## Talk for Computer Laboratory

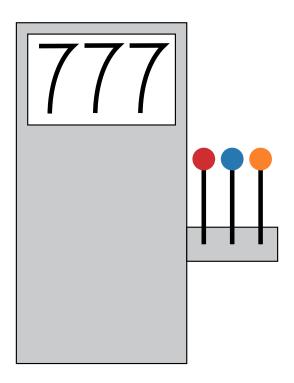
## Machines Regret Their Actions Too: A Brief Tutorial on Multi-armed Bandits



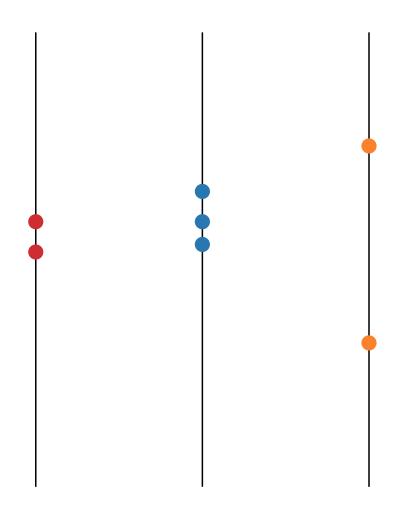
Alexander Terenin

HTTPS://AVT.IM/ ⋅ ❤️ @AVT\_IM

#### Multi-armed Bandits



#### Multi-armed Bandits



#### Formalism

Goal: for a function f:X o [0,1] where  $|X|=K<\infty$  find  $\displaystyle\max_{x\in X}f(x)$ 

based on noisy observations  $f(x_t) + arepsilon_{x_t}$  where  $arepsilon_{x_t}$  is random.

Given observations up to time t, how should one choose  $x_{t+1}$ ?

#### Formalism

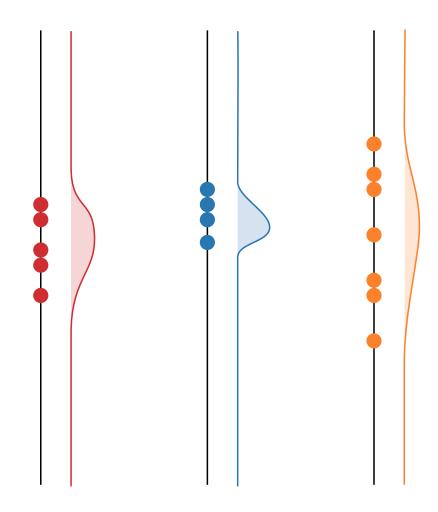
Regret:

$$R(T) = \sum_{t=1}^T f(x^*) - f(x_t)$$

where 
$$x^* = \argmax_{x \in X} f(x)$$
.

Different strategies yield different regret asymptotics

## **Balancing Explore-Exploit Tradeoffs**



#### A Regret Lower Bound

**Theorem.** For any algorithm there is an f such that

$$\mathbb{E}[R(T)] \geq \Omega(\sqrt{KT}).$$

Some regret is always incurred in order to learn f

#### **Error Bars**

**Result (Hoeffding).** Let  $y_1, ..., y_t$  be an IID sequence of random variables with values in [0, 1]. Let  $\bar{y}_t$  be their sample mean. Then

$$\mathbb{P}(\mathbb{E}(y_1) > ar{y}_t + \delta) \leq e^{-2t\delta^2}.$$

Concentration inequalities enable us to construct error bars for f

#### **Error Bars**

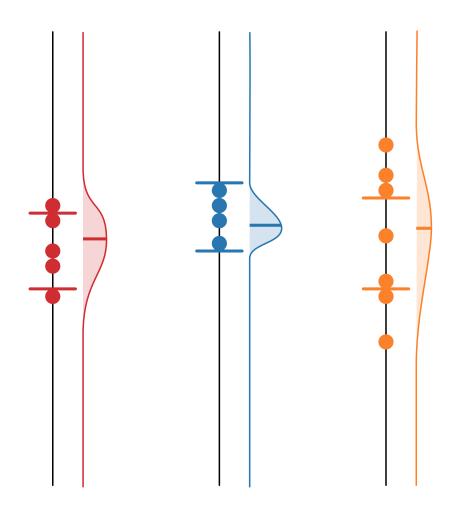
Assume  $f(x_t) + arepsilon_{x_t}$  satisfy Hoeffding's inequality. Choose  $\delta, \eta$  so that

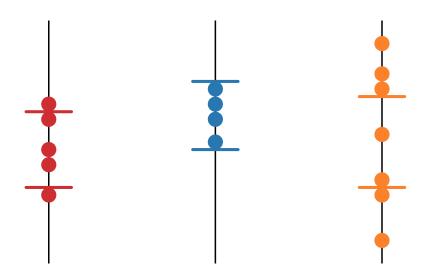
$$\mathbb{P}igg(|ar{y}_t(x)-f(x)| \leq \sqrt{rac{2\ln T}{n_t(x)}}igg) \geq 1-\eta.$$

#### where

- ullet  $n_t(x)$  is the expected number of times x is selected by time t, and
- $ar{y}_t(x_t)$  is the empirical mean of  $f(x_t) + arepsilon_{x_t}$  up to time t.

## **Error Bars**





$$x_{t+1} = rgmax f_t^+(x_t) \ _{x \in X}$$

$$f_t^\pm(x) = ar{y}_t(x) \pm \sigma_t(x)$$

 $ar{y}_t$ : empirical mean

 $\sigma_t$ : error bar width

**Theorem.** Hoeffding–UCB's regret satisfies

$$\mathbb{E}[R(T)] \leq \widetilde{\mathcal{O}}(\sqrt{KT})$$

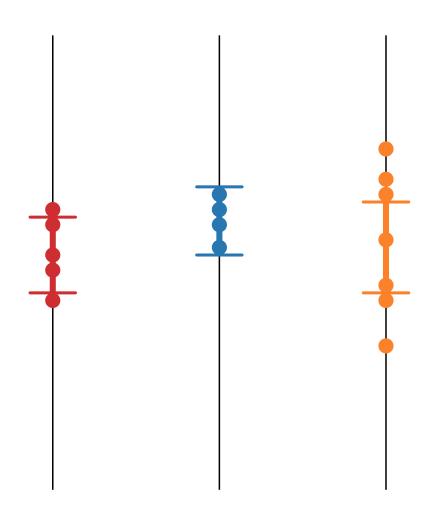
uniformly for all f.

Well-calibrated error bars lead to asymptotically efficient strategies

**Key idea.** With sufficiently high probability, we have

$$egin{aligned} \Delta(x_t) &= f(x^*) - f(x_t) \ &\leq f_t^+(x^*) - f_t^-(x_t) \ &\leq f_t^+(x_t) - f_t^-(x_t) \ &= 2\sigma_t(x_t) = 2\sqrt{rac{2\ln T}{n_t(x)}} \stackrel{t=T}{=} \widetilde{\mathcal{O}}(n_T^{-1/2}) \end{aligned}$$

using  $f_t^-(x) \leq f(x) \leq f_t^+(x)$ , and  $f_t^+(x_t) \geq f_t^+(x)$ , orall x, t.



This gives

$$egin{aligned} \mathbb{E}[R(T)] &= \sum_{t=1}^T \underbrace{f(x^*) - f(x_t)}_{\Delta(x_t)} = \sum_{x \in X} \underbrace{\Delta(x)}_{\widetilde{\mathcal{O}}(n_T^{-1/2})} n_T(x) \ &\leq \sum_{x \in X} \widetilde{\mathcal{O}}(\sqrt{n_T(x)}) \leq \widetilde{\mathcal{O}}igg(\sqrt{K}\sum_{x \in X} n_T(x)igg) \ &= \widetilde{\mathcal{O}}(\sqrt{KT}). \end{aligned}$$

#### Extensions

• 
$$\widetilde{\mathcal{O}}(\sqrt{KT}) \rightsquigarrow \mathcal{O}(\sqrt{KT})$$

• Adversarial and Contextual Bandits

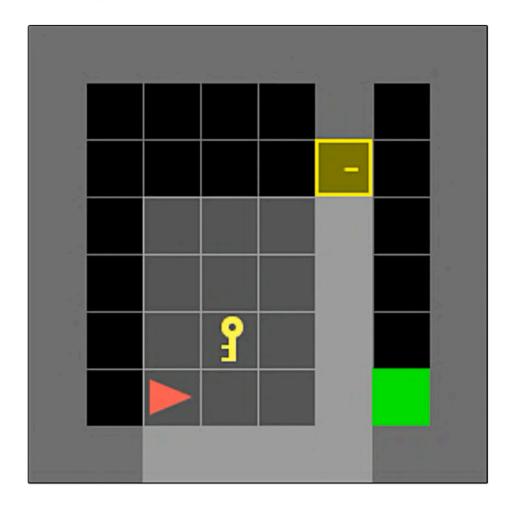
$$\min_{arepsilon \in \mathcal{E}} \max_{x \in X} f(x)$$

Bayesian methods and Thompson Sampling

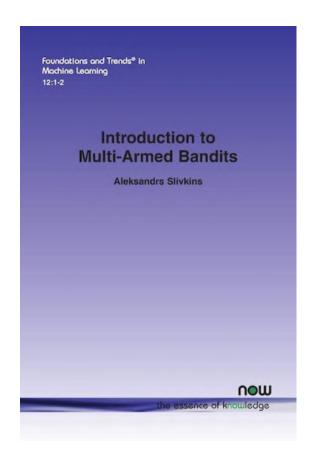
$$x_{t+1} = rg\max_{x \in X} \phi_t(x) \qquad \phi_t \sim f \mid y_1,..,y_t$$

Partial Monitoring and Information Directed Sampling

## Reinforcement Learning

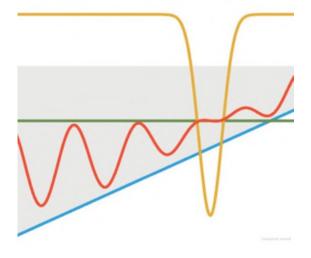


#### References



# Bandit Algorithms

TOR LATTIMORE CSABA SZEPESVÁRI



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