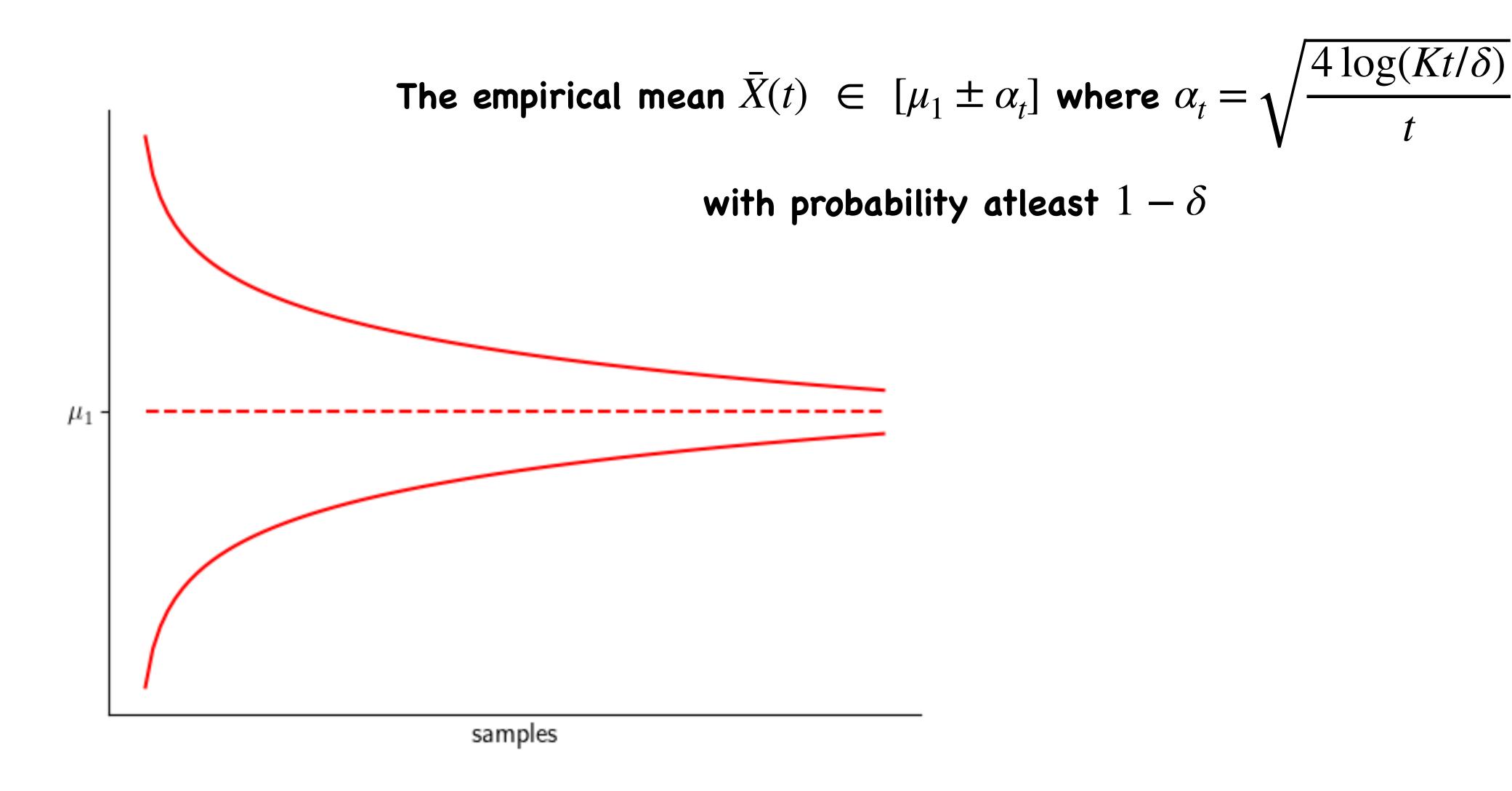
Recall from Hoeffding's inequality



Successive Rejection Algorithm

- Assume that the rewards are bounded in [0,1]
- The algorithm is as follows

Sample each arm once,

If at sample t,

$$\overline{X}_{\max} - \overline{X}_j \ge 2\alpha_t$$
 then remove arm j from consideration where $\alpha_t = \sqrt{\frac{4\log(Kt/\delta)}{t}}$

Repeat till one arm is left, and announce it as the best arm.