

## Assignment-1

### Online Learning(IE-613)

Vinay Chourasiya (173190011)

## Question-1

- **Weighted Majority Algorithm**
- Program file name - *Qus1.py*
- Plot of Pseudo Regret vs Learning Rate for  $T = 10^5$  over 20 Sample paths. and value of  $c[0.1, 2.1]$

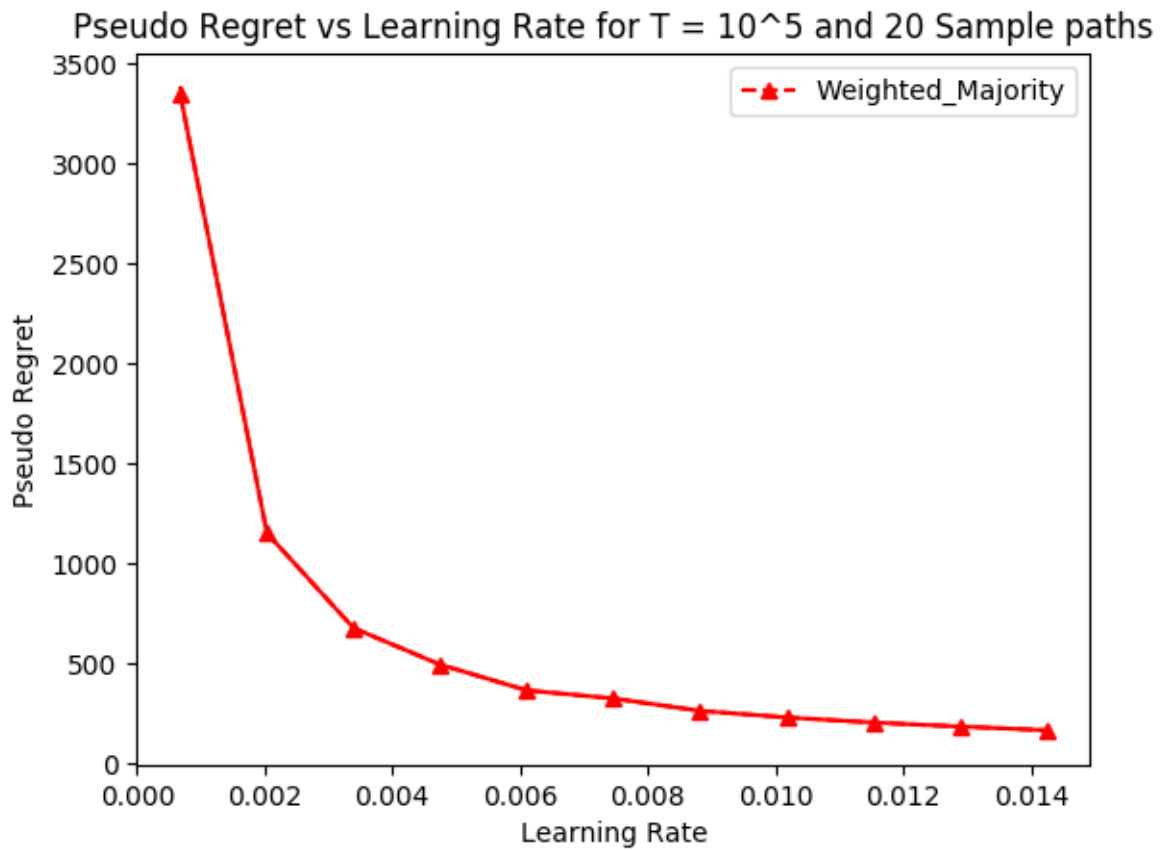


Figure 1: Pseudo Regret vs Learning Rate

## Question-2

### Exp3

Parameter for Exp3 algorithm is

$$\eta = c\sqrt{\frac{2\log K}{KT}}$$

- Program file name - *Q2exp3.py*
- Plot of Pseudo Regret vs Learning Rate for  $T = 10^5$  over 50 Sample paths and  $c[0.1, 2.1]$

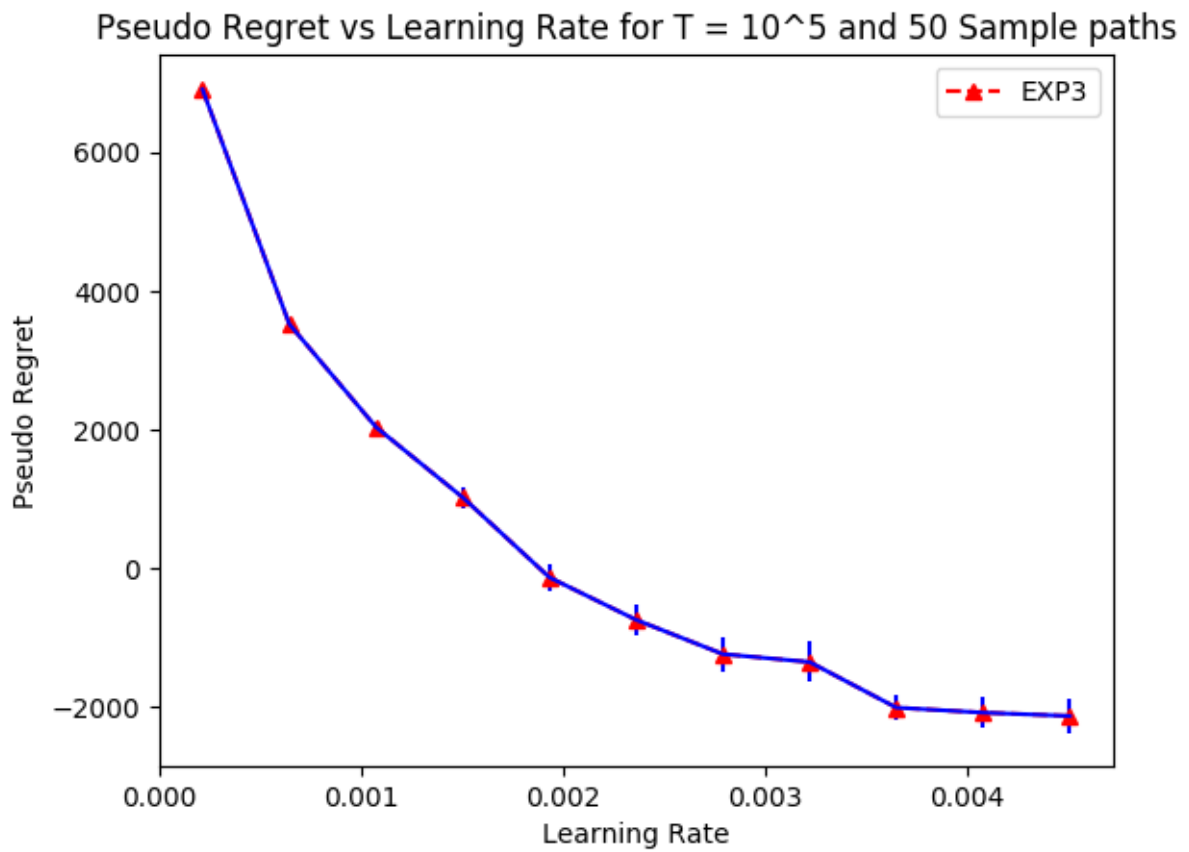


Figure 2: Pseudo Regret vs Learning Rate

## Exp3.p

Parameter for Exp3 algorithm is

$$\eta = c * \sqrt{\frac{2 * \log K}{KT}}, \beta = \eta, \gamma = K\eta$$

- Program file name - *Q2exp3p.py*
- Plot of Pseudo Regret vs Learning Rate for  $T = 10^5$  over 50 Sample paths and  $c[0.1, 2.1]$

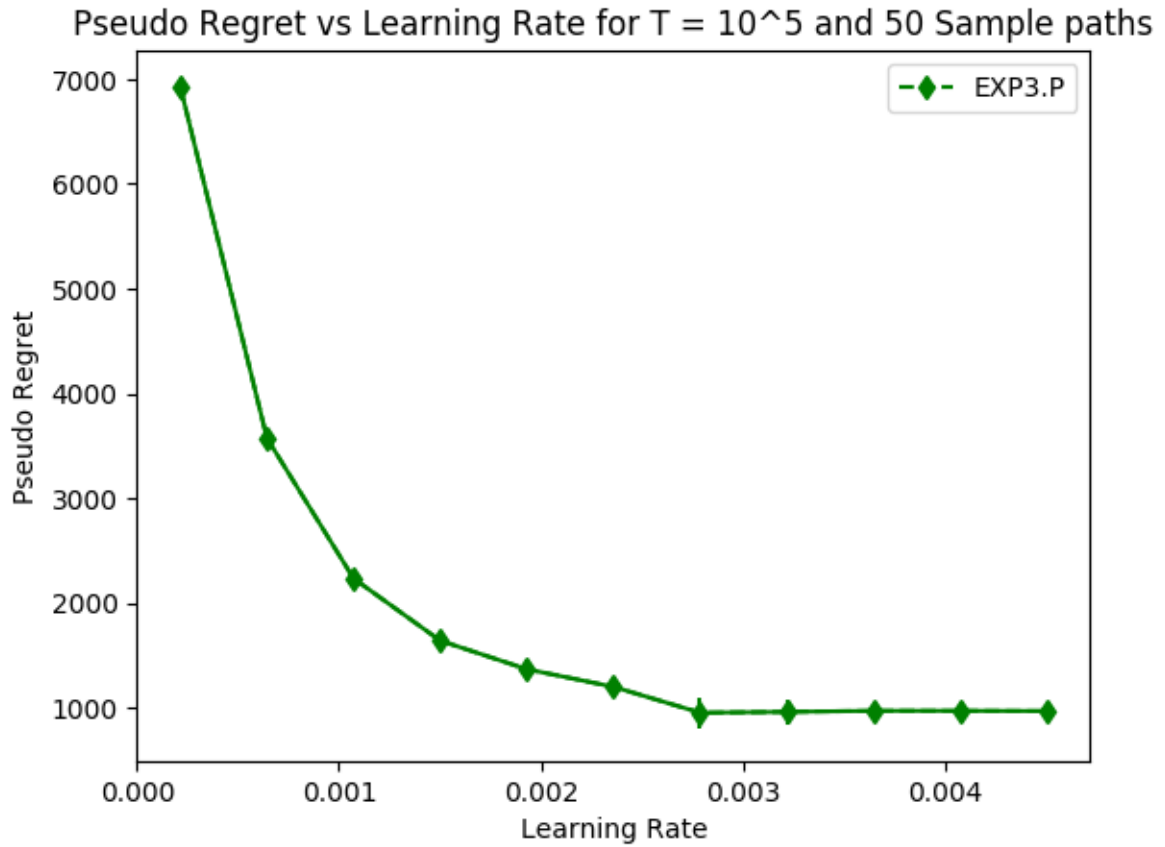


Figure 3: Pseudo Regret vs Learning Rate

## Exp3IX

Parameter for Exp3 algorithm is

$$\eta = c * \sqrt{\frac{2 * \log K}{KT}}, \gamma = \eta/2$$

- Program file name - *Q2exp3ix.py*
- Plot of Pseudo Regret vs Learning Rate for  $T = 10^5$  over 50 Sample paths and  $c[0.1, 2.1]$

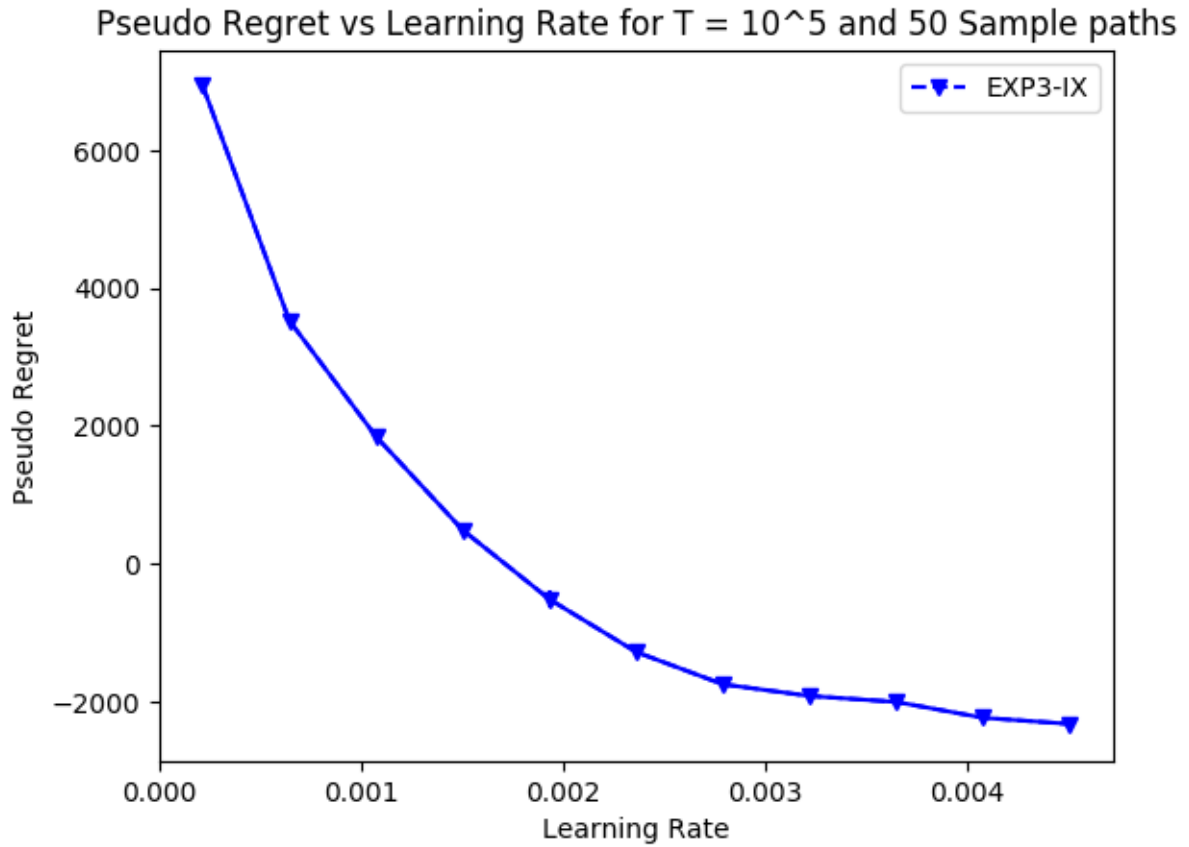


Figure 4: Pseudo Regret vs Learning Rate

## Question-3

### Performance of *Exp3-IX* is batter than *Exp3* and *Exp3.P*

- 1) When We compare Figure2 and Figure4, this is clear, *Exp3-IX* performance batter than *Exp3.P*. (as the learning rate increase, regret for *Exp3-IX* decrease below zero and achieve negatives values, but in case of *Exp3.p* regret still positive for all learning rate.). thus the empirical performance of *Exp3-IX* batter.
- 2) The performance level of *Exp3-IX* (in terms of pseudo regret) and *Exp3* Nearly similar but variation of regret (over different values of learning rate) more for *Exp3* compare to *Exp3-IX*. Thus this conclude *Exp3-IX* is more robust than the *Exp3*
- 3) *implicit exploration* (IX) strategy of *Exp3-IX* algorithm make its performance batter and more robust than other two.

## Question-4

Given that hypothesis class  $H$  under the realizability assumption. i.e. there exist  $h^*$  such that

$$h^*(x_t) = y_t$$

and we observe  $z_t = y_t + v_t$ , where  $P(v_t = 1) \leq \gamma, \gamma = [0, 1/2]$

$y_t$	$v_t$	$z_t$
1	1	0
1	0	1
0	1	1
0	0	0

The following table show different values  $z_t$  with respect to  $y_t$  and  $v_t$

from table this is clear when noise  $v_t = 0$  we observe same as true level, also we know  $P(v_t = 1) \leq \gamma$ , thus under realizability assumption we always have one hypothesis  $h^*$  in our hypothesis class that always predict true level with probability at least  $1 - \gamma$   
 $P(h^*(x_t) = y_t) \leq 1 - \gamma$ .

Our Goal is to identify the  $h^*$  and other hypothesis in our class with appropriate weights thus we have minimum regret and good prediction over the noise  $v_t$

### Theorem1

For any  $\gamma[0; 1 = 2)$ , if we run *Algorithm – 1* (see blow) with learning rate  $\eta = \frac{1}{2} \log(\frac{1-\gamma}{\gamma})$  with respect to a set of experts  $(f_1, \dots, f_N)$ , then if for some  $i \in (f_1, \dots, f_N)$ , the labels  $y_t$  (randomly generated by the environment) are such that  $Pr(y_t \neq f_i^t) \leq \gamma$  for all  $t$  then

$$E\left\{\sum_{t=1}^T |\hat{y}_t - f_i^t|\right\} \leq \frac{\log(N)}{1 - 2\sqrt{\gamma(1-\gamma)}}$$

---

**input:** Number of experts  $N$  ; Learning rate  $\eta > 0$   
**initialize:**  $w^0 = (1, \dots, 1) \in \mathbb{R}^N$  ;  $Z_0 = N$   
**for**  $t = 1, 2, \dots, n$   
    receive expert advice  $(f_1^t, f_2^t, \dots, f_N^t) \in \{0, 1\}^N$   
    environment determine  $y_t$  without revealing it to learner  
    define  $\hat{p}_t = \frac{1}{Z_{t-1}} \sum_{i: f_i^t = 1} w_i^{t-1}$   
    predict  $\hat{y}_t = 1$  with probability  $\hat{p}_t$   
    receive label  $y_t$   
    update:  $w_i^t = w_i^{t-1} \exp(-\eta |f_i^t - y_t|)$  ;  $Z_t = \sum_{i=1}^N w_i^t$

---

## Question-5

The regret of A on each period of  $2^m$  rounds is at most  $\alpha\sqrt{2^m}$ . Therefore, the total regret is at most

$$\sum_{m=1}^{\lceil \log_2 T \rceil} \alpha\sqrt{2^m} = \alpha \sum_{m=1}^{\lceil \log_2 T \rceil} (\sqrt{2})^m$$

Using formula of geometric progression, we get

$$= \alpha\sqrt{2} \left( \frac{1 - (\sqrt{2})^{\lceil \log_2 T \rceil - 1}}{1 - \sqrt{2}} \right)$$

$$= \alpha \frac{\sqrt{2}}{\sqrt{2} - 1} \left( \frac{\sqrt{T} - \sqrt{2}}{\sqrt{2}} \right)$$

$$= \alpha \frac{\sqrt{2}}{\sqrt{2} - 1} \left( \sqrt{\frac{T}{2}} - 1 \right)$$

$$(\text{since } \sqrt{\frac{T}{2}} - 1 \leq \sqrt{T})$$

$$\leq \frac{\sqrt{2}}{\sqrt{2} - 1} \alpha \sqrt{T}$$

Hence proved.

## Reference

- 1) Ben-David, Shai, Dávid Pál, and Shai Shalev-Shwartz. "Agnostic online learning." (2009).
- 2) Neu, Gergely. "Explore no more: Improved high-probability regret bounds for non-stochastic bandits." Advances in Neural Information Processing Systems. 2015.