Lecture 17: Multi-armed Bandits

1) Interactive coding demo-jupyter notebook

2) Formal Setting

Simplified RL setting with no state and no transitions

A: 1,2,-, K k discrete actions ("arms")

 $Y: A > \Delta(\mathbb{R})$ noisy reward $r_t \sim r(a_t)$

denote $\mathbb{E}[r(a)] = Ma$

7: Zt integer time hovizon

Goal: maximize cumulative expected reward

$$\mathbb{E}\left[\sum_{t=1}^{T}r(\alpha_{t})\right] = \sum_{t=1}^{T}\mathcal{M}_{a_{t}}$$

What is the optimal action?

This very simple MDP is easy to solve if rewards are known. When rewards are unknown, we must devise a strategy for balancing exploration (trying out different actions) against exploitation (selecting actions that perform well).

We measure the performance of a strategy, or algorithm, by comparing it against the optimal action.

Definition (Regret):

The regret of an algorithm which chooses actions a,, -, a, is $R(t) = \mathbb{E}\left[\sum_{t=1}^{T} r(a^{*}) - r(a_{t})\right] = \sum_{t=1}^{T} y^{*} - y_{a_{t}}$

Our goal is to find algorithms with sublinear regret. That way, the average subaptimality converges to 0: $\lim_{t\to\infty} \frac{R(t)}{T} \to 0$ if R(T) sublinear e.g $R(T)\lesssim P$ for p<1.

3) Balancing exploration & exploitation consider the following two algorithms:

Both of these suffer from linear regret.

Why?
$$R(T) = \sum_{t=1}^{T} \mathbb{E} \left[r(\alpha^*) - r(\alpha_t) \right] =$$

$$= \sum_{t=1}^{T} \mathbb{E} \left[\mathbb{I} \left\{ \alpha_t \neq \alpha^* \right\} (r(\alpha^*) - r(\alpha_t)) \right]$$

$$= \sum_{t=1}^{T} \mathbb{P} \left\{ \alpha_t \neq \alpha^* \right\} (M^* - M_{\alpha_t})$$

$$\geq \sum_{t=1}^{T} \mathbb{P} \left\{ \alpha_t \neq \alpha^* \right\} \cdot \min_{\alpha \neq \alpha^*} (M^* - M_{\alpha_t}) = C.T$$
probability of (unstant)
not pulling α^*
(unstant for alg 1 & 2)
$$= \mathbb{E} \left[\mathbb{E} \left[r(\alpha^*) - r(\alpha_t) \right] \right] =$$

$$= \sum_{t=1}^{T} \mathbb{P} \left\{ \alpha_t \neq \alpha^* \right\} \cdot \min_{\alpha \neq \alpha^*} (M^* - M_{\alpha_t}) = C.T$$

Exercise: what is P{at 7 at 3 for Alg 1 & 2?

Alg 3 Explore-then-commit:

For
$$t=1,-, N\cdot K$$
 3 pull each arm $\alpha_t=t \mod k$ 7 pull each arm $N \times t = 0$ for $t=N\cdot K+1,-,T$
 $\alpha_t=arg\max_{\alpha}\hat{\gamma}_{\alpha}=\hat{\alpha}^*$

This algorithm balanus exploration & exploitation. How to set N? Let's do some analysis.

Lemma (Hoeffdings): Suppose $r_i \in [0, 1]$ and $\mathbb{E}[r_i] = y$. Then for $r_i, -j$ r_N iid, with probability l-s,

$$\left| \frac{1}{N} \sum_{i=1}^{N} r_i - M \right| \lesssim \sqrt{\frac{\log(1/\delta)}{J_N}}$$

proof 15 out of scope.

Lemma (Explore): After exploration phase, for all arms a=1, .., K, 1ya-Mal & Jog(x/8) with probability 1-8.

<u>Proof</u>: Hoeffding & union Bound P(A nB) < P(A) + P(B).

This gives us 1-8 confiden due intervals:

y_a ∈ [y_a ± c ∫ log(r_As)]

y_a = [y_a ± c ∫ log(r_As)]

The regret de composes:

$$R(T) = \sum_{t=1}^{T} y^{t} - y_{at} = \sum_{t=1}^{NK} y^{t} - y_{at} + \sum_{t=NKHI}^{T} y^{t} - y_{at}$$

$$R_{1} \qquad R_{2}$$

for rewards bounded [0, 1], $R_1 \leq NK$ We use confidence intervals to bound R_2 . $R_2 = (T-NK)(y^* - y^*) \leq (T-NK)(\hat{y}^*) + \sqrt{\frac{\log(K)}{N}} - (\hat{y}^*)^* - \sqrt{\frac{\log(K)}{N}})$ $= (T-NK)(\hat{y}^* - \hat{y}^*)^* + 2\sqrt{\frac{\log(K)}{N}})$ ≤ 0 by definition of $\hat{\alpha}^*$

Combining everything, we have

$$R(T) = R_1 + R_2 \le NK + 2T \sqrt{\frac{\log k/s}{N}} \qquad \text{w.p. } 1-\delta$$

$$explore \qquad \qquad explore \qquad \qquad \text{(if wrong)}$$

Minimizing this upper bound with respect to N, $N = (\frac{1}{2} \sqrt{\log(1/6)})^{2/3}$ and Mp. 1-5, $R(T) \lesssim T^{2/3} K^{1/3} \log^{1/3}(\frac{K}{8})$ for explore—then—commit subdivear!

Next Lecture: consider confidence intervals directly in our algorithm.