# High-Confidence Predictions under Adversarial Uncertainty

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# Setting: prediction on binary sequences

$$x = (x_1, x_2, x_3, \ldots) \in \{0, 1\}^{\omega}$$

- Bits of x revealed sequentially.
- Goal: make some nontrivial prediction about unseen bits of sequence x, given bits seen so far.



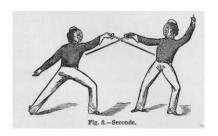
## Setting: prediction on binary sequences

$$x = (x_1, x_2, x_3, \ldots)$$

- Question: What kinds of assumptions on x are needed to make interesting predictions?
- Our message: Surprisingly weak ones.

# Modeling questions

- Prediction: a game between the Predictor and Nature.
- What kind of opponent is nature?



### Probabilistic models

$$x=(x_1,x_2,x_3,\ldots)$$

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,

where  $\mathcal{D}$  is some known probability distribution.

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,

where  $\mathcal{D}$  is some known probability distribution.

• Problem: how to choose correct  $\mathcal{D}$  for realistic applications?

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# Classes of assumptions

$$x=(x_1,x_2,x_3,\ldots)$$

Adversarial models:

$$x \in A$$
,

where  $A \subseteq \{0,1\}^{\omega}$  is some known set.

• Interested in worst-case performance.

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Adversarial models:

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where  $A \subseteq \{0,1\}^{\omega}$  is some known set.

- Interested in worst-case performance.
- These assumptions can be quite "safe" ...
- Our focus today.

# Prior work on adversarial prediction

### Gales and fractal dimension

[Lutz '03; Athreya, Hitchcock, Lutz, Mayordomo '07]

- Gales: a class of betting strategies, to bet on unseen bits of  $x \in A$ .
- Goal: reach a fortune of  $\infty$ , on any  $x \in A$ .
- The "handicap" we need can be related to measures of fractal dimension for *A*...

# Prior work on adversarial prediction

### Ignorant forecasting

• What is the chance of rain tomorrow?



- Basic test of a meteorologist: "calibration."
- $\bullet$  If governing distribution  ${\cal D}$  is known, easy to achieve with Bayes' rule...
- <u>But</u>: calibration can also be achieved by an <u>ignorant</u> forecaster! [Foster, Vohra '98]

# Prior work on adversarial prediction

$$x = (x_1, x_2, x_3, \ldots)$$

- These works' goal: long-term, overall predictive success.
- Our focus: make a single prediction with high confidence.

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# 0-prediction

- Our main scenario: want to predict <u>a single 0</u> among the bits of x.
- Interpretation: choose a time to "safely" perform some action;

 $[x_t = 0]$  means "time t is safe."



•  $\varepsilon$ -biased arrivals assumption: bits of x independent, with

$$Pr[x_t = 1] = \varepsilon$$
.

• Best strategy succeeds with prob.  $1 - \varepsilon$ .

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- Very strong assumption...
- Idea (not new): study adversarial "relaxations" of  $\varepsilon$ -biased model.

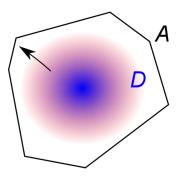
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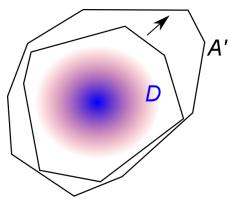


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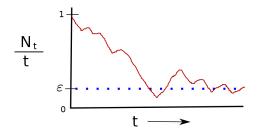


Let

$$N_t := x_1 + \ldots + x_t.$$

•  $\varepsilon$ -sparsity assumption: say that x is  $\varepsilon$ -sparse if

$$\lim_{t\to\infty} N_t/t \ \le \ \varepsilon.$$



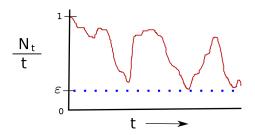
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Let

$$N_t := x_1 + \ldots + x_t.$$

•  $\varepsilon$ -weak sparsity assumption: say that x is  $\underline{\varepsilon}$ -weakly sparse if

$$\lim_{s\to\infty}\inf_{t\geq s}N_t/t\ \leq\ \varepsilon.$$



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### Our main result

### Theorem

For any  $\varepsilon, \gamma > 0$ , there is a (randomized) 0-prediction strategy  $S_{\varepsilon,\gamma}$ that succeeds with prob.  $> 1 - \varepsilon - \gamma$ , on any  $\varepsilon$ -weakly sparse sequence.

• Can do nearly as well as under  $\varepsilon$ -biased arrivals!

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### Our main result

### **Theorem**

For any  $\varepsilon, \gamma > 0$ , there is a (randomized) 0-prediction strategy  $\mathcal{S}_{\varepsilon,\gamma}$  that succeeds with prob.  $\geq 1 - \varepsilon - \gamma$ , on any  $\varepsilon$ -weakly sparse sequence.

- Can do nearly as well as under  $\varepsilon$ -biased arrivals!
- ullet (Adversary's sequence gets fixed <u>before</u> randomness in  $\mathcal{S}_{\varepsilon,\gamma}...$ )

Divide sequence into "epochs:"

- (r-th epoch of length  $K_r = \Theta(r^2)$ .)
- Run a separate 0-prediction algorithm for each <u>individual</u> epoch.

• Easy claim: x is  $\varepsilon$ -weakly sparse

 $\downarrow \downarrow$ 

 $\exists$  a <u>subsequence</u> of "nice" epochs, whose 1-densities are  $\alpha < \varepsilon + \gamma$ .

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**Idea:** give an algorithm S with the properties:

- Makes a 0-prediction with noticeable prob. on each <u>nice</u> epoch;
- On every epoch,

$$\Pr\left[\text{true prediction}\right] \geq \left(\frac{1-\alpha}{\alpha}\right) \cdot \Pr\left[\text{false prediction}\right].$$

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(Would achieve our goal!)

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- Whoops—can't achieve this!
- Modified goal: an upper bound

$$\left(\frac{1-\alpha}{\alpha}\right) \cdot \Pr\left[\text{false prediction}\right] - \Pr\left[\text{true prediction}\right]$$

 $\leq$  (small)

$$\Pr\left[\mathsf{true}\;\mathsf{prediction}\right]\quad \overset{?}{\geq}\quad \left(\frac{1-\alpha}{\alpha}\right)\cdot\Pr\left[\mathsf{false}\;\mathsf{prediction}\right]$$

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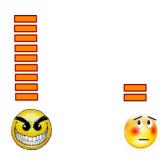


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algorithm's "courage" to predict next bit of x will be a 0.

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stack's height

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# Stack dynamics

Assume

$$\alpha < \frac{p}{d} = 1 - \frac{q}{d} < \varepsilon + \gamma.$$

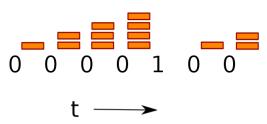
# Stack dynamics

Assume

$$\alpha < \frac{p}{d} = 1 - \frac{q}{d} < \varepsilon + \gamma.$$

- Observe a 0: add p "courage chips."
- Observe a 1: remove q chips.

e.g., 
$$p = 1$$
:



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• Let  $H_t = \text{stack height after observing first } t \text{ bits of } r\text{-th epoch.}$ 

## Making predictions

- Let  $H_t = \text{stack height after observing first } t \text{ bits of } r\text{-th epoch.}$
- Overall algorithm for epoch *r*:

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#### Making predictions

- Let  $H_t = \text{stack height after observing first } t \text{ bits of } r\text{-th}$ epoch.
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  - ① Choose  $t^*$  uniformly from  $\{1, 2, \dots, K_r\}$ ;

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- Overall algorithm for epoch r:
  - ① Choose  $t^*$  uniformly from  $\{1, 2, ..., K_r\}$ ;
  - ② Observe first  $t^* 1$  bits;

**3** Predict a 0 on step  $t^*$  with probability

$$\frac{H_{t^*-1}}{d \cdot K_r}$$
,

else make no prediction this epoch.

• If fraction of 1s in r-th epoch is  $< \alpha < p/d$ , a 0-prediction is made in epoch r with  $\Omega(1)$  prob.



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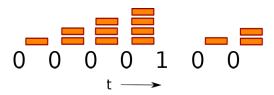
⇒ Eventually (in some epoch), a prediction is made.



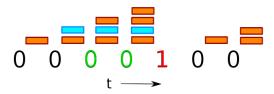
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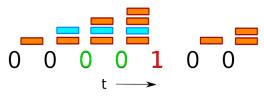
#### Intuition:

• If a chip remains on the stack long enough, fraction of 1s while it's on is  $\lesssim p/d$ .

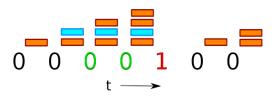
#### GOOD!

- Total contribution to failure probability of other ("bad") chips is small.
- We can analyze all chips in a simple, unified way...

• Fix attention to a chip c on input x.

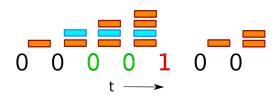


• Let zeros(c) (ones(c)) denote the number of zeros (ones) appearing after steps where c is on the stack.



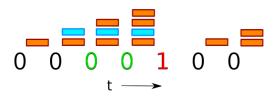
• Chip c's contribution to success and failure probabilities:

$$\frac{\operatorname{zeros}(c)}{d \cdot K_r^2}, \qquad \frac{\operatorname{ones}(c)}{d \cdot K_r^2}.$$



#### Claim:

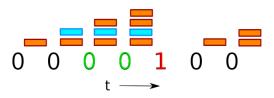
$$q \cdot \mathsf{ones}(c) - p \cdot \mathsf{zeros}(c) \le q$$
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**Proof:** LHS bounded by the <u>net loss in stack height</u> between first appearance of c and (possible) removal...

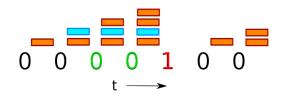


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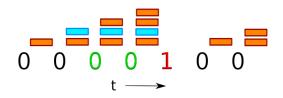
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c removed along with  $\leq q$  other chips!



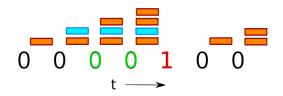
Let's sum over all c (at most  $p \cdot K_r$  chips total):

$$q \cdot \sum_{c} \mathsf{ones}(c) - p \cdot \sum_{c} \mathsf{zeros}(c) \leq pqK_r.$$



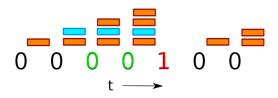
Let's sum over all c (at most  $p \cdot K_r$  chips total):

$$(q/p) \cdot \sum_{c} \operatorname{ones}(c) - \sum_{c} \operatorname{zeros}(c) \le qK_r.$$



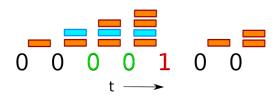
Let's sum over all c (at most  $p \cdot K_r$  chips total):

$$(q/p) \cdot \frac{\sum_{c} \mathsf{ones}(c)}{d \cdot K_r^2} - \sum_{c} \frac{\mathsf{zeros}(c)}{d \cdot K_r^2} \le \frac{q}{dK_r}.$$



 $(q/p) \cdot \Pr[\text{failure in epoch } r] - \Pr[\text{success in epoch } r]$ 

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Q.E.D.

#### Also in the paper

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- Bit prediction for broader classes of assumptions:
- E.g., predict a bit (0 or 1), under the assumption that a certain word appears only rarely.
- Results are quantitatively weaker (by necessity)...
- General statement involves finite automata.



• Also: high-confidence predictions under no assumptions on x!

- Sequence  $x \in \{0,1\}^{\omega}$ : now completely arbitrary.
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(Huh?)

- Our "hook"—we get to choose the position and size of the prediction-interval.
- Interval-forecaster alg.: makes a prediction of form:

"A p fraction of the next N bits will be 1s."

#### Theorem

For any  $\varepsilon, \delta > 0$ , there is a ignorant interval-forecaster  $S_{\varepsilon,\delta}$  that is accurate to  $\pm \varepsilon$ , with success probability  $1 - \delta$ .

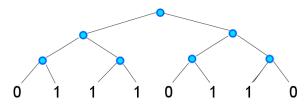
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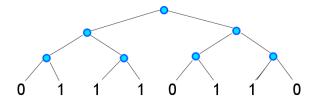
**Runtime** of  $S_{\varepsilon,\delta}$  is finite:  $= 2^{O(\varepsilon^{-2}\delta^{-1})}$ .

• Consider 
$$x \in \{0,1\}^{2^n}$$
,  $n = \lceil 4/(\varepsilon^2 \delta) \rceil$ .

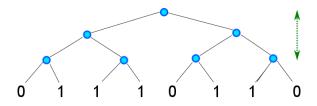
• Arrange bits of x on leaves of a binary tree T.



#### Forecasting algorithm:

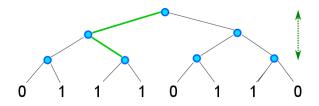


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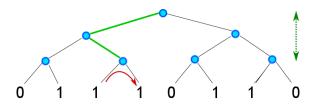
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• Extend to a length-n random walk; for  $0 \le t \le n$  let

$$X(t) \in [0,1]$$

denote the fraction of 1s below the *t*-th step vertex.

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• Fact:

$$X(0), X(1), \ldots, X(n)$$

is a martingale (for any x), from which:

$$\mathbb{E}[(X(t+1)-X(t))(X(s+1)-X(s))] = 0,$$

for all s < t.

# Analysis idea

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for all s < t. Thus:

$$\sum_{0 \le t \le n} \mathbb{E}[(X(t+1) - X(t))^2] = \mathbb{E}[(X(n) - X(0))^2] \le 1.$$

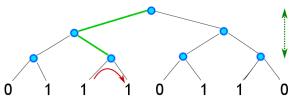
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# Analysis idea

$$\sum_{0 \leq t < n} \mathbb{E}[(X(t+1) - X(t))^2] \leq 1$$

•  $(X(t+1)-X(t))^2$  small  $\implies t$  is a good choice for  $t^*!$ 

(i.e., left and right subtrees have similar 1-densities).



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• Characterize the sets  $A \subset \{0,1\}^{\omega}$  for which confident 0-prediction is possible?

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• Find an interval-forecaster running in time  $\operatorname{poly}(\frac{1}{\delta},\frac{1}{\varepsilon})$ ?

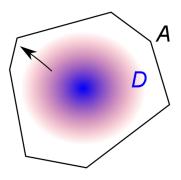
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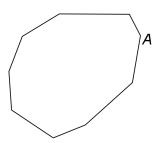
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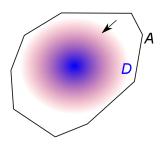
- Is there a minimax theorem for 0-prediction?
- Hard set A for 0-prediction  $\Rightarrow$  hard distribution D over A?

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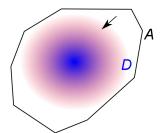
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• Would give alternate (non-constructive) proof of our main result...

# Thanks!