# Gaussian Processes in MAB algorithms

**Exercise Lecture** 

#### Contents

**Bidding Environment** 

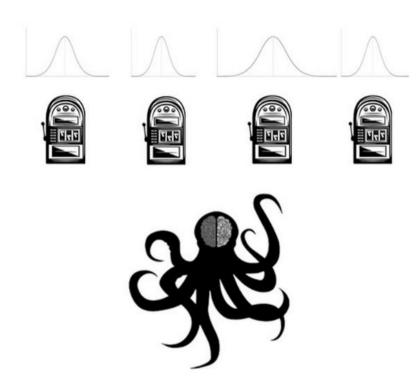
Gaussian Thompson Sampling (GTS)

GP-Thompson Sampling (GPTS)

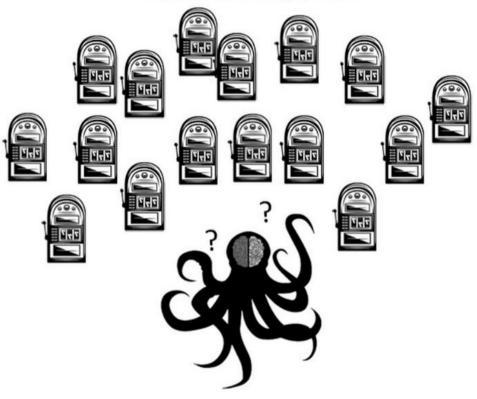
GTS vs GPTS

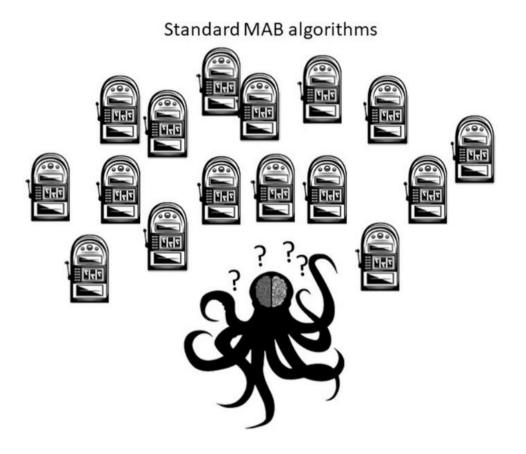
Standard Mab algorithms **perform poorly** in many complex real-world problems where the **arms space is large** 

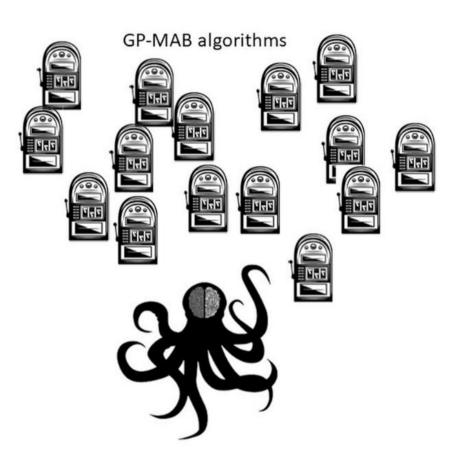
Standard MAB algorithms

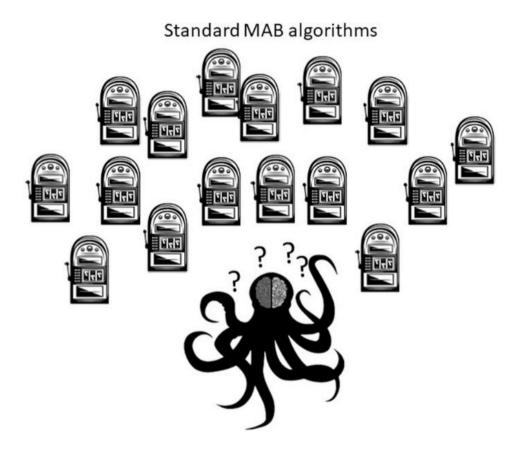


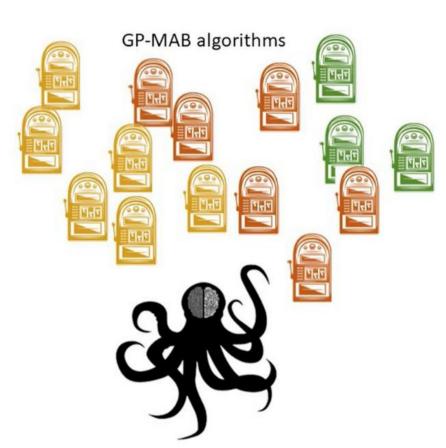
Standard MAB algorithms

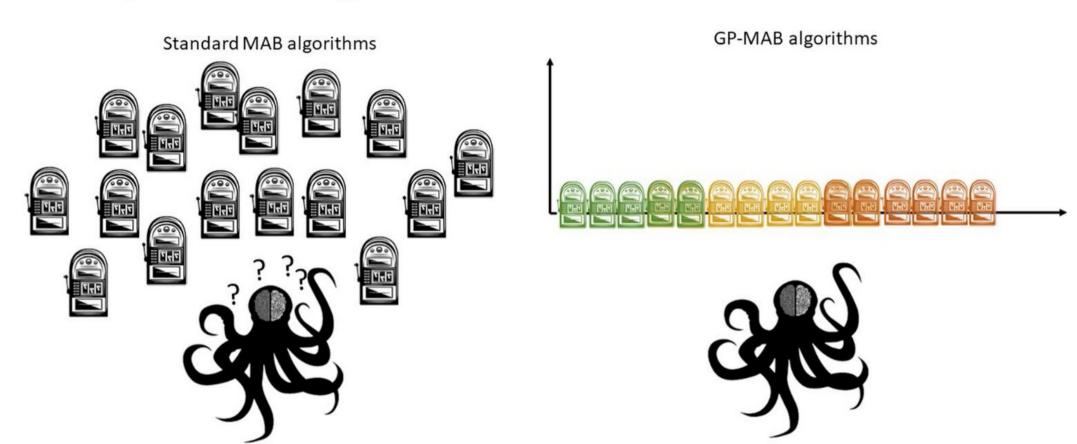


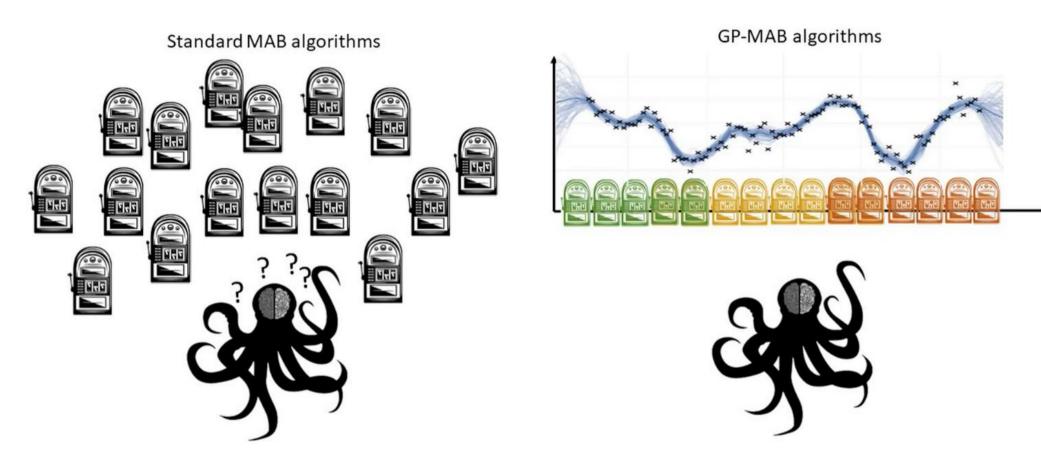












Standard Mab algorithms perform poorly in many complex real-world problems where the arms space is large

GP-Mab algorithms are suitable for real-world problems in which the arms space is large and the arms are correlated

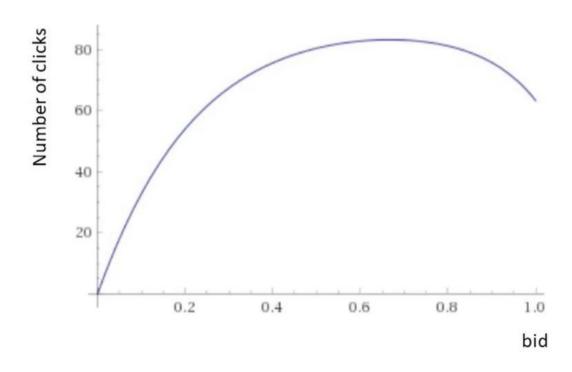
# **Example: Bidding Environment**

Time horizon: 60 days

Fixed Daily budget

20 possible bids

# **Example: Bidding Environment**



#### **Bidding Environment Class**

The environment returns a stochastic reward (i.e., number of clicks)
depending on the pulled arm (choosen bid)

 We have to specify a function that maps a bid value to the corresponding expected number of clicks

The number of clicks is not deterministic

# Let's implement it!



#### Gaussian TS-Learner Class

It extends the class Learner we implemented in the First Lecture

The GTS-Learner, at each round, updates the parameters of a normal distribution

associated to the pulled arm



#### Gaussian TS-Learner Class

It extends the class Learner we implemented in the First Lecture

The GTS-Learner, at each round, updates the parameters of a normal distribution

associated to the pulled arm



#### **GPTS-Learner Class**

At each round, the GPTS-Learner has to fit a GP with the chosen bids as inputs and the observed number of clicks as targets

It uses the GP to predict the means and variances of the distributions associated to each arm (bid value)

