

Exploration and Fairness in Infinite Armed Bandit Problems

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Abstract

1 Introduction

(Parikh, 2019) (Parikh, 2010) (Blum et al., 2020)

2 Related Work and Preliminary Concepts

2.1 Infinite Multi-Armed-Bandit

2.2 Regret Bound

2.3 UCB

2.4 Thompson Sampling

2.5 Fairness

3 Proposed Method

3.1 Curiosity

3.2 Surplus

4 Experiments and Discussion

4.1 The Agents

1. **Random Agent** picks an unseen arm half the times and a random seen arm otherwise.
2. **Always New Arm Agent** always picks an unseen arm.
3. **Naive UCB Agent** picks a new unseen arm with $p = 1\%$ and every other time it picks among the known arms using UCB.
4. **Naive Thompson Sampling Agent** picks a new unseen arm with $p = 1\%$ and every other time it picks among the known arms using Thompson Sampling.
5. **Fair UCB Agent** picks a new unseen arm with $p = 1\%$ and every other time it picks among the known arms using UCB while also ensuring α -Fairness among known arms.

6. **Fair TS Agent** picks a new unseen arm with $p = 1\%$ and every other time it picks among the known arms using Thompson Sampling while also ensuring α -Fairness among known arms.

7. **Surplus Curiosity UCB Agent** picks a new unseen arm with a probability based on the surplus, and every other time it picks among known arms using UCB.

8. **Surplus Curiosity TS Agent** picks a new unseen arm with a probability based on the surplus, and every other time it picks among known arms using Thompson Sampling.

4.2 Environments

1. Uniform Environment
2. Increasingly Better Environment
3. Progressively Worse Environment

4.3 Results

4.3.1 Uniform Environment

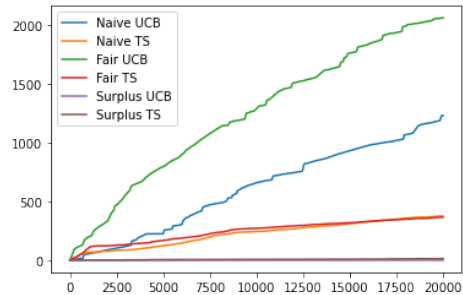


Figure 1: Uniform Environment. Linear-Linear Graph

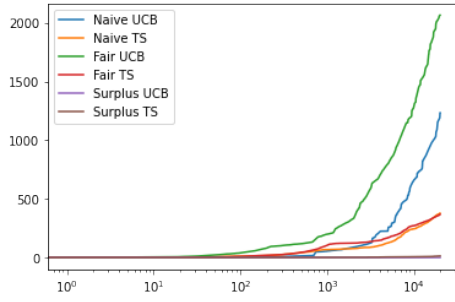


Figure 2: Uniform Environment. Log-Linear Graph

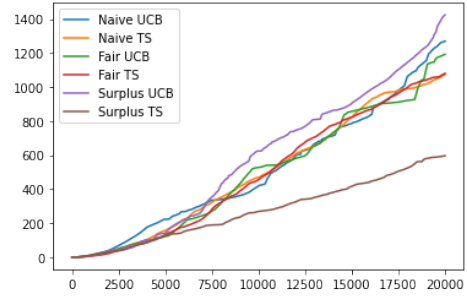


Figure 4: Increasingly Better Environment. Linear-Linear Graph

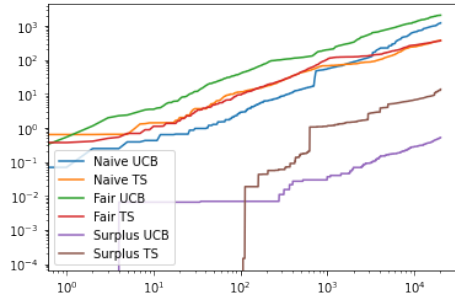


Figure 3: Uniform Environment. Log-Log Graph

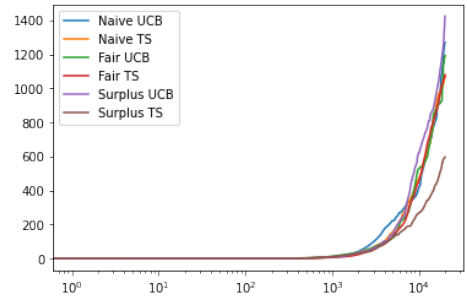


Figure 5: Increasingly Better Environment. Log-Linear Graph

4.3.2 Increasingly Better Environment

4.3.3 Progressively Worse Environment

4.4 Discussion

5 Conclusion

5.0.1 Future Work

1. Fair algorithms based on Surplus weighted Curiosity

References

- Avrim Blum, John Hopcroft, and Ravindran Kannan. 2020. *Foundations of Data Science*. Cambridge University Press, Cambridge.
- Prashant Parikh. 2010. *Language and Equilibrium*. MIT Press.
- Prashant Parikh. 2019. *Communication and content*. Number 4 in Topics at the Grammar-Discourse Interface. Language Science Press, Berlin.

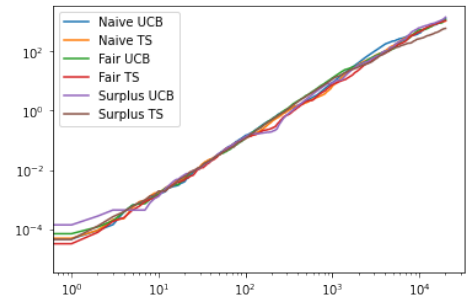


Figure 6: Increasingly Better Environment. Log-Log Graph

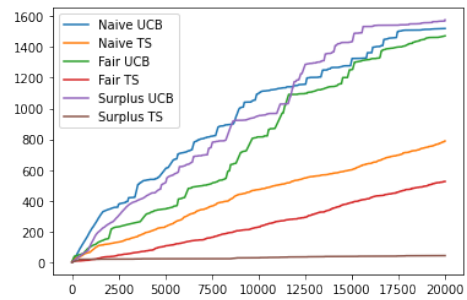


Figure 7: Progressively Worse Environment. Linear-Linear Graph

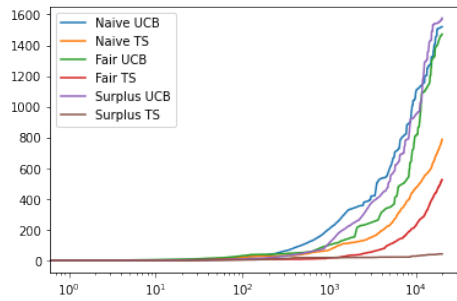


Figure 8: Progressively Worse Environment. Log-Linear Graph

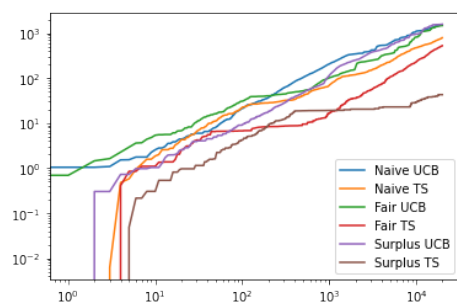


Figure 9: Progressively Worse Environment. Log-Log Graph