

# The Kolmogorov complexity of on-line predicting odd and even bits

Bruno Bauwens

Université de Lorraine, LORIA

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1 Introduction

2 Definitions and results

3 Application

4 Proof

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## 3 Application

## 4 Proof

# Studying a theater play

play = 2 independent monologues  $x, y$

- Someone studies  $x$  and  $y$ .
- Alice studies  $x$ , Bob studies  $y$ .

**Script**

Alice To be or not to be,  
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Bob Once upon a time  
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~ The end ~

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Play = large dialogue, alternating lines

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Alice I love you  
Bob I love you too  
Alice I no longer love you  
Bob I'm sad

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Alice Blabla  
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# Shannon entropy: perfect symmetry of information

Splitting information “in pieces” does not increase the sum of parts of information.

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By recursion, for any number of “pieces”

$$H(X_1 Y_1 \cdots X_n Y_n) = \sum_n H(X_{n+1}|X_1 Y_1 \cdots X_n Y_n) + \sum_n H(Y_{n+1}|X_1 Y_1 \cdots X_{n+1})$$


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# Kolmogorov complexity: almost symmetry of information

Splitting in two parts increases the sum by at most  $O(\log |x|)$

$$C(x, y) = C(x) + C(y|x) + O(\log |x|).$$



- Sums are not machine invariant up to  $O(1)$ .
- We refine to  $C_{\text{odd}}(x)$  and  $C_{\text{ev}}(x)$  [see further]
- Main result:  $C_{\text{odd}}(x) + C_{\text{ev}}(x) \approx 2C(x)$  for infinitely many  $x$ .  
→ Confirming our example.

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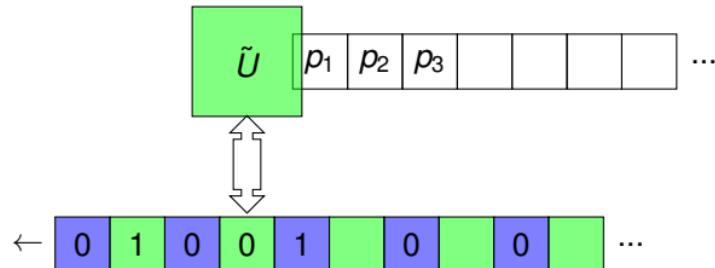
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# Online Kolmogorov complexity $C_{\text{ev}}(x)$



## Theorem

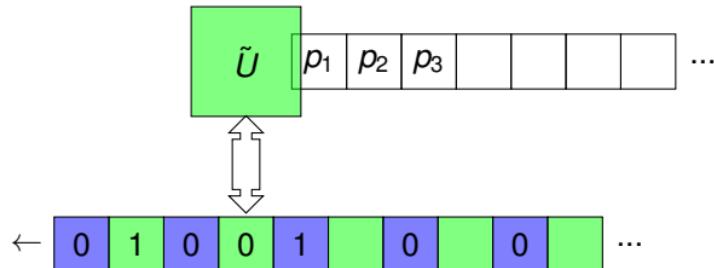
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$$C(x|y) = \min\{|p| : U(p, y) = x\}$$

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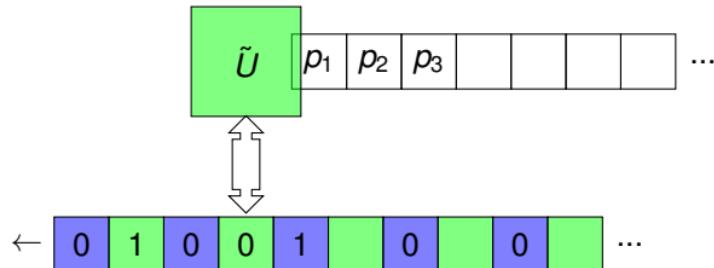
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Similar for  $C_{\text{odd}}$  [CSVV08].

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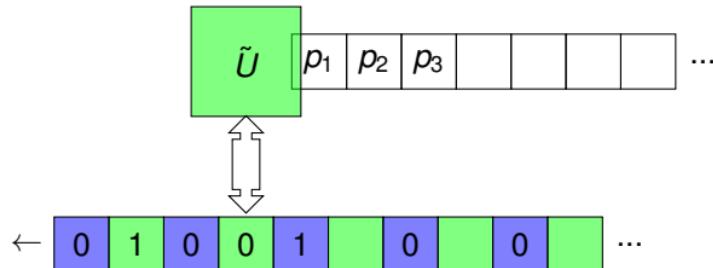
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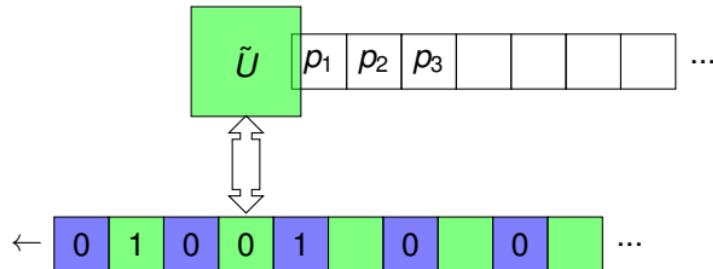
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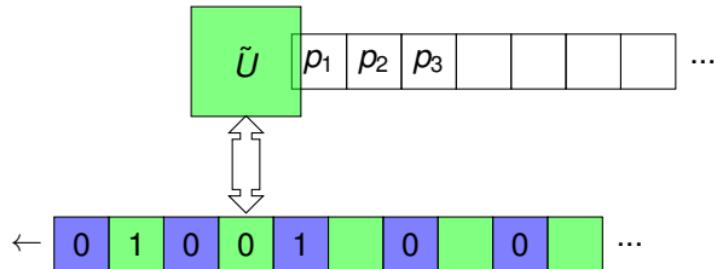
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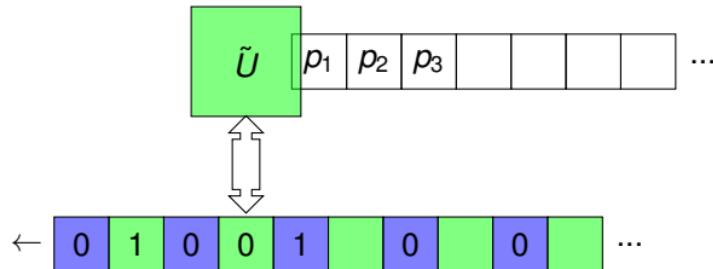
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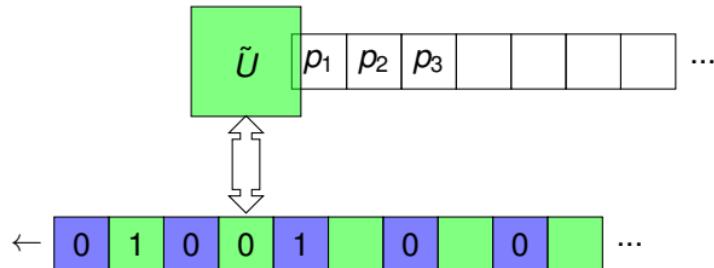
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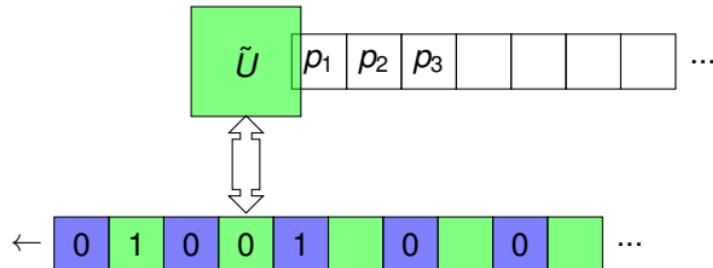
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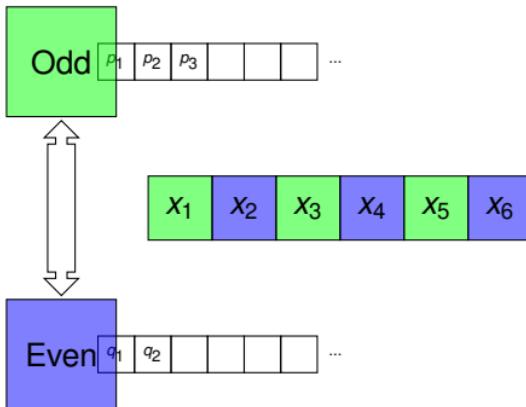
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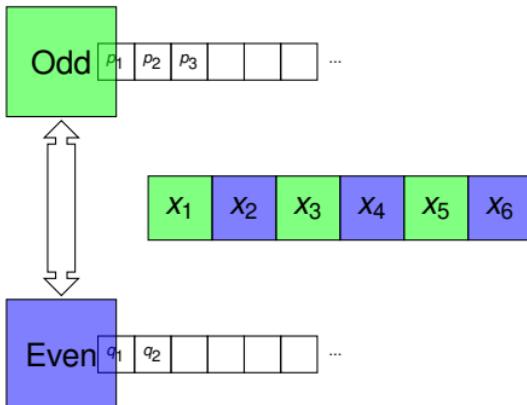
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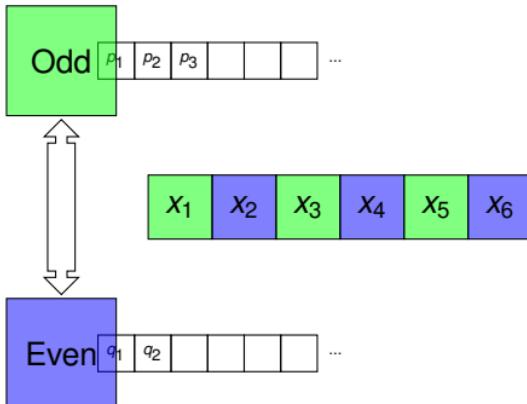
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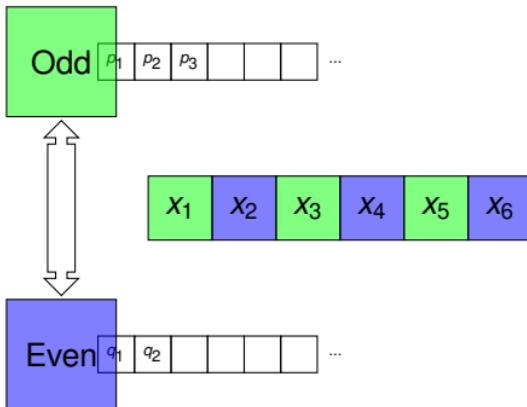
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 $IT(y \rightarrow x) = C(x) - C_{\text{ev}}(y_1 x_1 \cdots y_n x_n)$

$$\begin{aligned} IT(y \rightarrow x) &= C(x, y) + O(1) \\ IT(x \rightarrow y) &\leq \varepsilon C(x, y) \end{aligned}$$

Asymmetry implies halting information

$$(C_{\text{odd}} + C_{\text{ev}})(x) - C(x) \leq (C - C^H)(x) + O(\log |x|).$$

## Theorem

For every  $\varepsilon > 0$  there exist  $\delta > 0$  and a sequence  $\omega$  such that for large  $n$

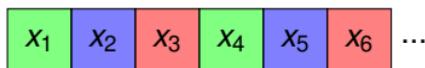
$$\frac{C_{\text{odd}}(\omega_1 \dots \omega_{2n})}{C_{\text{ev}}(\omega_1 \dots \omega_{2n})} \geq (1 - \varepsilon)C(\omega_1 \dots \omega_{2n}) + \delta n.$$

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# Generalization for more machines

$$C_{i/k} = \min \{ |p| : U(x_1 \cdots x_{j-1}) = x_j, j = i, i+k, \dots \leq |x| \}$$



## Theorem

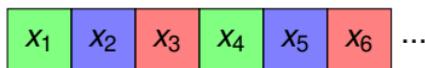
For each  $k$  and  $\varepsilon > 0$  there exist  $\delta > 0$  and a sequence  $\omega$  such that for  $i \leq k$  and large  $n$

$$C_{i/k}(\omega_1 \cdots \omega_{kn}) \geq \delta n + (1 - \varepsilon) C(\omega_1 \cdots \omega_{kn})$$

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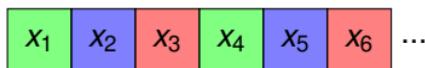
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# Linear gap and upper bound

## Theorem

*There exist a sequence  $\omega$  such that for all  $n$*

$$(C_{\text{odd}} + C_{\text{ev}} - C)(\omega_1 \dots \omega_n) \geq n(\log \frac{4}{3})/2 - O(\log n).$$

*Moreover,*

$$\begin{aligned} C_{\text{odd}}(\omega_2 \omega_1 \dots \omega_{2n} \omega_{2n-1}) &= C(\omega_1 \dots \omega_{2n}) + O(\log n) \\ C_{\text{ev}}(\omega_2 \omega_1 \dots \omega_{2n} \omega_{2n-1}) &\leq O(1). \end{aligned}$$

## Theorem

*There exist  $\beta < \frac{1}{2}$  such that for large  $x$*

$$(C_{\text{ev}} + C_{\text{odd}} - C)(x) \leq \beta|x|.$$

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# Outline

1 Introduction

2 Definitions and results

3 Application

4 Proof

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- two regions  $\mathcal{X}$  and  $\mathcal{Y}$  are interacting
- measurements in each region

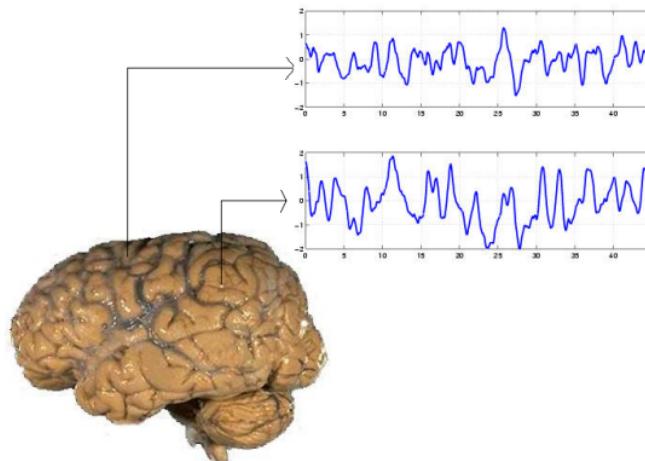
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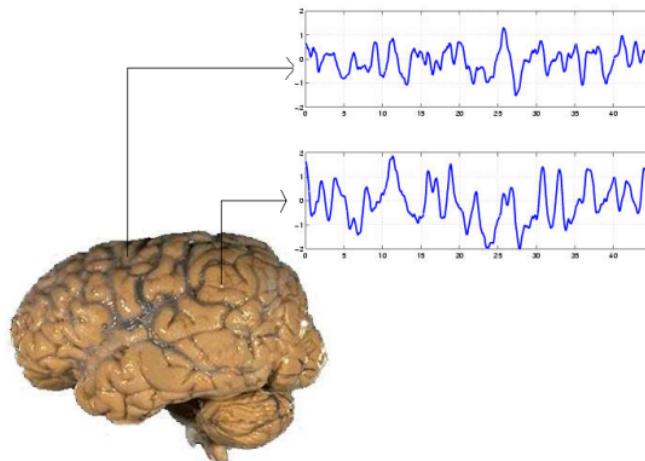
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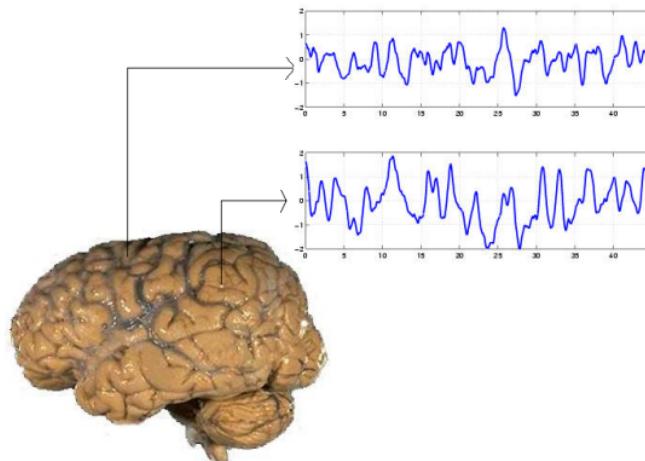
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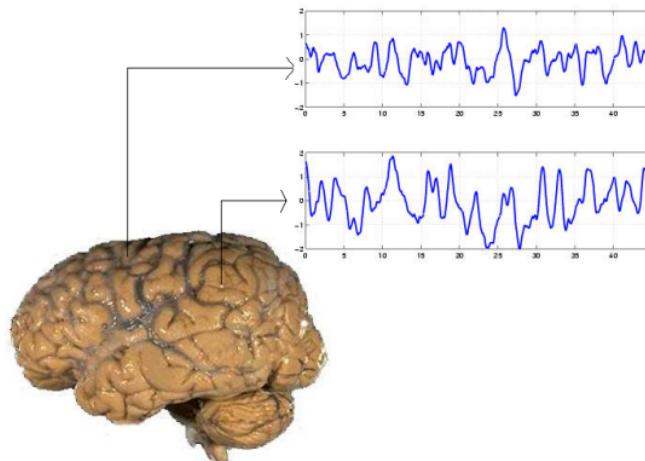
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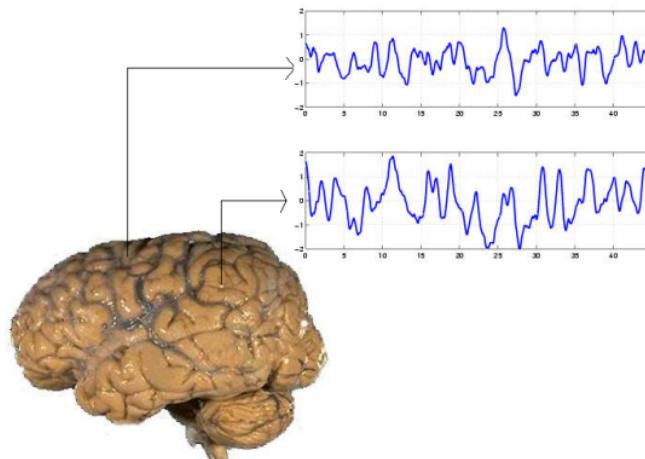
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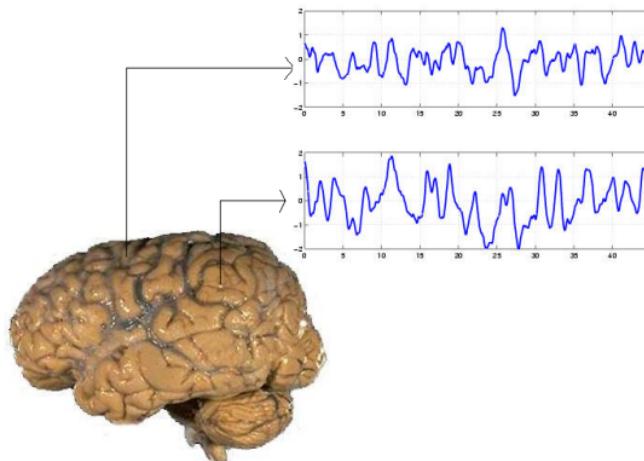
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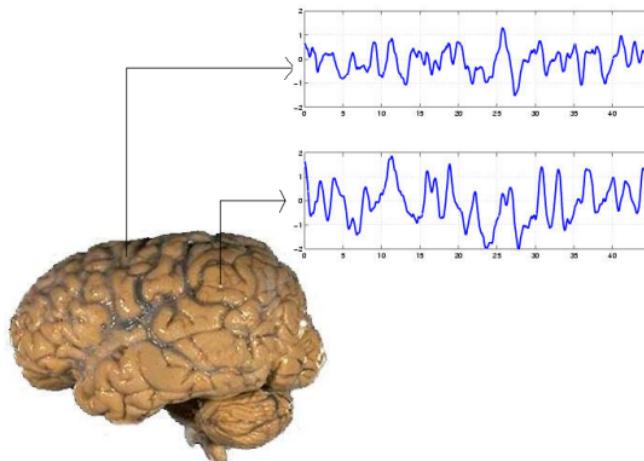
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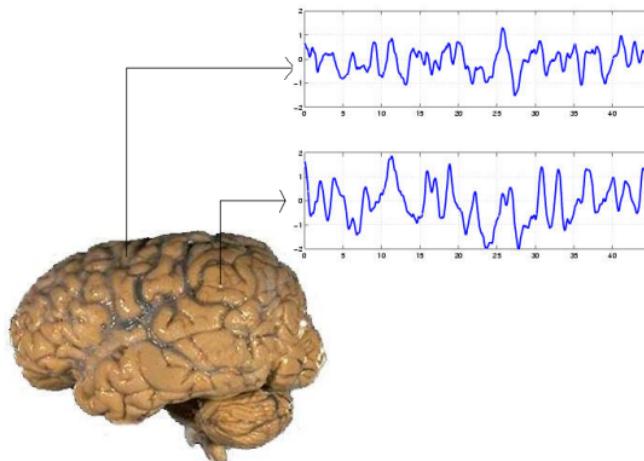
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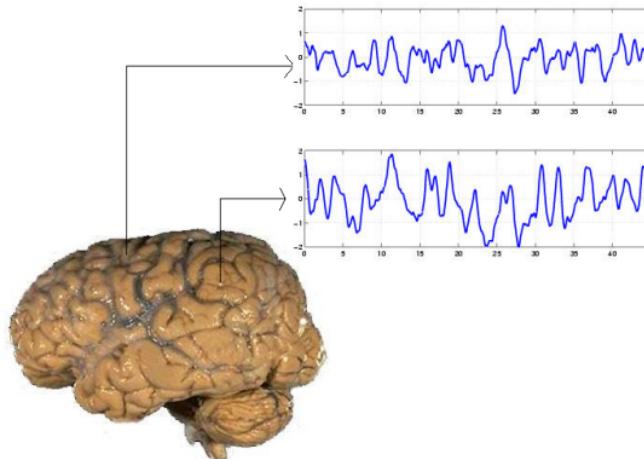
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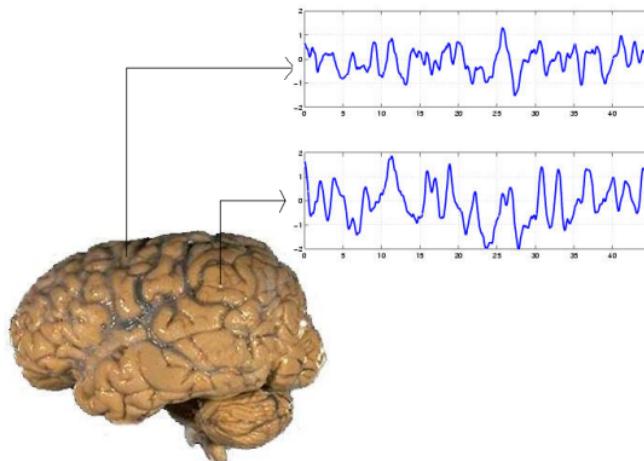
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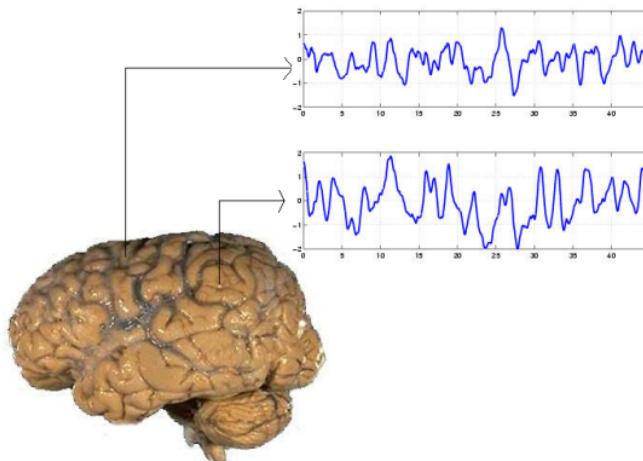
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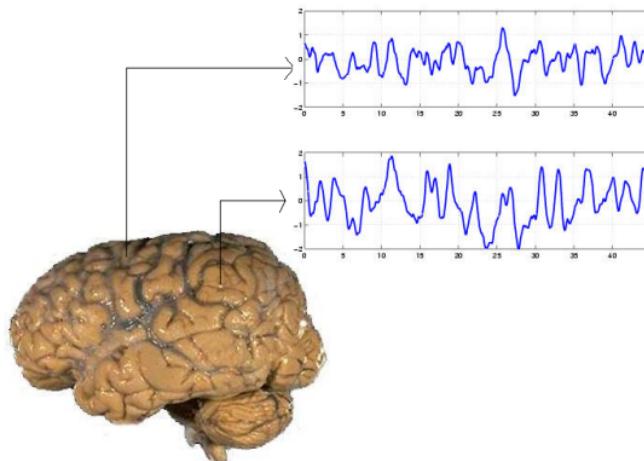
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- Unfortunately, in our example no direction of influence is natural.  
Example where the direction means anything?

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The end, questions?

1 Introduction

2 Definitions and results

3 Application

4 Proof

## Theorem

*There exist a sequence  $\omega$  such that for all  $n$*

$$(C_{\text{odd}} + C_{\text{ev}})(\omega_1 \cdots \omega_{2n}) \geq n \log \frac{4}{3} + C(\omega_1 \cdots \omega_{2n}) + O(\log n)$$

- State the problem in terms of on-line semimeasures,
- Game on strings of length 2,
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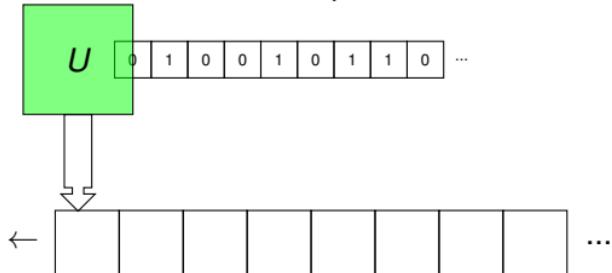
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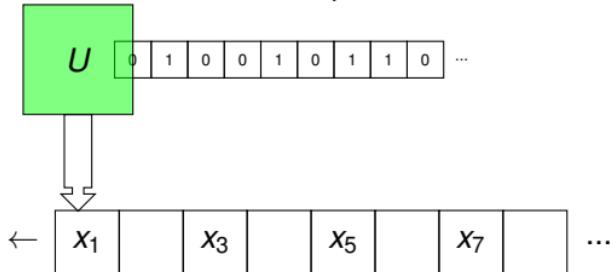
Probabilistic Turing machine  $\leftrightarrow$  lower-semicomputable semimeasure $P : \{0, 1\}^* \rightarrow [0, 1]$  is a semimeasure if

$$P(x0) + P(x1) \leq P(x)$$

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# (On-line) semimeasures and (on-line) coding theorem

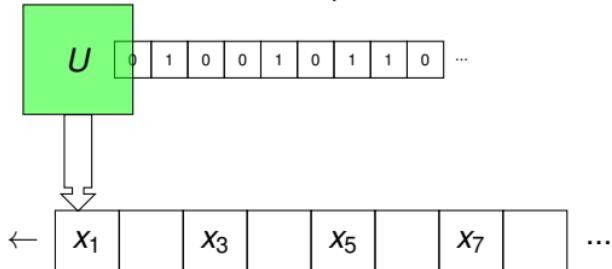
Probabilistic Turing machine  $\leftrightarrow$  lower-semicomputable semimeasure



$P : \{0, 1\}^* \rightarrow [0, 1]$  is an **even** semimeasure if

$$\begin{aligned} P(x0) + P(x1) &\leq P(x) && \text{if } |x0| \text{ is even,} \\ P(x0) &= P(x1) = P(x) && \text{otherwise.} \end{aligned}$$

- There exist maximal lower-semicomputable even semimeasures  $M_{\text{ev}}(x)$ .
- Coding theorem[CSVV08]:  $-\log M_{\text{ev}}(x) = C_{\text{ev}}(x) + O(\log |x|)$ .

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Warning: an even machine can not be modeled by products of l.s.c.  $P_i$ .

$$P_{\text{ev}}(y_1 x_1 \cdots y_n x_n) = P_1(x_1|y_1) \cdots P_n(x_n|y_n) = P(x|y).$$

For all lsc  $P_{\text{odd}}$ ,  $P_{\text{ev}}$  there exist  $\omega$  and lsc  $P$  s.t.  $(P_{\text{odd}} \cdot P_{\text{ev}})(\omega_1 \cdots \omega_{2n}) \leq \left(\frac{3}{4}\right)^n P(\omega_1 \cdots \omega_{2n})$

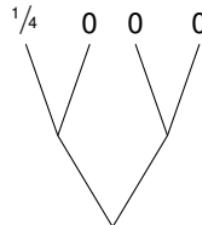
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Math wins if either

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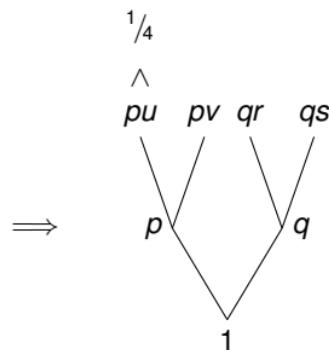
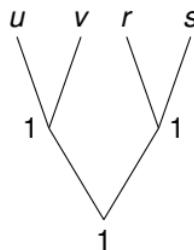
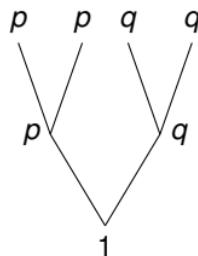
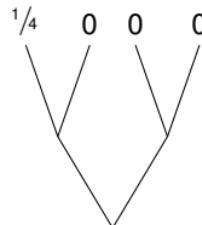
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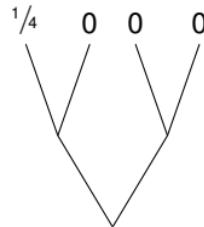
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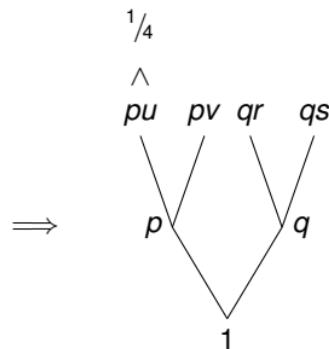
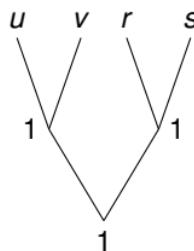
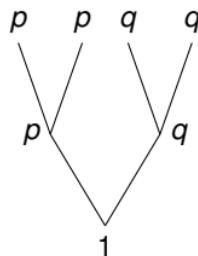
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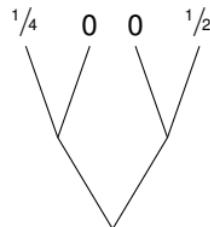
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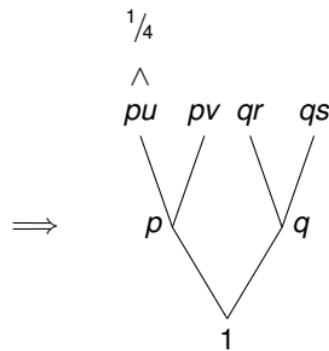
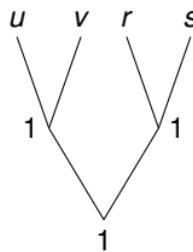
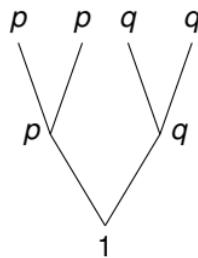
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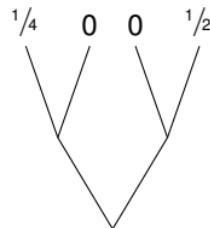
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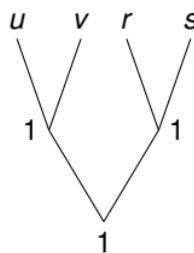
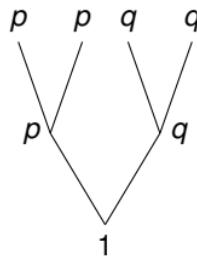
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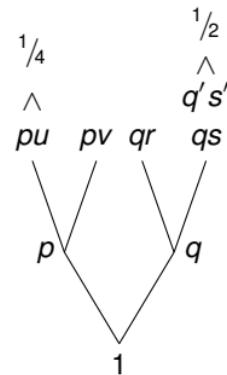


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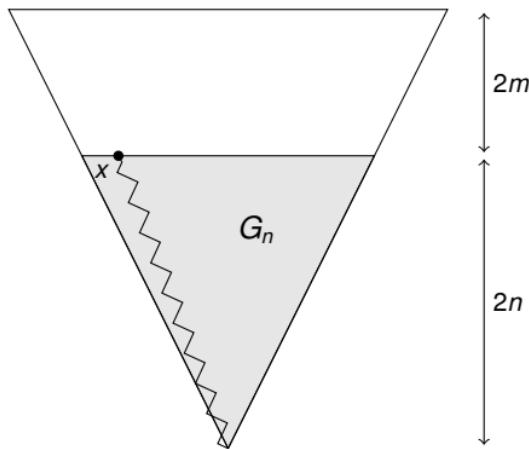


$\Rightarrow$



# Concatinating strategies for $G_n$ and $G_m$ to $G_{n+m}$

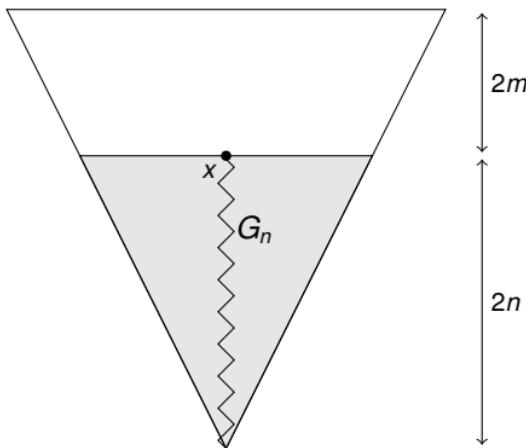
$G_n$  is played on restrict.  $P_{\text{odd}}, P_{\text{ev}}$   
How use output in  $G_m$ ?



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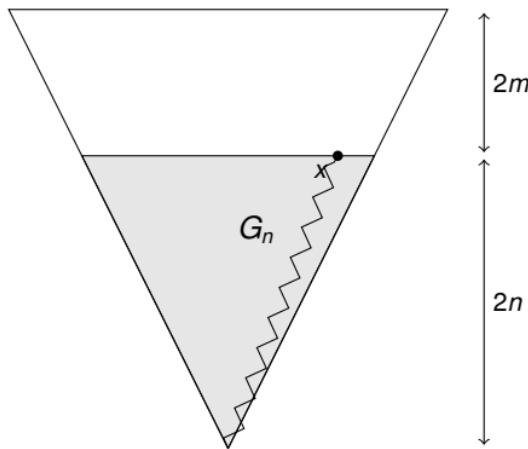
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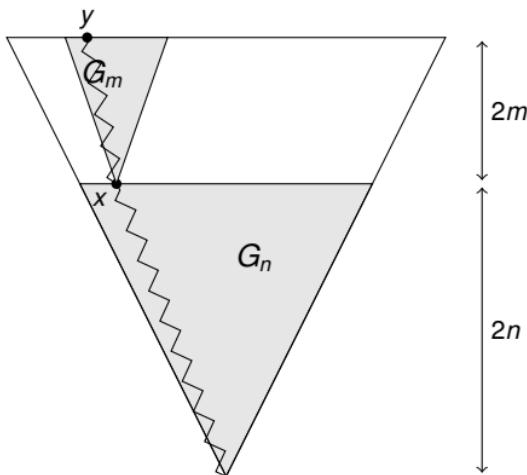
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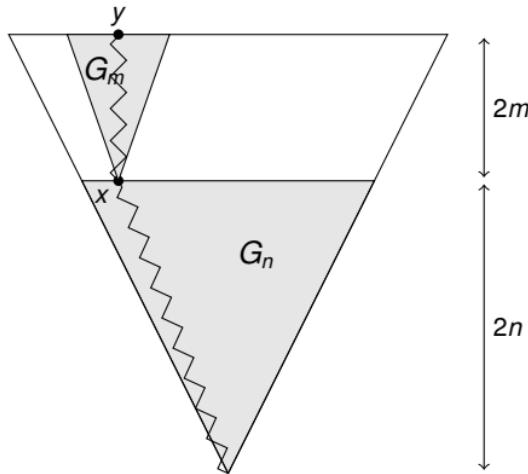
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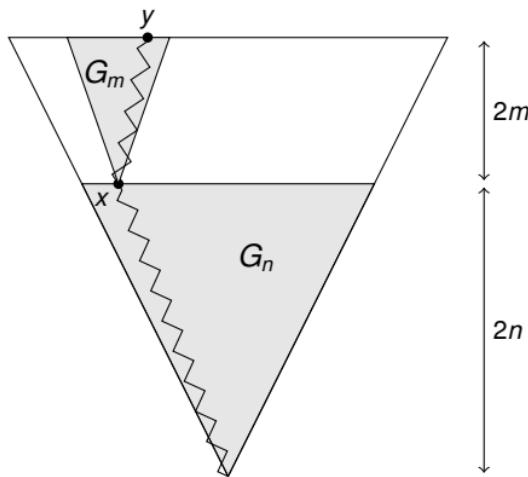
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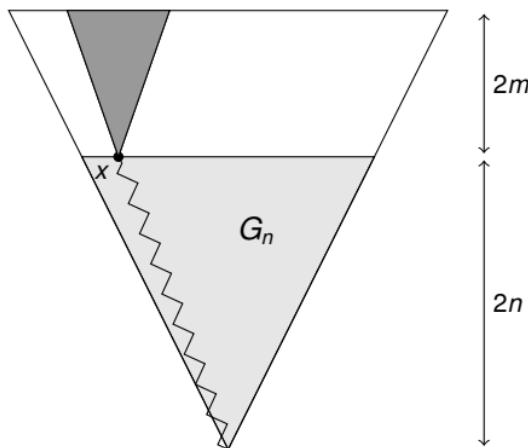
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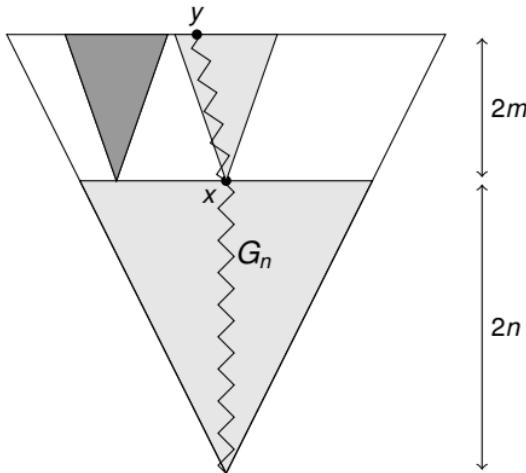
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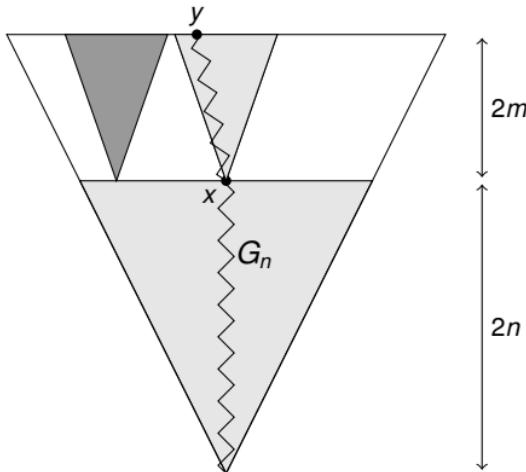


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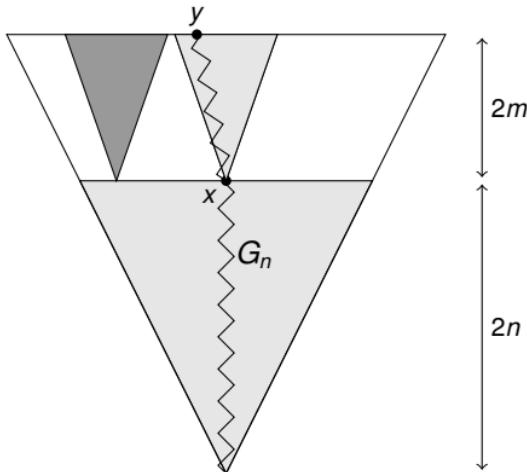


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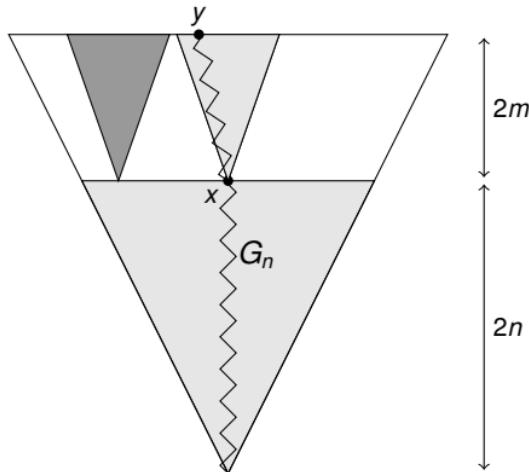


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# Concatenating strategies for $G_n$ and $G_m$ to $G_{n+m}$

$G_n$  is played on restrict.  $P_{\text{odd}}, P_{\text{ev}}$

How use output in  $G_m$ ?

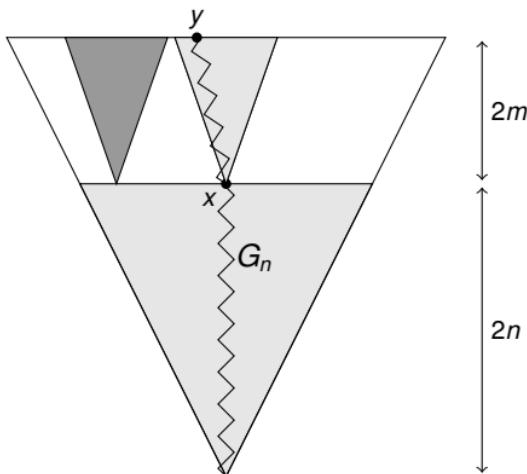


- Increases of  $P$  leaf by leaf,
- $P(x) = o_x e_x$  product of upperbounds for  $P_{\text{odd}}(x), P_{\text{ev}}(x)$ ,
- discard leaf as one of the upperbounds is violated,
- if all leafs are discarded then  $P_{\text{odd}}(\varepsilon) > 1$  or  $P_{\text{ev}}(\varepsilon) > 1$ ,
- rescale inputs small game with  $o_x$  and  $e_x$ ,
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# Concatenating strategies for $G_n$ and $G_m$ to $G_{n+m}$

$G_n$  is played on restrict.  $P_{\text{odd}}, P_{\text{ev}}$

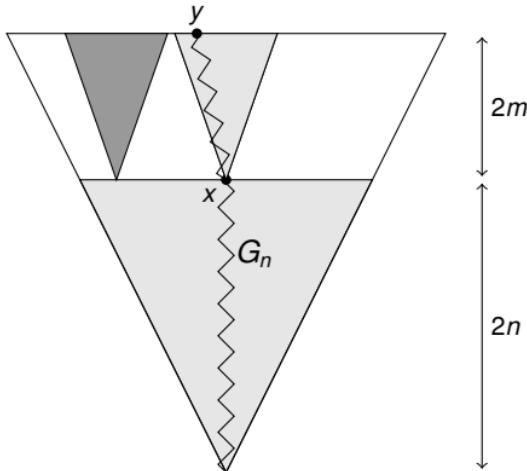
How use output in  $G_m$ ?



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