

Online Sabotaged Shortest Path



Manfred K. Warmuth

Wouter M. Koolen

Dmitry Adamskiy



Online shortest path



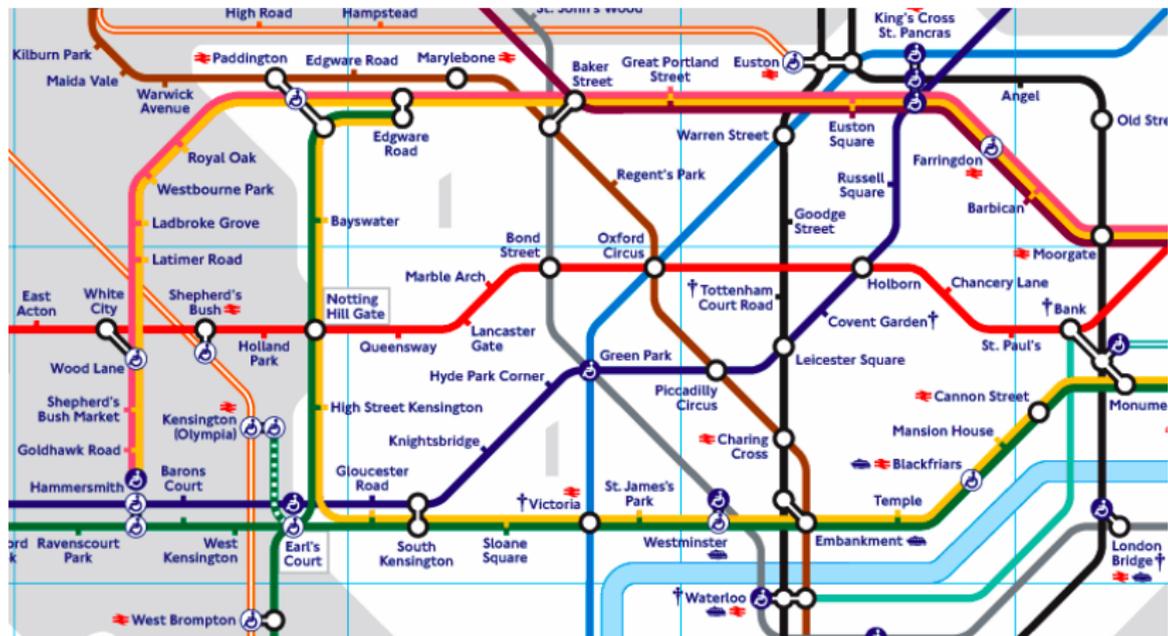
Online shortest path



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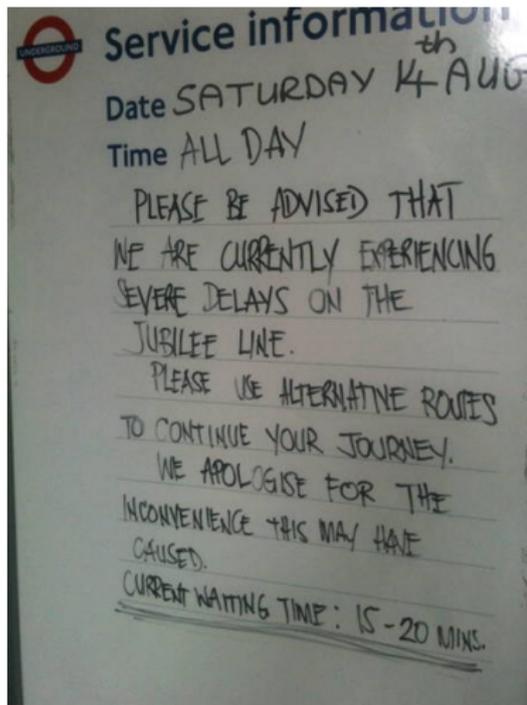


Goal: close to best path in hindsight

Solution: Component Hedge, Mirror Descent, FTPL

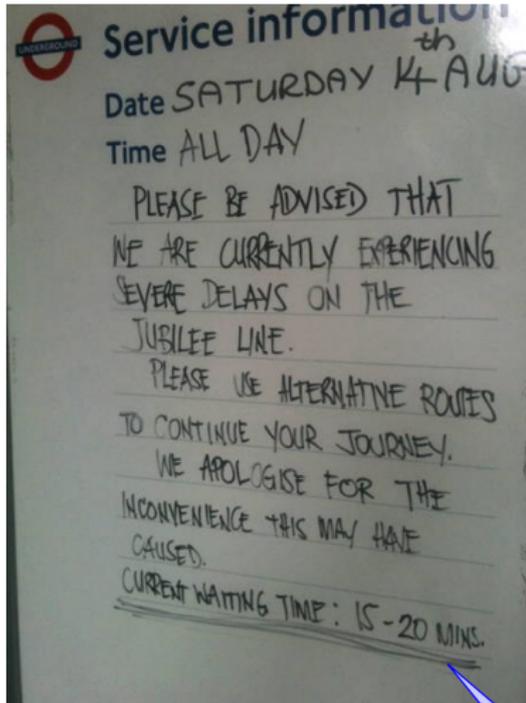
Delays, engineering works and strikes!

Adversarial losses. . .



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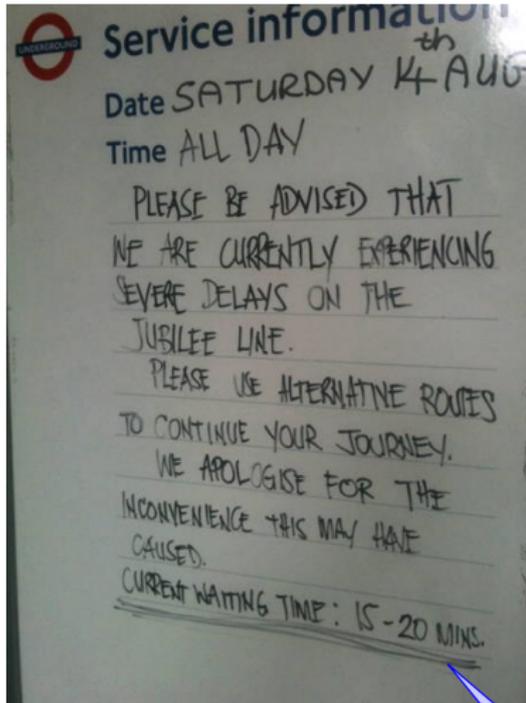
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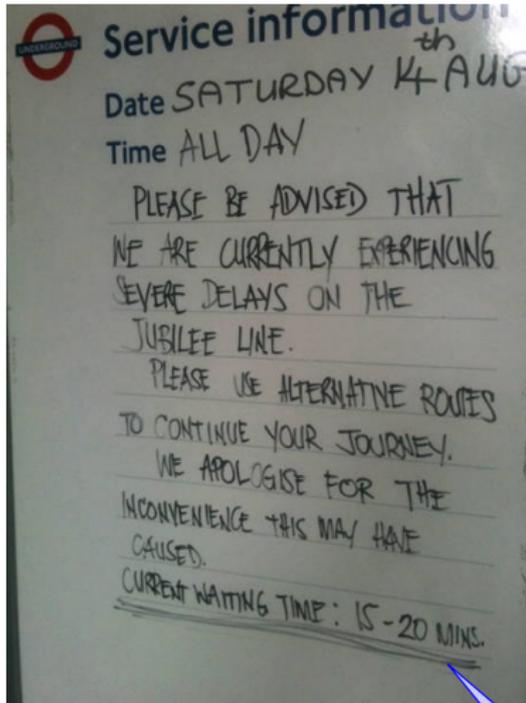
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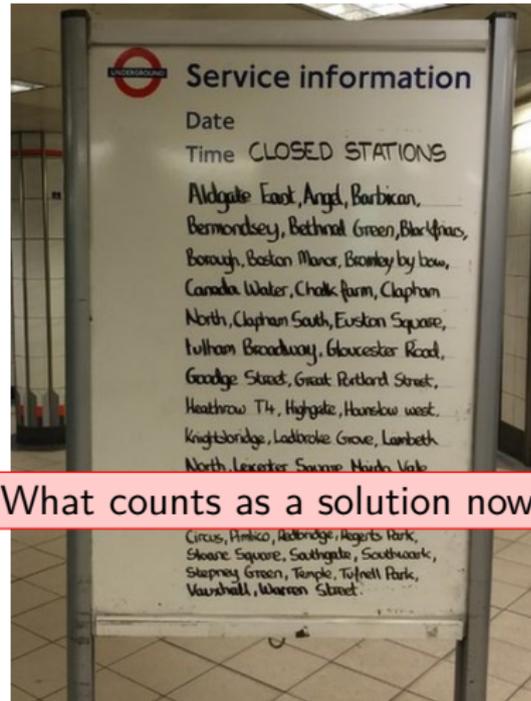
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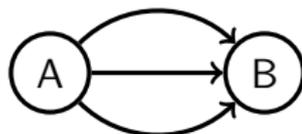
What counts as a solution now?

“Good service on all other London Underground lines”

Previous work: policy regret

Compete with policy for choosing alternatives to blocked paths. . .

- ▶ In fully adversarial setting it is **computationally hard** already for experts [Kanade and Steinke, 2014]:



- ▶ If sabotages are **stochastic** and losses are decoupled from them, then **efficient algorithms exist** [Neu and Valko, 2014]

Proposed notion of regret

We seek a natural notion of regret that avoids the hardness.

Get back to basics and compete with the path only on the rounds when it is awake.

$$\text{Regret}(\text{Path}) = \sum_{\text{rounds when path is awake}} (\text{loss}(\text{Learner}) - \text{loss}(\text{Path}))$$



Time



The Open Problem

Is there an efficient algorithm for our regret?

- ▶ Less expressive than policies
- ▶ Historically the first notion of sleeping
- ▶ Efficient algorithm for expert setting
- ▶ Naive, grossly inefficient algorithm gets

$$\text{Regret}(\text{Path}) \leq \text{Diameter} \sqrt{T \log |\text{Paths}|}$$