Active Learning a Convex Body in Low Dimensions

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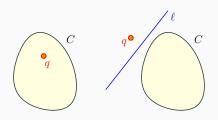
The problem

Problem

Input: $P \subset \mathbb{R}^2$, oracle for unknown convex body C.

Oracle: Separation oracle.

Goal: Compute $P \cap C$ using fewest number of oracle queries.



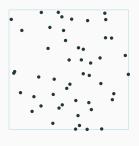
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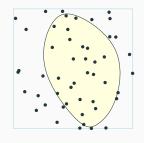
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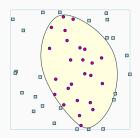
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Motivation: Active learning

- · Input space X
- Learner data: $x_1, \ldots, x_n \in X$ (without labels)
- Learner can query oracle for label of any $q \in X$
- Build classifier using few queries
- What queries to choose?

Additional motivation

Separation oracles are well-known (OR)

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- · Computational problems with oracle access:
 - · Nearest-neighbor oracles [Har-Peled et al., 2016]
 - Proximity probe [Panahi et al., 2013]
 - · Linear queries [Ezra and Sharir, 2019]

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- Algorithm:

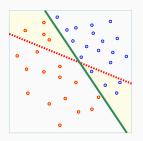
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- Algorithm:
 - 1. Randomly sample input

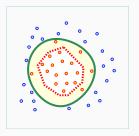
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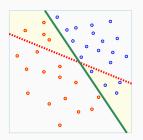
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- Size of sample?

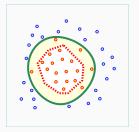
 Misclassified points = symmetric difference of learned and true classifier



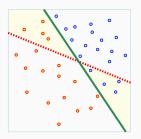


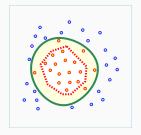
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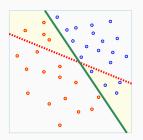


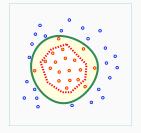
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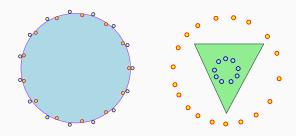
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- Scheme fails for arbitrary convex regions





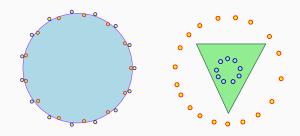
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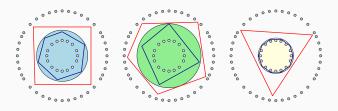
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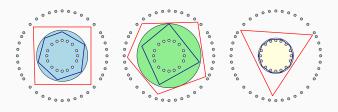
Hard vs. easy instances

- · Worst case: query all points
- Goal: design instance sensitive algorithms





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Lemma

Any algorithm must make at least $\sigma(P, C)$ oracle queries.

Problem	Lowerbound	Upperbound
Classify (2D)	$\sigma(P,C)$	$O(k(P)\log n)$ (†)

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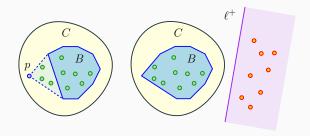
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- P chosen UAR from $[0,1]^2$

$$\implies \mathbb{E}[k] = \Theta(n^{1/3}) \implies O(n^{1/3} \log n)$$

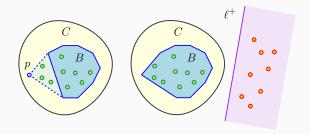
• Maintain approximation $B \subseteq C$

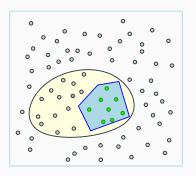
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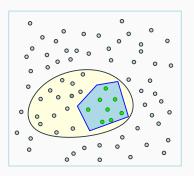
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- $c \in \mathbb{R}^2$ is a centerpoint for P if for all halfspaces ℓ^+ : $c \in \ell^+ \implies |P \cap \ell^+| \ge |P|/3$.





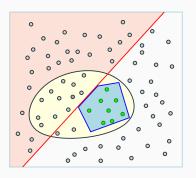
 $U \subseteq P$ unclassified points. While $U \neq \emptyset$:

1. ℓ^+ = halfspace tangent to *B* maximizing $|\ell^+ \cap U|$

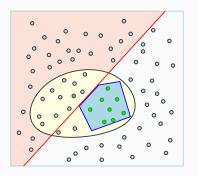


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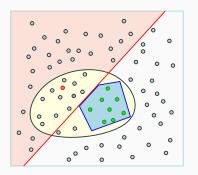
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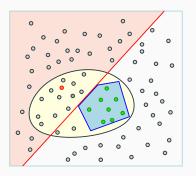
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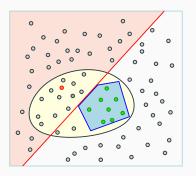


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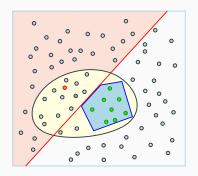


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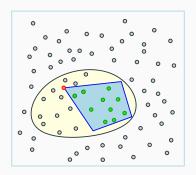
(A)
$$c \in C \implies expand(c)$$



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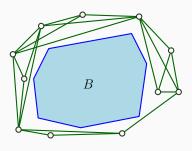


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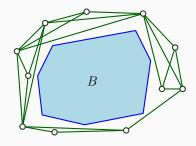


Animation

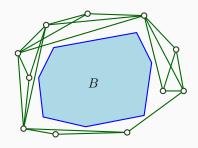
· Count visible pairs of points



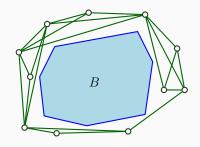
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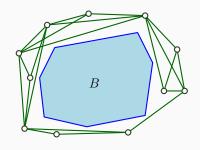


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Extending the algorithm to 3D

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Greedy algorithm classifies all points using $O(k \log n)$ queries.

Conclusions

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References i

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