

References

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Checklist

1. For all authors...
 - (a) Do the main claims made in the abstract and introduction accurately reflect the paper’s contributions and scope? [Yes]
 - (b) Did you describe the limitations of your work? [Yes] We specify assumptions needed for good performances in Section 4.
 - (c) Did you discuss any potential negative societal impacts of your work? [N/A]
 - (d) Have you read the ethics review guidelines and ensured that your paper conforms to them? [Yes]
2. If you are including theoretical results...
 - (a) Did you state the full set of assumptions of all theoretical results? [Yes] See Section 4.
 - (b) Did you include complete proofs of all theoretical results? [Yes] See Appendix A.3 to A.6
3. If you ran experiments...
 - (a) Did you include the code, data, and instructions needed to reproduce the main experimental results (either in the supplemental material or as a URL)? [No] We will release the code if the paper is accepted.
 - (b) Did you specify all the training details (e.g., data splits, hyperparameters, how they were chosen)? [Yes] See Section 5.1 and Appendix A.7.
 - (c) Did you report error bars (e.g., with respect to the random seed after running experiments multiple times)? [Yes] See Section 5.3.
 - (d) Did you include the total amount of compute and the type of resources used (e.g., type of GPUs, internal cluster, or cloud provider)? [N/A]
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A Appendix

A.1 Model Overview with Pseudo Codes

In this subsection, we provide a high-level summary of our framework for better understanding. We present the summary in the form of pseudo codes, shown in Algorithm 1.

Algorithm 1 The Overview of the Proposed Framework.

Input: Training dataset $\{\mathbf{x}_i, \mathbf{y}_i\}_{i=1}^N$.

Step 1: Design LOCAL. LOCAL has repeated blocks of symbolic activation, multiplication, and summation layers. For example, Fig. 1 presents a LOCAL with 2 blocks.

Step 2: Denote LOCAL Function. LOCAL represents the map $f(\mathbf{x}; \{\mathbf{Z}_k\}_{k=0}^{K-1}, \{\mathbf{W}_k\}_{k=0}^{K-1})$ from \mathbf{x} to \mathbf{y} . With global optimal solutions of \mathbf{Z}_k and \mathbf{W}_k , $f(\mathbf{x})$ can be simplified to the true equation $g(\mathbf{x})$.

while LOCAL does not have the optimal performance **do**

Step 3: Search LOCAL Structure.

Step 3.1: Model the Search Process. Build the CMP and the reward function $R(\cdot)$ based on states and actions defined over LOCAL. Formulate a sequential optimization.

Step 3.2: Solve the Optimization. Utilize the proposed double convex Q-learning to find optimal actions. Generate a search result of $\{\mathbf{Z}_k\}_{k=0}^{K-1}$.

Step 4: Estimate LOCAL Parameters. Train the searched LOCAL by minimizing the MSE via Adam. Estimate values in $\{\mathbf{W}_k\}_{k=0}^{K-1}$.

Step 5: Evaluate the Search and Estimation Results. The results can formulate $f_t(\mathbf{x})$ for the t^{th} episode. Calculate the end-of-trajectory reward R_t to evaluate $f_t(\mathbf{x})$.

Output: LOCAL with the best performance and the corresponding equations.

A.2 Training Algorithm for CONSOLE.

The training algorithm can be seen in Algorithm 2.

A.3 Proofs of Theorem 1

Theorem. $\forall 0 \leq k \leq K - 1$, the negative optimal Q-function $-Q^*(\mathbf{s}_k, \tilde{\mathbf{a}}_k)$ in the proposed CONSOLE framework exists and is convex in \mathbf{s}_k and $\tilde{\mathbf{a}}_k$, where \mathbf{s}_k is the discrete state and $\tilde{\mathbf{a}}_k$ is the continuous action at the k^{th} stage.

Proof. First, we show our state transition satisfies the Markov property. Specifically, Equation (1) in our paper shows that the next state \mathbf{s}_{k+1} equals the matrix multiplication between the current state \mathbf{s}_k and the matrix \mathbf{Z}_k that is a matricization of the current action \mathbf{a}_k , where k is the index of the state. Therefore, the state transition satisfies Markov property with the transition probability $P(\mathbf{s}_{k+1} | \mathbf{s}_k, \mathbf{a}_k) = 1$.

Due to the Markov property of the state transition, we define our search process as Controlled Markov Process (CMP) [31, 30]. By the CMP definition [30], our CMP is composed of our state, action, state transition probability, a discount factor γ , and a start state (i.e., \mathbf{s}_0 in Equation (1)). In general, CMP is a Markov Decision Process (MDP) without a reward function [31].

For one CMP, Trajectory Ordering (TO) ranks trajectories of state action pairs [31]. In our paper, we define the trajectory from $(\mathbf{s}_0, \mathbf{a}_0)$ to $(\mathbf{s}_{K-1}, \mathbf{a}_{K-1})$ for K -layer LOCAL. Then, our reward function $R(\cdot)$ realizes a TO for our defined trajectories [31] since the ordering of trajectories can be determined by $R(\cdot)$. More specifically, $R(\cdot)$ is trained with the end-of-trajectory reward R_t for the t^{th} trajectory in our paper and can rank trajectories. A reward bundle is an automation-like structure to produce rewards for a CMP [30]. By Corollary 2 of [30], there exists a reward bundle for our defined CMP and TO realized by $R(\cdot)$.

We pair our CMP with the reward bundle to form a Split Partially Observable MDP (Split-POMDP) [30]. Then, by Proposition 1 and Corollary 1 in [30], our Split-POMDP will always have an optimal deterministic policy that only depends on states in our CMP. By the proof of Proposition 1 in [30],

Algorithm 2 CONSOLE: Convex Neural Symbolic Learning

Input: Training dataset $\{\mathbf{x}_i, \mathbf{y}_i\}_{i=1}^N$.

Initialize: LOCAL layer number K , initial state $\mathbf{s}_0 = [\mathbf{1}, \mathbf{0}]^T$, discount factor $\gamma \in (0, 1)$, ϵ for ϵ -greedy strategy, λ as a threshold to stop searching, ICNN for reward function $-R(\mathbf{s}, \mathbf{a})$, ICNN for Q-function $-Q(\mathbf{s}, \mathbf{a})$, replay buffer $B = \emptyset$, maximum episode T , target network $Q'(\cdot) = Q(\cdot)$, and target network update interval T_0 .

while $t \leq T$ **do**

while $k \leq K$ **do**

 Solve Optimization in Equation (3) with $-Q(\mathbf{s}_k^t, \mathbf{a})$ to obtain $\tilde{\mathbf{a}}_k^*$.

 Use ϵ -greedy to select $\tilde{\mathbf{a}}_k^t$ from $\tilde{\mathbf{a}}_k^*$ and a random action. ▷ ϵ -greedy strategy.

 Discretize $\tilde{\mathbf{a}}_k^t$ to obtain \mathbf{a}_k^t .

 Execute \mathbf{a}_k^t and use Equation (1) to obtain \mathbf{s}_{k+1}^k .

 Check if \mathbf{a}_k^t and \mathbf{s}_{k+1}^k satisfy certain constraints. Otherwise, delete this state transition and restart the iteration from \mathbf{s}_k^t . ▷ Constraint checking.

 Formulate LOCAL, train LOCAL with $\{\mathbf{x}_i, \mathbf{y}_i\}_{i=1}^N$, and calculate R_t .

 Train the reward function $-R(\cdot)$ using training data $\{\{\mathbf{s}_k^t, \mathbf{a}_k^t\}_{k=0}^{K-1}, -R_t\}$.

$\forall 0 \leq k \leq K$, insert $(\mathbf{s}_k^t, \mathbf{a}_k^t, \mathbf{s}_{k+1}^t, R_t)$ and $(\mathbf{s}_k^t, \tilde{\mathbf{a}}_k^t, \mathbf{s}_{k+1}^t, R(\mathbf{s}_k^t, \tilde{\mathbf{a}}_k^t))$ to B_0 .

 Sample a random minibatch $B_0 \subset B$

for $(\mathbf{s}_m, \mathbf{a}_m, \mathbf{s}_{m+1}, R_m) \in B_0$ **do** ▷ Experience replay.

 Solve Optimization in Equation (3) with $-Q'(\mathbf{s}_{m+1}, \mathbf{a})$ to obtain $\tilde{\mathbf{a}}_{m+1}$.

$y_m = R_m + \gamma Q'(\mathbf{s}_m, \mathbf{a}_m)$.

 Train $Q(\cdot)$ using training data $\{\mathbf{s}_{m+1}, \mathbf{a}_{m+1}, y_m\}_m$, where $\{\mathbf{s}_{m+1}, \mathbf{a}_{m+1}\}_m$ are the input and $\{y_m\}_m$ are the output.

if $t \bmod T_0 = 0$ **then**

$Q'(\cdot) = Q(\cdot)$ ▷ Update target Q-network.

if $|R_t - 1| \leq \lambda$ **then**

 End the search process.

Output: LOCAL with the best performance and the corresponding equations.

the optimal policy optimizes the value function over states in CMP. Further, the value function is an evaluation of trajectories for our TO by the proof in Corollary 2 in [30]. Additionally, our TO is realized by our proposed reward function $R(\cdot)$. Therefore, the optimal Q-function exists for our CMP and our proposed $R(\cdot)$.

Then, we consider the Bellman Equation of $Q^*(\cdot)$:

$$-Q^*(\mathbf{s}_k, \tilde{\mathbf{a}}_k) = -\mathbb{E}[R(\mathbf{s}_k, \tilde{\mathbf{a}}_k) + \gamma \max_{\mathbf{a}} Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})] = -R(\mathbf{s}_k, \tilde{\mathbf{a}}_k) - \gamma \max_{\mathbf{a}} Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}}), \quad (4)$$

where the second equality holds since our state transitions are deterministic by Equation (1). We prove the convexity from the induction method. When $k = K - 1$, the $(k + 1)^{th}$ state is the terminal state without action selections. Thus, we have

$$-Q^*(\mathbf{s}_{K-1}, \tilde{\mathbf{a}}_{K-1}) = -R(\mathbf{s}_{K-1}, \tilde{\mathbf{a}}_{K-1}).$$

Since $-R(\cdot)$ is an ICNN and is convex in input, $-Q^*(\mathbf{s}_{K-1}, \tilde{\mathbf{a}}_{K-1})$ is convex in \mathbf{s}_{K-1} and $\tilde{\mathbf{a}}_{K-1}$.

When $0 \leq k < K - 1$ and assume $-Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}}_{k+1})$ is convex in \mathbf{s}_{k+1} and $\tilde{\mathbf{a}}_{k+1}$, we have $-\max_{\tilde{\mathbf{a}}} Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}}) = \min_{\tilde{\mathbf{a}}} -Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})$ is convex in \mathbf{s}_{k+1} given the fixed optimal action. Let \mathbf{H} denote the Hessian matrix of $\min_{\tilde{\mathbf{a}}} -Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})$ with respect to \mathbf{s}_{k+1} . Due to the convexity, \mathbf{H} is positive semi-definite. Thus, by Equation (1) and the chain rule, the Hessian matrix of $\min_{\tilde{\mathbf{a}}} -Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})$ with respect to \mathbf{s}_k can be written as:

$$\mathbf{H}' = (\mathbf{Z}'_k)^T \mathbf{H} \mathbf{Z}'_k.$$

\mathbf{H}' is also positive semi-definite. Therefore, $\min_{\tilde{\mathbf{a}}} -Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})$ is convex in \mathbf{s}_k . Since $-R(\mathbf{s}_k, \tilde{\mathbf{a}}_k)$ is convex in \mathbf{s}_k , $-Q^*(\mathbf{s}_k, \tilde{\mathbf{a}}_k)$ is convex in \mathbf{s}_k .

Similarly, vectorizing the state transition equation can give:

$$\mathbf{s}_{k+1} = (\mathbf{s}_k^T \otimes \mathbf{I}_{n_s}) \mathbf{a}'_k,$$

where \mathbf{I}_{n_s} is the $n_s \times n_s$ identity matrix and \otimes is the Kronecker product. $\mathbf{a}'_k = [(\mathbf{a}_k)^T, \mathbf{0}]^T$ is the concatenation of the discrete action \mathbf{a}_k and a zero vector to maintain the fixed dimensionality of action vectors. With similar proofs based on the Hessian matrix and the fact that $-Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}}_k)$ is convex in \mathbf{s}_{k+1} , we have $\min_{\tilde{\mathbf{a}}} -Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})$ is convex in \mathbf{a}'_k and also \mathbf{a}_k . Subsequently, arbitrary $\tilde{\mathbf{a}}_k \in \text{conv}(\{0, 1\}^{n_a})$ can be written as a convex combination of the discrete actions \mathbf{a}_k . Thus, $\min_{\tilde{\mathbf{a}}} -Q^*(\mathbf{s}_{k+1}, \tilde{\mathbf{a}})$ is convex in $\tilde{\mathbf{a}}_k$. Since $-R(\mathbf{s}_k, \tilde{\mathbf{a}}_k)$ is convex in $\tilde{\mathbf{a}}_k$, $-Q^*(\mathbf{s}_k, \tilde{\mathbf{a}}_k)$ is convex in $\tilde{\mathbf{a}}_k$. Eventually, $-Q^*(\mathbf{s}_k, \tilde{\mathbf{a}}_k)$ is convex in \mathbf{s}_k and $\tilde{\mathbf{a}}_k$, which concludes the proof. ■

A.4 Proofs of Theorem 2

Theorem. Let $f^*(\cdot; W)$ denote the LOCAL constructed by the optimal sequences of states $(\mathbf{s}_0, \mathbf{s}_1^*, \dots, \mathbf{s}_K^*)$ and actions $(\mathbf{a}_0^*, \mathbf{a}_1^*, \dots, \mathbf{a}_{K-1}^*)$ from $-Q^*(\cdot)$, where W is the set of weights of $f^*(\cdot; W)$. If $f^*(\cdot; W)$ can be trained with noiseless datasets and the training can achieve the global optimal weights W^* , $f^*(\cdot; W^*)$ can be simplified to the true equation $g(\cdot)$.

Proof. If $f^*(\cdot; W)$ can't represent the exact equations, there are two cases: (1) the structure of $f^*(\cdot; W)$ is correct to represent the equations, but the learned weights W^* don't represent the symbol coefficients, and (2) the structure of $f^*(\cdot; W)$ can't represent the equations. Case (1) doesn't hold since we assume W^* is the global optimal weights for noiseless data. If case (2) holds, $\exists 0 \leq j \leq K-1$, $\mathbf{b}_j^* = \min_{\tilde{\mathbf{a}}_j} -Q^*(\mathbf{s}_j, \tilde{\mathbf{a}}_j)$ and \mathbf{b}_j^* doesn't represent the symbol connections in the underlying equations. Further, we assume $\forall 0 \leq i < j$, $\mathbf{a}_i^* = \min_{\tilde{\mathbf{a}}_i} -Q(\mathbf{s}_i, \tilde{\mathbf{a}}_i)$ and \mathbf{a}_i^* represents the true connections.

If $j = K-1$, Equation (4) implies that $\tilde{\mathbf{a}}_j^* = \min_{\tilde{\mathbf{a}}_j} -Q^*(\mathbf{s}_j, \tilde{\mathbf{a}}_j) = \arg \min_{\tilde{\mathbf{a}}} -R(\mathbf{s}_j, \tilde{\mathbf{a}})$. Since $-R(\mathbf{s}_j, \tilde{\mathbf{a}})$ is convex in $\tilde{\mathbf{a}}$, we know the discrete version of $\tilde{\mathbf{a}}_j^*$, namely \mathbf{a}_j^* , represents the true connection of the last layer for the underlying equations. Otherwise, the reward is not maximized. However, by definition of \mathbf{b}_j^* , $\mathbf{b}_j^* \neq \mathbf{a}_j^*$.

If $j < K-1$, Equation (4) implies:

$$\begin{aligned} \min_{\tilde{\mathbf{a}}_j} -Q^*(\mathbf{s}_j, \tilde{\mathbf{a}}_j) &= \min_{\tilde{\mathbf{a}}_j} -R(\mathbf{s}_j, \tilde{\mathbf{a}}_j) + \gamma \min_{\tilde{\mathbf{a}}_j} \min_{\tilde{\mathbf{a}}_{j+1}} -R(\mathbf{s}_{j+1}(\tilde{\mathbf{a}}_j), \tilde{\mathbf{a}}_{j+1}) \\ &+ \dots + \gamma^{K-1-j} \min_{\tilde{\mathbf{a}}_j} \dots \min_{\tilde{\mathbf{a}}_{K-1}} -R(\mathbf{s}_{K-1}(\tilde{\mathbf{a}}_j, \dots, \tilde{\mathbf{a}}_{K-2}), \tilde{\mathbf{a}}_{K-1}). \end{aligned} \quad (5)$$

By definition of \mathbf{b}_j^* , \mathbf{b}_j^* is not the solution of Equation (5). This is because \mathbf{b}_j^* can't achieve the minimum value for each summation term on the right hand side of Equation (5), according to the convexity of the reward function. In general, $\mathbf{b}_j^* \neq \min_{\tilde{\mathbf{a}}_j} -Q^*(\mathbf{s}_j, \tilde{\mathbf{a}}_j)$, which contradicts the definition of \mathbf{b}_j^* . Thus, \mathbf{b}_j^* doesn't exist. Therefore, case (2) doesn't hold and $f^*(\cdot; W^*)$ represents the exact equations. ■

A.5 Proofs of Theorem 3

Theorem. Assume the following conditions hold: (1) the equation $g(\mathbf{x})$ is C^2 smooth and has bounded second derivatives with respect to weights, (2) $\exists \mathbf{x} \in \mathcal{X}$, $g(\mathbf{x})$ has non-zero gradients with respect to weights, (3) the structure of LOCAL is correctly searched to exactly represent symbols and symbol connections in $g(\mathbf{x})$, and (4) the training dataset of LOCAL is noiseless. Then, for the MSE loss surface of LOCAL, each global optimal point has a strictly convex local region.

Proof. To simplify the proof, we consider scalar output of the LOCAL, i.e., one equation, and the proof can be easily extended to the multi-output case. We follow the idea of [29] to study the second derivative of LOCAL with perturbations. Let $\hat{y}(\mathbf{x}, W)$ denote the LOCAL with input to be \mathbf{x} and the weight set to be W . Let X be a perturbation direction of W and t be a small step size. For the i^{th} noiseless instance (\mathbf{x}_i, y_i) , we denote $e(\mathbf{x}_i, W + tX) = \hat{y}(\mathbf{x}_i, W + tX) - y_i$. Obviously, the loss

function can be written as $L(W + tX) = \frac{1}{2N} \sum_{i=1}^N (e(\mathbf{x}_i, W + tX))^2$. Then, we can calculate the second-order derivative based on the chain rule:

$$\begin{aligned} \frac{d^2}{dt^2} \Big|_{t=0} L(W + tX) &= \frac{1}{N} \frac{d}{dt} \Big|_{t=0} \sum_{i=1}^N e(\mathbf{x}_i, W + tX) \frac{d}{dt} \hat{y}(\mathbf{x}_i, W + tX), \\ &= \frac{1}{N} \sum_{i=1}^N \left(\frac{d}{dt} \Big|_{t=0} \hat{y}(\mathbf{x}_i, W + tX) \right)^2 + e(\mathbf{x}_i, W) \frac{d^2}{dt^2} \Big|_{t=0} \hat{y}(\mathbf{x}_i, W + tX). \end{aligned} \quad (6)$$

Next, we denote the global optimal solution to be W^* . Based on the Assumptions (3) and (4), $\forall i, \hat{y}(\mathbf{x}_i, W^*) = g(\mathbf{x}_i) = y_i$. Therefore, we have $\frac{d^2}{dt^2} \Big|_{t=0} L(W^* + tX) = \frac{1}{N} \sum_{i=1}^N \left(\frac{d}{dt} \Big|_{t=0} \hat{y}(\mathbf{x}_i, W^*) \right)^2 > 0$, where the inequality strictly holds. This is because by Assumptions (3), $\hat{y}(\mathbf{x}, W^*)$ can be mathematically simplified to obtain $g(\mathbf{x})$. Then, by Assumption (2), $\frac{1}{N} \sum_{i=1}^N \left(\frac{d}{dt} \Big|_{t=0} \hat{y}(\mathbf{x}_i, W^*) \right)^2 > 0$. Finally, by Assumption (1) and (3), $\frac{d^2}{dt^2} \Big|_{t=0} \hat{y}(\mathbf{x}_i, W + tX)$ is bounded and there is a local region around W^* such that $\frac{d^2}{dt^2} \Big|_{t=0} L(W + tX) > 0$, which concludes the proof. \blacksquare

A.6 Proofs of Theorem 4

Theorem. *Suppose Assumptions 1-4 in Theorem 3 hold. For a LOCAL with one symbolic activation, multiplication, and summation layer, the set of local convex regions with global optima is $U =$*

$$\left\{ W \mid \frac{\left| \frac{d}{dt} \Big|_{t=0} \hat{y}(\mathbf{x}_i, W + tX) \right|^2}{\eta \left| \frac{d}{dt} \Big|_{t=0} \hat{y}(\mathbf{x}_j, W + tX) \right|} > |\hat{y}(\mathbf{x}_k, W) - y_k| \right\}, \text{ where notations are defined in the proof.}$$

Proof. For the target LOCAL, we similarly consider the scalar output and write the function analytically:

$$\hat{y}(\mathbf{x}, W) = \mathbf{W}_1^T \Psi(\Phi(\mathbf{W}_0^T \mathbf{x})), \quad (7)$$

where $\mathbf{W}_0 \in \mathbb{R}^{n_0 \times n_1}$ is the weight matrix for activation, $\Phi: \mathbb{R}^{n_1} \rightarrow \mathbb{R}^{n_1}$ represents the activation with symbol functions like x^2 , $\cos(x)$, and $\log(x)$, etc. $\Psi: \mathbb{R}^{n_1} \rightarrow \mathbb{R}^{n_2}$ is the function to select some activated neurons for multiplications, and $\mathbf{W}_1 \in \mathbb{R}^{n_2 \times n_3}$ ($n_3 = 1$) represents the weight for summation. We rewrite Equation (7) with the help of exponential and logarithm mappings.

$$\hat{y}(\mathbf{x}, W) = \mathbf{W}_1^T \exp \left(\mathbf{S}^T \log \left(\Phi(\mathbf{W}_0^T \mathbf{x}) \right) \right), \quad (8)$$

where $\mathbf{S} \in \mathbb{R}^{n_1 \times n_2}$ represents a selection matrix such that $\mathbf{S}[i, j] = 1$ if and only if the i^{th} neuron is selected as the multiplicative factor for the j^{th} neuron in the multiplication layer. Given the fixed structure of $\hat{y}(\cdot)$ from the deep Q-learning, \mathbf{S} is a known matrix. $\log(\cdot)$ and $\exp(\cdot)$ represent the element-wise logarithm and exponential functions. Notably, the corresponding element in $\Phi(\mathbf{W}_0^T \mathbf{x})$ should be positive in Equation (8). If there are negative entries, one can utilize $\mathbf{W}_1^T \mathbf{s} \circ \exp \left(\mathbf{S}^T \log \left(|\Phi(\mathbf{W}_0^T \mathbf{x})| \right) \right)$ to take place of the right hand side term in Equation (8), where $\mathbf{s}[i] = (-1)^{n_i^-}$ and $0 \leq n_i^- \leq n_1$ represents the number of negative entries selected for the i^{th} neuron of the multiplication layer. \circ represents the Hadamard product. However, both expressions have the same values and gradients. Thus, we utilize Equation (8) in later derivations.

Then, let X be a perturbation direction such that $X = \{\mathbf{X}_0, \mathbf{X}_1\}$. Thus, for a small step t , we have:

$$\hat{y}(\mathbf{x}, W + tX) = (\mathbf{W}_1 + t\mathbf{X}_1)^T \exp \left(\mathbf{S}^T \log \left(\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}) \right) \right). \quad (9)$$

Based on Equation (9), we can compute:

$$\begin{aligned} \frac{d}{dt}\hat{\mathbf{y}}(\mathbf{x}_i, W + tX) &= \mathbf{X}_1^T \exp\left(\mathbf{S}^T \log(\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i))\right) \\ &+ (\mathbf{W}_1 + t\mathbf{X}_1)^T \left[\exp\left(\mathbf{S}^T \log(\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i))\right) \right. \\ &\left. \circ \mathbf{S}^T \frac{1}{\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i)} \circ \Phi'((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i) \circ \mathbf{X}_0^T \mathbf{x}_i \right], \end{aligned} \quad (10)$$

where $\frac{1}{\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i)} \in \mathbb{R}^{n_1}$ is the element-wise division and Φ' is the element-wise first derivative of Φ . Without special notifications, we assume all the division for vectors is element-wise in the following derivations. Then, we denote

$$\begin{aligned} \mathbf{u}(\mathbf{x}_i, W + tX) &= \exp\left(\mathbf{S}^T \log(\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i))\right), \\ \mathbf{v}(\mathbf{x}_i, W + tX) &= \mathbf{S}^T \frac{1}{\Phi((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i)} \circ \Phi'((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i) \circ \mathbf{X}_0^T \mathbf{x}_i, \\ \mathbf{w}(\mathbf{x}_i, W + tX) &= \mathbf{S}^T \frac{1}{\Phi'((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i)} \circ \Phi''((\mathbf{W}_0 + t\mathbf{X}_0)^T \mathbf{x}_i) \circ \mathbf{X}_0^T \mathbf{x}_i. \end{aligned} \quad (11)$$

With above definitions, we can calculate:

$$\frac{d}{dt}\Big|_{t=0}\hat{\mathbf{y}}(\mathbf{x}_i, W + tX) = \mathbf{X}_1^T \mathbf{u}(\mathbf{x}_i, W) + \mathbf{W}_1^T [\mathbf{u}(\mathbf{x}_i, W) \circ \mathbf{v}(\mathbf{x}_i, W)]. \quad (12)$$

Further, we calculate the second derivative based on Equation (10) and the fact that element-wise operations for vectors are commutative:

$$\begin{aligned} \frac{d^2}{dt^2}\hat{\mathbf{y}}(\mathbf{x}_i, W + tX) &= \mathbf{X}_1^T [\mathbf{u}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX)] \\ &+ \mathbf{X}_1^T [\mathbf{u}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX)] \\ &+ (\mathbf{W}_1 + t\mathbf{X}_1)^T [\mathbf{u}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX)] \\ &- (\mathbf{W}_1 + t\mathbf{X}_1)^T [\mathbf{u}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX)] \\ &+ (\mathbf{W}_1 + t\mathbf{X}_1)^T [\mathbf{u}(\mathbf{x}_i, W + tX) \circ \mathbf{v}(\mathbf{x}_i, W + tX) \circ \mathbf{w}(\mathbf{x}_i, W + tX)], \end{aligned} \quad (13)$$

When $t \rightarrow 0$, we have:

$$\frac{d^2}{dt^2}\Big|_{t=0}\hat{\mathbf{y}}(\mathbf{x}_i, W + tX) = 2\mathbf{X}_1^T [\mathbf{u}(\mathbf{x}_i, W) \circ \mathbf{v}(\mathbf{x}_i, W)] + \mathbf{W}_1^T [\mathbf{u}(\mathbf{x}_i, W) \circ \mathbf{v}(\mathbf{x}_i, W) \circ \mathbf{w}(\mathbf{x}_i, W)] \quad (14)$$

The above equation can reflect the relationship between the second and the first derivative. However, we first identify the inequality between these two derivatives to enable a strictly convex region.

Let $\hat{\mathbf{y}}' = [\frac{d}{dt}\Big|_{t=0}\hat{\mathbf{y}}(\mathbf{x}_1, W + tX), \dots, \frac{d}{dt}\Big|_{t=0}\hat{\mathbf{y}}(\mathbf{x}_N, W + tX)]^T$, $\hat{\mathbf{y}}'' = [\frac{d^2}{dt^2}\Big|_{t=0}\hat{\mathbf{y}}(\mathbf{x}_1, W + tX), \dots, \frac{d^2}{dt^2}\Big|_{t=0}\hat{\mathbf{y}}(\mathbf{x}_N, W + tX)]^T$, and $\mathbf{e} = [e(\mathbf{x}_1, W), \dots, e(\mathbf{x}_N, W)]^T$. Equation (6) implies that:

$$\begin{aligned} \frac{d^2}{dt^2}\Big|_{t=0}L(W + tX) &= \frac{1}{N} (\|\hat{\mathbf{y}}'\|_2^2 + \mathbf{e}^T \hat{\mathbf{y}}'') \\ &\geq \frac{1}{N} (\|\hat{\mathbf{y}}'\|_2^2 - \|\mathbf{e}\|_2 \|\hat{\mathbf{y}}''\|_2) \end{aligned} \quad (15)$$

To find a region to restrict the convexity, we restrict the lower bound of the second derivative to be positive and compute:

$$\|\mathbf{e}\|_2 < \frac{\|\hat{\mathbf{y}}'\|_2^2}{\|\hat{\mathbf{y}}''\|_2} \quad (16)$$

The right hand side of Equation (16) can be easily bounded by:

$$\frac{\|\hat{\mathbf{y}}'\|_2^2}{\|\hat{\mathbf{y}}''\|_2} \geq \frac{\sqrt{N} \min(|\hat{\mathbf{y}}'|)^2}{\max(|\hat{\mathbf{y}}''|)} = \frac{\sqrt{N} \left| \frac{d}{dt} \hat{y}(\mathbf{x}_i, W + tX) \right|_{t=0}^2}{\left| \frac{d}{dt^2} \hat{y}(\mathbf{x}_j, W + tX) \right|_{t=0}}, \quad (17)$$

where $|\cdot|$ for a vector is to calculate the absolute value for each element of the vector, $i = \arg \min(|\hat{\mathbf{y}}'|)$ and $j = \arg \max(|\hat{\mathbf{y}}''|)$. Namely, we consider a sufficient condition for convexity.

$$\frac{\sqrt{N} \left| \frac{d}{dt} \hat{y}(\mathbf{x}_i, W + tX) \right|_{t=0}^2}{\left| \frac{d}{dt^2} \hat{y}(\mathbf{x}_j, W + tX) \right|_{t=0}} > \|\mathbf{e}\|_2 \quad (18)$$

Next, Equation (14) indicates that:

$$\begin{aligned} \left| \frac{d}{dt^2} \hat{y}(\mathbf{x}_j, W + tX) \right| &= \left| \mathbf{X}_1^T [\mathbf{u}(\mathbf{x}_j, W) \circ 2\mathbf{v}(\mathbf{x}_j, W)] + \mathbf{W}_1^T [\mathbf{u}(\mathbf{x}_j, W) \circ \mathbf{v}(\mathbf{x}_j, W) \circ \mathbf{w}(\mathbf{x}_j, W)] \right| \\ &\leq \eta \left(\mathbf{X}_1^T \mathbf{u}(\mathbf{x}_j, W) + \mathbf{W}_1^T [\mathbf{u}(\mathbf{x}_j, W) \circ \mathbf{v}(\mathbf{x}_j, W)] \right) \\ &= \eta \left| \frac{d}{dt} \hat{y}(\mathbf{x}_j, W + tX) \right|, \end{aligned} \quad (19)$$

where η is a positive constant. Note that $\eta < \infty$ by Assumptions (1) and (2) in Theorem 3. Therefore, we have the following sufficient condition to make $\frac{d^2}{dt^2} \hat{y}(\mathbf{x}_j, W + tX) > 0$ always hold.

$$\frac{\sqrt{N} \left| \frac{d}{dt} \hat{y}(\mathbf{x}_i, W + tX) \right|_{t=0}^2}{\eta \left| \frac{d}{dt} \hat{y}(\mathbf{x}_j, W + tX) \right|_{t=0}} > \sqrt{N} |\hat{y}(\mathbf{x}_k, W) - y_k| \geq \|\mathbf{e}\|_2, \quad (20)$$

where $k = \arg \max(|\mathbf{e}|)$. The above equation leads to a set U of local regions that have strong convexity. Namely,

$$U = \left\{ W \mid \frac{\left| \frac{d}{dt} \hat{y}(\mathbf{x}_i, W + tX) \right|_{t=0}^2}{\eta \left| \frac{d}{dt} \hat{y}(\mathbf{x}_j, W + tX) \right|_{t=0}} > |\hat{y}(\mathbf{x}_k, W) - y_k| \right\}. \quad (21)$$

Clearly, the global optimal solution $W^* \in U$ since $\hat{y}(\mathbf{x}_k, W^*) - y_k = 0$. Note that there may be multiple global optimal solutions of the loss minimization in LOCAL. Thus, U is the set of local convex regions that contain global optima. This implies that for each $W^* \in U$, we can find a locally and strictly convex region $U^* = U \cap B(r)$, where $B(r) = \{\mathbf{w} \mid \|\mathbf{w} - \mathbf{w}^*\|_2 \leq r\}$ is a norm ball and we vectorize W and W^* to obtain \mathbf{w} and \mathbf{w}^* , respectively. Subsequently, range r can be set relatively large such that $U^* \subset B(r)$ and $U^{**} \cap B(r) = \emptyset$, where U^{**} is the local region for another global optimal point W^{**} if it exists. Then, the range for U^* still depends on the inequality in Equation (21). ■

A.7 Implementing details of CONSOLE

Hyper-parameters of CONSOLE exist for both the double convex deep Q-learning and the LOCAL. In the deep Q-learning, we set $\gamma = 0.2$, $\epsilon = 0.4$, $T = 600$, $\lambda = 10^{-2}$, $T_0 = 10$ for Algorithm 2. Furthermore, to train the negative Q-function and the reward function, we set the learning rate to be 5×10^{-3} and the number of epochs for training to be 50. Then, we set the batch size for the negative Q-function to be 100. If the number of data in the replay buffer is less than 100, no training happens for the negative Q-function. Additionally, all the data gathered in one episode are used to train the negative reward function. As for the LOCAL, we set $K = 3$, the learning rate to be 1×10^{-2} and the number of training epochs to be 8. We make these training epochs to be small since training the LOCAL is the most time-consuming part of CONSOLE. Furthermore, if the structure of LOCAL is correctly searched, a small number of iterations can help LOCAL to gain the global optimal weights. Finally, we initialize all trainable weights in LOCAL to be 1. The following results show that a relatively large area is suitable for an initial guess of LOCAL.