## CS 396: Online Markets

# Lecture 4: Online Learning

#### Last Time:

- online allocation (cont)
- approximation
- prophet inequality
- secretary problem

### Today:

- online learning
- · exponential weights

## Exercise: Online Learning

### Setup:

- n = 10 days
- you choose umbrella or not
- then nature chooses weather
- payoffs

	it rains	it is sunny
you take umbrella	1	0
you don't take umbrella	0	1

**Question:** What's your best strategy?

### Online Learning

"make decisions over time, learn to do well"

#### Model:

- k actions
- *n* rounds
- action j's payoff in round i:  $v_j^i \in [0, h]$
- in round i:
  - (a) choose an action  $j^i$
  - (b) learn payoffs  $v_1^i, \ldots, v_k^i$
  - (c) obtain payoff  $v^i \{j_i\}^k$ .
- payoff ALG =  $\sum_{i=1}^{n} v_{j^i}^i$

Goal: profit close to best action in hindsight

**Def:** the **best in hindsight** payoff is

$$OPT = \max_{j} \sum_{i=1}^{n} v_{j}^{i}$$

**Def:** the **regret** of the algorithm is

$$\begin{split} \text{Regret}_n &= \frac{1}{n} [\text{OPT} - \text{ALG}] \\ &= \frac{1}{n} \left[ \max_j \sum\nolimits_{i=1}^n v^i_j - \sum\nolimits_{i=1}^n v^i_{j^i} \right] \end{split}$$

Goal: vanishing regret, a.k.a. "no regret"

i.e., 
$$\lim_{n\to\infty} \operatorname{Regret}_n = 0$$

**Alg 0:** follow the leader (FTL)

- let  $V_j^i = \sum_{r=1}^i v_j^i$  in round i choose:  $> j^i = \operatorname{argmax}_j V_j^{i-1}$

**Example:** k = 2 actions

	1	2	3	4	5	6	
Action 1	1/2	0	1	0	1	0	
Action 2	0	1	0	1	0	1	

- OPT  $\approx n/2$
- FTL  $\approx 0$
- worst-case regret is constant, i.e.,  $\Theta(1)$

Thm: all deterministic online learning algorithms have  $\Theta(1)$  worst-case regret.

**Proof Sketch:** In each round i, nature gives payoff 0 to ALG's action, and payoff 1 to all other actions.

Conclusion: must randomized.

Exercise: Follow the Leader

Setup:

	1	2	3	4	5
Action 1	1/2	1	0	0	1
Action 2	0	1	1	1	1

Question: What action does follow the leader choose in rounds 3? And round 5?

## Learning Algorithms

Alg 1: exponential weights (EW)

- learning rate  $\epsilon$
- let  $V_j^i = \sum_{r=1}^i v_j^i$  in round i choose j with probability  $\pi_j^i$  proportional to  $(1+\epsilon)^{V_j^{i-1}/h}$

i.e., 
$$\pi_j^i = \frac{(1+\epsilon)^{V_j^{i-1}/h}}{\sum_{j'} (1+\epsilon)^{V_{j'}^{i-1}/h}}$$

**Thm:** for payoffs in [0, h],

$$\mathbf{E}[\mathrm{EW}] \ge (1 - \epsilon) \mathrm{OPT} - \frac{h}{\epsilon} \ln k.$$

Cor: in n steps and payoffs in [0, h], tune learning rate  $\epsilon$  so

$$\mathbf{E}[\text{Regret}(\text{EW})] \le 2h\sqrt{\frac{\ln k}{n}}$$

**Proof:** 

- OPT < hn
- $\mathbf{E}[\mathrm{EW}] \geq \mathrm{OPT} \epsilon h n \frac{h}{\epsilon} \ln k$  choose learning rate to equate:  $\epsilon h n = \frac{h}{\epsilon} \ln k$
- $\Rightarrow \epsilon = \sqrt{\frac{\ln k}{n}}$
- Regret  $=\frac{1}{n}[2hn\epsilon] = 2h\sqrt{\frac{\ln k}{n}}$

Note: to set learning rate

- larger  $n \Rightarrow$  slower learning rate is optimal
- larger  $k \Rightarrow$  faster learning rate is optimal