## **Optimal Transport Methods and Applications**

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## Outline

#### Introduction to optimal transport

A computationally efficient variant

Augmented Wasserstein distances

Applications

- Reinforcement learning
- Finance

## Motivating Examples: density fitting



How to measure the distance between probability distributions?

## Motivating Examples: Bayesian inference



How to transform between probability distributions efficiently?

# Optimal transport

Knowing point-to-point transport costs, transport a source distribution  $\mu$  to a target distribution  $\nu$  with minimum overall costs.



How to find the transport map?

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The optimal transport is illustrated by grey arrows.

## Monge's formulation

Let  $\mu$  and  $\nu$  be probability measures defined on  $\Omega,$  and  $c:\Omega\times\Omega\to[0,+\infty)$  a distance metric.



Gaspard Monge (1746-1818)

The Monge problem finds a transport map  $T: \Omega \to \Omega$  minimising the expectation of cost function:

$$M(T) := \int_{\Omega} c(x, T(x)) \mu(x) \,.$$

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The Monge map is illustrated by grey arrows.

# Kantorovich's formulation

Consider the distribution  $\pi$  defined on  $\Omega \times \Omega$ that satisfies  $\pi(A \times \Omega) = \mu(A)$ ,  $\pi(\Omega \times B) = \nu(B)$ , i.e.  $\pi$  is a joint distribution with marginals  $\mu$  and  $\nu$ .



Leonid Kantorvich (1912-1986)



<sup>1</sup>Peyre et al., "Computational Optimal Transport", Now Publishers, 2019.

# Kantorovich's formulation

Kantorovich's formulation tries to find a joint distribution  $\pi$  that minimises:

 $\int_{\Omega \times \Omega} c(x, y) \mathrm{d}\pi(x, y) \, .$ 

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 $\pi$  corresponds to a transport map:



## Distances between probability measures

Given two probability measures  $\mu$  and  $\nu$ , we want to measure the discrepancy between them by computing a distance metric  $D(\cdot, \cdot)$ :

$$D(\mu,\nu): P(\Omega) \times P(\Omega) \to \mathbb{R},$$

where  $P(\Omega)$  is the set of all Borel probability measures defined on  $\Omega$ .



## Examples of discrepancy measures

Denote by  $p_{\mu}$  and  $p_{\nu}$  the densities of  $\mu$  and  $\nu$ , we can evaluate the distance between  $\mu$  and  $\nu$  by computing the following discrepancy measures:

• 
$$L_k$$
-metrics  $(k \ge 1)$ :  $L_k(\mu, \nu) = \left(\int_{\Omega} |p_{\mu}(x) - p_{\nu}(x)|^k dx\right)^{\frac{1}{k}}$ 

• KL-divergence: 
$$D_{KL}(\mu||\nu) = \int_{\Omega} p_{\mu}(x) \log \left(\frac{p_{\mu}(x)}{p_{\nu}(x)}\right) dx$$

- ► JS-divergence:  $JSD(\mu||\nu) = \frac{1}{2}D_{KL}(\mu||\nu) + \frac{1}{2}D_{KL}(\nu||\mu)$
- Hellinger distance:  $H^2(\mu,\nu) = \frac{1}{2} \int_{\Omega} \left( \sqrt{p_{\mu}(x)} \sqrt{p_{\nu}(x)} \right)^2 dx$

• Wasserstein distance:  

$$W_k(\mu,\nu) = \left(\inf_{\pi \in \Omega(\mu,\nu)} \int_{\Omega \times \Omega} c(x,y)^k d\pi(x,y)\right)^{\frac{1}{k}}$$

## Comparisons between different discrepancy measures



PDF of  $\mu$  and  $\nu$ 

Only Wasserstein distance captures the geometry of the space

# Properties of Wasserstein distance

Wasserstein distance is a valid metric.

- Symmetry
- Triangular inequality
- Identity of indiscernibles
- Non-negativity

Wasserstein distance can capture the underlying geometry of the space.

## Limitations of Wasserstein distance

Computing the optimal transport plans is computationally intensive when the sample size is large.

More specifically, denote by n the number of samples, the computational complexity of computing the Wasserstein distance is:

 $\mathcal{O}(n^3 \log(n))$ .

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## Wasserstein distance in one-dimensional space

In one-dimensional space, the optimal transport plan has closed-form solution:

$$W_k(\mu,\nu) = \left(\int_0^1 c \left(F_{\mu}^{-1}(z), F_{\nu}^{-1}(z)\right)^k dz\right)^{\frac{1}{k}}$$



The Wasserstein distance equals the area

.

Project high-dimensional distributions onto 1-dimensional spaces through Radon transform R<sub>μ</sub>(·; θ) (linear projections via dot product (x, θ)).

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# Sliced Wasserstein Distance<sup>2</sup> (SWD)

#### Definition:

$$\mathsf{SWD}_k(\mu,\nu) = \left(\int_{\mathbb{S}^{d-1}} W_k^k \big(\mathcal{R}_\mu(\cdot,\theta), \mathcal{R}_\nu(\cdot,\theta)\big) d\theta\right)^{\frac{1}{k}}$$

#### Intuitive interpretation:

- Obtain multiple one-dimensional distribution by using Radon transform *R<sub>μ</sub>*(·; θ).
- Average the Wasserstein distances between projected one-dimensional distributions.

<sup>&</sup>lt;sup>2</sup>Bonnel et al., "Sliced and Radon Wasserstein barycenters of measures", JMIV, 2015

# Generalized Sliced Wasserstein Distance<sup>3</sup> (GSWD)

 Obtain 1-dimensional distributions through generalized Radon transform G<sub>μ</sub>(·, θ) (nonlinear projections via defining function β(x, θ)).



<sup>3</sup>Kolouri et al., "Generalized sliced Wasserstein distance", NeurIPS, 2019

## Importance of flexible nonlinear projections

Nonlinear projections can have higher projection efficiency than linear projections:



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× Limited choice of defining function  $\beta(\cdot)$ , must satisfy non-trivial conditions to guarantee a valid metric<sup>5</sup>.

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Generalized Sliced Wasserstein Distance<sup>3</sup> (GSWD)

- × Limited choice of defining function  $\beta(\cdot)$ , must satisfy non-trivial conditions to guarantee a valid metric<sup>5</sup>.
- $\times \ \beta(\cdot)$  user-specified and not data-adaptive.

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How to construct flexible hypersurfaces where the compared distributions are projected onto?

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Spatial Radon transform;

Augmented sliced Wasserstein distance (ASWD).

# Spatial Radon transform (SRT)

How does the spatial Radon transform H<sub>μ</sub>(·, θ; g) construct nonlinear projections?

Radon transform	Generalized RT	Spatial RT
$\langle x, \theta \rangle$	eta(x, heta)	$\langle g(x), \theta \rangle$

Augmented sliced Wasserstein distance (ASWD)<sup>4</sup> Definition:

$$\mathsf{ASWD}_{k}(\mu,\nu;g) = \left(\int_{\mathbb{S}^{d_{\theta}-1}} W_{k}^{k} \big(\mathcal{H}_{\mu}(\cdot,\theta;g),\mathcal{H}_{\nu}(\cdot,\theta;g)\big) d\theta\right)^{\frac{1}{k}}$$

 Averages the Wasserstein distances between 1-D distributions obtained through spatial Radon transform.

<sup>&</sup>lt;sup>4</sup>X. Chen, Y. Yang, and Y. Li. "Augmented Sliced Wasserstein Distances", ICLR 2022

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#### Is ASWD a valid metric?

Theorem 1

The augmented sliced Wasserstein distance (ASWD) of order  $k \in [1, +\infty)$  with a fixed mapping  $g(\cdot) : \mathbb{R}^d \to \mathbb{R}^{d_\theta}$  is a metric on  $P_k(\mathbb{R}^d)$  if and only if  $g(\cdot)$  is injective.

<sup>&</sup>lt;sup>4</sup>X. Chen, Y. Yang, and Y. Li. "Augmented Sliced Wasserstein Distances", ICLR 2022

# Injectivity of spatial Radon transform

#### Lemma 1

The spatial Radon transform is an injection on  $P_k(\mathbb{R}^d)$  if and only if the mapping  $g(\cdot)$  is an injection.

Is ASWD a valid metric when  $g(\cdot)$  is optimised?

#### Optimisation objective:

$$g^{*}(\cdot) = \underset{g}{\operatorname{argmax}} \{\mathsf{ASWD}_{k}(\mu,\nu;g) - \lambda(\mathbb{E}_{x \sim \mu}^{\frac{1}{k}} [||g(x)||_{2}^{k}] + \mathbb{E}_{y \sim \nu}^{\frac{1}{k}} [||g(y)||_{2}^{k}]) \}$$

Corollary 1.1 The ASWD is a valid metric when  $\lambda \ge 1$ .

## Experiment Results<sup>4</sup>

A simple injective mapping  $g_{\omega}(x) = [x, \phi_{\omega}(x)]$  adopted for all experiments.

- Sliced Wasserstein flow (Section 5.1 and Appendix G);
- Generative modeling (Section 5.2 and Appendix H);
- Sliced Wasserstein autoencoders (Appendix I);
- Image color transferring (Appendix J);
- Sliced Wasserstein barycenter (Appendix K).

<sup>&</sup>lt;sup>4</sup>X. Chen, Y. Yang, and Y. Li. "Augmented Sliced Wasserstein Distances", ICLR 2022

## Sliced Wasserstein flow

Evolve a source distribution  $\mu$  to a target distribution  $\nu$  by minimizing different distance metrics between  $\mu$  and  $\nu$ :

 $\partial_t \mu_t = -\nabla \mathsf{SWD}(\mu_t, \nu) \,,$ 



## Generative modelling

Train GAN models with different metrics on CELEBA and CIFAR10 datasets:

The ASWD produced the lowest Fréchet Inception Distance (FID) score compared with other evaluated metrics:

L=1000	SWD (Bonneel et al., 2015)		GSWD (Kolouri et	al., 2019a)	DSWD (Nguyen et al., 2021)		ASWD	
	FID	t (s/it)	FID	<i>t</i> (s/it)	FID	t (s/it)	FID	t (s/it)
CIFAR10	$102.3 \pm 5.3$	0.36	98.2±5.1	2.22	$62.3 \pm 5.7$	1.30	59.3±3.2	1.38
CELEBA	86.5±4.1	0.38	85.2±6.3	2.19	71.3±4.7	1.28	67.4±2.1	1.38

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The ASWD also has higher convergence rate in terms of the FID score:



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# Reinforcement learning (RL)

Standard Markov Decision Process



# Reinforcement learning (RL) without rewards

Often reward is unavailable or hard to define



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# Reinforcement learning (RL) without rewards

Often reward is unavailable or hard to define



- Instead, learn from demonstrations
- Inverse RL: Explicitly infer reward, optimise with RL (ill-posed, computationally expensive)
- Imitation learning: Learn from demonstration directly, without explicit reward inference

Demonstrator policy  $\pi_E$  with occupancy measure  $\rho_{\pi_E}$ :



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Learner policy  $\pi$  with occupancy measure  $\rho_{\pi}$ :



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Learner policy  $\pi$  with occupancy measure  $\rho_{\pi}$ :



• Measure similarity with metric  $\mathcal{D}(\rho_{\pi}, \rho_{\pi_E})$ 

# **Objective:** Find $\pi$ such that $\mathcal{D}(\rho_{\pi}, \rho_{\pi_E})$ is minimised.

# Different similarity metrics $\mathcal{D}(\rho_{\pi}, \rho_{\pi_E})$

- Supervised learning: Behaviour Cloning (BC)
- Kullback-Leibler Divergence: Adversarial Inverse RL (AIRL)<sup>5</sup>
- Jensen-Shannon divergence: Generative Adversarial Imitation Learning (GAIL)<sup>6</sup>
- ... and any  $f-divergence^7$
- Dual Wasserstein: Wasserstein Adversarial Imitation Learning<sup>8</sup>
- Bounded Wasserstein: Primal Wasserstein Imitation Learning<sup>9</sup>

<sup>&</sup>lt;sup>5</sup>Fu et al., "Learning Robust Rewards with Adversarial Inverse Reinforcement Learning", ICLR 2018 <sup>6</sup>Ho and Ermon , "Generative adversarial imitation learning", NIPS 2016

<sup>&</sup>lt;sup>7</sup>Ghasemipour et al., "A Divergence Minimization Perspective on Imitation Learning", CORL 2019

<sup>&</sup>lt;sup>8</sup>Xiao et al., "Wasserstein Adversarial Imitation Learning", arXiv 2019

<sup>&</sup>lt;sup>9</sup>Dadashi et al., "Primal Wasserstein Imitation Learning", ICLR 2021

Different similarity metrics  $\mathcal{D}(\rho_{\pi}, \rho_{\pi_E})$ 

#### Limitations:

- Do not account for the distributions' metric space
- Not robust to disjoint measures
- Often solved with generative adversarial training, inheriting its disadvantages such as training instability
- Intractable
- Locally Optimal

## Sinkhorn Distance<sup>10</sup>

$$\mathcal{W}_{s}^{\beta}(\rho_{\pi},\rho_{\pi_{E}})_{c} = \inf_{\zeta_{\beta}\in\Omega_{\beta}(\rho_{\pi},\rho_{\pi_{E}})} \mathbb{E}_{x,y\sim\zeta_{\beta}}\left[c(x,y)\right]$$

where  $\Omega_{\beta}(p,q)$  denotes the set of all joint distributions in  $\Omega(p,q)$  with entropy of at least  $\mathcal{H}(p) + \mathcal{H}(q) - \beta$ .

This entropy regularised optimal transport problem can be solved by an algorithm called *Sinkhorn-Knopp's fixed point iteration*, and the solving process is differentiable.

<sup>&</sup>lt;sup>10</sup>Cuturi. "Sinkhorn Distances: Lightspeed Computation of Optimal Transportation Distances", NIPS 2013

Sample transport cost:

 $v_{c}\left(\left(\widehat{s_{z},a_{z}}\right)\sim\rho_{\pi}\right)=\sum_{(\underline{s},a)} c\left(\overbrace{(\underline{s_{z},a_{z}}, \underbrace{s_{v},a_{v}}, \underbrace{s_{v},a_{v}}, \underbrace{s_{v},a_{v}}, \underbrace{\zeta_{\beta}}_{(\underline{s},\underline{s},\underline{s}, \underbrace{s_{v},a_{v}}, \underbrace{s_{v},a_{v}}, \underbrace{\zeta_{\beta}}_{(\underline{s},\underline{s},\underline{s}, \underbrace{s_{v},a_{v}}, \underbrace{s_{v},a_{v}}, \underbrace{s_{v},a_{v}}, \underbrace{\zeta_{\beta}}_{(\underline{s},\underline{s},\underline{s}, \underbrace{s_{v},a_{v}}, \underbrace{s_{v},a_{v},a_{v}}, \underbrace{s_{v},a_{v},a_{v}}, \underbrace{s_{v},a_{v},a_{v}}, \underbrace{s_{v},a_$ 

<sup>&</sup>lt;sup>11</sup>G. Papagiannis and Y. Li, "Imitation Learning with Sinkhorn Distances", ECML-PKDD 2022

Sample transport cost:

 $v_{c}\left(\left(\widehat{s_{x,a_{z}}}\sim\rho_{\pi}\right)\right) = \sum_{(s_{v},a_{v})\sim\rho_{\pi_{E}}} c\left(\overbrace{(s_{x,a_{z}}),(s_{v},a_{v})}^{\text{Distance cost}}\right) \zeta_{\beta}\left(\underbrace{(s_{x,a_{z}}),(s_{v},a_{v})}_{\text{Optimal Transport Plan}}\right)$ 

$$\mathcal{W}^{eta}_{s}(
ho_{\pi},
ho_{\pi_{E}})_{c} = \sum_{(s_{z},a_{z})} \mathcal{V}_{c} \left( \left( s_{z},a_{z} 
ight) 
ight)$$

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$$\mathcal{W}^{eta}_{s}(
ho_{\pi},
ho_{\pi_{E}})_{c_{w}} = \sum_{(s_{r},a_{s}) \sim 
ho_{\pi}} v_{c_{w}}((s_{r},a_{s}))$$

 $-v_{c_w}$  per sample reward proxy in reinforcement learning

- Cost learned using a neural network (NN) parameterised by w.
- Cosine distance between the output of the NN for each state-action pair.

<sup>&</sup>lt;sup>11</sup>G. Papagiannis and Y. Li, "Imitation Learning with Sinkhorn Distances", ECML-PKDD 2022

#### SIL's Optimisation Objective:

$$\min_{\pi} \max_{w} \mathcal{W}_{s}^{\beta}(\rho_{\pi}, \rho_{\pi_{E}})_{c_{w}}$$

#### Repeat to convergence:

**Step 1:** Optimise w parameterised as a NN to maximize  $\mathcal{W}_s^\beta(\rho_\pi, \rho_{\pi_E})_{c_w}$ **Step 2:** Optimise  $\pi$  to minimise  $\mathcal{W}_s^\beta(\rho_\pi, \rho_{\pi_E})_{c_w}$  using  $-v_{c_w}$  as reward.

<sup>&</sup>lt;sup>11</sup>G. Papagiannis and Y. Li, "Imitation Learning with Sinkhorn Distances", ECML-PKDD 2022

# **Results Overview**



Successful imitation learning with various numbers of demonstrations.

## **Results Overview**

#### Best performance on each experiment against benchmarks

Environments	Trajectories	BC	GAIL	AIRL	SIL		Trajectories	BC	GAIL	AIRL	SIL
Hopper-v2	2	×	×	$\checkmark$	×	Ant-v2	4	×	×	×	$\checkmark$
	4	×	×	$\checkmark$	×		8	×	×	×	$\checkmark$
	8	×	×	$\checkmark$	×		16	×	×	×	$\checkmark$
	16	×	×	$\checkmark$	×		32	×	×	$\checkmark$	×
	32	×	$\checkmark$	×	×	Humanoid-v2	8	$\checkmark$	×	×	×
HalfCheetah-v2	2	×	×	×	$\checkmark$		16	×	×	×	$\checkmark$
	4	×	×	×	$\checkmark$		32	×	$\checkmark$	×	×
	8	×	×	×	$\checkmark$						
	16	×	$\checkmark$	×	×						
	32	×	×	×	$\checkmark$						
Walker2d-v2	2	×	×	$\checkmark$	×						
	4	×	×	$\checkmark$	×						
	8	×	×	$\checkmark$	×						
	16	×	×	$\checkmark$	×						
	32	×	×	$\checkmark$	×						
	2	×	×	×	$\checkmark$						

SIL performs SOTA against benchmarks on some environments; on par on the rest.

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## Index Tracking

Index tracking is a popular form of **passive investing**, aiming to replicate the performance of a given index by constructing a portfolio which contains some constituents of the index.



# Index Tracking

The objective is regression, minimising the tracking error  $\min_{w} ||Xw - y||_2^2:$ 

- $X \in \mathbb{R}^{N \times D}$  are the return of assets
- $y \in \mathbb{R}^N$  is the target index (benchmark)
- > N is the number of timesteps (e.g., N = 750 trading days)
- D is the number of assets (e.g., D = 500 stocks)
- $w \in \mathbb{R}^D$  is the weight of each asset to hold in order to approximate the index y

Beyond the simplest form, some constraints exist in this study

- ▶ long-only, i.e.,  $w_i \ge 0, \forall i$
- the capital is fully utilised, i.e.,  $\sum_i w_i = 1$

With the constraints, our objective becomes

• 
$$\min_{w \ge 0, \sum_i w_i = 1} \|Xw - y\|_2^2$$

A non-negative regression problem with sum-to-one constraint

# Cardinality Constraint

It becomes *much harder* if we want to control how many assets to buy

- Reduces transaction costs
- Makes the portfolio more manageable

 $\min_{w \ge \mathbf{0}, \sum_i w_i = 1, \|w\|_0 = K} \|Xw - y\|_2^2$ 

- ► ||w||<sub>0</sub> is the ℓ<sub>0</sub> norm, which is the number of non-zero elements in w
- ▶ This suggests that we will buy *exactly* K assets

# Our contribution<sup>12</sup>

Why is it hard to find  $\min_{w \ge 0, \sum_i w_i = 1, \|w\|_0 = K} \|Xw - y\|_2^2$ ?

- Asset selection (which elements in w are non-zero) is a discrete optimisation problem
- Capital allocation (what values of those non-zero elements) is a continuous optimisation problem
- If we want to optimise them jointly, gradient-based methods are not feasible because of asset selection part

We propose a **reparametrisation** for this problem, so it can *approximate* the gradient of asset selection, therefore we call it *differentiable asset selection*.

<sup>&</sup>lt;sup>12</sup>Y. Zheng, Y. Li, Q. Xu, T. Hospedales, Y. Yang, "Index Tracking with Differentiable Asset Selection", ICAIF 2020

# Reparameterisation

$$\begin{split} \min_{\tilde{w},s} & \|Xw(\tilde{w},s) - y\|_2^2 \\ \blacktriangleright & w_i = \frac{1}{\sum_i \exp(\tilde{w}_i)z_i} \exp(\tilde{w}_i)z_i \\ \blacktriangleright & [z_1, z_2, \dots, z_D] = \operatorname{TopK}(s) \\ \operatorname{TopK} : \mathbb{R}^D \to \{0, 1\}^D \\ \blacktriangleright & s = [-0.5, 1.7, 0.3, 0.8, 1.1] \longrightarrow z = \operatorname{Top3}(s) = [0, 1, 0, 1, 1] \end{split}$$

## Reparameterisation

$$\begin{split} \min_{\tilde{w},s} & \|Xw(\tilde{w},s) - y\|_2^2 \\ & \blacktriangleright & w_i = \frac{1}{\sum_i \exp(\tilde{w}_i)z_i} \exp(\tilde{w}_i)z_i \\ & \blacktriangleright & [z_1, z_2, \dots, z_D] = \operatorname{TopK}(s) \\ \operatorname{TopK} : \mathbb{R}^D \to \{0, 1\}^D \\ & \blacktriangleright & s = [-0.5, 1.7, 0.3, 0.8, 1.1] \longrightarrow z = \operatorname{Top3}(s) = [0, 1, 0, 1, 1] \end{split}$$

Note that  $\tilde{w} \in \mathbb{R}^D$  and  $s \in \mathbb{R}^D$ , thus we just need to find a smoothed version of  $\text{TopK}(\cdot)$ .

This can be done by formulating the TopK operator as an optimal transportation problem.

# TopK via OT



Recall that this (entropy regularised) OT problem can be solved by an algorithm called *Sinkhorn-Knopp's fixed point iteration*, and the solving process is differentiable.

## Stochasticity Analysis

- Out-of-sample performance of 100 runs when K = 50.
   Orange line: mean; shadow area: 1 standard deviation.
- The proposed method is consistently effective. Errors are accumulated so the shadow area becomes larger as time progresses.



# Summary

- Augmented Sliced Wasserstein distances: a data-adaptive distance metric with high projection efficiency.
- Achieved through novel incorporation of injective neural networks to learn nonlinear projections.
- The Sinkhorn algorithm can be used to in distance minimisation and differentiable top-K/sorting functions with applications in RL, finance, image retrieval etc.

Link to code:

- Augmented sliced Wasserstein distances: https://github.com/xiongjiechen/Normalizing-Flows-DPFs.
- Imitation learning with Sinkhorn Distances: https://github.com/gpapagiannis/sinkhorn-imitation
- Index tracking with differentiable asset selection: available upon request.