${\bf Experts/Multiplicative\ Weights}.$

 ${\bf Experts/Multiplicative\ Weights}.$

Experts/Zero-Sum Games Equilibrium.

Experts/Multiplicative Weights.

Experts/Zero-Sum Games Equilibrium.

Boosting and Experts.

Experts/Multiplicative Weights.

Experts/Zero-Sum Games Equilibrium.

Boosting and Experts.

Routing and Experts.

The multiplicative weights framework.

n experts.

n experts.

Every day, each offers a prediction.

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

	Day 1	Day 2	Day 3		Day T
Expert 1					
Expert 2					
Expert 3					
:					

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

		Day 2	Day 3		Day T
Expert 1	Shine				
Expert 2	Shine				
Expert 3	Rain				
:	:				

Rained!

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

	Day 1	Day 2	Day 3		Day T
Expert 1	Shine	Rain			
Expert 2	Shine	Shine			
Expert 3	Rain	Rain			
<u>:</u>	į	:			

Rained! Shined!

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

	Day 1	Day 2	Day 3		Day T
Expert 1	Shine	Rain	Shine		
Expert 2	Shine	Shine	Shine		
Expert 3	Rain	Rain	Rain		
:	•		Shine		

Rained! Shined! Shined!

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

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Expert 1	Shine	Rain	Shine		
Expert 2	Shine	Shine	Shine		
Expert 3	Rain	Rain	Rain		
:			Shine		

Rained! Shined! ...

n experts.

Every day, each offers a prediction.

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Expert 1	Shine	Rain	Shine		
Expert 2	Shine	Shine	Shine		
Expert 3	Rain	Rain	Rain		
:			Shine		

Rained! Shined! ...

Whose advice do you follow?

n experts.

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	Day 1	Day 2	Day 3		Day T
Expert 1	Shine	Rain	Shine		
Expert 2	Shine	Shine	Shine		
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:			Shine		

Rained! Shined! ...

Whose advice do you follow?

"The one who is correct most often."

n experts.

Every day, each offers a prediction.

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	Day 1	Day 2	Day 3		Day T
Expert 1	Shine	Rain	Shine		
Expert 2	Shine	Shine	Shine		
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:	:	:	Shine		

Rained! Shined! ...

Whose advice do you follow?

"The one who is correct most often."

Sort of.

n experts.

Every day, each offers a prediction.

"Rain" or "Shine."

	Day 1	Day 2	Day 3		Day T
Expert 1	Shine	Rain	Shine		
Expert 2	Shine	Shine	Shine		
Expert 3	Rain	Rain	Rain		
:			Shine		

Rained! Shined! ...

Whose advice do you follow?

"The one who is correct most often."

Sort of.

How well do you do?

One of the experts is infallible!

One of the experts is infallible! Your strategy?

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never!

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never! Never see a mistake.

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never! Never see a mistake.

Better model?

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never! Never see a mistake.

Better model?

How many mistakes could you make?

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never! Never see a mistake.

Better model?

How many mistakes could you make? Mistake Bound.

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never! Never see a mistake.

Better model?

How many mistakes could you make? Mistake Bound.

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

Adversary designs setup to watch who you choose, and make that expert make a mistake.

One of the experts is infallible!

Your strategy?

Choose any expert that has not made a mistake!

How long to find perfect expert?

Maybe..never! Never see a mistake.

Better model?

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Adversary designs setup to watch who you choose, and make that expert make a mistake.

n - 1!

Note.

Note.

Adversary:

Note.

Adversary: makes you want to look bad.

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Adversary: makes you want to look bad. "You could have done so well...

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"You could have done so well...
but you didn't!

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Technical Term: Regret.

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Adversary:

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Analysis of Algorithms: do as well as possible!

Note.

Adversary: makes you want to look bad. "You could have done so well...

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Technical Term: Regret.

Analysis of Algorithms: do as well as possible!

Minimize Regret

Note.

Adversary:
makes you want to look bad.
"You could have done so well...
but you didn't! ha..ha... ha.

Technical Term: Regret.

Analysis of Algorithms: do as well as possible! Minimize Regret \equiv Loss.

Infallible Experts.

Infallible Experts.

Alg: Choose one of the perfect experts.

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: *n*−1

Lower bound: adversary argument.

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Lower bound: adversary argument.

Upper bound:

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Lower bound: adversary argument.

Upper bound: every mistake finds fallible expert.

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Lower bound: adversary argument.

Upper bound: every mistake finds fallible expert.

Better Algorithm?

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Lower bound: adversary argument.

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Better Algorithm?

Making decision, not trying to find expert!

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Lower bound: adversary argument.

Upper bound: every mistake finds fallible expert.

Better Algorithm?

Making decision, not trying to find expert!

Algorithm: Go with the majority of previously correct experts.

Infallible Experts.

Alg: Choose one of the perfect experts.

Mistake Bound: n-1

Lower bound: adversary argument.

Upper bound: every mistake finds fallible expert.

Better Algorithm?

Making decision, not trying to find expert!

Algorithm: Go with the majority of previously correct experts.

What you would do anyway!

How many mistakes could you make?

How many mistakes could you make?

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

How many mistakes could you make?

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

At most log n!

How many mistakes could you make?

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

At most log n!

When alg makes a mistake,

|"perfect" experts| drops by a factor of two.

How many mistakes could you make?

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

At most log n!

When alg makes a mistake,

|"perfect" experts| drops by a factor of two.

Initially *n* perfect experts

How many mistakes could you make?

- (A) 1
- (B) 2
- $(C) \log n$
- (D) n-1

At most log n!

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

Initially *n* perfect experts mistake \rightarrow < n/2 perfect experts

How many mistakes could you make?

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

At most log n!

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

Initially n perfect experts mistake $\rightarrow \leq n/2$ perfect experts

mistake $\rightarrow \leq n/4$ perfect experts

How many mistakes could you make?

- (A) 1
- (B) 2
- (C) log *n*
- (D) n-1

At most log n!

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

```
Initially n perfect experts mistake \rightarrow \leq n/2 perfect experts mistake \rightarrow \leq n/4 perfect experts
```

How many mistakes could you make?

- (A) 1
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At most log n!

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

Initially n perfect experts mistake $\rightarrow \leq n/2$ perfect experts mistake $\rightarrow \leq n/4$ perfect experts \vdots mistake $\rightarrow \leq 1$ perfect expert

How many mistakes could you make?

- (A) 1
- (B) 2
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At most log n!

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

Initially n perfect experts mistake $\rightarrow \leq n/2$ perfect experts mistake $\rightarrow \leq n/4$ perfect experts \vdots mistake $\rightarrow \leq 1$ perfect expert

```
How many mistakes could you make?
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- (A) 1
- (B) 2
- $(C) \log n$
- (D) n-1

At most log n!

≥ 1 perfect expert

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

```
\begin{array}{ll} \text{Initially } n \text{ perfect experts} \\ \text{mistake} \to & \leq n/2 \text{ perfect experts} \\ \text{mistake} \to & \leq n/4 \text{ perfect experts} \\ \vdots \\ \text{mistake} \to & \leq 1 \text{ perfect expert} \end{array}
```

```
How many mistakes could you make?
```

- (A) 1
- (B) 2
- (C) log *n*
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At most log n!

When alg makes a <u>mistake</u>, "perfect" experts drops by a factor of two.

Initially *n* perfect experts

```
mistake \rightarrow \leq n/2 perfect experts mistake \rightarrow \leq n/4 perfect experts
```

 $mistake \rightarrow \quad \leq 1 \ perfect \ expert$

 \geq 1 perfect expert \rightarrow at most log n mistakes!

Goal?

Goal?

Do as well as the best expert!

Goal?

Do as well as the best expert!

Algorithm.

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Penalize inaccurate experts?

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Penalize inaccurate experts?

Best expert is penalized the least.

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Penalize inaccurate experts?

Best expert is penalized the least.

1. Initially: $w_i = 1$.

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Penalize inaccurate experts?

Best expert is penalized the least.

- 1. Initially: $w_i = 1$.
- 2. Predict with weighted majority of experts.

Imperfect Experts

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Penalize inaccurate experts?

Best expert is penalized the least.

- 1. Initially: $w_i = 1$.
- 2. Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Imperfect Experts

Goal?

Do as well as the best expert!

Algorithm. Suggestions?

Go with majority?

Penalize inaccurate experts?

Best expert is penalized the least.

- 1. Initially: $w_i = 1$.
- 2. Predict with weighted majority of experts.
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Goal: Best expert makes *m* mistakes.

- 1. Initially: $w_i = 1$.
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Goal: Best expert makes *m* mistakes.

Potential function:

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

Potential function: $\sum_i w_i$.

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

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- Predict with weighted majority of experts.
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Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

For best expert, b, $w_b \ge \frac{1}{2^m}$.

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
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Each mistake:

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
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Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

For best expert, b, $w_b \ge \frac{1}{2^m}$.

Each mistake:

total weight of incorrect experts reduced by

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

For best expert, b, $w_b \ge \frac{1}{2^m}$.

Each mistake:

total weight of incorrect experts reduced by -1?

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

For best expert, b, $w_b \ge \frac{1}{2^m}$.

Each mistake:

total weight of incorrect experts reduced by -1? -2?

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

For best expert, b, $w_b \ge \frac{1}{2^m}$.

Each mistake:

total weight of incorrect experts reduced by -1? -2? factor of $\frac{1}{2}$?

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

Potential function: $\sum_{i} w_{i}$. Initially n.

For best expert, b, $w_b \ge \frac{1}{2^m}$.

Each mistake:

total weight of incorrect experts reduced by -1? -2? factor of $\frac{1}{2}$? each incorrect expert weight multiplied by $\frac{1}{2}$!

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

Goal: Best expert makes *m* mistakes.

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factor of $\frac{1}{2}$? factor of $\frac{3}{4}$?

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Mistake \rightarrow potential function decreased by $\frac{3}{4}$.

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Each mistake:

total weight of incorrect experts reduced by -1? -2? factor of $\frac{1}{2}$?

each incorrect expert weight multiplied by $\frac{1}{2}$! total weight decreases by

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mistake $\rightarrow \geq$ half weight with incorrect experts $(\geq \frac{1}{2} \text{ total.})$

Mistake \rightarrow potential function decreased by $\frac{3}{4}$.

We have

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

where M is number of algorithm mistakes.

- 1. Initially: $w_i = 1$.
- Predict with weighted majority of experts.
- 3. $w_i \rightarrow w_i/2$ if wrong.

 $\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

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$$\frac{1}{2^m} \leq \left(\frac{3}{4}\right)^M n.$$

Take log of both sides.

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

$$\frac{1}{2^m} \le \left(\frac{3}{4}\right)^M n$$
.

Take log of both sides.

$$-m \leq -M\log(4/3) + \log n.$$

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

$$\tfrac{1}{2^m} \le \left(\tfrac{3}{4}\right)^M n.$$

Take log of both sides.

$$-m \le -M\log(4/3) + \log n.$$

Solve for M.

$$M \leq (m + \log n)/\log(4/3)$$

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

$$\frac{1}{2^m} \le \left(\frac{3}{4}\right)^M n.$$

Take log of both sides.

$$-m \le -M\log(4/3) + \log n.$$

Solve for M.

$$M \le (m + \log n)/\log(4/3) \le 2.4(m + \log n)$$

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$$M \le (m + \log n)/\log(4/3) \le 2.4(m + \log n)$$

Multiply by $1 - \varepsilon$ for incorrect experts...

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

$$\tfrac{1}{2^m} \le \left(\tfrac{3}{4}\right)^M n.$$

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$$M \le (m + \log n)/\log(4/3) \le 2.4(m + \log n)$$

Multiply by $1-\varepsilon$ for incorrect experts...

$$(1-\varepsilon)^m \leq \left(1-\frac{\varepsilon}{2}\right)^M n.$$

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

$$\tfrac{1}{2^m} \le \left(\tfrac{3}{4}\right)^M n.$$

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Multiply by $1-\varepsilon$ for incorrect experts...

$$(1-\varepsilon)^m \leq (1-\frac{\varepsilon}{2})^M n.$$

Massage...

$$\frac{1}{2^m} \leq \sum_i w_i \leq \left(\frac{3}{4}\right)^M n.$$

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$$\frac{1}{2^m} \le \left(\frac{3}{4}\right)^M n.$$

Take log of both sides.

$$-m \le -M\log(4/3) + \log n.$$

Solve for M.

$$M \le (m + \log n)/\log(4/3) \le 2.4(m + \log n)$$

Multiply by $1-\varepsilon$ for incorrect experts...

$$(1-\varepsilon)^m \leq \left(1-\frac{\varepsilon}{2}\right)^M n.$$

Massage...

$$M \leq 2(1+\varepsilon)m + \frac{2\ln n}{\varepsilon}$$

$$\tfrac{1}{2^m} \leq \sum_i w_i \leq \left(\tfrac{3}{4}\right)^M n.$$

m - best expert mistakes *M* algorithm mistakes.

$$\tfrac{1}{2^m} \le \left(\tfrac{3}{4}\right)^M n.$$

Take log of both sides.

$$-m \le -M\log(4/3) + \log n.$$

Solve for M.

$$M \le (m + \log n)/\log(4/3) \le 2.4(m + \log n)$$

Multiply by $1 - \varepsilon$ for incorrect experts...

$$(1-\varepsilon)^m \leq (1-\frac{\varepsilon}{2})^M n$$
.

Massage...

$$M \le 2(1+\varepsilon)m + \frac{2\ln n}{\varepsilon}$$

Approaches a factor of two of best expert performance!

Best Analysis?

Best Analysis?

Consider two experts: A,B

Best Analysis?

Consider two experts: A,B Bad example?

Consider two experts: A,B

Bad example?

Which is worse?

- (A) A correct even days, B correct odd days
- (B) A correct first half of days, B correct second

Consider two experts: A,B

Bad example?

Which is worse?

- (A) A correct even days, B correct odd days
- (B) A correct first half of days, B correct second

Best expert peformance: T/2 mistakes.

Consider two experts: A,B

Bad example?

Which is worse?

- (A) A correct even days, B correct odd days
- (B) A correct first half of days, B correct second

Best expert peformance: T/2 mistakes.

Pattern (A): T-1 mistakes.

Consider two experts: A,B

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Factor of (almost) two worse!

Randomization

Better approach?

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Better approach? Use?

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After a bit, A and B make nearly the same number of mistakes.

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After a bit, A and B make nearly the same number of mistakes.

Choose each with approximately the same probabilty.

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Make a mistake around 1/2 of the time.

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Some formulas:

For $\varepsilon \leq 1, x \in [0,1]$,

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 Proof Idea: $\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{2} - \cdots$

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$$L_t = \sum_i \frac{w_i \ell_i^t}{W}$$
 expected loss of alg. in time t .

$$L_1 = L_1 \frac{1}{W}$$
 expected 1033 of alg. In time 1:

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$$-t - L_i - W$$
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Randomized algorithm

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Best expert, *b*, loses L^* total. $\to W(T) \ge w_b \ge (1 - \varepsilon)^{L^*}$.

$$L_t = \sum_i \frac{w_i \ell_i^t}{W}$$
 expected loss of alg. in time t .

Claim:
$$W(t+1) < W(t)(1-\varepsilon L_t)$$
 Loss \rightarrow weight loss.

$$W(t+1) = \sum_{i} (1-\varepsilon)^{\ell_i^t} w_i \le \sum_{i} (1-\varepsilon\ell_i^t) w_i = \sum_{i} w_i - \varepsilon \sum_{i} w_i \ell_i^t$$

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 $\sum_{t} L_{t}$ is total expected loss of algorithm.

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Applications next!

Two person zero sum games.

 $m \times n$ payoff matrix A.

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Payoff for strategy pair (x, y):

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$$p(x,y) = x^t A y$$

That is,

$$\sum_{i} x_{i} \left(\sum_{j} a_{i,j} y_{j} \right) = \sum_{j} \left(\sum_{i} x_{i} a_{i,j} \right) y_{j}.$$

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Recall row minimizes, column maximizes.

Equilibrium pair: (x^*, y^*) ?

 $m \times n$ payoff matrix A.

Row mixed strategy: $x = (x_1, ..., x_m)$.

Column mixed strategy: $y = (y_1, ..., y_n)$.

Payoff for strategy pair (x, y):

$$p(x,y) = x^t A y$$

That is,

$$\sum_{i} x_{i} \left(\sum_{j} a_{i,j} y_{j} \right) = \sum_{j} \left(\sum_{i} x_{i} a_{i,j} \right) y_{j}.$$

Recall row minimizes, column maximizes.

Equilibrium pair: (x^*, y^*) ?

$$(x^*)^t A y^* = \max_{v} (x^*)^t A y = \min_{x} x^t A y^*.$$

(No better column strategy, no better row strategy.)

Equilibrium.

Equilibrium pair: (x^*, y^*) ?

$$p(x,y) = (x^*)^t A y^* = \max_y (x^*)^t A y = \min_x x^t A y^*.$$

(No better column strategy, no better row strategy.)

 $^{{}^{1}}A^{(i)}$ is *i*th row.

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$$p(x,y) = (x^*)^t A y^* = \max_y (x^*)^t A y = \min_x x^t A y^*.$$

(No better column strategy, no better row strategy.)

No row is better:

$$\min_{i} A^{(i)} \cdot y = (x^*)^t A y^*.$$

 $^{{}^{1}}A^{(i)}$ is *i*th row.

Equilibrium.

Equilibrium pair: (x^*, y^*) ?

$$p(x,y) = (x^*)^t A y^* = \max_y (x^*)^t A y = \min_x x^t A y^*.$$

(No better column strategy, no better row strategy.)

No row is better:

$$\min_i A^{(i)} \cdot y = (x^*)^t A y^*.$$

No column is better:

$$\max_{j} (A^t)^{(j)} \cdot x = (x^*)^t A y^*.$$

 $^{{}^{1}}A^{(i)}$ is *i*th row.

Column goes first:

Column goes first:

Find *y*, where best row is not too low..

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

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Example: Roshambo.

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Example: Roshambo. Value of *R*?

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Example: Roshambo. Value of R?

Row goes first:

Find *x*, where best column is not high.

Column goes first:

Find *y*, where best row is not too low..

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

Note: x can be (0,0,...,1,...0).

Example: Roshambo. Value of R?

Row goes first:

Find *x*, where best column is not high.

$$C = \min_{x} \max_{y} (x^{t} A y).$$

Column goes first:

Find y, where best row is not too low..

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

Note: x can be (0,0,...,1,...0).

Example: Roshambo. Value of R?

Row goes first:

Find *x*, where best column is not high.

$$C = \min_{x} \max_{y} (x^{t} A y).$$

Agin: y of form (0,0,...,1,...0).

Column goes first:

Find y, where best row is not too low..

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

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Row goes first:

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Example: Roshambo.

Column goes first:

Find y, where best row is not too low..

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

Note: x can be (0,0,...,1,...0).

Example: Roshambo. Value of R?

Row goes first:

Find *x*, where best column is not high.

$$C = \min_{x} \max_{y} (x^{t} A y).$$

Agin: y of form (0,0,...,1,...0).

Example: Roshambo. Value of C?

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

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$$R = \max_{y} \min_{x} (x^{t}Ay).$$

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Weak Duality: $R \leq C$.

Proof: Better to go second.

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

$$C = \min_{x} \max_{y} (x^{t}Ay).$$

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At Equilibrium (x^*, y^*) , payoff v:

$$R = \max_{y} \min_{x} (x^{t} Ay).$$

$$C = \min_{x} \max_{y} (x^{t} Ay).$$

Weak Duality: $R \leq C$.

Proof: Better to go second.

At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v$

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

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Weak Duality: $R \leq C$.

Proof: Better to go second.

At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v \implies R \geq v$.

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

$$C = \min_{x} \max_{y} (x^{t}Ay).$$

Weak Duality: $R \leq C$.

Proof: Better to go second.

At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v \implies R \geq v$. column payoffs $((x^*)^t A)$ all $\leq v$

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

$$C = \min_{x} \max_{y} (x^{t}Ay).$$

Weak Duality: $R \leq C$.

Proof: Better to go second.

At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v \implies R \geq v$. column payoffs $((x^*)^t A)$ all $\leq v \implies v \geq C$.

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At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v \implies R \geq v$. column payoffs $((x^*)^t A)$ all $\leq v \implies v \geq C$. $\implies R > C$

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Equilibrium $\implies R = C!$

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Strong Duality: There is an equilibrium point!

$$R = \max_{y} \min_{x} (x^{t}Ay).$$

$$C = \min_{x} \max_{y} (x^{t}Ay).$$

Weak Duality: $R \leq C$.

Proof: Better to go second.

At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v \implies R \geq v$. column payoffs $((x^*)^t A)$ all $\leq v \implies v \geq C$.

 $\implies R \ge C$

Equilibrium $\implies R = C!$

Strong Duality: There is an equilibrium point! and R = C!

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Proof: Better to go second.

At Equilibrium (x^*, y^*) , payoff v: row payoffs (Ay^*) all $\geq v \implies R \geq v$. column payoffs $((x^*)^t A)$ all $\leq v \implies v \geq C$.

 $\implies R \ge C$

Equilibrium $\implies R = C!$

Strong Duality: There is an equilibrium point! and R = C!

Doesn't matter who plays first!

Later.

Later. Well in just a minute.....

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Aproximate equilibrium ...

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Equilibrium:
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$$R(y) = C(x)$$

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Equilibrium:
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$$R(y) = C(x) \rightarrow C(x) - R(y) = 0.$$

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Approximate Equilibrium: $C(x) - R(y) \le \varepsilon$.

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With
$$R(y) < C(x)$$

Later. Well in just a minute.....

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 \rightarrow "Response *y* to *x* is within ε of best response"

Later. Well in just a minute.....

Aproximate equilibrium ...

$$C(x) = \max_{y} x^t A y$$

$$R(y) = \min_{X} x^t A y$$

Always:
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Strategy pair:
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Equilibrium:
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- \rightarrow "Response *y* to *x* is within ε of best response"
- ightarrow "Response x to y is within arepsilon of best response"

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Equilibrium:
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How?

(A) Using geometry.

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- (B) Using a fixed point theorem.

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- (D) By the skin of my teeth.

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(C)

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- (D) By the skin of my teeth.
- (C) ..and (D).

How?

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Not hard.

How?

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Not hard. Even easy.

How?

- (A) Using geometry.
- (B) Using a fixed point theorem.
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Not hard. Even easy. Still, head scratching happens.

Again: find (x^*, y^*) , such that

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Experts Framework: *n* Experts,

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Experts Framework: *n* Experts, *T* days,

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n Experts, T days, L^* -total loss of best expert.

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Multiplicative Weights Method yields loss L where

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Multiplicative Weights Method yields loss L where

$$L \leq (1+\varepsilon)L^* + \frac{\log n}{\varepsilon}$$

Assume: A has payoffs in [0,1].

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For $T = \frac{\log n}{\varepsilon^2}$ days:

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Let x_t be distribution (row strategy) on day t.

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For
$$T = \frac{\log n}{\varepsilon^2}$$
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- 1) *m* pure row strategies are experts.
- Use multiplicative weights, produce row distribution.
- Let x_t be distribution (row strategy) on day t.
- 2) Each day, adversary plays best column response to x_t .

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- 1) m pure row strategies are experts. Use multiplicative weights, produce row distribution. Let x_t be distribution (row strategy) on day t.
- 2) Each day, adversary plays best column response to x_l . Choose column of A that maximizes row's expected loss.

Games and Experts.

Assume: A has payoffs in [0,1].

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Games and Experts.

Assume: A has payoffs in [0,1].

For
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 days:

- 1) m pure row strategies are experts. Use multiplicative weights, produce row distribution. Let x_t be distribution (row strategy) on day t.
- 2) Each day, adversary plays best column response to x_t . Choose column of A that maximizes row's expected loss. Let y_t be indicator vector for this column.

Experts: x_t is strategy on day t, y_t is best column against x_t .

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Let $y^* = \frac{1}{T} \sum_t y_t$

Experts: x_t is strategy on day t, y_t is best column against x_t .

Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

Experts: x_t is strategy on day t, y_t is best column against x_t .

Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

Claim: (x^*, y^*) are 2ε -optimal for matrix A.

Experts: x_t is strategy on day t, y_t is best column against x_t .

Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

Claim: (x^*, y^*) are 2ε -optimal for matrix A.

Column payoff: $C(x^*) = \max_y x^* Ay$.

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Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

Claim: (x^*, y^*) are 2ε -optimal for matrix A.

Column payoff: $C(x^*) = \max_y x^* Ay$. Loss on day t, $x_t Ay_t \ge C(x^*)$ by the choice of x^* .

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Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

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Thus, algorithm loss, L, is $\geq T \times C(x^*)$.

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Best expert: L^* - best row against all the columns played.

Experts: x_t is strategy on day t, y_t is best column against x_t .

Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

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best row against $\sum_t Ay_t$

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Experts: x_t is strategy on day t, y_t is best column against x_t .

Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

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best row against $\sum_t Ay_t$ and $T \times y^* = \sum_t y_t$

 \rightarrow best row against $T \times Ay^*$.

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Let $y^* = \frac{1}{T} \sum_t y_t$ and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

Claim: (x^*, y^*) are 2ε -optimal for matrix A.

Column payoff: $C(x^*) = \max_y x^* Ay$.

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best row against $\sum_t Ay_t$ and $T \times y^* = \sum_t y_t$

$$\rightarrow$$
 best row against $T \times Ay^*$.

$$\rightarrow L^* < T \times R(v^*).$$

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Column payoff: $C(x^*) = \max_y x^* Ay$.

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Thus, algorithm loss, L, is $\geq T \times C(x^*)$.

Best expert: L^* - best row against all the columns played.

best row against $\sum_t Ay_t$ and $T \times y^* = \sum_t y_t$

$$\rightarrow$$
 best row against $T \times Ay^*$.

$$\to L^* \leq T \times R(y^*).$$

Multiplicative Weights:

Experts: x_t is strategy on day t, y_t is best column against x_t .

Let
$$y^* = \frac{1}{T} \sum_t y_t$$
 and $x^* = \operatorname{argmin}_{x_t} x_t A y_t$.

Claim: (x^*, y^*) are 2ε -optimal for matrix A.

Column payoff: $C(x^*) = \max_y x^* Ay$.

Loss on day t, $x_tAy_t \ge C(x^*)$ by the choice of x^* . Thus, algorithm loss, L, is $\ge T \times C(x^*)$.

Root export: /* boot row against all the columns

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 best row against $T \times Ay^*$.

$$\to L^* \leq T \times R(y^*).$$

Multiplicative Weights: $L \leq (1 + \varepsilon)L^* + \frac{\ln n}{\varepsilon}$

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best row against $\sum_t Ay_t$ and $T \times y^* = \sum_t y_t$

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 best row against $T \times Ay^*$.

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Multiplicative Weights: $L \leq (1+\varepsilon)L^* + \frac{\ln n}{\varepsilon}$

$$T \times C(x^*) \leq (1+\varepsilon)T \times R(y^*) + \frac{\ln n}{\varepsilon}$$

Experts: x_t is strategy on day t, y_t is best column against x_t .

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Best expert: L^* - best row against all the columns played.

best row against $\sum_t A y_t$ and $T \times y^* = \sum_t y_t$ \rightarrow best row against $T \times Av^*$.

$$1* < T \times P(v^*)$$

 $\rightarrow L^* < T \times R(v^*).$

Multiplicative Weights:
$$L \le (1 + \varepsilon)L^* + \frac{\ln n}{\varepsilon}$$

 $T \times C(x^*) \le (1 + \varepsilon)T \times R(y^*) + \frac{\ln n}{\varepsilon} \to C(x^*) \le (1 + \varepsilon)R(y^*) + \frac{\ln n}{\varepsilon T}$

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Multiplicative Weights: $L \le (1 + \varepsilon)L^* + \frac{\ln n}{\varepsilon}$

$$T \times C(x^*) \le (1+\varepsilon)T \times R(y^*) + \frac{\ln n}{\varepsilon} \to C(x^*) \le (1+\varepsilon)R(y^*) + \frac{\ln n}{\varepsilon T}$$
$$\to C(x^*) - R(y^*) < \varepsilon R(y^*) + \frac{\ln n}{\varepsilon T}.$$

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$$T \times C(x^*) \leq (1+\varepsilon)T \times R(y^*) + \frac{\ln n}{\varepsilon} \to C(x^*) \leq (1+\varepsilon)R(y^*) + \frac{\ln n}{\varepsilon T}$$

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$$T = \frac{\ln n}{c^2}$$
, $R(y^*) \le 1$

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$$T = \frac{\ln n}{s^2}, R(y^*) \le 1$$

$$\to C(x^*) - R(y^*) \le 2\varepsilon.$$

Experts: x_t is strategy on day t, y_t is best column against x_t .

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Column payoff: $C(x^*) = \max_y x^* Ay$. Let y_r be best response to $C(x^*)$.

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Algorithm loss: $\sum_{t} x_{t} A y_{t} > \sum_{t} x_{t} A y_{r}$

 $L > T \times C(x^*)$.

Best expert: L^* - best row against all the columns played.

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Algorithm loss: $\sum_t x_t A y_t \ge \sum_t x_t A y_r$ $L \ge T \times C(x^*)$.

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 \rightarrow best row against TAy^* .

$$L \geq T \times C(x^*)$$
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Algorithm loss: $\sum_{t} x_{t} A y_{t} > \sum_{t} x_{t} A y_{r}$ $L > T \times C(x^*)$.

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$$\to L^* < T \times R(v^*).$$

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best row against $\sum_t Ay_t$ and $Ty^* = \sum_t y_t$

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$$\sum_t Ay_t$$
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$$\to L^* \leq T \times R(y^*).$$

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Multiplicative Weights:

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Multiplicative Weights: $L \leq (1 + \varepsilon)L^* + \frac{\ln n}{\varepsilon}$

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Algorithm loss: $\sum_t x_t A y_t \ge \sum_t x_t A y_r$ $L > T \times C(x^*)$.

Best expert: L^* - best row against all the columns played.

best row against $\sum_t Ay_t$ and $Ty^* = \sum_t y_t$

$$\rightarrow$$
 best row against *TAy**.

$$\to L^* \leq T \times R(y^*).$$

Multiplicative Weights: $L \leq (1+\varepsilon)L^* + \frac{\ln n}{\varepsilon}$

$$TC(x^*) < (1+\varepsilon)TR(y^*) + \frac{\ln n}{\varepsilon}$$

Experts: x_t is strategy on day t, y_t is best column against x_t .

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best row against $\sum_t Ay_t$ and $Ty^* = \sum_t y_t$

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Multiplicative Weights: $L \leq (1 + \varepsilon)L^* + \frac{\ln n}{\varepsilon}$

$$TC(x^*) \leq (1+\varepsilon)TR(y^*) + \frac{\ln n}{\varepsilon} \to C(x^*) \leq (1+\varepsilon)R(y^*) + \frac{\ln n}{\varepsilon T}$$

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Multiplicative Weights: $L < (1 + \varepsilon)L^* + \frac{\ln n}{\varepsilon}$

TC(
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best row against $\sum_t A y_t$ and $T y^* = \sum_t y_t$

⇒ best row against
$$\sum_{i} y_i y_i$$
 and $y_i = \sum_{i} y_i y_i$
⇒ best row against TAy^* .
⇒ $L^* \le T \times R(y^*)$.

Multiplicative Weights: $L < (1+\varepsilon)L^* + \frac{\ln n}{\varepsilon}$ $TC(x^*) \leq (1+\varepsilon)TR(y^*) + \frac{\ln n}{\varepsilon} \rightarrow C(x^*) \leq (1+\varepsilon)R(y^*) + \frac{\ln n}{\varepsilon T}$ $\rightarrow C(x^*) - R(y^*) \le \varepsilon R(y^*) + \frac{\ln n}{\varepsilon T}$

$$T = \frac{\ln n}{c^2}$$
, $R(y^*) \le 1 \rightarrow C(x^*) - R(y^*) \le 2\varepsilon$.

For any ε , there exists an ε -Approximate Equilibrium.

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$$T = \frac{\ln n}{\varepsilon^2} \to O(nm \frac{\log n}{\varepsilon^2}).$$

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Complexity?

$$T = \frac{\ln n}{\varepsilon^2} \to O(nm \frac{\log n}{\varepsilon^2})$$
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Versus Linear Programming: $O(n^3m)$

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Complexity?

$$T = \frac{\ln n}{\varepsilon^2} \to O(nm \frac{\log n}{\varepsilon^2})$$
. Basically linear!

Versus Linear Programming: $O(n^3m)$ Basically quadratic.

For any ε , there exists an ε -Approximate Equilibrium.

Does an equilibrium exist? Yes.

Something about math here?

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. Basically linear!

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"In practice."



Homework 2 out this week.
See you on Thursday.