Mixable losses and Tracking the best Expert

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Outline Review

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The general prediction game

Review

The general prediction game Some useful loss functions

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Vovk's algorithm

Review

The general prediction game Some useful loss functions Vovk's algorithm mixable loss functions

Review

The general prediction game Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Review

The general prediction game Some useful loss functions Vovk's algorithm mixable loss functions The convexity condition Log loss

Review

The general prediction game

Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Log loss

Square loss

Square loss using simple averaging

Review

The general prediction game

Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Log loss

Square loss

Square loss using simple averaging

Summary table

Review

The general prediction game

Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Log loss

Square loss

Square loss using simple averaging

Summary table

Switching Experts

Review

The general prediction game

Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Log loss

Square loss

Square loss using simple averaging

Summary table

Switching Experts

An inefficient algorithm

Review

The general prediction game

Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Log loss

Square loss

Square loss using simple averaging

Summary table

Switching Experts

An inefficient algorithm

The fixed-share algorithm

Review

The general prediction game

Some useful loss functions

Vovk's algorithm

mixable loss functions

The convexity condition

Log loss

Square loss

Square loss using simple averaging

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The variable-share algorithm

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 - **Experts** generate predictive distributions: $\mathbf{p}_1^t, \dots, \mathbf{p}_N^t$
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 - **Experts** generate predictive distributions: $\mathbf{p}_1^t, \dots, \mathbf{p}_N^t$
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 - **Experts generate predictive distributions:** $\mathbf{p}_1^t, \dots, \mathbf{p}_N^t$
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 - c^t is revealed.
- ► Goal: minimize regret:

$$-\sum_{t=1}^{T} \log p_{\mathcal{A}}^{t}(c^{t}) + \min_{i=1,\dots,N} \left(-\sum_{t=1}^{T} \log p_{i}^{t}(c^{t}) \right)$$

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Prediction of algorithm A

$$\mathbf{p}_{A}^{t} = \frac{\sum_{i=1}^{N} w_{i}^{t} \mathbf{p}_{i}^{t}}{\sum_{i=1}^{N} w_{i}^{t}}$$

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EQUALITY not bound!

Vovk's general prediction game

 Γ - prediction space. Ω - outcome space.

The general prediction game

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- 4. Each expert incurs loss $\ell_i^t = \lambda(\omega^t, \gamma_i^t)$ The learner incurs loss $\ell_A^t = \lambda(\omega^t, \gamma^t)$

The general prediction game

Achievable loss bounds

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▶ We say that the pair (a, c) is achievable.

The general prediction game

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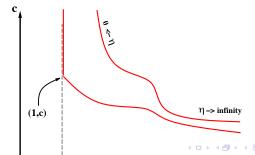
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- ▶ Predictions: $\gamma^1, \gamma^2, \dots, \gamma^t \in [0, 1]$

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- No triangle inequality $\exists p_1, p_2, p_3 \ \lambda(p_1, p_3) > \lambda(p_1, p_2) + \lambda(p_2, p_3)$

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- Corresponds to regression.

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- ▶ If $P[\omega^t = 1] = q$, $P[\omega^t = 0] = 1 q$, optimal prediction $\gamma^t = q$
- Loss is bounded.
- Defines a metric.
- ▶ $\lambda_{\text{hel}}(p,q) \approx \lambda_{\text{ent}}(p,q)$ when $p \approx q$ and $p, q \in (0,1)$

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- Probability of making a mistake if predicting 0 or 1 using a biased coin
- ▶ If $P[\omega^t = 1] = q$, $P[\omega^t = 0] = 1 q$, then the optimal prediction is

$$\gamma^t = \begin{cases} 1 & \text{if } q > 1/2, \\ 0 & \text{otherwise} \end{cases}$$

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- Which losses behave like entropy loss and which behave like hedge loss?

Some useful loss functions

Some technical requirements

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- ► There is no universally optimal prediction $\neg \exists \gamma \in \Gamma, \forall \omega \in \Omega, \lambda(\omega, \gamma) = 0$

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Choose γ_t so that, for all $\omega^t \in \Omega$:

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ightharpoonup If choice of γ^t always exists, then the total loss satisfies:

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Vovk's result: yes! a good choice for γ_t always exists!

Vovk's algorithm is the the highest achiever [Vovk95]

The pair (a, c) is achieved by some algorithm if and only if it is achieved by Vovk's algorithm.

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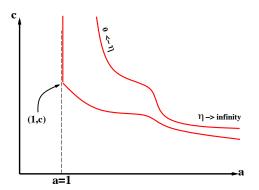
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The separation curve is $\left\{ \left(\underline{a}(\eta), \frac{\underline{a}(\eta)}{\eta} \right) \middle| \eta \in [0, \infty] \right\}$

Vovk's algorithm is the the highest achiever [Vovk95]

The pair (a, c) is achieved by some algorithm if and only if it is achieved by Vovk's algorithm.

The separation curve is $\left\{\left.\left(a(\eta),\frac{a(\eta)}{\eta}\right)\right|\eta\in[0,\infty]\right\}$



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The convexity condition

• requirement for loss to be $(1, 1/\eta)$ mixable

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$$\lambda(\omega, \gamma) - \frac{1}{\eta} \ln \sum_{i} W_{i} \leq -\frac{1}{\eta} \ln \left(\sum_{i} W_{i} e^{-\eta \lambda(\omega, \gamma_{i})} \right)$$

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► Equivalently - the image of the set Γ under the mapping $F(\gamma) = \langle e^{-\eta \lambda(\omega, \gamma)} \rangle_{\omega \in \Omega}$ is concave.

convexity condition: Pictorially

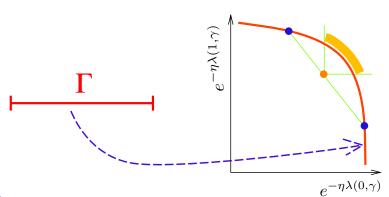
Example: Suppose $\Omega = \{0, 1\}, \Gamma = [0, 1]$. then

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We are back to the online Bayes algorithm.

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Square loss

Square loss using simple averaging

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- Which yields the bound

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Summary of bounds for mixable losses

TRACKING THE BEST EXPERT

Loss	c values: $(\eta = 1/c)$	
Functions:	$\mathbf{pred}_{\mathrm{wmean}}(v,x)$	$\operatorname{pred}_{\operatorname{Vovk}}(v,x)$
$L_{\text{Sq}}(p,q)$	2	1/2
$L_{\mathbf{ent}}(p,q)$	1	1
$L_{\text{hel}}(p,q)$	1	$1/\sqrt{2}$

Figure 2. (c, 1/c)-realizability: c values for loss and prediction function pairing

Switching experts setup

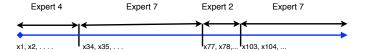
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► Then using the partition-expert algorithm for the switching-experts case we get a bound on the regret $\frac{1}{n}((k+1)\log n + k\log \frac{1}{k} + k)$

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Update weights in two stages: loss update then share update.

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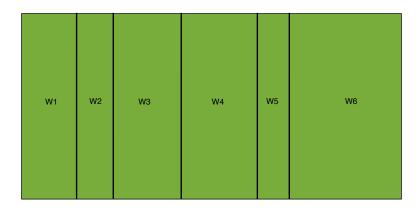
$$\mathbf{w}_{t,i}^{m} = \mathbf{w}_{t,i}^{s} \mathbf{e}^{-\eta L(\mathbf{y}_{t}, \mathbf{x}_{t,i})}$$

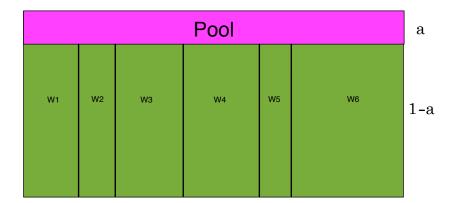
- Share update: redistribute the weights
- ► Fixed-share:

$$pool = \alpha \sum_{i=1}^{n} w_{t,i}^{m}$$

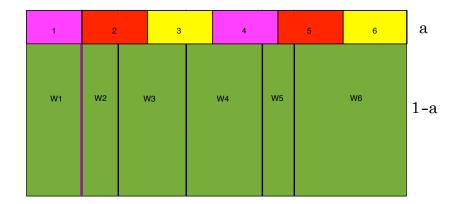
$$w_{t+1,i}^{s} = (1-\alpha)w_{t,i}^{m} + \frac{1}{n-1}(pool - \alpha w_{t,i}^{m})$$

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► The harder question is how to lower bound $\sum_{i=1}^{n} w_{i+1,i}^{s}$

Lower bounding the final total weight



Lower bounding the final total weight

Fix some switching experts sequence:



▶ "follow" the weight of the chosen expert *i_t*.



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 - $\rightarrow \frac{\alpha}{n-1}$ on iterations where a switch occurs.

Bound for arbitrary α

 Combining we lower bound the final weight of the last expert in the sequence

$$w_{l+1,e_k}^s \ge \frac{1}{n} e^{-\eta L_*} (1-\alpha)^{l-k-1} \left(\frac{\alpha}{n-1}\right)^k$$

Where L_* is the cumulative loss of the switching sequence of experts.

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 Combining the upper and lower bounds we get that for any sequence

$$L_{A} \leq L_{*} + \frac{1}{\eta} \left(\ln n + (l - k - 1) \ln \frac{1}{1 - \alpha} + k \left(\ln \frac{1}{\alpha} + \ln(n - 1) \right) \right)$$

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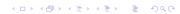
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- Not so for square loss!



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- Requires that the loss be bounded.
- Works for square loss, but not for log loss!

Variable-share

$$pool = \sum_{i=1}^{n} \left(1 - (1 - \alpha)^{\ell_{t,i}}\right) w_{t,i}^{m}$$

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If $\ell_{t,i}=0$, then expert i does not contribute to the pool. Expert can get fraction of the total weight arbitrarily close to 1. Shares the weight quickly if $\ell_{t,i}>0$

Bound for variable share

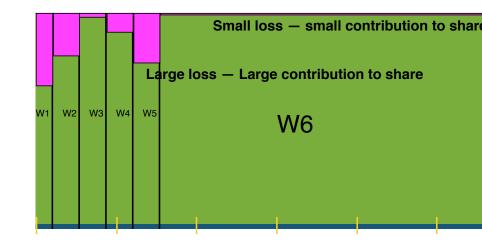
$$\frac{1}{\eta}\ln n + \left(1 + \frac{1}{(1-\alpha)\eta}\right)L_* + k\left(1 + \frac{1}{\eta}\left(\ln n - 1 + \ln\frac{1}{\alpha} + \ln\frac{1}{1-\alpha}\right)\right)$$

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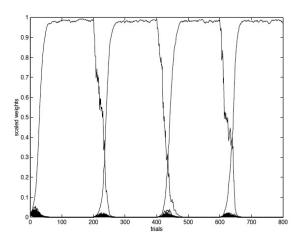
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 $ightharpoonup \alpha$ should be tuned so that it is (close to) $\frac{k}{2k+l}$

Variable share figure



An experiment using variable share



Next Class

▶ Suppose the best switching sequence is repeatedly switching among a small subset of the experts $n' \ll n$

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- Next class how to do as well with just one weight per expert.