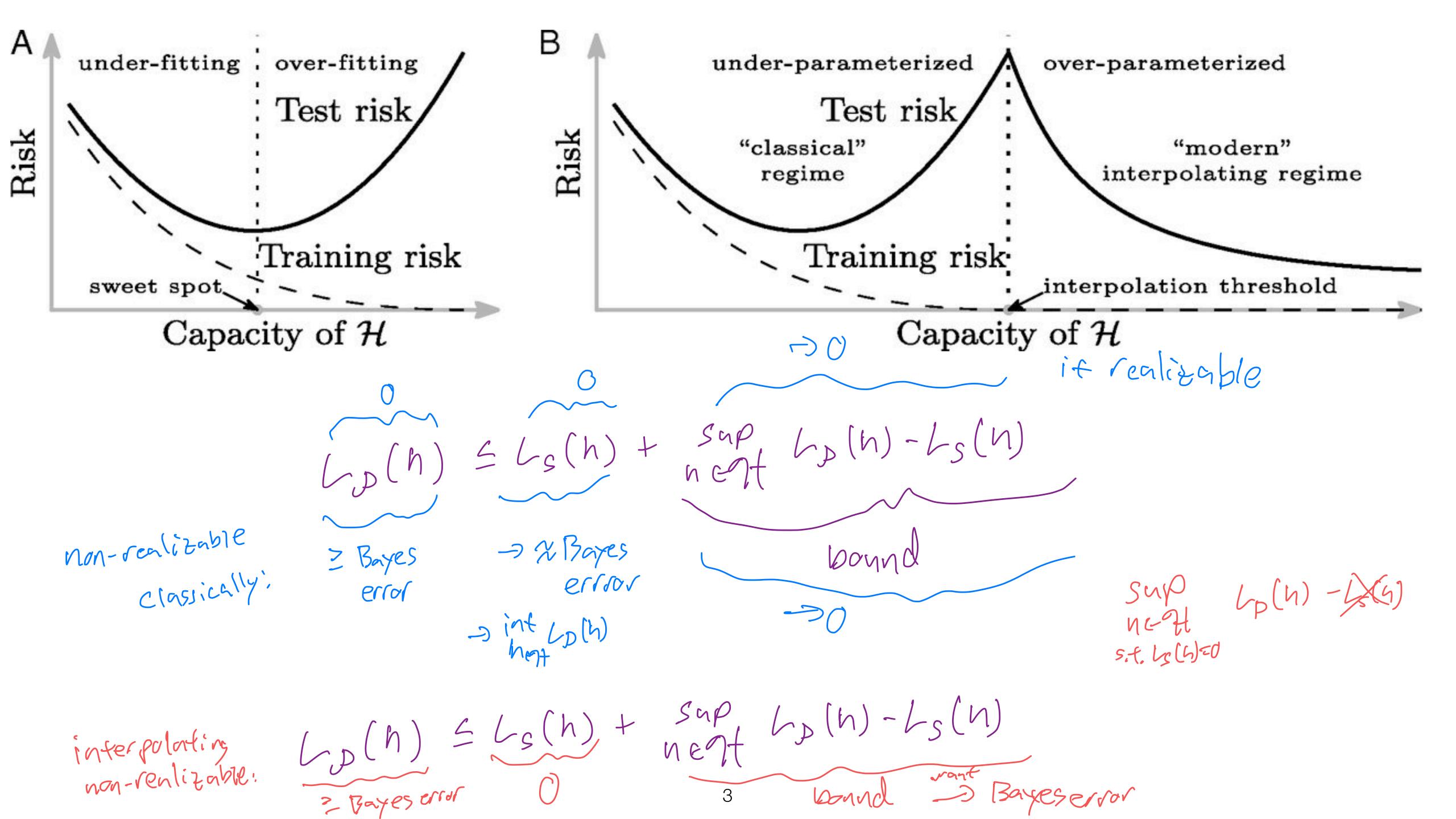
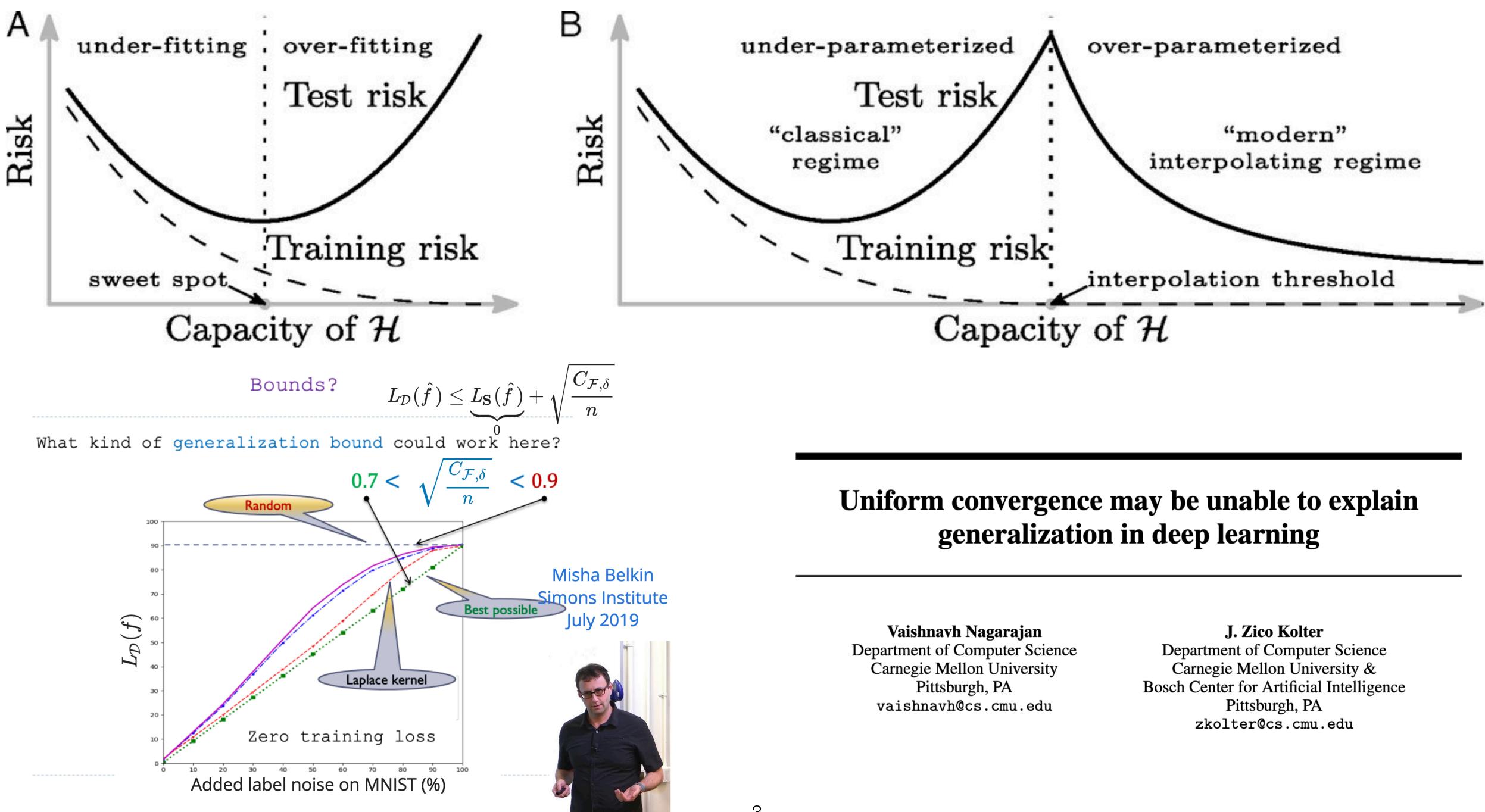
Grab bag: Failures of uniform convergence PAC-Bayes Online learning CPSC 532D: Modern Statistical Learning Theory 7 Dec 2022 cs.ubc.ca/~dsuth/532D/22w1/

Admin

- Topics that *won't* be on the final:
 - "Kernels IV", the stuff about operators / etc
 - The last couple lectures:
 - Implicit regularization
 - Neural tangent kernels
 - Universality
 - Rademacher complexity of deep nets
 - Details of any proof
- Stuff that could:
 - Working with basic definitions, etc
 - decent example

The homework question about monotonicity of VC/Rademacher is a





 $\lim_{n \to \infty} E S \propto P \left| L_{\mathcal{S}}(h) - L_{\mathcal{S}}(h) \right|^{2} \ge 3\sigma^{2}$ LD(A(S)) > O' Bayes error [and Ls(h)=0] s s s $y = X w^{\pm} + \frac{\varepsilon}{7}$ $X \sim N(0, \mathcal{E}) \in \mathbb{R}^d$ d = w(n)E~N(0,02) $A(s) = X^{\dagger} Y$ $L_{S}(A(S)) = 0$ $L_{S}(\mathcal{A}(\tilde{S}))$ If Z satisfies some conditions, Bartlett, Long, Lugasi, Tsigler (2020) $= \frac{1}{n} \frac{\mathcal{E}}{\mathcal{E}} \left(\frac{w \mathbf{T} \cdot \mathbf{x}_{i} - \mathcal{E}_{i}}{(w \mathbf{T} \cdot \mathbf{x}_{i} - \mathcal{E}_{i})} \right)^{2}$ $L_{\mathcal{D}}(\mathcal{A}(S)) \rightarrow \sigma^{2}$ "Benisn overfitting in ... " LD(A(S))-202 choose e.g. $\mathcal{H} = \{x \mapsto w^* x : \|w\| \leq \mathbb{F}_n^2 \}$ $= \frac{1}{2} \frac{2}{2} \left(2 \frac{2}{2} \frac{1}{2}\right)^2$ smallest possible \mathcal{H} : $\mathcal{H}_n = \left[\mathcal{A}(s) : S \in S_n \right], \frac{\Pr(S \in S_n) \geq 1-S}{S \sim D^n}$ = 4. 12 Er 7402 muss be at least ane pair with SES, SES, Shas X, Y Swith X, $2Xw^{2}-y = 2Xw^{2}-(Xw^{2}+\varepsilon e) = Xw^{2}-\varepsilon e$



(pause)

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- PAC-Bayes: analyzes any prior-posterior pair (potentially even totally unrelated)



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$$L_{\mathcal{D}}(\rho) - L_{S}(\rho) \leq$$

where
$$\operatorname{KL}(\rho \| \pi) = \mathbb{E}_{h \sim \rho} \log \frac{\rho}{\pi}$$

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 $$\begin{split} L_{\mathscr{D}}(\rho) - L_{\mathcal{S}}(\rho) &\leq \sqrt{\frac{\mathrm{KL}(\rho \| \pi) + \log \frac{n}{\delta}}{2(n-1)}} \\ \text{where } \mathrm{KL}(\rho \| \pi) &= \mathbb{E}_{h \sim \rho} \log \frac{\rho(h)}{\pi(h)} \text{ (the usual KL divergence)} \end{split}$$

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 $\mathcal{I}(\mathcal{I})$ Proved in SSBD chapter 31 (not bad at all)

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• What's the best learning algorithm, according to this bound?

ng algorithm?

$$\int \frac{KL(\rho \| \pi) + \log \frac{n}{\delta}}{2(n-1)}$$

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- - For instance: could learn a \hat{h} with (S)GD and then add noise to it
 - If \hat{h} is in a flat minimum, then h + noise will still be good
 - But note that if $\rho \to \text{point mass}$ and π continuous, $\text{KL}(\rho \| \pi) \to \infty$

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$$\sqrt{\frac{KL(\rho \parallel \pi) + \log \frac{n}{\delta}}{2(n-1)}}$$

• Same as tempered likelihood / SafeBayes if $\mathscr{L}(S \mid h) = -\log L_S(h) + \text{const}$

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- ...as long as we can still bound $KL(\rho \| \pi)$

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Other forms of PAC-Bayes bounds

• Linear bound:
$$L_{\mathscr{D}}(\rho) \leq \frac{1}{\beta}L_{S}(\rho)$$
 -

- - Can be much tighter (unfortunately) if $KL(\rho \| \pi)/n$ is big
- Also variants based on general f-divergences, Wasserstein, …

 $+ \frac{\mathrm{KL}(\rho \| \pi) + \log \frac{1}{\delta}}{2\beta(1-\beta)n} \text{ for any } \beta \in (0,1)$

• Catoni bound: for $\alpha > 1$, $\Phi_{\gamma}^{-1}(x) = (1 - \exp(-\gamma x))/(1 - \exp(-\gamma))$, $L_{\mathcal{D}}(\rho) \le \inf_{\lambda > 1} \Phi_{\lambda/n}^{-1} \left(L_{S}(\rho) + \frac{\alpha}{\lambda} \left[\operatorname{KL}(\rho \| \pi) - \log \varepsilon + 2\log \frac{\log(\alpha^{2}\lambda)}{\log \alpha} \right] \right)$



NON-VACUOUS GENERALIZATION BOUNDS AT THE IM-AGENET SCALE: A PAC-BAYESIAN COMPRESSION APPROACH

Wenda Zhou Columbia University New York, NY

Victor Veitch Columbia University New York, NY wz2335@columbia.edu victorveitch@gmail.com

Ryan P. Adams Princeton University Princeton, NJ rpa@princeton.edu

Morgane Austern **Columbia University** New York, NY ma3293@columbia.edu

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• Pre-pick a coding scheme to represent networks (e.g. compress the weights) • Train a network with SGD, sparsify it/etc to \hat{h} , then add a little noise to weights

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Table 1: Summary of bounds obtained from compression

Dataset	Orig. size	Comp. size	Robust. Adj.	Eff. Size	Error Bound	
					Top 1	Top 5
MNIST	$168.4{ m KiB}$	$8.1{ m KiB}$	$1.88\mathrm{KiB}$	$6.23{ m KiB}$	< 46 %	NA
ImageNet	$5.93{ m MiB}$	$452{ m KiB}$	$102{ m KiB}$	$350{ m KiB}$	<96.5%	< 89%

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 - Subject to the <u>Nagarajan/Kolter</u> failure mode (their Appendix J)

Uniform convergence may be unable to explain generalization in deep learning

12

Vaishnavh Nagarajan Department of Computer Science Carnegie Mellon University Pittsburgh, PA vaishnavh@cs.cmu.edu

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J. Zico Kolter Department of Computer Science Carnegie Mellon University & Bosch Center for Artificial Intelligence Pittsburgh, PA zkolter@cs.cmu.edu

(pause)

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Hello Danica,

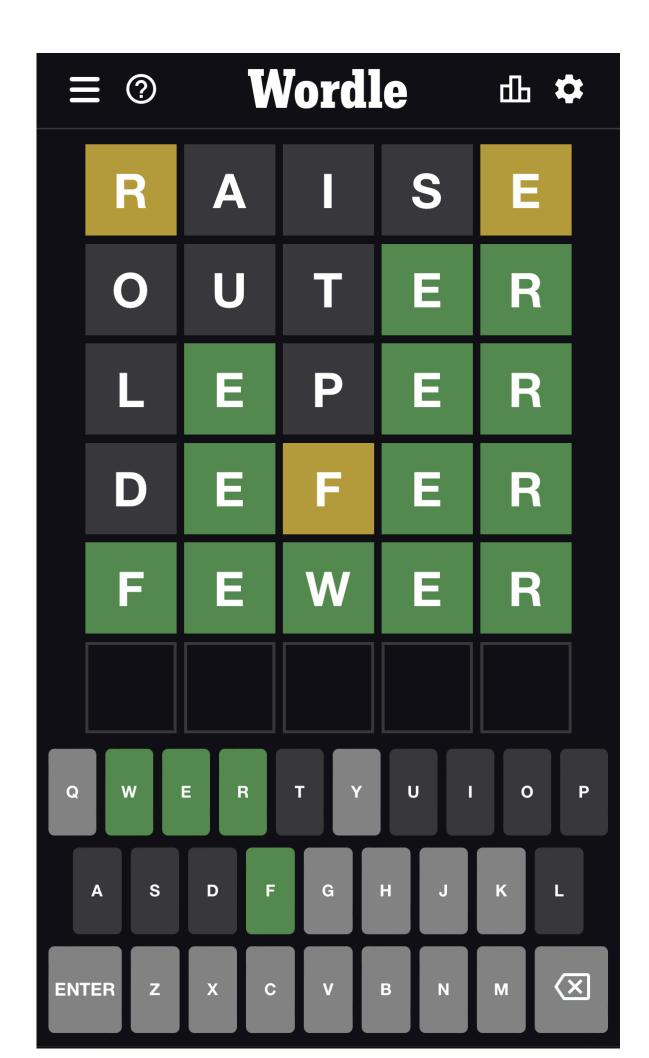
I am incredibly sorry about this! It looks like the earlier CMT emails went to my spam folder. I can do this review within the next 12 hours (i.e. by midnight

Online learning

Realizable online setting

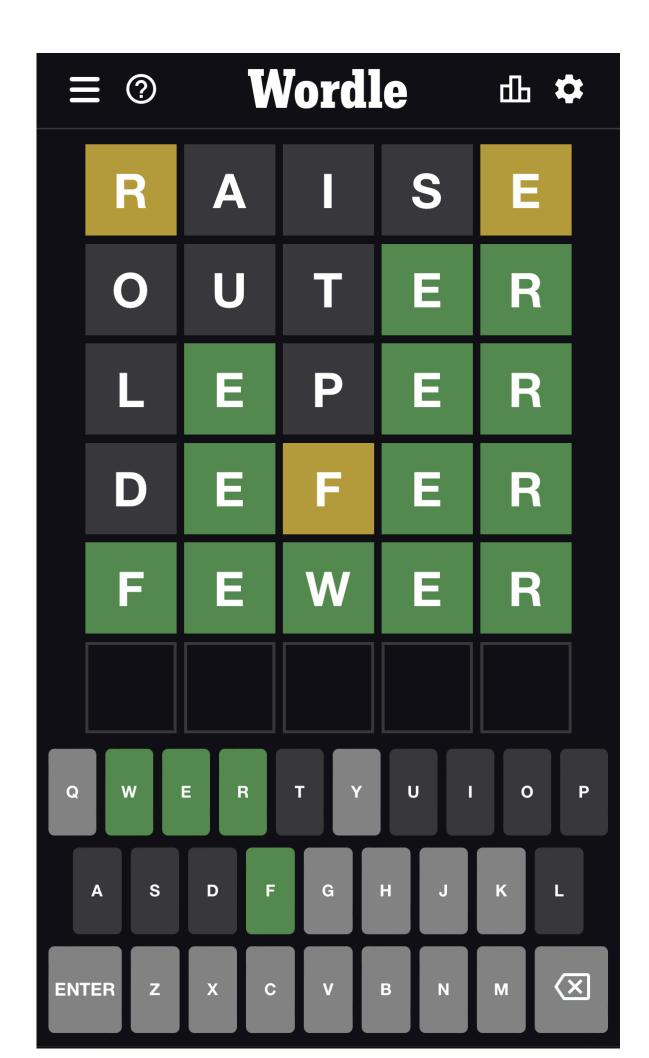
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ABSURDLE by <u>gntm</u>

R	А	I	S	E
Р	0	U	Т	Y
W	0	0	L	Y
F	0	L	L	Y
J	0	L	L	Y
н	0	L	L	Y
D	0	L	L	Y
G	0	L	L	Y

You guessed successfully in 8 guesses!

new game

copy replay to clipboard

buy my book!

undo last guess

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A smarter algorithm for finite, realizable \mathscr{H}

- If Consistent made a mistake, we might only remove one h from V_t

Better algorithm can always either (a) be right or (b) make lots of progress



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- $M_{\text{Halving}}(\mathscr{H}) \leq \log_2|\mathscr{H}| way$ better bound

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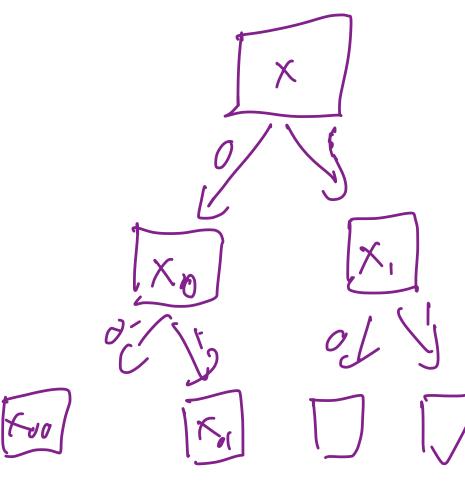
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Online learnability

- Think about the game tree for the learner and the adversary
 - Put points $x_t \in \mathcal{X}$ into a full binary tree
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Littlestone dimension examples

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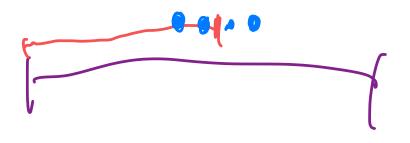
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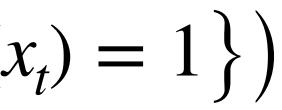
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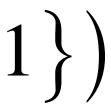
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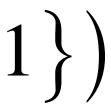
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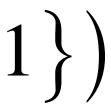
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- Thus $M_{SDA}(\mathcal{H}) = Ldim(\mathcal{H})$, the best possible mistake bound

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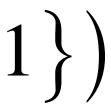


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• Thus $M_{SOA}(\mathscr{H}) = Ldim(\mathscr{H})$, the best possible mistake bound • But SOA is not necessarily easy to compute!

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(pause)

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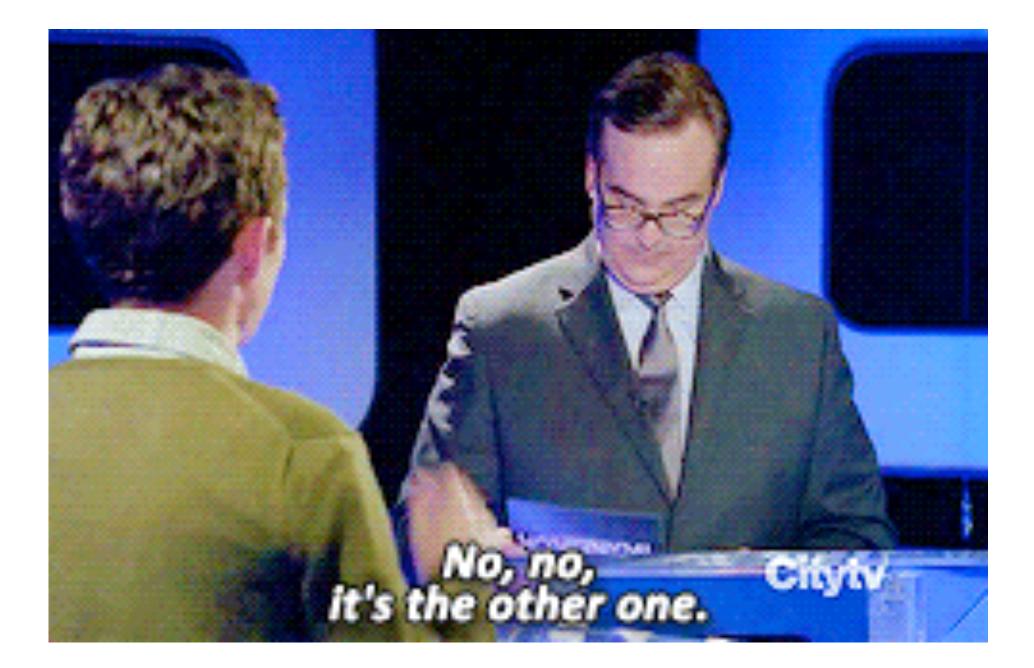
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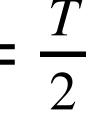


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 - Measure **expected** loss $Pr(\hat{y}_t \neq y_t) = |p_t y_t|$



Low regret for online classification

- For every \mathcal{H} , there's an algorithm with $\operatorname{Regret}_{A}(\mathcal{H}, T) \leq \sqrt{2 \min\left(\log |\mathcal{H}|, (1 + \log T) \operatorname{Ldim}(\mathcal{H})\right) T}$
- Also a lower bound of $\Omega\left(\sqrt{\mathrm{Ldin}}\right)$

$$\operatorname{m}(\mathcal{H}) T$$

Based on Weighted-Majority algorithm for learning with expert advice

Learning from expert advice • There are d available experts who make predictions wunderground.com bbc.com weather.com



Learning from expert advice

- There are d available experts who make predictions
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 $\|w_t\|_1 = \tilde{w}_t \exp(-\eta v_t) \quad \text{(exp is elementwise)}$



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- Theorem (SSBD 21.11): $\sum_{t=1}^{T} \langle w_t, v_t \rangle \min_{i \in [d]} \sum_{t=1}^{T} (v_t)_i \le \sqrt{2 \log(d) T}$ if $T > 2 \log d$ • Can avoid knowing T by doubling trick: run for T = 1, T = 2, T = 4, ... sequentially

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- There are d available experts who make predictions
- At time t, learner chooses to follow expert i with probability $(w_t)_i$
- Sees potential costs $v_t \in \mathbb{R}^d$; pays expectation $\langle w_t, v_t \rangle$
- Weighted-Majority algorithm:
 - Start with $\tilde{w}_1 = (1, \dots, 1); \ \eta = \sqrt{2 \log(d) / T}$
 - For t = 1, 2, ...
- Follow with probabilities $w_t = \tilde{w}_t / \|w_t\|_1$ • Update based on costs v_t as $\tilde{w}_{t+1} = \tilde{w}_t \exp(-\eta v_t)$ (exp is elementwise) • Theorem (SSBD 21.11): $\sum_{t=1}^{T} \langle w_t, v_t \rangle - \min_{i \in [d]} \sum_{t=1}^{T} (v_t)_i \le \sqrt{2 \log(d) T}$ if $T > 2 \log d$ • Can avoid knowing T by doubling trick: run for T = 1, T = 2, T = 4, ... sequentially
- Only blows up regret by < 3.5x (SSBD exercise 21.4)

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 - Can show (21.13-14) that one expert is as good as the best $h \in \mathcal{H}$, and there aren't too many of them, giving $\operatorname{Regret}_{A}(\mathcal{H}, T) \leq \sqrt{2(1 + \log T)} \operatorname{Ldim}(\mathcal{H}) T$

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$$= \sum_{t=1}^{l} \ell_t(t)$$

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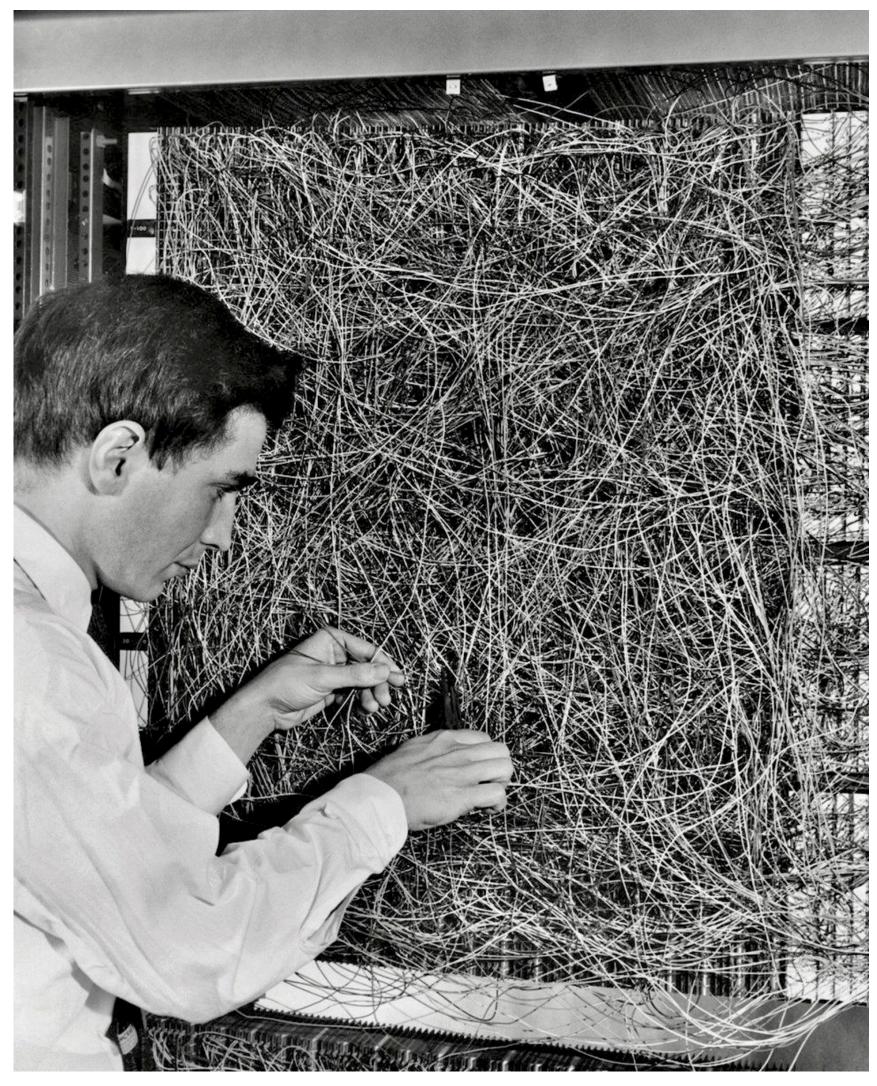
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Online Perceptron

- You learned about Batch Perceptron in HW3
- Original algorithm is online
- Essentially identical, just only update on mistake
- Corresponds to online gradient descent on hinge loss
- Get same $(R/\gamma)^2$ margin-based mistake bound
 - Ldim = ∞ without the margin condition



Online-to-batch conversion

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- MRT Theorem 8.15: if $\ell(\cdot, z)$ is also convex,

$$L_{\mathscr{D}}\left(\frac{1}{T}\sum_{t=1}^{T}h_{t}\right) \leq \inf_{h \in \mathscr{H}}L_{\mathscr{D}}(h) + \frac{1}{T}\operatorname{Regret}_{A}(\mathscr{H}, T) + 2M\sqrt{\frac{2}{T}\log\frac{2}{\delta}}$$

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(pause)

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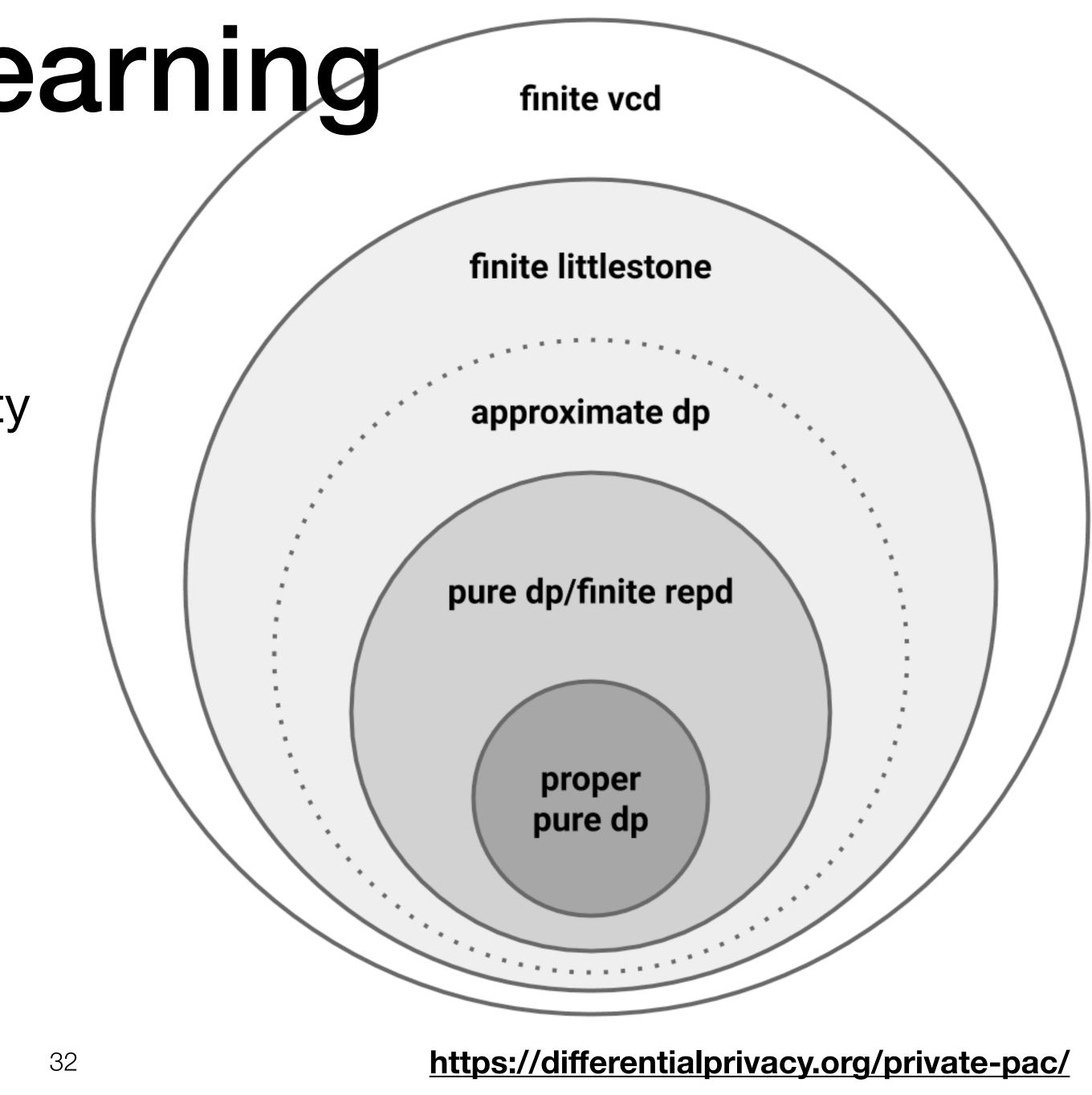
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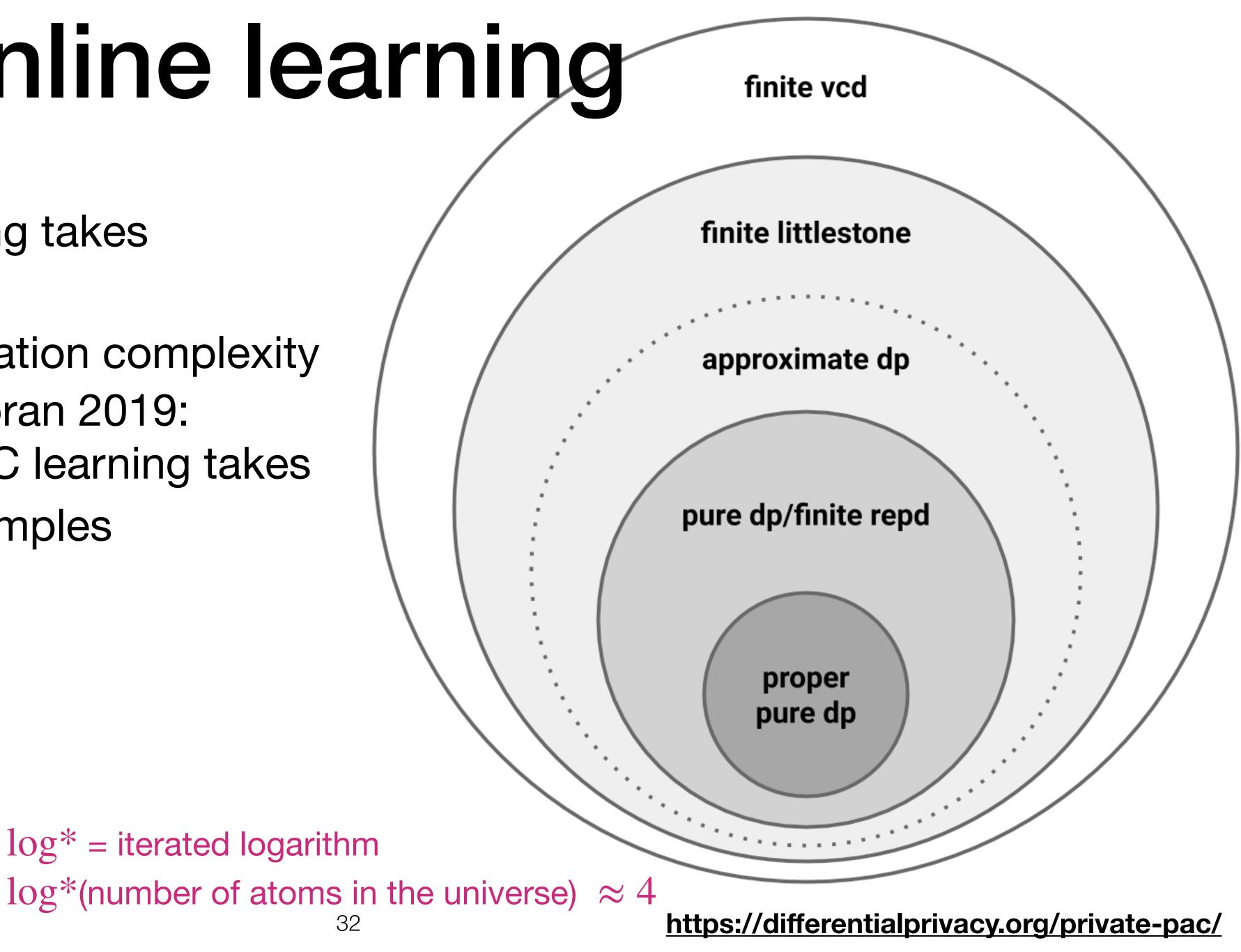
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- Can be thought of as a particular form of stability

- Feldman and Xiao 2014: Pure private PAC learning takes $\Omega(\text{Ldim}(\mathcal{H}))$ samples
 - Related to communication complexity



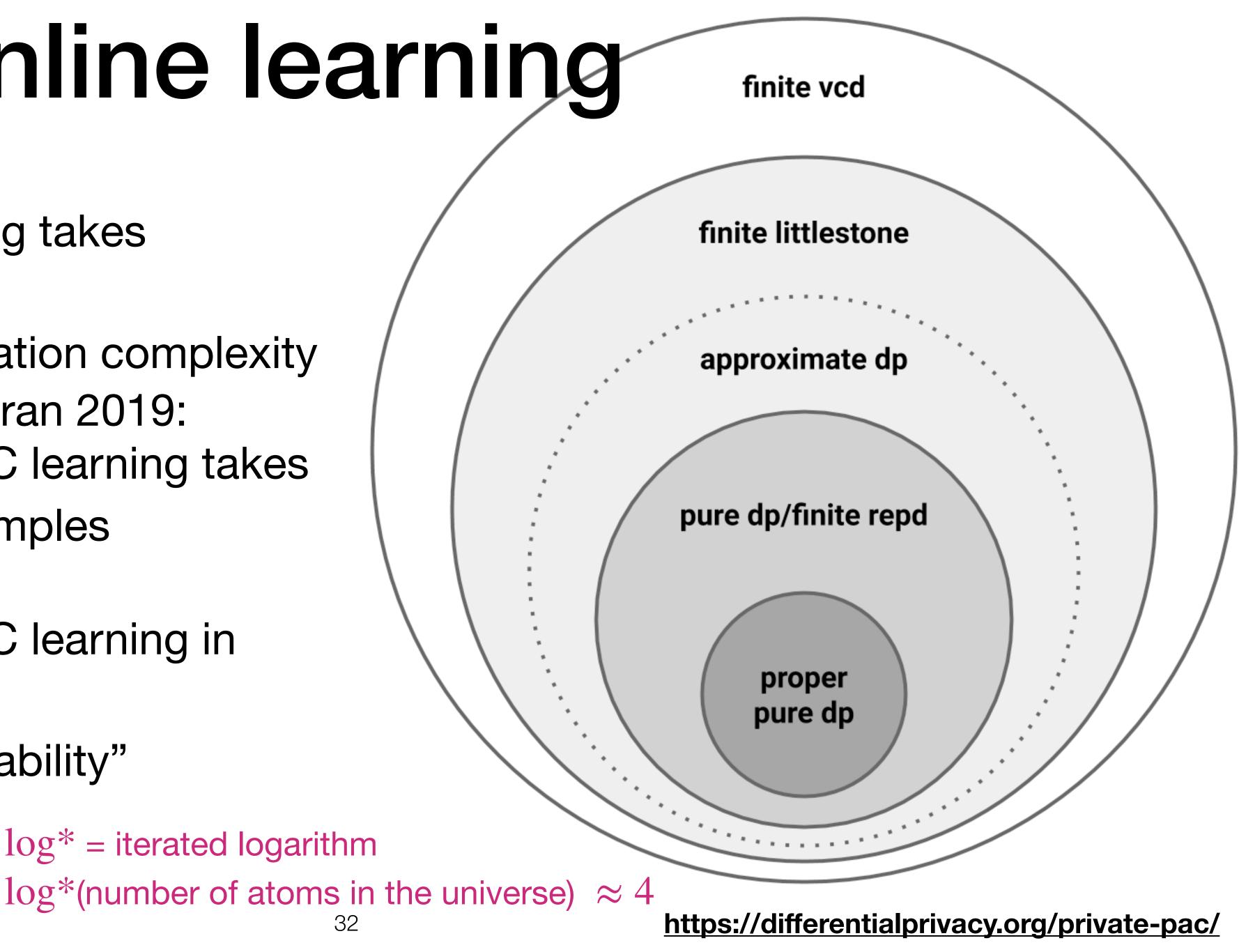
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- Bun, Livni, Moran 2020: Approximate private PAC learning in $2^{O(Ldim(\mathcal{H}))}$ samples
 - analysis via "global stability"

 $log^* = iterated logarithm$



- Can learn differentially privately iff can learn online
 - Close connections via stability
 - But huge gap in sample and time complexity
 - with polynomial time + sample complexity
 - Still a lot to understand here

Indications (Bun 2020) that converting one to the other isn't possible

Some of the stuff we didn't cover

- Multiclass learning: can use same techniques, need right loss
- Ranking: which search results are most relevant?
- **Boosting**: combine "weak learners" to a strong one (kind of like A3 Q3 b)
- Transfer learning / out-of-domain generalization / ...: train on \mathscr{D} , test on \mathscr{D}'
- <u>Do ImageNet Classifiers Generalize to ImageNet?</u> / <u>The Ladder mechanism</u>
- Robustness: what if we have some adversarially-corrupted training data?
- **Unsupervised learning** (just the PCA question on A1) "How well can we 'understand' a data distribution?"
- Semi-supervised learning (just the algorithm from A4)
- Active learning: if *x*s are available but labeling them is expensive, can we choose which to label?
- Multi-armed bandits: which action should I take?

. . .

• Reinforcement learning: interacting with an environment with hidden state