

# Vowpal Wabbit



<http://hunch.net/~vw/>

git clone

[git://github.com/JohnLangford/vowpal\\_wabbit.git](git://github.com/JohnLangford/vowpal_wabbit.git)

# What is Vowpal Wabbit?

1. fast/efficient/scalable learning algorithm.
2. vehicle for rule-breaking tricks. Progressive validation, Hashing, Log-time prediction, Allreduce, ...
3. combinatorial learning algorithm.
4. Open Source project. BSD license,  $\sim 10$  contributors in the last year,  $>100$  mailing list. Used by (at least) Amazon, AOL, eHarmony, Facebook, IBM, Microsoft, Twitter, Yahoo!, Yandex.
5. Used for Ad prediction, document classification, spam detection, etc...

# Combinatoric design of VW

1. Format {binary, text}
2. IO { File, Pipe, TCP, Library }
3. Features {sparse, dense}
4. Feature {index, hashed} with namespaces
5. Feature manipulators {ngrams, skipgrams, ignored, quadratic, cubic}
6. Optimizers {online, CG, LBFGS} parallelized
7. Representations {linear, MF, LDA}
8. Sparse Neural Networks by reduction.
9. Losses {squared, hinge, logistic, quantile}
10. Multiclass {One-Against-All, ECT}
11. Cost-sensitive {One-Against-All, WAP}
12. Contextual Bandit {lps, Direct, Double Robust}
13. Structured { Imperative Search, Dagger}
14. Understanding { l1, audit, Prog. Validation}

# An example application might use

1. Format {binary, text}
2. IO { File, Pipe, TCP, Library }
3. Features {sparse, dense}
4. Feature {index, hashed} with namespaces
5. Feature manipulators {ngrams, skipgrams, ignored, quadratic, cubic}
6. Optimizers {online, CG, LBFGS} parallelized
7. Representations {linear, MF, LDA}
8. Sparse Neural Networks by reduction.
9. Losses {squared, hinge, logistic, quantile}
10. Multiclass {One-Against-All, ECT}
11. Cost-sensitive {One-Against-All, WAP}
12. Contextual Bandit {lps, Direct, Double Robust}
13. Structured { Imperative Search, Dagger}
14. Understanding { l1, audit, Prog. Validation}

# An example

An adaptive, scale-free, importance invariant update rule.

Example: `vw -c rcv1.train.raw.txt -b 22  
--ngram 2 --skips 4 -l 0.25 --binary`  
provides stellar performance in 12 seconds.

# Learning Reductions

The core idea: reduce **complex problem A** to **simpler problem B** then use **solution on B** to get **solution on A**.

Problems:

1. How do you make it efficient enough?
2. How do you make it natural to program?

# The Reductions Interface

```
void learn(void* d, learner& base, example* ec)
{
    base.learn(ec); // The recursive call
    if ( ec->final_prediction > 0) //Thresholding
        ec->final_prediction = 1;
    else
        ec->final_prediction = -1;
    label_data* ld = (label_data*)ec->ld; //New loss
    if (ld->label == ec->final_prediction)
        ec->loss = 0.;
    else
        ec->loss = 1.;
}
```

```

learner* setup(vw& all,
               std::vector<std::string>&opts,
               po::variables_map& vm,
               po::variables_map& vm_file)
{ //Parse and set arguments
  if (!vm_file.count("binary"))
  {
    std::stringstream ss;
    ss << " -binary ";
    all.options_from_file.append(ss.str());
  }
  all.sd->binary_label = true;
  //create new learner
  return new learner(NULL, learn, all.);
}

```

# Searn/Dagger: Structured prediction algorithms

The basic idea: Define a search space, then learn which steps to take in it.

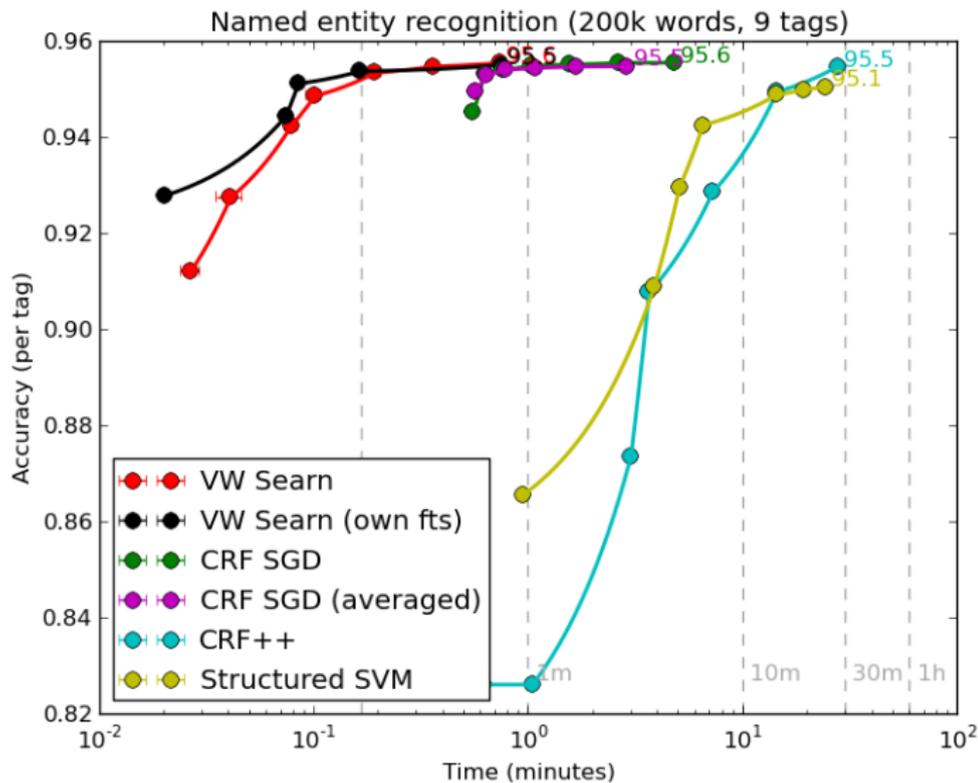
1. A method for compiling global loss into local loss.
2. A method for transporting prediction information from adjacent predictions.

Demonstration: wget

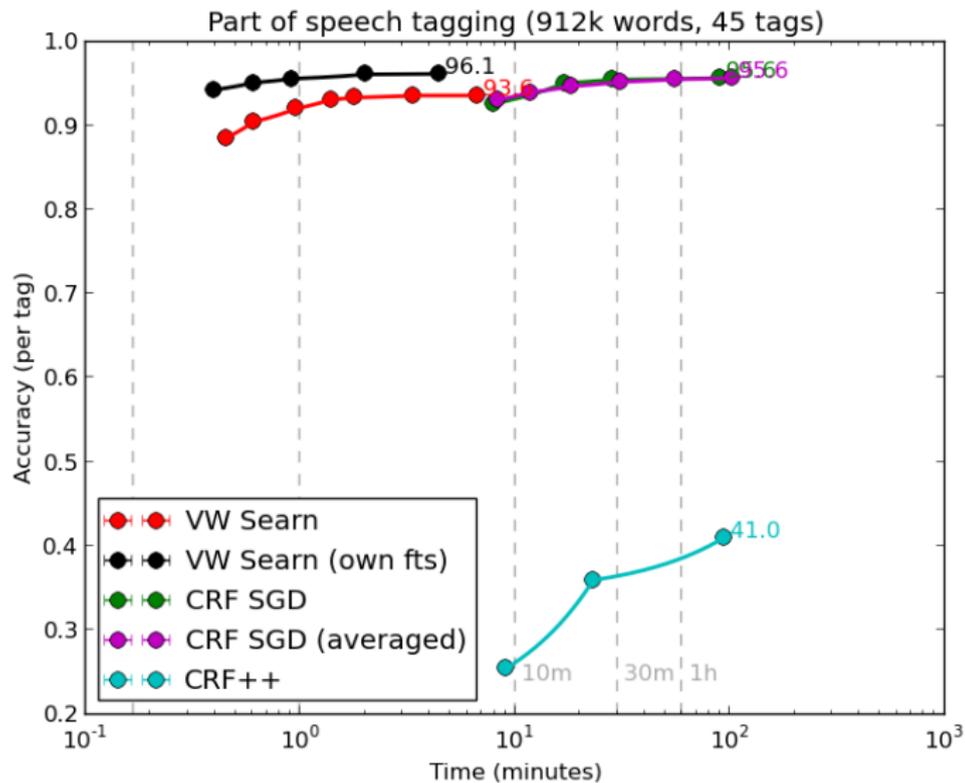
<http://hal3.name/tmp/pos.gz>

```
vw -b 24 -k -c -d pos.gz --passes 4 --searn_task sequence
--searn 45 --searn_as_dagger 1e-8 --holdout_after 38219
--searn_neighbor_features -2:w,-1:w,1:w,2:w --affix
-3w,-2w,-1w,+3w,+2w,+1w
```

# This really works



# This really works, part II



# Imperative Search (or Dagger)

```
void structured__predict(search& srn, example**ec, size_t len)
{
    v_array<uint32_t> * y_star = srn.task_data;

    for (size_t i=0; i<len; i++)
    {

        //Prediction with advice.
        label_to_array(ec[i]->ld, *y_star);
        size_t pred = srn.predict(ec[i], NULL, y_star);

    }

}
```

# Imperative Searn (or Dagger)

```
void structured__predict(srn& srn, example**ec, size_t len)
{
    v_array<uint32_t> * y_star = srn.task_data;
    float total_loss = 0;
    for (size_t i=0; i<len; i++)
    {
        //Prediction with advice.
        label_to_array(ec[i]->ld, *y_star);
        size_t pred = srn.predict(ec[i], NULL, y_star);
        //track loss
        if (y_star->size() > 0)
            total_loss += (pred != y_star->last());
        }//declare loss
    srn.declare_loss(len, total_loss);
}
```

# Imperative Search (or Dagger)

```
void structured__predict(srn& srn, example**ec, size_t len)
{
    v_array<uint32_t> * y_star = srn.task_data;
    float total_loss = 0;
    for (size_t i=0; i<len; i++)
        { //save state for optimization
            srn.snapshot(i, 1, &i, sizeof(i), true);
            srn.snapshot(i, 2, &total_loss, sizeof(total_loss), false);
            //Prediction with advice.
            label_to_array(ec[i]->ld, *y_star);
            size_t pred = srn.predict(ec[i], NULL, y_star);
            //track loss
            if (y_star->size() > 0)
                total_loss += (pred != y_star->last());
            }//declare loss
    srn.declare_loss(len, total_loss);
}
```

# The Rest

1. Zhen Qin
2. Paul Mineiro
3. Nikos Karampatziakis