



MOTIVATION

Several real-world scenarios can be formalized as a **Best-Arm Identification** (BAI) problem in the **Stochastic Rising Bandits** (SRB) setting:

- Combined Algorithm Selection and Hyperparameter Optimization (CASH)
- Best Model Selection
- Selection of Athletes for Competitions

CONTRIBUTIONS

- Extension of the SRB setting to the **fixed-budget BAI** problem
- Setting **lower bound** on the error probability
- **Two algorithms** solving the problem:
 - R-UCBE: an optimistic algorithm
 - R-SR: a phase-based algorithm
- **Theoretical analysis** of the error probability upper bounds
- **Numerical validation** on synthetic and real-world data

SETTING - OVERVIEW

FIXED BUDGET BAI FOR SRB

REWARD	$x_t = \underbrace{\mu_{I_t}(N_{I_t,t})}_{\text{Expected reward}} + \underbrace{\eta_t}_{\text{Noise}}$
BUDGET	T
BEST ARM	$i^*(T) := \arg \max_{i \in [K]} \mu_i(T)$
GROWTH RATE	$\gamma_i(n) := \mu_i(n+1) - \mu_i(n)$
RISING BANDITS	NON-DECREASING $\gamma_i(n) \geq 0$ CONCAVITY $\gamma_i(n+1) \leq \gamma_i(n)$
BOUNDED GROWTH RATE	$\gamma_i(n) \geq cn^{-\beta}$ $c \geq 0$ AND $\beta > 1$

GOAL

MINIMIZE

① ERROR PROBABILITY

$$e_T(\nu, \mathfrak{A}) := \mathbb{P} \nu, \mathfrak{A} (\hat{I}^*(T) \neq i^*(T))$$

② SIMPLE REGRET

$$r_T(\nu, \mathfrak{A}) := \mu_{i^*(T)}(T) - \mu_{\hat{I}^*(T)}(N_{\hat{I}^*(T),T})$$

SETTING - LOWER BOUND

SUB-OPTIMALITY GAP $\Delta_i(T) := \mu_{i^*(T)}(T) - \mu_i(T)$

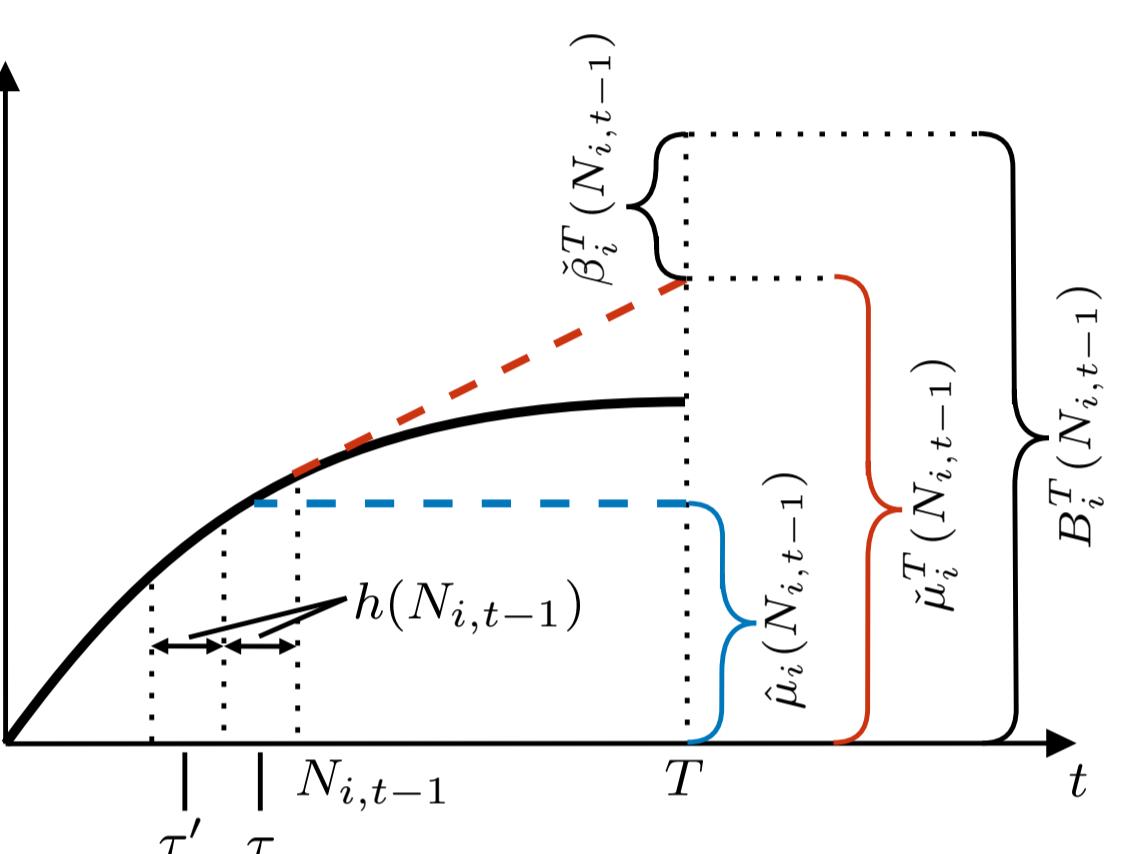
ERROR PROBABILITY

$$e_T(\mathfrak{U}) \geq \frac{1}{4} \exp \left(- \frac{8T}{\sigma^2 \sum_{i \neq i^*(T)} \frac{1}{\Delta_i(T)^2}} \right)$$

TIME BUDGET

$$T \geq \sum_{i \neq i^*(T)} \left(\frac{1}{8\Delta_i(T)} \right)^{\frac{1}{\beta-1}}$$

ESTIMATORS



PESSIMISTIC ESTIMATOR

$$\hat{\mu}_i(N_{i,t-1}) := \frac{1}{h(N_{i,t-1})} \sum_{\tau \in \mathcal{T}_{i,t}} x_\tau$$

OPTIMISTIC ESTIMATOR

$$\check{\mu}_i^T(N_{i,t-1}) := \hat{\mu}_i(N_{i,t-1}) + \sum_{(\tau, \tau') \in \mathcal{S}_{i,t}} (T - j) \frac{x_\tau - x_{\tau'}}{h(N_{i,t-1})^2}$$

WINDOW SELECTION

$$h(N_{i,t}) = \lfloor \varepsilon N_{i,t} \rfloor \quad \varepsilon \in (0, 1/2)$$

ALGORITHMS

R-UCBE

Input: T, K, ε, a
Initialize $N_{i,0} = 0, B_i^T(0) = +\infty, \forall i \in [K]$
for $t \in [T]$ **do:**
 Compute $I_t \in \arg \max_{i \in [K]} B_i^T(N_{i,t-1})$
 Pull arm I_t and observe x_t
 Update $\check{\mu}_{I_t}^T(N_{I_t,t})$ and $\check{\beta}_{I_t}^T(N_{I_t,t})$
 $B_{I_t}^T(N_{I_t,t}) = \check{\mu}_{I_t}^T(N_{I_t,t}) + \check{\beta}_{I_t}^T(N_{I_t,t})$
end
Recommend $\hat{I}^*(T) \in \arg \max_{i \in [K]} B_i^T(N_{i,T})$

THEORETICAL GUARANTEES

e_T	$2TK \exp \left(- \frac{a}{10} \right)$
r_T	$e_T + c4^\beta T^{1-\beta}$
T	$2 \left(c^{1/\beta} (1-2\varepsilon)^{-1} H_{1,1/\beta}(T) + K - 1 \right)^{\frac{\beta}{\beta-1}}$ if $\beta \in (1, 3/2)$ $2 \left(c^{2/3} (1-2\varepsilon)^{-2\beta/3} H_{1,2/3}(T) + K - 1 \right)^3$ if $\beta \geq 3/2$

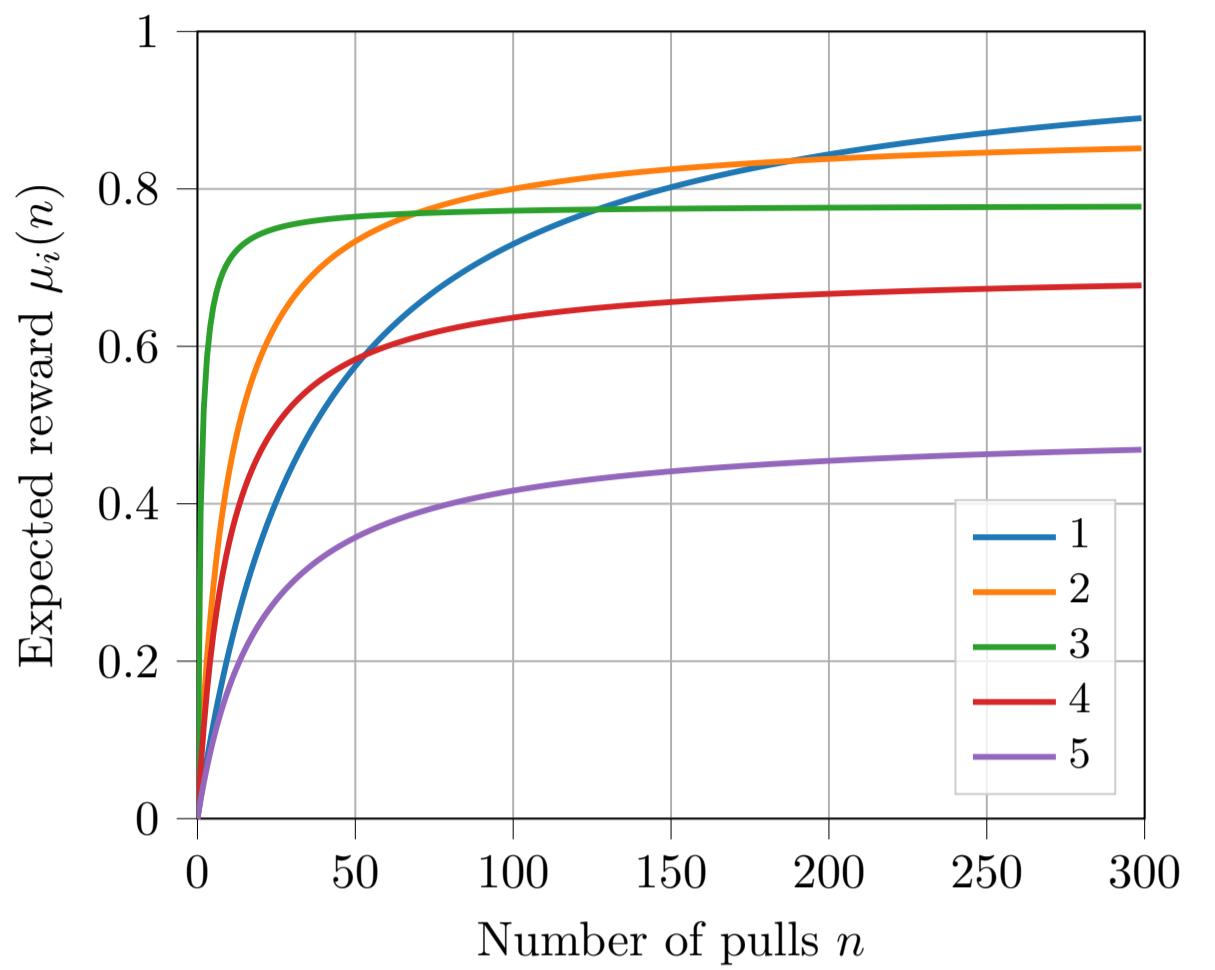
R-SR

Input: T, K, ε
Initialize $t \leftarrow 1, N_0 = 0, \mathcal{X}_0 = [K]$
for $j \in [K-1]$ **do:**
 for $i \in \mathcal{X}_{j-1}$ **do:**
 for $l \in [N_{j-1} + 1, N_j]$ **do:**
 Pull i and observe $x_t, t \leftarrow t + 1$
 end
 Update $\hat{\mu}_i(N_j)$
 end
 $\mathcal{X}_j = \mathcal{X}_{j-1} \setminus \{\bar{I}_j\}$ with $\bar{I}_j \in \arg \min_{i \in \mathcal{X}_{j-1}} \hat{\mu}_i(N_j)$
end
Recommend $\hat{I}^*(T) \in \mathcal{X}_{K-1}$ (unique)

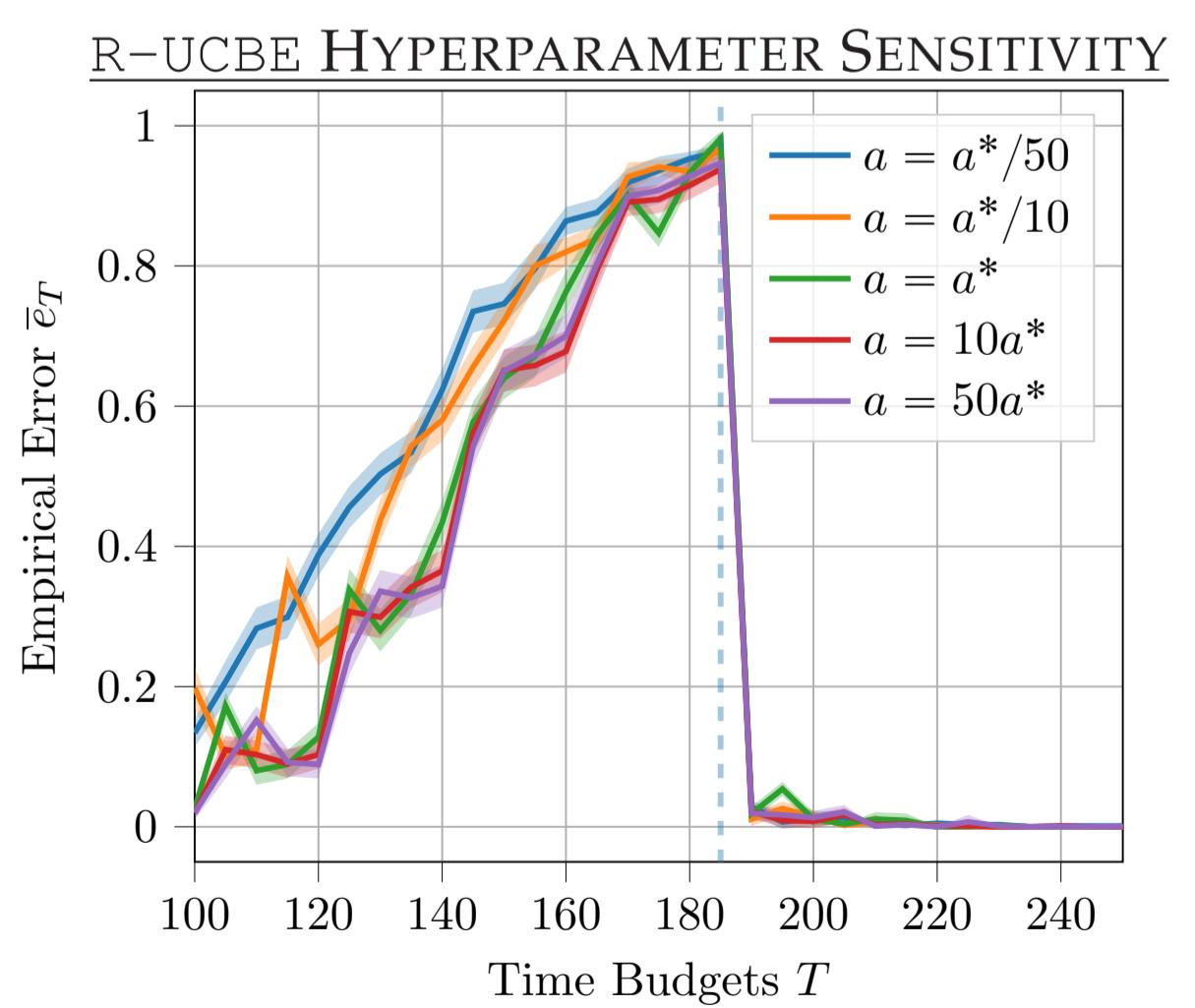
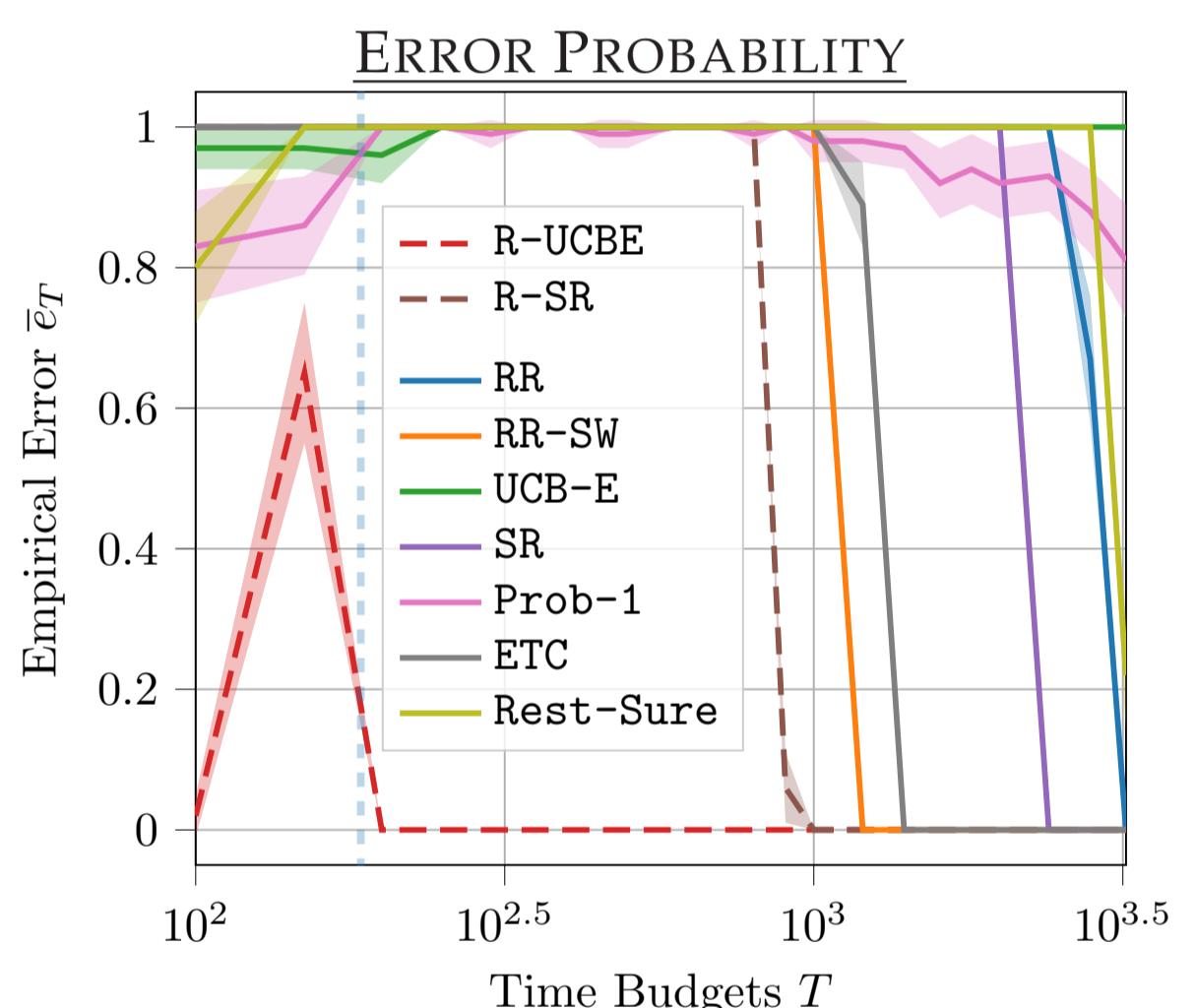
e_T	$\frac{K(K-1)}{2} \exp \left(- \frac{\varepsilon}{8\sigma^2} \cdot \frac{T-K}{\log(K) \max_{i \in [2,K]} \{i\Delta_{(i)}(T)^{-2}\}} \right)$
r_T	$e_T + c4^\beta T^{1-\beta} \log(K)^\beta$
T	$2^{\frac{\beta+1}{\beta-1}} c^{\frac{1}{\beta-1}} (1-\varepsilon)^{-\frac{\beta}{\beta-1}} \log(K)^{\frac{\beta}{\beta-1}} \max_{i \in [2,K]} \{i\Delta_{(i)}(T)^{-1/\beta}\}^{\frac{\beta}{\beta-1}}$

EXPERIMENTAL VALIDATION

SETTING



RESULTS



REFERENCES

- Jean-Yves Audibert, Sébastien Bubeck, and Rémi Munos. Best arm identification in multi-armed bandits. In *COLT*, 2010.
Alberto Maria Metelli, Francesco Trovò, Matteo Pirola, and Marcello Restelli. Stochastic rising bandits. In *ICML*, 2022.