The Polynomial Weights Algorithm

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- We made progress under a big assumption: A Perfect Expert.
- What do we do without that assumption?

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- Easy Case: there is one *perfect* expert who never makes a mistake (but we don't know who he is).

The Halving Algorithm

Algorithm 1 The Halving Algorithm

Let $S^1 \leftarrow \{1, \ldots, N\}$ be the set of all experts.

for $t = 1$ to T **do**

  Let $S_U^t = \{i \in S : p_i^t = U\}$ be the set of experts in S^t who predict up, and $S_D^t = S^t \setminus S_U^t$ be the set who predict down.

  Predict with the majority vote: If $|S_U^t| > |S_D^t|$, predict $p_A^t = U$, else predict $p_A^t = D$.

  Eliminate all experts that made a mistake: If $o^T = U$, then let $S^{t+1} = S_U^t$, else let $S^{t+1} = S_D^t$

end for

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4. Hence $|S^t| \geq 1$ for all t.

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2. Hence $|S^{t+1}| \leq |S^t|/2$.
3. On the other hand, the perfect expert is never eliminated.
4. Hence $|S^t| \geq 1$ for all t.
5. Since $|S^1| = N$, this means there can be at most $\log N$ mistakes.

$\square$

The Iterated Halving Algorithm

Algorithm 2 The Iterated Halving Algorithm

Let $S^1 \leftarrow \{1, \ldots, N\}$ be the set of all experts.
for $t = 1$ to T **do**
  If $|S^t| = 0$ **Reset**: Set $S^t \leftarrow \{1, \ldots, N\}$.
  Let $S^t_U = \{i \in S : p^t_i = U\}$ be the set of experts in S^t who predict up, and $S^t_D = S^t \setminus S^t_U$ be the set who predict down.
  Predict with the majority vote: If $|S^t_U| > |S^t_D|$, predict $p^t_A = U$, else predict $p^t_A = D$.
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2. So the algorithm can make at most $\log N$ mistakes between any two resets.

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4. in particular, between any two resets, the *best* expert has made at least 1 mistake.

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5. This gives the claimed bound.

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2. The above algorithm is wasteful in that every time we reset, we forget what we have learned!
3. What should we do instead?
4. How about just *downweight* experts who make mistakes?

The Weighted Majority Algorithm

Algorithm 3 The Weighted Majority Algorithm

Set weights $w_i^1 \leftarrow 1$ for all experts i.
for $t = 1$ to T **do**
  Let $W_U^t = \sum_{i:p_i^t=U} w_i$ be the weight of experts who predict up, and $W_D^t = \sum_{i:p_i^t=D} w_i$ be the weight of those who predict down.
  Predict with the weighted majority vote: If $W_U^t > W_D^t$, predict $p_A^t = U$, else predict $p_A^t = D$.
  Down-weight experts who made mistakes: For all i such that $p_i^t \neq o^t$, set $w_i^{t+1} \leftarrow w_i^t/2$
end for

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Note that $\log(N)$ is a fixed constant, so the ratio of mistakes the algorithm makes compared to OPT is just 2.4 in the limit – not great, but not bad.

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6. Let i^* be the best expert. $W^T > w_i^T = (1/2)^{\mathrm{OPT}}$.
7. Together we have:

$$\left(\frac{1}{2}\right)^{\mathrm{OPT}} \leq W \leq N \left(\frac{3}{4}\right)^M$$

$$\left(\frac{4}{3}\right)^M \leq N \cdot 2^{\mathrm{OPT}}$$

$$M \leq 2.4(\mathrm{OPT} + \log(N))$$

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We've been doing well! What do we want in an algorithm?

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2. It to be able to handle N distinct actions (a separate action for each expert), not just two (up and down)...
3. It to be able to handle experts having arbitrary costs in $[0, 1]$ at each round, not just binary costs (right vs. wrong)

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The polynomial weights algorithm can be viewed as a "smoothed" version of the weighted majority algorithm

1. Has a parameter ϵ which controls how quickly it down-weights experts.
2. Is *randomized* — chooses which expert to follow with probability proportional to its weight.

The Polynomial Weights Algorithm

Set weights $w_i^1 \leftarrow 1$ for all experts i.
for $t = 1$ to T **do**
  Let $W^t = \sum_{i=1}^{N} w_i^t$.
  Choose expert i with probability w_i^t / W^t.
  For each i, set $w_i^{t+1} \leftarrow w_i^t \cdot (1 - \epsilon \ell_i^t)$.
end for

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For any sequence of losses, and any expert k:
$\frac{1}{T}\mathrm{E}[L_{PW}^T] \leq \frac{1}{T}L_k^T + \epsilon + \frac{\ln(N)}{\epsilon \cdot T}$. *In particular, setting* $\epsilon = \sqrt{\frac{\ln(N)}{T}}$*:*

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2. This works against an *arbitrary* sequence of losses, which might be chosen adaptively by an adversary.
3. So could ues it to play a game!
4. Experts $\leftrightarrow$ Actions. Losses $\leftrightarrow$ costs.
5. Don't need to know much about the game. Just costs for each action given what the opponents did.

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5. So by induction:
$$W^{T+1} = N \prod_{t=1}^{T} (1 - \epsilon F^t)$$

Proof

1. Taking the log, and using $\ln(1-x) \le -x$:

$$\ln(W^{t+1}) = \ln(N) + \sum_{t=1}^{T} \ln(1 - \epsilon F^t)$$

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2. Similarly, using $\ln(1-x) \geq -x - x^2$ for $0 < x < \frac{1}{2}$:

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1. Combining these two bounds, we get:

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for all k.

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2. Dividing by ϵ and rearranging:

$$L_{PW}^{T} \leq \min_{k} L_{k}^{T} + \epsilon T + \frac{\ln(N)}{\epsilon}$$

Proof

1. Combining these two bounds, we get:

$$\ln(N) - \epsilon L_{PW}^{T} \geq -\epsilon L_{k}^{T} - \epsilon^{2} T$$

   for all k.

2. Dividing by ϵ and rearranging:

$$L_{PW}^{T} \leq \min_{k} L_{k}^{T} + \epsilon T + \frac{\ln(N)}{\epsilon}$$

3. Fin.

Thanks!

See you next class!