Scalable Non-Parametric Statistical Estimation

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Optimization

Minimize a given function Algorithm focused Scales with dimension and observations Convergence: F(#iter)

Accurate & Efficient Scalable estimators with optimal statistical properties

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Random design least-squares regression.

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Within a reproducing kernel Hilbert space $\mathcal{H}:$

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where: K is the kernel, $K_x = K(x, \cdot).$

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Sequence of estimators $f_t \in \mathcal{H}$. Update after each observation. Using unbiased gradients of the loss function:

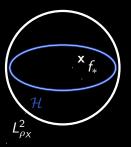
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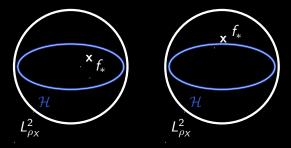
Depending on assumptions on:

- ▶ the Gaussian complexity of the unit ball of the kernel space,
- ▶ the smoothness in \mathcal{H} of the optimal predictor $f_*(X) = \mathbb{E}[Y|X]$.

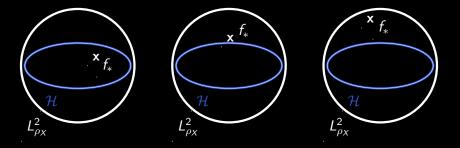
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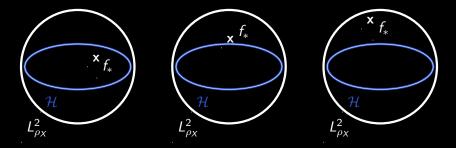
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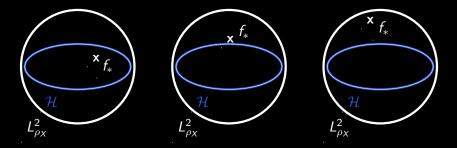
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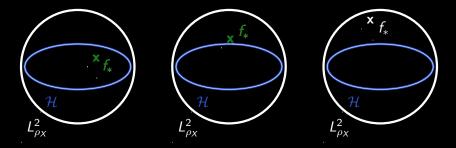


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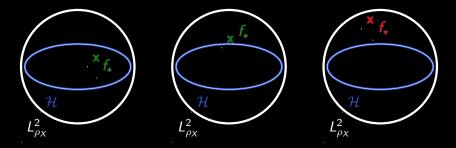
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- $\, \hookrightarrow \,$ Optimal rates in both the well-specified regime and some situations of the mis-specified.

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Faster Rates for Least-Squares Regression, Tech. report, 2016

Aymeric Dieuleveut, Nicolas Flammarion & Francis Bach, Technical report, 2016.

Classical tradeoff: a Bias term and a Variance term appear.

- ► The bias is the hardness of forgetting the initial condition.
- ► The variance is linked with the statistical hardness of the problem.

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Lower bounds:

- Optimal first order algorithm forgets initial conditions as $\Omega\left(\frac{\|\theta_0-\theta_*\|^2}{r^2}\right)$
- Optimal statistical estimation is $\Omega\left(\frac{\sigma^2 d}{n}\right)$,

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New algorithm, based on Nesterov acceleration:

- \hookrightarrow Both optimal terms: $\mathbb{E}\left[\varepsilon(\bar{\theta}_n) \varepsilon(\bar{\theta}_*)\right] \leq \frac{L \|\theta_0 \theta_*\|^2}{n^2} + \frac{\sigma^2 d}{n}$.
- $\, \hookrightarrow \,$ Improves convergence rate for mis-specified non-parametric regression.

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Adaptation to the smoothness for learning in Kernel spaces Faster Rates for Least-Squares Regression, Tech. report, 2016

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Density estimation Shape constraint (log concave) MLE

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Scalable MLE algorithm in high dimension ?

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Online algorithm ?

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