AIMS CDT: Online Learning and Multi-Armed Bandits

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1 Introduction

In the Multi-Armed Bandit (MAB) problem, an agent (or algorithm) is required make decisions under uncertainty over a number of sequential steps in order to maximise a reward function, or equivalently, to minimise a loss function. This type of problem is found often in the real-world, including the ad selection problem, where an algorithm must determine which ad to display to a user, as well as in medical trials, where a doctor must decide which treatment to provide a patient.

Here, we focus on stochastic bandits for which the rewards provided by each arm are drawn according to some underlying distribution for each arm. We consider different algorithms to solve this problem, and empirically compare them their performance in terms of *regret*.

2 Preliminaries

2.1 Problem Definition

The algorithm chooses between K different actions (also referred to as arms) across T rounds. For the stochastic bandit problem, rewards provided by arm $a \in \{1, ..., K\}$ are drawn according to some fixed (but unknown) distribution, \mathcal{D}_a . Denote the chosen action at round t as a_t . Then, the reward at this timestep, r_t , is

$$Pr(r_t|a_t = a) = \mathcal{D}_a(r_t). \tag{1}$$

The regret at round *T* is defined as:

$$R(T) \triangleq \mu^* \cdot T - \sum_{t=1}^{T} \mu(a_t)$$
 (2)

where

$$\mu(a_t) = \mathbb{E}_{r \sim D_t} [r_t], \tag{3}$$

and $\mu^* = \max_a \mu(a)$. The maximiser of this will be denoted as a^* . The regret compares the performance of the algorithm with playing the best possible action (a^*) at each round.

Many of the algorithms that we will consider will require a notion of a *confidence radius*, representing a region around the empirical means which we believe that the true mean will lie in. Typically, the confidence radius is chosen to be of the form:

$$r(a) = \sqrt{\frac{2\log T}{n_a}} \tag{4}$$

where n_a is the number of times which arm a has been played. This choice is made so that:

$$Pr[|\overline{r_a} - \mu_a| > r(a)] \le \frac{2}{T^4} \tag{5}$$

where $\overline{r_a}$ is the sample mean of the rewards provided by arm a. Intuitvely, we require that the probability of the sample mean being far from the true mean (which we will refer to as the 'bad event') decays quickly enough, and this motivates this choice. Note that the above bound is typically derived using Hoeffding's inequality, which only applies for bounded random variables.

Here, we will consider the following algorithms: (1) Explore-first (2) Upper Confidence Bound (UCB) (3) ϵ -Greedy (4) Thompson Sampling. Note that this is an (approximate) Bayesian approach, which requires the definition of priors over arm parameters. We will also focus on the cases where \mathcal{D}_a are Bernoulli or Gaussian random variables. Please see Slivkins (2019) for an overview of these algorithms.

2.2 Confidence Radius for Gaussian RVs

The proof that the probability of a bad event decays with T^4 does not hold for Gaussian random variables, because these random variables have infinite support. However, we now prove a similar tail bound for these variables and thus derive a confidence radius. Let $r_a \sim \mathcal{N}(\mu_a, \sigma^2)$, and suppose that $\{r_a^{(1)}, \dots, r_a^{(n_a)}\}$ are samples from this distribution. We need to consider:

$$\Pr\left[\left|\underbrace{\frac{1}{n_a}\sum_{i=1}^{n_a}r_a^{(i)}-\mu_a}_{Z}\right|>t\right]. \tag{6}$$

Using the properties of Gaussian RVs, $Z \sim \mathcal{N}(0, \sigma^2/n_a)$. Then,

$$\Pr[|Z| > t] = 2 \Pr[Z > t]$$
 (Symmetry)
$$= 2 \Pr[\exp(\lambda Z) > \exp(\lambda t)]$$
 (For $\lambda > 0$)
$$\leq \frac{2 \underbrace{\mathbb{E}[\exp(\lambda Z)]}^{\text{MFG}_{Z}(\lambda)}}{\exp(\lambda t)}$$
 (Markov's Inequality)
$$= 2 \exp(\frac{\sigma^{2} \lambda^{2}}{2n_{a}} - \lambda t),$$
 (7)

By substituting the closed form expression for the Moment Generating Function (MGF) for Gaussian RVs. Then, minimising the upper bound over lambda yields:

$$\Pr[|Z| > t] \le 2\exp(\frac{-n}{2\sigma^2}t^2). \tag{8}$$

Thus, setting

$$r_a(t) = \sqrt{\frac{8\sigma^2}{n} \log T},\tag{9}$$

gives the probability of the bad event decaying with T^4 , even though Gaussian RVs have infinite support. It is pleasing that this equation scales linearly with σ , as we expect that larger σ should give a larger confidence radius.

2.3 Thompson Sampling for Gaussian RVs

In order to implement Thompson Sampling, we need to be able to compute the posterior on arm parameters. We will use conjugate prior distributions, thus using a Beta and Gaussian prior for the Bernoulli and Gaussian arms respectively. The update equations for the Bernoulli arm posterior is found in Chapelle and Li (2011), so all that remains is to derive the update equations for Gaussian arms.

Consider arm a. The rewards from this arm have a Gaussian distribution i.e.,

$$r_a \sim \mathcal{N}(\mu_a, \sigma_a^2). \tag{10}$$

We will consider σ_a^2 to be a known parameter, whilst μ_a is unknown. We place a Gaussian prior on the mean:

$$p(\mu_a) = \mathcal{N}(\mu_a|\hat{\mu}, \hat{\sigma}^2). \tag{11}$$

The posterior will be updated in a sequential way (i.e. using *online learning*). Suppose that $\{r_a^{(1)}, \ldots, r_a^{(n_a)}\}$ are samples from this arm. Then, by Bayes' rule:

$$p(\mu_a|r_a^{(1)},\dots,r_a^{(n_a)}) \propto \underbrace{p(\mu|r_a^{(1)},\dots,r_a^{(n_a-1)})}_{\text{"prior"}} \underbrace{p(r_a^{(n_a)}|\mu_a)}_{\text{likelihood}}, \tag{12}$$

where the first term is effectively acting as a prior. Suppose that this effective prior is Gaussian with mean μ_p and variance σ_p^2 . Then, the posterior is also Gaussian with the following form.

$$p(\mu_a|r_a^{(1)},\dots,r_a^{(n_a)}) = \mathcal{N}\left(\mu \middle| \frac{\mu_p \sigma_a^2 + r_a^{(n_a)} \sigma_p^2}{\sigma_a^2 + \sigma_p^2}, \frac{\sigma_p^2 \sigma_a^2}{\sigma_a^2 + \sigma_p^2}\right)$$
(13)

The above equation provides a way to update the posterior on μ_a as additional observations of the reward arrive. Then, the normal Thompson sampling approach can be applied.

3 Simulations

3.1 Bernoulli Arms

We draw K = 5 Bernoulli arms, sampling the mean parameter according to Beta(1,1). This is then set to be the prior distribution on the mean of each Bernoulli distribution. We implement the explore-first algorithm setting $N = T^{2/3}(\log T)^{1/3}$, where N is the

number of times each arm is explored before the exploit stage of the algorithm. This is the setting used to derive regret bounds in Slivkins (2019). Additionally, we use $\epsilon = t^{-1/3} (K \log t)^{1/3}$ for the ϵ -greedy algorithm, which is again the value used to derive regret bounds.

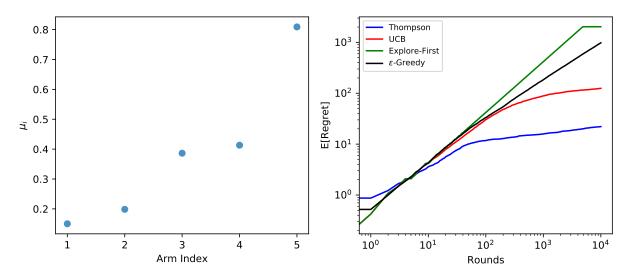


Figure 1: Simulation results using Bernoulli arms. Left: distribution of mean values of each arm. Right: expected cumulative regret for the different algorithms considered here.

3.2 Gaussian Arms

We draw K=10 Gaussian arms, sampling the mean parameter according to $\mathcal{N}(0.5,1)$. The variance of the each arm is set to be $\sigma^2=0.1^2$, and this is the same across all arms. We consider setting the prior distribution on the mean value of each arm to be the "correct" prior (i.e. the distribution according to which the mean was sampled) as well as $\mathcal{N}(1,0.25^2)$ (labelled "A") and $\mathcal{N}(-1,0.25^2)$ (labelled "B"). We use the same configurations for parameters of the explore-first algorithm and ϵ -greedy algorithm as for the Bernoulli arms, but we use Eq. (9) as the confidence range for the UCB algorithm.

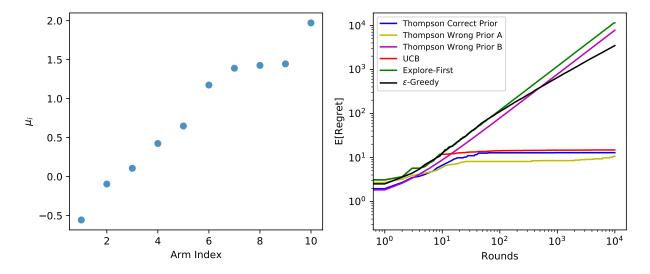


Figure 2: Simulation results using Gaussiani arms. Left: distribution of mean values of each arm. Right: expected cumulative regret for the different algorithms considered here.

4 Conclusions

References

Aleksandrs Slivkins. Introduction to multi-armed bandits. *CoRR*, abs/1904.07272, 2019. URL http://arxiv.org/abs/1904.07272.

Olivier Chapelle and Lihong Li. An empirical evaluation of thompson sampling. pages 2249-2257, 2011. URL http://papers.nips.cc/paper/4321-an-empirical-evaluation-of-thompson-sampling.pdf.