

Optimal Online Discrepancy Minimization

Victor Reis

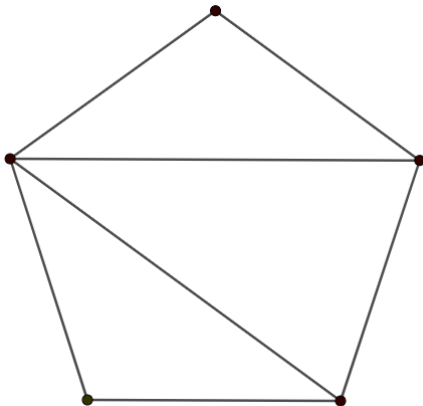
Joint with Janardhan Kulkarni and Thomas Rothvoss

Princeton Theory Lunch

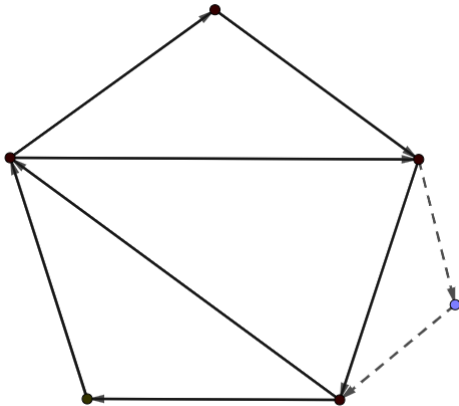
March 1, 2024



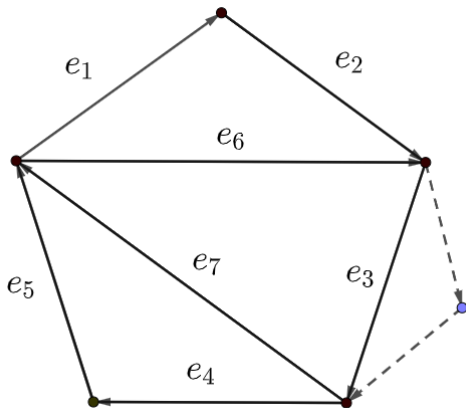
Warmup: edge orientation



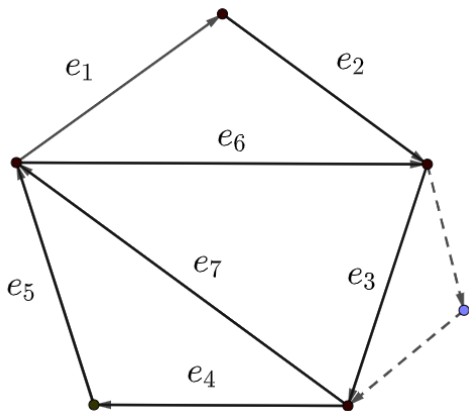
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$$\begin{matrix} P_1 \\ P_2 \\ P_3 \\ P_4 \\ P_5 \end{matrix} \begin{pmatrix} e_1 & e_2 & e_3 & e_4 & e_5 & e_6 & e_7 \\ -1 & 0 & 0 & 0 & 1 & -1 & -1 \\ 1 & -1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & -1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & -1 & 0 & 0 \end{pmatrix}$$

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For any vectors $v_1, \dots, v_T \in [-1, 1]^n$ with at most d nonzeros each,

$$\|x_1 v_1 + \dots + x_T v_T\|_\infty < 2d$$

for some choice of signs $x_1, \dots, x_T \in \{\pm 1\}$.

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- ▶ Best known bound $O(\sqrt{\log \min(n, T)})$ (Banaszczyk '98, BDG '16)

Introduction to online discrepancy

- ▶ Player given vectors $v_1, \dots, v_T \in \mathbb{R}^n$ one at a time

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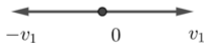
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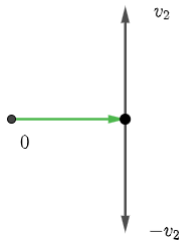
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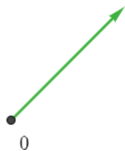
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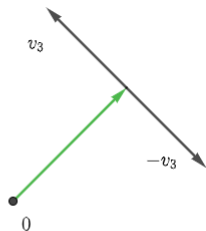
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- ▶ *Adaptive* adversary can always pick v_t so that $\| \sum_{i=1}^t x_i v_i \|_2 \geq \sqrt{T}$
- ▶ Player can also ensure $\leq \sqrt{T}$

Example II: Spencer's hyperbolic cosine algorithm

- ▶ Player given vectors $v_1, \dots, v_T \in [-1, 1]^n$ one at a time
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- ▶ Matching lower bound $\Omega(\sqrt{n \log(2n)})$ for $T = n$

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- ▶ Player still receives one at a time and must pick signs online
- ▶ If player deterministic, same as adaptive
- ▶ What if player can use randomization?

Special case: edge orientation [Kalai '01]

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Corollary [ALS '20]

All prefix sums $\|\sum_{i=1}^t x_i v_i\|_\infty \leq O(\log(nT))$ with high probability.

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Technical: construct M_σ so that $\Pr[M_\sigma(x) = 0] \leq e^{-\sigma^2}$ for all $x \in \mathbb{R}$.

Our contribution

Theorem [Kulkarni, R., Rothvoss '23]

For $\|v_t\|_2 \leq 1$, there is an online algorithm against an oblivious adversary which keeps all prefix sums 10-subgaussian. In particular,

$$\left\| \sum_{i=1}^t x_i v_i \right\|_\infty \leq O(\sqrt{\log T}) \text{ for all } t \in [T] \text{ with high probability.}$$

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For any $n \geq 2$, there is a strategy for an oblivious adversary that yields a sequence of unit vectors $v_1, \dots, v_T \in \mathbb{R}^n$ so that for any online algorithm, with probability at least $1 - 2^{-\text{poly}(T)}$,

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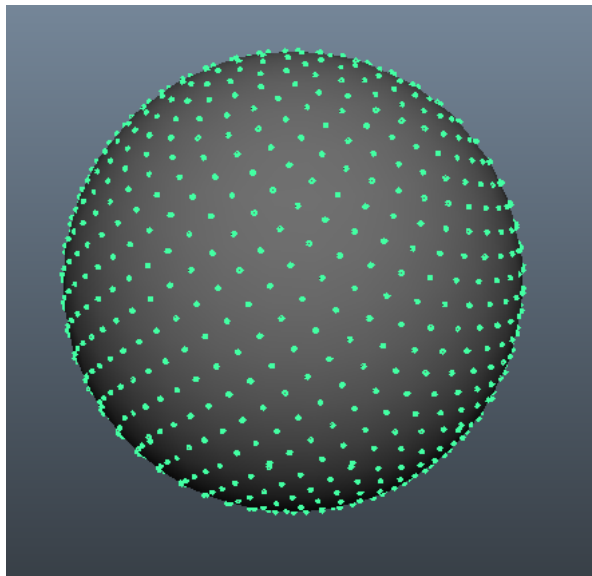
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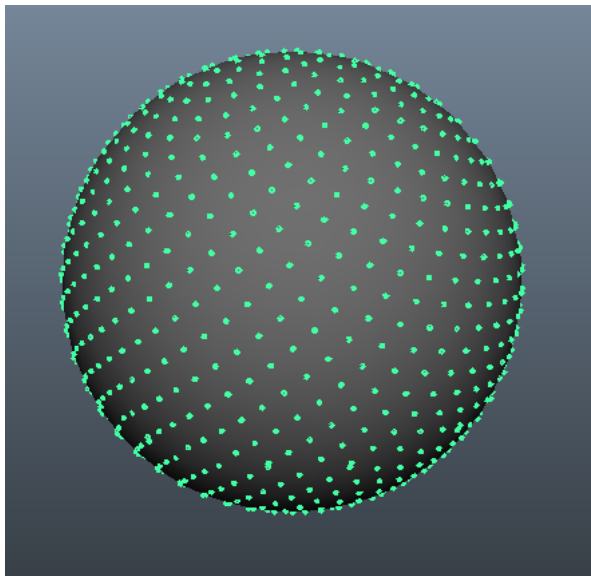
ε -nets

- ▶ $P \subseteq \mathbb{R}^n$ so that, for all $\|v\|_2 \leq 1$, there is $p \in P$ with $\|p - v\|_2 \leq \varepsilon$.

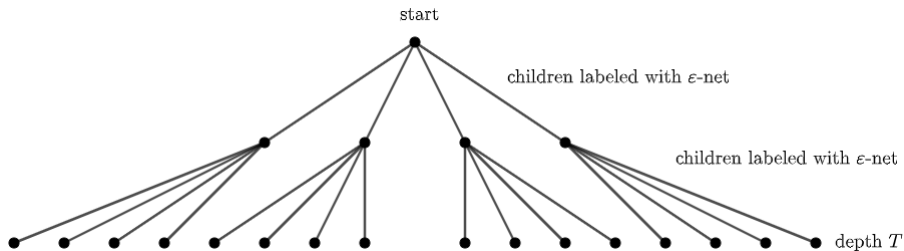


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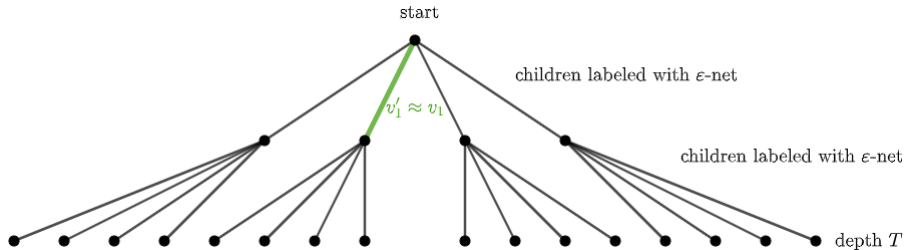
- ▶ $P \subseteq \mathbb{R}^n$ so that, for all $\|v\|_2 \leq 1$, there is $p \in P$ with $\|p - v\|_2 \leq \varepsilon$.
- ▶ There exists an ε -net with $|P| \leq (3/\varepsilon)^n$.



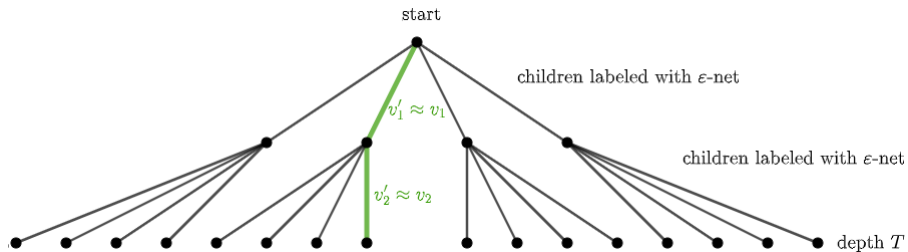
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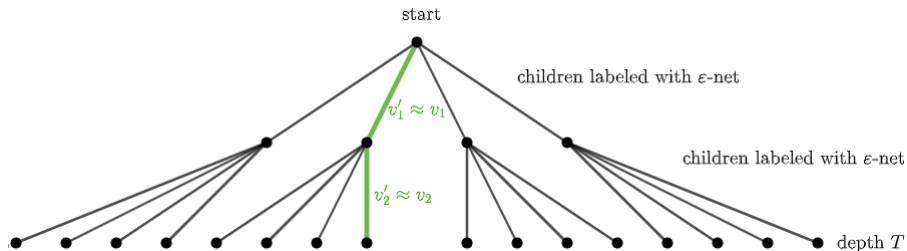
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Banaszczyk prefix balancing

Theorem [Banaszczyk '12]

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- ▶ Define $K_T := K$ and $K_{t-1} := (K_t * v_t) \cap K$.
- ▶ Show by induction $\gamma(K_t) \geq 1 - \frac{T-t+1}{2^T}$, then iteratively find x_1, \dots, x_T

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- ▶ Analogous proof with $K_i := \left(\bigcap_{j \in \text{children}_i} (K_j * v_{\{i,j\}}) \right) \cap K$.

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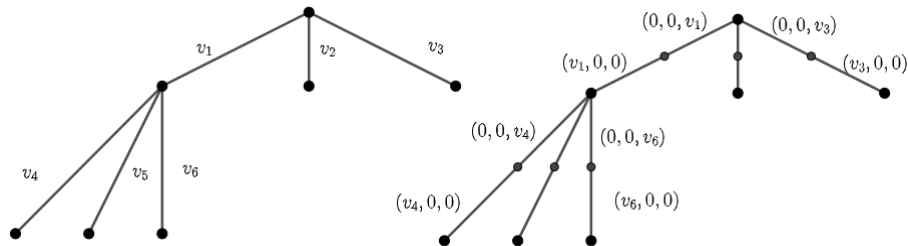
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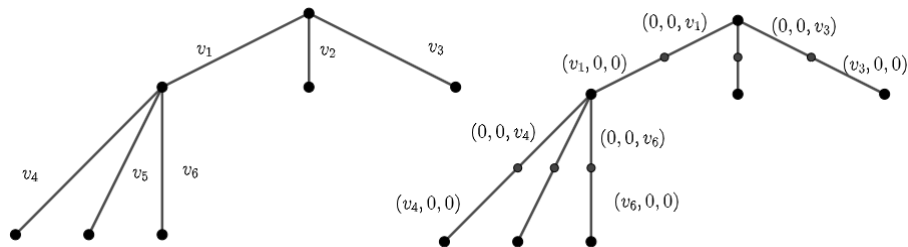
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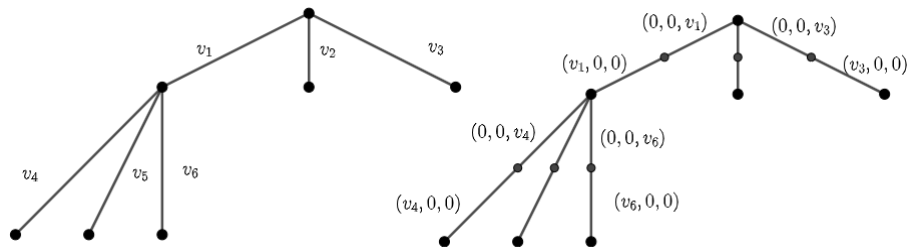
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- ▶ Define a convex body K and show $\gamma_{Nn}(K) \geq 1 - \frac{1}{N^{1+\delta}} \geq 1 - \frac{1}{2N|E|}$

Body of subgaussian distributions

- ▶ Take any $C > 2$ and define

$$\mathcal{K} := \left\{ (\mathbf{y}^{(1)}, \dots, \mathbf{y}^{(N)}) \in \mathbb{R}^{Nn} \mid Y \sim \{\mathbf{y}^{(1)}, \dots, \mathbf{y}^{(N)}\} \text{ is } C\text{-subgaussian} \right\}.$$

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- ▶ Concentration inequality: heavy-tailed random variables $\exp(\frac{1}{C^2} g_{\ell}^2)$
- ▶ $X_{\ell} := \exp(\frac{1}{C^2} g_{\ell}^2)$ satisfy $\mathbb{E}[X_{\ell}^p] < \infty$ for $p < C^2/2$ (want $p > 2$)

Concentration for heavy-tailed random variables

Lemma

Let $p \geq 2$ and X_1, \dots, X_N be centered, indep. r.v.'s with $\mathbb{E}[|X_i|^p] = O_p(1)$.
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Rosenthal '70

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- ▶ Subgaussian norm is $4.999 \cdot (2 + \delta) < 10$.

Open problems

Polynomial time algorithm

Given oblivious $v_1, \dots, v_T \in \mathbb{R}^n$ with $\|v_t\|_2 \leq 1$, does there exist a polynomial time online algorithm against an oblivious adversary which keeps all signed prefix sums $O(1)$ -subgaussian?

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Given oblivious $v_1, \dots, v_n \in [-1, 1]^n$, can we find online signs $x_1, \dots, x_n \in \{\pm 1\}$ so that $\|\sum_{i=1}^n x_i v_i\|_\infty \leq O(\sqrt{n})$ w.h.p.?

Open problems

Polynomial time algorithm

Given oblivious $v_1, \dots, v_T \in \mathbb{R}^n$ with $\|v_t\|_2 \leq 1$, does there exist a polynomial time online algorithm against an oblivious adversary which keeps all signed prefix sums $O(1)$ -subgaussian?

Oblivious edge orientation

Given oblivious edge vectors $v_1, \dots, v_T \in \mathbb{R}^n$, can we find online signs $x_1, \dots, x_T \in \{\pm 1\}$ so that $\|\sum_{i=1}^T x_i v_i\|_\infty \leq O(\sqrt[3]{\log T})$ w.h.p.?

- ▶ Main theorem: $O(\sqrt{\log T})$, also $\Omega(\sqrt[3]{\log \min(n, T)})$ [AANRSW'98]

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Given oblivious $v_1, \dots, v_n \in [-1, 1]^n$, can we find online signs $x_1, \dots, x_n \in \{\pm 1\}$ so that $\|\sum_{i=1}^n x_i v_i\|_\infty \leq O(\sqrt{n})$ w.h.p.?

Thanks for your attention!