

# Centroid Approximation for Bootstrap Improving Particle Quality at Inference

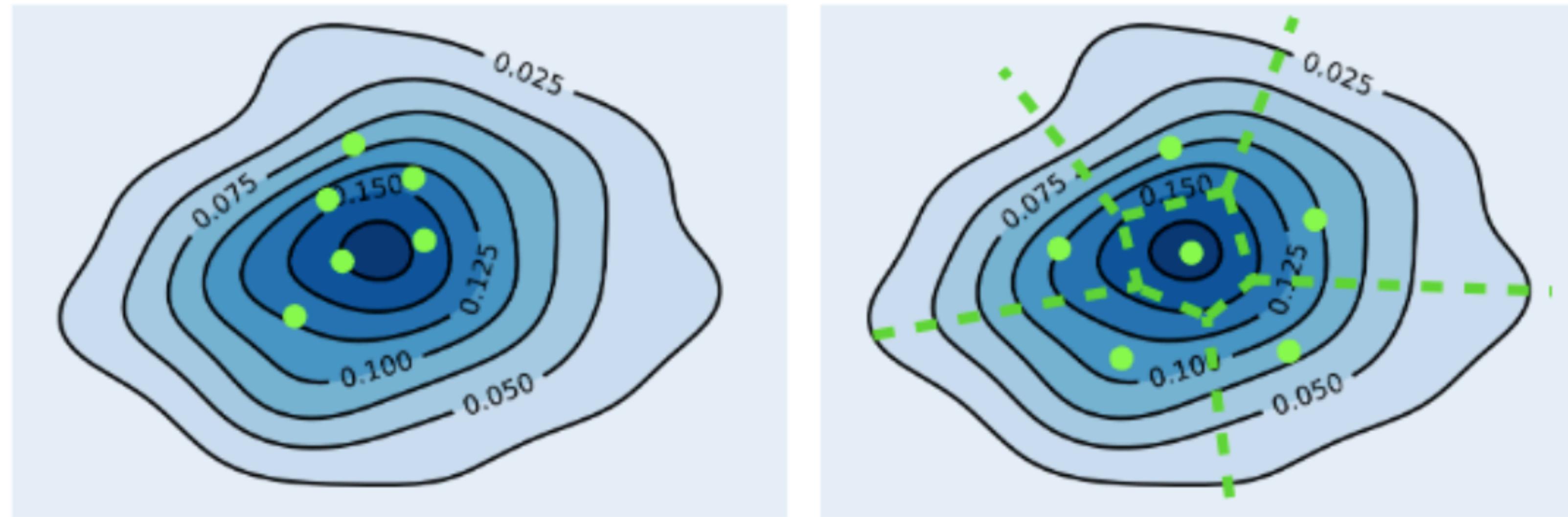
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# Problem

- Bootstrap is a non-parametric and general method to inference model's data uncertainty.
  - Obtain a sample/parameter from bootstrap distribution by 1. randomly perturb the data weight and 2. estimate the parameter.
    - $\mathcal{L}_w(\theta) = \sum_{i=1}^n w_i \ell(x_i, f_\theta)/n, \quad \hat{\theta}_w = \arg \min_{\theta \in \Theta} \mathcal{L}_w(\theta).$
- But requires a lot of i.i.d. samples to approximate the bootstrap uncertainty distribution.
- Hard to be applied to deep learning: too costly at inference time.

# Solution

- Actively optimize Bootstrap particle instead of random sample.



- Minimizing Wasserstein distance between the true and particle distribution?
  - Intractable!

# Solution

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Approximate Wasserstein distance with a tractable loss!

$$\{\theta_j^*\}_{j=1}^m = \arg \min_{\theta_1, \dots, \theta_m \in \Theta} \mathbb{E}_{\mathbf{w} \sim \pi} \left[ \min_{j \in [m]} \mathcal{L}_{\mathbf{w}}(\theta_j) \right].$$

Asymptotically efficient approximation with  $O(\log n/n^{3/2})$  rate.

# Experiment

- Improving confidence interval estimation.

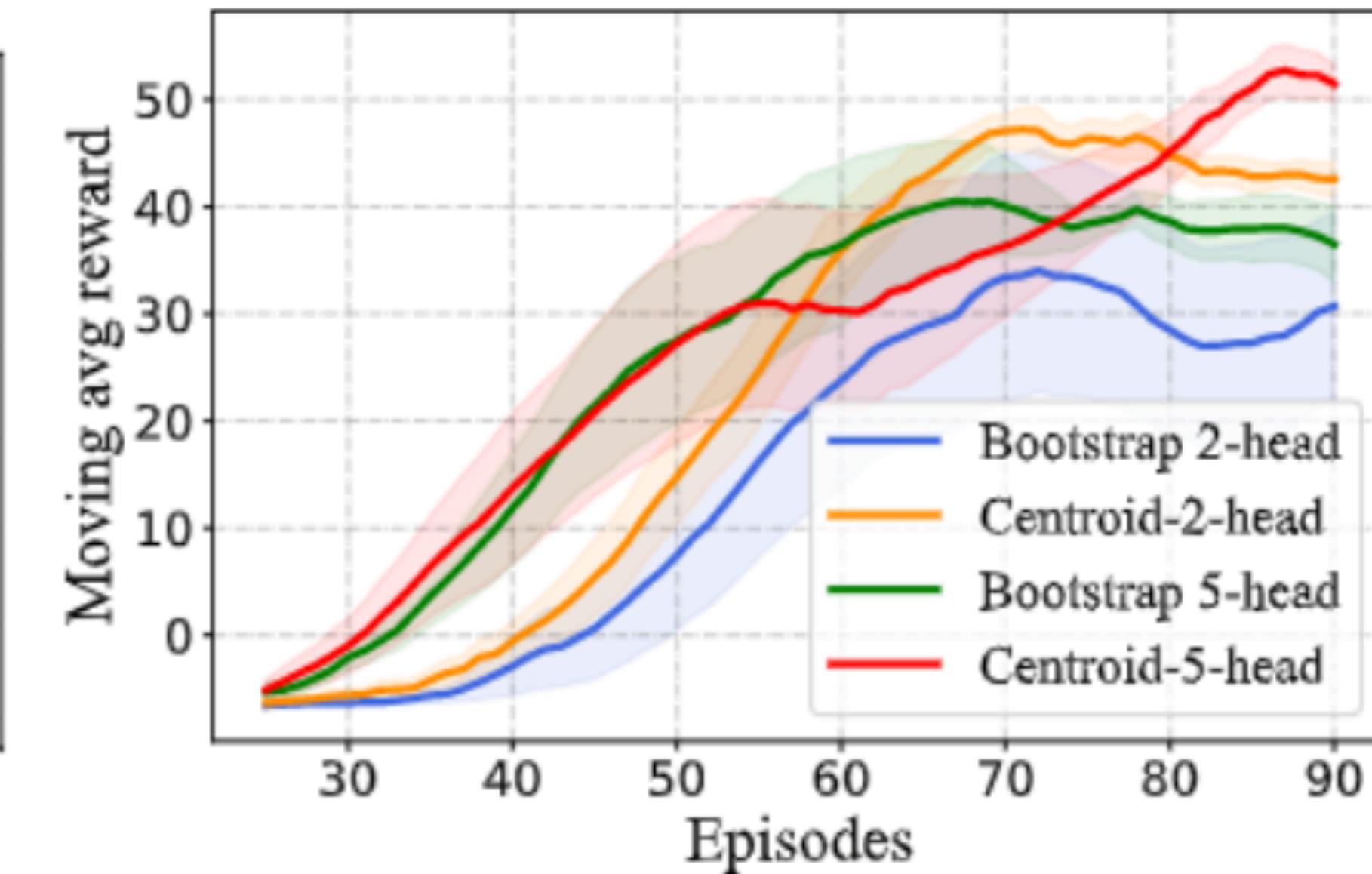
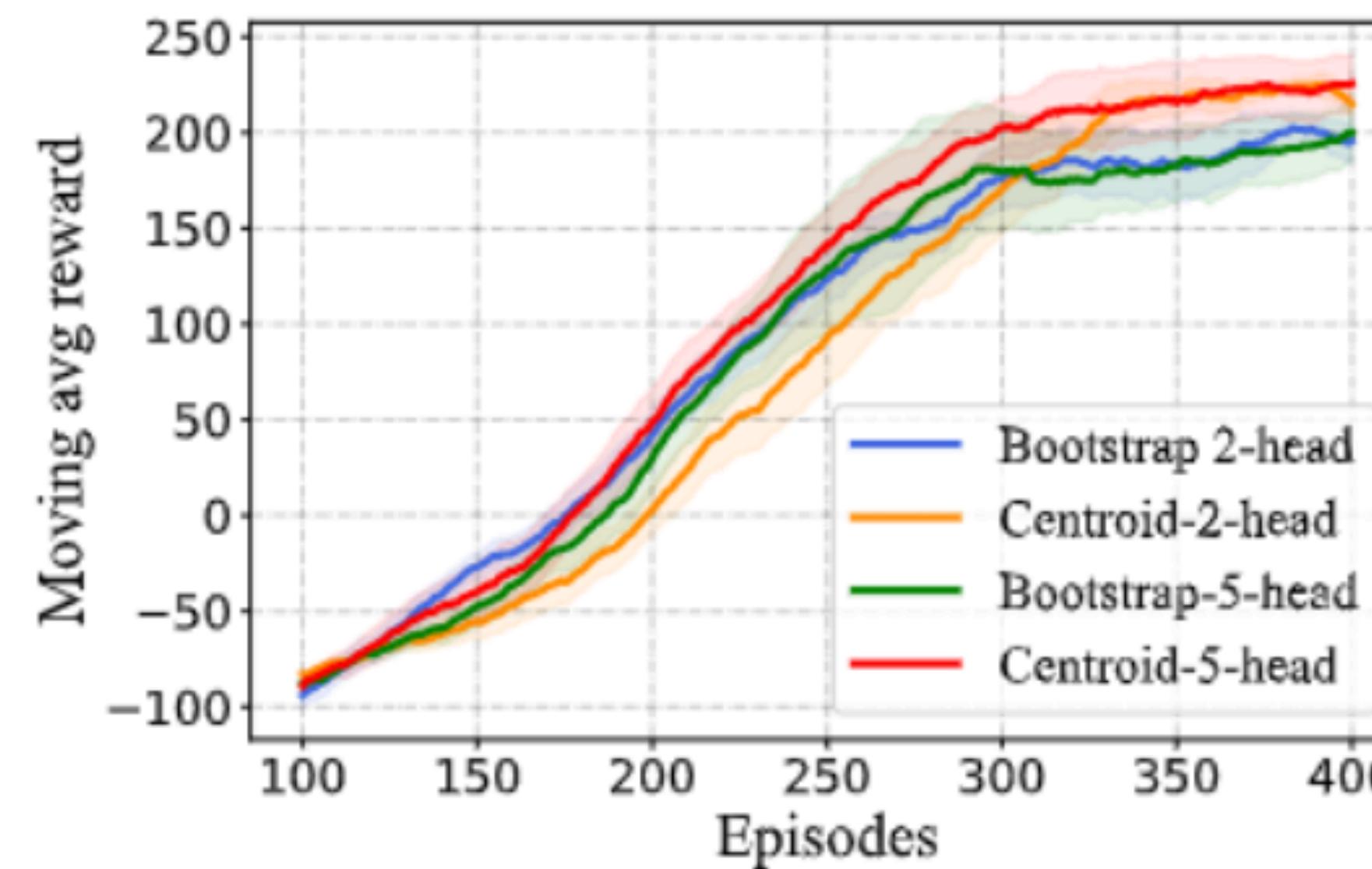
			$m = 20$	$m = 50$	$m = 100$	$m = 200$
$\alpha = 0.9$	Normal	Bootstrap	$0.029 \pm 0.010$	$0.031 \pm 0.011$	$0.021 \pm 0.010$	$0.017 \pm 0.010$
		Centroid	<b><math>0.027 \pm 0.010</math></b>	<b><math>0.001 \pm 0.009</math></b>	<b><math>0.012 \pm 0.010</math></b>	<b><math>0.016 \pm 0.010</math></b>
	Percentile	Bootstrap	$0.101 \pm 0.013$	$0.036 \pm 0.011$	$0.021 \pm 0.010$	<b><math>0.014 \pm 0.010</math></b>
		Centroid	<b><math>0.081 \pm 0.012</math></b>	<b><math>0.021 \pm 0.010</math></b>	<b><math>0.020 \pm 0.010</math></b>	$0.015 \pm 0.010$
Pivotal	Pivotal	Bootstrap	$0.106 \pm 0.013$	$0.045 \pm 0.011$	$0.025 \pm 0.010$	$0.023 \pm 0.010$
		Centroid	<b><math>0.046 \pm 0.011</math></b>	<b><math>0.013 \pm 0.009</math></b>	<b><math>0.011 \pm 0.010</math></b>	<b><math>0.020 \pm 0.010</math></b>

- Improving bootstrap method for contextual bandit.

		$m = 3$	$m = 4$	$m = 5$	$m = 10$
Mushroom	Bootstrap	$3282.1 \pm 72.8$	$3307.9 \pm 69.2$	$3311.6 \pm 79.3$	$3397.4 \pm 51.4$
	Centroid	<b><math>3702.7 \pm 89.8</math></b>	<b><math>3723.1 \pm 78.7</math></b>	<b><math>3799.6 \pm 84.2</math></b>	<b><math>3796.9 \pm 36.1</math></b>
Statlog	Bootstrap	$1864.3 \pm 6.4$	$1869.2 \pm 5.2$	$1877.2 \pm 4.1$	$1877.0 \pm 2.7$
	Centroid	<b><math>1893.6 \pm 6.0</math></b>	<b><math>1892.6 \pm 3.6</math></b>	<b><math>1891.3 \pm 3.5</math></b>	<b><math>1892.6 \pm 2.8</math></b>
Financial	Bootstrap	$2255.8 \pm 58.4$	$2265.4 \pm 58.2$	$2269.3 \pm 56.4$	$2281.4 \pm 56.6$
	Centroid	<b><math>2313.3 \pm 56.4</math></b>	<b><math>2315.3 \pm 56.7</math></b>	<b><math>2323.9 \pm 56.7</math></b>	<b><math>2325.5 \pm 56.0</math></b>

# Experiment

- Improving Bootstrap DQN.



**Thanks!**