Skip Context Tree Switching Supplementary Material

1 Proof of Theorem 1

The probability SkipCTS assigns to $x_{1:n} \in \mathcal{X}^n$ is defined as $\xi_{\text{SKIPCTS}}(x_{1:n}) := \xi_{\epsilon}(x_{1:n})$. We thus expand the loss $-\log \xi_{\text{SKIPCTS}}(x_{1:n})$ using Lemma 3:

$$-\log \xi_{\text{SKIPCTS}}(x_{1:n}) \leq -\log \left[n^{-\ell(\mathcal{S})} \prod_{(c,l) \in \tilde{\mathcal{S}}} \beta_{c,l}(\epsilon) \prod_{c \in \mathcal{S}} \alpha_c(x_{< n}) \rho_c(x_n \mid x_{< n}^c) \right]$$

$$= \ell(\mathcal{S}) \log n - \log \prod_{(c,l) \in \tilde{\mathcal{S}}} \beta_{c,l}(\epsilon) - \log \left[\prod_{c \in \mathcal{S}} \alpha_c(x_{< n}) \rho_c(x_n \mid x_{< n}^c) \right]. \tag{1}$$

We now expand the rightmost term of this equation using Lemma 1:

$$-\log \left[\prod_{c \in \mathcal{S}} \alpha_c(x_{< n}) \rho_c(x_n \mid x_{< n}^c) \right] \leq -\log \left[\frac{1}{n} \prod_{c \in \mathcal{S}} \alpha_c(\epsilon) \rho_c(x_{< n}^c) \rho_c(x_n \mid x_{< n}^c) \right]$$

$$= \log n - \log \prod_{c \in \mathcal{S}} \alpha_c(\epsilon) - \log \prod_{c \in \mathcal{S}} \rho_c(x_{1:n}^c)$$

$$= \log n - \log \prod_{c \in \mathcal{S}} \alpha_c(\epsilon) - \log \psi_{\mathcal{S}}(x_{1:n}),$$

where the last equality follows from the definition of $\psi_{\mathcal{S}}(x_{1:n})$. Incorporating this result into Equation 1, we obtain

$$-\log \xi_{\text{SKIPCTS}}(x_{1:n}) \leq [\ell(\mathcal{S}) + 1] \log n - \log \prod_{(c,l) \in \tilde{\mathcal{S}}} \beta_{c,l}(\epsilon) - \log \prod_{c \in \mathcal{S}} \alpha_c(\epsilon) - \log \psi_{\mathcal{S}}(x_{1:n})$$

and hence

$$\mathcal{R}_{n}(\xi_{\text{SKIPCTS}}, \{\psi_{\mathcal{S}}\}) \leq [\ell(\mathcal{S}) + 1] \log n - \log \prod_{(c,l) \in \tilde{\mathcal{S}}} \beta_{c,l}(\epsilon) - \log \prod_{c \in \mathcal{S}} \alpha_{c}(\epsilon)$$
$$= [\ell(\mathcal{S}) + 1] \log n + \Gamma_{D}^{K}(\mathcal{S})$$

as desired.

	K = 0		K = 1			K = 2		
	Loss	Speed	Loss	Speed	Sig.	Loss	Speed	Sig.
ASTERIX	55.79	346.61	48.39	34.41	√	38.30	7.35	√
BEAM RIDER	94.98	296.17	86.11	34.40	✓	101.63	7.01	✓
Pong	7.78	346.79	6.83	37.96	✓	7.90	19.98	✓
Q*Bert	7.04	330.02	6.46	39.92	✓	7.18	9.71	✓
SEAQUEST	99.31	316.30	89.73	33.49	\checkmark	78.07	6.85	\checkmark
ALIEN	59.13	276.87	53.92	35.23	\checkmark	62.35	6.09	\checkmark
AMIDAR	11.84	317.90	10.75	38.60	\checkmark	10.84	9.00	
ASSAULT	39.26	352.55	34.89	35.75	\checkmark	34.84	10.42	
ASTEROIDS	24.25	352.44	23.99	35.47	\checkmark	16.19	21.42	✓
ATLANTIS	21.96	273.05	19.80	30.67	\checkmark	19.98	12.69	
BANK HEIST	78.71	282.97	77.99	30.29	\checkmark	72.97	6.58	\checkmark
BATTLE ZONE	193.35	240.58	179.92	28.37	\checkmark	169.89	6.12	
BERZERK	54.76	278.57	50.80	29.41	\checkmark	52.26	7.12	\checkmark
BOWLING	1.46	314.82	1.43	35.90	\checkmark	1.58	17.73	
BOXING	194.76	275.75	192.38	39.84	\checkmark	183.68	6.66	\checkmark
BREAKOUT	5.46	321.19	4.21	35.41	\checkmark	5.56	18.81	\checkmark
CARNIVAL	31.38	301.71	24.67	32.76	\checkmark	24.17	9.78	
CENTIPEDE	72.05	291.38	66.94	29.57	\checkmark	66.97	5.61	
CHOPPER COMMAND	181.75	281.84	179.02	26.64	\checkmark	155.57	5.65	√
CRAZY CLIMBER	42.61	357.73	35.18	34.54	\checkmark	39.00	7.34	\checkmark
DEMON ATTACK	154.61	346.35	144.81	28.64	\checkmark	143.56	8.26	
Double Dunk	192.16	297.47	190.52	27.85	\checkmark	205.78	5.71	✓
ELEVATOR ACTION	67.04	322.66	68.31	29.85		66.38	5.59	
Enduro	276.54	274.30	247.83	26.53	\checkmark	313.12	4.37	√
FISHING DERBY	111.75	254.84	101.51	29.34	\checkmark	129.73	5.16	\checkmark
FREEWAY	6.71	260.11	4.32	37.14	\checkmark	5.22	9.82	\checkmark
FROSTBITE	55.56	295.62	52.25	33.79	\checkmark	60.35	6.09	\checkmark
GOPHER	23.18	358.41	19.14	36.11	\checkmark	15.49	10.51	\checkmark
GRAVITAR	61.14	343.60	57.16	33.48	\checkmark	53.98	8.18	\checkmark
H.E.R.O.	20.97	280.24	18.05	37.72	\checkmark	19.75	7.96	\checkmark
ICE HOCKEY	98.01	296.70	97.22	29.65	\checkmark	80.33	5.87	\checkmark
JAMES BOND	160.23	306.32	147.03	28.67	\checkmark	162.47	5.28	\checkmark
JOURNEY ESCAPE	1104.44	182.08	1085.74	17.03	\checkmark	1106.69	1.88	\checkmark
Kangaroo	17.11	319.69	16.52	37.63	\checkmark	14.58	9.38	\checkmark
Krull	143.16	261.17	129.05	29.41	\checkmark	154.31	4.18	\checkmark
KUNG-FU MASTER	27.78	300.10	23.55	35.28	\checkmark	25.38	6.70	\checkmark
MONTEZUMA'S REVENGE	12.42	316.31	11.54	36.08	\checkmark	12.86	7.35	\checkmark
Ms. Pacman	33.92	321.21	31.58	34.23	\checkmark	34.09	5.30	\checkmark
NAME THIS GAME	54.61	301.56	45.73	32.97	\checkmark	50.06	5.08	\checkmark
Pooyan	21.49	303.85	19.67	35.70	\checkmark	21.26	8.66	\checkmark
PRIVATE EYE	95.03	290.91	83.69	31.46	\checkmark	85.28	4.88	
RIVER RAID	83.65	283.98	74.08	32.50	\checkmark	70.63	4.87	\checkmark
ROAD RUNNER	101.87	295.63	98.46	32.56	\checkmark	104.66	6.05	\checkmark
ROBOTANK	206.08	262.14	179.70	28.84	\checkmark	149.26	4.18	\checkmark
SKIING	73.33	273.06	71.77	32.64	\checkmark	57.63	6.21	\checkmark
SPACE INVADERS	47.14	328.05	44.07	40.59	\checkmark	45.02	5.81	
STAR GUNNER	133.17	363.04	111.79	36.55	\checkmark	78.34	7.02	\checkmark
TENNIS	58.36	311.96	54.09	38.42	\checkmark	49.38	5.93	\checkmark
TIME PILOT	173.83	334.52	163.52	30.20	\checkmark	131.81	4.76	\checkmark
TUTANKHAM	79.16	330.27	68.17	44.46	\checkmark	63.74	6.97	\checkmark
UP AND DOWN	204.05	231.64	196.29	37.32	\checkmark	190.42	4.09	
VENTURE	24.13	349.33	22.38	51.87	\checkmark	19.17	6.72	
VIDEO PINBALL	33.55	282.75	29.27	47.92	\checkmark	40.83	6.48	\checkmark
WIZARD OF WOR	24.69	357.22	23.42	51.06	\checkmark	23.66	7.52	
YAR'S REVENGE	112.39	324.94	104.83	36.36	\checkmark	82.30	8.14	\checkmark

Table 1: Prediction results for 55 Atari games. Loss corresponds to the per frame negative \log_2 probability, averaged over the last 4500 frames of data of 10 trials. Speed corresponds to the average number of frames processed per second. Sig. indicates a statistically significant difference between $K \in \{0,1\}$ and $K \in \{1,2\}$, respectively.