

PDE continuum limits for prediction with expert advice

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Joint work with Nadejda Drenska (UMN) and Charlie Smart (Chicago)

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Foudation.

Outline

1 Two Player Games and PDEs

- Kohn-Serfaty Game
- Convex Hull Peeling

2 Prediction with Expert Advice

- Main result
- Interpretation of PDE
- Proof sketch

3 Future Work

4 References

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- Prediction from expert advice [Kohn & Drenska, 2020] [Drenska & Calder, 2020]
 - ▶ Generalization of the Kohn-Serfaty game

Kohn-Serfaty Game

The game is played in a **convex** domain $\Omega \subset \mathbb{R}^2$ starting at $x_0 \in \Omega$ and involves a small parameter $\varepsilon > 0$. The rules of the game are

- 1 Paul chooses a direction vector $v_k \in \mathbb{S}^1$.
- 2 Carol moves the token from x_k to $x_{k+1} = x_k \pm \sqrt{2}\varepsilon v_k$.


Paul wants to escape Ω and Carol wants to obstruct.

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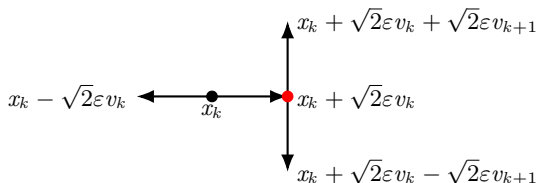
A diagram illustrating a point x_k with two arrows pointing to $x_k - \sqrt{2}\varepsilon v_k$ and $x_k + \sqrt{2}\varepsilon v_k$.

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Let us define

$$u_\varepsilon(x_0) = \varepsilon^2 (\text{Number of steps for Paul to escape } \Omega)$$

given that both players play optimally and the game starts at x_0 . The **value function** u satisfies the **dynamic programming principle**

$$u_\varepsilon(x) = \varepsilon^2 + \min_{|v|=1} \max_{b=\pm 1} u_\varepsilon(x + \sqrt{2}\varepsilon bv).$$

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We assume $u_\varepsilon \approx u$ where u is smooth and Taylor expand to obtain

$$u(x) \approx \varepsilon^2 + \min_{|v|=1} \max_{b=\pm 1} \left\{ u(x) + \sqrt{2}\varepsilon b \nabla u(x)^T v + \varepsilon^2 v^T \nabla^2 u(x) v \right\}.$$

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Paul should choose $v = \nabla^\perp u / |\nabla u|$, where $\nabla^\perp u = (-u_{x_2}, u_{x_1})$, yielding

$$0 \approx 1 + \frac{(\nabla^\perp u)^T}{|\nabla u|} \nabla^2 u \frac{\nabla^\perp u}{|\nabla u|}$$

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Kohn & Serfaty showed that $u_\varepsilon \rightarrow u$ as $\varepsilon \rightarrow 0$ where u is the viscosity solution of

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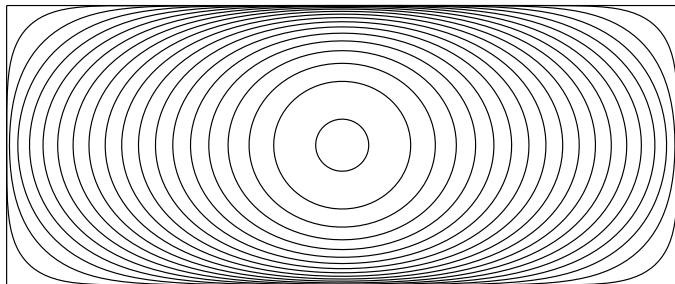
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- Paul's asymptotically optimal strategy is to choose v tangent to level sets of u .

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Playing the Kohn-Serfaty game on a point cloud

Players: Paul and Carol

State space: $\mathcal{X} := \{X_1, \dots, X_n\}$

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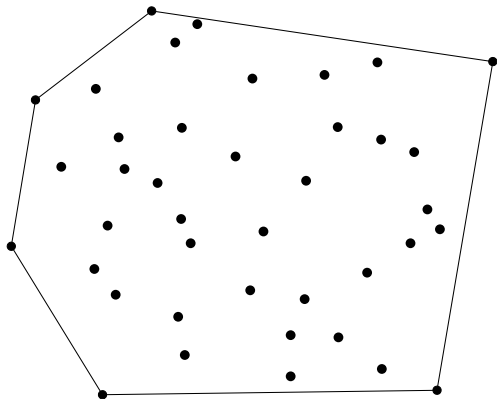
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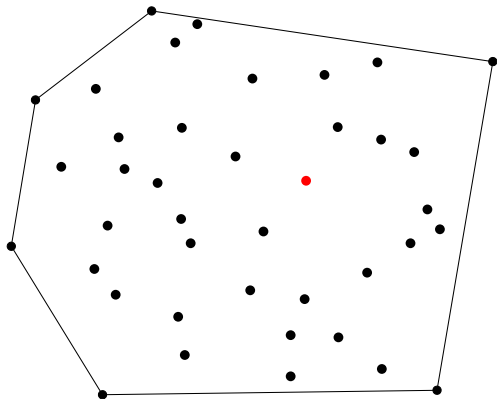
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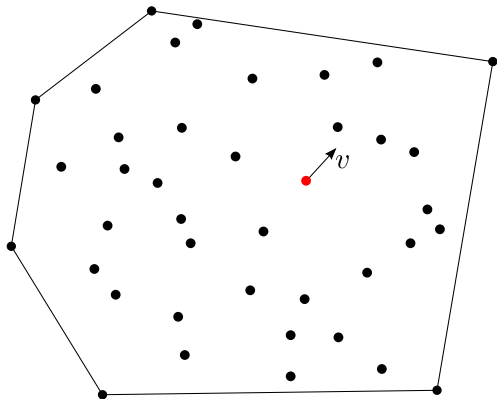
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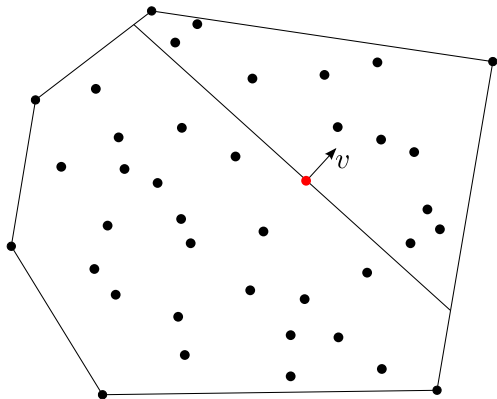
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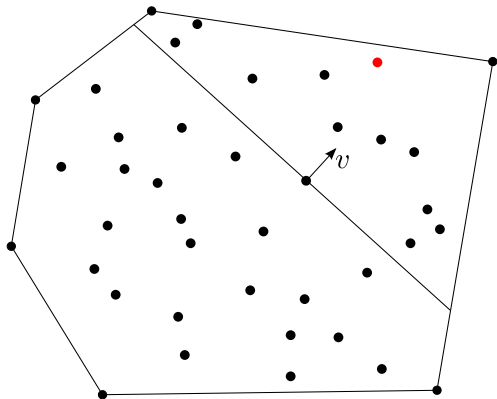
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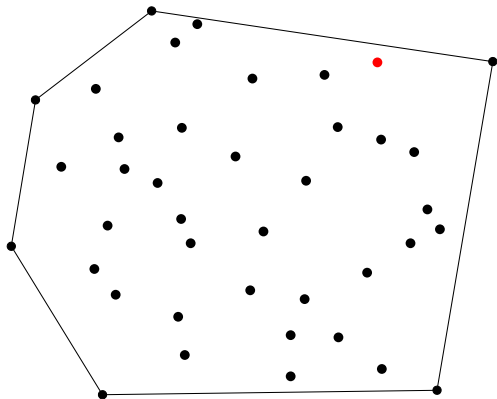
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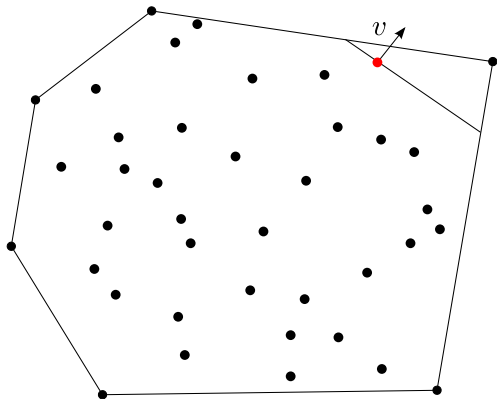
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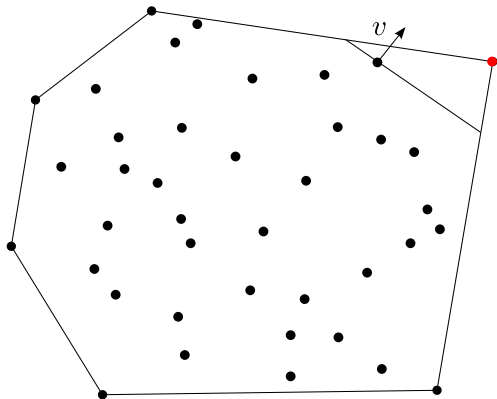
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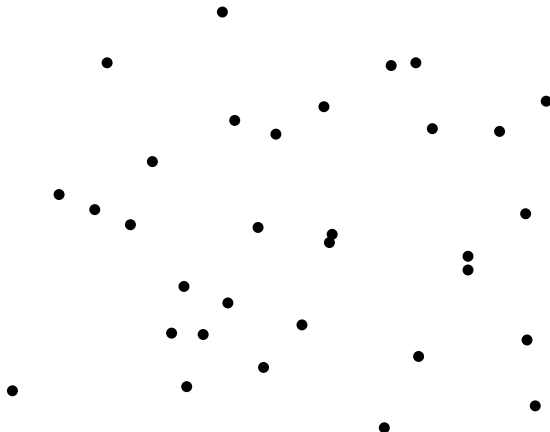
Convex hull peeling

- Introduced by Barnett 1976 as a notion of multivariate median.
- Used in robust statistics, machine learning, matching of point clouds, fingerprint identification, etc.



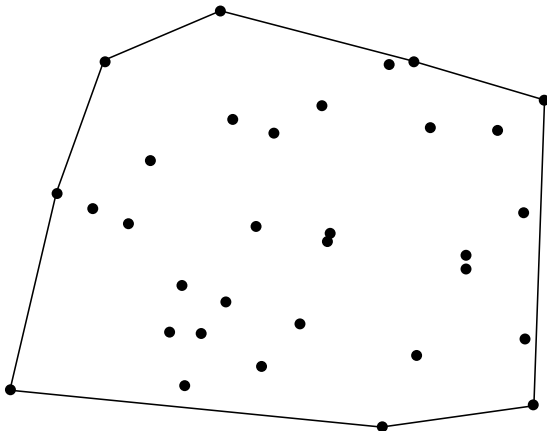
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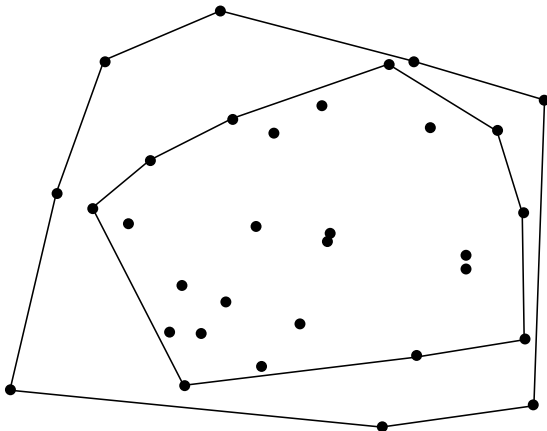
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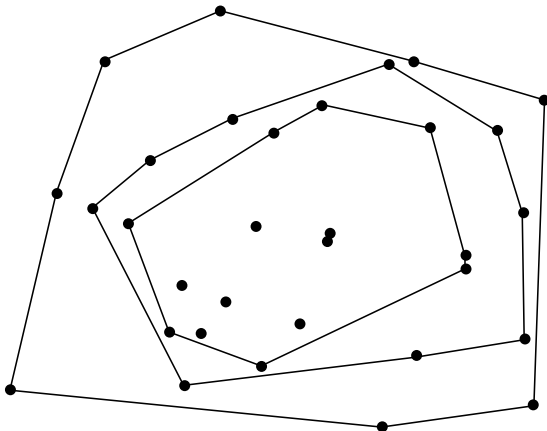
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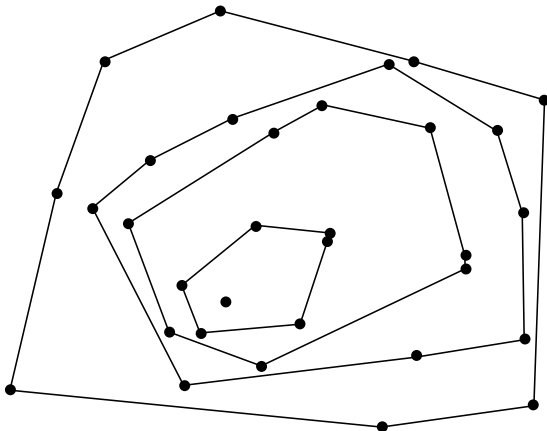
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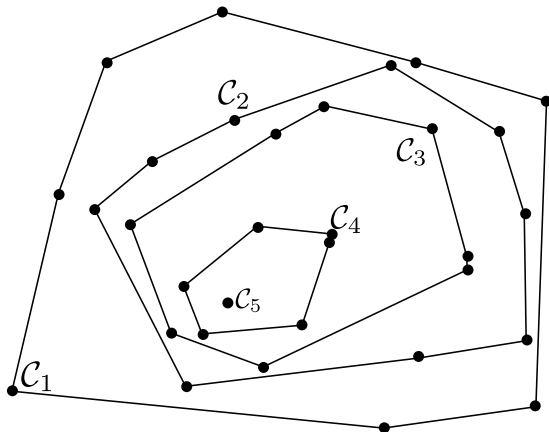
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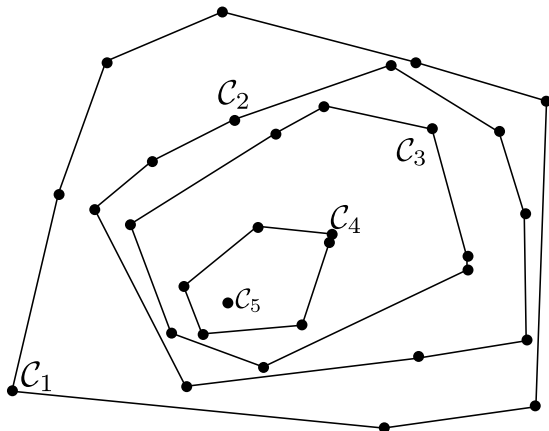
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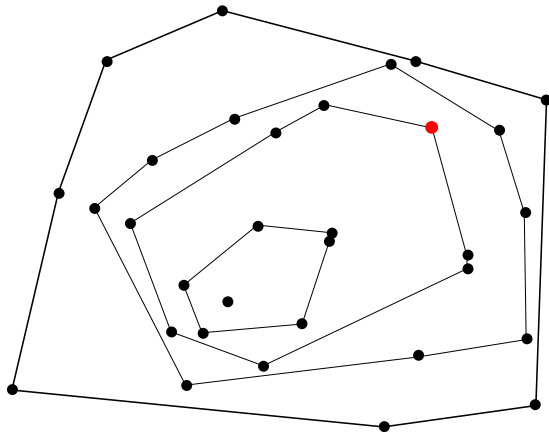


Convex hull peeling median := Centroid of final layer

Optimal strategies come from Convex Hull Peeling

Paul's optimal choice: Any halfspace supporting current convex layer

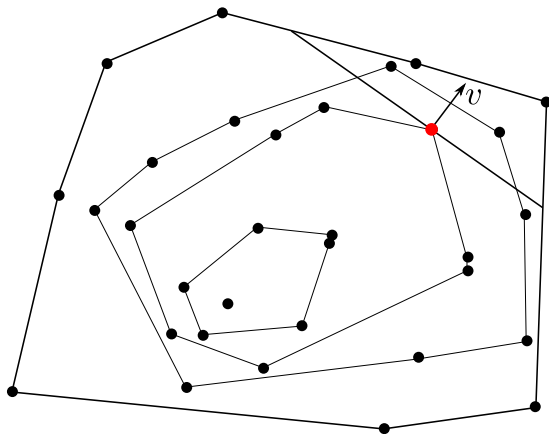
Carol's optimal choice: Any point on the previous convex layer



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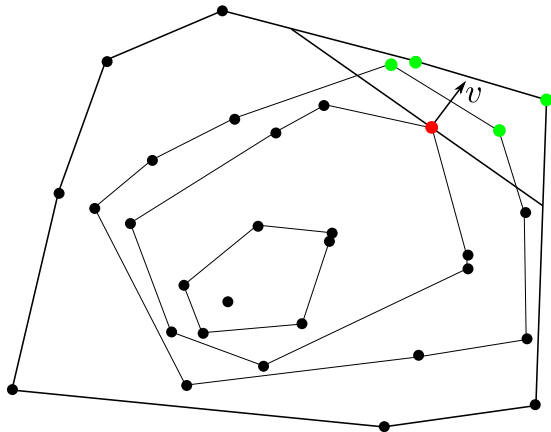
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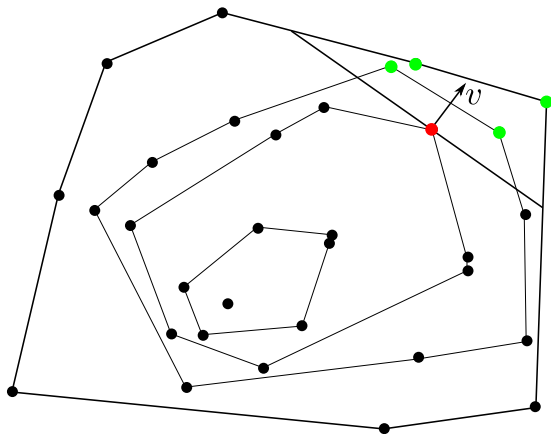
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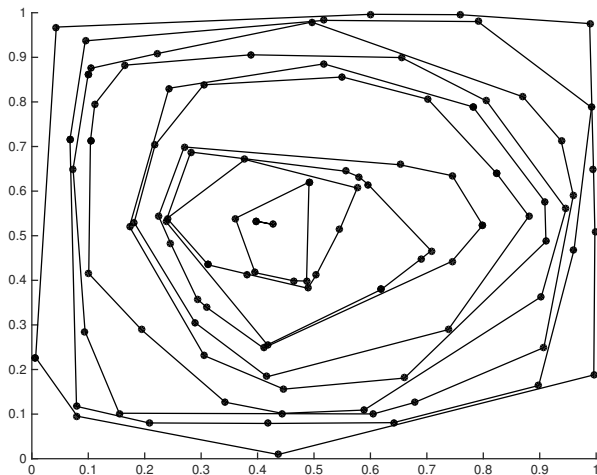
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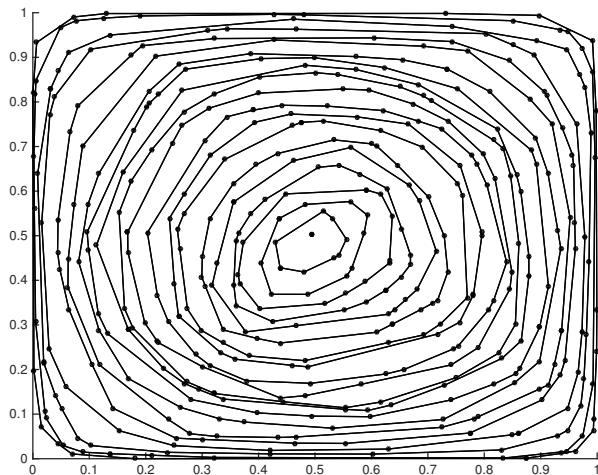
Value function = $U_n(x^0)$ = Convex depth function.

Convex hull peeling: Demo - Uniform distribution



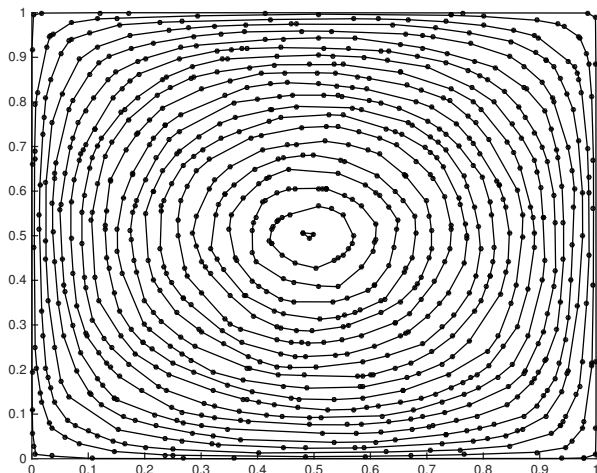
$n = 10^2$ points

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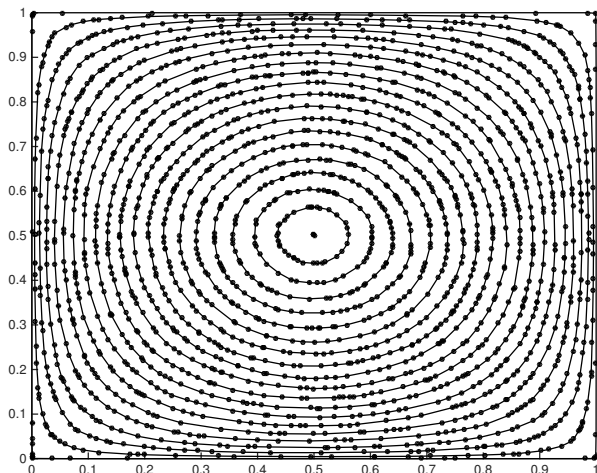
$n = 10^3$ points

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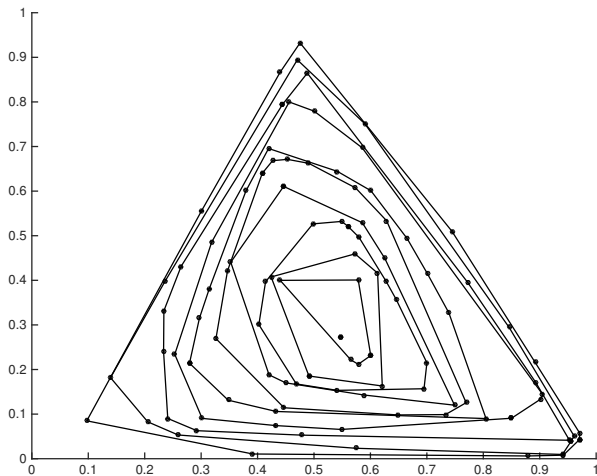
$n = 10^4$ points

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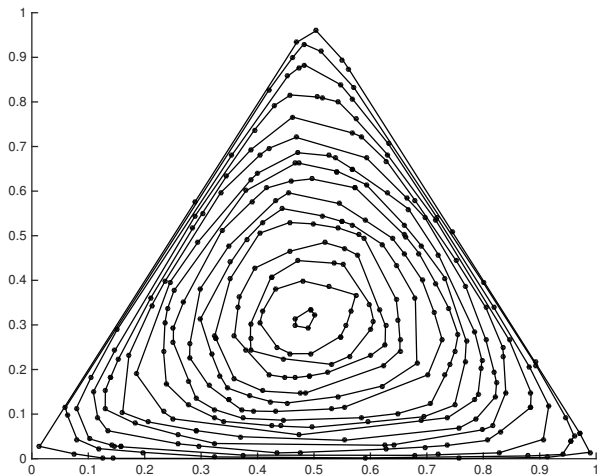
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Convex hull peeling: Demo - Triangle distribution



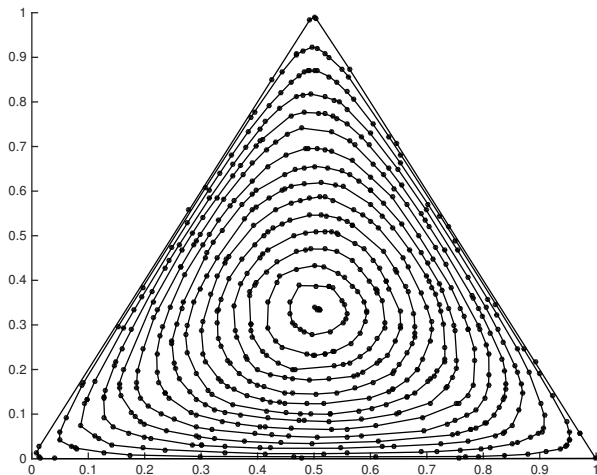
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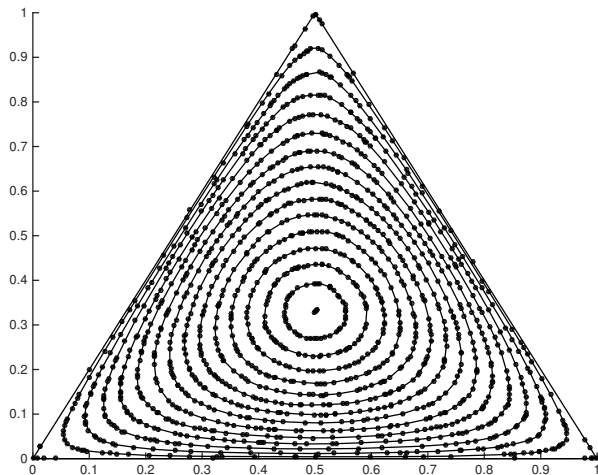
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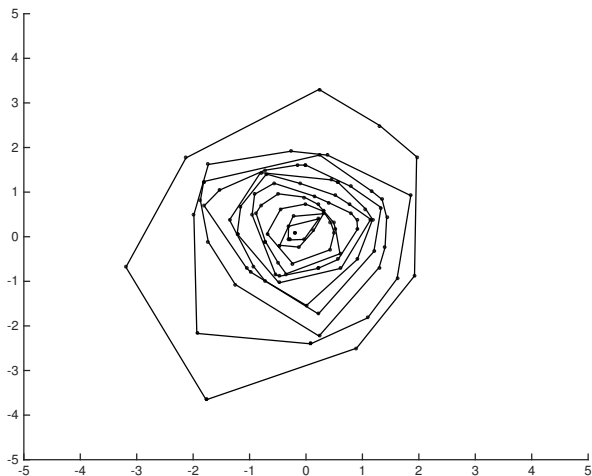
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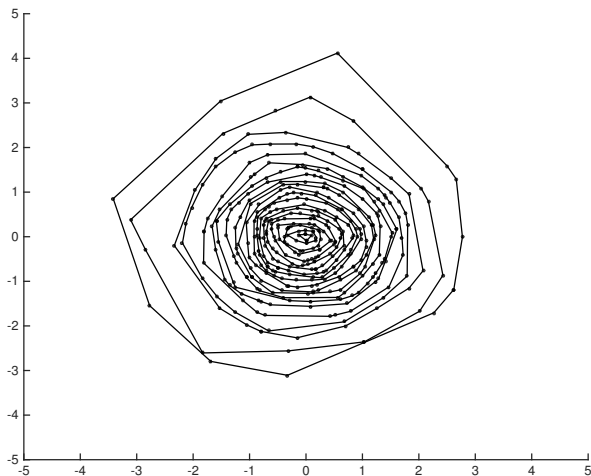
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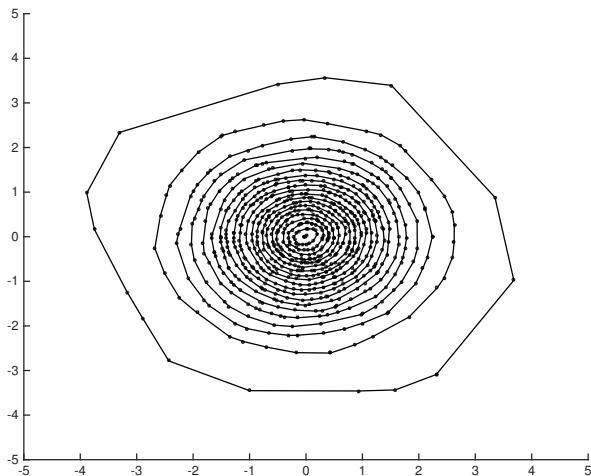
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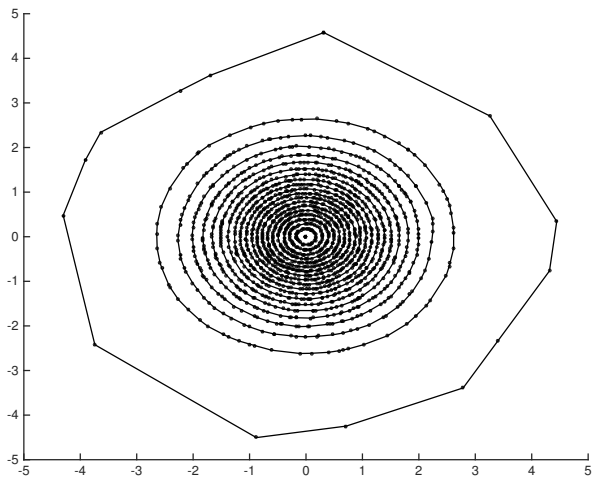
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$n = 10^4$ points

Convex hull peeling: Demo - Gaussian distribution

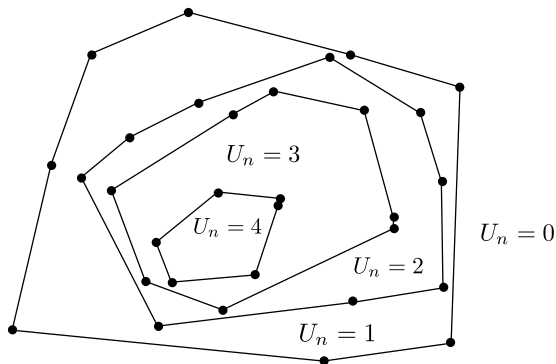


$n = 10^5$ points

A PDE continuum limit for convex hull peeling

Let X_1, \dots, X_n be i.i.d. with a continuous density ρ on a convex set $\Omega \subset \mathbb{R}^d$.

Let U_n be the function that 'counts' the associated convex layers.



Partial differential equation (PDE) continuum limit

Theorem (Calder & Smart, 2020)

There exists a universal constant α_d such that with probability one

$$n^{-\frac{2}{d+1}} U_n \longrightarrow \alpha_d u \quad \text{uniformly on } \Omega,$$

where $u \in C(\overline{\Omega})$ is the unique viscosity solution of

$$(2) \quad \begin{cases} \nabla u^T \operatorname{cof}(-\nabla^2 u) \nabla u = \rho^2 & \text{in } \Omega \\ u = 0 & \text{on } \partial\Omega. \end{cases}$$

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This is just motion by a power of Gauss curvature

$$\frac{dS}{dt} = \rho^{-2/(d+1)} \kappa_G^{1/(d+1)} \mathbf{n}.$$

Known as **affine invariant curvature motion** when $\rho \equiv 1$.

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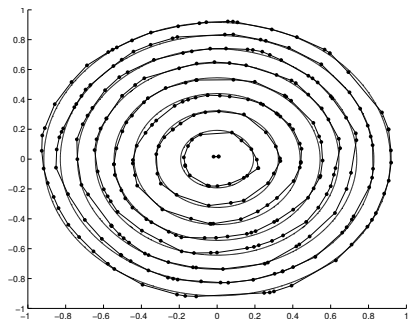
U_n satisfies a dynamic programming principle arising from the two player game

$$U_n(x) = \inf_{p \in \mathbb{R}^d \setminus \{0\}} \sup_{p^T(y-x) > 0} [\mathbb{1}_{\{X_1, \dots, X_n\}}(y) + U_n(y)].$$

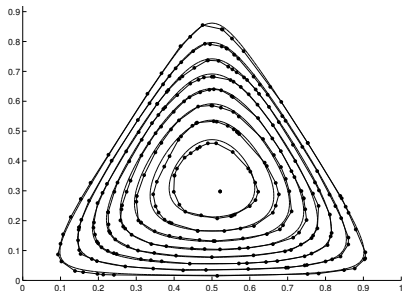
- Proof requires more than Taylor expansion and reading off the optimal strategies.
- Involves analyzing the scaling limit of the game after a large number of steps (locally), which has connections to stochastic growth models.

Calder, J., and Smart, C.K. **The limit shape of convex hull peeling.** Duke Mathematical Journal, 169.11 (2020): 2079-2124.

A PDE continuum limit for convex hull peeling



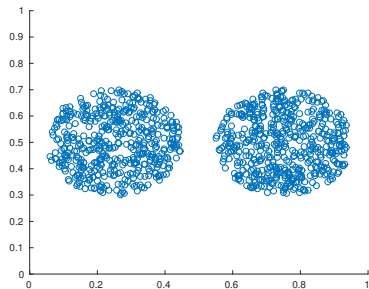
(a)



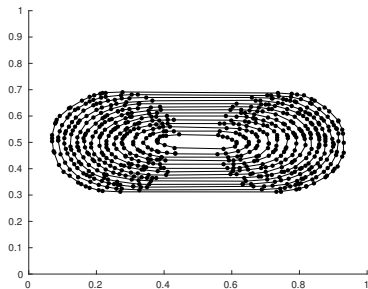
(b)

Figure: Convex layers vs continuum limit for $n = 5 \times 10^3$.

A nonconvex example



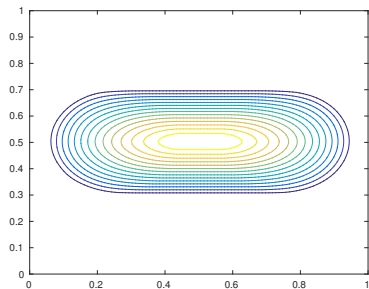
(a) Samples



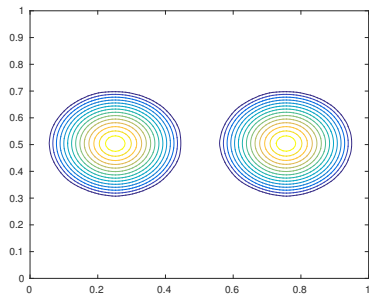
(b) Convex layers

Figure: Convex layers corresponding to disjoint clusters.

A nonconvex example



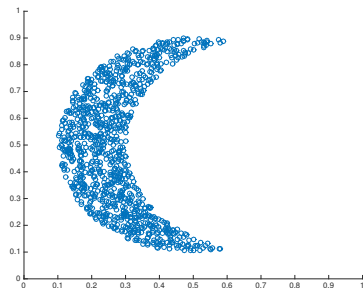
(a) One solution



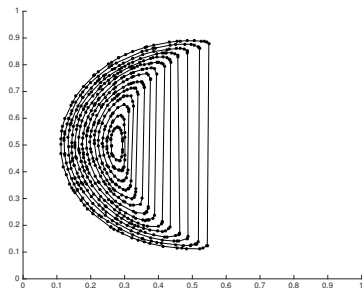
(b) Another solution

Figure: Two different solutions continuum PDE.

The halfmoon



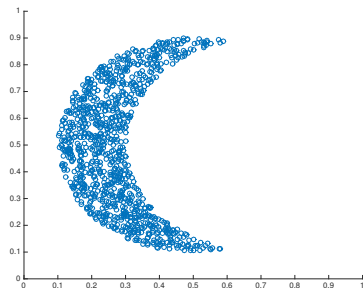
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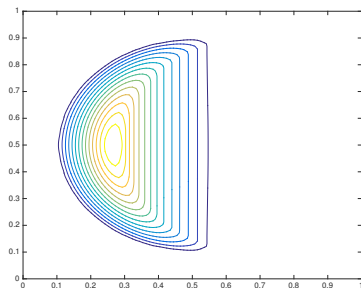
(b) Convex layers

Figure: Convex layers corresponding to the halfmoon distribution.

The halfmoon



(a) Samples



(b) PDE

Figure: Solution of PDE for the halfmoon example.

Outline

1 Two Player Games and PDEs

- Kohn-Serfaty Game
- Convex Hull Peeling

2 Prediction with Expert Advice

- Main result
- Interpretation of PDE
- Proof sketch

3 Future Work

4 References

Prediction with expert advice

- One of the oldest online machine learning problems [Cover, 1966].
- We are given a stream of data b_1, b_2, b_3, \dots .
- A pool of “experts” makes predictions about future values b_k .
- The player must use the expert advice to make their own prediction.
- The player’s performance is measured by regret

Regret to expert $i :=$ Expert i ’s performance – Player’s performance.



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Key feature: Worst case analysis.

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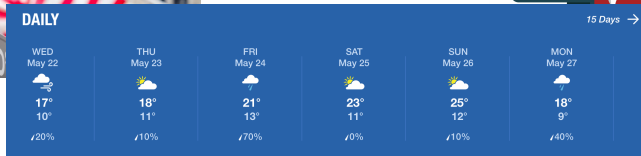
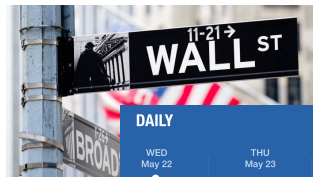
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Applications: Financial math, weather prediction, click prediction, . . .



Example: Weather prediction

Goal: Each morning predict whether it will rain or not.

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Possible Experts:

- 1 The Weather Network
- 2 AccuWeather
- 3 Weather Underground
- 4 Your own deep neural network
- 5 It will rain today if it rained yesterday
- 6 It always rains
- 7 It never rains
- 8 Toss a coin
- 9 Red sky in the morning

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2 constant experts:

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- $n = 2, 3$ experts [Gravin et al., 2016, Abbasi et al., 2017].
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- Connection to PDEs for $n \geq 2$ experts
 - ▶ [Zhu, 2014, Drenska, 2017, Drenska and Kohn, 2019b]

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- Daily stock price movements $b_1, b_2, b_3, \dots, b_k, \dots$ with $b_k \in \mathcal{B} := \{-1, 1\}$.

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$$m^i := (b_{i-d}, b_{i-d+1}, \dots, b_{i-1}) \in \mathcal{B}^d.$$

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 - 3 Investor accumulates regret $q_j(m^i)b_i - f_i b_i$ with respect to expert j .

Problem setup: History dependent experts

- After N steps of the game, the accumulated regret is

$$R_N := \sum_{i=1}^N b_i (q(m^i) - f_i \mathbf{1}), \quad \mathbf{1} = (1, \dots, 1).$$

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 - ▶ Market's goal is to **maximize** $g(R_N)$.
 - ▶ Investor's goal is to **minimize** $g(R_N)$.
- Common choice for payoff is

$$g(x) = \max\{x_1, x_2, \dots, x_n\},$$

where $x_i =$ regret with respect to expert i .

Drenska, N., and Kohn R.V. **A PDE approach to the prediction of a binary sequence with advice from two history-dependent experts.** arXiv preprint:2007.12732 (2020).

Problem setup: History dependent experts

- **Notation:** For $m = (m_1, \dots, m_d) \in \mathcal{B}^d$ and $b \in \mathcal{B}$ we denote

$$m|b := (m_2, m_3, \dots, m_d, b) \in \mathcal{B}^d.$$

The history transition is $m^{i+1} = m^i|b_i$.

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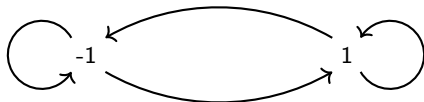
Definition (Value function)

Let $g : \mathbb{R}^n \rightarrow \mathbb{R}$. Given $N \in \mathbb{N}$, $m \in \mathcal{B}^d$, and $1 \leq \ell \leq N$, the **value function** $V_N(x, \ell; m)$ is defined by $V_N(x, \ell; m) = g(x)$ for $\ell = N$, and

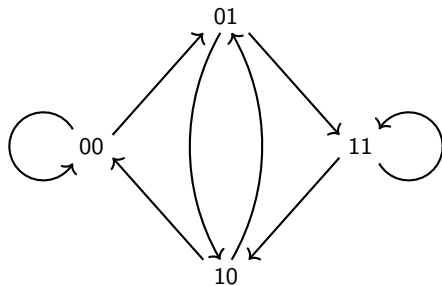
$$(4) \quad V_N(x, \ell; m) = \min_{|f_\ell| \leq 1} \max_{b_\ell = \pm 1} \cdots \min_{|f_{N-1}| \leq 1} \max_{b_{N-1} = \pm 1} g \left(x + \sum_{i=\ell}^{N-1} b_i (q(m^i) - f_i \mathbf{1}) \right)$$

for $1 \leq \ell \leq N - 1$, where $m^\ell = m$ and $m^{i+1} = m^i|b_i$ for $i = \ell, \dots, N - 1$.

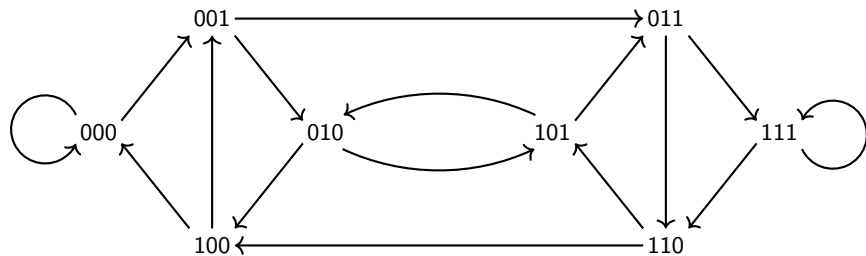
De Bruijn graph $d = 1$



De Bruijn graph $d = 2$



De Bruijn graph $d = 3$



Assumptions

- For $T > 0, N \in \mathbb{N}$, define $\varepsilon > 0$ by $T = \varepsilon^2 N$ and set

$$u_N(x, t; m) := \frac{1}{\sqrt{N}} V_N(\sqrt{N}x, \lceil Nt \rceil; m),$$

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$$(5) \quad \nabla g(x)^T \mathbf{1} \geq \theta \quad \text{for all } x \in \mathbb{R}^n,$$

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- We also assume the expert strategies $q = (q_1, \dots, q_n)$ satisfy

$$(7) \quad q : \mathcal{B}^d \rightarrow [-\mu, \mu]^n \quad \text{for some } \mu \in (0, 1).$$

Our main result

Let u be the viscosity solution of

$$(8) \quad \begin{cases} u_t + \frac{1}{2^{d+1}} \sum_{m \in \mathcal{B}^d} \eta(m)^T \nabla^2 u \eta(m) = 0, & \text{in } \mathbb{R}^n \times (0, 1) \\ u = g, & \text{on } \mathbb{R}^n \times \{t = 1\}, \end{cases}$$

where

$$(9) \quad \eta(m) = q(m) - \frac{\nabla u^T q(m)}{\nabla u^T \mathbf{1}} \mathbf{1}.$$

Theorem (Drenska & Calder, 2020)

There exists $C_1, C_2 > 0$, depending on u , n and θ , such that

$$(10) \quad |u_N(x, t; m) - u(x, t)| \leq C_1 d(1 - t + \varepsilon)\varepsilon$$

holds for all $N \geq C_2 d^2 / \mu^2$, $(x, t) \in \mathbb{R}^n \times [0, 1]$ and $m \in \mathcal{B}^d$, where $\varepsilon = N^{-1/2}$.

Optimal strategies

An $O(\varepsilon)$ asymptotically optimal investor strategy is

$$f^* = \frac{\nabla u^T q}{\nabla u^T \mathbf{1}} + \frac{\varepsilon}{2} \left(\frac{\mathcal{H}(m_+) - \mathcal{H}(m_-)}{\nabla u^T \mathbf{1}} \right),$$

where \mathcal{H} satisfies the graph Poisson equation

$$\Delta_{\mathcal{B}^d} \mathcal{H} = h - \frac{1}{2^d} \sum_{m \in \mathcal{B}^d} h(m)$$

where

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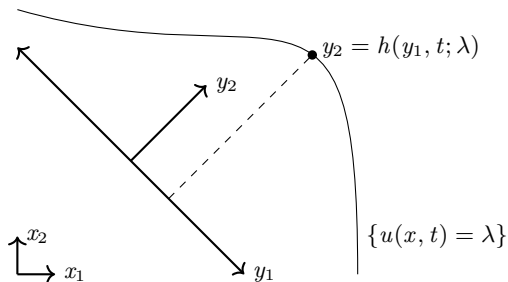
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An asymptotically optimal market strategy is

$$b^* = \text{sign}(f^* - f),$$

Underlying linear heat equation

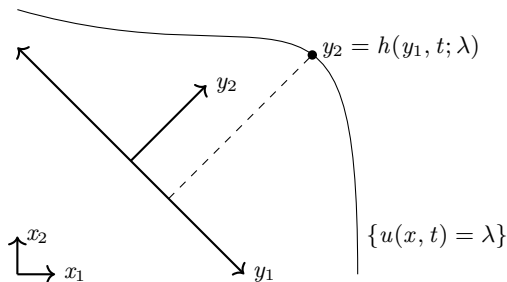


Change coordinates so $y_n = x_1 + \cdots + x_n$, $y_i = x_i - x_n$ and define h by

$$v(y_1, \dots, y_{n-1}, h(y_1, \dots, y_{n-1}, t; \lambda), t) = \lambda,$$

where $v(y, t) = u(x, t)$.

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where $v(y, t) = u(x, t)$. We find h satisfies a **linear heat equation**

$$(11) \quad h_t + \frac{1}{2^{d+1}} \sum_{m \in \{-1, 1\}^d} r(m)^T \nabla^2 h r(m) = 0,$$

where $r_i(m) := q_i(m) - q_n(m)$. The condition $g \in C^4$ ensures u is smooth.

Dynamic programming principle (DPP)

Recall the value function

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For $\ell \leq N - 1$ and $m \in \{-1, 1\}^d$

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Note: The DPP is a coupled set of 2^d equations.

Dynamic programming principle

Let us assume that

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Investor (player) may wish to choose f to cancel out ε^{-1} term:

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k -step Dynamic Programming Principle

Proposition (Dynamic Programming Principle)

For any $N \geq 1$, $x \in \mathbb{R}^n$, $m \in \mathcal{B}^d$, $k \geq 1$ and $\ell \leq N - k$ it holds that

$$V_N(x, \ell; m) = \min_{|f_1| \leq 1} \max_{b_1 = \pm 1} \cdots \min_{|f_k| \leq 1} \max_{b_k = \pm 1} V_N \left(x + \sum_{i=1}^k b_i (q(m^i) - \mathbb{1}f_i), \ell + k; m^{k+1} \right),$$

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The equivalent DPP for u_N is

$$u_N(x, t; m) = \min_{|f_1| \leq 1} \max_{b_1 = \pm 1} \cdots \min_{|f_k| \leq 1} \max_{b_k = \pm 1} u_N \left(x + \varepsilon \sum_{i=1}^k b_i (q(m^i) - \mathbb{1}f_i), t + \varepsilon^2 k; m^{k+1} \right).$$

The local problem

Assume $u_N(x, t; m) \approx u(x, t)$ for smooth u .

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Definition (Local Problem)

The **local problem** is defined by

$$\mathcal{L}(\varepsilon, k, X, p, m) := \min_{|f_1| \leq 1} \max_{b_1 = \pm 1} \cdots \min_{|f_k| \leq 1} \max_{b_k = \pm 1} \left\{ \varepsilon^{-1} p^T \Delta x + \frac{1}{2} \Delta x^T X \Delta x \right\}$$

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The local problem

Theorem (Local problem)

Let $X \in \mathbb{S}(n)$, $p \in (0, \infty)^n$, $m \in \mathcal{B}^d$, $k \geq d + 1$, $\varepsilon > 0$, and set $\gamma_p = \min_{1 \leq i \leq n} p_i$. Then there exists $C, c > 0$, depending only on n , such that whenever $\|X\| k \varepsilon \leq c \vartheta_q \gamma_p$ we have

$$(13) \quad \left| \frac{1}{k} \mathcal{L}_{k,\varepsilon}(X, p, m) - \frac{1}{2^{d+1}} \sum_{m \in \mathcal{B}^d} \eta(m)^T X \eta(m) \right| \leq C \|X\| \left(\frac{d}{k} + \|X\| \gamma_p^{-1} k \varepsilon \right).$$

Drenska, N., and Calder J. **Online Prediction With History-Dependent Experts: The General Case**. To appear in Communications on Pure and Applied Mathematics (CPAM), (2021).

Back to the dynamic programming principle

With $\varepsilon = N^{-1/2}$, the dynamic programming principle (DPP) becomes

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Investor (player) can choose a strategy of the form

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Question: How to choose $f^\#(m)$ so the equation averages out to

$$u_t + (h)_{\mathcal{B}^d} = 0 \quad \text{where} \quad (h)_{\mathcal{B}^d} := \frac{1}{2^d} \sum_{m \in \mathcal{B}^d} h(m)$$

over many steps?

Optimal investor strategy

Why not choose $f^\#(m)$ so that

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This would violate the rules, since $f^\# = \frac{2}{b(m)}(h(m) - (h))$ depends on b .

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It turns out a small correction on this choice is possible. We choose $f^\#(m)$ to satisfy

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$$\Delta_{\mathcal{B}^d} \mathcal{H}(m) = \mathcal{H}(m) - \frac{1}{2} \mathcal{H}(m_+) - \frac{1}{2} \mathcal{H}(m_-),$$

where $m_\pm = m|\pm 1$, we can write

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Poisson equation

The equation

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It is possible to extend these ideas slightly to other directed graphs.

Calder, J., and Drenska, N. **Asymptotically optimal strategies for online prediction with history-dependent experts.** Journal of Fourier Analysis and Applications 27.2 (2021): 1-20.

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1 Two Player Games and PDEs

- Kohn-Serfaty Game
- Convex Hull Peeling

2 Prediction with Expert Advice

- Main result
- Interpretation of PDE
- Proof sketch

3 Future Work

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References:

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