BOME! Bilevel Optimization Made Easy A Simple First-order Approach

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Challenges

Scalability: prior BO methods often require computing 2nd gradient order iteration. each **Theory:** lack non-asymptotic convergence result when are non-convex w.r.t. v, θ .

BOME! (General Idea)

Idea: Convert BO into a constrained optimization problem, where g is required to be less than a certain threshold (ideally its optimal value for the given v).

> Optimize the outer problem s.t. the **optimality gap** for inner problem is 0



$$\theta')$$

$$(v, \theta)$$

Step 1: Compute the approximate va	3
$\hat{q}(v,\theta) = g(v,\theta) - g(v,\theta_k^{(T)}).$	
Step 2: Descent the outer s.t. the inne	5
$(v_{k+1}, \theta_{k+1}) \leftarrow (v_k, \theta_k) - \xi \delta_k$	1
where $\delta_{k} = rgmin_{\delta} abla f - \delta ^{2}$	
descend f	

Message: For smooth and (possibly) non-convex inner/outer objectives, • non-convex g, rate is $O(K^{-1/4} + \exp(-bT))$ $O(K^{-1/3} + \exp(\operatorname{rate}))$ improves convex to

Experiment (on a toy example)

Coreset

Find the closest point in the trapezoid to the target goal.



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BOME! (Algorithm)

alue function (the optimality gap gf

obtained by T-step gradient descent, then stop gradient

er also improves

 $\langle \nabla \hat{q}, \delta \rangle \ge \phi \ge 0$ s.t.

 \hat{q} does not ascend

Theory