

Online Learning with Expert Advice.

- Decision Maker chooses at time t $\underline{x}_t \in \Delta_n$, ($\Delta_n = \{\underline{x} \in \mathbb{R}^n \mid \underline{x} \geq 0, \sum_i x_i = 1\}$) a probability distribution over n options.
- Environment/Adversary reveals a loss vector $\underline{l}_t \in [0, 1]^n$.
- Loss of DM at time t is $\underline{x}_t \cdot \underline{l}_t$.

$$\begin{aligned} \text{Regret} &= \sum_{t=1}^T \underline{l}_t \cdot \underline{x}_t - \min_{\underline{x} \in \Delta_n} \sum_{t=1}^T \underline{x} \cdot \underline{l}_t \\ &= \sum_{t=1}^T \underline{l}_t \cdot \underline{x}_t - \min_{i \in [n]} \sum_{t=1}^T l_{t,i} \end{aligned}$$

Multiplicative Weight Update Algorithm:

$$\underline{w}_1 = (1, \dots, 1) \in \mathbb{R}^n$$

For each $t=1, \dots, T$

- $\underline{x}_t = \frac{1}{Z_t} \underline{w}_t$ where $Z_t = \sum_i w_{t,i}$ (*).
- $w_{t+1,i} = w_{t,i} \cdot \exp(-\eta l_{t,i})$.

Theorem: $\text{Regret (MWUA)} = O(\sqrt{T \log n})$.

Interpretation of (*).

$$\min_{\underline{x} \in \Delta_n} \sum_{s=1}^{t-1} \underline{x} \cdot \underline{l}_s - \underbrace{\frac{1}{\eta} H(\underline{x})}_{\text{entropy term}}$$

$$x_i \propto \exp\left(-\eta \sum_{s=1}^{t-1} l_{s,i}\right)$$

$$\text{argsoftmin} \left(+\eta \sum_{s=1}^{t-1} \underline{l}_s \right)$$

$$H(\underline{x}) = - \sum_i x_i \ln x_i$$

$$\underline{x} \geq 0$$

$$\sum_i x_i = 1$$

$$\underline{x} = (x_1, \dots, x_n)$$

$$p_i \propto \exp(-x_i)$$

Boosting:

Let $\{x_1, \dots, x_m\}$ as training data, with labels $\{y_1, \dots, y_m\}$.

DM: Pick's distribution P_t over $\{1, \dots, m\}$. (using MWUA).

Weak Learner: guarantees h_t , s.t. $\text{err}(h_t; P_t) \leq \frac{1}{2} - \gamma$.

$$l_{t,i} = \begin{cases} 1 & \text{if } h_t(x_i) \neq y_i \\ 0 & \text{if } h_t(x_i) = y_i \end{cases}$$

$$l_t \cdot P_t = 1 - \text{err}(h_t; P_t) \geq \frac{1}{2} + \gamma$$

If we play for T rounds, then

$$\text{Loss}(\text{DM}) = \sum_{t=1}^T l_t \cdot P_t \geq T \cdot \left(\frac{1}{2} + \gamma\right).$$

MWUA Theorem: $\text{Regret} = O(\sqrt{T \log m})$

$$\text{Regret}[i] = \sum_{t=1}^T l_t \cdot P_t - \sum_{t=1}^T l_{t,i} \leq 2\sqrt{T \log m}$$

$$\sum_{t=1}^T l_{t,i} \geq T \cdot \left(\frac{1}{2} + \gamma\right) - 2\sqrt{T \log m} > \frac{T}{2}$$

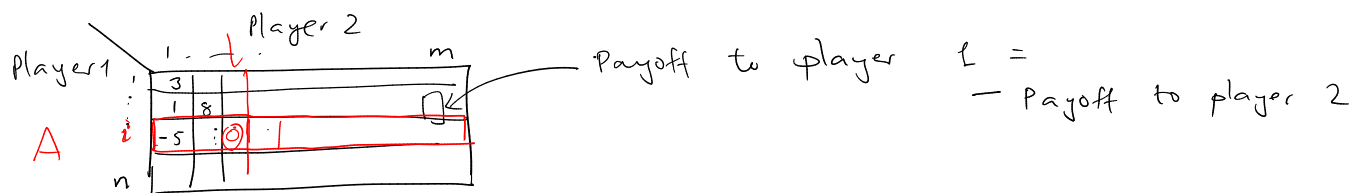
$$= \frac{T}{2} + \underbrace{\gamma T - 2\sqrt{T \log m}}_{\text{for sufficiently large } T}$$

For every i , a majority of the hypotheses from the set $\{h_1, \dots, h_T\}$ correctly classify it.

$H(x) = \text{MAJ}(h_1(x), \dots, h_T(x))$ classifies all m examples correctly.

von Neumann's Min-max Theorem :

Two person zero-sum games.



Player 1 goes first: what would player 2 do?

Player 1 picks i , Player 2 picks j that minimizes A_{ij}

$$\underbrace{\max_i \min_j A_{ij}}_{\text{Payoff to player 1 if they go first}} \leq \underbrace{\min_j \max_i A_{ij}}_{\text{Payoff to player 1 if they go second.}}$$

Player 1 picks probability distribution over $\{1, \dots, n\}$. σ_1
 Player 2 " " " " over $\{1, \dots, m\}$. σ_2

$$\text{Payoff to Player 1} = \mathbb{E}_{\substack{i \sim \sigma_1 \\ j \sim \sigma_2}} A_{ij} = \sum_{i,j} (\sigma_1)_i (\sigma_2)_j A_{ij}$$

$$\underbrace{\max_{\sigma_1} \min_{\sigma_2} \mathbb{E}_{\substack{i \sim \sigma_1 \\ j \sim \sigma_2}} [A_{ij}]}_{\mathcal{V}_1} = \underbrace{\min_{\sigma_2} \max_{\sigma_1} \mathbb{E}_{\substack{i \sim \sigma_1 \\ j \sim \sigma_2}} [A_{ij}]}_{\mathcal{V}_2} \quad (\text{von Neumann's Min-max})$$

Payoff instead of losses.

$$\text{Regret} = \text{Best payoff in hindsight} - \text{Payoff of online algorithm} \leq O(\sqrt{T \log n})$$

Player 1 uses MWUA to pick σ_1^t over $\{1, \dots, n\}$.

Player 2 picks a strategy that's optimal for σ_1^t .

$$\sigma_2^t \in \arg \min_{\substack{i \sim \sigma_1^t \\ j \in \sigma_2^t}} \mathbb{E} A_{ij} \quad ; \quad p_{t,i} = \mathbb{E}_{j \sim \sigma_2^t} A_{ij}$$

$$(i) \quad \mathbb{E}_{\substack{i \sim \sigma_1^t \\ j \sim \sigma_2^t}} A_{ij} \leq \mathcal{V}_2.$$

$$\text{Total payoff} = \sum_{t=1}^T \mathbb{E}_{\substack{i \sim \sigma_1^t \\ j \sim \sigma_2^t}} A_{ij} \leq T \mathcal{V}_2$$

$$(ii) \quad \left. \begin{aligned} & \frac{1}{T} \max_{\sigma} \sum_{t=1}^T \sigma \cdot p_t \\ & \frac{1}{T} \max_{\sigma} \sigma \cdot \underbrace{\sum_{t=1}^T p_t}_{\geq \mathcal{V}_2} \\ & \max_{\sigma} \sum_{t=1}^T \sigma \cdot p_t \geq T \mathcal{V}_2. \end{aligned} \right\} \begin{array}{l} \text{Player 2} \\ \text{plays} \\ \frac{1}{T} \sum \sigma_2^t \end{array}$$

$$\text{Regret} \geq T v_2 - T v_1$$

$$\text{Regret} \leq O(\sqrt{T \log n}).$$

$$v_2 - v_1 \leq 2 \sqrt{\frac{\log n}{T}} \quad \forall T.$$

$$\Rightarrow v_2 = v_1.$$
