

Hybrid Stochastic-Adversarial On-line Learning

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ECML'09 Workshop on *Learning from non-IID data*,
September 7, 2009, Bled

Motivating example

A (**not-so-serious**) real-life prediction problem:

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Predict: $\{\text{Yes}, \text{No}\}$ for dinner
tonight

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Predict: $\{ \text{Yes}, \text{No} \}$ for dinner tonight

- Inputs (*girls*) are drawn from a fixed probability distribution
- The relationship between inputs and outputs is complex
- **Hybrid stochastic (inputs) adversarial (outputs) problem**

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A (**little-bit-more-serious**) real-life prediction problem:
Predict: $\{Buy, NotBuy\}$ the new
model of mobile phone



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A (**little-bit-more-serious**) real-life prediction problem:
Predict: $\{Buy, NotBuy\}$ the new
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- Inputs (*potential users*) are drawn from a fixed probability distribution
- The relationship between inputs and outputs is complex
- **Hybrid stochastic (inputs)
adversarial (outputs) problem**

Outline

- 1 Online classification problem
- 2 Hybrid Stochastic-Adversarial setting
 - Finite hypothesis space
 - Infinite hypothesis space: the EStochAd Forecaster
- 3 Extensions
 - Bandit Information
 - Application to Games
- 4 Discussion and conclusion
 - Comparison

Online classification problem

Input space \mathcal{X} , Output space $\mathcal{Y} = \{0, 1\}$,

Hypothesis space $\mathcal{H} = \{h : \mathcal{X} \rightarrow \mathcal{Y}\}$

for $t = 1, 2, \dots$,

- The learner observes $\mathbf{x}_t \in \mathcal{X}$,
- The learner chooses $h_t \in \mathcal{H}$ and predicts $\hat{y}_t = h_t(\mathbf{x}_t) \in \mathcal{Y}$,
- $y_t \in \mathcal{Y}$ is revealed,
- The learner incurs a loss $\ell(\hat{y}_t, y_t) = \mathbb{I}\{\hat{y}_t \neq y_t\}$

Goal : minimize the cumulative regret:

$$R_n = \sum_{t=1}^n \ell(\hat{y}_t, y_t) - \inf_{h \in \mathcal{H}} \sum_{t=1}^n \ell(h(\mathbf{x}_t), y_t)$$

Known results in different settings

- **Fully stochastic setting:** $(x_t, y_t) \stackrel{iid}{\sim} P,$

$$R_n = O(\sqrt{VC(\mathcal{H})n \log n})$$

(by using an Empirical Risk Minimizer on-line)

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(Agnostic Online Learning [Ben-David, Pál and Shalev-Shwartz, 2009])

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- **Hybrid stochastic / adversarial setting:** $x_t \stackrel{iid}{\sim} P$ and y_t chosen by adversary.

$$R_n = O(\sqrt{VC(\mathcal{H})n \log n})$$

(This work)

Hybrid Stochastic-Adversarial setting

Hybrid stochastic/adversarial classification problem:

for $t = 1, 2, \dots$,

- Nature chooses $x_t \stackrel{iid}{\sim} P$ which is revealed
- Simultaneously,
 - The adversary chooses y_t ,
 - The learner chooses $h_t \in \mathcal{H}$ and predicts $\hat{y}_t = h_t(x_t) \in \mathcal{Y}$,
- y_t is revealed,
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Goal : minimize the cumulative regret:

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Exponentially weighted forecaster (EWF)

Finite number of hypotheses (experts) $|\mathcal{H}| = N < \infty$.

Set $w_i^1 = 1$ for all $i \in \{1, \dots, N\}$,

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

- Observe the input x_t ,
- Select an hypothesis

$$h_t \sim \mathbf{p}^t = (p_1^t, \dots, p_N^t), \text{ where } p_i^t = \frac{w_i^t}{\sum_{j=1}^N w_j^t}$$

and predict $\hat{y}_t = h_t(x_t)$,

- Observe the label y_t and update the weights:

$$w_i^t = w_i^{t-1} \exp(-\eta \ell(h_i(x_t), y_t)), \quad i \in \{1, \dots, N\}$$

Exponentially weighted forecaster

Theorem (Cesa-Bianchi and Lugosi, 2006)

Let $n, N \geq 1$, $0 \leq \beta \leq 1$, $\eta = \sqrt{2 \log N / n}$. With probability at least $1 - \beta$, the regret of EWF satisfies

$$\begin{aligned} R_n &= \sum_{t=1}^n \ell(\hat{y}_t, y_t) - \min_{h \in \mathcal{H}} \sum_{t=1}^n \ell(h(x_t), y_t) \\ &\leq \sqrt{2n \log N} + \sqrt{\frac{n}{2} \log \frac{1}{\beta}}. \end{aligned}$$

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The EStochAd Forecaster

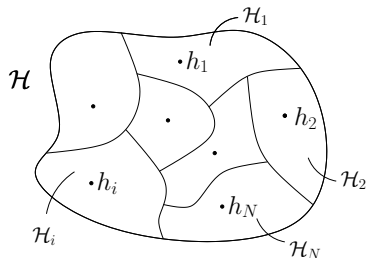
Infinite hypothesis space with finite VC ($VC(\mathcal{H}) = d < \infty$)

Basic idea of the EStochAd Forecaster:

- Epoch-based algorithm,
- At the beginning of each epoch, build a partition of the hypothesis space into a finite number of classes in which all hypotheses have same predictions on past inputs.
- In each epoch, run EWF using a (finite) set of representatives of each class.

Partition of the hypothesis space

Sequence of inputs $\{x_1, \dots, x_t\}$ defines the partition
 $\mathcal{H} = \{\mathcal{H}_i, 1 \leq i \leq N_t\}$, where $\forall h, h' \in \mathcal{H}_i, h(x_s) = h'(x_s), \forall s \leq t$.



Let h_i be a representative of \mathcal{H}_i and write $H_t = \{h_1, \dots, h_{N_t}\}$.
If the VC-dimension of \mathcal{H} is finite, we have $|H_t| = O(t^{\text{VC}(\mathcal{H})})$.

EStochAd algorithm

Consider epochs of length $t_k = 2^k$. For (epoch) $k = 0, 1, 2, \dots$,

- **Partition the hypothesis space** according to the past inputs $\{x_1, \dots, x_{t_k}\}$ and select a set of representative hypotheses H_k .
- **Run EWF during epoch k** using the set of hypotheses H_k :
Initialize the weights $w_i^{t_k} = 1$, and set $\eta_k = \sqrt{2 \log |H_k| / t_k}$
For $t = t_k + 1, \dots, t_{k+1}$,
 - Observe x_t , select $h_t \sim \mathbf{p}^t$, with $p_i = w_i^t / (\sum_{j=1}^{N_k} w_j^t)$, and predict $\hat{y}_t = h_t(x_t)$,
 - Observe the true label y_t and update the weights:
 $w_i^{t+1} = w_i^t \exp(-\eta_k \ell(h_i(x_t), y_t))$

EStochAd

Theorem

For any $\beta > 0$, the cumulative regret of EStochAd satisfies

$$R_n \leq c_1 \sqrt{\text{VC}(\mathcal{H}) n \log \frac{en}{d}} + c_2 \sqrt{n \log \left[12(\lfloor \log_2 n \rfloor + 1) \beta^{-1} \right]}$$

with probability at least $1 - \beta$, where $c_1 = 18 + 10\sqrt{2}$, and $c_2 = 18(\sqrt{2} + 1)$.

Sketch of proof (1)

The regret decomposes as

$$\begin{aligned}
 R_n &= \sum_{t=1}^n \ell(h_t(\mathbf{x}_t), y_t) - \inf_{h \in \mathcal{H}} \sum_{t=1}^n \ell(h(\mathbf{x}_t), y_t) \\
 &\leq \underbrace{\sum_{k=0}^{K-1} \left(\sum_{t=t_k+1}^{t_{k+1}} \ell(h_t(\mathbf{x}_t), y_t) - \inf_{h \in \mathcal{H}} \sum_{t=t_k+1}^{t_{k+1}} \ell(h(\mathbf{x}_t), y_t) \right)}_{R_k}
 \end{aligned}$$

where R_k is the regret at epoch k .

Sketch of proof (2)

$R_k = R_k^1 + R_k^2$ with:

$$R_k^1 = \sum_{t=t_k+1}^{t_{k+1}} \ell(h_t(x_t), y_t) - \min_{h \in H_k} \sum_{t=t_k+1}^{t_{k+1}} \ell(h(x_t), y_t)$$

$$R_k^2 = \min_{h \in H_k} \sum_{t=t_k+1}^{t_{k+1}} \ell(h(x_t), y_t) - \inf_{h \in \mathcal{H}} \sum_{t=t_k+1}^{t_{k+1}} \ell(h(x_t), y_t).$$

- R_k^1 is algorithm dependent, and running EWF gives:

$$R_k^1 = O(\sqrt{t_k \log(|H_k| \beta^{-1})}) = O(\sqrt{t_k (VC(\mathcal{H}) \log t_k + \log \beta^{-1})})$$

- R_k^2 depends on how much H_k is representative of \mathcal{H} for prediction at samples that are observed in epoch k

→ **Stochastic input assumption**

Sketch of proof (3)

$$\begin{aligned}
 R_k^2 &= \min_{h \in H_k} \sum_{t=t_k+1}^{t_{k+1}} \ell(h(x_t), y_t) - \inf_{h \in \mathcal{H}} \sum_{t=t_k+1}^{t_{k+1}} \ell(h(x_t), y_t) \\
 &= \sup_{h \in \mathcal{H}} \min_{h' \in H_k} \sum_{t=t_k+1}^{t_{k+1}} \ell(h'(x_t), y_t) - \ell(h(x_t), y_t) \\
 &\leq \sup_{h \in \mathcal{H}} \min_{h' \in H_k} \sum_{t=t_k+1}^{t_{k+1}} \mathbb{I}\{h(x_t) \neq h'(x_t)\} \\
 &\leq \sup_{h \in \mathcal{H}} \min_{h' \in H_k} t_k \mathbb{E}_{X \sim P} [\mathbb{I}\{h(X) \neq h'(X)\}] + O\left(\sqrt{t_k [\text{VC}(\mathcal{H}^2) \log t_k + \log \beta^{-1}]}\right) \\
 &\leq \sup_{h \in \mathcal{H}} \min_{h' \in H_k} \sum_{t=1}^{t_k} \mathbb{I}\{h(x_t) \neq h'(x_t)\} + O\left(\sqrt{t_k [\text{VC}(\mathcal{H}^2) \log t_k + \log \beta^{-1}]}\right) \\
 &= O\left(\sqrt{t_k [\text{VC}(\mathcal{H}^2) \log t_k + \log \beta^{-1}]}\right)
 \end{aligned}$$

Sketch of proof (4)

Putting everything together... We have that

$$R_k^1 + R_k^2 = O(\sqrt{t_k(\text{VC}(\mathcal{H}) \log t_k + \log \beta^{-1})})$$

Thus

$$R_n = \sum_{k=0}^{\log_2 n} R_k^1 + R_k^2 = O(\sqrt{n(\text{VC}(\mathcal{H}) \log n + \log \beta^{-1})})$$

with high probability.

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Multi-armed Bandit with stochastic side information

There are K arms. For $t = 1, 2, \dots$,

- Nature chooses $x_t \stackrel{iid}{\sim} P$ which is revealed
- Simultaneously,
 - Adversary chooses a loss function $\ell_t : \{1, \dots, K\} \rightarrow [0, 1]$,
 - Learner chooses an arm I_t ,
- The learner incurs the loss $\ell_t(I_t)$ and no other information is provided.

Goal : minimize the cumulative regret:

$$R_n = \sum_{t=1}^n \ell_t(I_t) - \inf_{h \in \mathcal{H}} \sum_{t=1}^n \ell_t(h(x_t))$$

Multi-armed Bandit with stochastic side information

- Instead of EWF, we use an **Exp4-like algorithm** [Auer et al., 2002],

$$R_n(\text{Exp4}) \leq 4\sqrt{nK \log \frac{nN}{\beta}} + 8 \log \frac{nN}{\beta}$$

- Plugging the bandit regret bound into the *EStochAd* algorithm

$$R_n \leq O \left(\sqrt{nK \mathit{Ndim}(\mathcal{H}) \log \frac{nK^2}{\beta}} + \mathit{Ndim}(\mathcal{H}) \log \frac{nK^2}{\beta} \right)$$

where $\mathit{Ndim}(\mathcal{H})$ is the **Natarajan dimension** of \mathcal{H} .

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Two-player Game with Stochastic Side Information

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

- Simultaneously,
 - Nature chooses $\mathbf{x}_t \stackrel{iid}{\sim} P$
 - Player A chooses strategy $h_{A,t}$
 - Player B chooses strategy $h_{B,t}$
- Player A plays $\hat{y}_{A,t} = h_{A,t}(\mathbf{x}_t)$, player B plays $\hat{y}_{B,t} = h_{B,t}(\mathbf{x}_t)$
- Return feedback:
 - *Bandit information*: $\ell_A(\hat{y}_{A,t}, \hat{y}_{B,t}, \mathbf{x}_t)$ and $\ell_B(\hat{y}_{A,t}, \hat{y}_{B,t}, \mathbf{x}_t)$
 - *Full information*: $\ell_A(\cdot, \hat{y}_{B,t}, \mathbf{x}_t)$ and $\ell_B(\hat{y}_{A,t}, \cdot, \mathbf{x}_t)$
- Player A incurs a loss $\ell_A(\hat{y}_{A,t}, \hat{y}_{B,t}, \mathbf{x}_t)$,
Player B incurs a loss $\ell_B(\hat{y}_{A,t}, \hat{y}_{B,t}, \mathbf{x}_t)$

2-players zero-sum Game

- (σ_A^*, σ_B^*) is a Nash equilibrium if

$$\begin{aligned}\bar{l}_A(\sigma_A^*, \sigma_B^*) &\leq \bar{l}_A(\sigma_A, \sigma_B^*), \quad \forall \sigma_A \in \mathcal{D}(\mathcal{H}) \\ \bar{l}_B(\sigma_A^*, \sigma_B^*) &\leq \bar{l}_B(\sigma_A^*, \sigma_B), \quad \forall \sigma_B \in \mathcal{D}(\mathcal{H}).\end{aligned}$$

- If \mathcal{H} is a **compact metric** set then Minimax theorem:

$$\begin{aligned}V &= \sup_{\sigma_B \in \mathcal{D}(\mathcal{H})} \inf_{\sigma_A \in \mathcal{D}(\mathcal{H})} \bar{l}_A(\sigma_A, \sigma_B) \\ &= \inf_{\sigma_A \in \mathcal{D}(\mathcal{H})} \sup_{\sigma_B \in \mathcal{D}(\mathcal{H})} \bar{l}_A(\sigma_A, \sigma_B),\end{aligned}$$

Two-player Game with Stochastic Side Information

Theorem

Let losses ℓ_A, ℓ_B be bounded in $[0, 1]$, \mathcal{H} be a compact metric set. If both players run (Bandit-)EStochAd in a zero-sum game with stochastic side information as defined above, then

$$\lim_{n \rightarrow \infty} \frac{1}{n} \sum_{t=1}^n \ell_A(h_{A,t}(x_t), h_{B,t}(x_t), x_t) = V$$

almost surely, and the frequencies of played strategies by both players converge to the set of Nash equilibria. The convergence rate is of order $O(\sqrt{\frac{N \dim(\mathcal{H})}{n} \log(nK^2)})$ (full information case).

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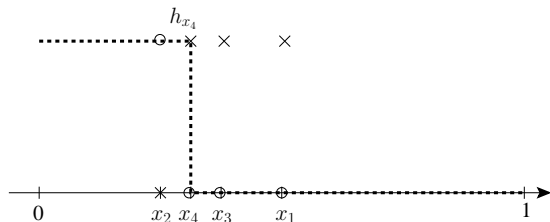
	<i>EStochAd</i>	Online-ERM	AOL
Input	Stochastic	Stochastic	Adversarial
Output	Adversarial	Stochastic	Adversarial
Complexity	VC	VC	Ldim
Bound	$\sqrt{nVC(\mathcal{H}) \log n}$	$\sqrt{nVC(\mathcal{H}) \log n}$	$\sqrt{nLdim(\mathcal{H}) \log n}$

- The VC dimension is already an *adversarial* measure of complexity!
- We have: $VC(\mathcal{H}) \leq Ldim(\mathcal{H})$ and in very simple problems adversarial inputs may lead to an arbitrarily poor performance.

Fully Adversarial vs Hybrid Setting

Let consider a binary classification problem with $X = [0, 1]$ and a hypothesis space \mathcal{H} containing functions of the form

$$h_{\vartheta}(x) = \begin{cases} 0 & \text{if } x \geq \vartheta \\ 1 & \text{otherwise,} \end{cases} \quad \text{with } \vartheta \in [0, 1].$$



Here $Ldim(\mathcal{H}) = \infty$ whereas $VC(\mathcal{H}) = 1$.

Conclusions

- Motivation for **hybrid stochastic-adversarial** setting
- Regret upper-bound of $EStochAd$: $O(\sqrt{nVC(\mathcal{H}) \log n})$
- Same complexity measure as in fully stochastic setting (**VC** = adversary measure of complexity)
- Straightforward extensions to multi-class classification, bandits and games with stochastic side information
- Other extensions: regression
- Future work:
 - Smoothed analysis (noisy adversary?)
 - Computationally efficient version (at the cost of the regret?)
 - Algorithmic implementations

Thank you

Questions?

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