

# Prediction, Learning and Games - Chapter 4

## Randomized prediction

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## Definition

### Regret

$$R_{i,T} = \hat{L}_T - L_{i,T} = \sum_{t=1}^T \ell(\hat{p}_t, y_t) - \ell(f_{i,t}, y_t)$$

Goal:  $\frac{R_T}{T} = o(1)$

# Multiplicative weight algorithms

## Definition

Hedge algorithm

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- small losses:  $\frac{R_T}{T} \leq \frac{1}{T} \left( \frac{\gamma}{1-e^{-\gamma}} - 1 \right) L_i^* + \frac{1}{T} \frac{\ln N}{1-e^{-\gamma}}$

# Motivation for randomization

- What if the decision set is non-convex? E.g.  $\{0, 1\}$
- Also: any deterministic algorithm can incur  $\Omega(n)$  loss.
- solution (to both): **Randomize**

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- sequence  $y_1, \dots, y_T$  can be fixed a priori (oblivious opponent) or can depend on player's decisions.

# Regret

## Definition

Expected loss (conditioned on past plays)  $\bar{\ell}(p_t, Y_t) = \sum_{i=1}^N \ell(i, Y_t) p_{i,t}$

## Definition

Expected regret

$$\bar{R}_{i,T} = \sum_{t=1}^T \bar{\ell}(p_t, Y_t) - \ell(i, Y_t)$$

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- Strategy: bound expected regret

$$\frac{\bar{R}_T}{T} \leq B(T)$$

then with high probability ( $\geq 1 - \delta$ )

$$\frac{R_T}{T} \leq B(T) + \sqrt{\frac{-\ln \delta}{T}}$$

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- Every expert has **constant advice**:  $f_{i,t}$  is the  $i$ -th vertex of the simplex
- decision of forecaster is convex combination of vertices
- **loss function is  $\ell(\cdot, Y_t)$  is linear**: (expected) loss incurred by forecaster is

$$\sum_i p_{t,i} \ell(f_{i,t}, Y_t) = \ell\left(\sum_i p_{t,i} f_{i,t}, Y_t\right) = \ell(\hat{p}_t, Y_t)$$

write the expected loss as  $\langle \ell_t, p_t \rangle$  where  $\ell_{t,i} = \ell(f_{i,t}, Y_t)$ .

# Hedge algorithm

## Regularized greedy algorithm

Hedge is solution to

$$p_{t+1} = \arg \min_{p \in \Delta^N} \langle \ell_t, p \rangle + \frac{1}{\gamma} D_{KL}(p || p_t)$$

where  $D_{KL}$  is the Kullback-Leibler divergence  $D_{KL}(p, q) = \sum_i \ln \frac{p_i}{q_i} p_i$

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Also

$$p_{t+1} = \arg \min_{p \in \Delta^N} \langle L_t, p \rangle - \frac{1}{\gamma} H(p)$$

where  $H$  is the entropy  $H(p) = - \sum_i p_i \ln p_i$

- Connection with stochastic optimization (last week)
- Greedy strategy called **fictitious play**

# Follow the perturbed leader

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## Follow the perturbed leader

- Regularized problem called: **follow the perturbed leader**
- They prove it in a more general case

### Theorem (Theorem 4.2)

$$I_t = \arg \min_i L_{i,t-1} + Z_{i,t}$$

Then

$$\frac{R_T}{T} \leq \frac{1}{T} \left( \mathbb{E} \max_i Z_{i,1} + \mathbb{E} \max_i -Z_{i,1} + \sum_i \int F_t(z) (f_Z(z) - f_Z(z - \ell_t)) \right)$$

where  $F_t(z) = \ell(I_t(z), y_t)$  and  $f_Z$  is the density of  $Z$ .

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- Weighted average forecaster has large internal regret.  $R_T = \Omega(T)$
- But, can adapt to have small internal regret

# Minimizing internal regret

## Minimizing internal regret

- define **modified strategies**  $p_t^{i \rightarrow j}$

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- Apply an algorithm that minimizes **external regret** to a set of new experts  $\{i \rightarrow j, i \neq j\}$ .  $O(N^2)$  experts for the new algorithm.
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- can be computed using Gaussian elimination. (write  $p_t = A(\mu_t)p_t$ )



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- Internal regret is a special case  
Consider experts  $\{(i,j), i \neq j\}$ . Set

$$f_{(i,j),t}(k) = \begin{cases} k & \text{if } k \neq i \\ j & \text{otherwise} \end{cases}$$

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- From the Blackwell condition one can derive a bound on regret

## Next week

- Chapter 5 (Efficient forecasting for special classes of Experts)
- or Chapter 6 (Limited information: multi-armed bandit versions)