

CS 747, Autumn 2020: Week 3, Lecture 1

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Autumn 2020

Multi-armed Bandits

1. Concentration bounds
2. Analysis of UCB
3. Understanding Thompson Sampling
4. Other bandit problems

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- Then, for or any fixed $\epsilon > 0$, we have

$$\mathbb{P}\{\bar{x} \geq \mu + \epsilon\} \leq e^{-2u\epsilon^2}, \text{ and} \\ \mathbb{P}\{\bar{x} \leq \mu - \epsilon\} \leq e^{-2u\epsilon^2}.$$

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- Note the bounds are trivial for large ϵ , since $\bar{x} \in [0, 1]$.

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We can write $\epsilon_0 = \sqrt{\frac{1}{2u} \ln(\frac{1}{\delta})}$; by Hoeffding's Inequality:

$$\mathbb{P}\{\bar{X} \geq \mu + \epsilon_0\} \leq e^{-2u(\epsilon_0)^2} \leq \delta.$$

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Consider $Y = \frac{X-a}{b-a}$; for $1 \leq i \leq u$, $y_i = \frac{x_i-a}{b-a}$; $\bar{y} = \frac{1}{u} \sum_{i=1}^u y_i$.

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Since Y is bounded in $[0, 1]$, we get

$$\mathbb{P}\{\bar{X} \geq \mu + \epsilon\} = \mathbb{P}\left\{\bar{y} \geq \frac{\mu - a}{b - a} + \frac{\epsilon}{b - a}\right\} \leq e^{-\frac{2u\epsilon^2}{(b-a)^2}}, \text{ and}$$

$$\mathbb{P}\{\bar{X} \leq \mu - \epsilon\} = \mathbb{P}\left\{\bar{y} \leq \frac{\mu - a}{b - a} - \frac{\epsilon}{b - a}\right\} \leq e^{-\frac{2u\epsilon^2}{(b-a)^2}}.$$

A “KL” Inequality

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- Then, for or any fixed $\epsilon \in [0, 1 - \mu]$, we have

$$\mathbb{P}\{\bar{x} \geq \mu + \epsilon\} \leq e^{-uKL(\mu+\epsilon, \mu)},$$

and for or any fixed $\epsilon \in [0, \mu]$, we have

$$\mathbb{P}\{\bar{x} \leq \mu - \epsilon\} \leq e^{-uKL(\mu-\epsilon, \mu)},$$

where for $p, q \in [0, 1]$, $KL(p, q) \stackrel{\text{def}}{=} p \ln(\frac{p}{q}) + (1 - p) \ln(\frac{1-p}{1-q})$.

Some Observations

- The KL inequality gives a tighter upper bound:

For $p, q \in [0, 1]$,

$$KL(p, q) \geq 2(p - q)^2 \implies e^{-uKL(p, q)} \leq e^{-2u(p - q)^2}.$$

- Both bounds are instances of “Chernoff bounds”, of which there are many more forms.
- Similar bounds can also be given when X has infinite support (such as a Gaussian), but might need additional assumptions.

Multi-armed Bandits

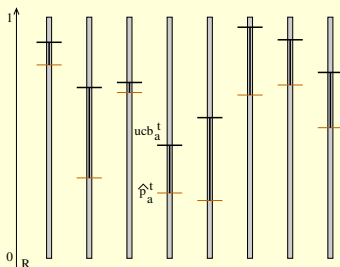
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UCB (Auer *et al.*, 2002)

- Algorithm

- Pull each arm once.
- At time $t \in \{n, n+1, \dots\}$, for every arm a ,

$$\text{ucb}_a^t \stackrel{\text{def}}{=} \hat{p}_a^t + \sqrt{\frac{2 \ln(t)}{u_a^t}}; \text{ pull } \operatorname{argmax}_a \text{ucb}_a^t.$$

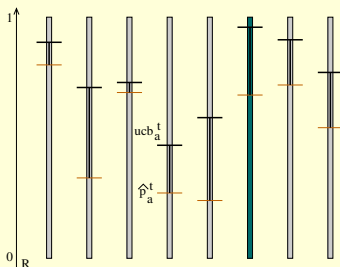


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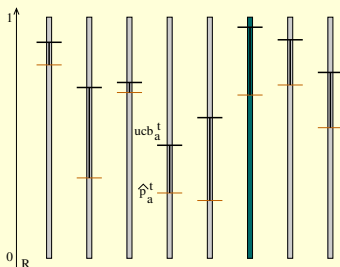


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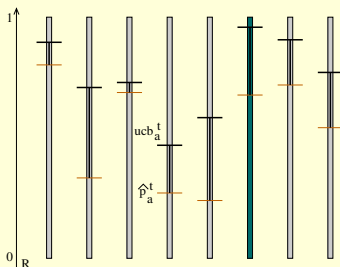
- Recall that $R_T = Tp^* - \sum_{t=0}^{T-1} \mathbb{E}[r^t]$.

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- Recall that $R_T = Tp^* - \sum_{t=0}^{T-1} \mathbb{E}[r^t]$.
- We shall show that UCB achieves
$$R_T = O\left(\sum_{a: p_a \neq p^*} \frac{1}{p^* - p_a} \log(T)\right).$$

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- We define an instance-specific **constant** $\bar{u}_a^T \stackrel{\text{def}}{=} \left\lceil \frac{8}{(\Delta_a)^2} \ln(T) \right\rceil$ that will serve in our proof as a “sufficient” number of pulls of arm a for horizon T .

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To show the regret bound, we shall show for each sub-optimal arm a that

$$\mathbb{E}[u_a^T] = O\left(\frac{1}{(\Delta_a)^2} \log(T)\right).$$

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We show A is upper-bounded by \bar{u}_a^T and B is upper-bounded by a constant.

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$$\begin{aligned} A &= \sum_{t=0}^{T-1} \mathbb{P}\{Z_a^t \text{ and } (u_a^t < \bar{u}_a^T)\} \\ &= \sum_{t=0}^{T-1} \sum_{m=0}^{\bar{u}_a^T-1} \mathbb{P}\{Z_a^t \text{ and } (u_a^t = m)\} = \sum_{m=0}^{\bar{u}_a^T-1} \sum_{t=0}^{T-1} \mathbb{P}\{Z_a^t \text{ and } (u_a^t = m)\} \\ &= \sum_{m=0}^{\bar{u}_a^T-1} \mathbb{P}\{Z_a^0, (u_a^0 = m) \text{ or } Z_a^1, (u_a^1 = m) \text{ or } \dots \text{ or } Z_a^{T-1}, (u_a^{T-1} = m)\} \\ &\leq \sum_{m=0}^{\bar{u}_a^T-1} 1 = \bar{u}_a^T. \end{aligned}$$

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We have used the fact that for $0 \leq i < j \leq t-1$, $(Z_a^i, (u_a^i = m))$ and $(Z_a^j, (u_a^j = m))$ are mutually exclusive.

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Step 4.1: Bounding B

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$\hat{p}_a(x)$ is the empirical mean of the first x pulls of arm a , and $\hat{p}_\star(y)$ is the empirical mean of the first y pulls of arm \star .

Step 4.2: Bounding B

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$$\hat{p}_a(x) + \sqrt{\frac{2}{x} \ln(t)} \geq \hat{p}_*(y) + \sqrt{\frac{2}{y} \ln(t)}$$

$$\implies \left(\hat{p}_a(x) + \sqrt{\frac{2}{x} \ln(t)} \geq p_* \right) \text{ or } \left(\hat{p}_*(y) + \sqrt{\frac{2}{y} \ln(t)} < p_* \right).$$

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Fact: If $\alpha > \beta$, then $\alpha \geq \gamma$ or $\beta < \gamma$. Holds for arbitrary α, β, γ !

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2. Since $x \geq \bar{u}_a^T$, we have $\sqrt{\frac{2}{x} \ln(t)} \leq \sqrt{\frac{2}{\bar{u}_a^T} \ln(t)} \leq \frac{\Delta_a}{2}$, and so

$$\hat{p}_a(x) + \sqrt{\frac{2}{x} \ln(t)} \geq p_* \implies \hat{p}_a(x) \geq p_a + \frac{\Delta_a}{2}.$$

Step 4.3: Bounding B

Continuing from Step 4.1, using the two results from Step 4.2, and invoking Hoeffding's Inequality:

$$B \leq \sum_{t=0}^{T-1} \sum_{x=\bar{U}_a^T}^t \sum_{y=1}^t \mathbb{P} \left\{ \hat{p}_a(x) + \sqrt{\frac{2}{x} \ln(t)} \geq \hat{p}_*(y) + \sqrt{\frac{2}{y} \ln(t)} \right\}$$

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We are done!

Summary of Proof

- To upper-bound regret, upper-bound the number of pulls of each sub-optimal arm a .
- Give each such arm a \bar{u}_a^T pulls for free.
- Beyond \bar{u}_a^T pulls, arm a 's UCB will have width at most $\Delta_a/2$.
- If a continues to be pulled beyond \bar{u}_a^T pulls, either its empirical mean has deviated by more than $\Delta_a/2$ from its true mean, or \star 's UCB has fallen below its true mean.
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- Both events above have a low probability—in aggregate at most a constant even if summed over an infinite horizon.
- KL-UCB uses the KL inequality, and avoids the naive “union bound” to transform the random number pulls to a constant.

Multi-armed Bandits

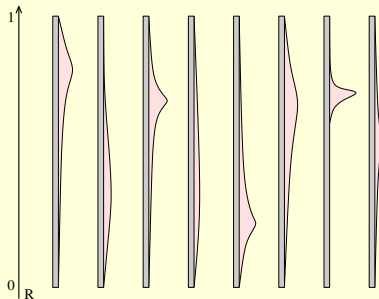
1. Concentration bounds
2. Analysis of UCB
3. Understanding Thompson Sampling
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Thompson Sampling (Thompson, 1933)

- At time t , arm a has s_a^t successes (1's) and f_a^t failures (0's).

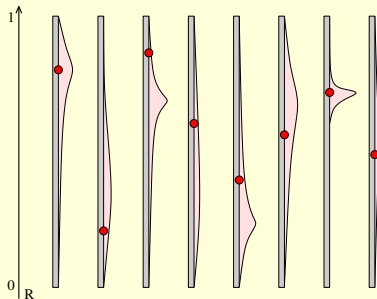
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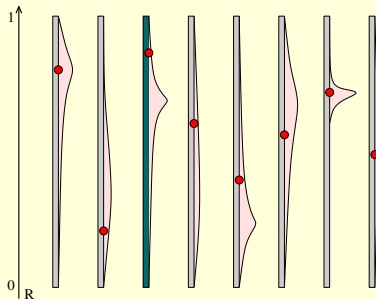
- **Computational step:** For every arm a , draw a sample

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- How to continuously refine our belief distribution based on incoming evidence?

$$\text{Belief}_m = \mathbb{P}\{w|e_1, e_2, \dots, e_m\}$$

Bayesian Inference

$$\begin{aligned} \text{Belief}_{m+1}(w) &= \mathbb{P}\{w | e_1, e_2, \dots, e_{m+1}\} \\ &= \frac{\mathbb{P}\{e_1, e_2, \dots, e_{m+1} | w\} \mathbb{P}\{w\}}{\mathbb{P}\{e_1, e_2, \dots, e_{m+1}\}} \\ &= \frac{\mathbb{P}\{e_1, e_2, \dots, e_m | w\} \mathbb{P}\{e_{m+1} | w\} \mathbb{P}\{w\}}{\mathbb{P}\{e_1, e_2, \dots, e_{m+1}\}} \\ &= \frac{\mathbb{P}\{e_1, e_2, \dots, e_m, w\} \mathbb{P}\{e_{m+1} | w\}}{\mathbb{P}\{e_1, e_2, \dots, e_{m+1}\}} \\ &= \frac{\mathbb{P}\{w | e_1, e_2, \dots, e_m\} \mathbb{P}\{e_1, e_2, \dots, e_m\} \mathbb{P}\{e_{m+1} | w\}}{\mathbb{P}\{e_1, e_2, \dots, e_{m+1}\}} \\ &= \frac{\text{Belief}_m(w) \mathbb{P}\{e_{m+1} | w\}}{\sum_{w' \in W} \text{Belief}_m(w') \mathbb{P}\{e_{m+1} | w'\}}. \end{aligned}$$

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- We achieve exactly that by taking

$$Belief_m(x) = Beta_{s+1, f+1}(x) dx$$

when the first m pulls yield s 1's and f 0's!

Principle of Selecting Arm to Pull

- We have a belief distribution for each arm's mean.
- Together, these distributions represent a belief distribution over bandit instances.
- We sample a bandit instance I from the joint belief distribution, and
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-
- Alternative interpretation: the probability with which we pick an arm is our belief that it is optimal. For example, if $A = \{1, 2\}$, the probability of pulling 1 is $\mathbb{P}\{x_1^t > x_2^t\} =$

$$\int_{x_1=0}^1 \int_{x_2=0}^{x_1} \text{Beta}_{s_1^t+1, f_1^t+1}(x_1) \text{Beta}_{s_2^t+1, f_2^t+1}(x_2) dx_2 dx_1.$$

Multi-armed Bandits

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- In this course, we have covered
 - ▶ **stochastic** multi-armed bandits,
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 - ▶ Which arm would **you** prefer?

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 - ▶ Which arm would **you** prefer?
- What if the arms' (true) means vary over time?
 - ▶ **Nonstationary setting**, seen for example, in on-line ads.
 - ▶ Approach depends on nature of drift/change in rewards.
 - ▶ In practice, one might only trust **most recent data** from arms.
 - ▶ In practice, the set of arms can itself change over time!

Other Bandit Problems

- Pure exploration.
 - ▶ Separate “testing” and “live” phases.
 - ▶ In testing phase, rewards don’t matter.
 - ▶ **PAC formulation**: W.p. at least $1 - \delta$, must return an ϵ -optimal arm, while incurring a small number of pulls.
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- Limited number of feedback **stages**.
 - ▶ Suppose you are given budget T , but your algorithm can look at history only $s < T$ times?
 - ▶ UCB, Thompson Sampling, etc. are **fully sequential** ($s = T$).
 - ▶ How to manage with fewer “stages” s ?

Other Bandit Problems

- What if the **number of arms** is large (thousands, millions)?
 - ▶ If arms can be described using features, mean reward is often treated as a (linear) function of these features.
 - ▶ **Quantile-regret**: look for “good”, rather than “optimal” arms.

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 - ▶ If arms can be described using features, mean reward is often treated as a (linear) function of these features.
 - ▶ **Quantile-regret**: look for “good”, rather than “optimal” arms.
- What if we're interacting with **many bandits** simultaneously?
 - ▶ **Contextual bandits**: If the bandits themselves can be described using features (a “context”), data from one can be used to generate estimates about others.

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- What if the **number of arms** is large (thousands, millions)?
 - ▶ If arms can be described using features, mean reward is often treated as a (linear) function of these features.
 - ▶ **Quantile-regret**: look for “good”, rather than “optimal” arms.
- What if we're interacting with **many bandits** simultaneously?
 - ▶ **Contextual bandits**: If the bandits themselves can be described using features (a “context”), data from one can be used to generate estimates about others.
- What if the rewards aren't from a fixed random process?
 - ▶ **Adversarial bandits** make no assumption on the rewards.
 - ▶ Possible to show sub-linear regret when compared against playing a single arm for the entire run.
 - ▶ Necessary to use a **randomised** algorithm.