

EVALUATION
ONLINE LEARNING
LINKS WITH OPTIMIZATION AND GAMES
UNIVERSITÉ PARIS-SACLAY



AN ALTERNATIVE TO VOVK-AZOURY-WARMUTH

Consider the online linear regression problem, where the loss functions are of the form

$$\ell_t(x) = \frac{1}{2}(\langle w_t, x \rangle - z_t)^2, \quad w_t \in \mathbb{R}^d, z_t \in \mathbb{R}, t \geq 0.$$

We consider

$$H_t(x) = \frac{1}{2}x^\top \left(\lambda I + \sum_{s=0}^{t-1} w_s w_s^\top \right) x, \quad x \in \mathbb{R}^d, t \geq 0,$$

and the algorithm starting at some $x_0 \in \mathbb{R}^d$ and giving:

$$x_{t+1} = \arg \max_{x \in \mathbb{R}^d} \{ \langle \nabla H_t(x_t) + z_t w_t, x \rangle - H_t(x) \}, \quad t \geq 0.$$

The goal of the project is to compare the practical performance of Vovk-Azoury-Warmuth (VAW) from the course and the above algorithm.

- 1) Prove that the above algorithm is well-defined and that it can be written as UMD iterates.

- 2) Implement the above algorithm and VAW. *Note that each iteration of both algorithms is in itself an optimization problem.*
- 3) Choose at least two real-life labeled regression datasets of reasonable size and plot the regret performance of both algorithms. Try many different values for λ on a logarithmic grid.

