

Today

Boosting and Experts.

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Routing and Experts.

Learning.

Learning just a bit.

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Example: set of labelled points, find hyperplane that separates.

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A 2D scatter plot with 10 points. The points are arranged in a roughly circular pattern. The labels are as follows:

Row	Column 1	Column 2	Column 3	Column 4
1		-		+
2		-		+
3	+		+	
4			-	-
5	-	+		-

Looks hard.

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- +
- + +
+ - -
- + -

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Get 1/2 on correct side?

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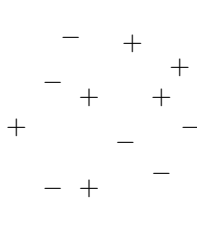
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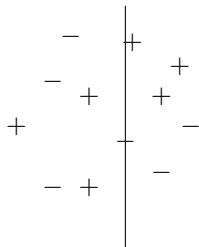
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Arbitrary line.

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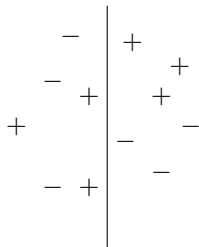
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Arbitrary line. And Scan.

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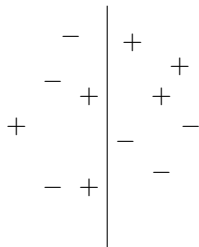
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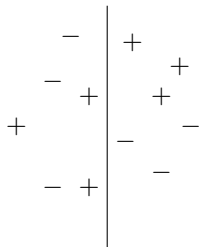
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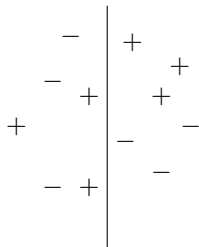
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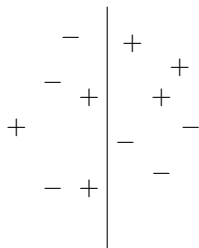
Useless. A bit more than 1/2

Weak Learner: Classify $\geq \frac{1}{2} + \epsilon$ points correctly.

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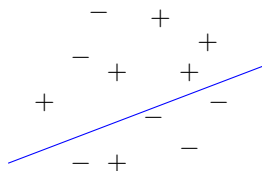
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Input: n labelled points.

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That's a really strong learner!

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Can one use weak learning to produce strong learner?

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Same thing?

Can one use weak learning to produce strong learner?

Boosting: use a weak learner to produce strong learner.

Poll.

Given a weak learning method (produce ok hypotheses.)

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(A) Yes

(B) No

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If yes.

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Multiplicative Weights!

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Multiplicative Weights!

The endpoint to a line of research.

Experts Picture

Boosting/MW Framework

Experts are points.

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Strong learner algorithm will come from adversary.

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Really? Proof?

Some intuition

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This subset will be classified correctly with probability $1/2 + \epsilon$.

Adaboost proof.

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majority of $h_t(x)$ are wrong for $x \in S_{bad}$.

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Set $\varepsilon = \gamma$, take logs.

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$$\ln\left(\frac{|S_{bad}|}{n}\right) + \frac{T}{2}\ln(1 - \gamma) \leq -\gamma T\left(\frac{1}{2} + \gamma\right)$$

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Better weak learner?

Hyperplane that separates weighted average of +/- points?

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Change loss a bit, and get better results.

Toll/Congestion

Given: $G = (V, E)$.

Given $(s_1, t_1) \dots (s_k, t_k)$.

Row: choose routing of all paths.

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Runtime only dependent on m and T (number of days.)

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Proof:

Congestion minimization and Experts.

Will use gain and $[0, \rho]$ version of experts:

$$G \geq (1 - \varepsilon)G^* - \frac{\rho \log n}{\varepsilon}.$$

Let $T = \frac{k \log n}{\varepsilon^2}$

1. Row player runs multiplicative weights:

$$w_i = w_i(1 + \varepsilon)^{g_i/k}.$$

2. Route all paths along shortest paths.

3. Output the average of all routings: $\frac{1}{T} \sum_t f(t)$.

Claim: The congestion, c_{max} is at most $(1 + \varepsilon)C^* + \varepsilon/(1 - \varepsilon)$.

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since each day cost is toll solution which is at most C^*

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For $T = \frac{k \log n}{\varepsilon^2}$

$$\rightarrow C^* \frac{1}{1 - \varepsilon} + \varepsilon \geq c_{max} \text{ plus } \frac{1}{1 - \varepsilon} \leq 1 + \varepsilon$$

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Homework: $O(km \log n)$ algorithm.

Fractional versus Integer.

Did we solve path routing?

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Homework 2. Problem 1.

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Homework 2. Problem 1.

Decent solution to path routing problem?

Randomized Rounding

For each s_i, t_i , choose path p_i with probability $f(p_i)$.

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Concentration results?

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Concentration results? later.

See you on Thursday.