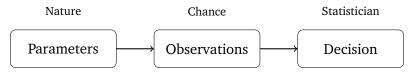
# ILLC Project Course in Statistical Learning Theory

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#### A decision problem:



+ a loss function.

The Bernoulli game:

- 1. Nature chooses a coin bias  $\theta$  and a precision  $\varepsilon$ .
- 2. The statistician chooses a sample size *t*.
- 3. Chance flips Nature's coin *t* times.

The the frequency  $\hat{\theta}$  of successes in the sample is computed, and statistician is paid 1 cent if  $|\theta - \hat{\theta}| \leq \varepsilon$ .

The no-free-lunch game

- 1. Nature chooses a coin bias  $\theta$ .
- 2. Chance flips the coin 2*t* times and reveals the first *t* results,

$$x_1, x_2, \ldots, x_t,$$

to the statistician.

3. The statistician makes a guess at the last *t* outcomes,

$$\hat{x}_{t+1}, \hat{x}_{t+2}, \dots, \hat{x}_{2t}.$$

These guesses are compared to reality, and the statistician loses 1 cent for each wrong guess and wins 1 cent for each correct.

The no-free-lunch game

1. Nature chooses a binary string

 $x_1, x_2, \ldots, x_t, x_{t+1}, x_{t+2}, \ldots, x_{2t},$ 

and the first *t* elements are revealed to the statistician.

2. The statistician tries to guess at the last *t* outcomes,

$$\hat{x}_{t+1}, \hat{x}_{t+2}, \ldots, \hat{x}_{2t}.$$

These guesses are compared to reality, and the statistician loses 1 cent for each wrong guess and wins 1 cent for each correct.

The Vapnik-Chervonenkis game:

- 1. Nature chooses a probability distribution *P* over the sample space  $\Omega$  and a precision level  $\varepsilon$ .
- 2. The statistician chooses a sample size 2t.
- 3. Chance draws 2t samples from  $\Omega$  according to P.

We compute the maximum difference in frequency,

$$\nu = \sup_{A} |f_1(A) - f_2(A)|,$$

and the statistician wins 1 cent if  $\nu \leq \varepsilon$ .

## The Uniform Law of Large Numbers

#### Theorem

A portfolio of prediction methods will have the same error rate on a training set and a test if the portfolio is "small."

