Experts and Adversarial Bandits

Algorithms and Analysis

¹ECE Technical University of Crete

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- A: Yes! This is also part of our framework so far (and is what is asked in your 1st assignment).

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A: Not really...(food for thought: where does the proof break?)

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- ullet A: This is an "adversarial" bandit o seems like a more difficult (hopeless?) environment

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Theorem

Any deterministic algorithm fails: it achieves $\Omega(T)$ (i.e. linear) regret!

Proof of linear regret

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Adversarial Bandits: A Negative Result

Proof of linear regret

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- In other words even UCB would not give sublinear regret in this setup

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Experts: simple classification setup

• k experts: expert i predicts $x_i(t) \in \{0, 1\}$ (these are binary classifiers predicting e.g., spam, elections, image class, football score)

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- True label y(t) is revealed after $\hat{y}(t)$ is chosen, and a **loss** is incurred (e.g., -1) for every misclassification

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Majority Rule (MR) Algorithm

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$$\hat{y}(t) \neq y(t)$$
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Proof:

• If $\hat{y}(t) \neq y(t)$ (mistake), then $||K^{t+1}|| \leq \frac{||K^t||}{2}$ (majority - i.e., more than half of experts - made a mistake)

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- Finite probability that the best expert will be eliminated prematurely. Then regret will accumulate linearly.

Non-perfect Experts

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- ullet Quiz: What is the expected number of mistakes the MR algorithms makes in ${\cal T}$ steps?
- Answer: Normally, MR will eliminate all experts at some point. Even if we assume it stops when $\|K^t\|=1$, MR makes O(T) mistakes if no expert is perfect. Why?
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- Finite probability that the best expert will be eliminated prematurely. Then regret will accumulate linearly. (in fact, this probability goes to 1 as $k \to \infty$)
- Solution: Need to keep track of "error-prone" experts, without eliminating!

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Weighted Majority Rule (MR) Algorithm

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Quiz: How many more mistakes than best expert does WMR make?

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Theorem

If M^* is the number of mistakes of the best expert, and M_{AIG} the number of mistakes of Weighted Majority Rule, then $M_{ALG} \leq (2+2\eta) \cdot M^* + 2 \frac{\ln k}{n}$

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Experts and Adversarial Bandits

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Proof(cnt'd):

7 by
$$(5),(6) \Rightarrow (1-\eta)^{M^*} \le k(1-\eta/2)^{M_{ALG}}$$

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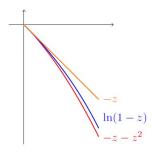
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$$\stackrel{\mathsf{taking}}{\Rightarrow} \underset{\mathsf{M}^*}{\mathsf{logs}} M^* \cdot \mathit{In}(1-\eta) \leq \mathit{Ink} + M_{\mathsf{ALG}} \cdot \mathit{In}(1-\eta/2)$$

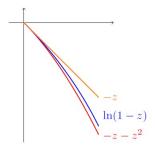
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- 9 Will use known formula: $-z z^2 \le ln(1-z) \le -z$.



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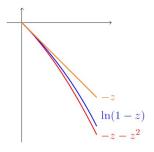
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Performance of Algorithm 2 (WMR) - cnt'd

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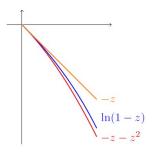
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11
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(TUC)

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Multiplicative Weights Algorithm

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- Proof follows very similar methodology like WMR proof.

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Proof (cnt'd):

$$\Pi_{t=1}^{T}(1-\eta)^{l_i^t} \leq k \cdot \Pi_{t=1}^{T}(1-\eta \cdot l_{ALG}^t)$$

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8 Combine lower and upper bound:

$$\prod_{t=1}^{T} (1-\eta)^{l_i^t} \le k \cdot \prod_{t=1}^{T} (1-\eta \cdot l_{ALG}^t)$$

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(use again) $-z - z^{2} \leq ln(1-z) \leq -z$

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12 (rearranging)
$$L_{ALG}^T \le \frac{lnk}{\eta} + (1+\eta)L_{OPT}^T$$



Theorem

• The total loss of the MW algorithm is upper bounded

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- **Note:** An alternative but **equivalent** formulation requires $w_i^{t+1} = w_i^t \cdot e^{-\eta \cdot l_i^t}$. This is known as **Hedge**.

Performance of Multiplicative Weights or Hedge

Theorem

- The total loss of the MW algorithm is upper bounded $\mathbf{L}_{\mathbf{ALG}}^{\mathbf{T}} \leq \frac{\mathbf{lnk}}{\eta} + (\mathbf{1} + \eta) \mathbf{L}_{\mathbf{OPT}}^{\mathbf{T}}$
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Key Remarks

• Key Remark 1: Randomization is **necessary** for sublinear regret!



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- Key Remark 1: Randomization is necessary for sublinear regret!
- ② Key Remark 2: MW/Hedge algorithm is order optimal! Every expert algorithm is $\Omega(\sqrt{T})$

4□ > 4□ > 4 = > 4 = > = 90

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- **3** The Multiplicative Weights algorithm for experts with rewards in $[0, \rho]$ $(\rho > 1)$ achieves regret $\mathbf{Regret}^{\mathsf{T}} = \mathbf{2}\rho\sqrt{\mathsf{T}\ln\mathsf{k}}$ (This is just the regret of slide 20 scaled up by ρ).

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MW algorithm adapted to (adversarial) bandits

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- $\rho = \frac{k}{\epsilon}$ in this case \Rightarrow we can apply the previous "black box" method (and proof).

Theorem

 The total loss of the Multiplicative Weights algorithm for the adversarial bandits setting is

$$\mathsf{L}_{\mathsf{ALG}} \leq (\mathbf{1} + \eta) \cdot \mathsf{min_i} \sum_{\mathsf{t}=1}^{\mathsf{T}} \mathsf{I_i^t} + rac{\mathsf{k} \ln \mathsf{k}}{\epsilon \eta} + \epsilon \mathsf{T}$$

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 \bullet By properly picking η (the discount parameter) and ϵ (the exploration probability)

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