Vovk's aggregating algorithm Mixable and unmixable loss functions

Yoav Freund

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Section 3.5 in "Prediction, Learning and Games"

Log Loss and Absolute loss

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The general prediction game

- Log Loss and Absolute loss
- The general prediction game
- Analysis for specific loss functions

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- Vovk's algorithm

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Square loss using simple averaging

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Summary table

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$$\lambda(p,x) = \frac{1}{2} \left(\left(\sqrt{p} + \sqrt{x} \right)^2 + \left(\sqrt{1-p} + \sqrt{1-x} \right)^2 \right)$$

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Vovk's general prediction game

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- 2. The learner, after observing $\langle \gamma_1^t \dots \gamma_N^t \rangle$, makes its own prediction γ^t
- 3. Nature chooses an outcome $\omega^t \in \Omega$
- 4. Each expert incurs loss $\ell_t(i) = \lambda(\omega^t, \gamma_i^t)$ The learner incurs loss $\ell_t(A) = \lambda(\omega^t, \gamma^t)$

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

The set of achievable bounds

► Fix loss function $\lambda : \Omega \times \Gamma \to [0, \infty)$

The set of achievable bounds

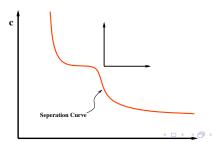
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- No triangle inequality $\exists p_1, p_2, p_3 \ \lambda(p_1, p_3) > \lambda(p_1, p_2) + \lambda(p_2, p_3)$

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- Corresponds to regression.

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- Defines a metric.
- ▶ $\lambda_{\text{hel}}(p,q) \approx \lambda_{\text{ent}}(p,q)$ when $p \approx q$ and $p,q \in (0,1)$

Absolute loss



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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?

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

$$\lambda(\omega^t, \gamma^t) - c \ln \sum_i W_i^t \le -c \ln \left(\sum_i W_i^t e^{-\eta \lambda(\omega^t, \gamma_i^t)} \right)$$

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▶ If choice of γ_t always exists, then the total loss satisfies:

$$\sum_{t} \lambda(\omega^{t}, \gamma^{t}) \leq -c \ln \sum_{i} W_{i}^{T+1} \leq aL_{\min} + c \ln N$$

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If choice of γ_t always exists, then the total loss satisfies:

$$\sum_{t} \lambda(\omega^{t}, \gamma^{t}) \leq -c \ln \sum_{i} W_{i}^{T+1} \leq aL_{\min} + c \ln N$$

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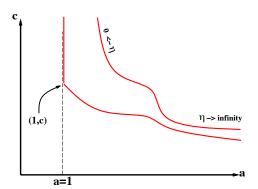
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► Equivalently - the image of the set Γ under the mapping $F(\gamma) = \langle e^{-\eta \lambda(\omega, \gamma)} \rangle_{\omega \in \Omega}$ is concave.



convexity condition: Pictorially

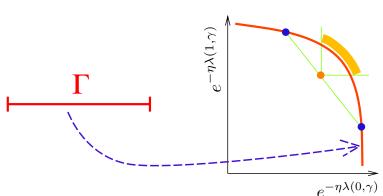
Example: Suppose $\Omega = \{0, 1\}$, $\Gamma = [0, 1]$. then

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We are back to the online Bayes algorithm.

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- Which yields the bound

$$L_A \leq L_{\min} + 2 \ln N$$

Summary of bounds for mixable losses

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
$L_{ent}(p,q)$	1	1
$L_{\mathbf{hel}}(p,q)$	1	$1/\sqrt{2}$

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