

## Exercise 1: Multi-armed Bandits

Please remember the following policies:

- Exercises are due at **11:59 PM** Boston time (EDT/EST).
- Submissions should be made electronically on Canvas. Please ensure that your solutions for both the written and programming parts are present. You can upload multiple files in a single submission, or you can zip them into a single file. You can make as many submissions as you wish, but only the latest one will be considered, and late days will be computed based on the latest submission.
- If you are unable to access Canvas, you may submit via the submission link on Piazza. In this case, please zip your submission into a single file, and follow the naming convention listed on the form:  
Ex[Num] - [FirstName] [LastName] [Version number].zip
- Solutions may be handwritten or typeset. For the former, please ensure handwriting is legible. If you write your answers on paper and submit images of them, that is fine, but please put and order them correctly in a single .pdf file. One way to do this is putting them in a Word document and saving as a PDF file.
- You are welcome to discuss these problems with other students in the class, but you must understand and write up the solution **and code** yourself, *and* indicate who you discussed with (if any).
- Some questions are intended for CS 5180 students only. CS 4180 students may complete these for extra credit.
- Each exercise may be handed in up to two days late (24-hour period), penalized by 10% per day. Submissions later than this will not be accepted. There is no limit on the total number of late days used over the course of the semester.
- Contact the teaching staff if there are *extenuating* circumstances.

1. **1 point.** (RL2e 2.2) *Exploration vs. exploitation.*

**Written:** Consider a  $k$ -armed bandit problem with  $k = 4$  actions, denoted 1, 2, 3, and 4. Consider applying to this problem a bandit algorithm using  $\varepsilon$ -greedy action selection, sample-average action-value estimates, and initial estimates of  $Q_1(a) = 0$ , for all  $a$ . Suppose the initial sequence of actions and rewards is  $A_1 = 1, R_1 = -1, A_2 = 2, R_2 = 1, A_3 = 2, R_3 = -2, A_4 = 2, R_4 = 2, A_5 = 3, R_5 = 0$ . On some of these time steps the  $\varepsilon$  case may have occurred, causing an action to be selected at random. On which time steps did this definitely occur? On which time steps could this possibly have occurred?

2. **1 point.** (RL2e 2.4) *Varying step-size weights.*

**Written:** If the step-size parameters,  $\alpha_n$ , are not constant, then the estimate  $Q_n$  is a weighted average of previously received rewards with a weighting different from that given by Equation 2.6. What is the weighting on each prior reward for the general case, analogous to Equation 2.6, in terms of the sequence of step-size parameters?

3. **[CS 5180 only.] 2 points.** *Bias in  $Q$ -value estimates.*

**Written:** Recall that  $Q_n \triangleq \frac{R_1 + \dots + R_{n-1}}{n-1}$  is an estimate of the true expected reward  $q_*$  of an arbitrary arm  $a$ . We say that an estimate is *biased* if the expected value of the estimate does not match the true value, i.e.,  $\mathbb{E}[Q_n] \neq q_*$  (otherwise, it is *unbiased*).

(a) Consider the *sample-average* estimate in Equation 2.1. Is it biased or unbiased? Explain briefly.

For the remainder of the question, consider the *exponential recency-weighted average* estimate in Equation 2.5. Assume that  $0 < \alpha < 1$  (i.e., it is strictly less than 1).

(b) If  $Q_1 = 0$ , is  $Q_n$  for  $n > 1$  biased? Explain briefly.

(c) Derive conditions for when  $Q_n$  will be unbiased.

(d) Show that  $Q_n$  is *asymptotically unbiased*, i.e., it is an unbiased estimator as  $n \rightarrow \infty$ .

(e) Why should we expect that the *exponential recency-weighted average* will be biased in general?

For the remainder of this assignment, you will be implementing the 10-armed testbed described in Section 2.3, reproducing some textbook figures based on this testbed, and performing further experimentation on bandit algorithms. Some general tips:

- Some of the experiments might take a while. During development, you should use smaller numbers of steps and trials to make iteration much faster. Here are some possible settings:
  - Tiny: 100 steps, 20 trials – for fast iteration, should take  $< 1$  second
  - Small: 100 steps, 200 trials – for development and debugging purposes, should take  $< 10$  seconds
  - Medium: 1000 steps, 2000 trials – the final setting in this assignment and the setting used in the textbook, should take  $< 5$  minutes
- The above times were based on our implementation running on a single CPU thread of a Lenovo ThinkPad T480s (circa 2018) laptop. You can even consider multiprocessing, but that should not be necessary. You may consider adjusting the settings above of steps/trials in order to achieve fast iteration.

4. **1 point.** *Implementing the 10-armed testbed for further experimentation in the remainder of the assignment.*  
**Code:** Implement the 10-armed testbed described in the first paragraph Section 2.3 (p. 28).

**Read the description carefully.**

**Plot:** To test that your testbed is working properly, produce a plot similar in style to Figure 2.1 by pulling each arm many times and plotting the distribution of sampled rewards. You can use any type of plot that makes this point effective, e.g., a violin plot, or a scatterplot with some jitter in the horizontal axis to show the sample density more effectively.

5. **1 point.** (RL2e 2.3) *Predicting asymptotic behavior in Figure 2.2.*

**Written:** In the comparison shown in Figure 2.2, which method will perform best in the long run in terms of cumulative reward and probability of selecting the best action? How much better will it be? Express your answer quantitatively. (Compute what you expect the asymptotic performances to be for the lower graph, and possibly the upper graph if you want a small mathematical workout.)

6. **2 points.** *Reproducing Figure 2.2.*

**Code:** Implement the  $\epsilon$ -greedy algorithm with incremental updates. Note that in the graph: “All the methods formed their action-value estimates using the sample-average technique (with an initial estimate of 0).”

**Plot:** Reproduce both plots shown in Figure 2.2, with the following modifications:

- Use  $10^3$  steps with 2000 independent runs (same as in text). Make sure that all methods are evaluated on the same set of 2000 10-armed bandit problems.
- For the reward plot, add an extra constant upper bound line corresponding to the best possible *average* performance in your trials, based on the known true expected rewards  $q_*(a)$ . That is, the line should correspond to  $\max_a q_*(a)$ , averaged over all trials. (Why is this the appropriate upper bound?)
- For each curve (including the upper bound), also plot confidence bands corresponding to  $(1.96 \times \text{standard error})$  of your rewards.

The standard error of the mean is defined as the standard deviation divided by  $\sqrt{n}$ :  $\frac{\sigma}{\sqrt{n}}$

This corresponds to a  $\sim 95\%$  confidence interval around the average performance. In other words, our uncertainty in the average performance decreases as the number of trials increases. See the following for an example of plotting a confidence band in `matplotlib.pyplot`: [https://matplotlib.org/3.3.1/gallery/lines\\_bars\\_and\\_markers/line\\_between\\_demo.html#example-confidence-bands](https://matplotlib.org/3.3.1/gallery/lines_bars_and_markers/line_between_demo.html#example-confidence-bands)

**Written:** Do the averages reach the asymptotic levels predicted in the previous question?

7. [CS 5180 only.] **2 points.** *Reproducing and supplementing Figures 2.3 and 2.4.*

**Code:** Implement the  $\epsilon$ -greedy algorithm with optimistic initial values, and the bandit algorithm with UCB action selection.

**Plot:** Reproduce the plots shown in both Figures 2.3 and 2.4, with the following modifications:

- Use  $10^3$  steps with 2000 independent runs (same as in text). Make sure that all methods are evaluated on the same set of 2000 10-armed bandit problems.
- We will merge the results for both Figures 2.3 and 2.4 and plot additional curves. Figure 2.3 should show % optimal action and Figure 2.4 should show the average reward. Both plots should each contain 5 curves:
  - $\epsilon$ -greedy ( $Q_1 = 0, \epsilon = 0$ )
  - $\epsilon$ -greedy ( $Q_1 = 5, \epsilon = 0$ )
  - $\epsilon$ -greedy ( $Q_1 = 0, \epsilon = 0.1$ )
  - $\epsilon$ -greedy ( $Q_1 = 5, \epsilon = 0.1$ )
  - UCB ( $c = 2$ )
- For each curve (including the upper bound), also plot confidence bands corresponding to  $(1.96 \times \text{standard error})$  of your rewards.
- For the reward plot, add an extra constant upper bound line corresponding to the best possible *average* performance in your trials, based on the known true expected rewards  $q_*(a)$ . That is, the line should correspond to  $\max_a q_*(a)$ , averaged over all trials. (Why is this the appropriate upper bound?)

**Written:** Observe that both optimistic initialization and UCB produce spikes in the very beginning. In lecture, we made a conjecture about the reason these spikes appear. Explain in your own words why the spikes appear (both the sharp increase and sharp decrease). Analyze your experimental data to provide further empirical evidence for your reasoning.