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# Optimal Algorithms for Online Convex Optimization with Multi-Point Bandit Feedback

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## Abstract

Bandit convex optimization is a special case of online convex optimization with partial information. In this setting, a player attempts to minimize a sequence of adversarially generated convex loss functions, while only observing the value of each function at a single point. In some cases, the minimax regret of these problems is known to be strictly worse than the minimax regret in the corresponding full information setting. We introduce the multi-point bandit setting, in which the player can query each loss function at multiple points. When the player is allowed to query each function at two points, we prove regret bounds that closely resemble bounds for the full information case. This suggests that knowing the value of each loss function at two points is almost as useful as knowing the value of each function everywhere. When the player is allowed to query each function at  $d + 1$  points ( $d$  being the dimension of the space), we prove regret bounds that are exactly equivalent to full information bounds for smooth functions.

## 1 Introduction

Online convex optimization is best understood as a repeated game between a player and an adversary. On round  $t$  of the game, the player begins by choosing a point  $x_t$  from a fixed and known convex set  $\mathcal{K} \subseteq \mathbb{R}^d$ . We adopt the game-theoretic terminology and say that  $x_t$  is the player's *move* on round  $t$ . The adversary observes  $x_t$  and chooses a convex loss function  $\ell_t : \mathcal{K} \rightarrow \mathbb{R}$ . Then, the loss function  $\ell_t$  is revealed to the player, who incurs the loss  $\ell_t(x_t)$ . The goal of the player is to minimize his *regret*, defined as

$$\sum_{t=1}^T \ell_t(x_t) - \min_{x \in \mathcal{K}} \sum_{t=1}^T \ell_t(x) .$$

Regret measures the difference between the cumulative loss of the player's strategy and the loss of the best constant point chosen in hindsight. Although the adversary has the advantage of playing second on each round, there exist strategies for which we can prove non-trivial upper-bounds on regret. Zinkevich (2003) presents a strategy based on gradient descent that guarantees a regret of  $O(\sqrt{T})$  when the set  $\mathcal{K}$  is compact and the loss functions are Lipschitz continuous. If the loss functions are strongly convex (defined below), Hazan et al. (2007) analyze a similar gradient descent strategy with a regret bound of  $O(\log(T))$ . They also prove a similar regret bound for the larger class of exp-concave loss functions using an online Newton-step algorithm. The  $O(\sqrt{T})$  and  $O(\log(T))$  regret bounds, for convex and strongly convex loss functions respectively, are known to be minimax optimal (see eg. Abernethy et al. (2009); Cesa-Bianchi and Lugosi (2006) and references therein).

The online convex optimization problem becomes more challenging when the player only receives partial feedback on the choices of the adversary. One particularly interesting type of feedback is *bandit* feedback, where the adversary only reveals the value of the loss function at  $x_t$ , instead of revealing the entire function  $\ell_t$ . Specifically, the player does not know the gradient of  $\ell_t$  at  $x_t$  and a simple gradient descent algorithm is inapplicable.

In the bandit setting, the player does not stand a chance against the *completely adaptive* adversary described above, who chooses  $\ell_t$  after observing the player's move. Specifically, a regret bound for

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**Algorithm 1** Template for  $k$ -point bandit algorithm

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**for**  $t = 1, \dots, T$  **do**  
  Adversary (secretly) chooses convex loss function  $\ell_t$ .  
  Player chooses and reveals  $y_{t,1}, \dots, y_{t,k} \in \mathcal{K}$ .  
  Adversary reveals  $\ell_t(y_{t,1}), \dots, \ell_t(y_{t,k})$ .  
  Player incurs the loss  $(1/k) \sum_{i=1}^k \ell_t(y_{t,i})$ .  
**end for**

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any strategy in this setting is necessarily  $\Omega(T)$ . To see this, let  $\mathcal{K}$  be the interval  $[0, 1]$  and define the following two completely adaptive adversaries: the first chooses  $\ell_t(z) = z - x_t$  while the second chooses  $\ell'_t(z) = x_t - z$ . In both cases, the player observes the loss value  $\ell_t(x_t) = \ell'_t(x_t) = 0$  on every round, and has no way of knowing which of the two adversaries he is facing. Therefore, the player will play the same sequence of moves against both adversaries. If at least half of the player's moves lie in the interval  $[\frac{1}{2}, 0]$  then the player's regret against the first adversary is at least  $T/4$ . Otherwise, the player's regret against the second adversary is at least  $T/4$ . Overall, any strategy will suffer at least a linear regret against one of these adversaries.

The example above indicates that we need to level the playing field by slightly limiting the power of the adversary. Therefore, an *adaptive* adversary in the bandit setting is allowed to choose  $\ell_t$  based only on the player's past moves  $x_1, \dots, x_{t-1}$ , and not on his current move  $x_t$ . Put another way, the adversary chooses  $\ell_t$  at the beginning of round  $t$ , before the player makes his move. Then, the player chooses  $x_t$  without knowing  $\ell_t$  and reveals his move to the adversary. Finally, the adversary notifies the player of his loss  $\ell_t(x_t)$ . We note in passing that an even weaker adversary is the *oblivious* adversary, who chooses  $\ell_t$  without knowing any of the player's moves. However, in practice, an analysis for the oblivious case is often an intermediate step towards an analysis for the adaptive case.

In the special case where the loss functions are linear, Abernethy and Rakhlin (2009) present a randomized algorithm with an  $\tilde{O}(\sqrt{T})$  regret-bound that holds with high-probability against adaptive adversaries. This algorithm relies on a non-trivial application of self-concordant barrier regularization, and differs significantly from the typical algorithms that are used in the full information case. This  $\tilde{O}(\sqrt{T})$  regret bound is optimal due to an information-theoretic argument from Auer et al. (2003). For general convex loss functions, Flaxman et al. (2005) present a simple modification of the full information gradient descent algorithm, where the gradient is replaced by a randomized estimate. The expected regret of this algorithm is shown to be  $O(T^{3/4})$  against oblivious adversaries. Flaxman et al. also sketch a high probability extension of their bound to adaptive adversaries. For smooth and strongly convex loss functions, the regret bound of Flaxman et al. (2005) can be strengthened to  $O(T^{2/3})$ , and furthermore, if  $\mathcal{K}$  is a linear vector space (namely, the optimization is unconstrained) then the bound can be improved to  $O(\sqrt{T})$ <sup>1</sup>. Finding an optimal algorithm for the general bandit convex optimization setting remains an open problem. However, a lower bound due to Dani et al. (2008) implies that the regret of this optimal algorithm will be  $\Omega(\sqrt{T})$ , even when the functions are strongly convex. This is to be contrasted with the full-information case where  $O(\log(T))$  regret is achieved by online gradient descent when the loss functions are strongly convex.

Overall, we observe significant gaps between the optimal regret bounds for the full information and bandit settings, as well as gaps in the complexity of the algorithms that attain these bounds. This leads to the natural question of whether we can study a continuum of problems ranging between these two extremes. Through such an inquiry, we can hope to find the point along this continuum where the regret bounds for the full information case deteriorate to become the inferior bounds in the bandit setting. We can also hope to find the point on this continuum where simple gradient descent approaches stop giving optimal bounds, and the need for specialized algorithms arises. Answering these questions is the focus of our paper.

To this end, we extend the bandit setting and introduce the multi-point bandit setting, where the player queries each loss function at  $k$  randomized points, rather than at a single point. The template for a  $k$ -point bandit algorithm is given in Algorithm 1. In this setting, we define the expected regret,

$$\mathbb{E} \frac{1}{k} \sum_{t=1}^T \sum_{i=1}^k \ell_t(y_{t,i}) - \min_{x \in \mathcal{K}} \mathbb{E} \sum_{t=1}^T \ell_t(x),$$

where expectation is taken over the randomness of the player. When  $k = 1$ , the multi-point bandit

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<sup>1</sup>Both of these results are novel but their proof is omitted due to space constraints.

setting reduces to the bandit case discussed above.

For  $k = 2$ , we show that a variant of the randomized gradient descent algorithm proposed by Flaxman et al. (2005) performs optimally. We prove a *high-probability* regret bound of  $\tilde{O}(\sqrt{T})$  for convex Lipschitz-continuous loss functions chosen by an adaptive adversary. We also prove an *expected* regret bound of  $O(\log(T))$  for strongly convex loss functions chosen by an adaptive adversary. Thus, by allowing the player to query only two points on each round, we can already obtain bounds that closely resemble the optimal bounds for the full-information setting. In the strongly convex case, we see a sharp phase transition of the minimax regret from  $\Omega(\sqrt{T})$  to  $O(\log(T))$  when moving from  $k = 1$  to  $k = 2$ . For general convex loss functions, optimal bounds for the  $k = 1$  setting achievable in a computationally efficient manner are not yet known, but it seems evident that optimal algorithms and bounds will rely on techniques that are significantly different from those used in the full information-case. In contrast, for  $k = 2$  we can rely on algorithms and analysis techniques that are quite similar to those used in the full information case. Overall, we conclude that having the ability to evaluate the loss function at two points on each round is *almost* as powerful as observing the entire loss function.

When  $k = d + 1$ , where  $d$  is the dimension of the space, we show that a *deterministic* algorithm can obtain a regret of  $O(\sqrt{T})$  against convex Lipschitz and smooth loss functions, and a regret of  $O(\log(T))$  against strongly convex and smooth loss functions. Moreover, both of these bounds hold for the case of *completely adaptive* adversaries, precisely as in the full information case. This algorithm uses gradient descent based on a deterministic approximation of the gradient. Applying a similar approximation to the online Newton-step algorithm (Hazan et al., 2007) also gives an  $O(\log(T))$  regret for exp-concave and smooth loss functions. We conclude that having the ability to evaluate the loss function at  $d + 1$  points on each round is as powerful as observing the entire function when the functions are smooth.

The algorithms we propose are efficient, with the computational complexities being no greater than their full information counterparts.

Similar schemes for constructing gradient estimators using multiple function evaluations have also been analyzed in the framework of stochastic optimization (Polyak & Tsyppkin, 1973; Spall, 2003) and derivative-free optimization (Conn et al., 2009). However, there seem to be relatively few relevant results concerning the rate of convergence.

**Notation and Assumptions:** Before proceeding, we define our notation and state assumptions that will appear in various parts of the analysis. Let  $\|\cdot\|$  denote the Euclidean norm in  $\mathbb{R}^d$ , and let  $\mathcal{B} = \{x \in \mathbb{R}^d : \|x\| \leq 1\}$  be the unit ball centered at the origin. We assume that the convex set  $\mathcal{K}$  is compact and has a nonempty interior. If not, we can always map  $\mathcal{K}$  to a lower dimensional space. More specifically, we assume that there exist  $r, D > 0$  such that

$$r\mathcal{B} \subseteq \mathcal{K} \subseteq D\mathcal{B}. \quad (1)$$

We assume w.l.o.g. that the set contains 0, as we can always translate  $\mathcal{K}$ . We assume that each loss function  $\ell_t$  is Lipschitz continuous, i.e., there exists a constant  $G$  such that

$$|\ell_t(x) - \ell_t(y)| \leq G\|x - y\|, \quad \forall x, y \in \mathcal{K}, \forall t. \quad (2)$$

For  $\sigma \geq 0$ , the function  $\ell$  is called  $\sigma$ -strongly convex on the set  $\mathcal{K}$  if

$$\ell(x) \geq \ell(y) + \nabla\ell(y)^\top(x - y) + \frac{\sigma}{2}\|x - y\|^2, \quad \forall x, y \in \mathcal{K}. \quad (3)$$

The case  $\sigma = 0$  merely implies convexity of  $\ell$ . We call a function  $L$ -smooth on  $\mathcal{K}$  if it is differentiable on an open set containing  $\mathcal{K}$  and its gradient is Lipschitz continuous with a constant  $L$ , i.e.,

$$\|\nabla\ell(x) - \nabla\ell(y)\| \leq L\|x - y\|, \quad \forall x, y \in \mathcal{K}. \quad (4)$$

We use the notation  $\mathbb{E}_t$  to denote the conditional expectation conditioned on all randomness in the first  $t - 1$  rounds.

## 2 Expected gradient descent using two queries per round

In this section, we present optimal algorithms (up to logarithmic factors) that query the loss function at two points on each round. We assume that the adversary's choice of  $\ell_t$  can depend on all of the information available up to round  $t - 1$ , but does not depend on the player's random moves on round  $t$ . In the full information case, the player can follow the online gradient descent strategy (Zinkevich, 2003) and make the move

$$x_{t+1} = \Pi_{\mathcal{K}}(x_t - \eta_t \nabla\ell_t(x_t)), \quad (5)$$

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**Algorithm 2** Expected Gradient Descent with two queries per round

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Input: Learning rates  $\eta_t$ , exploration parameter  $\delta$  and shrinkage coefficient  $\xi$ .  
Set  $x_1 = 0$   
**for**  $t = 1, \dots, T$  **do**  
  Pick a unit vector  $u_t$  uniformly at random.  
  Observe  $\ell_t(x_t + \delta u_t)$  and  $\ell_t(x_t - \delta u_t)$ .  
  Set  $\tilde{g}_t = \frac{d}{2\delta}(\ell_t(x_t + \delta u_t) - \ell_t(x_t - \delta u_t))u_t$ .  
  Update  $x_{t+1} = \Pi_{(1-\xi)\mathcal{K}}(x_t - \eta_t \tilde{g}_t)$ .  
**end for**

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where  $\Pi_{\mathcal{K}}(x)$  denotes the Euclidean projection of  $x$  onto the set  $\mathcal{K}$ , and  $\eta_t$  is the step size or *learning rate*. In our partial information setting, we follow Flaxman et al. (2005) and replace  $\nabla \ell_t(x_t)$  with an estimate  $\tilde{g}_t$ , obtained by evaluating the loss function at two random points around  $x_t$ . The player makes the move

$$x_{t+1} = \Pi_{(1-\xi)\mathcal{K}}(x_t - \eta_t \tilde{g}_t), \quad (6)$$

where  $\xi \in (0, 1)$  and  $(1 - \xi)\mathcal{K}$  is shorthand for  $\{(1 - \xi)x : x \in \mathcal{K}\}$ . The projection is made onto the shrunk set  $(1 - \xi)\mathcal{K}$  to ensure that the random query points around  $x_{t+1}$  belong to  $\mathcal{K}$ . In particular, for any  $x \in (1 - \xi)\mathcal{K}$  and any unit vector  $u$  it holds that  $(x + \delta u) \in \mathcal{K}$  for any  $\delta$  in  $[0, \xi r]$  (Flaxman et al., 2005, Observation 2). Algorithm 2 gives a complete description of the Expected Gradient Descent method with two queries per round. The intuition behind this method is that any random realization of  $\tilde{g}_t$  is a good proxy for the directional derivative  $\nabla \ell_t(x_t)^\top u_t$ . Hence taking expectation over a random choice of  $u_t$  gives us a good estimator for  $\nabla \ell_t(x_t)$ .

The difference between Algorithm 2 and the algorithm proposed by Flaxman et al. (2005) is that the latter relies on a single function evaluation on each round. The single value  $\ell_t(x_t + \delta u_t)$  is used to construct the gradient estimator

$$g_t = \frac{d}{\delta} \ell_t(x_t + \delta u_t) u_t. \quad (7)$$

Let  $v$  be a uniform random vector in the unit ball  $\mathcal{B}$ , and define the smoothed loss function

$$\hat{\ell}_t(x) = \mathbb{E}_v \ell_t(x + \delta v).$$

Note that  $\hat{\ell}_t$  is Lipschitz continuous with the same constant  $G$ , and  $\hat{\ell}_t$  is always differentiable even if  $\ell_t$  is not. Through a clever use of Stokes' theorem, Flaxman et al. (2005) showed that  $g_t$  in (7) is a conditionally unbiased estimator of  $\nabla \hat{\ell}_t(x_t)$ , i.e.,

$$\mathbb{E}_t[g_t] = \nabla \hat{\ell}_t(x_t). \quad (8)$$

Their analysis uses the facts that the update of Equation (6) performs expected gradient descent on the functions  $\hat{\ell}_t$  and that  $\hat{\ell}_t(x_t)$  and  $\ell_t(x_t)$  are close when  $\delta$  is small. However, the resulting bounds on expected regret are much worse than bounds for gradient descent in the full information case. This is partly due to the large norm of the gradient estimator in (7) when  $\delta$  is small.

The key insight in this section is that, for the entire class of Lipschitz continuous functions, one can use two function evaluations to construct gradient estimators that have a bounded norm, which leads to much improved regret bounds. First, we note that the gradient estimator in Algorithm 2,

$$\tilde{g}_t = \frac{d}{2\delta} (\ell_t(x_t + \delta u_t) - \ell_t(x_t - \delta u_t)) u_t, \quad (9)$$

also satisfies the unbiasedness condition (8) as the distribution of  $u_t$  is symmetric. To show that it has bounded norm, we have

$$\begin{aligned} \|\tilde{g}_t\| &= \frac{d}{2\delta} \|(\ell_t(x_t + \delta u_t) - \ell_t(x_t - \delta u_t)) u_t\| \\ &= \frac{d}{2\delta} |\ell_t(x_t + \delta u_t) - \ell_t(x_t - \delta u_t)| \\ &\leq \frac{dG}{2\delta} \|2\delta u_t\| = Gd, \end{aligned}$$

where in the inequality above we use the Lipschitz property (2).

In order to analyze the regret of Algorithm 2, we also define the functions

$$h_t(x) = \hat{\ell}_t(x) + (\tilde{g}_t - \nabla \hat{\ell}_t(x_t))^\top x, \quad \forall t.$$

It is easily seen that  $\nabla h_t(x_t) = \tilde{g}_t$ , and therefore  $\|\nabla h_t(x_t)\| \leq Gd$  for all  $t$ . Also  $\mathbb{E}_t h_t(x) = \hat{\ell}_t(x)$  for any  $x$  that is independent of  $u_t$ . Moreover, for any fixed  $x, y \in \mathcal{K}$ ,

$$\begin{aligned} |h_t(x) - h_t(y)| &\leq |\hat{\ell}_t(x) - \hat{\ell}_t(y)| + |(\tilde{g}_t - \nabla \hat{\ell}_t(x_t))^\top (x - y)| \\ &\leq G\|x - y\| + (\|\tilde{g}_t\| + \|\nabla \hat{\ell}_t(x_t)\|)\|x - y\| \\ &\leq G(d+2)\|x - y\| \leq 3Gd\|x - y\| \quad \text{since } \hat{\ell}_t \text{ is } G \text{ Lipschitz.} \end{aligned}$$

Therefore the Lipschitz constant of  $h_t$  is bounded by  $3Gd$ . In addition, the convexity of  $h_t$  follows from that of  $\ell_t$ . With this definition, Algorithm 2 amounts to performing *deterministic* gradient descent on the convex functions  $h_t$ , with projections on the shrunk convex set  $(1 - \xi)\mathcal{K}$ . In the analysis below, we first state a regret bound for deterministic gradient descent on the functions  $h_t$  due to Bartlett et al. (2008b), then use it to prove the desired regret bound on the functions  $\ell_t$ .

We assume that  $\ell_t$  is  $\sigma_t$ -strongly convex (3) for some  $\sigma_t \geq 0$ . It follows that the functions  $\hat{\ell}_t$  and  $h_t$  are also  $\sigma_t$ -strongly convex. Assume, without loss of generality, that  $\sigma_1 > 0$ . As we see later, this can always be done by adding a strongly convex regularization term, and it does not affect the overall regret bound. We use the shorthand  $\sigma_{s:t}$  to denote  $\sum_{\tau=s}^t \sigma_\tau$ . Then  $\sigma_{1:t}$  is always positive if  $\sigma_1 > 0$ .

We begin our analysis by stating a general upper bound on the regret of Online Gradient Descent, due to Bartlett et al. (2008b).

**Lemma 1 (Bartlett et al. (2008b))** *If the Online Gradient Descent algorithm (5) is performed over a convex set  $\mathcal{S}$  on  $\sigma_t$ -strongly convex functions  $h_t$  with  $\eta_t = 1/\sigma_{1:t}$ , then for any  $x \in \mathcal{S}$ ,*

$$\sum_{t=1}^T h_t(x_t) - \sum_{t=1}^T h_t(x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}}.$$

We will also require the following lemma, which relates the desired regret on the losses  $\ell_t$  with the moves  $y_{t,1} = x_t + \delta u_t$  and  $y_{t,2} = x_t - \delta u_t$ , to the regret on the losses  $\hat{\ell}_t$  with the move  $x_t$ .

**Lemma 2** *For any point  $x \in \mathcal{K}$ ,*

$$\sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \sum_{t=1}^T \ell_t(x) \leq \sum_{t=1}^T \hat{\ell}_t(x_t) - \sum_{t=1}^T \hat{\ell}_t((1 - \xi)x) + 3TG\delta + TGD\xi.$$

**Proof:** By the Lipschitz property (2),

$$\ell_t(y_{t,1}) = \ell_t(x_t + \delta u_t) \leq \ell_t(x_t) + G\delta\|u_t\| \quad \text{and} \quad \ell_t(y_{t,2}) = \ell_t(x_t - \delta u_t) \leq \ell_t(x_t) + G\delta\|u_t\|.$$

Since  $\|u_t\| = 1$  for all  $t$ , we get

$$\frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) \leq \ell_t(x_t) + G\delta. \tag{10}$$

The Lipschitz property and the assumption  $\|x\| \leq D$  also imply that, for all  $x \in \mathcal{K}$ ,

$$\ell_t((1 - \xi)x) \leq \ell_t(x) + GD\xi. \tag{11}$$

We can also relate  $\ell_t(x_t)$  and  $\hat{\ell}_t(x_t)$  using the Lipschitz property:

$$|\ell_t(x_t) - \hat{\ell}_t(x_t)| = |\ell_t(x_t) - \mathbb{E}_t \ell_t(x_t + \delta v)| \leq \mathbb{E}_t |\ell_t(x_t) - \ell_t(x_t + \delta v)| \leq \mathbb{E}_t G\delta\|v\|,$$

where we use the fact that the random vector  $v$  in the definition of  $\hat{\ell}_t(x_t)$  is independent of  $x_t$  and  $\ell_t$ . Using the fact  $\|v\| \leq 1$  gives

$$\ell_t(x_t) \leq \hat{\ell}_t(x_t) + G\delta \quad \text{and} \quad \hat{\ell}_t((1 - \xi)x) \leq \ell_t((1 - \xi)x) + G\delta \quad \forall x \in \mathcal{K}. \tag{12}$$

Combining the inequalities (10), (11) and (12), we have

$$\frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) + \hat{\ell}_t((1 - \xi)x) \leq \hat{\ell}_t(x_t) + \ell_t(x) + 3G\delta + GD\xi.$$

Finally, summing both sides of the above inequality for all  $t$  from 1 to  $T$  and rearranging terms gives the desired statement.  $\blacksquare$

With the above lemma, it suffices to bound regret on the losses  $\hat{\ell}_t$  for the sequence  $x_t$  against the set  $\mathcal{K}(1 - \xi)$ . We can now state a bound on the expected regret of Algorithm 2.

**Theorem 3** Let assumptions (1) and (2) hold, and  $\ell_t$  be  $\sigma_t$ -strongly convex where  $\sigma_1 > 0$ . If Algorithm 2 is run with  $\eta_t = \frac{1}{\sigma_{1:t}}$ ,  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ , then for any  $x \in \mathcal{K}$ ,

$$\mathbb{E} \sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \mathbb{E} \sum_{t=1}^T \ell_t(x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + G \log(T) \left( 3 + \frac{D}{r} \right).$$

**Proof:** As pointed out earlier, since  $\nabla h_t(x_t) = \tilde{g}_t$ , Algorithm 2 is actually performing gradient descent (as if with full information) on the functions  $h_t$  restricted to the convex set  $(1 - \xi)\mathcal{K}$ . Using Lemma 1, we have that

$$\sum_{t=1}^T h_t(x_t) - \sum_{t=1}^T h_t((1 - \xi)x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}}.$$

Taking expectations, and using Equation (8), we conclude that

$$\mathbb{E} \sum_{t=1}^T \hat{\ell}_t(x_t) - \mathbb{E} \sum_{t=1}^T \hat{\ell}_t((1 - \xi)x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}}.$$

Using Lemma 2, we get that

$$\mathbb{E} \sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \mathbb{E} \sum_{t=1}^T \ell_t(x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + 3TG\delta + TGD\xi.$$

Plugging in the stated values of  $\delta$  and  $\xi$  completes the proof.  $\blacksquare$

We can take  $\delta$  arbitrarily close to 0, but that doesn't improve the bound beyond constant factors. With Theorem 3 handy, we are all set to prove the following corollaries.

**Corollary 4** If assumptions (1) and (2) hold and Algorithm 2 is run with  $\eta_t = \frac{1}{\sqrt{t}}$ ,  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ , then

$$\mathbb{E} \sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \min_{x \in \mathcal{K}} \mathbb{E} \sum_{t=1}^T \ell_t(x) \leq (d^2 G^2 + D^2) \sqrt{T} + G \log(T) \left( 3 + \frac{D}{r} \right).$$

**Proof:** Since we do not assume that the loss functions  $\ell_t$ , for  $t \geq 1$ , are strongly convex, we add a fictitious round in the beginning with  $\ell_0(x) = \frac{\sqrt{T}}{2} \|x\|^2$ , which has  $\sigma_0 = \sqrt{T}$ . Setting  $\sigma_t = 0$  for  $t \geq 1$  leads to  $\sigma_{0:t} = \sqrt{T}$  for all  $t \geq 0$ . Plugging this in the result of Theorem 3, we have for all  $x \in \mathcal{K}$ ,

$$\mathbb{E} \sum_{t=0}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \mathbb{E} \sum_{t=0}^T \ell_t(x) \leq \frac{d^2 G^2}{2} \sum_{t=0}^T \frac{1}{\sqrt{T}} + G \log(T) \left( 3 + \frac{D}{r} \right). \quad (13)$$

For the regret in the initial fictitious round, we have

$$\frac{1}{2} (\ell_0(y_{0,1}) + \ell_0(y_{0,2})) - \ell_0(x) = \frac{1}{2} \left( \frac{\sqrt{T}}{2} \|y_{0,1}\|^2 + \frac{\sqrt{T}}{2} \|y_{0,2}\|^2 \right) - \frac{\sqrt{T}}{2} \|x\|^2 \geq -\frac{\sqrt{T}}{2} D^2.$$

Rearranging the inequality (13) gives

$$\begin{aligned} \mathbb{E} \sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \mathbb{E} \sum_{t=1}^T \ell_t(x) &\leq \frac{d^2 G^2}{2} \frac{T+1}{\sqrt{T}} + \frac{\sqrt{T}}{2} D^2 + G \log(T) \left( 3 + \frac{D}{r} \right) \\ &\leq (d^2 G^2 + D^2) \sqrt{T} + G \log(T) \left( 3 + \frac{D}{r} \right). \end{aligned}$$

Since this holds for all  $x \in \mathcal{K}$ , it is certainly true for  $\arg \min_{x \in \mathcal{K}} \mathbb{E} \sum_{t=1}^T \ell_t(x)$ .  $\blacksquare$

**Corollary 5** Suppose that assumptions (1) and (2) hold, and each loss function  $\ell_t$  is  $\sigma$ -strongly convex for some  $\sigma > 0$ . If Algorithm 2 is run with  $\eta_t = \frac{1}{\sigma t}$ ,  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ , then

$$\mathbb{E} \sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \min_{x \in \mathcal{K}} \mathbb{E} \sum_{t=1}^T \ell_t(x) \leq G \log(T) \left( \frac{d^2 G}{\sigma} + 3 + \frac{D}{r} \right).$$

**Proof:** In this case,  $\sigma_t = \sigma > 0$  and therefore  $\sigma_{1:t} = \sigma t$ . Hence we can directly plug these values into Theorem 3 to conclude

$$\begin{aligned} \mathbb{E} \sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \min_{x \in \mathcal{K}} \mathbb{E} \sum_{t=1}^T \ell_t(x) &\leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma t} + G \log(T) \left( 3 + \frac{D}{r} \right) \\ &\leq \frac{d^2 G^2}{2\sigma} (1 + \log(T)) + G \log(T) \left( 3 + \frac{D}{r} \right). \\ &\leq \frac{d^2 G^2}{\sigma} \log(T) + G \log(T) \left( 3 + \frac{D}{r} \right) \quad \text{for } T \geq 3. \end{aligned}$$

■

While expected regret bounds are interesting, the regret may still have a high variance. In order to argue that Algorithm 2 often enjoys a small regret, we need to prove a bound that holds with high probability. For that, we turn to concentration inequalities for martingales. For any point  $x \in (1 - \xi)\mathcal{K}$ , define

$$Z_t = \hat{\ell}_t(x_t) - \hat{\ell}_t(x) - h_t(x_t) + h_t(x).$$

Since  $\mathbb{E}_t h_t(x) = \hat{\ell}_t(x)$  for any  $x$  that is independent of  $u_t$ , we have  $\mathbb{E}_t Z_t = 0$ . In addition,

$$|Z_t| \leq |\hat{\ell}_t(x_t) - \hat{\ell}_t(x)| + |h_t(x_t) - h_t(x)| \leq G\|x_t - x\| + 3Gd\|x_t - x\| \leq 8GdD.$$

Thus the sequence  $Z_t$  is a bounded martingale difference sequence. Hence, we can use the Hoeffding-Azuma inequality to derive a high probability guarantee for the case of convex, Lipschitz functions.

**Theorem 6** *Suppose assumptions (1) and (2) hold. If Algorithm 2 is run with  $\eta_t = \frac{1}{\sqrt{T}}$ ,  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ . Then for any fixed  $x \in \mathcal{K}$  and any  $\delta_1 > 0$ , with probability at least  $1 - \delta_1$ ,*

$$\sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \sum_{t=1}^T \ell_t(x) \leq (d^2 G^2 + D^2) \sqrt{T} + G \log(T) \left( 3 + \frac{D}{r} \right) + 8dGD \sqrt{2T \log(1/\delta_1)}.$$

**Proof:** Using the Hoeffding-Azuma inequality, we conclude that

$$\mathbb{P} \left( \sum_{t=1}^T Z_t > \epsilon \right) \leq \exp \left( -\frac{\epsilon^2}{2TB^2} \right),$$

where  $B = 8GdD$  as shown before. Let  $\delta_1 = \exp \left( -\frac{\epsilon^2}{2TB^2} \right)$ . Then  $\epsilon = B \sqrt{2T \log(1/\delta_1)}$ . Hence we know that with probability at least  $1 - \delta_1$

$$\sum_{t=1}^T \hat{\ell}_t(x_t) - \hat{\ell}_t(x(1 - \xi)) \leq \sum_{t=1}^T h_t(x_t) - h_t(x(1 - \xi)) + B \sqrt{2T \log(1/\delta_1)}.$$

Now using Lemma 2,

$$\sum_{t=1}^T \frac{1}{2} (\ell_t(y_{t,1}) + \ell_t(y_{t,2})) - \sum_{t=1}^T \ell_t(x) \leq \sum_{t=1}^T h_t(x_t) - h_t(x(1 - \xi)) + B \sqrt{2T \log(1/\delta_1)} + 3TG\delta + TGD\xi.$$

To bound the regret  $\sum_{t=1}^T h_t(x_t) - h_t(x(1 - \xi))$ , we use Lemma 1 on the regularized loss sequence exactly like in the proof of Corollary 4. Plugging in the stated values of  $\eta_t$  and  $\delta$  proves the theorem. ■

When the adversary is adaptive, however, the loss sequence depends on the player's moves. As a result, the best comparator, which minimizes  $\sum_{t=1}^T \ell_t(x)$ , depends on the player's moves too. The high probability result stated above doesn't allow us to compete with such a comparator, as the comparator  $x$  in the theorem statement is fixed ahead of time and is not allowed to depend on the random  $x_t$ 's. To obtain a regret bound against  $\min_{x \in \mathcal{K}} \sum_{t=1}^T \ell_t(x)$ , we need to take the high probability bound for a fixed  $x \in \mathcal{K}$  described above, and combine it with an appropriate union bound over the entire set to account for all possible minimizers of the cumulative loss sequence. This union bound can be taken either over a barycentric spanner, or over a cover of size at most

$(4dT)^{d/2}$ . This step is the same as the one described in Bartlett et al. (2008a) or Dani and Hayes (2006), and is not repeated here.

While this result provides nearly tight (up to log factors and constants) guarantees on high probability regret for general convex functions, it falls short for the case of strongly convex functions. We note that in applying Hoeffding-Azuma's concentration inequality, we incur an additional term of  $\tilde{O}(\sqrt{T})$ . Showing an  $O(\log T)$  regret bound for strongly convex functions that holds with high probability remains an open question. We would like to mention that the techniques of Kakade and Tewari (2009), which provide such a result in the online to batch conversion setting, are not applicable to our case. This is because in stochastic optimization of strongly convex functions, the sequence  $x_t$  converges rapidly to the optimal point. This rapid concentration doesn't occur in an adversarial bandit optimization setting; the sequence  $x_t$  might actually track the oscillations of the losses  $\ell_t$  and give a much lower regret than any constant point. Such cases present a novel difficulty and resolving this difficulty is an interesting question for future research.

### 3 A general class of gradient estimators for smooth functions

In the previous section, we focused on a gradient estimator based on two function evaluations along a random direction uniformly distributed on the unit sphere centered at  $x_t$ . It is natural to ask if one can obtain similar regret bounds for other estimators based on random sampling with different probability distributions. It turns out that with an additional smoothness assumption on the loss functions, we can indeed show similar regret bounds with more general gradient estimators.

The additional smoothness assumption is that each loss function  $\ell_t$  is  $L$ -smooth, i.e., they satisfy the condition (4). We recall that a direct consequence of (4) is the following second-order property

$$\ell_t(x) \leq \ell_t(y) + \langle \nabla \ell_t(y), x - y \rangle + \frac{L}{2} \|x - y\|^2, \quad \forall x, y \in \mathcal{K}. \quad (14)$$

If the loss functions are  $L$ -smooth, then we can show that the expectation of the gradient estimator in Equation (9) is close to the true gradient. We start with a useful fact from linear algebra.

**Lemma 7** *For any fixed  $v \in \mathbb{R}^d$  and for  $u \in \mathbb{R}^d$  chosen randomly with  $\|u\| = 1$ , it holds that  $v = d\mathbb{E} \langle v, u \rangle u$ .*

**Proof:** The lemma is based on the observation that  $\mathbb{E}uu^\top = \frac{1}{d}I$ , where  $u$  is a random unit vector and  $I$  is the  $d \times d$  identity matrix. To see this, recall that symmetry implies  $\mathbb{E}u_i u_j = 0$  for any two coordinates  $i, j$ . Also  $u$  is a unit vector so  $\mathbb{E} \sum_i u_i^2 = 1$ . Again by symmetry, this implies that  $\mathbb{E}u_i^2 = \frac{1}{d}$  for all  $i$ . Therefore,  $Iv = (d\mathbb{E}uu^\top)v$ , which equals  $d\mathbb{E} \langle v, u \rangle u$ . ■

The above lemma allows us to conclude

$$\begin{aligned} \|\mathbb{E}_t \tilde{g}_t - \nabla \ell_t(x_t)\| &= \|\mathbb{E}_t \tilde{g}_t - d\mathbb{E}_t \langle \nabla \ell_t(x_t), u_t \rangle u_t\| \leq \mathbb{E}_t \|\tilde{g}_t - d \langle \nabla \ell_t(x_t), u_t \rangle u_t\| \\ &\leq d\mathbb{E}_t \left| \frac{1}{2\delta} (\ell_t(x_t + \delta u_t) - \ell_t(x_t - \delta u_t)) - \langle \nabla \ell_t(x_t), u_t \rangle \right| \quad \text{since } \|u_t\| = 1. \end{aligned}$$

By the smoothness assumption, more specifically (14), we have

$$\ell_t(x_t + \delta u_t) \leq \ell_t(x_t) + \delta \langle \nabla \ell_t(x_t), u_t \rangle + \frac{L\delta^2}{2}.$$

Also by convexity of  $\ell_t$ ,  $\ell_t(x_t - \delta u_t) \geq \ell_t(x_t) - \delta \langle \nabla \ell_t(x_t), u_t \rangle$ . Combining the two inequalities above, we get

$$\frac{1}{2\delta} (\ell_t(x_t + \delta u_t) - \ell_t(x_t - \delta u_t)) - \langle \nabla \ell_t(x_t), u_t \rangle \leq \frac{L\delta}{4}.$$

Similarly by using (14) on  $\ell_t(x_t - \delta u_t)$  and the convexity inequality on  $\ell_t(x_t + \delta u_t)$ , we can lower bound the left-hand side of the above inequality by  $-\frac{L\delta}{4}$ . This allows us to obtain

$$\|\mathbb{E}_t \tilde{g}_t - \nabla \ell_t(x_t)\| \leq \frac{dL\delta}{4}.$$

It turns out that the boundedness of the gradient estimator  $\tilde{g}_t$  along with the closeness of its expectation to the true gradient is sufficient to reproduce the regret bounds of the previous section. In particular, we do not need to rely on random vectors uniformly distributed on the unit sphere centered at  $x_t$  and we do not need to use the function  $\hat{\ell}_t(x)$ . To illustrate this point, we only show how a corresponding version of Theorem 3 is proved in this general case. The corresponding versions of other results follow in a similar fashion.



**Theorem 8** Assume that (1) and (2) hold, each function  $\ell_t$  is  $\sigma_t$ -strongly convex, and  $\sigma_1 > 0$ . Suppose that on round  $t$  the player issues  $k$  random queries  $y_{t,1}, \dots, y_{t,k}$ , constructs a gradient estimator  $\tilde{g}_t$ , and uses the algorithm  $x_{t+1} = \Pi_{\mathcal{K}(1-\xi)}(x_t - \eta_t \tilde{g}_t)$  with  $\eta_t = \frac{1}{\sigma_{1:t}}$ ,  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ . If the gradient estimator satisfies the following conditions for all  $t \geq 1$ :

- (i)  $\|x_t - y_{t,i}\| \leq \delta$  for  $i = 1, \dots, k$ .
- (ii)  $\|\tilde{g}_t\| \leq G_1$  for some constant  $G_1$ .
- (iii)  $\|\mathbb{E}_t \tilde{g}_t - \nabla \ell_t(x_t)\| \leq c\delta$  for some constant  $c$ .

Then for any fixed  $x \in \mathcal{K}$  we have

$$\mathbb{E} \sum_{t=1}^T \frac{1}{k} \sum_{i=1}^k \ell_t(y_{t,i}) - \mathbb{E} \sum_{t=1}^T \ell_t(x) \leq \frac{G_1^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + G \log(T) \left(1 + 2c + \frac{D}{r}\right).$$

**Proof:** We start by defining  $h_t(x) = \ell_t(x) + (\tilde{g}_t - \nabla \ell_t(x))^\top x$ . Then it is clear that  $h_t$  has the same convexity properties as  $\ell_t$  and  $\nabla h_t(x_t) = \tilde{g}_t$ . So Lemma 1 still holds, with a gradient bound of  $G_1$  instead of  $dG$ , and we get

$$\sum_{t=1}^T h_t(x_t) - h_t(x) \leq \frac{G_1^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}}.$$

Then we can take expectations to conclude

$$\begin{aligned} \mathbb{E} \sum_{t=1}^T [\ell_t(x_t) - \ell_t(x)] &= \mathbb{E} \sum_{t=1}^T [h_t(x_t) - h_t(x)] + \mathbb{E} \sum_{t=1}^T [\ell_t(x_t) - h_t(x_t) - \ell_t(x) + h_t(x)] \\ &\leq \frac{G_1^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + \mathbb{E} \sum_{t=1}^T (\mathbb{E}_t \tilde{g}_t - \nabla \ell_t(x_t))^\top (x_t - x) \\ &\leq \frac{G_1^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + 2c\delta DT. \end{aligned}$$

In the first inequality above, we used convexity of  $\ell_t$  and  $h_t$ . We can now use arguments similar to the proof of Lemma 2 to conclude

$$\mathbb{E} \sum_{t=1}^T \frac{1}{k} \sum_{i=1}^k \ell_t(y_{t,i}) - \mathbb{E} \sum_{t=1}^T \ell_t(x) \leq \frac{G_1^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + 2cD\delta T + GT\delta + GDT\xi.$$

Plugging in the values of  $\delta$  and  $\xi$  proves the theorem.  $\blacksquare$

As shown in the beginning of this section, the assumptions of Theorem 8 are satisfied with the gradient estimator (9) if the loss functions  $\ell_t$  are  $L$ -smooth. In that case, we have  $G_1 = dG$  and  $c = dL/4$ , and  $k = 2$  queries per round suffice.

Theorem 8 also generalizes the special case of optimizing with noisy gradients, which has been previously studied in the optimization community. Suppose that for each query point  $x_t$ , the player only has access to a noisy version of the gradient  $\tilde{g}_t$ . In this case, we have  $k = 1$  and  $y_{t,1} = x_t$ , and it is not even necessary to assume the smoothness condition. If the approximate gradient satisfies the conditions (ii) and (iii) in Theorem 8, then we have the stated regret bound in expectation. If the approximate gradient has a deterministic bound, i.e.,  $\|\tilde{g}_t - \nabla \ell_t(x_t)\| \leq c\delta$  for all  $t$ , then the regret bound becomes deterministic.

As a more interesting application of this general result, we demonstrate another estimator  $\tilde{g}_t$  that meets the conditions of Theorem 8. On each round  $t$ , the player picks an integer  $i_t$  from the set  $\{1, \dots, d\}$  uniformly at random, queries the function values at two points along the corresponding coordinate axes  $e_{i_t}$ ;  $y_{t,1} = x_t + \delta e_{i_t}$ ,  $y_{t,2} = x_t - \delta e_{i_t}$ . Then it constructs the estimator

$$\tilde{g}_t = \frac{d}{2\delta} (\ell_t(y_{t,1}) - \ell_t(y_{t,2})) e_{i_t}.$$

It is clear that  $\|x_t - y_{t,i}\| \leq \delta$ . As in the previous section, this gradient estimator has a bounded norm with  $G_1 = dG$ . Moreover,

$$\mathbb{E}_t \tilde{g}_t = \frac{1}{2\delta} \sum_{i=1}^d (\ell_t(x_t + \delta e_i) - \ell_t(x_t - \delta e_i)) e_i.$$

---

**Algorithm 3** Gradient descent with deterministic estimator based on  $d + 1$  points

---

Input: Learning rates  $\eta_t$ , exploration parameter  $\delta$  and shrinkage coefficient  $\xi$ .  
Set  $x_1 = 0$   
**for**  $t = 1, \dots, T$  **do**  
  Observe  $\ell_t(x_t), \ell_t(x_t + \delta e_i)$  for  $i = 1, \dots, d$ .  
  Set  $\tilde{g}_t = \frac{1}{\delta} \sum_{i=1}^d (\ell_t(x_t + \delta e_i) - \ell_t(x_t)) e_i$ .  
  Update  $x_{t+1} = \Pi_{(1-\xi)\mathcal{K}}(x_t - \eta_t \tilde{g}_t)$ .  
**end for**

---

Then

$$\begin{aligned} \|\mathbb{E}_t \tilde{g}_t - \nabla \ell_t(x_t)\| &= \sqrt{\sum_{i=1}^d \left| \frac{1}{2\delta} (\ell_t(x_t + \delta e_i) - \ell_t(x_t - \delta e_i)) - \langle \nabla \ell_t(x_t), e_i \rangle \right|^2} \\ &\leq \frac{\sqrt{dL}\delta}{4}. \end{aligned}$$

Thus Theorem 8 applies to this estimator with  $G_1 = dG$  and  $c = \sqrt{dL}/4$ . This means that a coordinate descent style algorithm that uses only 1-dimensional gradient estimators will also exhibit a low regret for optimizing smooth convex Lipschitz functions.

Since the gradient estimator is 1-dimensional along a coordinate axis, gradient updates become computationally more efficient. We also note that this improvement in per-iteration cost comes at no worsening of the regret bound when compared to using a random direction on the unit sphere. In the full information case, stochastic coordinate descent approaches usually have a convergence rate slower by a factor of  $d$  compared to gradient descent, which offsets the computational gains (Shalev-Shwartz & Tewari, 2009; Tseng & Yun, 2009). In this case, however, both the gradient descent method and coordinate descent have to rely on an estimator with the same amount of variance, which leads to similar regret guarantees in the two cases and gives the coordinate descent approach a clear computational edge. This example is just a hint of the strength of Theorem 8.

## 4 Deterministic algorithms for completely adaptive adversaries

In the previous sections, we considered adversaries that know the player's past moves, but do not know the player's current random move. This seems reasonable for a randomized algorithm, because if the adversary can see the player's random bits, then randomization is futile. However, in some cases, the online interaction mandates an adversarial response dependent not only on the player's previous moves, but also on the current move. That is, after the player plays a point  $x_t$ , the loss function  $\ell_t$  is chosen with the knowledge of  $x_t$ . While such a scenario is readily tackled in the full information setting with standard gradient based algorithms, it is impossible to adapt to such feedback in the bandit setting, as explained in Section 1. This prompts the question if there is any partial feedback setting where we might be able to effectively compete against such an adversary. In this section, we show one special partial feedback scenario where it is possible to compete against such a *completely adaptive* adversary.

We assume that the player is allowed to query each loss function at up to  $d + 1$  points. In this case, the player can play the points  $x_t, x_t + \delta e_i$  for  $i = 1, \dots, d$ , where  $e_i$  are the standard unit basis vectors, and then construct a *deterministic* gradient approximation

$$\tilde{g}_t = \frac{1}{\delta} \sum_{i=1}^d (\ell_t(x_t + \delta e_i) - \ell_t(x_t)) e_i. \quad (15)$$

The details of the player's moves are described in Algorithm 3.

We assume that each loss function  $\ell_t$  is  $L$ -smooth and  $\sigma_t$ -strongly convex on  $\mathcal{K}$ . Such functions are always Lipschitz continuous, and we can derive a bound on the Lipschitz constant based on  $L$  and  $D$ . However, for convenience, we simply assume (2) holds with the constant  $G$ . We can derive just as in previous sections that

$$\|\tilde{g}_t\| \leq dG, \quad \|\tilde{g}_t - \nabla \ell_t(x_t)\| \leq \frac{\sqrt{dL}\delta}{2}. \quad (16)$$

These properties of  $\tilde{g}_t$  are the deterministic version of the properties discussed in the previous section for randomized algorithms. They immediately give us partial feedback algorithms based on using approximate gradients in the corresponding full information analogues. For instance, we can show the same regret guarantee against a stronger class of adversaries.

**Theorem 9** Let  $\{\ell_t\}_{t=1}^T$  be convex functions chosen by a completely adaptive adversary. Suppose the conditions (1) and (2) hold. In addition, let each  $\ell_t$  be  $\sigma_t$  strongly convex and  $L$ -smooth. If Algorithm 3 is run with  $\eta_t = \frac{1}{\sigma_{1:t}}$ ,  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ , then

$$\sum_{t=1}^T \frac{1}{d+1} \left( \ell_t(x_t) + \sum_{i=1}^d \ell_t(x_t + \delta e_i) \right) - \min_{x \in \mathcal{K}} \sum_{t=1}^T \ell_t(x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}} + G \log(T) \left( 1 + \frac{\sqrt{dL\delta}}{2} + \frac{D}{r} \right).$$

**Proof:** The proof essentially mimics that of Theorem 8. We define  $h_t(x) = \ell_t(x) + (\tilde{g}_t - \nabla \ell_t(x))^\top x$ . Then  $\|\nabla h_t(x_t)\| = \|\tilde{g}_t\| \leq dG$ . So we obtain from Lemma 1 for any  $x \in (1 - \xi)\mathcal{K}$ ,

$$\sum_{t=1}^T h_t(x_t) - h_t(x) \leq \frac{d^2 G^2}{2} \sum_{t=1}^T \frac{1}{\sigma_{1:t}}.$$

Proceeding as in the proof of Theorem 8 and using  $\|\tilde{g}_t - \nabla \ell_t(x_t)\| \leq \frac{\sqrt{dL\delta}}{2}$  gives the result.  $\blacksquare$

It turns out that we can say more about this deterministic gradient estimator. More specifically, we can use it to develop quasi-Newton type methods that can achieve a sharper regret bound for the class of exp-concave functions. Recall that a loss function  $\ell_t$  is  $\alpha$ -exp-concave if  $\exp(-\alpha \ell_t(x))$  is a concave function. For example, if a function has a Lipschitz constant  $G$  and is  $\sigma$ -strongly convex, then the exp-concave property holds with  $\alpha = G^2/\sigma$ . However, the exp-concave condition is weaker than assuming the bounds  $G$  and  $\sigma$ . These functions arise in applications like portfolio optimization, squared-error regression etc.

All the algorithms discussed until now are gradient-descent based. Gradient-descent methods are often insufficient to obtain the optimal regret for the general class of exp-concave functions. Hazan et al. (2007) developed an online Newton-step algorithm that achieves an optimal  $O(\log T)$  regret on these functions. In order to implement approximate second-order methods using gradient estimators, we also need to control error in second order gradient terms. To demonstrate good second-order properties of the gradient estimator (15), we use the following fact from linear algebra.

**Lemma 10** Let  $u$  and  $v$  be two vectors in  $\mathbb{R}^d$  such that  $\|u - v\| \leq \theta$ . Then for any  $x$

$$x^\top (uu^\top - vv^\top)x \leq \|x\|^2 \theta (2\|v\| + \theta).$$

**Proof:** We have

$$\begin{aligned} x^\top (uu^\top - vv^\top)x &= (x^\top u)^2 - (x^\top v)^2 = x^\top (u + v)x^\top (u - v) \\ &\leq \|x\|^2 \|u + v\| \|u - v\| \leq \|x\|^2 \theta (2\|v\| + \theta), \end{aligned}$$

where in the last inequality we used  $\|u + v\| = \|2v + (u - v)\| \leq 2\|v\| + \|u - v\| \leq 2\|v\| + \theta$ .  $\blacksquare$

We apply this lemma with  $u = \tilde{g}_t$  and  $v = \nabla \ell_t(x_t)$  to conclude that for any vector  $x$

$$x^\top (\tilde{g}_t^\top \tilde{g}_t - \nabla \ell_t(x_t)^\top \nabla \ell_t(x_t))x \leq \|x\|^2 \frac{\sqrt{dL\delta}}{2} \left( 2G + \frac{\sqrt{dL\delta}}{2} \right). \quad (17)$$

With this second-order approximation bound in mind, we present the Bandit Online Newton-Step algorithm (BONES). This algorithm is a bandit version of the Online Newton Step algorithm, presented in Hazan et al. (2007).

We begin the analysis of the BONES algorithm by first proving the following lemma.

**Lemma 11** Let  $\tilde{g}_t$  and  $\beta$  be as defined in Algorithm 4. Then for any  $x \in (1 - \xi)\mathcal{K}$ ,

$$\sum_{t=1}^T \tilde{g}_t^\top (x - x_t) - \frac{\beta}{2} (x - x_t)^\top \tilde{g}_t \tilde{g}_t^\top (x - x_t) \leq \frac{d}{2\beta} \log(TG^2 d^4 \beta^2 + 1) + \frac{1}{2\beta}.$$

**Proof:** This result is based on the observation that the updates of BONES are equivalent to performing online Newton-step algorithm of Hazan et al. (2007) on the functions

$$\tilde{g}_t^\top (x - x_t) - \frac{\beta}{2} (x - x_t)^\top A_t (x - x_t).$$

---

**Algorithm 4** Bandit Online Newton Step (BONES) algorithm

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Set  $x_1 = 0, A_0 = \epsilon I_d, \beta = \frac{1}{2} \min \left\{ \frac{1}{4GD}, \alpha \right\}$ .  
**for**  $t = 1, \dots, T$  **do**  
  Observe  $\ell_t(x_t), \ell_t(x_t + \delta e_i)$  for  $i = 1, \dots, d$ .  
   $\tilde{g}_t = \frac{1}{\delta} \sum_{i=1}^d (\ell_t(x_t + \delta e_i) - \ell_t(x_t)) e_i$ .  
   $A_t = A_{t-1} + \tilde{g}_t \tilde{g}_t^\top$ .  
   $x_{t+1} = \Pi_{(1-\xi)\mathcal{K}}^{A_t} \left( x_t - \frac{1}{\beta} A_t^{-1} \tilde{g}_t \right)$ , where  $\Pi_{\mathcal{S}}^{A_t}(y) = \arg \min_{x \in \mathcal{S}} (y - x)^\top A_t (y - x)$ .  
**end for**

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Following the proof of Theorem 2 in (Hazan et al., 2007), we conclude that for any  $x \in (1 - \xi)\mathcal{K}$ ,

$$\sum_{t=1}^T \tilde{g}_t^\top (x - x_t) - \frac{\beta}{2} (x - x_t)^\top A_t (x - x_t) \leq \frac{1}{2\beta} \sum_{t=1}^T \tilde{g}_t^\top A_t^{-1} \tilde{g}_t + \frac{1}{2\beta}.$$

Further following their analysis, we note that the first summand on the right-hand side can be bounded by controlling the eigenvalues of the matrices  $A_t$ . Together with  $\|\tilde{g}_t\| \leq Gd$ , this gives

$$\sum_{t=1}^T \tilde{g}_t^\top (x - x_t) - \frac{\beta}{2} (x - x_t)^\top A_t (x - x_t) \leq \frac{d}{2\beta} \log \left( \frac{(Gd)^2 T}{\epsilon} + 1 \right) + \frac{1}{2\beta}.$$

Finally setting  $\epsilon = \frac{1}{\beta^2 d^2}$  gives the result.  $\blacksquare$

This lemma now allows us to prove a bound on the regret incurred by the BONES algorithm against completely adaptive adversaries.

**Theorem 12** *Let  $\{\ell_t\}_{t=1}^T$  be chosen by a completely adaptive adversary. Suppose the conditions (1) and (2) hold. In addition, let each  $\ell_t$  be  $\alpha$ -exp-concave and  $L$ -smooth. If the BONES Algorithm is run with  $\delta = \frac{\log T}{T}$  and  $\xi = \frac{\delta}{r}$ , then*

$$\begin{aligned} \sum_{t=1}^T \frac{1}{d+1} \left( \ell_t(x_t) + \sum_{i=1}^d \ell_t(x_t + \delta e_i) \right) - \min_{x \in \mathcal{K}} \sum_{t=1}^T \ell_t(x) &\leq 4d \left( GD + \frac{1}{\alpha} \right) \log \left( 1 + \frac{Td^4 D^2}{64} \right) \\ &\quad + \log(T) \left( \frac{DL\sqrt{d}}{2} + \frac{2GD}{r} \right) + o(\log(T)). \end{aligned}$$

**Proof:** We will only outline the main steps in the proof. The omitted details can be found in (Hazan et al., 2007). We start by recalling a second-order property of exp-concave functions (Hazan et al., 2007, Lemma 3):

$$\ell_t(x) \geq \ell_t(x_t) + \nabla \ell_t(x_t)^\top (x - x_t) + \frac{\beta}{2} (x - x_t)^\top \nabla \ell_t(x_t) \nabla \ell_t(x_t)^\top (x - x_t).$$

In particular, this observation allows us to relate regret on the function  $\ell_t$  with that of a local quadratic approximation.

$$\begin{aligned} \sum_{t=1}^T \ell_t(x_t) - \ell_t(x) &\leq \sum_{t=1}^T \nabla \ell_t(x_t)^\top (x_t - x) - \frac{\beta}{2} (x - x_t)^\top \nabla \ell_t(x_t) \nabla \ell_t(x_t)^\top (x - x_t) \\ &\leq \sum_{t=1}^T \tilde{g}_t(x_t)^\top (x_t - x) - \frac{\beta}{2} (x - x_t)^\top \tilde{g}_t \tilde{g}_t^\top (x - x_t) \\ &\quad + \sum_{t=1}^T \|\tilde{g}_t - \nabla \ell_t(x_t)\| \|x_t - x\| + \sum_{t=1}^T \frac{\beta}{2} (x_t - x) (\tilde{g}_t \tilde{g}_t^\top - \nabla \ell_t(x_t) \nabla \ell_t(x_t)^\top) (x - x_t) \end{aligned}$$

Now the first two terms on the right-hand side are bounded in Lemma 11. For the remaining terms, we use the equations (16) and (17). As before, we also need to relate this regret to the average regret on the  $y_{t,i}$ 's against a point in  $\mathcal{K}$  rather than  $\mathcal{K}(1 - \xi)$ . These can be done as before by appealing to Lemma 2. Plugging in all the constants gives the result.  $\blacksquare$

## 5 Discussion

This paper introduces the multi-point bandit feedback setting for online convex optimization under partial information. While this setting is just a slight generalization of the bandit setting, we are able to show certain sharp phase transitions based on the number of queries per round, both in the nature of the bounds and in the nature of the adversaries against which these bounds hold. We provide optimal algorithms at several points along this continuum.

For future research, it will be interesting to investigate more general partial feedback models, for instance allowing an adaptive choice of the number of queries at every round. Proving an  $O(\log(T))$  regret bound with high probability for the case of strongly convex functions also remains an open question for  $k = 2$  queries.

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