

# Talk 1: Predicting the unpredictable

Dean Foster (Amazon)

August 22, 2022

# Plan for the next three days

- Goal: Getting comfortable with worst case data
  - I'll give a different proof sketch every session
  - I'll develop more philosophy than mechanics
  - Now "classic" (e.g. in COLT)
- Goal: Introducing calibration
  - First three lectures will be worst case sequential data
  - Last lecture will discuss traditional regression
- Goal: Fast methods for regression
  - Lecture 4 will discuss stepwise regression and other fast regression methods
  - This will set up the need for calibration in lecture 5

# Schedule

	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>
<b>Morning</b> (10-12)	Individual sequences	CMU speakers (Ann Lee, David Choi, Aaditya Ramdas)	Regression and big data
<b>Lunch</b>	students	students	students
<b>Afternoon</b> (2:30-4)	Calibeating	Macau and normal equations	Cross sectional Calibration
<b>Dinner</b>	faculty	faculty	

## Asking the right question

Bad question: Can a forecaster guarantee the frequency of rain days to match their forecast?

time	0	1	2	3	4	5	6	7	8	...
forecast	.4	.6	.7	.2	.6	.1	.6	.4	.4	...
evil result	1	0	0	1	0	1	0	1	1	...

# Asking the right question

Bad question: Can a forecaster guarantee the frequency of rain days to match their forecast?

time	0	1	2	3	4	5	6	7	8	...
forecast	.4	.6	.7	.2	.6	.1	.6	.4	.4	...
evil result	1	0	0	1	0	1	0	1	1	...

$$.4 \neq 1.0, .6 \neq 0, .7 \neq 0$$

# Asking the right question

Bad question: Can a forecaster guarantee the frequency of rain days to match their forecast?

time	0	1	2	3	4	5	6	7	8	...
forecast	.4	.6	.7	.2	.6	.1	.6	.4	.4	...
evil result	1	0	0	1	0	1	0	1	1	...

$$Y = \begin{cases} 0 & \text{if } \hat{y} > .5 \\ 1 & \text{if } \hat{y} \leq .5 \end{cases}$$

- For low forecasts, frequency is 1
- For high forecasts, frequency is 0
- Never calibrated (Oakes 1985)

# Asking the right question

Bad question: Can a forecaster guarantee the frequency of rain days to match their forecast?

time	0	1	2	3	4	5	6	7	8	...
forecast	.4	.6	.7	.2	.6	.1	.6	.4	.4	...
evil result	1	0	0	1	0	1	0	1	1	...

$$Y = \begin{cases} 0 & \text{if } \hat{y} > .5 \\ 1 & \text{if } \hat{y} \leq .5 \end{cases}$$

- For low forecasts, frequency is 1
- For high forecasts, frequency is 0
- Never calibrated (Oakes 1985)

So clearly the wrong question since nature wins instead of the statistician winning!

# Choosing between two investments

- **Problem:** Suppose I have two friends who are hot-shot financial wizards. They come from different schools of thought and both believe the other to be totally clueless. So, in fact, I have one friend who is a financial wizard, and one friend who is an impostor. But, I don't know which is which!
- **Goal:** I want to get as rich as my financial wizard friend—whichever that empirically turns out to be.
- **No assumptions:** I will not make any probabilistic assumptions.



# Setup for finance

- **Notation:**

- $A_t$  is the wealth of my first friend at time  $t$
- $B_t$  is the wealth of my second friend
- $C_t$  is my wealth
- $w_t$  is fraction of my wealth A invests for me at time  $t$

- $A_0 = B_0 = C_0 = 1$

- **Returns:**

- $R_t^A = A_t/A_{t-1}$  is A's return
- $R_t^B = B_t/B_{t-1}$  is B's return
- $R_t^C = w_{t-1}R_t^A + (1 - w_{t-1})R_t^B$  is my return

- **Goal:**

$$C_t \cong \max(A_t, B_t)$$

All three are growing “exponentially,” so use  $\log(C_t)$  instead. Now growing “linearly.” So goal is:

$$\frac{\log(C_t)}{t} \cong \max\left(\frac{\log(A_t)}{t}, \frac{\log(B_t)}{t}\right)$$

# Invest with my best friend

- **Scheme:** Whichever friend is currently wealthier is “more likely” to be the financial wizard. So have her invest all my wealth:

$$w_t = \begin{cases} 1 & \text{if } A_{t-1} \geq B_{t-1} \\ 0 & \text{if } A_{t-1} < B_{t-1} \end{cases}$$

- **Evil data:**

time	0	1	2	3	4	5	6	7	8	...
$A_t$	1	1	2	2	4	4	8	8	16	...
$B_t$	1	2	2	4	4	8	8	16	16	...
$w_t$	1	0	1	0	1	0	1	0	1	...
$C_t$	1	1	1	1	1	1	1	1	1	...

- **growth rates:**
  - A's growth rate:  $\ln(2)/2$
  - B's growth rate:  $\ln(2)/2$
  - C's growth rate: 0

- **Scheme:** Always have each friend invest 1/2 of my wealth:

$$w_t = 1/2$$

- **Evil data:**

time	0	1	2	3	4	5	6	...
$A_t$	1	2	4	8	16	32	64	...
$B_t$	1	1	1	1	1	1	1	...
$w_t$	1/2	1/2	1/2	1/2	1/2	1/2	1/2	...
$C_t$	1	1.5	2.25	3.4	5.1	7.6	11.4	...

- **growth rates:**

- A's growth rate:  $\ln(2)/2$
- B's growth rate: 0
- C's growth rate:  $\ln(1.5)/2$

- **Scheme:** Have each invest in proportion to how well the have done so far.

$$w_t = \frac{A_{t-1}}{A_{t-1} + B_{t-1}}$$

- **No evil data exist!**
- **Growth rate of C:**

$$\frac{\ln(C_t)}{t} = \frac{\ln(A_t/2 + B_t/2)}{t} \geq \max\left\{\frac{\ln(A_t)}{t}, \frac{\ln(B_t)}{t}\right\} - \frac{\ln(2)}{t}$$

In particular:

$$\lim_{t \rightarrow \infty} \frac{\ln(C_t)}{t} - \max\left\{\frac{\ln(A_t)}{t}, \frac{\ln(B_t)}{t}\right\} = 0$$

# Why did this work and not our first problem?

- Log smooths out differences
  - Our final wealth is only  $1/2$  of the better investor
- Intermediate value theorem avoids sharp edges
  - We don't have to pick a winner
  - We can hedge our bets by giving some to both

(ideas from Avrim Blum and Adam Kalai)

# Choosing between two forecasts

- **Problem:** Suppose I have two friends who are hot-shot meteorologists. They come from different schools of thought and both believe the other to be totally clueless.
- **Goal:** I want to forecast the chance of rain as well as my hotshot friend.
- **No assumptions:** No probabilistic model.

# Reduction to finance problem

We can reduce our problem to the finance one we solved already:

- Change money to probability
- Instead of multiplying returns, multiply probabilities
- Instead of log wealth, look at log probability loss

# Reduction to finance problem

We can reduce our problem to the finance one we solved already:

- Change money to probability
- Instead of multiplying returns, multiply probabilities
- Instead of log wealth, look at log probability loss

## Theorem

*A Bayesian combination can do as well as the better meteorologist using log probability loss.*



Proved for the “first time” in all the following papers:

- “Controlled Random Walks”
- “On Pseudo-games”
- “A Randomized Rule for Selecting Forecasts”
- “Approximating the Bayes risk in Repeated Plays”
- “Aggregating Strategies”
- “Compression of Individual Sequences via Variable-Rate Coding”
- “Universal Portfolios”

# History

Proved for the “first time” in all the following papers:

- “Controlled Random Walks”
- “On Pseudo-games”
- “A Randomized Rule for Selecting Forecasts”
- “Approximating the Bayes risk in Repeated Plays”
- “Aggregating Strategies”
- “Compression of Individual Sequences via Variable-Rate Coding”
- “Universal Portfolios”

Real first time:

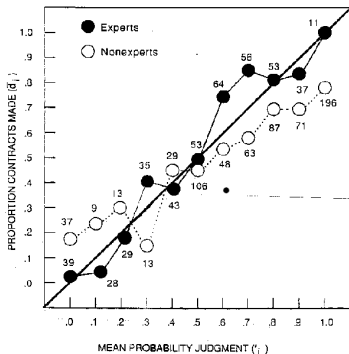
- Hannan (1955) proved and stated it
- Blackwell (1954 / 1990) proved but didn't bother stating it until much later

(F. and Vohra 1999 for more history)

How can we make the calibration game winnable?

- One smooth scoring rule instead of each forecast sold separately
- Allow randomization to get intermediate value to hold

# Calibration: Smooth function



$\rho(p)$  = fraction of successes  
 $n(p)$  = number of forecasts  
 $N$  = total

$$C = \text{calibration score} = \sum_p \frac{n(p)}{N} (\rho(p) - p)^2$$

Theorem (Oakes 1985)

*Every deterministic forecast has a sequence with  $C \geq 1/4$ .*

# So we need randomization

We'll sneak up on calibration by reducing it to other problems:

- First we will introduce “no internal regret”
- We'll prove that exists by reducing it to regular regret
- Then we'll prove calibration by reducing it to no internal-regret

# Regret

- Consider a set of  $k$  actions
- Let  $U_t(i)$  be the utility of action  $i$  at time  $t$
- Let  $c_t \in \{1, \dots, k\}$  pick among these  $k$  different actions
- Utility of this choice is:  $U_t(c_t)$ .

# Regret

- Consider a set of  $k$  actions
- Let  $U_t(i)$  be the utility of action  $i$  at time  $t$
- Let  $c_t \in \{1, \dots, k\}$  pick among these  $k$  different actions
- Utility of this choice is:  $U_t(c_t)$ .

“We look before and after, And pine for what is not.”

Percy Bysshe Shelley

# Regret

- Consider a set of  $k$  actions
- Let  $U_t(i)$  be the utility of action  $i$  at time  $t$
- Let  $c_t \in \{1, \dots, k\}$  pick among these  $k$  different actions
- Utility of this choice is:  $U_t(c_t)$ .

“I wish I'd bet on red any time I had bet on black, and I wish I'd bet on black any time I had bet on red.”

Winston Churchill



# Regret

- Consider a set of  $k$  actions
- Let  $U_t(i)$  be the utility of action  $i$  at time  $t$
- Let  $c_t \in \{1, \dots, k\}$  pick among these  $k$  different actions
- Utility of this choice is:  $U_t(c_t)$ .

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{c_s=i} (U_s(j) - U_s(i)).$$

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

## Definition (Traditional regret)

$$\max_j \sum_i R_t^{i \rightarrow j} = o(t).$$

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

## Definition (Internal regret)

$$(\forall i, \forall j) \quad R_t^{i \rightarrow j} \leq o(t).$$

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

## Definition (Swap regret)

$$\sum_i \max_j R_t^{i \rightarrow j} = o(t).$$

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

- Assume we have an algorithm with small regret.
- We'll use it to construct a no-internal regret algorithm

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

- For each action  $i$  have a no regret algorithm which runs whenever we play  $i$
- This will pick good alternative actions
- So  $R^{i \rightarrow j} \neq o(t)$ .
- But we are not playing  $i$  anymore!

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

Let  $P^{ji}$  be the probability of algorithm  $i$  playing  $j$

$$\pi = P\pi$$

Now we play  $j$  as suggested by algorithm  $i$ .



## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{c_s=i} (U_s(j) - U_s(i)).$$

Let  $P^{ji}$  be the probability of algorithm  $i$  playing  $j$

$$\pi = P\pi$$

Now we play  $j$  as suggested by algorithm  $i$ .

- We called this a flow condition
- Sergiu Hart called it regret matching
- Blum and Mansour didn't bother to name it!

## Definition

The regret generated by changing  $i$ 's to  $j$ 's is:

$$R_t^{i \rightarrow j} \equiv \sum_{s=1}^t I_{C_s=i} (U_s(j) - U_s(i)).$$

Let  $P^{ji}$  be the probability of algorithm  $i$  playing  $j$

$$\pi = P\pi$$

Now we play  $j$  as suggested by algorithm  $i$ .

## Theorem (Foster & Vohra 1995)

*There exist a no internal regret algorithm, namely*  
 $\max_{ij} R_t^{i \rightarrow j} = o(t).$

## Theorem

*Swap regret*  $\Leftrightarrow$  *Internal regret*  $\Rightarrow$  *traditional regret*.

## Theorem

*Swap regret*  $\Leftrightarrow$  *Internal regret*  $\Rightarrow$  *traditional regret*.

Proof:

$$\underbrace{k \max_{ij} R_t^{i \rightarrow j}}_{\text{internal}} \geq \underbrace{\sum_i \max_j R_t^{i \rightarrow j}}_{\text{swap}} \geq \underbrace{\max_{ij} R_t^{i \rightarrow j}}_{\text{internal}} \geq \underbrace{(1/k) \max_j \sum_i R_t^{i \rightarrow j}}_{\text{traditional}}.$$

# Calibration

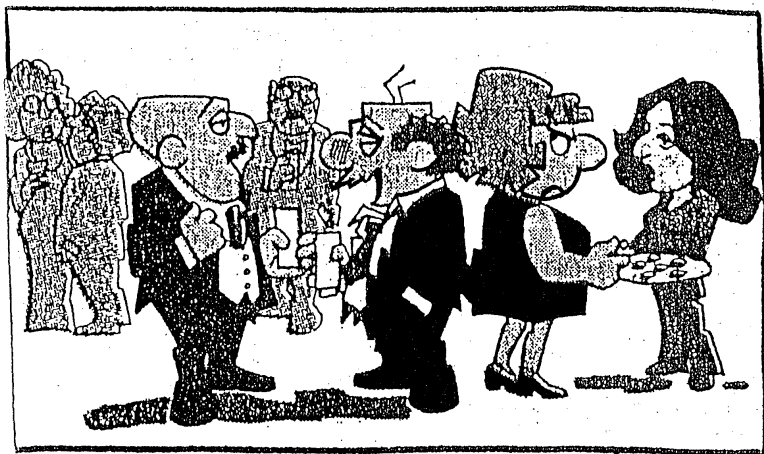
Consider the  $k$  actions:  $\hat{p}_t \in \{0, \frac{1}{k}, \frac{2}{k}, \dots, \frac{k-1}{k}, 1\}$ .

- Use quadratic loss
- If the frequency is far from  $\hat{p}_t$  then switching to a  $\frac{i}{k}$  which is closer
- Running this no-internal regret algorithm will generate a calibrated forecast.

**Theorem (Foster & Vohra 1991-1998)**

*There exist a randomized calibrated forecast.*

# What is an equilibrium?



"LORETTA'S DRIVING BECAUSE I'M DRINKING,  
AND I'M DRINKING BECAUSE SHE'S DRIVING."

# Definition of Nash equilibrium

## Definition (Nash Equilibrium)

For two players, with sigma fields  $\mathcal{F}$  and  $\mathcal{G}$ , and utilities  $U_f$  and  $U_g$  then  $f$  playing  $X$  and  $g$  playing  $Y$  is a Nash equilibrium if:

- $E(U_f(X, Y)|\mathcal{F}) \geq E(U_f(x, Y)|\mathcal{F})$  for all  $x$
- $E(U_g(X, Y)|\mathcal{G}) \geq E(U_g(X, y)|\mathcal{G})$  for all  $y$
- $\mathcal{F}$  is independent of  $\mathcal{G}$ .

# Definition of Nash equilibrium

## Definition (Nash Equilibrium)

For two players, with sigma fields  $\mathcal{F}$  and  $\mathcal{G}$ , and utilities  $U_f$  and  $U_g$  then  $f$  playing  $X$  and  $g$  playing  $Y$  is a Nash equilibrium if:

- $E(U_f(X, Y)|\mathcal{F}) \geq E(U_f(x, Y)|\mathcal{F})$  for all  $x$
- $E(U_g(X, Y)|\mathcal{G}) \geq E(U_g(X, y)|\mathcal{G})$  for all  $y$
- $\mathcal{F}$  is independent of  $\mathcal{G}$ .

Called a Correlated equilibrium.



# Definition of Nash equilibrium

## Definition (Correlated Equilibrium)

For two players, with sigma fields  $\mathcal{F}$  and  $\mathcal{G}$ , and utilities  $U_f$  and  $U_g$  then  $f$  playing  $X$  and  $g$  playing  $Y$  is a Nash equilibrium if:

- $E(U_f(X, Y)|\mathcal{F}) \geq E(U_f(x, Y)|\mathcal{F})$  for all  $x$
- $E(U_g(X, Y)|\mathcal{G}) \geq E(U_g(X, y)|\mathcal{G})$  for all  $y$

Roger Myerson: “2 out of 3 intelligent species discover Correlated equilibrium before Nash equilibrium.”

I've been quote Roger before he got his Nobel in 2007.

# Fictitious play model

- The first player predicts the second player
- The second player predicts the first player
- Each plays a best reply to their predictions
- Called fictitious play

# Fictitious play model

- The first player predicts the second player
- The second player predicts the first player
- Each plays a best reply to their predictions
- Called fictitious play

Theorem (Foster and Vohra, 1998)

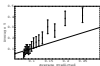
*If both players use a calibrated forecast, they converge to a Correlated equilibrium.*

# Where to next?

- This afternoon we'll remove some of the randomness
  - Allows convergence to Nash equilibrium
- We'll see how to be calibrated AND find patterns in data
  - Called "calibeating"
- See you after lunch!

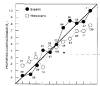
# Summary handout

## Calibration



- Works well for big data since only costs a few more degrees of freedom.
- “Variable selection in data mining: Building a predictive model for bankruptcy,” Foster and Stine, *JASA*, 2004.
- “Efficient Learning of Generalized Linear and Single Index Models with Isotonic Regression,” Kakade, Kalai, Kulkarni, and Shamir, 2011.

- “Precision and Accuracy of Judgmental Estimation,” Foster and Yaniv, *Journal of Behavioral Decision Making* (1997).
- “Graininess of Judgment Under Uncertainty: An Accuracy - Informativeness Tradeoff,” Foster and Yaniv *Journal of Experimental Psychology: General*, 1995.
- We looked at confidence intervals.
- Humans actually are responding to the social utility function.



“Suppose in a long (conceptually infinite) sequence of weather forecasts, we look at all those days for which the forecast probability of precipitation was, say, close to some given value  $p$  and then determine the long run proportion  $f$  of such days on which the forecast event (rain) in fact occurred. If  $f = p$  the forecaster may be termed well calibrated.”

Philip Dawid

- “Asymptotic Calibration,” Foster and Vohra, *Biometrika*, 1998, (also Foster *GEB* 1999).
- “Regret in the On-line Decision Problem,” Foster and Vohra, *GEB* 1999. (See also *AI-STATS* 2012 and *MOR* 2014.)
- “Deterministic Calibration and Nash Equilibrium” Foster and Kakade, *COLT*, 2004, (see also Foster & Hart, *JPE* 2021.)

## Games

- “Calibrated Learning and Correlated Equilibrium,” Foster and Vohra *Games and Economic Behavior*, 1997.
  - Playing calibrated forecasts will lead to correlated equilibria
  - Playing no-internal regret actions will converge to correlated equilibria
- Extended in “A general class of adaptive strategies,” by Hart and Mas-Colell 2001.

“If there is intelligent life on other planets, in a majority of them, they would have discovered correlated equilibrium before Nash equilibrium.”

Roger Myerson

## Nash is hard



- Yes: You can learn NE from a grain of truth. (Kalai and Lehrer 1993).
- No: Not exactly. (Nachbar 1997, Foster and Young 2001)
- Yes: Via exhaustive search-i.e. very slowly. (Foster and Young 2006)
- No: Hart and Mas-Colell 2011.
- Yes: Via public, deterministic calibration which is very slow (Foster and Kakade 2008, Foster and Hart 2018)
- For all but the smallest games, it is basically no.

## Recommendations

- Use isotonic link functions to calibrate regressions (Wednesday)
- Use fixed point based calibration for time series (Tuesday)
- Use no-internal regret for game theory (Monday morning)
- Let go of Nash equilibrium (Monday morning)

# References

- Blackwell, David (1956) “An Analog of the Minimax Theorem for Vector Payoffs,” *Pacific Journal of Mathematics*, **6**.
- Blackwell, David (1990) “The Prediction of Sequences, ” mimeo.
- Cover, Thomas (1991) “Universal Portfolios,” *Mathematical Finance*.
- Foster (1991) “A worst Case Analysis of Prediction,” *Annals of Statistics*, **19**, 1084-1090.
- Vovk (1991) “Aggregating Strategies,” *Proceedings of the 3rd annual workshop on Computational Learning Theory*, 1991, 371 - 383.
- Foster and Vohra (1993) “A Randomization Rule for Selecting Forecasts,” *Operations Research*, 704-709.
- Foster and Vohra (1995) “Asymptotic Calibration.”