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# Decision making regarding the 2-arm bandit problem

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## Abstract

## 1 Introduction

### 1.1 Motivation

2-arm bandit problems, markov decision process

## 2 Background

### 2.1 Related Work

Shuannan's work

## 3 Design

### 3.1 Environments

### 3.2 Generation of Optimal data

#### 3.2.1 Formulation of MDP

states definition, recursive formulation, decision rule

#### 3.2.2 Algorithm

### 3.3 Inference of Parameters for Heuristics

For inferring parameters for different heuristic methods, we use the optimal data and do a grid search.

### 3.3.1 $\epsilon$ -greedy

### 3.3.2 $\epsilon$ -decreasing

### 3.3.3 Win Stay Loose Shift

### 3.3.4 $\tau$ -Switch

### 3.3.5 Common Algorithm Input : (alpha, beta, decisions, rewards), output: (parameter value)

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**Algorithm 1** LDA Generative process with collapsed Gibbs Sampling

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**Input:** words  $w \in$  documents  $d \in [1, D]$   
1: randomly initialize  $z$  and increment counters  
2: **for** iteration  $i \in [1, epoch]$  **do**  
3:   **for** document  $d \in [1, D]$  **do**  
4:     **for** word  $\in [1, N_d]$  **do**  
5:        $topic \leftarrow z[word]$   
6:       decrement counters according to document  $d$ ,  $topic$  and  $word$   
7:       **for**  $k \in [1, K]$  **do**  
8:         calculate  $p(z = k | \cdot)$  using Gibbs equation  
9:       **end for**  
10:       $newTopic \leftarrow$  sample from  $p(z | \cdot)$   
11:       $z[word] \leftarrow newTopic$   
12:      decrement counters according to document  $d$ ,  $newTopic$  and  $word$   
13:    **end for**  
14: **end for**  
15: **end for**

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## 4 Results

## 5 Optimal data

add table for decision vectors and reward vectors for different values of alpha, beta

## 6 Conclusions

## A Appendix

## References

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