Online probability, complexity and randomness

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Martin-Löf: sequence $\alpha$ may be random or non-random with respect to $P$
( $P$ is a computable distribution on the Cantor space $\{0,1\}^{\infty}$ of binary sequences)
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$\mathrm{OLR} \Leftarrow b_{1}, b_{2}, b_{3}, \ldots$ is ML-random with oracle $x_{1}, x_{2}, x_{3}, \ldots$

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\operatorname{Pr}\left[b_{i}=1 \mid b_{1}, b_{2}, \ldots, b_{i-1}\right]
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a notion of randomness with respect to a class of distributions (Levin, Gacs) [more details in the next talk]
rather special class of distributions: other notions of algorithmic information theory can be generalized for the on-line framework

Decision complexity of a bit string $b_{1}, b_{2}, \ldots, b_{n}$ : the minimal length of a program that prints (sequentially) $b_{1}, b_{2}, \ldots, b_{n}$ (and, may be, something else).

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(Universal machine emulates any other with positive probability. A priori probability is defined up to a multiplicative constant.)
On-line a priori probability of $x_{1}, b_{1}, x_{2}, b_{2}, \ldots, x_{n}, b_{n}$ is a probability that a universal probabilistic machine, getting $x_{1}$ as input, produces $b_{1}$, then getting $x_{2}$ as input, produces $b_{2}$, etc.

Martingales:

- Casino produced bits $b_{1}, b_{2}, \ldots$ and announces the distribution: $\operatorname{Pr}\left[b_{n+1}=1 \mid b_{1}, b_{2}, \ldots, b_{n}\right]$

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- This function is a martingale, i.e.,

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\begin{aligned}
m\left(b_{1} \ldots b_{n}\right) & =\operatorname{Pr}\left[b_{n+1}=0 \mid b_{1} \ldots b_{n}\right] m\left(b_{1} \ldots b_{n} 0\right)+ \\
& +\operatorname{Pr}\left[b_{n+1}=1 \mid b_{1} \ldots b_{n}\right] m\left(b_{1} \ldots b_{n} 1\right)
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- Betting is fair:

$$
\begin{aligned}
& m\left(\ldots x_{n}, b_{n}, x_{n+1}\right)= \\
& \quad \operatorname{Pr}\left[b_{n+1}=0 \mid \ldots x_{n}, b_{n}, x_{n+1}\right] m\left(\ldots, x_{n}, b_{n}, x_{n+1}, 0\right)+ \\
& \quad+\operatorname{Pr}\left[b_{n+1}=1 \mid \ldots x_{n}, b_{n}, x_{n+1}\right] m\left(\ldots, x_{n}, b_{n}, x_{n+1}, 1\right)
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Ville's theorem: $\operatorname{Pr}[E]$ is the minimal initial capital needed for a martingale to achieve 1 on all elements of $E$
In other terms, $1 / \operatorname{Pr}[E]$ is the "market value" for the right to start playing with initial capital 1 and the insider information "outcome will be in E"

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Upper probability is the maximal probability of $E$ (maximum is taken over all distributions compatible with the on-line conditional probabilities)
Game: you choose $x_{i}$ while $b_{i}$ are generated with given (conditional) probabilities; you win if the outcome belongs to $E$. The winning probability is upper probability of $E$.
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A short form of saying that:

- After a statistical hypothesis (a distribution) is accepted, one should be more aware of events that have bigger probability. (Corollary: events with negligible probabilities could be ignored.)
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Now let $P$ be an on-line distribution; then the notion of on-line null set can be defined (using upper probability)
If $P$ is computable, the notion of effectively on-line null sets is defined; there exists maximal one; it's complement is the set of on-line random sequences.

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A formal definition: we require that $p_{1}, b_{1}, p_{2}, b_{2}, \ldots$ is on-line random wrt on-line distribution where

$$
\operatorname{Pr}\left[b_{i}=1 \mid p_{1}, b_{1}, \ldots, p_{i}\right]=p_{i}
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Andrei A. Muchnik [1958-2007]: negative answer

