

## E1 245 – Online Prediction and Learning, Aug-Dec 2024

### Homework #1

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#### 1. Conjugate priors

If the posterior distributions  $\mathbb{P}[\theta | X]$  are in the same probability distribution family as the prior probability distribution  $\mathbb{P}[\theta]$  upon observing  $X \sim \mathbb{P}_\theta$  (the sample distribution), the prior is called a conjugate prior for the likelihood (sample distribution). We have seen that a Beta prior is a conjugate prior for a Bernoulli likelihood. Show explicitly the following conjugate priors for various likelihoods (sample distributions):

- (a) Beta is a conjugate prior for Geometric.
- (b) Gamma is a conjugate prior for Poisson.
- (c) Normal is conjugate prior for Normal (with variance 1).

(Look up the definitions of these probability distributions on Wikipedia.)

#### 2. Boltzmann exploration

Consider the following algorithm for playing actions in a 2-armed bandit:

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**Algorithm 1** Boltzmann Exploration

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**Require:** Time horizon  $n \geq 0$ , Step sizes  $\beta_1, \dots, \beta_n$

Play each arm  $i \in \{1, 2\}$  once and initialize its sample mean reward

**for**  $t = 3, 4, \dots, n$  **do**

    Play an arm  $i \in \{1, 2\}$  with probability proportional to  $e^{\beta_t \hat{\mu}_t(i)}$  (Note:  $\hat{\mu}_t(i)$  denotes the sample mean reward from all plays of arm  $i$  up to and including time  $t - 1$ )

**end for**

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- (a) Suppose all the step sizes are *constant* over time:  $\beta_1 = \dots = \beta_n = \beta > 0$ . Moreover, assume that both arms yield Bernoulli-distributed rewards with parameters  $\mu_1$  and  $\mu_2$ , where  $0 < \mu_1 < \mu_2 < 1$ . Does the algorithm obtain sub-linear<sup>1</sup> regret? Why? (Hint: Think about the probability of playing the worse arm.)
- (b) Now suppose the arms yield *deterministic* rewards equal to their mean values  $\mu_1, \mu_2$ . Suggest a suitable increasing step size schedule (i.e., how  $\beta_t$  should depend on  $t$  and  $\Delta$  and increase with  $t$ ) so that the expected number of times that the sub-optimal arm is played (i.e.,  $\mathbb{E}[N_n(1)]$ ) approximately meets the Lai-Robbins lower bound of  $\frac{\log(n)}{\Delta^2}$ . (Note: Assume  $n$  to be large, and feel free to ignore universal constants; the order of the answer is what is important.)

#### 3. Worst case (gap-independent) regret for Explore-Then-Commit

Consider the Explore-Then-Commit bandit algorithm<sup>2</sup>, that we studied in class, run on a 2-armed bandit with Bernoulli-distributed rewards and parameters (means)  $\mu_1, \mu_2 \in [0, 1]$ , a time horizon of  $n$  rounds, and an initial exploration phase of  $m \leq n$  rounds. Let  $\Delta = \mu_1 - \mu_2 > 0$ .

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<sup>1</sup>Sub-linear regret is when the regret in  $n$  rounds is a vanishing fraction of  $n$ .

<sup>2</sup>The algorithm simply explores round-robin in an initial exploration phase and commits to the best-looking arm for the remainder of time.

- (a) Write down<sup>3</sup> an upper bound  $R(n, m, \Delta)$  for the regret of the algorithm as a function of  $m$ ,  $n$  and  $\Delta$ . (Hint: This has been done in class.)
- (b) Suppose the exploration phase length is chosen to be *larger* than  $n^{\frac{2}{3}}$ :  $m = n^{(\frac{2}{3} + \delta)}$  where  $\delta > 0$ . Find a ‘bad’ value for the gap  $\Delta$  (depending in general on  $n$ ) so that your regret bound  $R(n, m, \Delta)$  becomes *at least*  $n^{\frac{2}{3}}$  (order-wise).
- (c) Now, on the other hand, suppose the exploration phase length is chosen to be *smaller* than  $n^{\frac{2}{3}}$ :  $m = n^{(\frac{2}{3} - \delta)}$  where  $\delta > 0$ . Find a ‘bad’ value for the gap  $\Delta$  (depending in general on  $n$ ) so that your regret bound  $R(n, m, \Delta)$  becomes of order  $n^{\frac{2}{3}}$  (exact constants don’t matter).
- (d) Based on your answers above, what can you conclude about the quantity

$$\min_{1 \leq m \leq n} \max_{0 \leq \Delta \leq 1} R(n, m, \Delta),$$

as a function of  $n$  (order-wise)?

#### 4. Programming exercise

Implement the following algorithms for a 10-armed Bernoulli bandit with the arms’ means equally spaced in  $(0, 1)$ : (a)  $\epsilon$ -Greedy<sup>4</sup> with  $\epsilon = 1$  (i.e., just uniform sampling), (b)  $\epsilon$ -Greedy,  $\epsilon = 0.1$ , (c) UCB, (d) Thompson Sampling with a uniform prior.

For each of the algorithms, plot the average cumulative regret vs. # rounds (averaged over suitably many independent trials), along with its standard deviation, for as long a time horizon  $T$  as you can. Summarize your findings.

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<sup>3</sup>No need to derive explicitly.

<sup>4</sup>Explores in each round independently with probability  $\epsilon$ . If exploiting, plays the best arm w.r.t empirical mean from all past exploration rounds.