

In this chapter, we mainly studied two algorithms about Bandits. A bundit problem is about the balance of exploit & explore, the goal of such a problem is to find the optimal action at each time. We care about the estimate of the regret.

First we learned the K-Armed Bandit Problem.

Pseudo code of UCB algorithm:

- 1: Play each arm once, denote as Fra | a=1,--, kg
- 2: for t=1 → T-K do
- 3: It = argmax $\{i \in I_K\}$ $(\hat{\mu}_i^t + \sqrt{\frac{\log(TK/S)}{N_i^t}})$
- 5: end for

The regret of the algorithm above can be concluded as:

[Th 6.1] with prob.
$$> 1-8$$
,
 $R_T = O\left(\min \sqrt{kT \cdot \ln(Tk/s)}, \sum_{\alpha \neq \alpha} \frac{\ln(Tk/s)}{\Delta_{\alpha}} + k\right)$

Then to deal with a large / infinite K arms, we learned the Linear Bandits.

Pseudo code: The Linear UCB algorithm

Input: λ, βt

- 1: for t=0,1,--- do
- 2: Execute $x_t = \underset{x \in D}{\operatorname{argmax}} \underset{\mu \in BALL_t}{\operatorname{max}} \mu \cdot x$

and observe Tt

3: Update BALLtyl

4: End for.

The estimate of the regret can be concluded as:

[Th. 6.3] Suppose $|\mu^*\cdot\chi| \leq 1$ for all $\chi\in D$, $||\mu^*|| \leq W$, $||\chi|| \leq B$ and $||\chi|| \leq S$ sub-Gaussian. Set $\lambda = \sigma^2W^2, \quad \beta_1 := \sigma^2\left(2 + 4d\log\left(1 + \frac{tB^2W^2}{d}\right) + 8\log\left(4/8\right)\right)$ We have that with prob. $\geq 1 - 8$, for all $T \geq 0$ $R_T \leq C\sigma T \left(d\log\left(1 + \frac{TB^2W^2}{d\sigma^2}\right) + \log\left(4/8\right)\right)$

where the prob. comes from the prob. that $\mu^* \in BALL_{t}$.

Addition:

The idea of upper confidence bounds comes from the estimate of $|\hat{\mu}(a) - \mu(a)|$ by the Hoeffding's inequality, which says $|\hat{\mu}(a) - \mu(a)| \leq \sqrt{\ln(Tk|S)/N(a)}$ with prop > 1-8.

There are two reasons for trying the arm It with highest UCB:

- (i): It has large confidence interval, which means it has not been tried many times yet. [high uncertainty]
 - ir. We do exploration in this case!
- (ii): It has small confidence interval, then it is simply a good arm.
 - i.e. We do exploitation in this case!