Finite-time Analysis of Frequentist Strategies for Multi-armed Bandits

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Overview

SMAB Setting (Part 1)	TBP Setting (Part 2)	
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Problem Definition	Problem Definition	
Contributions	Contributions	
EUCBV algorithm	AugUCB algorithm	
Theory	Theory	
Experiments	Experiments	

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- The rewards for each of the arms are i.i.d random variables drawn from distribution specific to the arm which are fixed throughout the time horizon denoted by T.
- The learner does not know the mean r_i , $\forall i \in \mathbb{A}$ of the distribution or the variance σ_i^2 .

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- **Condition:** This has to be achieved within a finite *T* timesteps.
- The expected regret of an algorithm after T timesteps is give by,

$$\mathbb{E}[R_T] = \sum_{i=1}^K \mathbb{E}[z_i(T)] \Delta_i,$$

where $\Delta_i = r^* - r_i$ is the gap.

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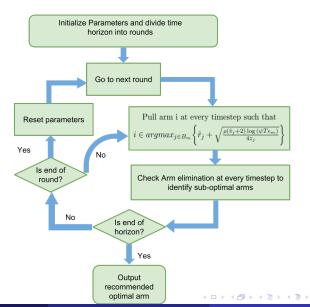
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- Theoretically it achieves an order-optimal regret bound, the first for an arm elimination algorithm in SMAB setting.
- Empirically, it outperforms all the state-of-the-art algorithms for the considered environments.



EUCBV Algorithm for SMAB (Chapter 3)



Expected Regret of EUCBV (Chapter 3)

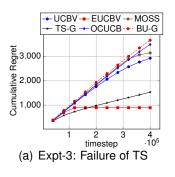
Corollary (*Gap-Independent Bound*)

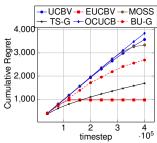
The regret of EUCBV is upper bounded by the following gap-independent expression:

$$\mathbb{E}[R_T] \leq \frac{C_3 K^5}{T^{\frac{1}{4}}} + 80\sqrt{KT}.$$

Algorithm	GD Bound		GI Bound	Var
EUCBV	0	$\left(rac{K\sigma_{max}^2\log(rac{T\Delta^2}{K})}{\Delta} ight)$	$O\left(\sqrt{KT}\right)$	Yes
UCBV	0 ($\left(\frac{K\sigma_{\max}^2\log T}{\Delta}\right)$	$O\left(\sqrt{KT\log T}\right)$	Yes
MOSS	0 ($\left(\frac{K^2\log(T\Delta^2/K)}{\Delta}\right)$	$O\left(\sqrt{KT}\right)$	No
OCUCB	0 ($\left(\frac{K\log(T/H_i)}{\Delta}\right)$	$O\left(\sqrt{KT}\right)$	No

Experiments in SMAB (Chapter 3)





(b) Expt-4: 3 Group Variance

- **Setting:** The Thresholding Bandit Problem (TBP) is a special case of SMAB setting.
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- **Primary aim:** Identify all the arms whose mean of the reward distribution (r_i) is above a particular threshold τ given as input.
- Condition: This has to be achieved within T timesteps of exploration and this is termed as a fixed-budget problem.

• We define the set $S_{\tau} = \{i \in \mathcal{A} : r_i \geq \tau\}.$

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- Let \hat{S}_{τ} denote the recommendation of a learning algorithm after T time units of exploration, while \hat{S}_{τ}^{c} denotes its complement.
- The goal of the learning agent is to minimize the expected loss:

$$\mathbb{E}[\mathcal{L}(T)] = \mathbb{P}\big(\underbrace{\{\mathcal{S}_{\tau} \cap \hat{\mathcal{S}}_{\tau}^{\textit{c}} \neq \emptyset\}}_{\text{Rejected good arms}} \ \cup \underbrace{\{\hat{\mathcal{S}}_{\tau} \cap \mathcal{S}_{\tau}^{\textit{c}} \neq \emptyset\}}_{\text{Accepted bad arms}}\big)$$

 We propose the Augmented UCB (AugUCB) algorithm for the fixed-budget TBP setting.

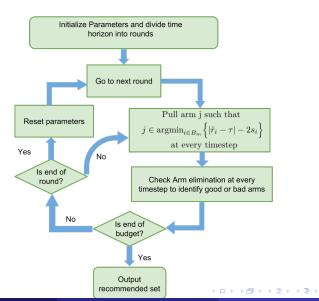
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- It is the first variance-based arm elimination algorithm for the considered TBP settings.
- We also define a new problem complexity which uses empirical variance estimates along with arm's mean for giving the theoretical bound.
- Empirically, in the considered environments AugUCB outperforms all the algorithms that rely only on mean estimation to conduct exploration.

AugUCB Algorithm for TBP (Chapter 5)



• We define $\Delta_i = |r_i - \tau|$ as in Locatelli et al. (2016).

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- We define $H_1 = \sum_{i=1}^K \frac{1}{\Delta_i^2}$ and $H_2 = \min_{i \in \mathcal{A}} \frac{i}{\Delta_{(i)}^2}$ as in Audibert and Bubeck (2010).

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- We define $H_{\sigma,1}$ (as in Gabillon et al. (2011)) that incorporates variances as:

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• Finally, analogous to H_2 , we introduce $H_{\sigma,2}$, such that $H_{\sigma,2} = \max_{i \in \mathcal{A}} \frac{i}{\tilde{\Delta}_{(i)}^2}$, where $\tilde{\Delta}_i^2 = \frac{\Delta_i^2}{\sigma_i + \sqrt{\sigma_i^2 + (16/3)\Delta_i}}$, $(\tilde{\Delta}_{(i)})$ is an increasing ordering of $(\tilde{\Delta}_i)$.

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- From Audibert and Bubeck (2010), we can show that

$$H_{\sigma,2} \leq H_{\sigma,1} \leq \log(2K)H_{\sigma,2}$$
.



Expected Loss of AugUCB (Chapter 5)

Theorem

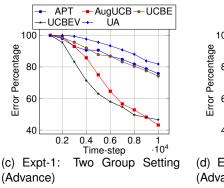
For $K \ge 4$ and $\rho = 1/3$, the expected loss of the AugUCB algorithm is given by,

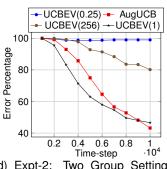
$$\mathbb{E}[\mathcal{L}(T)] \leq 2KT \exp\bigg(-\frac{T}{4096\log(K\log K)H_{\sigma,2}}\bigg).$$

Table: AugUCB vs. State of the art

Algorithm	Upper Bound on Expected Loss		Oracle
AugUCB	exp ($\left(-\frac{T}{4096\log(K\log K)H_{\sigma,2}} + \log\left(2KT\right)\right)$	No
UCBEV	exp ($\left(-\frac{1}{512}\frac{T-2K}{H_{\sigma,1}} + \log{(6KT)}\right)$	Yes
APT	exp ($\left(-\frac{T}{64H_1}+2\log((\log(T)+1)K)\right)$	No
UCBE	exp ($\left(-\frac{T-K}{18H_1}-2\log(\log(T)K)\right)$	Yes

Experiments in TBP (Chapter 5)





(d) Expt-2: Two Group Setting (Advance)

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- Further studies are required to establish a lower bound on the expected loss of AugUCB.
- A more detailed analysis of the non-uniform arm selection and parameter selection is also required for both AugUCB and EUCBV.

Papers based on Thesis

- Subhojyoti Mukherjee, K.P. Naveen, Nandan Sudarsanam, and Balaraman Ravindran, "Thresholding Bandit with Augmented UCB", Proceedings of the Twenty-Sixth International Joint Conference on Artificial Intelligence, IJCAI 2017, Melbourne, Australia, August 19-25, 2017,2515-2521.
- Subhojyoti Mukherjee, K.P. Naveen, Nandan Sudarsanam, and Balaraman Ravindran, "Efficient UCBV: An Almost Optimal Algorithm using Variance Estimates", To appear in Proceedings of the Thirty-Second Association for the Advancement of Artificial Intelligence, AAAI 2018, New Orleans, Louisiana, USA, February 2-7.

Thank You