



Anytime Model Selection for Linear Bandits

Parnian Kassraie, Nicolas Emmenegger, Andreas Krause, Aldo Pacchiano



Anytime Model Selection

At every step t



$$y_t = r(x_t) + \varepsilon_t$$



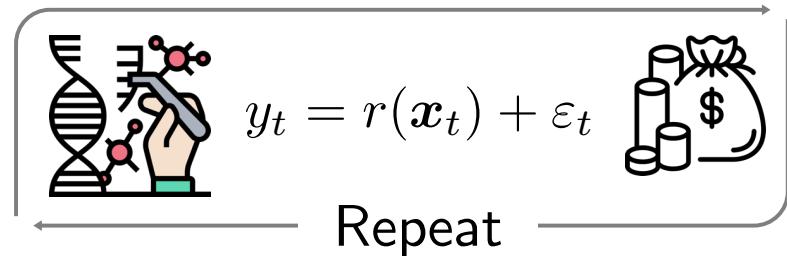
Repeat

Anytime Model Selection

Solving a Linear Bandit problem :

1. Commit to a reward model (a priori)
2. Interact with the environment to maximize reward

At every step t



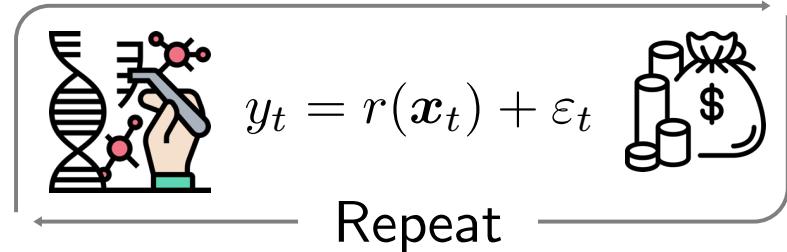
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There are many ways to model r

At every step t



Anytime Model Selection

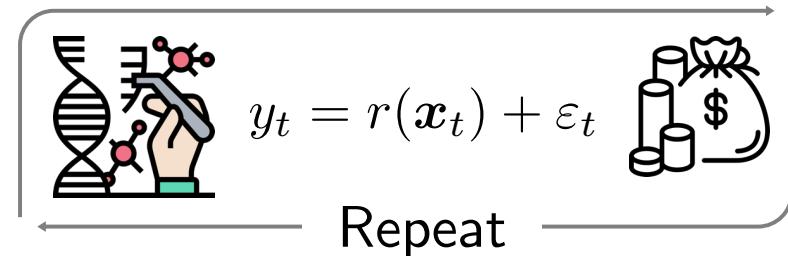
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At every step t



$$M \gg T$$

horizon/stopping time

Anytime Model Selection

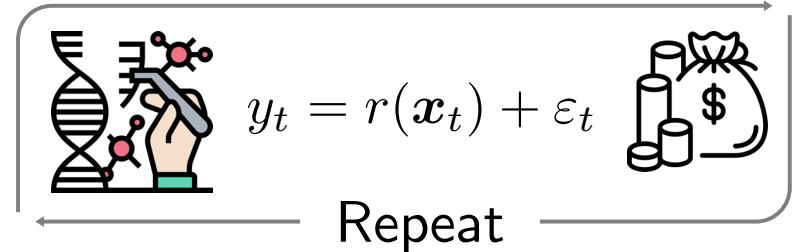
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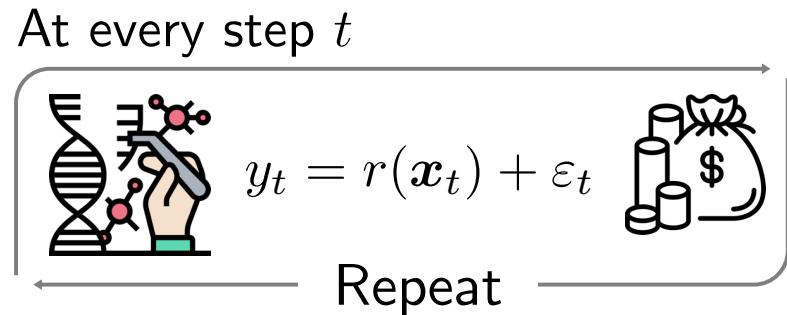
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Anytime Model Selection problem

Find j^* while maximizing for the unknown r

$$\forall T \geq 1 \quad R(T) = \sum_{t=1}^T r(\mathbf{x}^*) - r(\mathbf{x}_t) \quad \begin{array}{l} \text{-- Sublinear in } T \\ \text{-- } \log M \end{array}$$

Online Model Selection problem

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Online Model Selection problem

Find j^*

$\forall T \geq 1$

Why do we need to select?

Why not just try out everything?

$t=1$

$\propto \ln r$

polynomial in T

$-\log M$

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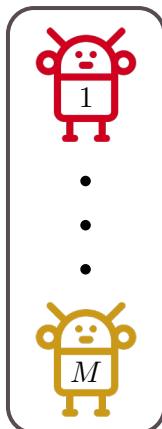
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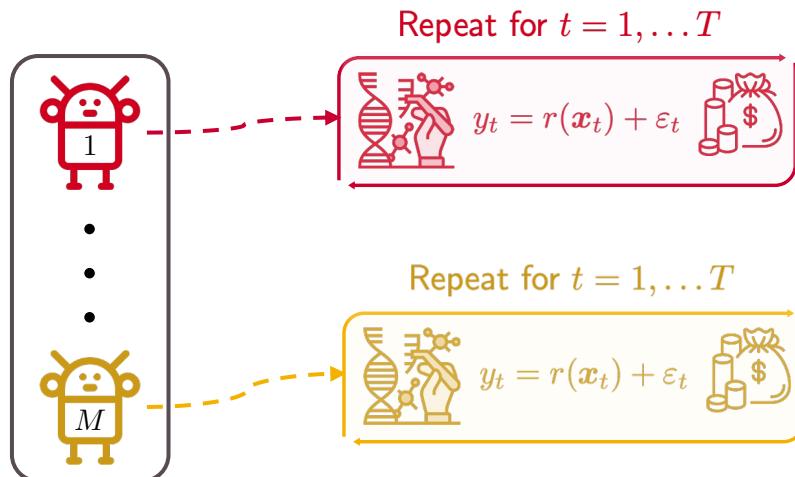
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Run **all** algorithms in parallel



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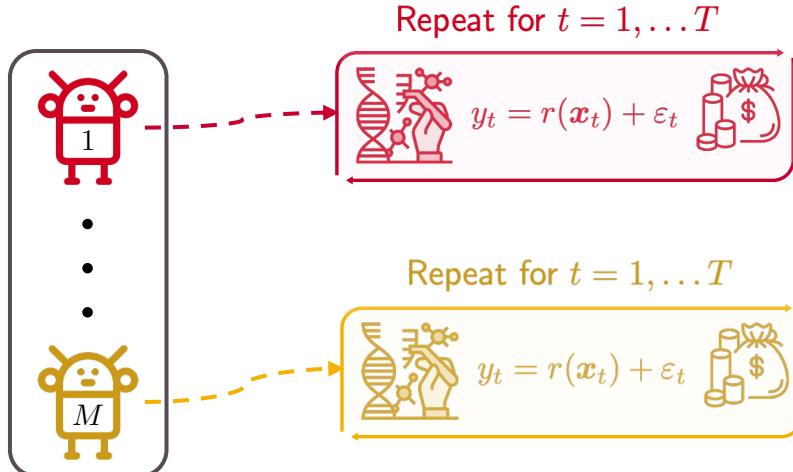
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Statistically expensive
↔ High regret

$\text{poly}(M)$

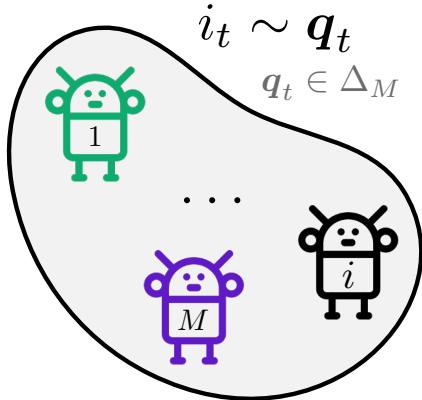
w.h.p.

Our Solution: Probabilistic Aggregation

- 💡- Randomly iterate over the agents and at each step play only one

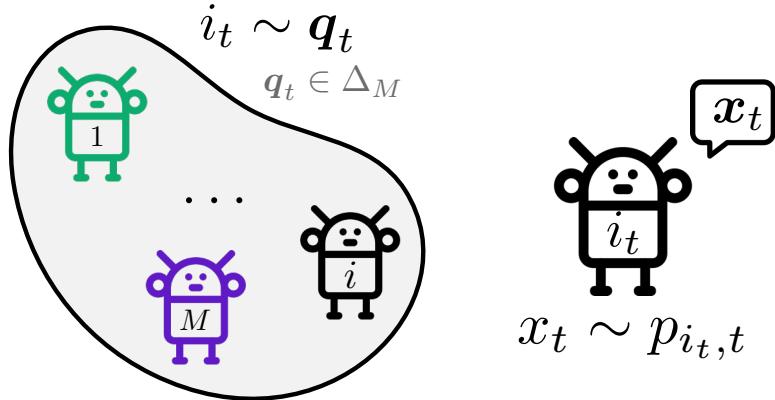
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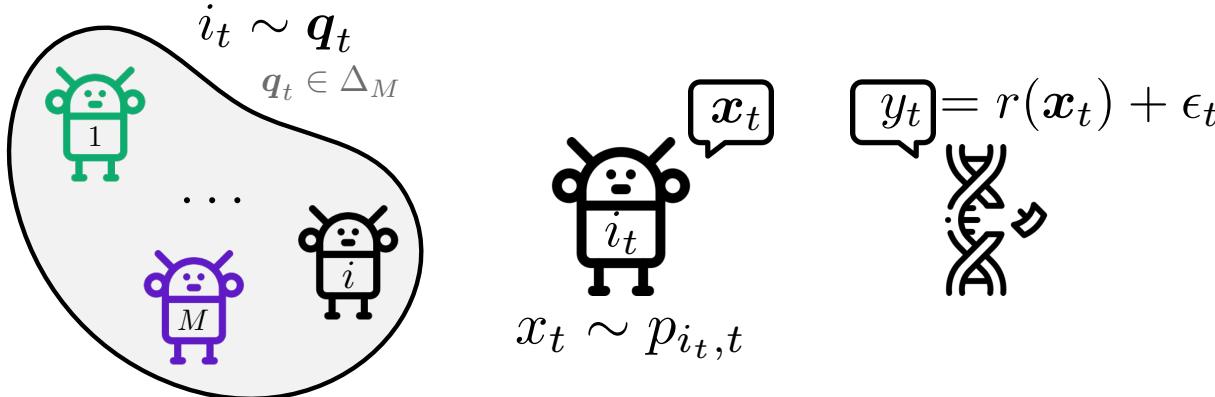
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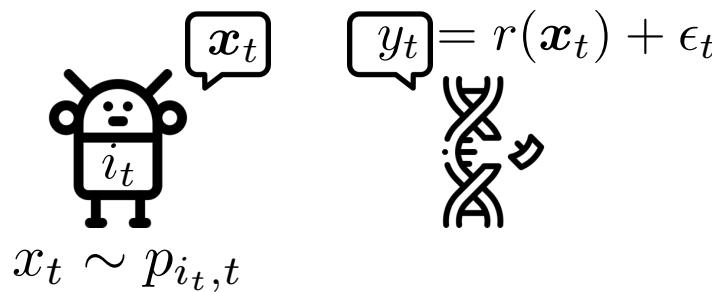
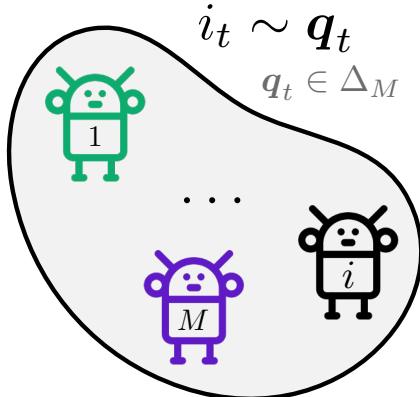
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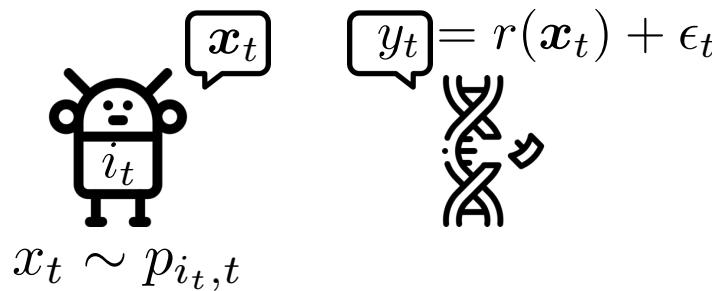
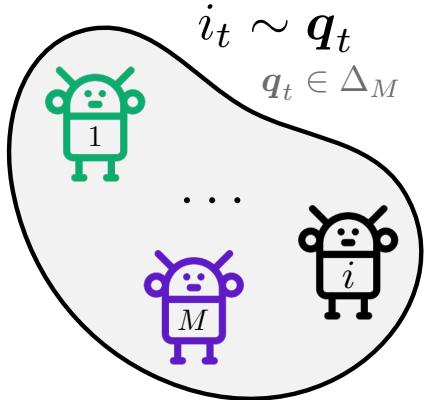
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Update all agents
Update q_t

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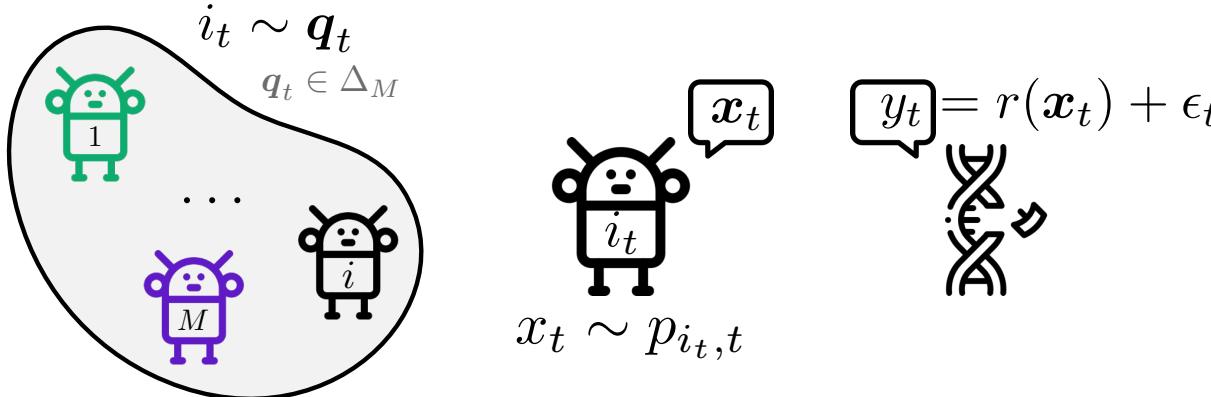
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Reward not observed? Estimate it.

Choose your estimator very
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$\hat{r}_{t,j}$ for $j = 1, \dots, M$

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Play one agent, but update all.
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Choose your estimator very carefully!

Tune the probability of the agent.

$q_{t,j} \uparrow$ if $\hat{r}_{t,j} \uparrow$

Choose your update rule very carefully!

How to estimate and aggregate?

$$\forall t \geq 1$$

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💡 Turn lasso into a sparse online regression oracle

$$\hat{\boldsymbol{\theta}}_t = \arg \min \frac{1}{t} \|\mathbf{y}_t - \Phi_t \boldsymbol{\theta}\|_2^2 + \lambda_t \sum_{j=1}^M \|\boldsymbol{\theta}_j\|_2$$

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Theorem (Anytime Lasso Conf Seq)

For appropriate choice of $(\lambda_t)_{t \geq 1}$,



$$\mathbb{P} \left(\forall t \geq 1 : \left\| \boldsymbol{\theta} - \hat{\boldsymbol{\theta}}_t \right\|_2 \lesssim \sqrt{\frac{\log(M/\delta)}{t}} \right) \geq 1 - \delta$$

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sensitivity of updates

Putting it all together: ALEXP

Anytime Exponential weighting algorithm with Lasso reward estimates

Algorithm 1 ALEXP

Inputs: $\gamma_t, \eta_t, \lambda_t$ for $t \geq 1$

for $t \geq 1$ **do**

 Draw $\mathbf{x}_t \sim (1 - \gamma_t) \sum_{j=1}^M q_{t,j} p_{t,j} + \gamma_t \text{Unif}(\mathcal{X})$

 Observe $y_t = r(\mathbf{x}_t) + \epsilon_t$.

 Append history $H_t = H_{t-1} \cup \{(\mathbf{x}_t, y_t)\}$.

 Update agents $p_{t,j}$ for $j = 1, \dots, M$.

 Calculate $\hat{\theta}_t \leftarrow \text{Lasso}(H_t, \lambda_t)$ and estimate

$$\hat{r}_{t,j} \leftarrow \mathbb{E}_{\mathbf{x} \sim p_{t+1,j}} [\hat{\theta}_t^\top \phi(\mathbf{x})]$$

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prescribed in the paper

Theorem (Online Model Selection)

For appropriate choices of parameters,

$$R(T) = \mathcal{O} \left(\sqrt{T \log^3 M} + T^{3/4} \sqrt{\log M} \right)$$

w.h.p. simultaneously for all $T \geq 1$.



Synthetic Experiments

data generation & baselines described in the paper.

