

# The Optimal Strategy for a Linear Regression Game

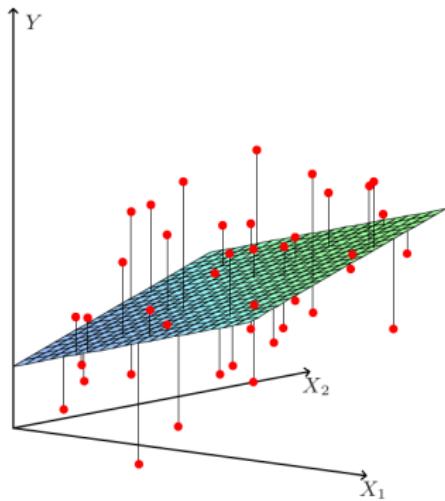
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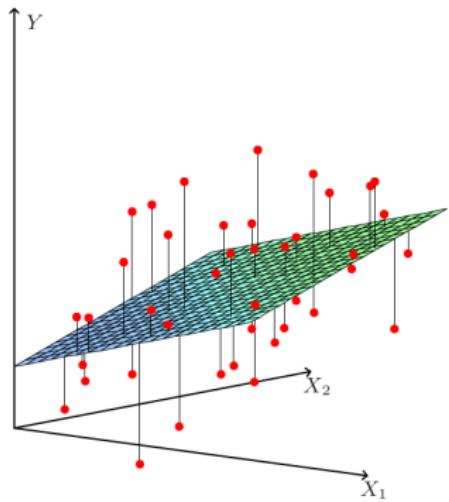
Mathematical Sciences  
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23 June, 2017  
Dagstuhl

# Online fixed design linear regression

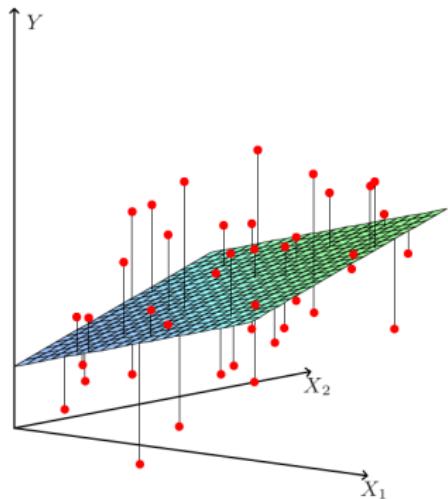


# Online fixed design linear regression



## Protocol

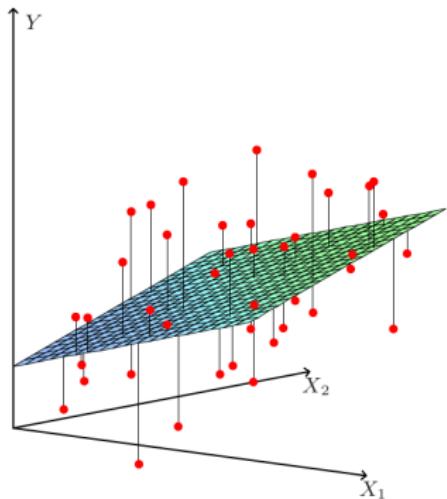
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Given:  $T$ ;

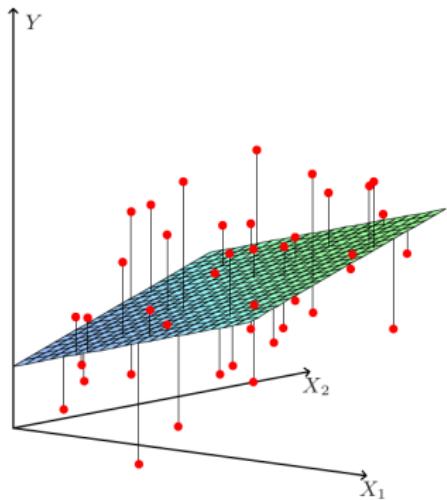
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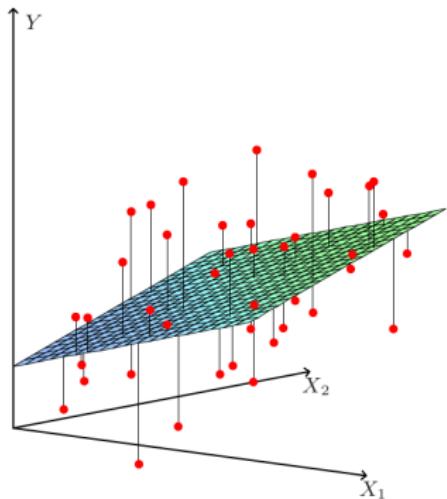
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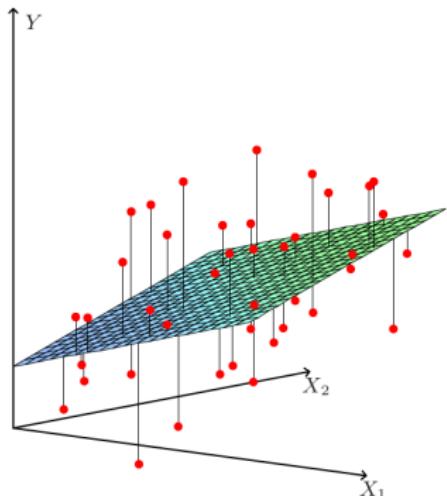
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For  $t = 1, 2, \dots, T$ :

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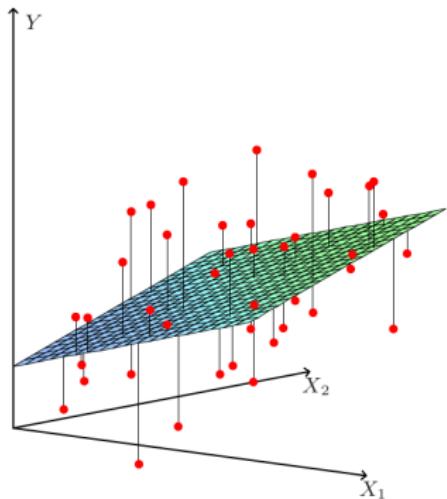
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- Learner predicts  $\hat{y}_t \in \mathbb{R}$

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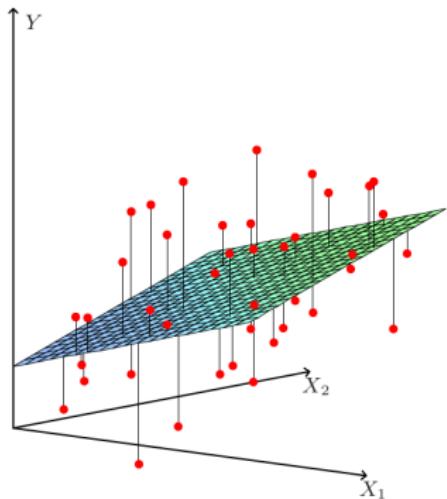
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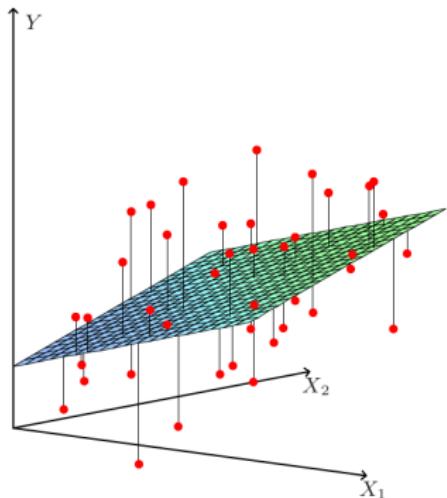
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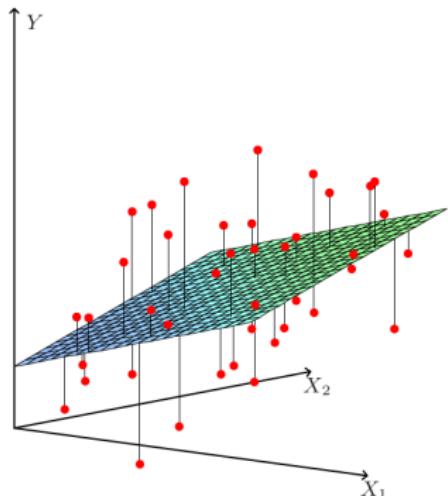
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$$\text{Regret} = \sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta \in \mathbb{R}^p} \sum_{t=1}^T (\beta^\top x_t - y_t)^2.$$

# Online fixed design linear regression

## Online linear regression: previous work

- (Foster, 1991):  $\ell_2$ -regularized least squares.
- (Cesa-Bianchi et al, 1996):  $\ell_2$ -constrained least squares.
- (Kivinen and Warmuth, 1997): exponentiated gradient (relative entropy regularization).
- (Vovk, 1998): aggregating algorithm.
- (Forster, 1999; Azoury and Warmuth, 2001): aggregating algorithm is last-step minimax.

# Online Linear Regression

## Regret

$$\sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

# Online Linear Regression

## Minimax Regret

$$\sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

# Online Linear Regression

## Minimax Regret

$$\min_{\hat{y}_1} \sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

# Online Linear Regression

## Minimax Regret

$$\min_{\hat{y}_1} \max_{y_1 \in \mathcal{Y}}$$

$$\sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

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$$\min_{\hat{y}_1} \max_{y_1 \in \mathcal{Y}} \cdots \min_{\hat{y}_T} \sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

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# Online Linear Regression

The value of the game: Minimax Regret

$$V_T(\mathcal{Y}) = \min_{\hat{y}_1} \max_{y_1 \in \mathcal{Y}} \cdots \min_{\hat{y}_T} \max_{y_T \in \mathcal{Y}} \sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

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Strategy:

$$S : \bigcup_{t=0}^T \mathcal{Y}^t \rightarrow \mathbb{R}$$

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$$V_T(\mathcal{Y}) = \min_S \max_{y_1^T \in \mathcal{Y}^T} \left( \sum_{t=1}^T (S(y_1^{t-1}) - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2 \right)$$

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Minimax Optimal Strategy:

$$S^* : \bigcup_{t=0}^T \mathcal{Y}^t \rightarrow \mathbb{R}$$

$$\begin{aligned} V_T(\mathcal{Y}) &= \min_{S} \max_{y_1^T \in \mathcal{Y}^T} \left( \sum_{t=1}^T (S(y_1^{t-1}) - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2 \right) \\ &= \max_{y_1^T \in \mathcal{Y}^T} \left( \sum_{t=1}^T (S^*(y_1^{t-1}) - y_t)^2 - \min_{\beta} \sum_{t=1}^T (\beta^\top x_t - y_t)^2 \right). \end{aligned}$$

# Online Prediction Games

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- Horizon-free?
- Optimal adversary strategy?

# Outline

- Fixed design.
- Minimax strategy is regularized least squares.
- Box and ellipsoid constraints.
- Adversarial covariates.

# Linear regression in a probabilistic setting

Ordinary least squares

(linear model, uncorrelated errors)

Given  $(x_1, y_1), \dots, (x_n, y_n) \in \mathbb{R}^p \times \mathbb{R}$ ,

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A sequential version of OLS?

$$\hat{y}_{n+1} := x_{n+1}^\top \left( \sum_{t=1}^n x_t x_t^\top \right)^{-1} \sum_{t=1}^n x_t y_t.$$

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A sequential version of ridge regression

$$\hat{y}_{n+1} := x_{n+1}^\top \left( \sum_{t=1}^n x_t x_t^\top + \lambda I \right)^{-1} \sum_{t=1}^n x_t y_t.$$

# Online fixed design linear regression

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## Sufficient statistics

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$$s_n^\top P_n s_n - \sigma_n^2 + \sum_{t=n+1}^T B_t^2 x_t^\top P_t x_t.$$

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$$* \text{ provided: } B_n \geq \sum_{t=1}^{n-1} |x_n^\top P_n x_t| B_t.$$

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c.f. ridge regression:

$$\sum_{t=1}^n x_t x_t^\top + \lambda I.$$

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## Optimal shrinkage

$$P_n^{-1} = \sum_{t=1}^n x_t x_t^\top + \sum_{t=n+1}^T \frac{x_t^\top P_t x_t}{1 + x_t^\top P_t x_t} x_t x_t^\top.$$

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# Linear regression: Proof idea

Offline optimal:

$$V(s_T, \sigma_T^2, T) = - \min_{\beta \in \mathbb{R}^p} \sum_{t=1}^T (\beta^\top x_t - y_t)^2$$

# Linear regression: Proof idea

Offline optimal:

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# Linear regression: Proof idea

## Value to go

We show by induction that

$$V(s_t, \sigma_t^2, t) = s_t^\top P_t s_t - \sigma_t^2 + \gamma_t.$$

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It's true for  $T = t$  with  $\gamma_T = 0$ .

Provided the problem is not too constrained, i.e.,  $B \geq |x_{t+1}^\top P_{t+1} s_t|$  (otherwise, the player should clip  $\hat{y}_{t+1}$  to  $B$  or  $-B$ ),

$$\begin{aligned} V(s_t, \sigma_t^2, t) &= s_t^\top \left( P_{t+1} x_{t+1} x_{t+1}^\top P_{t+1} + P_{t+1} \right) s_t \\ &\quad - \sigma_t^2 + \gamma_{t+1} + B^2 x_{t+1}^\top P_{t+1} x_{t+1}. \end{aligned}$$

# Linear regression: Proof idea

## Optimal predictions

$$\begin{aligned}\hat{y}_{n+1} &= x_{n+1}^\top P_{n+1} s_n, & s_n &= \sum_{t=1}^n y_t x_t, \\ P_T &= \left( \sum_{t=1}^T x_t x_t^\top \right)^{-1}, & P_n &= P_{n+1} x_{n+1} x_{n+1}^\top P_{n+1} + P_{n+1}.\end{aligned}$$

# Linear regression: Proof idea

An alternative recurrence

$$P_n^{-1} = \sum_{t=1}^n x_t x_t^\top + \sum_{t=n+1}^T \frac{x_t^\top P_t x_t}{1 + x_t^\top P_t x_t} x_t x_t^\top.$$

Proof: Sherman-Morrison.

# Linear regression: Regret

$$\text{Regret} = \sum_{t=1}^T B_t^2 x_t^\top P_t x_t.$$

## Theorem

$$\max_{x_1, \dots, x_T} \sum_{t=1}^T x_t^\top P_t x_t \leq p \left( 1 + 2 \ln \left( 1 + \frac{T}{2} \right) \right).$$

# Outline

- Fixed design.
- Minimax strategy is regularized least squares.
- **Box and ellipsoid constraints.**
- Adversarial covariates.

# Linear regression: Alternative constraints

## Ellipsoid constraints (weighted 2-norm)

$$\mathcal{Y}_R^T = \left\{ (y_1, \dots, y_T) : \sum_{t=1}^T y_t^2 x_t^\top P_t x_t \leq R \right\}.$$

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Equalizer property

For all  $y_1, \dots, y_T$ ,

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### Corollary

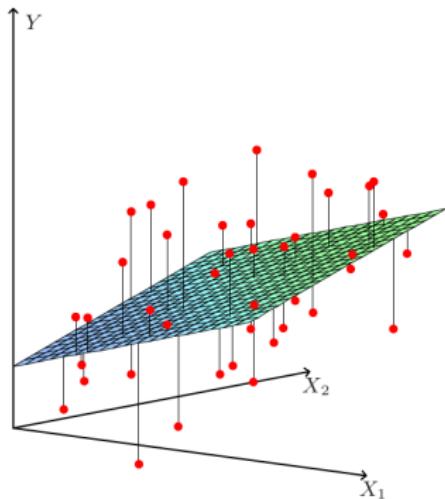
For every  $R$ , (MM) is minimax optimal on

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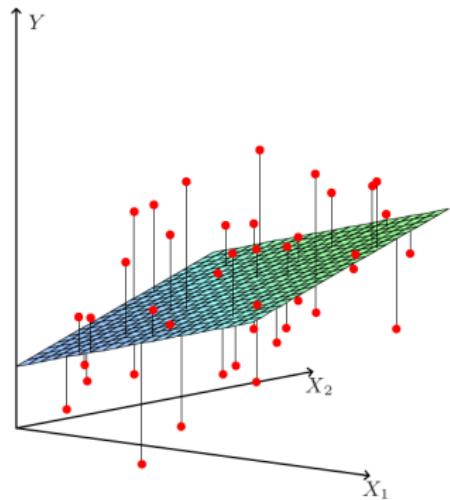
# Outline

- Fixed design.
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# Linear regression: Adversarial covariates

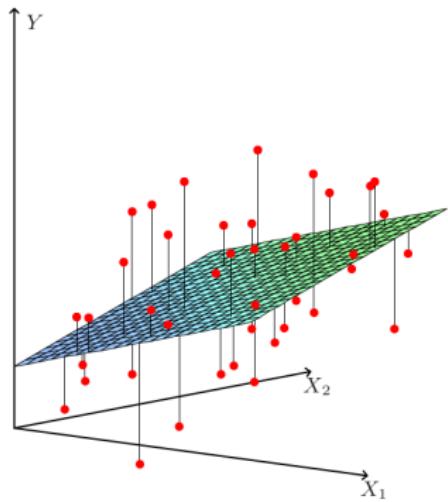


# Linear regression: Adversarial covariates



Protocol

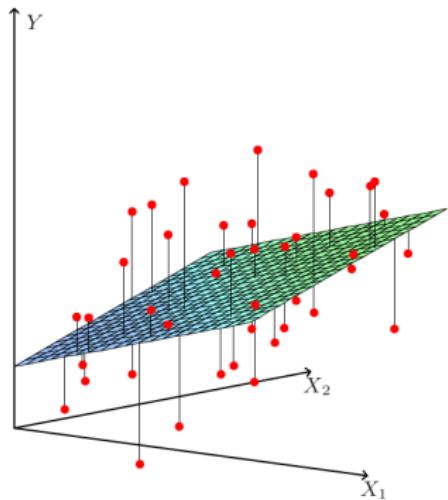
# Linear regression: Adversarial covariates



## Protocol

Given:  $T$ ;

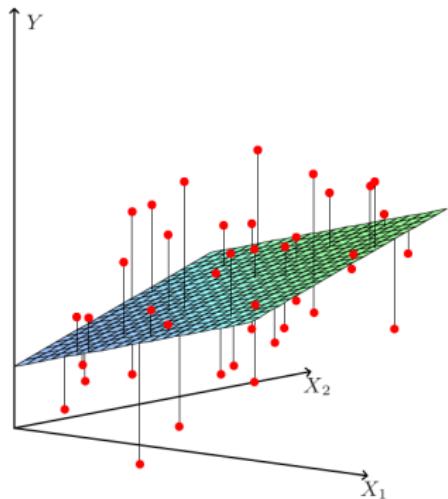
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Given:  $T; \mathcal{X}^T \subset (\mathbb{R}^p)^T;$

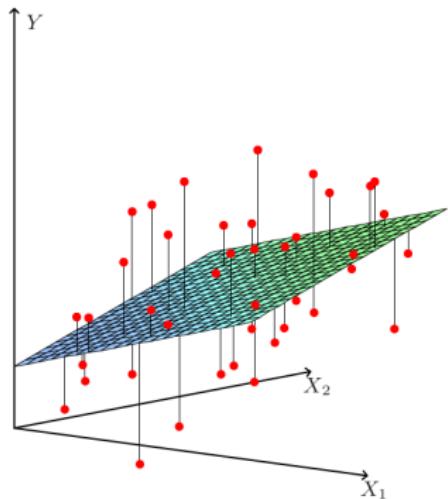
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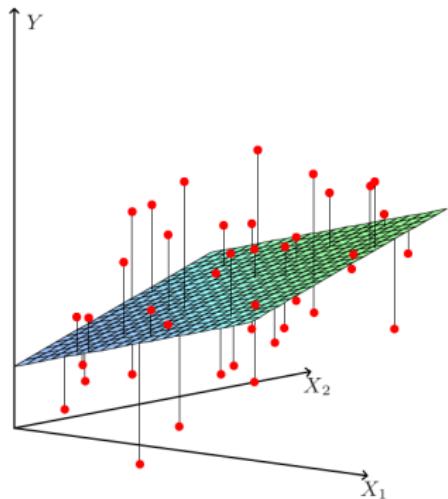
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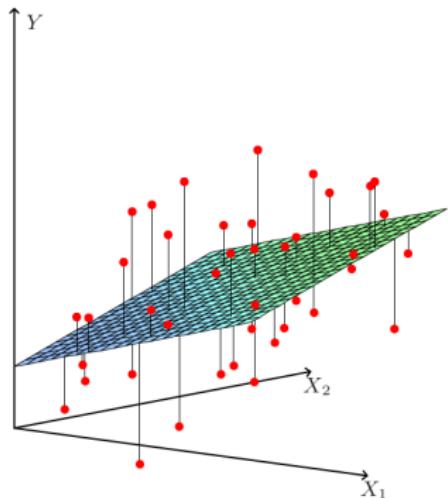


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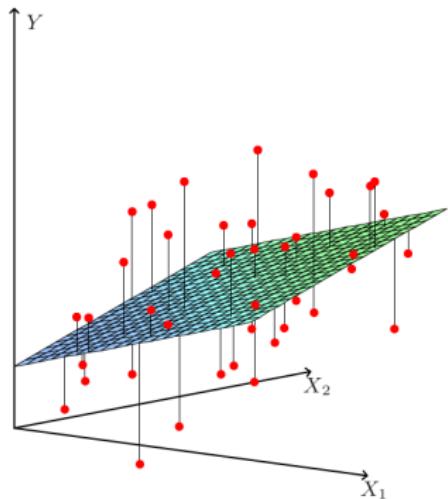
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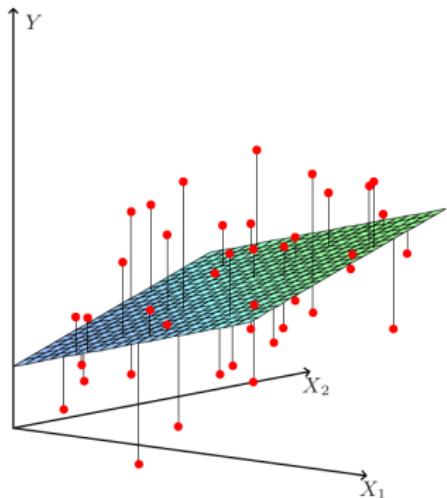
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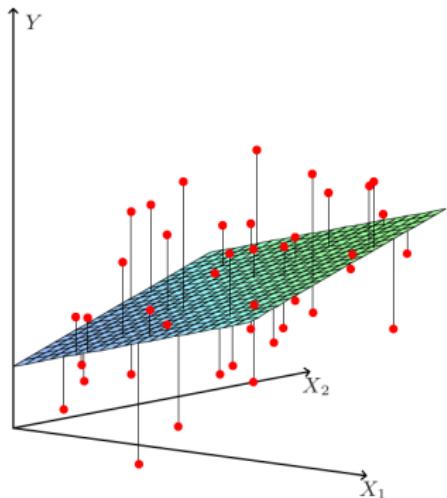
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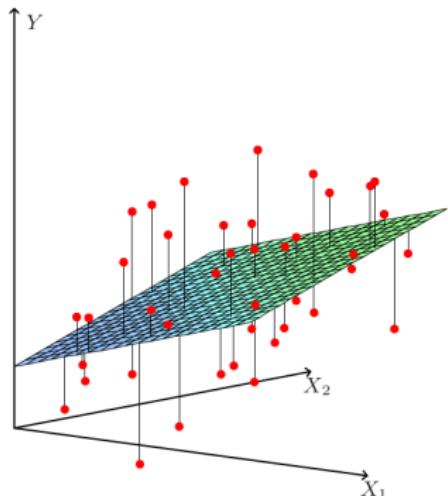
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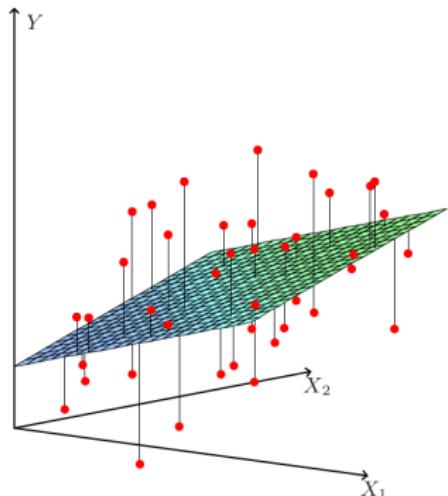
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# Linear regression: Adversarial covariates

## A covariance budget

Recall:

$$P_T^{-1} = \sum_{t=1}^T x_t x_t^\top,$$

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Define

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## A reformulation

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### Theorem

$$P_{t+1} = P_t - \frac{a_t}{b_t^2} P_t x_{t+1} x_{t+1}^\top P_t,$$

where  $a_t = \frac{\sqrt{4b_t^2 + 1} - 1}{\sqrt{4b_t^2 + 1} + 1}$ ,

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# Linear regression

## Legal covariate sequences

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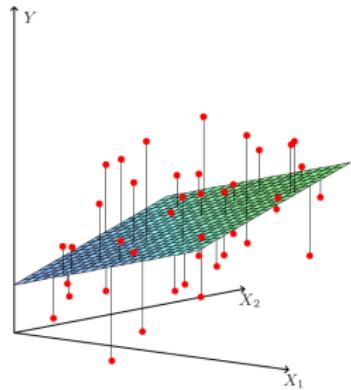
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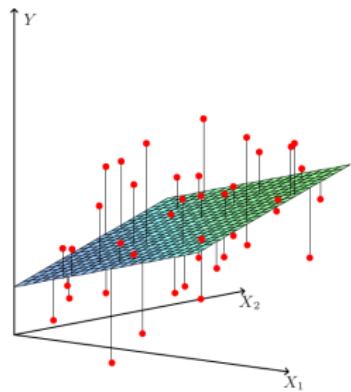
Thus, each  $P_0 \succeq 0$  (a 'covariance budget') defines a set of sequences  $x_1, \dots, x_T$ .

The same strategy is optimal for each of these sequences.

# Linear regression: Adversarial covariates; horizon-free

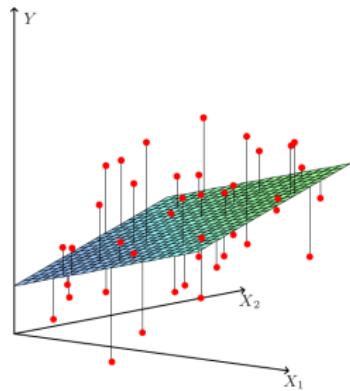


# Linear regression: Adversarial covariates; horizon-free



Protocol

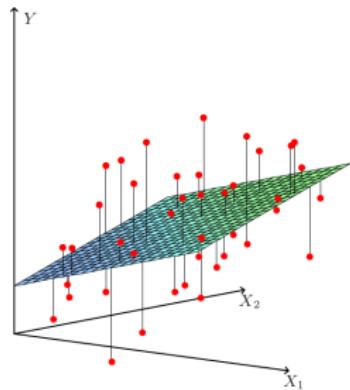
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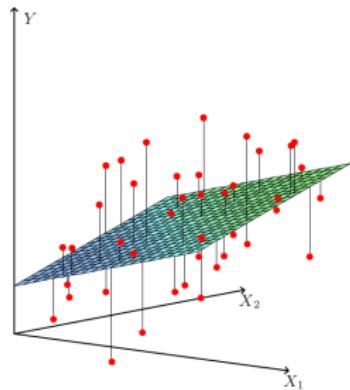
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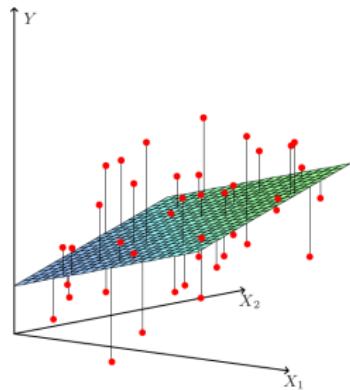
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# Linear regression: Adversarial covariates; horizon-free



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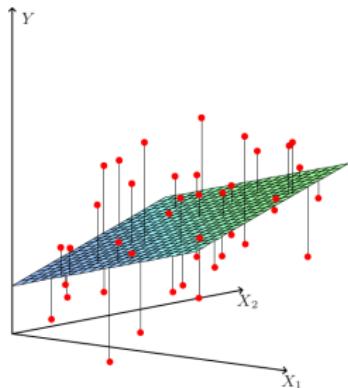


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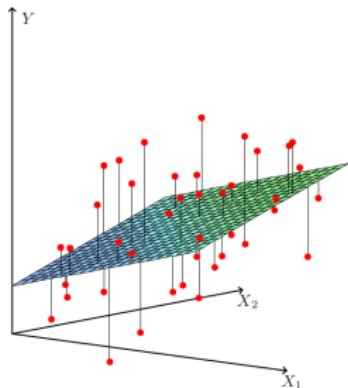


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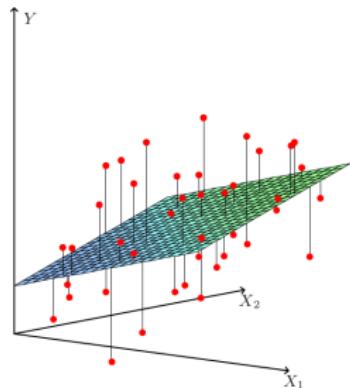


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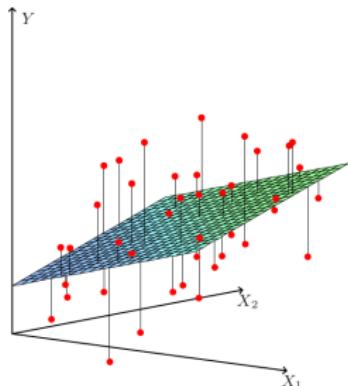


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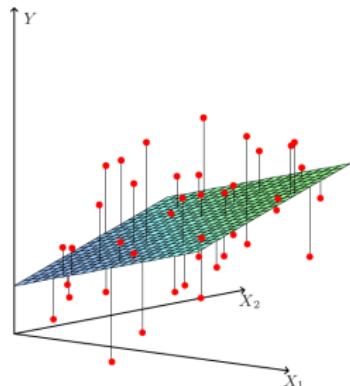
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# Linear regression: Adversarial covariates; horizon-free



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$$\text{Regret} = \sum_{t=1}^T (\hat{y}_t - y_t)^2 - \min_{\beta \in \mathbb{R}^p} \sum_{t=1}^T \left( \beta^\top x_t - y_t \right)^2.$$

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## Constraints on $y_t$ s

- ① *Box constraints:*  $\mathcal{B}(B) := \{y_1^T : |y_t| \leq B_t\}$ , for  $B_1, B_2, \dots > 0$ .

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$$\mathcal{E}(x_1^T, R) := \left\{ y_1^T : \sum_{t=1}^T y_t^2 x_t^\top P_t x_t \leq R \right\}.$$

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- ② *Covariance constraints:*

$$\overline{\mathcal{X}}(\Sigma) = \left\{ x_1^T : \text{for } P_0, \dots, P_T \text{ defined by } x_1^T, P_0^{-1} = \Sigma \right\}.$$

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with respect to the following  $(\mathcal{X}, \mathcal{Y}(x_1^t))$ :

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That is,  $s^*$  performs as well as the best strategy that sees the covariate sequence.

## The minimax strategy as regularized least squares

The minimax strategy predicts  $\hat{y}_n = \hat{\theta}_n^\top x_n$ , where  $\hat{\theta}_n$  is the solution to

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- Same strategy is optimal for covariate sequences consistent with some  
'covariance budget'  $P_0$ .