Almin

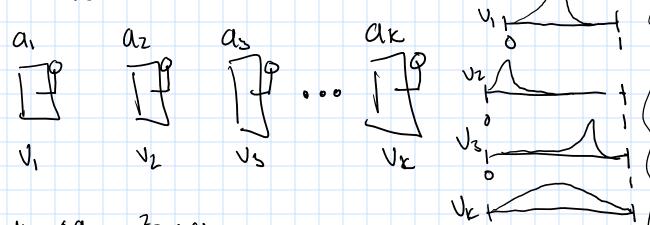
- Homework #5 due 0-1/3012021 (Semi Supervised learning)
- Final Project Officially due 65/65/2021
- Both pactners must submit he project
- TEEE C. +

- IEEE format

- Exam 64/09 - 04/12

Multiarm bandits

The multi arm bandit (MAB) is a sequentral allocation problem defined by a set of actions. Our goal is to maximize our remade



 $M_1 = 0.9$, $\sigma^2 = 0.01$ $M_2 = 0.92$, $\sigma^2 = 0.1$

Approachs

-Randonized

-loud lobon

The Stochastic Bundit Poster Known Parameters: number of arms K, number of rounds NZK Unknown Parameter: & probability distributures Us... Vk on [0,1] t = 1, ..., n 1) The Porecaster chooses It & & 1, 101, k3 @ Given It , the environment daws reward XIst NVI independently from the part and reveal it to the for caster Dofs: It arm sampled at time t from {1, ..., Kh t: round of play U: distributions XI, t: the reward sampled from VI at time t Vi has a mean Mi M= max Mi , c* = ary max Mi ce (s)

 $\max_{\hat{c} \in \{k\}} \sum_{t=1}^{n} X_{i,t} - \sum_{t=1}^{n} X_{I_{t},t} = R_{n}$ Regnet Pseudo Regret

Max I Z Xist - Z XIest] = Rn

it[x] In a stochastic setting, it is easy to show $R_{n} = nu - \sum_{t=1}^{n} E[u_{I_{t}}]$ ucr1 Xi -s average samples from Xi + Zloy(t) machine i ni = # of times we sampled machine