# Randomised Algorithms 

Lecture 14: Online Learning with Experts

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## Outline

## Introduction

## Deterministic Weighted Majority

## Randomised Weighted Majority

## Extensions and Conclusions

## Landscape of Machine Learning Algorithms



## Online Algorithm/Reinforcement Learning Framework

## Agent

## Environment

## Online Algorithm/Reinforcement Learning Framework



Iteration: 1

## Online Algorithm/Reinforcement Learning Framework



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## Online Algorithm/Reinforcement Learning Framework



Iteration: 2

## Online Algorithm/Reinforcement Learning Framework



Iteration: 2

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Iteration: 3

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Iteration: 3

## Online Algorithm/Reinforcement Learning Framework



Iteration: 4

## Online Algorithm/Reinforcement Learning Framework



Iteration: 4

## Online Algorithm/Reinforcement Learning Framework



Iteration: 5

## Online Algorithm/Reinforcement Learning Framework



Iteration: 5

## Online Algorithm/Reinforcement Learning Framework

In each iteration, agent receives more information $\Rightarrow$ agent's state is updated
provides reward/ more data


Iteration: 5

Apple Inc. (AAPL) 气
NasdaqGS - NasdaqGS Real Time Price. Currency in USD
$163.17-3.06$ ( $-1.84 \%$ ) $\quad 162.98-0.19$ ( $-0.12 \%$ )
At close: March 4 04:00PM EST After hours: 07:59PM EST


Source: Yahoo Finance, 5 March 2022


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Disclaimer: This is only given as a high-level motivation for the algorithm. It is not suggested to use any of the following ideas in practice at this or any other point.

## Apple Inc <br> (NASDA:AAPL)



## Stock Price Forecast

The 37 analysts offering 12-month price forecasts for Apple Inc have a median target of 192.00 , with a high. estimate of 215.00 and a low estimate of 154.00. The median estimate represents a $+17.64 \%$ increase from the last price of 163.21


## Analyst Recommendations

The current consensus among 43 polled investment analysts is to buy stock in Apple Inc. This rating has held steady since February, when it was unchanged from a buy rating.

Move your mouse over past months for detail


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Other Applications: Spam Filtering, Weather Prediction, ...

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## Online Learning using Expert Advice

## Basic Setup

- Assume there is a single stock, and daily price movement is a sequence of binary events (up $=1$ /down $=0$ )
- The stock movements can be arbitrary (i.e., adversarial)
- We are allowed to watch $n$ experts (these might be arbitrarily bad and correlated)


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## Weighted Majority Algorithm

Initialization: Fix $\delta \leq 1 / 2$. For every $i \in[n]$, let $w_{i}^{(1)}:=1$
Update: For $t=1,2, \ldots, T$ :

- Make prediction which is the weighted majority of the experts' predictions
- For every expert $i$ who predicts wrongly, decrease his weight by a factor of $(1-\delta)$ :

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w_{i}^{(t+1)}=(1-\delta) w_{i}^{(t)}
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Example of an ensemble method, combining advice from several other "algorithms".

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Let $\delta=1 / 2, n=3$

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$\Rightarrow$ We made 5 mistakes, while the best expert made only 3 mistakes. This looks quite bad, but the example is too small to draw conclusions!

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The number of mistakes of our algorithm $M^{(T)}$ satisfies

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M^{(T)} \leq 2 \cdot(1+\delta) \cdot \min _{i \in[n]} m_{i}^{(T)}+\frac{2 \ln n}{\delta} .
$$

This bound holds for any input, any $T$ and any $\delta$ !

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- Update Rule: If we make many mistakes, then $\Phi^{(t)}$ becomes small
- For $\Phi^{(t)}$ to be small, all weights must be small ( $\Rightarrow$ even the best expert must make many mistakes)


## Analysis of the Weighted Majority Algorithm

Notation: Let $m_{i}^{(t)}$ be the number of mistakes of expert $i$ after $t$ steps.
Analysis
The number of mistakes of our algorithm $M^{(T)}$ satisfies

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- Using now that $-\delta \geq \ln (1-\delta) \geq-\delta-\delta^{2}$ completes the proof.


## Simulation of the (Deterministic) WMA (1/2)

- Probabilistic Setting: Each expert $i$ predicts wrongly with some probability $p_{i} \in[0,1]$, independently across rounds and experts
- Question: Which learning rate works best?


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Observations from these Experiments

- Depending on data set, a high or small learning rate may work best
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The point of WMA is a strong worst-case guarantee!

## Improving the Weighted Majority Algorithm?

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Idea: Employ a randomised strategy which selects an expert with probability proportional to its success!

## Outline

## Introduction

## Deterministic Weighted Majority

Randomised Weighted Majority

## Extensions and Conclusions

## Randomised Weighted Majority

## Randomised Weighted Majority Algorithm

Initialization: Fix $\delta \leq 1 / 2$. For every $i \in[n]$, let $w_{i}^{(1)}:=1$ Update: For $t=1,2, \ldots, T$ :

- Pick expert $i$ with probability proportional to $w_{i}$ and follow that prediction
- For every expert $i$ who predicts wrongly, decrease his weight by a factor of $(1-\delta)$ :

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w_{i}^{(t+1)}=(1-\delta) w_{i}^{(t)}
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Note that the number of mistakes we are making is now a random variable!

## Example: Deterministic vs. Randomised Weighted Majority (1/2)

Consider the following run of the Deterministic Weighted Majority Algorithm:

| t | Weights | Predictions | Our Prediction | Actual Result | Our Errors |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 1,1 | 1,0 | 1 | 0 | 1 |
| 2 | $1 / 2,1$ | 1,0 | 0 | 1 | 2 |
| 3 | $1 / 2,1 / 2$ | 0,1 | 0 | 1 | 3 |
| 4 | $1 / 4,1 / 2$ | 1,0 | 0 | 1 | 4 |
| 5 | $1 / 4,1 / 4$ | - | - | - | - |

Consider now the Randomised Weighted Majority Algorithm and let us compute the expected number of mistakes, $\mathbf{E}\left[M^{(4)}\right]$

## Example: Deterministic vs. Randomised Weighted Majority (2/2)



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## Analysis of Randomised Weighted Majority (non-examinable)

## Analysis

The expected number of mistakes of our algorithm $M^{(T)}$ satisfies

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Can we do better than that?

## A Tight Lower Bound

Corollary
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## Corollary

For $\delta=\sqrt{\ln (n) / T}$, the expected number of our mistakes $M^{(T)}$ satisfies

$$
\mathbf{E}\left[M^{(T)}\right] \leq \min _{i \in[n]} m_{i}^{(T)}+2 \cdot \sqrt{T \ln (n)}
$$

- Suppose every expert $i=1,2, \ldots, n$ flips an unbiased coin, and the result is also an unbiased coin flip (independent of the experts' predictions)
- $\Rightarrow$ Regardless of our algorithm, the number of our mistakes satisfies

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\mathbf{E}\left[M^{(T)}\right]=T \cdot \frac{1}{2}
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- How good is the best expert?
- Every expert $i \in[n]$ will make $T / 2 \pm \Theta(\sqrt{T})$ many mistakes
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- Best expert will be good just by chance!


## Outline

## Introduction

## Deterministic Weighted Majority

## Randomised Weighted Majority

Extensions and Conclusions

Choosing the Learning Rate Dynamically (1/2)

Question: How to adjust learning rate if $T$ is not known in advance?

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## Approach 1: "The Doubling Trick"

- Algorithm:

1. For $m=1,2, \ldots$
2. Run a new instance of algorithm on the $2^{m}$ rounds $t=2^{m}, \ldots, 2^{m+1}-1$ with "optimal" learning rate (for an algorithm that runs for $2^{m}$ steps)

- Analysis before shows that in phase $m$, number of additional mistakes compared to best expert (regret) is at most $\alpha \cdot \sqrt{2^{m}}$
$\Rightarrow$ total regret after $T$ steps is at most

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

where $\alpha=2 \cdot \sqrt{\ln (n)}$.

Choosing the Learning Rate Dynamically (2/2)

Approach 2

- Algorithm:

1. Run the randomised WMA with learning rate $\delta_{t} \approx 1 / \sqrt{t}$ in round $t$

- A modification of our analysis proves for any time-interval $[T / 2, T]$ :

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\begin{aligned}
& \sum_{t=T / 2}^{T} \delta_{t} \cdot \lambda^{(t)} \cdot p^{(t)} \leq \log \left(\Phi^{(T / 2)}\right)+\left(1-\delta_{T}\right)^{m_{i}^{[T / 2, T]}} \\
\Rightarrow & \quad \mathbf{E}\left[M^{[T / 2, T]}\right] \leq \frac{m_{i}^{[T / 2, T]} \cdot \log \left(1-\delta_{T}\right)}{\delta_{T / 2}}+\frac{\log \left(\Phi^{(T / 2)}\right)}{\delta_{T / 2}}
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Approach 3: "Self-Confident Algorithm"

- Algorithm:

1. Run the randomised WMA with learning rate $\delta_{t} \approx 1 / \sqrt{\min _{i \in[n]} m_{i}^{(t)}}$ (or $1 / \sqrt{M^{(t)}}$ ) in round $t$

## A More General Setting

## New Setup

- At each step, we pick one expert $i$ randomly out of $n$ experts
- That expert $i$ and our algorithm incur a cost $m_{i}^{(t)}$, but we also observe the costs of all experts (a vector $\left(m_{j}^{(t)}\right)_{i=1}^{n}$ )
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## Idea of the "Multiplicative Weights-Algorithm"

- In the first iteration, simply pick an expert uniformly at random
- Every expert will be penalised or rewarded through a multiplicative weight-update


## The Multiplicative Weights Algorithm

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Initialization: Fix $\delta \leq 1 / 2$. For every $i \in[n]$, let $w_{i}^{(1)}:=1$
Update: For $t=1,2, \ldots, T$ :

- Choose expert $i$ with prop. proportional to $w_{i}^{(t)}$.
- Observe the costs of all $n$ experts in round $t, m^{(t)}$
- For every expert $i$, update its weight by:

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w_{i}^{(t+1)}=\left(1-\delta m_{i}^{(t)}\right) w_{i}^{(t)}
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For any expert $i$, the expected cost of this algorithm is at most

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Derivation is very similar to the ones shown before.

## Conclusions

## Summary

- Weighted Majority Algorithm
- natural, simple (and deterministic) algorithm
- good performance, but could be a factor of 2 worse than the best expert
- Randomised Weighted Majority Algorithm
- Randomised extension
- almost optimal performance thanks to randomisation which guards against tailored worst-case instances (cmp. Quick-Sort!)
- impact of the learning rate: small learning rate gives very good performance guarantees. However, actual performance may depend on the specific data set at hand (cf. simulations!)
- Multiplicative Weight-Update Algorithm
- further generalisation of the (randomised) weighted majority algorithm


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## Outlook

- These algorithms are examples of the Ensemble-Method:

Framework combining weak predictions into a strong learner

- A closely related algorithmic approach: Follow the Perturbed Leader
- Similar update schemes are Perceptron and AdaBoost


## References


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