

# Thresholding Bandits with Augmented UCB

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# Overview

- 1 Stochastic Multi-Armed Bandit Problem
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- The rewards for each of the arms are identical and independent random variables drawn from distribution specific to the arm.
- The learner does not know the mean  $r_i, \forall i \in A$  of the distribution or the variance  $\sigma_i^2$ .

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- The more we pull arm  $i$  the closer  $\hat{r}_i$  gets to  $r_i$ .
- Due to the uncertainty in  $\hat{r}_i$  we have to carefully conduct exploration.

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- **Condition:** This has to be achieved within  $T$  timesteps of exploration and this is termed as a fixed-budget problem.

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

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



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- Selecting the best channels (out of several existing channels) for mobile communications in a very short duration whose qualities are above an acceptable threshold (see Audibert and Bubeck (2010)).

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- In anomaly detection and classification (see Locatelli et al. (2016)).

- We propose the Augmented UCB (AugUCB) [Mukherjee et al. (2017)] 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.
- It addresses an open problem discussed in Auer and Ortner (2010) of designing an algorithm that can eliminate arms based on variance estimates.
- We also define a new problem complexity which uses empirical variance estimates along with arm's mean for giving the theoretical bound.

# The Upper Confidence Bound (UCB) Approach

- Since there is an initial uncertainty in the estimated mean ( $\hat{r}_i$ ) introduce a confidence interval term  $c_i$ .

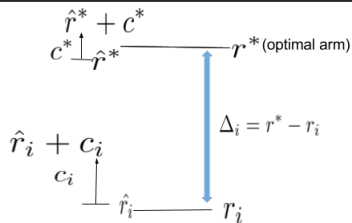
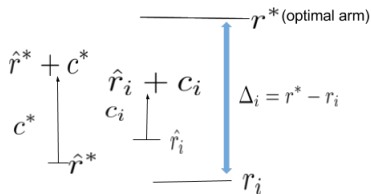
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- $c_i$  ensures that the arm  $i$  is properly explored and is gradually reduced with time as one pulls the arm  $i$  more.

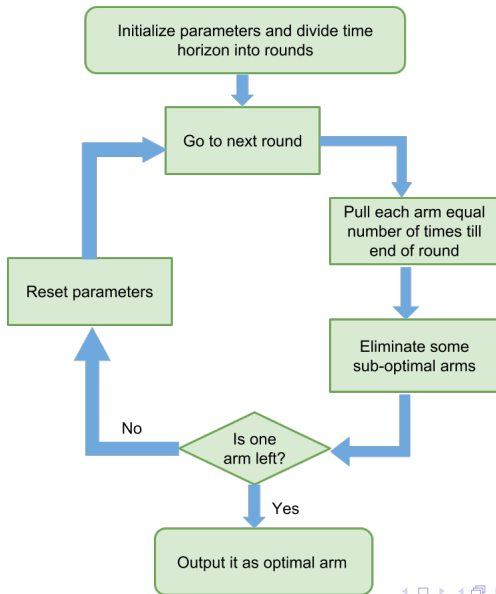
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- $c_i$  ensures that the arm  $i$  is properly explored and is gradually reduced with time as one pulls the arm  $i$  more.
- At every timestep pull arm  $j \in \arg \max_{i \in A} \{\hat{r}_i + c_i\}$  and this will ensure that proper exploration is done.

# The UCB Approach



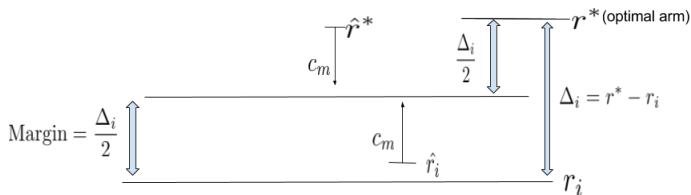
# Approach of UCB-Improved (UCB-Imp)





# Intuition of UCB-Improved (UCB-Imp)

Arm Elimination:  $\hat{r}_i + c_m < \hat{r}_{max} - c_m$



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- This algorithm uses only mean estimation to find the  $S_\tau$ .
- Theoretically they proved this algorithm to be almost optimal when only mean estimation is used as a metric of comparison.
- Empirically it outperformed other state-of-the-art algorithms which were modified to perform in the TBP setting.

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## Algorithm 1 APT

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**Input:** Time horizon  $T$ , threshold  $\tau$ , tolerance factor  $\epsilon \geq 0$

Pull each arm once

**for**  $t = K + 1, \dots, T$  **do**

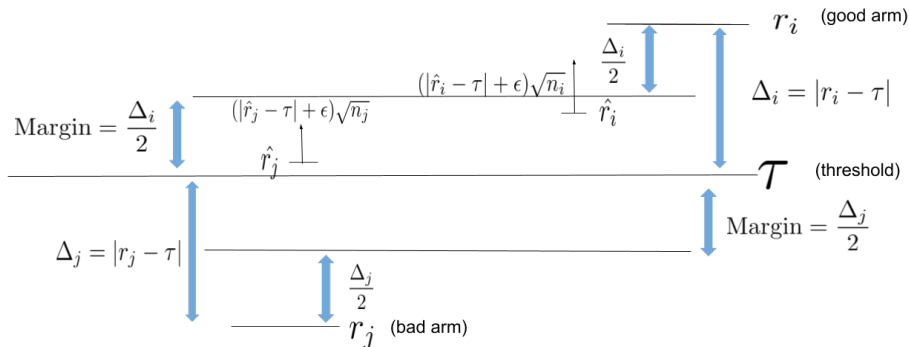
    Pull arm  $j \in \arg \min_{i \in A} \left\{ (|\hat{r}_i - \tau| + \epsilon) \sqrt{n_i} \right\}$  and observe the reward for arm  $j$ .

**end for**

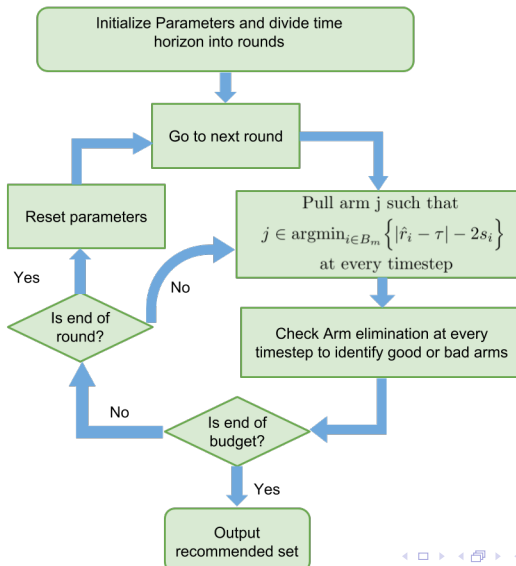
**Output:**  $\hat{S}_\tau = \{i : \hat{r}_i \geq \tau\}$ .

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# Intuition of APT



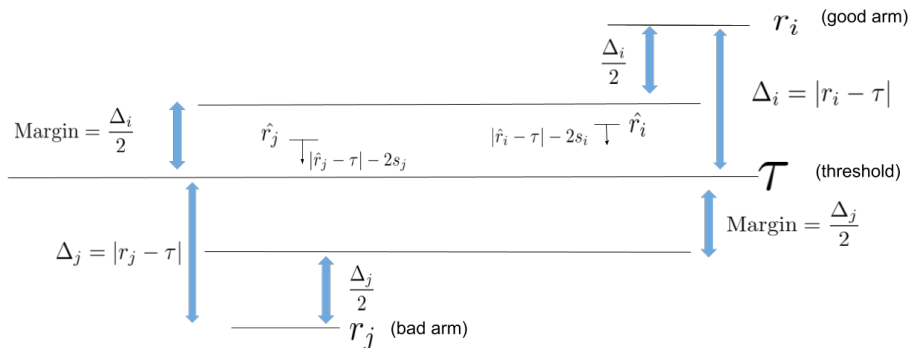
# AugUCB algorithm





# AugUCB algorithm (Intuition, Arm pulling)

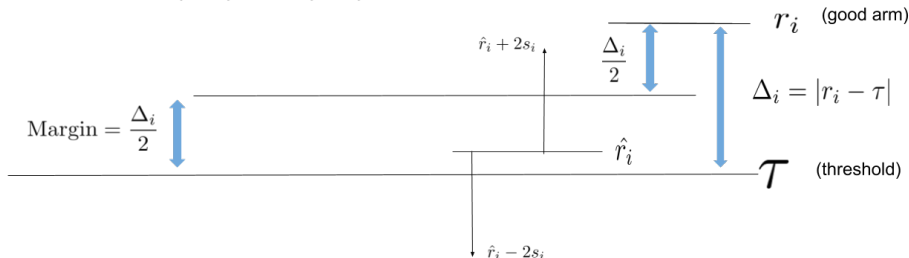
- Like UCB-Imp, AugUCB also divides the time budget  $T$  into rounds.
- At every timestep we pull arm  $j$  s.t.  $j \in \arg \min_{i \in B_m} \left\{ |\hat{r}_i - \tau| - 2s_i \right\}$  (like APT).



# AugUCB algorithm (Intuition, Arm Elimination)

- We eliminate an arm when we are sure that  $\hat{r}_i$  is close to  $r_i$  with high probability and hence identify it as good or bad arm.
- It's risky to eliminate an arm when  $\hat{r}_i$  is inside *Margin*.
- Confidence interval  $s_i$  will make sure arm  $i$  is not eliminated while inside Margin with a high probability.

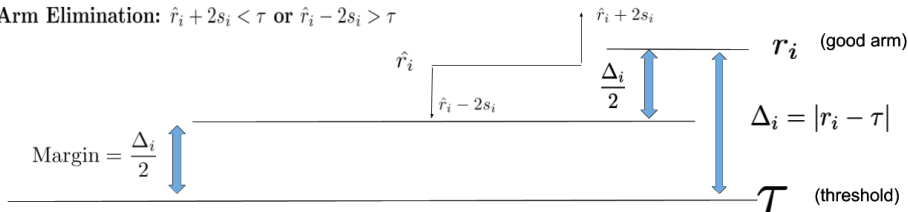
Arm Elimination:  $\hat{r}_i + 2s_i < \tau$  or  $\hat{r}_i - 2s_i > \tau$



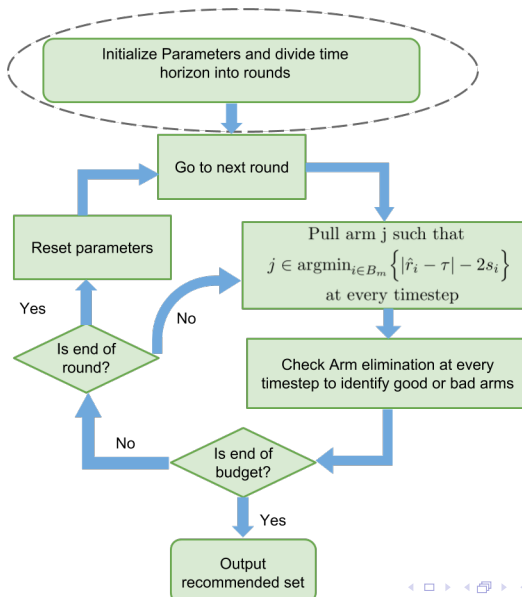
# AugUCB algorithm (Intuition, Arm Elimination)

- Now we see that  $\hat{r}_i$  has moved close to its true estimate  $r_i$ .
- We eliminate  $i$  and re-allocate the remaining budget to pull arms close to the threshold

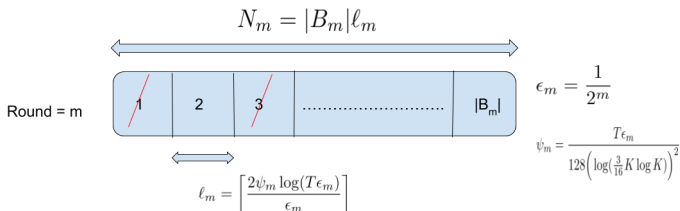
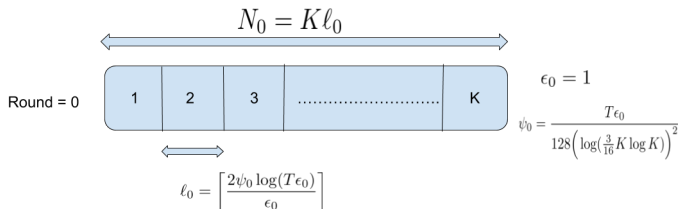
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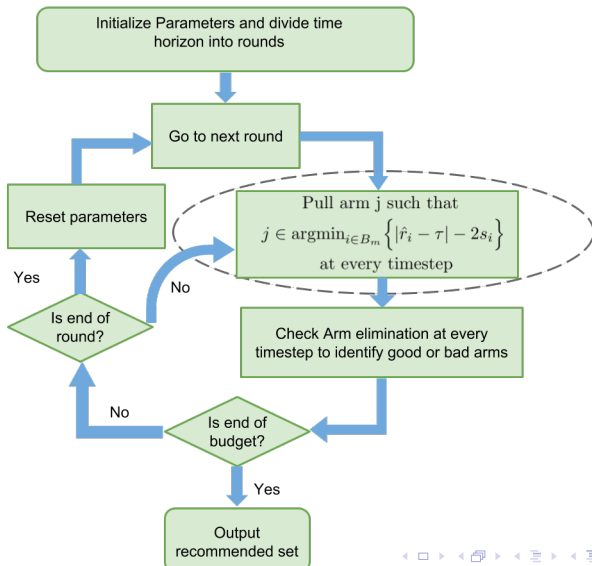
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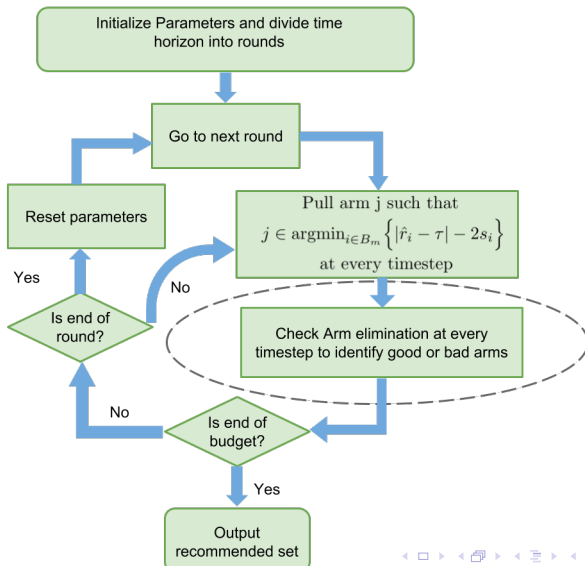
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- $s_i$  decreases with more  $n_i$  and  $\psi_m$  and  $\rho$  ensures that it decreases at a correct rate.
- Note that  $\hat{v}_i$  estimated variance in  $s_i$  makes the algorithm pull the arm which shows more variance.

# AugUCB arm elimination



# Arm elimination

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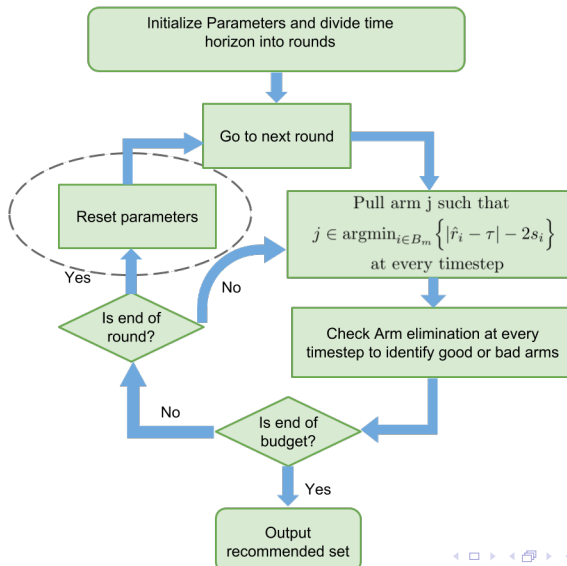
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- Recalculate the length of next round on the number of surviving arms.

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- From Audibert and Bubeck (2010) the relationship between  $H_1$  and  $H_2$  can be derived as,

$$H_2 \leq H_1 \leq \log(2K)H_2$$

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- For a variance aware algorithm we define  $H_{\sigma,1}$  ( as in Gabillon et al. (2011)) that incorporates reward variances into its expression 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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- Note that  $H_1$ ,  $H_2$  and  $H_{\sigma,1}$ ,  $H_{\sigma,2}$  are not directly comparable to each other except in a special case when variances and gaps  $(\Delta_i)$  are very low we can say that  $H_{\sigma,1} < H_1$ .

# Expected Loss of AugUCB

## Theorem

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

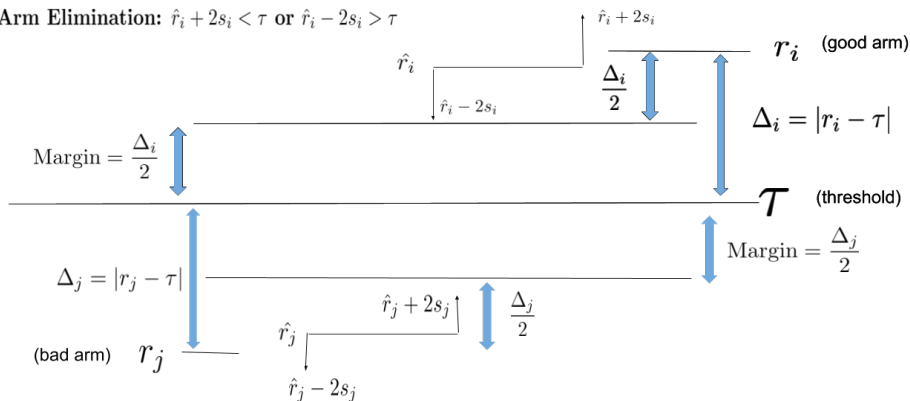
$$\mathbb{E}[\mathcal{L}(T)] \leq 2KT \exp \left( - \frac{T}{4096 \log(K \log K) H_{\sigma,2}} \right).$$

Table: AugUCB vs. State of the art

| Algorithm | Upper Bound on Expected Loss   | Oracle |
|-----------|--|--------|
| AugUCB    | $\exp \left( - \frac{T}{4096 \log(K \log K) H_{\sigma,2}} + \log(2KT) \right)$ | 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    |

# Sketch of the proof

Arm Elimination:  $\hat{r}_i + 2s_i < \tau$  or  $\hat{r}_i - 2s_i > \tau$



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# Experimental Setup

- This setup involves Gaussian reward distributions with  $K = 100$ ,  $T = 10000$  and  $\tau = 0.5$  with the reward means set in two groups.

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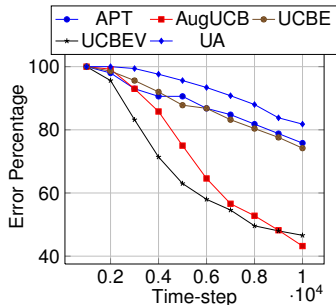
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- The first 10 arms partitioned into two groups; the respective means are  $r_{1:5} = 0.45$ ,  $r_{6:10} = 0.55$ .



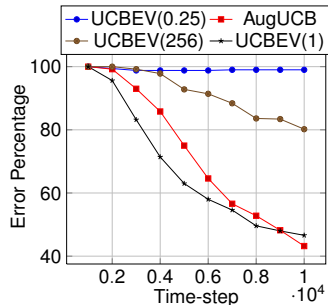
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- The means of arms  $i = 11 : 100$  are chosen same as  $r_{11:100} = 0.4$ .
- Variances are set as  $\sigma_{1:5}^2 = 0.3$  and  $\sigma_{6:10}^2 = 0.8$ ;  $\sigma_{11:100}^2$  are independently and uniformly chosen in the interval  $[0.2, 0.3]$ .

# Experimental Results

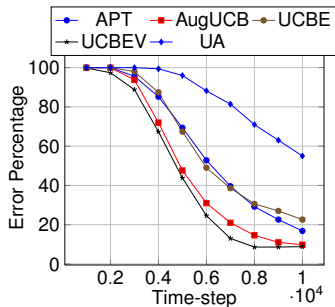


(a) Expt-1: Two Group Setting (Advance)

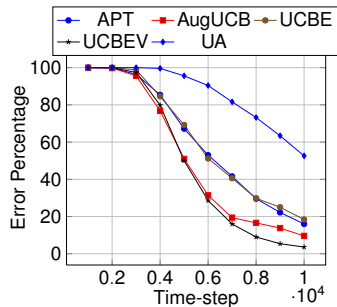


(b) Expt-2: Two Group Setting (Advance)

# Experimental Results



(c) Expt-1: Arithmetic Progression (Gaussian)



(d) Expt-2: Geometric Progression (Gaussian)

# Conclusion

- We proposed the AugUCB algorithm for the fixed budget TBP which uses variance estimation and arm elimination to give an improved theoretical and experimental guarantees than APT.
- This work has been accepted in the proceedings of IJCAI 2017. I thank my collaborator Dr. K.P. Naveen and both my guides for guiding me through this work. I also thank Dr. L. A. Prashanth for illuminating discussions on several areas of bandits.

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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.

# Thank You