Stochastic Linear Bandits with Finite Number of Arms.

Source: Chap 22, Bandit Algorithms, L&S. (text)

Previous: (Corollary 19.3/Set 14): Rn = C.d In (n2)

Now: 1 Frite number of arms, 1 Al = k, and arms are fixed over time

 $\mathbb{E}\left[e^{\eta_t}\right]_{A_1,X_1,\cdots,A_{t-1},X_{t-1},A_t} = e^{\eta_t^2/2}$ $\mathbb{E}\left[e^{\eta_t}\right]_{A_1,X_1,\cdots,A_{t-1},X_{t-1},A_t} = e^{\eta_t^2/2}$

(conditionally 1- sub6)

 $\triangle_{A} = \max_{b \in \mathcal{A}} \langle \theta^{*}, b_{-a} \rangle \leq \Delta.$

i.e., all arms rewards are bounded with each other.

Algorithm'. (Successive Elimination of Arms)
Initial: $S \in (0,1)$ $A = \{A_1, \dots, A_k\} \in \mathbb{R}^6$
l=1, A,=A, t=0, t,=1
Iteration: (1th round)
@ Choose T' a G-optimel design over A.
(b) $\varepsilon_{\ell} = \frac{1}{2^{\ell}}$ and $N_{\ell}(\alpha) = \left[\frac{2 \ln \pi_{\ell}(\alpha)}{\varepsilon_{\ell}^2} \log \left(\frac{k}{2}\right)\right]$
with $W_0 = S N_0(a)$

with
$$N_{R} = \sum_{a \in A_{R}} N_{R}(a)$$

$$\widehat{\Theta}_{R} = V_{R} \stackrel{\xi_{A}+N_{R}}{\geq} A_{+} X_{+} \quad \text{and} \quad \xi_{E} = \xi_{R}$$

$$V_{\ell} = \sum_{\alpha \in A_{\ell}} N_{\ell}(\alpha) \cdot \alpha \alpha^{T}$$

(e) $A_{l+1} = \{a \in A_{l}: \max \{\hat{\theta}_{l}, b-a\} \leq 2 \epsilon_{l}\}$ be $A_{l} = \{a \in A_{l}: \max \{\hat{\theta}_{l}, b-a\} \leq 2 \epsilon_{l}\}$ which are scoring close to the best

be $A_{l} = \{a \in A_{l}: \max \{\hat{\theta}_{l}, b-a\} \leq 2 \epsilon_{l}\}$ which are scoring close to the best scoring current arm (recall arm ent current estimate elimination algorithm earlier). (F) ten < te+ N, (l+1) < l Theorem (22.1 in text): w.p. = (1-8), for the algo alsove, Rn < C \ nd ln (kln(n)) Further, with 8= 1/n, E[Rn] < C \nd ln(kn) Pf: Follows from Set 16. 1