#### Papers

#### Generalised Entropies and Asymptotic Complexities of Languages Revised and Updated

Yuri Kalnishkan, Michael V. Vyugin, and Vladimir Vovk

Department of Computer Science and Computer Learning Research Centre Royal Holloway, University of London

2012

• conference version:

Y. Kalnishkan, V. Vovk and M. V. Vyugin. Generalised Entropy and Asymptotic Complexities of Languages. In Learning Theory, 20th Annual Conference on Learning Theory, *COLT 2007*, volume 4539 of Lecture Notes in Computer Science, pages 293-307, Springer 2007.

- limited to two games
- inaccuracies in the main result
- full version accepted for publication in *Information and Computation*

Entropies and Complexities, Slide 1/29	Department of Computer Science, RHUL	Entropies and Complexities, Slide 2/29	Department of Computer Science, RHUL
Talk Outline			
1. On-line Prediction		1. On-line Prediction	
2. Complexities		2. Complexities	
3. Preliminaries		3. Preliminaries	
4. Main Result		4. Main Result	
5. Proof Sketch		5. Proof Sketch	

#### Protocol

# Formalisation

- we try to predict elements of a sequence  $\omega_1, \omega_2, \omega_3, \ldots \in \Omega$
- we output predictions  $\gamma_1,\gamma_2,\gamma_3,\ldots\in\Gamma$
- protocol:

FOR t = 1, 2, ...(1)  $\mathfrak{A}$  chooses a prediction  $\gamma_t \in \Gamma$ 

(2)  $\mathfrak{A}$  observes the actual outcome  $\omega_t \in \Omega$ 

END FOR

• the quality of predictions is measured by a loss function  $\lambda(\omega, \gamma)$ 

— loss over T trials sums up to the cumulative loss

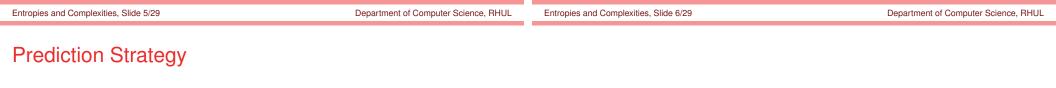
# $\text{Loss}_{\mathfrak{A}}(\omega_1, \omega_2, \dots, \omega_T) = \sum_{i=1}^T \lambda(\omega_i, \gamma_i)$

#### • a *game* $\mathfrak{G}$ is a triple $\langle \Omega, \Gamma, \lambda \rangle$

- $\Omega$  is the *outcome space*
- $\Gamma$  is the *prediction space*
- $-\lambda: \Omega \times \Gamma \rightarrow [0, +\infty]$  is the *loss function*
- in this talk

$$-\Omega = \{\omega^{(0)}, \omega^{(1)}, \dots, \omega^{(M-1)}\}$$
 is finite

- Γ is compact
- $\lambda$  is continuous



1. On-line Prediction

- $\mathfrak{A}:\Omega^*\to \Gamma$  maps finite sequences of previous outcomes to predictions
- we can consider various classes of strategies, e.g., computable and polynomial-time computable
  - but the ultimate goal is to study predictability

- 2. Complexities
- 3. Preliminaries
- 4. Main Result
- 5. Proof Sketch

#### Loss as Complexity

## Difficulties

• the loss of a strategy  $\mathfrak{A}$  on a sequence  $\mathbf{x} = (\omega_1, \omega_2, \dots, \omega_n)$  is

Loss<sub>A</sub>(
$$\boldsymbol{x}$$
) =  $\sum_{i=1}^{n} \lambda(\omega_i, \mathfrak{A}(\omega_1, \omega_2, \dots, \omega_{i-1}))$ 

- this can be thought of as complexity of  $\boldsymbol{x}$  w.r.t.  $\mathfrak{A}$
- can we define complexity irrespective of *A*?
   if we take 'optimal' *A*, we can consider its loss as 'intrinsic' complexity of *x*

- for every fixed sequence there is a strategy that knows it already
  - unless we take computability into account...
- every strategy is beaten by some other strategy on some sequences

 Entropies and Complexities, Slide 9/29
 Department of Computer Science, RHUL
 Entropies and Complexities, Slide 10/29
 Department of Computer Science, RHUL

 Predictive Complexity
 Asymptotic Complexity
 Second S

- a solution: *predictive complexity* [Vovk and Watkins, 1998]
   a class of semi-computable semi-strategies is
  - considered
  - it usually has an optimal element
  - we can define predictive complexity of a sequence up to a constant
- the theory of predictive complexity is very similar to Kolmogorov complexity
- existence for various classes of losses is partly an open problem

- let us consider complexity of *languages* (= sets of strings) instead of individual sequences
- let us consider loss per element
- let us consider limits
- we get something like

$$AC(L) = \inf_{\mathfrak{A}} \lim_{n \to +\infty} \max_{\boldsymbol{x} \in L \cap \Omega^n} \frac{Loss_{\mathfrak{A}}(\boldsymbol{x})}{n}$$

#### Questions

• SO

$$AC(L) = \inf_{\mathfrak{A}} \lim_{n \to +\infty} \max_{\boldsymbol{x} \in L \cap \Omega^n} \frac{\mathrm{Loss}_{\mathfrak{A}}(\boldsymbol{x})}{n}$$

- what if there are no xs of length n?
  - skip that *n*
- what if there are no *x*s of length *n* from some length on?
   no complexity for finite languages
- what if the limit does not exist?
  - let us consider upper and lower limits instead
- if the sequence is infinite, we can first take the limit lim<sub>n→+∞</sub> along the sequence and then sup<sub>x∈L</sub>
  - two more variations of complexity

### **Finite Sequences**

- let L ⊆ Ω\* (L is a set of finite sequences)
   let L be infinite
- *upper* (uniform) complexity:

$$\overline{\mathrm{AC}}(L) = \inf_{\mathfrak{A}} \limsup_{n \to +\infty} \max_{\boldsymbol{x} \in L \cap \Omega^n} \frac{\mathrm{Loss}_{\mathfrak{A}}(\boldsymbol{x})}{n}$$

• *lower* (uniform) complexity:

$$\underline{\mathrm{AC}}(L) = \inf_{\mathfrak{A}} \liminf_{n \to +\infty} \max_{\boldsymbol{x} \in L \cap \Omega^n} \frac{\mathrm{Loss}_{\mathfrak{A}}(\boldsymbol{x})}{n}$$

- in the former definition we assume max  $\varnothing=0$  and in the later max  $\varnothing=+\infty$ 

Entropies and Complexities, Slide 13/29 Department of Computer Science, RHUL Entropies and Complexities, Slide 14/29 Department of Computer Science, RHUL

## **Infinite Sequences**

- let  $L \subseteq \Omega^{\infty}$  (*L* is a set of infinite sequences)
- we can consider the set of all finite prefixes of all sequences from *L*; it has upper and lower complexities; let us call them *upper uniform* complexity AC(*L*) and *lower uniform* complexity AC(*L*)
- upper non-uniform complexity:

$$\overline{\overline{\mathrm{AC}}}(L) = \inf_{\mathfrak{A}} \sup_{\boldsymbol{x} \in L} \limsup_{n \to +\infty} \frac{\mathrm{Loss}_{\mathfrak{A}}(\boldsymbol{x}|_{n})}{n}$$

• *lower non-uniform* complexity:

$$\underline{\underline{\mathrm{AC}}}(L) = \inf_{\mathfrak{A}} \sup_{\boldsymbol{x} \in L} \liminf_{n \to +\infty} \frac{\mathrm{Loss}_{\mathfrak{A}}(\boldsymbol{x}|_n)}{n}$$

## Problem

- suppose we have games  $\mathfrak{G}_1, \mathfrak{G}_2, \dots, \mathfrak{G}_K$  with same set of possible outcomes  $\Omega$
- what are the relations among  $AC_1, AC_2, \dots, AC_K$ ?
- we shall describe the set  $\{(AC_1(L), AC_2(L), \dots, AC_K(L))\}$  on  $\mathbb{R}^K$ 
  - here *L* ranges over all non-trivial languages

#### Weak Mixability

- 1. On-line Prediction
- 2. Complexities
- 3. Preliminaries
- 4. Main Result
- 5. Proof Sketch

• a game is weakly mixable if for any two strategies  $\mathfrak{A}_1$  and  $\mathfrak{A}_2$  there is a strategy  $\mathfrak{A}$  such that

 $\mathrm{Loss}_{\mathfrak{A}}(\boldsymbol{x}) \leq \min\left(\mathrm{Loss}_{\mathfrak{A}_{1}}(\boldsymbol{x}),\mathrm{Loss}_{\mathfrak{A}_{2}}(\boldsymbol{x})\right) + o(|\boldsymbol{x}|)$ 

Entropies and Complexities, Slide 17/29 Department of Computer Science, RHUL Entropies and Complexities, Slide 18/29 Department of Computer Science, RHUL

#### Convexity

- let us take the set
  - $\begin{aligned} \boldsymbol{P} &= \{ (\lambda(\omega^{(0)}, \gamma), \lambda(\omega^{(1)}, \gamma), \dots, \lambda(\omega^{(M-1)}, \gamma)) \mid \gamma \in \Gamma \} \subseteq \mathbb{R}^{M} \\ &- \text{ images of points from } \Gamma \text{ in } \mathbb{R}^{M} \end{aligned}$
- a point  $(s_0, s_1, ..., s_{M-1}) \in \mathbb{R}^M$  is a *superprediction* if there is  $p = (p_0, p_1, ..., p_{M-1})$  such that

 $egin{aligned} p_0 &\leq s_0 \ p_1 &\leq s_1 \ & \dots \ p_{M-1} &\leq s_{M-1} \end{aligned}$ 

- superpredictions are located 'above and to the right' from points of P
- weak mixability is equivalent to convexity of S

#### Entropy

- let *p* be a probability distribution on  $\Omega$ 
  - $-p = (p_0, p_1, \dots, p_{M-1})$ , where  $\sum p_i = 1$
- generalised entropy

$$H(p) = \min_{\gamma \in \Gamma} \mathbf{E}_{\rho} \lambda(\omega, \gamma) = \min_{\gamma \in \Gamma} \sum_{i=0}^{M-1} p_i \lambda(\omega^{(i)}, \gamma)$$

— suppose we know that the next outcome is distributed according to P

— we will be looking for  $\gamma \in \mathsf{F}$  to minimise the expected loss

- the minimum of the expected loss is the entropy H(p)
- discussed in [Grünwald and Dawid, 2004]

## Entropy Hull

- suppose we have games 𝔅<sub>1</sub>, 𝔅<sub>2</sub>, ..., 𝔅<sub>K</sub> (with the same Ω)
   they specify entropies H<sub>1</sub>, H<sub>2</sub>, ..., H<sub>K</sub>
- consider the set  $\{(H_1(p), H_2(p), \dots, H_K(p)) \mid p \text{ is a distribution}\}$
- $\mathfrak{G}_1/\mathfrak{G}_2/\ldots/\mathfrak{G}_K$ -entropy hull is its convex hull
- this is nearly the solution to our problem...

#### Lattices

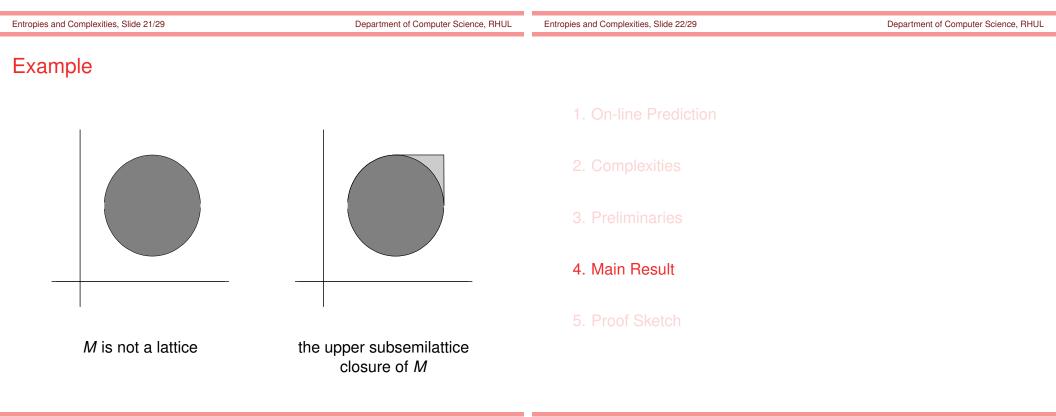
a set M ⊆ ℝ<sup>K</sup> is a *sublattice* of ℝ<sup>K</sup> if for every two points x, y ∈ M

 $\max(x, y) \in M$  $\min(x, y) \in M$ 

a set M ⊆ ℝ<sup>K</sup> is a *upper subsemisublattice* of ℝ<sup>K</sup> if for every two points x, y ∈ M

$$\max(x, y) \in M$$

- a sublattice closure is the smallest sublattice of  $\mathbb{R}^{K}$  containing M
  - upper subsemilattice closure is defined similarly

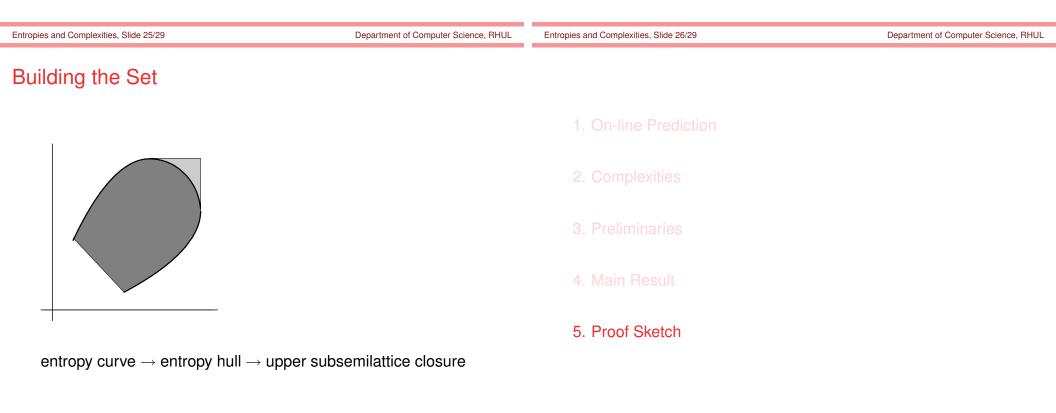


# Main Theorem (1)

# Main Theorem (2)

- let  $\mathfrak{G}_1,\mathfrak{G}_2,\ldots,\mathfrak{G}_{\mathcal{K}}$  be weakly mixable with the same set of possible outcomes
- then the set of all pairs  $(AC_1(L), AC_2(L), \dots, AC_K(L))$ , where
  - AC is one of the complexities  $\overline{\mathrm{AC}}$  or  $\overline{\overline{\mathrm{AC}}}$
  - *L* ranges over all non-empty sets of infinite sequences or all infinite sets of finite sequences accordingly
- coincides with the upper subsemilattice closure of the  $\mathfrak{G}_1/\mathfrak{G}_2/\ldots/\mathfrak{G}_K$ -entropy hull

- the set of all pairs (AC<sub>1</sub>(L), AC<sub>2</sub>(L), ..., AC<sub>K</sub>(L)), where
  AC is one of the complexities <u>AC</u> or <u>AC</u>
  - L ranges over all non-empty sets of infinite sequences or all infinite sets of finite sequences accordingly
- coincides with the sublattice closure of the  $\mathfrak{G}_1/\mathfrak{G}_2/\dots/\mathfrak{G}_K\text{-entropy hull}$



#### Recalibration

- let  $\mathfrak{A}_1, \mathfrak{A}_2, \dots, \mathfrak{A}_K$  be strategies for weakly mixable games  $\mathfrak{G}_1, \mathfrak{G}_2, \dots, \mathfrak{G}_K$
- then for every weakly mixable 𝔅 and ε > 0 there is a strategy 𝔅 and a function f(n) = o(n) as n → ∞ such that for every finite string x ∈ Ω\* there are
  - distributions  $p_1, p_2, \ldots, P_N$
  - distribution  $q = (q_1, q_2, \ldots, q_N)$  such that

$$\sum_{i=1}^{N} q_i H_k(p_i) \le \frac{\text{Loss}_{\mathfrak{A}_k}^{\mathfrak{G}_k}(\boldsymbol{x})}{|\boldsymbol{x}|} + \varepsilon$$
$$\text{Loss}_{\mathfrak{S}}^{\mathfrak{G}}(\boldsymbol{x}) \le |\boldsymbol{x}| \left(\sum_{i=1}^{N} q_i H(p_i) + \varepsilon\right) + f(|\boldsymbol{x}|)$$

Entropies and Complexities, Slide 29/29

Department of Computer Science, RHUL