

Vowpal Wabbit



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

git clone

git://github.com/JohnLangford/vowpal_wabbit.git

Vowpal Wabbit: Research Delivery Vehicle

1. **Online** by default. A good solution to an ML problem is always an hour or less away.

Vowpal Wabbit: Research Delivery Vehicle

1. **Online** by default. A good solution to an ML problem is always an hour or less away.
2. **Hashing**. Raw text is fine. A valid input is:
1 | The dog ate my homework

Vowpal Wabbit: Research Delivery Vehicle

1. **Online** by default. A good solution to an ML problem is always an hour or less away.
2. **Hashing**. Raw text is fine. A valid input is:
1 | The dog ate my homework
3. **Allreduce**. Terascale learning paper = most scalable public algorithm.

Vowpal Wabbit: Research Delivery Vehicle

1. **Online** by default. A good solution to an ML problem is always an hour or less away.
2. **Hashing**. Raw text is fine. A valid input is:
1 | The dog ate my homework
3. **Allreduce**. Terascale learning paper = most scalable public algorithm.
4. **Reductions**. Solve wide variety of problems well by reduction to simple problems.

Vowpal Wabbit: Research Delivery Vehicle

1. **Online** by default. A good solution to an ML problem is always an hour or less away.
2. **Hashing**. Raw text is fine. A valid input is:
1 | The dog ate my homework
3. **Allreduce**. Terascale learning paper = most scalable public algorithm.
4. **Reductions**. Solve wide variety of problems well by reduction to simple problems.
5. **Interactive**. Causation instead of correlation. Learn to control based on feedback.

Vowpal Wabbit: Research Delivery Vehicle

1. **Online** by default. A good solution to an ML problem is always an hour or less away.
2. **Hashing**. Raw text is fine. A valid input is:
1 | The dog ate my homework
3. **Allreduce**. Terascale learning paper = most scalable public algorithm.
4. **Reductions**. Solve wide variety of problems well by reduction to simple problems.
5. **Interactive**. Causation instead of correlation. Learn to control based on feedback.
6. **Learn2Search**. See Hal/Kai-Wei later
7. **others....**

A user base becomes addictive

1. Mailing list of >400

A user base becomes addictive

1. Mailing list of >400
2. The official strawman for large scale logistic regression (see demos/booths) :-)

A user base becomes addictive

1. Mailing list of >400
2. The official strawman for large scale logistic regression (see demos/booths) :-)
- 3.



An example

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

Improved: 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(learner& base, example& ec)
{
    base.learn(ec); // The recursive call
    if ( ec.pred.scalar > 0) //Thresholding
        ec.pred.scalar = 1;
    else
        ec.pred.scalar = -1;
    if (ec.l.simple.label == ec.pred.scalar)
        ec.loss = 0.; // Loss Definition
    else
        ec.loss = ec.l.simple.weight;
}
```

New: Logarithmic Online Multiclass Tree

See: <http://arxiv.org/abs/1406.1822>

Repeatedly:

1. See x
2. Predict $\hat{y} \in \{1, \dots, K\}$
3. See y

New: Logarithmic Online Multiclass Tree

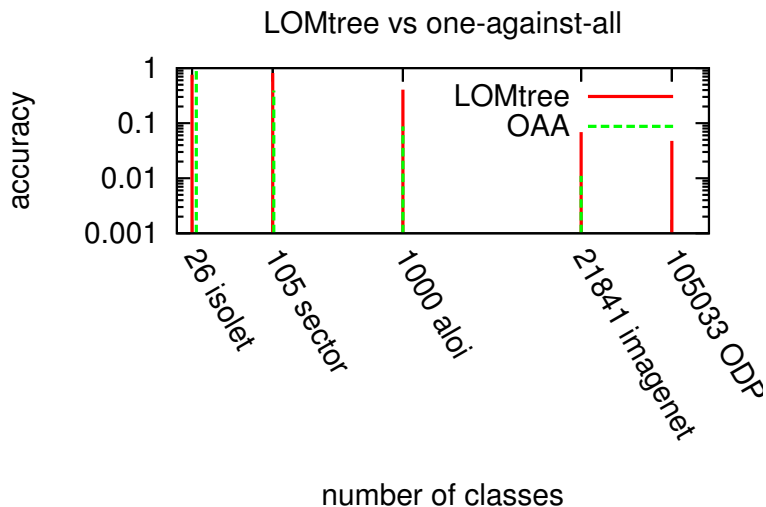
See: <http://arxiv.org/abs/1406.1822>

Repeatedly:

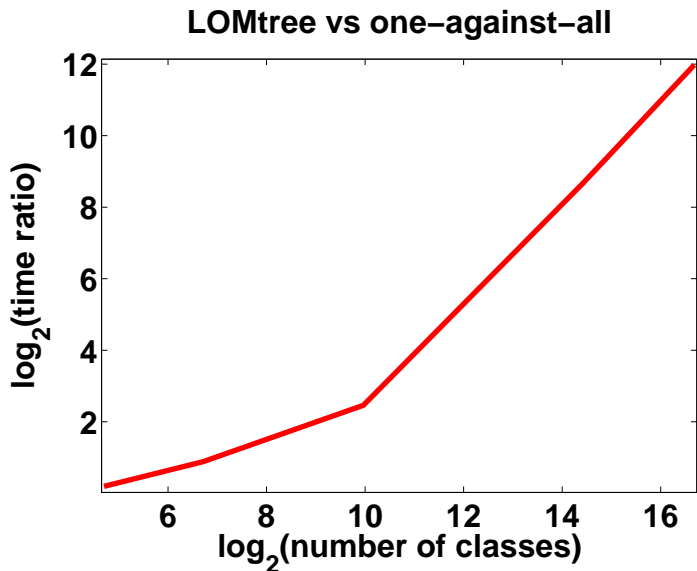
1. See x
2. Predict $\hat{y} \in \{1, \dots, K\}$
3. See y

Goal: Goal in $O(\log K)$ time minimize loss.

Accuracy for a fixed training time



Classes vs Test time ratio



The Method

A dynamically created tree with classifiers in the nodes and multiple leaves per label operating by reduction. ~550 LOC.

Usage:

```
vw --log_multi <nodes> <dataset>
```

New: The Exploration Library

(With: Luong Hoang, Sid Sen, Sarah Bird)

NIPS tutorial last year: Learning to interact without exploration is bogus.

New: The Exploration Library

(With: Luong Hoang, Sid Sen, Sarah Bird)

NIPS tutorial last year: Learning to interact without exploration is bogus.

Problem: Exploration must happen deep inside existing systems.

New: The Exploration Library

(With: Luong Hoang, Sid Sen, Sarah Bird)

NIPS tutorial last year: Learning to interact without exploration is bogus.

Problem: Exploration must happen deep inside existing systems.

Solution: An exploration library which randomizes correctly & helps log the right things.

New: VW in AzureML

(see: <http://tinyurl.com/vw-azureml>)

Problem: You want to deploy a model for large scale use.

New: VW in AzureML

(see: <http://tinyurl.com/vw-azureml>)

Problem: You want to deploy a model for large scale use.

Solution: Azure ML cloud service.

It even has browser GUI

The screenshot displays the Vowpal Wabbit Train browser GUI. The main area shows an experiment draft titled "Vowpal Wabbit Train" with a status of "Draft saved at 4:40:11 PM". The right-hand side features a "Properties" panel for the experiment, listing various configuration fields:

- Properties**
- Vowpal Wabbit Train**
- Azure user account name: demo
- Azure storage key: [Redacted]
- Azure container name: mydata
- VW arguments: --oaa 3
- Name of the input VW file: my_vw_data
- Name of the model file (-f): my_model
- Name of the cache file (--cache...): cache_file
- Please specify file type: VW

Navigation icons are visible at the bottom of the interface.

The plan

1. John: Intro++
2. Matus: Polynomial learning
3. Paul: LRQ + Hogwild mode
4. Hal: Learning 2 search + Python
5. Kai-Wei: Entity Relation + Dependency Parsing
6. Alekh: Online SVM