Identification of the Generalized Condorcet Winner in Multi-dueling Bandits

Viktor Bengs
Viktor.Bengs@lmu.de
LMU Munich

Fabian Fumagalli
eyke@lmu.de
LMU Munich

Eyke Hüllermeier
eyke@lmu.de
LMU Munich

Barbara Hammer
Viktor.Bengs@lmu.de
LMU Munich

Alireza Javanmardi
Alireza.Javanmardi@lmu.de
LMU Munich

Multi-dueling Bandits

- **Given:** Different arms (options) $\{1, \ldots, m\} = \mathcal{A}$
  - smaller bullet point
  - smaller bullet point with citation [1]
- **Action:** Choose a k-sized subset of arms $S \subseteq \mathcal{A}$
  $\rightsquigarrow$ a *multi-duel*

---

[1]Mesaoudi-Paul et al., "Pool-Based Realtime Algorithm Configuration: A Preselection Bandit Approach"

Multi-dueling Bandits

only to see where the slide content startsonly to see where the slide content startsonly to see where the slide content startsonly to see where the slide content startsonly to see where the slide content startsonly to see where the slide content startsonly to see where the slide content startsonly to see where the slide content startsonly to see where the slide content starts

- only to see where the content starts

References

📄 Mesaoudi-Paul, Adil El et al. "Pool-Based Realtime Algorithm Configuration: A Preselection Bandit Approach". In: vol. 12096. Lecture Notes in Computer Science. Springer, 2020, pp. 216–232.

Appendix

Appendix