

# Online Learning

Vikram M Tankasali

Machine Learning Lab, CSA Department  
Indian Institute of Science.

# AGENDA

- Problem and Motivation
- Prediction with Expert Advice
- Online Convex Optimization

# Introduction

- Perceptron Algorithm.
- Sequential Prediction vs Online Prediction.

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- **Problem** : Predicting an unknown sequence  $y_1, y_2 \dots$  of bits  $y_t \in \{0, 1\}$ .

At time  $t$  the forecaster makes a guess  $p_t \in \{0, 1\}$  for  $y_t$  based on  $(f_{1,t}, \dots, f_{N,t})$ . Each  $f_{i,t} \in \{0, 1\}$  is the prediction of an expert  $i$ . The true bit  $y_t$  is revealed and forecaster suffers a loss  $l(p_t, y_t)$ .

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Parameters: decision space  $\mathbb{D}$ , outcome space  $\mathbb{Y}$ , loss function  $l$ , set  $\mathbb{E}$  of expert indices.

For each round  $t = 1, 2, \dots$

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## GOAL

- Regret *w.r.t* Expert  $E$ .

$$R_{E,n} = \sum_{t=1}^n (l(p_t, y_t) - l(f_{E,t}, y_t)) = L_n - L_{E,n} \quad (1)$$

- GOAL .

$$\max_{i=1, \dots, N} R_{i,n} = o(n) \quad \text{OR as } n \rightarrow \infty \quad \frac{1}{n} (L_n - \min_{i=1, \dots, N} L_{i,n}) \rightarrow 0 \quad (2)$$



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# Weighted Average Prediction I

- STRATEGY :

$$p_t = \frac{\sum_{i=1}^N w_{i,t-1} f_{i,t}}{\sum_{j=1}^N w_{j,t-1}} \quad (3)$$

where  $w_{i,t-1} \geq 0$  are weights assigned to experts at time  $t$ .

- Expert's weight is an increasing function of experts regret  $R_{i,t-1} = L_{t-1} - L_{i,t-1}$ .
- Let  $w_{i,t-1} = \phi'(R_{i,t-1})$  where  $\phi : \mathbb{R} \rightarrow \mathbb{R}$  is convex , nonnegative and increasing function.
- If the loss function  $l$  is convex in its first argument then

$$\sup_{y_t \in \mathbb{Y}} \sum_{i=1}^N r_{i,t} \phi'(R_{i,t-1}) \leq 0 \quad (4)$$

# Weighted Average Prediction II

- **BlackWell Condition** : Let  $r_t = (r_{1,t}, \dots, r_{N,t}) \in \mathbb{R}^N$  be instantaneous regret vector. Let  $\mathbf{R}_n = \sum_{t=1}^n r_t$ .

$$\sup_{y_t \in \mathbb{Y}} \langle r_t, \nabla \Phi(\mathbf{R}_{t-1}) \rangle \leq 0 \quad (5)$$

where  $\Phi : \mathbb{R}^N \rightarrow \mathbb{R}$  is of the form  $\Phi(u) = \psi(\sum_{i=1}^n \phi(u_i))$ .  
Assumptions on  $\Phi$  and  $\psi$ .

- The weighted average forecaster :

$$p_t = \frac{\sum_{i=1}^N \nabla \Phi(\mathbf{R}_{t-1})_i f_{i,t}}{\sum_{j=1}^N \nabla \Phi(\mathbf{R}_{t-1})_j} \quad (6)$$

# Weighted Average Prediction III

## Theorem

Assume that a forecaster satisfies the Blackwell condition for a potential  $\Phi(u) = \psi(\sum_{i=1}^N \phi(u_i))$ . Then for all  $n = 1, 2, \dots$ ,

$$\Phi(\mathbf{R}_n) \leq \Phi(\mathbf{0}) + \frac{1}{2} \sum_{t=1}^n C(r_t) \quad (7)$$

where  $C(r_t) = \sup_{u \in \mathbf{R}^N} \psi'(\sum_{i=1}^N \phi(u_i)) \sum_{i=1}^N \phi''(u_i) r_{i,t}^2$



# Weighted Average Prediction IV

- By Monotonicity of  $\phi$  and  $\psi$

$$\psi(\phi(\max_{i=1,\dots,N} R_{i,n})) = \psi(\max_{i=1,\dots,N} \phi(R_{i,n})) \leq \psi(\sum_{i=1}^N \phi(R_{i,n})) = \Phi(R_n) \quad (8)$$

- If  $\psi$  is invertible then  $\max_{i=1,\dots,n} R_{i,n} \leq \phi^{-1}(\psi^{-1}(\Phi(\mathbf{R}_n)))$

# Polynomially Weighted Average Forecaster

- $\Phi_p(\mathbf{u}) = (\sum_{i=1}^N (u_i)_+^p)^{\frac{2}{p}} = \|\mathbf{u}_+\|_p^2$  where  $p \geq 2$   
The weights assigned to the experts are given by  
$$w_{i,t-1} = \nabla \Phi_p(\mathbf{R}_{t-1})_i = \frac{2(R_{i,t-1})_+^{p-1}}{\|(\mathbf{R}_{t-1})_+\|_p^{p-2}}$$

## Theorem

*Assume that the loss function  $l$  is convex in its first argument and that it takes values in  $[0, 1]$ . Then, for any sequence  $y_1, y_2, \dots, \in \mathbb{Y}$  of outcomes and for any  $n \geq 1$ , the regret of the polynomially weighted average forecaster satisfies*

$$L_n - \min_{i=1, \dots, n} L_{i,n} \leq \sqrt{n(p-1)N^{\frac{2}{p}}}$$



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# Exponentially Weighted Average Forecaster

- $\Phi_\eta(\mathbf{u}) = \frac{1}{\eta} \ln(\sum_{i=1}^N e^{\eta u_i})$
- $w_{i,t-1} = \nabla \Phi_\eta(\mathbf{R}_{t-1})_i = \frac{e^{\eta R_{i,t-1}}}{\sum_{j=1}^N e^{\eta R_{j,t-1}}}$
- $w_{i,t} = \frac{w_{i,t-1} e^{-\eta l(f_{i,t}, y_t)}}{\sum_{j=1}^N w_{j,t-1} e^{-\eta l(f_{j,t-1}, y_t)}}$

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# Problem Formulation

- A convex repeated game is a two players game that is performed in a sequence of consecutive rounds. On round  $t$  of the repeated game, the first player chooses a vector  $w_t$  from a convex set  $A$ . Next, the second player responds with a convex function  $g_t : A \rightarrow \mathbb{R}$ . Finally, the first player suffers an instantaneous loss  $g_t(w_t)$ . We study the game from the viewpoint of the first player.
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- Low Regret  $R(T) = \frac{1}{T} \sum_{t=1}^T g_t(w_t) - \min_{w \in A} \frac{1}{T} \sum_{t=1}^T g_t(w)$

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# Basic

- $\lambda$  is a sub-gradient of a function  $f$  at  $w$  if for all  $u \in A$  we have that  $f(u) - f(w) \geq \langle u - w, \lambda \rangle$ .
- $f : A \rightarrow \mathbb{R}$  is  $\rho$ -Lipschitz if for all  $u, v \in A$   $|f(u) - f(v)| \leq \rho \|u - v\|$ . For a convex function  $f$  if for all  $x \in A$  and  $v \in \partial f(x)$  then  $\|v\|_* \leq \rho$ .

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- If  $f$  is  $\beta$ -strongly convex w.r.t.  $\|\cdot\|$  and  $f^*(0) = 0$ , then, denoting the partial sum  $\sum_{j \leq i} v_j$  by  $v_{1:i}$ , we have, for any sequence  $v_1, \dots, v_n$  and for any  $u$ ,  $\sum_{i=1}^n \langle v_i, u \rangle \leq f^*(v_{1:n}) \leq \sum_{i=1}^n \langle \nabla f^*(v_{1:i-1}), v_i \rangle + \frac{1}{2} \beta \sum_{i=1}^n \|v_i\|_*^2$



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# Algorithm

- Online Mirror Descent
  - 1: Initialization:  $w_1 \leftarrow \nabla f^*(0)$
  - 2: for  $t = 1$  to  $T$
  - 3: Play  $w_t \in A$
  - 4: Receive  $g_t$  and pick  $v_t \in \partial g_t(w_t)$
  - 5: Update  $w_{t+1} \leftarrow \nabla f^*(-\eta \sum_{s=1}^t v_s)$
  - 6: end for

## Theorem

Suppose Algorithm is used with a function  $f$  that is  $\beta$ -strongly convex w.r.t. a norm  $\|\cdot\|$  on  $A$  and has  $f^*(0) = 0$ . Suppose the loss functions  $g_t$  are convex and  $V$ -Lipschitz w.r.t. the norm  $\|\cdot\|$ . Then for  $\eta > 0$

$$\sum_{t=1}^T g_t(w_t) - \min_{u \in A} \sum_{t=1}^T g_t(u) \leq \frac{\max_{u \in A} f(u)}{\eta} + \frac{\eta V^2 T}{2\beta}$$

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# Surrogate Loss and Perceptron

- In case of online classification the 0 – 1 is not convex. No sublinear regret bound algorithm possible - Cover Result.
- Surrogate loss function :  $l_{\text{hinge}}(\mathbf{w}, (x, y)) = [1 - y\langle \mathbf{w}, x \rangle]_+$   
upperbounds  $l_{0-1}(\mathbf{w}, (x, y))$
- $\sum_{t=1}^T l_{0-1}(\mathbf{w}_t, (x_t, y_t)) \leq \sum_{t=1}^T l_{\text{hinge}}(\mathbf{w}, (x_t, y_t)) + \text{Regret}(T)$
- Apply Algorithm with  $f(\mathbf{w}) = \frac{1}{2} \|\mathbf{w}\|_2^2$  to obtain perceptron algorithm.

# References

- 1 “Prediction, Learning, and Games” - Nicolo Cesa-Bianchi, Gabor Lugosi, Cambridge University Press.
- 2 <http://www.cs.huji.ac.il/~shais/AdvancedML.html>.

Questions ??