

today: learning without full information

recall: used to compute

$$\sum_{s=1}^{t-1} u^2(s) \quad \text{all strategies } s$$

full information.

propensity scoring,

$s^t$  chosen strategy

$$\bar{u}^t(s) = \begin{cases} u^t(s^t) / \text{prob}(s^t) & \text{chosen} \\ 0 & \text{if } s \neq s^t \end{cases}$$

Good news

$$\begin{aligned} E(\bar{u}^t(s)) &= \Pr(s^t \text{ chosen}) \cdot \bar{u}(s^t) + 0 \\ &= u(s^t) \end{aligned}$$

trouble:  $\bar{u}(s)$  can be big!

if  $\bar{u}(s) \in [0, m]$  range

$\Rightarrow$  regret  $m\sqrt{T \ln k}$

$k = \# \text{ strategies}$

new version:

prob  $\delta$  choose strategy at random

$$\Rightarrow \text{Prob}(s \text{ chosen}) \geq \frac{\delta}{K}$$

$$\text{if } u(s) \in [0, 1] \Rightarrow \bar{u}(s) \in [0, \frac{K}{\delta}]$$

New alg: ~~use~~ Hedge  $(1-\delta)$  each step

Prob  $\delta$ : choose at random

$$E_{\delta, H} \left( \sum_{z=1}^t \bar{u}^z(s^z) \right) \geq (1-\delta) E_H \left( \sum_{z=1}^t \bar{u}^z(\tilde{s}^z) \right)$$

as chosen by Hedge

$$\geq (1-\delta) E \left( \sum_{z=1}^t \bar{u}^z(s) \right) + (1-\delta) \frac{K}{\delta} O(\sqrt{T \ln K})$$

all  $s \in S$

what we really want

$$E_{\text{alg}} \left[ \sum_{z=1}^T u^z(s^z) \right] = E \left( \sum_{z=1}^t \bar{u}^z(s^z) \right) \rightarrow \dots \rightarrow$$

$$(1-\delta) E \left( \sum_{z=1}^t \bar{u}^z(s) \right) + \text{regret} =$$

$$(1-\delta) E \left( \sum_{z=1}^t \bar{u}(s) \right) + \text{regret}$$

Follow perturbed leader:

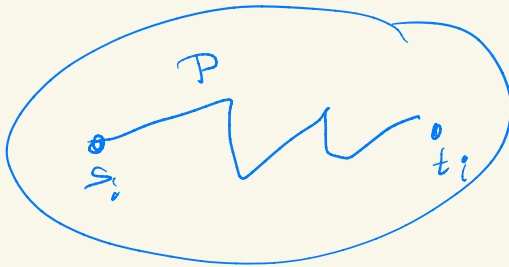
Why is this better?

Hedge: needs  $p_s \geq 0$  prob all  $s \in S$

Follow Perturbed leader (FPL)  $\exists_s$  all  $s \in S$

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FPL for choosing path



idea, choose  $\exists_e$  all  $e \in E$

$$P^{t-1} = \underset{\substack{P \\ s \rightarrow \text{path}}}{\operatorname{argmin}} \sum_{e \in P} \left( \sum_{\tau=1}^{t-1} C^\tau(e) + \exists_e \right)$$

Claim,  $\Pr(P^{t-1} = P^*) \geq (1-\epsilon)^u$

$u \geq \text{length of path}$