

Calibration

Dean P. Foster

- Calibration for humans
- Calibration for big data
- Theory of calibrated
- Game theory:
 - Convergence to correlated equilibria

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Convergence to NE

What is calibration?



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Corrected by Pool Adjacent Violators



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'Then you should say what you mean,' the March Hare.

- Want $E(Y \hat{Y}) \approx 0$.
- Actually we want more:

$$E(Y-\hat{Y}|\hat{Y}pprox c)pprox 0$$

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for all c.

Human behavior: without incentives



Human behavior: With incentives!



 "Suppose in a long (conceptually infinite) sequence of weather forecasts, we look at all those days for which the forecast probability of precipitation was, say, close to some given value p and then determine the long run proportion f of such days on which the forecast event (rain) in fact occurred. If f = p the forecaster may be termed well calibrated."

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Phillip Dawid

Calibration is a minimal condition for performance

- On sequence: 0 1 0 1 0 1 0 ...
- A constant forecast of .5 is calibrated
- A constant forecast of .6 is not calibrated

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- On sequence: 0 1 0 1 0 1 0 ...
- A constant forecast of .5 is calibrated
- A constant forecast of .6 is not calibrated
- Isn't a forecast of .1 .9 .1 .9 .1 .9 ... better?
 - Yes, it has higher "resolution."
 - But, it isn't calibrated.
 - Science calls it accuracy vs precision (or "trueness" as VIM says we should call it since 2008)

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proof: apply minimax theorem.



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- Game: between the statistician and Nature.
- Natures strategy is a stochastic process.
- If the statistician knew the process she could easily "win."

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• By the minimax theorem she can always win.

Theorem (with Johnson 2013)

An exponential smooth close to calibrated.

Warm-up Goal: $E(Y - \hat{Y}|X = c) = 0$

• This can be guaranteed by doing a polynomial regression on *X*.

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Warm-up Goal: $E(Y - \hat{Y}|X = c) = 0$

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But, what if $X = \hat{Y}$?

Real Goal: $E(Y - \hat{Y}|\hat{Y} = c) = 0$

 This can be guaranteed by doing a polynomial regression on Ŷ

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Real Goal: $E(Y - \hat{Y}|\hat{Y} = c) = 0$

 This can be guaranteed by doing a polynomial regression on Ŷ

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Computing \hat{Y} now entails finding a fixed point.

Applied calibration

- First compute $Y \sim X$ to generate \hat{Y}
- Now fit a regression of Y on a polynomial of \hat{Y}
- Work really well!



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Tricking a forecasting method:

• If you predict p > .5, nature picks no rain

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• If you predict $p \leq .5$ nature picks rain

Tricking a forecasting method:

- If you predict p > .5, nature picks no rain
- If you predict $p \leq .5$ nature picks rain
- But, if we treat .4999 and .5000 as about the same forecasts, then this attack fails.

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- Leads to different definitions
- Leads to different algorithms

Summary so far: Handout



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So, when is paranoia justifiable? Game theory

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What is an equilibrium?



- The first player predicts the second player
- The second player predicts the first player
- Each plays a best reply to their predictions

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Called fictitious play

Convergences for fictitious play

- For zero sum games: it is easy (basically an interior point method for LP)
- For general games, calibration leads to correlated equilibrium
- Roger Meyerson: "2 out of 3 intelligent species discover Correlated equilibrium before Nash equilibrium."

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Convergences for fictitious play

- For zero sum games: it is easy (basically an interior point method for LP)
- For general games, calibration leads to correlated equilibrium
- Roger Meyerson: "2 out of 3 intelligent species discover Correlated equilibrium before Nash equilibrium."
- Calibration is stronger than you need-it gets all forecasts right.

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When asked if he had any regrets, Winston Churchill said, "I wish I'd bet on black every time I bet red and vice versa."

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R^{i→j} measures how much better off one would have been if all *i*'s were switched to *j*

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- Find a stationary distribution of this flow (easy LP)
- It will end up having no-regrets in the long run
- It is better in many ways than using calibration

- Use calibration to clean up regressions
- Use fixed point based calibration to clean up time series predictions

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• Use no-internal regret forecasts for game theory

- Use calibration to clean up regressions
- Use fixed point based calibration to clean up time series predictions
- Use no-internal regret forecasts for game theory

Thanks!

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