

# Hoeffding's inequality in game-theoretic probability

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February 1, 2008

## Abstract

This note makes the obvious observation that Hoeffding's original proof of his inequality remains valid in the game-theoretic framework. All details are spelled out for the convenience of future reference.

## 1 Introduction

The game-theoretic approach to probability was started by von Mises and greatly advanced by Ville [5]; however, it has been overshadowed by Kolmogorov's measure-theoretic approach [3]. The relatively recent book [4] contains game-theoretic versions of several results of probability theory, and it argues that the game-theoretic versions have important advantages over the conventional measure-theoretic versions. However, [4] does not contain any large-deviation inequalities. This note fills the gap by stating the game-theoretic version of Hoeffding's inequality ([2], Theorem 2).

## 2 Hoeffding's supermartingale

This section presents perhaps the most useful product of Hoeffding's method, a non-negative supermartingale starting from 1. This supermartingale will easily yield Hoeffding's inequality in the following section.

This is a version of the basic forecasting protocol from [4]:

GAME OF FORECASTING BOUNDED VARIABLES

**Players:** Sceptic, Forecaster, Reality

**Protocol:**

Sceptic announces  $\mathcal{K}_0 \in \mathbb{R}$ .

FOR  $n = 1, 2, \dots$ :

Forecaster announces interval  $[a_n, b_n] \subseteq \mathbb{R}$  and number  $\mu_n \in (a, b)$ .

Sceptic announces  $M_n \in \mathbb{R}$ .  
Reality announces  $x_n \in [a_n, b_n]$ .  
Sceptic announces  $\mathcal{K}_n \leq \mathcal{K}_{n-1} + M_n(x_n - \mu_n)$ .

On each round  $n$  of the game Forecaster outputs an interval  $[a_n, b_n]$  which, in his opinion, will cover the actual observation  $x_n$  to be chosen by Reality, and also outputs his expectation  $\mu_n$  for  $x_n$ . The forecasts are being tested by Sceptic, who is allowed to gamble against them. The expectation  $\mu_n$  is interpreted as the price of a ticket which pays  $x_n$  after Reality's move becomes known; Sceptic is allowed to buy any number  $M_n$ , positive, zero, or negative, of such tickets. When  $x_n$  falls outside  $[a_n, b_n]$ , Sceptic becomes infinitely rich; without loss of generality we include the requirement  $x_n \in [a_n, b_n]$  in the protocol; furthermore, we will always assume that  $\mu_n \in (a_n, b_n)$ . Sceptic is allowed to choose his initial capital  $\mathcal{K}_0$  and is allowed to throw away part of his money at the end of each round.

It is important that the game of forecasting bounded variables is a perfect-information game: each player can see the other players' moves before making his or her (Forecaster and Sceptic are male and Reality is female) own move; there is no randomness in the protocol.

A *process* is a real-valued function defined on all finite sequences  $(a_1, b_1, \mu_1, x_1, \dots, a_N, b_N, \mu_N, x_N)$ ,  $N = 0, 1, \dots$ , of Forecaster's and Reality's moves in the game of forecasting bounded variables. If we fix a strategy for Sceptic, Sceptic's capital  $\mathcal{K}_N$ ,  $N = 0, 1, \dots$ , become a function of Forecaster's and Reality's previous moves; in other words, Sceptic's capital becomes a process. The processes that can be obtained this way are called (game-theoretic) *supermartingales*.

The following theorem is essentially inequality (4.16) in [2].

**Theorem 1** *For any  $h \in \mathbb{R}$ , the process*

$$\prod_{n=1}^N \exp \left( h(x_n - \mu_n) - \frac{h^2}{8}(b_n - a_n)^2 \right)$$

*is a supermartingale.*

**Proof** Assume, without loss of generality, that Forecaster is additionally required to always set  $\mu_n := 0$ . (Adding the same constant to  $a_n$ ,  $b_n$ , and  $\mu_n$  will not change anything for Sceptic.) Now we have  $a_n < 0 < b_n$ .

It suffices to prove that on round  $n$  Sceptic can make a capital of  $\mathcal{K}$  into a capital of at least

$$\mathcal{K} \exp \left( hx_n - \frac{h^2}{8}(b_n - a_n)^2 \right);$$

in other words, that he can obtain a payoff of at least

$$\exp \left( hx_n - \frac{h^2}{8}(b_n - a_n)^2 \right) - 1$$

using the available tickets (paying  $x_n$  and costing 0). This will follow from the inequality

$$\exp\left(hx_n - \frac{h^2}{8}(b_n - a_n)^2\right) - 1 \leq x_n \frac{e^{hb_n} - e^{ha_n}}{b_n - a_n} \exp\left(-\frac{h^2}{8}(b_n - a_n)^2\right),$$

which can be rewritten as

$$\exp(hx_n) \leq \exp\left(\frac{h^2}{8}(b_n - a_n)^2\right) + x_n \frac{e^{hb_n} - e^{ha_n}}{b_n - a_n}. \quad (1)$$

Our goal is to prove (1). By the convexity of the function  $\exp$ , it suffices to prove

$$\frac{x_n - a_n}{b_n - a_n} e^{hb_n} + \frac{b_n - x_n}{b_n - a_n} e^{ha_n} \leq \exp\left(\frac{h^2}{8}(b_n - a_n)^2\right) + x_n \frac{e^{hb_n} - e^{ha_n}}{b_n - a_n},$$

i.e.,

$$\frac{b_n e^{ha_n} - a_n e^{hb_n}}{b_n - a_n} \leq \exp\left(\frac{h^2}{8}(b_n - a_n)^2\right),$$

i.e.,

$$\ln(b_n e^{ha_n} - a_n e^{hb_n}) \leq \frac{h^2}{8}(b_n - a_n)^2 + \ln(b_n - a_n). \quad (2)$$

The derivative of the left-hand side of (2) is

$$\frac{a_n b_n e^{ha_n} - a_n b_n e^{hb_n}}{b_n e^{ha_n} - a_n e^{hb_n}}$$

and the second derivative, after cancellations and regrouping, is

$$(b_n - a_n)^2 \frac{(b_n e^{ha_n})(-a_n e^{hb_n})}{(b_n e^{ha_n} - a_n e^{hb_n})^2}.$$

The last ratio is of the form  $u(1-u)$  where  $0 < u < 1$ . Hence it does not exceed  $1/4$ , and the second derivative itself does not exceed  $(b_n - a_n)^2/4$ . Inequality (2) now follows from the second-order Taylor expansion of the left-hand side around  $h = 0$ .  $\blacksquare$

The relation between the game-theoretic and measure-theoretic approaches to probability is described in [4], Chapter 8. Intuitively, the generality of the game-theoretic protocol stems from the fact that Forecaster is not asked to produce a full-blown probability forecast for  $x_n$ : only the elements  $(a_n, b_n, \mu_n)$  that we really need for our mathematical result enter the game of forecasting bounded variables. Besides, the players are allowed to react to each other moves; in particular, Reality may react to Forecaster's moves and both Reality and Forecaster may react to Sceptic's moves (the latter is important in applications to defensive forecasting: see, e.g., [6]). It is remarkable that many measure-theoretic proofs carry over in a straightforward manner to game-theoretic probability.

### 3 Hoeffding's inequality

We start from the definition of upper probability, a game-theoretic counterpart (along with lower probability) of the standard measure-theoretic notion of probability. Suppose the game of forecasting bounded variables lasts a known number  $N$  of rounds. (See [4] for the general definition.) The *sample space* is the set of all sequences  $(a_1, b_1, \mu_1, x_1, \dots, a_N, b_N, \mu_N, x_N)$  of Forecaster's and Reality's moves in the game. An *event* is a subset of the sample space. The *upper probability* of an event  $E$  is the infimum of the initial value of non-negative supermartingales that take value at least 1 on  $E$ . (See [4], Chapter 8, for a demonstration that this definition agrees with measure-theoretic probability.)

Theorem 1 immediately gives Hoeffding's inequality (cf. [2], the proof of Theorem 2) when combined with the definition of game-theoretic probability:

**Corollary 1** *Suppose the game of forecasting bounded variables lasts a fixed number  $N$  of rounds. If all  $a_n$  and  $b_n$  are given in advance and  $t > 0$  is a known constant, the upper probability of the event*

$$\frac{1}{N} \sum_{n=1}^N (x_n - \mu_n) \geq t \tag{3}$$

does not exceed

$$e^{-2N^2 t^2 / C},$$

where  $C := \sum_{n=1}^N (b_n - a_n)^2$ .

(The reader will see that it is sufficient for Sceptic to know only  $C$  at the start of the game, not the individual  $a_n$  and  $b_n$ .)

**Proof** The supermartingale of Theorem 1 starts from 1 and achieves

$$\prod_{n=1}^N \exp \left( h(x_n - \mu_n) - \frac{h^2}{8} (b_n - a_n)^2 \right) \geq \exp \left( hNt - \frac{h^2}{8} C \right) \tag{4}$$

on the event (3). The right-hand side of (4) attains its maximum at  $h := 4Nt/C$ , which gives the statement of the corollary. ■

**Remark** The measure-theoretic counterpart of Corollary 1 is sometimes referred to as the Hoeffding–Azuma inequality, in honour of Kazuoki Azuma [1]. The martingale version, however, is also stated in Hoeffding's paper ([2], the end of Section 2).

### Acknowledgments

This work is inspired by a question asked by Yoav Freund. It has been partially supported by EPSRC (grant EP/F002998/1).

## References

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