

# Martingales

Today  
- more martingales  
Azuma Hoeffding  
- online decision-making

Sequence of r.v.s  $X_0, X_1, X_2, \dots$  called a discrete time martingale

- $E(|X_n|) < \infty$
- $E(X_{n+1} | X_0, X_1, \dots, X_n) = X_n$

A sequence of r.v.s  $X_0, X_1, \dots$  is a martingale with respect to the sequence  $Y_0, Y_1, \dots$  if  $\forall n \geq 0$  the following conditions hold:

- $X_n$  is a fn of  $Y_0, Y_1, \dots, Y_n$
- $E(|X_n|) < \infty$
- $E(X_{n+1} | Y_0, \dots, Y_n) = X_n$

think of  $Y_0, \dots, Y_n$  as information up to time  $n$

## Examples

- ① Sums of indep random variables  $E(Y_k | Y_1, \dots, Y_{k-1}) = 0$
- $Y_0 = 0$   $Y_1, \dots, Y_n$  iid w/  $E(Y_k) = 0 \forall k$
- Define  $X_n = Y_0 + Y_1 + \dots + Y_n$
- $\{X_n\}$  is a martingale wrt.  $\{Y_n\}$

② "Doob's" martingale process

$Y_1, Y_2, \dots$  arbitrary seq of random vars

$X$  r.v. with finite expectation

$X_n = E(X | Y_1, \dots, Y_n)$  forms martingale wrt  $\{Y_n\}$

$X_0 = E(X)$

Example: Edge exposure martingale

$G(n, p)$  random graph

label  $m = \binom{n}{2}$  potential edges  $e_1, e_2, \dots, e_m$

Let  $f(G)$  be some function of the graph  $f: 2^{\binom{n}{2}} \rightarrow \mathbb{R}$

$Y_j = \begin{cases} 1 & \text{if edge } e_j \text{ present} \\ 0 & \text{otherwise} \end{cases}$   $\Pr(Y_j=1) = p$

$X_k = E[f(G) | Y_1, \dots, Y_k]$   $X_0 = E[f(G)]$   
 $X_m = f(G) = E(f(G) | Y_1, \dots, Y_m)$

Example:  $f(G)$ : sized max clique

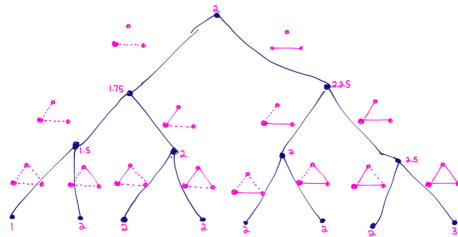
$G(n, \frac{1}{2})$

$X_0 = E(\text{max clique})$

$X_1 = E(\text{max clique} | Y_1)$

$X_2 = E(\text{max clique} | Y_1, Y_2)$

$X_3 = E(\text{max clique} | Y_1, Y_2, Y_3)$



Some useful facts about martingales:

①  $E(X_n) = E(X_0)$

by induction

$$E(X_{n+1} | Y_0, \dots, Y_n) = X_n$$

$$E[E(X_{n+1} | Y_0, \dots, Y_n)] = E(X_n)$$

$$= E(X_{n+1})$$

$$E(E(X|Y)) \stackrel{E(X|Y=y) \cdot \Pr(Y=y)}{=} \sum_y E(X|Y=y) \Pr(Y=y)$$

$$= E(X)$$

② Definition

A r.v.  $T$  is called a "stopping time" wrt  $\{Y_t\}$  if

$T$  takes values in  $\{0, 1, 2, \dots\}$

and if  $\forall n \geq 0$ , the event  $\{T \leq n\}$  is determined by  $Y_0, \dots, Y_n$

i.e. can determine if  $T \leq n$  or  $T > n$  from knowledge of values  $Y_0, \dots, Y_n$

"know it when you see it"

Examples

- first time I win 5 games in row
- first time I win \$100

Non-example:

- last time I win 5 games in a row

**Optional Stopping Thm**

$\{Z_t\}$  is a martingale wrt  $\{X_t\}$

For  $T$  a stopping time "know it when you see it"

$$E(Z_T) = E(Z_0)$$

whenever any of the following hold

- $Z_t$ 's bounded ( $\exists c$  s.t.  $\forall i |Z_i| \leq c$ )
- $T$  is bounded
- $E(T) < \infty$  and  $\exists c$  s.t.  $E(|Z_{t+1} - Z_t| | X_{1..t}, X_t) \leq c$

③ Tail inequalities

$$E(X_n) = E(X_0)$$

how far can it be from its expectation

Azuma-Hoeffding Inequality

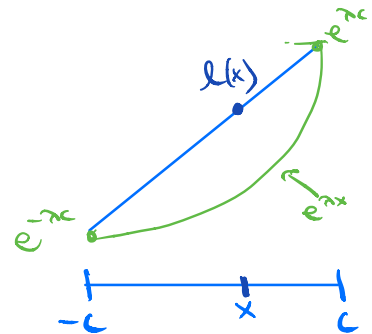
$X_0, \dots, X_n$  martingale s.t.

$$\forall k \quad |X_k - X_{k-1}| \leq c_k$$

$c_k$  may depend on  $k$

Then  $\forall t \geq 0$ , any  $R > 0$

$$\Pr(|X_t - X_0| > R) \leq 2 e^{-\left[ \frac{R^2}{2 \sum_{k=1}^t c_k^2} \right]}$$



$$E[e^{\lambda X_{t+1}} | H_t] = E[e^{\lambda(X_{t+1}-X_t)} e^{\lambda X_t} | H_t]$$

$\uparrow$   
 $X_0, \dots, X_t$

$$\begin{aligned}
 & E(E(X|Y)) \stackrel{E(XY=y)}{\leftarrow} \leftarrow p \cdot P(Y=y) \\
 & = \sum_y E(X|Y=y) P(Y=y) \\
 & = E(X)
 \end{aligned}$$

$$= e^{\lambda X_t} E[e^{\lambda(X_{t+1}-X_t)} | H_t]$$

$$\leq e^{\lambda X_t} e^{\frac{\lambda^2 c^2}{2}}$$

$\Rightarrow$  taking expectations on both sides

$$E[e^{\lambda X_{t+1}}] \leq E[e^{\lambda X_t}] e^{\frac{\lambda^2 c^2}{2}}$$

so by induction  $E[e^{\lambda X_{t+1}}] \leq E[e^{\lambda X_0}] e^{\lambda^2 \sum_{i=0}^t \frac{c_i^2}{2}}$

Finally,  $\Pr(X_t \geq R) = \Pr(e^{\lambda X_t} \geq e^{\lambda R}) \leq e^{-\lambda R} E[e^{\lambda X_t}]$

$\uparrow$   
Markov's Ineq

$$\leq e^{-\lambda R} e^{\lambda^2 \sum_{i=0}^t \frac{c_i^2}{2}}$$

Optimizing, we choose  $\lambda = \frac{R}{\sum_{i=1}^t c_i^2}$

$$\Rightarrow \Pr(X_t \geq R) \leq e^{-\frac{R^2}{2 \sum_{i=1}^t c_i^2}}$$

$$-\left(\lambda R - \frac{\lambda^2 \sum c_i^2}{2}\right) = -\left(\frac{R^2}{\sum c_i^2} - \frac{R^2}{2 \sum c_i^2}\right)$$

Factor of 2 comes from  $\Pr(X_t < -\lambda)$

Applications:

Azuma-Hoeffding Inequality

$X_0, \dots, X_n$  martingale st.  $\forall k \quad |X_k - X_{k-1}| \leq c_k$   
 $c_k$  may depend on  $k$

Then  $\forall t \geq 0$ , any  $R > 0$   
 $\Pr(|X_t - X_0| > R) \leq 2 e^{-\left[\frac{R^2}{\sum_{k=1}^t c_k^2}\right]}$

② Chromatic # in random graph  $G(n, \frac{1}{2})$

Vertex exposure martingale

$$X_k = E[\chi(G) \mid N(v_1), N(v_2), \dots, N(v_k)]$$

$N(v_i)$  = edges from  $v_i$  to  $v_1, \dots, v_{i-1}$

$$X_0 = E[\chi(G)]$$

$$X_n = \chi(G)$$

$$|X_k - X_{k-1}| \leq 1$$

② Finding "interesting" patterns (e.g. in DNA seqs)

Let  $X = (X_1, \dots, X_n)$  be sequence of characters chosen independently & u.a.r. from  $\Sigma$   $|\Sigma| = s$

e.g.  $\Sigma = \{A, T, C, G\}$

Let  $B = (b_1, \dots, b_k)$  fixed string of characters AATAATG-GC

$F$  r.v. = # occurrences of  $F$

$F_k = E(F | X_1, \dots, X_k)$  Doob martingale

$F_0 = E(F)$   $F_n = F$

$\Rightarrow$  By Azuma-Hoeffding  
$$\Pr\left(\left| \frac{F}{F_n} - \frac{E(F)}{F_0} \right| \geq \lambda\right) \leq 2e^{-\frac{\lambda^2}{2n\sigma^2}}$$

$\Rightarrow$  for  $\lambda = ck\sqrt{n}$

$$\Pr\left(\left| \frac{F}{F_n} - \frac{E(F)}{F_0} \right| \geq ck\sqrt{n}\right) \leq 2e^{-c^2/2}$$

Toss fair coin

$X = \text{Exp \# steps to see HTH?}$

$$X = 2 + 2 + 1 + \frac{1}{2}X$$

$Y = \text{Exp \# steps to see HHH?}$

$$Y = 2 + 1 + \frac{1}{2}Y + \frac{1}{2}[1 + \frac{1}{2}Y]$$

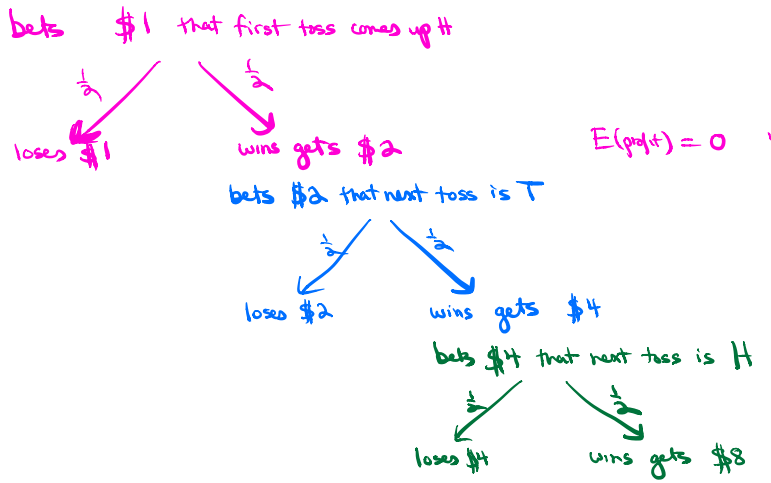


# A martingale approach (for any pattern $\sigma$ )

e.g.  $\sigma = HTH$

Sequence of indep coin tosses  $C_1, C_2, C_3, \dots$   $C_i = \begin{cases} H & \text{w.p. } \frac{1}{2} \\ T & \text{w.p. } \frac{1}{2} \end{cases}$

At each time step  $t$ , a new gambler arrives  
 - makes a series of double or nothing bets on  $\sigma$



Let  $X_t$  exp profit of all gamblers up to step  $t$        $X_0 = 0$

$\{X_t\}$  is a martingale w.r.t  $\{C_t\}$

$$E(X_{t+1} | C_1, \dots, C_t) = X_t$$

$$X_{t+1} = \sum_{j=1}^{t+1} \text{profit of gambler that arrived at beginning of step } j \text{ upto end of step } t+1$$

T H H T T H T H

T H H T T H H H

## Repeated Online Decision Making and the Multiplicative Weights Algorithm

A set of possible actions  $|A|=n$   
T a time horizon  $A=\{1,2,\dots,n\}$

Setup:

At each time step  $t=1..T$

- a decision maker picks an action  $a_t \in A$

where  $p_t^i = \Pr(a_t = i)$

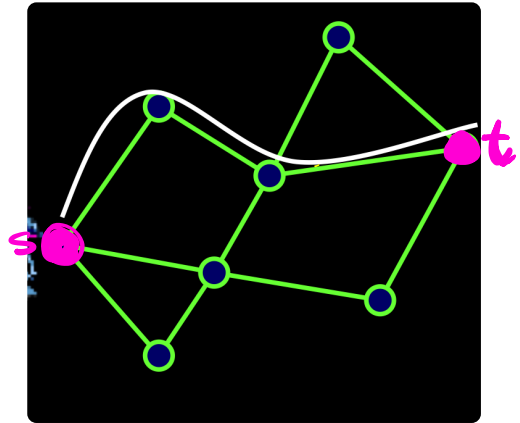
$$\vec{p}^t = (p^t(1), p^t(2), \dots, p^t(n))$$

- an adversary picks reward vector

$$\vec{r}^t = (r^t(1), r^t(2), \dots, r^t(n))$$

where  $r^t(i) =$  reward to alg.  
if picked action  $i$

- decision maker learns  $r^t$



Examples:

① Choosing a route

② Choosing stocks to buy



MWU algorithm

initialize  $w^1(a) = 1 \quad \forall a \in A$

for  $t = 1$  to  $T$

pick action  $a$  with probability proportional to  $w^t(a)$

given  $r^t$  update wts as follows:

$$w^{t+1}(a) = w^t(a) \cdot (1 + \eta r^t(a))$$