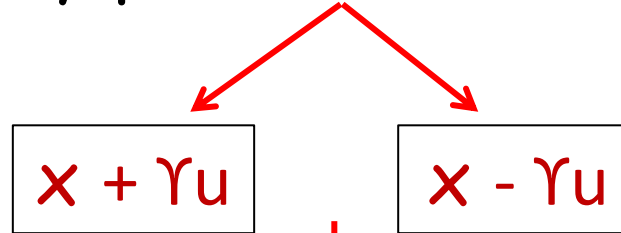
$c \in [1/20, 1]$: constant

Normalized Gradient Estimate



How to estimate Normalized Gradient ?

Given any point $\mathbf{x} \in \mathbb{R}^d$:



$\mathbf{u} \sim$ sphere of unit radius in \mathbb{R}^d

Query duel: $(\mathbf{x} + \gamma \mathbf{u}, \mathbf{x} - \gamma \mathbf{u})$

Receive: $\text{sign}(f(\mathbf{x} + \gamma \mathbf{u}) - f(\mathbf{x} - \gamma \mathbf{u}))$

Estimate: $P(\text{sign}(f(\mathbf{x} + \gamma \mathbf{u}) - f(\mathbf{x} - \gamma \mathbf{u}))\mathbf{u} = \text{sign}(\nabla f(\mathbf{x}) \cdot \mathbf{u})\mathbf{u}) > 1 - \lambda$

where, $\lambda = O\left(\frac{3\beta\gamma\sqrt{d}}{\|\nabla f(\mathbf{x})\|}\right)$



Proposed Algorithms

- Smooth functions
- Faster convergence with Strong convexity

Any β -Smooth function

Algorithm 1 β -NGD($\mathbf{x}_1, \eta, \gamma, T_\epsilon$)

- 1: **Input:** Initial point: $\mathbf{x}_1 \in \mathbb{R}^d$ such that $D := \|\mathbf{x}_1 - \mathbf{x}^*\|^2$ (assume known), Learning rate η , Perturbation parameter γ , Query budget T_ϵ
(Recall the desired error tolerance is $\epsilon > 0$)
 - 2: **Initialize** Current minimum $\tilde{\mathbf{x}}_1 \in \mathbb{R}^d$
 - 3: **for** $t = 1, 2, 3, \dots, T_\epsilon$ **do**
 - 4: Sample $\mathbf{u}_t \sim \text{Unif}(\mathcal{S}_d(1))$
 - 5: $\mathbf{x}'_t := \mathbf{x}_t + \gamma \mathbf{u}_t$
 - 6: $\mathbf{y}'_t := \mathbf{x}_t - \gamma \mathbf{u}_t$
 - 7: Play the duel $(\mathbf{x}'_t, \mathbf{y}'_t)$, and receive binary preference feedback $o_t = \mathbf{1}(f(\mathbf{x}'_t) < f(\mathbf{y}'_t))$. Set $o'_t = 2o_t - 1$.
 - 8: Update $\mathbf{x}_{t+1} \leftarrow \mathbf{x}_t - \eta \mathbf{h}_t$, where $\mathbf{h}_t = o'_t \mathbf{u}_t$
 - 9: Query the pair $(\mathbf{x}_{t+1}, \tilde{\mathbf{x}}_t)$.
 - 10: Update $\tilde{\mathbf{x}}_{t+1} \leftarrow \begin{cases} \mathbf{x}_{t+1} & \text{if } o'_t = -1 \\ \tilde{\mathbf{x}}_t & \text{otherwise } (o'_t = +1) \end{cases}$
 - 11: **end for**
 - 12: **Return** $\tilde{\mathbf{x}}_{T+1}$
-

Convergence Guarantee:

$$\mathbb{E}[f(\tilde{\mathbf{x}}_{T+1})] - f(\mathbf{x}^*) \leq \epsilon$$

in $O\left(\frac{d\beta D}{\epsilon}\right)$ queries!

← NGD Estimation

← Update

← Tracking the minimum

α-Strongly convex + β-Smooth function

Algorithm 2 (α, β)-NGD(ε)

- 1: **Input:** Error tolerance $\epsilon > 0$
- 2: **Initialize** Initial point: $\mathbf{x}_1 \in \mathbb{R}^d$ such that $D := \|\mathbf{x}_0 - \mathbf{x}^*\|^2$ (assume known).
Phase counts $k_\epsilon := \lceil \log_2 \left(\frac{\alpha}{\epsilon} \right) \rceil$, $t \leftarrow \frac{800d\beta}{(\sqrt{2}-1)\alpha}$
 $\eta_1 \leftarrow \frac{\sqrt{\epsilon_1}}{20\sqrt{d\beta}}$, $\epsilon_1 = \frac{400d\beta D}{(\sqrt{2}-1)t_1} = 1$, $t_1 = t\|\mathbf{x}_1 - \mathbf{x}^*\|^2$
 $\gamma_1 \leftarrow \frac{(\epsilon_1/\beta)^{3/2}}{240\sqrt{2}d(D+\eta_1 t_1)^2 \sqrt{\log 480\sqrt{\beta d}(D+\eta_1 t_1)/\sqrt{2\epsilon_1}}}$.
- 3: Update $\mathbf{x}_2 \leftarrow \beta$ -NGD($x_1, \eta_1, \gamma_1, t_1$)
- 4: **for** $k = 2, 3, \dots, k_\epsilon$ **do**
- 5: $\eta_k \leftarrow \frac{\sqrt{\epsilon_k}}{20\sqrt{d\beta}}$, $\epsilon_k = \frac{400d\beta}{(\sqrt{2}-1)t_k}$, $t_k = 2t$
 $\gamma_k \leftarrow \frac{(\epsilon_k/\beta)^{3/2}}{240\sqrt{2}d(1+\eta_k t_k)^2 \sqrt{\log 480\sqrt{\beta d}(1+\eta_k t_k)/\sqrt{2\epsilon_k}}}$.
- 6: Update $\mathbf{x}_{k+1} \leftarrow \beta$ -NGD($x_k, \eta_k, \gamma_k, t_k$)
- 7: **end for**
- 8: Return $\tilde{\mathbf{x}} = \mathbf{x}_{k_\epsilon+1}$

Phasewise blackbox

Strong-convexity property:

$$\frac{\alpha}{2} \|\mathbf{x}^* - \mathbf{x}\|^2 \leq f(\mathbf{x}) - f(\mathbf{x}^*)$$

Convergence Guarantee:

$$\mathbb{E}[f(\tilde{\mathbf{x}}_{T+1})] - f(\mathbf{x}^*) \leq \epsilon$$

in $O\left(\frac{d\beta}{\alpha} \left(\log_2 \left(\frac{\alpha}{\epsilon}\right) + \|\mathbf{x}_1 - \mathbf{x}^*\|^2\right)\right)$ queries!

Faster convergence!!



Robustness: Noisy Feedback

General Setup: Noisy 0/1 feedback

Observe correct comparison with probability $\frac{1}{2} + \nu$

$$\Pr(o_t = \mathbf{1}(f(\mathbf{y}_t) > f(\mathbf{x}_t))) = 1/2 + \nu$$

Noise parameter

Estimate correct Sign: Resampling

Algorithm 3 sign-recovery($\mathbf{x}, \mathbf{y}, \delta$)

- 1: **Input:** Dueling pair: (\mathbf{x}, \mathbf{y}) . Desired confidence $\delta \in [0, 1]$. **Initialize** $w \leftarrow 0$
 - 2: **for** $t = 1, 2, \dots$ **do**
 - 3: Play (\mathbf{x}, \mathbf{y}) .
 - 4: Receive $o_t \leftarrow \text{noisy-preference}(\mathbf{1}(f(\mathbf{x}) < f(\mathbf{y})))$
 - 5: Update $w \leftarrow w + o_t, p_t(\mathbf{x}, \mathbf{y}) \leftarrow \frac{w}{t}$.
 - 6: $\text{conf}_t := \sqrt{\frac{\log(8t^2/\delta)}{2t}}$
 - 7: $l_t(\mathbf{x}, \mathbf{y}) := p_t(\mathbf{x}, \mathbf{y}) - \text{conf}_t$
 - 8: $l_t(\mathbf{y}, \mathbf{x}) := 1 - p_t(\mathbf{x}, \mathbf{y}) - \text{conf}_t$
 - 9: **if either** $l_t(\mathbf{x}, \mathbf{y}) > 1/2$ **or** $l_t(\mathbf{y}, \mathbf{x}) > 1/2$: **Break.**
 - 10: **end for**
 - 11: Compute $o \leftarrow \begin{cases} 1 & \text{if } l_t(\mathbf{x}, \mathbf{y}) > 1/2 \\ 0 & \text{otherwise} \end{cases}$
 - 12: **Return** o
-

Convergence rates:

- Smooth functions

$$O\left(\frac{d\beta D}{\epsilon v^2} \log \frac{d\beta D}{\epsilon v^2 \delta}\right)$$

- Better convergence with
Strong convexity

$$O\left(\frac{d\beta}{v^2 \alpha} (\log_2 \left(\frac{\alpha}{\epsilon}\right) + D)\right) \log \frac{d\beta D \log(\alpha/\epsilon)}{v^2 \delta}$$

$$\Pr\left(o = \mathbf{1}(f(\mathbf{x}) - f(\mathbf{y})) \text{ and } t = O\left(\frac{1}{v^2} \log \frac{1}{v^2 \delta}\right)\right) > 1 - \frac{\delta}{2}$$

Recovers correct
sign w.h.p.



In a nutshell:

- Problem formulation: Dueling convex optimization
- Impossibility result for non-stationary setup!
- Proposed algorithms: α -Strongly convex + β -Smooth functions
- Robust to noisy preferences

Future Works:

- General preference feedback? Extension to subsetwise feedback?
- Regret guarantees?
- Understanding fundamental performance limits of optimization with dueling feedback?



Thanks!

Questions @ aasa@microsoft.com