Multi-arm Bandits

(I) ETC

- Explore each arm N times.

- Select arm with Lest sample avg. and play that forever after the Exploration sounds.

Example:

Let no-of army k=3. Army= $\{a,b,c\}$.

Alsume N=3 (exploration rounds per avm)

we observed (a,1), (a,2),(a,3)

(b, 2), (b, 4) (b, -10)

(c, 10), (c, 11), (c, -5)

be the first 9 rounds data.

which arm will be played on 10th round?

$$\mu(a) = \frac{1+2+3}{3} = 2$$

$$\overline{\mu}(b) = \frac{2+4-10}{3} = \frac{-4}{3}$$

$$\mu(c) = 10+11-5 = 16$$

Based on these objections, the

=) From sound 10, arm 'c' will be played.

2 VCB

At round t, Pick arm

argmax $\int \mu(a) + \sqrt{\frac{2 \log T}{n_{t-1}(a)}}$

Example:

g no of army.

Assume T=100. K=2.

Data observed till sound 3. (a, +2), (b, +3), (b, +2)

which arm will be played at sound 4? Note: base e' is UCB Scores: used for log. At $t=4 \Rightarrow t-1=3$ Arma. [4 (a) + $\sqrt{\frac{2\log 1}{m_2(a)}}$ $= \frac{2}{1} + \frac{2 \log 100}{1}$ $2 + \sqrt{9.21}$ 2+ 3.0348 $=\frac{3+2}{2}+\sqrt{\frac{2 \log 100}{2}}$ = 2.5+ 2.1459 = 4.6459 H == due to high UCR Score. (3) E-goedy

W.P. 1-E Exploit: play arm with highest sample avg.

W.P. E Explore: play any arm randomly. Example:

let-K=2. First three rounds

be (a,2), (b,3), (b,2).

Assume E=0.2. What is

Probability of playing arm b'?

At t= 4

 $M_{t-1}(a) = 2$

Mt-1(b) = 3+2 = 2.5

Dest arm according to sample avg: is arm "b" Prob. of Exploint = 1 - E = 1 - 0.2 = 0.8.Prob. of Explore = E = 0.2 Note:

_ During Exploration, any
arm 's played uniformly at

sandom.

Exploration both

arm a, b have equal (half) Chance

of playing. Hence Exploit 2 - arm b is played during exploitation since $\mu(\omega) > \mu(\alpha)$.

Probability of armb. = P(Explose) + 1 p(Explose) = $0.8 + \frac{1}{2}(0.2)$ The boop of arm a - Arm at hos half Chance during Exploration. Zero Chance derrif Exploitation. P(arma) = 0x P(Exploit) + 1 x P(sxplore)

= 0.1