

## Outline

#### **Notation reminder**

- Data:  $\mathbf{y}_t = \mathbf{S}\mathbf{b}_t$  where  $\mathbf{S}$  is a summing matrix and  $\mathbf{b}_t$  is a vector of disaggregated time series
- Base forecasts:  $\hat{\mathbf{y}}_{T+h|T}$
- Reconciled forecasts:  $\tilde{\mathbf{y}}_{T+h|T} = \mathbf{SG}\hat{\mathbf{y}}_{T+h|T}$
- MinT:  $G = (S'W_h^{-1}S)^{-1}S'W_h^{-1}$  where  $W_h$  is covariance matrix of base forecast errors.

## **Zero-constraint representation**

## The coherent subspaces

## Least squares reconciliation of data

## Game theory perspectives

## **Adding optimization constraints**

## ML and regularization

# **Bayesian versions**

## **In-built coherence**

#### References

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- van Erven, T and J Cugliari (2015). "Game-theoretically optimal reconciliation of contemporaneous hierarchical time series forecasts". In: *Modeling and Stochastic Learning for Forecasting in High Dimension*. Ed. by A Antoniadis, JM Poggi, and X Brossat. Cham: Springer International Publishing, pp.297–317.

#### References



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